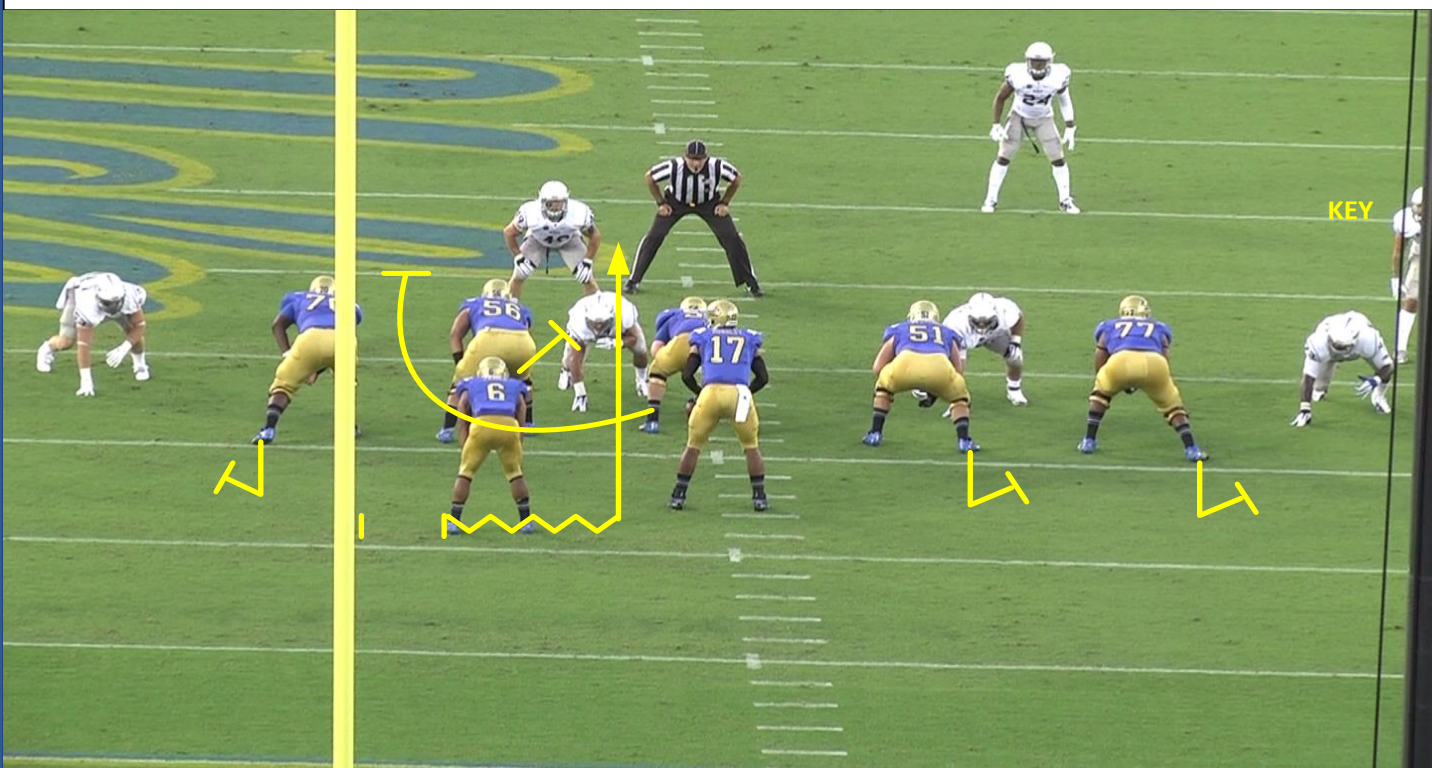


DETROIT

PLAY: DETROIT ODD

DEFENSE: 4-1 OVER



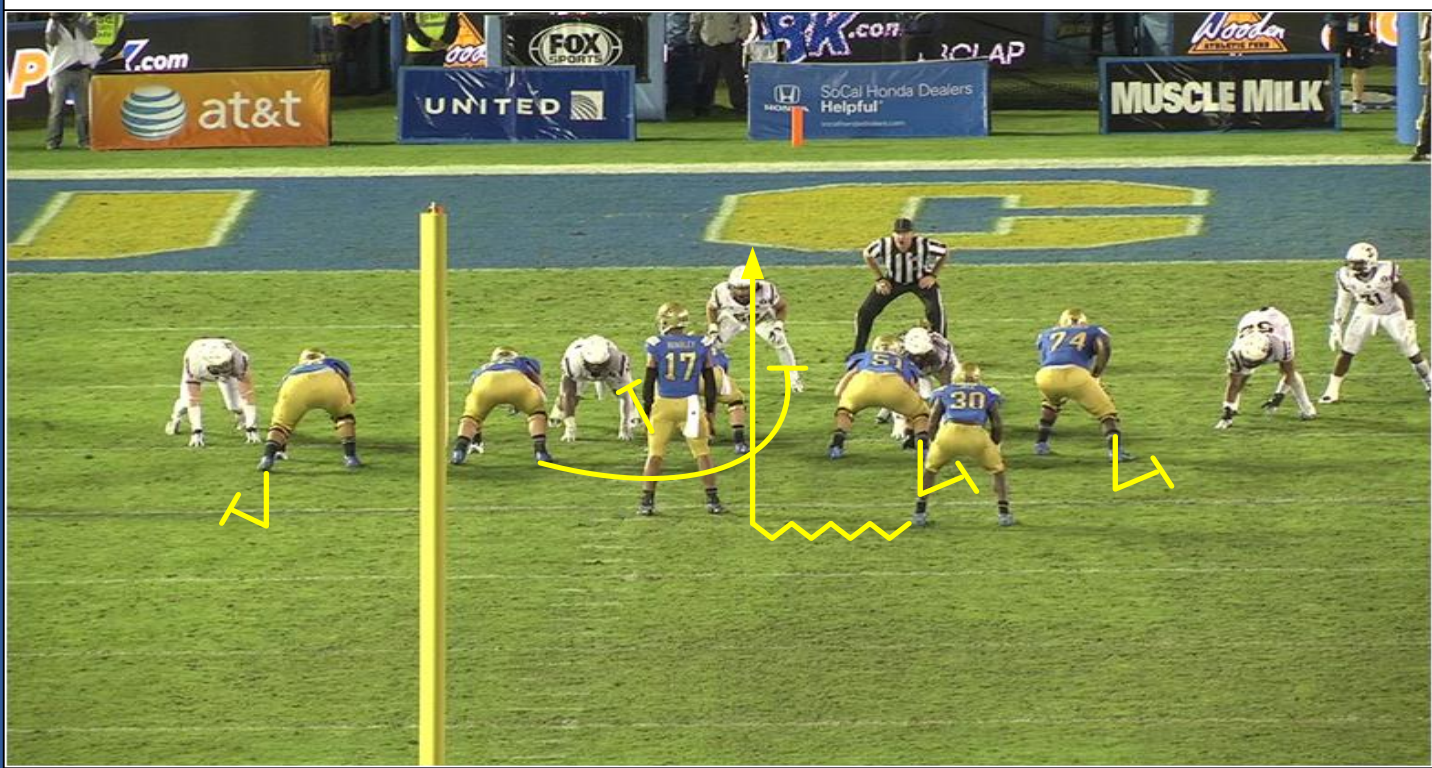
Description: **KEY/READ:**

QB	Locate conflict backer. Progression: Stick to hand off. Post safety- Take the gift.
T	B-Gap alignment. Toes on QB's heels. Slide over, inside leg back. Track-press A gap till its taken away.
PST	Base. Quick set. Punch, drive and climb. Work to inside up field shoulder. Expect him to try to work over the top. Seal him outside with out position blocking.
PSG	"Toe tag" Pin NT by stepping with playside foot, placing inside hand on breast plate and backside hand on hip or shoulder. Do not give up penetration on initial contact. After collision, work to up field shoulder so he cant work over the top.
C	"Toe tag" Set, skip pull (get depth) and meet 2 nd level defender on the other side of the ball. Do not position block. Stay square and take him where he wants to go without giving up ground.
BSG	Base. Quick set. Punch, drive and climb. Work to inside up field shoulder, expect him to try to work over the top. Seal him outside with out position blocking.
BST	Base. Quick set. Punch, drive and climb. Work to inside up field shoulder, expect him to try to work over the top. Seal him outside with out position blocking.

DETROIT

PLAY: DETROIT EVEN

DEFENSE: 4-1 UNDER



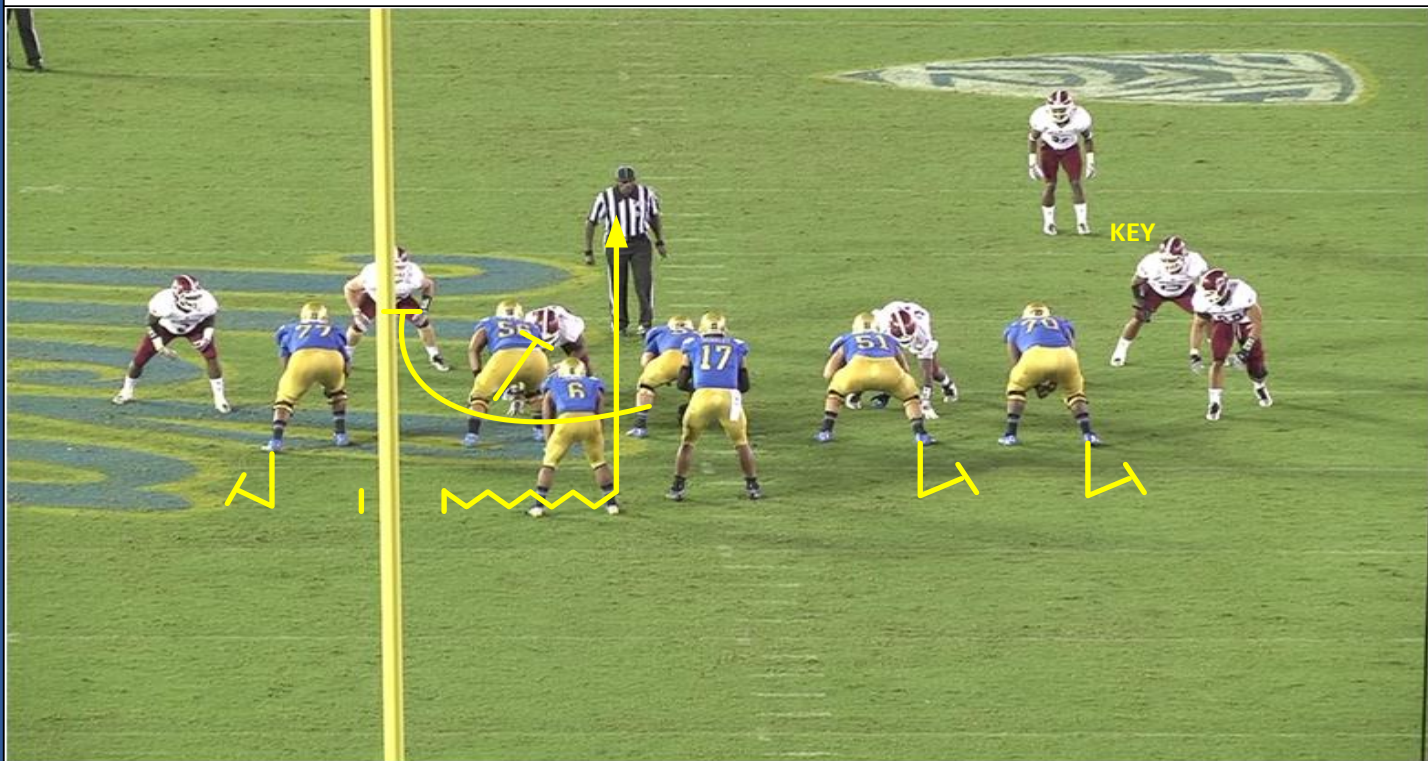
Description: **KEY/READ:**

QB	Locate conflict backer. Progression: Stick to hand off. Post safety- Take the gift.
T	B-Gap alignment. Toes on QB's heels. Slide over, inside leg back. Track-press A gap till its taken away.
PST	Base. Quick set. Punch, drive and climb. Work to inside up field shoulder. Expect him to try to work over the top. Seal him outside with out position blocking.
PSG	Base. Quick set. Punch, drive and climb. Work to inside up field shoulder. Expect him to try to work over the top. Seal him outside with out position blocking.
C	"Tea Bag" Quick set. Punch, drive and climb. Work to inside up field shoulder. Seal him outside with out position blocking. Expect him to try to work over the top.
BSG	"Tea Bag" Set, skip pull (get depth), read play side guards block and meet 2 nd level defender on the other side of the ball. Do not position block. Stay square and take him where he wants to go without giving up ground.
BST	Base. Quick set. Punch, drive and climb. Work to inside up field shoulder, expect him to try to work over the top. Seal him outside with out position blocking.

DETROIT

PLAY: DETROIT ODD

DEFENSE: 4-2 OVER



Description:

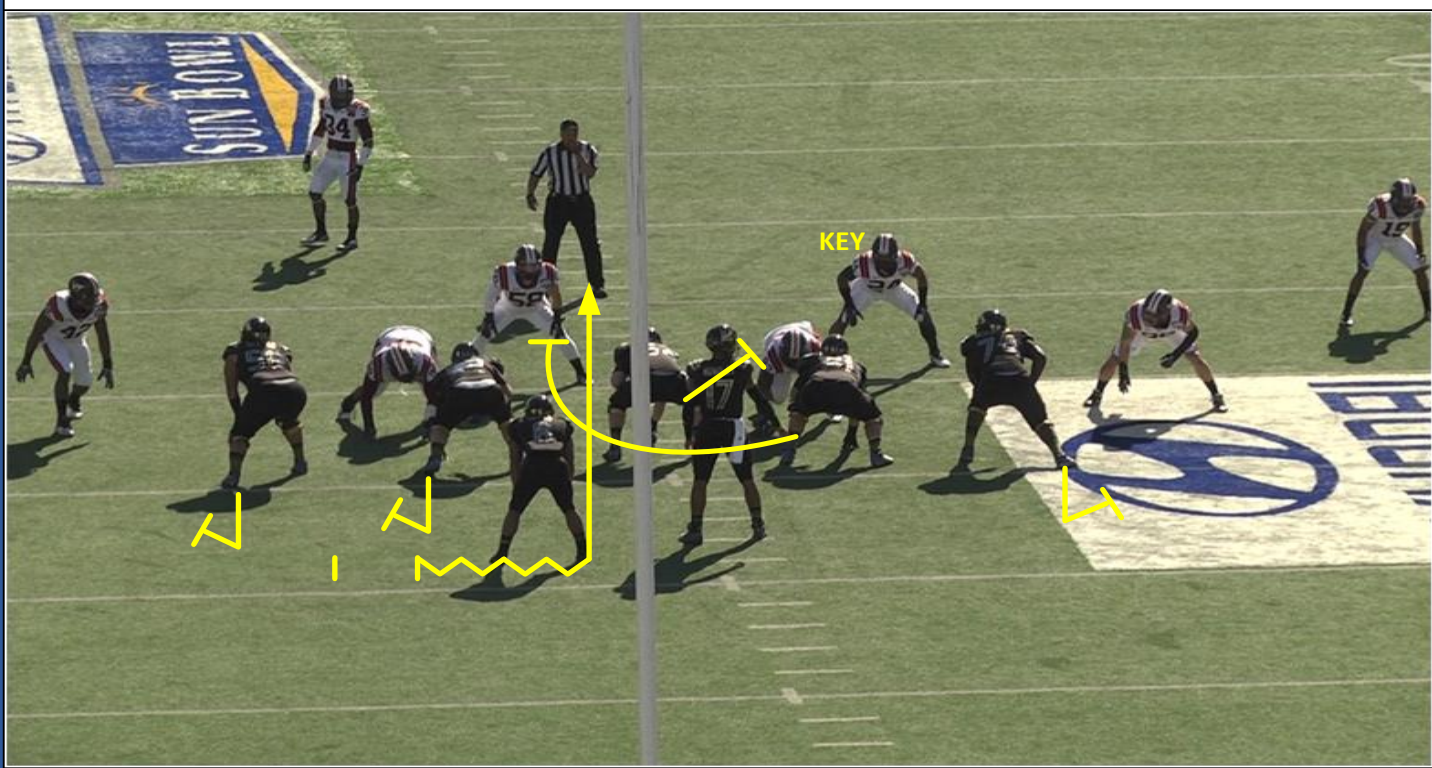
KEY/READ:

QB	Locate conflict backer. Progression: Stick to hand off. Post safety- Take the gift.
T	B-Gap alignment. Toes on QB's heels. Slide over, inside leg back. Track-press A gap till its taken away.
PST	Base. Quick set. Punch, drive and climb. Work to inside up field shoulder. Seal him outside with out position blocking. Expect him to try to work over the top.
PSG	"Toe tag" Pin nose by stepping with playside foot, placing inside hand on breast plate and backside hand on hip or shoulder. Do not give up penetration on initial contact. After collision, work to up field shoulder so he cant work over the top.
C	"Toe tag" Set, skip pull (get depth), read tackles block to find entry point and meet 2 nd level defender on the other side of the ball. Do not position block. Stay square and take him where he wants to go without giving up ground.
BSG	Base. Quick set. Punch, drive and climb. Work to inside up field shoulder, expect him to try to work over the top. Seal him outside with out position blocking.
BST	Base. Quick set. Punch, drive and climb. Work to inside up field shoulder, expect him to try to work over the top. Seal him outside with out position blocking.

DETROIT

PLAY: DETROIT ODD

DEFENSE: 4-2 UNDER



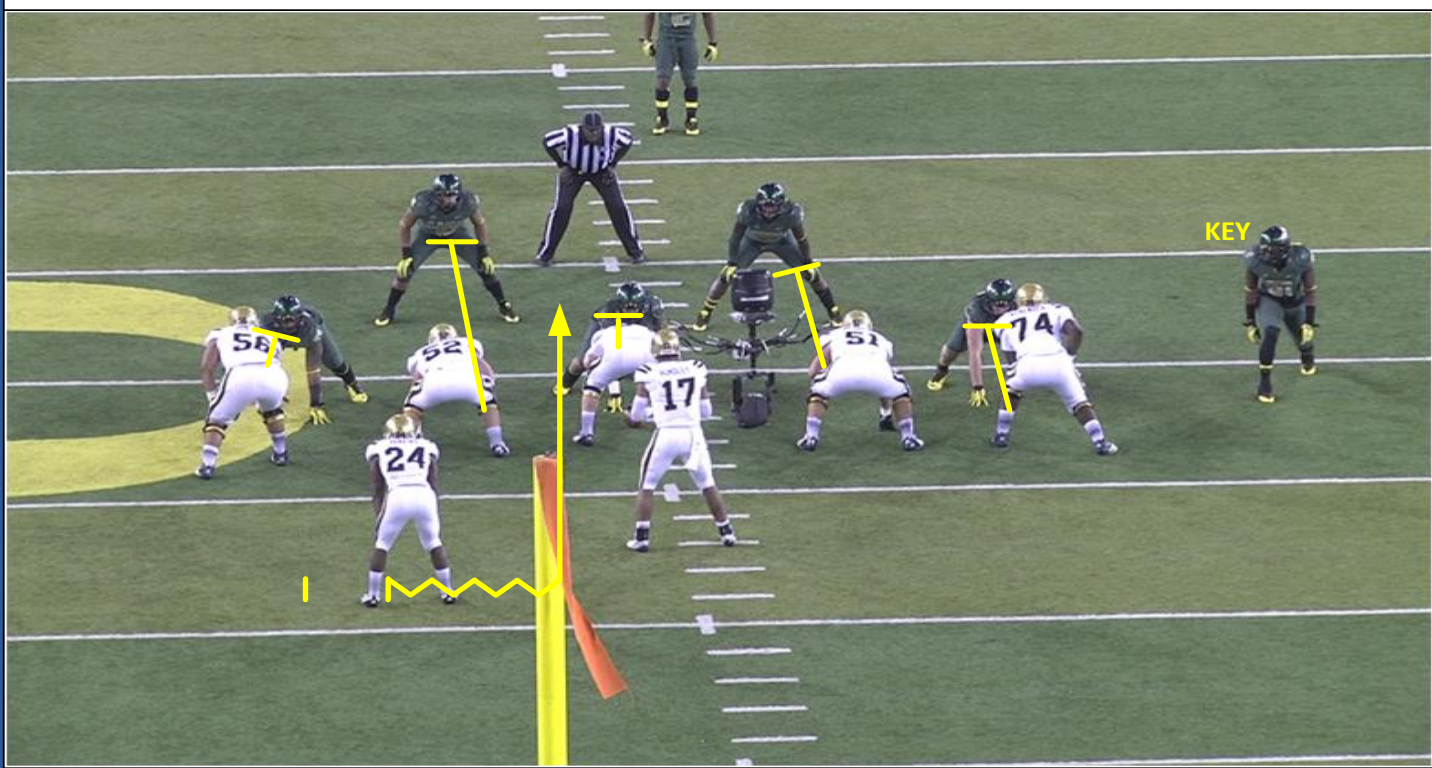
Description: **KEY/READ:**

QB	Locate conflict backer. 6 man box think gift.
T	B-Gap alignment. Toes on QB's heels. Slide over, inside leg back. Track-press A gap till its taken away.
PST	Base. Quick set. Punch, drive and climb. Work to inside up field shoulder, expect him to try to work over the top. Seal him outside with out position blocking.
PSG	Base. Quick set. Punch, drive and climb. Work to inside up field shoulder, expect him to try to work over the top. Seal him outside with out position blocking.
C	Tea Bag. Quick set. Punch, drive and climb. Work to inside up field shoulder. Seal him outside with out position blocking. Expect him to try to work over the top.
BSG	Tea Bag. Set, skip pull (get depth), read play side guards block and meet 2 nd level defender on the other side of the ball. Do not position block. Stay square and take him where he wants to go without giving up ground.
BST	Base. Quick set. Punch, drive and climb. Work to inside up field shoulder, expect him to try to work over the top. Seal him outside with out position blocking.

DETROIT

PLAY: DETROIT ODD

DEFENSE: TITE



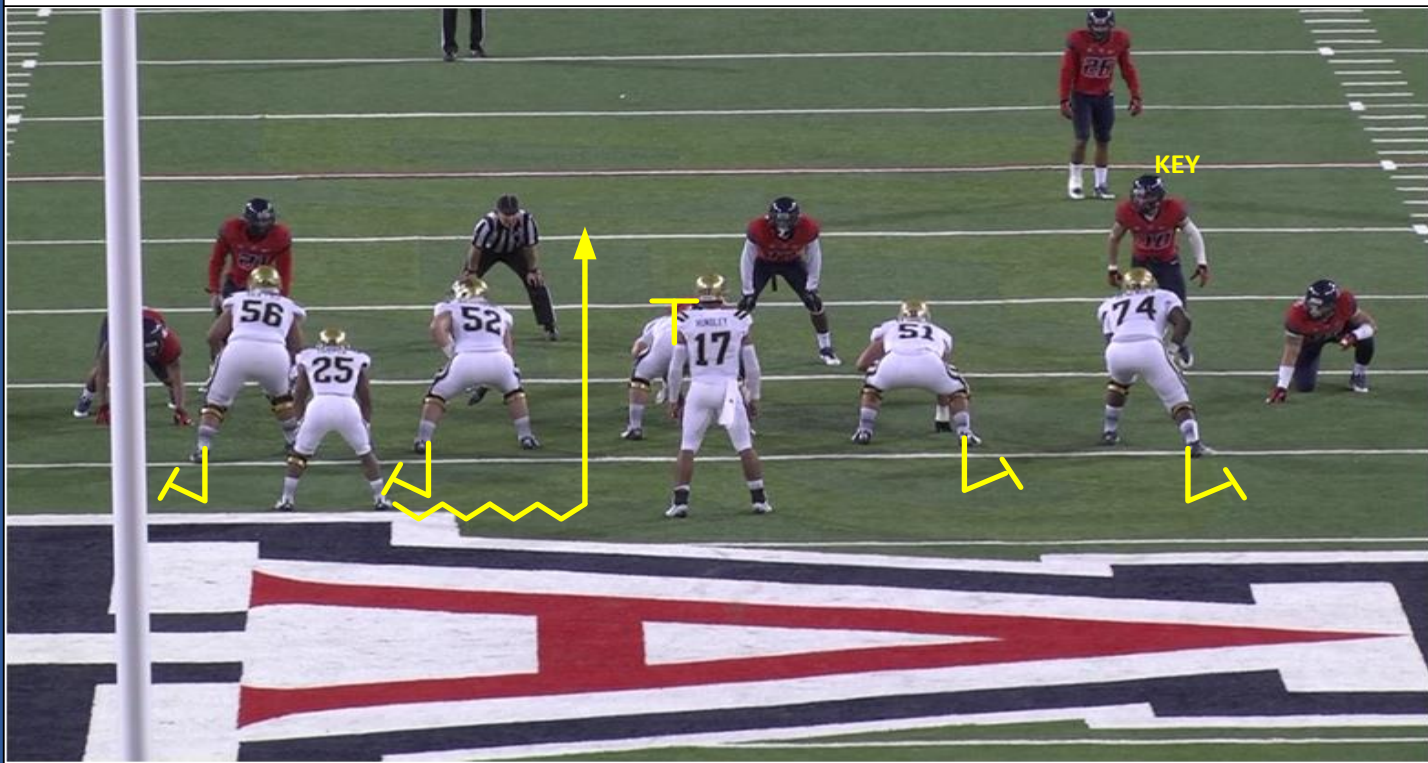
Description: **KEY/READ:**

QB	Locate conflict backer. Progression: Stick to hand off. Post safety- Take the gift.
T	B-Gap alignment. Toes on QB's heels. Slide over, inside leg back. Track-press A gap till its taken away.
PST	Base, stay square and take him where he wants to go. CP- Show hands to get him to rush.
PSG	Base on bubble backer. Set to playside gap making sure to help lock out the end if he spikes on your way to the 2 nd level defender.
C	Quick set and take him where he wants to go. Stay square.
BSG	Set to playside gap. Show hands, be patient. Stay out of centers way, don't touch the nose, 2 count then climb to bubble backer.
BST	Base, stay square and take him where he wants to go. CP- Show hands to get him to rush.

DETROIT

PLAY: DETROIT ODD

DEFENSE: ODD STACK



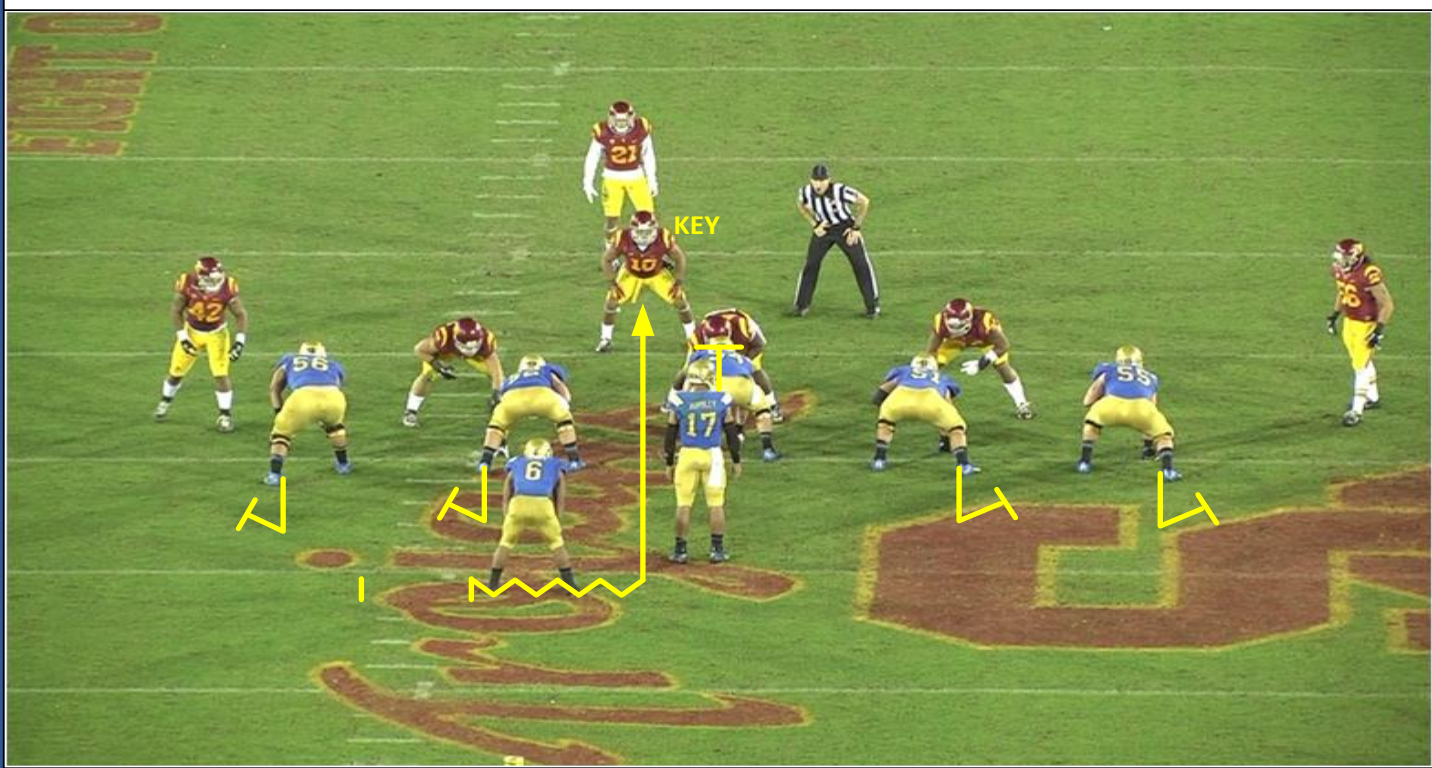
Description: **KEY/READ:**

QB	Locate conflict backer. Progression: Stick to hand off. Post safety- Take the gift.
T	B-Gap alignment. Toes on QB's heels. Slide over, inside leg back. Track-press A gap till its taken away.
PST	"Read" 2 kicks and show hands. Attack inside out and work to up field shoulder to lock out. Don't position block.
PSG	"Read" If end spikes lock him out on the way up to bubble backer. CP- If you have the bubble be certain to really sell the pass by your set.
C	"Reach" But think you have the nose by yourself. The guard is protecting the initial A gap charge before working up to the 2 nd level.
BSG	"Reach" Pass set first. Hand presence in centers backside A gap. If there's no immediate threat, climb to 2 nd level after 2 count.
BST	Base. Quick set. Punch, drive and climb. Work to inside up field shoulder, expect him to try to work over the top. Seal him outside with out position blocking.

DETROIT

PLAY: DETROIT EVEN

DEFENSE: BEAR



Description: **KEY/READ:**

QB	Locate conflict backer. Progression: Stick to hand off. Post safety- Take the gift.
T	B-Gap alignment. Toes on QB's heels. Slide over, inside leg back. Track-press A gap till its taken away.
PST	Base. Quick set. Punch, drive and climb. Work to inside up field shoulder. Expect him to try to work over the top. Seal him outside with out position blocking.
PSG	Base. Quick set. Punch, drive and climb. Work to inside up field shoulder. Expect him to try to work over the top. Seal him outside with out position blocking.
C	Base. Quick set. Punch, drive and climb. Work to inside up field shoulder. Expect him to try to work over the top. Seal him outside with out position blocking.
BSG	Base. Quick set. Punch, drive and climb. Work to inside up field shoulder. Expect him to try to work over the top. Seal him outside with out position blocking.
BST	Base. Quick set. Punch, drive and climb. Work to inside up field shoulder. Expect him to try to work over the top. Seal him outside with out position blocking.