

Gap 50

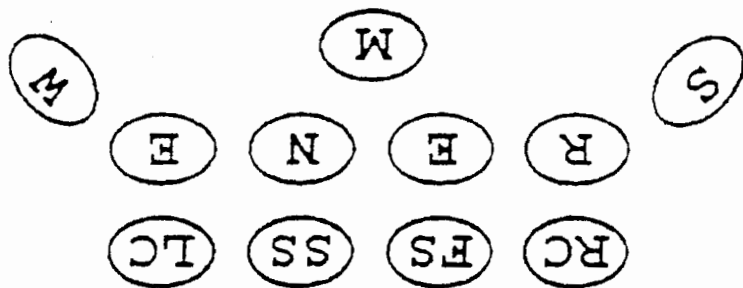
Texas A&M

99

## DEFENSIVE HUDDLE

The organization and discipline of the huddle represents the image of the Texas A&M defense. The Nose will set the huddle directly over the football three yards off the ball immediately after the play is over.

The Mike LBer is the defensive quarterback, he calls the fronts. He is also responsible for huddle discipline. The Free Safety is responsible for calling the coverages. LBer will call attention and the FS will call the coverage. The Mike will then break the huddle with Ready? Swart Clap on Swart.



Front Row:

1. Tackles and End & Rush Align feet shoulder width apart, feet parallel.
2. Hands on knees, head up.

Back Row:

1. Secondary corners on outside. Align feet shoulder width apart, feet parallel.
2. Hands on hips, heads up.

LBer Calling Defense:

1. Heels on football, forcing huddle.

LBer not calling Defense:

1. Align in front row cocked slightly in.
2. Call out down and distance?
3. Look to coordinator to get signal and double check to make sure correct defense is called.

50	5 Step Drop by QB
70	7 Step Drop by QB
90	3 Step Drop by QB
104	Ball Sprint by QB Strong
105	Ball Sprint by QB Weak
108	Full Sprint by QB Strong
109	Full Sprint by QB Weak
A	Identification for tailback or pass routes
B	Identification used for the fullback on pass routes.
U	Identification used for the tight end away from formation.
X	The split end
Y	The tight end
Z	The Flanker

TERMINOLOGY

**Ace** Personnel formation with 2 TE's and 3 Flankers and 1 Back

**Alley** Running lane between end man on line of scrimmage and secondary support man.

**Arc** A flare maneuver by offensive back or TE.

**Back Side** Side away from where play is run.

**Banjo** Coverage scheme where two defenders are covering either one or two receivers and the exact man to be covered by each defender is determined by reading the route or release of the receiver(s).

**Black** 6 Man Blitz coverage, Corners on #1, Sam on TE, Safeties responsible for Backs.

**Blitz** Team stunt with man coverage

**Blue** 7 Man Blitz coverage, Corners have #1, Strong Safeties on TE, Free Safety has first Back Out Weak.

**Booie** QB going opposite flow of backs.

**Boundary Check** Only used with "Field Call" when passing strength is into short side of field.

**Bump** Switching responsibility on Man/Man Coverage

**Check** Defensive call by LB alerting defense that we are changing call (Example: Check 44 - Cover 3, we will now Run 44 - Cover 3).

**Check Flow** All defensive backs key #3 or remaining back for rotation of secondary at snap of ball.

**China** Call made by corner signifying delay by receiver.

**Chop** Call for corner into boundary to run the stunt. 5 Technique run sink. Aiming points to deepest back (contain).

**Clear** Attack gap responsibility offensive side of LOS.

**Cleo** Call alerting flat defender he is member of the front.

**Cloud** Call alerting corner he has contain.

Cloudy	Exchange of gap responsibility between defensive line and line backers.
Contain	Turning the passer or ball carrier inside while keeping the hole squeezed. EMOL has pitch, contain, or reverse.
Counter	Play that struts in one direction and has at least one back go opposite that initial direction. (Split Flow)
Crack	Call made to alert inside players that crack back block is coming. Be alert to exchange responsibilities.
Crash	Aggressive outside stunt by will linebacker. Come underneath all blocks.
Dime	2 Defensive backs substitute for 2 linebackers (6 defensive backs)
Dog	5 underneath man 2 deep zone; bump and run in a trail position.
Ears	Game between rush end and tackle. Rush end goes first : tackle contains.
Far	Tailback offset away from TE side and inside the tackle box.
Fast Flow	Full flow without a dive threat. Example: Toss
Field Call	Preetermined alignment by defense, regardless of formation or location of ball.
File	Sam runs a crash stunt and 9 Technique. End runs a pinch (Psycho Tech)
Fly	Call used to designate pass rush with Regular Alignment.
Go	Call used to designate pass rush with wide alignment.
Hard	Aggressive outside stunt by will linebacker. 5 Tech END draws block of Offensive Tackle, come off butt of WILL Linebacker : contain
Hard Flow	Full flow with a dive threat.
Hash Call	Call made by Strong Safety within 3 yards of hash mark when off tackle is on or inside the hash.
Heavy	End alignment. Head up position with B gap responsibility.

High Wall When end man on line of scrimmage takes an inside step to turn and wall off rusher.

Jim Gone Alert D line that Linebacker is removed for coverage.

In Blitz call used to alert ends to run a pinch and sink.

In Phase Phase where DB is shoulder to shoulder with the receiver.

Jet Fly Tech for Rush and End only.

Lock Term used for safeties to Press TE Man/Man vs. TE Walk.

Man Turn A turn where the corner back flips hips away from QB.

Me Call made by O.L.B. telling End the O.L.B. has contain.

Mike Inside LB to strength.

Motion An offensive player who moves before the ball is snapped and continues to move until it is snapped.

Near Tailback offset to TE side and inside tackle back.

Nickel Defensive back substitution for Linebacker (5 defensive backs).

Nickel Personnel Four Down lineman, two Inside LB's, five Defensive backs (4-2-5)

Omaha Call checking out of stunt.

Out of Phase Phase where DB is not shoulder to shoulder with the receiver. Point at which DB should be working to be in Phase.

Peter Call to alert players to stay away from all on punts.

Play Action Pass QB fakes a play and then throws. (Example: counter dive pass).

Play It Call made to lock in on coverage called: no checks by secondary.

Playside Side to which a play is run.

POA Point of Attack, where ball tries to cross LOS.

Press Bump and run technique used by DB's on receivers.

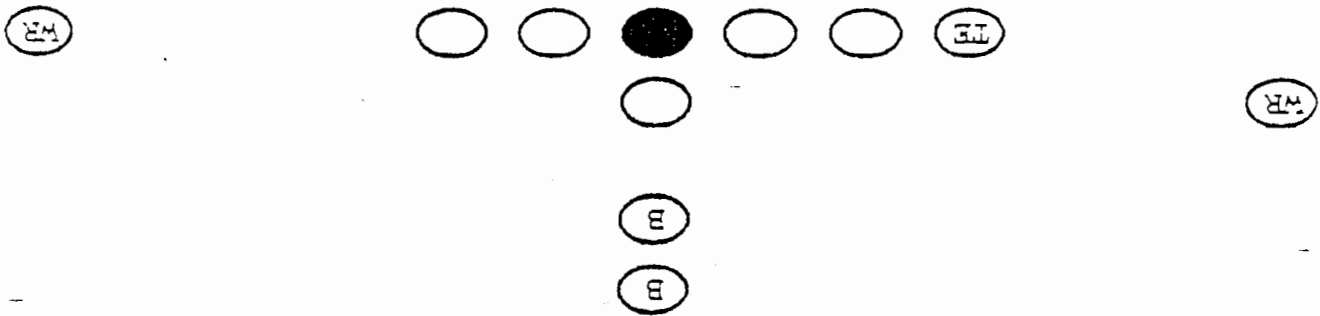
Align in Press Alignment - ball on snap.	-Press Ball
Run Blitz where both ends widen and rush for the outside shoulder of the deepest. Peel vs. Pitch or Flare.	Psycho
Any 2 players reading TE to determine option responsibility or pass responsibility.	Read
Play where ball starts in one direction and is handed or pitched to a player going in the opposite direction.	Reverse
Mike Liber calls for Running Strength	Right & Left
Secondary calls for Pass Strength	Rip & Ltz
Call by DB on TE side only to contain run pitch on option - OLB takes QB!	Roll
Sub lineman in 5 or 6 man front	Sarge
A delayed pass where the receiver normally slips out late and has offensive lineman in front of him (Note: If this pass is caught behind LOS, lineman can be down field)	Screen
A secondary adjustment that is a rotation of the safeties vs. motion where the deep safety and short safety change responsibilities.	See-Saw
Uppfield pass rush used by weakside end with counter to B gap.	Shake
A movement of one or more offensive players which is completed prior to the ball being snapped.	Shift
Man free with 5 man pressure.	Sliver
Aggressive inside stunt by 5 technique end (B gap)	Sink
Stunt used by tackles in 53, stunt to toward TE.	Slant
Substitute defense with 5 defensive line used for 2 tight end offense.	Stack (Sarge In)
Strength is to two receiver side.	Strongside Pass Strength

Side of formation which determines strength (TE side)	Strongside
Game between Rush End and Tackle (Tackle first). Tackle work for contain	Thumbs
Tackles exchange pass rush lanes on dropback	Tops
Game between the tackles. Strong or field tackle goes first	Twist (can be a field call)
Man free with strong safety as a robber.	Wolf
A turn where the corners back flips hips to QB	Zone Turn
Motion by Flanker across the formation.	Zac

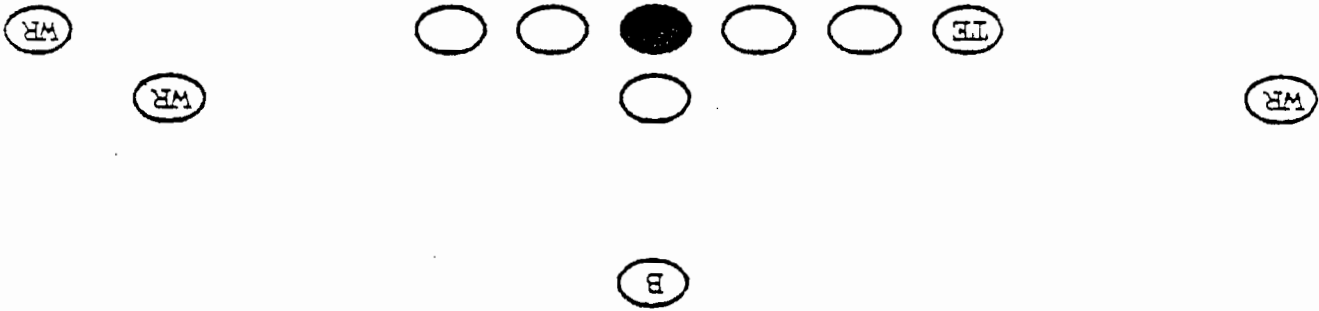


PERSONNEL

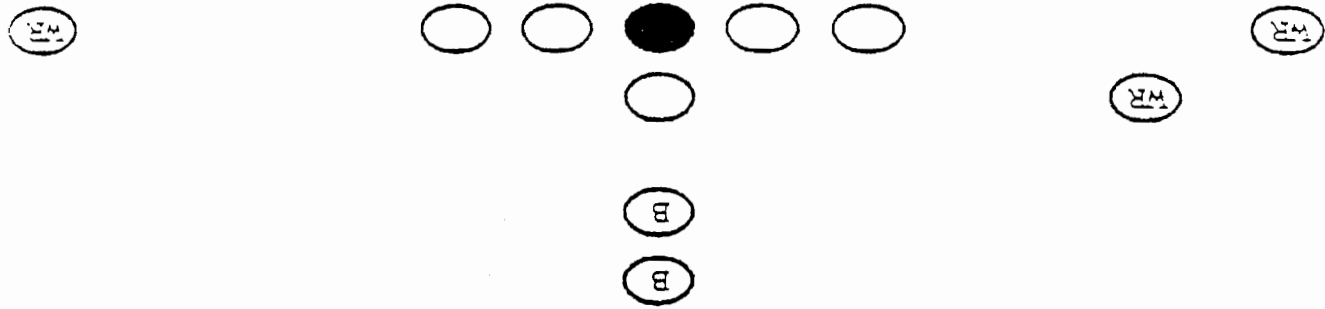
REGULAR



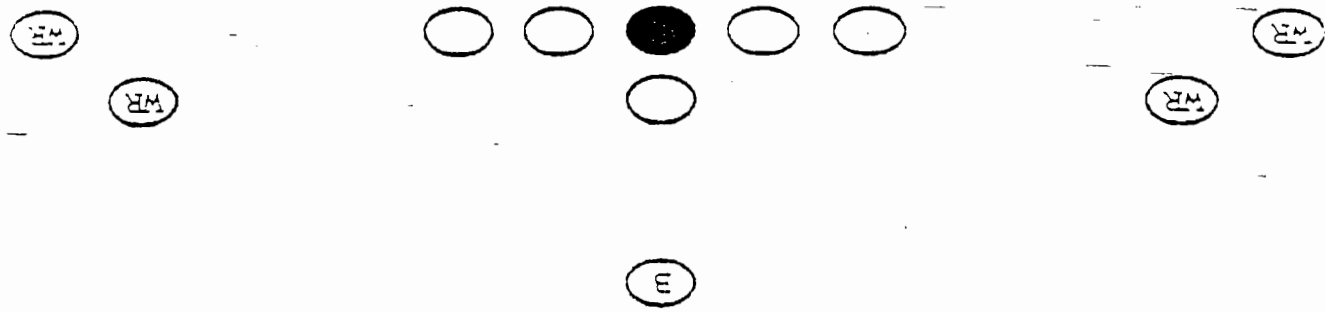
MIAMI

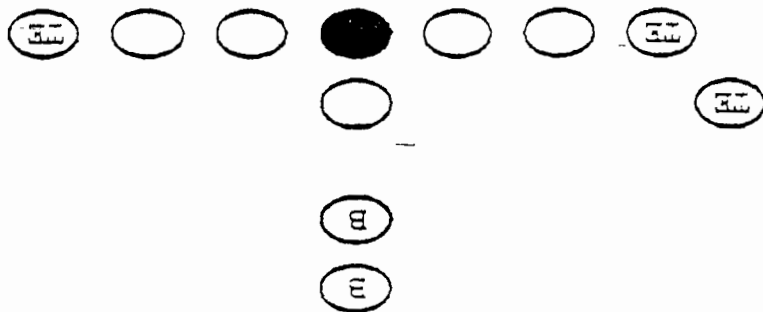


3 - WIDES

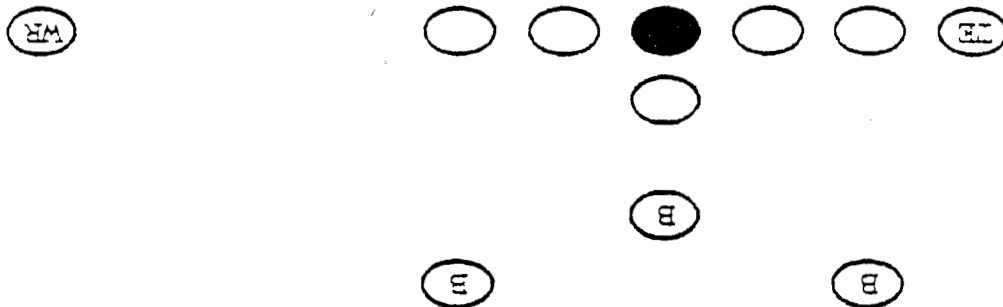


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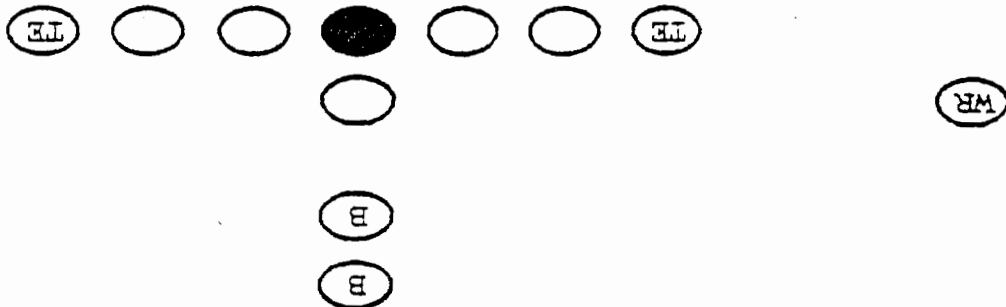




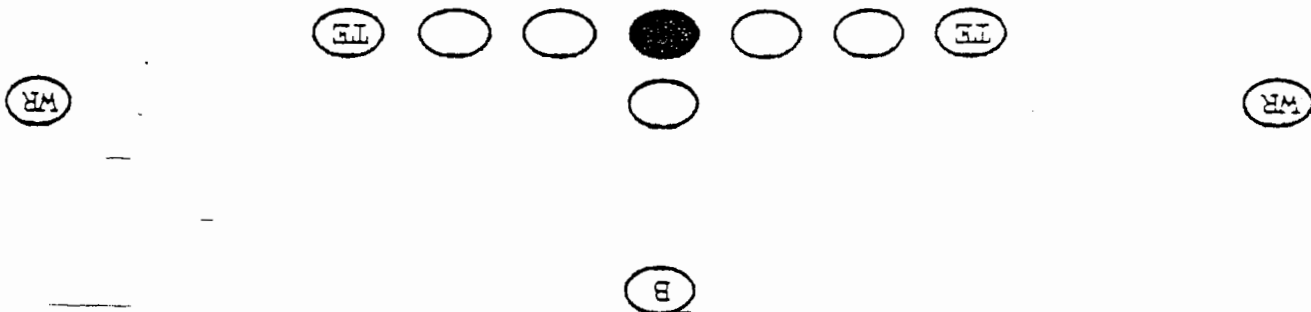
3-TITE



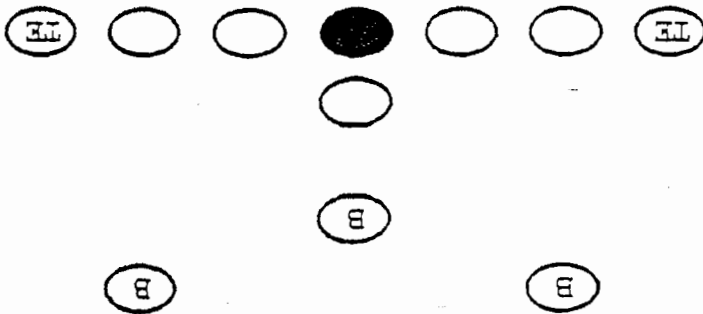
BONE



2 TE/Z

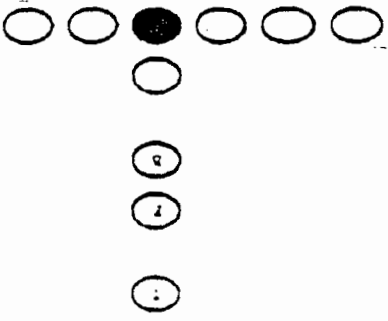


ACE

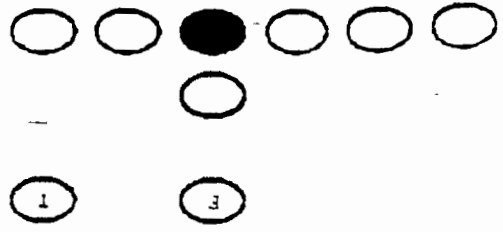


BONE 2 TIME

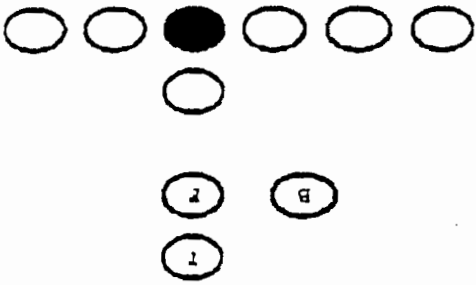
PERSONNEL



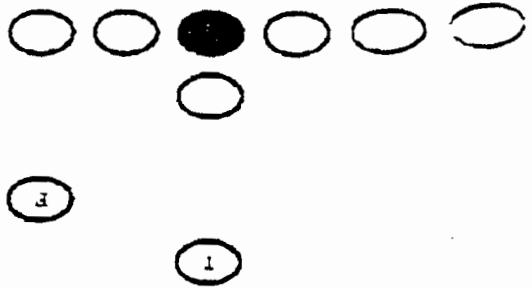
STACK 1



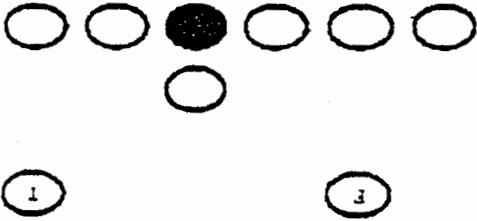
FAR



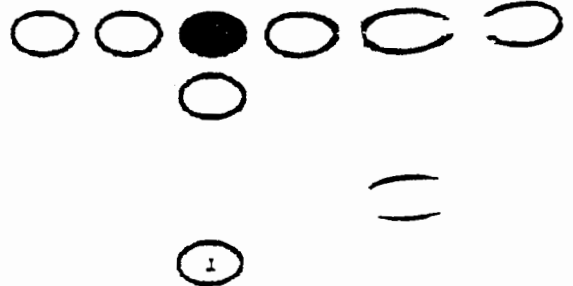
POWER 1



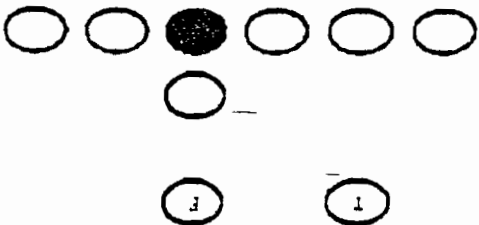
LITE



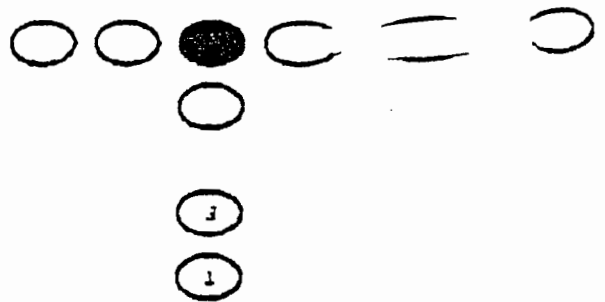
SPLIT



HEAVY



NEAR



BACK SETS



OB

GUN EMPTY



OB

EMPTY



B

OB

GUN WEAK



B

WEAK



OB

B

GUN STRONG



B

STRONG



B

OB

B

GUN SPLIT



B

1 BACK



TEE



BONE



INVERT BONE



BACK SETS

M



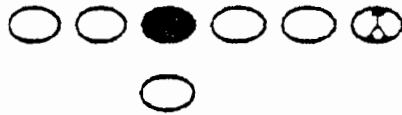
Z

X

TWIN OPEN

TWIN

Z



Z

FLEX

Z



PRO



TED OFF



TED WING



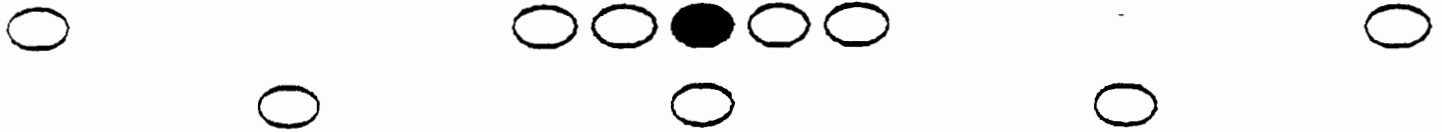
TED SLOT



TED

FORMATIONS





DOUBLES



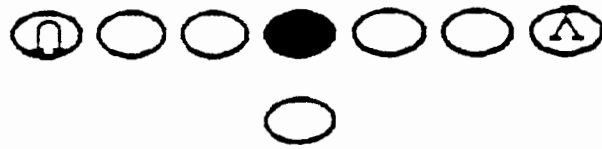
TRIP 1



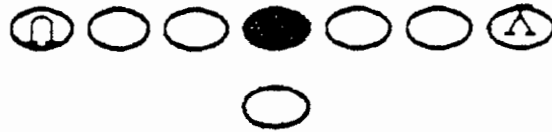
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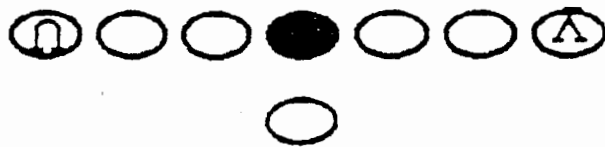
TRIP



FACE TRIP



FACE

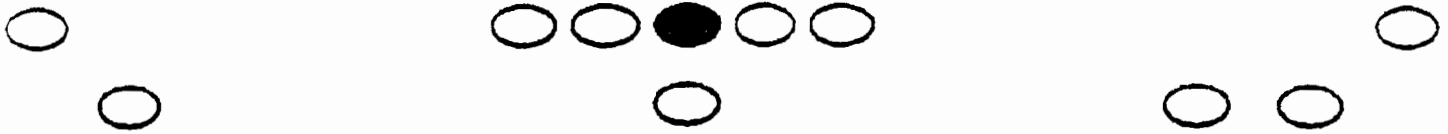


FLANKER

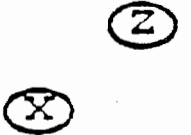
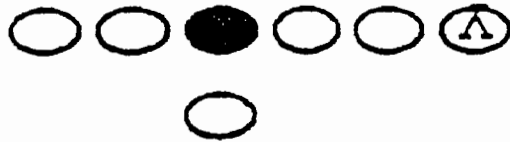


DOUBLE SLOT

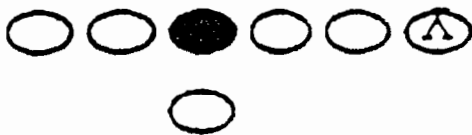
FORMATIONS



EMPTY

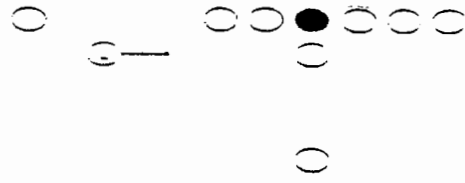
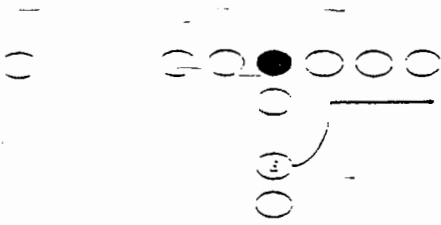


UNBALANCED TWIN



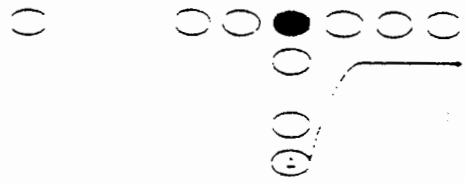
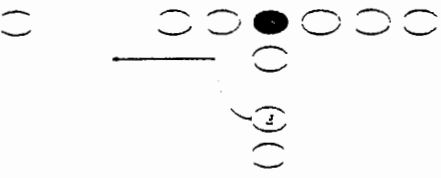
UNBALANCED





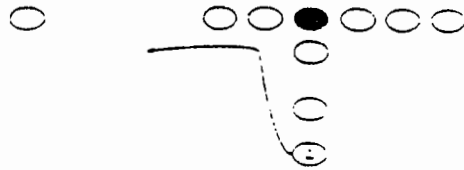
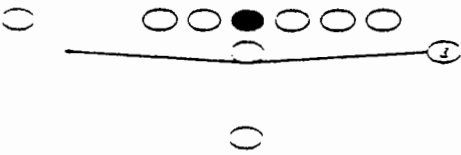
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TY



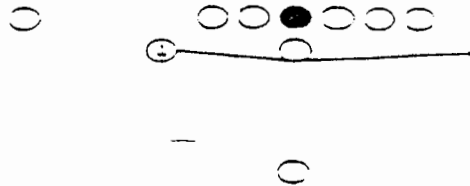
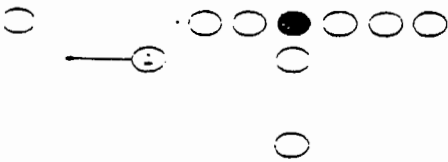
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TX



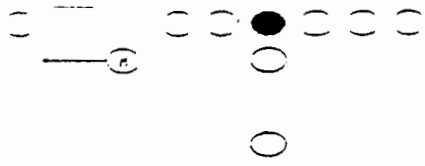
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TX

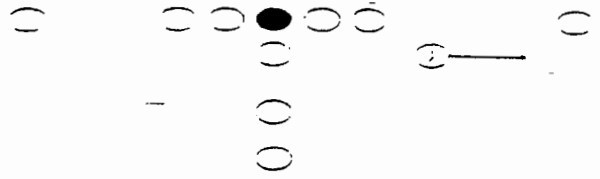


TOUT

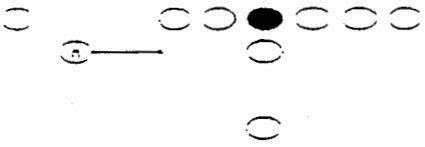
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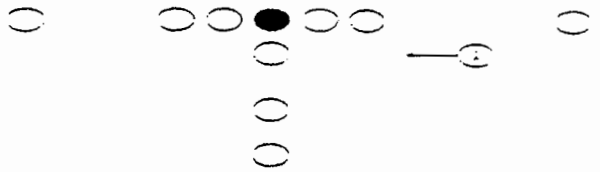
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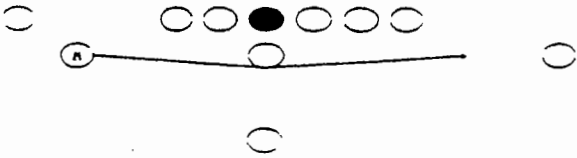
YAC



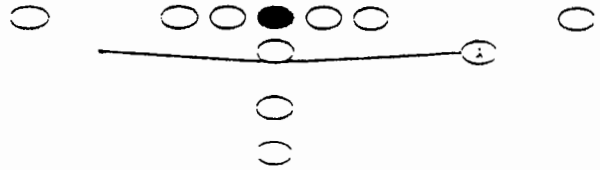
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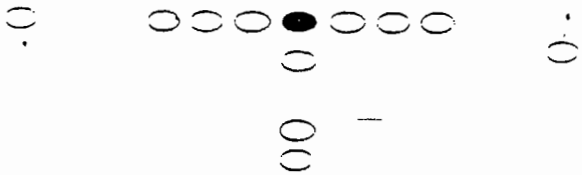
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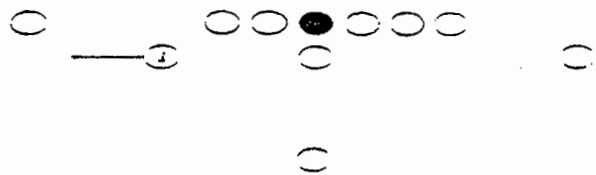
Y-TRADE



YAC



WAC



WTA

MOTIONS

SALL

ZOLT

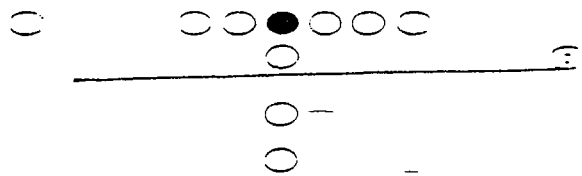
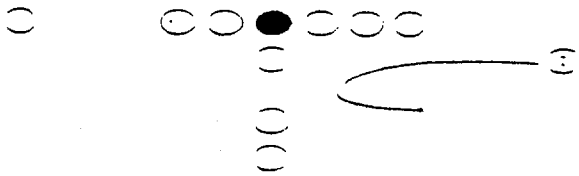
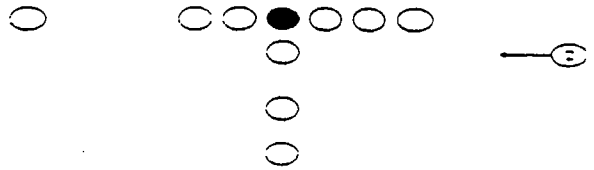
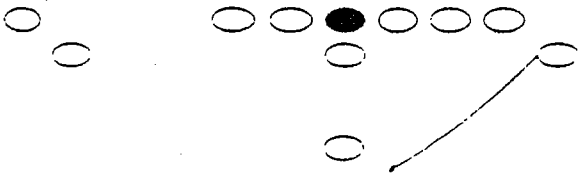
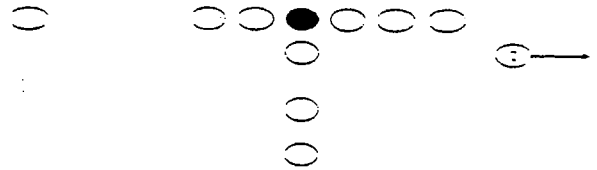
SINK

NIZ

ZU

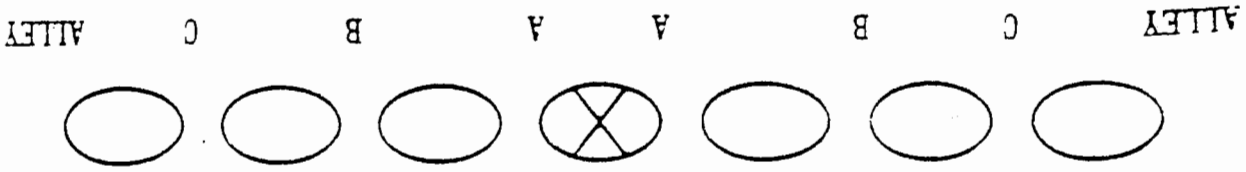
AC

MOTIONS



1. SUBSTITUTION TERMINOLOGY
- A. REGULAR PERSONNEL - 2 RUNNING BACKS, 2 WIDE RECEIVERS, 1 TIGHT END.
  - B. 4 WIDES PERSONNEL - 4 WIDE RECEIVERS AND 1 RUNNING BACK.
  - C. MIAMI PERSONNEL - 3 WIDE RECEIVERS, 1 RUNNING BACK AND 1 TIGHT END.
  - D. 3 WIDES PERSONNEL - 3 WIDE RECEIVERS AND 2 RUNNING BACKS.
  - E. ACE PERSONNEL - 2 WIDE RECEIVERS, 2 TIGHT ENDS AND 1 RUNNING BACK.
  - F. 2 TE/Z - 2 RUNNING BACKS, 2 TIGHT ENDS AND 1 WIDE RECEIVER.
  - G. BONE PERSONNEL - 3 RUNNING BACKS, 1 TIGHT END AND 1 WIDE RECEIVER.
  - H. 3 TE'S - 3 TE'S, 2 BACKS AND NO RECEIVERS.

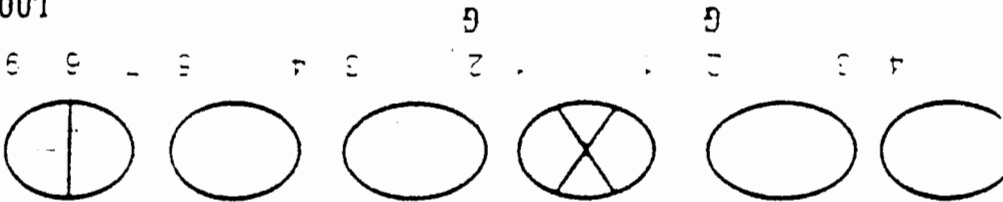
TERMINOLOGY APPENDIX



- 1. GAP - Area between Center and Guard
- 2. GGP - Area between Guard and Tackle
- 3. GAP - Area between Tackle and Tight End
- 4. ALLEY GAP - Area outside of Tight End

### GAPS

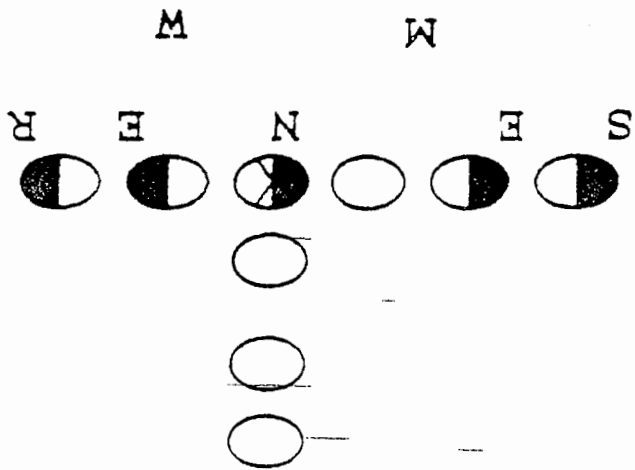
LOOSE  
OR  
TIGHT

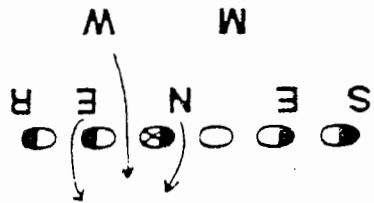


### DEFENSIVE TECHNIQUE NUMBERING

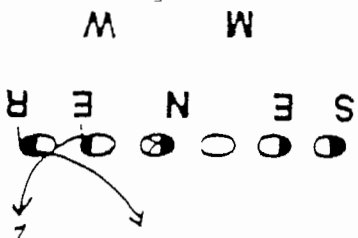
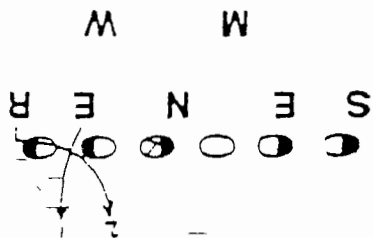


POSITION	ALGN	KEY	RUN				PASS
			FLOW TO	FLOW AWAY	FLOW TO	DROP BACK	
END	5	TACKLE	C-GAP	C-PURSUIT	CONTAIN RUSH	CONTAIN RUSH	CONTAIN RUSH
NOSE	1	CENTER	ST A	ST A	STR A RUSH	STR A RUSH	STR A RUSH
END	3	GUARD	B-GAP	B-PURSUIT	B-RUSH	B-RUSH	B-RUSH
RUSH	5	TACKLE	C-GAP	C-PURSUIT	CONTAIN RUSH	CONTAIN RUSH	CONTAIN RUSH
SAM	9	T.F.	D-GAP	SQUEEZE FOLD	COVERED	COVERED	COVERED
MIKE	30	BACK	B-GAP	CHECK B GAP PURSUE	COVERED	COVERED	COVERED
PHIL	20	BACK	A-GAP TO ALLEY	A-GAP TO FLOW	COVERED	COVERED	COVERED
ADJUSTMENTS	FROG ADJUSTMENTS						
COVERAGE CALLS	1. 4. 4 JOKER 5. 6. 3						





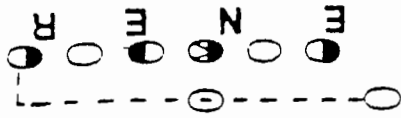
WILL (ALBERT SWAP)



IF TO WALKS TO TR ADJUSTMENTS

NO MOTION HANDLED BY LB

S M W



TO TO WALK TE)

W M

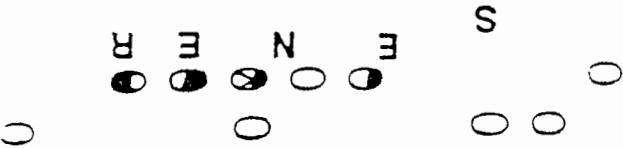


TO MOTION

END MOVE TO 2 TEC

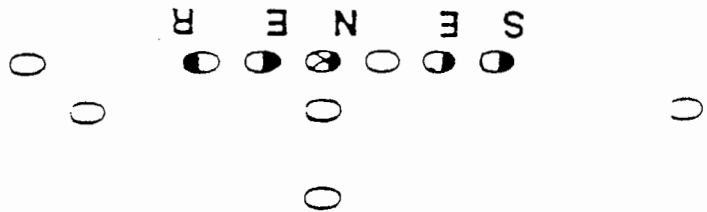
END MOVE TO 2 TEC

W M



NO BACKS

W M

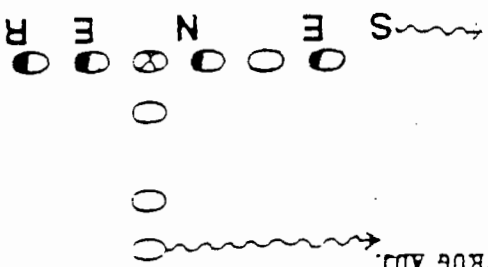


1 BACK ADJ.

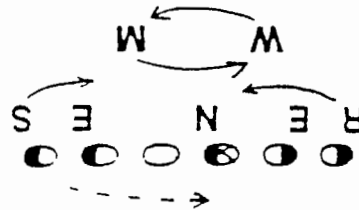
END - MOVE TO 7 TEC  
NOSE - MOVE TO 6 TEC

RESET FRONT

W M



FRON ADJ.



TE WALK

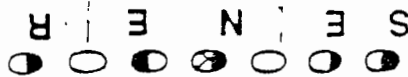
NO ADJUSTMENTS

S M W

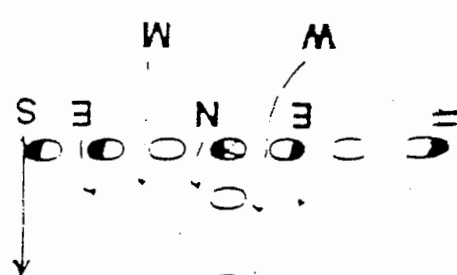
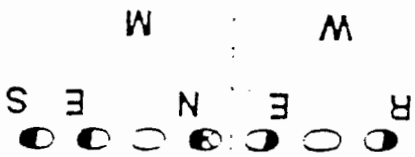


NO TE

W M



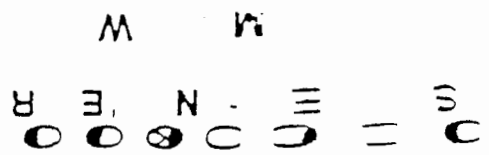
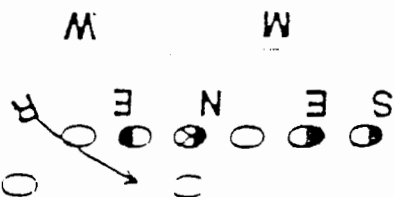
2 TE ADJ.



VS. DTE - FRONT ALWAYS SET TO FIELD

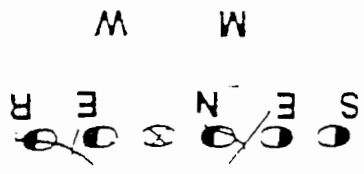
53 DBL PLT - 1. 13

BIP FECE



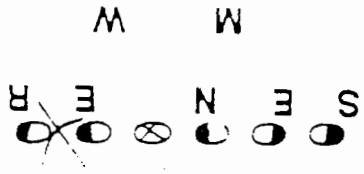
WING SET

GRALYS

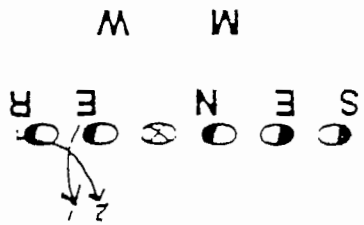


TRX  
ST ED  
(WIKI THOMAS)

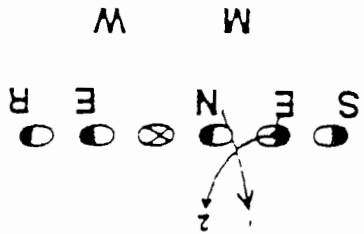
EAPS



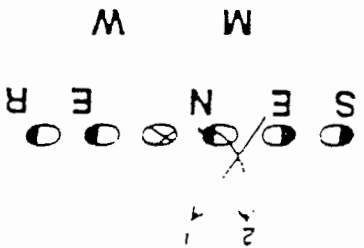
TOM



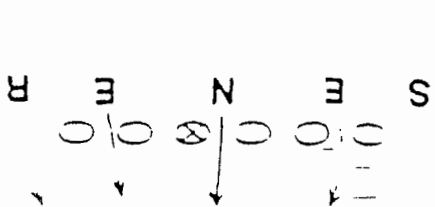
THOMAS



JET



ED



60

FLY

2 TE ADJ

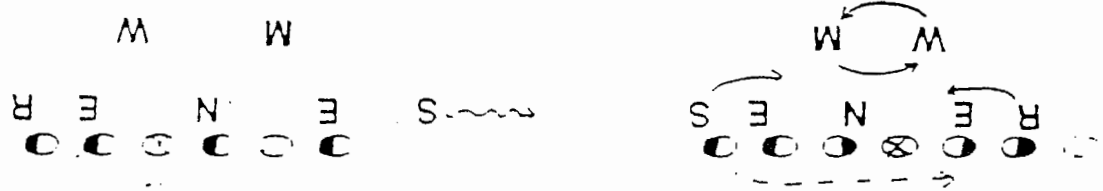
NO TE



NO ADJUSTMENTS

TE WALE

FR06 ADJ.

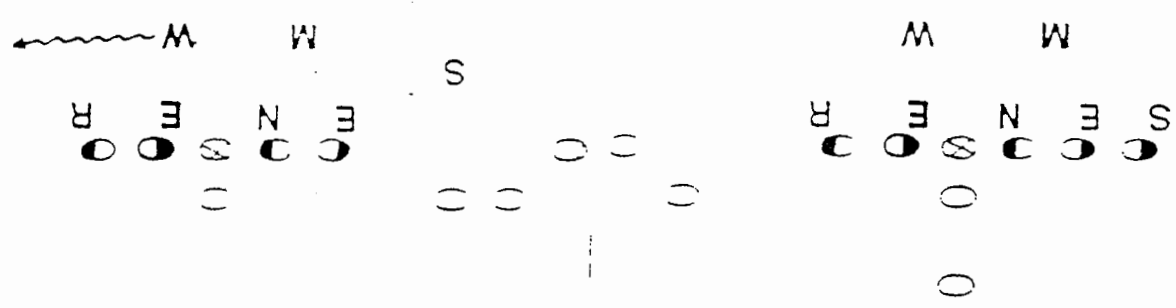


RESET FRONT

END MOVE TO 7 TEC  
NOSE MOVE TO 6 TEC

1 BAGE ADJ.

NO BAGES

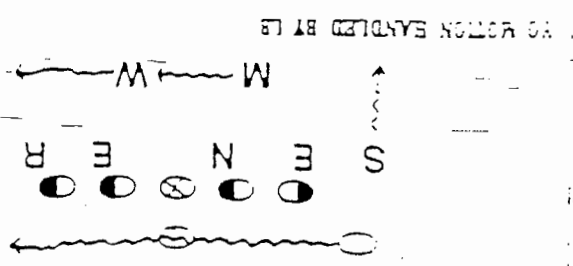


END MOVE TO 8 TEC

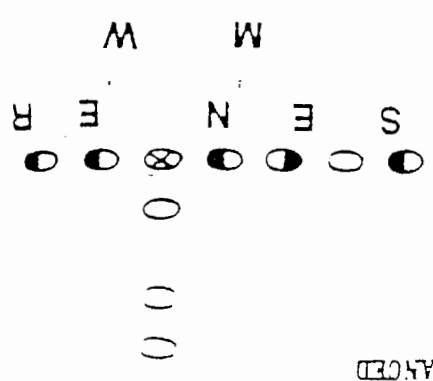
END MOVE TO 8 TEC

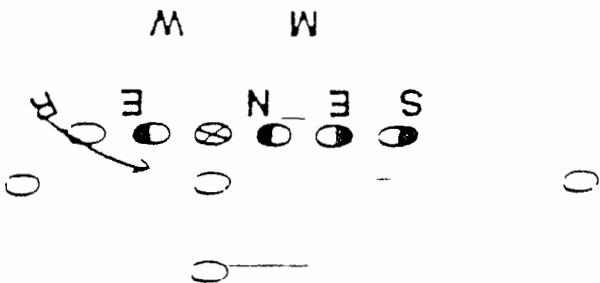
TO MOTION

UNBALANCED



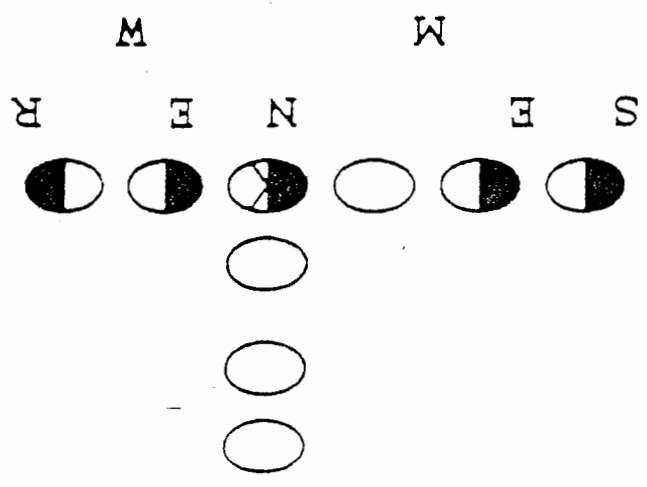
NO MOTION EXHIBITED BY LB





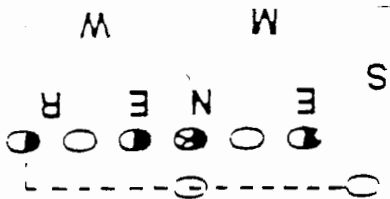
WING SET

POSITION		ALIGN	KEY	FLOW TO	FLOW AWAY	FLOW TO	DROP BACK	FLOW AW
END	5	TACKLE	C-GAP	C-PURSUIT	CONTAIN RUSH	CONTAIN RUSH	CONTAIN RUSH	CONTAIN R
RUSH	5	TACKLE	C-GAP	C-PURSUIT	CONTAIN RUSH	CONTAIN RUSH	CONTAIN RUSH	CONTAIN R
SAM	9	T.E.	D-GAP	SQUEEZE FOLD	COVERAGED CALLED	COVERAGED CALLED	COVERAGED CALLED	COVERAGED CALLED
MIXE	30	BACK	B-GAP	CHECK B GAP PURSUE	COVERAGED CALLED	COVERAGED CALLED	COVERAGED CALLED	COVERAGED CALLED
WILL	30	BACK	C-GAP TO ALLEY	C GAP TO FLOW	COVERAGED CALLED	COVERAGED CALLED	COVERAGED CALLED	COVERAGED CALLED
ADJUSTMENTS		FROG ADJUSTMENTS						
COVERAGED CALLS		N. F. JOKER S. B. C						



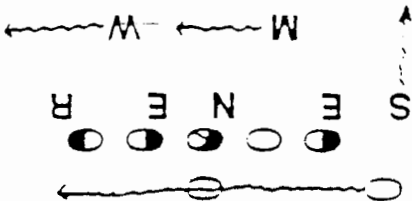


NO ADJUSTMENTS TO PLAY 2 THE ADJUSTMENTS



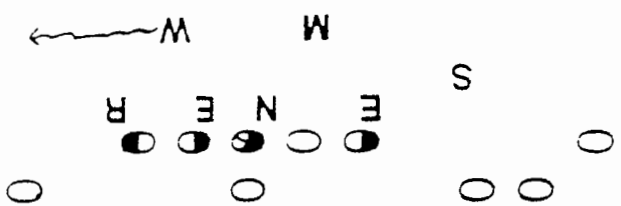
TO TO TALK TEN

NO MOTION HANDLED BY LB



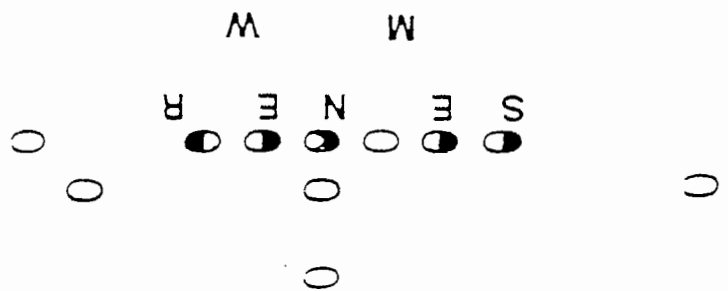
TO MOTION

END MOVE TO 2 TEC



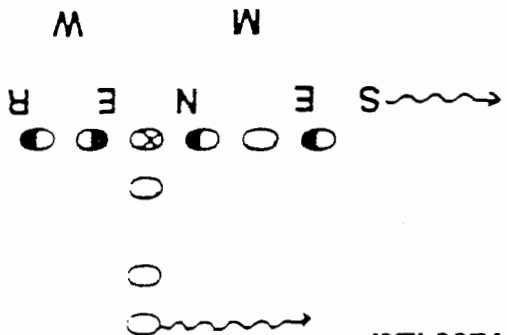
NO BACKS

END MOVE TO 2 TEC



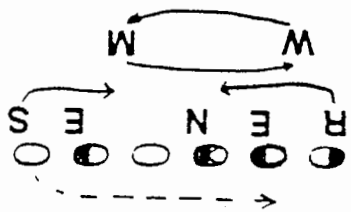
I BLANK ADJ

END - MOVE TO 7 TEC  
NOSE - MOVE TO 6 TEC



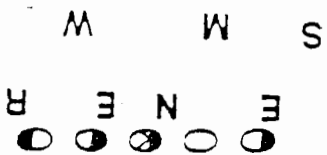
FRIG ADJ

RESET POINT



TR WALS

NO ADJUSTMENTS



NO TR

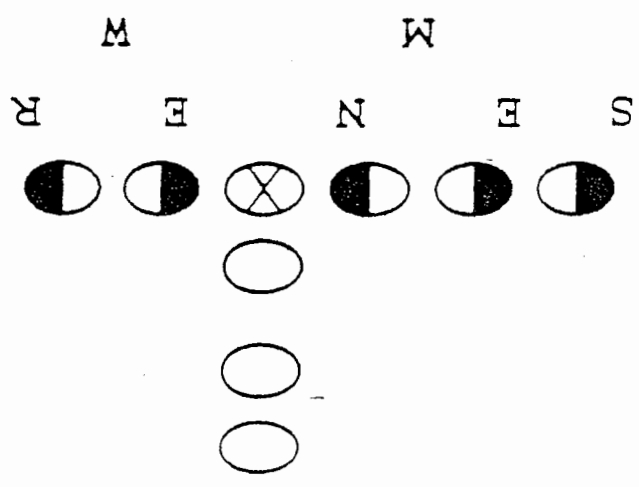
2 TR ALL

POSITION		ALIGN	KEY	FLOW TO		FLOW AWAY		PASS	
END	NOSE			END	NOSE	END	NOSE	END	NOSE
END	NOSE	5	TACKLE	C-GAP	C-PURSUIT	CONTAIN RUSH	CONTAIN RUSH	CONTAIN RUSH	CONTAIN RUSH
END	NOSE	2	GUARD	ST A	ST A	STR A RUSH	STR A RUSH	STR A RUSH	STR A RUSH
END	NOSE	2	GUARD	A-GAP	A-PURSUIT	A-RUSH	A-RUSH	A-RUSH	A-RUSH
RUSH	RUSH	5	TACKLE	C-GAP	C-PURSUIT	CONTAIN RUSH	CONTAIN RUSH	CONTAIN RUSH	CONTAIN RUSH
SAM		9	T.E.	D-GAP	SQUEEZE FOLD	COVERAGED CALLED	COVERAGED CALLED	COVERAGED CALLED	COVERAGED CALLED
MINI		30	BACK	B-GAP	CHECK B GAP PURSUE	COVERAGED CALLED	COVERAGED CALLED	COVERAGED CALLED	COVERAGED CALLED
WILL		30	BACK	C-GAP TO FLOW	C-GAP TO FLOW	COVERAGED CALLED	COVERAGED CALLED	COVERAGED CALLED	COVERAGED CALLED

COVERAGED CALLS

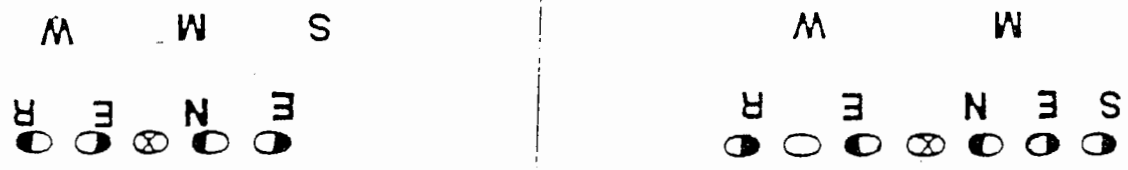
1. 4. 4 JOKER. 5. 6. 3

ADJUSTMENTS



2 TE ADJ.

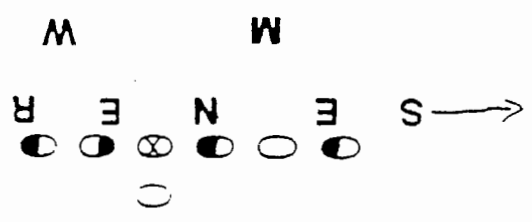
NO TE



NO ADJUSTMENTS

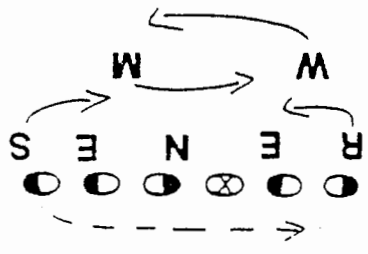
TE WALK

FROG ADJ.



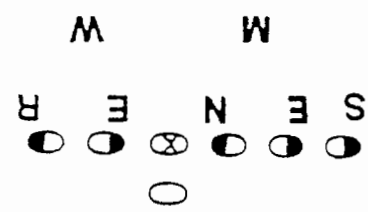
END - MOVE TO 7 TECH

RESET FRONT



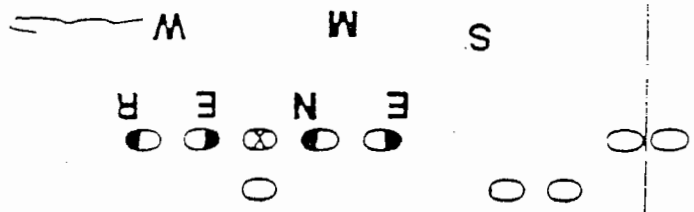
1 BACK

NO BACKS



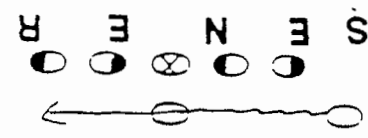
NO ADJUSTMENTS

ADJUST W/LB



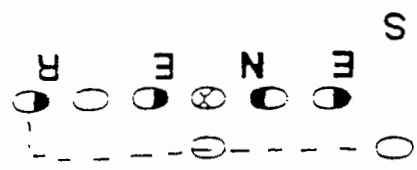
TO MOTION

TO TO (WALK TR)

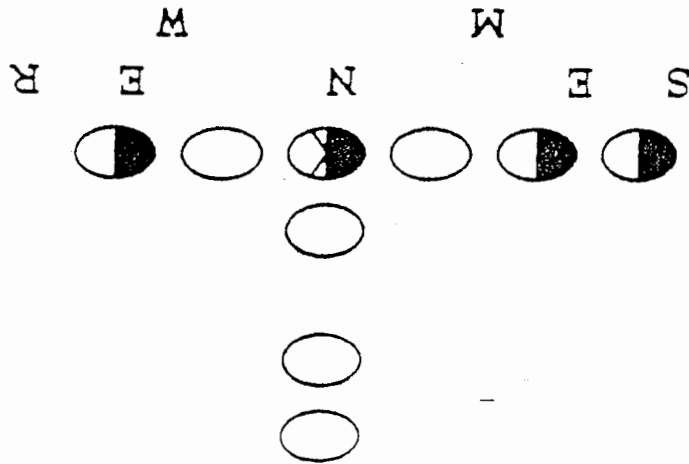


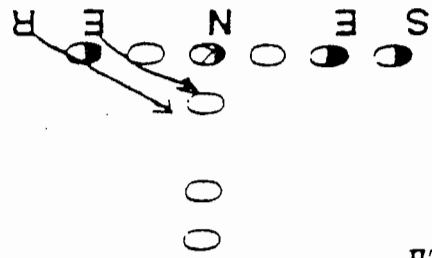
TO MOTION HANDLED BY LB

IF TO WALKS TO TE - PLAY 2 TE ADJUSTMENT

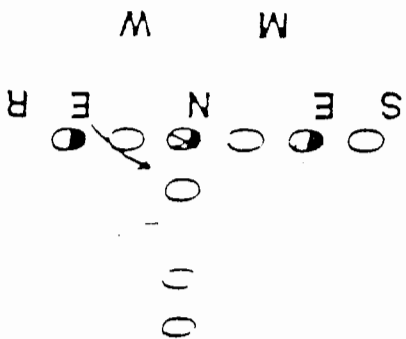


POSITION		ALIGN	KEY	FLOW TO	FLOW AWAY	FLOW TO	FLOW TO	DROP BACK	FLOW AWAY	
				RUN		PASS				
END	5	TACKLE	C-GAP	C-PURSUIT	CONTAIN BUSH	CONTAIN BUSH	CONTAIN BUSH	CONTAIN BUSH	CONTAIN BUSH	
NGSE	1	CENTER	STR A	STR A	STR A BUSH	STR A BUSH	STR A BUSH	STR A BUSH	STR A BUSH	
END	4	TACKLE	B-GAP	B-GAP	B-RUSH	B-RUSH	B-RUSH	B-RUSH	B-RUSH	
RUSH	60	TRIANGLE	ALLEY	C-PURSUIT	CONTAIN BUSH	CONTAIN BUSH	CONTAIN BUSH	CONTAIN BUSH	CONTAIN BUSH	
SAM	9	T.E.	D-GAP	SQUEEZE FOLD	COVERGE CALLED	COVERGE CALLED	COVERGE CALLED	COVERGE CALLED	COVERGE CALLED	
MOKE	30	BACK	B-GAP	CHECK B PURSUIT	COVERGE CALLED	COVERGE CALLED	COVERGE CALLED	COVERGE CALLED	COVERGE CALLED	
WILL	30	BACK	A-GAP TO ALLEY	A-GAP TO FLOW	COVERGE CALLED	COVERGE CALLED	COVERGE CALLED	COVERGE CALLED	COVERGE CALLED	
ADJUSTMENTS										
COVERGE CALLS		1. 4. 4 JOKER 2. 5. 6								

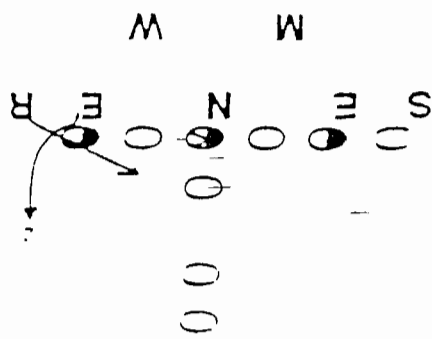




54 WR PINCH



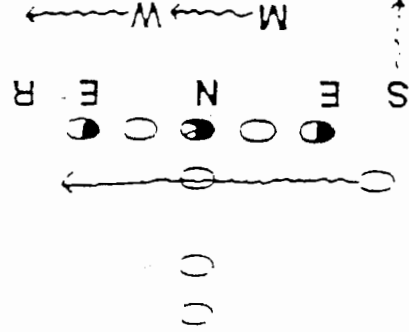
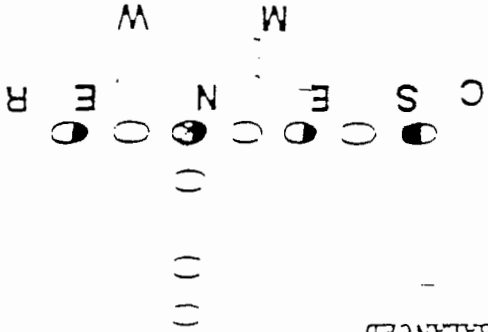
WR EN



54 WR I-IT

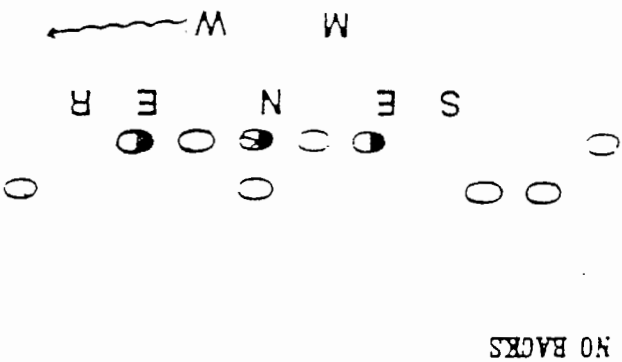
PLAY FRONT ADJUST W/SEC

NO MOTION HANDLED BY FB

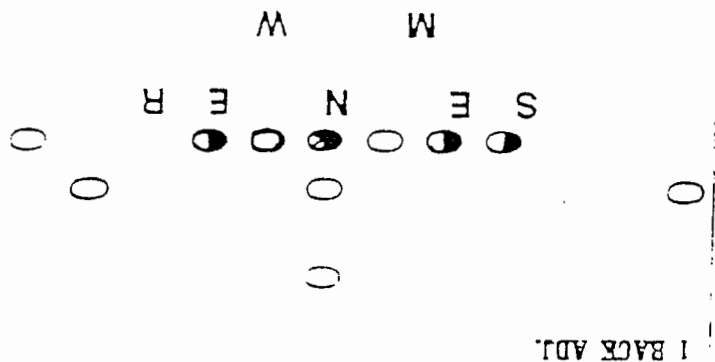


UNBALANCED

TO MOTION



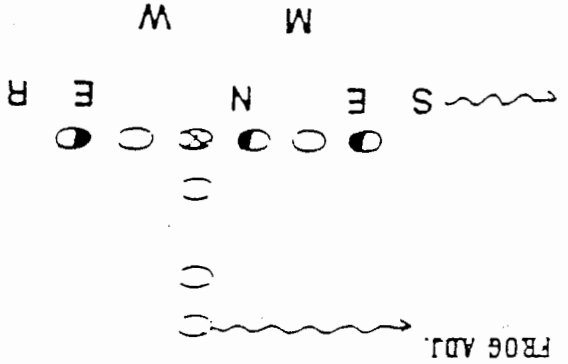
NO BACKS



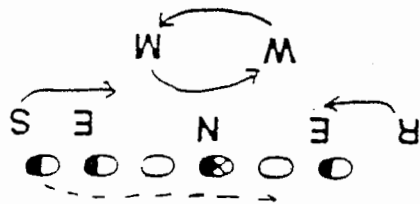
1 BACK ADJ.

END - MOVE TO 7 TEC  
NOSE - MOVE TO 6 TEC

RESET FRONT



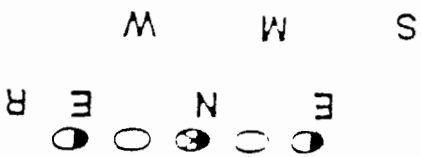
FRONT ADJ.



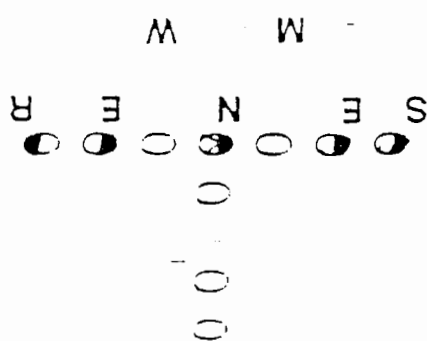
TE WALK

NO ADJUSTMENTS

RESET PLAY 2 TE



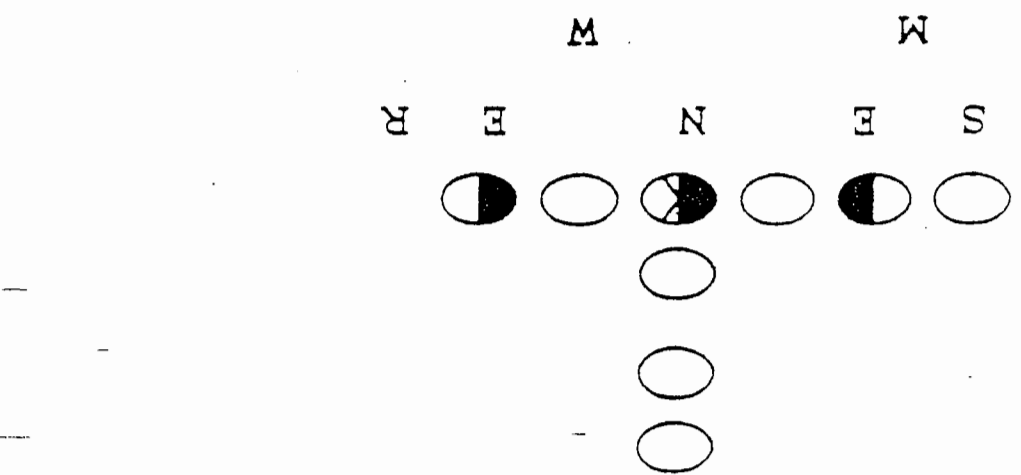
NO TE



2 TE ADJ.

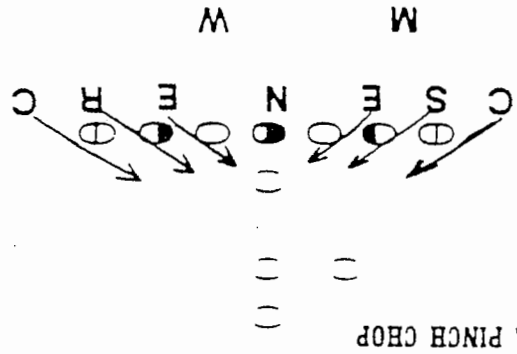


POSITION	ALIGN	KEY	FLOW TO	FLOW AWAY	FLOW TO	DROP BACK	FLOW AWAY
END	4	TACKLE	B GAP	B GAP PURSUIT	B RUSH	B RUSH	B RUSH
NOSE	1	CENTER	STR A	STR A	STR A RUSH	STR A RUSH	STR A RUSH
END	4	TACKLE	B GAP	B GAP	B RUSH	B RUSH	B RUSH
RUSH	60	TRIANGLE	ALLEY	C PURSUIT	CONTAIN RUSH	CONTAIN RUSH	CONTAIN RUSH
SAM	6	T.F.	D GAP	SLOW FOLD	COVERAGED CALLED	COVERAGED CALLED	COVERAGED CALLED
MOSE	50	BACK	C GAP	CHECK C PURSUIT	COVERAGED CALLED	COVERAGED CALLED	COVERAGED CALLED
WTL	20	BACK	A GAP TO ALLEY	A GAP TO FLOW	COVERAGED CALLED	COVERAGED CALLED	COVERAGED CALLED
ADJUSTMENTS	FRUG ADJUSTMENTS						
COVERAGED CALLS	1. 4. 4 JOKER. 5. 6. 3						

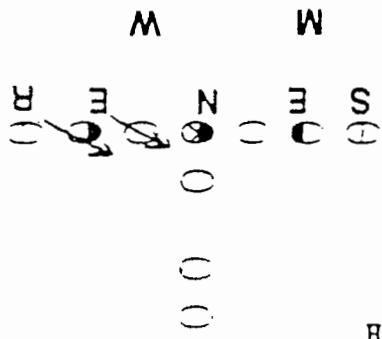




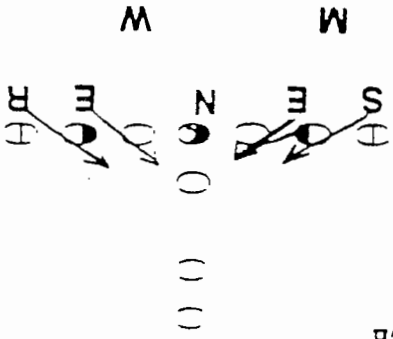
C.P. COV. 2 - PLAY II CORNERS-RUN GUTS TECH



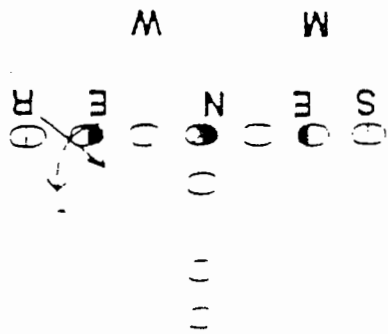
44 DBL PINCH CHOP



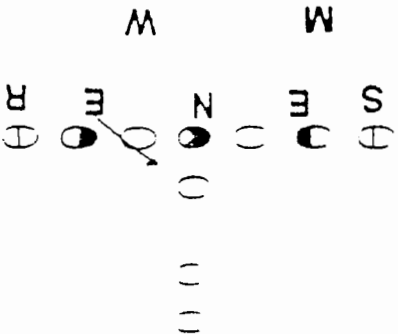
44 (WR) PINCH



44 DBL PINCH



44 (WR) I/T



44 (WR) EN

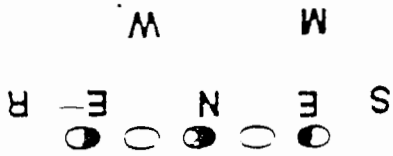
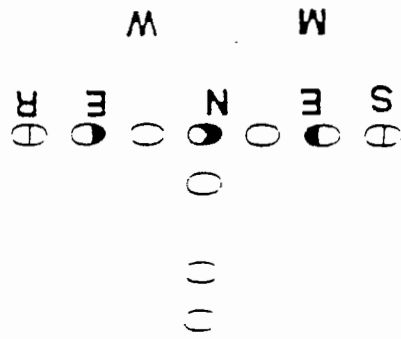
2 TR 121

14 ADJUSTMENTS

NO TR

ROSE PLAT 3 TECH

NO ADJUSTMENTS

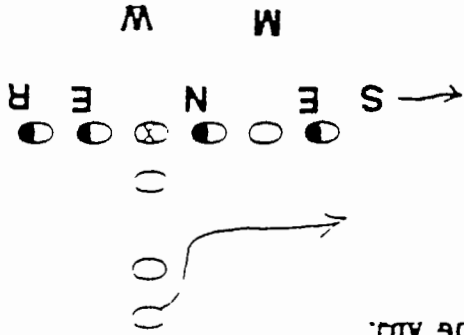
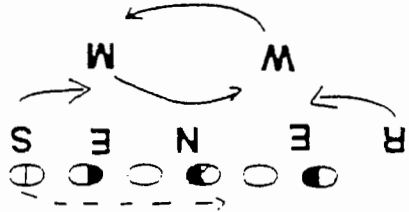


TR WALK

FRON ADJ.

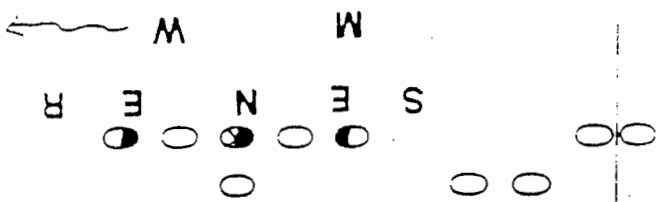
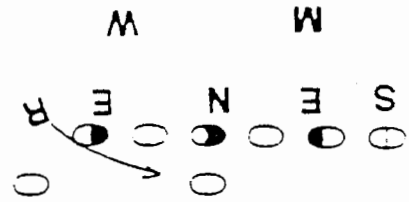
RESET FRONT

END MOVE TO 7 TEC  
NOSE MOVE TO 6 TEC



WING SRT

NO BACKS

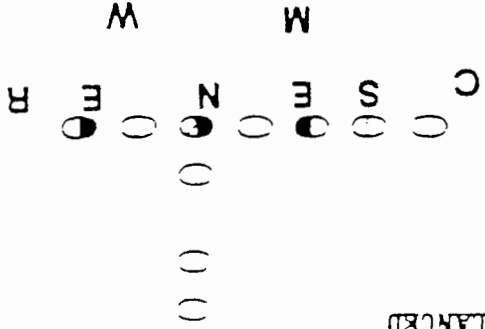
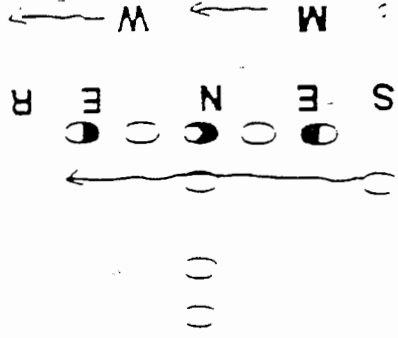


TO MOTION

UNBALANCED

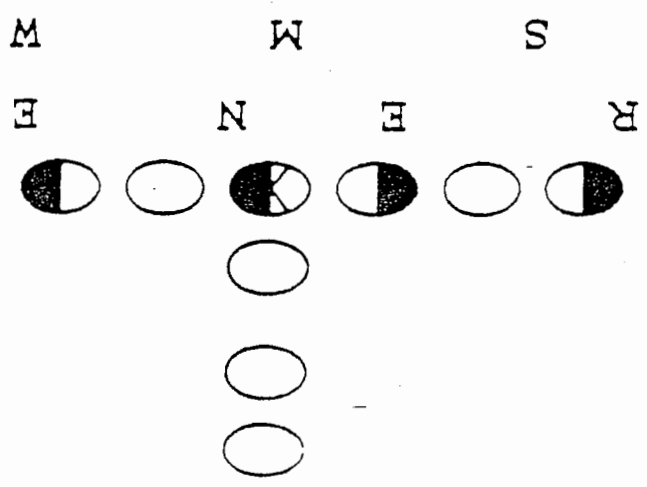
NO MOTION HANDED BY LB

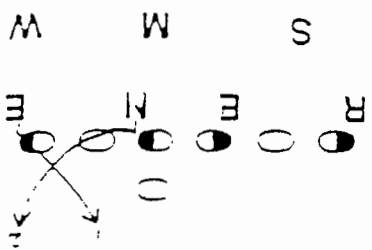
PLAY FRONT ADJUST W/SEC



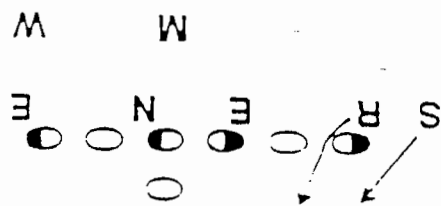
POSITION	ALIGN	KEY	FLOW TO				PASS
			FLOW AWAY	FLOW TO	DROP BACK	FLOW AWAY	
END	3	GUARD	B-GAP	B-RUSH	B-RUSH	B-RUSH	
NOSE	1	CENTER	WR A	WR A PURSUIT	A-RUSH	A-RUSH	
END	5	TACKLE	C-GAP	C-GAP PURSUIT	CONTAIN RUSH	CONTAIN RUSH	
RUSH	9	T.F.	D-GAP	PURSUIT	CONTAIN RUSH	CONTAIN RUSH	
SAM	50	BACK	C-GAP	CHECK A PURSUIT	COVERAGED CALLED	COVERAGED CALLED	
MIKE	10	BACK	A-GAP	B-GAP PURSUE	COVERAGED CALLED	COVERAGED CALLED	
WILL	50	BACK	ALLEY	B-GAP	COVERAGED CALLED	COVERAGED CALLED	
ADJUSTMENTS							
COVERAGE CALLS							

1, 2, 3 CLOUD, 4 GOLD, GOLD SPECIAL  
3-5, 6

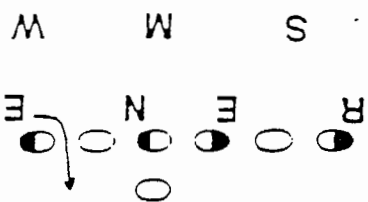




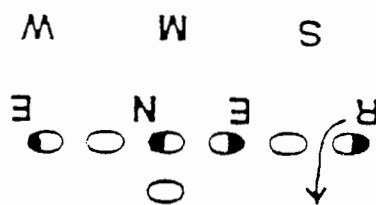
35 ED



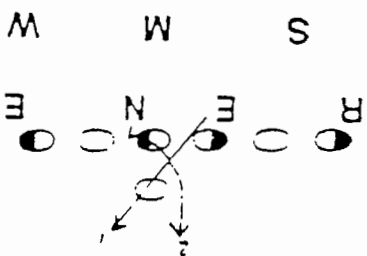
35 PINCH FLBE



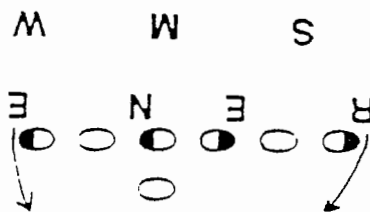
35 SINX



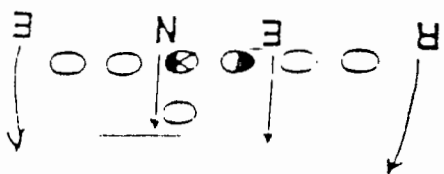
35 PINCH



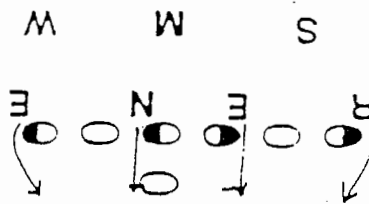
35 TWIST



35 JET

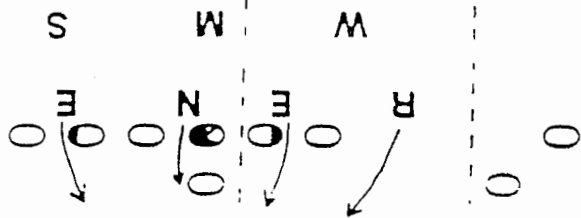


35 GO

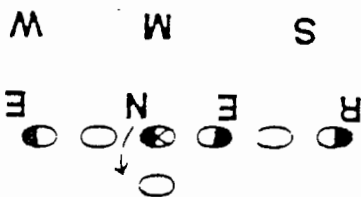


35 FT1

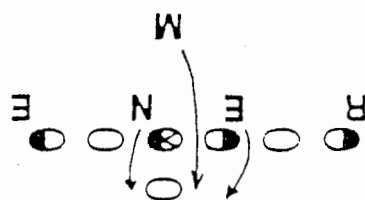
SAM ALWAYS TO THE NO TE 2 REC SIDE



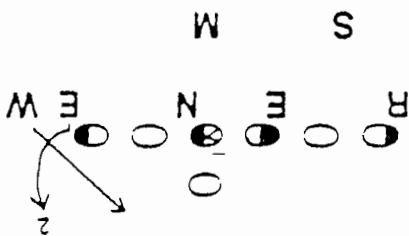
FIELD CALL (ALL GOS)



35 NOSE

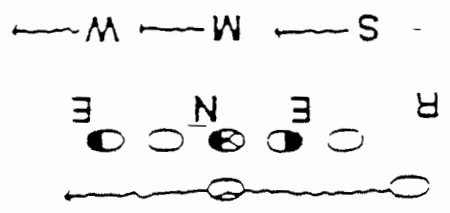


35 MORE

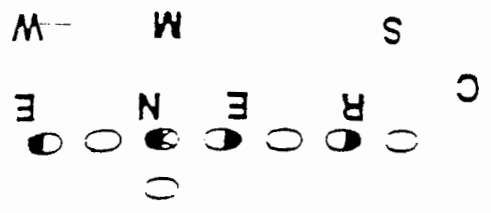


35 HARD

LE ADJUST TO MOTION OF TE ADJUST AS TE WALK



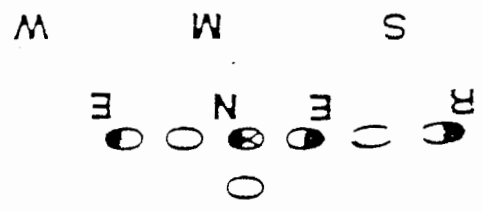
PLAY FRONT ADJUST W/SEC



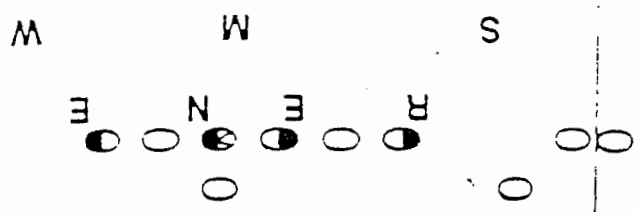
TO MOTION

UNBALANCED

LE ADJUST TO ALL NO BACKS



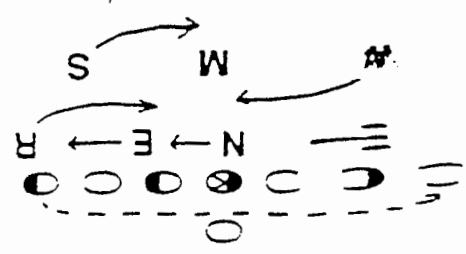
LE ADJUST TO ALL NO BACKS



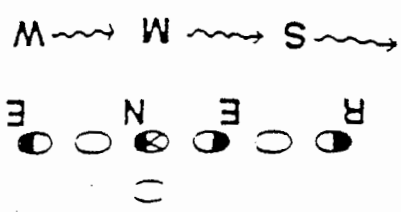
1 BACK THE

NO BACKS

TE WALK



LE ADJUST

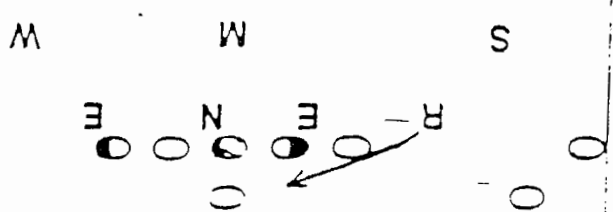
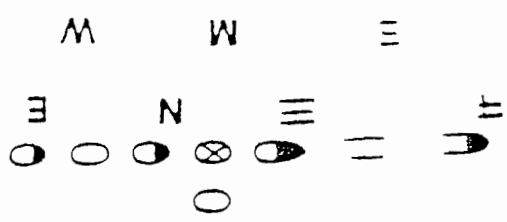


PROG ADJ

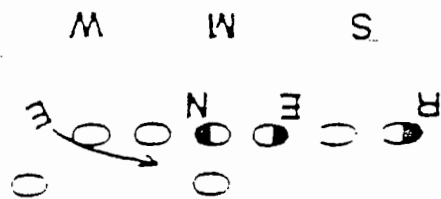
TE ADJ

NO TE

ROSE AIR TECH



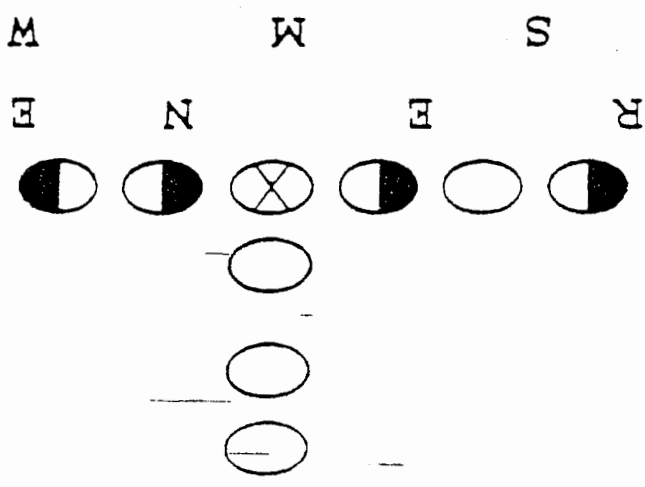
THE AS BEEN ARE



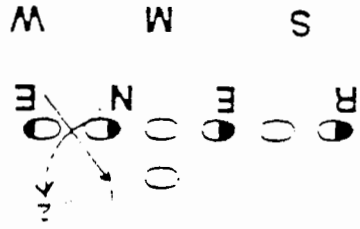
PLS SET

POSITION		ALIGN	KEY	FLOW TO	FLOW AWAY	FLOW TO	DROP BACK	FLOW AWAY
				RUN		PASS		
END	GUARD	B-GAP	B-GAP PURSUIT	B RUSH	B RUSH	B RUSH	B RUSH	B RUSH
NOSE	GUARD	WR A	WR A PURSUIT	A RUSH	A RUSH	A RUSH	A RUSH	A RUSH
END	TACKLE	C-GAP	C-GAP PURSUIT	CONTAIN RUSH	CONTAIN RUSH	CONTAIN RUSH	CONTAIN RUSH	CONTAIN RUSH
RUSH	T.E.	D-GAP	D-GAP PURSUIT	CONTAIN RUSH	CONTAIN RUSH	CONTAIN RUSH	CONTAIN RUSH	CONTAIN RUSH
SAM	BACK	C-GAP	A-GAP	CONTAIN RUSH	CONTAIN RUSH	CONTAIN RUSH	CONTAIN RUSH	CONTAIN RUSH
MIKE	BACK	A-GAP	B-GAP	CONTAIN RUSH	CONTAIN RUSH	CONTAIN RUSH	CONTAIN RUSH	CONTAIN RUSH
WILL	BACK	ALLEY	B-GAP	CONTAIN RUSH	CONTAIN RUSH	CONTAIN RUSH	CONTAIN RUSH	CONTAIN RUSH

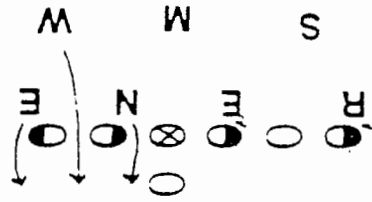
COVERAGE CALLS  
1, 2, 3 CLOUD, 4 GOLD, GOLD SPECIAL  
3.5.6



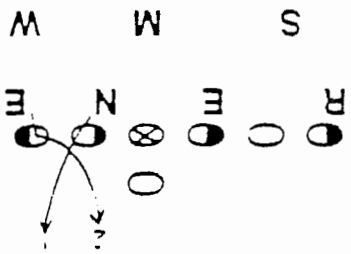




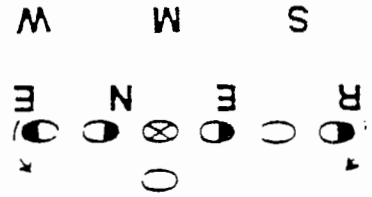
35 G ED



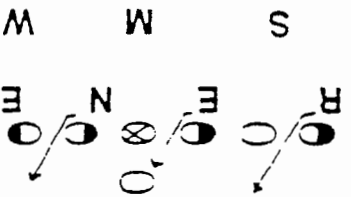
35 G WILL



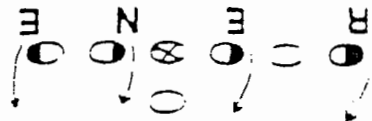
35 G TOM



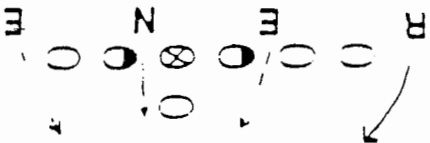
35 G JRT



35 G ANGLE PUNCH



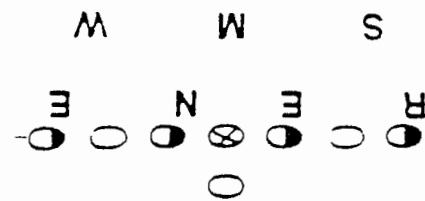
35 G FL7



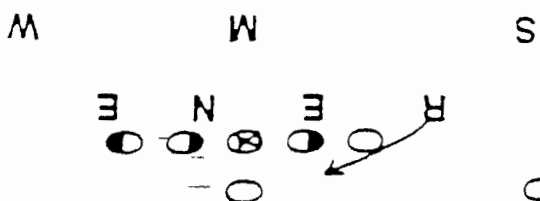
35 G 60

356 ADJUSTMENTS

3 TE ADJ.



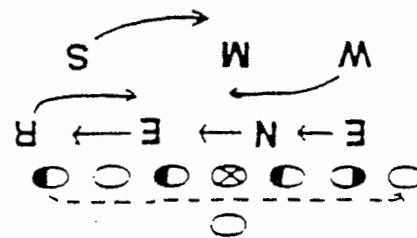
NO TE



RUSH HIP TECH

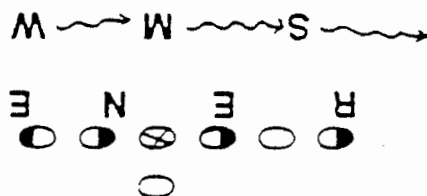
✓

TE WALK

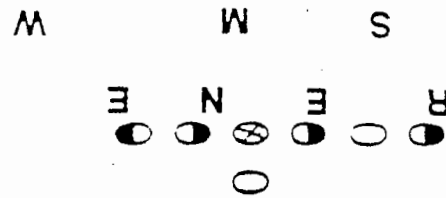


FRUG ADJ.

LB ADJUST.



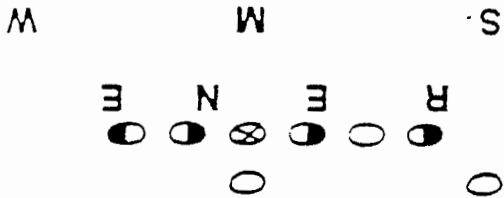
1 BACK ADJ.



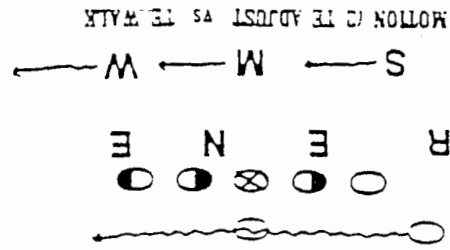
LB ADJUST TO ALL 1 BACK

NO BACKS

LB ADJUST TO ALL NO BACKS



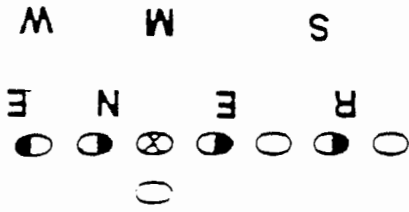
TO MOTION



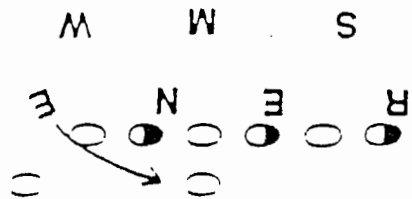
LB ADJUST TO MOTION (2 TE ADJUST AS TE WALK

UNBALANCED

PLAY FRONT ADJUST W/SEC

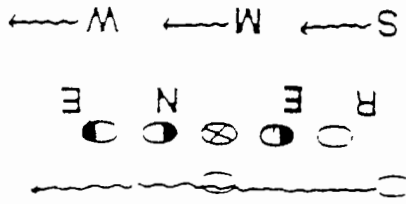


END OF PAGE 51

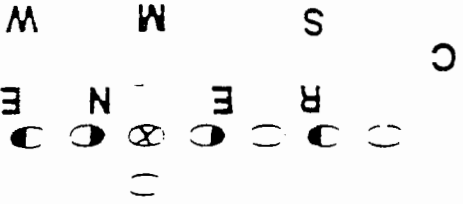


WING SET

LB ADJUST TO MOTION (2) TE ADJUST TO TE WALK



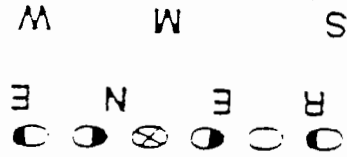
PLAY FRONT ADJUST IN SEC



TO MOTION

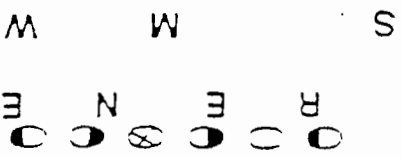
UNBALANCED

LB ADJUST TO ALL 1 BACK



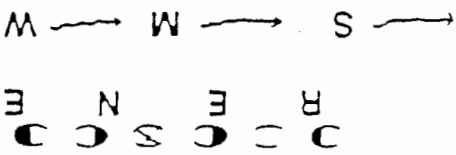
1 BACK ADJ.

LB ADJUST TO ALL 48 BACKS



NO BACKS

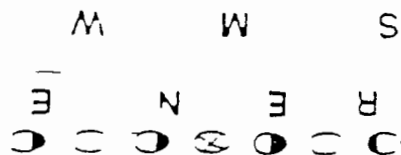
LB ADJUST



FRONT ADJ.

TE WALK

RCSB RIP TECH



TE ADJ.

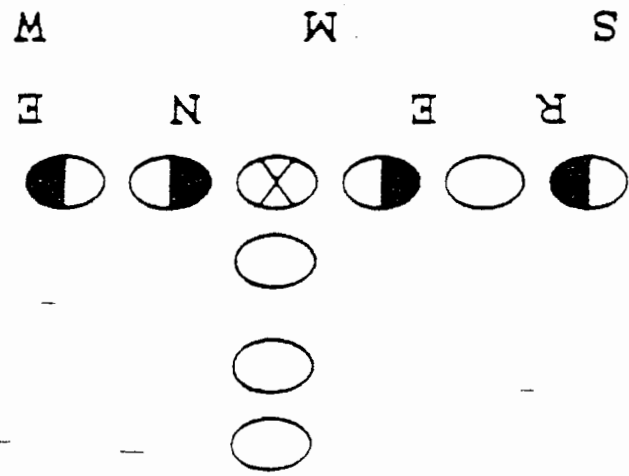
NO TE

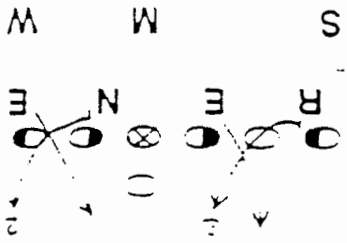
POSITION		ALIGN	KEY	FLOW TO	FLOW AWAY	FLOW TO	DROP BACK	FLOW AWAY
				RUN		PASS		
END	GUARD	B-GAP	B-GAP PURSUIT	B RUSH	B RUSH	B RUSH	B RUSH	B RUSH
ROSE	GUARD	WK A	WK A PURSUIT	A RUSH	A RUSH	A RUSH	A RUSH	A RUSH
END	TACKLE	C-GAP	C-GAP PURSUIT	CONTAIN RUSH	CONTAIN RUSH	CONTAIN RUSH	CONTAIN RUSH	CONTAIN RUSH
ROSE	T.E.	C-GAP	C-GAP PURSUIT	CONTAIN RUSH	CONTAIN RUSH	CONTAIN RUSH	CONTAIN RUSH	CONTAIN RUSH
SAM	BACK	D-GAP	A-GAP	COVERAGE CALLED	COVERAGE CALLED	COVERAGE CALLED	COVERAGE CALLED	COVERAGE CALLED
MOCK	BACK	A-GAP	B-GAP	COVERAGE CALLED	COVERAGE CALLED	COVERAGE CALLED	COVERAGE CALLED	COVERAGE CALLED
WILL	BACK	ALLEY	B-GAP	COVERAGE CALLED	COVERAGE CALLED	COVERAGE CALLED	COVERAGE CALLED	COVERAGE CALLED

1, 2, 3 CLOUD, 4 GOLD, GOLD SPECIAL  
2 5, 6

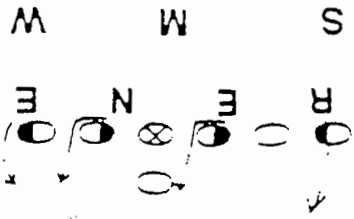
COVERAGE CALLS

ADJUSTMENTS

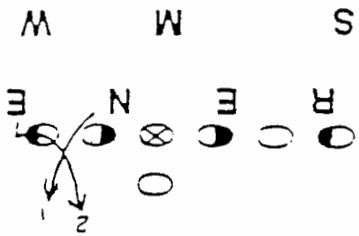




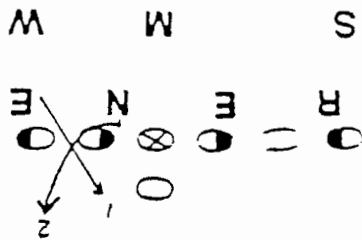
67 TRX



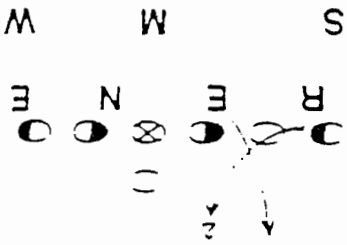
67 TOPS



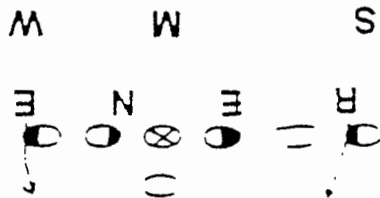
67 TOM



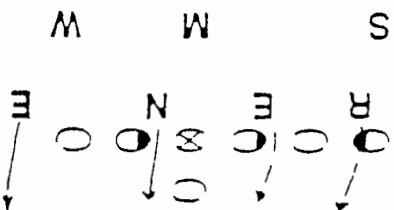
67 ED



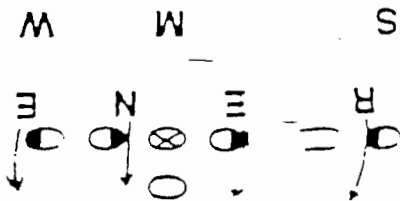
67 THUMBS



67 JET

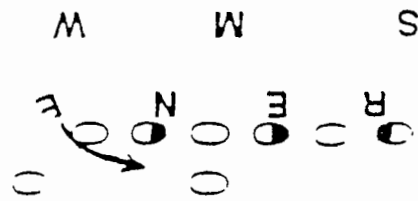


67 60



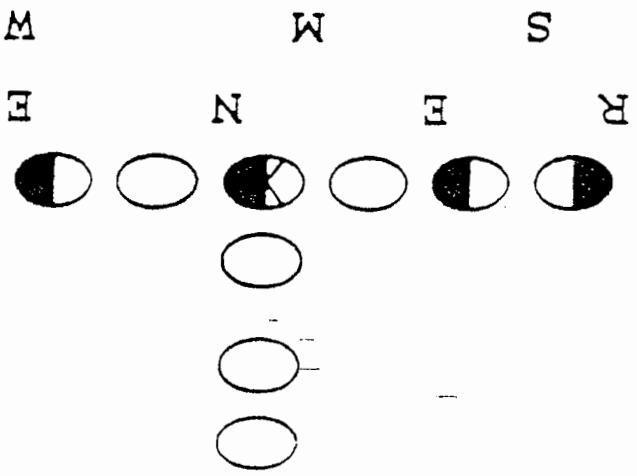
67 FLY

END OF THE LINE

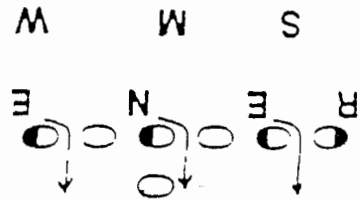
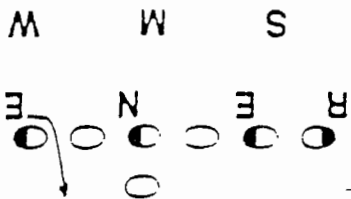


LINE SET

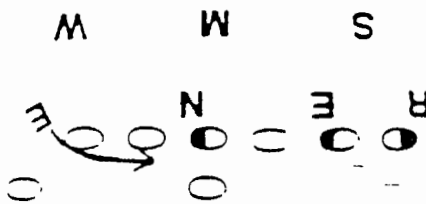
POSITION		ALIGN	KEY	FLOW TO	FLOW AWAY	FLOW TO	DROP BACK	FLOW AWAY
				RDN		PASS		
END	4	TACKLE	B-GAP	B-GAP PURSUIT	B RUSH	B RUSH	B RUSH	B RUSH
NOSE	1	CENTER	WK A	WK A PURSUIT	A RUSH	A RUSH	A RUSH	A RUSH
END	5	TACKLE	C-GAP	C-GAP PURSUIT	CONTAIN RUSH	CONTAIN RUSH	CONTAIN RUSH	CONTAIN RUSH
RUSH	9	T.F.	D-GAP	PURSUIT	CONTAIN RUSH	CONTAIN RUSH	CONTAIN RUSH	CONTAIN RUSH
SAM	50	BACK	C-GAP	CHECK A PURSUIT	COVERAGE CALLED	COVERAGE CALLED	COVERAGE CALLED	COVERAGE CALLED
NOSE	10 ST	BACK	A GAP	B GAP	COVERAGE CALLED	COVERAGE CALLED	COVERAGE CALLED	COVERAGE CALLED
WILL	50	BACK	ALLEY	B GAP	COVERAGE CALLED	COVERAGE CALLED	COVERAGE CALLED	COVERAGE CALLED
ADJUSTMENTS								
COVERAGE CALLS		1. 2. 3. CLOBB. 4. GOLD. GOLD SPECIAL 3. 5. 6						







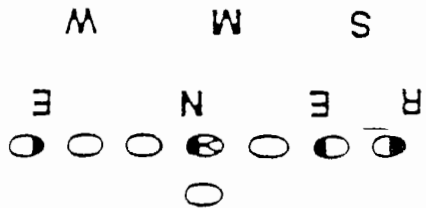
SHIP TECH BY END



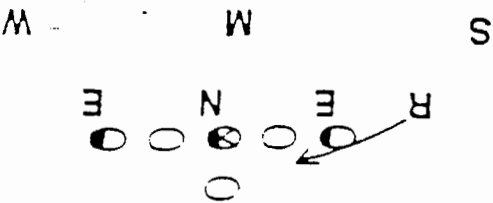
PLING SET

45 ADJUSTMENTS

2-TE ADJ.

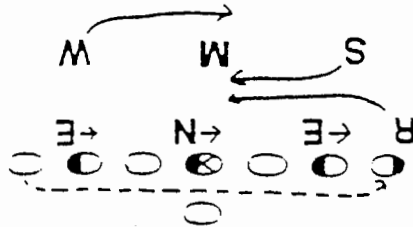


NO TE

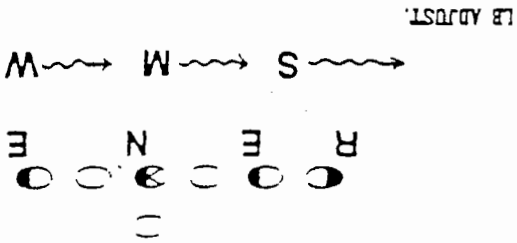


ROSB BIP TECH

TE WALK

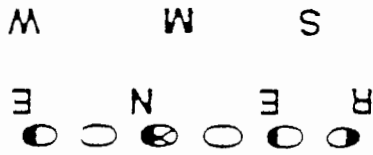


FR06 ADJ.

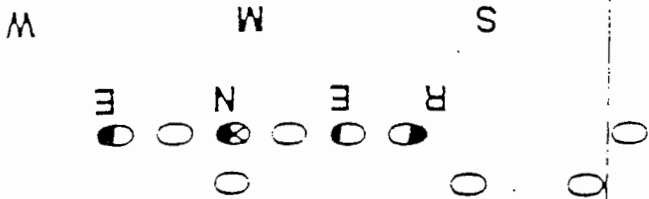


LB ADJUST.

1 BACK ADJ.

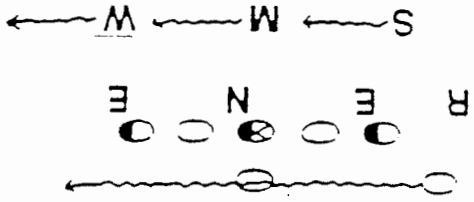


NO BACKS

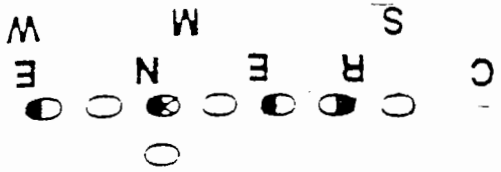


LB ADJUST TO ALL 4 BACKS

10 MOTION



UNBALANCED

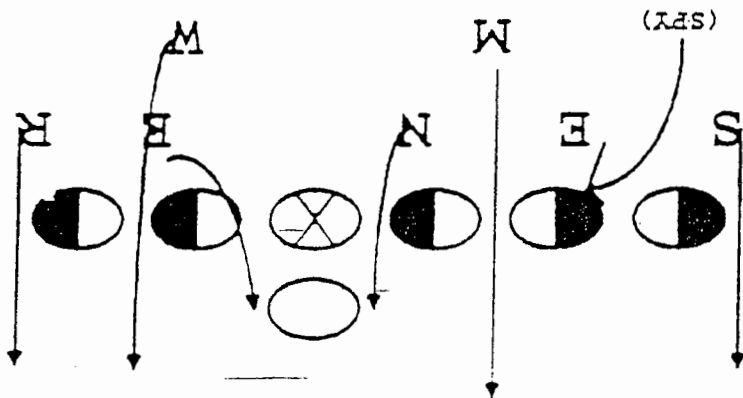


PLAY-FRONT ADJUST W/SEC

LB ADJUST TO MOTION (2 TE ADJUST - vs TE WALK

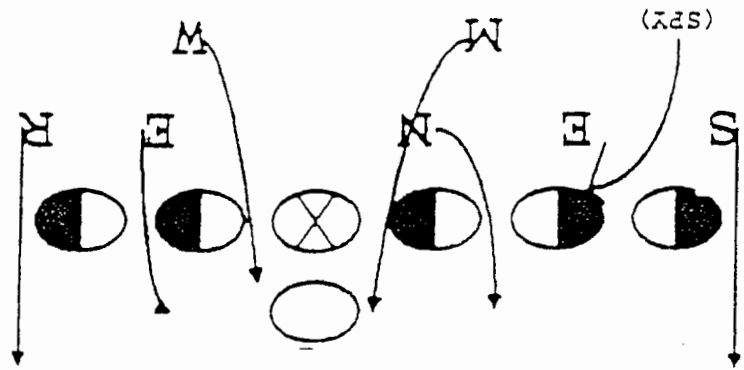
POSITION	ALIGN	KEY	RUN		PASS	
			FLOW TO	FLOW AWAY	FLOW TO	DROP BACK
END		BALL	C		BULL RUSH	SPT 1ST BACK
NOSE		BALL	RIP ST A	RIP ST A	RIP ST A	RIP ST A
END		BALL	RIP WR A	RIP WR A	RIP WR A	RIP WR A
RUSH	LOOSE 6	BALL	PITCH/CONTAIN	CHASE/TRAIL	RUSH CONTAIN	RUSH CONTAIN
SAM	9	BLUE: BALL CONTAIN	BLUE: PITCH CONTAIN	BLUE: CHASE TRAIL	RUSH M/M	RUSH M/M
NOSE	30	BALL	BLTZ B	BLTZ B	BLTZ B	BLTZ B
WHI	2	BALL	BLTZ B	BLTZ B	BLTZ B	BLTZ B

\* CP SAM GIVE YOU/ME CALL ON BLUE OR BLACK, TO END, TO ALERT CONTAIN RUSH



POSITION	ALIGN	KEY	RUN			PASS		
			FLOW TO	FLOW AWAY	FLOW TO	DROP BACK	FLOW AWAY	
END		BALL	C		BULL RUSH SPT 1ST BACK	BULL RUSH SPT 1ST BACK	BULL RUSH SPT 1ST BACK	BULL RUSH SPT 1ST BACK
NOSE		BALL	R/P ST B		R/P ST B	R/P ST B	R/P ST B	R/P ST B
END		BALL	R/P WK B		R/P WK B	R/P WK B	R/P WK B	R/P WK B
RUSH	LOOSE 6	BALL	PITCH/ CONTAIN	CHASE/TRAIL	RUSH CONTAIN	RUSH CONTAIN	RUSH CONTAIN	RUSH CONTAIN
SAM	9	BLUE: BALL	BLUE: PITCH CONTAIN	BLUE: CHASE TRAIL	RUSH M.M.	RUSH M.M.	RUSH M.M.	RUSH M.M.
MOUSE	30	BALL	BLITZ A	BLITZ A	BLITZ A	BLITZ A	BLITZ A	BLITZ A
WALL	20	BALL	BLITZ A	BLITZ A	BLITZ A	BLITZ A	BLITZ A	BLITZ A

\* CP SAM GIVE YOU/ME CALL. ON BLUE OR BLACK. TO END, TO ALERT CONTAIN RUSH



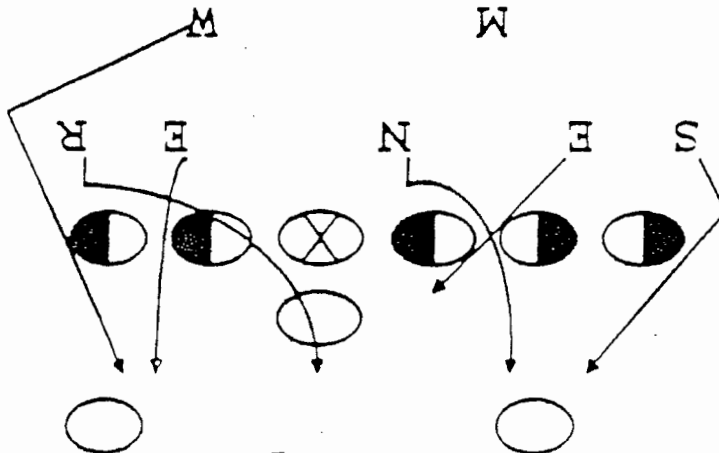
53 6 ARROW (SPT)

COVERAGE  
CALLS

ADJUSTMENTS

END	5	TACKLE	ED	ED	ED	ED	ED	ED	ED
NOSE	2	GUARD	ED	ED	ED	ED	ED	ED	ED
END	3	GUARD	THUMBS	THUMBS	THUMBS	THUMBS	THUMBS	THUMBS	THUMBS
HUSH	5	TACKLE	THUMBS	THUMBS	THUMBS	THUMBS	THUMBS	THUMBS	THUMBS
SAM	9	T.F.	PSYCHO	PSYCHO	PSYCHO	PSYCHO	PSYCHO	PSYCHO	PSYCHO
MIKE	20	BACK	B GAP	CHECK B GAP	M.M. BACK	M.M. BACK	M.M. BACK	M.M. BACK	M.M. BACK
WILL	20	BACK	PSYCHO	PSYCHO	PSYCHO	PSYCHO	PSYCHO	PSYCHO	PSYCHO

POSITION	ALIGN	KEY	RUN		PASS	
			FLOW TO	FLOW AWAY	FLOW TO	DROP BACK



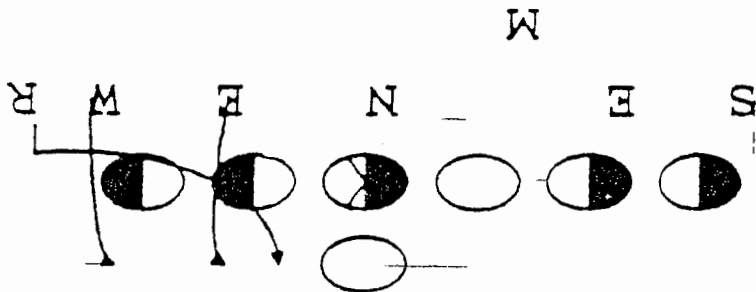


BLUE

COVERAGE  
CALLS

AT TEMENTS

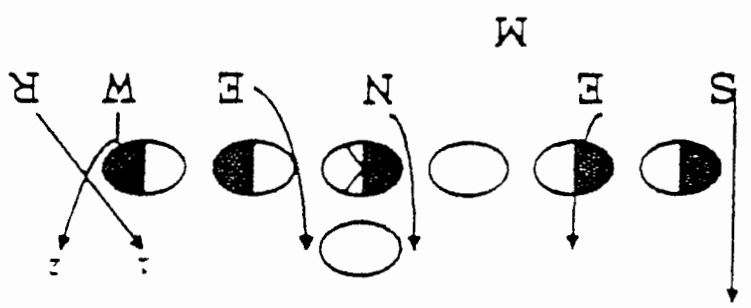
POSITION	ALIGN	KEY	RUN				PASS
			FLOW TO	FLOW AWAY	FLOW TO	DROP BACK	
END		BALL	C	C	PSYCHO B	PSYCHO B	
	(Shade 3c)	BALL	RIP ST A	RIP ST A	RIP ST A	RIP ST A	
END		BALL	RIP WR B	RIP WR B	RIP WR B	RIP WR B	
RUSH	LOOSE :	BALL	A	A	RUSH A	RUSH A	
SAM	9	BALL	PITCH/ CONTAIN	CHASE CONTAIN	RUSH CONTAIN	RUSH CONTAIN	
MARK	30	BACK	B	CT BACK	M.M BACK	M.M BACK	
WILL	TRIF OVER TACKLE	BALL	LOOP CONTAIN	LOOP CONTAIN	LOOP CONTAIN	LOOP CONTAIN	





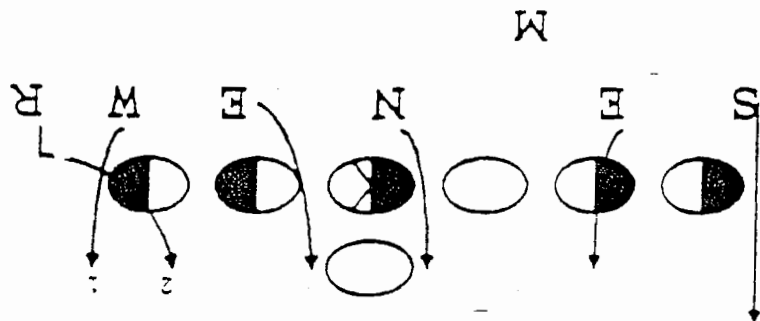
STATEMENTS

POSITION	ALGN	KEY	RUN		PASS	
			FLOW TO	FLOW AWAY	FLOW TO	DROP BACK
END	5	BALL	C	C	PSYCHO B	PSYCHO B
(Shade Sp)		BALL	R/P ST A	R/P ST A	R/P ST A	R/P ST A
END	3	BALL	R/P WR A	R/P WR A	R/P WR A	R/P WR A
RUSH	LOOSE 6	BALL	B	B	RUSH B	RUSH B
SAM	9	BALL	PITCH/ CONTAIN	CHASE CONTAIN	RUSH CONTAIN	RUSH CONTAIN
MIKE	30	BACK	B	CTT BACK	M/M BACK	M/M BACK
WILL	LEFT OVER TACKLE	BALL	X-IT CONTAIN	X-IT CONTAIN	X-IT CONTAIN	X-IT CONTAIN



STATEMENTS

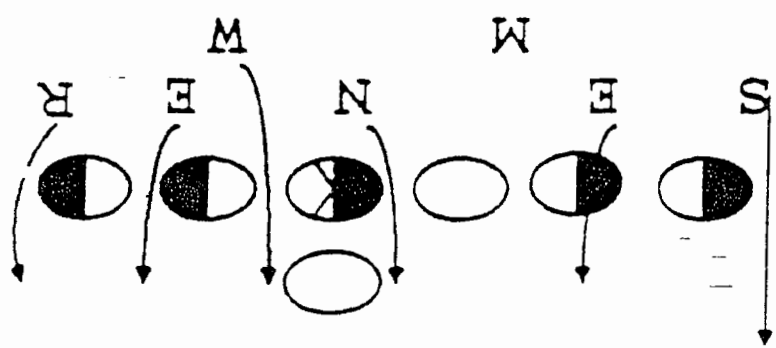
POSITION	ALIGN	KEY	FLOW TO	FLOW AWAY	FLOW TO	DROP BACK	FLOW AWAY
END	5	BALL	C	C	PSYCHO B	PSYCHO B	PSYCHO B
(Shade S)	BALL	RIP ST A	RIP ST A	RIP ST A	RIP ST A	RIP ST A	RIP ST A
END	3	BALL	RIP WR A	RIP WR A	RIP WR A	RIP WR A	RIP WR A
RUSH	LOOSE 6	BALL	B	B TRAIL	RUSH B	RUSH B	RUSH B
SAM	9	BALL	PITCH/ CONTAIN	CHASE CONTAIN	RUSH CONTAIN	RUSH CONTAIN	RUSH CONTAIN
MAKE	30	BACK	B	CTT BACK	M/M BACK	M/M BACK	M/M BACK
WILL	TTF OVER TACKLE	BALL	LOOP CONTAIN	LOOP CONTAIN	LOOP CONTAIN	LOOP CONTAIN	LOOP CONTAIN



STREETS

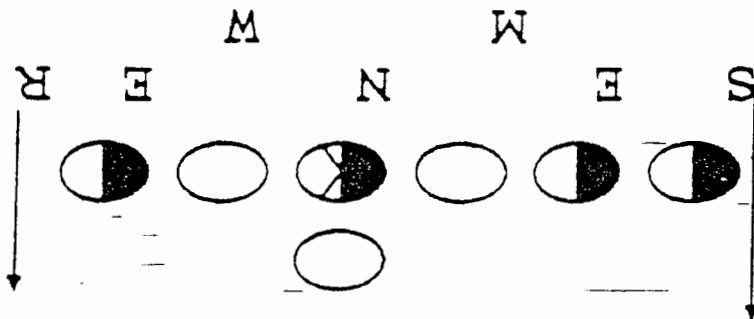
WILL	20	A GAP BLITZ	BLITZ A	BLITZ A	BLITZ A	BLITZ A	BLITZ A
MOSE	30	BACK BALL	B	CTT BACK	M.M BACK	M.M BACK	M.M BACK
SAM	9	BALL	PITCH/ CONTAIN	CHASE CONTAIN	RUSH CONTAIN	RUSH CONTAIN	RUSH CONTAIN
RUSH	LOOSE 6	BALL	PITCH CONTAIN	CHASE TRAIL	RUSH CONTAIN	RUSH CONTAIN	RUSH CONTAIN
END	LOOSE 3	BALL	RIP WR B	RIP WR B	RIP WR B	RIP WR B	RIP WR B
(Shade St) A	BALL	RIP ST A	RIP ST A	RIP ST A	RIP ST A	RIP ST A	RIP ST A
END	5	BALL	C	C	PSYCHO B	PSYCHO B	PSYCHO B

POSITION	ALIGN	KEY	FLOW TO	FLOW AWAY	FLOW TO	DROP BACK	FLOW AWAY
			RUN			PASS	



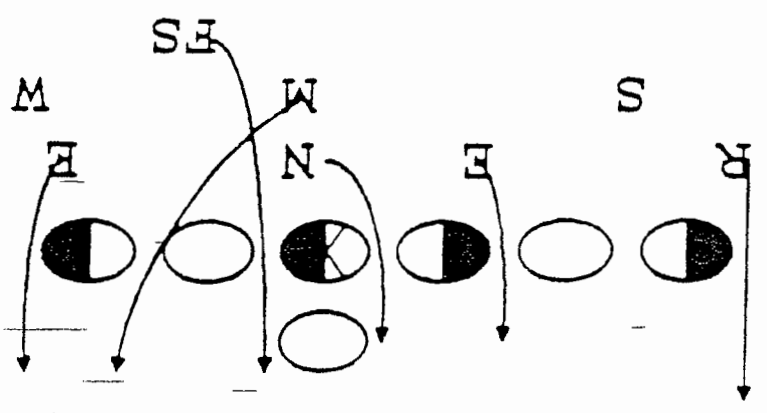
ITEMS

POSITION	ALIGN	KRY	FLOW TO	FLOW AWAY	FLOW TO	DROP BACK	PASS
END	5	TACKLE BALL	C	PSYCHO TECH B	PSYCHO TECH B	PSYCHO TECH B	PSYCHO TECH B
ST SHADE	ST SHADE	CENTER BALL	ST A	ST A RUSH	ST A RUSH	ST A RUSH	ST A RUSH
END	ST SHADE	TACKLE BALL	B	B RUSH	B RUSH	B RUSH	B RUSH
RUSH	LOOSE 6	BALL	PITCH CONTAIN	TRAIL	RUSH CONTAIN	RUSH CONTAIN	RUSH CONTAIN
SAR	9	BALL	PITCH/CONTAIN	TRAIL	RUSH CONTAIN	RUSH CONTAIN	RUSH CONTAIN
WEEK	30	BACKS BALL	B	OFF A	M/M 3-2	M/M 3-2	M/M 3-2
WILL	20	BACKS BALL	A TO C	A CUTBACK PURSUE	M/M 3-2	M/M 3-2	M/M 3-2



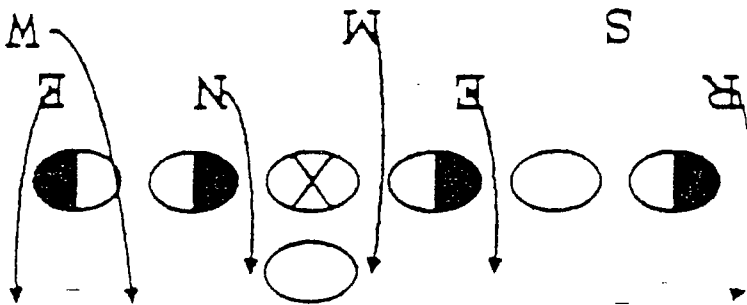
SAFETY

POSITION	ALIGN	KEY	RUN		PASS	
			FLOW TO	FLOW AWAY	FLOW TO	FLOW AWAY
END	3	BALL	RIP ST B PITCH/CONTAIN	RIP ST B TRAIL/CONTAIN	RIP GAP RESPONSIBILITY	RIP GAP RESPONSIBILITY
	SHADE WR	BALL	RIP ST A	RIP ST A	RIP ST A	RIP ST A
END	5	BALL	RIP ST B PITCH/CONTAIN	RIP ST B TRAIL/CONTAIN	RIP GAP RESPONSIBILITY	RIP GAP RESPONSIBILITY
RUSH	9	BALL	PITCH/CONTAIN	TRAIL/CONTAIN	RUSH CONTAIN	RUSH CONTAIN
SAM	50	BALL BACK	C GAP	CUT BACK PURSUE	BACK #3 STRONG	BACK #3 STRONG
MIKE	10	BALL	BLITZ WR B	BLITZ WR B	BLITZ WR B	BLITZ WR B
WILL	50	BALL ALLEY		CUT BACK PURSUE	BACK	BACK



35 APACHE RED

35 (g) BLITZ BLACK



PASS	BURN			KEY
	FLOW TO	FLOW AWAY	FLOW TO	
FLOW AWAY	DROP BACK			

RUSH B GAP	RUSH B GAP	RUSH B GAP	R/P B	R/P B	BALL	1
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RUSH A	RUSH A	RUSH A	R/P A	R/P A	BALL	2
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RUSH CONTAIN	RUSH CONTAIN	RUSH CONTAIN	R/P C	R/P C	BALL	3
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RUSH CONTAIN	RUSH CONTAIN	RUSH CONTAIN	TRAIL/CONTAIN	PITCH/CONTAIN	BALL	4
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M/M #2	M/M #2	M/M #2	CUT BACK PURSUE	C GAP	T.E.	5
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BLITZ A	BLITZ A	BLITZ A	BLITZ A	BLITZ A	BALL	6
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BLITZ B	BLITZ B	BLITZ B	BLITZ B	BLITZ B	BALL	7
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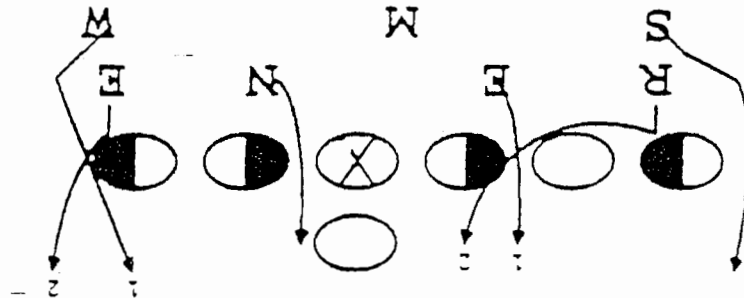
BLITZ B	BLITZ B	BLITZ B	BLITZ B	BLITZ B	BALL	8
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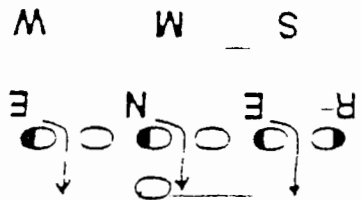
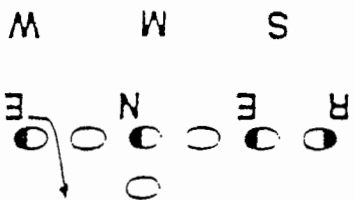
MENTS

BLACK

THREATS

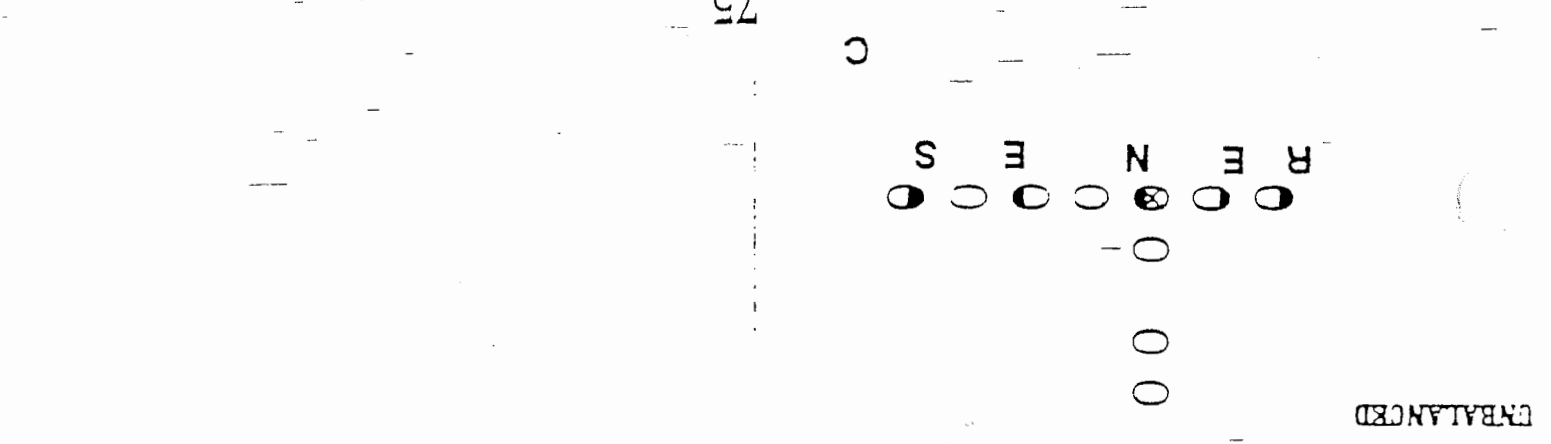
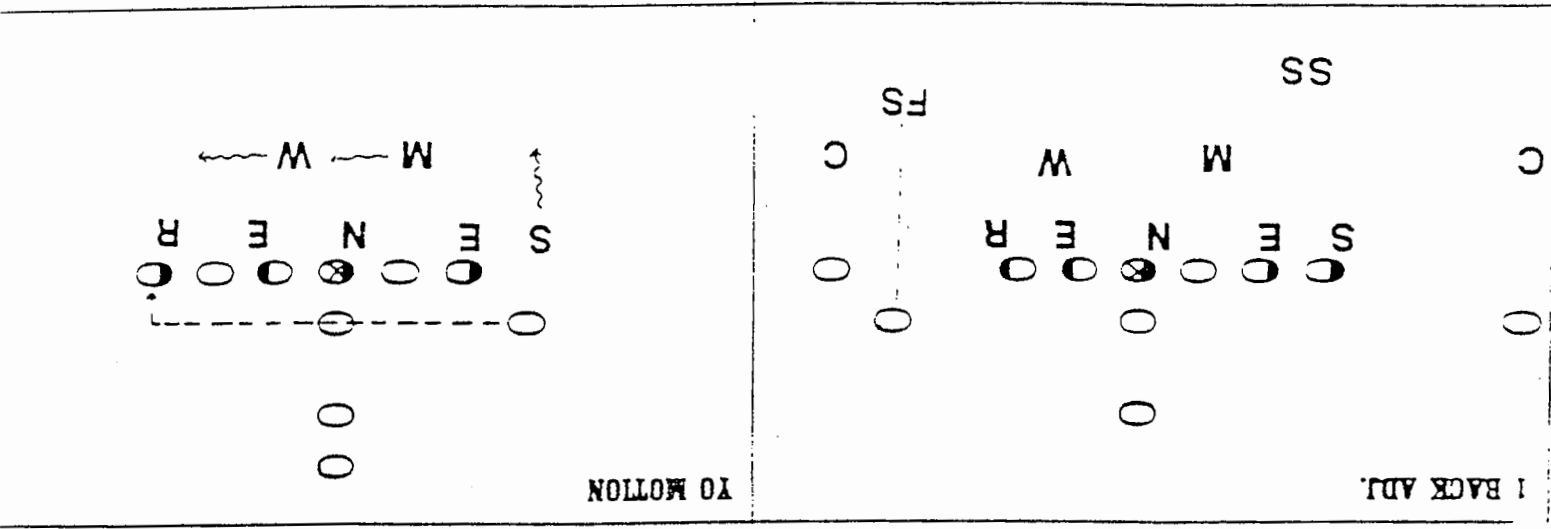
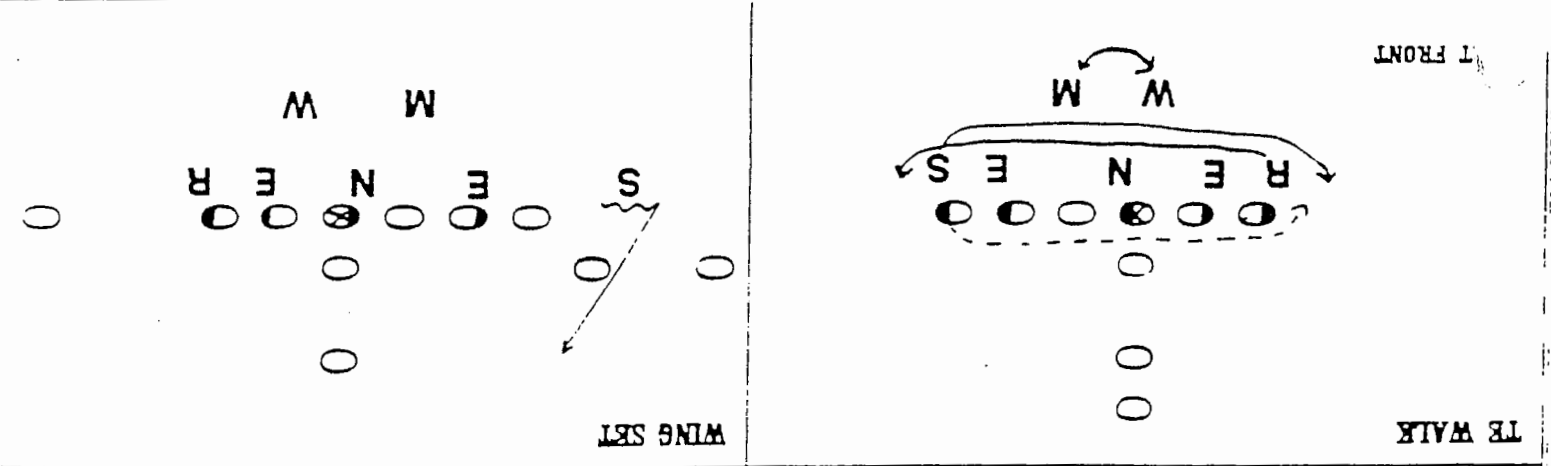
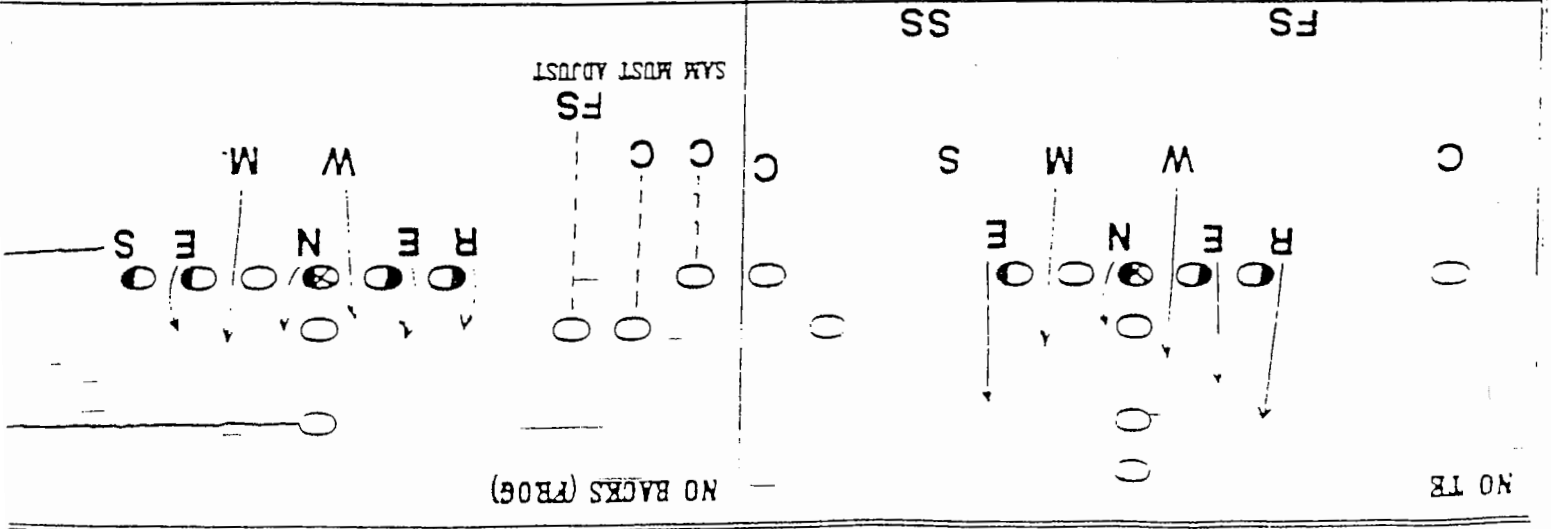
POSITION	ALIGN	KEY	FLOW TO	FLOW AWAY	FLOW TO	FLOW AWAY	DROP BACK	PASS
END	3	BALL	RIP B	RUSH B	RUSH B	RUSH B	RUSH B	RUSH B
END	2	BALL	RIP A	RUSH A	RUSH A	RUSH A	RUSH A	RUSH A
END	5	BALL	HARD	HARD/PURSU	HARD RUSH	HARD RUSH	HARD RUSH	HARD RUSH
RUSH	7	BALL	THUMBS	THUMBS/PURSU	THUMBS RUSH	THUMBS RUSH	THUMBS RUSH	THUMBS RUSH
SAM	STACK TO	BALL	BLITZ D	BLITZ D	BLITZ D	BLITZ D	BLITZ D	BLITZ D
POKE	10	BACK	PURSU	PURSU	PURSU	PURSU	PURSU	PURSU
WILL	50	BALL	HARD STUNT	HARD	HARD	HARD	HARD	HARD







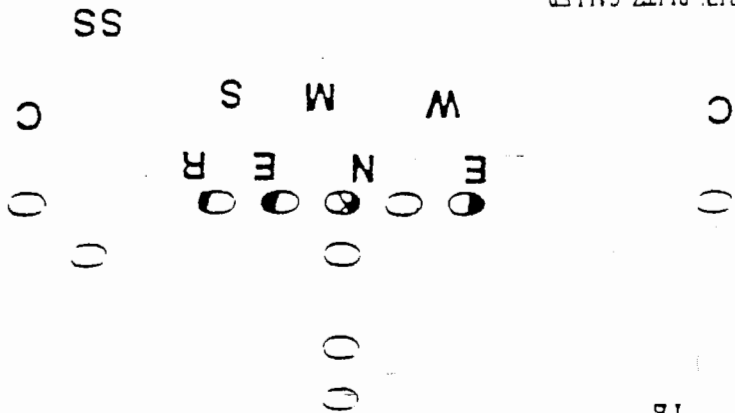
53 BLITZ ADJUSTMENTS



35 BLITZ ADJUSTMENTS

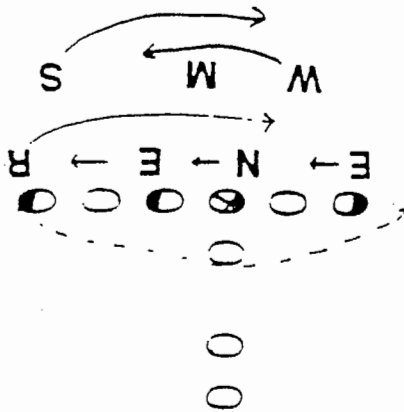
TR

BLITZ CALLED

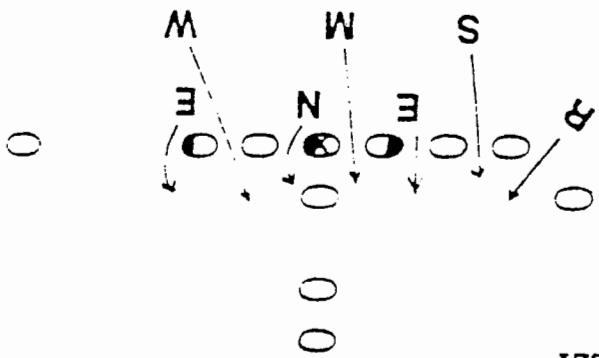


TR WALK

FRONT

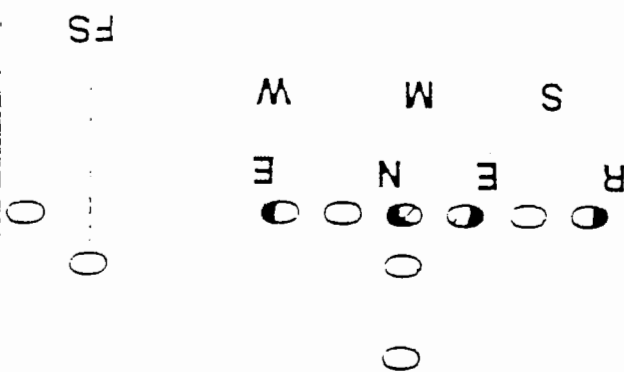


WING SET



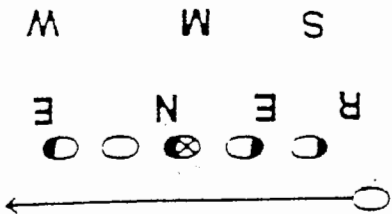
1 BACK ADJ.

BLITZ W/ FS

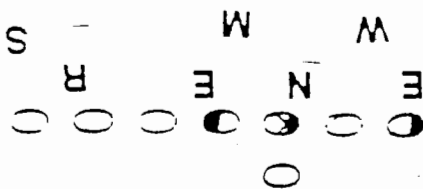


TO MOTION

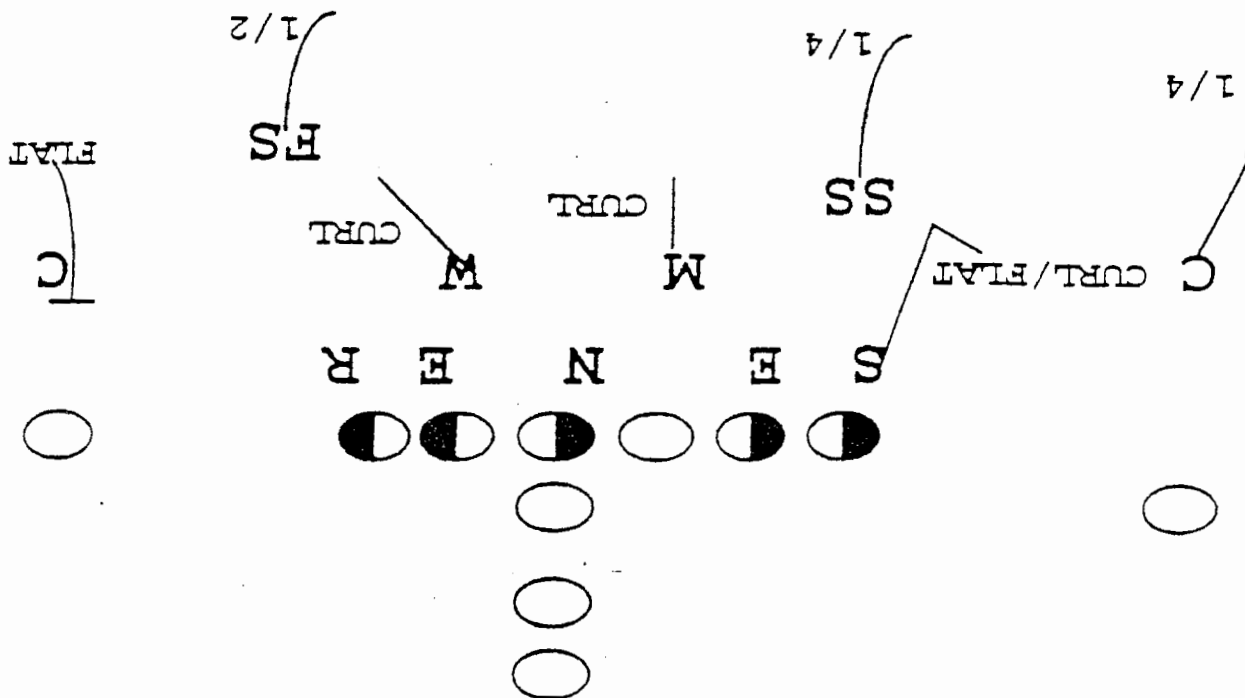
PLAY-IT



UNBALANCED



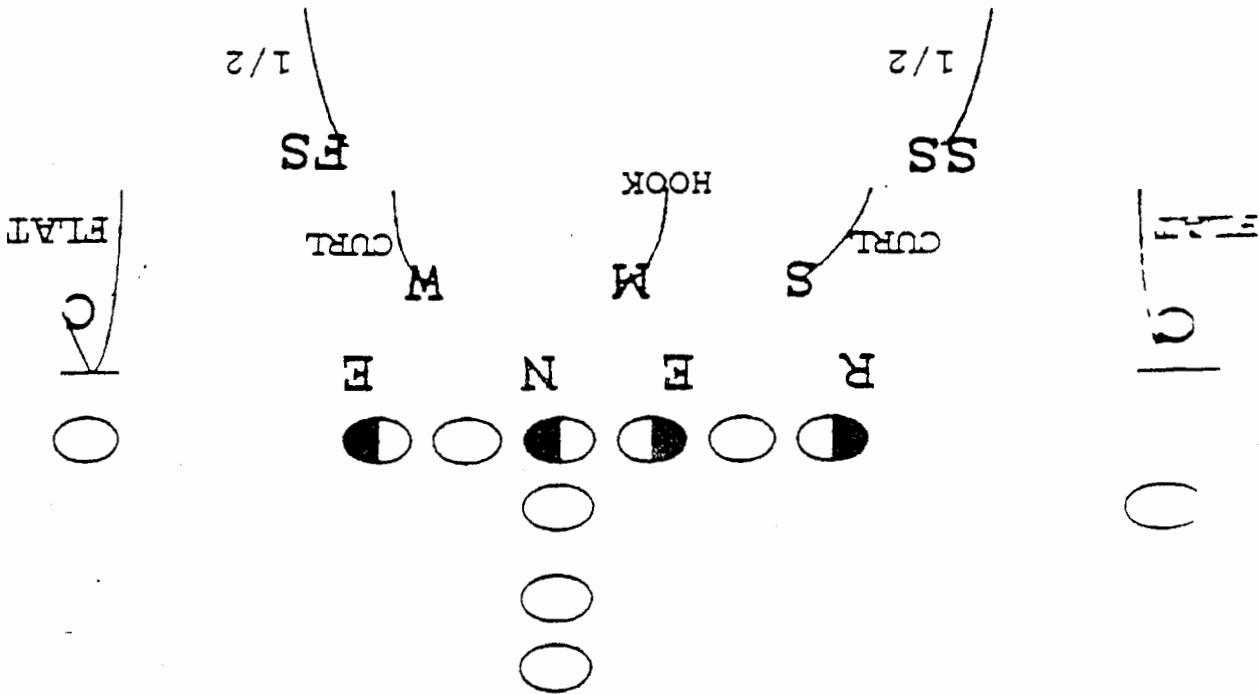
COVERAGE: 1				
POSITION	ALIGNMENT	KEY	RUN RESPONSIBILITY	PASS RESPONSIBILITY
L CORNER	1 X 6 OFF WR	#2 TO QB	TO: SECONDARY FORCE AWAY: PURSUIT	DEEP 1/4 USE BALL TECH
STRONG SAFETY	2 X 10 OFF TE	#2 TO QB	TO: PRIMARY FORCE (All where needed) AWAY: FILL	DEEP 1/4 PLAY POST TO CURT
PREZ SAFETY	2 YDS OUTSIDE	#2 TO QB	TO: SECONDARY FORCE AWAY: PURSUIT	DEEP 12
R CORNER	1 X 6 OFF WR	#2 TO QB	TO: PRIMARY FORCE AWAY: LEVERAGE	BAMPER FLATS
MIKE	30 TECH	NEAR BACK	B GAP STRONG	STRONG CURT
SAM	9 TECH	TE	TO: ALLEY AWAY: FOLD B	CURT/FLAT
WILL	30 TECH	NEAR BACK	WEAK A GAP	WEAK CURT



COVER 1

POSITION	ALIGNMENT	KEY	RUN RESPONSIBILITY	PASS RESPONSIBILITY
L	1 Y 6 OFF WR	#2 TO QB	TO: PRIMARY FORCE AWAY: LEVERAGE	HAMMER/FLAT
CORNER	1 Y 6 OFF WR	#2 TO QB	TO: PRIMARY FORCE AWAY: LEVERAGE	HAMMER/FLAT
STRONG	SPLIT #1 & #2 X 12 YDS	#2 TO QB	TO: SECONDARY FORCE AWAY: PURSUIT	DEEP 12
SAFETY	2 YDS OUTSIDE	#2 TO QB	TO: SECONDARY FORCE AWAY: PURSUIT	DEEP 12
PRESE	HASH X 12 YDS	#2 TO QB	TO: SECONDARY FORCE AWAY: PURSUIT	DEEP 12
H	1 Y 6 OFF WR	#2 TO QB	TO: PRIMARY FORCE AWAY: LEVERAGE	HAMMER/FLAT
CORNER	1 Y 6 OFF WR	#2 TO QB	TO: PRIMARY FORCE AWAY: LEVERAGE	HAMMER/FLAT
MIKE	NEAR BACK	A GAP TE	B GAP WR	STRONG BOOK
SAM	BACK UNCOVERED	LINEMAN	TO: C	AWAY: A
WILL	50	NEAR BACK	WEAK B GAP	WEAK CURT

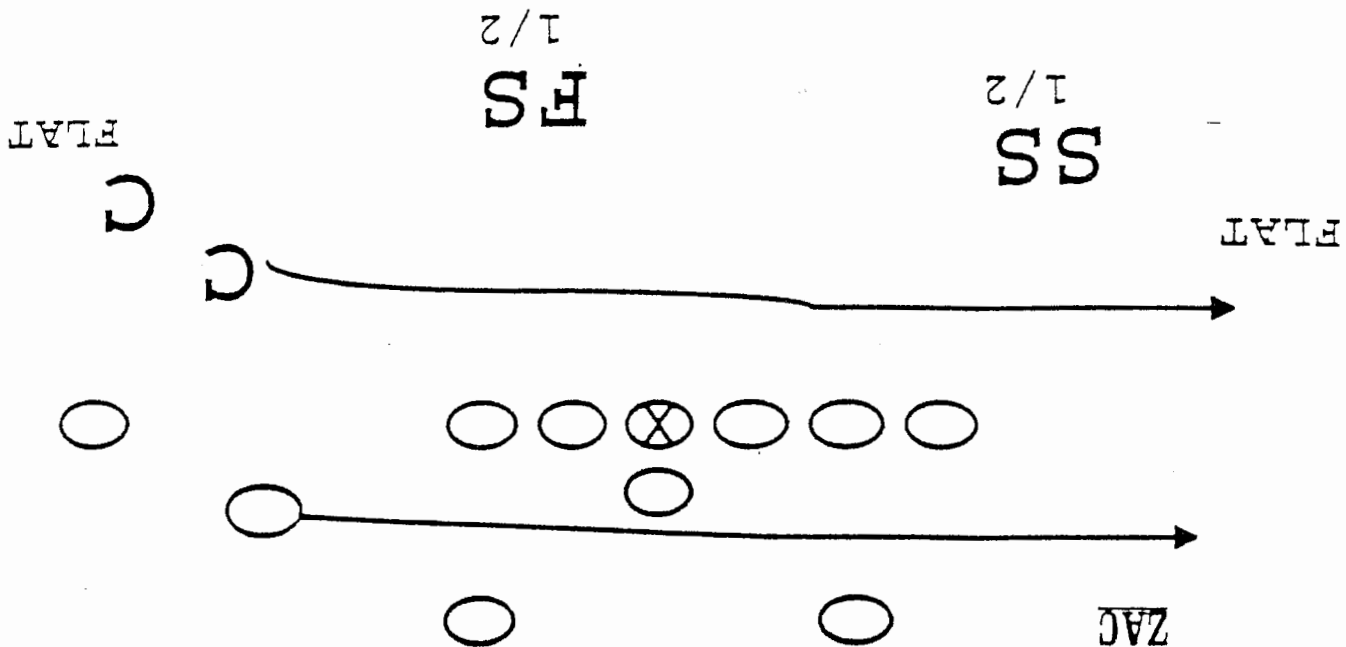
COVERAGE: 2



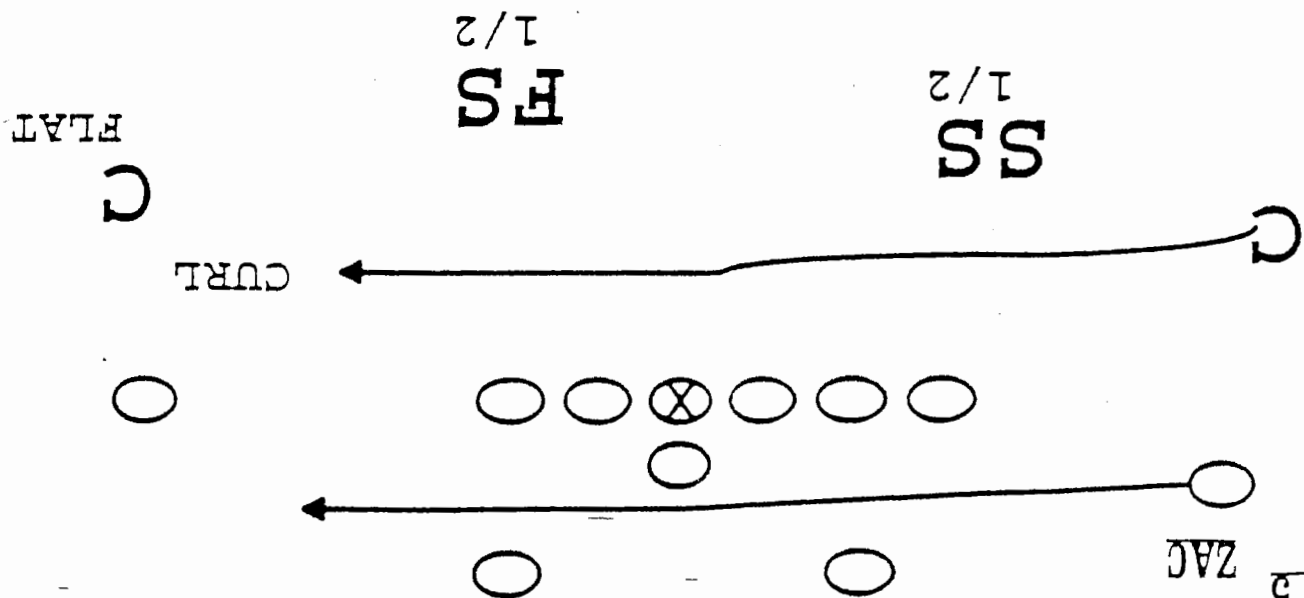
COVER 2

RT & LT CORNERS - GO WITH ZAC MOTION.  
FS - SS - PLAY COVER CHECK.

COVER - ZAC MOTION RULES:



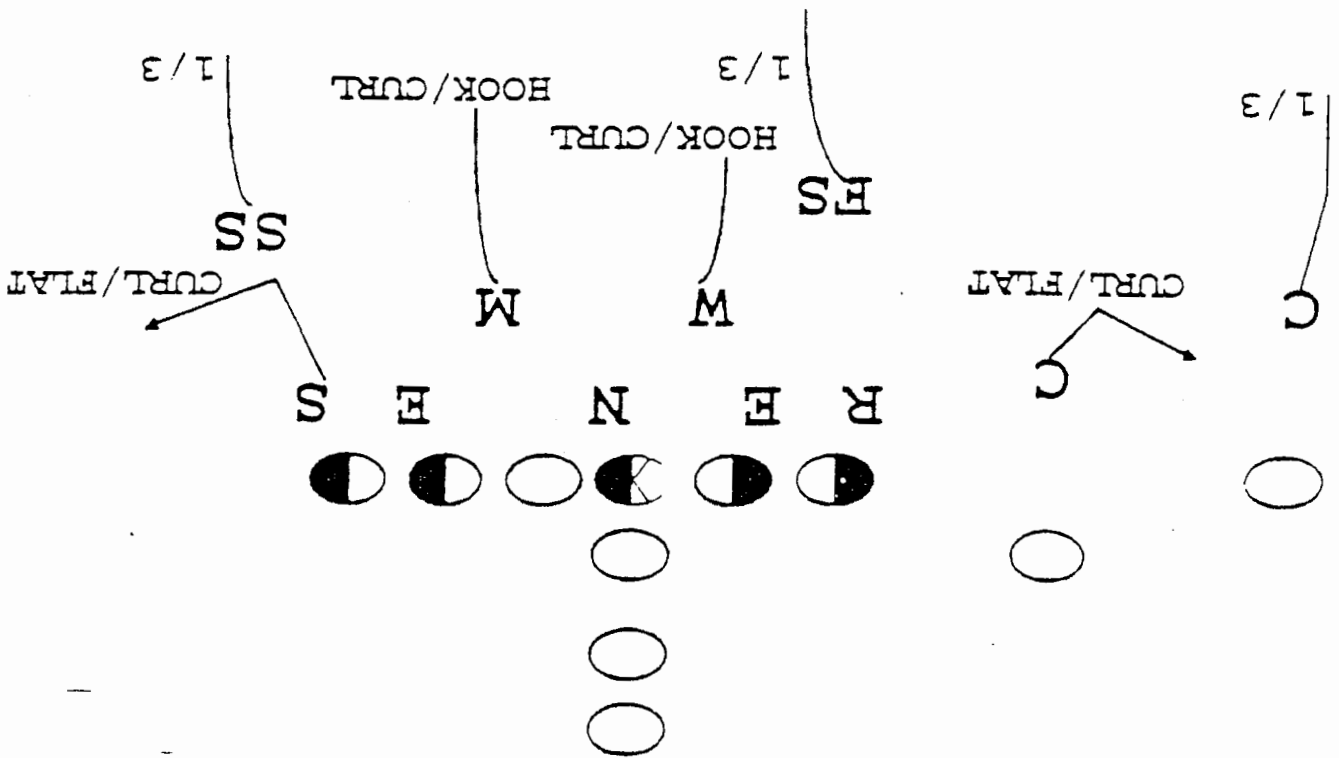
COVER 2



COVER 5

COVER 2/5 vs ZAC MOTION

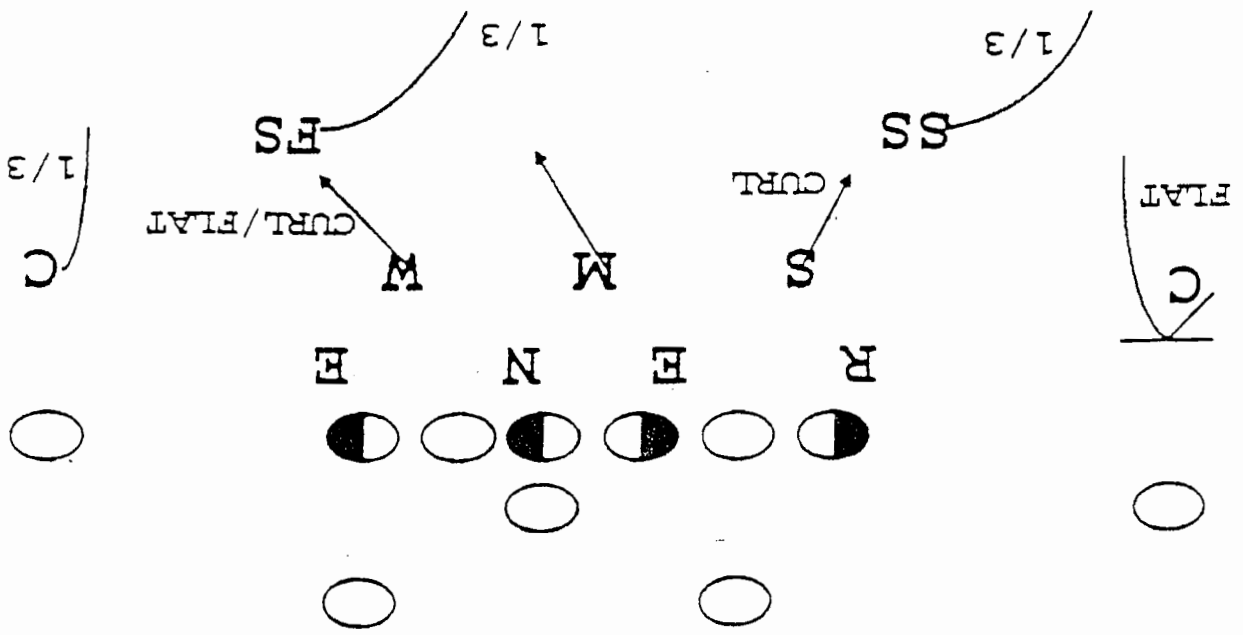
COVERAGE: 3				
POSITION	ALIGNMENT	KEY	RUN RESPONSIBILITY	PASS RESPONSIBILITY
L	1 X 6 OFF W.R.	#2 TO QB	TO: SECOND CONTAIN AWAY: PURSUIT	DEEP OUTSIDE 1/3
CORNER	2 X 8 OFF TE	TE TO QB	TO: PRIMARY FORCE (FILL WHERE NEEDED) AWAY: PURSUIT	DEEP OUTSIDE 1/3
FREE SAFETY	12 YDS OVER WR TACKLE	BALL	TO: ALLEY FILL AWAY: ALLEY FILL	DEEP MIDDLE 1/3
H	1 YD INSIDE 1 S YDS OFF W.R.	#2 TO QB	TO: PRIMARY FORCE AWAY: BACKSIDE LEVERAGE	CURL/FLAT
MOBE	30	BACK	TO: B GAP AWAY: CHECK B GAP PURSUE	HOOK TO CURL
SAM	9	TE	TO: ALLEY AWAY: FOLD	CURL/FLAT
WILL	20	BACK	TO: A GAP TO ALLEY AWAY: A GAP TO FLOW	HOOK TO CURL



COVER 3

POSITION	ALIGNMENT	KEY	RUN RESPONSIBILITY	PASS RESPONSIBILITY
L CORNER	1 X 6 OFF WR	#2 TO QB	TO: PRIMARY FORCE AWAY: LEVERAGE	HAMMER/FLATS JUMP FLAT ROUTES
STRONG SAFETY	SPLIT #1 & #2 X 12 YDS	#2 TO QB	TO: SECONDARY FORCE AWAY: PURSUIT	DEEP OUTSIDE 1/3
FREE SAFETY	2 YDS OUTSIDE HASH X 12 YDS	#2 TO QB	TO: ALLEY FILL AWAY: ALLEY FILL	DEEP MIDDLE 1/3
R CORNER	1 X 6 OFF WR	#2 TO QB	TO: SECONDARY FORCE AWAY: PURSUIT	DEEP OUTSIDE 1/3
EDGE	NEAR BACK		TO: A GAP TE FROM: B GAP WR	DROP ON #3
BAM	BACK UNCOVERED LINEWAY		TO: C AWAY: A	CURT
WILL	50	NEAR BACK	WEAK B GAP	CURT TO FLAT

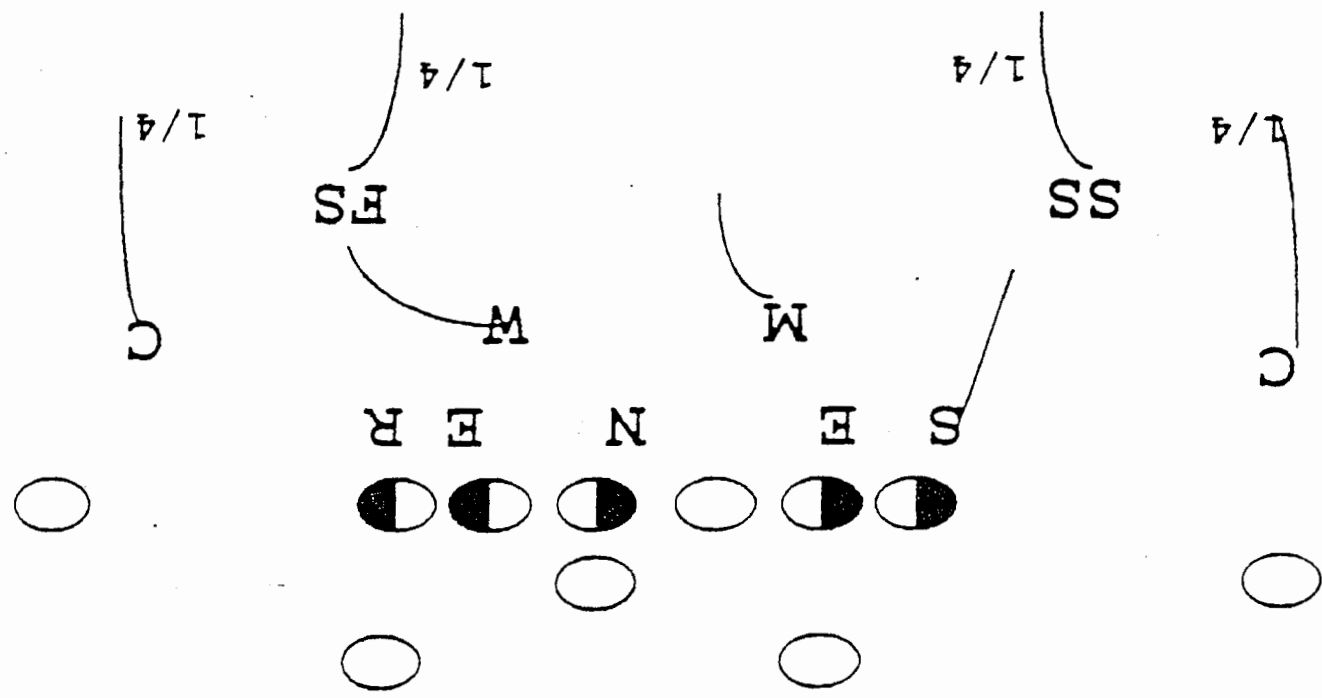
**COVERAGE 3 CLOUD**



**3 CLOUD**

POSITION	ALIGNMENT	KEY	RUN RESPONSIBILITY	PASS RESPONSIBILITY
L	1 X 6 OFF WR	#2 TO QB	TO: SECONDARY FORCE AWAY: PURSUIT	DEEP 1/4
STRONG	2 X 10 OFF TE	#2 TO QB	TO: PRIMARY FORCE AWAY: ALLEY FILL	DEEP 1/4 POST TO CTRL
FREE	2 YDS OUT HASH X	#2 TO QB	TO: PRIMARY FORCE AWAY: ALLEY FILL	DEEP 1/4 POST TO CTRL
SAFETY	10 YDS DEEP			
H	1 X 6 OFF WR	#2 TO QB	TO: SECONDARY FORCE AWAY: PURSUIT	DEEP 1/4
MIKE	30	NEAR BACK	B GAP TE	DROP ON #3
SAM	9	TE/UNCOVERED LINEMAN	TO: ALLEY AWAY: FOLD B	DROP ON #2 STRONG
WILL	30	NEAR BACK	A GAP WR	DROP ON #2 WEAK

COVERAGE: 4

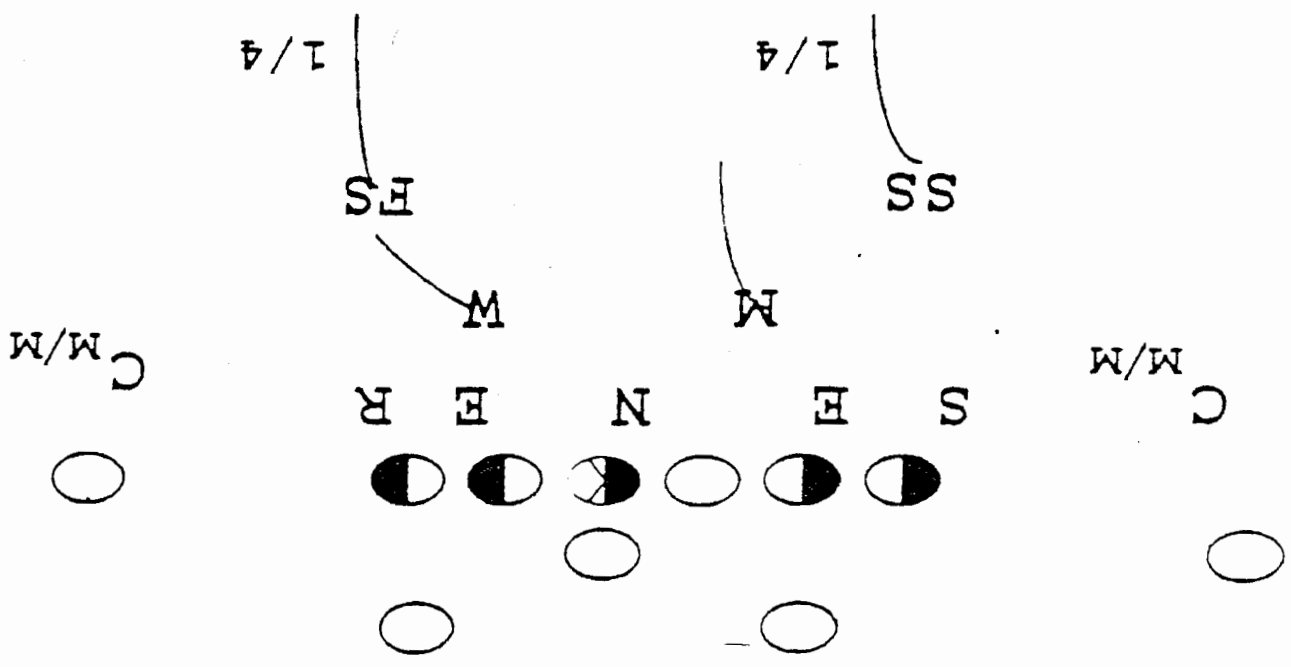


COVER 4



POSITION	ALIGNMENT	KEY	RUN RESPONSIBILITY	PASS RESPONSIBILITY
L CORNER	PRESS ALIGN	#1 TO QB	TO: SECONDARY FORCE AWAY: PURSUIT	MAN TO MAN #1
STRONG	2 X 10 OFF T.E.	#2 TO QB	TO: PRIMARY FORCE AWAY: ALLEY FILL	DEEP 1/4 - POST TO CURT
FREE SAFETY	2 YARDS OUT HASH - 10 YARDS DEEP	#2 TO QB	TO: PRIMARY FORCE AWAY: ALLEY FILL	DEEP 1/4 - POST TO CURT
R CORNER	PRESS ALIGN	#1 TO QB	TO: SECONDARY FORCE AWAY: PURSUIT	MAN TO MAN #1
MOKE	NEAR BACK	B GAP T.E.		DROP ON #3
SAM	TE/UNCOVERED LINEMAN BACK/BALL	TO: ALLEY AWAY: FOLD-B		DROP ON #2 STRONG
WLT/SHIRT	NEAR BACK	A GAP WK		DROP ON #2 WEAK

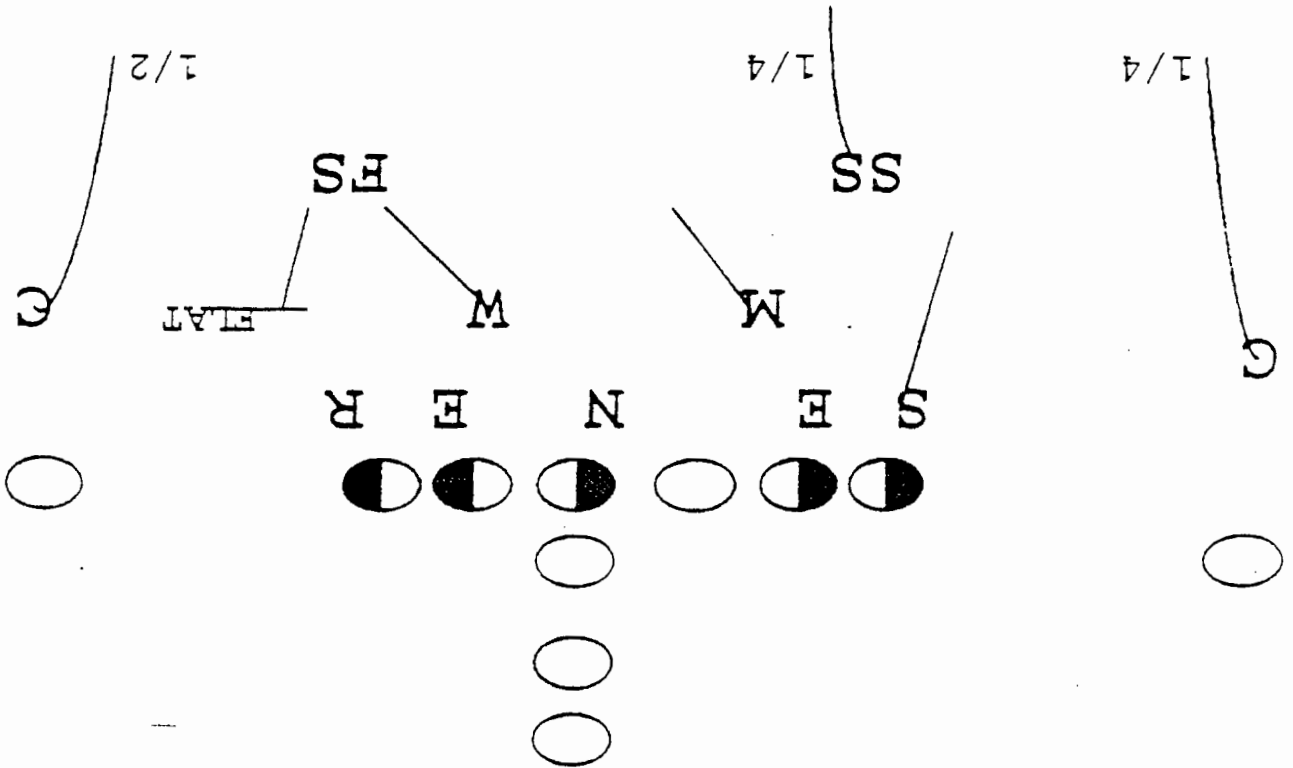
COVERAGE 4 BUMP



4 BUMP

POSITION	ALIGNMENT	KEY	RUN RESPONSIBILITY	PASS RESPONSIBILITY
L CORNER	1 X 6 OFF WR	#2 TO QB	TO: SECONDARY FORCE AWAY: PURSUIT	DEEP 1/4
STRONG SAFETY	2 X 10 OFF WR	#2 TO QB	TO: PRIMARY FORCE AWAY: ALLEY FULL	DEEP 1/4 - POST TO CORN
FREE SAFETY	2 YDS OUT HASH X 10 YDS DEEP	#2 TO QB	TO: PRIMARY FORCE AWAY: ALLEY	FLATS
R CORNER	1 X 6 OFF WR	#2 TO QB	TO: SECONDARY FORCE AWAY: PURSUIT	DEEP 12
MIKE	30	NEAR BACK	B GAP TE	DROP ON #3
SAM	9 TECH	BACK	TO: C AWAY: A	DROP ON #2 STRONG
WILL	30	NEAR BACK	A GAP WR	DROP ON #2 WEAK

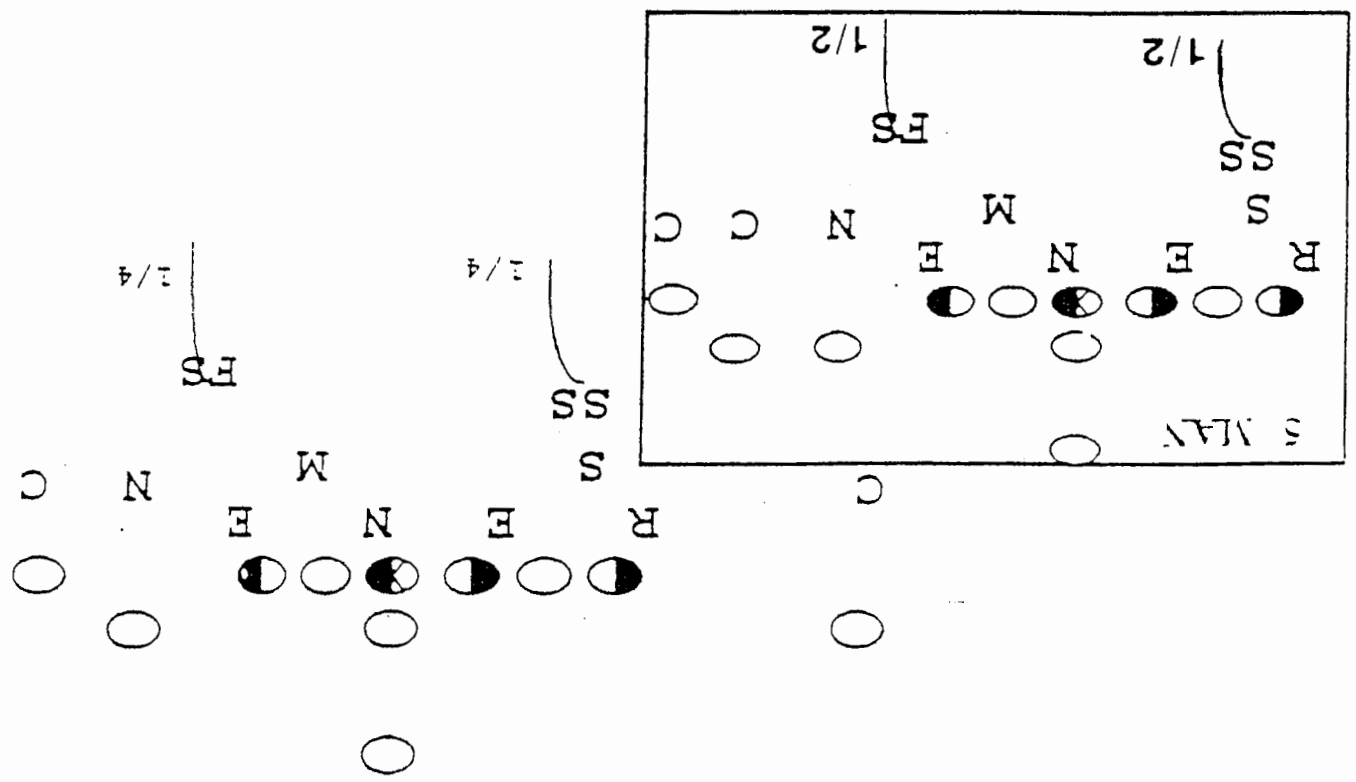
**COVERAGE: 4 JOKER**



**4 JOKER**

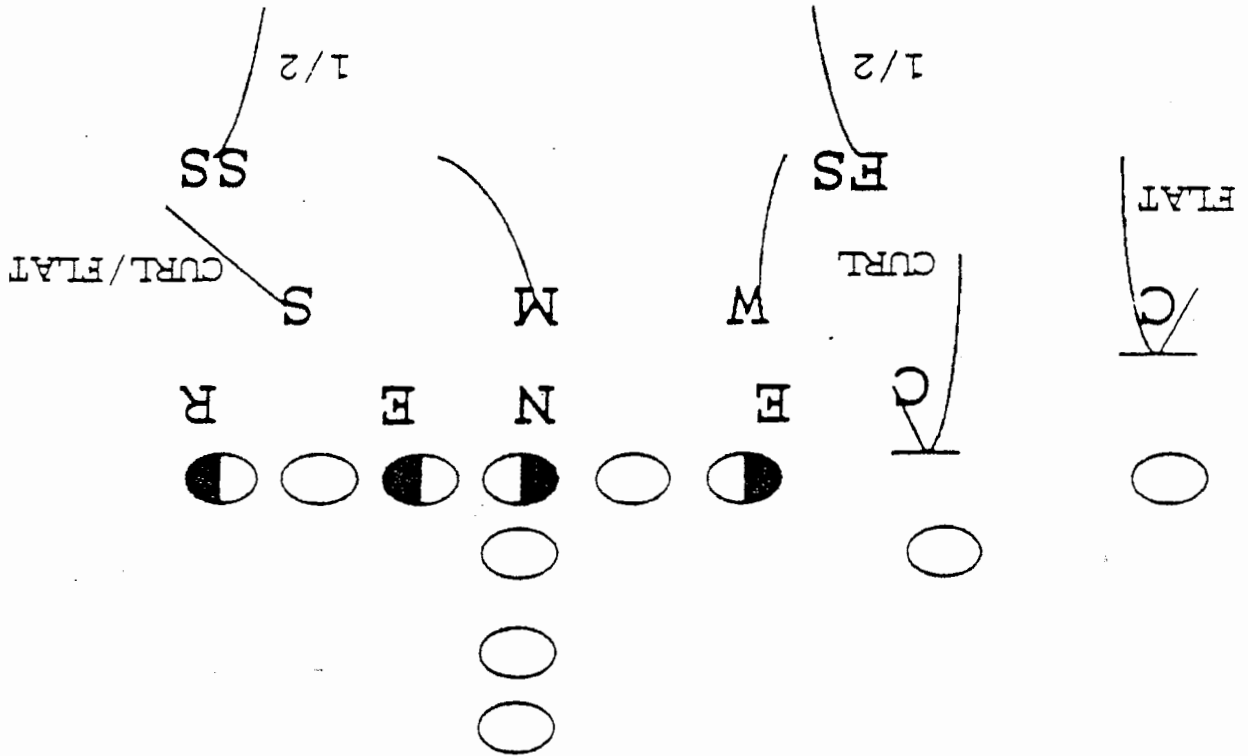
POSITION	ALIGNMENT	KEY	RUN RESPONSIBILITY	PASS RESPONSIBILITY
L CORNER	1 X 6 OFF W.R. #1		TO: SECOND CONTAIN AWAY: PURSUIT	CATCH AND TRAIL #1
STRONG	STRONG HASH 12 YDS #2 TO QB		TO: PRIMARY FORCE AWAY: ALLEY	DEEP 1/4
FREE SAFETY	WEAK HASH 12 YDS #2 TO QB		TO: PRIMARY FORCE AWAY: ALLEY	DEEP 1/4
R CORNER	1 X 6 OFF W.R. #1		TO: SECOND CONTAIN AWAY: PURSUIT	CATCH AND TRAIL #1
MIKE	30 BACK		TO: B GAP AWAY: A GAP CTBACK	BACK M.M.
SAM	70 TE		TO: C GAP AWAY: CHECK A.P. PURSUE	CATCH AND TRAIL TE
WHITCKEL	1 X 5 OFF #2 WEAK		TO: ALLEY AWAY: LEVERAGE	CATCH AND TRAIL #2 WEAK

COVERAGE: 45 MAN



45 MAN

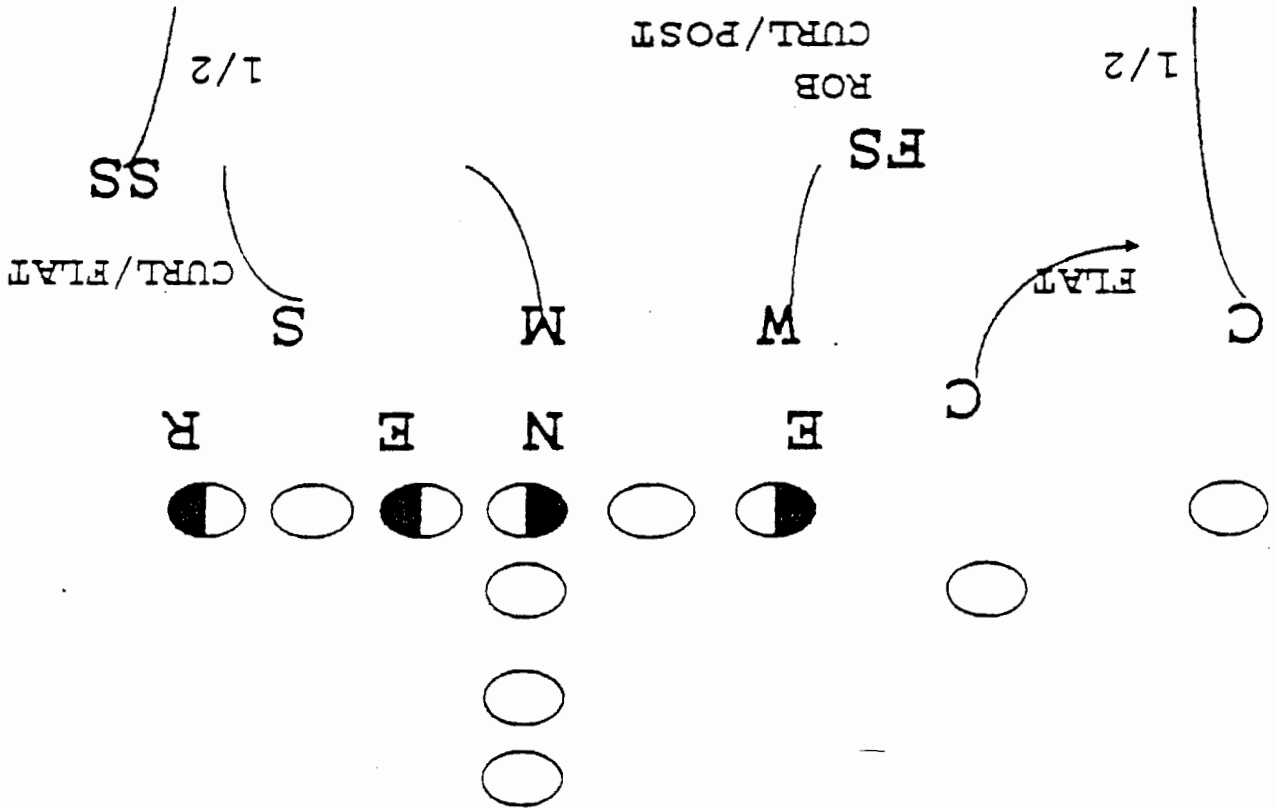
COVERAGE 5					POSITION	ALIGNMENT	KEY	RUN RESPONSIBILITY	PASS RESPONSIBILITY
L	CORNER	1 X 6 OFF WR	#2 TO BALL	TO: PRIMARY FORCE AWAY: LEVERAGE	HAMMER/FLAT				
STRONG	SAFETY	2 X 9 OFF TE	TE TO QB	TO: PRIMARY FORCE AWAY: (M) where needed)	DEEP 12				
FREE	SAFETY	HASH 12 YDS DEEP	#2 TO QB	TO: SECONDARY FORCE AWAY: PURSUIT	DEEP 12				
H	CORNER	1 YD INSIDE 5 YDS OFF WR	#2 TO BALL	TO: ALLEY FULL AWAY: FULL	HAMMER/CURL				
MIKE		10	NEAR BACK	A GAP ST	DROP ON #2 WR				
SAM		50	BACK UNCOVERED LINEMAN	TO: C AWAY: A	CURL/FLAT				
WHI		50	NEAR BACK	B GAP WR	DROP ON #3 ST				



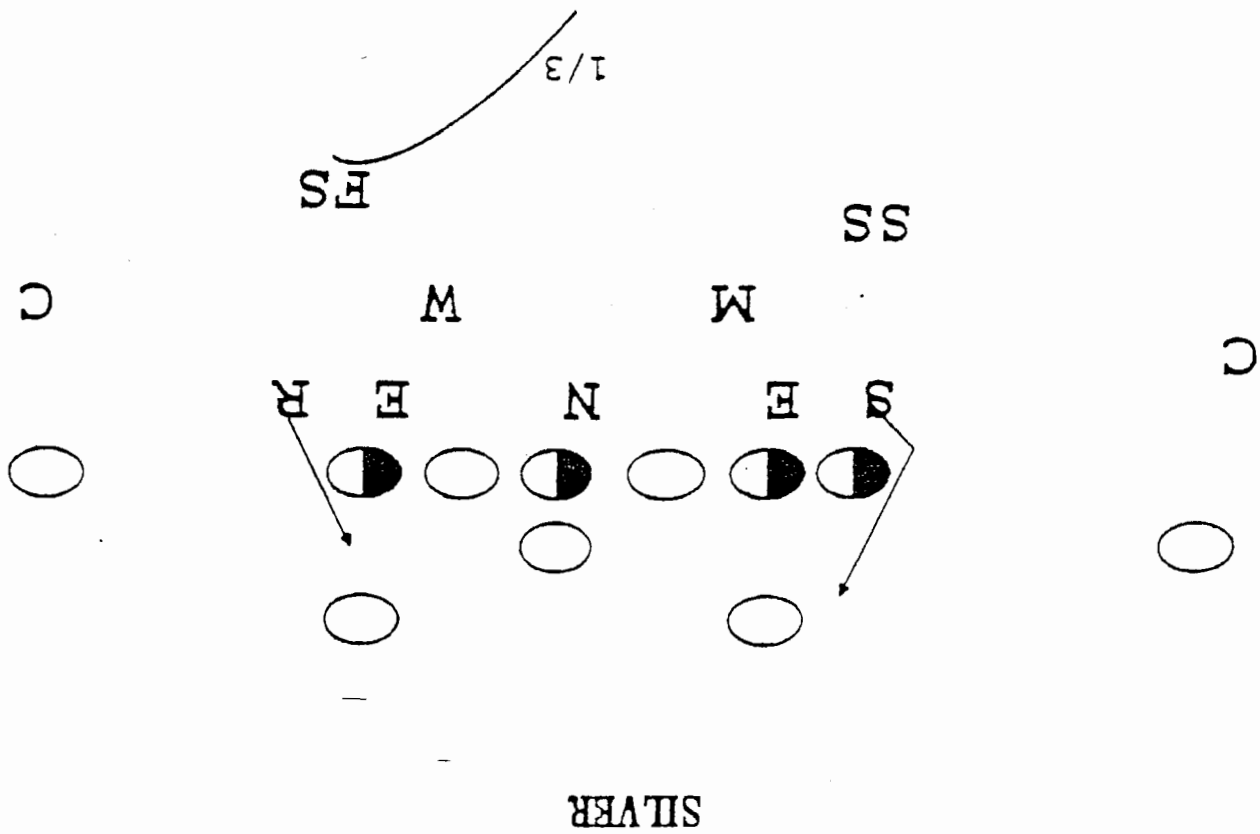
COVER 5

POSITION	ALIGNMENT	KEY	RUN RESPONSIBILITY	PASS RESPONSIBILITY
L CORNER	1 Y 6 OFF WR	#2 TO QB	TO: SECONDARY FORCE AWAY: PURSUIT	DEEP INVERT 1/2
STRONG SAFETY	2 X 9 OFF TE	TE TO QB	TO: PRIMARY FORCE (All where needed) AWAY: PURSUIT	DEEP 1/2
FREE SAFETY	HASH 12 YDS DEEP	#2 TO QB	TO: ALLEY FILL AWAY: FILL	ROBBER PLAY CTRL TO POST
R CORNER	1 YD INSIDE X 5 YDS OFF WR	#2 TO QB	TO: PRIMARY FORCE AWAY: LEVERAGE	FLAT WHEEL
MOKE	10	NEAR BACK	A GAP TE	DROP ON #2 WR
SAM	50	BACK UNCOVERED LINEMAN	TO: C AWAY: A	CTRL/FLAT
WILL	50	NEAR BACK	B GAP WR	DROP ON #3 ST

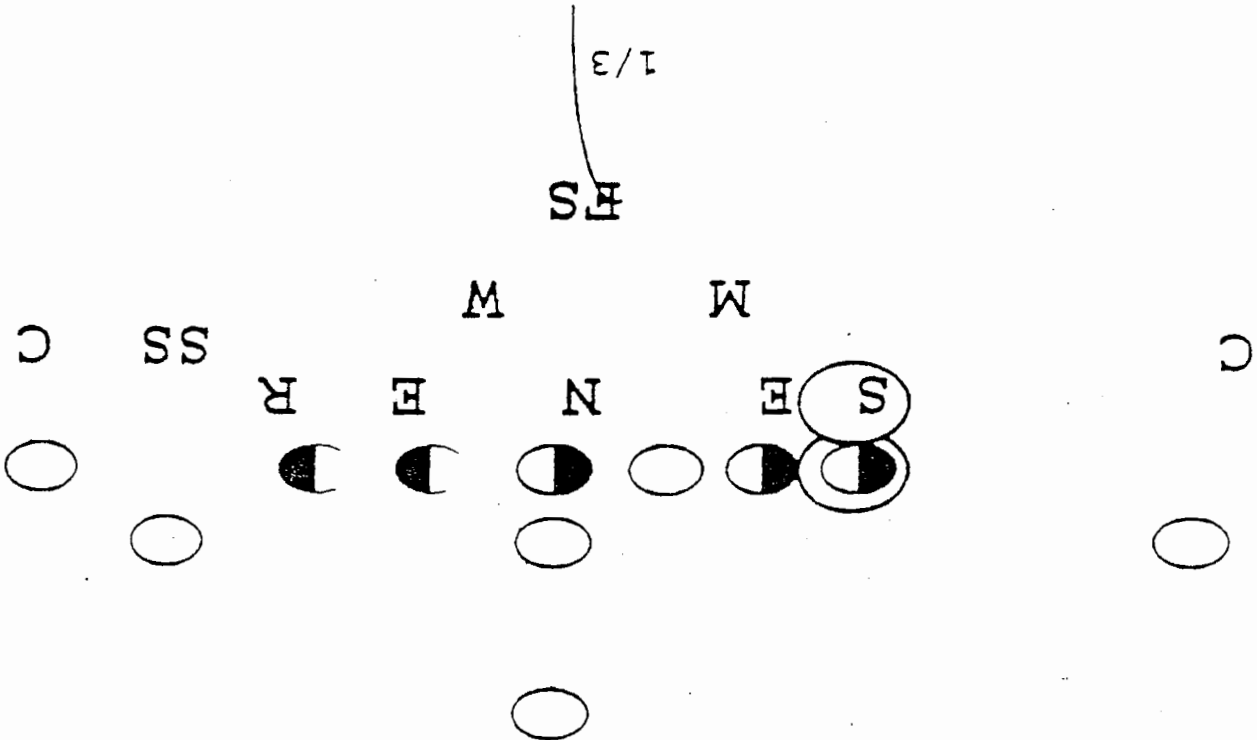
COVER 6



COVERAGE: SILVER				
POSITION	ALIGNMENT	KEY	RUN RESPONSIBILITY	PASS RESPONSIBILITY
L CORNER	1 X 6 OFF WR MOVE TO 8 YDS	#1	TO: SECONDARY FORCE AWAY: PURSUIT	MAN #1
STRONG SAFETY	COV 1 ALIGN 10 YDS DEEP	#2	TO: EM where needed AWAY: LEVERAGE	MAN #2
FREE SAFETY	BASH 12 YDS DEEP	BALL	TO: ALLEY FULL AWAY: ALLEY FULL	DEEP MIDDLE 13
R CORNER	1 X 6 OFF WR MOVE TO 8 YDS	#1	TO: SECONDARY FORCE AWAY: PURSUIT	MAN #1
MIKE	30	#3 ST	B GAP TE	#3 STRONG MAN
SAM	LOOSE 9	BALL	PITCH/CONTAIN	RUSH/CONTAIN
WILL	30	#2 WR	A GAP WR	#2 WR MAN

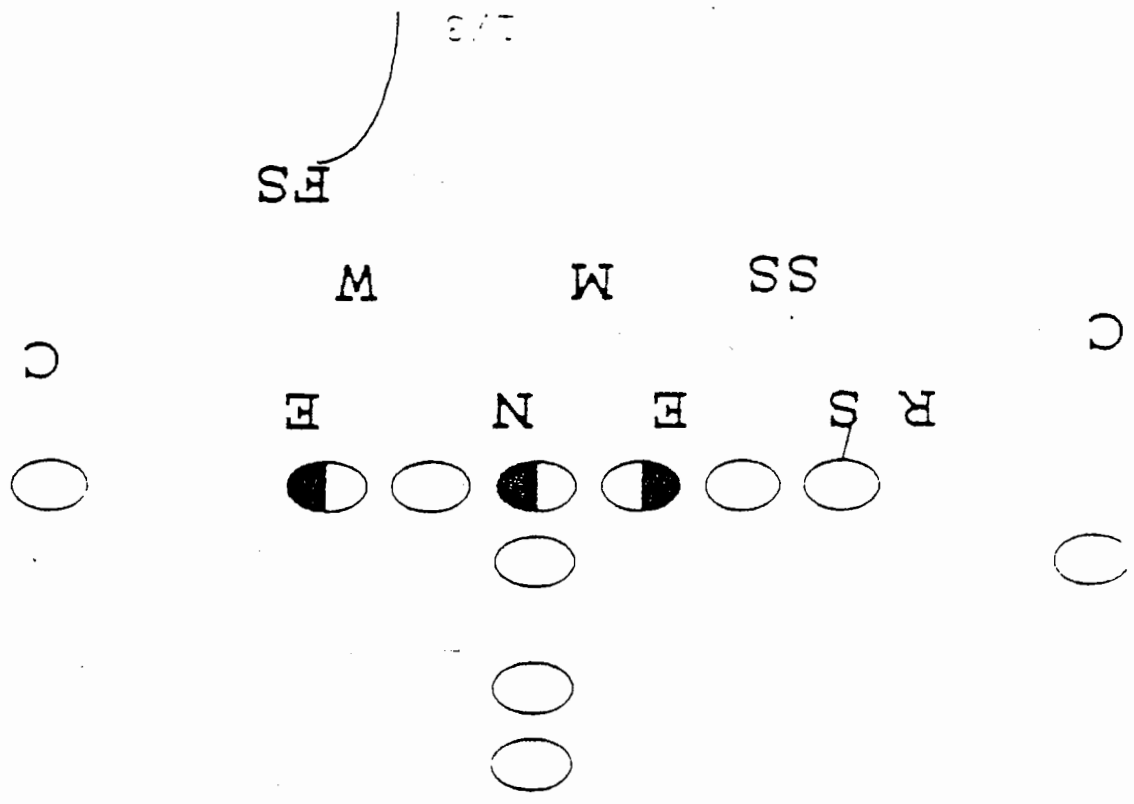


COVERAGE: GOLD				
POSITION	ALIGNMENT	KEY	RUN RESPONSIBILITY	PASS RESPONSIBILITY
L CORNER	1 X 6 MOVE TO 8 YDS	#1	TO: SECONDARY FORCE AWAY: PURSUIT	MAN #1
STRONG SAFETY	1 X 5	#2	TO: PRIMARY FORCE AWAY: LEVERAGE	MAN #2
FREE SAFETY	HASH 10 YDS BALL		TO: ALLEY FILL AWAY: ALLEY FILL	DEEP PADDLE 1:3
R CORNER	1 X 6 MOVE TO 8 YDS	#1	TO: SECONDARY FORCE AWAY: PURSUIT	MAN #1
MIKE	30	BACK	B GAP STRONG	MAN BACK
SAM	9	TE	TO: ALLEY AWAY: FOLD B	M/M TE #2
WILL	10	BACK	A GAP WEAK	MAN BACK



GOLD

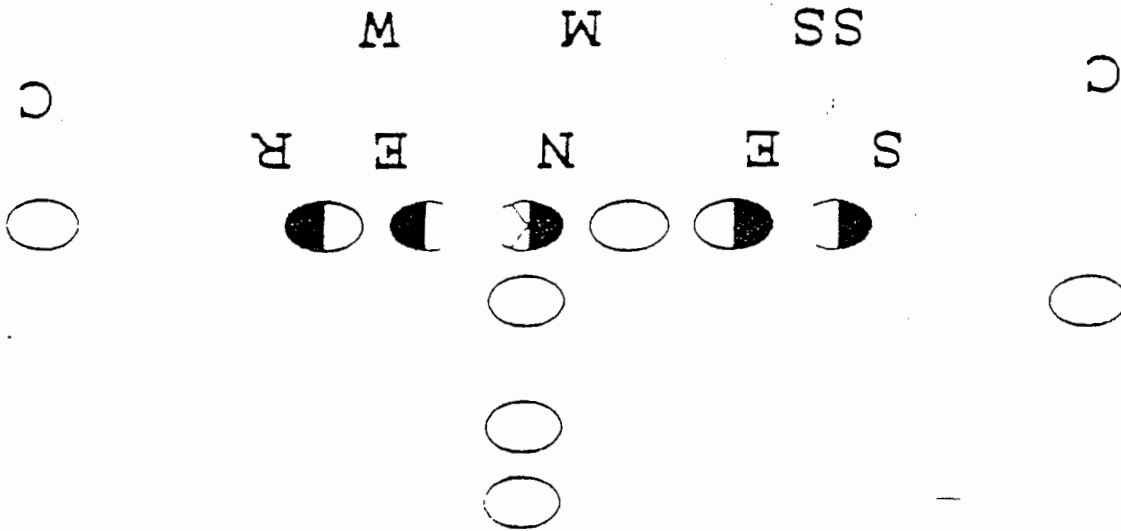
COVERAGE: GOLD SPECIAL				
POSITION	ALIGNMENT	KEY	RUN RESPONSIBILITY	PASS RESPONSIBILITY
L CORNER	1 X 6 CHEAT TO 8 YDS	#1	TO: SECONDARY FORCE AWAY: PURSUIT	#1
STRONG SAFETY	CHEAT TO 50 FT TO BACK FIELD		TO: RM Where Needed AWAY: A GAP CUTBACK	3 STRONG
FREE SAFETY	BASH 10 YDS DEEP BALL		TEAK: PRIMARY FORCE STRONG: ALLET PUL	DEEP 10
H CORNER	1 X 6 CHEAT TO 8 YDS	#1	TO: SECONDARY FORCE AWAY: PURSUIT	#1
MOBE	10		A GAP TE NEAR BACK	ST BACK TE SIDE MAN
SAM	1 TECH		C GAP TE TE	M M TE #2
WILL	50		NEAR BACK B GAP WK	ST BACK TA MAN



GOLD SPECIAL



53 GOLD SPECIAL



COVERAGE: GOLD SPECIAL

POSITION	ALIGNMENT	KEY	RUN RESPONSIBILITY	PASS RESPONSIBILITY
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L CORNER	1 X 6 CHEAT TO 8 YDS	#1	TO SECONDARY FORCE AWAY PURSUIT	#1
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STRONG SAFETY	CHEAT TO 50 FE TO BACKFIELD		TO: FILL WHERE NEEDED AWAY: WR B GAP OUTBACK	M.M ON TE
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FREE SAFETY	RASH 10 YARDS BALL		TO SECONDARY FORCE AWAY PURSUIT	DEEP 10
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E CORNER	1 X 6 CHEAT TO 8 YDS	#1	TO SECONDARY FORCE AWAY PURSUIT	#1
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WEE	10	NEAR BACK	A GAP TE	1ST BACK TE SIDE M.M
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SAM	9 TECH	BALL	ALLEY	RUSH CONTACT
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WILL	20	NEAR BACK	B GAP WR	1ST BACK WR M.M
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C  
C

SS W M  
S E N  
E R E R

VS 1 BACK

GOLD

SLANT

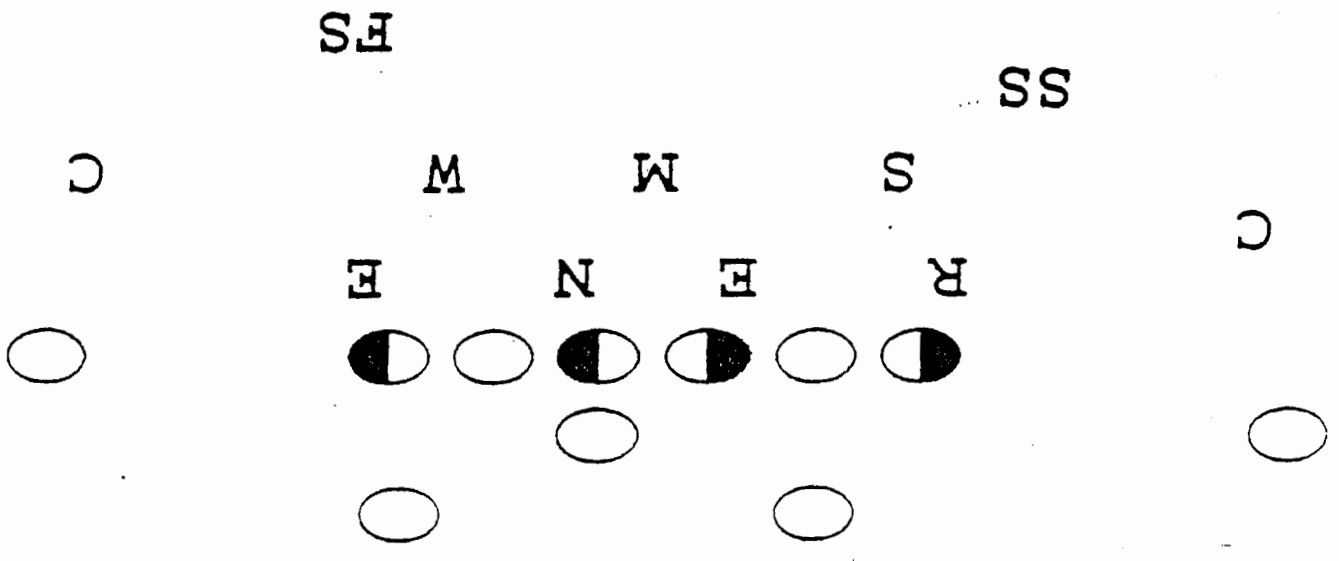
SS M W  
S E N  
E R E R

FLY

GOLD SPECIAL

SS M W  
S E N  
E R E R

COVERAGE: BLUE				
POSITION	ALIGNMENT	KEY	RUN RESPONSIBILITY	PASS RESPONSIBILITY
L CORNER	1 X 6 CHEAT IN 1 X 8	#1	TO: SECONDARY FORCE AWAY: PURSUIT	MAN #1
STRONG SAFETY	SHOW COV 1 CHEAT TO 6 TDS	#2 STRONG	TO: Full Where Needed AWAY: FILL	MAN #2 STRONG
FREE SAFETY	SHOW COV 4 CHEAT TO 6 TDS	#2 WEAK	TO: Full Where Needed STRONG: ALLEY FILL	MAN #2 WEAK
R CORNER	1 X 6 CHEAT IN 1 X 8	#1	TO: SECONDARY FORCE AWAY: PURSUIT	MAN #1
MOKE	10	BALL	A GAP TE	#3 MAN
BAM	9-50	BALL	BLITZ (PITCH/CONTACT)	BLITZ
WTL	50	BALL	HARD	NONE



BLUE

# BLUE COVERAGE ADJUSTMENTS

Man to man coverage from our bear or wide blitz package.

Corners - Man to man on wide outs.

FS - First back out the open end side, and make all two back adjustment.

SS/N - Man to man on TE.

Blue - Motion Rules.

Corners - Go with ZAC Motion.

FS - Go with all backfield motion. May bump to TE.

SS/N - Go with TE - TE walk. Tim motion.

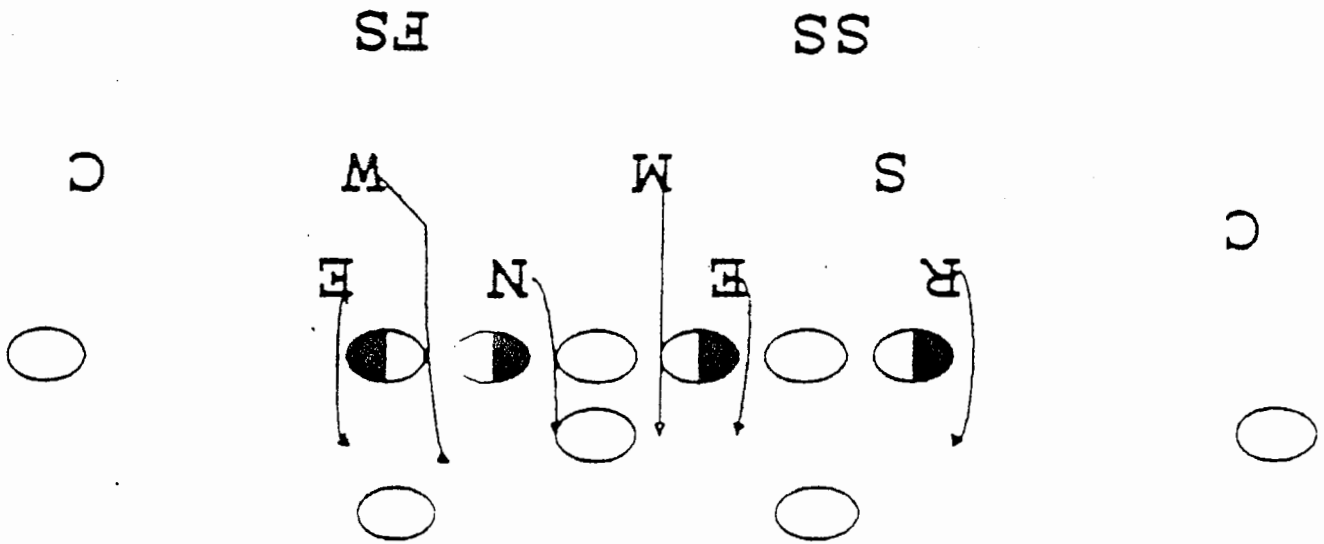
3 wide formation -- third wide is TE. SS/N go with him.

4 wides (run & shoot) -- SS/N go to side of call.

Bump - 2 back motion - FS bump to TE, SS take back

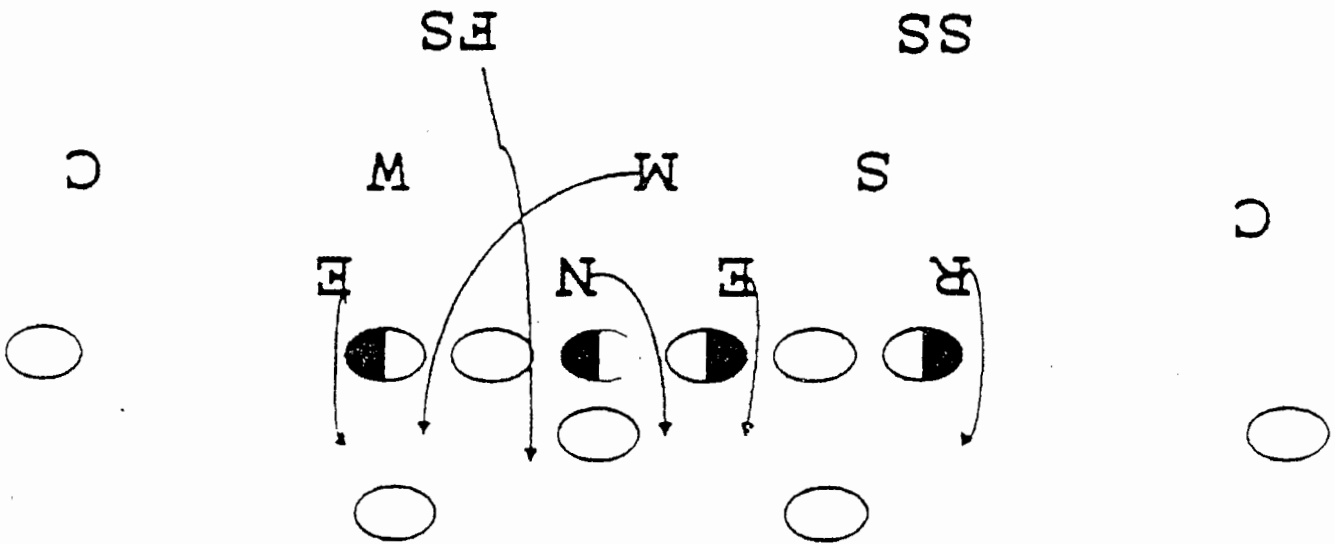
In single back when back motions to TE. Mike bump to TE, SS take back.

COVERAGE: BLACK					POSITION	ALIGNMENT	KEY	RUN RESPONSIBILITY	PASS RESPONSIBILITY
L	CORNER	1 X 6 CHEAT INSIDE #1	1 X 8	TO: SECONDARY FORCE	MAN #1				
STRONG	SAFETY	SHOW COV 4 CHEAT STRONG BACK	TO 6 YDS	TO: FILL	MAN #3 STRONG				
FREE	SAFETY	SHOW COV 4 CHEAT WR BACK	TO 6 YDS	TO: FILL	MAN #2 WR				
R	CORNER	1 X 6 CHEAT INSIDE #1	1 X 8	TO: SECONDARY FORCE	MAN #1				
MIXE		BALL	10	BLITZ	NONE				
SAM		TE #2	9-50	PURSU	M/M TE (#2)				
WILL		BALL	50	BLITZ	NONE				



BLITZ BLACK

COVERAGE: RED				
POSITION	ALIGNMENT	KEY	RUN RESPONSIBILITY	PASS RESPONSIBILITY
L CORNER	1 X 6 CHEAT INSIDE #1		TO: SECONDARY FORCE AWAY: PURSUIT	MAN #1
STRONG	SHOW COV 4 CHEAT #2 TO BALL 10 6 YDS		TO: FILL AWAY: FILL	MAN #2 STRONG
FREE SAFETY	SHOW COV 4 CHEAT BALL 10 6 YDS		TO: WEAK A GAP STRONG: WEAK A GAP	NONE - BLTZ
R CORNER	1 X 6 CHEAT INSIDE #1 1 X 8		TO: SECONDARY FORCE AWAY: PURSUIT	MAN #1
MIKE	BALL 10		BLTZ	BLTZ
SAM	BALL 50		PURSU	BACK
WHL	50	WEAR BACK	B GAP WR	#2 WR MAN



RBD

**CORNER ALIGNMENT TECHNIQUE**



COV

BLUE

COV

2  
3  
5  
1

1) PRESS

2) BUFF

COV      6yds      3) BASE

COV

BLUE

GOLD

2  
3  
1  
5  
6

Inside foot to outside foot

## PRESS TECHNIQUE

### HARD PRESS

· CROWD LINE OF SCRIMPAGE

· BEND KNEES AND HIPS SPLIT CROTCH WITH RECEIVER'S INSIDE FOOT

· HANDS IN READY POSITION SITTING WEIGHT ON THE BALLS OF FEET

· KEY HIP TO TECH SIDE

· JAB STEP WITH INSIDE FOOT ON SNAP OF THE BALL

· JAB WITH HAND SAME TIME AS JAB STEP. ENSURE AN OUTSIDE RELEASE. DENY THE

INSIDE

· JAB WITH THE HAND OPPOSITE THE DIRECTION OF THE RECEIVER

· PIVOT AND PIN THE HIP OF RECEIVER

· GET POSITION ON THE RECEIVER, BE IN PHASE & DON'T LOOK FOR THE BALL UNTIL

YOU ARE IN PHASE

· TAKE A DIRECT LINE VS. A WIDE OUTSIDE RELEASE; CUT RECEIVER OFF & PIN THE

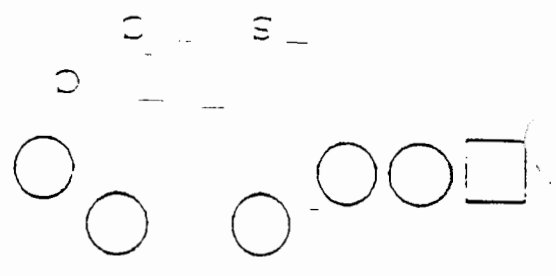
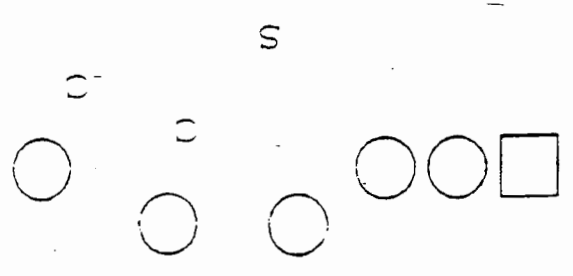
HIP

### SOFT PRESS

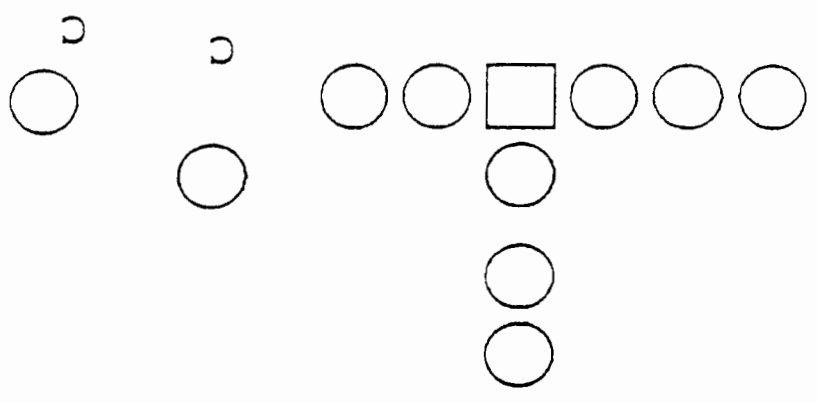
· PRIOR TO SNAP; SHUFFLE BACK AND WORK FOR PHASE

· PLAY THE REST LIKE HARD PRESS

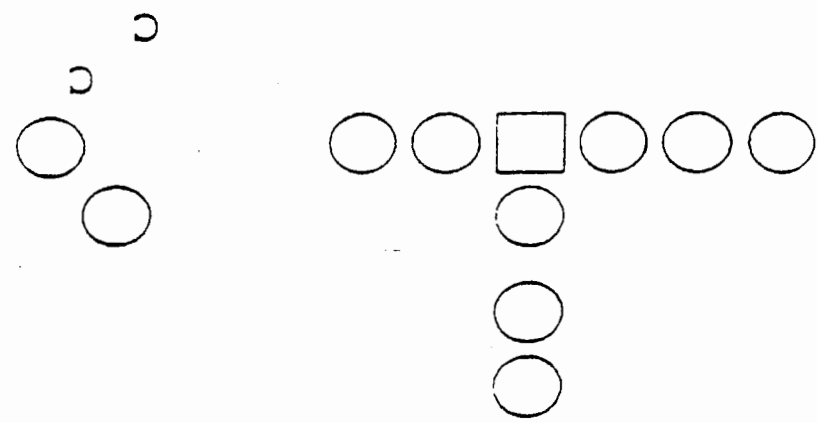




IF IN PICK POSITION - PRESS #1. PLAY OFF. ON #2



IF NOT IN PICK POSITION - PRESS BOTH



ALWAYS PRESS END MAN ON LINE OF SCRIMAGE

· 1st contain on all Sprint

MIKE - Scrape vs. Full Flow

You have the same reads and responsibilities.

VS. MOTION - Bump and Play it

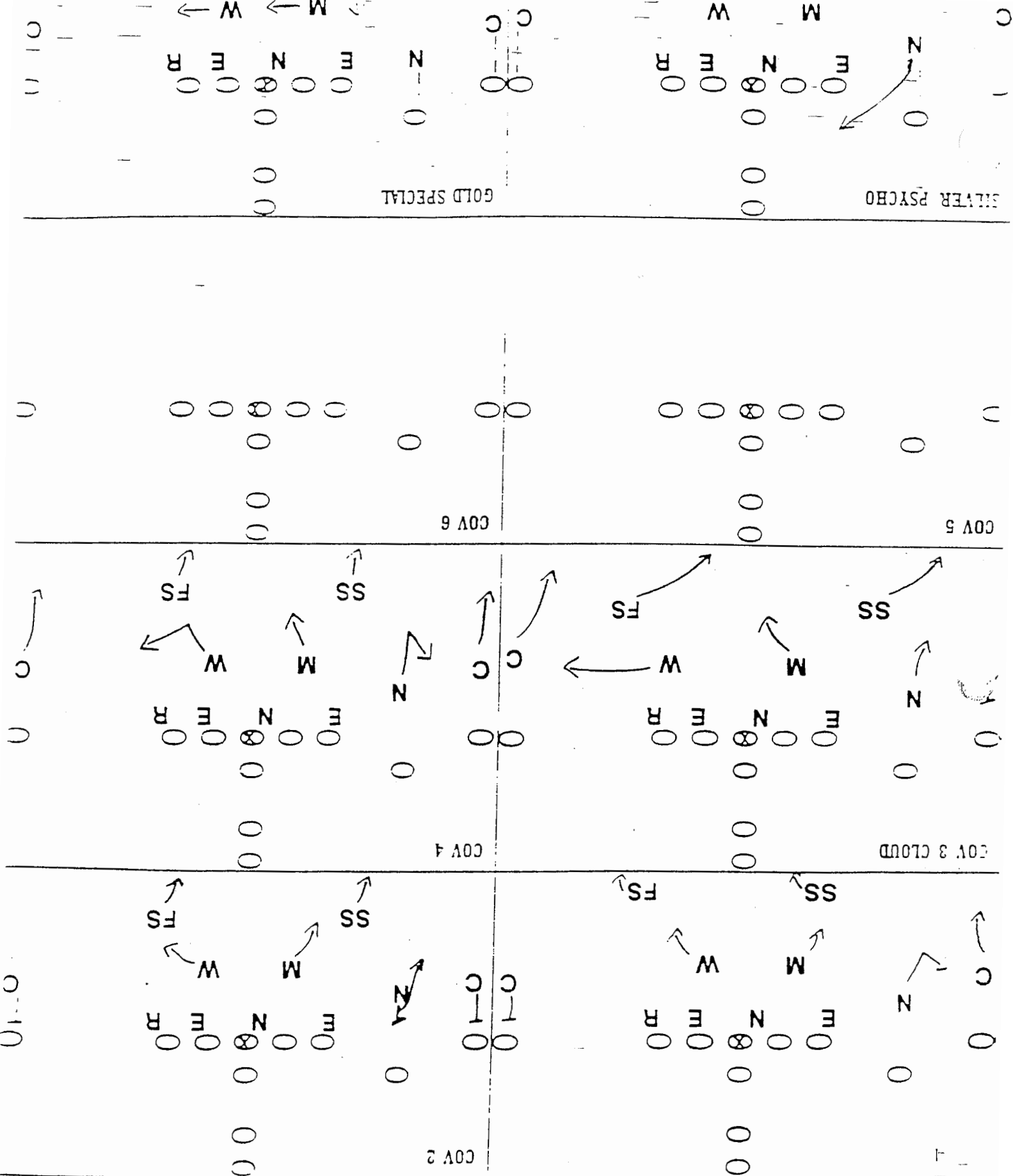
· Split the tackle and #2 receiver

· 1 to 2 yards deeper than normal

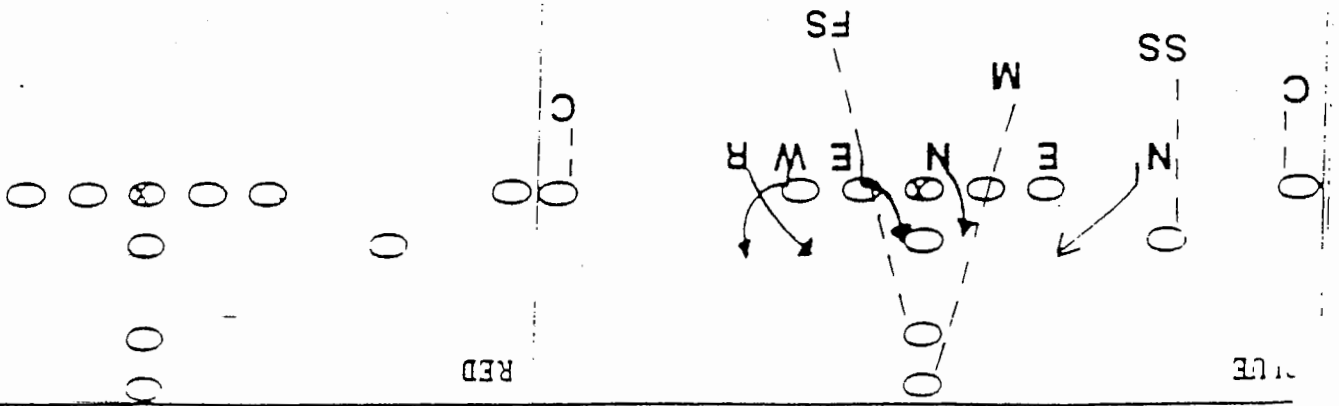
WILL - with ball in middle, never be more than 2 yards outside Hash.

COVER DOWN RULES

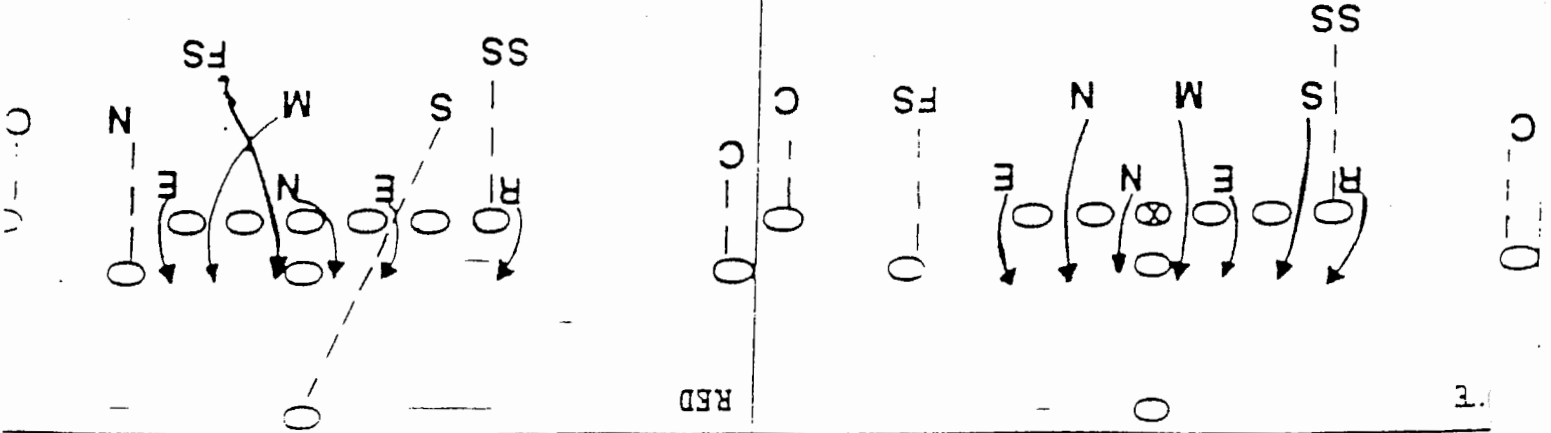
NICKEL - DB In for Sam



NICKEL COAL







WANDA CONT.

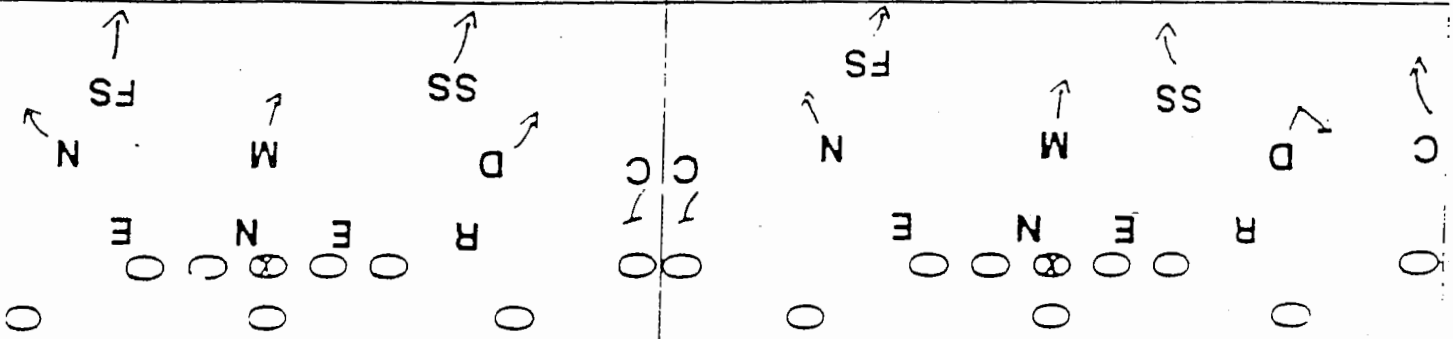
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17

DIME - 2 DB'S in for Will & Sam

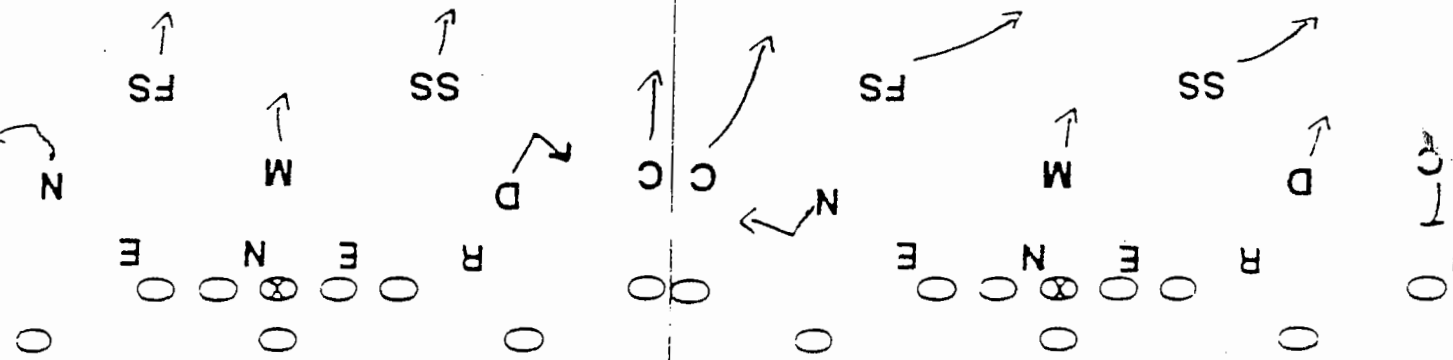
OV 1

COV 2



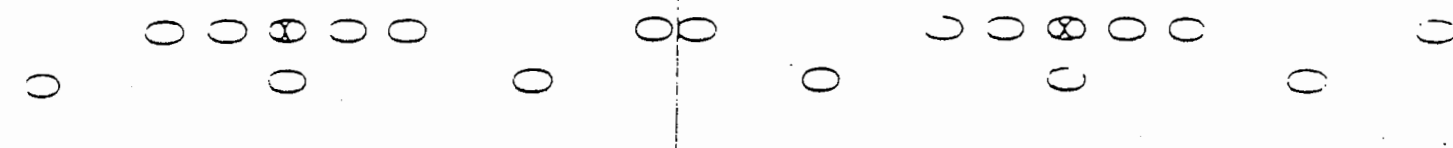
COV 3 CLOUD

COV 4



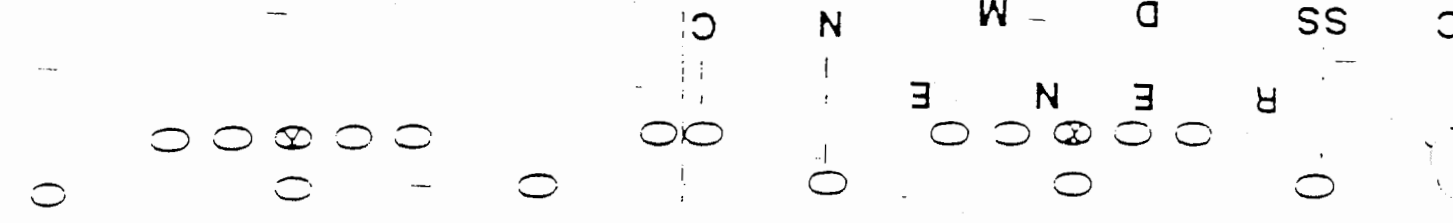
COV 5

COV 6



SILVER

GOLD

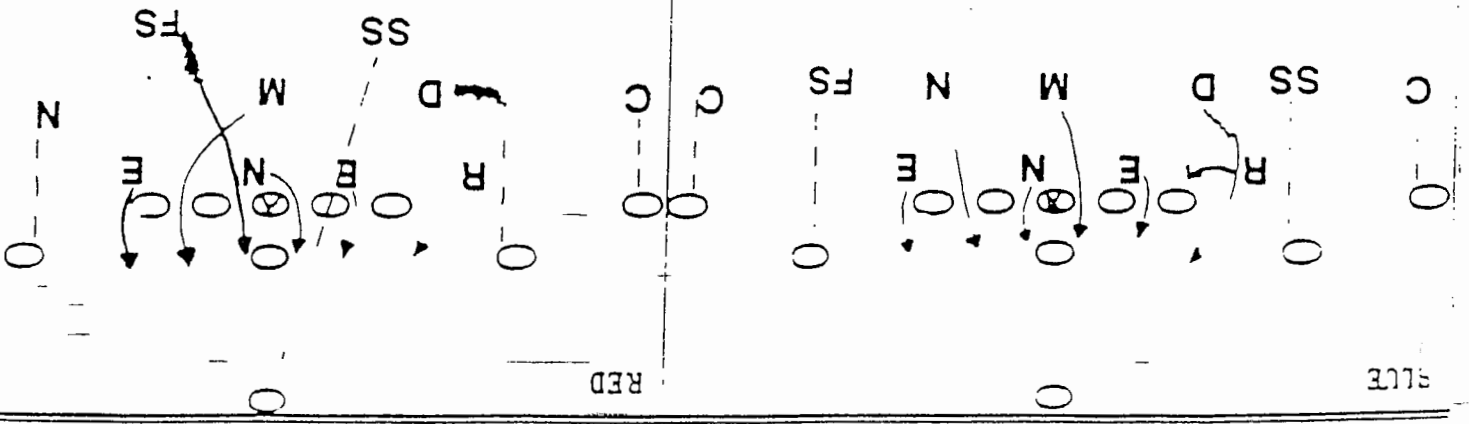


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DIME COUL

SLICE

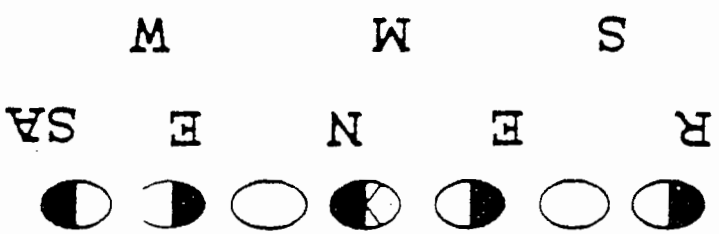
RED





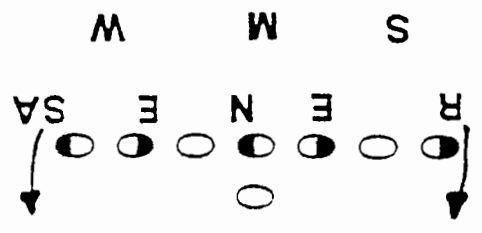
MENTS

POSITION	ALIGN	KEY	FLOW TO	FLOW AWAY	FLOW TO	DROP BACK	FLOW AWAY
TD	3	GUARD	B-GAP	B-GAP PURSUIT	B RUSH	B RUSH	B RUSH
WR A	1	CENTER	WR A	WR A PURSUIT	WR A RUSH	WR A RUSH	WR A RUSH
URGE	9	TE	D-GAP	D-GAP PURSUIT	CONTAIN RUSH	CONTAIN RUSH	CONTAIN RUSH
SH	9	TE	D-GAP	D-GAP PURSUIT	CONTAIN RUSH	CONTAIN RUSH	CONTAIN RUSH
M	50	BACK	G-GAP	A-GAP PURSUIT	COVERAGE CALLED	COVERAGE CALLED	COVERAGE CALLED
KE	10	BACK	A-GAP	ALLEY	COVERAGE CALLED	COVERAGE CALLED	COVERAGE CALLED
HL	50	BACK	G-GAP	PURSUIT	COVERAGE CALLED	COVERAGE CALLED	COVERAGE CALLED
TD	4	TACKLE	B-GAP	B-GAP PURSUIT	B RUSH	B RUSH	B RUSH

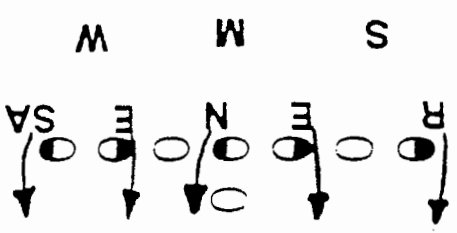


STACK

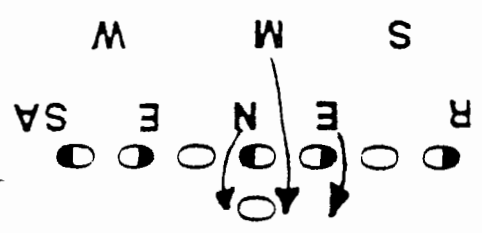
STACK JBT



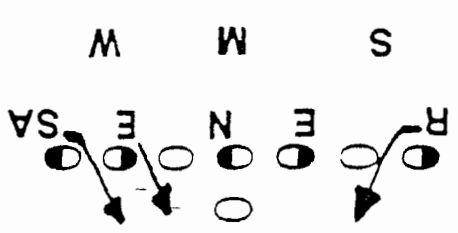
STACK FLY



STACK MIKE



STACK IN



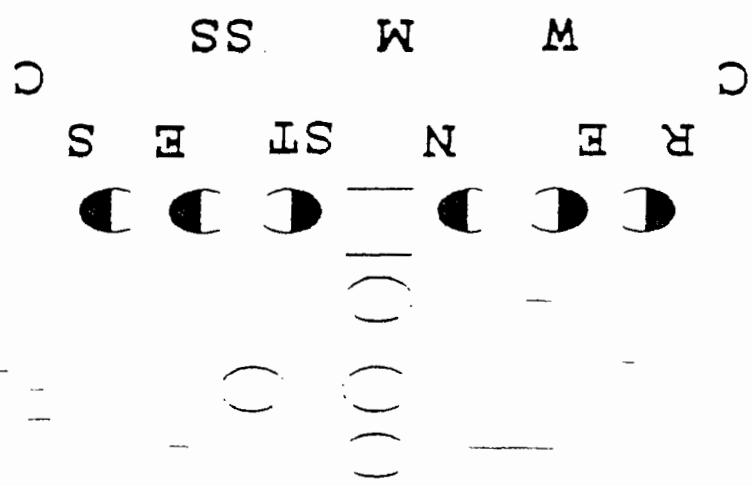
UNTIL MAKE COVER DOWN ADJUSTMENT

S M

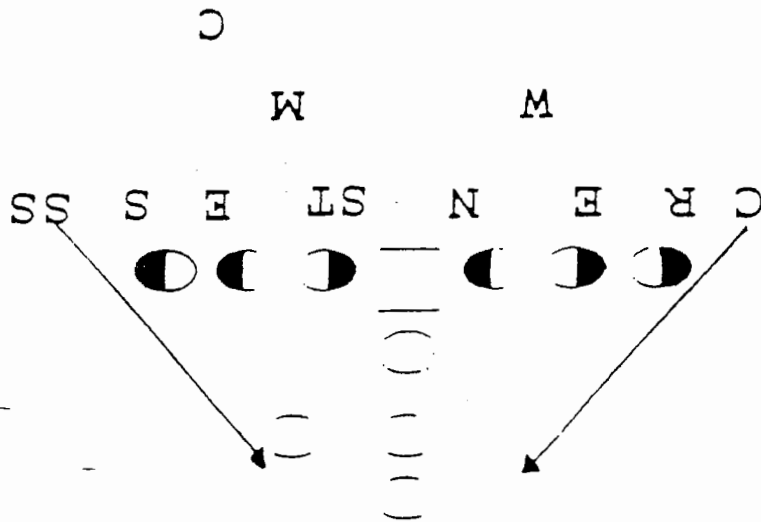
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	R	E	N	E	SA	W	

STACK ADJUSTMENTS

POSITION	ALIGN	KEY	FLOW TO	FLOW AWAY	FLOW TO	DROP BACK	FLOW AWAY
END	5	TACKLE	C-GAP	C-GAP PURSUIT	CONTAIN RUSH	CONTAIN RUSH	CONTAIN RUSH
END	2	BALL	A-GAP	A-GAP PURSUIT	A-GAP RUSH	A-GAP RUSH	A-GAP RUSH
NOSE	2	BALL	A-GAP	A-GAP PURSUIT	A-GAP RUSH	A-GAP RUSH	A-GAP RUSH
END	5	BALL	C-GAP	C-GAP PURSUIT	CONTAIN RUSH	CONTAIN RUSH	CONTAIN RUSH
RUSH	9	T.E.	ALLEY	TRAIL	CONTAIN RUSH	CONTAIN RUSH	CONTAIN RUSH
SAM	9	T.E.	ALLEY	TRAIL	CONTAIN RUSH	CONTAIN RUSH	CONTAIN RUSH
MIKE	0	FB	FILL WHERE NEEDED	FILL WHERE NEEDED	MIDDLE	MIDDLE	MIDDLE
WILL	40	FB	B-GAP	B-GAP	CTRL	CTRL	CTRL
	40	FB	B-GAP	B-GAP	CTRL	CTRL	CTRL



55 GOALLINE MAN

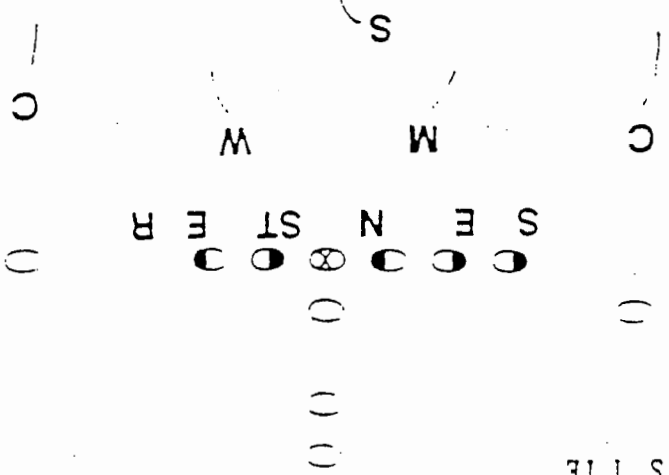


POSITION	ALIGN	TECH	KEY	RUN TO	RUN AWAY	PASS	COACHING POINT
RT END	5	5	BALL	C GAP	C GAP	RUSH C GAP	ALIGN HEAVY 5 SPLIT CROTCH TO TACKLE PENETRATE
END	5	5	BALL	C GAP	C GAP	RUSH C GAP	
NOSE	2	2	BALL	A GAP	A GAP	RUSH A GAP	PLAY 1 TECH. W/ BALL INSIDE 3 YARD LINE (4 PT)
STUD	2	2	BALL	A GAP	A GAP	RUSH A GAP	
SAM	9	9	TE/BALL	ALLEY	SQUEEZE	TE	ALIGN SHOE TO SHOE WITH TE'S DONT LET TE OFF LOS
RUSH	9	9	TE/BALL	ALLEY	SQUEEZE	TE	
MIKE	30	3	BACK	B GAP	CHK B GAP	BACK OUT	ALIGN SAME DEPTH AS DEEPEST BACK COVER BACKS OUT VS. PASS
WILL	30	3	BACK	B GAP	CHK B GAP	BACK OUT	
LT CORNER	LOS	Charge	BALL NEAR BACK	ALLEY CONTAIN	PURSUDE DEPTH OF BALL	RUSH CONTAIN	AIM AT DEEPEST BACK (CONTAIN) COVER Z VS 2 TE Z
RT CORNER	2 3 BACK	Cover	BALL	SUPPORT	PURSUDE	COVERAGE CALLED	CHARGE VS 2 TE Z



55 GOALLINE ZONE

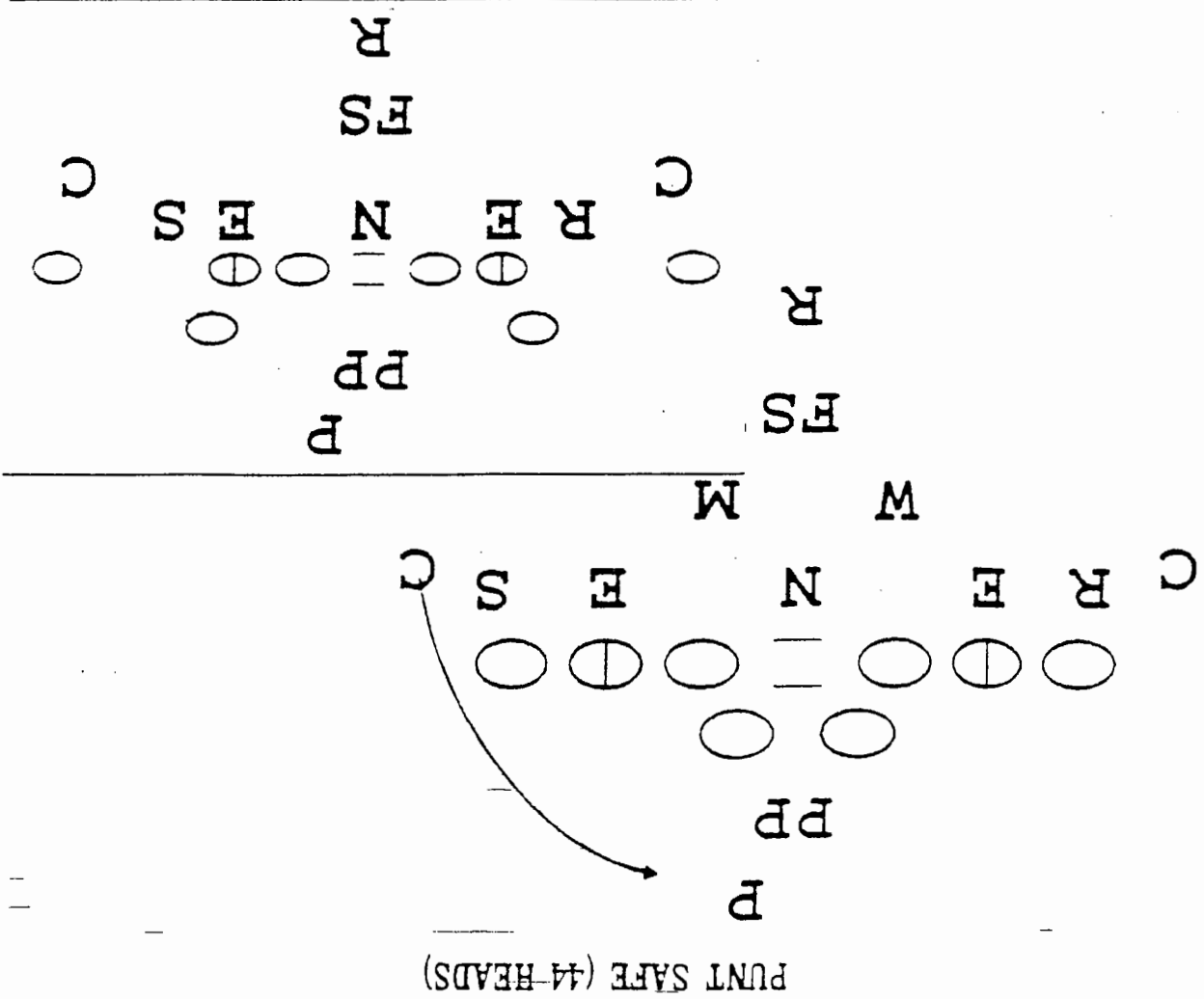
VS 1 TE





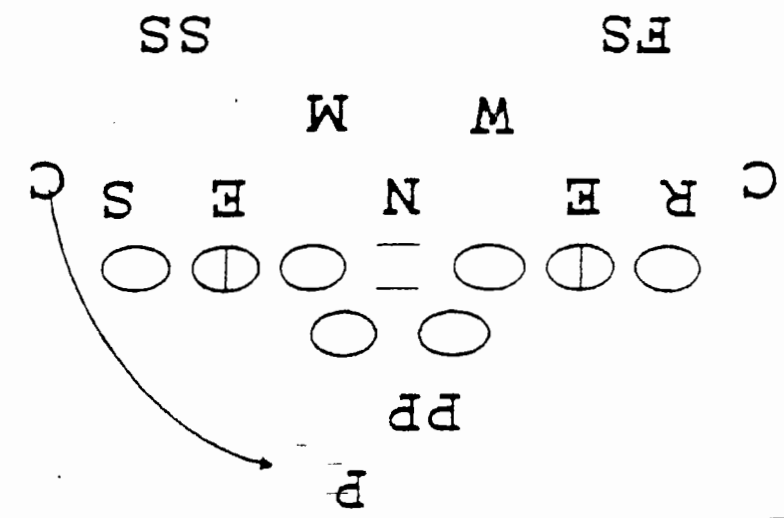
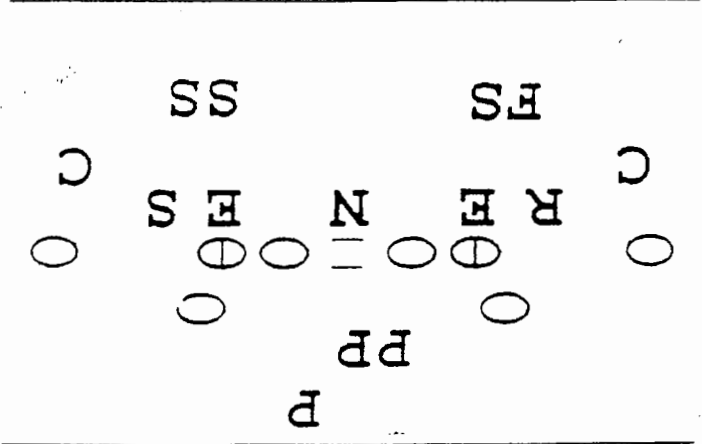


1. We will align front to right (44 Heads)
2. Right corner will force punt
3. Corners will cover Down vs Double Slot Rush and Sam will have the Upbacks man to man
4. Do not be off sides. Do not jump. Do not hold



PUNT SAFE (44 HEADS)

1. We will align front to right (44 Heads)
2. Right Corner will force punt
3. Corners will cover Down vs Double Slot Rush and Sam will have the Upbacks man to man
4. Do not be off sides. Do not jump. Do not hold.



PUNT SAFE PETER (44 HEADS)