



'WE OWN 4th DOWN!'

PUNT RETURN/BLOCK

Punt Return

Objectives

Our most important job as the Punt Return team is to have a positive transition of possession from the opponent to our offense. Our punt return team must safely handle and protect the ball, while gaining as much field position as possible.

We will be proficient with our punt return if we develop and play with the following qualities:

- A. Give great effort – A long punt return is usually the result of great effort by the return team or a lack of effort by the coverage team. Every time we take the field we should expect a good return.
- B. Confidence – Our returner must know that he will be allowed to catch the ball and start the return with a minimal amount of pressure by the coverage team.
- C. Team Work – The entire punt return team must function with a strong sense of teamwork. They must believe that if each man does his job, the result will be a big play that will influence the outcome of the game.

Philosophy

It is our belief that the punt return is our first offensive play in a series - we are going to make a 1st Down and score Touchdowns with the punt return. By doing so, that is one less 1st down the our offense has to make in order to score. In order for us to accomplish this, we must realize the following about our opponents:

- A. Identify and effectively control the gunners.
 - 1. Identification and control of the gunners are essential in order to minimize initial pressure on our returner.
- B. Disrupt Coverage Responsibilities
 - 1. We must disrupt or pool release patterns by the rest of the coverage team personnel.
 - 2. One coverage man knocked to the ground or blocked out of his lane responsibility opens a seam our returner can run through.

Punt Return Procedure

A. Punt Return types

1. We will use multiple types of returns
 - a. Match up (Middle)
 - b. Alley Left / Alley Right
 - c. Sideline Left / Sideline Right
 - d. Safe

B. Personnel Identification

1. We will identify each position by giving them a number according to who they will be blocking, or a letter based on a specific job.
 - L1/R1 – Responsible for the 1st player from the sideline.
 - L2/R2 – Responsible for the 2nd player from the sideline.
 - L3/R3 – Responsible for the 3rd player from the sideline.
2. We will identify the Contain players as – LC and RC
 - LC/RC – Responsible for contain to their side.
3. We will have two players whose responsibilities could change based on the return we have called. They will be identified as the Rover and Adjuster.
 - A – Is responsible for any shield member who aligns anywhere other than in the traditional 3 man shield formation.
 - R – Responsible for the center, double player, or added contain player.

C. Personnel

1,2,7,8 -

Space Players

Men who can function as a rush player or a vicer in space versus skilled athletes.

3,4,5,6 -

Adjusters

Will be asked to do multiple jobs from multiple alignments. Must be athletic and physically tough.

Vicers -

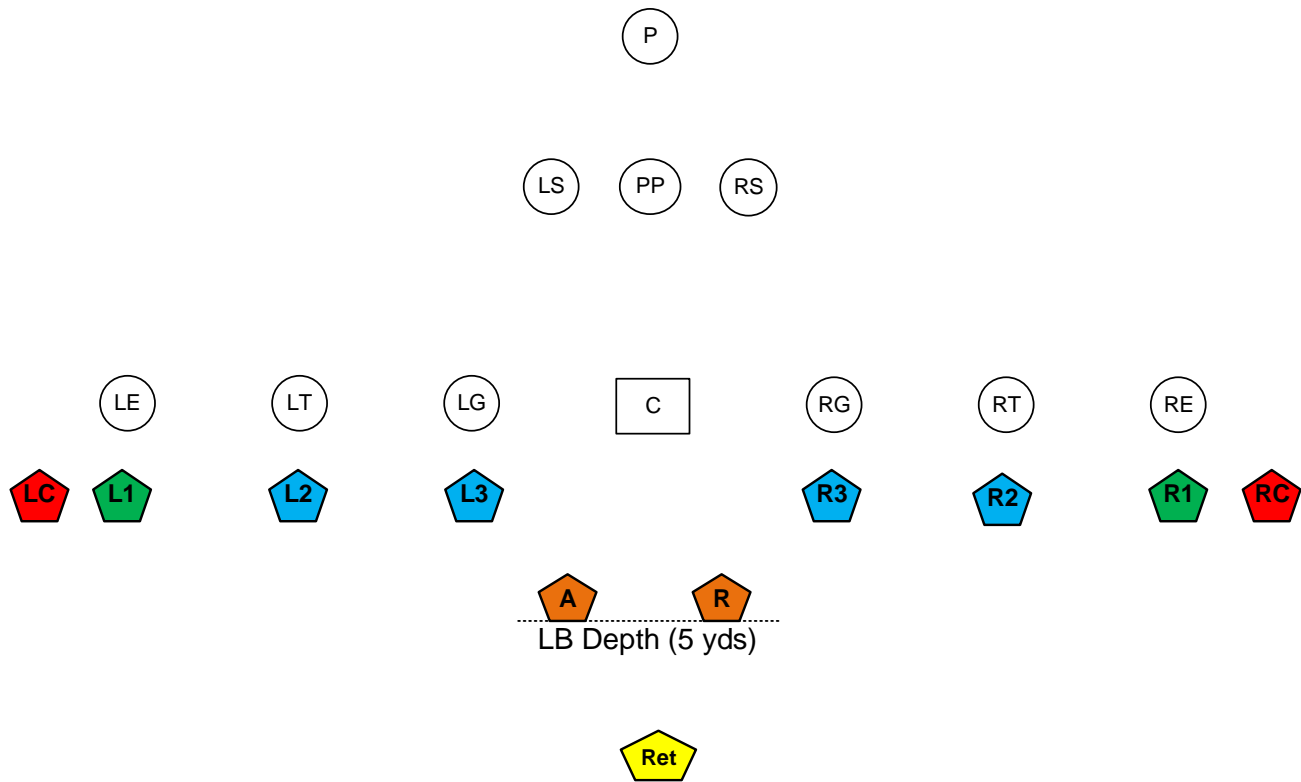
Confident Lockdown Players

Guys who relish the opportunity to work 1 on 1 vs a Gunner and win!

Returner -

Sure-handed / Courageous Play-maker

The player that will catch the ball every time, go N+S, and make big plays!



Personnel

L2/R2,L3,R3 – Space Players

Men who can function as a rush player or a vicer in space versus skilled athletes.

R,A – Adjusters

Will be asked to do multiple jobs from multiple alignments. Must be athletic and physically tough. These players will take on the intellectual load.

LC/RC – Contain

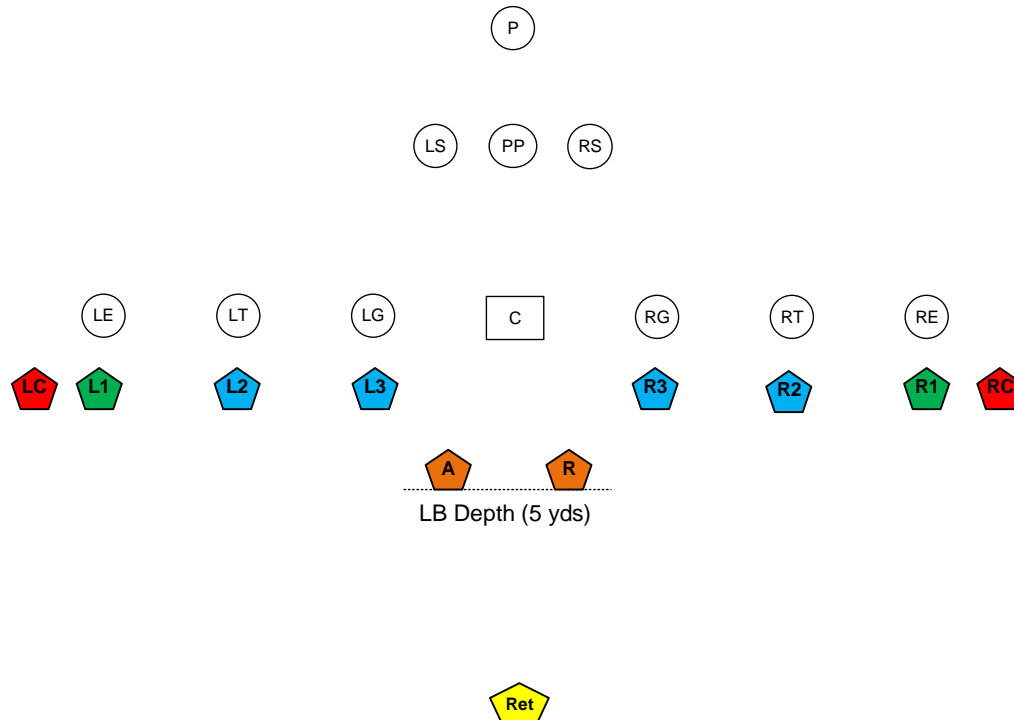
Will be asked to make sure the punt is kicked and that nothing gets outside. They will also be asked to double team and change where they contain from based on game plan. Must be athletic and physically tough to take on shield players.

L1/R1 (Vicars) – Confident Lockdown Players

Guys who relish the opportunity to work 1 on 1 vs a Gunner and win!

Returner – Sure-handed / Courageous Play-maker

The player that will catch the ball every time, go N+S, and make big plays!



Punt Block

Philosophy

Our philosophy is to come off the ball with the intention to block the punt regardless of the call. Coming off the ball to block a punt forces the protection to spend more time on the line of scrimmage than they want to. By getting off on the ball and forcing the punt team to protect, we have them back on their heels. They are now in position to be held up and kept from releasing into coverage. Our philosophy is that *Punt Block* sets up *Punt Return*.

Blocking a punt has little to do with the operation of the Snapper and the Punter. In order to block a punt we must know how to:

1. Get off on the Snap
2. Beat a Block
3. Block the Punt

We will always consider two factors about our opponents in selecting the best block scheme:

1. The type of protection used – Shield or Spread? Man or Zone?
2. Who are the weakest blockers in their front?

Reasons for trying to block a punt:

1. Make a Big Play
2. Disrupt the rhythm of the Punter
3. Force a bad Punt – Shank or Low Trajectory Kick
 - a. A punt that travels 10 yards less than the Punter's average is as good as a 10 yd Punt Return.
4. We are always trying to force the punt team to expend energy on protection.

Blocking the Punt

When the punter's guide hand comes off the ball, the rusher has to be 4 yards away from the "Block Area". Wherever the punter drops the ball, that is the "Block Point". There is a race going on between the rusher's hand and the punter's foot. We don't want to jump up to get the ball, we want to extend. After beating the block, the rusher should take one hard step and throw the outside hand to the ball. Most punts are blocked in 7 steps. Again, remember the "Ball" is the spot.

Rusher's Sequence

- 1-2-3 Take the ground that belongs to me
- 4-5 Dip and Drive / Up and Under
- 6-7 Believe (I'm in heaven)

Remember

1. A ball that is blocked but goes beyond the line of scrimmage is treated as a punted ball. We will regard this situation with a "Red-Red" call. Locate the ball and stay away from it.
2. A ball that is blocked but does not go beyond the line of scrimmage can be advanced by either team.
 - a. We must try and advance the ball in this situation. Don't simply fall on the ball, but try and gain possession and advance the ball.
 - b. If the punting team advanced the ball beyond the necessary yardage needed for a first down, they will retain possession.



Receiving the Ball

- A. We must catch all punts. A punt that is allowed to drop and roll is a loss in field position and decreases the odds of our offense scoring points.
 - 1. Taking a hit – If a poorly punted ball takes a high bounce off the ground, there may be a time when the returner has to catch the ball and take a hit in order to avoid letting the ball roll and putting us in poor field position.
- B. Know your opponents tendencies
 - 1. How strong a leg does the punter have?
 - 2. Do they tip off directional kick by cadence, colors or numbers?
- C. Is the wind against you or with you?
- D. Know your strengths and weaknesses.
- E. Make your fair catch signal clear and concise.
- F. We will position your depth and alignment on every punt.
- G. Practice daily on catching the ball. Watch it in and put it away.
- H. Set up your blocks!

I. 10 Yard Line Rule

If our opponents are in field position to punt the ball inside our 10 yard line, our returner will apply the 10 Yd Line Rule.

- 1. Position yourself on the 10 yard line.
- 2. If the ball lands inside the 10 yard line, it is a non-catchable ball.
- 3. We will not signal for a fair catch if we are not going to catch the ball.
By calling for a fair catch, we eliminate ourselves as a blocker.

J. “Red” Call

The term “Red” means that the ball has been poorly kicked or partially blocked. This is a kick our returner determines is a risk to catch. All blockers must stop blocking and find the ball in order to avoid the ball hitting them. (Get out of bounds). We prefer “Red” because of how universal the “Peter” call has become.

- K. If more than one deep returner, we must communicate “Me – Me – Me” or “You – You – You” calls.
- L. Study the distance and direction of all punts.
- M. We would like to set our feet while fielding all punts. Sprint to the ball and set your feet. Watch the ball in and cradle it in your body.
- N. When the sun is in your eyes, turn your body toward the sideline to help shield your eyes. **DO NOT USE YOUR HAND.** It may be mistaken for a fair catch.
- O. *All punt returners must realize the importance and responsibility that comes with receiving punts. They must recognize that their foremost responsibility is to maintain possession of the football. Catch the ball!*

Punt Return Phases

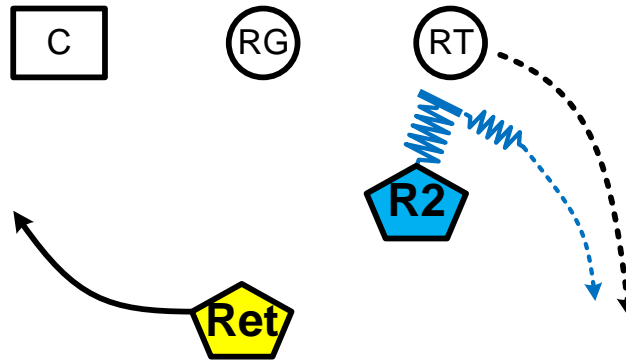
Hold Up Phase

Hold Up Technique

Play on the protector's edge and win with your feet. Thumbs up, hands up, hands on and re-route.

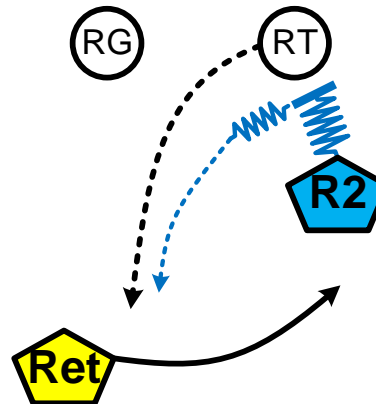
Cloud Wheel – Inside Out

Cover 2 technique, feet shoulder width apart. Force cover man lateral and use a two hand palm strike to re-route and force an outside release. Get to trail and get on their hip. Do not lunge during your strike.



Choke Pin – Outside In

Pre-Snap stagger, inside foot back. Key the ball and take the outside away and force an inside release. Finish in trail and keep leverage to the returner in trail.



Hold Up Phase Cont.

Sling Shot

This is a technique used when you are beat at the LOS. Do not grab jersey. Work to grab the hips of the cover player as he releases by you at the LOS and propel yourself back into position.



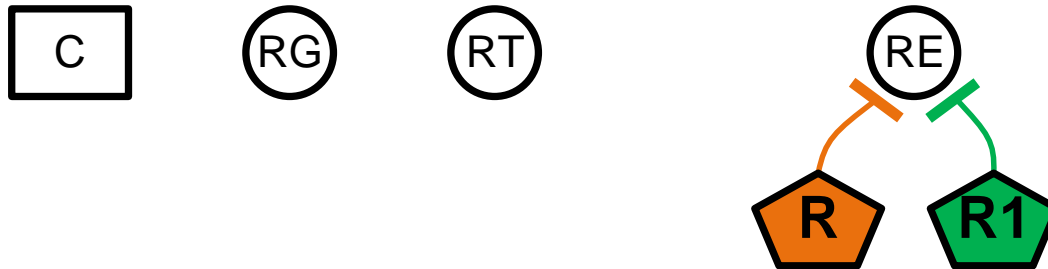
Punt Return Phases

Hold Up Phase

Vice Technique

An aggressive double team at the line of scrimmage. Align with proper leverage based on the return called. Jump Jam by the outside vice (R1 / L1). Light on your feet and be ready to cut-off with lateral movement. Make the cover player flatten.

FINISH TO THE GROUND OR OUT OF BOUNDS!

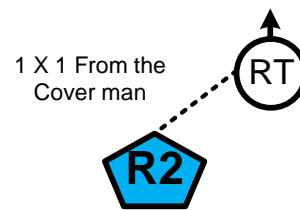


Punt Return Phases

Transition Phase

Trail Technique

Put yourself between the returner (Mid / RT / LT) and the cover man. Key the near hip and stride.



Punt Return Phases

Finish Phase

Finishing Technique

Making a smart decision to make a legal block on the cover man based on your proximity in the trail phase.

Sit and Fit

Read the stride and foot speed of the cover man. When he breaks down, you break down and get on his near hip. Sit and fit hands on the near peck and look to rip up field late.

Pull Off a Clip

When the cover man has beaten you in the trail. Take your near arm and shoulder and rip them across the cover man's face to the opposite number.

Back Block

Used to hold off a cover man at the point of attack by boxing him out with your backside. (Basketball Box Out Technique) Best used to prevent a penalty for a blindside hit on an un-expecting player, while still creating a collision.

Midpoint

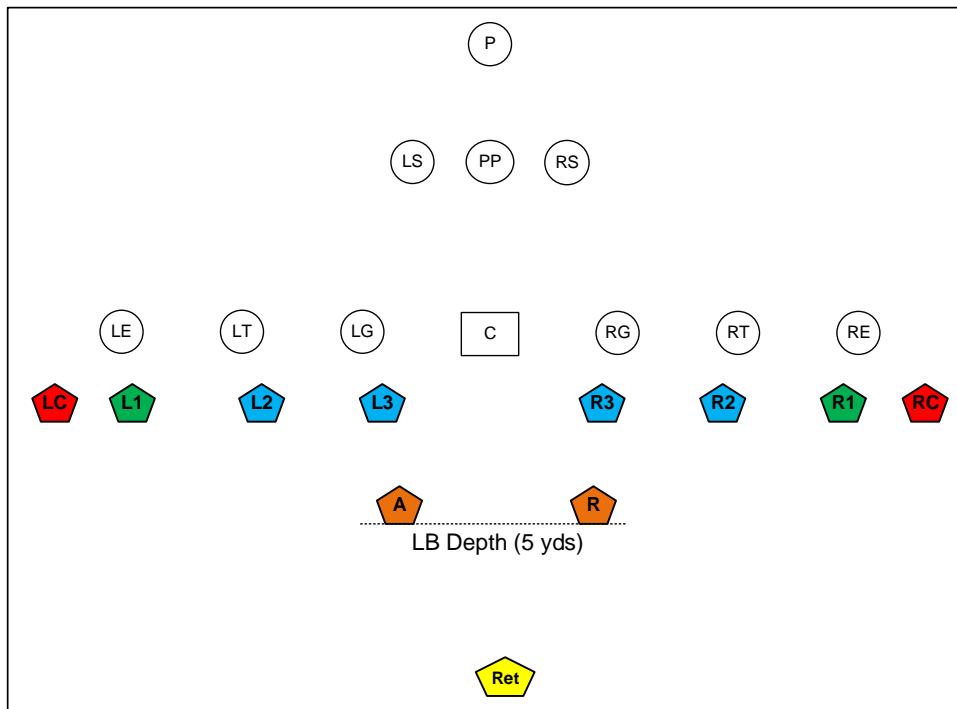
This is the angle at which you will intersect with the cover man as he pursues the returner. Take a great angle.

Plant and Retrace

When you get defeated early in the play and are unable to get to your block. Immediately turn up field and find work.

PUNT RETURN - 10 MAN BOX FORMATIONS

BASE FORMATION



L1	Square, balanced stance splitting the inside leg of the End.	R1	Square, balanced stance splitting the inside leg of the End.
L2	Square, balanced stance splitting the inside leg of the Tackle.	R2	Square, balanced stance splitting the inside leg of the Tackle.
L3	Square, balanced stance, head up over the Guard.	R3	Square, balanced stance, head up over the Guard.
LC	2 pt stance, outside the left edge of the formation.	RC	2 pt stance, outside the right edge of the formation.
A	2 pt stance, on the left side of the formation at LB depth checking for fake. Responsible for any player aligned off the ball, not in the shield.	R	2 pt stance, on the right side of the formation at LB depth checking for fake.

CALL SYSTEM

1. DIRECTION

Middle
Alley
Sideline

Block RT/LT

2. CONTAIN

2 Contain – Great for return, poor vs. Fake. (2 vs. 3)

3 Contain – Good for return, sound vs. Fake (3 vs. 3)

4 Contain – Good vs. Fake (4 vs. 3)

Wrap

7-9 Block

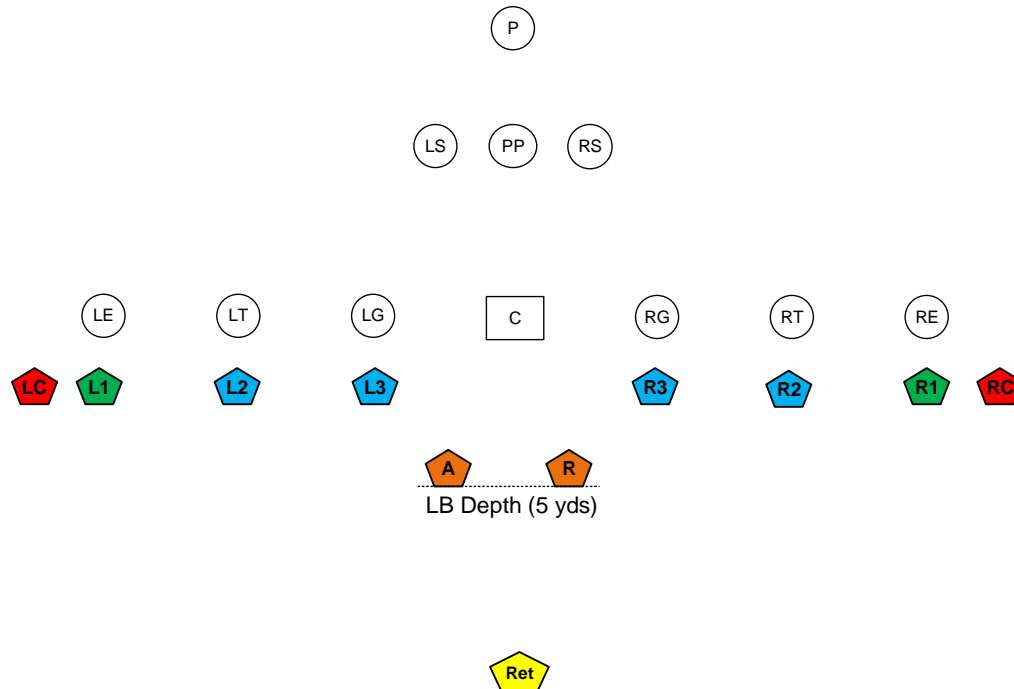
3. VARIATIONS (A/R)

Vice (RT / LT / #)

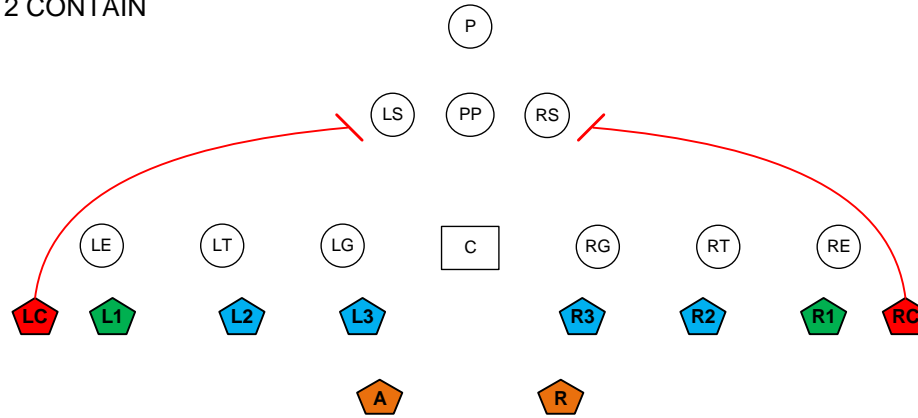
DBL Vice

Center

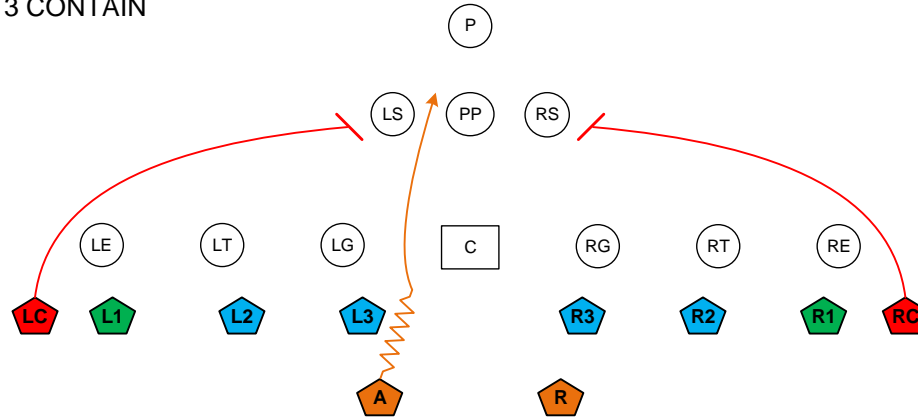
Rover



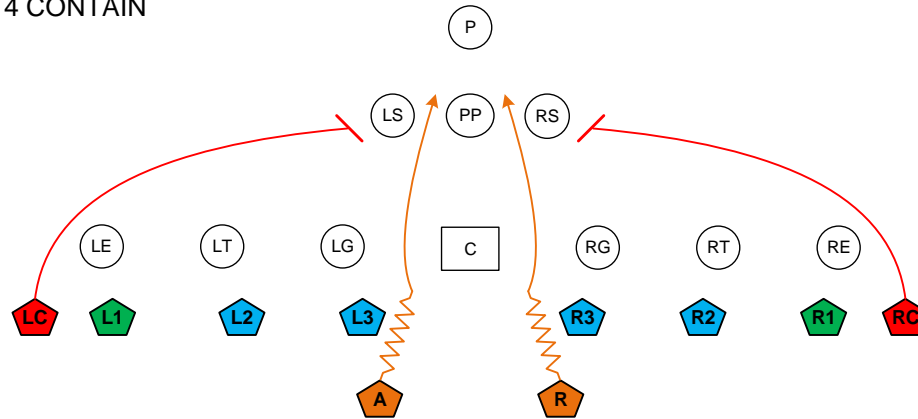
2 CONTAIN

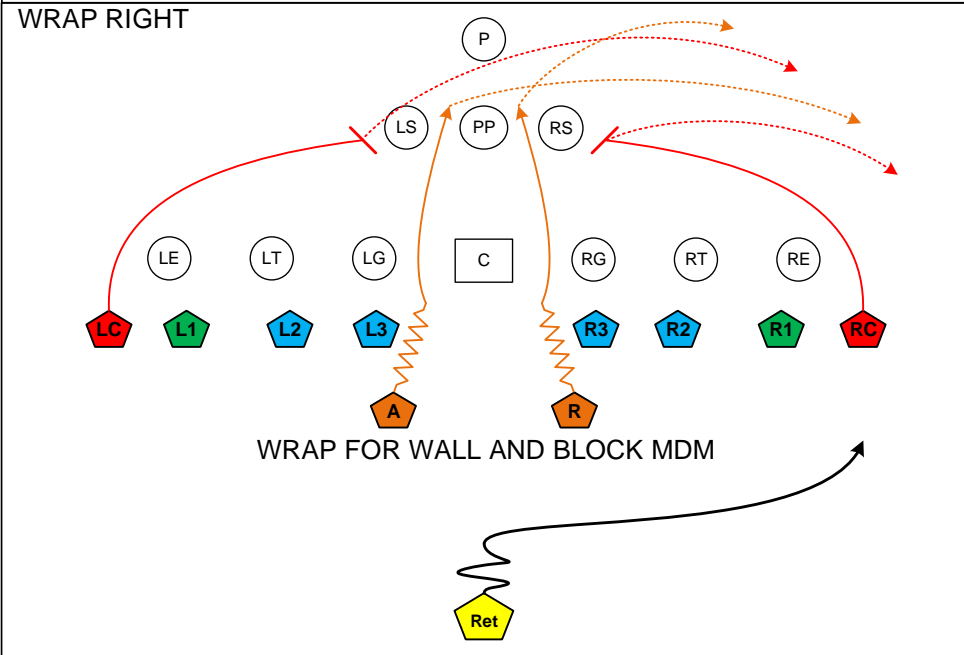
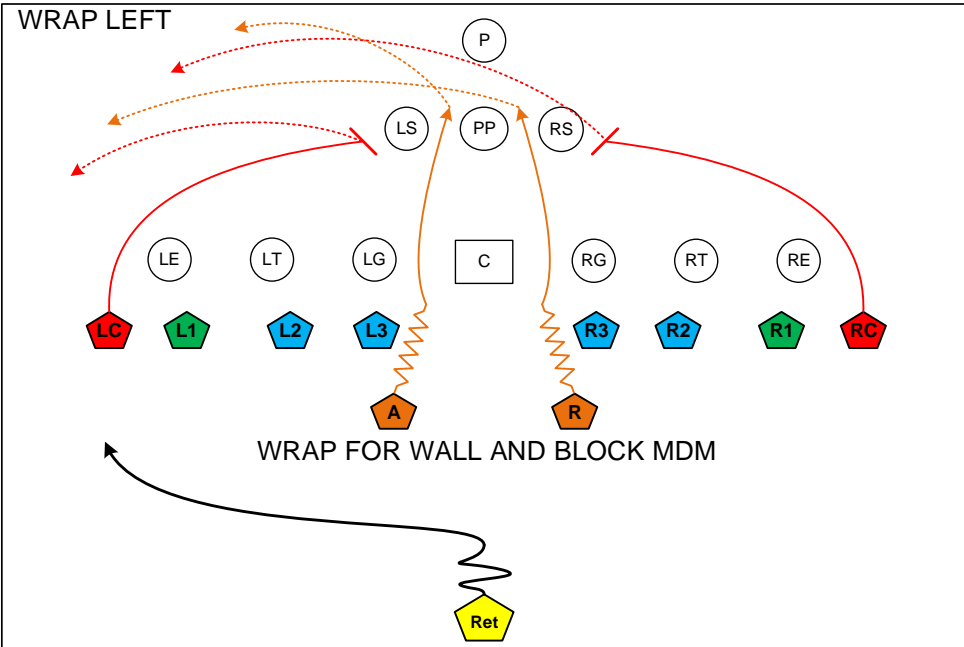


3 CONTAIN

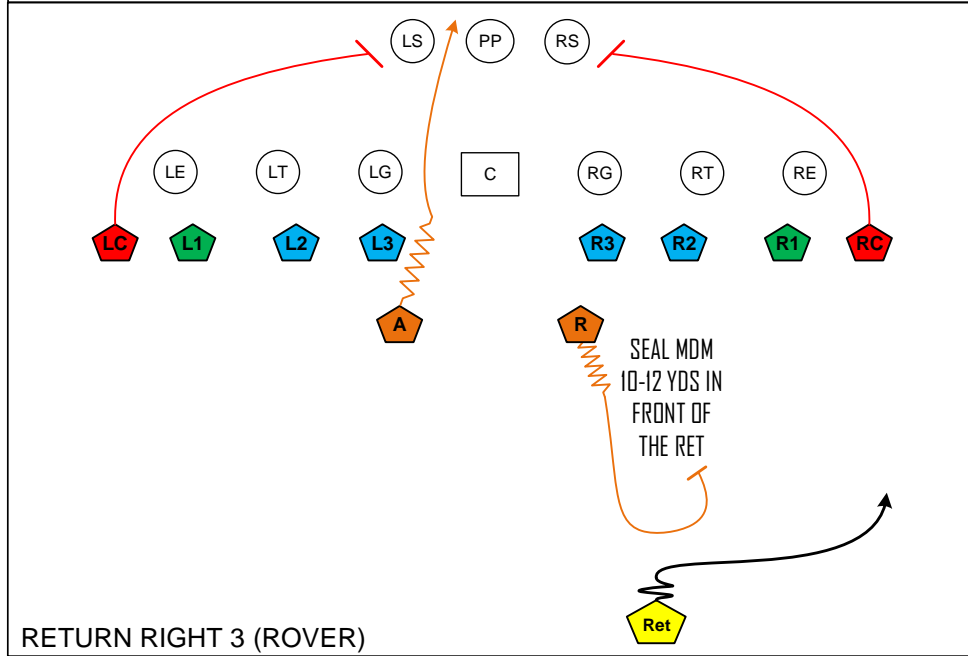
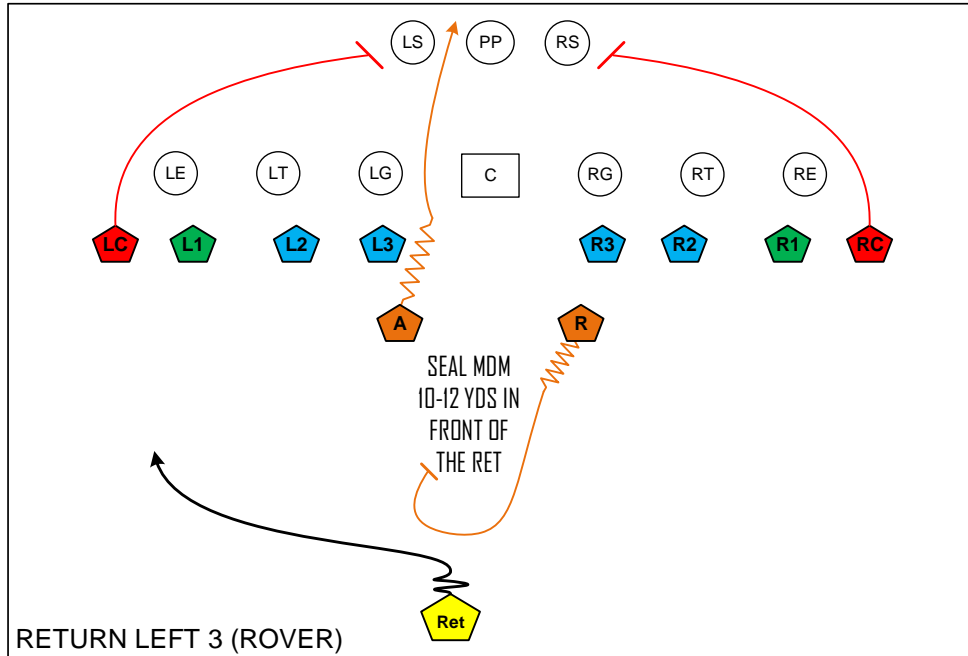


4 CONTAIN



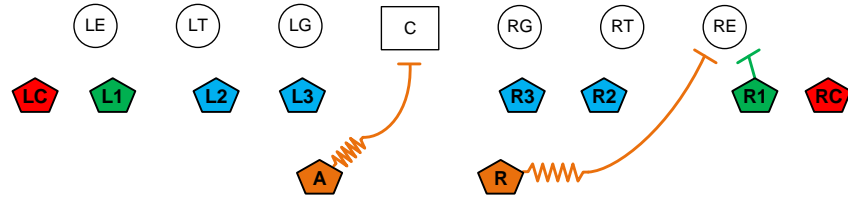


VARIATIONS (A/R)

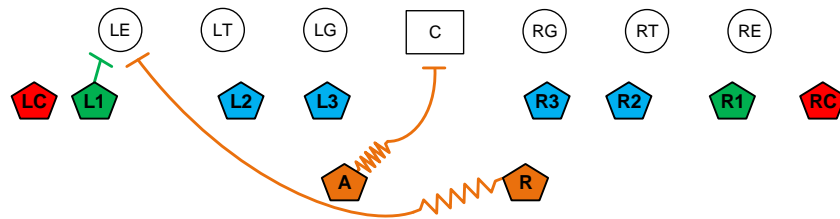


VARIATIONS (A/R)

VICE RIGHT (RE)



VICE LEFT (LE)



PUNT RETURN / BLOCK

PUNT RETURN / BLOCK RULE REMINDERS

- 1) The punter is protected from contact until he makes a distinct effort to run or pass the ball. Once he does this, the protection is off. The rules that protect the punter only apply when he is lined up in a kicking formation. If the ball is blocked, the player who blocked the punt may hit the punter without penalty. All others may not.
- 2) Either team may pick up and advance a blocked punt that **does not** cross the LOS. The ball will belong to the receiving team unless the kicking team recovers the ball and advances it to gain a first down. You can push and shove to get the ball.
- 3) A partially blocked punt that crosses the LOS is treated like a punt that is not blocked. It becomes a live ball if it is touched by the receiving team. Stay away from the ball, treat it like a 'Red' call.
- 4) No member of the punt return team can "leap" over the Shield in order to try and block a punt.
- 5) A punt touched by the receiving team beyond the LOS is a live ball. Either team may recover and gain possession.
- 6) If the punt hits in the endzone before it is touched, the ball is dead. The receiving team gets the ball on the 20 yd line.
- 7) No player can block below the waist or in the back.
- 8) The Center cannot be hit until he has picked up his head after the snap and is in a position to defend himself. This rule does not apply when we are rushing the A-gaps to either side of the Center.
- 9) In order for a fair catch signal to be legal, a hand must be extended over the head and waved back and forth more than one time. Once the signal is given, it is enforced. An invalid signal will result in a penalty.
- 10) Once the fair catch is in effect, the returner is protected from contact and must be given the opportunity to field the ball.
- 11) Once a player gives a fair catch signal, he cannot block.
- 12) Even if a fair catch signal is given, the punt does not have to be fielded.
- 13) If the punt is dropped (or muffed), it is a free ball and belongs to the team that recovers it. A muff cannot be advanced, only recovered.
- 14) A punt that has been improperly downed by the punt team, can be picked up and advanced by the return team with no risk of turning the ball over.

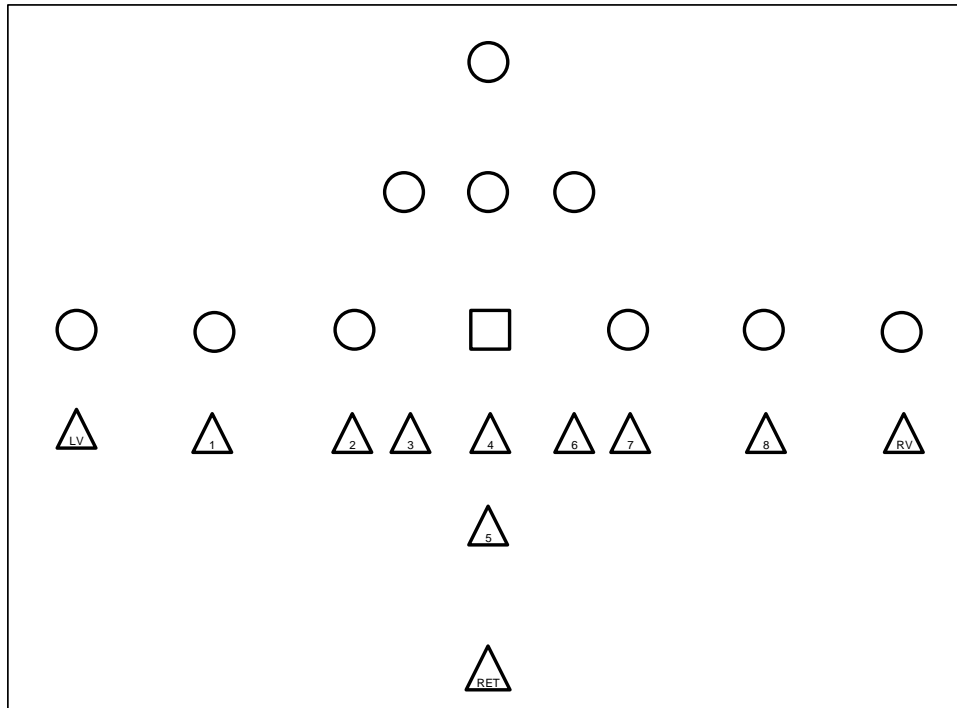


PUNT RETURN

FORMATIONS

PUNT RETURN - 10 MAN BOX FORMATIONS

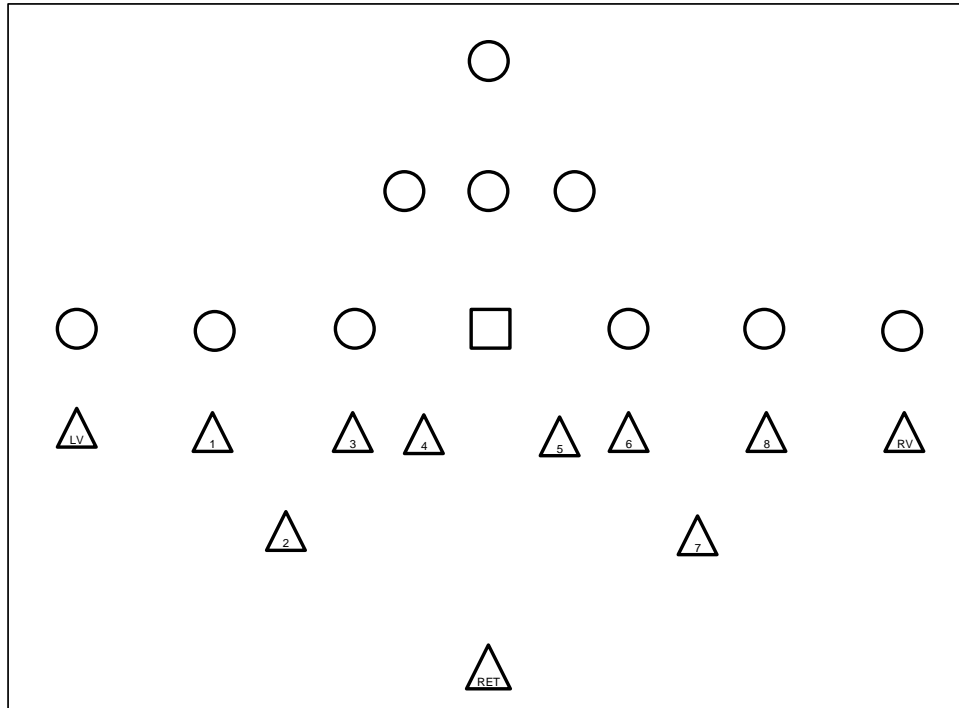
TANDEM FORMATION



1	Square, balanced stance splitting the inside leg of the Tackle.	5	2 pt stance, aligned at LB depth and stacked over the 4.
2	Square, balanced stance head up over the Guard.	6	3 pt stance, aligned in an inside shade on the Guard in the A-Gap.
3	3 pt stance, aligned in an inside shade on the Guard in the A-Gap.	7	Square, balanced stance head up over the Guard..
4	3 pt stance, aligned head up over the Center.	8	Square, balanced stance splitting the inside leg of the Tackle.
LV	Square, balanced stance splitting the inside leg of the End.	RV	Square, balanced stance splitting the inside leg of the End.

PUNT RETURN - 10 MAN BOX FORMATIONS

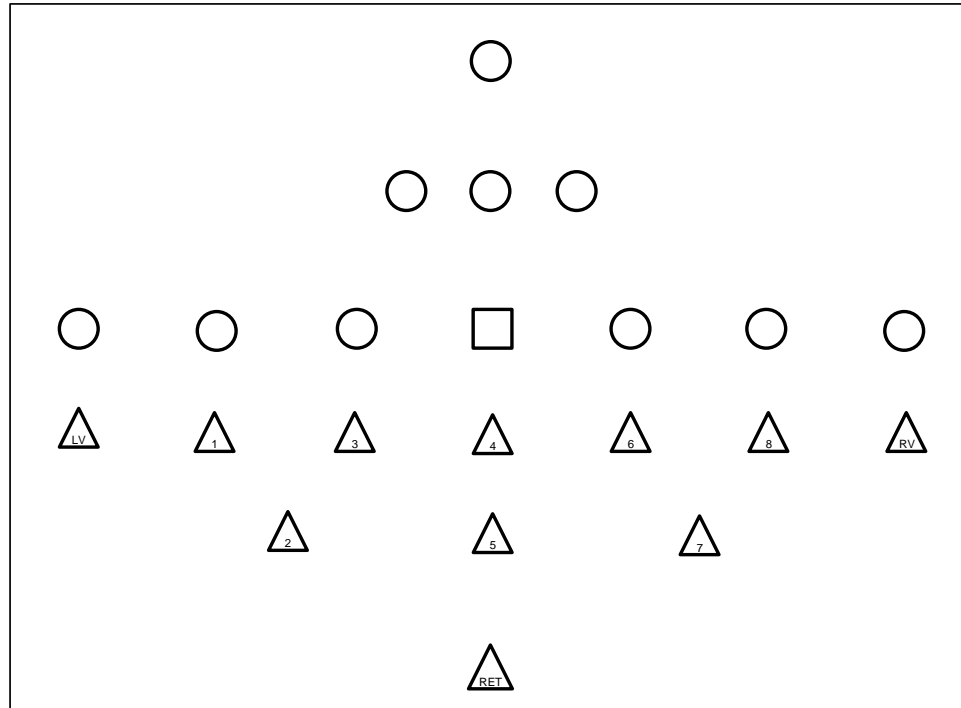
DUO FORMATION



1	Square, balanced stance splitting the inside leg of the Tackle.	5	3 pt stance, aligned in the A-Gap.
2	2 pt stance, aligned at LB depth and in the B-gap.	6	Square, balanced stance head up over the Guard.
3	Square, balanced stance head up over the Guard.	7	2 pt stance, aligned at LB depth and in the B-gap.
4	3 pt stance, aligned in the A-Gap.	8	Square, balanced stance splitting the inside leg of the Tackle.
LV	Square, balanced stance splitting the inside leg of the End.	RV	Square, balanced stance splitting the inside leg of the End.

PUNT RETURN - 10 MAN BOX FORMATIONS

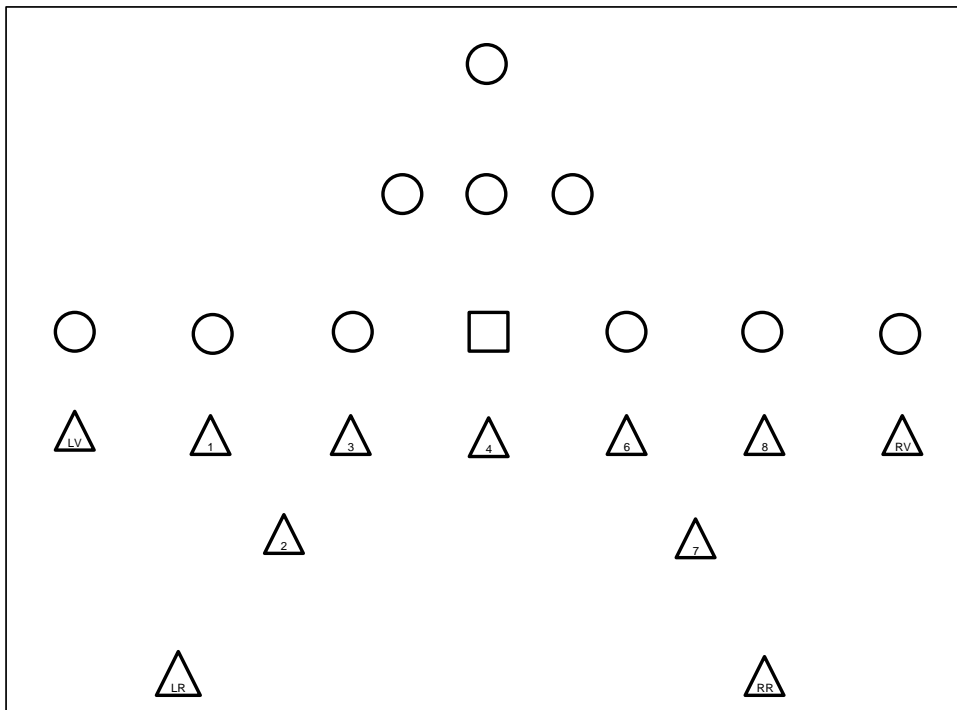
STACK FORMATION



1	Square, balanced stance splitting the inside leg of the Tackle.	5	2 pt stance, aligned at LB depth and stacked over the 4.
2	2 pt stance, aligned at LB depth and in the B-gap.	6	Square, balanced stance head up over the Guard.
3	Square, balanced stance head up over the Guard.	7	2 pt stance, aligned at LB depth and in the B-gap.
4	3 pt stance, aligned head up over the Center.	8	Square, balanced stance splitting the inside leg of the Tackle.
LV	Square, balanced stance splitting the inside leg of the End.	RV	Square, balanced stance splitting the inside leg of the End.

PUNT RETURN - 9 MAN BOX FORMATIONS

TWIN FORMATION



1	Square, balanced stance splitting the inside leg of the Tackle.	5	The 5 is removed in place of a 2 nd return man.
2	2 pt stance, aligned at LB depth and in the B-gap.	6	Square, balanced stance head up over the Guard.
3	Square, balanced stance head up over the Guard.	7	2 pt stance, aligned at LB depth and in the B-gap.
4	3 pt stance, aligned head up over the Center.	8	Square, balanced stance splitting the inside leg of the Tackle.
LV	Square, balanced stance splitting the inside leg of the End.	RV	Square, balanced stance splitting the inside leg of the End.

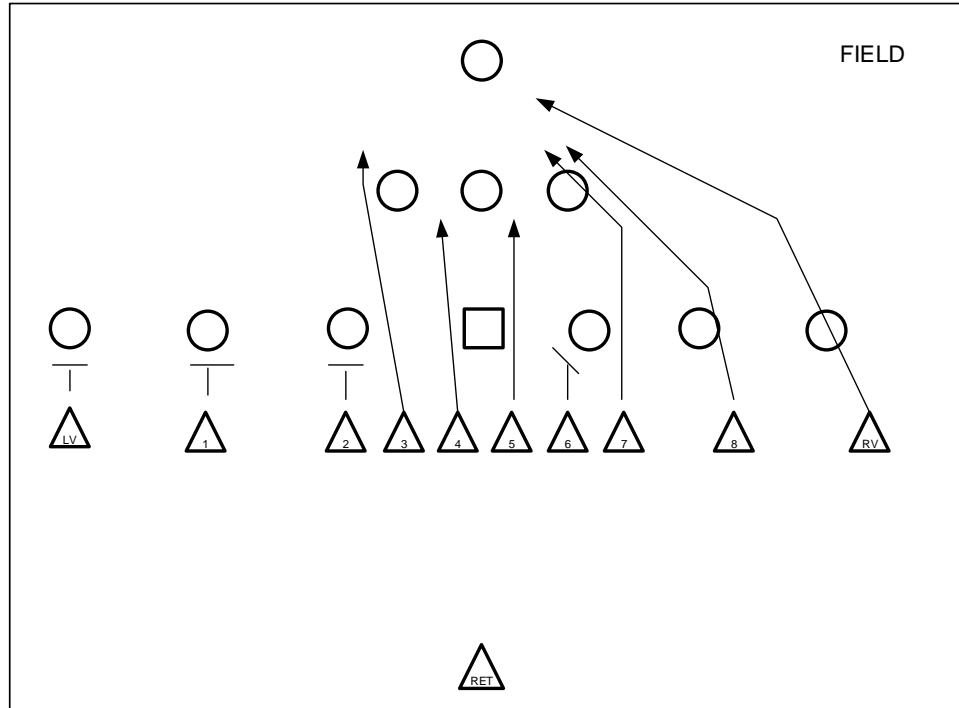


PUNT RETURN

BLOCK CALLS

PUNT BLOCK – 'BLACK'

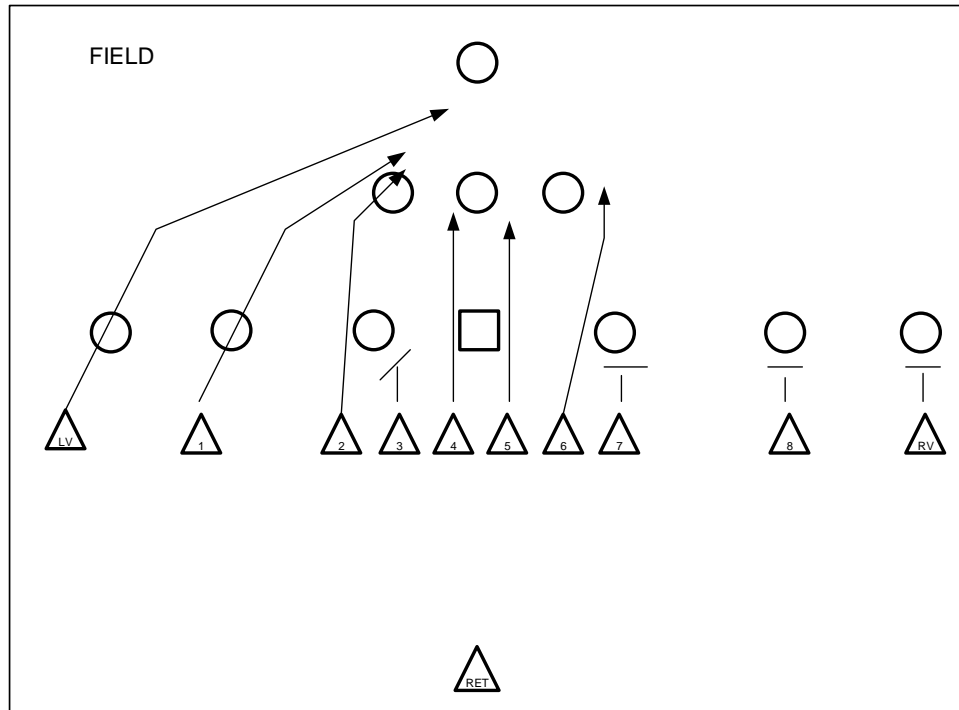
Black is a block call from an 10-man front and we attack from the field. We want to get off the ball as quickly as possible and attack the assigned gap from the formation called.



1	Vice the Tackle.	5	Attack the outside shoulder of the PP.
2	Block the Guard.	6	Block the Guard.
3	Attack the outside shoulder of the LS and contain any rugby punt.	7	Replace the feet of the Guard and attack the outside shoulder of the RS.
4	Attack the outside shoulder of the PP.	8	Replace the feet of the Tackle and attack the block point beyond the Shield.
LV	Vice the End.	RV	Replace the feet of the End and attack the block point beyond the Shield.

PUNT BLOCK – 'BLACK'

Black is a block call from an 10-man front and we attack from the field. We want to get off the ball as quickly as possible and attack the assigned gap from the formation called.



1	Replace the feet of the Tackle and attack the block point beyond the Shield.	5	Attack the outside shoulder of the PP.
2	Replace the feet of the Guard and attack the outside shoulder of the LS.	6	Attack the outside shoulder of the RS and contain any rugby punt.
3	Block the Guard.	7	Block the Guard.
4	Attack the outside shoulder of the PP.	8	Vice the Tackle.
LV	Replace the feet of the End and attack the block point beyond the Shield.	RV	Vice the End.

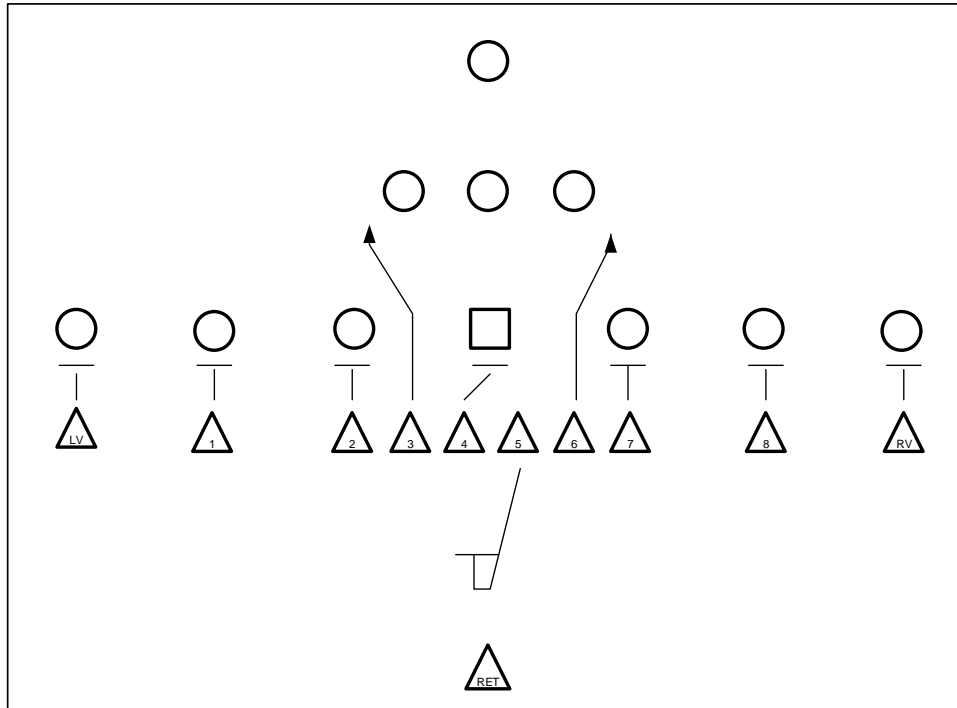


PUNT RETURN

RETURN CALLS

PUNT RETURN – MATCH-UP RETURN

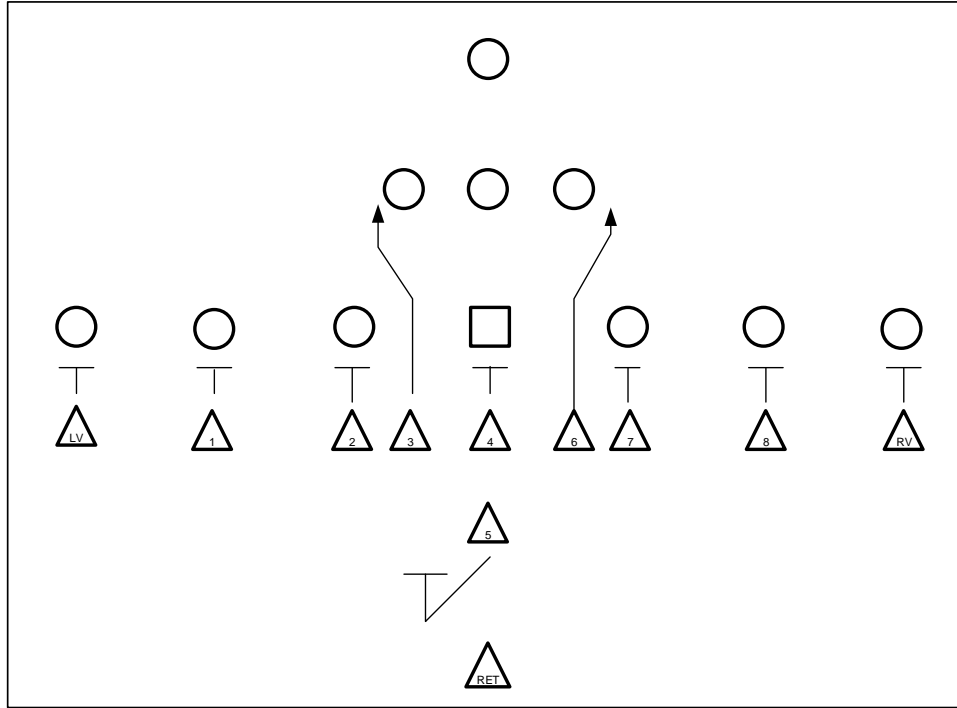
BASE MATCH-UP



1	Re-route the Tackle at the LOS and mirror him down the field.	5	Drop out of the LOS on the snap and check fake to MDM.
2	Re-route the Guard at the LOS and mirror him down the field.	6	Force the punt by attacking the outside shoulder of the RS.
3	Force the punt by attacking the outside shoulder of the LS.	7	Re-route the Guard at the LOS and mirror him down the field.
4	Re-route the Center at the LOS and mirror him down the field.	8	Re-route the Tackle at the LOS and mirror him down the field.
LV	Vice the End and mirror him down the field.	RV	Vice the End and mirror him down the field.

PUNT RETURN – MATCH-UP RETURN

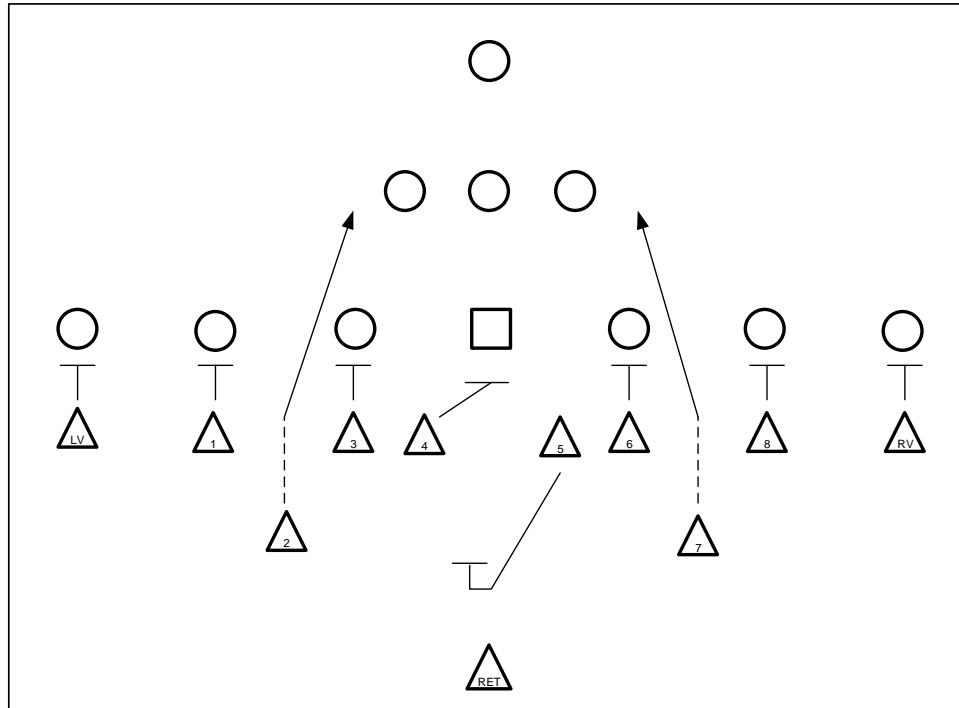
TANDEM MATCH-UP



1	Re-route the Tackle at the LOS and mirror him down the field.	5	Check fake and then block MDM to the side of the kick.
2	Re-route the Guard at the LOS and mirror him down the field.	6	Force the punt by attacking the outside shoulder of the RS.
3	Force the punt by attacking the outside shoulder of the LS.	7	Re-route the Guard at the LOS and mirror him down the field.
4	Re-route the Center at the LOS and mirror him down the field.	8	Re-route the Tackle at the LOS and mirror him down the field.
LV	Vice the End and mirror him down the field.	RV	Vice the End and mirror him down the field.

PUNT RETURN – MATCH-UP RETURN

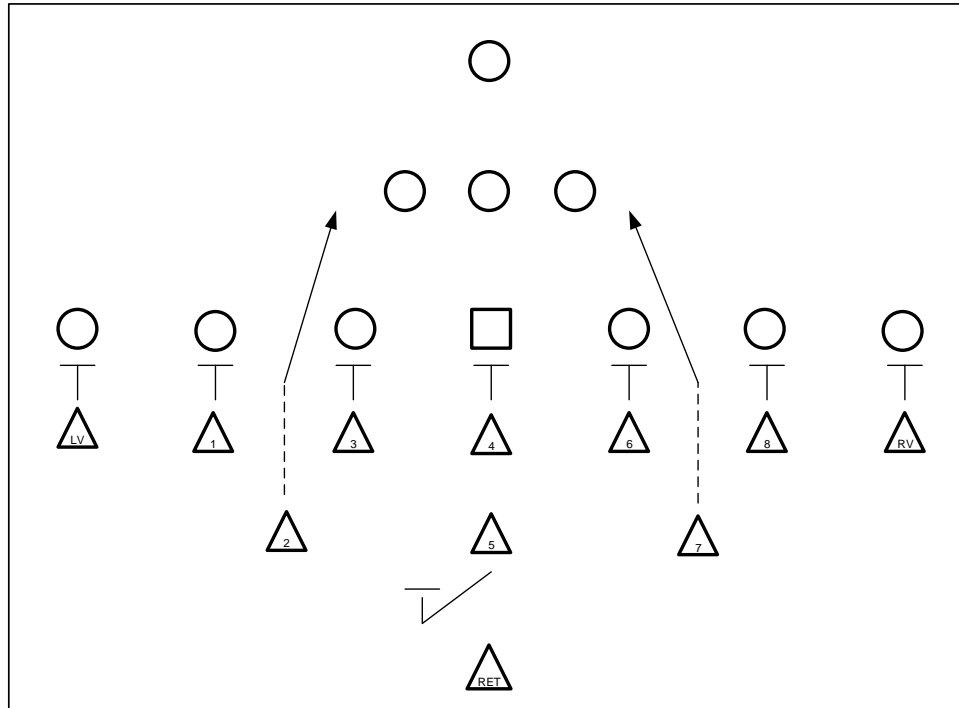
DUO MATCH-UP



1	Re-route the Tackle at the LOS and mirror him down the field.	5	Drop out of the LOS on the snap and check fake to MDM.
2	Walk into the LOS and force the punt by attacking the outside shoulder of the LS.	6	Re-route the Guard at the LOS and mirror him down the field.
3	Re-route the Guard at the LOS and mirror him down the field.	7	Walk into the LOS and force the punt by attacking the outside shoulder of the RS.
4	Re-route the Center at the LOS and mirror him down the field.	8	Re-route the Tackle at the LOS and mirror him down the field.
LV	Vice the End and mirror him down the field.	RV	Vice the End and mirror him down the field.

PUNT RETURN – MATCH-UP RETURN

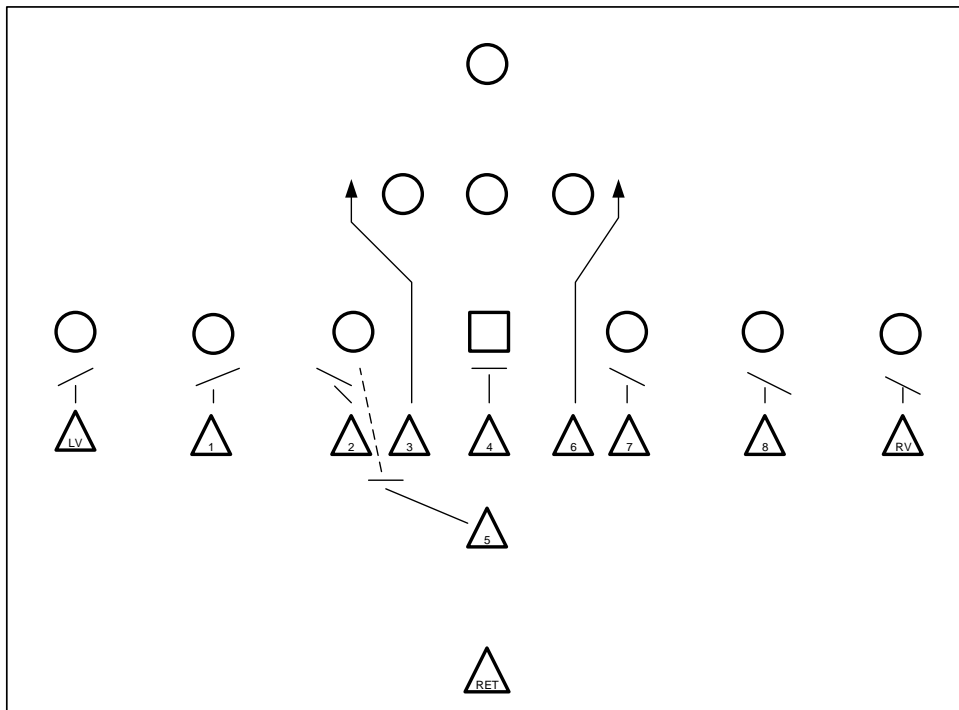
STACK MATCH-UP



1	Re-route the Tackle at the LOS and mirror him down the field.	5	Check fake and then block MDM to the side of the kick.
2	Walk into the LOS and force the punt by attacking the outside shoulder of the LS.	6	Re-route the Guard at the LOS and mirror him down the field.
3	Re-route the Guard at the LOS and mirror him down the field.	7	Walk into the LOS and force the punt by attacking the outside shoulder of the RS.
4	Re-route the Center at the LOS and mirror him down the field.	8	Re-route the Tackle at the LOS and mirror him down the field.
LV	Vice the End and mirror him down the field.	RV	Vice the End and mirror him down the field.

PUNT RETURN – ALLEY LT

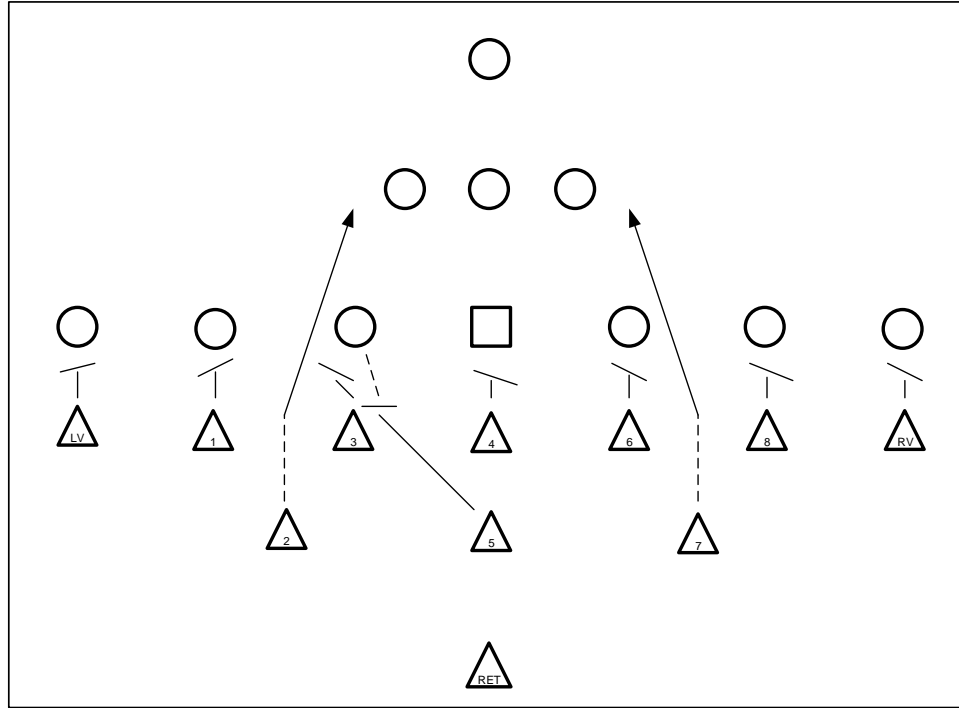
TANDEM ALLEY LT



1	Re-route the Tackle at the LOS and force an outside release.	5	Double-team the Guard with the 2 and force him away from the return.
2	Re-route the Guard at the LOS and force an inside release.	6	Force the punt by attacking the outside shoulder of the RS.
3	Force the punt by attacking the outside shoulder of the LS.	7	Re-route the Guard at the LOS and force an outside release.
4	Re-route the Center at the LOS and force him to release right.	8	Re-route the Tackle at the LOS and force an outside release.
LV	Vice the End and force an outside release.	RV	Vice the End and force an outside release.

PUNT RETURN – ALLEY LT RETURN

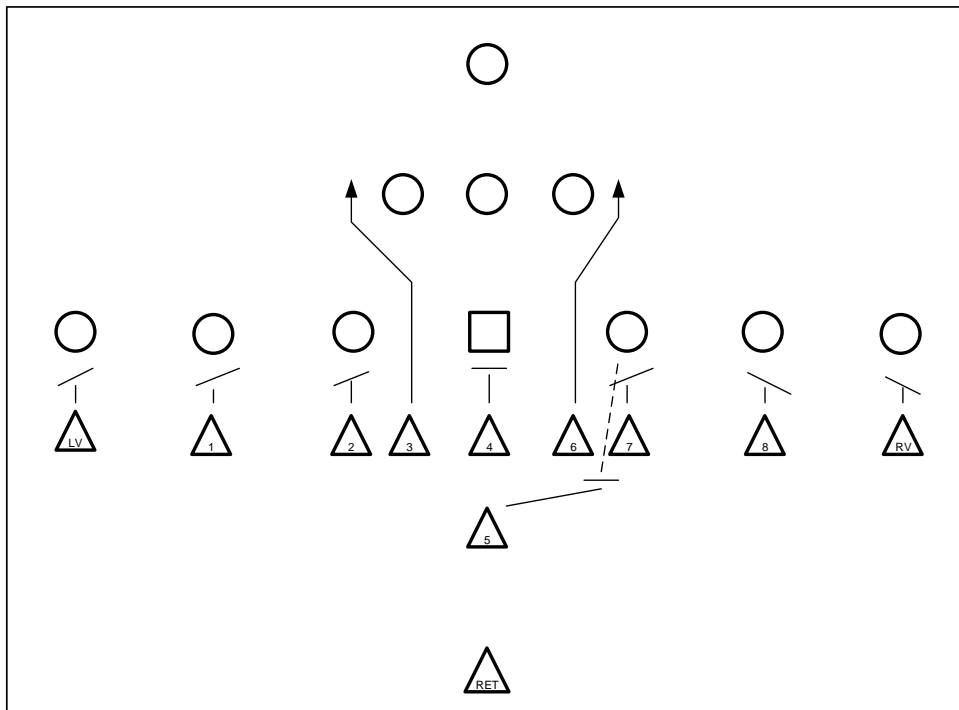
STACK ALLEY LT



1	Re-route the Tackle and force an outside release.	5	Double-team the Guard with the 3 and force him away from the return.
2	Walk into the LOS and force the punt by attacking the outside shoulder of the LS.	6	Re-route the Guard at the LOS and force an outside release.
3	Re-route the Guard at the LOS and force an inside release.	7	Walk into the LOS and force the punt by attacking the outside shoulder of the RS.
4	Re-route the Center at the LOS and force him to release away from the return.	8	Re-route the Tackle at the LOS and force an outside release.
LV	Vice the End and force an outside release.	RV	Vice the End and force an outside release.

PUNT RETURN – ALLEY RT

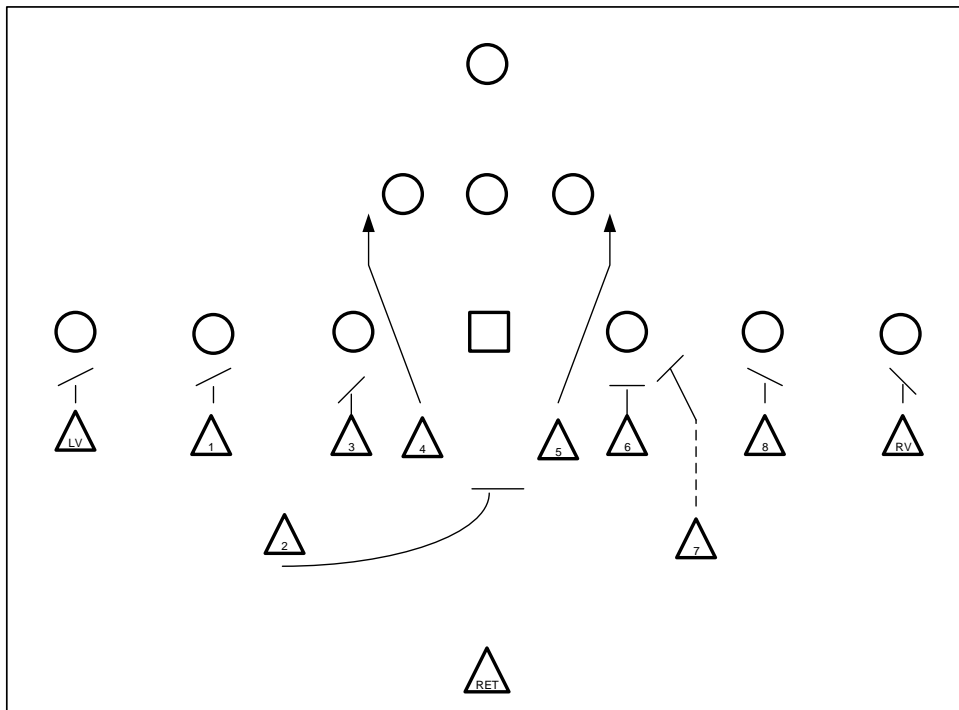
TANDEM ALLEY RT



1	Re-route the Tackle at the LOS and force an outside release.	5	Double-team the Guard with the 7 and force him away from the return.
2	Re-route the Guard at the LOS and force an outside release.	6	Force the punt by attacking the outside shoulder of the RS.
3	Force the punt by attacking the outside shoulder of the LS.	7	Re-route the Guard at the LOS and force an inside release.
4	Re-route the Center at the LOS and force him to release left.	8	Re-route the Tackle at the LOS and force an outside release.
LV	Vice the End and force an outside release.	RV	Vice the End and force an outside release.

PUNT RETURN – ALLEY RT RETURN

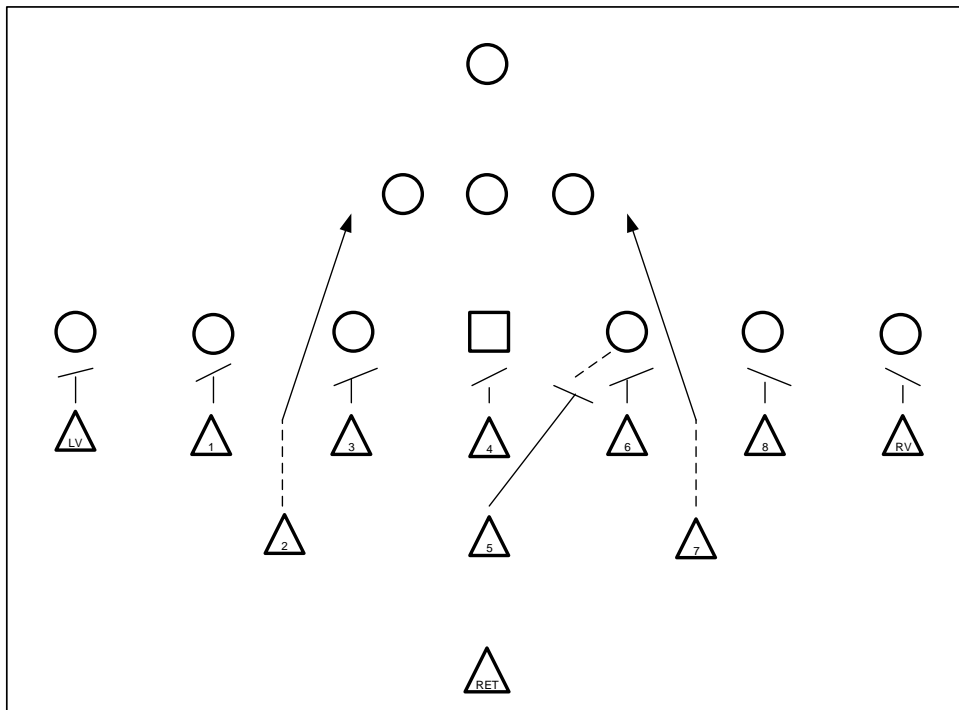
DUO ALLEY RT



1	Re-route the Tackle at the LOS and force an outside release.	5	Force the punt by attacking the outside shoulder of the RS.
2	Slide over to the middle of the field and block the Center away from the return.	6	Double team the Guard with the 7 and force him to release away from the return.
3	Re-route the Guard at the LOS and force an outside release.	7	Walk into the LOS and re-route the Guard. Force an inside release.
4	Force the punt by attacking the outside shoulder of the LS.	8	Re-route the Tackle at the LOS and force an outside release.
LV	Vice the End and force an outside release.	RV	Vice the End and force an outside release.

PUNT RETURN – ALLEY RT RETURN

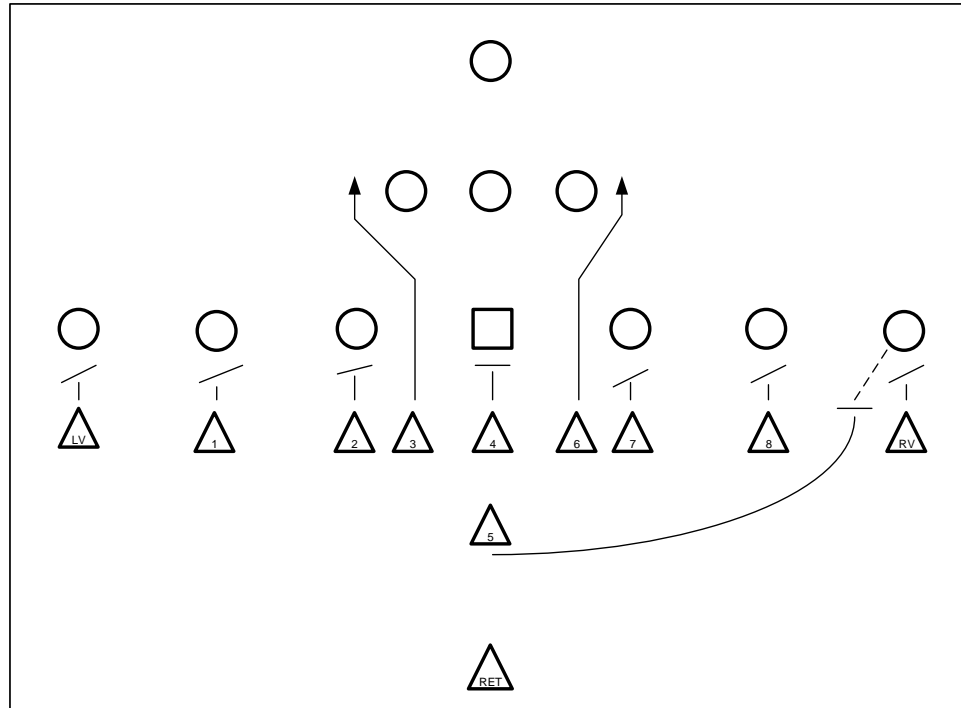
STACK ALLEY RT



1	Re-route the Tackle and force an outside release.	5	Double-team the Guard with the 6 and force him away from the return.
2	Walk into the LOS and force the punt by attacking the outside shoulder of the LS.	6	Re-route the Guard at the LOS and force an inside release.
3	Re-route the Guard at the LOS and force an outside release.	7	Walk into the LOS and force the punt by attacking the outside shoulder of the RS.
4	Re-route the Center at the LOS and force him to release away from the return.	8	Re-route the Tackle at the LOS and force an outside release.
LV	Vice the End and force an outside release.	RV	Vice the End and force an outside release.

PUNT RETURN – SIDELINE RT

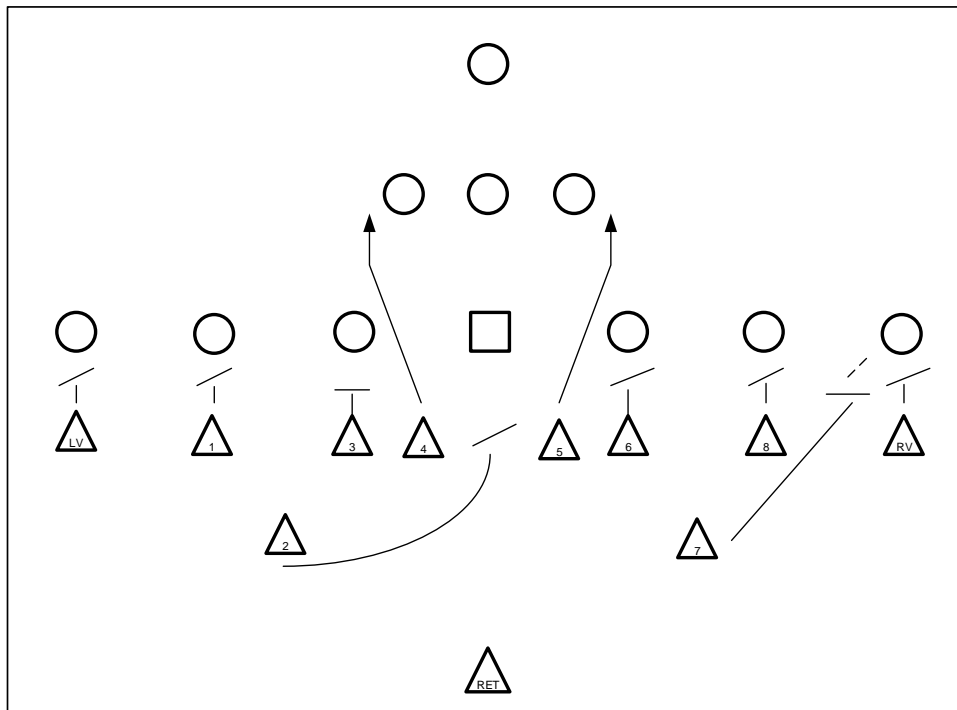
TANDEM SIDELINE RT



1	Re-route the Tackle at the LOS and force an outside release.	5	Double-team the End with the RV and force him away from the return.
2	Re-route the Guard at the LOS and force an outside release.	6	Force the punt by attacking the outside shoulder of the RS.
3	Force the punt by attacking the outside shoulder of the LS.	7	Re-route the Guard at the LOS and force an inside release.
4	Re-route the Center at the LOS and force him to release left.	8	Re-route the Tackle at the LOS and force an inside release.
LV	Vice the End and force an outside release.	RV	Vice the End and force an inside release.

PUNT RETURN – SIDELINE RETURN

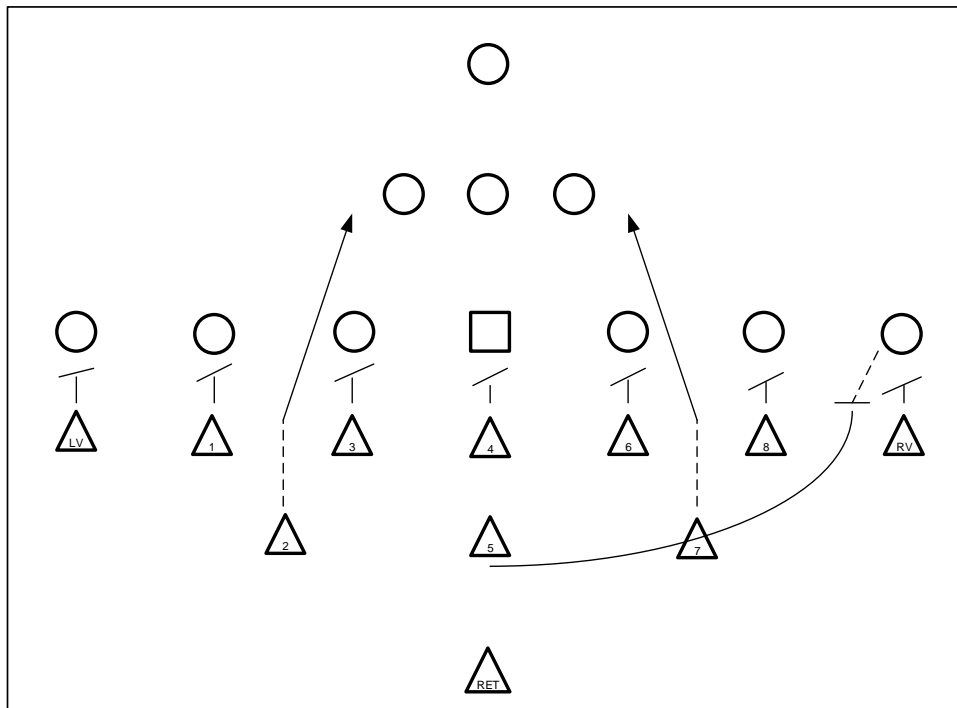
DUO SIDELINE RT



1	Re-route the Tackle at the LOS and force an outside release.	5	Force the punt by attacking the outside shoulder of the RS.
2	Slide over to the middle of the field and block the Center away from the return.	6	Re-route the Guard at the LOS and force an inside release.
3	Re-route the Guard at the LOS and force an outside release.	7	Double-team the End with the RV and force him away from the return.
4	Force the punt by attacking the outside shoulder of the LS.	8	Re-route the Tackle at the LOS and force an inside release.
LV	Vice the End and force an outside release.	RV	Vice the End and force an inside release.

PUNT RETURN – SIDELINE RT RETURN

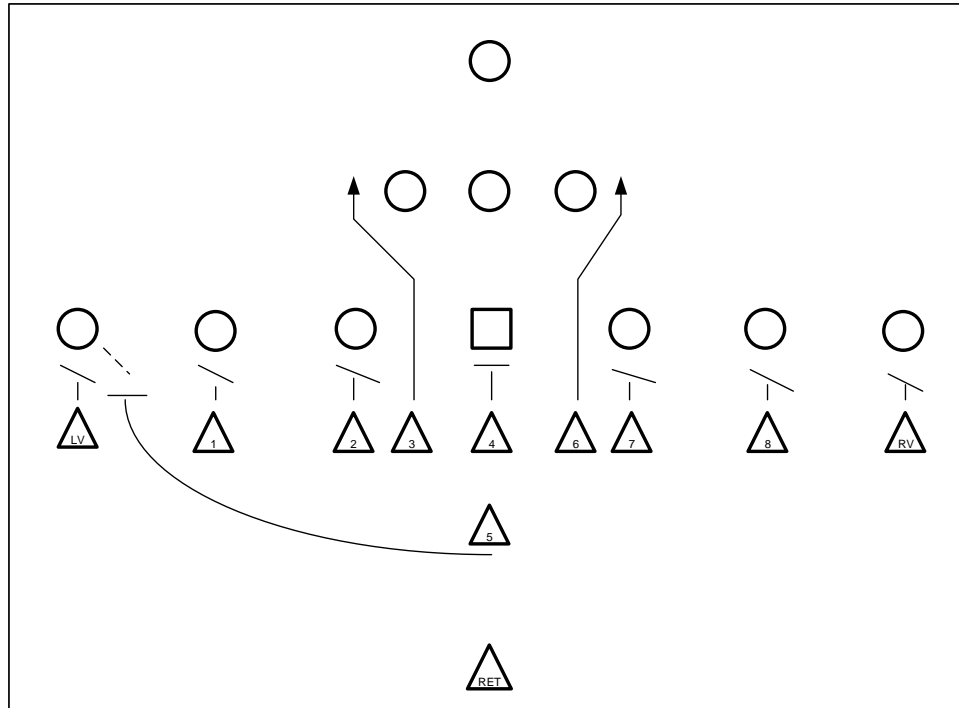
STACK SIDELINE RT



1	Re-route the Tackle and force an outside release.	5	Double-team the End with the RV and force him away from the return.
2	Walk into the LOS and force the punt by attacking the outside shoulder of the LS.	6	Re-route the Guard at the LOS and force an inside release.
3	Re-route the Guard at the LOS and force an outside release.	7	Walk into the LOS and force the punt by attacking the outside shoulder of the RS.
4	Re-route the Center at the LOS and force him to release away from the return.	8	Re-route the Tackle at the LOS and force an inside release.
LV	Vice the End and force an outside release.	RV	Vice the End and force an inside release.

PUNT RETURN – SIDELINE LT

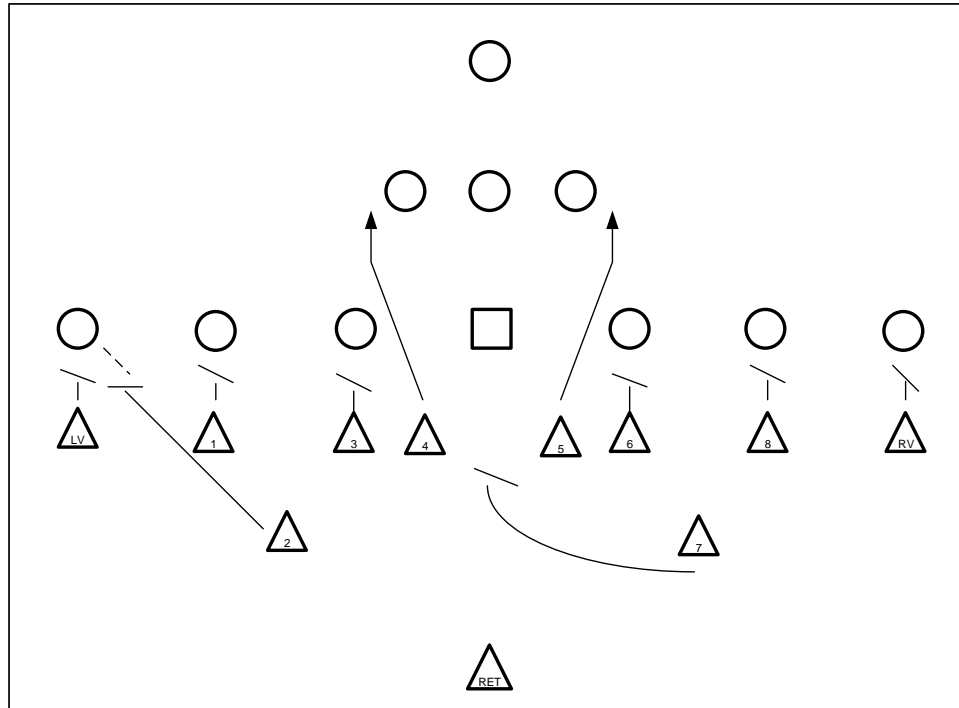
TANDEM SIDELINE LT



1	Re-route the Tackle at the LOS and force an inside release.	5	Double-team the End with the LV and force him away from the return.
2	Re-route the Guard at the LOS and force an inside release.	6	Force the punt by attacking the outside shoulder of the RS.
3	Force the punt by attacking the outside shoulder of the LS.	7	Re-route the Guard at the LOS and force an outside release.
4	Re-route the Center at the LOS and force him to release right.	8	Re-route the Tackle at the LOS and force an outside release.
LV	Vice the End and force an inside release.	RV	Vice the End and force an outside release.

PUNT RETURN – SIDELINE LT RETURN

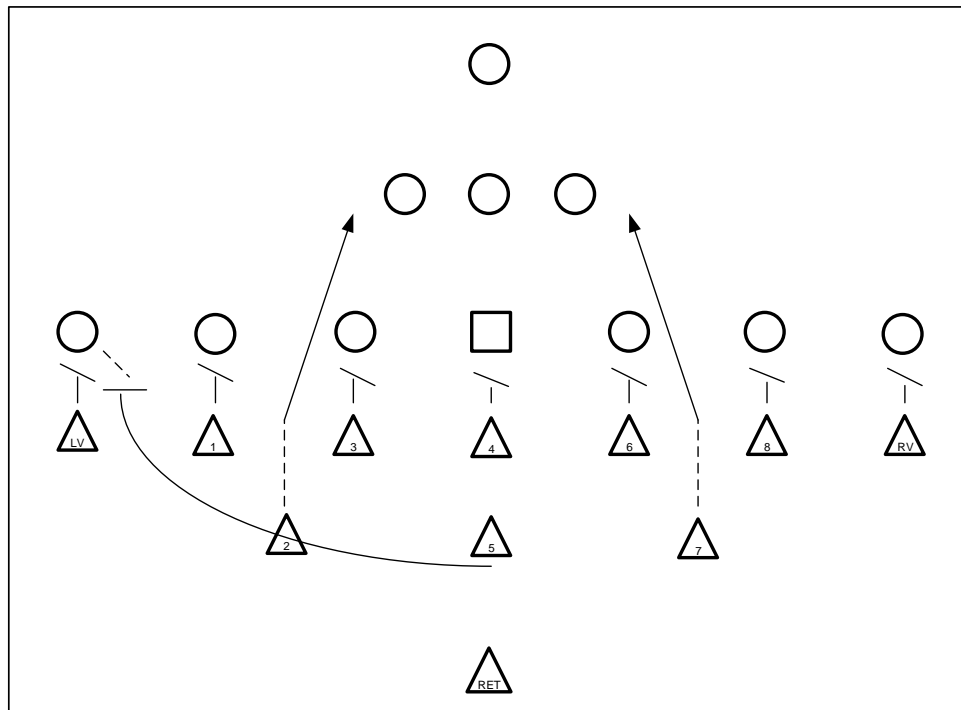
DUO SIDELINE LT RETURN



1	Re-route the Tackle at the LOS and force an inside release.	5	Force the punt by attacking the outside shoulder of the RS.
2	Double-team the End with the LV and force him away from the return.	6	Re-route the Guard and force an outside release.
3	Re-route the Guard at the LOS and force an inside release.	7	Slide over to the middle of the field and block the Center away from the return.
4	Force the punt by attacking the outside shoulder of the LS.	8	Re-route the Tackle at the LOS and force an outside release.
LV	Vice the End and force an inside release.	RV	Vice the End and force an outside release.

PUNT RETURN – SIDELINE LT RETURN

STACK SIDELINE LT



1	Re-route the Tackle and force an inside release.	5	Double-team the End with the LV and force him away from the return.
2	Walk into the LOS and force the punt by attacking the outside shoulder of the LS.	6	Re-route the Guard at the LOS and force an outside release.
3	Re-route the Guard at the LOS and force an inside release.	7	Walk into the LOS and force the punt by attacking the outside shoulder of the RS.
4	Re-route the Center at the LOS and force him to release away from the return.	8	Re-route the Tackle at the LOS and force an outside release.
LV	Vice the End and force an inside release.	RV	Vice the End and force an outside release.

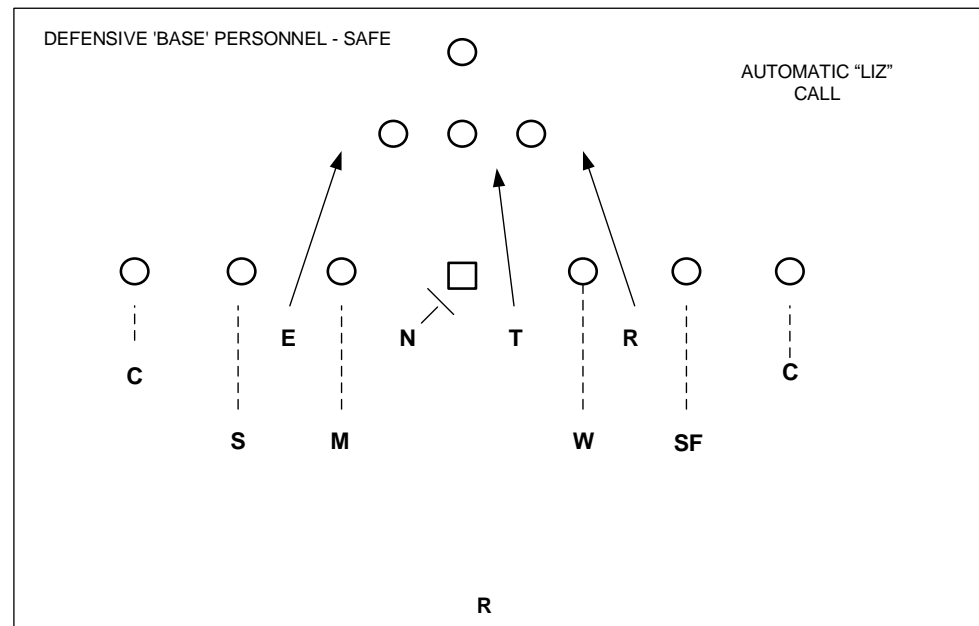
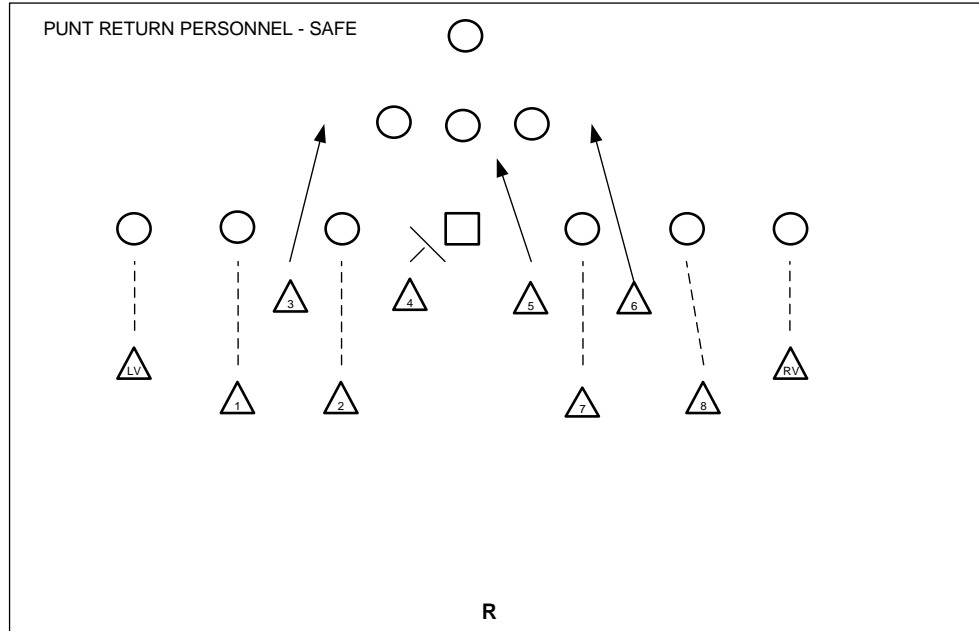


PUNT RETURN

SAFE LOOKS

PUNT RETURN - SAFE FORMATIONS

When there is a real threat of a fake punt, we will have the ability to line up in 'Safe' formations. We will have the ability to do so from both Punt Return and Defensive Personnel.



PUNT RETURN - SAFE FORMATIONS

