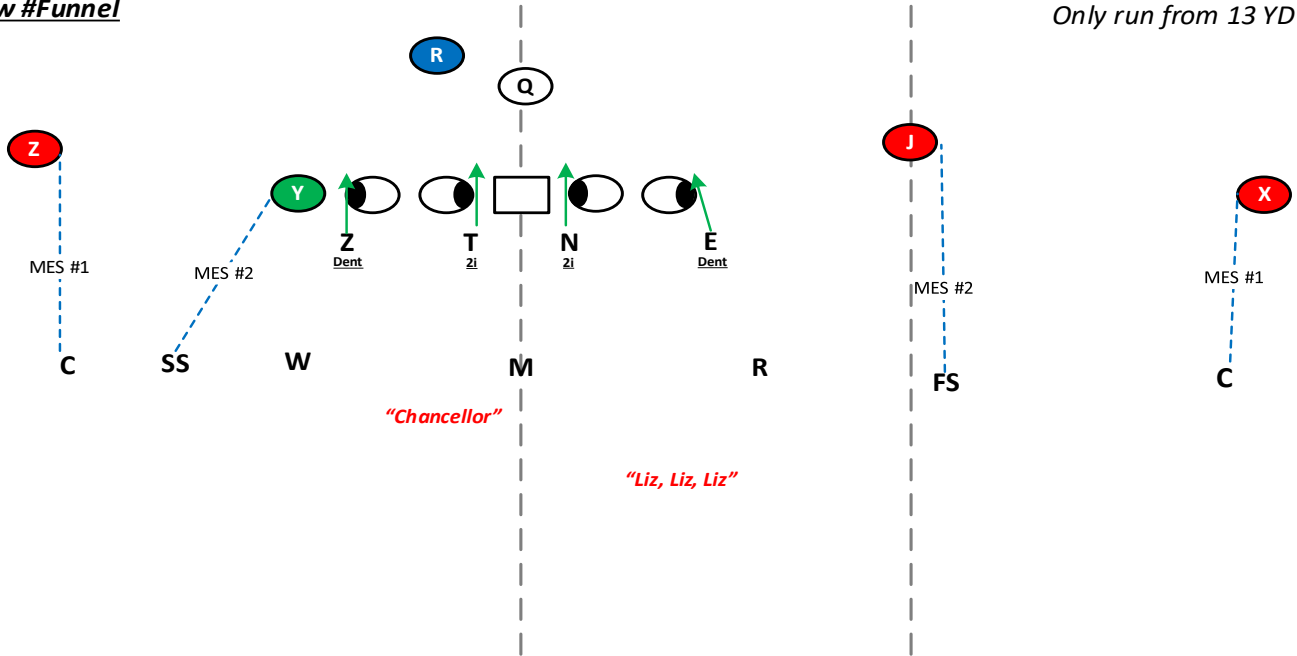


# #Funnel

## Flow #Funnel

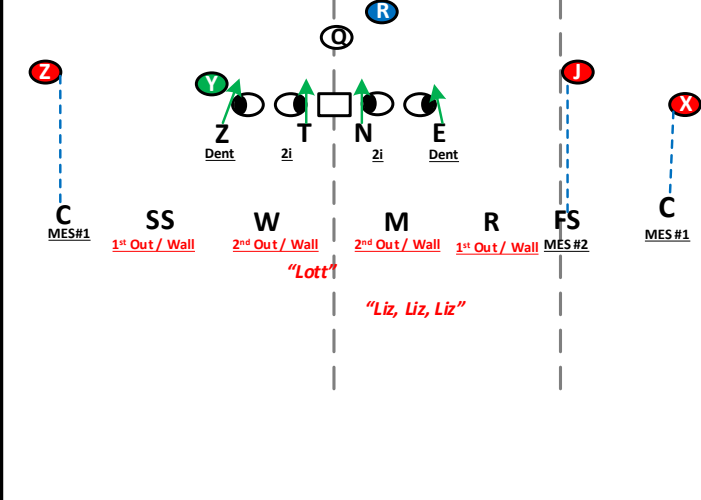
Only run from 13 YD & in



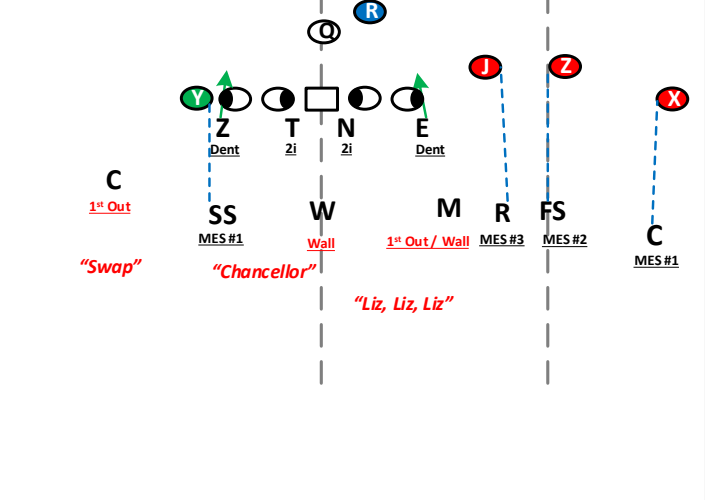
<p>Corner</p>	<p><b>Alignment:</b> Press or 5x1 inside leverage. Catch Trail technique.  <b>Coverage:</b> MES on #1, play like "Gone" if you let the route go. If #1 is a Wing, then you are in "Lott" call and have the 1<sup>st</sup> back to your side. If #1 is Dead TE, then swap with Safety and play 1<sup>st</sup> to flat.  <b>Run fit:</b> Secondary Support</p>
<p>Strong / Free</p>	<p><b>Alignment:</b> 5x1 outside of #2 inside the hash and inside #2 outside the hash, align in the crease if #2 is in a Pair. Boss Align if #2 is in the backfield. Catch Trail Technique.  <b>Coverage:</b> MES on #2. If #2 is off the ball and attached to the Core you are in the "Chancellor" or "Lott" call giving you the 1<sup>st</sup> back out / Wall #1 to your side. If #1 is Dead TE, then swap with the Corner and play MES on #1. "Kick" speed motions and join Lott/Chancellor.  <b>Run Fit:</b> "ISIS", Gap outside of #2.</p>
<p>Rover</p>	<p><b>Alignment:</b> 5x1 outside of #3. Boss alignment if #3 is in the backfield; Align outside an attached #2. Catch Trail Technique.  <b>Coverage:</b> MES #3. If #3 is off the ball and attached to the Core you are in the "Chancellor" or "Lott" call giving you the 1<sup>st</sup> back out / Wall to your side. "Kick" motions and join Lott/Chancellor.  <b>Run Fit:</b> Lever player</p>
<p>ILB</p>	<p><b>Alignment:</b> Boss in "Chancellor" and Bump in "Lott"  <b>Coverage:</b> "Chancellor" = 60 has 1<sup>st</sup> back out/Wall and 00 has Wall to the side of the RB release or Checkdown/Spy if Rb stays in. "Lott" = Both as 2<sup>nd</sup> back out / Wall. When walling with an attached #3, wall outside of #3. "Kick" Motions and adjust position in Lott/Chancellor.  <b>Run Fit:</b> "Chancellor" is Deuce with 60 as Lever and Sling the Fit. "Lott" is ISIS.</p>
<p>Adjust</p>	<p><b>Extended Stacks :</b> "Top Hat" – Corner presses point with Inside leverage and is MEG on the point. Safety is inside leverage MEG on the stacked guy.  <b>Pair:</b> Safety always locks the down TE and the Corner/Rover is in the "Lott" Call  <b>Extended Trips Bunch:</b> "Point" – Safety Presses point with inside leverage and is MEG on the point. Rover and Corner "IO" the other two players.  <b>Attached Trips Bunch:</b> "Tri-lo" – Rover in 1<sup>st</sup> to Flat, Corner is high outside, Safety is High Wall and ILB is Lo wall. ILB away from the bunch Wall to the side the RB releases.</p>

# #Funnel

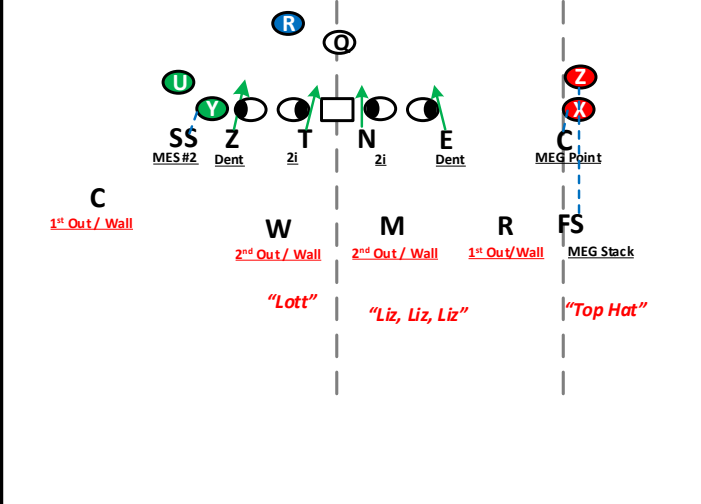
**Flow #Funnel v Hog Wing**



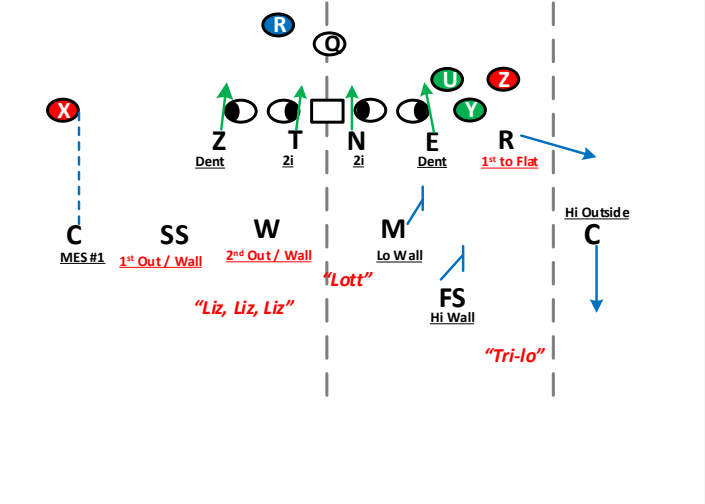
**Flow #Funnel v Trey**



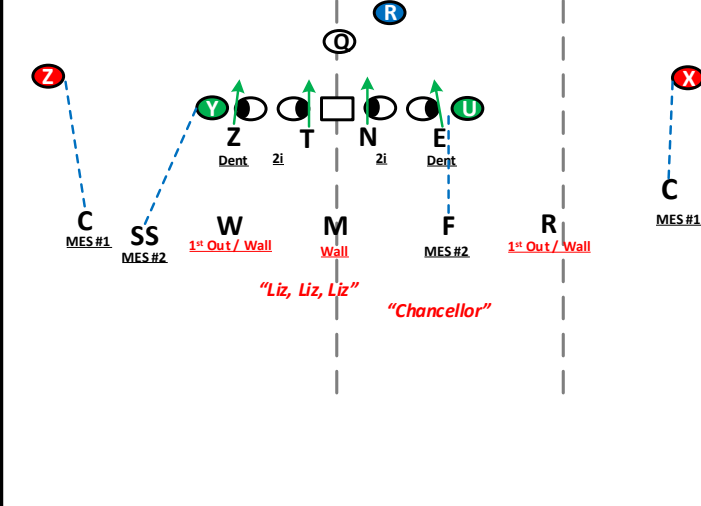
**Flow #Funnel v Dubs Stack**



**Flow #Funnel v Tom Wing Bunch**



**Flow #Funnel v Ace**



**Flow #Funnel v Trips Bunch**

