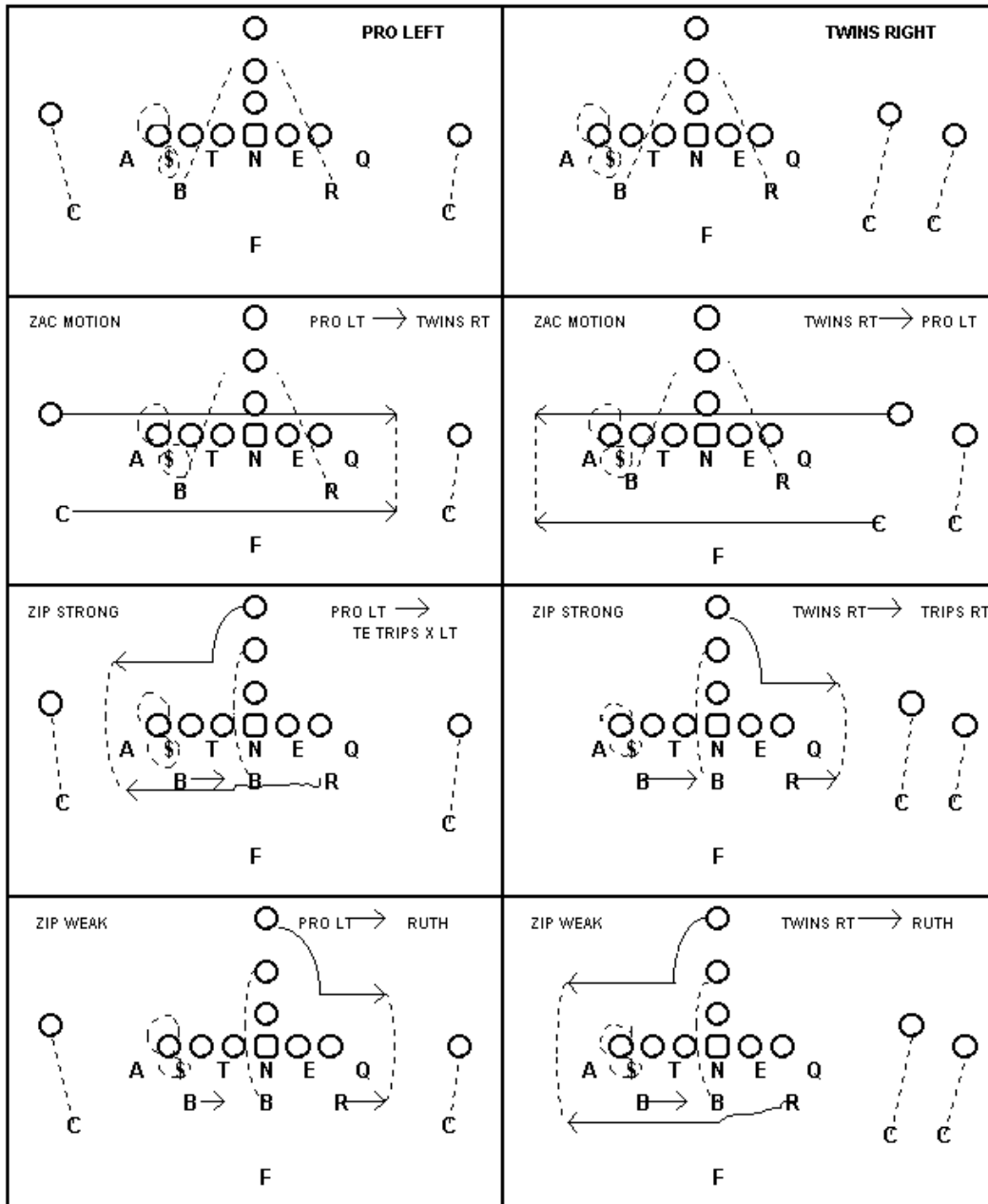


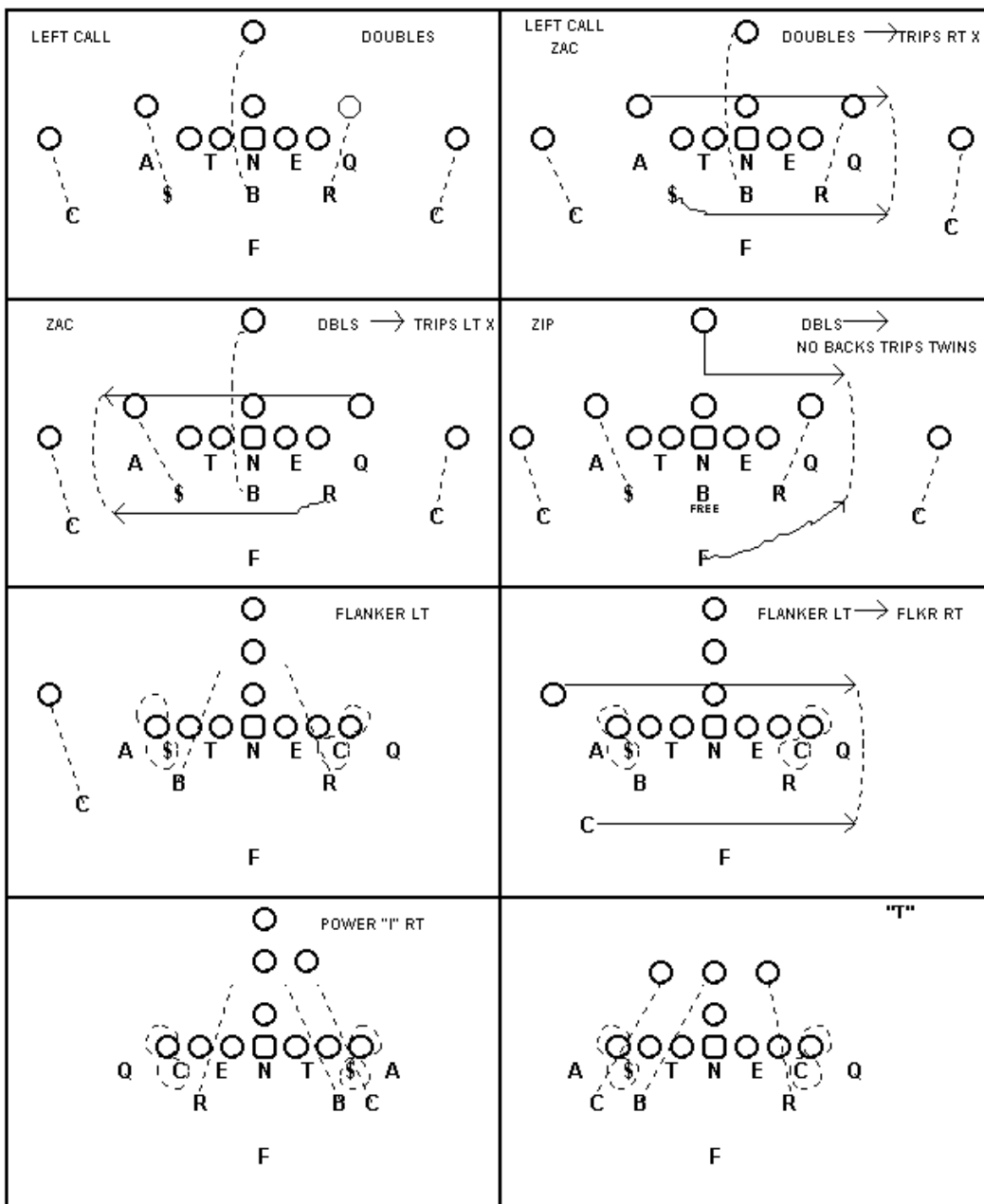
46 Bear Defense

This is Coach P's detailed version of the 46(Bear) style of Defense, in his terminology it is the Maniac Defense and he has many adjustments and stunts off this alignment

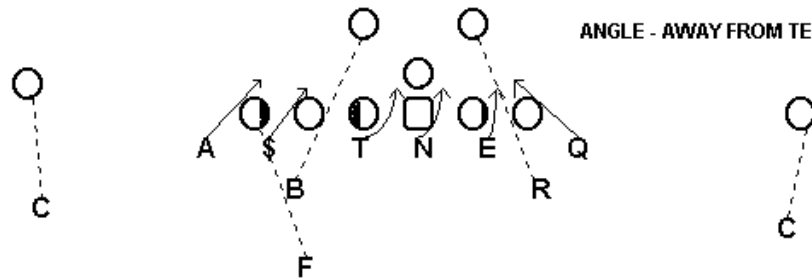
MANIAC ADJUSTMENT 1



MANIAC ADJUSTMENT 2

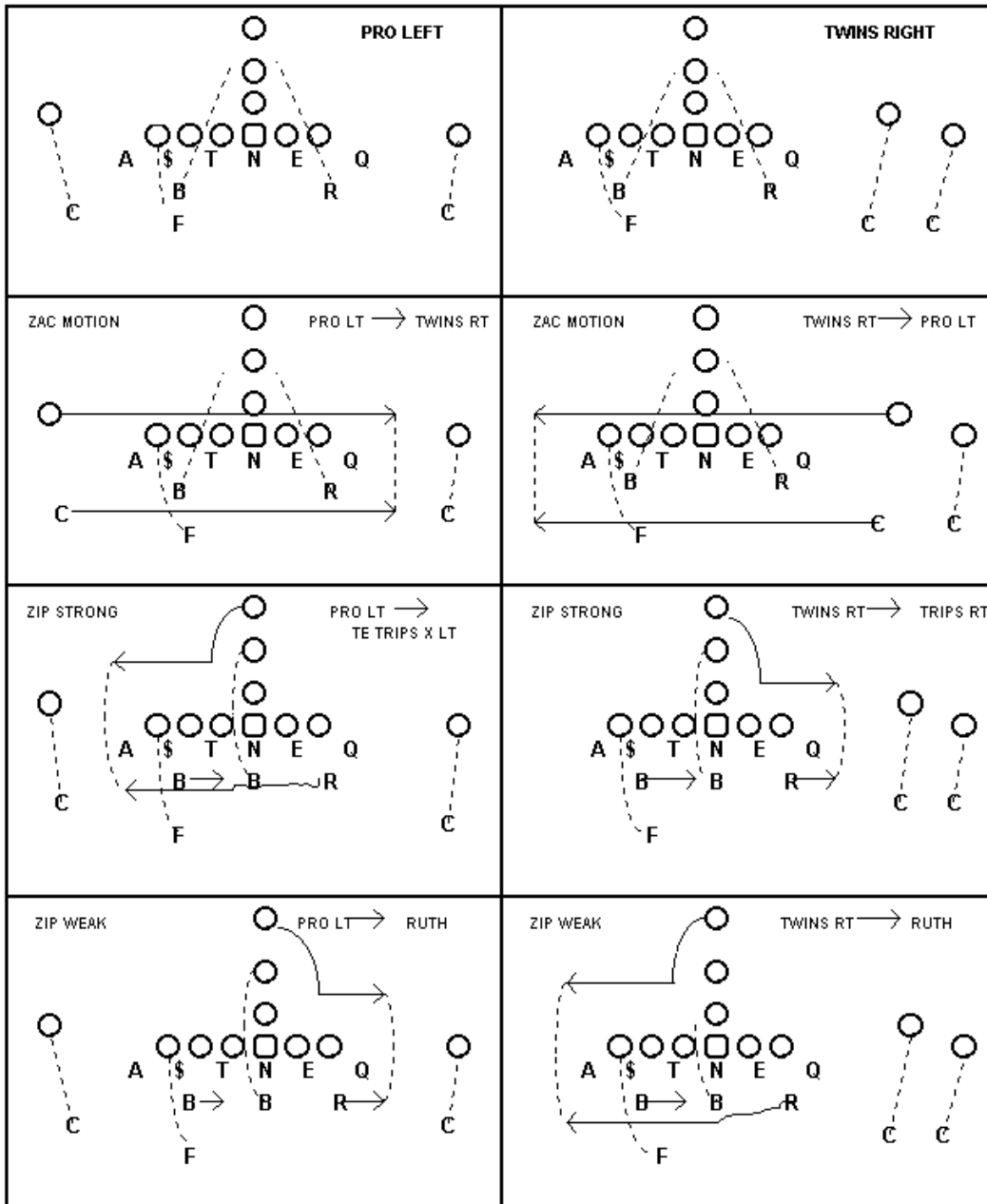


MANIAC ANGLE

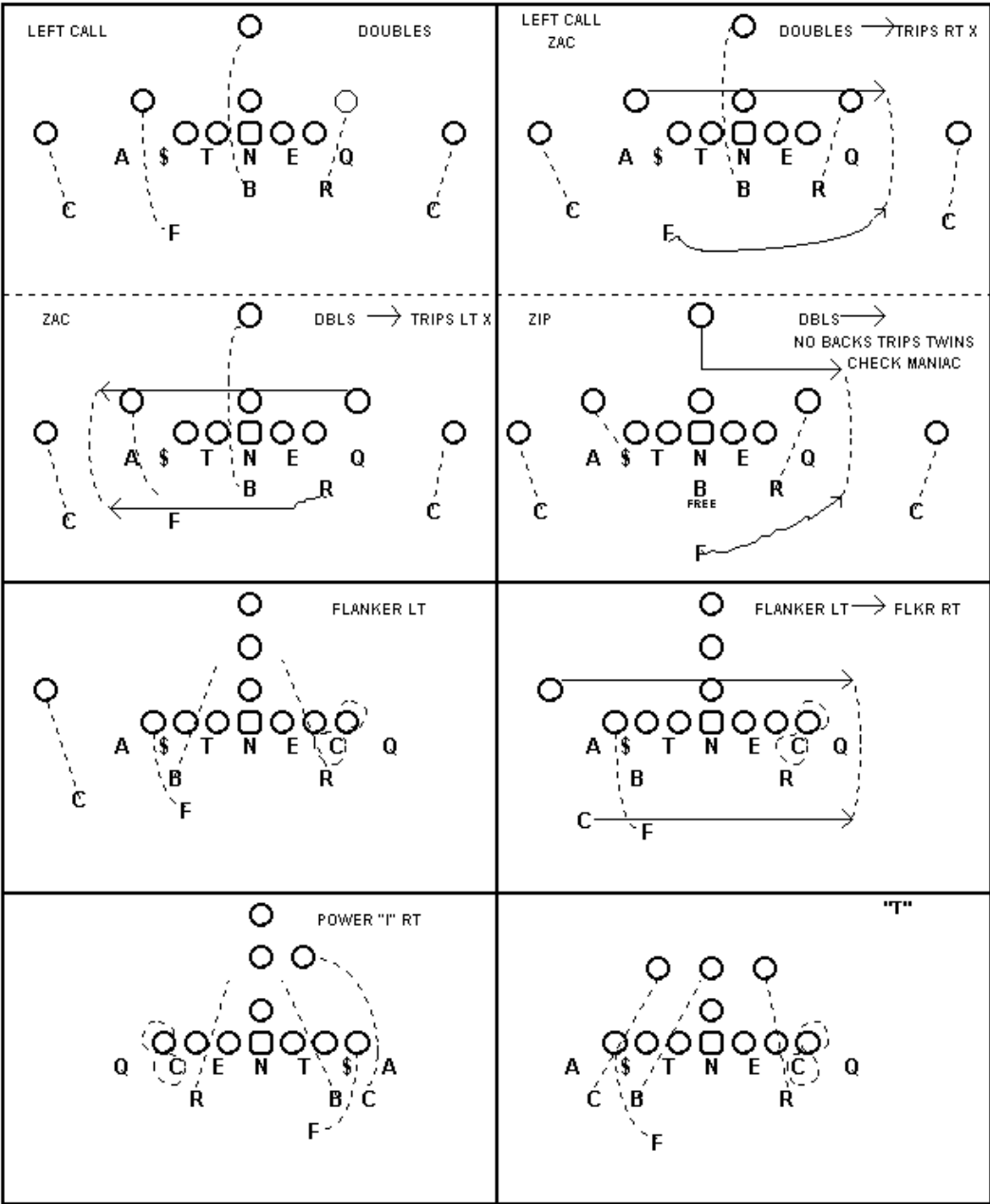


POS	ALIGNMENT	KEY	vs RUN	vs PASS
A	WIDE 9	NEAR BACK TO BALL	PRIMARY FORCE	CONTAIN
T	3	G & C	"A" GAP GET UP FIELD	"A" GAP
N	0	C & G	"A" GAP GET UP FIELD	"A" GAP
E	3	G & T	"B" GAP GET UP FIELD	"B" GAP
B	50	NEAR BACK TO BALL	NEAR BACK TO BALL	MAN COVER NEAR BACK
Q	WIDE 9	NEAR BACK TO BALL	PRIMARY FORCE	CONTAIN
\$	7	T	"B" GAP	"B" GAP
R	50	NEAR BACK TO BALL	NEAR BACK TO BALL	MAN COVER NEAR BACK
LC	INSIDE SHADE #1 6-8 X 1	# 1	FLOW "AT" > SECONDARY FORCE FLOW "AWAY" > INSURANCE	MAN COVER
RC	INSIDE SHADE #1 6-8 X 1	# 1	FLOW "AT" > SECONDARY FORCE FLOW "AWAY" > INSURANCE	MAN COVER
F	SPLIT THE DIFFERENCE CHEAT TO MAN RESPONSIBILITY	QB TO BALL	ALLEY BOTH SIDES	MAN COVER ON \$ MAN USUALLY TE

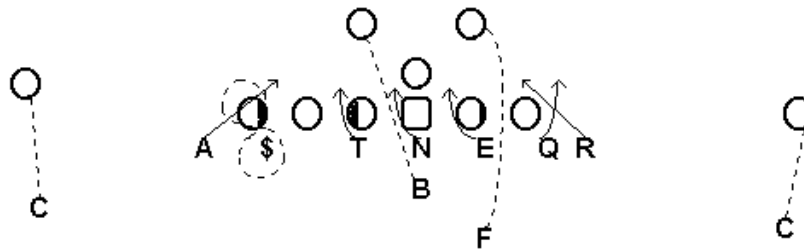
MANIAC ANGLE ADJUSTMENT 1



MANIAC ANGLE ADJUSTMENT 2

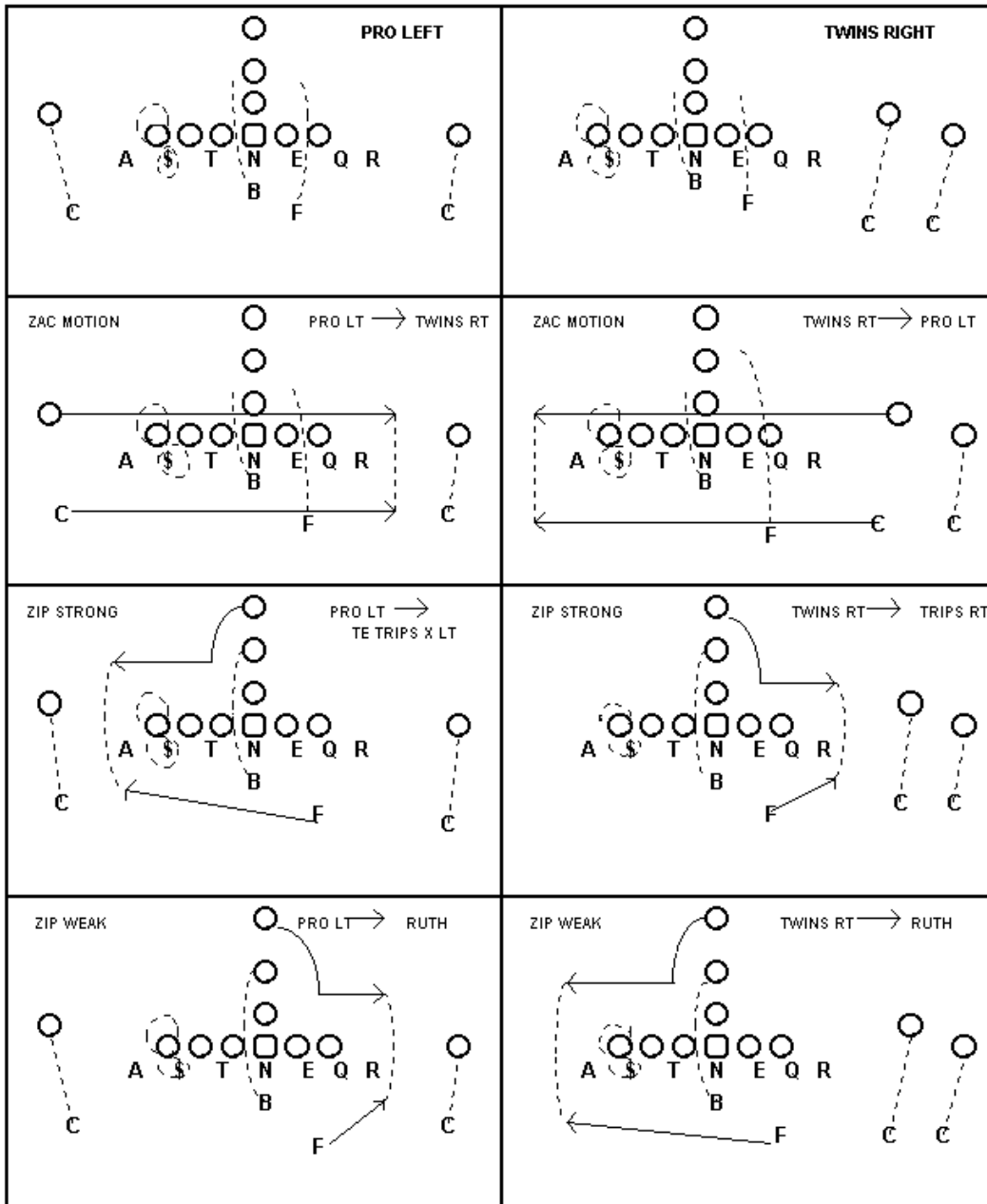


MANIAC TIGER

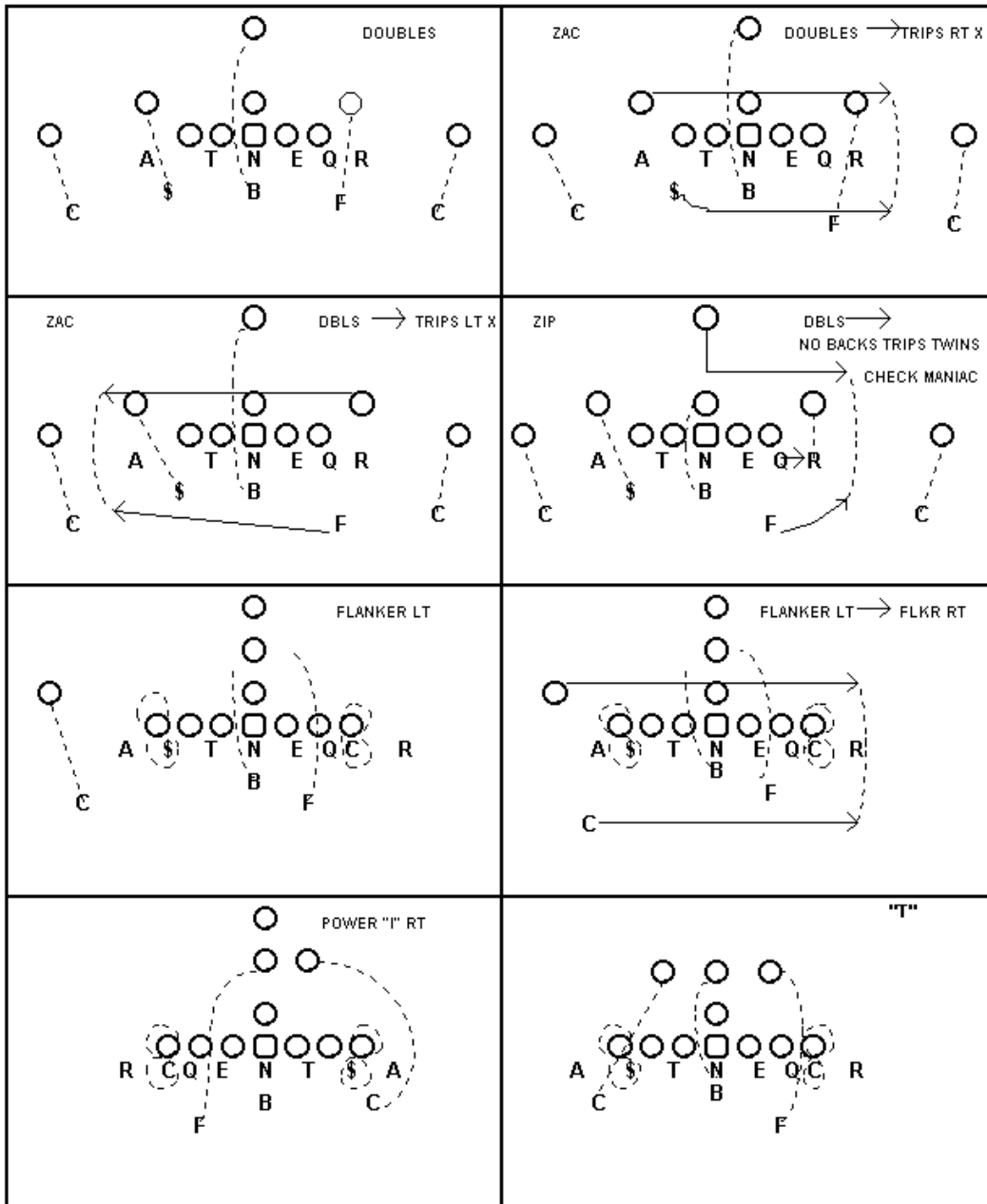


POS	ALIGNMENT	KEY	vs RUN	vs PASS
A	WIDE 9	NEAR BACK TO BALL	PRIMARY FORCE	CONTAIN
T	3	G & T	"B" GAP GET UP FIELD	"B"
N	0	C & G	"A" GAP GET UP FIELD	"A" GAP
E	3	G & C	"A" GAP GET UP FIELD	"A" GAP
B	00	NEAR BACK TO BALL	NEAR BACK TO BALL	MAN COVER NEAR BACK
Q	5	T	"C" GAP	CONTAIN
\$	7	TE	"C" GAP	MAN COVER TE
R	WIDE 9	NEAR BACK TO BALL	PRIMARY FORCE	QB
LC	INSIDE SHADE #1 6-8 X 1	# 1	FLOW "AT" > SECONDARY FORCE FLOW "AWAY" > INSURANCE	MAN COVER
RC	INSIDE SHADE #1 6-8 X 1	# 1	FLOW "AT" > SECONDARY FORCE FLOW "AWAY" > INSURANCE	MAN COVER
F	SPLIT THE DIFFERENCE CHEAT TO MAN RESPONSIBILITY	QB TO BALL	ALLEY BOTH SIDES	MAN COVER

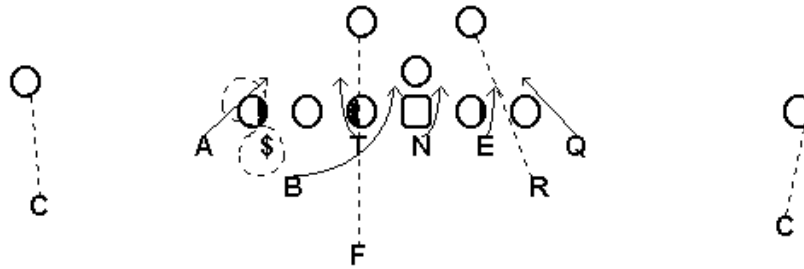
MANIAC TIGER ADJUSTMENT 1



MANIAC TIGER ADJUSTMENT 2

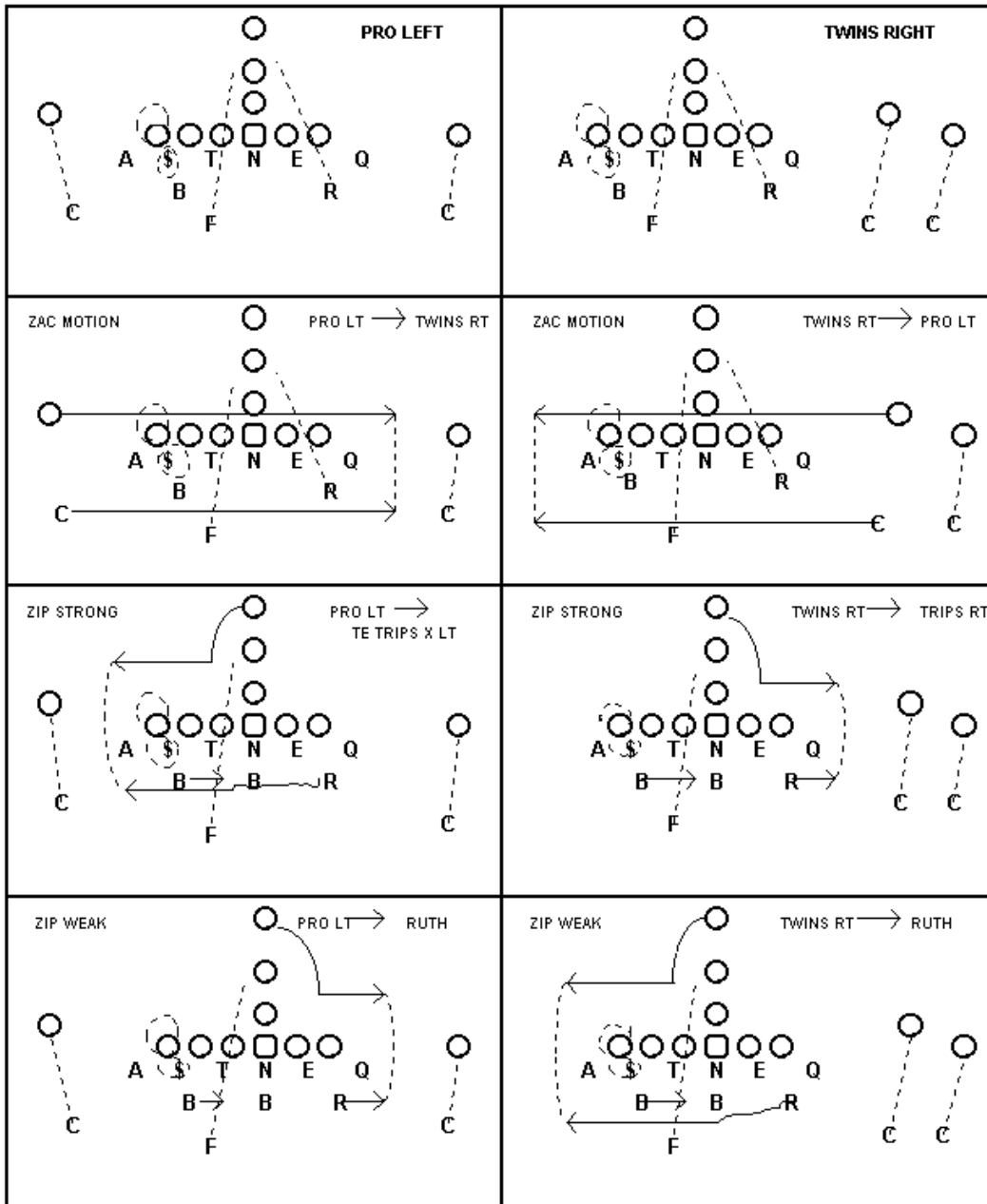


MANIAC THUNDER

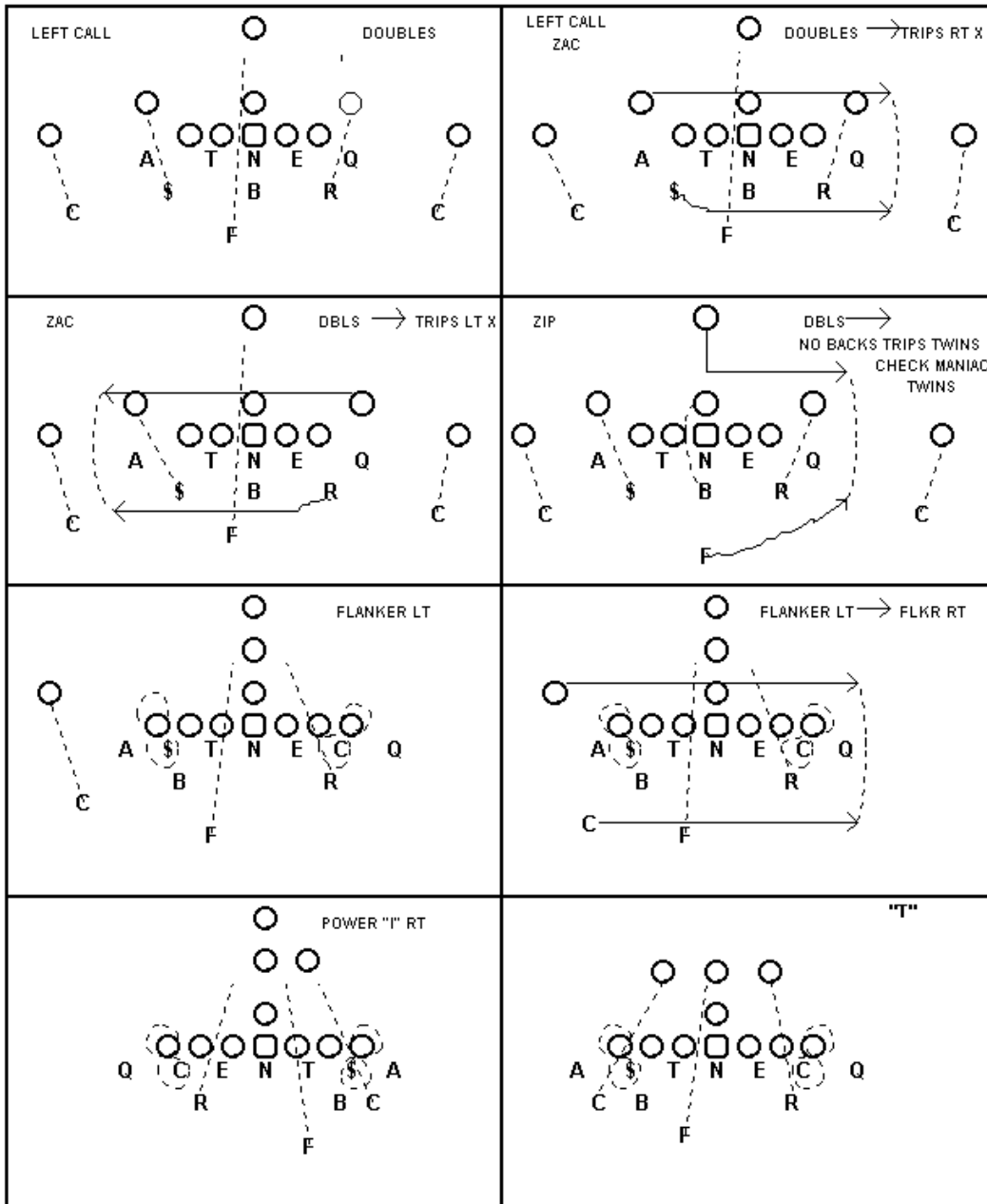


POS	ALIGNMENT	KEY	vs RUN	vs PASS
A	WIDE 9	NEAR BACK TO BALL	PRIMARY FORCE	CONTAIN
T	3	G & T	"B" GAP GET UP FIELD	"B"
N	0	C	"A" GAP GET UP FIELD	"A" GAP
E	3	G	"B" GAP GET UP FIELD	"B" GAP
B	50	NEAR BACK TO BALL	NEAR BACK TO BALL	MAN COVER NEAR BACK
Q	WIDE 9	NEAR BACK TO BALL	PRIMARY FORCE	CONTAIN
\$	7	TE	"C" GAP	MAN COVER TE
R	50	BALL TO FLOW	"A" GAP	"A" QB
LC	6-8 x 1 INSIDE	# 1	FLOW "AT" > SECONDARY FORCE FLOW "AWAY" > INSURANCE	MAN COVER # 1
RC	6-8 x 1 INSIDE	# 1	FLOW "AT" > SECONDARY FORCE FLOW "AWAY" > INSURANCE	MAN COVER # 1
F	SPLIT THE DIFFERENCE CHEAT TO MAN RESPONSIBILITY	NEAR BACK TO BALL	ALLEY BOTH SIDES	MAN COVERAGE USUALLY NEAR BACK

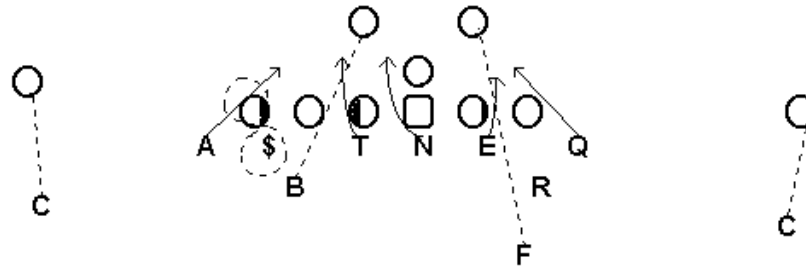
MANIAC THUNDER ADJUSTMENT 1



MANIAC THUNDER ADJUSTMENT 2

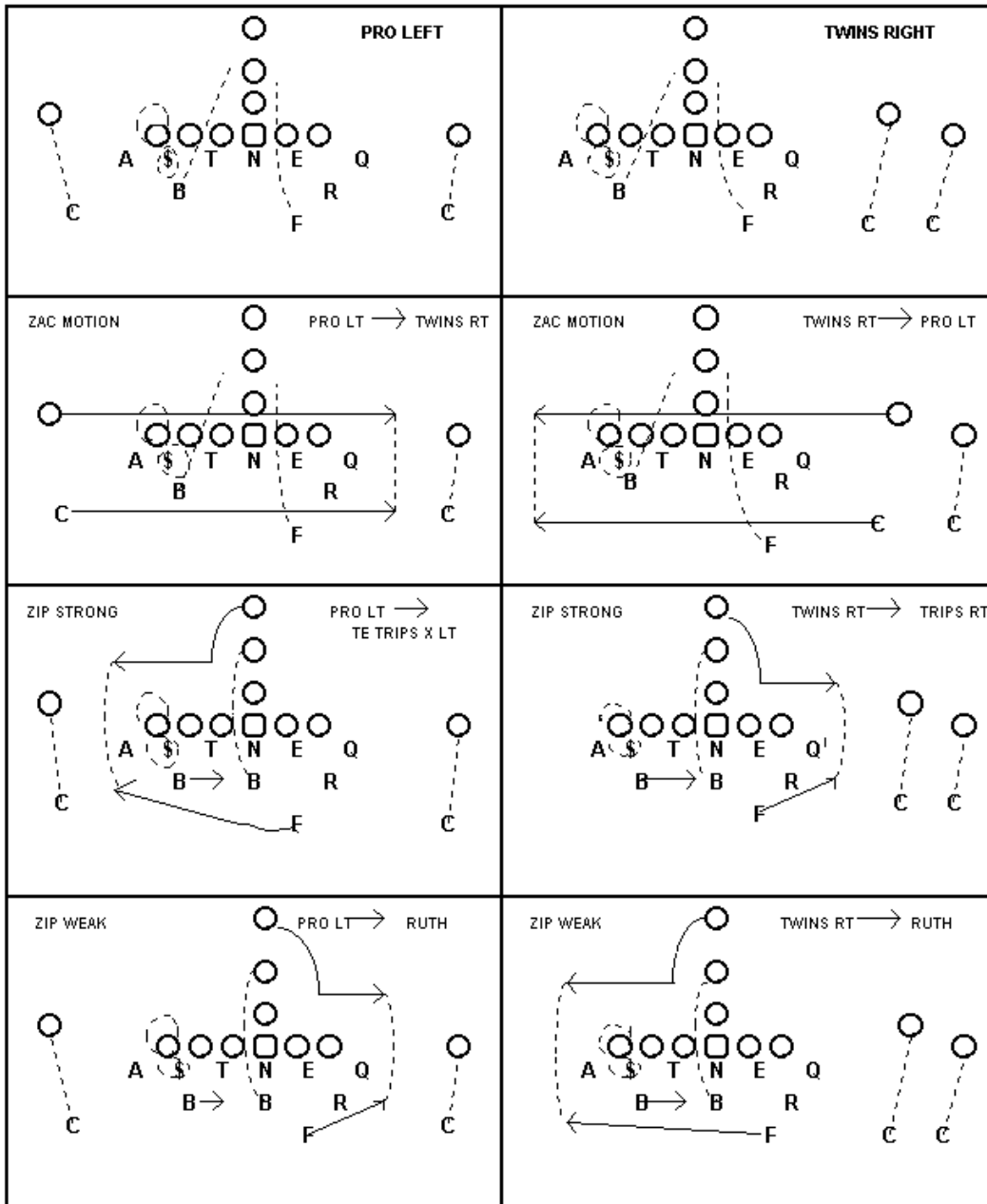


MANIAC LIGHTENING

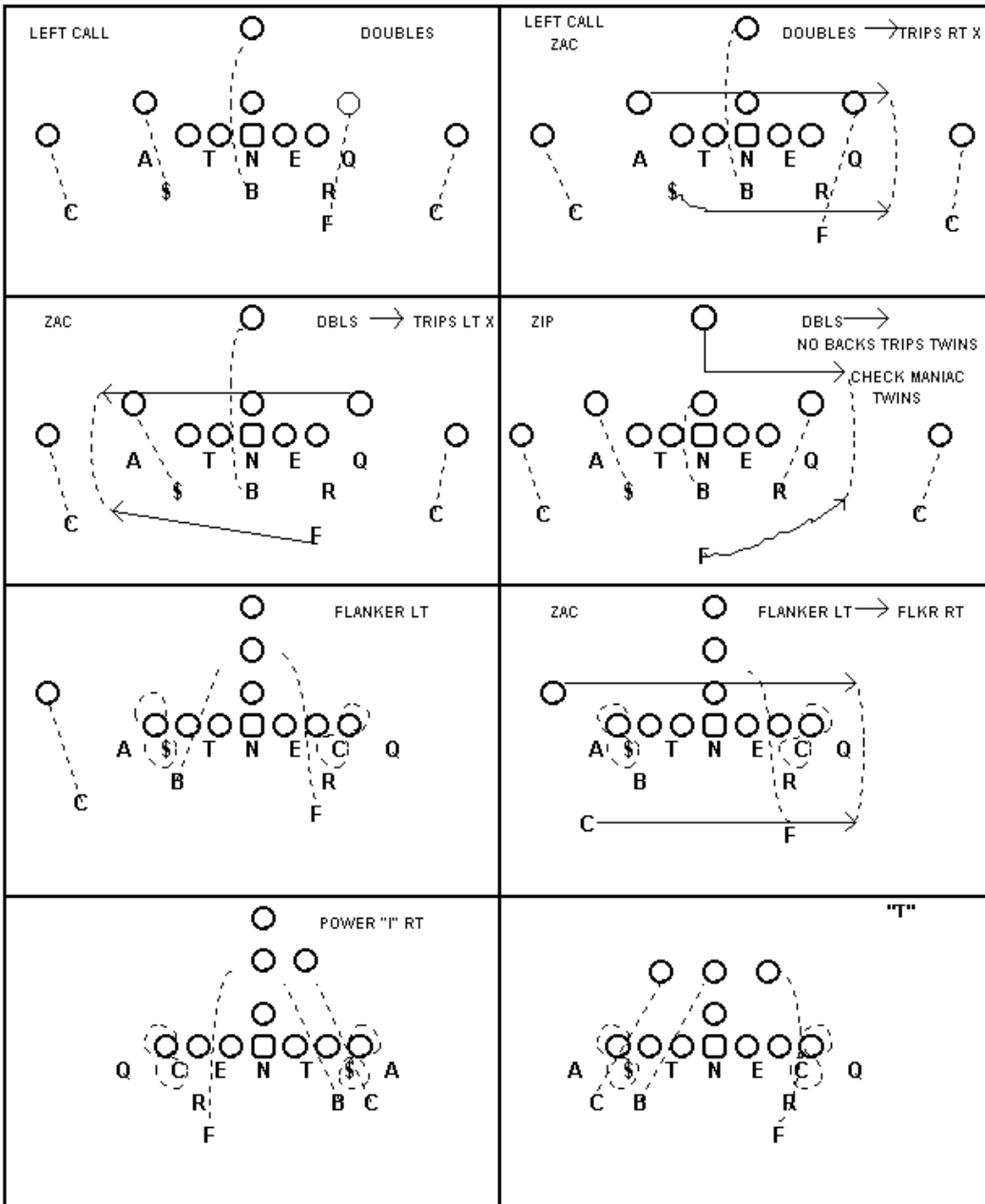


POS	ALIGNMENT	KEY	vs RUN	vs PASS
A	WIDE 9	NEAR BACK TO BALL	PRIMARY FORCE	CONTAIN
T	3	G & T	"B" GAP GET UP FIELD	"B"
N	0	C	"A" GAP GET UP FIELD	"A" GAP
E	3	G	"B" GAP GET UP FIELD	"B" GAP
B	50	NEAR BACK TO BALL	NEAR BACK TO BALL	MAN COVER NEAR BACK
Q	WIDE 9	NEAR BACK TO BALL	PRIMARY FORCE	CONTAIN
\$	7	TE	"C" GAP	MAN COVER TE
R	50	BALL TO FLOW	"A" GAP	"A" QB
LC	6-8x1 INSIDE	# 1	FLOW "AT" > SECONDARY FORCE FLOW "AWAY" > INSURANCE	MAN COVER # 1
RC	6-8x1 INSIDE	# 1	FLOW "AT" > SECONDARY FORCE FLOW "AWAY" > INSURANCE	MAN COVER # 1
F	SPLIT THE DIFFERENCE CHEAT TO MAN RESPONSIBILITY	NEAR BACK TO BALL	ALLEY BOTH SIDES	MAN COVER ON R's MAN USUALLY A BACK

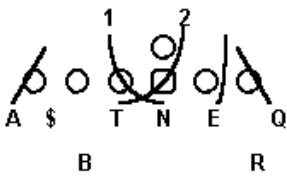
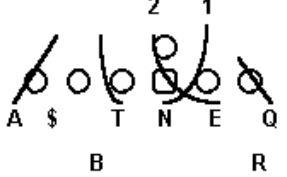
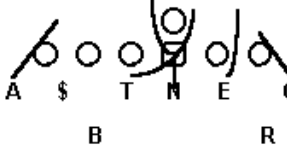
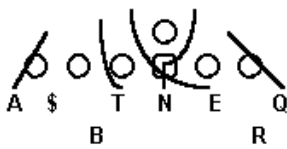
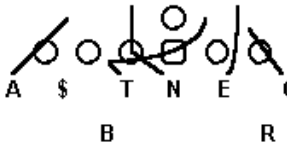
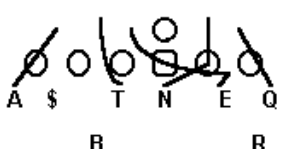
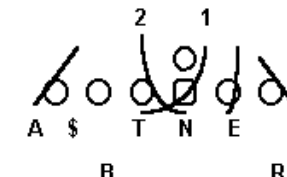
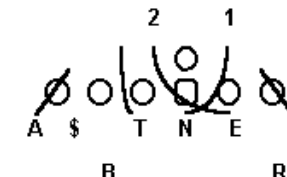
MANIAC LIGHTENING ADJUSTMENT 1



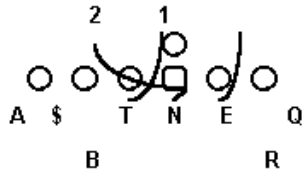
MANIAC LIGHTENING ADJUSTMENT 2



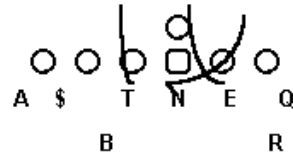
MANIAC TWISTS

<p>KNIT - SPEED</p>  <p>A S T N E Q B R</p>	<p>KNEE - SPEED</p>  <p>A S T N E Q B R</p>
<p>KNIT - PULL</p>  <p>A S T N E Q B R</p>	<p>KNEE - PULL</p>  <p>A S T N E Q B R</p>
<p>KNIT - HAMMER</p>  <p>A S T N E Q B R</p>	<p>KNEE - HAMMER</p>  <p>A S T N E Q B R</p>
<p>REVERSE KNIT</p>  <p>A S T N E Q B R</p>	<p>REVERSE KNEE</p>  <p>A S T N E Q B R</p>

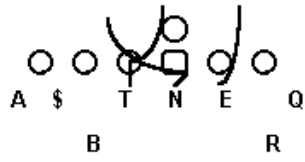
REVERSE KNIT "SPEED"



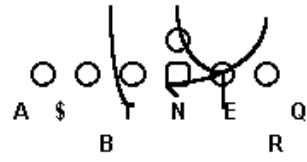
REVERSE KNEE "SPEED"



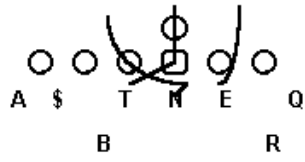
REVERSE KNIT "PULL"



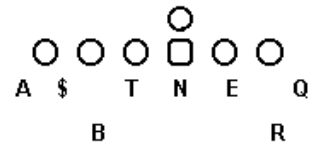
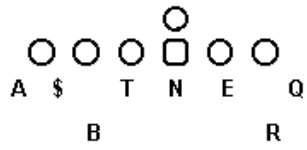
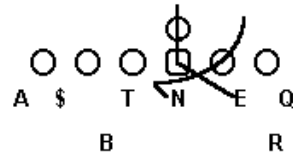
REVERSE KNEE "PULL"



REVERSE KNIT "HAMMER"



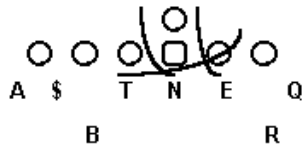
REVERSE KNEE "HAMMER"



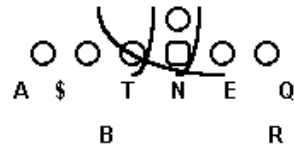
<p style="text-align: center;">STRONG SLEDGE</p> <div style="text-align: center;"> </div>	<p style="text-align: center;">WEAK WEDGE</p> <div style="text-align: center;"> </div>
<p style="text-align: center;">STRONG SLEDGE BULL APPLE</p> <div style="text-align: center;"> </div>	<p style="text-align: center;">WEAK WEDGE RAM APPLE</p> <div style="text-align: center;"> </div>
<p style="text-align: center;">STRONG SLEDGE REV KNEE BULL APPLE</p> <div style="text-align: center;"> </div>	<p style="text-align: center;">WEAK WEDGE REV KNIT RAM APPLE</p> <div style="text-align: center;"> </div>
<p style="text-align: center;">STRONG SLEDGE KNEE RAM BAKER</p> <div style="text-align: center;"> </div>	<p style="text-align: center;">WEAK WEDGE KNIT BULL BAKER</p> <div style="text-align: center;"> </div>

SURF =
SLEDGE + WEDGE

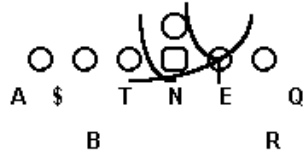
T - B "SPEED"



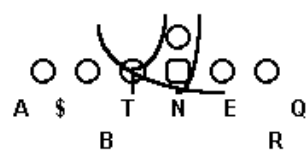
E - B "SPEED"



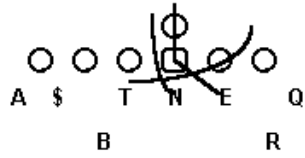
T - B "PULL"



E - B "PULL"



T - B "HAMMER"



E - B "HAMMER"

