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# **RESEARCH PLAYBOOK**

## **02 CHAVIS TENNESSEE DEFENSE**

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\*\*\*149 PAGES\*\*\*

breaking down the Tennessee Volunteer defense

\*\*BOOK ON CD-ROM in pdf FORMAT\*\*

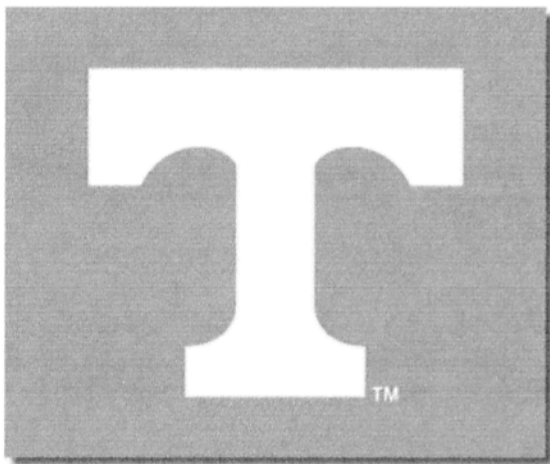
If you are interested in the attacking MULTIPLE 4-3 defense, this is an excellent resource. Find out why Coach John Chavis (UT Defensive Corrdinator) has experienced incredible success with this defensive system. As described by UT football: "Promoted to defensive coordinator at Tennessee in 1995, Chavis has gained recognition as a defensive guru the old-fashioned way -- by building hard-nosed teams that have helped Phillip Fulmer's Vol squads rank among the stingiest in college football."

Includes alignments, techniques, and calls for all 11 positions and presents defensive alignments and base coverage responsibilities versus multiple offensive formations from the 2002 Vols defense. One of the best books available on the MULTIPLE 4-3 defense.

A great and unique item for any Tennessee fan and a wonderful resource for serious coaches!

**2002**

**TENNESSEE  
MULTIPLE 4-3  
DEFENSE**



# TENNESSE FOOTBALL

## DEFENSIVE TERMINOLOGY

A	TB INDENTIFICATION ON PASS ROUTE
A GAP	GAP BETWEEN CENTER AND GUARD
ACE	READ STUNT BY MIKE LB
ADVANTAGE	ALIGNMENT BY DEFENSIVE LINE
AIM	MOVEMENT BY DEFENSIVE FRONT 4 AWAY FROM CALL
ALLEY	RUNNING LANE BETWEEN CONTAIN AND FORCE MAN
ARC BLOCK	LEAD BLOCKER RUNNING PARALLEL TO LOS IN FRONT ON BALL CARRIER ASSIGNED TO BLOCK FORCE
BACKSIDE	REFERS TO HALF OF LINE AWAY FROM THE PLAY, i.e. BACKSIDE A GAP
BAIL	TECHNIQUE USED IN ZONE COVERAGE. DB BUMPS WR AND ALLOWS WR TO GET SLIGHTLY AHEAD OF HIM.
B GAP	GAP BETWEEN GUARD AND TACKLE
BALL	ALERT 1. CENTER HAS HAND ON BALL AND IT CAN BE PUT INTO PLAY 2. BALL HAS BEEN THROWN
BASE	OUR BASE 4-3 ALIGNMENT
BEAR	DOUBLE EAGLE (BLITZ) ALIGNMENT. COVERAGE DETERMINED BY CALL
BEAR SHORT	FRONT ALIGNMENT
BIG	DECLARATION TO PASSING STRENGTH
BLITZ	TEAM STUNT WITH MAN OR ZONE COVERAGE
BLITZ PEEL	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

BLIZZARD	8 MAN PRESSURE
BLUE	MAN TO MAN COVERAGE CALL
BOOTLEG	QUARTERBACK FAKES TO REMAINING BACKS IN ONE DIRECTION BUT MOVES WITH THE BALL IN THE OPPOSITE DIRECTION AND RUNS OR PASSES. A GUARD WILL PROTECT OR LEAD HIM
BULLETS	INSIDE PRESSURE BY LB'S
BUMP	MAN TO MAN COVERAGE TECHNIQUE FROM L.O.S.
BUMP AND TRAIL	TECHNIQUE USED IN 2 MAN COVERAGE. DB BUMPS WR AND ALLOWS WR TO GET SLIGHTLY AHEAD OF HIM.
C GAP	GAP BETWEEN TACKLE AND END
CANNON	CALL TO BRING CORNER
CHANGE	MOVEMENT BY 3 AND 5 TECH
CHEAT	CALL TO ALERT WIDE ALIGNMENT BY 3 TECH & 5 TECH IN (EAGLE DEFENSE) TO 4I AND 6 TECH
CHICO	OUTSIDE ALIGNMENT BY CORNER
CHINA	CALL MADE BY CORNER SIGNIFYING DELAY BY RECIEVER
CHOP BLOCK	OFFENSIVE PLAYER USES LOW BLOCK RATHER THAN NORMAL STANDUP PASS PROTECTION BLOCK
CLAMP	COMBINATION MAN ZONE COVERAGE
CLOUD	FORCE CALL USED FOR CORNER SUPPORT AND PLAY COVERAGE
COBRA	FRONT SEVEN ALIGNMENT
COMBO	IN AND OUT COVERAGE BY TWO DEFENDERS
CONTAIN RUSH	PREVENT THE PASSER FROM GETTING OUTSIDE OF YOU. YOU MUST FORCE THE THROW AS QUICKLY AS POSSIBLE BY SQUEEZING DOWN AS YOU RUSH. BUT STILL MAINTAINING AN OUTSIDE POSITION ON THE PASSER
COP	1 TECH INVOLVED IN COVERAGE
CRACK	TERM USED TO ALERT ANY DEFENDER THAT A WIDE RECIEVER IS CRACK BLOCKING ON HIM
CRASH	AGGRESSIVE OUTSIDE STUNT BY WILL LINEBACKER

CURL	FIRST INSIDE ZONE OF THE WIDE RECEIVER
CUSHION	THE DISTANCE THAT A DB KEEPS BETWEEN HIM AND THE RECEIVER. ALSO, A TERM USED BY OLB/SS
CUT OFF	WHEN OFFENSIVE PLAYER DRIVES HEAD OR SHOULDER PAST DEFENSIVE MAN'S INSIDE WITH INTENT OF CUTTING HIM OFF FROM INSIDE
DELTA	FRONT SEVEN ALIGNMENT/PERSONNEL GROUP
DISENGAGE (SHED)	GETTING RID OF THE OFFENSIVE BLOCKER
DOUBLE TEAM	TWO OFFENSIVE PLAYERS BLOCK ON DEFENSIVE PLAYER
DOWN BLOCK	WHEN OFFENSIVE MAN MAKE MOVE TO BLOCK DEFENSIVE PLAYER
DRAW	FRONT CALL WITH COBRA
DROP	DEFENSIVE END IN PASS COVERAGE
EAGLE	FRONT SEVEN ALIGNMENT
EAT	GAME BETWEEN END AND TACKLE AWAY FROM STRENGTH CALL THE END WILL PIN SHOULDER OF GUARD WITH TACKLE LOOPING AROUND.
EX	<ol style="list-style-type: none"> <li>1. MOVEMENT BY DEFENSIVE END (BASE)</li> <li>2. MOVEMENT WITH WKSIDE END AND TACKLE (BEAR)</li> <li>3. FULL LINE MOVEMENT STRONG BRINGING MAX LB (MAX)</li> </ol>
F	IDENTIFICATION USED FOR THE FULLBACK ON PASS ROUTES
FAST FLOW	FULL FLOW WITHOUT A DIVE TREAT
FLAT	AREA FROM TE TO SIDELINE TO A DEPTH OF 8 YARDS
FLEX	<ol style="list-style-type: none"> <li>1. WHEN THE TIGHT END (Y) OR (X) SPREADS FROM 3-5 YARDS</li> <li>2. DEF LINEMAN ALIGNED OFF L.O.S.</li> </ol>
FLOW	MOVEMENT OF THE BALL TO THE RIGHT OR LEFT BY THE OFFENSE
FLOW RULE	PLAY ACTION OFF FULL FLOW TO THE T.E.
FOLD BACK	OUTSIDE LINEMAN BLOCKS IN, INSIDE LINEMAN PULLS AROUND
FOLD TECHNIQUE	PURSUIT OF OLB/SS ON RUNNING PLAY AWAY WHERE OLB/SS BECOMES THE 3 <sup>RD</sup> LB'ER. LOOKS FOR PULL IN GUARD, COUNTER, CUTBACK AND REVERSE.
FORCE	PRIMARY RUN-SUPPORT RESPONSIBILITY

FOX	WEAKSIDE BLITZ
FULL FLOW	ALL BACKS GO IN THE SAME DIRECTION
"G"	WORD TELLING 1 TECHNIQUE TO MOVE TO A 2I TECHNIQUE
GAP	A TECHNIQUE IN WHICH THE 5 TECH AGGRESSIVELY PENETRATES A DESIGNATED GAP
GO	CALL USED TO DESIGNATE PASS RUSH
GOALLINE	TEAM ALIGNMENT
GUTS	GOALLINE ALIGNMENT
HALFBACK PASS	PLAY ACTION PASS WITH HALFBACK SHOWING THREAT OF RUNNER BEING ABLE TO THROW BALL
HARD	AGGRESSIVE OUTSIDE STUNT BY WILL LINEBACKER, SPY TECHNIQUE BY END
HARD FLOW	FULL FLOW WITH A DIVE THREAT
HARD JOINT	TECHNIQUE USED TO TURN PLAY BACK INSIDE
HASH CALL	CALL MADE BY STRONG SAFETY IF BALL IS WITHIN 3 YARDS OF HASH MARK
HEAVY	PERSONNEL GROUP
HEEL LINE	HORIZONTAL LINE BEHIND FEET OF OFFENSIVE LINEMEN'S ALIGNMENT
HI-LO	GAME INVOLVING ALL FOUR DEFENSIVE LINEMEN
HIP	TECH BY DEFENSIVE END
HOLD	FRONT CALL WITH COBRA
HOOK	DEFENSIVE TACKLE DROP
HOOK ZONE	THE INSIDE 1/6 <sup>TH</sup> OF THE SIX SHORT ZONES. APPROXIMATELY 10 YARDS DEEP FROM A POINT IN FRONT OF A NORMAL END TO THE CENTER.
IN PHASE	DB HAS WR IN CONTROL BY PHYSICALLY PINNING HIM. SB CAN LOOK BACK FOR BALL WHEN "IN PHASE"
INFLUENCE	OFFENSIVE LINEMEN USE A TECHNIQUE TO DRAW A DEFENSIVE CHARGE
INTERCEPTION POINT	A POINT ON A PASS ROUTE AT WHICH INTERCEPTION CAN BE MADE



ISO BLOCK	BLOCK PERFORMED BY A BACK LEADING ON A LB'ER
KEY	1. YOUR INTIAL READ 2. COVERAGE
KICK	COVERAGE CALL
KICKOUT BLOCK	INSIDE OUT BLOCK BY A BLOCKER
LEVEL	COVERAGE VS. 3 BACKS
LEVERAGE	MAINTAINING POSITION ON THE FOOTBALL WHILE CONTROLLING YOUR AREA OF RESPONSIBILITY
LIGHTENING	OUTSIDE PRESSURE CALL
LOAD BLOCK	BLOCK ON MAN RESPONSIBLE FOR 2QB ON OPTION ON L.O.S.
LOOSE	ALIGNMENT FOR DE'S
MAX	FRONT SEVEN ALIGNMENT
MIKE	MIDDLE LINEBACKER
MINI 2	COVERAGE CALL
MIX	COMBINATION OF EAT AND TEX GAME
MOTOR-MOTOR	SLOW BACKPEDAL FROM BUMP ALIGNMENT
MOVE	MOVEMENT OF ONE DEFENSIVE ALIGNMENT TO ANOTHER
MUG	MIKE LB ON L.O.S. OVER UNCOVERED OFF LINEMAN
MUSTANG	PERSONNEL/FRONT SEVEN ALIGNMENT
NAKED	QUARTERBACK FAKES TO REMAINING BACK IN ONE DIRECTION BUT MOVES WITH THE BALL IN THE OPPOSITE DIRECTION AND RUNS OR PASSES
NEAR BACK	TERM USED BY THE STRONG OR WEAK SIDE MEANING THE NEAREST BACK TO THAT SIDE
"OB"	OFF SET FB SETS
OFFSIDE GAP	THE SIDE AWAY LB ALIGNMENT
PLAY	MOVEMENT BY 1 TECH TACKLE
ONside	THE SIDE TO WHICH THE OFFENSIVE PLAY IS DIRECTED
OPPOSITE	DT CHANGE RUSH LANES

OSKIE	A CALL TO INDICATE AN INTERCEPTION
OUT OF PHASE	DB IN CATCH-UP POSITION, MUST PLAY THE BALL IN THE POCKET.
OUTSIDE LEVERAGE	FORCING THE PLAY FROM THE OUTSIDE TO THE INSIDE. YOU MUST STILL BE IN POSITION TO REACT TO THE INSIDE ONCE THE PLAY HAS BEEN TURNED BACK IN
PETER	TERM USED TO ALERT EVERYONE TO FIND THE BALL AND GET AWAY FROM IT (PUNT) (FG)
PISTOLS	OUTSIDE PRESSURE BY LB'S
PITCH	TERM TO DENOTE RESPONSIBILITY FOR THE PITCH BACK
PLAY ACTION	AN AGGRESSIVE TECHNIQUE WHICH SIMULATES A RUNNING PLAY AND IS USED ON PLAY ACTION PASSES AND ROLLOUTS OR QUICK PASSES.
PLAY IT	DEFENSIVE CALLS, NO CHECK MADE.
PRESS	BUMP & RUN ALIGNMENT BY THE CORNERS
PROWL	STEMMING TO AN ALIGNMENT BY LB'ERS AND SECONDARY
PURSUIT ANGLE	THE CORRECT ANGLE OF MOVEMENT TO THE BALL. ESTABLISH THE QUICKEST ANGLE POSSIBLE BETWEEN THE BC AND THE GOALLINE
QB	CALL TO ELIMINATE THE QUARTERBACK VERSUS THE OPTION
READ SUPPORT	SUPPORT BY TWO DEFENDERS READING THE RELEASE OF THE TE TO DETERMINE PRIMARY FORCE
RECLAIM	TECHNIQUE TO CLOSE GAP AS MUCH AS POSSIBLE ON BACKSIDE OF RUNNING PLAY
REPLACE	LB'ER STUNT AND DEFENSIVE LINEMAN DROP
RESTRICT	TECHNIQUE TO CLOSE GAP AS MUCH AS POSSIBLE ON BACKSIDE OF RUNNING PLAY
REVERSE	PLAY ACTION TO ONE SIDE WITH THE BALL GOING TO THE OTHER SIDE
RIP-LIZ	CALL MADE TO PASSING STRENGTH
RIVERSIDE	CHANGE FROM ONE SIDE TO THE OTHER
RIGHT OR LEFT	PREDETERMINED ALIGNMENT BY DEFENSE, REGARDLESS OF FORMATION OR LOCATION OF BALL
ROCK	FRONT ALIGNMENT WITH KICK COVERAGE

SAM	STRONG SIDE LINEBACKER
SAW	BLITZ FOR OUTSIDE LINEBACKERS
SCAM	STRONG SIDE BLITZ BY MIKE & SAM
SCAT	INSIDE PRESSURE CALL FOR LINEBACKERS
SCOOP	COMBINATION BLOCK BY BACKSIDE OF OFFENSIVE LINE USED TO BLOCK AN AREA ON THE L.O.S.
SCREEN	QB SETS UP ON REGULAR SHOW PASS BUT THROWS OFF TO THE SIDE OR MIDDLE TO A BACK OR END WHO HAS SET UP BEHIND A WALL OF LINEMEN
SCREW	COMBINATION MAN ZONE COVERAGE
SEAM	AREA ALONG IMAGINARY LINES THAT DIVIDE THE SECONDARY INTO ZONES (SHORT AND LONG SEAM)
SHOOT	STUNT BETWEEN WEAKSIDE TACKLE AND MISSLE LINEBACKER. MIKE GOES A GAP STRONG, WEAK TACKLE GOES A GAP WEAK.
SHOT GUN	THE QB LINE IN POSITION ARE ENOUGH BEHIND CENTER SO AS TO MAKE IT NECESSARY TO RECEIVE A PASS FROM THE CENTER
SHOW	DEFENSIVE CALL TO ALIGN THE CALL SIDE END IN 6 TECH AND SAM LB OUTSIDE
SKIN	DEFENSIVE LINEMAN STEP TO HIS GAP ON SNAP
SLAM	CALL WITH MAX TO BRING SAM AND MOVE LINE WK
SLANT	STUNT BY SAM LB, DE, AND DT
SLIDE	DEFENSIVE CALL TO ALIGN THE CALL SIDE END IN 6 TECH AND SAM LB OUTSIDE
SLIM	CALL TO PUT DE MAN TO MAN ON TE
SLIP SCREEN	IS SCREEN PASS THROWN TO A ACK OFF PLAY ACTION FAKE
SLOT	INSIDE RECEIVER OFF L.O.S. LOCATED WITHIN 1-4 YARDS OF OFF TACKLE
SLUG	MOVEMENT BY 3 TECH
SMASH	STUNT BY SAM LB
SMOKE	TECH BY DEFENSIVE END ALIGNED ON WING
SPILL	TECHINQUE USED TO MAKE PLAY BOUNCE OUTSIDE
SPLIT FLOW	BACKS GO IN OPPOSITE DIRECTIONS FROM EACH OTHER

SPLIT	FRONT SEVEN ALIGNMENT
SPRINT OUT PASS	A PASS ACTION IN WHICH THE QB FRONTS OUT AND ATTACKS OUTSIDE THE TACKLE BOX
SPY	A TERM USED TO DESIGNATE THAT A DEFENSIVE LINEMEN WILL DROP OFF L.O.S. AFTER SNAP
SQUAT	A POSITION TAKEN ON THE WIDE RECEIVER IN ORDER TO DESRUPT HIS ROUTE
STACK	SUBSTITUTE DEFENSE WITH 5 LINEMAN USED FOR 2 TIGHT END OFFENSE
STAR	LINEBACKER STUNT AND FRONT MOVEMENT
STATUE	FAKE PASS AND REVERSE HANDOFF TO REMAINING BACK
STEM	MOVEMENT OF ONE DEFENSIVE ALIGNMENT TO ANOTHER
STING	COVERAGE ALIGNMENT FOR F/S
STRONGSIDE	SIDE OF THE FORMATION WHICH DESIGNATES STRENGTH. RUN STRENGTH TO TIGHT END; PASS TO RECEIVER.
SUDDEN CHANGE	ANY TIME BALL CHANGES FROM OFFENSE TO DEFENSE OR DEFENSE TO OFFENSE AND REMAINS IN PLAY
SWITCH	CALL BETWEEN SAM LB'ER AND S/S ON MAN TO MAN RESPONSIBILITIES
TANGO	MOVEMENT BY FRONT 4 TO CALL
TATOO	TECH BETWEEN END AND TACKLE TO STRENGTH CALL THE TACKLE WILL PIN SHOULDER OF THE OT WITH THE END LOOPING INTO A GAP
TEX	GAME BETWEEN END AND TACKLE TO STRENGTH CALL THE TACKLE WILL PIN SHOULDER OF THE OT WITH THE END LOOPING INTO A GAP
TILT	ALIGNMENT BY DEFENSIVE LINE
TITE	ALIGNMENT BY 5 TECH TO 4 I
TOP	LINEBACKER STUNT AND FRONT MOVEMENT
TOSS	QUICK TOSS TO THE NEAR BACK OR TAILBACK
TOY	CALL THAT TELLS TACKLES TO MOVE TO THE CALL ON SNAP
TOUGH	COMMUNICATION CALL TO TIGHTEN THE ALIGNMENT AND CUSHION IN ZONE OR MAN COVERAGE WHEN THE BALL IS INSIDE OUR OWN 20 YARD LINE

TRADE	<ol style="list-style-type: none"> <li>1. A TERM USED TO DESIGNATE AN END SHIFTING FROM ONE SIDE TO ANOTHER CHANGING FORMATION STRENGTH</li> <li>2. CALL FOR DT / DE TO CHANGE ALIGNMENTS</li> </ol>
TRAIL	ON ACTION AWAY, THE INDIVIDUAL ASSIGNED CONTAIN WILL PURSUE BALL DOWN LOS BE CONSCIOUS OF REVERSES AND PLAYS COMING BACK
TRAP BLOCK	OFFSIDE LINEMAN PULLING BEHIND THE LINE AND BLOCKING TO THE ONSIDE AND DRIVING THE OPPONENT OUT (INSIDE OUT)
TRICK	THREE ELIGIBLE RECEIVERS ON ONE SIDE
TRYPS	THREE ELIGIBLE RECEIVERS ON TE SIDE
TURN OUT	OFFENSIVE PLAYER PUTS HIS HEAD INSIDE OF DEFENSIVE PLAYER TRYING TO DRIVE DEFENSIVE PLAYER TO OUTSIDE
TWINS	TWO ELIGIBLE WIDE RECEIVERS ON ONE SIDE
TWIST	TACKLES EXCHANGE RUSH LANES OR GAPS
2 BLANKET	MAXIMUM 2 DEEP COVERAGE CALL
U	IDENTIFICATION USED FOR 2 <sup>ND</sup> TE AWAY FROM FORMATION
UP	LB'ER ALIGNMENT
VEER BLOCK	INSIDE RELEASE BY AN OFFENSIVE LINEMAN
VEER OPTION	TRIPLE OPTION WITH QB TAKING BALL OUTSIDE
WAGGLE	INDED PRESSURE CALL FOR LINEBACKERS
WHEEL	STUNT BETWEEN WEAKSIDE TACKLE AND MIDDLE LB'ER. MIKE GOES A GAP WEAK, WEAK TACKLE GOES A GAP STRONG.
WIDE	FRONT 7 ALIGNMENT 3 TECHNIQUE ADJUSTMENT TO 4 I TECHNIQUE, AND 9 TECHNIQUE ADJUSTMENT TO WIDE 9 TECHNIQUE.
WHITE	SAM TO 70 MAN TO MAN COVERAGE CALL
WILLIE	WEAK SIDE LINEBACKER
X	THE SPLIT END
Y	THE TIGHT END
Z	THE FLANKER
ZONE	AREA OF RESPONSIBILITY VERSUS PASS
ZONE BLOCK	COMBINATION BLOCK BY ONSIDE OF OFFENSIVE LINE USED TO

The primary objective of defense is to obtain the football for the offense. The three simplest ways to obtain the football is "3 downs and out", cause fumble and interceptions.

## **YOU ARE JUDGED BY YOUR TEAM PERFORMANCE - NOT THE VICTORY ITSELF.**

### Priorities

1. To play with unbelievable effort.
2. To get the best 11 players on the field.
3. Team first - doing what it takes to make the team as good as it can be.
4. Play aggressive attacking defense.
5. Take one play at a time.
6. Force turnovers
7. Force teams into making mistake.
8. Be a great tackler.
9. Score on defense.

### To accomplish the above, one must:

1. Be in excellent playing condition.
2. Eliminate mistakes - daily improvement.
3. Great execution and second effort.
4. Maintain poise and confidence at all times.
5. Have love and respect for your teammates - we play for one another.

**"MEN HAVE FOUGHT AND WINNERS HAVE  
WON BECAUSE OF THEIR COMMITMENT TO**

## TURNOVERS

### UNBELIEVABLE EFFORT WILL CREATE TURNOVERS.

GET THE BALL TO THE OFFENSE BY:

1. FUMBLE - Tenacious tackling and stripping ball are a conscious effort by everyone. When a fumble occurs, take advantage of the opportunity to score. We will always gain possession of the loose ball if in a crowd.
2. INTERCEPTION - It is our ball when the ball is in the air! Great pass rush and coverage create opportunities. Catch ball in your hands at the highest point, call Oskie and score.
3. THREE PLAYS AND OUT - Prevent the first down! Every down is BIG. Force our opponents into third down situations and convert.

# TACKLING AT TENNESSEE

Tackling is one of the most important fundamentals (TOOLS OF THE TRADE) of defense. Fundamentals are skills that can be TAUGHT, LEARNED AND CONSTANTLY IMPROVED on. It is imperative that each player have a thorough understanding of how we tackle and the different types of tackles.

## FUNDAMENTALS

1. Knee Bend.
2. Eyes open and on the Target (Belt Buckle to Numbers).
3. Feet moving and good base. (Shoulder Width).
4. Head up and neck bulled. Tackle in the area of the ball.
5. On contact, rip arms up, roll your hips and LOCK-UP.
6. Drive up and through the ball carrier and run through him.  
DO NOT DIVE OR LUNGE at the ball carrier.
7. DO NOT LEAD WITH YOUR HELMET.
8. To be successful tackler, you must make judgements as to when to use certain types of tackles. But the end result is what is most important, "DID YOU TACKLE HIM OR NOT?"
9. Be a "HITTER" and a "TACKLER."

## TYPES OF TACKLES

1. Straight on.
2. Angle.
3. Open Field.
4. Goal Line.
5. Sure.



# PURSUIT

Pursuit is probably the most IMPORTANT part of Defensive football!

Theme : Unbelievable Effort!

A MAN'S VALUE TO HIS TEAM CAN BE MEASURED BY HIS DISTANCE FROM  
THE BALL WHEN THE WHISTLE BLOWS!

## 1. WHAT IT TAKES TO PURSUE

- A. Pursuit is, first, a mental process. (If you want to, you can.)
- B. Visualize pursuing and making great plays. (Be a big play guy.)
- C. Physical conditioning is necessary so you can have great pursuit on each play. (Must get to every play, no matter where you are.)
- D. Speed - think fast and quickly. We can all improve our speed and quickness.

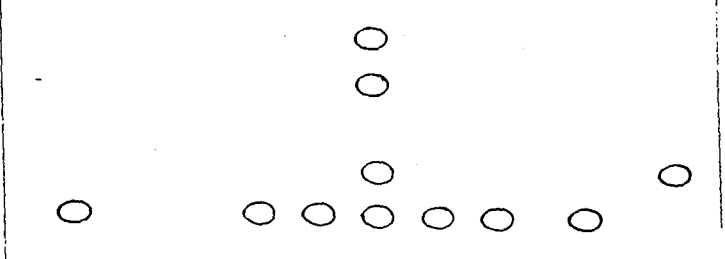
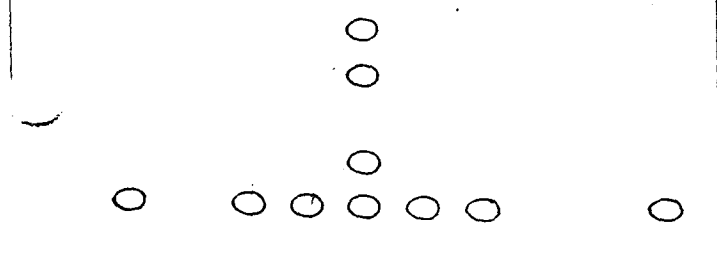
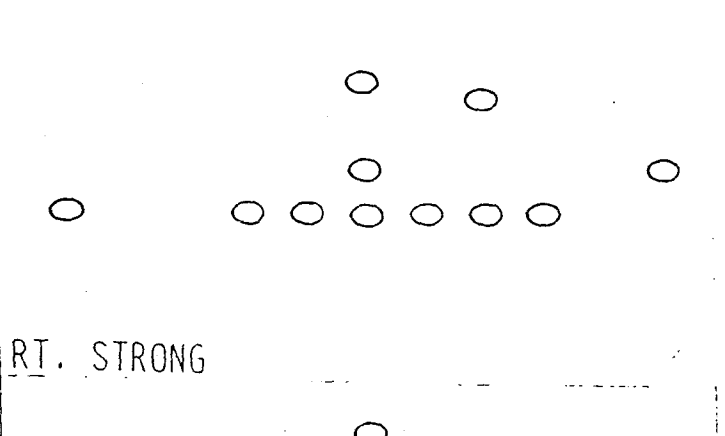
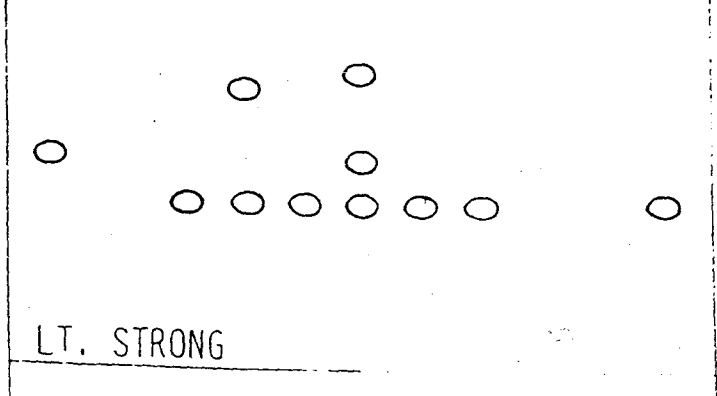
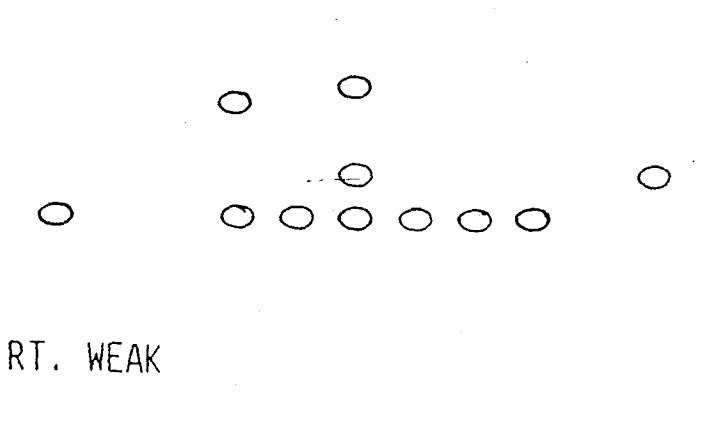
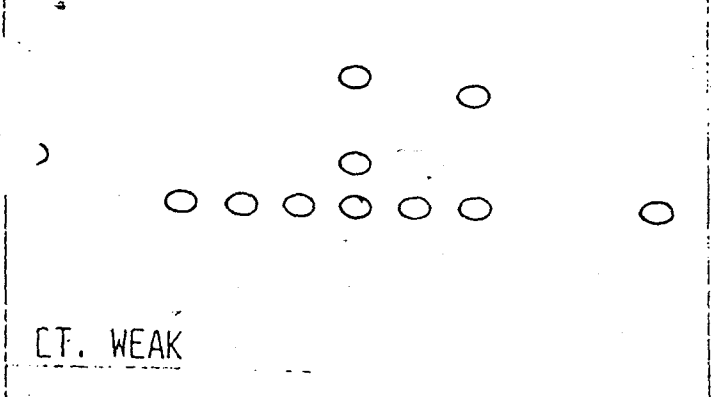
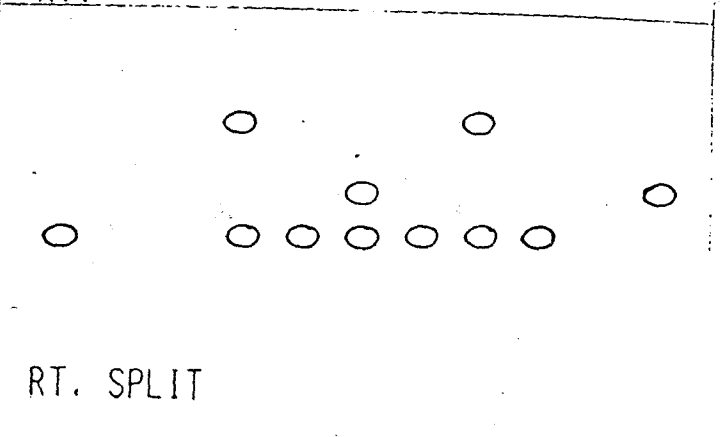
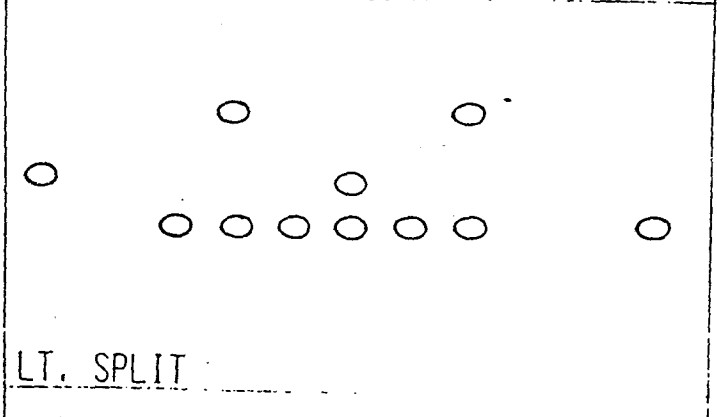
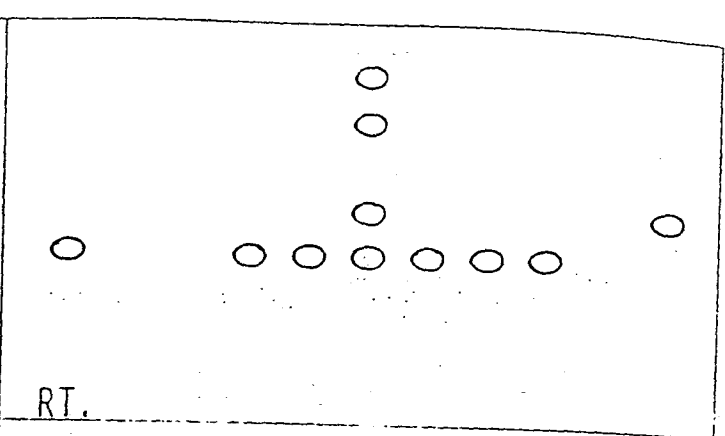
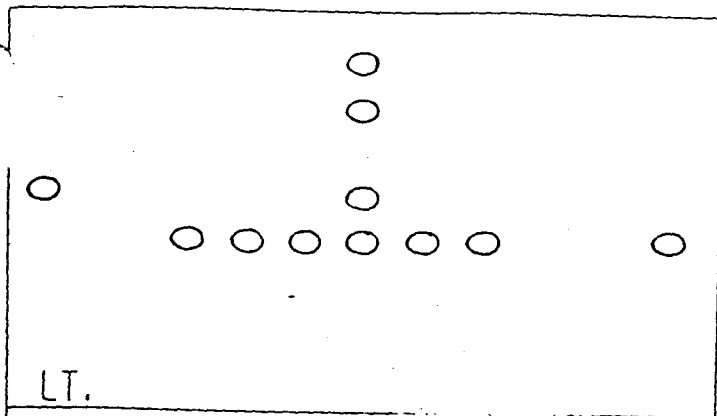
## 2. HOW TO PURSUE

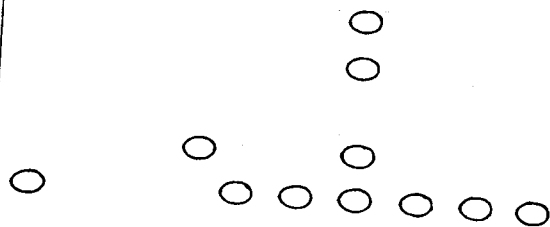
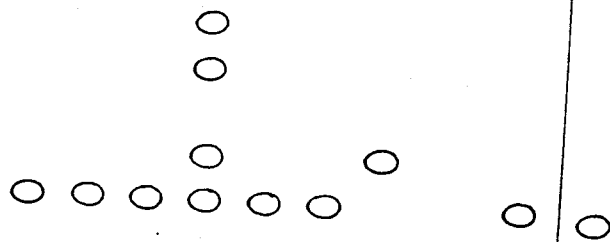
- A. PLAY YOUR RESPONSIBILITY FIRST.
- B. Take the correct course to the ball.
- C. Want to get there (mental).

## 3. WHAT IT DOES

- A. Eliminates long TD's
- B. Discourages opponents.
- C. Helps cover mistakes
- D. Makes us a GREAT DEFENSIVE TEAM!
- E. Makes us a GREAT GANG TACKLING TEAM!
- F. Helps us create turn-overs . . . Rip the ball loose!

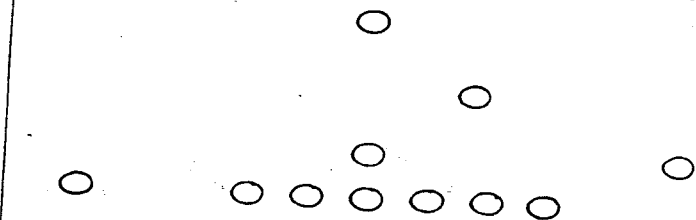
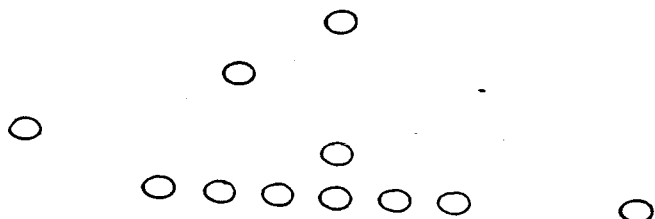
# FORMATION RECOGNITION





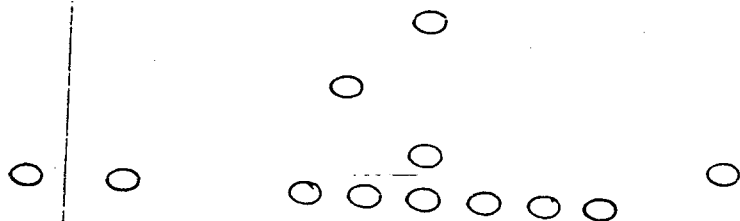
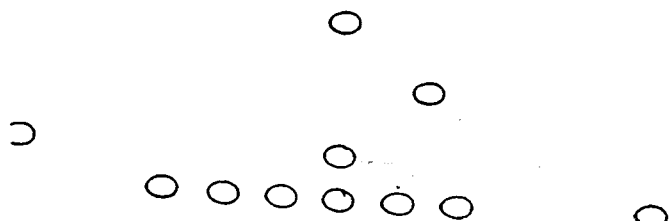
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RT. SLOT



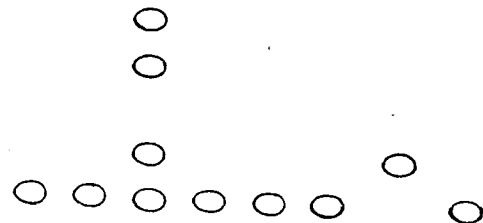
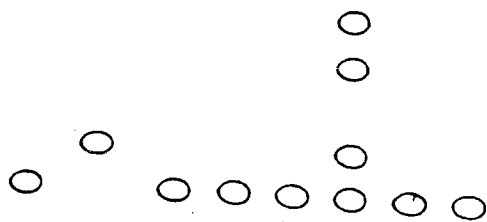
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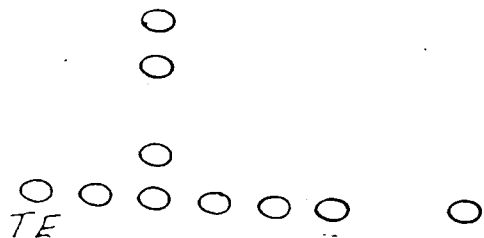
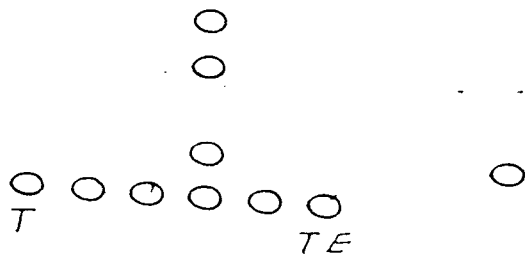
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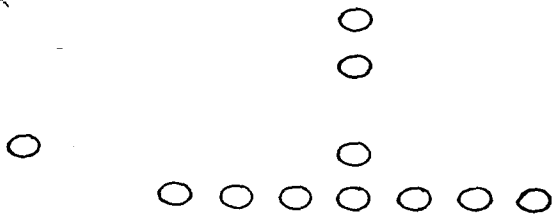
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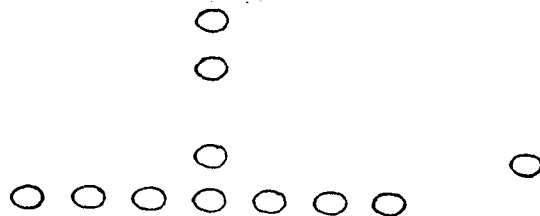
LT ELMER

RT ELMER

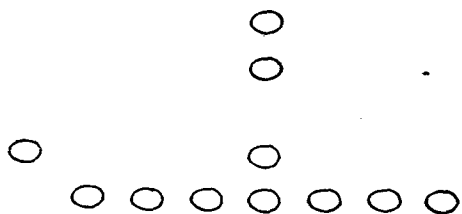




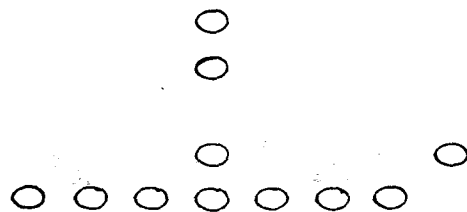
LT TITE



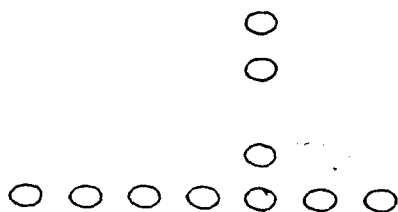
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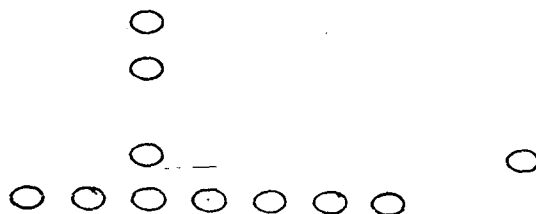
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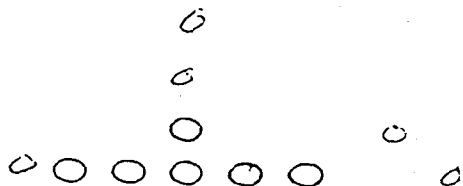
RT WING TITE



LT UNBALANCED

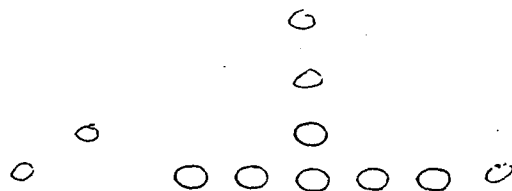
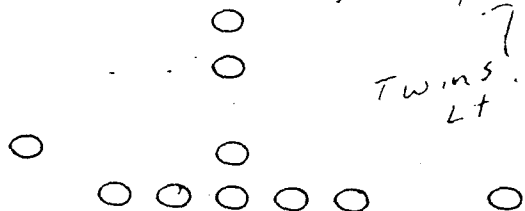


RT UNBALANCED

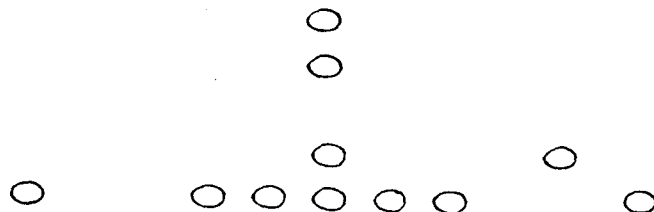


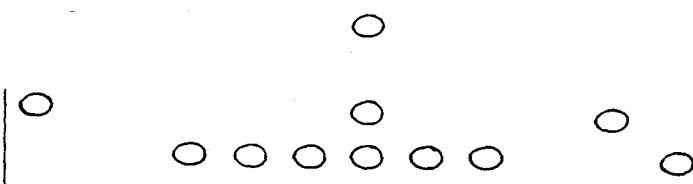
Lt Twins

\*see trips  
Twins  
Lt

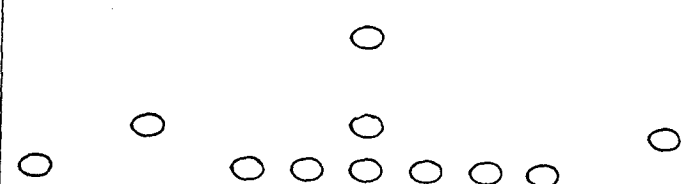


Rt Twins

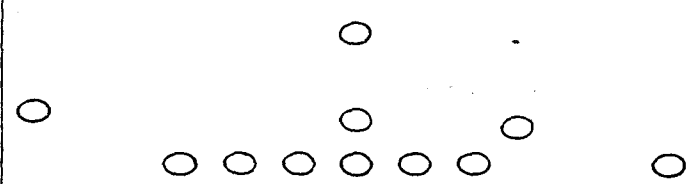




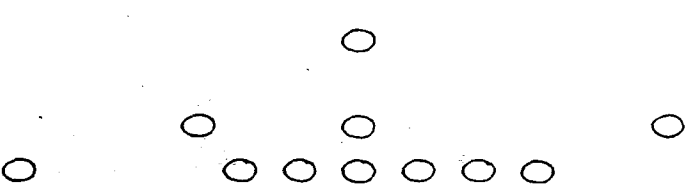
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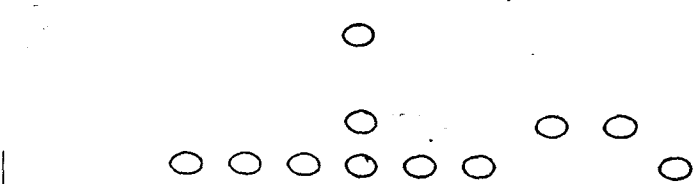
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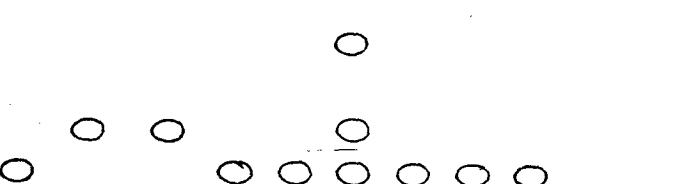
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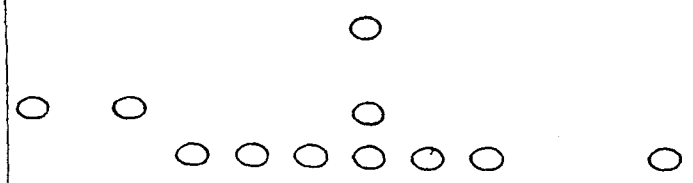
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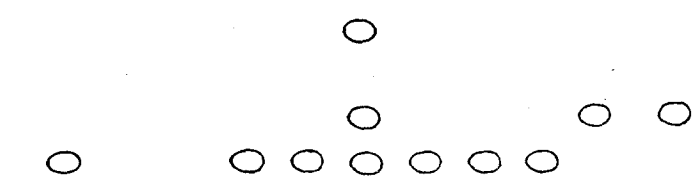
LT TRIPS



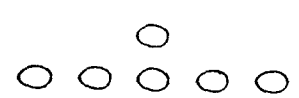
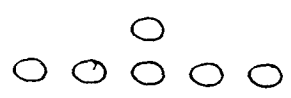
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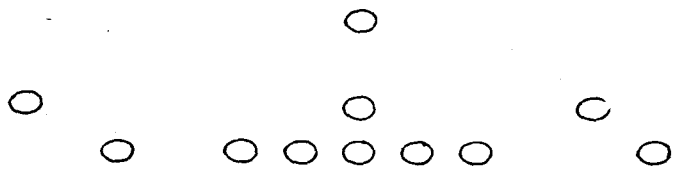


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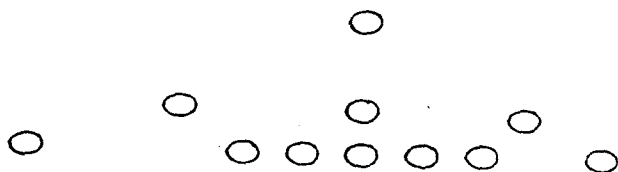


RT. TRYPS

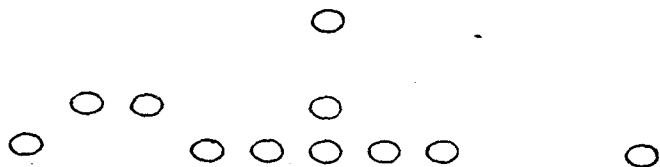




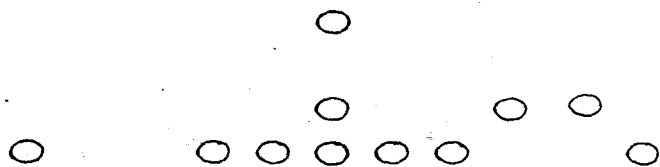
DOUBLES



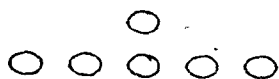
DOUBLES



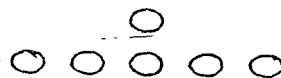
TRIPS LEFT



TRIPS RIGHT

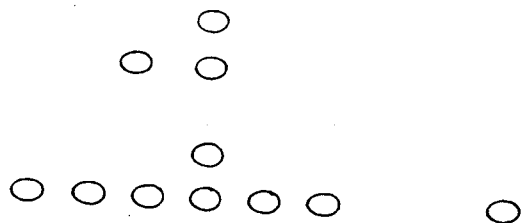


EMPTY GUN

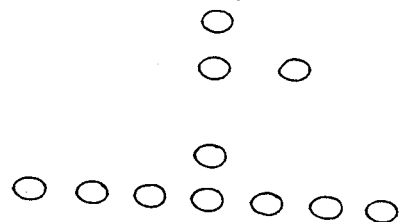


GUN QUADS

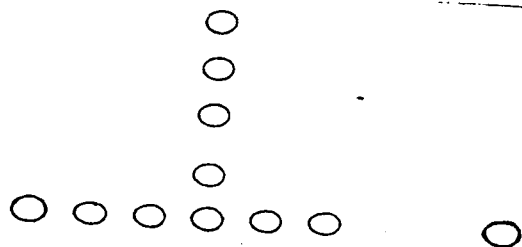




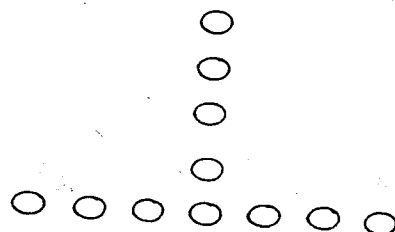
LT. PWR I



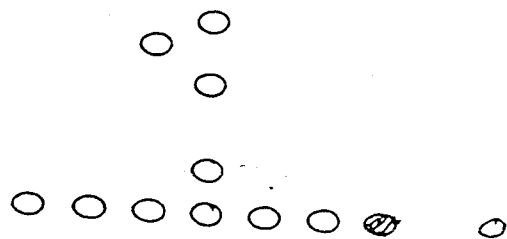
RT PWR I TITE



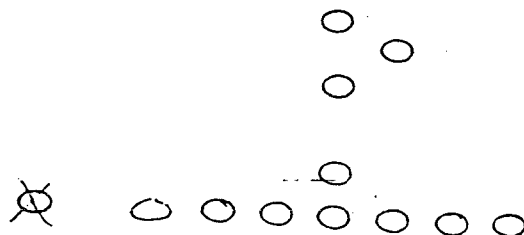
LT. STACK I



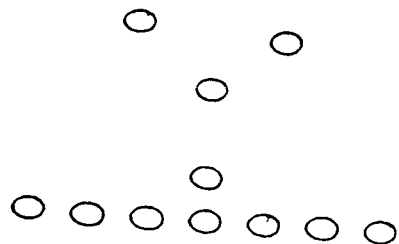
STACK I TITE



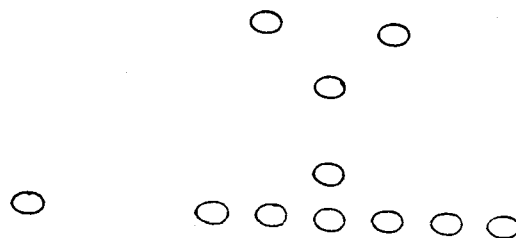
LT I BONE



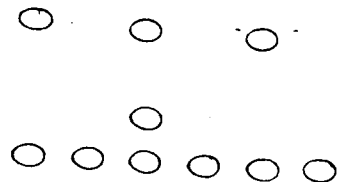
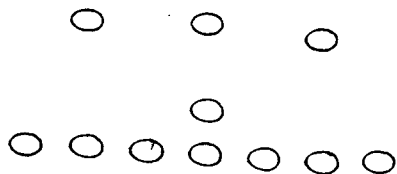
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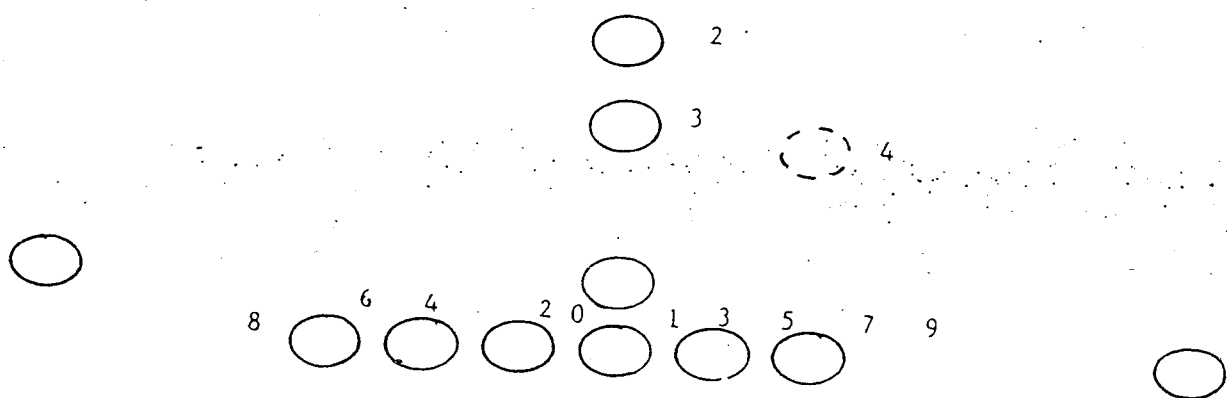
BONE TITE



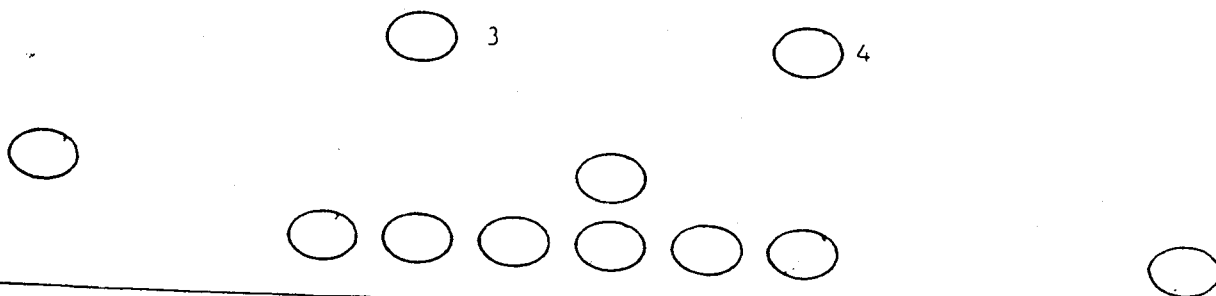
RT BONE



# PLAY CALLING SYSTEM

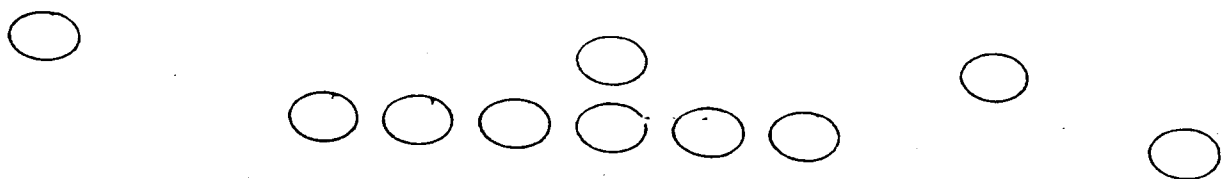


We will call the running play by using the back number and the hole number.  
For example, 26 would be the Tailback carrying the ball in the 6 hole.



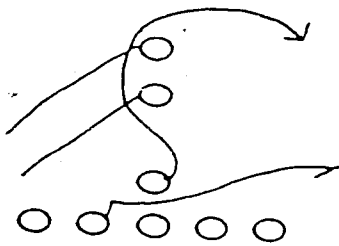
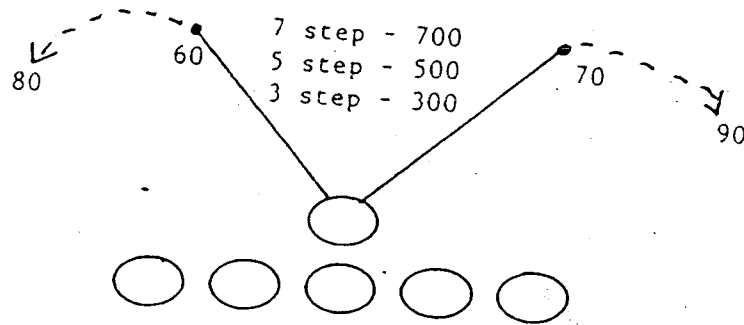
(empty circle) No # (Ex. 6 Zone)

(dashed circle) 3 (Ex. 30 Trap)

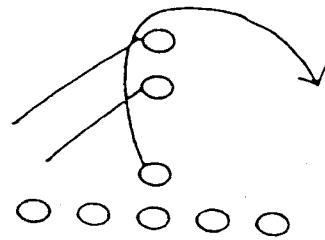




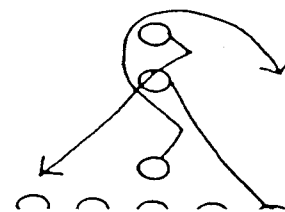
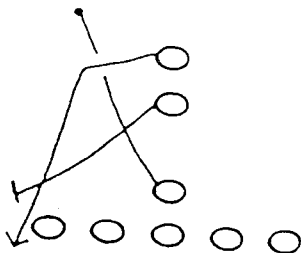
# PASS ACTIONS



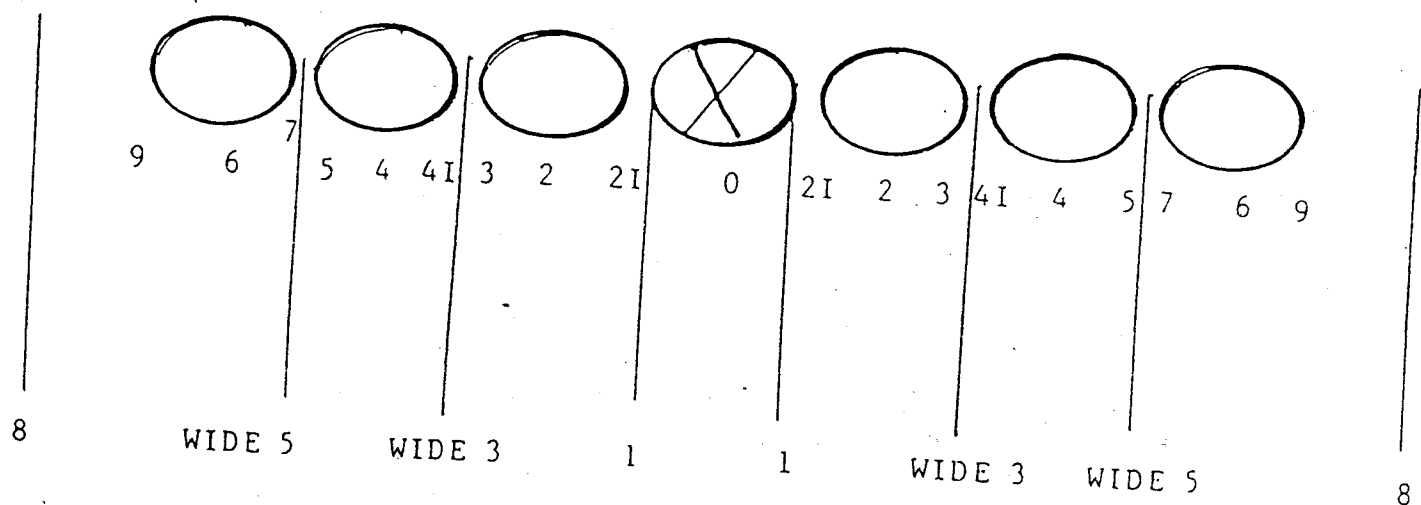
BOOTLEG



NAKED



## ALIGNMENT OF TECHNIQUES

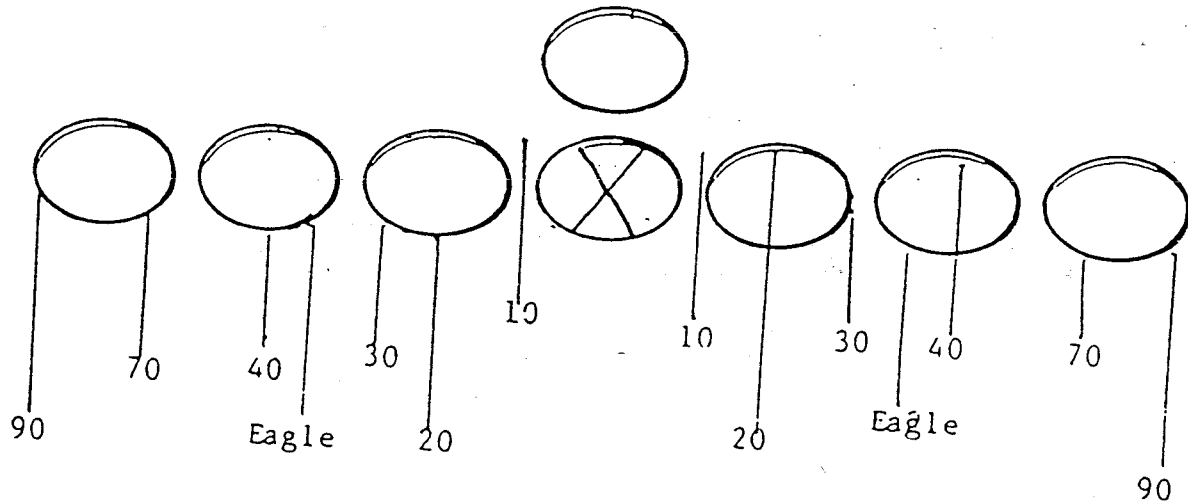


- 0 - Head up Offensive Center
- 1 - Inside foot to shadeside foot of Offensive Guard
- 2I - Nose to inside ear of Offensive Guard
- 2 - Head up Offensive Guard.
- 3 - Inside foot to outside foot of Offensive Guard
- Wide 3 - 6" Outside outside foot of Offensive Guard
- 4I - Nose to inside ear of Offensive Tackle
- 4 - Head up Offensive Tackle
- 5 - Inside foot to outside foot of Offensive Tackle
- Wide 5 - At least one foot outside Offensive Tackle
- 6 - Head up TE.
- 7 - Outside foot to inside foot of TE.
- 8 - On air one 1/2 to two yards outside TE on/off LOS
- 9 - Your inside foot to outside foot of TE.

ALL DOWN LINEMEN WILL TAKE THE BALL CROWDING  
 LOS AS MUCH AS POSSIBLE UNLESS A CALL IS ADDED  
 TO CHANGE BASE ALIGNMENT.

# ALIGNMENT OF TECHNIQUES

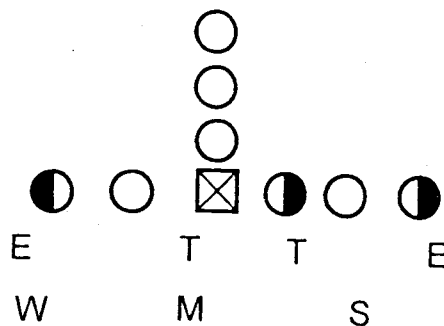
## LINEBACKER TECHNIQUES



- 10 - Inside foot on tip of Center's outside pad
- 20 - Head up on the Offensive Guard
- Heavy 20 - O/S to I/S eye of Offensive Guard
- 30 - I/S eye to O/S eye of Offensive Guard
- 40 - Head up on the Offensive Tackle
- 50 - I/S eye to the O/S eye of Offensive Tackle
- 70 - O/S eye to I/S eye of TE
- 90 - I/S eye to O/S eye of TE
- Eagle - O/S eye to I/S eye of Offensive Tackle

\*ALL ALIGNMENTS ARE 4 1/2 YARDS DEEP  
UNLESS OTHERWISE ADJUSTED.

BASE

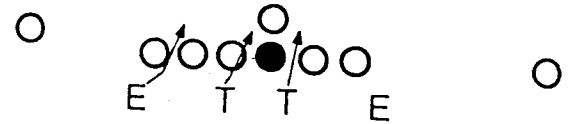
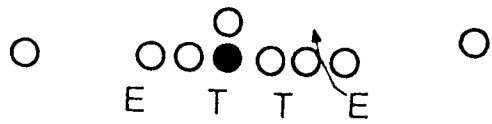


<u>ALIGNMENT</u>		<u>RUN CATEGORY</u>		<u>PASS CATEGORY</u>
POSITION	ASSIGNMENT & TECHNIQUE	FLOW TO	FLOW AWAY	FLOW TO/DROPPACK/FL AWAY
CALLSIDE END	9	D-GAP QB	D-GAP REVERSE RESTRICT	CONTAIN RUSH BOOT RUSH NAKED RUSH
CALLSIDE TACKLE	3	B- DIVE	B-GAP RESTRICT	A OR B GAP RUSH
BACKSIDE TACKLE	1	A-GAP DIVE	A-GAP RESTRICT	PUSH A-GAP
BACKSIDE END	5	C-GAP QB	C-GAP REVERSE RESTRICT	CONTAIN RUSH BOOT RUSH NAKED RUSH
SAM	50	C-GAP DAYLIGHT OR DARK	A-GAP PULL BLOCK OFF	COVERAGE CALLED
MIKE	WEAK 10	A-GAP FLOW ANGLE	B-GAP	COVERAGE CALLED
WILL	50	B-GAP DAYLIGHT OR DARK	B-GAP CUTBACK	COVERAGE CALLED

NOTES:

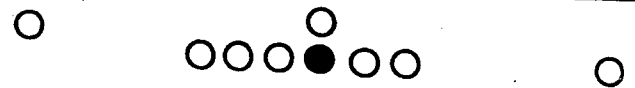
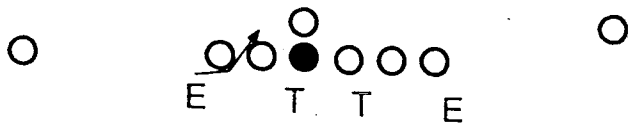
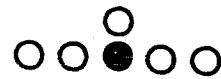
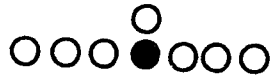
FB  
SLUG- ALWAYS FB WITH IT  
X

# BASE MOVEMENTS



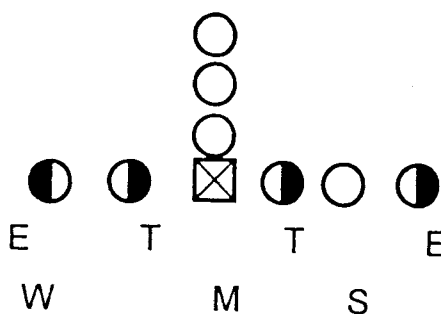
FB

SLUG (ONLY RUN WITH FB IN GAME)



X

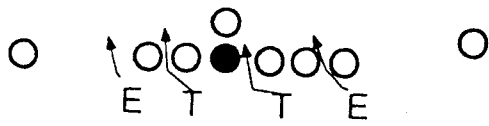
G



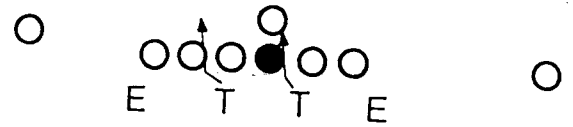
<u>ALIGNMENT</u>		<u>RUN CATEGORY</u>		<u>PASS CATEGORY</u>
POSITION	ASSIGNMENT & TECHNIQUE	FLOW TO	FLOW AWAY	FLOW TO/DROPPACK/FL AWAY
CALLSIDE END	9	D-GAP QB	D-GAP REVERSE RESTRICT	CONTAIN RUSH BOOT RUSH NAKED RUSH
CALLSIDE TACKLE	3	B- GAP DIVE	B-GAP RESTRICT	A OR B GAP RUSH
BACKSIDE TACKLE	21	A-GAP DIVE	A-GAP RESTRICT	PUSH A-GAP
BACKSIDE END	5	C-GAP QB	C-GAP REVERSE RESTRICT	CONTAIN RUSH BOOT RUSH NAKED RUSH
SAM	50	C-GAP DAYLIGHT OR DARK	A-GAP PULL BLOCK OFF	COVERAGE CALLED
MIKE	STRONG 10	A-GAP FLOW ANGLE	B-GAP	COVERAGE CALLED
WILL	50	B-GAP DAYLIGHT OR DARK	B-GAP CUTBACK	COVERAGE CALLED

NOTES: AIM  
TOY  
TANGO

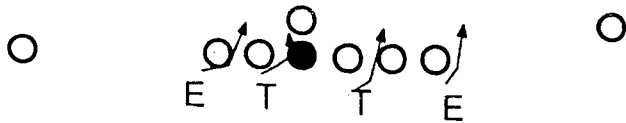
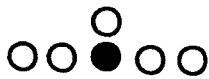
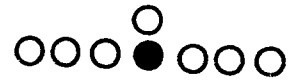
## "G" MOVEMENTS



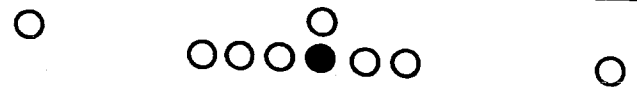
AIM



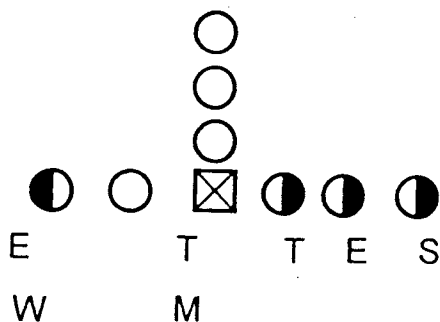
TOY



TANGO



SOLID

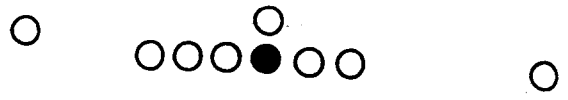
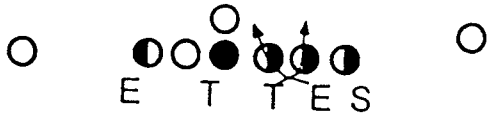


<u>ALIGNMENT</u>		<u>RUN CATEGORY</u>		<u>PASS CATEGORY</u>
POSITION	ASSIGNMENT & TECHNIQUE	FLOW TO	FLOW AWAY	FLOW TO/DROPPACK/FL AWAY
CALLSIDE END	5	C-GAP QB	C-GAP REVERSE RESTRICT	CONTAIN RUSH BOOT RUSH NAKED RUSH
CALLSIDE TACKLE	3	B- DIVE	B-GAP RESTRICT	A OR B GAP RUSH
BACKSIDE TACKLE	1	A-GAP DIVE	A-GAP RESTRICT	PUSH A-GAP
BACKSIDE- END	5	C-GAP	C-GAP REVERSE RESTRICT	CONTAIN RUSH BOOT RUSH NAKED RUSH
SAM	9	D-GAP DAYLIGHT OR DARK	FOLD TECH CUTBACK	COVERAGE CALLED
MIKE	WEAK 10	A-GAP FLOW ANGLE	B-GAP	COVERAGE CALLED
WILL	50	B-GAP DAYLIGHT OR DARK	B-GAP CUTBACK	COVERAGE CALLED

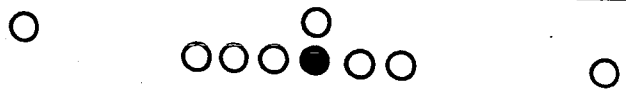
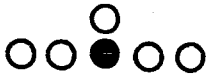
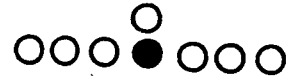
NOTES: (G)  
CHANGE



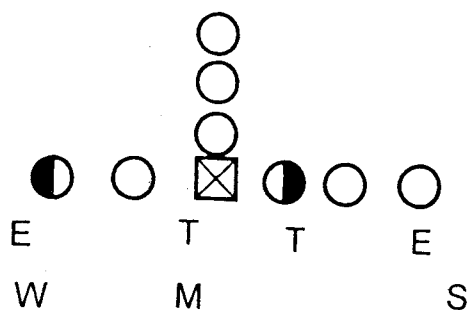
# SOLID MOVEMENTS



CHANGE



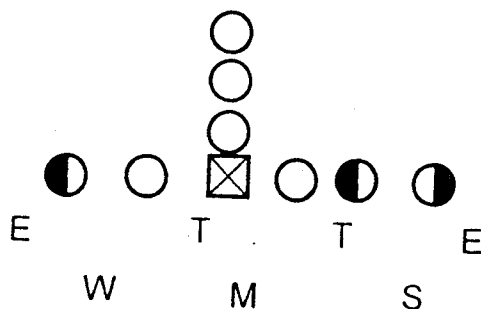
SLIDE



<u>ALIGNMENT</u>		<u>RUN CATEGORY</u>		<u>PASS CATEGORY</u>
POSITION	ASSIGNMENT & TECHNIQUE	FLOW TO	FLOW AWAY	FLOW TO/DROPBACK/FL AWAY
CALLSIDE END	6	C-GAP QB	C-GAP REVERSE RESTRICT	CONTAIN RUSH BOOT RUSH NAKED RUSH
CALLSIDE TACKLE	3	B-GAP DIVE	B-GAP RESTRICT	A OR B GAP RUSH
BACKSIDE TACKLE	1	A-GAP DIVE	A-GAP RESTRICT	PUSH A-GAP
BACKSIDE END	5	C-GAP QB	C-GAP REVERSE RESTRICT	CONTAIN RUSH BOOT RUSH NAKED RUSH
SAM	90	C-GAP	A-GAP CUTBACK	COVERAGE CALLED
MIKE	WEAK 10	A-GAP FLOW ANGLE	B-GAP	COVERAGE CALLED
WILL	50	B-GAP DAYLIGHT OR DARK	CUTBACK	COVERAGE CALLED

NOTES: (G)

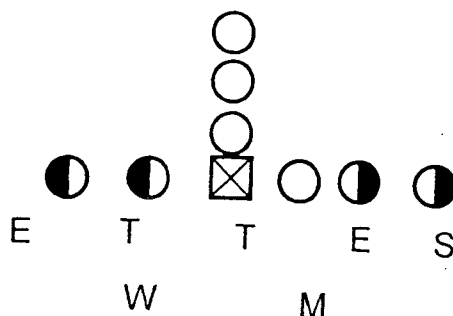
WIDE



<u>ALIGNMENT</u>		<u>RUN CATEGORY</u>		<u>PASS CATEGORY</u>
POSITION	ASSIGNMENT & TECHNIQUE	FLOW TO	FLOW AWAY	FLOW TO/DROPPACK/FL AWAY
CALLSIDE END	WIDE 9	D-GAP QB	D-GAP REVERSE RESTRICT	CONTAIN RUSH BOOT RUSH NAKED RUSH
CALLSIDE TACKLE	4I	B-GAP DIVE	B-GAP RESTRICT	STRETCH G RUSH A OR B GAP
BACKSIDE TACKLE	1	A-GAP DIVE	A-GAP RESTRICT	PUSH A-GAP
BACKSIDE END	WIDE 5	C-GAP QB	C-GAP REVERSE RESTRICT	CONTAIN RUSH BOOT RUSH NAKED RUSH
SAM	70	C-GAP DAYLIGHT OR DARK	A-GAP CUTBACK	COVERAGE CALLED
MIKE	STRONG 10	A-GAP FLOW ANGLE	B-GAP	COVERAGE CALLED
WILL	40	B-GAP DAYLIGHT OR DARK	CUTBACK	COVERAGE CALLED

NOTES: (GO)  
(LOOSE)

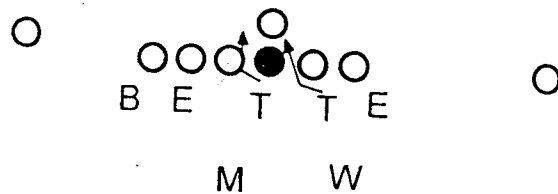
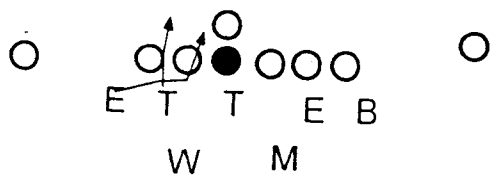
EAGLE



<u>ALIGNMENT</u>		<u>RUN CATEGORY</u>		<u>PASS CATEGORY</u>
POSITION	ASSIGNMENT & TECHNIQUE	FLOW TO	FLOW AWAY	FLOW TO/DROPPACK/FL AWAY
CALLSIDE END	5	C-GAP QB	C-GAP RESTRICT	CONTAIN RUSH BOOT RUSH NAKED RUSH
CALLSIDE TACKLE	1	A-GAP DIVE	A-GAP RESTRICT	PUSH A-GAP
ACKSIDE TACKLE	3	B-GAP DIVE	B-GAP RESTRICT	A OR B GAP RUSH
BACKSIDE END	5	C-GAP QB	C-GAP REVERSE RESTRICT	CONTAIN RUSH BOOT RUSH NAKED RUSH
SAM	9	D-GAP	FOLD TECH CUTBACK	COVERAGE CALLED
MIKE	30	B-GAP DAYLIGHT OR DARK	READ TECH OFFSIDE A-GAP TO CUTBACK	COVERAGE CALLED
WILL	30	A-GAP FLOW ANGLE	READ TECH FLOW ANGLE	COVERAGE CALLED

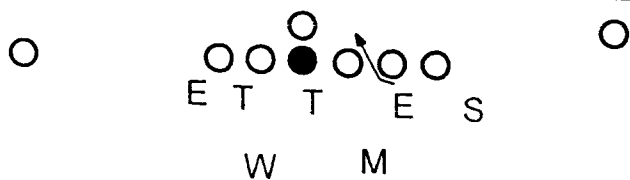
NOTES: CHANGE  
TOY  
STRONG GAP  
(G)  
LOOSE  
CUTBACK

# EAGLE MOVEMENTS



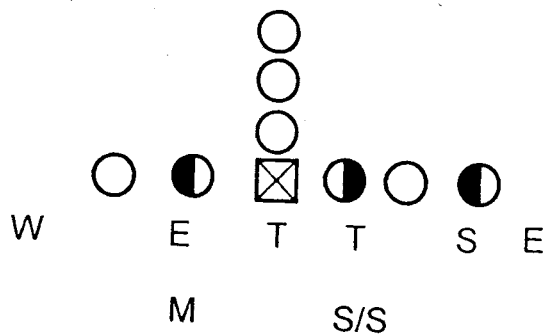
CHANGE

TOY



STRONG GAP

BEAR

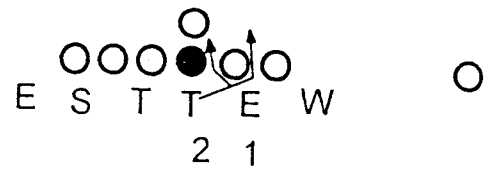
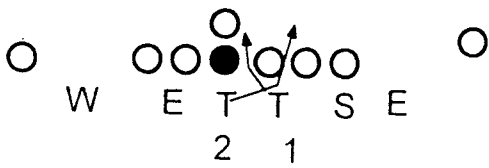


<u>ALIGNMENT</u>		<u>RUN CATEGORY</u>		<u>PASS CATEGORY</u>
POSITION	ASSIGNMENT & TECHNIQUE	FLOW TO	FLOW AWAY	FLOW TO/DROPPACK/FL AWAY
CALLSIDE END	WIDE 9	D- PITCH	D-GAP REVERSE RESTRICT	CONTAIN RUSH BOOT RUSH NAKED RUSH
CALLSIDE TACKLE	3	B- DIVE	B-GAP RESTRICT	RUSH
BACKSIDE TACKLE	0	OFF-A DIVE	A- DIVE	RUSH
BACKSIDE END	3	B-DIVE	B-GAP RESTRICT	RUSH
SAM	7	C-GAP QB	C-GAP	M/M #2 → STRONG
MIKE	40	A-GAP FLOW ANGLE	OFFSIDE A-GAP CUTBACK	M/M #2 → STRONG
WILL	WIDE 5	C-GAP HARD JOINT	C-GAP CUTBACK REVERSE	CONTAIN RUSH CONTAIN RUSH CONTAIN RUSH BOOT NAKED

NOTES: TWIST

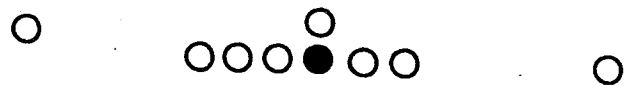
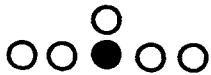
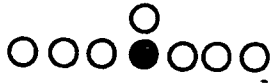
X

# BEAR MOVEMENTS

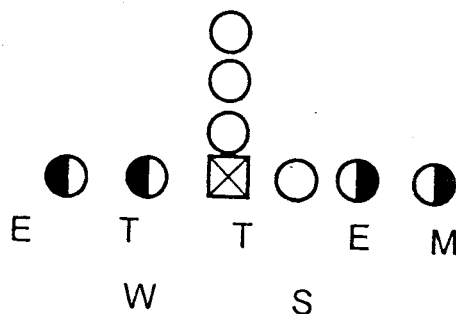


TWIST

X



UNDER

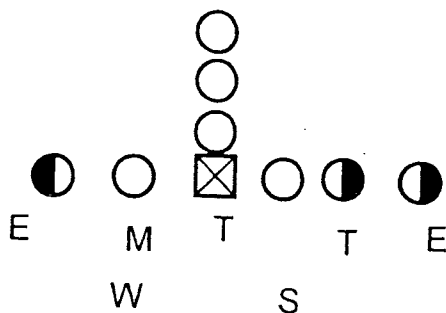


ALIGNMENT		RUN CATEGORY		PASS CATEGORY
POSITION	ASSIGNMENT & TECHNIQUE	FLOW TO	FLOW AWAY	FLOW TO/DROPPACK/FL AWAY
CALLSIDE END	5	C-GAP QB	C-GAP RESTRICT REVERSE	RUSH
CALLSIDE TACKLE	1	A- GAP DIVE	A-GAP RESTRICT	PUSH A GAP
BACKSIDE TACKLE	3	B-GAP DIVE	B-GAP RESTRICT	RUSH A OR B GAP
BACKSIDE END	5	C-GAP QB	C-GAP REVERSE RESTRICT	RUSH
SAM	30	B-GAP	WEAK A-GAP	COVERAGE CALLED
MIKE	90	D-GAP	PHYSICAL TRAIL	RUSH
WILL	30	A-GAP	A-GAP	COVERAGE CALLED

NOTES: (G)



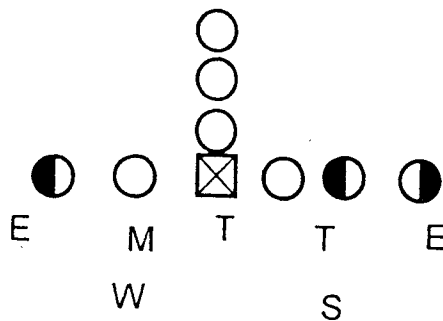
OVER



<u>ALIGNMENT</u>		<u>RUN CATEGORY</u>		<u>PASS CATEGORY</u>
POSITION	ASSIGNMENT & TECHNIQUE	FLOW TO	FLOW AWAY	FLOW TO/DROPPACK/FL AWAY
CALLSIDE END	9	D-GAP	D-GAP REVERSE RESTRICT	RUSH
CALLSIDE TACKLE	5	C- GAP QB	C-GAP RESTRICT TRAIL	RUSH
BACKSIDE TACKLE	1 STRONG	A-GAP DIVE	A-GAP RESTRICT	PUSH A-GAP
BACKSIDE END	5	C-GAP	C-GAP REVERSE RESTRICT	RUSH
SAM	30	B-GAP	WEAK A	COVERAGE CALLED
MIKE	MUG	B-GAP	READ	RUSH
WILL	30	A-GAP	A-GAP	COVERAGE CALLED

NOTES:

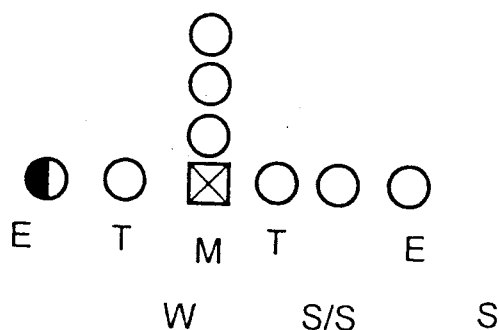
# OVERSHADE



<u>ALIGNMENT</u>		<u>RUN CATEGORY</u>		<u>PASS CATEGORY</u>
POSITION	ASSIGNMENT & TECHNIQUE	FLOW TO	FLOW AWAY	FLOW TO/DROPPACK/FL AWAY
CALLSIDE END	9	D-GAP	D-GAP REVERSE RESTRICT	RUSH
CALLSIDE TACKLE	4I	B- GAP	C-GAP	RUSH
BACKSIDE TACKLE	1 STRONG	A-GAP	A-GAP	RUSH
BACKSIDE END	5	C-GAP	C-GAP REVERSE RESTRICT	RUSH
SAM	40	C-GAP	WEAK A	COVERAGE CALLED
MIKE	MUG	B-GAP	READ	RUSH
WILL	30	A-GAP	A-GAP	COVERAGE CALLED

NOTES:

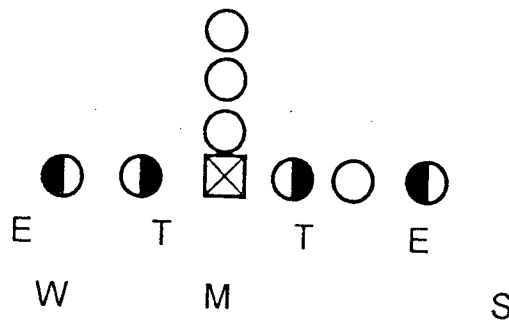
CUB



<u>ALIGNMENT</u>		<u>RUN CATEGORY</u>		<u>PASS CATEGORY</u>
POSITION	ASSIGNMENT & TECHNIQUE	FLOW TO	FLOW AWAY	FLOW TO/DROPPACK/FL AWAY
CALLSIDE END	6	C-GAP	C-GAP RESTRICT	RUSH
CALLSIDE TACKLE	2	WILL HAVE MOVEMENT		RUSH
BACKSIDE TACKLE	2	WILL HAVE MOVEMENT		RUSH
BACKSIDE END	5	C-GAP	C-GAP RESTRICT	RUSH
SAM	80	D-GAP	D-GAP	TE
MIKE	0	WILL HAVE MOVEMENT		RUSH
WILL	10	M/M WITH BACK		BACK

NOTES:

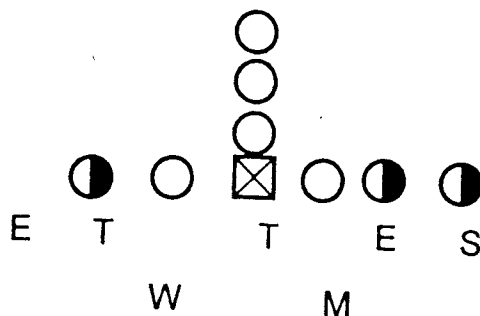
# COBRA



<u>ALIGNMENT</u>		<u>RUN CATEGORY</u>		<u>PASS CATEGORY</u>
POSITION	ASSIGNMENT & TECHNIQUE	FLOW TO	FLOW AWAY	FLOW TO/DROPPACK/FL AWAY
CALLSIDE END	7	C-GAP	TRAIL	RUSH
CALLSIDE TACKLE	3	B-GAP	B-GAP	RUSH
BACKSIDE TACKLE	21	A-GAP	A-GAP	RUSH
BACKSIDE END	5	C-GAP	TRAIL	RUSH
SAM	80	D-GAP	A-GAP	DROP IN COVERAGE
MIKE	10	A-GAP	B-GAP	DROP IN COVERAGE
WILL	50	B-GAP SCRAPE	B-GAP	DROP IN COVERAGE

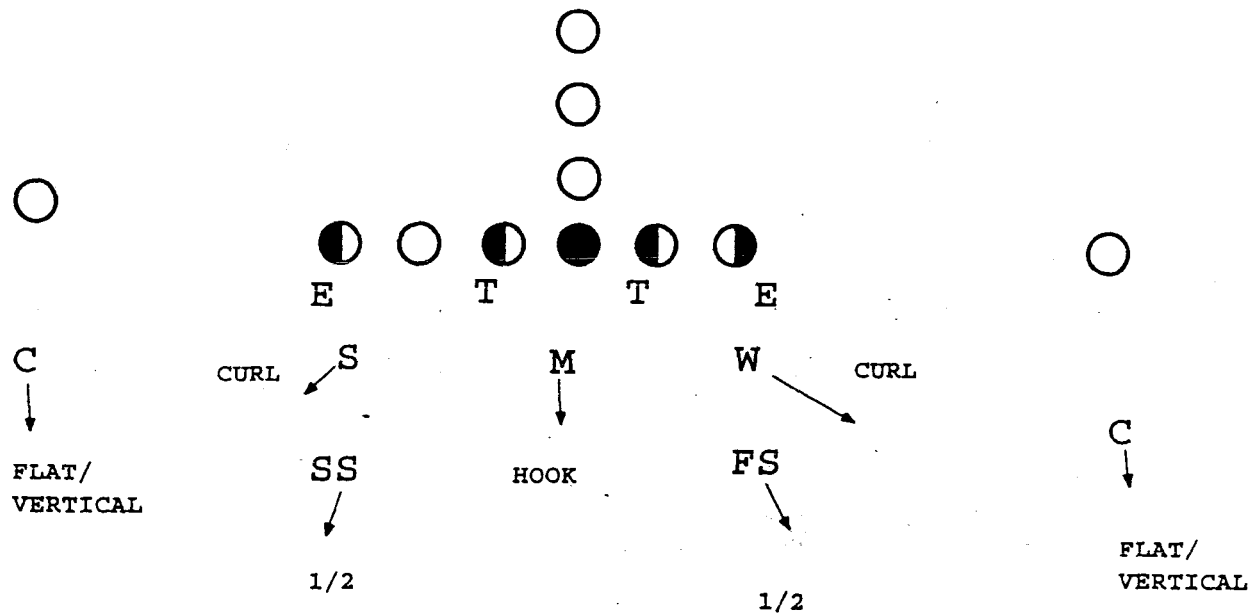
NOTES:

CHEAT



<u>ALIGNMENT</u>		<u>RUN CATEGORY</u>		<u>PASS CATEGORY</u>
POSITION	ASSIGNMENT & TECHNIQUE	FLOW TO	FLOW AWAY	FLOW TO/DROPPACK/FL AWAY
CALLSIDE END	5	C-GAP	TRAIL C-GAP	RUSH
CALLSIDE TACKLE	1	A- GAP	A-GAP	RUSH
BACKSIDE TACKLE	4I	B-GAP	B-GAP	RUSH
BACKSIDE END	6	C-GAP	TRAIL	RUSH
SAM	9	D-GAP	FOLD TECH	DROP
MIKE	30	B-GAP		DROP
WILL	30	A-GAP SCRAPE	A-GAP	DROP

NOTES:

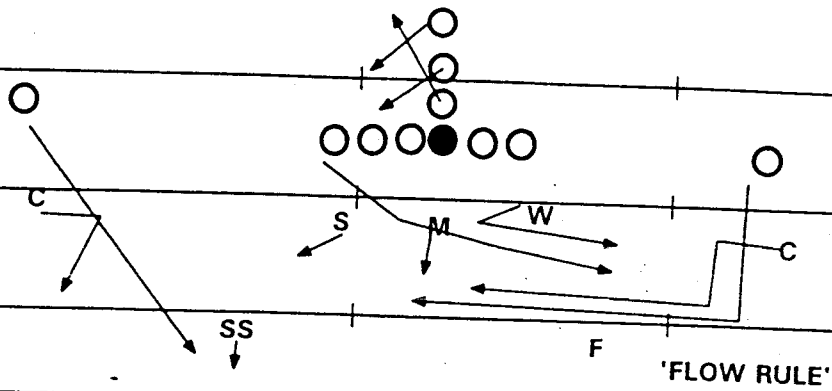


POSITION	ALIGNMENT	END FORCE RUN	PASS TECHNIQUE	COACHING POINTS
LEFT CORNER	1 X 8 OFF WR	TO: PRIMARY FORCE  AWAY: LEVERAGE	#2 VERTICAL= DEEP 1/4, READ 2. #2 FLAT OR INSIDE= HAMMER/FLAT	READ: 1.#2 TO QB. 2. CLUE QB FOR QUICK GAME.
STRONG SAFETY	2 X 10 OFF TE, 12 YDS DEEP-SPLIT #1 & #2	TO: SECONDARY FORCE  AWAY: PURSUIT	#2 VERTICAL= TAKE HIM #2 FLAT= PLAY TOUGH.	1. READ #2 TO QB. 2. ALIGN 2 YDS O/S HASH WHEN BALL IN MIDDLE. ALIGN 4 YDS O/S HASH WHEN BALL IS ON OPPOSITE HASH. IF BALL IS ON YOUR HASH, ALIGN ON THE HASH.
FREE SAFETY	2 X 10 OFF GHOST TE, 12 YDS DEEP-SPLIT #1 & #2	TO: SECONDARY FORCE  AWAY: PURSUIT	#2 VERTICAL= TAKE HIM #2 FLAT: PLAY TOUGH.	1. READ #2 TO QB. 2. ALIGN 2 YDS O/S HASH WHEN BALL IN MIDDLE. ALIGN 4 YDS O/S HASH WHEN BALL IS ON OPPOSITE HASH. IF BALL IS ON YOUR HASH, ALIGN ON THE HASH.
RIGHT CORNER	1 X 8 OFF WR	TO: PRIMARY FORCE  AWAY:	#2 VERTICAL= DEEP 1/4, READ 2. #2 FLAT OR INSIDE= HAMMER/FLAT	READ: 1.#2 TO QB. 2. CLUE QB FOR QUICK GAME.

# COVER 2/5 ADJUSTMENTS

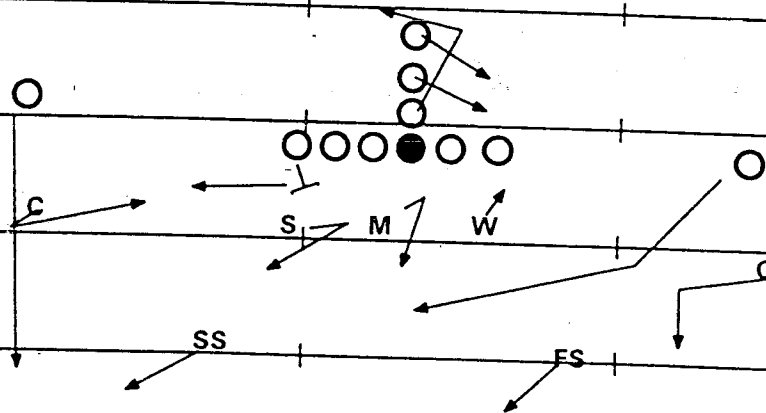
A. LT

'FLOW RULE'  
1. WR SIDE  
CORNER PLAY  
MAN UNDER  
TECHNIQUE.



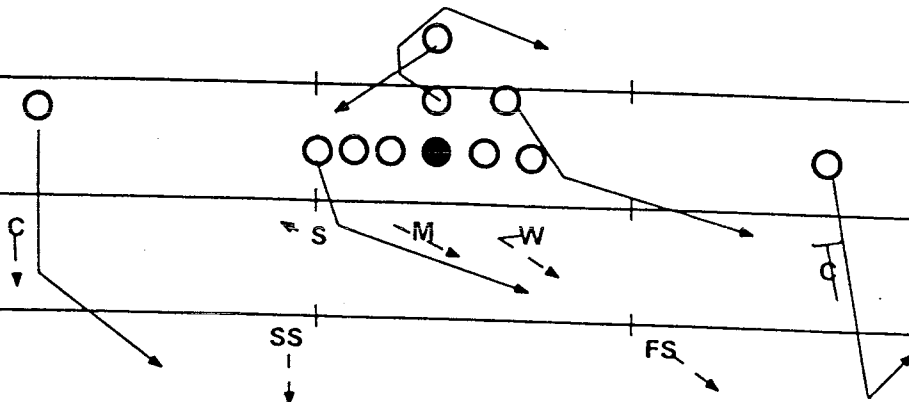
B. LT

BOOT



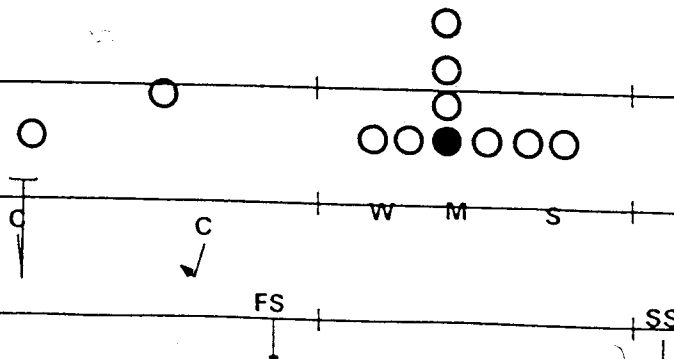
C. LT OB WK

BOOT



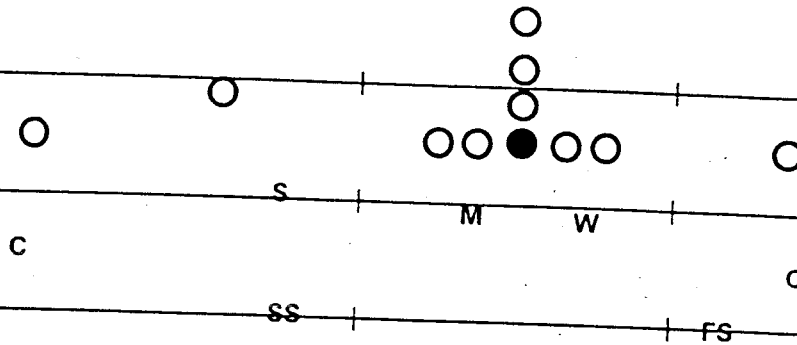
D. I-TWIN

1. CHECK  
COVER 5.

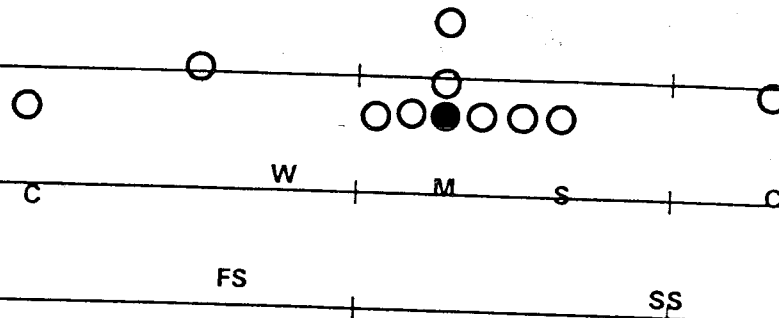


# COVER 2/5 ADJUSTMENTS

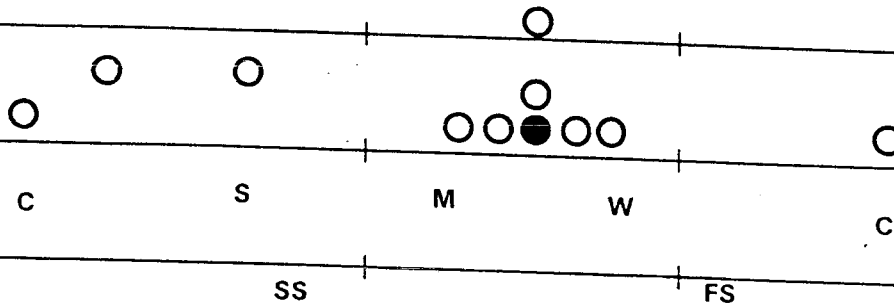
E. TWIN LT



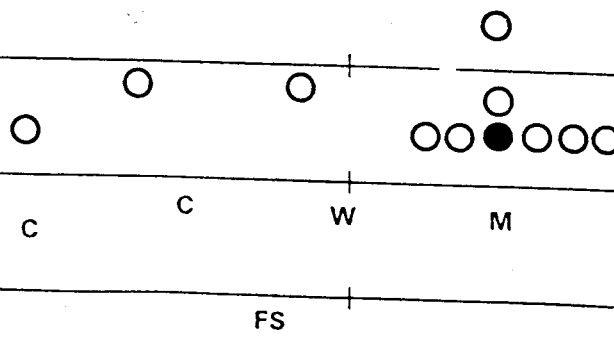
F. RT DUO



G. TRIPS LT



H. RT TRIPS



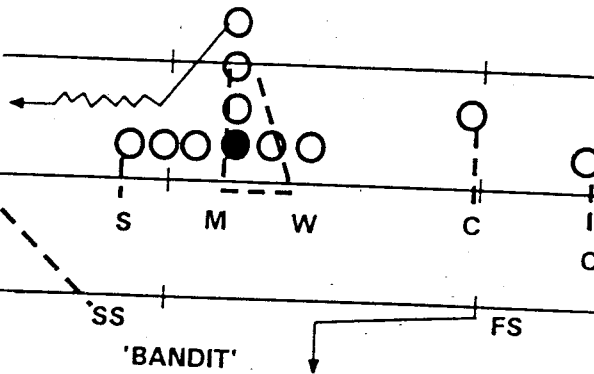
1. CHECK COVER
- 5.
2. WILL MUST
- JN WITH
- ERTICAL BY #3.



# COVER 2/5 ADJUSTMENTS

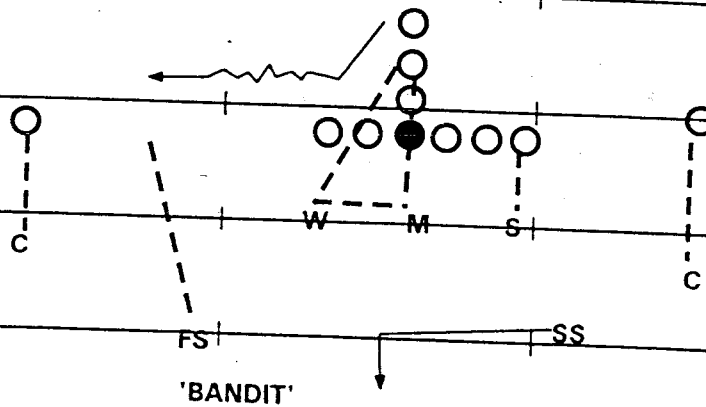
## H. LT DUO

1. SS GOES WITH MOTION OF BACK TO HIM.
2. BANDIT CHECK
3. SS GIVES SAM A LOCK CALL.
4. SAM M/M ON TE.



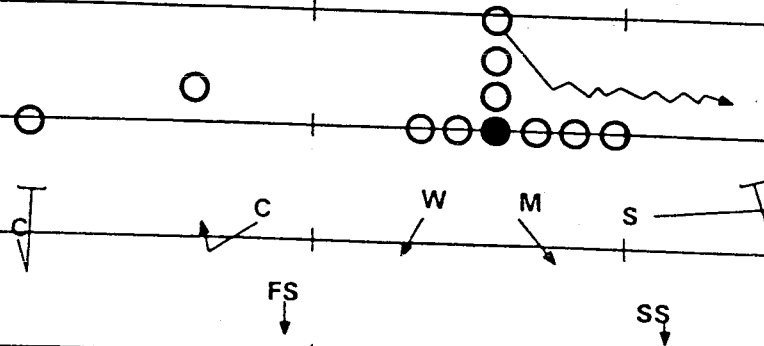
## I. RT DUO

1. FS GOES WITH MOTION OF BACK TO HIM.
2. BANDIT CHECK
3. SS GIVES A LOCK CALL TO SAM.
4. SAM HAS TE M/M.



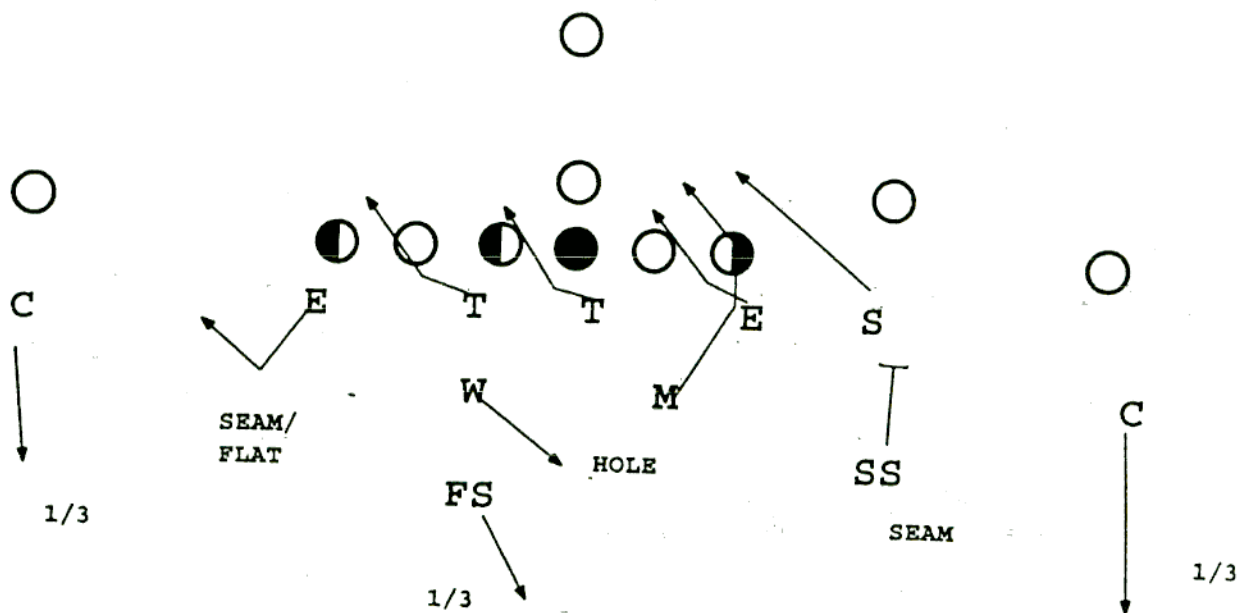
## J. RT DUO

1. CHECK COVER
- 2.



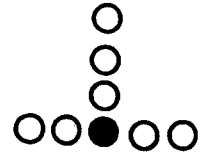
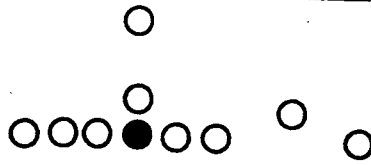
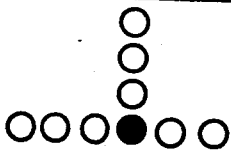
## K.

# 3 PLAY IT



POSITION	ALIGNMENT	END FORCE RUN	PASS TECHNIQUE	COACHING POINTS
LEFT CORNER	PRESS/ BAIL	SECONDARY	OUTSIDE 1/3	OUTSIDE THIRD RULE
STRONG SAFETY	2 X 8 OFF TE	PRIMARY AWAY FROM SAM BACKER	SEAM AWAY FROM SAM BACKER-- MIDDLE THIRD TO SAM.	TAKE SEAM AWAY FROM #2 WHEN YOU'RE AWAY FROM SAM BACKER.
FREE SAFETY	10-12 YDS OFF WK TACKLE	PRIMARY AWAY FROM SAM BACKER	SEAM AWAY FROM SAM BACKER-- MIDDLE THIRD TO SAM.	TAKE SEAM AWAY FROM #2 WHEN YOU'RE AWAY FROM SAM BACKER.
RIGHT CORNER	PRESS/ BAIL	SECONDARY	OUTSIDE 1/3	OUTSIDE THIRD RULE

# \* 3 Play It



C

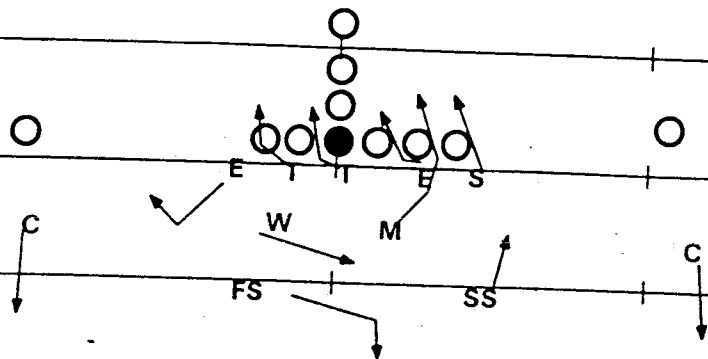
Postion	Alignment	End Run Force	Pass Technique	Coaching Points
<b>SAM</b>	Play front call	Play gap Responsibility -----> Blitz gap of Responsibility		Peel w/ flares... You have pitch on option Be a tenacious blitzzer
<b>MIKE</b>	Play front call	Play gap Responsibility -----> Blitz gap of Responsibility		Be tenacious blitzzer!
<b>WILL</b>	Play front call	Primary	Seam/Flat tech	VS TE close side you're a flat defender- 2 by 2 take away seam route.

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# COVER 3 PLAY IT ADJUSTMENTS

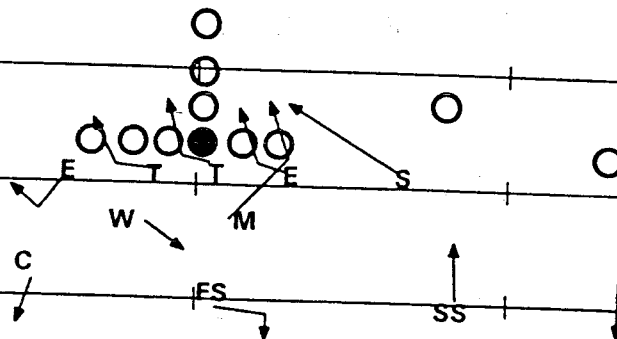
A. RT

1. WILL-HOLE  
PLAYER.
2. END-SEAM FLAT



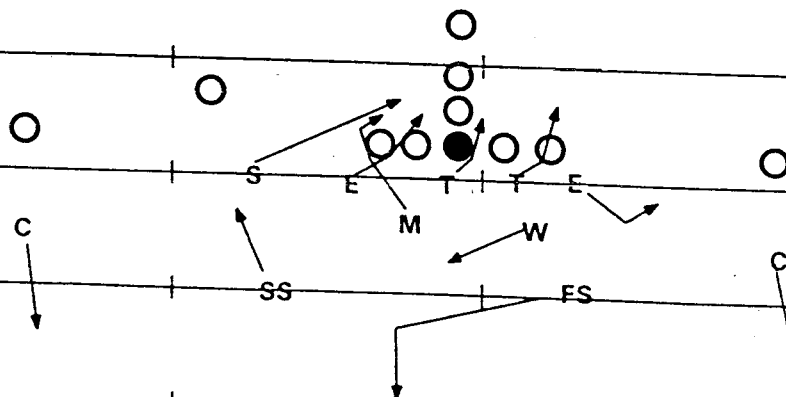
B. LT TW

1. WILL-HOLE  
PLAYER.
2. END-SEAM FLAT



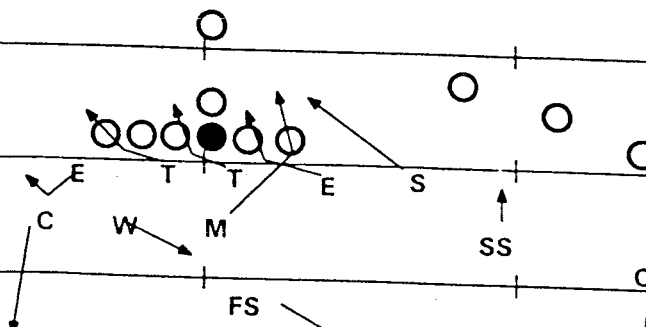
C. TWIN LT

1. WILL-HOLE  
PLAYER.
2. END-SEAM FLAT

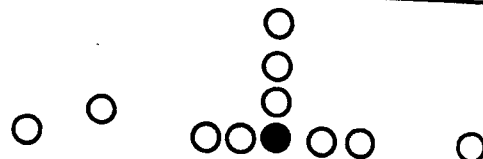
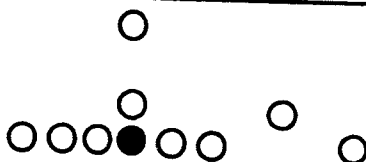
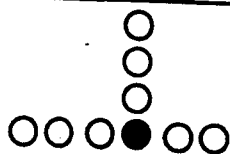


D. LT TR

1. WILL-HOLE  
LAYER.
2. END-SEAM FLAT



# COVER 2

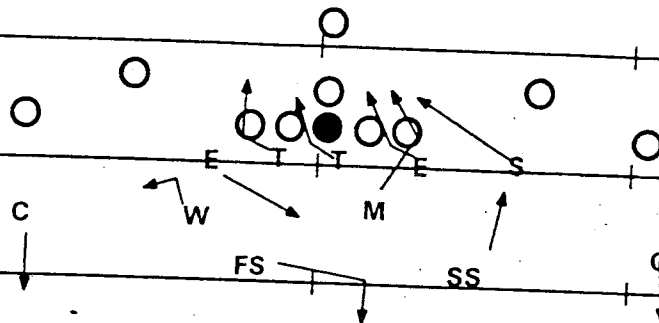


Postion	Alignment	End Run Force	Pass Technique	Coaching Points
<b>SAM</b>	Front will dictate	Force	<ol style="list-style-type: none"> <li>1. Cover down on #2.</li> <li>2. Drop to curl.</li> <li>3. Read route progression.</li> </ol>	<ol style="list-style-type: none"> <li>1. Never let #2 inside once he releases upfield through your zone.</li> <li>2. If #2 releases inside on snap, give Mike "In" call and drop to curl looking for #3 release.</li> <li>3. If #2 makes you remove from alignment, give Mike "I'm gone".</li> <li>4. Be alert for China or In call.</li> </ol>
<b>MIKE</b>	Front will dictate	Force	<ol style="list-style-type: none"> <li>1. Cover down on #3.</li> <li>2. Drop to strong hook.</li> <li>3. Read route progression.</li> </ol>	<ol style="list-style-type: none"> <li>1. If Sam gives "in" call, wall off and run up.</li> <li>2. If #2 releases outside, drop off #3 and stay on top of #3 release.</li> <li>3. Be alert for China or In call.</li> </ol>
<b>WILL</b>	Front will dictate	Force	<ol style="list-style-type: none"> <li>1. Cover down on #2 weak.</li> <li>2. Drop to weak curl.</li> <li>3. Read route progression.</li> </ol>	<ol style="list-style-type: none"> <li>1. If #2 runs through your zone, wall him off and run up with him.</li> <li>2. If #2 runs to flat or blocks, drop to curl.</li> <li>3. If @2 makes you remove from your alignment, give Mike "I'm Gone."</li> <li>4. Be alert for China or In call.</li> <li>5. Be alert for Flow Rules.</li> </ol>

# COVER 3 PLAY IT ADJUSTMENTS

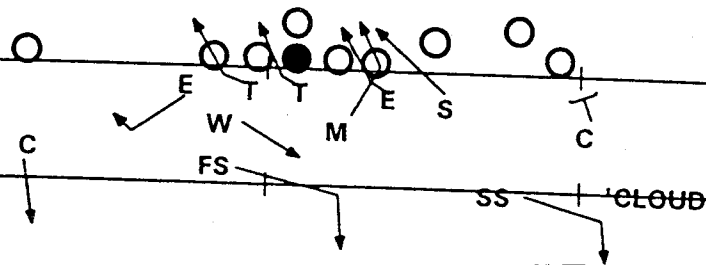
## E. DBL

1. GUT CALL FOR END.
2. WILL-SEAM/FLAT.
3. END-HOLE PLAYER.



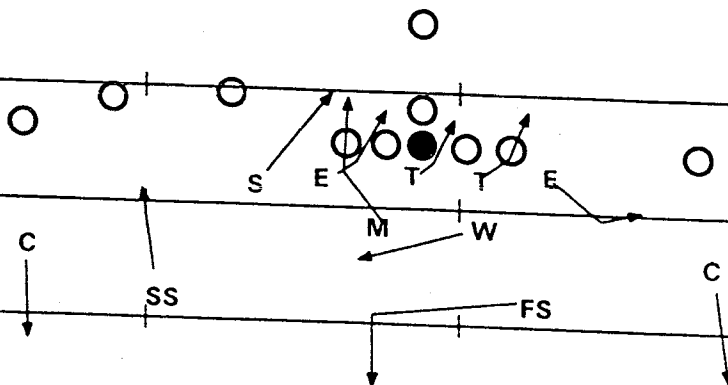
## F. TR RT-BUNCH

1. 'CLOUD' CALL BY STRONG CORNER.
2. SS-1/2 PLAYER.
3. WILL-HOLE.
4. END-SEAM/FLAT.



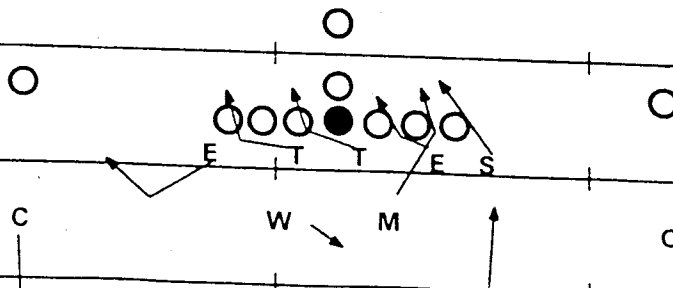
## G. TR LT

1. WILL HOLE.
2. END-SEAM/FLAT.

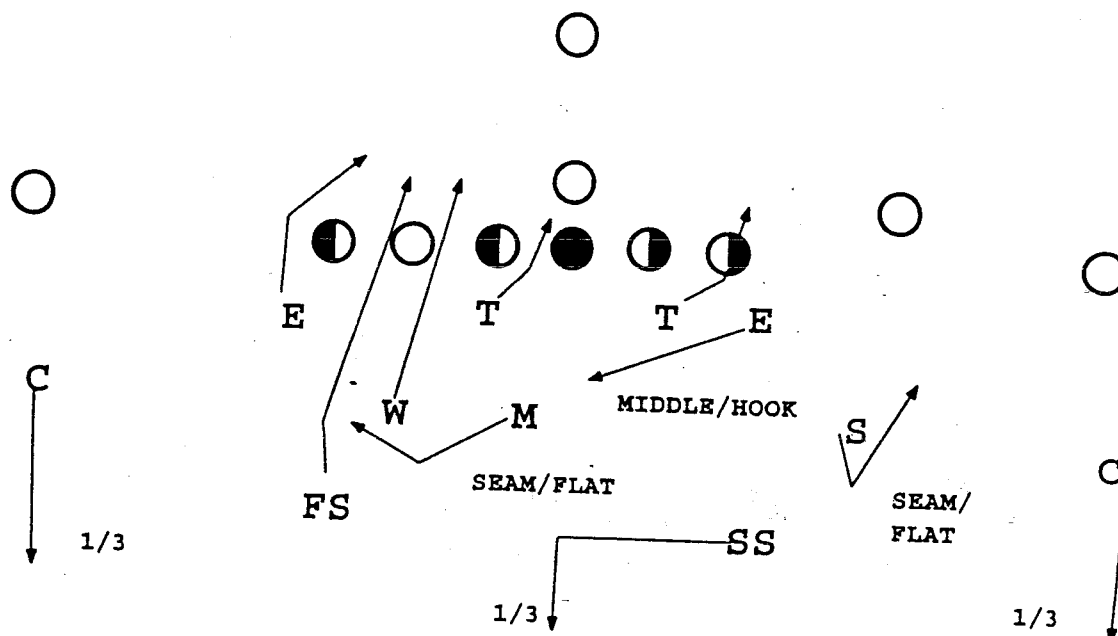


## D. LINCOLN

1. WILL-HOLE PLAYER.
2. END-SEAM FLAT

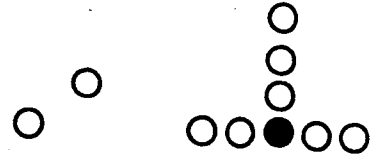
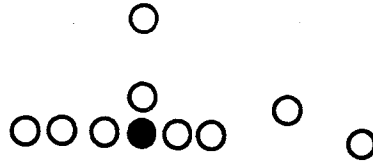
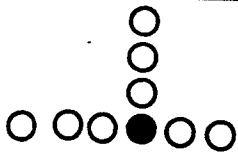


# 3 SILVER



POSITION	ALIGNMENT	END FORCE RUN	PASS TECHNIQUE	COACHING POINTS
LEFT CORNER	7 YDS PRESS BAIL	SECONDARY	DEEP 1/3	1. OUTSIDE THIRD RULE. SINGLE RECEIVER PRESS OPTION.
STRONG SAFETY	10-12 YDS	SECONDARY	DEEP MIDDLE 1/3	1. DEEP MIDDLE 1/3 PLAYER.
FREE SAFETY	10-12 YDS	PRIMARY AWAY FROM SAM.	SEAM/FLAT	BIG FOX- BLITZ OUTSIDE C-GAP
RIGHT CORNER	7 YDS PRESS BAIL	SECONDARY	DEEP 1/3	1. DEEP 1/3 PLAYER. 2. SINGLE RECEIVER PRESS OPTION

# 3 Silver



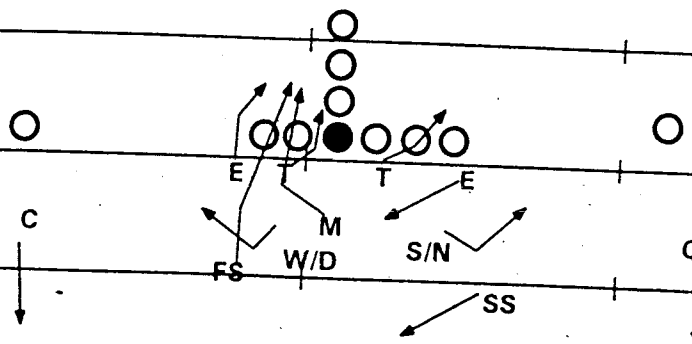
Postion	Alignment	End Run Force	Pass Technique	Coaching Points
<b>SAM</b>	Play front call	Primary	Seam Defender	Take away the seam route by #2.
<b>MIKE</b>	Play front call	Blitz gap of Responsibility----->		Blitz with tenacity.
<b>WILL</b>	Play front call	Blitz gap of Responsibility----->		Blitz with tenacity.

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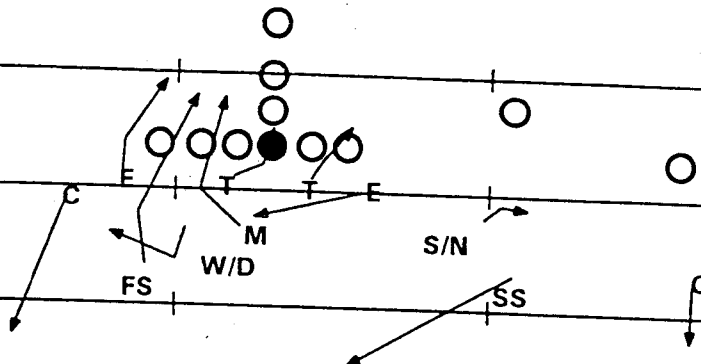


# COVER 3 SILVER ADJUSTMENTS

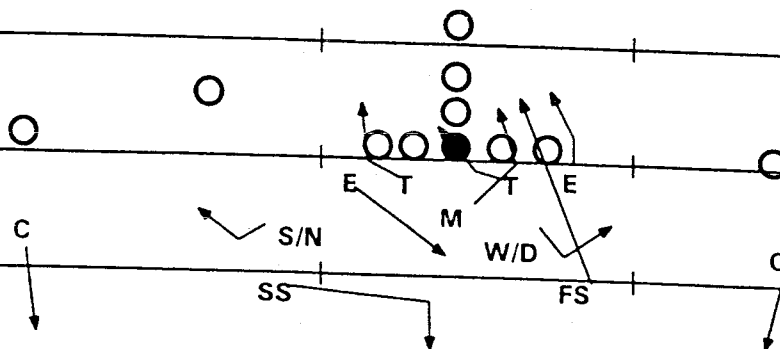
A. RT



B. LT TW

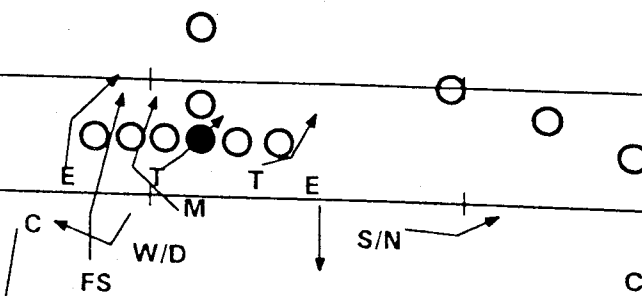


C. TW LT



D. LT TR

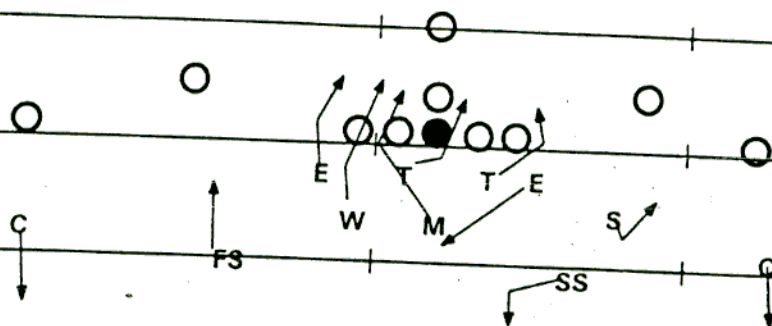
1. END DROPS  
TOWARD FINAL  
3. (TRIPS SIDE).



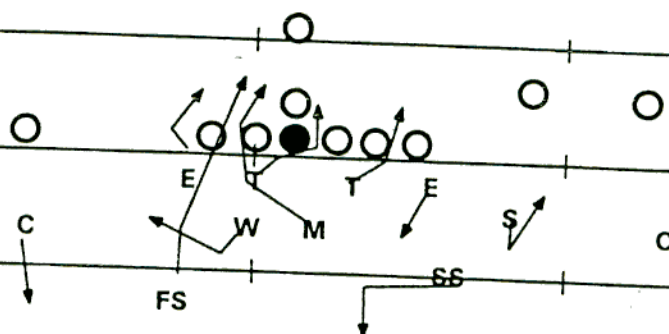
# COVER 3 SILVER ADJUSTMENTS

E. DBL

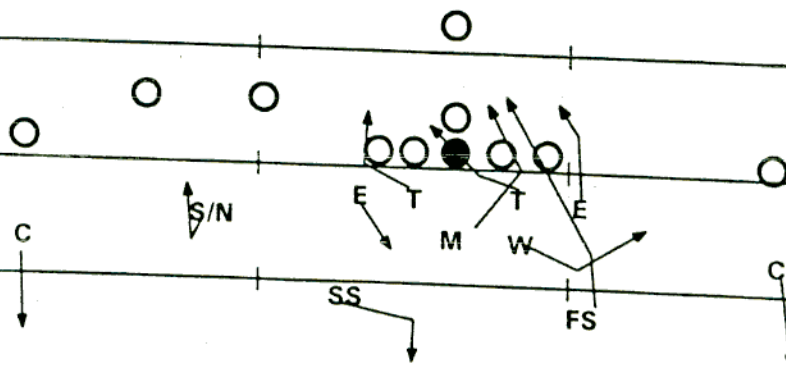
1. FS MAKES SWITCH CALL WITH WILL.
2. WILL BLITZES O/S B-GAP.
3. FS-SEAM/FLAT PLAYER



F. RT TREY

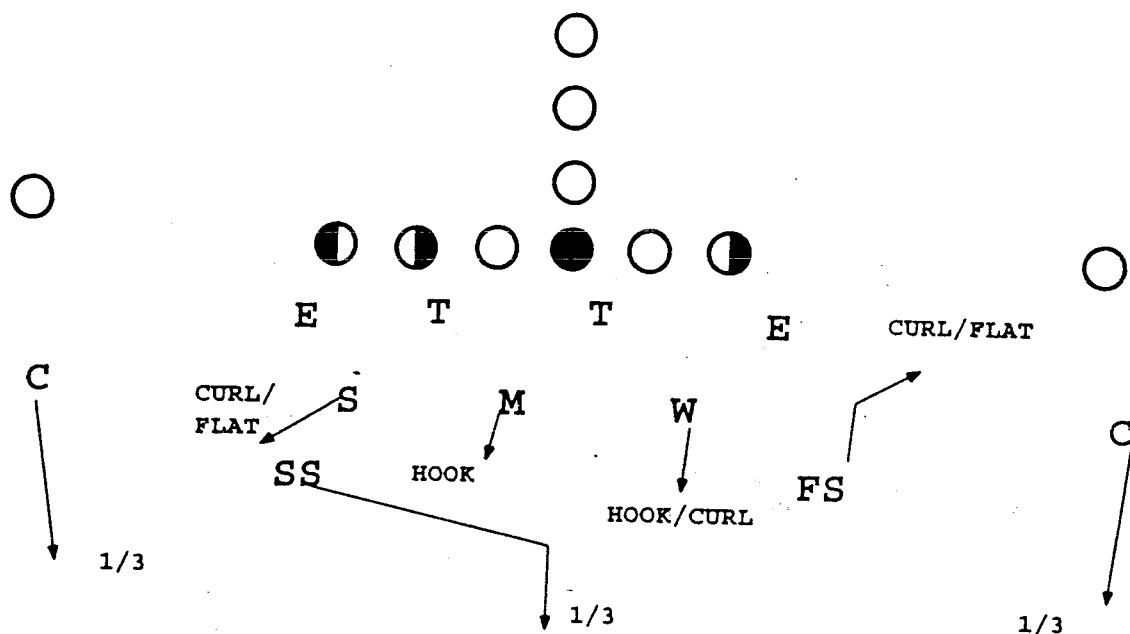


G. TR LT



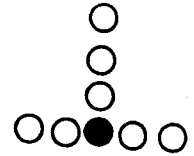
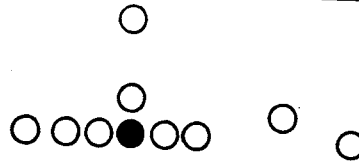
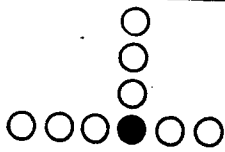
H.

# 3 SILVER BUZZ



POSITION	ALIGNMENT	END FORCE RUN	PASS TECHNIQUE	COACHING POINTS
LEFT CORNER	7 YDS PRESS BAIL	SECONDARY	OUTSIDE 1/3	1. OUTSIDE 1/3 RULE.
STRONG SAFETY	10-12	SECONDARY	DEEP MIDDLE 1/3	1. DEEP MIDDLE 1/3.
FREE SAFETY	10-12	PRIMARY	CURL/FLAT	1. ROCK DOWN AND PLAY CURL/FLAT.
RIGHT CORNER	7 YDS PRESS BAIL	SECONDARY	OUTSIDE 1/3	1. OUTSIDE 1/3 RULE.

# 3 SILVER BUZZ

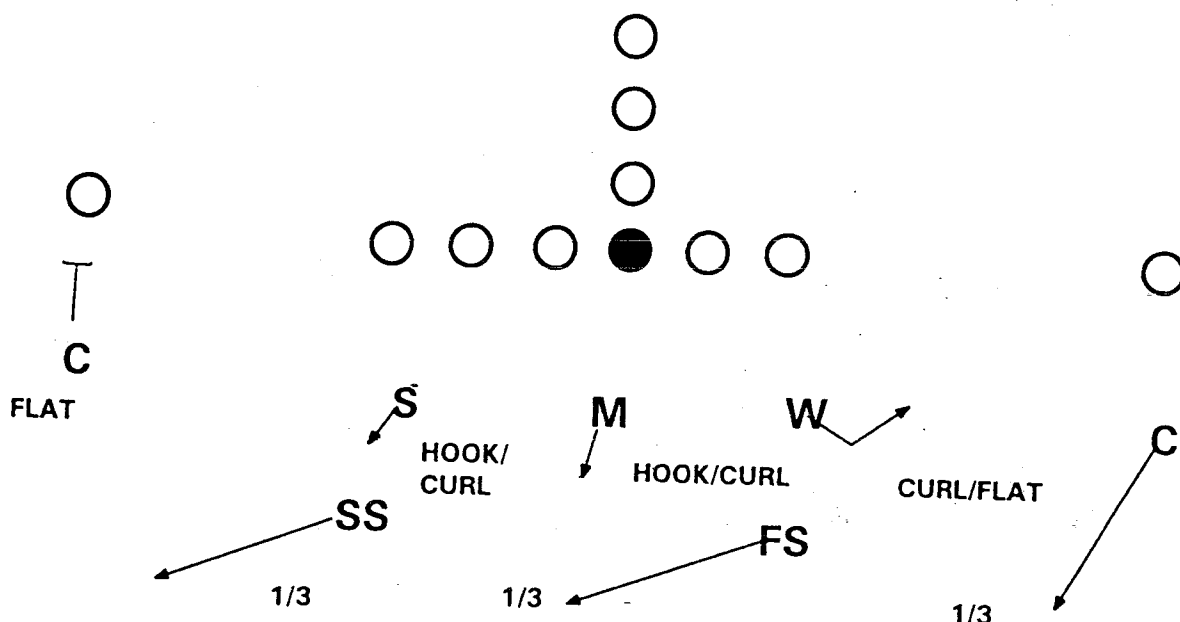


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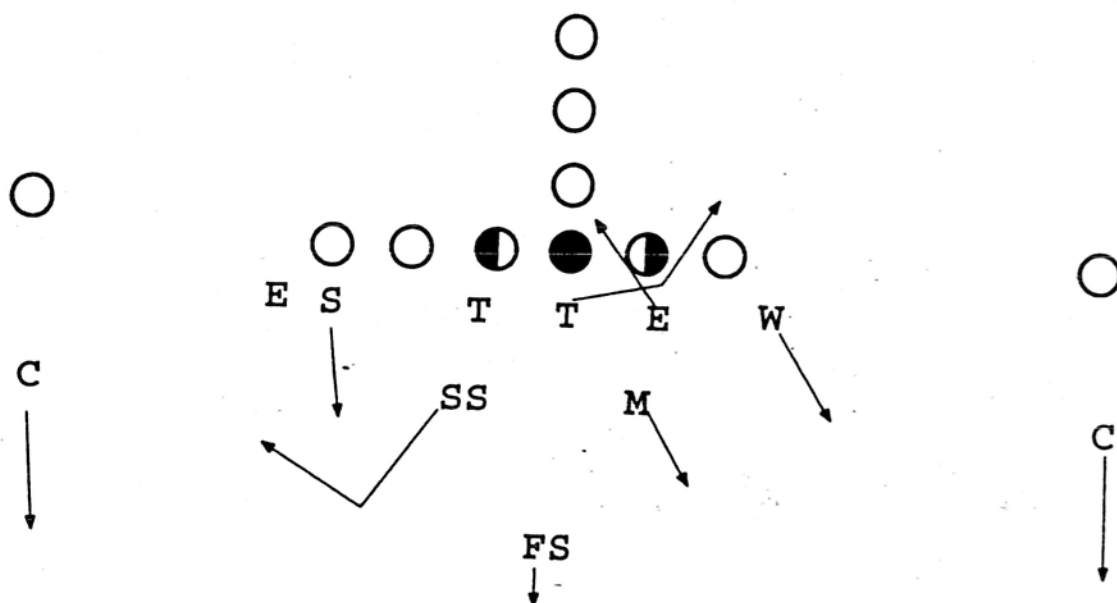
Postion	Alignment	End Run Force	Pass Technique	Coaching Points
SAM	# 2 REC.	PRIMARY	CURL/ FLAT	1. MUST GET VERTICAL STRETCH ON #2.
MIKE	STG 10	NONE	HOOK/ CURL	
WILL	40	NONE	HOOK/ CURL	

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# 3 KICK

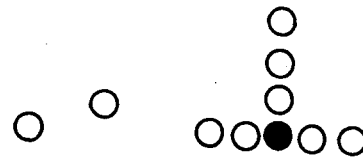
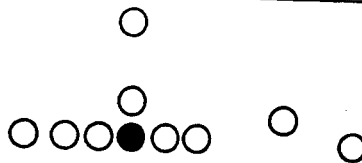
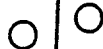
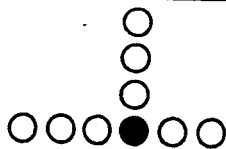


POSITION	ALIGNMENT	END FORCE RUN	PASS TECHNIQUE	COACHING POINTS
STRONG CORNER	6 YDS	PRIMARY	SQUAT	1. COLLISION #1 AND DEFEND THE FLAT. DON'T OVER EXTEND OUTSIDE FOR COLLISION.
STRONG SAFETY	12 YDS	SECONDARY	OUTSIDE 1/3	1. ROLL TO THE OUTSIDE THIRD AND READ THE PATTERN PROGRESSIONS AND THE QB.
FREE SAFETY	12 YDS	SECONDARY	1/3 MIDDLE	1. ROLL TO YOUR DEEP MIDDLE 1/3 AND GET YOUR HEAD ON THE SWIVEL AND READ QB.
RIGHT CORNER	6 YDS	SECONDARY	1/3 OUTSIDE	1. BAIL TO YOUR OUTSIDE 1/3 AND USE YOUR 1/3 TECHNIQUE RUN FS

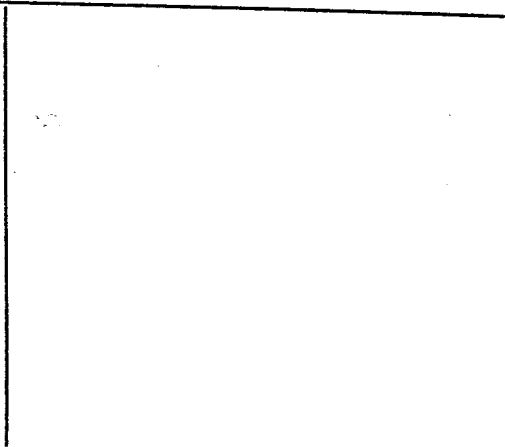


POSITION	ALIGNMENT	END FORCE RUN	PASS TECHNIQUE	COACHING POINTS
LEFT CORNER	1 X 8 OFF WR	SECONDARY	DEEP O/S 1/3	1. YOU HAVE DEEP O/S 1/3 RESPONSIBILITY.
STRONG SAFETY	30	PRIMARY	CURL/FLAT	1. YOUR TECHNIQUE WILL CHANGE WITH FORMATION.
FREE SAFETY	10 YDS	SECONDARY	DEEP MIDDLE 1/3	1. YOU HAVE DEEP MIDDLE 1/3 RESP.
RIGHT CORNER	1 X 8 OFF WR	SECONDARY	DEEP O/S 1/3	1. YOU HAVE DEEP O/S 1/3 RESPONSIBILITY.

# DOG 3



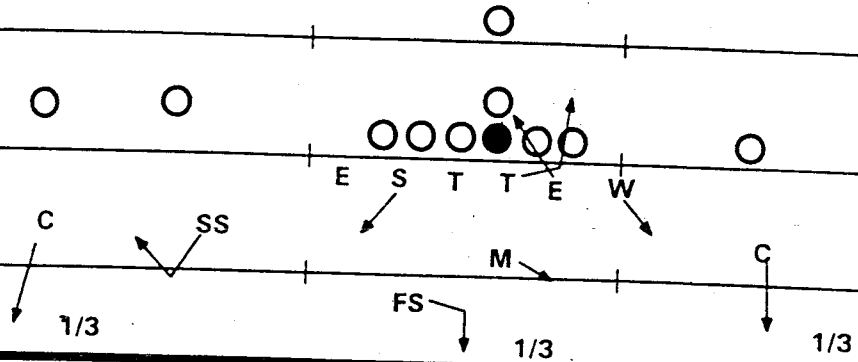
Postion	Alignment	End Run Force	Pass Technique	Coaching Points
SAM	7	NONE		1. MAKE WHIP/SLIP CALLS FOR PASS DROPS.
MIKE	40	NONE		1. BE ALERT FOR WHIP/SLIP CALLS FOR PASS DROP.
WILL	WIDE 5	FORCE		1. BE ALERT FOR WHIP/SLIP CALLS FOR PASS DROP.



# DOG COVER 3 ADJUSTMENTS

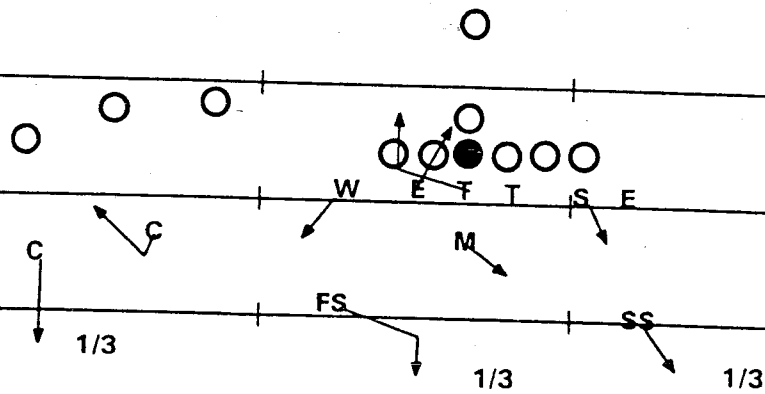
A. LT TY

1. WHIP CALL



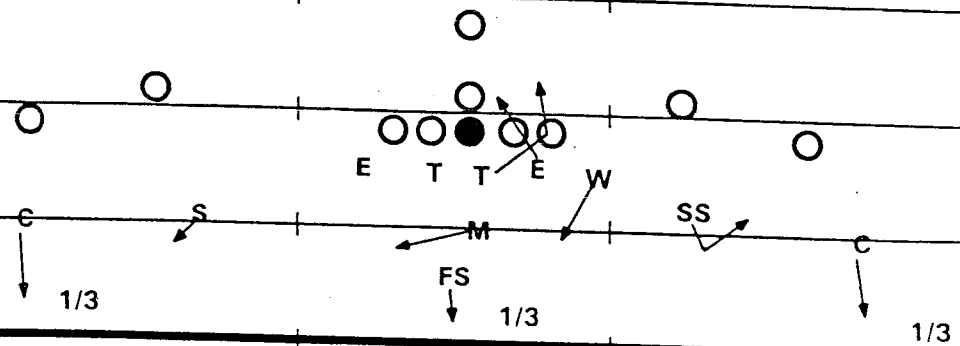
B. RT TR

1. SLIP CALL



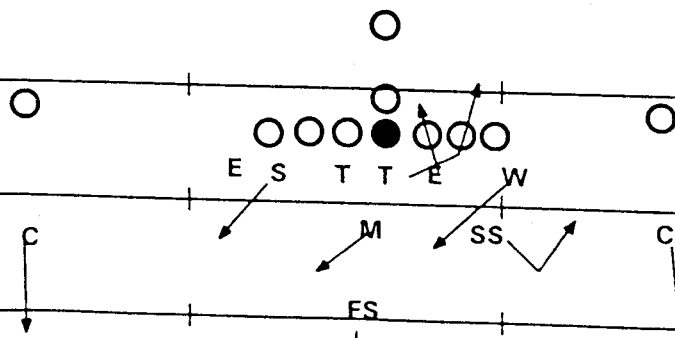
C. DBL

1. SLIP CALL.



D. LINCOLN

1. SLIP CALL.

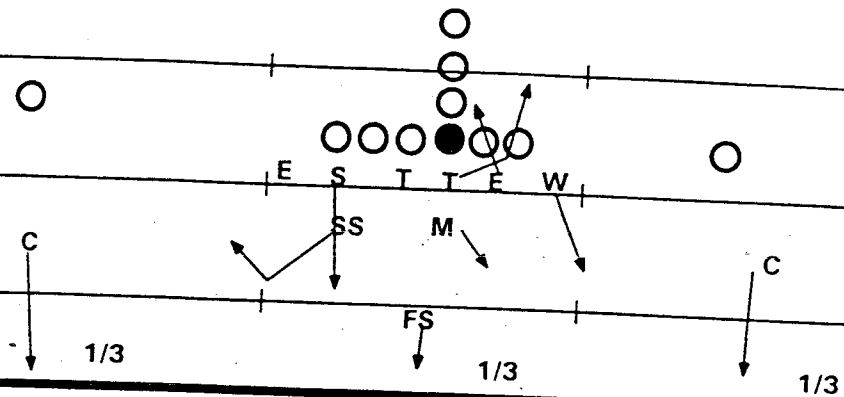




# DOG COVER 3 ADJUSTMENTS

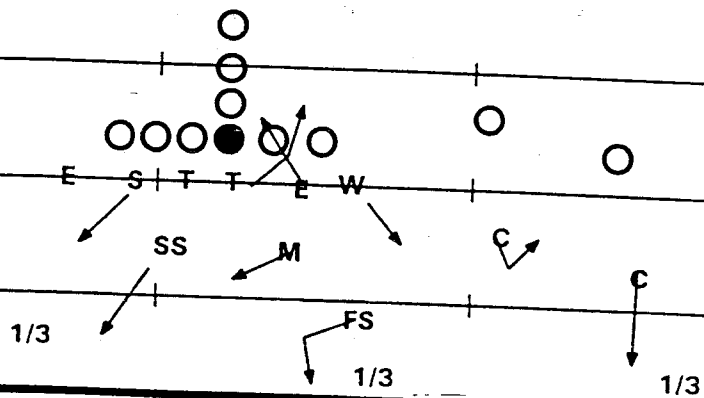
E. LT

1. WHIP CALL



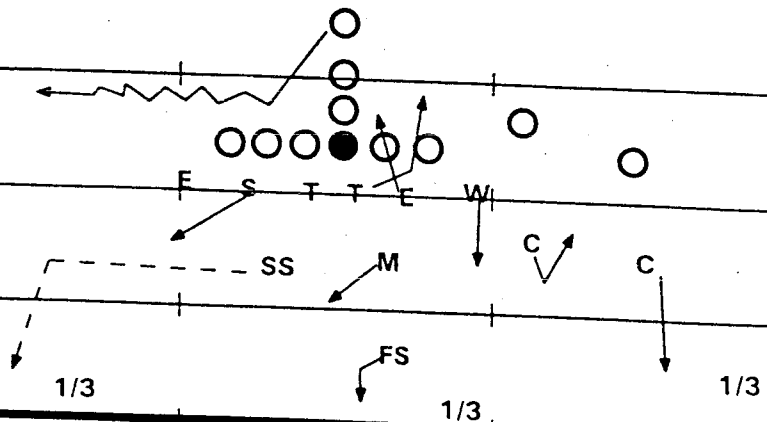
F. LT TW

1. SLIP CALL  
2. SS DEEPENS TO 6 YDS; PLAYS DEEP O/S 1/3.



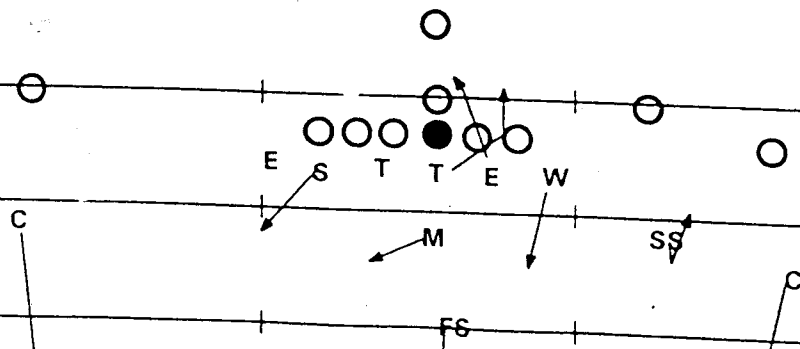
G. DUO

1. SLIP CALL.  
2. SS WIDENS AND PLAYS O/S 1/3.



H. DUO

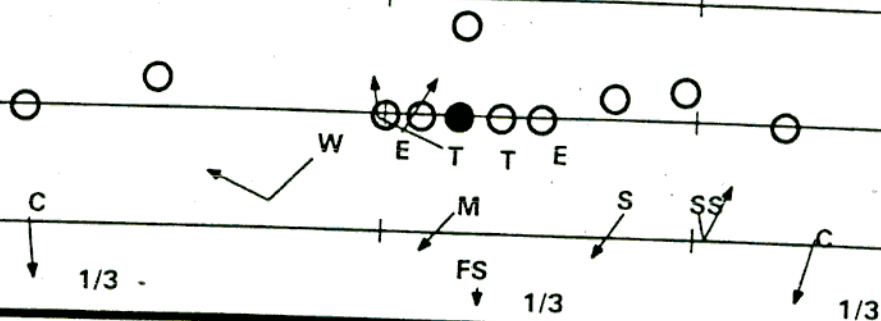
1. SLIP CALL



# DOG COVER 3 ADJUSTMENTS

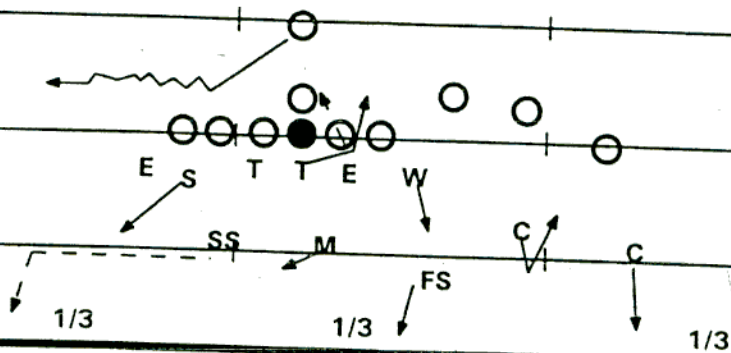
I. TR RT EMP

1. WHIP CALL



J. LT TR EMP

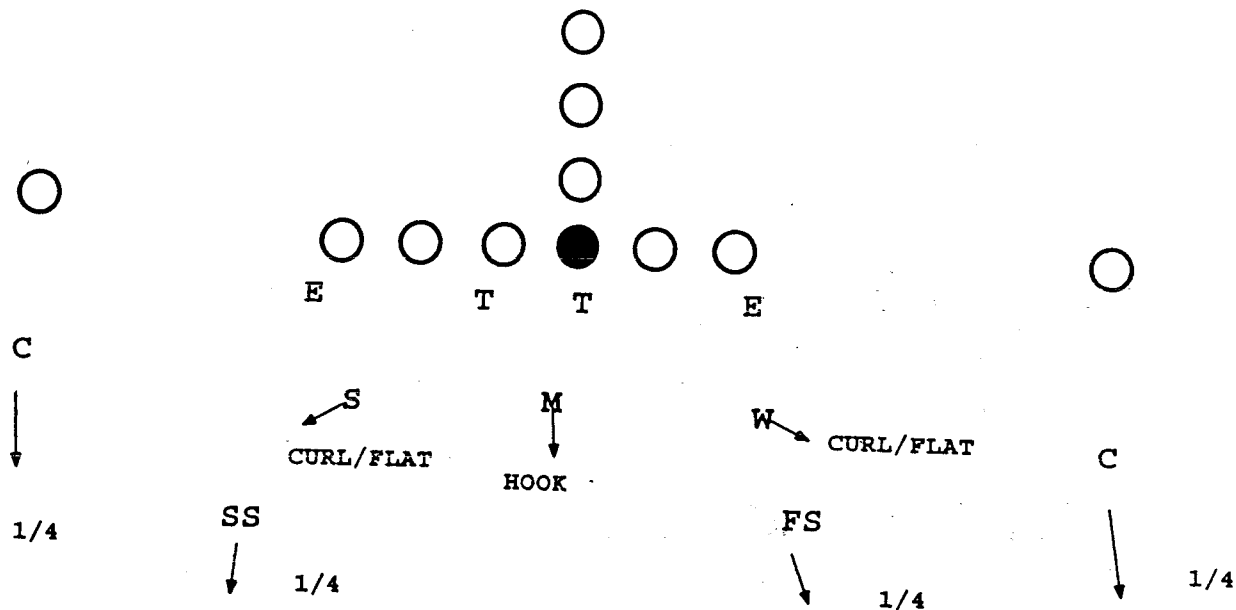
1. SLIP CALL



C.

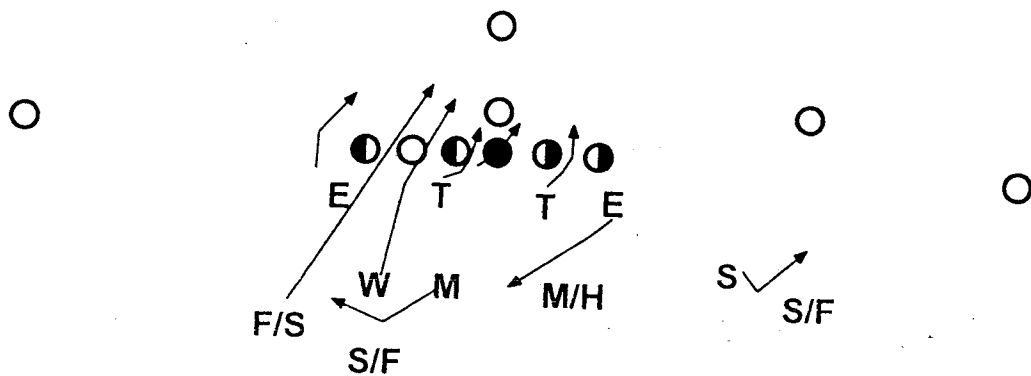
D.

# COVER 4



POSITION	ALIGNMENT	END FORCE RUN	PASS TECHNIQUE	COACHING POINTS
LEFT CORNER	1 X 8 OFF WR	TO: SECONDARY FORCE AWAY: PURSUIT	DEEP 1/4	READ= #2 TO QB
STRONG SAFETY	2 X 9 OFF TE	TO: READ SUPPORT AWAY: ALLEY FILL	DEEP 1/4- POST/CURL	READ= #2 TO QB- POST TO CURL
FREE SAFETY	2 X 9 OFF OT	TO: SHOOT SUPPORT AWAY: ALLEY FILL	DEEP 1/4- POST/CURL	#2 TO QB VS PASS
RIGHT CORNER	1X 8 OFF WR	TO: SECONDARY FORCE AWAY:	DEEP 1/4	READ: #2 TO QB

# BIG FOX



POSITION	ALIGN.	TECH.	SUPPORT	KEY	RUN TO	RUN AWAY	PASS
CALLSIDE END	5	O/S	--	BALL	C-GAP	FOLD	MIDDLE HOOK
BACKSIDE END	9	O/S	--	BALL	D-GAP	D-GAP RESTRICT REVERSE	RUSH
CALLSIDE TACKLE	3	SKIN	--	BALL	B-GAP	B-GAP	CONTAIN RUSH
BACKSIDE TACKLE	3	LONG SCOOP	--	BALL	READ C BLK	READ C BLK	RUSH
SAM		READ DROP	--	BALL			S/F TECH
MIKE	WEAK 10	READ DROP	--	BALL			WEAKSIDE S/F TECH
WILL	70	BLITZ INSIDE B-GAP	--	BALL			BLITZ INSIDE B-GAP

ADJUSTMENTS:

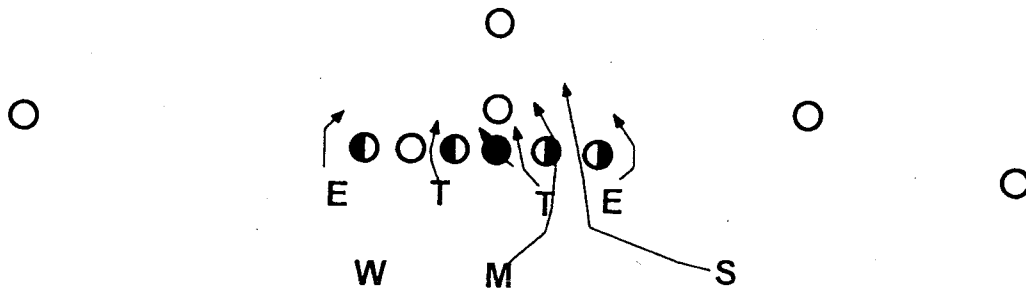
**FREE SAFETY-BLITZ INSIDE C-GAP**

COVERAGE CALLS:

RUN STRONG

RUN WEAK

# BIG SCAT



POSITION	ALIGN.	TECH.	SUPPORT	KEY	RUN TO	RUN AWAY	PASS
CALLSIDE END	5	O/S	--	BALL	C-GAP	C-GAP	RUSH
BACKSIDE END	9	O/S	--	BALL	D-GAP	FOLD	SEAM FLAT
CALLSIDE TACKLE	TITE 3	LONG SCOOP	--	BALL	READ C BLK	READ C BLK	RUSH
BACKSIDE TACKLE	TITE 3	SKIN	--	BALL	B-GAP	B-GAP	CONTAIN RUSH
SAM		BLITZ O/S B	--	BALL	B-GAP	PURSUIT	RUSH O/S B-GAP
MIKE	WEAK 10	BLITZ I/S B	--	BALL	B-GAP	PURSUIT	RUSH I/S B-GAP
WILL	70	READ	--	BALL	C-GAP	CUTBACK	MIDDLE HOOK DROP

ADJUSTMENTS:

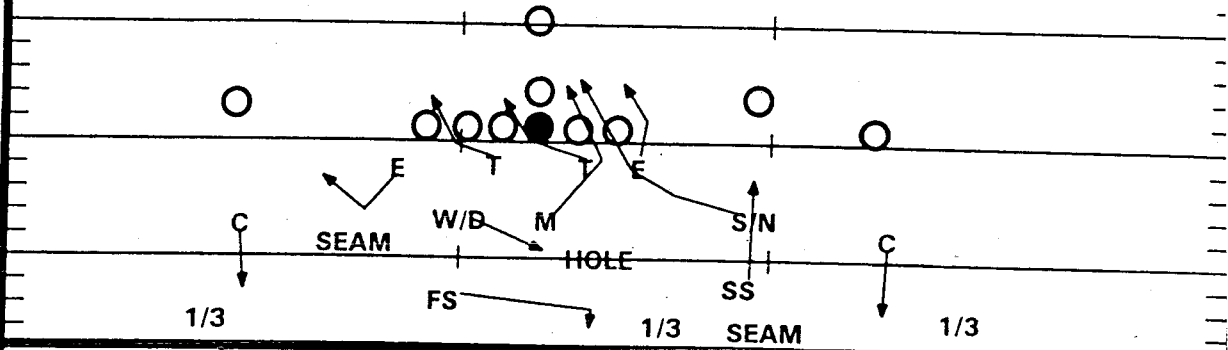
COVERAGE CALLS:

RUN STRONG

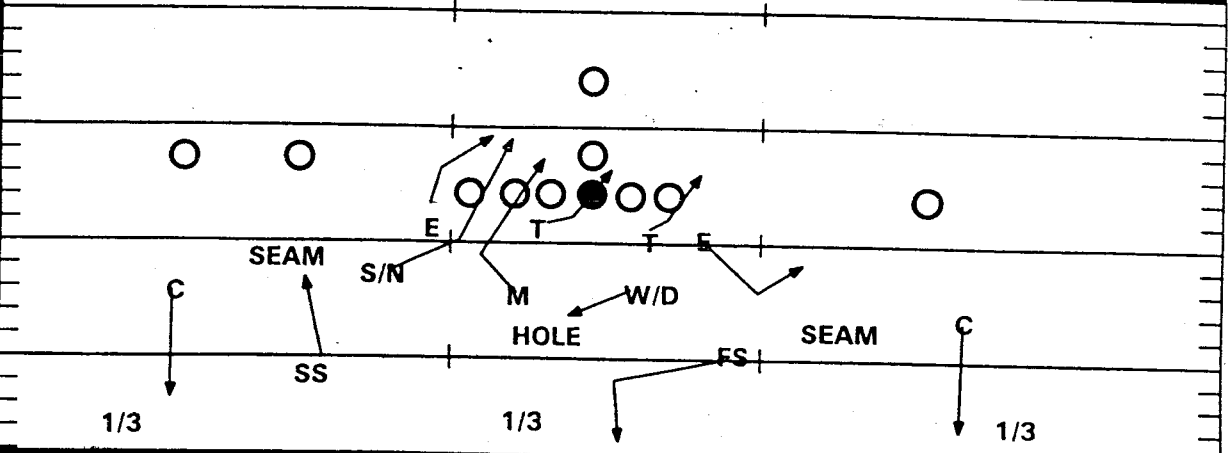
RUN WEAK

# BIG SCAT 3 & PLAY IT ADJUSTMENTS

A. LT DUO

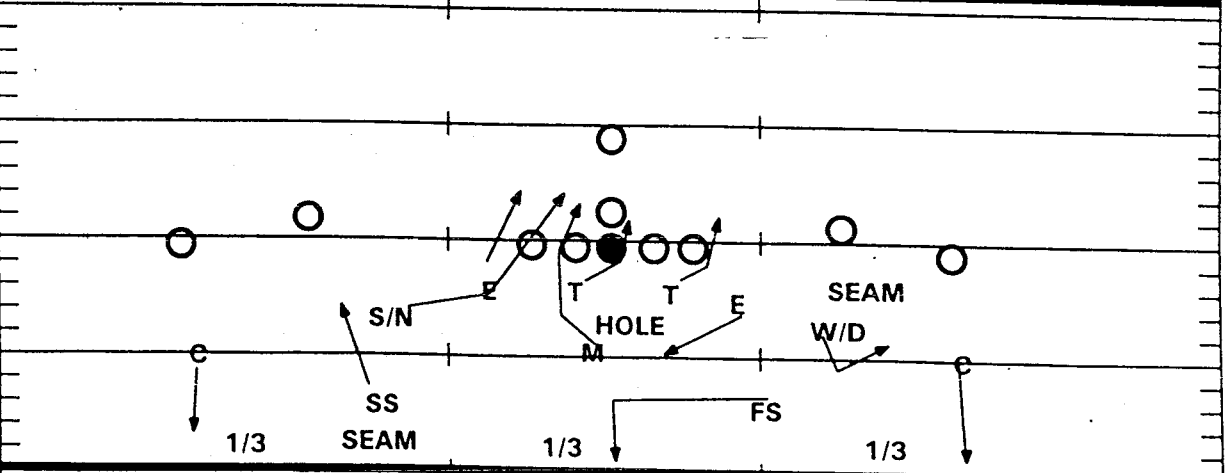


B. LT TY

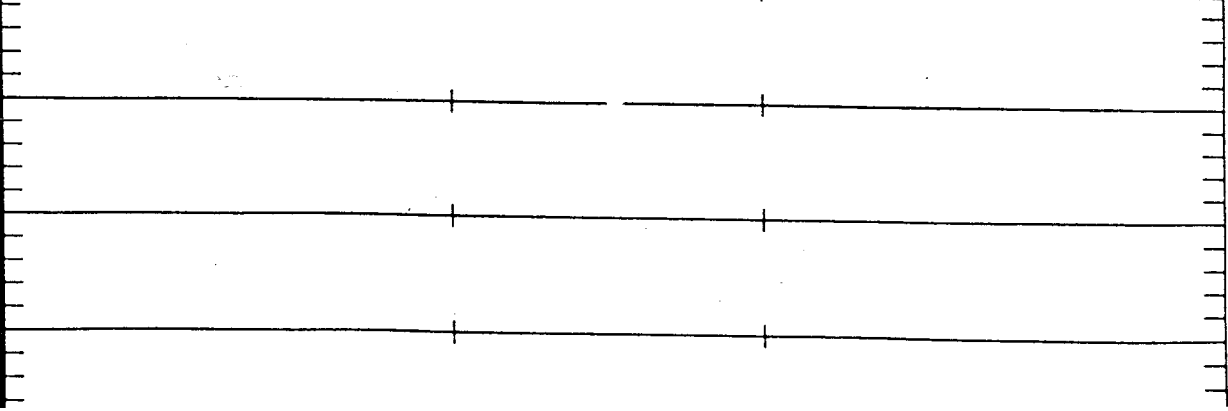


C. DBL

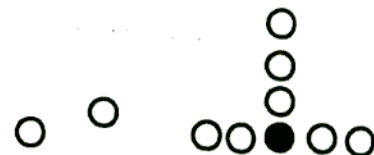
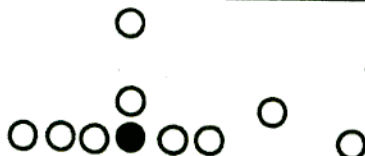
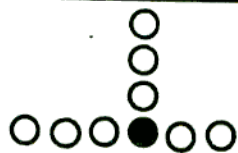
1. 'GUT' CALL TO END TO PLAY HOLE.
2. W/D PLAYS SEAM.



D.



# COVER 4



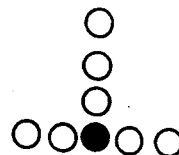
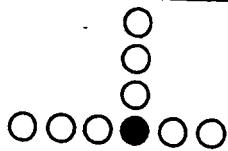
C

Postion	Alignment	End Run Force	Pass Technique	Coaching Points
<b>SAM</b>	Front will dictate	Force	Curl to flat on #2#3 Releases	<ol style="list-style-type: none"> <li>1. Key #2 release. Vs. out route, immediately cover him. If he turns up cover him.</li> <li>2. Vs. #2 vertical; Collision inside out read route progression.</li> <li>3. Vs. #2 crossing, work off and read #3.</li> <li>4. Vs. trips cover down on #2. Read progression routes.</li> </ol>
<b>MIKE</b>	Front will dictate	Force	Strong Hook (Read route Progression)	<ol style="list-style-type: none"> <li>1. Work to Strong Hook and Read #2#3 progression.</li> <li>2. If #3 runs up, cover him.</li> <li>3. Vs. Trips</li> </ol>
<b>WILL</b>	Front will dictate	Force	Curl to flat on #2#3 Releases	<ol style="list-style-type: none"> <li>1. Same as Sam.</li> <li>2. Cover down on #2 weak.</li> <li>3. Vs. Trips close on remaining back weak.</li> <li>4. Alert for Wheel call.</li> </ol>





# 1 PIRATE

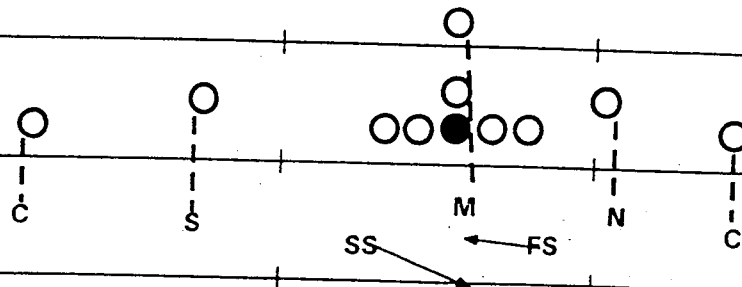


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Postion	Alignment	End Run Force	Pass Technique	Coaching Points
SAM	# 2 STG	NONE	M/M #2 STG	1. O/S MAN TECH. 2. BE ALERT FOR PICK CALL.
MIKE	#3 STG	NONE	M/M #3 STG	1. BE ALERT FOR PICK SITUATIONS.
WILL	#2 WK	NONE	M/M #2 WK	1. O/S MAN TECH.

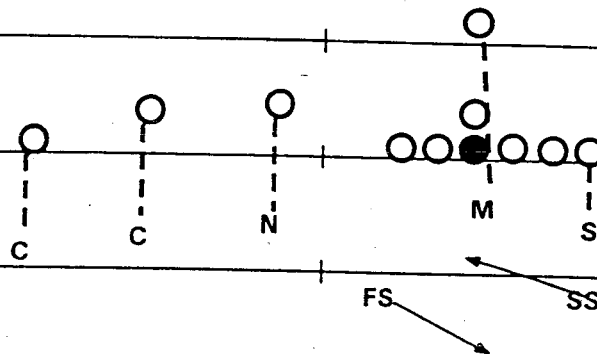
# COVER 1 PIRATE ADJUSTMENTS

## A. VS DBL

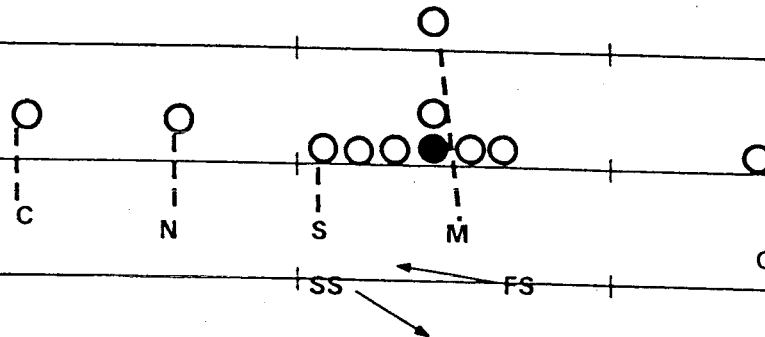


## B. VS TRIPS

(CORNERS OVER)

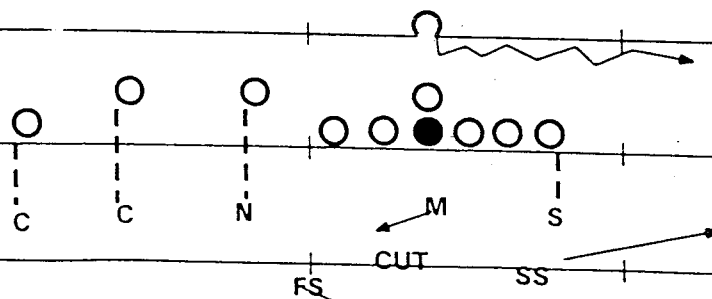


## C. VS TREY

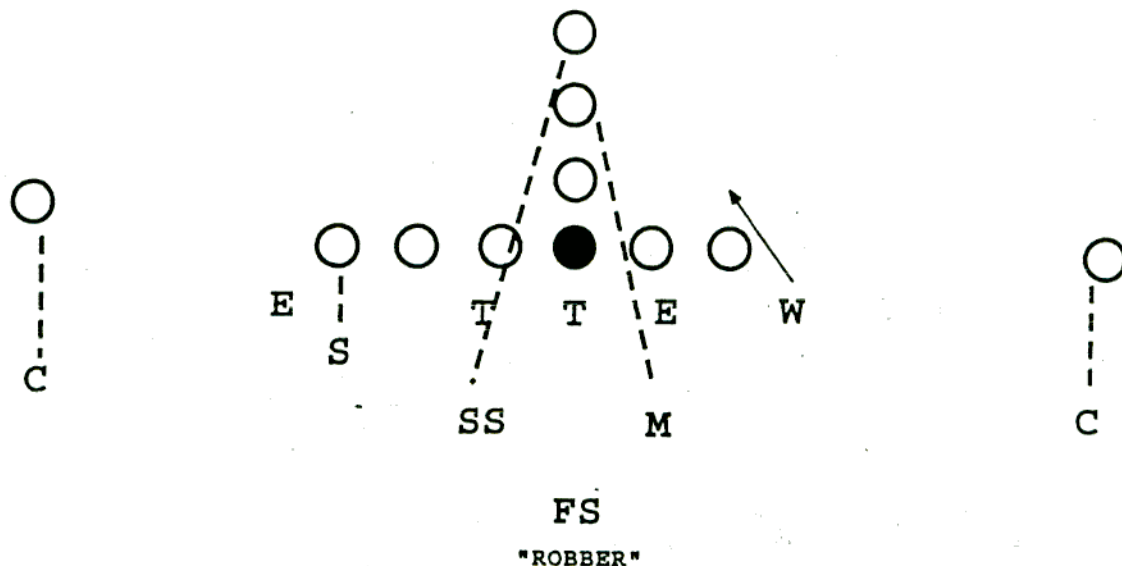


## D. EMPTY

1. CHECK BANDIT  
SS-TAKE BACK  
FS-DEEP  
IDDLE  
MIKE-CUT TO  
SKILL SIDE

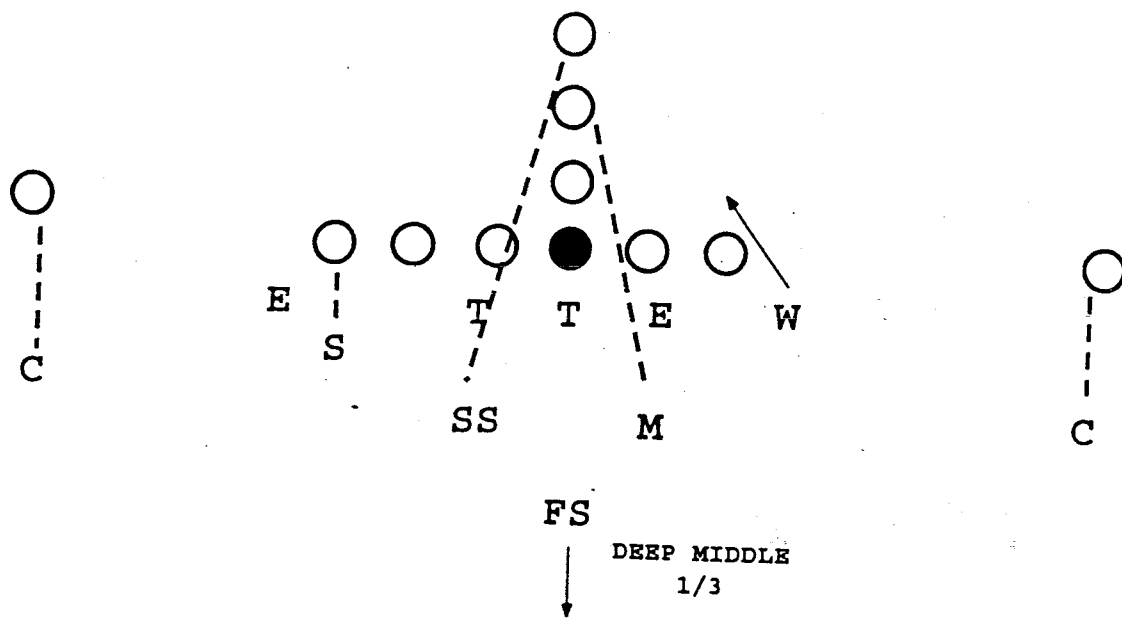


# BEAR



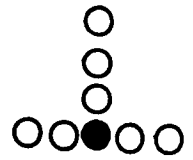
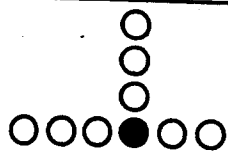
POSITION	ALIGNMENT	END FORCE RUN	PASS TECHNIQUE	COACHING POINTS
LEFT CORNER	CHOICE	SECONDARY	M/M	<ol style="list-style-type: none"> <li>1. PRESS #1 AND BE READY TO INTERCEPT THE FADE.</li> <li>2. USE YOUR OTHER TOOLS.</li> <li>3. EXPECT NO HELP IN DEEP MIDDLE</li> </ol>
STRONG SAFETY	40	FORCE	M/M	<ol style="list-style-type: none"> <li>1. YOU HAVE FIRST BACK TO YOUR SIDE.</li> <li>2. SS HANDLES BACKFIELD MOTIONS.</li> </ol>
FREE SAFETY	10 YDS	ROBBER/ ALLEY	FREE	<ol style="list-style-type: none"> <li>1. ROBBER AND ALLEY PLAYER IN BEAR.</li> </ol>
RIGHT CORNER	CHOICE	SECONDARY	M/M	<ol style="list-style-type: none"> <li>1. PRESS #1 AND BE READY TO INTERCEPT THE FADE.</li> <li>2. USE YOUR OTHER TOOLS.</li> <li>3. EXPECT NO HELP</li> </ol>

# BEAR FREE



POSITION	ALIGNMENT	END FORCE RUN	PASS TECHNIQUE	COACHING POINTS
LEFT CORNER	CHOICE	SECONDARY	M/M	<ol style="list-style-type: none"> <li>1. PRESS #1 AND BE READY TO INTERCEPT THE FADE.</li> <li>2. USE YOUR OTHER TOOLS.</li> <li>3. EXPECT NO HELP IN DEEP MIDDLE</li> </ol>
STRONG SAFETY	40	FORCE	M/M	<ol style="list-style-type: none"> <li>1. YOU HAVE FIRST BACK TO YOUR SIDE.</li> <li>2. SS HANDLES BACKFIELD MOTIONS.</li> </ol>
FREE SAFETY	10 YDS	ALLEY	DEEP MIDDLE 1/3	<ol style="list-style-type: none"> <li>1. YOU HAVE DEEP MIDDLE 1/3. ALLEY FILL WHEN READ RUN.</li> </ol>
RIGHT CORNER	CHOICE	SECONDARY	M/M	<ol style="list-style-type: none"> <li>1. PRESS #1 AND BE READY TO INTERCEPT THE FADE.</li> <li>2. USE YOUR OTHER TOOLS.</li> </ol>

# BEAR



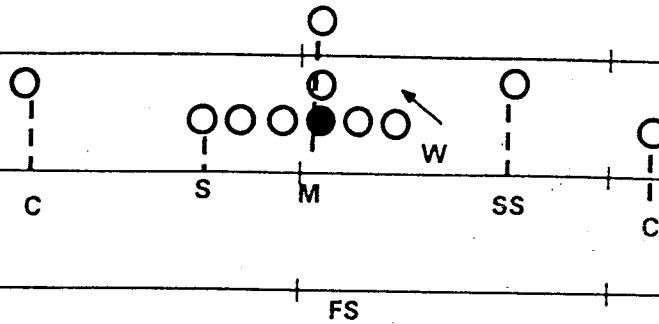
Postion	Alignment	End Run Force	Pass Technique	Coaching Points
<b>SAM</b>	Press Inside Eye	C Gap	M/M	1. Align pressed on the tight end slightly inside. Don't lunge. Deny inside release.
<b>MIKE</b>	40	Force	M/M	1. If your back flares blitz replace.
<b>WILL</b>	Ghost	Force Contain	Rush	1. Contain rush. 2. Peel with flare out of the backfield.

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# COVER BEAR ADJUSTMENTS

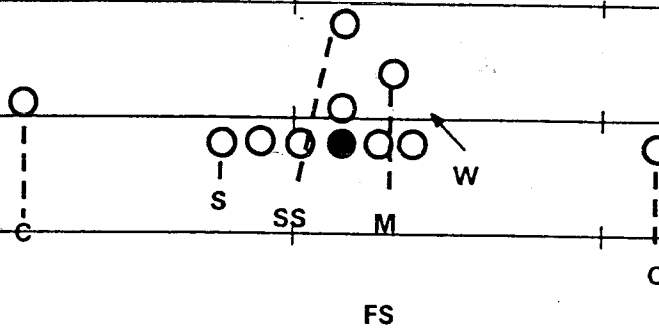
## A. LT DUO

1. BEAR FREE-FS DEEP MIDDLE 1/3.
2. BEAR-FS ROBBER



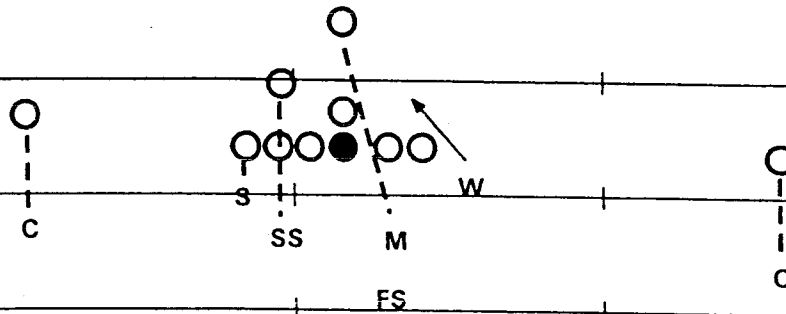
## B. LT OB WK

1. BEAR FREE-FS DEEP MIDDLE 1/3.
2. BEAR-FS ROBBER



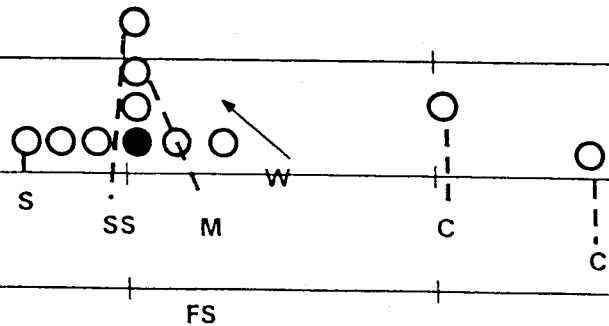
## C. LT OB ST

1. BEAR FREE-FS DEEP MIDDLE 1/3.
2. BEAR-FS ROBBER



## D. LT TW

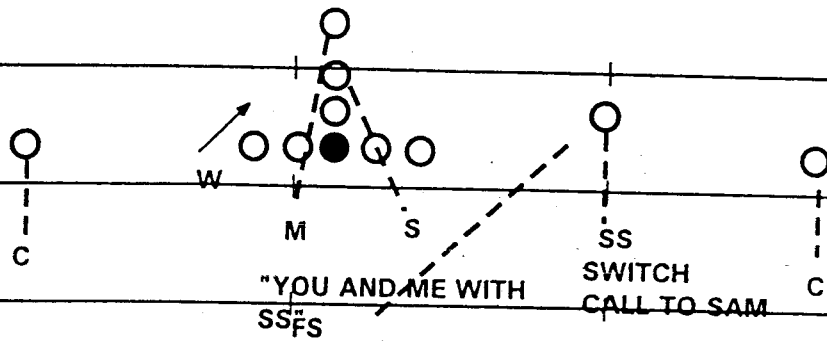
1. BEAR FREE-FS DEEP MIDDLE 1/3.
2. BEAR-FS ROBBER



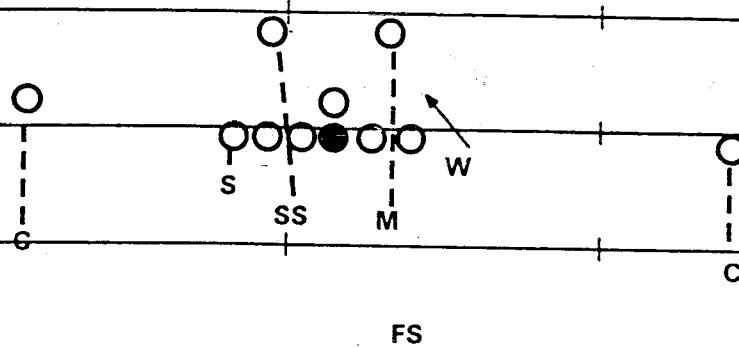
# COVER BEAR ADJUSTMENTS

## E. TWIN RT

1. FS MAKE SWITCH CALL WITH SAM.
2. FS-POSSIBLE YOU/ME CALL WITH SS.

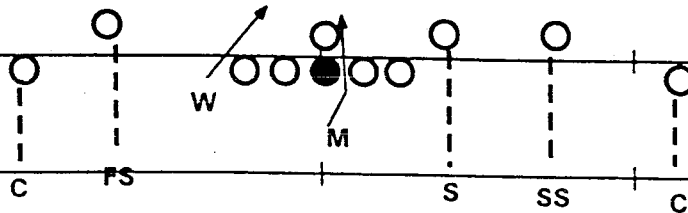


## F. LT SP



## G. EMPTY

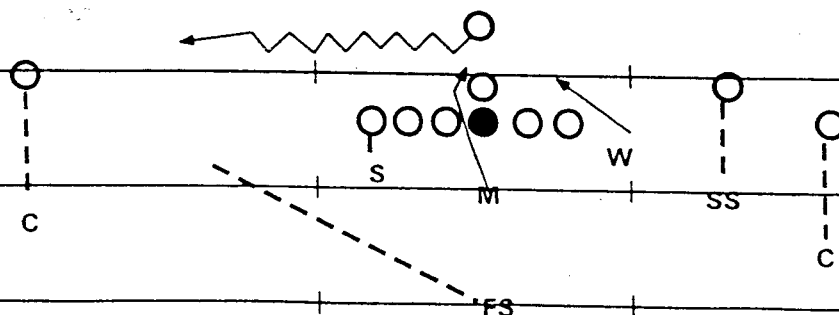
1. MABLE CHECK -PLAY 'O' COV.
2. FS TAKE #2 WEAK.

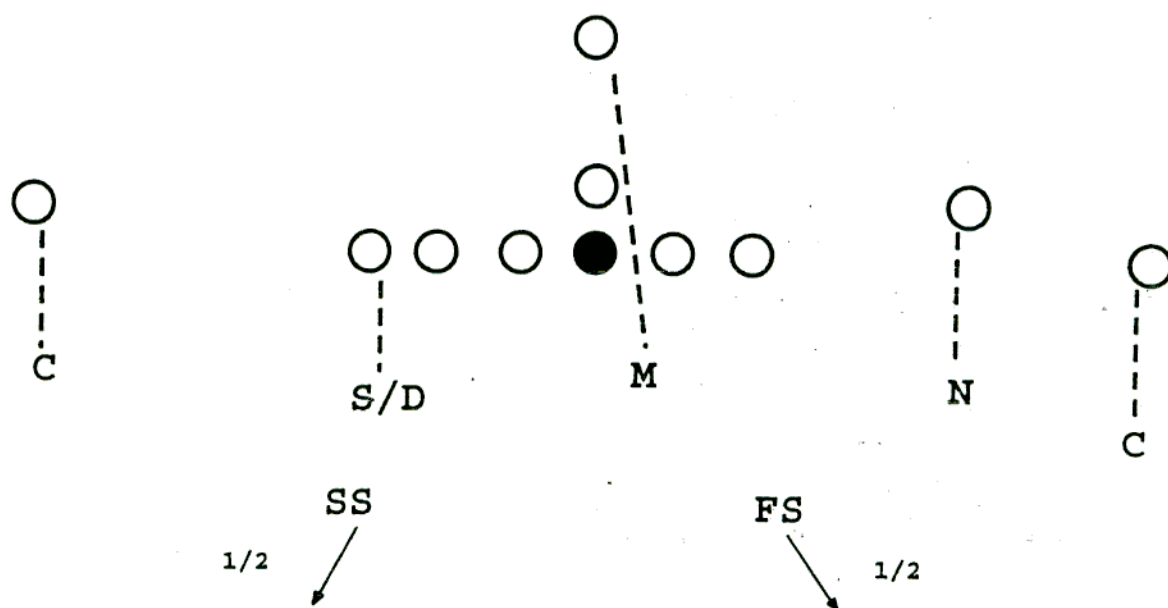


"MABLE CHECK"

## H. LT TREY EMP

1. CHECK MABLE FS HANDLES OPTION. PLAY COVERAGE.

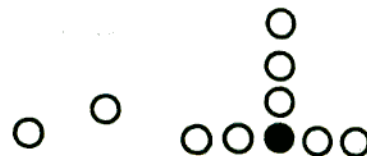
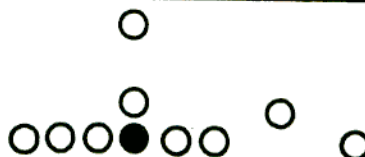
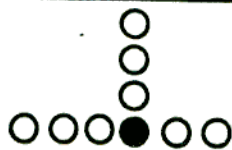




POSITION	ALIGNMENT	END FORCE RUN	PASS TECHNIQUE	COACHING POINTS
LEFT CORNER	INSIDE BUMP	SECONDARY	RECEIVER M/M BUMP AND TRAIL	READ: RECEIVER PROTECT INSIDE; GET IN WR'S HIP POCKET.
STRONG SAFETY	HASH 12 YDS DEEP	PRIMARY	DEEP 1/2	READ: #2 TO BALL
FREE SAFETY	HASH 12 YDS DEEP	PRIMARY	DEEP 1/2	READ: #2 TO BALL
RIGHT CORNER	INSIDE BUMP	SECONDARY	RECEIVER M/M BUMP AND TRAIL	READ: RECEIVER PROTECT INSIDE; GET IN WR'S HIP POCKET.



# 2 MAN

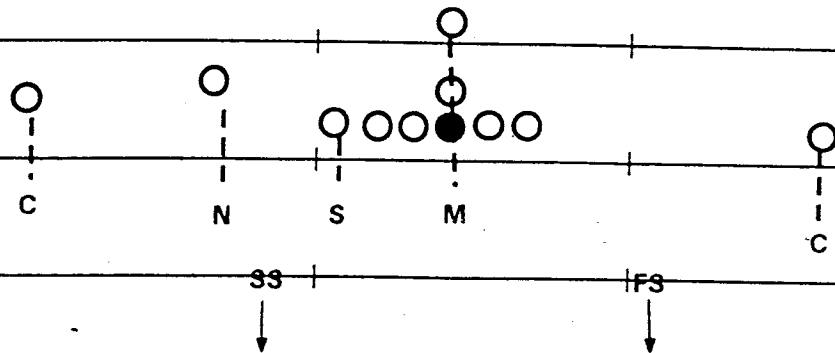


Postion	Alignment	End Run Force	Pass Technique	Coaching Points
<b>SAM</b>	Front will dictate	Read	Trail Technique	1. Sit collision and trail #3. Never allow an inside release.
<b>MIKE</b>	Front will dictate	Read	Trail Technique	1. M/M on #3. Sit, collision and trail....
<b>WILL</b>	Front will dictate	Read	Trail Technique	1. Sit collision and trail #2. Never allow an inside release.

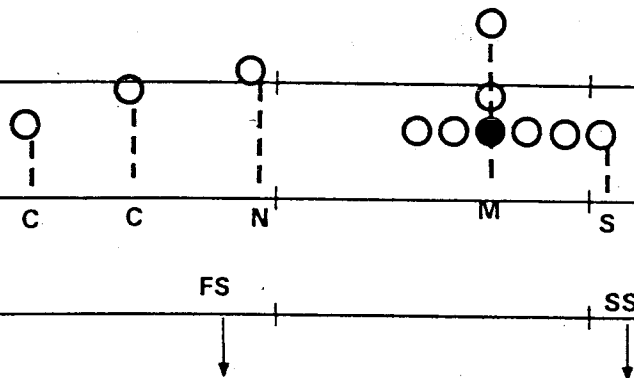
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# COVER 2 MAN ADJUSTMENTS

## A. VS TREY

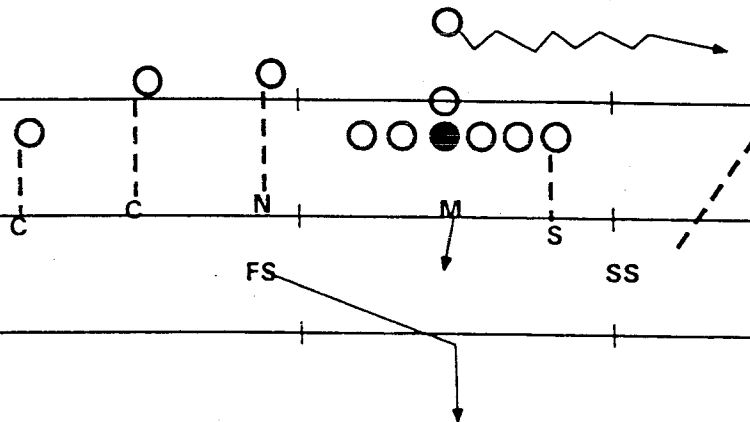


## B. VS TRIPS



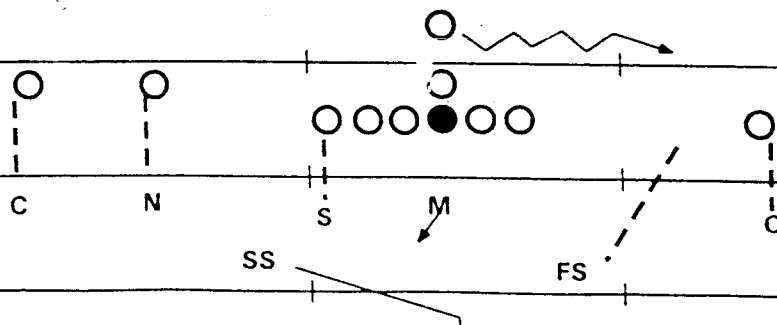
## C. TRIPS EMPTY

1. "CHECK BANDIT"
2. SS-TAKE BACK
3. FS-DEEP MIDDLE
4. MIKE-CUT TO SKILL SIDE.

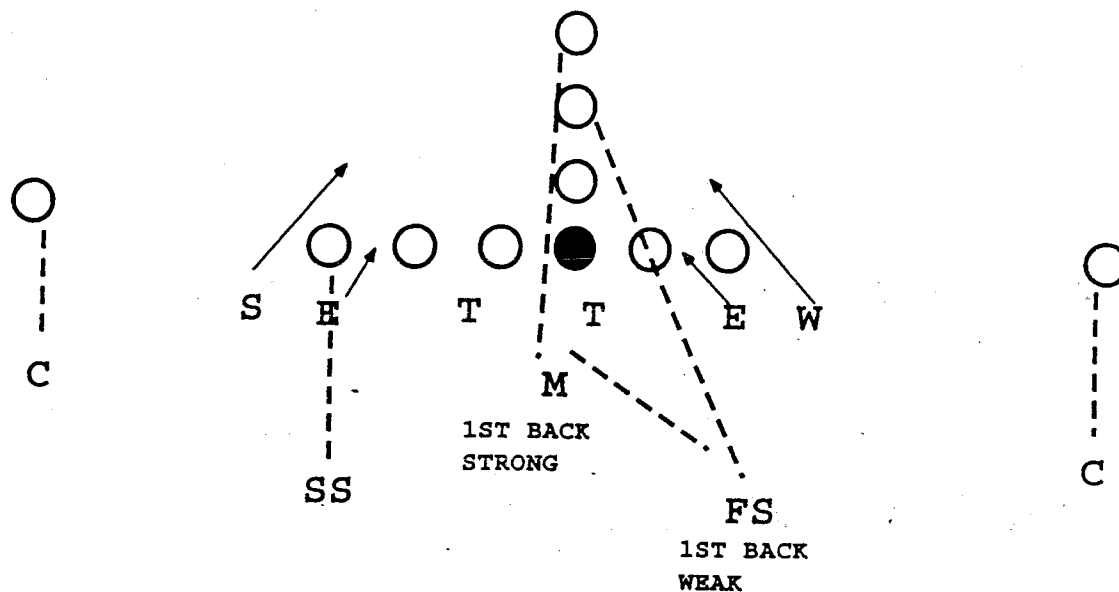


## D. TREY EMPTY

1. CHECK BANDIT
2. SS-TAKE BACK
3. FS-DEEP MIDDLE
4. MIKE-CUT TO SKILL SIDE.

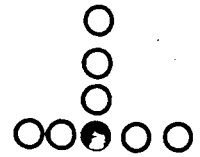
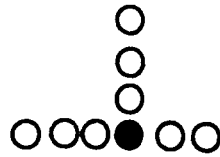
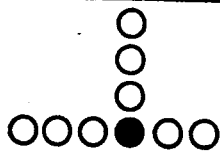


# BASE PISTOLS 'O' MIKE



POSITION	ALIGNMENT	END FORCE RUN	PASS TECHNIQUE	COACHING POINTS
LEFT CORNER	7 YDS PRESS	SECONDARY	M/M ON #1 MAY DAY-TWINS	GOOD INSIDE MAN TECH.
STRONG SAFETY	10 YDS	READ SUPPORT	M/M ON #2 OR 1ST BACK SPLIT SIDE	WALK DOWN ON YOUR TE. ADJUST TO ONE BACK SETS.
FREE SAFETY	10 YDS	READ SUPPORT	1ST BACK SPLIT SIDE OR TE	WALK DOWN TO SPLIT SIDE. ADJUST TO ONE BACK SETS.
RIGHT CORNER	7 YDS	SECONDARY	M/M ON #1 MAY DAY-TWINS	GOOD INSIDE MAN TECH.

# BASE PISTOLS "0" MIKE

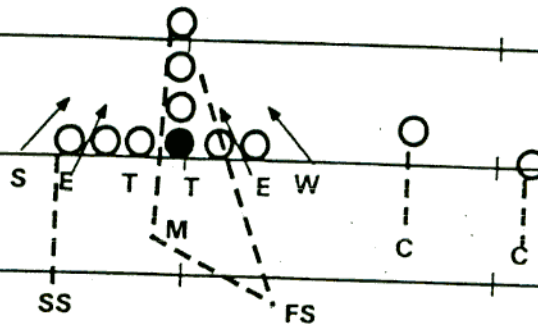


Postion	Alignment	End Run Force	Pass Technique	Coaching Points
<b>SAM</b>	Wide 9	Primary Pitch	Outside contain Blitz	Peel w/flare. Get off on the football.
<b>MIKE</b>	0	Gap of responsibility	1st back Tite/ Strong	Adjust to one back alignments.
<b>WILL</b>	Ghost	Primary Pitch	Outside contain Blitz	Peel w/flare. Get off on the football

# BASE PISTOLS 'O' MIKE ADJUSTMENTS

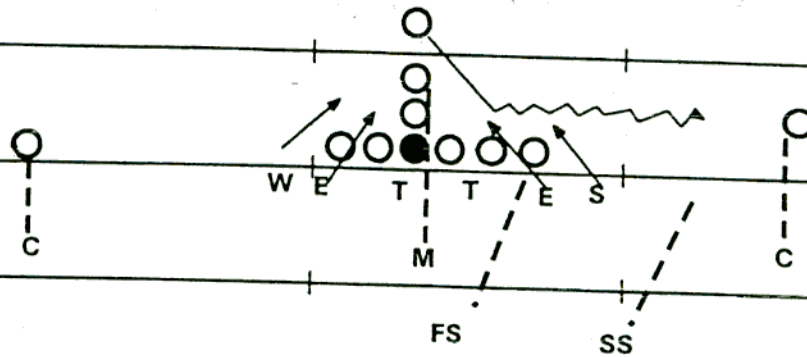
## A. LT TW

1. CORNERS OVER.
2. MIKE HAS 1ST BACK TO TE SIDE.
3. FS HAS BACK TO TW SIDE.



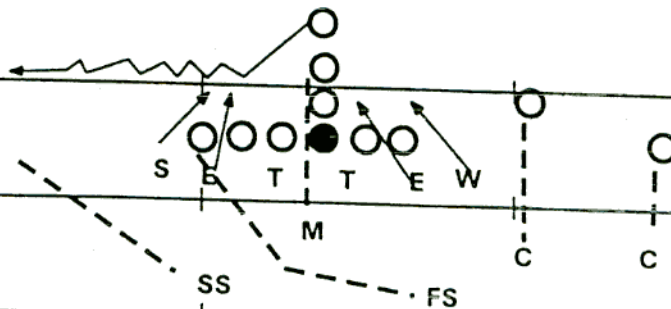
## B. RT TY

1. SS HAS MOTION BACK M/M.
2. FS HAS TE M/M.
3. MIKE HAS REMAINING BACK.



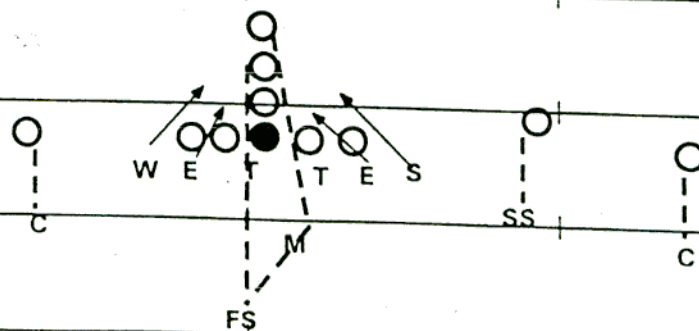
## C. LT DUO

1. SS HAS MOTION BACK M/M.
2. FS HAS TE M/M.
3. MIKE HAS REMAINING BACK.

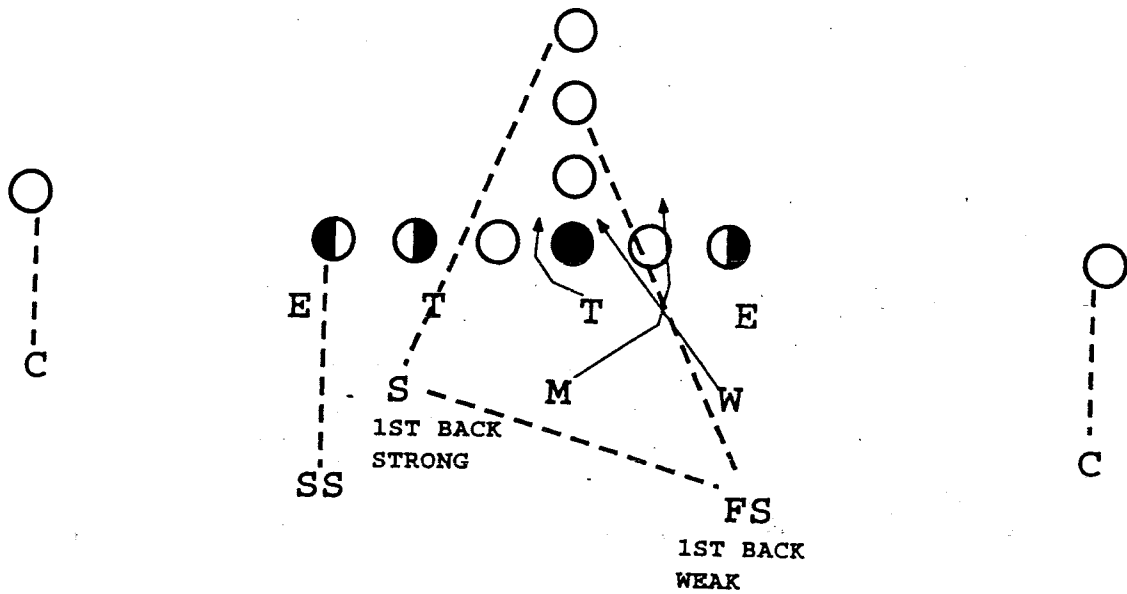


## D. TW RT

1. FS HAS BACK WEAK.
2. MIKE HAS BACK TROG.



# WIDE WHAM 'O' SAM

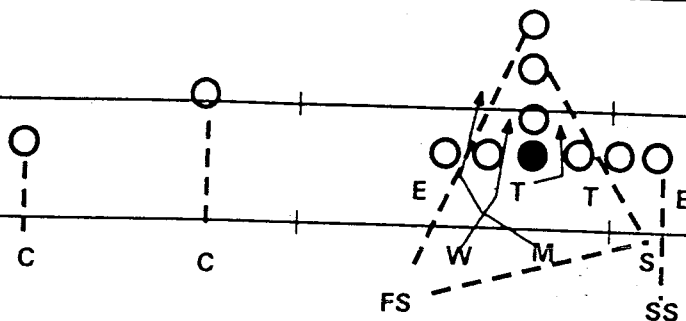


POSITION	ALIGNMENT	END FORCE RUN	PASS TECHNIQUE	COACHING POINTS
LEFT CORNER	7 YDS PRESS	SECONDARY	M/M ON #1 MAY DAY-TWINS	GOOD INSIDE MAN TECH.
STRONG SAFETY	10 YDS	READ SUPPORT	M/M ON #2 OR 1ST BACK SPLIT SIDE	WALK DOWN ON YOUR TE. ADJUST TO ONE BACK SETS.
FREE SAFETY	10 YDS	READ SUPPORT	1ST BACK SPLIT SIDE OR TE	WALK DOWN TO SPLIT SIDE. ADJUST TO ONE BACK SETS.
RIGHT CORNER	7 YDS	SECONDARY	M/M ON #1 MAY DAY-TWINS	GOOD INSIDE MAN TECH.

# WIDE WHAM 'O' ADJUSTMENTS

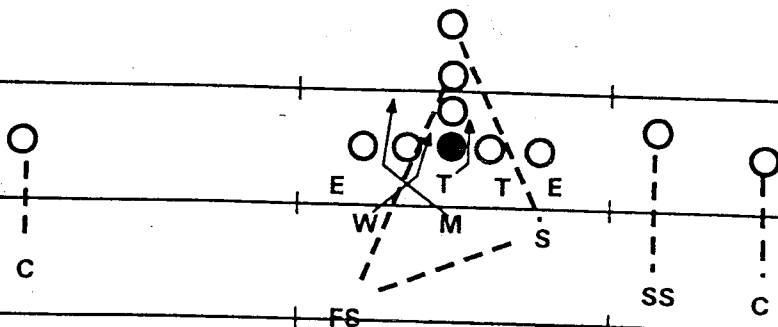
## A. LT TWIN

1. CORNERS OVER
2. SS-TE M/M
3. FS-TAKE 1ST BACK TO TWIN SIDE.
4. SAM TAKE 1ST BACK TO TE SIDE.



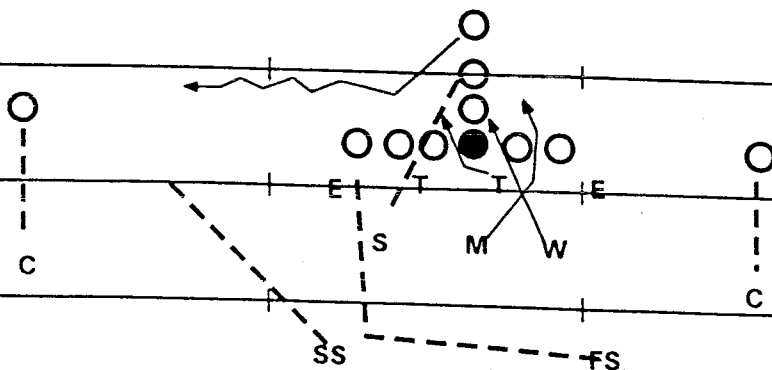
## B. TWIN RT

1. SS TAKE TWIN RECEIVER.
2. FS/SAM HAS BACK TO THEIR SIDE.



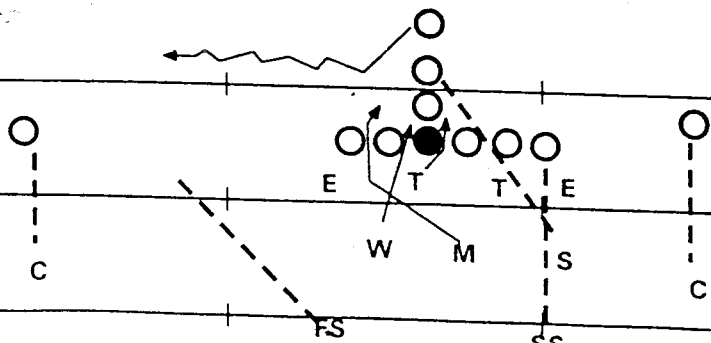
## C. LT TREY

1. SS TAKES MOTION TO HIS SIDE.
2. FS HAS TE M/M.
3. SAM HAS REMAINING BACK.

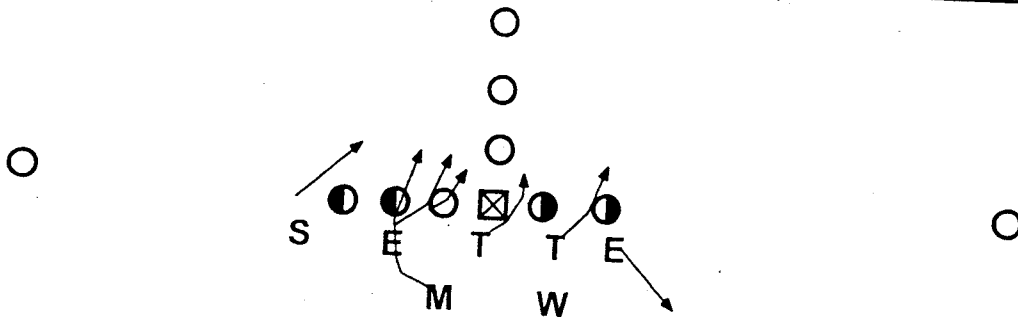


## D. RT DUO

1. FS TAKES MOTION TO HIS SIDE.
- SS HAS TE M/M
- SAM HAS REMAINING BACK.



# EAGLE SMOKEY



POSITION	ALIGN.	TECH.	SUPPORT	KEY	RUN TO	RUN AWAY	PASS
CALLSIDE END	5	LONG SCOOP	--	BALL	READ G BLOCK	READ G BLOCK	RUSH
BACKSIDE END	5	O/S	--	BALL	C	FOLD	WEAKSIDE CURL/FLAT
CALLSIDE TACKLE	1	CROSS FACE	--	BALL	OFFSIDE A	OFFSIDE A	RUSH
BACKSIDE TACKLE	3	SKIN	--	BALL	B	B	CONTAIN
SAM	90	CRASH	--	BALL	SPILL	D GAP REVERSE RESTRICT	RUSH
MIKE	30	BLITZ	--	BALL	B	PURSUIT	RUSH
WILL	30	BLITZ	--	BALL	O/S LEVERAGE ON THEBALL	CUTBACK	WEAK SIDE HOOK/CURL

ADJUSTMENTS:

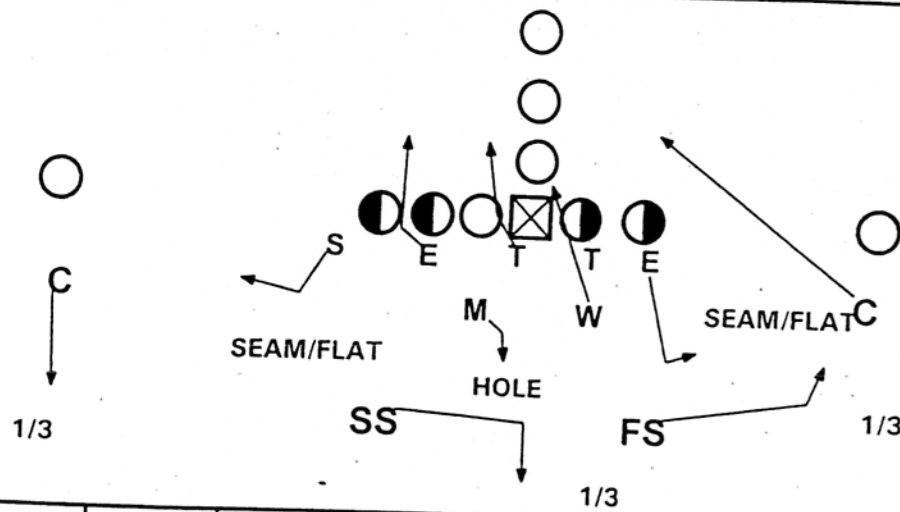
COVERAGE CALLS:

RUN STRONG

RUN WEAK



# EAGLE CRUNCH 3 SILVER



POSITION	ALIGN.	TECH.	SUPPORT	KEY	RUN TO	RUN AWAY	PASS
CALLSIDE END	5	O/S	--	BALL	C	TRAIL	RUSH
BACKSIDE END	5	O/S	--	BALL	C	FOLD	WEAKSIDE SEAM/FLAT
CALLSIDE TACKLE	1	SKIN	--	BALL	A	A	RUSH
BACKSIDE TACKLE	3	SKIN	--	BALL	B	B	CONTAIN
SAM	90	CRASH	--	BALL	D	FOLD	STRONG SEAM/FLAT
MIKE	30	READ	--	BALL	B	PURSUIT	FINAL 3
WILL	30	BLITZ	--	BALL	A	A	RUSH

ADJUSTMENTS:

COVERAGE CALLS:

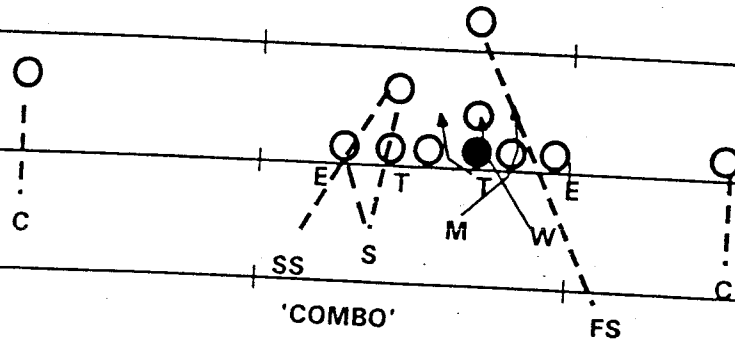
RUN STRONG

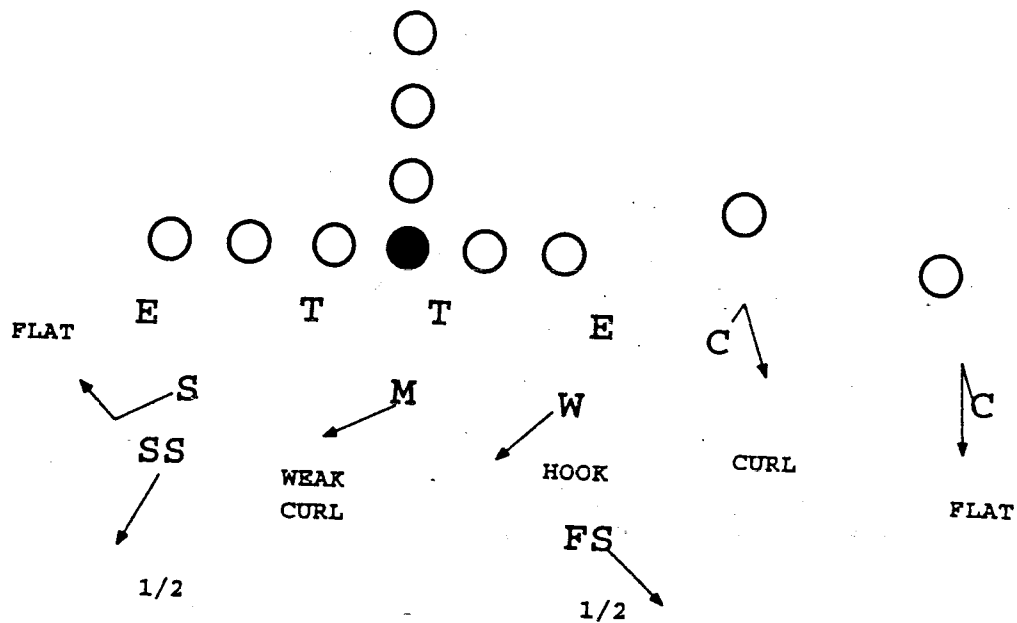
RUN WEAK

# WIDE WHAM 'O' ADJUSTMENTS

E. LT OB ST

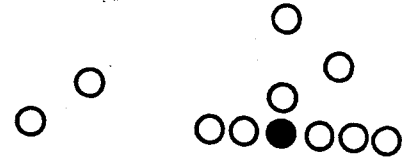
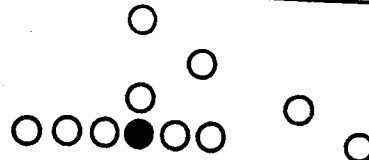
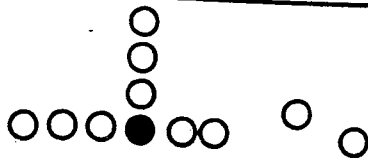
1. SS/SAM MAKE COMBO CALL BETWEEN OFF-SET BACK AND TE.
2. FS HAS REMAINING BACK.





POSITION	ALIGNMENT	END FORCE RUN	PASS TECHNIQUE	COACHING POINTS
LEFT CORNER	1 YD INSIDE 5 YD OFF WR	TO: ALLEY FILL  AWAY: ALLEY FILL	STRONG CURL- W.O. 2	READ: #2 TO #1
STRONG SAFETY	2 X 8 OFF TE	TO: READ SUPPORT  AWAY: PURSUIT	DEEP 1/2	READ: TE TO QB
FREE SAFETY	HASH 12 YDS DEEP	TO: SECONDARY FORCE  AWAY: ALLEY FILL	DEEP 1/2	READ: #2 TO QB
RIGHT CORNER	1 X 6 OFF WR	TO: PRIMARY FORCE	HAMMER/FLAT	READ: #2 TO QB

# COVER 5

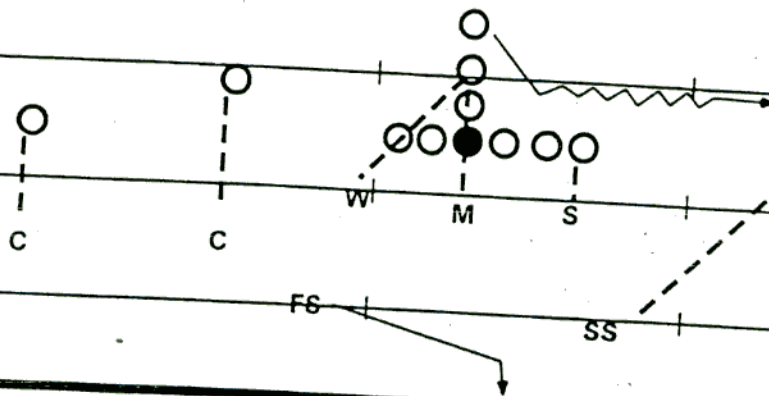


Postion	Alignment	End Run Force	Pass Technique	Coaching Points
SAM	Front will dictate	Force	Curl/Flat	If you have no flat threat hang curl. Don't get out flanked to the flat. you have the back on the wheel route up the boundary.
MIKE	Front will dictate	Force	Hook/Curl	Hook to curl responsibility. Drop off the release of the TE vs. Twin and the back vs. split. Read the QB in your drop.
WILL	Front will dictate	Force	Hook/Curl	Strong hook responsibility. Any vertical threat by #3, you're man to man. Read the QB in your drop.

# COVER 5 ADJUSTMENTS

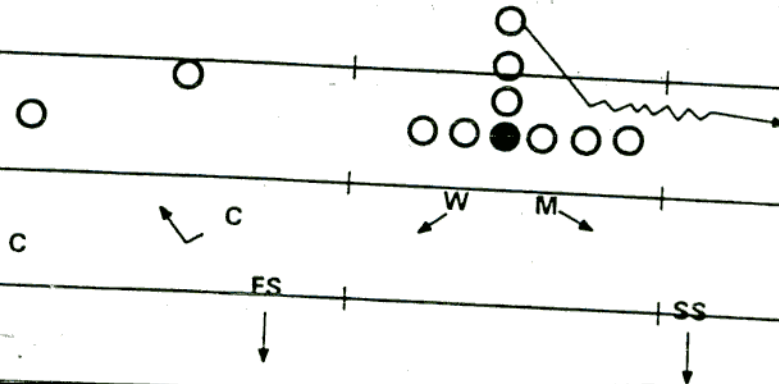
## A. RT DUO

1. CHECK BANDIT
2. 2 SAFETIES MUST TAKE BACKFIELD MOTION.
3. MAKE LOCK CALL TO SAM.
4. PLAY MAN FREE.



## B. RT DUO

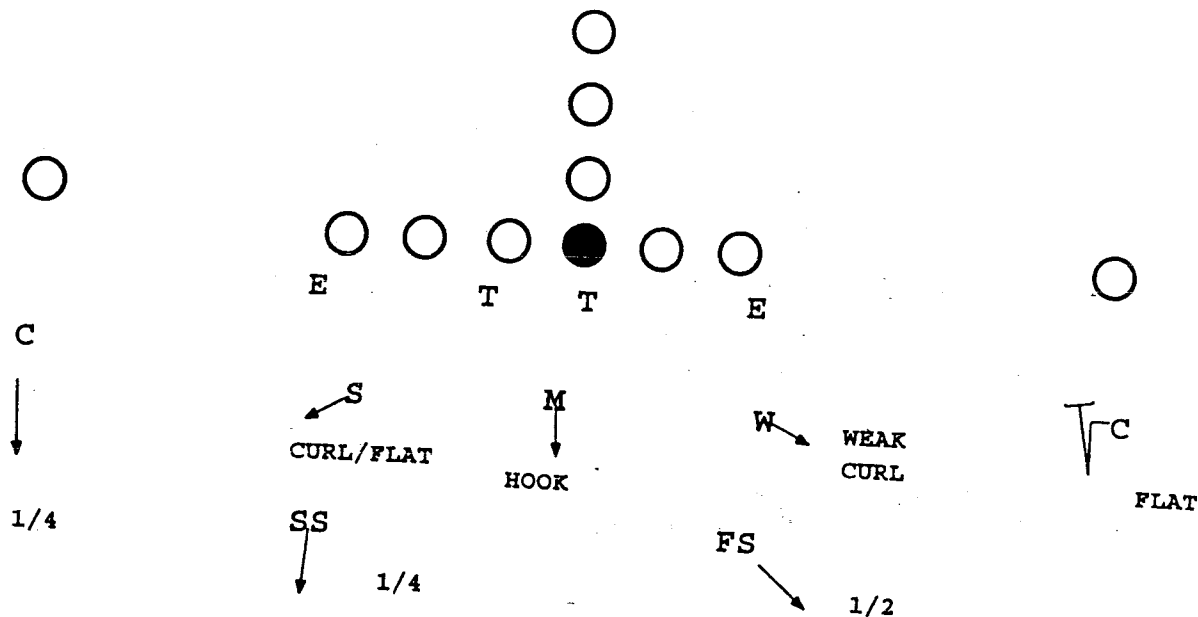
1. PLAY CALL
2. SAM WIDENS AND PLAYS HAMMER/FLAT TECH.



## C.

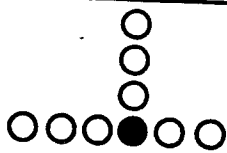
## D.

# COVER 6



POSITION	ALIGNMENT	END FORCE RUN	PASS TECHNIQUE	COACHING POINTS
LEFT CORNER	1 X 8 OFF WR	TO: SECONDARY FORCE  AWAY: PURSUIT	DEEP 1/4	READ= #2 TO QB
STRONG SAFETY	1 X 9 OFF TE	TO: READ SUPPORT  AWAY: ALLEY FILL	CURL/POST	READ= #2 TO QB
FREE SAFETY	2 X 10 OFF HASH STEM TO 12 YDS DEEP	TO: SECONDARY FORCE  AWAY: PURSUIT	DEEP 1/2	READ: #2 TO QB NO #2- READ #1
RIGHT CORNER	1X 6 OFF WR	TO: PRIMARY FORCE	HAMMER/FLATS	READ: #2 TO QB

# COVER 6



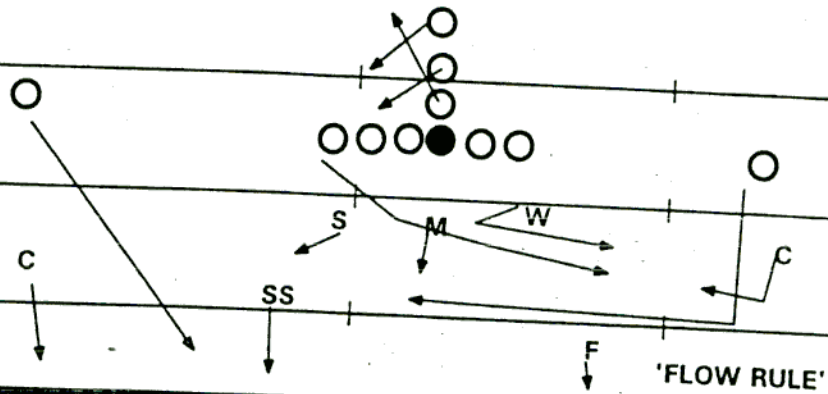
Position	Alignment	End Run Force	Pass Technique	Coaching Points
<b>SAM</b>	Front will dictate	Force	Curl to flat on #2 #3 Releases	<ol style="list-style-type: none"> <li>1. Key #2 release. Vs. out route, immediately cover him. If he turns up cover him.</li> <li>2. Vs. #2 vertical; Collision inside out read route progression.</li> <li>3. Vs. #2 crossing, work off and read #3.</li> <li>4. Vs. trips cover down on #2. Read progression routes.</li> </ol>
<b>MIKE</b>	Front will dictate	Force	<ol style="list-style-type: none"> <li>1. Cover down on #3.</li> <li>2. Drop to strong hook.</li> <li>3. Read route progression.</li> </ol>	<ol style="list-style-type: none"> <li>1. If Sam gives "in" call, wall off and run up.</li> <li>2. If #2 releases outside, drop off #3 and stay on top of #3 release.</li> <li>3. Be alert for China or In call.</li> </ol>
<b>WILL</b>	Front will dictate	Force	<ol style="list-style-type: none"> <li>1. Cover down on #2 weak.</li> <li>2. Drop to weak curl.</li> <li>3. Read route progression.</li> </ol>	<ol style="list-style-type: none"> <li>1. If #2 runs through your zone, wall him off and run up with him.</li> <li>2. If #2 runs to flat or blocks, drop to curl.</li> <li>3. If @2 makes you remove from your alignment, give Mike "I'm Gone."</li> <li>4. Be alert for China or In call.</li> <li>5. Be alert for Flow Rules.</li> </ol>

# COVER 6 ADJUSTMENTS

A. LT

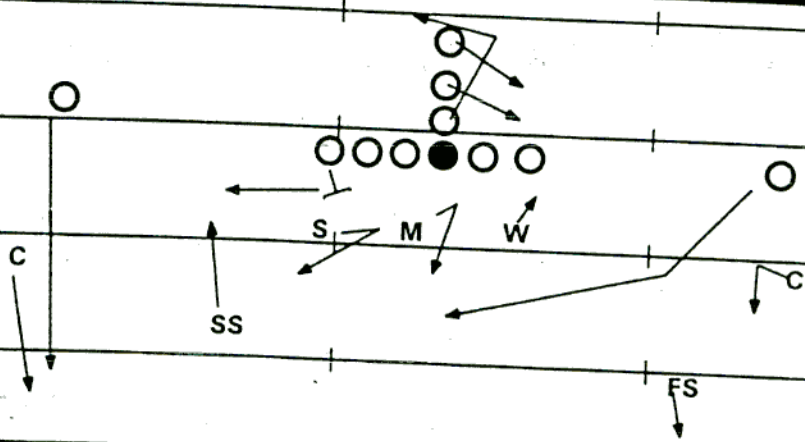
FLOW RULE

1. COVER 2 RULE  
FOR WEAK  
CORNER.



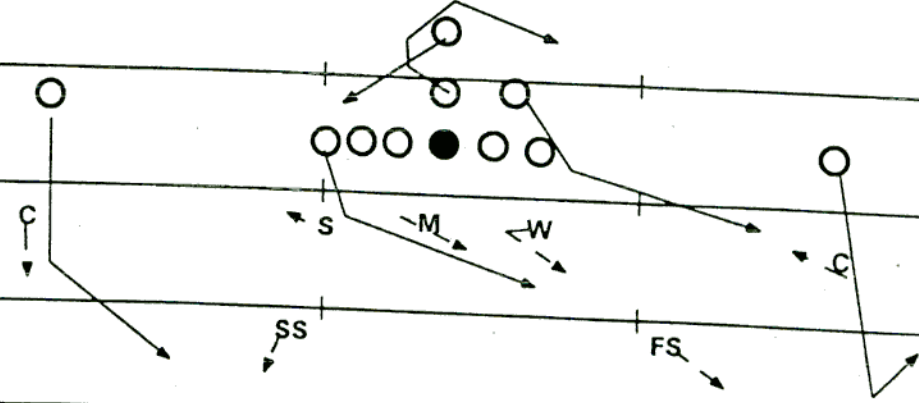
B. LT

BOOT

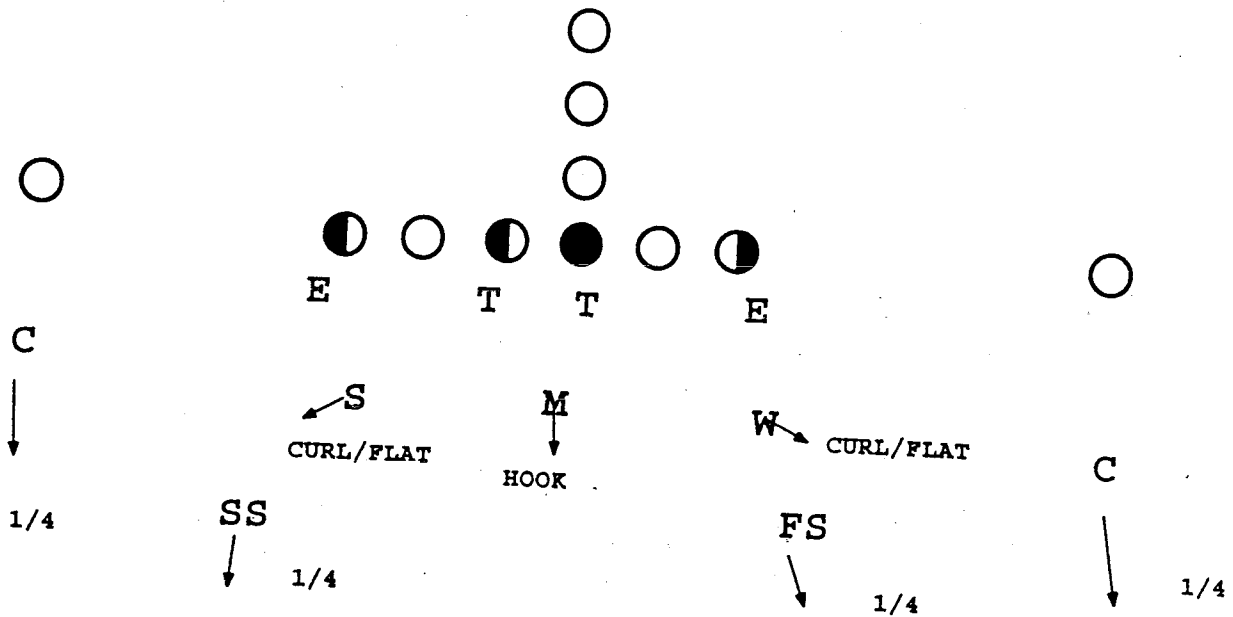


C. LT OB WK

BOOT

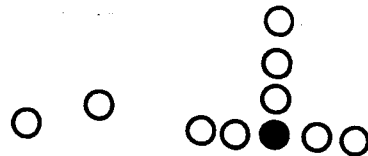
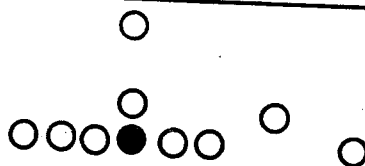
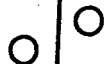
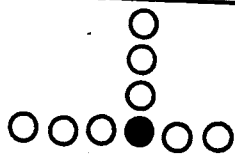






POSITION	ALIGNMENT	END FORCE RUN	PASS TECHNIQUE	COACHING POINTS
LEFT CORNER	1 X 8 OFF WR	TO: SECONDARY FORCE AWAY: PURSUIT	DEEP 1/4	READ= #2 TO QB. -USE #2 AS A PATTERN CHEAT KEY.
STRONG SAFETY	1 X 9 OFF TE	TO: READ SUPPORT AWAY: ALLEY FILL	DEEP 1/4- CURL/POST	READ= #2 TO QB-CURL/POST
FREE SAFETY	1 X 9 OFF OT	TO: SHOOT SUPPORT AWAY: ALLEY FILL	DEEP 1/4- CURL/POST	END MAN LOS TO QB-CURL/POST
RIGHT CORNER	1X 8 OFF WR	TO: SECONDARY FORCE AWAY:	DEEP 1/4 CURL/POST	READ: #2 TO QB -USE #2 AS A PATTERN CHEAT KEY.

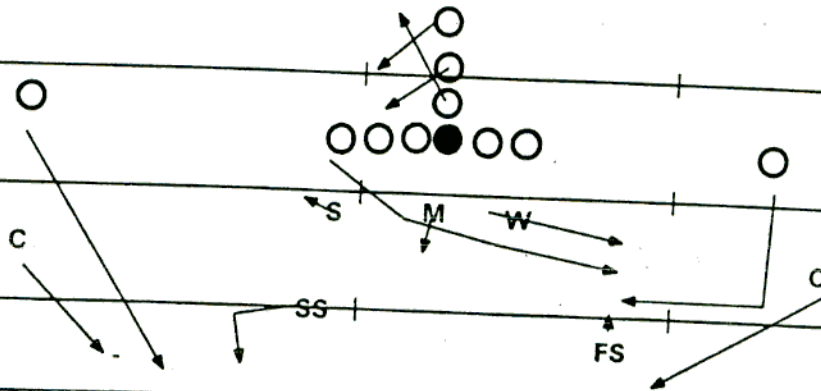
# COVER 8



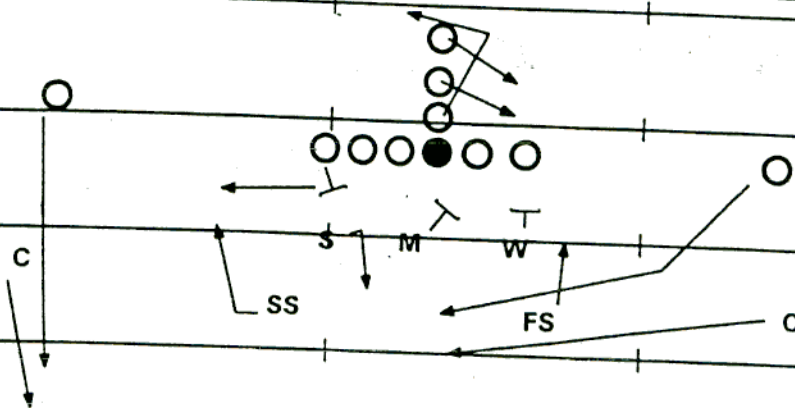
Postion	Alignment	End Run Force	Pass Technique	Coaching Points
<b>SAM</b>	Front will dictate	Force	Curl to flat on #2#3 Releases	<ol style="list-style-type: none"> <li>1. Key #2 release. Vs. out route, immediately cover him. If he turns up cover him.</li> <li>2. Vs. #2 vertical; Collision inside out read route progression.</li> <li>3. Vs. #2 crossing, work off and read #3.</li> <li>4. Vs. trips cover down on #2. Read progression routes.</li> </ol>
<b>MIKE</b>	Front will dictate	Force	Strong Hook (Read route Progression)	<ol style="list-style-type: none"> <li>1. Work to Strong Hook and Read #2#3 progression.</li> <li>2. If #3 runs up, cover him.</li> <li>3. Vs. Trips</li> </ol>
<b>WILL</b>	Front will dictate	Force	Curl to flat on #2#3 Releases	<ol style="list-style-type: none"> <li>1. Same as Sam.</li> <li>2. Cover down on #2 weak.</li> <li>3. Vs. Trips close on remaining back weak.</li> <li>4. Alert for Wheel call.</li> </ol>

# COVER 8/7 ADJUSTMENTS

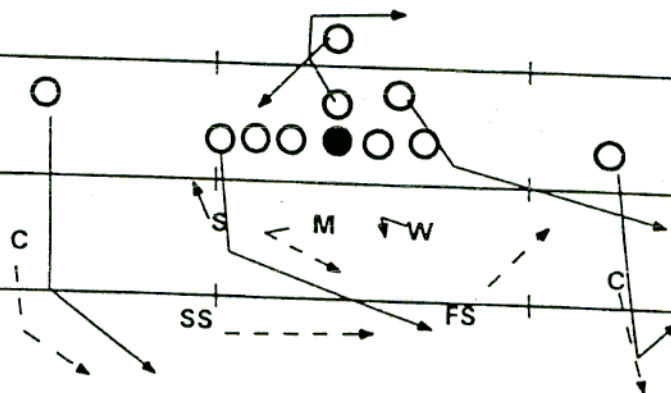
A. LT  
FLOW RULE



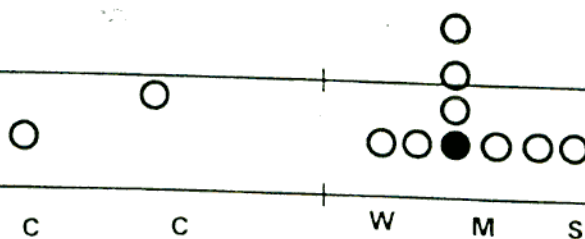
B. LT  
BOOT



C. LT OB WK  
BOOT



D. I-TWIN  
CHECK COVER  
7

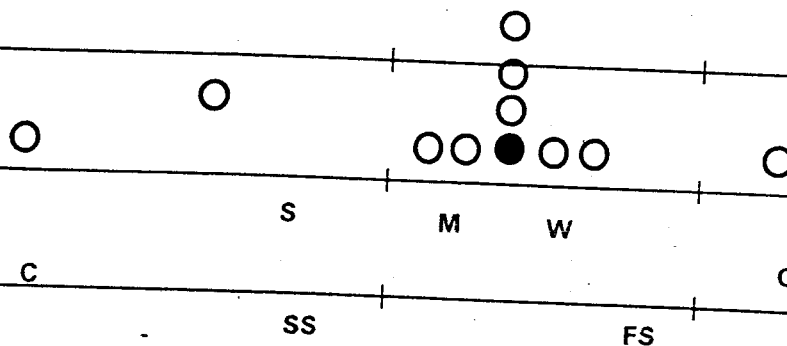


FS SS

# COVER 8/7 ADJUSTMENTS

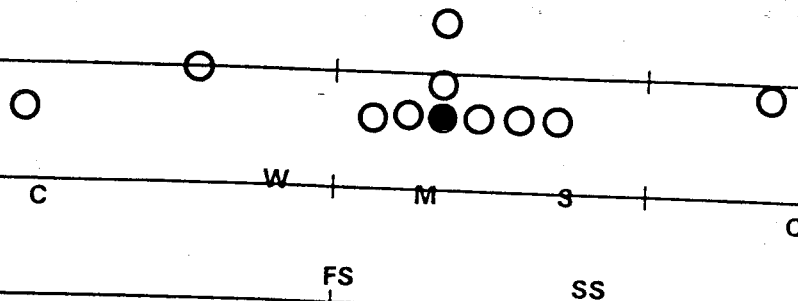
## E. TWIN LT

1. POSSIBLE 2 CHECK TO TWINS.



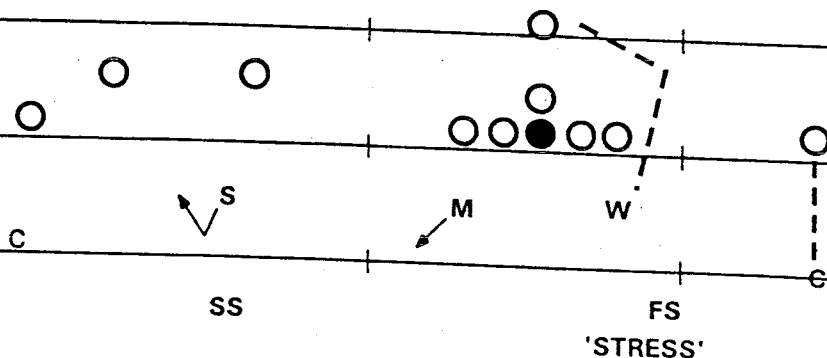
## F. RT DUO

1. POSSIBLE 2 CHECK TO TWINS



## G. TRIPS LT

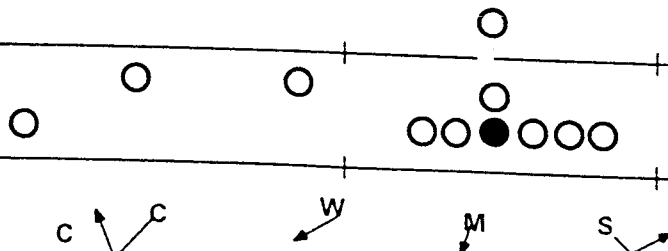
1. 'STRESS' CALL BY FS.
2. WILL HAS BACK WEAK M/M.
3. WK CORNER HAS WR M/M.
4. FS READS 3; IF GOES VERTICAL, HE IS OVER THE TOP. IF GOES IN/FLAT, ZONE 1/4.



## H. RT TRIPS

1. 'ZONE IT' CALL.
2. STRONG CORNER SPLIT DIFF. TWEEN #1/#2 'D PLAY 1/4. OTHER CORNER, PLAY CURL/FLAT.

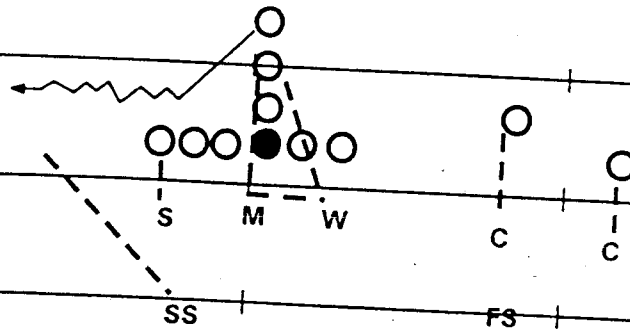
"CHECK COVER 7"



# COVER 8/7 ADJUSTMENTS

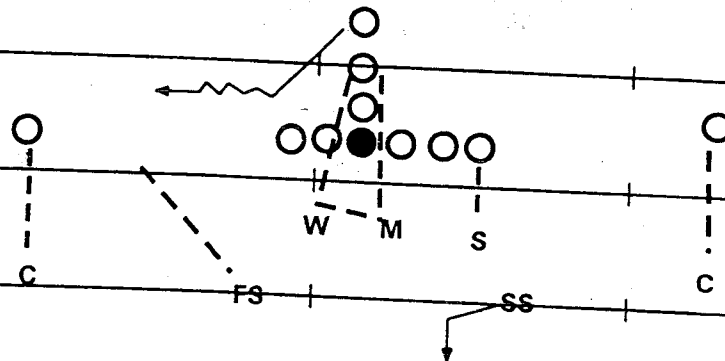
## I. LT DUO

1. CHECK COV 7.
2. MAKE BANDIT CHECK VS MOTION TO 1 BACK.
3. MAKE LOCK CALL TO SAM.



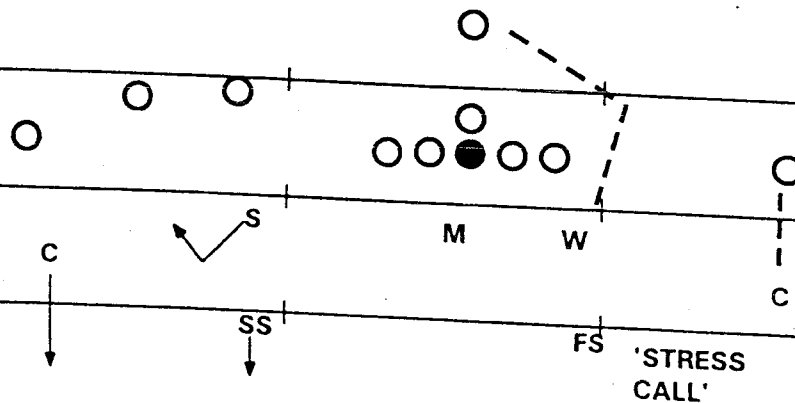
## J. RT DUO

1. MAKE BANDIT CHECK VS MOTION TO 1 BACK.
2. SAFETY MAKE LOCK CALL TO SAM.



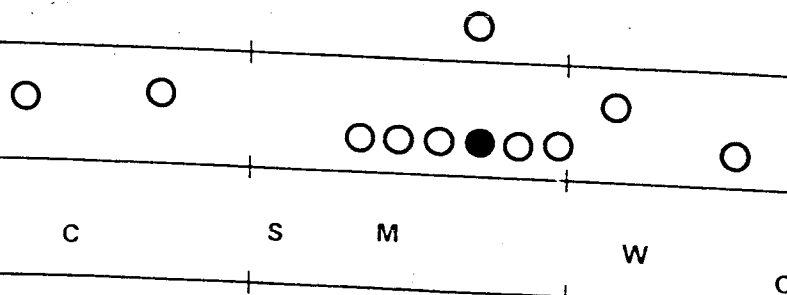
## K. TRIPS LT

1. 'STRESS' CALL BY FS.
2. WILL HAS BACK WEAK M/M.
3. WK CORNER HAS WR M/M.
4. FS READS 3; IF GOES VERTICAL, HE IS OVER THE TOP. IF GOES IN/FLAT, ZONE 1/4.



## L. LT TREY GN EMP

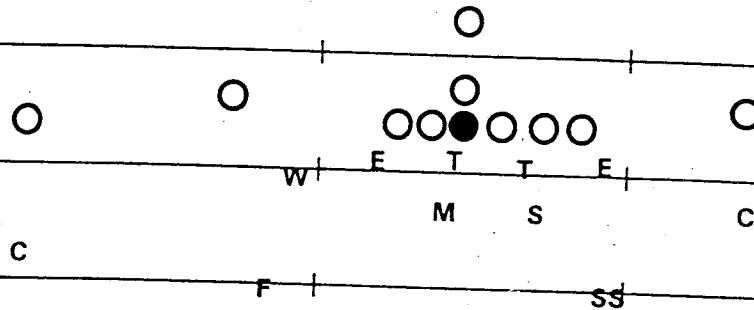
1. ZONE IT CALL TO TRIPS.
2. CHECK 2 TO WEAK TWINS.
3. STRONG CORNER SPLIT DIFFERENCE BETWEEN #1/#2.



# COVER 8/7 ADJUSTMENTS 'ORANGE AREA'

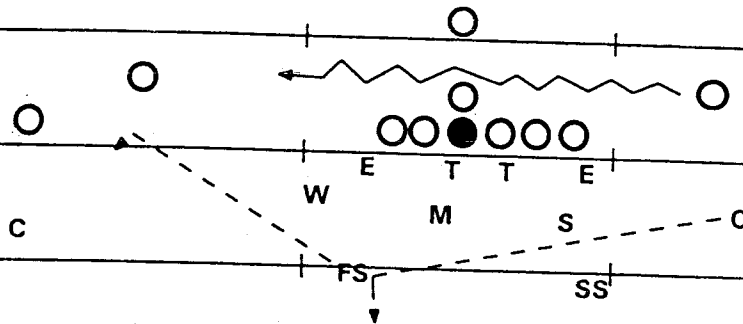
## A. RT DUO

PLAY COVER  
8 TOUGH



## B. RT TR

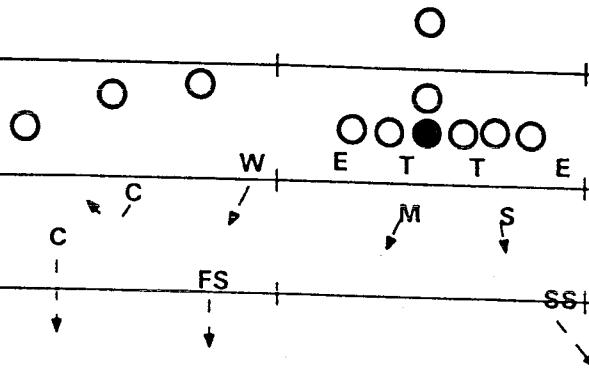
1. CHECK 8 TO COVER 7.
2. FS MOVES UP AND PLAYS CURL/FLAT; CORNER REPLACES FS AND PLAYS 1/4.



## C. RT TR

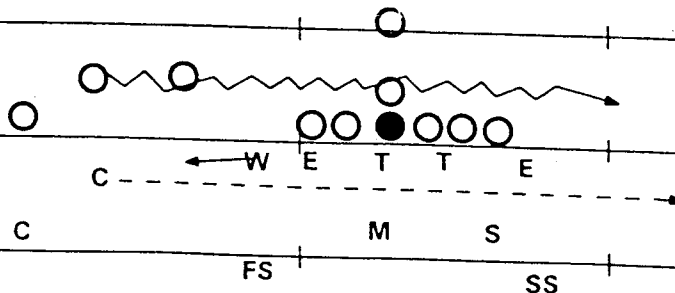
PLAY COVER 7 TOUGH.

1. "ZONE IT" CALL.
2. OUTSIDE CORNER SPLIT DIFFERENCE BETWEEN #1/#2.
3. FS READ #3.



## D. RT DUO

1. "ZONE IT" CALL.
2. CORNER RUN WITH MOTION BY OR 3.
3. CHECK COVER 7 TOUGH TO COVER 8 TOUGH.

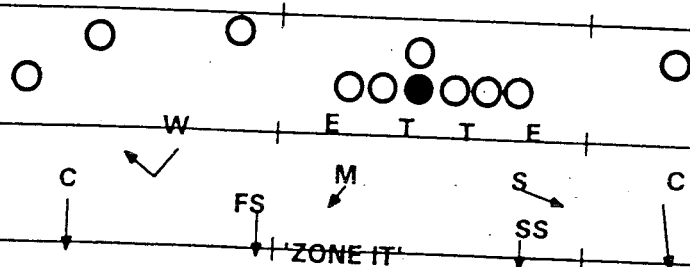


# COVER 8/7 ADJUSTMENTS 'ORANGE AREA'

E. RT TR EMP

"ZONE IT" CALL

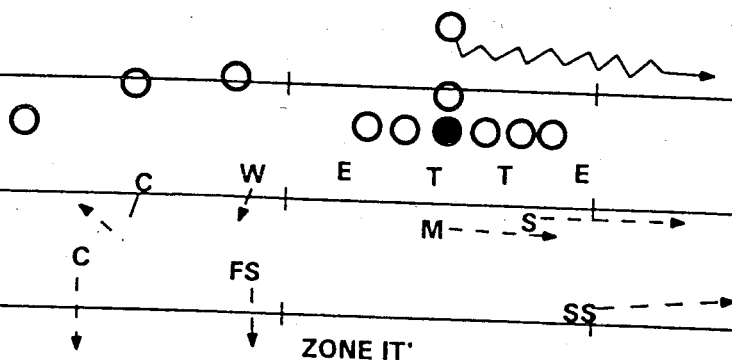
1. CHECK 8 TO COVER 7.
2. FS MOVES UP AND PLAYS CURL/FLAT; CORNER REPLACES FS AND PLAYS 1/4.



F. RT TR EMP

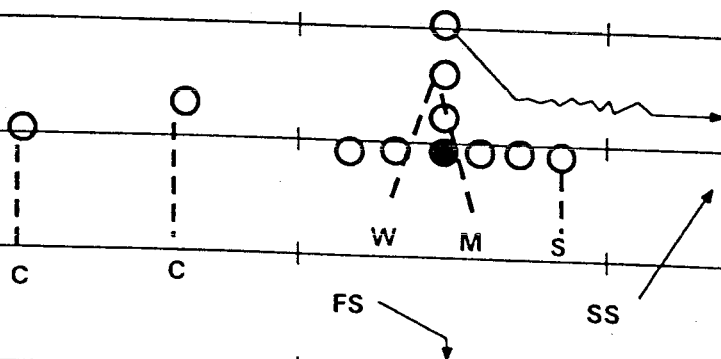
'ZONE IT' CALL

1. SS WILL WIDEN TO #1.
2. SAM WILL WIDEN TO A WALK ALIGNMENT. MIKE WILL WIDEN TO TE.



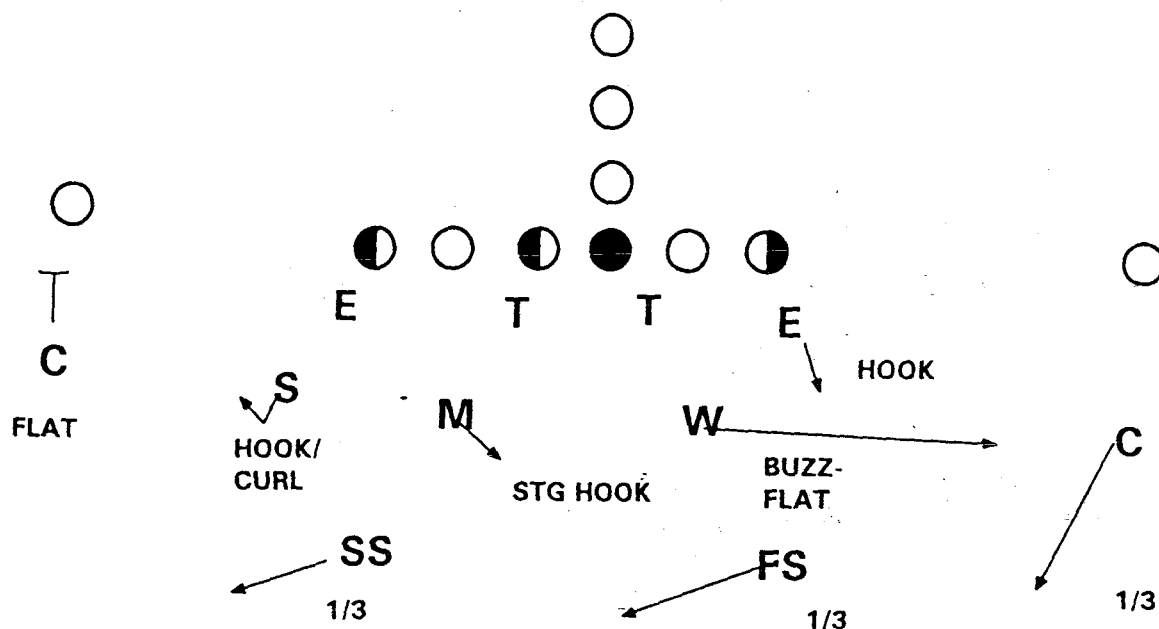
G. RT DUO

1. CHECK BANDIT WITH MOTION TO 1 BACK.
2. SS GIVE SAM LOCK CALL ON TE.



H.

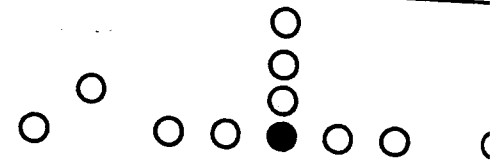
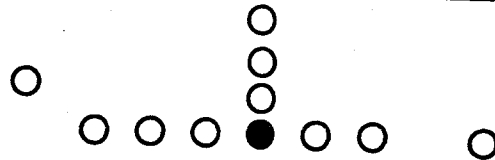
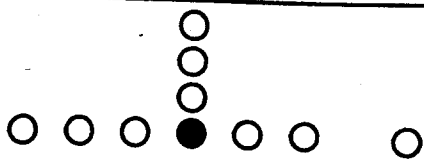
# ROCK (LT OR RT)



POSITION	ALIGNMENT	END FORCE RUN	PASS TECHNIQUE	COACHING POINTS
STRONG CORNER	7 YDS BAIL THIRD	PRIMARY = VS ROCK @ YOU SECONDARY = ROCK AWAY	ROCK @ YOU-FLAT ROCK AWAY-OUTSIDE 1/3	ROCK @ YOU, DON'T CHASE #1 VS OUTSIDE RELEASE. KEEP YOUR EYES INSIDE FOR THREATS.
STRONG SAFETY	10-12 YDS	SECONDARY	ROLL TO OUTSIDE 1/3 ROCK @ YOU. ROLL TO MIDDLE 1/3, ROCK AWAY.	ROLL OUTSIDE THIRD READING THE RELEASE OF #1. RADAR WITH READ OR SWIVEL.
FREE SAFETY	10-12 YDS	SECONDARY	ROLL TO OUTSIDE 1/3 ROCK @ YOU. ROLL TO MIDDLE 1/3, ROCK AWAY.	ROLL OUTSIDE THIRD READING THE RELEASE OF #1. RADAR WITH READ OR SWIVEL.
WEAK CORNER	7 YDS BAIL THIRD	PRIMARY = VS ROCK @ YOU SECONDARY =	ROCK @ YOU-FLAT ROCK AWAY-OUTSIDE 1/3	ROCK @ YOU, DON'T CHASE #1 VS OUTSIDE RELEASE.KEEP



# ROCK (LT OR RT)



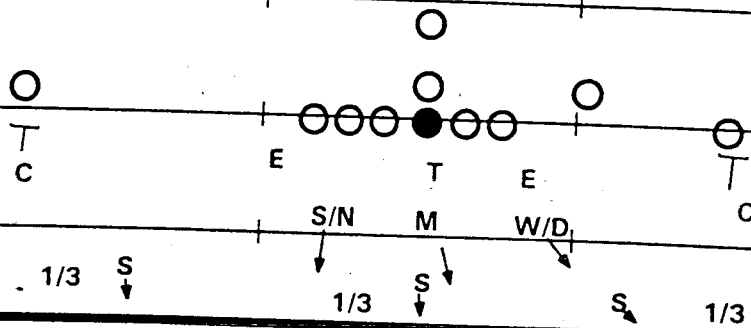
Postion	Alignment	End Run Force	Pass Technique	Coaching Points
<b>SAM</b>	9 Tech ----- Air	Gap of Responsibility	Rush Contain	Disguise VS trip out B/W 2/3.
<b>MIKE</b>	40	Gap of Responsibility	Hook Curl	Expand to #3 VS trips
<b>WILL</b>	30	Gap of Responsibility	Hook Curl	Expand to field VS trips

BOUNDARY END HAS THE CURL

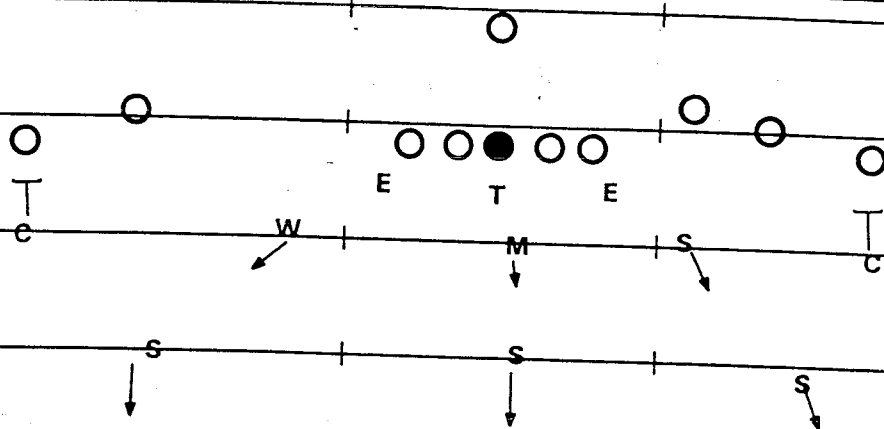
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# MUSTANG ADJUSTMENTS

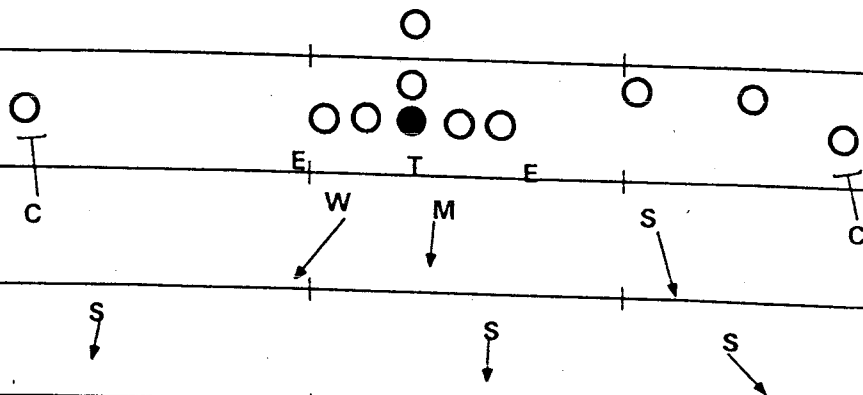
A. LT DUO



B. EMPTY

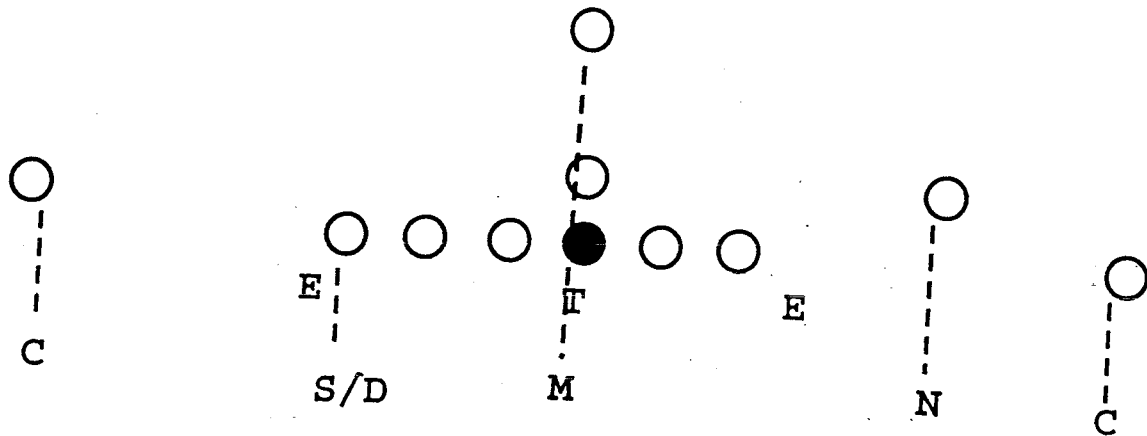


C. TR RT



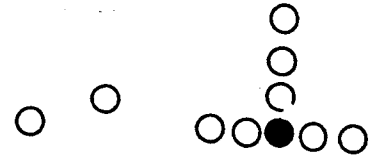
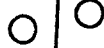
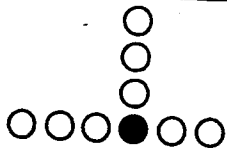
D.

# MUSTANG-MAN



POSITION	ALIGNMENT	END FORCE RUN	PASS TECHNIQUE	COACHING POINTS
LEFT CORNER	1 X 5	SECONDARY	M/M	1. YOU HAVE WR M/M WITH DEEP 1/3 HELP.
STRONG SAFETY ----- QUARTER	10 YDS ----- 10 YDS	SECONDARY ----- SECONDARY	OUTSIDE 1/3 ----- OUTSIDE 1/3	DEEP OUTSIDE 1/3 ----- SITUATION WILL DETERMINE ALIGN.
FREE SAFETY	10 YDS	SECONDARY	MIDDLE 1/3	SITUATION WILL DETERMINE ALIGNMENT
RIGHT CORNER	1 X 5	SECONDARY	M/M	1. YOU HAVE WR M/M WITH DEEP 1/3 HELP.

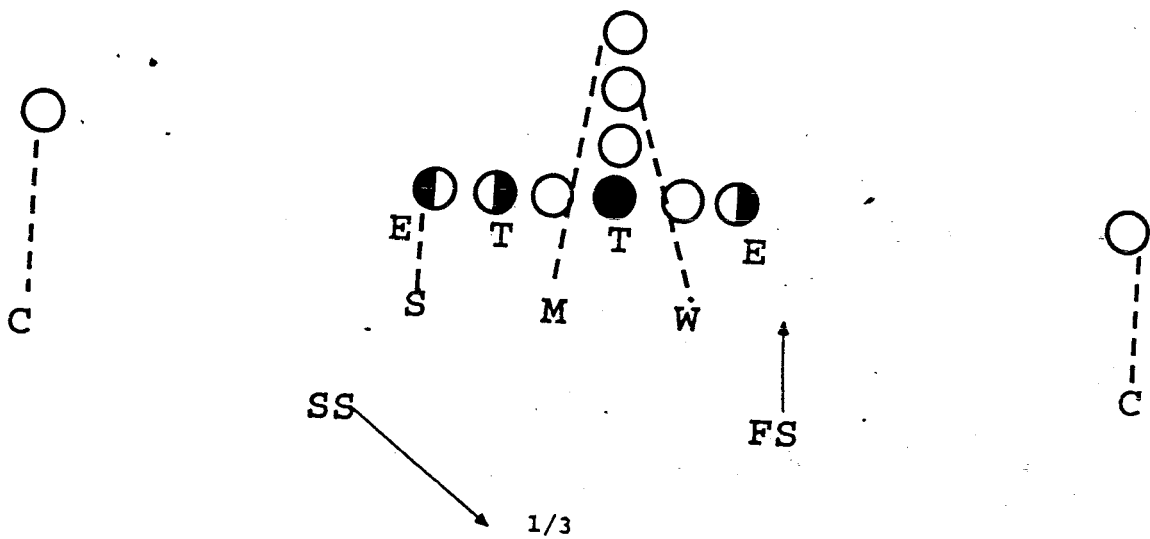
# MUSTANG-MAN



Postion	Alignment	End Run Force	Pass Technique	Coaching Points
SAM	# 2 STG	NONE	M/M #2 STG	
MIKE	#3 STG	NONE	M/M #3 STG	
WILL	#2 WK	NONE	M/M #2 WK	

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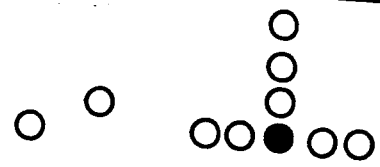
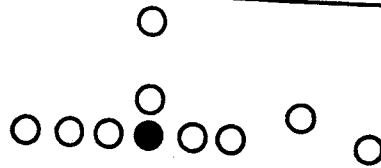
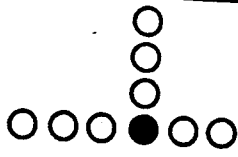
# 1 ROBBER



'FLOW RULE APPLIES'

POSITION	ALIGNMENT	END FORCE RUN	PASS TECHNIQUE	COACHING POINTS
LEFT CORNER	1 X 8 YDS OFF WR	SECONDARY	TOUGH MAN	GENERALLY OUTSIDE LEVERAGE DEPENDENT ON FILM STUDIES.
STRONG SAFETY	1 X 9 OFF TE	PRIMARY-I'M HERE  SECONDARY	SHORT CUT M/M OUTSIDE MIDDLE 1/3 ----- FORMATION DICTATES TECHNIQUE	YOU'RE THE ONE BACK ADJUSTER... WE CAN SNAG CALL MOTIONS AS WELL.
FREE SAFETY	1 X 9 CHEAT TO 6 YDS FROM LOS.	PRIMARY-I'M HERE  SECONDARY	SHORT CUT M/M OUTSIDE MIDDLE 1/3* ----- FORMATION DICTATES TECHNIQUE	YOU'RE THE ONE BACK ADJUSTER... WE CAN SNAG CALL MOTIONS AS WELL.
RIGHT CORNER	1 X 8 YDS OFF WR	SECONDARY	TOUGH MAN	GENERALLY OUTSIDE LEVERAGE DEPENDENT

# 1 ROBBER

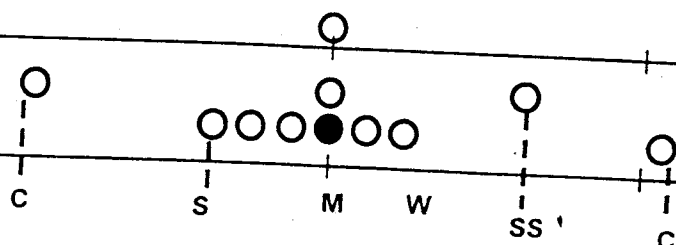


Postion	Alignment	End Run Force	Pass Technique	Coaching Points
<b>SAM</b>	Play front call Alignment	Assigned gap responsibility	M/M O/S VS TE Or #2 VS 2 by 2 sets	* KEY YOUR TE!
<b>MIKE</b>	Play front call Alignment	Assigned gap responsibility	M/M on back Or Short Cut	VS one back cut read with Will backer. Cut off first threat crossing when you're the short cut.
<b>WILL</b>	Play front call Alignment	Assigned gap responsibility	M/M on back Or Short Cut	VS one back cut read with Mike backer. Cut off first threat crossing when you're the short cut.

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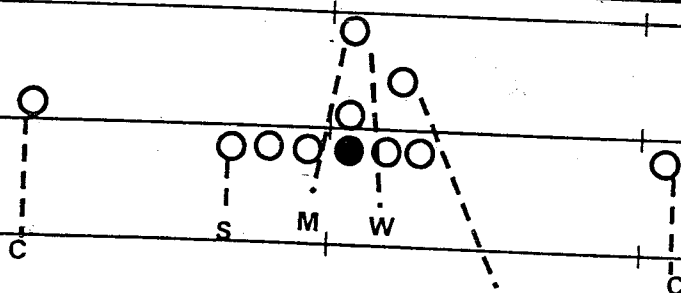
# COVER 1 ROBBER ADJUSTMENTS

A. LT DUO



FS

B. LT OB WK

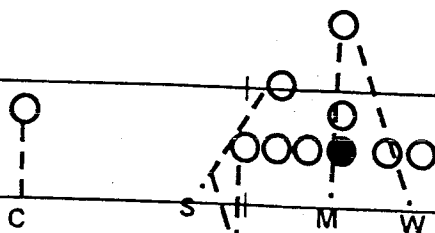


SS

FS

C. LT OB ST

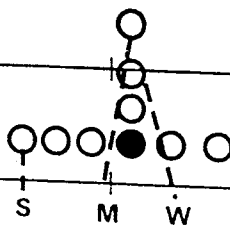
1. SS MAKES COMBO CALL.



SS

FS

D. LT TW

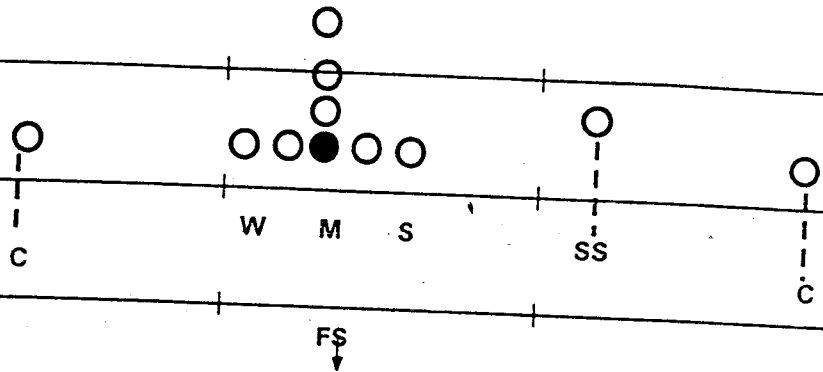


SS

FS

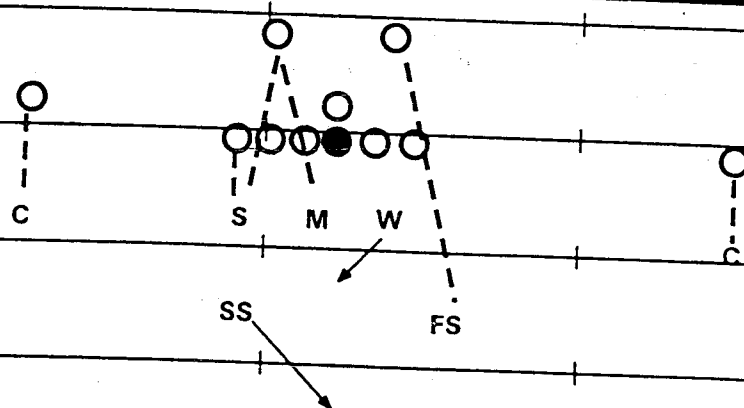
# COVER 1 ROBBER ADJUSTMENTS

E. TWIN RT

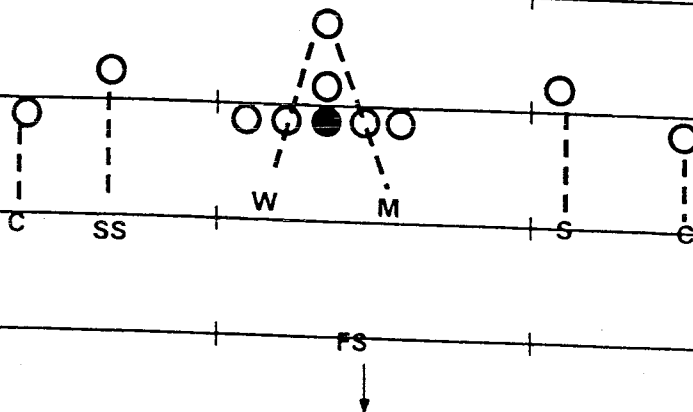


F. LT SP

1. SAM/MIKE BANJO TE AND FB.
2. WILL IS THE CUTTER.
3. FS TAKES #2 WEAK.

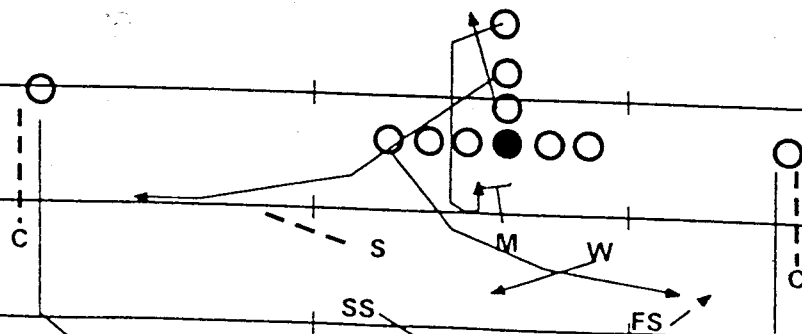


G. 4 WIDES

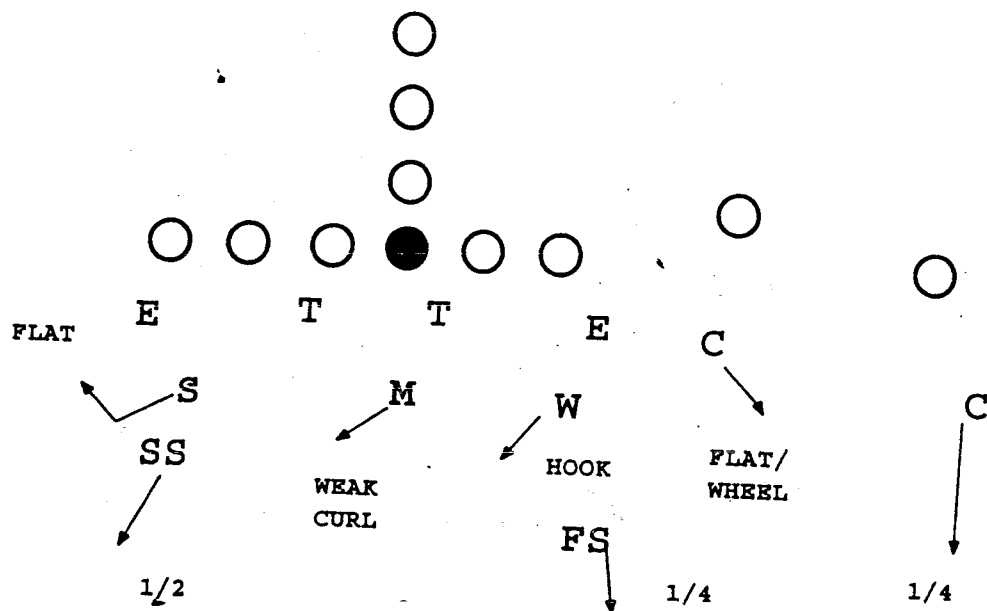


H. LT

1. ALERT FLOW RULE
2. APPLIES WHEN BOTH BACKS GO RONG TOWARD
3. S WILL TAKE CROSSER.
4. WILL BECOMES HOLE PLAYER.





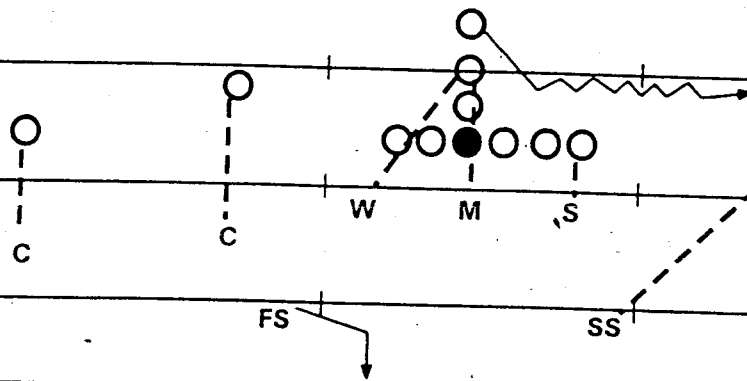


POSITION	ALIGNMENT	END FORCE RUN	PASS TECHNIQUE	COACHING POINTS
LEFT CORNER	USE HASH AS REFERENCE	TO: PRIMARY FORCE AWAY: LEVERAGE	FLAT/WHEEL	READ: #2 TO QB - OUTSIDE ALIGN IF WR INSIDE HASH. - INSIDE ALIGN IF WR O/S HASH.
STRONG SAFETY	2 X 9 OFF TE	TO: READ SUPPORT AWAY: PURSUIT	DEEP 1/2	READ: TE TO QB
FREE SAFETY	10 YDS DEEP PROPER RELATIONSHIP ON 2	TO: ALLEY FILL AWAY: ALLEY FILL	POST/CURL	READ: #2 TO QB
RIGHT CORNER	1 X 8 OFF WR	TO: SECONDARY FORCE	DEEP 1/4	READ: #2 TO QB

# COVER 7 ADJUSTMENTS

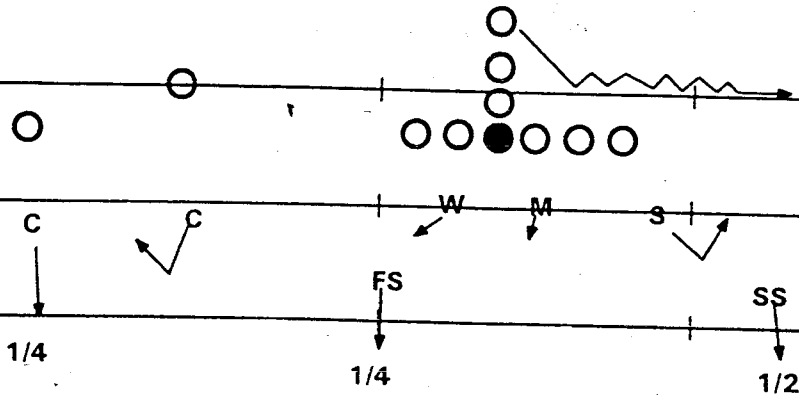
## A. RT DUO

1. CHECK BANDIT
2. 2 SAFETIES MUST TAKE BACKFIELD MOTION.
3. MAKE LOCK CALL TO SAM.
4. PLAY MAN FREE.



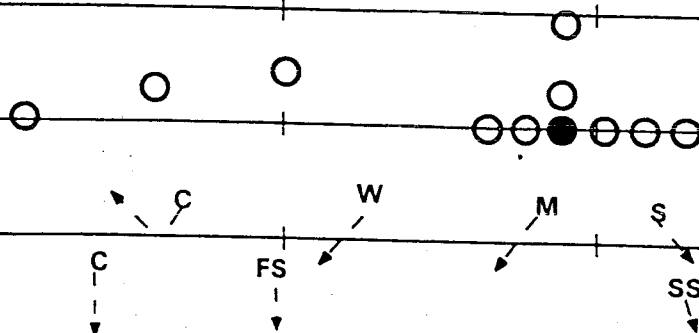
## B. RT DUO

1. SAM WIDENS TO WALK ALIGN.
2. MIKE WIDENS TO CARRY TE.
3. SS-INVERT 1/2.



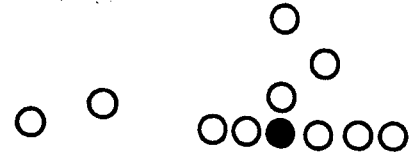
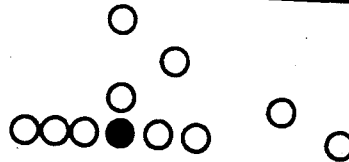
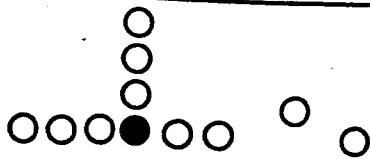
## C. RT TR

1. 'ZONE IT' CALL
2. OUTSIDE CORNER SPLIT DIFFERENCE BETWEEN #1/#2.
3. FS READ #3.



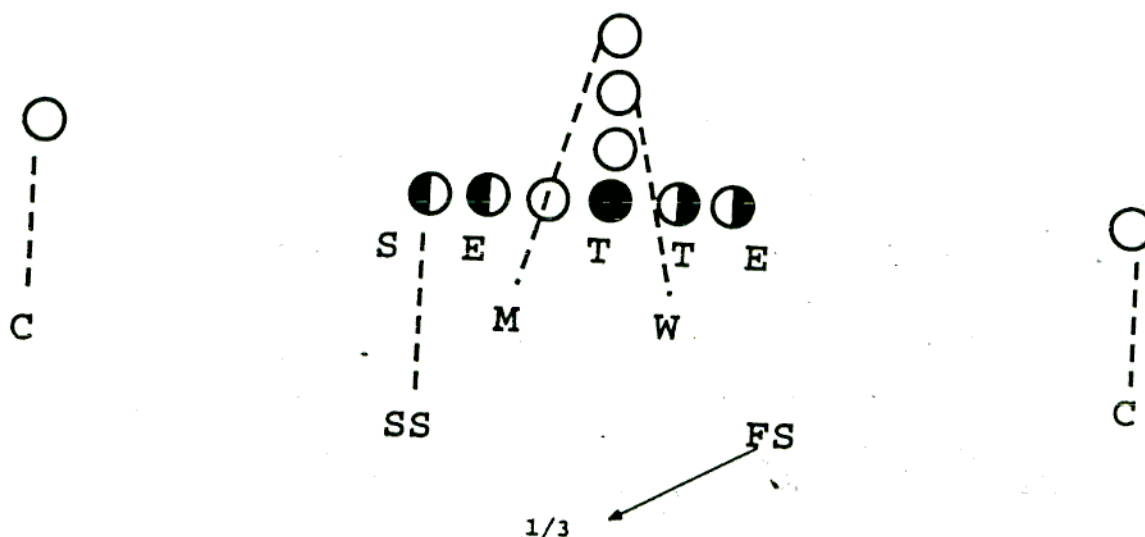
## D.

# COVER 7



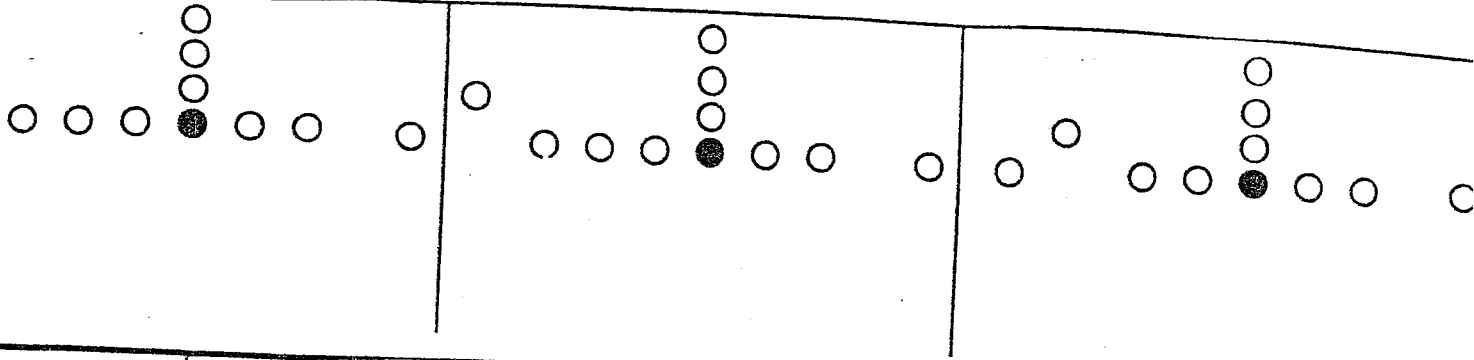
Postion	Alignment	End Run Force	Pass Technique	Coaching Points
<b>SAM</b>	Front will dictate	Force	Curl	If you have no flat threat hang curl. Don't get out flanked to the flat. you have the back on the wheel route up the boundary.
<b>MIKE</b>	Front will dictate	Force	Hook/Curl	Hook to curl responsibility. Drop off the release of the TE vs. Twin and the back vs. split. Read the QB in your drop.
<b>WILL</b>	Front will dictate	Force	Hook/Curl	Hook to Curl responsibility. Any vertical threat by #3, you're man to man. Read the QB in your drop.

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POSITION	ALIGNMENT	END FORCE RUN	PASS TECHNIQUE	COACHING POINTS
LEFT CORNER	1 X 8 YDS OFF WR	TO: SECONDARY FORCE  AWAY: PURSUIT	TOUGH MAN	GENERALLY OUTSIDE LEVERAGE DEPENDENT ON FILM STUDIES. BE ALERT FOR BUMP CALL.
STRONG SAFETY	2 X 5 OFF TE	TO: D GAP SUPPORT  AWAY: LEVERAGE	M/M ON TE	YOU'RE THE ONE BACK ADJUSTER... GIVE SAM A LOCKE CALL.
FREE SAFETY	2 X 10 OFF GHOST TE	TO: ALLEY FILL  AWAY: ALLEY FILL	MIDDLE 1/3	PLAY WITH GREAT RANGE AND GET B/W DEEP THREATS.
RIGHT CORNER	1 X 8 YDS OFF WR	TO: SECONDARY FORCE  AWAY:	TOUGH MAN	GENERALLY OUTSIDE LEVERAGE DEPENDENT ON FILM STUDIES. BE ALERT FOR BUMP CALL.

# 1 TED



Postion	Alignment	End Run Force	Pass Technique	Coaching Points
SAM	Play front call	Assigned gap responsibility	Back your way M/M or Blitz ----- Locke call M/M on TE	* One back locke you on TE or #2.
MIKE	Play front call	Assigned gap responsibility	Back your way Or Blitz Responsibility	HUG YOUR MAN!
WILL	Play front call	Assigned gap responsibility	Back your way M/M or Blitz	HUG YOUR MAN!

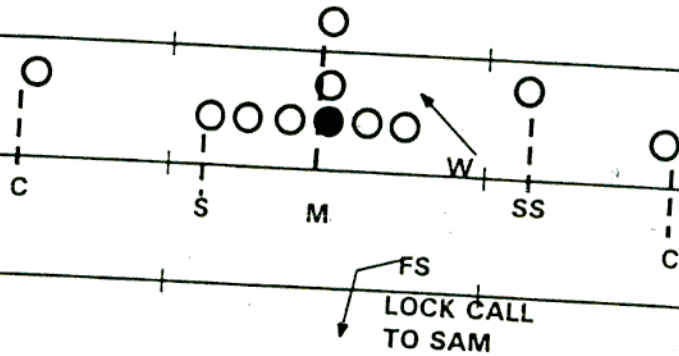
\* SAM MUST TAKE THE TE VS LOCK CALL ONE BACK ADJUSTMENT

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# COVER 1 TED ADJUSTMENTS

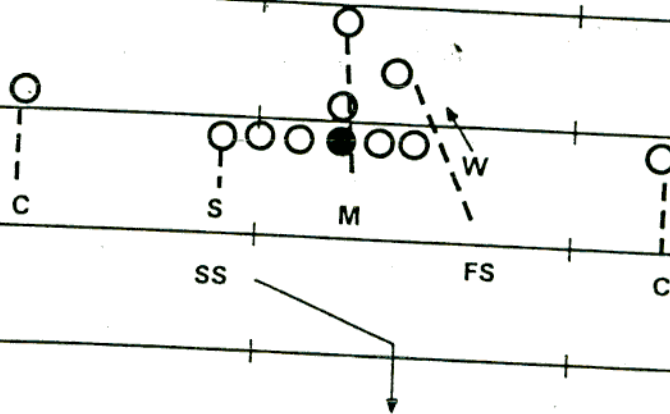
## A. LT DUO

1. SAFETY MAKES LOCK CALL TO SAM.
2. SAM HAS TE M/M.



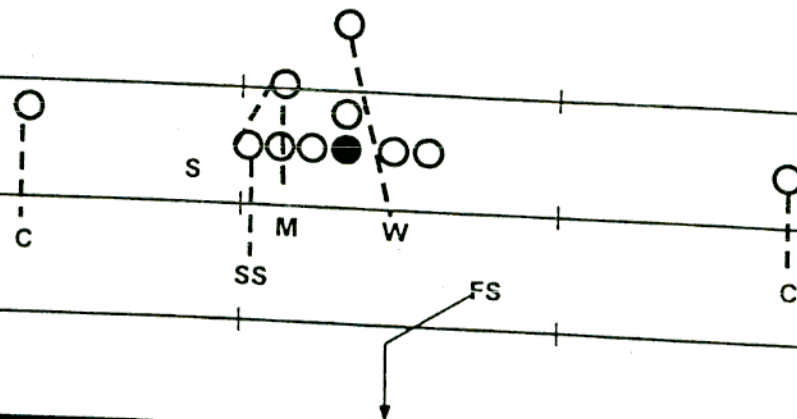
## B. LT OB WK

1. SAFETY MAKES LOCK CALL TO SAM.
2. SAM HAS TE M/M.

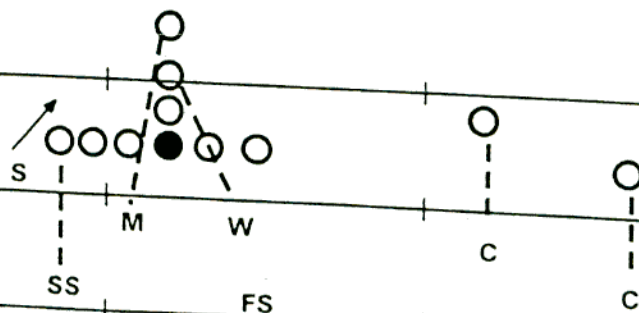


## C. LT OB ST

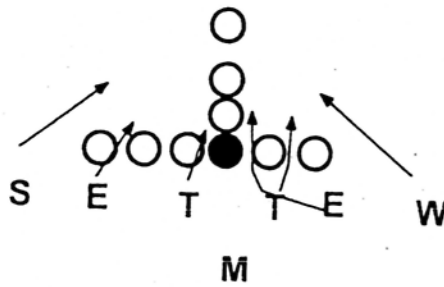
1. ALERT FLOW RULE.
2. COMBO CALL BETWEEN MIKE AND SS.



## D. LT TW



# REBEL BLITZ



POSITION	ALIGN.	TECH.	SUPPORT	KEY	RUN TO	RUN AWAY	PASS
CALLSIDE END	6	BLITZ	--	BALL	C	C	RUSH-
BACKSIDE END	5	CHANGE	--	BALL	A	A	RUSH-
CALLSIDE TACKLE	2	BLITZ	--	BALL	A	A	RUSH
BACKSIDE TACKLE	2	CHANGE	--	BALL	B	B	RUSH
SAM	80	BLITZ	--	BACK	D	TRAIL	RUSH-PEEL
MIKE	30	MAN ON BACK	--	BACK	B	FLOW	RUSH
WILL	80	BLITZ	--	BACK	D	TRAIL	RUSH- PEEL

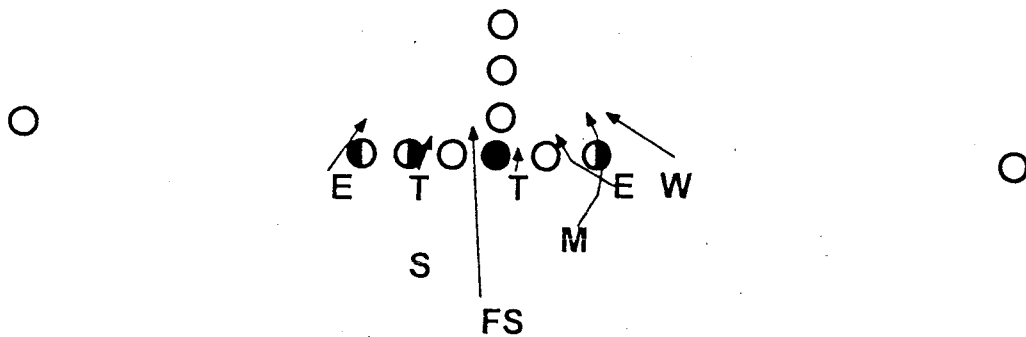
ADJUSTMENTS:

COVERAGE CALLS:

RUN STRONG

RUN WEAK

# TIGER SINBAD



POSITION	ALIGN.	TECH.	SUPPORT	KEY	RUN TO	RUN AWAY	PASS
CALLSIDE END	8	O/S	--	BALL	D	TRAIL	BLITZ PEEL
BACKSIDE END	5	MOVE- MENT	--	BALL	B	B	RUSH
CALLSIDE TACKLE	4I	I/S	--	BALL	B	B	RUSH
BACKSIDE TACKLE	1	O/S	--	BALL	A	A	RUSH
SAM	40	READ	--	BALL	C	READ	BACK
MIKE	30	BLITZ	--	BALL	C	C	RUSH
WILL	8	BLITZ	--	BALL	D	TRAIL	BLITZ PEEL

ADJUSTMENTS:

FS- BLITZ STRONG A GAP

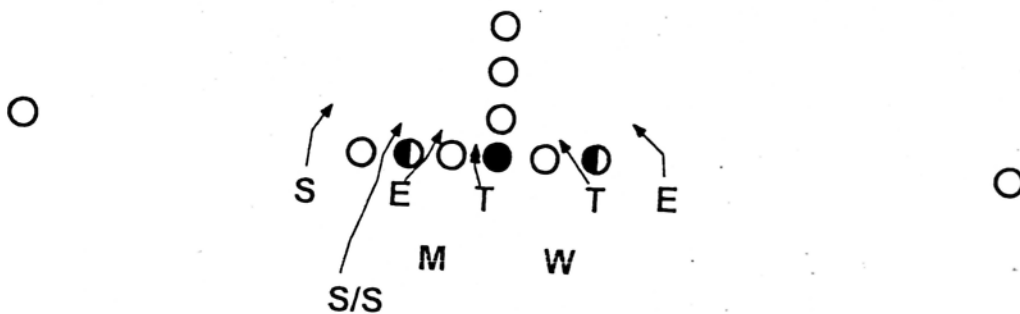
COVERAGE CALLS:

RUN STRONG

RUN WEAK



# THUNDER BLITZ



POSITION	ALIGN.	TECH.	SUPPORT	KEY	RUN TO	RUN AWAY	PASS
CALLSIDE END	5	GAP	-	BALL	B	B	RUSH
BACKSIDE END	80	O/S	-	BALL	FORCE	TRAIL	BLITZ PEEL
CALLSIDE TACKLE	1	O/S	-	BALL	A	A	RUSH
BACKSIDE TACKLE	41	I/S	-	BALL	B	B	RUSH
SAM	30	READ	-	BALL	B	B	M/M
MIKE	30	READ	-	BALL	BALL	OFF A	M/M
WILL	9	O/S	-	BALL	FORCE	TRAIL	BLITZ PEEL

ADJUSTMENTS:

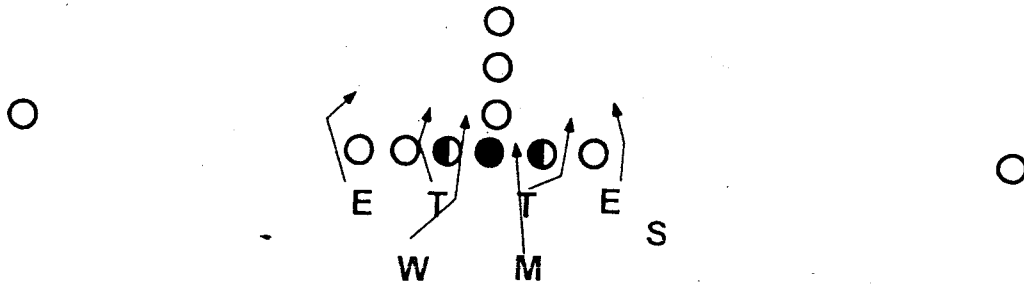
S/S----> C GAP  
CHEAT (FRONT)

COVERAGE CALLS:

RUN STRONG

RUN WEAK

# SPLIT "G" BULLETS



POSITION	ALIGN.	TECH.	SUPPORT	KEY	RUN TO	RUN AWAY	PASS
CALLSIDE END	5	O/S	--	BALL	C	C	RUSH-PEEL
BACKSIDE END	6	I/S	--	BALL	C	C	RUSH-PEEL
CALLSIDE TACKLE	2I	BLITZ	--	BALL	B	B	RUSH
BACKSIDE TACKLE	3	BLITZ	--	BALL	B	B	RUSH
SAM	80	SUP-FT M/M-WK	--	BACK	D	FOLD	BACK-MAN
MIKE	30	BLITZ	--	BACK	A	A	RUSH
WILL	30	BLITZ	--	BACK	A	A	RUSH

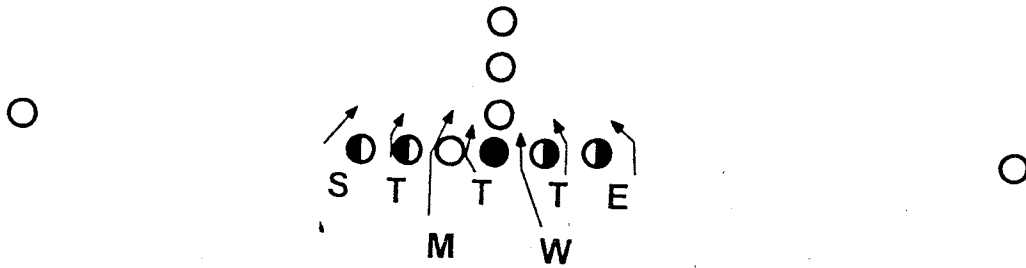
ADJUSTMENTS:

COVERAGE CALLS:

RUN STRONG

RUN WEAK

# EAGLE BLITZ



POSITION	ALIGN.	TECH.	SUPPORT	KEY	RUN TO	RUN AWAY	PASS
CALLSIDE END	5	O/S	--	BALL	C	C	C-GAP RUSH
BACKSIDE END	5	O/S	--	BALL	C	C	CONTAIN RUSH
CALLSIDE TACKLE	1	O/S	--	BALL	A	A	RUSH B-GAP
BACKSIDE TACKLE	3	O/S	--	BALL	B	B	RUSH A-GAP
SAM	LOOSE 9	CONTAIN BLITZ	--	BALL	HAND JOINT SUPPORT	TRAIL BOOT REVERSE	RUSH
MIKE	30	BLITZ	--	BALL	B	B	RUSH
WILL	30	BLITZ	--	BALL	A	A	RUSH

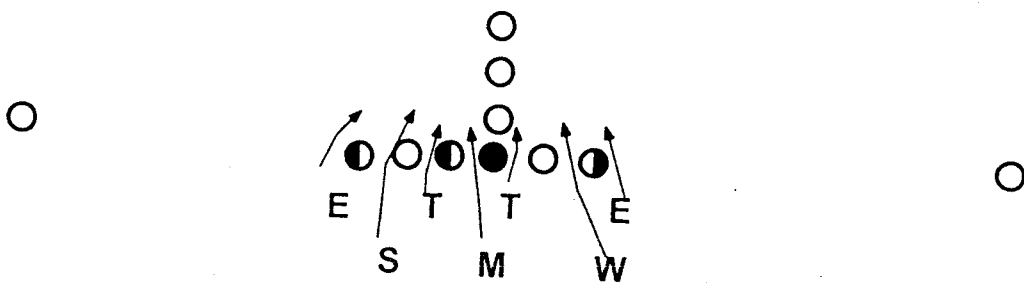
ADJUSTMENTS:

COVERAGE CALLS:

RUN STRONG

RUN WEAK

# BASE BLITZ



POSITION	ALIGN.	TECH.	SUPPORT	KEY	RUN TO	RUN AWAY	PASS
CALLSIDE END	9	O/S	--	BALL	D	D	CONTAIN RUSH
BACKSIDE END	5	O/S	--	BALL	C	C	CONTAIN RUSH
CALLSIDE TACKLE	3	O/S	--	BALL	B	B	B-GAP RUSH
BACKSIDE TACKLE	1	O/S	--	BALL	A	A	A-GAP RUSH
SAM	50	BLITZ	--	BALL	C	C	RUSH
MIKE	STRONG 10	BLITZ	--	BALL	A	A	RUSH
WILL	50	BLITZ	--	BALL	B	B	RUSH

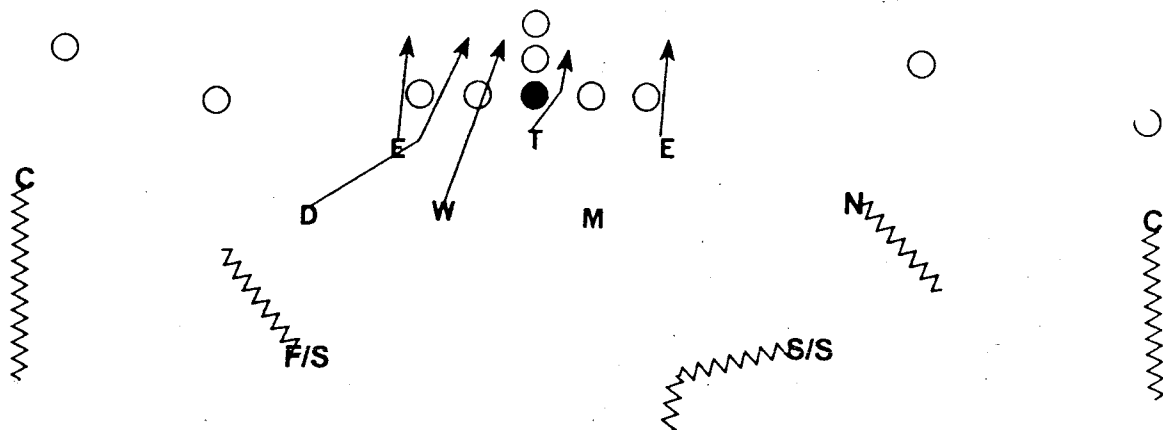
ADJUSTMENTS:

COVERAGE CALLS:

RUN STRONG

RUN WEAK

# MUSTANG WAVE 3 SILVER



POSITION	ALIGN.	TECH.	SUPPORT	KEY	RUN TO	RUN AWAY	PASS
CALLSIDE END	5	O/S	--	BALL	CONTAIN	TRAIL	RUSH CONTAIN
BACKSIDE END	5	O/S	--	BALL	CONTAIN	TRAIL	RUSH CONTAIN
CALLSIDE TACKLE	0	MVMT	--	BALL	St A	St A	RUSH
NICKEL	80	READ	--	BALL	FIT	FOLD	SEAM FLAT
DIME	80	BLITZ	--	BALL	Wk B	Wk B	RUSH
MIKE	30	READ	--	BALL	St B	PRESS	MIDDLE HOOK
WILL	30	BLITZ	--	BALL	Wk A	Wk A	SEAM FLAT

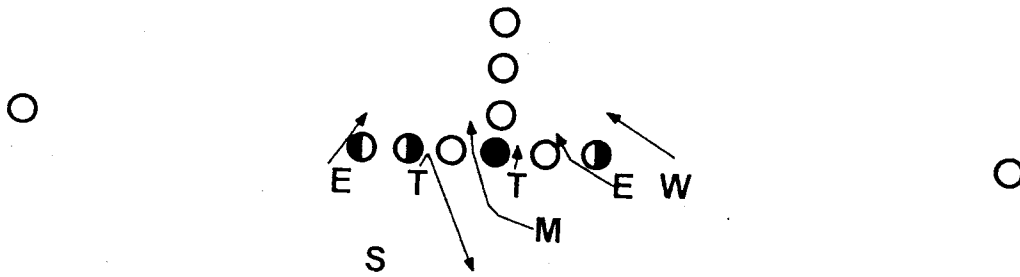
ADJUSTMENTS:

COVERAGE CALLS:

RUN STRONG

RUN WEAK

# TIGER MIKE SHOOT HOOK



POSITION	ALIGN.	TECH.	SUPPORT	KEY	RUN TO	RUN AWAY	PASS
CALLSIDE END	9	O/S	--	BALL	D	TRAIL	CONTAIN RUSH
BACKSIDE END	5	O/S	--	BALL	C	TRAIL	CONTAIN RUSH
CALLSIDE TACKLE	4I	I/S	--	BALL	B	B	HOOK
BACKSIDE TACKLE	1	O/S	--	BALL	A	A	RUSH
SAM	40	READ	--	BALL	C	CUT BACK	SEAM- FLAT
MIKE	SHALLOW 30	BLITZ	--	BALL	STRONG A	STRONG A	RUSH
WILL	8	READ	--	BALL	CONTAIN	WEAK B	RUSH

ADJUSTMENTS:

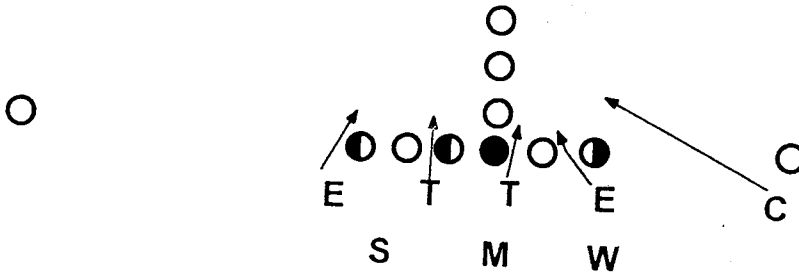
COVERAGE CALLS:

3 SILVER

RUN STRONG

RUN WEAK

# G BOUNDARY CANNON



POSITION	ALIGN.	TECH.	SUPPORT	KEY	RUN TO	RUN AWAY	PASS
CALLSIDE END	9	O/S	--	BALL	D	TRAIL	RUSH
BACKSIDE END	5	O/S	--	BALL	B	B	RUSH
CALLSIDE TACKLE	3	O/S	--	BALL	B	B	RUSH
BACKSIDE TACKLE	21	I/S	--	BALL	A	A	RUSH
SAM	50	READ	--	NEAR BACK	C	A	DROP
MIKE	10	READ	--	NEAR BACK	A	B	DROP
WILL	50	READ	--	NEAR BACK	B FLOW	SCRAPE	DROP

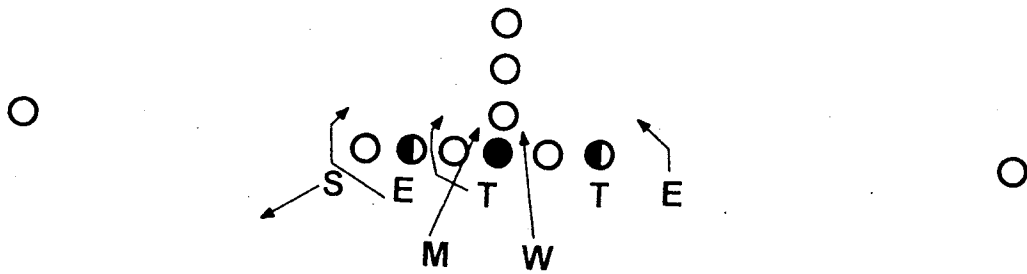
ADJUSTMENTS: CAN RUN FROM BASE OR G.

COVERAGE CALLS:

RUN STRONG

RUN WEAK

# CHEAT MOW HOOK



POSITION	ALIGN.	TECH.	SUPPORT	KEY	RUN TO	RUN AWAY	PASS
CALLSIDE END	5	O/S	-	BALL	C	TRAIL	RUSH
BACKSIDE END	6	I/S	-	BALL	C	TRAIL	RUSH
CALLSIDE TACKLE	1	BLITZ	-	BALL	STRETCH B	B	RUSH
BACKSIDE TACKLE	41	I/S	-	BALL	B	B	DROP
SAM	9	O/S	-	BALL	D	FOLD	DROP
MIKE	30	BLITZ	-	BALL	A	A	RUSH
WILL	30	BLITZ	-	BALL	A	A	RUSH

ADJUSTMENTS: (UP)

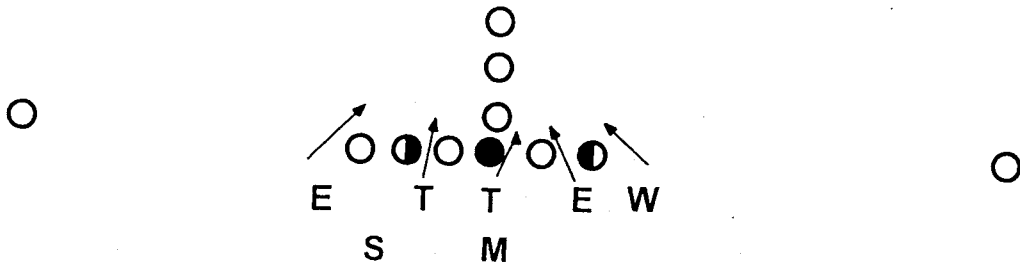
COVERAGE CALLS:

RUN STRONG

RUN WEAK



# WIDE TITE CRASH



POSITION	ALIGN.	TECH.	SUPPORT	KEY	RUN TO	RUN AWAY	PASS
CALLSIDE END	9	O/S	--	BALL	D	TRAIL	RUSH
BACKSIDE END	4I	I/S	--	BALL	B	B	RUSH
CALLSIDE TACKLE	4I	I/S	--	BALL	B	B	RUSH
BACKSIDE TACKLE	0	BACK- SIDE A	--	BALL	BACKSIDE A	BACKSIDE A	RUSH
SAM	70	READ	--	NEAR BACK	C	A	DROP
MIKE	10	READ	--	NEAR BACK	A	FLOW	DROP
WILL	WIDE 5	CRASH	--	BALL	D	TRAIL	RUSH

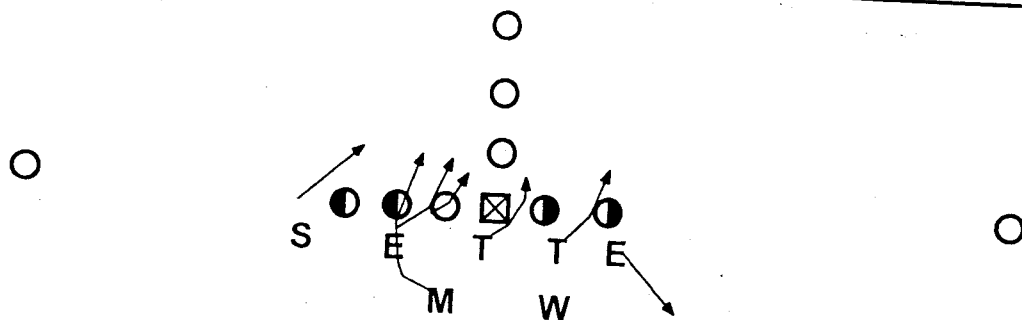
ADJUSTMENTS:

COVERAGE CALLS:

RUN STRONG

RUN WEAK

# EAGLE SMOKEY



POSITION	ALIGN.	TECH.	SUPPORT	KEY	RUN TO	RUN AWAY	PASS
CALLSIDE END	5	LONG SCOOP	--	BALL	READ G BLOCK	READ G BLOCK	RUSH
BACKSIDE END	5	O/S	--	BALL	C	FOLD	WEAKSIDE CURL/FLAT
CALLSIDE TACKLE	1	CROSS FACE	--	BALL	OFFSIDE A	OFFSIDE A	RUSH
BACKSIDE TACKLE	3	SKIN	--	BALL	B	B	CONTAIN
SAM	90	CRASH	--	BALL	SPILL	D GAP REVERSE RESTRICT	RUSH
MIKE	30	BLITZ	--	BALL	B	PURSUIT	RUSH
WILL	30	BLITZ	--	BALL	O/S LEVERAGE ON THE BALL	CUTBACK	WEAK SIDE HOOK/CURL

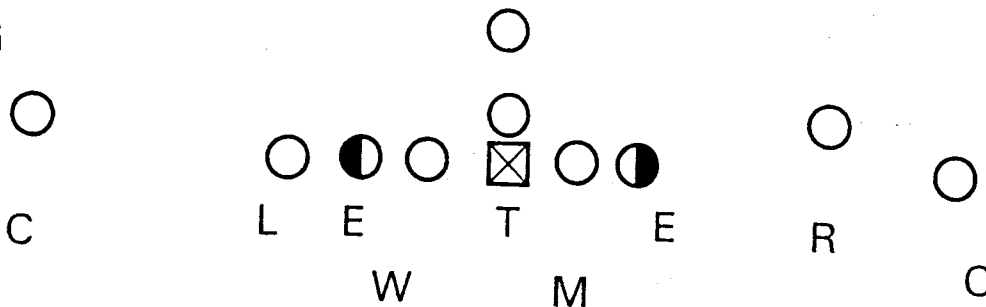
ADJUSTMENTS:

COVERAGE CALLS:

RUN STRONG

RUN WEAK

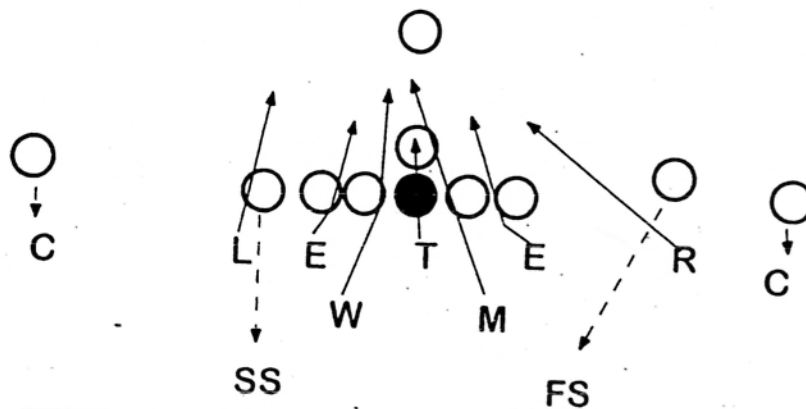
MUSTANG



<u>ALIGNMENT</u>		<u>RUN CATEGORY</u>		<u>PASS CATEGORY</u>
POSITION	ASSIGNMENT & TECHNIQUE	FLOW TO	FLOW AWAY	FLOW TO/DROPPACK/FL AWAY
CALLSIDE END	5	C-GAP QB	C-GAP REVERSE RESTRICT	RUSH
TACKLE	0	BACKSIDE A-GAP DIVE	A-GAP	RUSH
LEFT	RECEIVER ALIGNMENT #2 STRONG	FORCE	FOLD	COVERAGE CALLED
BACKSIDE END	5	C-GAP QB	C-GAP REVERSE RESTRICT	RUSH
RIGHT	RECEIVER ALIGNMENT #2 WEAK	FORCE	FOLD	COVERAGE CALLED
MIKE	RECEIVER ALIGNMENT #3	STRONG SIDE B-GAP	WEAK SIDE A-GAP	COVERAGE CALLED
WILL	30	ALLEY	ALLEY	COVERAGE CALLED

NOTES:

# MUSTANG BAMA O



POSITION	ALIGN.	TECH.	SUPPORT	KEY	RUN TO	RUN AWAY	PASS
CALL SIDE END	5	MVMT	-	BALL	B	B	RUSH
TACKLE	0	2 GAP	-	BALL	2 GAP	2 GAP	RUSH
LEFT	WR- #2 STR	BLITZ	-	BALL	D	TRAIL	BLITZ PEEL
BACKSIDE END	5	MVMT	-	BALL	B	B	RUSH
RIGHT	WR #2 WEAK	BLITZ	-	BALL	D	TRAIL	BLITZ PEEL
MIKE	30	BLITZ	-	BALL	A	A	RUSH
WILL	30	BLITZ	-	BALL	A	A	RUSH

ADJUSTMENTS:

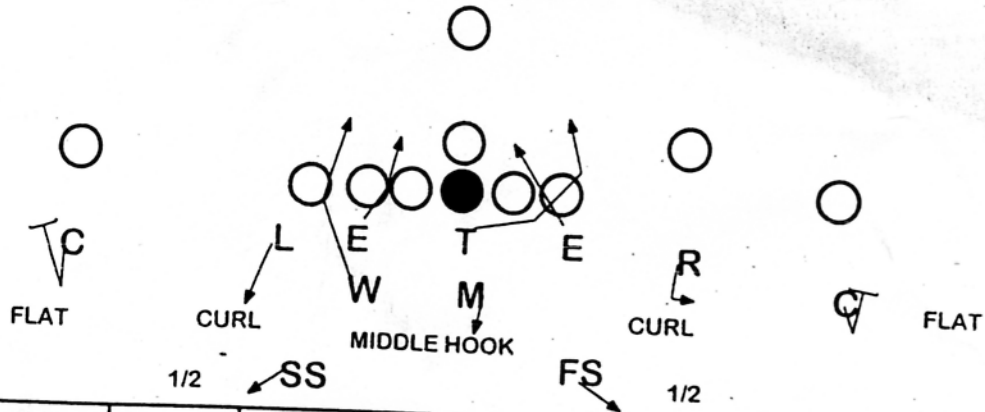
EMPTY-"OMAHA"

COVERAGE CALLS:

RUN STRONG

RUN WEAK

# MUSTANG WILLIE 2



POSITION	ALIGN.	TECH.	SUPPORT	KEY	RUN TO	RUN AWAY	PASS
CALL SIDE END	5	O/S	-	BALL	B	CLOSE	RUSH
TACKLE	0	LOOP	-	BALL	C	TRAIL	CONTAIN RUSH
LEFT	WR- #2 STR		-	BALL			
BACKSIDE END	5	O/S	-	BALL	B	CLOSE	RUSH
RIGHT	WR #2 WEAK		-	BALL			
MIKE	30		-	BALL	C	A	MIDDLE
WILL	30	LOOP	-	BALL	C	TRAIL	CONTAIN RUSH

ADJUSTMENTS:

COVERAGE CALLS:

RUN STRONG

RUN WEAK

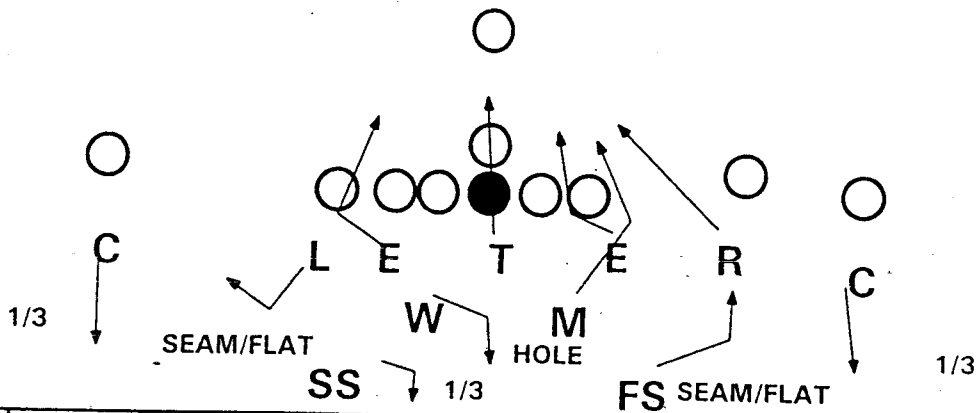
ADJUSTMENTS:

COVERAGE CALLS:	
RUN STRONG	

**RUN WEAK**

**RUN WEAK**

## MUSTANG SALLY 3 AND PLAY IT



POSITION	ALIGN.	TECH.	SUPPORT	KEY	RUN TO	RUN AWAY	PASS
CALL SIDE END	5	LONG SCOOP	--	BALL	B	CLOSE	RUSH
TACKLE	0	MVMT	--	BALL	A	A	RUSH
RIGHT CALLSIDE	WR- #2 STR	BLITZ	--	BALL	D	TRAIL	RUSH
BACKSIDE END	5	O/S	--	BALL	C	TRAIL	RUSH
LEFT BACKSIDE	WR#2 WEAK	SEAM FLAT	--	BALL	D	FOLD	SEAM/FLAT
MIKE	30	BLITZ	--	BALL	C	READ OUT	RUSH
WILL	30		--	BALL	B	A STR	FINAL 3

**ADJUSTMENTS:**

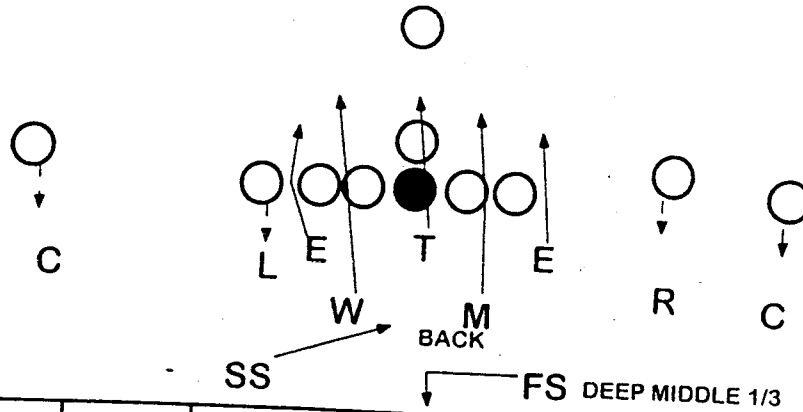
EMPTY-"OMAHA"

**COVERAGE CALLS:**

**RUN STRONG**

RUN WEAK

# MUSTANG GO 1



POSITION	ALIGN.	TECH.	SUPPORT	KEY	RUN TO	RUN AWAY	PASS
CALL SIDE END	5	O/S	-	BALL	C	TRAIL	RUSH
TACKLE	0	2 GAP	-	BALL	2 GAP	2 GAP	RUSH
LEFT	WR- #2 STR		-	BALL			
BACKSIDE END	5	O/S	-	BALL	C	TRAIL	RUSH
RIGHT	WR #2 WEAK		-	BALL			
MIKE	30	BLITZ	-	BALL	B	B	RUSH
WILL	30	BLITZ	-	BALL	B	B	RUSH

ADJUSTMENTS:

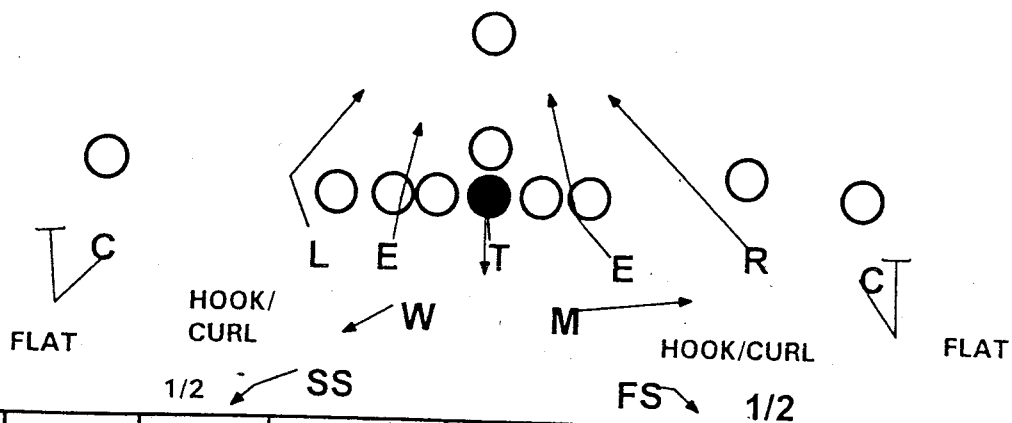
COVERAGE CALLS:

RUN STRONG

RUN WEAK



# DOUBLE X ZONE



POSITION	ALIGN.	TECH.	SUPPORT	KEY	RUN TO	RUN AWAY	PASS
CALL SIDE END	5	O/S	--	BALL	B	CLOSE	RUSH
TACKLE	0	2 GAP	--	BALL	2 GAP	2 GAP	RUSH OFF/MIDDLE HOOK DROP
LEFT	WR- #2 STR	BLITZ	--	BALL	D	TRAIL	
BACKSIDE END	5	O/S	--	BALL	B	CLOSE	RUSH
RIGHT	WR #2 WEAK	BLITZ	--	BALL	D	TRAIL	
MIKE	30	READ	--	BALL	C	PRESS A	HOOK/CURL
WILL	30	READ	--	BALL	C	PRESS A	HOOK/CURL

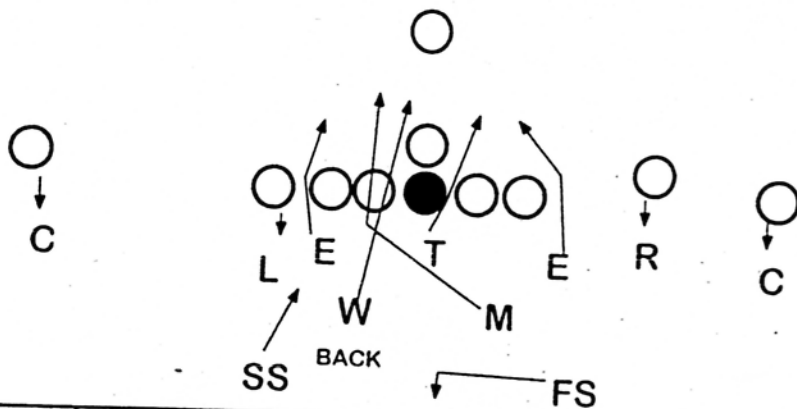
ADJUSTMENTS:

COVERAGE CALLS:

RUN STRONG

RUN WEAK

# MUSTANG WHIP 1



POSITION	ALIGN.	TECH.	SUPPORT	KEY	RUN TO	RUN AWAY	PASS
CALL SIDE END	5	O/S	-	BALL	C	TRAIL	RUSH
TACKLE	0	MVMT	-	BALL	A	A	RUSH
LEFT	WR- #2 STR	O/S	-	BALL	D	FOLD	#2
BACKSIDE END	5	O/S	-	BALL	C	TRAIL	RUSH
RIGHT	WR #2 WEAK	O/S	-	BALL	D	FOLD	#2
MIKE	30 MUG	BLITZ	-	BALL	READ OUT	B	RUSH
WILL	30 MUG	BLITZ	-	BALL	A	A	RUSH

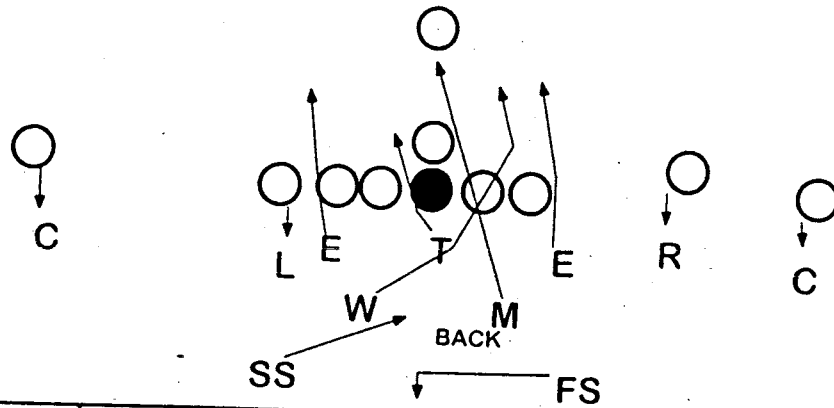
ADJUSTMENTS:

COVERAGE CALLS:

RUN STRONG

RUN WEAK

# MUSTANG SLAP 1



POSITION	ALIGN.	TECH.	SUPPORT	KEY	RUN TO	RUN AWAY	PASS
CALL SIDE END	5	O/S	-	BALL	C	TRAIL	RUSH
TACKLE	0	MVMT	-	BALL	A	A	RUSH
LEFT	WR- #2 STR	O/S	-	BALL	D	FOLD	#2
BACKSIDE END	5	O/S	-	BALL	C	TRAIL	RUSH
RIGHT	WR #2 WEAK	O/S	-	BALL	D	FOLD	#2
MIKE	30	BLITZ	-	BALL	READ OUT	B	RUSH
WILL	30	BLITZ	-	BALL	A	A	RUSH

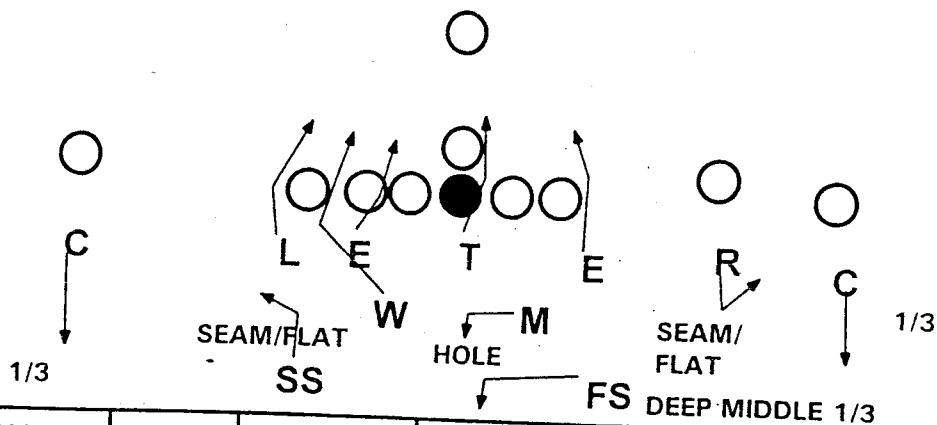
ADJUSTMENTS:

COVERAGE CALLS:

RUN STRONG

RUN WEAK

# MUSTANG WANDA 3 SILVER



POSITION	ALIGN.	TECH.	SUPPORT	KEY	RUN TO	RUN AWAY	PASS
CALL SIDE END	5	O/S	--	BALL	C	TRAIL	RUSH
TACKLE	0	MVMT	--	BALL	A	A	RUSH
LEFT CALL-SIDE	WR- #2 STR	SEAM/ FLAT	--	BALL	D	FOLD	SEAM FLAT
BACKSIDE END	5	LONG SCOOP	--	BALL	B	CLOSE	RUSH
RIGHT BACK-SIDE	WR #2 WEAK	BLITZ	--	BALL	D	TRAIL	RUSH
MIKE	30		--	BALL	B	A WK	FINAL 3
WILL	30	BLITZ	--	BALL	C	READ OUT	RUSH

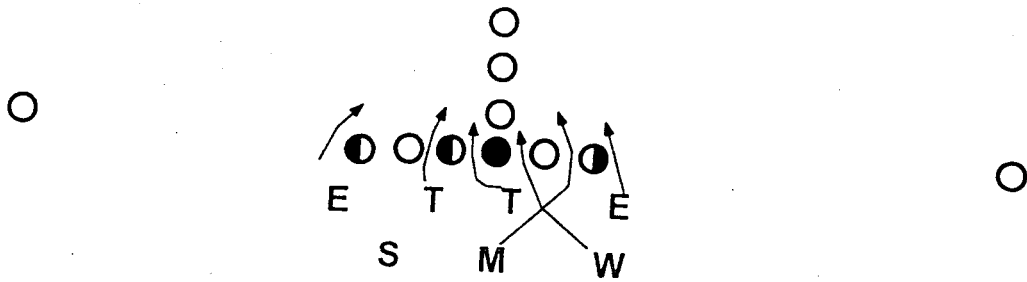
ADJUSTMENTS:  
EMPTY-"OMAHA"

COVERAGE CALLS:

RUN STRONG

RUN WEAK

# BASE WHAM



POSITION	ALIGN.	TECH.	SUPPORT	KEY	RUN TO	RUN AWAY	PASS
CALLSIDE END	9	O/S	--	BALL	D	D	CONTAIN RUSH
BACKSIDE END	5	O/S	--	BALL	C	C	CONTAIN RUSH
CALLSIDE TACKLE	3	O/S	--	BALL	B	B	B-GAP RUSH
BACKSIDE TACKLE	1	MOVE-MENT	--	BALL	OFFSIDE A	OFFSIDE A	OFF-A-GAP RUSH
SAM	50	READ	--	NEAR BACK	C	CUTBACK	#3 M/M
MIKE	WEAK 10	BLITZ	--	BALL	B	B	RUSH
WILL	50	BLITZ	--	BALL	A	A	RUSH

ADJUSTMENTS: (WHAM)

COVERAGE CALLS:

RUN STRONG

RUN WEAK

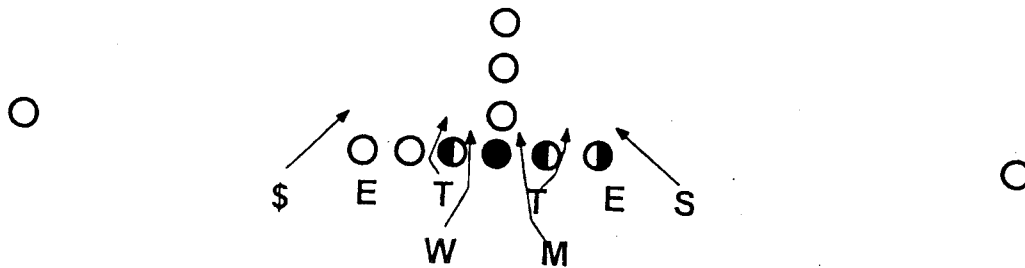
ADJUSTMENTS: (G)

**COVERAGE CALLS:**

**RUN STRONG**

RUN WEAK

# SPLIT G BLIZZARD



POSITION	ALIGN.	TECH.	SUPPORT	KEY	RUN TO	RUN AWAY	PASS
CALLSIDE END	5	SPY	--	BALL	C	C	SPY
BACKSIDE END	6	SPY	--	BALL	C	C	SPY
CALLSIDE TACKLE	1	O/S	--	BALL	A	A	A-GAP RUSH
BACKSIDE TACKLE	2I	I/S	--	BALL	B	B	B-GAP RUSH
SAM	80	CONTAIN BLITZ PEEL	HARD JOINT	BALL	SUPPORT	TRAIL	CONTAIN RUSH
MIKE	30	BLITZ		BALL	A-GAP	A-GAP	RUSH
WILL	LOOSE 30	BLITZ		BALL	A-GAP	A-GAP	RUSH

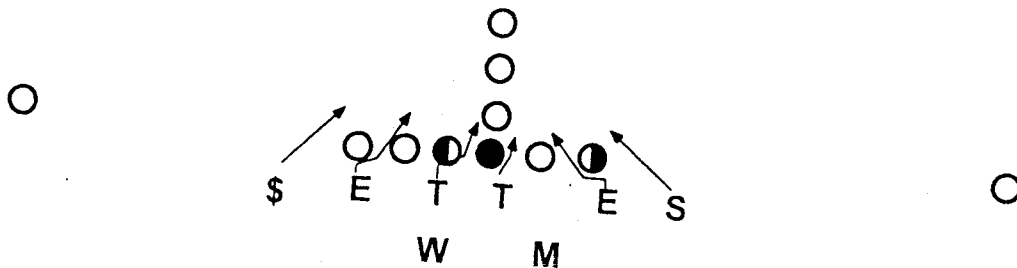
ADJUSTMENTS:

COVERAGE CALLS:

RUN STRONG

RUN WEAK

# SPLIT LIGHTNING



POSITION	ALIGN.	TECH.	SUPPORT	KEY	RUN TO	RUN AWAY	PASS
CALLSIDE END	5	O/S	--	BALL	C	C	B-GAP RUSH
BACKSIDE END	6	I/S	--	BALL	C	C	B-GAP RUSH
CALLSIDE TACKLE	1	O/S	--	BALL	A	A	A-GAP RUSH
BACKSIDE TACKLE	3	O/S	--	BALL	B	B	A-GAP RUSH
SAM	80	BLITZ	HARD JOINT	BALL	BLITZ SUPPORT	TRAIL TECH	CONTAIN RUSH
MIKE	30	READ		NEAR BACK	SCRAP C-GAP	CUTBACK	#2 M/M
WILL	LOOSE 30	READ		NEAR BACK	A-GAP FLOW-ANGLE	READ CUTBACK	#3 M/M

ADJUSTMENTS: \$: BLITZ

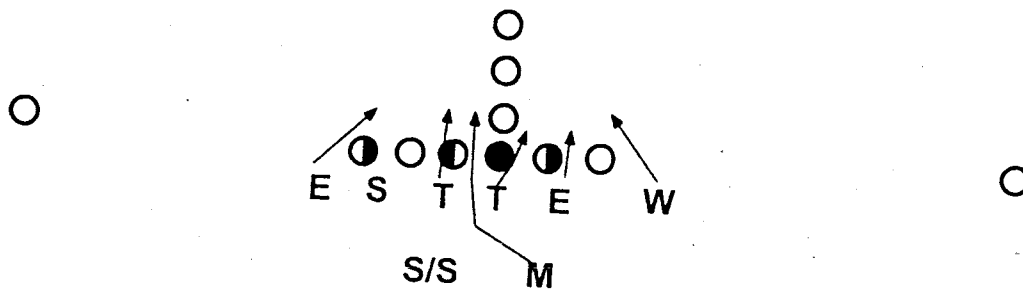
COVERAGE CALLS:

RUN STRONG

RUN WEAK



# BEAR MIKE SHOOT



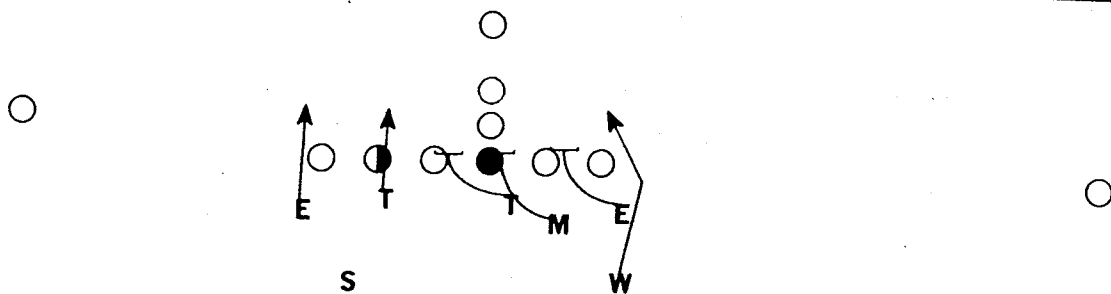
POSITION	ALIGN.	TECH.	SUPPORT	KEY	RUN TO	RUN AWAY	PASS
CALLSIDE END	9	BLITZ	--	BALL	D	TRAIL	RUSH-PEEL
BACKSIDE END	3	BLITZ	--	BALL	B	B	RUSH
CALLSIDE TACKLE	3	BLITZ	--	BALL	B	B	RUSH
BACKSIDE TACKLE	0	BLITZ	--	BALL	BACKSIDE A	BACKSIDE A	RUSH
SAM	7	I/S	--	TE	C	C	TE
MIKE	30	BLITZ	--	BALL	FRONT A	FRONT A	RUSH
WILL	5	BLITZ	--	BALL	D	TRAIL	RUSH-PEEL

ADJUSTMENTS: WHEEL X TIM  
 TIM WILLIE WHEEL  
 TWIST MIKE WHEEL SAM SHOOT  
 X MIKE SHOOT

COVERAGE CALLS:

RUN STRONG	RUN WEAK

# SHADE OVER BLITZ 0 SAM



POSITION	ALIGN.	TECH.	SUPPORT	KEY	RUN TO	RUN AWAY	PASS
CALLSIDE END	9	O/S	--	BALL	D	TRAIL	RUSH
BACKSIDE END	5	MVMT	--	BALL	B	B	RUSH
CALLSIDE TACKLE	4	BLITZ	--	BALL	B	B	RUSH
BACKSIDE TACKLE	1	MVMT	--	BALL	A St	A St	RUSH
SAM	50		--	BALL	B	Cutback	M/M
MIKE	3	BLITZ	--	BALL	Wk A	Wk A	RUSH
WILL	50	BLITZ	--	BALL	SPILL	Trail	Outside Rush

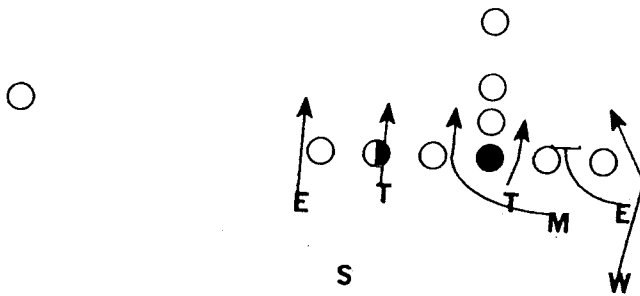
ADJUSTMENTS: Can run Shade Over Blitz Hook 3 Silver—Tells call side Tackle to drop

COVERAGE CALLS: With Blitz 0 Sam      Zone Blitz      3 Silver

RUN STRONG

RUN WEAK

# SHADE BLITZ 0 SAM



POSITION	ALIGN.	TECH.	SUPPORT	KEY	RUN TO	RUN AWAY	PASS
CALLSIDE END	9	O/S	--	BALL	D	TRAIL	Outside Rush
BACKSIDE END	5	MVMT	--	BALL	B	B	RUSH
CALLSIDE TACKLE	4i	BLITZ	--	BALL	B	B	RUSH
BACKSIDE TACKLE	1	BLITZ	--	BALL	A	A	RUSH
SAM	50		--	BALL	B	Cutback	M/M
MIKE	3	BLITZ	--	BALL	A	St A	RUSH
WILL	50	BLITZ	--	BALL	SPILL	Trail	Outside Rush

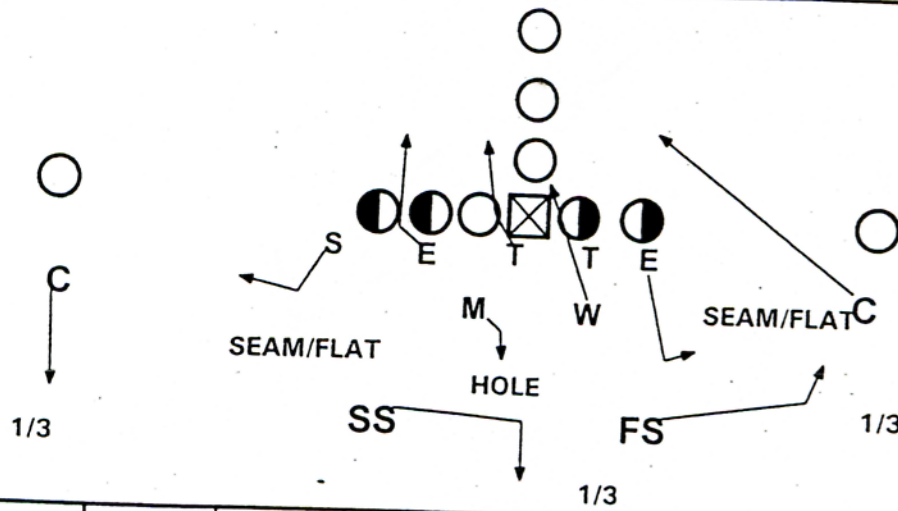
ADJUSTMENTS: Can run Shade Blitz Hook 3 Silver—Tells call side Tackle to drop

COVERAGE CALLS: With Blitz 0 Sam Zone Blitz 3 Silver

RUN STRONG

RUN WEAK

# EAGLE CRUNCH 3 SILVER



POSITION	ALIGN.	TECH.	SUPPORT	KEY	RUN TO	RUN AWAY	PASS
CALLSIDE END	5	O/S	--	BALL	C	TRAIL	RUSH
BACKSIDE END	5	O/S	--	BALL	C	FOLD	WEAKSIDE SEAM/FLAT
CALLSIDE TACKLE	1	SKIN	--	BALL	A	A	RUSH
BACKSIDE TACKLE	3	SKIN	--	BALL	B	B	CONTAIN
SAM	90	CRASH	--	BALL	D	FOLD	STRONG SEAM/FLAT
MIKE	30	READ	--	BALL	B	PURSUIT	FINAL 3
WILL	30	BLITZ	--	BALL	A	A	RUSH

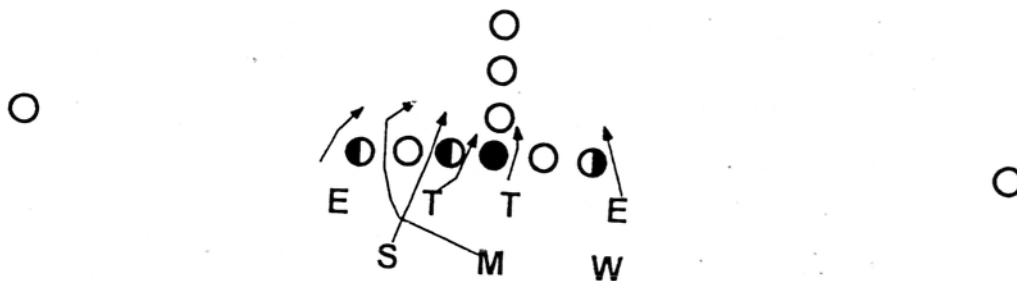
ADJUSTMENTS:

COVERAGE CALLS:

RUN STRONG

RUN WEAK

# BASE SCAM



POSITION	ALIGN.	TECH.	SUPPORT	KEY	RUN TO	RUN AWAY	PASS
CALLSIDE END	9	O/S	--	BALL	D	D	CONTAIN RUSH
BACKSIDE END	5	O/S	--	BALL	C	C	CONTAIN RUSH
CALLSIDE TACKLE	3	MOVE- MENT	--	BALL	A	A	A-GAP RUSH
BACKSIDE TACKLE	1	O/S	--	BALL	A	A	A-GAP RUSH
SAM	50	BLITZ	--	BALL	B	B	RUSH
MIKE	STRONG 10	BLITZ	--	BALL	C	C	RUSH
WILL	50	READ	--	NEAR BACK	B	CUTBACK	#2 M/M

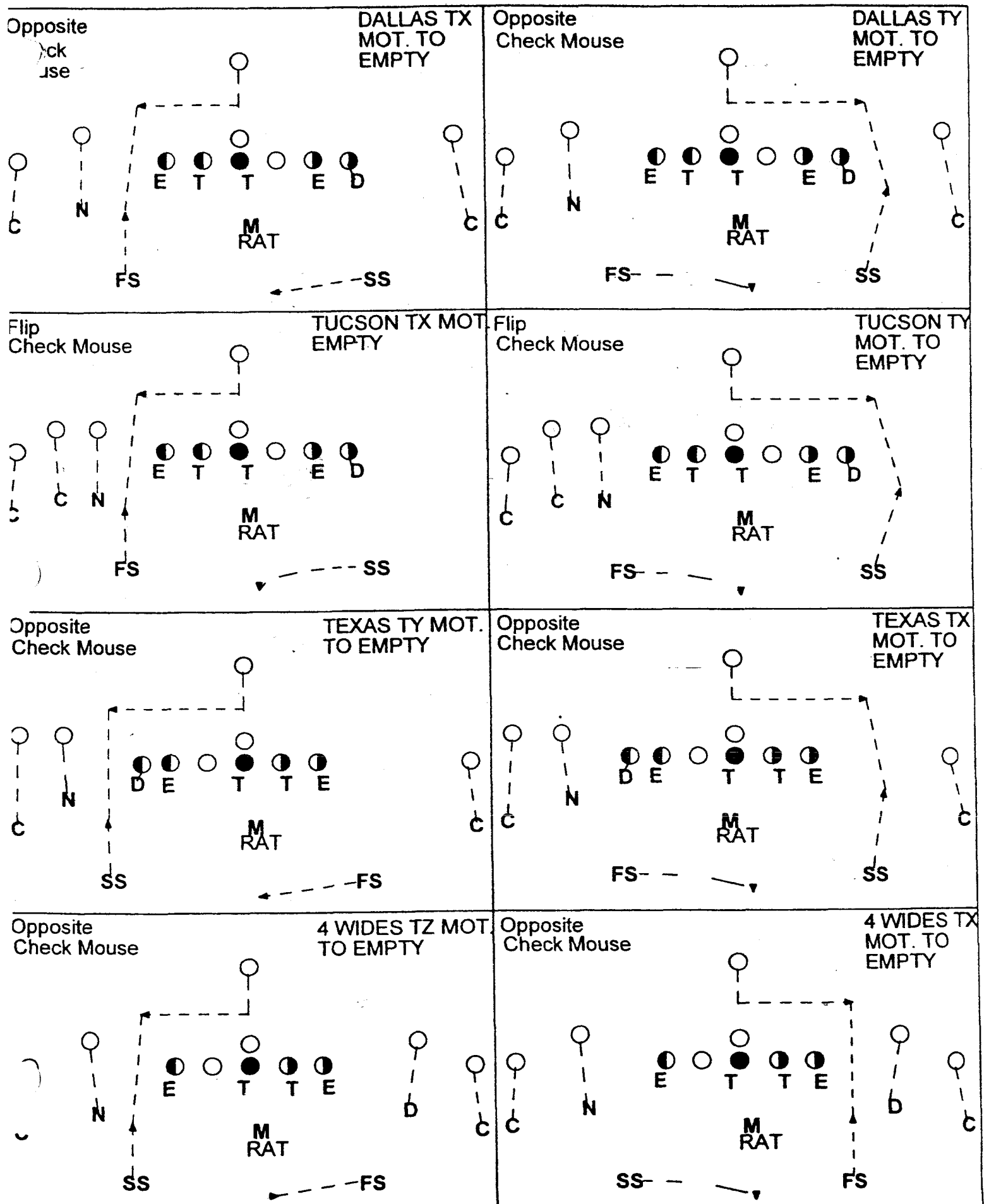
ADJUSTMENTS:

COVERAGE CALLS:

RUN STRONG

RUN WEAK

# DIME 53 DOG MOTION TO EMPTY



# DIME 53 DOG MOT.TO EMPTY

