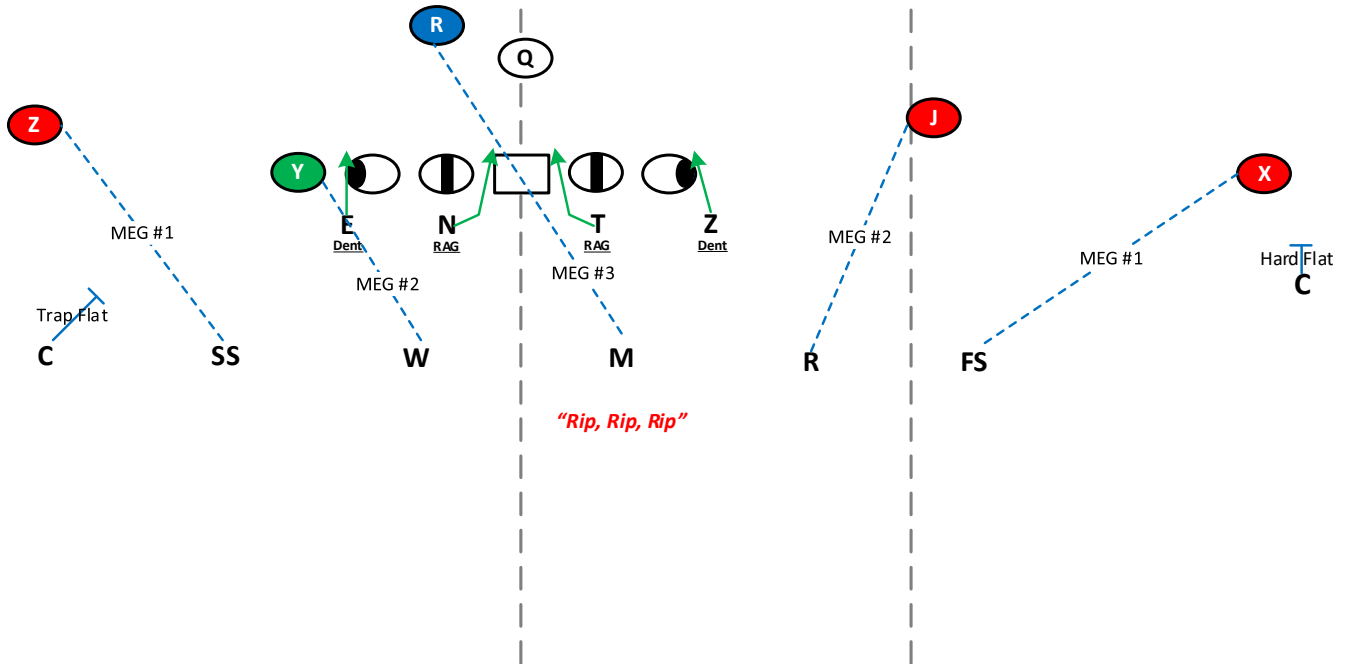


#Grey

Even Gate #Grey

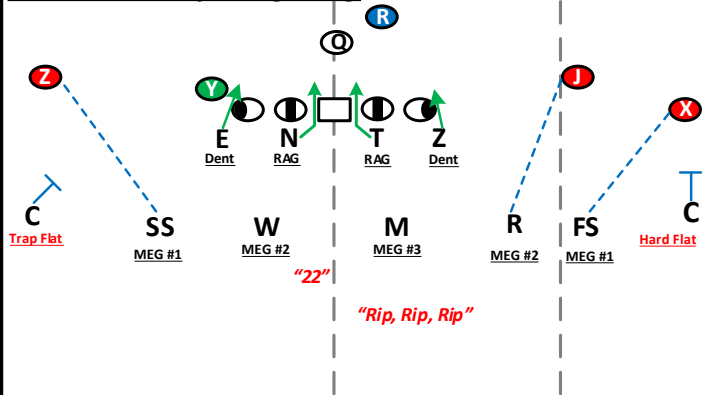
Only run from 13 YD & in



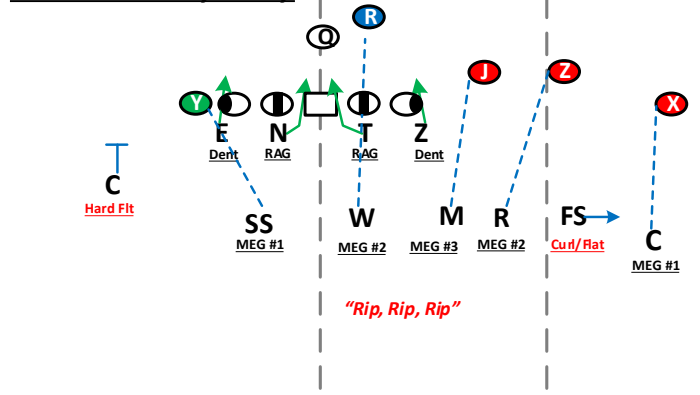
<p>Corner</p>	<p>Alignment: 5x1 outside #1 in Hard Tech, 5x1 inside #1 in Trap tech and Swap. Coverage: Hard Flat Player unless #2 is attached to the core, then trap. Guard the Goalline. If you are to the 3 WR side you play MEG #1 with Catch Trail technique. Run fit: Support on run to, Pride on run away.</p>
<p>Free / Strong</p>	<p>Alignment: Disguise by making it look like you are man on #2. Work to 7x2 inside #1 before the snap. Make it look like #Funnel. Coverage: MEG #1 using Catch Trail tech. If you are to the 3 WR side Swap with the corner making you the Flat/Flag player & Corner MEG #1. Kick motions. Alarm if there is an attached #2 to the Rovers Side. Run Fit: Bonus</p>
<p>Will / Rover</p>	<p>Alignment: 5 yds off your man, with inside leverage Coverage: MEG on #2. Play catch man and be overly physical at 5 yards then trail position, force the route outside. Hug up if your man is in the backfield and Wall to the side of an immediate release of the RB. Kick Motions. In a "22" if there is a FB or Wing and your man is that player or the RB. Run Fit: "ISIS", Gap Back in "22"</p>
<p>Mike</p>	<p>Alignment: 5 yds off your man, inside leverage Coverage: MEG on #3. Play catch man and be overly physical at 5 yards then trail position, force the route outside. Hug up if your man is in the backfield and Wall to the side of an immediate release of the RB. Kick Motions. In a "22" if there is a FB or Wing and you man is that player or the RB. Run Fit: "ISIS", Gap Back in "22"</p>
<p>Adjust</p>	<p>Any Stacks: Hi/Lo – Corner is in the flat taking 1st to the flat. OLB is Lo Wall and Safety is Hi Wall Player. Extended Trips Bunch: Hi/Lo – Corner is in the Flat taking 1st to the flat. OLB is Lo Wall, Safety becomes out side and high and ILB becomes the Hi Wall player. Attached Trips Bunch: "Tri-lo" – Rover in 1st 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>

#Grey

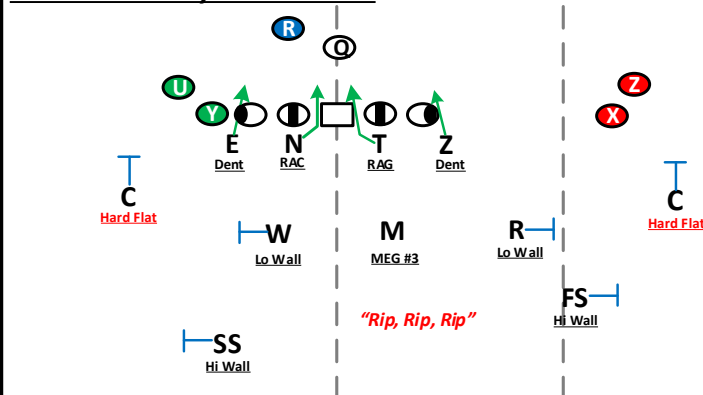
Even Gate #Grey v Hog Wing



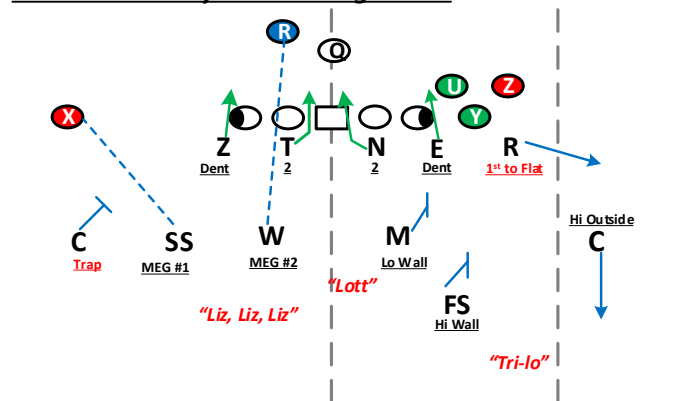
Even Gate #Grey v Trey



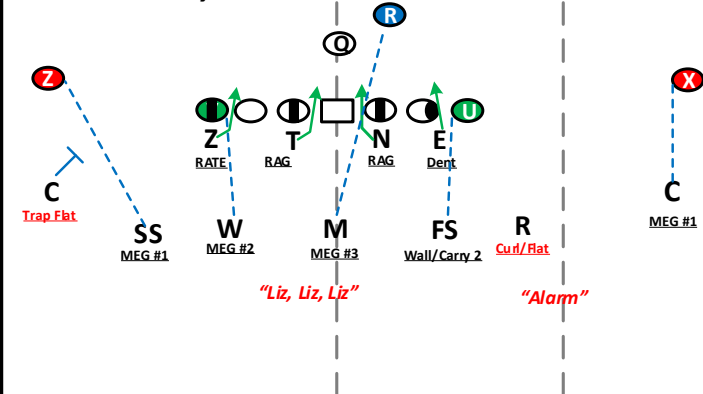
Even Gate #Grey v Dubs Stack



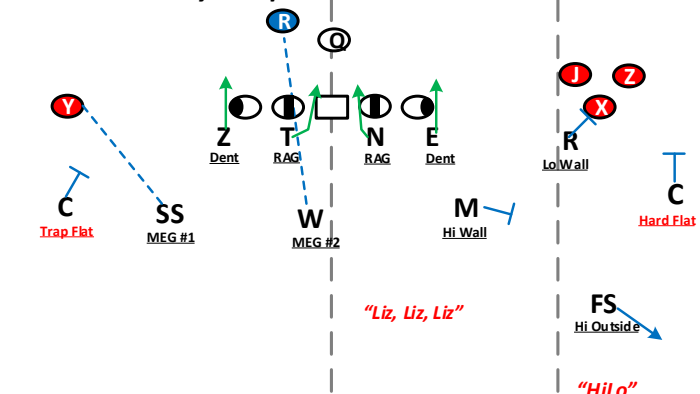
Even Gate #Grey v Tom Wing Bunch



Even Gate #Grey v Ace



Even Gate #Grey v Trips Bunch



*If they would motion to a 3x1, Safety MEG the motion man and OLB play Curl/Flat still. This allows us to keep our edge.