

91

Florida

44

SECONDARY COVERAGES

GREEN

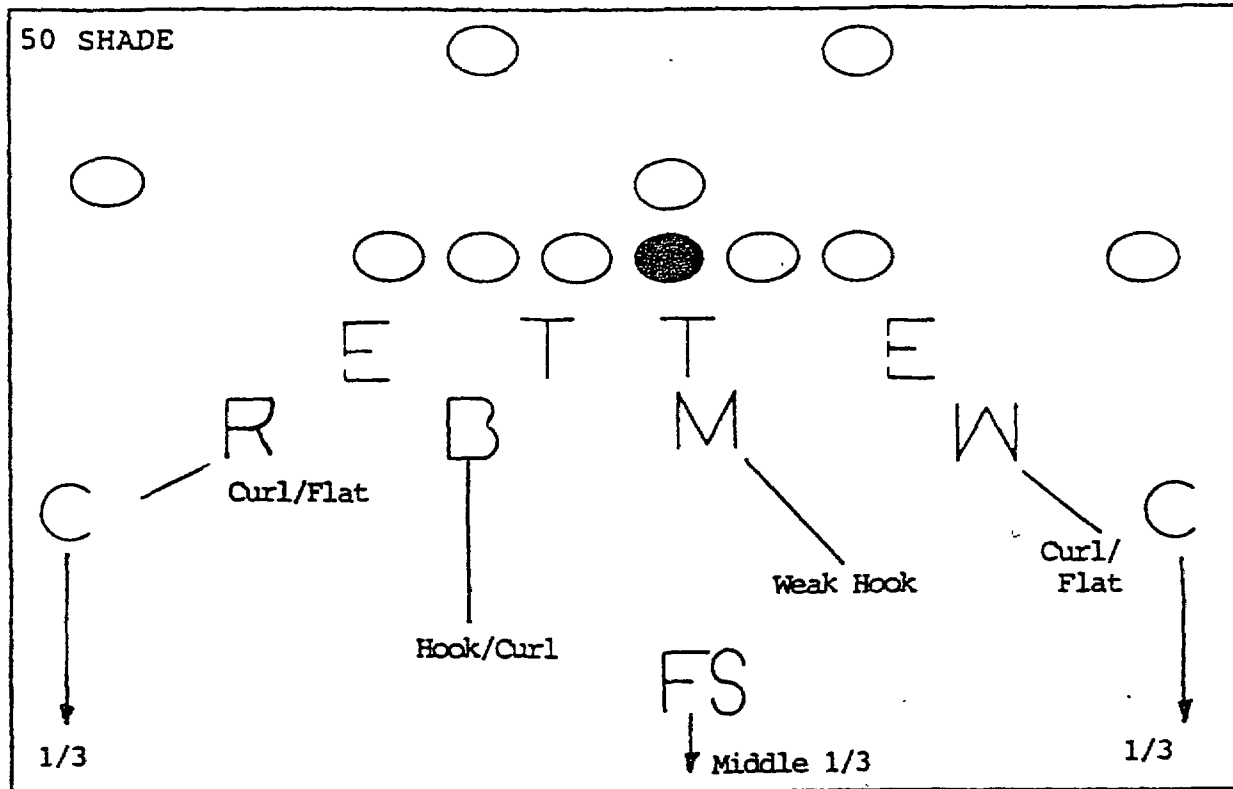
Green coverage is a rotating zone defense with three of the secondary men covering deep and 4 men in the short zones. The direction of the rotation (strong or weak) is based on the flow of the ball or sometimes field position. We will have a 4 man rush.

There will be a right or left call made by the secondary to put the defense to the field. Also the secondary will make a shoot or kick call each time for the type of run support needed according to the formation.

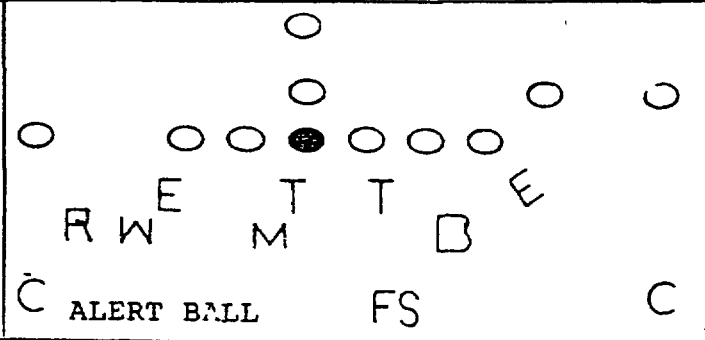
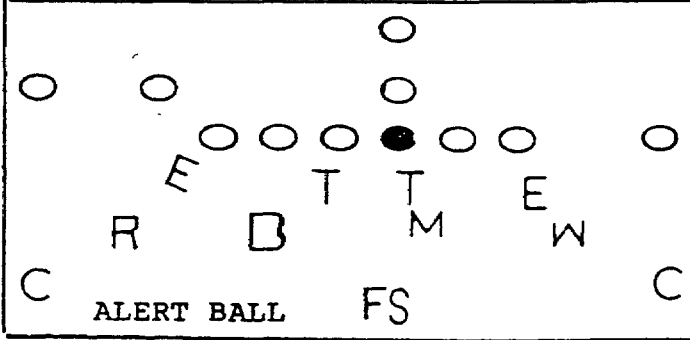
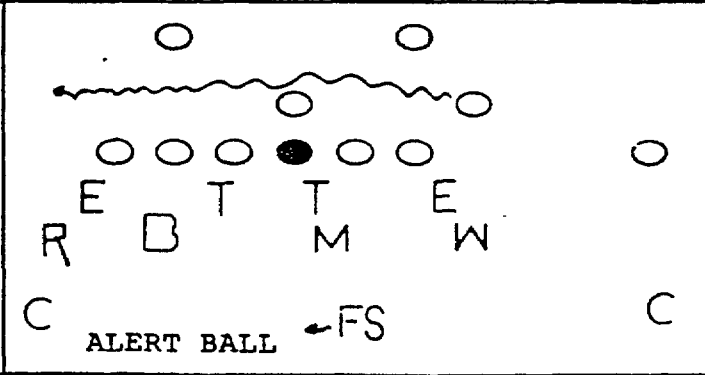
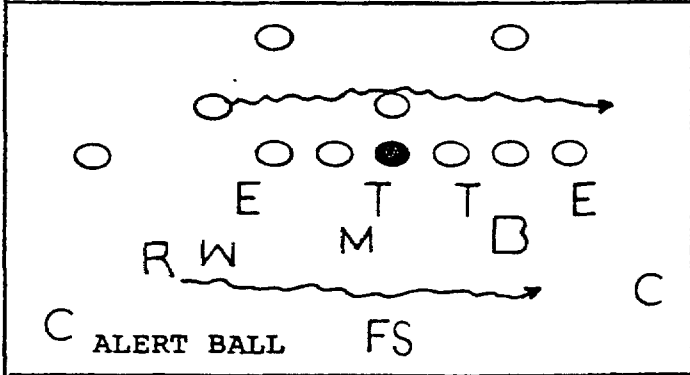
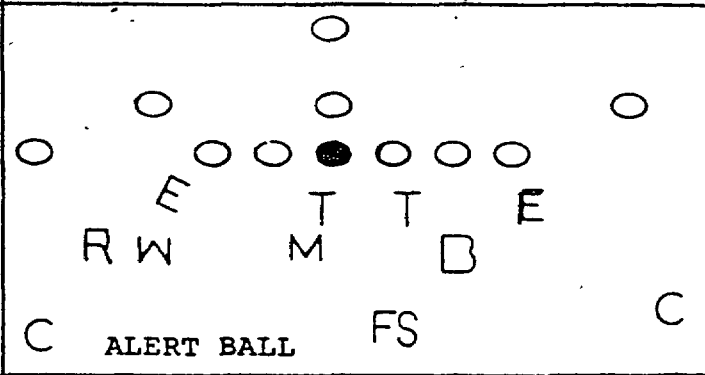
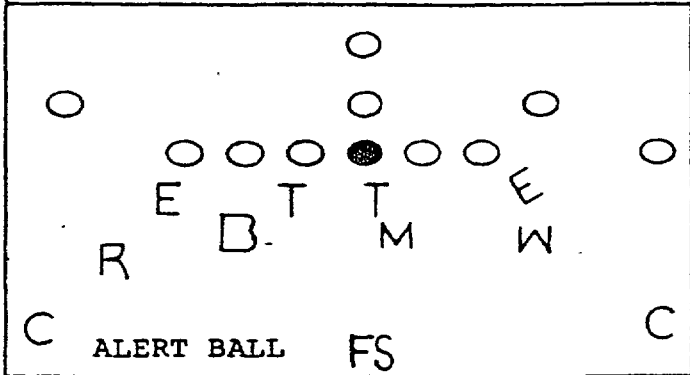
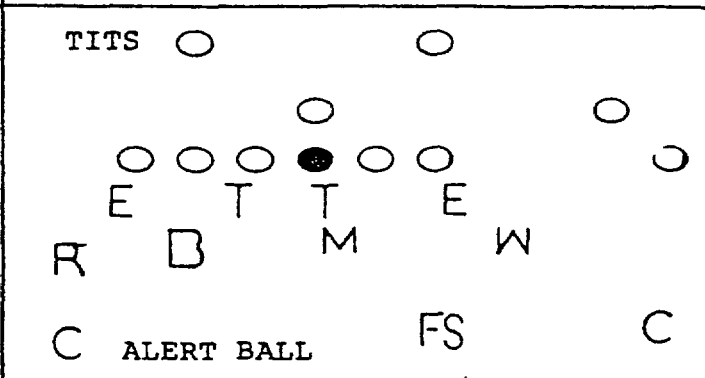
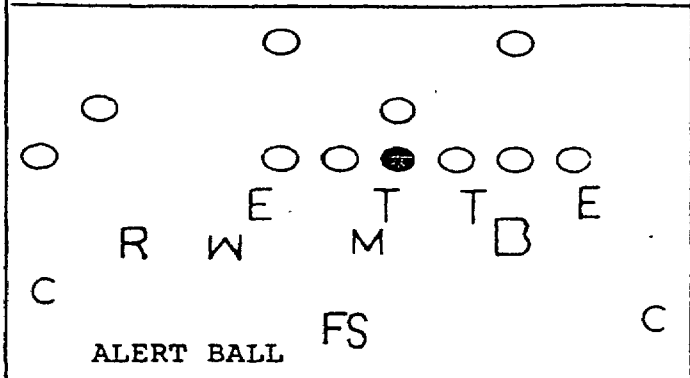
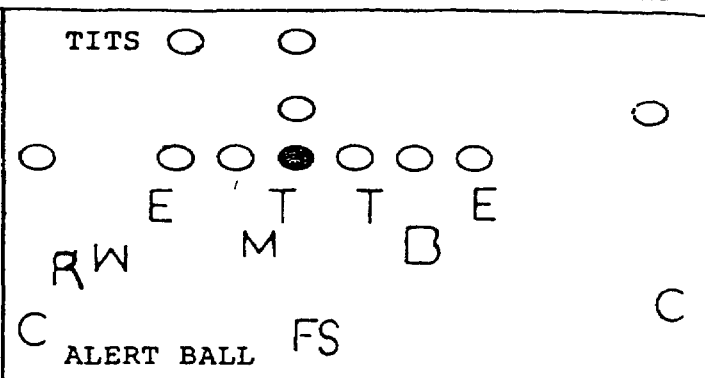
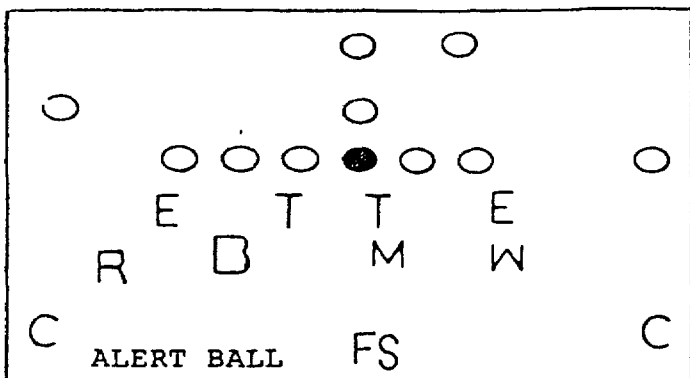
ALERTS & VARIATIONS

1. Normal run support: shoot strong, shoot weak.
2. May cloud strong - shoot or kick weak depending on splits of wide receivers.
3. On 30, Rover may exchange with Sam with a Slot Curl.

GREEN COVERAGE

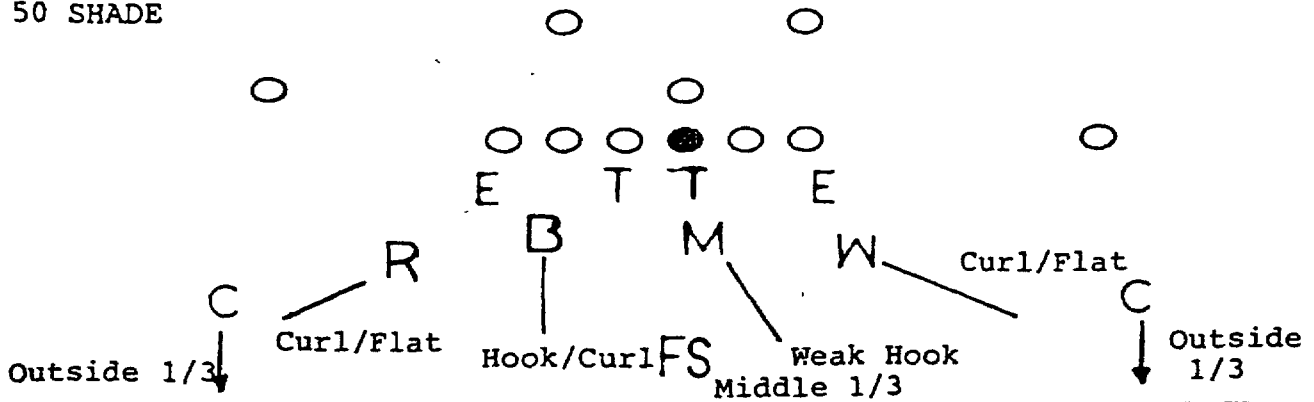


- SC 7-9 yds. deep and 1 yd. outside, outside 1/3 secondary run support
- ROVER 4-7 yds. deep and 4-5 yds. wide, curl to flat, primary (Shoot) support outside-in
- FS 10-15 yds deep and over the ball, middle 1/3 on pass, shoot, run support weakside, check #2 on strongside, fill where needed.
- WC 7-9 yds. deep and 1 yd. outside, outside 1/3, secondary run support
- BUCK Normal alignment, primary run (shoot), strong hook-curl on pass
- MIKE Normal alignment, primary run (shoot) weak Hook.
- WILL Normal alignment, primary run (Shoot) weak curl-flat

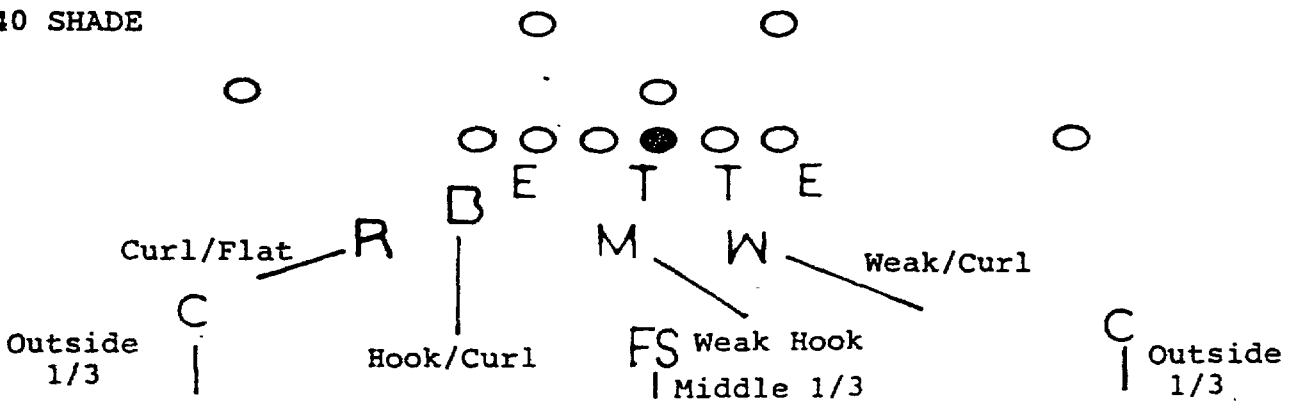


COVER GREEN

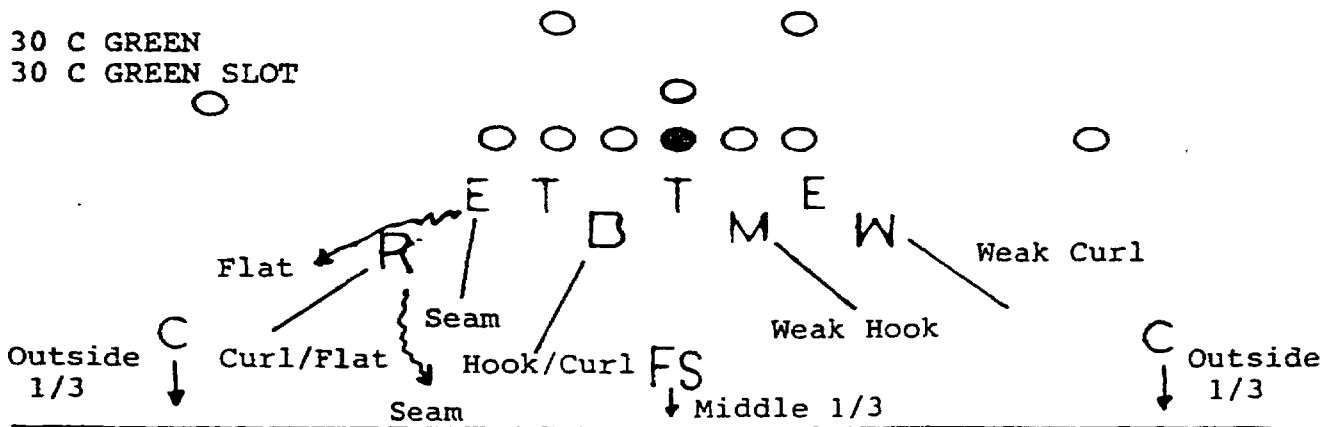
50 SHADE



40 SHADE



30 C GREEN
30 C GREEN SLOT



COVER GREEN

I. POSITION: STRONG CO

A. ALIGNMENT:

1. 7-9 Deep 1 yd outside.
2. Outside foot up inside "back knees bent and arms hanging loosely, stay on balls of foot. Push off lead foot. Keeping shoulder down in back paddle.

B. KEY: Ball to near back to #1 receiver.

C. RESPONSIBILITY:

1. Zone outside 1/3 maintaining outside leverage on #1 with ball in lane 2 or 3 strong. If the ball is in lane 2 away, then play inside #1 deep.
2. Ball in lane 1 strong, secondary support outside in (shoot)
3. Ball in lane 1 weak, play inside, you have Home Run. Save the TD.

II. POSITION: R

A. ALIG _____:

1. 4-7 Deep, 3-5 Outside Y
2. Alignment will change, base on the split of 2 or hash mark. Inside foot up and outside back.

B. KEY: Ball to near back to TE. (Read the uncover lineman when possible.

c. RESPONSIBILITY:

1. Zone outside curl open hip to the outside about 3 yards inside #1 and about 15 yards deep when ball is in lane 2 or 3. Must keep leverage on #2 or 3 in the flat. If #2 turn upfield then, 2nd man thru your zone man. Ball lane #2 away - seam looking to help with #1 on the post.
2. Ball lane 1 strong - (shoot) you have primary contain, if option take pitch, if sweep - use force technique - attack deep in backfield forcing ball outside or inside.

3. Ball lane 1 away - (shoot) seam looking for reverse cutback and counter, then fill where needed inside out.

III. POSITION: FREE SAFETY

A. ALIGNMENT:

1. 10-15 yds., ball to open side tackle.
2. Base on formation, hash mark, and splits, your alignment could change. Keep shoulder square get deep steps push off lead foot, keep shoulder down, put head on a swivel for inside cuts.

B. KEY: Ball direction and the uncovered lineman.

C. RESPONSIBILITY:

1. Zone middle 1/3 deep, ball lane 2 or 3 strong.
2. Ball lane 1 strong, read steps check #2 for pass then fill where needed inside-out (shoot)
3. Ball lane 1 weak - primary support inside-out. Down or base block - pitch.

IV. POSITION: CO

A. ALIG _____ :

1. 7-9 deep, 1 yd. outside with outside foot up inside back. Keep shoulder low in back peddle, push off lead foot. Knees bent and arms hanging.

B. KEY:

1. Ball direction
2. Near back and #1 receiver your side

C. RESPONSIBILITY:

1. Zone outside 1/3 maintaining outside leverage on #1 with ball in lane 2 or 3 weak. If ball is in lane 2 strong, play inside #1 deep.
2. Ball lane 1 strong, play inside for throw back then get homerun, save the TD. (Shoot support)
3. Ball lane 1 weak, secondary support outside-IN. (kick)

COVER CRIMSON (FUNNEL)

- I. POSITION: STRONG CO
- A. ALIGNMENT: Same as Green Coverage.
 - B. TECHNIQUE: Outside man to man on #1
 - C. KEY: Ball to #1 receiver your side.
 - D. RESPONSIBILITIES:
 - 1. Man coverage outside
 - 2. Secondary run support (Shoot)
 - 3. Can't get beat deep
- II. POSITION: ROVER
- A. ALIGNMENT: Same as Green Coverage
 - B. TECHNIQUE: Outside man on #2 strong, vertical
 - C. KEY: Ball to #2 strongside
 - D. RESPONSIBILITIES:
 - 1. Outside man on #2 strongside
 - 2. Primary run, ball in lane 1 strong (Shoot)
 - 3. Can't get beat deep outside, you have no help outside.
- III. POSITION: S
- A. ALIG _____: Same as Green coverage.
 - B. TECHNIQUE: Deep Middle Zone helping on all inside deep cuts.
 - C. KEY: Uncover lineman to the ball to #2 both sides.
 - D. RESPONSIBILITIES:
 - 1. Deep middle zone
 - 2. Help on all deep inside routes
 - 3. Primary run weakside (Shoot)
 - 4. Ball lane 1 strong, same as Green.
 - 5. Can't get beat deep in the middle.

IV. POSITION: CO

- A. ALIGNMENT: Same as Green coverage
- B. TECHNIQUE: Outside man to man on #1 weakside
- C. KEY: Ball to #1 weakside
- D. RESPONSIBILITIES
 - 1. Outside man to man on #1 weak
 - 2. Secondary run support (Shoot)
 - 3. Can't get beat deep outside

V. POSITION: BUCK

- A. ALI _____ : Same as Green coverage
- B. TECHNIQUE: Same as Green coverage, but man on the backs.
- C. KEY: Same as Green coverage
- D. RESPONSIBILITIES:
 - 1. Man on backs
 - 2. Primary run

VI. POSITION: MIKE

- A. ALI _____ : Same as Green coverage
- B. TECHNIQUE: Same as Green, except man coverage on the backs.
- C. KEY: Same as Green coverage.
- D. RESPONSIBILITIES:
 - 1. Primary run
 - 2. Man to man on backs

VII. POSITION: WIL

- A. ALIG _____ : Same as Green Coverage
- B. TECHNIQUE: Same as Green, except man coverage on backs
- C. KEY: Same as Green coverage

D. RESPONSIBILITIES:

1. Primary run to your side
2. Man to man on First back your side.

PRFSSURE PACKAGE

I. TYPES OF PRESSURE

- A. LINEBACKER - Two LBs in pressure; one LB and four DBs in coverage.
- B. PERIMETER - One LB and one DB in pressure; two LBs and three DBs in coverage.

II. PRESSURE CALLS

A. LINEBACKER

- 1. FIRE - OLBs pressure.
- 2. BLAST - One OLB and Mike pressure.
- 3. BLAST INSIDE - One OLB and Mike pressure A gaps.
- 4. HIPS - OLBs pressure D gaps.
- 5. MIKE - Mike and Will pressure.

B. PERIMETER

- 1. LIGHTNING - Mike and DB outside pressure to TE.
- 2. ER - Mike and DB inside pressure to TE.
- 3. TE - Mike and DB outside pressure to SE.
- 4. RATTLER - Mike and DB outside pressure to strong side.
- 5. ON - Mike and DB outside pressure to weak side.
- 6. SINBAD - Mike and FS inside pressure to SE.

III. TYPES OF COVERAGE

- A. DUCE - Only with LB pressure vs. two back formations. Disguise with Blue/Black rules. SC No. 1, ROV TE vs. East/West or RB to SE vs. Roger/Louie; QC No. 1, FS RB to SE vs. East/West or No. 2 strong vs. Roger/Louie; LB RB to TE.
- B. TRIO - Only used with LB pressure vs. two back formations. Disguise Green/Blue rules. SC No. 1; ROV RB to TE vs. East/West or combo TE and RB vs. Roger/Louie; QC No. 1 vs. East/West or combo TE and RB vs. Roger/Louie; LB RB to SE.
- C. ACE - Used vs. all one back formations. Disguise with Funnel rules (Balanced - Blue, Trips - Green). SC No. 1, ROV TE vs. balanced or No. 2 vs. trips; FS No. 2 weak vs. balanced or No. 3 vs. trips; QC No. 1; LB remaining RB. If two LBs remaining Key Blitz.

IV. COVERAGE CALLS

- A. SINGLE CALL - Duce or Trio used. Play coverage called vs. all two back formations with appropriate disguise. Check ACE vs. one back formation with appropriate disguise. If QB recognizes blitz use HOT CALL with show alignment.
- B. HOT CALL - FS will declare DUCE or TRIO based on alignment of most dangerous RB. Disguise with DUCE or TRIO rules. One back check ACE. Disguise with Funnel rules.

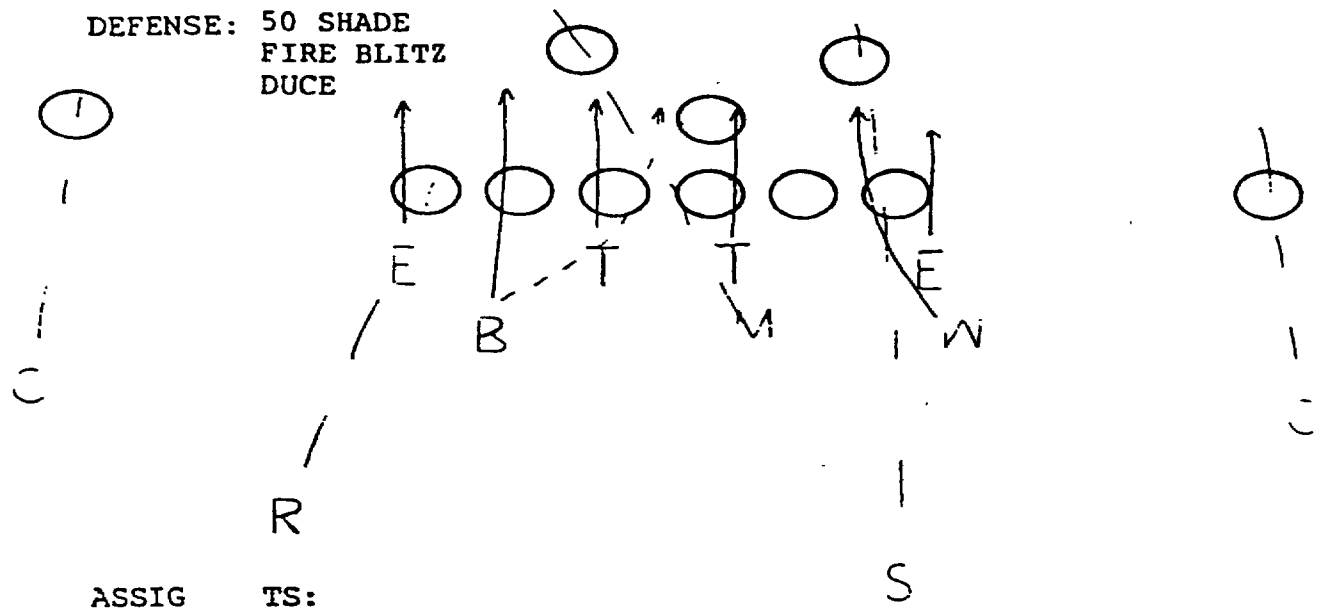
V. DISGUISE

- A. SHOW - Align in Blitz called. HOT CALL will be used for coverage. CB cross over and run with rocket.
- B. SUGAR - Align in Blitz and run to Blue or Black on snap. Blue vs. East/West or balanced one back formations; Black vs. Roger/Louie or trips. CB cross over and run with rocket.
- C. PROWL - Align in Blitz and move to "play" zone called on second color. CB cross over and run with rocket.
- D. WALK TO - Align in zone and move to SHOW Blitz on second color. HOT CALL will be used with LB pressure. CB don't cross and run with rocket.
- E. YO-YO - Align in Blitz, use PROWL on first color then use WALK TO process to get back into Blitz on second color. HOT CALL will be used with LB pressure. CB cross over and run with rocket.
- F. NO CALL - SINGLE CALL, align with DUCE or TRIO rules. HOT CALL, align with FS DUCE or TRIO call. One back, check ACE and align with Funnel rules. CB don't cross and run with rocket.

VI. AUTOMATIC CHECKS

- A. HIPS - Pressure check when SHOW, WALK TO or YO-YO called when check ACE against moose or empty formation.
- B. ACE - Coverage check vs. one back or empty formation.
- C. ALERT - Check to game plan blitz vs. given formation.
- D. CHECK WITH ME - used to match blitz with formation.
 - 1. ONE - Use 1st Blitz according to Game Plan.
 - 2. TWO - Use 2nd Blitz according to Game Plan.

DEFENSE: 50 SHADE
FIRE BLITZ
DUCE

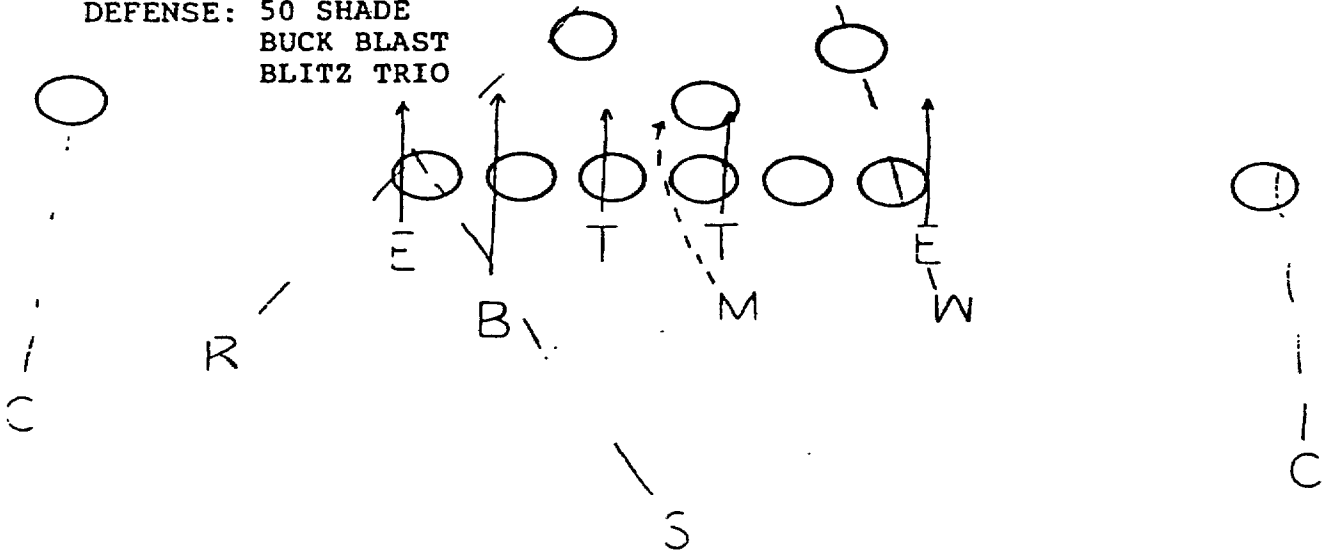


ASSIG TS:

	ALIGN	RUN TO	RUN AWAY	PASS
BUCK	OT O.S. FOOT	C GAP	A GAP	FAN-A GAP DOWN-C GAP
MIKE	SHADE O.S. FOOT	INSIDE OUT	PLUG	DUCE
WILL	DE O.S. FOOT	B GAP	B GAP	B GAP
DT to	LOOSE THREE	B GAP	CHASE	B GAP PUSH
DT away	LOOSE SHADE	A GAP	CHASE	A GAP RUSH
DE to	LOOSE NINE	SWITCH	TRAIL	CONTAIN RUSH
DE away	LOOSE SEVEN	SWITCH	TRAIL	CONTAIN RUSH
CB to	BLUE/GREEN	MAN	HOME RUN	DUCE
CB away	BLUE/GREEN	MAN	HOME RUN	DUCE
ROV	BLUE/GREEN	SEC. FORCE	SEAM	DUCE
FS	BLUE/GREEN	SEC. FORCE	FILL	DUCE

CALLS: ME (TRAP)
SHOW HOT
WALK TO HOT
YO-YO HOT
OVER
WIDE

DEFENSE: 50 SHADE
 BUCK BLAST
 BLITZ TRIO

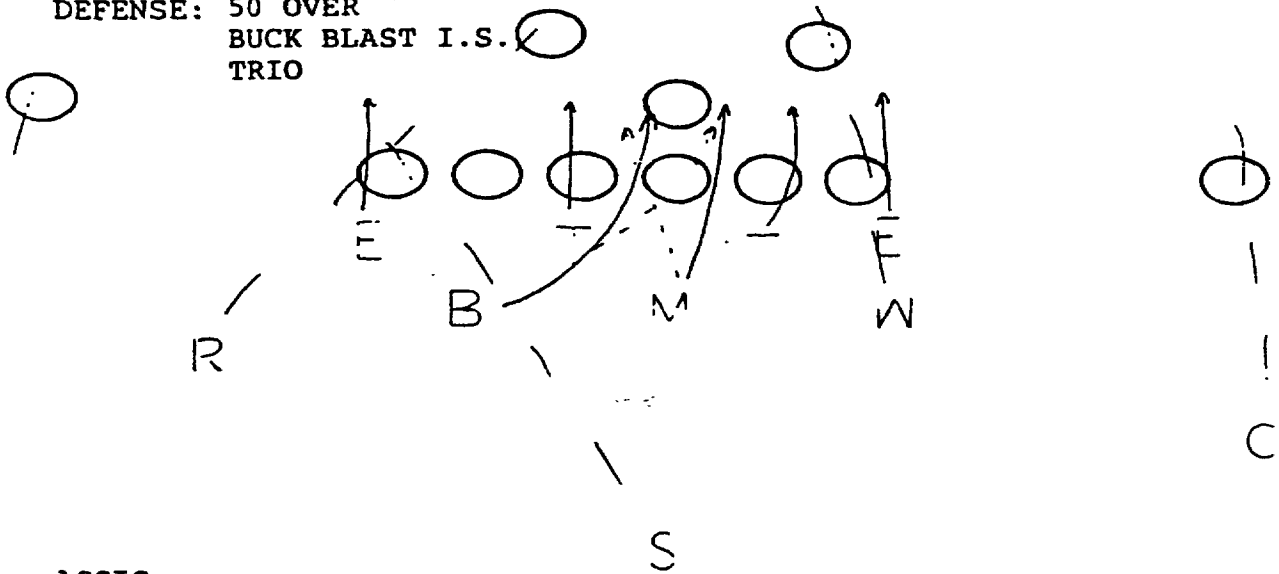


ASSIGNMENTS:

	ALIGN	RUN TO	RUN AWAY	PASS
BUCK	OT O.S. FOOT	C GAP	A GAP	C GAP RUSH
MIKE	SHADE O.S. FOOT	B GAP	A GAP	A GAP RUSH
WILL	DE I.S. FOOT	SWITCH	SLIDE	TRIO
DT to	LOOSE THREE	B GAP	CHASE	B GAP RUSH
DT away	LOOSE SHADE	A GAP	CHASE	A GAP RUSH
DE to	LOOSE NINE	SWITCH	TRAIL	CONTAIN RUSH
DE away	LOOSE SEVEN	SWITCH	TRAIL	CONTAIN RUSH
CB to	GREEN/BLUE	MAN	HOME RUN	TRIO
CB away	GREEN/BLUE	MAN	HOME RUN	TRIO
ROV	GREEN/BLUE	SEC. FORCE	SEAM	TRIO
FS	GREEN/BLUE	FILL	FILL	TRIO

CALLS: YOURS (PULL)
 VIPER TRAP
 SHOW HOT
 WALK-TO HOT
 YO-YO HOT
 OVER
 WIDE

DEFENSE: 50 OVER
 BUCK BLAST I.S.
 TRIO

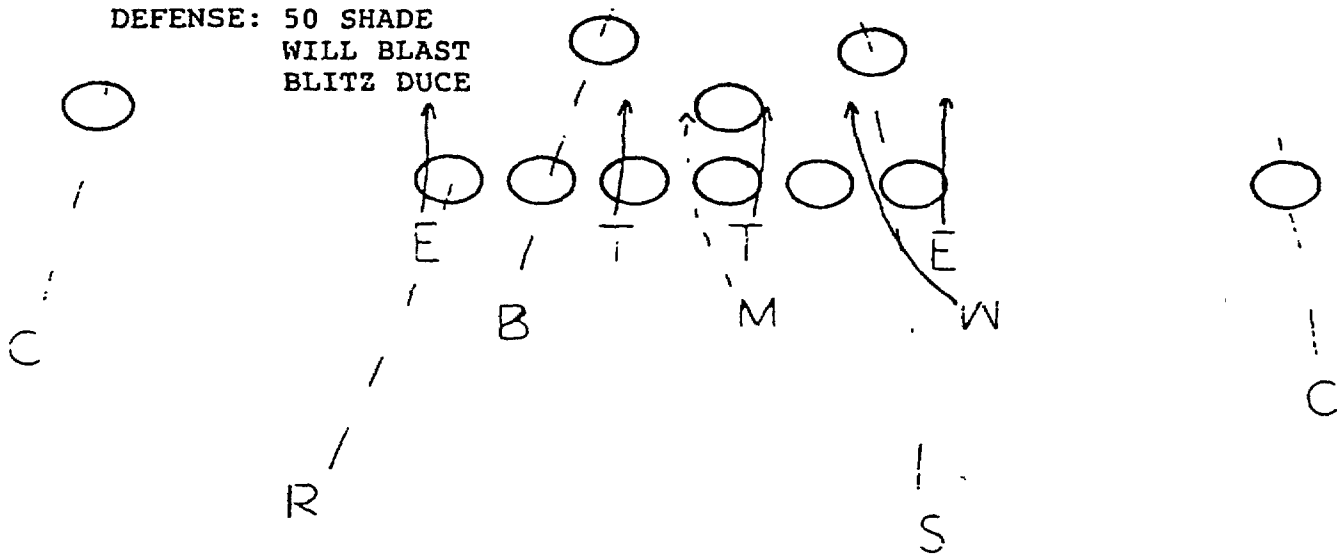


ASSIG :

	ALIGN	RUN TO	RUN AWAY	PASS
BUCK	OT O.S. FOOT	C GAP	A GAP	C GAP RUSH
MIKE	BALL	WK. A GAP	ST. A GAP	ST. A GAP
WILL	DE O.S. FOOT	SWITCH	SHUFFLE	TRIO
DT to	LOOSE THREE	B GAP	CHASE	B GAP RUSH
DT away	TWO	B GAP	CHASE	B GAP RUSH
DE to	LOOSE NINE	SWITCH	TRAIL	CONTAIN RUSH
DE away	LOOSE SEVEN	SWITCH	TRAIL	CONTAIN RUSH
CB to	GREEN/BLUE	MAN	HOME RUN	TRIO
CB away	GREEN/BLUE	MAN	HOME RUN	TRIO
ROV	GREEN/BLUE	SEC. FORCE	SEAM	TRIO
FS	GREEN/BLUE	FILL	FILL	TRIO

CALLS: PANTHER (TRAP)
 TRICK (TRAP)
 INLAW (TRAP)
 SHOW HOT
 WALK TO HOT
 YO-YO HOT
 WIDE

DEFENSE: 50 SHADE
WILL BLAST
BLITZ DUCE

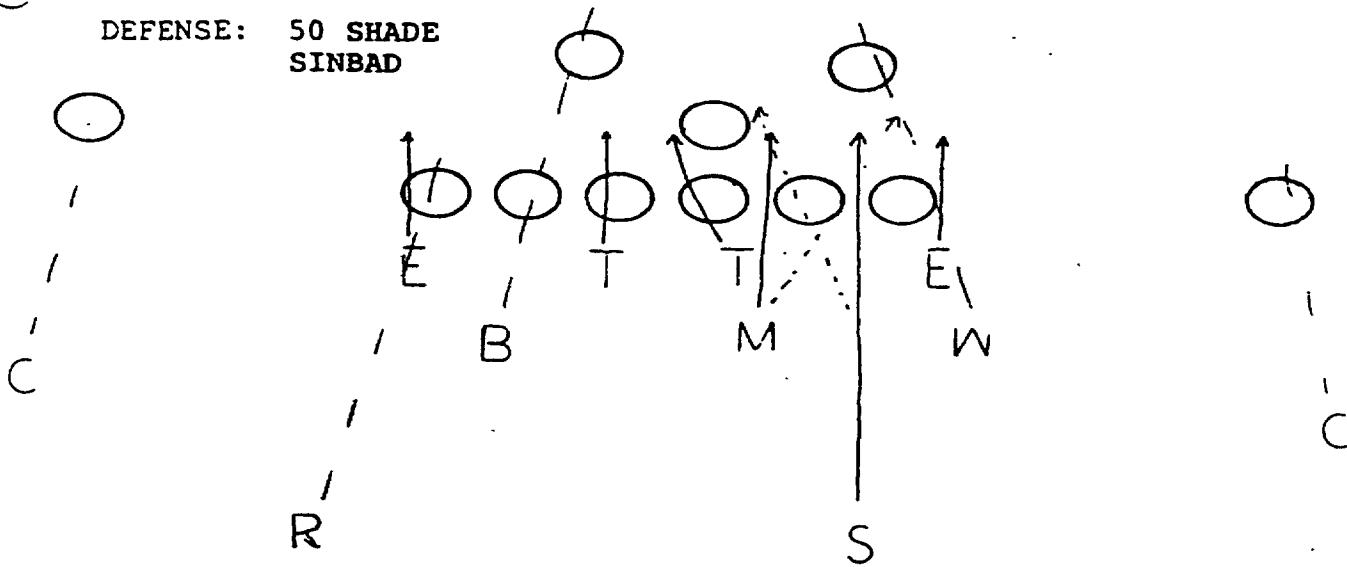


ASSIGNMENTS:

	ALIGN	RUN TO	RUN AWAY	PASS
BUCK	OT O.S. FOOT	SWITCH	SHUFFLE	DUCE
MIKE	SHADE O.S. FOOT	INSIDE OUT	A GAP	ST. A GAP
WILL	DE I.S. FOOT	B GAP	B GAP	B GAP
DT to	LOOSE THREE	B GAP	CHASE	B GAP RUSH
DT away	LOOSE SHADE	A GAP	CHASE	A GAP RUSH
DE to	LOOSE NINE	SWITCH	TRAIL	CONTAIN RUSH
DE away	LOOSE SEVEN	SWITCH	TRAIL	CONTAIN RUSH
CB to	BLUE/GREEN	MAN	HOME RUN	DUCE
CB away	BLUE/GREEN	MAN	HOME RUN	DUCE
ROV	BLUE/GREEN	SEC. FORCE	SEAM	DUCE
FS	BLUE/GREEN	SEC. FORCE	FILL	DUCE

CALLS: MINE
TREAT TRAP
SHOW HOT
WALK TO HOT
YO-YO HOT
OVER
WIDE

DEFENSE: 50 SHADE
SINBAD



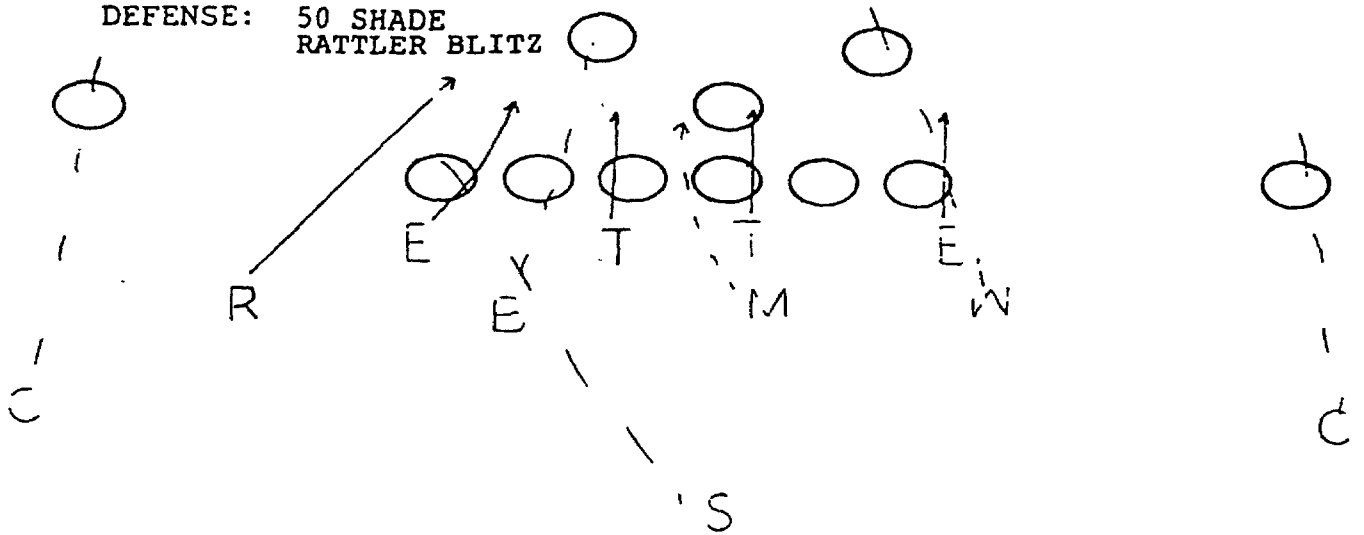
ASSIGNMENTS:

	ALIGN	RUN TO	RUN AWAY	PASS
BUCK	OT O.S. FOOT	SWITCH	INSIDE OUT	RB MAN
MIKE	SHADE I.S. FOOT	A GAP	A GAP	B GAP
WILL	DE O.S. FOOT	SWITCH	FORCE	RB MAN
DT to	LOOSE THREE	B GAP	CHASE	B GAP RUSH
DT away	SHADE	A GAP	A GAP	A GAP RUSH
DE to	LOOSE NINE	SWITCH	TRAIL	CONTAIN RUSH
DE away	LOOSE SEVEN	SWITCH	TRAIL	CONTAIN RUSH
CB to	BLUE/GREEN	MAN	HOME RUN	NO. 1
CB away	BLUE/GREEN	MAN	HOME RUN	NO. 1
ROV	BLUE/GREEN	SEC. FORCE	SEAM	NO. 2
FS	BLUE/GREEN	B GAP	INSIDE OUT	A GAP

CALLS:
YOU TRAP
TREAT TRAP
SHOW HOT
WALK TO HOT
YO-YO HOT

WIDE

DEFENSE: 50 SHADE
RATTLER BLITZ



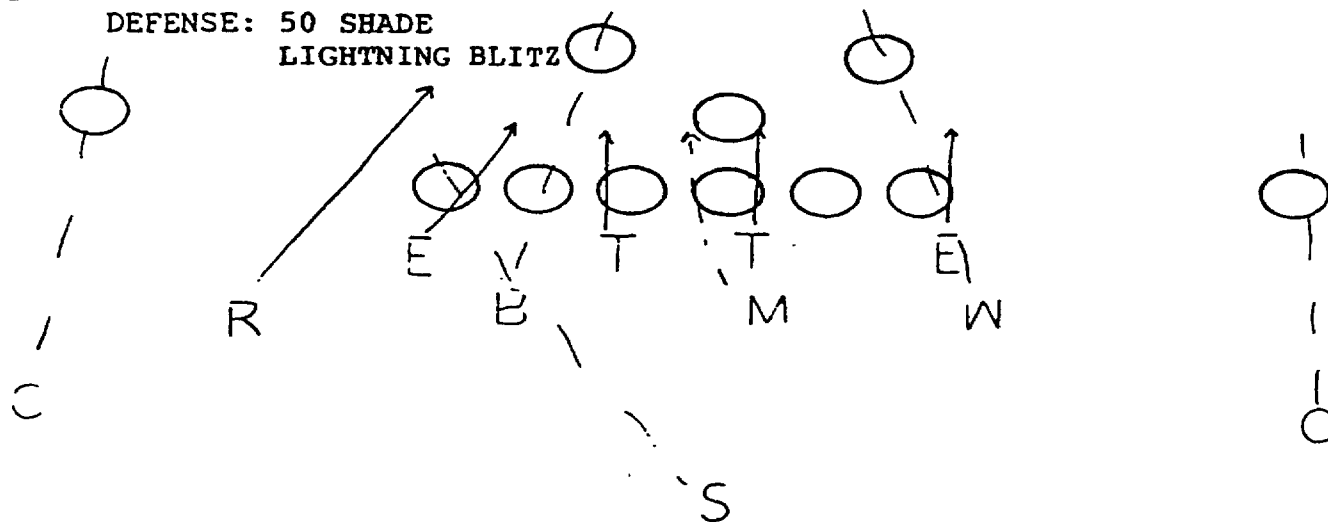
ASSIGNMENTS:

	ALIGN	RUN TO	RUN AWAY	PASS
BUCK	OT O.S. FOOT	D GAP	B GAP	RB
MIKE	SHADE O.S. FOOT	SCRAPE	PLUG	ST. A GAP
WILL	DE O.S. FOOT	SWITCH	SLIDE	RB
DT to	LOOSE THREE	B GAP	CHASE	BULL
DT away	LOOSE SHADE	A GAP	CHASE	A GAP
DE to	NINE	C GAP	CHASE	TREAT
DE away	LOOSE SEVEN	SWITCH	TRAIL	CONTAIN RUSH
CB to	GREEN	MAN	HOME RUN	NO. 1
CB away	GREEN	MAN	HOME RUN	NO. 1
ROV	GREEN	FORCE	TRAIL	BLITZ
FS	GREEN	FILL	FILL	NO. 2

CALLS: YOURS
ME TRAP
VIPER TRAP

EIGHT
OVER
WIDE

DEFENSE: 50 SHADE
LIGHTNING BLITZ



ASSIGNMENTS:

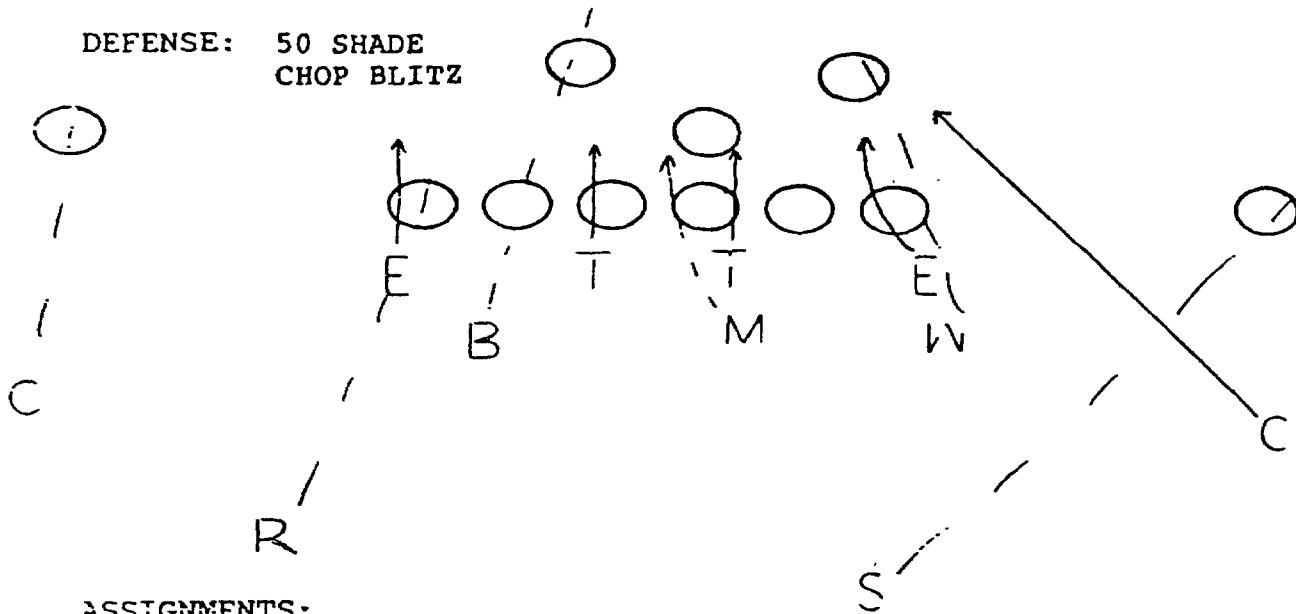
	ALIGN	RUN TO	RUN AWAY	PASS
BUCK	OT O.S. FOOT	D GAP	B GAP	RB
MIKE	SHADE I.S. FOOT	SCRAPE	PLUG	ST. A GAP
WILL	DE O.S. FOOT	SWITCH	SLIDE	RB
DT to	LOOSE THREE	B GAP	CHASE	BULL
DT away	LOOSE SHADE	A GAP	CHASE	A GAP
DE to	NINE	C GAP	CHASE	TREAT
DE away	SEVEN	SWITCH	TRAIL	CONTAIN RUSH
CB to	GREEN/BLUE	MAN	HOME RUN	NO. 1
CB away	GREEN/BLUE	MAN	HOME RUN	NO. 1
ROV	GREEN/BLUE	FORCE	TRAIL	BLITZ
FS	GREEN/BLUE	FILL	FILL	NO. 2

CALLS: YOURS
ME TRAP
VIPER TRAP

EIGHT
OVER
WIDE

* CHECK CHOP VS. ROGER/LOUIE

DEFENSE: 50 SHADE
CHOP BLITZ



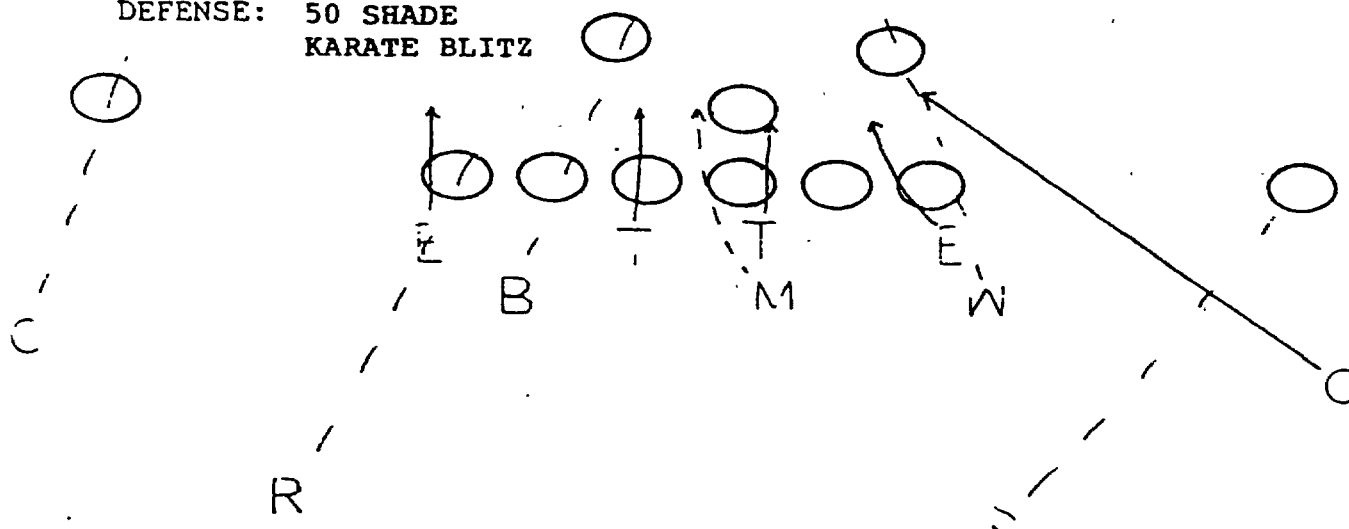
ASSIGNMENTS:

	ALIGN	RUN TO	RUN AWAY	PASS
BUCK	OT O.S. FOOT	SWITCH	SHUFFLE	RB MAN
MIKE	SHADE I.S. FOOT	INSIDE OUT	PLUG	ST. A GAP
WILL	DE O.S. FOOT	C GAP	OUTSIDE IN	RB MAN
DT to	LOOSE THREE	B GAP	CHASE	B GAP RUSH
DT away	LOOSE SHADE	A GAP	CHASE	A GAP RUSH
DE to	LOOSE NINE	SWITCH	TRAIL	CONTAIN RUSH
DE away	SEVEN	B GAP	B GAP	VIPER
CB to	BLUE	MAN	HOME RUN	NO. 1
CB away	BLUE	FORCE	TRAIL	BLITZ
ROV	BLUE	SEC. FORCE	SEAM	NO. 2
FS	BLUE	MAN	HOME RUN	NO. 1

CALLS: MINE
YOU TRAP
TREAT TRAP

SEVEN
WIDE
40 SHADE
* CHECK LIGHTNING VS. ROGER/LOUIE

DEFENSE: 50 SHADE
KARATE BLITZ



ASSIGNMENTS:

	ALIGN	RUN TO	RUN AWAY	PASS
BUCK	OT O.S. FOOT	SWITCH	SHUFFLE	RB MAN
MIKE	SHADE I.S. FOOT	INSIDE OUT	PLUG	ST. A GAP
WILL	DE O.S. FOOT	C GAP	OUTSIDE IN	RB MAN
DT to	LOOSE THREE	B GAP	CHASE	B GAP RUSH
DT away	LOOSE SHADE	A GAP	CHASE	A GAP
DE to	LOOSE NINE	SWITCH	TRAIL	CONTAIN RUSH
DE away	SEVEN	B GAP	B GAP	VIPER
CB to	BLUE/GREEN	MAN	HOME RUN	NO. 1
CB away	BLUE/GREEN	FORCE	TRAIL	BLITZ
ROV	BLUE/GREEN	SEC. FORCE	SEAM	NO. 2
FS	BLUE/GREEN	MAN	HOME RUN	NO. 1

CALLS:

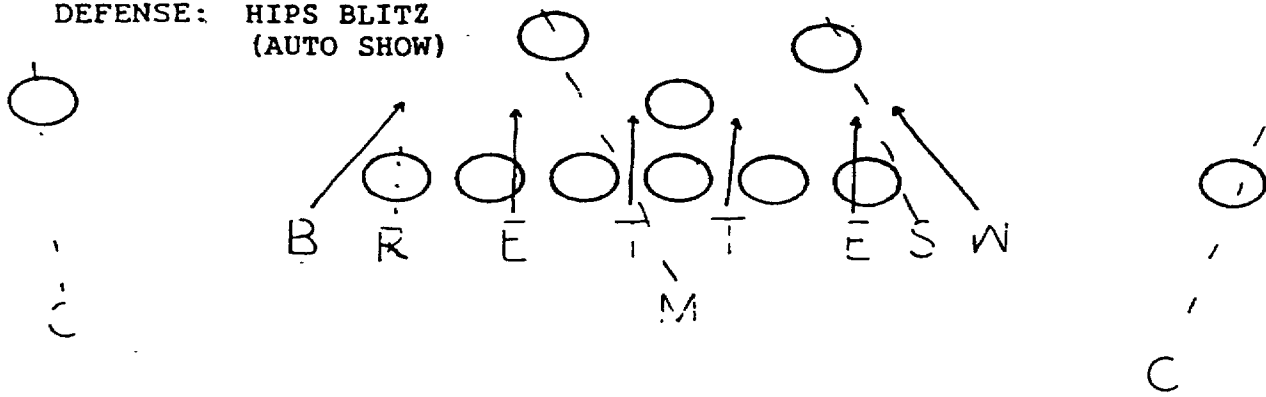
MINE
YOU TRAP
TREAT TRAP

SEVEN
WIDE

40 SHADE

* CHECK RATTLER VS. ROGER/LOUIE

DEFENSE: HIPS BLITZ
(AUTO SHOW)



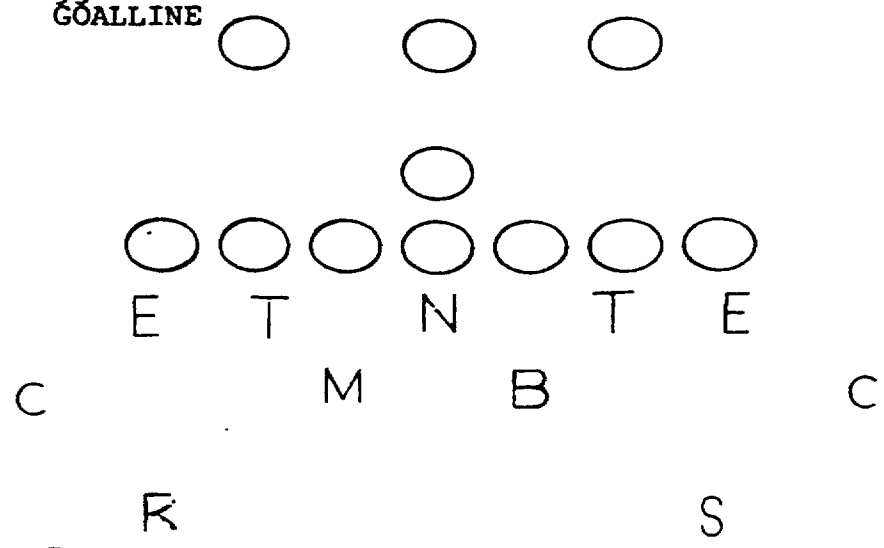
ASSIGNMENTS:

	ALIGN	RUN TO	RUN AWAY	PASS
BUCK	WIDE NINE	FORCE	TRAIL	CONTAIN RUSH
MIKE	BALL	C GAP	C GAP	RB MAN
WILL	WIDE NINE	FORCE	TRAIL	CONTAIN RUSH
DT to	A GAP	A GAP	A GAP	A GAP RUSH
DT away	A GAP	A GAP	A GAP	A GAP RUSH
DE to	FIVE	B GAP	B GAP	B GAP RUSH
DE away	FIVE	B GAP	B GAP	B GAP RUSH
CB to	SHOW	MAN	HOME RUN	NO. 1
CB away	SHOW	MAN	HOME RUN	NO. 1
ROV	LOS	FILL	SEAM	TE
FS	LOS	FILL	SEAM	NO. 2

CALLS: WALK TO HOT
YO-YO HOT

DEFENSE:

95
GOALLINE



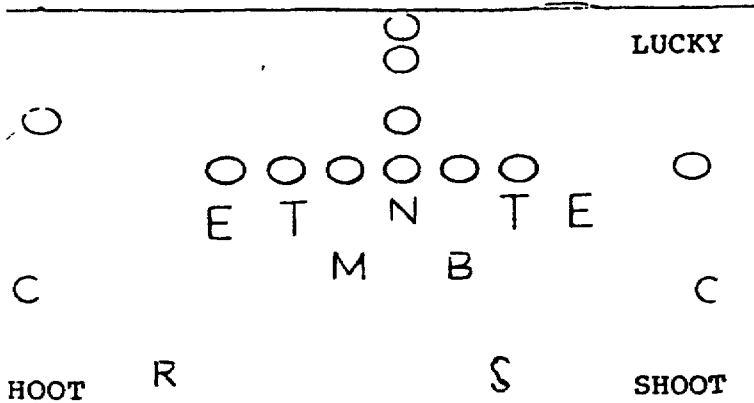
ASSIG S:

	ALIGN	RUN TO	RUN AWAY	PASS
BUCK	TWO WK. OG	C GAP	FAR A GAP	MIDDLE HOOK
MIKE	TWO ST. OG	C GAP	FAR A GAP	ST. HOOK
NOSE	ZERO	A GAP	A GAP	MIDDLE RUSH
DT to	SHADE TO	B GAP	CHASE	B GAP RUSH
DT away	FIVE	B GAP	CHASE	B GAP RUSH
DE to	TIGHT NINE	D GAP	TRAIL	FORCE RUSH
DE away	TIGHT NINE	D GAP	TRAIL	FORCE RUSH
CB to	4 X 4	KICK	SEAM	G.L. BLUE
CB away	4 X 4	KICK	SEAM	G.L. BLUE
ROV	I.S. X 10	SEC. FORCE	FILL	G.L. BLUE
FS	I.S. X 10	SEC. FORCE	FILL	G.L. BLUE

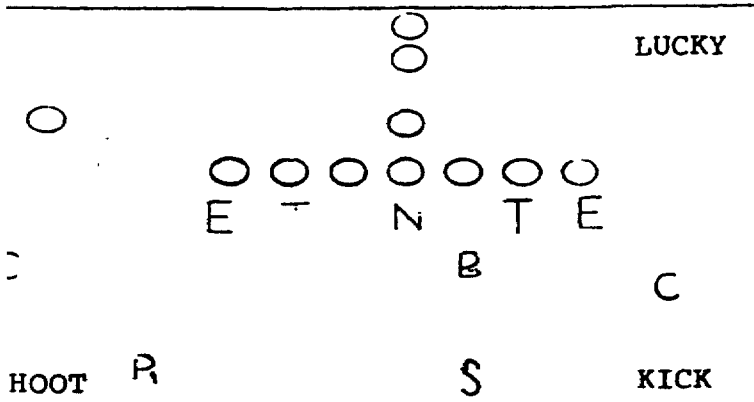
CALLS: OLE'
YOU
TREAT
HOLD
HOLD CANNON

FORMATION ADJUSTMENTS

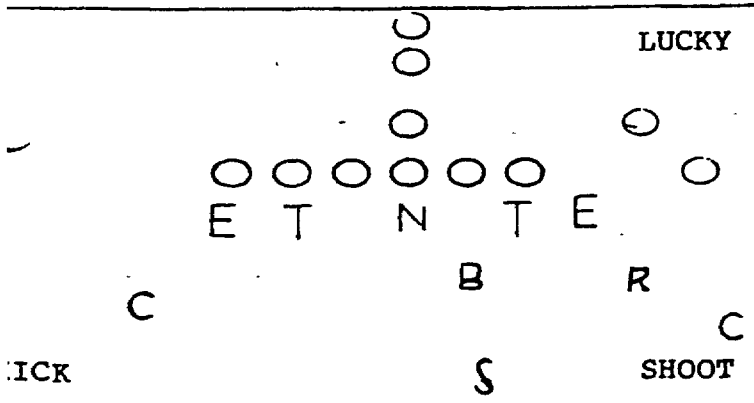
95 GOALLINE



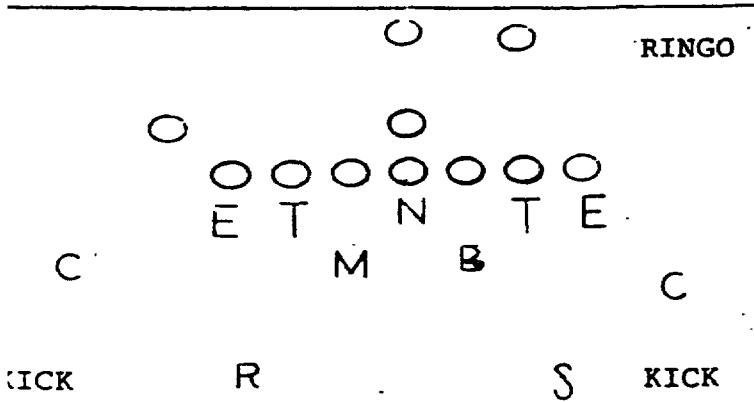
BLUE



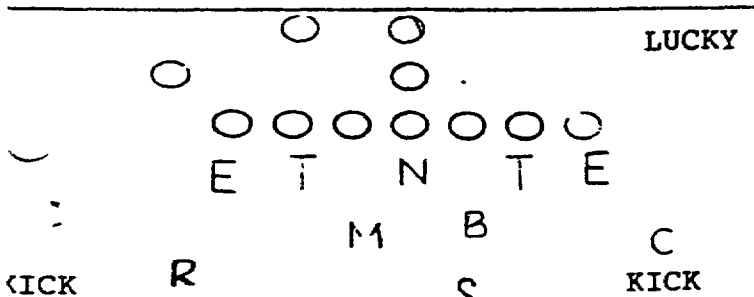
BLUE



CHECK GREEN



BLUE



BLUE

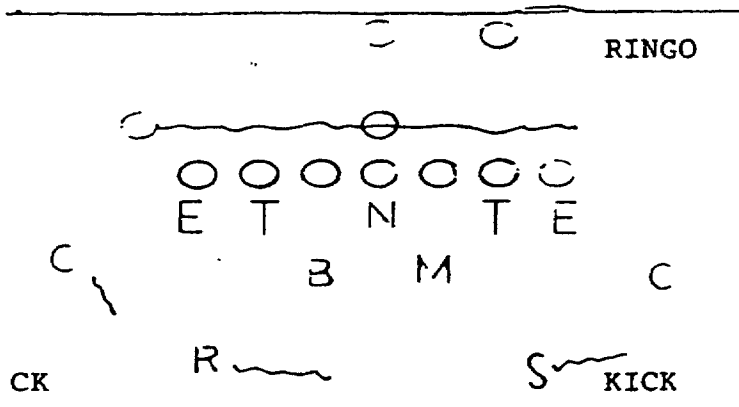
FORMATION ADJUSTMENTS

95 GOALLINE

<p>LUCKY</p> <p>BLUE</p> <p>O</p> <p>O O O O O O O</p> <p>E T N T E</p> <p>C</p> <p>R S C</p> <p>KICK</p>	
<p>LUCKY</p> <p>BLUE</p> <p>O</p> <p>O O O O O O O</p> <p>E T N T E</p> <p>C</p> <p>R S C</p> <p>KICK</p>	
<p>LUCKY</p> <p>BLUE</p> <p>SAME AS EAST/WEST</p> <p>O</p> <p>O O O O O O O</p> <p>E T N T E</p> <p>C</p> <p>R S C</p> <p>SHOOT</p>	
<p>LUCKY</p> <p>CHECK GREEN</p> <p>SAME AS ROGER/LOUIE</p> <p>O</p> <p>O O O O O O O</p> <p>E T N T E</p> <p>C</p> <p>R S C</p> <p>SHOOT</p>	
<p>LUCKY</p> <p>CHECK ACE</p> <p>LBs KEY BLITZ</p> <p>O</p> <p>O O O O O O O</p> <p>E T N T E</p> <p>C</p> <p>R S C</p> <p>SHOOT</p>	

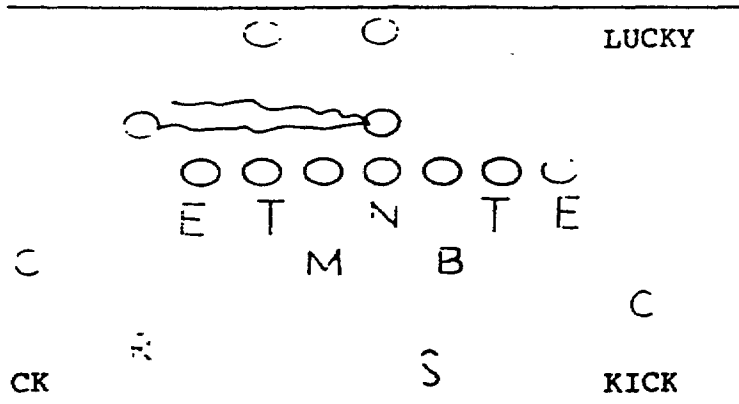
MOTION ADJUSTMENTS

95 GOALLINE

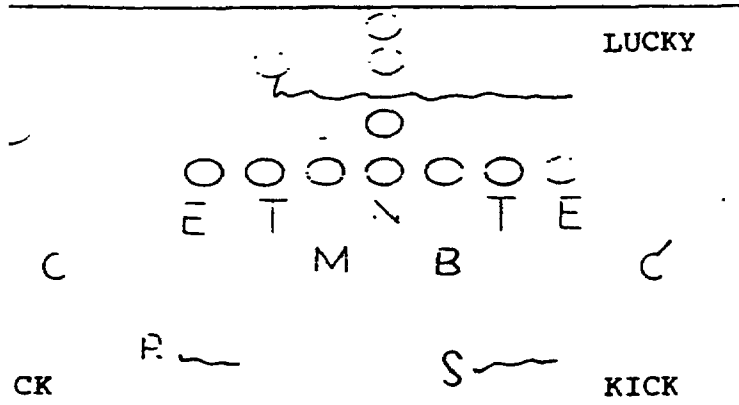


STAY BLUE

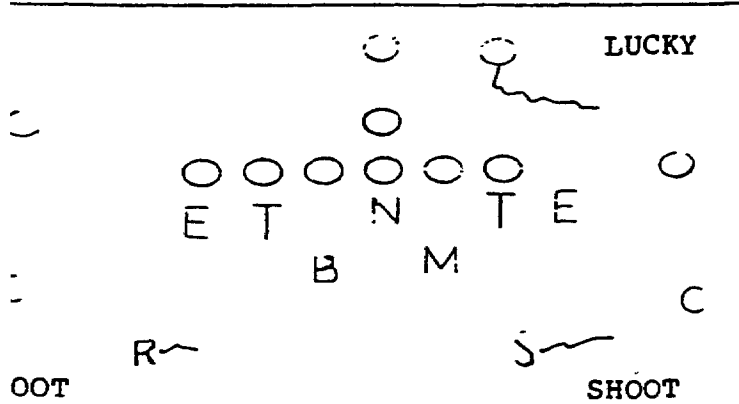
CHECK GREEN IF ROCKET CONTINUES



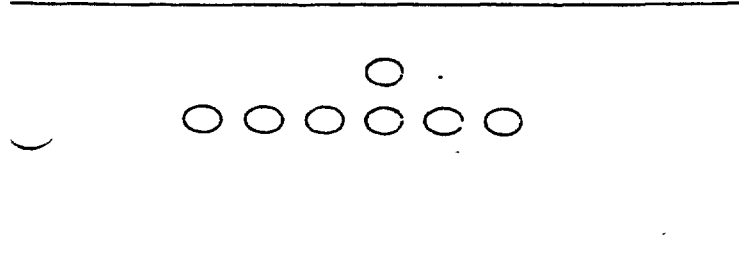
STAY BLUE



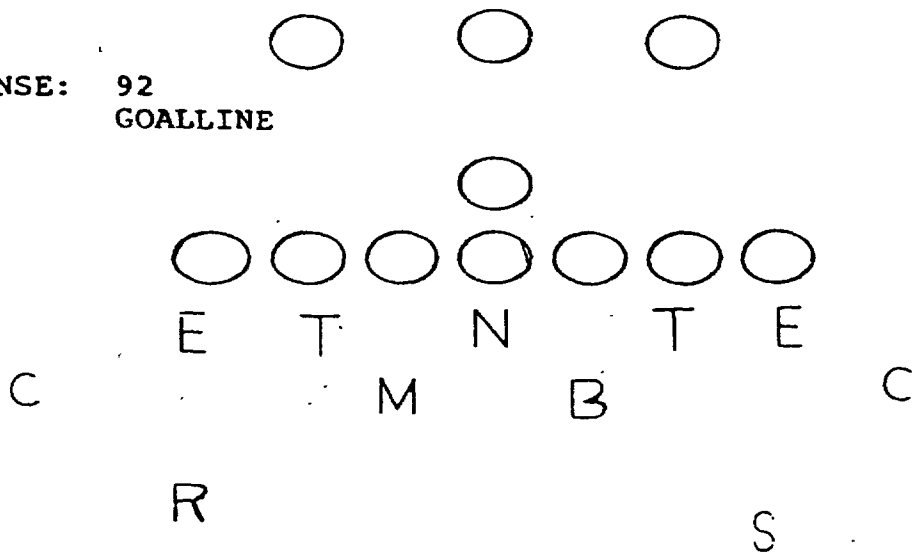
THREE BACKS WITH MOTION OR FLY -
USE EAST/WEST OR ROGER/LOUIE RULES



TWO BACKS WITH MOTION OR FLY CHECK ACE
LBs KEY BLITZ



DEFENSE: 92
GOALLINE



ASSIG S:

	ALIGN	RUN TO	RUN AWAY	PASS
BUCK	TWO WK. OG	D GAP	WK. A GAP	MIDDLE HOOK
MIKE	TWO ST. OG	B GAP	WK. A GAP	ST. HOOK
NOSE	ZERO	A GAP	CHASE	MIDDLE RUSH
DT to	FOUR	C GAP	CHASE	C GAP RUSH
DT away	FOUR	B GAP	CHASE	B GAP RUSH
DE to	TIGHT NINE	D GAP	TRAIL	FORCE RUSH
DE away	SIX	C GAP	TRAIL	FORCE RUSH
CB to	4 X 4	KICK	SEAM	G.L. BLUE
CB away	4 X 4	KICK	SEAM	G.L. BLUE
ROV	I.S. X 10	SEC. FORCE	FILL	G.L. BLUE
FS	I.S. X 10	SEC. FORCE	FILL	G.L. BLUE

CALLS: HOLD
HOLD CANNON

92 GOALLINE

<p> </p>	<p>LUCKY</p>	<p>BLUE</p>
<p>OOT R S</p>	<p>SHOOT</p>	

<p> </p>	<p>LUCKY</p>	<p>BLUE</p>
<p>OOT R S</p>	<p>SHOOT</p>	

<p> </p>	<p>LUCKY</p>	<p>CHECK GREEN</p>
<p>ICK R S</p>	<p>SHOOT</p>	

<p> </p>	<p>RINGO</p>	<p>BLUE</p>
<p>ICK R S</p>	<p>KICK</p>	

<p> </p>	<p>LUCKY</p>	<p>BLUE</p>
<p>ICK R S</p>	<p>KICK</p>	

92 GOALLINE

<p> </p>	<p>LUCKY BLUE</p>
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<p> </p>	<p>LUCKY BLUE</p>
----------	-------------------

<p> </p>	<p>LUCKY BLUE SAME AS EAST/WEST</p>
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<p> </p>	<p>LUCKY CHECK GREEN SAME AS ROGER/LOUIE</p>
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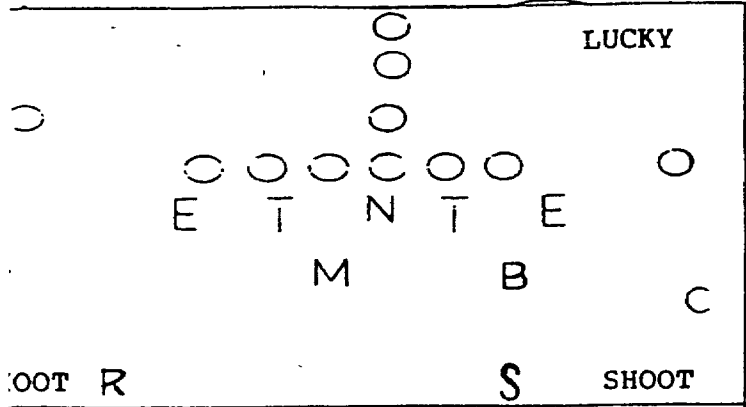
<p> </p>	<p>LUCKY CHECK ACE LBs KEY BLITZ</p>
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MOTION ADJUSTMENTS

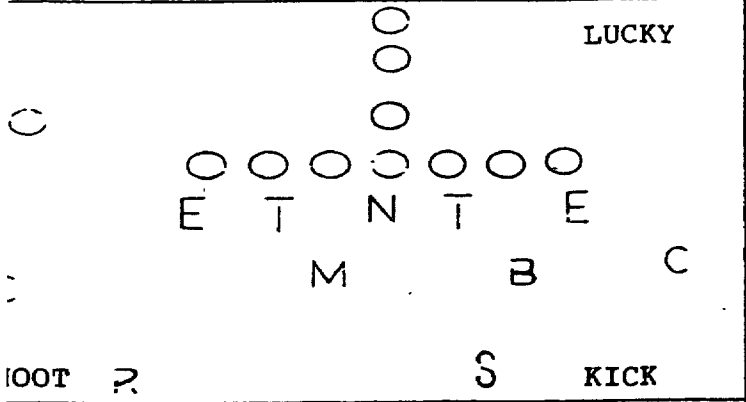
92 GOALLINE

<p style="text-align: center;">C C</p> <p style="text-align: right;">RINGO</p> <p style="text-align: left;">C</p> <p style="text-align: right;">C</p> <p style="text-align: left;">KICK</p> <p style="text-align: right;">KICK</p>	<p>STAY BLUE</p> <p>CHECK GREEN IF ROCKET CONTINUES</p>
<p style="text-align: center;">O O</p> <p style="text-align: right;">LUCKY</p> <p style="text-align: left;">C</p> <p style="text-align: right;">C</p> <p style="text-align: left;">KICK</p> <p style="text-align: right;">KICK</p>	<p>STAY BLUE</p>
<p style="text-align: right;">LUCKY "OSCAR"</p> <p style="text-align: left;">C</p> <p style="text-align: right;">C</p> <p style="text-align: left;">KICK</p> <p style="text-align: right;">KICK</p>	<p>THREE BACKS WITH MOTION OR FLY - USE EAST/WEST OR ROGER/LOUIE RULES</p>
<p style="text-align: right;">LUCKY</p> <p style="text-align: left;">C</p> <p style="text-align: right;">C</p> <p style="text-align: left;">SHOOT</p> <p style="text-align: right;">SHOOT</p>	<p>TWO BACKS WITH MOTION OR FLY CHECK ACE</p> <p>LBs KEY BLITZ</p>

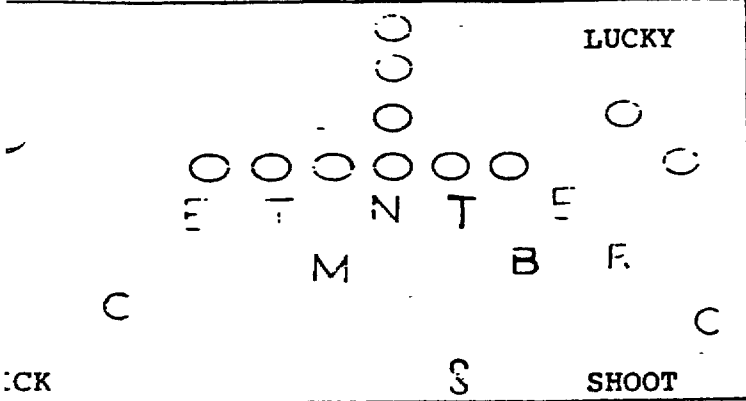
90 SHADE GOALLINE



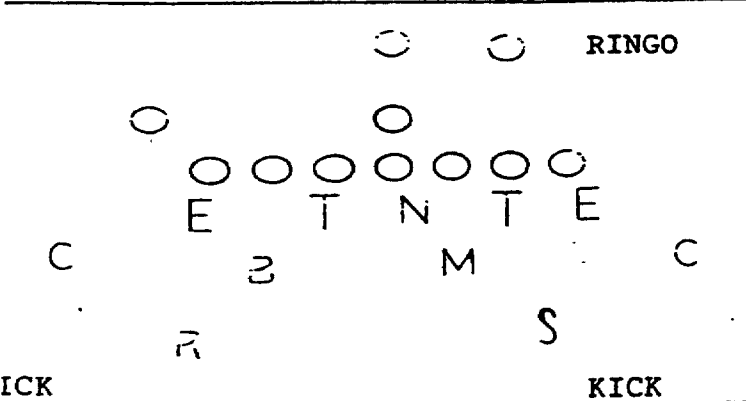
BLUE



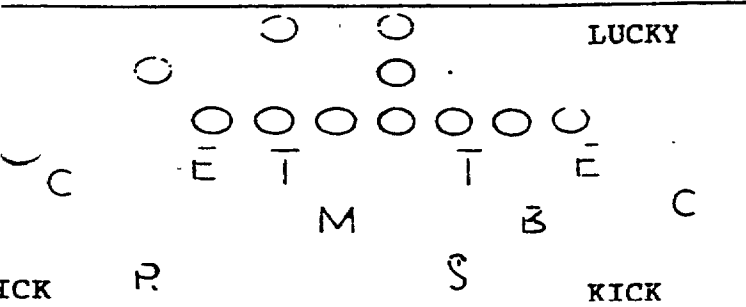
SAME AS ABOVE



CHECK GREEN



BLUE



BLUE

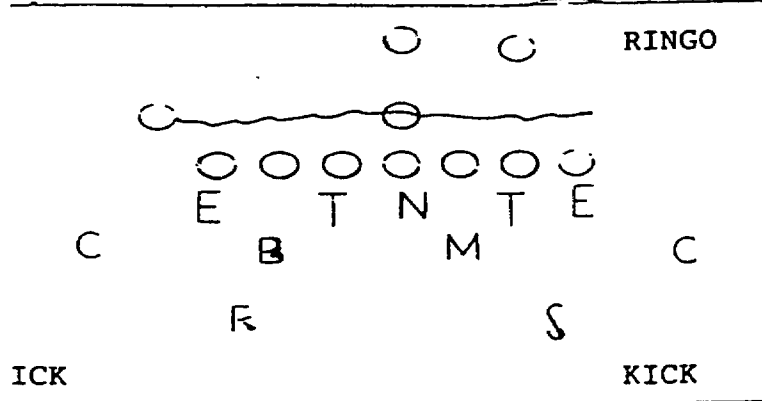
FS - ALIGN ON OG
 ROV - ALIGN 1 X 10
 WCB - ALIGN 4 X 6

FORMATION ADJUSTMENTS

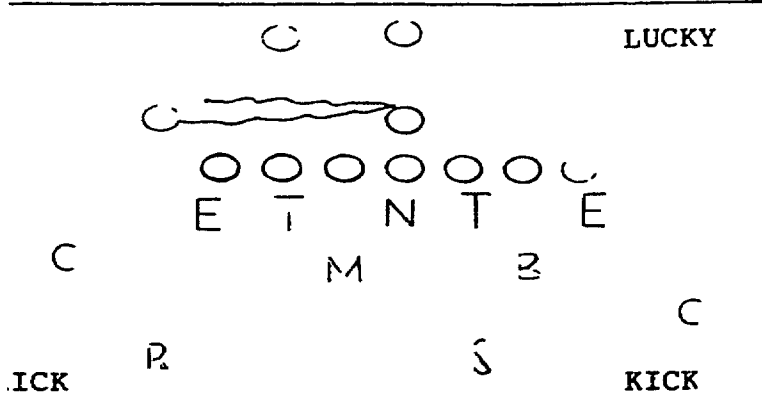
90 SHADE GOALLINE

<p>LUCKY</p> <p>C O O C C O C C</p> <p>C E T M N T B E C</p> <p>KICK R S KICK</p>	<p>BLUE</p> <p>ROV - ALIGN 1 X 10</p> <p>FS - ALIGN ON OG</p> <p>WCB - ALIGN 4 X 6</p>
<p>LUCKY</p> <p>O O O O O O O</p> <p>C E T M N T B E C</p> <p>KICK R S KICK</p>	<p>SAME AS ABOVE</p>
<p>LUCKY</p> <p>C O O C C O C C</p> <p>C E T M N T B E C</p> <p>KICK R S SHOOT</p>	<p>SAME AS ABOVE</p> <p>SAME AS EAST/WEST</p>
<p>LUCKY</p> <p>O O O O O O O</p> <p>C E T M N T B E C</p> <p>KICK R S SHOOT</p>	<p>CHECK GREEN</p> <p>ROV - ALIGN ON OG</p> <p>FS - ALIGN 1 X 10</p> <p>WCB - ALIGN 4 X 6</p>
<p>LUCKY</p> <p>O O O O O O O</p> <p>C E T M N T B E C</p> <p>KICK R S SHOOT</p>	<p>CHECK ACE</p> <p>LBs KEY BLITZ</p>

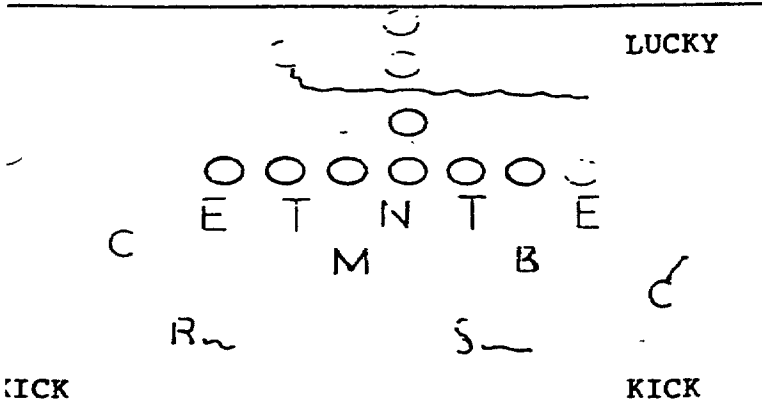
90 SHADE GOALLINE



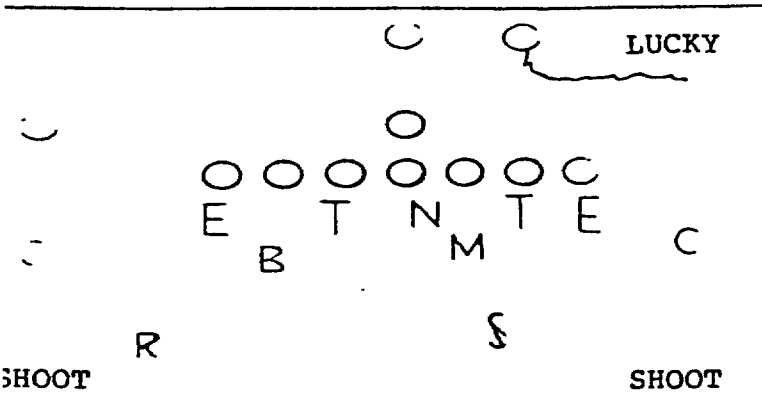
STAY BLUE
CHECK GREEN IF ROCKET CONTINUES



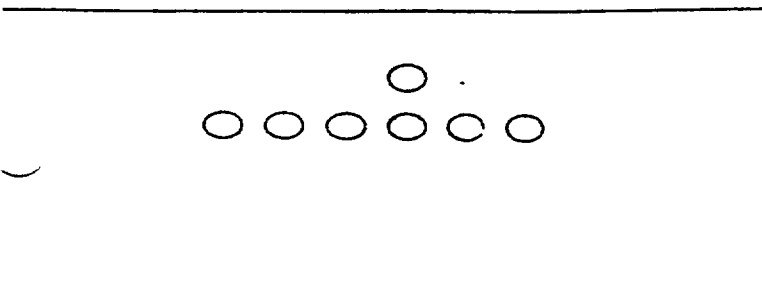
STAY BLUE



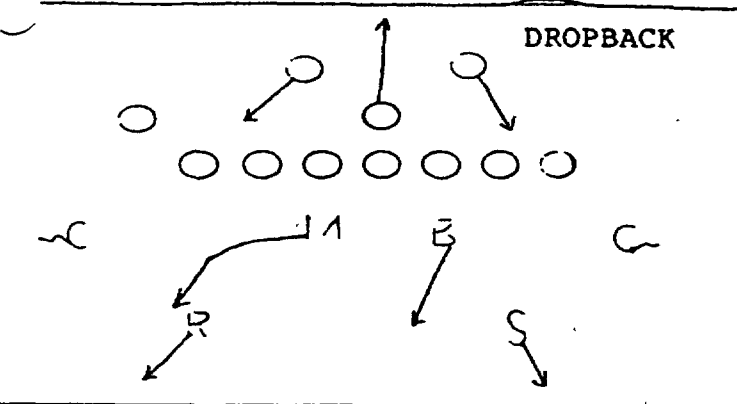
THREE BACKS WITH MOTION OR FLY - USE
EAST/WEST OR ROGER/LOUIE RULES



TWO BACKS WITH MOTION OR FLY CHECK ACE
LBs KEY BLITZ

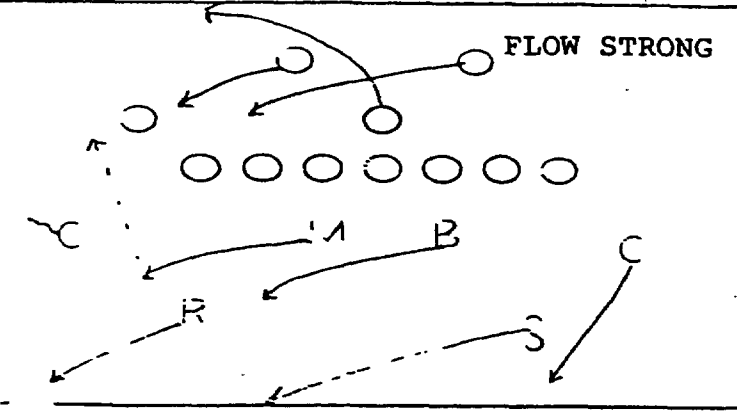


GOALLINE COVERAGE

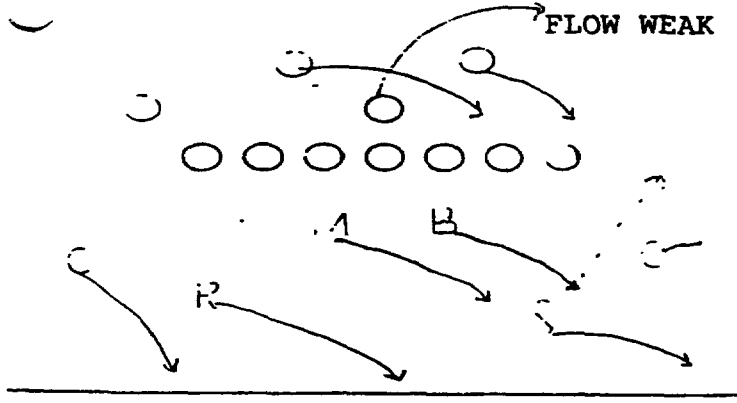


DROPPACK
 SCB - FLAT
 ROV - HALF
 FS - HALF
 WCB - FLAT
 MIKE - SEAM
 BUCK - MIDDLE HOOK

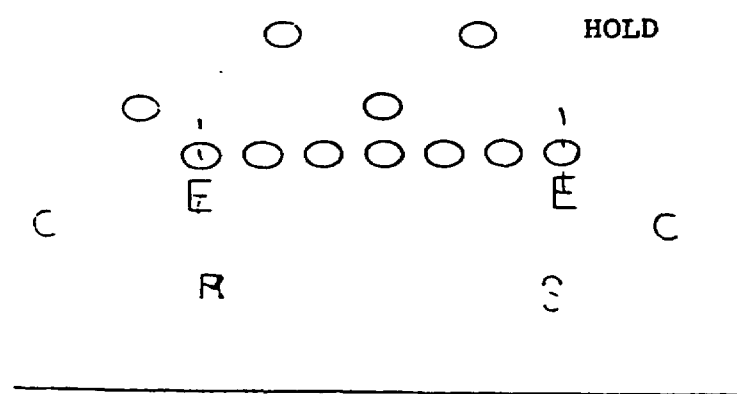
NEVER COVER DEEPER THAN FIVE YARDS IN END ZONE



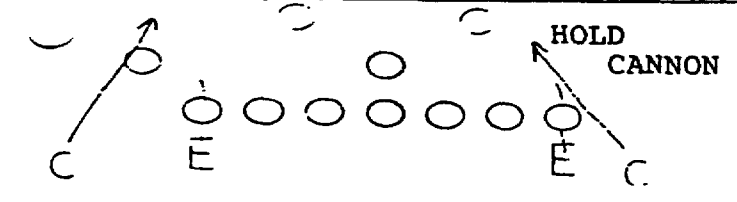
FLOW STRONG
 SCB - FLAT
 ROVER - O.S. THIRD
 FS - MIDDLE THIRD
 WCB - O.S. THIRD
 MIKE - SEAM
 BUCK - CROSS TO MIDDLE HOOK



FLOW WEAK
 WCB - FLAT
 FS - O.S. THIRD
 ROV - MIDDLE THIRD
 SCB - O.S. THIRD
 BUCK - SEAM
 MIKE - CROSS TO MIDDLE HOOK



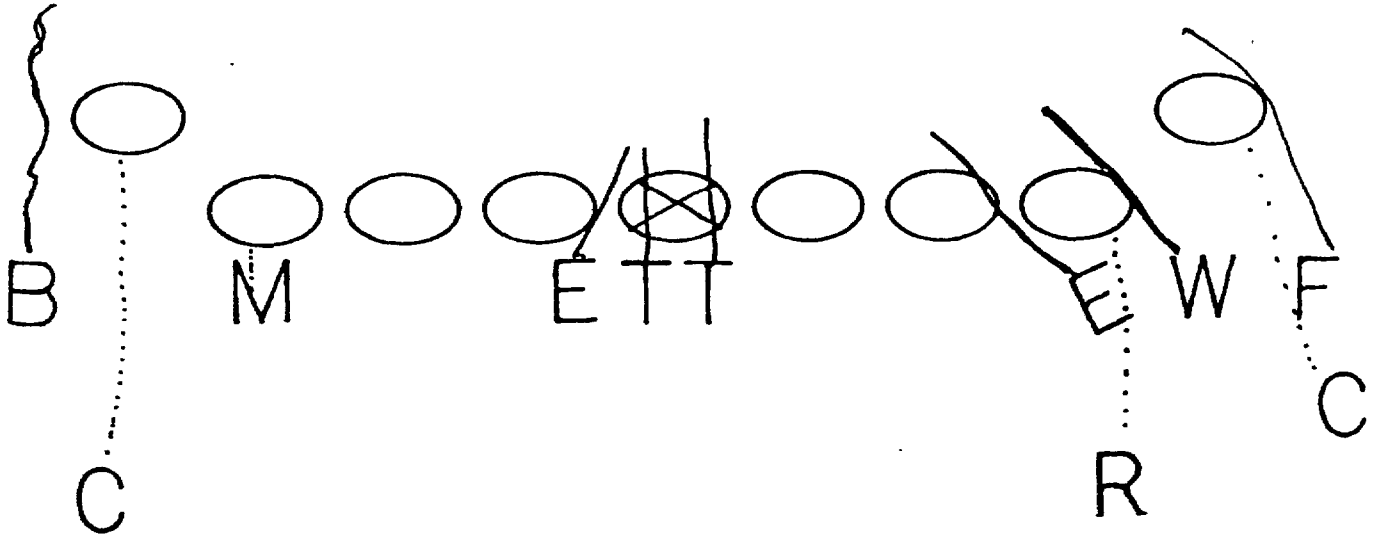
HOLD
 DE - ALIGN IN SIX TECHNIQUE, ATTACK AND GRAB TE
 ROV & FS - AGGRESSIVE RUN SUPPORT



HOLD CANNON
 DE - HOLD
 CBs - BLITZ
 ROV & FS - HALF

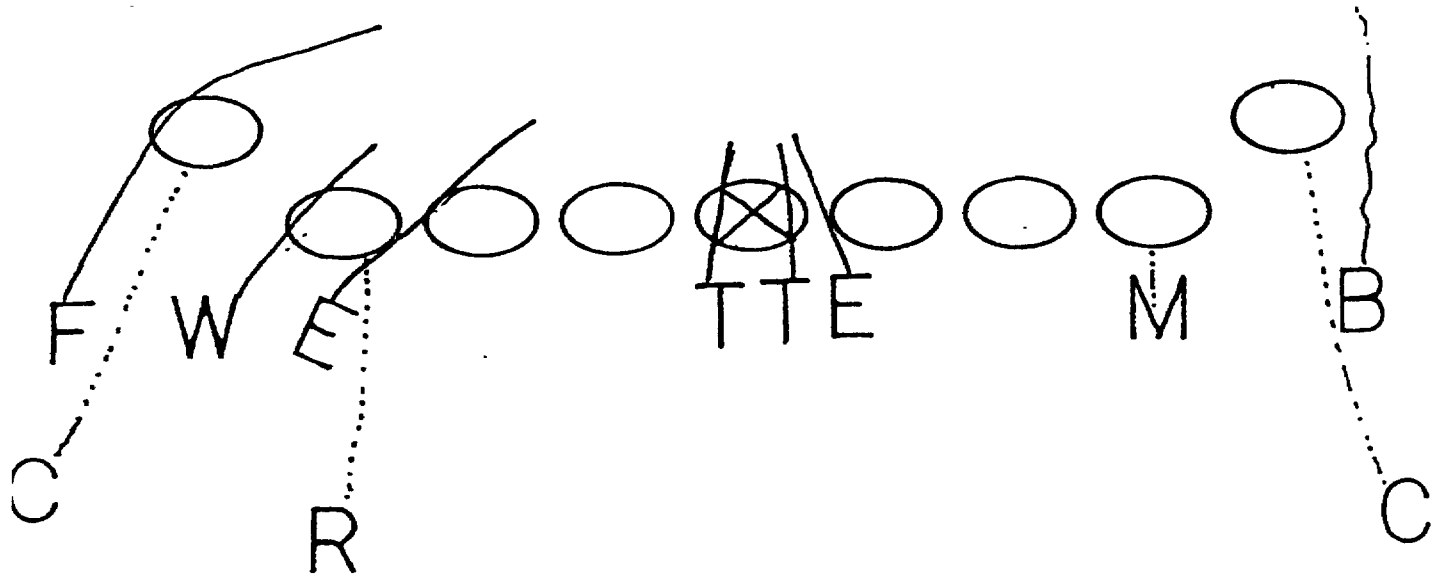
RINGO RUSH

K

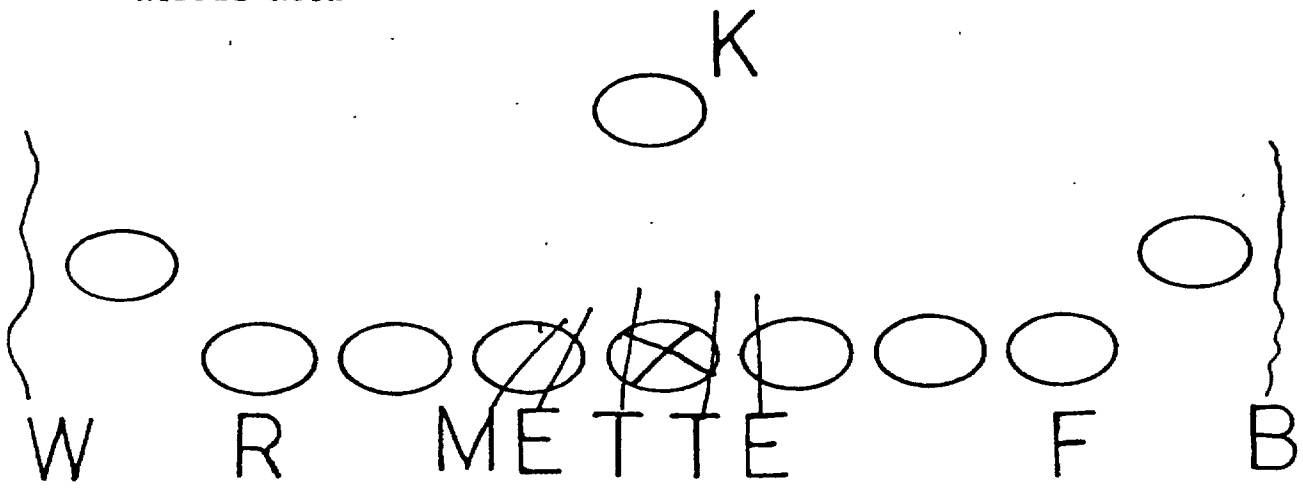


LUCKY RUSH

K

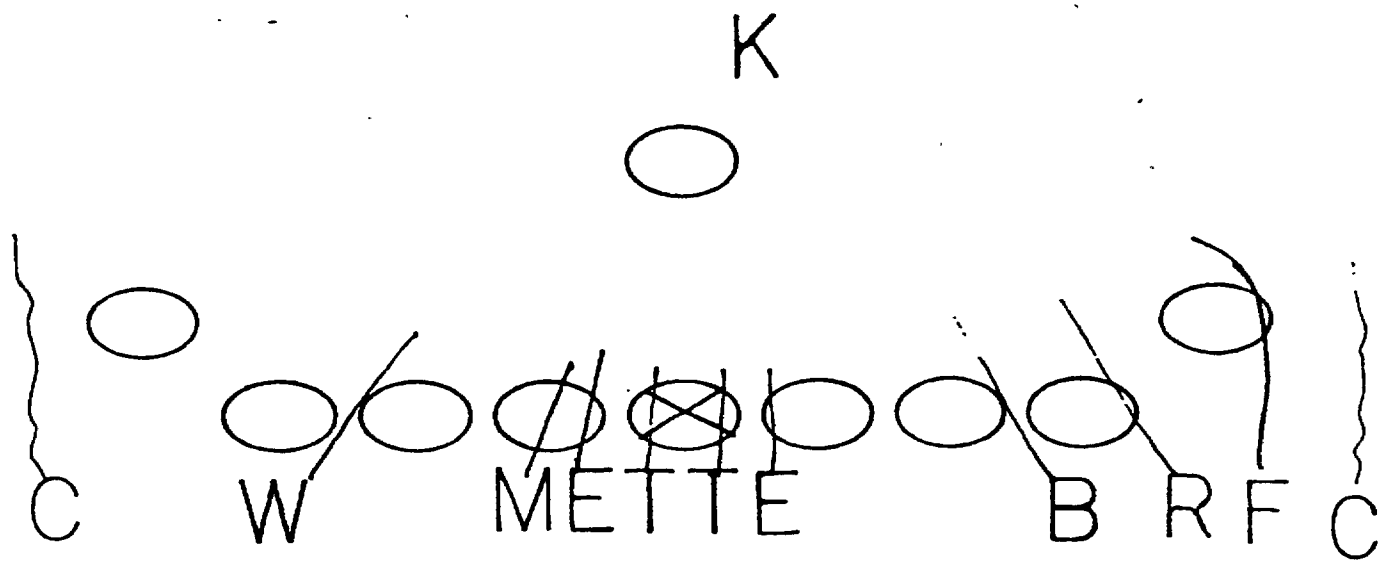


MIDDLE RUSH



C C

VICTORY RUSH



PROCEDURE FOR COMPUTER BREAKDOWNS/SCOUTING REPORTS

We will utilize the computer programs and video for our weekly breakdown of our opponent and our self scouting/cut-ups. Opponents offensive reports will be generated by Sunday P.M. of each week, with video tapes to follow by Monday A.M.. Our self scouting will be done by using our offensive scouting reports (opponents defense).

(A). WRI

The person breaking down the film must follow these procedures.

1. A MTD breakdown sheet will be used, with the team scouted and the number coinciding with the team clearly written at the top of the page.
2. On the breakdown sheet the following categories will be used. (The number following each category is the digits allotted to that space).

SERIES (2): The beginning of each series must be numbered, starting with 1 for the first series; 2 for the second, etc.

PLAY

SEQUENCE (2): Each play of the series is numbered starting with 1 and continuing until the end of the series. Each new series starts with the number 1.

____ (1): r downs 1-4.

DISTANCE (2): Yards needed for a first down. You must keep this coordinated with yards gained/lost and field position.

FIELD

POSITION (3): The exact spot of the ball for each play must be correct.
*We use a - to designate an offense going in to score (-49) and a + to designate an offense coming out (+49).
LE: -5 = opponent needs 5 yards to score
+5 = opponent need 95 yards to score
**This must be kept very strict and coordinated with distance. A 1st and 10 at the -4 will cause an error in all programs.

HASH (1): Signify which hash mark the ball is on L, R, M (from offensive point of view)

SET (7): Signify what set the receivers are lined up in (see codes).

S GTH (1): Signify strength of formation as L or R.

VARIATION (7): Signify the position of the runningbacks (see codes).

MOTION (4): Any motion or shifts by REC/RE (see codes).

RUN/PASS
DE (4):

Single digits are used for running plays (0-9). The number will coincide with the hole #. Even numbers are always to the strong side, and odd #'s always the weak side. Double/Triple digits are used for passes (50-500's).

RUN/PASS
DESCRIPTION
(12):

Use codes to define run or pass play.

ZONE (2): Used only for passes, to designate zone pass is thrown to (see codes).

SACK (1): If QB is sacked = S.

/DROP/
INC (1):

Use C = Completion or I = Incomplete on all passes. (Ignore drops)

BALL
ER (2): Signify ball carrier or intended receiver (see codes).

YARDS GAINED/
LOST (3): Amount of yardage gained (+) or lost (-) on each play. Must be consistent with field position.

PENALTY (2): Use a P to signify a penalty.

Y (3): Signify amount of yards offense gains (+) or loses (-) with penalty.

SERIES
ENDED (5): Signify how each series ended. Use codes on MTD sheet.

GOALLINE/
SH YD (1): Use a G for all goalline situations. Use a S for all short yardage situations.

FRONT (6): Signify defensive front. (See codes)

LI
(6): We will use this category for all pre-snap adjustments. (See codes)

STUNT (6): List all games. (See codes)

DOG/BLITZ (6): List all blitzes. (See codes)

DEPLO /
ADJUS
):

We will use this category for our ends alignment and adjustments. (See codes)

COVERAGE (6): Signify coverage. (See codes)

TYPE (1): See codes for type of coverage.

(B). ENTERING DATA INTO COMPUTER

1. Game breakdowns must be typed into computer from written reports. Only use the categories stated above. Leave blank all categories not mentioned. After the first play of a series the computer will keep track of the down, distance and field position. Make sure these are always correct.
2. After typing game; execute "game edit" to check errors.

(C). ACCESSING MTD

Follow these steps to enter game/print reports.

1. C: Lexicon > Type: CD\MTDFGA
2. C: MIDFGA > Type: MTDFGA
3. Select general maintenance; team maintenance to number and name teams.
4. Select game scouted maintenance; to number game.
5. Select opponents offense; game entry to enter game.
6. Select game maintenance to correct errors.
7. Choose game consolidation and enter the game numbers to be included in reports.
8. Choose report processing; opponents offense to access reports.
9. Select the report number; turn printer on; hit return button twice to start reports.

SUMMARY OF DEFENSIVE COMPUTER RTS

I. FORMATION FREQUENCY BY DOWN & DISTANCE

A. Breakdown

1. Run and pass plays
2. Formation frequency
3. Down & distance situations

B. Summary

Total number of runs and passes for each formation based on down and distance, and percentage of run/pass for each down & distance.

II. PLAY FREQUENCY BY DOWN & DISTANCE

A. Breakdown

1. Play description and frequency
2. Down & distance

B. Summary

Description and frequency of run/pass plays according to down & distance, with total percentages of runs and passes. Include chart for ball carrier & receiver for each play.

III. FORMATION HIT CHART

A. Breakdown

1. Formation name
 - a. Number occurred
 - b. % of all formations used
2. Run/Pass breakdown
3. Runs
 - a. Runs occurred by hole #, frequency
 - b. Run description
4. Passes
 - a. Passes by zones
 - b. Description of each pass
5. Hash marks
 - a. Total plays by hash
 - b. Breakdown of run/pass on each hash
6. Motion

B. Summary

Report lists each formation used, complete with frequency of runs listed in hole #, and passes in zones. Also gives hash frequency of run/pass, and lists pass/run with motion.

IV. GAME SUMMARY ANALYSIS

A. Breakdown

1. Down & distance, run/pass

2. Field position, run/pass
3. Receiver total
4. Hole # with strength
5. Favorite run/pass description
6. Touchdown plays
7. Formation frequencies

B. Summary

Summary of tendencies of games scouted. Lists pass/run %'s, favorite run/pass, down & distance/field position tendencies. Also list touchdown plays, short yardage & long yardage favorite plays, and a formation summary.

V. FIELD POSITION BREAKDOWN BY HASH

A. Breakdown

1. Field zones
2. Down & distance
3. Hash mark
 - a. Formations & plays on each hash

B. Summary

List each play ran for each of the 3 hash marks (L,M,R) according to field zone and down & distance.

VI. OFFENSIVE WINDOW BY FIELD POSITION & HASH

A. Breakdown

1. Hash marks
2. Field zones
3. Favorite run/pass

B. Summary

Breaks entire field into zones and lists run/pass % for each zone and hash mark along with favorite run/pass in each zone

VII. OFFENSIVE RUNNING PLAYS

A. Breakdown

1. Running plays
2. Ball carrier
3. Motion
4. Formation, weakside

B. Summary

Lists each running play with frequency, ball carrier, motion and % of times run to formation, or weakside.

VIII. OFFENSIVE PASSING PLAYS

A. Breakdown

1. Passes
2. Receiver
3. Routes
4. Motion
5. Formation, weakside

B. Summary

Lists each pass play with frequency, receiver, route, motion used and % of times play was to formation or weakside.

* ALL REPORTS ARE CUMULATIVE FOR THE THREE GAMES BROKEN DOWN EACH WEEK.

COMPUTER CODES 1991

Run/Pass Description

TR = Trap
DR = Draw
LD = Lead
OK = Quick
RT = Right
LF = Left
ISO = Isolation
P = Pitch
DBL = Double
REV = Reverse
DIVE = Dive
SWAP = Swap
T SWAP = Toss Swap
TSW = Toss Sweep
SW = Sweep
T SW W = Toss Sweep Weak

POW G = Power G
POW O = Power O
WEDGE = Wedge
S = Short
M = Medium
D = Deep
NAKED = Naked
SP DR = Sprint Draw

FK = Fake
SP = Sprint
CT = Counter
OPT = Option
CT TR = Counter Trap
FAN = Fan
POW = Power

Motion

F = Fly
M = Motion
ZIP = Zip
ZM = Zoom
TIM = Tim
RKT = Rocket
SHF = Shift
R = Return
MV = Move
TIP = T. Δ Pull

Zones

LT = Left Third
RT = Right Third
MT = Middle Third
H = Hook
LS = Left Screen
RS = Right Screen
MS = Middle Screen
LC = Left Curl
RC = Right Curl
RF = Right Flat
LF = Left Flat

Ball Carrier

H = Half Back
F = Full Back
Q = QB
X = Split End
Z = Flanker
Y = Tight End
T = Weak Tight End

Fronts

50 SH = 50 Shade
50 OV = 50 Over
50 STK = 50 Stack
40 SH = 40 Shade
40 OV = 40 Over
40 STK = 40 Stack
30 = 30
90 = 90
92 = 92
95 = 95

LB's (Pre-snap adj)

GO = Go
GO OP = Go opposite
SPR = Sprint
HT = Hit it
SG = Sugar
PR = Prowl
SH = Show
STM = Stem to
WK = Walk to
CR = Crawl to

Stunts (games)

TK = Trick
TT = Treat
TG = Tango
TO = Trio
PN = Panther
VP = Viper
LN = Lion
CO = Cobra
T = Trap
IN = Inlaw
OUT = Outlaw
ME = Me
U = You
YR = Yours
MN = Mine
PS = Push
WH = Whip
WK = Wacko
PL = Pull

Deployment (Ends)

8 = 8 Tech
7 = 7 Tech
9 = 9 Tech
WD = Wide
TITE = Tight
EG = Eagle

Blitz

BBB = Buck Blast Blitz
WBB = Will Blast Blitz
INS = Inside
FIRE = Fire
SN = Sinbad
TH = Thunder
LT = Lightning
M DOG = Mike Dog

Coverage

GRN = Green
BL = Blue
BLK = Black
CRM = Crimson
SCR = Scarlet
= Grey
GL = Goalline
RED = Red
WH = White
BLZ = Blitz
BLMN = Blue Man
BLKMN = Black Man

Type

H = Halves
T = Thirds
B = Blitz
C = Combo

Set (Receivers)

E = East
W = West
RAB = Rabbit
T = Tight
WG = Wing
OV = Over
TED = Ted
TK = Tackle
ROG = Roger
LOU = Louie
UN = Unbalanced
MS = Moose
EMP = Empty

Variation (Backs)

I = I
F = Far
N = Near
SP = Split
UP = Up
SL = Slot
O = Out
CL = Close
MED = Medium
WIDE = Wide
BONE = Bone
P = Power
K = King
Q = Queen
TITS = Tits
SH = Shotgun

SCOUTING REPORT OVERVIEW

SCOUTING REPORT ON OPPOS WILL CONTAIN:

1. COVER SHEET
2. PERSONNEL SHEET
3. INSIDE RUNS
4. OUTSIDE RUNS
5. SHORT YARDAGE
6. PASS PROTECTION
7. FAVORITE PASSES (ROUTES)

PLANS WILL ACHIEVE:

1. READY LIST
2. PASS/RUN FREQUENCY
3. FORMATION BY DOWN AND DISTANCE
4. PLAY FREQUENCY BY DOWN AND DISTANCE
5. FORMATION HIT CHARTS

SCOUTING RT

Scouting reports of our opponents will be distributed on Tuesday of each week. The cover page will be opponents schedule and general formation. The personnel sheet will be a two deep depth chart with jersey height, weight and individual/team statistics. Inside and outside runs actions will contain the blocking schemes of opponents inside (holes # 0 thru 5) and outside (hole # 6-9) runs. The short yardage will contain opponents short yardage plays.

The pass protection section will diagram opponents pass protection vs. our fronts. This will include QB's action. The favorite passes will include the passing routes and series the routes are thrown in. The scouting reports used to familiarize yourself with opponents personnel and scheme. The game plan will contain opponent tendencies.

The game plan is a specific breakdown of our opponents tendencies. The first page will be our ready list. This will list all defenses and game calls we plan to utilize in the game. The run/pass frequency will give %'s and totals of run/pass for each formation opponents use. The formation frequency by down and distance will give %'s and totals of run/pass by formation according to down and distance. The play frequency by down and distance will list the run/pass play and % for each down and distance. The hit chart section will include a diagram of each formation used, times used, plays run, and pass/run %'s from the formation.

AME: _____

H. TOWN _____
HT/WT _____
CLASS _____

NAME _____

H. TOWN _____
HT/WT _____
CLASS _____

NAME _____

H. TOWN _____
HT/WT _____
CLASS _____

NAME _____
H. TOWN _____
HT/WT _____
CLASS _____

NAME _____
H. TOWN _____
HT/WT _____
CLASS _____

NAME _____
H. TOWN _____
HT/WT _____
CLASS _____

NAME _____
H. TOWN _____
HT/WT _____
CLASS _____

NAME _____
H. TOWN _____
HT/WT _____
CLASS _____

NAME _____
H. TOWN _____
HT/WT _____
CLASS _____

NAME _____
H. TOWN _____
HT/WT _____
CLASS _____

ING GAME

L # RUNS _____ YD. _____
P/GAME _____ YD. _____

ING RUSHERS:

PASSING GAME

TOTAL # PASSES _____ YD. _____
PASSES P/GAME _____ YD. _____

COMPLETED P/GAME _____

INCOMPLETE P/GAME _____

INTERCEPTIONS _____

RECEIVING:

- 1. _____
- 2. _____
- 3. _____
- 4. _____

SCORING

RUSHING _____

PASSING _____

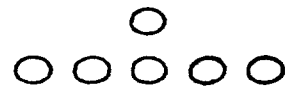
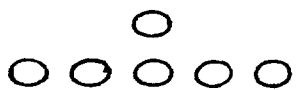
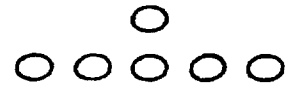
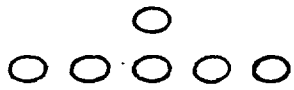
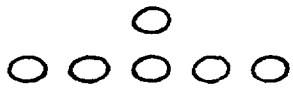
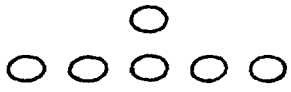
KICKING _____

2 POINT PLAYS _____

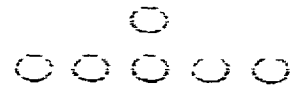
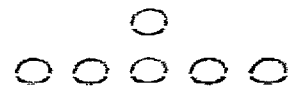
LEADING SCORERS:

- 1. _____
- 2. _____
- 3. _____
- 4. _____

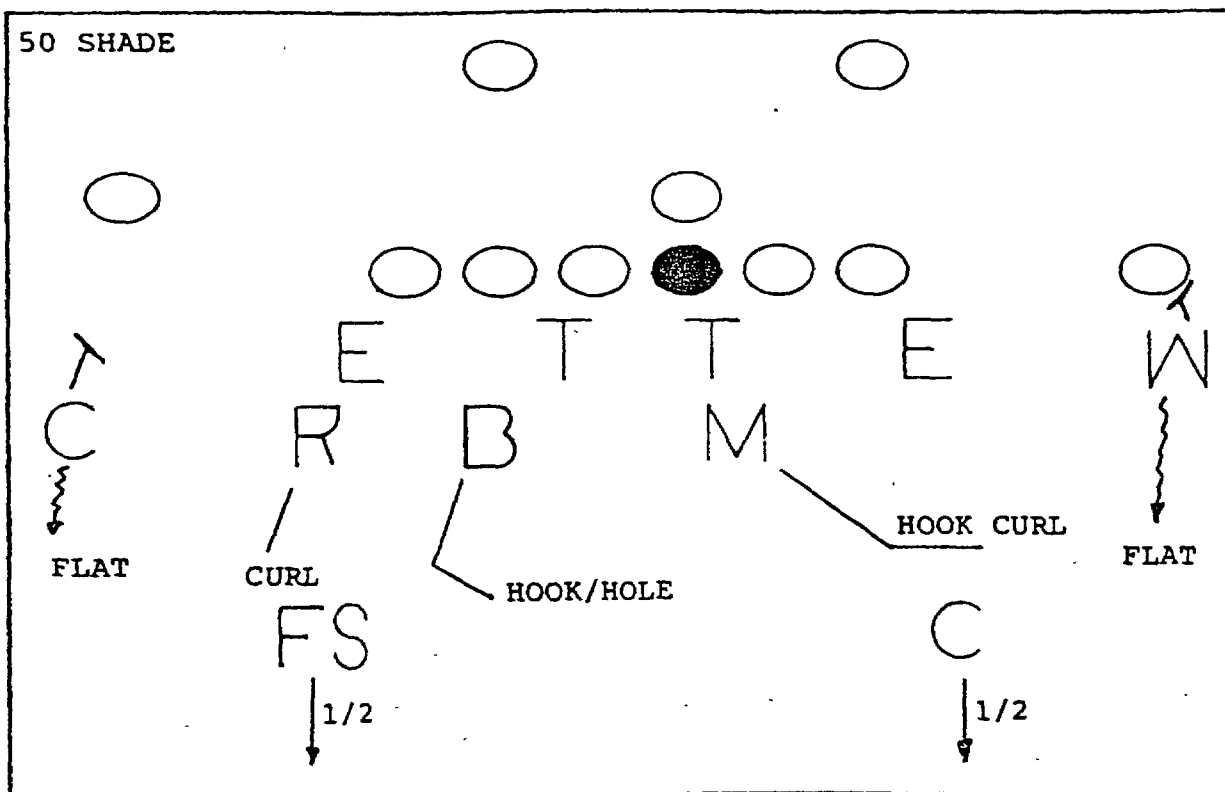
INSIDE RUNS



OUTSIDE RUNS



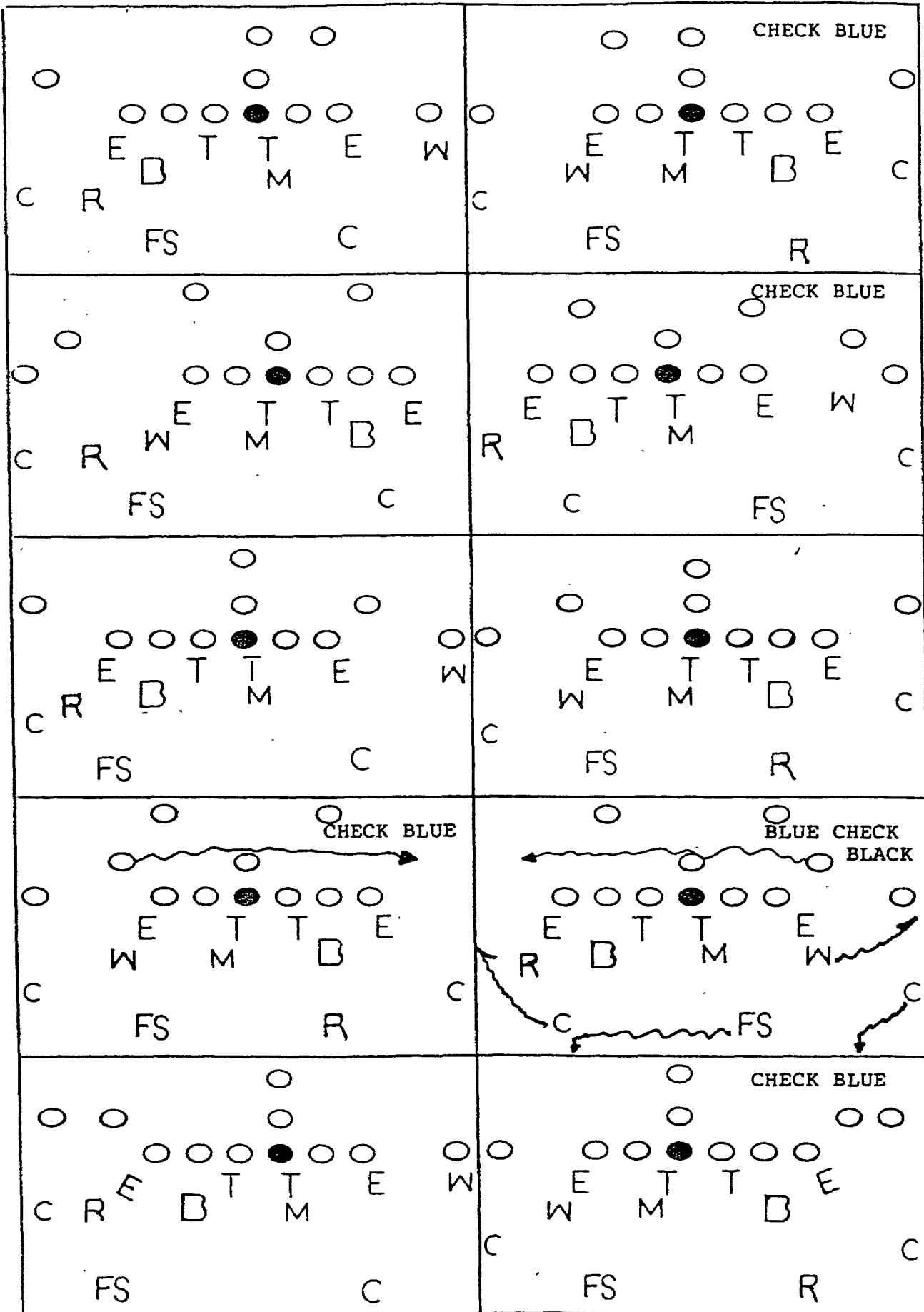
BLACK COVERAGE



- | | |
|-------|---|
| SC | 7 yds. deep & 2 yds. outside, flat on pass, secondary run support outside-in |
| ROVER | 7 yds. deep & 2 yds. outside TE, seam on pass, primary run support (shoot) outside in, contain |
| FS | 10-15 yds deep, splitting 1 & 2, deep 1/2 on pass, secondary on run (shoot) check #2 first, alley support |
| WC | 10-15 yds deep, splitting 1 & 2 weakside, deep 1/2 on pass, secondary run support (Strike), check #1, blocking fill alley |
| BUCK | Normal alignment for 50 Shade, primary run pass-hook to middle hole. |
| MIKE | Normal alignment, primary run, weak hook-curl or pass |
| WILL | Normal alignment in Black Coverage, primary run, weak flat on pass |

FIELD

BOUNDARY



COVER BLACK

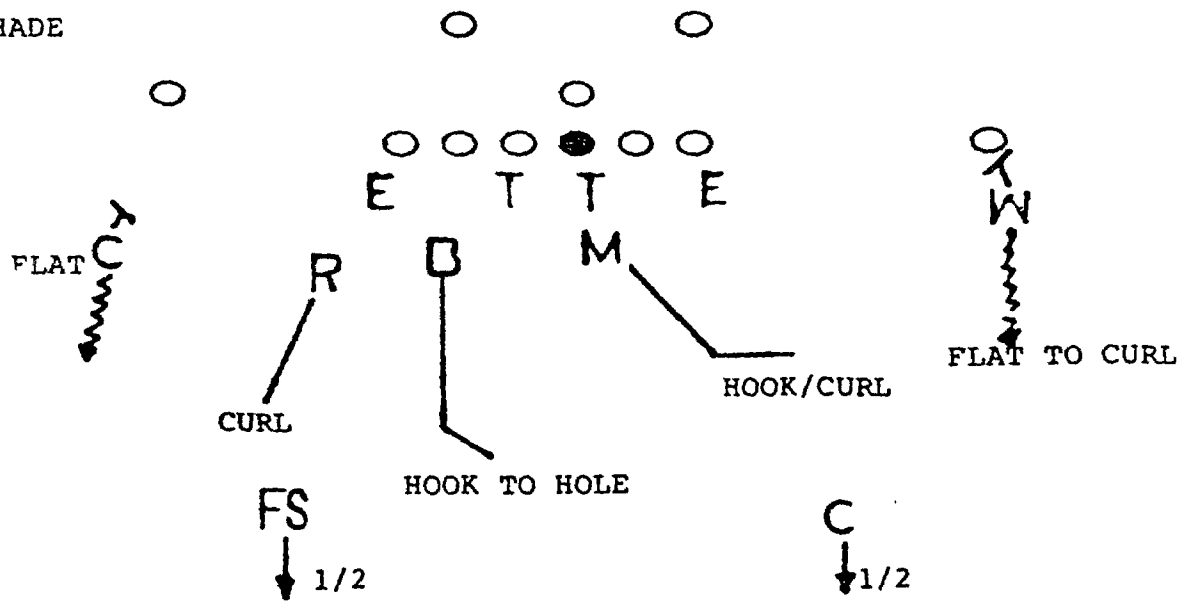
Black coverage is designed to overload the coverage to the double receiver side or to the side of the field. We use this coverage independently or part of a Blue/Black double call. If the formation is not what we expect, we will check according to game plan. Great run support defense strongside. It is a two deep 5 under coverage.

ALERTS AND VARIATIONS

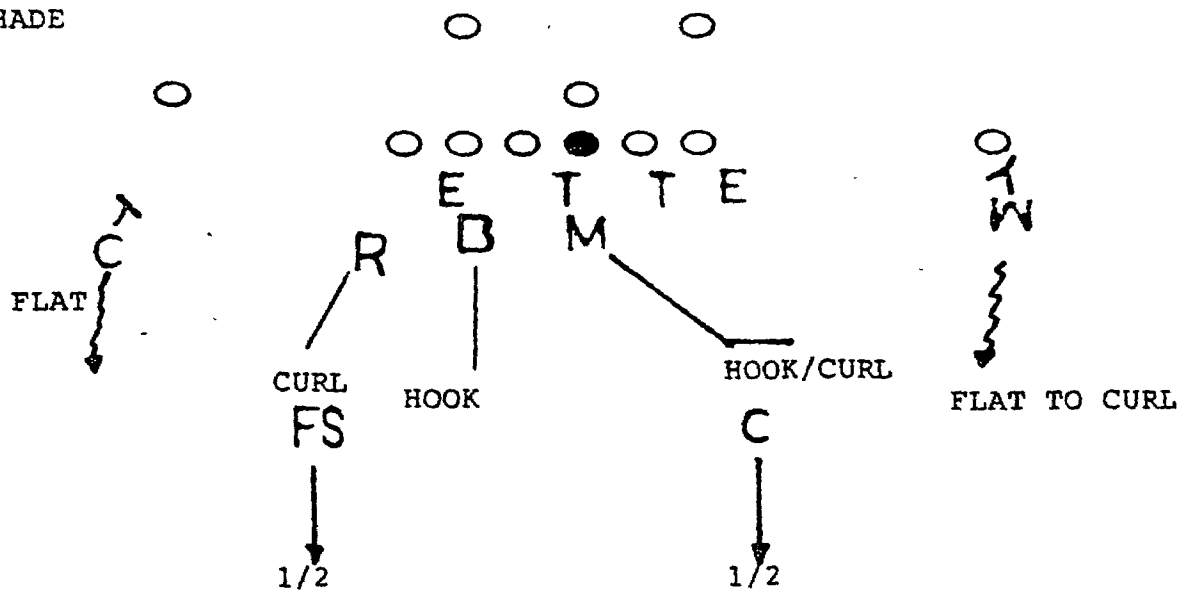
1. Can run with 50 fronts only
2. Shoot force Rover side
3. Usually a double call defense. (Blue/Black).
4. Strike force to Wil vs. a split #1
5. We will check out of Black to (cover Green or Blue)
 - A. True Tits
 - B. One back sets

COVER BLACK

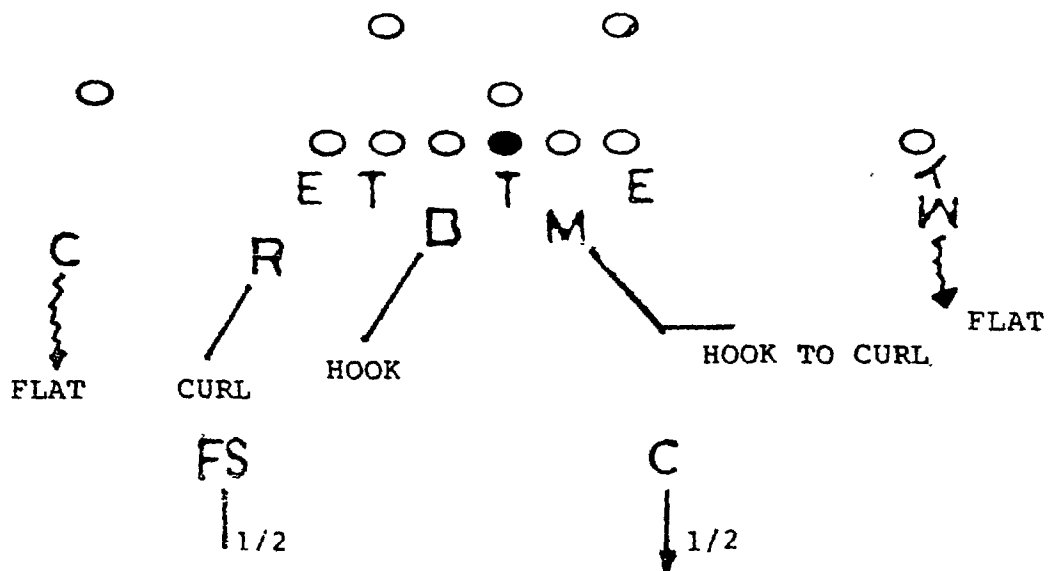
0 SHADE



40 SHADE



30



COVER BLACK

I. POSITION: STRONG CO

A. ALIGNMENT:

1. Same technique and alignment as Blue Coverage

B. KEY: Ball direction same as Blue

C. RESPONSIBILITY:

1. Same as Cover Blue

II. POSITION: R

A. ALIGNMENT:

1. 4-7 deep 2-3 outside Y, & rolled up in short zone.

B. KEY: Ball direction check #2 then #1

C. RESPONSIBILITY:

1. Zone the seam curl area. Ball in lane 2 or 3, check #2 if vertical jam and run with him, if #2 goes flat or across formation get under #1 on inside routes.
2. Ball in lane 1 strong - shoot force, same as Green coverage.
3. Ball in lane 1 weak - same as Green coverage.

III. POSITION: FREE S

A. ALIGNMENT:

1. 10-15 yds. deep cheated strong. Same technique as Blue, play deep 1/2

B. KEY: Ball direction #2 strong, #1 strong, uncover lineman

C. RESPONSIBILITY:

1. Zone the deep 1/2 strongside. Ball in lane 2 or 3, same technique as Blue.
2. Ball in lane 1 strong, SHOOT FORCE, check #2 for run or pass, down block fill the alley, arc release play pass.

3. Ball in lane 1 weak, check #2 for run or pass key if blocking, fill the alley, if releasing play pass.
(kick support)

IV. POSITION: WEAK CORNER

A. ALIGNMENT:

1. 10-15 yds. deep, split #1 & #2 shoulder square, play deep 1/2

B. KEY: Ball direction #2 & #1

C. RESPONSIBILITY:

1. Zone the deep 1/2 weakside. Ball in lane 2 or 3, get to the mid-point of zone deep.
2. Ball in lane 1 strong, look for throwback, full flow get to home run (save the TD) shoot force.
3. Ball in lane 1 weak, Strike Force, read #1, if blocking fill alley outside in, if releasing play pass.

V. POSITION: BUCK

A. ALIGNMENT: Normal

B. KEY: Normal

C. RESPONSIBILITY:

1. Zone the strongside hook to the hole, ball in lane 2 or 3, (Shoot Force), with ball Lane 1 strong

VI. POSITION: MIKE

A. ALIGNMENT: Normal

B. KEY: Normal

C. RESPONSIBILITY:

1. Zone the weakside hook to curl when the ball is in lane 2 or 3

VII. POSITION: WILL

A. ALIGNMENT:

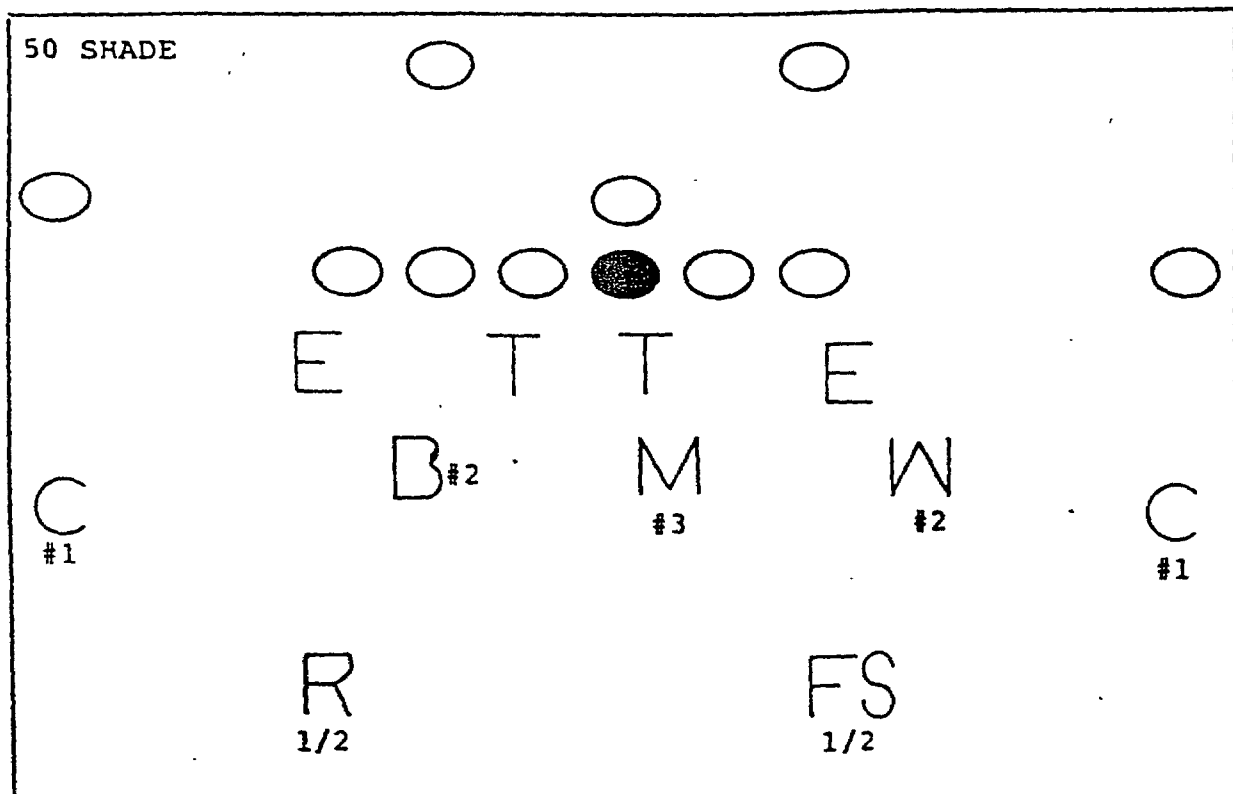
1. Outside #1 Jam to inside drop to the curl to the flat.

B. KEY: Ball to near back to #1

C. RESPONSIBILITY:

1. Zone the weak flat. Ball in lane 2 or 3 jam #1 inside get to the flat 10 to 15 yds, keep leverage on #2 if flat release, full flow away stay with #1 jamming him inside.
2. Ball in lane 1 strong (Shoot Force) kick straight back look for reverse, counter & cutback
3. Ball in lane 1 weak (Strike Force) contain the option outside-in, and attack the sweep in the backfield, make ball bounce deeper or cutback inside.

BLUE MAN COVERAGE



- SC 7 yds. deep and outside 1 yd., inside and underneath man on #1 strong, secondary run support (shoot) outside in
- ROVER 10-15 yds. deep and 2 yds. outside TE, deep 1/2, helping on vertical routes, primary shoot
- FS 10-15 yds. deep and splitting 1 & 2 weakside, deep 1/2, helping on all vertical routes.
- WC 7 yds. deep and 1 yd. outside, inside and underneath man on #1 weak, shoot run support
- BUCK Normal alignment, man underneath #2
- MIKE Normal alignment, man underneath #3
- WILL Normal alignment, man underneath #2

SECONDARY COVERAGE

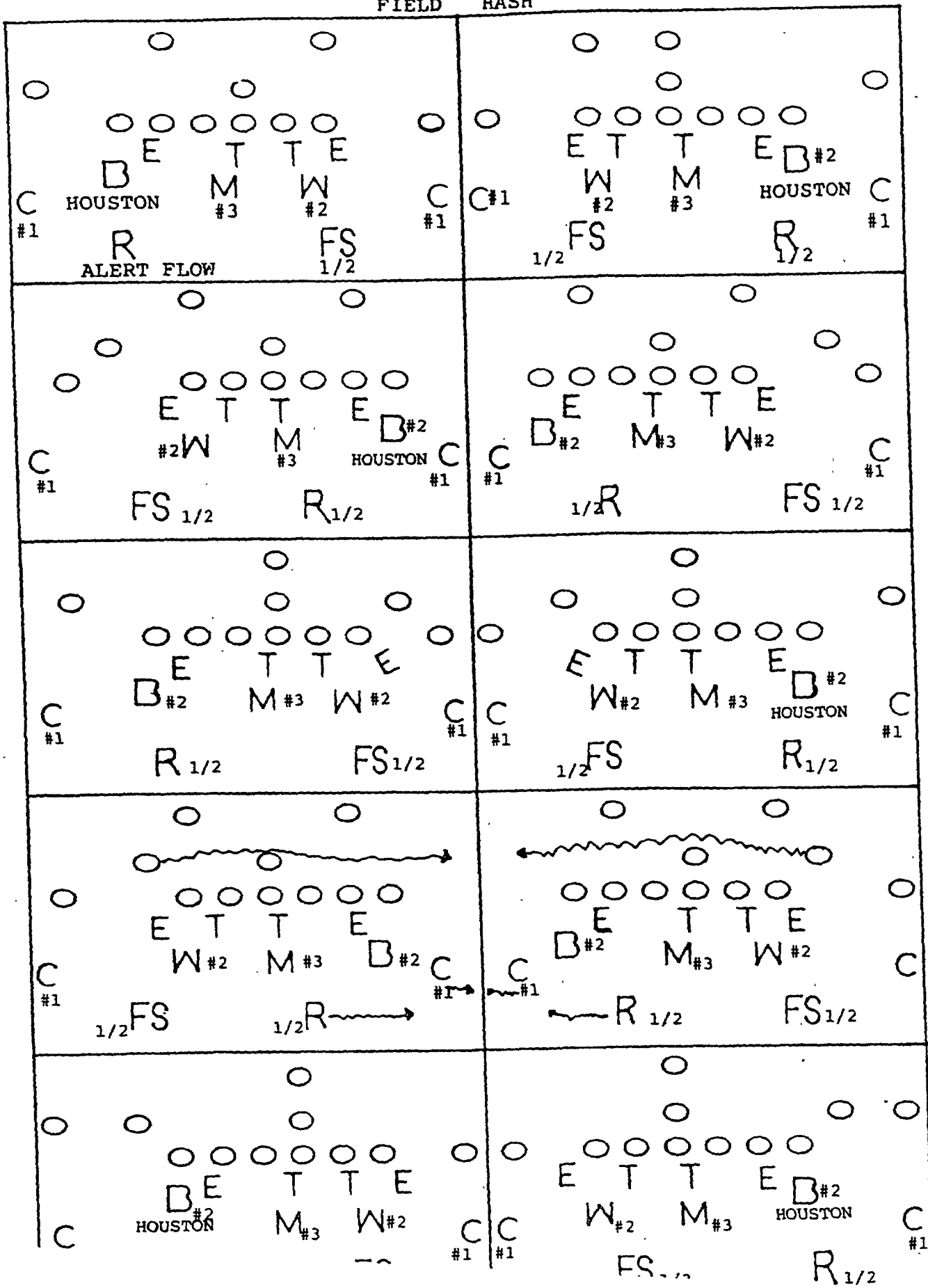
COVER BLUE MAN

Cover Blue Man is a 2 deep 5 under man defense. The corners will slide inside and under the #1 receiver to their side. The Safeties will play over the top.

Alerts and Variations

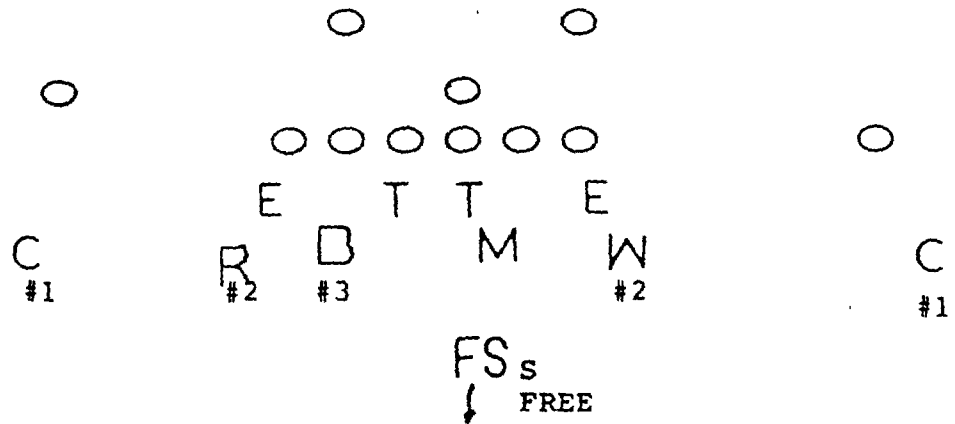
1. Shoot Force on the strongside and shoot on the weakside.
2. On Pass Flow the 5 man defender will play underneath their man. Knowing that they have deep help.

COVER BLUE MAN
FIELD HASH

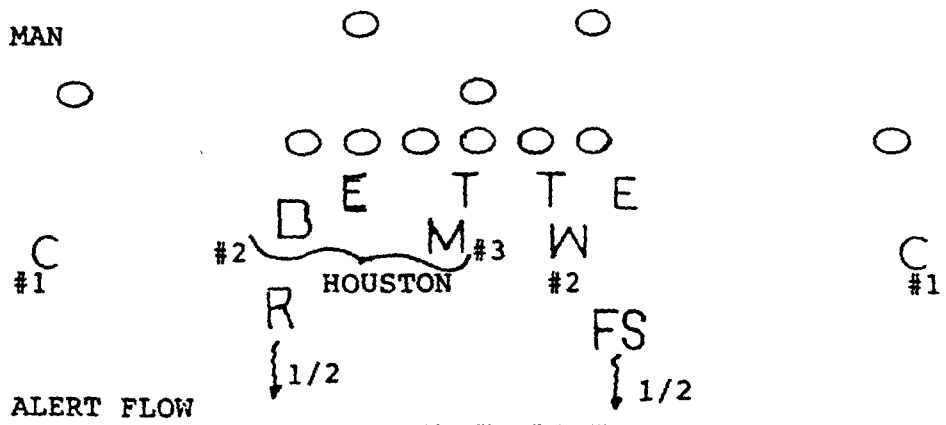


COVER CRIMSON/BLUE MAN

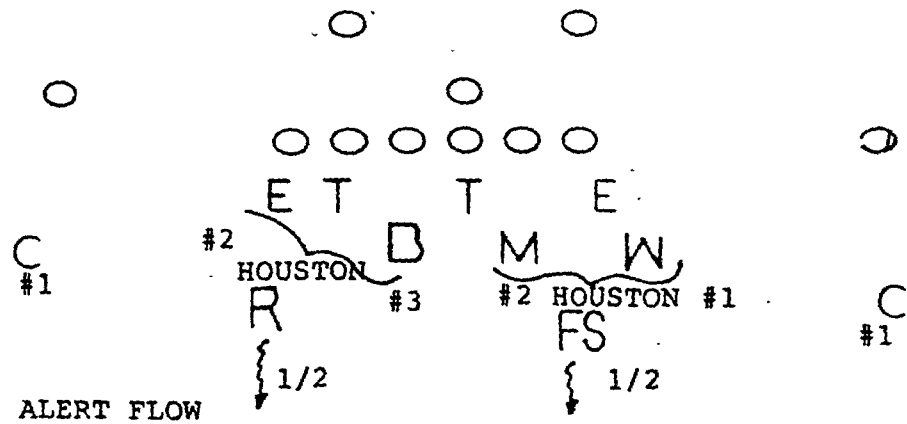
50 SHADE
CRIMSON



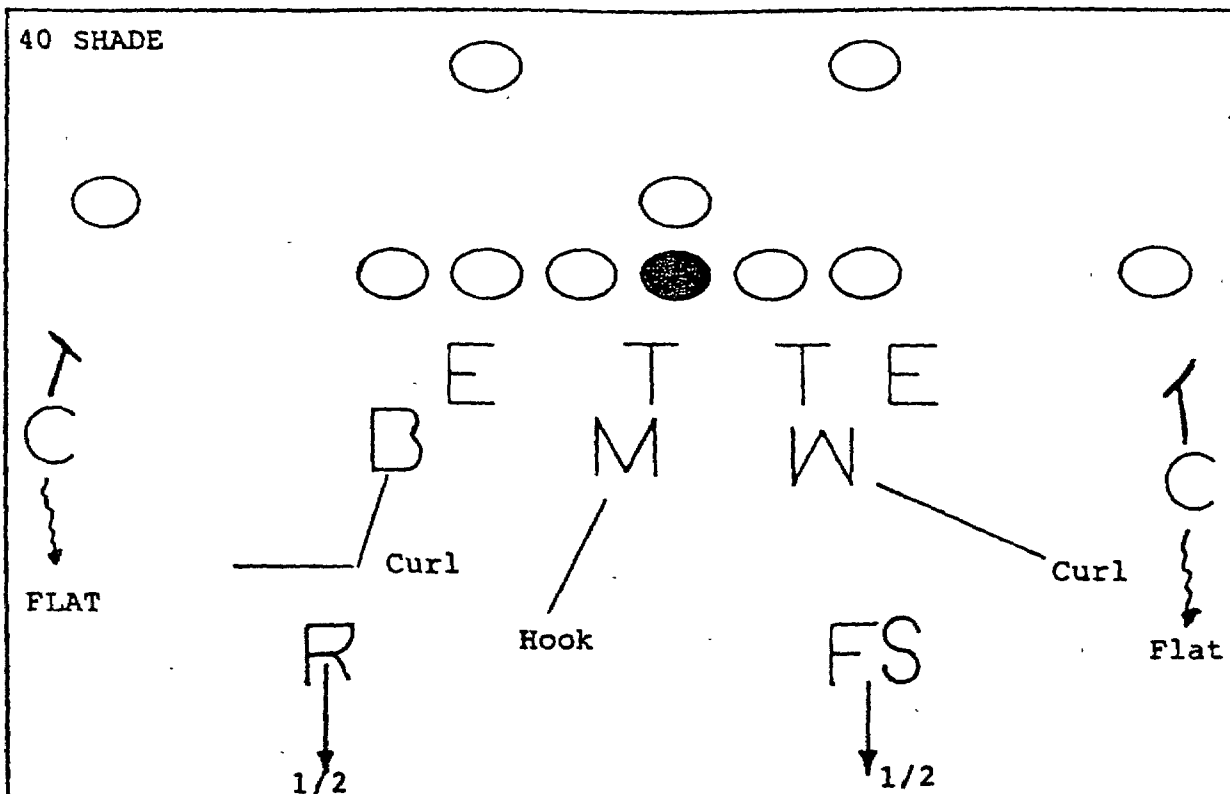
40 SHADE BLUE MAN



30 BLUE MAN



BLUE COVERAGE



- | | |
|-------|---|
| SC | 7 yds. deep, 2 yds. outside - play the deep (15 yds.) secondary run support |
| ROVER | 10-15 yds. deep, splitting 1-2 receiver - play 1/2 strongside, shoot run support |
| FS | 10-15 yds. deep, splitting 1 & 2 receiver - play 1/2 weakside, kick run support |
| WC | 7 yds. deep, 2 yds. outside - play the deep flat (15 yds.), primary run support outside in (Kick) |
| BUCK | Normal alignment in 40 Shade - curl on pass, primary on run strong. |
| MIKE | Normal alignment, strong hook, primary run |
| WILL | Normal alignment, weak curl, primary run weak side (kick) |

COVER BLUE

Cover Blue is a 2 deep zone coverage. We have 5 underneath zones with two safeties playing 1/2 coverage. It gives us good play vs. quick short routes. The corner's basic job is to jam and funnel the wide receivers inside and get depth and width. React to flat area if it is threatened. Ball on L.O.S. strong, the rover has shoot force. Flow to weak corner, kick force.

ALERTS AND VARIATIONS

1. Alert Ball - To be given everytime we line up in cover Blue. If ball is on the line play shoot strong, kick weak. If ball is off the line play normal route reads.
2. We will also play kick force to the Rover vs. Close Splits.
3. We may play cover Blue levels - inside linebackers. Dropping on two different planes, one normal and one to the hole 15 yards deep over the middle.
4. We will also play Blue Press, which will change the support call on the strongside to kick.

FIELD

HASH

O O

O O O O O O O

E T T E

C B M F W C

R

"ALERT BALL"

O O

O O O O O O O

E T T E

C W M B R C

F

"ALERT BALL"

O

O O O O O O O

E T T E

C W M B R C

F

"ALERT BALL"

O

O O O O O O O

E T T E

C B M W F C

R

"ALERT BALL"

O

O O O O O O O

E T T E

C B M W F C

R

"ALERT BALL"

O

O O O O O O O

E T T E

C W M B R C

F

"ALERT BALL"

O

O O O O O O O

E T T E

C W M B R C

F

"ALERT BALL"

O

O O O O O O O

E T T E

C B M W F C

R

"ALERT BALL"

O

O O O O O O O

E T T E

C B M W F C

R

"ALERT BALL"

O

O O O O O O O

E T T E

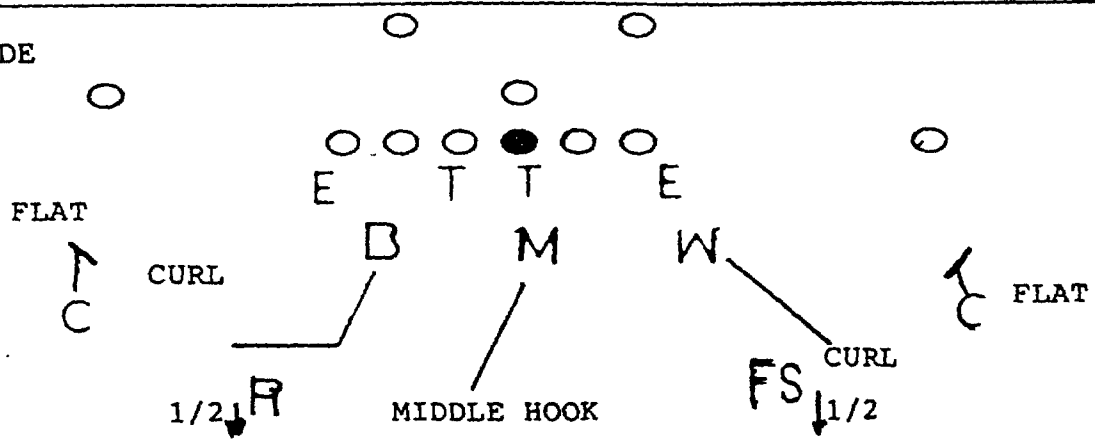
C W M B R C

F

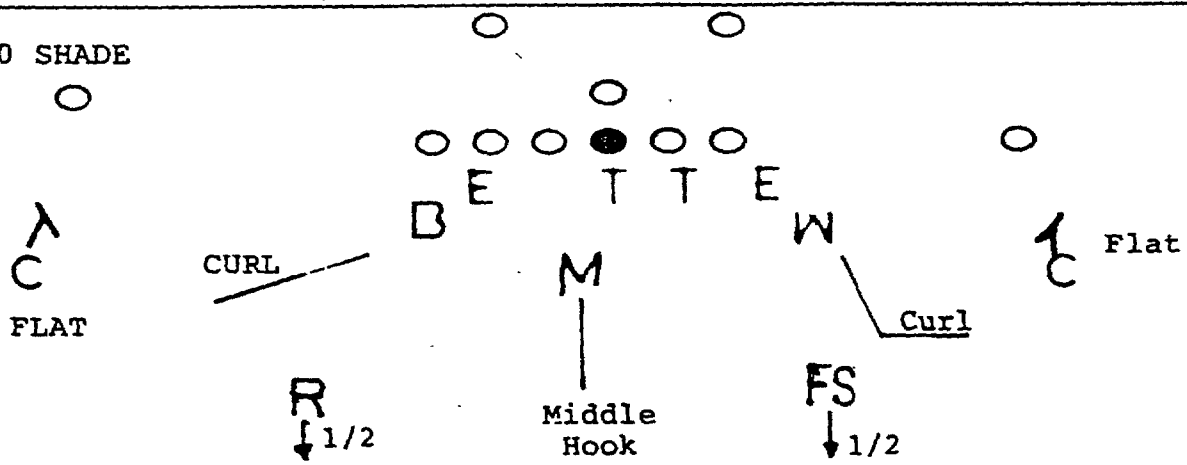
"ALERT BALL"

COVER BLUE

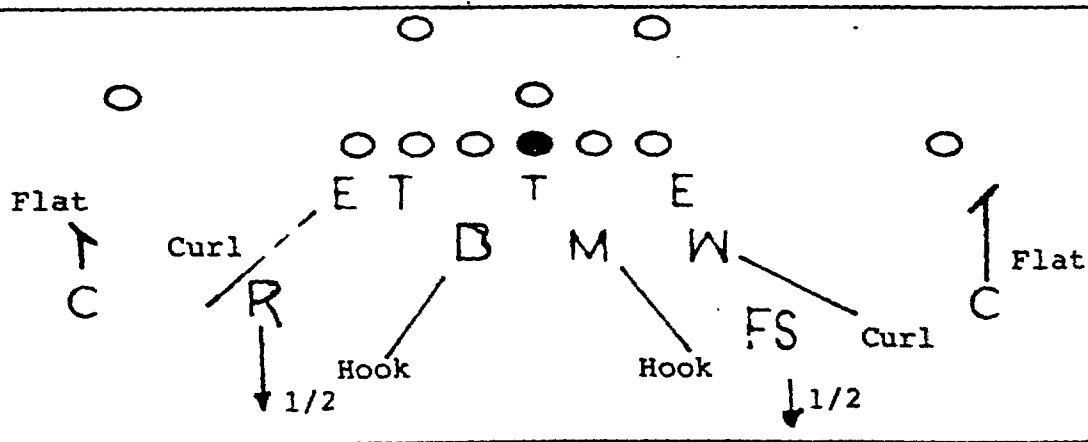
50 SHADE



40 SHADE



30



COVER BLUE

I. POSITION: STRONG CO

A. ALIGNMENT:

1. 5-7 deep, 2 yds outside do not let #1 outside by alignment. Outside foot up, inside back, shoulder over toes, knees bent, arms hanging down.

- B. KEY: Ball direction then #2 for next key. Then check #1 for his release

C. RESPONSIBILITY:

1. Zone outside hole (15 yards). Ball in lane 2 or 3 jam #1 (do not let him outside) to the inside, reading #2 if #2 is vertical play man on #1, if #2 is coming flat, release #1 and keep leverage on #2, if #2 flat & up, (2nd man thru your zone-man)
2. Ball is in lane 1 strong, secondary force outside-in (shoot)
3. Ball in lane 1 weak, look for reverse, counter & cutback, full flow away Home Run (save the TD) (kick)

II. POSITION: R

A. ALIG _____ :

1. 10-15 yds. deep
2. Split #1 & #2, halfway with 2 vertical, stay closer to #2 deep. Keep shoulder square to the L.O.S.

B. KEY:

1. Ball direction then check #2, check #1 and the uncover lineman.

C. RESPONSIBILITY:

1. Deep zone 1/2 your side with ball in lane 2 or 3, if you have two deep threat your side, play closer to #2 and deep. If #2 goes flat look for #1 inside, if #2 stays to block or goes across

formation over play # 1 strong.

2. Ball in lane 1 strong shoot force, if #2 arc check for pass, no pass, support inside out, if #2 base or down block, support outside-in.
3. Ball in lane 1 weak, check #2 if vertical play him, if blocking support where needed inside-out. (kick)

III. POSITION: SAFETY

A. ALIG _____ :

1. 10-15 yards deep, split #1 & #2, halfway with 2 vertical stay closer to #2. Be able to get outside to give help. Keep shoulder square to the L.O.S.

B. KEY:

1. Ball direction check #2 weak & check #1 weak.
2. Read the uncovered line man for run, pass.

C. ALI _____ :

1. Deep zone 1/2 your side with ball in lane 2 or 3. If you have two deep threat your side play man on #2. If #2 is not vertical get width and deep over play #1, if #2 goes flat look for #1 inside.
2. Ball in lane 1 strong, check #2 strong, no pass fill where needed inside-out (Shoot)
3. Ball in lane 1 weak, check #1, if blocking fill alley, QB to the ball, if releasing play #1.

IV. POSITION: CO

A. ALIGNMENT:

1. 5-7 deep, outside 2 yds, outside foot up inside foot back
2. Jam #1 inside, look for #2 coming outside, always keep leverage on #2

B. KEY: Ball, near back and #1 your side.

C. RESPONSIBILITY:

1. Zone outside hole (15 yds.) Ball in lane 2 or 3, jams #1 (do not let him outside) to the inside, reading #2, if #2 is vertical, play man on #1, if #2 goes flat, jam #1 inside, keep leverage on #2, get depth of 15 yds, if #2 blocks, jam #1 (over play him) drop into your zone, if #2 flat & up (2nd man thru your zone-man)
2. Ball in lane 1 strong, shoot force, look for reverse, counter and cutback, get inside on full flow away, you have Home Run (save the TD)
3. Ball in lane 1 weak, kick force, primary contain vs. option, force contain vs. sweep, attack the ball deep in the backfield, making ball bounce outside deep or knocking the ball carrier down, supporting outside-in.

V. POSITION: BUCK

A. ALIGNMENT: Normal

B. KEY: Normal

C. RESPONSIBILITY:

1. Ball in lane 2 or 3, wall #2 play curl

VI. POSITION: MIKE

A. ALIG: Normal

B. KEY: Normal

C. RESPONSIBILITY:

1. Ball in lane 2 or 3, play middle hook

VII. POSITION: WILL

A. ALIGNMENT: Normal

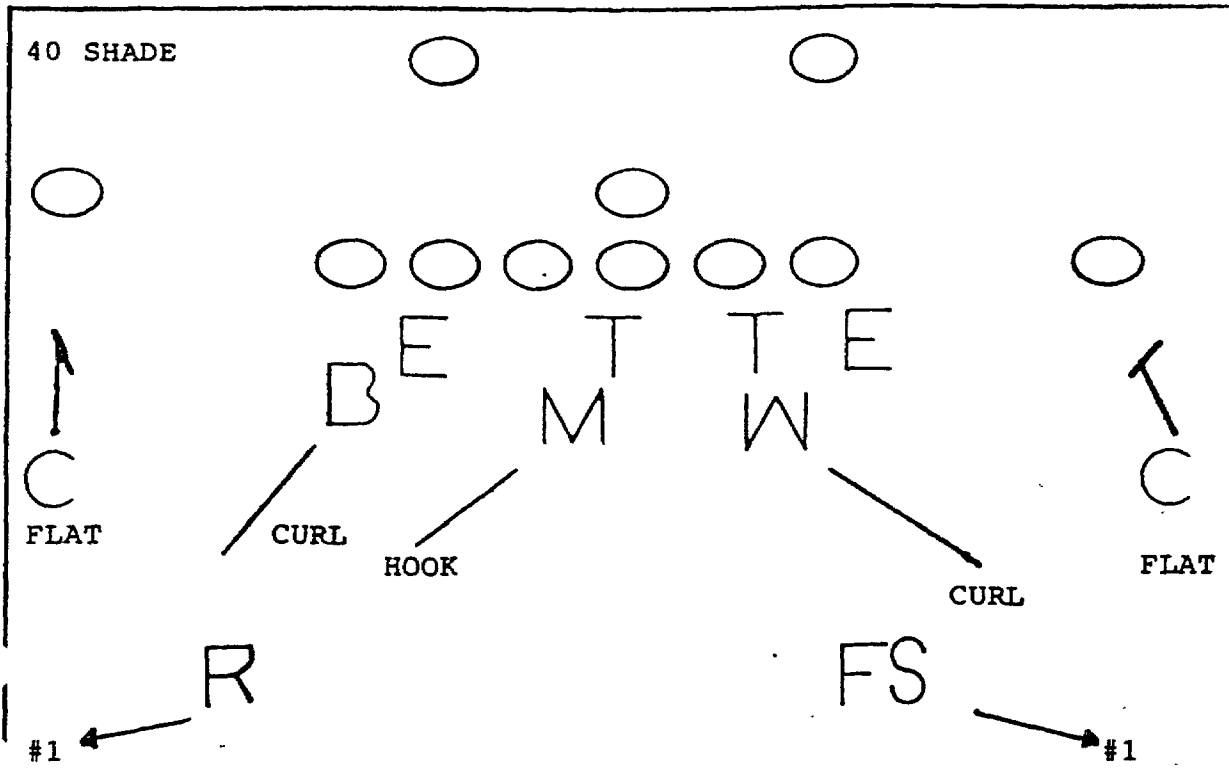
B. KEY: Normal

C. RESPONSIBILITY:

1. Ball in lane 2 or 3, wall #2, play curl. If #2 goes flat get under #1 in the curl, if #2 vertical, jam #2 play your curl.

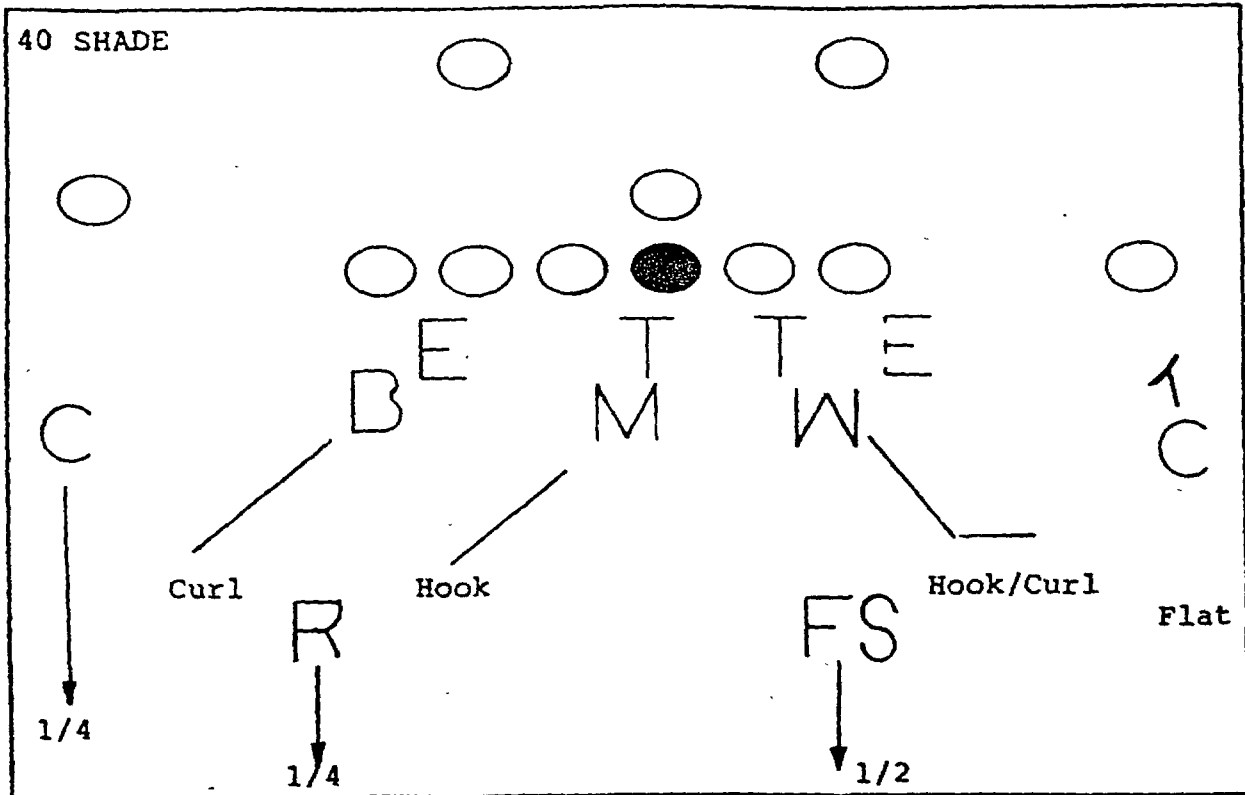
2. Ball in lane 1 weak, kick support, play the alley QB to pitch.

BLUE PRESS



- SC 7 yds. deep, 2 yds. outside - play the deep flat (15 yds.) primary run support (Kick)
- ROVER 10-15 yds. deep, splitting 1-2 receiver - play #1 man strongside; kick run support
- FS 10-15 yds. deep splitting 1 & 2 receiver - play #1 man weakside, kick run support
- WC 7 yds. deep, 2 yds. outside - play the deep flat (15 yds.), primary run support outside in (Kick)
- BUCK Normal alignment in 40 Shade - curl on pass, primary on run strong.
- MIKE Normal alignment, strong hook, primary run
- WILL Normal alignment, weak curl, primary run weakside (kick)

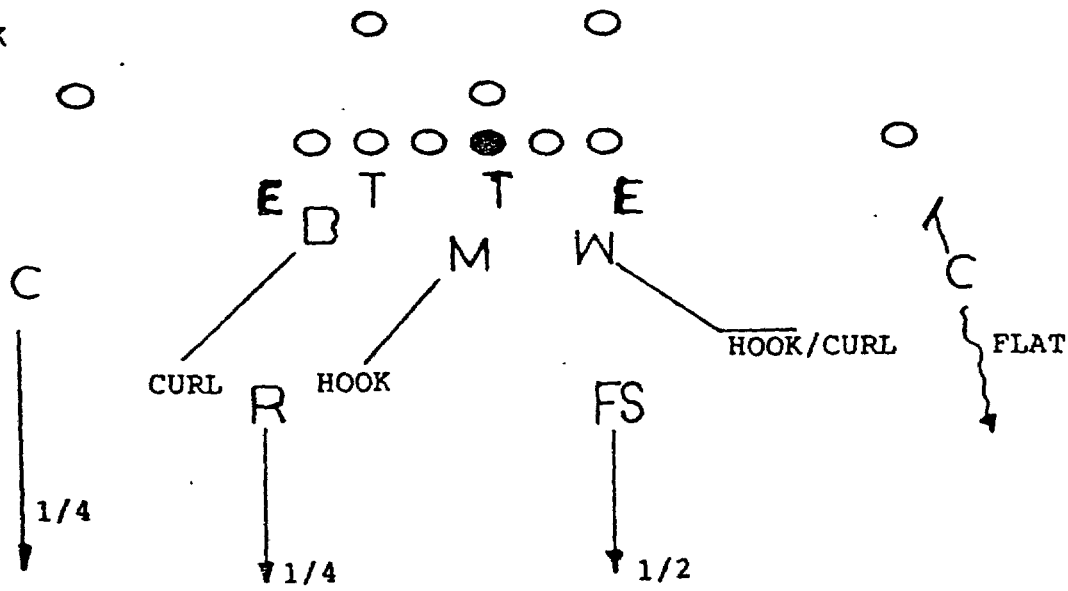
WHITE COVERAGE



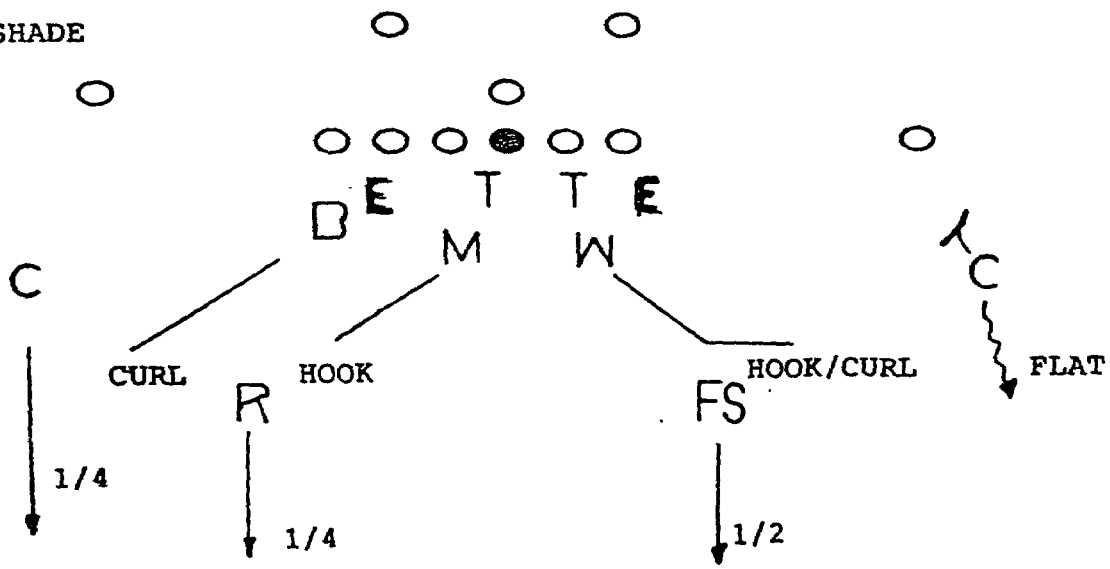
- SC 7 yds. deep and outside 1 yd., outside 1/4 on pass, secondary run support outside-in
- ROVER 10-15 yds deep and 2-3 yds. outside TE, inside 1/4 on pass, primary run support (shoot) outside-in
- FS 10-15 yds deep, split the difference between #1 & #2 weakside, deep 1/2, strong side run, check #2 fill, weakside run, check #1 (Kick)
- WC 7 yds. deep and 2 yds. outside, deep flat (15 yds.), kick run support primary, outside-in
- BUCK Normal alignment, strong curl, primary run (shoot)
- MIKE Normal alignment, strong Hook, primary run (shoot)
- WILL Normal alignment, Weakside Hook-Curl, primary run (kick)

WHITE COVERAGE

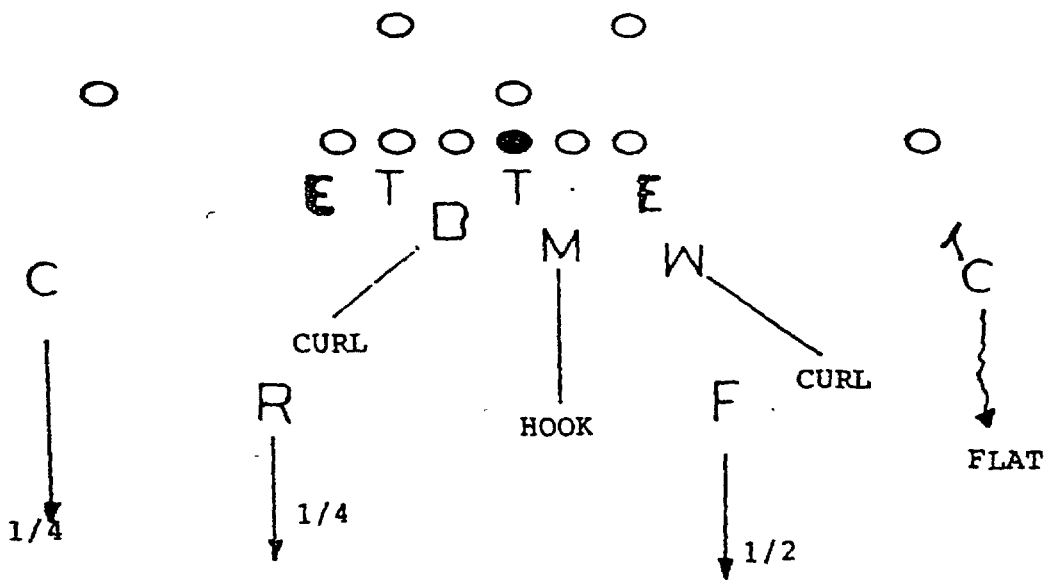
50 STACK



40 SHADE



30



COVER WHITE

I. POSITION: STRONG CO

A. ALIG _____ :

1. 7-9 deep Outside 1 yd. Same as green coverage.
Play outside 1/4

B. KEY: Ball direction, then #2 to #1

C. RESPONSIBILITY:

1. Zone outside 1/4 maintaining outside leverage on #1 on all action. Ball in lane 2 or 3, play outside 1/4, you will have in the flat. If #2 goes vertical play #1 man, if #2 goes flat or across the formation you have help on #1 from the Rover. He will rob the curl and play under the post.
2. Ball in lane 1 strong, secondary force outside-in. (Shoot)
3. Ball in lane 1 weak, cushion #1, full flow Home Run.

II. POSITION: R

A. ALI _____ :

1. 10-15 yards deep mid point. Technique same as Blue. Show Blue play White. You will play inside 1/4 strongside.

B. KEY: Ball direction to #2 to #1

C. RESPONSIBILITY:

1. Zone inside 1/4 maintaining cushion on #2 to the Post. Show Blue alignment. Ball in lane 2 or 3, read #2, if vertical play man in your zone, if across or flat, check #1 for inside routes, you will be a robber.
2. Ball in lane 1 strong you must read #2, if arc then support inside-out or alley, if down or base block, contain the option and attack the sweep in the backfield.
3. Ball in lane 1 weak, work seam keeping leverage on #2.

III. POSITION: S

A. ALIG _____ :

1. Same technique as Blue. You have weakside 1/2.

B. KEY:

1. Ball, #2 weakside
2. #1 also, check the undercover lineman

C. RESPONSIBILITY:

1. Zone backside 1/2 with inside position on the post and deep. Ball in lane 2 or 3 play deep 1/2, read #2 weak and be aware of #2 strong coming into your zone.
2. Ball in lane 1 strong, full flow check #2 for run or pass, if run fill where needed inside-out, if pass look for #2 seam. (Shoot)
3. Ball in lane 1 weak (kick) check #1, if blocking fill alley, if release, play pass on #1

IV. POSITION: CO

A. ALIG _____ :

1. Same alignment & technique as Blue.

B. KEY: Ball #2 weak #1

C. RESPONSIBILITY: Same responsibility as Blue Coverage.

V. POSITION: BUCK

A. ALIG _____ : Normal

B. KEY: Normal

C. RESPONSIBILITY:

1. Zone the strong curl to the flat with ball in lane 2 or 3

VI. POSITION: MIKE

A. ALI _____ : Normal

B. KEY: Normal

C. RESPONSIBILITY:

1. Zone the strong hook to curl with ball in lane 2 or 3

VII. POSITION: WILL

A. ALIG _____: Normal

B. KEY: Normal

C. RESPONSIBILITY:

1. Zone the weak Hook to curl with ball in lane 2 or 3

COVER BLUE MAN

I. POSITION: STRONG CO

A. ALIGNMENT:

1. 7-9 yds. outside 1 yd., apply 4 yd. sideline rule
2. Slide inside on Pass, play underneath and inside man

B. KEY: Ball for run pass key, then eyes on #1 strong

C. RESPONSIBILITY:

1. In and underneath man technique with help on all deep route from FS.
2. Ball is in lane 1 strong, secondary support outside-in
3. Ball in lane 1 away, cushion #1, full flow - Home Run

II. POSITION: R

A. ALI _____: Same as Cover Blue.

B. KEY: Ball for run/pass key, then eyes on #2

C. RESPONSIBILITY: Same as Cover Blue

III. POSITION:

A. ALIG _____: Same alignment as Blue Coverage

B. KEY: Ball and uncover lineman for run/pass keys.

C. RESPONSIBILITY:

1. Same as Cover Blue
2. Ball in lane 1 weak, shoot support, contain on option.

IV. POSITION: CO

A. ALIGNMENT:

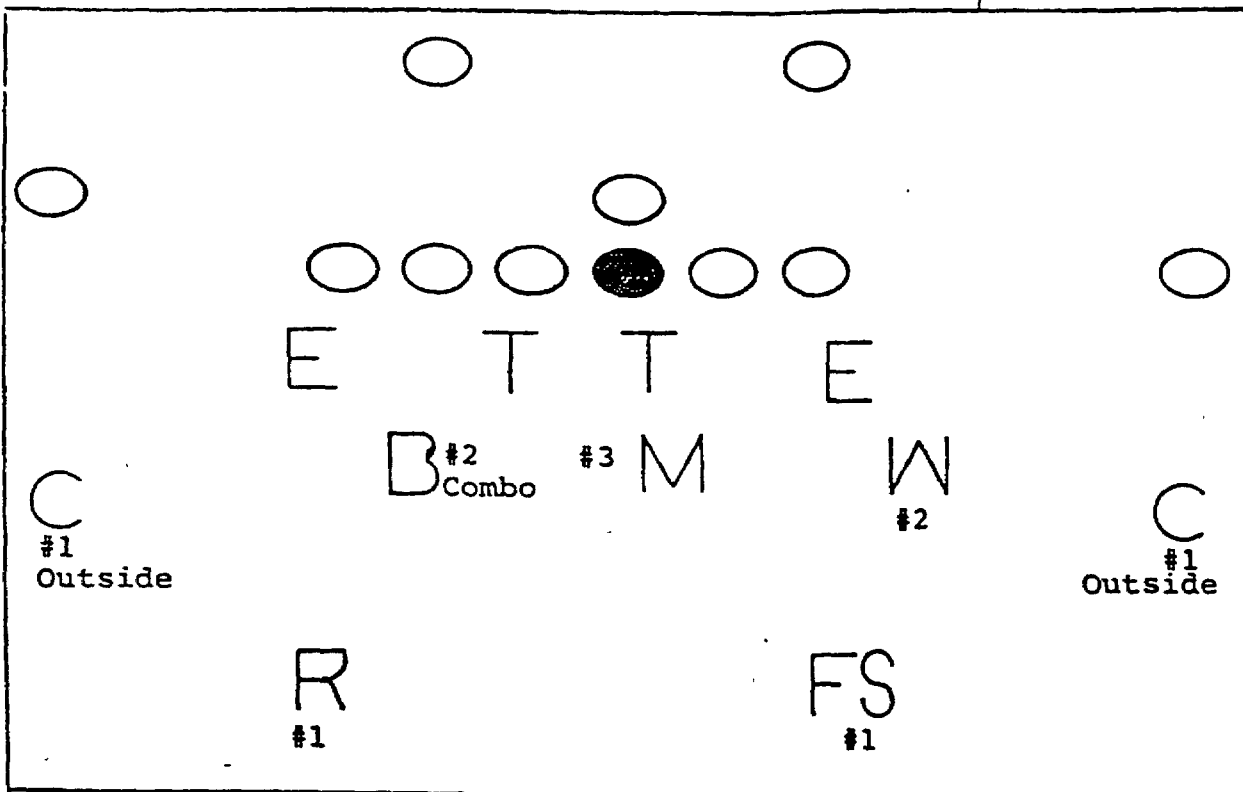
1. 7-9 yds. deep outside 1 yd. apply 4 yd. Sideline rule.
2. Slide inside on Pass, play underneath and inside man.

B. KEY: Ball for run/pass key. Then eyes on #1 weak.

C. RESPONSIBILITY:

1. Inside man technique on #1 with help on the post and deep.
2. With full flow away, play #1 everywhere.
3. Ball is in lane 1 strong, shoot force, look for the reverse, counter and cutback, then play the Home Run.
4. Ball in lane 1 weak, shoot force, secondary support outside-in.

BLUE VICE COVERAGE



- SC Same alignment as Blue, outside man technique on #1 on all routes, secondary run support, (shoot)
- ROVER Same alignment as Blue, Double #1 with the SC on all inside routes, primary run support (shoot)
- FS Same alignment as Blue, Double #1 weakside with WC, on all inside routes, primary run (shoot)
- WC Same alignment as Blue, outside man technique on #1 on all routes, secondary run (shoot)
- BUCK Same alignment as Blue, play #2 or 3 with a Combo call man.
- MIKE Same alignment as Blue, play #2 and 3 with a Combo call man.
- WILL Same alignment as Blue, play #2 man with help deep from FS.

SECONDARY COVERAGE

BLUE VICE

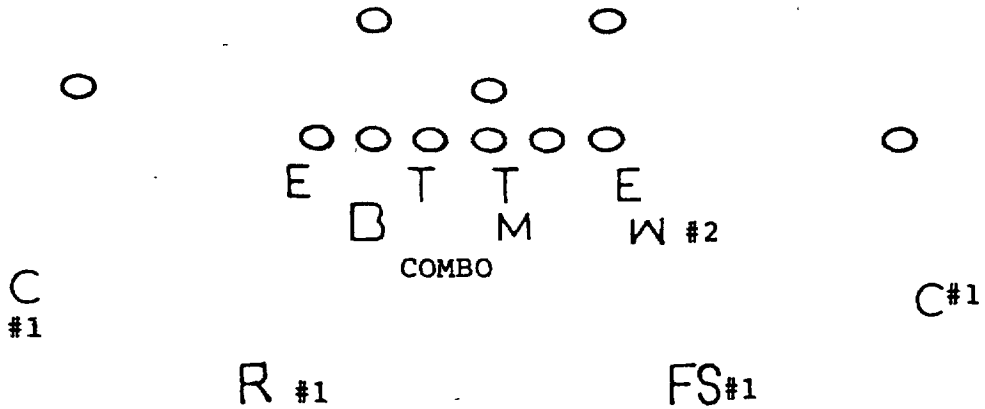
Vice coverage is a true double coverage defense. The corner's will play a inside-outside coverage on the #1 receiver to their side with the Safeties. The corners will play on top of all inside cuts, with the safeties attaching the inside.

ALERTS & VARIATIONS

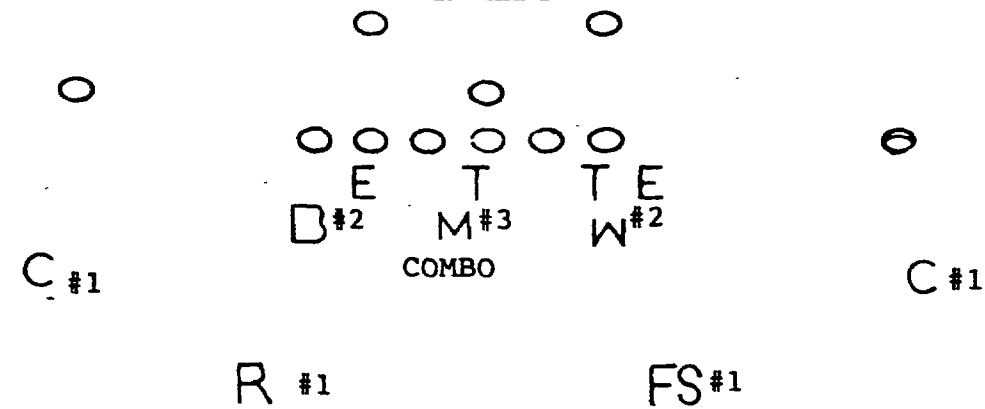
1. Shoot Force to both sides.
2. Key #2 to both sides, if vertical the safeties will nee help to inside first.
3. The corners will play outside man on #1.
4. Our Disguise will be Blue.

COVER BLUE VICE

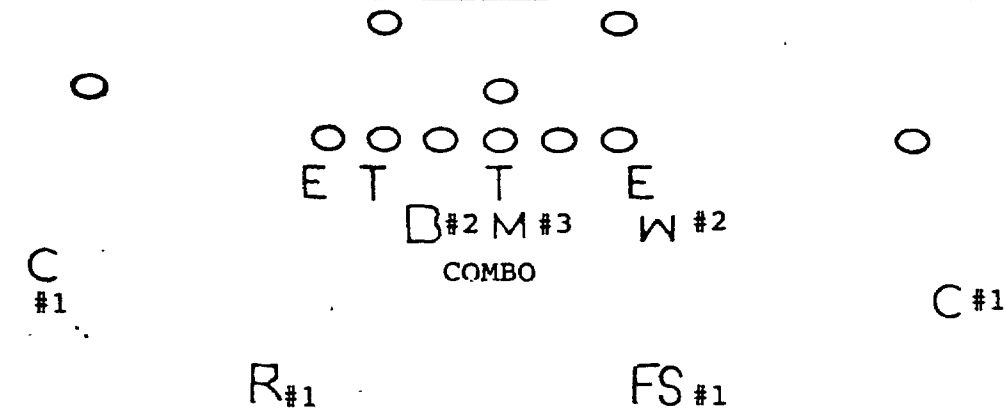
50 SHADE



40 SHADE



30



BLUE VICE

I. POSITION: STRONG CO

- A. ALIGNMENT: Same as Blue Coverage
- B. TECHNIQUE: Same as Blue Man, except play man outside.
- C. KEY: Same as Blue Coverage
- D. RESPONSIBILITY:
 - 1. Outside man on #1, with double help coming from the Rover.
 - 2. On all inside cuts the Rover will jump the route, then the corner play over the top.
 - 3. On all outside cuts, you will not have help.
 - 4. With #2 vertical you will not have help.
- E. vs. Run - same as Blue Coverage
- F. vs. Pass
 - 1. Man to man outside, with help on inside cuts.
 - 2. with #1 & #2 vertical, no help

II. POSITION: R

- A. ALI _____: Same as Blue Coverage
- B. TECHNIQUE: Same as Blue Coverage
- C. KEY: Same as Blue Coverage
- D. RESPONSIBILITY:
 - 1. Deep 1/2 man on #1
 - 2. Primary run-shoot support
 - 3. Rob inside cuts on #1
- E. vs. Run
 - 1. Ball lane 1 strong, same as Blue Coverage
 - 2. Ball lane 1 weak, same as Blue Coverage
- F. vs. Pass: Same as Blue Coverage, except you are doubling #1 strong

III. POSITION: FREE SAFETY

- A. ALIGNMENT: Same as Blue Coverage
- B. TECHNIQUE: Same as Blue Coverage
- C. KEY: Same as Blue Cover
- D. RESPONSIBILITY:
 - 1. Same as Blue, except you are doubling #1 weak.
 - 2. Primary run-shoot support
 - 3. Rob all inside cuts on #1 weakside
- E. vs. Run - same as Blue Coverage
- F. vs. Pass
 - 1. Same as Blue, except double #1 weak.
 - 2. When #1 & #2 is vertical, help with #2 more.

IV. POSITION: CO

- A. ALIG _____: Same as Blue coverage
- B. TECHNIQUE: Same as Blue Coverage
- C. KEY: Same as Blue Coverage
- D. RESPONSIBILITY:
 - 1. Man to man on #1 outside
 - 2. Secondary run support - shoot support
 - 3. On all inside cut, stay on top of the route.
- E. vs. Run - Same as Blue, except you will have shoot support.
- F. vs. Pass
 - 1. Outside man to man on #1
 - 2. No help on outside routes
 - 3. When #1 and #2 are vertical, think no help

V. POSITION: BUCK

- A. ALIGNMENT: Same as Blue
- B. TECHNIQUE: Same as Blue
- C. KEY: Same as Blue
- D. RESPONSIBILITY:
 - 1. Man on #2 strong, with a possible combo call.
 - 2. Normal run support
- E. vs. Run - same as Blue Coverage
- F. vs. Pass - Combo call with man coverage on #2 & #3 strong.

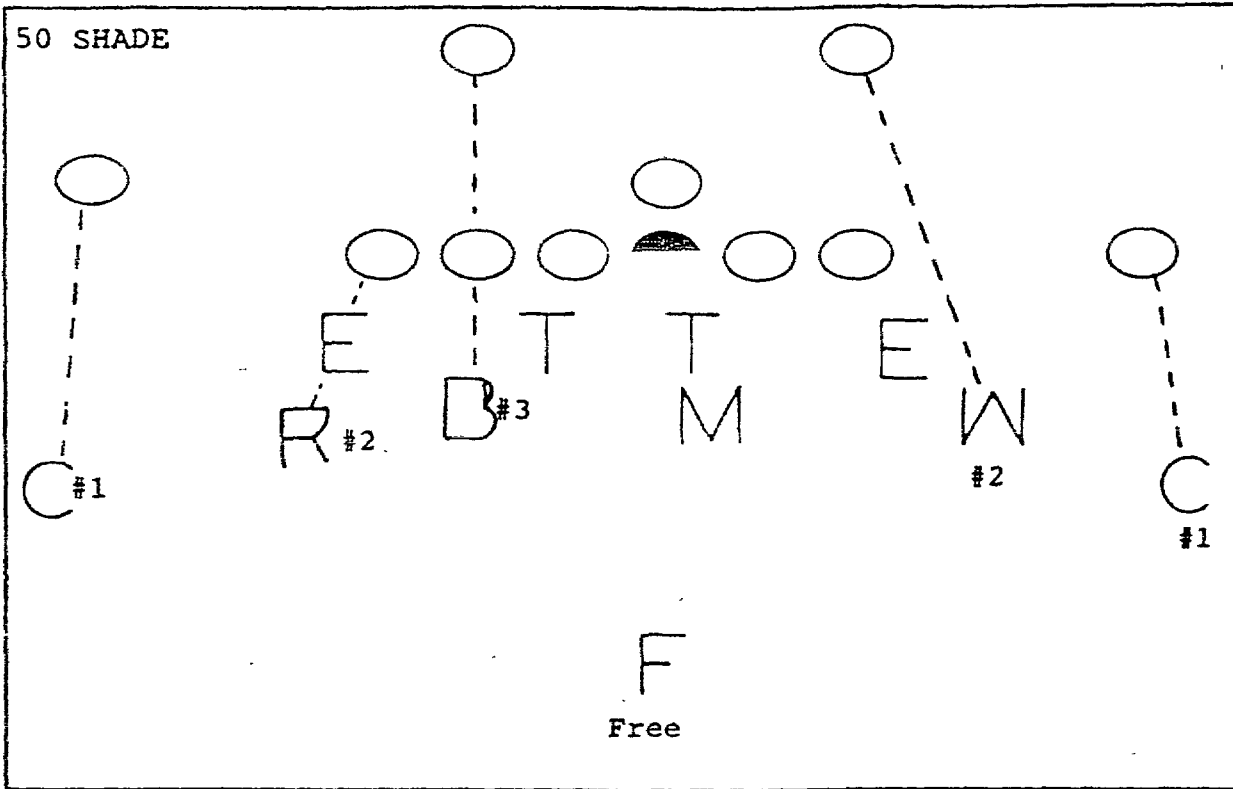
VI. POSITION: MIKE

- A. ALIGNMENT: Same as Blue
- B. TECHNIQUE: Same as Blue
- C. KEY: Same as Blue
- D. RESPONSIBILITY:
 - 1. Combo on #2 & #3 strongside
 - 2. Run support - same as Blue
- E. vs. Run - Normal
- F. vs. Pass - Man coverage on #2 and #3 strongside with a Combo Call

VII. POSITION: WILL

- A. ALIGNMENT: Same as Blue
- B. TECHNIQUE: Same as Blue
- C. KEY: Same as Blue
- D. RESPONSIBILITY:
 - 1. Man coverage on #2 weakside.
 - 2. Primary run - shoot support
- E. vs. Run - Primary run - shoot support
- F. vs. Pass - Man to man on #2 weakside

CRIMSON COVERAGE



- SC 7-9 yds. deep & 1 yd. outside, outside man on #1, secondary run support, outside in
- ROVER 4-7 yds. deep and 4-5 yds. outside TE, outside man on #2, primary run support (shoot) outside in contain
- FS 10-15 yds deep over the ball, True Free Safety, head on swivel looking for Post either side, primary weakside (shoot) and secondary strongside inside out
- WC 7-9 yds. deep & 1 yd. outside, outside man on #1, secondary run support (shoot) outside in
- BUCK Normal alignment, primary run (shoot), #3 man on pass (Houston)
- MIKE Normal alignment, primary run (shoot), Houston on backs
- WILL Normal alignment, primary run (shoot) Houston on backs

SECONDARY COVERAGE

CRIMSON (FUNNEL)

Crimson (Funnel is a true Free Safety Defense. The corners will cover #1 receiver to their side. The Rover will have #2 to his side man. The linebacker will have both backs man. We will show Green alignment as part of our disguise coverage. We must keep all receivers inside, so the Free Safety can give help on the post. This is a True Free Safety defense. The corners will always have post help. We will use Shoot Force for run support.

ALERTS & VARIATIONS

1. Shoot Force - Front side - (Rover) and backside (Free Safety)
2. Funnel - Any and all help will come from the Free Safety. Keep all routes inside. True Free Safety.
3. Disguise - Make Funnel look like Green.