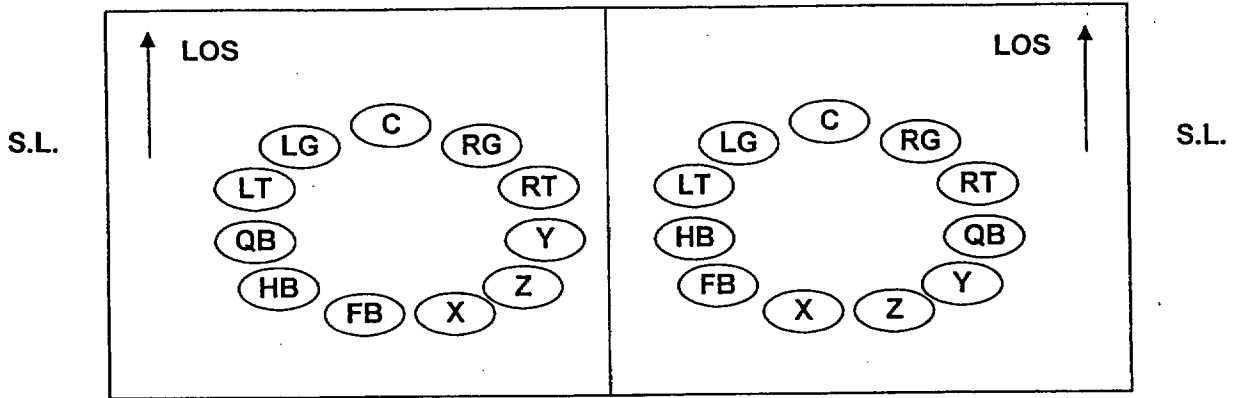


THE HUDDLE



1. THE CENTER WILL BE THE FIRST MAN TO SET UP THE HUDDLE EIGHT YARDS BEHIND THE BALL - HURRY - QB ALIGNS AT THE END OF HUDDLE NEAREST OUR SIDELINE. REMAINDER OF HUDDLE ADJUST TO QB'S ALIGNMENT.
2. REMEMBER WE HAVE ONLY 40/25 SECONDS TO GET A PLAY STARTED. WE MUST SAVE ALL THE TIME POSSIBLE BY BEING EFFICIENT IN OUR HUDDLING - TIME STARTS AS THE REFEREE BRINGS HIS HAND DOWN!
3. KEEP A CONSTANT HUDDLE - THE SHAPE AND APPEARANCE IS THE RESPONSIBILITY OF EACH MAN.
4. THE QB DOES THE TALKING. ALL OTHERS LISTEN! THE QB MUST TALK STRAIGHT OUT - NOT UP IN THE AIR OR DOWN AT THE GROUND. SEE ALL OF YOUR MEN.
5. DO NOT LEAN ON OTHER MEN IN THE HUDDLE - PLACE YOUR HANDS ON YOUR HIPS.
6. AFTER GIVING THE PLAY NUMBER, THE QB WILL SAY "READY" - THEN PAUSE. ALL CLAP HANDS WHICH IS THE SIGNAL TO BREAK THE HUDDLE - JOG AWAY FROM THE HUDDLE! NEVER LOAF!
7. THE CENTER AND WIDE RECEIVERS BREAK THE HUDDLE WHEN THE SNAP COUNT IS GIVEN - YOU MUST RUN FAST - SOMETIMES YOU MUST COVER A LOT OF DISTANCE.
8. ALL LINEMEN TURN TO THE INSIDE WHEN RUNNING TO OFFENSIVE POSITION - HALFBACK ALWAYS CROSS BEHIND FULLBACK.
9. WHEN SENT IN WITH INFORMATION, GET IT TO THE QB. DO NOT LEAVE THE SIDELINES UNLESS YOU THOROUGHLY UNDERSTAND THE INFORMATION TO BE TAKEN IN.
10. A CLOCK LOCATED IN THE END ZONE, AND IN FULL VIEW OF THE PLAYERS, WILL BE STARTED ON THE REFEREE'S SIGNAL BEFORE EACH PLAY - WE WILL HAVE 40/25 SECONDS TO GET THE BALL IN PLAY.

2.

CADENCE

I. CADENCE IN THE HUDDLE

THE CADENCE WILL BE CALLED BY THE QB IN THE FOLLOWING SEQUENCE:

1. FORMATION: (6, GUN 6, 0 OPEN, ETC.)
2. PLAY: NUMBER OF PLAY. (RIDE 34, SLANT 14, ETC.)
3. GIVE THE SNAP COUNT: (ON 2, ON SET, ETC.)
4. PAUSE MOMENTARILY: CENTER AND WIDE RECEIVERS WILL LEAVE HUDDLE DURING PAUSE.
5. GIVE COMMAND "READY - BREAK"
6. ALL CLAP HANDS THEN JOG TO L.O.S. AS INSTRUCTED.
7. EXAMPLE OF CALL IN HUDDLE: "O-RIDE 36 BOSS - ON 2 - (PAUSE) - READY BREAK"

II. CADENCE AT THE LINE OF SCRIMMAGE

1. EVERYONE WILL ASSUME DESIGNATED STANCE. BASIC IS 3 POINT EXCEPT FOR QB, WR, AND HALFBACK POSITION.
2. QB WILL LOOK OVER DEFENSE AND DECIDE IF A CHECK OFF IS NECESSARY.
3. QB CALLS LIVE OR DEAD COLOR (PAUSE BY QB) "WHITE 19 - WHITE 19"
 - A. ANY SHIFTING OF THE BACKS, X, Y, OR Z WILL BE DONE ON THE FIRST COLOR. WHITE 19 - WHITE 19
 - B. ANY MOVEMENT WILL BE STARTED ON THE QB'S HEEL.
 - C. ANY SHIFTING WITH MOVEMENT - SHIFT ON FIRST COLOR - MOVE ON THE QB'S HEEL.
 - D. THE QB CAN CALL THE LIVE COLOR DURING THE CADENCE.
4. QB CALLS "SET". CONTINUES CADENCE.
5. "HUT - HUT - HUT" (NON RHYTHMIC)
6. EXAMPLE OF CALL ON L.O.S.

<u>COLOR</u>	<u>PLAY</u>	<u>COLOR</u>	<u>PLAY</u>	<u>SNAP NUMBERS</u>
"BROWN	62	BROWN	62-(PAUSE) -	SET HUT - HUT - HUT"

III. THE QB MAY PUT THE TEAM INTO ACTION IN SEVEN WAYS

1. ON "2ND SOUND" (USED PRIMARILY IN 2-MINUTE SITUATION) "BLUE GO"
2. ON HARD 3rd SOUND - BLUE - GO - GO.
3. ON "SET" - EXAMPLE - "WHITE 19 - WHITE 19 - SET"
4. ON 1, 2, 3, 4, ETC. AS PREVIOUSLY DESCRIBED.
5. SILENT SNAP COUNT. (SHOTGUN ON THE ROAD)
6. OMAHA. THE QB MAY CALL "OMAHA" AS THE OFFENSIVE UNIT IS BREAKING THE HUDDLE. THIS MEANS THE 40/25 SECOND CLOCK IS RUNNING OUT AND WE MUST GET TO THE L.O.S. QUICKLY. ANY SHIFTING OR MOVEMENT CALLED IN THE HUDDLE IS OFF AND YOU SHOULD ALIGN IN WHAT WOULD BE THE FINISHED FORMATION. THE BALL WILL BE SNAPPED ON THE 2ND SOUND - "BLUE GO".
7. RAMBO. QB MAY CALL "RAMBO" IF DETACHED RECEIVER IS UNCOVERED. SNAP COUNT = "BLUE GO". QB WILL THROW PASS TO UNCOVERED RECEIVER. EVERYONE BLOCK 90 PROTECTION.

* "EASY" - IF A PLAY IS CALLED ON 2ND SOUND, QB MAY CHANGE SNAP COUNT (AND PLAY) WITH "EASY" CALL. "EASY" = ON 1.

- * **LOOK PASS** – OPTION FOR QB ON RUNNING PLAY WHERE QB MAY THROW PASS TO UNCOVERED RECEIVER. QB NOD TO WR AS INDICATOR. EVERYONE ELSE EXECUTES RUN.

QUARTERBACK CHANGING PLAY AT LINE OF SCRIMMAGE
CHECK-OFF SYSTEM

1. PLAY CALLED AT THE LINE OF SCRIMMAGE CHANGING CALL MADE IN HUDDLE. THERE WILL BE SITUATIONS BY GAME PLAN WHERE THE BEST WAY TO TAKE ADVANTAGE OF THE DEFENSIVE ALIGNMENT WILL BE WITH A CHECK-OFF.
2. COLOR DESIGNATED AS LIVE WILL BE USED AS CHECK-OFF SIGNAL.
3. SNAP COUNT FOR ALL CHECK-OFF PLAYS SHALL BE ON ONE.
4. WHEN THE QB CALLS THE LIVE COLOR, THEN THE PLAY CALLED IN THE HUDDLE IS ERASED. THE NEXT NUMBER CALLED WILL BE THE PLAY RUN.

NOTE:

THE QB CAN ALSO CALL "DISREGARD THE COLOR" IN THE HUDDLE, THEN CALL THE DESIGNATED LIVE COLOR ON THE LINE OF SCRIMMAGE. OFFENSE WILL DISREGARD THE LIVE COLOR AND RUN PLAY CALLED IN THE HUDDLE. THIS WILL DISCOURAGE ANYONE WHO MIGHT PICK UP THE LIVE COLOR.

- * "DISCO" – CALL USED BY QB AT LOS TO DUMMY AUDIBLE VS. DEFENSE. SNAP COUNT IS ON "1".

4.

QUARTERBACK CALLING PLAYS AT LINE OF SCRIMMAGE

"CHECK WITH ME"

1. THE QB WILL HAVE A MINIMUM NUMBER OF PLAYS FROM WHICH TO SELECT. THEY USUALLY WILL BE CALLED ACCORDING TO DEFENSIVE FRONTS OR COVERAGES.
2. SNAP COUNT FOR ALL "CHECK WITH ME" PLAYS WILL BE ON ONE.
3. EXAMPLE: HUDDLE CALL 6 "CHECK WITH ME" QUICK 45 BASE / 58 D SLANT ON ONE.
"BROWN 45" (QUICK BASE 45 IS THE DESIGNATED PLAY)
"BROWN 45"
(PAUSE) "SET"
"HUT" (BALL SNAPPED)
4. A "CHECK WITH ME" CAN BE CHECKED OFF WITH THE LIVE COLOR

NO HUDDLE

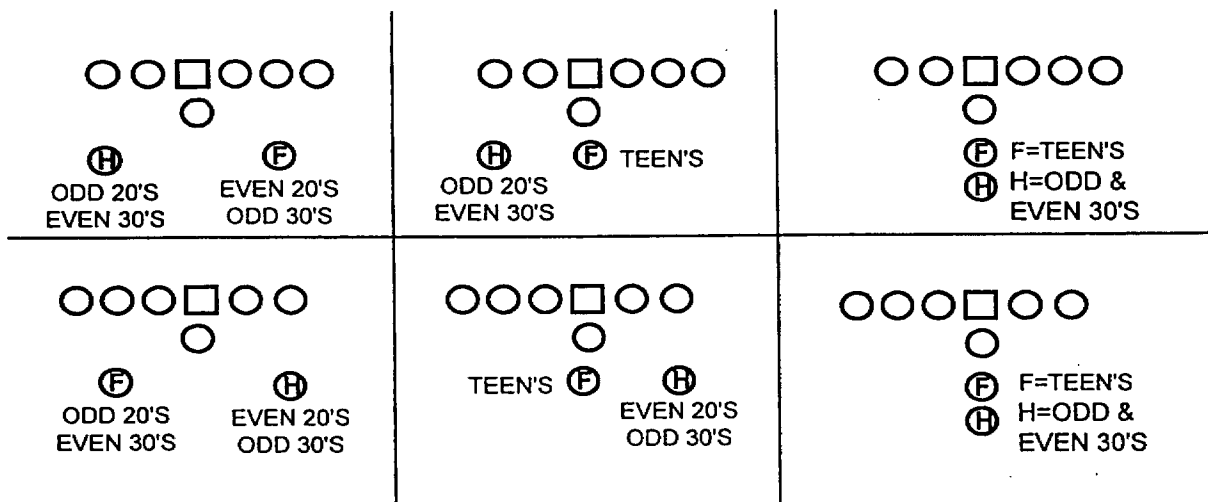
- A. "HURRY UP" - EXAMPLE OF HUDDLE CALL: ALERT FOR HURRY UP - THIS PLAY IS 6-58 D SLANT ON ONE. AFTER RUNNING THE FIRST PLAY, THE OFFENSE WILL LINE UP ON THE L.O.S.. THE QB WILL CALL "CHECK-CHECK 45 - CHECK CHECK 45" AND WE WILL RUN QUICK 45 BASE ON ONE. WE WILL CONTINUE TO RUN THE HURRY UP OFFENSE UNTIL THE QB CALLS FOR A HUDDLE. (USE OF HAND SIGNALS WILL DICTATE FORMATION AND PLAY) "ORANGE" CHANGES SNAP COUNT TO HARD THIRD SOUND.
- B. "TWO MINUTE" - THE QB WILL ALERT THE TEAM FOR TWO MINUTE OFFENSE IN THE HUDDLE. EXAMPLE OF QB CALL: "ALERT FOR TWO MINUTES - THIS PLAY IS GUN SPREAD RT 66 TIN DELAY H SNEAK ON ONE. AFTER RUNNING THE FIRST PLAY, THE OFFENSE WILL LINE UP ON THE L.O.S. THE QB WILL CALL "CHECK-CHECK 72 - CHECK-CHECK 72" AND WE WILL THAT PLAY ON SECOND SOUND (BLUE GO). WE WILL CONTINUE TO RUN THE TWO MINUTE OFFENSE UNTIL THE CLOCK IS STOPPED OR THE QB CALLS FOR HUDDLE OR TIME OUT. WE CAN AND WILL USE THE TWO MINUTE OFFENSE EVEN THOUGH THERE MAY BE MORE THAN TWO MINUTES ON THE CLOCK.

NUMBERING OF HOLES

1. HOLES ARE NUMBERED EVEN (0-2-4-6-8) TO THE RIGHT - ODD (1-3-5-7-9) TO THE LEFT AS IN THE DIAGRAM ABOVE.
2. ON ALL BASE BLOCKING, THE HOLE IS DIRECTLY OVER THE NUMBERED MAN. (EXAMPLE - RIDE 35).
3. ON ALL OTHER BLOCKING, THE HOLE IS OFF THE INSIDE HIP OF THE NUMBERED MAN. (EXAMPLE - JAB 36 POWER).

NUMBERING OF BALL-CARRIER

1. RUNNING PLAYS WILL BE NUMBERED FROM 10 THROUGH 39, AND CALLED IN BACKFIELD SERIES BY A WORD DESCRIPTION. (EXAMPLE - RIDE 36 BOSS - JAB 35 COUNTER).



2. ALL 40'S ARE DRAWS (FB) "H" WILL DESIGNATE HB DRAW.
3. 50 THROUGH 90 - DROPBACK PASSES.
4. 100 SERIES - ARE PLAY-ACTION PASSES WITH THE QB SETTING UP BEHIND THE FAKE WITHIN THE TACKLE BOX.
5. 200 SERIES - ARE MOVE THE POCKET PASSES WITH THE QB SPRINTING TOWARD THE NUMBER CALLED AND SETTING UP DIRECTLY BEHIND THE TACKLE.
6. 300 SERIES - ARE BOOTLEG PASSES - WITH THE QB ROLLING AWAY FROM THE FAKING BACK OR BACKS.
7. 400 SERIES - ARE RUNNING PLAY PASSES WITH THE DESIGNATED POSITION AS THE PASSER.
8. 500 SERIES - ARE SCREEN PASSES - REGULAR SCREEN, PLAY ACTION SCREENS, AND QUICK SCREENS.
9. SPECIAL PLAYS - ARE PLAYS THAT DO NOT FIT INTO ANY OF THE ABOVE CATEGORIES. THEY WILL BE GIVEN NAMES OR UNUSED NUMBERS.

6.

PERSONNEL COMBINATIONS

1. **REGULAR** 2 BACKS, 2 WR'S, 1 TE
2. **DETROIT** 1 BACK, 2 WR'S, 2 TE'S (ONE DESIGNATED AS F).
3. **HALF** 1 REGULAR HALFBACK, 3 WR'S, 1 TE. (1 WR = F)
4. **4 WIDES** 1 BACK, 4 WR'S, (ONE DESIGNATED AS Y AND ONE = F)
5. **TWO TITES** 2 BACKS, 1 WR, 2 TE'S (ONE DESIGNATED X OR Z)
DEPENDING ON FORMATION)
6. **NEW YORK** 1 BACK, 1 WR (Z/X), 3 TE'S (ONE AS X/Z, ONE AS F)
7. **GOAL LINE** 2 BACKS, 3 TE'S (ONE AS X, ONE AS Z, ONE AS Y)
8. **SUB** 1 DESIGNATED BACK, 3 WR'S, 1 TE (1 WR AS F)
9. **3 WIDES** 2 BACKS, 3 WR'S (ONE DESIGNATED AS Y)
10. **OUT PEOPLE** 2 HALFBACKS (ONE DESIGNATED AS F), 2 WR'S, 1 TE
11. **5 WIDES** 5 WIDE RECEIVERS (3 DESIGNATED AS H-F-Y)
12. **JAX** 4 WR'S, 1 TE
13. **DENVER** 3WR'S, 2 TE'S.
14. **3 BACKS** 3 BACKS, 2 TE'S.

<p>1</p>	<p>0</p>
<p>3</p>	<p>2</p>
<p>7</p>	<p>6</p>
<p>9</p>	<p>8</p>
Empty cell	Empty cell
Empty cell	Empty cell

8.

FORMATIONS AND VARIATIONS

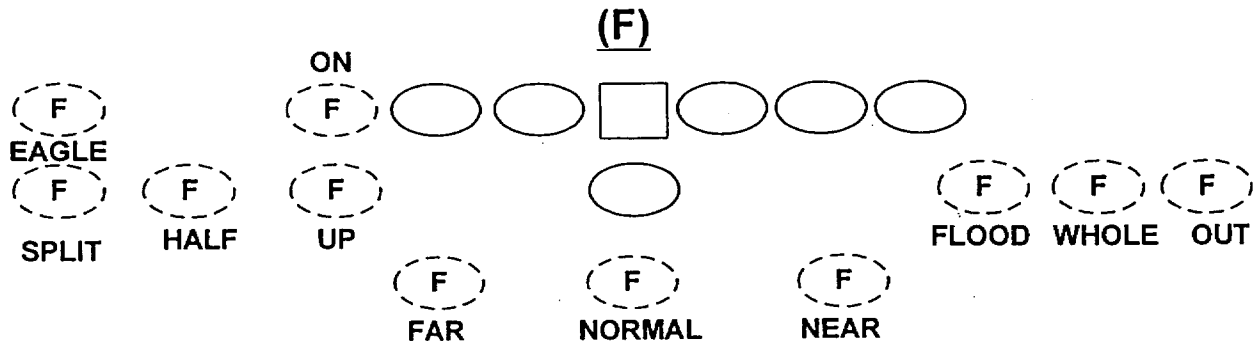
WE WILL USE A COMBINATION OF NUMBERS AND DESCRIPTIVE TERMS TO GET INTO OUR VARIOUS FORMATIONS. OUR BASIC FORMATIONS WILL BE CALLED BY NUMBERS 0, 2, 6, 8 (EVEN) TO THE RIGHT AND 1, 3, 7, 9 (ODD) TO THE LEFT.

THE X, Y, Z, H, F + QB EACH WILL HAVE THEIR OWN DESCRIPTIVE TERMS THAT WILL POSITION THEM IN THE VARIATION OF ALIGNMENTS.

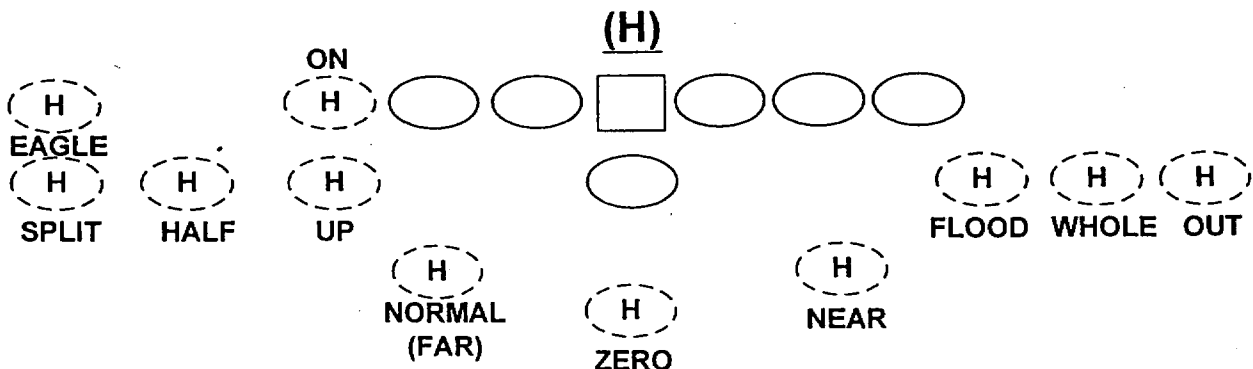
NOTE: ANYTIME "GUN" PRECEDES THE FORMATION CALL THE QB WILL NOT BE UNDER CENTER.

THE FOLLOWING PAGES WILL SHOW THE DESCRIPTIVE TERMS USED TO GUIDE ALIGNMENTS. THE TERMS SHOULD BE ASSOCIATED WITH THE STRONG AND WEAK SIDE OF THE FORMATION. THE TIGHT END IS CONSIDERED THE STRONG SIDE.

BACKS - ALIGNMENT VARIATIONS FOR F AND H



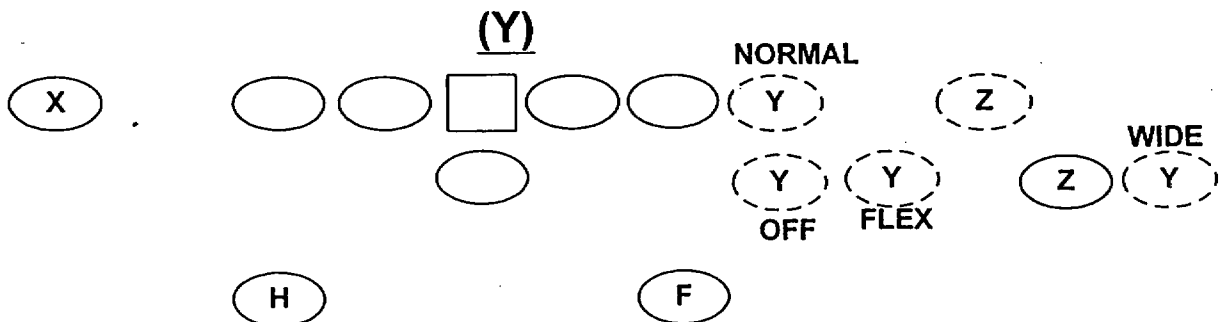
NORMAL F: LINE UP DIRECTLY BEHIND QB WITH TOES 5 YARDS FROM BACK TIP OF BALL



BACK DESCRIPTIONS

- NORMAL H:** LINE UP STRADDLING INSIDE LEG OF THE WEAK TACKLE WITH YOUR TOES 5 YARDS FROM THE BACK TIP OF THE BALL.
- NEAR:** LINE UP STRADDLING INSIDE LEG OF STRONG TACKLE WITH TOES 5 YARDS FROM BACK TIP OF BALL.
- FAR:** LINE UP STRADDLING INSIDE LEG OF WEAK TACKLE WITH TOES 5 YARDS FROM BACK TIP OF BALL.
- UP:** POSITION YOURSELF 1 YARD OUTSIDE WEAK TACKLE AND 1 YARD OFF LOS
- ON:** POSITION YOURSELF ON LOS 1 YARD OUTSIDE WEAK TACKLE
- HALF:** POSITION YOURSELF BETWEEN WEAK TACKLE AND X, 1 YARD OFF LOS
- SPLIT:** POSITION YOURSELF AS THE WEAKSIDE RECEIVER, 1 YARD OFF LOS.
- FLOOD:** POSITION YOURSELF 1 YARD OUTSIDE TE AND 1 YARD OFF LOS
- WHOLE:** POSITION YOURSELF HALFWAY BETWEEN THE WIDEST RECEIVER AND THE TE 1 YARD OFF THE LOS.
- OUT:** POSITION YOURSELF AS THE STRONG SIDE RECEIVER, 1 YARD OFF LOS
- ZERO/ONE:** POSITION YOURSELF DIRECTLY BEHIND QB WITH TOES 6 YARDS FROM BACK TIP OF BALL.
- CHANGE:** H & F CHANGE OF POSITIONS AND RESPONSIBILITY IN FORMATION CALLED.
- EAGLE:** LINE UP ON LOS TO THE WEAKSIDE.

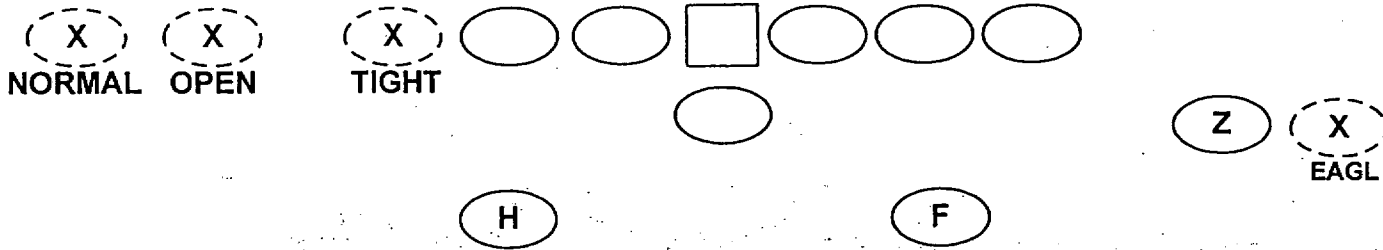
TIGHT END VARIATIONS



- NORMAL:** 2 FEET FROM TACKLE
- FLEX:** POSITION YOURSELF 3 TO 5 YARDS FROM TACKLE OFF LOS.
- WIDE:** POSITION YOURSELF LIKE A NORMAL X OR Z.
- OFF:** POSITION YOURSELF 1 YARD OFF LOS IN NORMAL FORMATION CALLED.

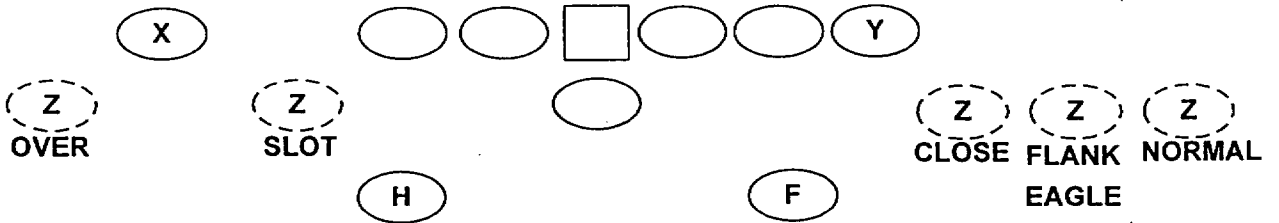
RECEIVER - ALIGNMENT VARIATIONS FOR X AND Z

(X)



NORMAL: SPLIT RULE
TIGHT: 1 TO 3 FEET FROM TACKLE
OPEN: 3 TO 6 YARDS FROM TACKLE
EAGLE: SPLIT WIDE OUTSIDE Z TO STRONGSIDE

(Z)



NORMAL: SPLIT RULE
CLOSE: 1 TO 3 YARDS FROM Y - 1 YARDS DEEP OFF LOS
FLANK: 3 TO 6 YARDS FROM Y - 1 YARD DEEP OFF LOS
SLOT: LINE UP HALFWAY BETWEEN X AND WEAK TACKLE
OVER: POSITION AS NORMAL X SPLIT 1 YARD OFF THE LOS
EAGLE: LINE UP IN FLANK POSITION

<p><u>GUN SPREAD LEFT</u></p>	<p><u>GUN SPREAD RIGHT</u></p>
<p><u>GUN TRIPS LEFT</u></p>	<p><u>GUN TRIPS RIGHT</u></p>
<p><u>GUN PATRIOT LEFT</u></p>	<p><u>GUN PATRIOT RIGHT</u></p>
<p><u>GUN EMPTY LEFT</u></p>	<p><u>GUN EMPTY RIGHT</u></p>
<p><u>GUN QUAD LEFT</u></p>	<p><u>GUN QUAD RIGHT</u></p>
<p><u>F LEFT</u></p>	<p><u>F RIGHT</u></p>

BASE WORD FORMATIONS

<p>EAGLE LEFT</p>	<p>EAGLE RIGHT</p>
<p>LOAD LEFT</p>	<p>LOAD RIGHT</p>
<p>HEAVY LEFT</p>	<p>HEAVY RIGHT</p>
<p>1 TRIO</p>	<p>0 TRIO</p>
<p>1 BUNCH</p>	<p>0 BUNCH</p>
<p>1 BOX</p>	<p>0 BOX</p>

MOVEMENTS

1. MOVEMENT WILL BE IDENTIFIED BY DETERMINING THE POSITION TO MOVE AND OFFERING THE FIRST LETTER OF THAT POSITION TO THE TYPE OF MOVEMENT. EXAMPLE: IF THE Y MOVES ACROSS THE FORMATION, THAT IS YAC MOVEMENT.
2. X MOVEMENTS WILL START WITH THE LETTER W FOR EASIER PRONUNCIATION.
3. H & F MOVEMENT TO THE TE SIDE WILL BE (AT) AND MOVEMENT TO THE X SIDE WILL BE (AX). THIS WILL APPLY TO BACKFIELD ALIGNMENTS ONLY.

TYPES

1. AC - MOVEMENT ACROSS THE FORMATION
2. AP - MOVEMENT ACROSS THE FORMATION TO BLOCK.
3. ING - MOVEMENT TOWARD THE BALL FROM CALLED SIDE TO RELEASE.
4. IP - MOVEMENT TOWARD THE BALL FROM CALLED SIDE TO BLOCK
5. IG - MOVEMENT TOWARD THE BALL AND RETURNING TO CALLED ALIGNMENT.
6. AT - MOVEMENT BY H OR F TO THE TE SIDE FROM ANY BACKFIELD SET.
7. AX - MOVEMENT BY H OR F TO THE X SIDE FROM ANY BACKFIELD SET.
8. OOM - MOVEMENT AWAY FROM FORMATION WITHOUT CROSSING FORMATION.
9. OG - MOVEMENT AWAY FROM BALL AND RETURNING TO CALLED ALIGNMENT.

(NOTE - OOM AND OG WILL BE SELDOM USED.)

EXAMPLES:

	<u>X(W)</u>	<u>Y</u>	<u>Z</u>	<u>H</u>	<u>F</u>
AC	WAC	YAC	ZAC	HAC	FAC
AP	WAP	YAP	ZAP	HAP	FAP
ING	WING	YING	ZING	HING	FING
IP	WIP	YIP	ZIP	HIP	FIP
IG	WIG	YIG	ZIG	HIG	FIG
AT	***	***	***	HAT	FAT
AX	***	***	***	HAX	FAX

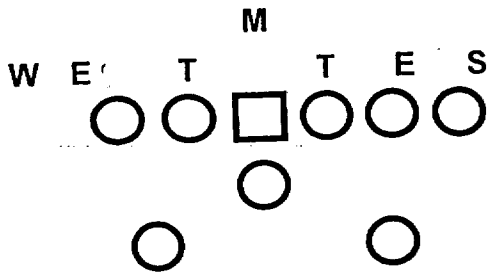
MOVEMENT VARIATIONS

<p>7 ZAC</p>	<p>0 NEAR WIDE YIP</p>
<p>9 UP FAC</p>	<p>8 UP FIG</p>
<p>9 ON WING</p>	<p>8 ON WAC</p>
<p>7 HALF HOG</p>	<p>6 HALF ZAP</p>
<p>7 SPLIT FAX</p>	<p>GUN EMPTY R HIP</p>
<p>1 OUT FING</p>	<p>0 SPLIT WIDE FIP</p>

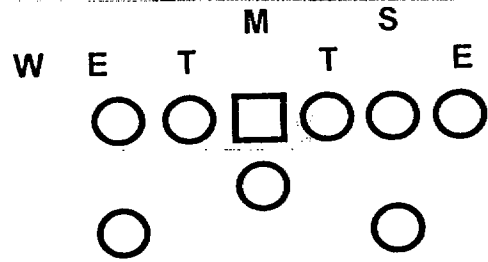
<p>1 FLOOD FAC</p>	<p>6 WHOLE FIG</p>
<p>3 OUT ZIG</p>	<p>2 OUT OVER ZING</p>
<p>YAC 6</p>	<p>6 YAC</p>
<p>3 FLEX HAX</p>	<p>8 FLEX ZING</p>
<p>7 WIDE YING</p>	<p>2 WIDE YAP</p>
<p>1 FAR CLOSE FAT</p>	<p>6 CLOSE ZIG</p>

4 MAN LINE DEFENSIVE FRONTS

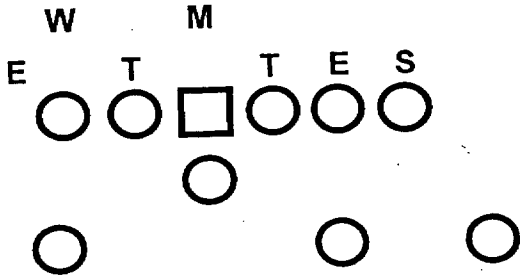
EVEN



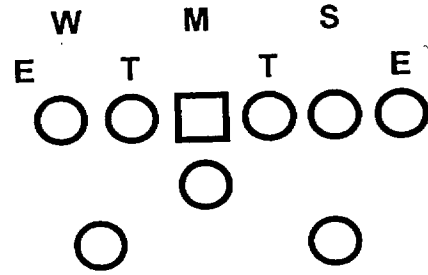
EVEN STRONG TOM



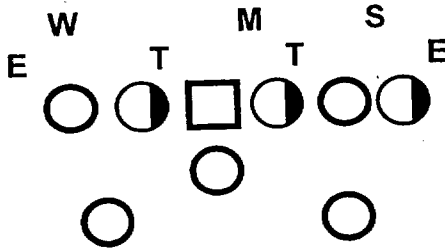
EVEN WEAK TOM



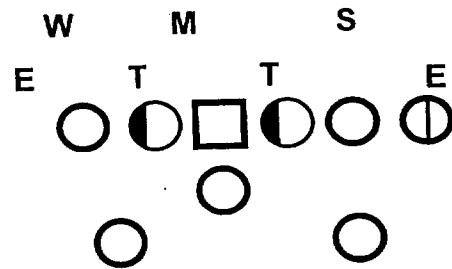
EVEN DBL TOM



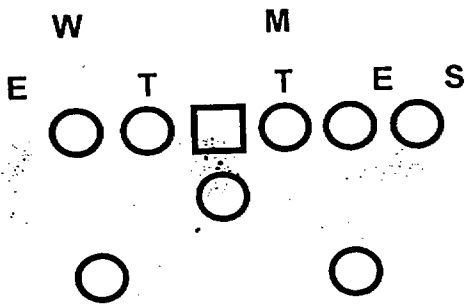
EVEN DBL TOM (TACKLES STRONG)



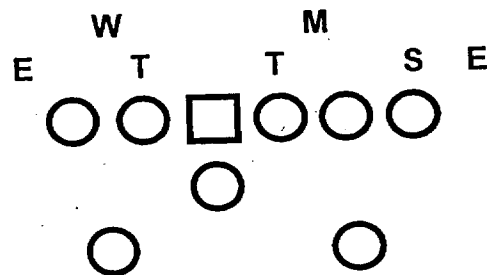
EVEN DBL TOM (TACKLES WEAK)



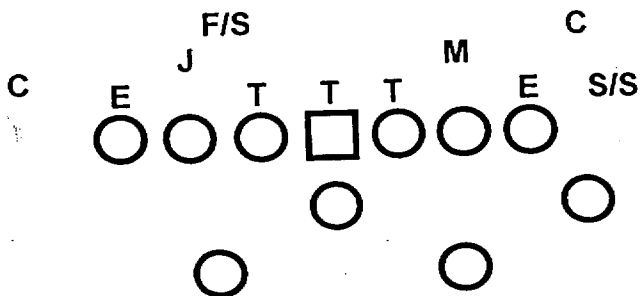
EVEN WEAK TOM BOSS



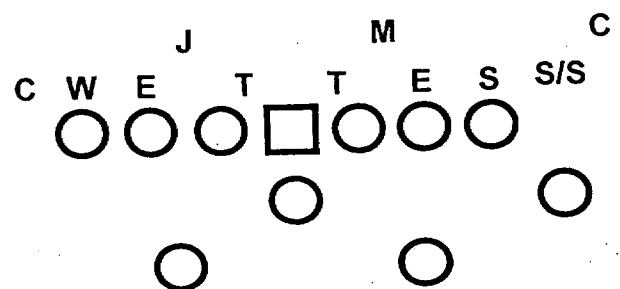
EVEN WEAK TOM BOSS POINT



5-2-DIAMOND



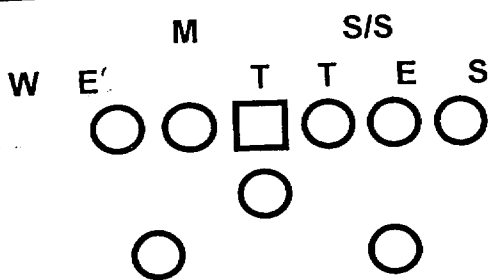
6-2 - GL



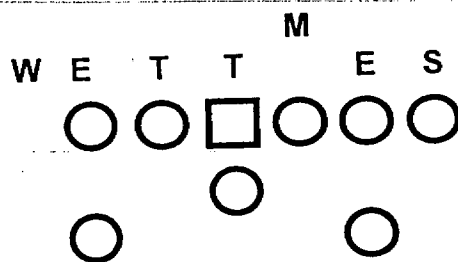
4 MAN LINE DEFENSIVE FRONTS

2.

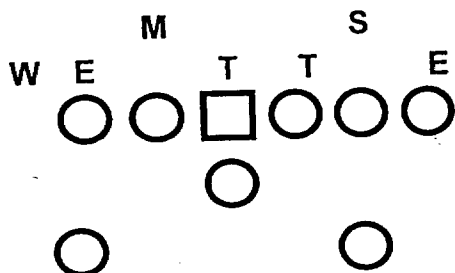
OVER BUZZ



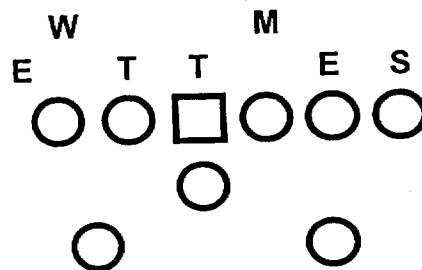
UNDER



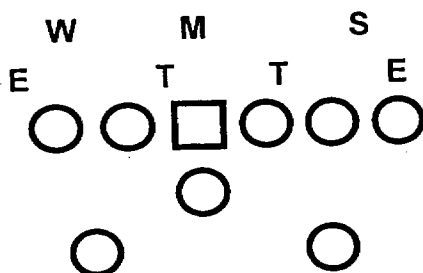
OVER TOM



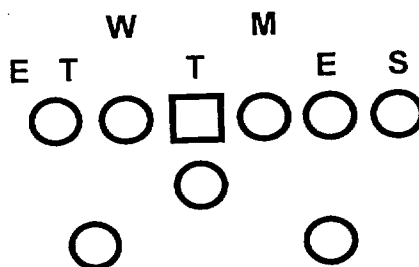
UNDER TOM



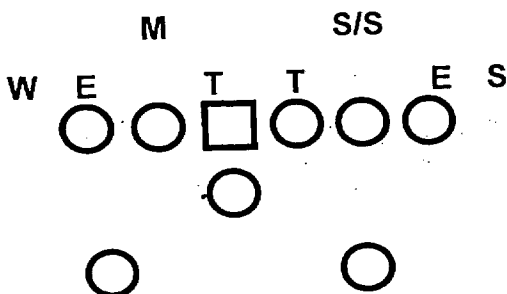
OVER DBL TOM



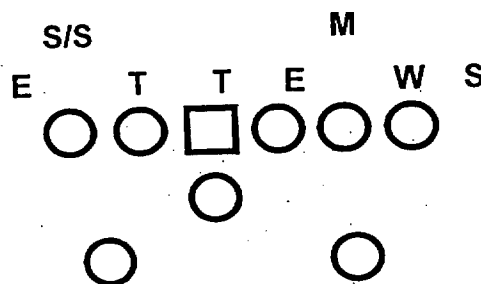
UNDER TIM



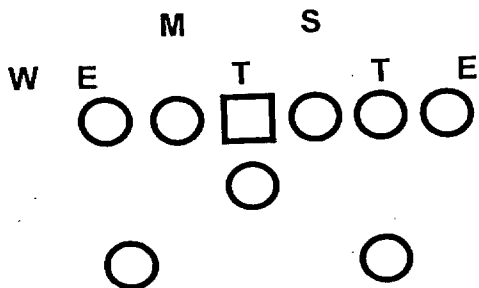
OVER SS TOM (CLUB)



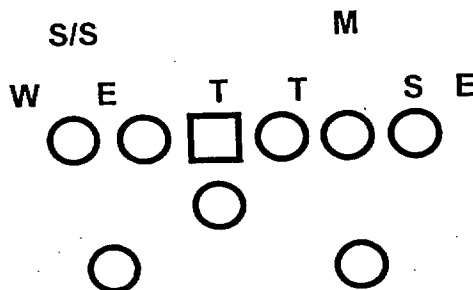
DIAMOND



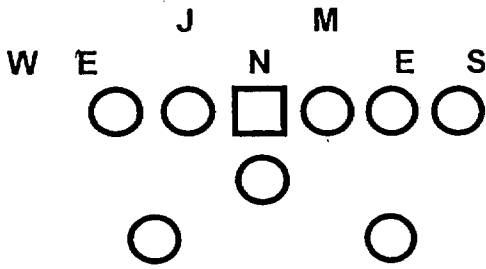
OVER TIM



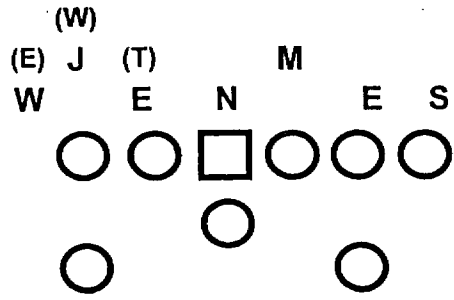
DIAMOND POINT



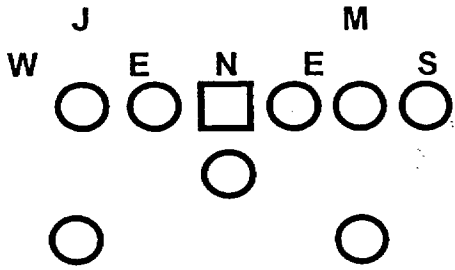
3-4



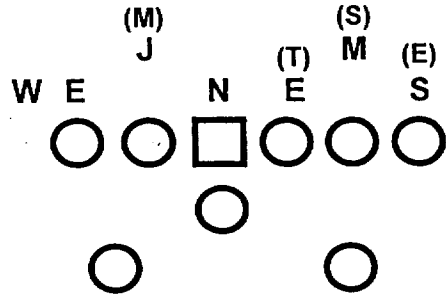
3-4 UNDER TOM



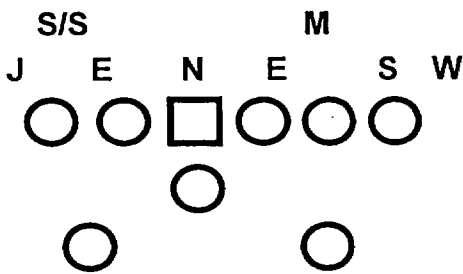
3-4 DBL REDUCED



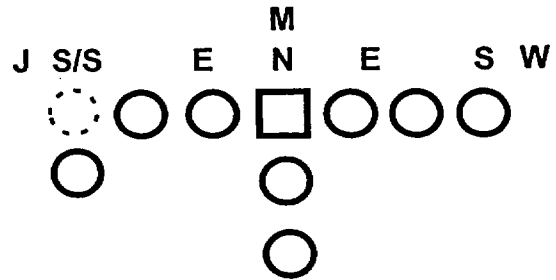
3-4 OVER TOM



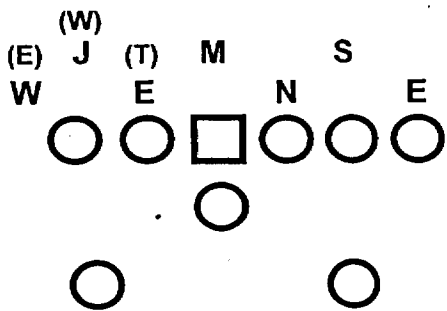
3-4 DIAMOND



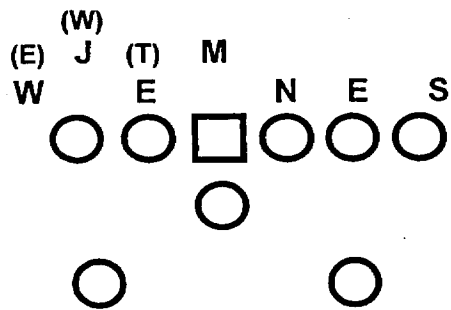
3-4 DIAMOND



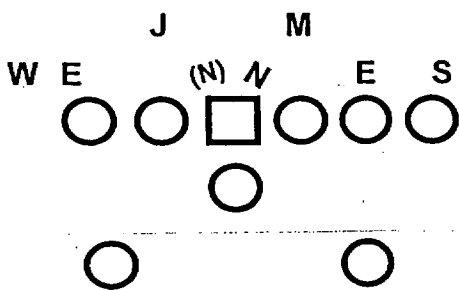
3-4 EVEN DBL TOM



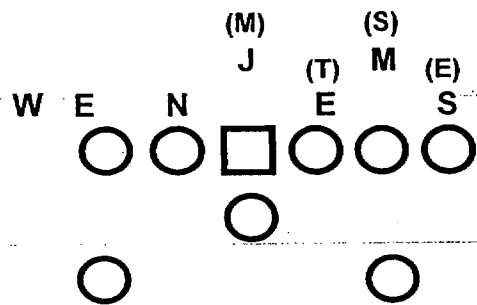
3-4 EVEN WEAK TOM



3-4 COCK STRONG (WEAK)

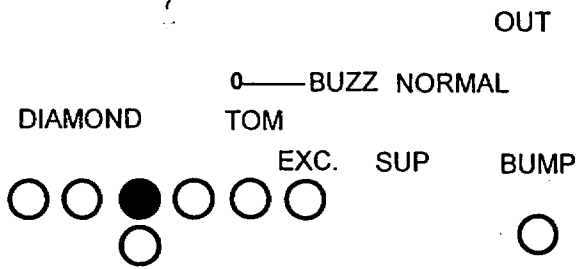


3-4 EVEN STRONG TOM



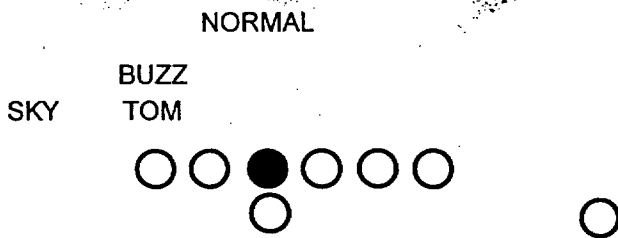
STRONG SAFETY AND LINEBACKER ALIGNMENTS

STRONG SAFETY ALIGNMENTS



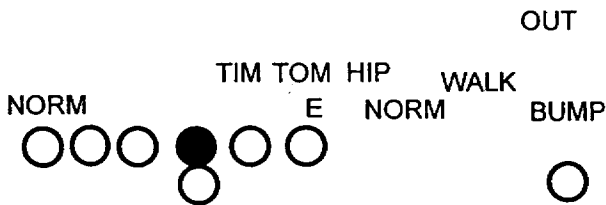
- BUMP - OVER AND PRESSING WR
- OUT - OVER AND OFF WR
- NORMAL - 5-6 YARDS DEEP, OUTSIDE Y
- SUP - SS UP ON LOS OUTSIDE Y
- EXCHANGE - OVER Y ON LOS WITH SAM OUTSIDE
- BUZZ - 4-5 YARDS OFF LOS INSIDE Y
- TOM - 3-4 YARDS DEEP IN TACKLE BUBBLE
- DIAMOND - SS IN WK TACKLE BUBBLE

WEAK SAFETY ALIGNMENTS



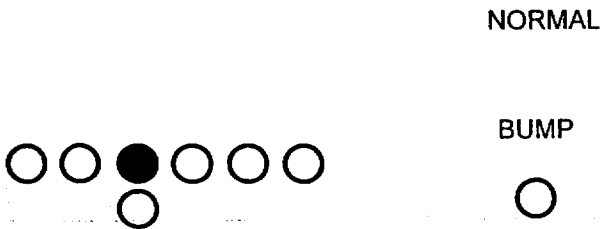
- NORMAL - 12 YARDS DEEP IN MOF
- SKY - 5-6 YARDS DEEP OUTSIDE THE WK TACKLE
- BUZZ - 4-5 YARDS OFF LOS TO THE WEAKSIDE
- TOM - 3-4 YARDS DEEP IN WK TACKLE BUBBLE

SAM / WILL ALIGNMENTS



- BUMP - OVER AND PRESSING WR
- OUT - OVER AND OFF WR
- NORMAL - S OVER Y, W OUTSIDE DE WK ON LOS
- HIP - OUTSIDE DE, OFF LOS
- WALK - HALFWAY BETWEEN OT AND WR
- TOM - 3-4 YARDS DEEP IN TACKLE BUBBLE
- TIM - 3-4 YARDS DEEP IN GUARD BUBBLE

CORNER ALIGNMENTS



- BUMP - OVER AND PRESSING WR
- NORMAL - 7-8 YARDS DEEP, OVER THE WR

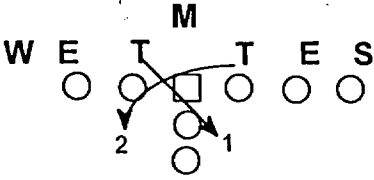
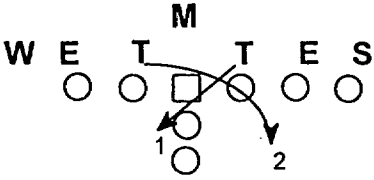
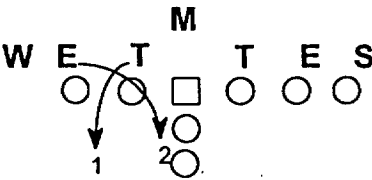
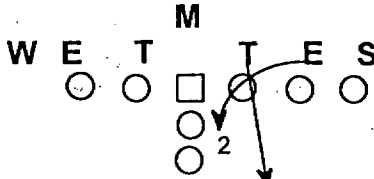
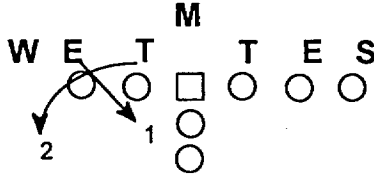
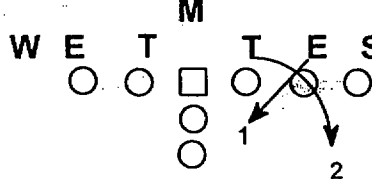
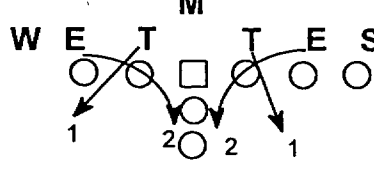
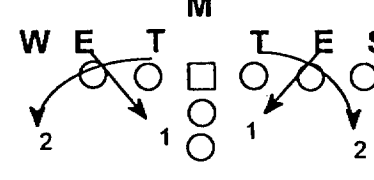
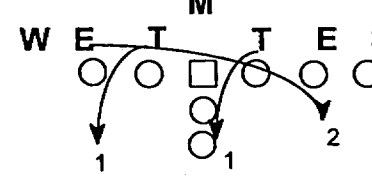
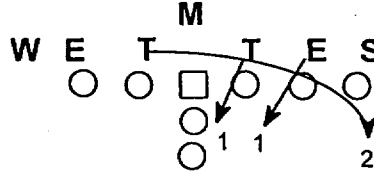
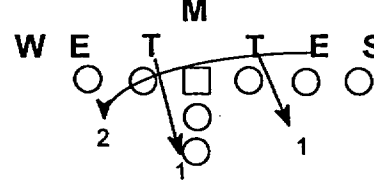
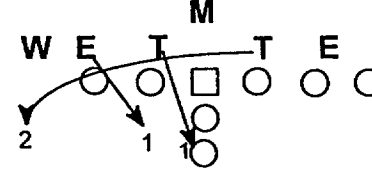
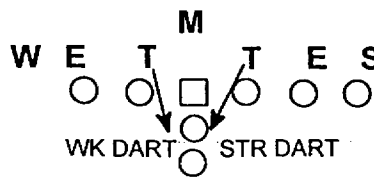
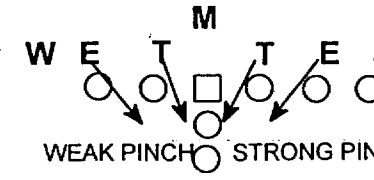
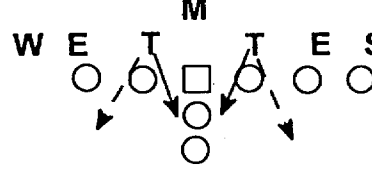
LINE STUNTS

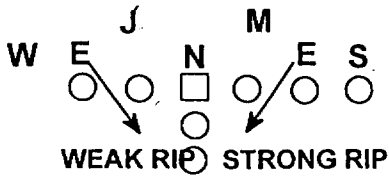
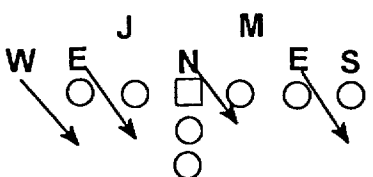
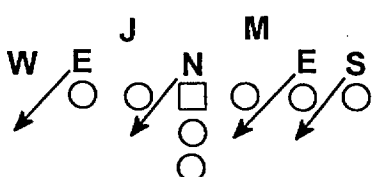
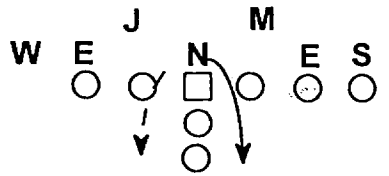
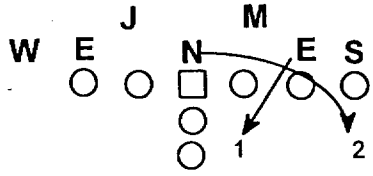
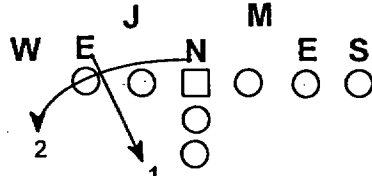
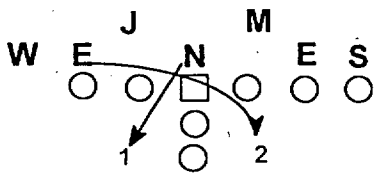
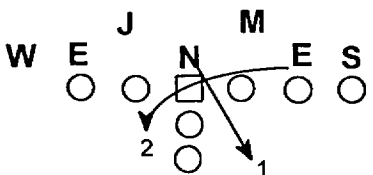
Line stunts involve defensive linemen when they are making directional charges or cross charges. In some instances the cross charge may involve a defensive lineman and a linebacker.

When a cross charge involves the two defensive tackles or a defensive end, we designate the stunt as a twist. We further describe the stunt by designating the player that stunts first: i.e.: WEAK TWIST in which the weak DT stunts first with the DE charging over the top behind him (example: WEAK T/E). A 34 TWIST in which the nose tackle stunts first with the DE coming behind is another example (WEAK N/E).

When a cross charge involves a defensive end or a defensive tackle with a linebacker, we designate the stunt by name and designate the first charger (example: 43 WILL/E, 34 NOSE/MIKE).

A rip involves a directional charge to the inside by a defensive end over an offensive tackle or a dart by a defensive tackle over the offensive guard. A slant involves similar directional charges by two linemen.

 <p><u>WEAK T/T</u></p>	 <p><u>STRONG T/T</u></p>	 <p><u>WEAK T/E</u></p>
 <p><u>STRONG T/E</u></p>	 <p><u>WEAK E/T</u></p>	 <p><u>STRONG E/T</u></p>
 <p><u>DOUBLE T/E</u></p>	 <p><u>DOUBLE E/T</u></p>	 <p><u>STRONG T / WEAK E</u></p>
 <p><u>STRONG E / WEAK T</u></p>	 <p><u>WEAK T/STRONG E</u></p>	 <p><u>WEAK E / STRONG T</u></p>
 <p><u>DOUBLE DART</u></p>	 <p><u>DOUBLE PINCH</u></p>	 <p><u>T'S STRONG / T'S WEAK</u></p>

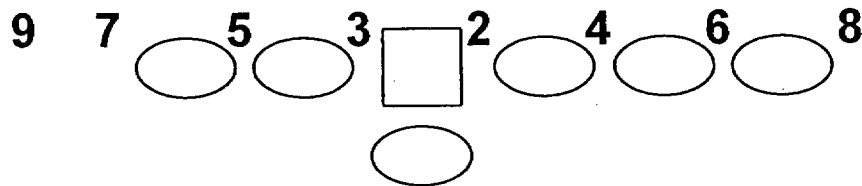
 <p>WEAK RIP STRONG RIP</p> <p><u>DOUBLE RIP</u></p>	 <p><u>SLANT STRONG</u></p>	 <p><u>SLANT WEAK</u></p>
 <p><u>NOSE STRONG</u> <u>NOSE WEAK</u></p>	 <p><u>STRONG E/N</u></p>	 <p><u>WEAK E/N</u></p>
 <p><u>WEAK N/E</u></p>	 <p><u>STRONG N/E</u></p>	

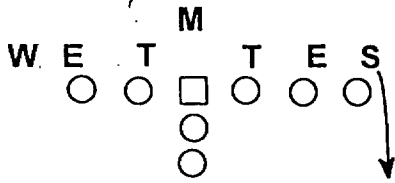
8.

BLITZES

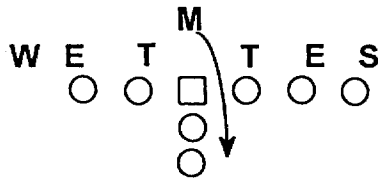
Blitzes involve linebacker (s) or defensive back (s) making a predetermined charge across the line of scrimmage and into the offensive backfield, usually immediately on the snap of the ball.

We designate the blitzers by name (**SAM, MIKE, JACK, WILL, STRONG-SAFETY, WEAK-SAFETY, WEAK-CORNER, STRONG-CORNER**). We also use descriptive terms to indicate the type of blitz or twist. We further designate the blitzer's path with numbers indicating the gap in which they rush.

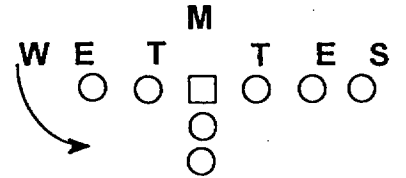




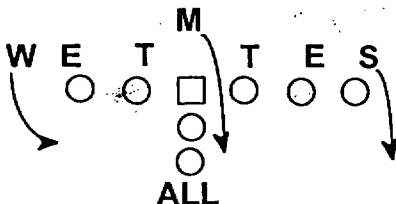
SAM S-8



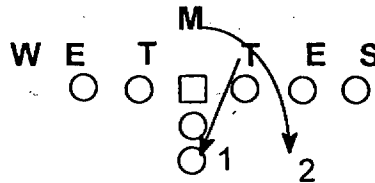
MIKE S-2



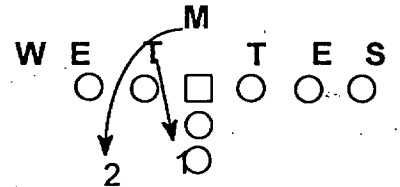
WILL W-7



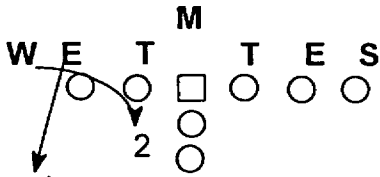
SAM S-8/MIKE S-2/WILL W-7



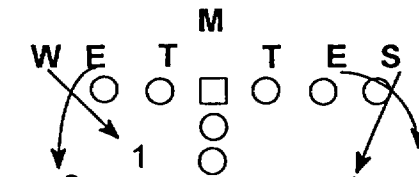
MIKE S-4



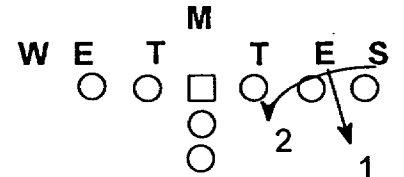
MIKE W-5



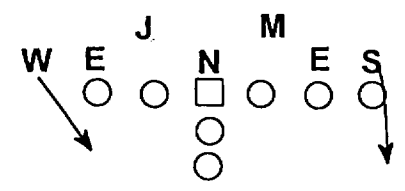
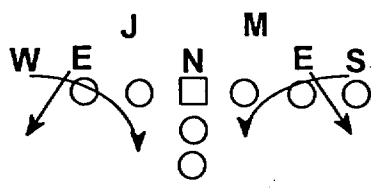
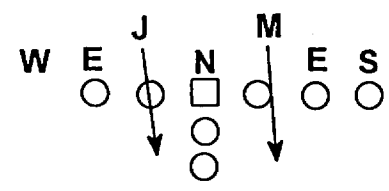
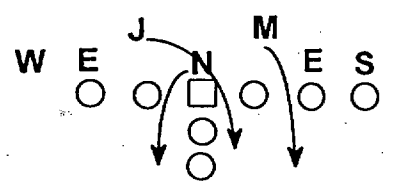
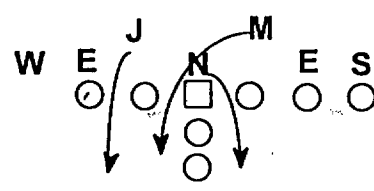
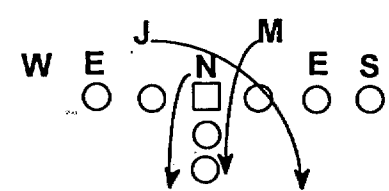
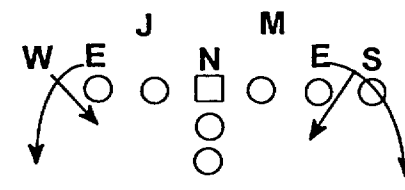
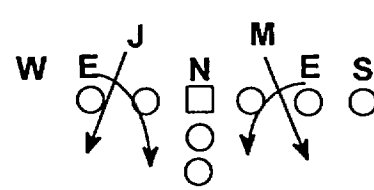
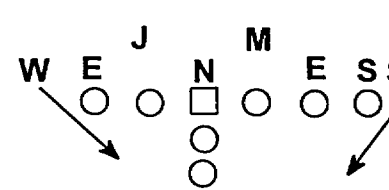
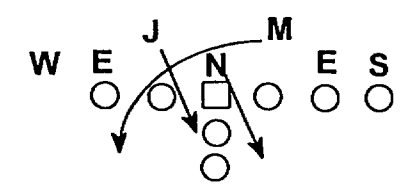
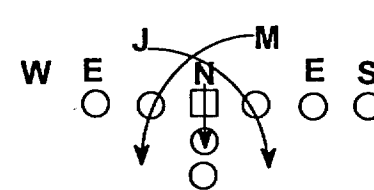
WILL WEAK LION W-5



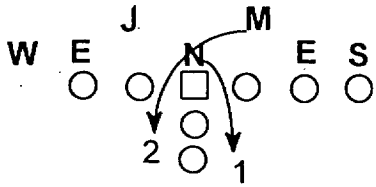
WILL/E W-7 SAM/E S-6



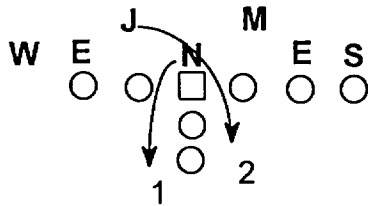
SAM STRONG LION S-4

 <p><u>SAM / WILL</u> <u>SAM S-8 WILL W-7</u></p>	 <p><u>DOUBLE LION</u> <u>WILL W-5 SAM S-4</u></p>	 <p><u>MIKE / JACK</u> <u>MIKE S-4 / JACK W-3</u></p>
 <p><u>MIKE S-4 / JACK S-2</u></p>	 <p><u>MIKE W-3 / JACK W-5</u></p>	 <p><u>MIKE S-2 / JACK S-4 CROSS</u></p>
 <p><u>WILL/E W-7 SAM/E S-6</u></p>	 <p><u>JACK/E W-5 MIKE/E S-4</u></p>	<p><u>DBL REDUCED SUP</u></p>  <p><u>SS S-8 / WILL W-7</u></p>
 <p><u>JACK W-3 / MIKE W-5 CROSS</u></p>	 <p><u>JACK S-2 / MIKE W-3 CROSS</u></p>	

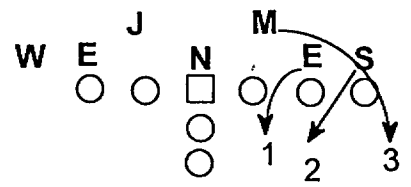
NOSE/MIKE W-3



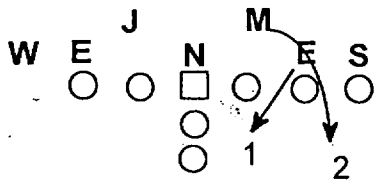
NOSE/JACK S-2



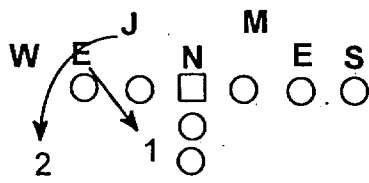
SAM 6 MIKE 8



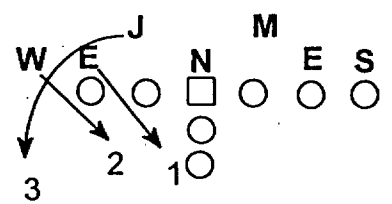
STRONG-E/MIKE S-6



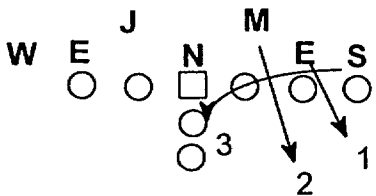
WEAK-E/JACK W-7



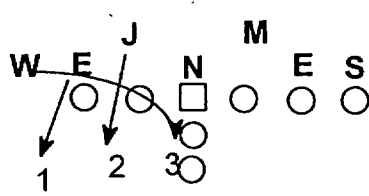
WILL 5 JACK 7



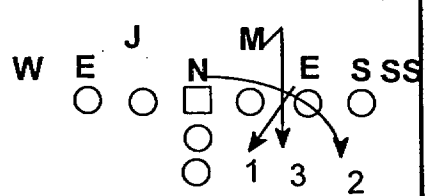
MIKE 4 SAM 2



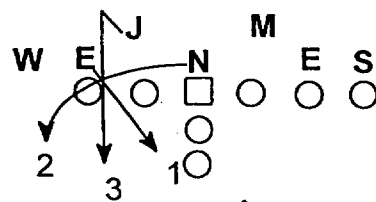
JACK 5 WILL 3



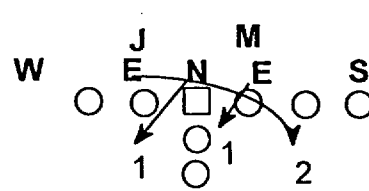
SINK IT STRONG



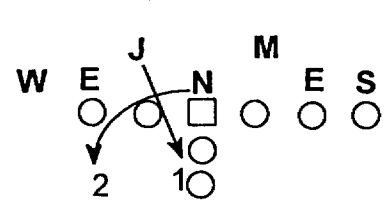
SINK IT WEAK



DBL REDUCED SUP

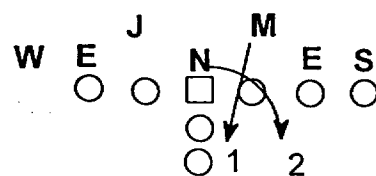


JACK NOSE W-3



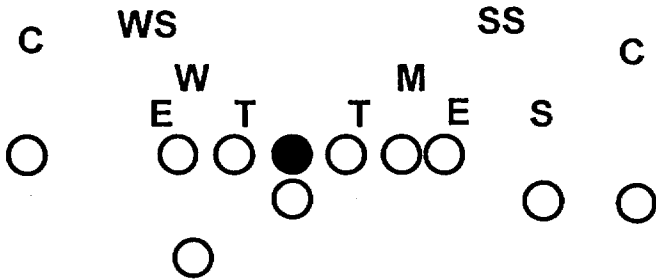
STRONG E/WEAK E

MIKE NOSE S-2

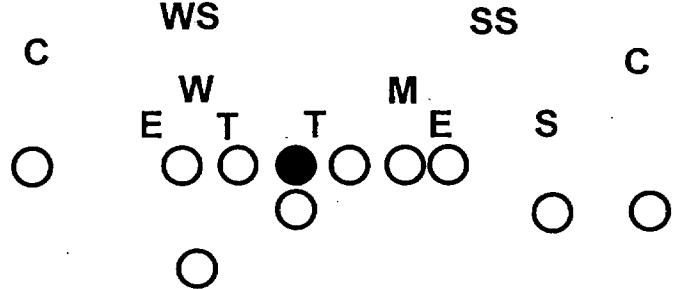


SUBSTITUTE DEFENSES ARE USED BY OPPONENTS IN LONG YARDAGE AND THIRD DOWN SITUATIONS TO MATCH THE OFFENSE'S SUBSTITUTED PERSONNEL (3 WIDES / 4 WIDES/ HALF/ SUB). THE DEFENSIVE PERSONNEL IN THE LINEBACKER POSITIONS WILL BE IDENTIFIED AS LINEBACKERS EVEN THOUGH THEY MAY BE DEFENSIVE BACKS. THE QUARTERBACK SHOULD IDENTIFY "MIKE" VS. ANY SUB FRONT.

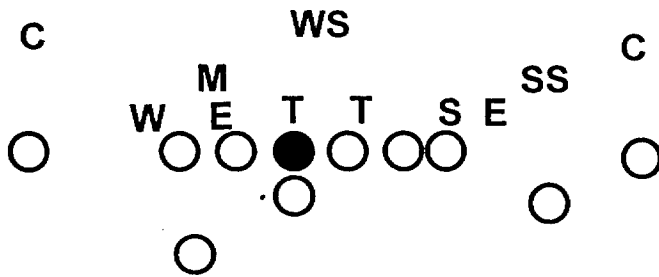
416 EVEN



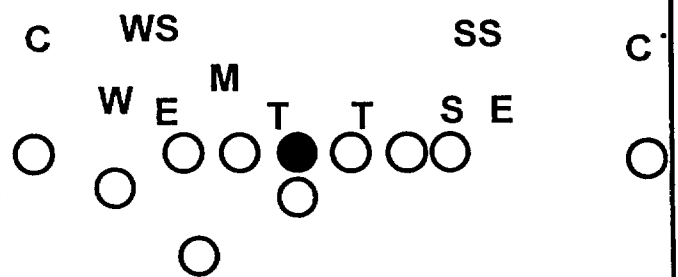
416 UNDER



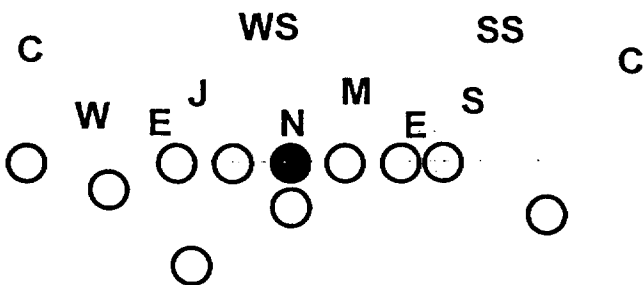
416 DIAMOND POINT



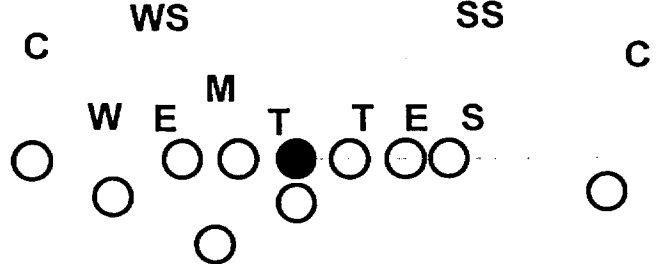
416 OVER POINT



326 - 3 DOWN



416 OVER



COVERAGE

COVERAGE WILL BE DESCRIBED WITH THE USE OF NUMBERS AND WORDS. THE NUMBERS WILL TELL US THE BASE COVERAGE AND THE WORDS WILL TELL US THE VARIOUS TECHNIQUES USED WITHIN THE BASE COVERAGE.

COVER 0 - MAN TO MAN COVERAGE ON ALL RECEIVERS WITH NO FREE SAFETY IN THE POST AREA. THIS IS BLITZ COVERAGE.

VARIATIONS:

1. **BUZZ** = SLOOP BY OUTSIDE LB'S TO HELP IN FLATS OR ON #1.

COVER 1 - MAN TO MAN COVERAGE ON ALL RECEIVERS WITH SAFETY FREE IN POST AREA.

VARIATIONS:

1. **WEAK** = WS UP, SS FREE IN POST AREA

2. **FUNNEL** = FREE MAN LINED UP IN HOLE

3. **ROBBER** = FREE MAN DROP AND ZONE IN HOLE

4. **RABBIT** = DOUBLE ON BACK

5. **BLITZ 1** = NORMALLY A FIVE MAN BLITZ WITH THE WS REMAINING FREE IN THE POST AREA.

6. **BLITZ 1 WK** = NOMALLY A FIVE MAN BLITZ WITH THE SS REMAINING FREE IN THE POST AREA.

COVER 2 - 2 DEEP - 1/2 FIELD ZONE COVERAGE BY SAFETIES WITH 5 UNDER ZONE COVERAGE BY CORNERS AND LB'S.

VARIATIONS:

1. **STICK** = MAN TO MAN BY SOMEONE WITHIN THE ZONE COVERAGE

2. **ZEBRA** = CORNERS OVER TO SLOT

3. **UNDER** = MAN TO MAN BY ALL THE LB'S WITHIN THE ZONE COVERAGE

COVER 3 - 3 DEEP ZONE COVERAGE WITH STRONGSIDE ROTATION. SS IS THE ASSUMED DEFENDER RESPONSIBLE FOR THE STRONG FLAT UNLESS A VARIATION IS CALLED.

VARIATIONS:

1. **CLOUD** = CORNER HAS FLAT

14.

COVER 3 - VARIATIONS (CONTINUED):

2. **BUZZ (LB)** = BACKER HAS FLAT
3. **SLIDE** = OVERLOAD ZONE COVERAGE WITH MAN COVERAGE TO THE BACKSIDE.
4. **BLITZ ZONE**= SAM AND MIKE BLITZ WITH DL DROPPING INTO COVERAGE AND SS TAKING STRONG FLAT.

COVER 4 - 4 DEEP LOOK WITH THE SAFETIES AND CORNERS PLAYING ¼'S (QUARTERS). SAFETIES AND CORNERS WILL PLAY MAN TO MAN ON VERTICAL ROUTES WHILE LB'S WILL PLAY ZONE UNDERNEATH.

VARIATIONS:

1. **STICK** = CORNERS PLAY BUMP MAN TO MAN.

COVER 5 - 2 DEEP – HALF FIELD ZONE COVERAGE BY SAFETIES WITH 5 UNDER MAN TO MAN COVERAGE BY CORNERS AND LB'S.

VARIATIONS:

1. **VISE** = DOUBLE #2 WEAK
2. **TRIANGLE** = 3 ON 2 TECHNIQUE BASED ON RELEASES
3. **CONE** = CORNER AND SAFETY DOUBLE ON #1

COVER 6 - 3 DEEP ZONE COVERAGE WITH WEAK SIDE ROTATION. WS IS THE ASSUMED DEFENDER RESPONSIBLE FOR THE WEAK FLAT UNLESS A VARIATION IS CALLED.

VARIATIONS:

1. **C (CLOUD)** = CORNER HAS FLAT WEAK
2. **BUZZ (LB)** = BACKER HAS FLAT WEAK
3. **BLITZ ZONE**= MIKE AND WILL BLITZ WITH DL DROPPING INTO COVERAGE AND WS TAKING WEAK FLAT.

COVER 7 - RED AREA COVERAGE WITH PATTERN READ BY SAFETIES TO CREATE DOUBLE COVERAGE ON VERTICAL RECEIVERS.

VARIATIONS:

1. **STICK** = CORNERS PLAY BUMP MAN TO MAN.

COVERAGES CONTINUED

COVER 8 - A COMBINATION COVERAGE PLAYING COVER 4 TO THE STRONGSIDE AND COVER 2 TO THE WEAKSIDE.

VARIATIONS:

1. **8 FLIP** = PLAYING COVER 2 TO THE STRONGSIDE AND COVER 4 TO THE WEAKSIDE
2. **8 DBL. X** = WEAK CORNER AND WEAK SAFETY DOUBLING THE X

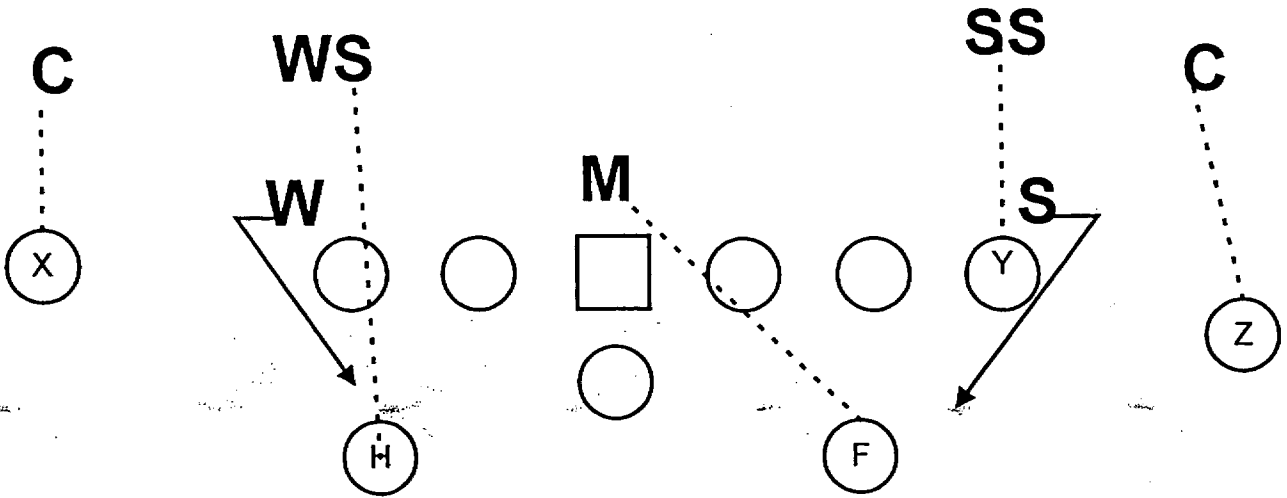
COVER 9 - MAN TO MAN COVERAGE BASED ON THE RELEASE OF THE TE/F WITH THE SS AND THE WS PLAYING THEM MAN IN AND OUT ON THE STRONGSIDE.

VARIATIONS:

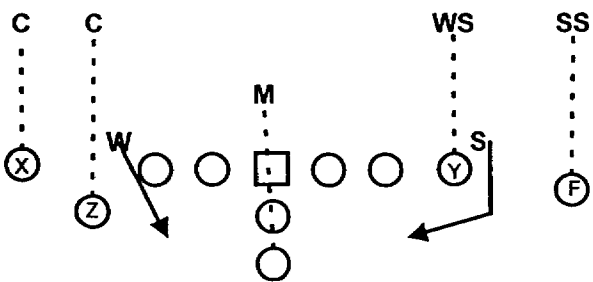
1. **BLITZ 9** = NORMALLY A SIX MAN BLITZ WITH BOTH SS AND WS COMMITTING TO THE TE SIDE FOR COVERAGE.

BLITZ 0

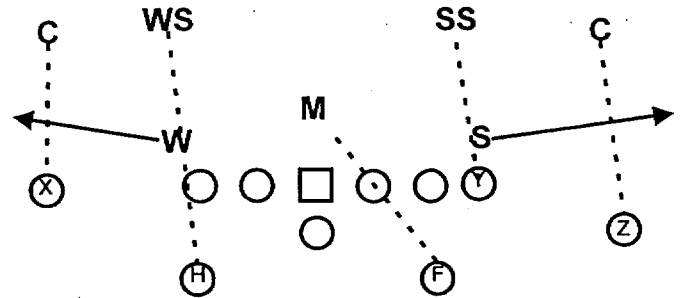
COVER BLITZ 0 AND VARIATIONS



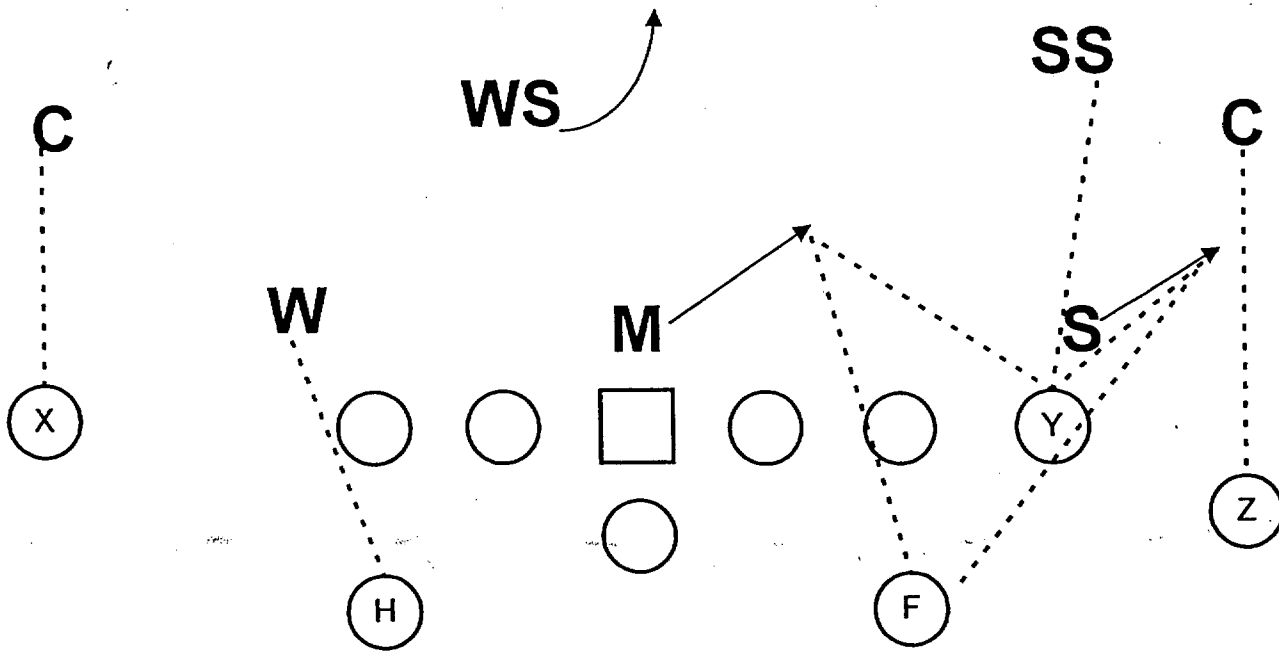
BLITZ 0



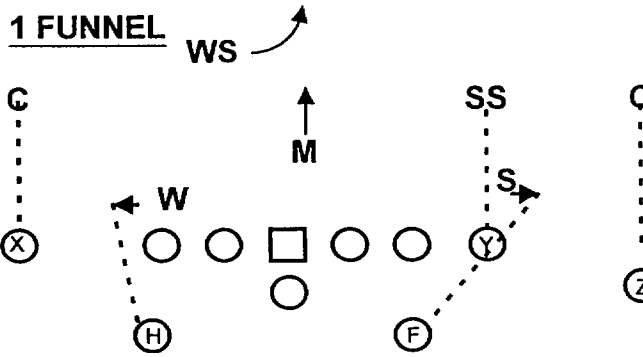
0 BUZZ



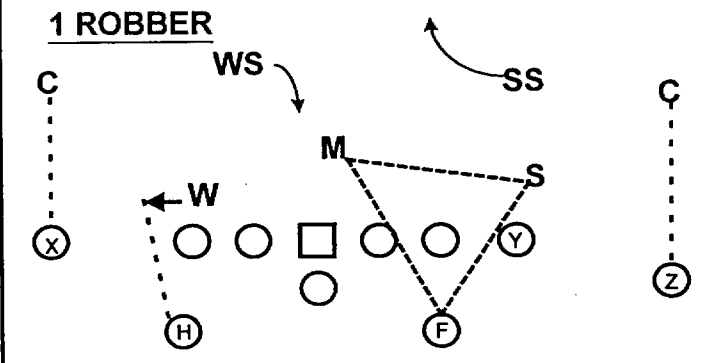
COVER 1 AND VARIATIONS



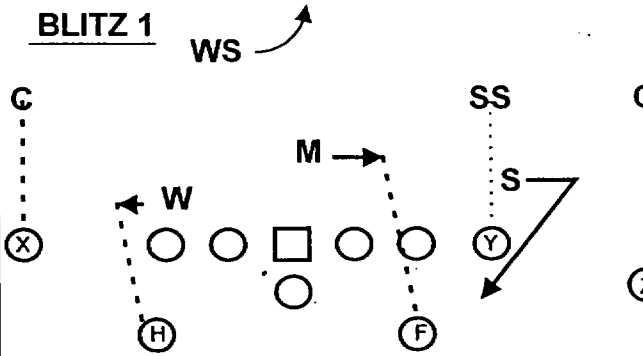
1 FUNNEL



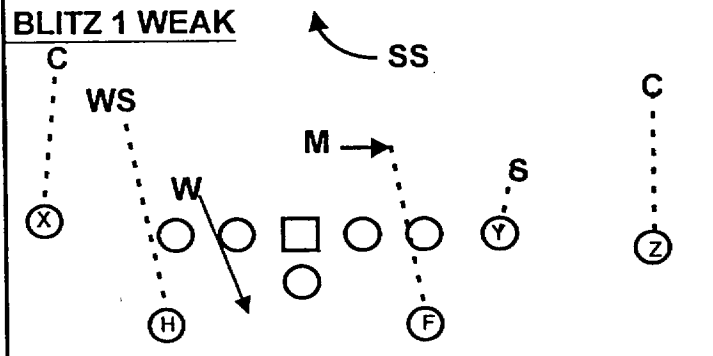
1 ROBBER



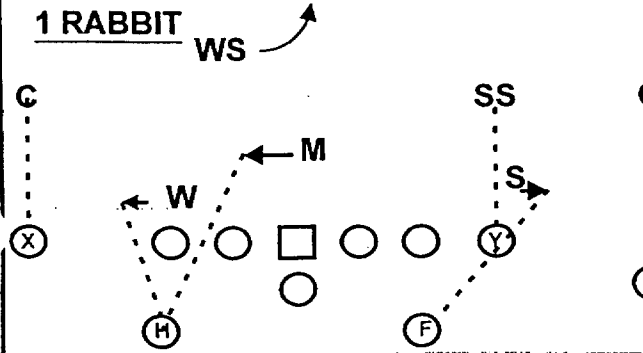
BLITZ 1



BLITZ 1 WEAK



1 RABBIT



COVER 2 AND VARIATIONS

WS

SS

C

W

M

S

C



2 STICK -Y

WS

SS

C

W

M

S

C



2 UNDER

WS

SS

C

W

M

S

C



2 ZEBRA

WS

SS

C

C

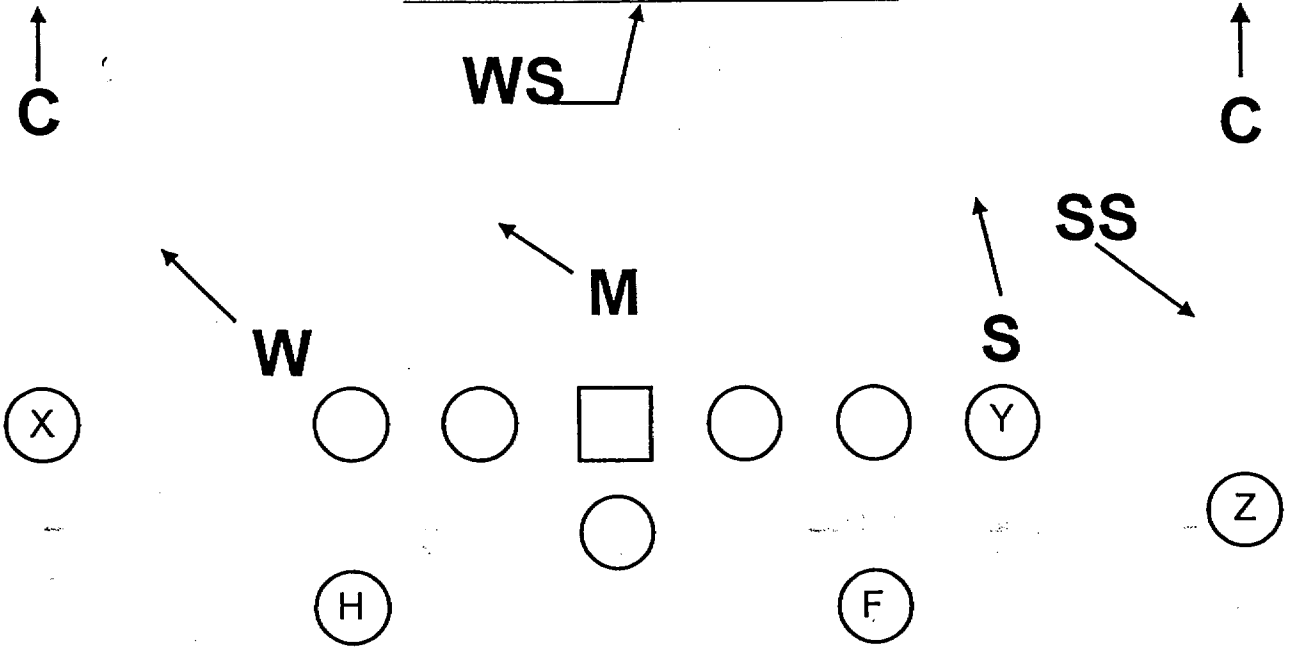
W

M

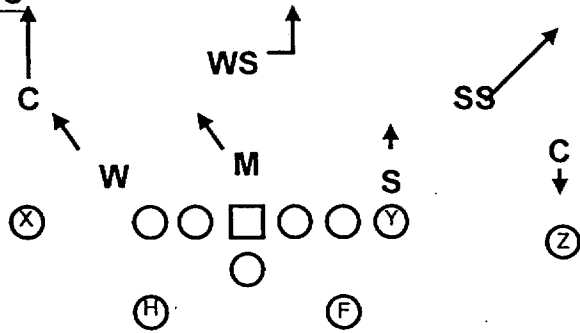
S



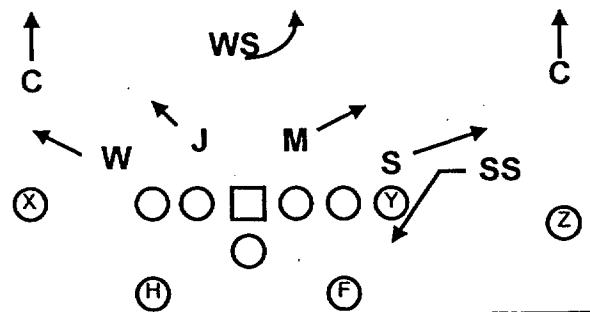
COVER 3 AND VARIATIONS



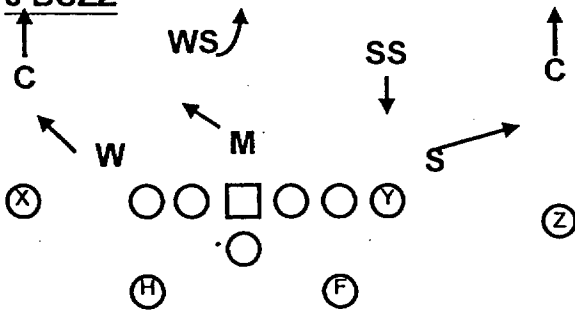
3C



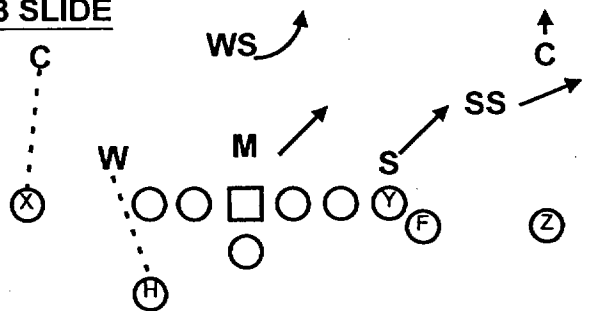
3-4 SS 3



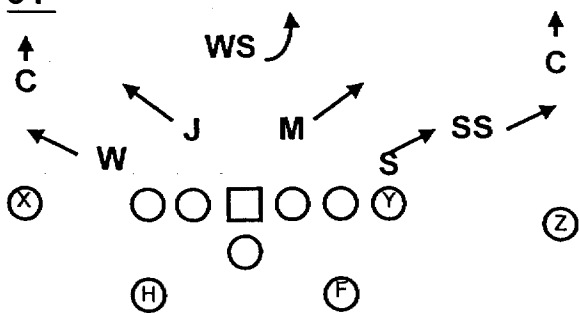
3 BUZZ



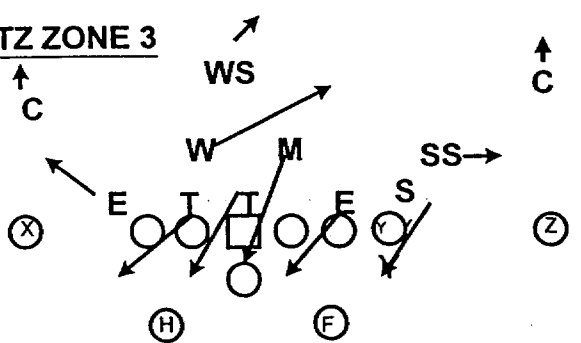
3 SLIDE



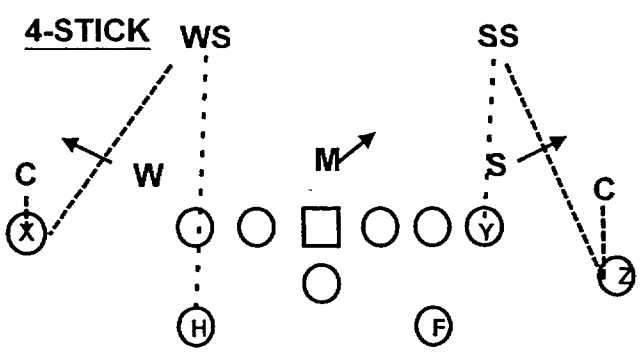
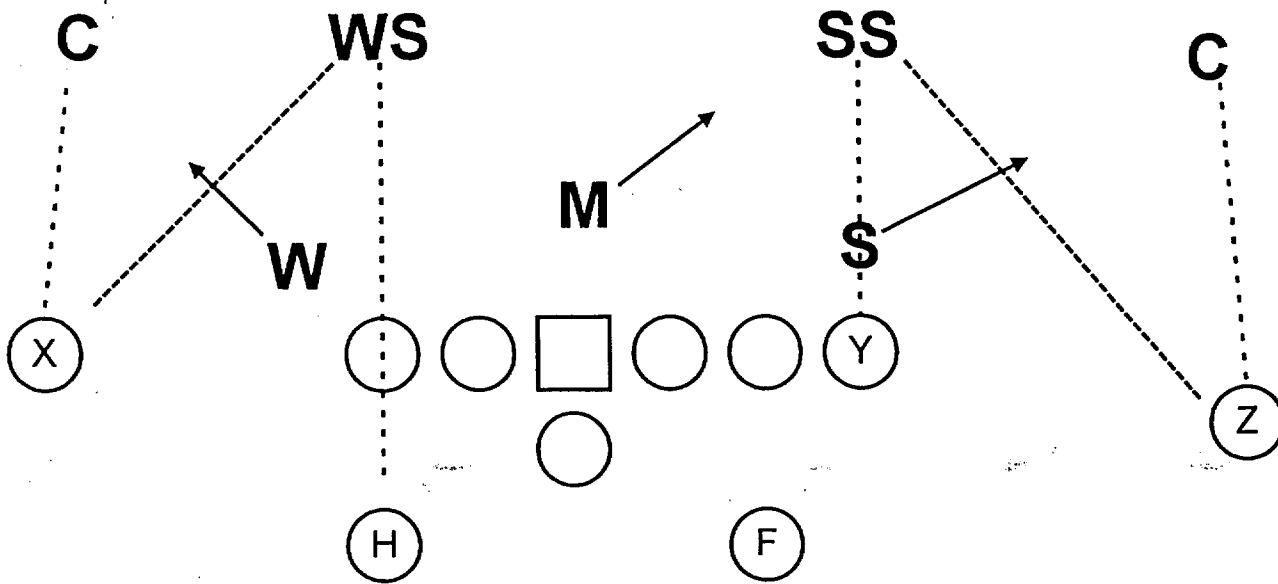
3 P



BLITZ ZONE 3



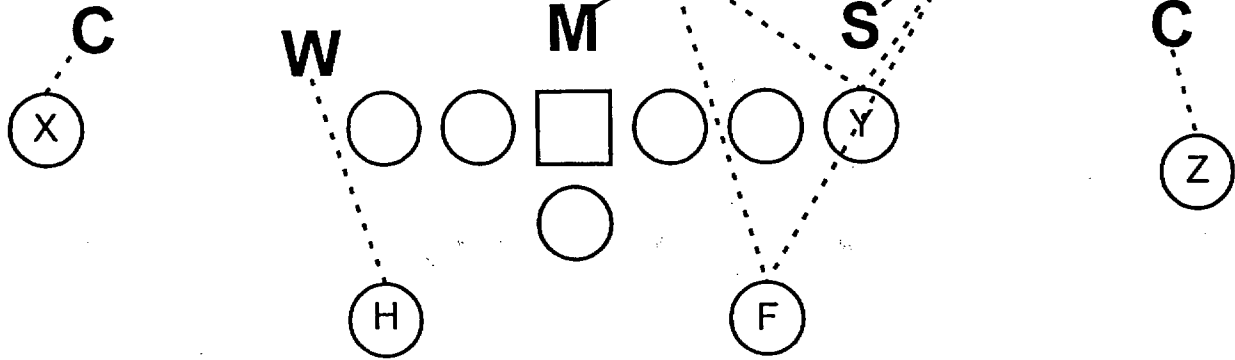
COVER 4 AND VARIATIONS



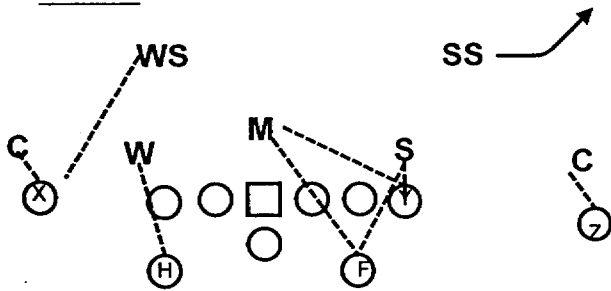
COVER 5 AND VARIATIONS

WS

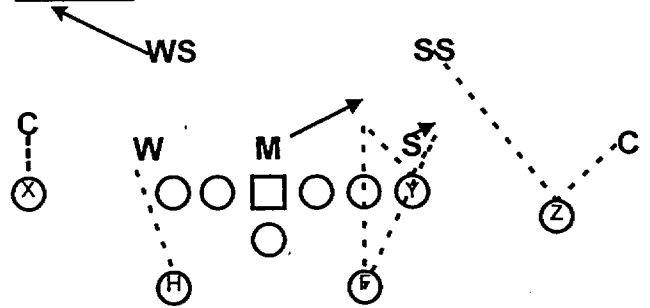
SS



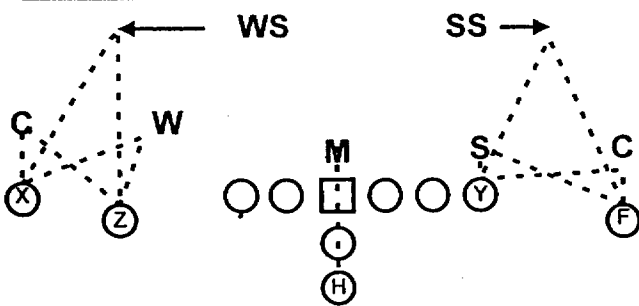
5 VISE



5 CONE

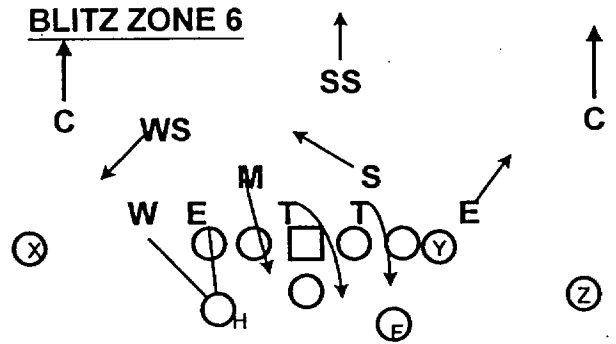
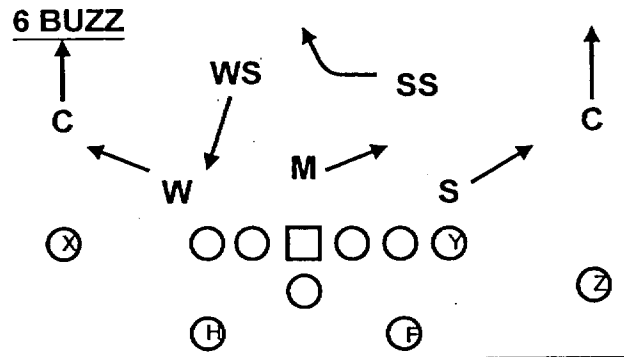
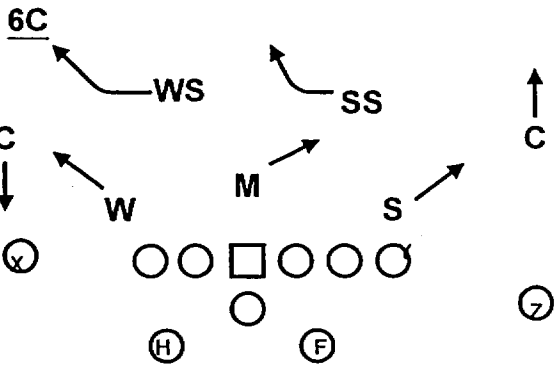
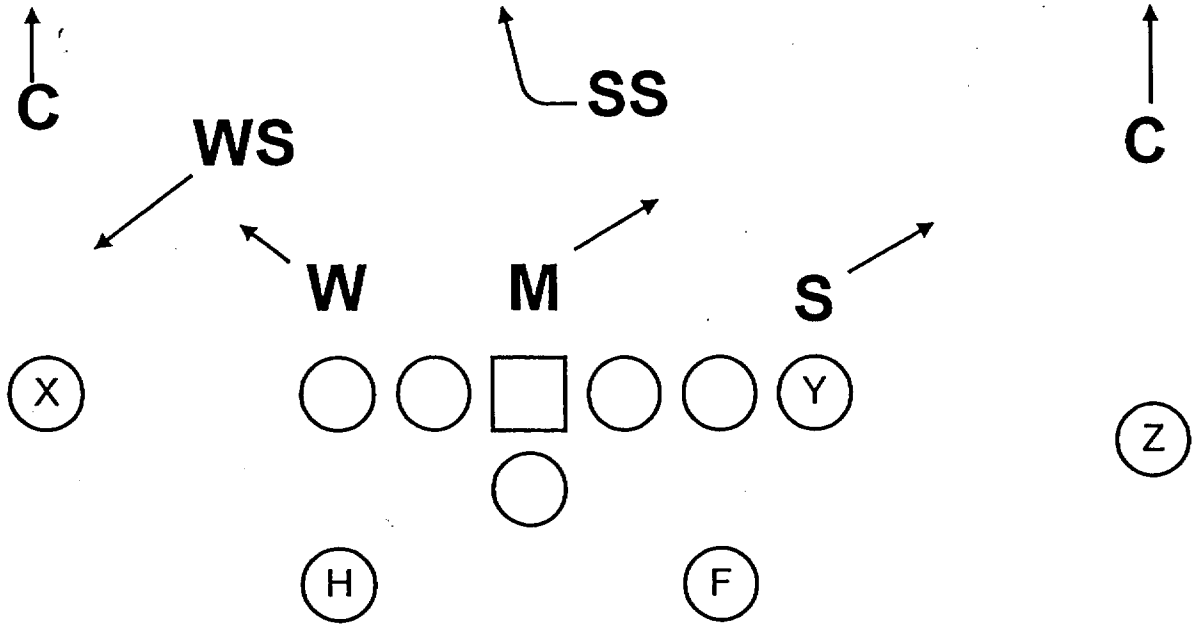


5 TRIANGLE

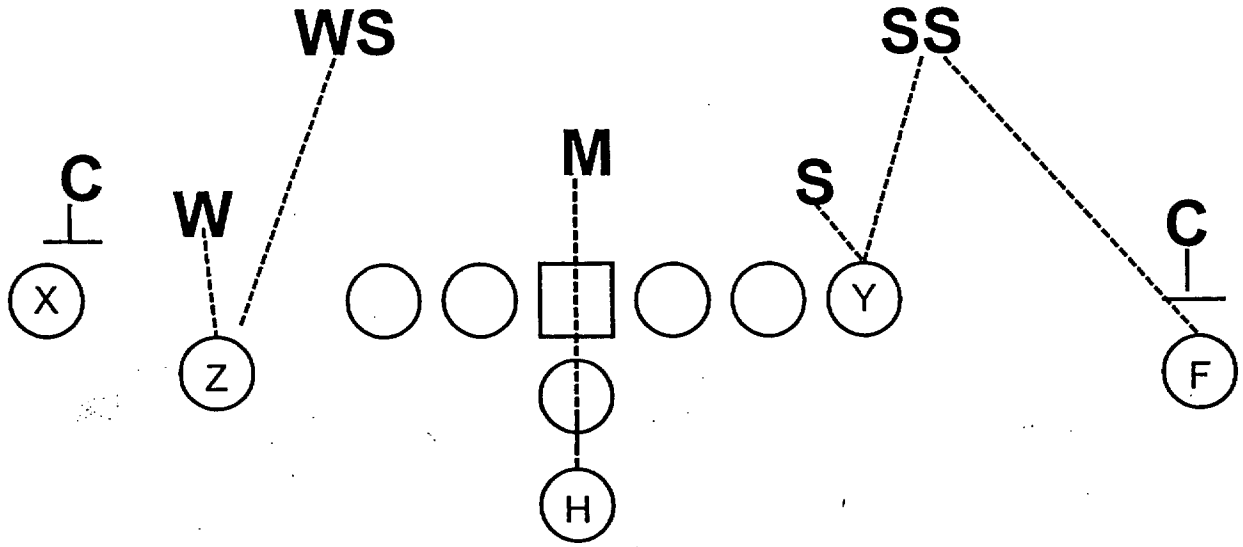


CONE
VISE
TRIANGLE = DEFINED COVER 5 VARIATIONS

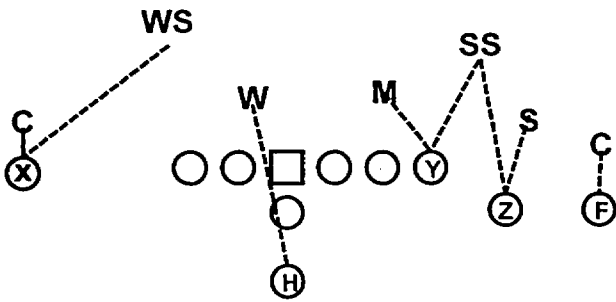
COVER 6 AND VARIATIONS



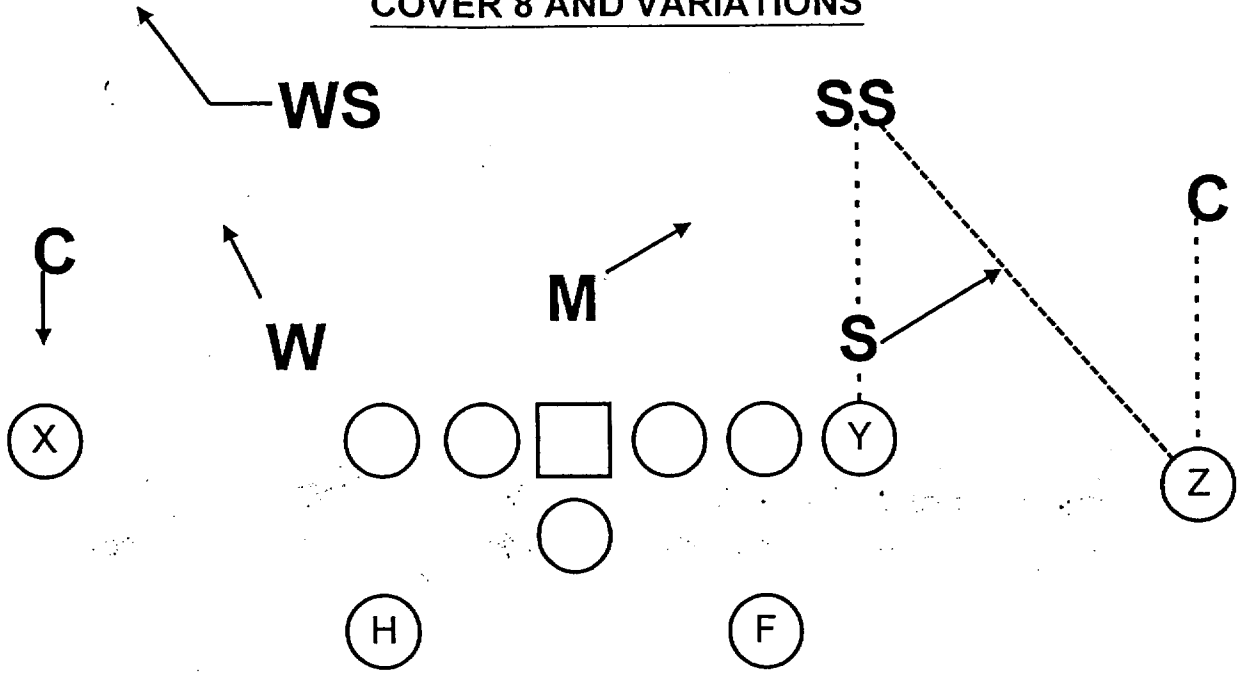
COVER 7 AND VARIATIONS
(RED ZONE COVERAGE)



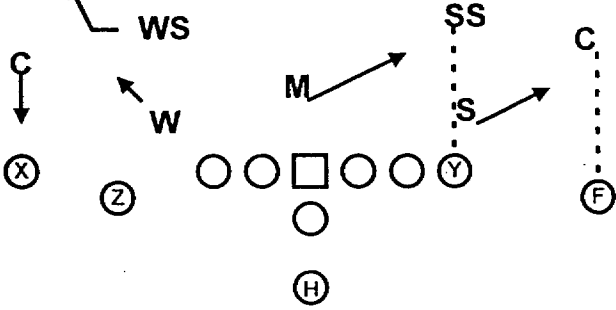
7



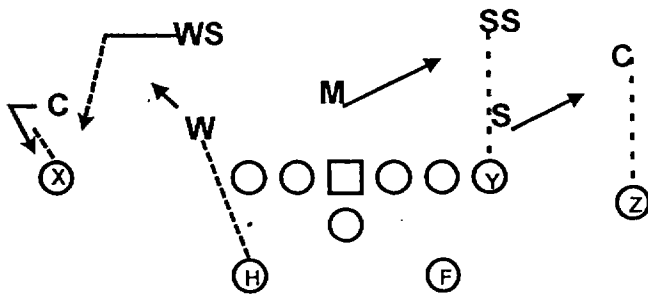
COVER 8 AND VARIATIONS



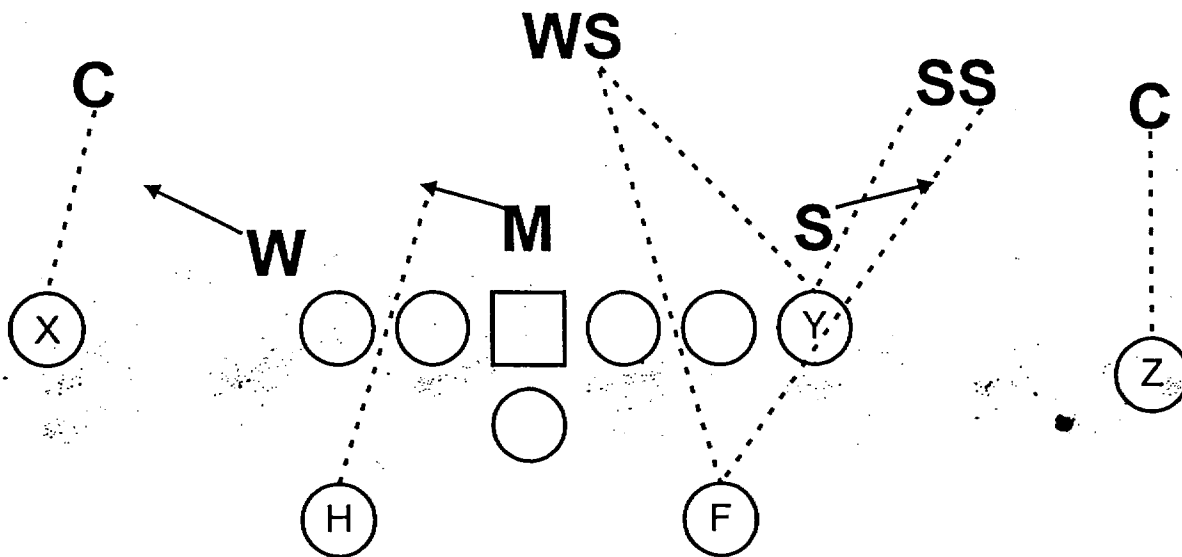
8 FLIP



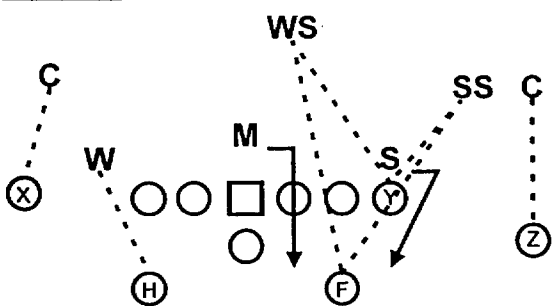
8 DBL X



COVER 9 AND VARIATIONS



BLITZ 9



SUB COVERAGE

WE USE SUB COVERAGE RULES ANY TIME THE DEFENSE HAS FIVE OR MORE DEFENSIVE BACKS ON THE FIELD.

SUB COVERAGE IS CALLED THE SAME AS REGULAR COVERAGE EXCEPT WE USE TWO NUMBERS INSTEAD OF ONE TO TELL US THE BASE COVERAGE.

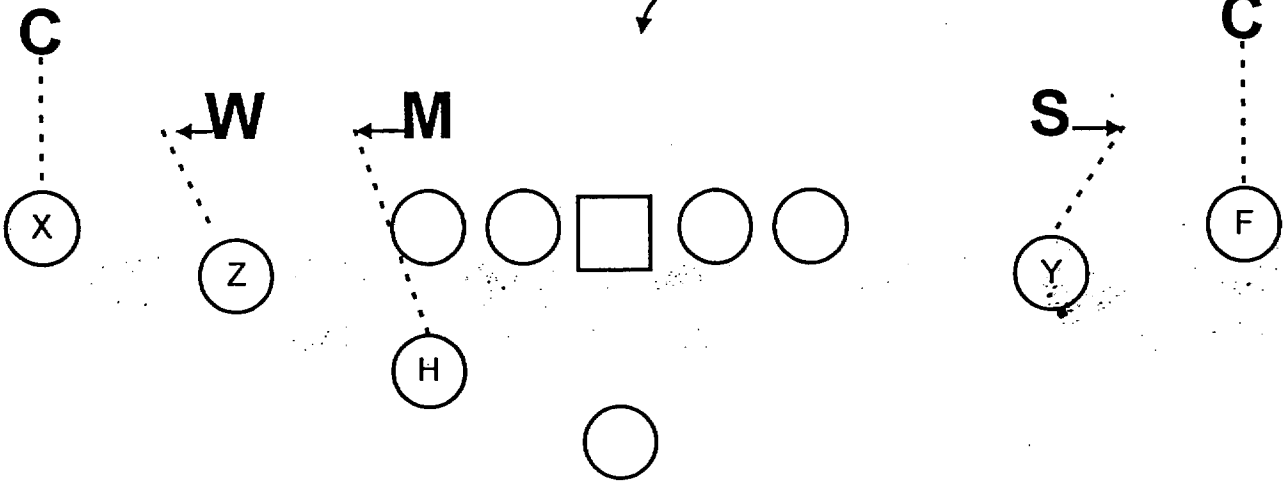
THE FIRST NUMBER AND LETTERS OR WORDS TELL US THE STRONG SIDE COVERAGE AND TECHNIQUE. THE SECOND SET OF NUMBERS, LETTERS AND WORDS GIVE US THE WEAK SIDE LOOK.

EXAMPLES:

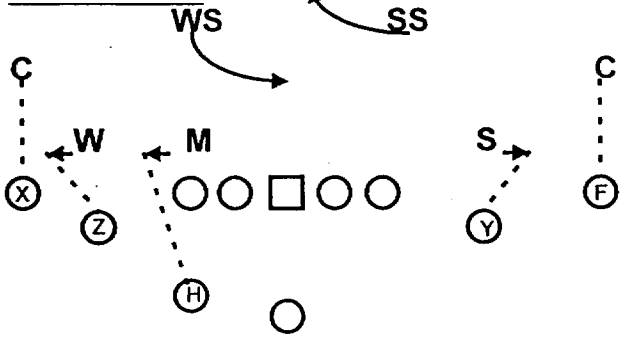
11 ROBBER
11 ROBBER 1
11 CROSS RABBIT
1 RABBIT 1
1 FUNNEL 1
22
22 STICK Z
22 TRIANGLE
33 BUZZ
33 C
55
BLITZ 00
BLITZ 11
BLITZ 99

COVER 11 AND VARIATIONS

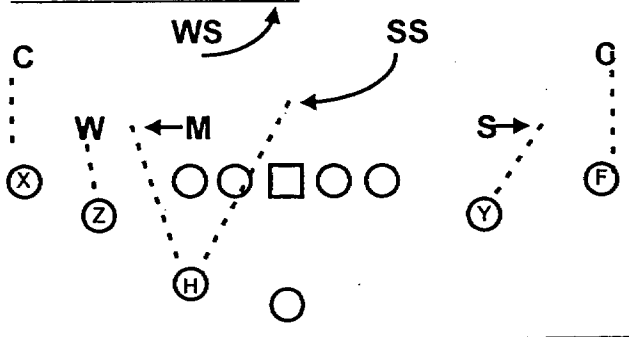
11 ROBBER



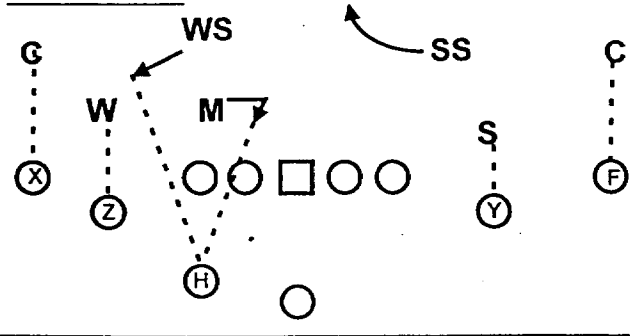
1 ROBBER 1



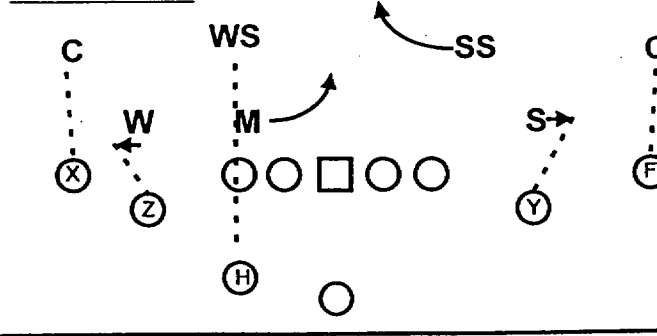
11 CROSS RABBIT



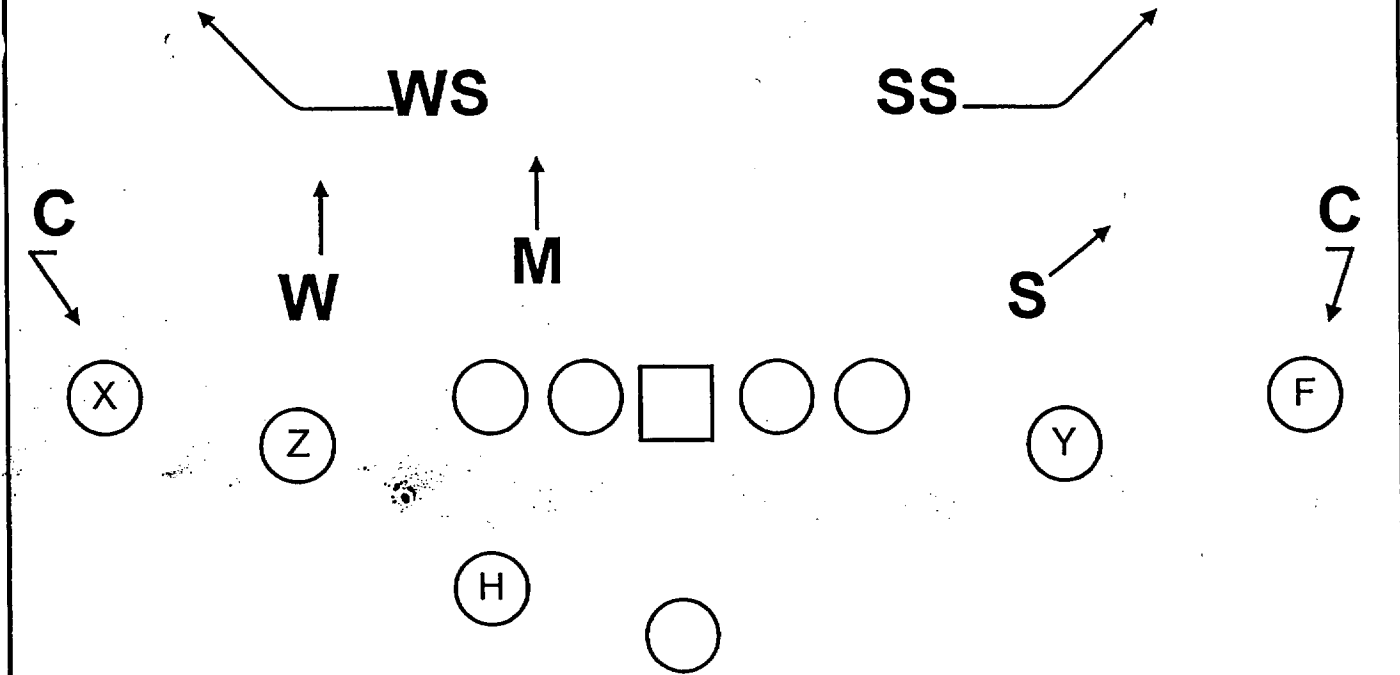
1 RABBIT 1



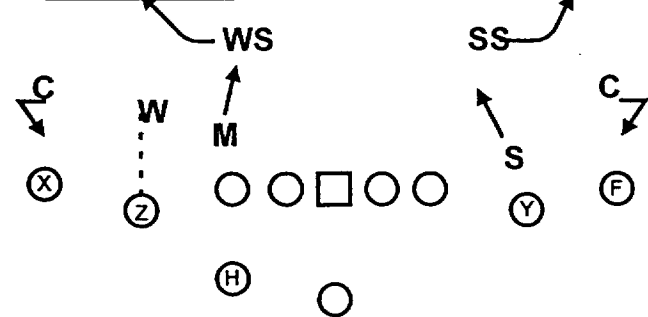
1 FUNNEL 1



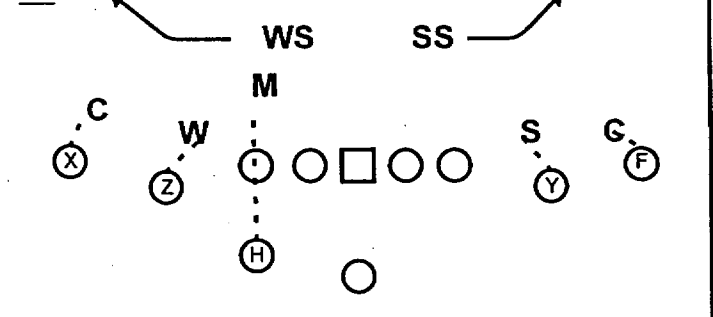
COVER 22/55 AND VARIATIONS



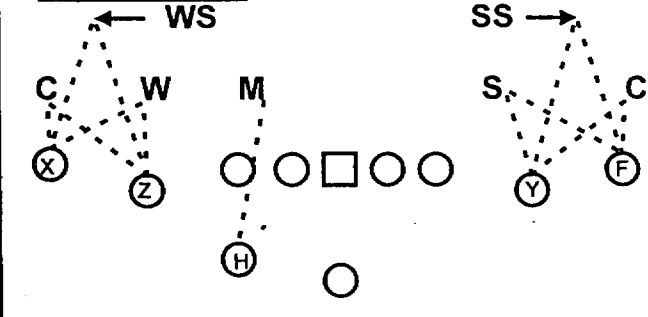
22 STICK - Z



55

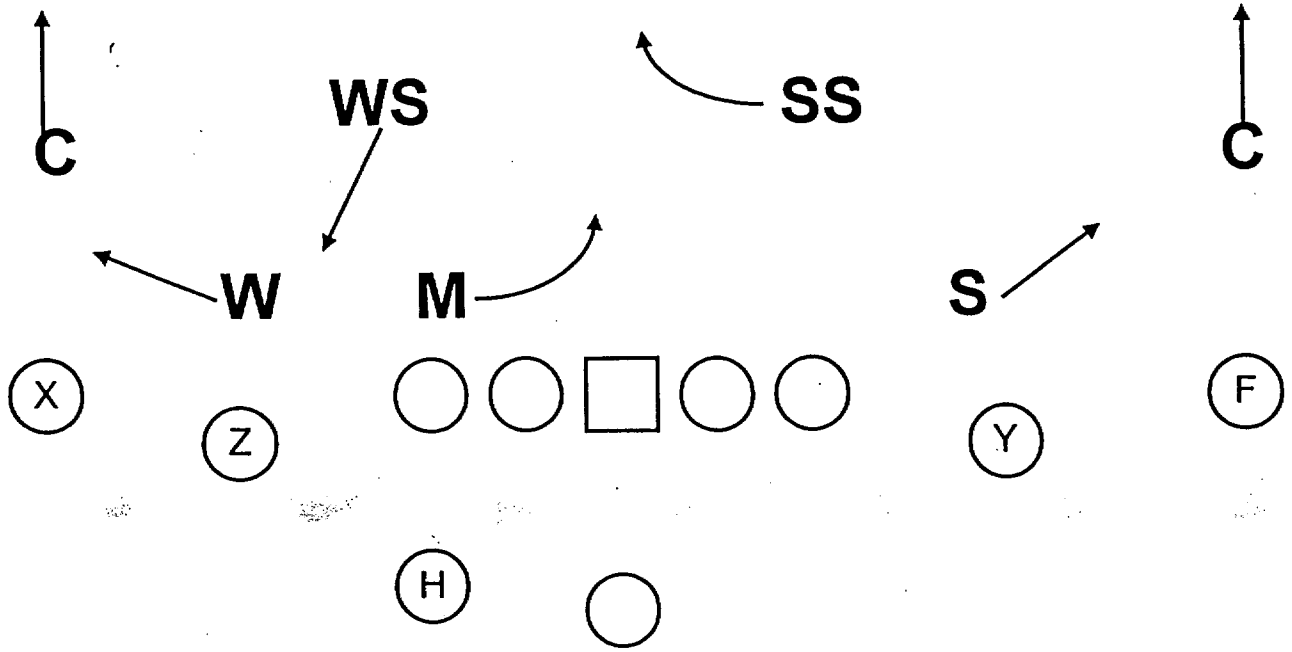


55 TRIANGLE



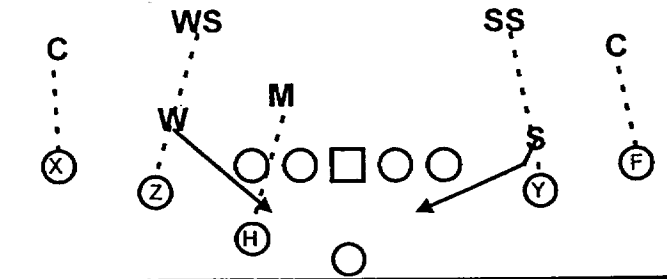
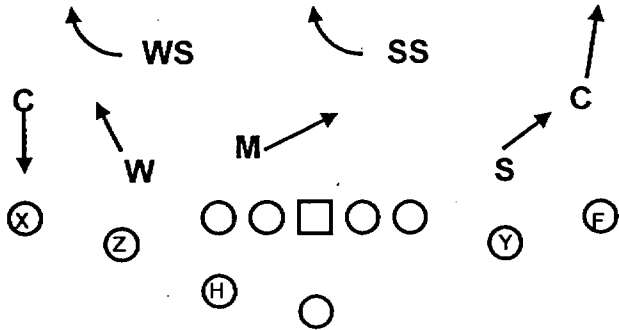
33 BUZZ

SUB VARIATIONS



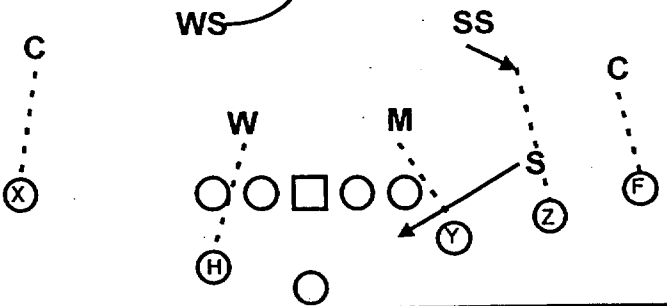
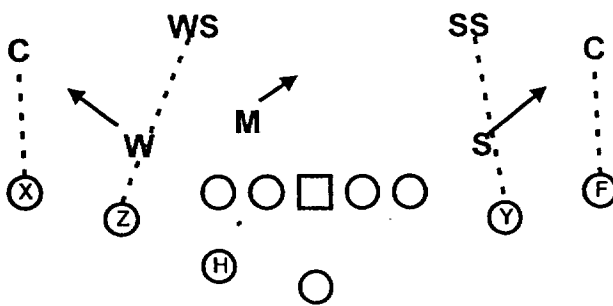
33C

BLITZ 00



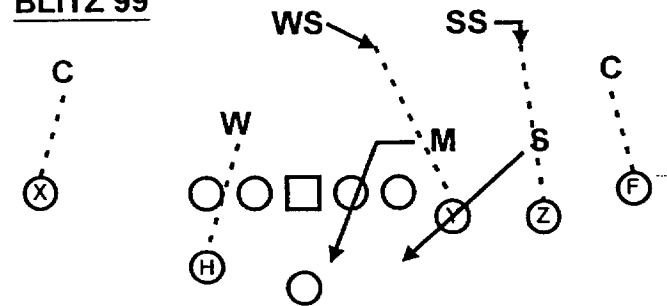
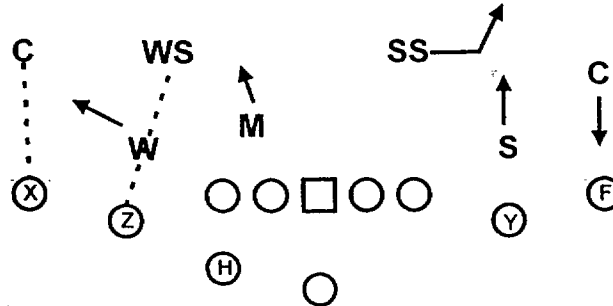
44

BLITZ 11



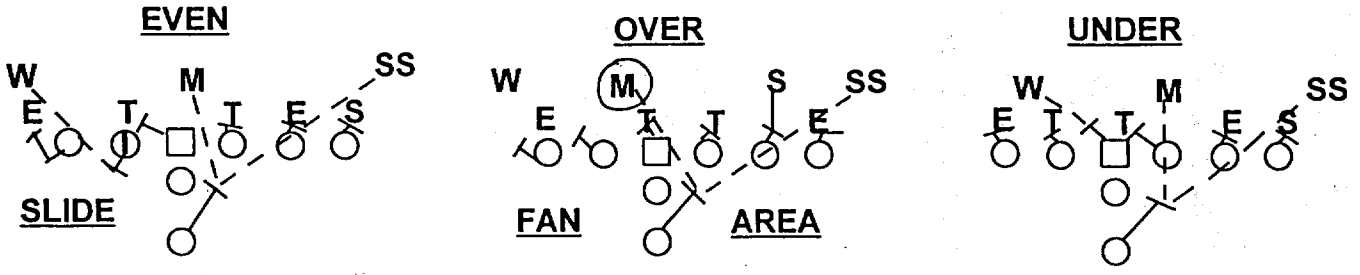
88

BLITZ 99



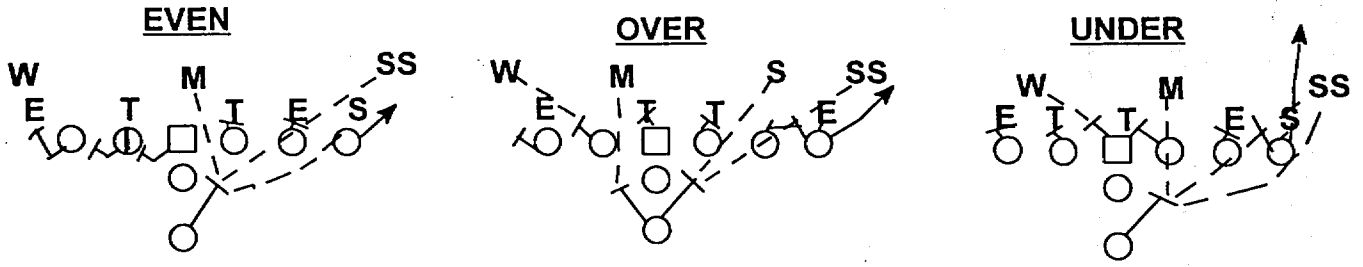
50 PASS PROTECTION

FLARE CONTROL WITH THE REMAINING BACK HAVING DUAL PICKUP MIKE TO STRONGSIDE FORCE. Y SLOW BLOCKS AND THE LINE WILL SLIDE AWAY FROM THE NUMBER STARTING FROM THE FIRST BUBBLE ONSIDE GUARD BACK. QB WILL IDENTIFY THE MIKE. THIS IS A SEVEN MAN PROTECTION SCHEME. ONLY SECONDARY BLITZERS CAN TRIGGER SIGHT ADJUSTS.



52-59 PASS PROTECTION - 5 STEP DROP (58-59 IS A 3 STEP DROP)

FLARE CONTROL WITH REMAINING BACK HAVING DUAL PICKUP MIKE-SAM-STRONGSIDE FORCE. IF NO BLITZER, HE WILL RUN A DESIGNATED ROUTE UNLESS CALLED TO STAY. THE LINE WILL SLIDE AWAY FROM THE NUMBER STARTING FROM THE FIRST BUBBLE ONSIDE GUARD BACK. QB WILL IDENTIFY THE MIKE. THIS IS A SIX MAN PROTECTION WITH A HOT PRINCIPLE ON THE STRONGSIDE AND SIGHT ADJUST ON THE WEAKSIDE.



NOTE: ON 58-59 = HOTS AND SIGHTS BUILT IN!!

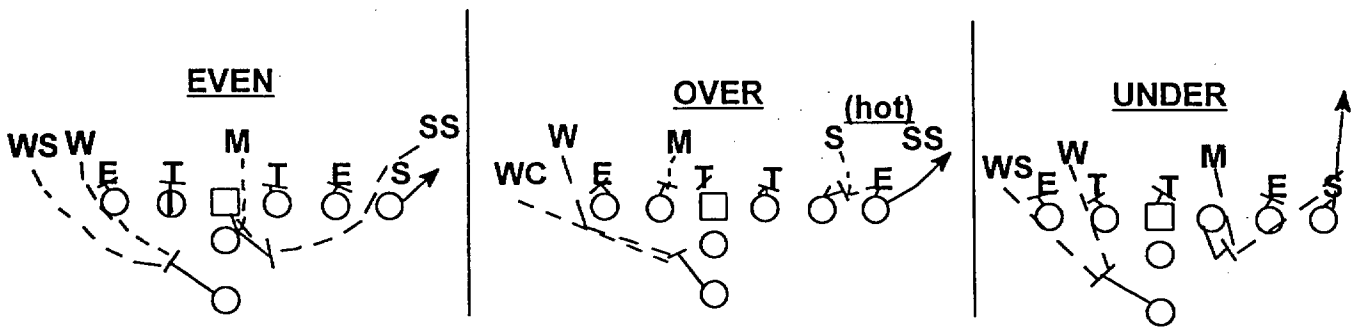
- "Identify Mike"
- everytime -

60 PASS PROTECTION

**UNLIKE 50/51, THERE IS NO 60/61 PROTECTION

62-69 PASS PROTECTION - 5 STEP DROP (68-69 IS A 3 STEP DROP)

FLARE CONTROL WITH REMAINING BACK HAVING DUAL PICKUP WILL TO WEAKSIDE FORCE. IF NO BLITZER, HE WILL RUN A DESIGNATED ROUTE UNLESS CALLED TO STAY. THE LINE WILL BE RESPONSIBLE FOR MIKE-SAM-STRONGSIDE FORCE. QB WILL IDENTIFY MIKE. THIS IS A SIX-MAN PROTECTION SCHEME WITH A HOT PRINCIPLE ON THE STRONGSIDE AND SIGHT ADJUST ON THE WEAKSIDE.



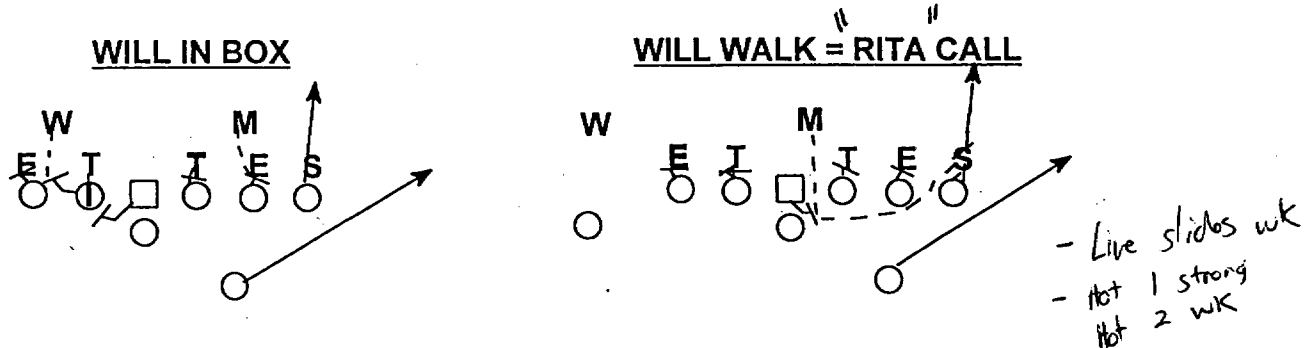
NOTE: ON 68-69 = HOTS AND SIGHTS BUILT IN!!

- Hot vs 2 strong -
- Hot vs Mike / Sam + Sam / SS
- The back + line switch responsibilities from S2/S3 that's the difference.

70 PASS PROTECTION

72-73 PASS PROTECTION

FLARE CONTROL WITH THE REMAINING BACK HAVING A FREE RELEASE INTO THE PATTERN WITH THE QB UNDER CENTER EXECUTING A (5) FIVE STEP DROP. THE LINE WILL SLIDE AWAY FROM THE NUMBER TO PICK UP THE WILL. THE QB MAY MAKE A RITA / LINDA CALL IF THE WILL IS WALKED AND NO THREAT TO BLITZ. THIS PUTS THE UNCOVERED LINEMAN INTO DUAL PICKUP MIKE-SAM. THIS IS A FIVE MAN PROTECTION SCHEME WITH HOT STRONG AND SIGHT ADJUST WEAK BUILT IN.

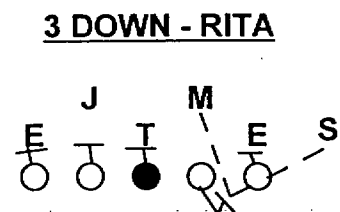
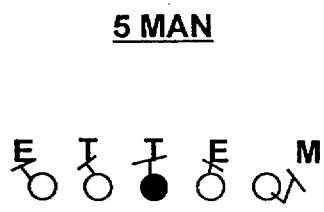
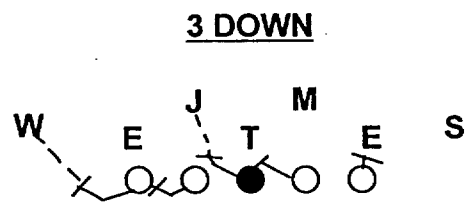
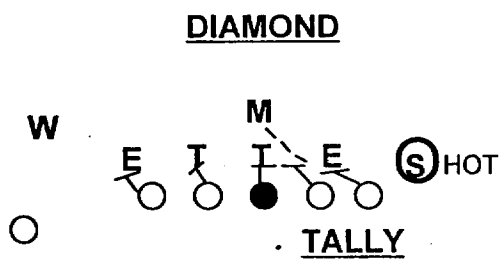


RITA / LINDA TRANSLATES TO 62/63 PROTECTION RULES FOR OFFENSIVE LINE

^{3 by 2}
74-75 PASS PROTECTION

THIS PROTECTION IS ALSO A FIVE MAN PROTECTION SCHEME, BUT ALL FIVE SKILL PLAYERS ARE DETACHED WHEN THE BALL IS SNAPPED. THE SAME PROTECTION RULES APPLY AS IN 72/73. SHOTGUN MAY BE USED. A HOT / SIGHT IS NOT GUARANTEED ON BOTH SIDES, ONLY ON SIDE AWAY FROM THE SLIDE.

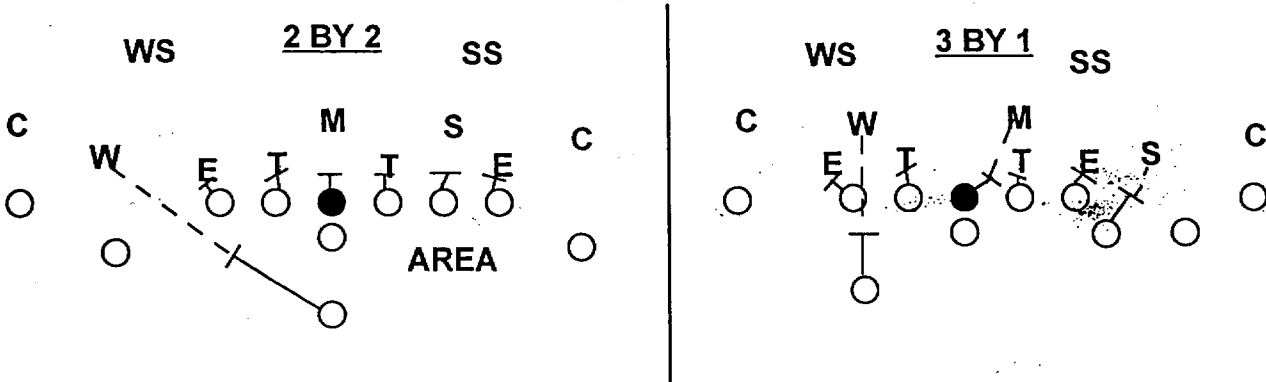
**TWO POTENTIAL PROBLEM FRONTS ARE DIAMOND AND 3 DOWN. HERE ARE THE PROTECTION ADJUSTMENTS:



80 PASS PROTECTION

80-81 PASS PROTECTION - 5 STEP DROP

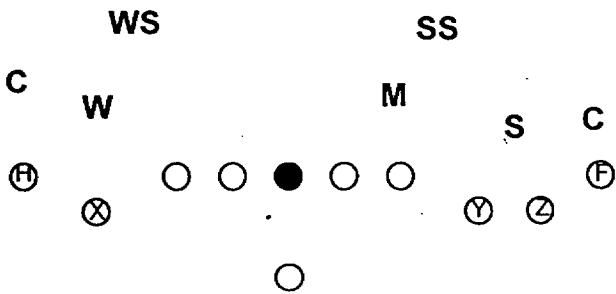
SOLID PROTECTION ACROSS THE FRONT. UNCOVERED LINEMAN BLOCKS MIKE, Y SLOW BLOCKS THE MAN OVER, AND THE REMAINING BACK HAS DUAL PICKUP WILL TO WEAKSIDE FORCE. QB WILL IDENTIFY THE MIKE. THIS IS A SEVEN MAN PROTECTION SCHEME. THE Y AND PICKUP BACK MAY RELEASE INTO PATTERN IF ASSIGNED RUSHER DROPS. ONLY SECONDARY BLITZERS CAN TRIGGER SIGHT ADJUSTS.



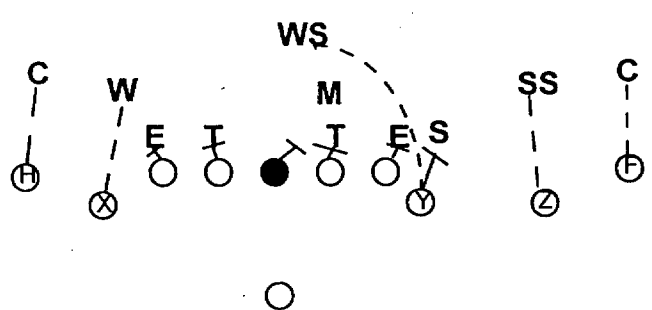
80-81 HOT PASS PROTECTION

SOLID PROTECTION WITH THE SAME APPLIED RULES AS 80/81 EXCEPT THE BACK IS FREE AND THE QB WILL THROW HOT IF THE WILL BLITZES. THIS WILL BE USED MOSTLY AS AN EMPTY PROTECTION AUDIBLE. EXAMPLE OF CHECK IN PROTECTION FROM 74 IN EMPTY TO 80 HOT IS SHOWN BELOW.

EMPTY RT 74 DBL SEAM

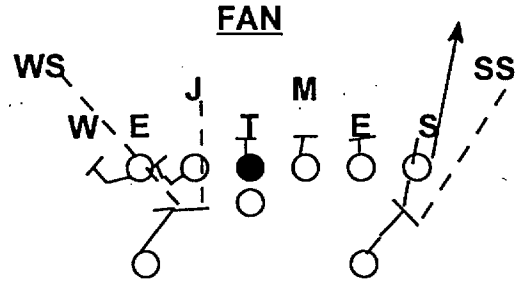
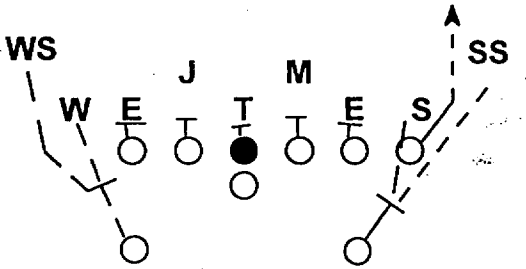


CHECK 80 / 80 (QB BRINGS IN Y)



82-85 PASS PROTECTION - 5 STEP DROP (MAX = 7 STEP DROP) 5.

SOLID PROTECTION ACROSS THE FRONT. UNCOVERED LINEMEN BLOCKS MIKE. FLARE CONTROL WITH BOTH BACKS HAVING DUAL PICKUP FROM THE OLB TO FORCE TO THEIR RESPECTIVE SIDES. THE QB WILL IDENTIFY THE MIKE. THIS IS A SEVEN MAN PROTECTION SCHEME. ONLY SECONDARY BLITZERS CAN TRIGGER SIGHT ADJUSTS. POSSIBLE WEAKSIDE FAN CALL VS. 34 DEFENSE.

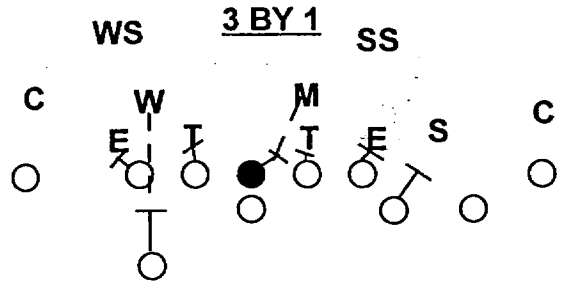
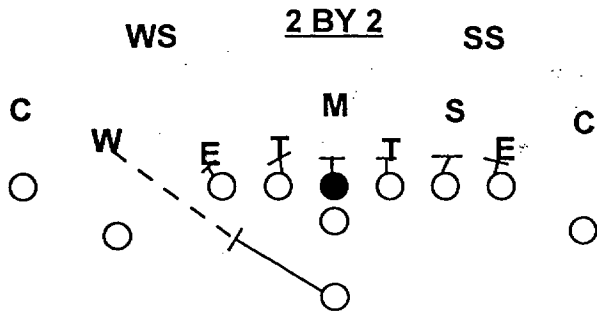


90-91 PASS PROTECTION

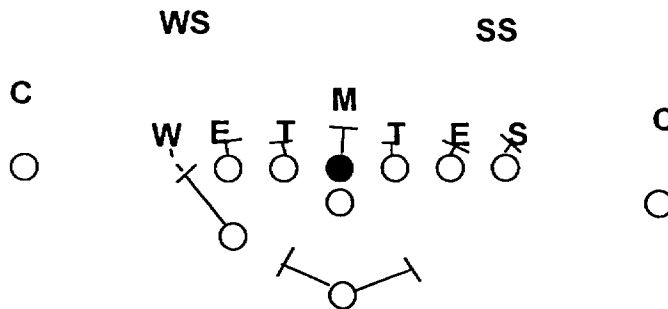
90-91 PASS PROTECTION 3-STEP DROP

SOLID PROTECTION ACROSS THE FRONT. UNCOVERED LINEMEN BLOCKS THE MIKE, Y SLOW BLOCKS THE MAN OVER, AND THE REMAINING BACK HAS DUAL (ON THE RUN) PICKUP WILL TO WEAKSIDE FORCE. BUTT AND CUT TECHNIQUE WILL BE USED ON ALL 90'S. THE QB WILL IDENTIFY THE MIKE. THIS IS A SEVEN MAN PROTECTION SCHEME. THE Y AND PICKUP BACK MAY RELEASE INTO PATTERN IF ASSIGNED BLITZER DROPS. NO SIGHT ADJUSTS!

NOTE: POSSIBLY USED AS AN AUDIBLE!

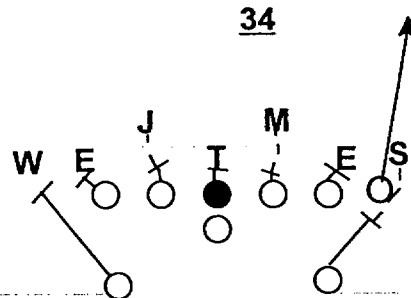
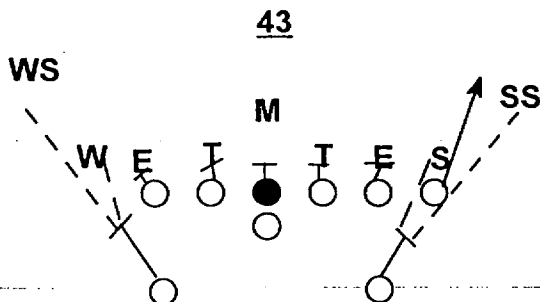


IF CALLED IN TWO BACK SET, 8 MAN PROTECTION OCCURS WITH ONE BACK ONLY ON THE WILL AND THE OTHER ON FORCE.



92-95 PASS PROTECTION 3-STEP DROP

SOLID PROTECTION ACROSS THE FRONT. UNCOVERED LINEMAN BLOCKS MIKE. THE BACKS HAVE ON THE RUN BLITZ PICKUP ON THE OLB TO FORCE ON THEIR RESPECTIVE SIDES. BUTT AND CUT TECHNIQUE SHOULD BE USED. THE QB WILL IDENTIFY THE MIKE. THIS IS A SEVEN MAN PROTECTION SCHEME. THE BACKS MAY RELEASE INTO PATTERN IF ASSIGNED RUSHER DROPS. NO SIGHT ADJUST! NO FAN ON 3-4.



PLAY ACTION PASSES (100'S)

OUR PLAY ACTIONS ARE DERIVED FROM RUNNING PLAYS AND RUNNING FORMATIONS. WE WANT THE DEFENSE TO THINK THAT THE PLAY IS A RUN FROM THE TIME WE BREAK THE HUDDLE UNTIL THE FAKING BACK GOES PAST THE QUARTERBACK AND DOESN'T GET THE BALL. SELL THE RUN! EFFECTIVE PLAY ACTION PASSES REQUIRE AGGRESSIVE TECHNIQUE FROM THE LINEMEN AND REALISTIC FAKES BY THE QUARTERBACK AND BACKS. MAX MAY BE CALLED FOR DEEPER PATTERNS AND RELATES TO A SEVEN STEP DROP. WE WILL HAVE SIX TYPES OF 100 PLAY ACTION PROTECTIONS.

1. SLIDE PROTECTION – LINE SLIDES AWAY FROM THE PLAY NUMBER FOR THE OLB WITH BACK OR BACKS FAKING TOWARDS THE NUMBER AND ASSUMING PICKUP RESPONSIBILITIES IF ANY. PLAY ACTION SLIDES WILL BE 7 MAN PROTECTIONS. ONLY SECONDARY BLITZERS MAY TRIGGER SIGHT ADJUSTS IF NOT ALREADY BUILT IN. IF MAX IS CALLED = 7 STEP DROP MENTALITY.

*Softball
L off of
Draw Fake*

- A. R-130/131 = Y SLOW WITH GOOD SELL (MAY RELEASE IF RUSHER DROPS).
H = MIKE TO STRONGSIDE FORCE (MAY RELEASE IF RUSHER DROPS).
- B. R-134/135 = H = MIKE. F = SAM TO STRONGSIDE FORCE.
- C. R-138/139 MAX = H = SAM TO STRONGSIDE FORCE. F = MIKE
NOTE: MAX = 7 STEP DROP MENTALITY.
- D. H-142 MAX (ONE WAY ONLY) = H = SAM TO STRONGSIDE FORCE. F = MIKE.
NOTE: DRAW ACTIONS = SOFTBALL MENTALITY.

2. BUBBLE PROTECTION = R-136/R-137 BUBBLE RETURN

SIX-MAN SLIDE PROTECTION SYSTEM. THE LINE WILL SLIDE AWAY FROM THE PLAY NUMBER. STARTING WITH THE FIRST BUBBLE FROM THE ONSIDE TACKLE (BACKER MUST BE INSIDE THAT DE). H HAS DUAL PICKUP MIKE TO OLB PLAYSIDE IF OLB IS OUTSIDE DE. IF OLB IS IN THE OT BUBBLE, H HAS OLB/DE = ALERT CUT.

3. GAP PROTECTION = T-130/T-131 GAP SLANT

FULL TURNBACK PROTECTION SYSTEM IN WHICH THE TE AND LINE WILL BLOCK THE OFFSIDE GAPS AWAY FROM THE PLAY NUMBER USING A ¼ TURNBACK ON-THE-LINE TECHNIQUE.

4. COUNTER PROTECTION = COUNTER BLOCKING WITH THE F/Y BLOCKING EMOL AWAY FROM THE FAKE. AS THE PULLING GUARD BLOCKS EMOL PLAYSIDE, THE H HAS BLITZ PICKUP STRONGSIDE CONTINUING TO FLAT IF NOT NEEDED AFTER GOOD FAKE. THIS IS A 7 OR 8 MAN SCHEME AND WILL CARRY A MAX MENTALITY.

- A. JAB 144 CT MAX – F/Y BLOCKS EMOL AWAY FROM FAKE, LG PULLS AND BLOCKS EMOL PLAYSIDE, H HAS BLITZ PICKUP TO RIGHT AFTER FAKE.
 - THIS IS A SEVEN MAN PROTECTION WITH MAX MENTALITY.
- B. JAB 146 POWER MAX – F BLOCKS EMOL ON LEFT, Y BLOCKS JAB 36 POWER, LG PULLS AND BLOCKS EMOL, H HAS BLITZ PICKUP TO RIGHT AFTER FAKE.
 - THIS IS AN EIGHT MAN PROTECTION WITH MAX MENTALITY.

NOTE: SIGHT ADJUST ON WEAKSIDE (LEFT) ONLY VS SECONDARY BLITZERS.

solid across the front (like 80 protection)

5. BASE PROTECTION - H-147/146 MAX BASE

THE LINE AND Y WILL BLOCK 80 PROTECTION (SOLID) WHILE THE H WILL FAKE H-45/44 AND BE RESPONSIBLE FOR THE WILL TO WEAKSIDE FORCE. THE Z WILL MOTION TO BE IN PLACE TO BLOCK FORCE. THE H & Z WILL RELEASE INTO PATTERN IF NOT UTILIZED IN PICKUP. THIS IS A MAX MENTALITY PLAY WITH NO SIGHT ADJUST.

6. DOUBLE FAN PROTECTION - 143 MAX DOUBLE FAN (ONE WAY ONLY)

THE LINE UTILIZES DOUBLE FAN PROTECTION OR A SLIDE RIGHT PROTECTION DEPENDING UPON THE DEFENSE. F BLOCKS MIKE AFTER Q-45 BASE FAKE, H BLOCKS THE WILL UNLESS DOUBLE FAN LOOK, BOTH H/F BUMP NOSE BEFORE RELEASING IN PATTERN IF HE PENETRATES YOUR SIDE. THIS IS A SEVEN-MAN PROTECTION WITH MAX MENTALITY. ONLY SECONDARY BLITZERS CAN CAUSE SIGHT ADJUST.

MOVE THE POCKET PASSES (200'S)

WE WILL USE THREE TYPES OF MOVE THE POCKET PASSES WITH THE QUARTERBACK MOVING TOWARDS THE NUMBER CALLED.

1. 218/219 – THREE STEP DROP MENTALITY
 THE QUARTERBACK WILL SPRINT TOWARDS THE NUMBER CALLED. IF THE CORNER DROPS, PULL UP BEHIND OT ON THIRD STEP. IF CORNER SQUATS, CONTINUE ROLLING OUTSIDE. A BACK OR TIGHT END BLOCKS EMOL LOOKING OUTSIDE IN. THE LINEMEN WILL BLOCK AGGRESSIVELY TO THE ONSIDE GAP MAINTAINING LOS. (CP: ON TACKLE – 2 MAN RULE = REACH EMOL IF UNCOVERED WITH 2ND MAN OUTSIDE)
2. SP-238/239 (MAX) – THE QUARTERBACK FAKES SP 38/39 WITH ~~FAKE~~^{Hard} PLAY FAKE. 5 STEP DROP BEHIND PLAYSIDE OT/TE. BACKSIDE F/Y WILL WORK WITH OL TO SELL STRETCH PLAY. THIS IS A MAX MENTALITY DOWN THE FIELD THROW.
3. 258/259 (MAX) – THE QUARTERBACK TAKES A FIVE STEP DROP THEN ROLLS TOWARDS THE NUMBER BREAKING CONTAIN. THE REMAINING BACK BLOCKS EMOL AWAY FROM THE NUMBER. THE LINEMEN WILL BLOCK TO THE OUTSIDE GAP UTILIZING A DROPBACK PASS TECHNIQUE. THE Y OR F WILL BLOCK EMOL PLAYSIDE. IF EMOL DOES NOT RUSH, EXECUTE A SLOW "U" WITH ON TACKLE.

NOTE: NO SIGHT ADJUST OR HOTS ON 200'S.

BOOTLEGS (300'S)

300 SERIES ARE BOOTLEG PASSES WITH THE QB ROLLING AWAY FROM THE FAKING BACK. WE WILL HAVE THREE TYPES OF BOOTLEG PROTECTIONS.

1. SPRINT 338/339 – THE Y/F AWAY FROM THE NUMBER SLAMS THE MOST DANGEROUS RUSHER (FORCE HIM INSIDE) THEN RELEASES TO FLAT. THE OFFENSIVE LINE WILL USE SPRINT TECHNIQUE AND ASSIGNMENTS TO THE NUMBER OF THE CALL SELLING THE RUN WHILE PINNING DEFENDERS TO THE FAKE SIDE. THE H IS RESPONSIBLE FOR SAM-STRONGSIDE FORCE AFTER FAKING SPRINT 38/39. IF RUSHER DOES NOT COME, RUN SNEAK. PLAYSIDE Y/F WILL FREE RELEASE. ALTHOUGH NO SIGHTS OCCUR, QB MAY AUDIBLE CERTAIN LOOKS.
2. R-335 MAX THROWBACK – MAX MENTALITY (ONE WAY ONLY)
THE Y IS SLOW, THE QB WILL PULL UP BEHIND RIGHT TACKLE AFTER R-35 FAKE. THE TEMPO FOR THE OFFENSIVE LINE AND Y IS SHORT SET 80 PROTECTION. THE H FAKES R-35, IS RESPONSIBLE FOR WILL TO WEAKSIDE FORCE, THEN WILL RUN FLAT IF HE GETS OUT. ALTHOUGH NO SIGHTS OCCUR, QB MAY AUDIBLE CERTAIN LOOKS.
3. R-335 BOOTLEG – THE Y AND F HAVE FREE RELEASE. THE H FAKES RIDE 35 AND BLOCKS THE FIRST BUBBLE LB ON THE CALLSIDE (NO BUBBLE – BLOCK OLB TO NEAR SAFETY). THE LINE BLOCKS RIDE 35 – ONSIDE GUARD OR TACKLE WILL BLOCK #1 & #2 LOS – BUBBLE LB BELONGS TO THE H.

TWO-MAN ROUTE COMBINATION DESCRIPTIONS

NAME	#1 RECEIVER	#2 RECEIVER	
7) GHOST	FORCE OUTSIDE RELEASE, RUN GO	RUN OUT AT 10 YARD DEPTH (C.P. - PREFERRED INSIDE RELEASE)	
8) ICE	14 YARD IN CUT	CROSSING ROUTE, STEM AT 6 YARDS, GAIN GROUND TO 15 YARDS	
9) ILLINOIS	14 YARD IN CUT	UNDER (C.P. - SIT VS. ZONE AFTER CROSSING BALL)	
10) INC	14 YARD IN CUT OVER TOP OF CURL	10 YARD CURL	
11) INDIGO	14 YARD IN CUT	INSIDE GO ROUTE (C.P.-NO ADJUST)	
12) OLE	RUN 8 YARD OUT VS ALL COVERAGES (LOCKED) (C.P. - MOVEMENT)	STEM AT 12 YARDS, RUN A FLAG (C.P. - PREFERRED INSIDE RELEASE)	

TWO-MAN ROUTE COMBINATION DESCRIPTIONS

NAME	#1 RECEIVER	#2 RECEIVER	
13) OPEQ	GET PRE-SNAP READ RUN A "Q" ROUTE WITH CONVERSIONS	OPTION ROUTE	
14) OREGON	GET PRE-SNAP READ RUN A "Q" ROUTE WITH CONVERSIONS	READ ROUTE	
15) PAR	POST ROUTE, MOVE POST IF "MAX" (C.P.-FADE VS. BUMP OR ROLL)	READ ROUTE	
16) RAZOR	14 YARD IN CUT, CUT IT TO 12 YARDS IF RUN FROM MOTION	10 YARD OUT	
17) READ	INSIDE RELEASE, RUN 14 YARD IN CUT WITH AIMING POINT BETWEEN THE HASHES	READ ROUTE	
18) REEL	RETURN FROM CUT, DOWN SPLIT	WHEEL	

TWO-MAN ROUTE COMBINATION DESCRIPTIONS

NAME	#1 RECEIVER	#2 RECEIVER	
19) RETURN	RETURN FROM CUT DOWN SPLIT	DIAGONAL	
20) SCISSORS	12 YARD POST = LOCKED	10 YARD FLAG UNDER POST	
21) SEAM	GO FROM MAX SPLIT	SEAM (C.P. - POSSIBLE SEAM READ)	
22) TIN	14 YARD IN CUT (C.P. - "MAX" = 18 YARDS)	10 YARD IN CUT (C.P. - "MAX" = 12 YARDS)	
23) TOPPER	12 YARD POST (C.P.-FADE VS. BUMP OR ROLL)	10 YARD POST	
24) TOSSER	3-STEP SLANT, QUICK 5 STEPS VS. PRESS	1-STEP SLANT	

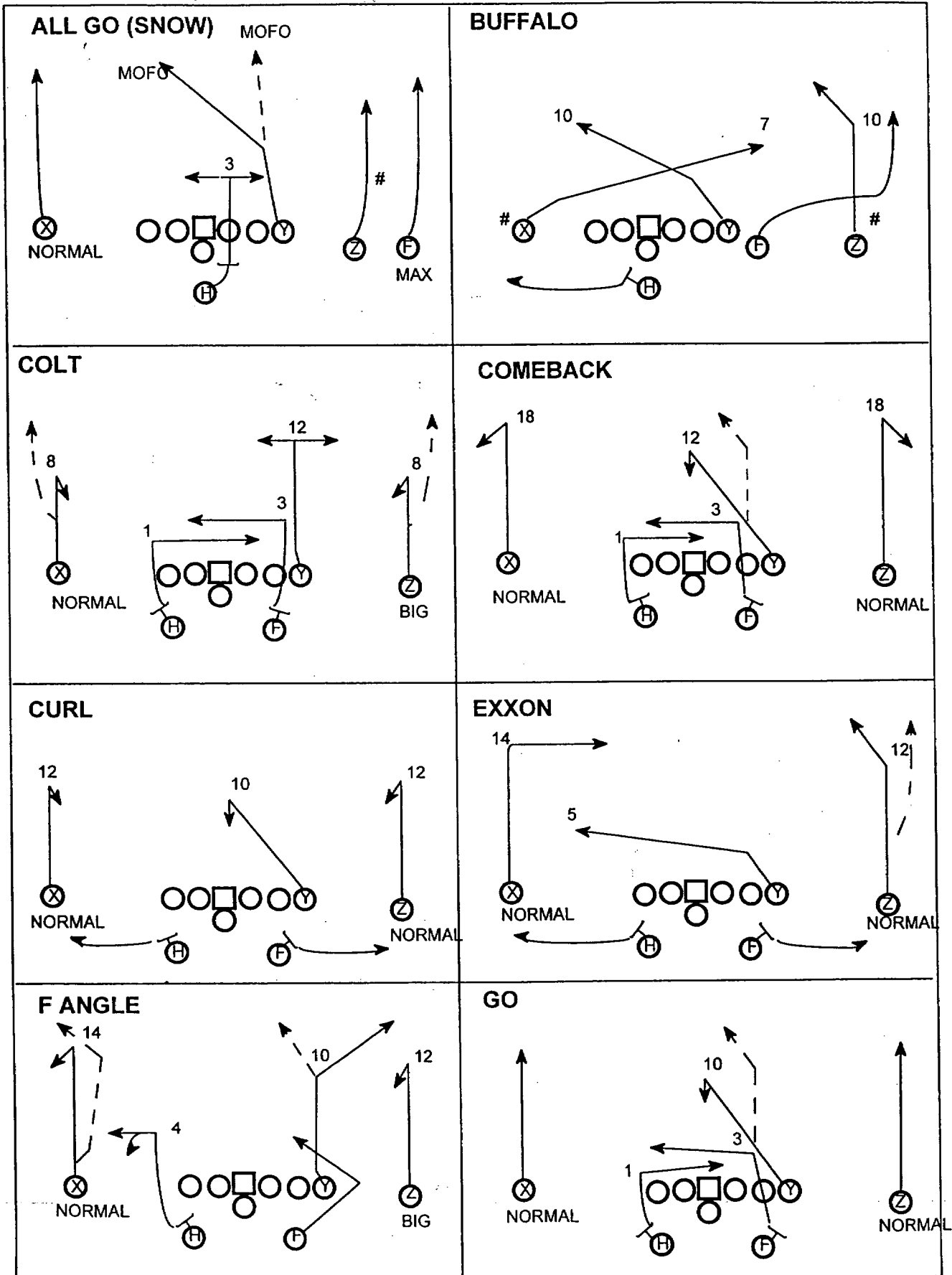
THREE-MAN ROUTE COMBINATION DESCRIPTIONS

NAME	#1 RECEIVER	#2 RECEIVER	#3 RECEIVER	
1) CAFE	12 YARD CURL FROM BIG SPLIT	12 YARD FLAG	FLAT	
2) CHOICE	12 YARD CURL FROM BIG SPLIT	12 YARD CHOICE	FLAT	
3) IN	14 YARD IN CUT FROM BIG SPLIT	5 YARD UNDER	10 YARD IN CUT	
4) PUTT	12 YARD POST FROM BIG SPLIT (C.P.- FADE VS. BUMP/ROLL)	5 YARD UNDER	10 YARD IN CUT	
5) RETURN	4 YARD RETURN FROM BIG SPLIT	SEAM	4 YARD RETURN	
6) SAIL	GO FROM BIG SPLIT	12 YARD FLAG (C.P.-LET QB FLATTEN YOU OUT)	FLAT	

THREE-MAN ROUTE COMBINATION DESCRIPTIONS

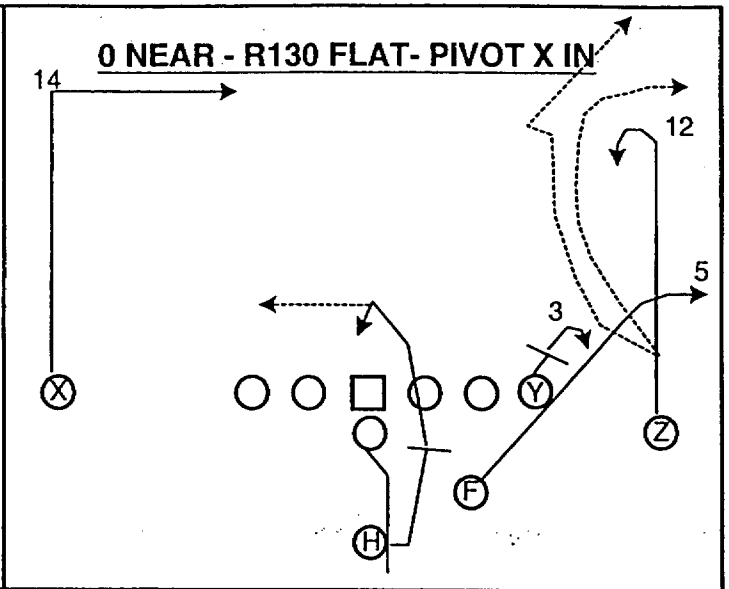
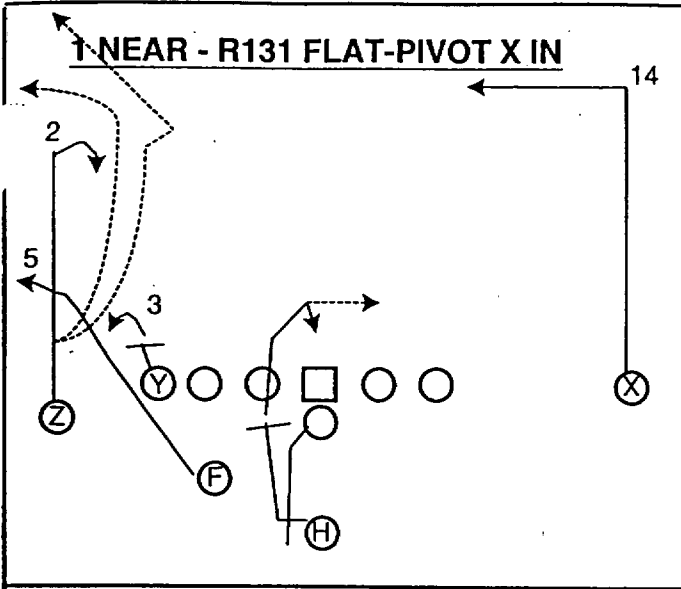
NAME	#1 RECEIVER	#2 RECEIVER	#3 RECEIVER	
7) SHOUT	GO FROM BIG SPLIT	QUICK OUT	10 YARD OUT (C.P.-POSSIBLE 8 YARDS)	
8) SLANT	SLANT FROM BIG SPLIT	SLANT	1-STEP SLANT	
9) UNDER	5 YARD UNDER FROM BIG SPLIT	5 YARD UNDER	12 YARD CHOICE	

NAME ROUTES



NAME ROUTES

<p>RED</p>	<p>RETURN</p>
<p>SPECIAL</p>	<p>STICKS</p> <p style="text-align: center;">"1ST DOWN CONVERSION DEPTH"</p>
<p>ZORRO</p>	



QB: 3 STEP DROP AFTER R34/35 FAKE (OPEN HAND). KEY F-Z-X-H/Y.

FB: FREE RELEASE FLAT.

HB: FAKE R34/35-BLITZ PICKUP MIKE TO STRONGSIDE FORCE. RUN CHECK DOWN.

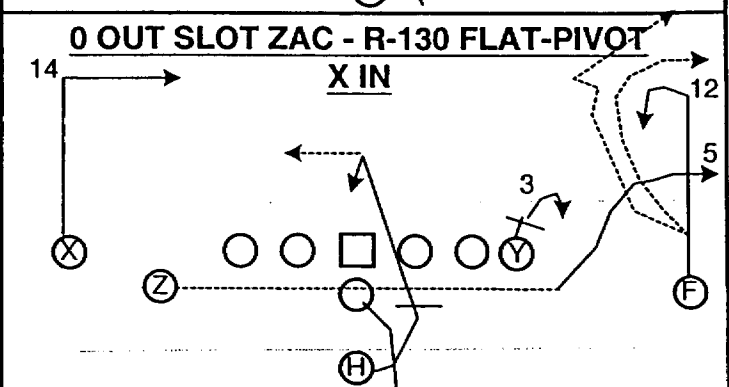
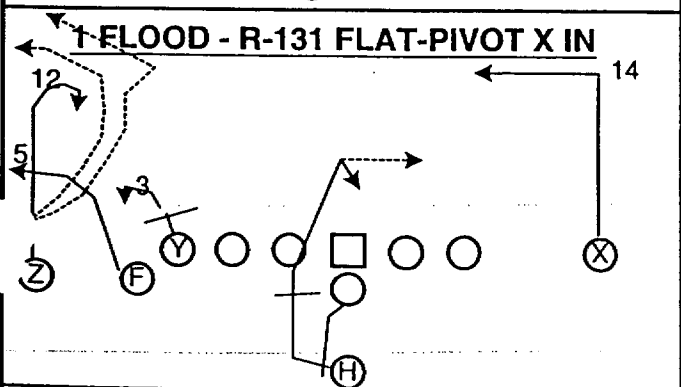
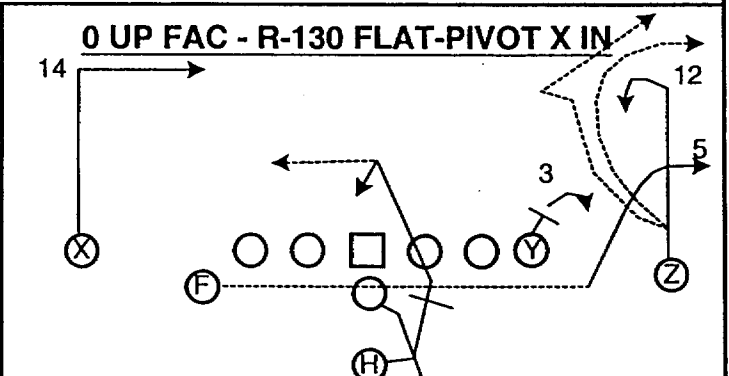
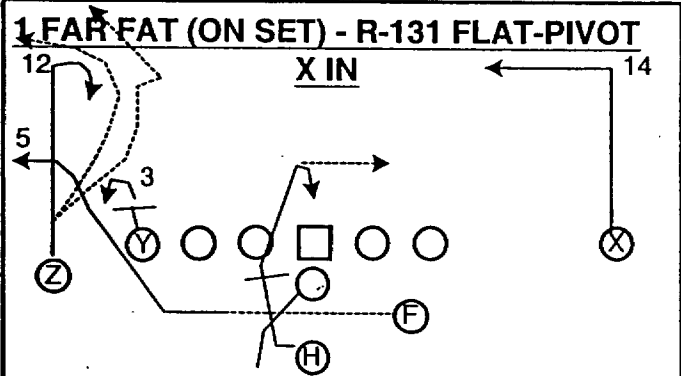
X: 14 YARD IN.

Z: PIVOT.

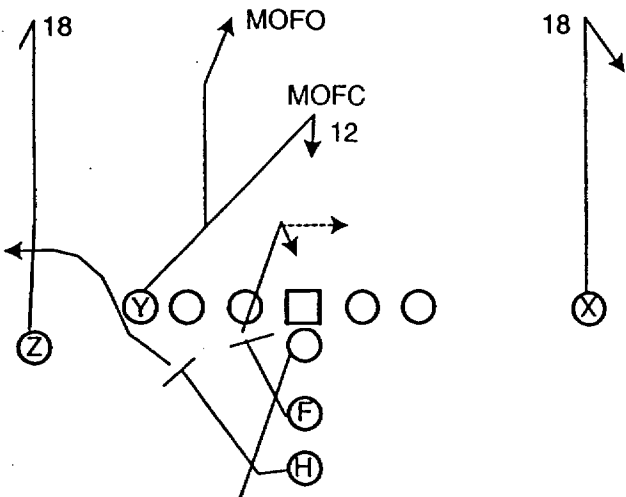
Y: AGGRESSIVE SLOW BLOCK 3 COUNTS - POSSIBLE CHECK DOWN.

FORMATIONS: 0/1 NEAR, 0/1 FLOOD, 0/1 UP FAC, 0/1 FAR FAT, 0/1 OUT SLOT ZAC

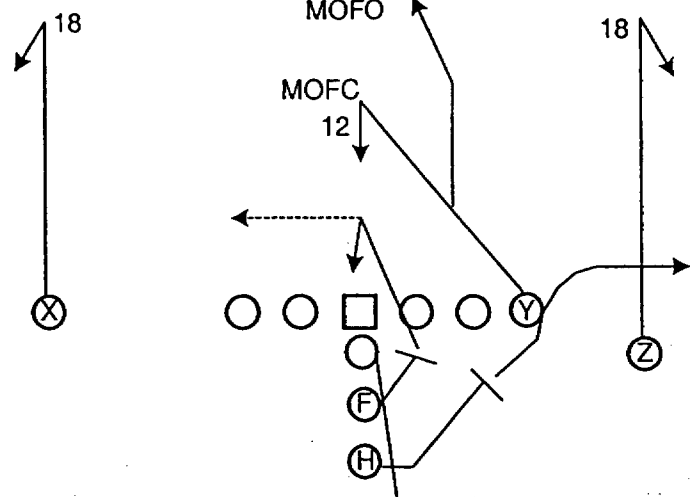
COMMENTS: 7-MAN SLIDE PROTECTION WITH 5 STEP DROP MENTALITY.



1-R-139 MAX COMEBACK



0 - R-138 MAX COMEBACK



QB: 5 STEP DROP AFTER R34/35 BALL FAKE (SELL IT). IF MOFC WORK COMEBACK AWAY FROM ROTATION TO OUTLETS. IF MOFO WORK Y TO CHECKDOWN.

FB: BLITZ PICKUP-MIKE-RUN CHECK DOWN WEAKSIDE - VS MAN BREAK WEAK.

HB: BLITZ PICKUP-SAM/STRONGSIDE FORCE - RUN DIAGONAL.

X: 18'YARD COMEBACK (LOCK)

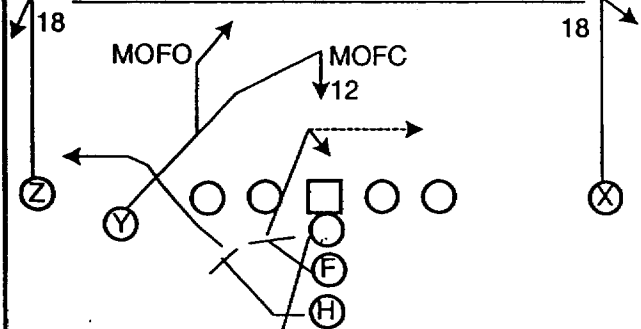
Z: 18 YARD COMEBACK (LOCK)

Y: 12 YARD CURL CHUTE READ.

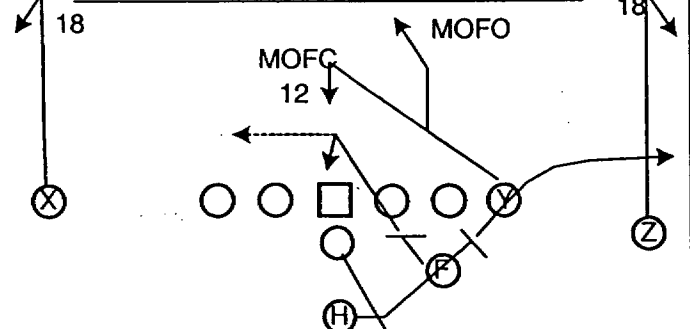
FORMATIONS: 0/1, 0/1 NEAR, 0/1 FAR FAT (ON SET), 0/1 FLEX, 0/1 WIDE YING

COMMENTS: 7-MAN SLIDE PROTECTION WITH 7 STEP MAX MENTALITY.

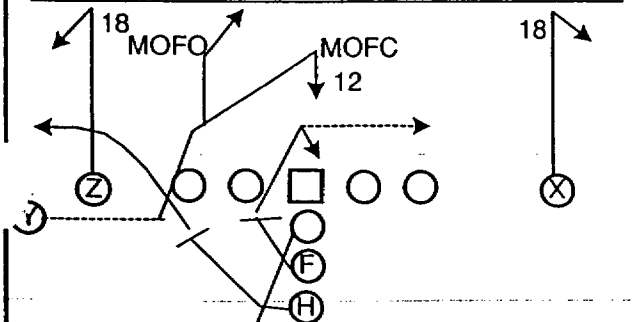
1 FLEX - R-139 MAX COMEBACK



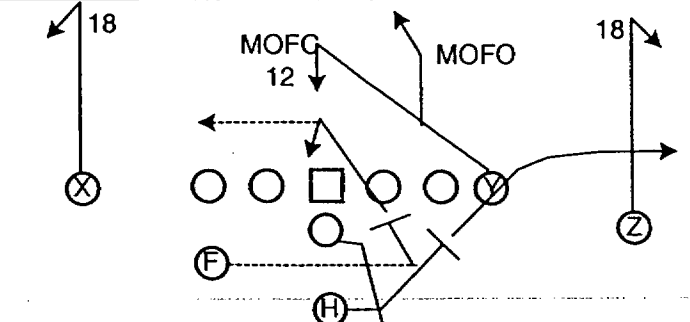
0 NEAR - R-138 MAX COMEBACK



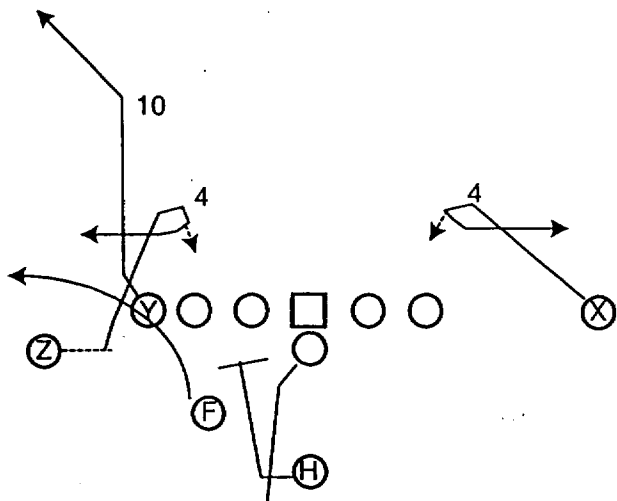
1 WIDE YING - R-139 MAX COMEBACK



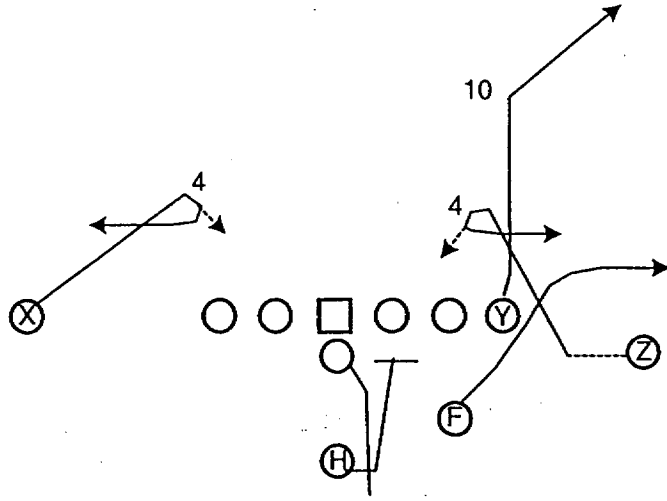
0 FAR FAT (ON SET) - R-138 MAX COMEBACK



1 NEAR ZING - R137 BUBBLE RETURN



0 NEAR ZING - R-136 BUBBLE RETURN



QB: 3 STEP DROP AFTER R34/35 FAKE (OPEN HAND). ALERT TWO STRONG. KEY F-Y-Z-X.

FB: FREE RELEASE DIAGONAL. ALERT HOT VS TWO STRONG.

HB: FAKE R34/35 - BUBBLE PICKUP RULES - STAY IN TO HELP.

X: 4 YARD RETURN

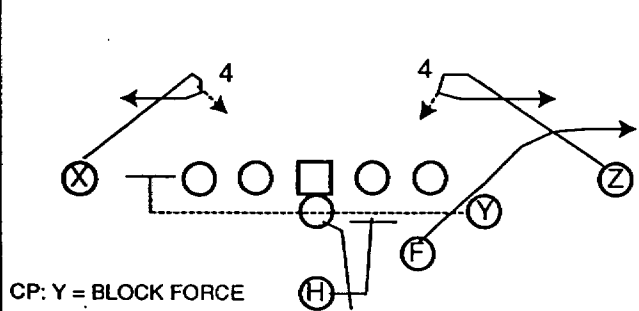
Z: ZING - RETURN

Y: 10 YARD FLAG

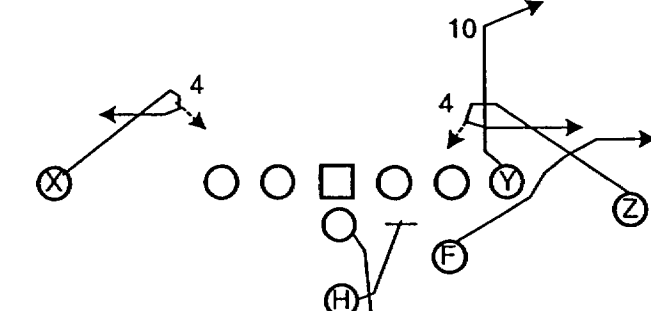
FORMATIONS: 0/1 NEAR ZING, 0/1 NEAR FLANK, 0/1 UP FLANK FAC, 0/1 NEAR YAP, 0/1 FAR

COMMENTS: 6 MAN PROTECTION = QUICK THROW MENTALITY.

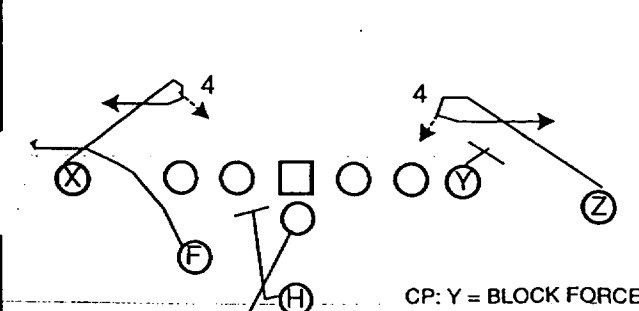
0 NEAR YAP - R-136 BUBBLE RETURN



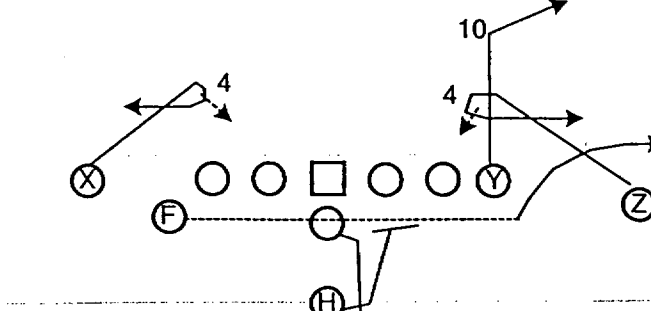
0 NEAR FLANK - R-136 BUBBLE RETURN



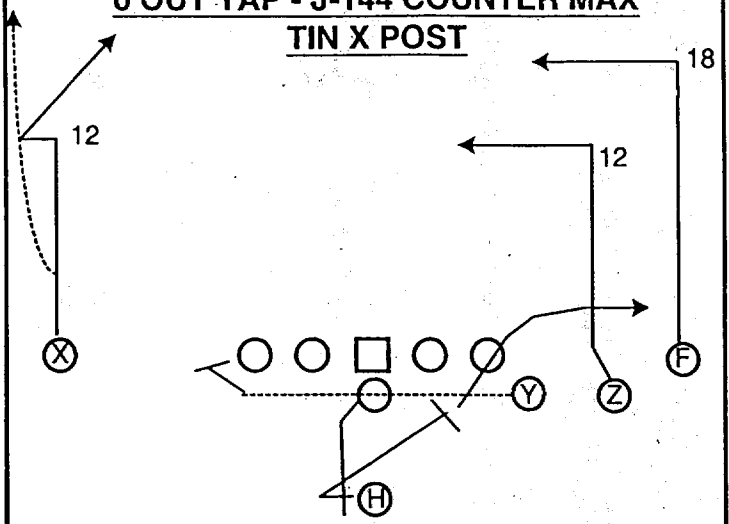
0 FAR - R-137 BUBBLE RETURN



0 UP FLANK FAC - R-136 BUBBLE RETURN



**0 OUT YAP - J-144 COUNTER MAX
TIN X POST**



QB: 5 STEP DROP AFTER J-44 CTR FAKE. IF MOF SAFETY WITH STRONG ROTATION-CK POST TO TIN ALL OTHER COVERAGES WORK TIN Z-F-H.

FB: 18 YARD IN CUT.

HB: FAKE J-44 CTR - BLITZ PICKUP OFF PULLING GUARD - CHECK FLAT.

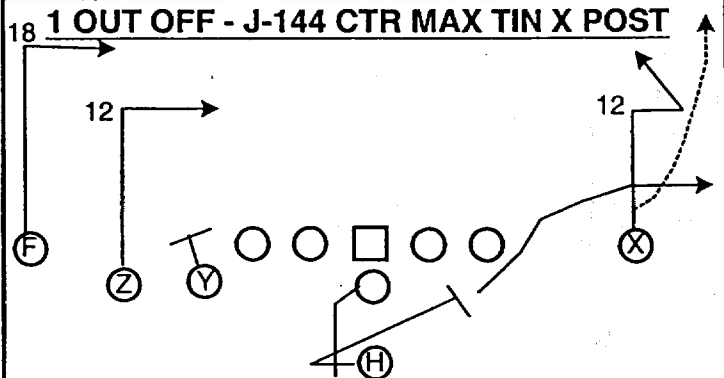
X: 12 YARD MOVE POST. FADE VS BUMP OR ROLL.

Z: 12 YARD IN.

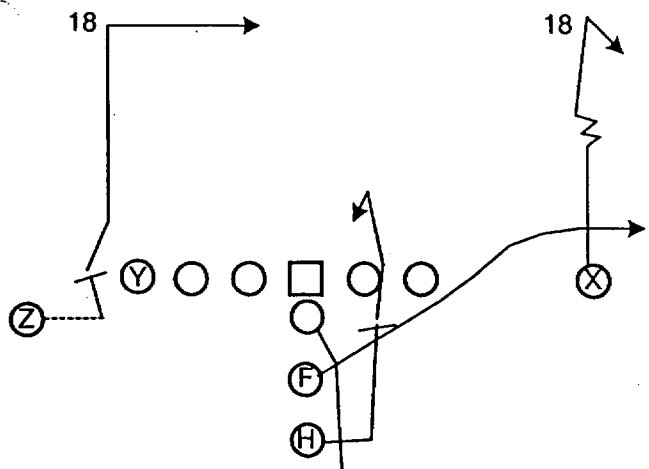
Y: YAP - BLOCK E.M.O.L.

FORMATIONS: 0 OUT YAP, 1 OUT SLOT (OFF).

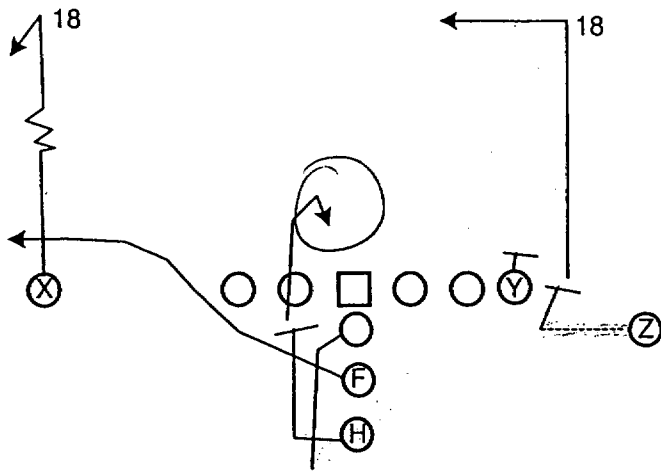
COMMENTS: TRAP BLOCKING, ONE WAY ONLY.



1 ZIP - H-146 MAX BASE



0 ZIP - H-147 MAX BASE



QB: 5 STEP DROP AFTER H-45/44 FAKE. WORK WEAKSIDE X-F-Z-H.

FB: FREE RELEASE - DIAGONAL.

HB: FAKE H-45/44 - BLITZ PICKUP WILL/WEAKSIDE FORCE - CHECK DOWN OVER BALL (LOCK).

X: 18 YARD STUTTER COMEBACK (LOCK).

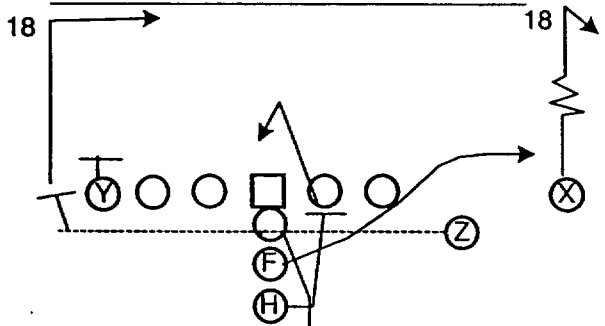
Z: ZIP - CHECK STRONGSIDE FORCE - 18 YARD IN. *(He gets out most of the time)*

Y: SLOW BLOCK

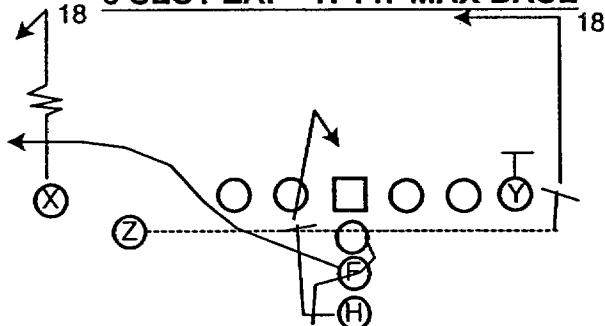
FORMATIONS: 0/1 ZIP, 0/1 SLOT ZAP, YAP 0/1 FLANK

COMMENTS: BASE BLOCKING PLAY, 8 MAN PROTECTION WITH MAX MENTALITY.

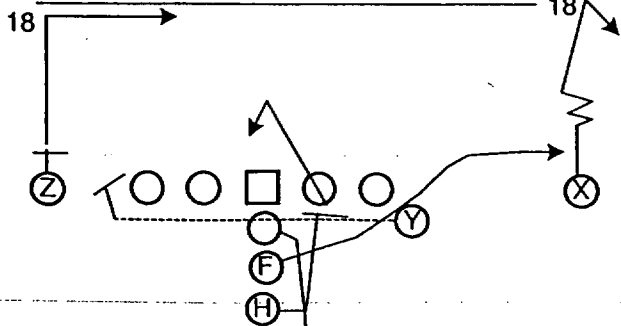
1 SLOT ZAP - H-146 MAX BASE



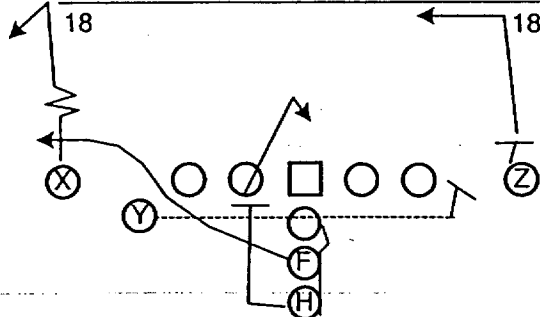
0 SLOT ZAP - H-147 MAX BASE

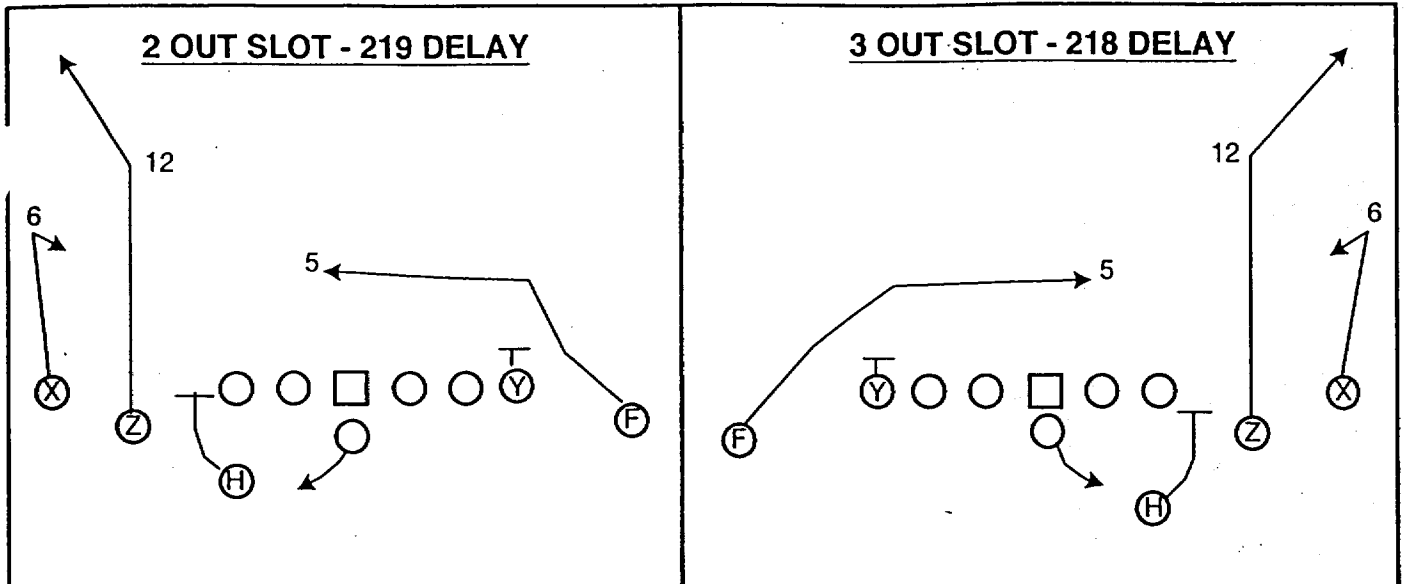


YAP 1 FLANK - H-146 MAX BASE



YAP 0 FLANK - H-147 MAX BASE





QB: SPRINT TO ONSIDE TACKLE BOX. READ PLAYSIDE CORNER. ON THIRD STEP, THROW OUTSIDE IF CORNER IS OFF. VS HARD CORNER CONTINUE ROLL - THROW FLAG.

FB: 5 YARD UNDER.

HB: BLOCK E.M.O.L. (CUT) CP: = LOOK OUTSIDE / IN.

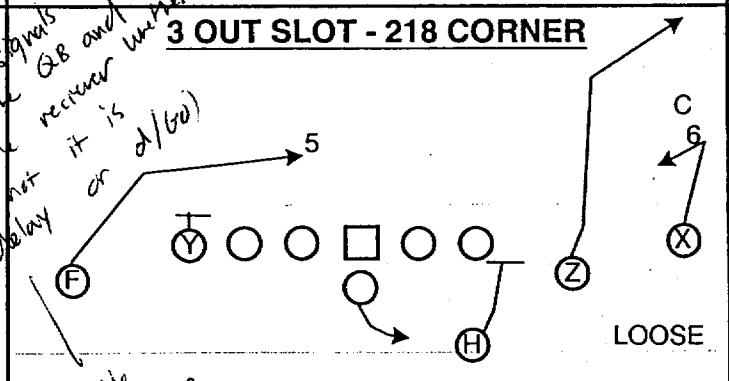
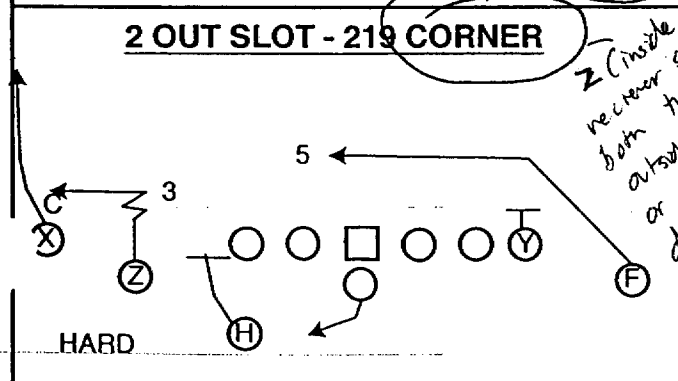
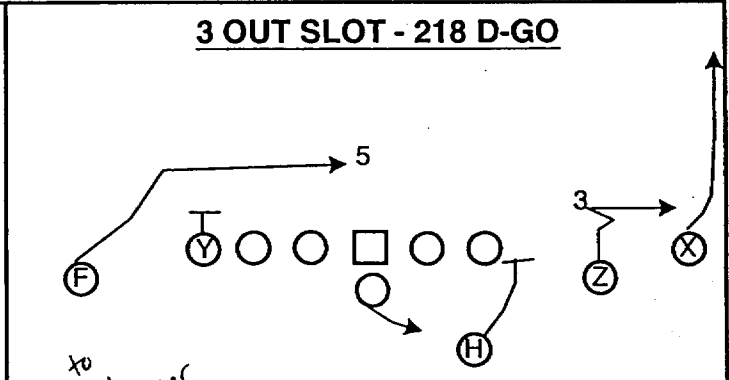
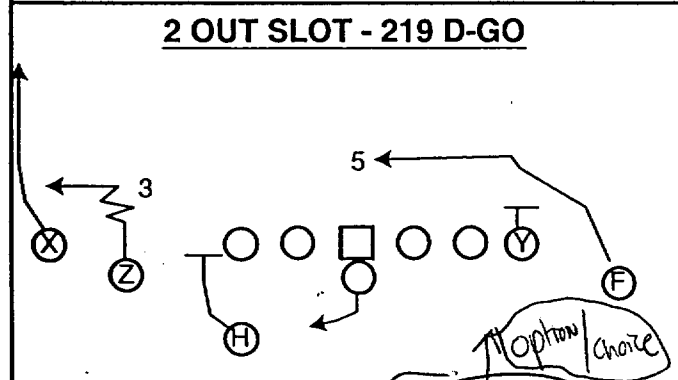
X: 6 YARD HITCH (LOCKED FROM MAX SPLIT)

Z: 12 YARD FLAG

Y: BLOCK E.M.O.L.

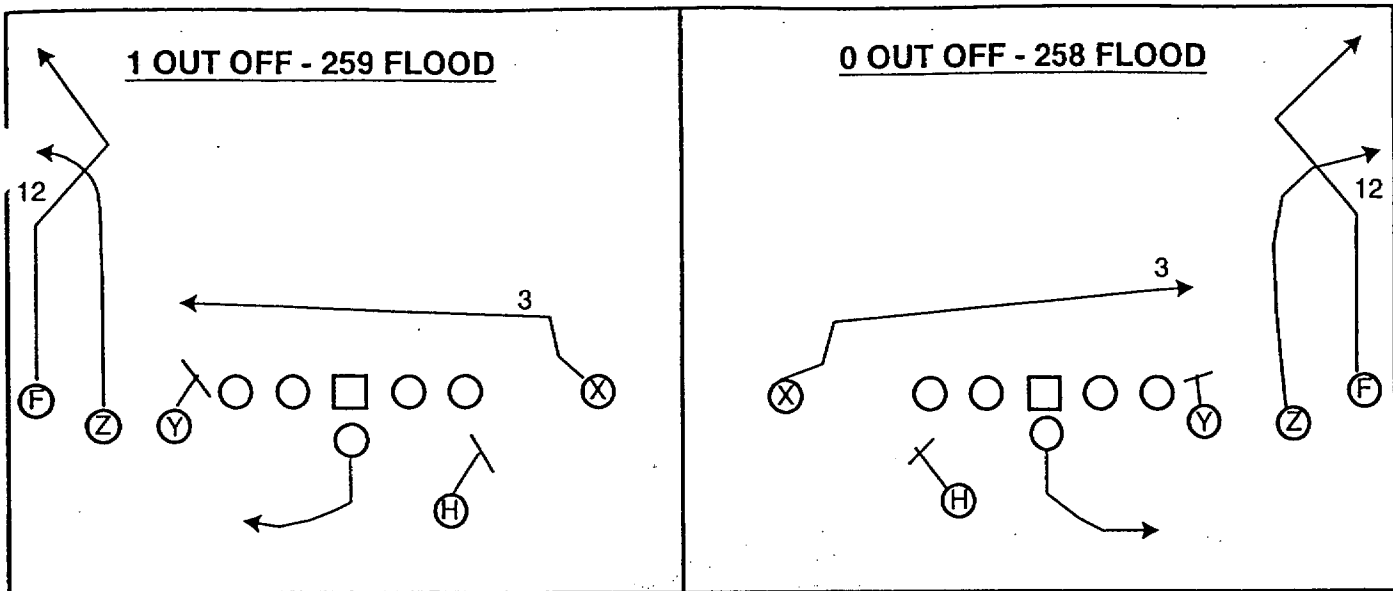
FORMATIONS: 2/3 OUT SLOT

COMMENTS: ROLL OUT PASS - POSSIBLE BLITZ AUDIBLE - "CORNER" VARIATION - KEY CORNERBACK FOR PATTERN.



Z (inside receiver signals to outside or not delay or d/go)

Outside corner off delay, run d/go



QB: QUICK 5 STEP DROP AND ROLL. READ BLOCK ON EMOL. KEY F-Z-X.

FB: DEEP POST/FLAG.

HB: BLOCK EMOL WEAK - N/T HELP TRIANGLE.

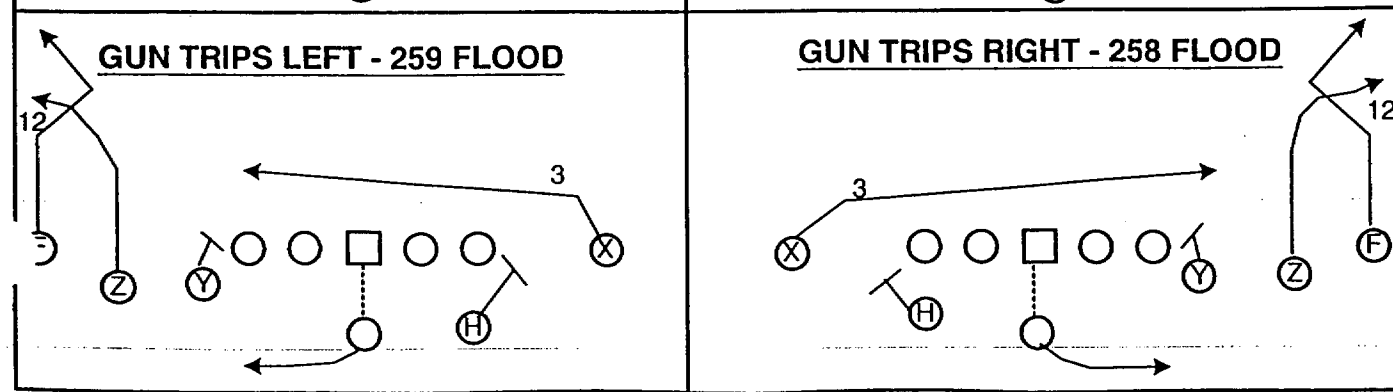
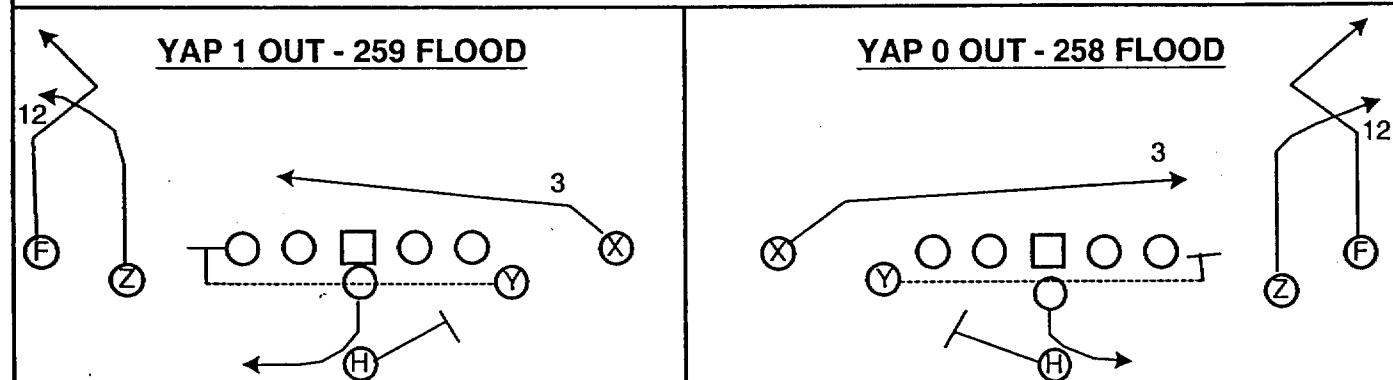
X: UNDER. CP: TIGHTEN SPLIT TO GET ACROSS FORMATION.

Z: FLAG. CP: WORK UNDERNEATH F.

Y: BLOCK EMOL - N/T HELP OT WITH DE.

FORMATIONS: 0/1 OUT OFF, YAP 0/1 OUT, GUN TRIPS RT/LT

COMMENTS: ROLLOUT PASS - WORK HI TO LOW ON READ.

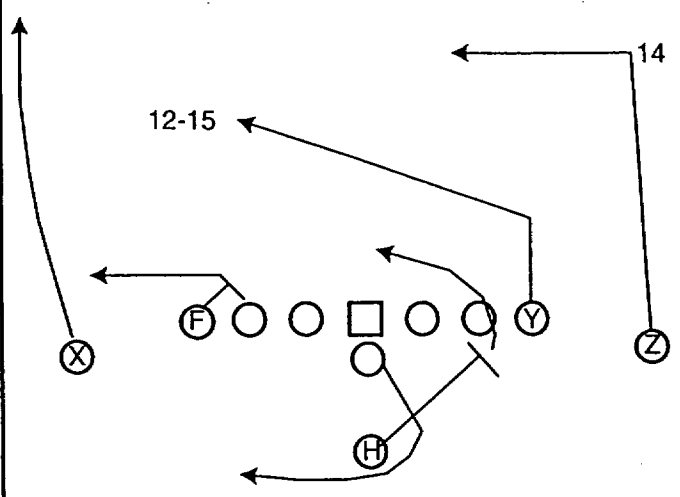
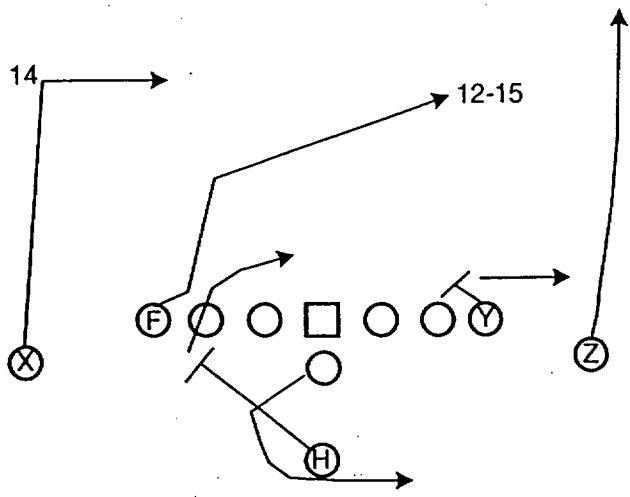


Naked

Naked

0 ON - SPRINT 339 (ALERT OPPOSITE)

0 ON - SPRINT 338 (ALERT OPPOSITE)



QB: SPRINT 38/39 FAKE THEN BOOTLEG AWAY (BALL FAKE). CHECK FLAT - CROSSER - IN - TRAIL. ALERT POSSIBLE "OPPOSITE"

FB: CHIP INSIDE NUMBER OF EMOL - DIAGONAL. CP: ALERT "OPPOSITE".

HB: RUN SPRINT 38/39 PATH - BLOCK FIRST DEFENDER OUTSIDE PLAYSIDE OT'S BLOCK - TRAIL. CP: = ALERT "OPPOSITE".

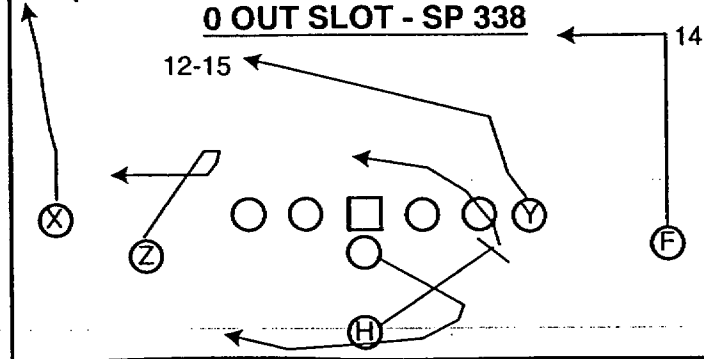
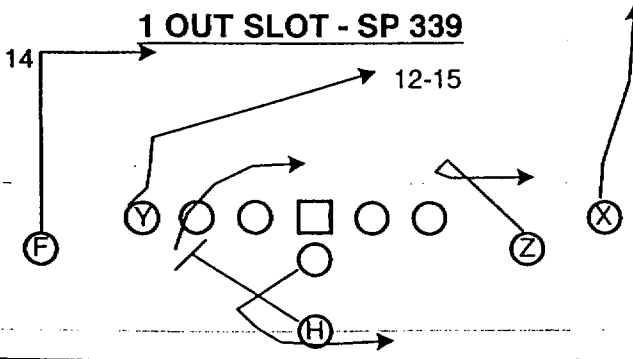
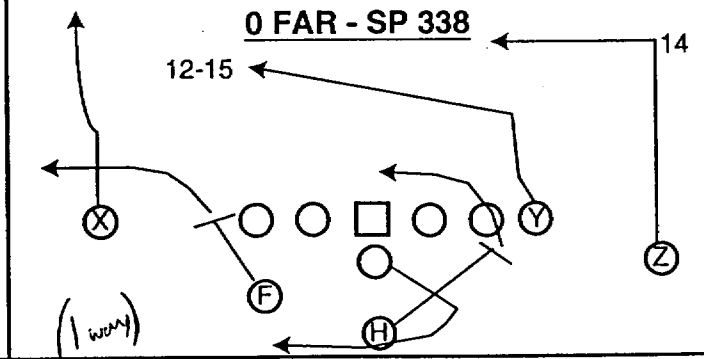
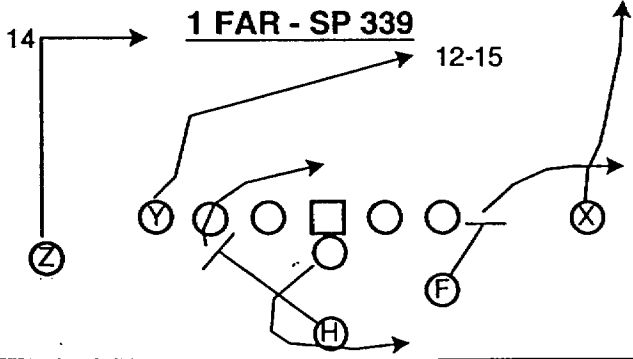
X: GO. FORCE OUTSIDE RELEASE. CP: = ALERT "OPPOSITE".

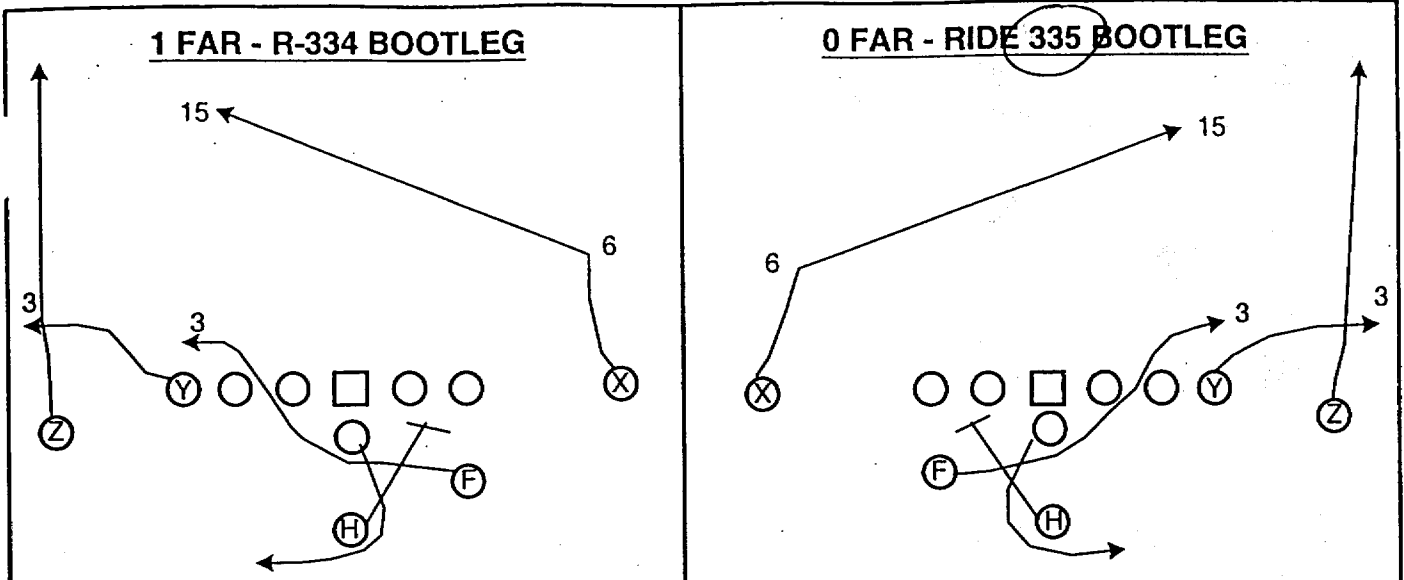
Z: 14 YARD IN. CP: = ALERT "OPPOSITE".

Y: 12-15 YARD CROSS. CP: = ALERT "OPPOSITE".

FORMATIONS: 0/1 ON, 0/1 FAR, 0/1 OUT SLOT (0 ON (Cwm))

COMMENTS: ALERT "OPPOSITE". RUN FAKE TOWARD FORCE.





QB: RIDE 35/34 FAKE THEN BOOTLEG AWAY (BALL FAKE). CHECK Y FLAT (HOT) TO F TRAIL TO X CROSS.

FB: FREE RELEASE UNDER QB ACROSS THE BALL TO STRONG FLAT.

HB: RUN RIDE 35/34 PATH - BLOCK WILL / WEAKSIDE FORCE.

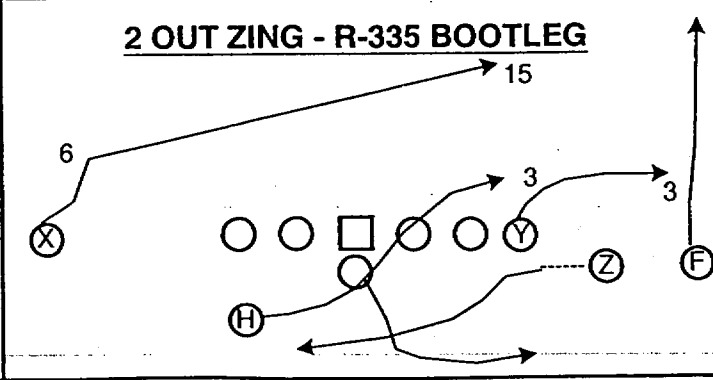
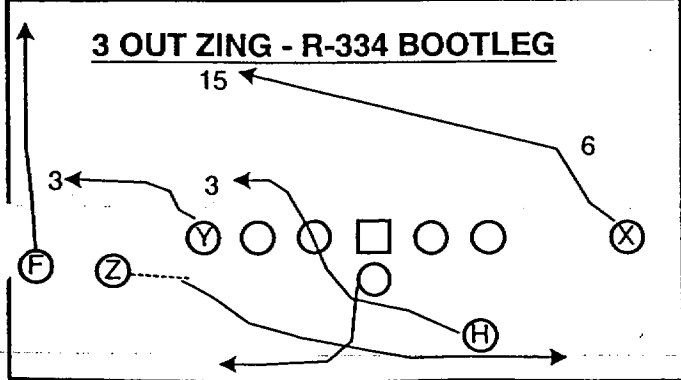
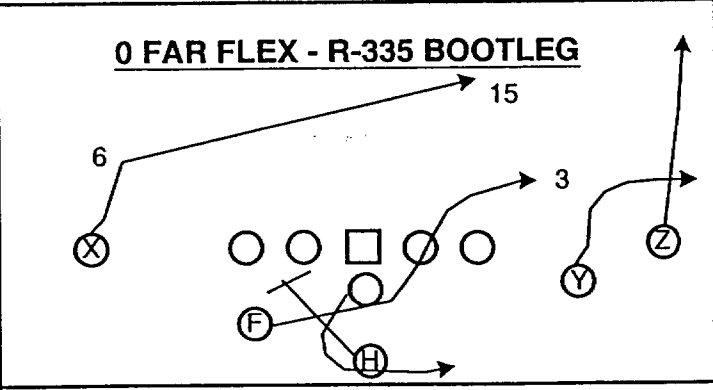
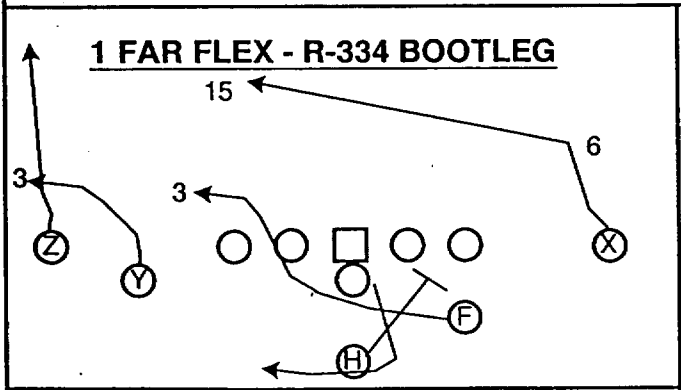
X: 6 YARD CROSS GAINING TO 15 YARDS.

Z: GO. (FORCE OUTSIDE RELEASE).

Y: DIAGONAL.

FORMATIONS: 0/1 FAR, 0/1 FAR FLEX, 2/3 OUT ZING

COMMENTS: BOOT TO STRONGSIDE - QB ALERT POSSIBLE QUICK THROW ("HOT")



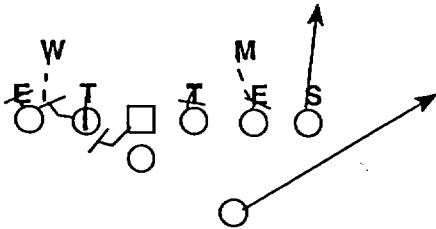
70 PASS PROTECTION

72-73 PASS PROTECTION (1 back in backfield)

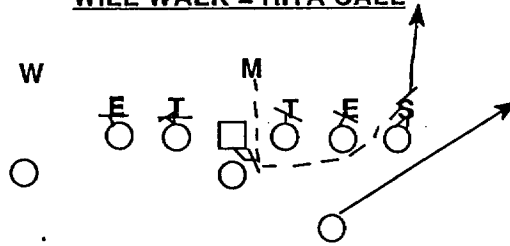
FLARE CONTROL WITH THE REMAINING BACK HAVING A FREE RELEASE INTO THE PATTERN WITH THE QB UNDER CENTER EXECUTING A (5) FIVE STEP DROP. THE LINE WILL SLIDE AWAY FROM THE NUMBER TO PICK UP THE WILL. THE QB MAY MAKE A RITA / LINDA CALL IF THE WILL IS WALKED AND NO THREAT TO BLITZ. THIS PUTS THE UNCOVERED LINEMAN INTO DUAL PICKUP MIKE-SAM. THIS IS A FIVE MAN PROTECTION SCHEME WITH HOT STRONG AND SIGHT ADJUST WEAK BUILT IN.

- Hot vs 1 Strong
- " " 2 wk

WILL IN BOX



WILL WALK = RITA CALL



Rita → changes from 72 to 62 protection for the line

RITA / LINDA TRANSLATES TO 62/63 PROTECTION RULES FOR OFFENSIVE LINE

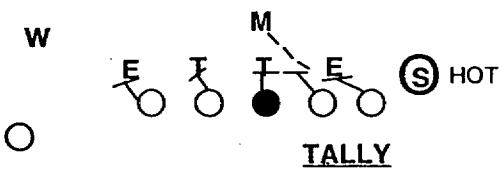
- Rita (72)
- Linda (73)

74-75 PASS PROTECTION (empty)

THIS PROTECTION IS ALSO A FIVE MAN PROTECTION SCHEME, BUT ALL FIVE SKILL PLAYERS ARE DETACHED WHEN THE BALL IS SNAPPED. THE SAME PROTECTION RULES APPLY AS IN 72/73. SHOTGUN MAY BE USED. A HOT / SIGHT IS NOT GUARANTEED ON BOTH SIDES, ONLY ON SIDE AWAY FROM THE SLIDE.

**TWO POTENTIAL PROBLEM FRONTS ARE DIAMOND AND 3 DOWN. HERE ARE THE PROTECTION ADJUSTMENTS:

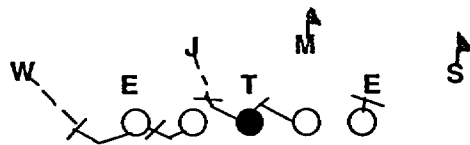
DIAMOND



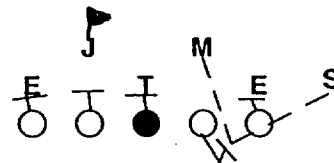
5 MAN



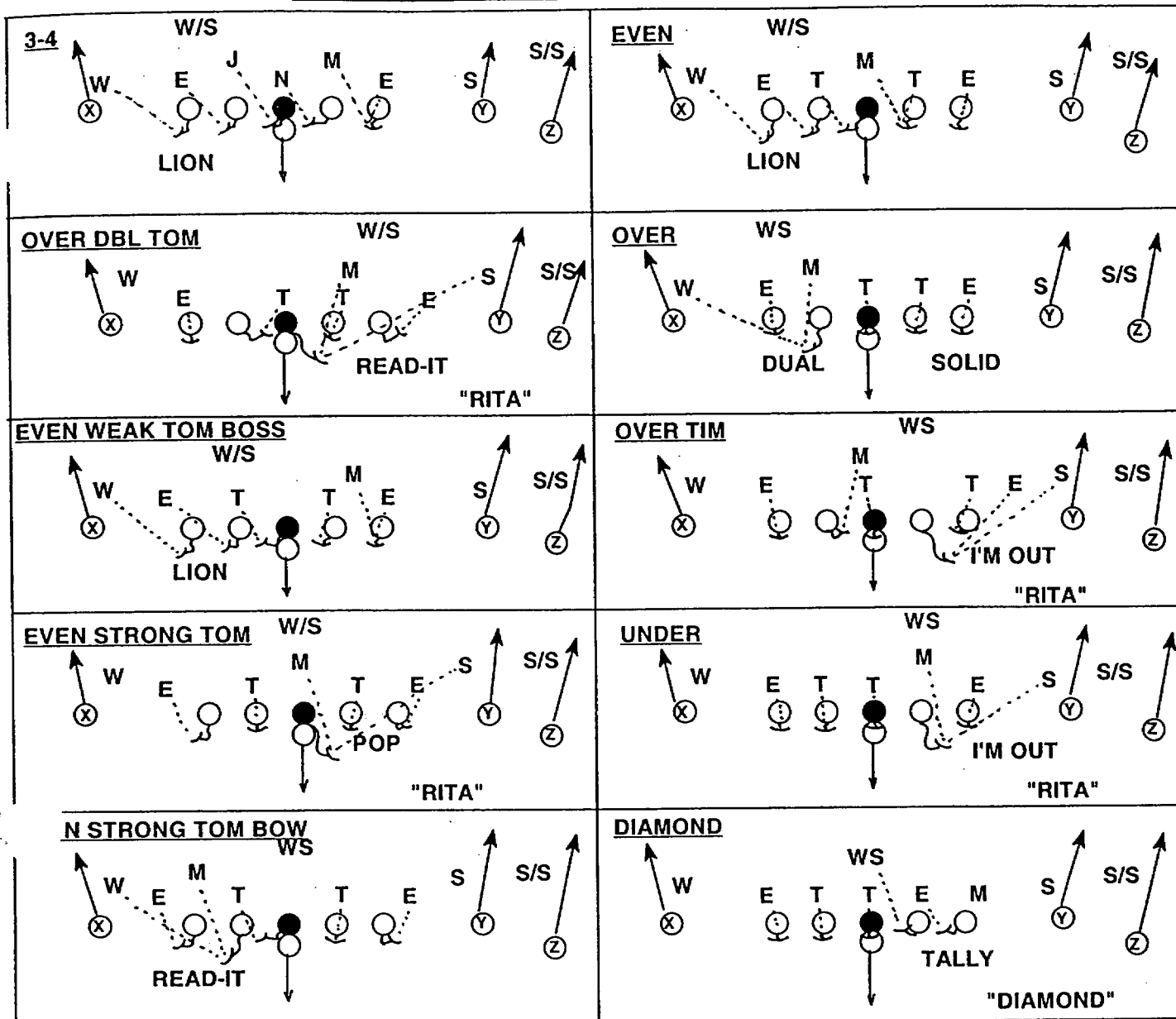
3 DOWN



3 DOWN - RITA



74 (75) PROTECTION



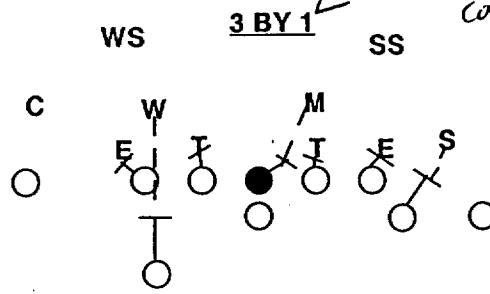
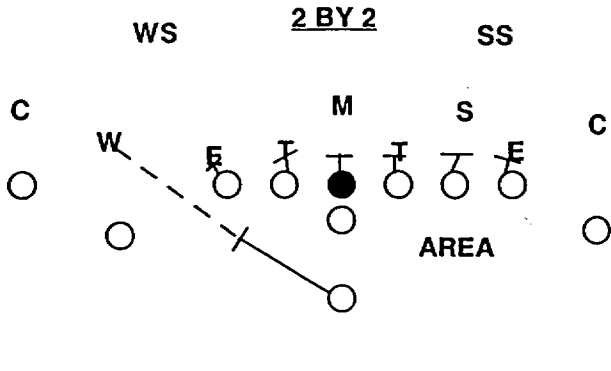
COACHING POINTS

- 1) THE LINE WILL SLIDE FOR THE WILL LB (LION / RAM ALERT "HARD" CALL BY TACKLE).
- 2) ON TACKLE AND ON GUARD HAVE A POTENTIAL SQUEEZE ON MIKE OR SAM.
*ON TACKLE AND ON GUARD WILL DUAL MIKE TO END (ON GUARD BUBBLE) OR SAM TO END (ON TACKLE BUBBLE) ALERT GUARD SQUEEZE CALL.
- 3) "SOLID" CALL IS IN EFFECT IF ON GUARD & CENTER ARE COVERED BY DL.
IMPORTANT: "SOLID" = "DUAL" FOR OFF GUARD (OFF TACKLE IS LOCKED ON DE)
- 4) CENTER WILL CALL "READ-IT" IF THE MIKE IS WEAK (BOW) IN AN EVEN DEFENSE.
- 5) QB CAN CALL "RITA" / "LINDA" IF WILL IS NOT BACKED-UP = BLOCK 64-65 PROTECTION.

80 PASS PROTECTION

80-81 PASS PROTECTION - 5 STEP DROP

SOLID PROTECTION ACROSS THE FRONT. UNCOVERED LINEMAN BLOCKS MIKE, Y SLOW BLOCKS THE MAN OVER, AND THE REMAINING BACK HAS DUAL PICKUP WILL TO WEAKSIDE FORCE. QB WILL IDENTIFY THE MIKE. THIS IS A SEVEN MAN PROTECTION SCHEME. THE Y AND PICKUP BACK MAY RELEASE INTO PATTERN IF ASSIGNED RUSHER DROPS. ONLY SECONDARY BLITZERS CAN TRIGGER SIGHT ADJUSTS.

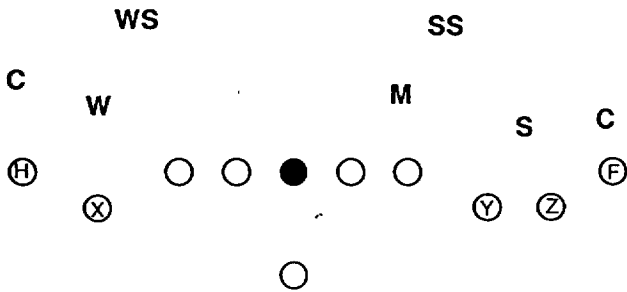


Best way and time to call 80/81, because Sam probably walked and in coverage C and in ear now get Y out in the route.

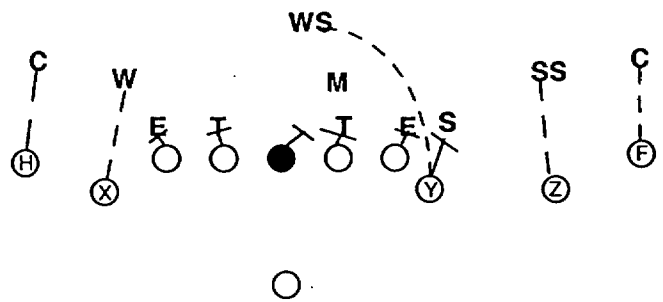
80-81 HOT PASS PROTECTION

SOLID PROTECTION WITH THE SAME APPLIED RULES AS 80/81 EXCEPT THE BACK IS FREE AND THE QB WILL THROW HOT IF THE WILL BLITZES. THIS WILL BE USED MOSTLY AS AN EMPTY PROTECTION AUDIBLE. EXAMPLE OF CHECK IN PROTECTION FROM 74 IN EMPTY TO 80 HOT IS SHOWN BELOW.

EMPTY RT 74 DBL SEAM



CHECK 80 / 80 (QB BRINGS IN Y)



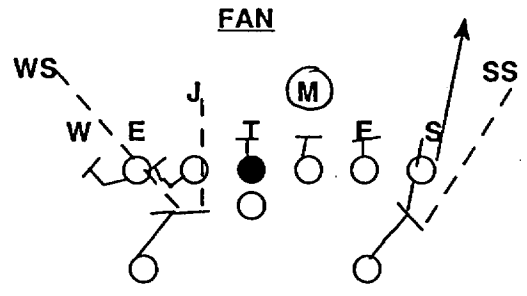
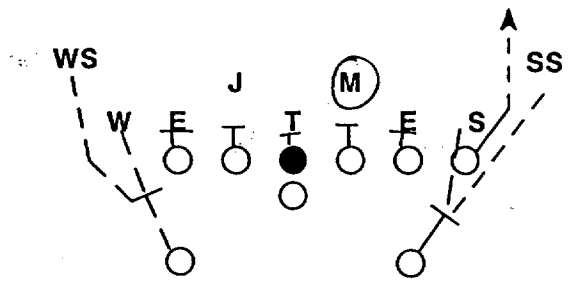
*No Routes change
- Y just comes in and blocks.*

in book

82-85 PASS PROTECTION - 5 STEP DROP (MAX = 7 STEP DROP) ^{Deep}

↳ Not a 40/41 so TE gets out
"MAX" only in 80s

SOLID PROTECTION ACROSS THE FRONT. UNCOVERED LINEMEN BLOCKS MIKE. FLARE CONTROL WITH BOTH BACKS HAVING DUAL PICKUP FROM THE OLB TO FORCE TO THEIR RESPECTIVE SIDES. THE QB WILL IDENTIFY THE MIKE. THIS IS A SEVEN MAN PROTECTION SCHEME. ONLY SECONDARY BLITZERS CAN TRIGGER SIGHT ADJUSTS. POSSIBLE WEAKSIDE FAN CALL VS. 34 DEFENSE.



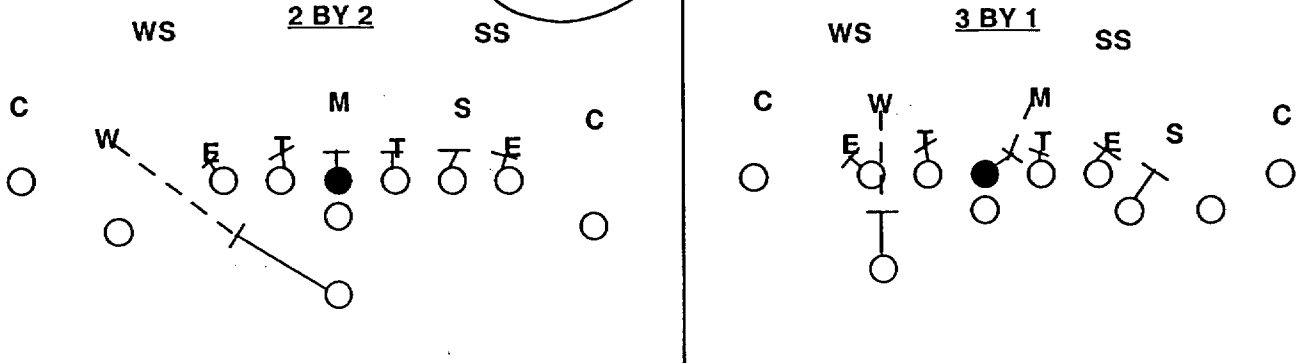
90-91 PASS PROTECTION

90-91 PASS PROTECTION 3-STEP DROP

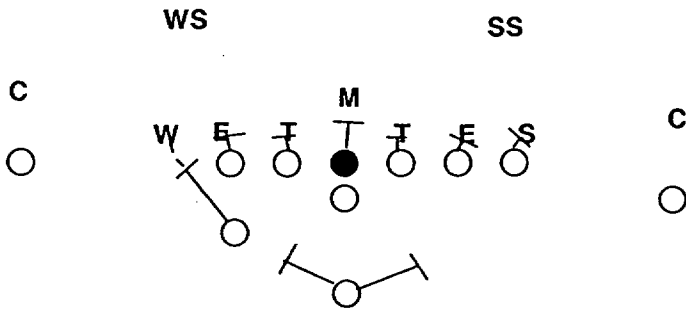
(Possible Audible)

SOLID PROTECTION ACROSS THE FRONT. UNCOVERED LINEMEN BLOCKS THE MIKE, Y
 CLOW BLOCKS THE MAN OVER, AND THE REMAINING BACK HAS DUAL (ON THE RUN)
 PICKUP WILL TO WEAKSIDE FORCE. BUTT AND CUT TECHNIQUE WILL BE USED ON ALL
 90'S. THE QB WILL IDENTIFY THE MIKE. THIS IS A SEVEN MAN PROTECTION SCHEME. THE
 Y AND PICKUP BACK MAY RELEASE INTO PATTERN IF ASSIGNED BLITZER DROPS. NO
 SIGHT ADJUSTS!

NOTE: POSSIBLY USED AS AN AUDIBLE!

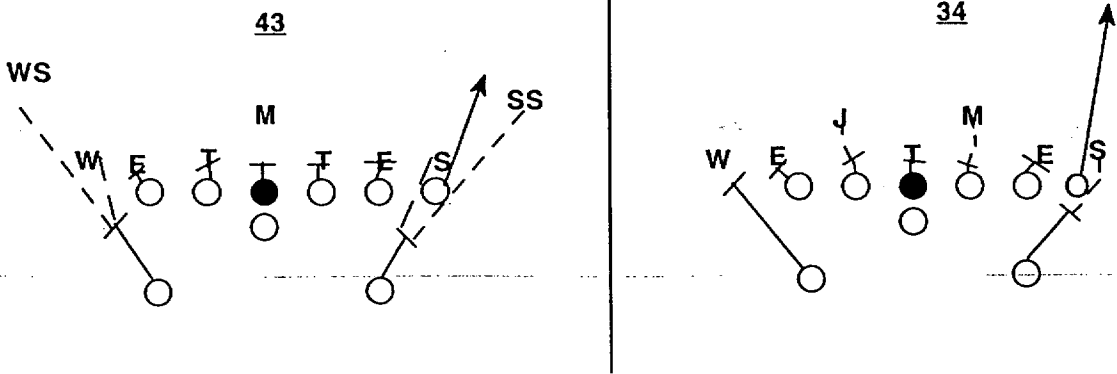


IF CALLED IN TWO BACK SET, 8 MAN PROTECTION OCCURS WITH ONE BACK ONLY ON THE
 WILL AND THE OTHER ON FORCE.



92-95 PASS PROTECTION 3-STEP DROP

SOLID PROTECTION ACROSS THE FRONT. UNCOVERED
 LINEMAN BLOCKS MIKE. THE BACKS HAVE ON THE RUN BLITZ
 PICKUP ON THE OLB TO FORCE ON THEIR RESPECTIVE SIDES.
 BUTT AND CUT TECHNIQUE SHOULD BE USED. THE QB WILL
 IDENTIFY THE MIKE. THIS IS A SEVEN MAN PROTECTION
 SCHEME. THE BACKS MAY RELEASE INTO PATTERN IF
 ASSIGNED RUSHER DROPS. NO SIGHT ADJUST! NO FAN ON
 3-4.



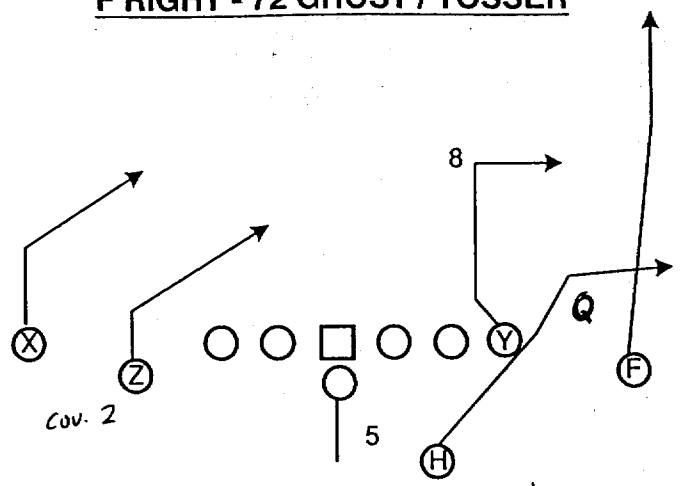
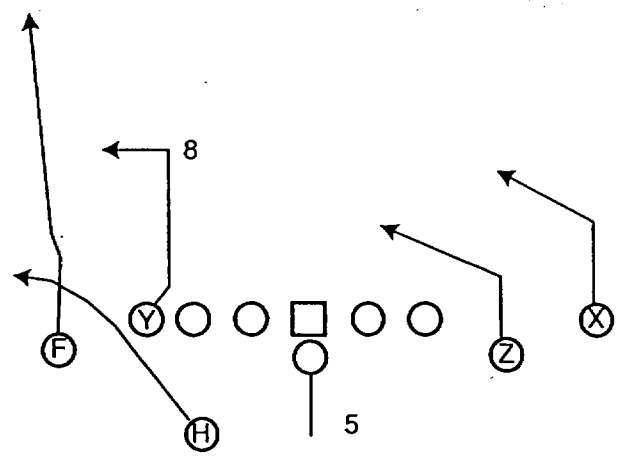
<p>3-4</p>	<p>EVEN</p>
<p>OVER DBL TOM</p>	<p>OVER</p>
<p>EVEN WEAK TOM</p>	<p>OVER TOM</p>
<p>EVEN WEAK TOM BOSS</p>	<p>OVER TIM</p>
<p>EVEN DBL TOM</p>	<p>UNDER</p>
<p>EVEN STRONG TOM BOW</p>	<p>UNDER TOM</p>
<p>DIAMOND</p>	<p>UNDER TIM</p>

COACHING POINTS

- 1) THE BACKS HAVE THE SAM AND WILL LB'S.
- 2) THE LINE WILL BLOCK THE 4 DL AND THE MIKE LB.
- 3) "ROGER" / "LOUIE" CALLS HAVE APPLICATION IN THESE PROTECTIONS.

F LEFT - 73 GHOST / TOSSER

F RIGHT - 72 GHOST / TOSSER



-out out slot = H has a wide-

QB: QUICK 5 STEP DROP. CHECK ONE STRONG - H = HOT. WORK STRONG H-Y UNLESS COVERAGE OVERLOAD STRONG. THEN WORK WEAK Z-X.

FB: GO. CP: FORCE OUTSIDE RELEASE

HB: DIAGONAL

X: SLANT (3 STEP)

Z: SLANT (1 STEP)

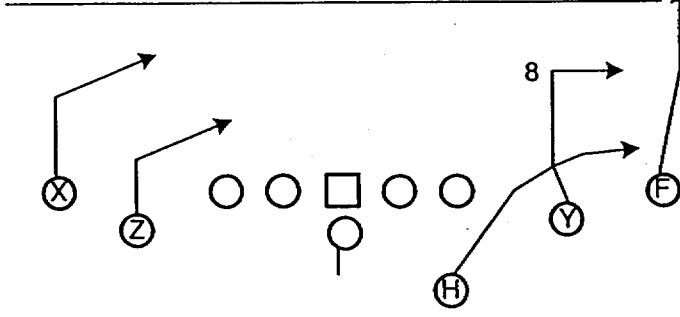
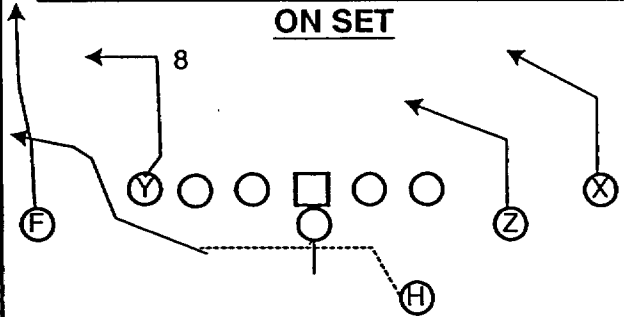
Y: 8 YARD OUT. CP: PREFERRED INSIDE RELEASE.

FORMATIONS: F RT/LT, SPREAD RT/LT STRONG, 2/3 OUT SLOT HAT, 0/1 NEAR SLOT HAT, 0/1 NEAR OPEN HAX

COMMENTS: 5 MEN OUT WITH BACK ALIGNED IN BACKFIELD = HOT/SIGHT BUILT IN.

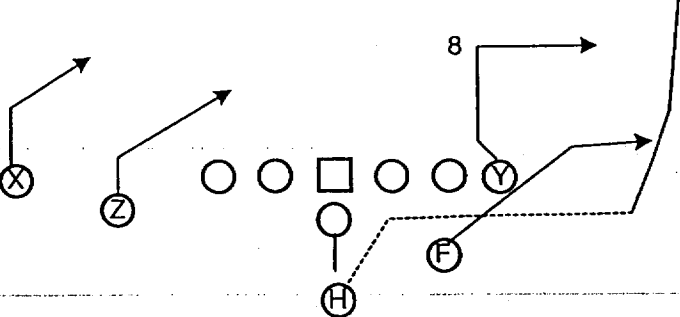
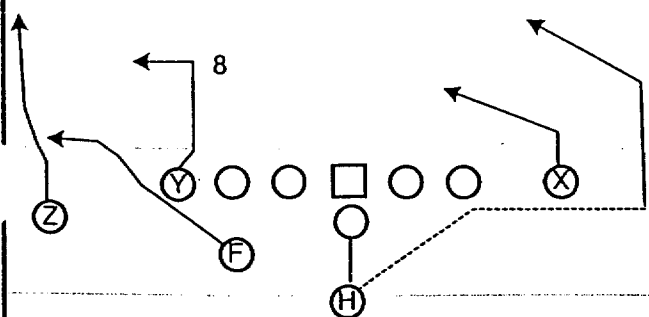
3 OUT SLOT HAT - 73 GHOST/TOSSER ON SET

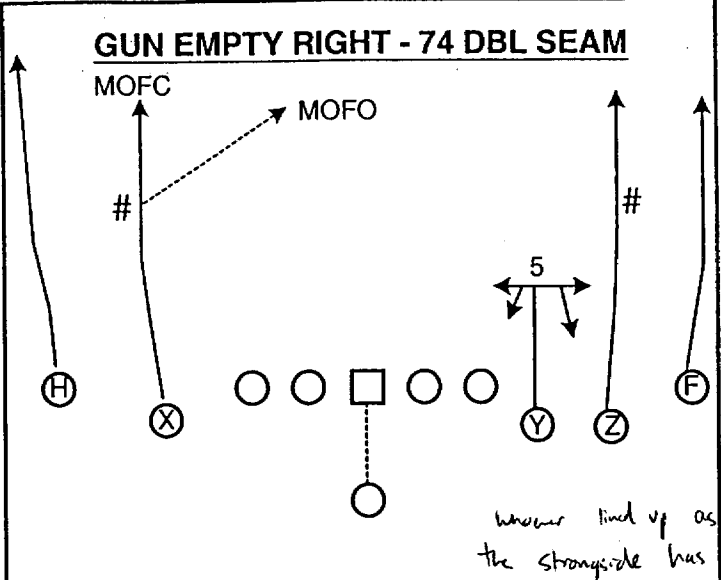
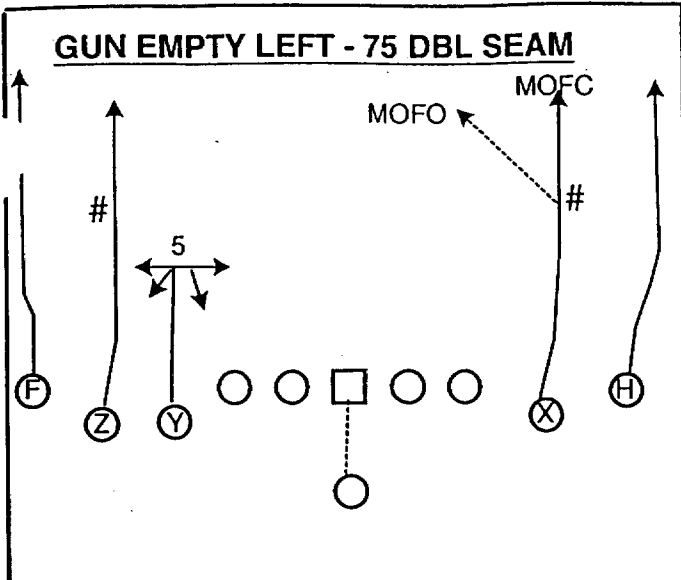
SPREAD RT STRONG - 72 GHOST/TOSSER



1 NEAR OPEN HAX - 73 GHOST / TOSSER

0 NEAR SLOT HAT - 72 GHOST / TOSSER





whenever lined up as # 3 on the strongside has the hot.

QB: GUN 5-STEP DROP. CHECK ONE STRONG - Y=HOT. WORK AWAY FROM ROTATION BUT CHECK MOF SAFETY - WORK SEAM - GO - SCAT. VS COVER 2 WORK WEAK X-H-Y.

FB: GO

HB: GO

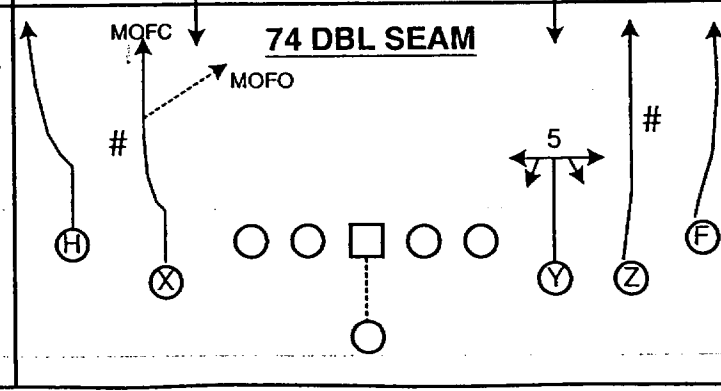
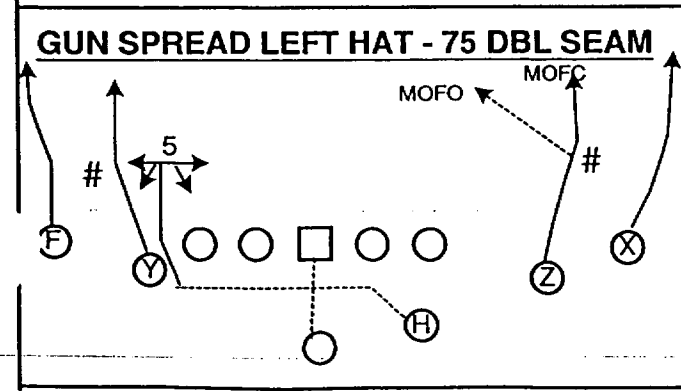
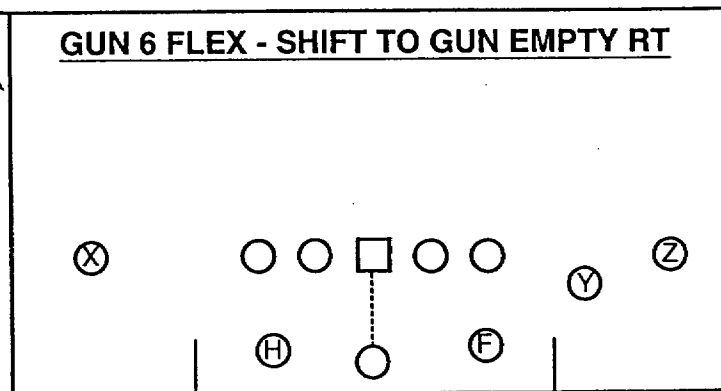
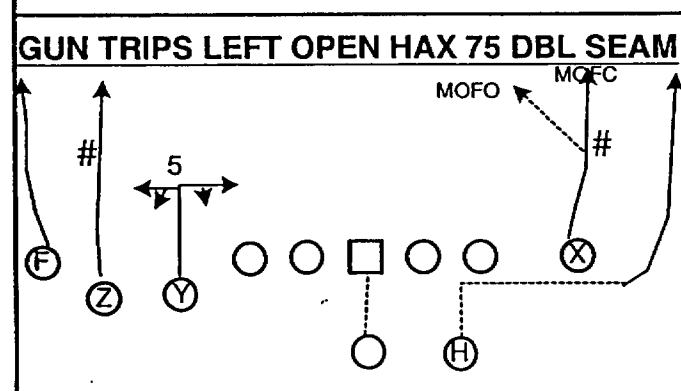
X: SEAM READ

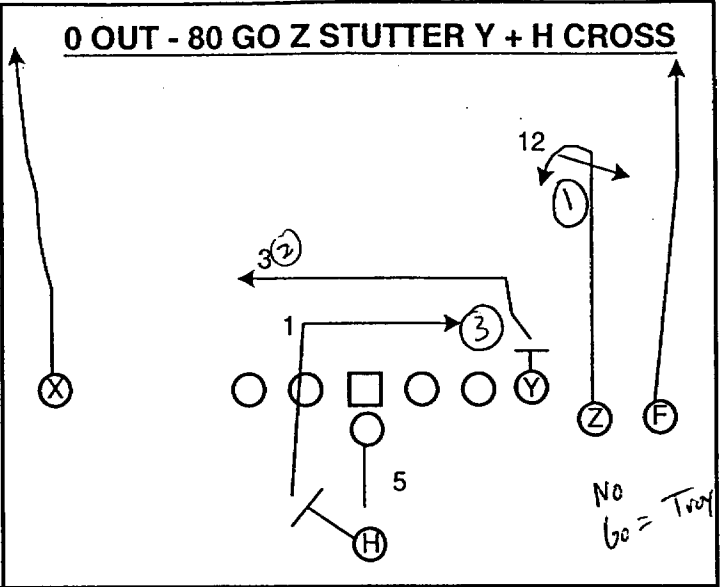
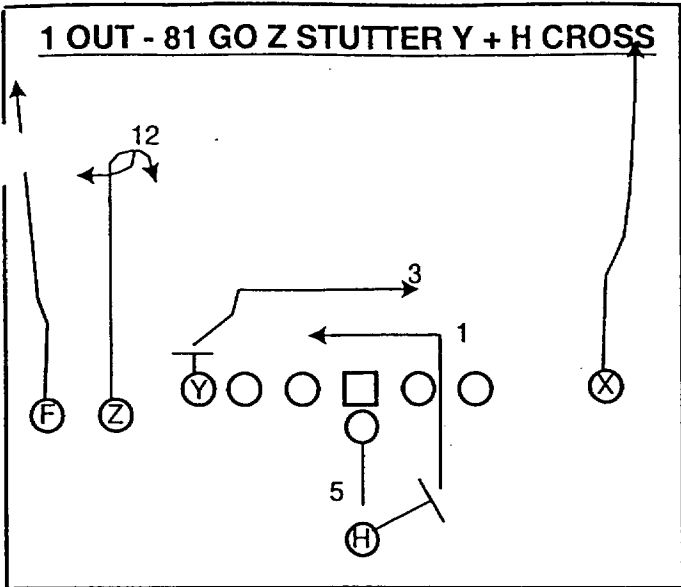
Z: SEAM

Y: 5 YARD SCAT. HOT VS. 1 STRONG. *No blitz pickup, but you are the hot receiver.*

FORMATIONS: GUN EMPTY RT/LT, GUN 6/7 FLEX SHIFT TO EMPTY RT/LT, GUN TRIPS RT/LT OPEN HAX, GUN SPREAD RT/LT HAT

COMMENTS: GUN = DEEPER ROUTES WITH 5 MEN OUT EMPTY BACKFIELD.





QB: 5 STEP DROP. WORK GO ROUTE AWAY FROM ROTATION TO Z-Y-H. VS. COVER 2 WORK Z-Y-H.

FB: GO.

HB: BLITZ PICKUP - WILL / WEAKSIDE FORCE. RUN 1 YARD SNEAK.

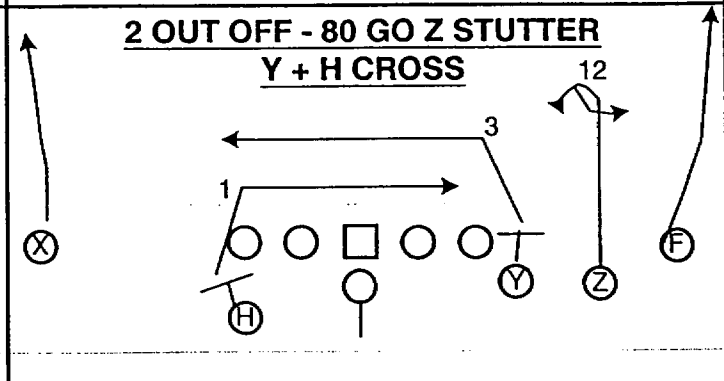
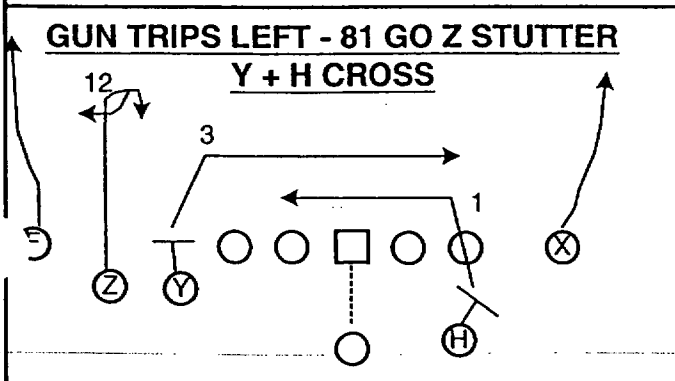
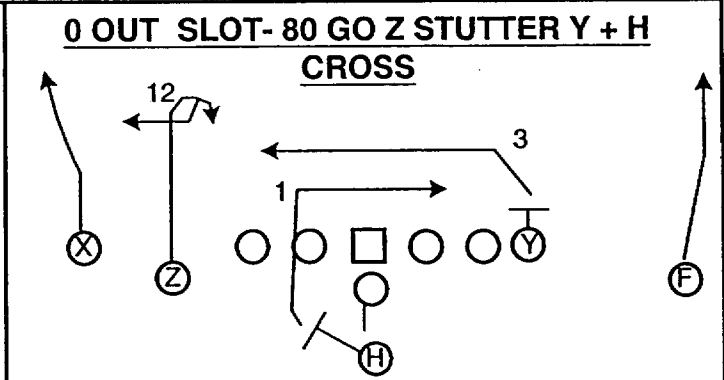
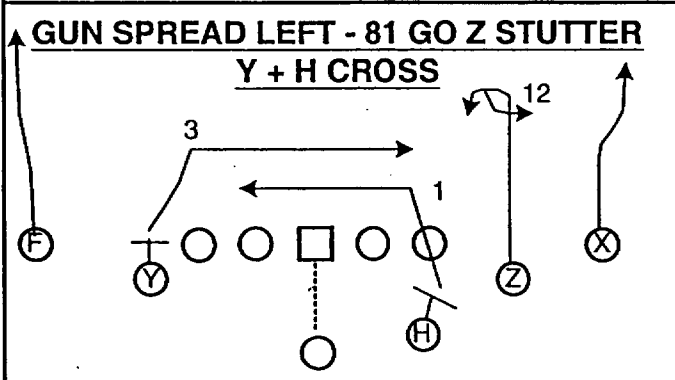
X: GO.

Z: 12 YARD STUTTER WITH CONVERSIONS.

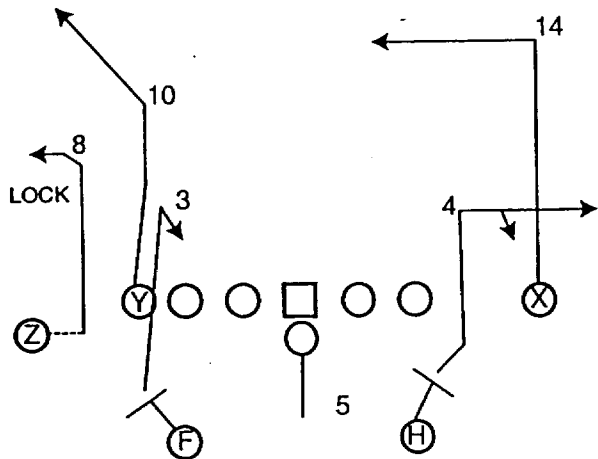
Y: BLITZ PICKUP - AREA SAM/DE WITH TACKLE - RUN 3 YARD SNEAK.

FORMATIONS: 0/1 OUT, 0/1 OUT SLOT, 2/3 OUT OFF, GUN SPREAD RT/LT, GUN TRIPS RT/LT

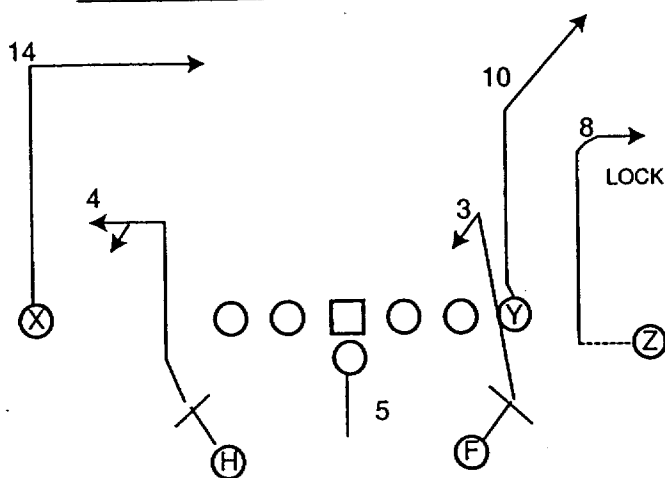
COMMENTS: 3 BY 1 OR 2 BY 2 - 7 MAN SOLID PROTECTION



7 ZING - 83 OLE / READ CIRCLE



6 ZING - 82 OLE / READ CIRCLE



QB: 5 STEP DROP. WORK Z-Y-F UNLESS STRONG ROLL OR COVER 3 SLIDE / 1 STRONG. VS STRONG ROLL WORK X-H-F. *L mike works strong*

FB: BLITZ PICKUP - SAM/STRONGSIDE FORCE. RUN CIRCLE.

HB: BLITZ PICKUP - WILL/WEAKSIDE FORCE. RUN 4 YARD READ.

X: 14 YARD IN.

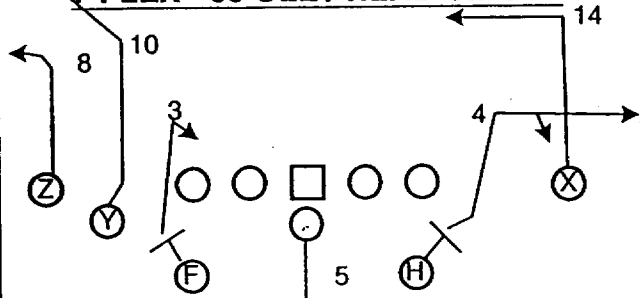
Z: ZING - 8 YARD OUT (LOCKED).

Y: 10 YARD FLAG.

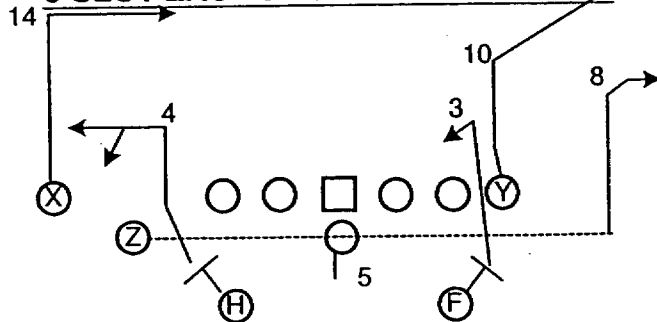
FORMATIONS: 6/7 ZING, 6/7 SLOT ZAC, 6/7 FLEX ZING, 6/7 FLEX, GUN TRIPS RT/LT FIP.

COMMENTS:

7 FLEX - 83 OLE / READ CIRCLE

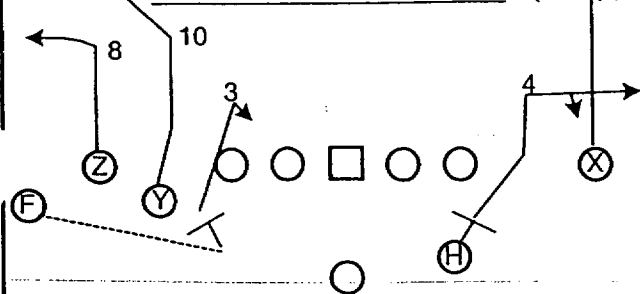


6 SLOT ZAC - 82 OLE / READ CIRCLE

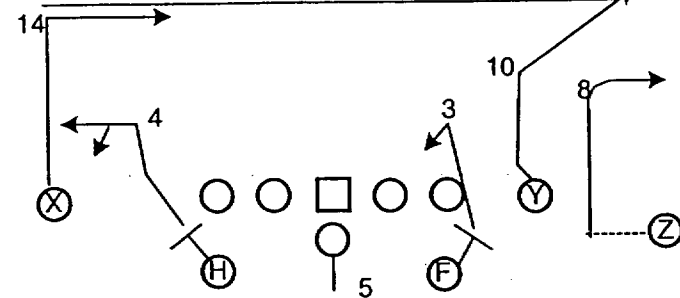


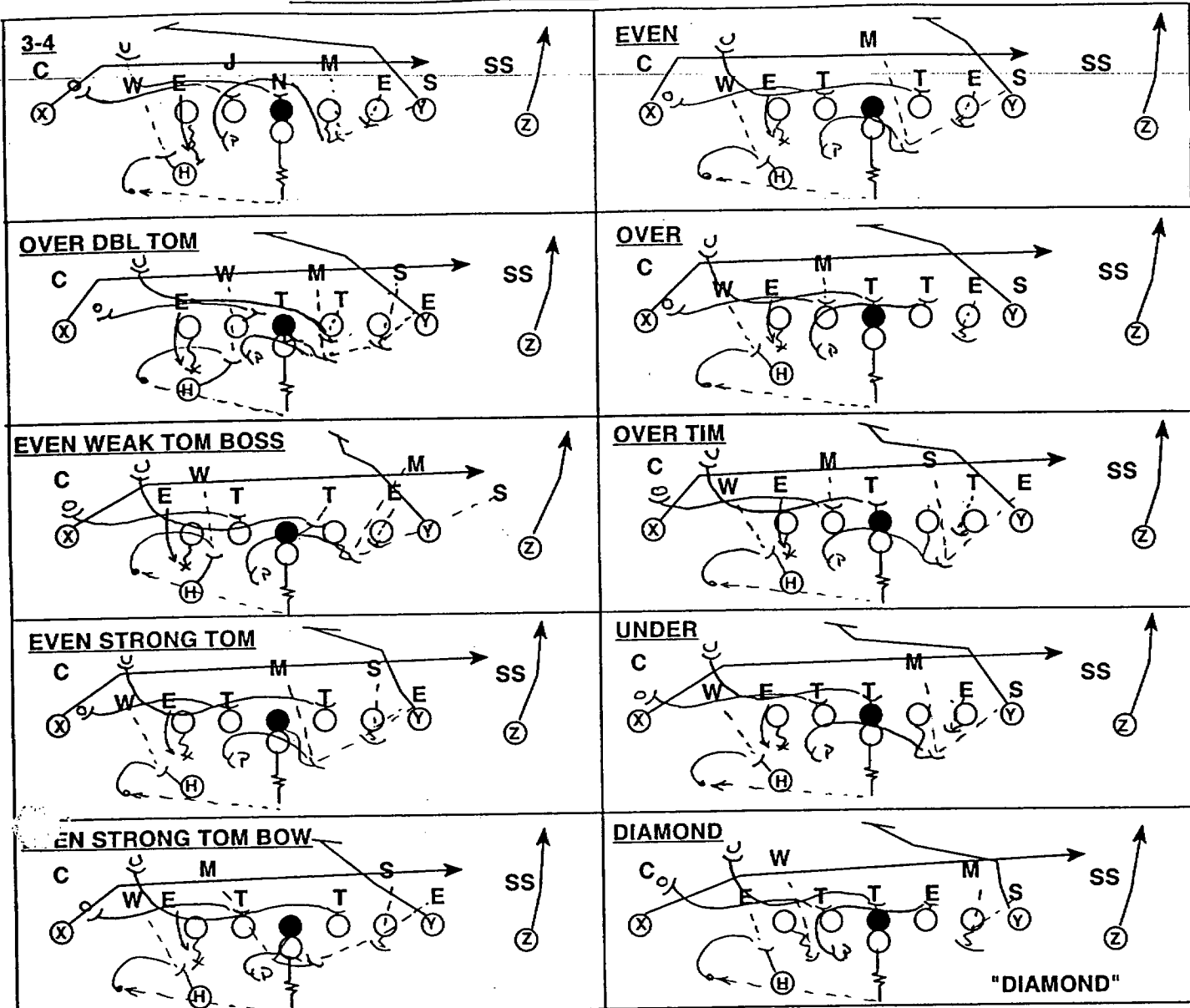
GUN TRIPS LEFT FIP (INTO BACKFIELD)

83 OLE / READ CIRCLE



6 FLEX ZING - 82 OLE / READ CIRCLE

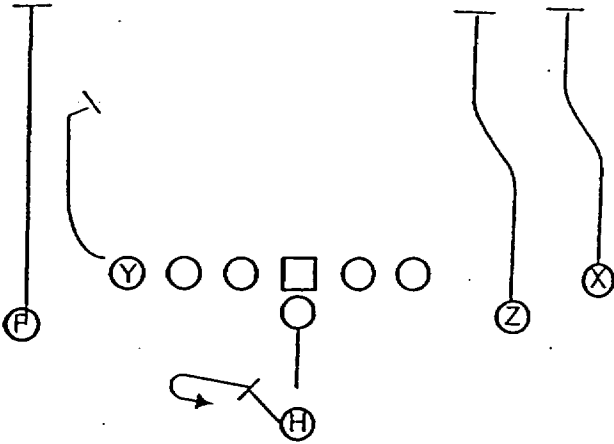




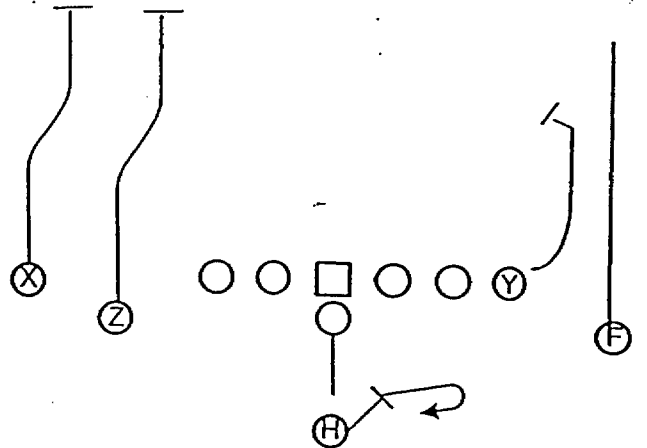
COACHING POINTS

- 1) BLOCK THE PROTECTION SCHEME - THIS INCLUDES ALL RULES, CALLS & COACHING POINTS!
- 2) ALERT: IF WE HAVE BUILT IN A FAN SCHEME TO THE HALFBACK'S SIDE WE WILL STAY WITH THAT SCHEME FOR THIS SCREEN.
- 3) THE BLOCKER THAT HAS THE DUAL READ (EXCEPTION IS DIAMOND) WILL AUTOMATICALLY CONSIDER HIMSELF AS THE 3RD MAN OUT AND THE PEEL BACK BLOCKER.
- 4) DIAMOND PROTECTION RULES CARRY-OVER ON THE SCREEN.

1 OUT SLOT-557 SCREEN LEFT TO H



0 OUT SLOT-556 SCREEN RIGHT TO H



QB: QUICK 5 STEP DROP - DRIFT TO SIDE OF CALL - CP: ~~QUICK TAKE~~

FB: BLOCK 1/4

HB: SET ON PASS PRO - SCREEN OFF MIKE/SAM/SS

X: RUN OFF - BLOCK 1/4

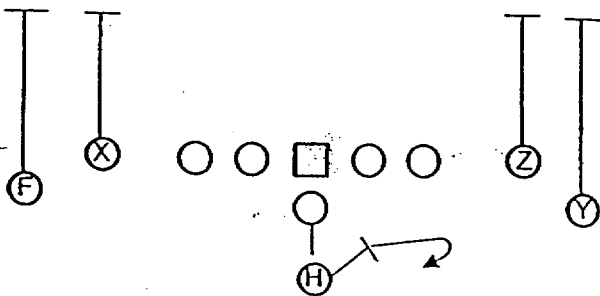
Z: RUN OFF - BLOCK 1/4

Y: RUN OFF - BLOCK 1/4 CP: 2 STRONG

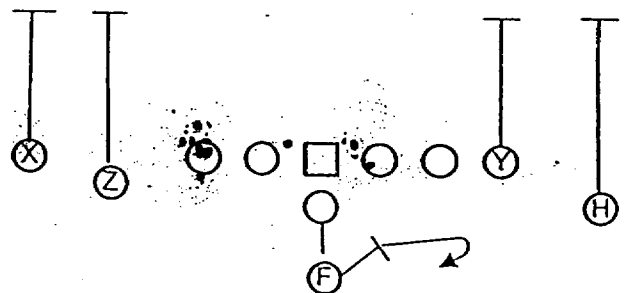
FORMATIONS: , 8/9 OUT SLOT, 0/1 OUT SLOT, 0/1 SPLIT WIDE

COMMENTS: 1 BACK SCREEN OFF SLIDE PROTECTION - 1 COUNT SCREEN

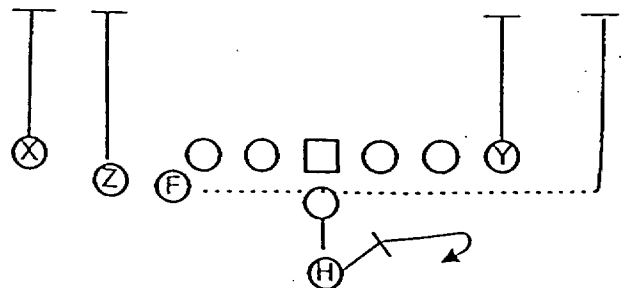
0 SPLIT WIDE - 554 SCREEN RIGHT TO H



8 OUT SLOT - 556 SCREEN RIGHT TO F



0 UP SLOT FAC - 556 SCREEN RIGHT TO H



B. 556/557

THIS SCREEN IS BLOCKED AS A REGULAR SLIDE PROTECTION AWAY FROM THE NUMBERS INITIALLY. THE SCREEN MECHANICS ARE:

ONT

SHORT SET STRAIGHT BACK - INVITE DEFENSIVE END INSIDE. IF HE RUSHES OUTSIDE CUT HIM - AREA LINE STUNTS AND DOGS.

ONG/OC

SET - STRIKE - RELEASE SCREEN SIDE (AWAY FROM SLIDE). YOU ARE RESPONSIBLE FOR THE SAM AND MIKE LINEBACKERS RESPECTIVELY.

OFFG/T

SHORT SET NORMAL SLIDE ASSIGNMENT AND TECHNIQUE.

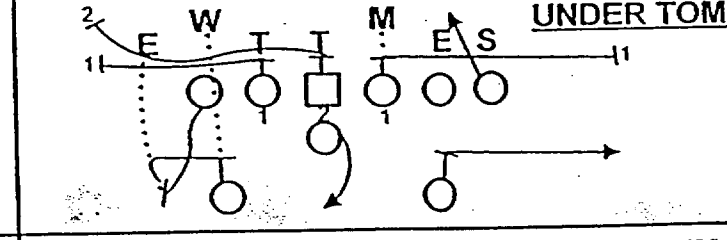
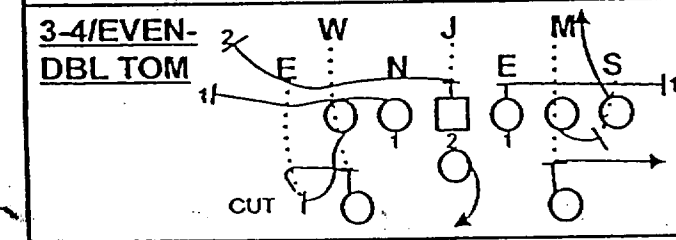
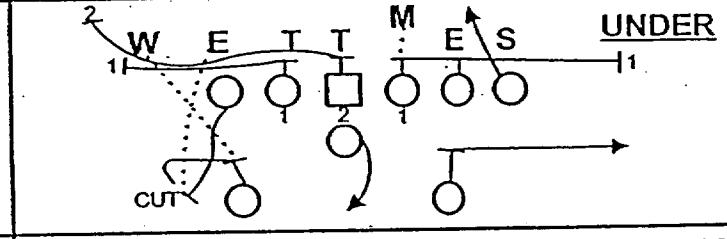
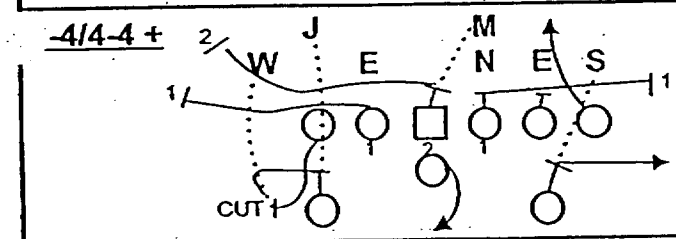
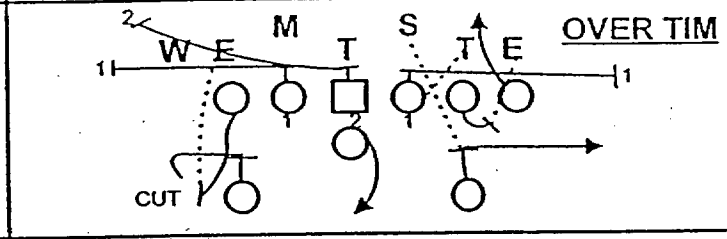
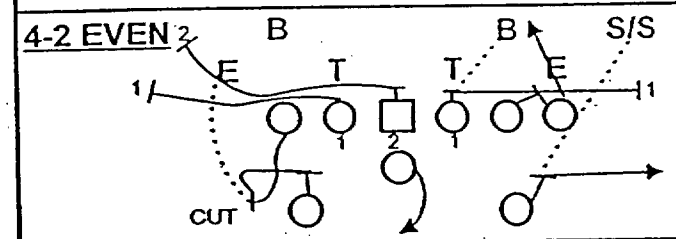
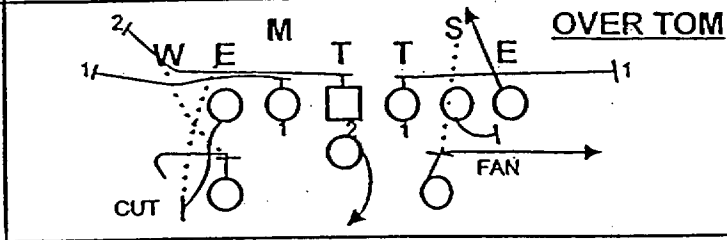
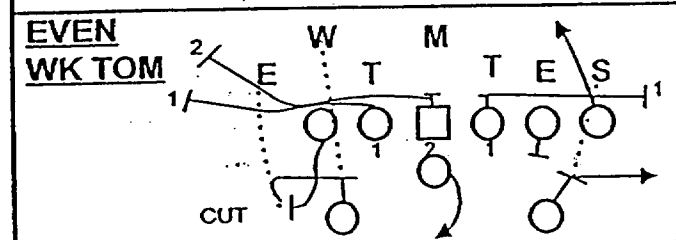
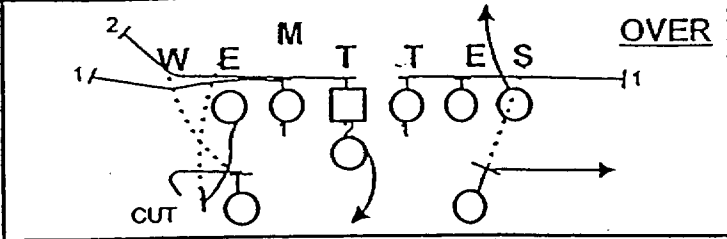
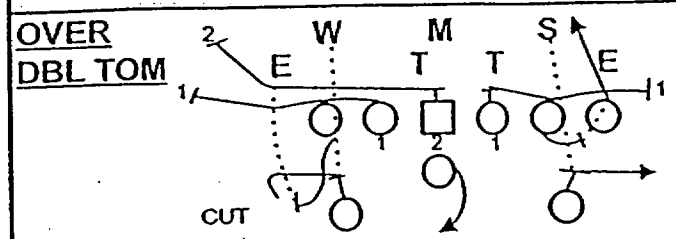
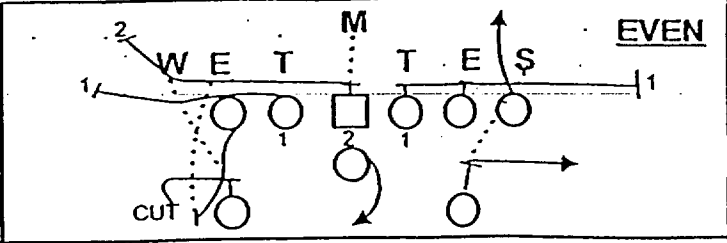
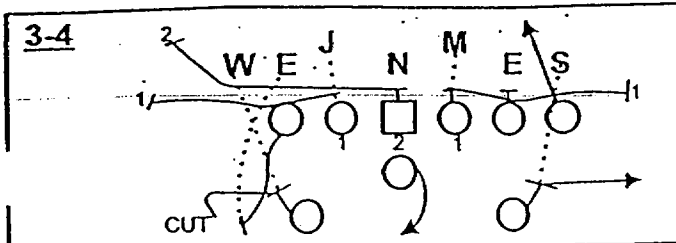
SCREENING BACK

SET ON PASS PRO, BLOCK SLIDE PROTECTION ASSIGNMENT AND TECHNIQUE. RELEASE WITH ONSIDE GUARD. GET PROPER DEPTH - LOOK BALL INTO HANDS. GIVE A "GO" CALL - STAY WITH SCREEN WALL..

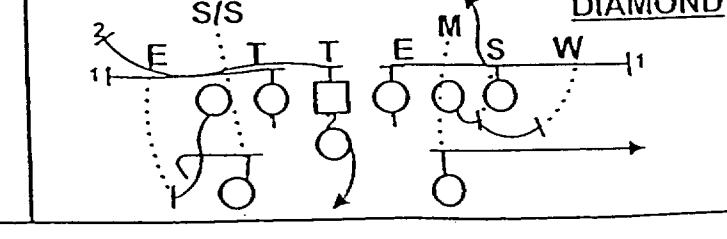
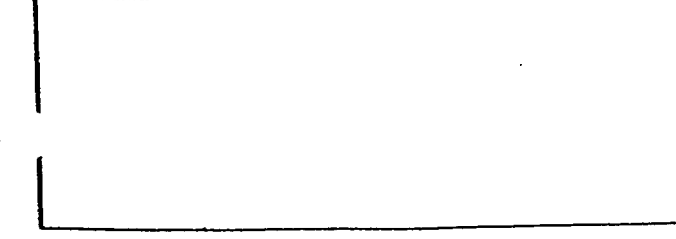
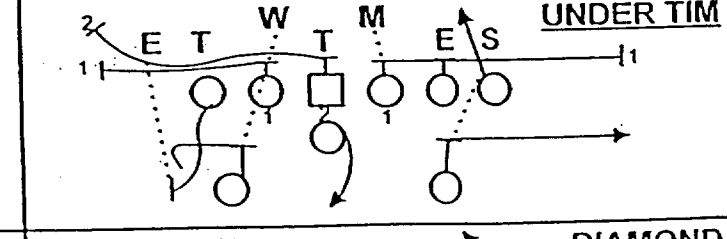
- 2 by 2

- slide prot.

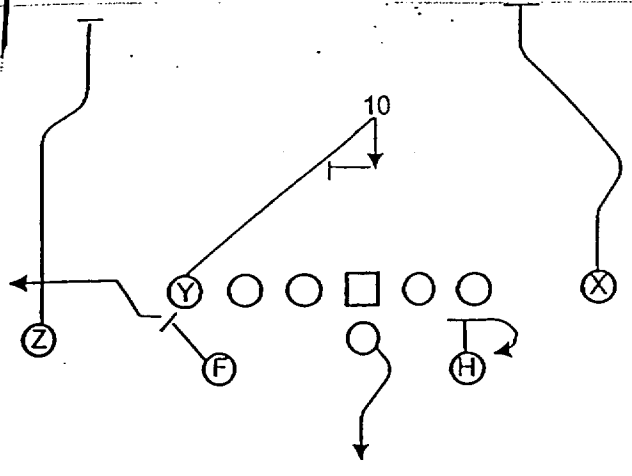
- Hot's are same as 56/57



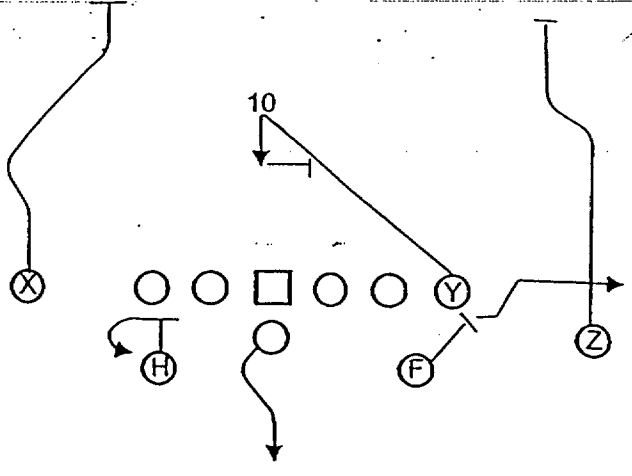
CP:
ONSIDE G/T - SET/CONTACT - (3)
 COUNT RELEASE
OFFSIDE G - SET/CONTACT/RELEASE



7-583 SCREEN RIGHT TO H



6-582 SCREEN LEFT TO H



QB: QUICK 5 STEP DROP - DRIFT TO SIDE OF CALL CP: ~~PUMP TAKE~~

FB: BLITZ PICK UP SAM/STRONG SAFETY - RUN DIAGONAL

HB: SET ON PASS PRO-SCREEN OFF BLITZING LB-RELEASE UNDER HIM

X: RUN OFF - BLOCK 1/3

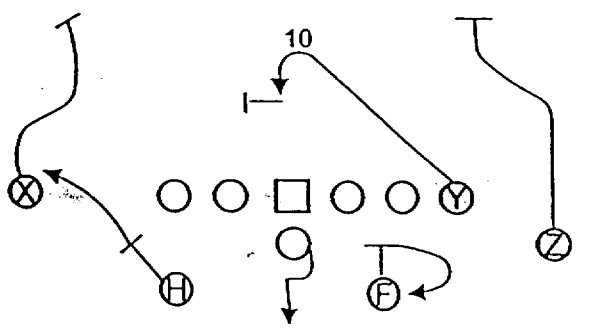
Z: RUN OFF - BLOCK 1/3

Y: INSIDE RELEASE - RUN 10 YARD CURL - BLOCK MIKE. CP: SLOT

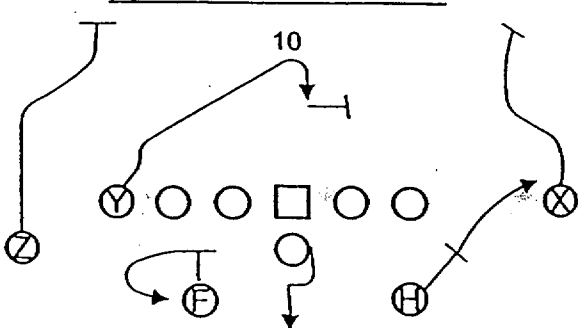
FORMATIONS: 6/7, 6/7 SLOT, POSSIBLE ZING, 6/7 FLEX

COMMENTS: ONE COUNT SCREEN

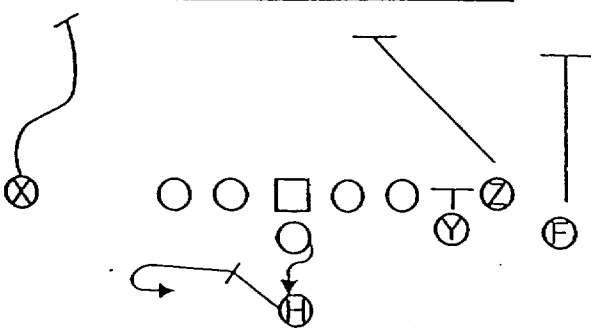
6-582 SCREEN RIGHT TO F



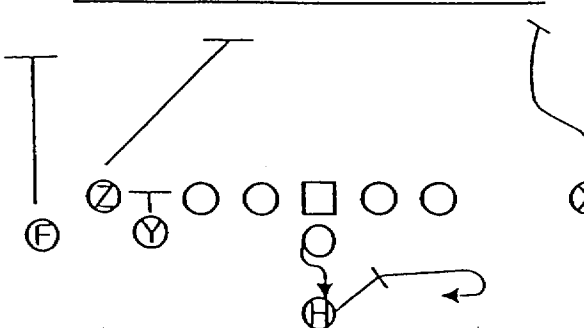
7-583 SCREEN LEFT TO F



0 BUNCH - 580 SCREEN LEFT TO H



1 BUNCH - 581 SCREEN RIGHT TO H



1. REGULAR SCREENS

A. 582/583 OR 580/581

THIS SCREEN IS BLOCKED AS REGULAR 82/83 OR 80/81 PROTECTION INITIALLY. THE SCREEN MECHANICS ARE:

ONT

SHORT SET STRAIGHT BACK - INVITE DEFENSIVE END INSIDE - IF HE RUSHES OUTSIDE CUT HIM - AREA LINE STUNTS/DOGS.

ONG

SET - STRIKE - RELEASE - YOU ARE RESPONSIBLE FOR HUGGER OR FIRST FORCE (#1 DEFENDER).

OC/OFFG

SET - STRIKE - RELEASE - YOU ARE RESPONSIBLE FOR 2ND MAN TO SCREEN SIDE OR PEEL/CLEAN UP DEPENDING ON YOUR RELEASE (#2/3 DEFENDERS).

OFFT

REGULAR PASS PROTECTION - EMPHASIS ON INSIDE SET

SCREEN BACK

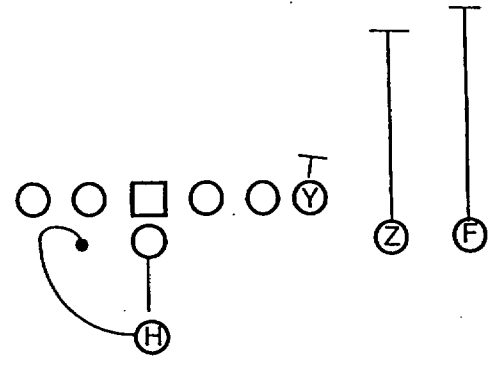
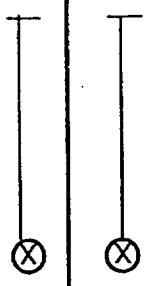
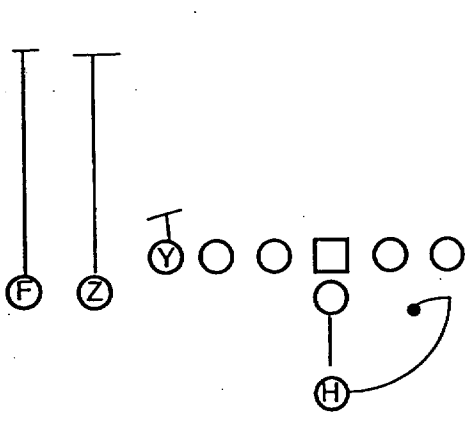
SET AS ON PASS PROTECTION - SCREEN OFF BLITZING LINEBACKER WITH OUTSIDE SHOULDER. RELEASE WITH ON GUARD - GET TO PROPER DEPTH - LOOK BALL INTO HANDS - GIVE A "GO" CALL. STAY WITH SCREEN WALL

REMAINING BACK

BLOCK PROTECTION RULES - NO RUSHER RUN A DIAGONAL.

1 OUT - 542

0 OUT - 543



QB: 3 STEP DROP - POP TO HB.

FB: RUN OFF.

HB: BLUFF EMOL - TURN INSIDE FOR BALL.

X: RUN OFF.

Z: RUN OFF.

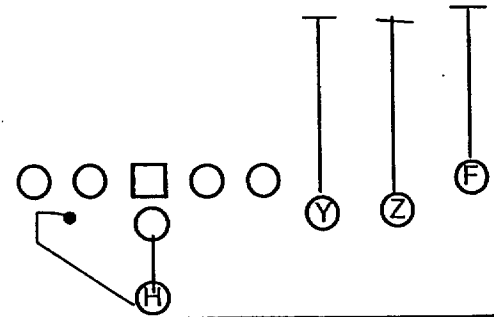
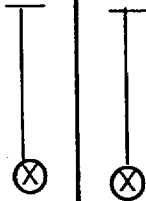
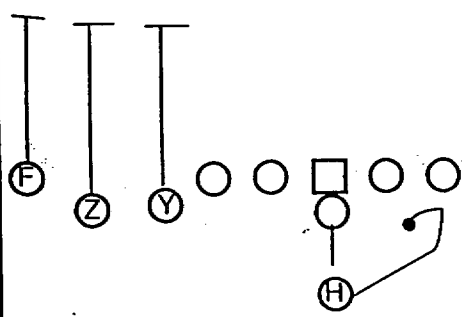
Y: BLOCK WEAKSIDE DRAW.

FORMATIONS: 0/1 OUT, TRIPS RT/LT, 2/3 BUNCH.

COMMENTS: RUN AND SHOOT SCREEN.

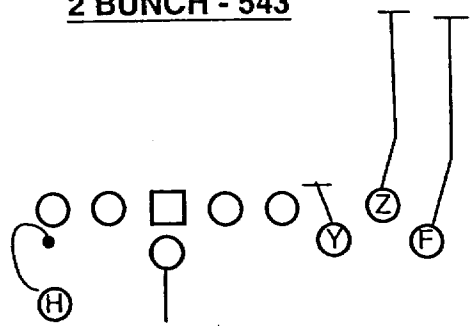
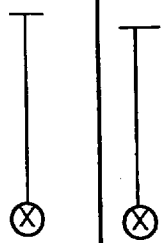
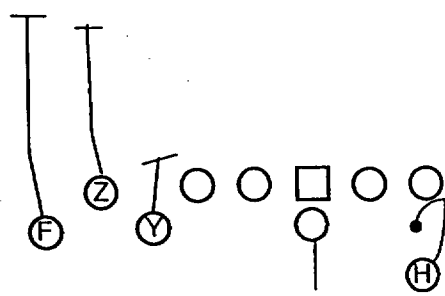
TRIPS LT - 542

TRIPS RT - 543



3 BUNCH - 542

2 BUNCH - 543



B. 542-543

THIS IS A WEAKSIDE SCREEN IN WHICH THE HALFBACK WILL BLUFF BLOCK THE EMLOS AND TURN INSIDE FOR THE QB TO THROW HIM THE BALL.

ONT

VS A TACKLE BUBBLE – SET INTO THE B-GAP AND BUMP THE DL (NEAR HAND) – EYEBALL THE WILL LB – ON TIMING GO THROUGH FOR THE WILL. VS ON & OUTSIDE – BLOCK MAN ON – SET TO HIS OUTSIDE (INVITE INSIDE RUSH) GIVE HIM A SHOVE AND GO TO LEVEL TWO – BLOCK OUTSIDE DEFENDER IF HE DROPS INTO COVERAGE OR HIGH SAFETY.

ONG

VS ON – SET TO HIS OUTSIDE (INVITE INSIDE RUSH) AND WALL THE DEFENDER OUTSIDE / IN – POSSIBLE SLIP W/CENTER. VS NLB – SET AND GO THROUGH.

CENTER

VS ON – SET AND DRIVE BLOCK – POSSIBLE SWAP W / OFF GUARD. VS NLB – SET AND GO THROUGH – POSSIBLE SLIP WITH ON GUARD.

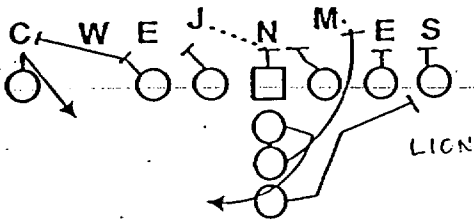
OFFG

VS ON – INSIDE SET AND DRIVE BLOCK – POSSIBLE SCRAPE W / OFFT. VS NLB – SET AND GO THROUGH OR SWAP WITH CENTER.

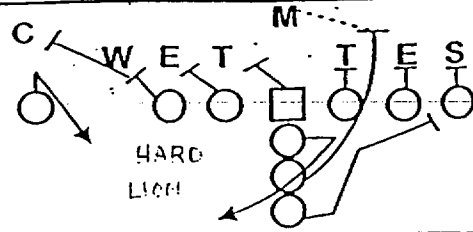
OFFT

VS ON – INSIDE SET AND DRIVE BLOCK.
VS NLB – SET AND GO THROUGH – POSSIBLE SCRAPE WITH OFF GUARD.

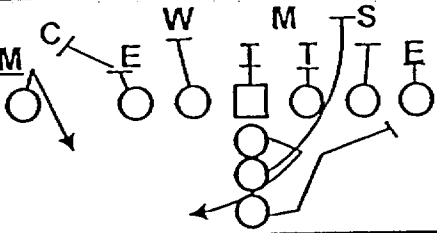
3-4



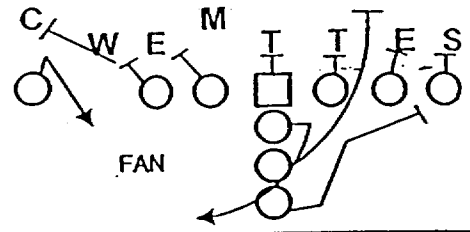
EVEN



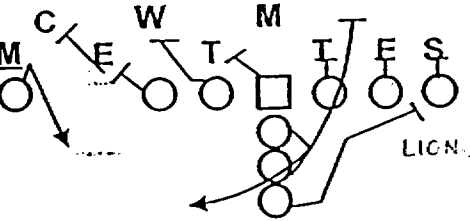
OVER DBL TOM



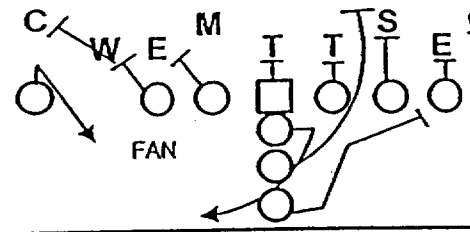
OVER



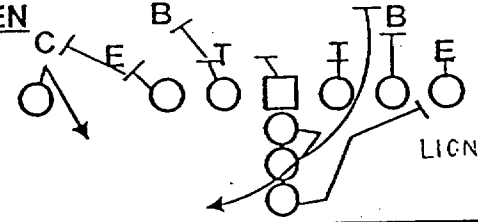
EVEN WK TOM



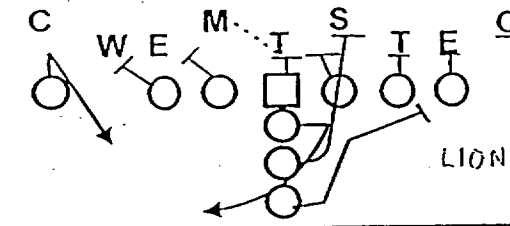
OVER TOM



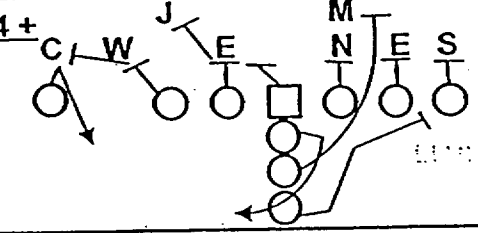
4-2 EVEN



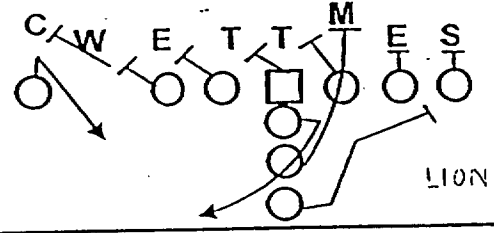
OVER TIM



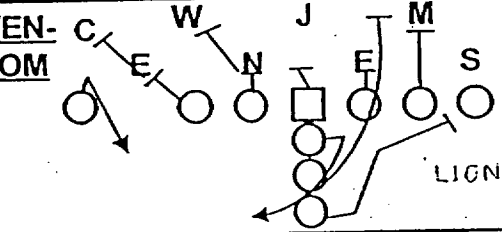
4/4-4+



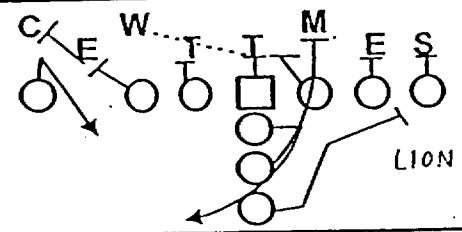
UNDER



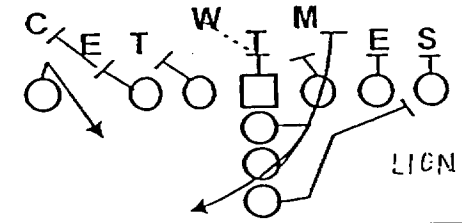
3-4/EVEN-DBL TOM



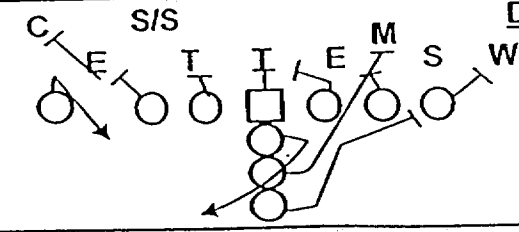
UNDER TOM



UNDER TIM



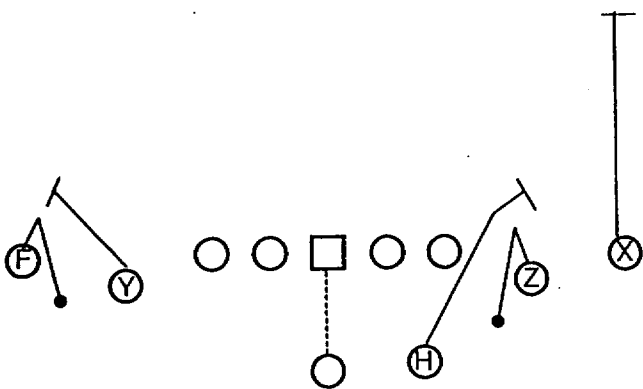
DIAMOND



PACKER LT
TALIV

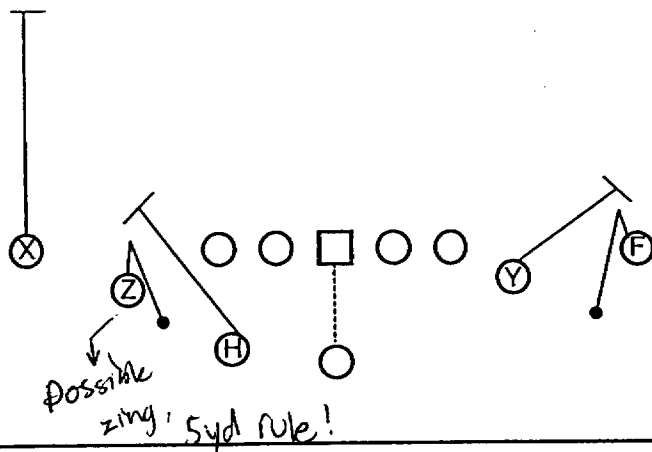
GUN SPREAD LEFT - 592

(SCREEN RT TO Z)



GUN SPREAD RT - 593

(SCREEN LT TO Z)



QB: BIG 3 STEP DROP. SHOTGUN = ONE STEP AND THROW.

FB: FAKE QUICK SCREEN.

HB: FREE RELEASE AND BLOCK COVER MAN ON SCREEN RECEIVER.

X: BLOCK MAN OVER.

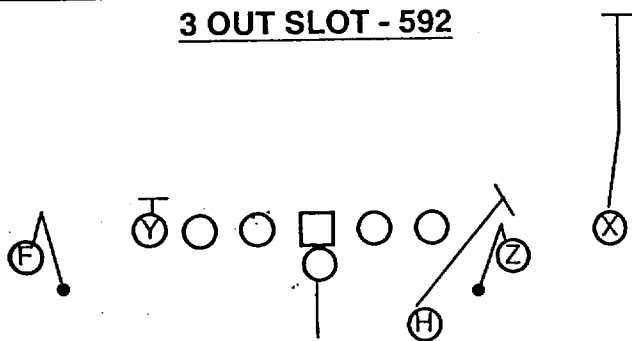
Z: FAKE HITCH AND RETREAT FOR 3 YARD RECEPTION AREA - READ BLOCKERS - CP: ALERT ZIG.

Y: RUN DIAGONAL.

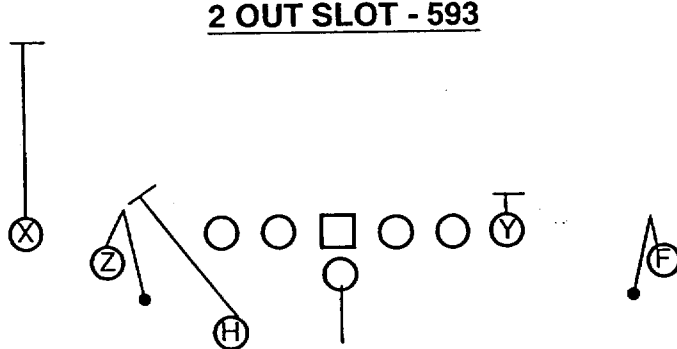
FORMATIONS: GUN SPREAD RT/LT (ALERT ZIG), 2/3 OUT SLOT, EMPTY RT/LT, 6/7 FLEX (A YIG).

COMMENTS: QUICK SCREEN.

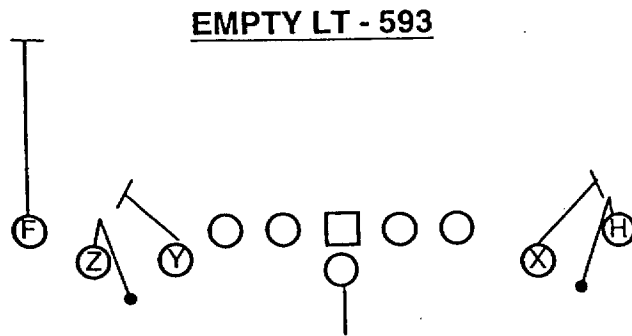
3 OUT SLOT - 592



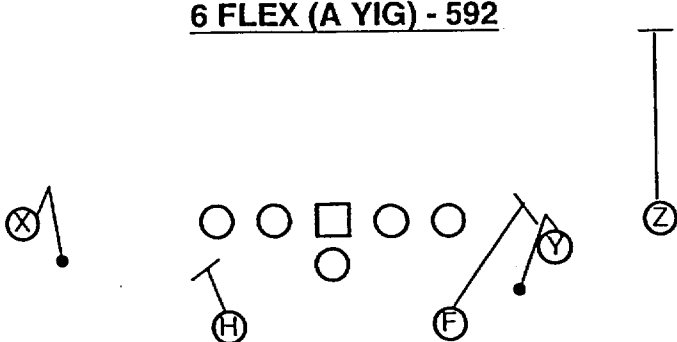
2 OUT SLOT - 593



EMPTY LT - 593



6 FLEX (A YIG) - 592



3. QUICK SCREENS

A. 592-593

THIS SCREEN IS BLOCKED WITH A 90 MENTALITY WITH THE LINE INITIALLY RESPONSIBLE FOR THE DOWN LINEMEN AND MIKE/JACK. THE SCREEN MECHANICS ARE:

ONT
SET AND CUT

ONG/OC
SET - STRIKE - RELEASE - YOU WILL KEY THE ONSIDE INSIDE LINEBACKER AND THE ONSIDE SAFETY (#2/#3 DEFENDERS RESPECTIVELY).

OFG/OFT
SET AND CUT

REMAINING BACK
FREE RELEASE TO BLOCK MAN ON SCREEN RECEIVER

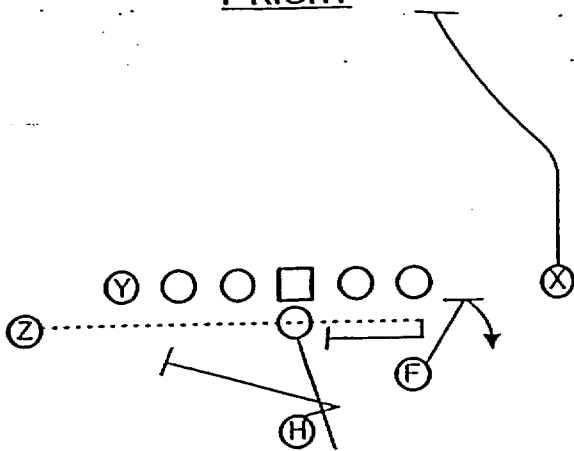
SCREEN RECEIVER
FAKE HITCH - RETREAT THREE (3) YARDS TO THE RECEPTION AREA. SHOW QB YOUR NUMBERS - LOOK THE BALL IN - READ SCREEN BLOCKERS.

(Like 82/83)
3 sep

<p><u>3-4</u></p>	<p><u>EVEN</u></p>
<p><u>OVER DBL TOM</u></p>	<p><u>OVER</u></p>
<p><u>EVEN WK TOM</u></p>	<p><u>OVER TOM</u></p>
<p><u>4-2 EVEN</u></p>	<p><u>OVER TIM</u></p>
<p><u>3-4/4-4+</u></p>	<p><u>UNDER</u></p>
<p><u>3-4/EVEN-DBL TOM</u></p>	<p><u>UNDER TOM</u></p>
<p></p>	<p><u>UNDER TIM</u></p>
<p></p>	<p><u>S/S DIAMOND</u></p>

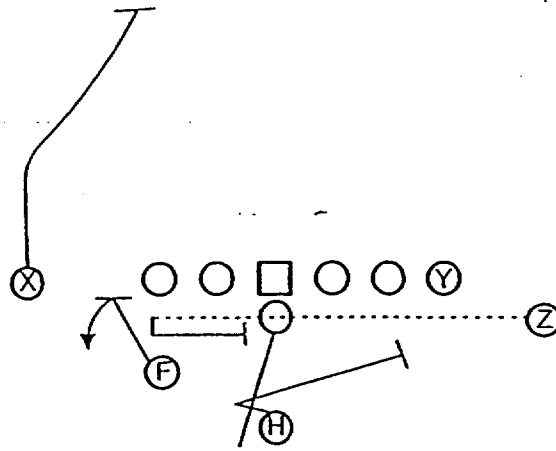
1 FAR CLOSE ZAP - JAB 547 POWER

F RIGHT



0 FAR CLOSE ZAP - JAB 546 POWER

F LEFT



QB: FAKE JAB 36 - RETREAT

FB: BLOCK EMOL - RELEASE FOR SCREEN

HB: FAKE JAB 36 - ALERT SS

X: RELEASE - BLOCK WEAK SAFETY

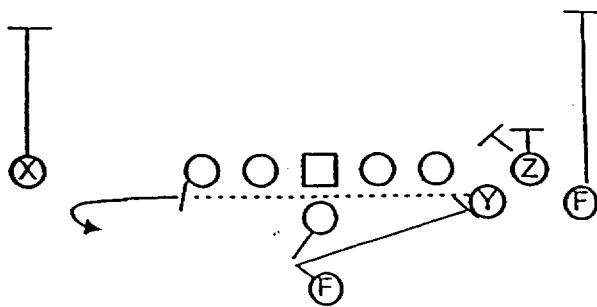
Z: ZAP - FOLLOW TRAPPING GUARD

Y: BLOCK JAB 36 POWER

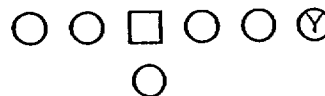
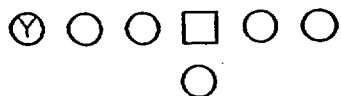
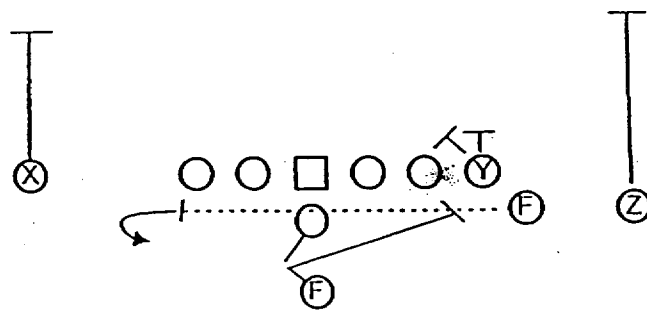
FORMATIONS: 0/1 FAR CLOSE ZAP

COMMENTS: SLOW SCREEN OFF JAB POWER FAKE

0 BUNCH YAP - JAB 546 LEFT TO Y



0 FLOOD FAP - JAB 546 LEFT TO F



2. PLAY ACTION SCREEN

A. JAB SCREEN

THIS SCREEN IS BLOCKED AS JAB 37/36 POWER OR JAB 34/35 CTR AS INDICATED. IT IS BLOCKED WITH THE FOLLOWING EXCEPTIONS: IF JAB 37/36 POWER IS RUN FROM O/1 CLOSE WITH 2 TIGHT PERSONNEL: FB WILL BLOCK THE SCREEN SIDE EMOL AND Z WILL PULL WITH THE OFF GUARD AND BLOCK LEAKERS ON THE FAKE SIDE. THE SCREEN MECHANICS ARE:

Y/OFT

BLOCK JAB 36/37 POWER RULES (CP: NO SOLID CALL) OR JAB 34/35 CTR RULES.

OFFG/C

BLOCK JAB 36/37 POWER RULES OR JAB 34/35 CTR RULES - RELEASE AND BLOCK CORNER AND ONSIDE LINEBACKER (#1 AND #2 DEFENDERS)

ONG

PULL BLOCK OFFSIDE EMOL

ONT

BLOCK JAB 36/37 POWER OR JAB 34/35 CTR RULES. POSSIBLE "SPECIAL" TAG.

HB

FAKE JAB 36/37 POWER OR JAB 34/35 CTR - ALERT PICKUP IF OFF EDGE.

SCREENING RECEIVER BACK (F/Z)

BLOCK SCREENSIDE EMOL. INVITE INSIDE IF POSSIBLE. RELEASE WITH OL - GET TO PROPER DEPTH - LOOK BALL INTO HANDS - STAY WITH THE SCREEN WALL