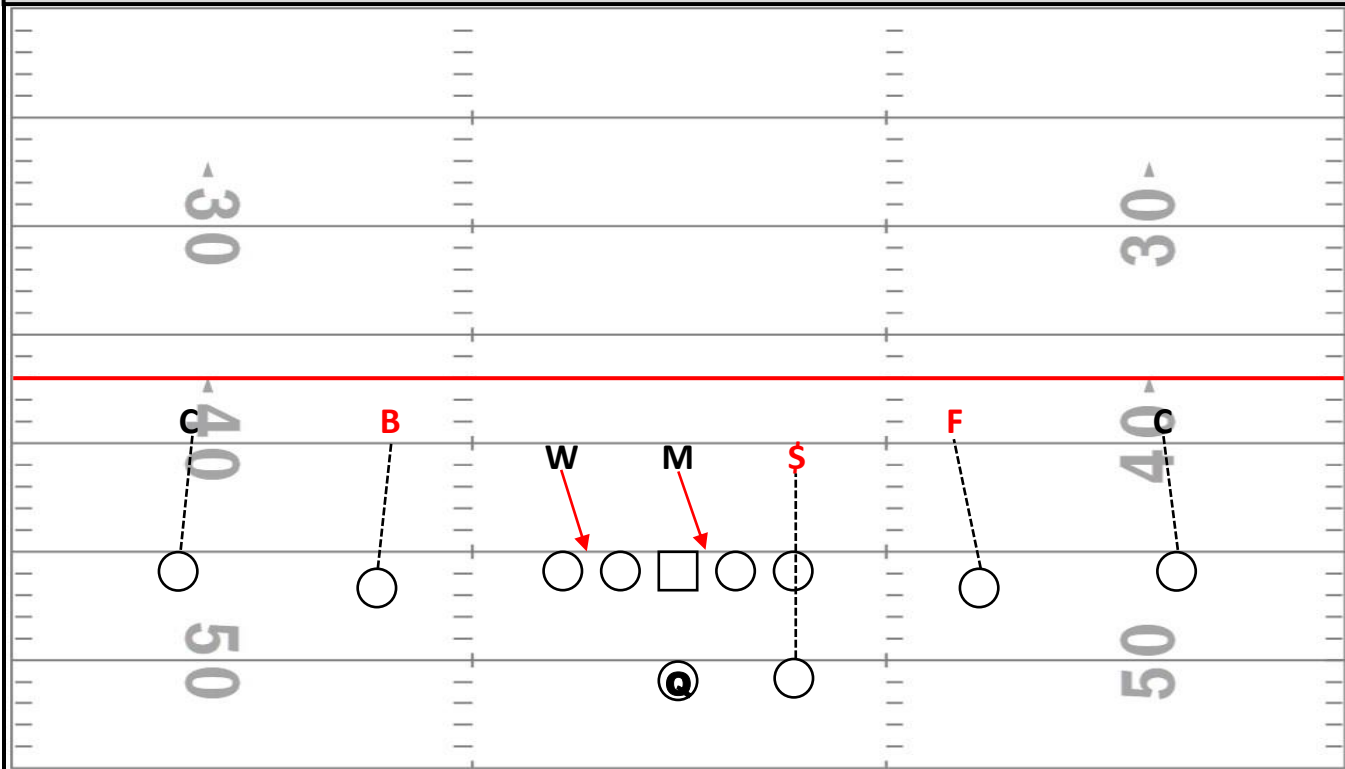


COVER 0



DESCRIPTION/OVERVIEW

0 DEEP, 0 UNDER

- CORNERS MAN ON OWR
- SAFETIES MAN ON IWR
- ONE OF THE APEX DEFENDERS TAKES THE BACK (COULD ALSO MAN THE BACK WITH THE MIKE)

****DEFENSES UTILIZE THIS COVERAGE TO SEND PRESSURE AND STOP THE RUN****

VARIATIONS

- | | |
|---------|-------------|
| CATCH 0 | 0 THIEF |
| PRESS 0 | 0 DBL THIEF |

AREAS TO ATTACK

- 1) DEEP
- 2) QUICK ROUTES VS OFF COVERAGE

DEFENSIVE INDICATORS

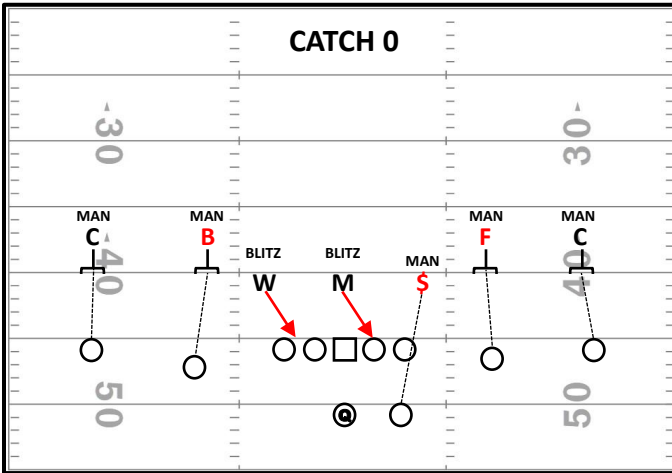
*NO DEEP DEFENDERS
 CB's ALIGNED INSIDE SHADE ON WR
 SAF's ALIGNED INSIDE SHADE ON WR
 DEFENSE OUT NUMBERS US IN THE BOX*

WAYS TO ATTACK

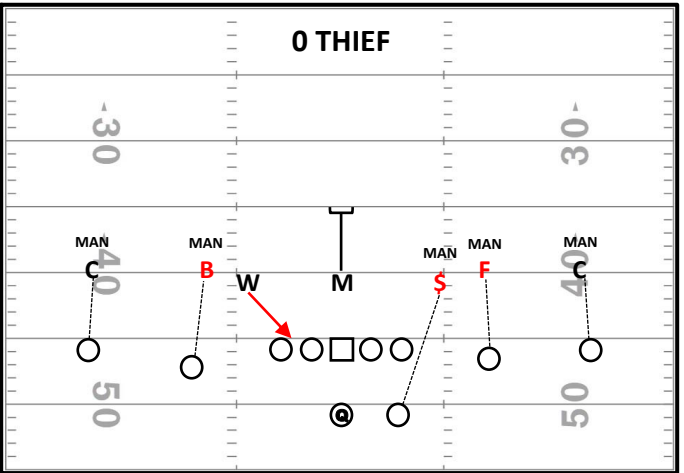
- QK GAME – OUTS/SLANTS
 RUB ROUTES
 DBL MOVES
 QK TRIPLES
 SNAP OFF ROUTES
 DROPBACK PASSES
- GO's
 - SEAM's
 - SLOT FADES

COVER 0 VARIATIONS

CATCH 0



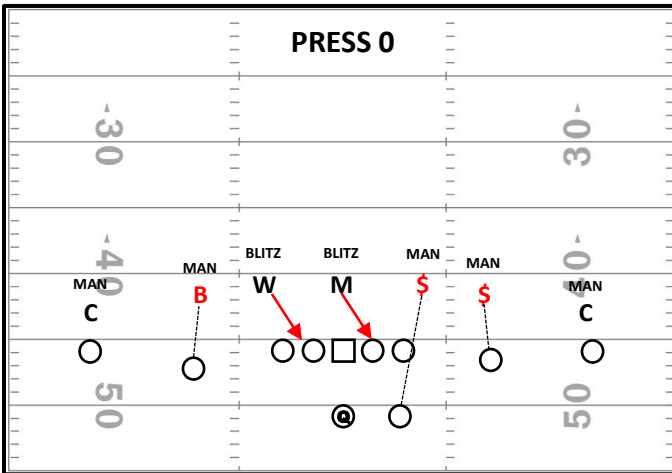
0 THIEF



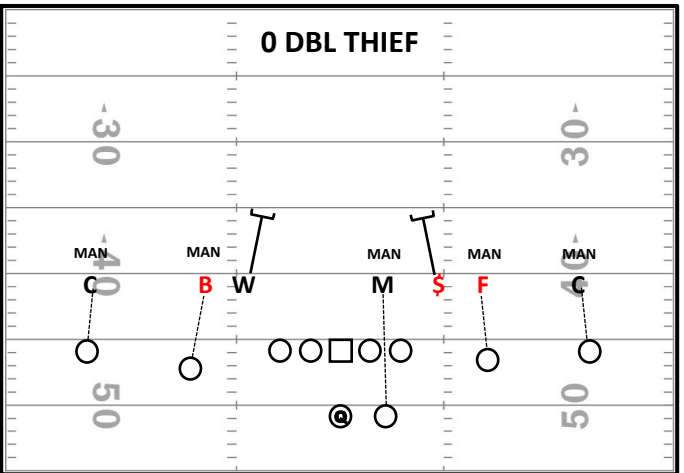
SAME AS REGULAR COVER 0
CB's & SAF's PLAY DEEP OFF OF THE LOS AND WILL WAIT TO ENGAGE THE WR WHEN THE WR REACHES THEM

SAME AS REGULAR COVER 0
INSTEAD OF SENDING A 6TH RUSHER THE DEFENSE WILL DROP A MAN INTO COVERAGE IN THE MIDDLE ZONE

PRESS 0

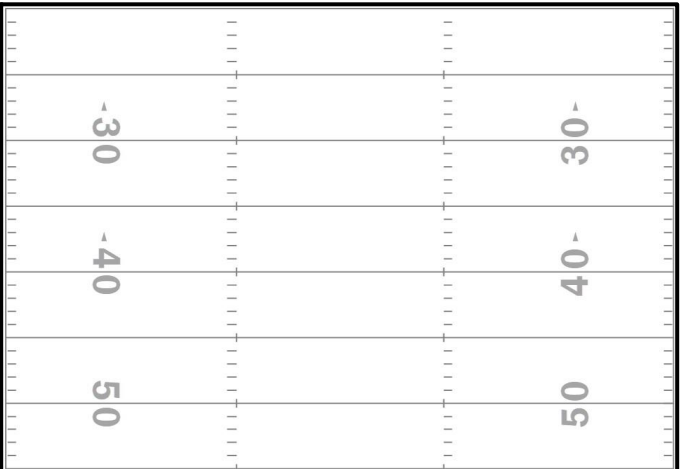
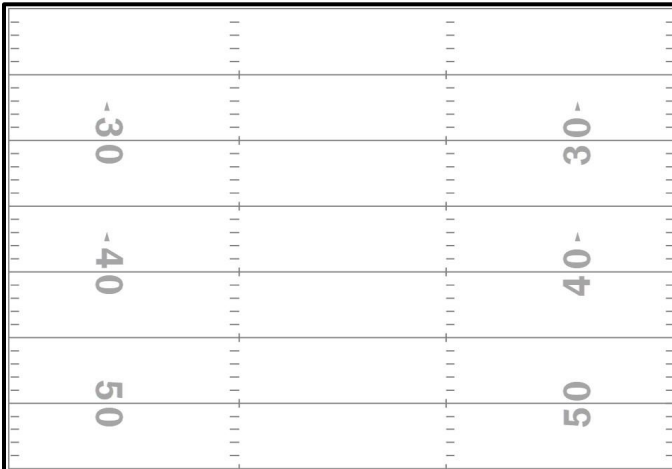


0 DBL THIEF

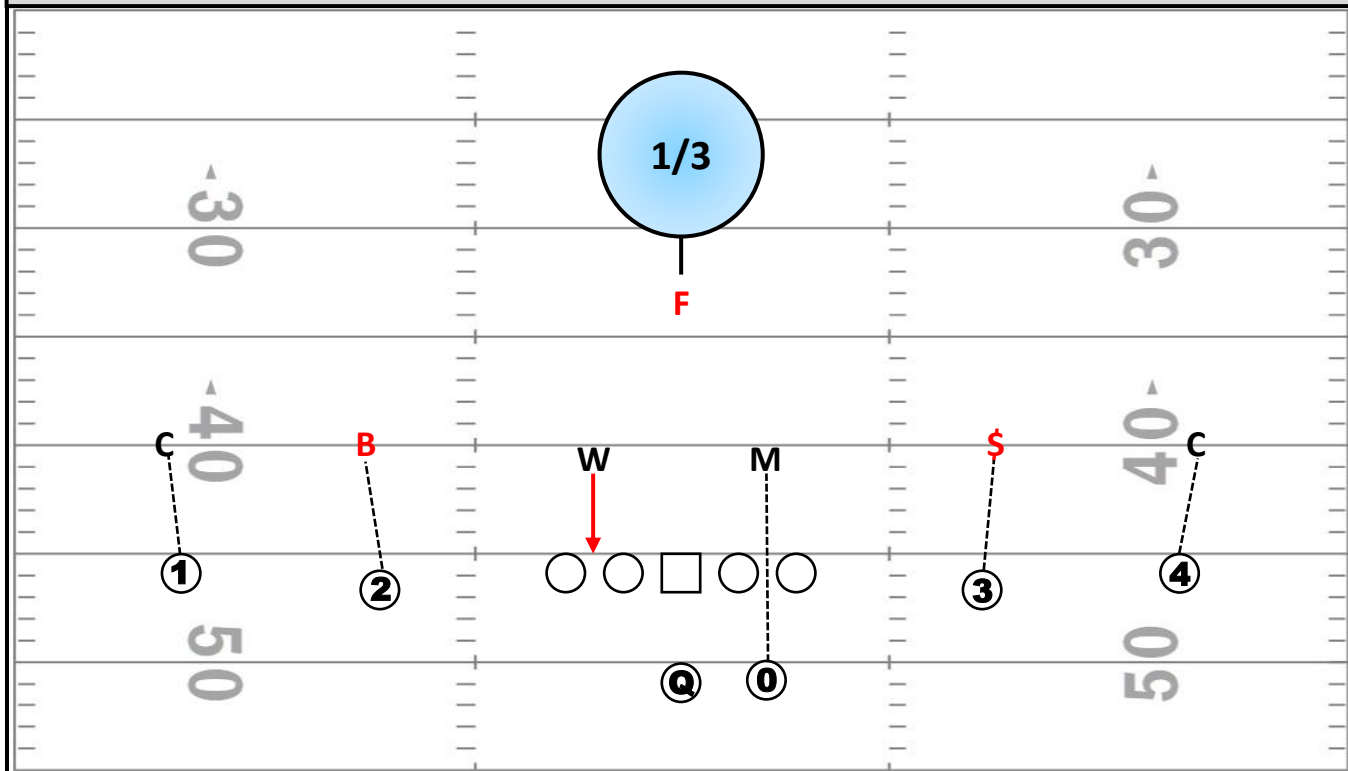


SAME AS REGULAR COVER 0
CB's OR THE SAF's WILL PRESS THE WR

JUST LIKE COVER 0 THIEF
BUT NOW WITH TWO HOOK ZONE DROPPERS



COVER 1



DESCRIPTION/OVERVIEW

1 DEEP, 0 UNDER

- CORNERS MAN ON OWR
- SAFETIES MAN ON IWR/ 1 SAFETY DEEP PLAYING THE MIDDLE 1/3
- ONE OF THE MLB's TAKES THE BACK/ THE OTHER BLITZES

****DEFENSES UTILIZE THIS COVERAGE TO SEND PRESSURE AND STOP THE RUN****

VARIATIONS

- | | |
|----------|----------|
| 1 ROBBER | 1 BANJO |
| 1 THIEF | 1 DBL ## |

AREAS TO ATTACK

- 1) DEEP AND AWAY FROM SAFETY
- 2) QUICK ROUTES VS OFF COVERAGE
- 3) SEAMS

DEFENSIVE INDICATORS

ONE DEEP SAFETY
CB's ALIGNED OUTSIDE SHADE ON WR
APEX's ALIGNED OUTSIDE SHADE ON WR

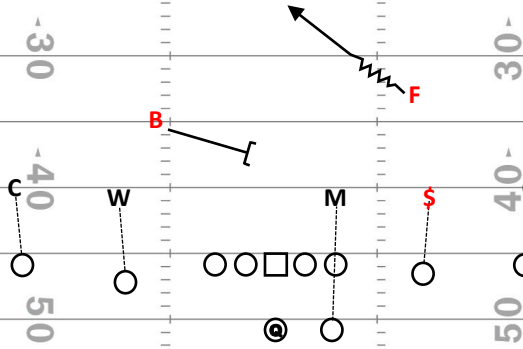
EYES ON MAN

WAYS TO ATTACK

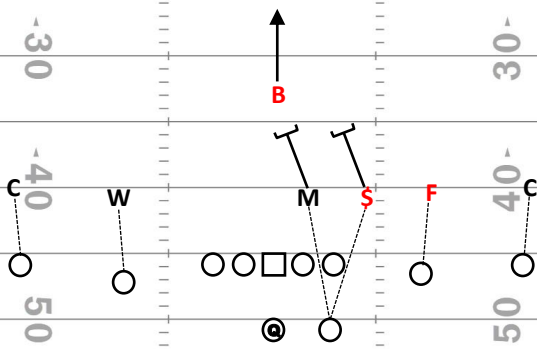
- SLANTS
 RUB ROUTES
 DBL MOVES
 QK TRIPLES
 SNAP OFF ROUTES
 RUN AWAY ROUTES
 DROPBACK PASSES
- SEAM's
 - CORNER's

COVER 1 VARIATIONS

1 ROBBER



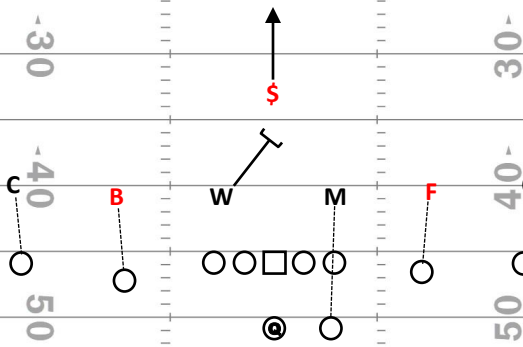
1 BANJO



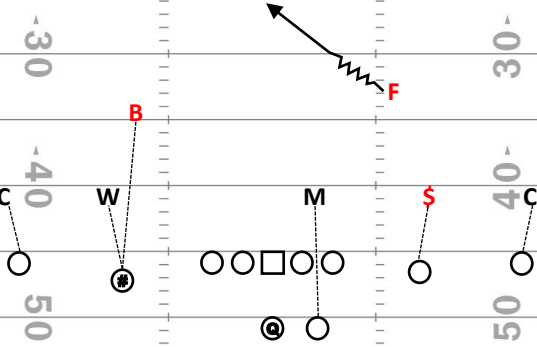
MAN COVERAGE WITH 1 SAFETY PLAYING MIDDLE 1/3 AND ANOTHER SAFETY PLAYING THE MIDDLE ZONE

MAN COVERAGE WITH 1 SAFETY PLAYING MIDDLE 1/3 MIKE AND STRONG SAFETY READING THE RB WHOEVER DOESN'T TAKE THE BACK BECOMES A THIEF

1 THIEF



1 DBL



MAN COVERAGE WITH 1 SAFETY PLAYING MIDDLE 1/3 AND THE MLB OPPOSITE OF THE BACK PLAYING THE MIDDLE ZONE

MAN COVERAGE WITH 1 SAFETY PLAYING MIDDLE 1/3 OTHER SAFETY WILL DBL A SPECIFIC RECEIVER - THEY CAN DBL AN IWR OR AN OWR

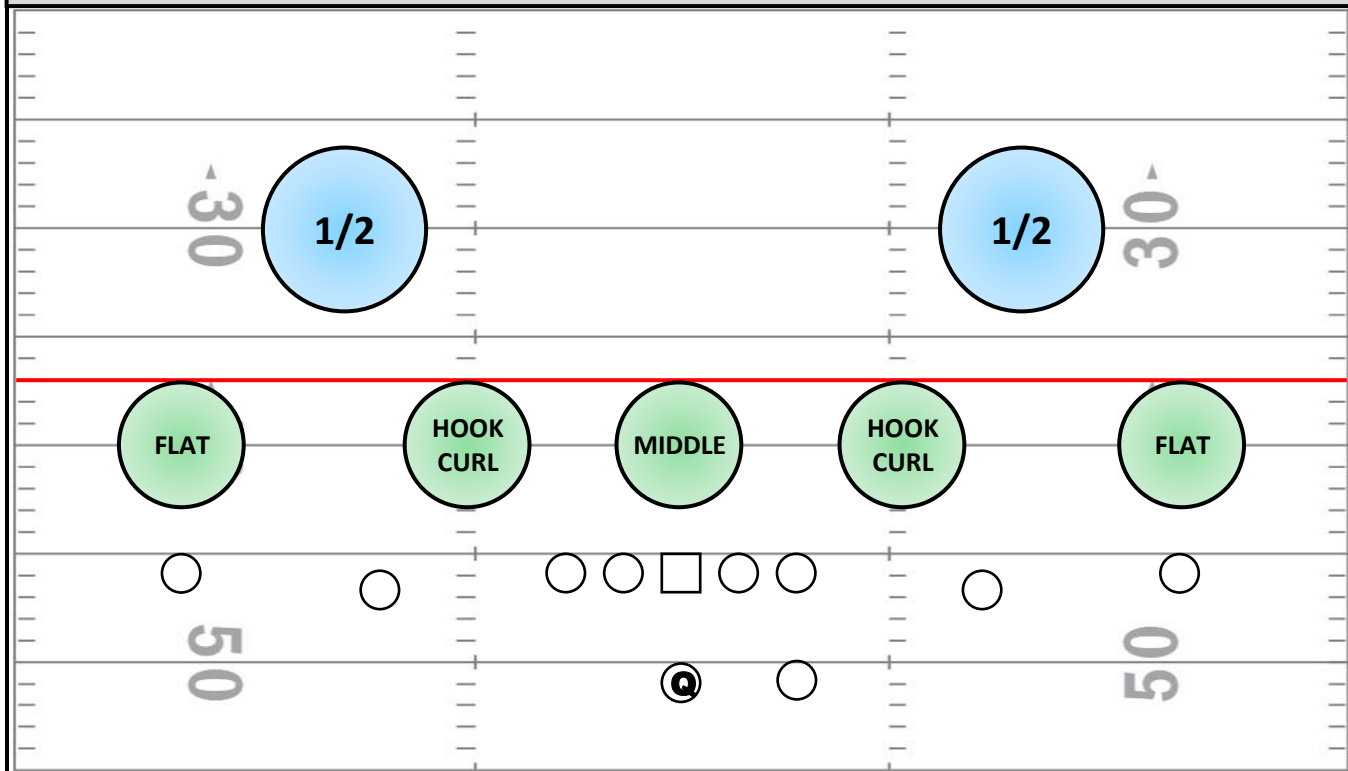
30
40
50

30
40
50

30
40
50

30
40
50

COVER 2



DESCRIPTION/OVERVIEW

2 DEEP, 5 UNDER

- SAFETIES HAVE THE DEEP HALVES
- CORNERS HAVE THE FLATS, AND WILL FUNNEL THE OWR INSIDE TO THEIR HELP
- APEX DEFENDERS HAVE THE HOOK-CURL ZONE, THEY MIGHT CARRY AN IWR VERTICAL
- MLB HAS THE MIDDLE ZONE

DEFENSES UTILIZE THIS COVERAGE TO STOP THE SHORT PASSING PASSING ATTACK

VARIATIONS

- | | |
|-----------------------|----------------|
| 2 BASE | 2 KICK RT/LT |
| 2 TAMPA | 2 INVERT RT/LT |
| 2 MAN | 2 DBL INVERT |
| 2 TRAP LT/RT (OR DBL) | |

AREAS TO ATTACK

- 1) MIDDLE
- 2) INTERMEDIATE OUTSIDE
- 3) RUN BOX
- 4) UNDERNEATH DEEP DROPPERS (8-12YDS)

DEFENSIVE INDICATORS

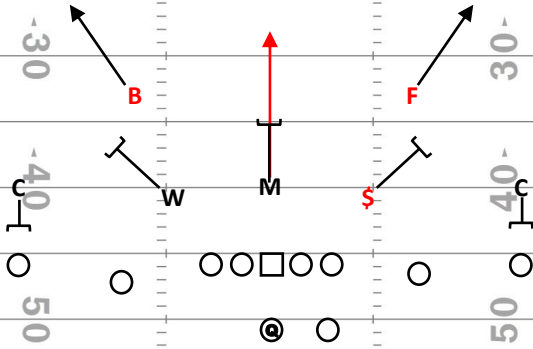
- TWO DEEP SAFETIES*
- USUALLY ALIGNED OUTSIDE THE HASH
- CLOUD (OR PRESS) CORNERS*
- H/U OR O/S SHADE ON THE OWR
- DEFENDERS HAVE EYES ON THE QB*

WAYS TO ATTACK

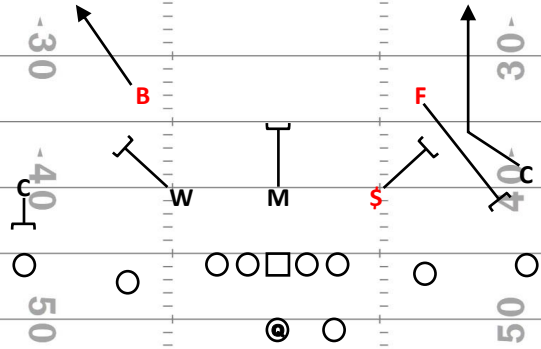
- DROPPACK PASSES:*
- IN/OUT STRETCH ON THE APEX DEFENDER
 - IN/OUT STRETCH ON THE SAFETY
 - HI/LO STRETCH ON THE CB
 - BENDERS THAT BREAK UNDER THE SAF
 - POSTS/GLANCES TO ATTACK THE MOF

COVER 2 VARIATIONS

2 (BASE) TAMPA



2 INVERT RT



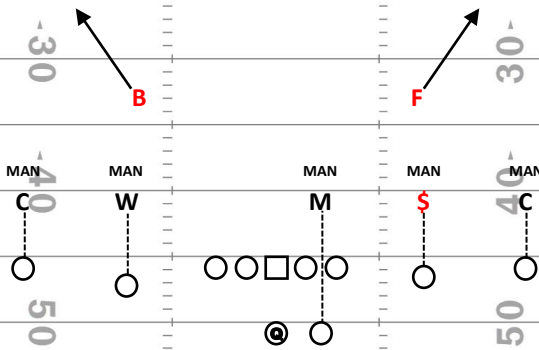
BASE COVER 2

2 HI SHELL, SAFETIES WIDENING OFF THE HASH
 * TAMPA = MLB DROPPING TO PLAY THE MIDDLE 1/3

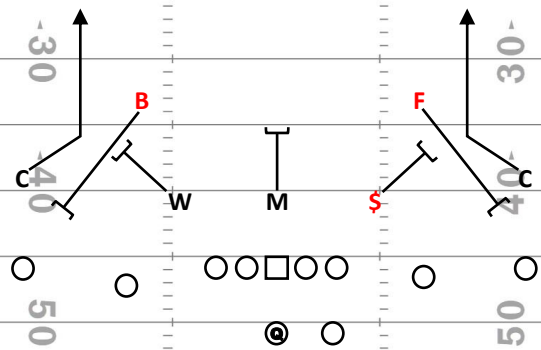
REGULAR COVER 2

TO THE CALLSIDE THE SAFETY AND CB WILL SWAP JOBS
 - CB HAS THE DEEP 1/2, SAF HAS THE FLATS

2 MAN



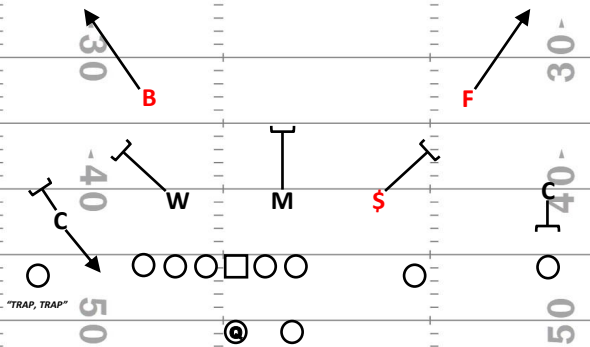
2 DBL INVERT



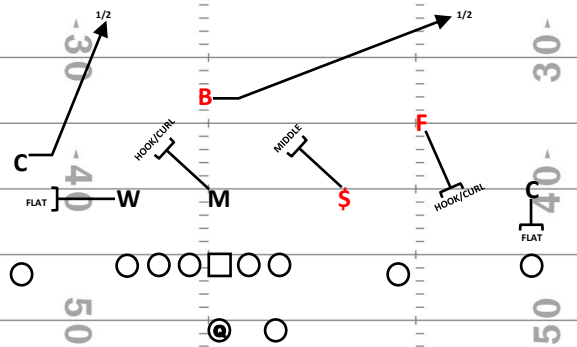
MAN COVERAGE UNDERNEATH WITH SAFETIES PLAYING OVER THE TOP IN THEIR 1/2's

REGULAR COVER 2 WITH INVERT SAFETIES TO BOTH SIDES

2 TRAP LT



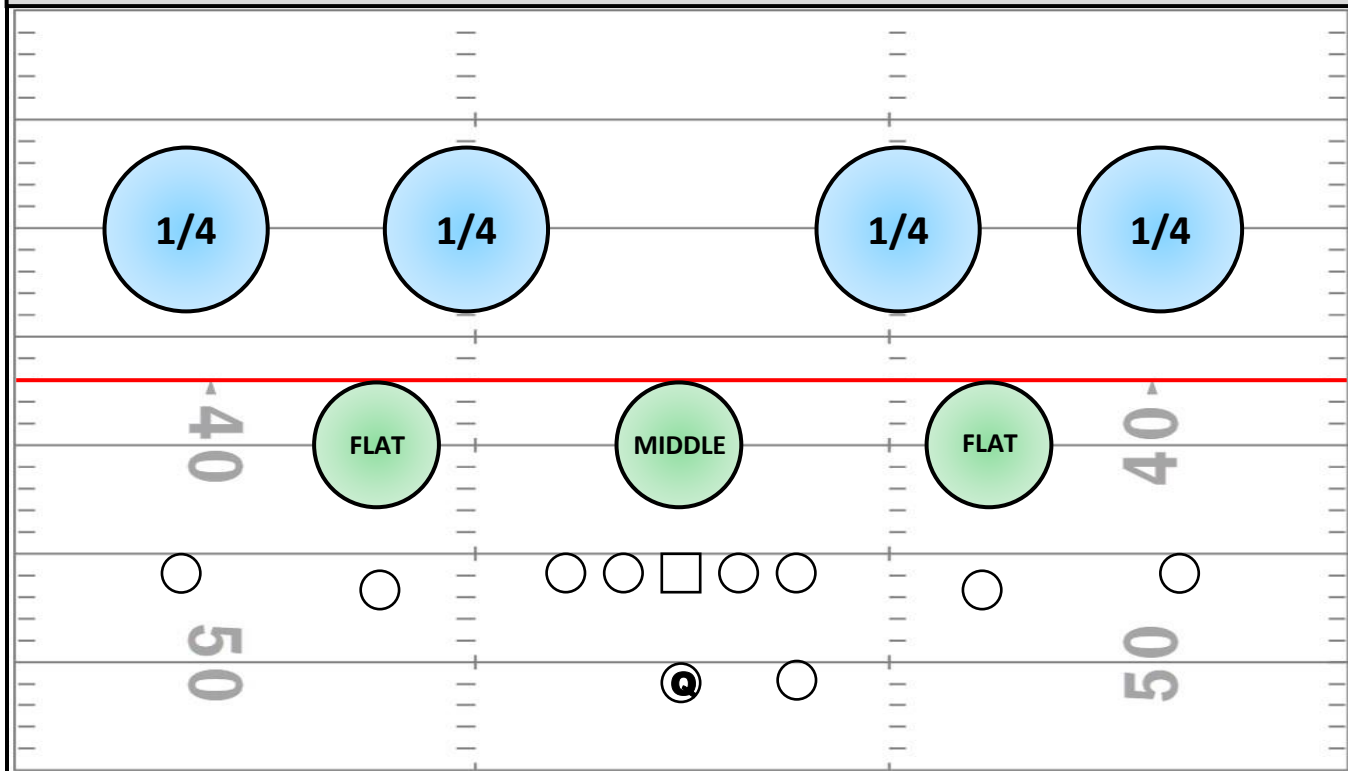
2 KICK RT



REGULAR COVER 2, BUT THE BND CB WILL PLAY AN INSIDE CLOUD TECHNIQUE. VS RUN THE BND CB WILL BE AN EXTRA FITTER, VS PASS HE WILL PLAY THE FLATS.

CALLSIDE SAFETY WILL ROLL DOWN TO THE CURL ZONE
 BACKSIDE SAFETY WILL ROLL OVER TO PLAY THE FAR 1/2
 UNDERNEATH ZONE DEFENDERS WILL SLIDE OVER A ZONE

COVER 4



DESCRIPTION/OVERVIEW

4 DEEP, 3 UNDER

- CORNERS AND SAFETIES DIVIDE THE BACK END OF THE COVERAGE INTO 1/4's
- APEX DEFENDERS HAVE THE FLATS, AND WILL COLLISION THE RELEASE OF THE SLOTS
- MLB HAS THE MIDDLE ZONE

****DEFENSES UTILIZE THIS COVERAGE TO STOP THE DEEP PASSING ATTACK****

VARIATIONS

- | | |
|---------|--------------------|
| 4 PRESS | 4 SOLO (3X1 ONLY) |
| 4 MAN | 4 CLAMP (3X1 ONLY) |

AREAS TO ATTACK

- 1) FLATS
- 2) RUN BOX
- 3) UNDERNEATH DEEP DROPPERS (8-12YDS)
- 4) BETWEEN THE SAFETIES
- 5) INTERMEDIATE OUTSIDE

DEFENSIVE INDICATORS

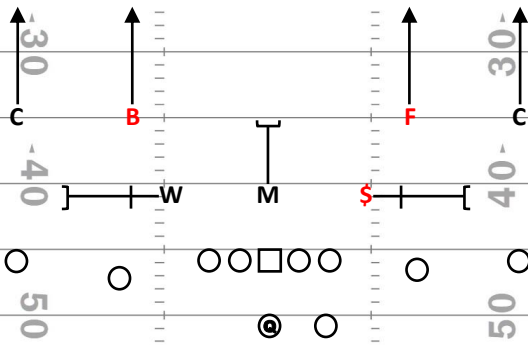
- SAF'S & CB'S AROUND THE SAME DEPTH*
- 8-12 YARDS OFF
- SAF'S & CB'S HEAD UP TO INSIDE LEVERAGE*
- DEFENDERS HAVE EYES ON THE QB*

WAYS TO ATTACK

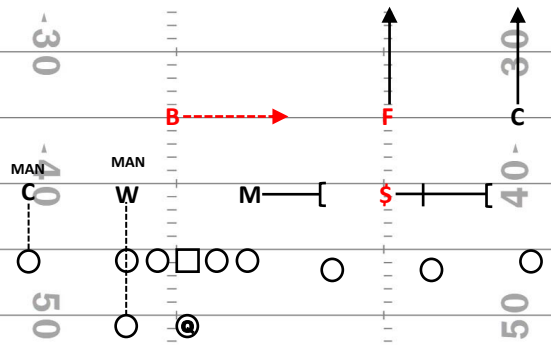
- QK GAME – HITCHES/OUTS/SLANTS
- QK SCREENS – SMOKE & BUBBLE VARIATIONS
- DROPPACK PASSES:
- HI/LO STRETCH ON THE SAF
 - BENDERS THAT BREAK UNDER THE SAF
 - SNAP OFF ROUTES VS THE CB
 - QK ROUTES BETWEEN THE UNDER COVERAGE

COVER 4 VARIATIONS

4 (BASE)



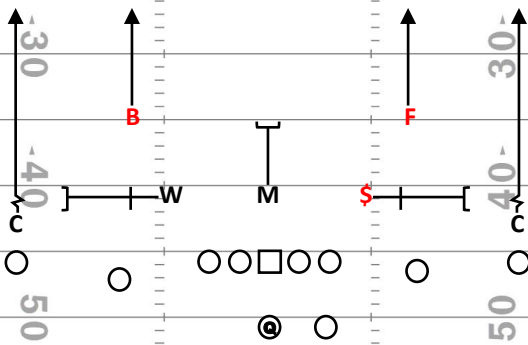
4 SOLO



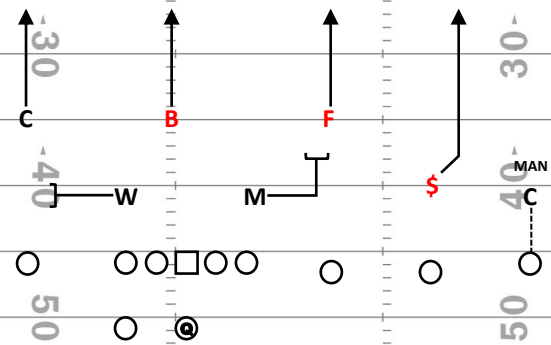
BASE COVER 4
CB's AND SAF's SITTING AROUND THE SAME DEPTH

COVER 4 TO THE FIELD, MAN TO THE BOUNDARY
B-SAF WILL TAKE THE 3RD WR IF HE GOES VERTICAL

4 PRESS



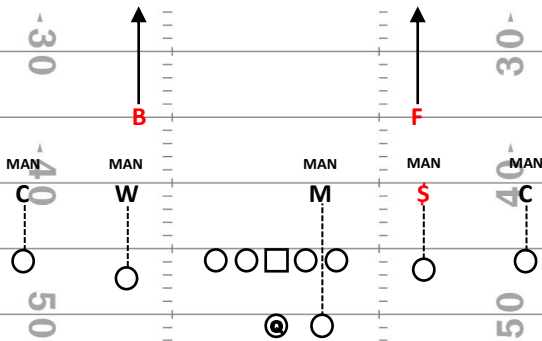
4 CLAMP



REGULAR COVER 4 WITH THE CB'S PRESSING THE OWR's
ON THE SNAP OF THE BALL CB'S WILL TURN AND RUN TO
COVER THEIR 1/4

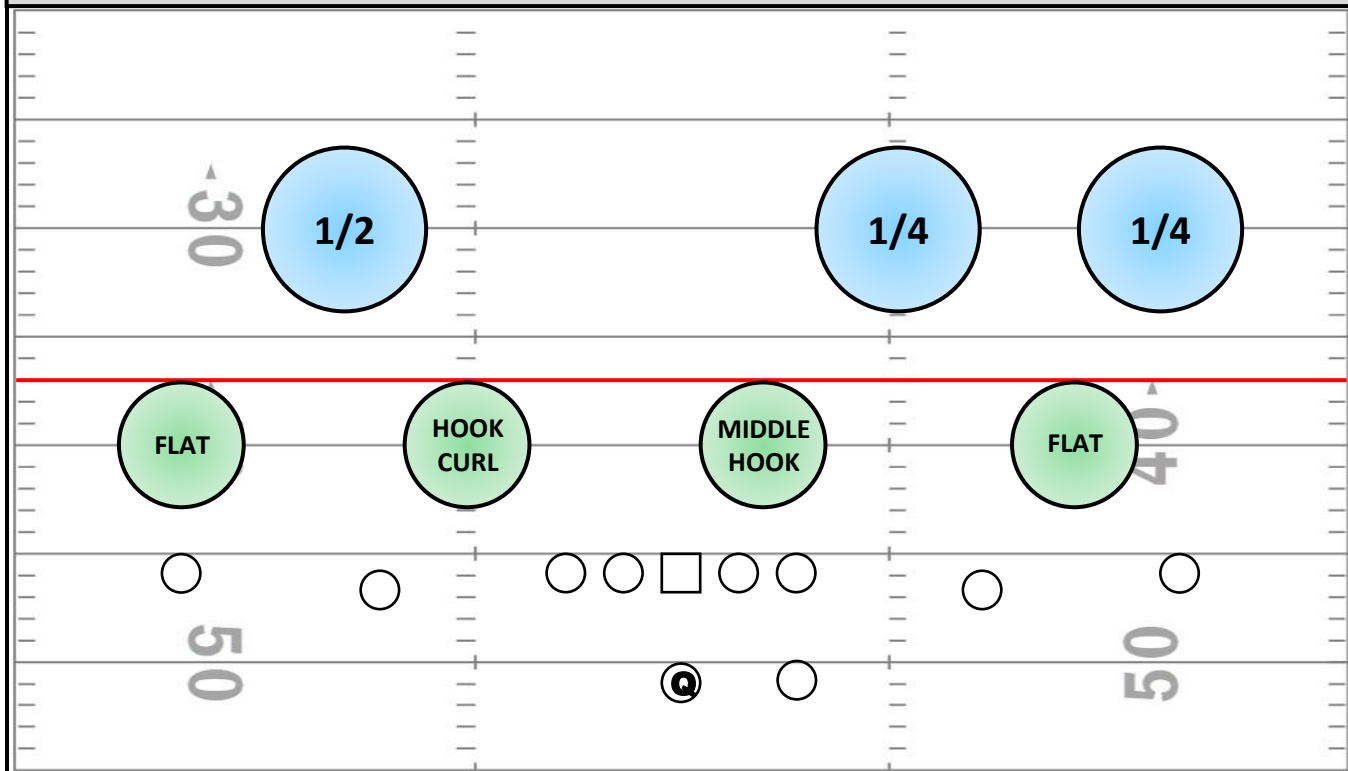
COVER 4 WITH THE FIELD CB PLAYING MAN ON THE OWR
THE STRONG SAFETY WILL TAKE THE DEEP O/S ¼ OR ANY
VERTICAL RELEASE FROM THE MWR

4 MAN



MAN COVERAGE UNDERNEATH WITH SAFETIES PLAYING
OVER THE TOP IN THEIR 1/4's

COVER 6



DESCRIPTION/OVERVIEW

3 DEEP, 4 UNDER

A COMBO COVERAGE WHERE THE DEFENSE WILL PLAY COVER 4 TO ONE SIDE OF THE FIELD AND COVER 2 (AND ITS VARIATIONS) TO THE OPPOSITE SIDE.

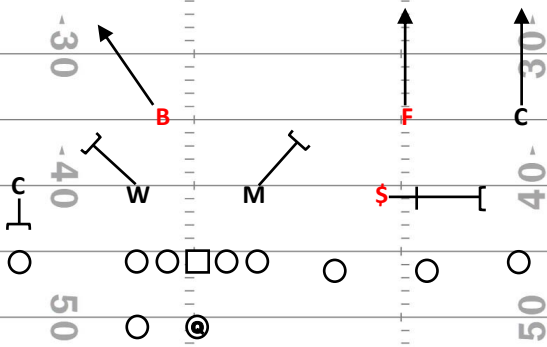
DEFENSES OFTEN UTILIZE THIS AS A TRIPS (OR ANY SINGLE WR) CHECK

VARIATIONS	AREAS TO ATTACK
6 BASE 6 BOUNDARY 6 TRAP 6 INVERT 6 MAN	1) FLATS TO COVER 4 SIDE 2) INTERMEDIATE OUTSIDE TO COVER 2 SIDE 3) UNDERNEATH DEEP DROPPERS (8-12YDS) 4) RUN BOX

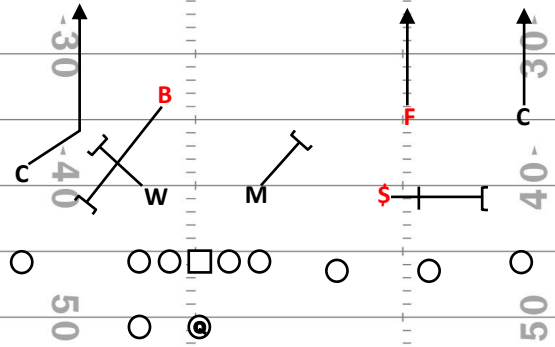
DEFENSIVE INDICATORS	WAYS TO ATTACK
<p><i>COVER 4 SHELL TO ONE SIDE</i></p> <ul style="list-style-type: none"> - HI CB AND SAFETY AROUND 8-12YDS <p><i>COVER 2 SHELL TO OTHER SIDE</i></p> <ul style="list-style-type: none"> - CLOUD CB AND HI SAFETY OFF THE HASH <p><i>DEFENDERS HAVE EYES ON THE QB</i></p>	<p><u>TO COVER 4 SIDE:</u> SEE COVER 4 SHEET</p> <p><u>TO COVER 2 SIDE:</u> SEE COVER 2 SHEET</p>

COVER 6 VARIATIONS

6 (BASE)



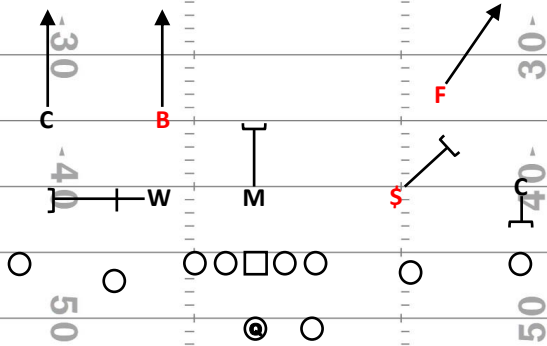
6 INVERT



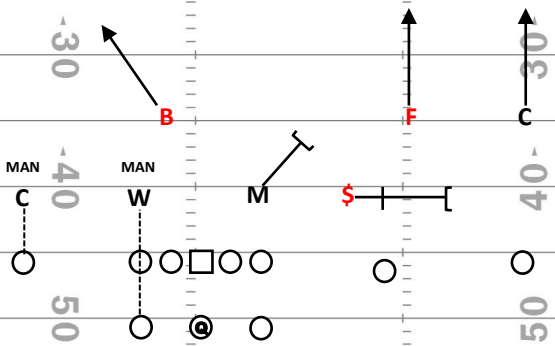
COVER 4 TO FIELD
COVER 2 TO BOUNDARY

COVER 4 TO FIELD
COVER 2 INVERT TO BOUNDARY

6 BOUNDARY



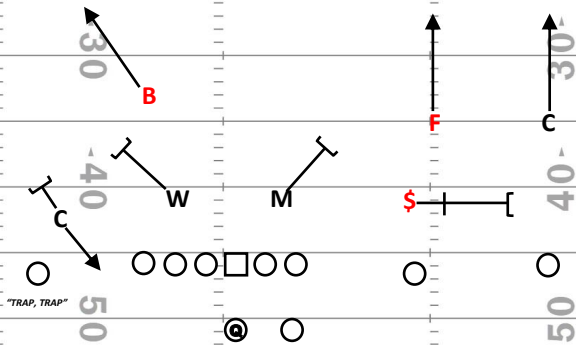
6 MAN



COVER 4 TO BOUNDARY
COVER 2 TO FIELD

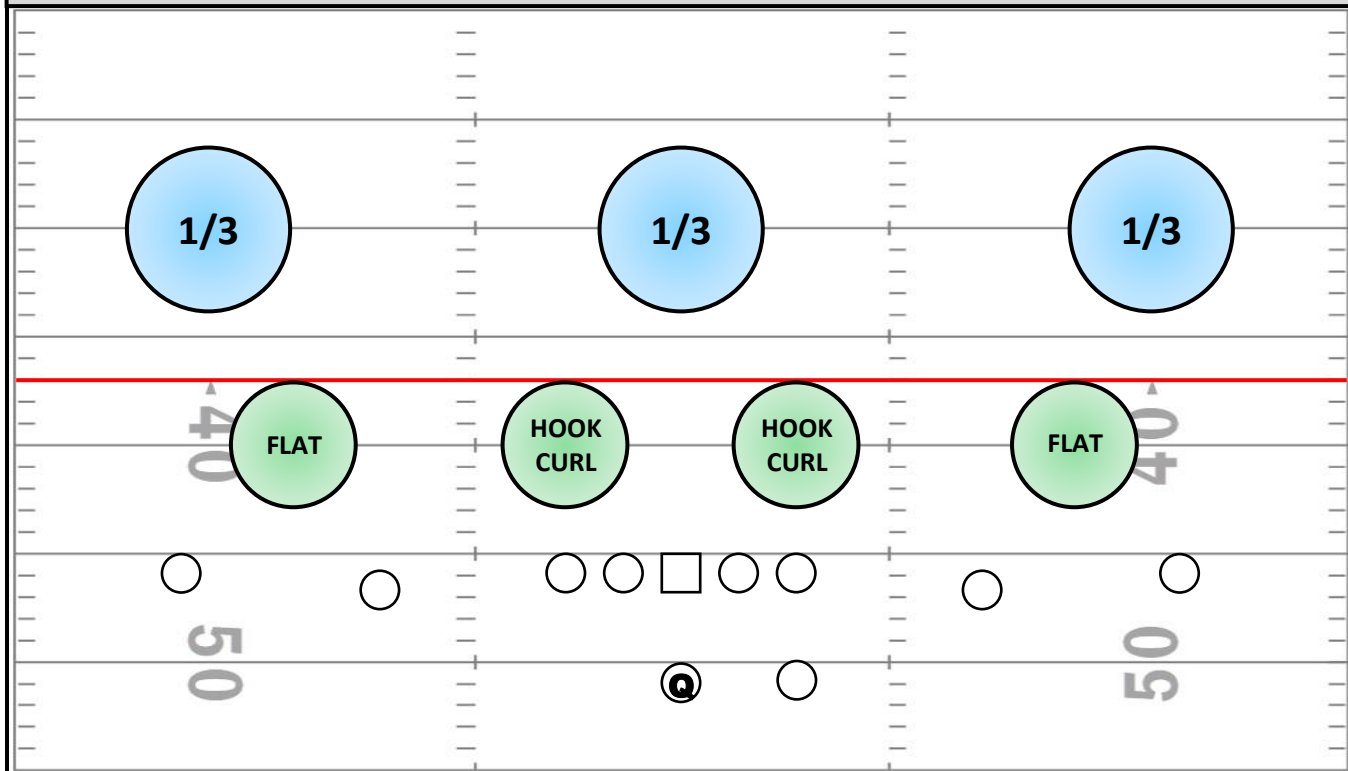
COVER 4 TO FIELD
COVER 2 MAN TO BOUNDARY

6 TRAP



COVER 4 TO FIELD
COVER 2 TRAP TO BOUNDARY

COVER 3



DESCRIPTION/OVERVIEW

3 DEEP, 4 UNDER

- CORNERS AND HIGH SAFETY DIVIDE THE BACK END OF THE COVERAGE INTO 1/3's
- APEX DEFENDERS HAVE THE FLATS, AND WILL COLLISION THE RELEASE OF THE SLOTS
- MIDDLE LB's HAVE THE HOOK-CURL ZONE

****DEFENSES UTILIZE THIS COVERAGE TO STOP THE RUN****

VARIATIONS

- 3 SKY RT/LT 3 DBL CLOUD
- 3 BUZZ RT/LT
- 3 CLOUD RT/LT

AREAS TO ATTACK

- 1) SEAMS
- 2) FLATS
- 3) UNDERNEATH DEEP DROPPERS (8-12YDS)
- 4) INTERMEDIATE OUTSIDE

DEFENSIVE INDICATORS

- 1 HI SHELL:**
- 1 SAF DEEP
 - CB's OFF WITH H/U OR I/S LEVERAGE

- 2 HI SHELL:**
- 1 SAF HIGHER THAN THE OTHER
 - ROLLING SAFETIES

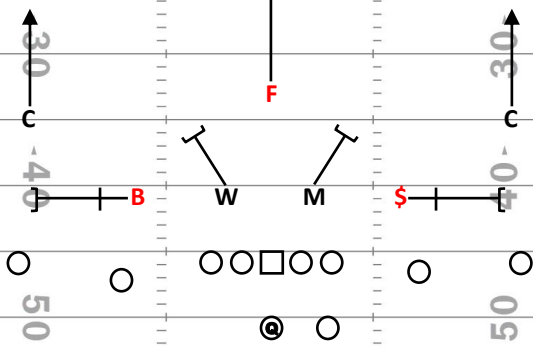
EYES ON THE QB

WAYS TO ATTACK

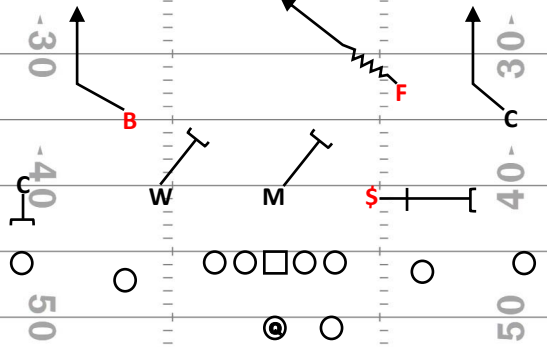
- QK GAME – HITCHES/OUTS/SLANTS
 QK SCREENS – SMOKE & BUBBLE VARIATIONS
- DROPPACK PASSES:
- ROUTES THAT ATTACK THE SEAMS
 - SEAMS/BENDERS/POSTS/GLANCES
 - HI/LO STRETCH ON FLAT DEFENDER
 - SNAP OFF ROUTES VS THE CB

COVER 3 VARIATIONS

3 (BASE)



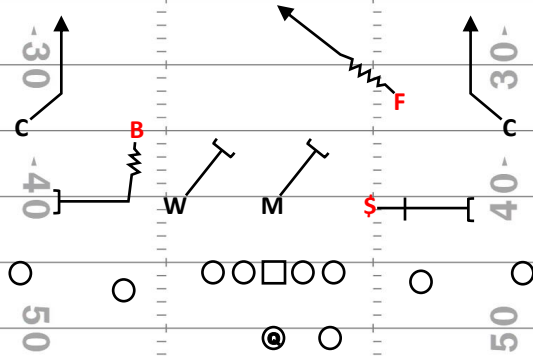
3 CLOUD LT



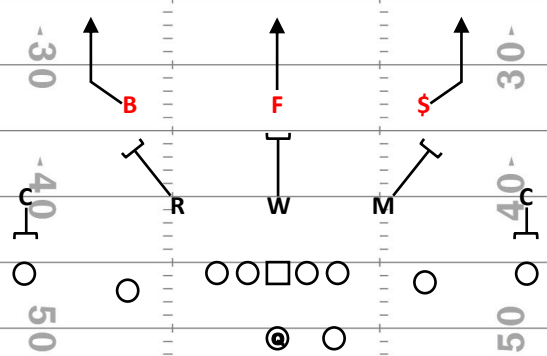
BASE COVER 3
SITTING IN A 1-HI SHELL WITH OFF CB'S

CALLSIDE CB WILL PLAY THE FLATS LIKE COVER 2. CALLSIDE SAFETY TAKES THE DEEP 1/3. APEX TO CALL SIDE PLAYS HOOK-CURL

3 SKY LT



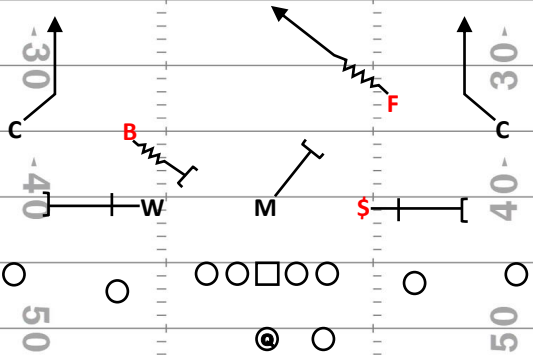
3 DBL CLOUD



CALLSIDE SAFETY ROLLS DOWN AND TAKES THE FLATS, HE MIGHT TRY AND RE-ROUTE A VERTICAL RELEASE FROM THE SLOT WR.

DROP 8 COVERAGE
BOTH CORNERS ARE IN CLOUD (LIKE COV 2)
SAFETIES WILL DIVIDE THE FIELD INTO 1/3's

3 BUZZ LT



CALLSIDE SAFETY ROLLS DOWN AND TAKES THE HOOK ZONE.

DEFENSIVE LINE STUNTS

DEFENSIVE LINE STUNTS ARE BROKEN DOWN INTO FOUR CATEGORIES...

EXTERIOR STUNT: TAKES PLACE BETWEEN TWO DEFENSIVE LINEMEN ON ONE SIDE OF THE BALL

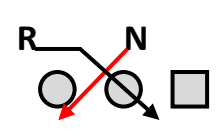
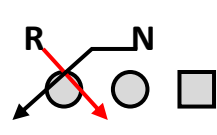
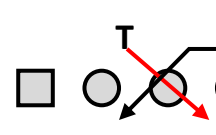
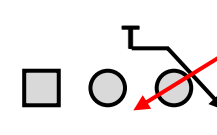
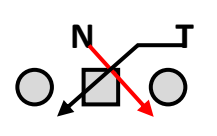
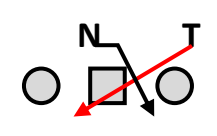
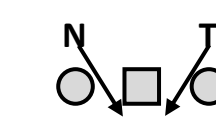
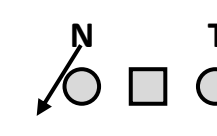
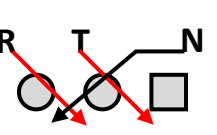
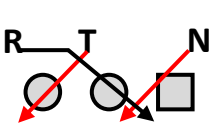
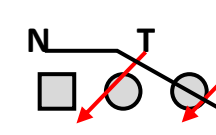
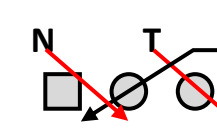
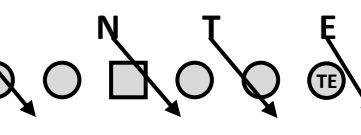
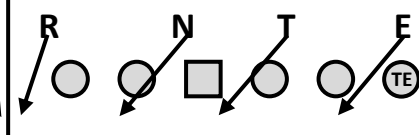
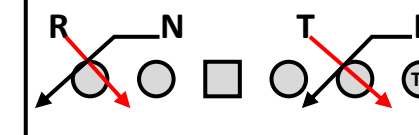
INTERIOR STUNT: TAKES PLACE BETWEEN THE TWO INTERIOR DEFENSIVE LINEMEN

HALF LINE STUNT: TAKES PLACE BETWEEN THREE DEFENSIVE LINEMEN ON ONE SIDE OF THE BALL

FULL LINE STUNT: TAKES PLACE BETWEEN THE ENTIRE DEFENSIVE LINE

A COMBO STUNT IS ANY TWO EXTERIOR STUNTS TOGETHER (R/N– T/E SHOWN BELOW)

FIRST LETTER IS THE PICK MAN (GOES 1ST), SECOND MAN IS THE LOOPER (GOES 2ND), IF THERE IS A 3RD MAN HE IS THE LOOPER

<div style="border: 1px solid black; padding: 5px; margin-bottom: 10px;">N/R</div> 	<div style="border: 1px solid black; padding: 5px; margin-bottom: 10px;">R/N</div> 	<div style="border: 1px solid black; padding: 5px; margin-bottom: 10px;">T/E</div> 	<div style="border: 1px solid black; padding: 5px; margin-bottom: 10px;">E/T</div> 
<div style="border: 1px solid black; padding: 5px; margin-bottom: 10px;">N/T</div> 	<div style="border: 1px solid black; padding: 5px; margin-bottom: 10px;">T/N</div> 	<div style="border: 1px solid black; padding: 5px; margin-bottom: 10px;">INNIE</div> 	<div style="border: 1px solid black; padding: 5px; margin-bottom: 10px;">OUTTIE</div> 
<div style="border: 1px solid black; padding: 5px; margin-bottom: 10px;">R/T/N</div> 	<div style="border: 1px solid black; padding: 5px; margin-bottom: 10px;">N/T/R</div> 	<div style="border: 1px solid black; padding: 5px; margin-bottom: 10px;">T/E/N</div> 	<div style="border: 1px solid black; padding: 5px; margin-bottom: 10px;">N/T/E</div> 
<div style="border: 1px solid black; padding: 5px; margin-bottom: 10px;">SLANT</div> <div style="background-color: yellow; padding: 2px; margin-bottom: 10px;">SLANT TO STRENGTH</div> 	<div style="border: 1px solid black; padding: 5px; margin-bottom: 10px;">ANGLE</div> <div style="background-color: yellow; padding: 2px; margin-bottom: 10px;">ANGLE AWAY FROM STRENGTH</div> 	<div style="border: 1px solid black; padding: 5px; margin-bottom: 10px;">R/N – T/E</div> 	

BLITZ IDENTIFICATION

BLITZES ARE BROKEN DOWN INTO CATEGORIES BASED ON THE LOCATION OF THE FIELD THAT THE BLITZ COMES FROM, WE IDENTIFY THESE BLITZES AS **SINGLE-MAN BLITZES**, **INSIDE LINEBACKER BLITZES**, **OUTSIDE LINEBACKER BLITZES**, **FIELD BLITZES**, **BOUNDARY BLITZES**, AND **CORNER BLITZES**. IF THERE IS A SINGLE MAN BLITZING HE WILL BE IDENTIFIED BY HIS POSITION AND THE GAP THAT HE IS BLITZING (EX MIKE-A, MIKE-C, MIKE-2, ETC), IF THERE ARE TWO DEFENDERS BLITZING THAT DO NOT FIT INTO ONE OF OUR "BLITZ FAMILIES" LISTED ABOVE THAN WE WILL IDENTIFY BOTH BLITZERS POSITION AND THE GAP THEY ARE BLITZING (EX MIKE-A/WILL-3).

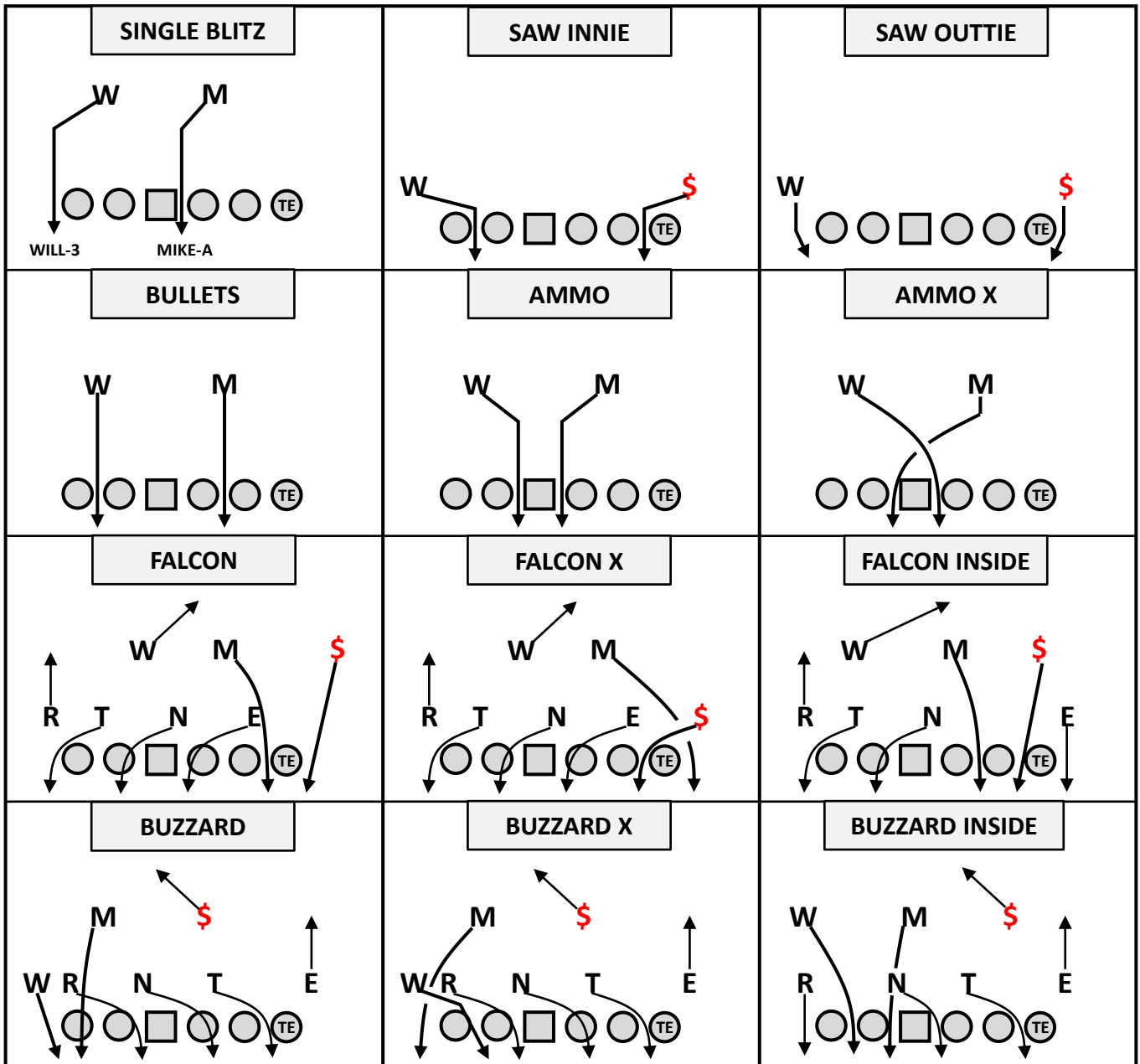
ILB BLITZES: GUN THEMED (AMMO/BULLET, ETC)

OLB BLITZES: SAW (S for STRONG SAFETY, W for WILL BACKER)

FIELD BLITZES: START WITH THE LETTER 'F' (FALCON/FLUSH)

BOUNDARY BLITZES: START WITH THE LETTER 'B' (BUZZARD/BLUSH)

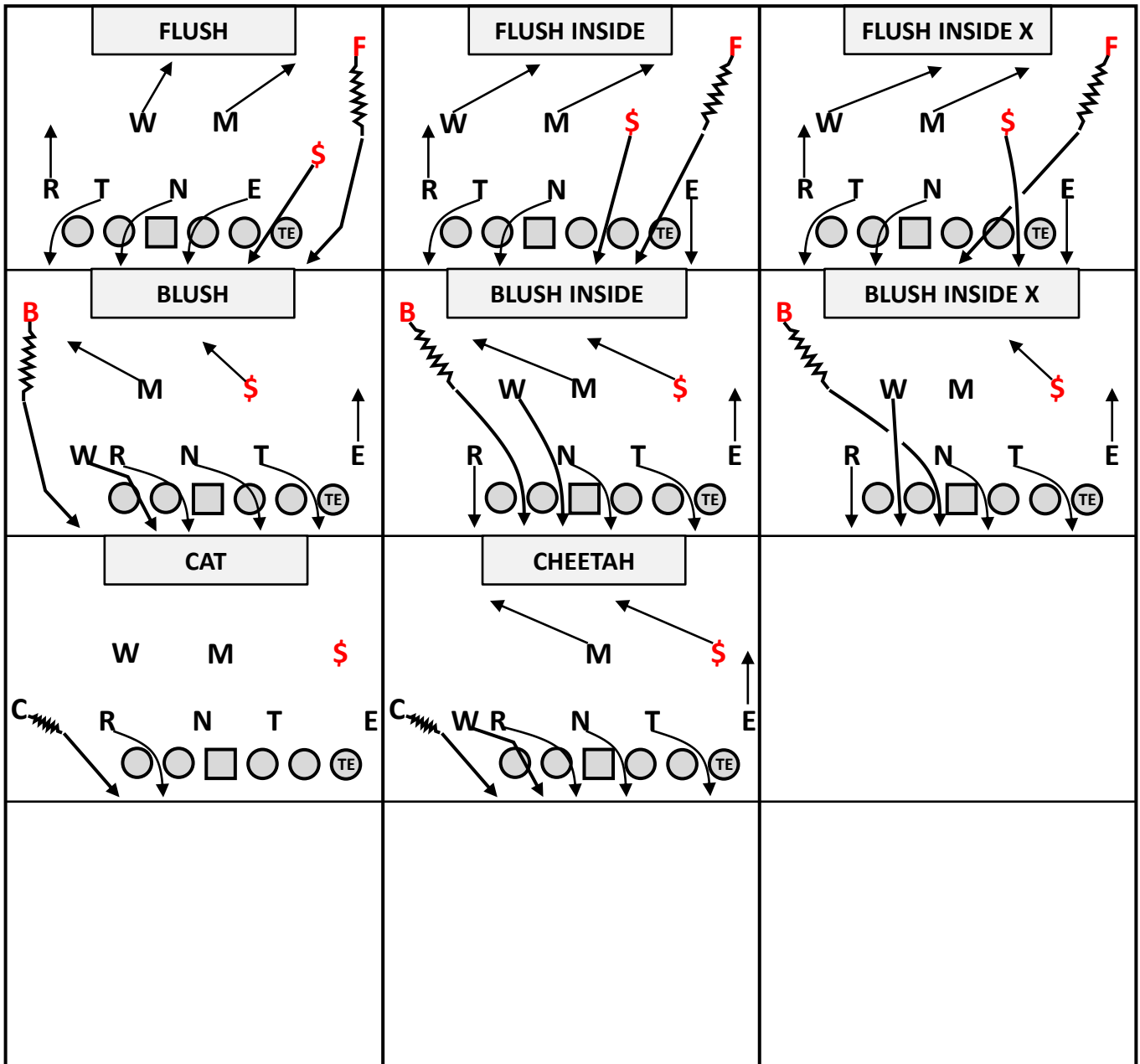
CORNER BLITZES: START WITH THE LETTER 'C' (CAT/CHEETAH)



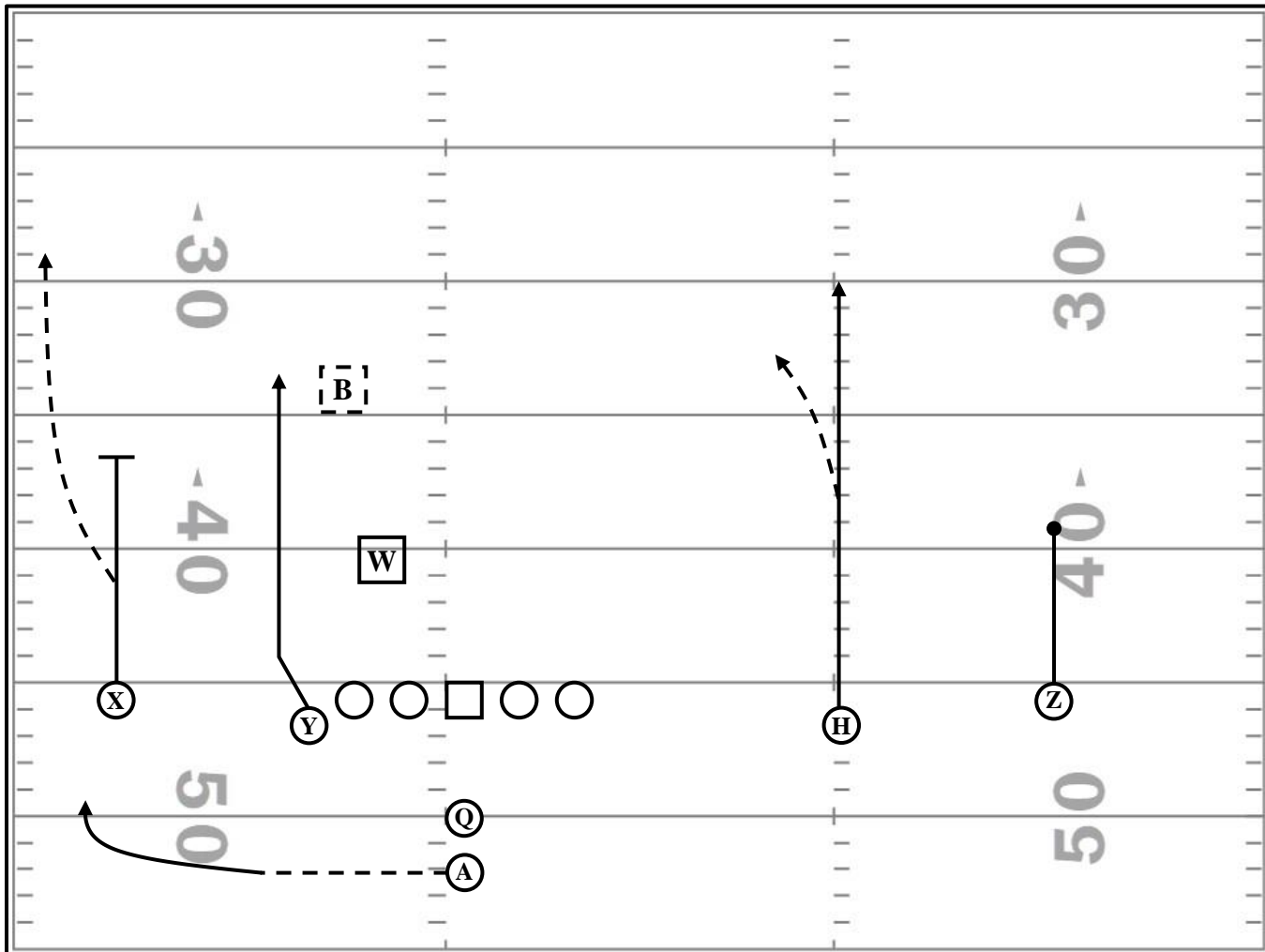
BLITZ IDENTIFICATION CONT.

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BULLET



FAMILY:	2 ND LEVEL RPO
CONCEPT:	BLOCK/SEAM/SWING
CONFLICT:	WLB
PS 1	BLOCK (vs Press Run Off MOR)
PS 2	SEAM (Show Arc Block, Peak once you clear the LB)
RB	ROLL MOTION, SWING (Throttle Down and Build to LOS)
BS 1	HITCH
BS 2	SEAM (Drift into open grass)
NOTES	<p>Only vs Quarters Coverage</p> <ol style="list-style-type: none"> RB Go in Motion <ol style="list-style-type: none"> Look at the Boundary Safety (If he Doesn't move, Grip and Rip to RB) If the Boundary Safety Moves, Read the WLB <ol style="list-style-type: none"> If he carries the Seam, QB Keep and execute called run If he doesn't carry, Throw the Seam If the Field Safety kicks over to the MOF, Throw to Backside Seam