

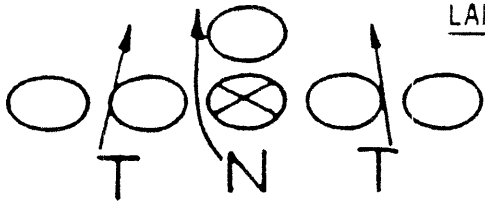
93

BOSTON COLLEGE

46 PACKAGE

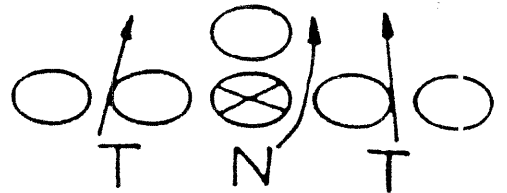
EAGLE





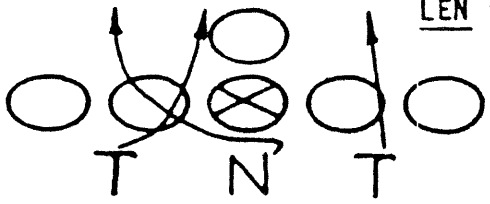
LARRY

Nose Left



ROGER

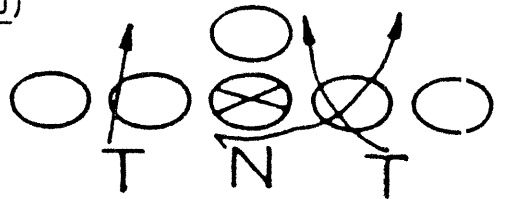
Nose Right



LEN (YOU)

*Left Eye "A"
Nose "A"*

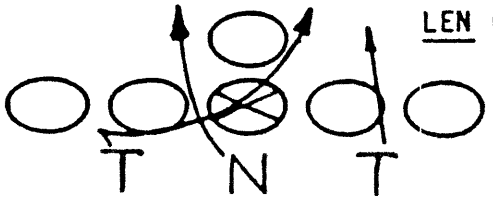
1 2



RAY (YOU)

*RT. T - "A"
Nose - "A"*

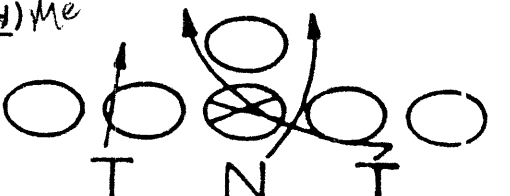
2 1



LEN (ME)

*Nose "A"
Left "A"*

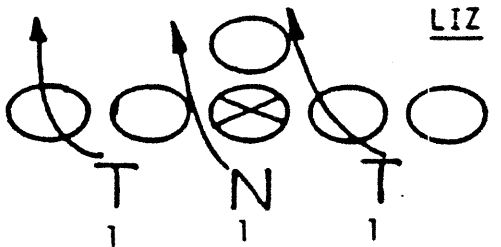
2 1



RAY (YOU) Me

*Nose "A"
Tackle "A"*

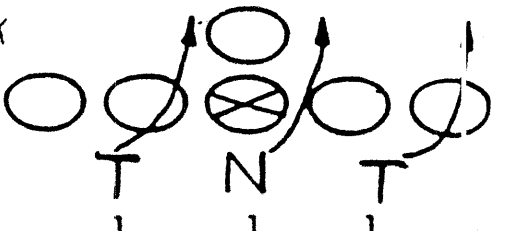
1 2



LIZ

SLANT Left

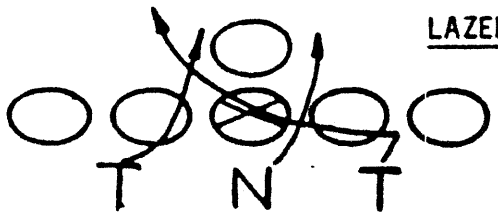
1 1 1



RIP

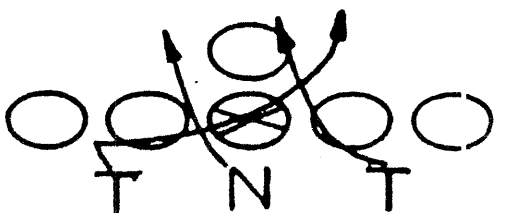
SLANT Right

1 1 1



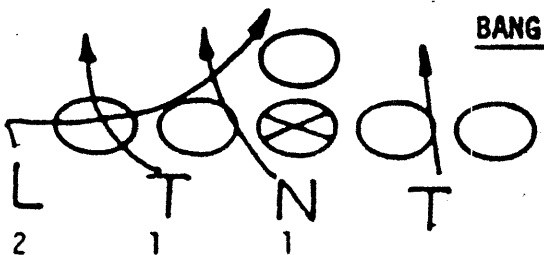
LAZER

1 1 2



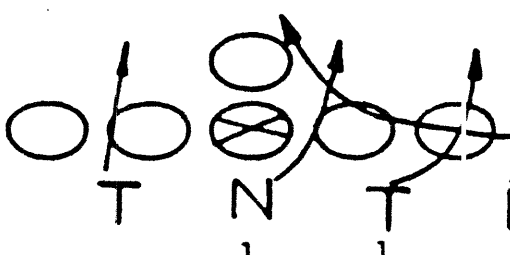
ROCKET

2 1 1



BANG

2 1 1



BANG

1 1 2



BLOOD



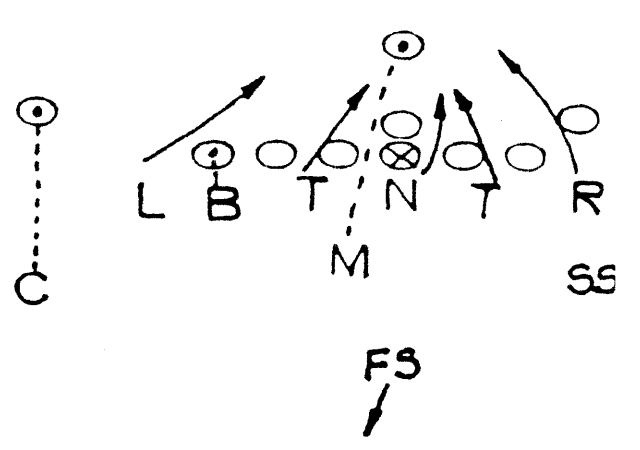
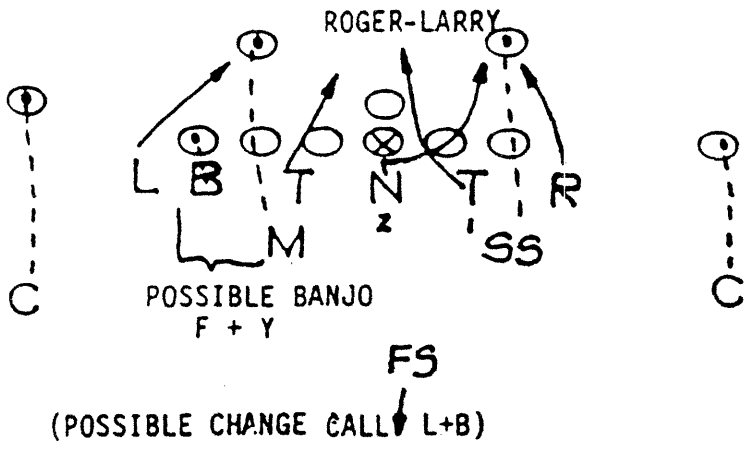
BLOOD

SPLIT - NOSE - TWIST

RIP-LIZ

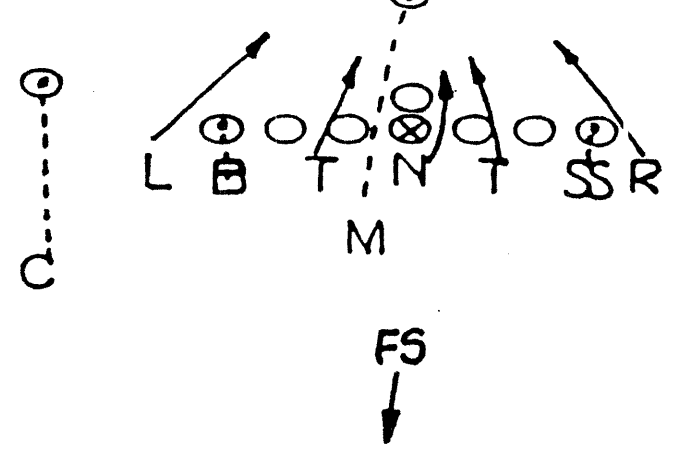
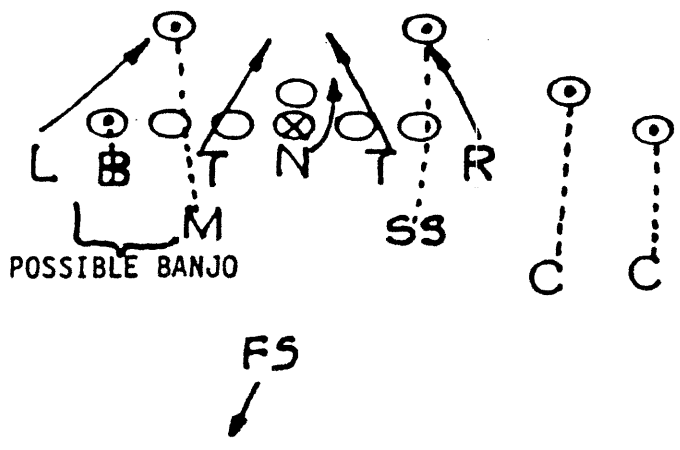
DOUBLE

ROGER-LARRY



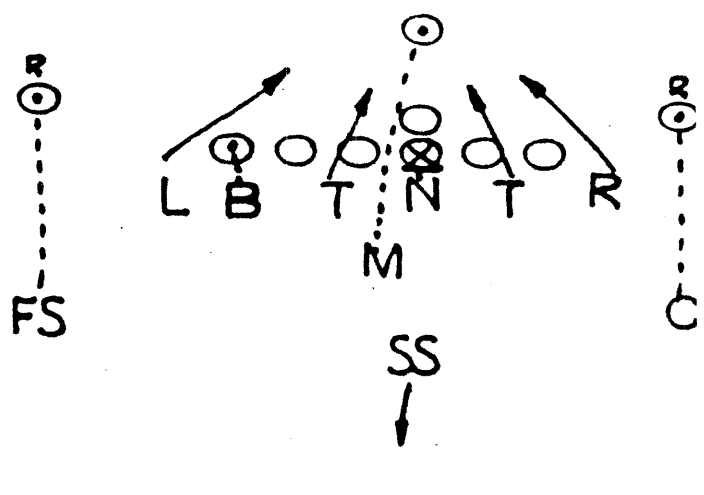
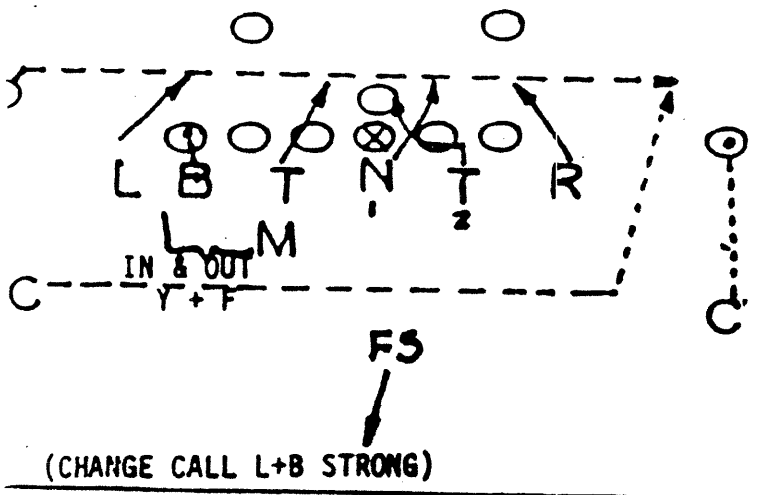
SLOT ALIGNMENT

BLIZZARD



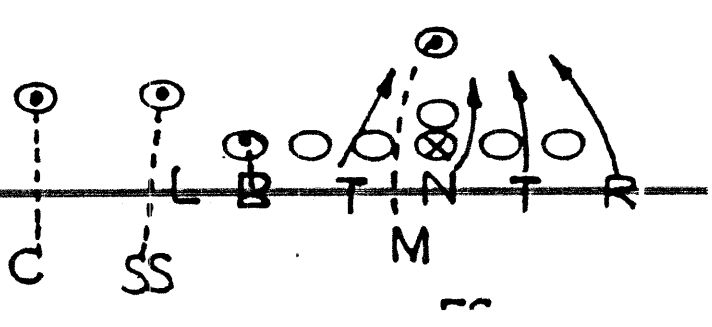
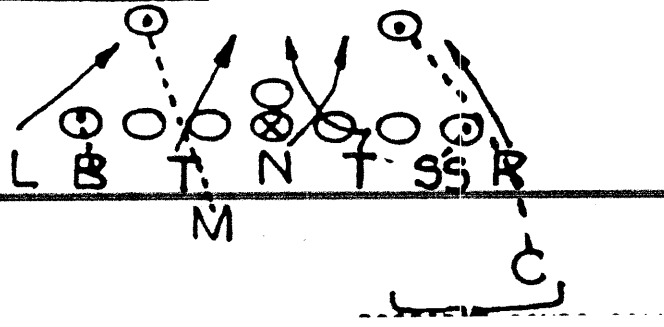
SLOT MOTION

ACE



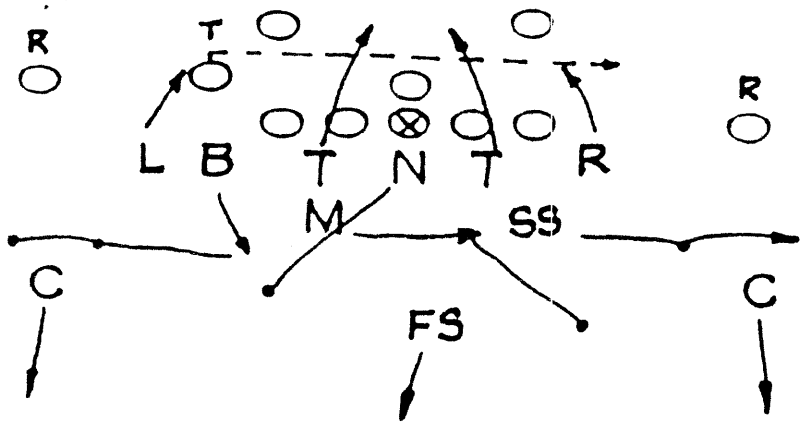
2 BACK WEAK TITE

TRIPS

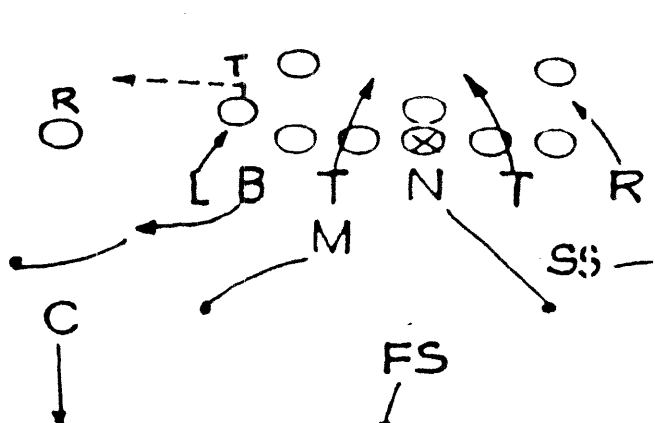


YUM MOTION

"ROSE"

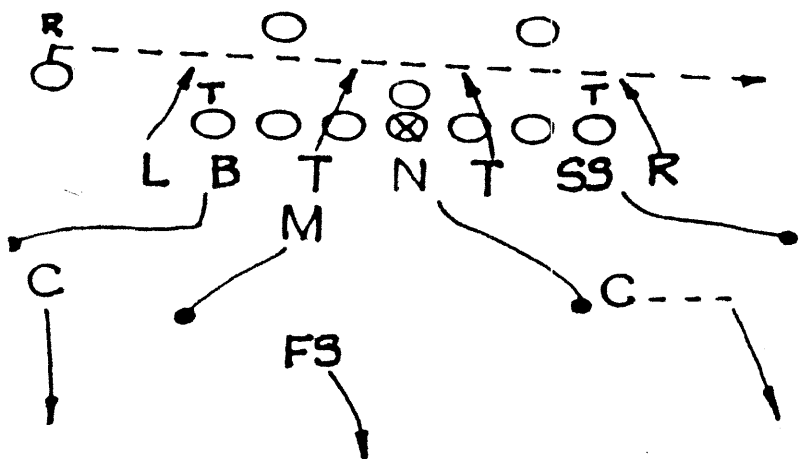


YA MOTION



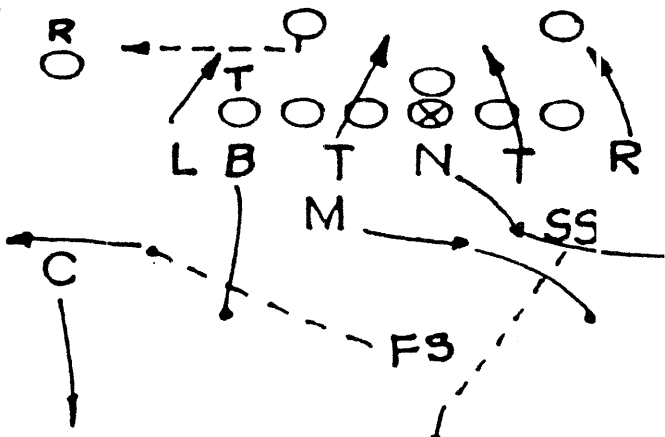
Z MOTION

"ROSE"



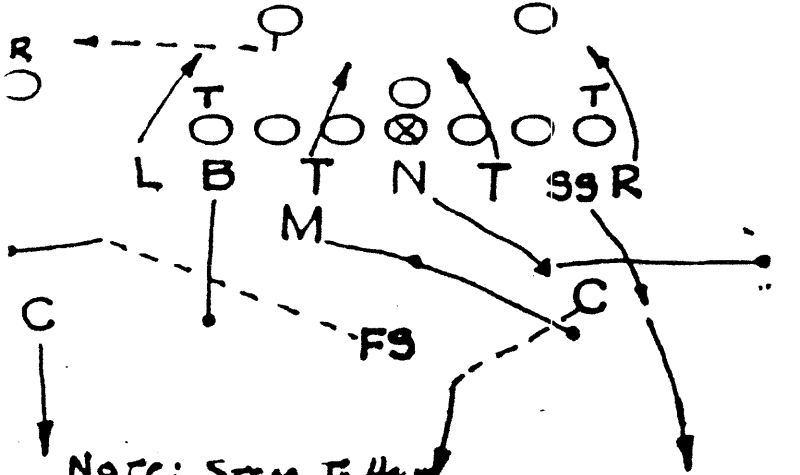
FLY MOTION (HAWK)

"R"



FLY MOTION (HAWK)

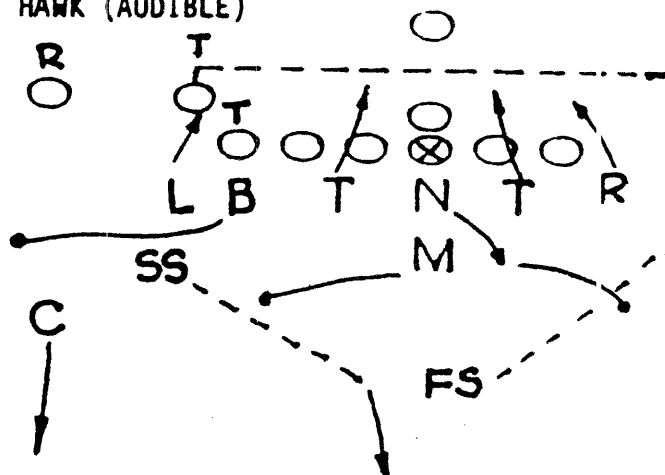
LINDA



NOTE: STEM TO HAWK

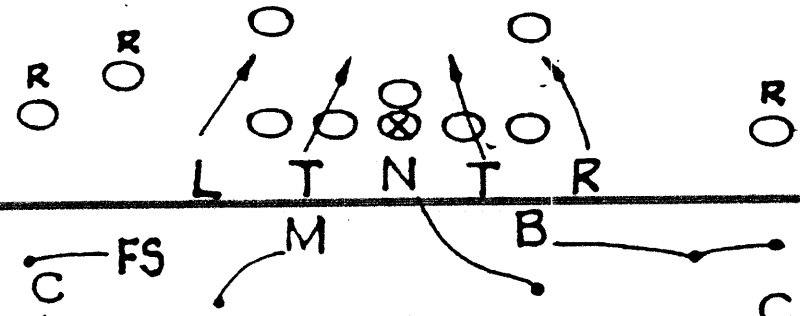
BAY MOTION HAWK (AUDIBLE)

LINDA-R



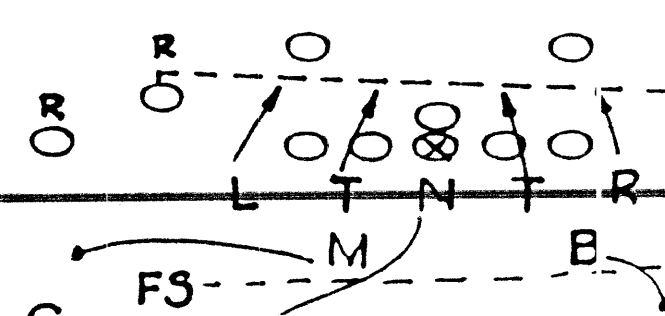
OPEN FORMATION

LINDA

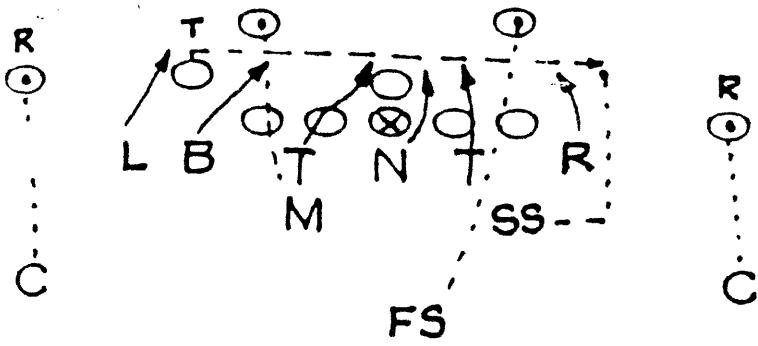


OPEN YUM MOTION

R

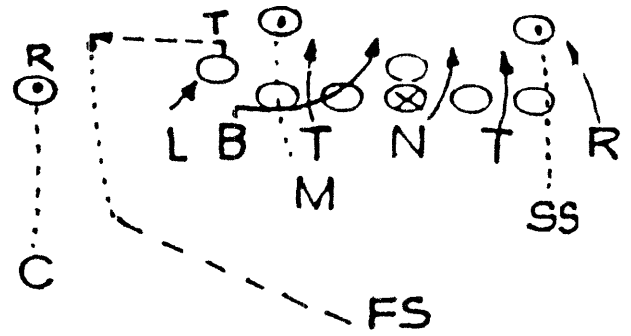


YUM MOTION

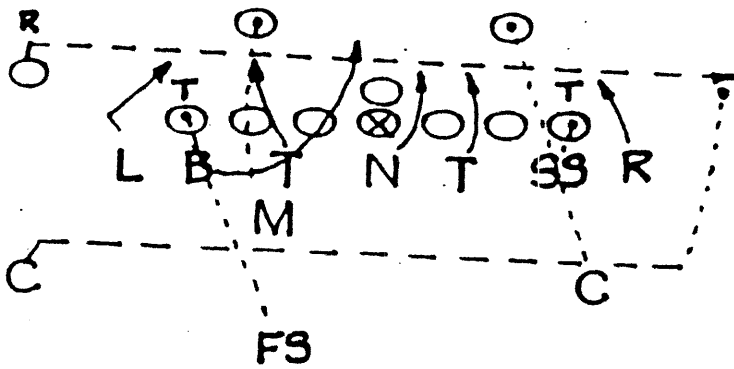


YA MOTION

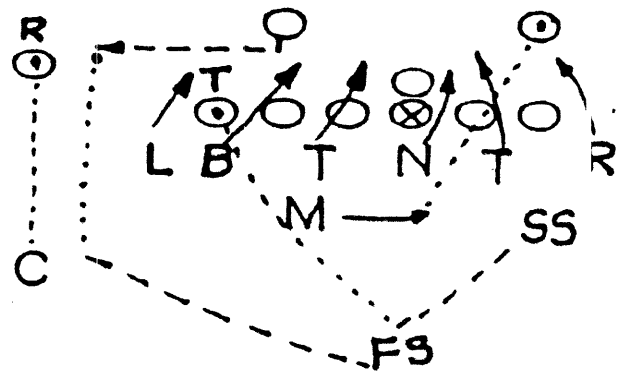
"A" CALL



Z MOTION

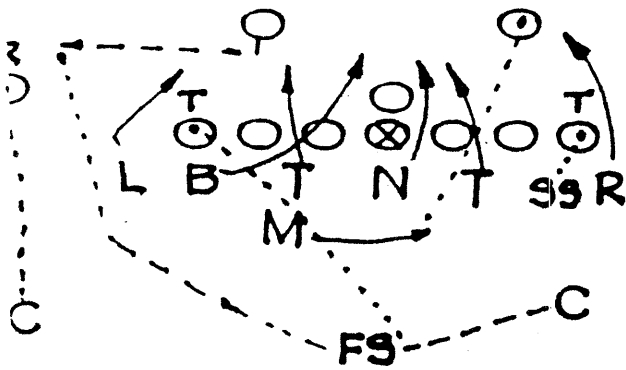


FLY MOTION

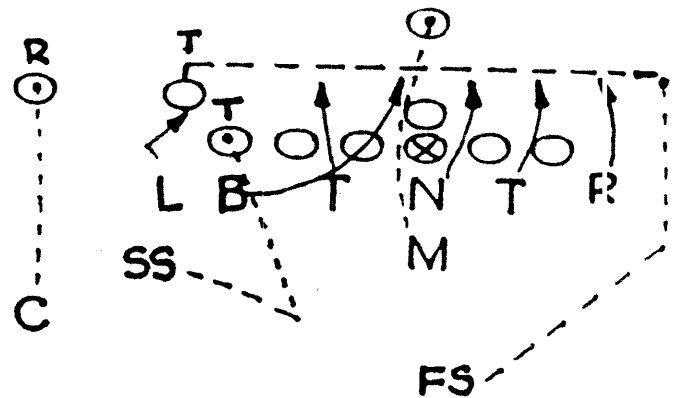


POSSIBLE COMBO

FLY MOTION

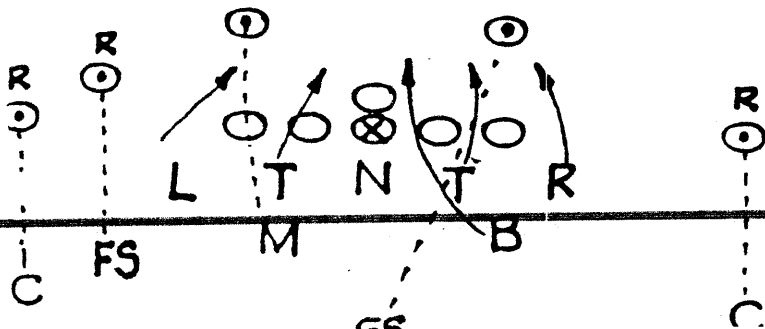


BAY MOTION

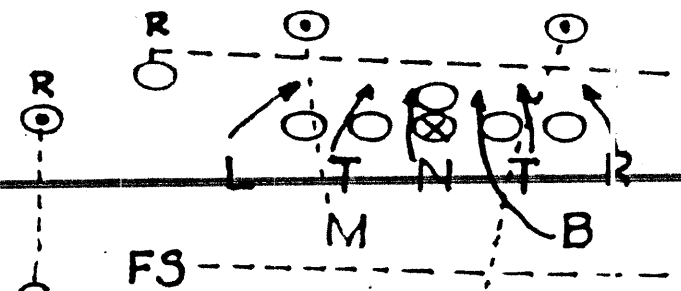


STARTS COMBO

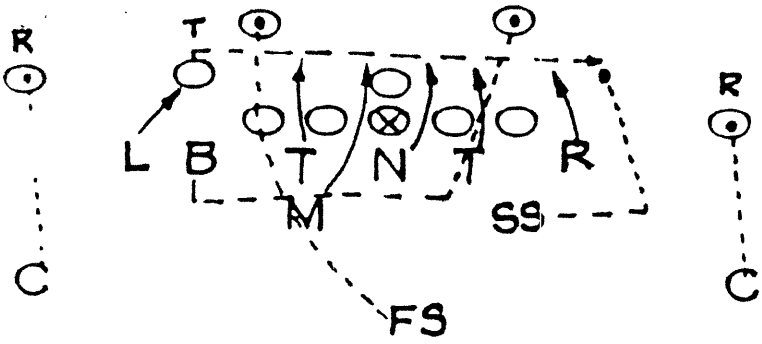
OPEN FORMATION



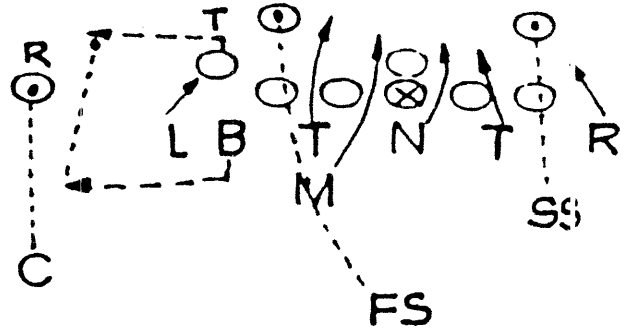
OPEN YUM MOTION



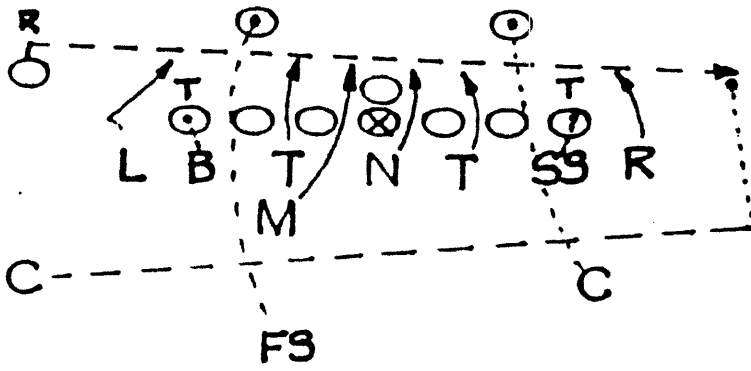
YUM MOTION



YA MOTION

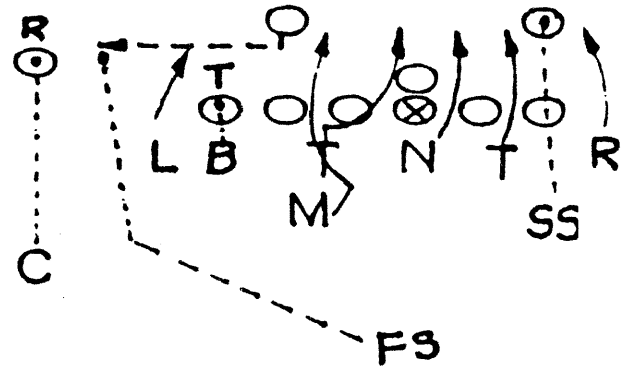


Z MOTION

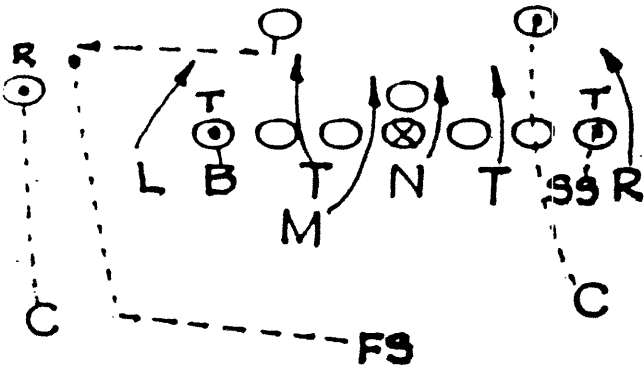


FLY MOTION

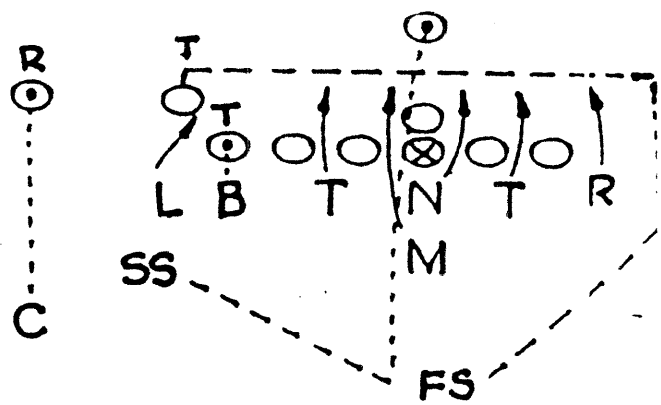
"B" CALL



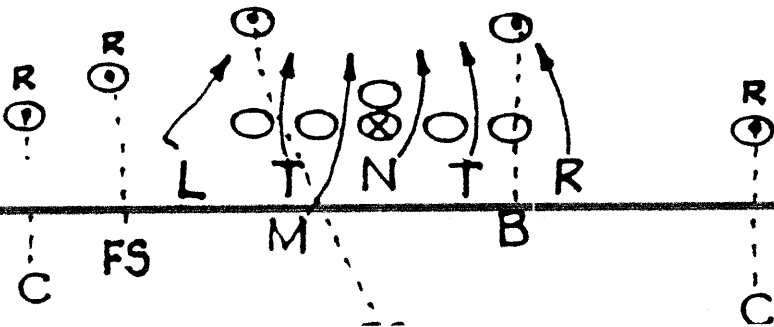
FLY MOTION



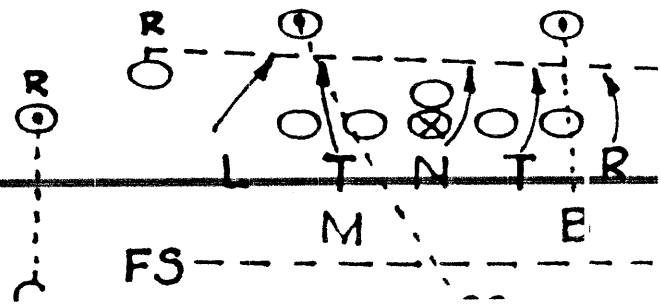
BAY MOTION



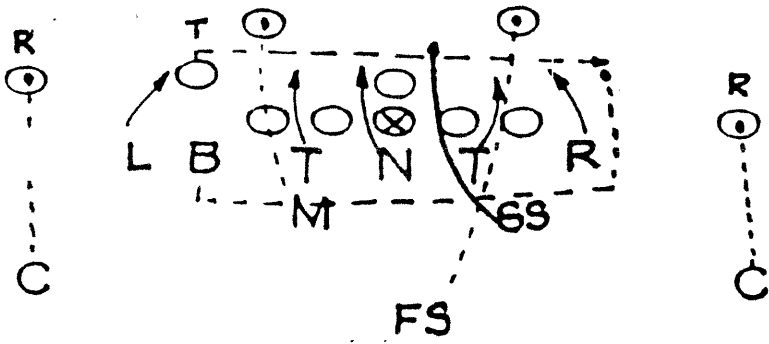
OPEN FORMATION



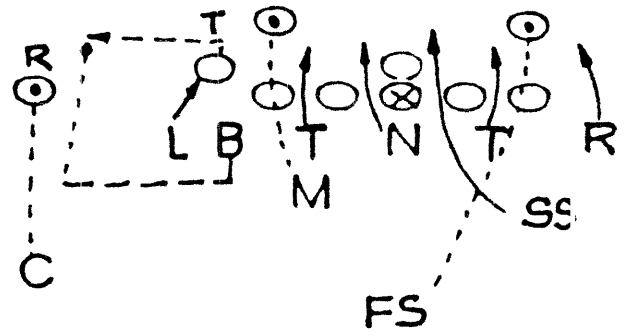
OPEN YUM MOTION



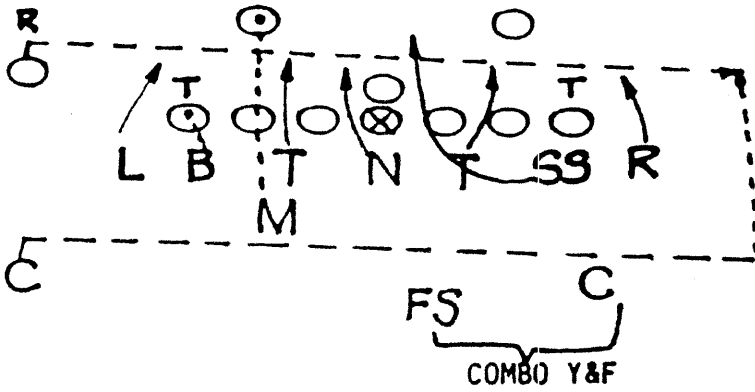
YUM MOTION



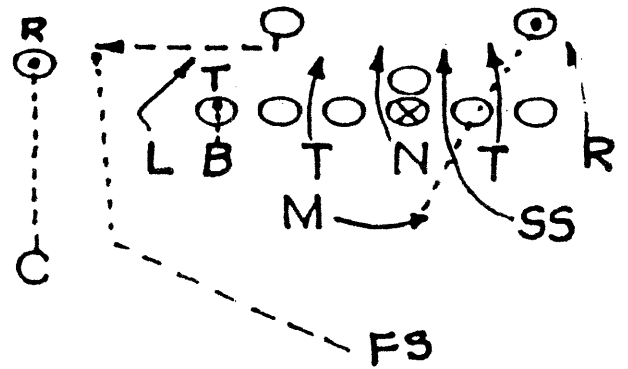
YA MOTION



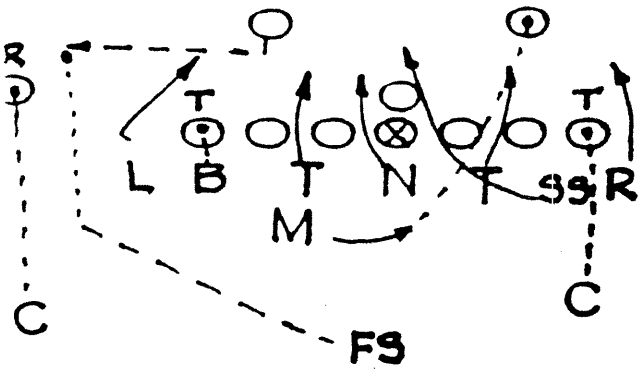
Z MOTION



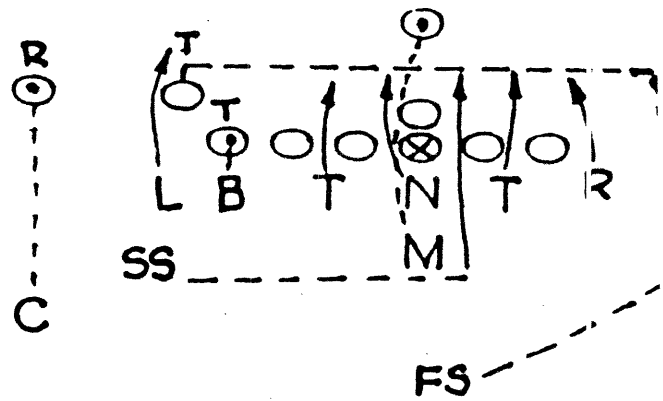
FLY MOTION



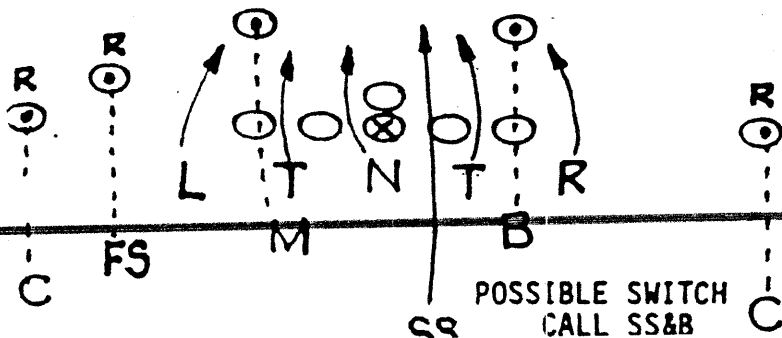
FLY MOTION



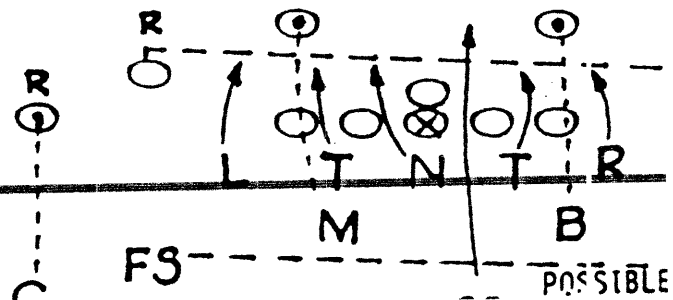
BAY MOTION



OPEN FORMATION



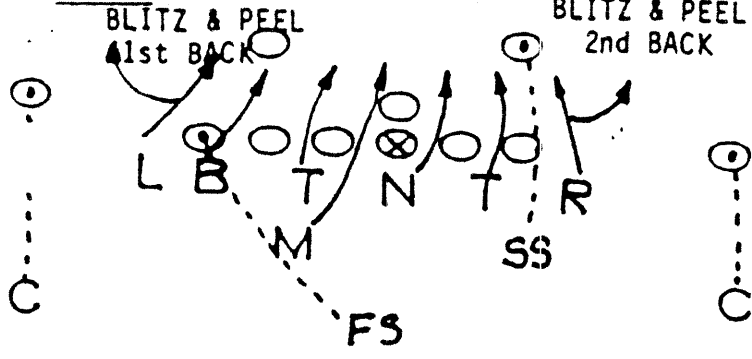
OPEN YUM MOTION



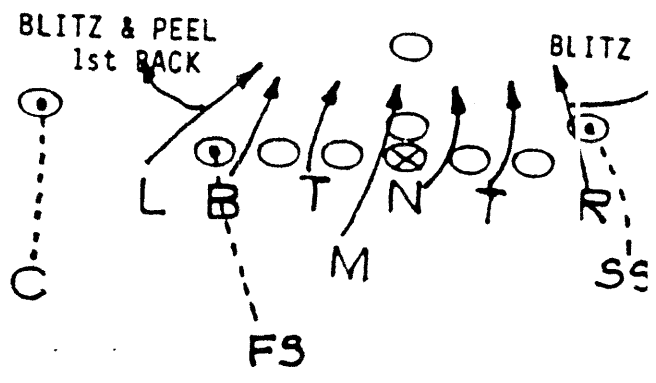
POSSIBLE SWITCH CALL SS&B

POSSIBLE

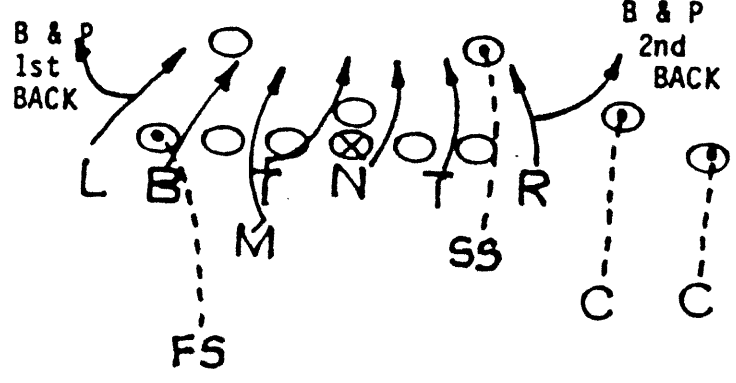
SPLIT



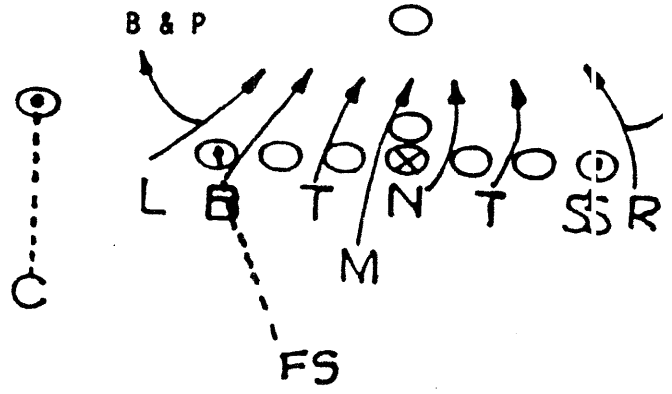
DOUBLE



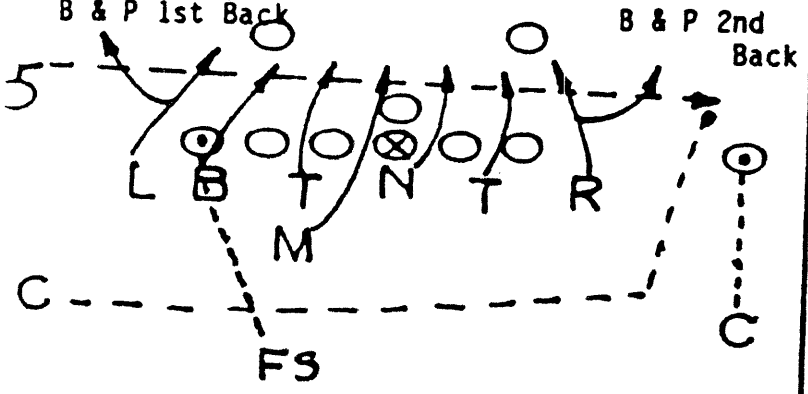
SLOT ALIGNMENT



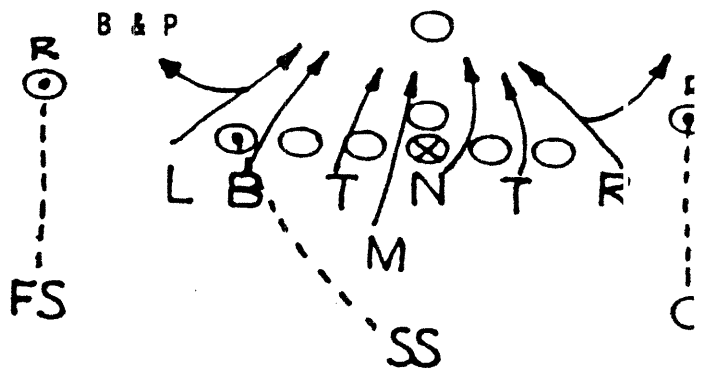
BLIZZARD



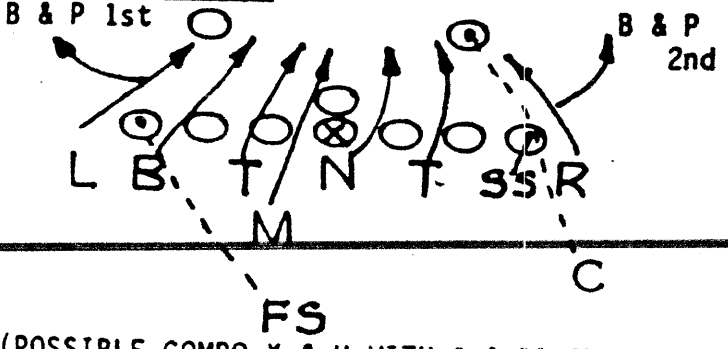
SLOT MOTION



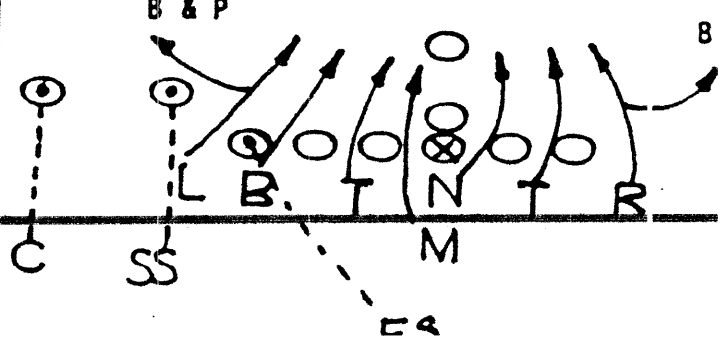
ACE



2 BACK WEAK TITE



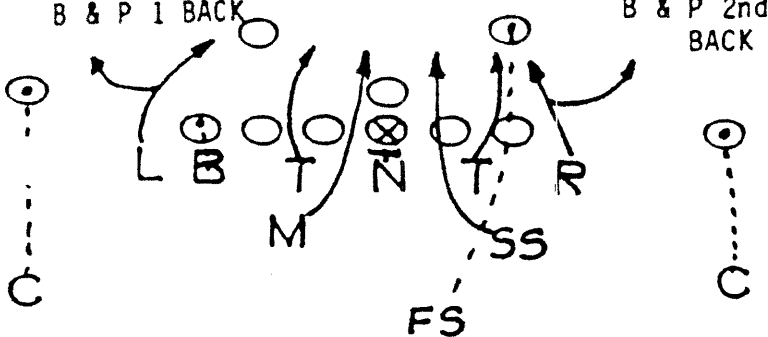
TRIPS



(POSSIBLE COMBO Y & W WITH C & SS FROM OFF)

SPELL

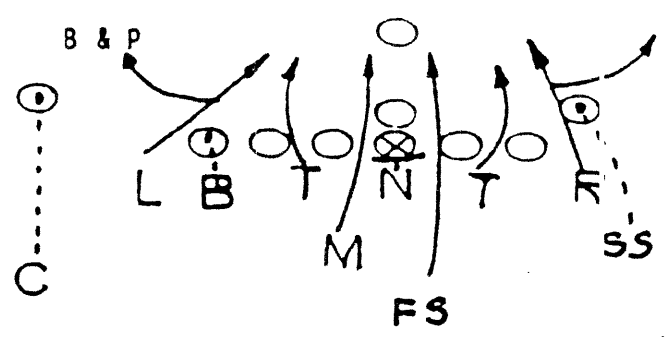
B & P 1 BACK



CHORE THING

DO ONE

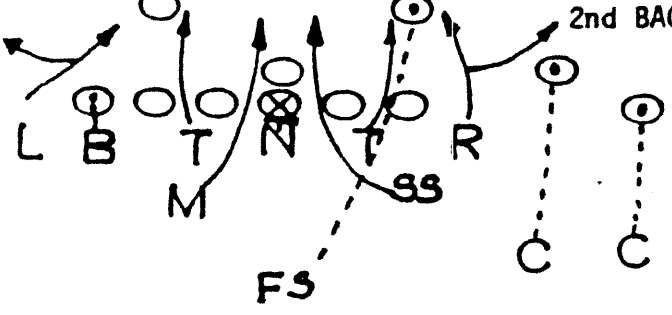
B & P



SLOT ALIGNMENT

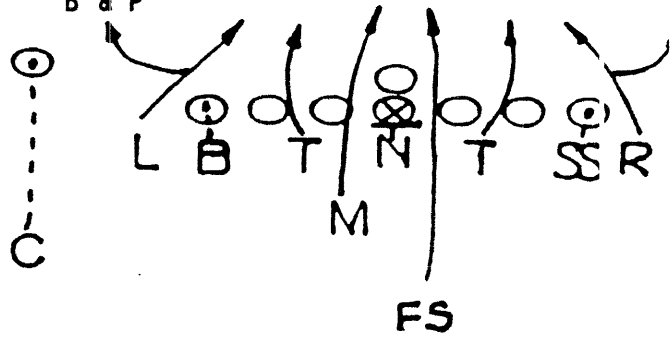
B & P 1st BACK

B & P 2nd BACK



BLIZZARD

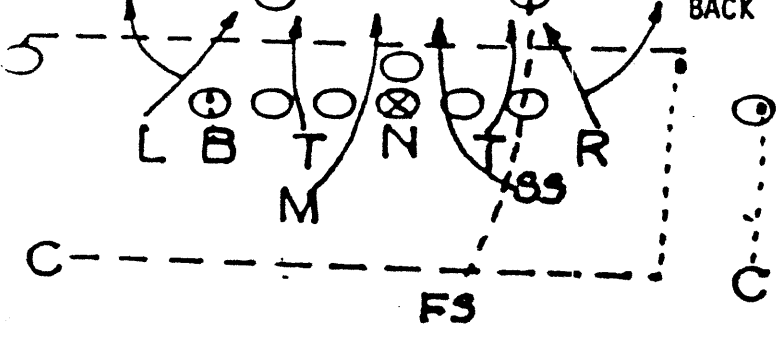
B & P



SLOT MOTION

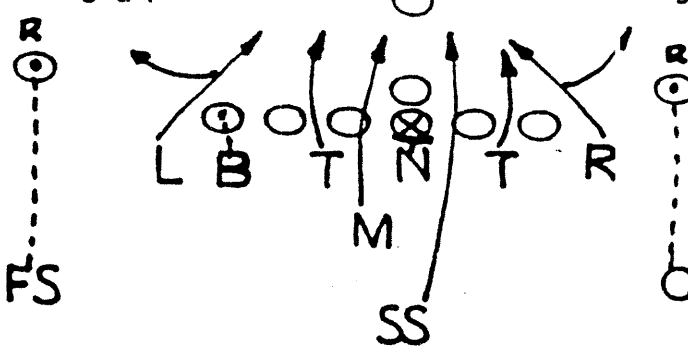
B & P 1st BACK

B & P 2nd BACK



ACE

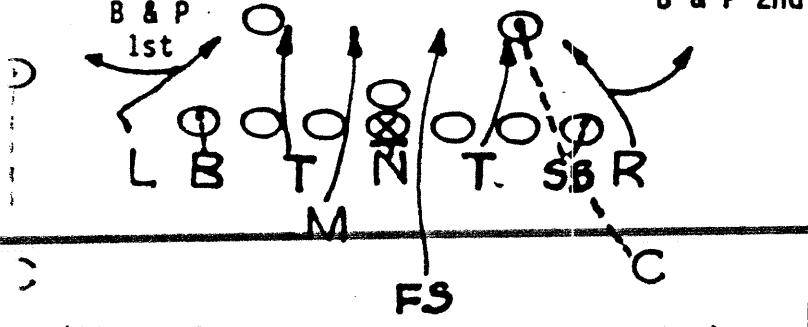
B & P



2 BACK WEAK TITE

B & P 1st

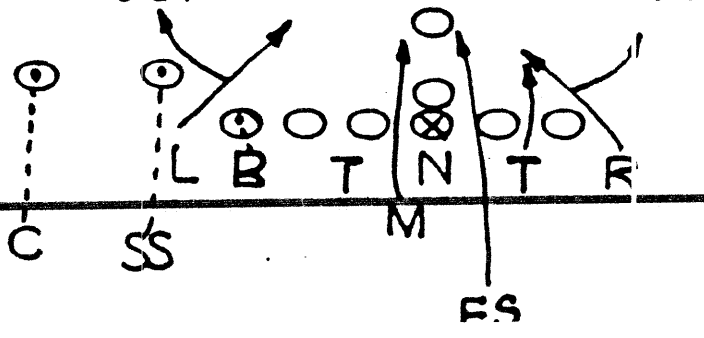
B & P 2nd



TRIPS

B & P

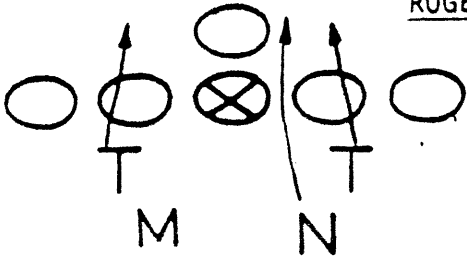
B &



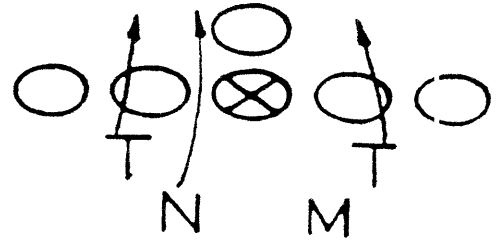
(POSSIBLE COMBO OR MAMBO SS & C - X & H)

HARK

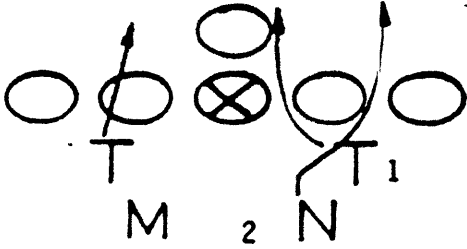
ROGER



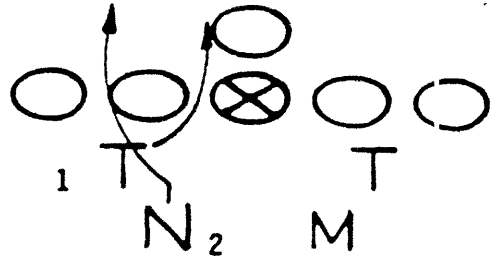
LARRY



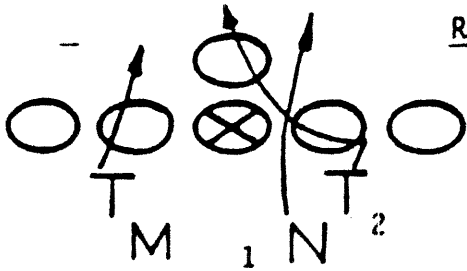
RAY-YOU



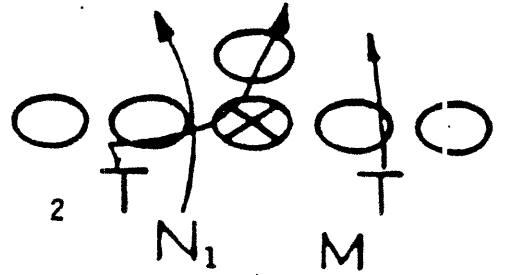
LEN-YOU



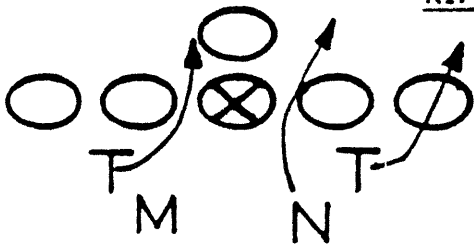
RAY-ME



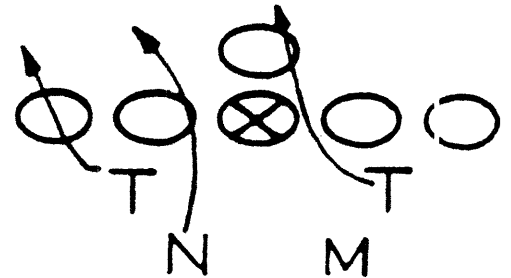
LEN-ME



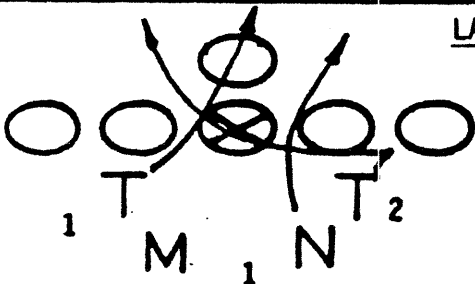
RIP



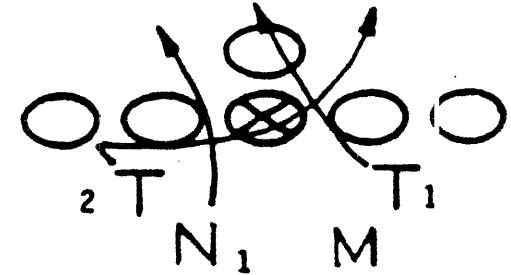
LIZ



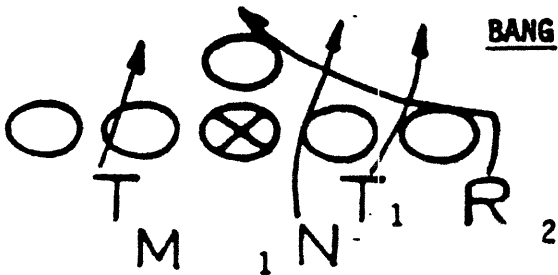
LAZER



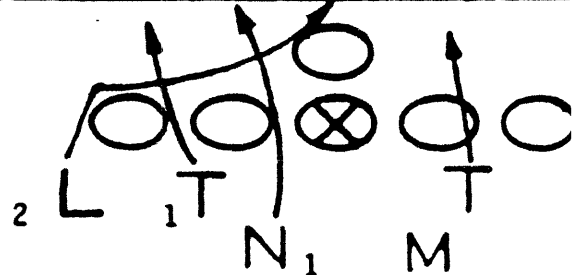
ROCKET



BANG



BANG



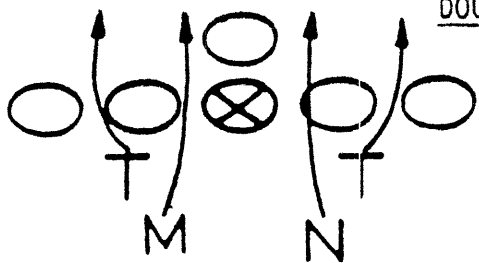
BLOOD



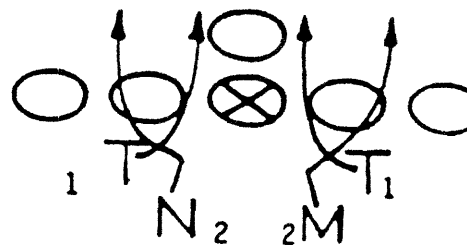
BLOOD



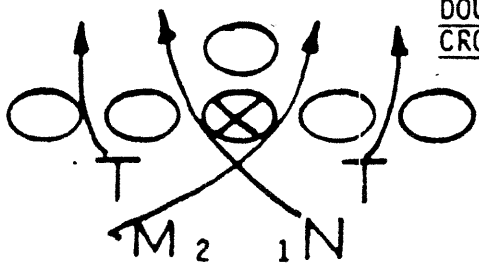
DOUBLE A



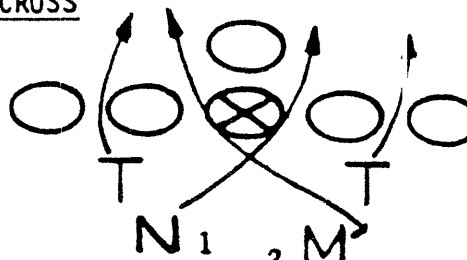
DOUBLE B



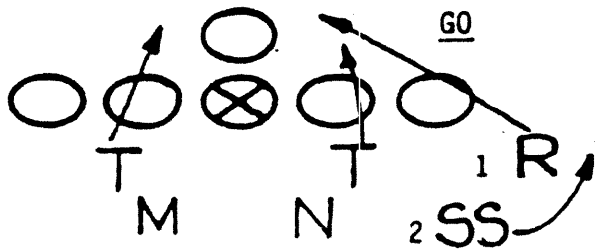
DOUBLE A CROSS



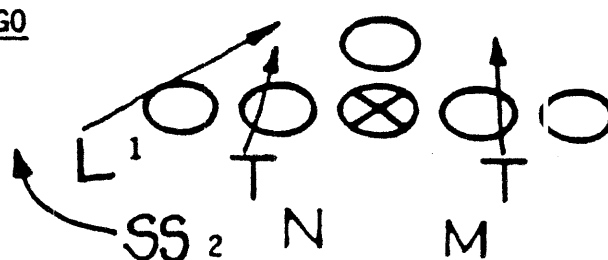
DOUBLE A CROSS



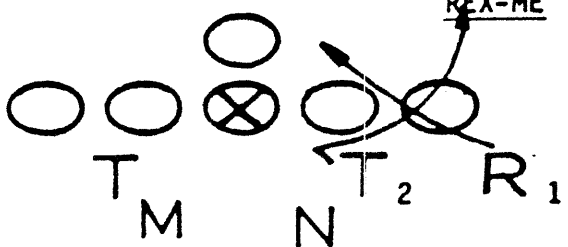
GO



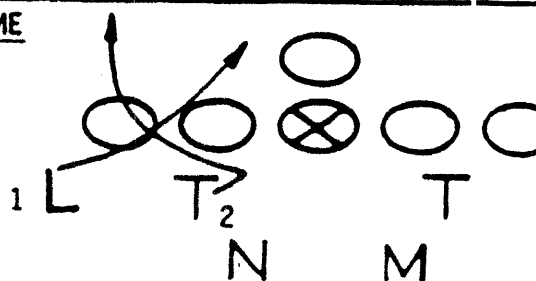
GO



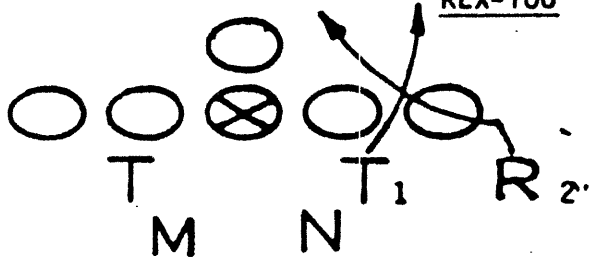
REX-ME



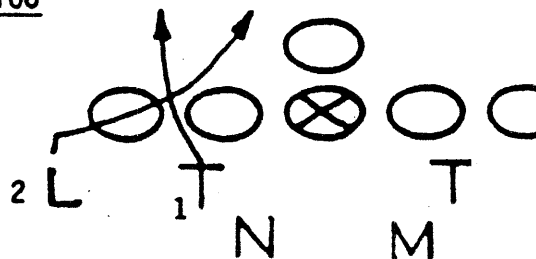
LEX-ME



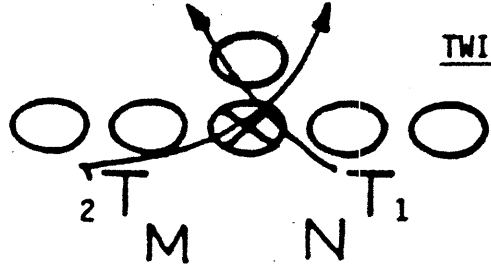
REX-YOU



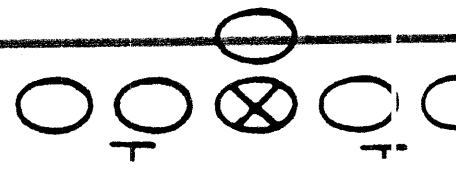
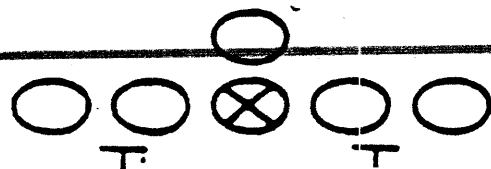
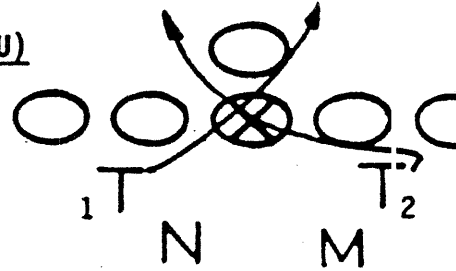
LEX-YOU

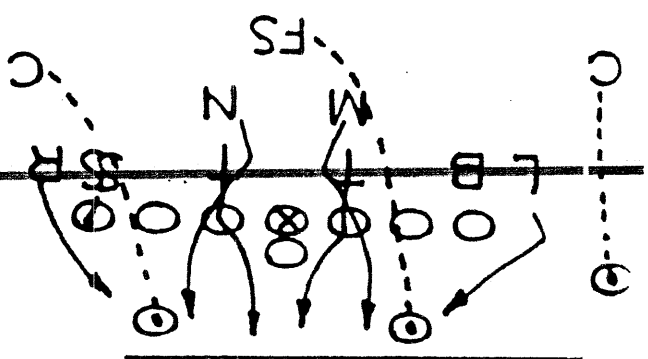


TWIST (ME)

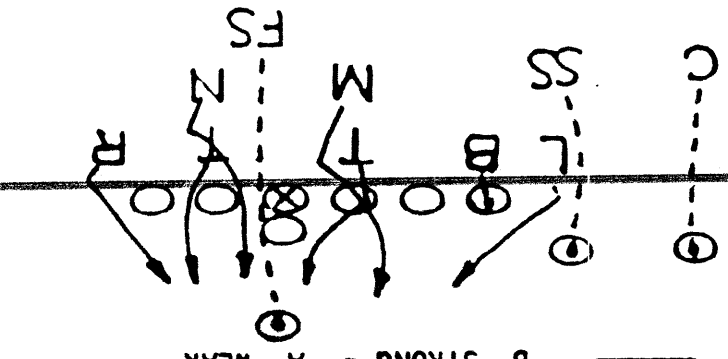


TWIST (YOU)

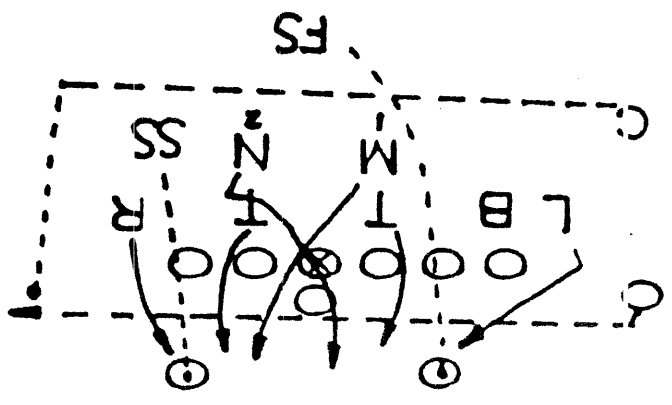




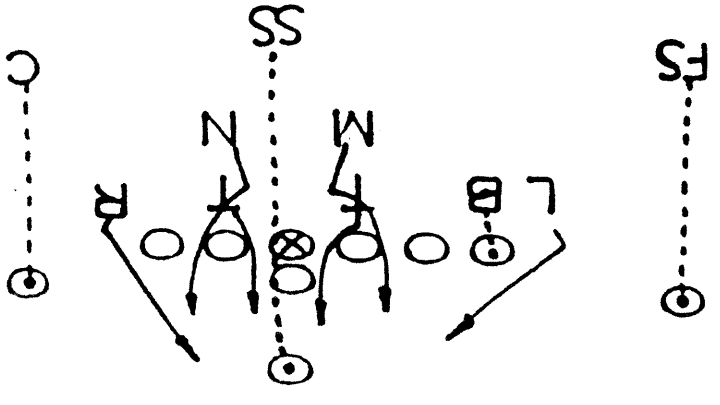
2 BACK WEAK TITE 8 - BB CALL



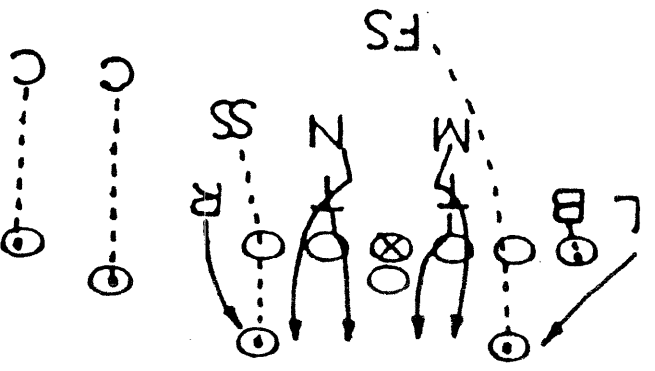
TRIPS - "B" STRONG - "A" WEAK



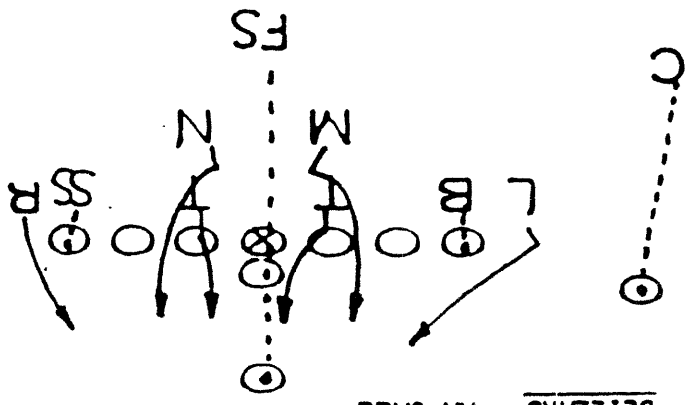
SLOT MOTION - AA CROSS



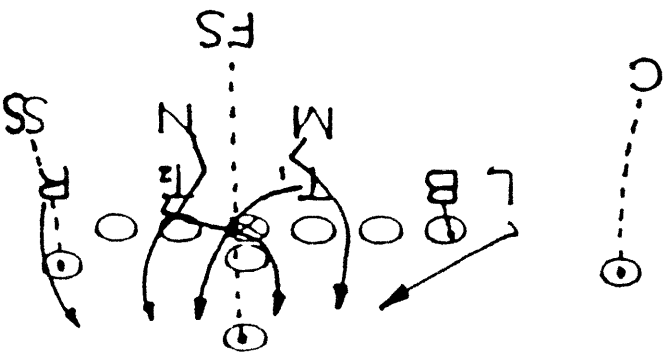
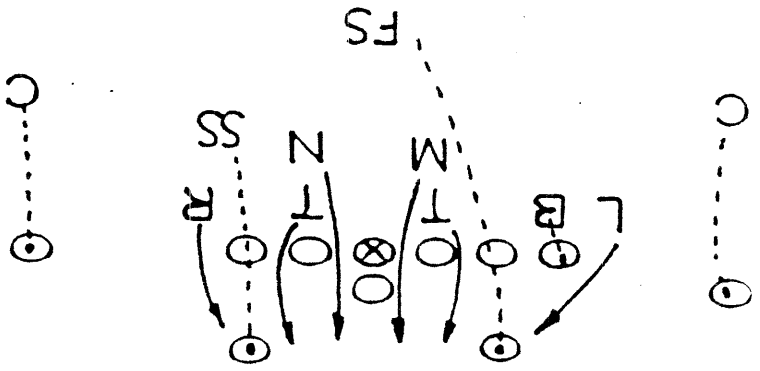
ACE - BB CALL

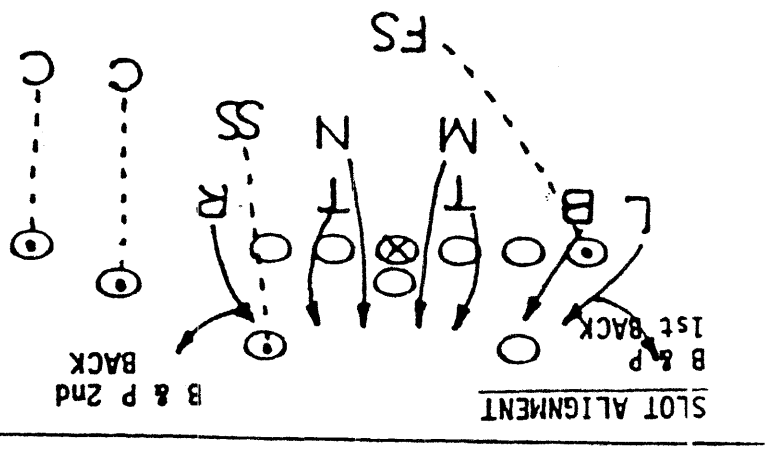
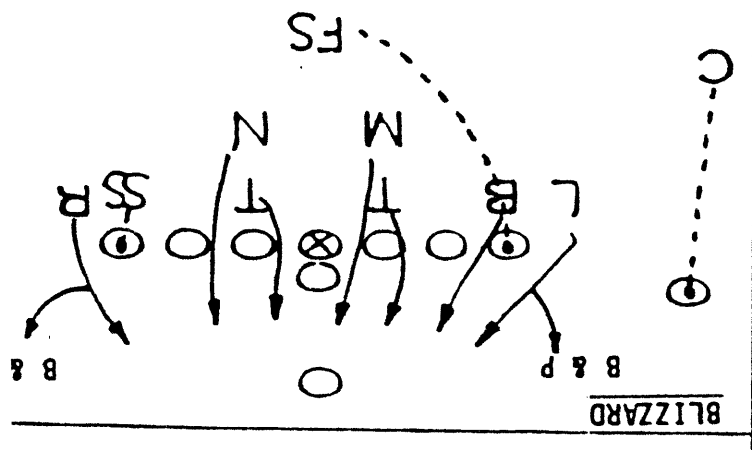
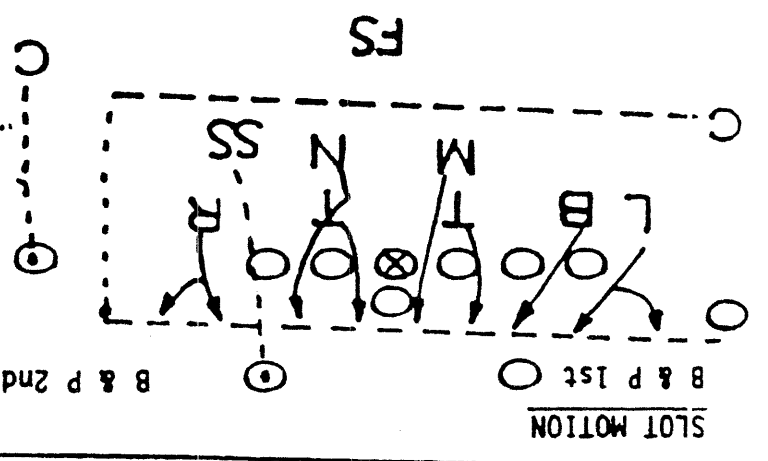
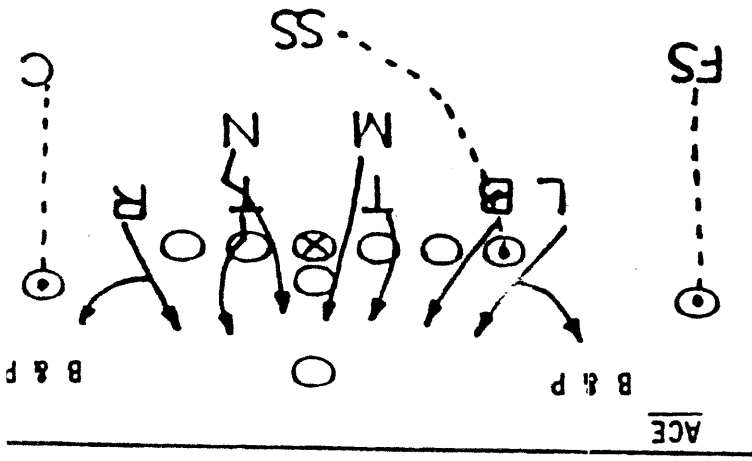
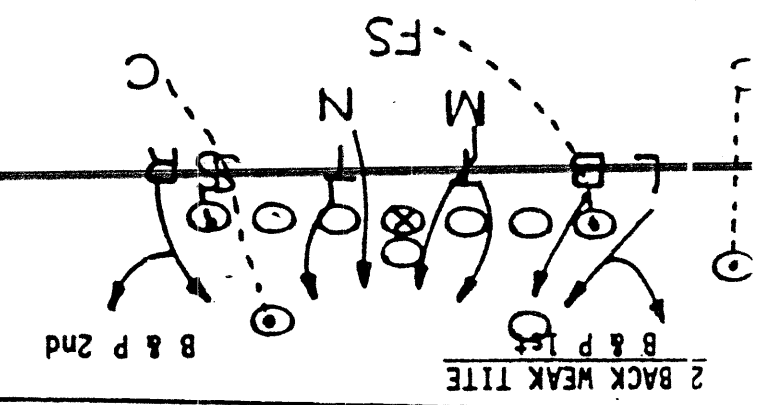
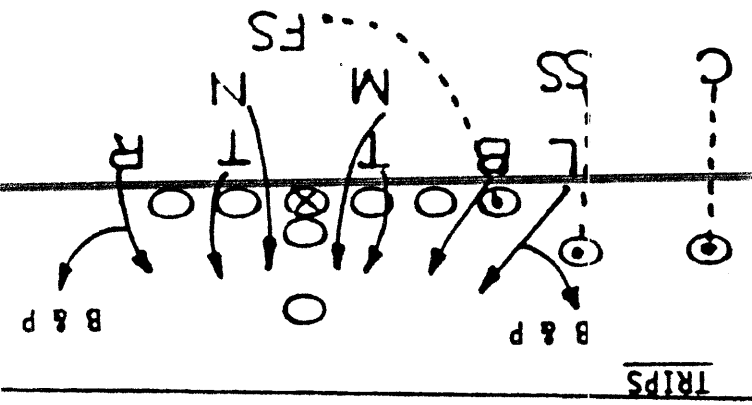


SLOT ALIGNMENT "BB" CALL

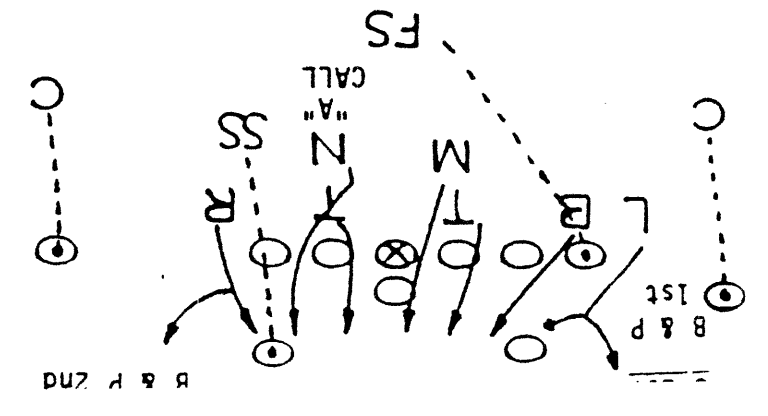
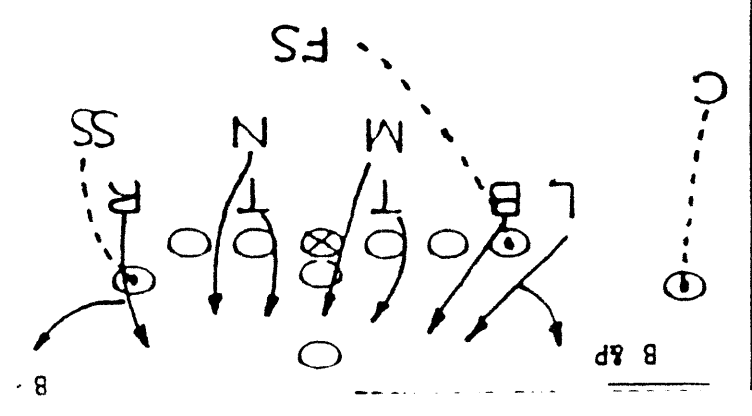


BLIZZARD - AA CALL

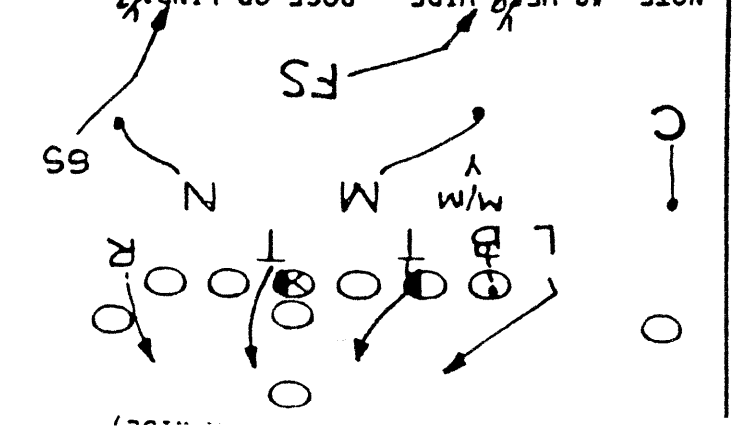
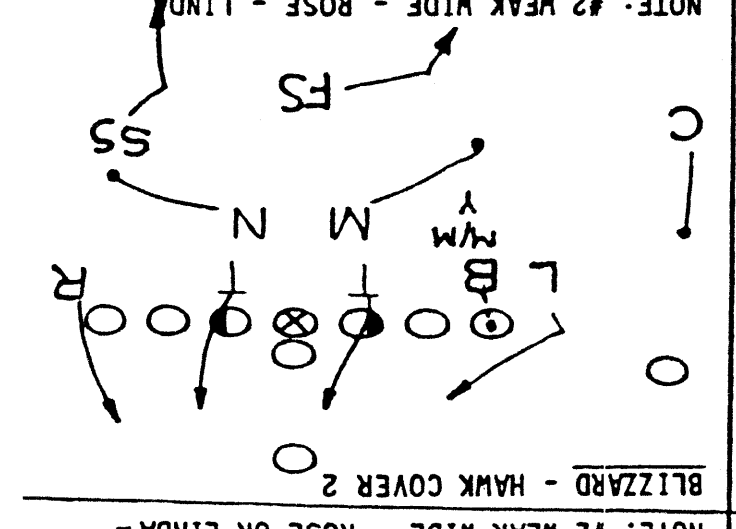
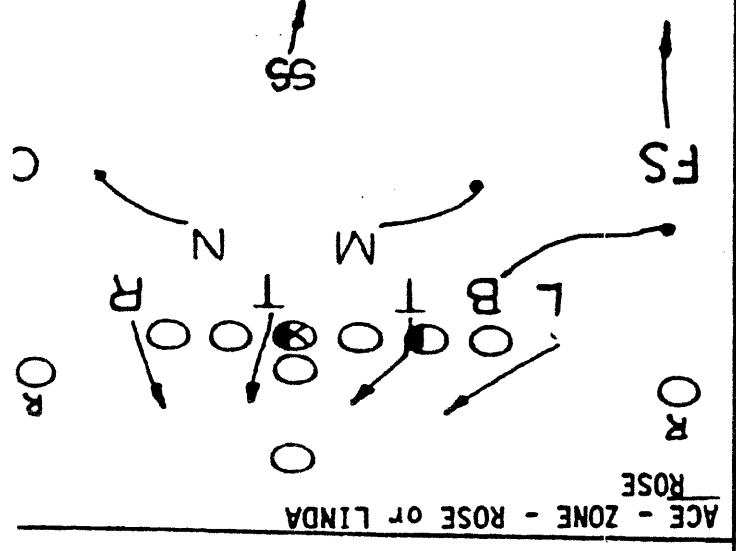
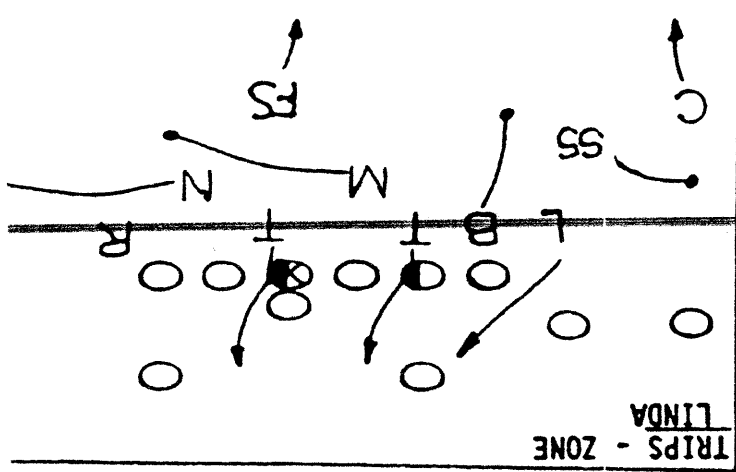
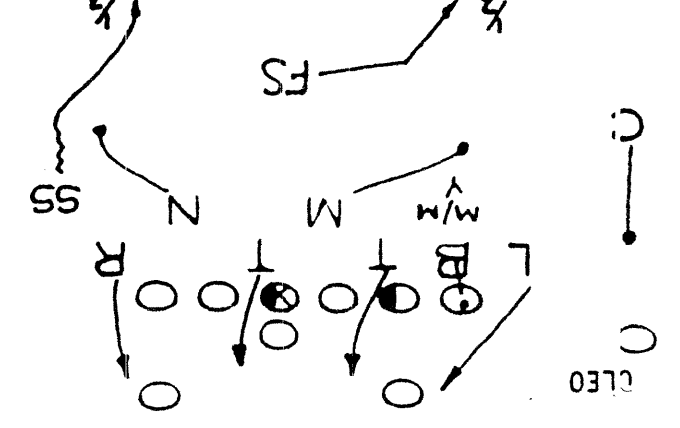
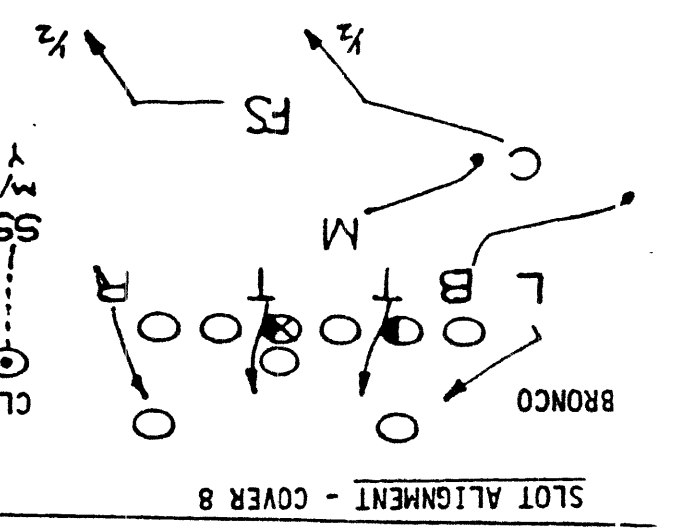
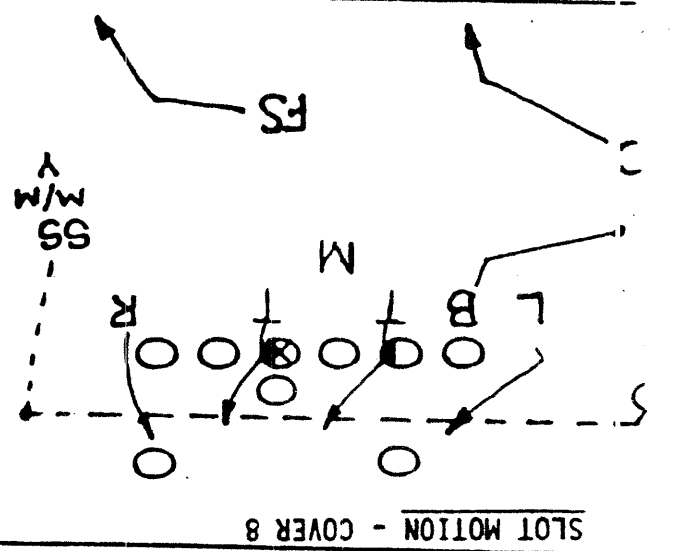
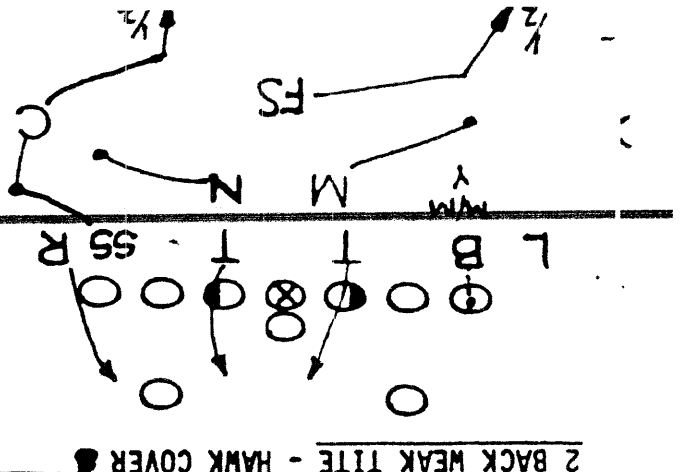




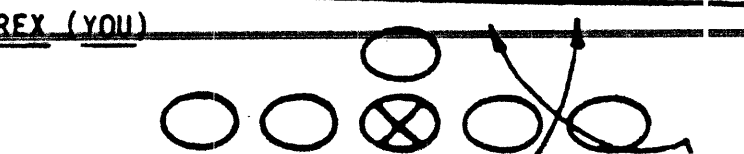
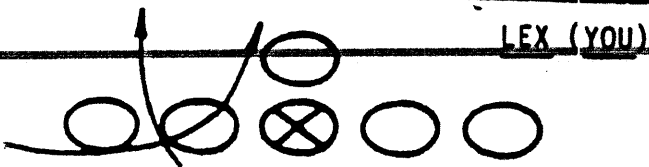
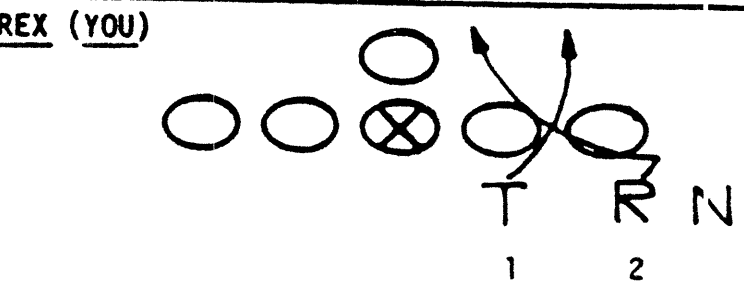
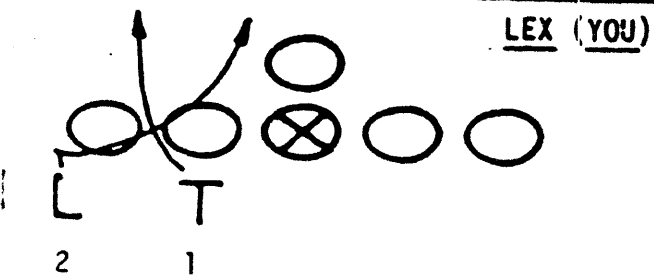
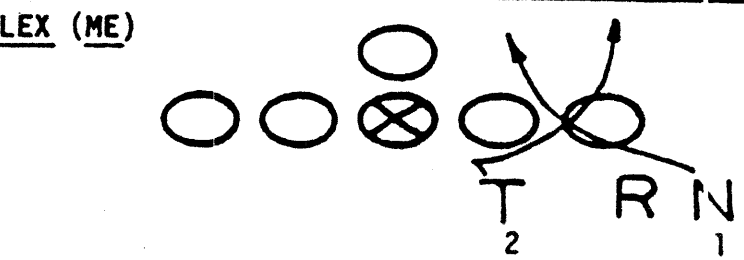
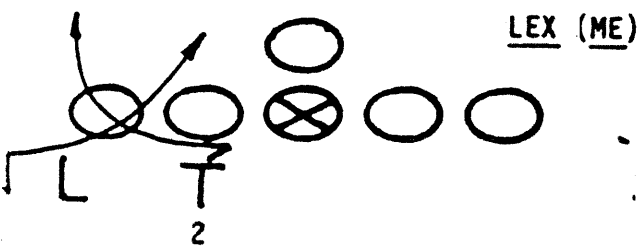
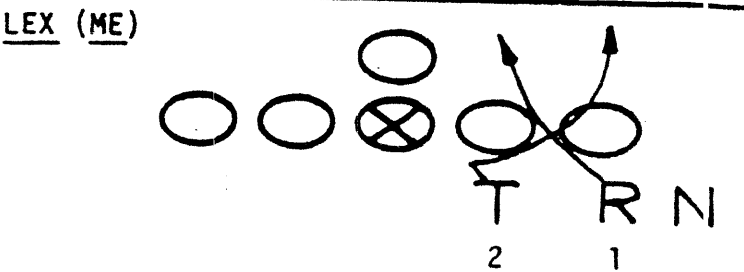
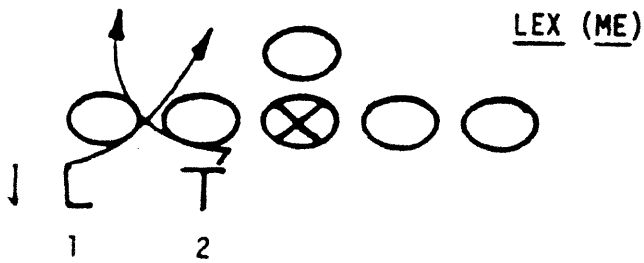
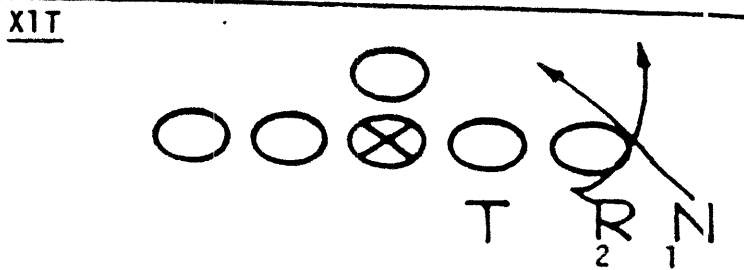
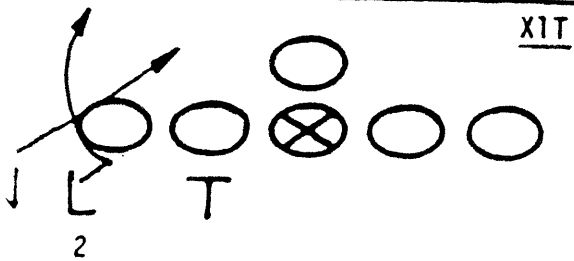
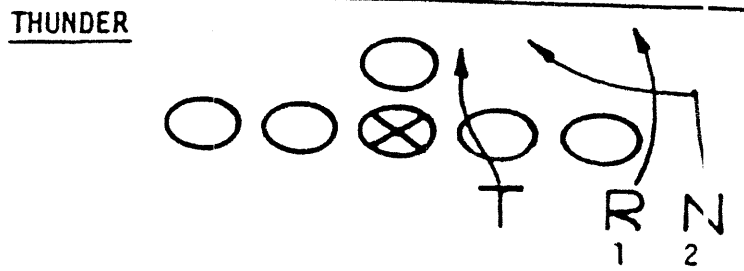
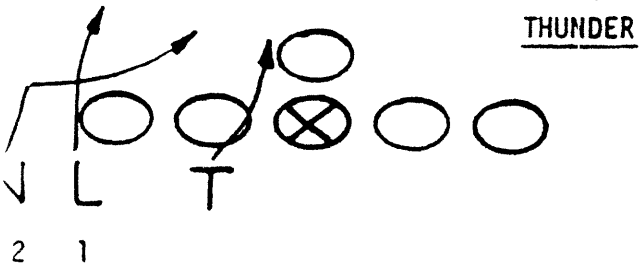
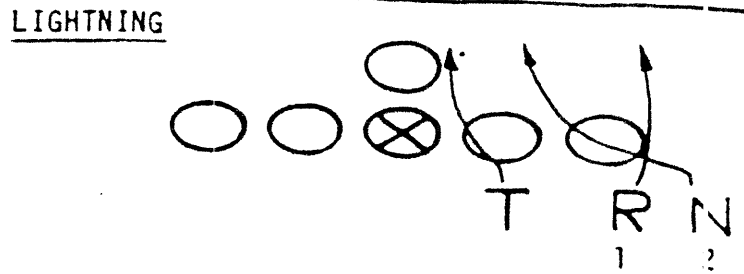
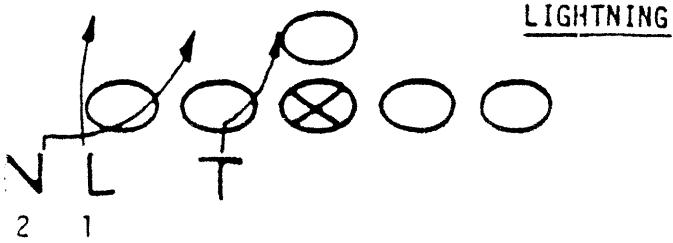
(NOTE - NOSE MUST GIVE "T" A OR B CALL)



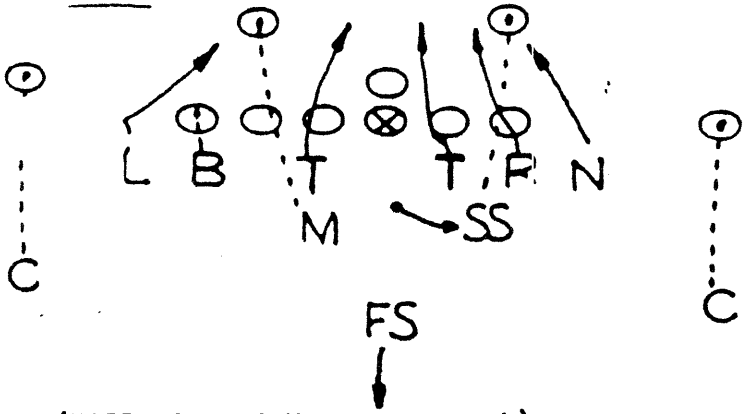
FALCON



VULTURE

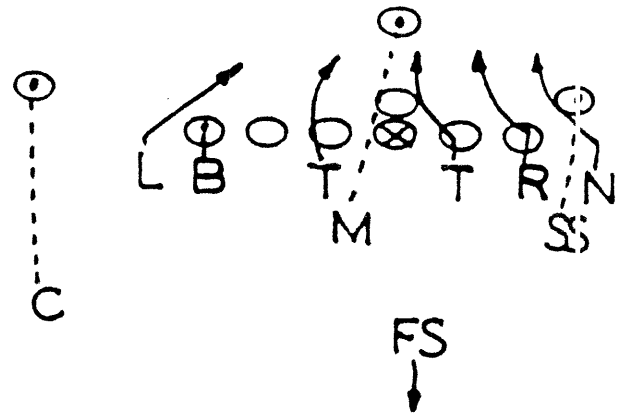


SPLIT

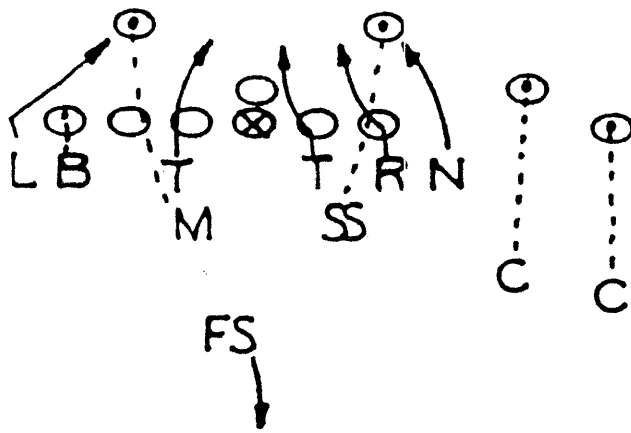


(NOTE: 2 or 3 Man games weak)

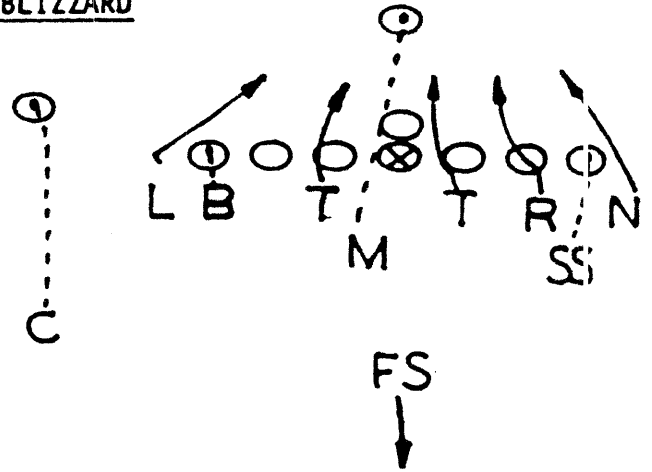
DOUBLE



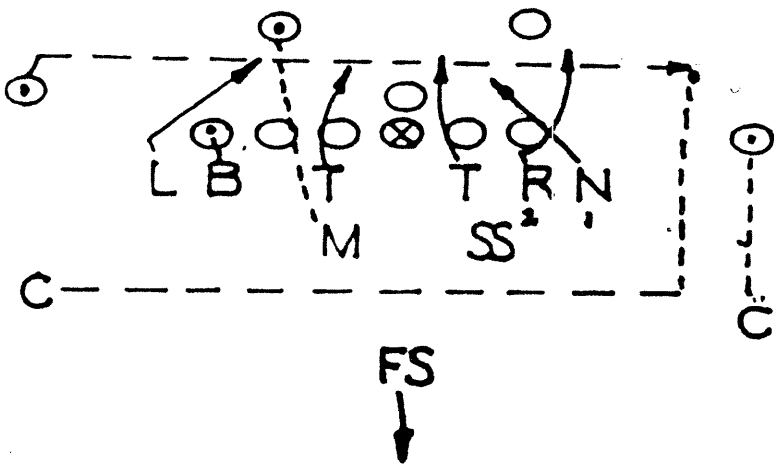
SLOT ALIGNMENT



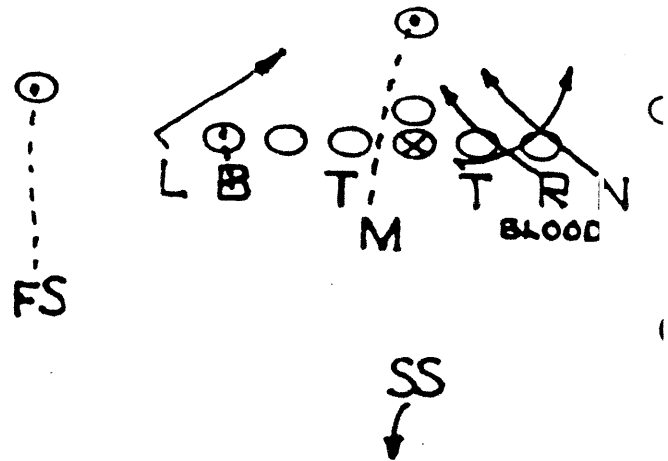
BLIZZARD



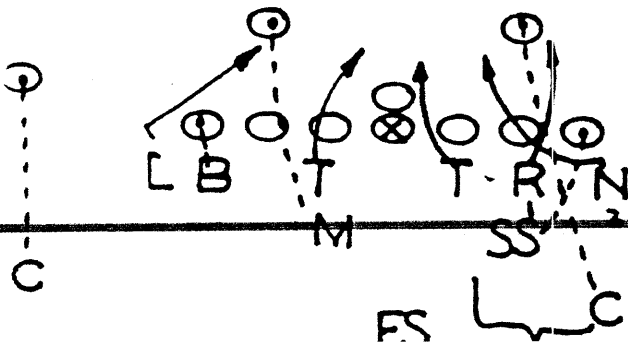
SLOT MOTION



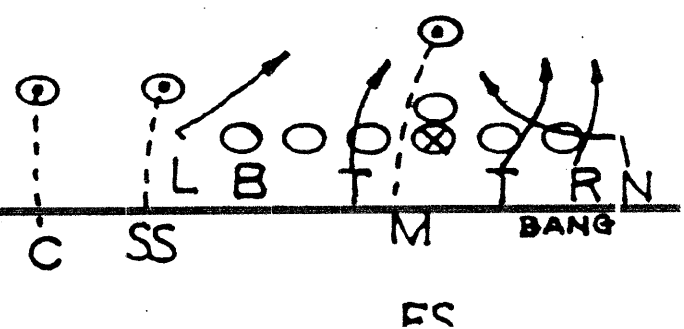
ACE



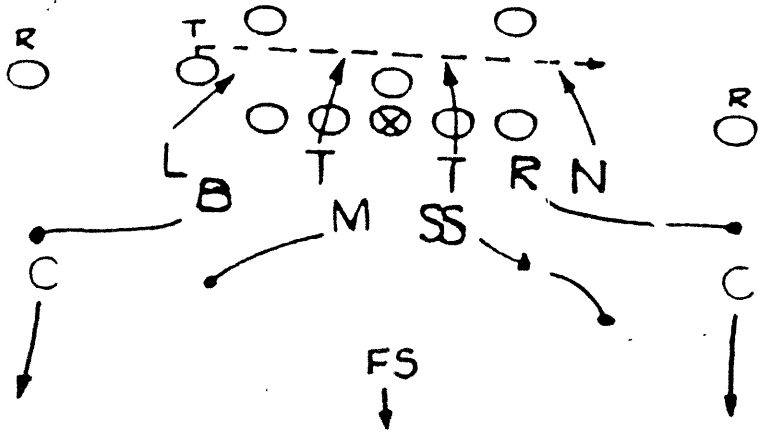
2 BACK WEAK TITE



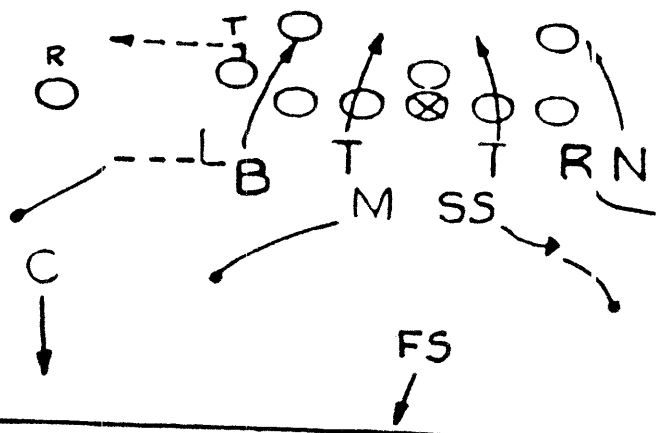
TRIPS



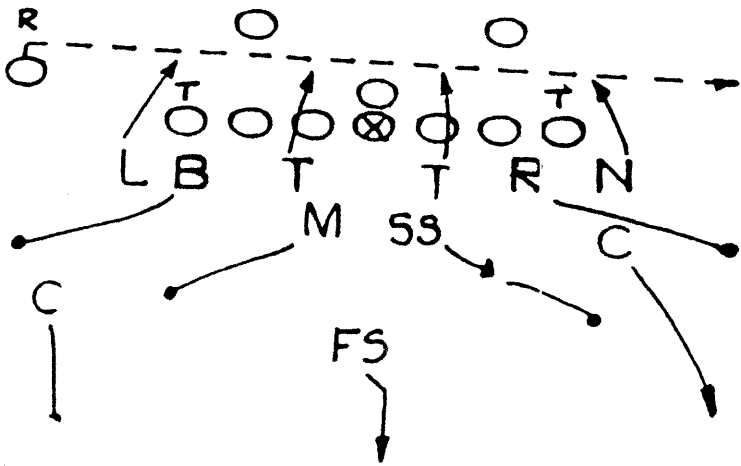
YUM MOTION



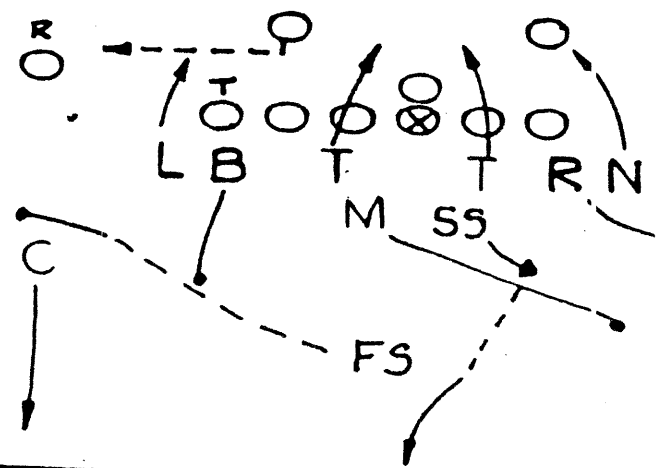
YA MOTION



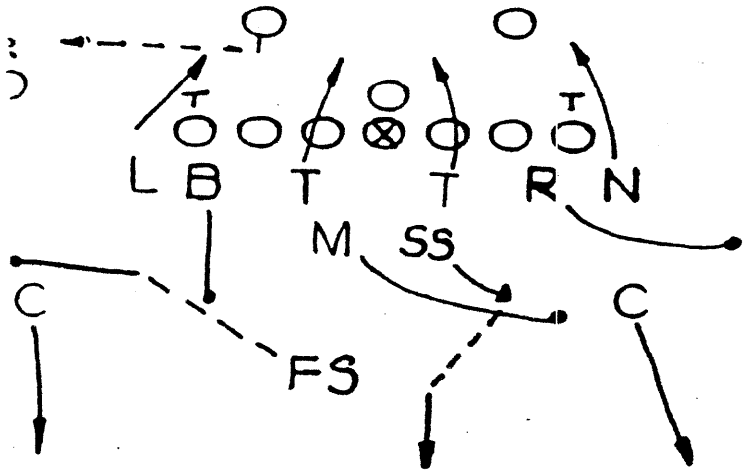
Z MOTION



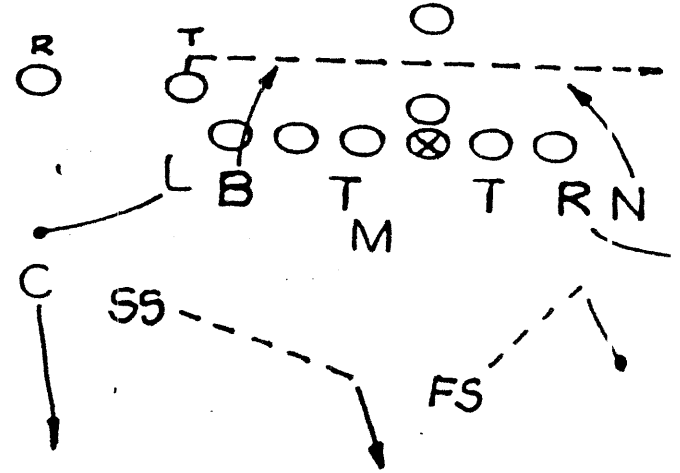
FLY MOTION



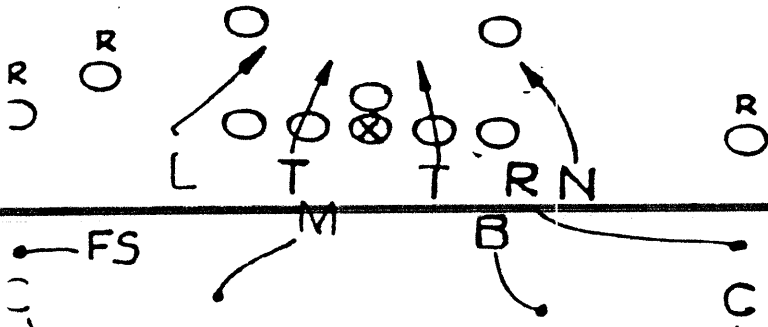
FLY MOTION - LINDA



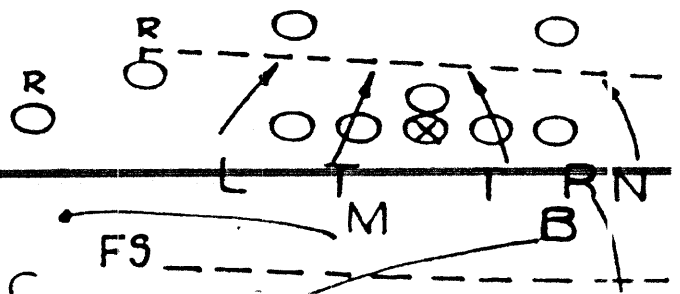
BAY MOTION



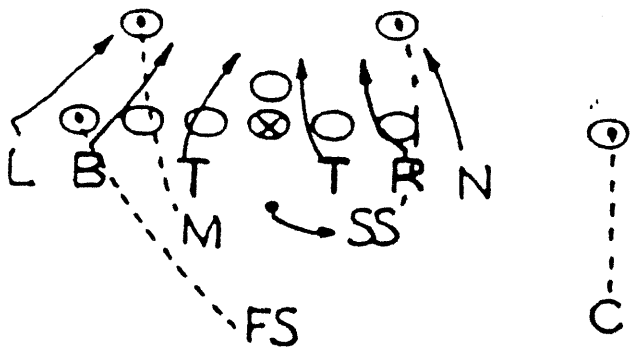
OPEN FORMATION - LINDA



OPEN YUM MOTION

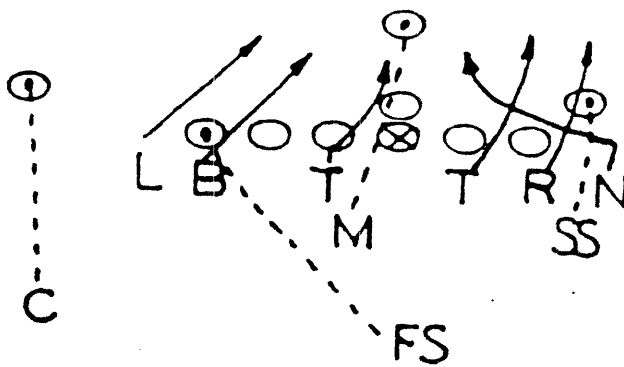


PLIT

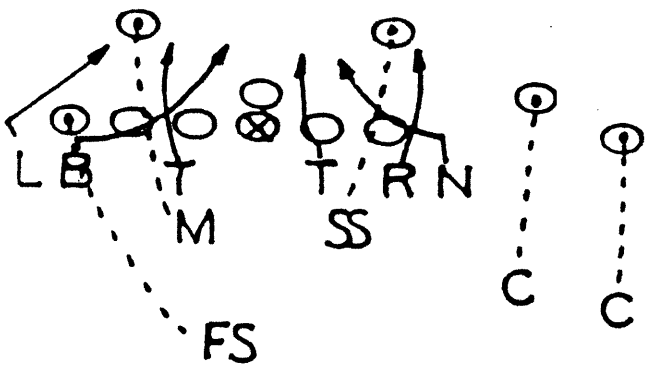


NOTE: WEAK TACKLE R & N GAMES)

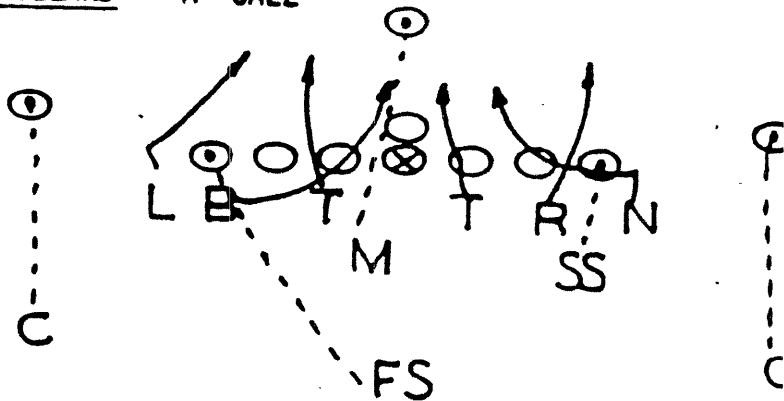
DOUBLE



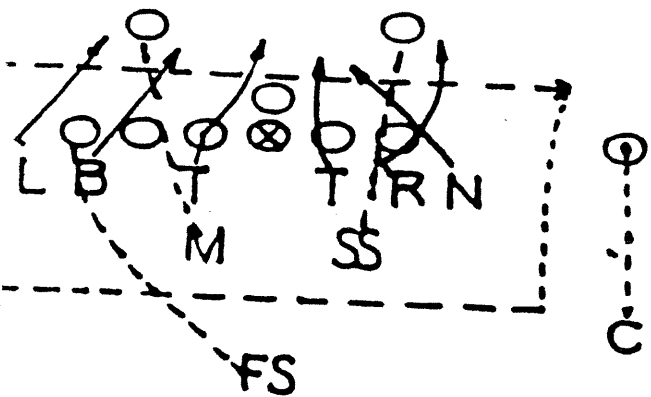
DOT ALIGNMENT - "A" CALL



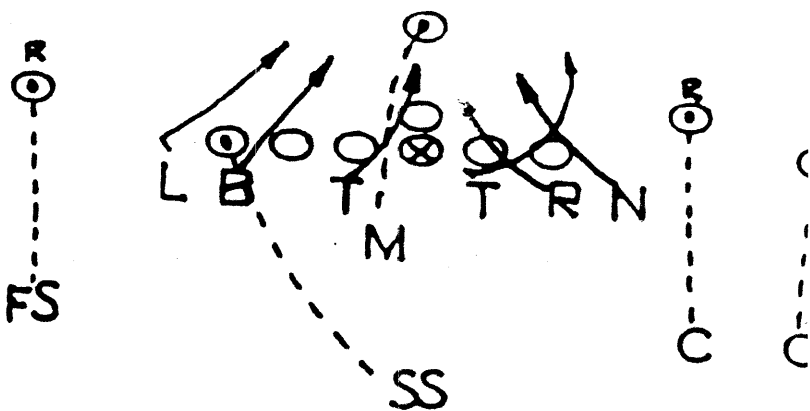
BLIZZARD - "A" CALL



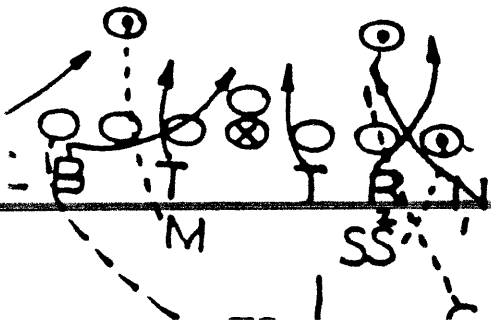
DOT MOTION



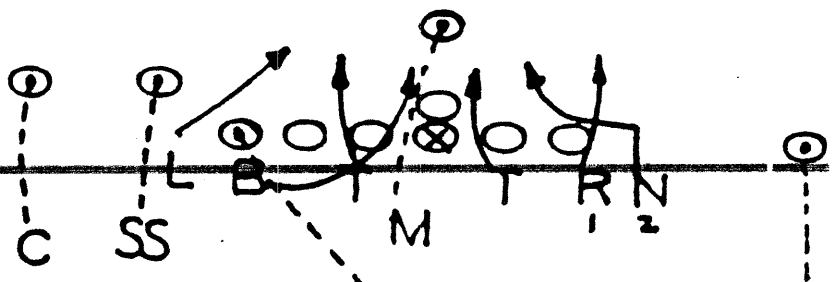
ACE



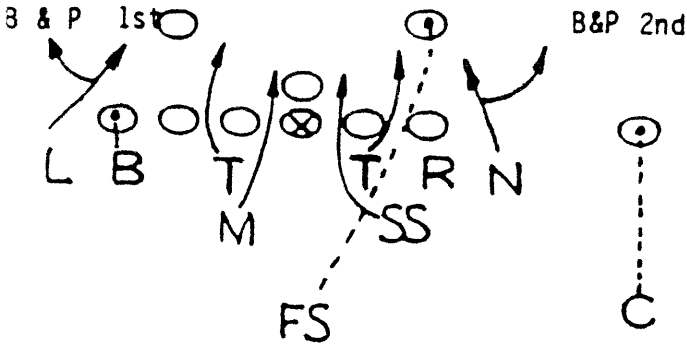
BACK WEAK TITE



TRIPS - "A" CALL

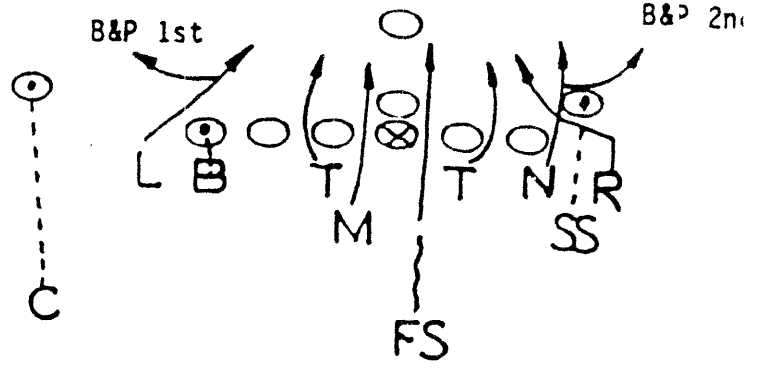


SPLIT

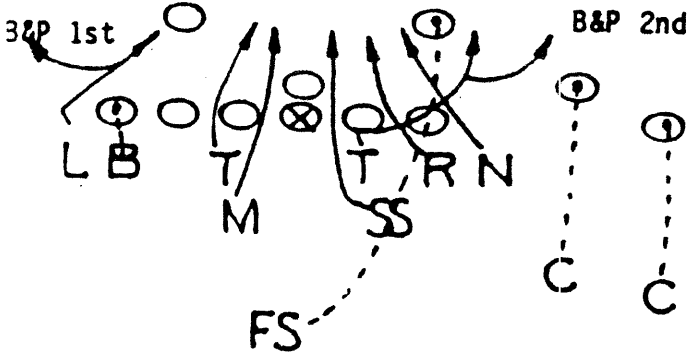


(OUTSIDE IN STUNT R,N,T B&P 2nd BACK)

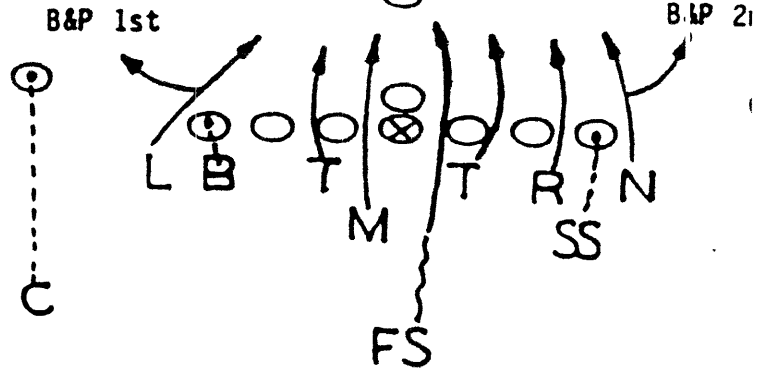
DOUBLE



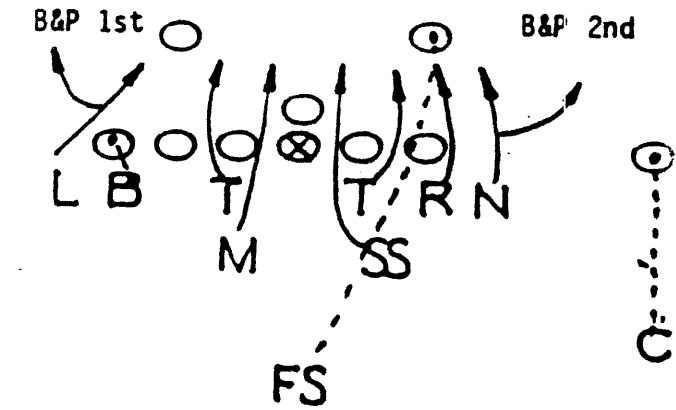
SLOT ALIGNMENT



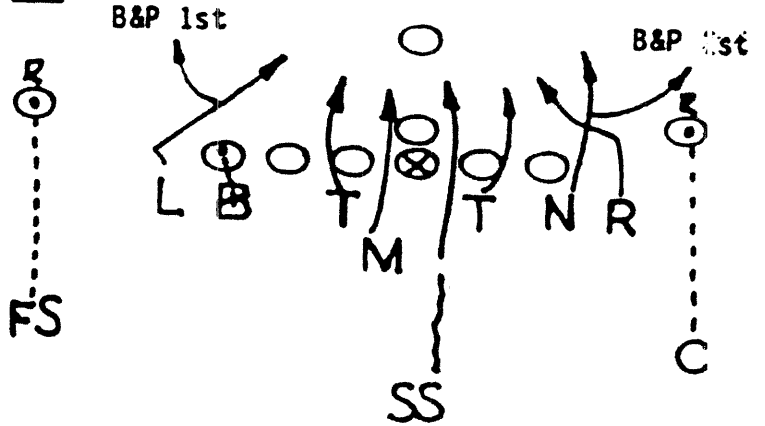
BLIZZARD



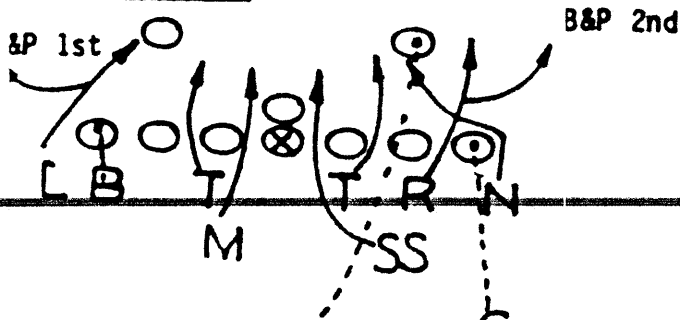
SLOT MOTION



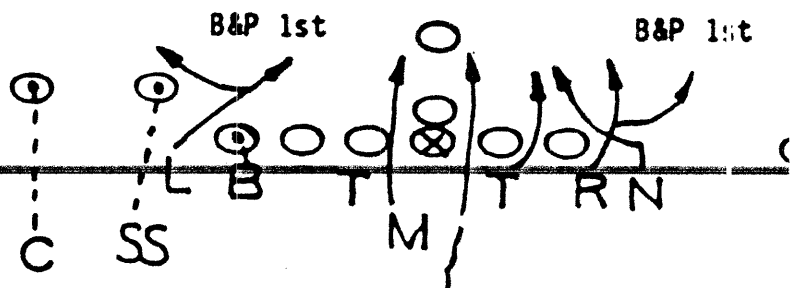
ACE



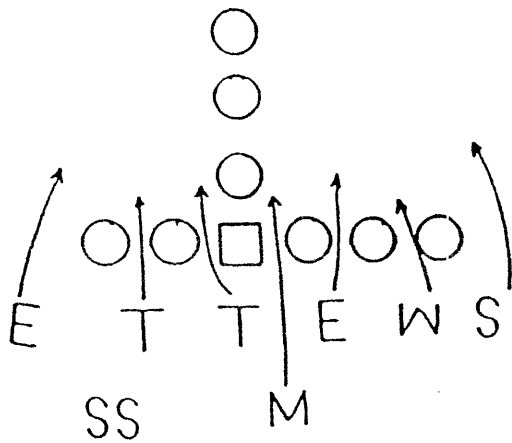
BACK WEAK TITE



TRIPS



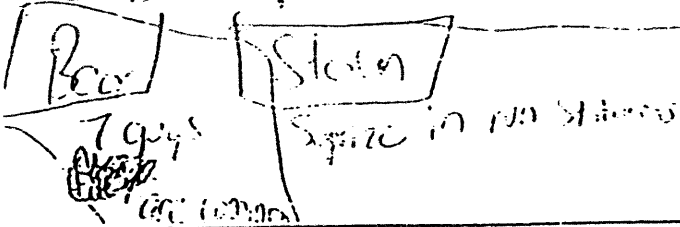
BEAR MIKE SHOOT



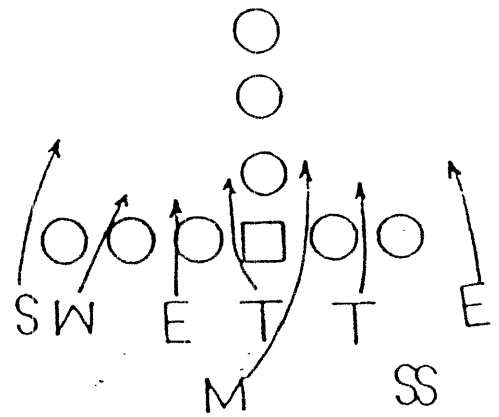
Coaching Points:

- * Mike shoot involves the Mike attacking the A-Gap strong.
- * ~~Nose tackle must rush A-Gap weak.~~

2. Blitz Pickups



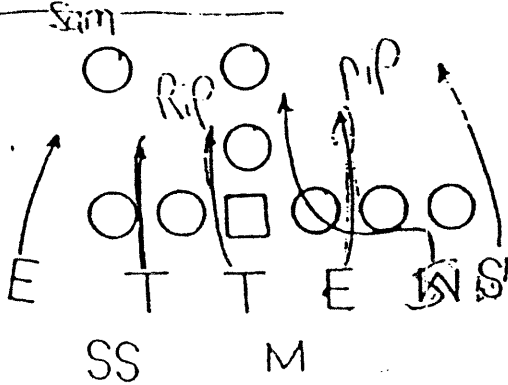
BEAR MIKE WHEEL



Coaching Points:

- * Mike wheel involves the Mike attacking the A-Gap weak.
- * ~~Nose tackle must rush A-Gap strong.~~

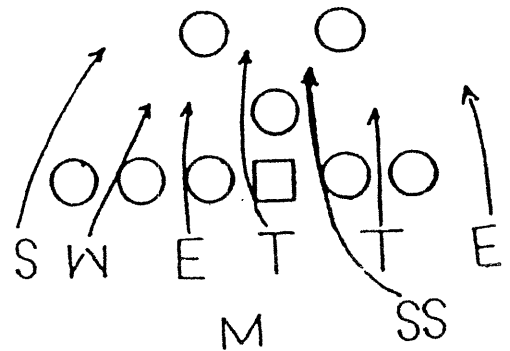
BEAR WHEEL UNDER



Coaching Points:

- * Envolves and under technique rush by Will in the A-Gap strong.
- * ~~Start upfield the come under the end.~~
- * ~~Nose must rush A-Gap weak.~~

BEAR SNAKE



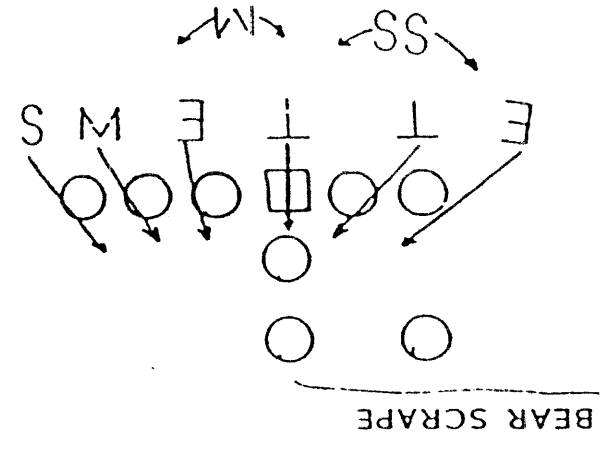
Coaching Points:

- * Snake stunt involves the strong attacking the A-Gap weak.
- * ~~Puts an automatic Green Dog with weakside end.~~
- * ~~Nose tackle must rush A-Gap strong.~~

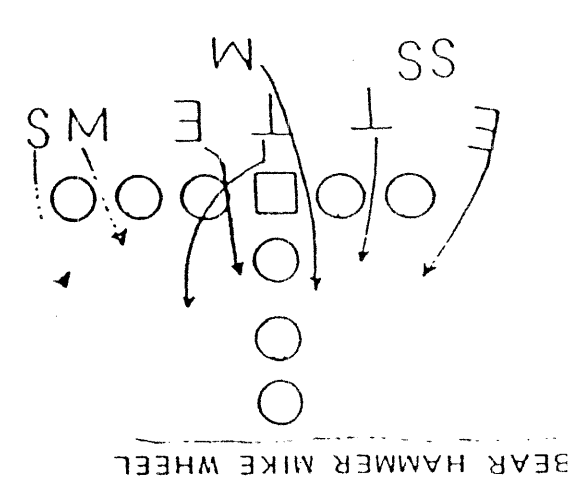
green dog with weak end

* Run Start Call on 1st and 10
 * Mike and strong safety ready to scrape outside.
 * Nose power rush the center.
 * and spill all blocks.

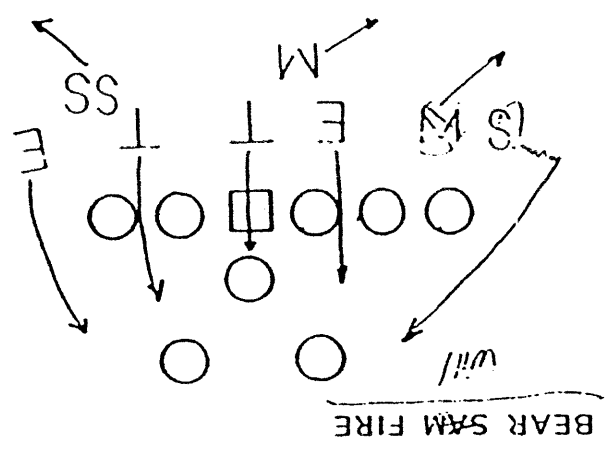
* Will and Sam crash their run gaps
 * The weakside tackle loosens alignment to a 4-Technique; then runs a pinch all blocks.
 * The weakside end attacks and spills
 Coaching Points:



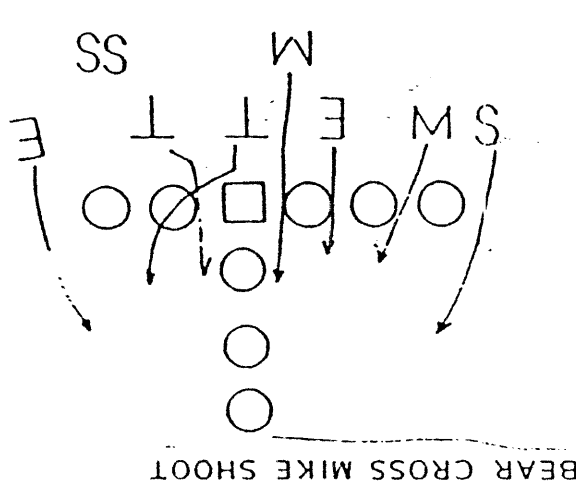
Coaching Points:
 * Envolves a Hammer stunt with the strong side end a tackle.
 * Mike runs a wheel stunt - attacking the A-Gap weak.
 Hammer - Strong side Start with end and tackle
 Mike wheel of Snake

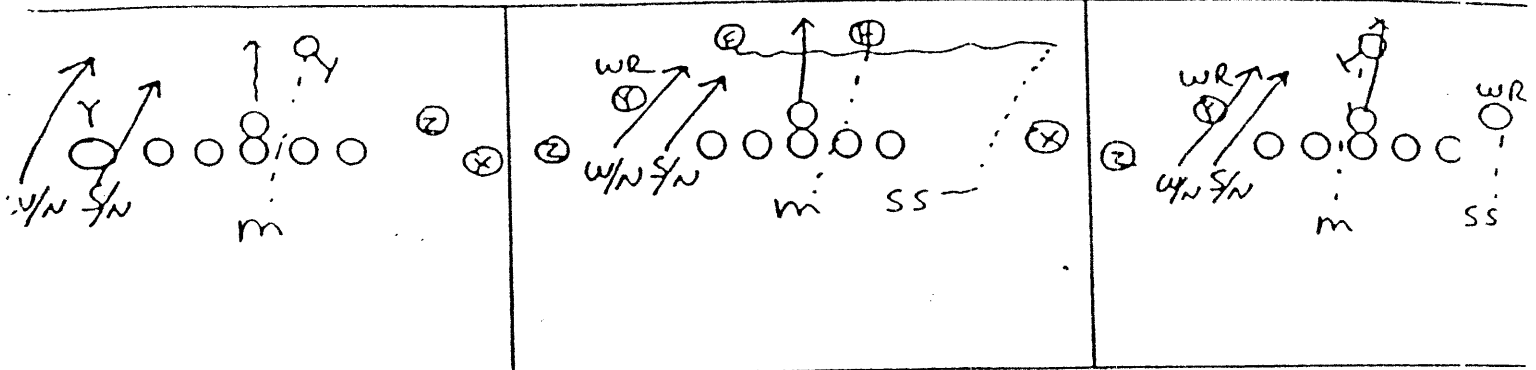


Coaching Points:
 * Sam loosens alignment and comes on Blitz contain rush.

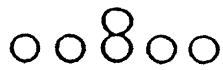
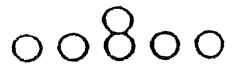
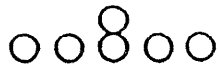


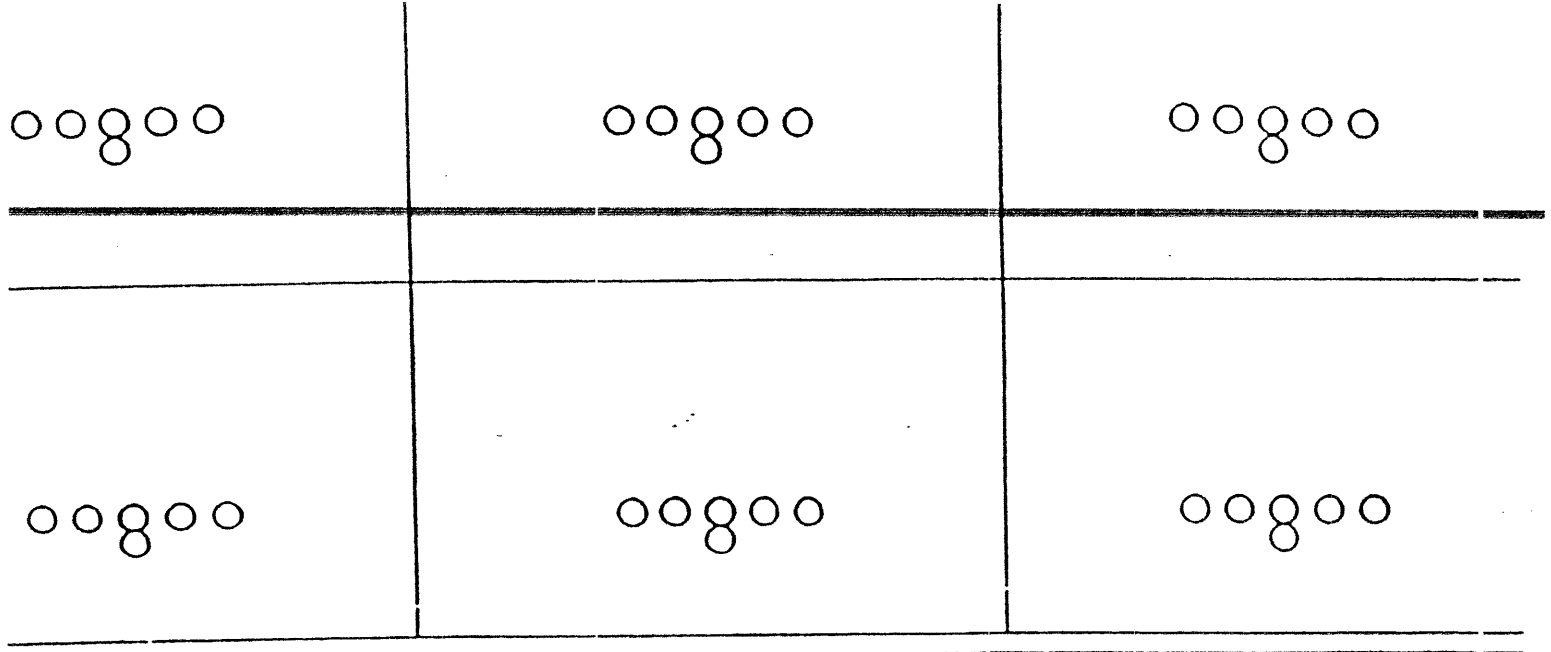
Coaching Points:
 * Envolves a Cross stunt between the two tackles. (Weak tackle 1st.)
 * Mike runs a shoot stunt - attacking the A-Gap.



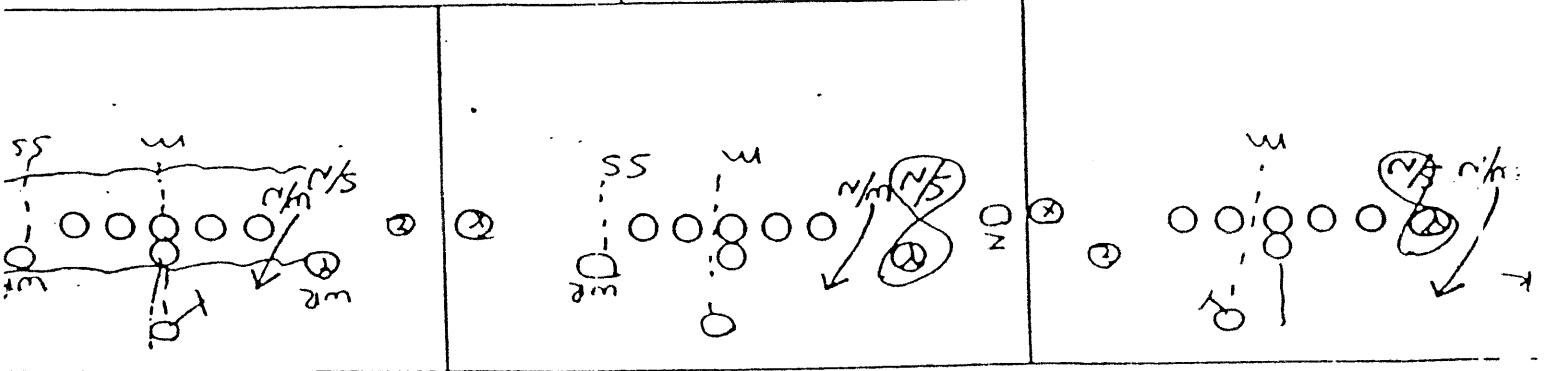


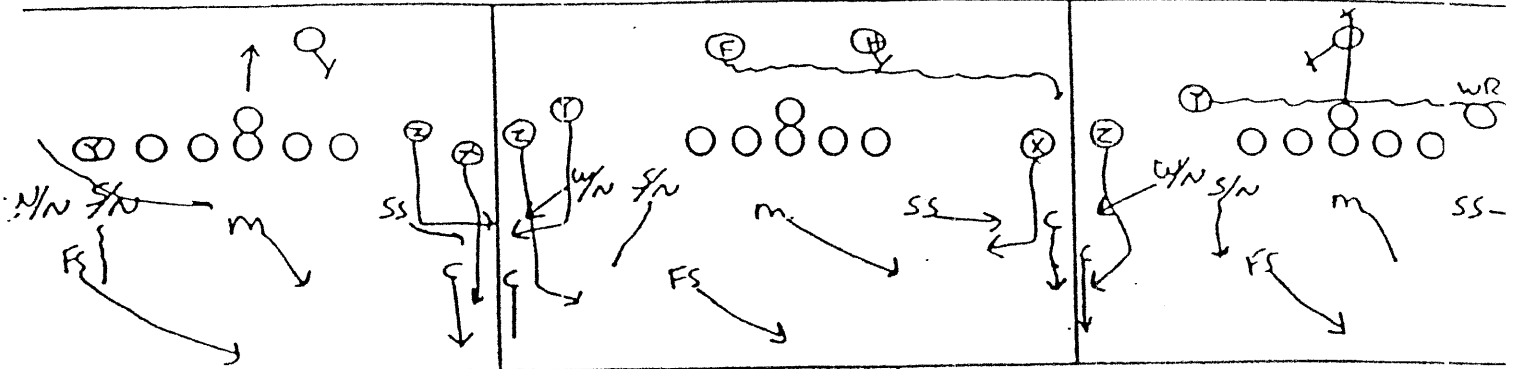
POS.	ALIGN.	End Run Force	PASS TECHNIQUE	COACHING POINTS
AM ICKEL	Same as standard bear.	Box	Contain rush unless cov. 1.	
MIKE ICKEL	Same as standard bear.	Box	#3 strong unless on Mike stunt.	
WILL ICKEL	Same as standard bear.	Box	Contain pass rush unless on will stunt or red dog.	



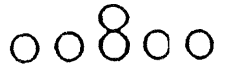
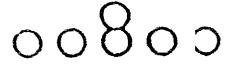
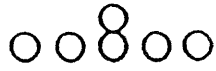


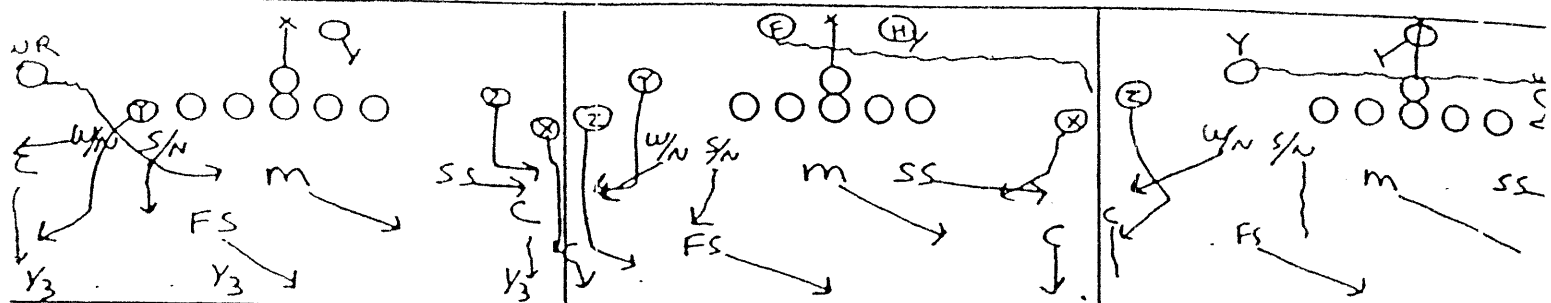
POS.	ALIGN.	End Run Force	PASS TECHNIQUE	COACHING POINTS
WILL NICKEL	Same as standard bear.	Box	Contain rush.	
AIKE NICKEL	Same as standard bear.	Box	#3 strong inside man to man, unless on stunt.	
SAIL NICKEL	#2 strong passing strength.	Box	Inside M/M on #2 strong. (Lock)	



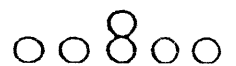
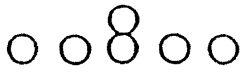


OS.	ALIGN.	End Run Force	PASS TECHNIQUE	COACHING POINTS
AM ICKEL	Standard bear.	Box	Curl of #2 release.	Squeeze inside release of #2.
IKE ICKEL	Same as standard.	Box	Weak curl.	Be alert for #2 weak in double s
ILL. ICKEL	Cover down on 2 strong.	Box	Flat.	Cover down #2, passing strengt

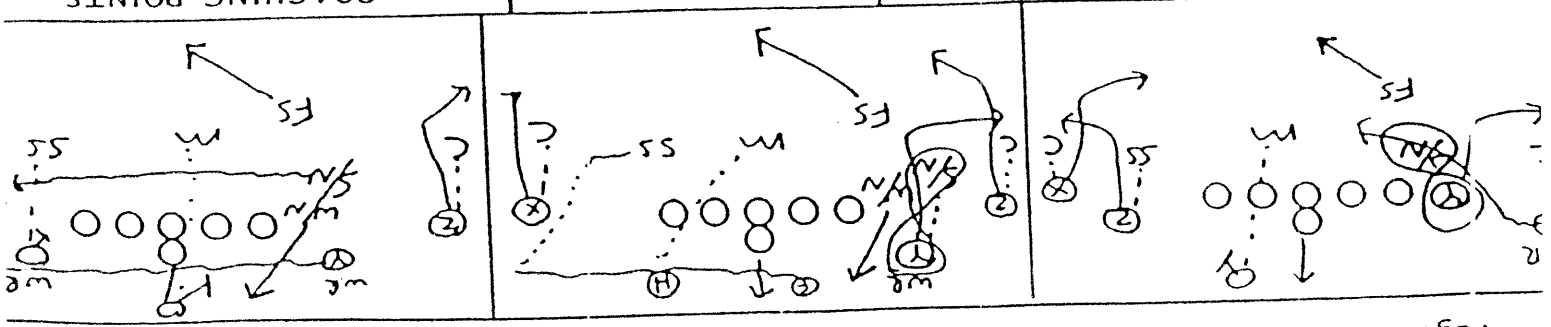




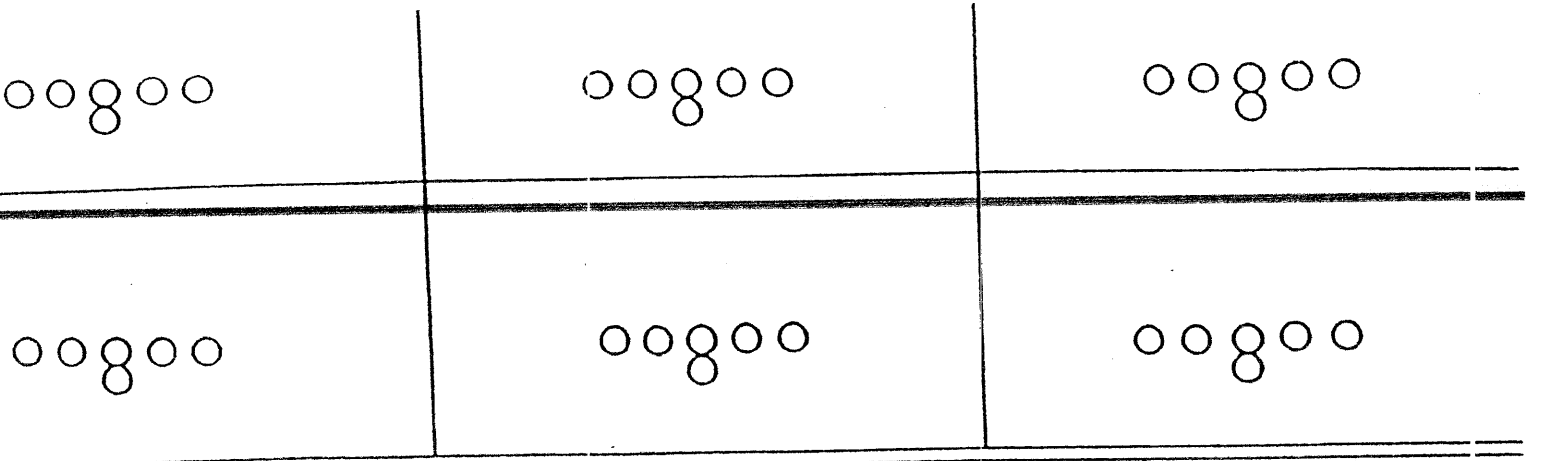
POSITION	ALIGN.	END RUN FORCE	PASS TECHNIQUE	COACHING POINTS
STRONG CORNER	Same as standard.	Box	Same as bear.	Standard 3 stay.
STRONG SAFETY	Same as standard.	Box	Same as bear.	Standard 3 stay.
WEAK SAFETY	Same as standard.	Box	Same as bear.	Standard 3 stay.
WEAK CORNER	Same as standard.	Box	Same as bear.	Standard 3 stay.

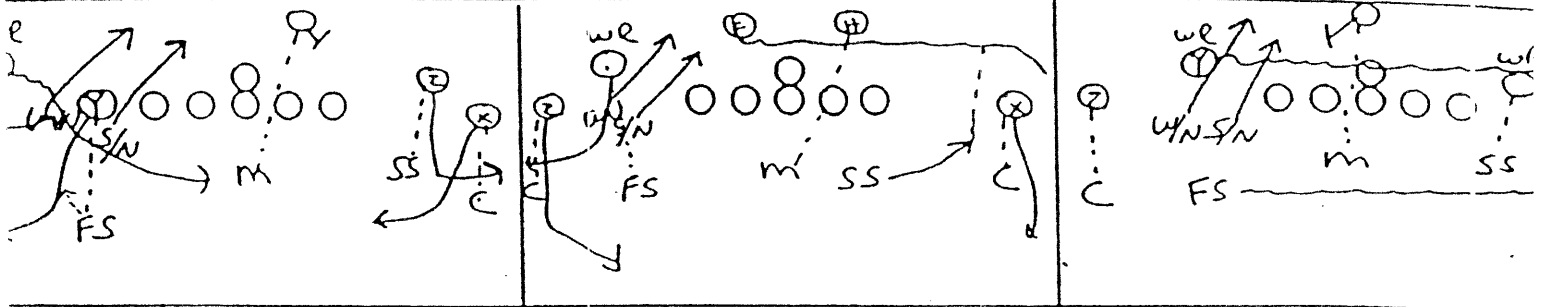


46 BEAR COVER 1

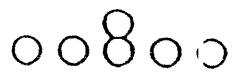
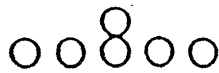
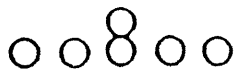


POSITION	ALIGN.	END RUN FORCE	PASS TECHNIQUE	COACHING POINTS
STRONG CORNER	Same as standard bear.	Box	Same as standard bear.	Same as standard bear.
STRONG SAFETY	Same as standard bear.	Box	Same as standard bear.	Same as standard bear.
WEAK SAFETY	Same as standard bear.	Box	Deep middle 1/3.	Same as Cov. 3.
WEAK CORNER	Same as standard bear.	Box	Same as standard bear.	Same as standard bear.





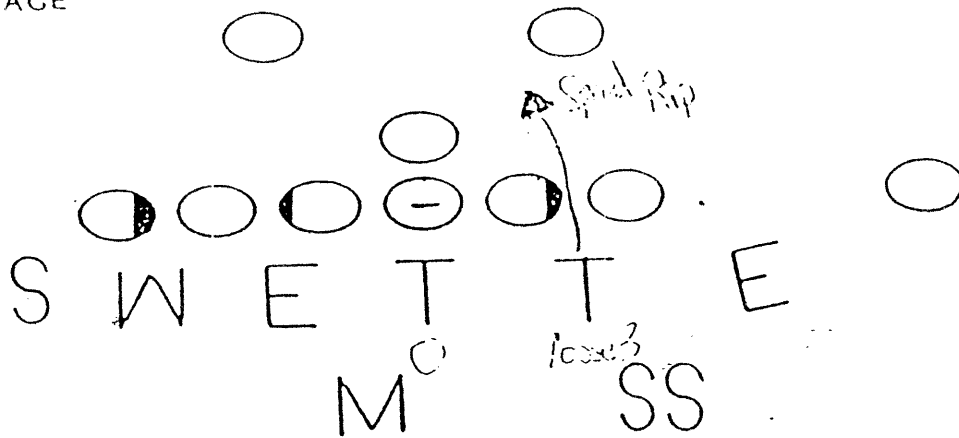
SITUATION	ALIGN.	END RUN FORCE	PASS TECHNIQUE	COACHING POINTS
STRONG CORNER	Same as standard bear blitz.	Box	Same as standard bear blitz.	Same as standard bear blitz.
STRONG SAFETY	Same as standard bear blitz.	Box	Same as standard bear blitz.	Same as standard bear blitz.
WEAK SAFETY	Same as standard bear blitz.	Box	Same as standard bear blitz.	Same as standard bear blitz.
WEAK CORNER	Same as standard bear blitz.	Box	Same as standard bear blitz.	Same as standard bear blitz.



BEAR COVERAGES

BEAR - PACKAGE

Do rules



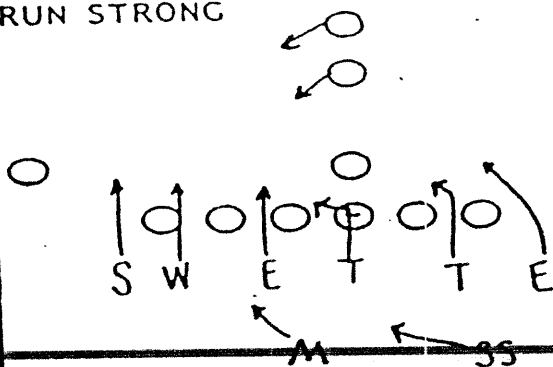
POSITION	ALIGN	TECH	SUPPORT	KEY	RUN TO	RUN AWAY		PASS
						Pursue	Trail	Contain
RT. End	Loose 5	5	Box	Tackle-Ball	Alley	Pursue		Contain
LT. End	3	3	Box	Guard-Ball	B-Gap	Trail		Inside
RT. Tackle	3	3	Box	Guard-Ball	B-Gap	Trail		Inside
LT. Tackle	0	0	Box	Center-Ball	React	React		Inside
SAM	8	8	Box	TE - Ball	Alley	Pursue		Contain
MIKE	20	20	Box	#3, Ball	A-Gap-Fill	Scrape		Cov. Call
WILL	7	7	Box	TE - Ball	C-Gap	Trail		Inside Scrape
Strong Saf.	30	30	Box	Tackle; #2	C-Gap	Scrape		Cov. Call

ADJUSTMENTS: S/S will handle all back motions and Adjustments.
 C3 + FS will handle all Receiver and TE motions.
 (Rocket, Zip, Yoke, etc.) (See Bear rules.)

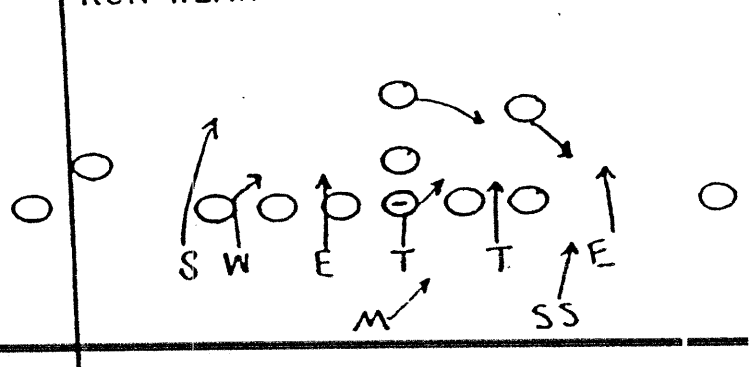
COVERAGE CALLS:

Blitz, Cover 1, Cover 1 Press, Cover 3.

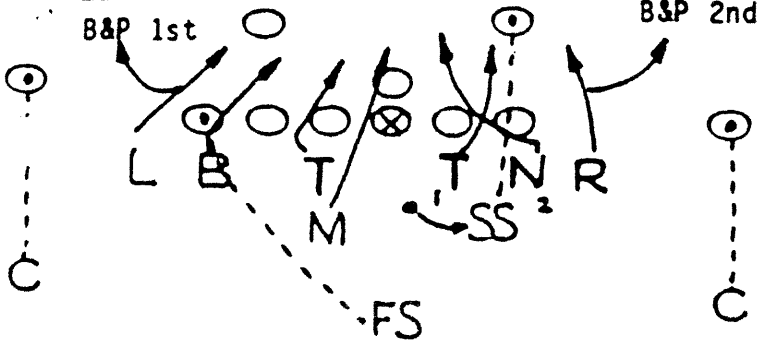
RUN STRONG



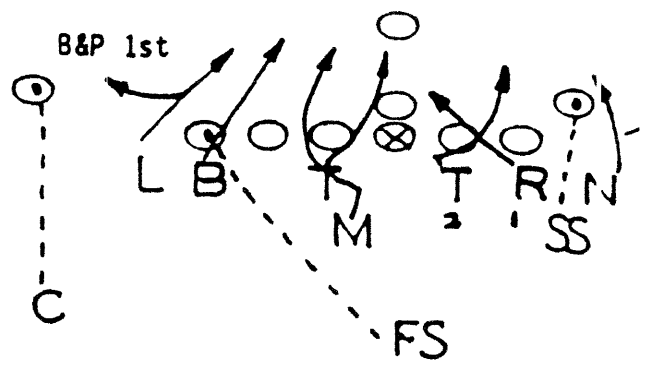
RUN WEAK



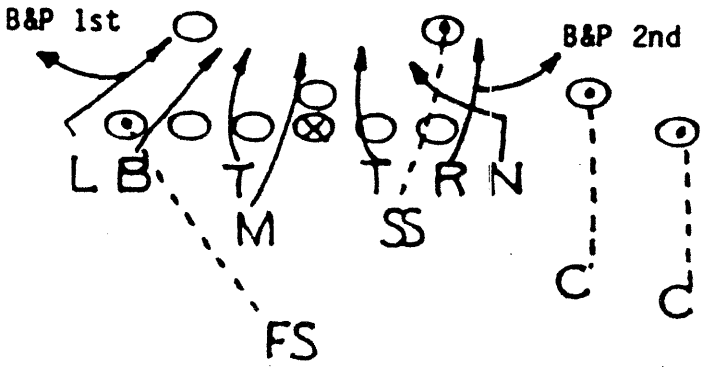
SPLIT



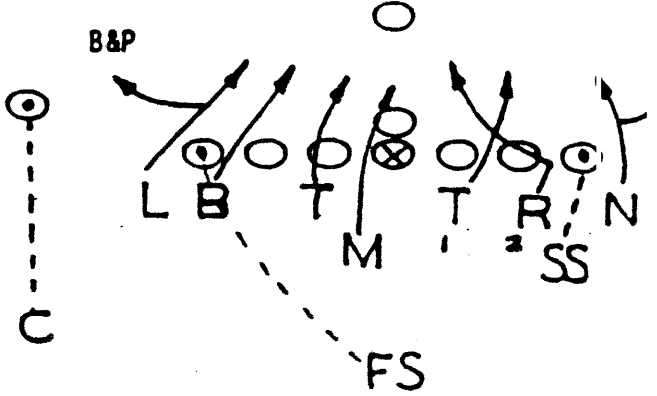
DOUBLE - "B" CALL



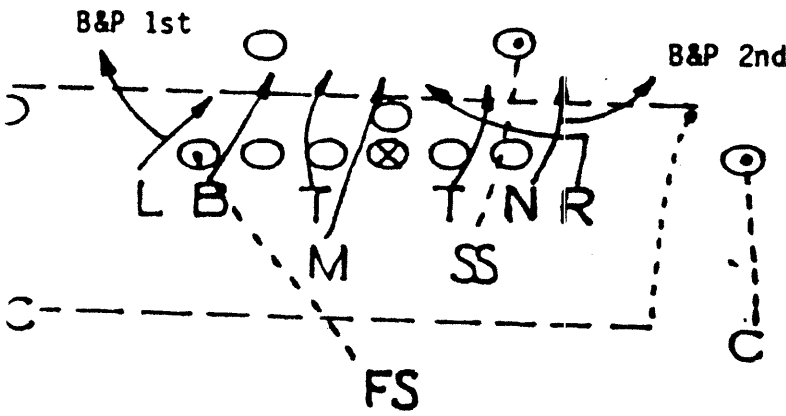
SLOT ALIGNMENT



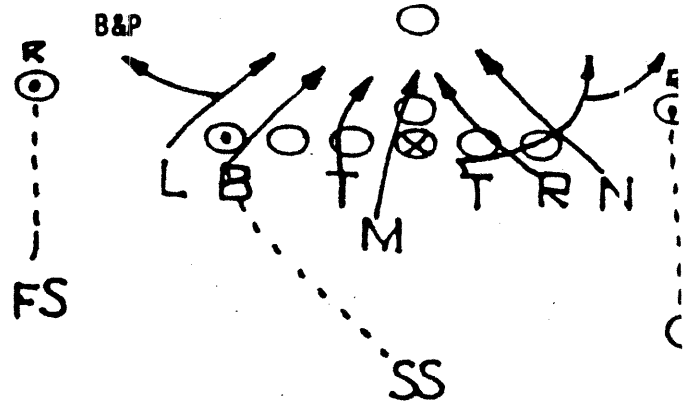
BLIZZARD



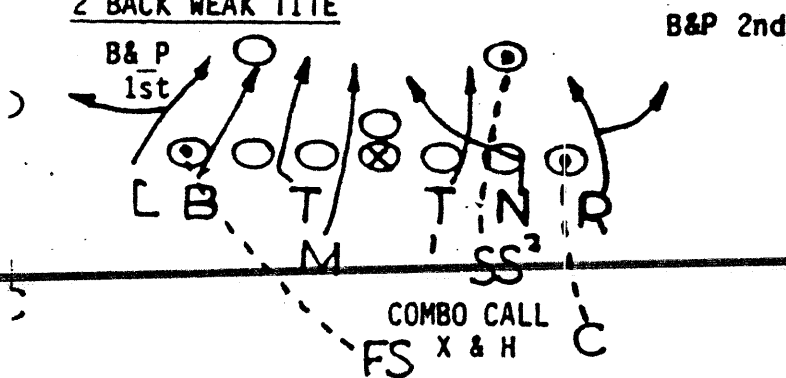
SLOT MOTION



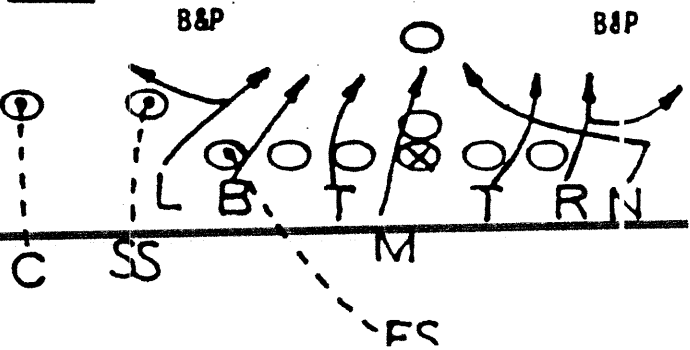
ACE



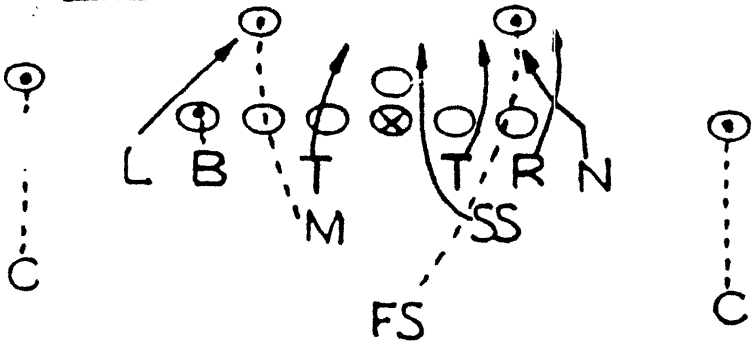
2 BACK WEAK TITE



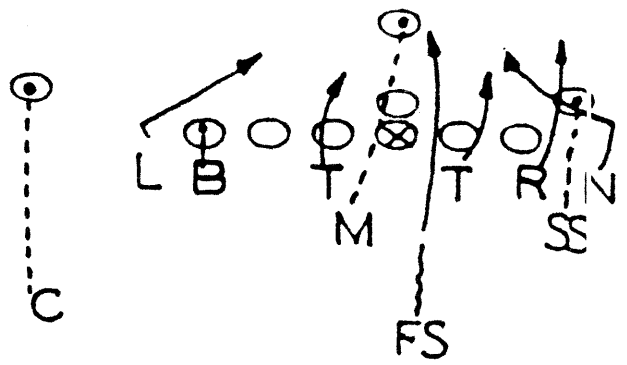
TRIPS



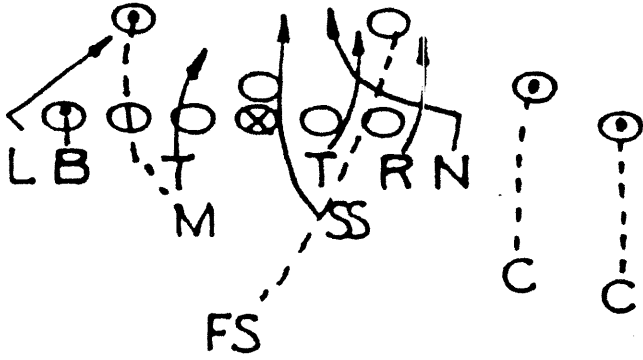
SPLIT



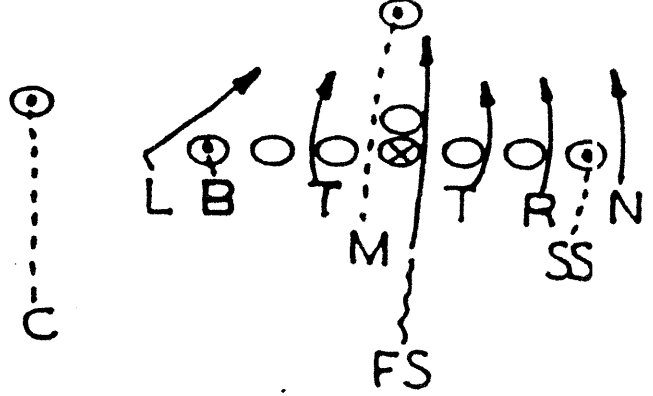
DOUBLE



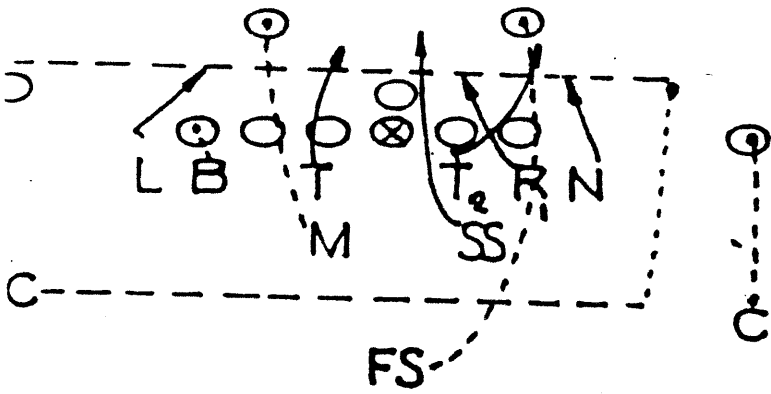
SLOT ALIGNMENT



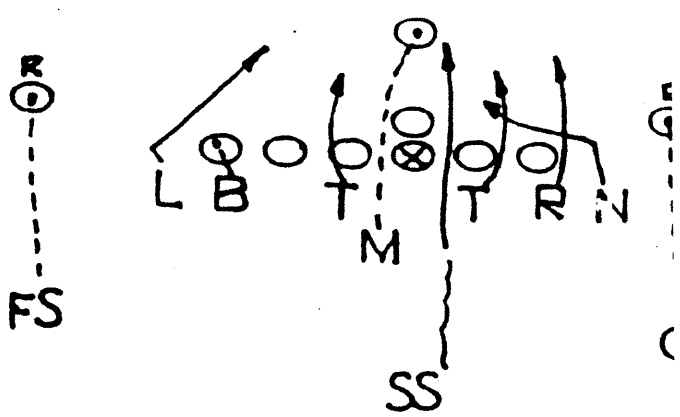
BLIZZARD



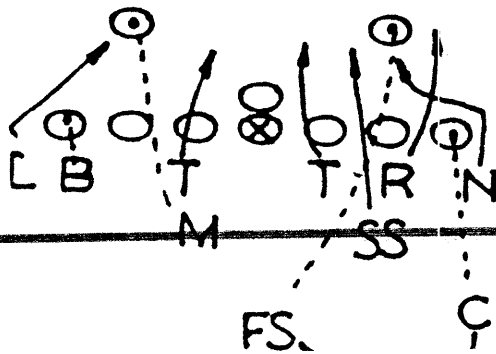
SLOT MOTION



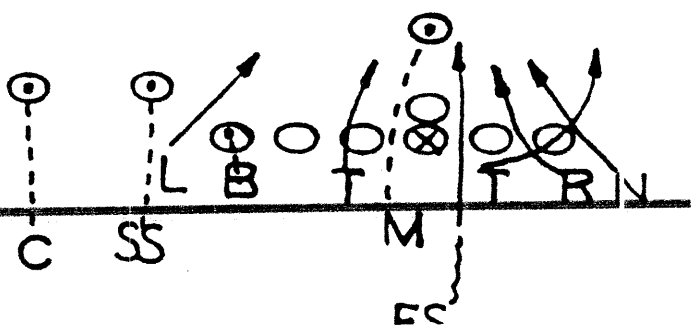
ACE



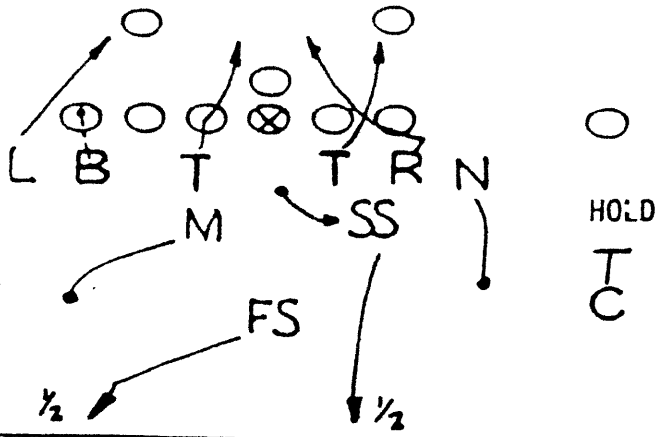
2 BACK WEAK TITE "B" CALL



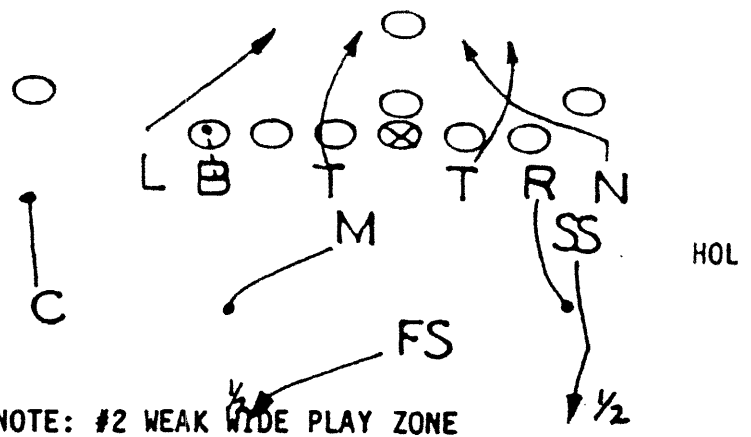
TRIPS



SPLIT - COVER 2

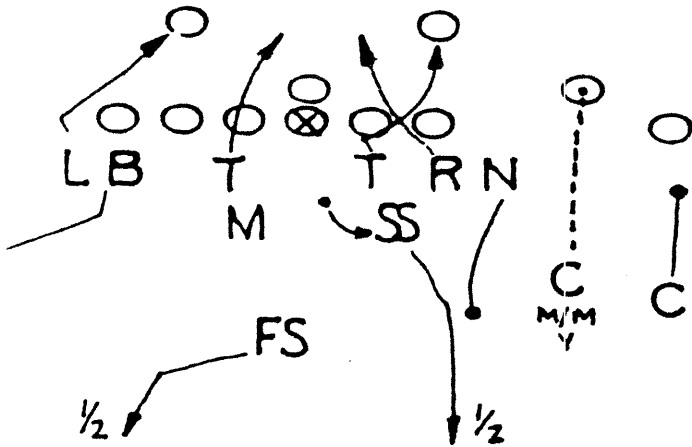


DOUBLE - COVER 2 CHANGE CALL WEAK

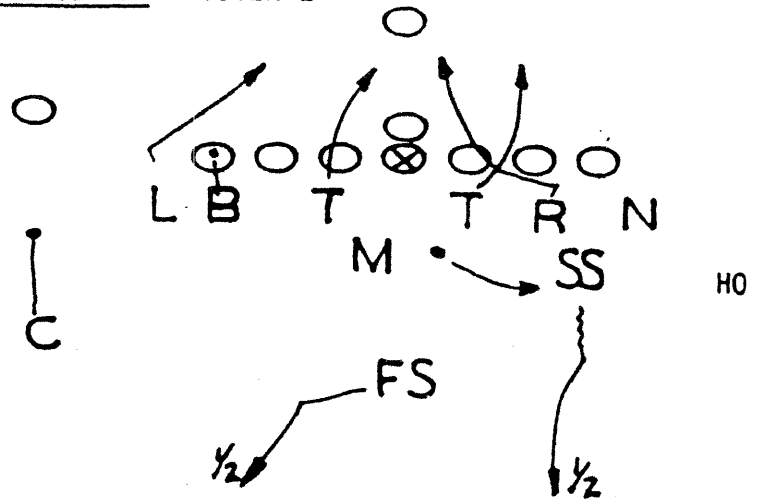


NOTE: #2 WEAK WIDE PLAY ZONE

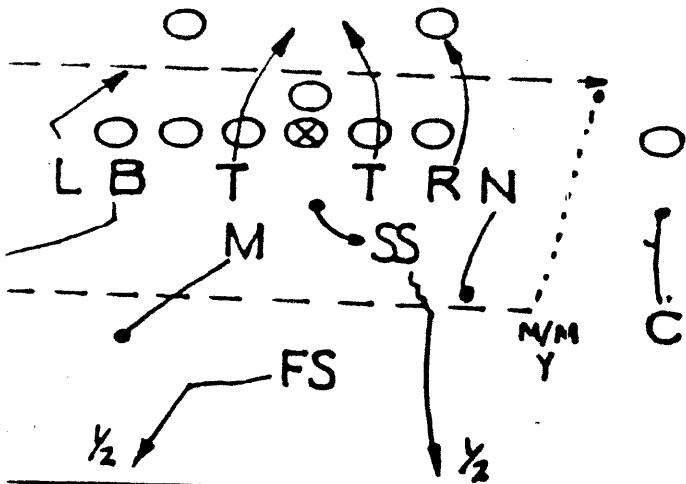
SLOT ALIGNMENT - COVER 8



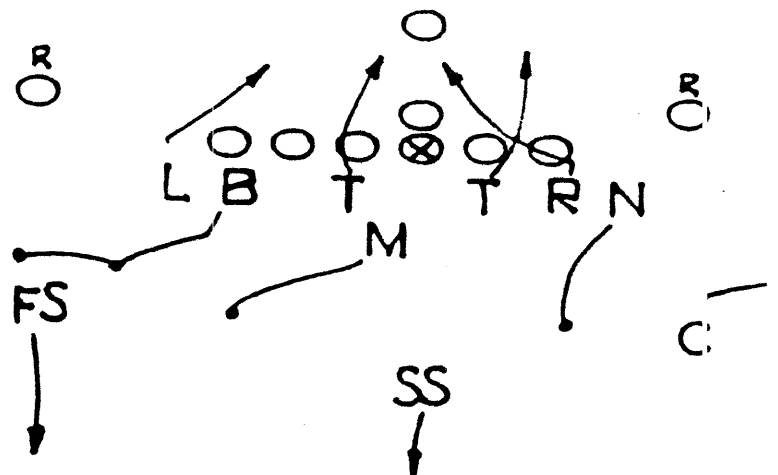
BLIZZARD - COVER 2



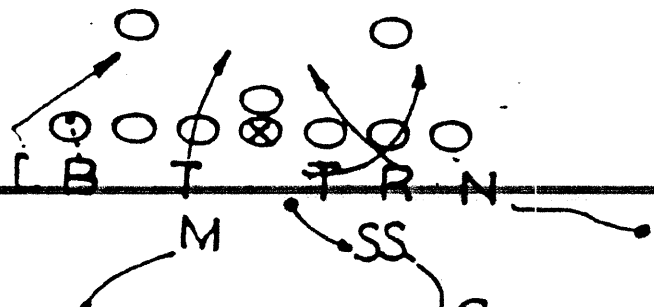
SLOT MOTION - COVER 8



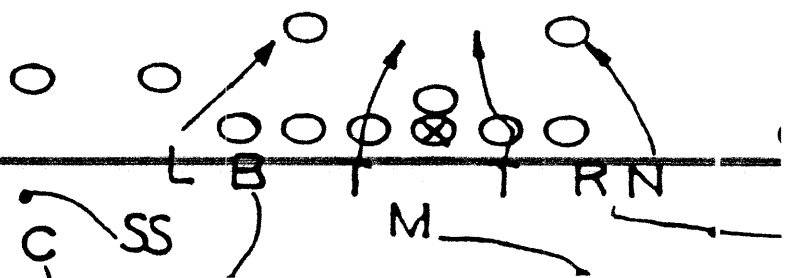
ACE - ZONE - ROSE



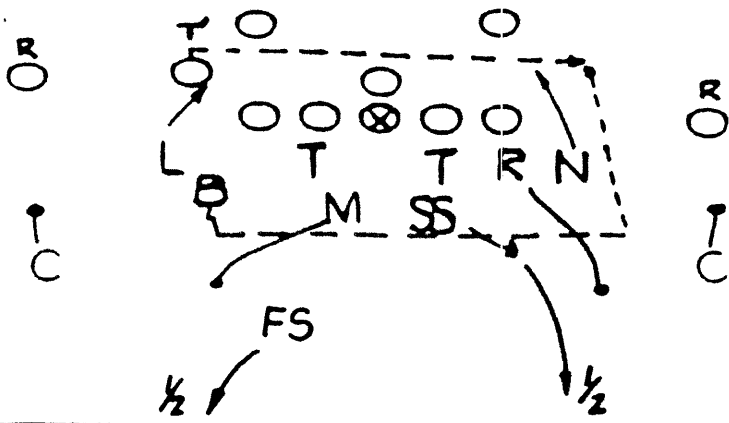
BACK WEAK TITE - COVER 8



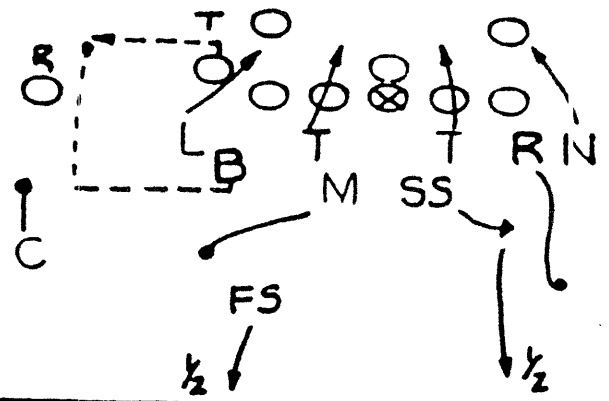
TRIPS - ZONE - LINDA - COMBO CALL WEAK



YUM MOTION

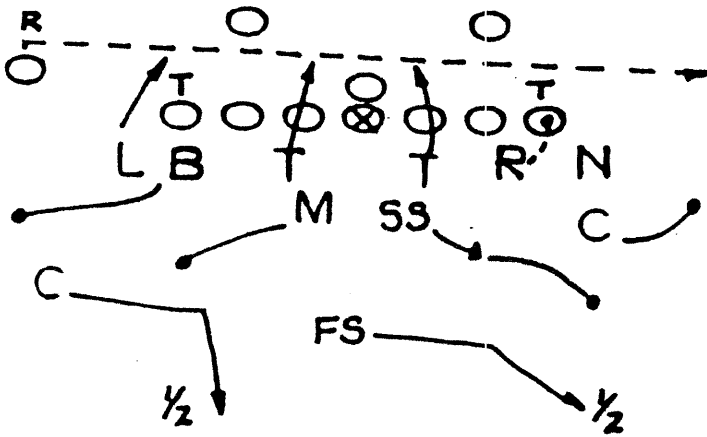


YA MOTION



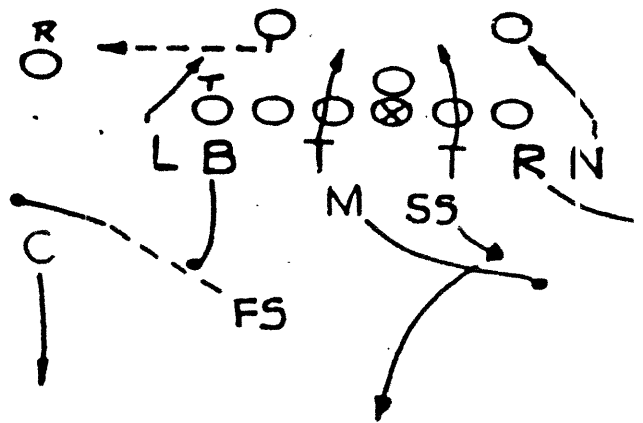
Z MOTION

COVER 8

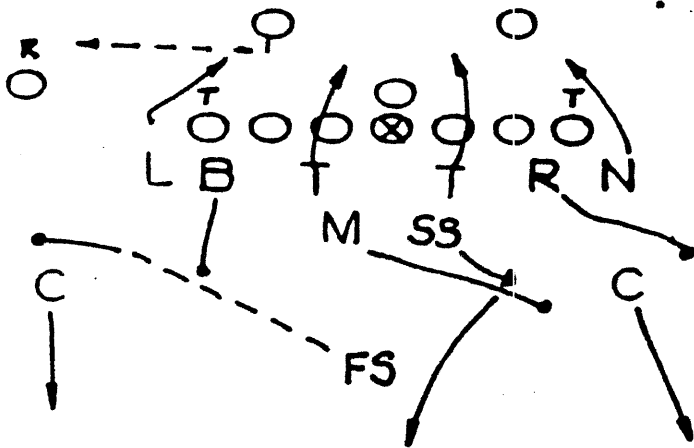


FLY MOTION

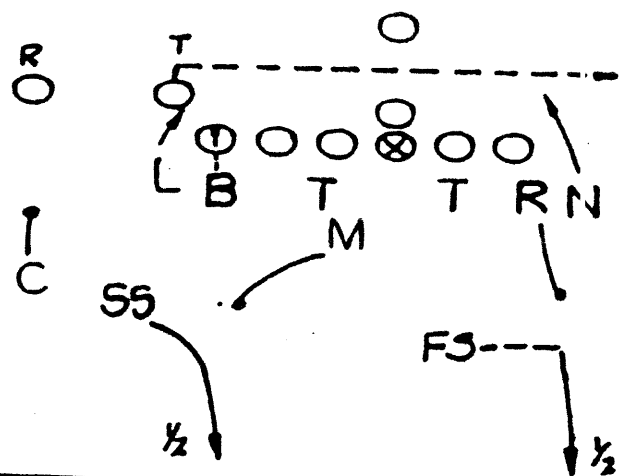
AUDIBLE, IND.



FLY MOTION

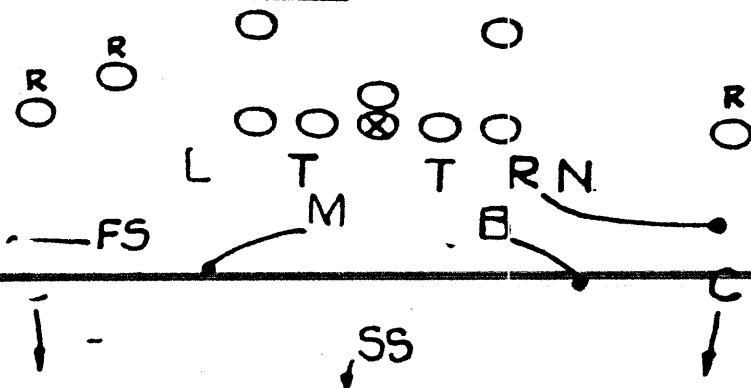


BAY MOTION



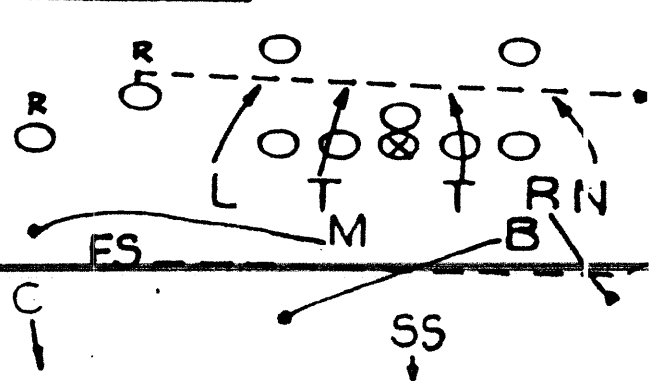
OPEN FORMATION

AUDIBLE LINDA

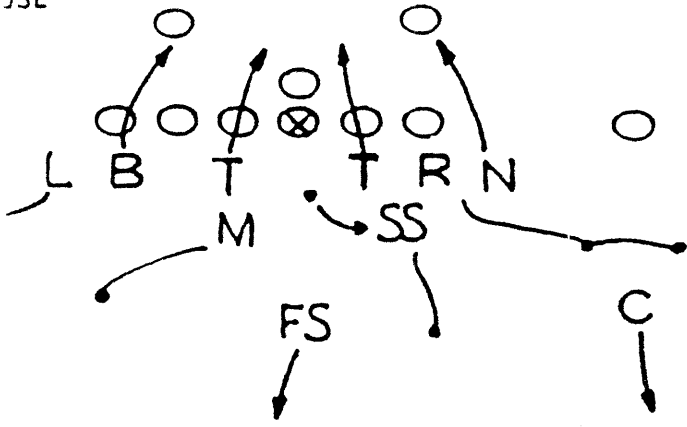


OPEN YUM MOTION

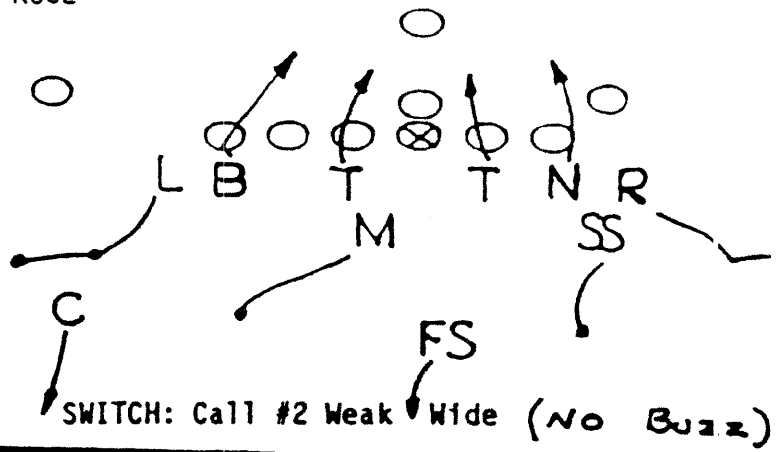
AUDIBLE LINDA



PLIT - Change call Strong
SE

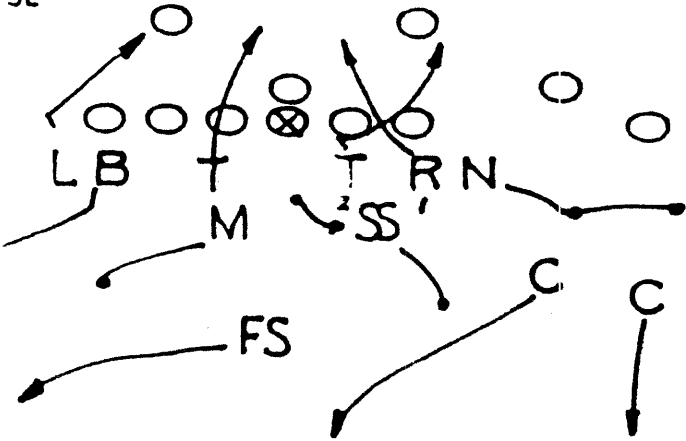


DOUBLE - Change call Strong
ROSE

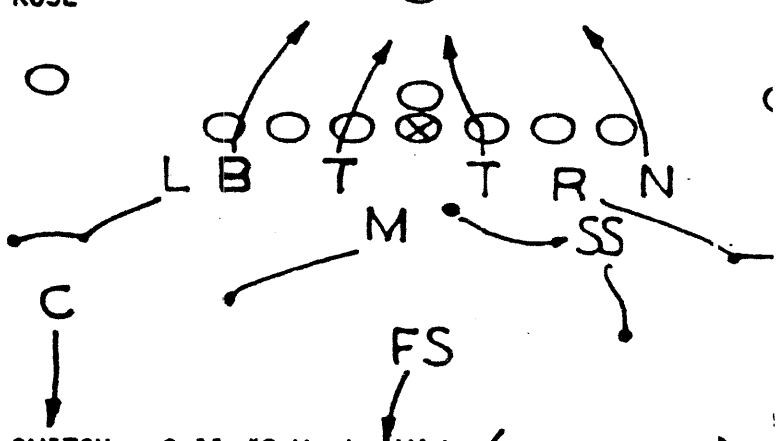


SWITCH: Call #2 Weak Wide (No Buzz)

OT ALIGNMENT - Change Call Weak
SE

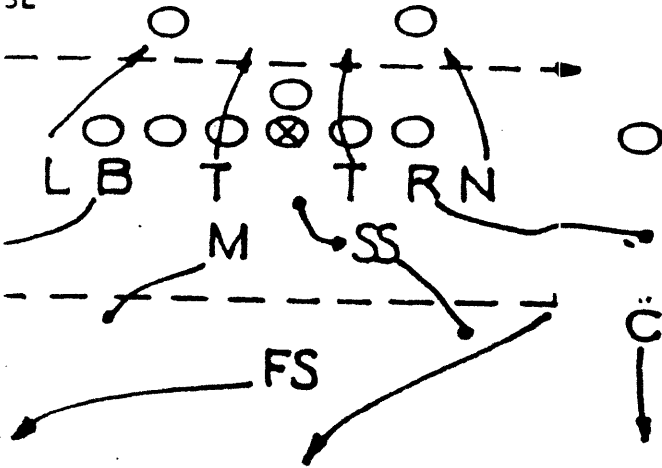


BLIZZARD
ROSE

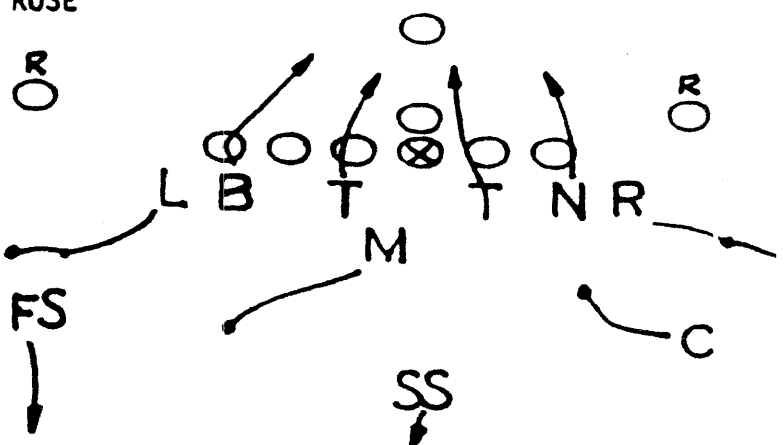


SWITCH: Call #2 Weak Wide (No Buzz)

OT MOTION - Change Call Weak
SE

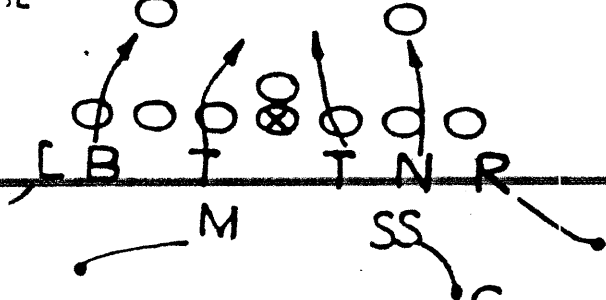


ACE
ROSE

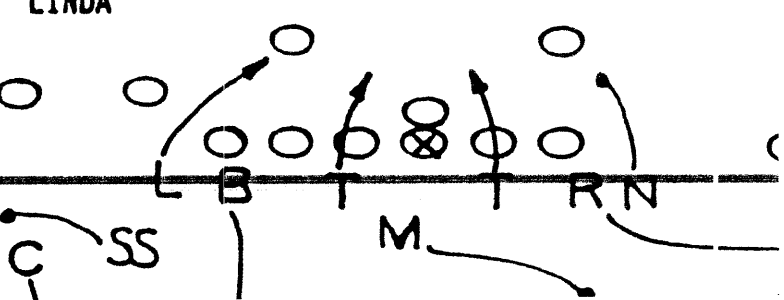


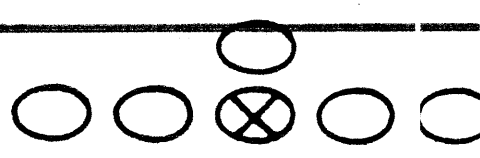
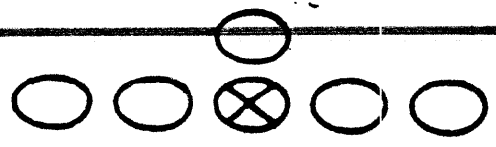
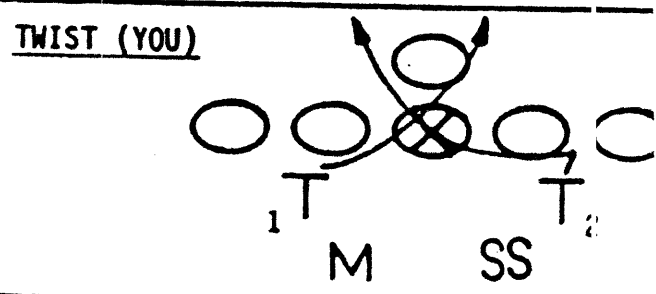
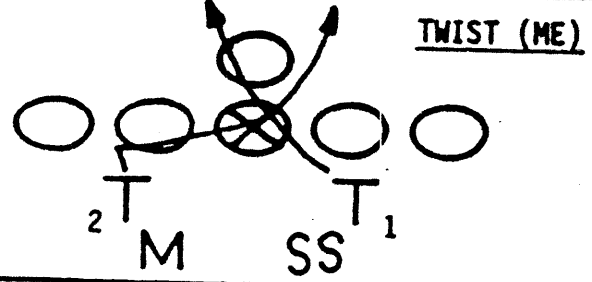
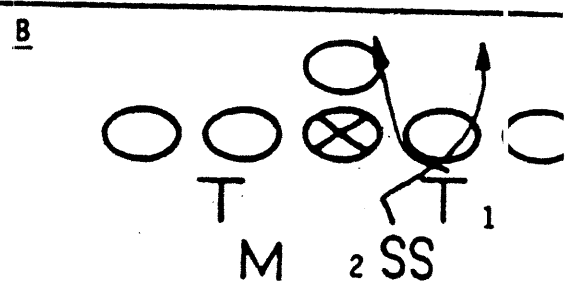
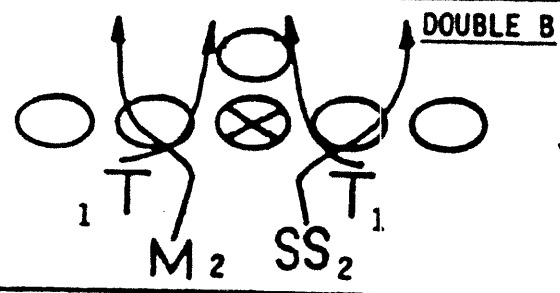
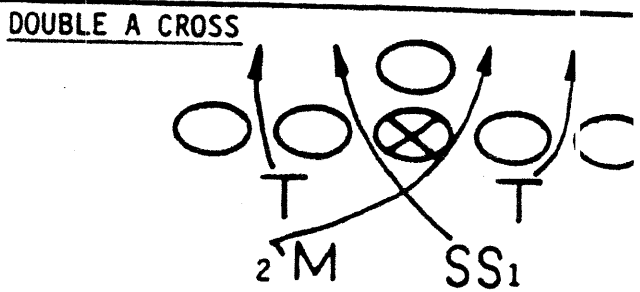
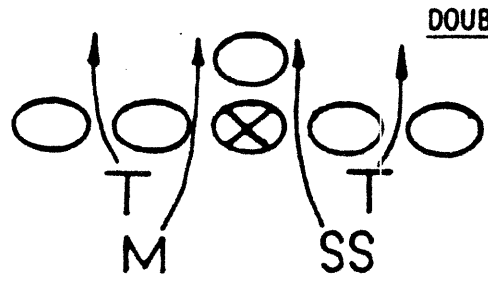
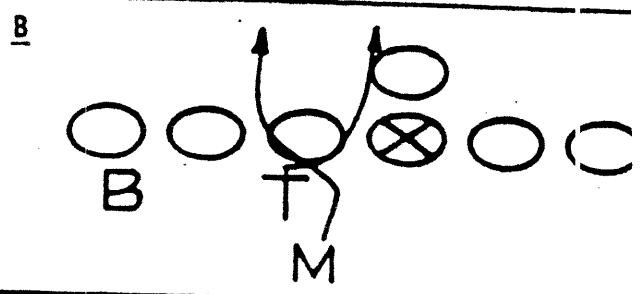
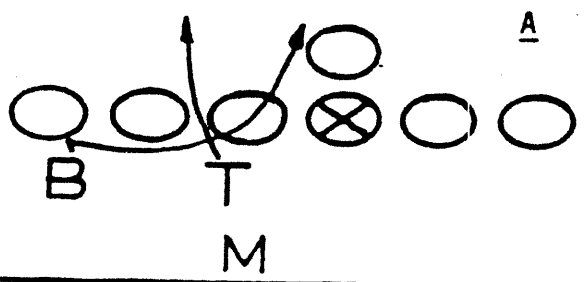
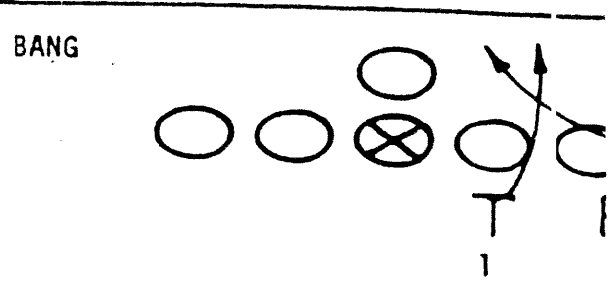
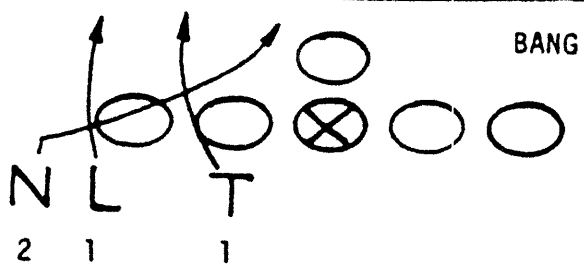
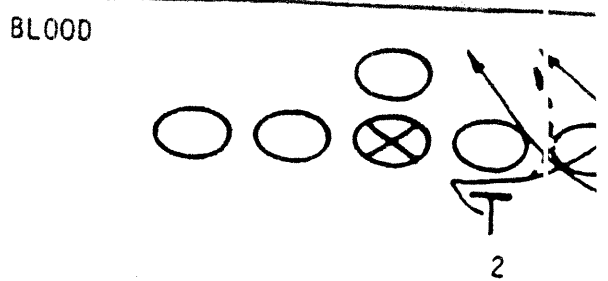
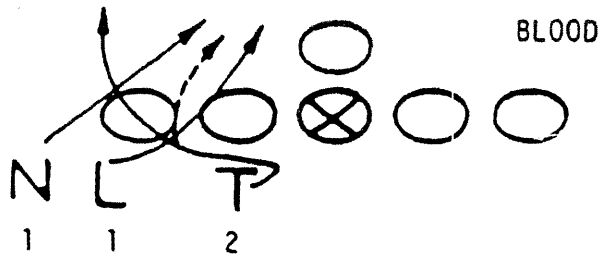
SWITCH: Call #2 Strong Wide (No Buzz)

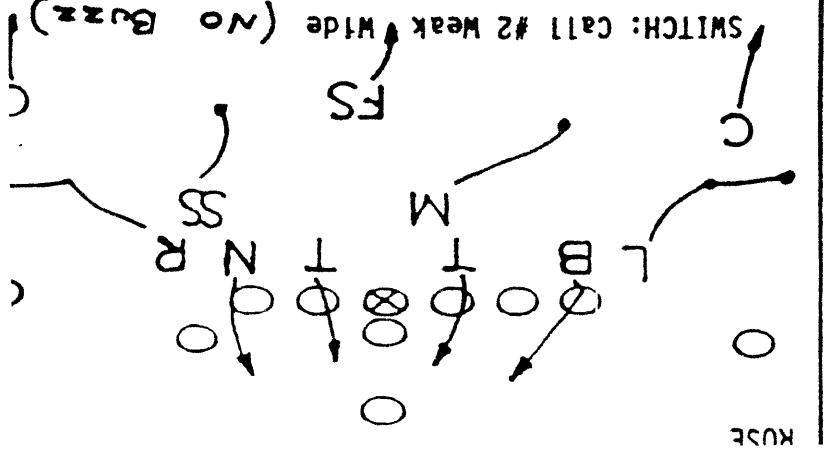
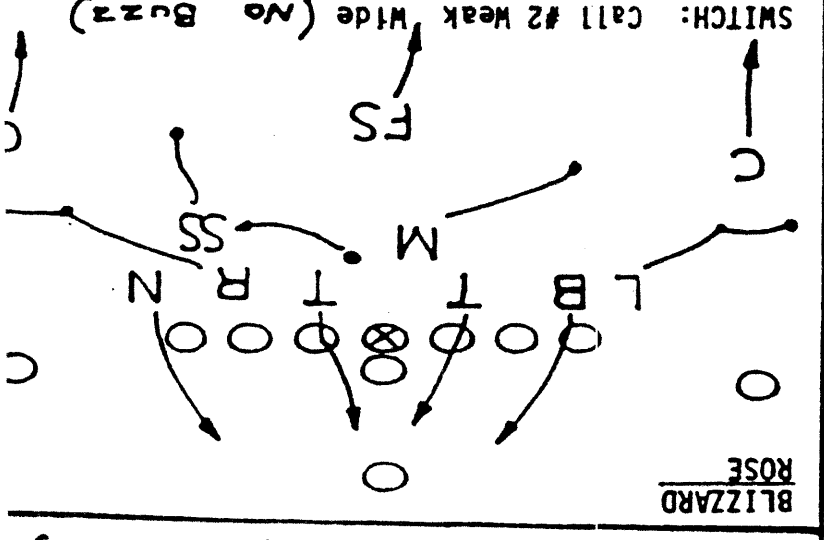
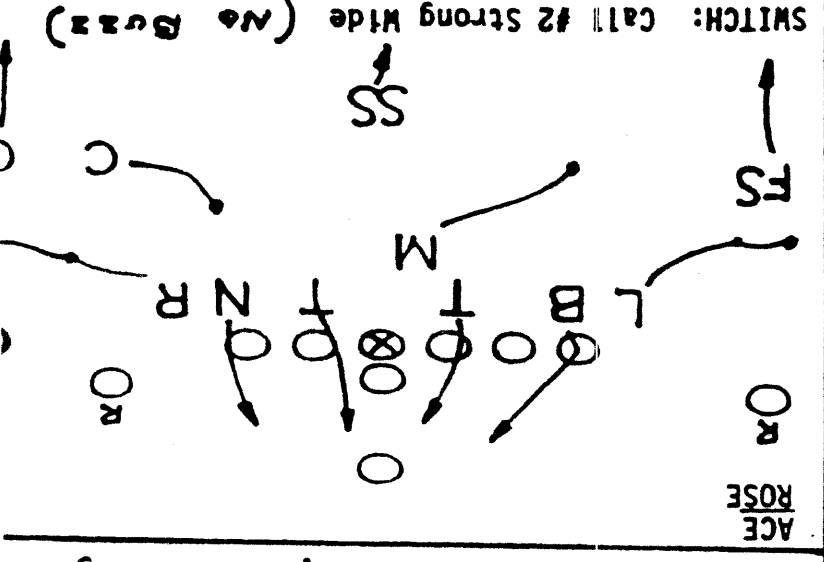
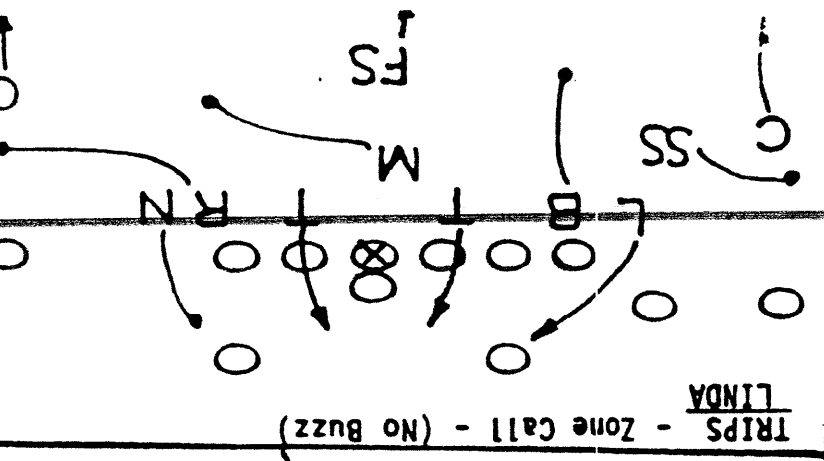
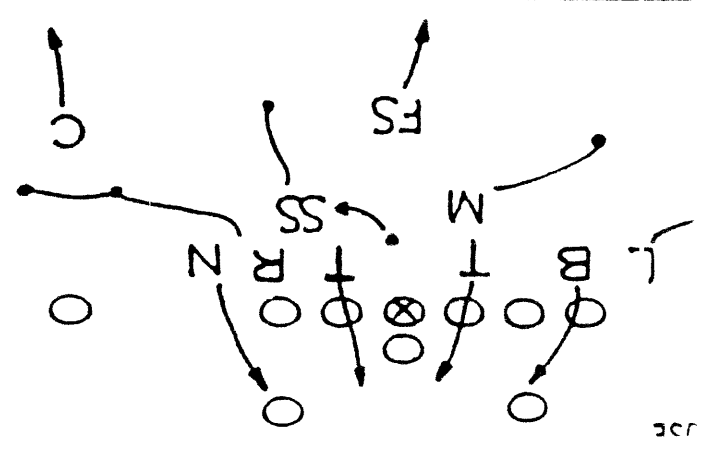
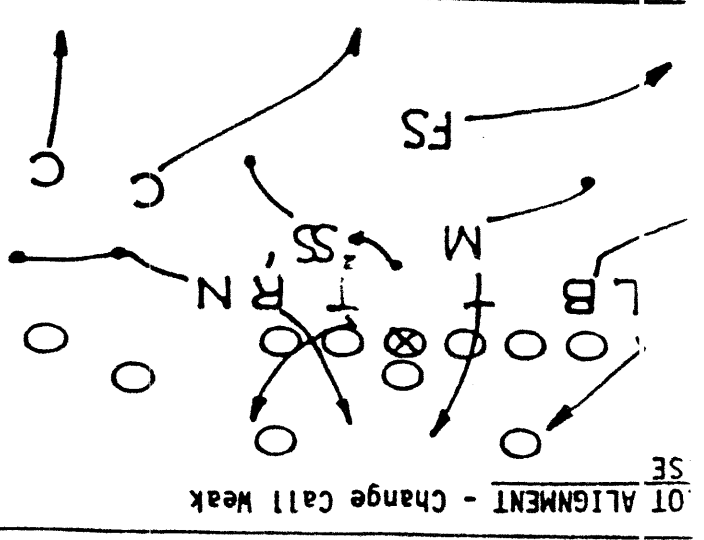
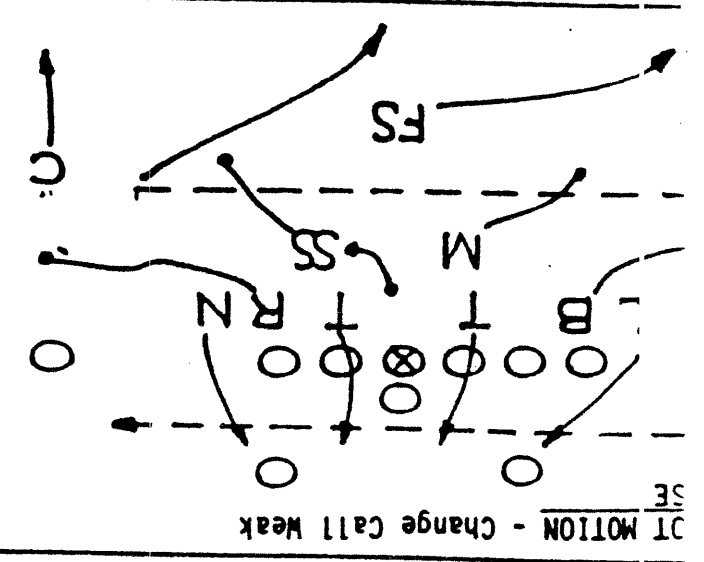
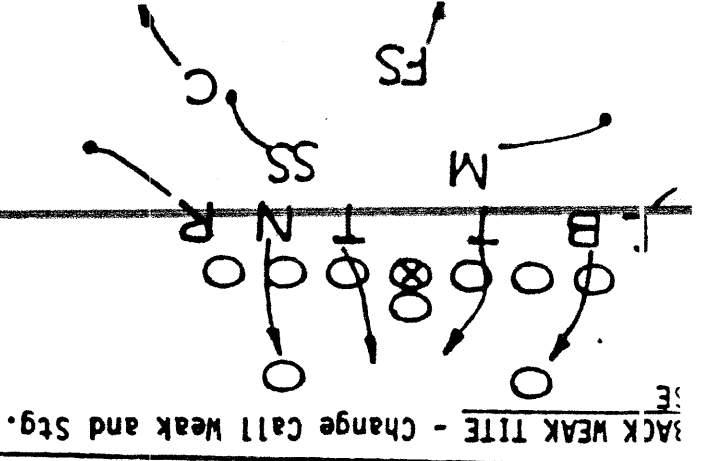
BACK WEAK TITE - Change Call Weak and Stg.
SE

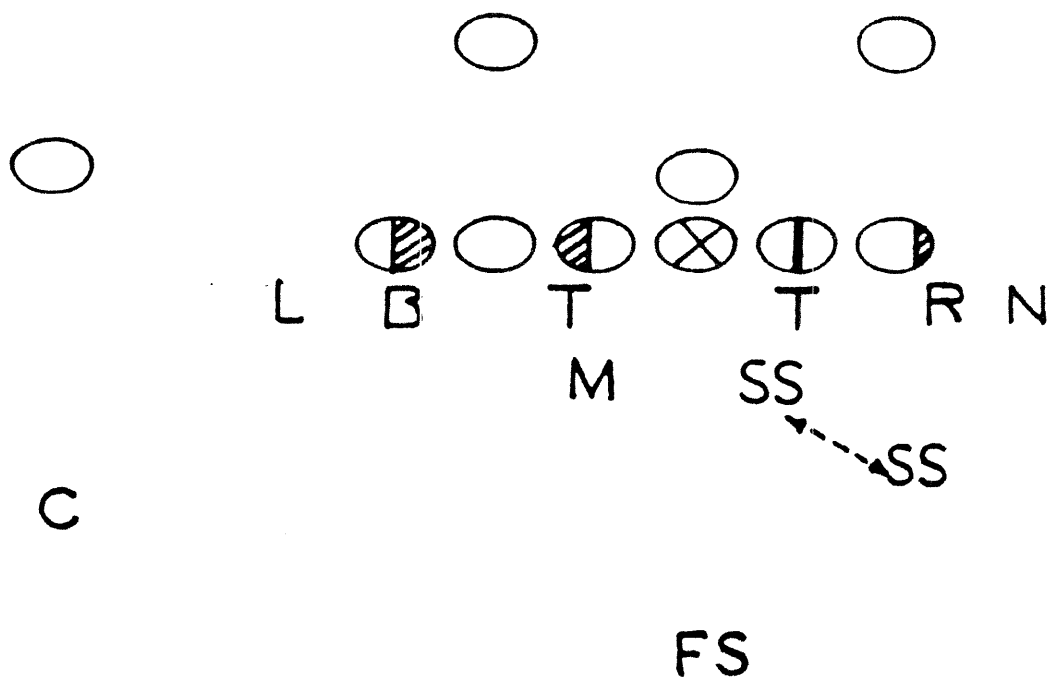


TRIPS - Zone Call - (No Buzz)
LINDA



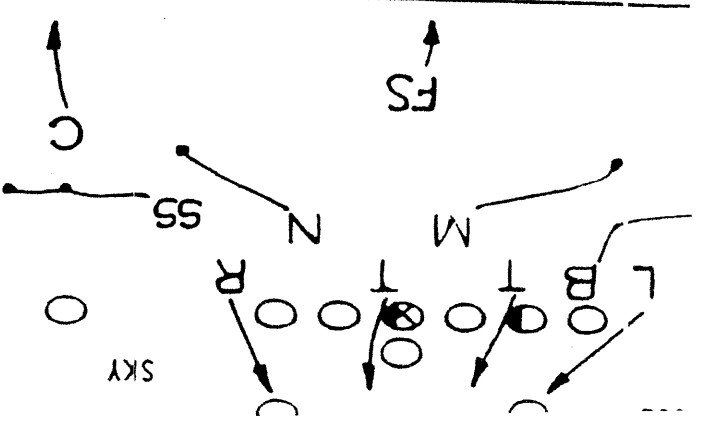




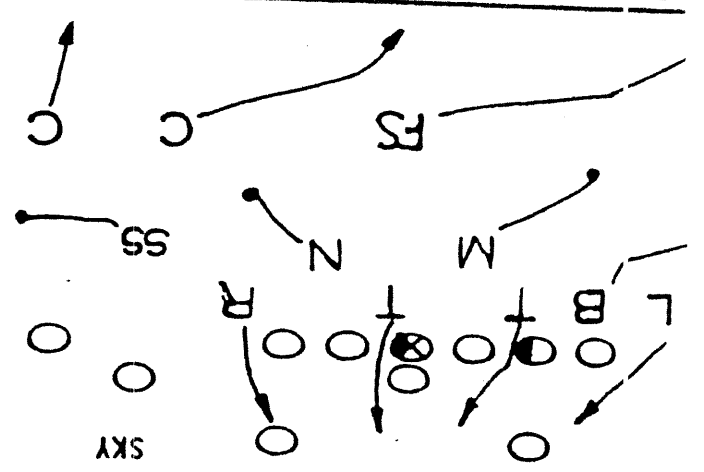


NOTES: Important that Strong Safety stem in and out of Split Linebacker position Base involves outside man on line of scrimmage on open side as blitzer. May make Change call at any time to either Change alignment of the N and R or L or Change call to bring inside man on open side, leaving the outside man with pass coverage responsibility. Tackles alignment controlled by the Mac. Strong Tackle alignment from outside Shade to 2 Gap - Weak Tackle from 2 Gap to inside Shade, depending on formation and Game or Stunt. Very important that Nose stem from inside position Move in and out of alignment.

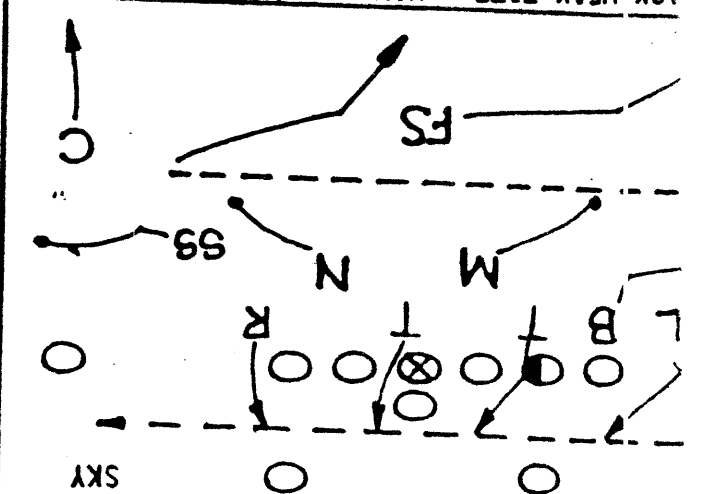
<u>COVERAGE</u>	<u>AUDIBLE</u>	<u>STUNTS/GAMES</u>	<u>GAMES</u>
<u>Huddle Call</u>		<u>STUNTS</u>	
Man		Lightning	Lex/Me, Y
Zone Buzz (Rose or Linda)		Thunder	Rex/Me, Y
Cover 2 (Sag)	Black	Xit	Twist/Me,
Cover 8 (Adjustment)	Purple	Lex/Me, You	
Backer Dog		Rex/ Me, You	
Safety Dog		Blood	
Middle Blitz		Bang	
Strong Blitz		A	
		B	
		Double A	
		Double A Cross	



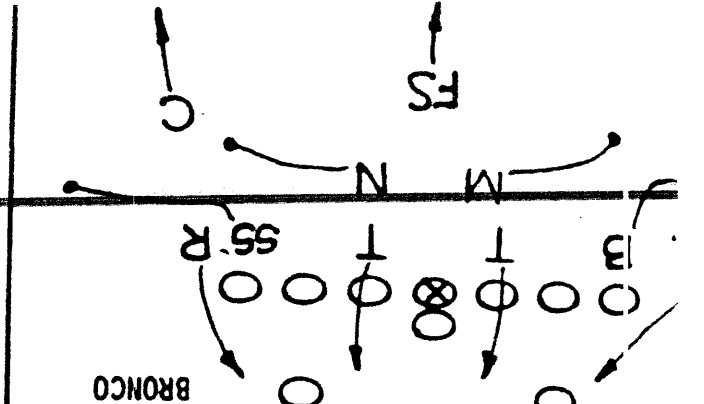
DOT ALIGNMENT



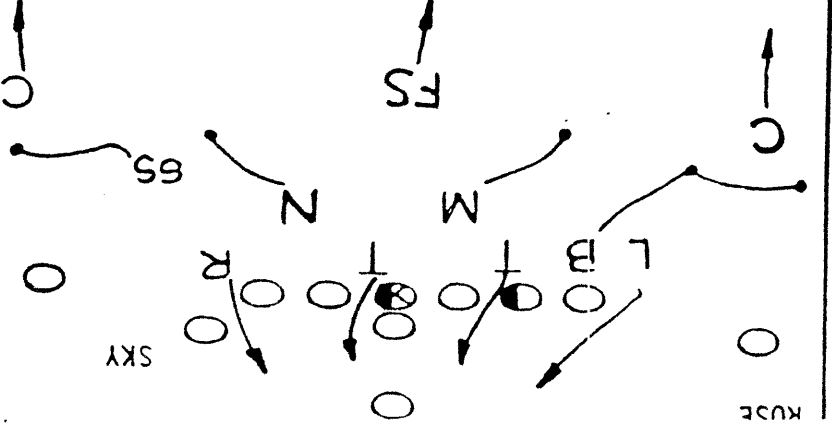
DOT ALIGNMENT



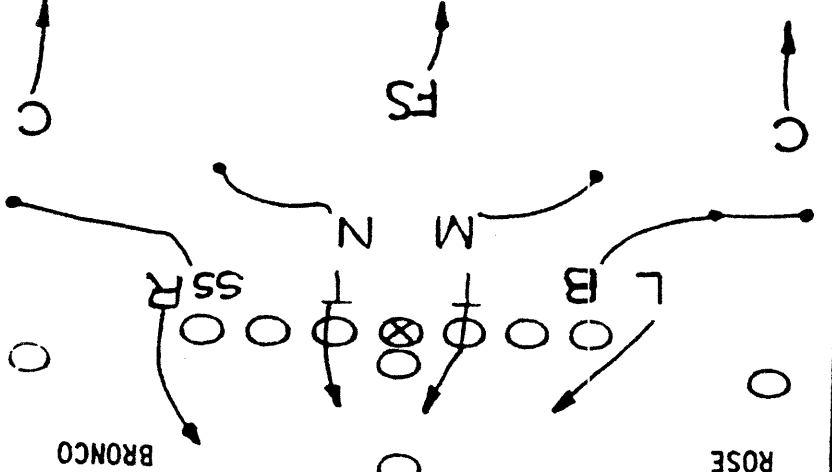
DOT MOTION



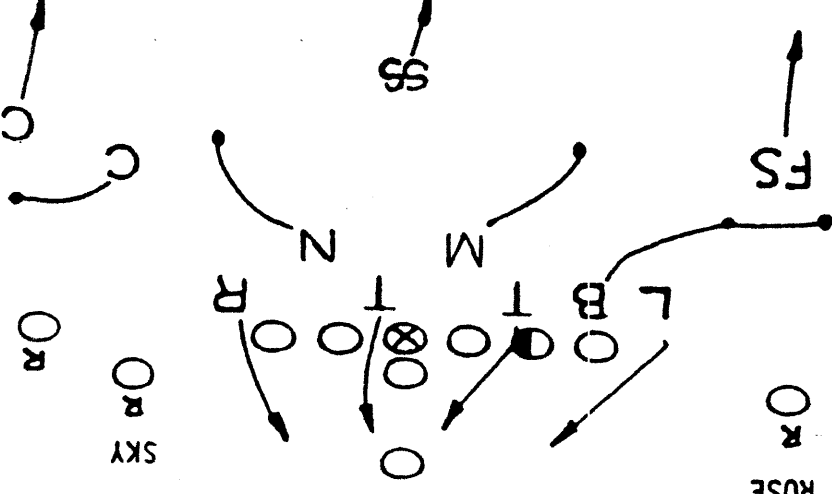
BACK WEAK TITE - HAWK ZONE



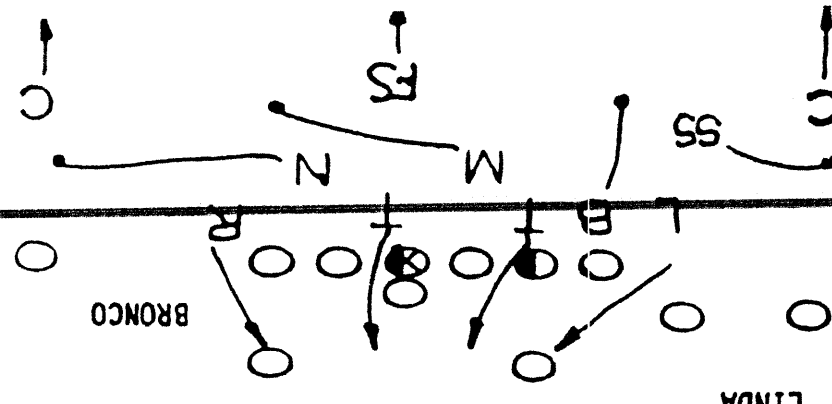
BLIZZARD - HAWK ZONE



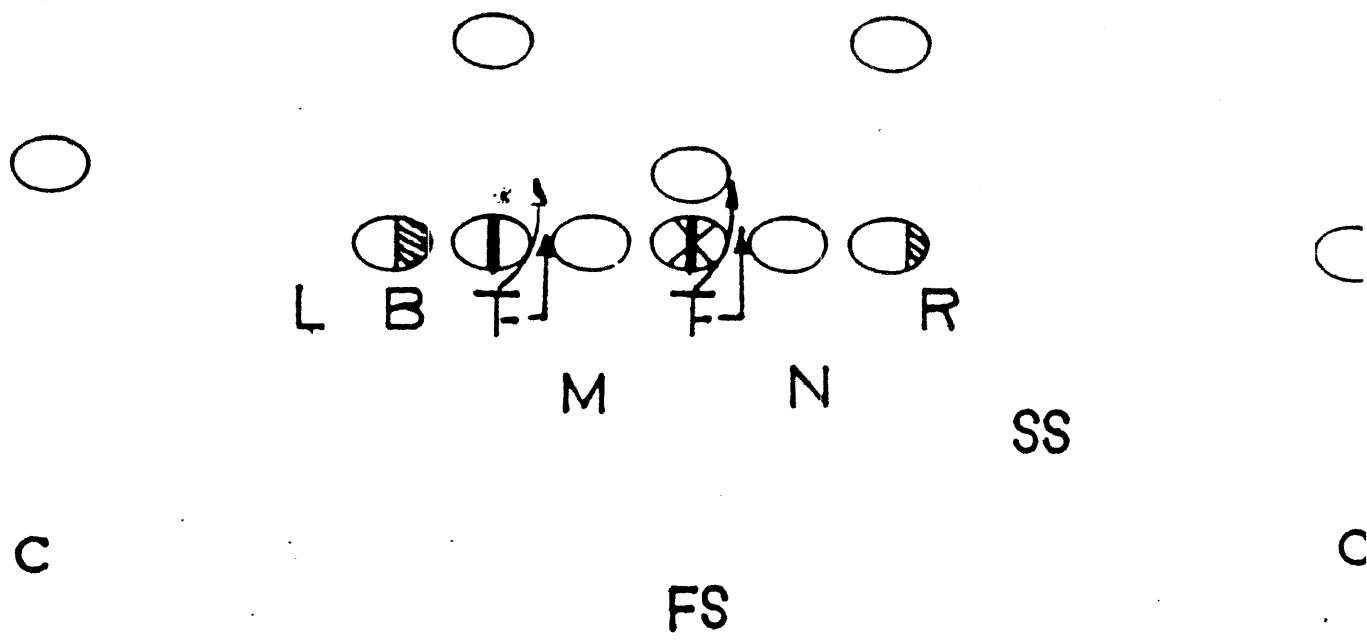
BLIZZARD - HAWK ZONE



ACE ROSE



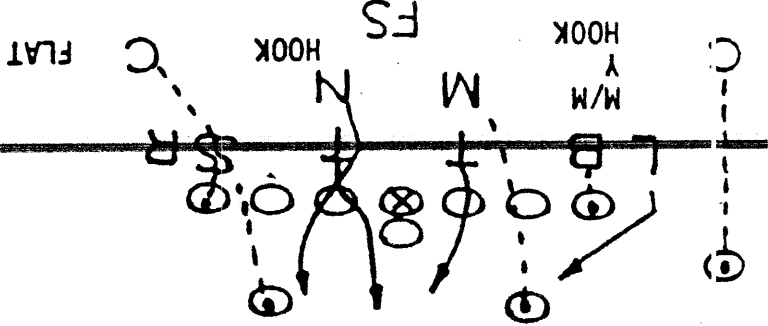
TRIPS LINDA



NOTES: Important to stem from Hawk to this look. No call Tackle stem to 2 Gap alignment and change with Strong Tackle in "B" Gap and Nose in Weak "A" Gap. May also have a Go Call - Stem to Gap and use Go change.

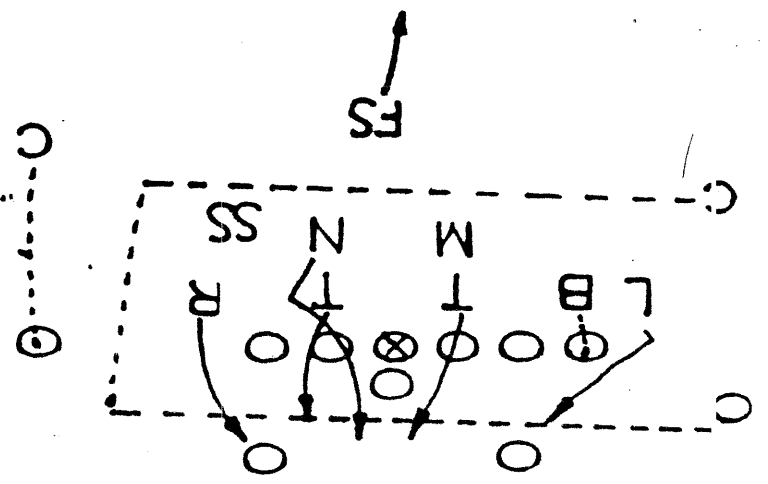
<u>COVERAGES</u>		<u>STUNTS/GAMES</u>
<u>HUDDLE CALL</u>	<u>AUDIBLE</u>	
Zone (Rose or Linda)		
Cover 2	Black	
Cover 8 (Adjustment)	Purple	

(POSSIBLE COMBO OR MAMBO C & SS - X & H)

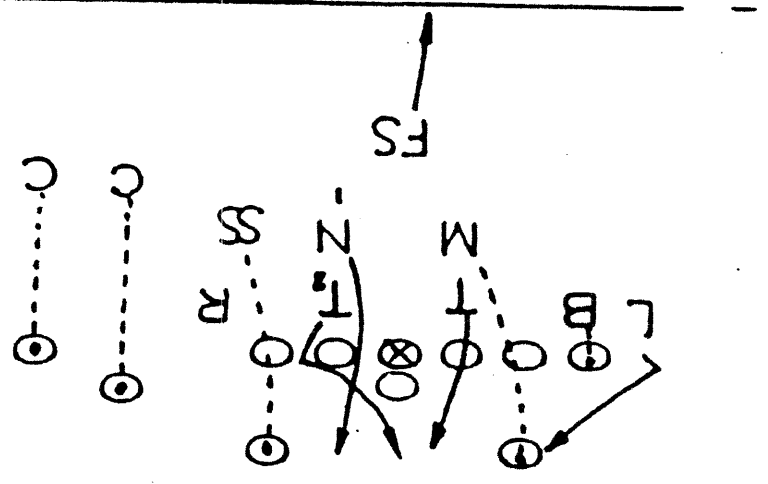


2 BACK WEAK TITE

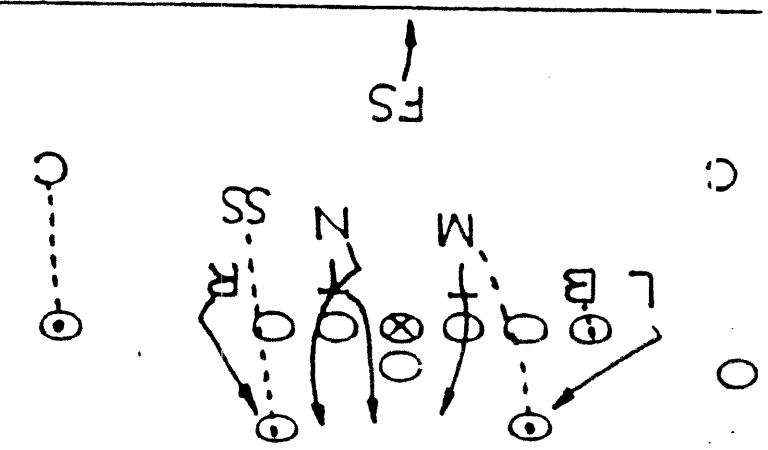
COVER 8



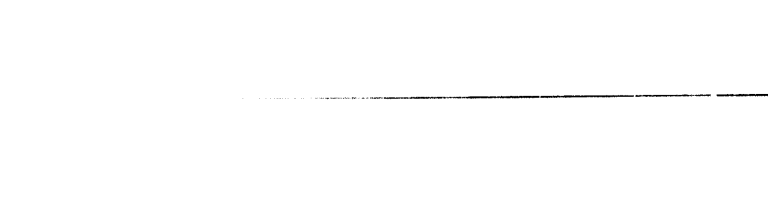
SLIT MOTION



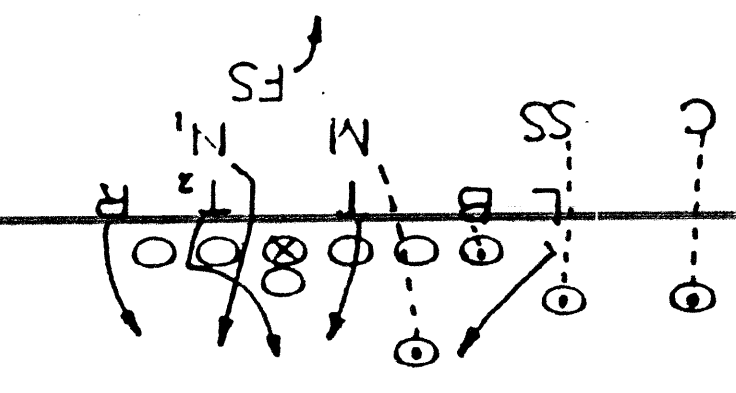
SLIT ALIGNMENT



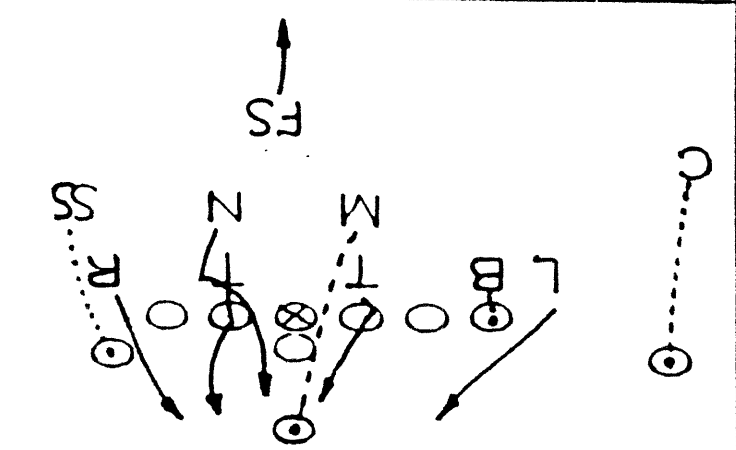
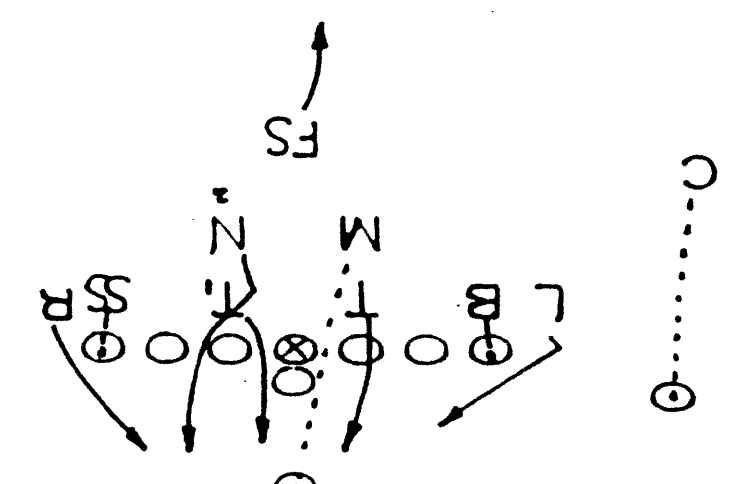
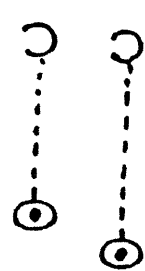
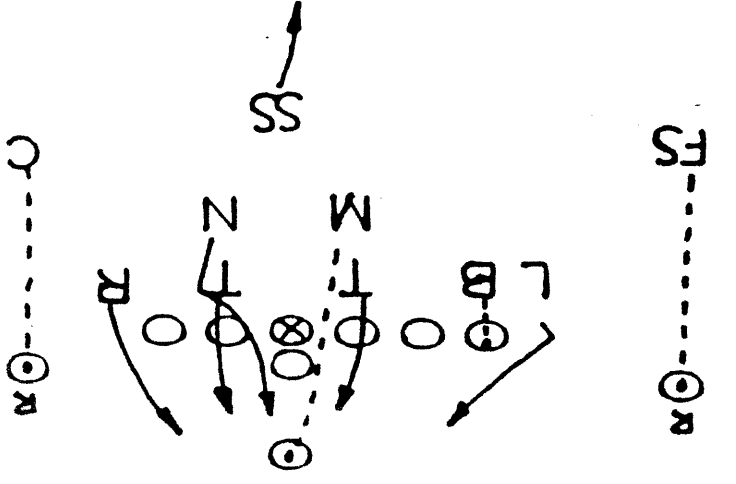
BLIZZARD

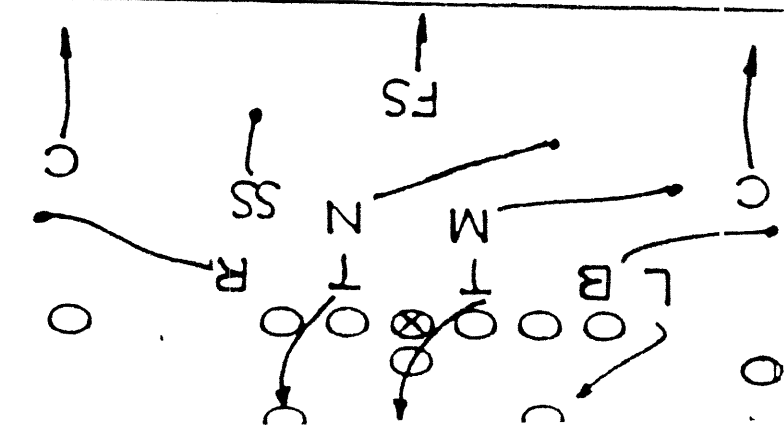
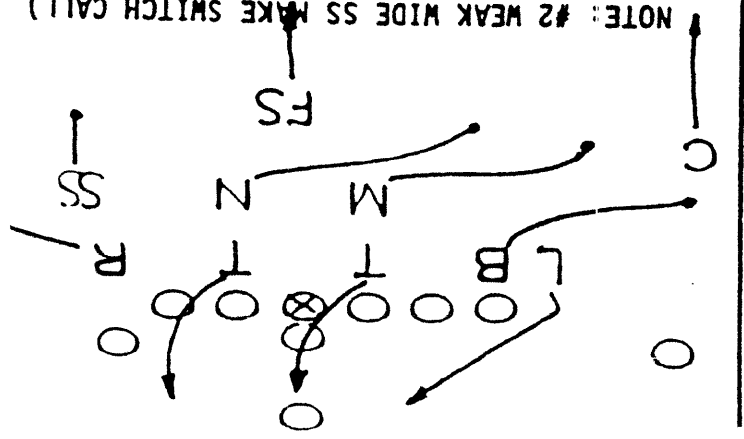
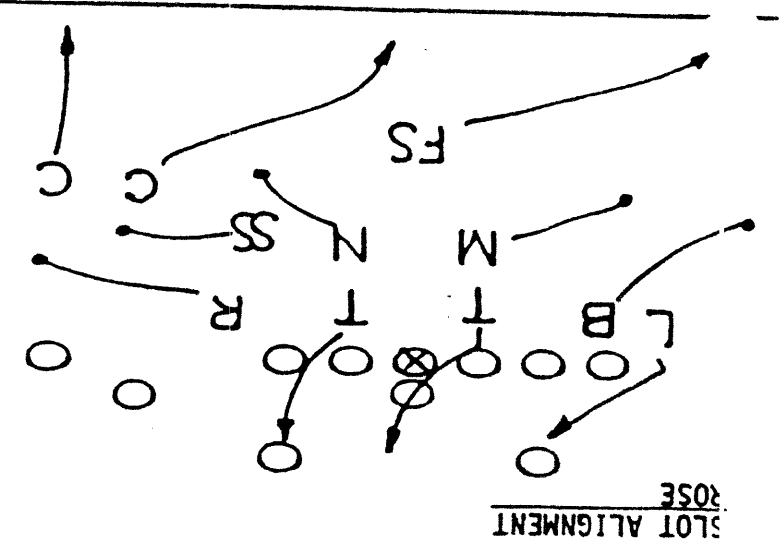
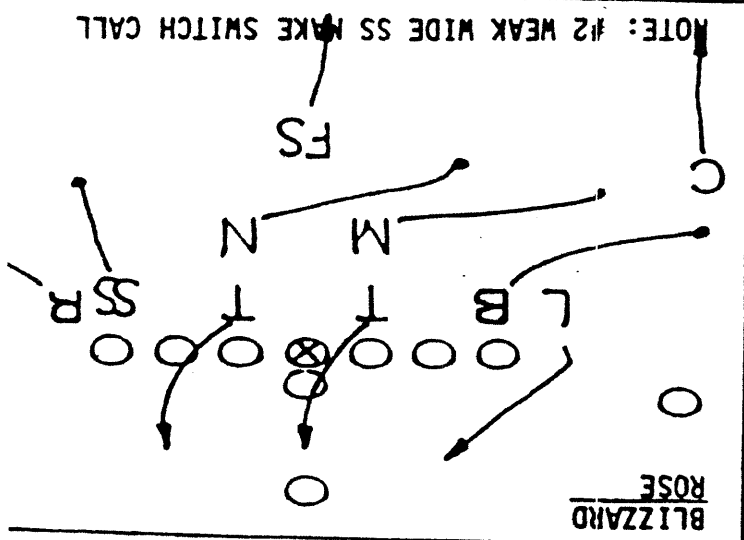
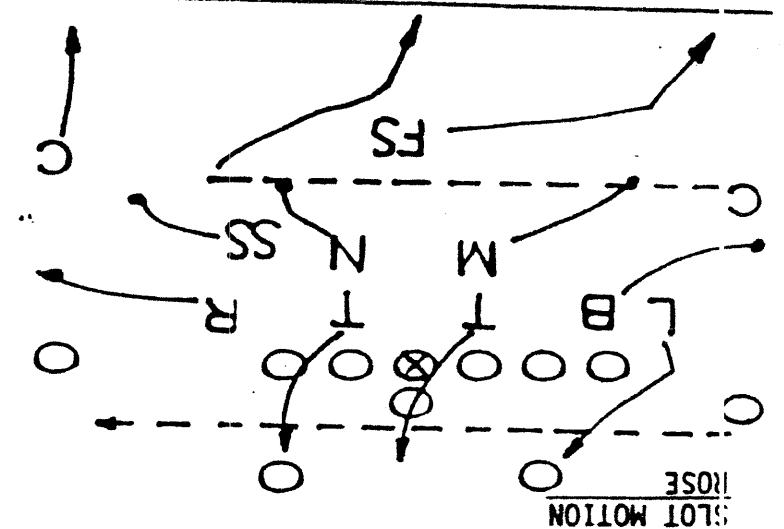
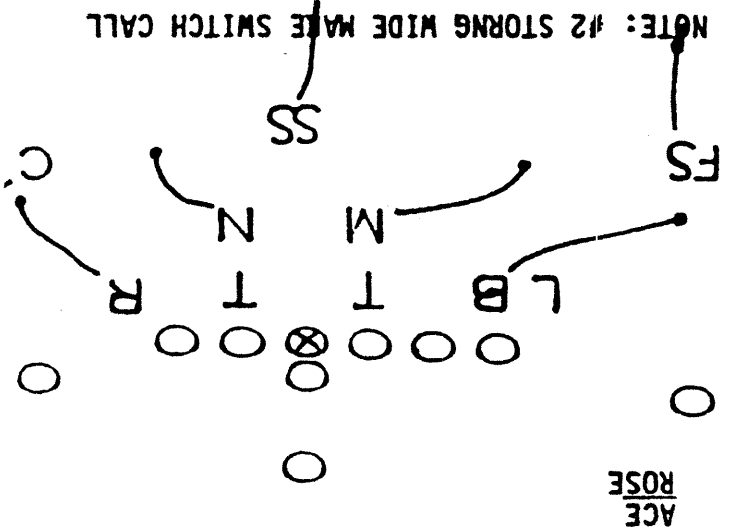
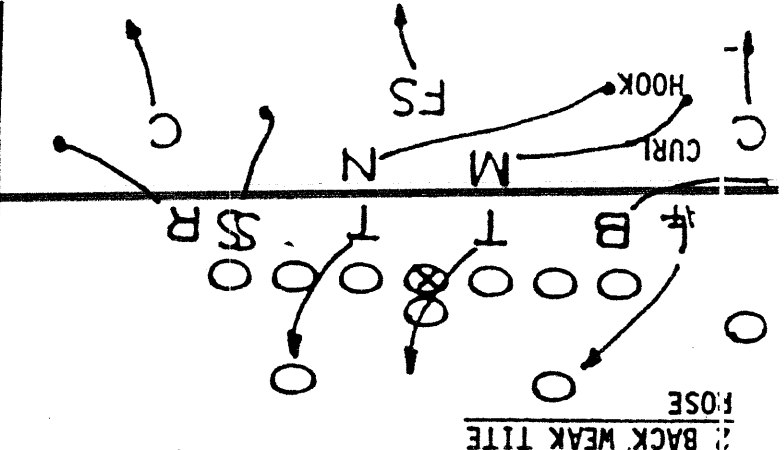
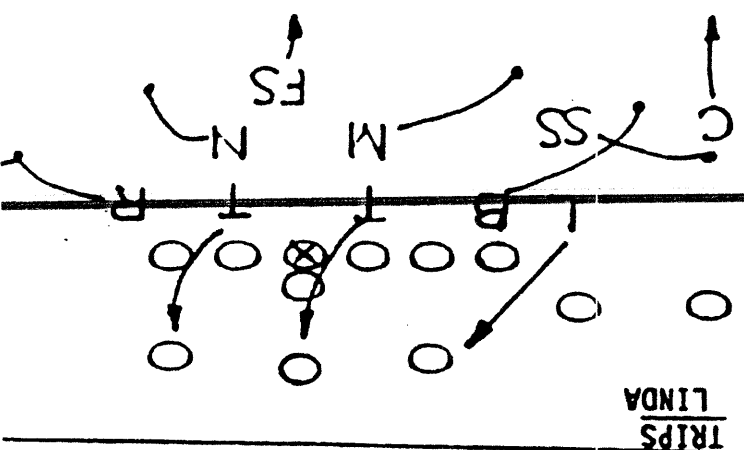


TRIPS

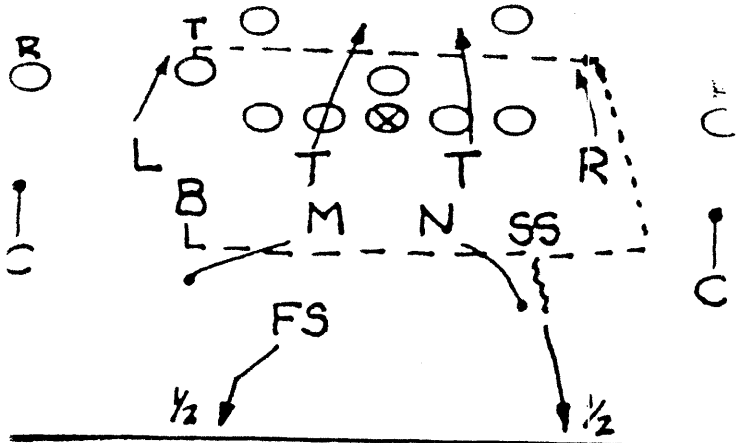


ACE

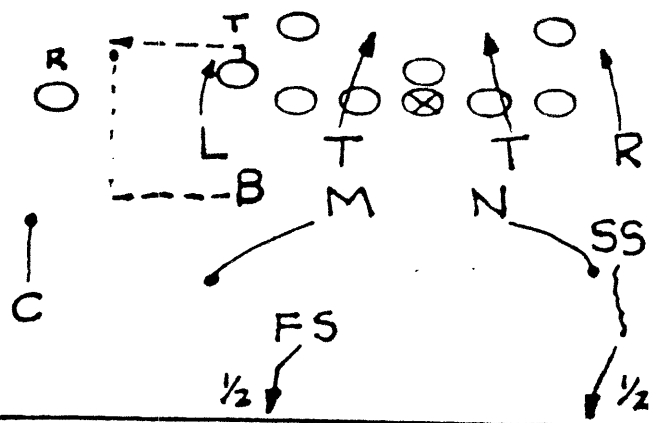




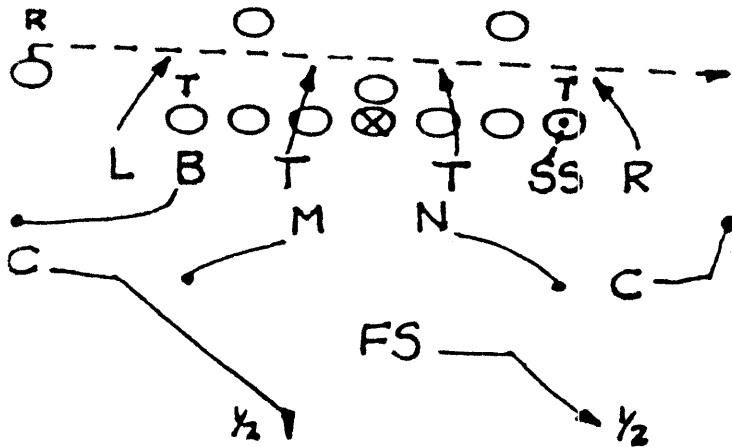
YUM MOTION



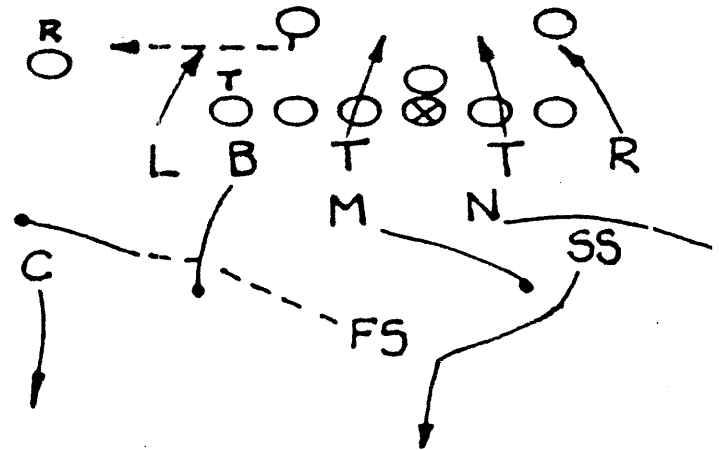
YA MOTION



Z MOTION

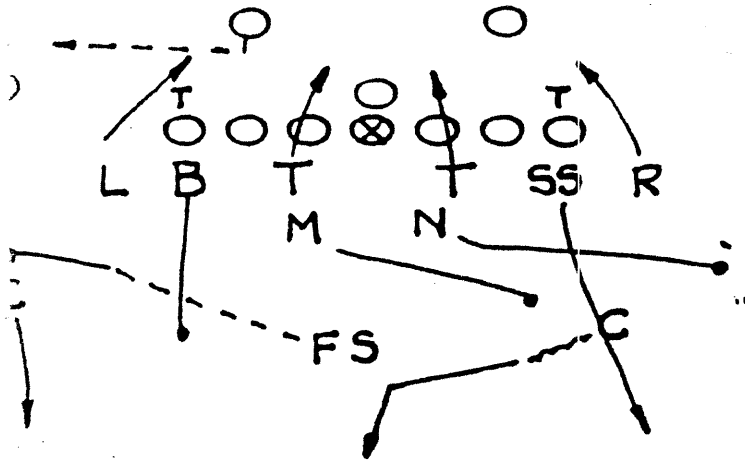


FLY MOTION
LINDA AUDIBLE



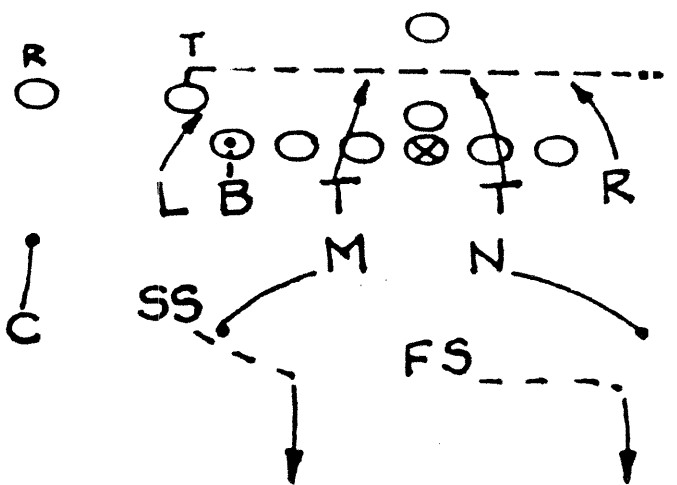
FLY MOTION

AUDIBLE LINDA



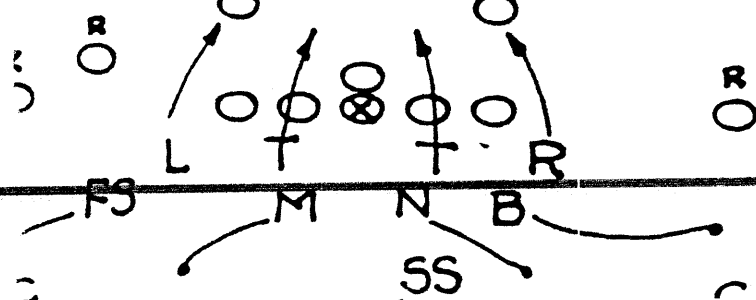
BAY MOTION

LINDA - BLACK

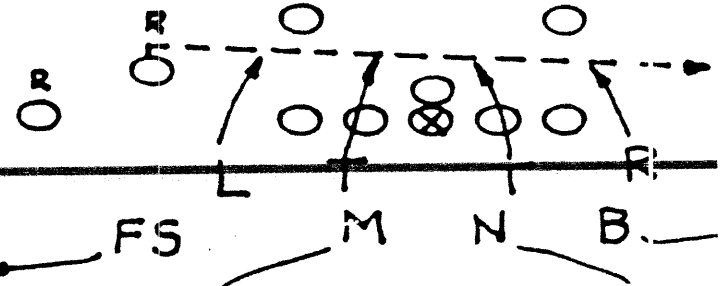


OPEN FORMATION

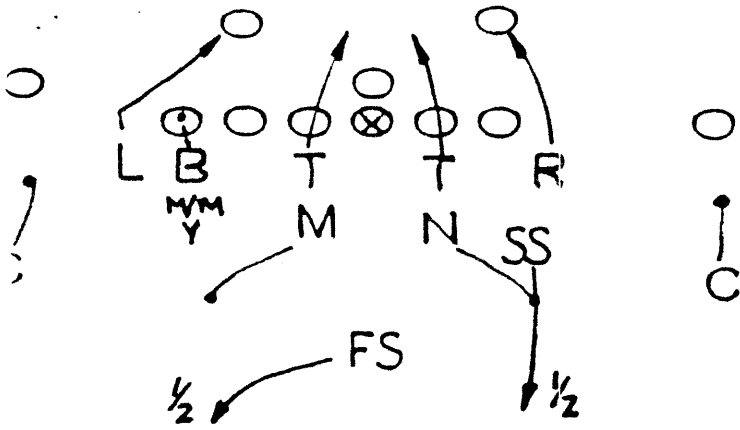
AUDIBLE LINDA



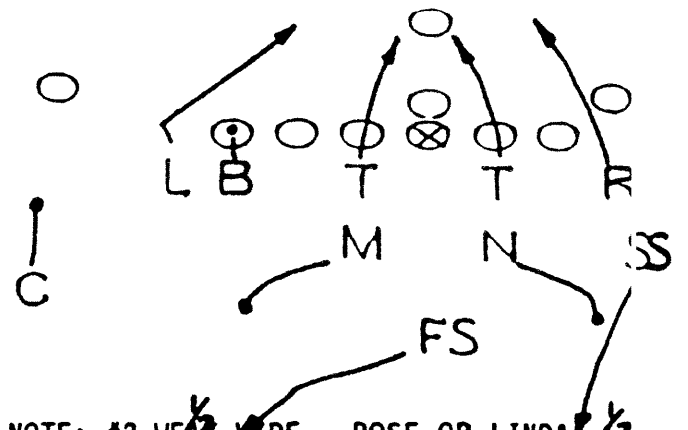
OPEN YUM MOTION
AUDIBLE LINDA-ROSE



SPLIT - COVER 2 (BLACK)

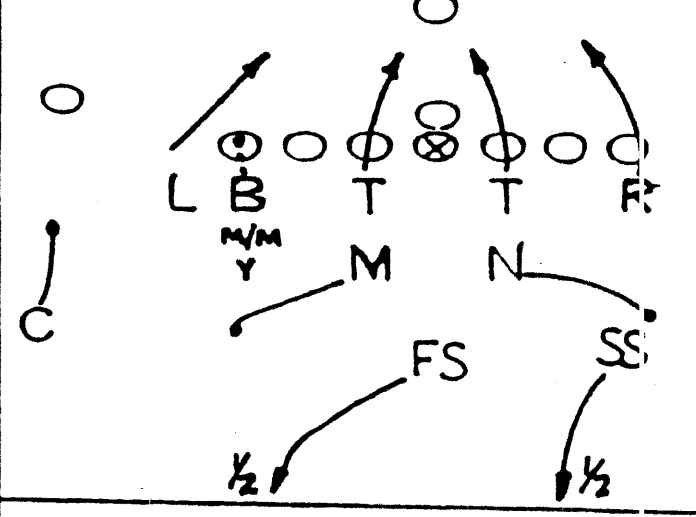
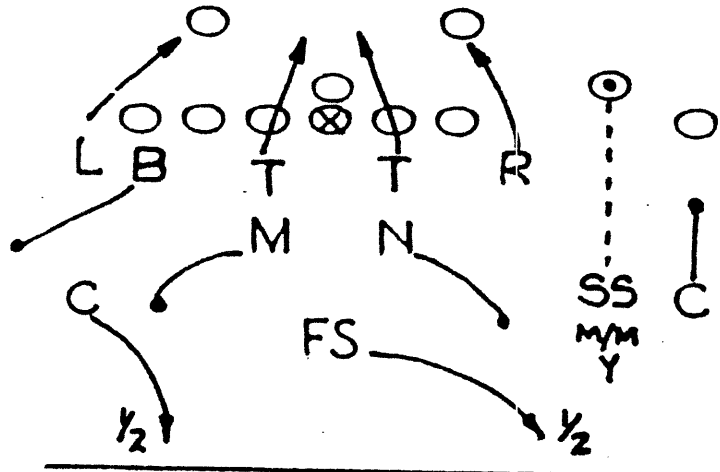


DOUBLE - COVER 2 (ZONE #2 WEAK WIDE)

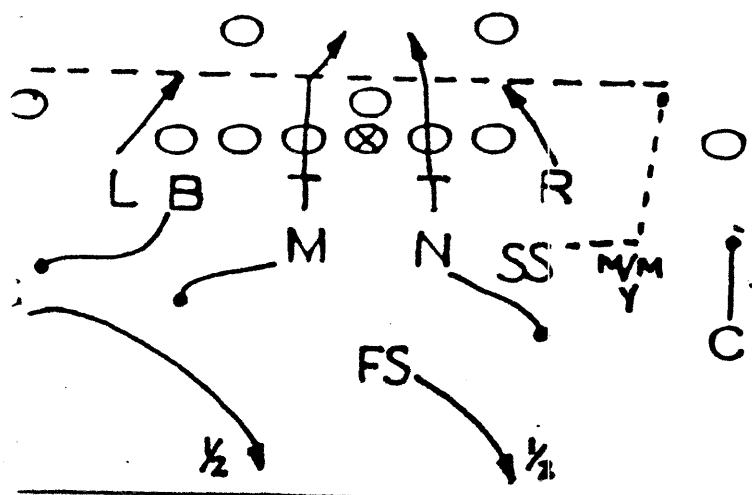


NOTE: #2 WEAK WIDE - ROSE OR LINDA
BLIZZARD - COVER 2 (ZONE #2 WEAK WIDE)

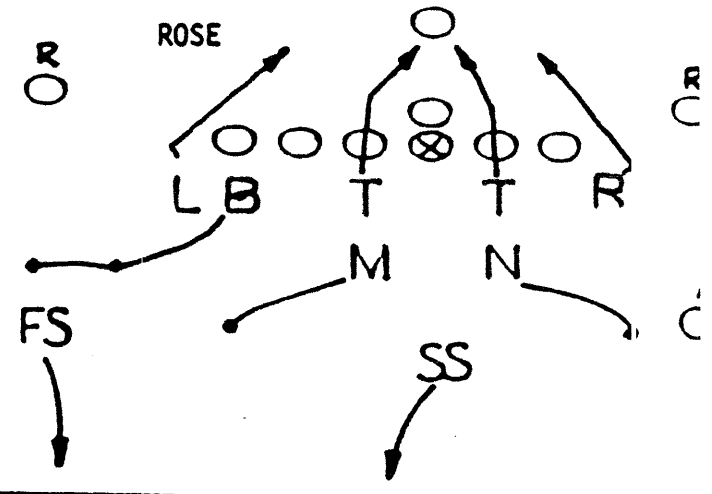
SLOT ALIGNMENT - COVER 8 (PURPLE)



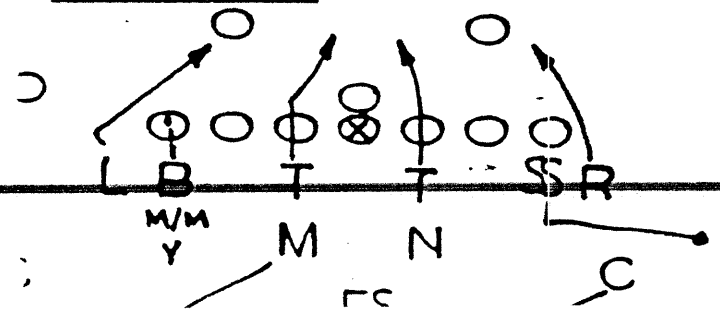
SLOT MOTION - COVER 8



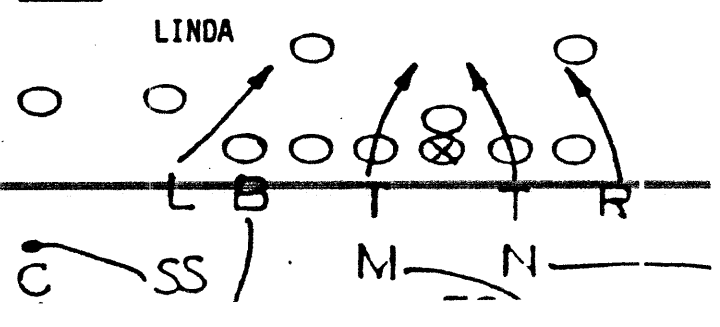
ACE - ZONE - (ROSE OR LINDA)

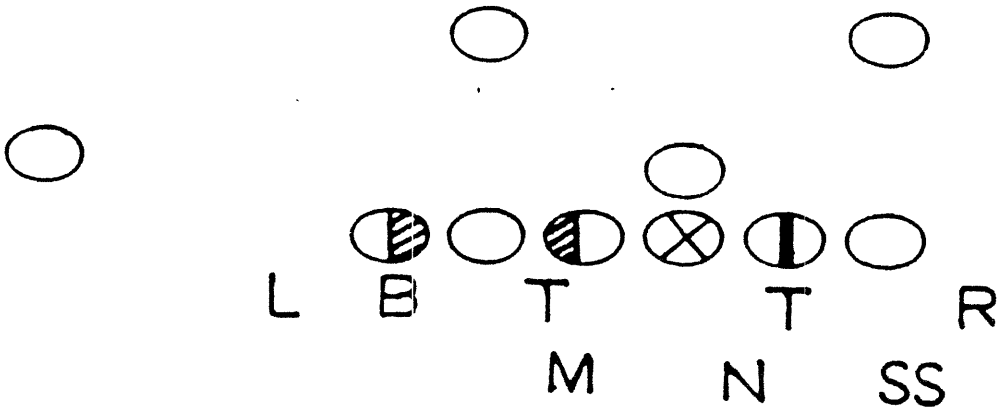


2 BACK WEAK TITE - COVER 8



TRIPS - ZONE - (ROSE OR LINDA)

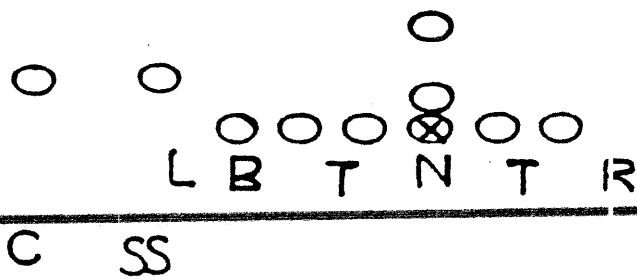
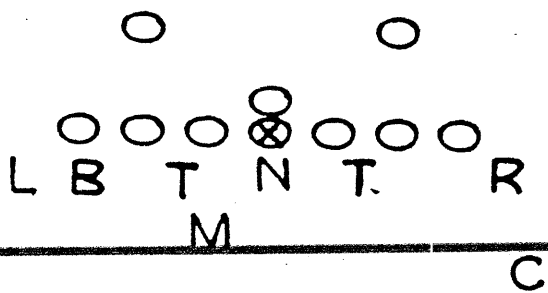
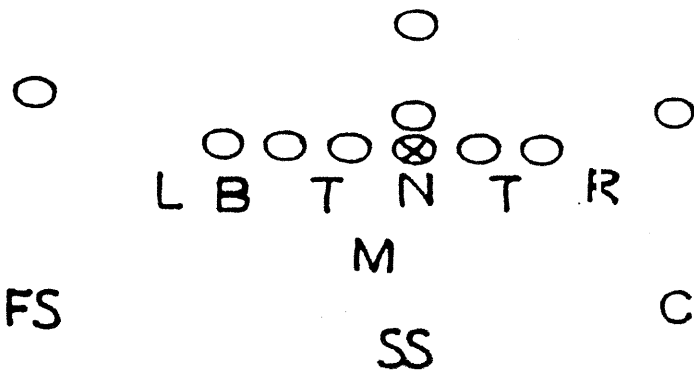
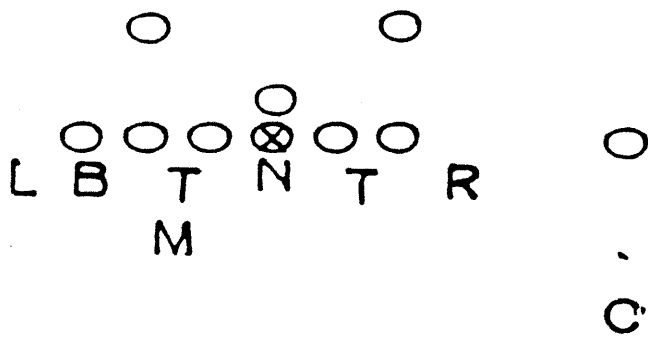
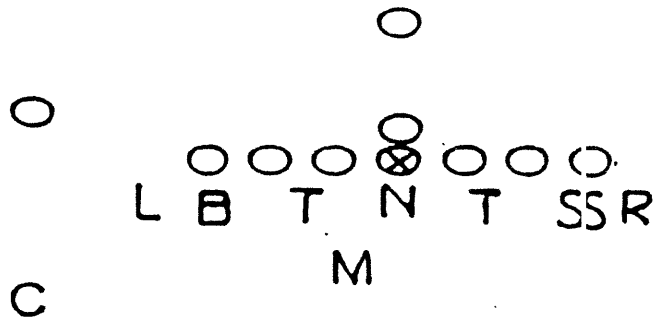
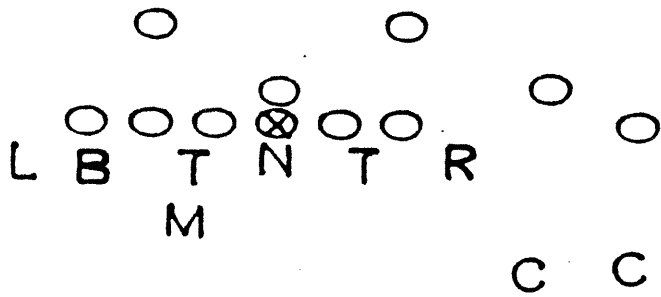
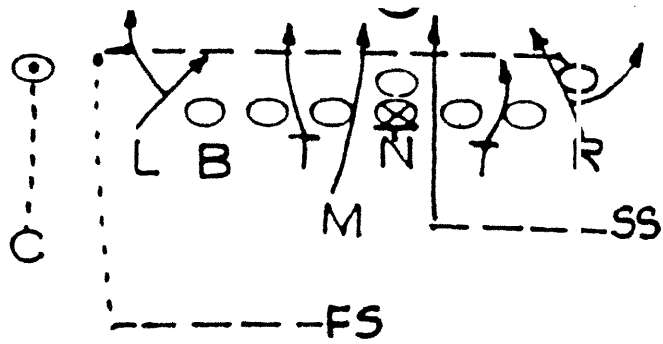
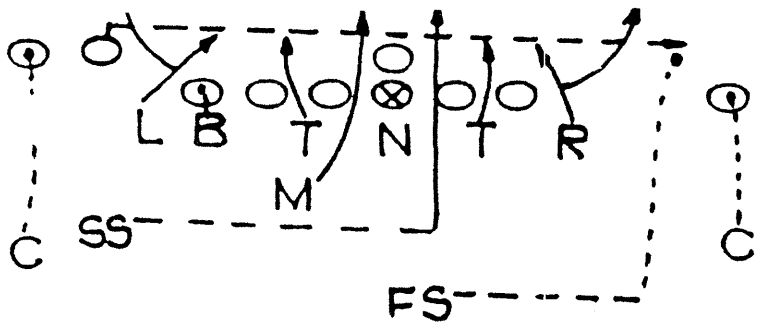




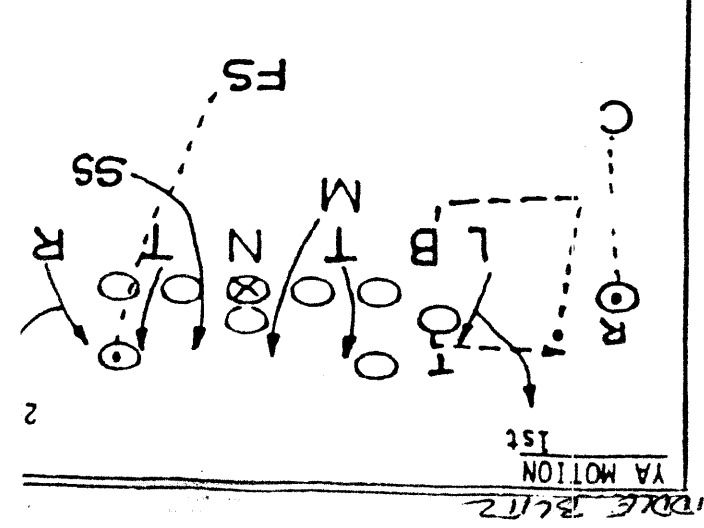
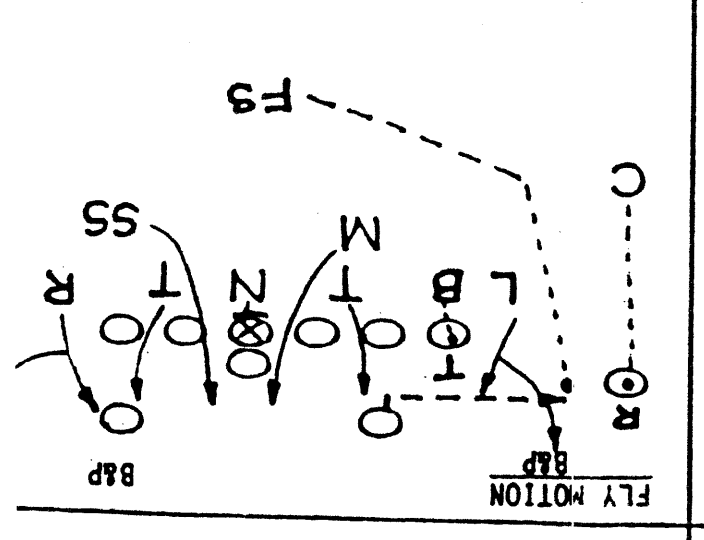
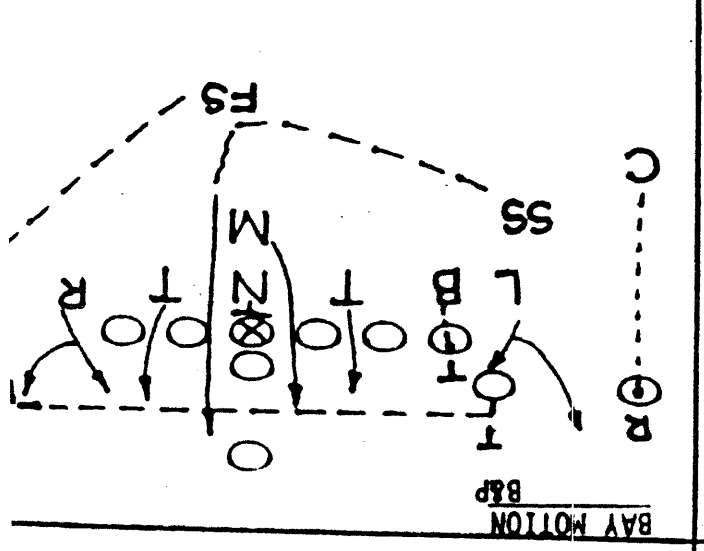
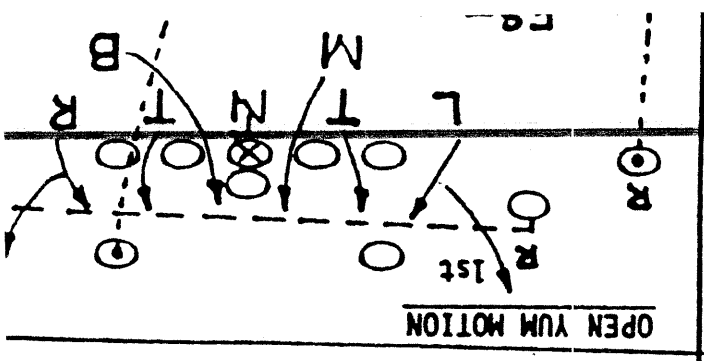
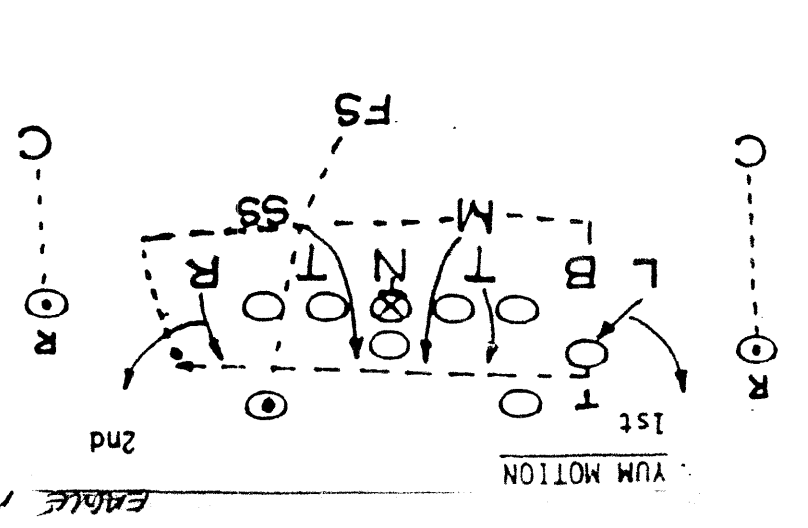
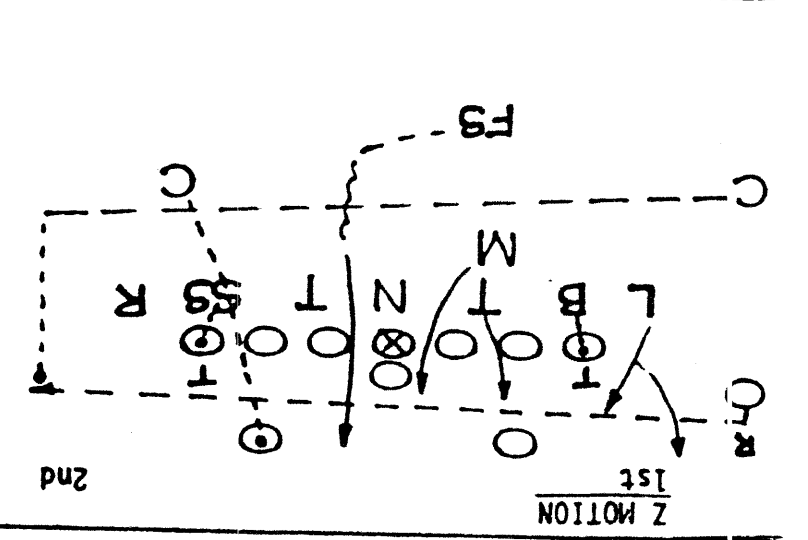
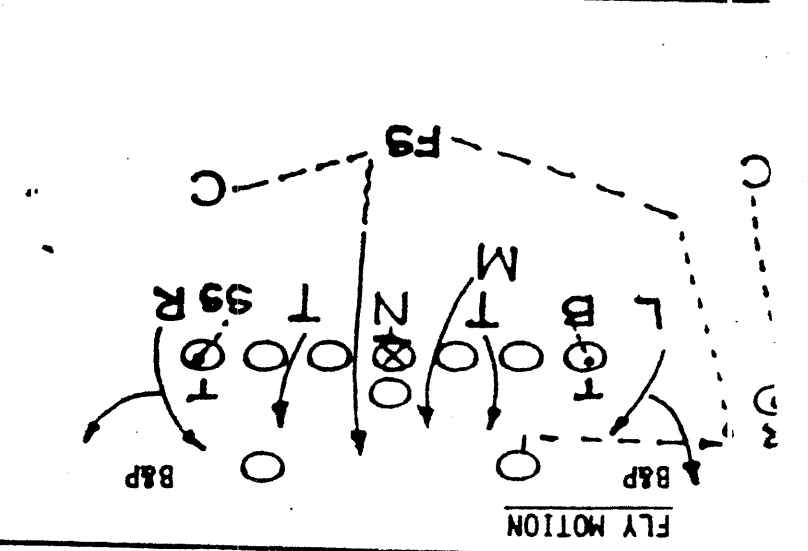
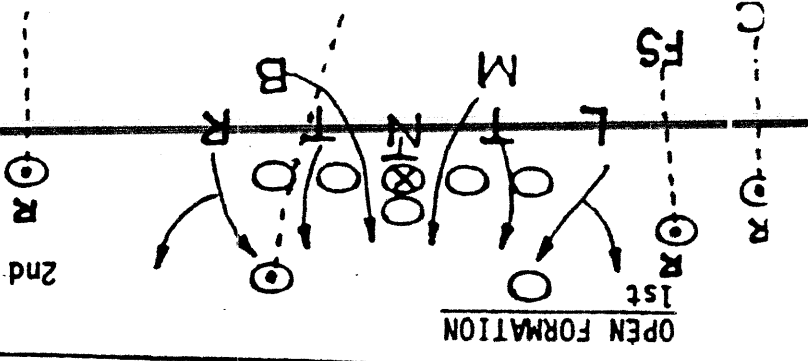
FS

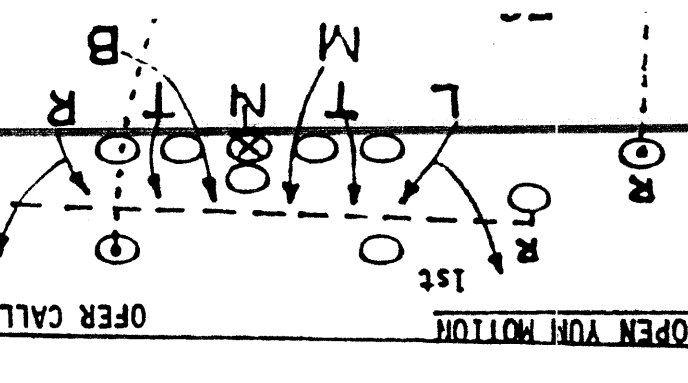
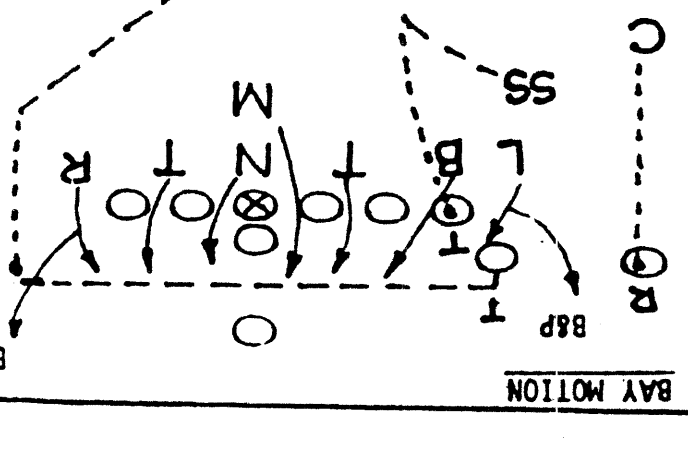
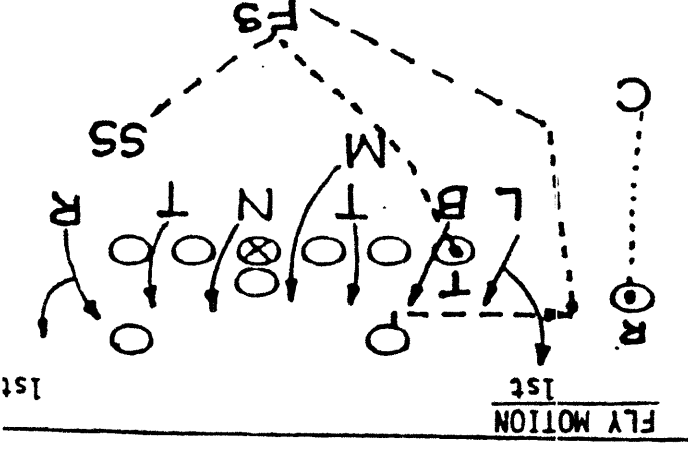
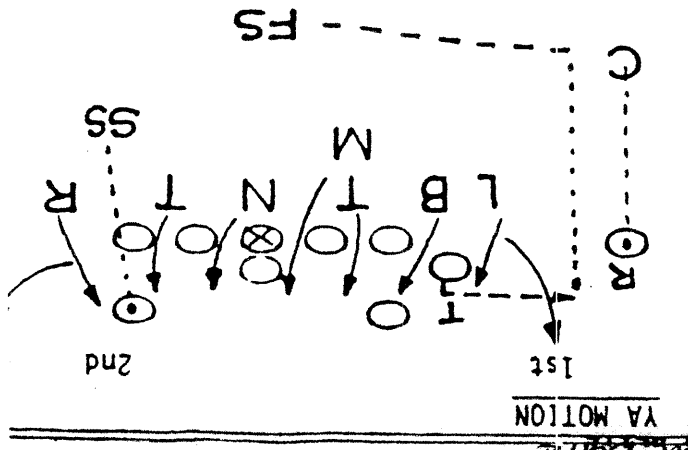
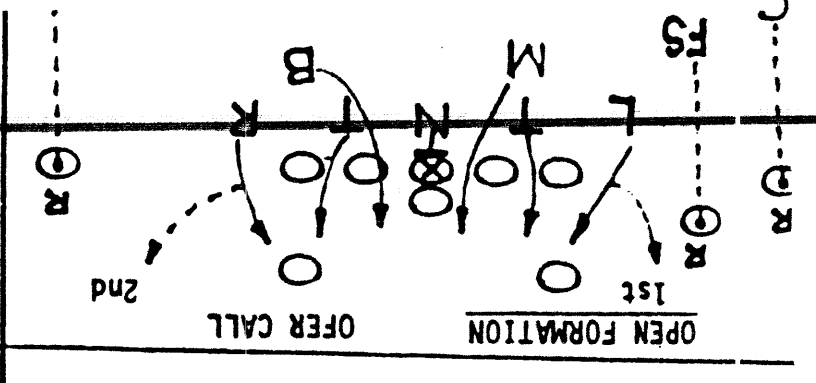
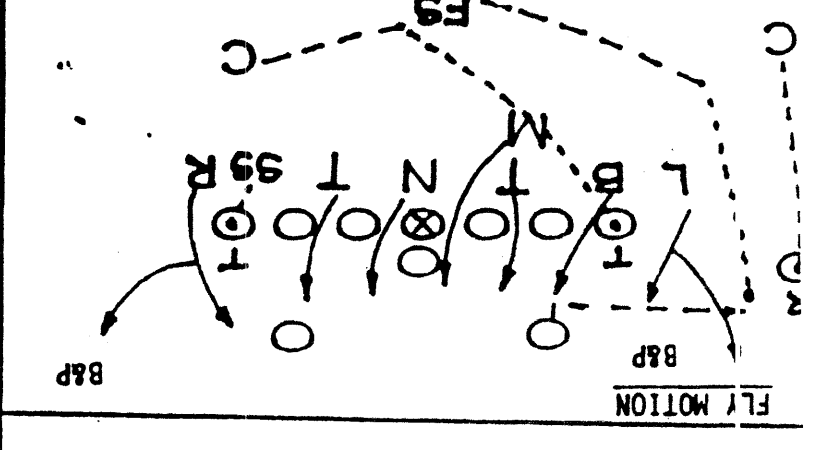
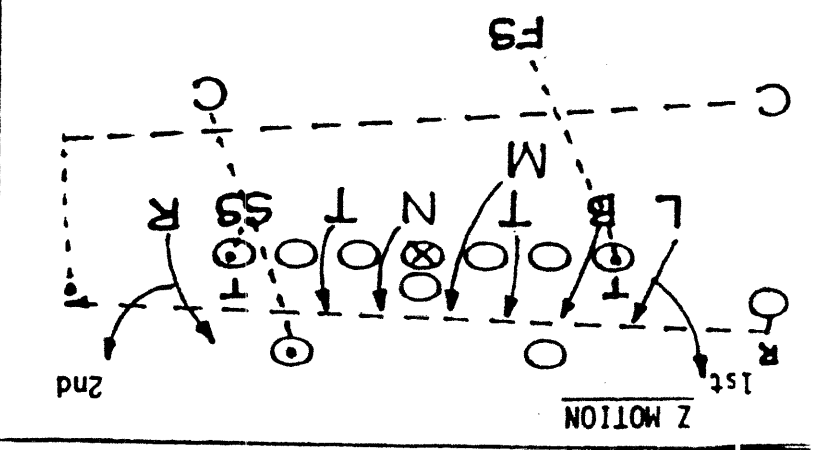
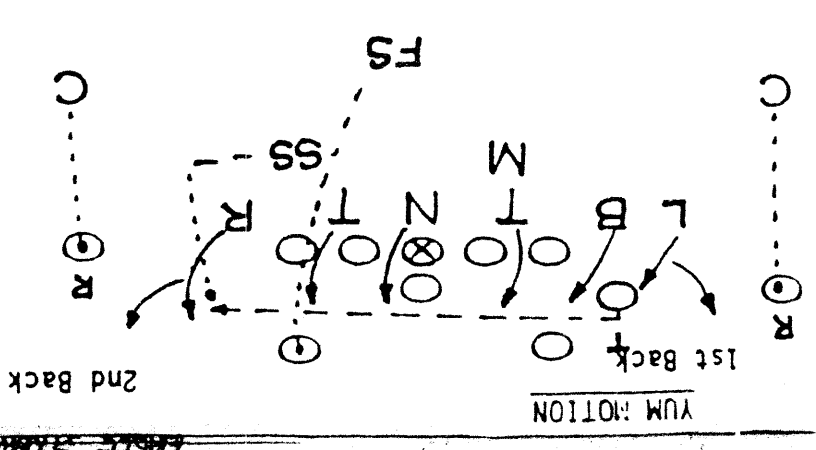
NOTES: Variation of Eagle with Nose Backer stemming off to Linebacker position. Played only with Backer at Nose position. Mac and Nose Backer control the alignment of the Tackles. Tackles alignment by formation with the call made by the Mac and Nose Backer.

<u>COVERAGES</u>		<u>STUNTS/GAMES</u>	
<u>HUDDLE CALL</u>	<u>AUDIBLE</u>	<u>STUNTS</u>	<u>GAMES</u>
Zone (Rose or Linda)	Zorro	Larry	Lex/Me, Yo
Man		Roger	Rex/Me, Yo
Cover 2	Black	Len/Me, You	Twist/Me,
Cover 8 (adjustment)	Purple	Ray/Me, You	<u>Tackle Alignment C</u>
Mac Dog		Rip	Bull
Boston Buzz		Liz	1
Strong Blitz		Lazer	Randy-Lou
		Rocket	
		Bang	
		Blood	
		A	
		B	
		Go	
		Double A Cross	
		Double A	
		Double B	

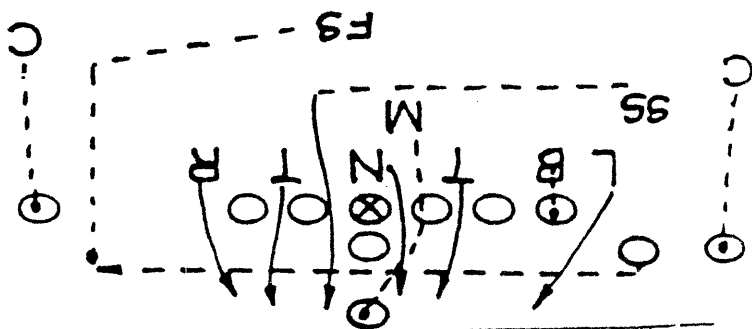


ERABLE MIDDLE BLITZ

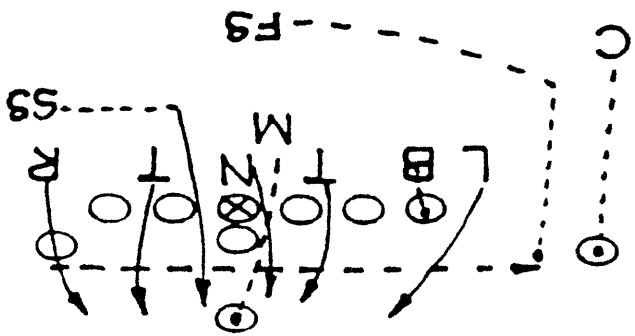


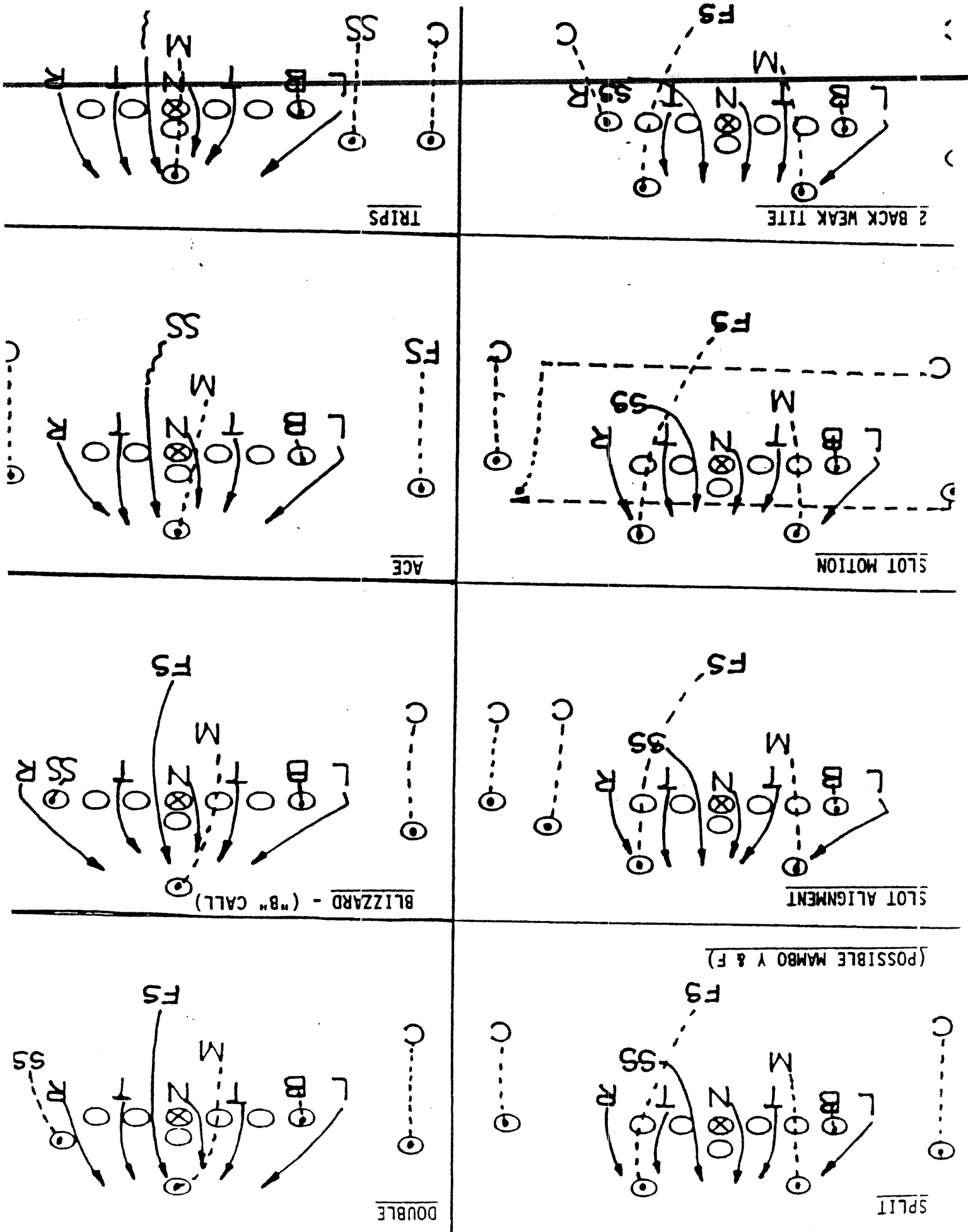


MOTION TO DOUBLE



MOTION TO TRIPS





SPLIT

(POSSIBLE MAMBO Y & F)

SLOT ALIGNMENT

DOUBLE

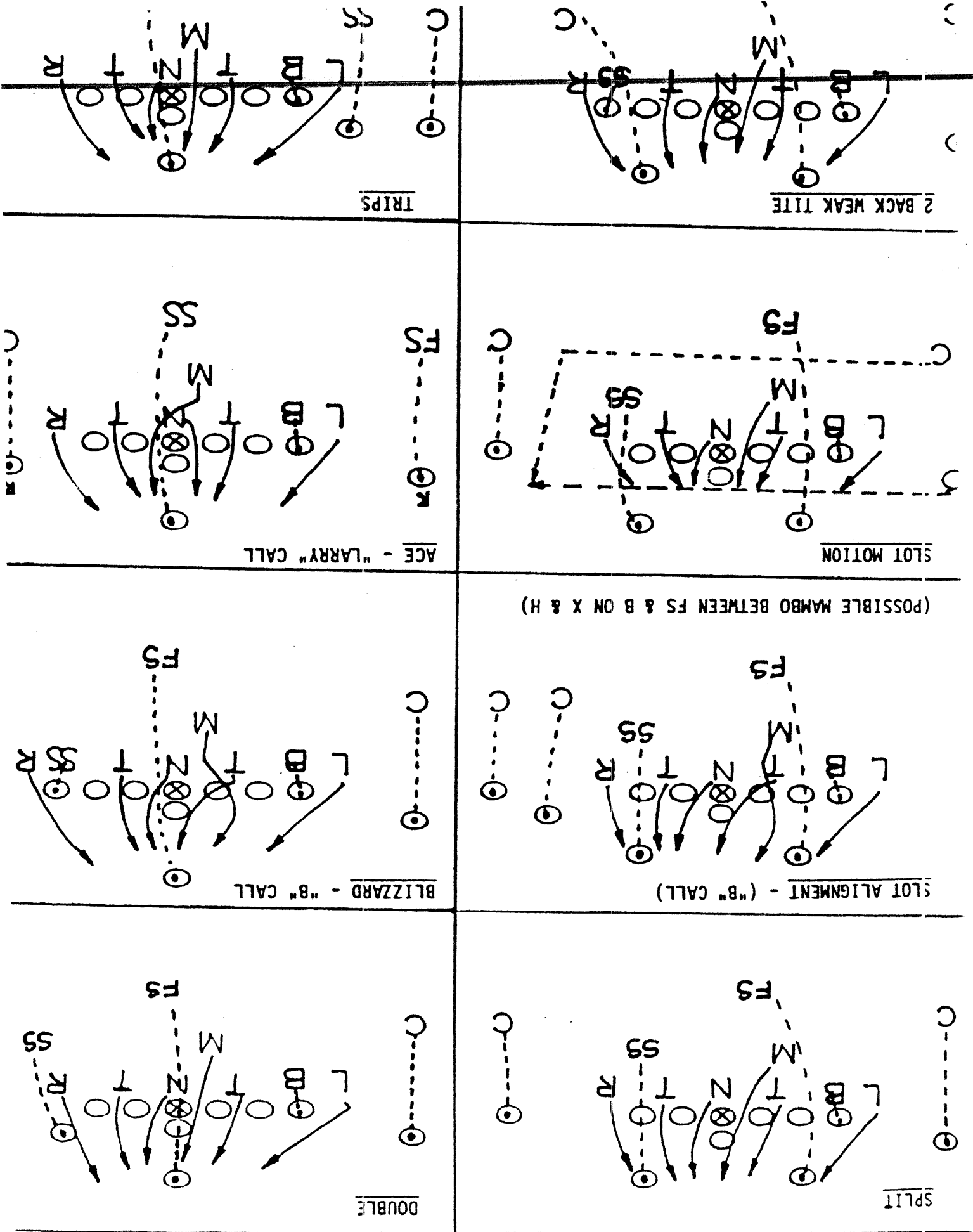
BLIZZARD - (\"8\" CALL)

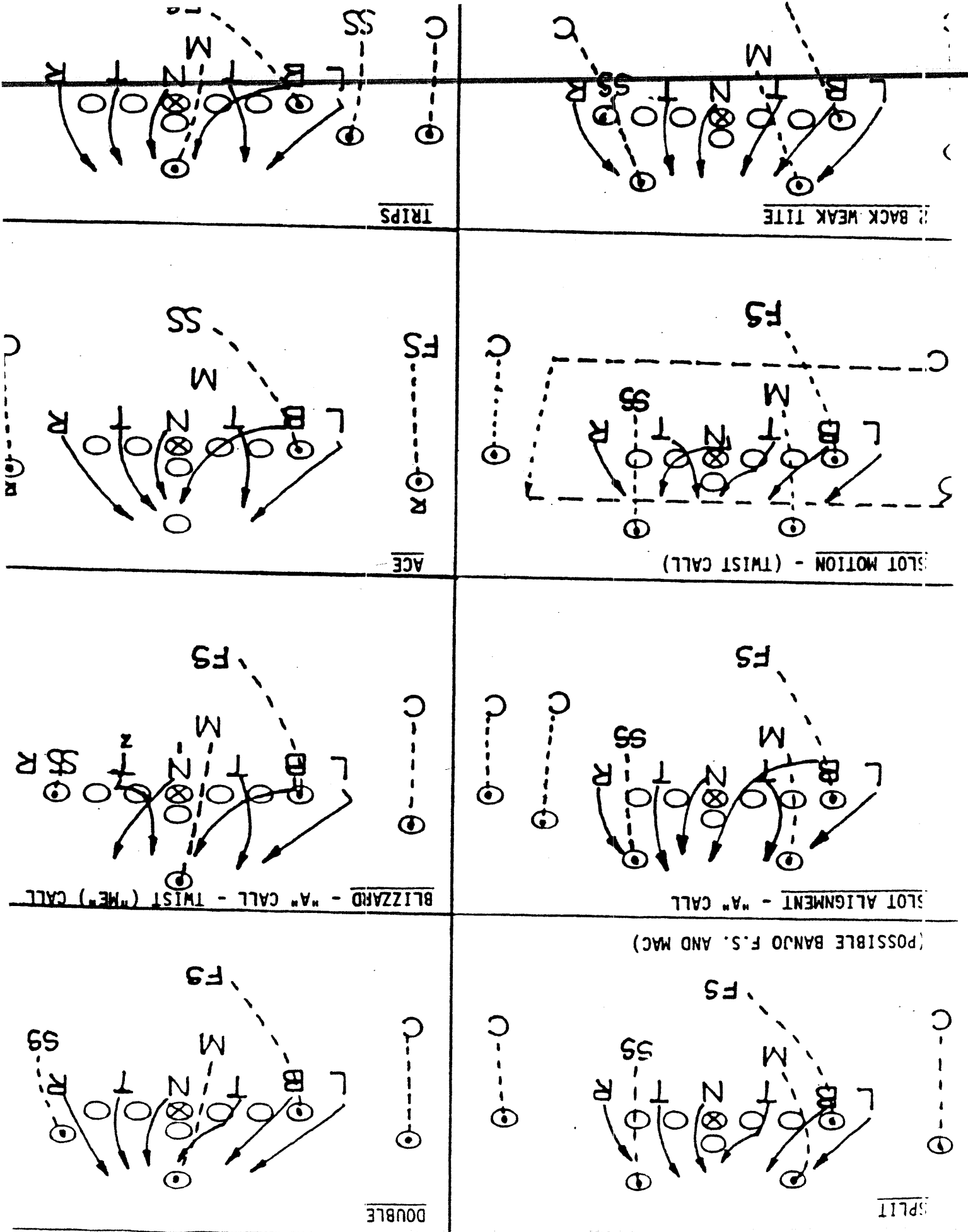
SLOT MOTION

ACE

2 BACK WEAK TITE

TRIPS





SPLIT

(POSSIBLE BANJO F.S. AND MAC)

DOUBLE

SLOT ALIGNMENT - 'A' CALL

BLIZZARD - 'A' CALL - TWIST ('HE') CALL

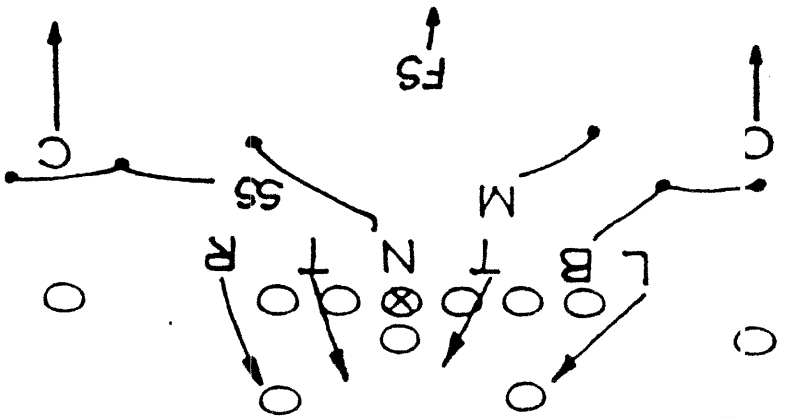
SLOT MOTION - (TWIST CALL)

ACE

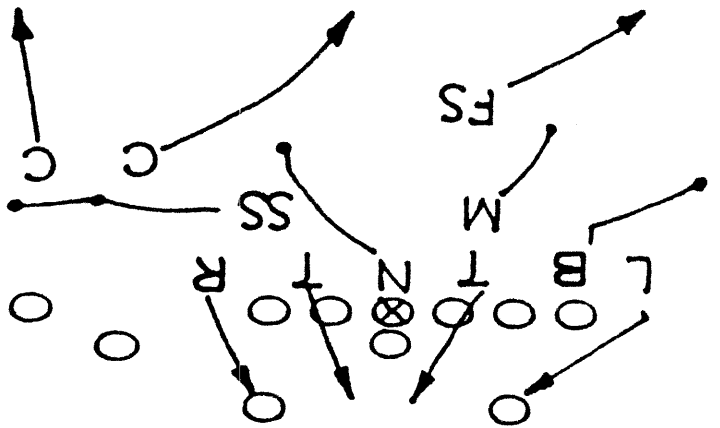
? BACK WEAK TITE

TRIPS

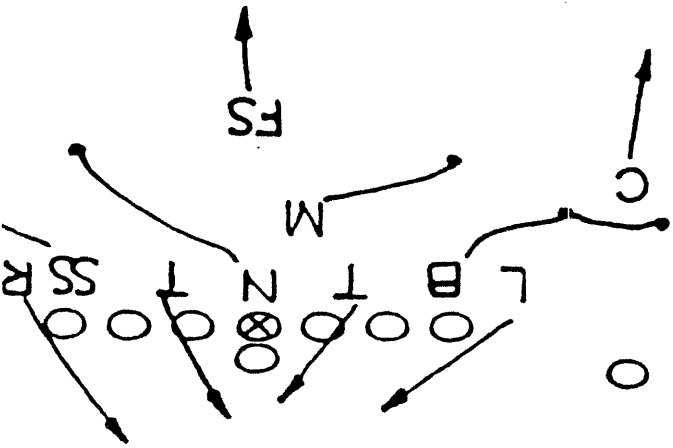
SPLIT - ROSE



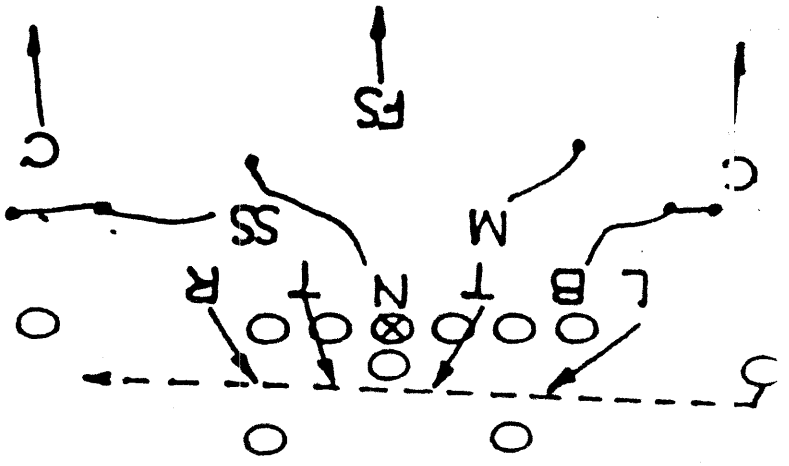
SLOT ALIGNMENT - ROSE



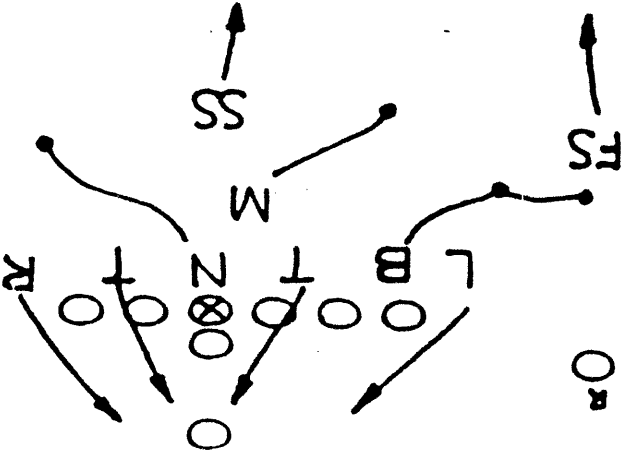
BLIZZARD - ROSE



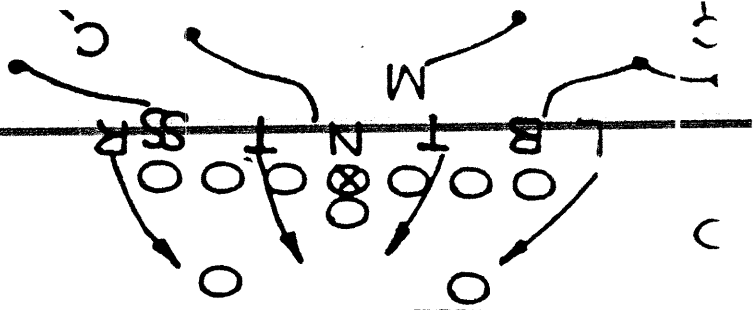
SLOT MOTION - ROSE



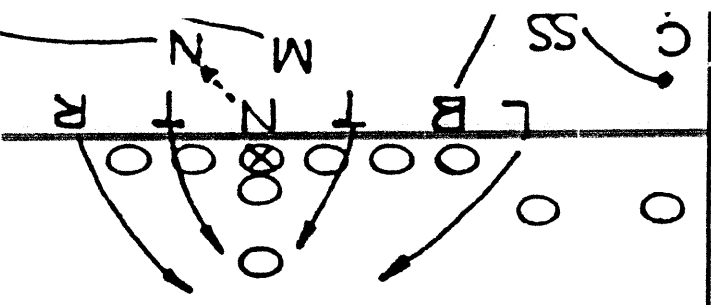
ACE - ROSE

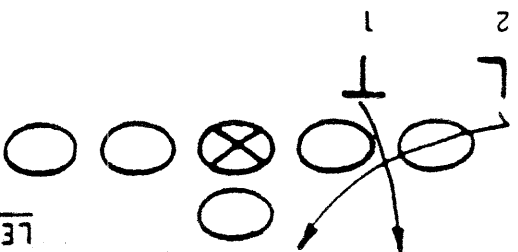
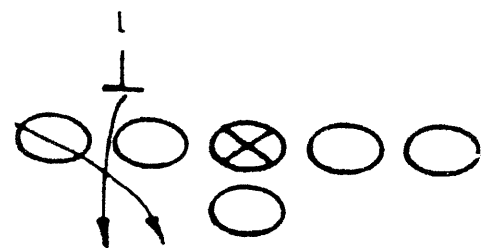
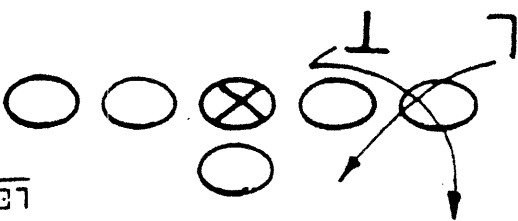
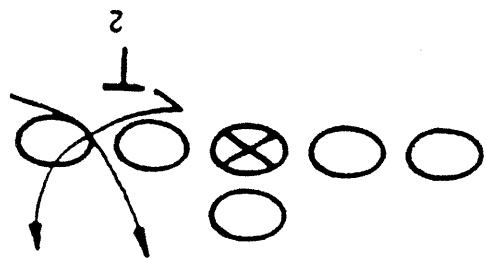
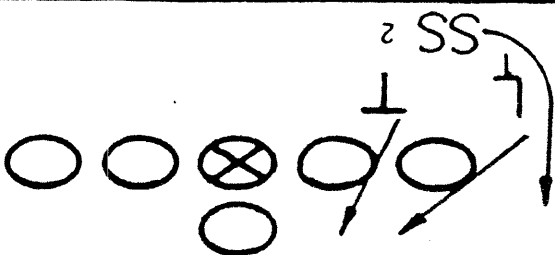
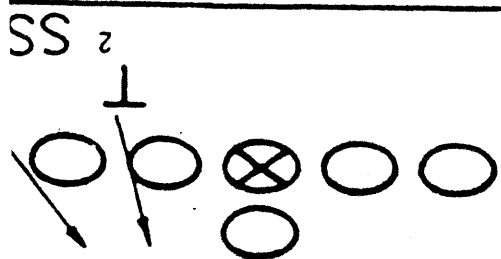
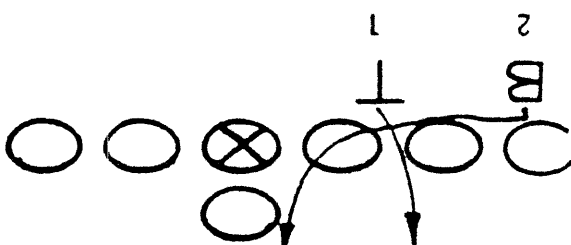
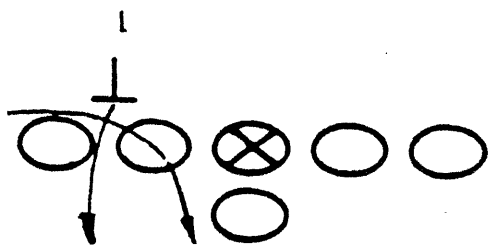
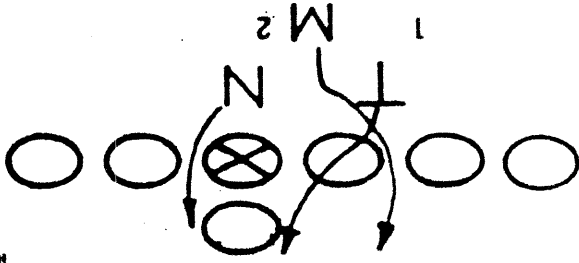
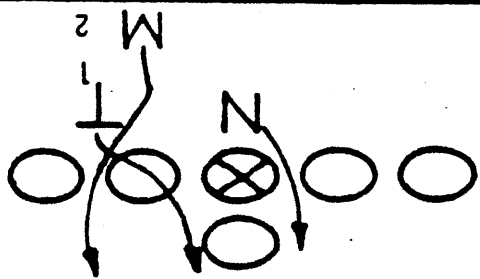
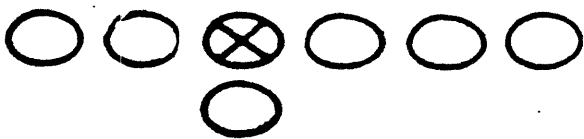
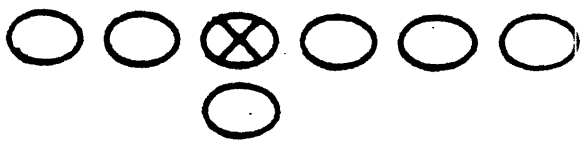
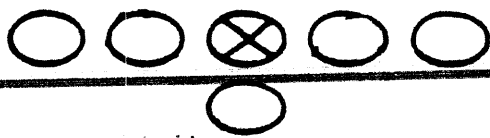
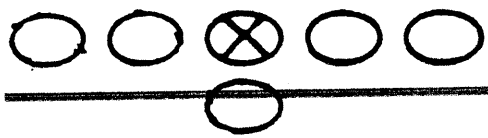


2 BACK WEAK TITE - ROSE



TRIPS - LINDA





LEX (YOU)
REX (YOU)

LEX - (ME)
LEX (YOU)

"B"
"A"

"B"
"A"

GO

GO

SS

SS

LEX (ME)

LEX - (ME)

LEX (YOU)

LEX (YOU)

A			
Go			
Blood			
Bang			
Rocket			
Lazer			Middle Blitz
Rip			Strong Blitz
Liz			Safety Dog
Ray/Me, You			Mac Dog
Len/Me, You			Backer Dog
Roger <i>Nose/Right</i>	Zorro		Zone (Rose or Linda)
Larry <i>Nose/Left</i>			Han
<u>STUNTS</u>	<u>AUDIBLE</u>		<u>HUDLE CALL</u>
<u>STUNTS/GAMES</u>		<u>COVERAGES</u>	
<u>GAMES</u>			
Lex/Me, Yo			
Rex/Me, Yo			
Twist/Me,			

NOTES: Eagle refers to an alignment with the Strong Safety lined up on the open side or weak side of the formation. May be played with a Backer or a Defensive Linemen at the Nose position. This is a basic eight-man front defense which becomes a seven-man front with some one-back adjustments. Eagle goes to Hawk alignment when zone is called and Offense is in Trips.

