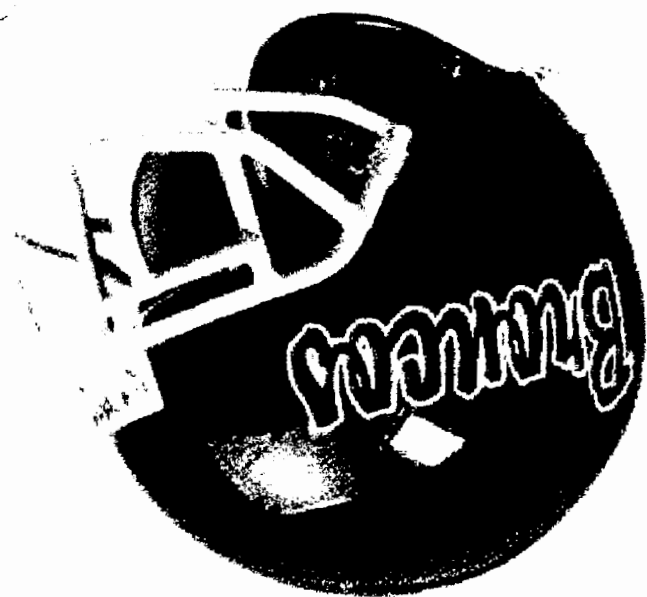


DEFENSIVE PLAYBOOK

2001



Boise State Broncos

FRONTS

Base (G)-Bronco Front. Tackle in a 1 technique on the strong guard, Stud in a 5 technique on the strong tackle, Nose in a 3 technique, and the end in a 5 technique on the weak side. The bubble is to Y or strength.

Base-Bronco Front. Tackle in a (tilt) coy alignment, Stud in a 5 technique, Nose in a 3 technique. End in a 5 technique on the weak side. The bubble is to Y or strength.

Base G-7 - Bronco Front. Tackle in a "G" or 21 technique on the strong guard. Stud in a 7 technique. Nose in a 3 technique. End in a 5 technique. Bubble is the B Gap Strong.

Bear-Defensive front in our Bronco or Nickel package with the Mike backer in a mug technique on the center, Will stacked behind Mike, the Tackle and Nose in 3 techniques, the End aligns in a wide 5. The Stud aligns in a 9 technique, SS/Sam heads on the Tight End. We will often "Stem" to this front.

Even(G)-Bronco/Nickel Front. Nose in a (tilt) coy alignment, End in a 5 Technique on the weak side. Tackle in a 3 Technique. Stud in a 7 Technique. The bubble is to the open end side or X.

Even Stack-Bronco/Nickel Front. Same as Even, except the Sam Linebacker is "stacked" behind the 7 Technique Stud End.

Even 9-Bronco/Nickel Front. Nose in a tilt coy alignment. End in a 5 Technique on the weak side. Tackle in a 3 Technique. Stud in a 9 Technique. The bubble is to the open side or X.

Extra-This is our goal line or short yardage group vs. 22 or 32 personnel. We will bring in an extra linebacker and take out a corner.

Monster - Defensive front in our Bronco / Nickel package. We will shift the D-Line strong. The Rover/Will linebacker aligns wide over the weak tackle. The Mike backer stacked over the center. We will typically "Stem" to this front. (Monster, with Bronco, line shifts the same, Will & Rover align different)

46-Defensive Front in our Bronco / Nickel package. The front will "slide" weak. The Stud is in a 3 Technique. Tackle a O Technique on the Center. The

Nose a 3 Technique on the weak guard. The End in a Wide 5 Technique. The Mike & Sam are aligned on the TE, inside / outside. The Willy is aligned in a 00 Technique vs. 11 and a 30 Technique vs. 21.

Odd- A 50 or 3-4 look. A special defensive front that employs 3 down linemen and 4 Lbers (also could be 3 Lbers and a Nickel.) This is a special front to play versus 4 WR and 5 WR offenses.

Odd Nickel – Same as Odd but with 5 Defensive Backs. 3 Linebackers. 3 Defensive Lineman.

Odd Stack – Refers to the alignments of the Mike, Will, Sam or Liz. The Linebackers assume a Stacked alignment behind the defensive line.

Over- Even front with D-line but SAM goes to weak side.

STRENGTH CALL

Strong- Strongside or usually the TE side of formation.

Tom Call- Call to align the front - Designates strength.

Weak- Openside or weakside of formation.

X- Split receiver or outer most receiver in twins, usually on the LOS.

Y- Denotes the TE of the formation.

H- Denotes the second Tight End if a two tight end set.

Z- Split receiver to the strong side, off the ball.

W- Denotes the third wide receiver.

A (2 Back)- Denotes the Tailback.

B (3 Back)- Denotes the Fullback.

PERSONNEL

10 Personnel- 1 back, 4 WR offensive group.

Ace Alert- Call to alert D-End that he has TE in coverage.

\$- Stud end crashes hard through the bubble with tackle looping around to the strong side.

DEFENSIVE LINE TERMINOLOGY

Will- Weakside inside linebacker.

T- Designates our defensive tackle on the strong side.

Sam- Outside Linebacker to the strong side.

N- Designates our defensive tackle on the weakside.

Mike- Strongside inside linebacker.

E- Designates our defensive end on the weak side.

\$- Designates our defensive end on the strong side.

DEFENSIVE FRONT CHARACTERS

Flop- An unbalanced formation with usually no receivers on the open side.

Empty- 0 backs in the backfield - 5 potential receivers.

5 WR's- O Backs. 5 Wide Receiver Offensive Group

32 Personnel- 3 backs, 2 TE offensive group.

23 Personnel- 2 backs, 3 TE offensive group.

22- 2 Backs, 2 TE's, 1 WR

21 Personnel- 2 backs, 1 TE, 2 WR offensive group.

20 Personnel- 2 backs, 0 TE, 3 WR offensive group.

12 Personnel- 1 back, 2 TE's, 2 WR offensive group.

11 Personnel- 1 back, 1 TE, 3 WR offensive group.

Angle- Involves the Nose and Tackle in a loop stunt but also includes the E or End in a pinch toward Y.

Angle Step- Technique used when a defensive lineman moves into a gap. Bubble- The natural bubble in a defensive front. In base to the TE side; in even to the open side.

Buc- Defensive line movement where the tackle runs a stone. The stud pinches hard off strong side tackle. The nose will wrap around strong side versus high hat and rush contain.

Fire- Call made in gold versus lite backs.

Flame- Call made versus potential option weak. Will backer comes down hard off the edge (B gap + Q.B.) DE hits and loops around for pitch.

Go- Quick upfield move by the defensive tackle in a one technique.

Liz- The call tells the left side they have a charge or stunt.

Long Stick- A defensive end aligned in a 5 Technique that on the snap of the ball will charge the A gap his side. Must be violent and aggressive.

Loop- Involves the nose and tackle in a line change to the strong side of the formation.

Lou- A designation to tell the D-Line to charge left. (Directional Call.)

Nose- Line stunt crossing action in base by the nose and tackle.

Option- A defensive line movement based on backfield sets.

Peek- Coverage technique for a D-End with a slow release of a back. Usually an open side end vs. 1 Back in Hurricane.

Peel- Outside rusher, usually in man coverage, comes off his rush with back flare.

Pin- Call to D-End to occupy or "pin" the OT to free up an outside blitz.

Pinch- D-Line penetrating hard inside.

Pirate- Usually in base- A pass rush for the tackle to come around on a high hat/pass for contain. The Nose and End are charging the A and B Gaps respectively.

Ralph- A designation to tell the D-Line to charge right. (Directional Call).
Rip- The call tells the right side they have a charge or stunt.

Speel- Outside rusher responsible for a back in coverage with any pattern release his way.

Spy- A D-Lineman that steps to occupy a block on a blitz and then sits and watches for any back sneaking out or screen. Someone looking for screens.
Stem- A movement late change from one defensive front to another defensive front.

Stone- 3 technique Tackle/Nose running a line stunt to the A gap.

Strong Rock- Strong end (Stud) line stunt to the "B" gap.

Swap- Defensive call where \$ and E drop in pass coverage.

Switch- Call between a Backer or Safety and a D-End to change alignment. SS usually aligns in a 7 technique over a TE with the D-End in a wide 9 technique.

Tackle- Line stunt crossing action in even by the tackle and nose.

Tag- Call made by Will to take Rover's blitz in gold. Note: Tag is also used in gold coverage between Sam and Mike vs. heavy set.

Texas- Call made to help play the run. Normally huddle call or will controls when he must remove from his normal alignment. The Nose and End will charge the A and B gaps respectively. If pass the End must work for contain.

Tilt- Alignment by the Nose in even or the Tackle in base.

Weak Rock- Weak End line angle step to "B" gap.

MOVEMENT/MOTIONS/SHIFTS

Missile- Designates a back went in motion.

Motion- Movement by a WR or RB out of the backfield.

Shift- Movement by offense from one formation to another.

Slot- Two WR's on the same side- But one is very close in alignment to the offensive tackle.

Spin -Rover and Free Safety exchange responsibilities based on motion, normally missile (back) motion.

Trade- Y on the LOS- going from one side to the other.

Twin- Two WR's on the same side- Open side usually.

Wheel- Rover and FS spin; exchange responsibilities

Yo- Motion by a TE across the formation.

Zig Zag- In and out motion.

Zin- Motion toward the offensive formation.

Zoom- Motion across the formation by a wide receiver.

BLITZES

BTF- Blitz The Formation.

Bullets- Two defensive lineman crossing in A gaps, two linebackers dogging B gaps.

Charley- A backer or rover dogging the "C" gap.

Cobra- Corner blitz.

Dog- A 5th rusher, either a linebacker or Rover, call can be made on the L.O.S.

Double Baker- Two Blitzers going through the B Gap.

Banjo- Inside out, 2 on 2 coverage, between 2 defenders vs. a TE and a Back. Many times this involves our SAM and FS in Sara coverage to the backside of twin.

Bail- Coverage technique from a press alignment.

Apache- Man under, 2 deep zone.

Cover 77- Combination man coverage.

Cover 5- Coverage to play 3 by 1- Read in coverage section.

Cover 3- 4 underneath, 3 deep coverage.

Cover 1- vs. 21 Personnel. The 3 Lbers have the 2 Backs - One of them becomes the short robber. The FS has the TE and the Rover is free. Same as RFD but played with Duck vs. 21. (Huddle call "OVER Cover 1").

COVERAGE

Thunder- Even Front Blitz. The two inside linebackers going weak side A and B gaps.

Storm- Base Front blitz, two inside linebackers going strongside A and B gaps.

Storm X- Two inside linebackers blitzing strongside and crossing A and B gaps.

Sabre- Safety Blitz.

Hurricane- Sam, Mike, Will, and Rover all blitzing through designated gaps. Double Able, Double Baker, Cross Able etc.

Gap- Blitz your run gap responsibility.

Easy- A Dog between a defensive end and a Lber or Rover. Both rushers initially charge hard upfield. At some point the D-End continues upfield for contain and the Lber or Rover comes off the D-end's butt back inside with a free rush.

Double Able- Two Blitzers going through the A gap.

Black- Man free coverage.

Bracket- Doubling of receivers. Either in and out or high and low.

Brown- Six man blitz, 0 coverage. See blitz section.

Chief- Man to man with a safety short robber and a Free Safety.

Connie- Secondary technique in Sara package- (Read in coverage section).

Cora- Technique in Sara coverage vs. a twin set.

Exchange- Coverage to play 3 by 1- (Read in coverage section.)

Flood- Huddle call to alert coverage adjust vs. 3 by 1 formation. Either special or exchange.

Gold- Six man blitz, 0 coverage. See blitz section.

Hurricane- 8 man pressure package.

Load- Call that brings Rover over to the strongside vs. Trey formation.

Lock- Technique in Sara coverage vs. a twin set.

Press- Secondary technique in Sara package- (Read in coverage section.)

Red- Man coverage with a short robber and a Free Safety.

Sally- This is 2 deep, 5 under coverage. Corners playing soft flat. Component of Sara Scheme.

Sara- A combination man/zone cover. It is made up of half field components.

Silver- Six man blitz, 0 coverage. See Blitz section.

Smoke Zone- A zone dog. Bringing 5 and dropping 3 under, 3 deep. Bringing Mike and Will.

Strong Zone- A zone blitz in the Bronco/Odd Groups. Mike & Sam Blitz.

Special- Coverage to play 3 by 1- (Read in coverage section.)

Stab- Secondary technique in Sara package- (Read in coverage section.)

Stick- Secondary technique in Sara package- (Read in coverage section.)

Tampa- A true two deep coverage look with the CB in the flat, the backer in the slot or hook area and a safety playing halves coverage. The Mike Linebacker has the "Middle Run Through."

Vice- A coverage technique where an underneath defender runs coverage underneath and inside on a wide out. A "Short Vice" or "Full Vice" will be used.

White- Six man blitz, 0 coverage, FS Has remaining back. Mike & Willy Blitz.

Wolf- Special coverage vs. Trips. We have a hard corner in the flat. See coverage section for details. *Note: Can also play vs. 2 Back Twin Sets.

ZONE DOGS

* A way to rush 5 guys but play "zone" coverage. Typically 3 underneath (2 seam or SCOFF players, 1 hole or Final 3 player) and 3 deep defenders.

Even 9 WK Zone- Will and Mike Dog from the weak side, the end runs a long stick, the nose and tackle cross face to a gap to the strong side. The Rover has SCF, the Sam has hold and the stud has SCOFF. CB's and FS have deep thirds. The Rover and Corner may also be involved in the Blitz.

Sting Zone- Same as Strong Zone but the FS changes responsibilities with the Sam or Mike Linebacker.

Robber Zone- Same as Sally Zone with Robber Coverage. Mike & Willy Blitz

Strong Zone- 2 Lbers dogging from the strong side 3 underneath and 3 deep coverage.

Smoke Zone- Mike and Will Dog from the inside, Sam, Rover and End play underneath coverages. CB's and FS play the deep zones.

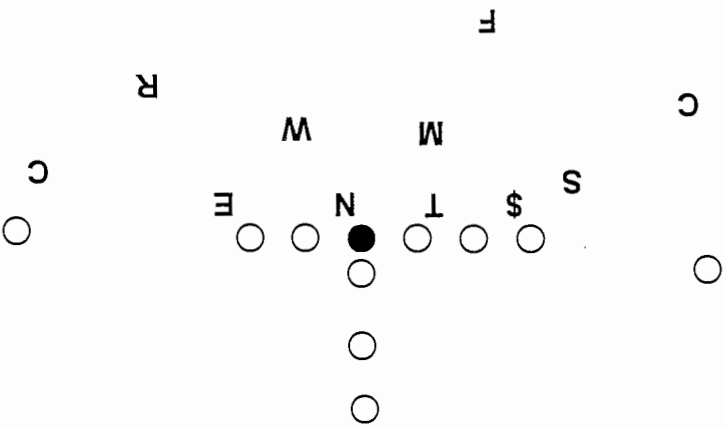
Torch Zone- A Zone Dog principal run out of the Monster front.

Sally Zone- A Zone Dog with Sally Coverage. Mike and Will blitz.

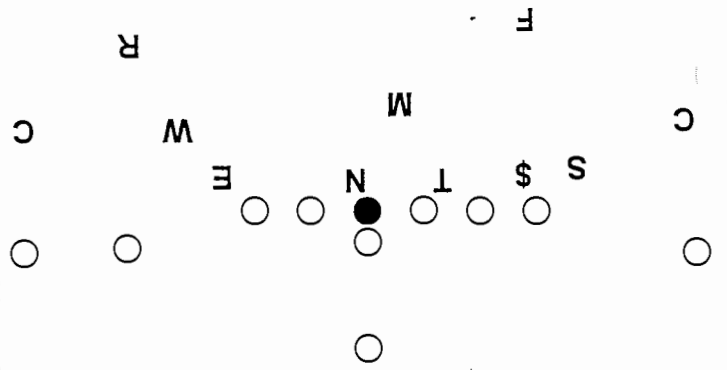
PERSONNEL

FIRST NUMBER DENOTES NUMBER OF BACKS REGARDLESS OF WHERE THEY LINE UP
 SECOND NUMBER DENOTES NUMBER OF T'S REGARDLESS OF WHERE THEY LINE UP
 -PERSONNEL IS IMPORTANT BECAUSE IT WILL DETERMINE DEFENSIVE GROUPINGS AND HUDDLE CALLS

21 pers

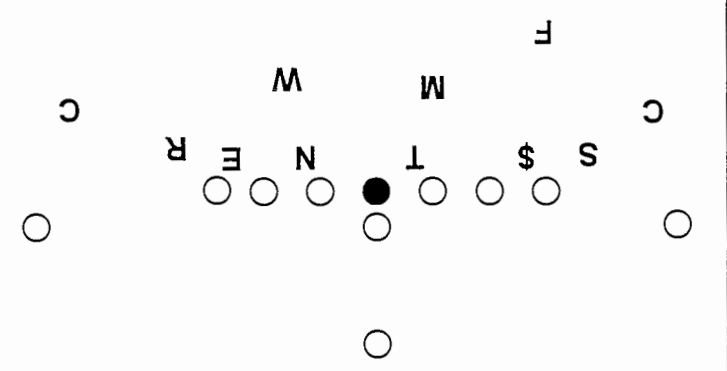


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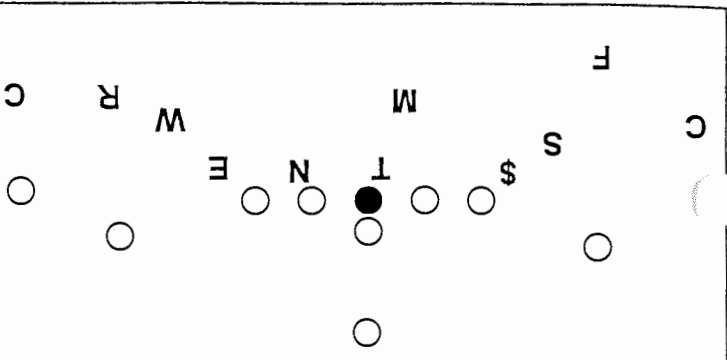
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12 pers



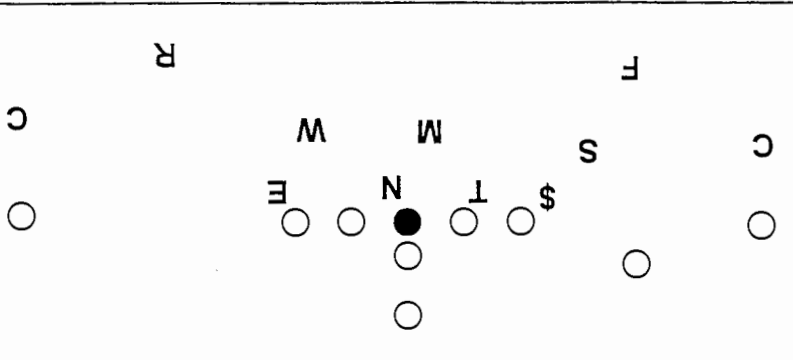
23 or 32 pers

10 pers



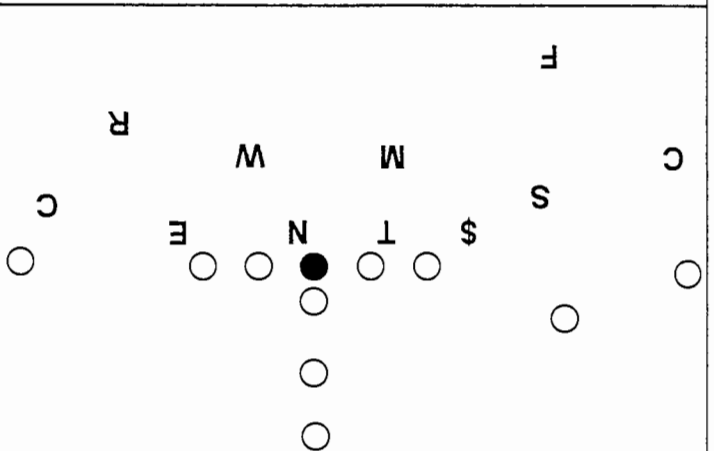
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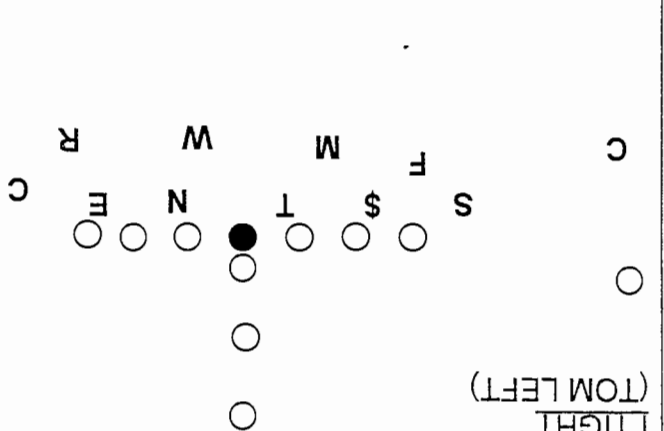


FORMATIONS & TOM CALLS

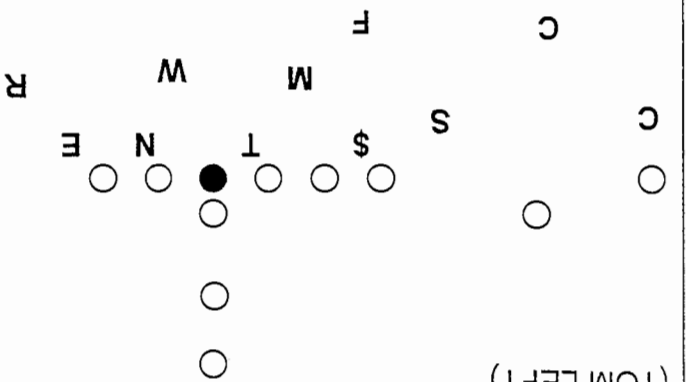
BOMBERS
(TOM LEFT)



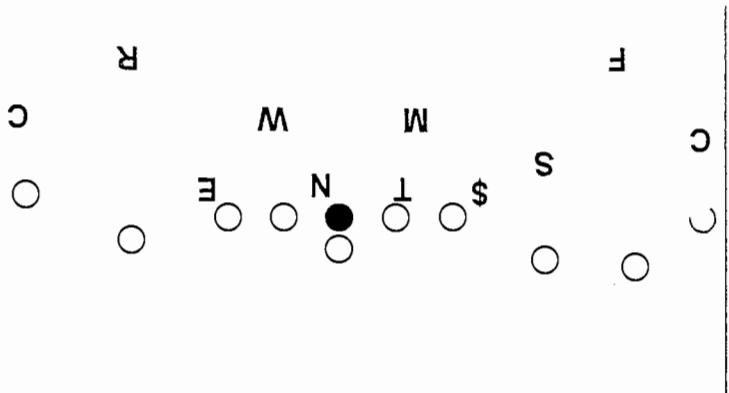
LIGHT
(TOM LEFT)



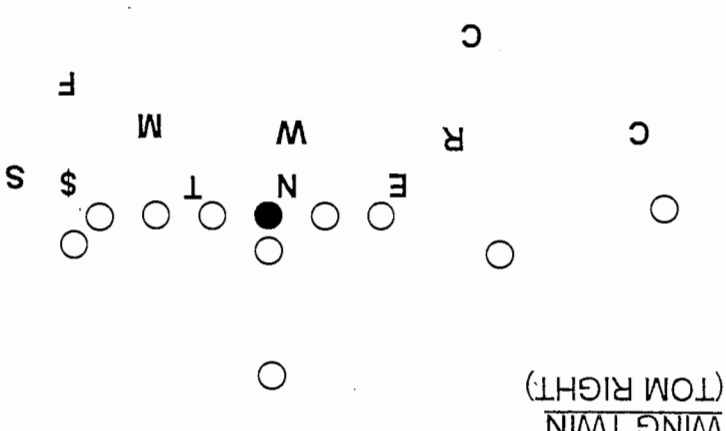
IFLOP
(TOM LEFT)



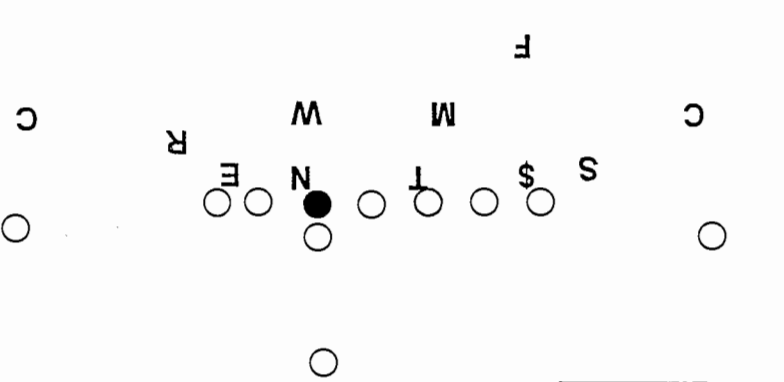
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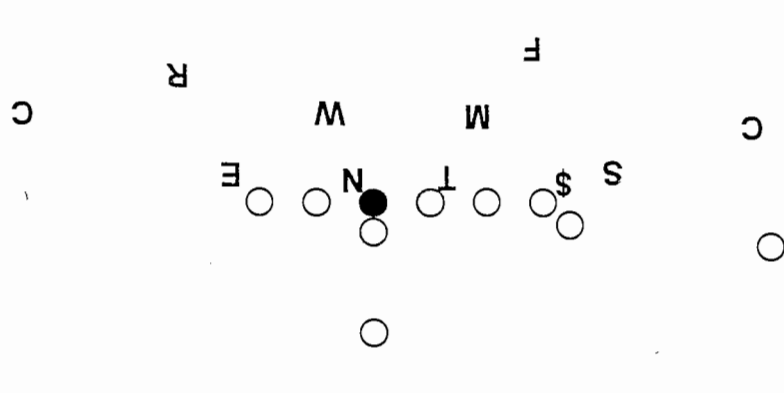
WING TWIN
(TOM RIGHT)



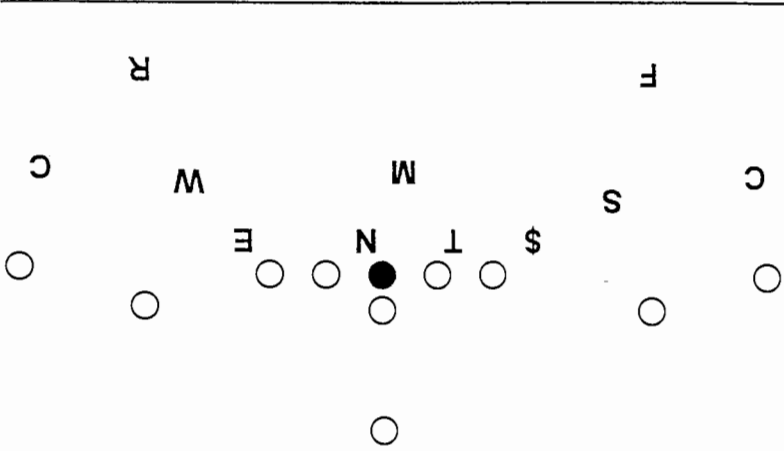
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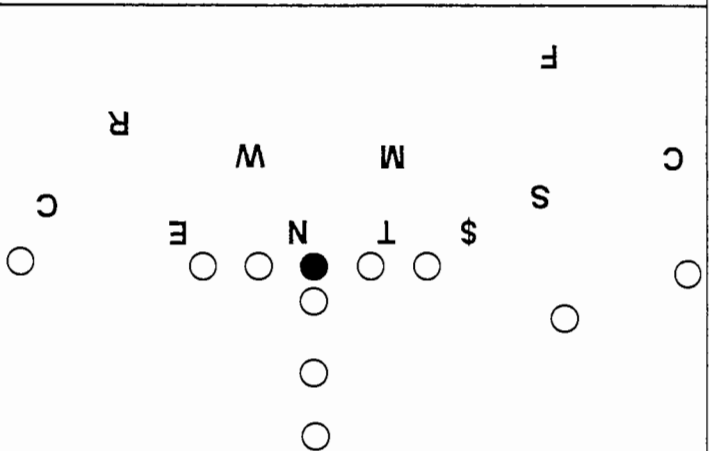
WING



QUADS
(TOM LEFT or FIELD)

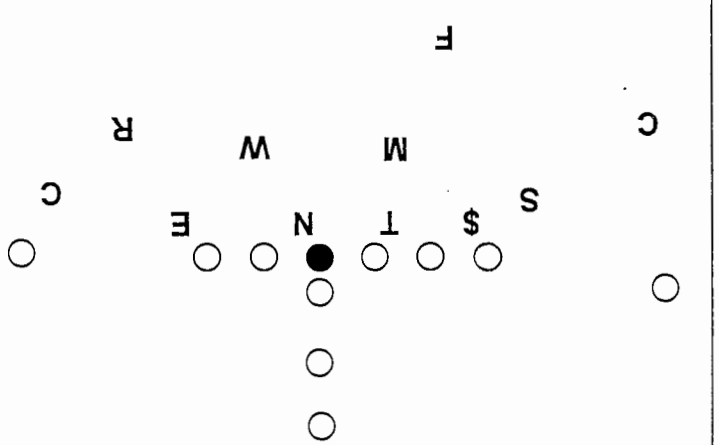


M LEFT

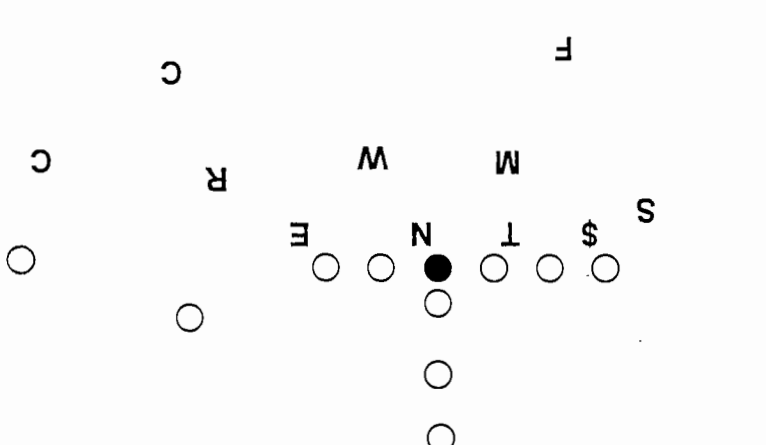


FORMATIONS & TOM CALLS

NORMAL/PRO
(M LEFT)

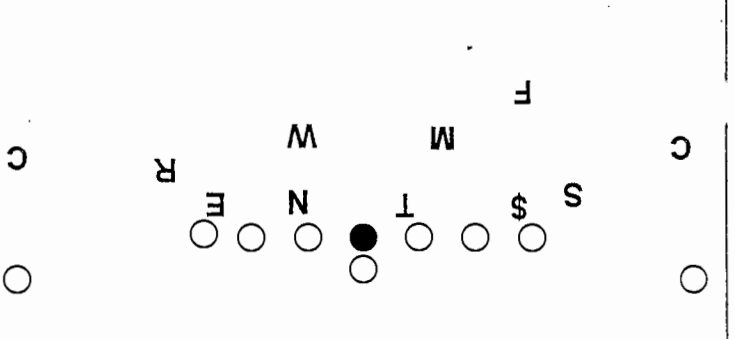


TWINS
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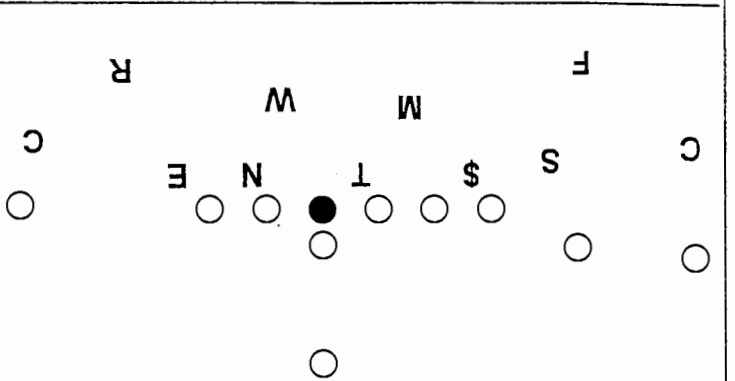


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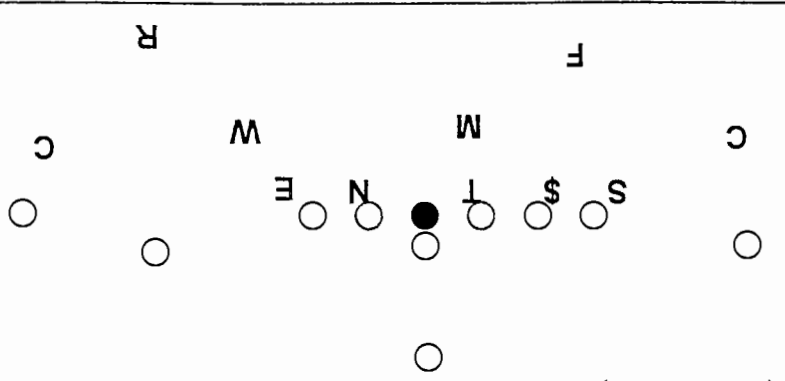
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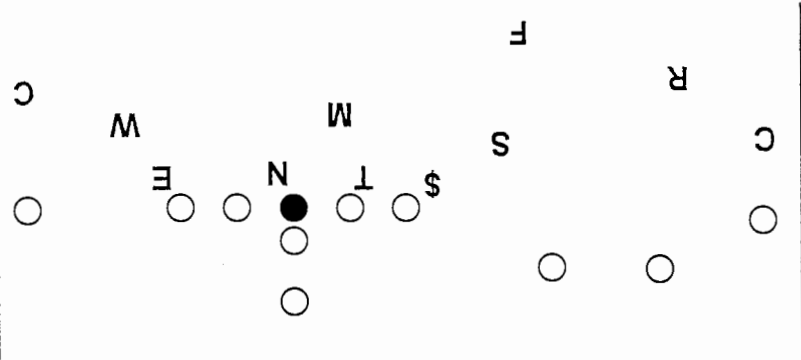
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(TOM LEFT)



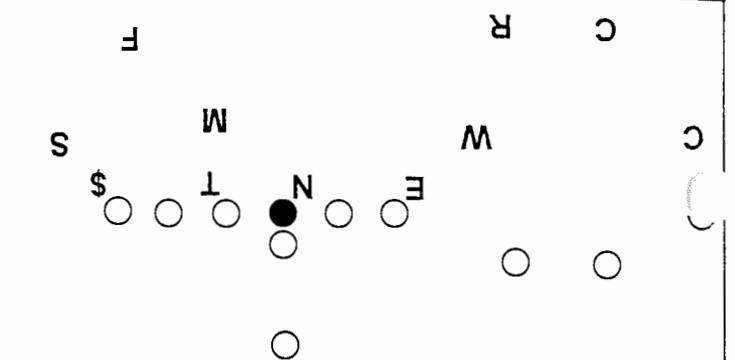
WIDE
(TOM LEFT)



TRIPS OPEN
(TOM LEFT)

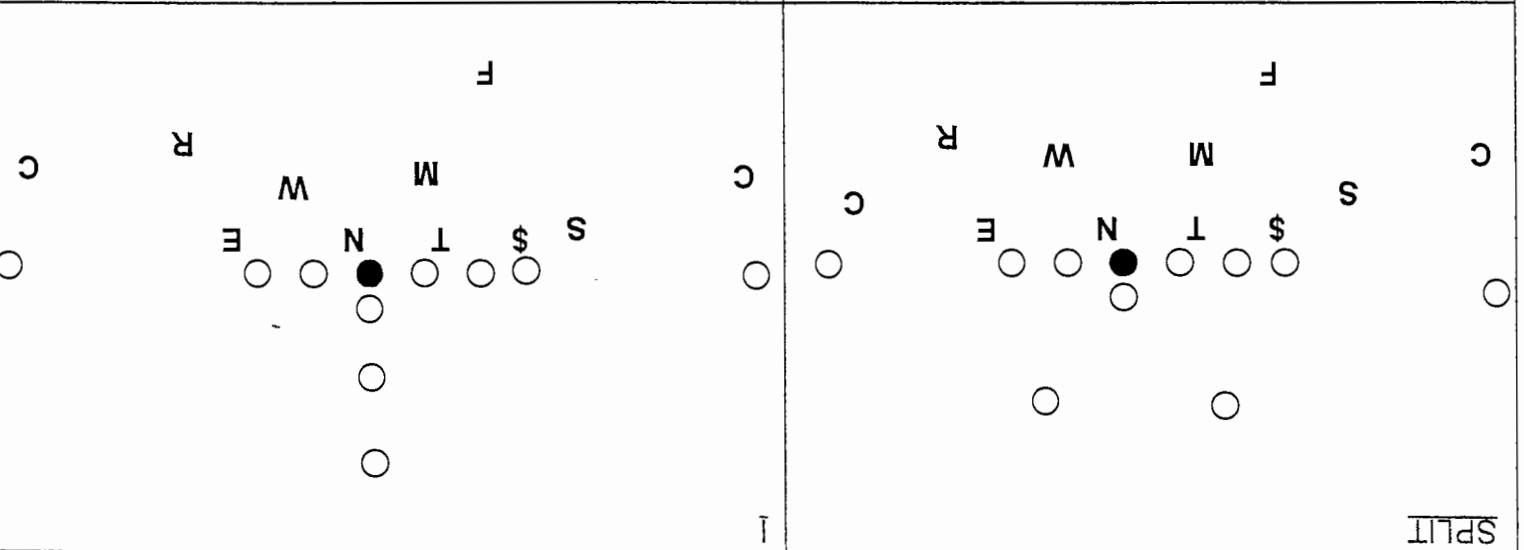


TRIPS
(TOM RIGHT)

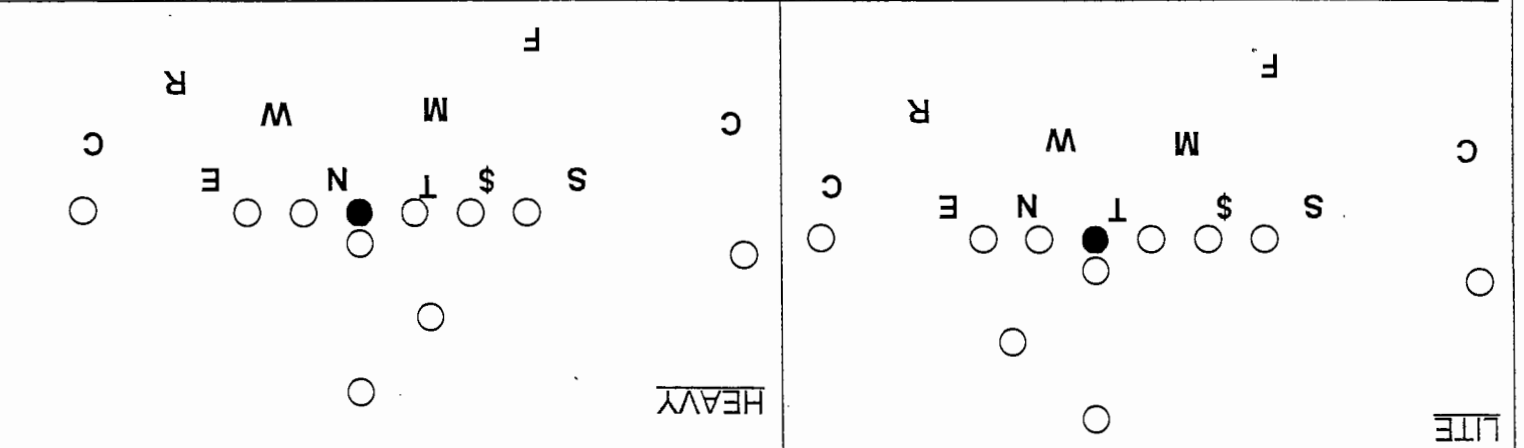


BACK SETS

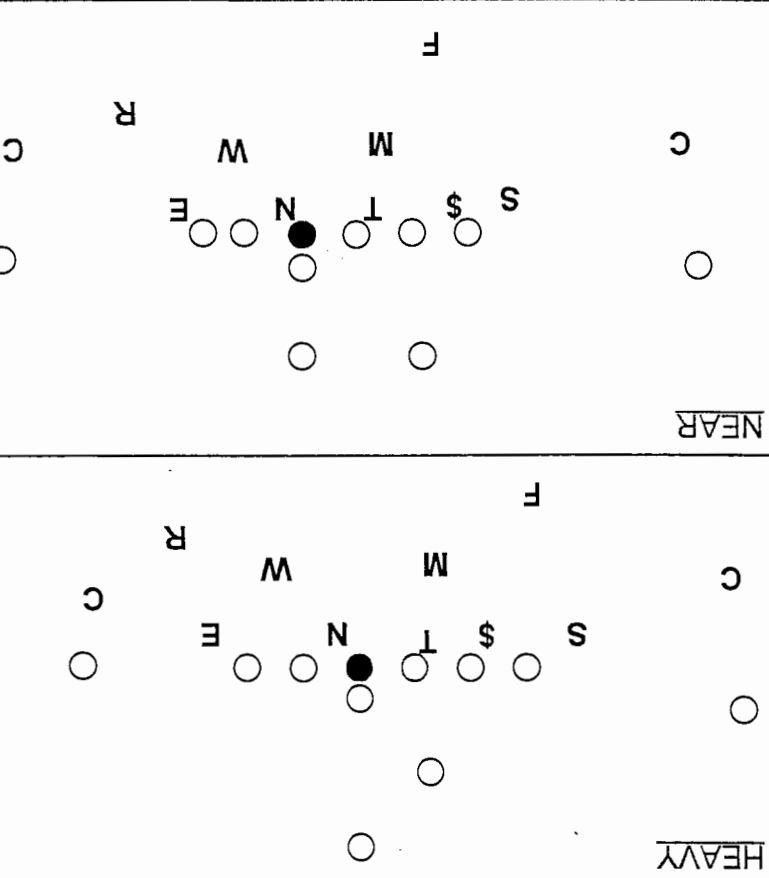
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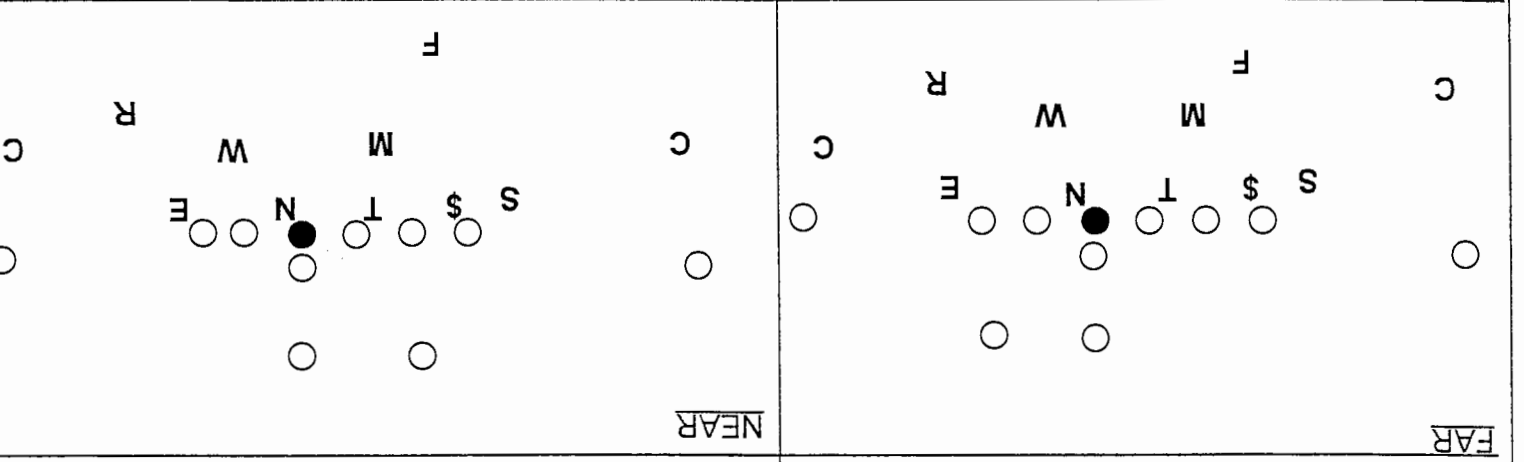
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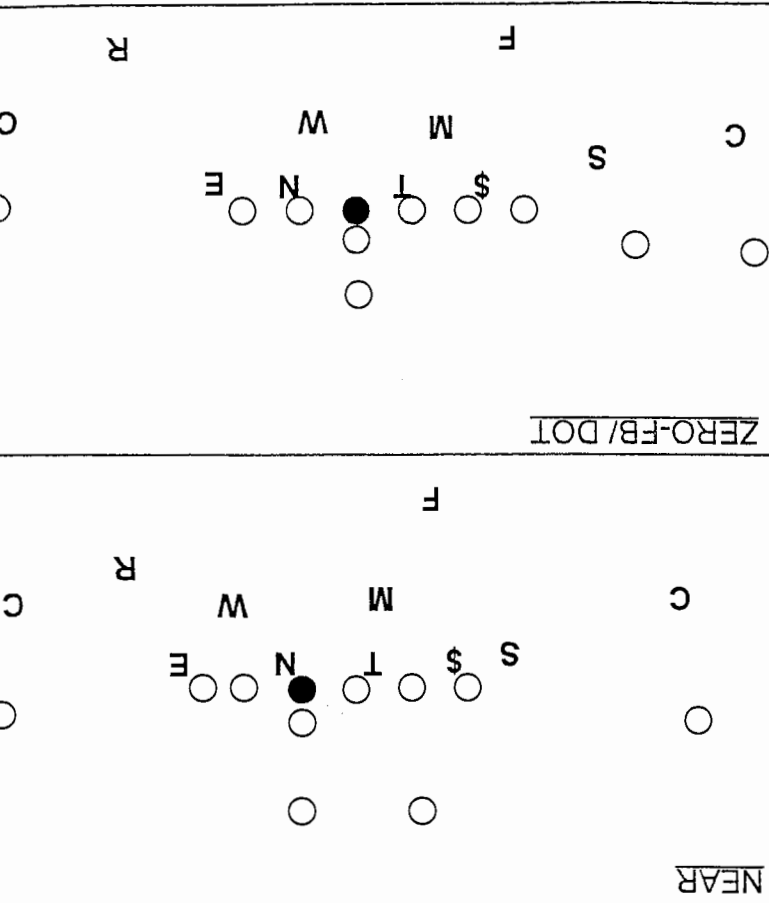
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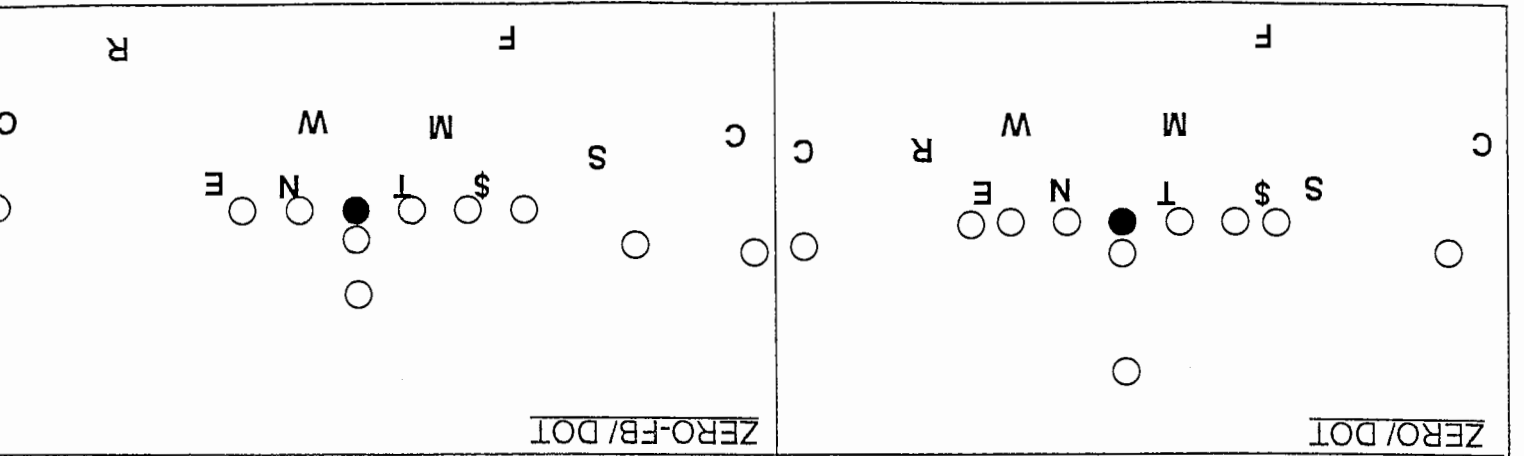
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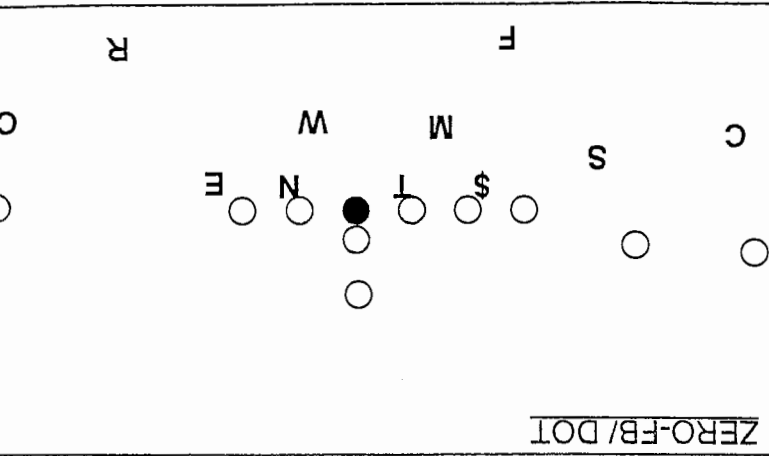
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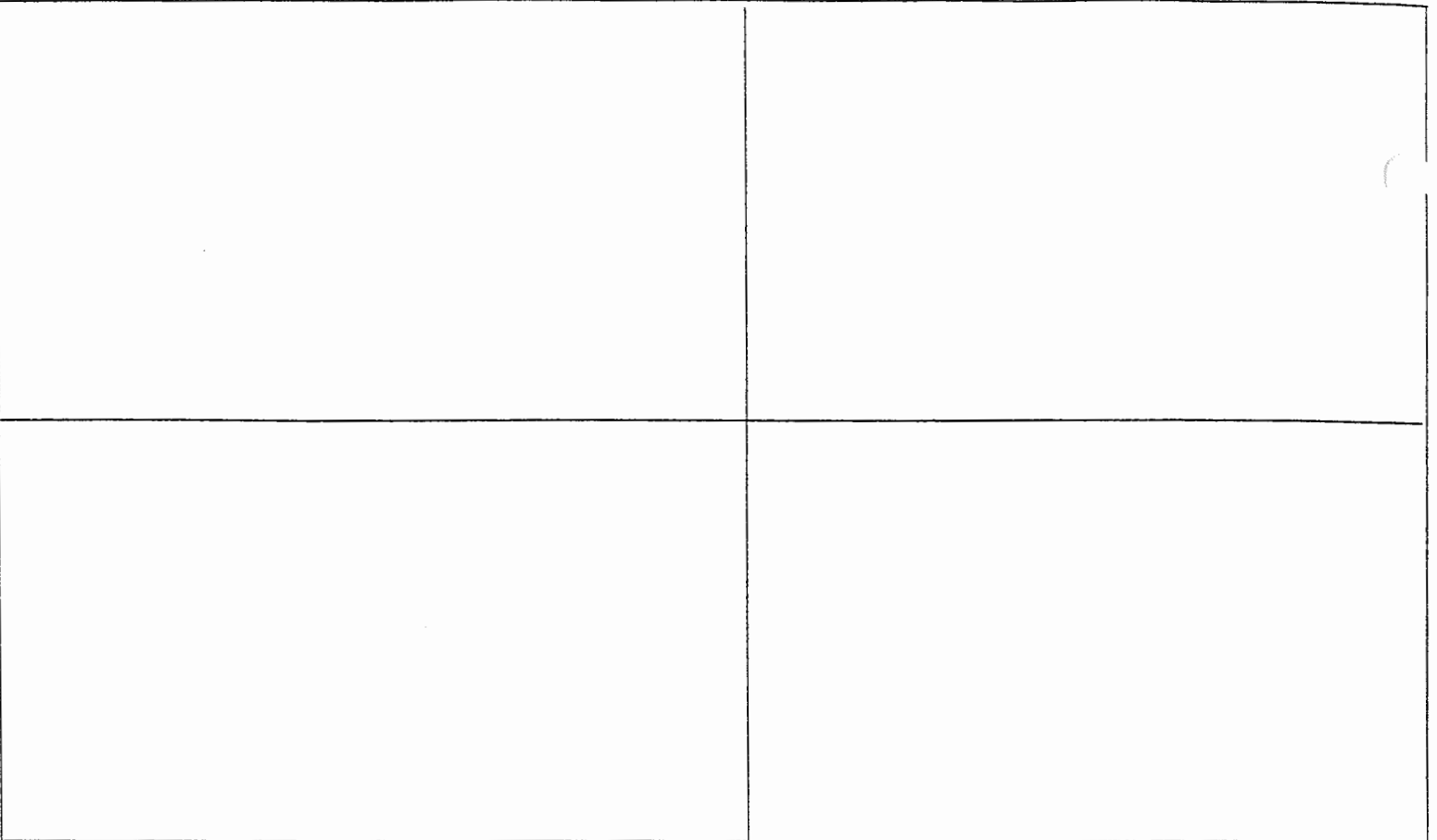
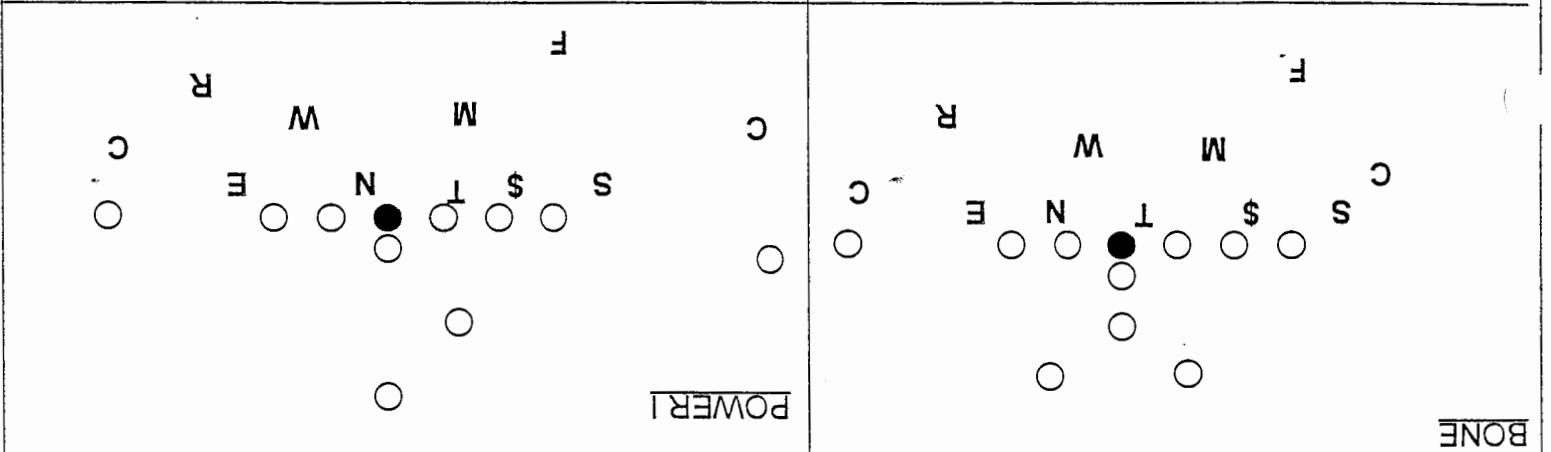
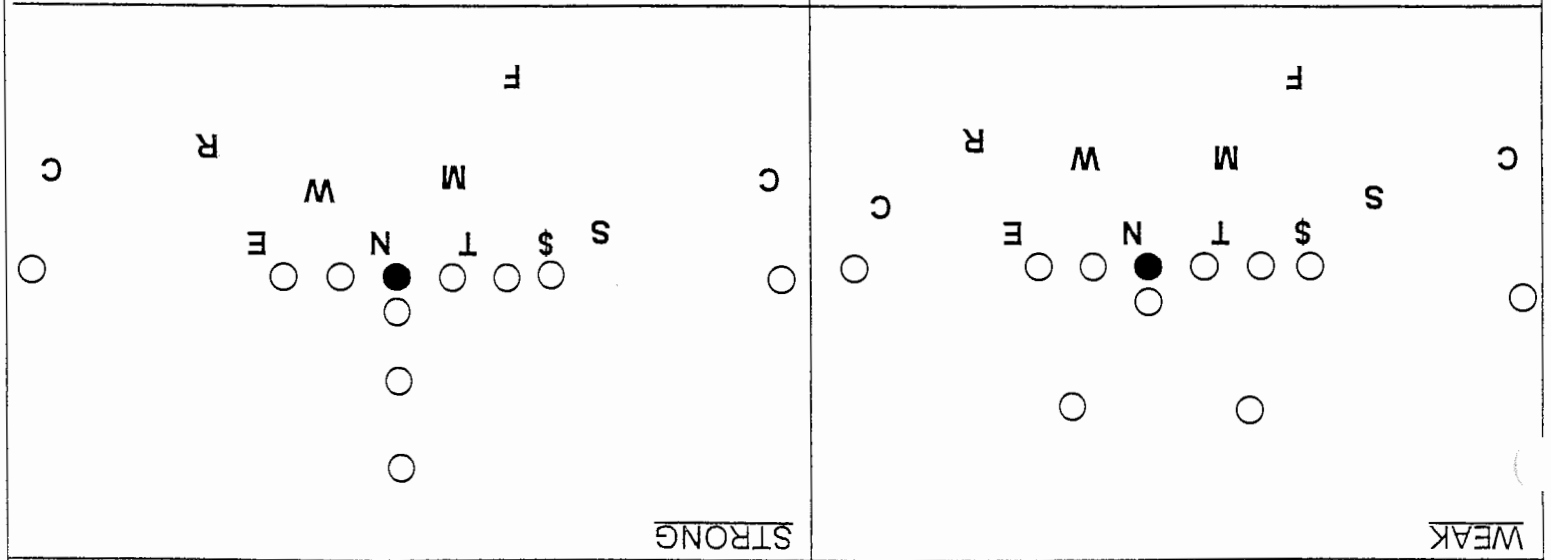
ZERO/DOT



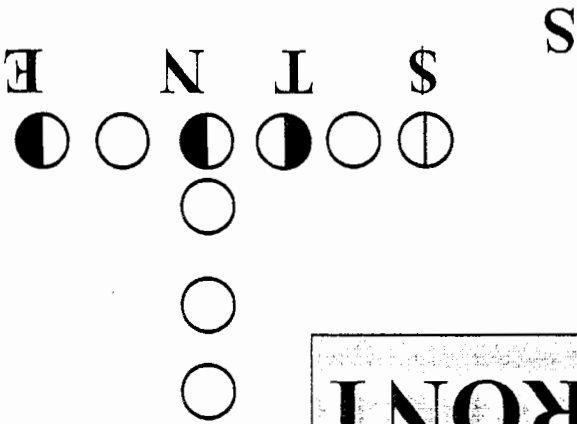
ZERO-FB/DOT



BACK SETS

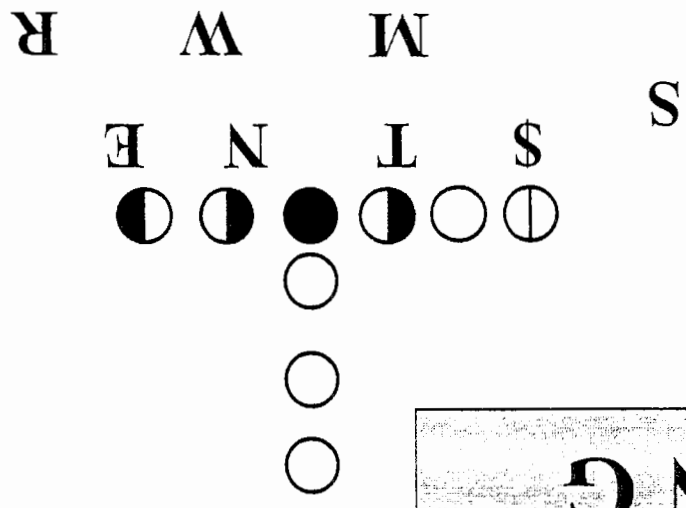


EVEN FRONT



POSITION	ALIGN/ TECH.	KEY	1. INSIDE TO 2. OUTSIDE TO	1. INSIDE AWAY 2. OUTSIDE AWAY
STUD	7	TE	C GAP RUSH CONTAIN	CHASE REVERSE/BOOT
END	5	TACKLE	C GAP	CHASE REVERSE/BOOT
TACKLE	3	GUARD	B GAP	1. SQUEEZE A GAP 2. FLATTEN AND CHASE
NOSE	TILT	CENTER	A GAP	FLATTEN THE CENTER & WORK DOWN THE LOS
SAM	WALK	TE/BACK TRIANGLE	FORCE	SLOW FOLD/CUTBACK. CHECK REVERSE
MIKE	20	GUARD BACK PATH	1. A GAP 2. STACK AND ATTACK	1. QUICK CUTBACK/A GAP 2. FAST SCRABE
WILL	30	GUARD/BALL BACK PATH	1. B GAP 2. STACK AND ATTACK	1. STACK AND ATTACK 2. FAST SCRABE
ROVER	WALK/HIDE	GUARD/BALL/ BACK TRIANGLE	1. FILL B GAP 2. FORCE	FOLD/CUTBACK CHECK REVERSE

EVEN G

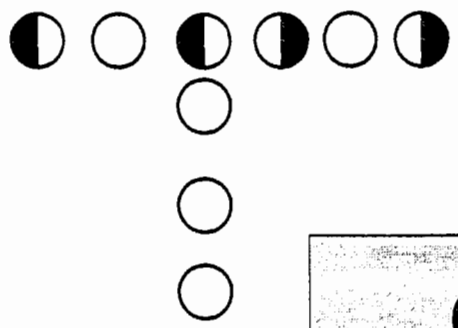


POSITION	ALIGN/TECH.	KEY	1. INSIDE TO 2. OUTSIDE TO	1. INSIDE AWAY 2. OUTSIDE AWAY
STUD	7	TE	C GAP RUSH CONTAIN	CHASE REVERSE/BOOT
END	5	TACKLE	C GAP	CHASE REVERSE/BOOT
TACKLE	3	GUARD	B GAP	1. SQUEEZE A GAP 2. FLATTEN AND CHASE
NOSE	21 (G)	GUARD	A GAP	CONTROL THE A GAP. WORK DOWN THE LOS.
SAM	WALK	TE/BACK TRIANGLE	FORCE	SLOW FOLD/CUTBACK. CHECK REVERSE
MIKE	20	GUARD BACK PATH	1.A GAP 2.STACK AND ATTACK	1. QUICK CUTBACK/A GAP 2. FAST SCRAPE
WILL	30	GUARD/BALL BACK PATH	1.B GAP 2.STACK AND ATTACK	1. STACK AND ATTACK 2. FAST SCRAPE
ROVER	WALK/HIDE	GUARD/BALL/ BACK TRIANGLE	1. FILL B GAP 2. FORCE	FOLD/CUTBACK CHECK REVERSE

ROVER	WALK/HIDE	GUARD/BALL/ BACK TRIANGLE	1. FILL B GAP 2. FORCE	FOLD/CUTBACK CHECK REVERSE
WILL	30	GUARD/BALL BACK PATH	1. B GAP 2. STACK AND ATTACK	1. STACK AND ATTACK 2. FAST SCRAPE
MIKE	20	GUARD BACK PATH	1. A GAP 2. STACK AND ATTACK	1. QUICK CUTBACK/A GAP 2. FAST SCRAPE
SAM	90	TE/BACK TRIANGLE	C GAP STACK TO FORCE	SLOW FOLD/CUTBACK. CHECK REVERSE
NOSE	TILT	CENTER	A GAP	FLATTEN THE CENTER & WORK DOWN THE LOS
TACKLE	3	GUARD	B GAP	1. SQUEEZE A GAP 2. FLATTEN AND CHASE
END	5	TACKLE	C GAP RUSH CONTAIN	CHASE REVERSE/BOOT
STUD	9	TE	D GAP RUSH CONTAIN	CHASE REVERSE/BOOT
POSITION	ALIGN/ TECH.	KEY	1. INSIDE TO 2. OUTSIDE TO	1. INSIDE AWAY 2. OUTSIDE AWAY

S M W R

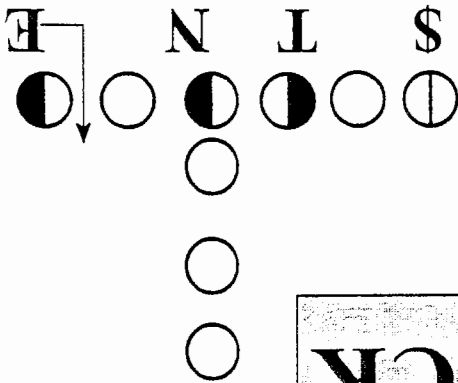
\$ T N E



EVEN 9

EVEN STACK

STAB/TAMPA



S M W
TEXAS

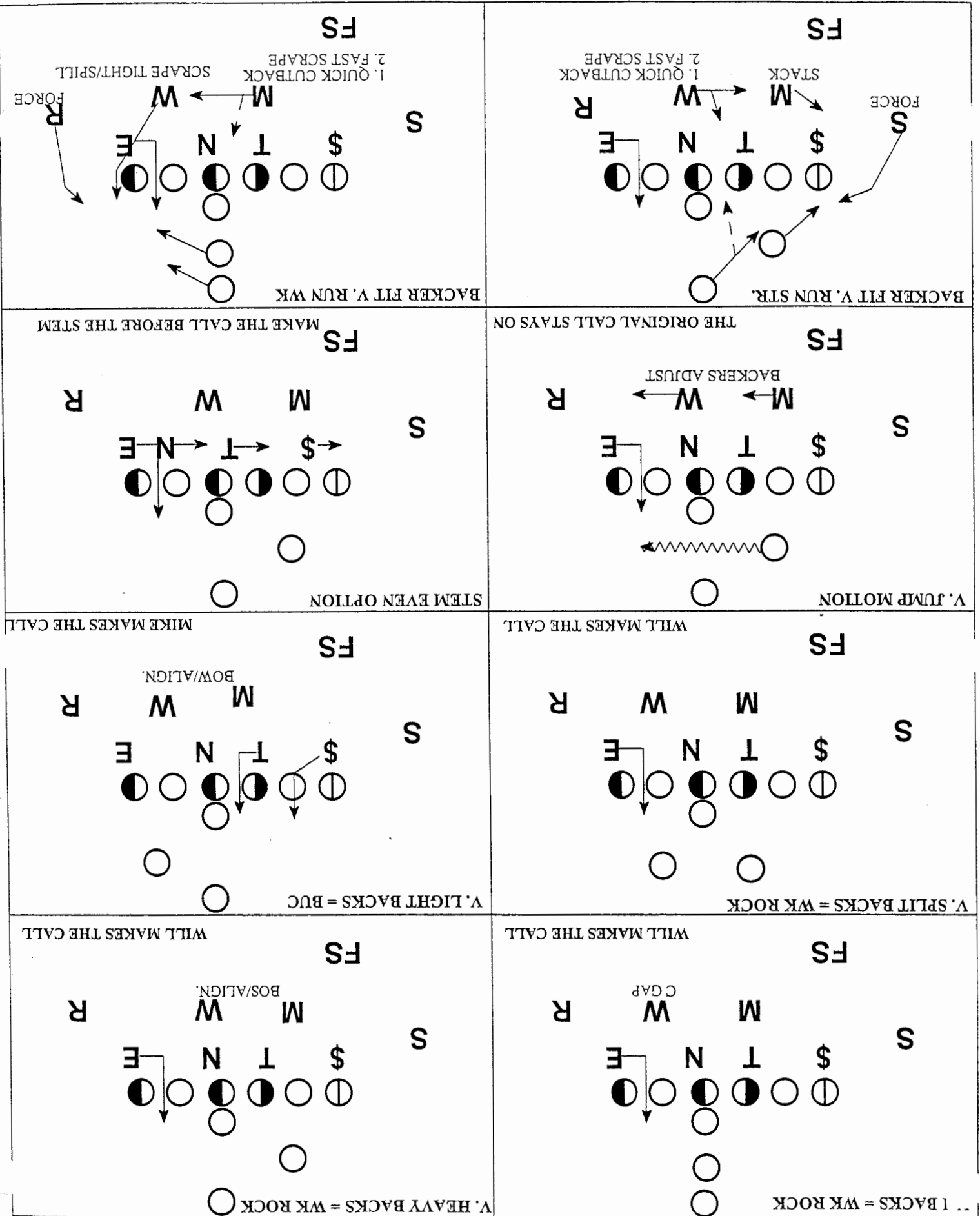
R

**POSSIBLE STONE/BUC CALL

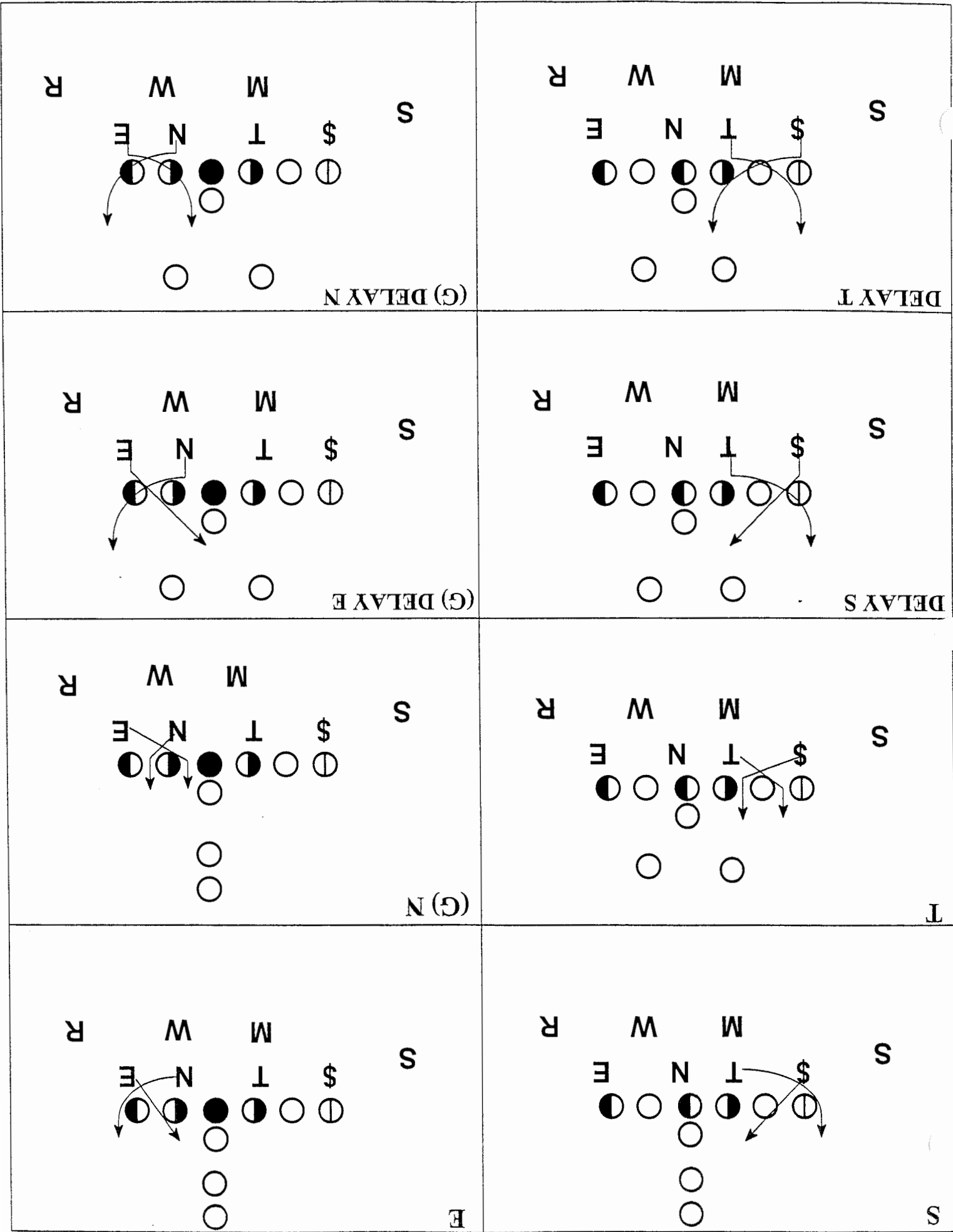
POSITION	ALIGN/TECH.	KEY	1. INSIDE TO 2. OUTSIDE TO	1. INSIDE AWAY 2. OUTSIDE AWAY
STUD	7	TE	C GAP RUSH CONTAIN	CHASE REVERSE/BOOT
END	5	TACKLE	B GAP RUSH CONTAIN	CHASE
TACKLE	3	GUARD	B GAP	1. SQUEEZE A GAP 2. FLATTEN AND CHASE
NOSE	TILT	CENTER	A GAP	FLATTEN THE CENTER & WORK DOWN THE LOS
SAM	90	TE/BACK TRIANGLE	D GAP SPILL	QUICK CUTBACK.
MIKE	20	GUARD BACK PATH	1. A GAP 2. STACK AND ATTACK	1. QUICK CUTBACK/A GAP 2. FAST SCRAPE
WILL	30 ADJUST DEPTH	GUARD/BALL BACK PATH	1. B GAP 2. STACK AND ATTACK	1. STACK AND ATTACK 2. FAST SCRAPE
ROVER	HIGH	BALL TO X	SECONDARY FORCE	INSURANCE

EVEN OPTION

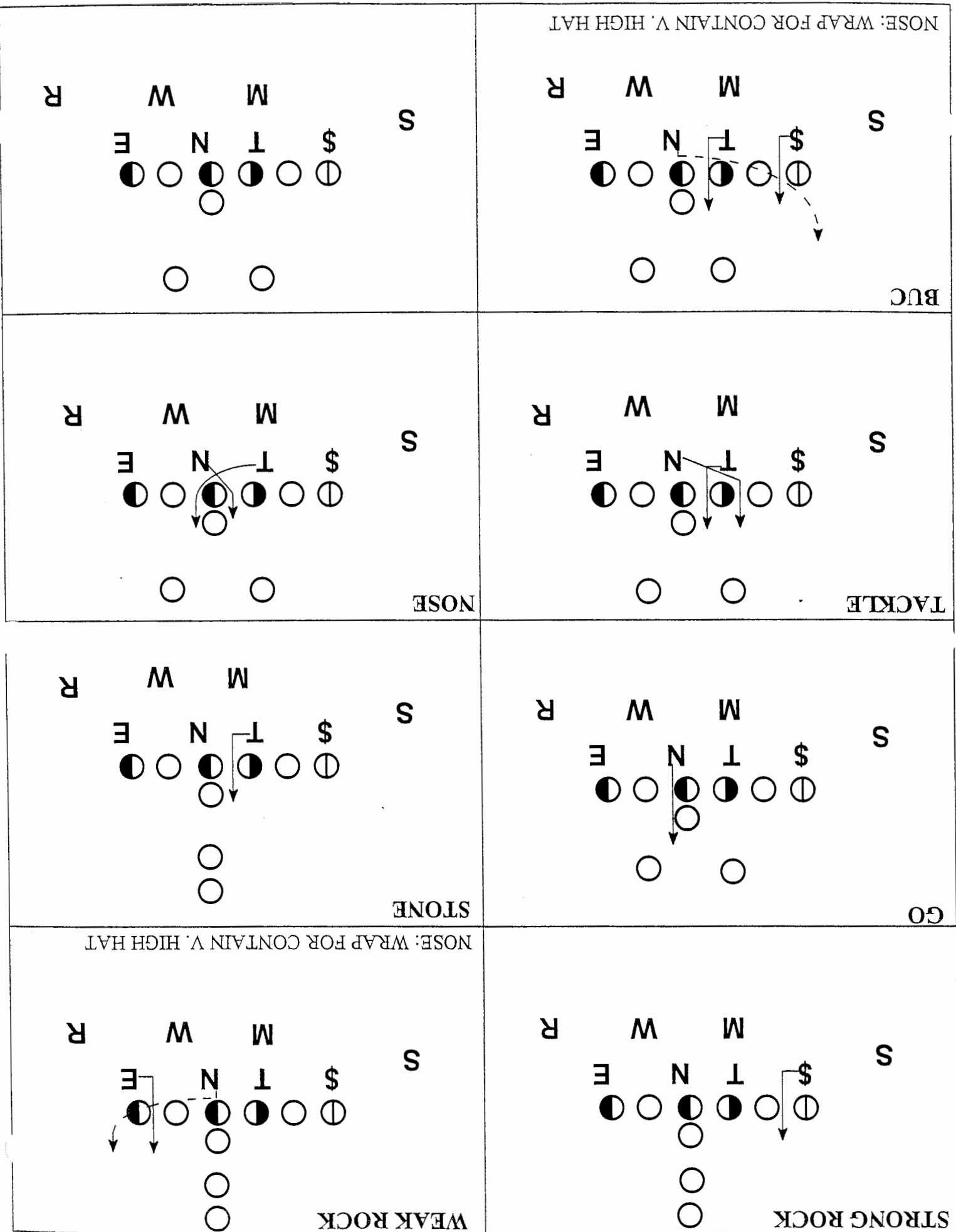
EVEN OPTION allows us to stunt to the running strength of the offense. This package utilizes D-Line stunts as the primary movement with the Linebackers adjusting for GAP control. The option is based on the back set.



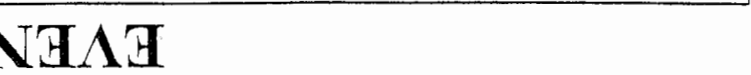
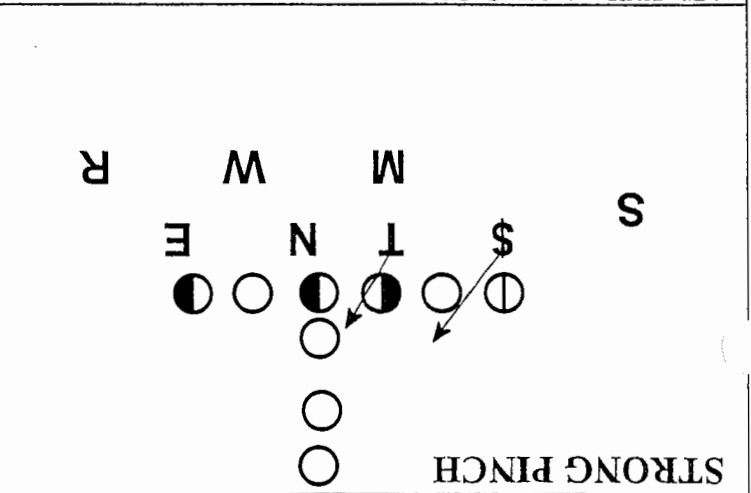
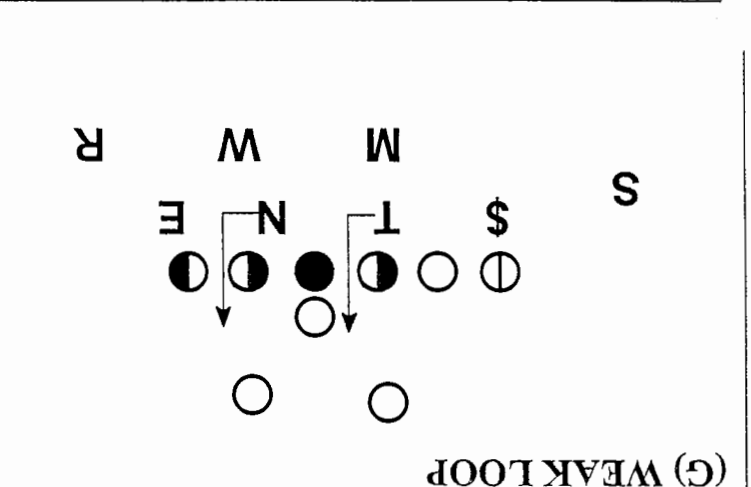
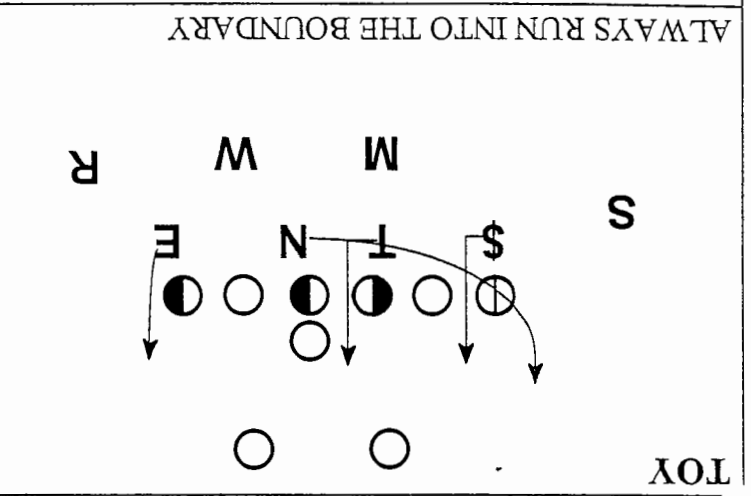
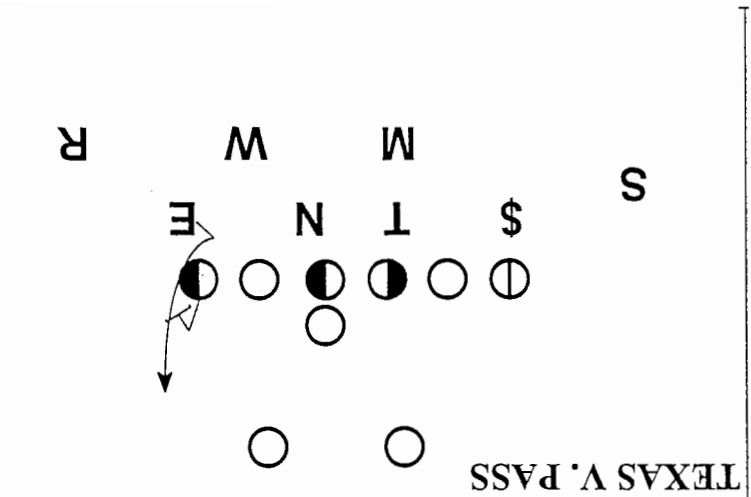
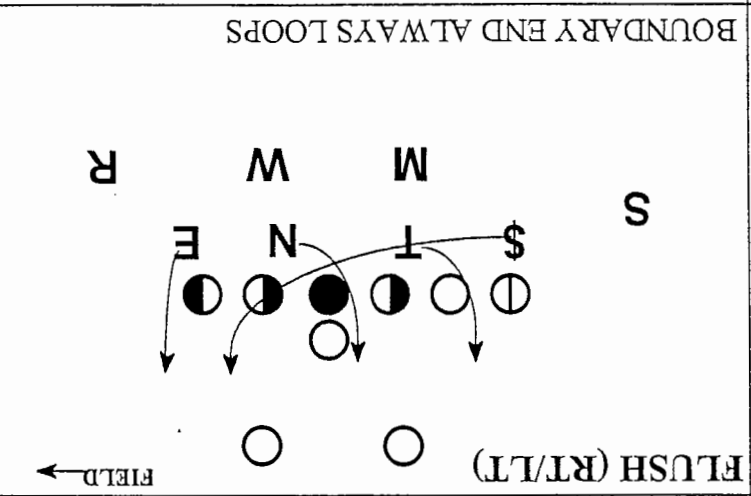
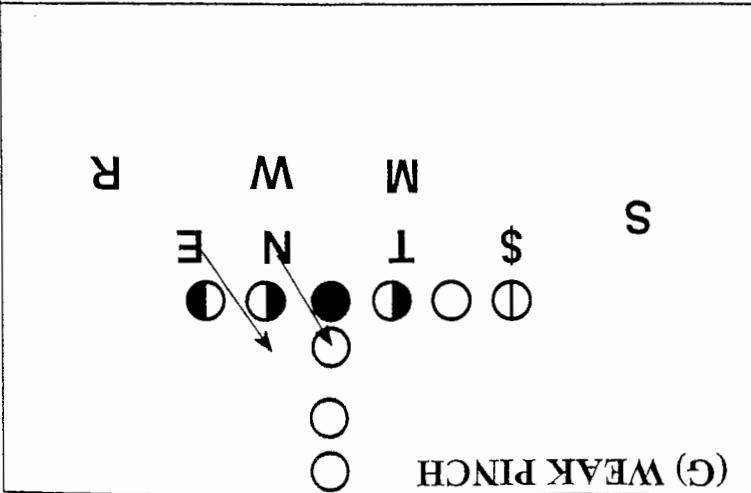
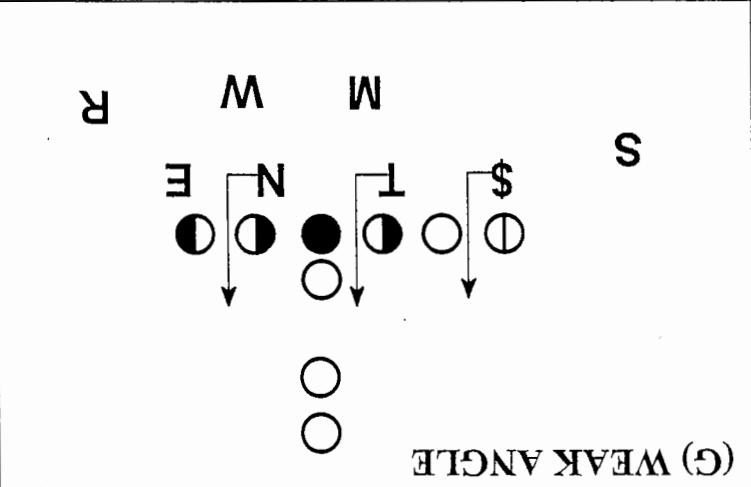
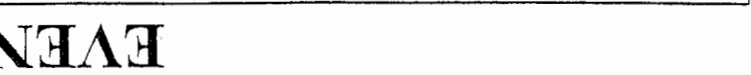
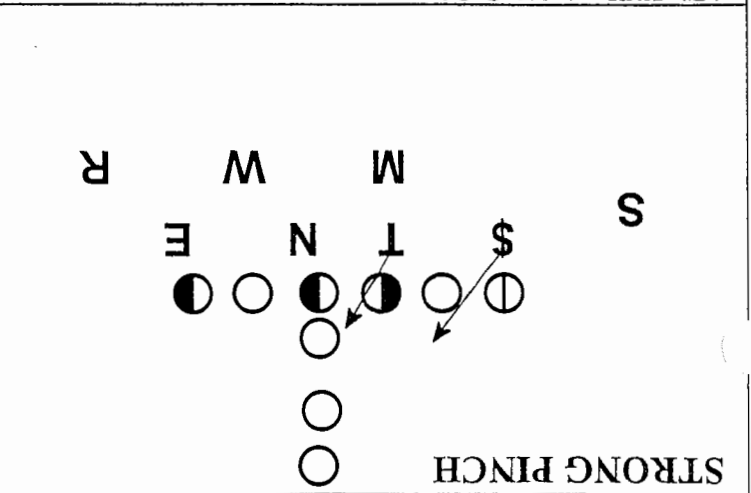
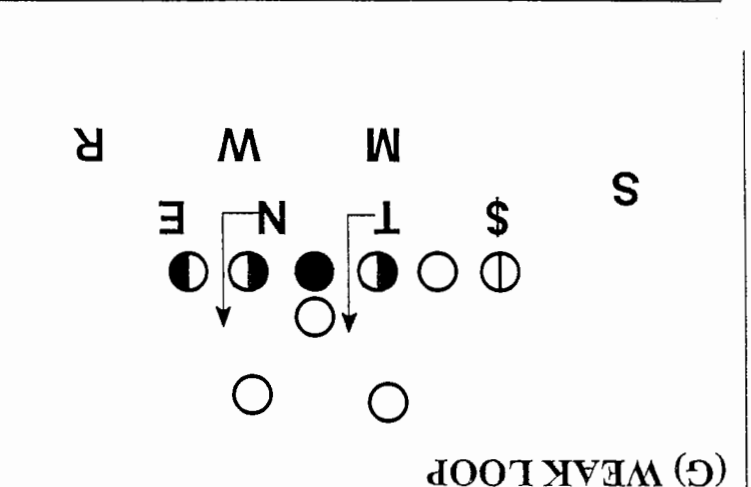
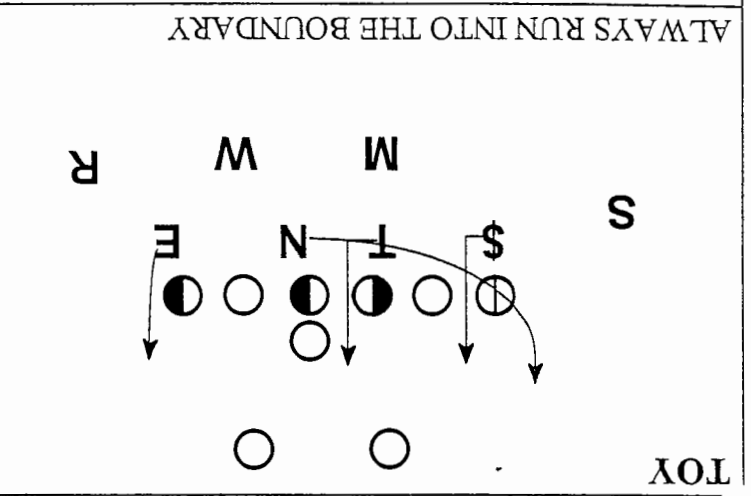
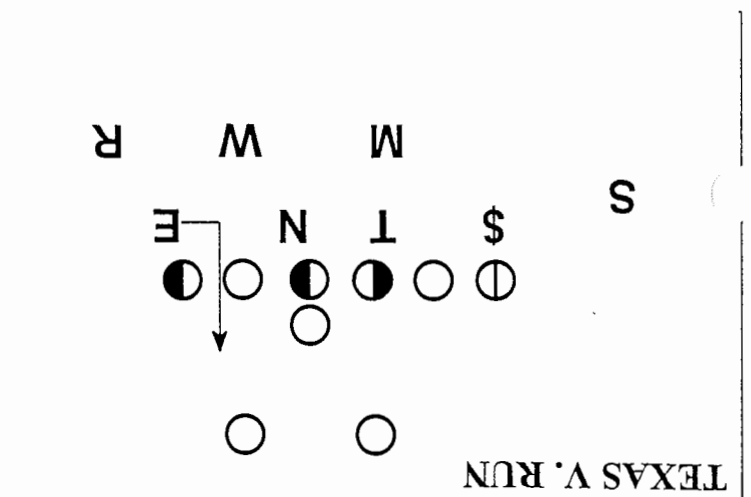
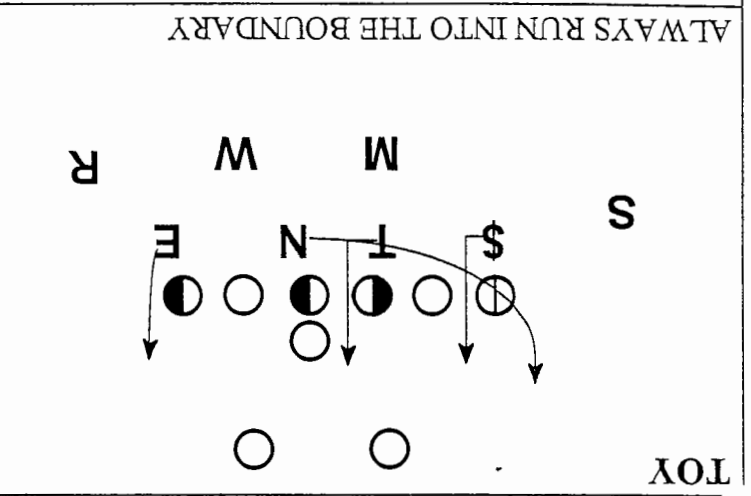
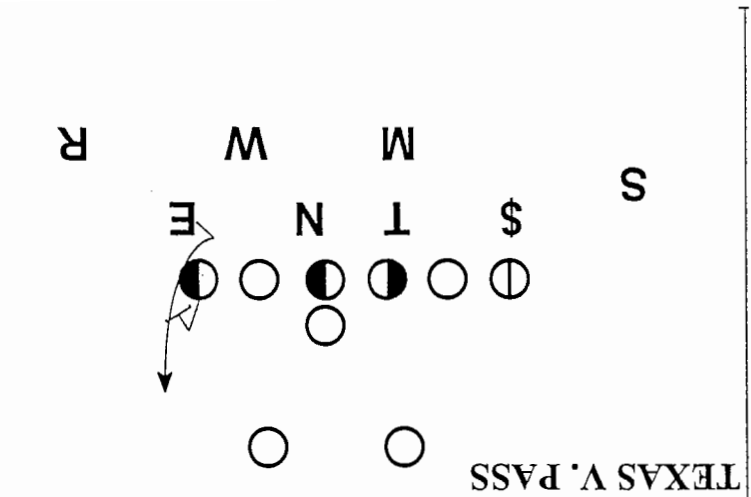
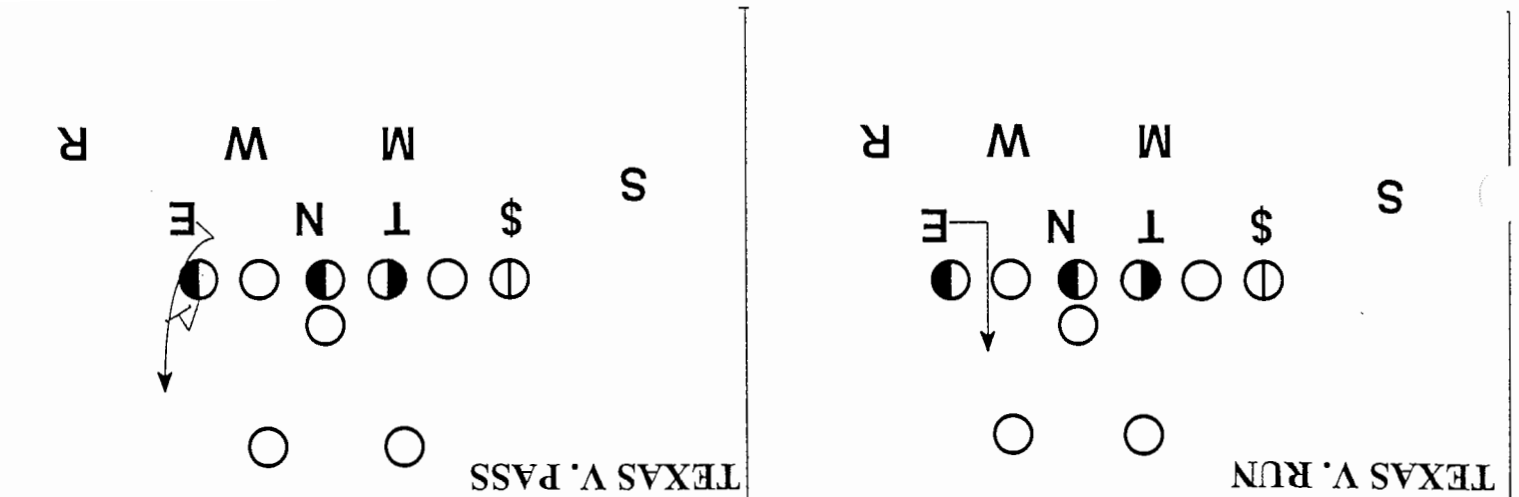
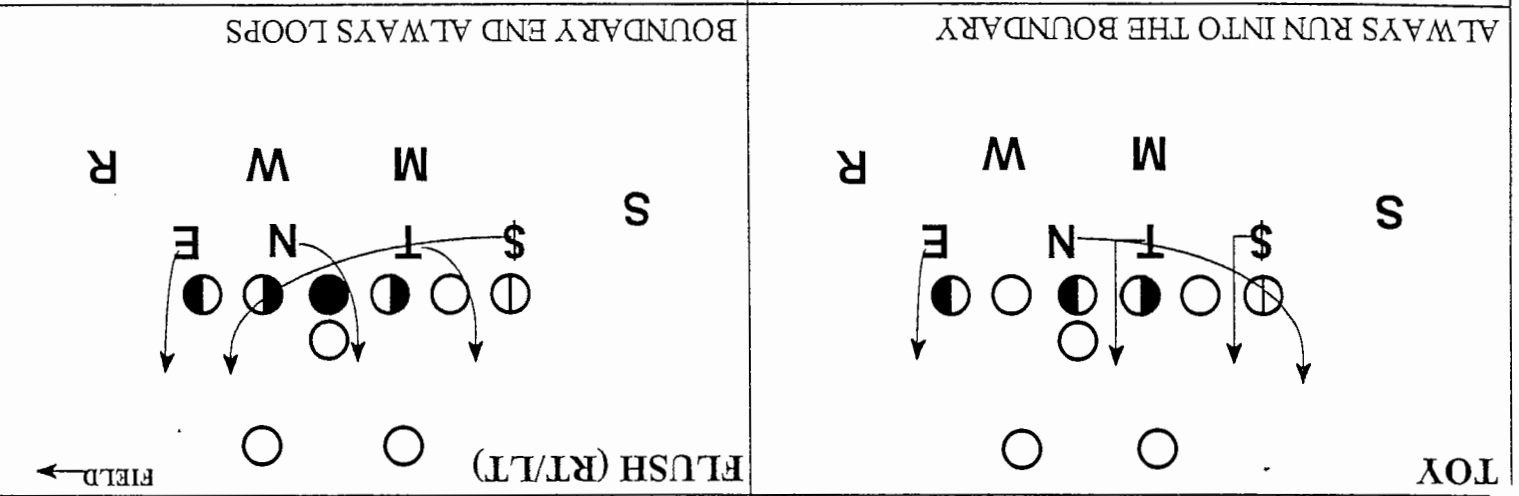
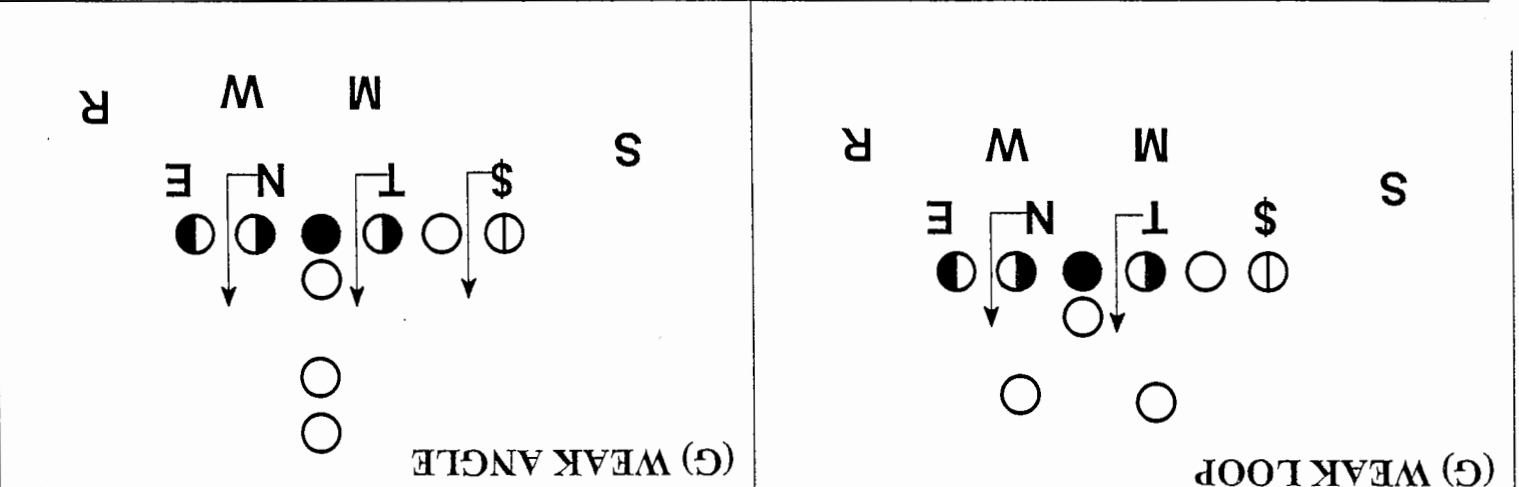
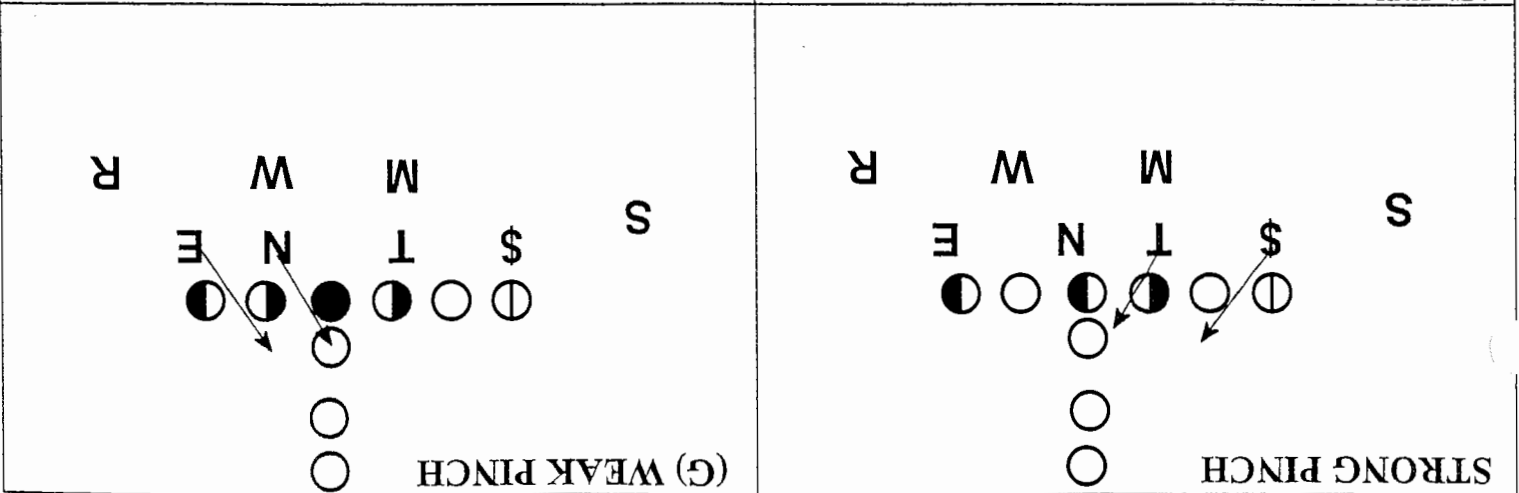
EVEN GAMES



EVEN GAMES

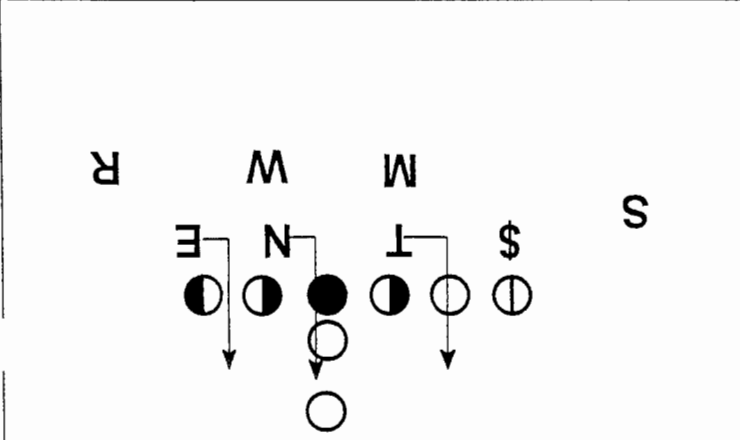


EVEN GAMES

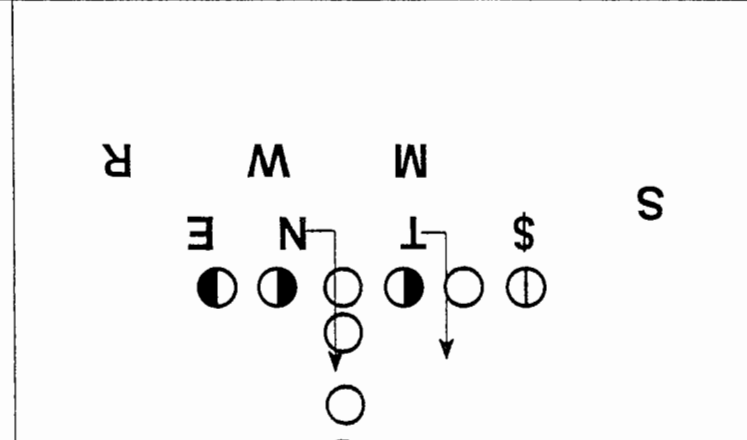


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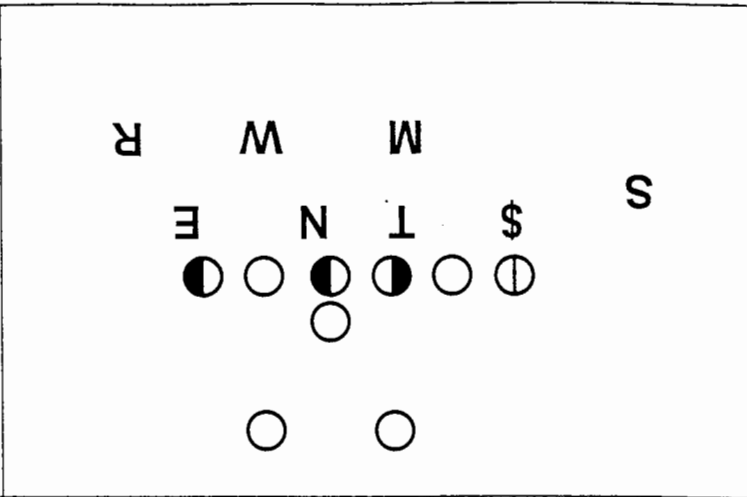
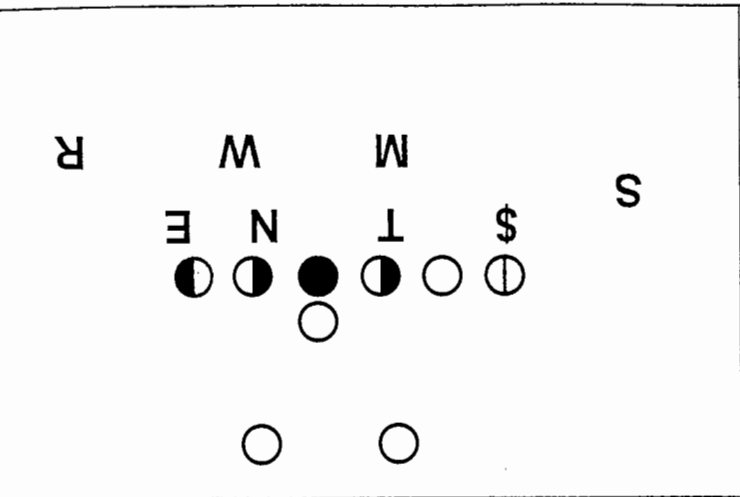
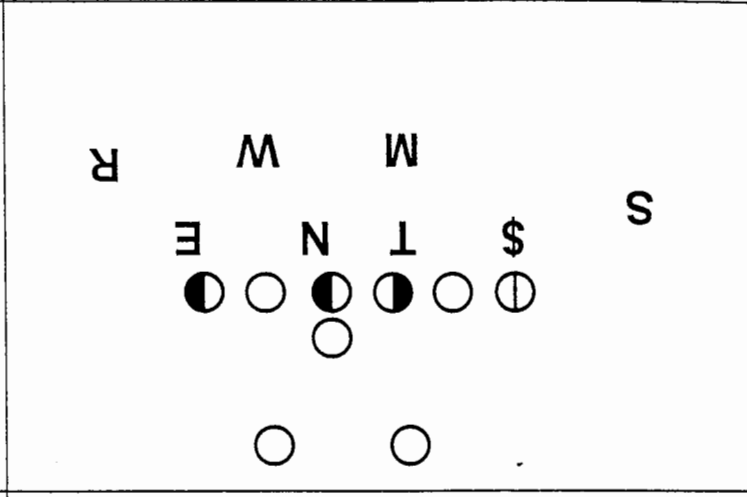
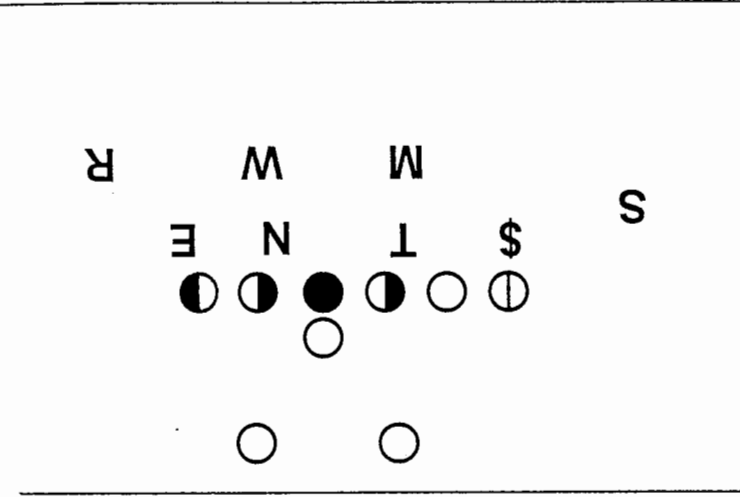
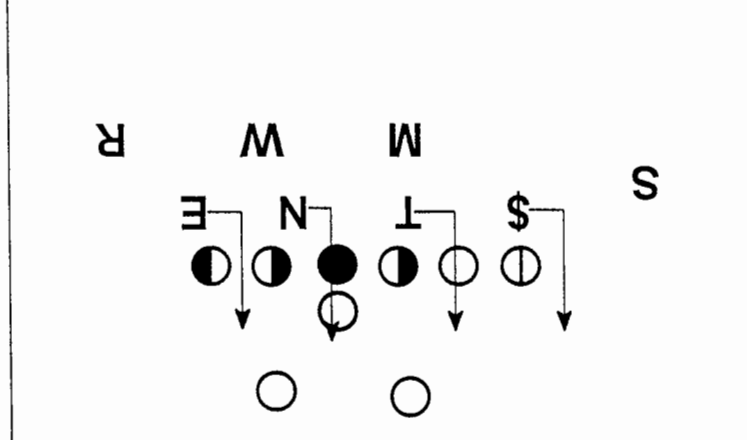
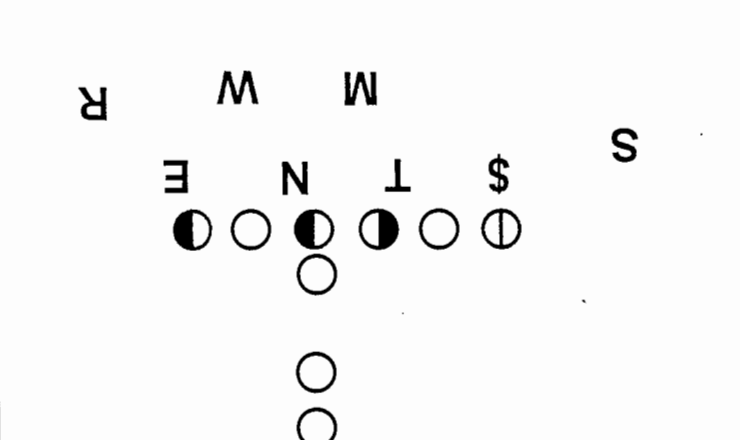
(G) STRONG ANGLE



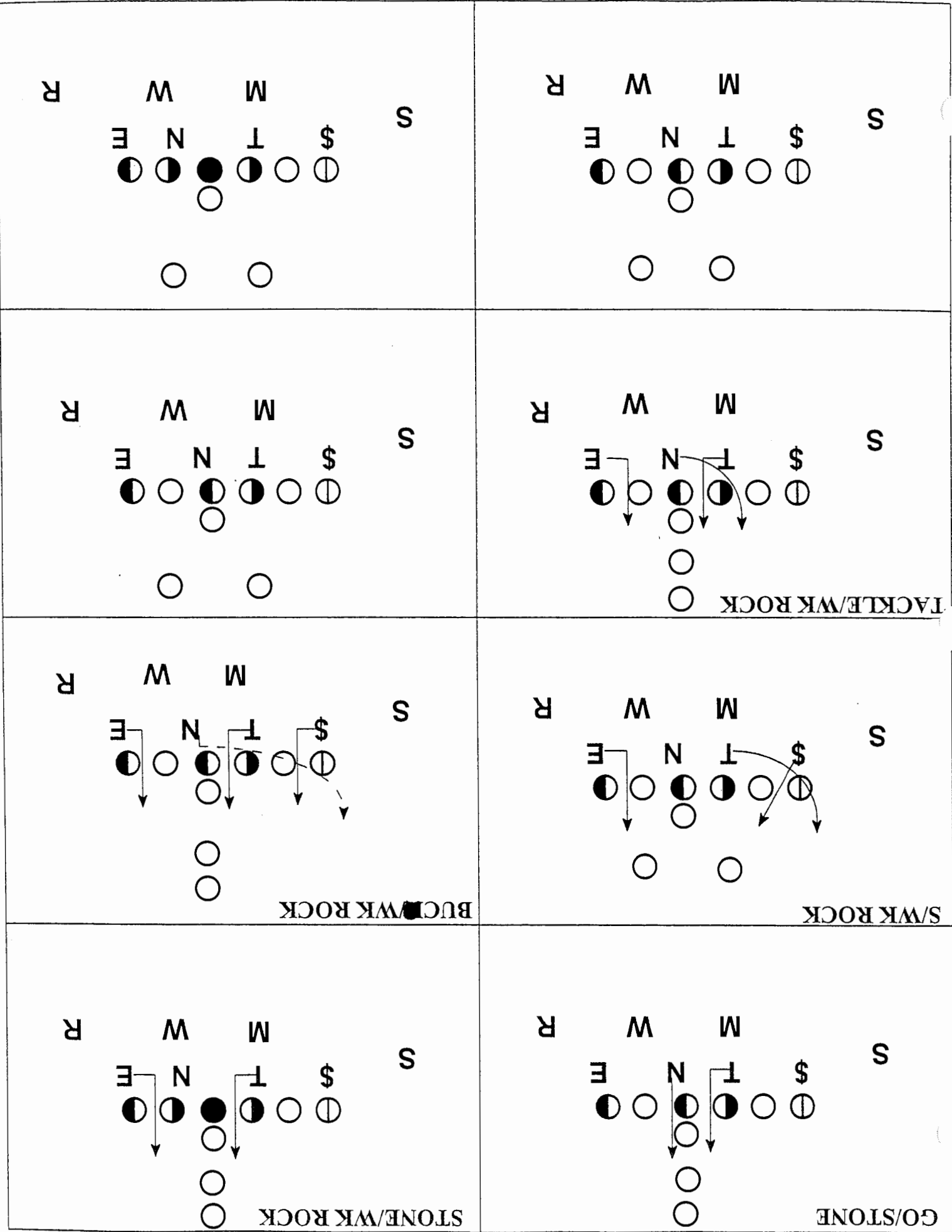
(G) STRONG LOOP



(G) STRONG SLANT



EVEN GAMES COMBINATIONS



GO/STONE

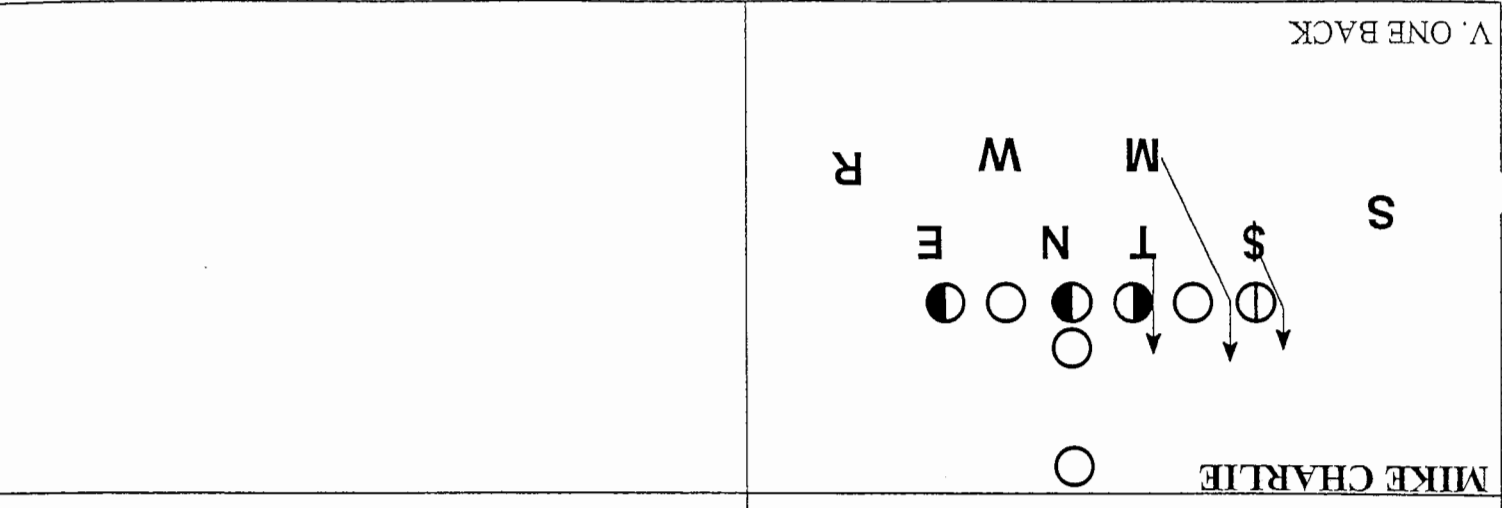
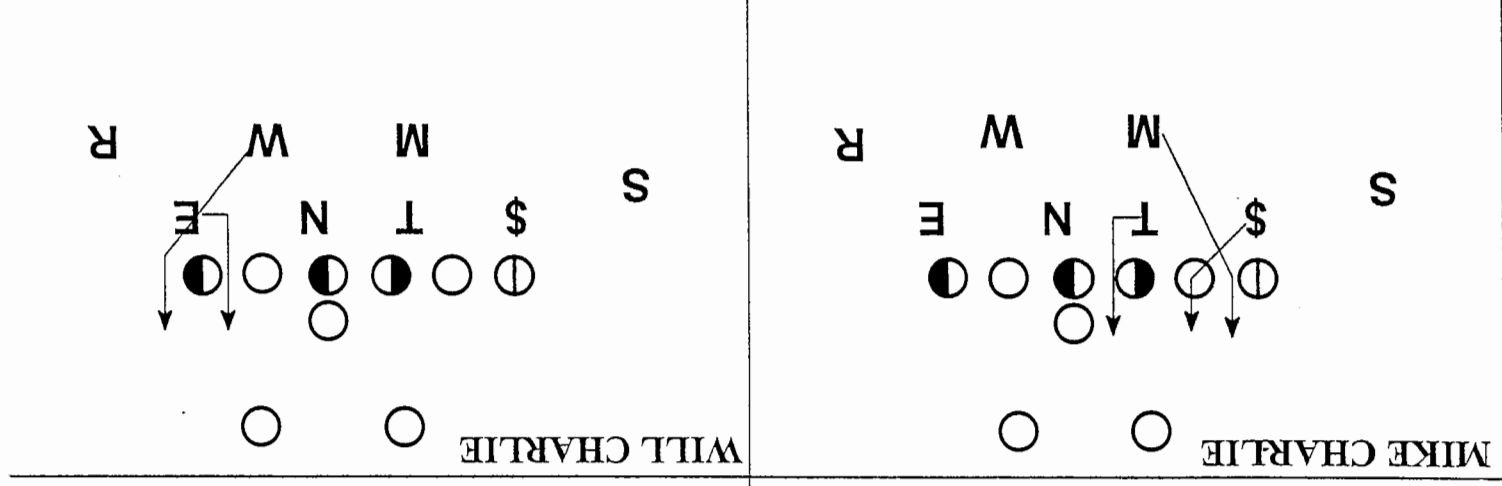
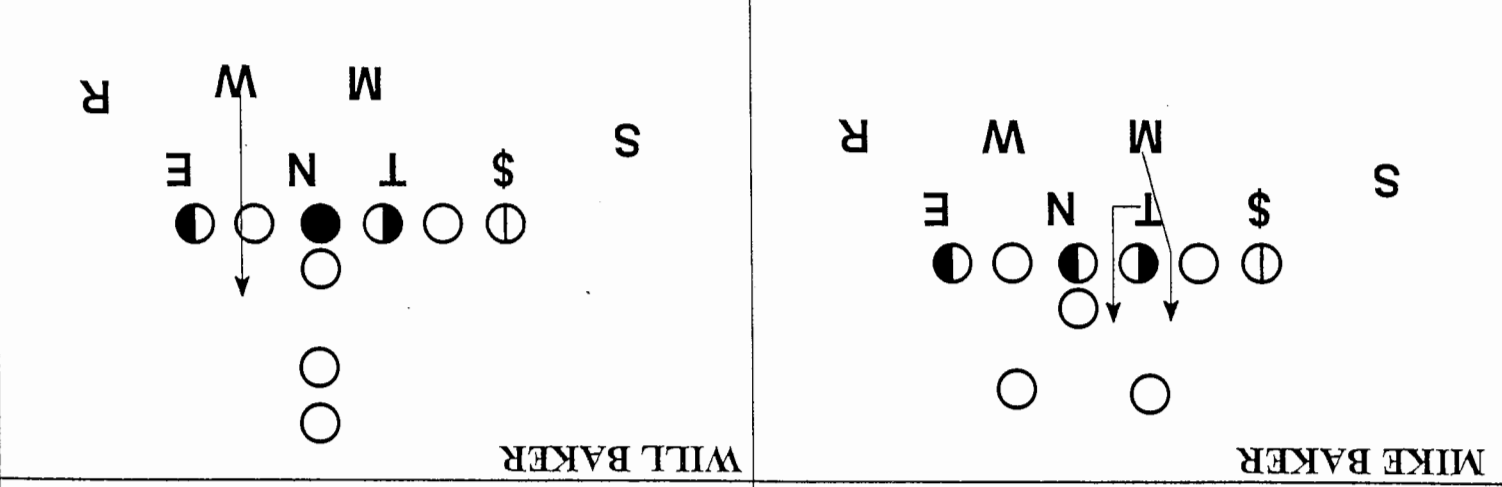
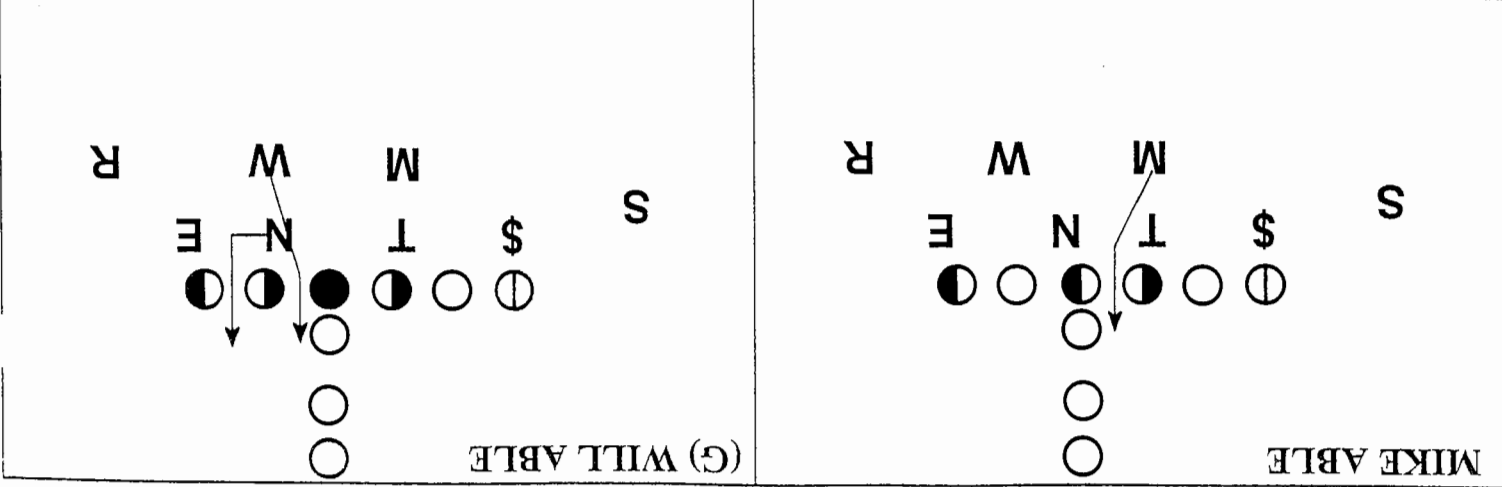
STONE/WK ROCK

S/WK ROCK

BUCK/WK ROCK

TACKLE/WK ROCK

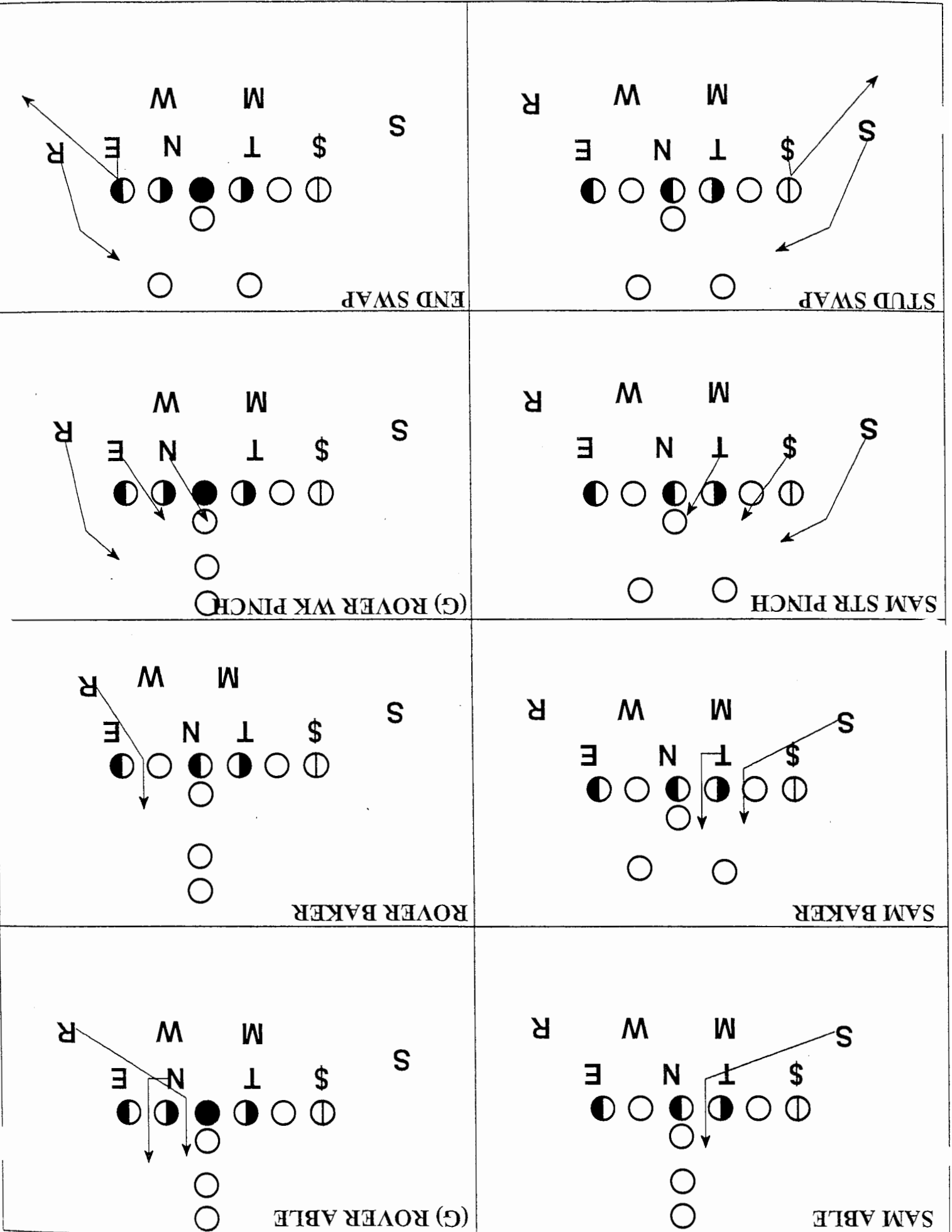
EVEN STUNTS



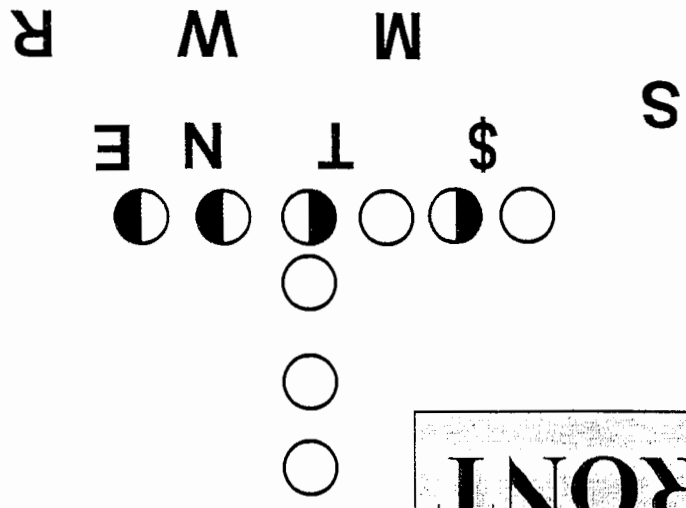
EVEN STUNTS

<p>ROVER EASY</p>	<p>SAM EASY</p>
<p>ROVER GAP</p>	<p>SAM GAP</p>
<p>WILL GAP</p>	<p>MIKE GAP</p>

EVEN STUNTS

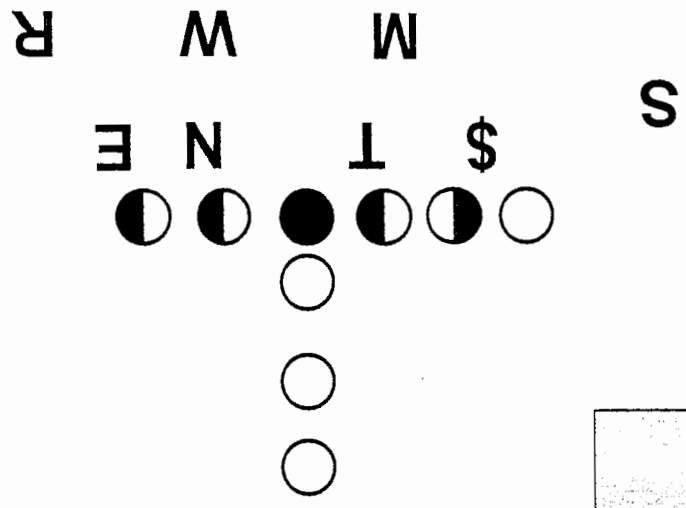


BASE FRONT



POSITION	ALIGN/TECH.	KEY	1. INSIDE TO 2. OUTSIDE TO	1. INSIDE AWAY 2. OUTSIDE AWAY
STUD	5	TACKLE	C GAP RUSH CONTAIN	CHASE REVERSE/BOOT
END	5	TACKLE	C GAP RUSH CONTAIN	CHASE REVERSE/BOOT
NOSE	3	GUARD	B GAP	1. SQUEEZE A GAP 2. FLATTEN AND CHASE
TACKLE	TILT	CENTER	A GAP	FLATTEN THE CENTER & WORK DOWN THE LOS
SAM	TITE WALK	TE/BACK TRIANGLE	FORCE	SLOW FOLD/CUTBACK. CHECK REVERSE
MIKE	30	GUARD BACK PATH	1. B GAP 2. STACK AND ATTACK	1. QUICK CUTBACK B GAP 2. FAST SCRAPE
WILL	20	GUARD BACK PATH	1. A GAP 2. STACK AND ATTACK	1. STACK AND ATTACK 2. FAST SCRAPE
ROVER	WALK/HIDE	GUARD/BALL/ BACK TRIANGLE	1. HIDE/FILL 2. FORCE	FOLD/CUTBACK CHECK REVERSE

BASE G



POSITION	ALIGN/TECH.	KEY	1. INSIDE TO 2. OUTSIDE TO	1. INSIDE AWAY 2. OUTSIDE AWAY
STUD	5	TACKLE	C GAP RUSH CONTAIN	CHASE REVERSE/BOOT
END	5	TACKLE	C GAP RUSH CONTAIN	CHASE REVERSE/BOOT
NOSE	3	GUARD	B GAP	1. SQUEEZE A GAP 2. FLATTEN AND CHASE
TACKLE	TILT	CENTER	A GAP	FLATTEN THE CENTER & WORK DOWN THE LOS
SAM	TITE WALK	TE/BACK TRIANGLE	FORCE	SLOW FOLD/CUTBACK. CHECK REVERSE
MIKE	30	GUARD BACK PATH	1.B GAP 2.STACK AND ATTACK	1.QUICK CUTBACK B GAP 2.FAST SCRAPE
WILL	20	GUARD/BALL BACK PATH	1.A GAP 2.STACK AND ATTACK	1.QUICK CUTBACK A GAP 2.FAST SCRAPE
ROVER	WALK/HIDE	GUARD/BALL/ BACK TRIANGLE	1. FILL B GAP 2. FORCE	FOLD/CUTBACK CHECK REVERSE

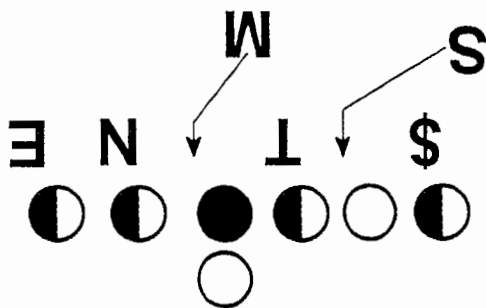
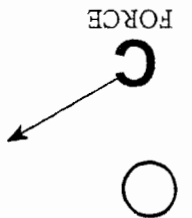
ROVER	HIGH	QB TO W	SECONDARY SUPPORT	SECONDARY SUPPORT
WILL	WALK	GUARD/BALL BACK PATH	HIDE/FORCE/PITCH	FOLD/CUTBACK CHECK REVERSE
MIKE	10	GUARD BACK PATH	1. WK. A GAP 2. STACK AND ATTACK	1. WK A GAP 2. FAST SCRAPE
SAM	90	TE/BACK TRIANGLE	1. B GAP 2. STACK AND ATTACK	B GAP TO BALL
TACKLE	21	GUARD	A GAP	CONTROL THE A GAP AND WORK DOWN THE LOS
NOSE	3	GUARD	B GAP	1. SQUEEZE A GAP 2. FLATTEN AND CHASE
END	5	TACKLE	C GAP RUSH CONTAIN	CHASE REVERSE/BOOT
STUD	7	TE	C GAP RUSH CONTAIN	CHASE REVERSE/BOOT
POSITION	ALIGN/TECH.	KEY	1. INSIDE TO 2. OUTSIDE TO	1. INSIDE AWAY 2. OUTSIDE AWAY

STICK

FS

R

CORA

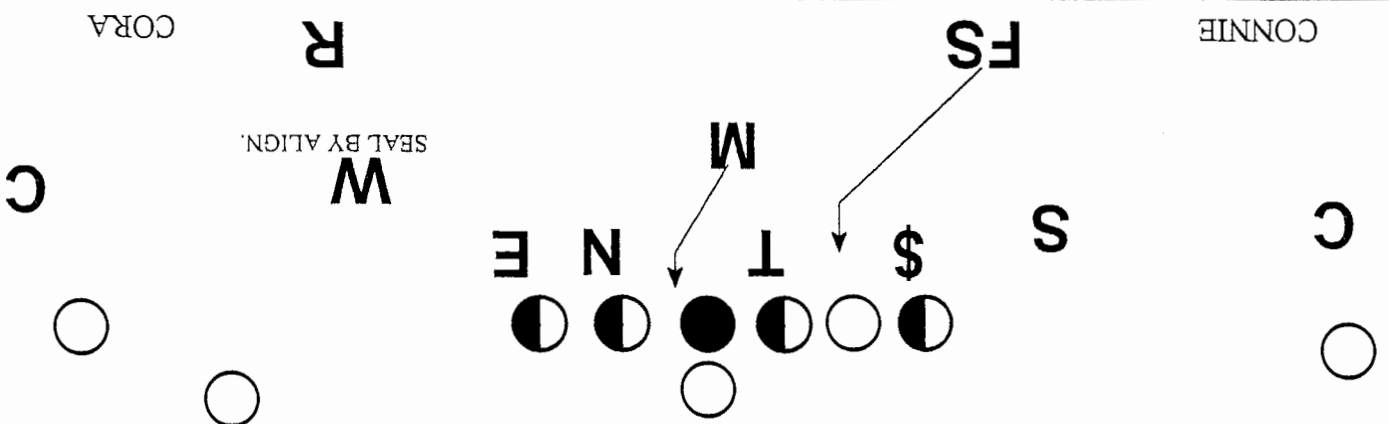


BASE G-7
STICK/SARA/FLOOD/EXCH.

1. NO TEXAS CALL
2. LB'S BOW ALIGN
3. WILL DISGUISE ALIGN.

BASE G-7
SARA/FLOOD/EXCH.

1. NO TEXAS CALL
2. LB'S BOW ALIGN
3. WILL DISGUISE ALIGN.

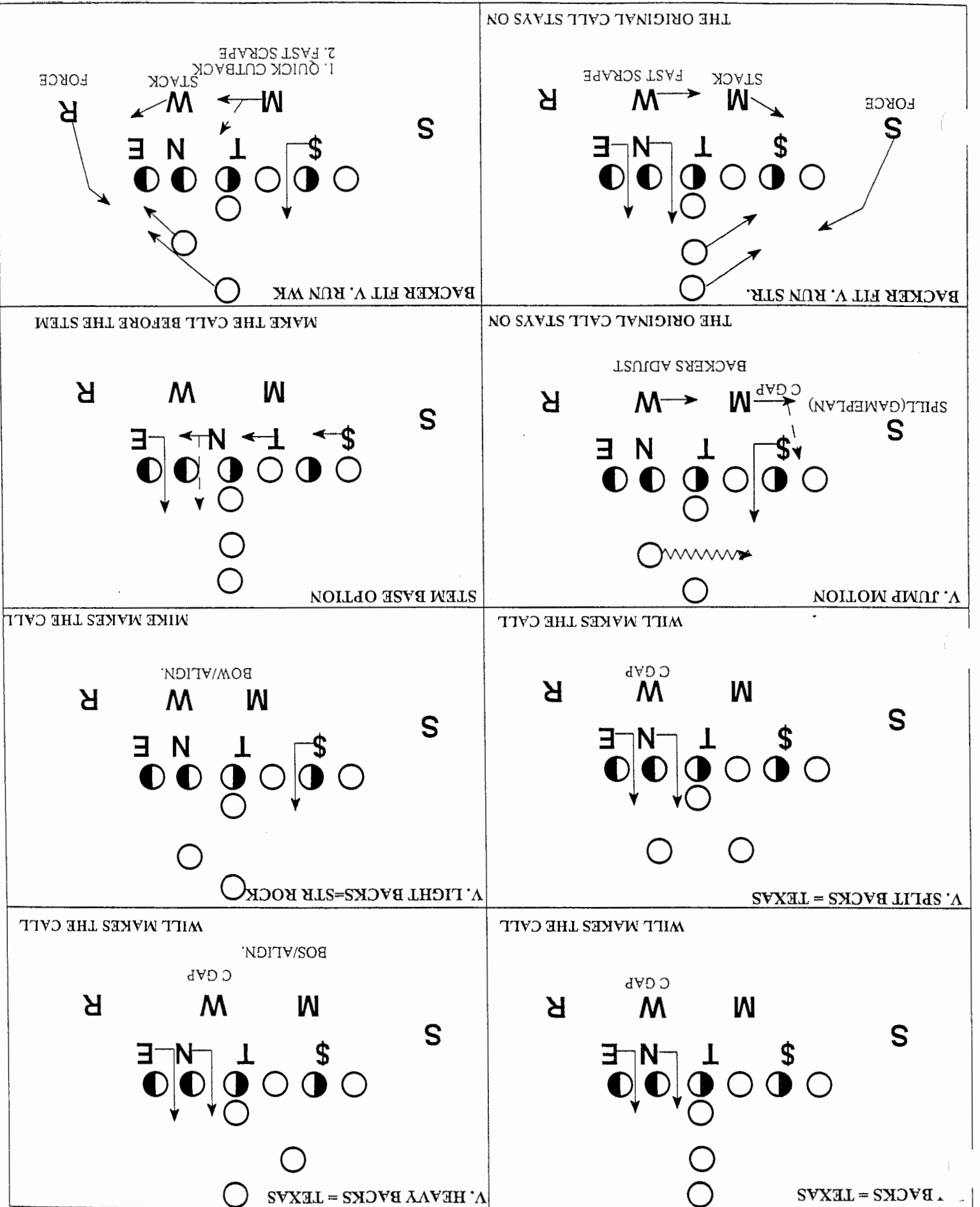


ROVER	WALK/HIDE	GUARD/BALL/ BACK TRIANGLE	1. FILL B GAP 2. FORCE	FOLD/CUTBACK CHECK REVERSE
WILL	WALK	GUARD/BALL BACK PATH	HIDE/FORCE/PITCH	FOLD/CUTBACK CHECK REVERSE
MIKE	10	GUARD BACK PATH	1. WK. A GAP 2. STACK AND ATTACK	1. WK A GAP 2. FAST SCRAPE
SAM	TITE WALK	TE/BACK TRIANGLE	FORCE	SLOW FOLD/CUTBACK CHECK REVERSE
TACKLE	21	GUARD	A GAP	CONTROL THE A GAP AND WORK DOWN THE LOS
NOSE	3	GUARD	B GAP	1. SQUEEZE A GAP 2. FLATTEN AND CHASE
END	5	TACKLE	C GAP RUSH CONTAIN	CHASE REVERSE/BOOT
STUD	7	TE	C GAP RUSH CONTAIN	CHASE REVERSE/BOOT
POSITION	ALIGN/ TECH.	KEY	1. INSIDE TO 2. OUTSIDE TO	1. INSIDE AWAY 2. OUTSIDE AWAY

BASE OPTION allows us to stunt to the running strength of the offense. This package utilizes D-Line stunts as the primary movement with the Linebackers adjusting for GAP control. The option call is based on the back set.

BASE OPTION

STAB/TAMPA



MAKE THE CALL BEFORE THE STEM

THE ORIGINAL CALL STAYS ON

BACKERS ADJUST

SPILL (GAMEPLAN)

GAP

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O

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W

M

S

GAP

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N

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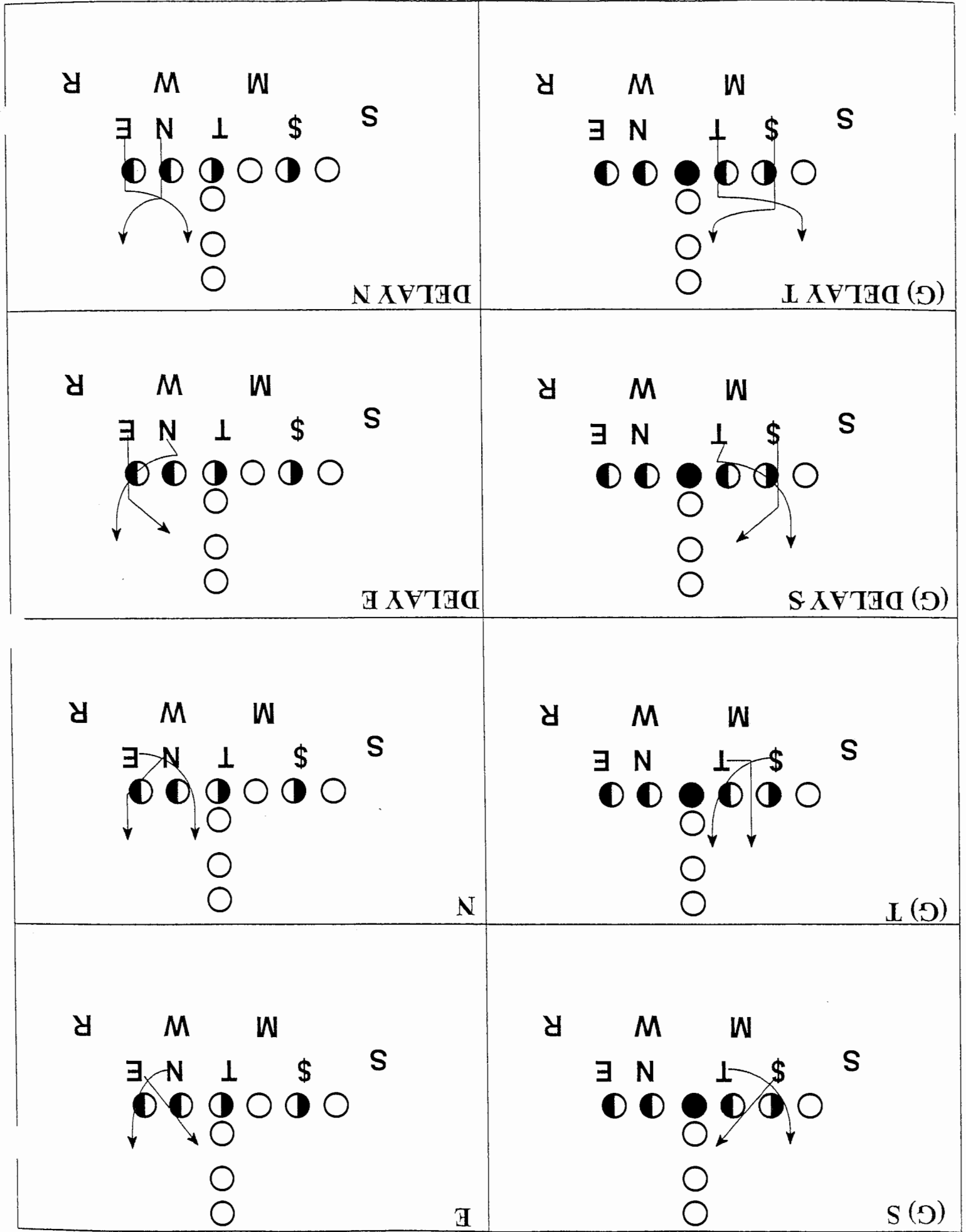
GAP

E

N

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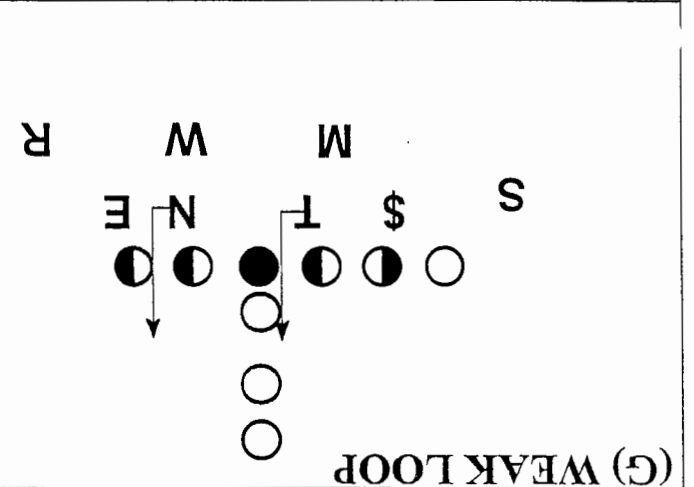
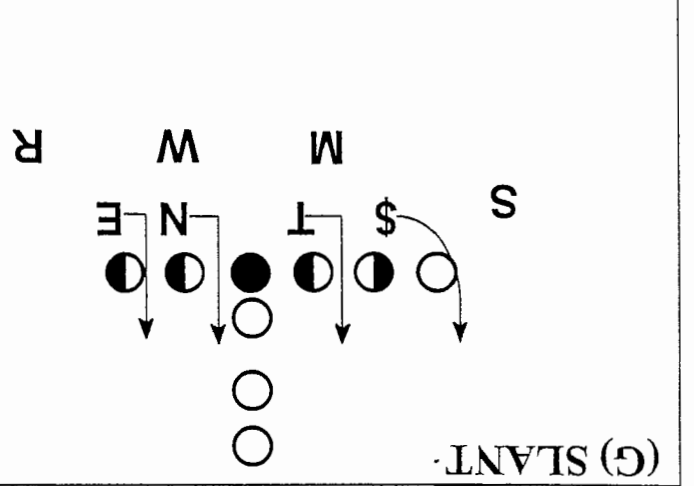
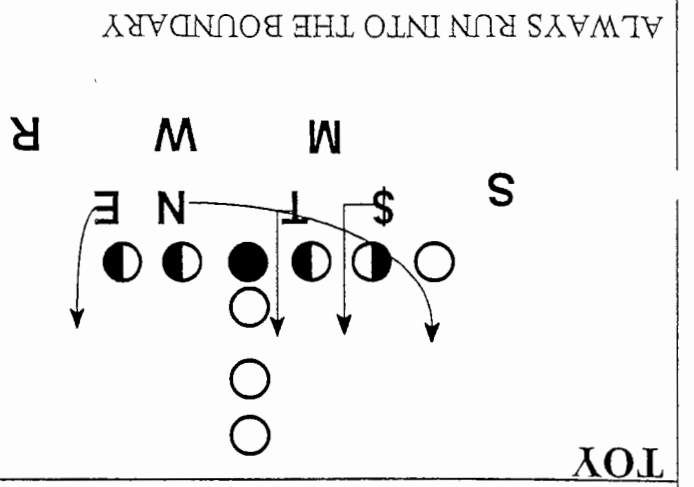
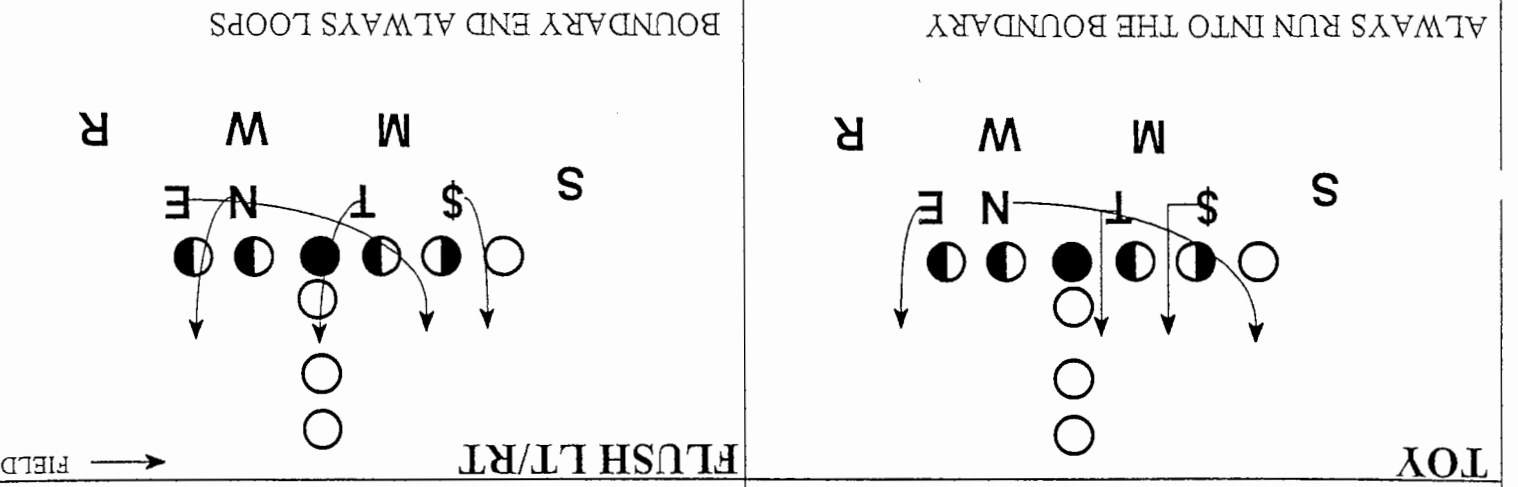
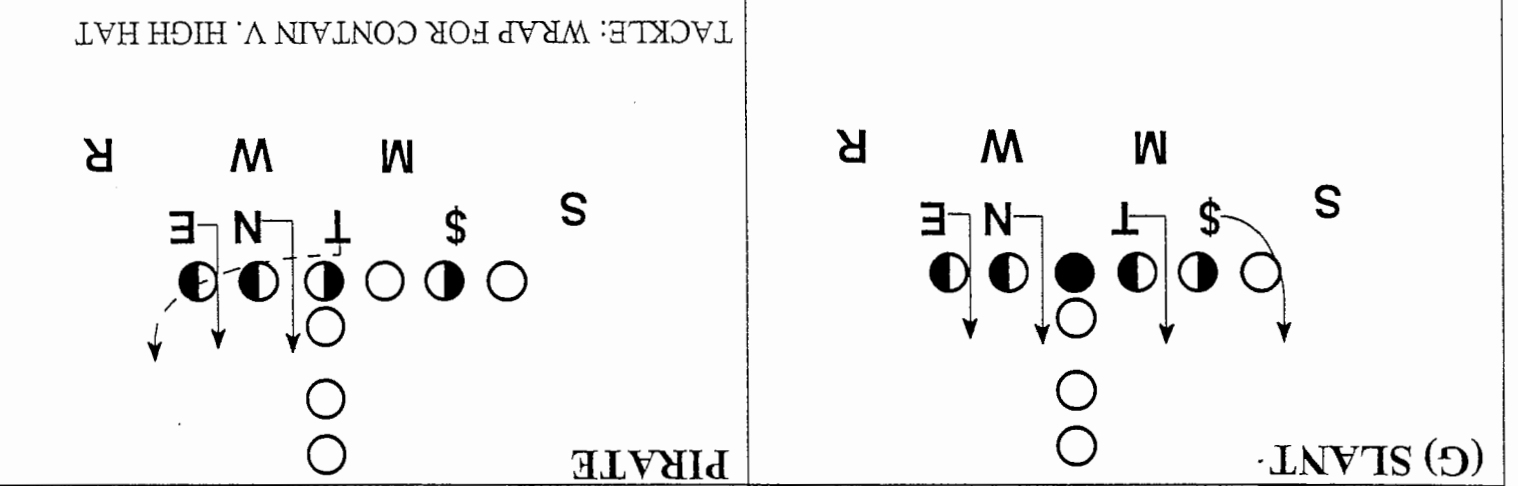
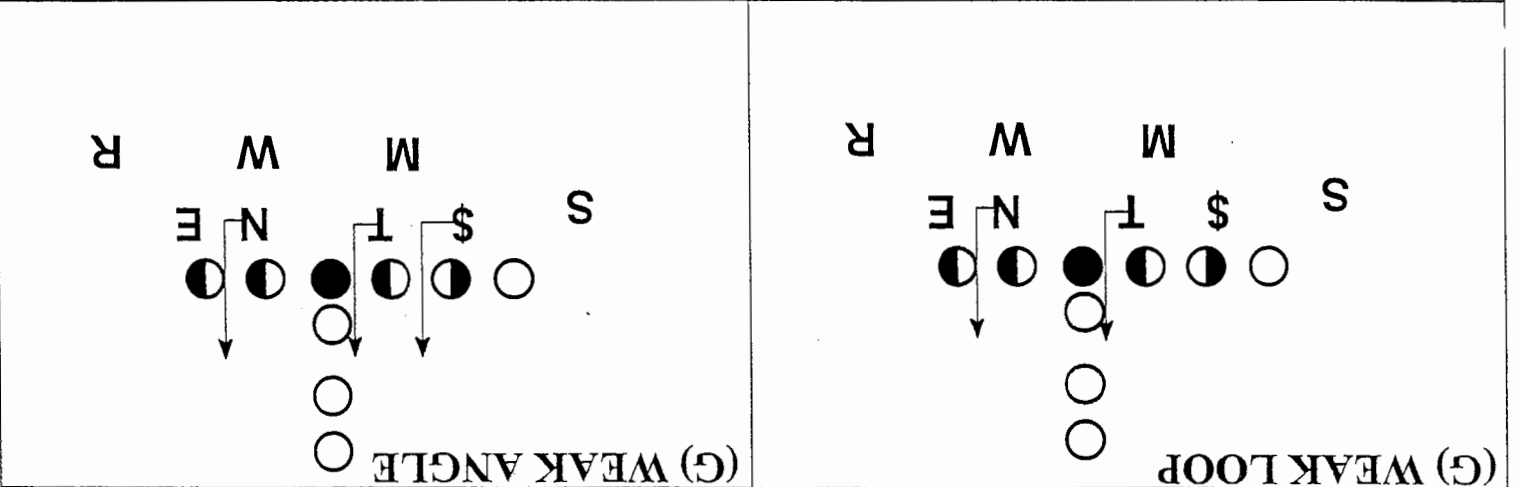
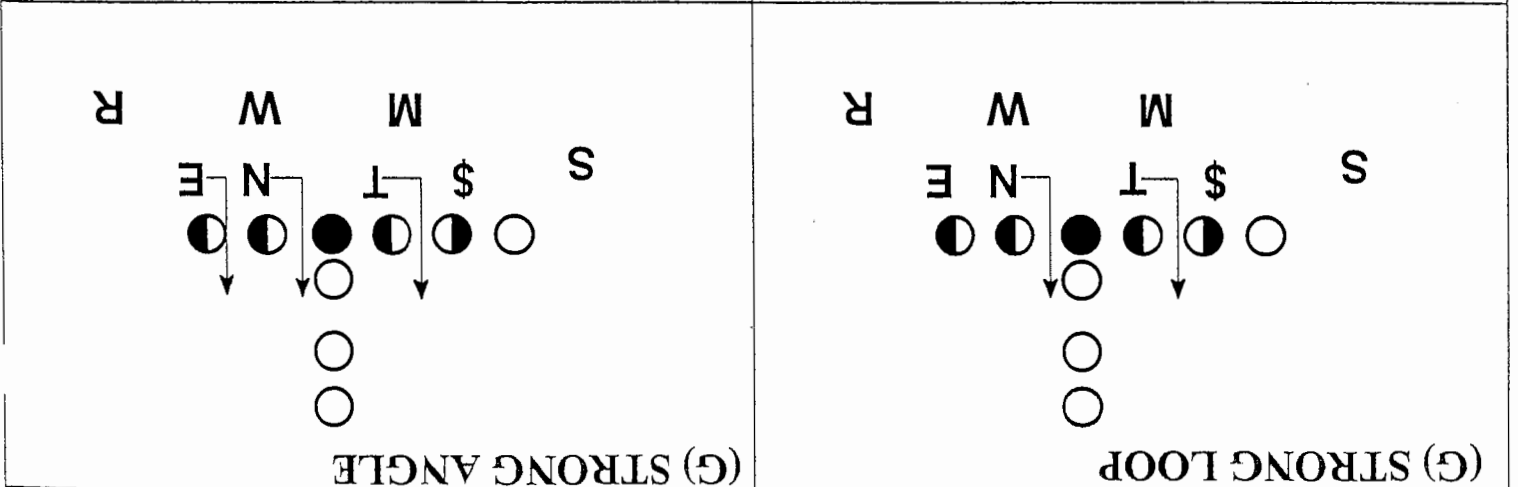
BASE GAMES



BASE GAMES

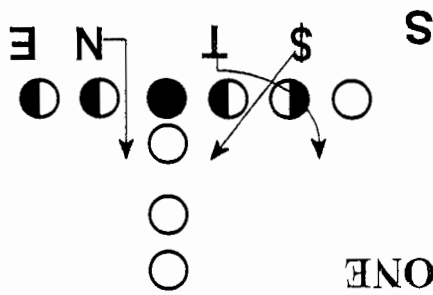
<p>WEAK ROCK</p>	<p>STRONG ROCK</p>
<p>STONE</p>	<p>GO</p>
<p>WEAK PINCH</p>	<p>(G) STRONG PINCH</p>
<p>NOSE</p>	<p>TACKLE</p>

BASE GAMES

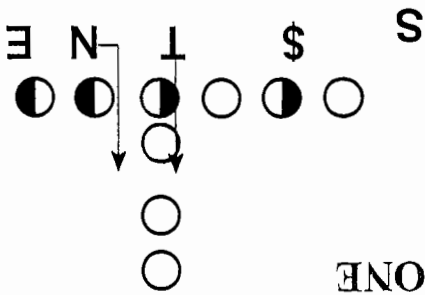


BASE GAMES

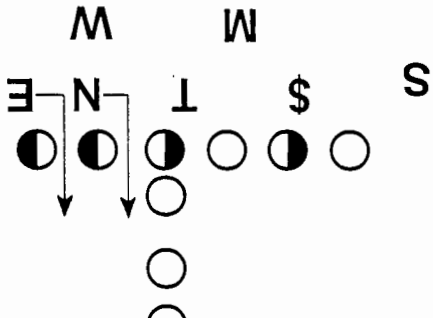
G/S/STONE



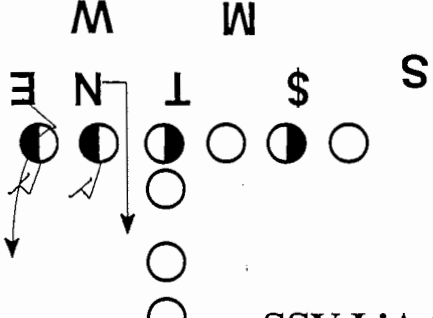
GO/STONE



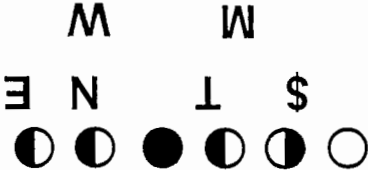
TEXAS V. RUN



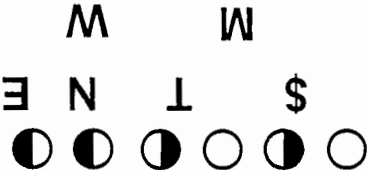
TEXAS V. PASS



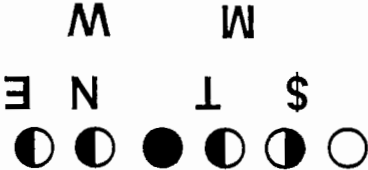
S



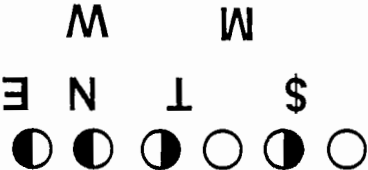
S



S



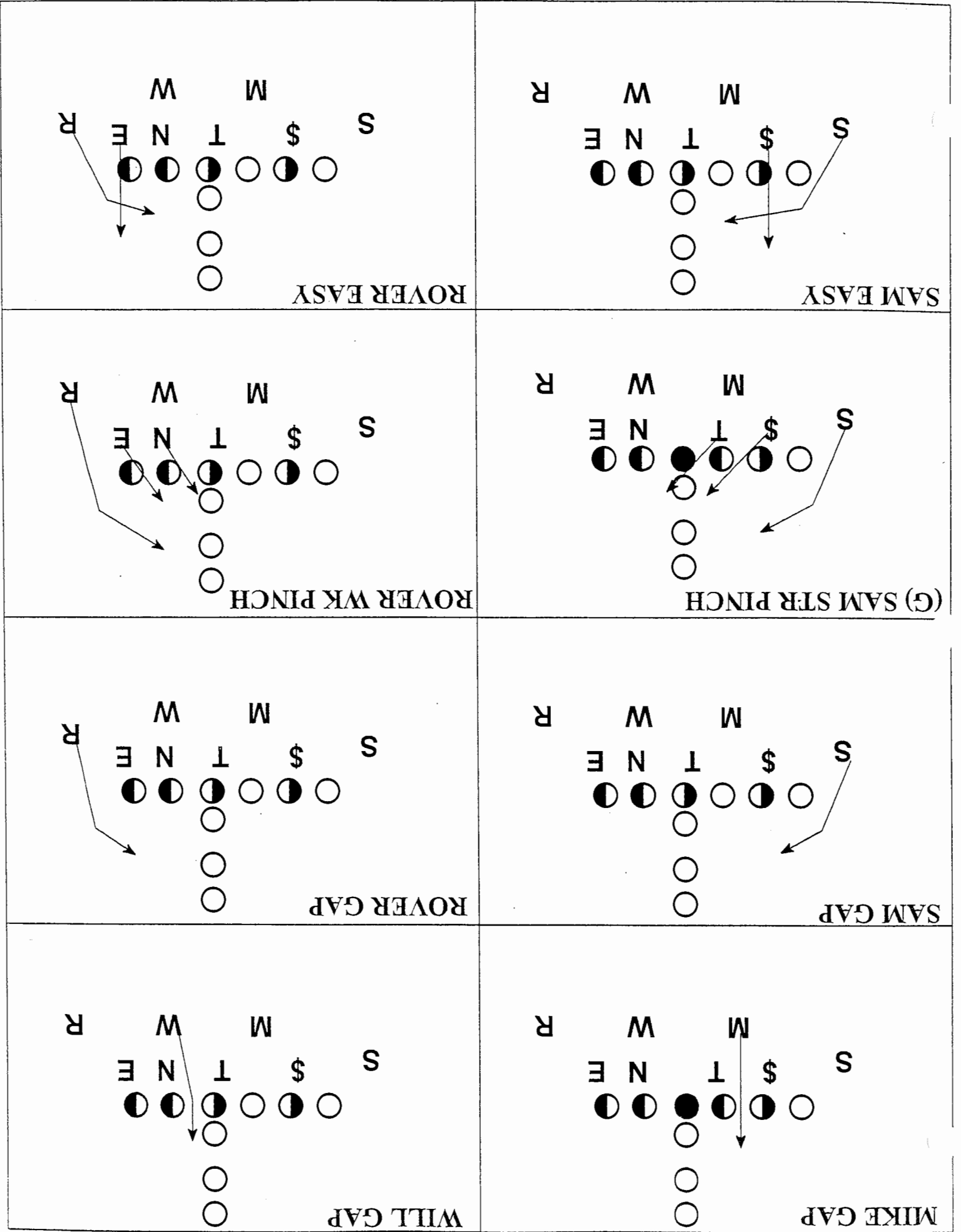
S



BASE STUNTS

<p>WILL CHARLIE</p>	<p>MIKE CHARLIE</p>
<p>ROVER BAKER</p>	<p>SAM BAKER</p>
<p>WILL BAKER</p>	<p>MIKE BAKER</p>
<p>WILL ABLE</p>	<p>(G) MIKE ABLE</p>

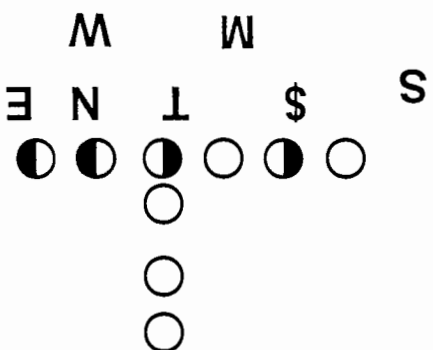
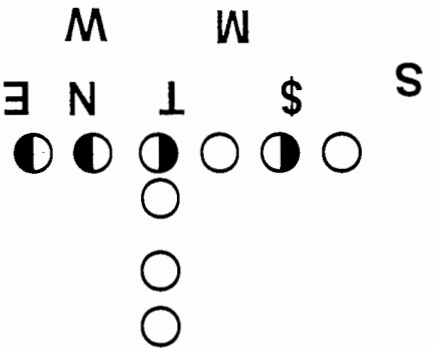
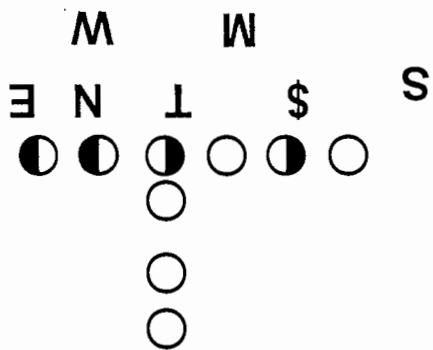
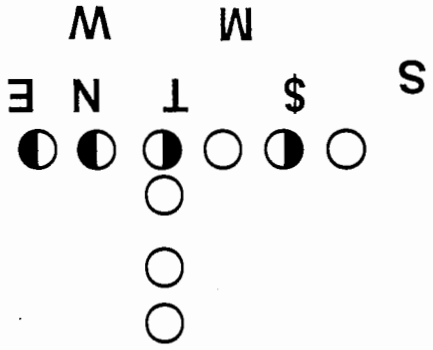
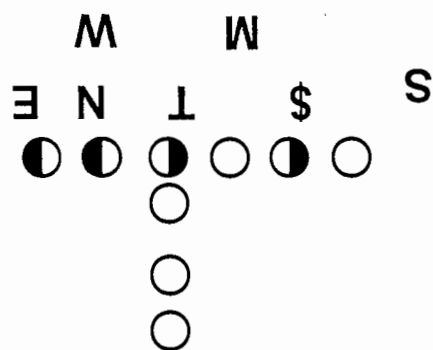
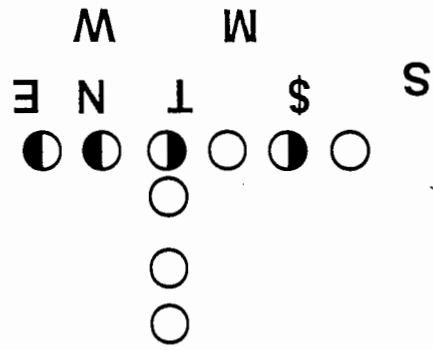
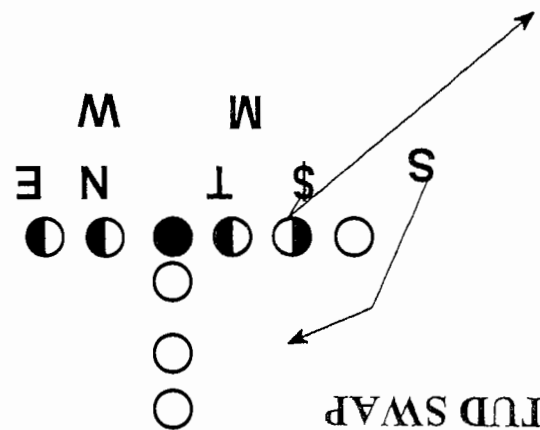
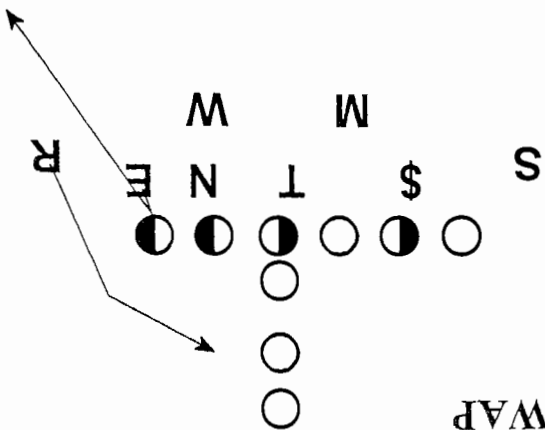
BASE STUNTS



BASE STUNTS

END SWAP

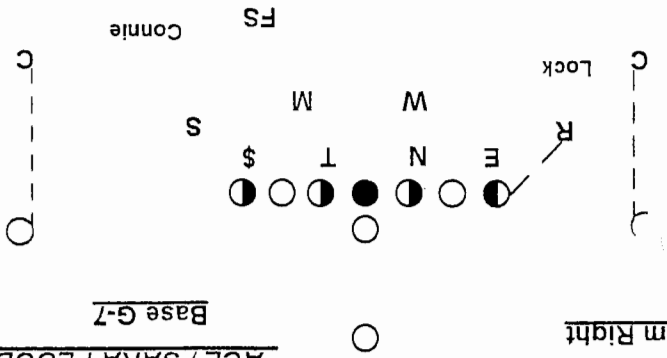
STUD SWAP



COACHING POINTS / REMINDERS / RULES

1. Our base call to "12" = "Ace / Sara Flood" this =
 a) Base G-7 to any non-wing Ace set;
 b) Even 9 to any Ace Wing. If we do not get our end to a 9
 Technique, Mike must align in a 90 Technique.
2. We will also make Hard Calls. Even 9 / Components, or Base G-7 / Red or Sara for example.
3. Free Safety, treat wing sets as Heavy Backs. Your Component will be Connie, or Banjo.

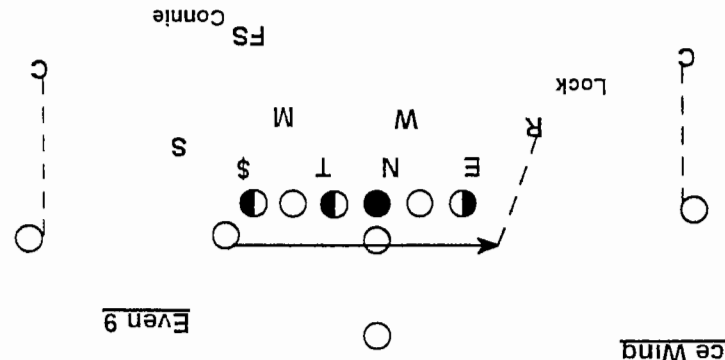
"ACE / SARA FLOOD"



Tom Right

Base G-7

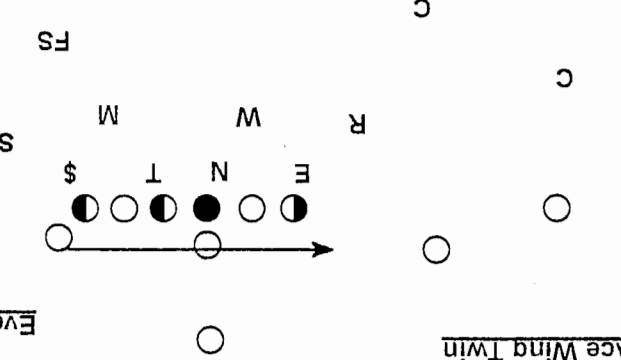
*Treat as Heavy. Play "Connie". With "H" Motion "Connie" Stays, Rover play "Lock". (Possible check to Base G-7)



Ace Wing

Even 9

*Play "Banjo" / "Cora". With "H" Motion play "Exchange".

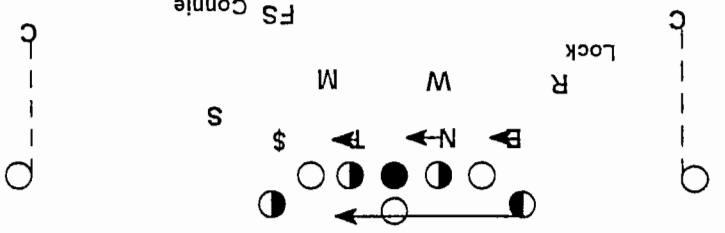


Ace Wing Twin

Even 9

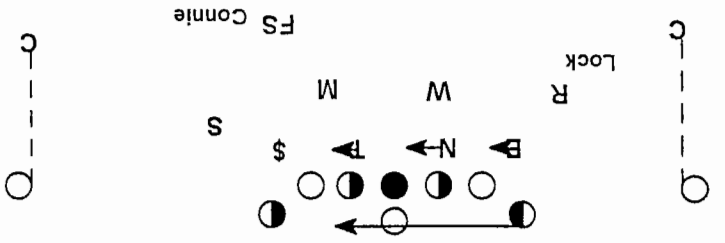
Tom Right

' & H Off



Base G-7 to Even

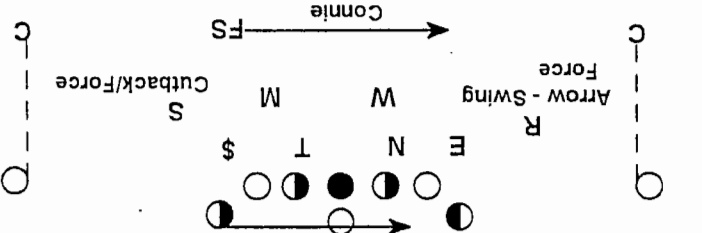
*Initially Treat as true Ace. "H" Motion strong slide front to Even, must get Tackle to a "3 Technique". Play "Connie" strong, "Lock" weak.



Tom Right

Ace Y & H Off

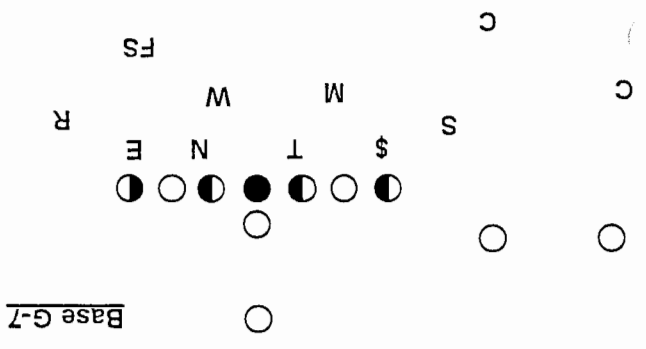
*Treat as Ace. Base G-7 stays with "H" Motion weak. FS adjust, call "Connie". Sam "Lock". Rover you are now Arrow-Swing, if "Stick" is initially called weak, check to "Connie", align low so you can Force.



Base G-7

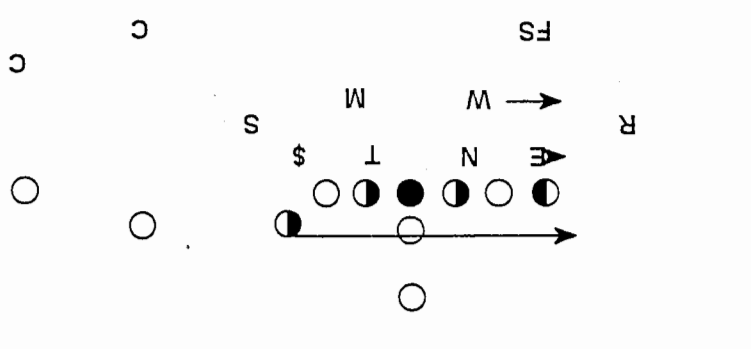
Ace Twin Y Off

"Exchange"



Base G-7

**End align in 9 Technique or Will align in a 90 Technique.

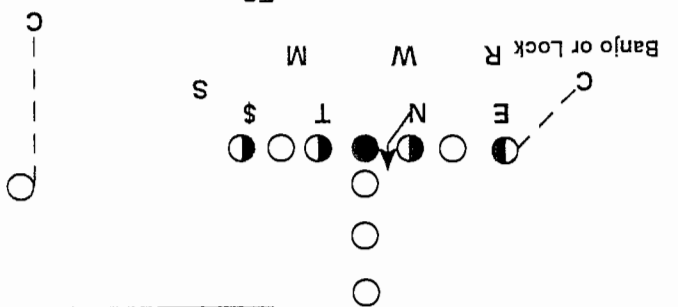


C

COACHING POINTS / REMINDERS / RULES

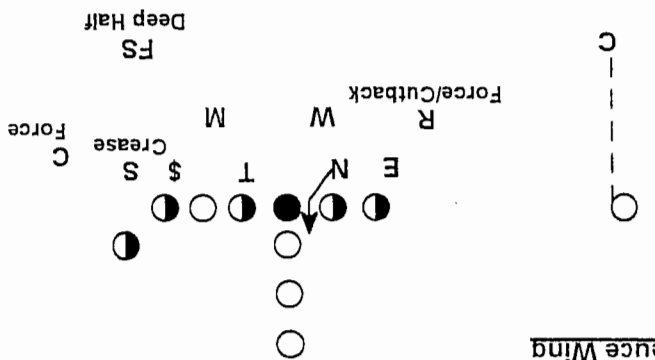
1. Calls = a) "Base G-7 Stone / Sara"
 b) "Even G (Stone) / Sara"
 c) "Base G Double Pinch / Gold"
2. **vs Deuce Wing Alignment in or Motion To Must Have:
 - 1) Force Defender
 - 2) Crease Defender
 - 3) Deep Half Defender
3. 1 Deuce Slot, Make Tom Call to TE on the L.O.S. if Tom is Called to the opposite side just play the call
4. Rover vs Deuce = 50 Alignment.
5. "Sara Stick" may also be called in coverage.

Base G-7 Stone / Sara

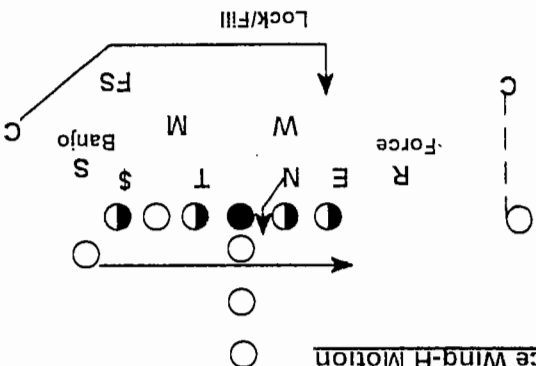


1 Deuce

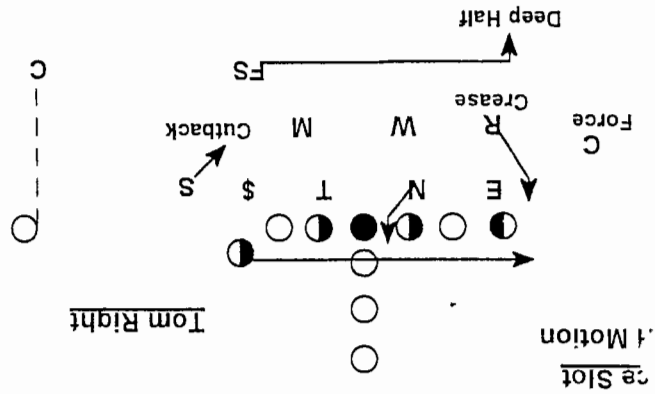
1 Deuce Wing



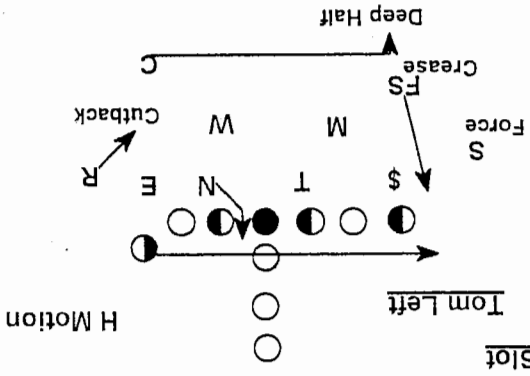
1 Deuce Wing-H Motion



1 Deuce Slot

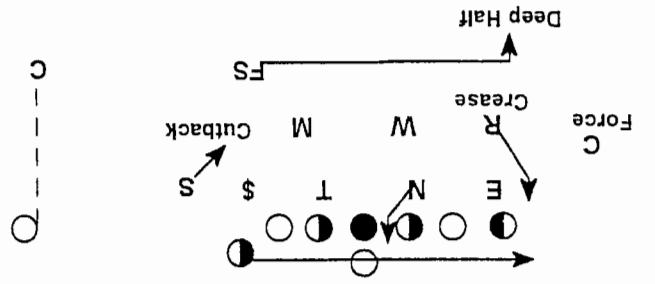


1 Deuce Slot



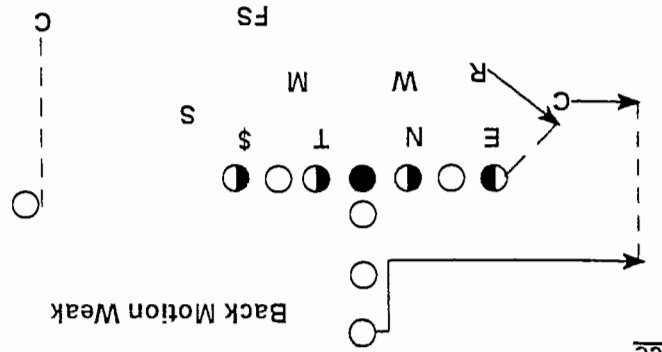
1 Deuce Slot

Tom Right

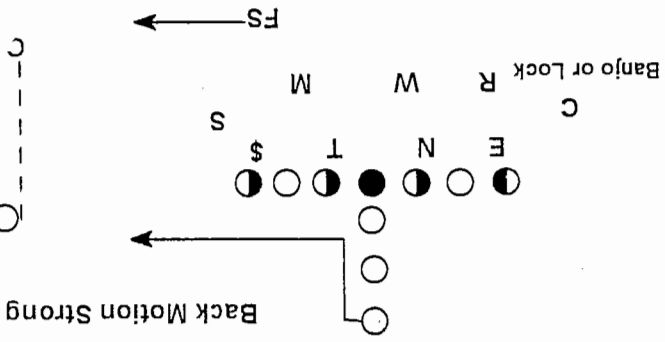


Back Motion Weak

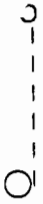
1 Deuce



1 Deuce



Back Motion Strong

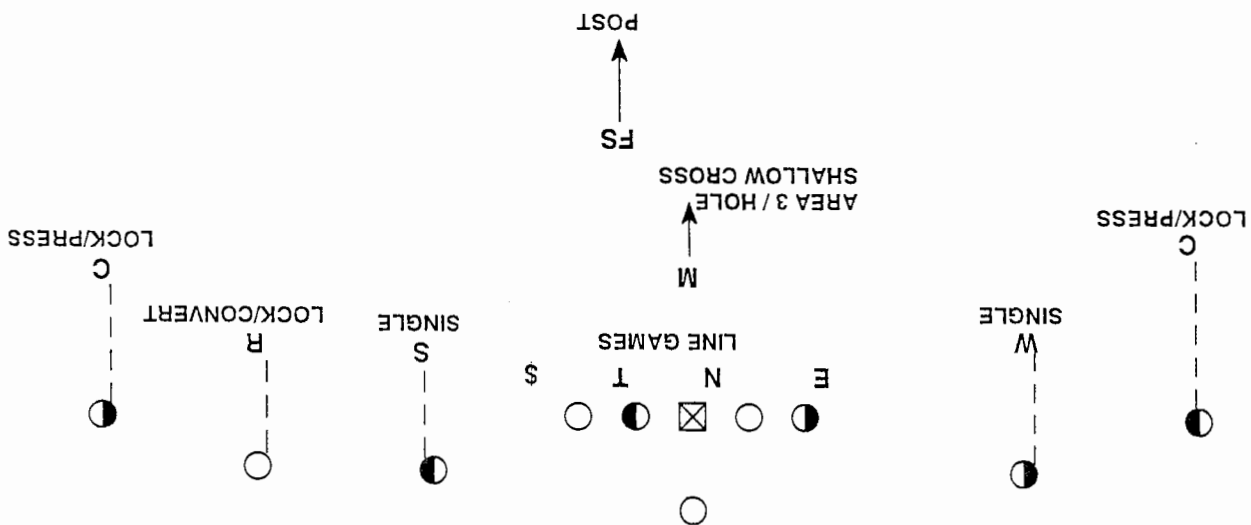


BRONCO VS EMPTY

Cover Red, Sally, & Load

EMPTY (ANY GROUP)

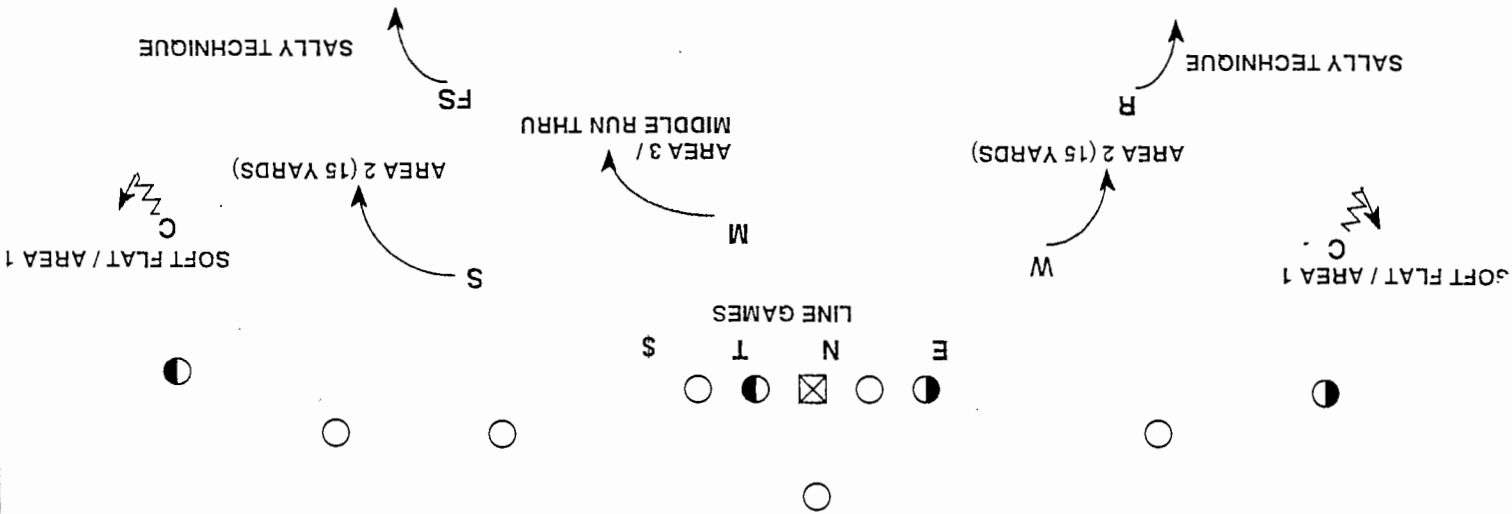
Always Alert For QB Under Center



"EVEN / RED"

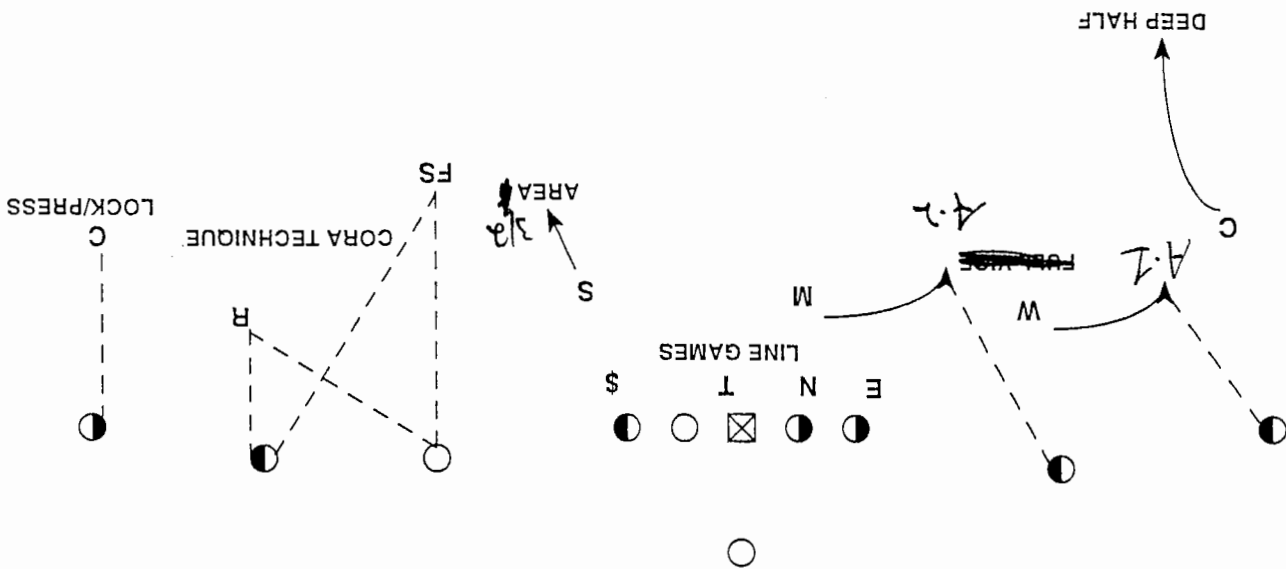
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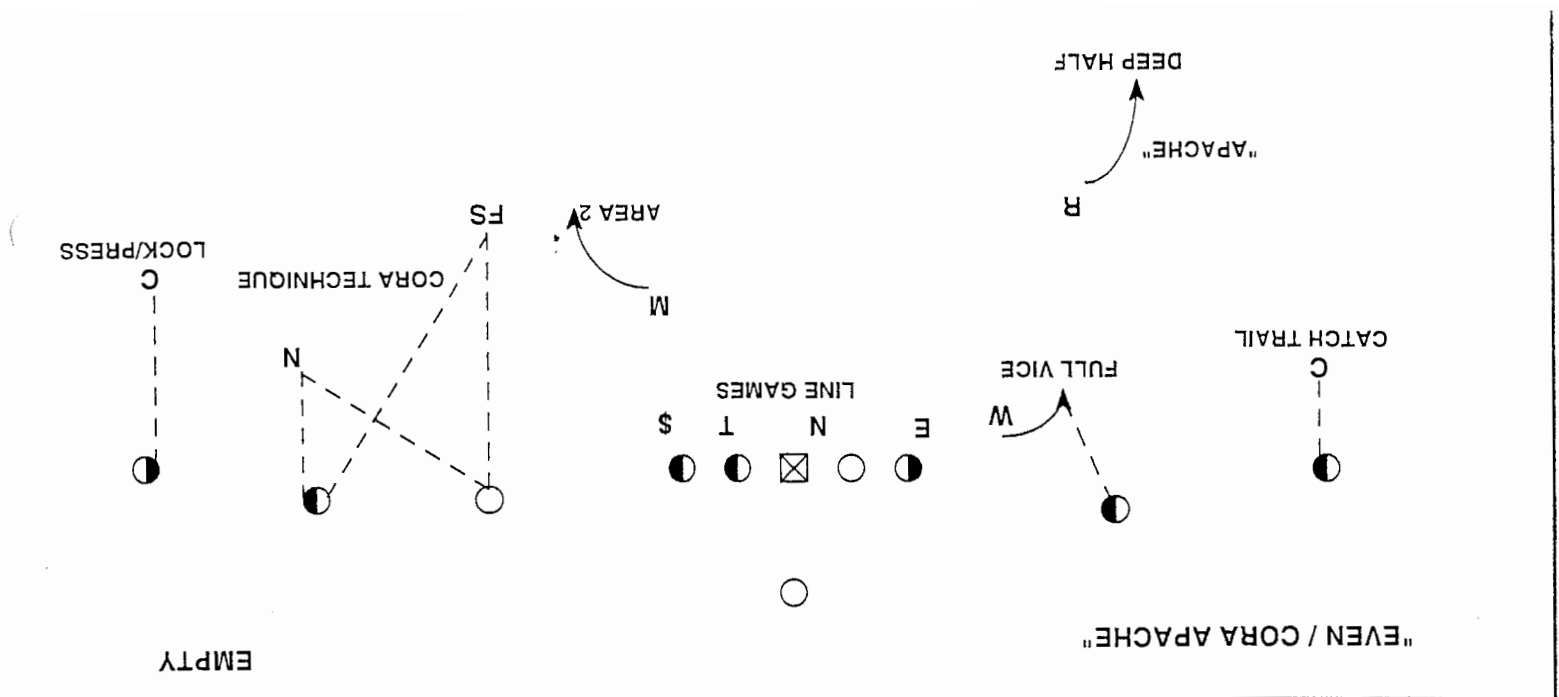
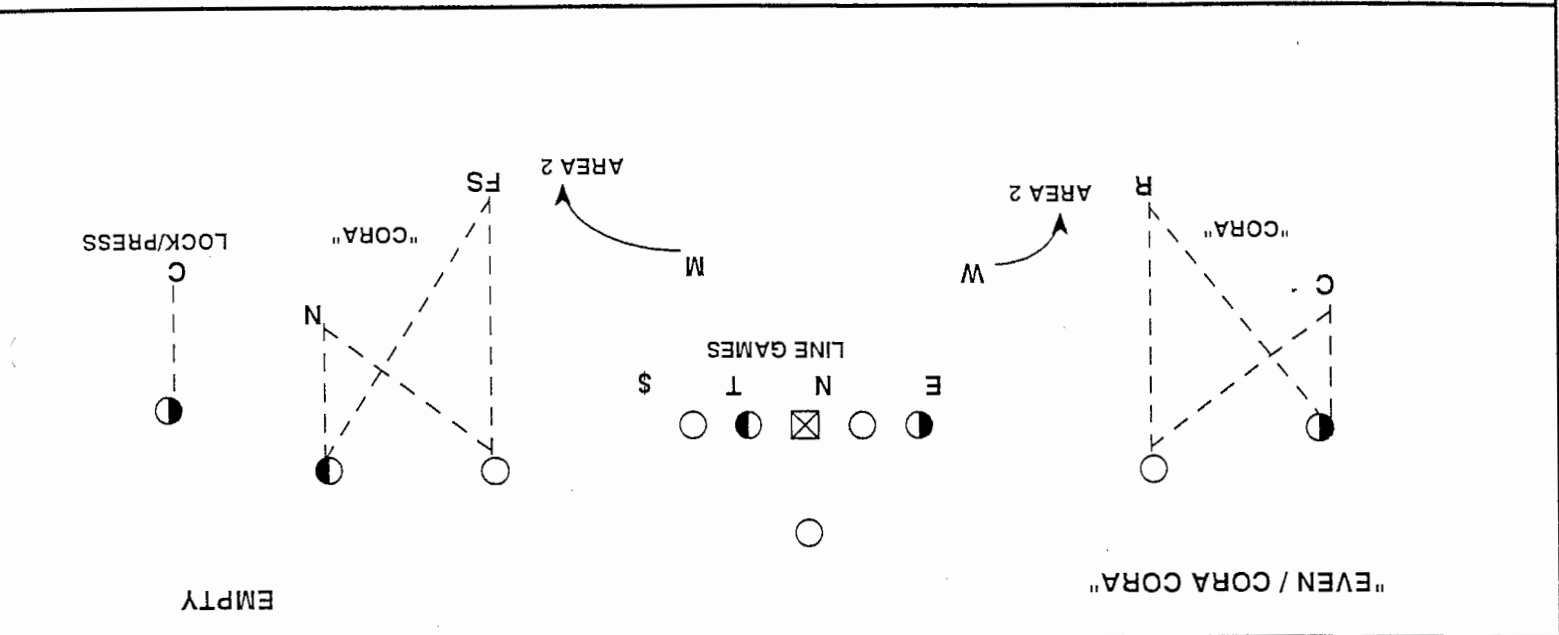
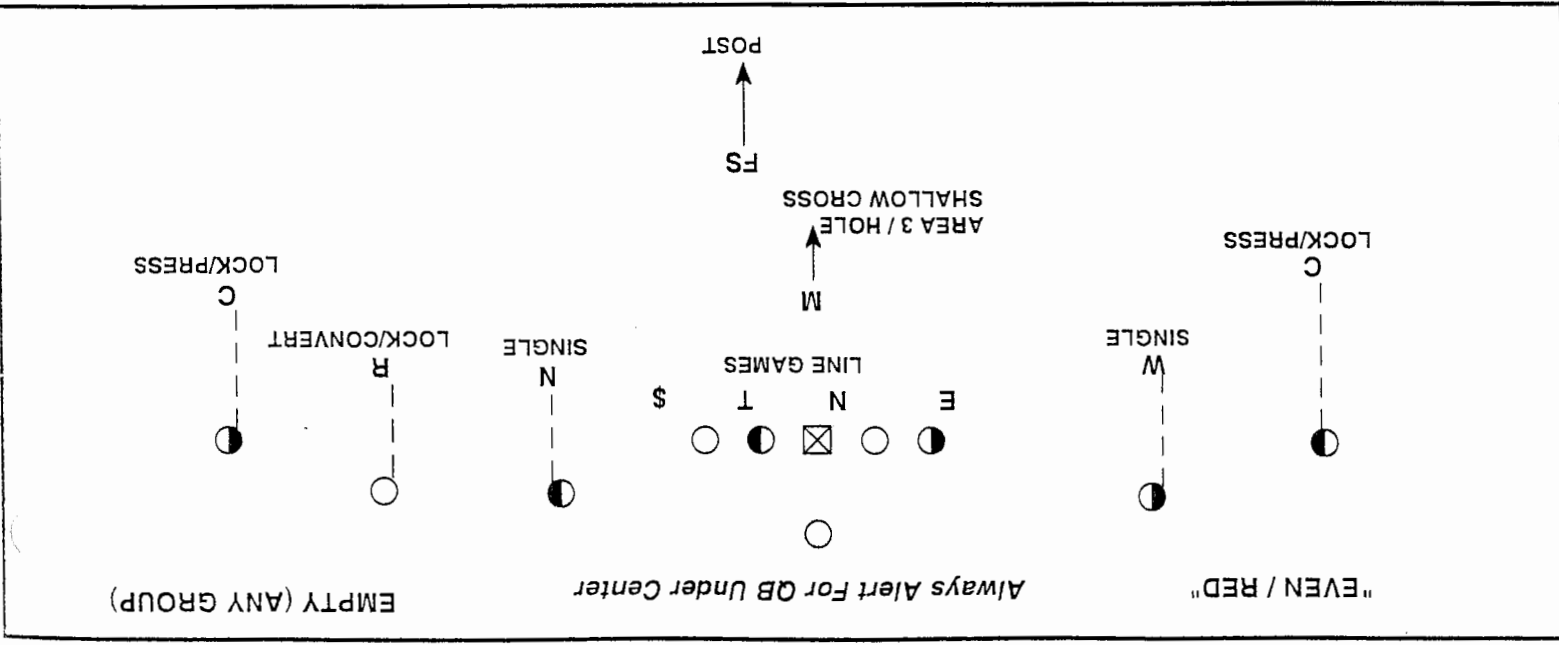
"EVEN / SALLY"



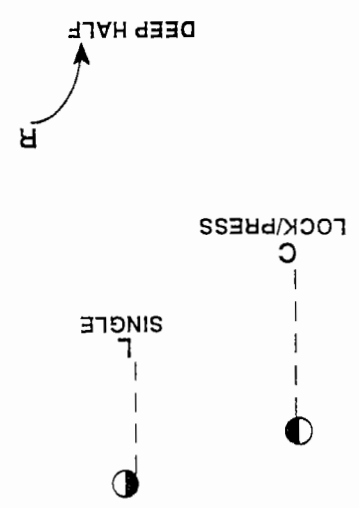
EMPTY

"BASE / LOAD"



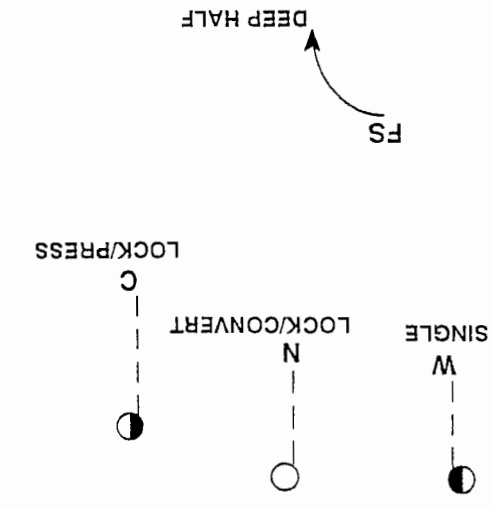


"ODD / RED"

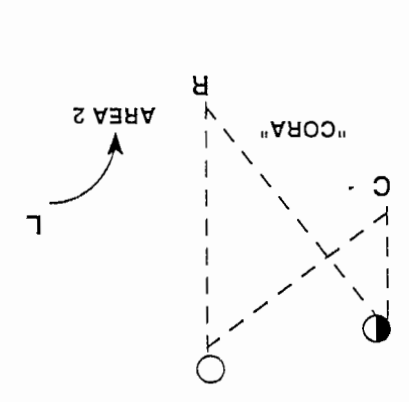


Always Alert For QB Under Center

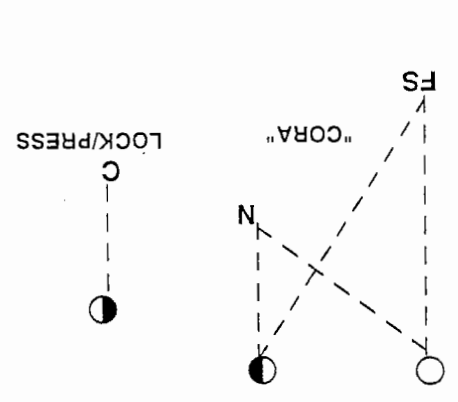
EMPTY (ANY GROUP)



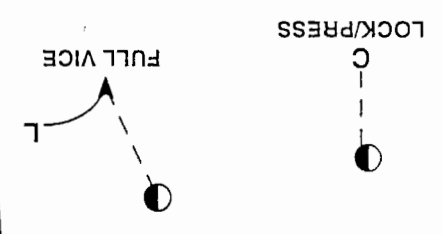
"ODD / CORA CORA"



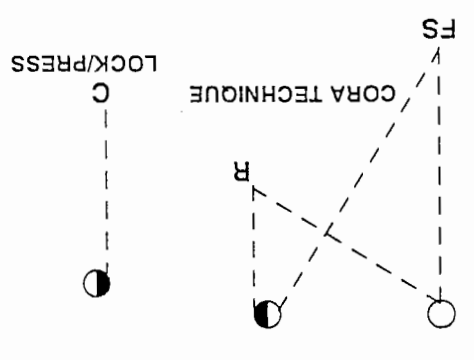
EMPTY



"ODD STRONG ZONE / LOAD"



EMPTY



BRONCO COVERAGE DESCRIPTION

Our coverage system is divided into three basic categories.

1. Zone – These covers are generally indicated by a number. Cover 3, Cover 5. Or a combination of two covers, Cover 3 – 5.

2. Pressure – Normally indicated by a color. Covers White, Silver, Brown, and Gold are all examples of coverages when we are blitzing. Our exception to this is Cover Red; this is our Man Free Cover vs One Back. Cover 1 is our Man Free vs Two Backs.

3. Combination Man / Zone – Normally indicated by using a word. Examples would include Sara, Special, Exchange, Bracket, or Kick.

We will, as needed, make two coverage calls in the huddle. This will give us the flexibility to check our cover according to sets. For example, "Sara Red", or "Bracket Apache."

The Sara Scheme will often have two components called in addition to a 3 x 1 cover called. For example, "Press Stick Special".

In an effort to make all the covers look the same, we will run the corners across with any motion or alignment in Twin or Trips set with only a TE on the opposite side, regardless of man or zone. If we **do not** want to run the corners across, we will make a "Field" or "Stay" call. This means that the corners will stay anchored right and left. "Field" will indicate that the FS, Sam LB, and Mike LB align to the Field, Rover and Willy will align to the boundary, regardless of the formation. (Game Plan will also dictate which defenders align to the field.) We will also have individual covers where the Corners are anchored to their particular side, Right and Left.

A "Spin" technique is used by the Free Safety & Rover to exchange responsibilities.

COVERS

"Cover 3" – A three deep, four under zone. We will play 3 to any set. If "Bail" is added to the call, "3 Bail", the corners will run a "bail" technique.

"Cover Tampa" - This is a "Stab" or "Soft Flat" technique by the Corner. Safeties will play a "Deep Half" technique. Linebackers play Area Zones underneath, with the Mike Linebacker on a "Middle Run Thru" Technique. Normally used with the Sara scheme. Will be used vs Z Tight alignment or Zin motion.

"Cover Load" - Normally used with the Sara Scheme. "Sara Load". Used vs a Trey set when the Rover will travel to the slot receiver and play one of the Sara techniques, "Cora" for example.

"Cover Wolf" - A cover vs Trips or Twin sets only. Corner to the 3-receiver side will play a "Stick" technique. Rover and Corner who travels will play deep quarter techniques. All other defenders will play "Exchange".

"Cover Exchange" - Like "Special" this will be a check to 3 x 1 sets. A "Sally" Technique will be deployed to the 3-receiver side. Man backside, with a Post defender.

"Cover Special" - This will be check, not a called cover by itself, that we will play vs 3 x 1 sets. (Trey, Trips, Trips Open, Lite/I Twin, etc.) This cover is overloaded to the 3-receiver side and man on the 2-receiver side. We will attach this call with another cover, "Sara Special" for example

"Cover Sally" - This cover is a 2 deep, 5 under zone, with the Corners playing "Soft Flat". (Sally will also be a component in the Sara package.) This will be a Nickel cover as well.

"Cover Sara" - Our base cover, most often used. A combination man / zone cover. It is made up of half field components. The Free safety and Rover will control their half. (See "Sara" section)

"Cover 1" - Our Man Free cover vs Two Back sets. Mike, Willy, and Sam have a "Three Way" technique on the backs. FS is "Locked" on the TE. Rover is the Post Defender.

"Cover Red" - This is our Man Free cover vs One Back sets. Mike & Willy have a "Reggie" technique on the single back. Sam/SS "Lock" on the TE. Rover is the adjuster. (We will also use this coverage out of the Falcon Group.)

"Cover 5" - A three deep, four under zone with a weakside corner "Stab". The Free Safety and Strong Corner play quarters, while the Rover and Weak Corner play "stab". We will normally play Cover 5 vs a Trey set.

"Covers Gold, White, Silver, Brown" - All pressure coverages. See pressure section.

"FLOOD" CALL EXPLANATION

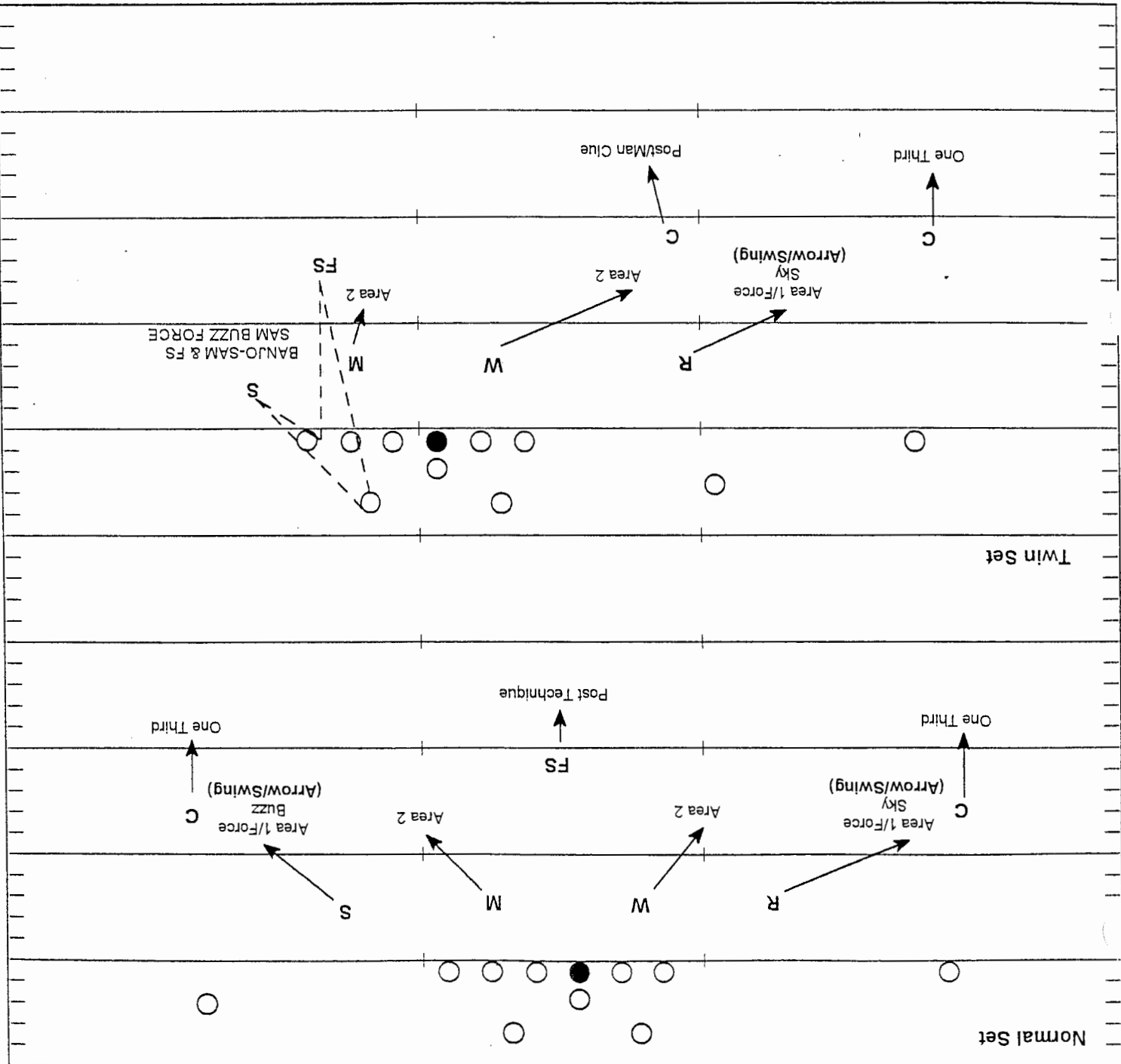
Flood call equals either Cover Special or Exchange vs 3 x 1 formations. "Flood", "Special", or "Exchange" will be called in the huddle. If "Flood" is called, the cover will be checked on the field according to the set, either Special or Exchange. We can also "Hard" call Special or Exchange, we will play the cover regardless of the 3 x 1 set.

General Rules when Flood is Called in the Huddle

Remember that these are general rules, game plan may dictate otherwise.

1. I / Lite Twin = Exchange
2. Trey = Special
3. Trips = Barjo Cora
4. Ace Twin = Exchange
5. Trips Open = Exchange

COVER 3 (BALL)



Cover 3 - Will be played vs all sets. If a Twin Set, we will "Banjo" on the TE side with the FS and the Sam. The Corner who plays a Post Technique must also "Man Clue" any post route, because we are in a man on the TE side. FS, if no threat by the TE in Twin, gain depth and lo for the "grid" route (Exchange Technique). Any 2x2 set (Wide, Quads, Ace) Free Safety give a "Danger" call to both sides. This call will mean the Area 1 defender will "stretch" with #2 vertical, this will either be the Sam and Rover. Free Safety "Lean" to the field.

MIKE - Area 2

WILL - Area 2

Sam - Area 2 - 1 (Flat) / Force vs Run

Alert to "Danger" from FS. Get width and depth.

(Arrow/Swing)

FS - Post Technique vs normal set. "Banjo" vs Twin.

"Danger" vs any 2x2 set. Fill vs run

ROVER - Area 2 - 1 (Flat) Alert to "Danger" from FS.

Force vs run. (Arrow/Swing)

CORNERS - One Third vs normal set. Vs two

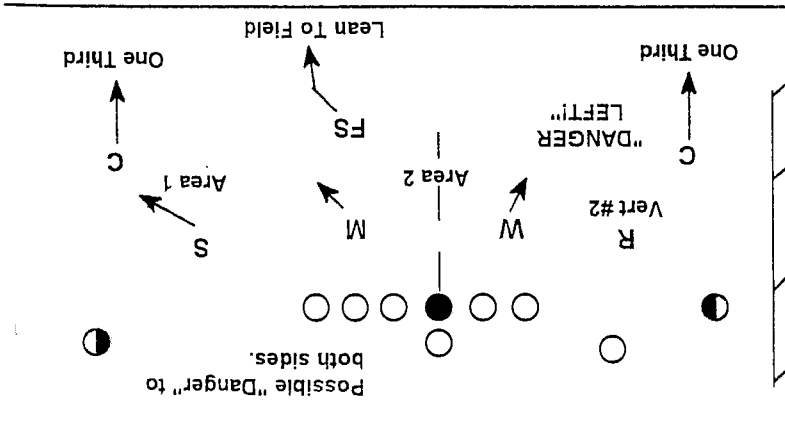
backs play outside. Strong Corner adjust vs twin set, Post Clue (Run with any Post

Route) Vs one back play inside. Possible

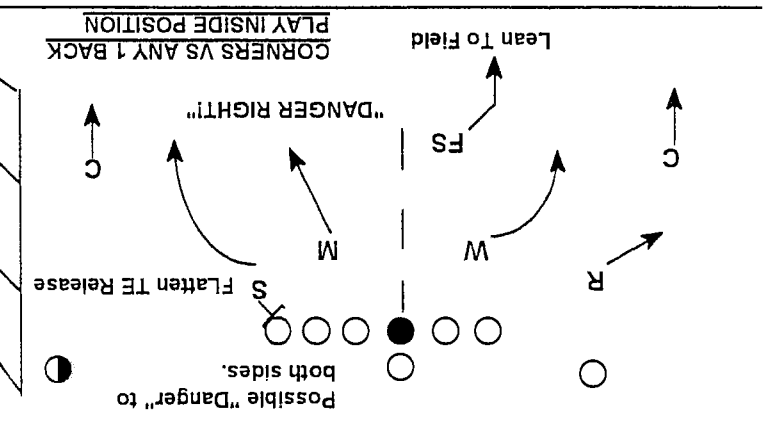
"Ball".

COVER 3 TO VARIOUS SETS

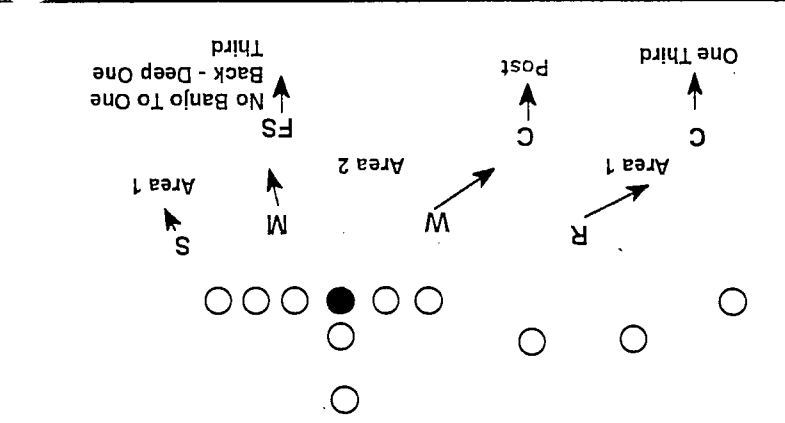
Left Hash



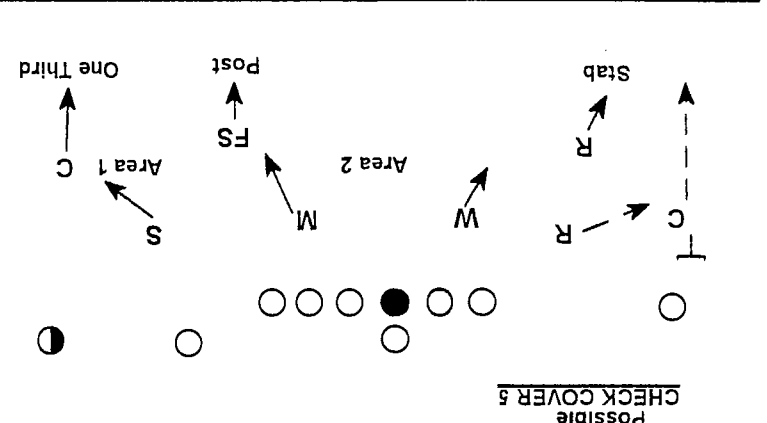
Rt Hash



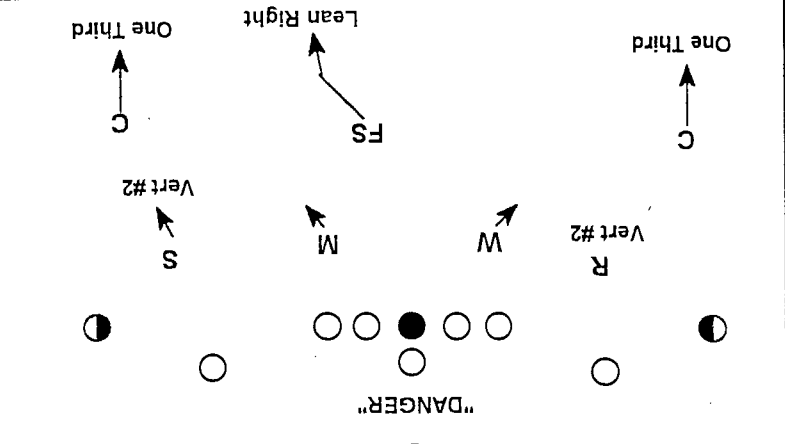
Trips



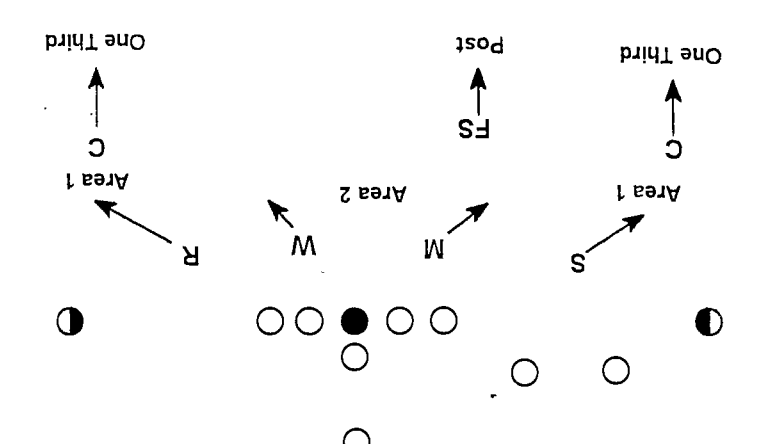
Trey Set



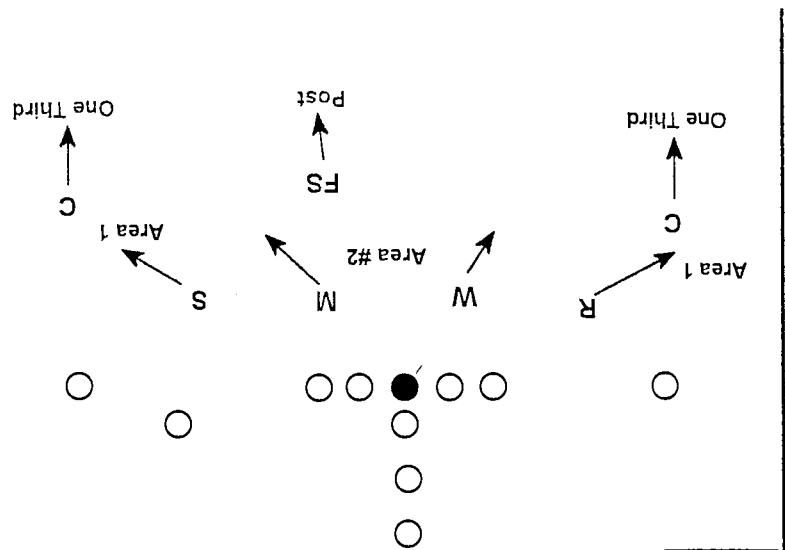
Quads



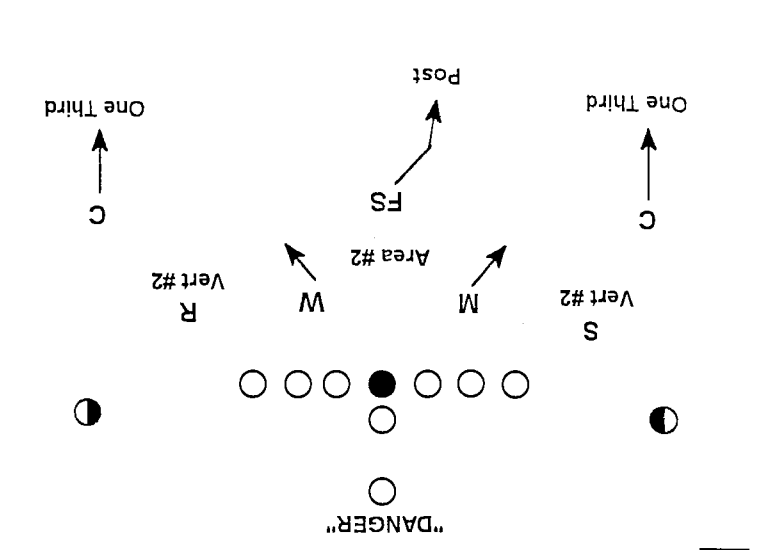
I Open



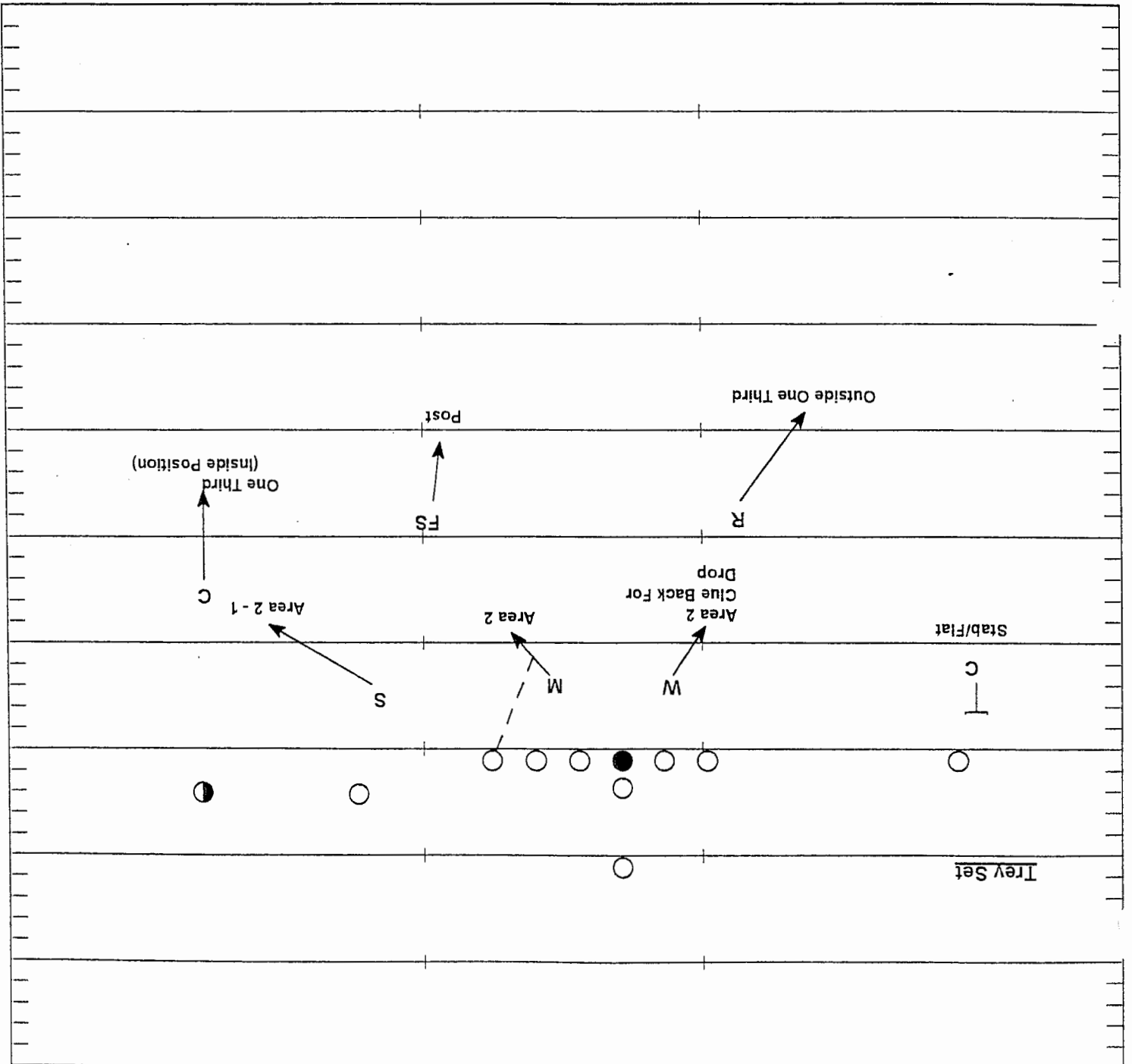
Bombers



Ace



COVER 5



Cover 5 - This is a 3 deep rolled weak. We will primarily play this cover vs a Trey set. We will play Cover 5 out of Nickel as well. (Remember, if Sara called and they align in Trey, we play Sara Load.)

FS - Post. Play Between the TE and The Slot.

ROVER - Deep Outside One Third.

Call Stab to Corner.

STRONG CORNER - One Third Man Clue.

Inside Position

WEAK CORNER - Stab/Flat Area 1

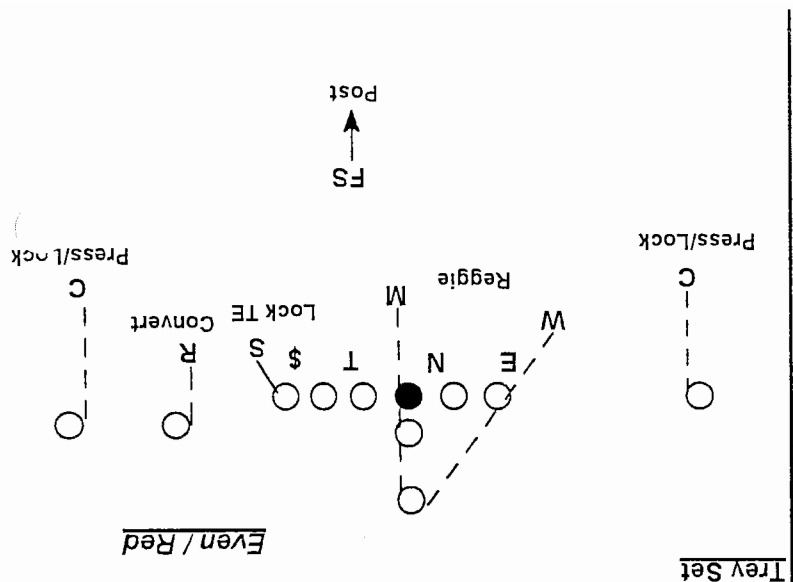
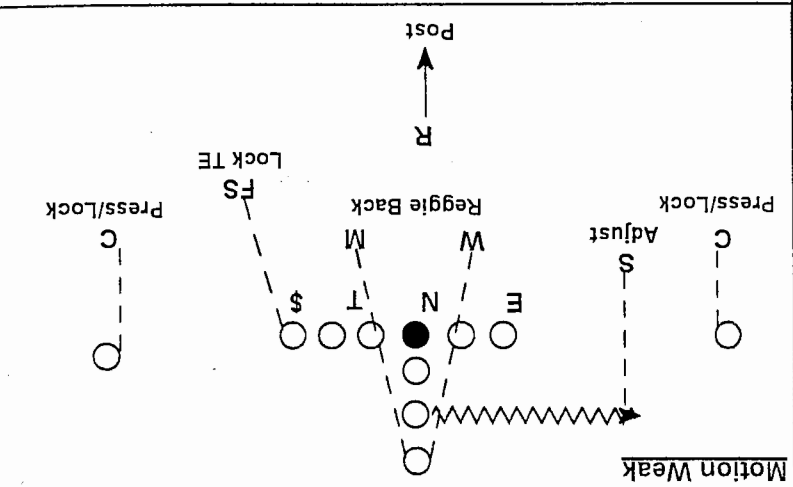
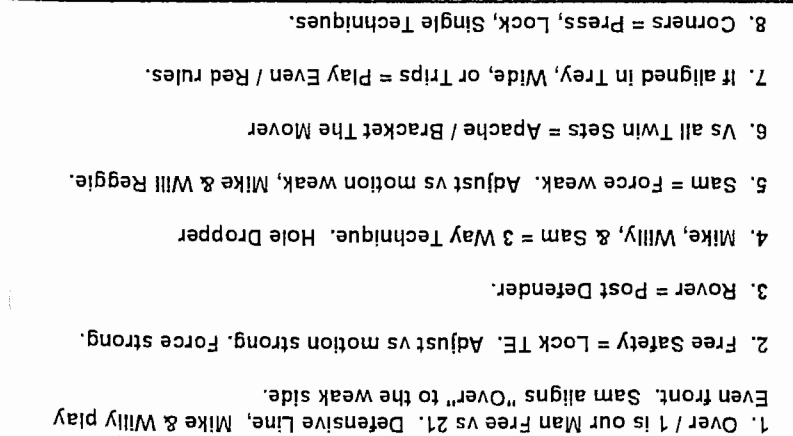
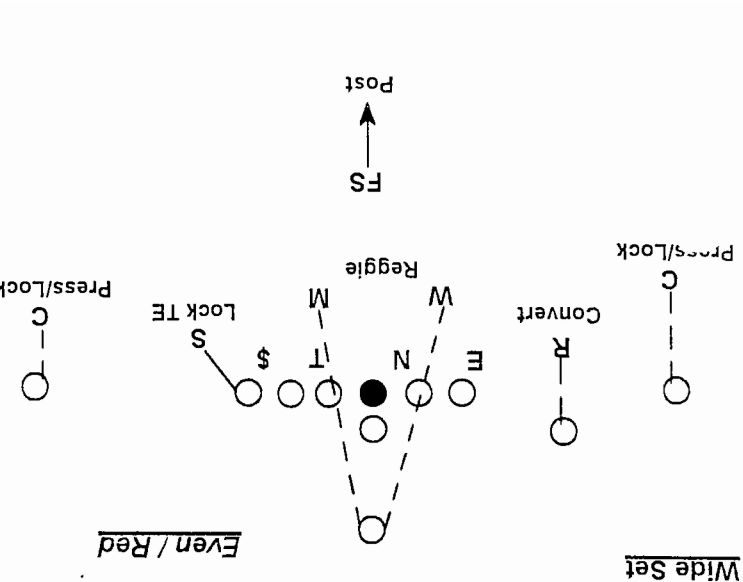
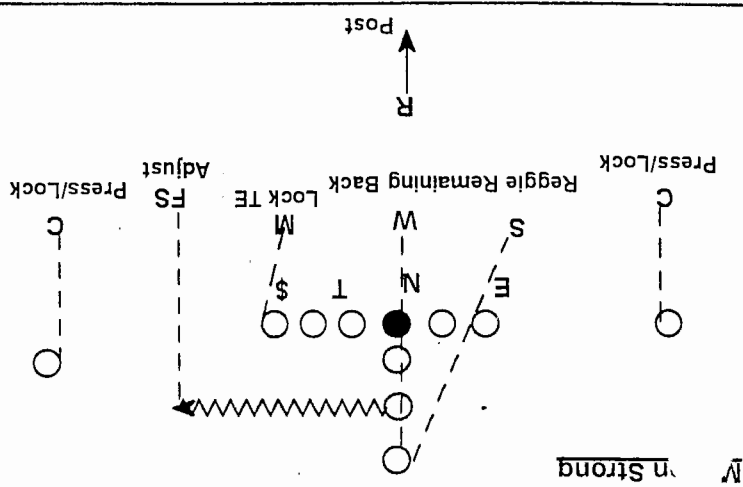
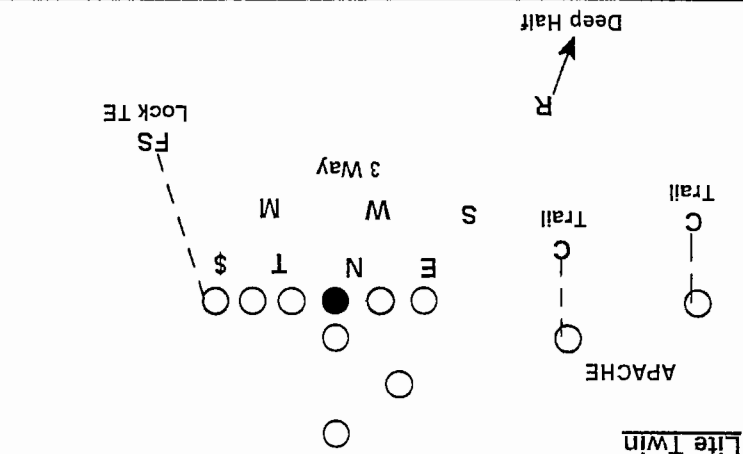
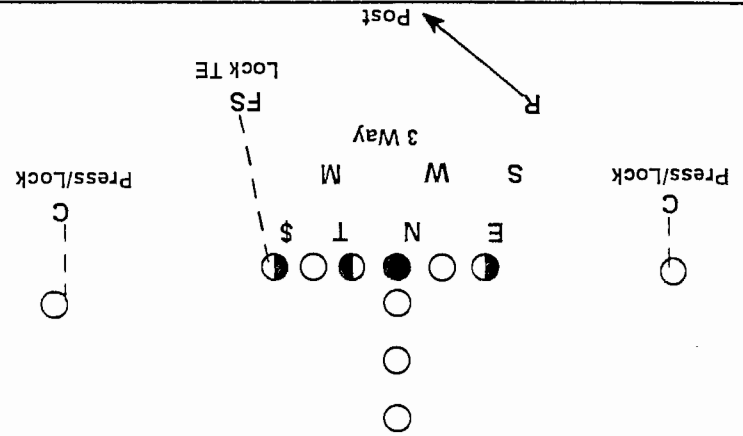
MIKE - Area 2

WILL - Area 2 - Clue remaining back for drop, drop to the side of the release.

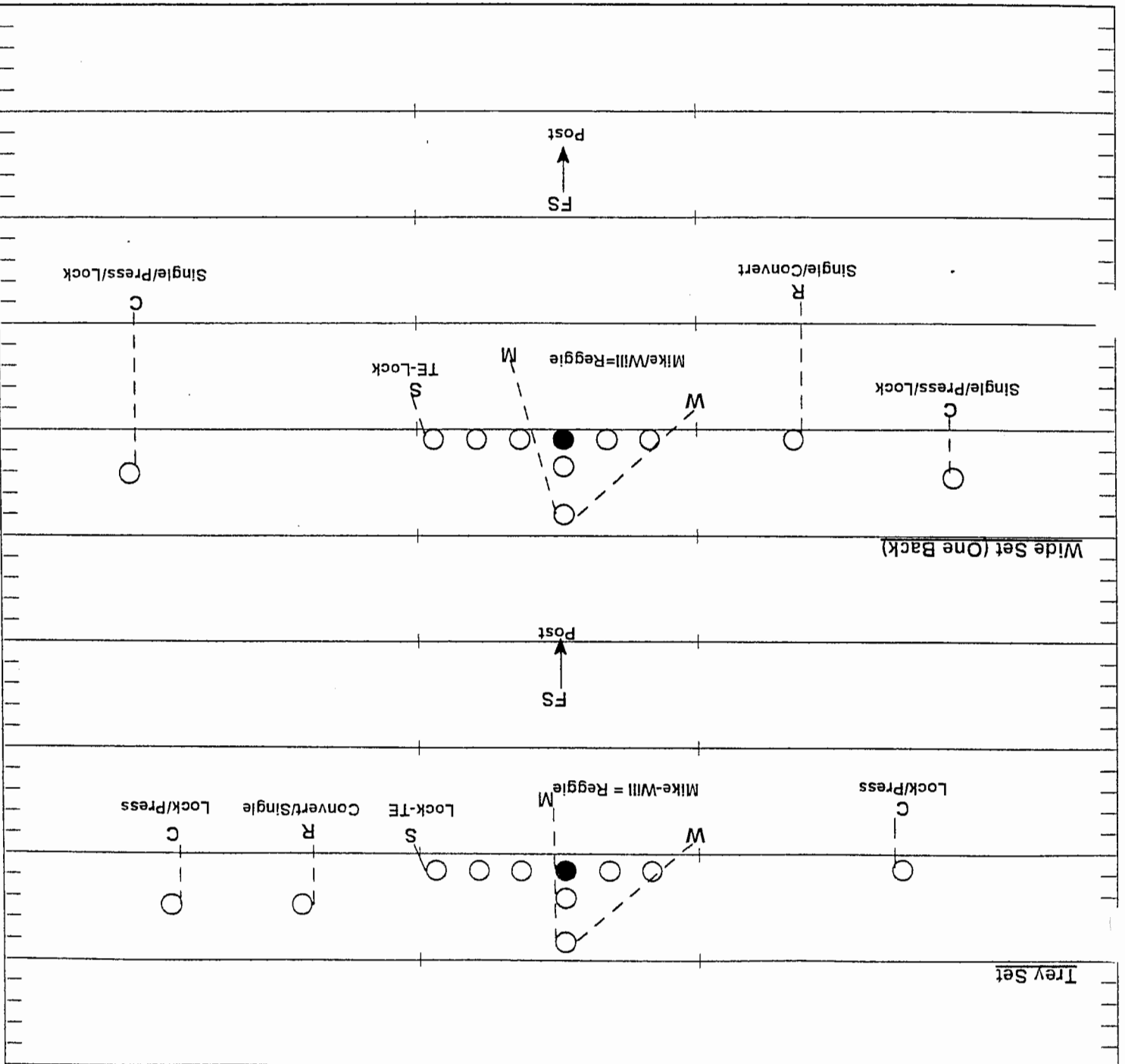
SAM - Area 2 - 1

COACHING POINTS / REMINDERS / RULES

1. Over / 1 is our Man Free vs 21. Defensive Line, Mike & Willy play Even front. Sam aligns "Over" to the weak side.
2. Free Safety = Lock TE. Adjust vs motion strong. Force strong.
3. Rover = Post Defender.
4. Mike, Willy, & Sam = 3 Way Technique. Hole Dropper
5. Sam = Force weak. Adjust vs motion weak, Mike & Will Reglie.
6. Vs all Twin Sets = Apache / Bracket The Mover
7. If aligned in Trey, Wide, or Trips = Play Even / Red rules.
8. Corners = Press, Lock, Single Techniques.



COVER RED



Cover Red = This is our Man Free Cover to One Back Sets. We will also play Red out of Nickel. Free Safety is the Post Defender. We always want to "Show" Gold. Willy get on the L.O.S. weak. You must be able to play your gap responsibility, you have a "Reggie" with Mike. We will play "Even" and "Base" with Red.

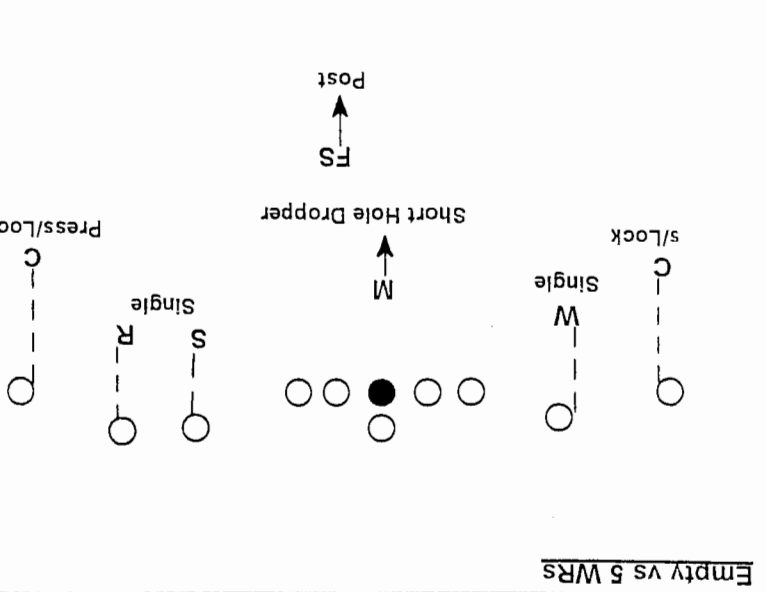
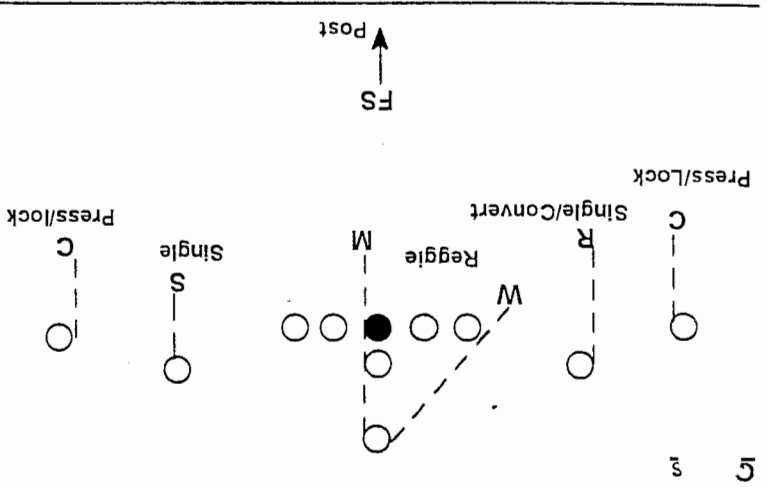
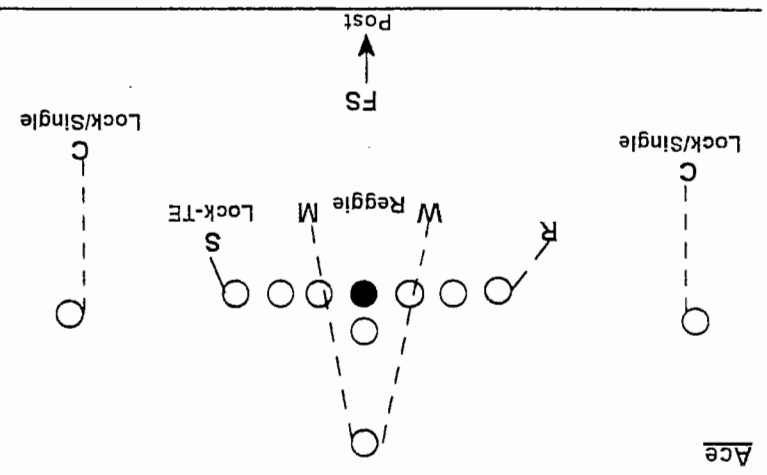
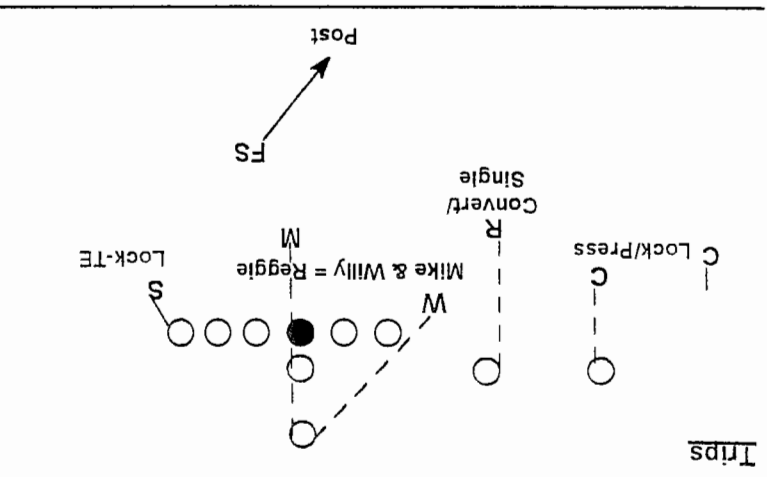
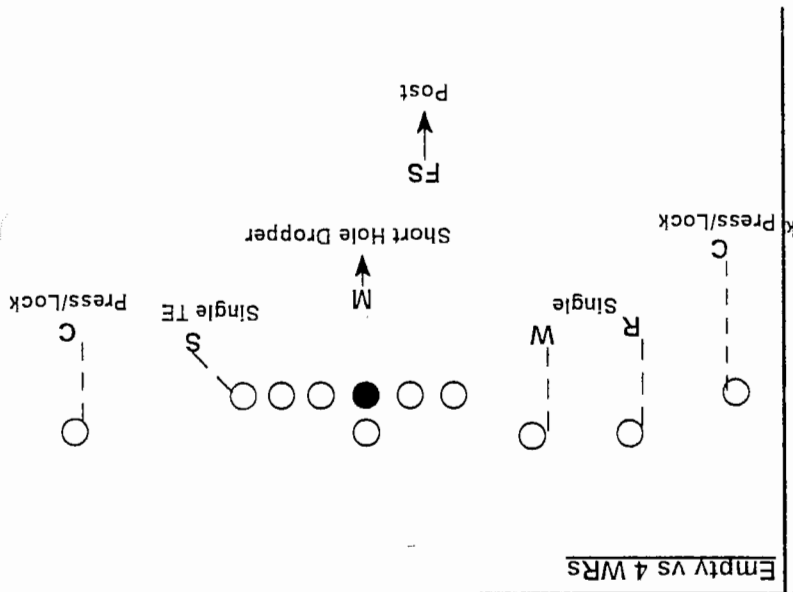
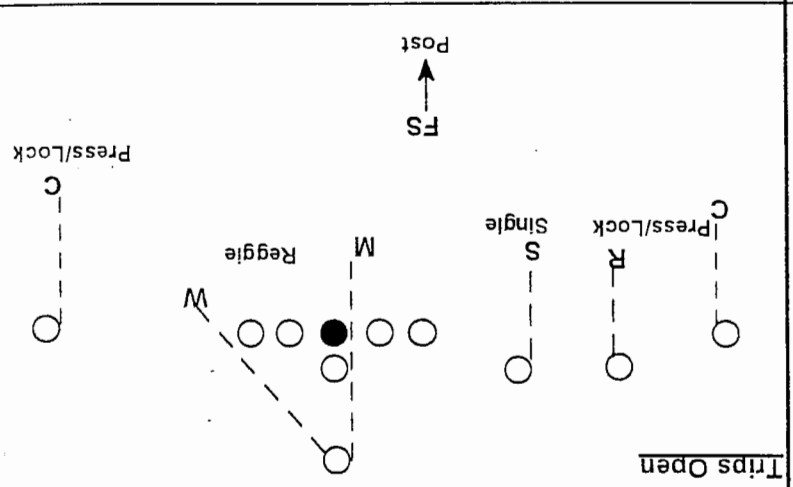
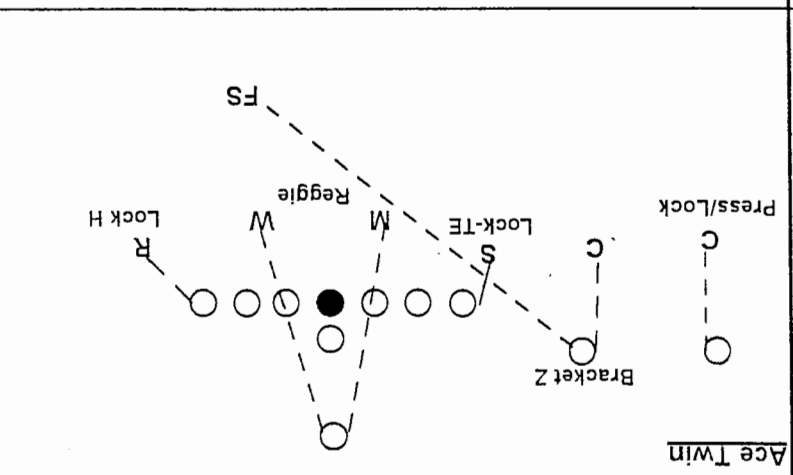
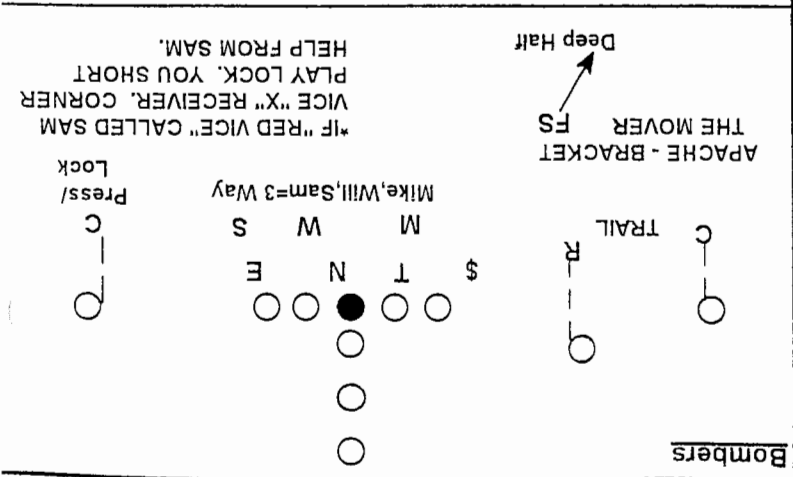
MIKE - Reggie with Willy. Possible Banjo with Sam if Back set strong.

WILL - Reggie with Mike. Show Gold.

SAM - TE Lock. You have Post Help.

ROVER - Adjuster to Displaced Back. Single or Convert.
 FS - Post Defender. Show Gold as much as possible, drive to Post.
 CORNERS - Press or Lock. Alert for the FS to place you in a Single Technique.

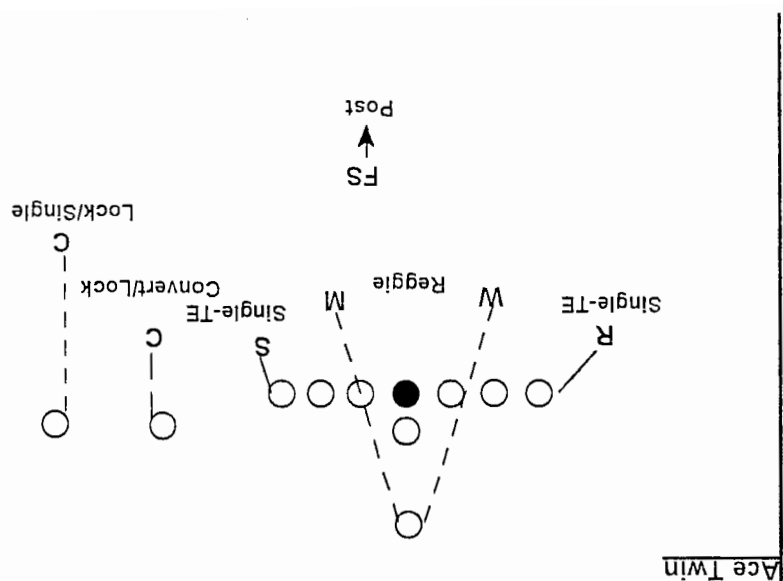
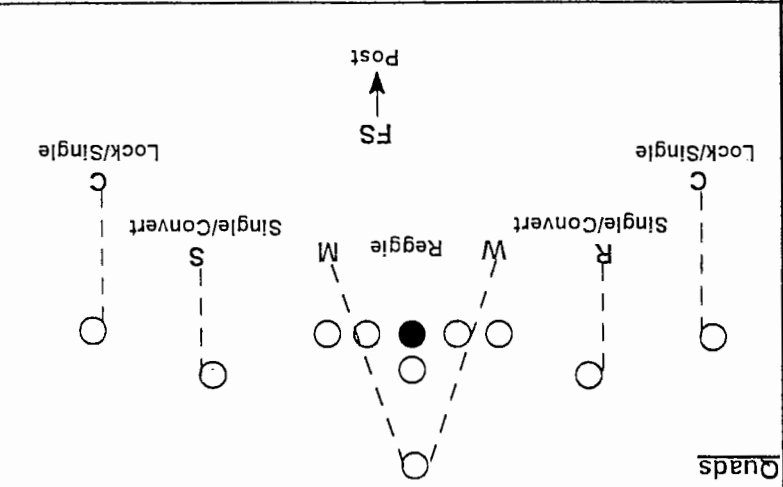
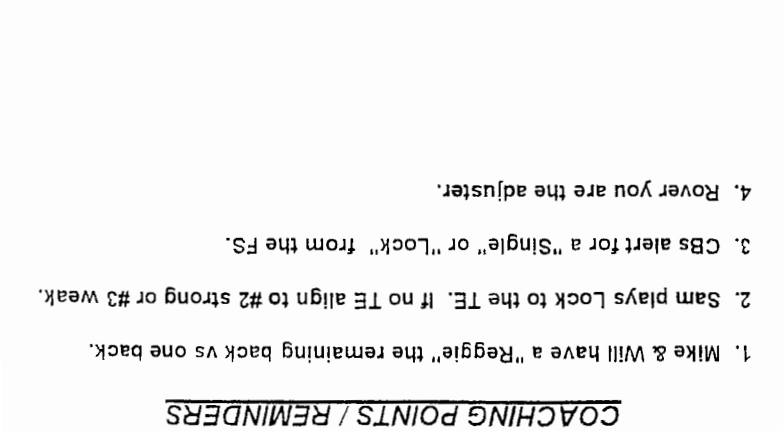
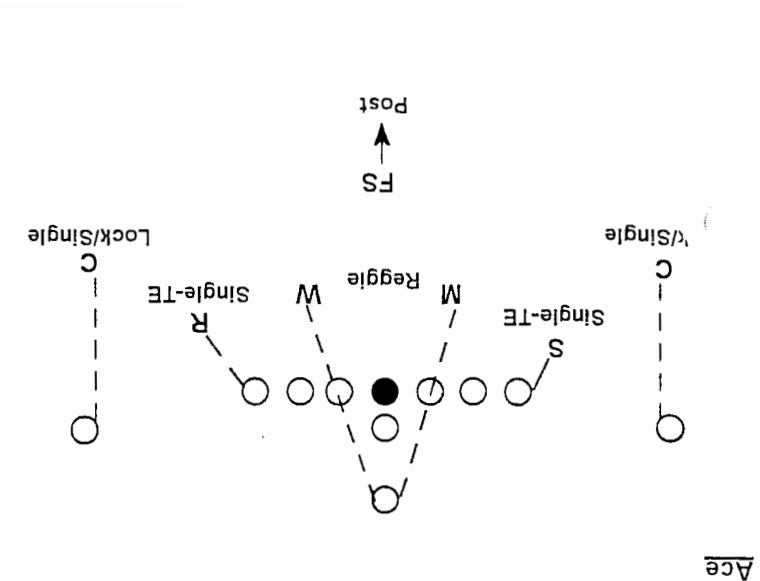
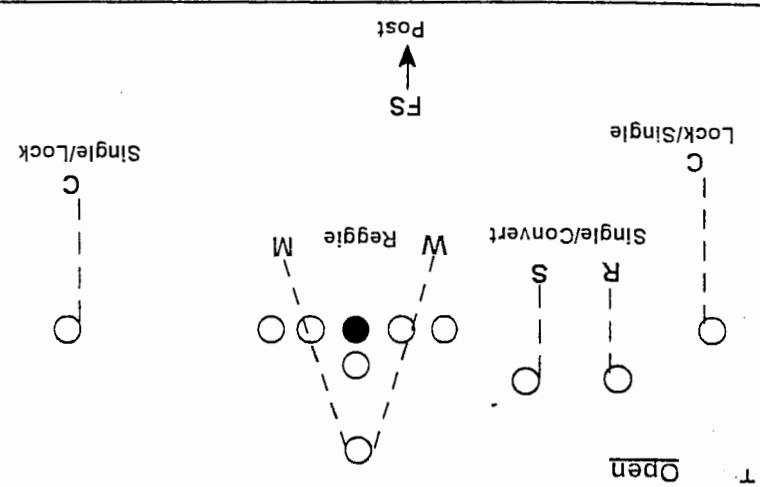
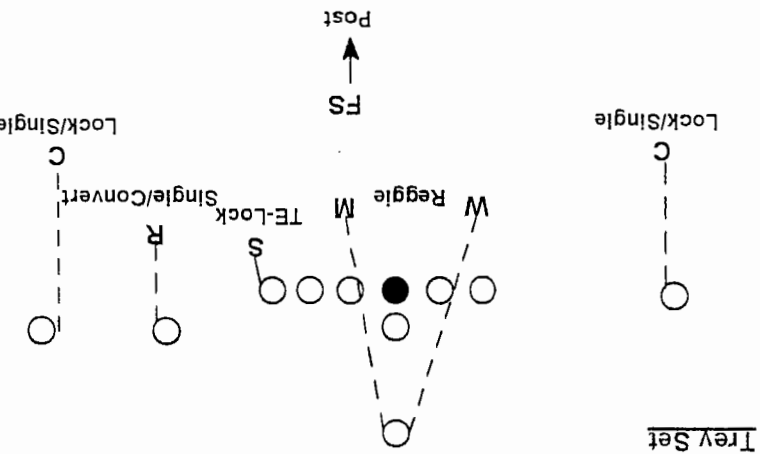
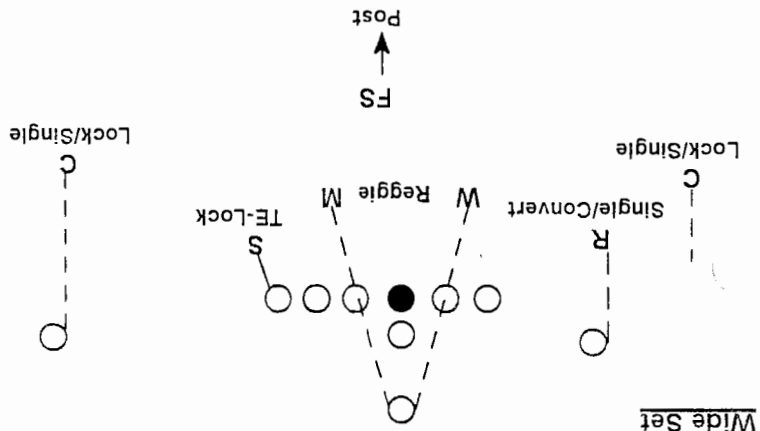
RED TO VARIOUS SETS



RED TO VARIOUS SETS CONTINUED

COACHING POINTS / REMINDERS

1. Mike & Will have a "Reggie" the remaining back vs one back.
2. Sam plays Lock to the TE. If no TE align to #2 strong or #3 weak.
3. CBS alert for a "Single" or "Lock" from the FS.
4. Rover you are the adjuster.



Cover Sally - This is our "soft cover 2." "Sally" is also a technique component of the Sara Scheme. Sally will also be used out of Nickel. The Safeties and Corners key the #1 and #2 receivers, and are responsible for their routes. The Linebackers drop to the short zones. Sally will be ready to give a leverage call vs One Back sets.

MIKE - Area 3. Vs. Wide (2x2 sets) drop to release of back. Vs. Trey be alert for TE vertical.

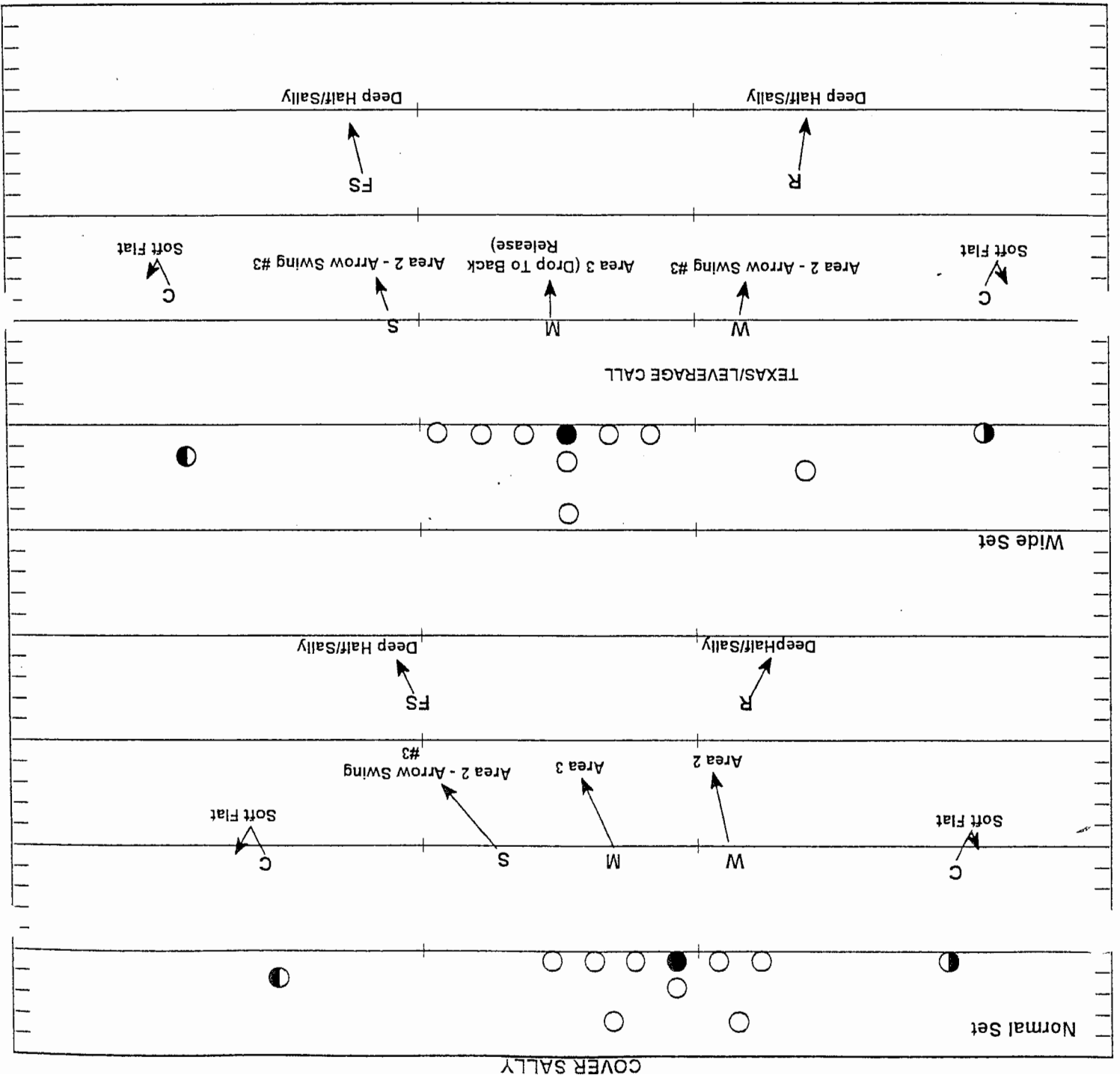
WILL - Area 2. Vs. 2x2 sets Arrow-Swing on #3. (Leverage Call vs 1 back.)

CORNERS - Soft Flat / Sally Technique.

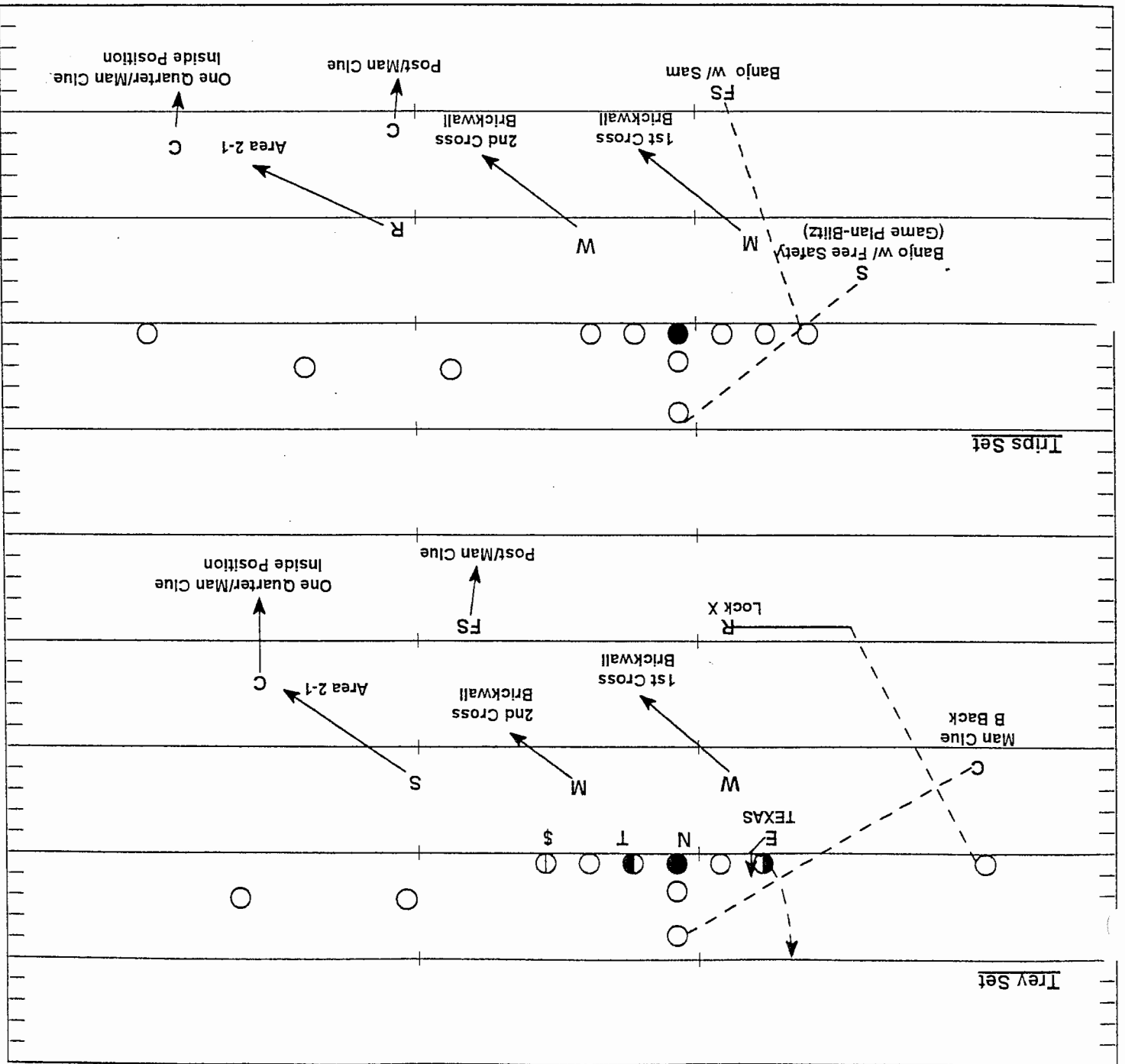
ROVER - Deep Half / Sally Technique.

FS - Deep Half / Sally Technique.

SAM - Area 2 / Arrow-Swing on #3.



CHECK COVER SPECIAL



Check Cover Special - Played vs 3 x 1 sets. This is a zone cover to the field, man to the boundary. Mike and Will play the crossing routes. Free Safety and Rover alert "Clamp" or "Area" call vs Ace Twin.

FS - Post / Man Clue

ROVER - Lock #1 into Boundary. Stick Technique.

BOUNDARY CORNER - Man Clue the back.

If he comes to you, play him man. If he steps away, zone under #1. Stick Technique.

FIELD CORNER - Deep One Quarter / Man Clue. (Play inside position)

MIKE - Key #1 and #2 in drop. Brickwall

the second cross. No Brickwall, seal

#3, drive to curl, Area 2.

WILL - Brickwall the first cross. No cross,

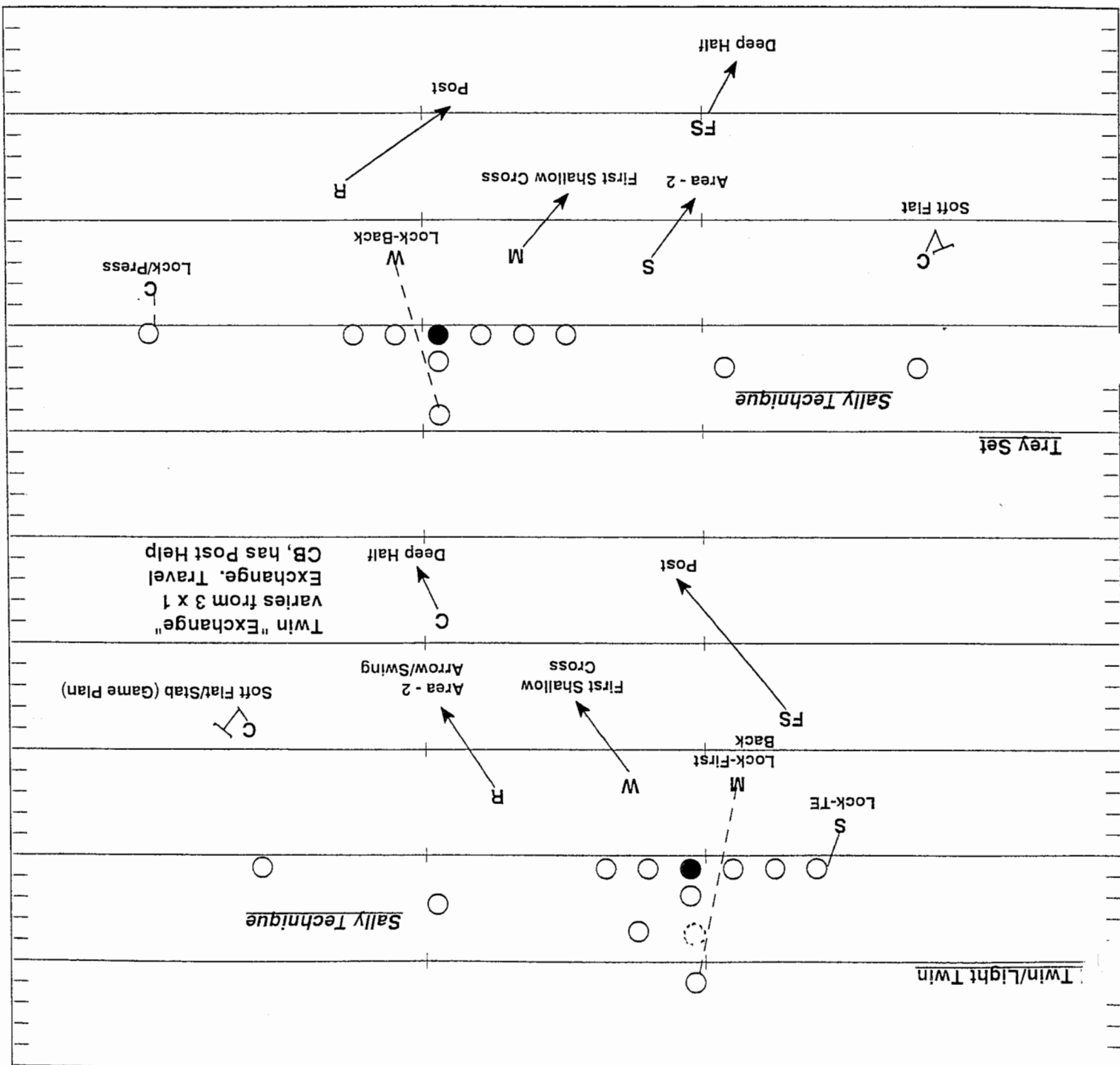
drive under Post, zone off at 12-15.

Give "Texas" call with "Stick". Align

deeper to get to Post by TE.

SAM - Area 2 - 1 Defender. Key inside, widen with the Arrow to Area 1. vs P-30 drive to quick hitch, slant, out. Line of Flight.

CHECK COVER EXCHANGE



Check Cover Exchange = Like "Special" this is a check to 3 x 1 sets. We will play a Sally Technique to the 3 receiver side, and man on the single receiver side. This cover is "rolled" to the 3 receiver side. Exchange & Special are the two checks when "Flood" is called. (Also can be played out of Nickel.)

MIKE = If to 3 receiver side - 1st shallow cross.
If to single receiver side - Man on Back.

WILL = Vs Trey = Back Man to You. Back Away = First Shallow Cross. Alert Screen with back into the L.O.S.

SAM = If to 3 receiver side - Sally Tech. (Area 2 - #3 cross your face. Arrow/Swing) If away from 3 receiver side - Lock - TE

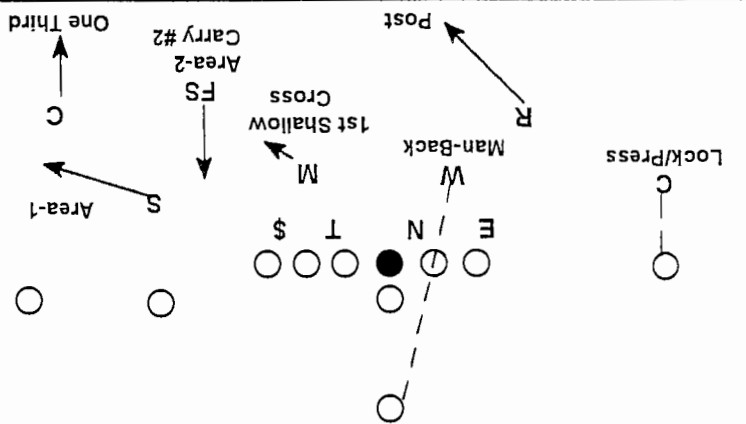
FS = If to 3 receiver side - Sally Tech. If away, Post Technique.

ROVER = If to 3 receiver side - Area 2 - #3 cross your face. Arrow/Swing. If to single receiver side - Post Tech.

CBs = If to 3 receiver side - Sally Technique If to single receiver - Lock/Press

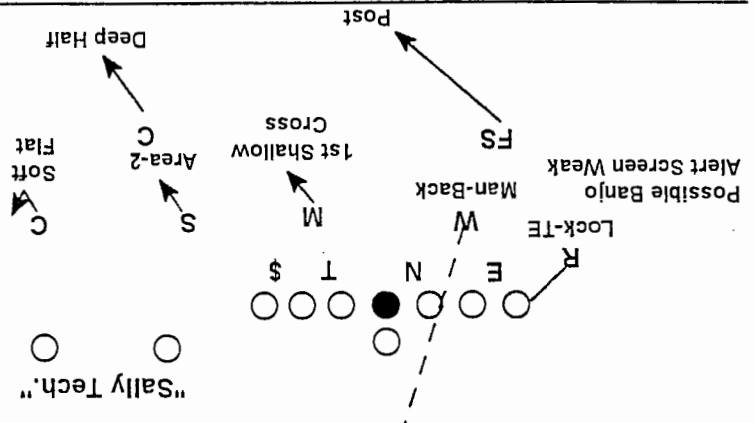
Check Exchange to Sets - Exchange Backer

"Exchange Backer"

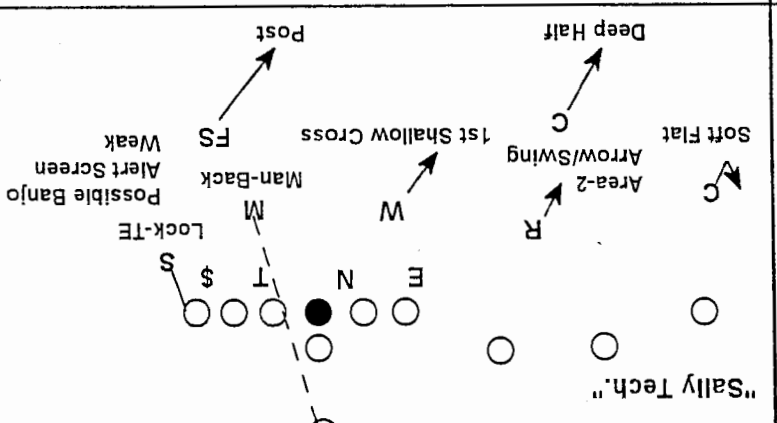


Trey Set

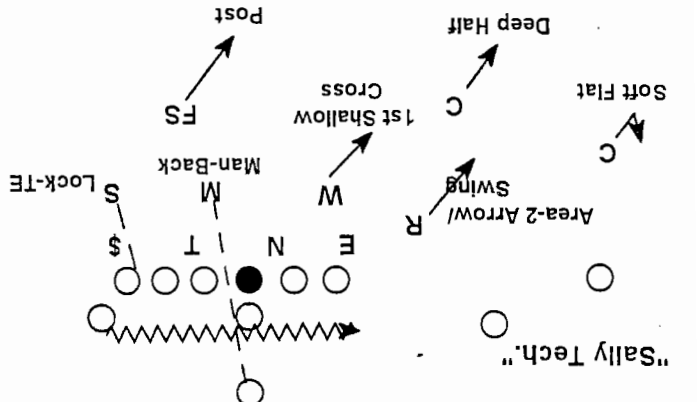
Ace Twin



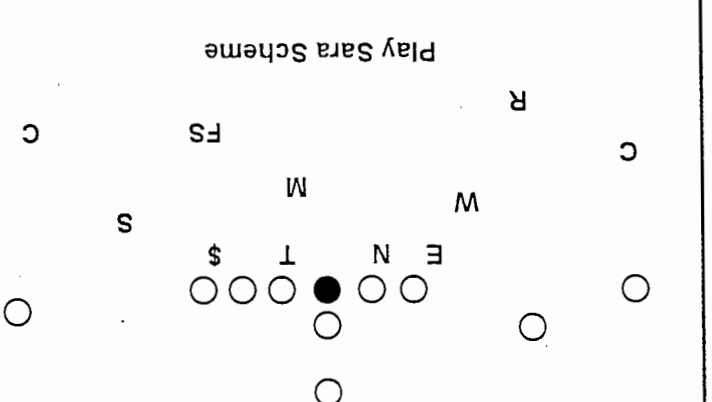
Trips



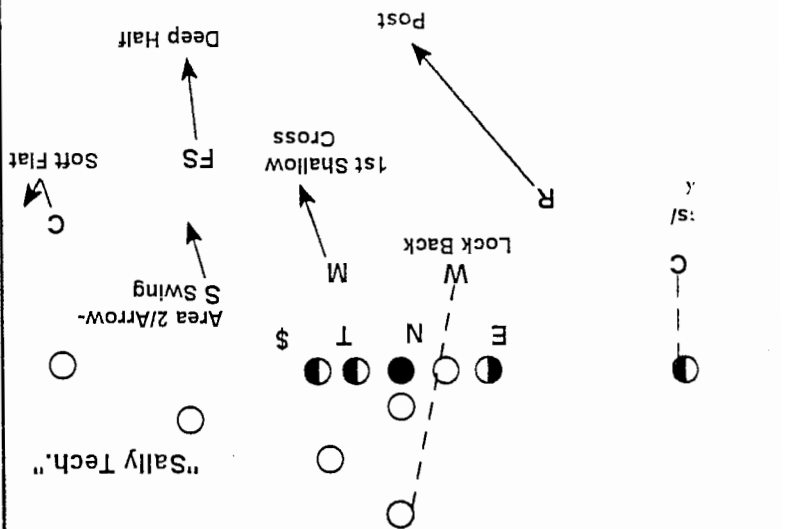
N 1 to Ace Twin



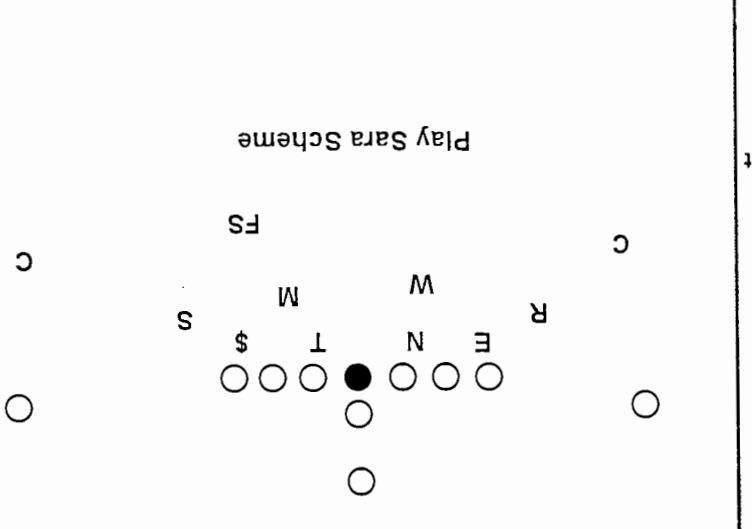
Wide Set



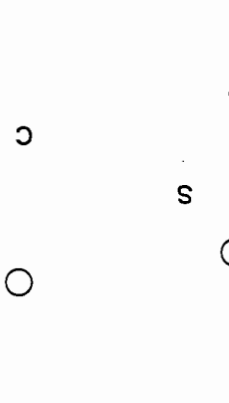
I/Heavy Bombers



Ace Set



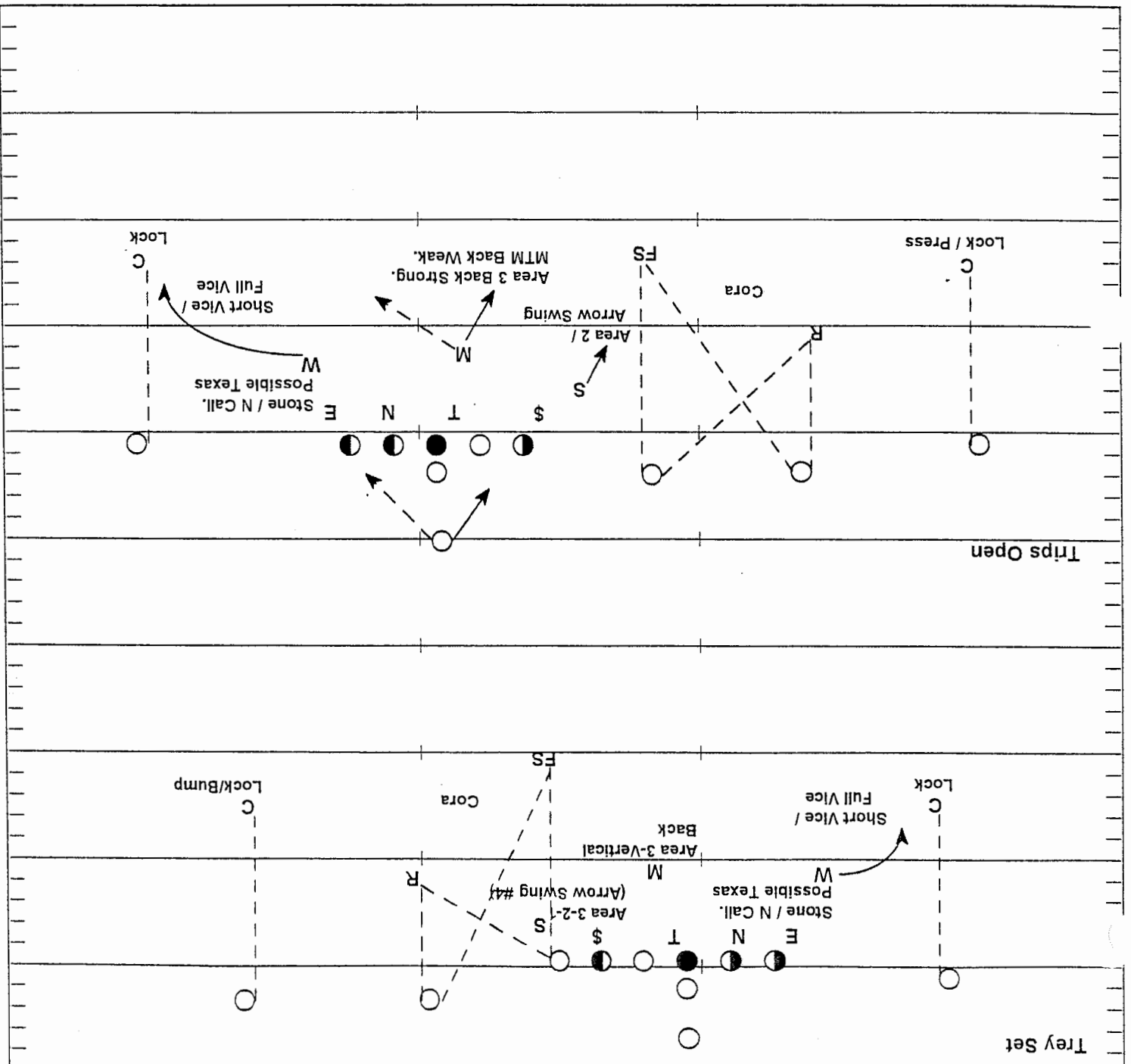
Play Sara Scheme



1. If "Exchange Backer" the FS, SAM, & CB to the 3 receiver side will exchange responsibilities. This will be a game plan to Trey Set, the call will be made by the FS. FS must carry #2 through the seam, it is also FS Force.
2. Exchange is also part of the "Flood" call; Sara Flood, Ace/Sara Flood.
3. Rover = vs Trey Set your Force. Clear run, then drive to Post. The TE is your first threat to cross. No TE continue to Post. No Post from 3 receiver side, look to help on "X" receiver.
4. Mike & Willy - If aligned on the single receiver side you have the Back Man if he steps to you or back screen your side. If Flow away, you take First Shallow Cross. Opposite Backer you now are Area 2 Defender, Drive for Curl.

COACHING POINTS / REMINDERS / RULES

COVER LOAD



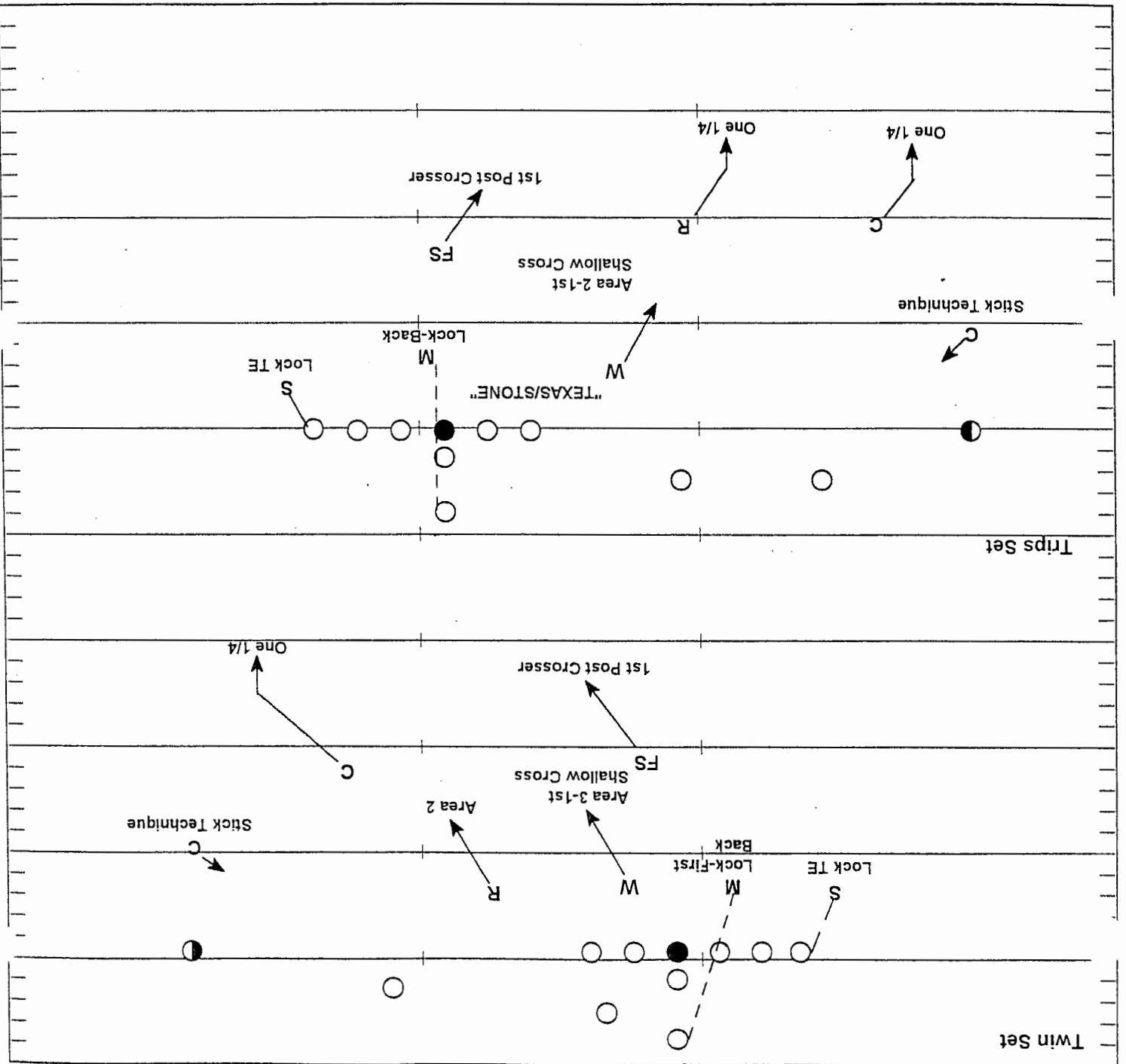
Trey Set

Trips Open

Check "Load" - We will Load vs Trey and Trips Open (3 x 1). If Sara is called without Flood then we will assume "Load". Load generally = "Base" front. We will also hard call the front also. Free Safety and Rover are on the same side, loading the coverage. (We will use Load out of "Odd" Package also.) Willy cheat alignment weak. Give proper leverage call, Vice "X" receiver.

- MIKE - Area 3. Vertical back. If Back runs arrow, swing weak, you have him man. If arrow strong, push to area 3 - 2 strong.
- WILL - Cheat alignment weak. Vice X. Force weak.
- SAM - Area 2. Arrow/Swing on Back. If back release weak, hang in area 2. Force strong.
- FS - Cora with Rover (Spin vs Quads To Trips Open)
- ROVER - Cora with Free Safety
- CORNERS - Strong Corner = Lock/Press Weak Corner = Lock, you have Vice help from the Willy.

COVER WOLF



Cover "Wolf" - This coverage is only used vs Twin and Trips Sets. "Wolf" will be a check. A typical call will be "Base Even / Sara Wolf". Wolf is "Exchange" for the Mike, Will, Sam, and Free Safety with slight adjustments. Corner to the two/three receiver side will play a Stick Technique. There will NOT be an "Arrow-Swing" defender due to the Stick Corner. Mike always be aware of back screen weak, like Exchange.

MIKE - Back Release Strong = Lock. Back release weak = 1st Shallow Cross. (check screen weak) Possible Banjo w/ Sam.

WILL - vs Twin = Exchange Rules. vs. Trips = Exchange rules also but no Arrow-Swing Responsibility. Leverage Call.

SAM - Exchange Rules. Lock TE. Possible Banjo w/ Mike.

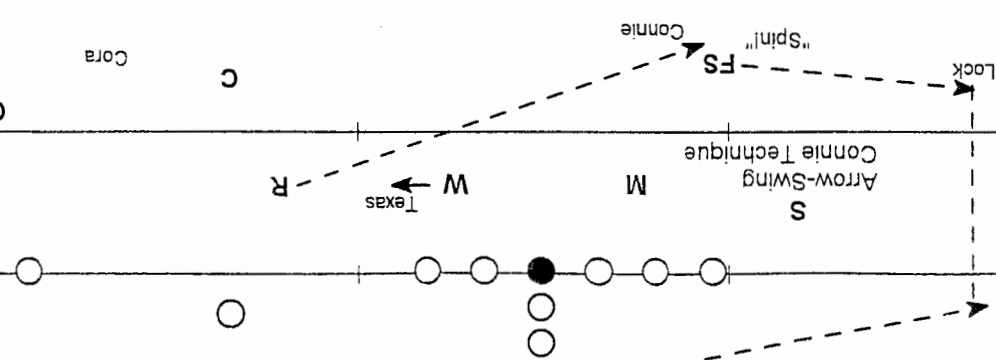
FS - Exchange Rules. Cheat Alignment weak vs Twins set. 1st Post Cross.

ROVER - vs Twin = Area 2. Force. (No Arrow-Swing). vs Trips = Deep One 1/4 Zone.

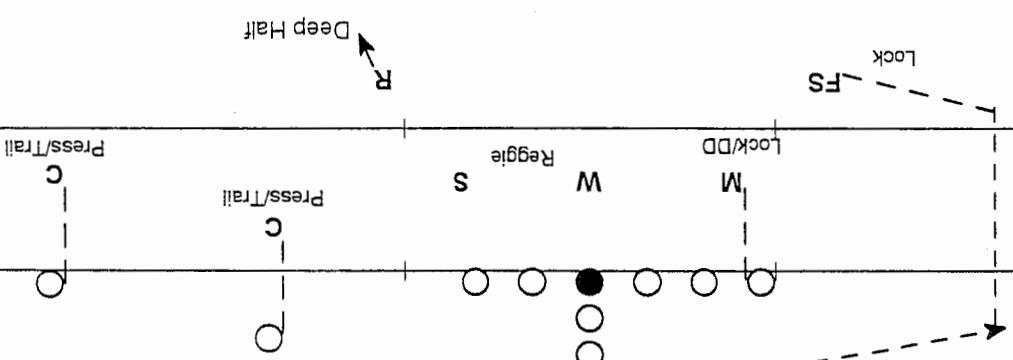
CORNERS - Stick Technique vs 2 / 3 receivers. Travel Corner = Deep 1/4 Zone.

ADJUSTMENTS TO TWIN BACK MOTION STRONG

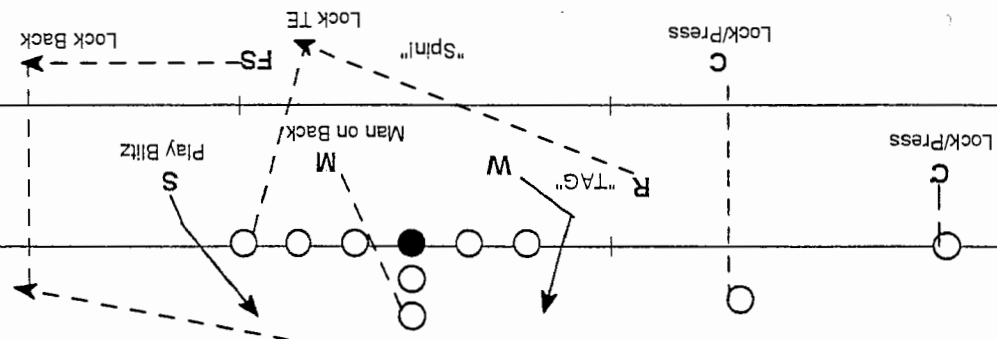
"SARA"



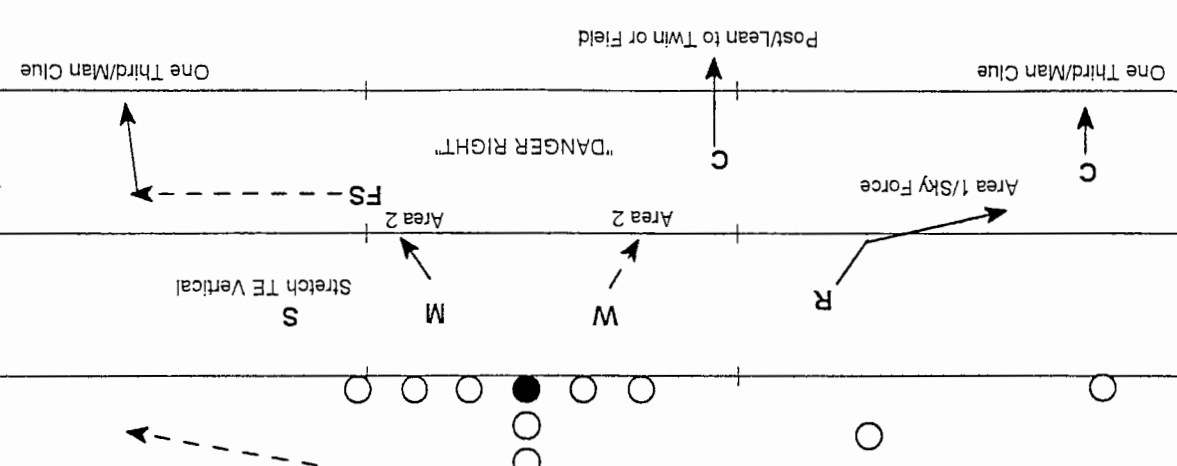
"Cover 1"



"GOLD"



"3"



SARA PACKAGE

The Sara package is a group of half field components. Because the components are independent, this will give us a great deal of flexibility. The Rover and Free Safety will control their half of the formation. The half technique chosen will depend on Hash, Down & Distance, Formation, Receiver Splits, Personnel, and Game Plan. The half side calls are both man and zone.

Generally we will call one of two fronts. If two calls are given "Base Even / Sara", the Mike LB will set the front either according to the TE or how the backs are set. If "Load" is checked to Trey set, this will indicate "Base" as the front to be played. Load will also indicate that the Rover will come across on the Trey/Trips Open set. We may also call "Base (G)", "Even (G)", "Base G-7" or "Even 9" as Hard Calls. Sara may stand-alone as a call, or we will call Component Halves as part of the call. Press Stick Sara for example. The first call indicates the strong side; the second call indicates the weak side. Often we will attach our flood calls also, Stab Stick Sara (Flood), (Exchange), (Special).

We will also call just one component. Press Sara, or Sara Stick. It is a strong side call if it is placed before Sara, and a weak side call if placed after Sara.

THE HALF SIDE CALLS

Zone Calls

1. "Stab" – A form of two deep, with the outside corner playing a Flat (Area 1) technique, outside-in on the receiver. (Either Bump Flat, Normal Flat, or Roll Flat.) The Rover or the Free Safety will be playing a Deep Half Post Cue Technique, to the flanker (Z receiver). In our "Stab" to the strong side the Sam Linebacker to the Stab side will be an Area – 2, Vertical #2 (#3) defender. This could be a back in the backfield, or a displaced back to his side.

2. "Stick" – Similar to above except that the Corner will play *inside-out* on the receiver. You are the primary Force defender. If pass shows, widen and push the receiver to the outside. Stick corner can play Bump Stick, Normal Stick, or Roll Stick. Corner hide your intentions, you will not get cut-off by the receiver, you must be inside. Inside Linebacker to the "Stick" side you are an Area – 2, Vertical #2 defender. Safety to "Stick" you have a Lock Technique on the receiver. You must have more of a flat angle in your coverage.

3. "Sally" - This is soft two deep zone. (We can also play "Sally" as a huddle call, this means that we will play "Sally" on both sides.) The outside Corner plays a **Soft Flat Technique**. Key #2 for the flat route, if no threat run with #1 deep. The Deep Half defender, Rover or Free Safety, will also key #2. If flat route work to #1. If vertical by #2, run with that route. (This turns into quarters coverage) The Sam and Willy have **Area - 2 Arrow Swing Technique**. Mike is an **Area - 3** defender.

4. "Tampa" - This is our true Two Deep. This will be called as a component half or as a coverage call on both sides. Corners will play **Stab Technique**. Safeties will play a true **Deep Half Field Technique**, like Apache. Often times we will use this as a check vs motion to or align in a flanker (Z) tight formation so we can play zone. Sam plays **Area - 2**. Mike = **Area - 3 Middle Run Thru**. Willy = **Area - 2, Vertical 2**. Corners will play a **Soft Stab** vs a tight split by "Z."

Man Calls

1. "Connie" - Generally played to a TE and Flanker with a normal to wide split. But this can and will be played to a receiver in a tight position with a split receiver aligned normal to wide. (Bombers or Quads for example) The outside Corner plays a **Lock Technique** assuming no post help, but you will have curl help. This will enable the Corner to help on the Arrow & Up route. The Safety, either Free Safety or the Rover, plays a **Vertical #2 Robber Technique**. Safety align at 8 yards deep inside the TE, do not align deeper than this, you must be a factor in the run. You are a "Fill" defender with run strong and "Cutback" with run weak. If #2 runs vertical, play him man. (A vertical route will be considered a Go, Post, Corner, and any drag route where the release of #2 is "on top" of the inside linebacker.) If #2 runs an arrow route, rob the curl/post by #1. If a drag route under the inside linebacker help to #1 Post route. (Game plan may dictate a rob to #1 weak.) The Outside Linebacker, possibly the Rover in Bombers, plays the **Arrow-Swing-Force Technique** on either #2 or #3. The ILB to the Connie side, generally the Mike, plays **Area - 2 Vertical #3**. ILBs, as a general rule think of the Sara Scheme as **Cover 3** drops with **Vertical** responsibilities. Safety, you have vertical responsibility on who becomes #2. So you must be aware of an off-set back running vertical. Heavy, Split, or Strong set.

2. "Press" - This is a **Short or Tight Connie**. The Strong Corner will play a **Press Technique**. Safety does not have to rob the curl vs the arrow by the TE. Sam Linebacker, you are **Arrow-Swing Defender** only if #2 takes you to these routes, otherwise you are an **Area - 2 Defender**.

3. "Cora" - Generally played to Twin receivers or receivers that are aligned in a normal to tight split, 10 yards or less. The outside DB plays man on #1 but will key #2. If #2 runs an out from 0 - 8 yards, then the outside DB calls "Do It!" and plays #2 man. If #2 does not run an out the outside DB plays man on #1, working to inside position. Generally the outside DB aligns 7 to 8 yards deep to the outside and will begin his movement with a control backpedal.

The inside DB is man on #2 unless he runs an out up to 8 yards, and the outside DB calls "Do It!" The inside DB then drives to play man on the #1 receiver. Inside DB must be at 12 yards deep in order to get to the Go or Corner route by #1 if #2 runs the out from 0 - 8.

The Arrow-Swing-Force defender will be the Rover in a Twin Set, Sam in a Bombers Set. The Willy will be the Arrow-Swing-Force in Wide, Trips, Quads. Willy must also call "Texas" (or other appropriate leverage call) to enable him to "Seal By Alignment". Hang to the inside on the curl route, and leverage (stay on top) of the swing route. Do Not Get Influenced.

4. "Lock" - This will refer to the defensive backs being locked on man to their side. If, for example, in a Twin set the splits are too big to run a Cora, Lock may be called. (See Technique Section)

5. "Load" - Load will refer to the Rover adjusting to the displaced back in a Trey set. If "Sara" is called, we will check "Load" to Trey. The Rover and the Free Safety will run a Cora Technique. Load = Base Front.

The Sam LB will be an Area 3 - 2 - 1 Defender.

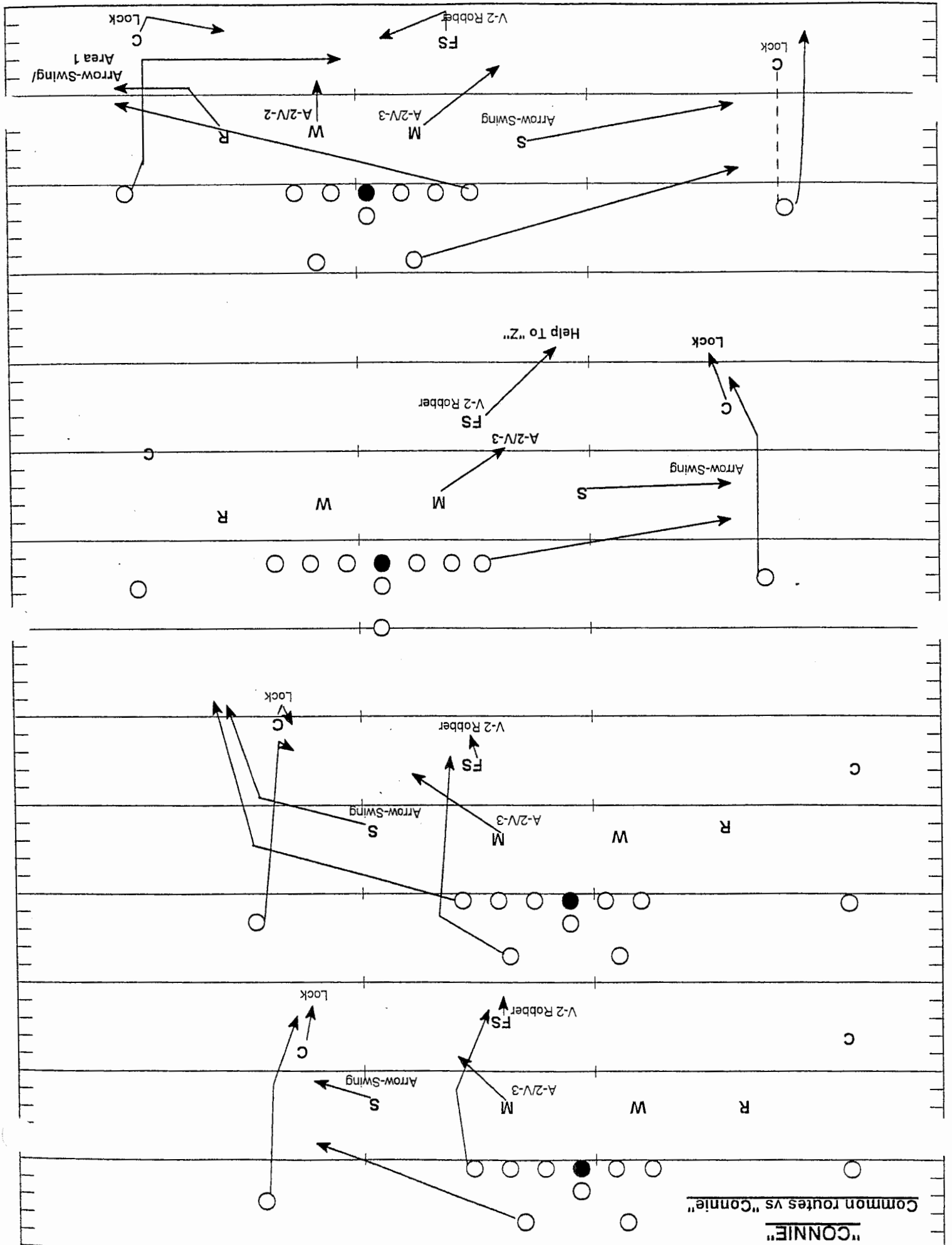
6. "Bracket" / "Cone" - Two defenders playing one receiver. This will be a Corner and a Safety. The Corner will overlay all outside breaking routes, go for the interception on the out. The Safety will get depth and back-up the corner for any double route. Corner can use a "Convert" Technique.

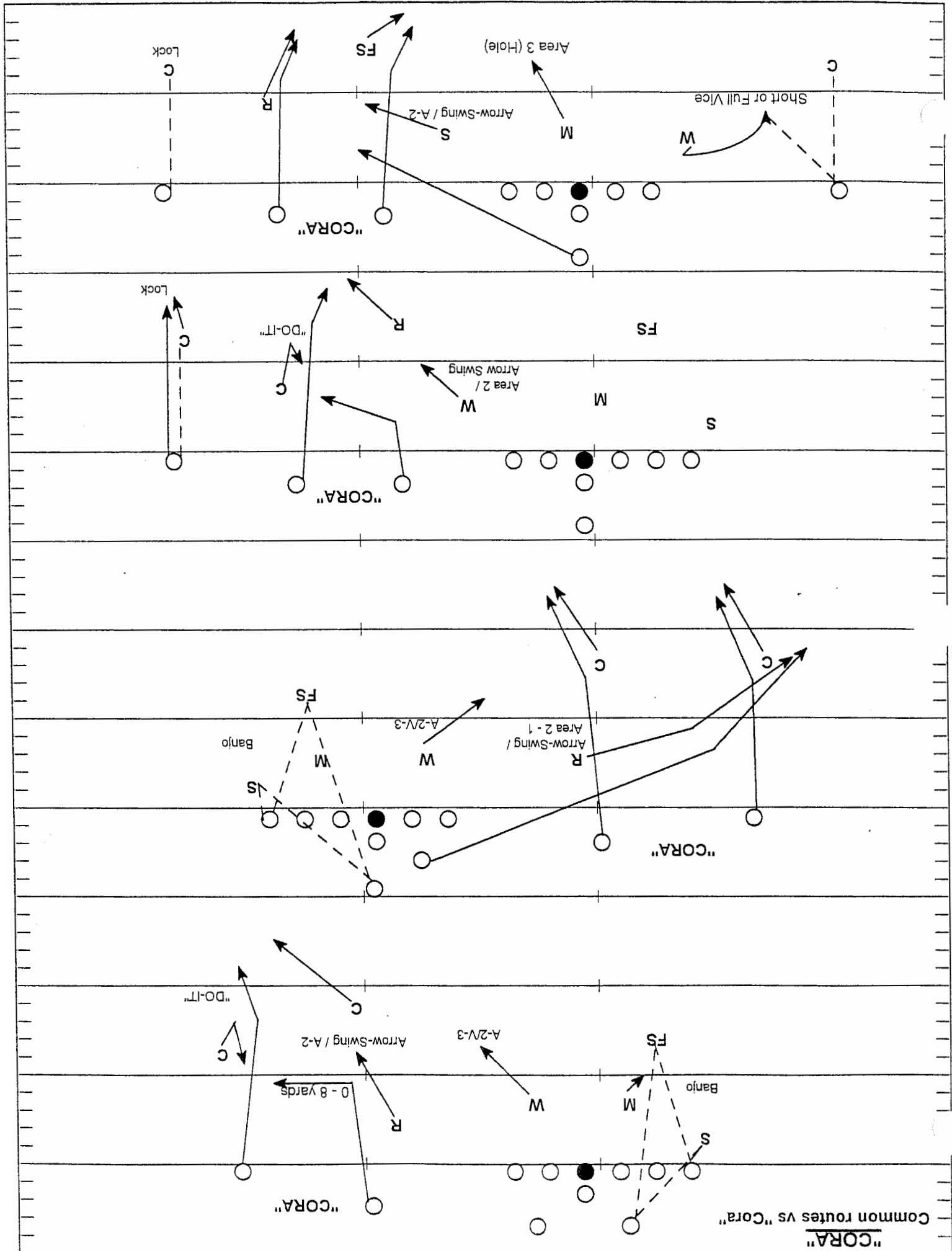
Safety aligned at 10, will overlay all inside routes, go for the interception. The corner will back you up and get depth. With any Go or Post route both defenders will run deep. Safety can also call Apache. (See Technique Section)

7. "Short & Full Vice" - The Safeties or the Linebackers will use this technique. Vice is a Trail Technique from a low inside alignment position. Run a "banana route" to the first receiver, inside and underneath. Take away all short routes knowing the corner will play all deep routes. A Short Vice is up to 15 yards. If the receiver goes deep the defender will zone off and look back to the inside. A Full Vice will have you Trail the route vs deep routes also. (See Technique Section)

8. **"Banjo"** – In the Sara Scheme this is normally played between the FS and the Sam to the TE side of a 2 back, twin set. This is an inside-outside technique on the TE and the near back. (See Technique Section)
 9. **"Apache"** – This is a Deep Half Safety with a Corner Trail. This is also a coverage call in Nickel. Linebackers will play man if Apache is called on your side. (See Falcon Coverage Section)
 10. **"Special" & "Exchange"** – These covers are our checks to 3 x 1 sets from the Sara Scheme. (See Coverage Section)
 11. **"Cobra"** – Corner blitz. If Cobra is called, we would run it anytime we would run a "Stick" technique. Disguise as much as possible.
-

"CONNIE"
Common routes vs "Connie"

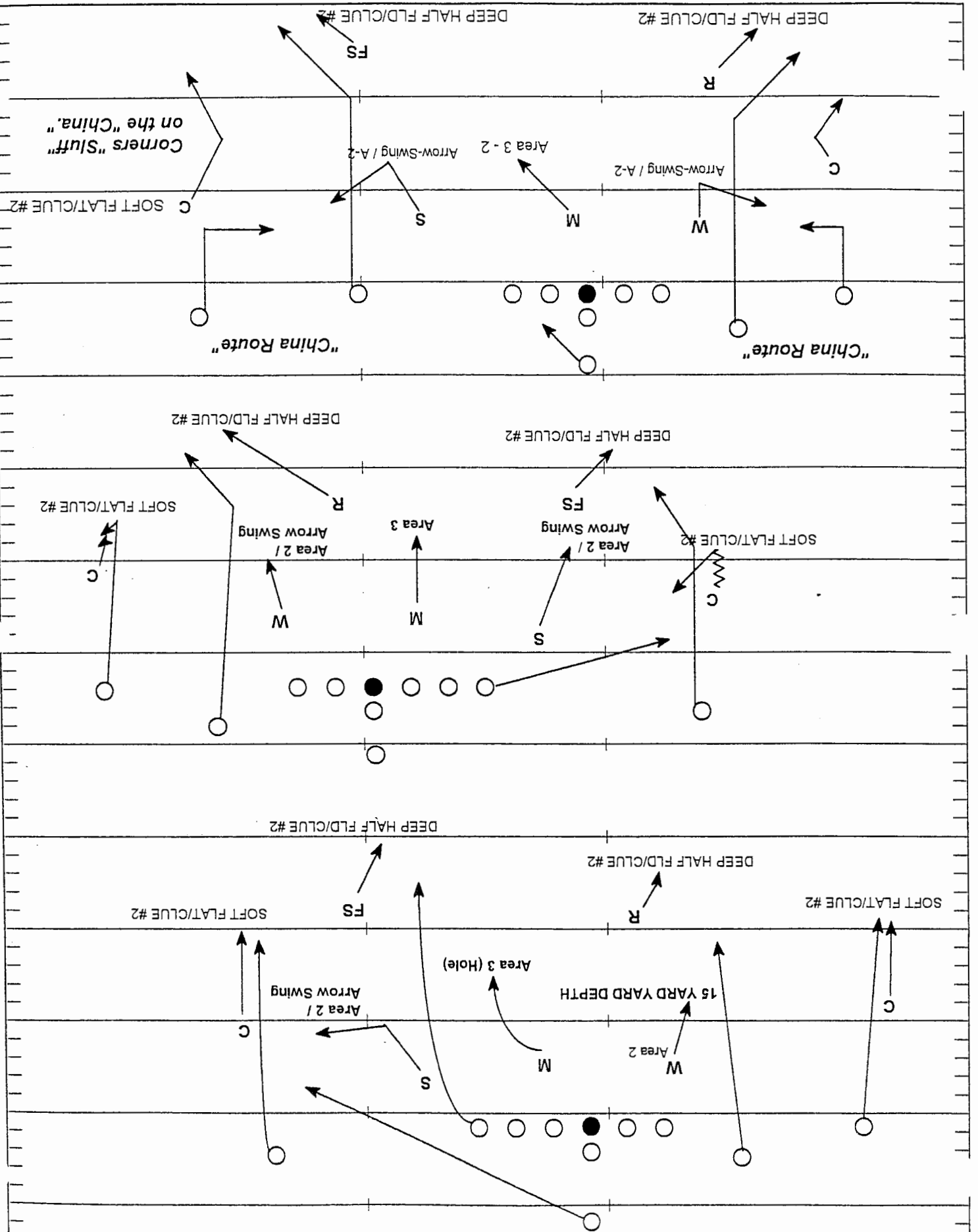




Common routes vs "Cora"

"CORA"

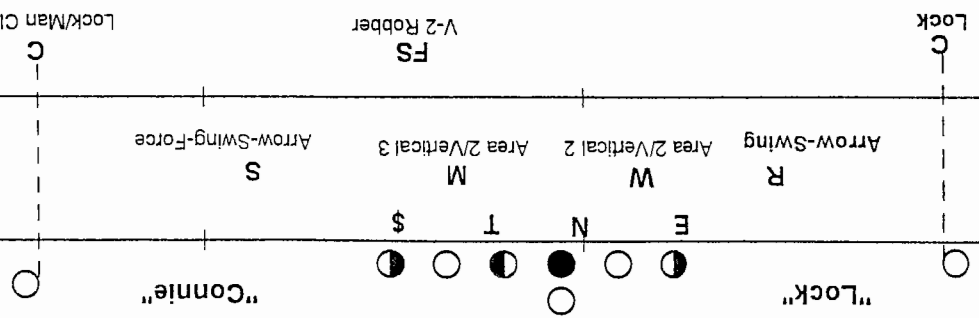
"SALLY"
Common routes vs "Sally"



Base Even / Sara Load

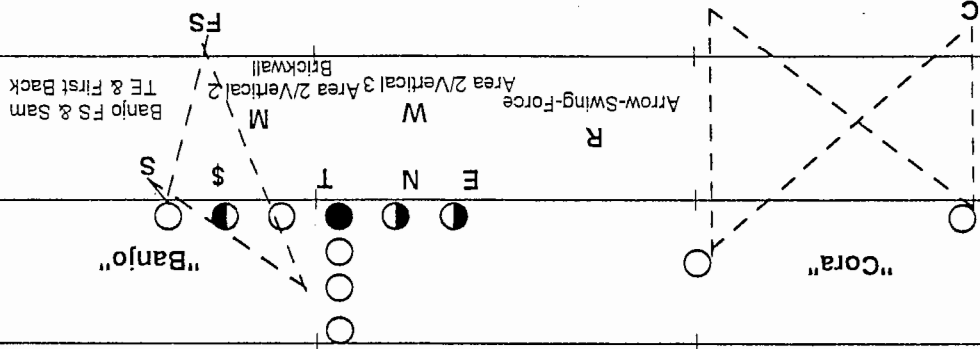
SPLIT RIGHT

Front = Even



I TWIN RIGHT

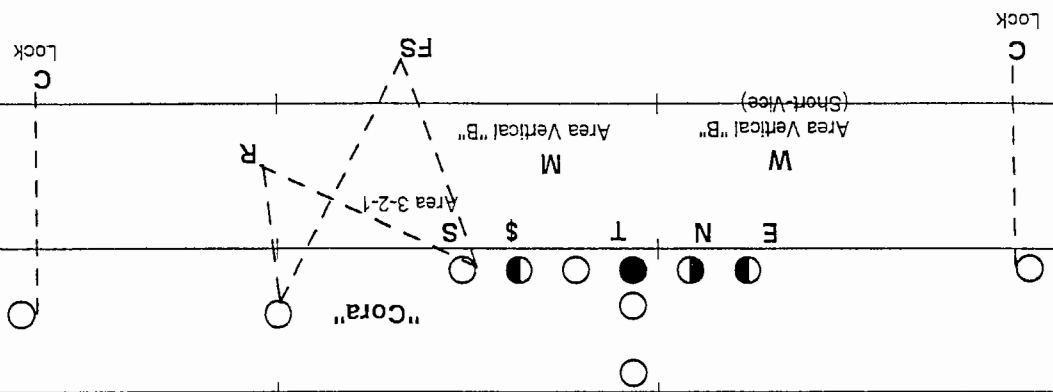
Front = Base



Possible Check to "Exchange" vs Twin

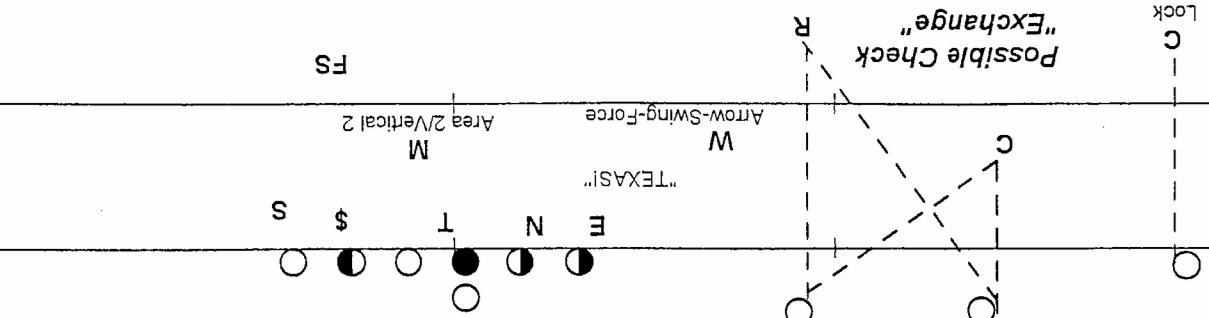
TREY = CHECK "LOAD"

Front = Base



TRIPS RIGHT

Front = Base

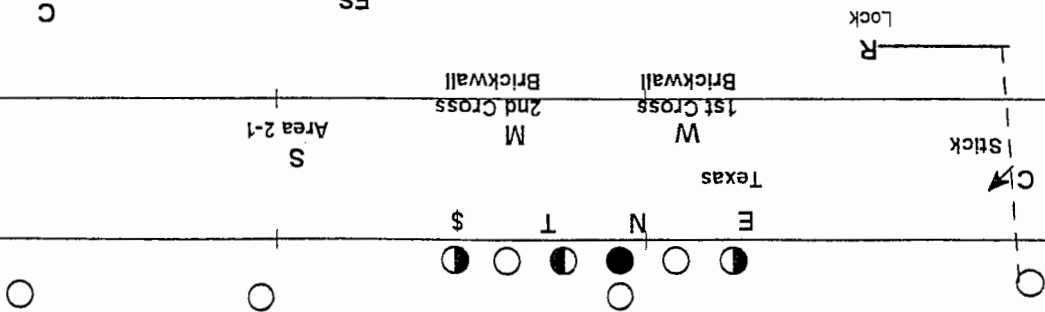


Possible Check "Exchange"

Base Even / Sara Flood

Front = Even

Check "Special"



One Quarter / Man Clue

Post / Man Clue

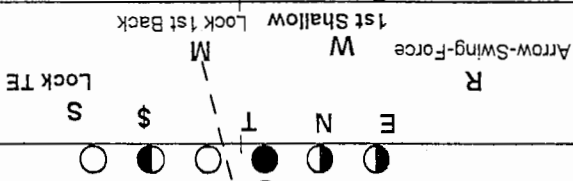
C

FS

Front = Base

Lite / Twin

Check "Exchange"



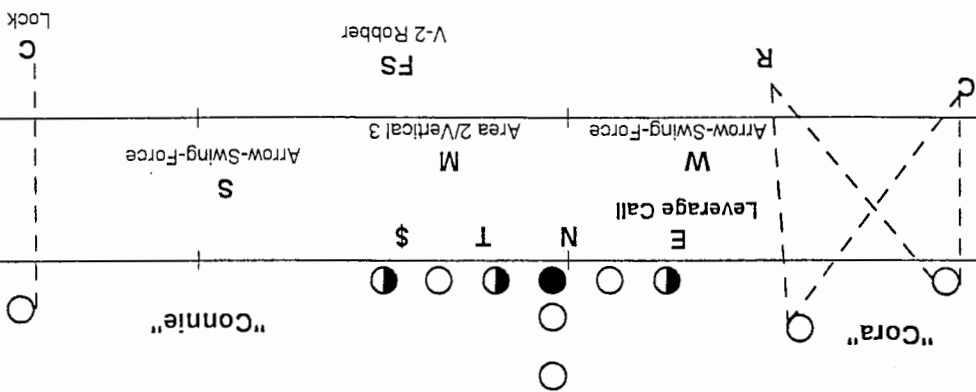
Cross

Corners = Exchange to Twin / "Sally"

FS Post

WIDE SET (TWIN TO BOUNDARY)

Front = Even



FS V-2 Robber

BOISE STATE PRESSURE & BLITZ 2001

We have the ability to pressure with 5, 6, & 7-man blitz. All of our blitzes will be run out of all of our groups, we simply substitute different personnel. Bronco, Nickel, Odd, & Odd Nickel.

Our Pressure / Blitz package is divided into five (6) basic categories:

1. "Gold" = Edge Pressure. Sam always blitzes. If "21" personnel the Rover will blitz. If any one back a "Tag" call is given and the Willy will blitz.
2. "White" = Inside Pressure. The Mike and Willy blitz. We have the ability to blitz these two linebackers through a variety of gaps.
3. "BTF" = Blitz The Formation. The Set / Formation will dictate our pressure.
4. "Silver" & "Brown" = Four from a side. Silver = Four from the Weak Side. "Brown" = Four from the Strong Side.
5. "Zone Blitz" = Five man pressure with either zone or man coverage.
6. Special Blitz = A pressure that does not fall into the above categories. "Hurricane", "Saber", "Rover / Black" etc.

COACHING POINTS / REMINDERS

Edge Pressure. The "DOG" = the Sam & Rover can make their own call, independent of each other.

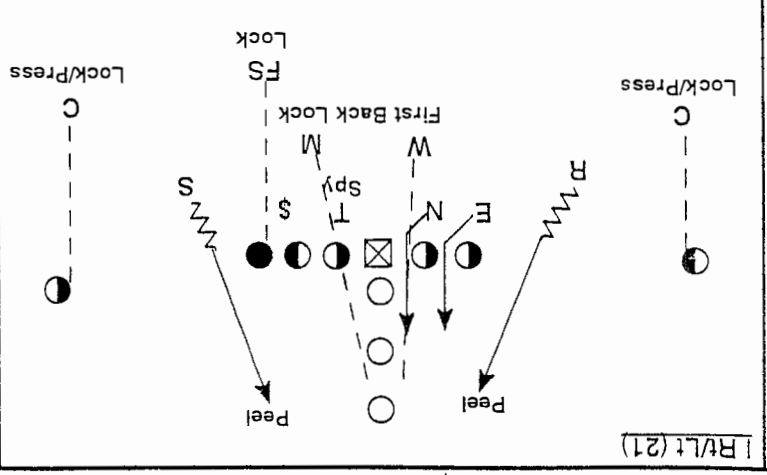
Sam calls: 1) Baker 2) Charlie 3) Tag. If nothing is said the it is understood that the pressure is from the edge.

Rover calls: 1) Able 2) Baker 3) Easy 4) Fire 5) Tag If nothing is said than it is understood that the pressure is from the edge and the Nose and End will run a Weak Pinch. Rover is the Adjuster.

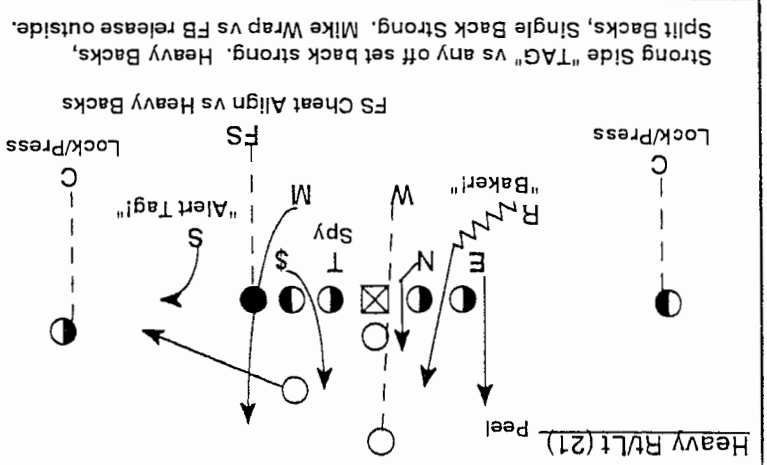
The Tackle is the Spy Defender.

**All Defensive Lineman acknowledge the call.

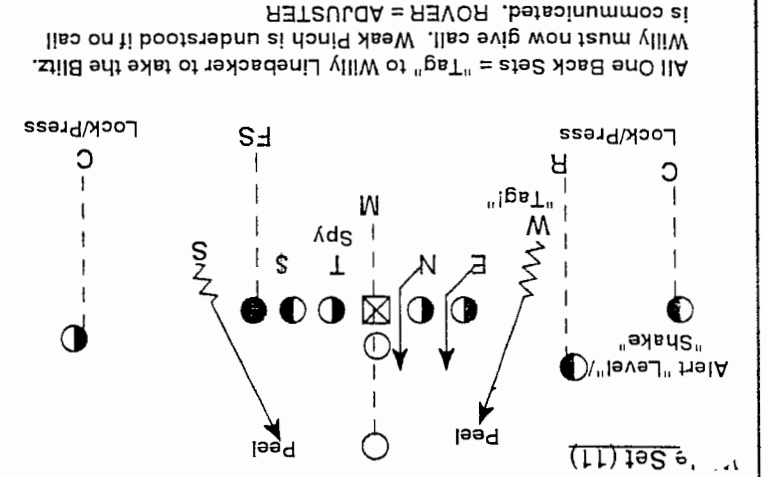
***Stud End vs High Hat come under OT / Rush B Gap.



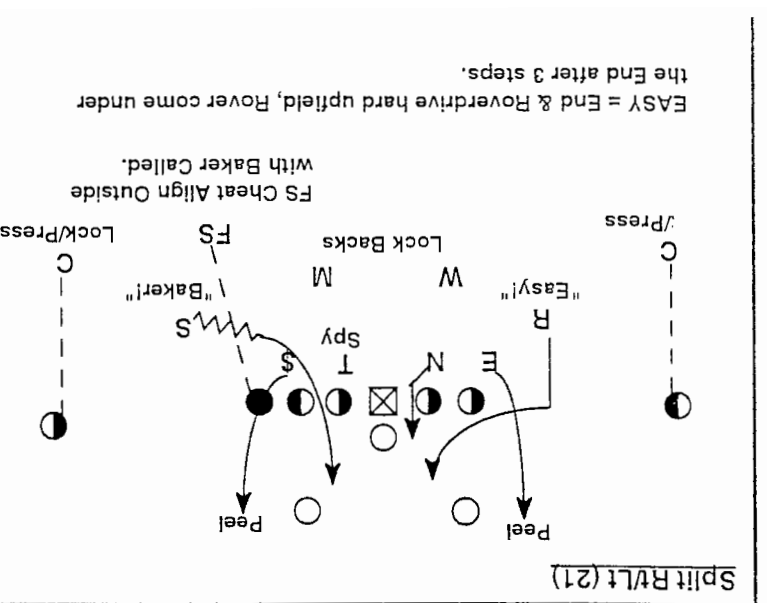
RB/Lt (21)



Heavy R/Lt (21)



1st Set (11)

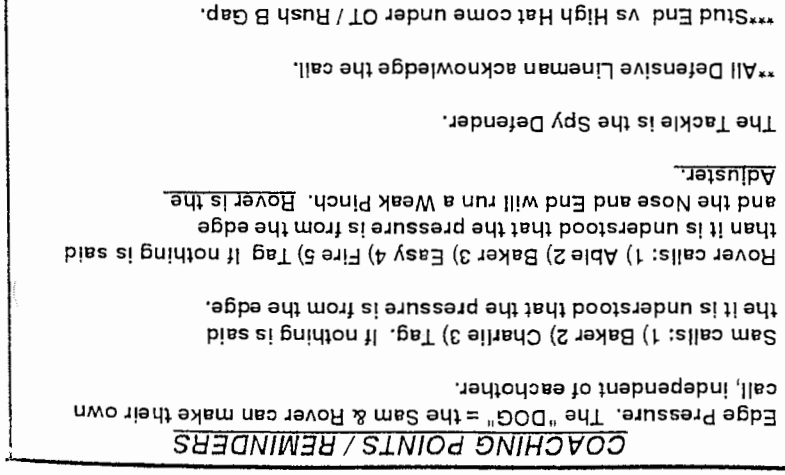


Split R/Lt (21)

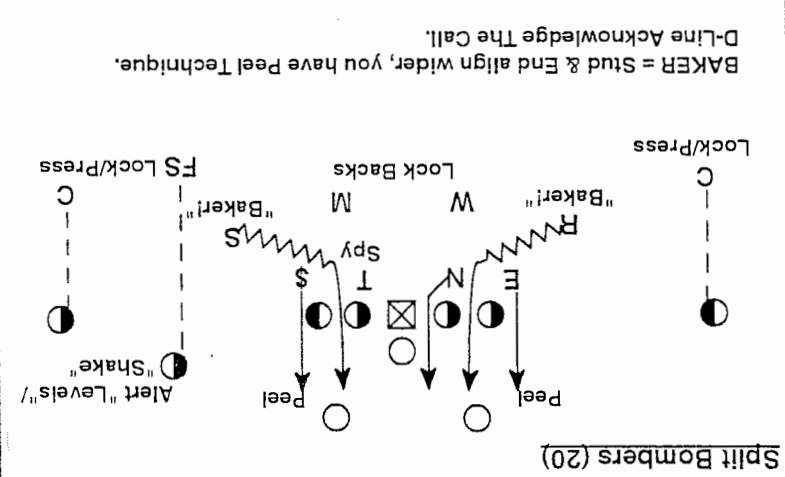
All One Back Sets = "Tag" to Willy Linebacker to take the Blitz. Willy must now give call. Weak Pinch is understood if no call is communicated. ROVER = ADJUSTER

EASY = End & Roverdrive hard upfield, Rover come under the End after 3 steps.

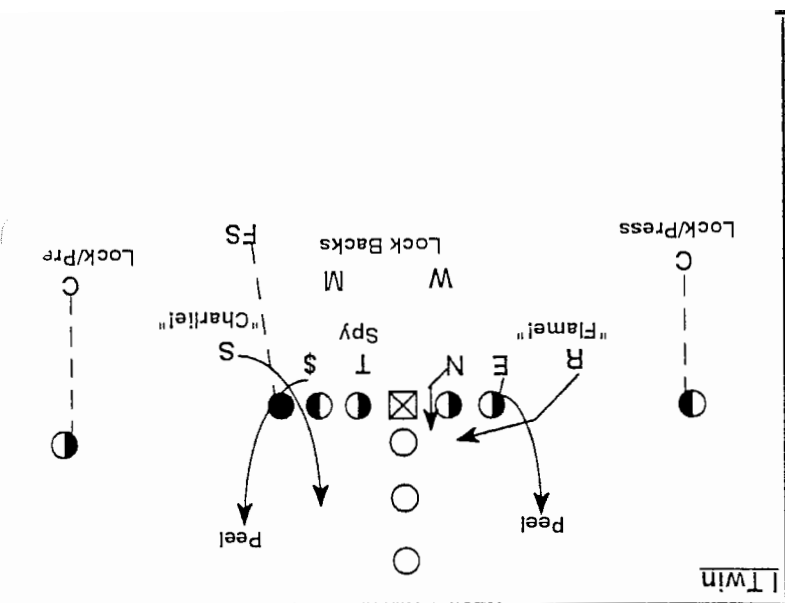
FS Cheat Align Outside with Baker Called.



Lite Twin (21)



Split Bombers (20)

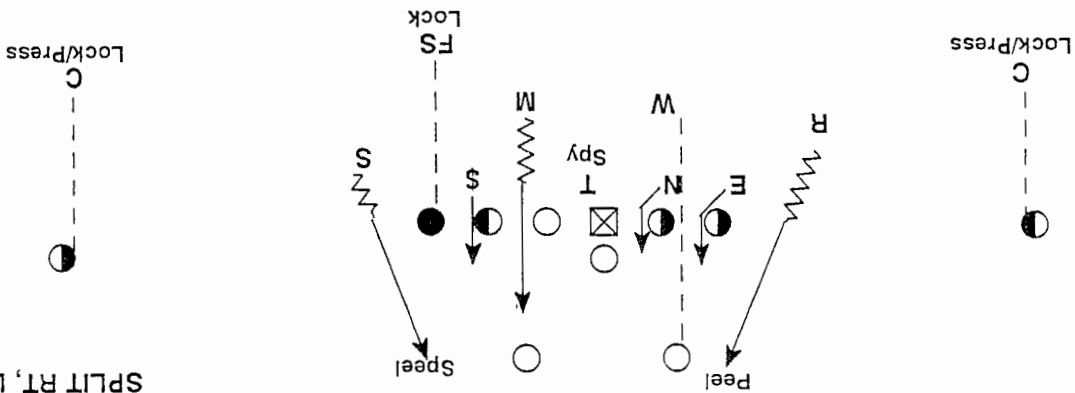


LTwin

BAKER = Stud & End align wider, you have Peel Technique. D-Line Acknowledge The Call.

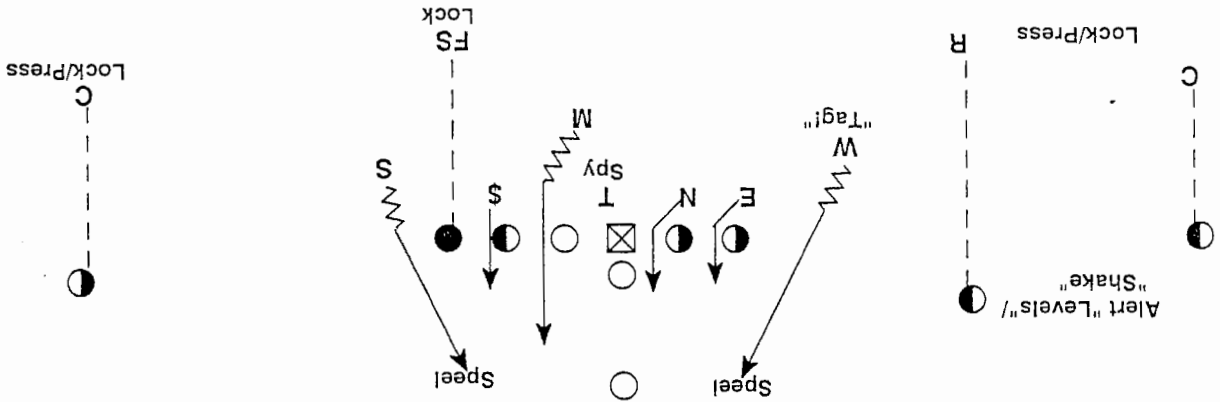
FS Cheat Align Outside with Baker Called.

SPLIT RT, LT (21)

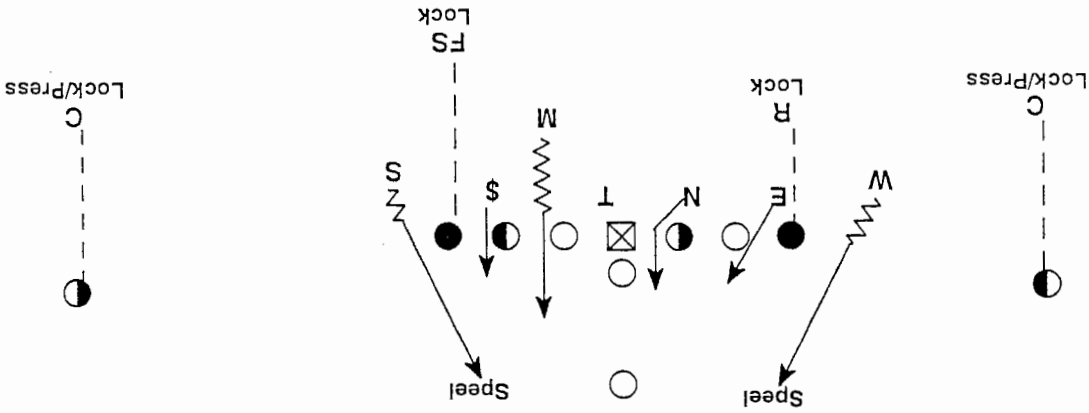


BACKERS / GOLD = This is Gold coverage with the added pressure of the Mike Linebacker. Vs 21 the Rover has a Peel, Tag vs One Back (Rover = Adjuster) and the Willy has a Speel Technique. Sam is always in a Speel Technique. The Tackle is the Spy Defender. Weak Pinch is understood. Mike Blitz Engage Back if he steps to you. Generally this is an 11 Personnel call.

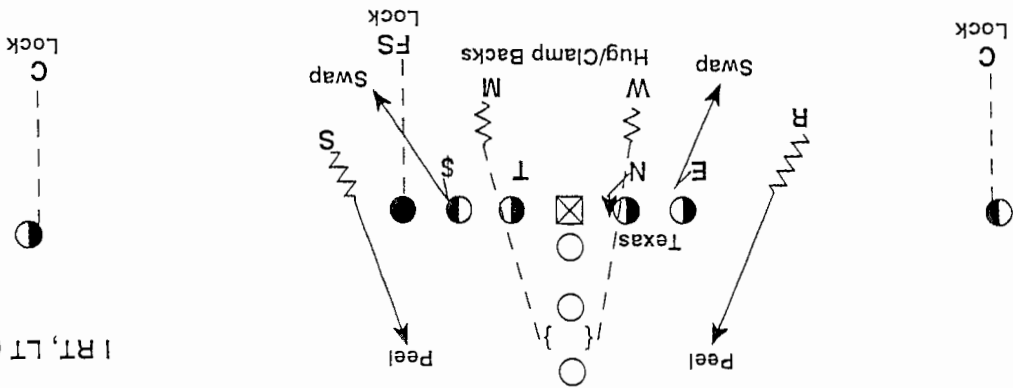
WIDE SET (11)



ACE (12)

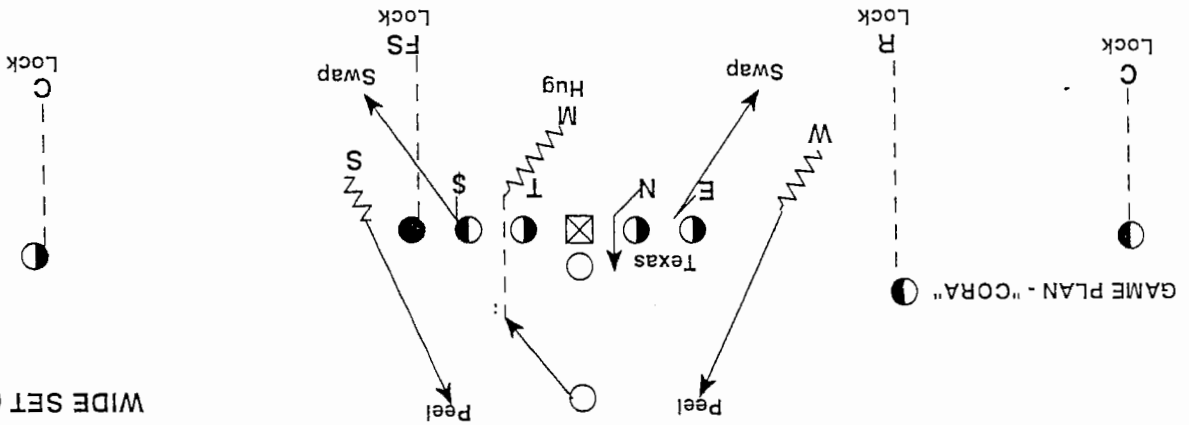


1 RT, LT (21)

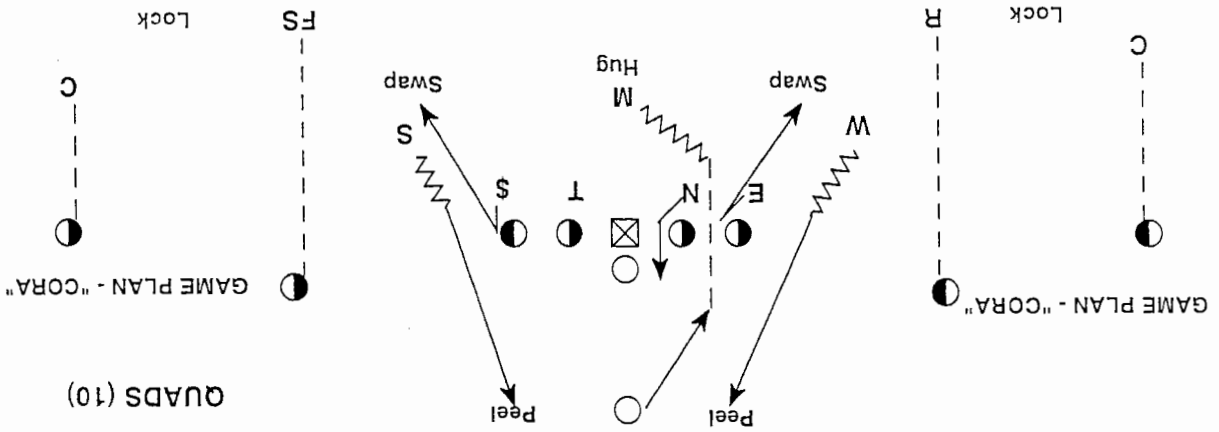


BASE G SWAP TEXAS / GOLD = Edge Pressure. All "Gold" rules apply. "Swap" = the End and Stud will drop into cover. (Drop at a 45 degree angle, look for first opposite color. Know if you are aligned to the field or boundary, your drop will adjust.) Rover = Adjuster. NO SPY IN SWAP. Mike and Willy Linebacker "hug" in Swap. Normally we do not "Press" in Swap. GP may dictate no Peel.

WIDE SET (11)

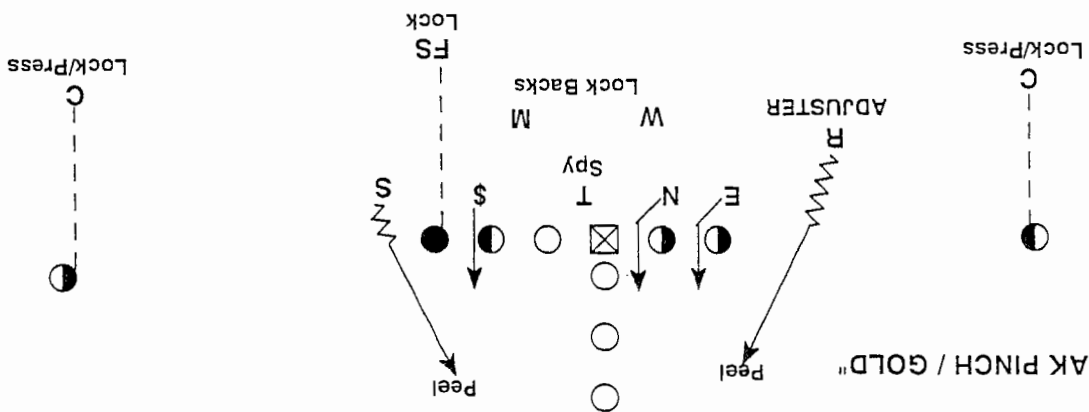


QUADS (10)

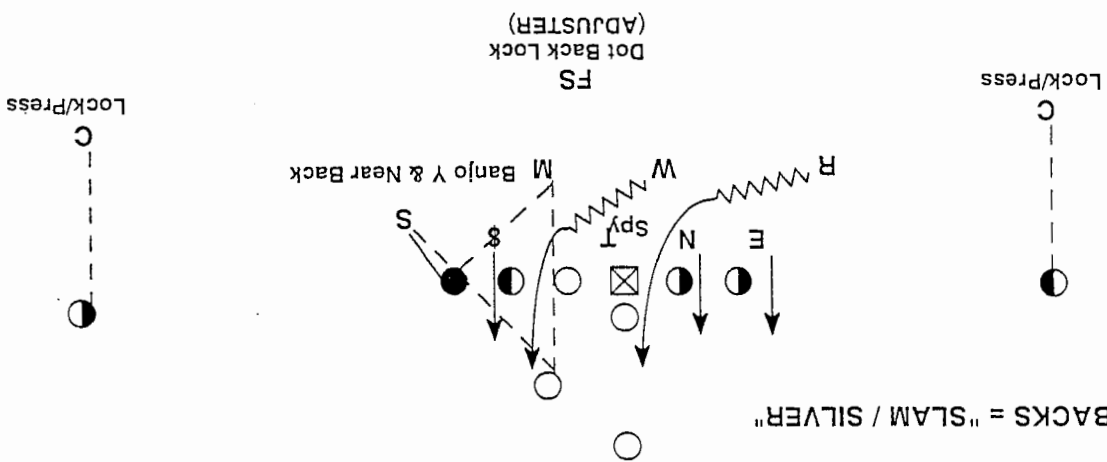


BASE / BTF = Pressure based on backfield sets. The pressure and cover will change accordingly. The pressure stays vs missile / back motion, adjusters adjust.

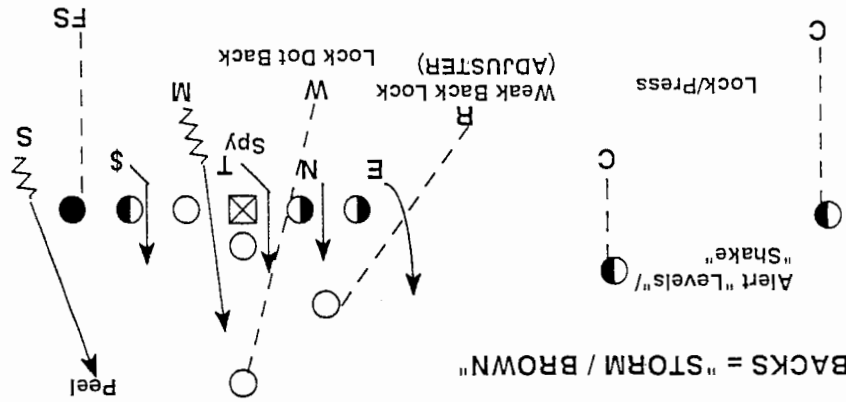
BACKS = "WEAK PINCH / GOLD"



HEAVY & SPLIT BACKS = "SLAM / SILVER"

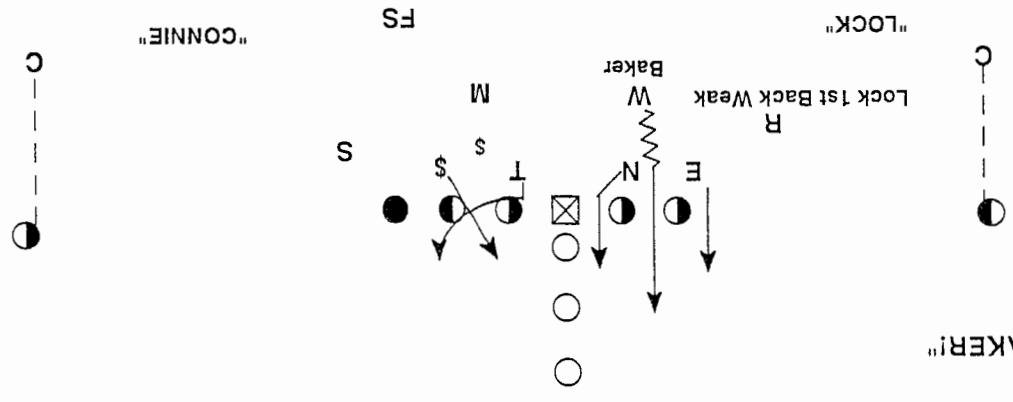


LITE BACKS = "STORM / BROWN"

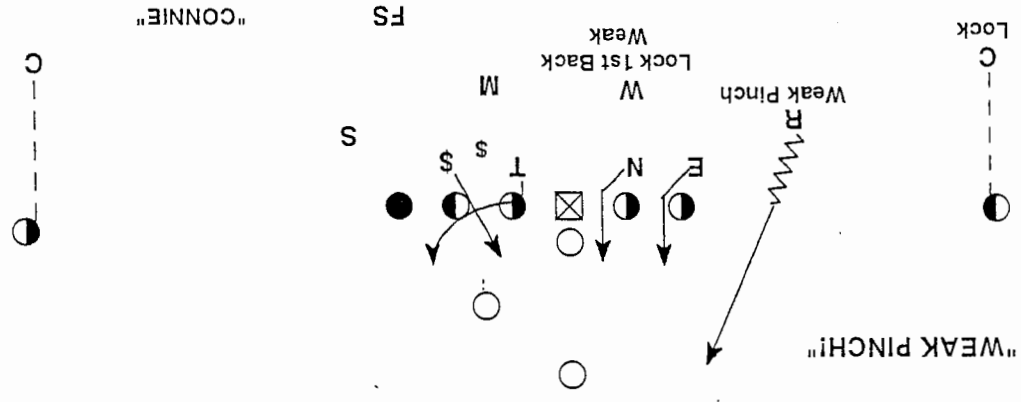


BASE G \$ WILL or ROVER / SARA LOAD = Five man pressure, with the "Sara Scheme." The Willy or Rover has the flexibility to make independent pressure stunts. Calls include; Gap, Baker, Weak or Rover sets will help dictate the stunt. There will not be a Rover call vs one back sets, if there is a Rover call va one back, a "Tag" must be given to the Willy.

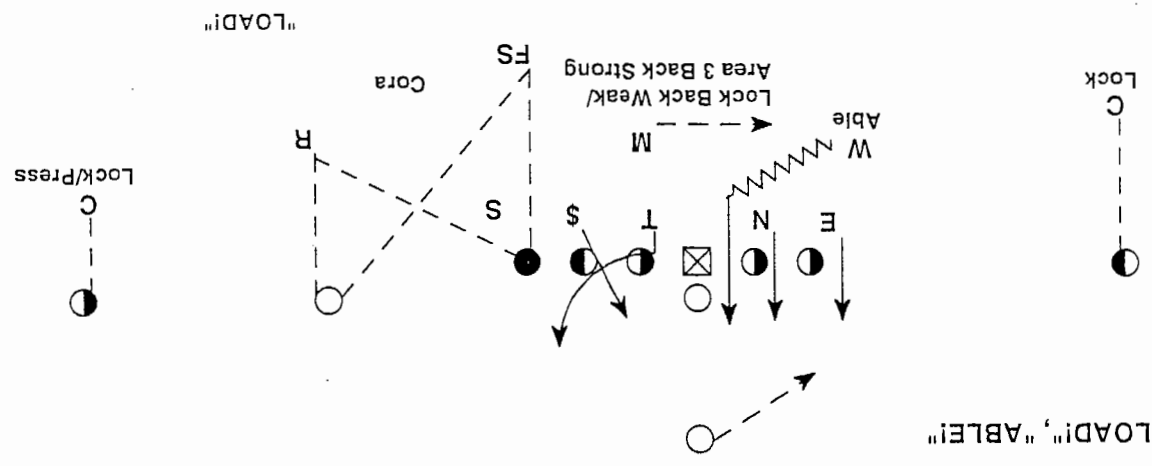
"BAKER!"



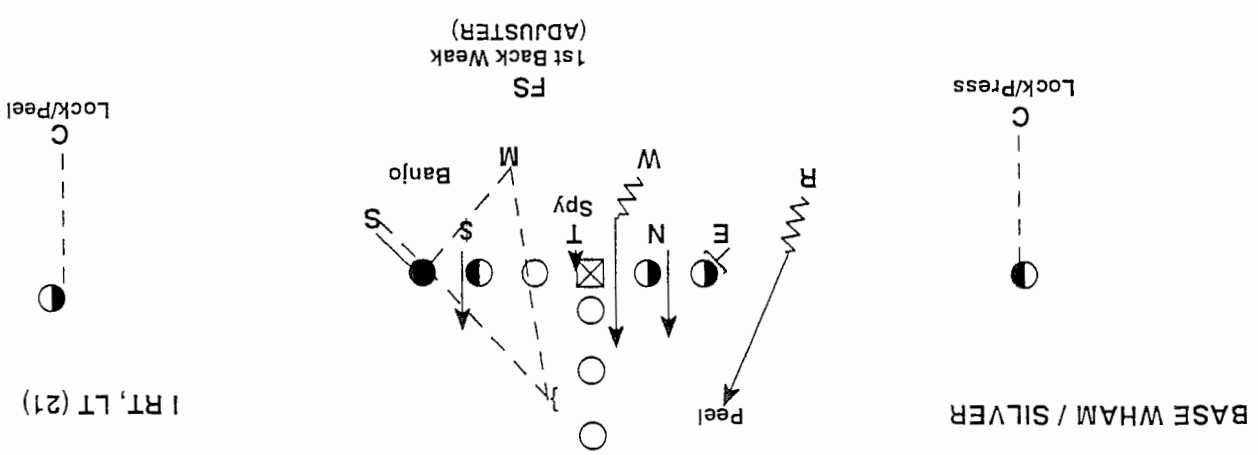
ROVER = "WEAK PINCH!"



CHECK "LOAD!", "ABLE!"



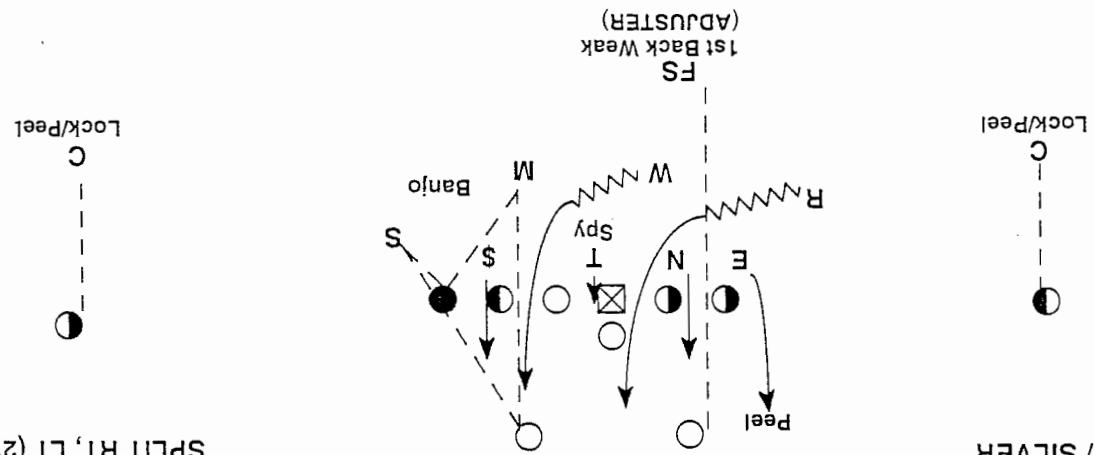
BASE WHAM or SLAM / SILVER



1 RT, LT (21)

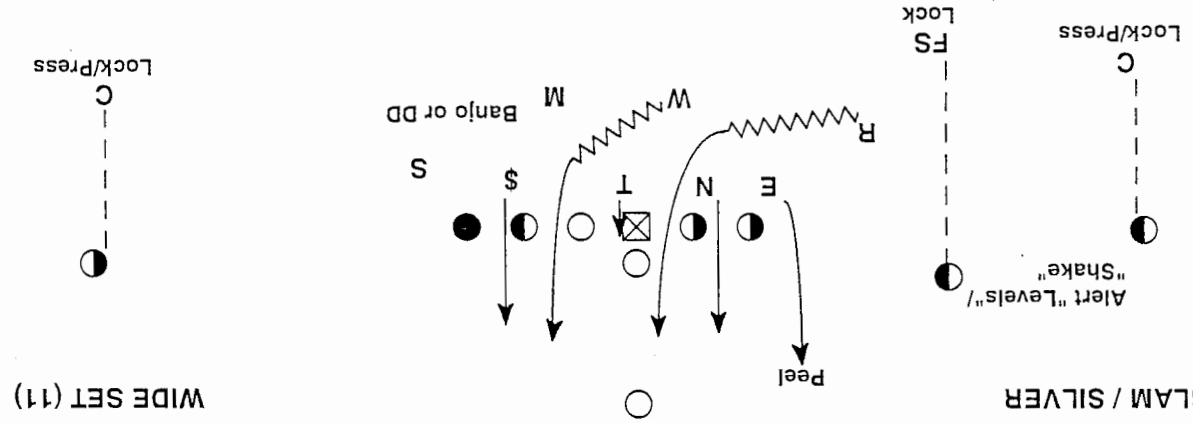
WHAM / SILVER = Four weak pressure. Rover & Willy are the blitzers. Tackle is the Spy. End = Pin technique in "Wham". Silver Cover = FS is the Adjuster. Mike & Sam Banjo the TE and Strong Back, or Sam Lock (DD) on the TE. "Slam" = End Peel Technique, the Rover is blitzing inside.

BASE SLAM / SILVER



SPLIT RT, LT (21)

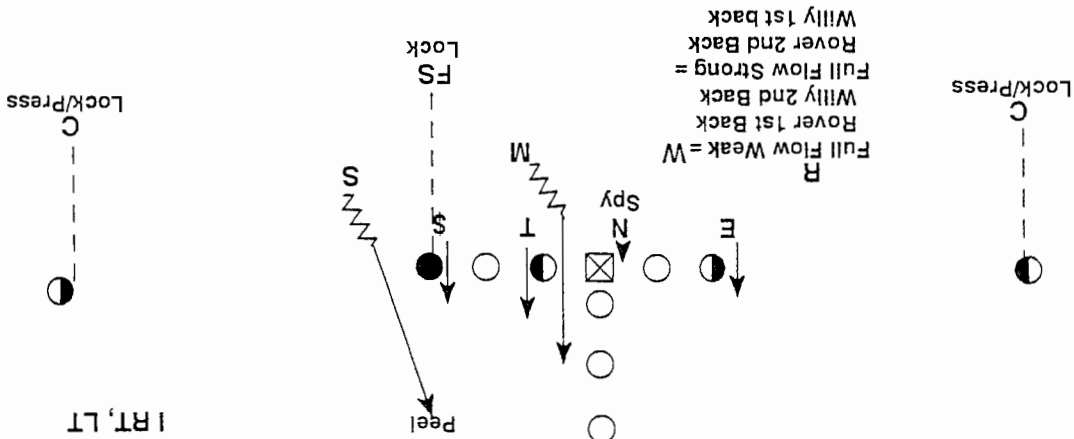
BASE SLAM / SILVER



WIDE SET (11)

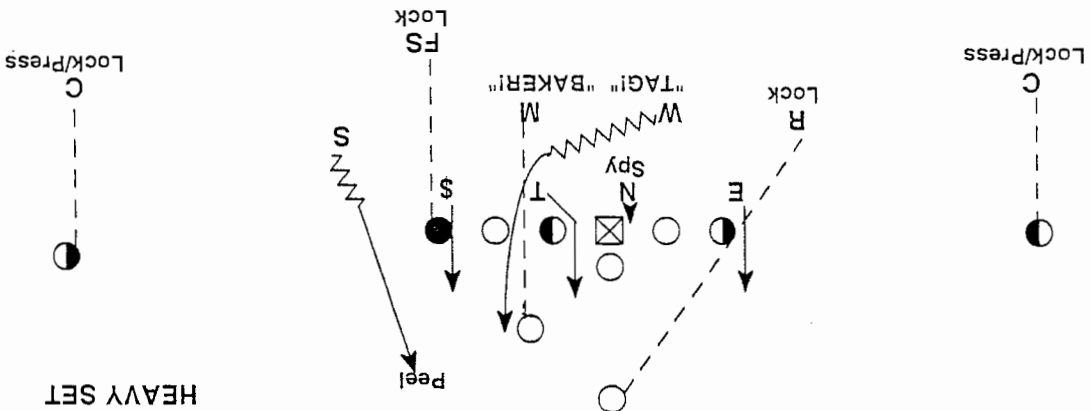
One Back = FS Adjuster. Mike & Sam Banjo or Lock.

EVEN STING / BROWN = Strong / Tom side pressure (Four strong), The Mike & Sam blitz. Sam Peel, FS = Lock TE, Willy & Rover = Lock Backs vs 21, Rover = Adjuster vs One Back, Willy = Lock Remaining Back. Nose = Spy. The End = Peel vs One Back. Game Plan Tag to Will vs Heavy Backs.



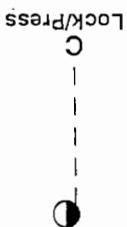
1 RT, LT

Alert Possible "Tag" to Willy From Mike vs Heavy Set.

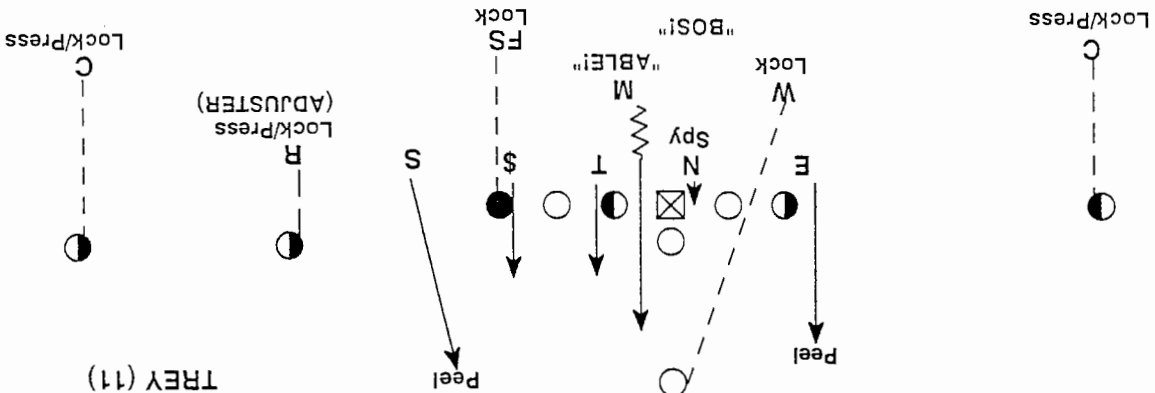


HEAVY SET

Lock/Press



TREY (11)



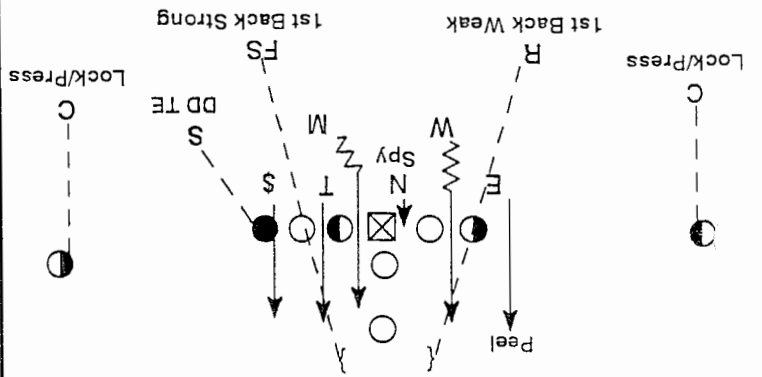
*Mike & Willy = BOS (Adjust 1/2 Man) vs Trey to compensate for the

Even Front overshift.

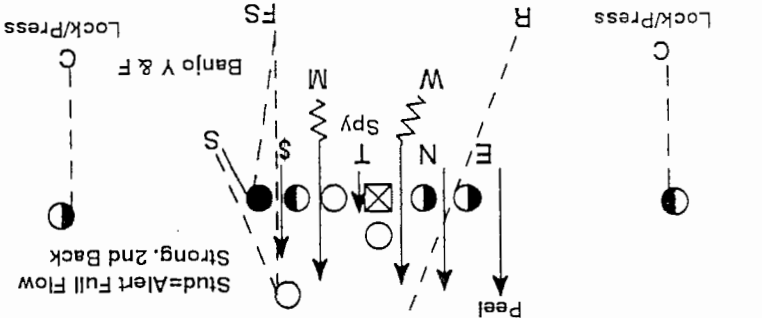
COACHING POINTS / REMINDERS / RULES

1. Inside Pressure.
2. The Mike & Willy Blitz various, and predetermined gaps.
3. "White" coverage will always be the same regardless of the pressure. "White" may be without Post help, or with Post help. The Game Plan will dictate.
4. Rover = ADJUSTER.
5. Peel Technique for the outside rushers, this may be the blitzers, or a defensive lineman. Vs 21 Stud NO PEEL.
6. Generally the Nose = SPY in Even, and the Tackle = Base.
7. Cover Rules:
 - a. FS & Rover = Backs. FS & Sam Possible Banjo
 - b. Sam = TE Lock (DD). Possible Banjo with FS on TE and Near Back.
 - c. Corners = Lock/Press on X and Z.
8. If FS at Post, Speel Rules will take effect.

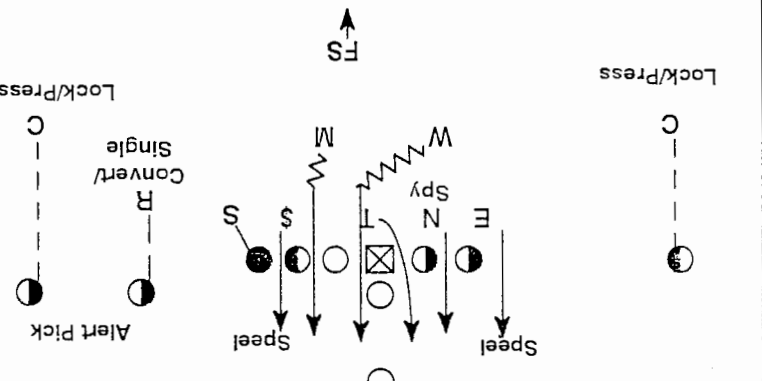
"Even Gap / White"



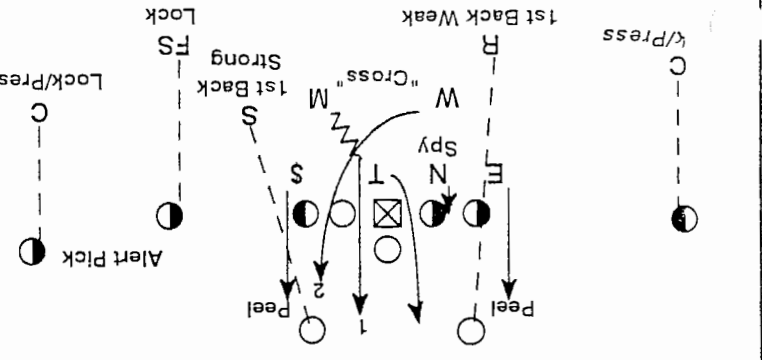
"Base Gap / White"



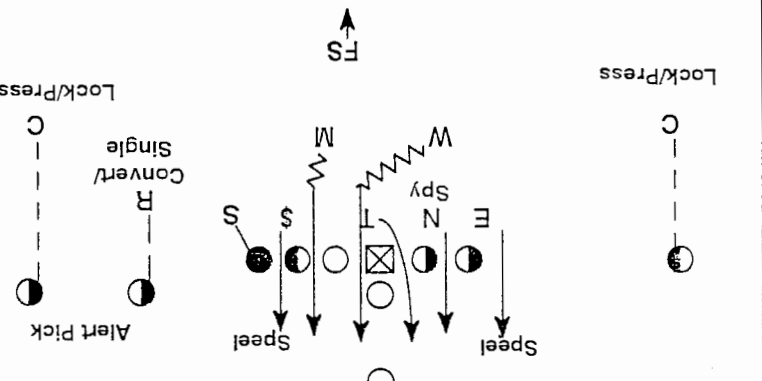
"Set (11)



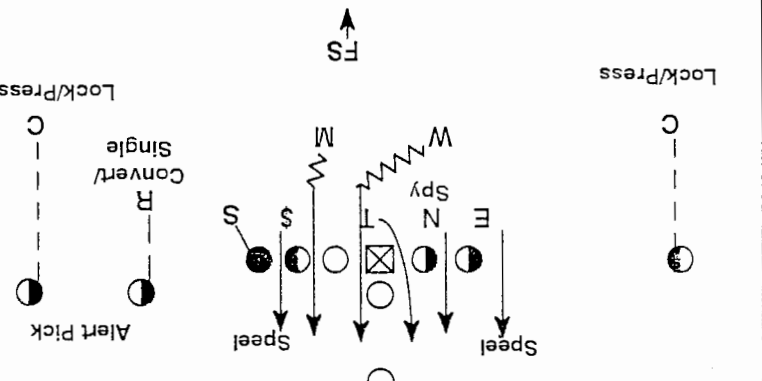
"Base Storm (Cross) / White"



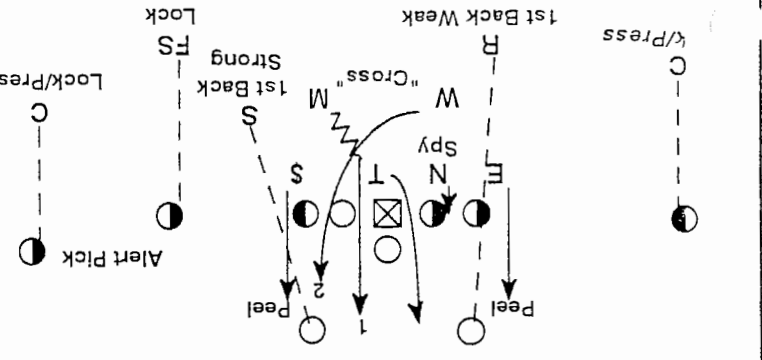
"White" with FS at Post



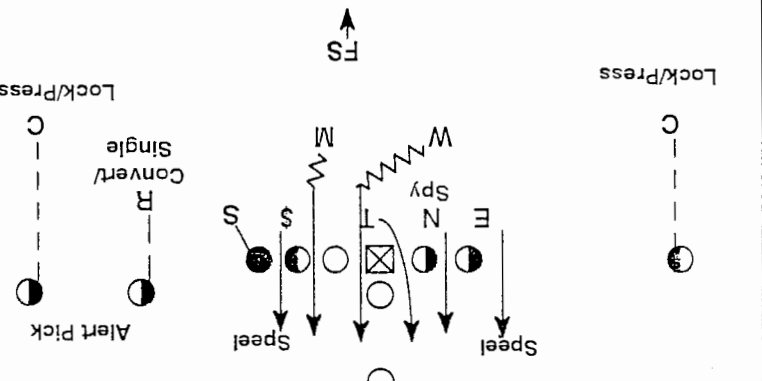
"Trips Set (11)



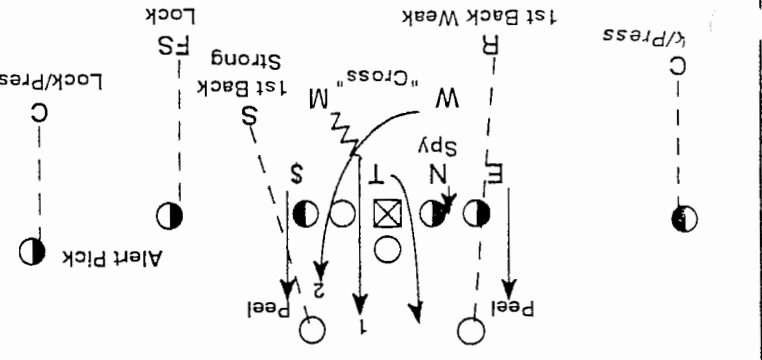
"Even Thunder (Cross) / White"



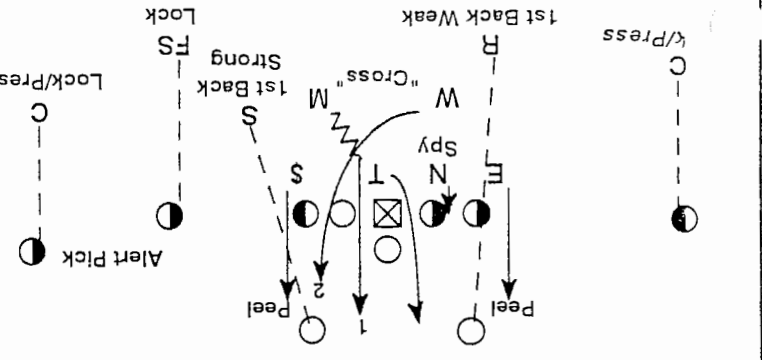
"White" with FS @ Post



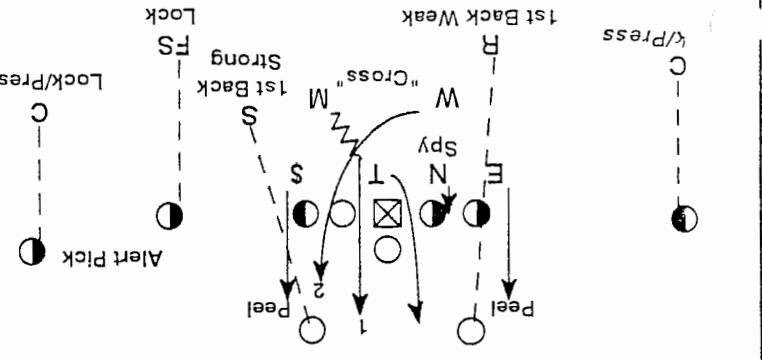
"Base Storm (Cross) / White"



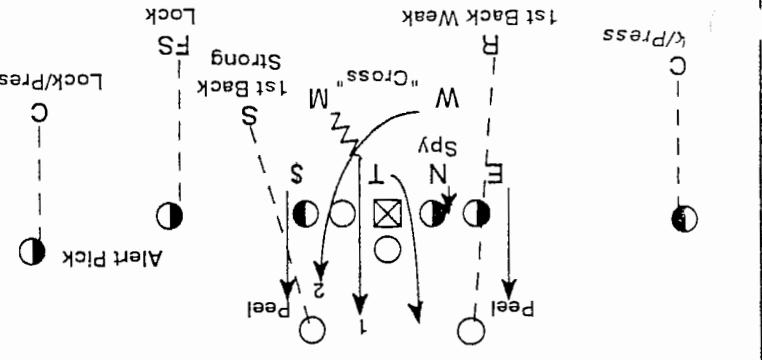
"Base Gap / White"



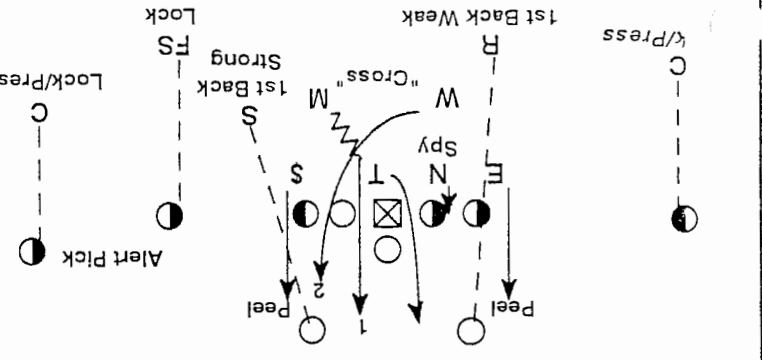
"Split Bombers (20)



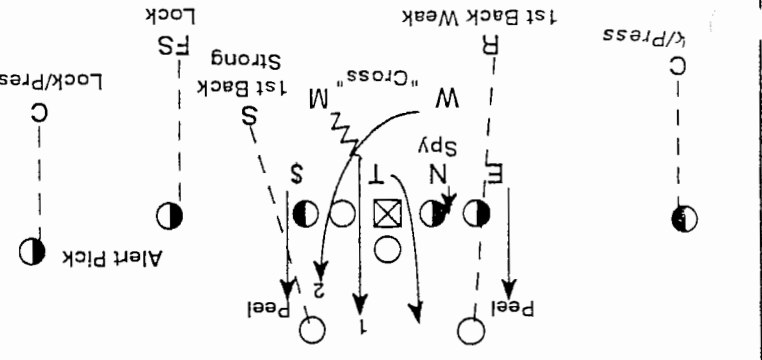
"Base Storm Cross / White"



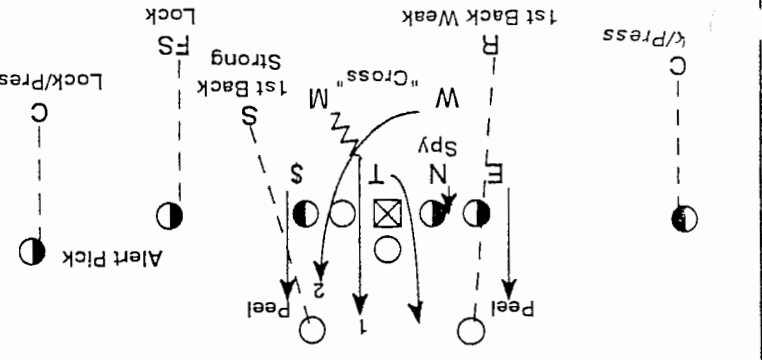
Ace (12)



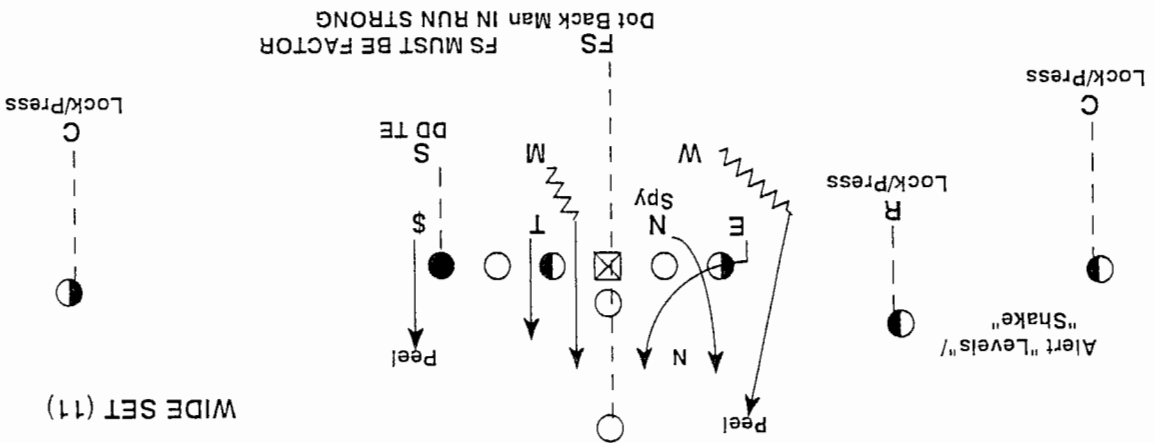
"Base Gap / White"



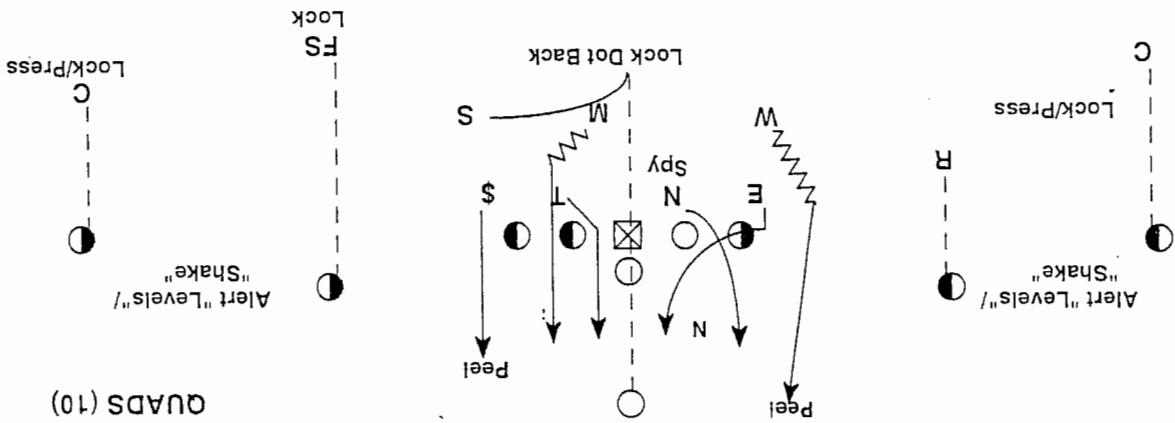
20 = FS Adjust to Slot, Sam = 1st Back Strong



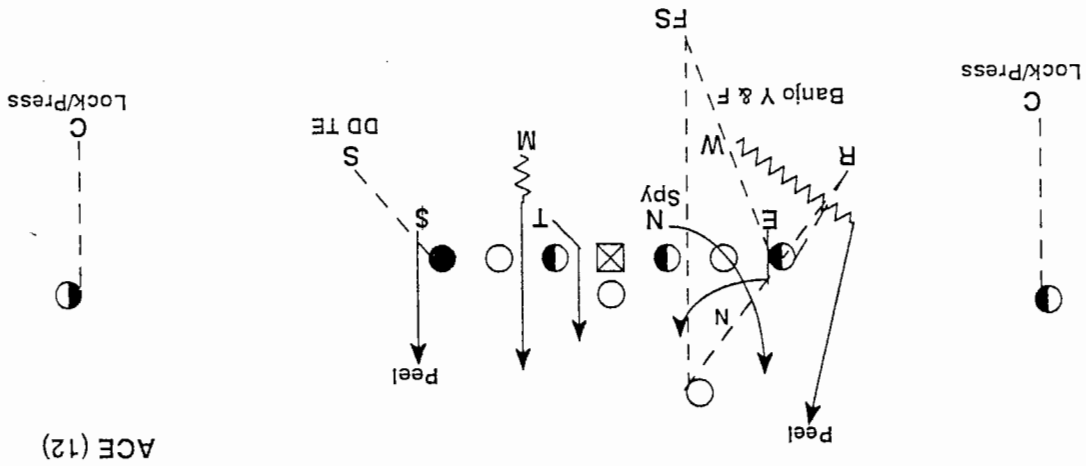
EVEN 9 N / WHITE = Inside and Outside pressure. "G" will not be called, but the Nose must get himself into position to successfully execute a "N" stunt. Mike will hit either A or B Gap (GP). FS may be a Post defender or have the Dot/Remaining Back man. Nose = Spy. Rover = Adjuster.



WIDE SET (11)



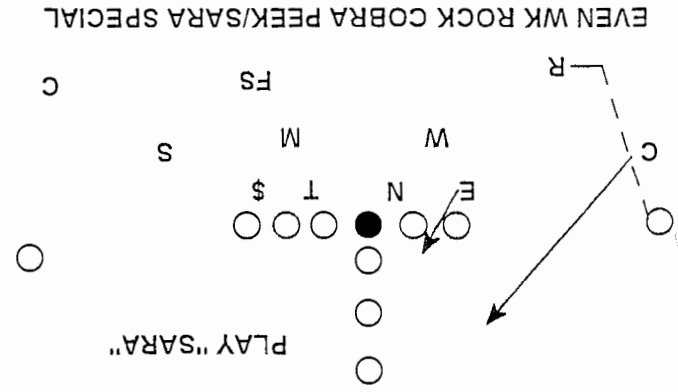
QUADS (10)



ACE (12)

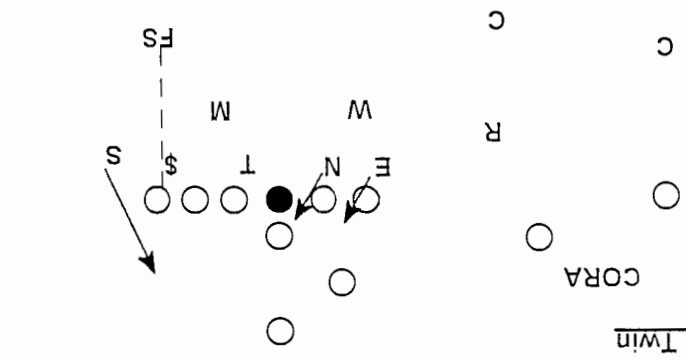
COACHING POINTS / REMINDERS / RULES

1. COBRA = CORNER BLITZ. BLITZ ANYTIME A "STICK" TECHNIQUE COULD BE RUN.
2. SAM BLITZ VS 2 BACK TWIN (GAME PLAN). DO NOT BLITZ VS HEAVY BACKS.
3. THIS IS PART OF THE SARA SCHEME.
4. END HAS PEEK TECHNIQUE ON THE FIRST BACK. IF THE BACK RELEASES FAST THE CB MUST "PEEL". IF THE BACK SETS AND RELEASES THEN THE END HAS HIM MAN. (ONLY PEEK VS ONE BACK)



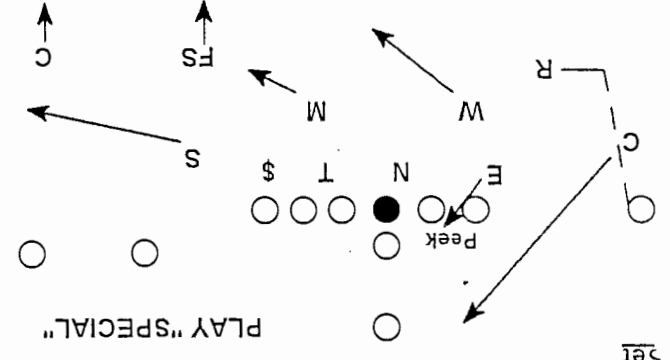
EVEN WK ROCK COBRA PEEK/SARA SPECIAL

LR/LF



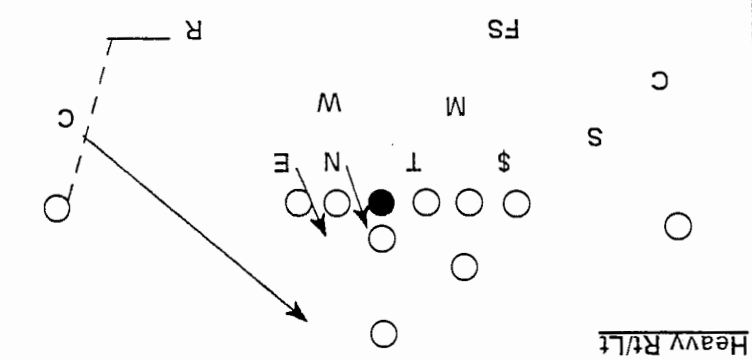
BASE G-7 WK PINCH COBRA PEEK/SARA SPECIAL

Lite Twin



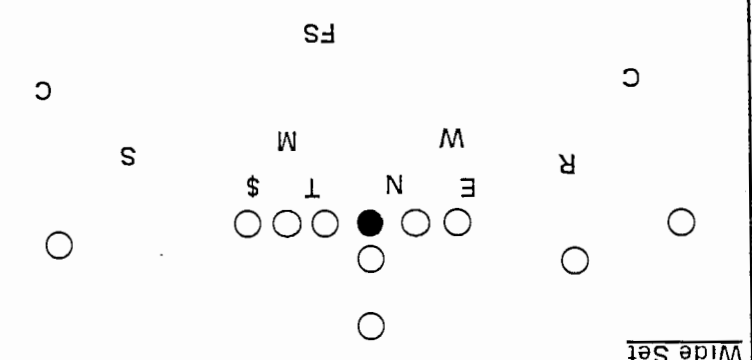
EVEN WK ROCK COBRA PEEK/SARA SPECIAL

Tr Set



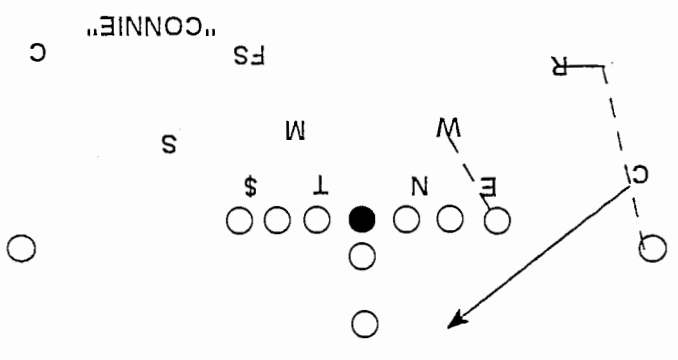
BASE G-7 WK PINCH COBRA PEEK/SARA SPECIAL

Heavy R/LF

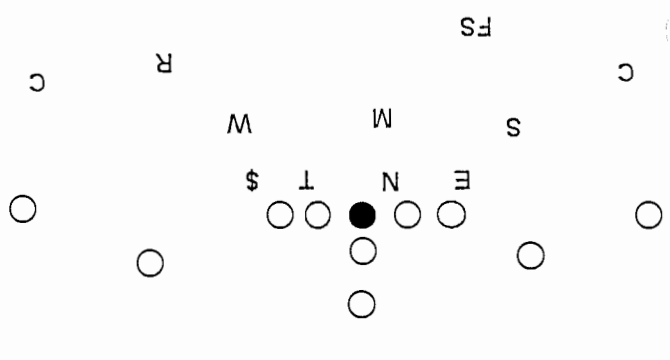


PLAY SARA - NO COBRA

Wide Set



Ace Set



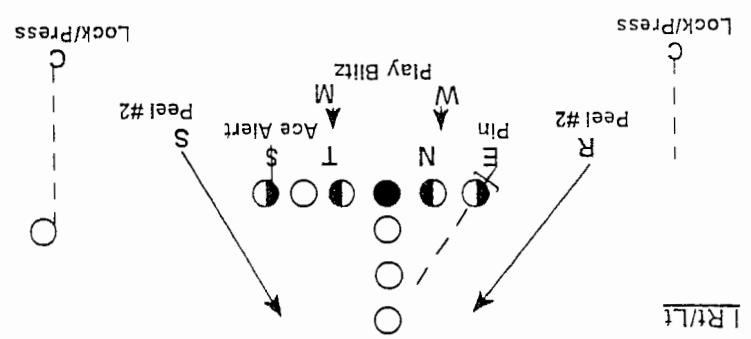
PLAY SARA - NO COBRA

Quads

"CONNIE"

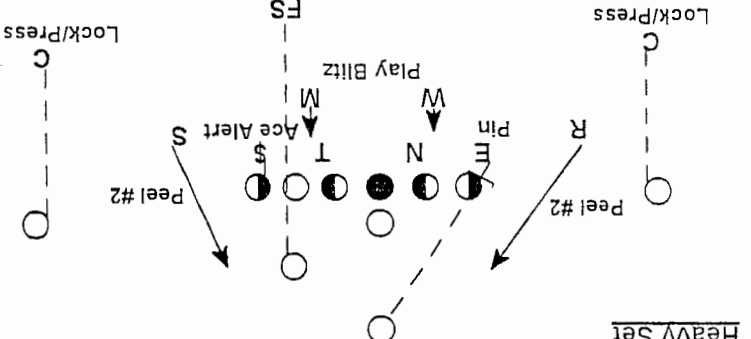
COACHING POINTS & REMINDERS

1. Hurricane = Even Front.
2. Two Backs - Stud = Ace Alert. End = Pin/Peek. Rover & Sam Peel on 2nd back through. FS = 1st Back Out / Off-Set Back, Adjuster (GP=FS Lock TE, The Stud would then take the back to him.) Mike & Will = Play Blitz Called.
3. 11 Personnel - Stud = Ace Alert. End = Pin, You have Back to you, or into the line. Rover & Sam Peel. FS = Adjuster. Mike & Will = Play Blitz. Tackle & Nose = Spy.
4. 12 Personnel - Double Ace Alert. Rover & Sam = Peel. FS = Back through the line. Mike & Will play Blitz. Tackle & Nose = Spy.

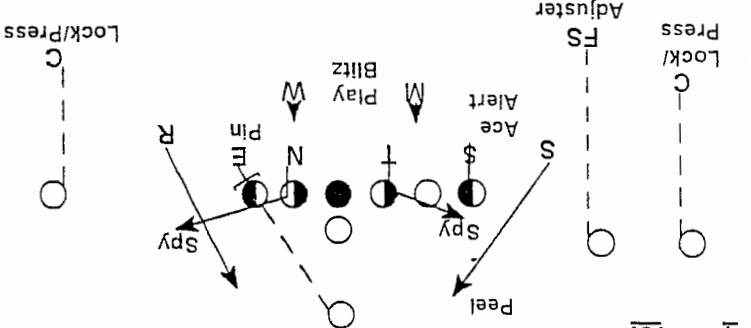


LT/RT

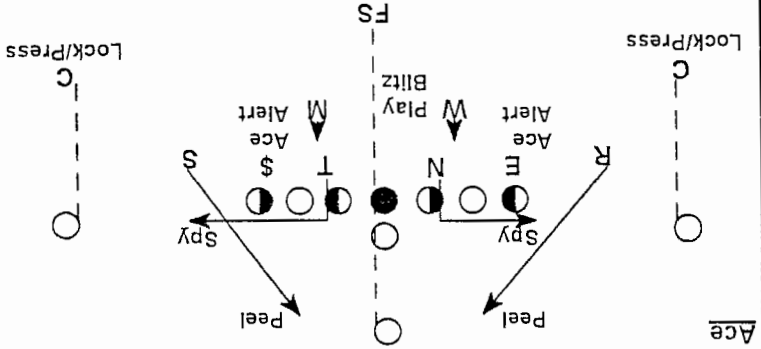
Heavy Set



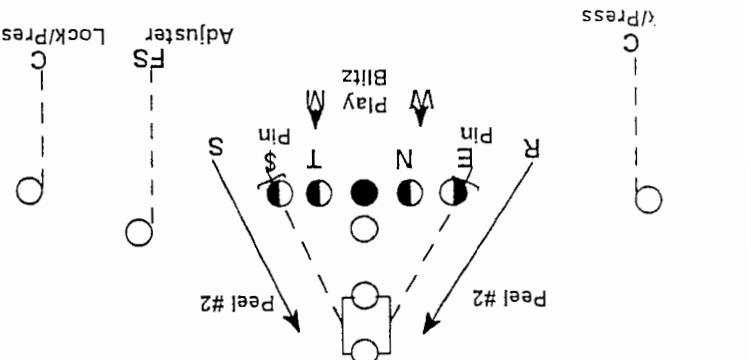
I. Set



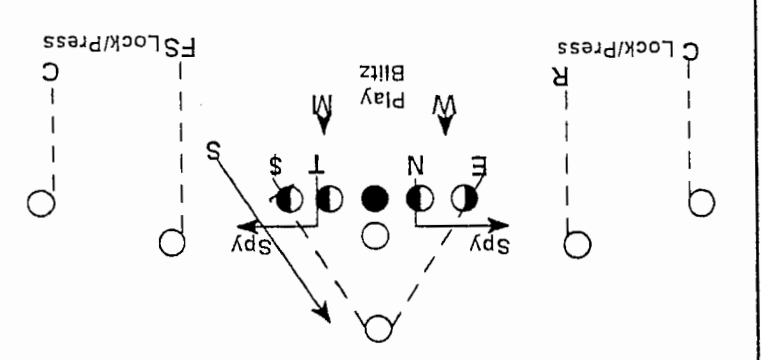
Ace



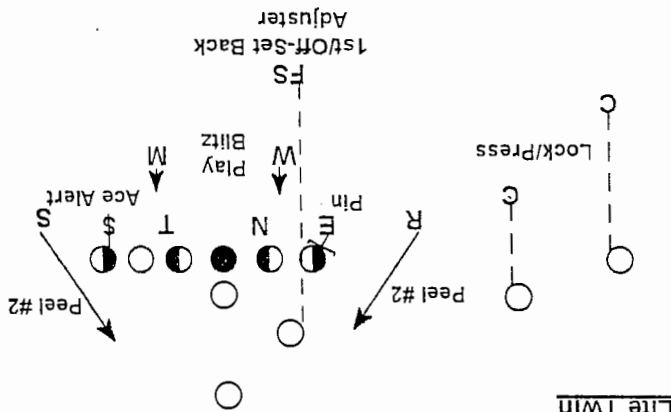
Bombers



Quads (4 Wr's)



Lite Twin

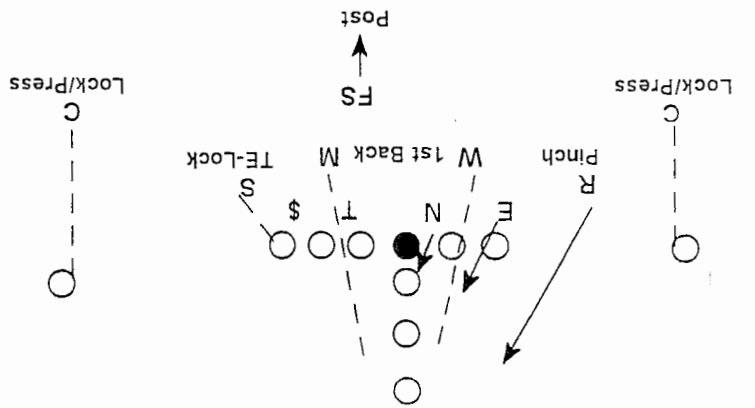


LT/RT

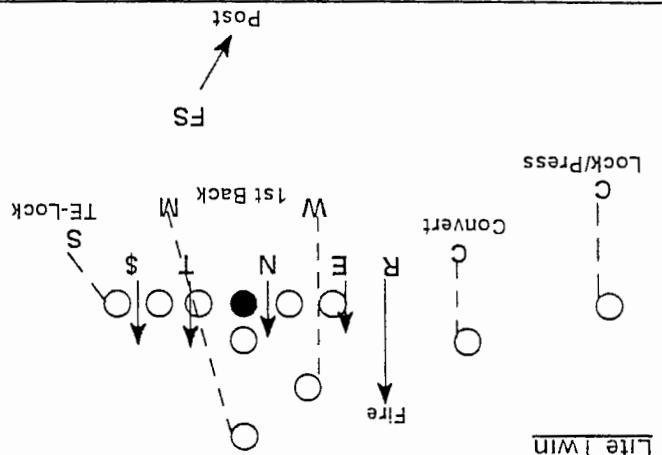
COACHING POINTS / REMINDERS / RULES

1. BLACK IS A MAN FREE COVER WITH THE ROVER/NICKEL BLITZ VS TWO BACKS - TAG TO THE WILLY VS ONE BACK.
2. SAME AS "EVEN 9 ROVER / BLACK" IN THE BRONCO GROUP.
3. MIKE & WILL TAKE FIRST BACK YOUR SIDE VS TWO BACKS.
4. NICKEL / ROVER YOU ARE THE ADJUSTER.

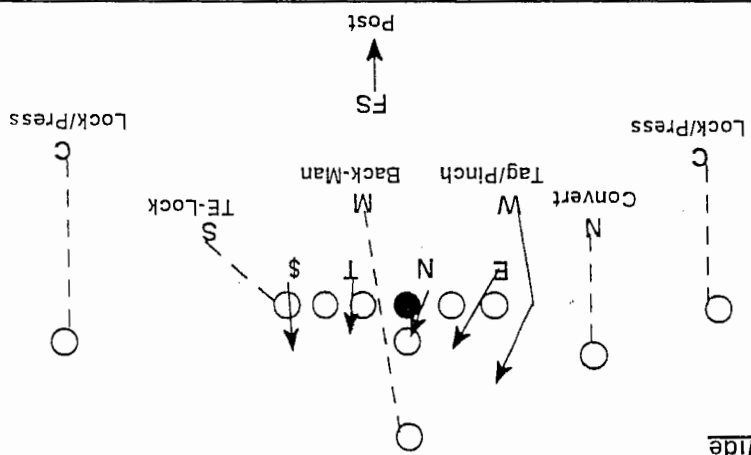
LR/LT



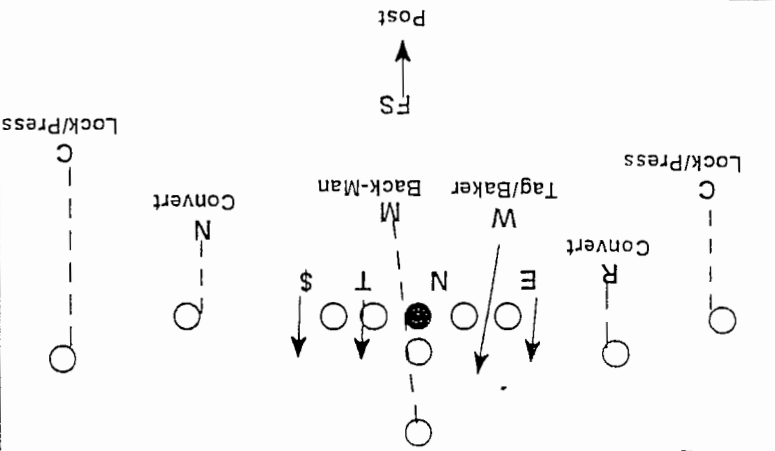
Lite Twin



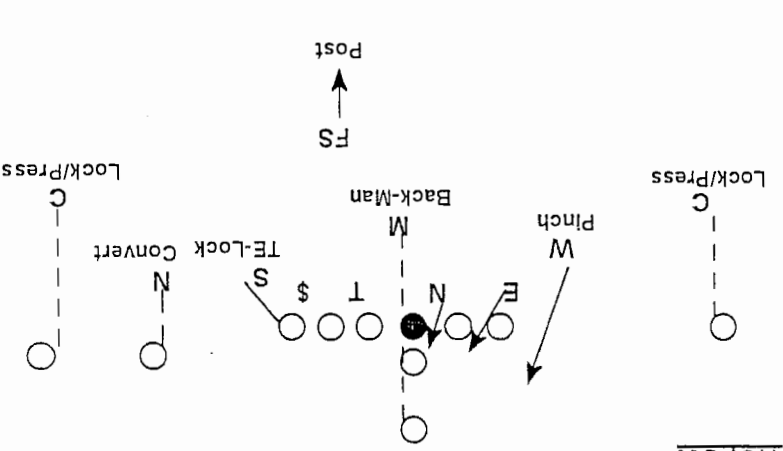
Wide



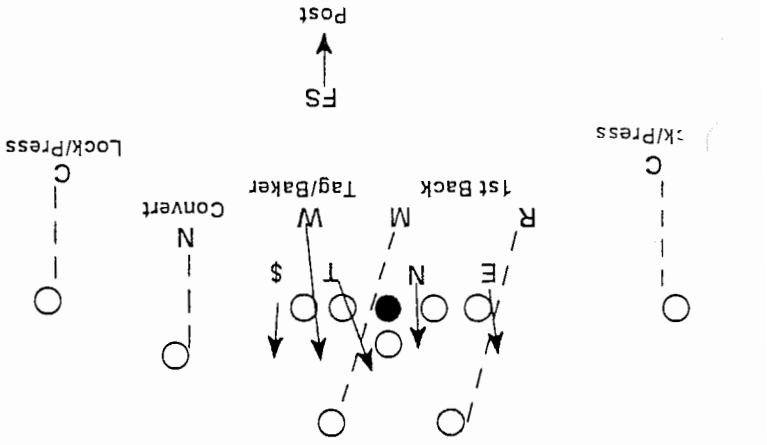
Trey Set



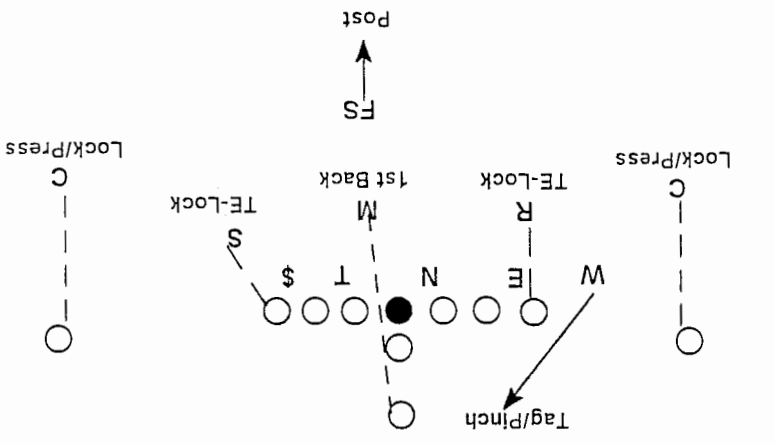
Trey Set



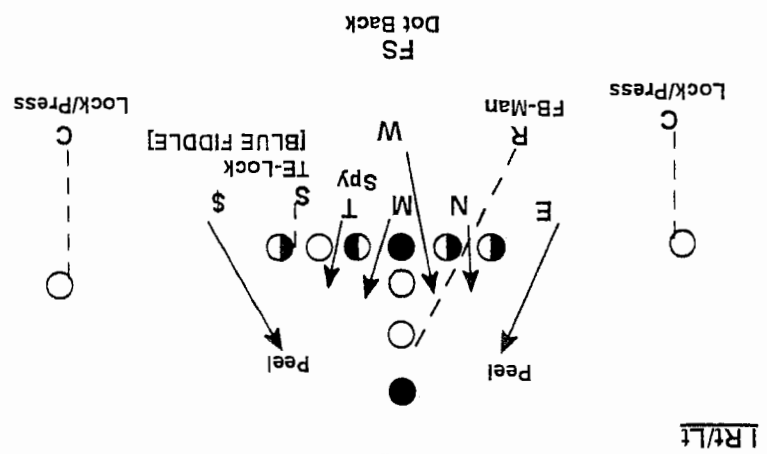
Bombers



Ace Set



Bronco / Nickel Groups



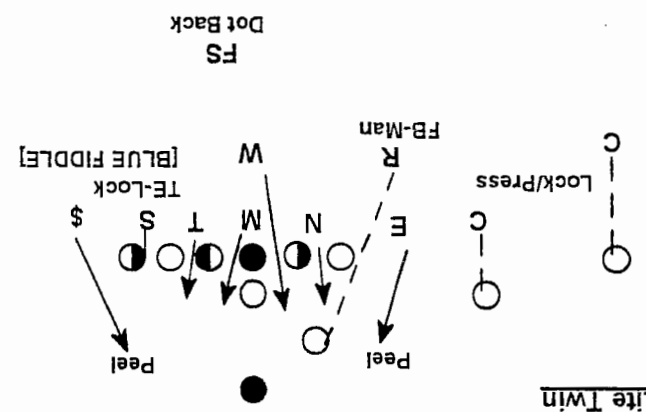
LR/LT

(STEM) BEAR GAP / WHITE

1. SIX MAN BLITZ. JUST LIKE BRONCO, THE MIKE & WILL BLITZ. MIKE BLITZ STRONG A GAP. WILL BLITZ WEAK A GAP.
2. END AND STUD ARE PEEL ON THE FLARE. STUD MAY HAVE "BLUE FIDDLE" WITH SAM.
3. ROVER/NICKEL-YOU ARE THE ADJUSTER.
4. FS YOU HAVE THE DOT BACK - JUST AS IN BRONCO.
5. VS BOMBERS, NICKEL YOU PLAY TO THE 3 WR. SS/S YOU PLAY TO THE OFF-SET BACK.
- **6. 3 TECHNIQUE TO FIELD = "SPY"

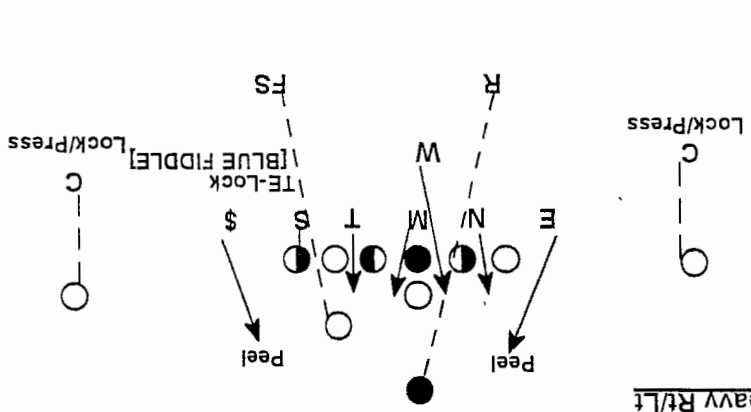
COACHING POINTS / REMINDERS / RULES

Lite Twin

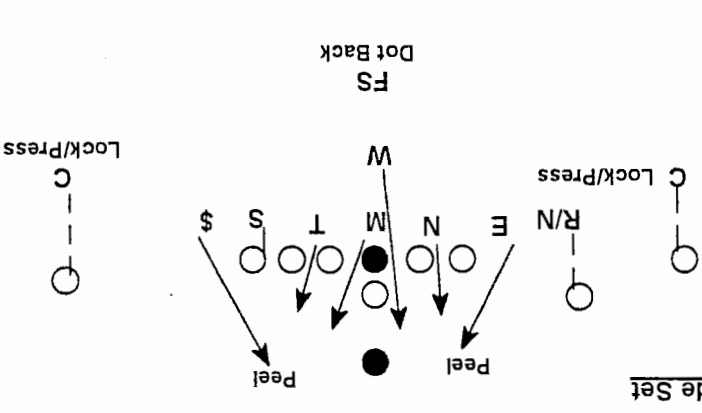


LR/LT

Heavy RT/LT

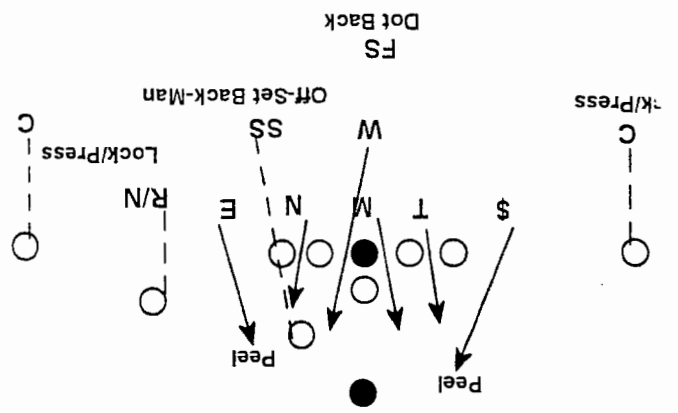


Wide Set

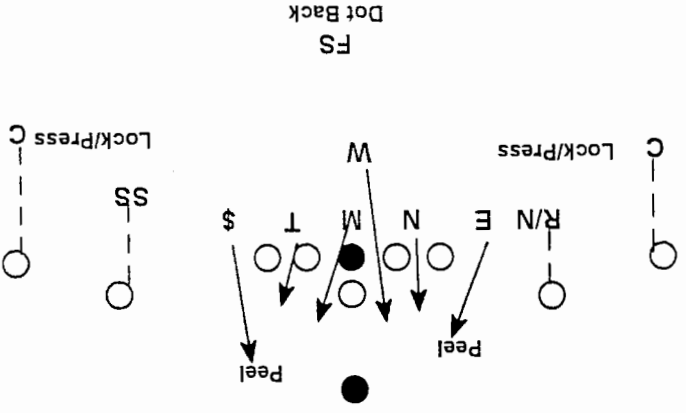


LR/LT

Bombers



Quads



COACHING POINTS / REMINDERS / RULES

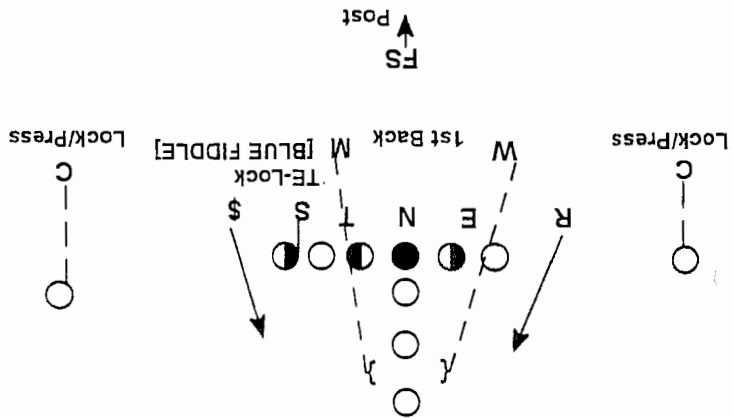
1. MONSTER IS AN ALIGNMENT OUT OF THE BRONCO/NICKEL GROUPS. ROVERALIGNS WEAK ON THE LINE OF SCRIMMAGE, AND IS BLITZING VS "21". (WILLY VS "11")

2. THE END ALIGNS IN A 3 TECHNIQUE, THE NOSE IN A 0 TECHNIQUE. THE TACKLE ALIGNS IN A 3 TECHNIQUE. STUD ALIGNS IN A WIDE 9 TECHNIQUE.

3. BLACK IS A FS FREE AT THE POST COVER.

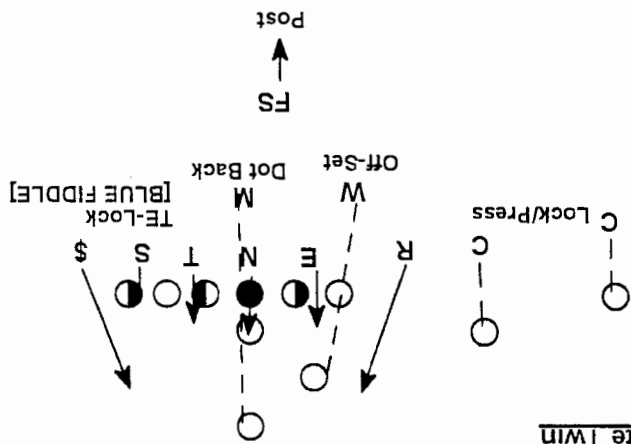
4. ROVER/NICKEL IS THE ADJUSTER. SAM HAS THE TE, IF NO TE #2 STRONG, OR #3 WEAK. GAME PLAN "BLUE FIDDLE" TECHNIQUE

Bronco / Nickel Groups

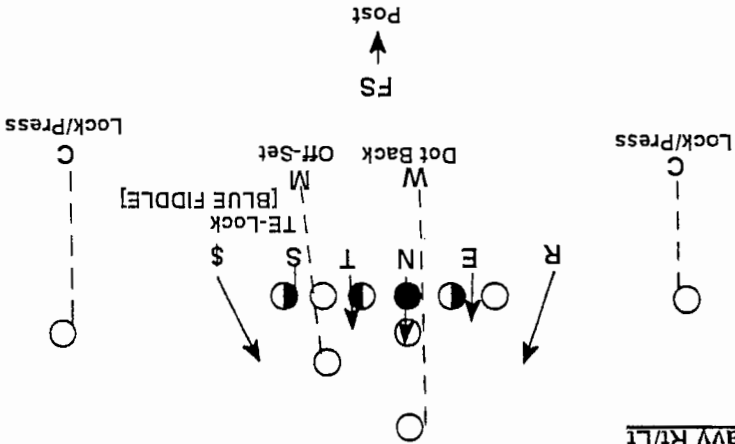


1 R/Lt

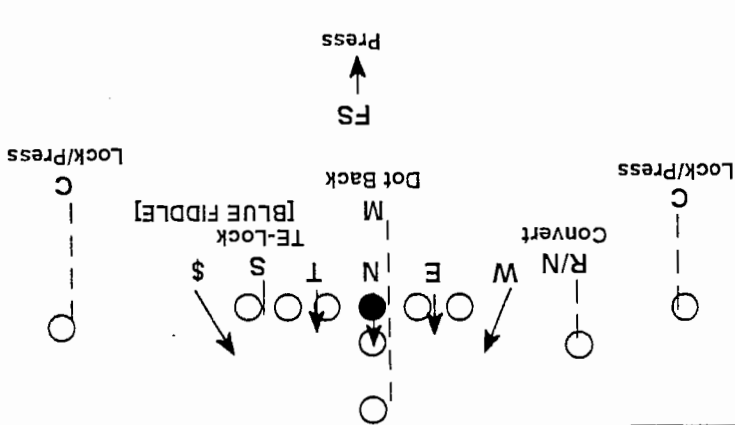
Lite Twin



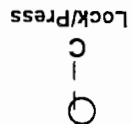
Heavy R/Lt



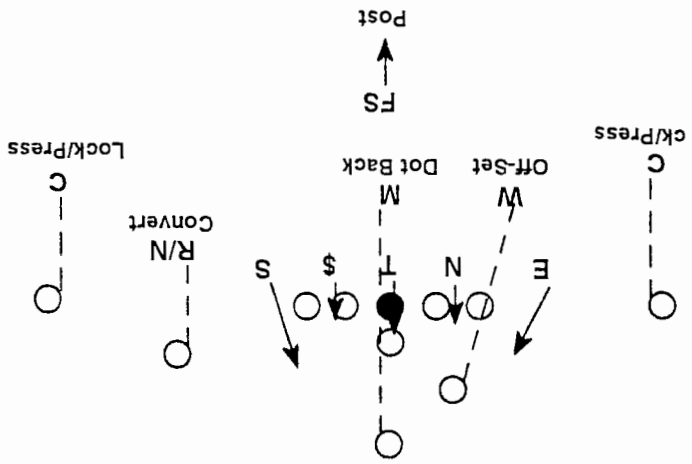
Wide Set



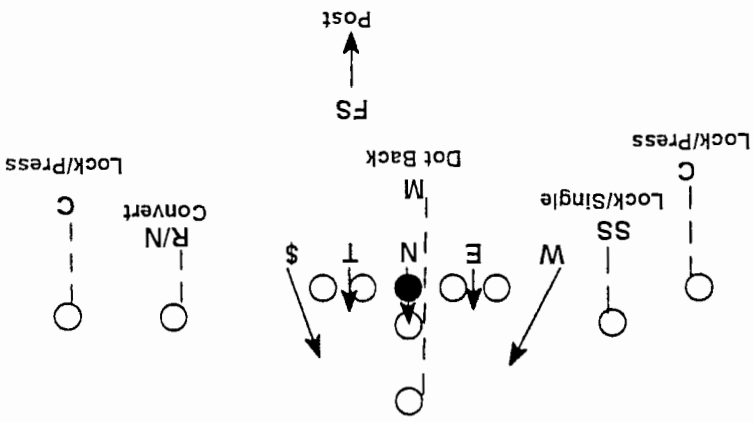
T



1 Bombers



Quads

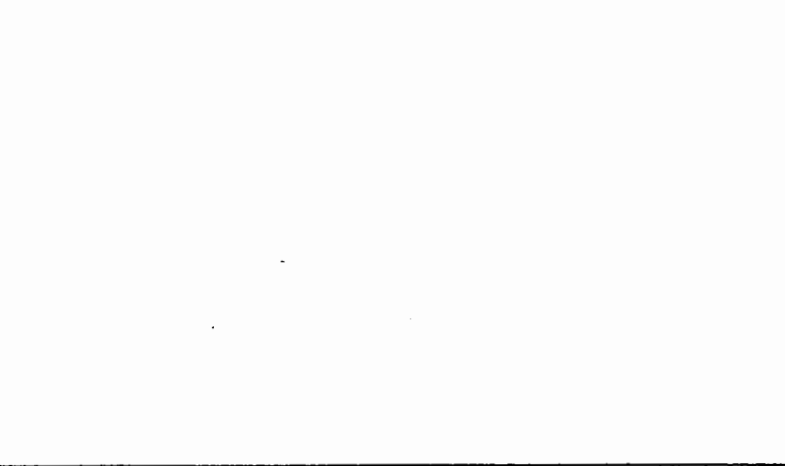
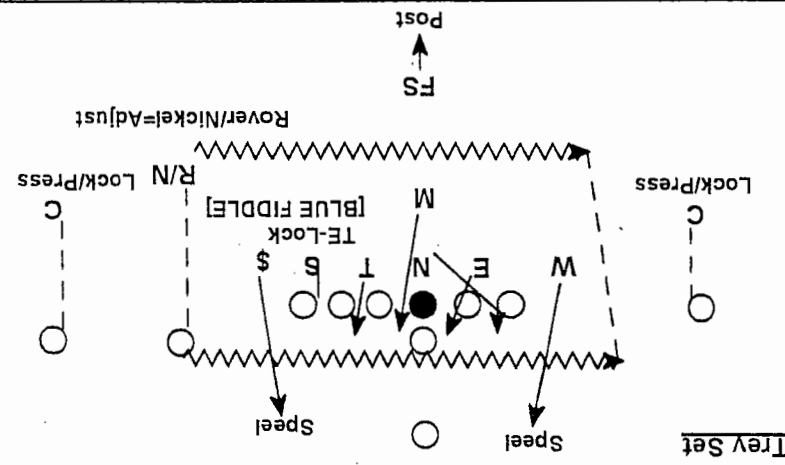
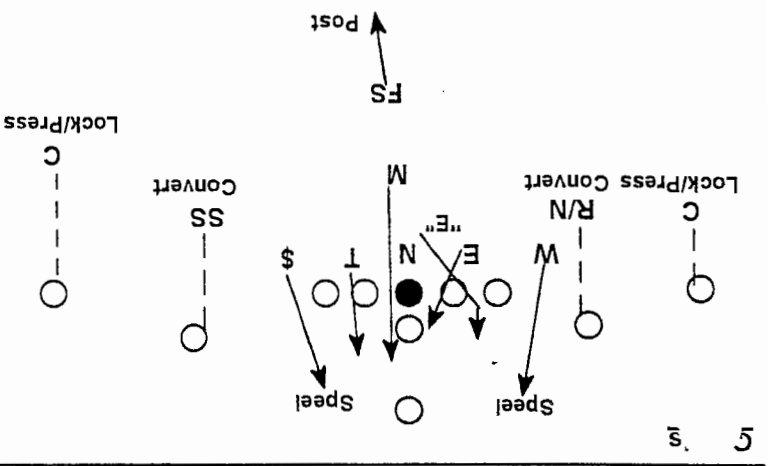
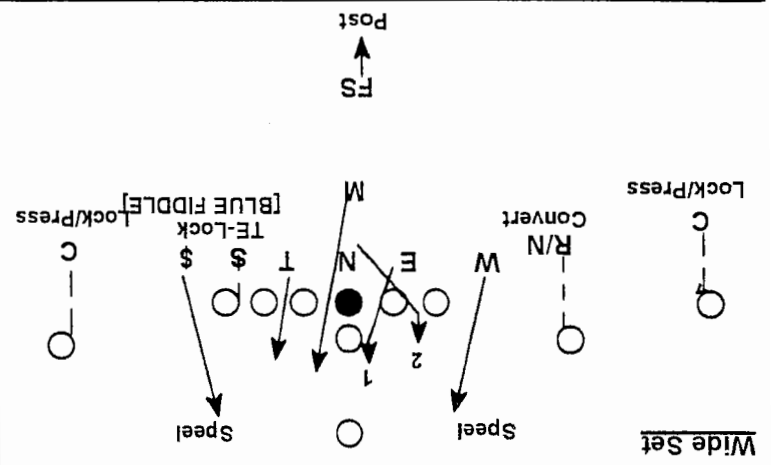
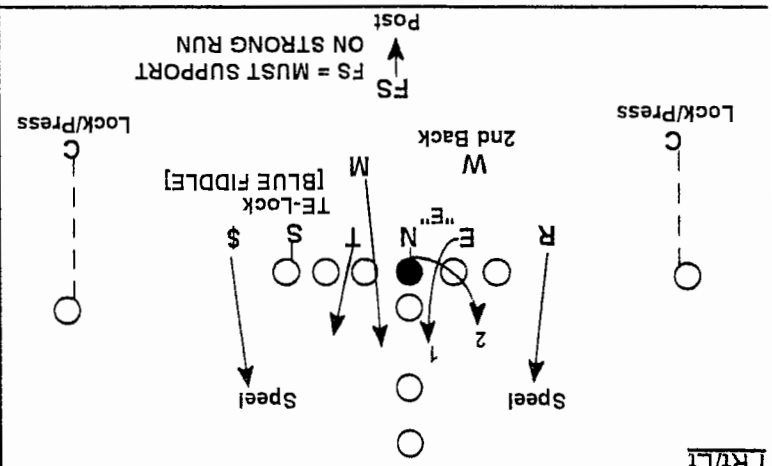


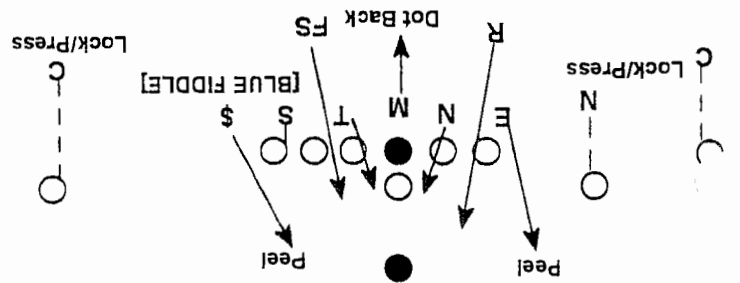
(STEM) MONSTER / BLACK

COACHING POINTS / REMINDERS

1. A SIX MAN BLITZ. MIKE & ROVERWILLY BLITZ. PRIMARILY USED VS 11 PERSONEL. THIS IS BLACK COVER. FS AT THE POST. ***FS MUST FAVOR THE STRONG SIDE FOR RUN, THEN PLAY YOUR PASS TECHNIQUE.
2. ROVER/NICKEL IS THE ADJUSTER.
3. WILL AND STUD HAVE SPEEL ON THE BACK.
4. MIKE BLITZ A GAP STRONG.

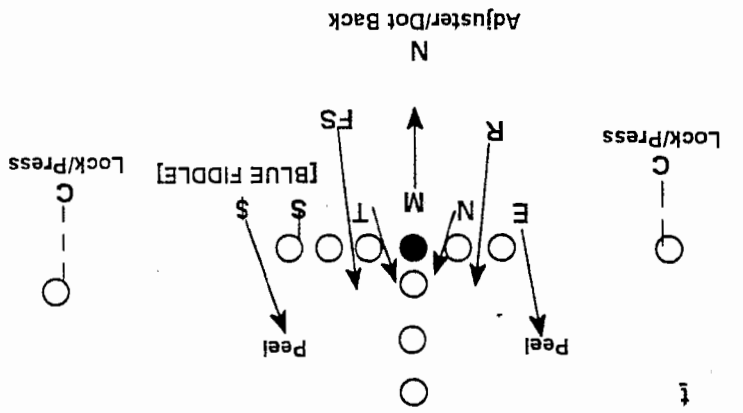
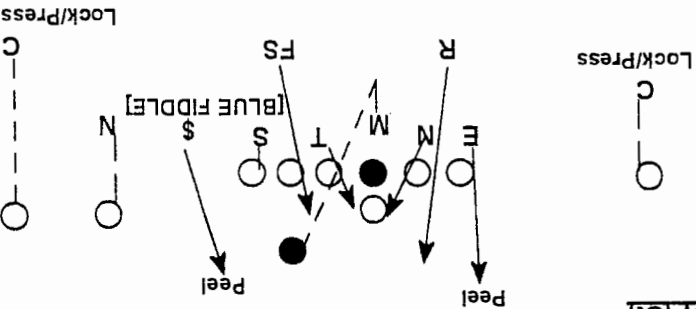
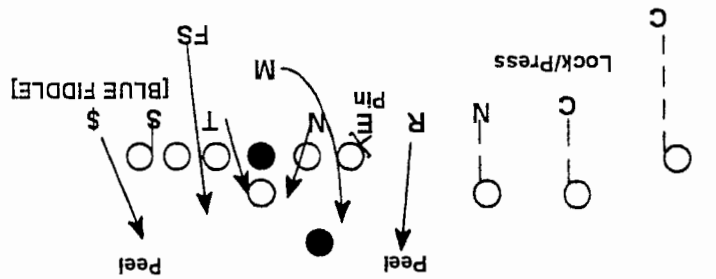
Bronco / Nickel Groups (STEM) MONSTER MIKE / BLACK



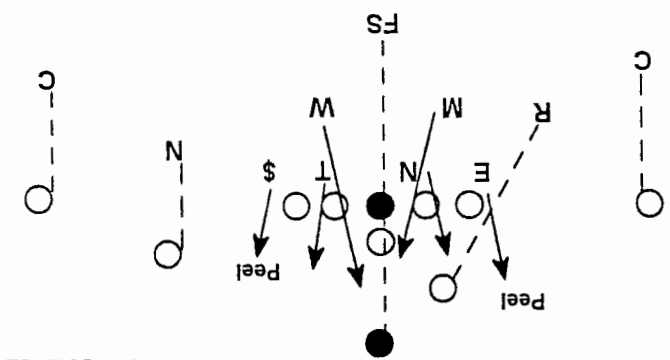


COACHING POINTS / REMINDERS / RULES

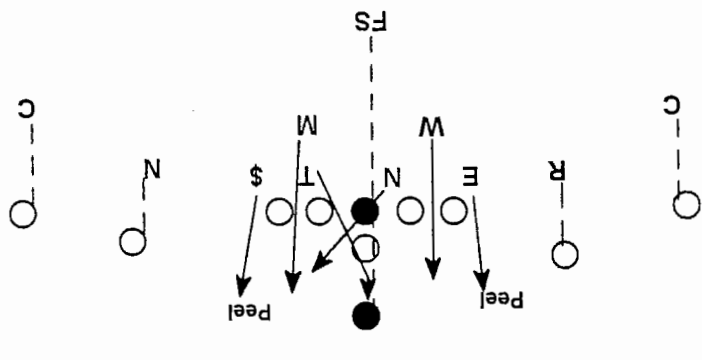
1. THIS IS PRIMARILY A NICKEL BLITZ. A 6 MAN BLITZ WITH THE D-LINE, FS, & ROVER. WE WILL USE THIS NORMALLY VS 11 PERSONNEL
2. "SWITCH" ALIGNMENT IS UNDERSTOOD WITH THIS BLITZ. GAME PLAN WILL DICTATE "BLUE FIDDLE."
3. WE WILL ADJUST THE BLITZ TO AN OFF-SET BACK.
4. MIKE "MUG" ALIGNMENT VS A DOT BACK.



Bombers

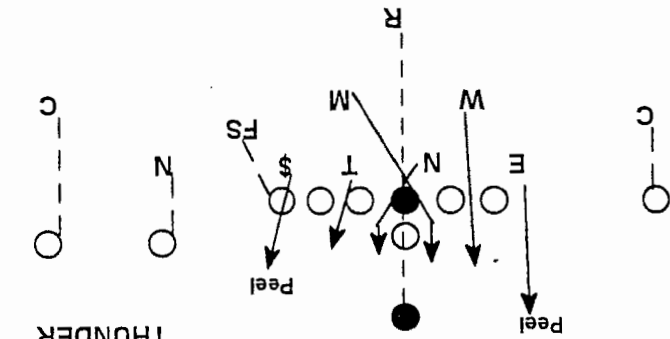


DBL ABLE



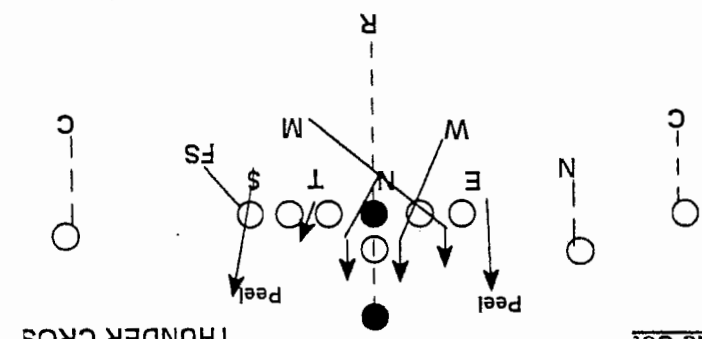
BULLETTS

T



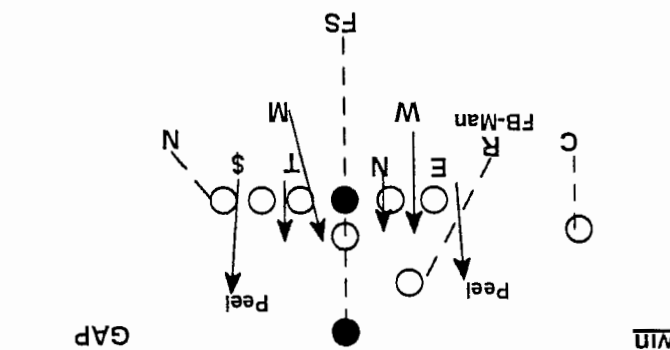
THUNDER

Wide Set



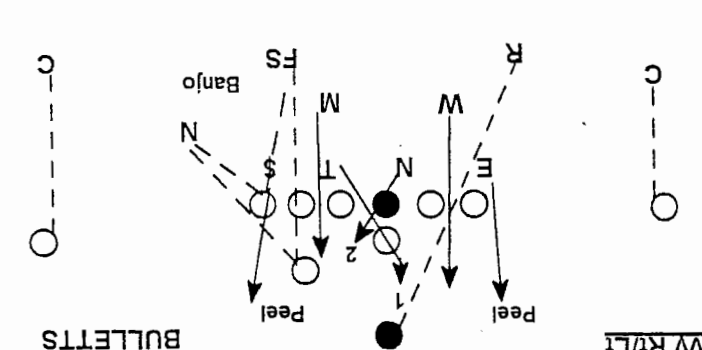
THUNDER CROS

Lite Twin



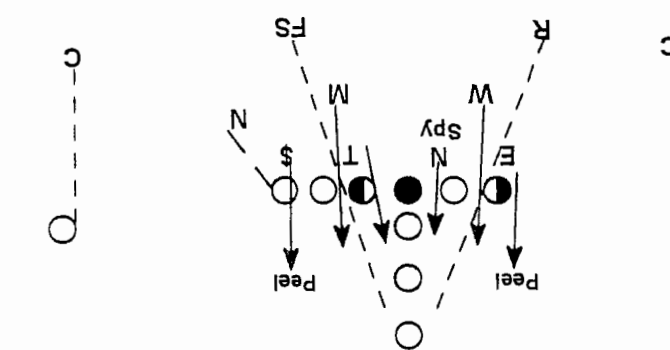
GAP

Heavy R/Lt



BULLETTS

LR/Lt



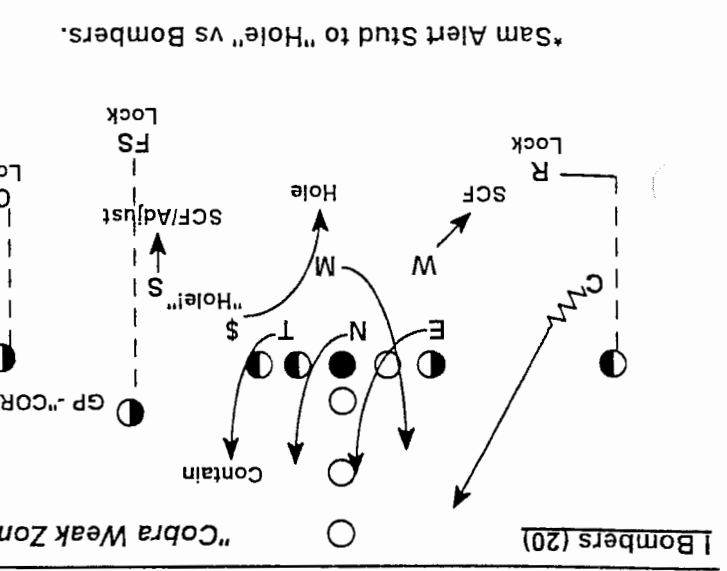
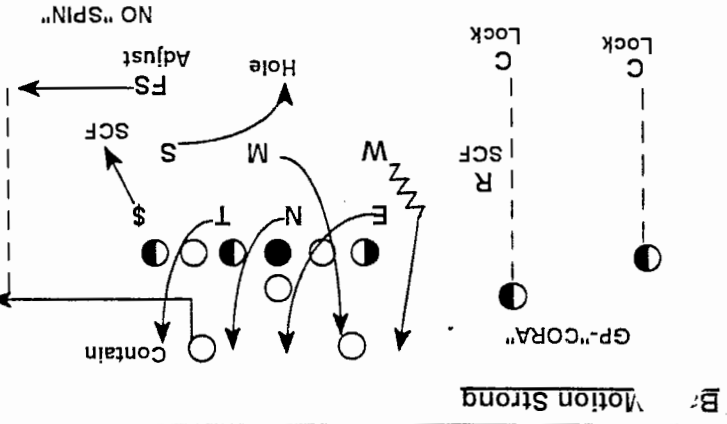
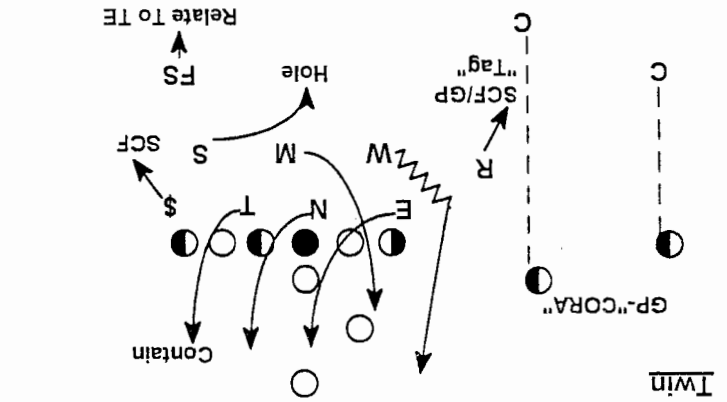
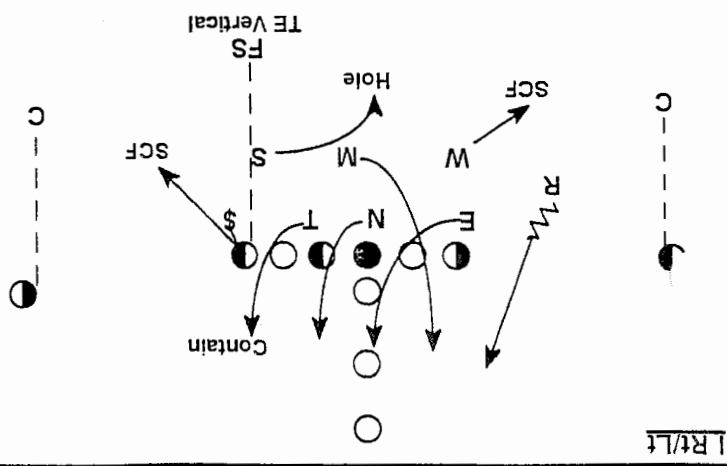
DBL BAKER

1. SIX MAN BLITZ JUST LIKE BRONCO. MIKE & WILL PLAY THE BLITZ CALLED.
2. STUD & END = PEEL
3. NICKEL YOU ARE THE ADJUSTER. (TE LOCK VS "21")
4. VS BOMBERS NICKEL YOU PLAY THE 3RD WR.
- **5. NOSE = SPY

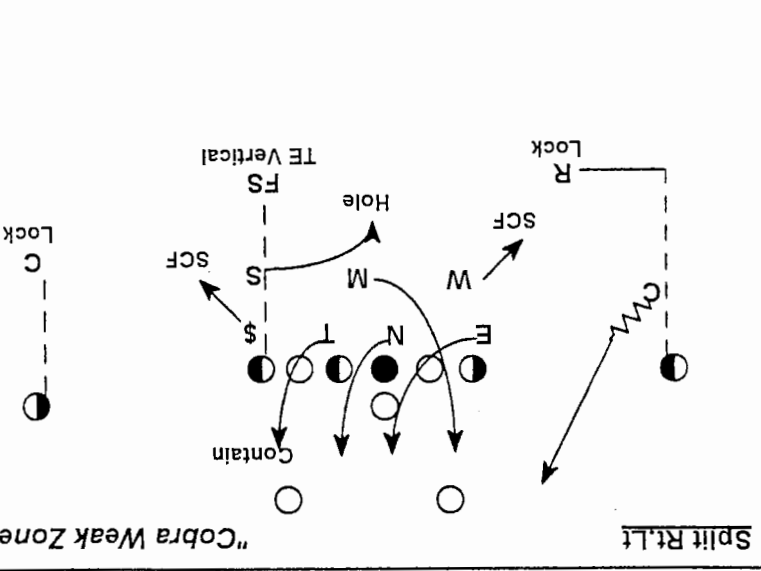
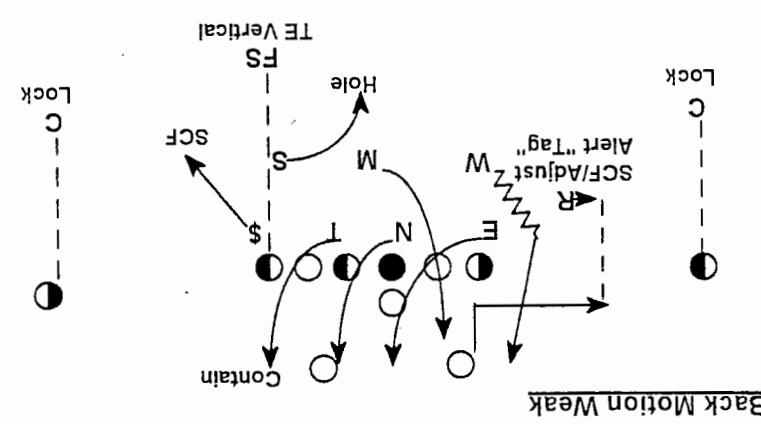
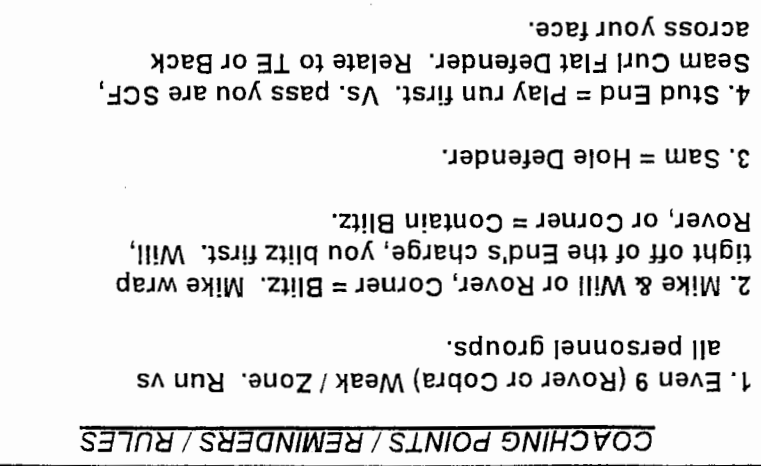
COACHING POINTS / REMINDERS / RULES

COACHING POINTS / REMINDERS / RULES

1. Even 9 (Rover or Cobra) Weak / Zone. Run vs all personnel groups.
 2. Mike & Will or Rover, Corner = Blitz. Mike wrap tight off of the End's charge, you blitz first. Will, Rover, or Corner = Contain Blitz.
 3. Sam = Hole Defender.
 4. Stud End = Play run first. Vs. pass you are SCF, Seam Curl Flat Defender. Relate to TE or Back across your face.
 5. Tackle, Nose, & End = Long Stick. Tackle = Contain Strong.
 6. Rover/Will = SCF Defender. Play Area 2 until #2 across your face. Expand vs Sprint Pass.
 7. Free Safety = Relate to TE.
 8. Corners = Lock. (No Press) Alert "Cora"
 9. Back Motion Strong = FS Adjust. (NO "SPIN")
- Back Motion Weak = Rover Adjust.



*Sam Alert Stud to "Hole" vs Bombers.



*Sam Alert Stud to "Hole" vs Bombers.

COACHING POINTS / REMINDERS / RULES

1. Sam & Mike Blitz. Game Plan "TAG!" to Willy vs Split / Heavy / Lite Twin. Mike would then become SCF / Adjuster. Sam Peel vs One Back.

2. Stud, Tackle, & Nose = Ralph or Lou Call.

3. End = SCF

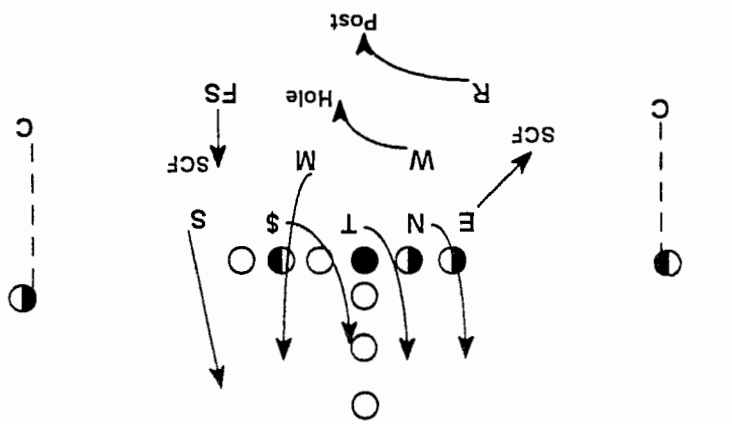
4. Nose = Contain

5. Back Motion Strong = FS Adjust.

6. Back Motion Weak = Willil Adjust, Give End "Hole" Call.

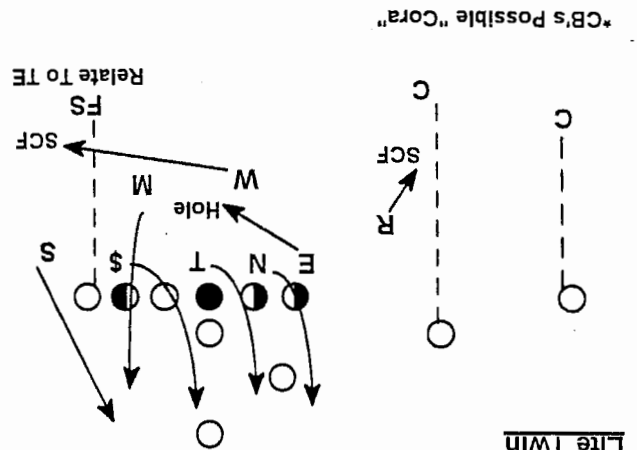
Bronco / Nickel / Odd Groups

BASE STRONG / ZONE



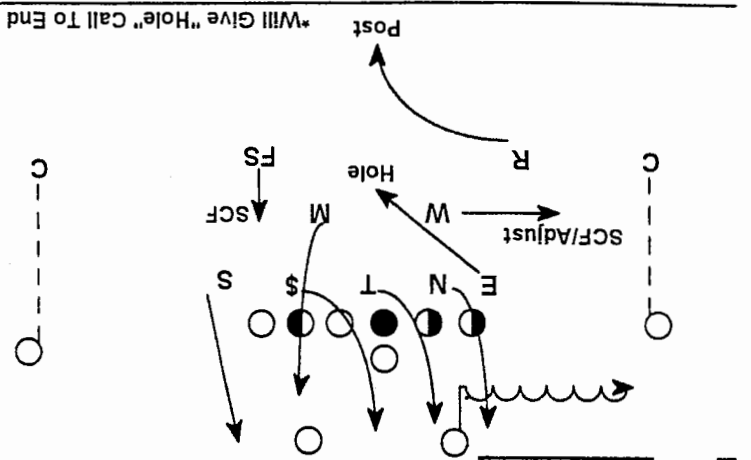
LR/LT

Lite Twin



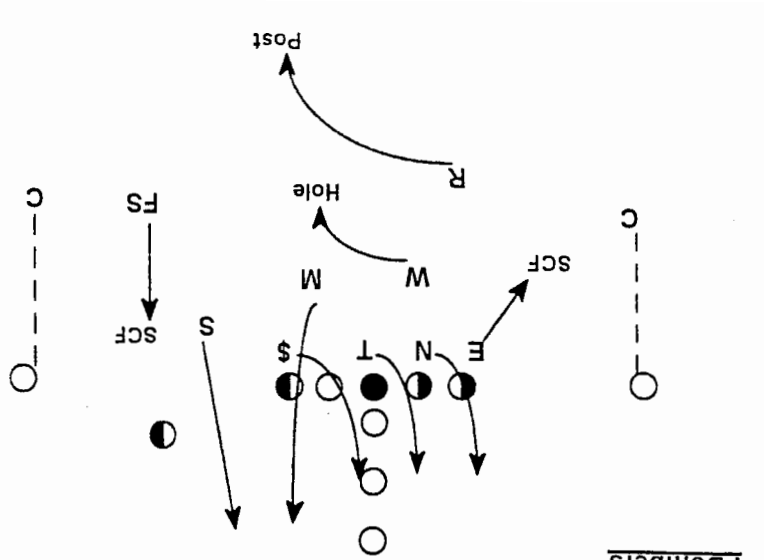
***CB's Possible "Cora"**

B Motion Strong

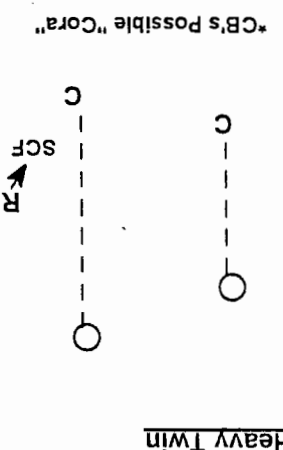


***Willil Give "Hole" Call To End**

I Bombers

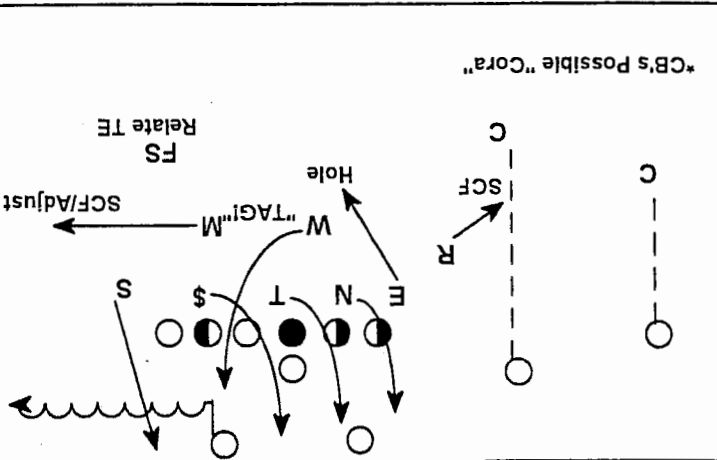


Heavy Twin



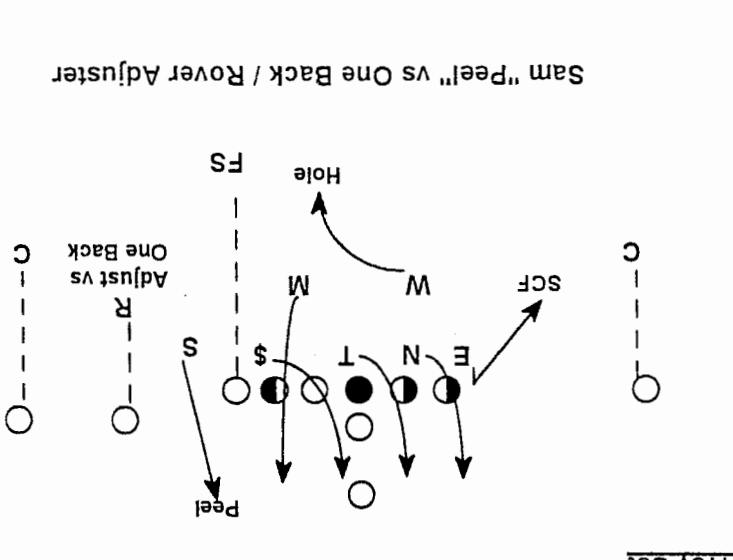
***CB's Possible "Cora"**

Back Motion Weak



***CB's Possible "Cora"**

Trey Set



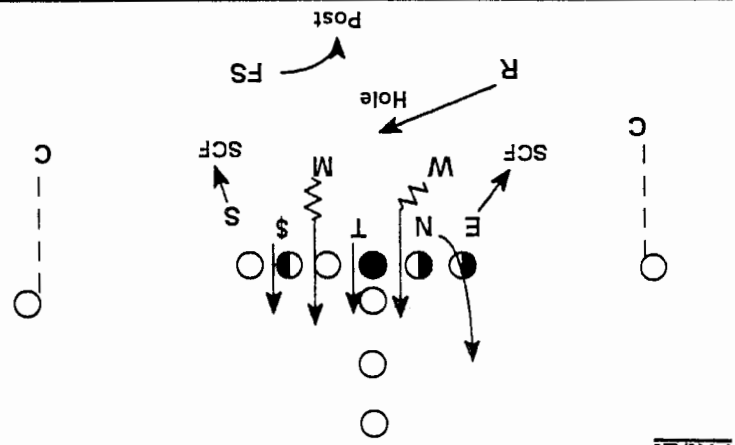
Sam "Peel" vs One Back / Rover Adjuster

COACHING POINTS / REMINDERS / RULES

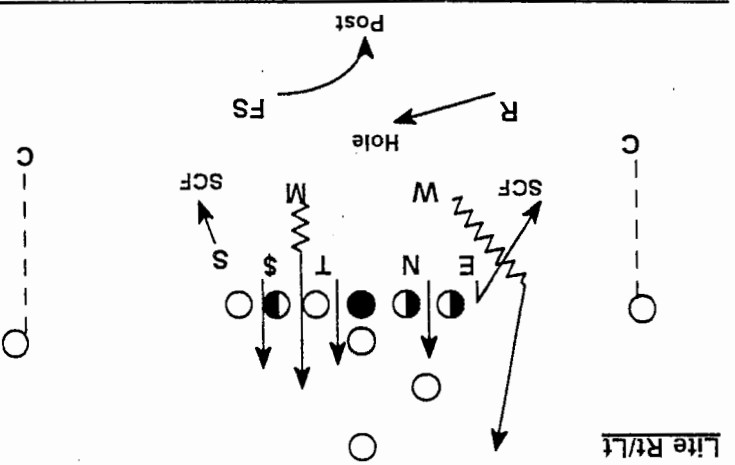
1. Mike & Willy blitz. We will use our "White" calls. Gap, Double Baker, Double Able, Storm, Storm Cross. Or Game Plan. Willy may Dog outside if aligned to the field.
2. Sam, End, and the Secondary are in 3 under, 3 deep coverage.
3. The two outside elements of the underneath zone are SCF Droppers. The Hole Dropper will match with #3.
4. One Back, Rover = Adjust, FS = TE.

Bronco / Nickel / Odd Groups

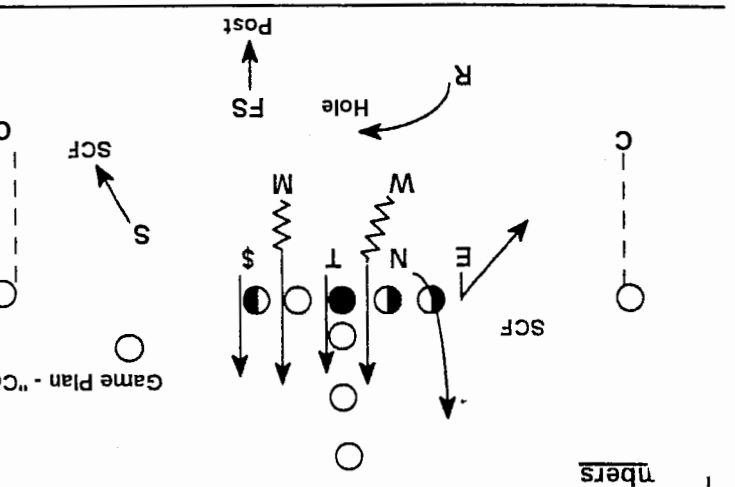
BASE (G) SMOKE / ZONE



LR/Lt



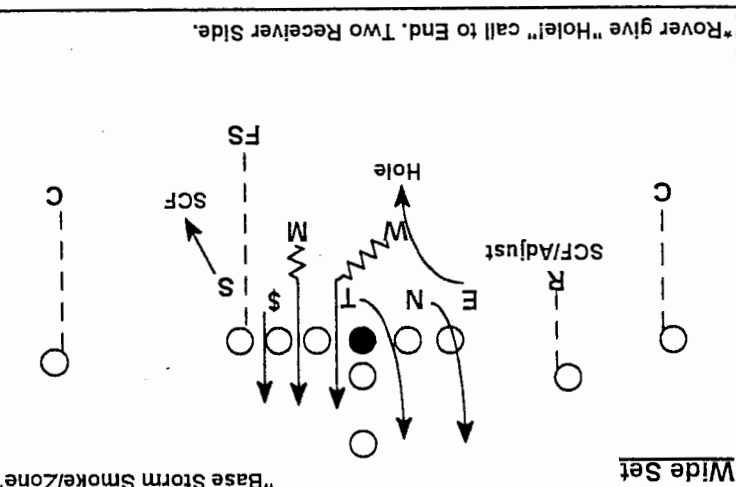
Lite Rt/Lt



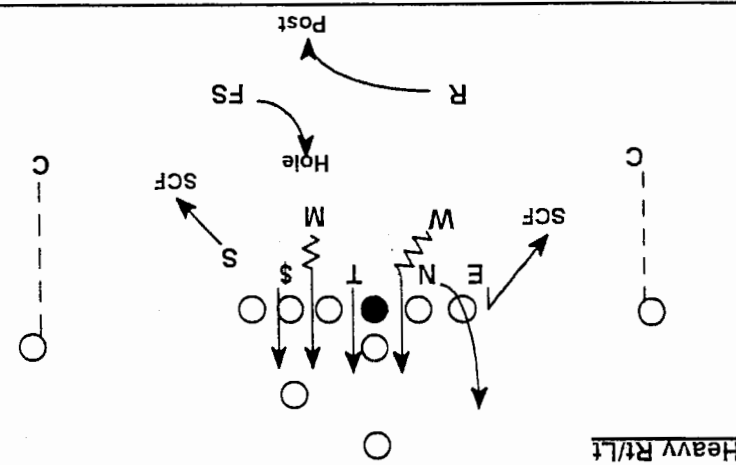
Wide Set



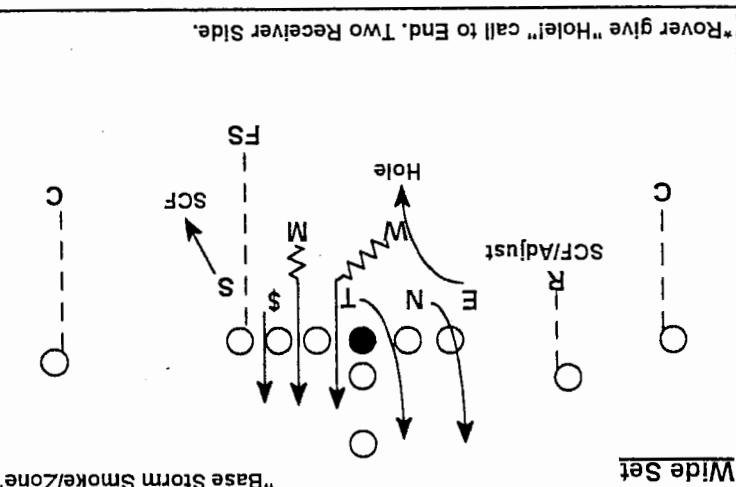
Base Dbl. Baker Smoke/Zone



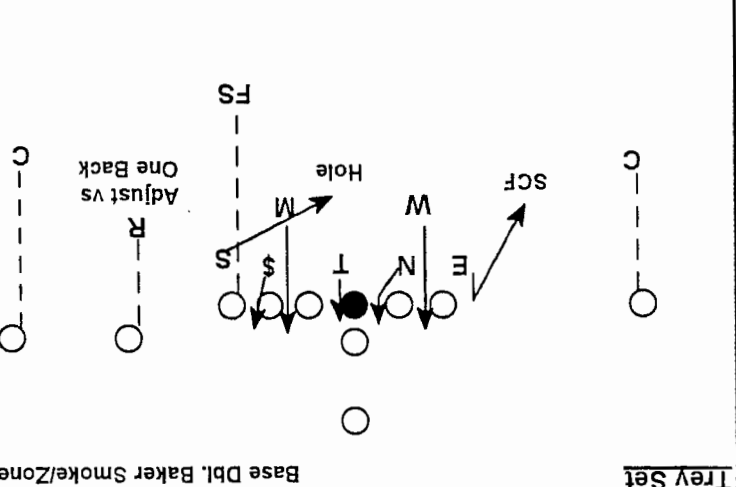
Heavy Rt/Lt



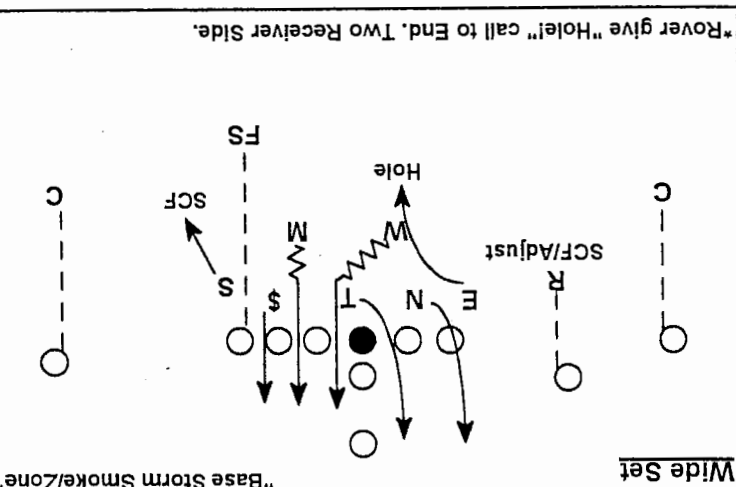
Game Plan - "Cora"



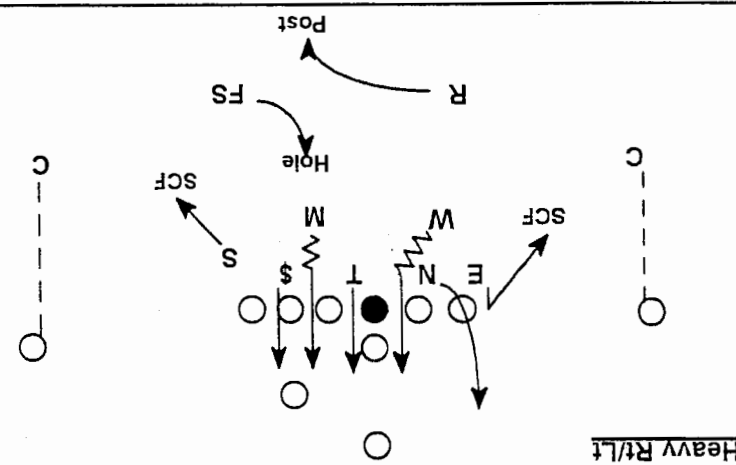
Wide Set



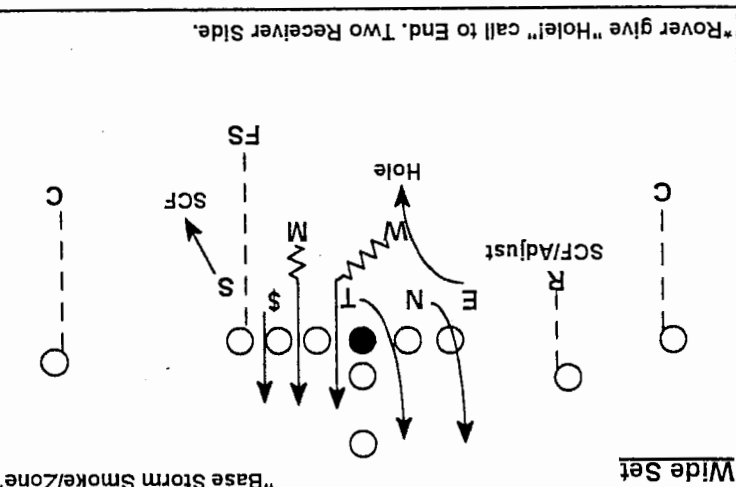
Base Dbl. Baker Smoke/Zone



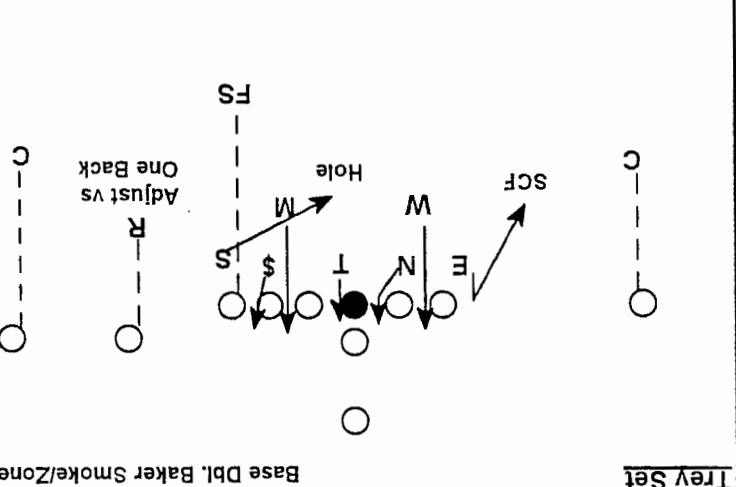
Lite Rt/Lt



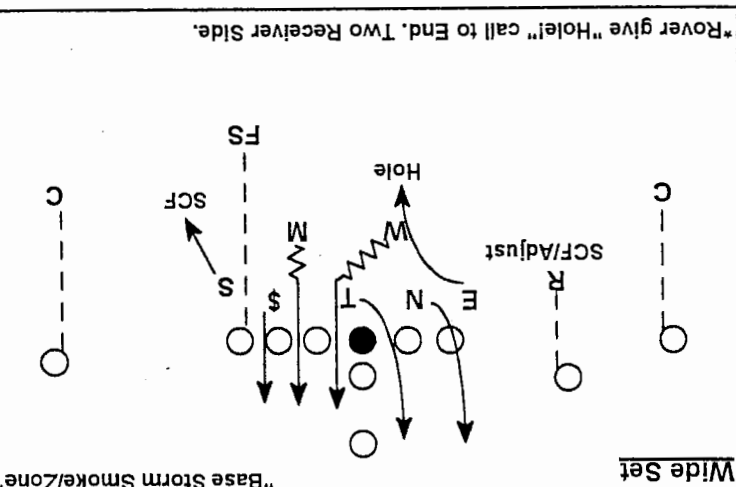
Heavy Rt/Lt



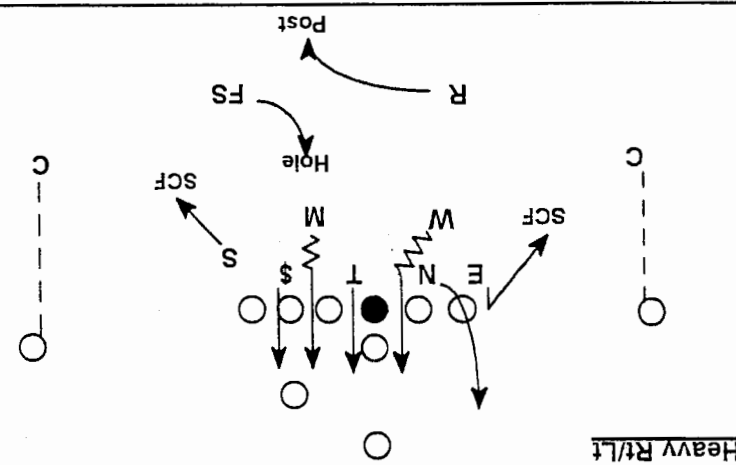
Game Plan - "Cora"



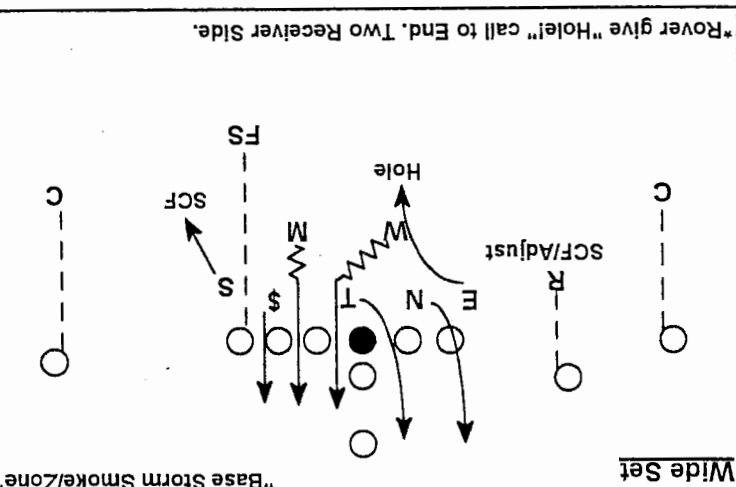
Base Dbl. Baker Smoke/Zone



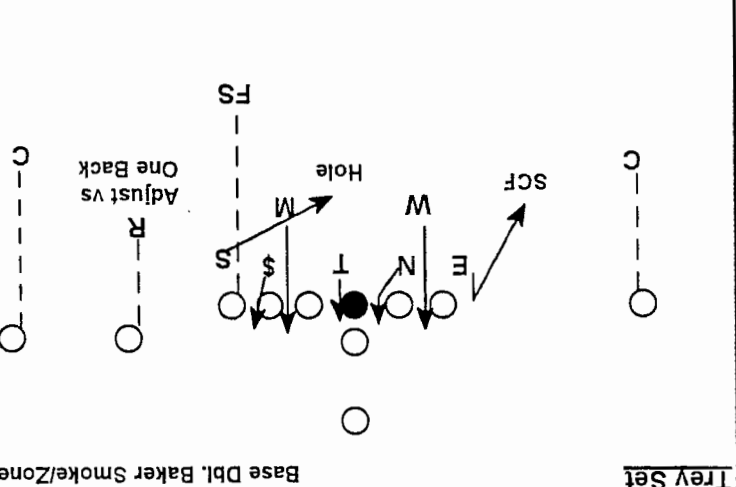
Wide Set



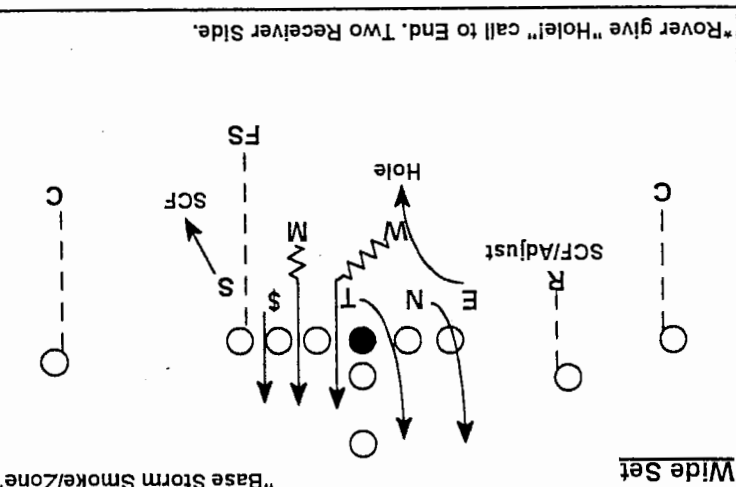
Heavy Rt/Lt



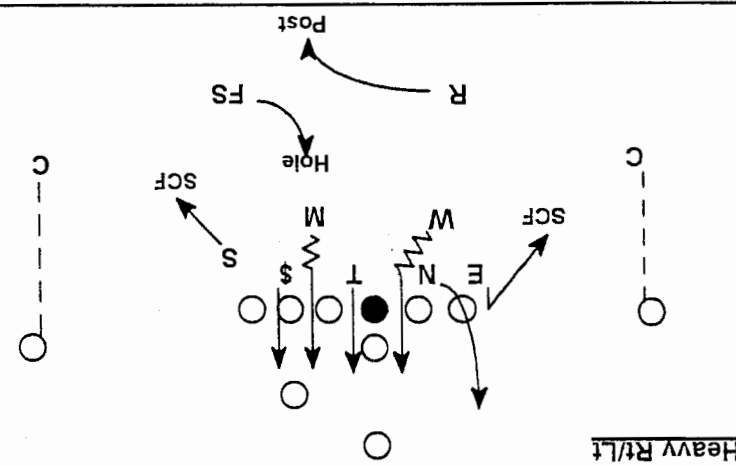
Game Plan - "Cora"



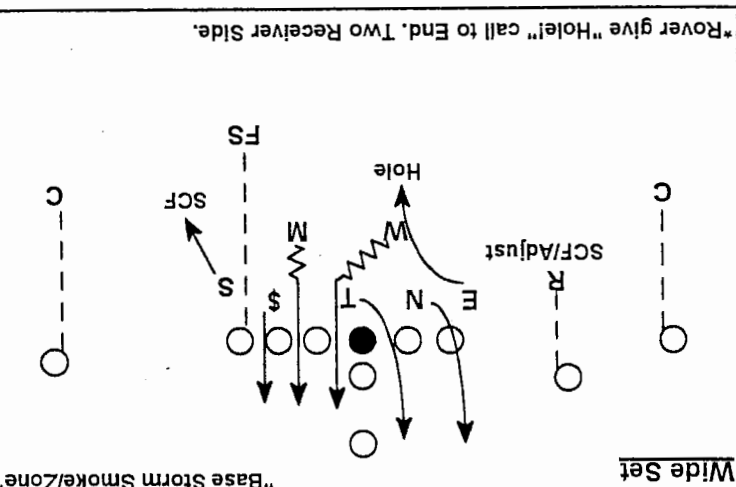
Base Dbl. Baker Smoke/Zone



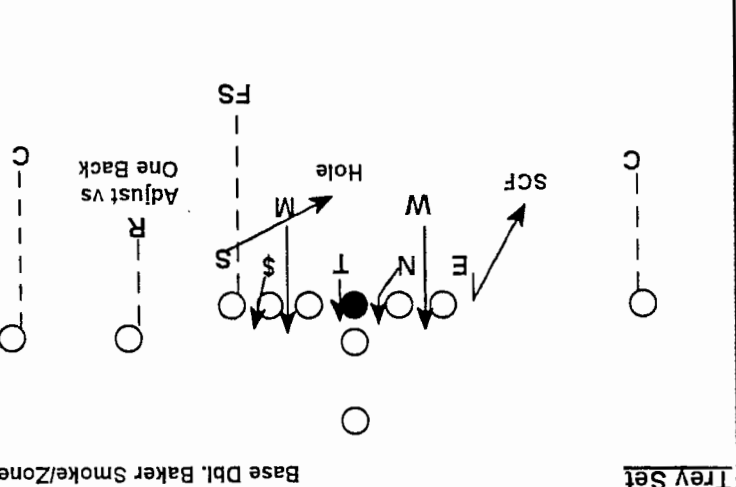
Wide Set



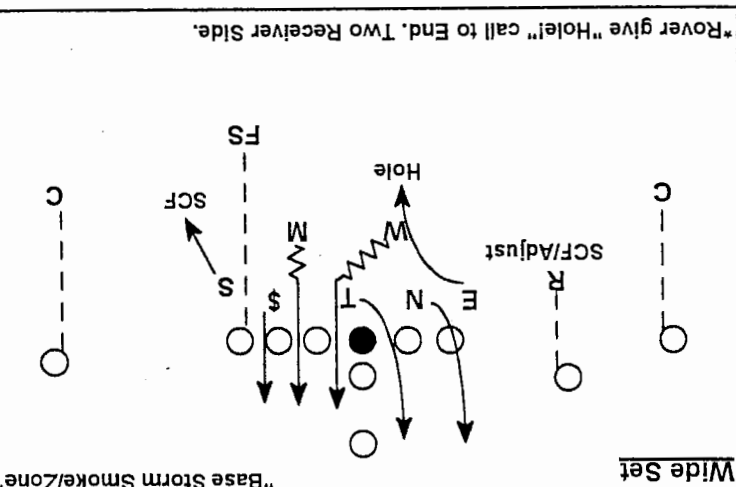
Heavy Rt/Lt



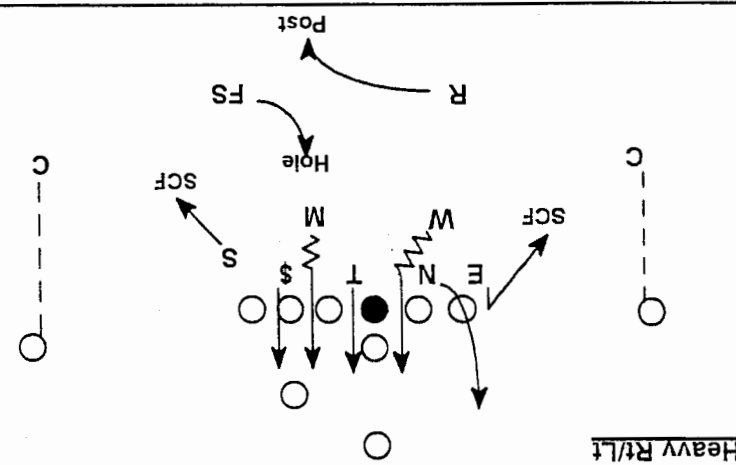
Game Plan - "Cora"



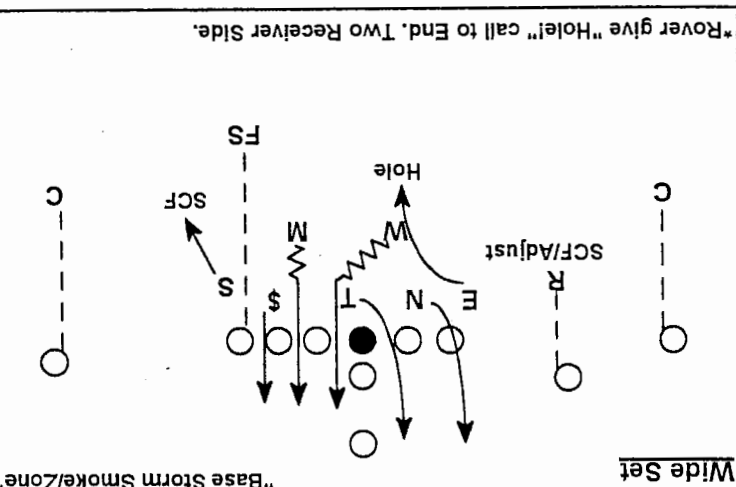
Base Dbl. Baker Smoke/Zone



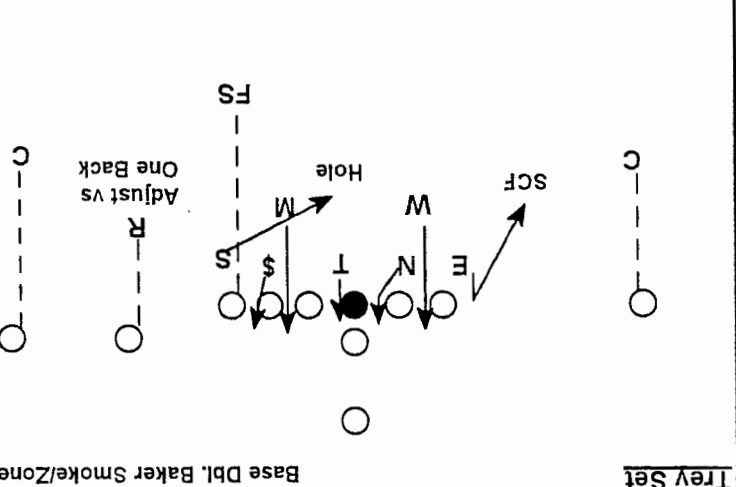
Wide Set



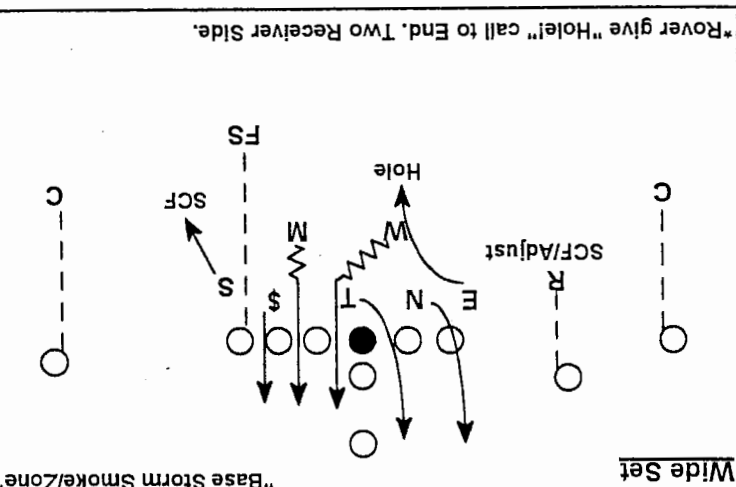
Heavy Rt/Lt



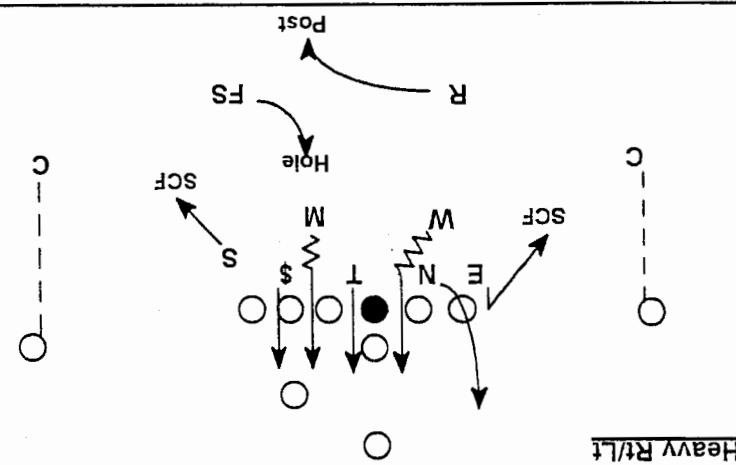
Game Plan - "Cora"



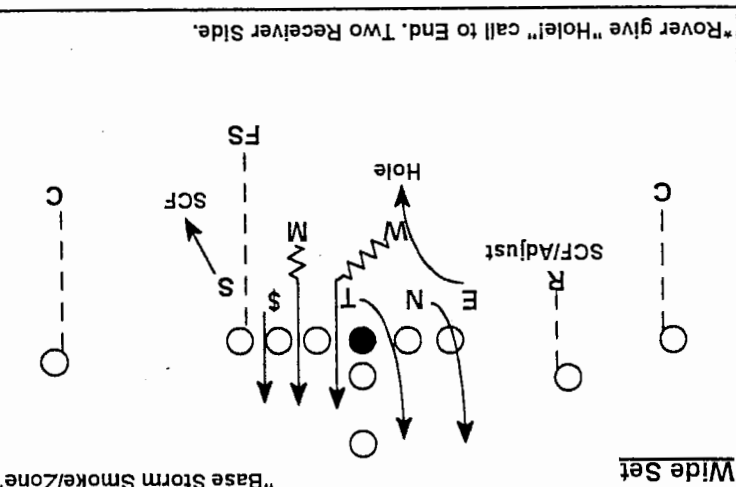
Base Dbl. Baker Smoke/Zone



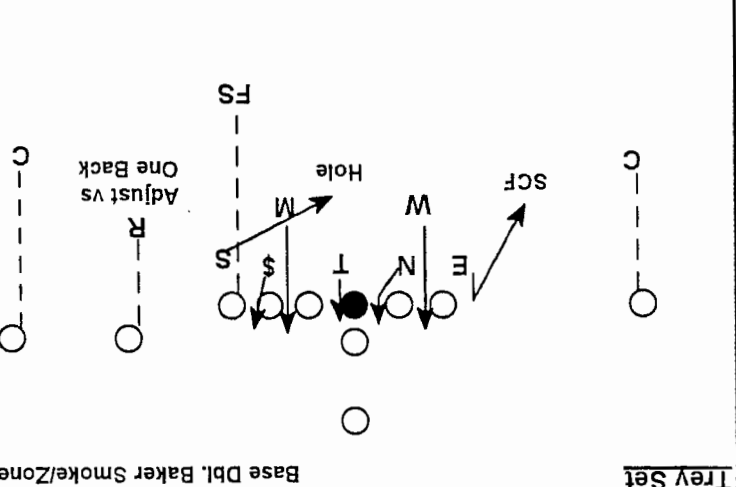
Wide Set



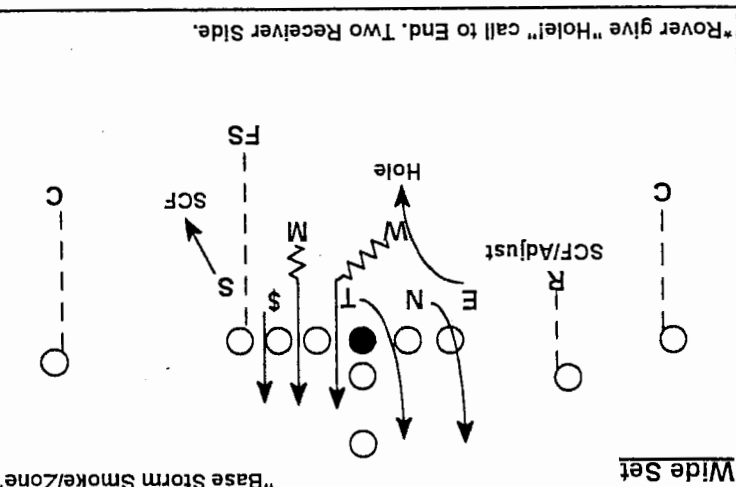
Heavy Rt/Lt



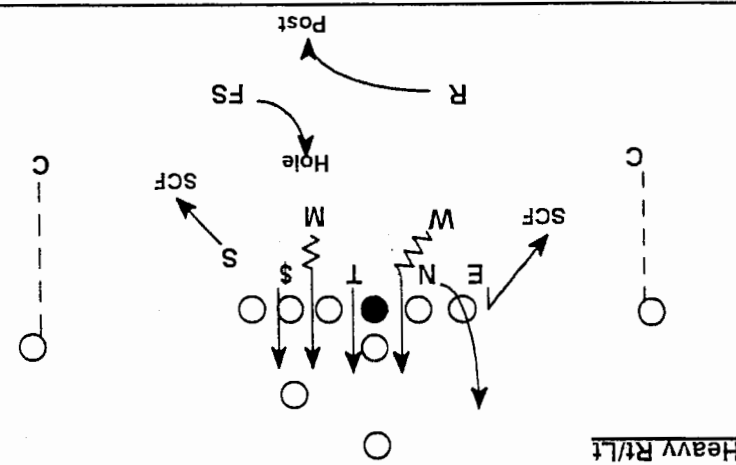
Game Plan - "Cora"



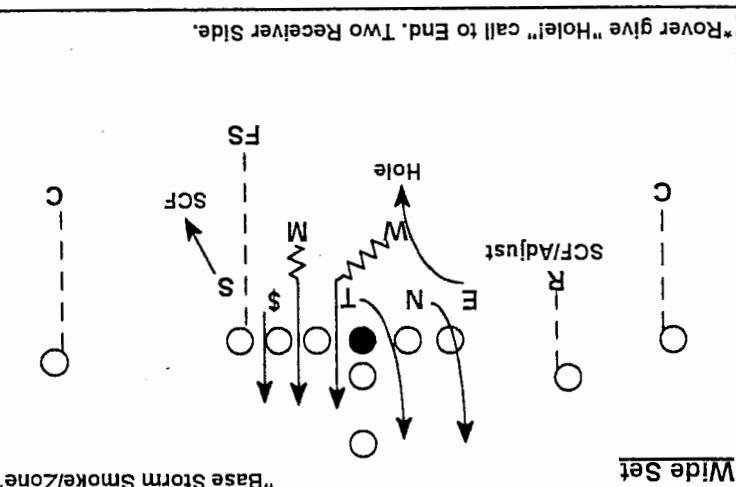
Base Dbl. Baker Smoke/Zone



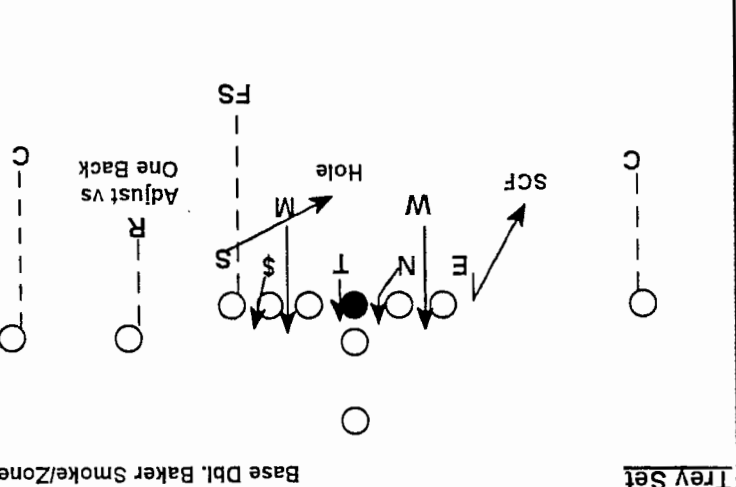
Wide Set



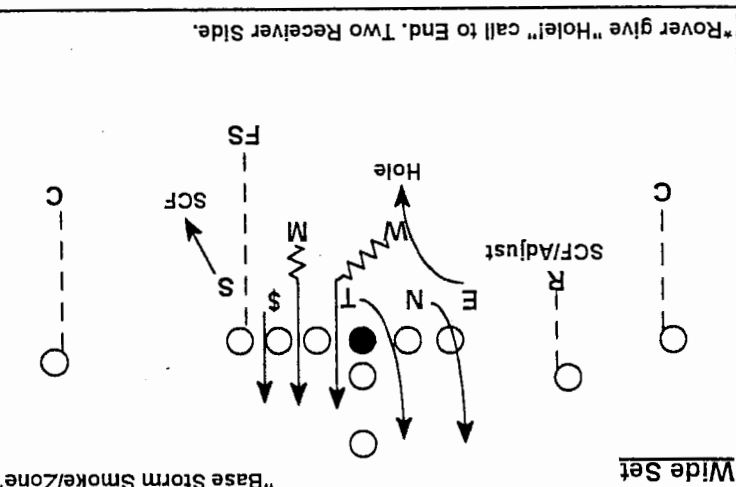
Heavy Rt/Lt



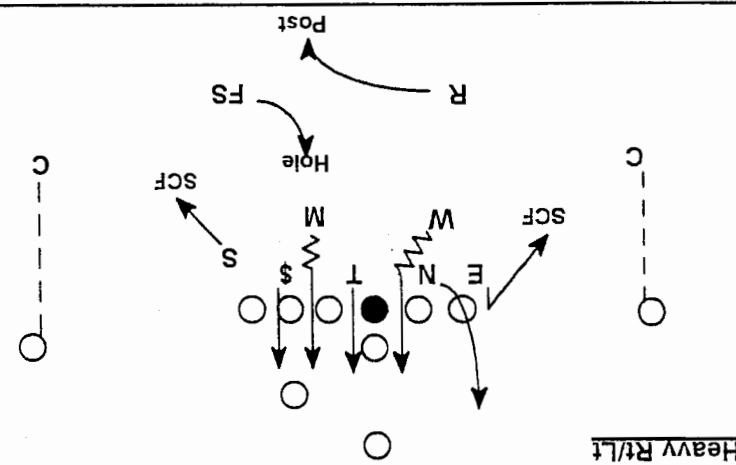
Game Plan - "Cora"



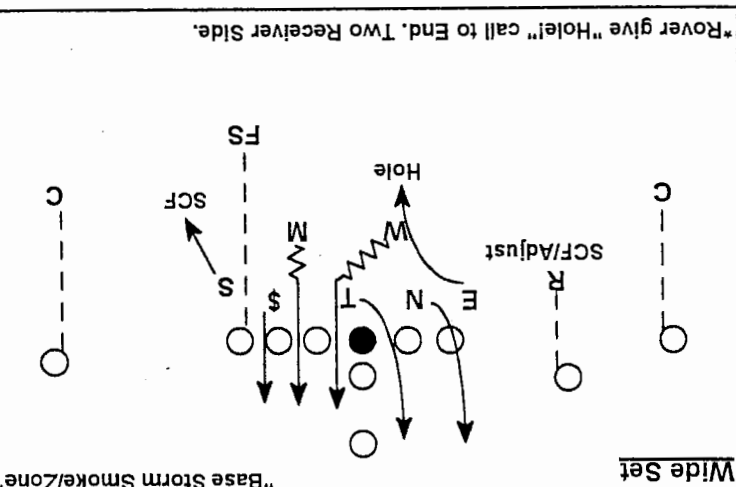
Base Dbl. Baker Smoke/Zone



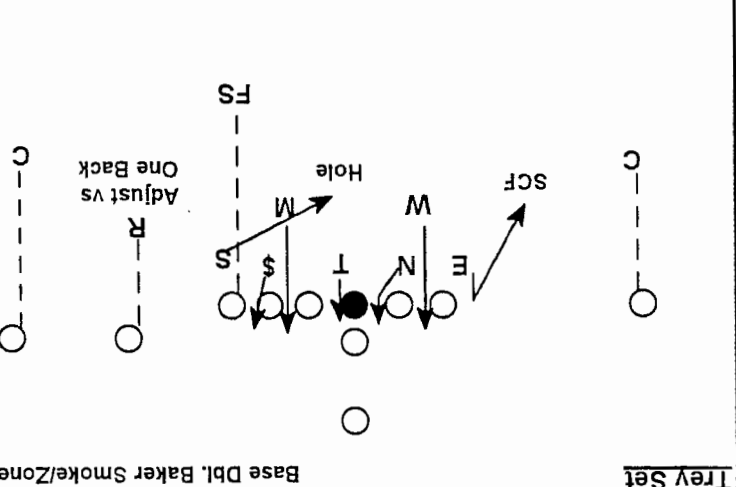
Wide Set



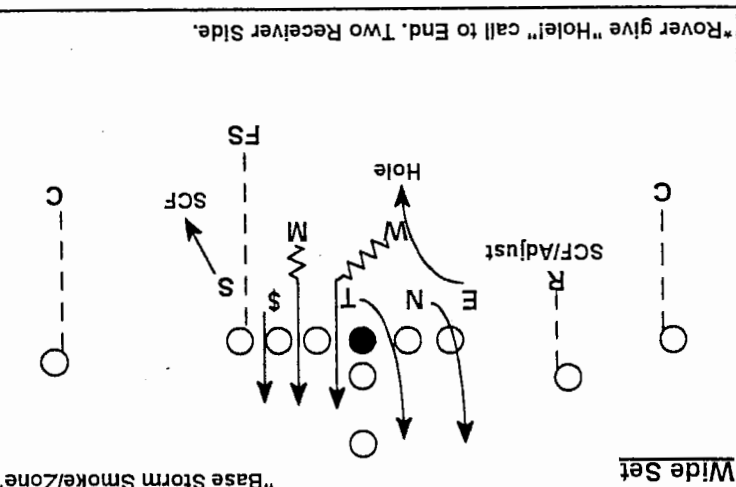
Heavy Rt/Lt



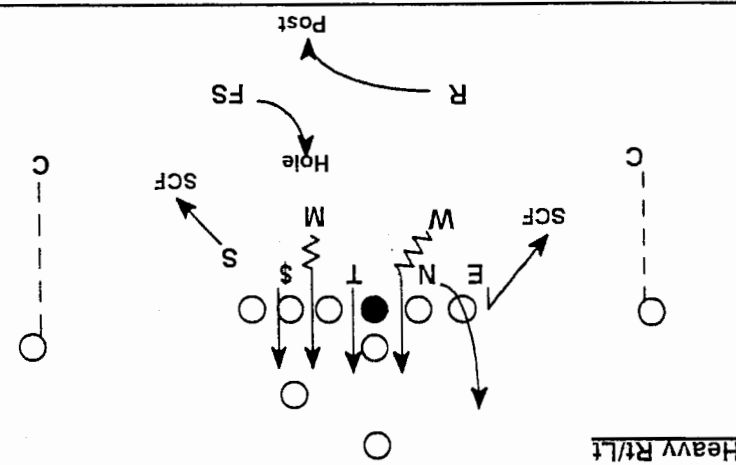
Game Plan - "Cora"



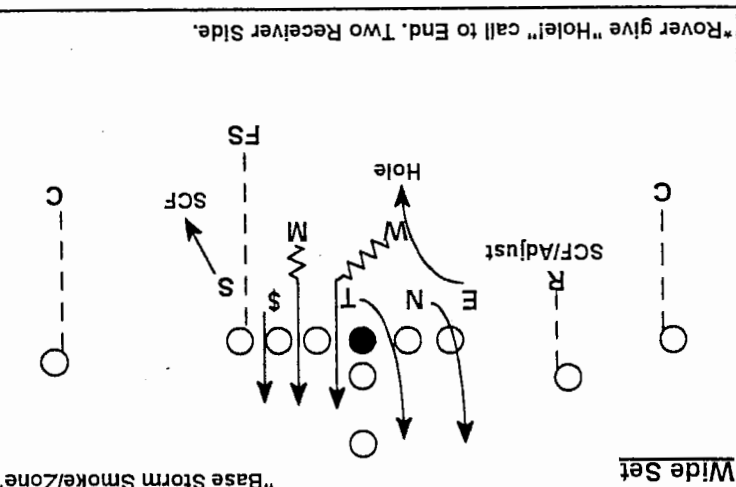
Base Dbl. Baker Smoke/Zone



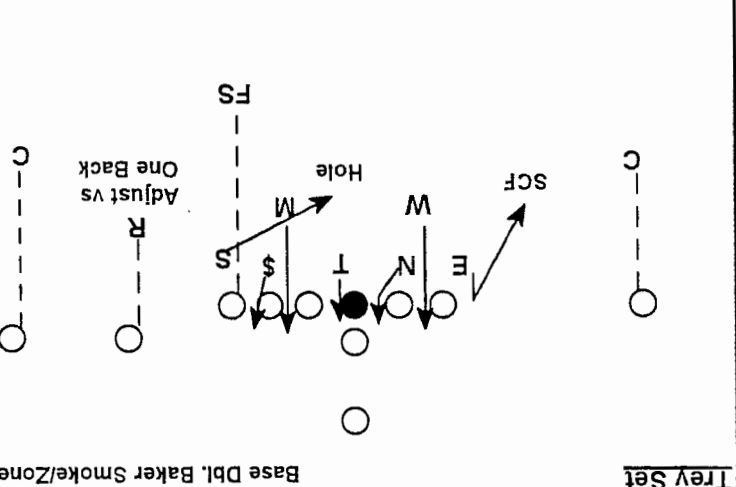
Wide Set



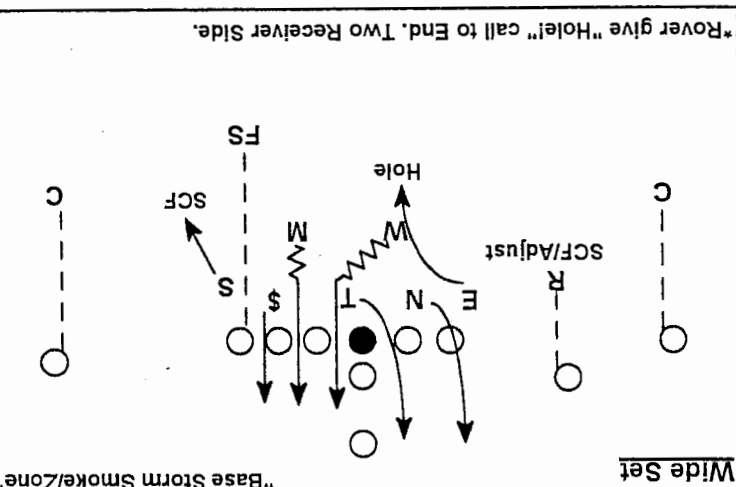
Heavy Rt/Lt



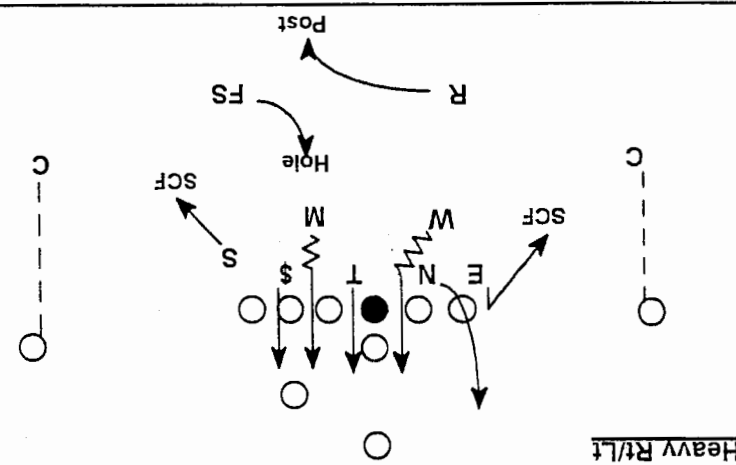
Game Plan - "Cora"



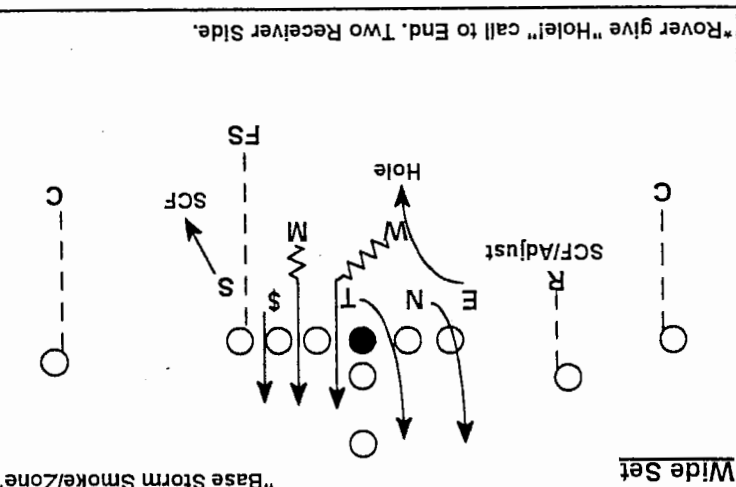
Base Dbl. Baker Smoke/Zone



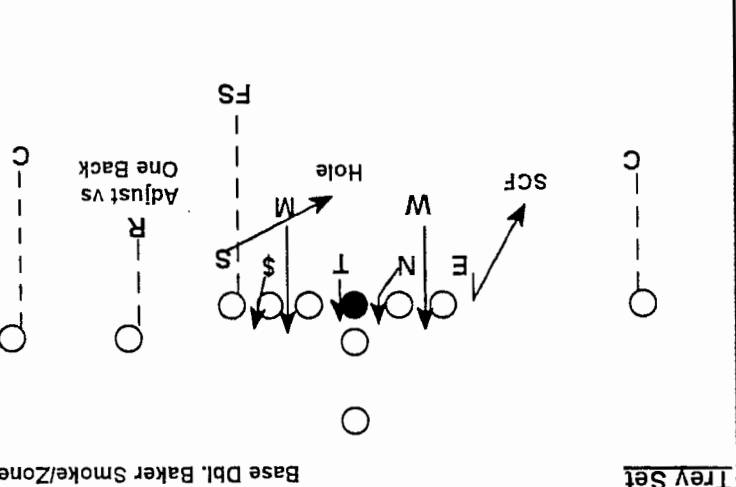
Wide Set



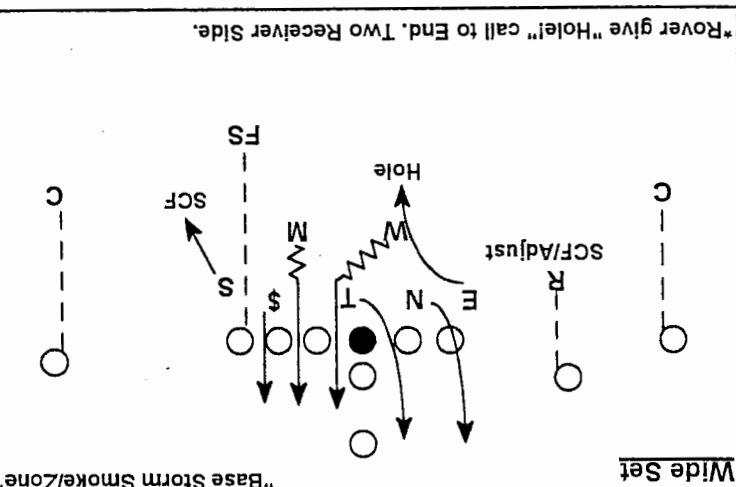
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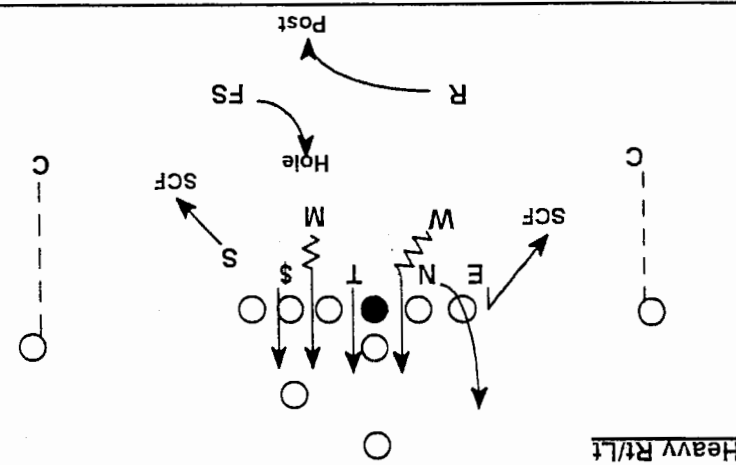
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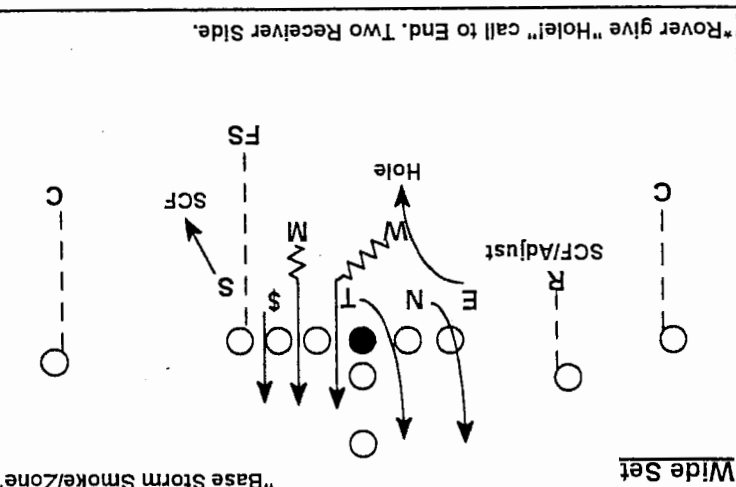
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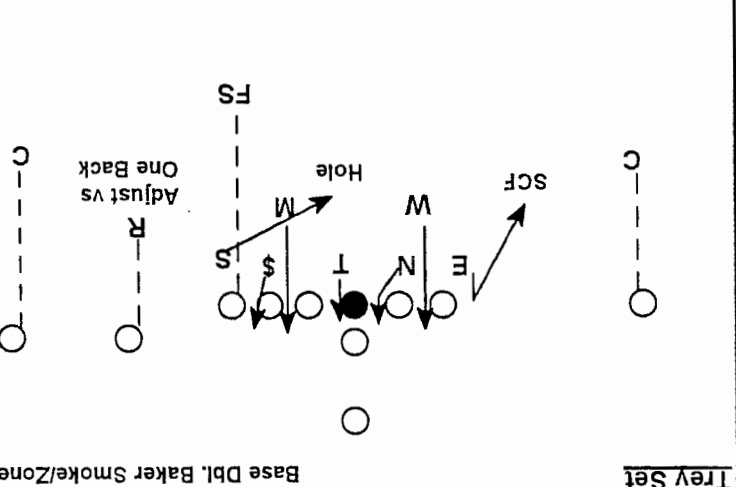
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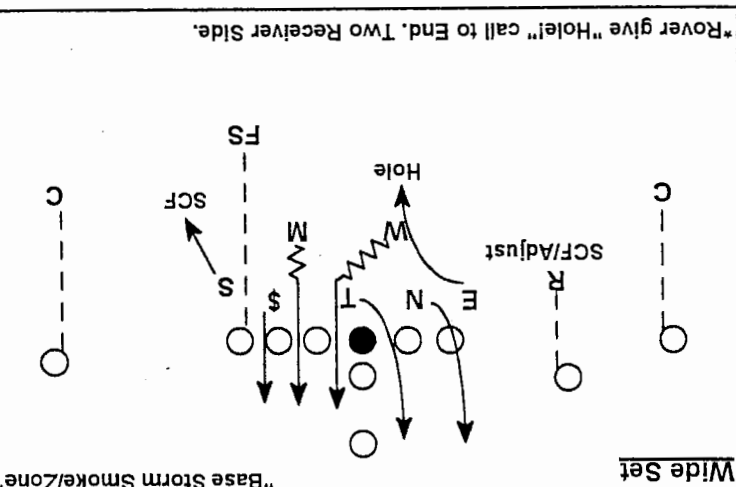
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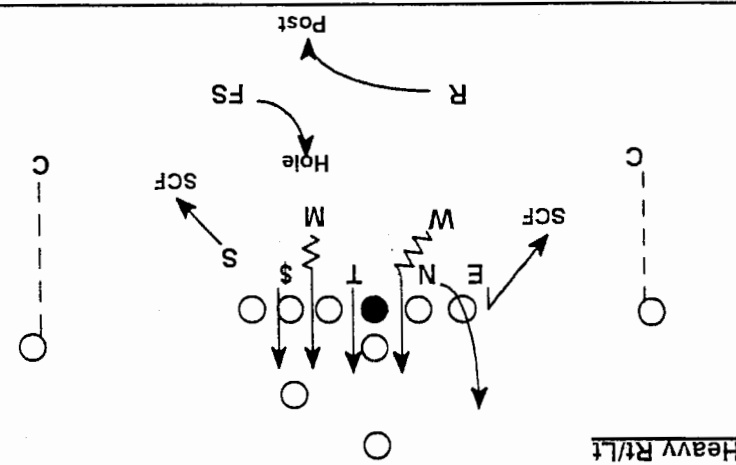
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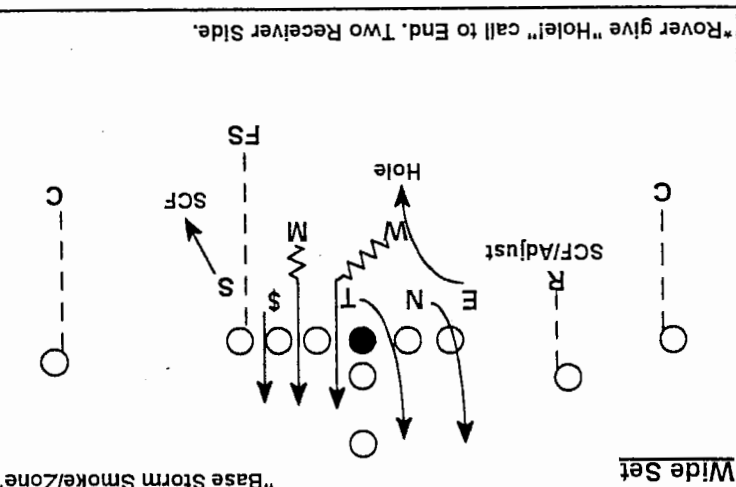
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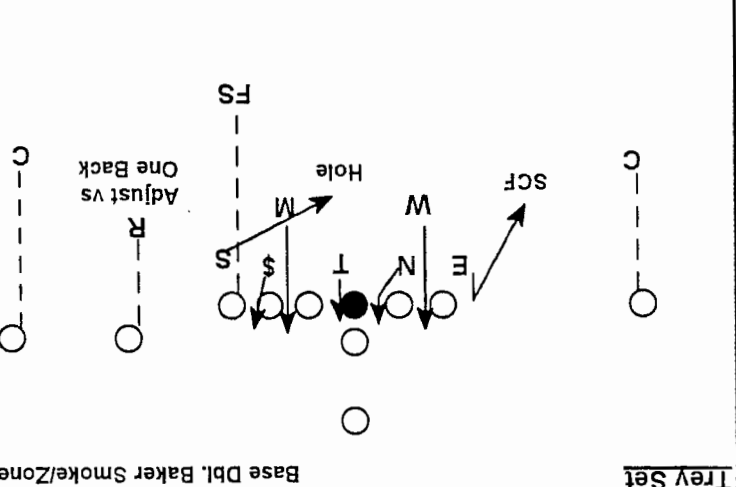
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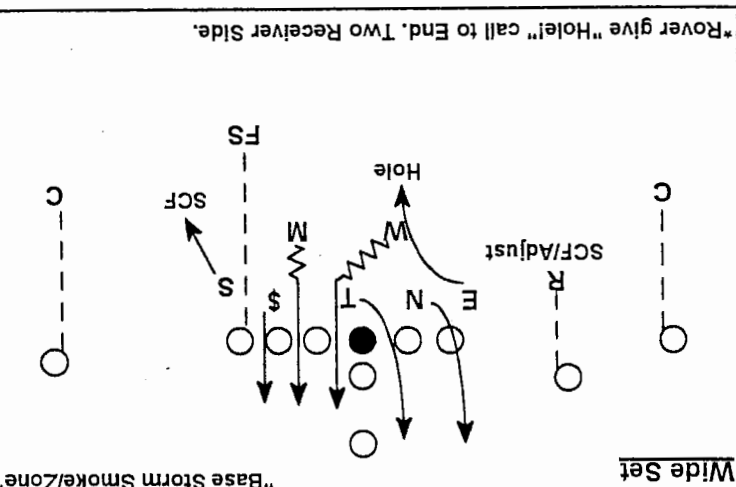
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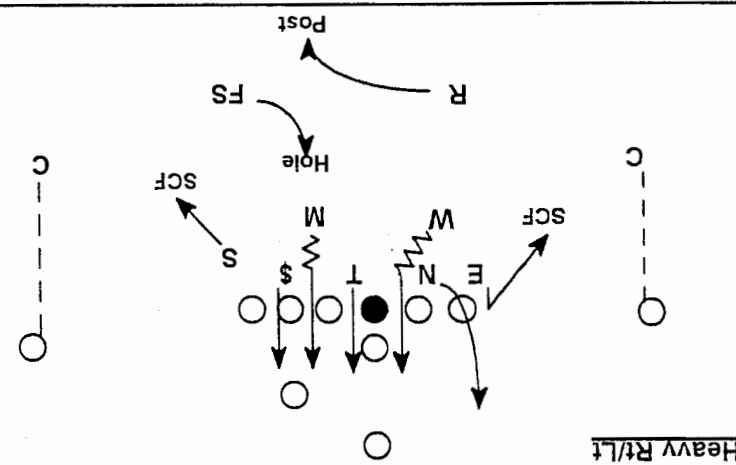
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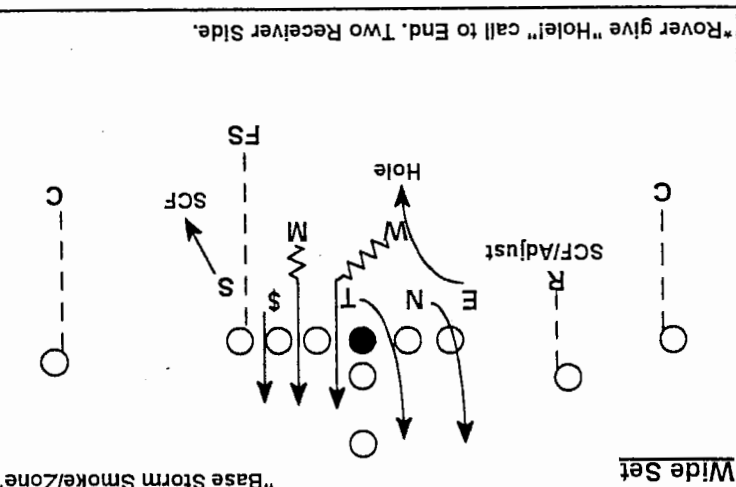
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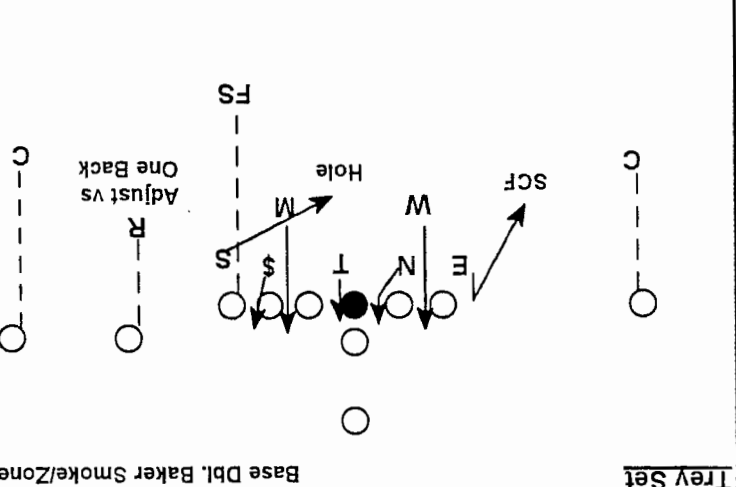
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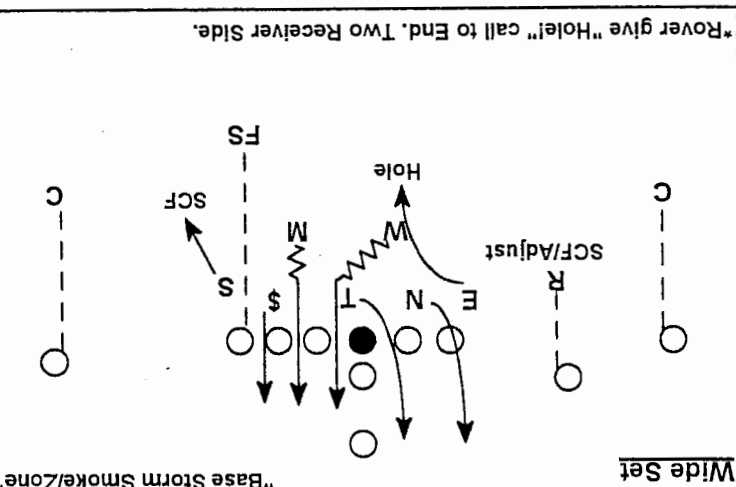
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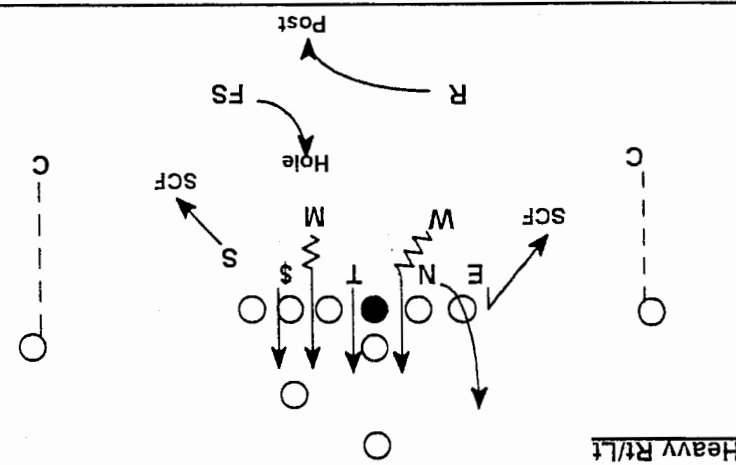
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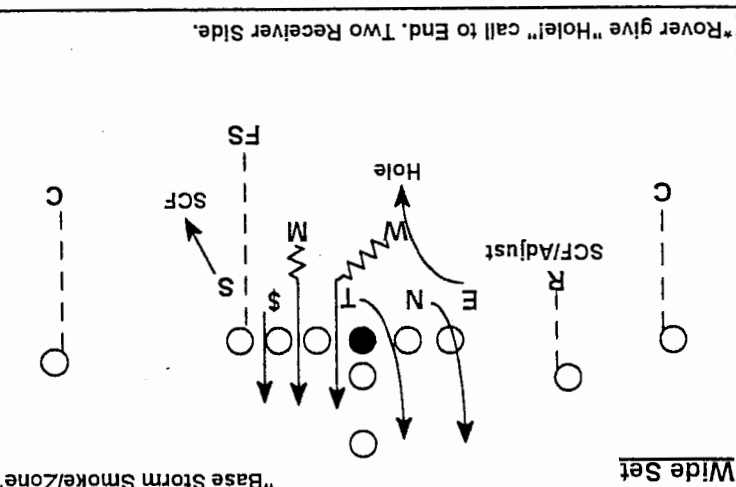
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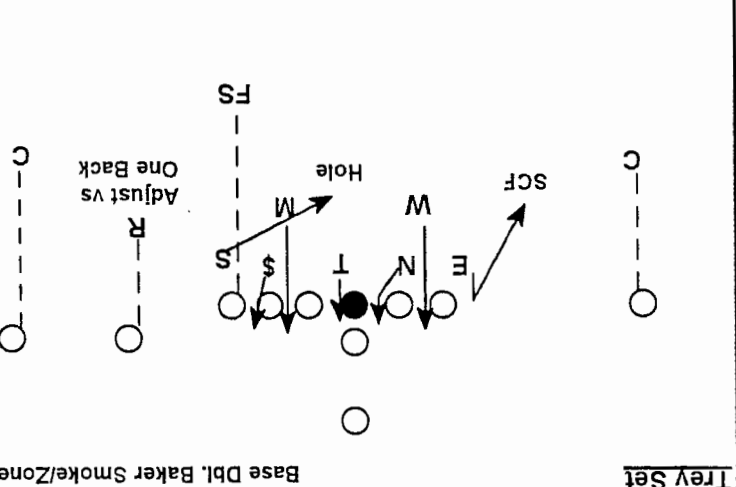
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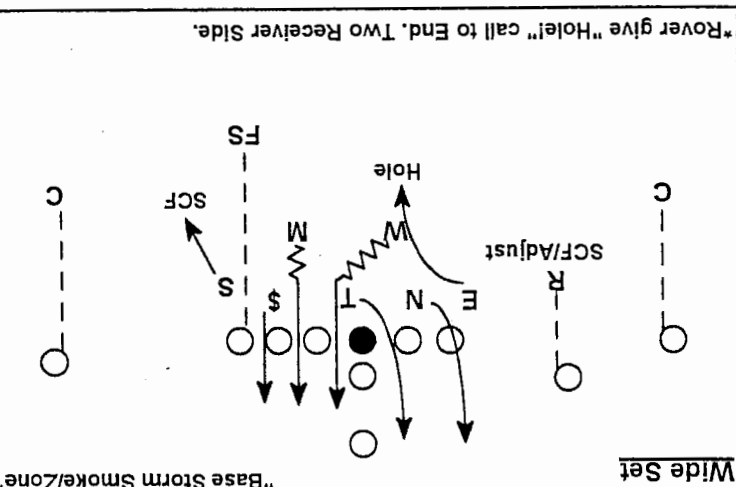
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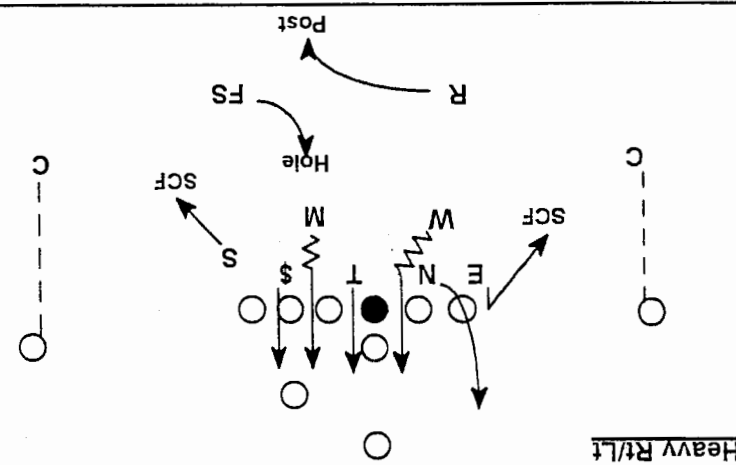
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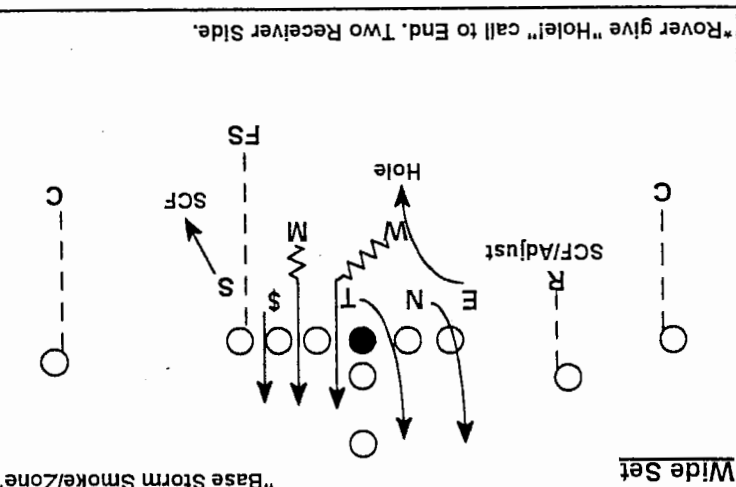
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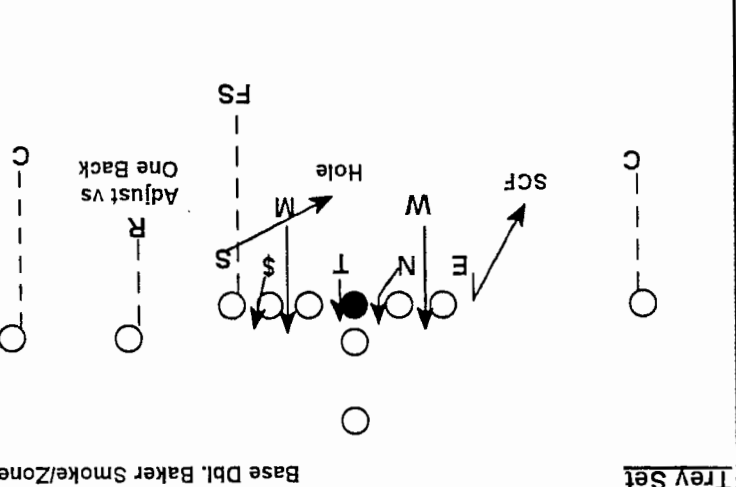
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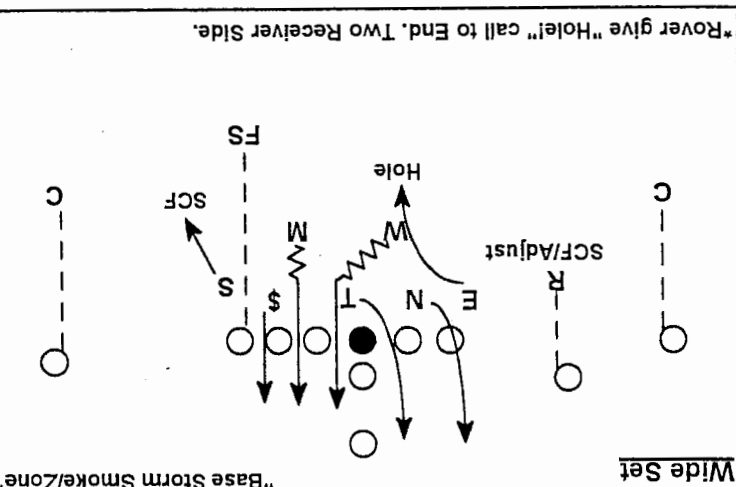
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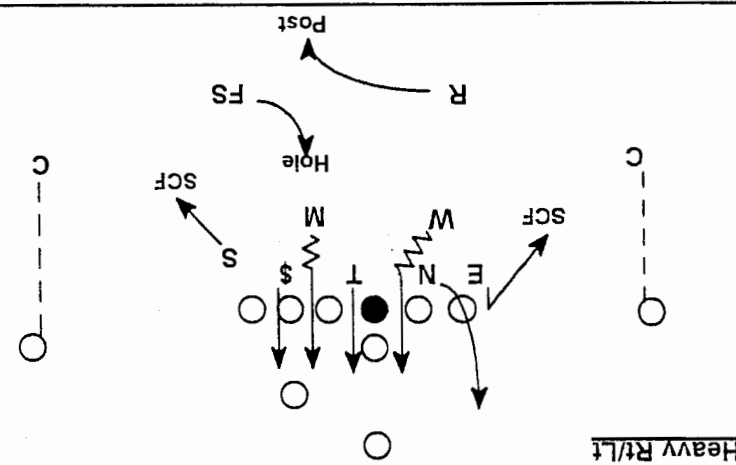
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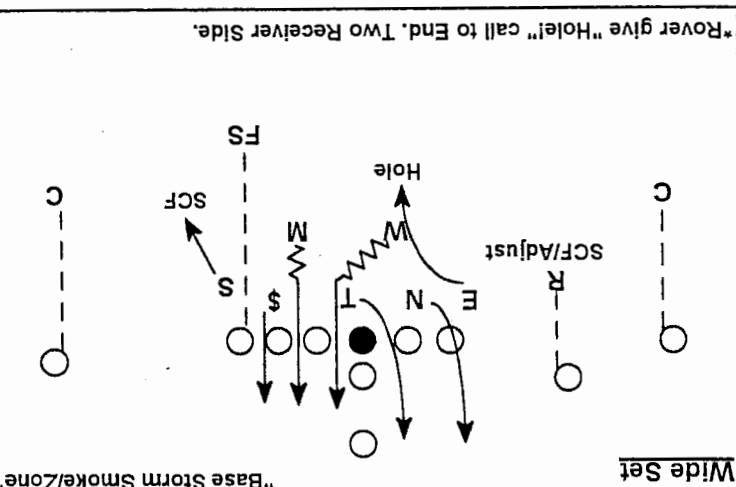
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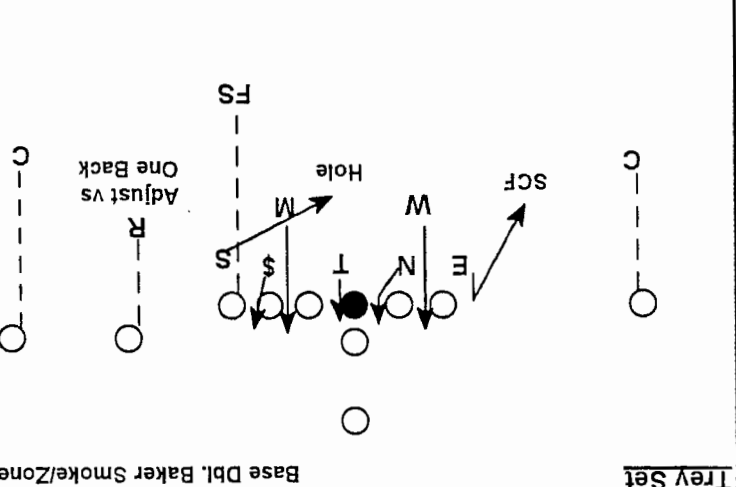
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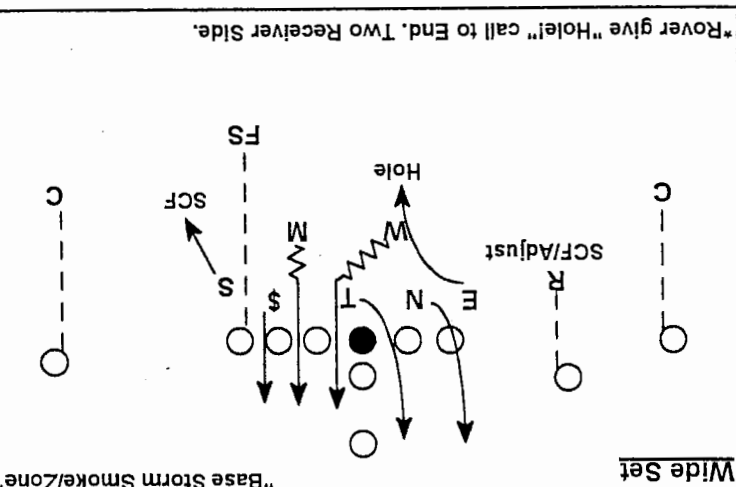
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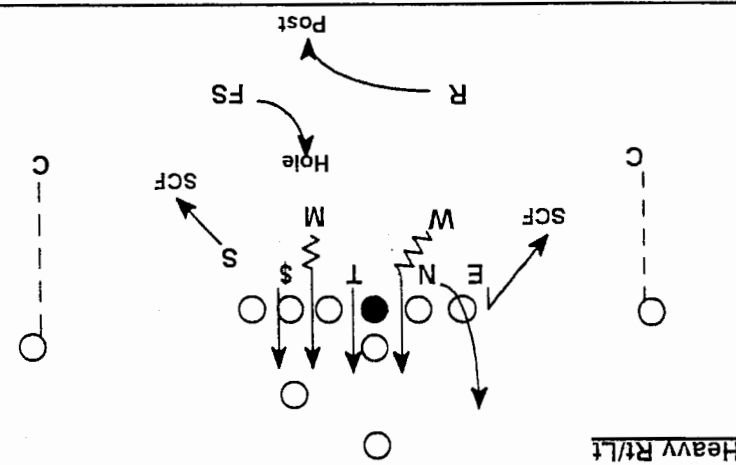
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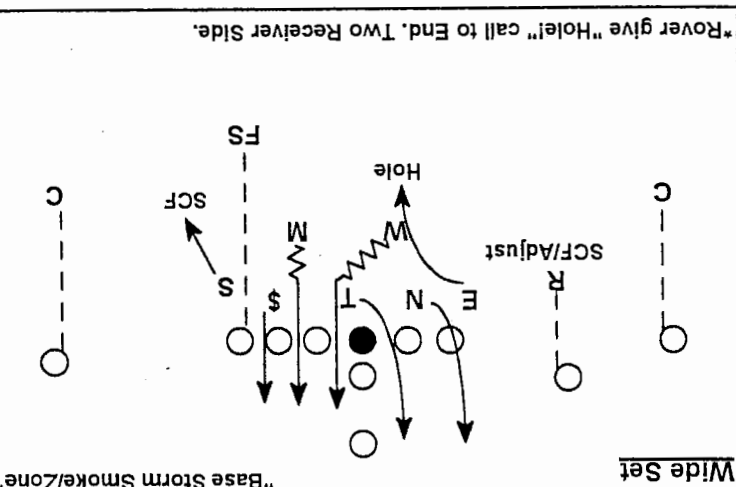
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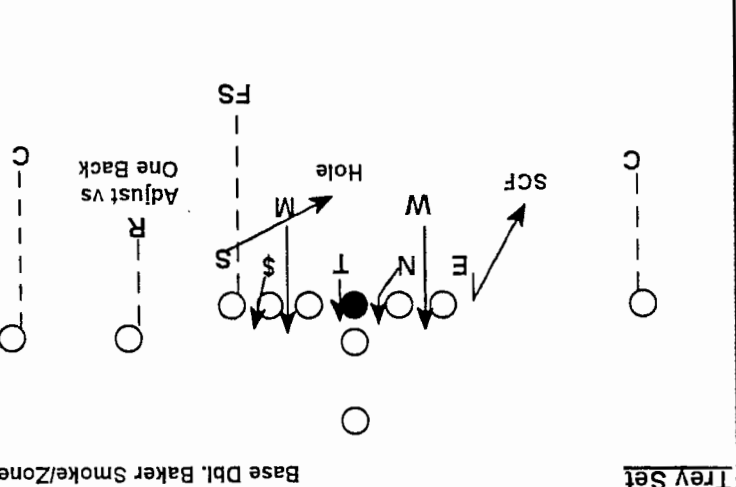
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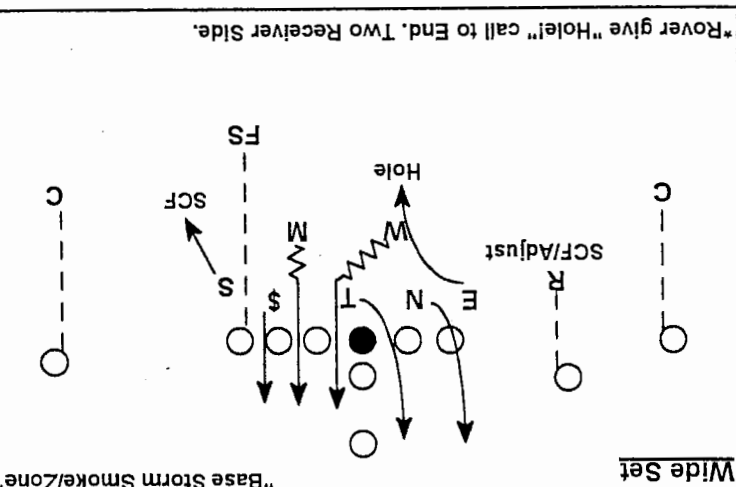
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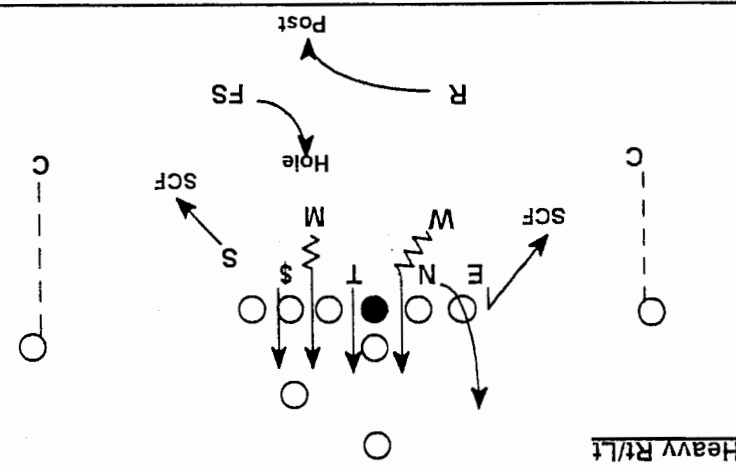
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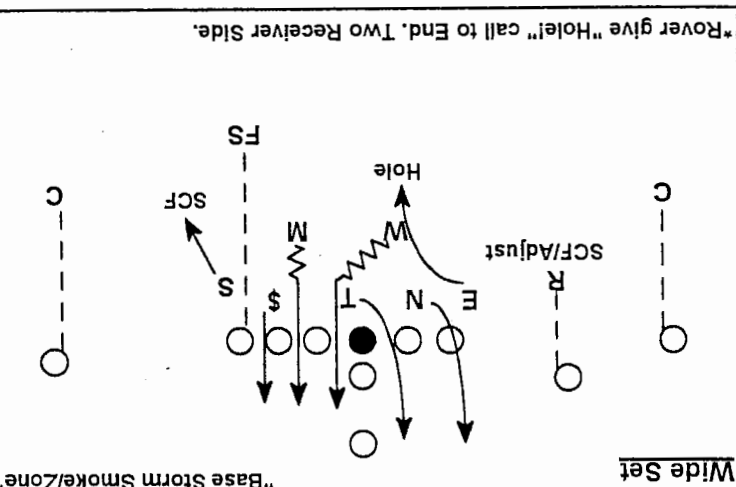
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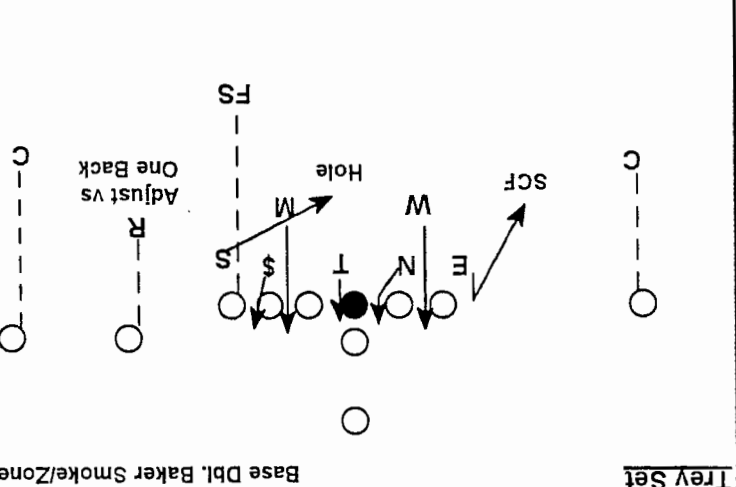
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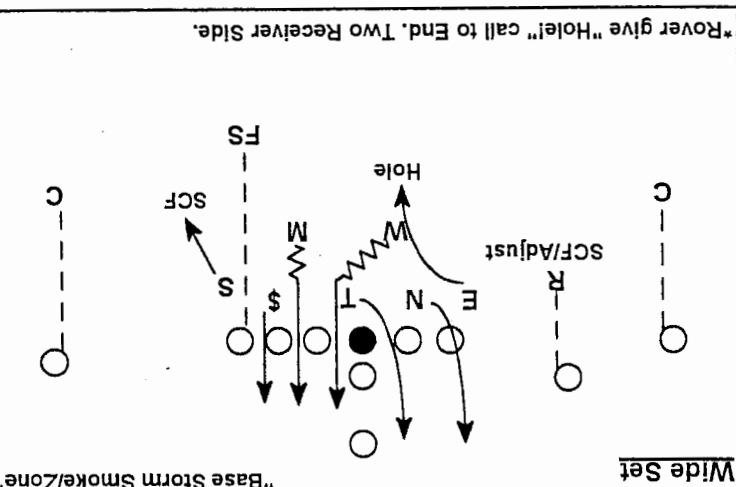
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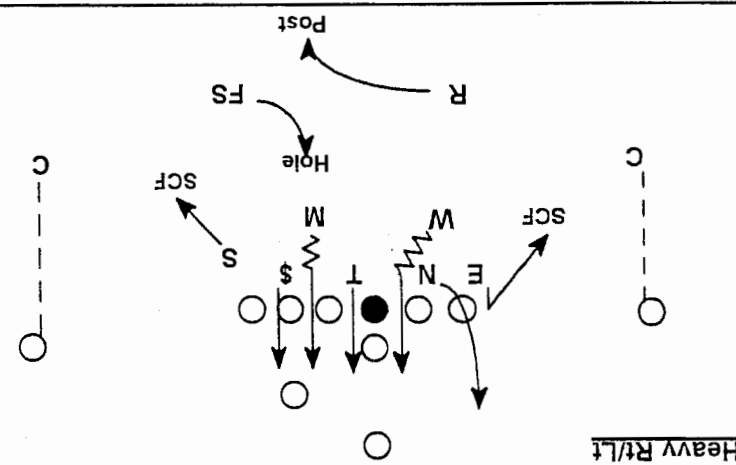
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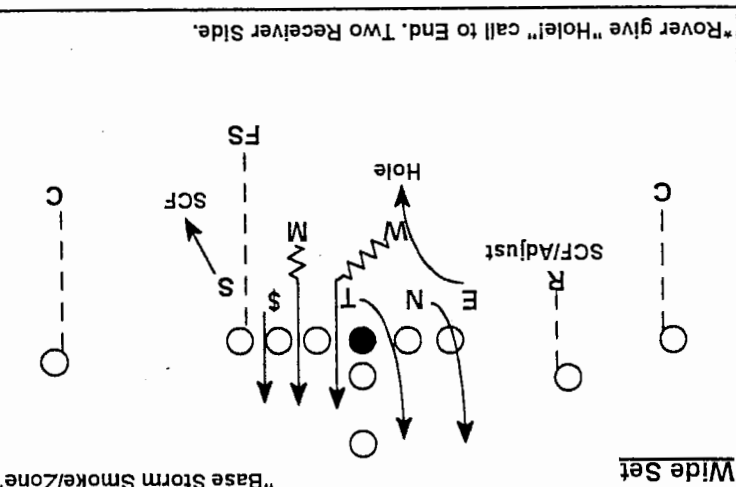
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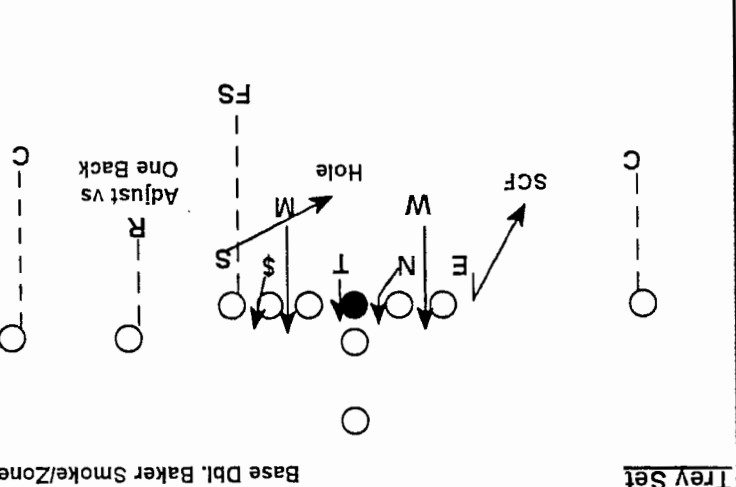
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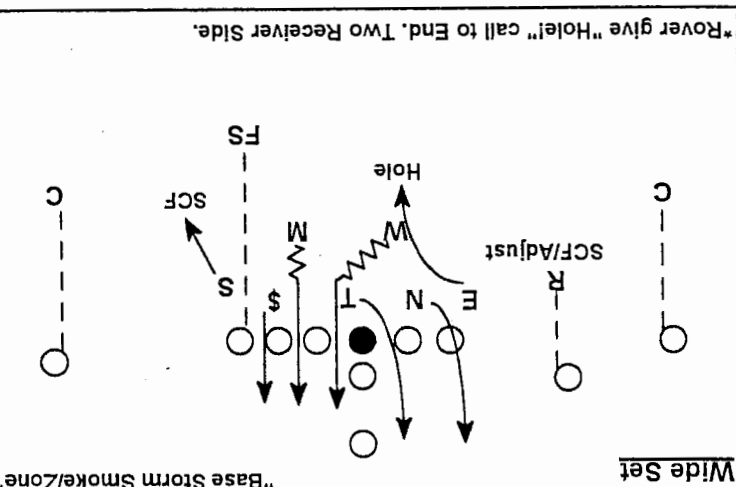
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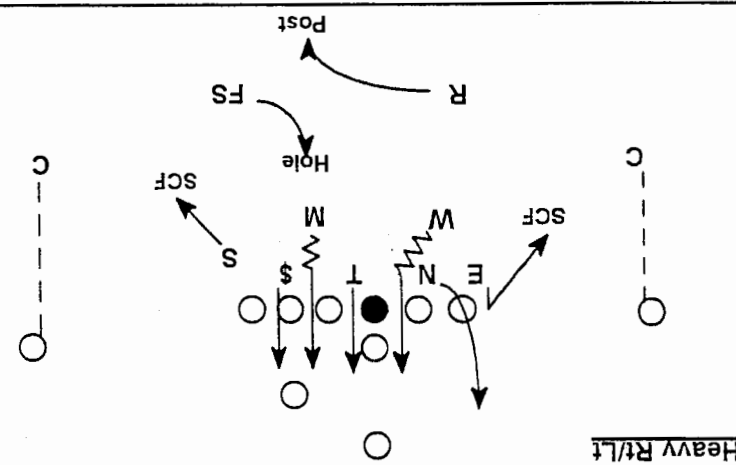
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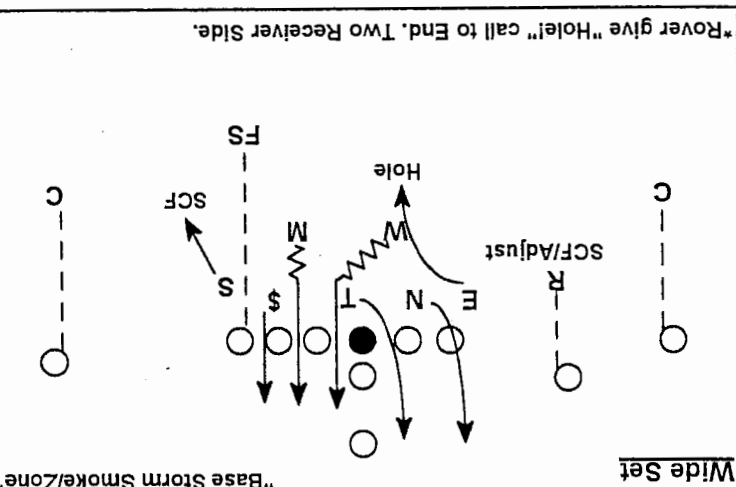
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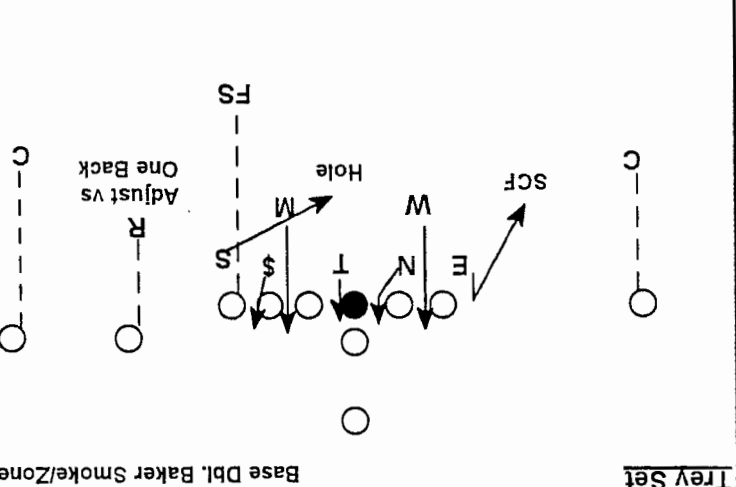
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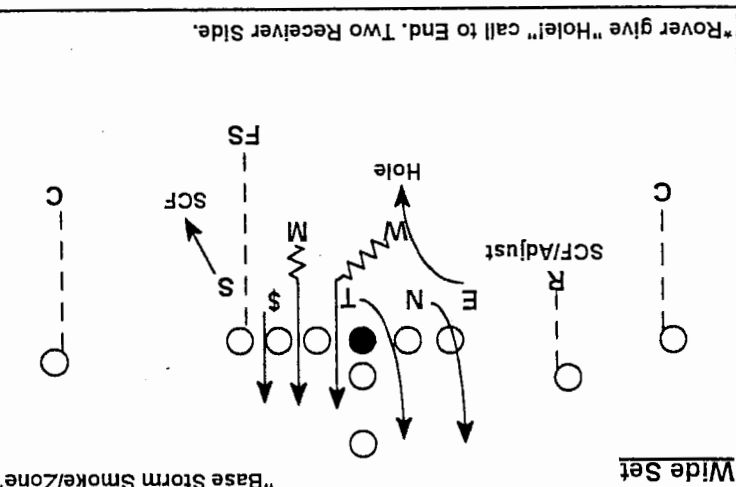
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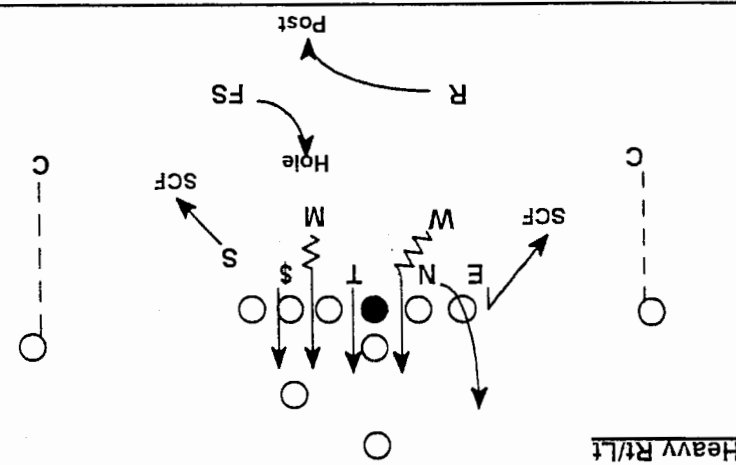
Game Plan - "Cora"



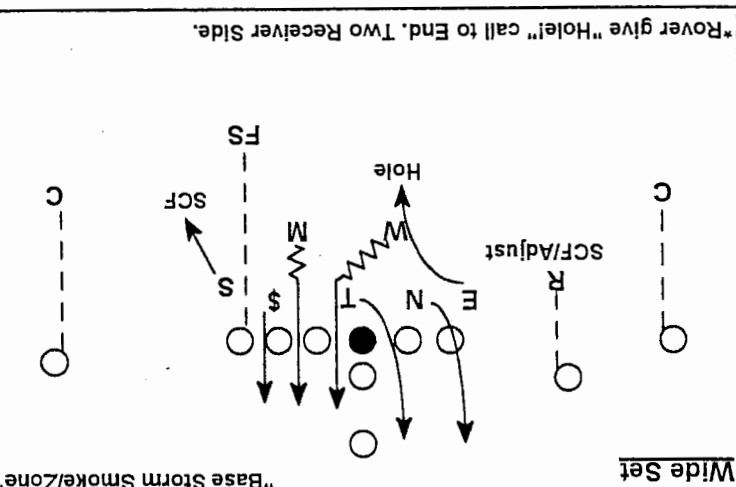
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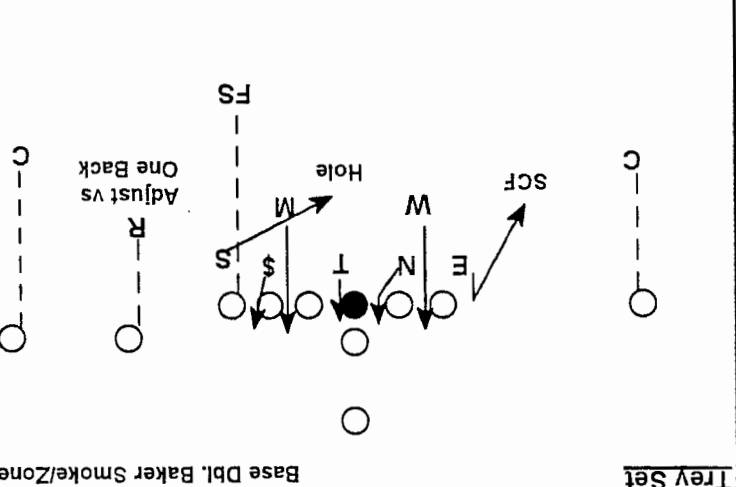
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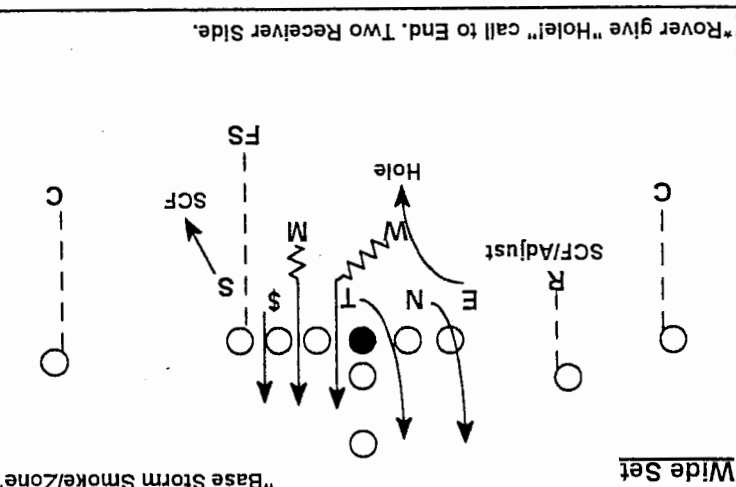
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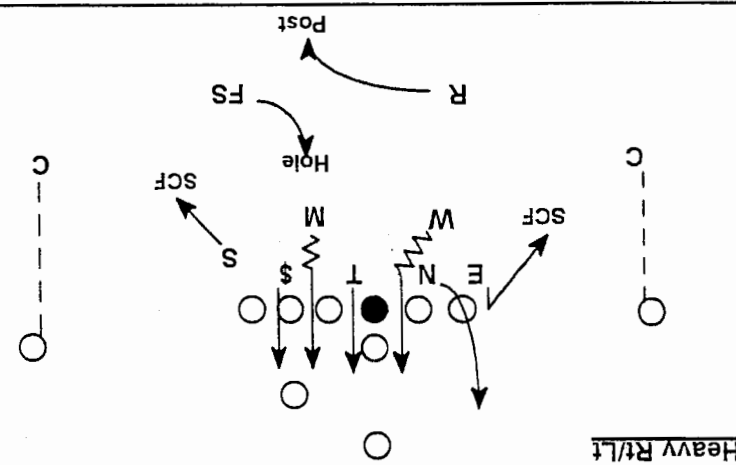
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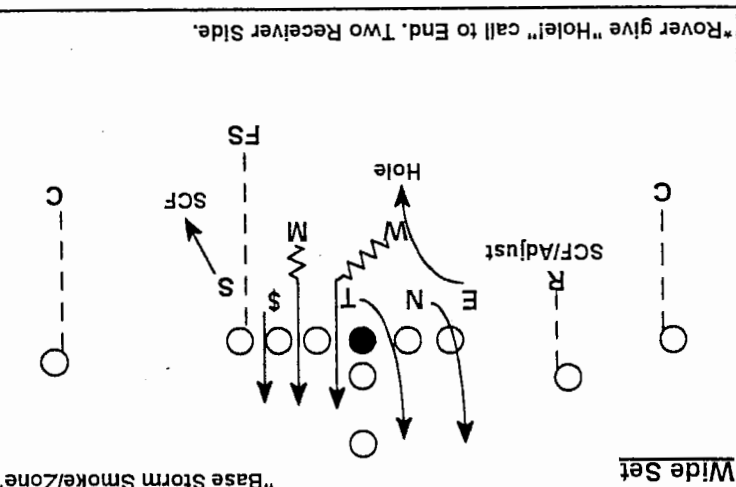
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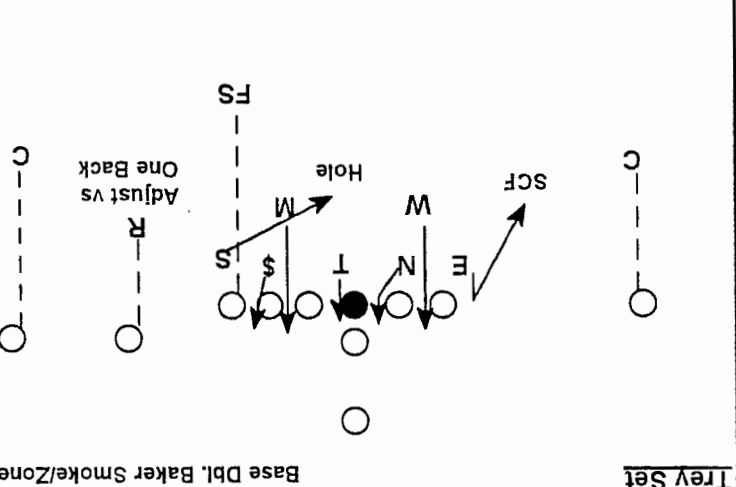
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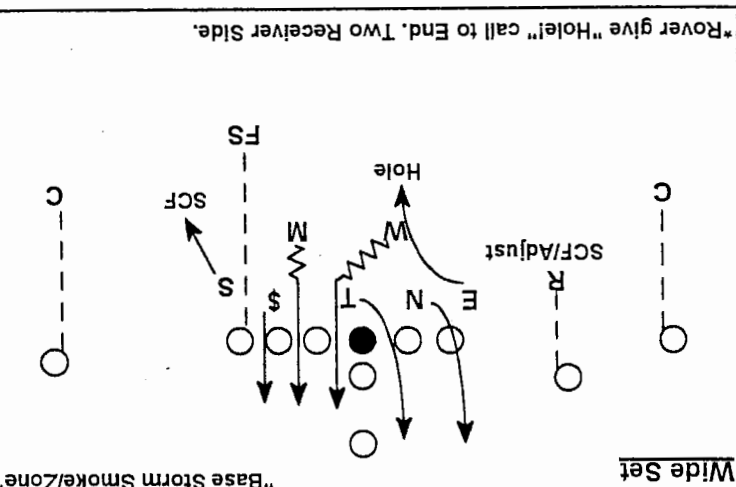
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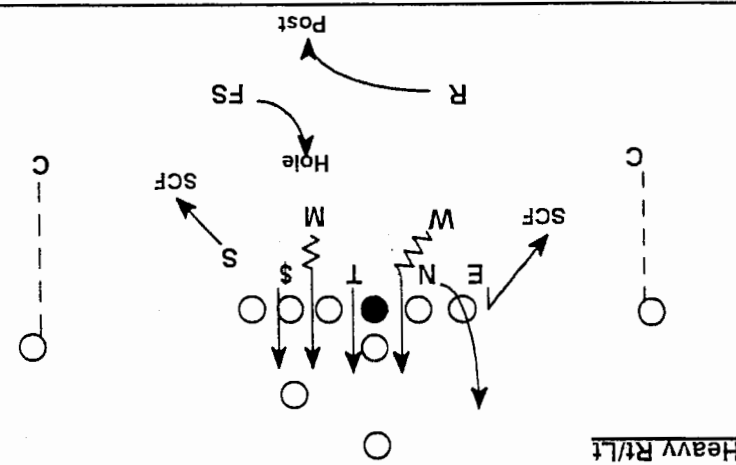
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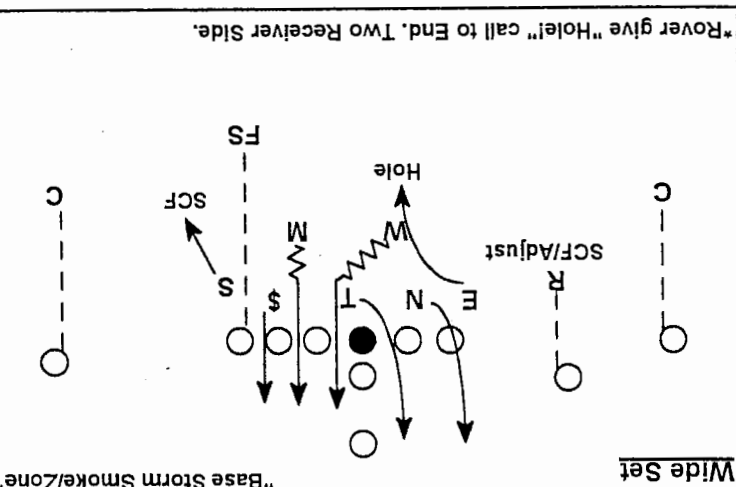
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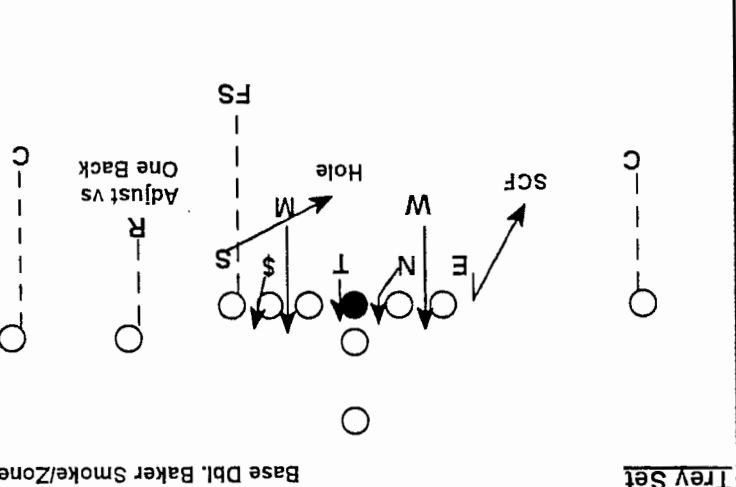
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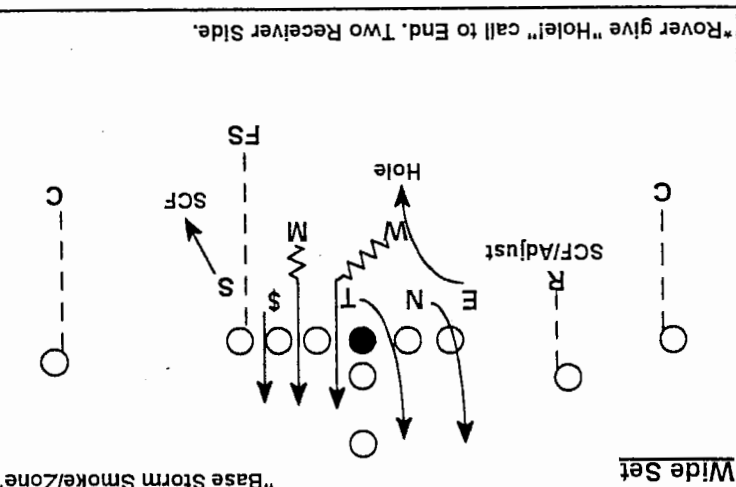
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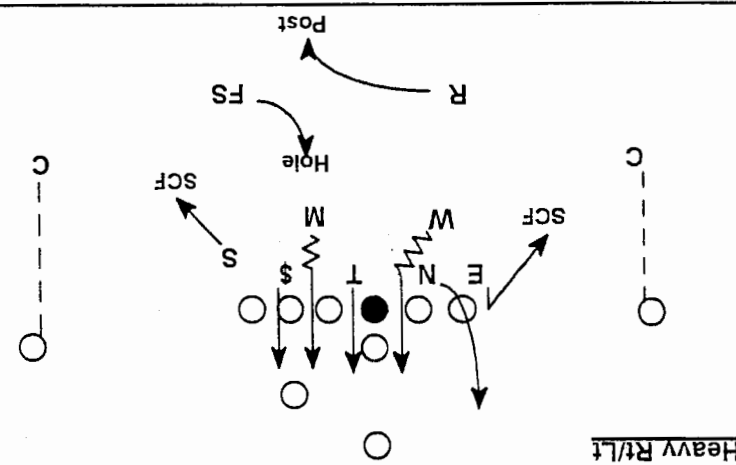
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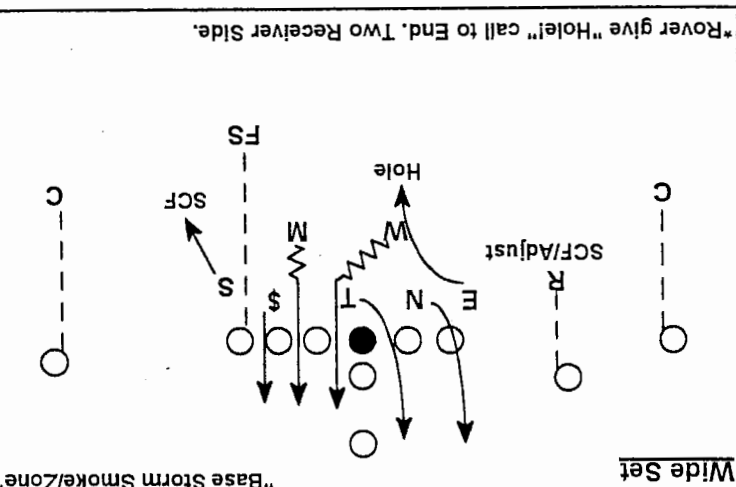
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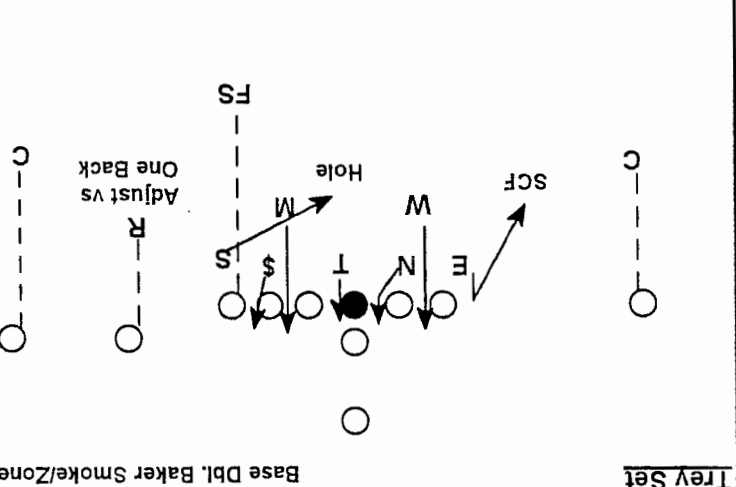
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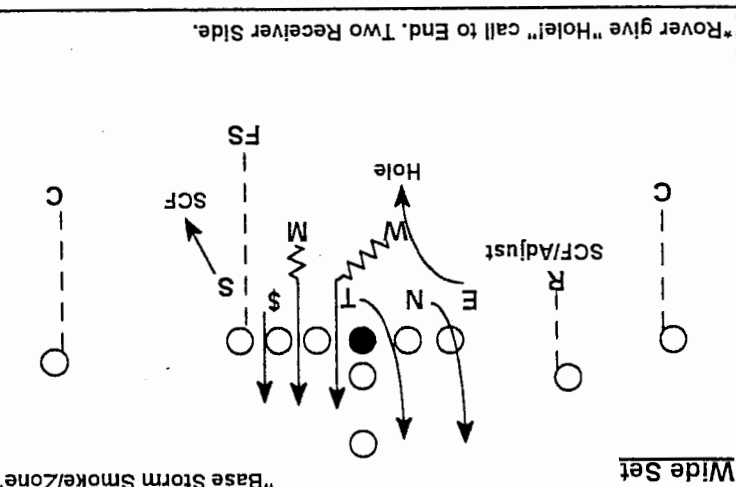
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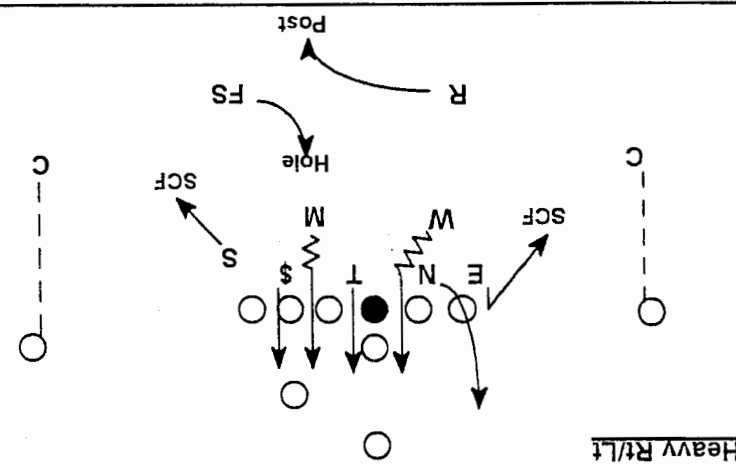
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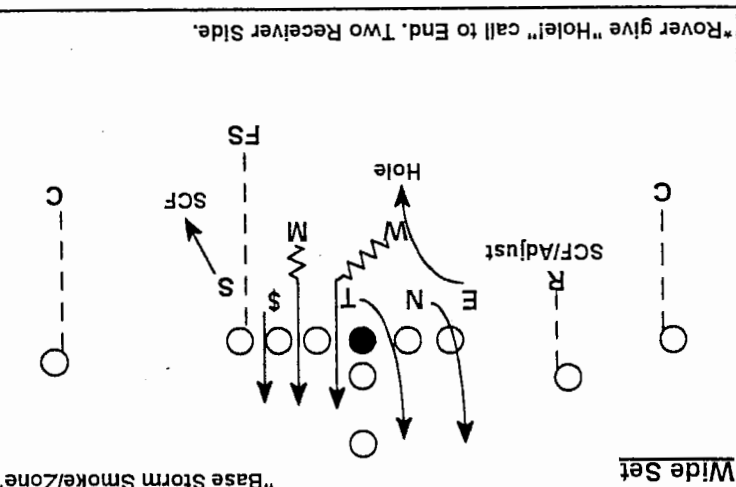
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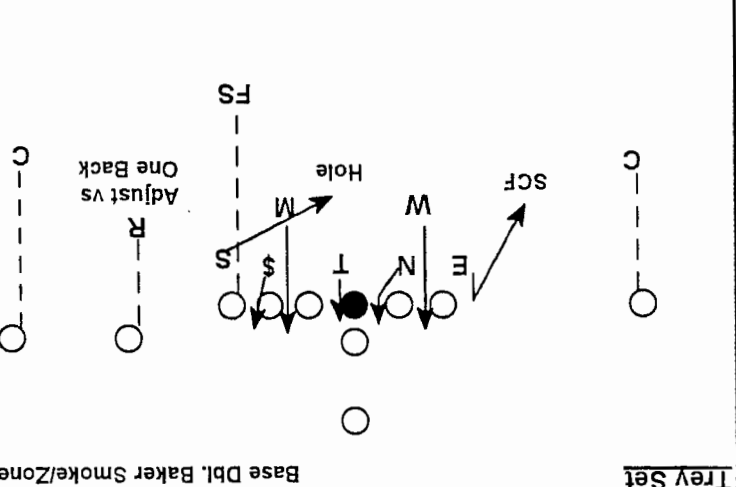
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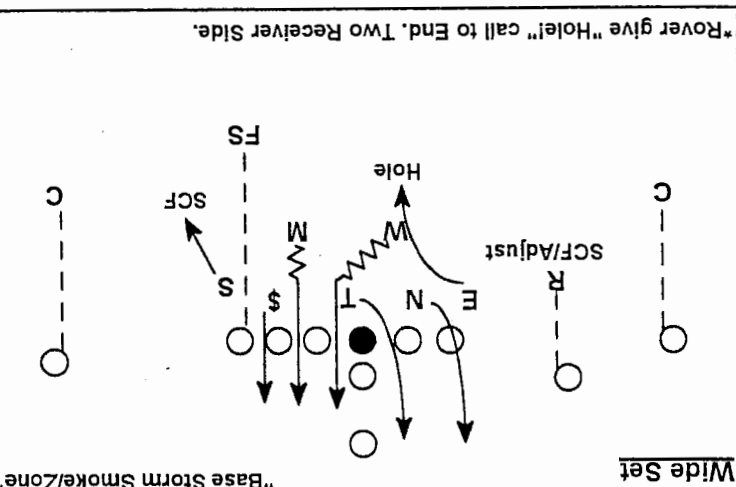
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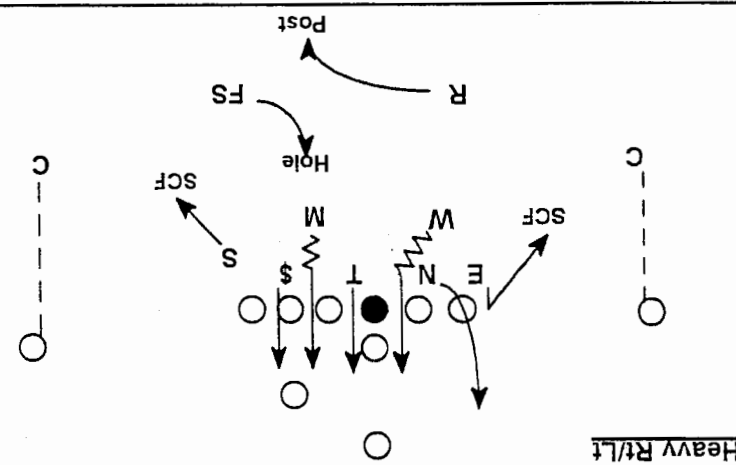
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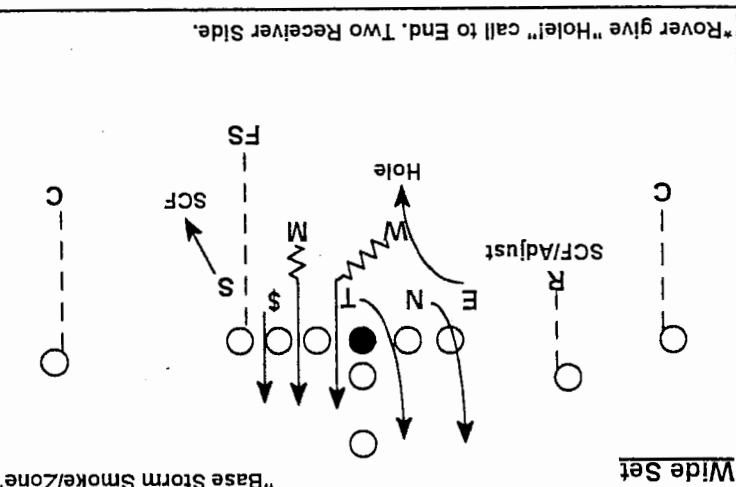
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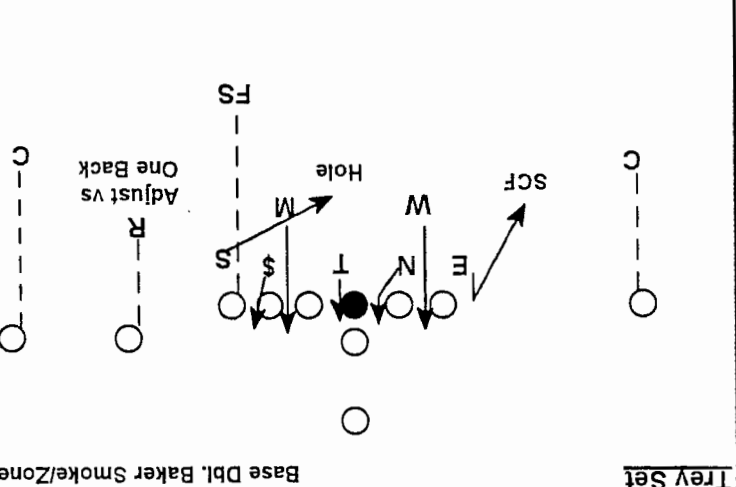
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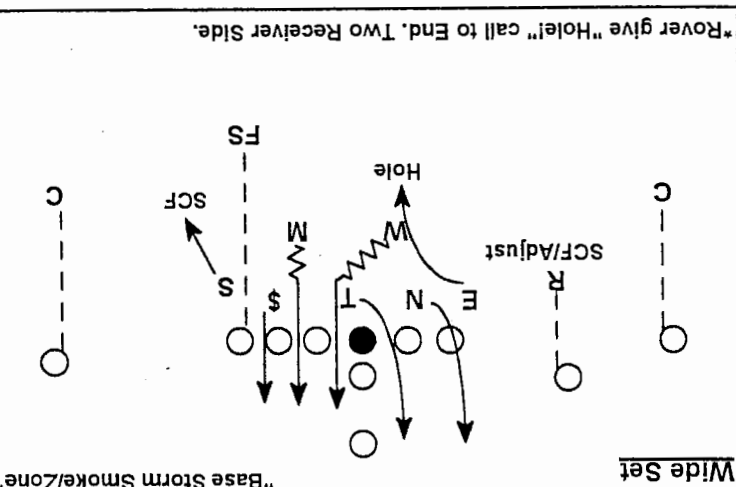
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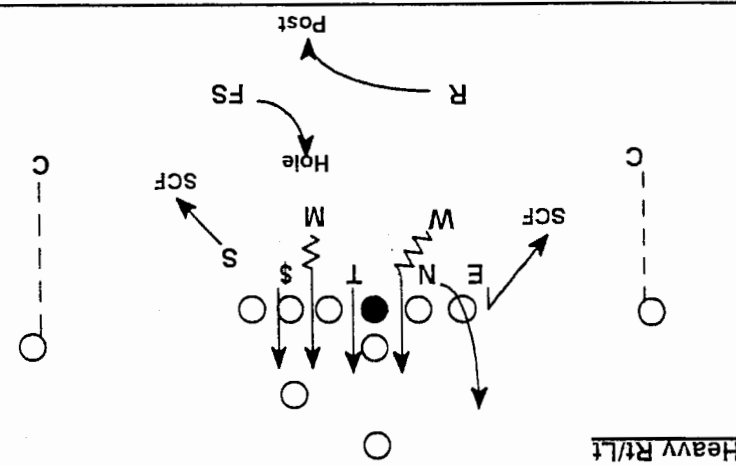
Game Plan - "Cora"



Base Dbl. Baker Smoke/Zone

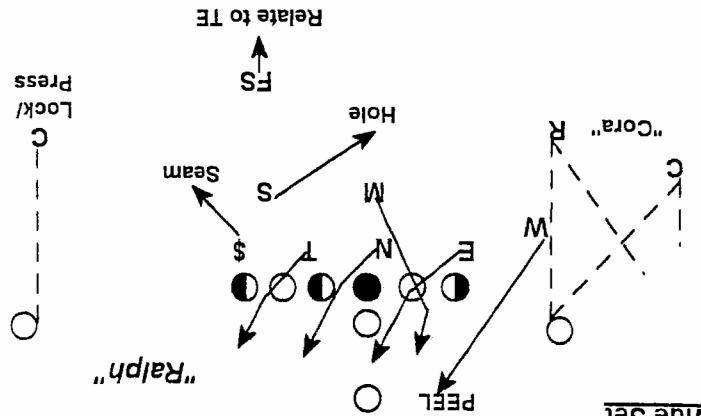


Wide Set



Heavy Rt/Lt

Wide Set



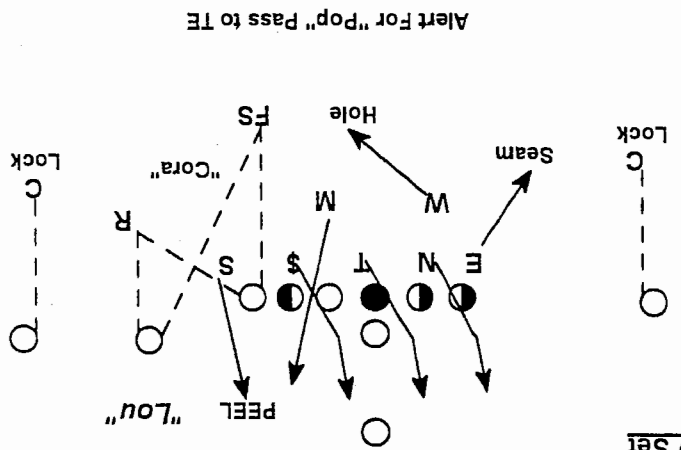
1. We will Blitz to the receiver strength.

2. Wide Set = Even 9 Weak / Zone (Lock Cora) Stud SCF. Sam Hole.

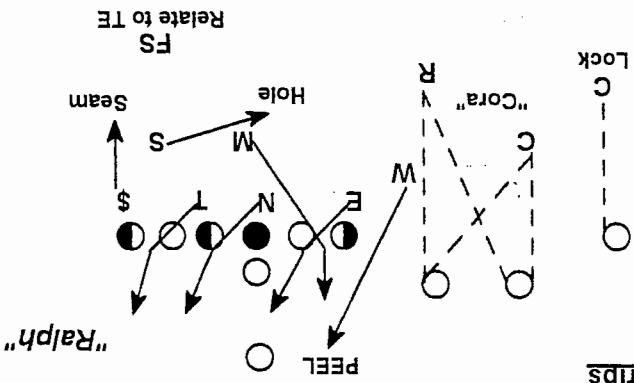
Trey = Base Strong / Zone Load. End SCF. Will Hole.

Trips = Even 9 Weak / Zone (Banjo Cora) Mike & Will Blitz. Stud SCF. Sam Hole.

Trey Set

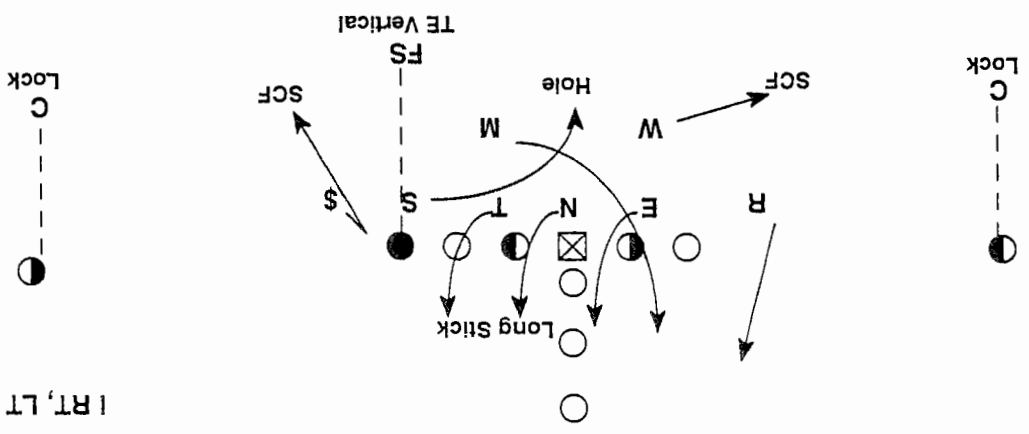


Trips



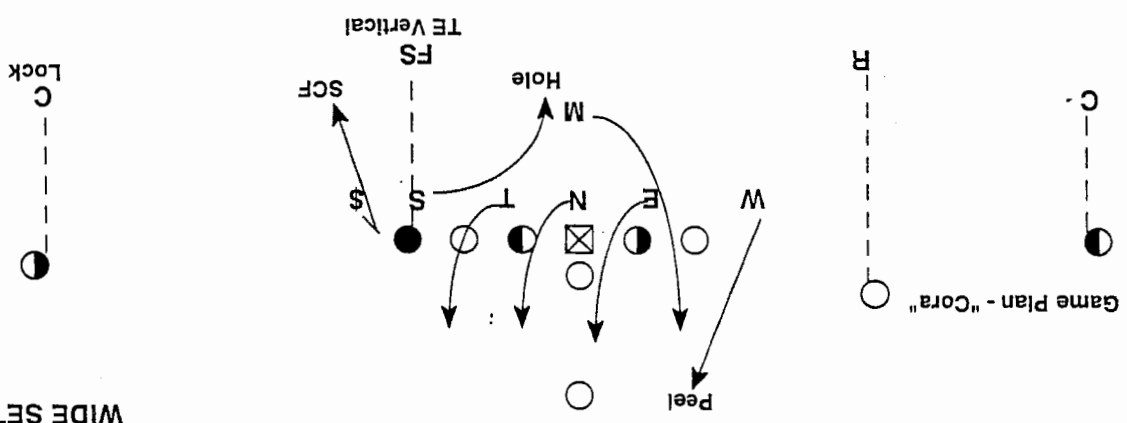
COACHING POINTS / REMINDERS / RULES

IRT, LT (21)

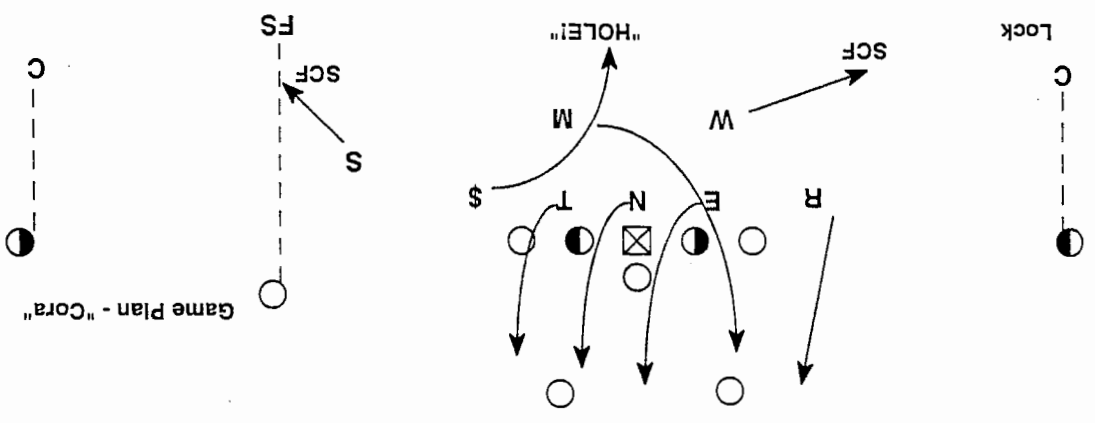


MONSTER WEAK / ZONE = This is "Weak Zone" out of the Monster Front. All Weak Zone rules apply.

WIDE SET (11)



SPLIT BOMBERS (20)

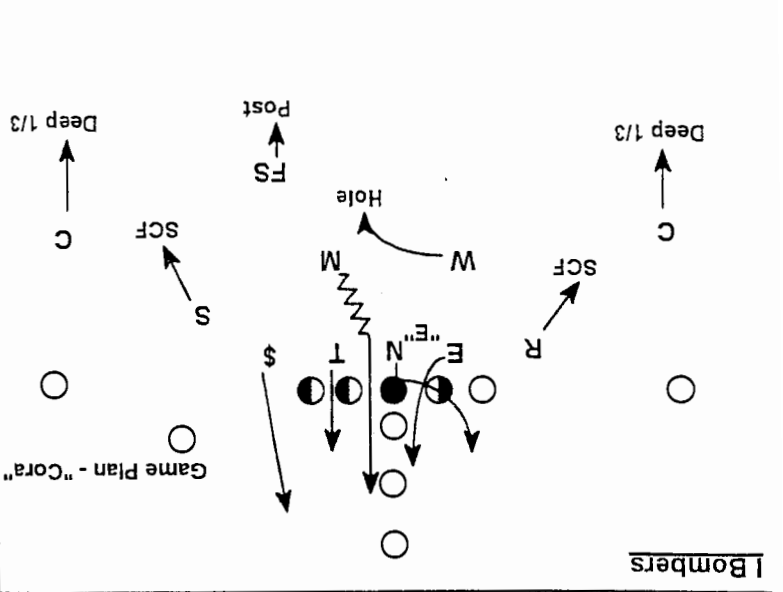
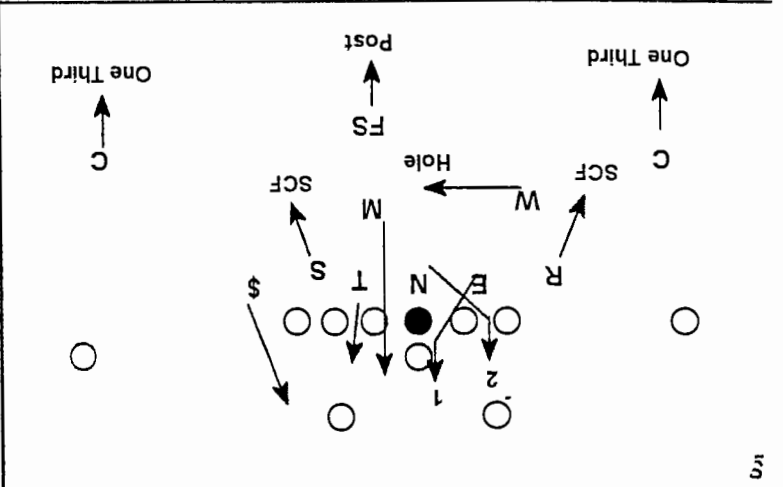
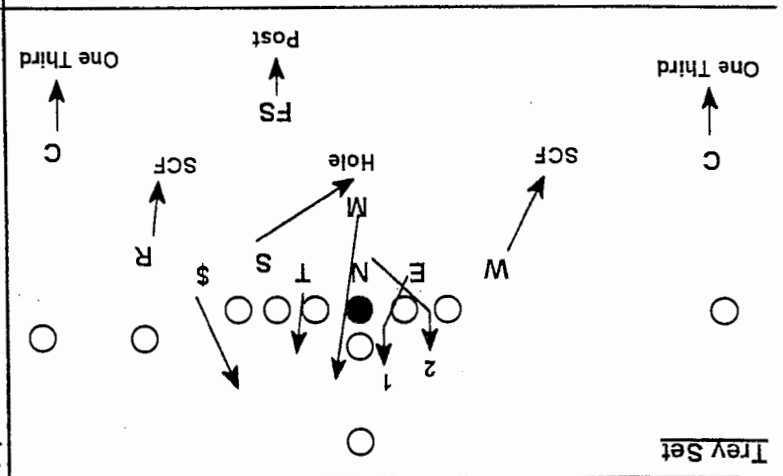
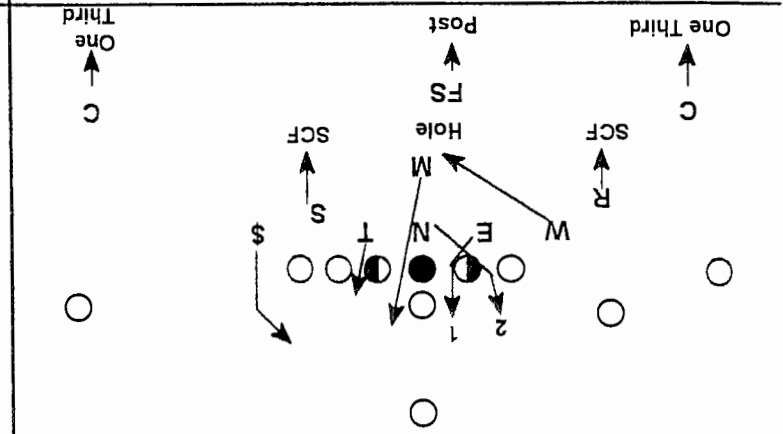


Sam alert "HOLE!" call to Stud vs "20" & "10" Personnel.

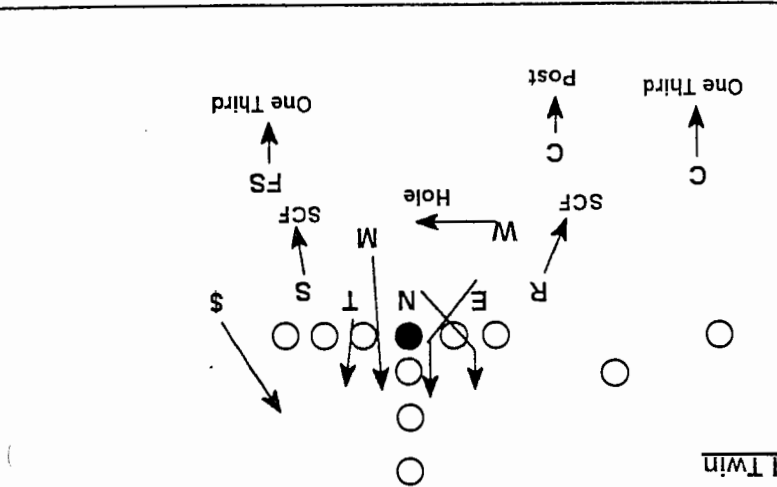
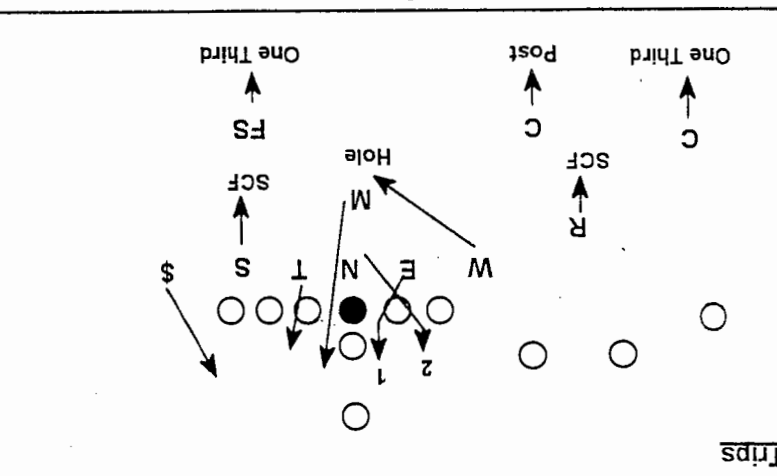
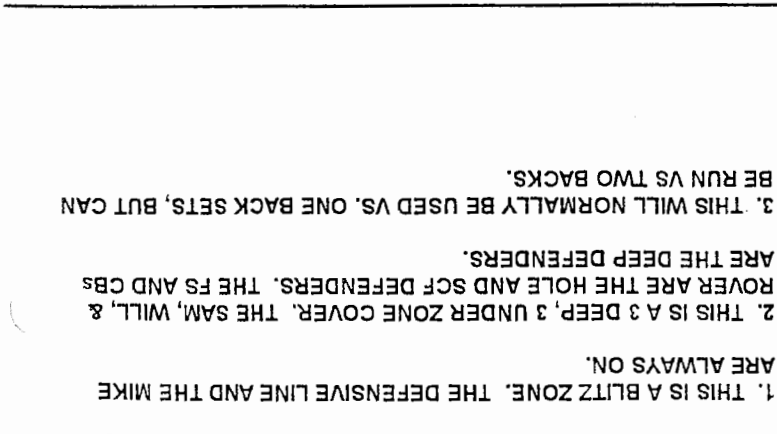
COACHING POINTS / REMINDERS / RULES

1. THIS IS A BLITZ ZONE. THE DEFENSIVE LINE AND THE MIKE ARE ALWAYS ON.
2. THIS IS A DEEP, 3 UNDER ZONE COVER. THE SAM, WILL, & ROVER ARE THE HOLE AND SCF DEFENDERS. THE FS AND CBS ARE THE DEEP DEFENDERS.
3. THIS WILL NORMALLY BE USED VS. ONE BACK SETS, BUT CAN BE RUN VS TWO BACKS.

Wide

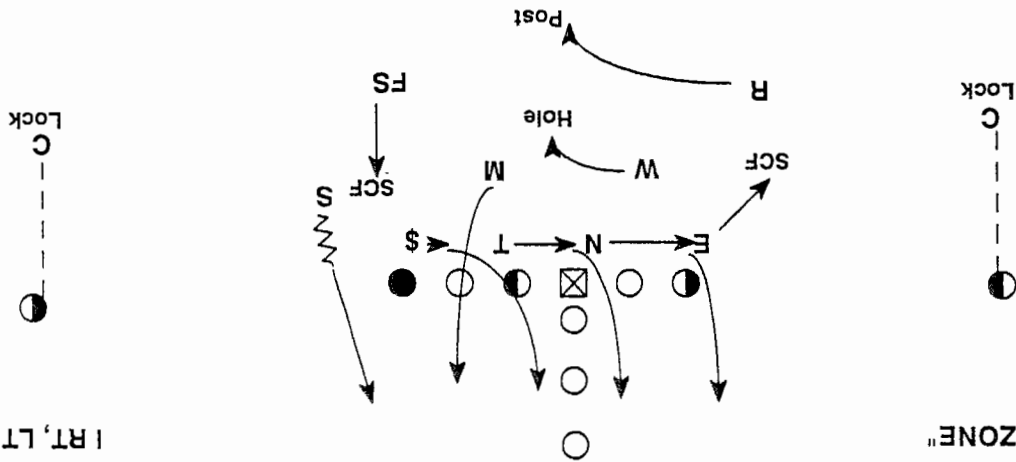


MONSTER MIKE TORCH / ZONE



"STRONG ZONE"

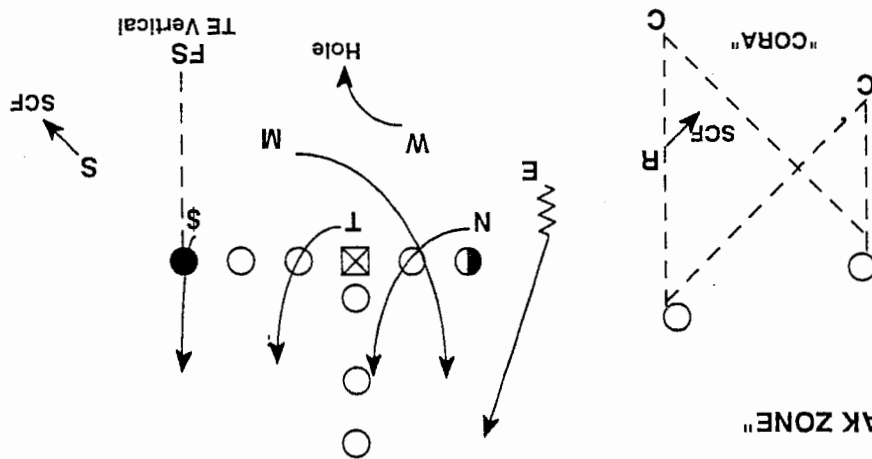
1 RT, LT (21)



STEM: OHIO / BTF = This is "Strong Zone" vs all Pro (Right, Left), and "Weak Zone" vs all Twin Formations regardless of the backfield set. "Ohio" is the term we will use in "Bronco" to align in the "Odd" front. The End is SCF Defender or a blitzier vs Twin. ("20" = Strong Zone)

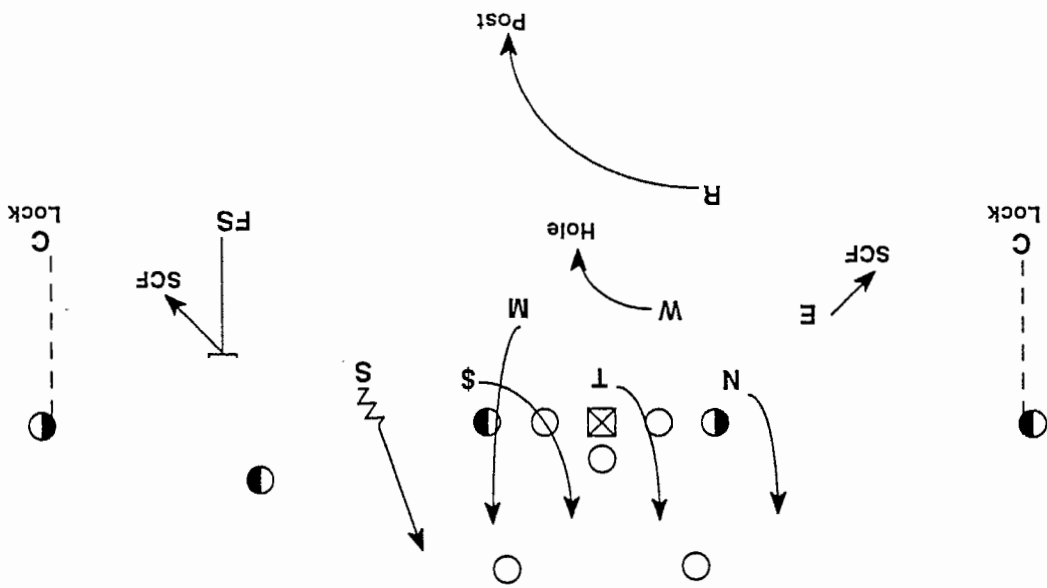
"WEAK ZONE"

TWIN (21)

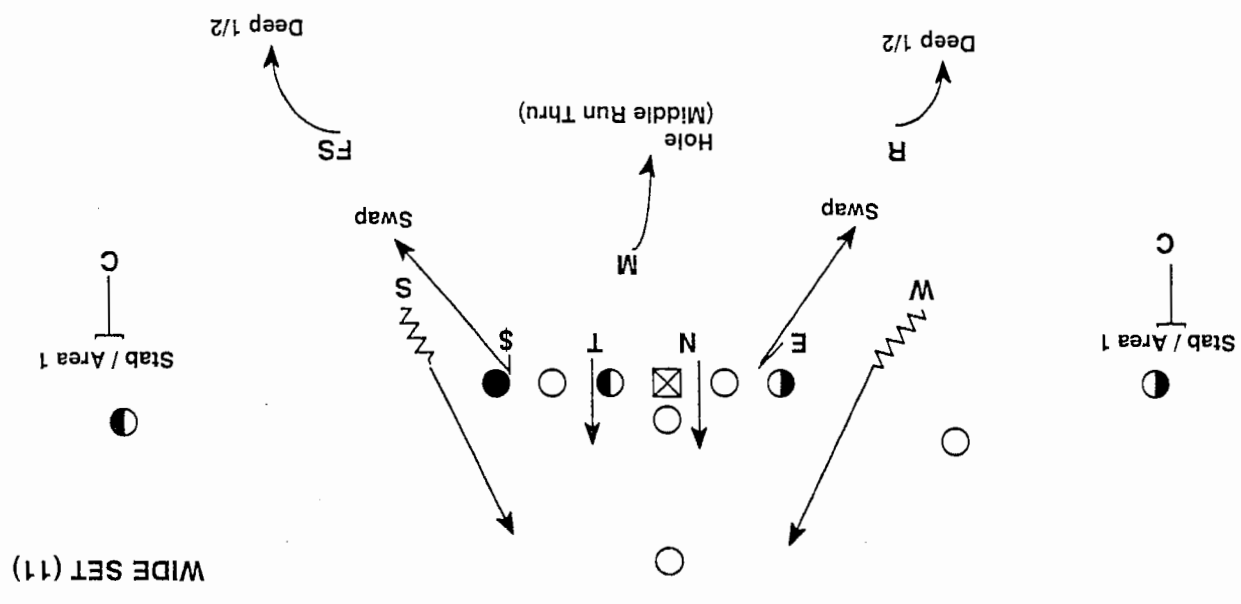
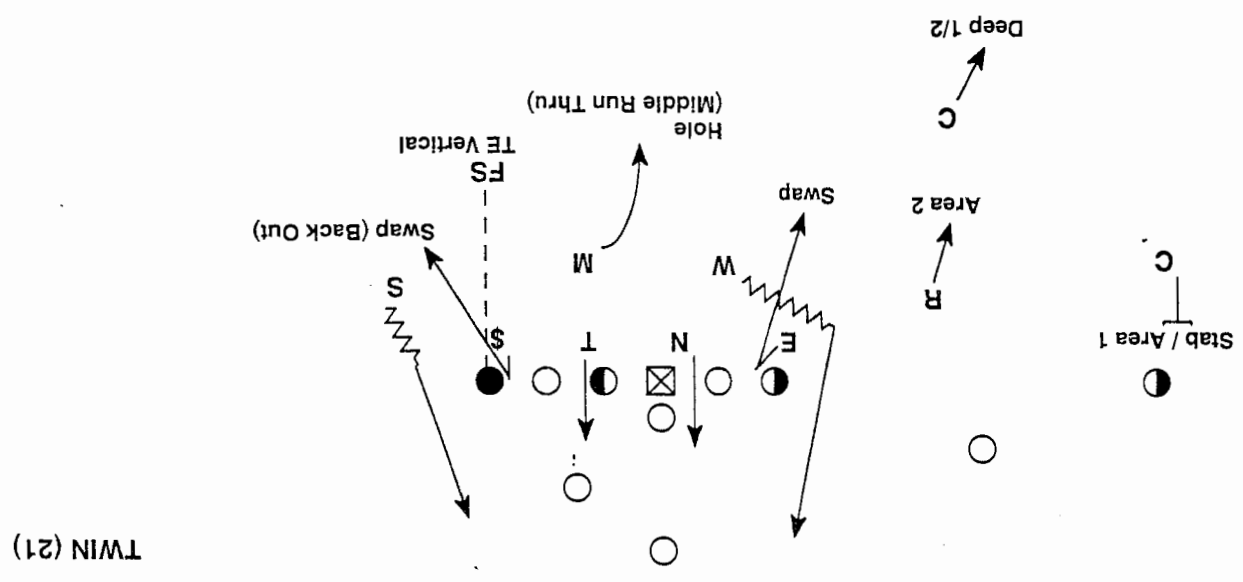
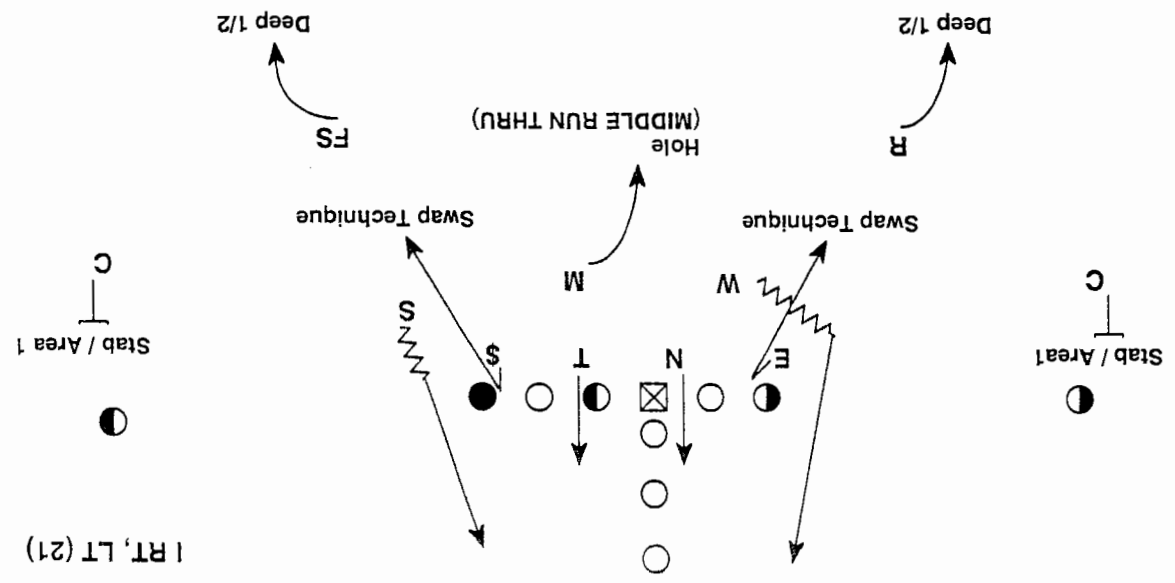


"STRONG ZONE" vs "20"

SPLIT BOMBERS (20)



1 RT, LT (21)



ODD PACKAGE

Our "ODD" group consists of 3 Defensive Lineman, 4 Linebackers, and 4 Defensive Backs. "ODD NICKEL" consists of 3 Defensive Lineman, 3 Linebackers, and 5 Defensive Backs.

Vs. 10 PERSONNEL & 11 PERSONNEL

1. ODD RT, LF / SARA LOAD, SPECIAL, EXCHANGE
2. ODD RT, LF / APACHE SPECIAL, EXCHANGE, WOLF
3. ODD NOSE WK DBL PINCH / GOLD
4. ODD NOSE WK SWAP TEXAS / GOLD
5. ODD STORM (X) SWAP TEXAS / GOLD
6. ODD STRONG / ZONE (LOAD vs 10)
7. ODD WEAK / ZONE
8. ODD SALLY / ZONE (LOAD)
9. ODD / 3 ROBBER ZONE
10. ODD (LIZ, WILL) / RED
11. ODD 9 MUG WEAK / ZONE
12. ODD STEM: BEAR (WILL) / MAN
13. ODD BACKERS / 0

Vs 20 PERSONNEL

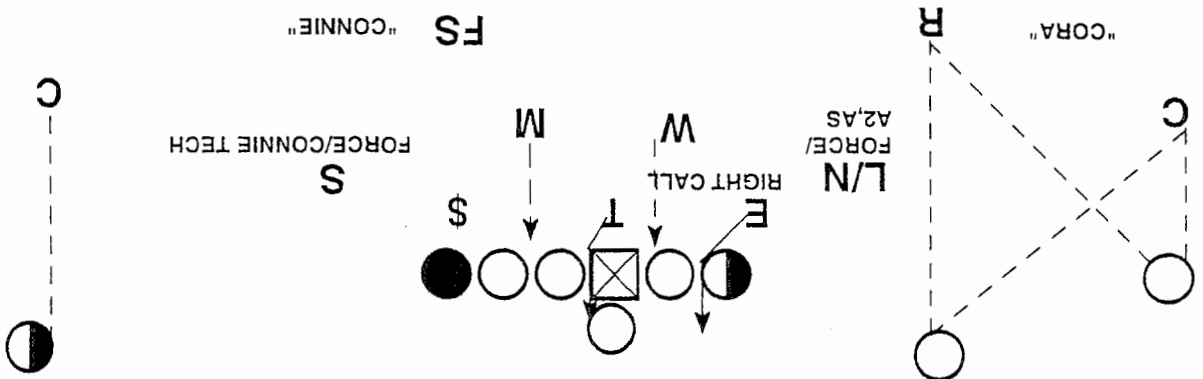
1. ODD / SARA SPECIAL, EXCHANGE
2. ODD / SARA STICK or VICE
3. ODD / APACHE STICK
4. ODD / APACHE VICE
5. ODD LIZ / APACHE
6. ODD STRONG / ZONE

Vs. 5 WR's - EMPTY

1. ODD / CORA APACHE
2. ODD / CORA CORA
3. ODD / BLITZ FIELD
4. ODD SALLY / ZONE
5. ODD / LOAD VICE

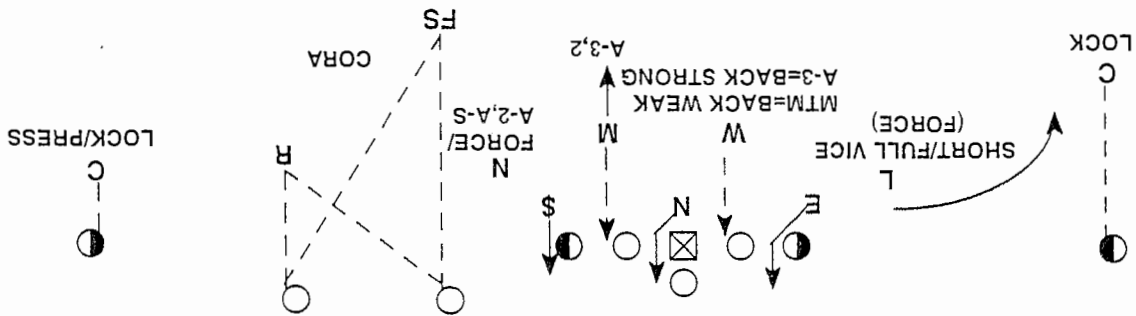
ODD RT,LT / SARA LOAD

SARA VS 2 X 2 - LOAD VS 3 X 1



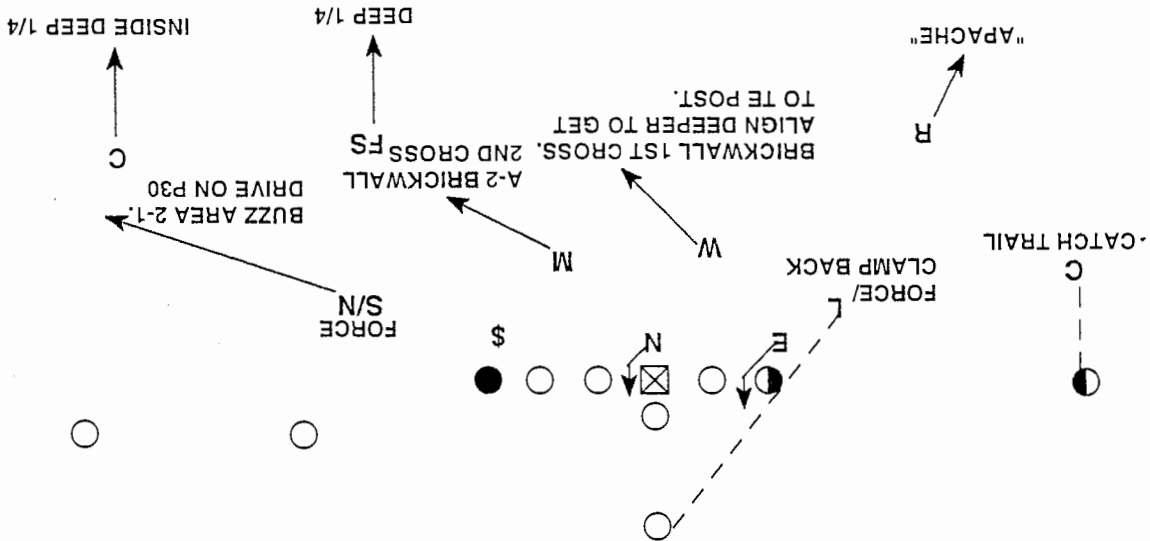
POSITION	ALIGNMENT / TECHNIQUE	KEY	RESPONSIBILITY	COACHING POINT
STUD	7 ALIGN & TECHNIQUE	TE	CONTAIN	STRONG C GAP
TACKLE	0 ALIGN / ANGLE STEP A GAP STRONG	BALL	STRONG A GAP	STRONG A GAP
END	5 ALIGN / ANGLE STEP B GAP WEAK	BALL	WEAK B GAP	WEAK B GAP ALERT "TEXAS" VS PASS
MIKE	30 ALIGNMENT	OG-BACK	CONNIE A-2/V-2	STRONG B GAP SOLO GAP
WILL	30 ALIGNMENT	OG-BACK	A-3 HOLE	WEAK A GAP GAME PLAN-SPY OB/BACK (SOLO)
SAM	WALK ALIGNMENT	TRIANGLE	CONNIE	FORCE
LIZ / NICKEL	WALK ALIGN / SEAL BY ALIGN TRIANGLE	TRIANGLE	A-2 ARROW SWING	FORCE
FS	1 X 8 ON TE / CONNIE	TE	CONNIE	TO= FILL AWAY= CUTBACK
ROVER	CORA TECHNIQUE	QB TO W	CORA	REACT
STRONG CORNER	LOCK / CONNIE	QB TO Z	LOCK	REACT
WEAK CORNER	CORA TECHNIQUE	W TO X	CORA	REACT

TRIPS OPEN



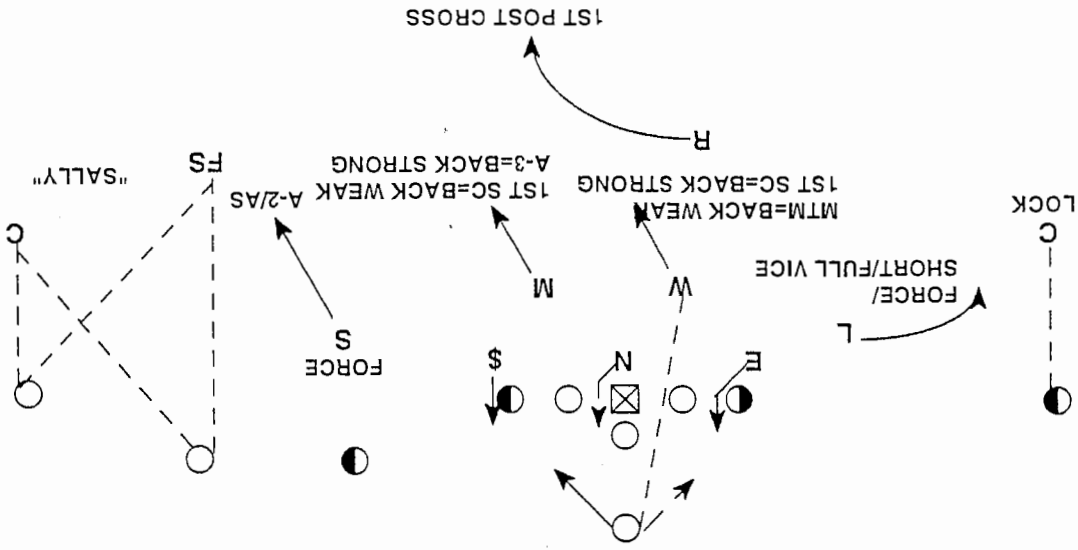
CHECK "LOAD" vs 3 X 1

TREY SET



CHECK "SPECIAL" vs 3 X 1

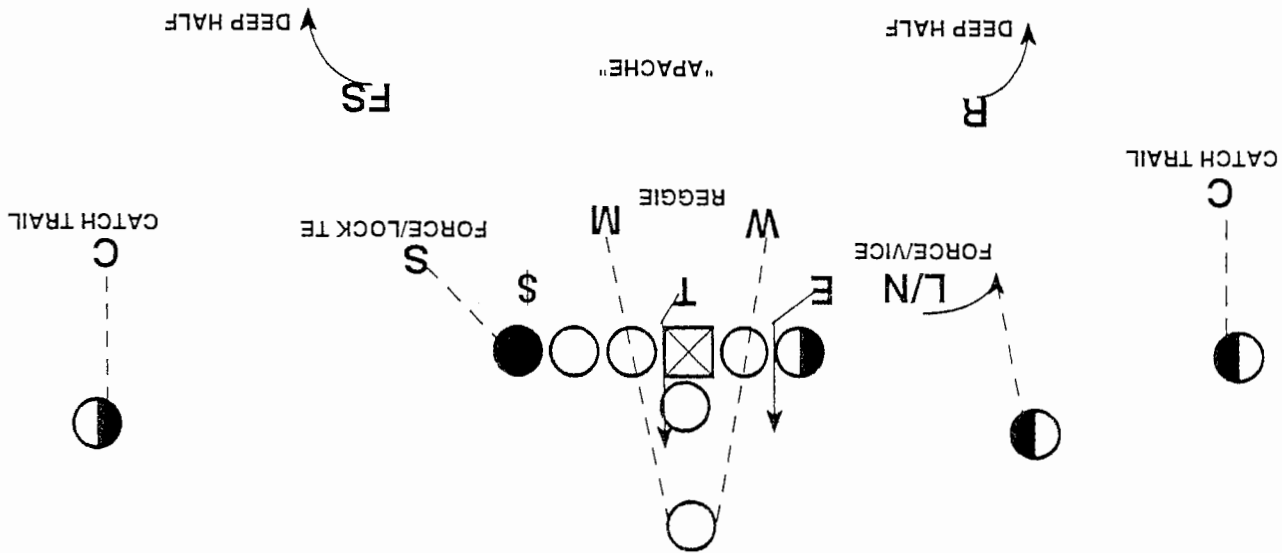
TRIPS OPEN



CHECK "EXCHANGE" vs 3 X 1

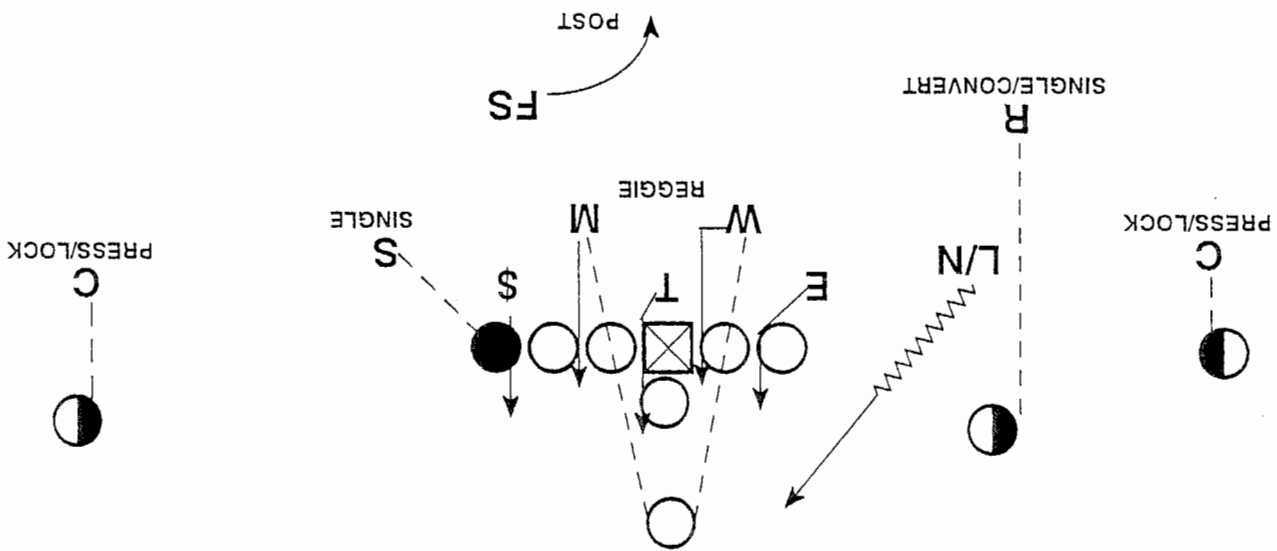
ODD RT, LT / APACHE SPECIAL or EXCHANGE

APACHE VS 2 x 2 - SPECIAL or EXCHANGE VS 3 x 1



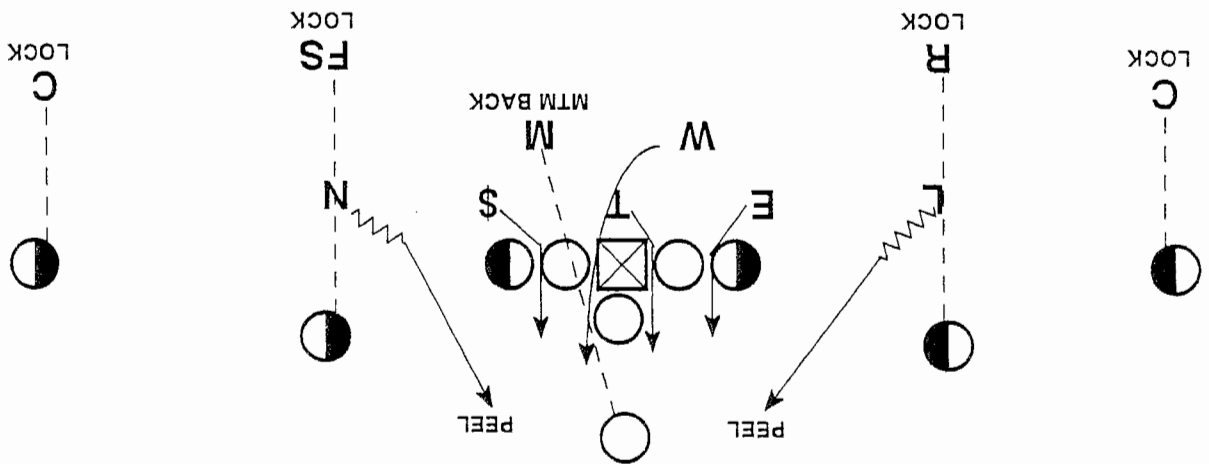
POSITION	ALIGNMENT / TECHNIQUE	KEY	RESPONSIBILITY	PASS RUN	COACHING POINT
STUD	7 ALIGN & TECHNIQUE	TE	CONTAIN	STRONG C GAP	
TACKLE	0 ALIGN / ANGLE STEP A GAP STRONG	BALL	STRONG A GAP	SAME	
END	5 ALIGN / ANGLE STEP B GAP WEAK	BALL	WEAK B GAP	SAME	ALERT "TEXAS" VS PASS
MIKE	30 ALIGNMENT / REGGIE	OG-BACK	HUG BACK/ HOLE	STRONG B GAP	HOLE = SHALLOW CROSS
WILL	30 ALIGNMENT / REGGIE	OG-BACK	HUG BACK/ HOLE	WEAK A GAP	HOLE = SHALLOW CROSS
SAM	WALK ALIGN / LOCK TE or #2	TRIANGLE	LOCK TE	FORCE	
LIZ / NICKEL	WALK, SEAL ALIGNMENT	TRIANGLE	VICE # 2	FORCE	
FS	HIGH ALIGN / DEEP HALF	QB TO Z & Y	DEEP 1/2	SECONDARY SUPPORT	GET DEPTH FAST & EARLY
ROVER	HIGH ALIGN / DEEP HALF	QB TO X & W	DEEP 1/2	SECONDARY SUPPORT	GET DEPTH FAST & EARLY
STRONG CORNER	1 x 5-7 INSIDE Z / TRAIL	Z	CATCH TRAIL	REACT	
WEAK CORNER	1 x 5-7 INSIDE X / TRAIL	X	CATCH TRAIL	REACT	

ODD LIZ (WILL) / RED



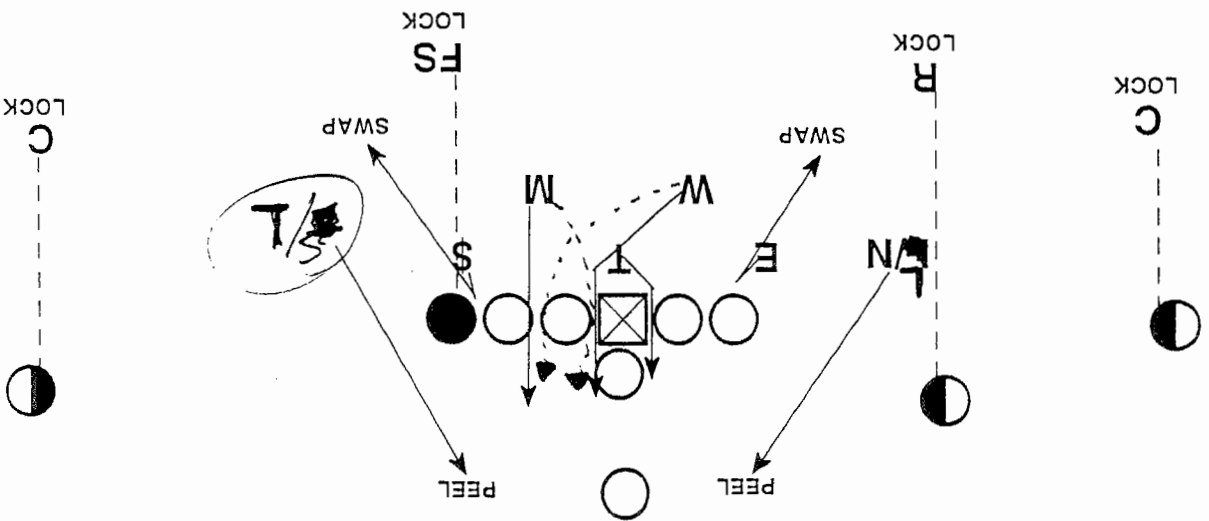
POSITION	ALIGNMENT / TECHNIQUE	KEY	RESPONSIBILITY	PASS RUN	COACHING POINT
STUD	7 ALIGN & TECHNIQUE	BALL-TE	STRONG C GAP	STRONG C GAP	
TACKLE	0 ALIGN / ANGLE STEP A GAP STRONG	BALL	STRONG A GAP	STRONG A GAP	
END	5 ALIGN / ANGLE STEP B GAP WEAK	BALL	WEAK B GAP	WEAK B GAP	
MIKE	30 ALIGN / REGGIE TECH	OG-BACK	HUG BACK / HOLE	STRONG B GAP	HOLE = SHALLOW CROSS
WILL	30 ALIGN / REGGIE TECH	OG-BACK	HUG BACK / HOLE	WEAK A GAP	HOLE = SHALLOW CROSS
SAM	WALK ALIGN	TRIANGLE	TE MTM	FORCE	SINGLE TECH
LIZ / NICKEL	WALK ALIGN	TRIANGLE	BLITZ / CONTAIN	FORCE	IF "WILL" CALL, REGGIE TECH WITH MIKE
FS	1 x 8-10 ON TE / POST	TE	POST	FILL	
ROVER	1 x 8 ON W / SINGLE	QB TO W	W MTM	REACT	POSSIBLE PRESS
STRONG CORNER	PRESS / ALERT FS HELP	Z	Z MTM	REACT	ALERT FS HELP HASH-SPLIT
WEAK CORNER	PRESS / ALERT FS HELP	X	X MTM	REACT	ALERT FS HELP HASH-SPLIT

POSITION	ALIGNMENT / TECHNIQUE	KEY	RESPONSIBILITY	PASS RUN	COACHING POINT
STUD	5 ALIGN / ANGLE STEP B GAP STRONG	BALL	B GAP STRONG	SAME	
TACKLE	0 ALIGN / ANGLE STEP A GAP WEAK	BALL	A GAP WEAK	SAME	
END	5 ALIGN / ANGLE STEP B GAP WEAK	BALL	B GAP WEAK	SAME	
MIKE	30 ALIGN / MTM BACK	OG-BACK	MTM BACK	SCRAPE TO FLOW ALERT "WRAP" VS BACK FLARE	
WILL	30/20 ALIGN / BLITZ A GAP STR	OG	A GAP STRONG	SAME	
SAM	WALK ALIGN / BLITZ	TRIANGLE	BLITZ/ CONTAIN	FORCE	
LIZ / NICKEL	WALK ALIGN / BLITZ	TRIANGLE	BLITZ/ CONTAIN	FORCE	
FS	1 x 8 ON Y / LOCK	QB TO Y	LOCK Y	REACT	CONTROL BP
ROVER	1 x 8 ON W / LOCK	QB TO W	LOCK W	REACT	CONTROL BP
STRONG CORNER	1 x 8 ON Z / LOCK	QB TO Z	LOCK Z	REACT	CONTROL BP
WEAK CORNER	1 x 8 ON X / LOCK	QB TO X	LOCK X	REACT	CONTROL BP



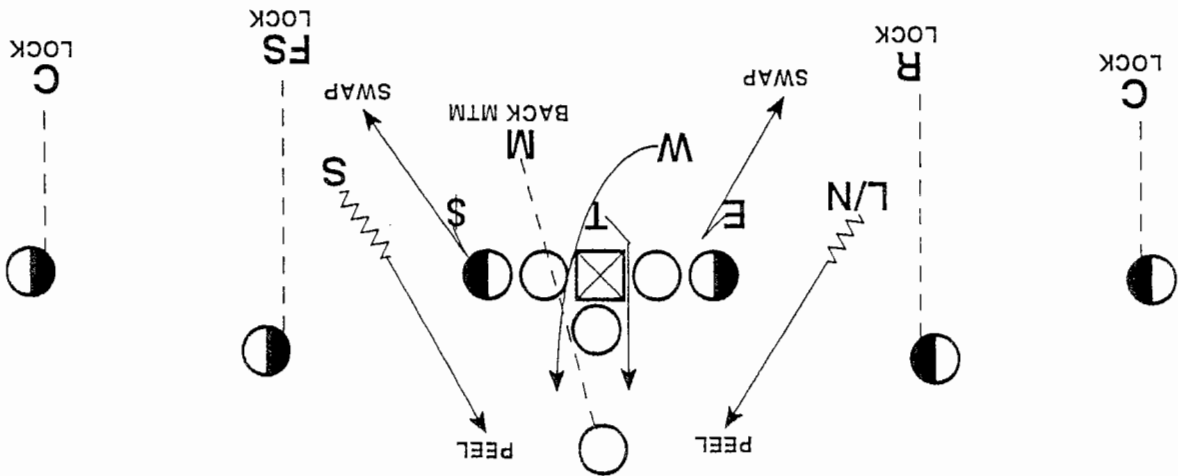
ODD NOSE WEAK DBL PINCH / GOLD

POSITION	ALIGNMENT / TECHNIQUE	KEY	RESPONSIBILITY	COACHING POINT
STUD	7 ALIGN / SWAP TECHNIQUE	TE	DROP / 1st COLOR	PLAY RUN FIRST (SCREEN ALERT)
TACKLE	0 ALIGN / ANGLE STEP	BALL	A GAP	WEAK A GAP
END	5 ALIGN / TEXAS, SWAP	OT	DROP / 1st COLOR	WEAK B GAP (SCREEN ALERT)
MIKE	30 ALIGN	OG	STRONG B GAP	STRONG B GAP
WILL	30 ALIGN	OG	STRONG A GAP	STRONG A GAP
SAM	WALK ALIGN	TRIANGLE	BLITZ / CONTAIN	PEEL ON FLARE
LIZ / NICKEL	WALK ALIGN	TRIANGLE	BLITZ / CONTAIN	PEEL ON FLARE
FS	1 x 8 INSIDE ON TE / LOCK	TE	LOCK TE	REACT
ROVER	1 x 8 INSIDE ON W / LOCK	QB TO W	LOCK W	REACT
STRONG CORNER	1 x 8 INSIDE ON Z / LOCK	QB TO Z	LOCK Z	REACT
WEAK CORNER	1 x 8 INSIDE ON X / LOCK	QB TO X	LOCK X	REACT



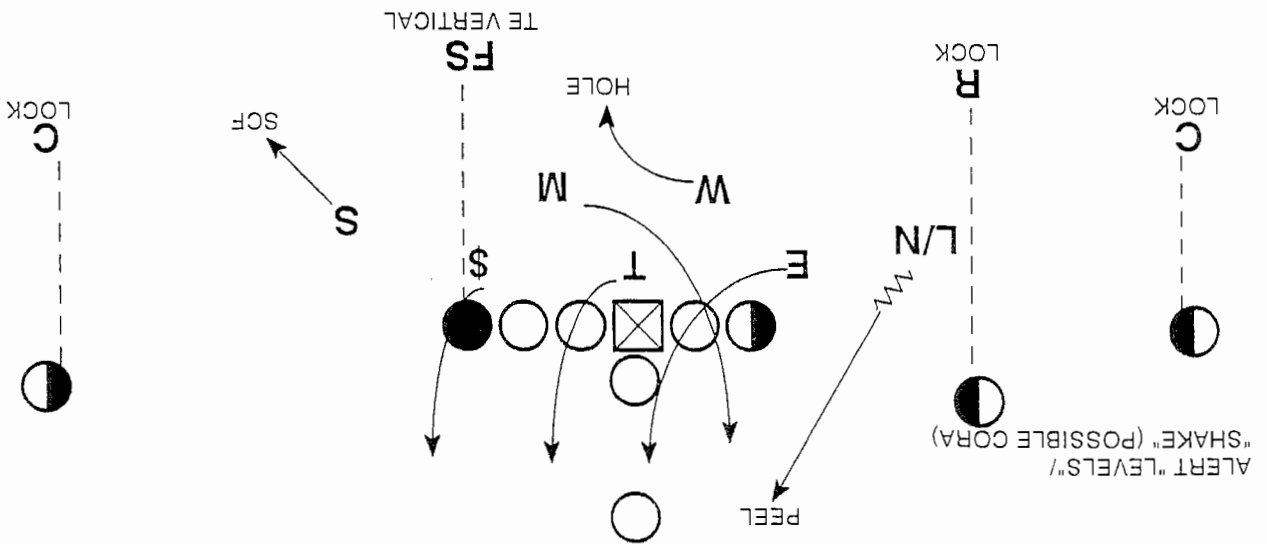
*ODD NOSE WEAK STORM (X) SWAP TEXAS/GOLD

ODD NOSE WEAK SWAP TEXAS / GOLD



POSITION	ALIGNMENT / TECHNIQUE	KEY	RESPONSIBILITY	PASS	COACHING POINT
STUD	5 ALIGN / SWAP TECHNIQUE	OT	DROP /1st COLOR	PIN OT	PLAY RUN FIRST (SCREEN ALERT)
TACKLE	O ALIGN / ANGLE STEP WEAK A GAP	BALL	WEAK A GAP	SAME	
END	5 ALIGN / TEXAS, SWAP	OT	DROP /1st COLOR	WEAK B GAP	PLAY RUN FIRST (SCREEN ALERT)
MIKE	30 ALIGN / BACK MAN	OG-BACK	BACK MTM	STRONG B GAP	GAME PLAN HUG TECHNIQUE
WILL	30 ALIGN	OG	BLITZ A GAP STRONG	STRONG A GAP	
SAM	WALK ALIGN	TRIANGLE	BLITZ / CONTAIN	FORCE	
LIZ / NICKEL	WALK ALIGN	TRIANGLE	BLITZ / CONTAIN	FORCE	
FS	1 x 8 INSIDE Y / LOCK	QB TO Y	LOCK Y	REACT VS WR FILL VS TE	
ROVER	1 x 8 INSIDE W / LOCK	QB TO W	LOCK W	REACT	
STRONG CORNER	1 x 8 INSIDE Z / LOCK	QB TO Z	LOCK Z	REACT	
WEAK CORNER	1 x 8 INSIDE X / LOCK	QB TO X	LOCK X	REACT	

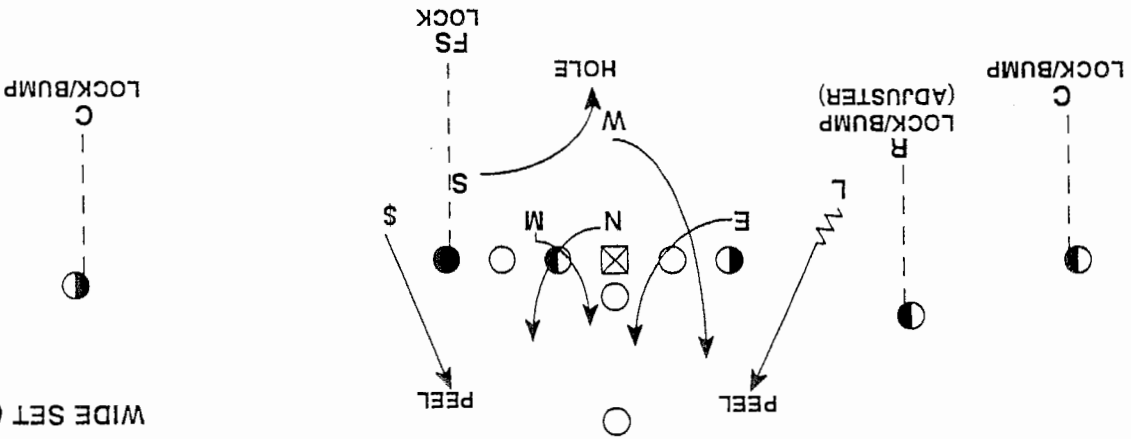
ODD WEAK / ZONE



POSITION	ALIGNMENT / TECHNIQUE	KEY	RESPONSIBILITY	PASS	COACHING POINT
STUD	7 ALIGN & TECHNIQUE	TE	CONTAIN	STRONG C GAP	
TACKLE	0 ALIGN / ANGLE STEP	BALL	STRONG A GAP	SAME	
END	5 ALIGN / LONG STICK	BALL	LONG STICK	SAME	
MIKE	30 ALIGN / WRAP WEAK	OG-BACK	WRAP WK C GAP	SAME	Game Plan may dictate Willy Blitz, Mike Hole.
WILL	30 ALIGNMENT	OG-BACK	HOLE	SCRAPE	Game Plan may dictate Willy Blitz, Mike Hole.
SAM	WALK ALIGN	TRIANGLE	SCF	FORCE	
LIZ / NICKEL	WALK ALIGN	TRIANGLE	BLITZ/ CONTAIN	FORCE	
FS	1 x 8 INSIDE TE / VERT. TE	TE TO QB	TE ON ANY VERTICAL RELEASE	FILL	
ROVER	1 x 8 INSIDE W / LOCK	QB TO W	LOCK W	REACT	Alert For Potential Pick, Levels, Shake. GP = Cora
STRONG CORNER	1 x 8 INSIDE Z / LOCK	QB TO Z	LOCK Z	REACT	
WEAK CORNER	1 x 8 INSIDE X / LOCK	QB TO X	LOCK X	REACT	

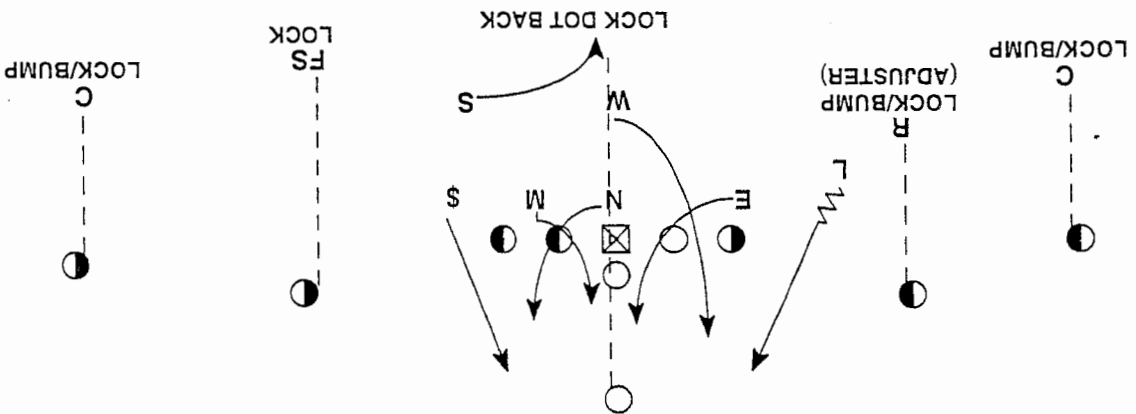
ODD 9 MUG WEAK / ZONE

WIDE SET (11)

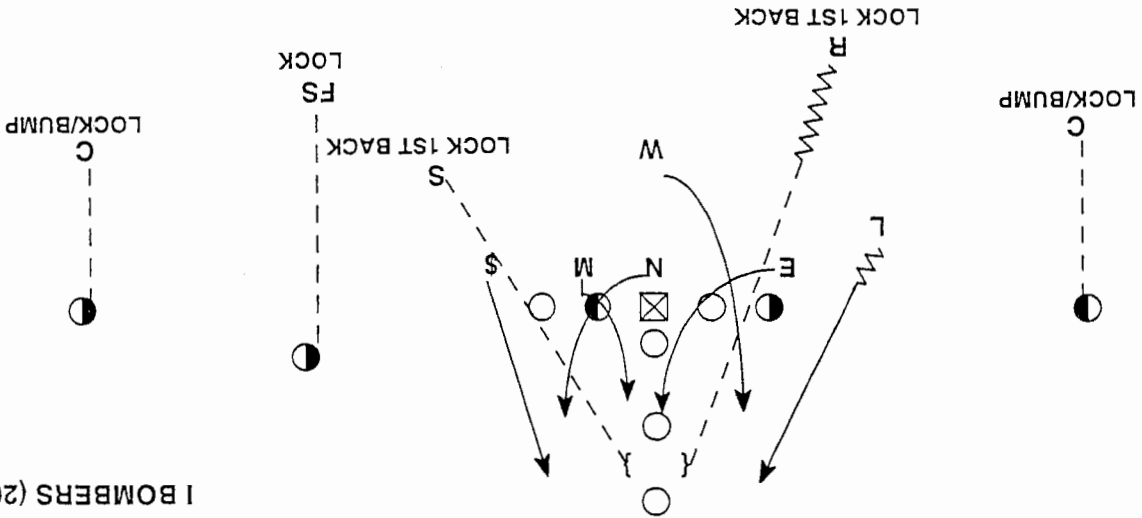


ODD 9 MUG WEAK / ZONE = Mug aligns the Mike on the line of scrimmage (3 Technique for this call). The Mike will delay to allow the Nose Long stick to B Gap strong, then blitz A Gap strong. Sam will align on the TE or stacked according to Game Plan. Game Plan will also dictate whether Liz/Nickel and Sam Peel on the Dot Back or assign the Sam to take him man.

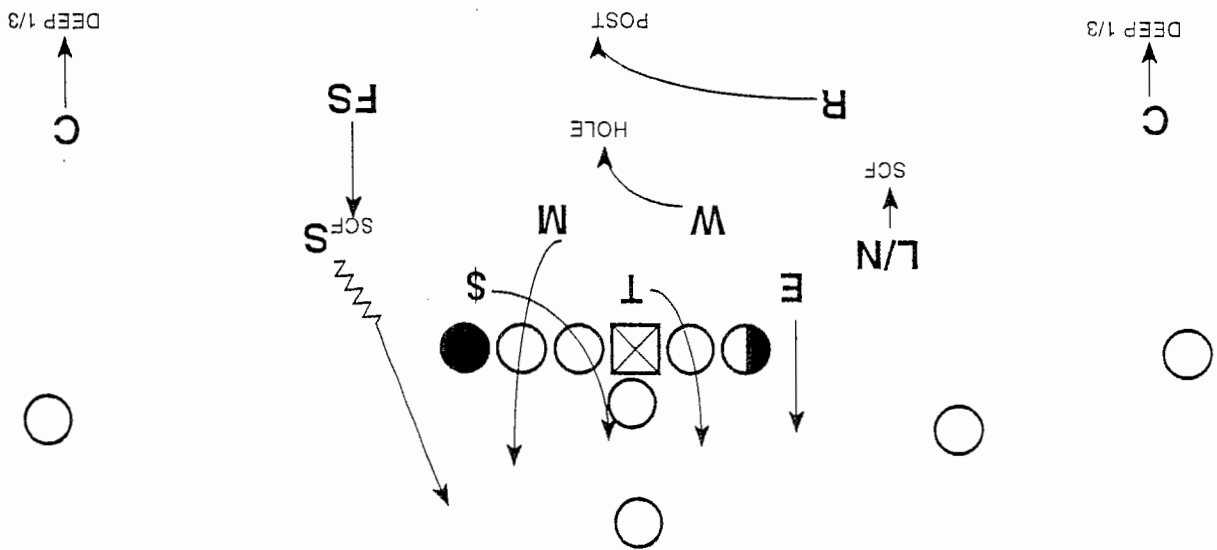
GUADS (10)



I BOMBERS (20)

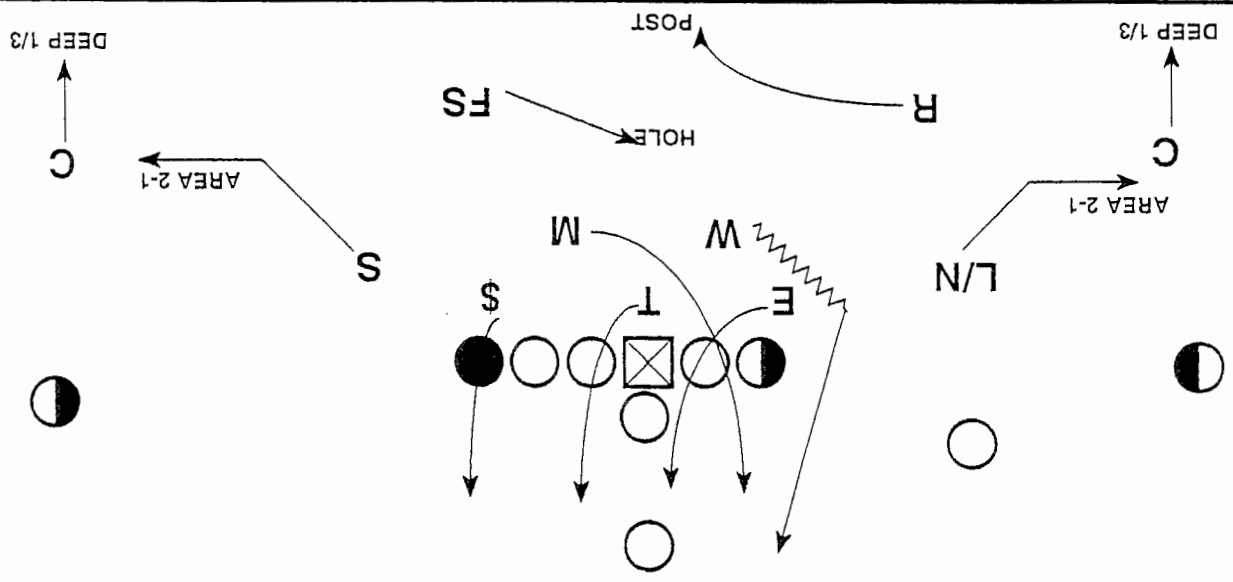


ODD STRONG / ZONE (LOAD)



POSITION	ALIGNMENT / TECHNIQUE	KEY	RESPONSIBILITY	PASS RUN	COACHING POINT
STUD	5 ALIGN / LONG STICK	BALL	STRONG A GAP	SAME	
TACKLE	0 ALIGN / ANGLE STEP WEAK A GAP	BALL	WEAK A GAP	SAME	GAME PLAN "N"
END	5 TECHNIQUE	OT	CONTAIN	WEAK C GAP	GAME PLAN "N"
MIKE	30 ALIGN / WRAP C GAP	OG-BACK	STRONG C GAP	SAME	
WILL	30 ALIGNMENT	OG-BACK	HOLE	WEAK B GAP	
SAM	WALK ALIGN / BLITZ	TRIANGLE	CONTAIN	FORCE	GAME PLAN "PEEL"
LIZ / NICKEL	WALK ALIGN / SCF TECH	TRIANGLE	SCF	FORCE	SEAM # 2
FS	1x 8-10 OUTSIDE TE	TE	SCF	FILL & CUTBACK	
ROVER	HIGH ALIGN / POST TECH	QB TO Y & W	POST	FILL	
STRONG CORNER	1x 8-10 INSIDE Z / DEEP 1/3	QB TO Z	DEEP 1/3	REACT	
WEAK CORNER	1x 8-10 INSIDE X / DEEP 1/3	QB TO X	DEEP 1/3	REACT	

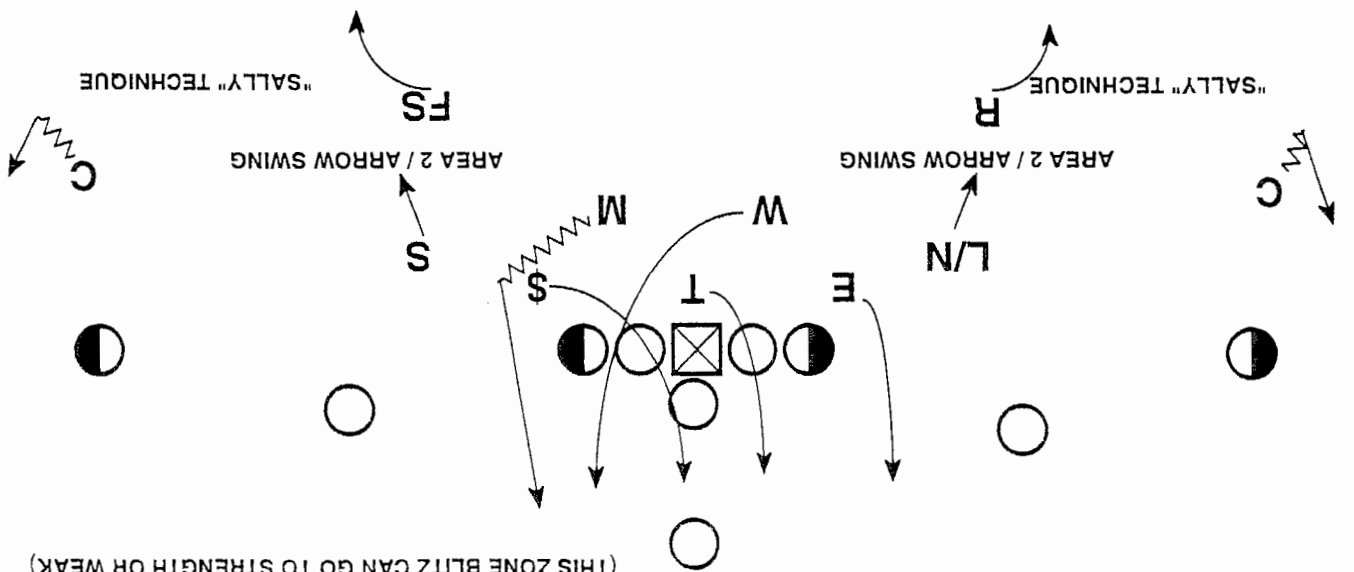
ODD / 3 ROBBERS ZONE



POSITION	ALIGNMENT / TECHNIQUE	KEY	RESPONSIBILITY	PASS RUN	COACHING POINT
STUD	7 ALIGN & TECHNIQUE	TE			Game Plan Pressure. Weak or Strong Zone
TACKLE	0 ALIGN / WK or STRONG ZONE	BALL			Game Plan Pressure. Weak or Strong Zone
END	5 ALIGN / LONG STICK	BALL			Game Plan Pressure. Weak or Strong Zone
MIKE	30 ALIGN / GP WRAP	OG-BACK	GAME PLAN		Game Plan Pressure. Weak or Strong Zone. Possible Dog The Back.
WILL	30 ALIGN / GP WRAP	OG-BACK	GAME PLAN		Game Plan Pressure. Weak or Strong Zone. Possible Dog The Back.
SAM	WALK ALIGNMENT	TRIANGLE	AREA 2-1	FORCE	
LIZ / NICKEL	WALK ALIGNMENT	TRIANGLE	AREA 2-1	FORCE	
FS	1 x 10-12 TE / GP POST or HOLE	QB	POST/HOLE	FILL	Hole = Shallow Cross. Screen, QB Scramble.
ROVER	HIGH ALIGN / GP POST or HOLE	QB	POST/HOLE	FILL	Hole = Shallow Cross. Screen, QB Scramble.
STRONG CORNER	1 x 10-12 INSIDE Z / DEEP 1/3	QB-WRS	DEEP 1/3	2nd SUPPORT	
WEAK CORNER	1 x 10-12 INSIDE X / DEEP 1/3	QB-WRS	DEEP 1/3	2nd SUPPORT	

ODD / SALLY ZONE (LOAD)

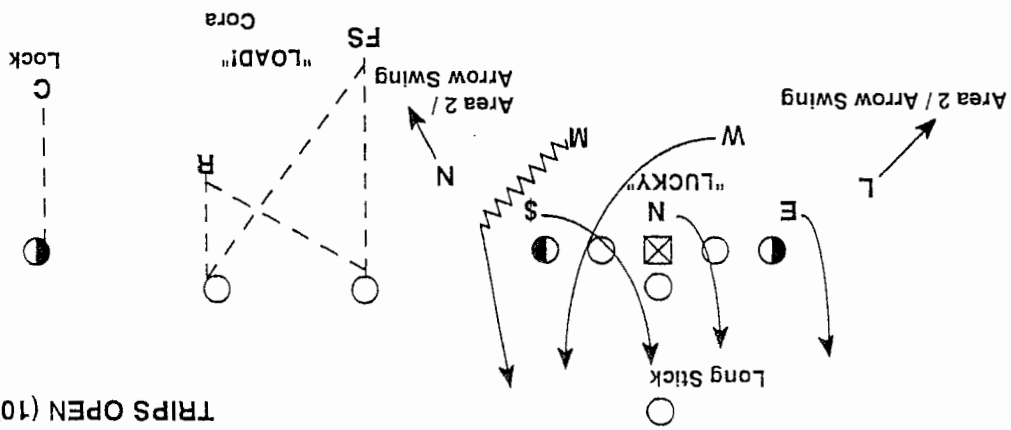
(THIS ZONE BLITZ CAN GO TO STRENGTH OR WEAK)



POSITION	ALIGNMENT / TECHNIQUE	KEY	RESPONSIBILITY	PASS RUN	COACHING POINT
STUD	5 ALIGN / LONG STICK	BALL	STRONG A GAP	SAME	ALERT "RINGO" or "LUCKY" CALL
TACKLE	0 ALIGN / ANGLE STEP WEAK A GAP (LONG STICK)	BALL	WEAK A GAP	SAME	ALERT "RINGO" or "LUCKY" CALL
END	5 ALIGN & TECHNIQUE	OT	CONTAIN	C GAP	ALERT "RINGO" or "LUCKY" CALL
MIKE	BLITZ EDGE or WRAP	BALL TO BACK	CONTAIN IF EDGE RUSH	FORCE IF EDGE RUSH	
WILL	BLITZ EDGE or WRAP	OG-BACK	WRAP	SAME	
SAM	WALK ALIGN	TRIANGLE	AREA 2 / ARROW SWING ON #3	FORCE	HANG IN AREA 2
LIZ / NICKEL	WALK ALIGN	TRIANGLE	AREA 2 / ARROW SWING ON #3	FORCE	HANG IN AREA 2
FS	HIGH ALIGN / SALLY TECH	#2 to #1	SALLY	SECONDARY SUPPORT	
ROVER	HIGH ALIGN / SALLY TECH	#2 to #1	SALLY	SECONDARY SUPPORT	
STRONG CORNER	1 x 5 - 7 OUTSIDE Z / SALLY TECHNIQUE	#2 to #1	SALLY	SECONDARY SUPPORT	
WEAK CORNER	1 x 5 - 7 OUTSIDE X / SALLY TECHNIQUE	#2 to #1	SALLY	SECONDARY SUPPORT	

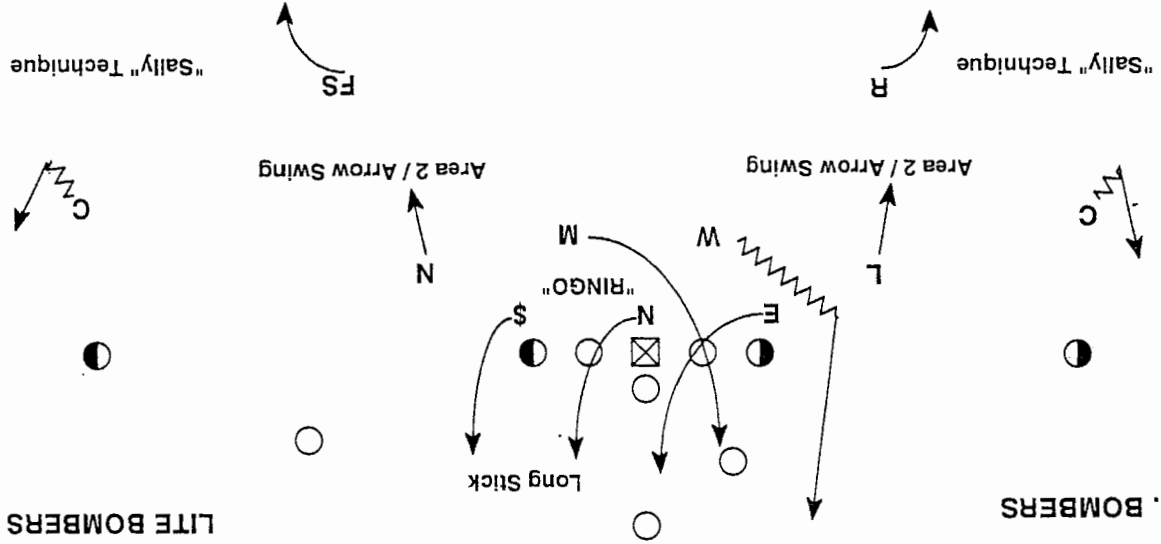
ODD / SALLY ZONE (LOAD)

TRIPS OPEN (10)



"LOAD" vs. 3 x 1

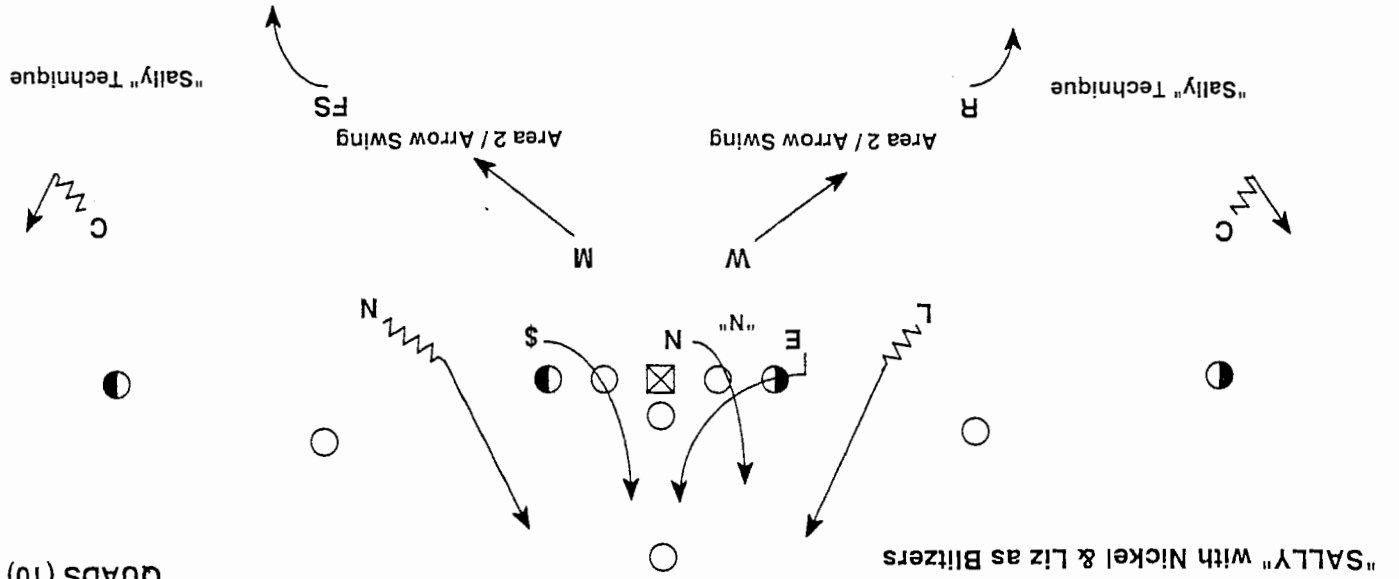
LITE BOMBERS (20)



"SALLY" vs. BOMBERS

"Weak Zone" as Dog the Back Possibility (Game Plan)

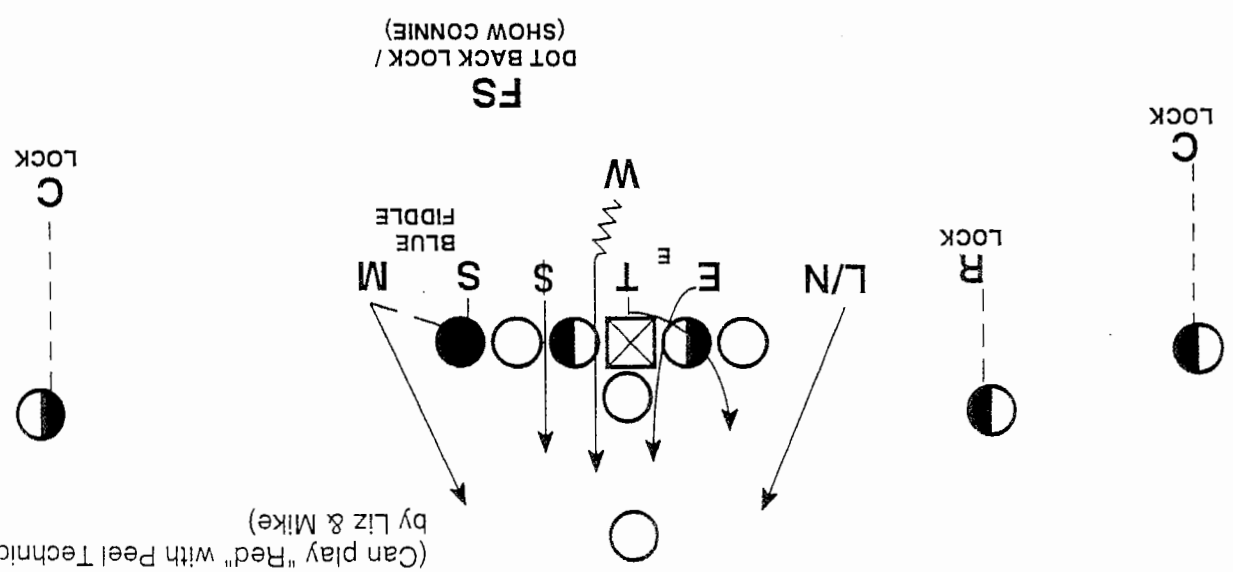
QUADS (10)



"SALLY" with Nickel & Liz as Blitzers

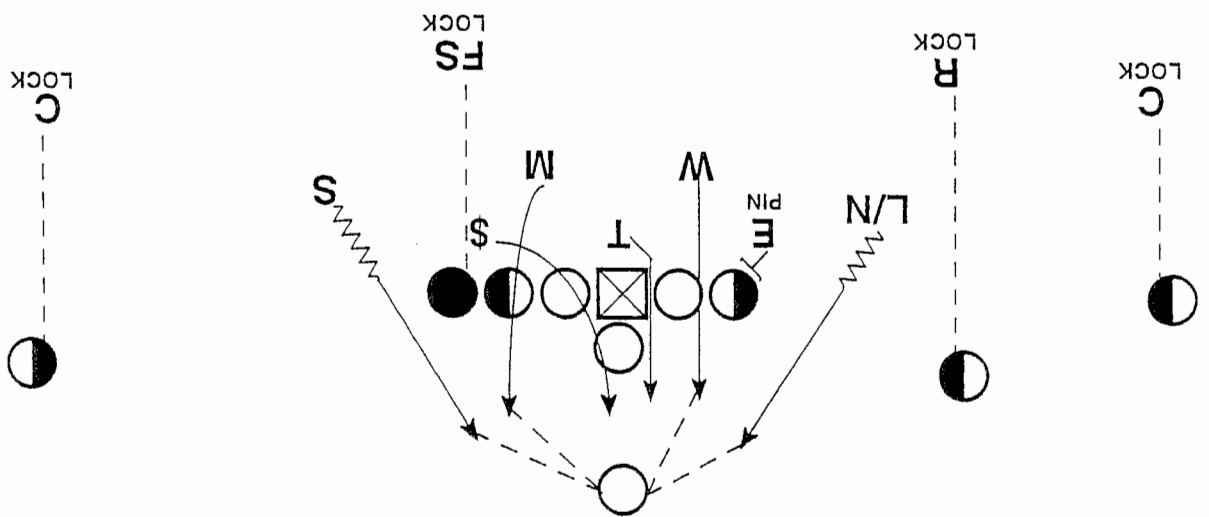
ODD STEM BEAR (E) / MAN

(Can play "Red" with Peel Technique by Liz & Mike)



POSITION	ALIGNMENT / TECHNIQUE	KEY	RESPONSIBILITY	PASS	COACHING POINT
STUD	STEM TO WIDE 5 TECH	OG	RUSH B GAP STRONG	SAME	
TACKLE	O ALIGN / E GAME	BALL	E	SAME	
END	STEM TO WIDE 5 TECH. / E GAME	BALL	E	SAME	
MIKE	STEM TO WIDE 9 TECH	TRIANGLE	CONTAIN	FORCE	BLUE FIDDLE WITH SAM
WILL	OO ALIGN / BLITZ STRONG A GAP	OC-QB	BLITZ STRONG A GAP		
SAM	STEM TO 7 TECH	TE	BLUE FIDDLE	C GAP STRONG	BLUE FIDDLE WITH MIKE
LIZ / NICKEL	STEM TO WIDE 5 TECH	TRIANGLE	CONTAIN	FORCE	
FS	SHOW CONNIE / DOT BACK LOCK	DOT BACK / QB	DOT BACK / LOCK	FILL	
ROVER	LOCK / BUMP W (ADJUST)	W	LOCK W	REACT	
STRONG CORNER	LOCK / BUMP Z	Z	LOCK Z	REACT	
WEAK CORNER	LOCK / BUMP X	X	LOCK X	REACT	

ODD BACKERS / 0



POSITION	ALIGNMENT / TECHNIQUE	KEY	RESPONSIBILITY	COACHING POINT
STUD	5 ALIGN / LONG STICK	BALL	STRONG A GAP	SAME AS STRONG ZONE
TACKLE	0 ALIGN / ANGLE STEP WEAK A GAP	BALL	WEAK A GAP	SAME
END	5 ALIGN / PIN TECH	OT	OCCUPY OT (PIN)	WEAK C GAP
MIKE	30 ALIGN / WRAP TO C GAP	OG	STRONG C GAP	SAME AS STRONG ZONE BACK INSIDE = HUG.
WILL	30 ALIGN / BLITZ B GAP	OG	WEAK B GAP	SAME BACK INSIDE=HUG
SAM	WALK ALIGN / BLITZ	TRIANGLE	BLITZ / CONTAIN	FORCE PEEL VS FLARE
LIZ / NICKEL	WALK ALIGN / BLITZ	TRIANGLE	BLITZ / CONTAIN	FORCE PEEL VS FLARE
FS	1 x 8 INSIDE Y / LOCK	QB TO Y	LOCK Y	REACT VS WR FILL VS TE
ROVER	1 x 8 INSIDE W / LOCK	QB TO W	LOCK W	REACT CONTROL BP
STRONG CORNER	1 x 8 INSIDE Z / LOCK	QB TO Z	LOCK Z	REACT CONTROL BP
WEAK CORNER	1 x 8 INSIDE X / LOCK	QB TO X	LOCK X	REACT CONTROL BP

PRIMARY NICKEL COVERAGES

We can vary the personnel to make the group either Nickel or Dime. Generally we will use this group in passing situations and offensive personnel substitutions. We can run all of our "Bronco" and "Odd Nickel" coverages as well as the following.

Alignments

Nickel = Normally a corner will be substituted.
Nickel Covers - Two Backs = Weak Back (Bombers / 20 = Slot)
One Back = Displaced Back

SS = Our SS will be a defensive back, but could be a Sam LB. Align to the TE side regardless of the number of backs. If no TE, align to the fourth receiver. If Bombers, align to the Weak Back.

Will = Two backs align to the strong back.

One Back align to the TE side, alignment varies on coverage.

Mike = Two backs align weak.

One back = align over remaining back. (Cover will vary alignment.)

Cover Descriptions

1. "Apache" - Two deep zone, five under man. We will play vs any set. The Safeties have the ability to control the Corners, in that if a split is too wide by an outside receiver, the Safety may "Lock" that corner, then play the half over the inside receivers.

2. "Bracket" - The Safeties will Bracket any two receivers according to set/game plan. We will also Bracket out of the "Frisco" alignment. (One Safety in the box.) Bracket is not a true double cover, although it can be, generally we will pass off routes to the "help" defender.

3. "Chief" - A double man free, with one safety playing the Post and the other playing the short middle. The short defender will play from a "Frisco" alignment as well.

4. "Kick" - Generally used vs two receivers (Twin look) regardless of the set. It may be played to both sides of the set, but normally played to the field. Corner to the twin side will give a press disguise, but on the snap play soft flat man clue. Safety to the "kick" side will play #1 man.

5. "Sally" - Soft Cover 2. See Bronco Covers.

6. "Sally Match" - This is our Sally cover except that the Nickel will play man on the displaced back.

7. "Black" - Man Free cover with one safety or linebacker blitzing.

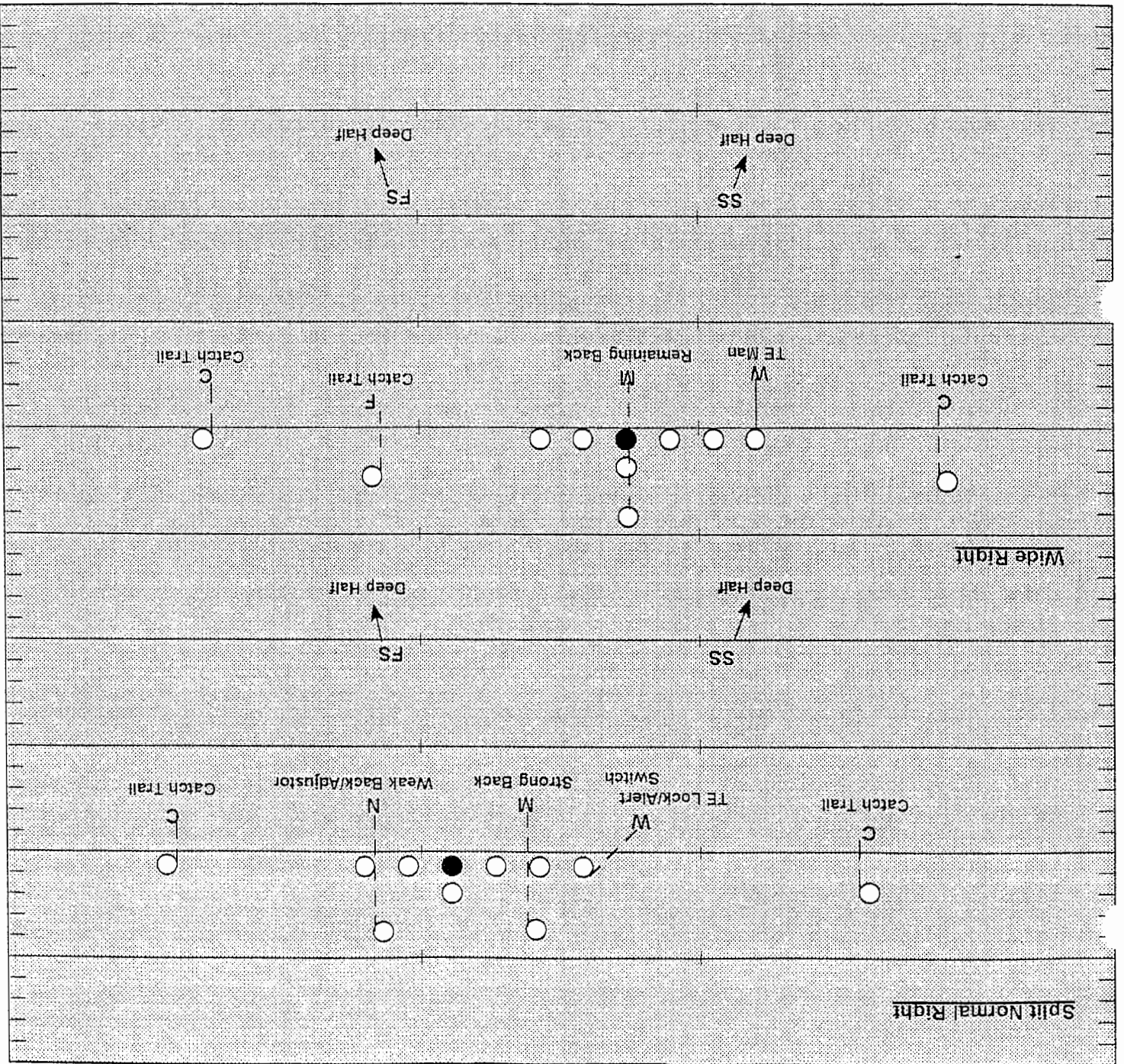
8. "Red" - True Man Free. Falcon is the adjuster. Mike & Will reggie the Dot or remaining back. SS Lock on the TE or #2 strong. Same as Bronco.

9. "Special" & "Exchange" - Just as our Duck covers but out of Nickel.

10. "White" & "Gold" - Just as our Duck covers but out of Nickel.

11. "Cover 77" - Like Sara in that "77" is half side calls by the Safeties using primary Falcon Techniques. Bracket, Kick, Apache, Swipe, Sally.

COVER APACHE



Cover Apache - This is a Two Deep Safety Zone, with man under cover. The Corners, Nickel, and Will play a "Trail" technique. Depending on the width of X or Z, the Safety to that side may "Lock" the corner and play on top of the inside threat only. Vs. a single receiver side the Rover or Free Safety will play a "Vice" or "Short Vice" Technique. This will help with run support to that side. (BRONCO, ODD, & NICKEL GROUPS)

Apache techniques may be a part of several coverages. Understand that "Apache" will indicate a Safety in the Deep Half, and a Trail underneath.

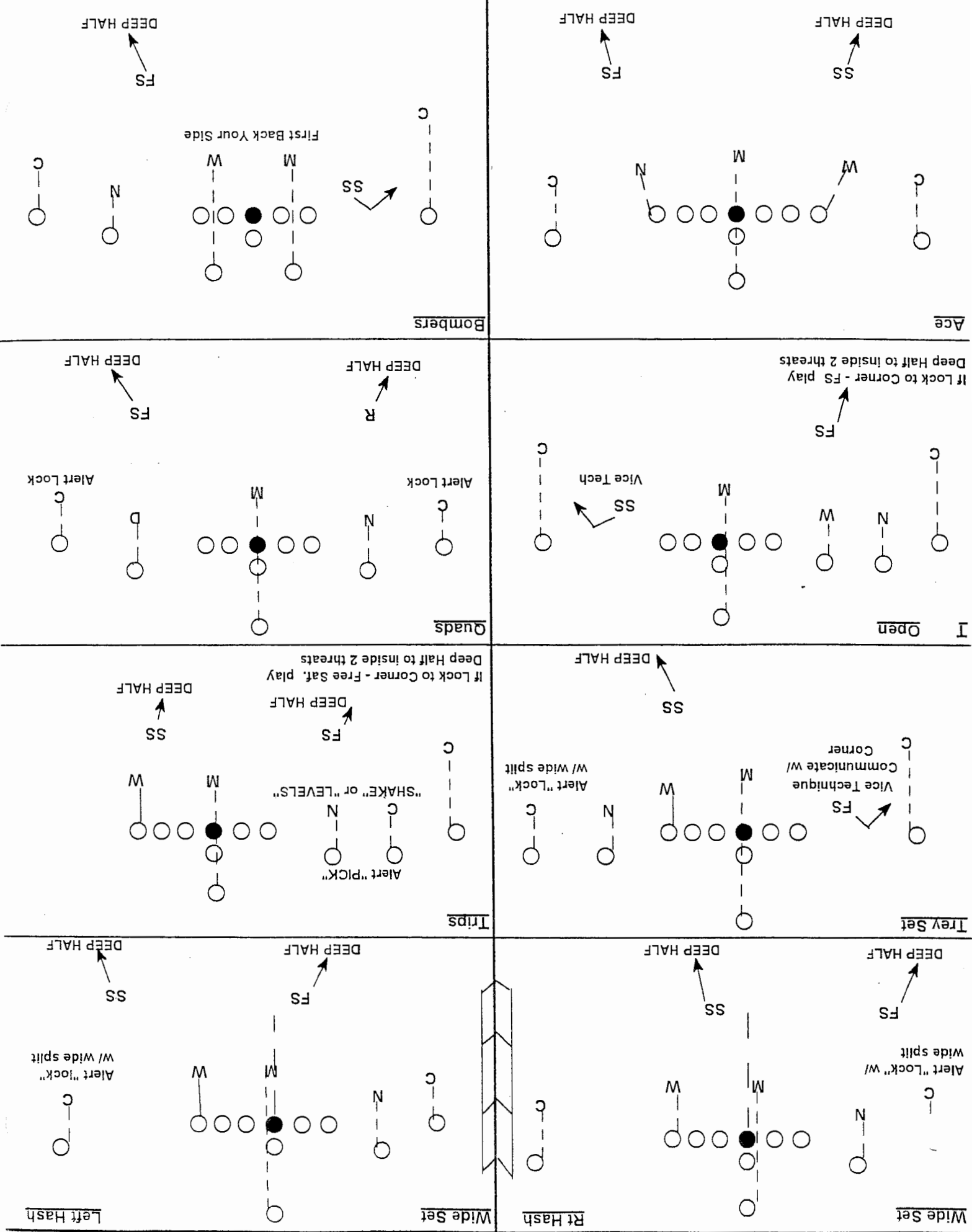
MIKE - Man on Strong Back/Remaining Back
 Game plan Clamp, Banjo w/ Dime

WILL - TE Man. Switch align places you on the I.O.s. Game plan Banjo w/ Mike.

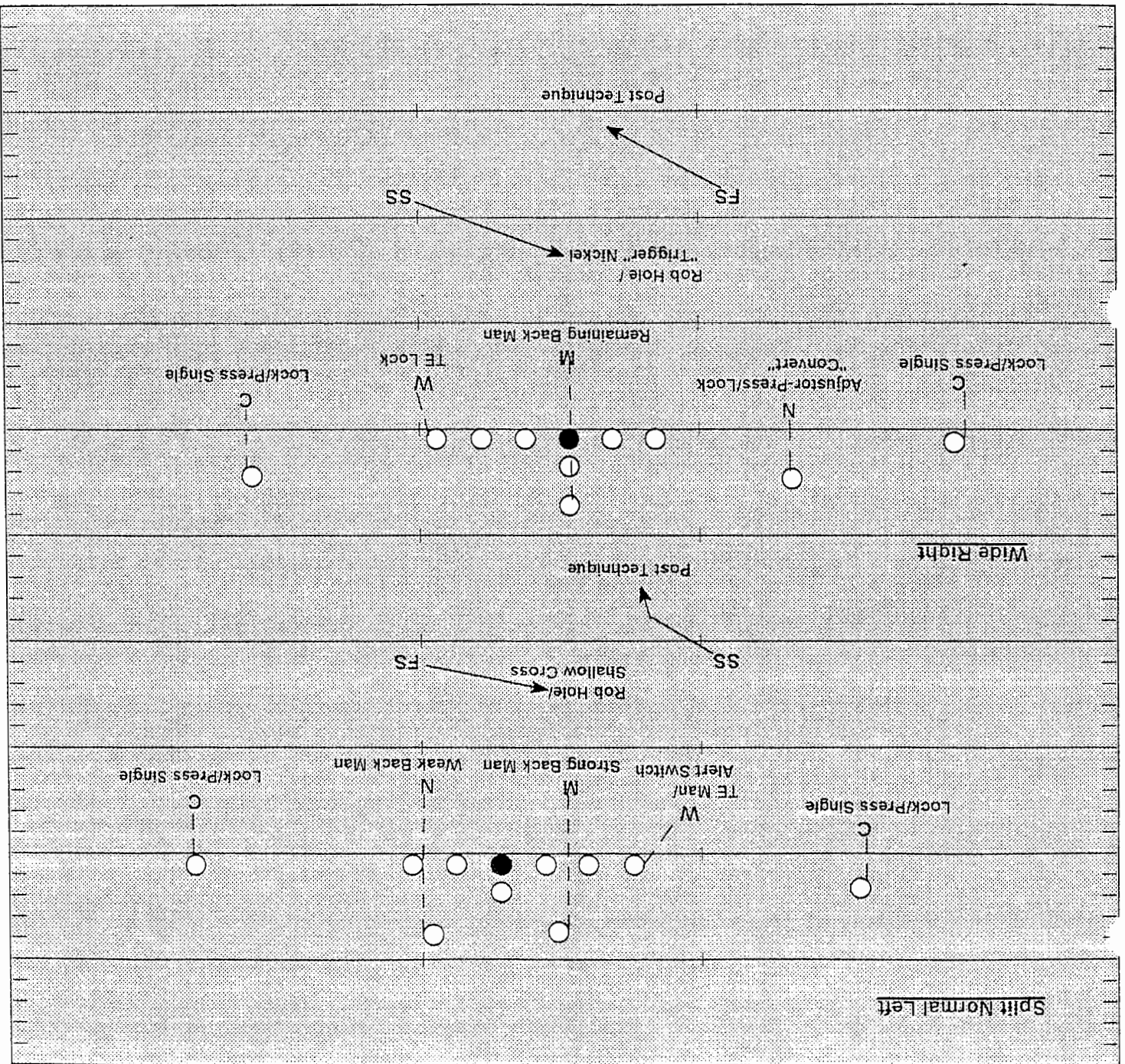
NICKEL - Vs. two backs, man on weak back. You are the adjustor vs any motion out of the backfield and align to the displaced back. Trail technique.

CORNERS - Catch Trail. Alert Lock call from Safety

APACHE TO VARIOUS SETS



COVER CHIEF



Cover Chief - This is a double man free coverage. One Safety will play the deep Post while the other will Rob the "Hole". We will "Trigger" the most dangerous receiver for the Hole defender to help. Corners and Nickel will play outside leverage, you have help inside both short and deep. Nickel and Dime vs receivers alert for a Convert technique.

A "Frisco" call will put the short defender up into the box. All remains the same, you are just starting from a different alignment.

MIKE - Man on Strong Back/Remaining Back.
 Game plan will dictate banjo w/ Dime

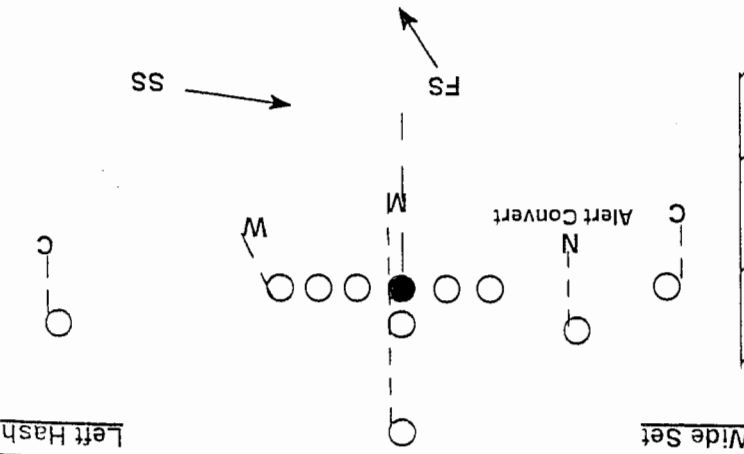
WILL - TE Man. Possible Convert vs a receiver.

FS & SS - Set will determine who will play the Post and who will play short.
 Alert "Frisco" call
 NICKEL - Vs. two backs, man weak back.
 Adjustor vs one back sets. Lock or Press. Alert Convert.

CORNERS - Lock or Press Single.

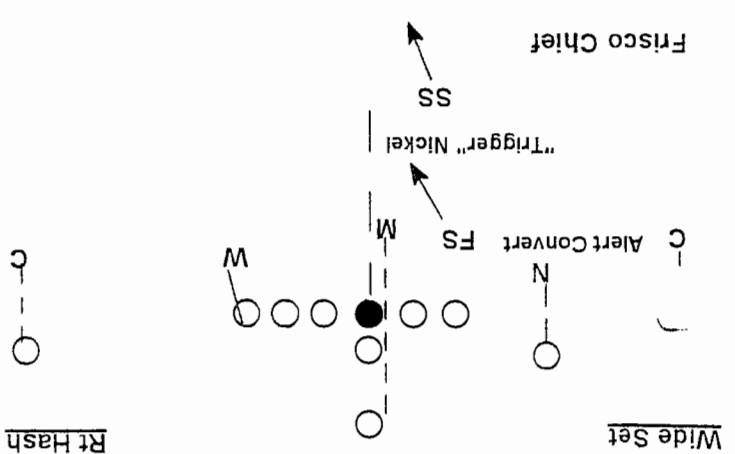
(FRISCO) CHIEF TO VARIOUS SETS

Left Hash

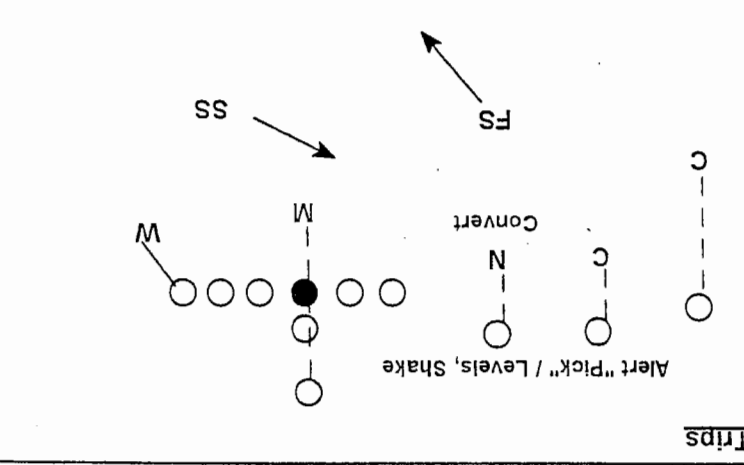


Wide Set

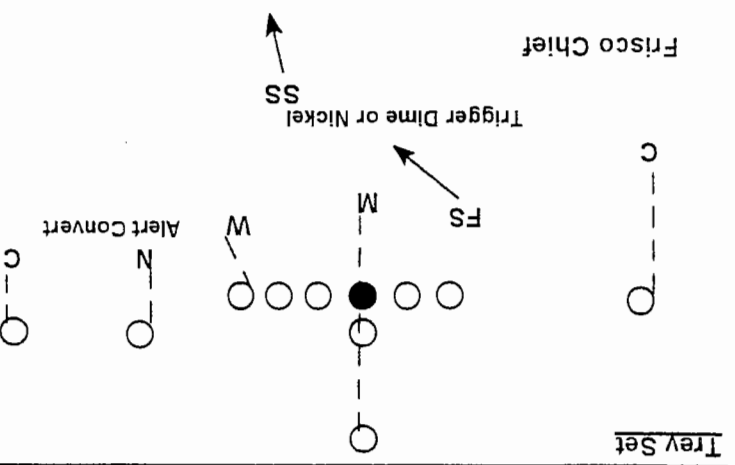
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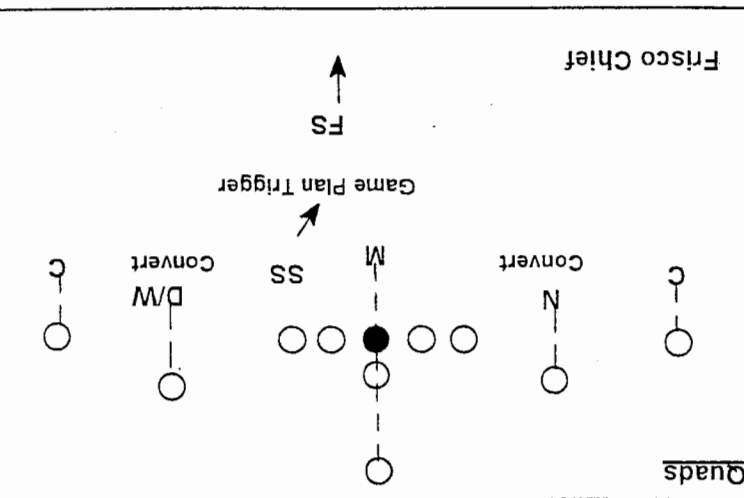
Wide Set



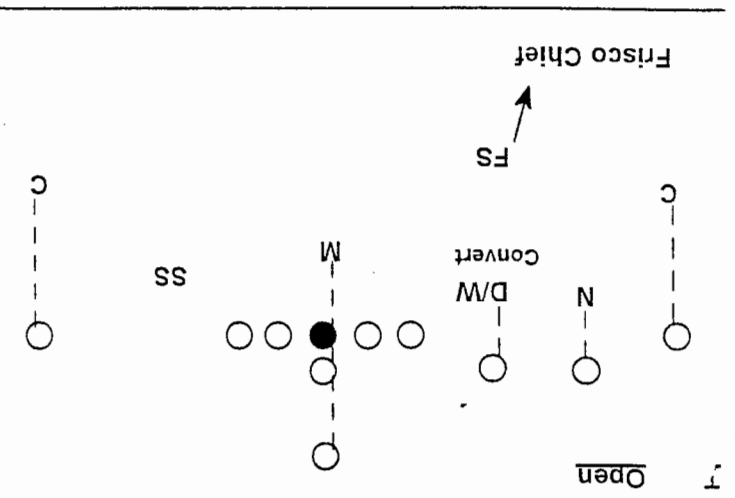
Trips



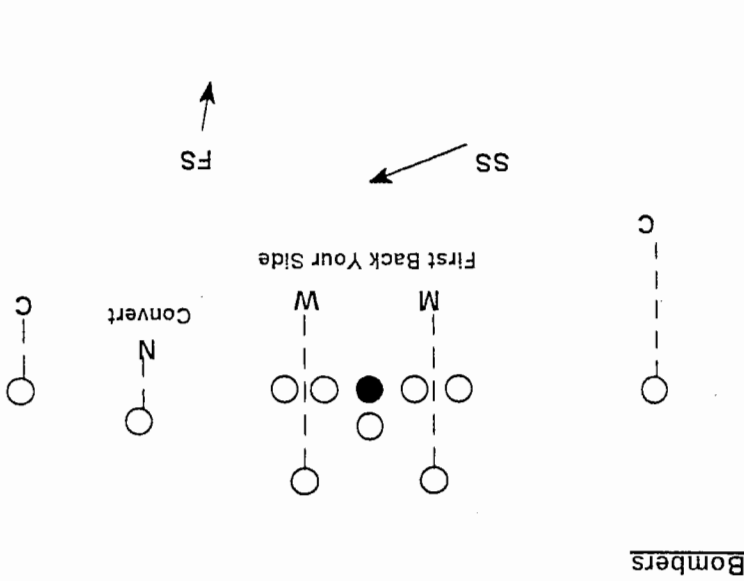
Trey Set



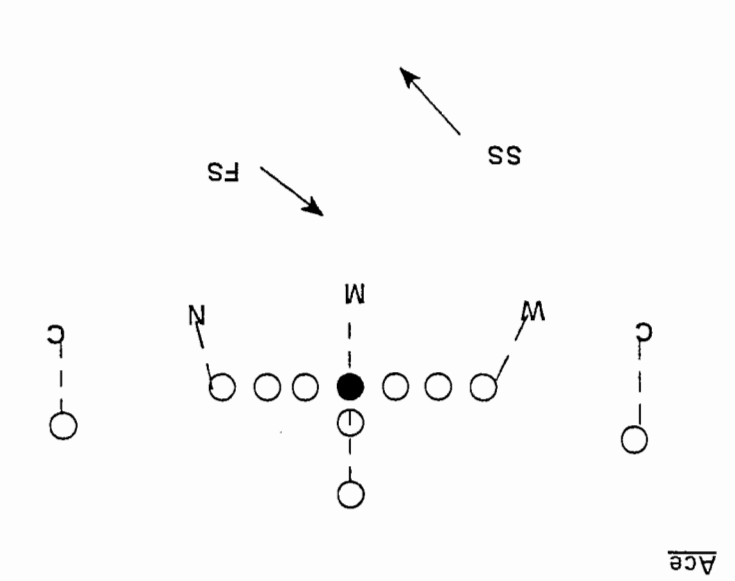
Quads



Open



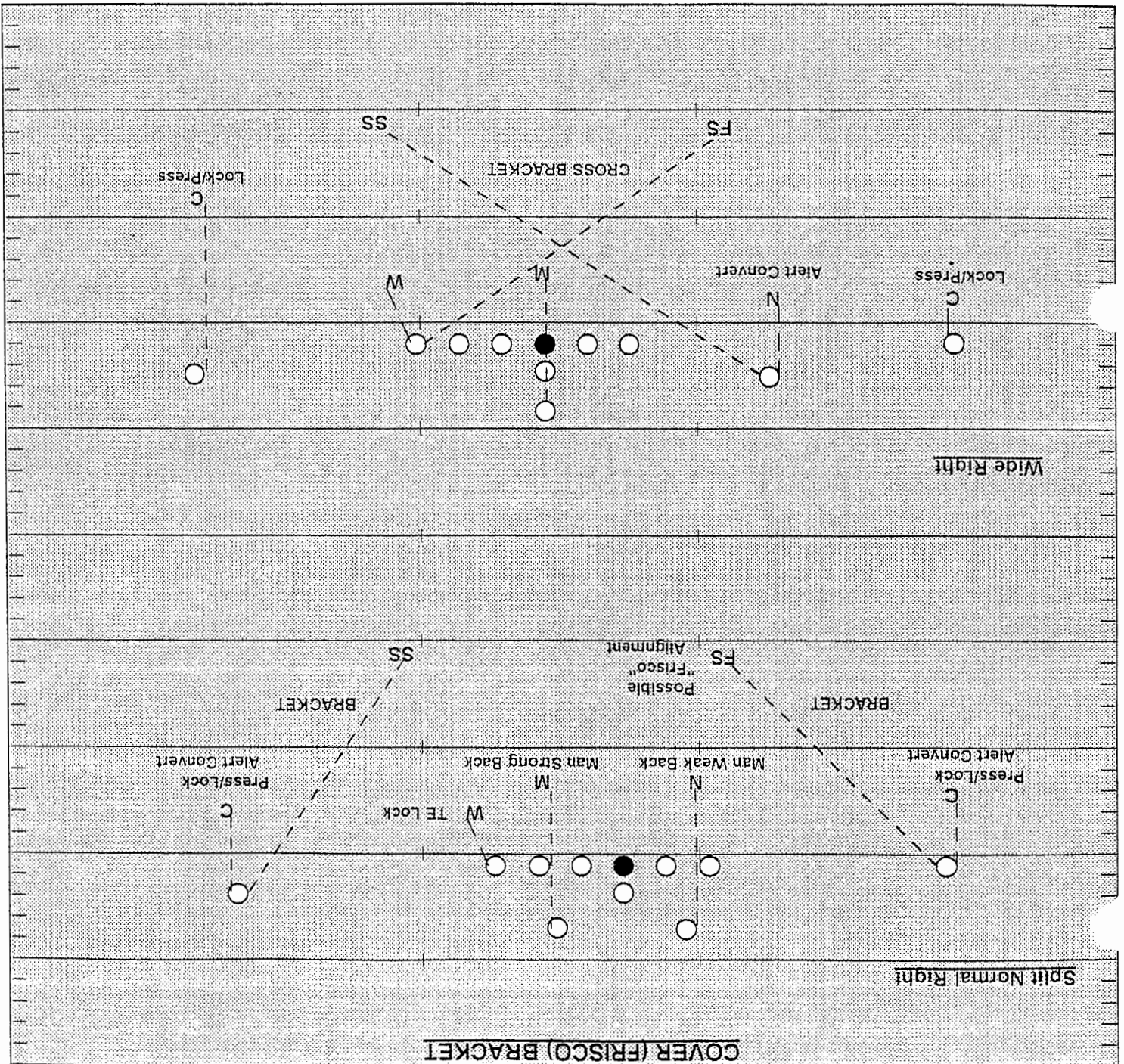
Bombers



Ace

Left Hash	Wide Set	Rt Hash	Wide Set
Wide Set	Trips	Wide Set	Trey Set
Quads	Quads	Trey Set	Open
Bombers	Frisco Chief	Open	Frisco Chief
Bombers	Bombers	Ace	Ace

COVER (FRISCO) BRACKET



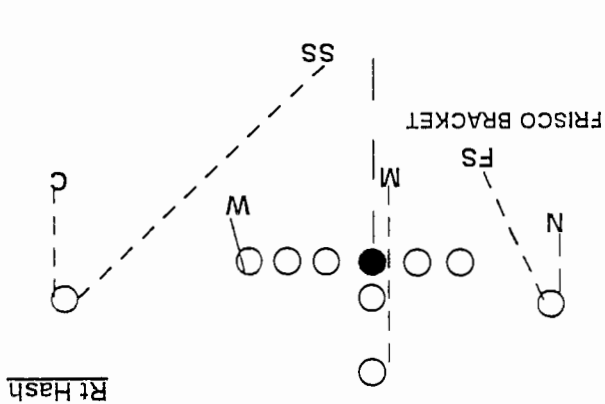
Cover Bracket - The Safeties will "bracket" any two receivers according to set/game plan. We will also play the cover from a "Frisco" or "Up" alignment. This is not a double cover, rather we will pass routes off to the opposite defender involved in the bracket. Corners and Nickel "convert" will be used in this cover. Cross Bracketing is an effective technique vs inside receivers with tight splits.

General rules for Bracket -

1. If a corner, and the receiver breaks inside, release to the Safety, look to help for a route breaking to you from the inside.
2. If a safety, and bracketing #2 or #3 and that receiver breaks to the outside, look for #1 to break to the inside. If bracket is on #1 and he breaks to the outside, look back to the inside to help.
3. Corners be alert for Convert call.
4. Best to use a "shuffle" technique in anticipation of the breaks.
5. FS alert for "Frisco" alignment. This does not effect your technique, just your alignment.

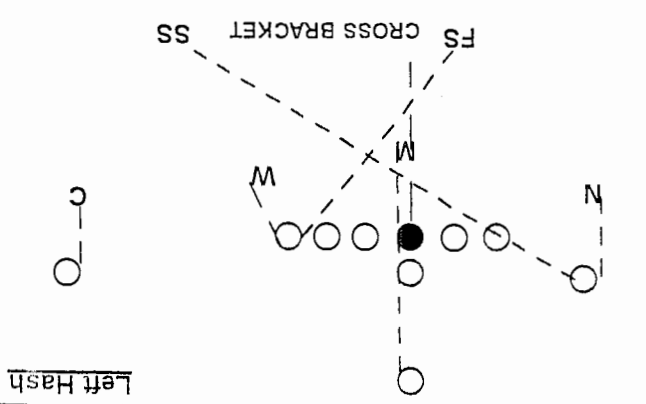
(FRISCO) (UP) BRACKET TO VARIOUS SETS

Wide Set



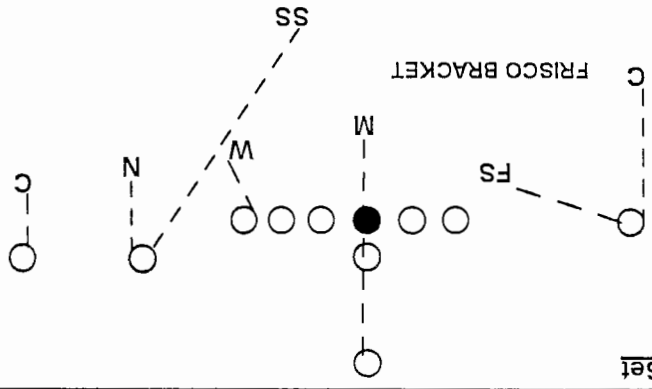
Rt Hash

Wide Set

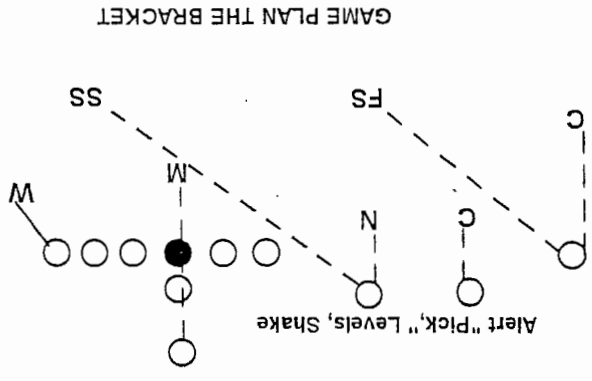


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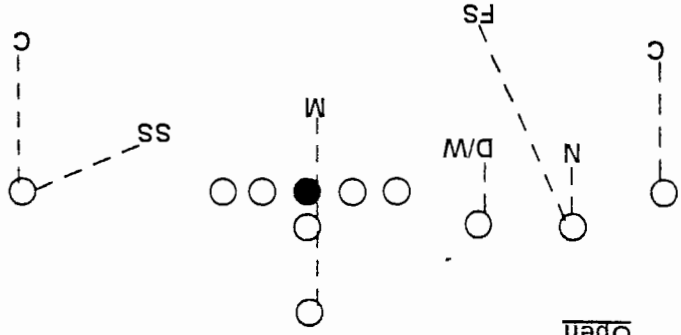
Trey Set



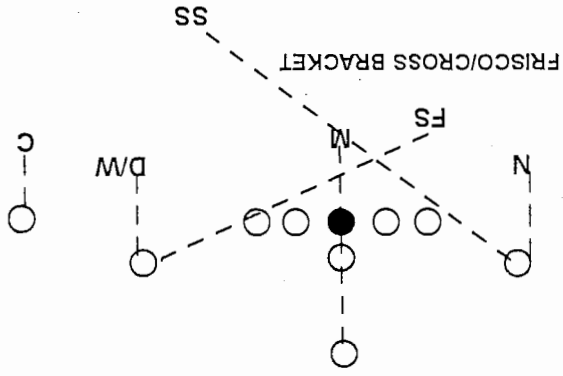
Trips



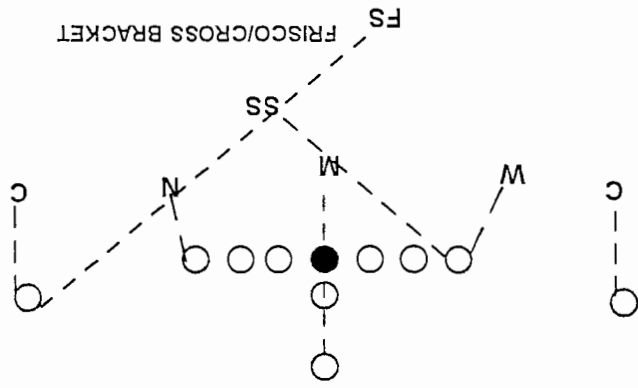
I Open



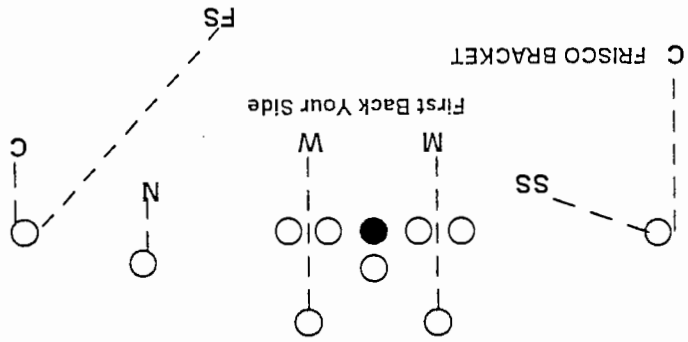
Quads



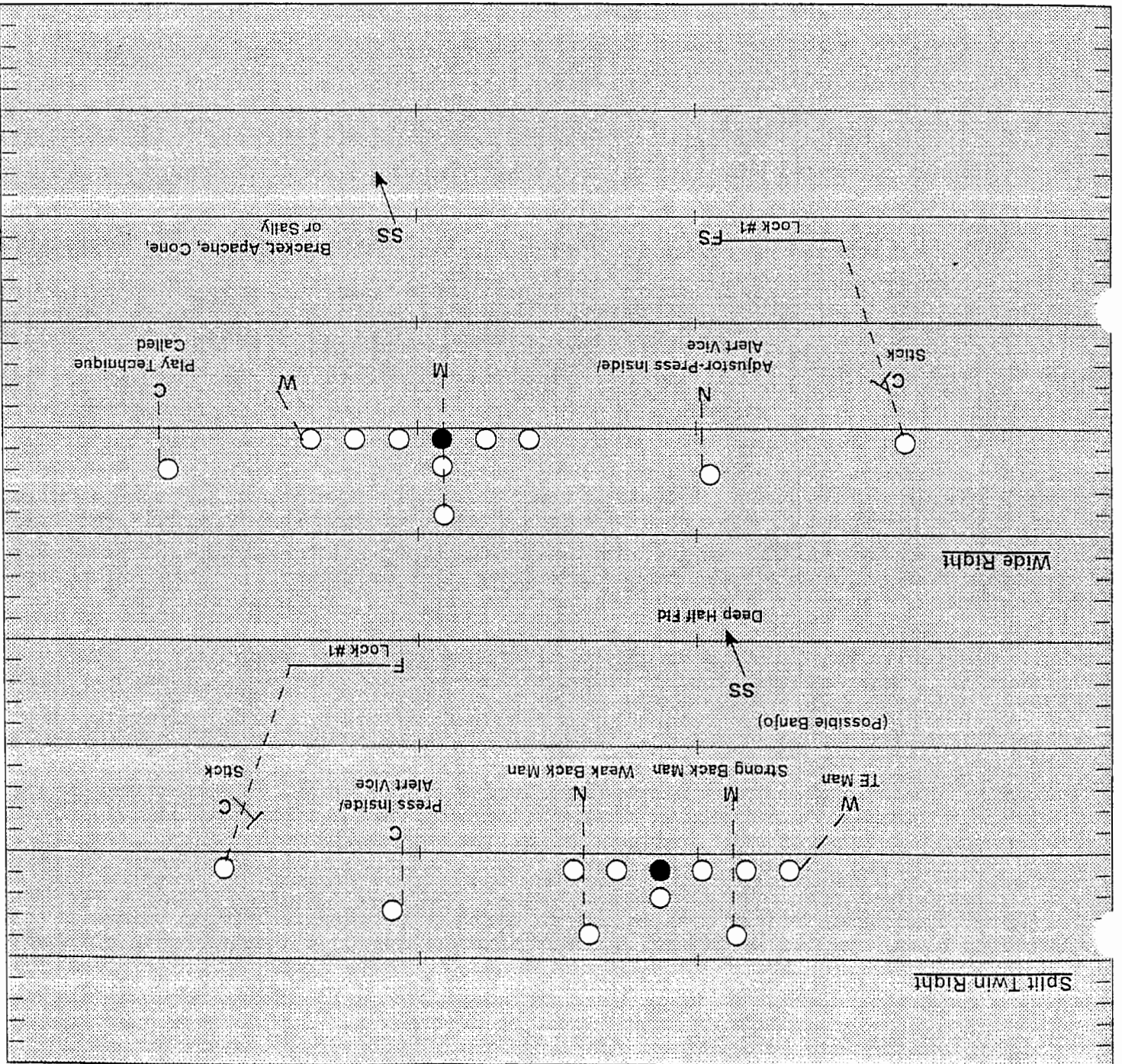
Ace



Bombers



COVER KICK



Cover Kick - Cover used vs a "Twin" receiver look. Generally not to a TE/Flanker (although may game plan). Kick corner is anticipating an out breaking route by either th #2 or #3 receiver. You are a zone player, align in press, play soft flat. If a corner vs a Normal Twin Set, Vice the outside receiver if your man breaks outside, you have help to the area 1 flat. Safety to Kick side play to #1 man. If a quads set we may play Kick to both sides, if not we will game plan the opposite side (Bracket, Apache, Cone, or Sally). Generally played to the field.

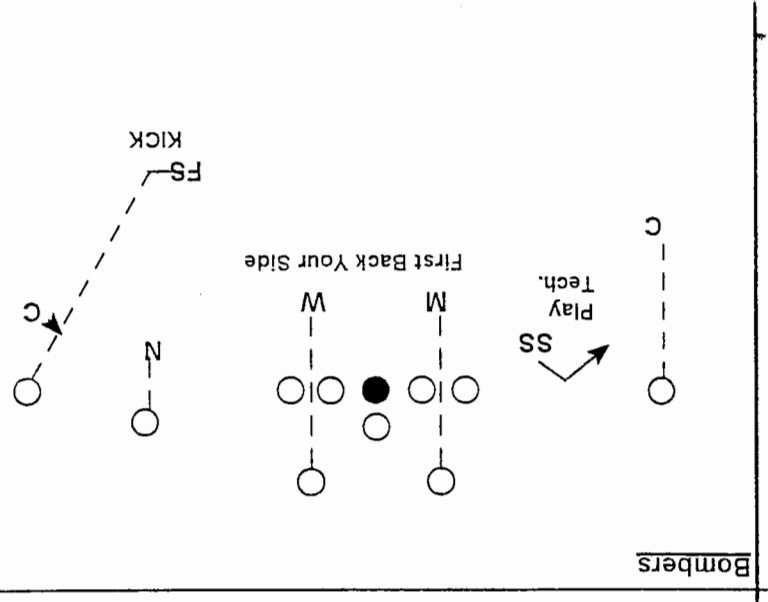
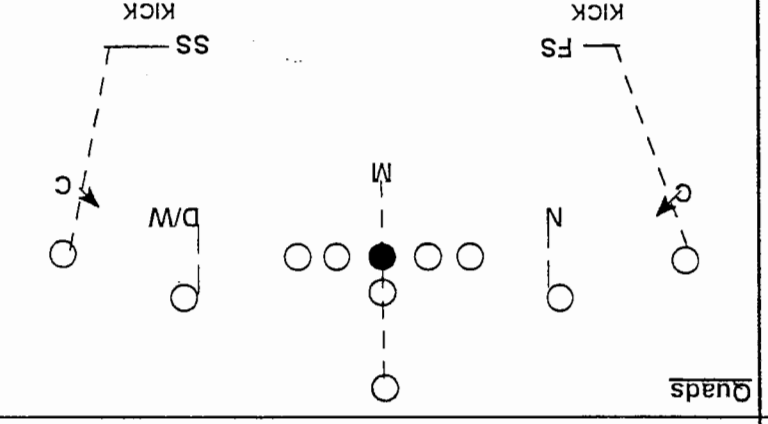
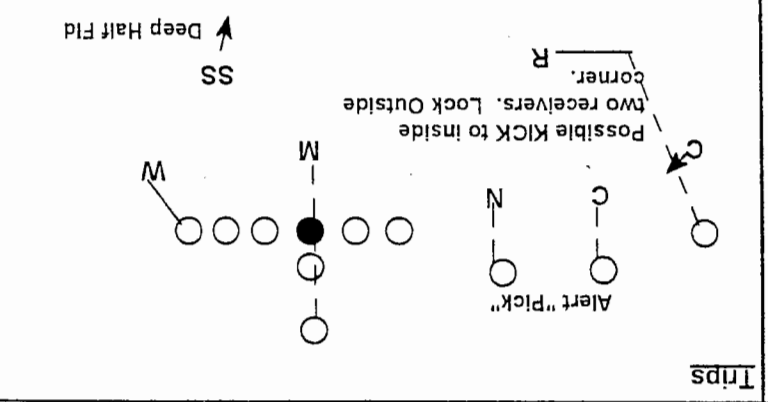
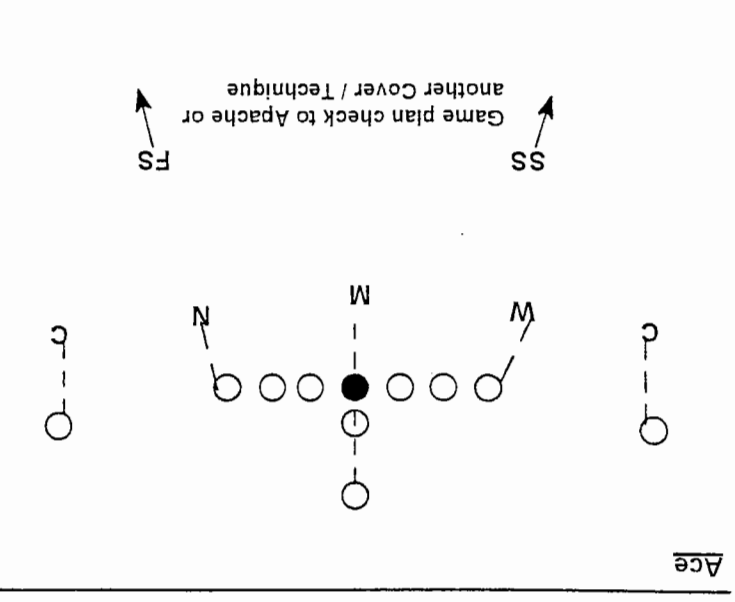
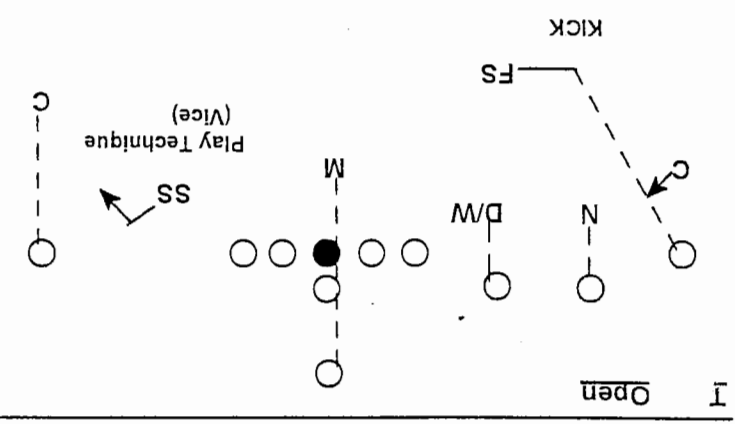
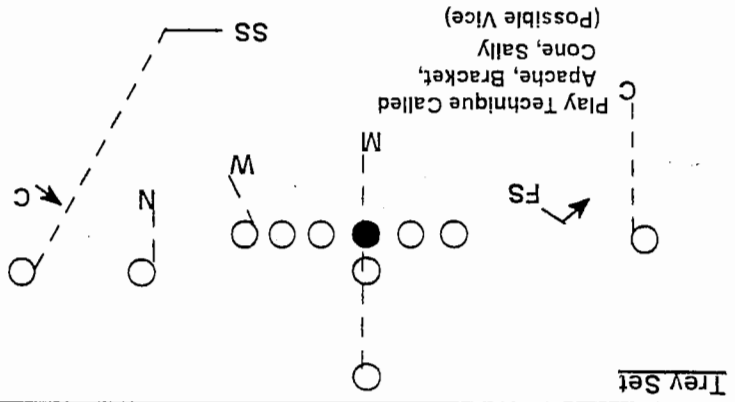
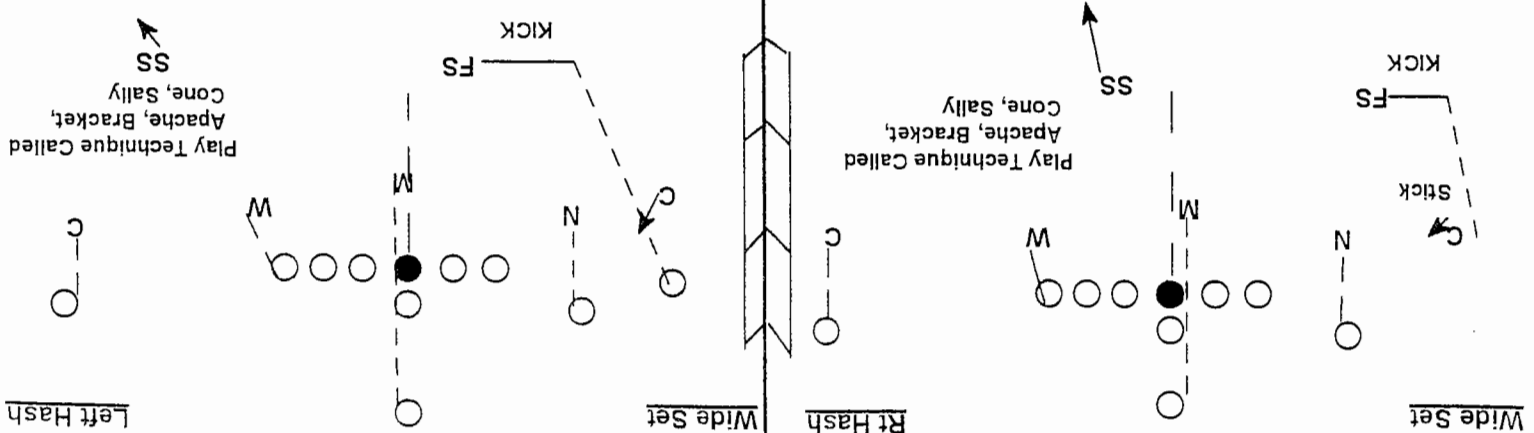
FS - Vs a twin set to your side = Kick.
 If other set, play game plan technique.
 SS - Play Technique/Game Plan.

NICKEL - Two backs, man weak back.
 Adjustor. Alert Vice.

CORNERS - Kick side play Stick Technique.
 Opposite side play technique called.

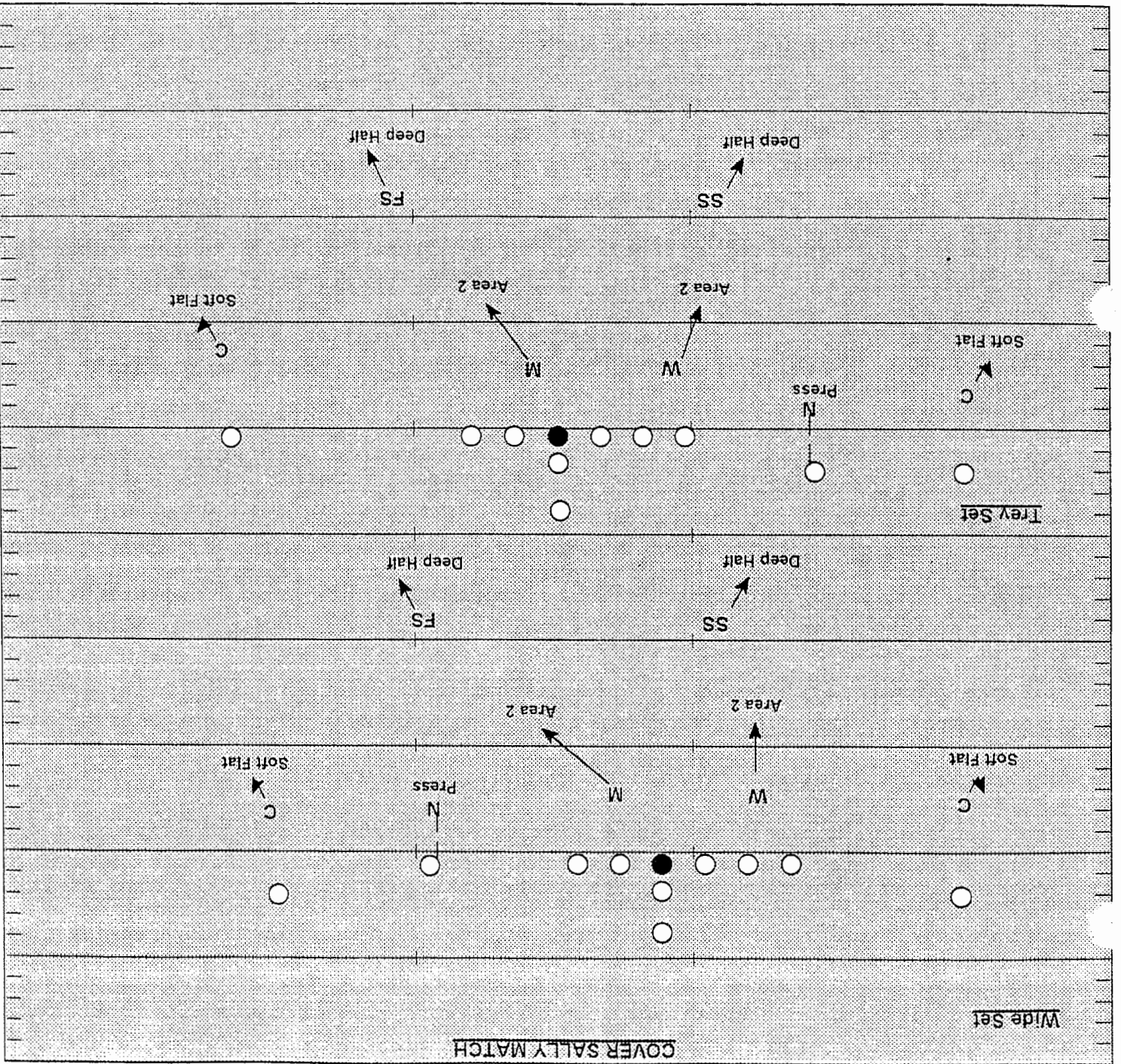
MIKE - Man Strong back/Remaining back.
 Possible Banjo w/ Dime
 WILL - TE man. Vs a slot, possible Kick to your side. Alert Vice.

KICK TO VARIOUS SETS



COVER SALLY MATCH

Wide Set



Cover Sally Match - This is our Sally cover with the Nickel playing man on the displaced back. We may also game plan the Dime to play man on the TE. The Nickel can play aggressive man on the receiver knowing he has help deep, inside, and outside. All other defenders play Sally techniques.

MIKE - Area 2 inside Zone Defender.
Drop opposite of the Willy

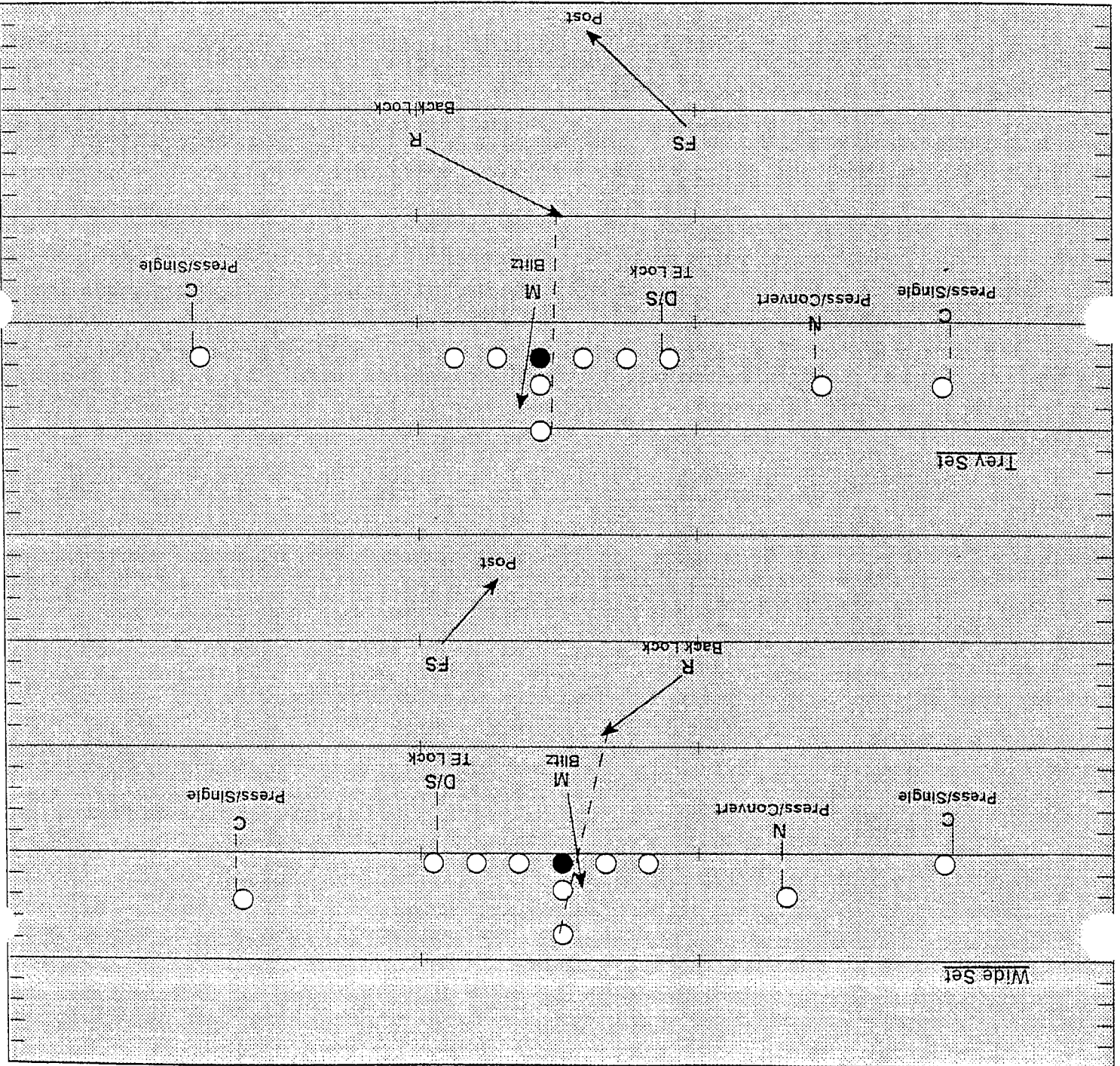
Willy - Area 2 inside Zone Defender.
Drop opposite of the Mike
Game Plan will dictate man
on TE or fourth receiver.

FS & SS - Deep Half Field Defenders. Same Keys
as Sally, #2 to #1.

NICKEL - Press Technique on Displaced Back. Can
use aggressive jam. You have help deep, inside,
and outside.

CORNERS - Soft Flat Man Clue. Disguise as much
as possible. Would like to make it look Apache
or Chief

COVER (FRISCO) BLACK



Cover (Frisco) Black - This is a man free cover with a five man rush. We can designate the blitzer. This should look like Chief, except the Rover has the back. If we need another defender in the box we can call Frisco. The Rover stills has the back.

MIKE - Blitz Called

DIME/SAM - TE Lock

NICKEL - Weak Back or Displaced Back, Press/Convert

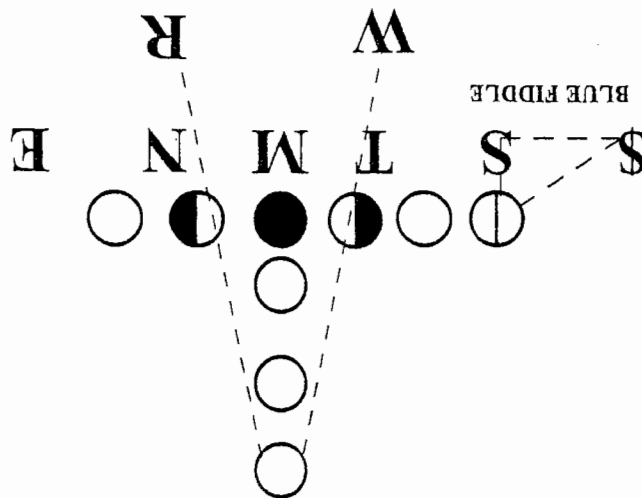
CORNERS - Press/Single

ROVER - Back Lock. Disguise to look like Chief

FS - Post Technique



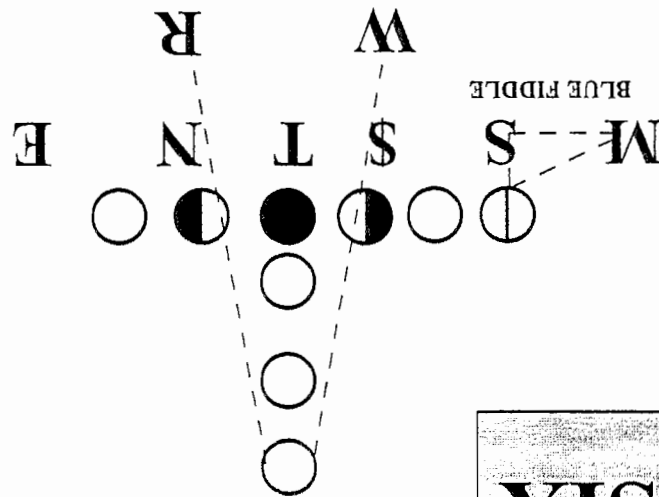
ADJUSTER V. 1 BACK



POSITION	ALIGN/TECH.	KEY	1. INSIDE TO 2. OUTSIDE TO	1. INSIDE AWAY 2. OUTSIDE AWAY
STUD	WIDE 9	THE BLUE FIDDLE	FORCE	1. CHASE 2. REVERSE/BOOT
END	WIDE 5	TACKLE/BALL BACK TRIANGLE	FORCE	1. CHASE 2. REVERSE/BOOT
TACKLE	WIDE 3	GUARD	B GAP	FLATTEN AND CHASE
NOSE	WIDE 3	GUARD	B GAP	FLATTEN AND CHASE
SAM	7	THE BLUE FIDDLE	C GAP	1. SQUEEZE C GAP 2. FLATTEN AND CHASE
MIKE	0	CENTER	A GAP/SQUEEZE	A GAP/SQUEEZE
WILL	30	GUARD BACK PATH	1. A GAP 2. STACK AND ATTACK	1. STACK AND ATTACK 2. FAST SCRAPE
ROVER	30	GUARD BACK PATH	1. A GAP 2. STACK AND ATTACK	1. STACK AND ATTACK 2. FAST SCRAPE

ROVER	30	GUARD BACK PATH	1. A GAP 2. STACK AND ATTACK	1. STACK AND ATTACK 2. FAST SCRAPE
WILL	30	GUARD BACK PATH	1. A GAP 2. STACK AND ATTACK	1. STACK AND ATTACK 2. FAST SCRAPE
MIKE	WIDE 9	TE BLUE FIDDLE	FORCE	1. CHASE 2. REVERSE/BOOT
SAM	7	TE BLUE FIDDLE	C GAP	1. SQUEEZE C GAP 2. FLATTEN AND CHASE
NOSE	WIDE 3	GUARD	B GAP	FLATTEN AND CHASE
TACKLE	0	CENTER	A GAP/SQUEEZE	A GAP/SQUEEZE
END	WIDE 5	TACKLE/BALL BACK TRIANGLE	FORCE	1. CHASE 2. REVERSE/BOOT
STUD	WIDE 3	GUARD	B GAP	FLATTEN AND CHASE
POSITION	ALIGN/ TECH.	KEY	1. INSIDE TO 2. OUTSIDE TO	1. INSIDE AWAY 2. OUTSIDE AWAY

ADJUSTER V. 1 BACK



RED
FORTY-SIX

1. Base (G) Stone Cover 0
2. Stem Even (Stone) Cover 0
3. Base (G) Cover 0
4. Base (G) Double Pinch Gold
5. Base (G) Weak Pinch Gold
6. Base (G) Stone Gold

CALLS:

** Tom will always be taken to the field regardless of formation. Tom is left in the middle of the field.

We would like to be able to keep our Extra Package as simple as possible. We first need to be in an attack mode to be able to stop the run in short yardage. We also need to be able to deal with the boot and the play-action pass.

We will try to fee up the Rover in order to gain more help in the A & B gaps. In order to do this, X (our LB) will need to be responsible for the slam release (flow away) of the Tight End. This will be a problem for the containment so we will put the Rover and X into the boundary whenever the ball is on the hash. If we are especially worried about the boot we will play the Rover in a 70 and call X read. On slam release and full flow away, X will go and contain the QB. The Rover will hang and determine pass or run. He will now be responsible for the TE on slam release. If the Rover reads play-action pass he and X will cover the TE and the near back. Sam and the FS will always be in the Sam read mode unless a game plan change. They will cover the TE and Near Back on play-action pass.

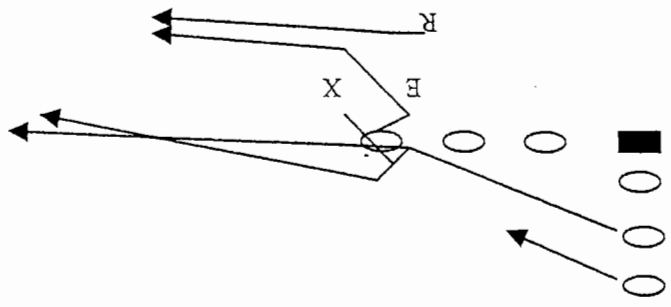
Extra Package





Extra Techniques

1. Extra: Play Action Pass Technique



Extra will step with TE down block. On recognition of play action, he will step to force position and total focus on lead back. Upon pass recognition, run on his hip to flat. You have him man to man.

2. Extra: Read Technique

Read call needs to be made if read technique is to be played. If no read is called, Extra will tuck with the slam block and hold T.E. Upon recognition of his release and full flow away, you have him man to man. Read call means upon recognition of the slam and full flow away (Boot Action), Extra will go and anticipate QB Boot. You still must read the tackle for pass/run. Rover will slow play TE slam on read call.

3. Mike Will: Secondary Contain

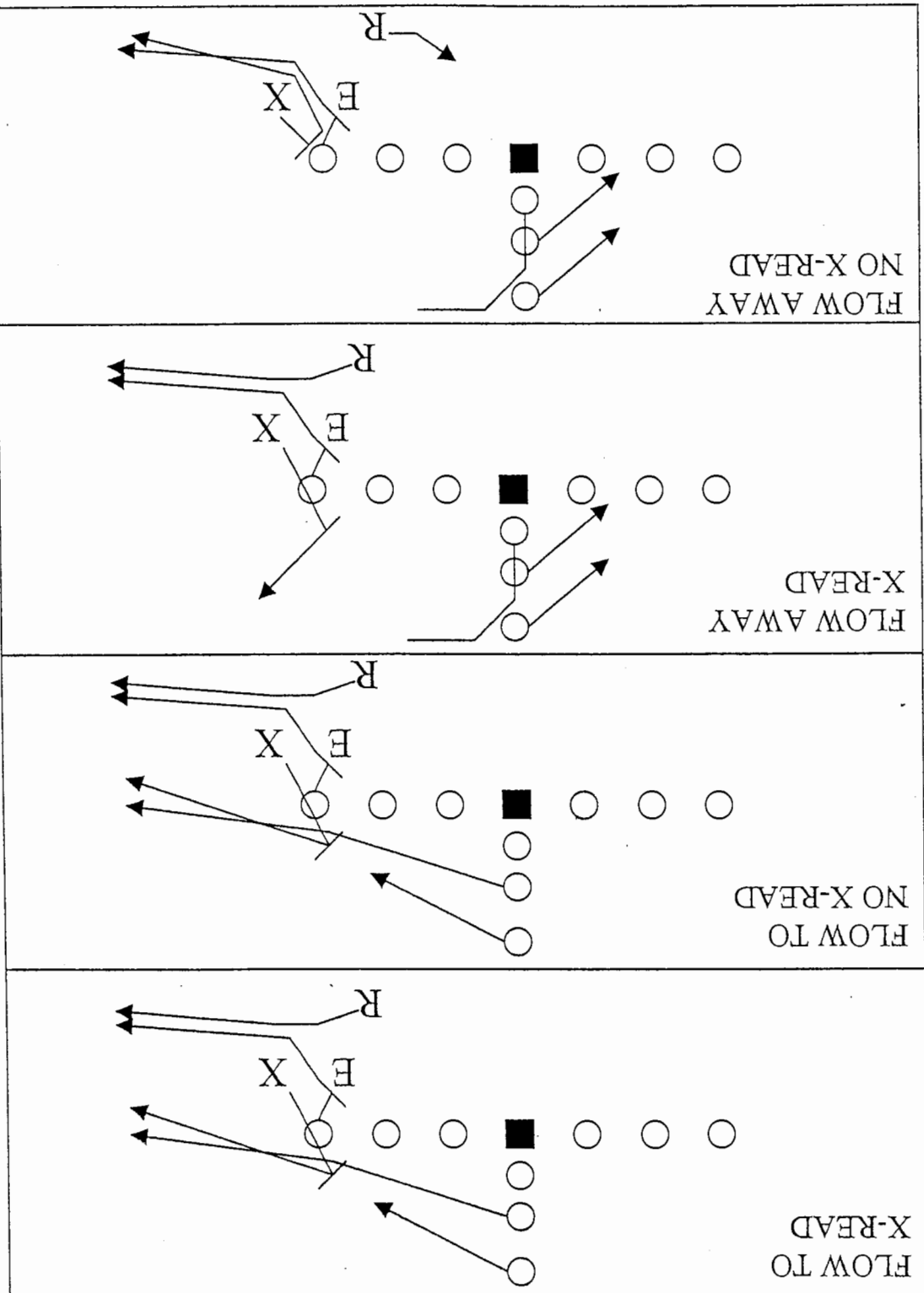
Upon recognition of QB outside of the Defensive End, inside Linebacker scrape to contain. Backside Linebacker, take his place in short zone.

4. Rover: Secondary Contain

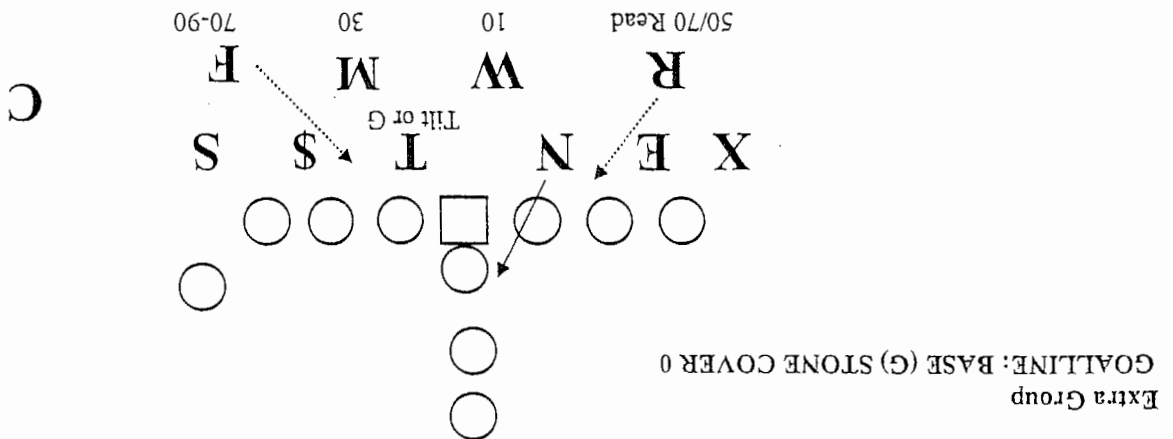
Upon recognition of ball outside with boot action, be ready to secondary contain the QB.

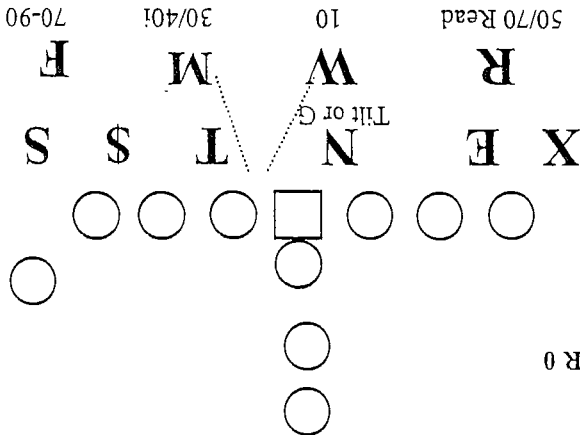


Extra Techniques Continued

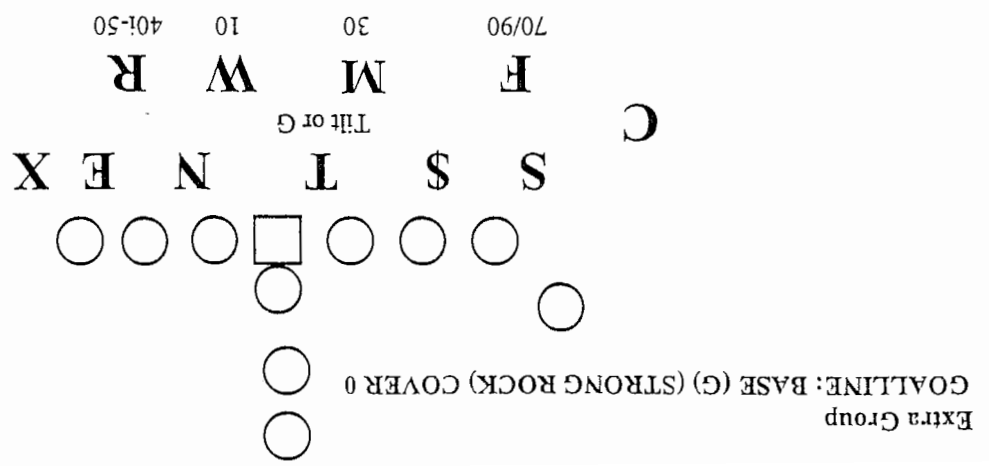


Position	Technique	Run and Pass Responsibilities: Helpful Hints
Tackle	Tilt or G	RUN TO YOU: A GAP RUN AWAY: PENETRATE CUTBACK PASS: INSIDE RUSH
Nose	STONE	RUN TO YOU: A GAP RUN AWAY: PENETRATE CUTBACK PASS: INSIDE RUSH
End	7	RUN TO YOU: C GAP RUN AWAY: PENETRATE CUTBACK- REVERSE AND BOOT- L.B. WILL SUPPORT VRS. DOWN BLOCK ON READ CALL PASS: OUTSIDE RUSH
Stud	5	RUN TO YOU: C GAP RUN AWAY: PENETRATE CUTBACK- REVERSE AND BOOT- L.B. WILL SUPPORT VRS. SLAM READ IS ON FOR SAM UNLESS GAME PLAN. PASS: OUTSIDE RUSH
Mike	30	LEAD TO YOU: B GAP, ATTACK SQUARE WITH INSIDE SHOULDER. LEAD TO WB: STACK AND SUPPORT, CUTBACK, G-PULL- FAST READ PASS: Q.B. ROLL-MAN IN BACKFIELD RULE- SECONDARY CONTAIN
Will	10	LEAD TO YOU: B GAP WITH OUTSIDE SHOULDER. LEAD STRONG B: ATTACK WITH INSIDE SHOULDER. PASS: Q.B. ROLL WEAK: 2ND BACK OR MAN IN BACKFIELD RULE - SECONDARY CONTAIN
Sam	9	ON PLAY ACTION PASS AT YOU, FOCUS ON LEAD BACK. YOU ARE FOC AND YOU HAVE BACK IN FLAT. READ CALL- IF TE SLAMS HARD ON DE, YOU FORCE. ON FLOW AWAY, EXPECT BOOT.
Extra	9	ON FULL FLOW AWAY AND THE TE DELAY: SIT ON HIM. YOU HAVE HIM MAN. ON PLAY ACTION AT YOU, FOCUS ON LEAD BACK. YOU ARE FORCE AND YOU HAVE BACK IN FLAT. CAN USE READ CALL
Rover	50/70 READ	KEY GUARDS TO F.B. ON RUN AWAY: YOU HAVE B GAP CUTBACK. ON LEAD TO B GAP: ATTACK FB WITH INSIDE SHOULDER. ON SLANT SWEEP TO YOU: YOU ARE 1ST CUTBACK. TAKE BLOCKER WITH INSIDE SHOULDER; KEEP OUTSIDE FREE. BANJO WITH X. ON G FULL STRONG: FAST READ TO STACK OVER D.T. IF POWER WEAK. TAKE LEAD BLOCK WITH INSIDE SHOULDER- WILL SUPPORT.
Free	70-90	YOU HAVE B GAP CUTBACK ON LEAD WEAK: ATTACK FB WITH INSIDE SHOULDER. ON SLANT SWEEP TO YOU: YOU ARE 1ST CUTBACK. TAKE BLOCKER WITH INSIDE SHOULDER: KEEP OUTSIDE FREE. BANJO WITH SAM ON T.E. AND N.B.
Corner	PRESS	MAN TO MAN ON WIDE RECEIVER



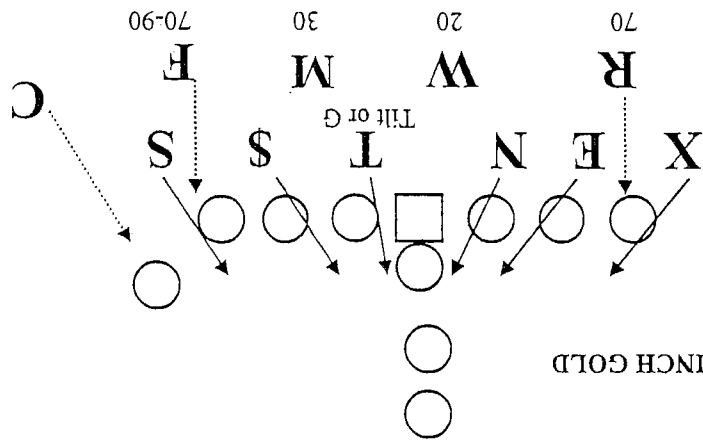


Position	Technique	Run and Pass Responsibilities: Helpful Hints
Tackle	30	RUN TO YOU: A GAP RUN AWAY: PENETRATE CUTBACK PASS: INSIDE RUSH
Nose	TILT OR G	RUN TO YOU: A GAP RUN AWAY: PENETRATE CUTBACK PASS: INSIDE RUSH
End	5	RUN TO YOU: C GAP RUN AWAY: PENETRATE CUTBACK- REVERSE AND BOOT- READ CALL LINEBACKER SUPPORT PASS: OUTSIDE RUSH
Stud	7	RUN TO YOU: C GAP RUN AWAY: PENETRATE CUTBACK- REVERSE AND BOOT- READ CALL LINEBACKER SUPPORT PASS: OUTSIDE RUSH
Mike	30/40!	LEAD TO YOU: A GAP, ATTACK SQUARE WITH INSIDE SHOULDER. LEAD TO WEAK B, ATTACK STRONG A, G-PULL- FAST READ PASS: Q.B. ROLL-ON INSIDE LINEBACKER SECONDARY CONTAIN
Will	10	LEAD TO YOU: B GAP WITH OUTSIDE SHOULDER LEAD STRONG A: ATTACK WITH INSIDE SHOULDER, G PULL- FAST READ. PASS: Q.B. ROLL WEAK: ON INSIDE LINEBACKER SECONDARY CONTAIN
Sam	9	PLAY NORMAL OR READ CALL. ON PLAYACTION PASS- FOCUS ON BACK. YOU ARE FORCE AND HAVE FIRST FACE OUTSIDE ON PLAY ACTION.
Extra	9	PLAY NORMAL OR READ CALL. ON PLAYACTION PASS- FOCUS ON BACK. YOU ARE FORCE AND HAVE FIRST FACE OUTSIDE ON PLAY ACTION.
Rover	50	ON RUN AWAY: YOU HAVE B GAP CUTBACK. ON LEAD TO B GAP: ATTACK FB WITH INSIDE SHOULDER. KEY GUARDS TO BACKS. FAST READ TO STRONG 9 POWER. STACK OVER D.T. IF POWER WEAK. TAKE LEAD BLOCKER WITH INSIDE SHOULDER.
Free	70-90	PLAY NORMAL OR READ CALL. PLAY OFF SAM AND MIKE VERSUS POWER. IF FLOW AWAY, SLOW PLAY AND WATCH FOR CUTBACK
Corner	LOCK	MAN TO MAN ON WIDE RECEIVER



Position	Technique	Run and Pass Responsibilities: Helpful Hints
Tackle	Tilt or G	RUN TO YOU: A GAP RUN AWAY: PENETRATE CUTBACK PASS: INSIDE RUSH
Nose	3	RUN TO YOU: B GAP RUN AWAY: PENETRATE CUTBACK PASS: INSIDE RUSH
End	7	RUN TO YOU: C GAP RUN AWAY: PENETRATE CUTBACK- REVERSE AND BOOT- L.B. WILL SUPPORT VRS. DOWN BLOCK ON READ CALL PASS: OUTSIDE RUSH
Stud	5	RUN TO YOU: C GAP RUN AWAY: PENETRATE CUTBACK- REVERSE AND BOOT- L.B. WILL SUPPORT VRS. SLAM READ IS ON FOR SAM UNLESS GAME PLAN. PASS: OUTSIDE RUSH
Mike	30	LEAD TO YOU: B GAP, ATTACK SQUARE WITH INSIDE SHOULDER. LEAD TO WB: STACK AND SUPPORT, CUTBACK, G-PULL- FAST READ PASS: Q.B. ROLL-MAN IN BACKFIELD RULE- SECONDARY CONTAIN
Will	10	LEAD TO YOU: A GAP WITH OUTSIDE SHOULDER. LEAD STRONG B: ATTACK WITH INSIDE SHOULDER. PASS: Q.B. ROLL WEAK: 2ND BACK OR MAN IN BACKFIELD RULE - SECONDARY CONTAIN
Sam	9	ON PLAY ACTION PASS AT YOU, FOCUS ON LEAD BACK. YOU ARE FOC AND YOU HAVE BACK IN FLAT. READ CALL- IF TE SLAMS HARD ON DE, YOU FORCE. ON FLOW AWAY, EXPECT BOOT.
Extra	9	ON FULL FLOW AWAY AND THE TE DELAY: SIT ON HIM. YOU HAVE HIM MAN. ON PLAY ACTION AT YOU, FOCUS ON LEAD BACK. YOU ARE FORCE AND YOU HAVE BACK IN FLAT. CAN USE READ CALL
Rover	CHEAT TO 40!	KEY GUARDS TO F.B. ON RUN AWAY: YOU HAVE B GAP CUTBACK. ON LEAD TO A GAP: ATTACK FB WITH INSIDE SHOULDER. ON SLANT SWEEP TO YOU: YOU ARE 1ST CUTBACK. TAKE BLOCKER WITH INSIDE SHOULDER. KEEP OUTSIDE FREE. BANJO WITH X. ON G PULL STRONG: FAST READ TO STACK OVER D.T. IF POWER WEAK. TAKE LEAD BLOCK WITH INSIDE SHOULDER- WILL SUPPORT.
Free	70-90	YOU HAVE B GAP CUTBACK ON LEAD WEAK: ATTACK FB WITH INSIDE SHOULDER. ON SLANT SWEEP TO YOU: YOU ARE 1ST CUTBACK. TAKE BLOCKER WITH INSIDE SHOULDER. KEEP OUTSIDE FREE. BANJO WITH SAM ON T.E. AND N.B.
Corner	PRESS	MAN TO MAN ON WIDE RECEIVER

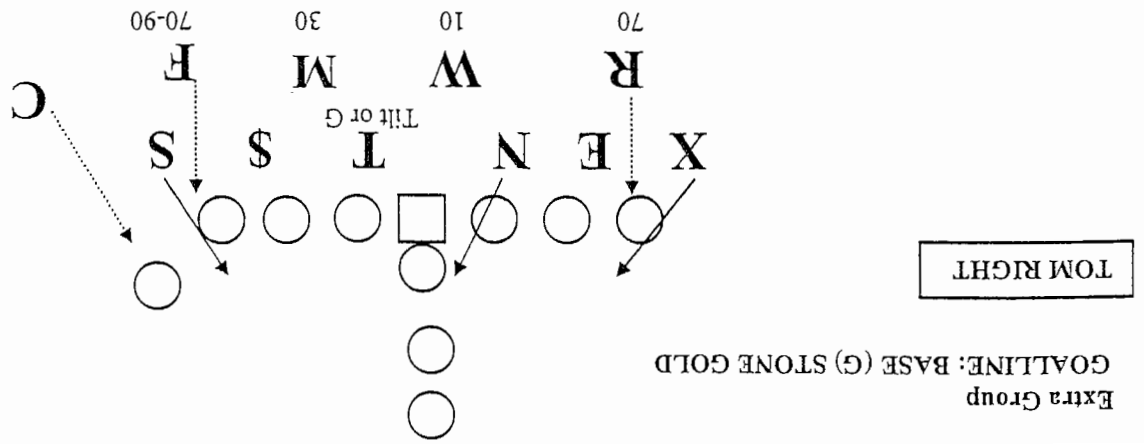
Position	Technique	Run and Pass Responsibilities: Helpful Hints
Tackle	Tilt or G PINCH	RUN TO YOU: A GAP RUN AWAY: PENETRATE CUTBACK PASS: INSIDE RUSH
Nose	3 PINCH	RUN TO YOU: A GAP RUN AWAY: PENETRATE CUTBACK PASS: INSIDE RUSH
End	5 PINCH	RUN TO YOU: B GAP RUN AWAY: PENETRATE CUTBACK- PASS: TIGHT RUSH. CAN GO INSIDE OF OT
Stud	CHEAT TO 5 PINCH	RUN TO YOU: C GAP RUN AWAY: PENETRATE CUTBACK PASS: TIGHT RUSH. CAN GO INSIDE OF OT
Mike	20	5 YARDS DEEP TO ENHANCE SCRAPE. ON DIRECT FILL OVER TOP. VERSUS SLANT, SCRAPE HARD TO C GAP OR FIRST DAYLIGHT. BANJO BACKS WITH WILL- SECONDARY CONTAIN- MAN IN BACKFIELD RULE. ALERT TO TAG.
Will	20	5 YARDS DEEP TO ENHANCE SCRAPE. ON DIRECT FILL OVER TOP. VERSUS SLANT, SCRAPE HARD TO C GAP OR FIRST DAYLIGHT. BANJO BACKS WITH MIKE- SECONDARY CONTAIN- MAN IN BACKFIELD RULE. ALERT TO TAG.
Sam	9	BLITZ OFF CORNER- KEY OT FOR RUN/PASS READ. HANDLE Q.B. (LEAD HIM) ON BOOT ACTION. PEEL RULE IN EFFECT. TAG RULE ALSO MAY BE IN PLAN. YOU HAVE REVERSE- CONTAIN QB ON ROLL. ON FB LEAD AT YOU, ATTACK HIM AND 2 GAP.
Extra	9	BLITZ OFF CORNER- KEY OT FOR RUN/PASS READ. HANDLE Q.B. (LEAD HIM) ON BOOT ACTION. PEEL RULE IN EFFECT. TAG RULE ALSO MAY BE IN PLAN. YOU HAVE REVERSE- CONTAIN QB ON ROLL. ON FB LEAD AT YOU, ATTACK HIM AND 2 GAP.
Rover	70	MAN TO MAN ON TE. POSSIBLE BANGO WITH INSIDE LINEBACKERS IF BACKS OFFSET. C GAP VRS DIRECT. SIT FOR BOOT ON FLOW AWAY (SLAM) KEY FOR PLAY ACTION PASS (POSSIBLE BANJO).
Free	70-90	MAN TO MAN ON TE. POSSIBLE BANGO WITH INSIDE LINEBACKERS IF BACKS OFFSET. C GAP VRS DIRECT. SIT FOR BOOT ON FLOW AWAY (SLAM) KEY FOR PLAY ACTION PASS (POSSIBLE BANJO).
Corner	LOCK	MAN TO MAN ON WIDE RECEIVER



NOTE: ROVER AND FREE
NEED TO SUPPORT LEAD
PLAY.

Extra Group
GOALLINE: BASE G DOUBLE PINCH GOLD

Position	Technique	Run and Pass Responsibilities: Helpful Hints
Tackle	Tilt or G PINCH	RUN TO YOU: A GAP RUN AWAY: PENETRATE CUTBACK PASS: INSIDE RUSH
Nose	STONE	RUN TO YOU: A GAP RUN AWAY: PENETRATE CUTBACK PASS: INSIDE RUSH
End	7	RUN TO YOU: C GAP RUN AWAY: PENETRATE CUTBACK- PASS: OUTSIDE RUSH
Stud	6	RUN TO YOU: C GAP RUN AWAY: PENETRATE CUTBACK PASS: OUTSIDE RUSH
Mike	20	LEAD TO YOU: B GAP, ATTACK SQUARE WITH INSIDE SHOULDER. LEAD TO WB: STACK AND SUPPORT. G-PULL-FAST READ. PASS: BANJO BACKS WITH WILL NOTE: CHEAT TO 20 TO GET QUICKER SUPPORT TO WEAK B GAP. ROVER HAS TO SLOW PLAY.
Will	10	LEAD TO YOU: B GAP WITH OUTSIDE SHOULDER. LEAD STRONG B: ATTACK WITH INSIDE SHOULDER. PASS: BANJO BACKS WITH WILL.
Sam	9	BLITZ C GAP. DO NOT BE CAVED BY WING. KEY OT FOR RUN/PASS. SQUEEZE C GAP ON RUN READ. CONTAIN Q.B. ON PASS. YOU HAVE BOOT AND REVERSE.
Extra	9	BLITZ C GAP. DO NOT BE CAVED BY WING. KEY OT FOR RUN/PASS. SQUEEZE C GAP ON RUN READ. CONTAIN Q.B. ON PASS. YOU HAVE BOOT AND REVERSE.
Rover	70	MAN TO MAN ON TE. POSSIBLE BANJO IF OFF-SET BACKS OR PRE- DETERMINED. IF BACK MOTION (GAME PLAN), SLOW PLAY STRONG LEAD CUTBACK B GAP.
Free	70-90	MAN TO MAN ON TE. POSSIBLE BANJO WITH CORNER IF OFF-SET BACKS OR PRE-DETERMINED. SLOW PLAY WEAK LEAD CUTBACK B GAP.
Corner	LOCK	MAN TO MAN ON WIDE RECEIVER. POSSIBLE BANJO WITH FREE



EXTRA: COVER ZERO FIELD LEFT

* M W ON FLOW TO THEM SECONDARY CONTAIN-
INSIDE INSIDE LINEBACKER

<p>FIELD</p> <p>ATTACK OR READ</p>	<p>FIELD</p> <p>ATTACK</p>
<p>FIELD</p> <p>POSSIBLE READ</p>	<p>FIELD</p> <p>M & W - WRONG SHOULDER</p>
<p>FIELD</p> <p>PLAY-ACTION PASS</p>	<p>FIELD</p> <p>SAME BOTH SIDES</p>
<p>FIELD</p> <p>LOCK OR BANJO</p>	<p>FIELD</p> <p>BANJO BACKS</p>
<p>FIELD</p> <p>POWER STACK TILT</p>	<p>RULES OF PAIR:</p> <ol style="list-style-type: none"> 1. F R ONLY TO MOVE. BANJO ON LOCK. 2. M W SLIGHT ADJUST. 3. X S IF PAIR TO YOUR SIDE. CAN CALL ALERT 4. S X IF ON OPEN END. HANDLE B OUT. HIDE ON LEAD 5. M W FILL B GAPS ON LEAD OFFSIDE COME IN HIGH. 6. R F HAS B GAP CUT AND SLAM RELEASE ON "ALERT" 7. "PINCH" CALL ON OPEN END IS OPTION.

EXTRA
BASE STONE COVER ZERO

