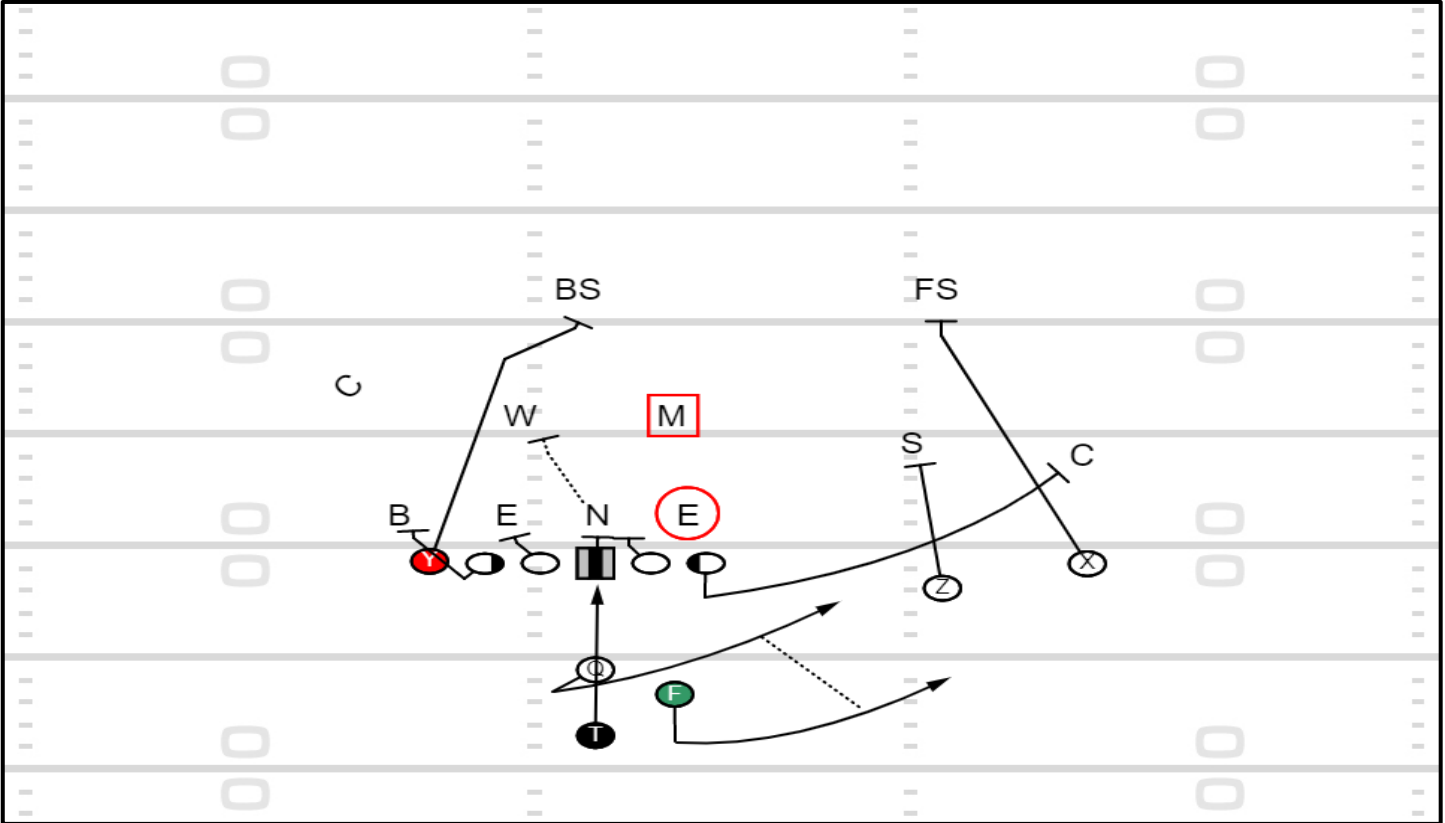


# CCU VS. BYU

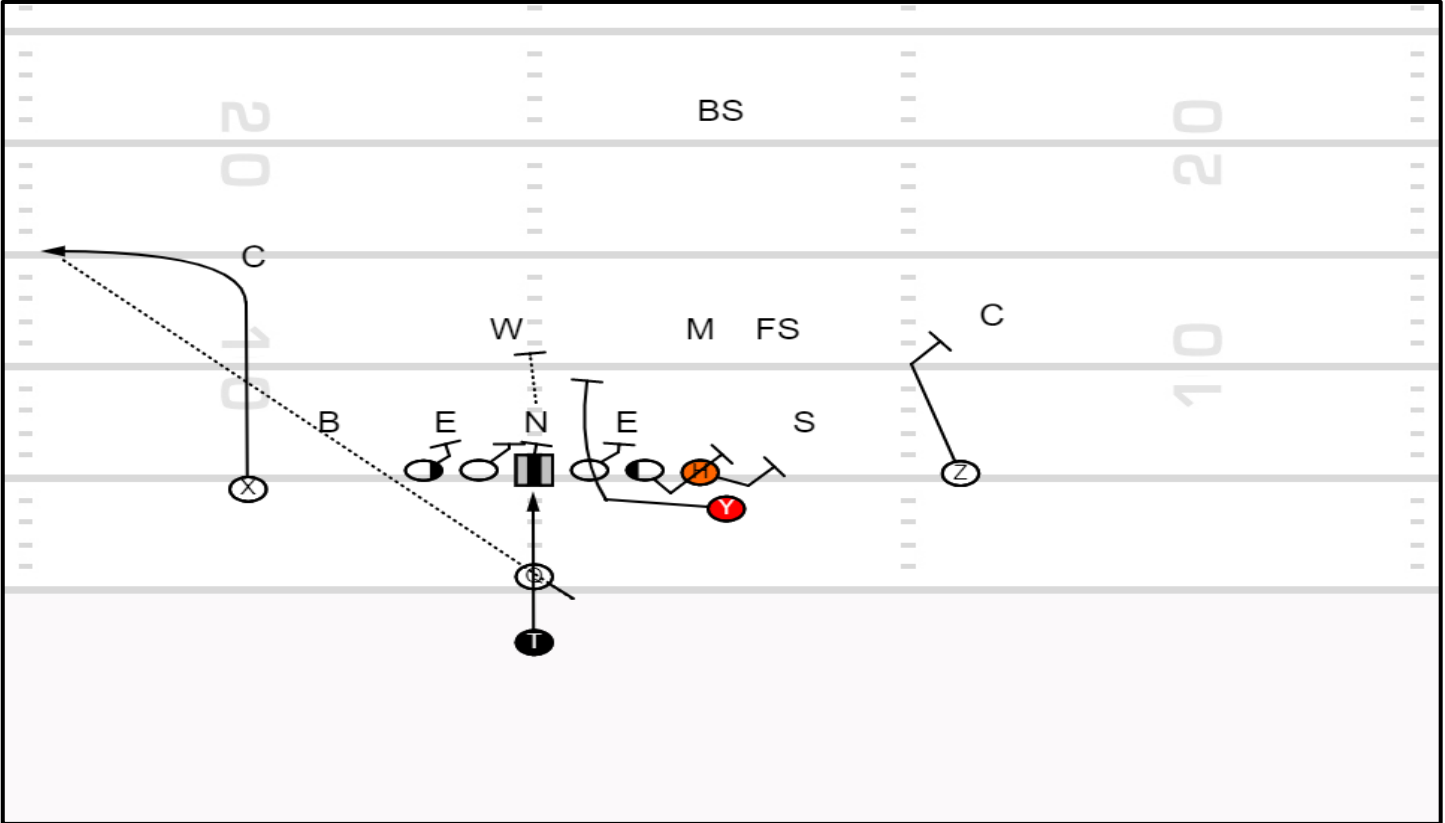


SERIES	PLAY #	YD LINE	D & D	RESULT
1	1	-25	1 & 10	+13 RUSH



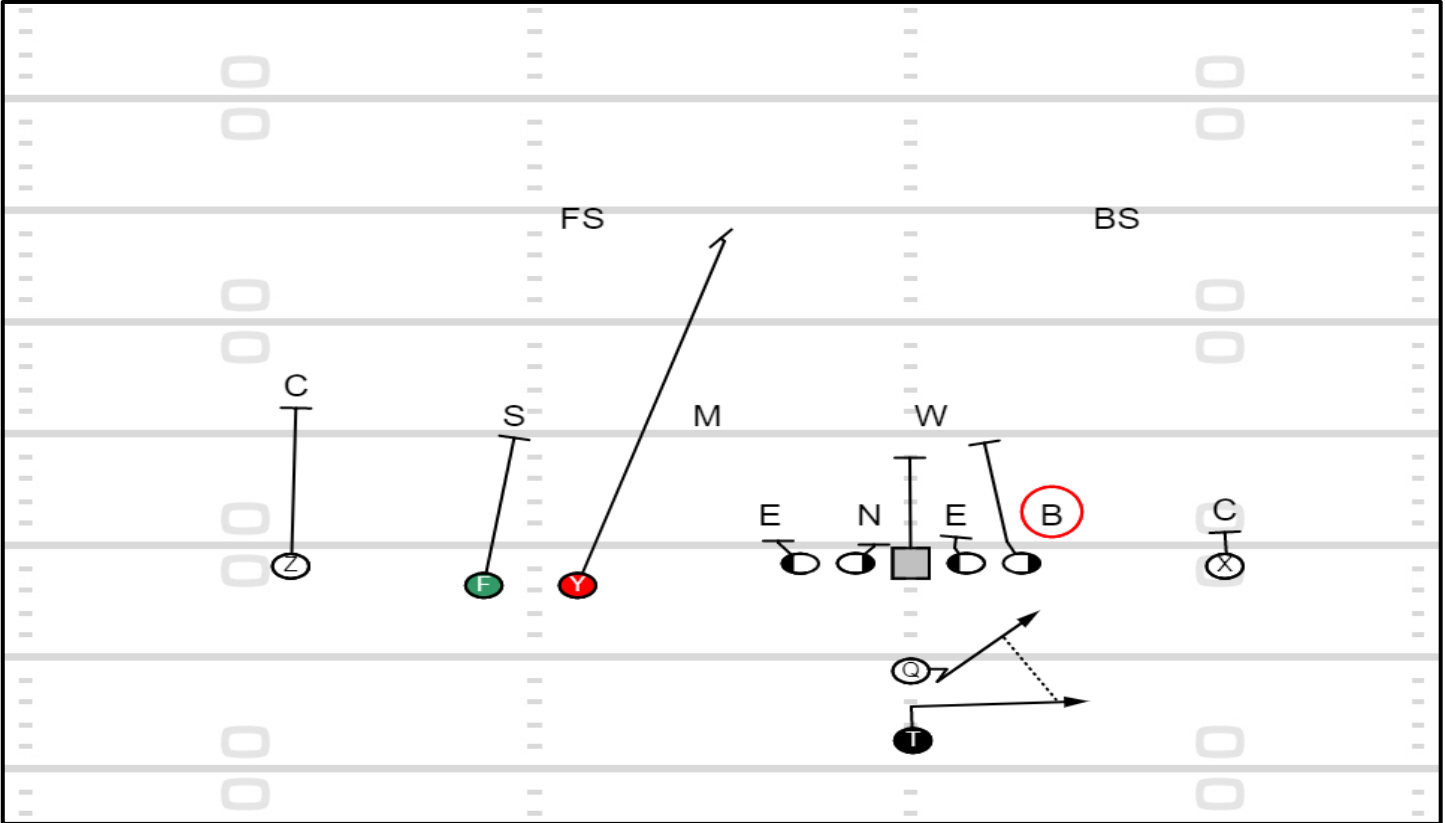
POSITION	ASSIGNMENT
PST	Zone
PSG	Zone
C	Zone
BSG	Zone
BST	Arc release for CB
Y	Cutoff Boundary Safety
X	Push block Field Safety
Z	MDM
Q	Open backside, get off midline, read 1 <sup>st</sup> DL passed the A Gap
T	Straight down the midline
F	Backpedal two steps, then get in phase w/ QB for pitch

SERIES	PLAY #	YD LINE	D & D	RESULT
2	2	-6	2 & 10	+14 PASS



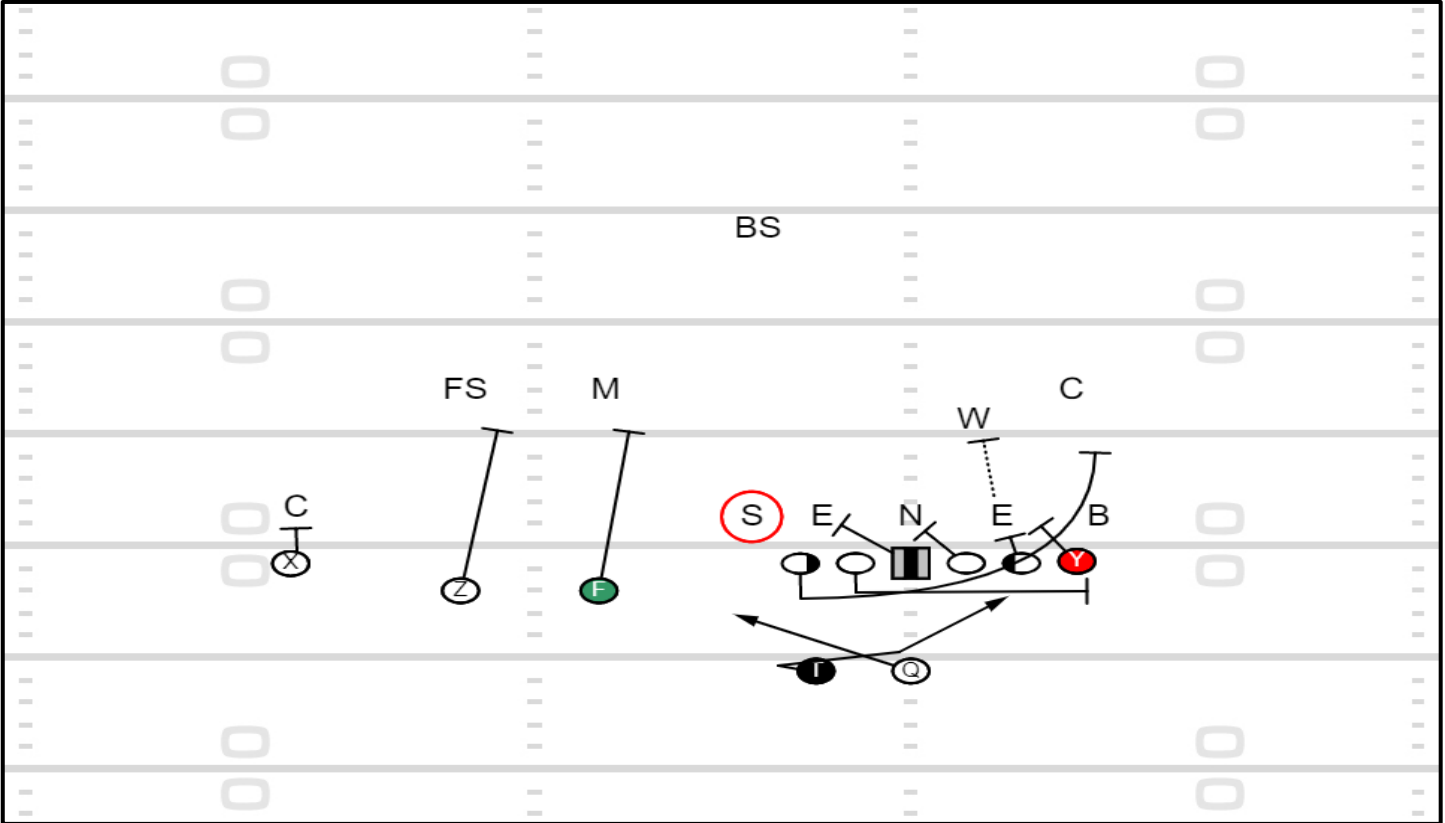
POSITION	ASSIGNMENT
PST	FAN
PSG	FAN
C	Double team w/ BSG to BSLB
BSG	Double team w/ C to BSLB
BST	Cutoff
Y	Insert for PSLB
X	Speed Out
Z	MDM
Q	Open up off sideline, give to T. Take Speed Out vs. Access
T	Straight down the sideline
H	Fan

SERIES	PLAY #	YD LINE	D & D	RESULT
2	11	35	3 & 4	+11 RUSH



POSITION	ASSIGNMENT
PST	Zone
PSG	Zone
C	Zone
BSG	Zone
BST	Zone
Y	Cutoff FS
X	MDM
Z	MDM
Q	Open backside and flash Inside Zone, pivot and read EMOL
T	Take two steps straight ahead like Triple, get in pitch phase w/ QB
F	MDM

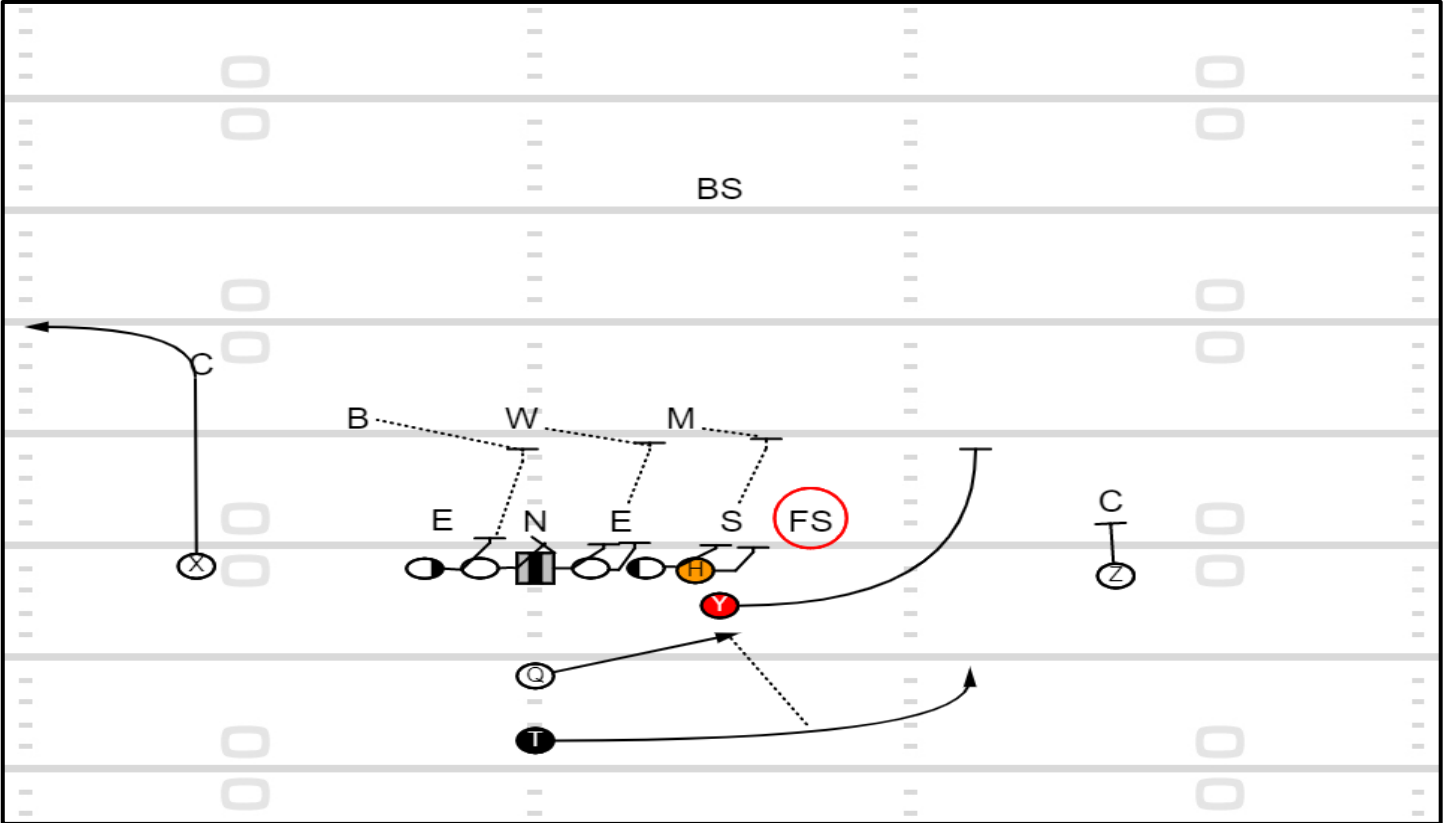
SERIES	PLAY #	YD LINE	D & D	RESULT
3	3	-38	1 & 10	+20 RUSH



POSITION	ASSIGNMENT
PST	Double team w/ TE to PSLB
PSG	Down block
C	Down block
BSG	Pull kick out EMOL
BST	Pull wall off
Y	Double team w/ PST to PSLB
X	MDM
Z	MDM
Q	Open up and read BSEMOL
T	Jab step, shuffle, crossover
F	MDM

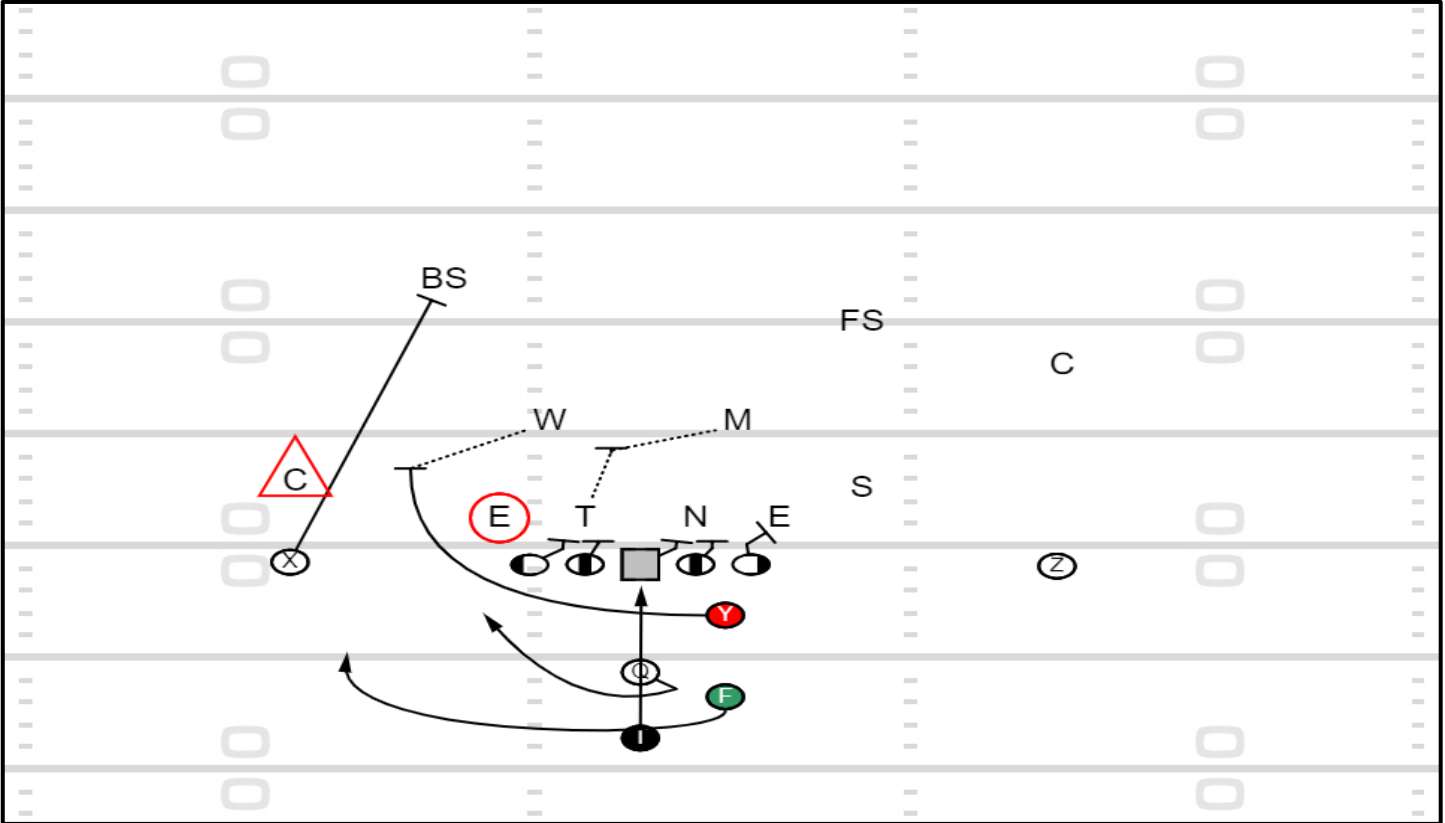


SERIES	PLAY #	YD LINE	D & D	RESULT
8	1	-15	1 & 10	+12 RUSH



POSITION	ASSIGNMENT
PST	Double team with TE to PSLB
PSG	Double team with Center to BSLB
C	Double team with PSG to BSLB
BSG	Cutoff
BST	Sift
Y	Arc release for first threat outside pitch key
X	Speed Out
Z	MDN
Q	Key playside EMOL for keep/pitch read
T	Get in phase with QB for pitch
H	Double team with PST to PSLB

SERIES	PLAY #	YD LINE	D & D	RESULT
11	3	-25	1 & 10	+14 RUSH



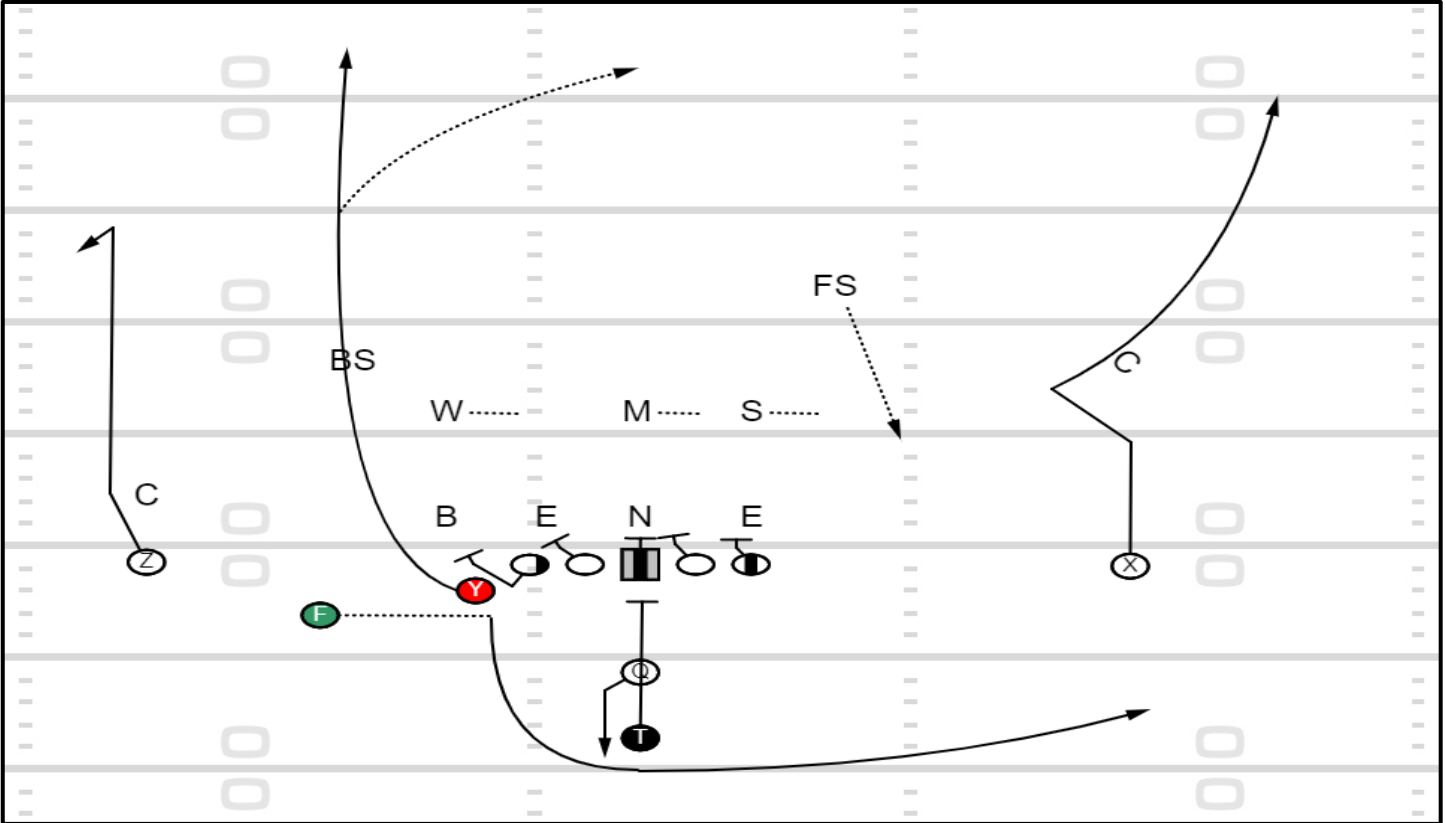
POSITION	ASSIGNMENT
PST	Zone
PSG	Zone
C	Zone
BSG	Zone
BST	Zone
Y	Slip DE for BSLB
X	Middle 1/3
Z	MDM
Q	Open backside, get off midline, read DE for dive read
T	Straight down midline
F	Release under T, get in pitch phase with QB



# CCU VS. APP



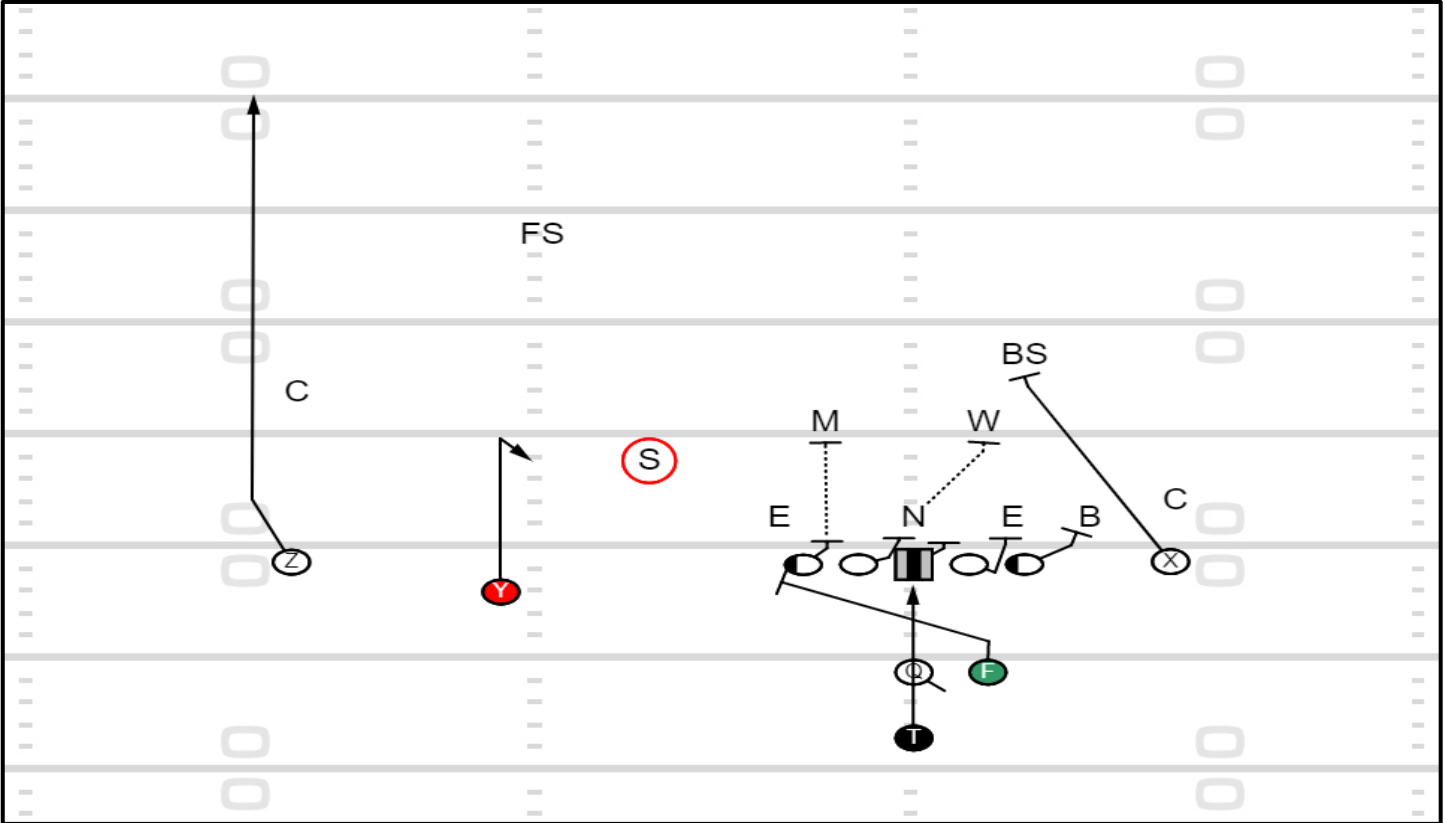
SERIES	PLAY #	YD LINE	D & D	RESULT
1	1	-25	1 & 10	+75 TD



POSITION	ASSIGNMENT
PST	Big on Big
PSG	Big on Big
C	Big on Big
BSG	Big on Big
BST	Big on Big
Y	Read Seam – convert to Post vs. MOFO
X	Sluggo
Z	Comeback
Q	Fake to RB, pump Sluggo
T	Playaction protection
F	Ghost motion, swing to #'s

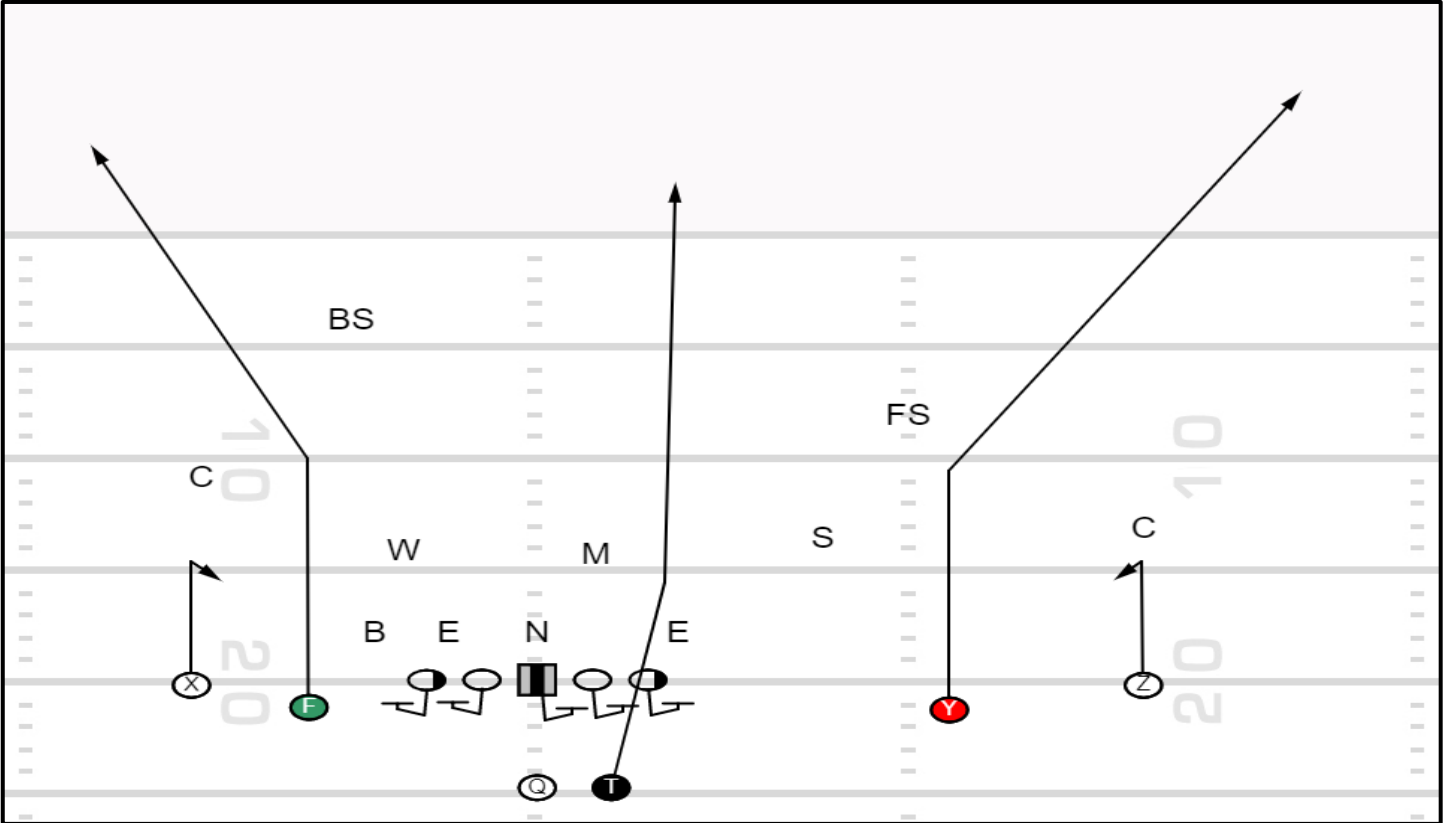


SERIES	PLAY #	YD LINE	D & D	RESULT
5	9	26	2 & 10	+14 RUN



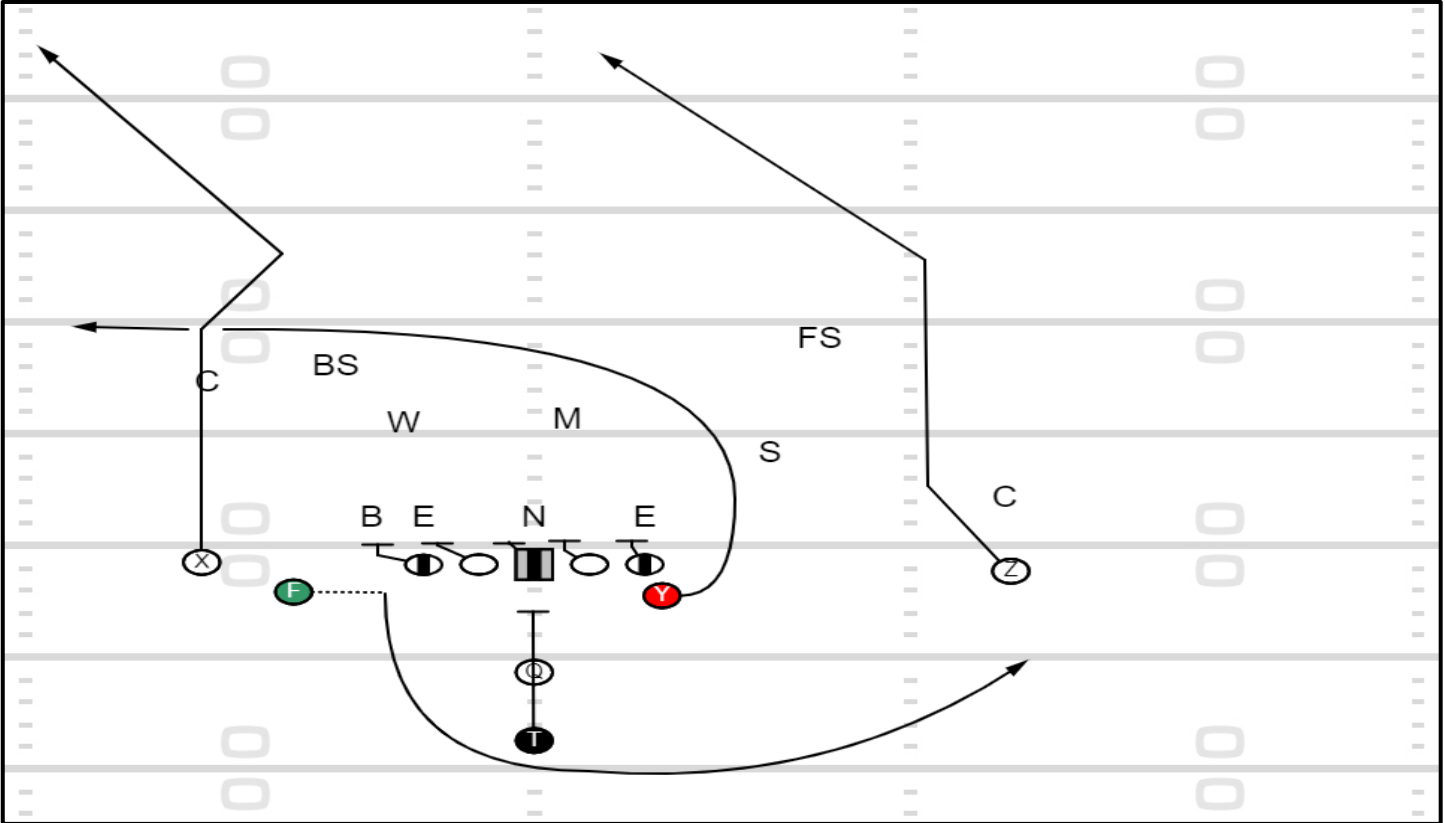
POSITION	ASSIGNMENT
PST	Zone
PSG	Zone
C	Zone
BSG	Zone
BST	Zone
Y	Stick
X	Push Crack
Z	Outside Release Go
Q	Pivot off midline, read 7 <sup>th</sup> defender for give/throw read
T	Straight down midline
F	Block backside EMOL

SERIES	PLAY #	YD LINE	D & D	RESULT
5	11	19	2 & 17	+19 TD



POSITION	ASSIGNMENT
PST	Slide
PSG	Slide
C	Slide
BSG	Big on Big
BST	Big on Big
Y	10 yd Corner
X	Hitch
Z	Hitch
Q	3 step
T	Seam
F	10 yd Corner

SERIES	PLAY #	YD LINE	D & D	RESULT
7	4	28	2 & 2	+22 PASS



POSITION	ASSIGNMENT
PST	Big on Big
PSG	Big on Big
C	Big on Big
BSG	Big on Big
BST	Big on Big
Y	Cruise
X	Post Corner
Z	Post
Q	Playaction, 3 Step drop
T	Play action protection
F	Ghost motion, swing to the #'s

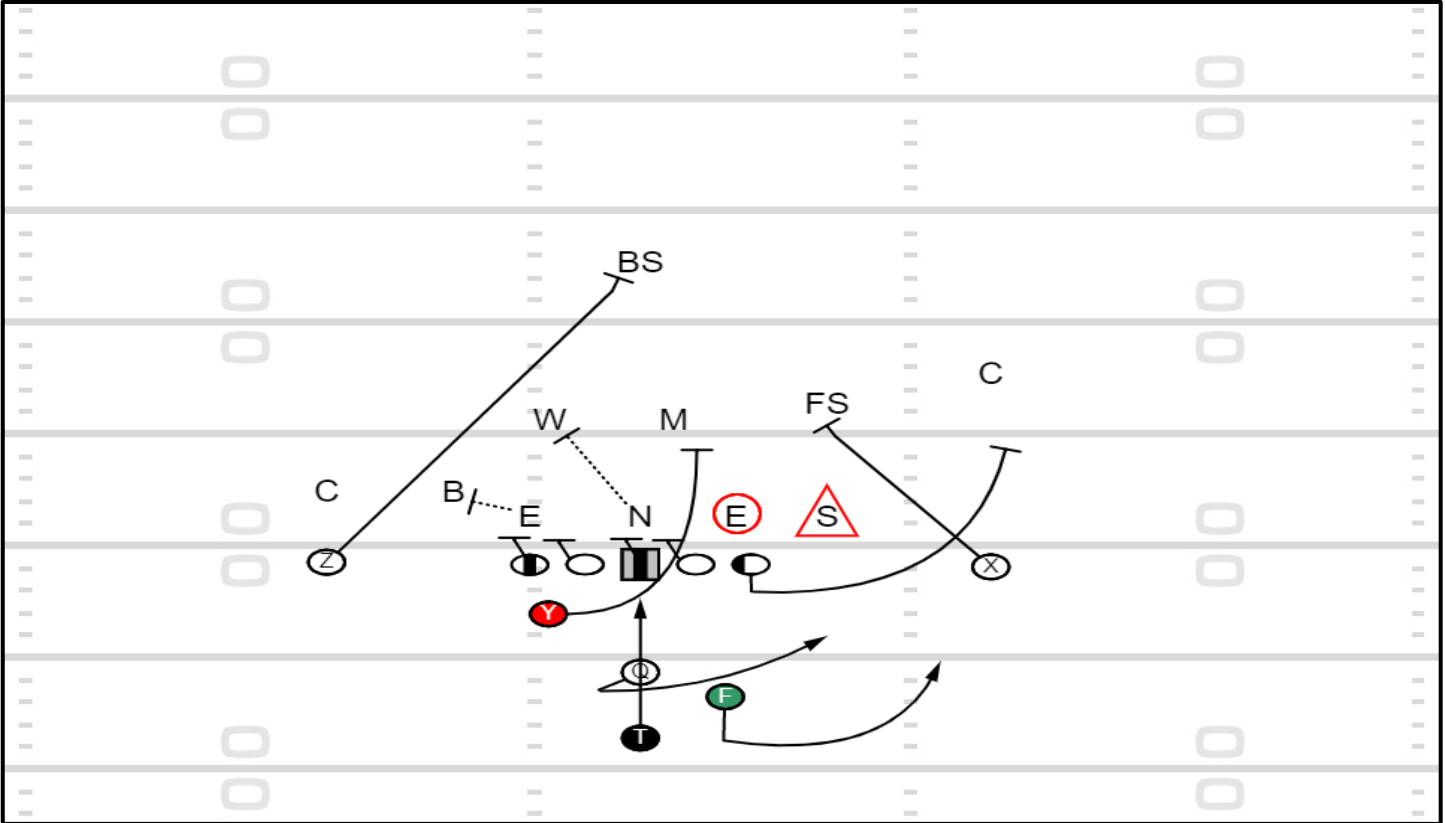
CCU @ GSU





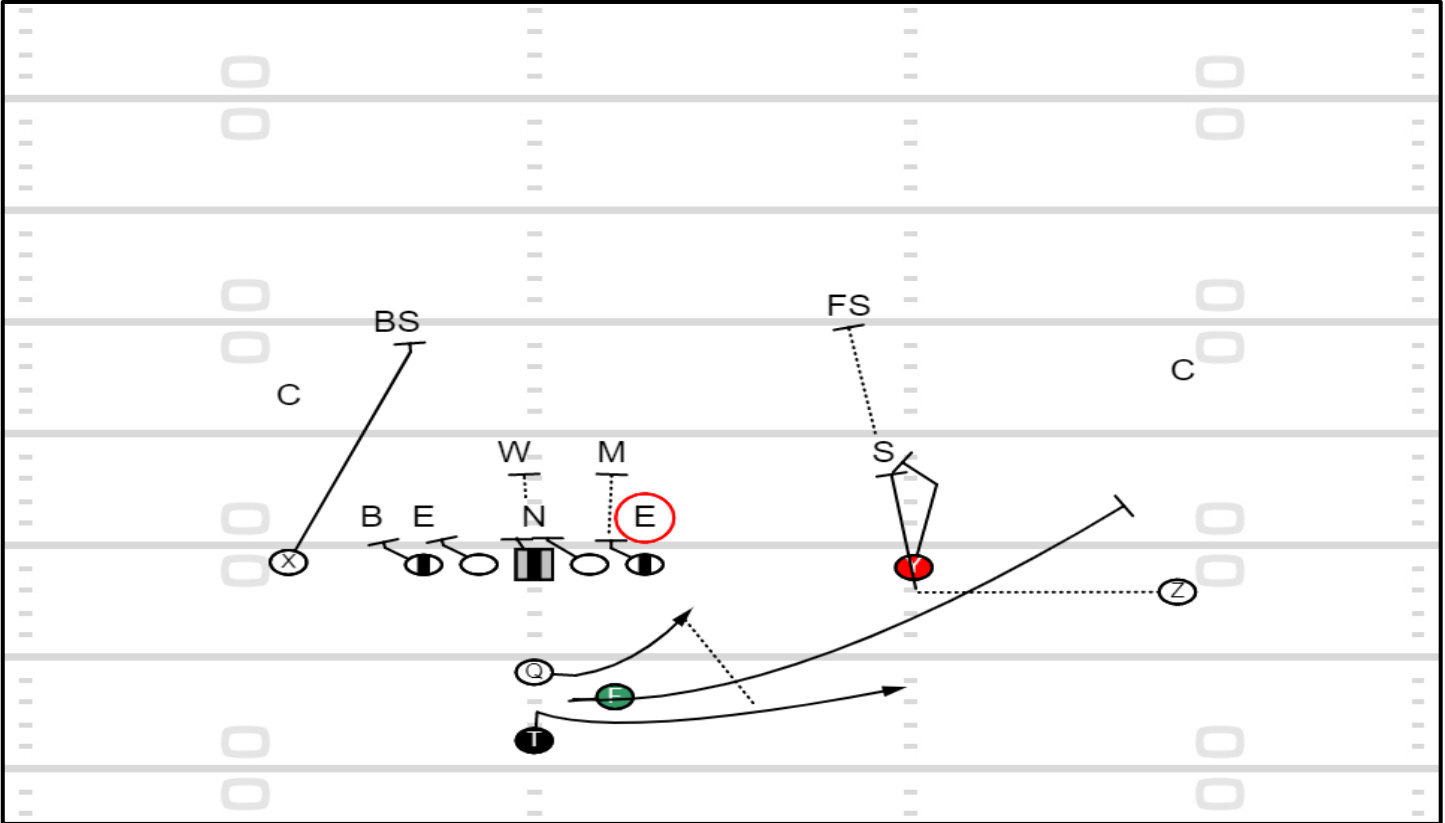


SERIES	PLAY #	YD LINE	D & D	RESULT
2	5	-37	2 & 5	+15 RUN



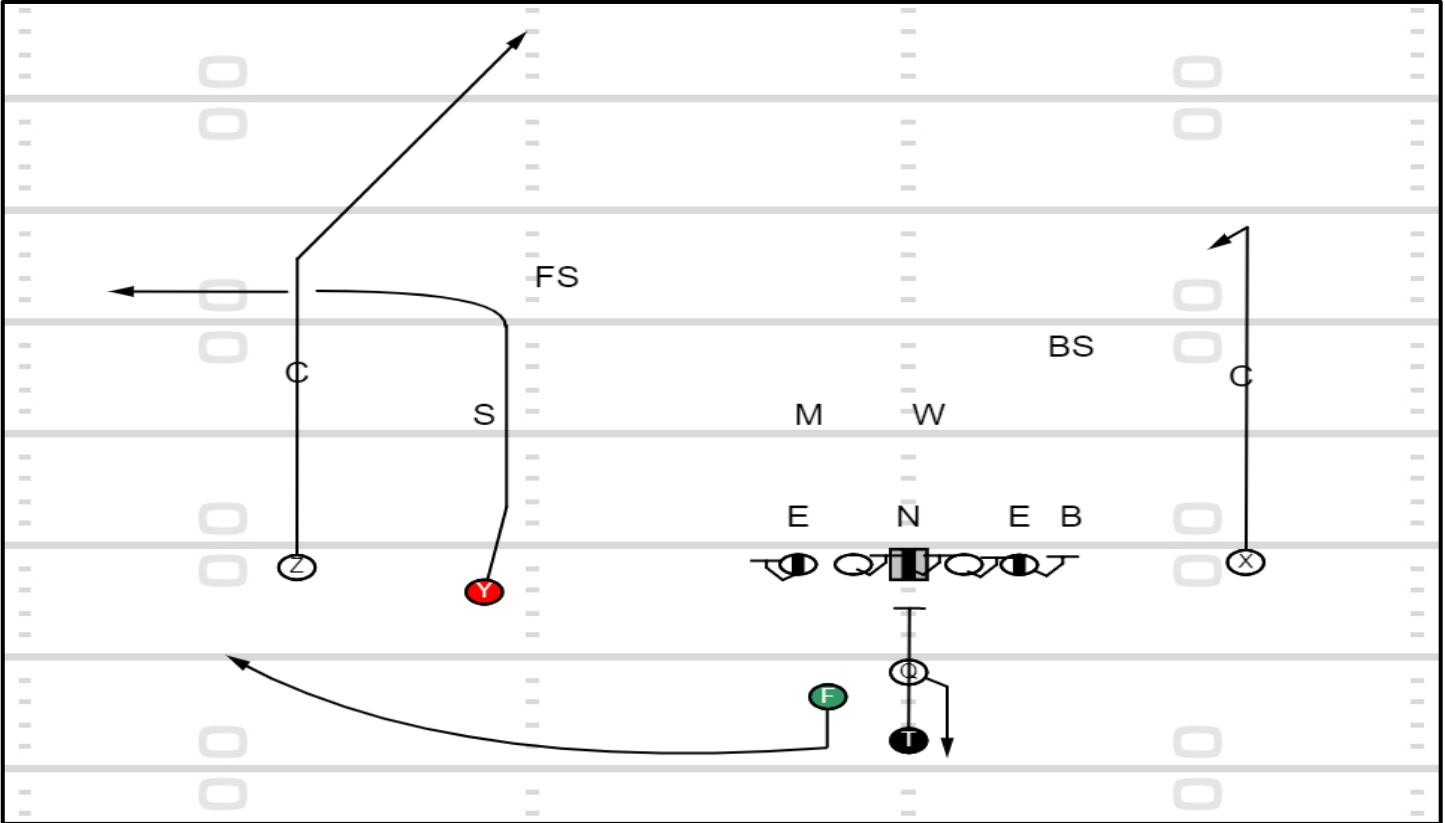
POSITION	ASSIGNMENT
PST	Zone
PSG	Zone
C	Zone
BSG	Zone
BST	Arc release for Corner
Y	Insert for PSLB
X	Dig out FS
Z	Dig out BS
Q	Get off midline, read End for give/keep read
T	Straight down midline
F	Take two steps back, get in pitch relationship with QB

SERIES	PLAY #	YD LINE	D & D	RESULT
3	1	-29	1 & 10	+12 RUN



POSITION	ASSIGNMENT
PST	Zone
PSG	Zone
C	Zone
BSG	Zone
BST	Zone
Y	Double Sam w/ Z to FS
X	Dig out BS
Z	Motion to stack behind Y, Double Sam w/ Y to FS
Q	Open backside and flash Inside Zone, pivot and read EMOL
T	Take two steps forward like Inside Zone, get pitch phase w/ QB
F	Jab step inside, pivot back out for CB

SERIES	PLAY #	YD LINE	D & D	RESULT
3	7	46	1 & 10	+28 PASS



POSITION	ASSIGNMENT
PST	Half slide
PSG	Half slide
C	Half slide
BSG	Half slide
BST	Half slide
Y	Inside release Out
X	Deep Curl
Z	Post
Q	Fake to TB, 3 step drop
T	Playaction protection
F	Two steps back, swing to #'s