

92

Houston

Run n Shoot
John Jenkins

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1992 HOUSTON COUGARS FALL CAMP PRACTICES

TENTATIVE SCHEDULE

A. NEWCOMERS

- | | | | |
|----|------------------|----------------------------|---------------------|
| 1. | August 10 (a.m.) | Physicals/equipment (p.m.) | Practice |
| 2. | August 11(a.m.) | Orientation (p.m.) | Practice |
| 3. | August 12(a.m.) | Photos (p.m.) | Practice |
| 4. | August 13(a.m.) | Academics (p.m.) | Practice |
| 5. | August 14(a.m.) | Academics (p.m.) | Entire Team Meeting |

B. ENTIRE SQUAD

- | | | |
|-----|--------------------------------|------------------------------------|
| 1. | August 14..... | (p.m.) Entire Team Meeting |
| 2. | August 15...(a.m) Testing..... | (p.m.) Practice |
| 3. | August 16..... | TEAM AND INDIVIDUAL PHOTO DAY..... |
| 4. | August 17..... | 2 Practices (Shorts) |
| 5. | August 18..... | 2 Practices (Shorts) |
| 6. | August 19..... | 2 Practices (Pads) |
| 7. | August 20..... | 2 Practices (Pads) |
| 8. | August 21 | 2 Practices (Pads) |
| 9. | August 22..... | 2 Practices (Pads) |
| 10. | August 24..... | 2 Practices (Pads) |
| 11. | August 25..... | 2 Practices (Pads) |
| 12. | August 26..... | 2 Practices (Pads) |
| 13. | August 27..... | 2 Practices (Pads) |
| 14. | August 28..... | 2 Practices (Pads) |
| 15. | August 29..... | 2 Practices (Pads) |
| 16. | August 31..... | 2 Practices (Pads) |
| 17. | Sept. 5..... | BEAT TULSA |

5:00 am	Wake-up
5:15-6:15 am	Tape
6:20 am	On The Field - Stretch
6:30 am	Practice
8:30 am	Post Practice
9:00 am	Breakfast - Classes/Rest
12:00-1:00 pm	Lunch
1:00-2:30 pm	Weight Program
2:30 pm	Special Teams
3:00 pm	Breakdown Meetings
4:15 pm	Early Birds
4:30 pm	Stretch
4:40 pm	Special Teams and Pre-practice
5:00-6:30 pm	Practice
7:15-8:00 pm	Dinner
8:00 pm	Special Teams Meeting & Other Specific Meetings
8:30 pm	Team Meeting
8:45-10:45 pm	Breakdown Meetings
11:00 pm	Curfew - <u>Lights Out!</u>

UNIVERSITY OF HOUSTON

BOWL

GAME

RICE

TX. TECH

TX. A&M

S.M.U.

T.C.U.

TEXAS

BAYLOR

S.W. LOUISIANA

MICHIGAN

ILLINOIS

TULSA

TWELVE STEPS TO THE
CHAMPIONSHIP

1992 HOUSTON OFFENSIVE GOALS

* * * SCORE ENOUGH TO WIN

AVERAGE MORE THAN 37 POINTS PER GAME

AVERAGE MORE THAN 450 TOTAL NET YARDS
PER GAME

RUSHERS AVERAGE MORE THAN 6.0 YARDS
PER PLAY

AVERAGE MORE THAN 6.5 YARDS PER PLAY

COMPLETE 4 OUT OF 5 SHORT YARDAGE
SITUATIONS

SCORE 100% OF THE TIME INSIDE THE 20 YARD
LINE

CONTROL THE LINE OF SCRIMMAGE PERMITTING 2
OR LESS SACKS PER GAME

NEVER PUT OUR DEFENSE ON THE FIELD WITH LESS
THAN 50 YARDS OF OPERATING ROOM

NEVER ALLOW MORE THAN ONE TURNOVER
PER GAME

NEVER TAKE A SACK IN THE "HURRY-UP" OFFENSE

CHALLENGE SHEET - 1992 SEASON

HOUSTON COUGARS OFFENSE - 1992

A. WINS

1. 1988 - (9-3)
2. 1989 - (9-2)
3. 1990 - (10-1)
4. 1991 - (4-7)
5. 1992 - ?

B. SCORING - (POINTS PER GAME)

1. 1988 - 41.1
2. 1989 - 53.5 (*MODERN NCAA RECORD)
3. 1990 - 46.5
4. 1991 - 32.1
5. 1992 - ?

C. TOTAL OFFENSE - YARDS PER GAME

1. 1988 - 484.6
2. 1989 - 624.9 (*NCAA RECORD)
3. 1990 - 586.8 (#2 ALL-TIME TO 1989 TEAM)
4. 1991 - 446.0
5. 1992 - ?

D. PASS OFFENSE - (T.D. PASSES IN A SEASON)

1. 1988 - 38
2. 1989 - 55 (*NCAA RECORD)
3. 1990 - 54 (#2 ALL-TIME TO 1989 TEAM)
4. 1991 - 33
5. 1992 - ?

- E. PASS OFFENSE (PASS ATTEMPTS PER GAME)
1. 1988 - 377.5
 2. 1989 - 511.3 (*NCAA RECORD)
 3. 1990 - 473.9 (#2 ON THE ALL-TIME NATIONAL LIST)
 4. 1991 - 372.8
 5. 1992 - ?

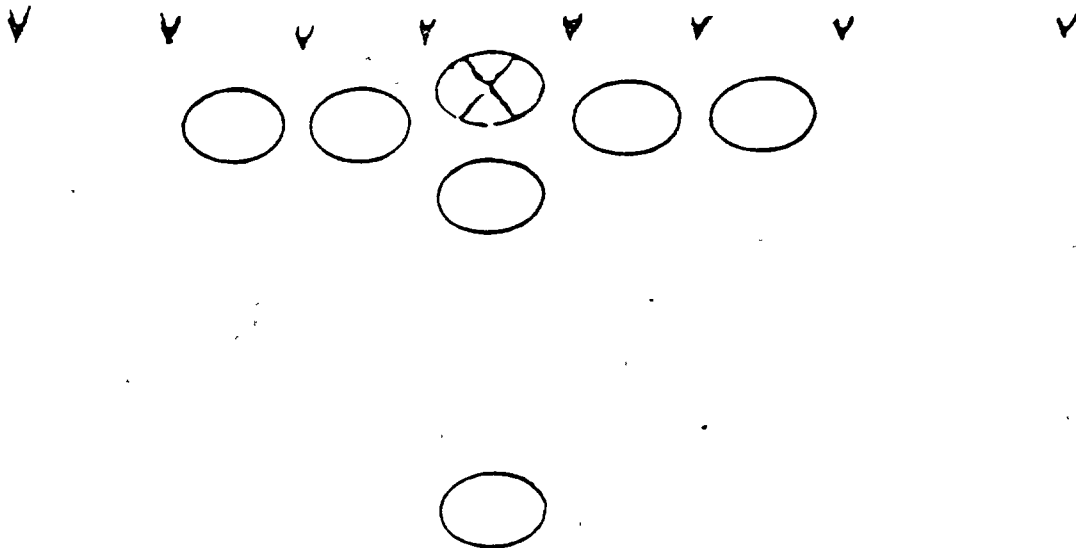
- F. PASS OFFENSE (COMPLETIONS IN A SEASON)
1. 1988 - 344
 2. 1989 - 434 (*NCAA RECORD)
 3. 1990 - 386 (#2 ON THE NATIONAL ALL-TIME LIST)
 4. 1991 - 330
 5. 1992 - ?

- G. PASS OFFENSE (SACKS GIVEN UP IN A SEASON)
1. 1988 - 39
 2. 1989 - 29
 3. 1990 - 23
 4. 1991 - 47
 5. 1992 - ?

- H. RUSH OFFENSE (SUPERBACKS YARDS PER CARRY)
1. 1988 - 7.2
 2. 1989 - 10.1 (*NCAA RECORD)
 3. 1990 - 6.8
 4. 1991 - 6.0
 5. 1992 - ?

HOUSTON OFFENSE

ATTACK AREAS: In executing our run game we will attack the areas along the line of scrimmage which are designated as follows:



HOUSTON OFFENSE

SERIES IDENTIFICATION Our total offense is labeled and catagorized in the various series listed below

0-19

20's

30's

40's

50's

60's

70's

80's

90's

100's

200's

300's

400's

500's

600's

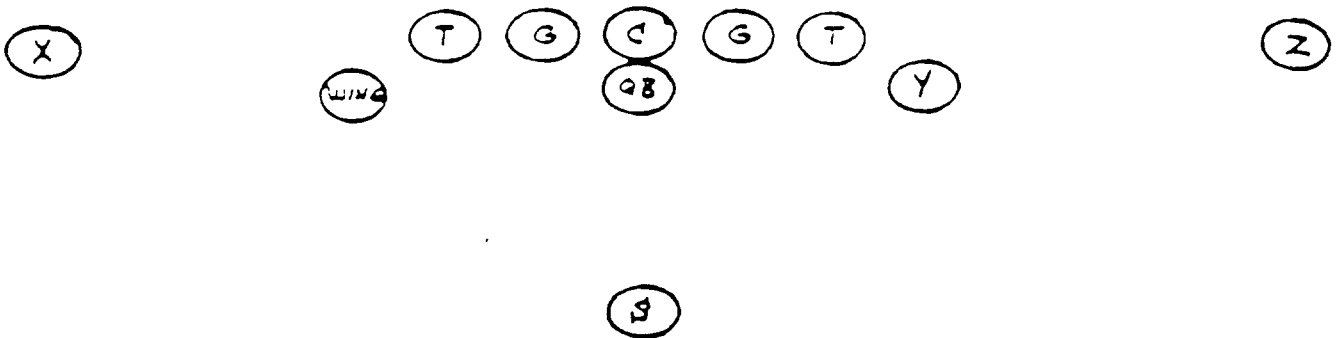
700's

800's

900's

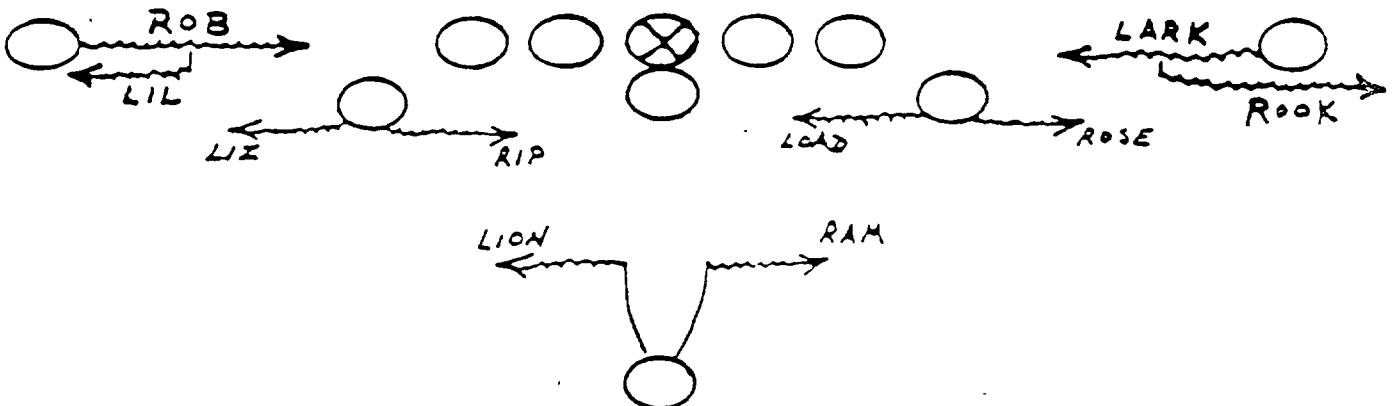
HOUSTON OFFENSE

Basic identification of players:



FORMATION IDENTIFICATION: If there is no formation or motion call given prior to the play being called in the huddle, we will always align in this formation diagrammed above.

PERSONNEL PLACEMENT: The above diagrammed formation may exist with various types of personnel packages inserted. Our base personnel package is what we will refer to as the "Little People" pack.



MOTION CALLS: The following motion calls may be made to allow excellent flexibility and to create defensive declarations. These calls correlate to the position players regardless of where they may be lined up in the initial formation alignment. All motions to the Right begin with the letter R and all motions to the Left with an L.

HOUSTON OFFENSE

Huddle: We will align our huddle as diagramed below:

LT	LG	C	RG	RT
X	W	S	Y	Z
QB				

BALL

The position players X, W, S, Y, and Z will assume a position with elbows locked, hands on the knees and head up. The front line will stand tall with arms hanging by their side. Once the QB steps into the huddle the center sharply says "huddle". Upon this command all talking will stop and everyone will be clued in on the QB's instructions. The QB will call the play and snap count once. Upon this command the X & Z receivers will leave the huddle in going to their alignment. The QB will call the snap count one more time. He will then say, "ready-break." Everyone will respond with a clap of the hands and saying, "break," as the QB does.

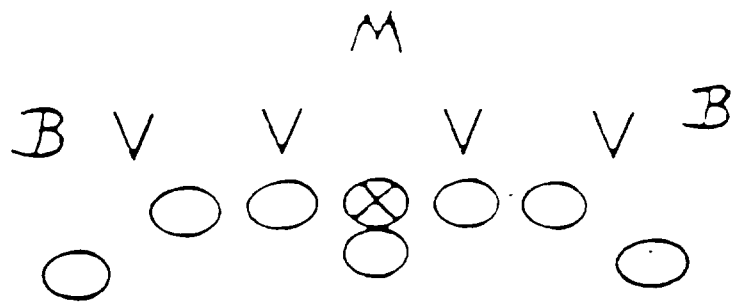
Once again, due to the 25 second clock being a primary factor, the QB will only call the play once in the huddle. Therefore, when the center commands "huddle" it is most imperative that everyone is quiet and concentrating as the QB calls it out one time only.

HOUSTON OFFENSE

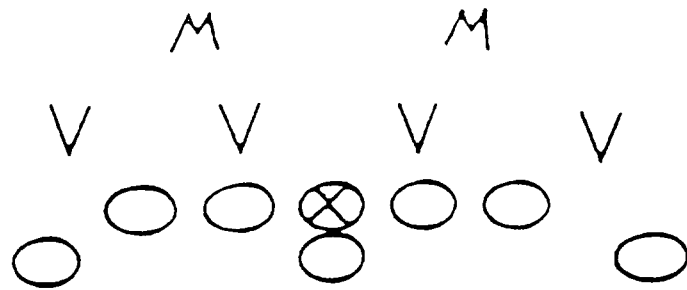
SNAP COUNT: "GO"

In calling our snap count, if we ever go on first sound, obviously the command to snap the ball will be a sharp, quick command of "GO". Should the QB wish to get out of the 1st sound call and audible then we will use the E....A....S....Y call.

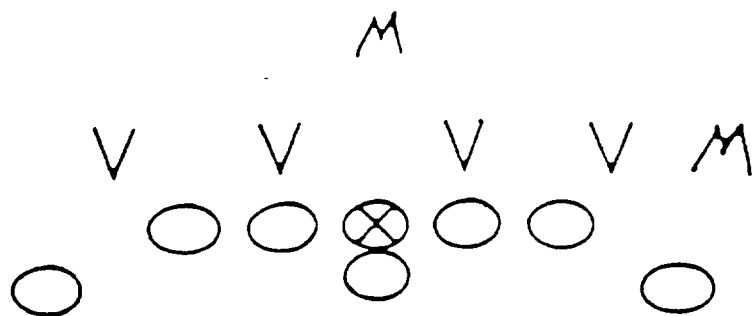
When going on two, the QB will begin the cadence by saying "GO". He will then use a dummy call using colors, directions, cities, states, etc., along with a number. After doing this, the QB will say "GO" once again. This is followed by a non-rythmic series of HUTS, and as mentioned, if going on two, it would be drawn out in this matter: Huuuuuuu-Hut!



"4-3"

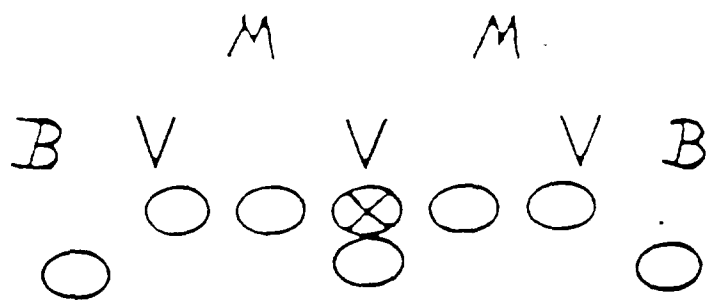


"4-2"

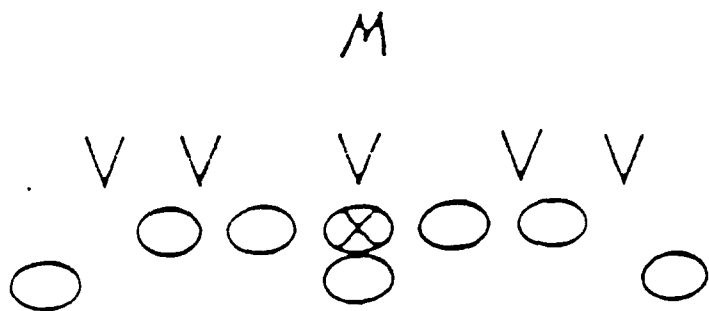


= 12

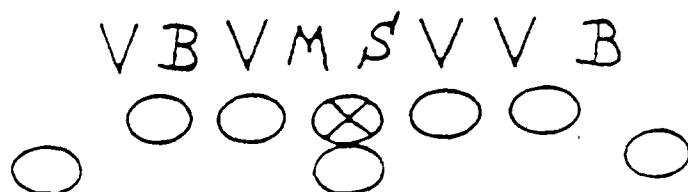
"4-3 NICKLE"



"3-4"



"STING"



DEFENSIVE COVERAGES

All of our base foundation pass routes are directed towards attacking various defensive pass coverages in different methods. From 3 extreme broad categories of zone, man-under and blitz coverages come an unlimited multitude of coverage looks. However, despite all of the multiple cover variations, we will place every one of these into 1 of 10 general categories. Therefore, regardless of specific differences that every coverage look displays, every one will fit into our categorization process. Listed below are the 10 general categories of coverage that we will prepare to attack.

10 GENERAL CATEGORIES OF COVERAGE

4 INVERT

4 BUZZ

4 CLEO

4 CLEO PREVENT

4 ACROSS

2

5

1

WING COMBO

BLITZ

QB, S-BACK AND RECEIVER TERMS & ABBREVIATIONS

- | | | |
|-----|-----------------------|---|
| 1. | 4 | Referring to some type of 3 deep zone coverage with exception of 4 across. |
| 2. | 4 INVERT ⁿ | 3 deep zone with A.O. defenders working inside-to-out. SS playing Curl-to-flat. |
| 3. | 4 BUZZ | Same as 4 Invert with exception of SS and OLB as they exchange responsibilities. |
| 4. | 4 CLEO | 3 deep zone with a roll-corner employed on one side or the other. |
| 5. | 4 CLEO PREVENT | 3 deep zone with a roll-corner employed on both WR's. |
| 6. | 4 ACROSS | 4 deep zone with 4 underneath drop system. |
| 7. | 2 COV. | 2 deep zone with 5 underneath drop system. |
| 8. | 5 COV. | 2 deep zone with 5 man under system. |
| 9. | 1 COV. | Man under coverage employed with 1 free safety up on top. |
| 10. | WING-COMBO | Combination double coverage that is placed on 1 or more of our WR's or slot-backs. Can be inside-outside combo or over-under. |
| 11. | ROBBER | Term used to identify a free-zone underneath defender that is generally placed in the middle of Hook area. Often acquainted with 2 cov. |
| 12. | M.M. | Man-to-man coverage. Can be a tight press bum-n-run tech or loose man. |
| 13. | 1 / 3 | Pertaining to one of the 3 deep field areas. |
| 14. | 1 / 2 | Pertaining to one-half of the deep zone field area. |
| 15. | A.O. | Area outside (Curl-to-flat area cov.) |
| 16. | A.I. | Area inside (Hook-to-curl area cov.) |
| 17. | M.M.I. | Man-to-man inside (related to Banjo) |
| 18. | M.M.O. | Man-to-man outside (related to Banjo) |

1 9	ST. CURL	Strong curl area coverage
2 0	ST. HOOK	Strong hook area coverage.
2 1	WK. CURL	Weak curl area coverage
2 2.	WK. HOOK	Weak hook area coverage.
2 3.	FLAT	Flat area.
2 4.	AREA COVERAGE	Is defined in general zone terms but pertains to eventual man technique once the defenders zone is threatened.
2 5.	BANJO	Man coverage in which defenders divide up on an inside to outside release read on 2 concerned receivers. (Generally 2 and 3 receiver on the strong side).
2 6.	CHUCKING	Term used for a jam attempt on a wide receiver.
2 7.	ROTATION COVERAGE	Pass defense moving their coverage once QB flow is established.
2 8.	BUTCHING	Term used by a linebacker attempting to slice or chop a back down in his route release.
2 9.	AXING	Term used to a defender attempting to slice down a WR while in his route.
3 0	FORCE ALIGNMENT	Outside backer lining up on the line of scrimmage upon the snap.
3 1.	WALK-AWAY ALIGNMENT	Outside backer lining up between the WR and the slotback off of the line.
3 2.	EVEN ALIGNMENT	Outside backer lining up off the line and just outside his defensive end.
3 3.	RADAR FRONT	All front defenders standing up in a 2 point stance mirroring and using read front technique.
3 4.	WHEEL	Coverage rolling up or being pre-rotated up in a Cleo coverage to the one receiver side.
3 5.	LOOSE MAN	Technique used by a man-to-man defender in which he initially gives at least a 6-7 yard cushion on the snap.
3 6.	WINDOW WASHING	Backers walking up and back on the line-of-scrimmage.

- | | |
|------------------------------|---|
| 37. PRE-ROTATION
COVERAGE | Coverage aligned in a manner in which secondary and under system work into a pre-determined zone coverage regardless of the flow of the QB's drop. |
| 38. PURE MAN BLITZ | Coverage that reveals a <u>pre-snap read</u> of 4 cover guys in a man-to-man position on our receivers in coordination with 7 defenders in a position to rush the QB. |
| 39. ROLL CORNER | Cornerback working into a jam position on one or both of the outside receivers. (4 Cleo, 4 Cleo Prevent, or 2) |
| 40. PRESS CORNER | Cornerback working into a bump-n-run tech. and is related to man coverage. (1, 5, Wingo-Combo, or Blitz) |
| 41. SWIM TECH. | Escape move by a receiver in which he eludes a defender's jam by coming over the defender with the far arm. |
| 42. RIP TECH. | Escape move by a receiver in which he eludes a defender's jam by ripping underneath the defender's arms. |
| 43. DIAMOND RELEASE | A release directed to our WR's in which their vertical run off is at an angle inside or outside. |
| 44. STRAIGHT RELEASE | A release by a receiver in which he comes off vertically straight up the field. |

OFFENSIVE LINE TERMINOLOGY

ACE	Double team block by guard and center man over center.
CAL	Center blocking off linebacker.
CHOKE	Center blocking offside, the offside guard pulling around center and leading on Mike.
COB	Onside guard blocking down on man over center; center pulling around guard and leading on linebacker.
COFFBO	Blocking combination that is used by offensive tackle and Y or Wing to wall off the defensive end and linebacker.
CUT	Driving shoulder-body block through knee of opponent to cut his feet from under him. Used to prevent penetration on in-line blocks and in the open field.
CUT-OFF	The position and sealing off defensive man between you and the ball carrier.
DEUCE	Double-team block by guard and tackle on man over guard.
DOG	Double-team block by center and <u>on guard</u> on man over guard. Used in short yardage or goal-line situations.
DOT	Double-team block by center and <u>off guard</u> on man over guard. Used in short yardage or goal-line situations.
DUDAD	Combination block by guard and tackle on two defensive men - a defensive lineman and a linebacker.
DRIVE	Aggressive head block through the numbers. The key block in our running game.
FAN	A call between the tackle and guard blocking to their outside
TAB	Term used to tell the guard to block out and the tackle to step around and lead up through the hole.
FOUR	Double-team block by the tight end and wingback.
GAP	Inside gap blocking by all onside linemen. In passing game - center blocks off gap and onside guard blocks onside gap.
GEE	Combination block by tight end, tackle, and guard. Tight end

CEE	Combination block by tight end, tackle, and guard. Tight end and tackle block down and guard pulls and kicks out on strong linebacker.
GEORGE	Combination block by tight end, tackle, and guard. Tight end and tackle block man over and guard pulls for inside linebacker.
HELP	Backside guard and tackle sealing playside gaps.
INFLUENCE	Action by offensive player to encourage defensive man to react to his block or movement.
KICK (Trap)	Off guard pulling and kicking out at point of attack anything that shows in designated hole.
L & R	Center call - and the line zone steps in the direction of the call and works backside - if not pressured.
LOG	Adjustment blocker makes on traps, chokes, <u>ph's</u> , <u>gee's</u> , <u>lag's</u> , and <u>take's</u> . The blocker finds the defensive man has closed the hole. He uses the defensive man's momentum and drives him on in the same direction as his charge.
OOO	Any gap or shade technique belongs to center.
OFF	Center blocking any situation to the offside the develops when the off guard pulls or traps.
OFFSIDE	Side away from point of attack.
CH	Term used to denote off guard pulling to lead outside plays or to lead through particular holes.
ONSCDE	Area or men at point of attack.
QUICK	Inside trap where an influence block is used.
QUICK-O	Changes long trap to an inside trap
REACH	Lineman "reaches" defensive lineman to his outside, squaring up to him and controlling him on the L O S.
READ	Guard-pulling for inside linebacker but looking inside in case he shoots gap.
SIFT	Combination assignment of offside tackle to shut off pursuit of end or linebacker.

SQUO	Term used for man-on-man blocking. Also term used by S Back indicating that he is in for maximum protection blocking.
SWITCH	A call telling the offensive line to change men in pass protection.
SCOOP	Term used to describe offside guard, tackle, and tight end pulling down line of scrimmage and securing their inside gap.
TIGER	Quick tackle trap scheme.
TREY	Double-team block by tackle and end on man over tackle.
WEDGE	Center, guard, tackle, and tight end all using a driving shoulder block at <u>one</u> designated position.
WIDE	Offensive tackle yelling Y or Wing to exchange men on running plays.
ROGER	Zone combination between the center and right guard to the right.
LOUIE	Zone combination between the center and left guard to the left.
OT	Offside guard and tackle pulling with kick or OT blocking.
SQUEEZE	Refers to a playside help call. Playside guard, tackle, or both blocking down with back blocking outside.
FOLD	Center blocking first playside down lineman and guard folding around center for first threat.

FIELD POSITION AREAS & LOCATION EMPHASIS

PHILOSOPHY

Within the structure of most offensive systems, there is a primary focus of operating in particular areas of the field and correlating these areas directly to their play selection. Obviously this is not the case within our system. Our offense has proven to be a goal line to goal line operating unit in executing in explosive fashion at all points on the field. Throughout the various areas on the field we will operate with the greatest percentage of our play selection at our disposal.

Listed below are the specific field position areas that we are aware of and our specific emphasis of attack.

1. GET OUT ZONE

- a. From the - 3 yard line or less: Here, we can operate our complete offense, but it is most imperative to clear our way beyond the 3 yard line in order to give our punter adequate operating room in case we are held and have to punt.

2. DANGER ZONE

- a. -3 to the -20 yard line: "Conservative" play selection is not the idea here, although we cannot allow a turnover and must put first downs back to back in order to never put our defense out on the field with less than 50 yards of operating room.

3. FREE WHEELING ZONE

- a. -20 to the +20 yard line: Area on the field where big plays and big chunks of yardage will be obtained.

4. 4 DOWN RED AREA

- a. +20 to the Goal Line: Section on the field that enables most offenses a traveling clip of only 2.5 yards per play in obtaining first downs to the Goal Line. Our path to the goal line is much quicker.
- b. Our concentration here is obviously directed towards coming away with points. No turnovers allowed. We must never allow the defense to dictate to us in this area.
- c. Extreme Red Area of inside the +6 will have us on the front porch. We anticipate man unders, wing-combo and blitz opposition down here. Our genuine concern and efforts are pointed towards touchdown. Our 1989 results in this area merely reflect the capability of our system here. (Refer to Goal Line section for specifics)

5. FIELD DIMENSIONS

The following graph sheet illustrates the specific dimensions of our field area; areas that we equate to our important position alignments as well as identifying with the weaknesses of coverages.

FIELD DIMENSIONS & MEASUREMENTS

54 YARDS ACROSS
(53 1/3 YDS. SPECIFICALLY)

BELINE TO NASH
18 YDS.

NASH TO NASH
18 YDS.

SIDELINE TO NASH
18 YDS.

ZONE FIELD AREAS

The diagram on the following page illustrates field areas that are defended from a zone or area attitude by our opponents. From our standpoint of attacking zones we will break the deep portion of the field into 3 sections. The underneath coverage portion of the field will be broken into 6 sectioned areas. These marked field areas are diagramed in direct correlation to how opponents will execute their zone and area coverages.

HOUSTON COUGARS
GOAL LINE PHILOSOPHY
1991 RESULTS
SPECIFIC RED AREA REFERENCE

STANDARD GOAL LINE OFFENSE THEORY: The greatest % of "armchair quarterbacks", television commentators, and even acknowledged veteran coaches may state that a free-wheeling offense can move the chains out in the open field but can't score down near the end zone. For many coaches this theory stands uncontested because of the field area being restricted which obviously takes away the deep passing game. Naturally the cover guys use the end line in the back of the end zone as an extra defender. Therefore, many coaches feel that their man coverages, combinations and even some zone attempts will stand up well because of the field boundaries.

HOUSTON COUGAR GOAL LINE PHILOSOPHY: With most pre-determined pass patterns from any offense, all of the above principles can be acknowledged and agreed on. However, our offense with multiple adjusting air-option principles do change the complexion tremendously. Naturally execution is the chief ingredient down here, as in any offensive structure, but with proper anticipation from our QB's the defense will always be rendered helpless. Why? Because whatever the defenders reaction and coverage leverage angle is, it will be wrong. The distance from the QB and the receivers is such a short distance so it is like "spearing fish in a small barrel." These principles are reflected on the following page

1991 HOUSTON COUGARS GOAL LINE OFFENSE
SCORING RESULTS AND PERCENTAGES

INSIDE +20 POSSESSION RESULTS

	<u>GAMES</u>	<u>RESULTS</u>	<u>SCORING %</u>
1.	LA TECH	10 of 10	100%
2.	MIAMI	1 of 1	100%
3.	ILLINOIS	2 of 2	100%
4.	BAYLOR	3 of 3	100%
5.	ARKANSAS	2 of 2	100%
6.	SMU	4 of 5	80%
7.	TEX. A&M	1 of 1	100%
8.	TEXAS	4 of 5	80%
9.	RICE	5 of 5	100%
10.	TCU	3 of 3	100%
11.	TX TECH	5 of 6	83%

.....

Complete Totals in Scoring %	40 of 43	93%
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Specific Totals:	36 TOUCHDOWNS
	4 FIELD GOALS
	2 INTERCEPTIONS
	1 4TH DOWN ATTEMPT FAILED

GOAL LINE OFFENSE SUMMARY

CONCLUSION: Our approach and beliefs are exact as the scoring production from inside the +20 yard line from the last 3 seasons at Houston reveals below.

<u>SEASON</u>	<u>Times Scored</u>	<u># of possessions</u>	<u>%</u>
1991	40	43	93%
1990	49	54	90%
1989	56	64	87%
1988	43	45	96%

These totals reveal the best production in all of football. Critics who have no idea how we operate may say that we are a "high risk" offense and will have trouble scoring to be completely the opposite. And in 1992 we will again point for perfection down on the goal line.

BEING EXTREMELY PRODUCTIVE: Scoring down near the goal line will be continuous provided we exhibit the concentration and execution on each and every attempt. As we will devote an entire practice session each week to this area we will maintain a great confident knowing attitude due to the high degree of intensity and multi-repetition that we establish. By understanding all aspects of defense and by working toward flawless execution than we will always put touchdowns on the board down here.

TURNOVER CONCERN? Again, concentration and execution is the key down on the goal line. Many coaches lack the understanding and overall awareness of the passing game to cut themselves loose down here. We will never clam up and become conservative down here yet we will also

never become frustrated in kicking a field goal. Putting points on the board is the key, whether it be 3 or 6. Our offensive design will enable us to be back down on the goal line again soon so settling for a field goal at any time will never be a disappointment for us.

AREAS FOR IMPROVEMENT: Any time that we may show an inability to score smoothly coming from the distant red area or down tight, a combination of things exist here. An emphasis of drill, repetition and specific work in this area is probably the most important element for improvement. For this season we will spend most of our 7 on 7 and 11 on 11 time out in the "free wheeling zone" (-20 to the +20). Then all of the extreme red area and goal line work will begin around the +8 and will quickly move inside the +5. In addition, scheme design may be extended further. Naturally, once we enter inside the +20, the vertical stretch routes of ours become non-existent such as the switch, steak, etc. However the run game will be employed here with much greater efficiency. situational offenses may be exercised here, horizontal and pick route schemes will be put into play in this area.

We will not be denied down near the pay-dirt area. We will execute through high repetition, great concentration, and self-discipline down here and come away with a touchdown.

HOUSTON COUGARS

1992

HURRY-UP OFFENSE

According to the current college rules the offense is certainly in favor or time advantage at the 2 minute mark and under. Not only during the closing moments in the half or the game, but all throughout the game the clock will stop temporarily on each and every first down. As a result, we shall be able to set our formation, call the play at the line-of-scrimmage and execute a play without using a great number of seconds when running our offense to conserve time.

In our offense we have a built in high-powered, quick-striking type of philosophy. As a result, the hurry-up process is a natural phase of our game. It blends into our normal style of execution.

I feel that the most important part of the game is the fading moments of each half. An offense only has so many possessions per game and if an extra 3 or 7 points can be rung up prior to the half, then this could provide the WINNING EDGE. As far as at the end of the game, every team must be faced with one last chance in coming from behind. It is most imperative for an offense, field goal unit, coaches and all supporting bench and press-box personnel to be fully aware of rules, procedures, game plan, etc. during this period of time.

In order to win the close ones and to accomplish the gaining of championships, we will certainly be confronted in having to come from behind to win on occasions. This opportunity will come underneath the 2 minute mark, at times. When this opportunity does arise, let's answer the challenge with confidence and certainty. Hey! This is the fun part of it. Having complete awareness of situations during this period of time while displaying poise, patience and persistence with our total execution we will not be denied. By working and applying certain drill in our meetings and practices throughout the season, we will not encounter a loss of control, a display of uncontrolled, scattered reaction to this situation. A panic-like response to this type situation is merely related to being unprepared. Many teams who enter into this situation by not being prepared, merely beat themselves for the most part.

By working these situations throughout the season, continually discussing the rules, and by exhibiting great composure when these situations do arise in games, then we will definitely put the final points on the board and snatch the victory away from any opponent.

Listed below are vital details that you must be aware of during the HURRY-UP situation.

1. Under these situations, the clock will stop and will not start again until the CENTER'S SNAP.
 - a. Incomplete pass
 - b. Ball carrier going out of bounds
 - c. A time out
 - d. A T.V. timeout
 - e. A crowd noise timeout by the officials
 - f. Play blown dead by an official by mistake.
 - g. End of a quarter, half or game.
2. Under these situations, the clock will stop momentarily and will not start again until the chain-crew is set and the referee starts the clock by indicating with his whistle in behind the

- a. upon gaining a first down while staying in bounds.
 - b. after a penalty is marked off.
 - c. an injured player is cleared from the field.
 - d. after a chain-crew measurement.
 - e. malfunction of the clock or any other game disturbance (dog on field, naked woman, etc.)
 - f. an injured official or chain-crew member is cleared or replaced.
3. Under these situations the clock will not stop and will remain running:
- a. ball carrier is tackled in bounds and does not make a first down.
 - b. receiver catches a pass, stays in bounds and does not make a first down
 - c. QB sack

SPECIFIC NCAA RULES TO KNOW AND REMEMBER

1. Referee will notify coaches and captain when all 3 time outs have been used.
2. On Time-Outs:
 - a. 1 minute and 30 seconds of time is allotted for this period.
 - b. Rules state that any number of players may come to the bench and confer with coaches during this period of time.
 - (1) We, as coaches, will determine this procedure from week to week.
3. All Ballcarriers:
 - a. When heading for out-of-bounds, be sure that you clearly get all of the way out of bounds. If the ballcarrier goes down in bounds and then slides out of bounds, the clock will not stop.
4. Vs crowd noise interference, the QB will merely look for the referee located directly behind him, behind the backfield set.
5. Referee marking the ball ready:
 - a. At QB, when the referee blows his whistle and he will be directly in behind our Superback. At QB, be prepared and ready as he assumes this position.
 - b. At QB, when preparing to call a time out, merely get to the referee located behind the backfield. As you see a ballcarrier or receiver still in bounds and him not making the first down, then quickly instruct the referee of the time out.

d Penalties on kicking situations'

- (1) If a team is punting to us and they are charged with a penalty after they punt to us (example: personal foul and time expires) then we are permitted one extra play

In concern of our game procedure in the Hurry-Up offense, the entire offensive unit will be gathered on the sideline with Jenkins and other coaches in receiving explicit instructions. The following list is a general description of the related material that will be covered.

1. Personnel will be established.
2. All situations will be discussed and covered prior to taking the field:
 - a. The need to get clearly out of bounds with the ball.
 - b. Awareness of time-outs remaining.
 - c. Knowledge of at-the-line signals and calls.
 - d. Total time remaining on the clock.
 - e. Necessity for huddling?
 - f. Covering situation for punt returner and punt return crew.
 - g. Possible substitutions and messengers ready on the sideline
 - h. Winning F.G. needed? (Refer to kicking situations)
 - i. Use of QB and other personnel on the sideline during time outs?
 - j. If clock doesn't start until the ball is snapped - we will always huddle when coming from behind to win.

(1) We may make 2 or more huddle calls here.
 - k. QB is aware of never taking a sack during this period of time.
 - l. Offensive line must be set emotionally prior to taking the field.

(1) Must have great protection here.
 - m. Receivers and backs must be briefed on signals and all possible audible checks before taking the field.

SPECIFIC POSITION AREA REMINDERS

1. QUARTERBACK

- a. Never take a sack in this situation.
- b. No heroics here - don't force any bad plays - no interceptions.
- c. Always keep control of the situation. Display poise and composure all the way.

- d. After each pass or run play - stay close to the referee in case we do not get a first down and fail to get out of bounds. Here, you can easily call a time-out without letting several seconds get away from us.
- e. If you are forced to scramble, get positive yards up the field and then get clearly out of bounds. Do not slide out across the sideline.
- f. Routes by the sideline or deep first-down possibilities are your obvious priority receivers.
- g. Naturally we will stay away from plays that may present less than first down yardage.
- h. Many 1st sound cadence calls may be necessary.
- i. Instruct receivers to use hurried motion during this period of time.
- j. Believe that you will be the difference in providing the margin of victory here. Convert this great opportunity into victory.
- k. Never hang onto the ball on a 4th down effort. Get it out of there on a pass or fumble.

2. RETURN SPECIALISTS

- a. Know all situations and decisions before entering the game.
- b. Use good judgement.
- c. Sure hands

3. RECEIVERS

- a. Cool - Calm - Collective
- b. Great concentration on your reads.
- c. Aware of all situations and calls before entering the game.
- d. Look the ball into your hands - put it securely away - then run. Be aware of defenders strip attempts.
- e. Be aware of getting first down yardage. Know exactly where that stick is.
- f. Move fast when motioning if the clock is running.
- g. When near the sideline, remember that you must clearly get out of bounds in order to stop the clock. You can't be tackled and slide out.
- h. Bounce up and get re-aligned when you are tackled.
- i. Know all of the rules and situations for this period of time.
- j. Confidence - your catch will be the one!

4. SUPERBACK

- a. Be fully decisive on your S.P.U. or possible D.P.U.
- b. Secure hands as a receiver.
- c. When running near the sideline, get all of the positive yardage that you can get and then get clearly out of bounds. You can't be tackled and slide out.
- d. No fumbles here. Defense will be taking their shots at you.
- e. Be fully aware of all rules and situations during this period under the 2 minute mark.
- f. Know where the first down point is.
- g. Avoid struggling for extra inches when you are strung up and you haven't gained a first down. The tacklers will pile you up and keep you under the stack. Protect the ball!
(1) Be aware - Get down and bounce up off the turf and get lined back up.

5. OFFENSIVE LINE

- a. Suck-em-up and meet your greatest opportunity and challenge during this period.
- b. Great protection is vital!
- c. Lay down one great play after another - - one play at a time here.
- d. Always know your call and assignments.
- e. Be on the line and ready when the QB puts his hands under the center.
- f. Your protection will make the difference during this period of time.
- g. Answer the bell in these late stages with fierce determination by fully controlling the pass rush. You will not be denied.

As far as including some additional Hurry-Up specifics, the crowd noise will be something to contend with on the road. When such situations prevail, the outside receivers must cut down and condense their split in order to hear the QB's call. Then they will line up accordingly. In this situation the QB must be sure that all receivers are set prior to the cadence. Should the noise become a factor in communicating to receivers, the QB shall merely look back to the referee and point to his ears.

In addition to our audible number series (0-19), the QB may use hand signals to the outside receivers in clarifying the play.

LAST RESORT - NO TIME OUTS - SECONDS COUNTING DOWN

*(We repeatedly see instances in which players run all over the field looking around for any official, chain-crew or whatever, trying to call time out in a panic-like state. As a result, precious seconds run off the clock.)

6. Everyone must be quick in re-aligning:

- a. If the defense is screwing around and stalling, the officials will stop the clock.

7. Again, when we make a first down and the ballcarrier stays in bounds, we must hurry to the L.O.S. and get set and ready to go as the chain-crew is re-aligning.

8. On Kicking Situations:

a. A Winning Field Goal needed

- (1) Obviously the wind factor will determine our required landmark on the field. As a general rule, if we can get the ball to the 28 yard line, then we feel a legitimate shot will exist. From this point, a 45 yard field goal will be attempted.

- (2) All field goal personnel will be with Special-Teams Coach along with Offensive Coordinator on the sideline ready and alert to go.

- (a) If necessary, we may save one time out for the field goal.

- (b) We may waste a down with an incomplete pass to stop the clock. (QB be sure that you are aware of what down it is.)

- (c) Detailed practice situations will tell us what our maximum time for getting off a field goal with the clock running will be.

b. Saving Time on Short Kickoff Return

- (1) We can fair catch a high and short kickoff (or any type kickoff) and the clock will not start until the snap on the following play from scrimmage.

c. Fair Catching Punt Considerations

- (1) We can fair catch a punt, and the clock will not start until the snap on the following play.

- (a) This decision will obviously be decided prior to the attempt.

***EXTREMELY IMPORTANT:** If our opponents punt the ball and time expires while the ball is in the air:

- 1. We can fair catch it and then we are entitled to a field goal attempt. However, rules state if we do fair catch it, we can't use the last play as an offensive play.

- 2. We can let the ball hit the ground and if they down it, we are entitled to an extra offensive play, but can't attempt a field goal.

9. Other related situations & rules:

- a. An offensive lineman may come off and "gore" the nearest defender to draw a penalty. At least this will enable us to take a call and get another play without the clock running out on us.
- b. The clock will also stop momentarily if an injury occurs to an official or member of the chain-crew.
- c. On any 4th down attempt in which we are obviously in our last possession of the half or game, the ball must never go down short of the first down.
 1. QB - let it fly! Never eat it.
 2. Any ballcarriers - You must fumble it forward intentionally if a 1st down is not made. Don't be real obvious. Be an actor.
 3. If a 2 point conversion or T.D. is needed - get the ball forward into the end zone. And if the fumble is still shy of the goal line the nearest offensive player must see the ball forward into the end zone (acting as if you are trying to recover it)

IMPORTANT: When going after any fumble, if an opponent is in front of you near the ball, the rules state that you may push him in the back (clip him) as you go for the ball.

- d. With 25 seconds left in the half or a game, if the defense commits a penalty we are able to huddle and take our time as the clock will not start until the centers snap.

CONSUMING TIME WHEN WE ARE AHEAD UNDER 2 MINUTES

1. Utilize the full 30 seconds on each play whenever possible.
2. Do not use any time outs.
3. Keep the ball away from the sideline.
4. Ballcarriers delay the officials by getting up slowly.
5. Secure first downs in a relatively safe manner, if possible.
6. Expend the clock by using the ground game more than in the original plan.
7. Do not snap the ball with less than 30 seconds with the opposition out of time outs.
8. Situation may present itself to use total allowed time and take a penalty.
9. An intentional safety may be necessary if the opponent is behind by more than 2 points. (Naturally, this plan will be executed from the bench.)
10. All receivers and backs must be fully aware of the defenders strip attempts. Secure the ball with both hands as they close in.

*These time consumption ideas will be utilized only in the event of an opponent being within reach of us. This is by no means to imply caution or reflect a casual conservative attitude toward our offense.

In conclusion of the Hurry-Up offensive section, we may all focus on the impact of preparation on this period of the game. We must be extremely confident and disciplined as we engineer our drives during the final moments of any half or a game. As mentioned previously, our offense is structured for attacking quickly at any point in the game. Our basic philosophy is actually a built in Hurry-Up attack. Consequently there may be a number of times throughout the season that we use the Hurry-Up system merely to get the defense on the run in disarray, regardless of how much time is left.

HOUSTON COUGARS

1992 SEASON

**SPECIFIC RULES & REMINDERS
RELATED TO OUR OFFENSE**

I. SPECIFIC RELATED RULES & REMINDERS

A. Offensive line alignment

1. All linemen must split the belt region of the center while in their stance.

B. Slot-back alignment:

1. All slots must align on the heels of the offensive tackle & there must be space between the off. tackles butt and the concerned slot.

C. When use of our motions are applied:

1. Everyone (all linemen and other receivers or Superbacks) must be completely set when a player begins his motion. (Unless they are all eventually going to come to a stop).

D. X & Z receivers:

1. When aligning out at your normal position, when you break out of the huddle you must run out & line up on the side judge on your side. Do not line up offside by assuming that you are in the right spot. If you do the officials will flag the offense immediately and mark it off.

E. Receivers or Superback returning to huddle after being downfield:

1. Come back on a comfortable jog. Once you hit the line-of-scrimmage then hurry to the huddle as the officials may start the 25 second clock at any point.

F. Crowd noise:

1. If QB realizes that hearing his cadence is impossible then he must look back at Referee and point to his ears.

G. Receivers vs. a Roll Corner:

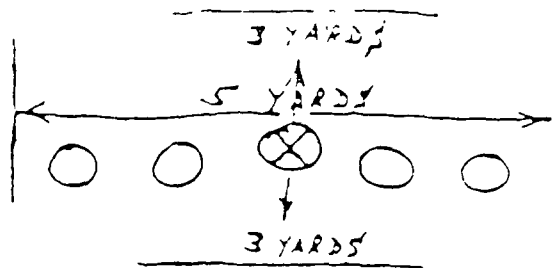
1. If any receiver is jammed on his release out of bounds merely get back in quickly and continue in your pattern.

H. Incomplete pass:

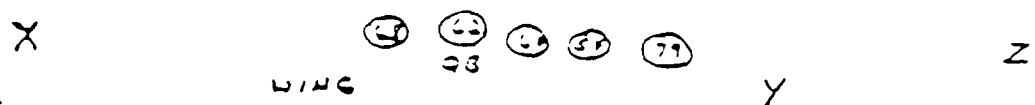
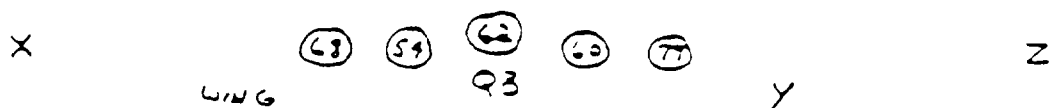
1. All receivers must tuck the ball away quickly on a reception. If a player goes up high for a catch and when he hits the ground, if it pops out, it is ruled an incomplete pass.

I. Legal clipping zone:

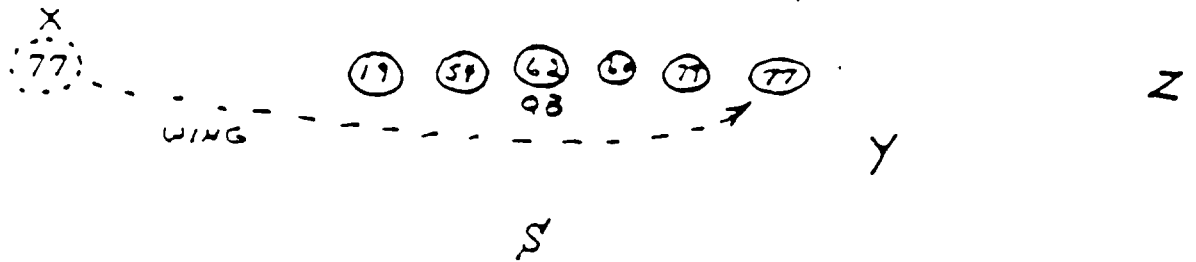
1. Players (defenders) may be legally clipped 3 yards on both sides of the L.O.S. and 5 yards out from the ball. See diagram on the following page.



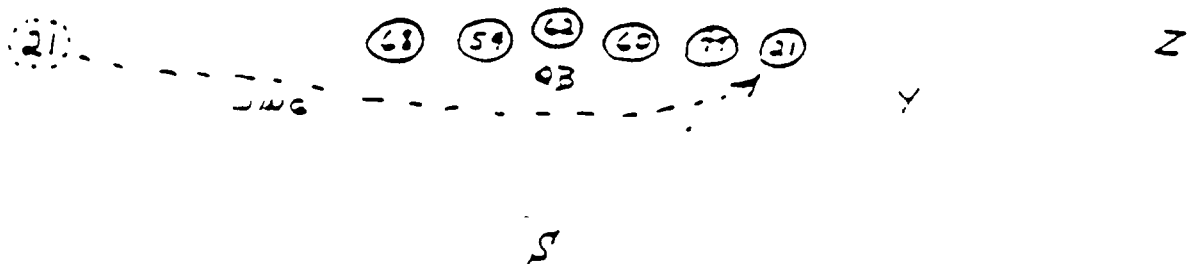
3. Substitutions & getting off the field.
 1. Players must always get off on their own side of the field.
4. Fumble occurrence:
 1. If a fumble occurs and as you go for it there is a defender in front of you then you may push him in the back in order for you to get the ball. This is legal.
5. Legal numbers:
 1. Whether the formation is balanced or unbalanced 5 interior linemen must have 50 through 70 numbers. See two diagrams below.



2. If an end over situation is presented, should we want the end man to be eligible, then the end over player must have a 50-70 number. (See below)



3. However, if we do not intend for the end man to go out for a pass then he could wear a 50-70 linemans number. (See below) Also, the end over player can wear a receivers number, but must not go if he is closed in.



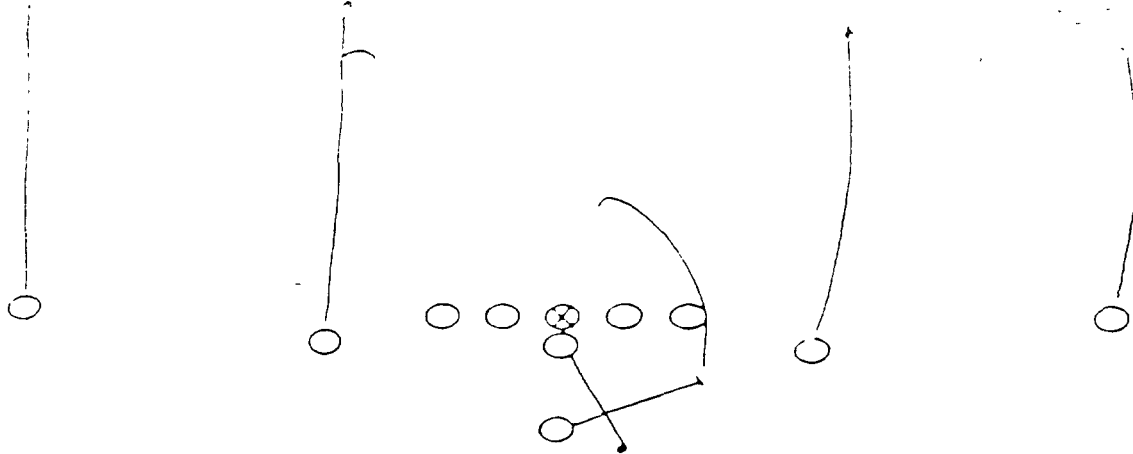
4. If any special number change is needed, then a regular game jersey must be used on the sideline. No pullover vests or half-shirts.

PLAYER PRACTICE POLICIES

I. 1992 SEASON

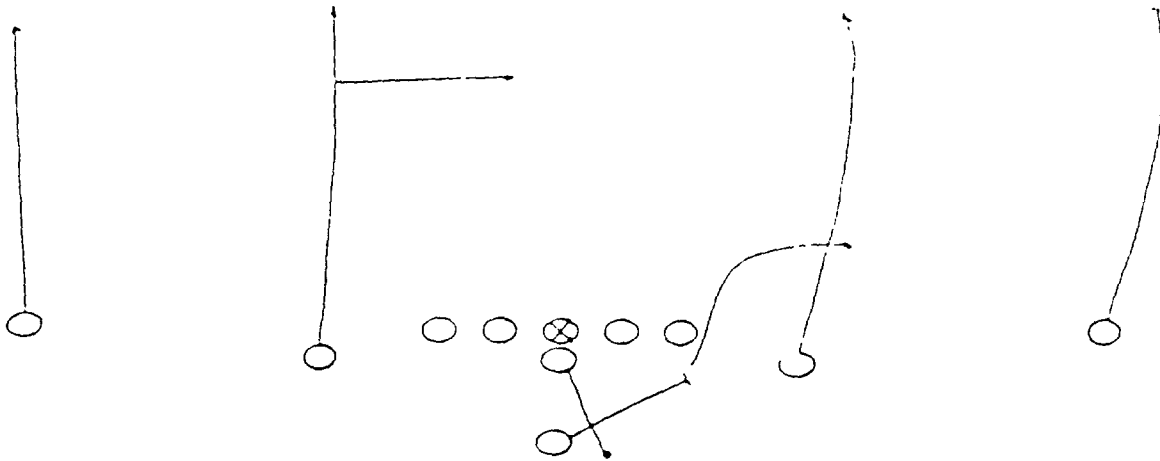
- A. Entire football squad is to taped and dressed before meetings. Do not go back to the training room unless instructed by Tom Wilson for possible additional medical treatment.
- B. During practice take your water breaks freely inbetween reps. The water will be stationed in behind your drill sessions.
- C. Have your chin snap buttoned in all drills unless your position coach regards it as optional in pre-practice activities. However, have it buttoned during all drills in practice.
- D. During practice when not involved in a drill if you wish to take a knee, fine, but never sit on your headgear or leave your headgear on the ground near another players drill.
- E. If injured or sick, make sure that you are cleared through by Tom Wilson before reporting to the Health Clinic and missing a meeting or perhaps a practice.

BALANCED ROUTES PASSES

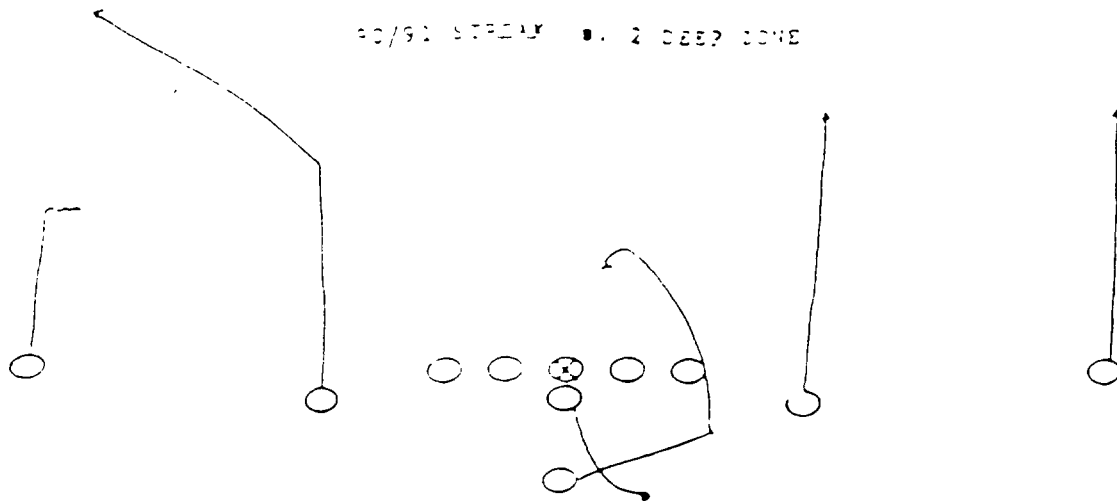


POS	ASSIGNMENT	COACHING POINTS
OL	90/91 Protection.	
FSE	FADE and blow the top off the CB.	
BSE	Outside release and FADE.	
FS SB	STREAK to 2 yards outside the hash and blow the top off the deep cov.	Never HOOK up.
BS SB	STREAK to 2 yards outside the hash and read FS position for DFR Rule.	FS AWAY: STREAK. FS DEEP MIDDLE: HOOK at 12-14. FS TIGHT MIDDLE: STREAK. FS ON TOP: HOOK at 12-14.
FB	FST COVERED: TE area to HOOK. FST UNCOVERED: ILB area to HOOK.	If someone else blocks your man you must block backside.
QB	Drop 5 steps Right or 6 Left. DROP: 5 steps Right or 6 Left. PROGRESSION: FSSB, BSSB, BSE, FB.	Key the Free Safety.

90/91 STREAK vs. MAN TREE

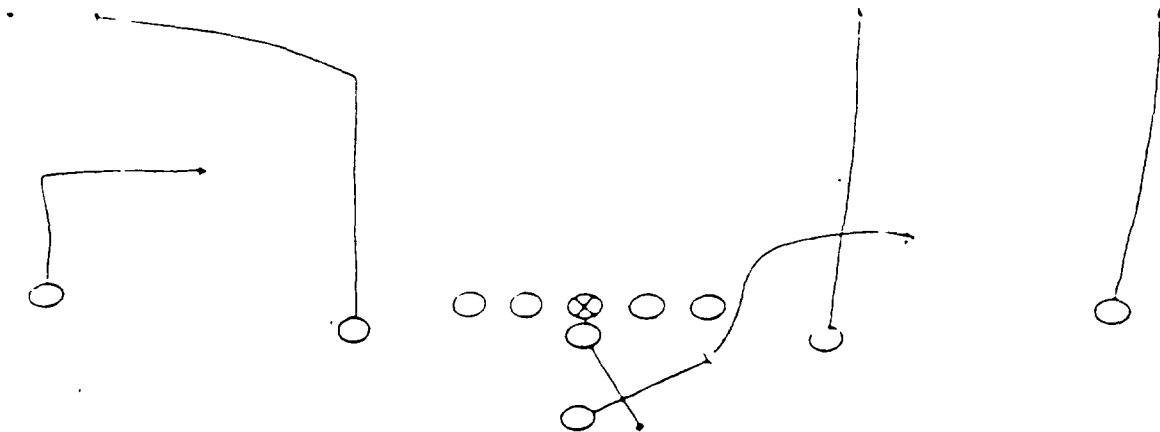


POS	ASSIGNMENT	COACHING POINTS
OL	90/91 Protection.	
FSE	FADE and get width.	
BSE	Outside release and FADE.	
FS SB	STREAK at 2 yards outside the hash and beat the FS deep.	
BS SB	Sprint at 2 yards outside the hash read FS for STREAK or SQUARE IN.	FS AWAY: STREAK. FS HIGH: SQUARE IN at 12-14 yards. FS SHALLOW: STREAK.
FB	FST COVERED: TE area to FLAT. FST UNCOVERED: ILB area to FLAT.	If someone blocks your man you must stay in and block backside.
QB	DROP: 5 steps Right or 6 Left. Look Frontside to move FS. PROGRESSION: FSSB, BSSB, FB.	FS HIPS SQUARE OR FS: BSSB Deep or Dig. FS HIS BS: FSSB in the hole or Deep.

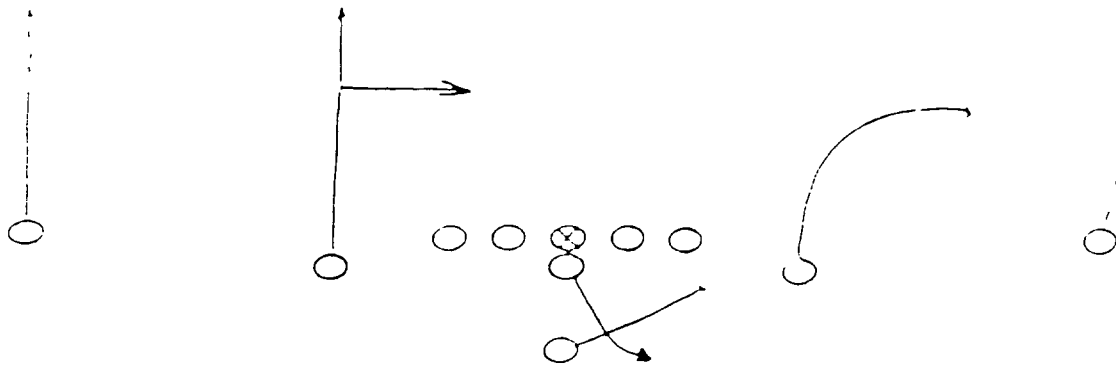


POS	ASSIGNMENT	COACHING POINTS
OL	90/91 Protection.	
FSE	Outside release and FADE.	Stretch the near Safety vertically.
BSE	Drive to 8 yards and SQUARE IN and settle in void between CB and OLB.	
FS SB	STREAK to 2 yards outside the hash.	Clear out the FS Safety.
BS SB	Sprint 2 yards outside the hash break a CORNER at 12-14 yards.	Adjust your angle according to CB depth
FB	FST COVERED: TE area to HOOK. FST UNCOVERED: ILB area to HOOK.	If someone else blocks your man you must stay in and block backside.
QB	DROP 5 steps Right or 6 Left. PROGRESSION: BSSB, BSE, FB.	Key the Backside Safety.

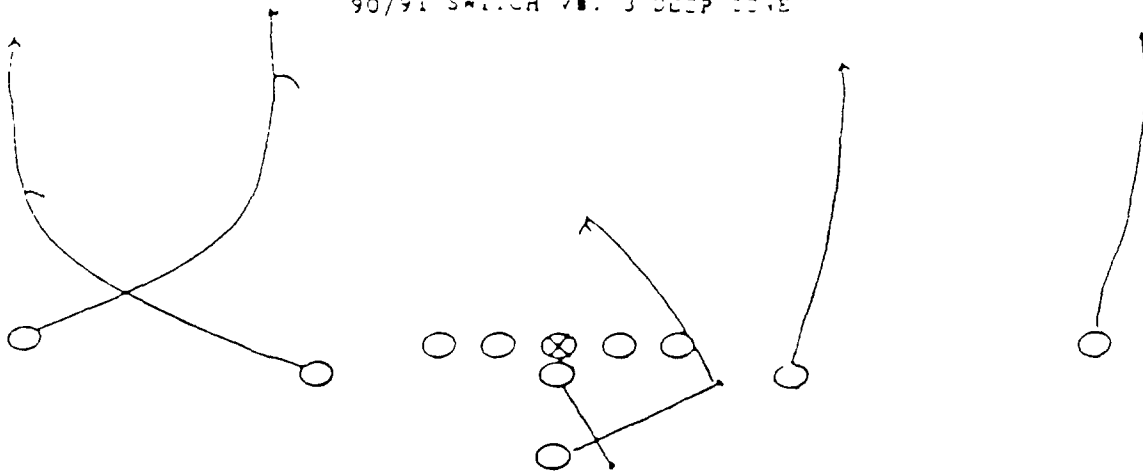
90/91 STREAK vs. TAG PLAY



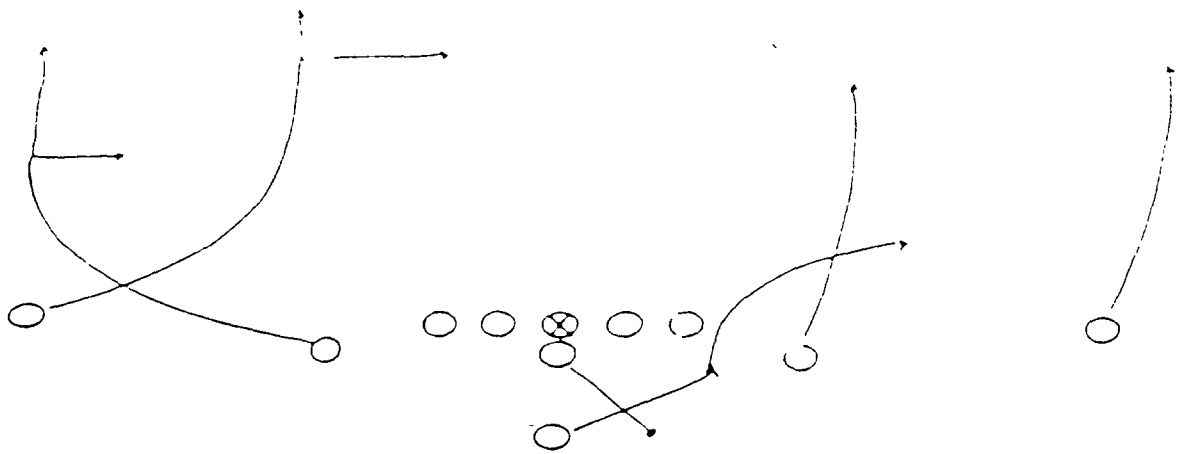
POS	ASSIGNMENT	COACHING POINTS
OL	90/91 Protection.	
FSE	FADE and get width.	
BSE	SQUARE IN at 8 yards.	
FS SB	STREAK to 2 yards outside the hash.	Never HOOK up.
BS SB	CORNER route at 12-14 yards.	Adjust angle according to near Safety.
FB	FST COVERED: TE area to FLAT route. FST UNCOVERED: TE area to FLAT.	If someone blocks your man you must stay in and block backside.
QB	DROP: 5 steps Right and 6 Left. Look Frontside to move Far Safety. PROGRESSION: BSSB, BSE, FB.	



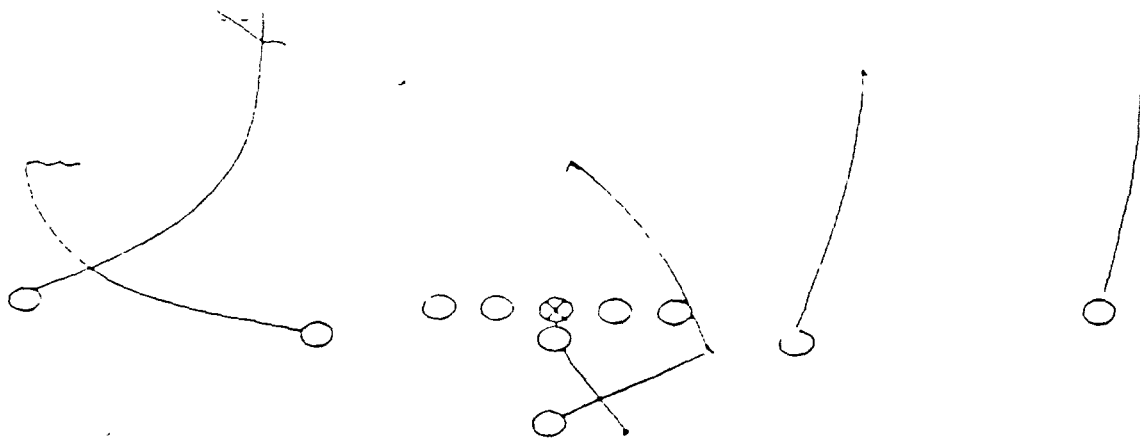
POS	ASSIGNMENT	COACHING POINTS
OL	90/91 Protection.	
FSE	FADE.	
BSE	FADE.	
FS SB	6 yard MAN CUT outside.	
BS SB	STREAK.	4 yds. Bkt Back
FB	FST COVERED: TE area to B3. FST UNCOVERED: ILB area to B3.	
QB	DROP: 3 steps Right or 4 Left. PROGRESSION: FSSB, BSSB.	If both are covered throw it away.



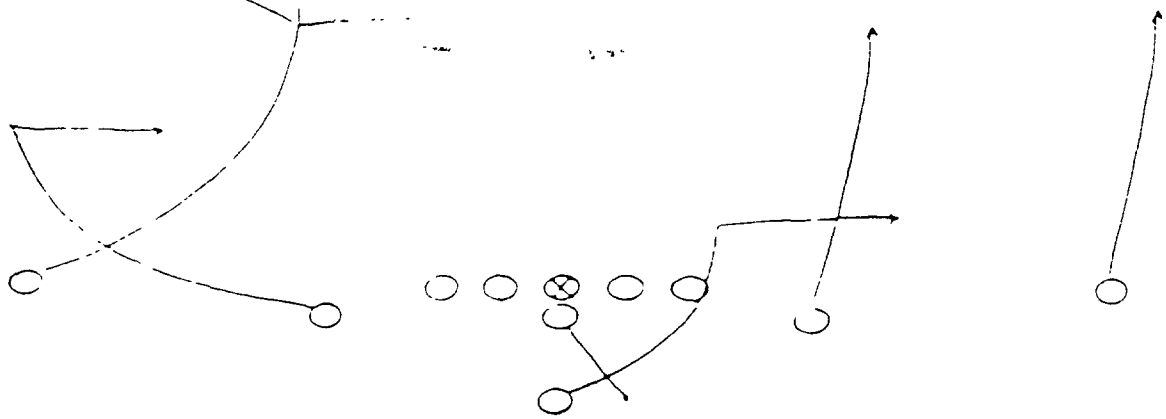
POS	ASSIGNMENT	COACHING POINTS
OL	90/91 Protection.	
FSE	FADE.	Blow the top off the deep coverage.
BSE	BANANA to 2 yards outside hash and STREAK or HOOK at 12-14 yards.	Key the Free Safety.
FS SB	STREAK 2 yards outside the hash.	
BS SB	WHEEL behind BSE. Key Flat defender for STOP or STREAK.	
FB	FST COVERED: TE area to HOOK. FST UNCOVERED: ILB area to HOOK.	If someone blocks your man you must stay in and block backside.
QB	DROP: 5 steps Right or 6 Left. PROGRESSION: BSE, BSSB, FB.	Key the Free Safety.



POS	ASSIGNMENT	COACHING POINTS
OL	90/91 Protection.	
FSE	FADE.	Blow the top off the deep coverage.
BSE	BANANA to 2 yards outside hash and STREAK or SQUARE IN at 12-14 yds.	Key the Free Safety.
FS SB	STREAK 2 yards outside the hash.	
BS SB	WHEEL behind BSE. Key defender's position for 5 yard SQUARE IN or STREAK.	SQUARE IN: Defender bubbles over BSE. STREAK: Defender ducks under BSE.
FB	FST COVERED: TE area to FLAT. FST UNCOVERED: ILB area to FLAT.	If someone blocks your man you must stay in and block backside.
QB	DROP: 5 steps Right or 6 Left. PROGRESSION: BSE, BSSB, FB.	Key the Free Safety.

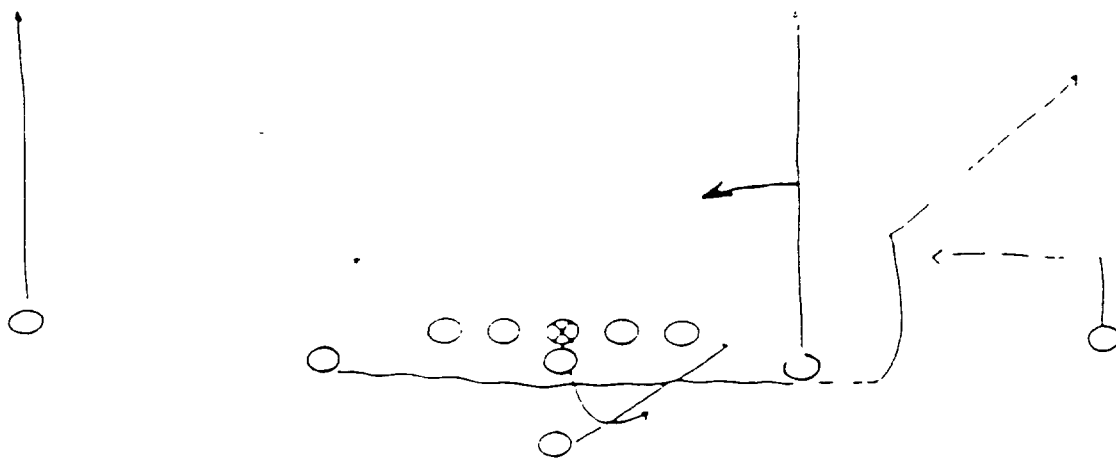


POS	ASSIGNMENT	COACHING POINTS
OL	90/91 Protection.	
FSE	Outside release and FADE.	Stretch the near Safety vertically.
BSE	BANANA to 2 yards outside hash and break CORNER route at 12-14 yards.	Key the backside Safety.
FS SB	STREAK to outside shoulder of near Safety and beat him deep.	
BS SB	WHEEL behind BSE. Key Flat defender for STOP or STREAK.	
FB	FST COVERED: TE area to HOOK. FST UNCOVERED: ILB area to HOOK.	If someone blocks your man you must stay in and block backside.
QB	DROP: 5 steps Right or 6 Left. PROGRESSION: BSE, BSSB, FB.	Key the Backside Safety.



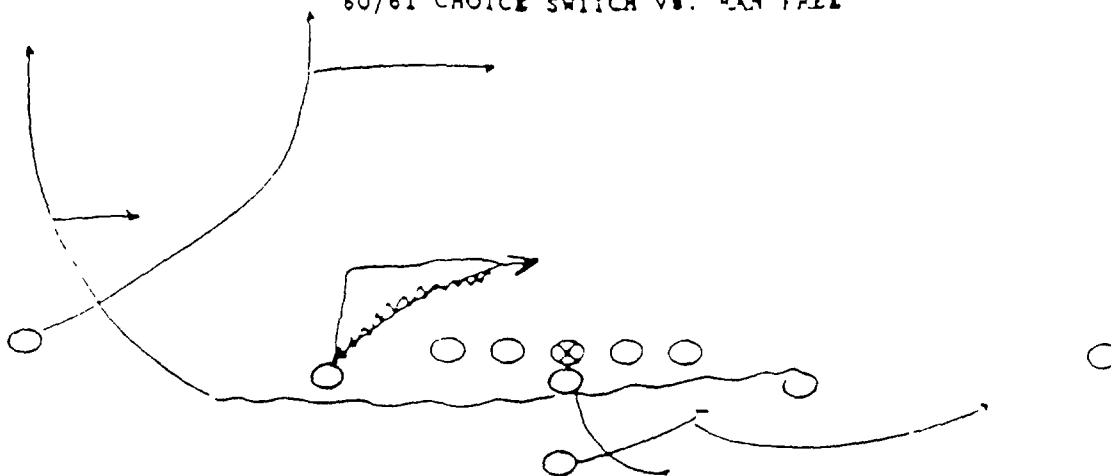
PCS	ASSIGNMENT	COACHING POINTS
OL	90/91 Protection.	
FSE	Outside release and FACE.	Stretch the near Safety vertically.
BSE	BANANA to 2 yards outside hash and break CORNER route at 12-14 yards.	Key the backside Safety.
FS SB	STREAK to outside shoulder of near Safety and beat him deep.	
BS SS	WHEEL behind BSE to his alignment. SQUARE IN at 5 yards.	
FB	FST COVERED: TE area to FLAT. FST UNCOVERED: ILB area to FLAT.	If someone blocks your man you must stay in and block backside.
QB	DROP: 5 steps Right or 6 Left. PROGRESSION: BSE, BSSB, FB.	Key the Backside Safety.

CHOICE ROUTES PASSES

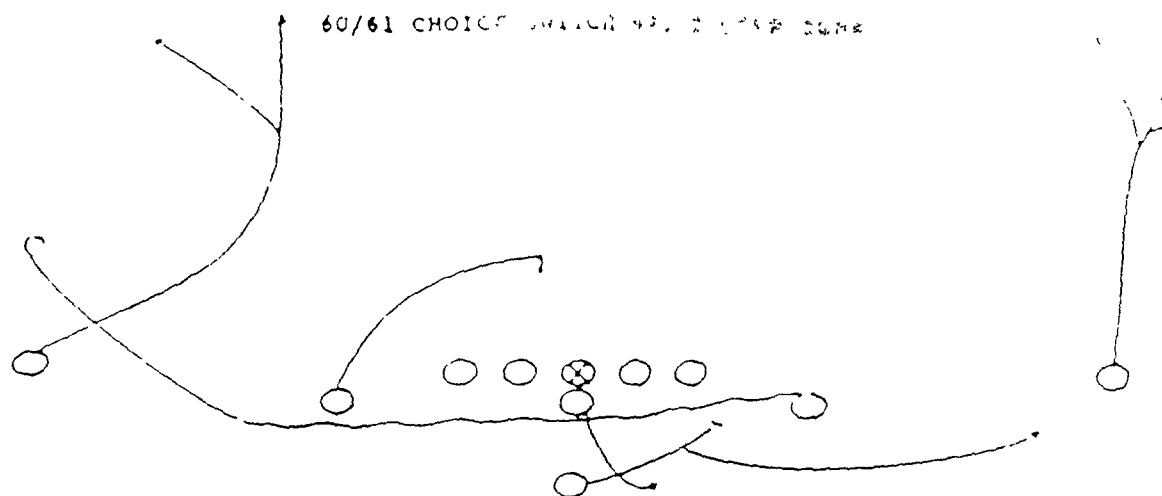


POS	ASSIGNMENT	COACHING POINTS
OL	60/61 Protection.	
FSE	Drive off to 3 yards depth and SQUARE IN.	Do not delay.
BSE	Outside release and FADE	
SB	MAN CUT inside vs. Loose coverage. STREAK vs. Tight coverage.	Look quick for "HOT!" route.
MB	Motion to 3-5 yards outside the SB SQUARE OUT or FLAG at 5 yards.	If cover man is high on top SQUARE OUT. If cover man is tight then FLAG cut.
FB	60/61 Protection.	
QB	Drop 5 Right or 6 Left. vs. Loose coverage read SB to FSE. vs. Tight coverage read MB to SB.	You do not have time to make more than one read vs. Blitz.

60/61 CHOICE SWITCH vs. HAM FREAK

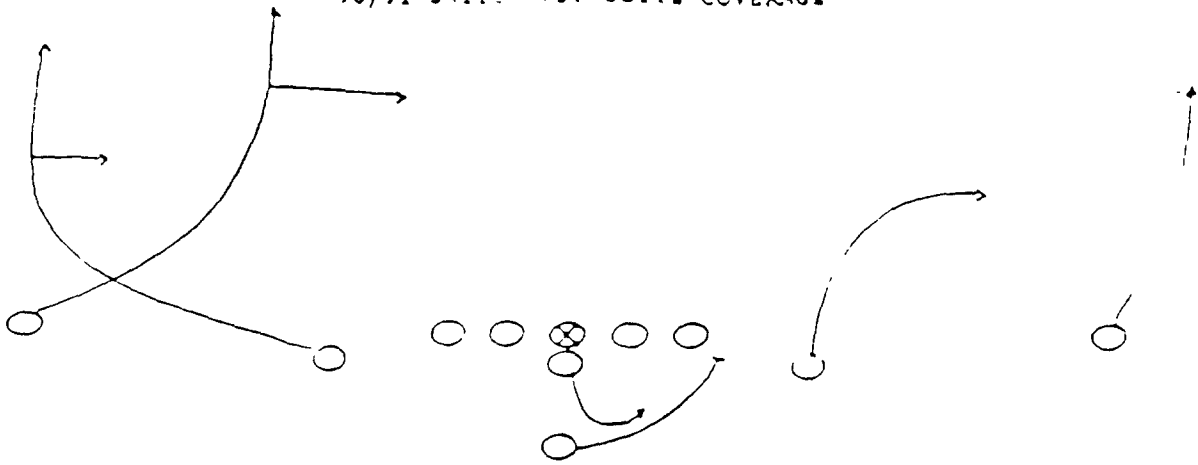


POS	ASSIGNMENT	COACHING POINTS
OL	60/61 Protection.	
FSE	SPEED CUT at 12 yards, FADE, or SKINNY POST.	SPEED CUT: CB maintains 3 yd. cushion FADE: If you break his cushion-inside. SKINNY POST: Break cushion-outside.
BSE	STREAK to 2 yards outside hash and SQUARE IN or continue to STREAK.	If FS stays frontside STREAK. If FS stays deep SQUARE IN at 8-10 yards.
SB	DRAW at 5-7 yards.	If CB blitzes yell "HOT!" to QB and settle in his vacant area.
MB	Motion half way between SB and FSE. Release outside and rub off the BSE and Read the CB for FADE or <i>Drag</i> or FADE.	If you break inside stay under FS. If Cover man is even with you beat him deep.
FB	FST COVERED: TE area to FLARE. FST UNCOVERED: ILB area to FLARE.	
QB	Drop: 5 Right or 6 Left. PROGRESSION: FSE/FB, BSE, SB. Shuffle Set for Backside read.	

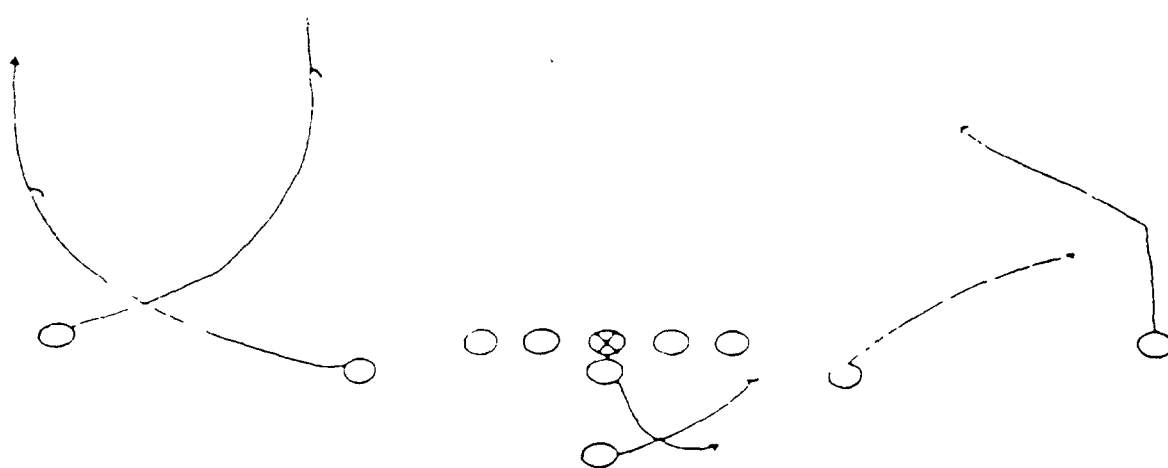


POS	ASSIGNMENT	COACHING POINTS
OL	60/61 Protection.	
FSE	Release inside and SQUAPE OUT at 12-14 yards.	If Corner is still with you at 12 yards continue upfield.
BSE	BANANA to 2 yards outside the hash STREAK to outside shoulder of near Safety and CORNER, STREAK, or HOOK.	
SB	DRAG at 5-7 yards.	Replace ILB's alignment feet. If LB walls you off reverse your route at the same depth.
MB	Motion half way between SB and FSE. Release outside and rub off the BSE and Read the CB and HOOK UP at 8 yd	
FB	FST COVERED: TE area to FLARE. FST UNCOVERED: ILB area to FLARE.	
QB	Drop: 5 Right or 6 Left. PROGRESSION: FSE, BSE, SB. Shuffle set for Backside Read.	If the Corner's hips are parallel to the LOS hit the FSE. If his hips are perpendicular look FB to Backside.

90/91 SWIT... BLITZ COVERAGE

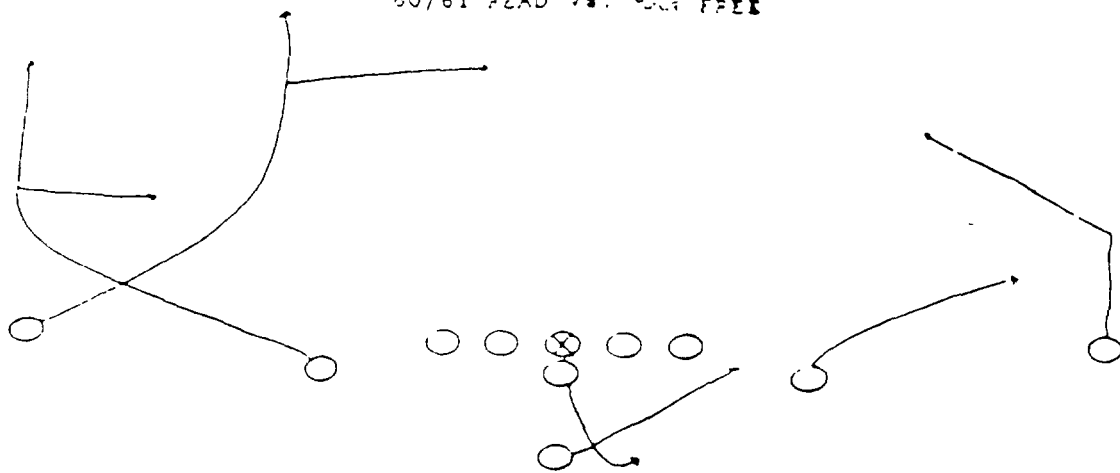


POS	ASSIGNMENT	COACHING POINTS
OL	90/91 Protection.	
FSE	FADE.	
BSE	Get vertical and MAN CUT at 6 yards or STREAK.	TIGHT COVERAGE: Rub BSSB and DFLINO. LOOSE COVERAGE: BANANA/MAN CUT @ 8-10.
FS SB	6 yard PRESSURE OUT.	
BS SB	Release outside, rub off BSE, and FADE.	Beat your man deep.
FB	FST COVERED: TE area to B3. FST UNCOVERED: ILB area to B3.	
QB	DROP: 3 steps Right or 4 Left. PROGRESSION: FSSB, BSSB.	If both are covered throw it a-way.



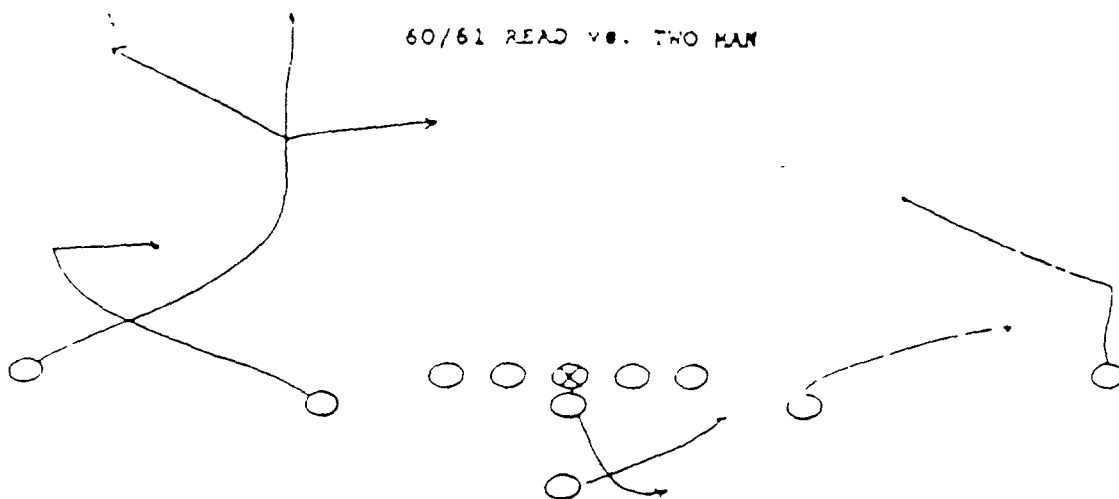
POS	ASSIGNMENT	COACHING POINTS
OL	60/61 Protection.	
FSE	3 step POST.	
BSE	SWITCH route.	
FS SB	FLAT route and level to 5 yards.	
BS SB	SWITCH route and read Flat defender to Corner.	
FB	60/61 Protection.	
QB	Drop 3 Right or 4 Left. Read SS for POST or FLAT. Shuffle set for backside SWITCH.	Hit FSE on the inside hip. POST: SS hips turn out FLAT: SS hips stay square

60/61 READ vs. LONG FREE

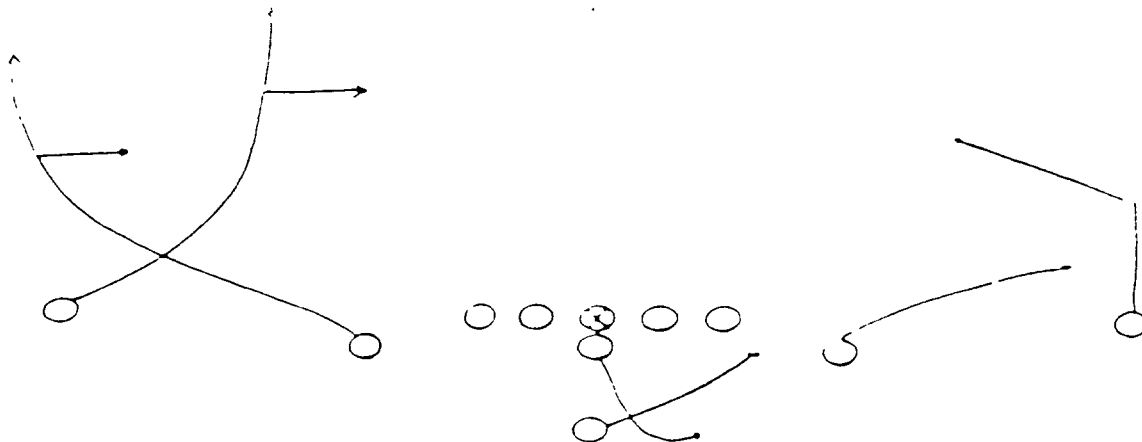


POS	ASSIGNMENT	COACHING POINTS
OL	60 61 Protection.	
FSE	3 step POST	
SSB	SWITCH route and apply DFR Rule.	
FS SB	L-T route and level to 5 yards.	Turn upfield if QB pumps.
SS SB	SWITCH Route and read the Safety.	
FB	60/61 Protection.	
QB	Drop 3 steps Right or 4 Left. Look for FSE on POST then SB on FLAT route.	If SB is covered pump him upfield. Look for LB on SB mismatch.

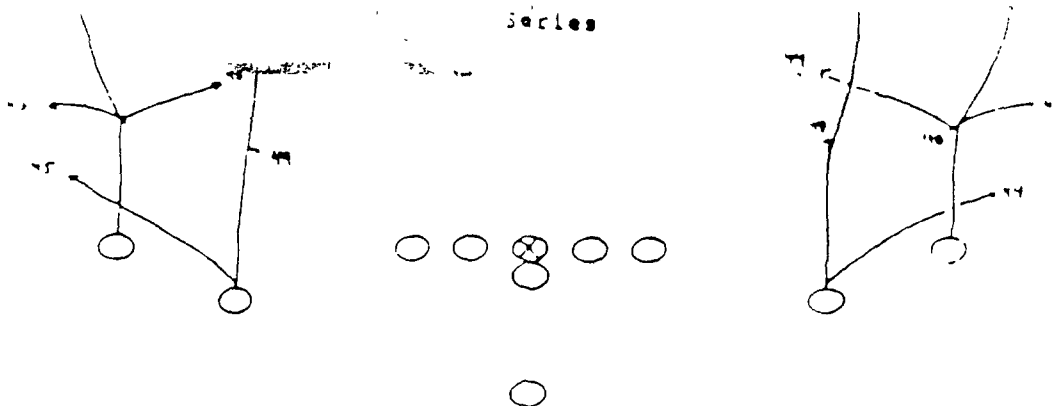
60/61 READ vs. TWO MAN



POS	ASSIGNMENT	COACHING POINTS
OL	60/61 Protection.	
FSE	3 step POST	
BSE	SWITCH route and apply DFR Rule.	
FS SB	FLAT route and level to 5 yards.	Turn upfield if QB pumps.
BS SB	Switch Route and read the Safety.	
FB	60/61 Protection.	
QB	Drop 3 Right or 4 Left. Look for FSE on POST then SB on FLAT route.	If SB is covered pump him upfield. Look for LB on SB mismatch.

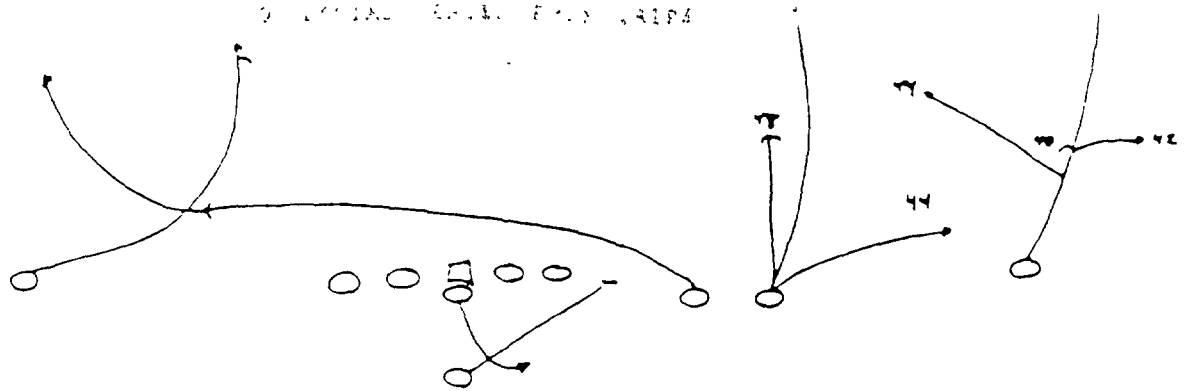


POS	ASSIGNMENT	COACHING POINTS
OL	60/61 Protection.	
FSE	3 step POST vs. Loose Coverage. FADE vs. Tight Coverage.	
BSE	SWITCH route and apply DFR Rule.	
FS SB	FLAT route and level to 5 yards.	Turn upfield if QB pumps.
BS SB	SWITCH route and beat defender deep or break across his face at 5-8 yds	
FB	60/61 Protection.	
QB	Drop 3 Right or 4 Left. Check numbers balance of defense. If no advantage go to the Field.	(1) FSSB (2) FSE

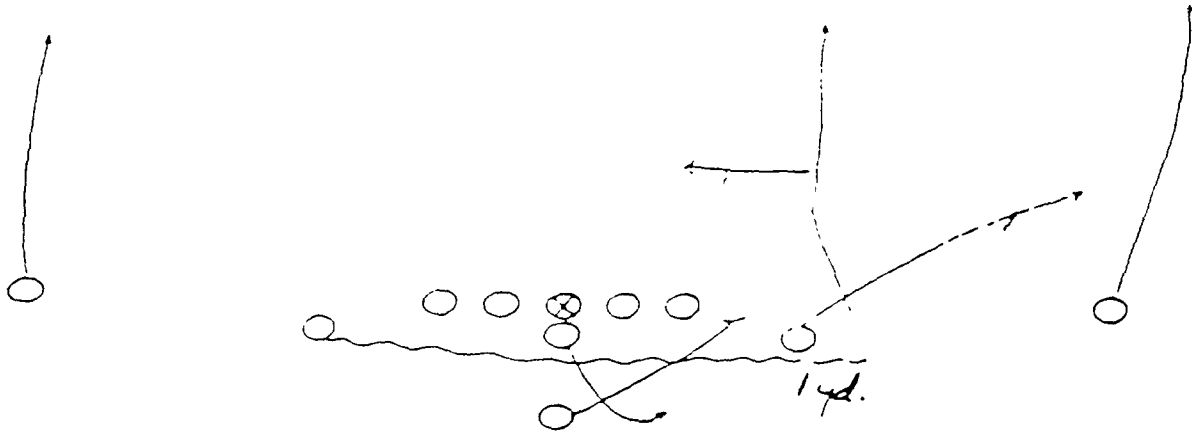


POS	ASSIGNMENT	COACHING POINTS
LSE	41: STOP. 47: FADE. 43: OUT. 49: FADE. 45: POST.	40, 42, 44, 46, 48: SWITCH route.
FST	60 Protection.	
FSG	60 Protection.	
C	60 Protection.	
BSG	60 Protection.	
BST	60 Protection.	
RSE	40: STOP. 46: FADE. 42: OUT. 48: OPTION ROUTE. 44: POST.	41, 43, 45, 47, 49: SWITCH route.
LSB	41: SEAM. 47: SEAM. 43: SEAM 49: OPTION ROUTE. 45: FLAT *Aim for SS outside arm.	40, 42, 44, 46, 48: SWITCH route.
MB	40: SEAM. 46: SEAM. 42: SEAM. 48: SEAM. 44: FLAT. *Aim for SS outside arm.	41, 43, 45, 47, 49: SWITCH route
FB	60 Protection.	Load block #3.
QB	Roll 3 steps to the Right and 4 steps to the Left. Look for FSE on time.	If FSE is covered shuffle set and look for SWITCH combination backside.

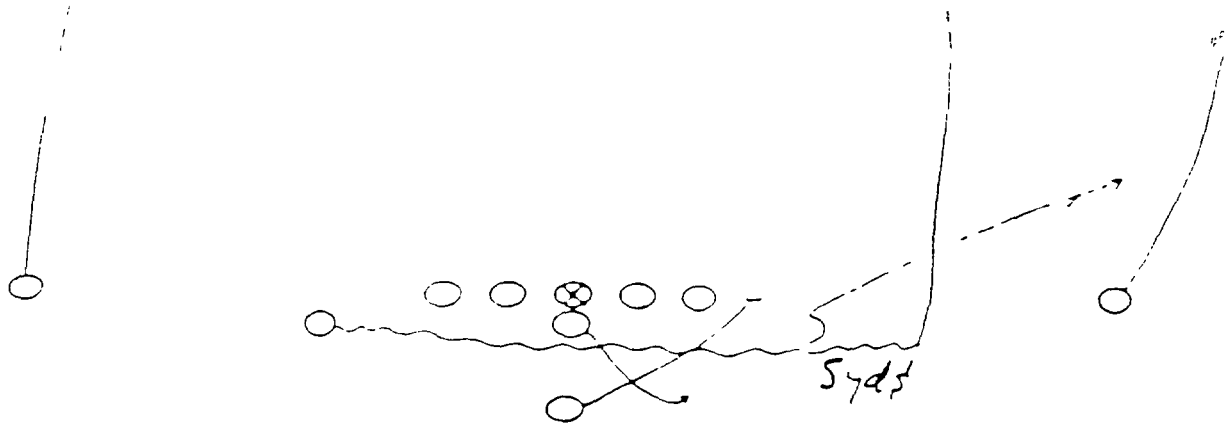
TRIPS ROUTES PASSES



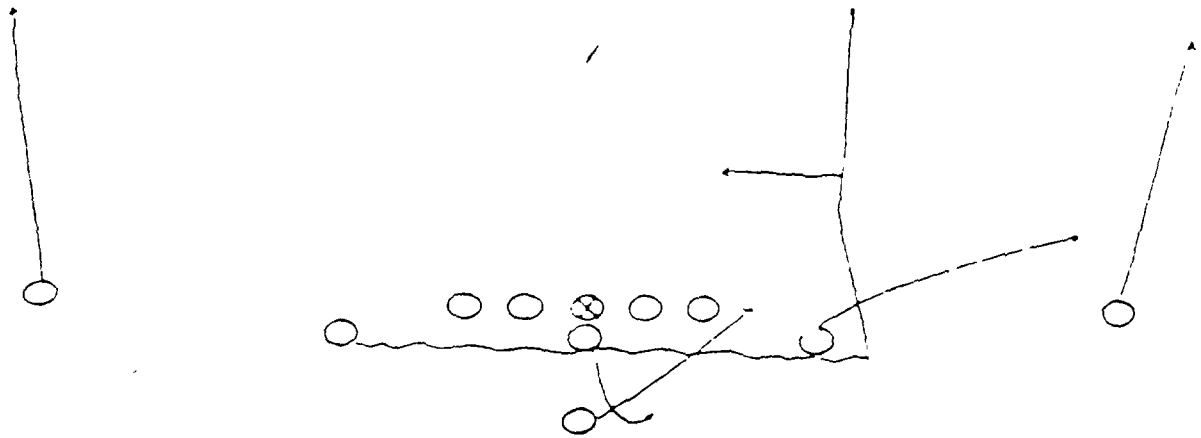
POS	ASSIGNMENT	COACHING POINTS
LSE	41: STOP. 47: FADE. 43: OUT. 49: FADE. 45: POST.	40, 42, 44, 46, 48: SWITCH route.
FST	Aggressive 60 Protection.	
FSG	Aggressive 60 Protection.	
C	Aggressive 60 Protection.	
BSG	60 Protection.	
BST	60 Protection.	
RSE	40: STOP. 46: FADE. 42: OUT. 48: OPTION ROUTE. 44: POST.	41, 43, 45, 47, 49: SWITCH route.
SB	DRAG at 5 yards. When you get to the far numbers wheel upfield.	
MB	40/41, 42/43, 46/47 Special: SEAM. 48/49 Special: 10 yd. OPTION route.	
FB	Cut ILB or TE area.	
QB	Roll 3 Right or 4 Left. Lock for FSE on time then MB. On 48/49 Special look 1st to MB.	Shuffle set for backside SWITCH combo.



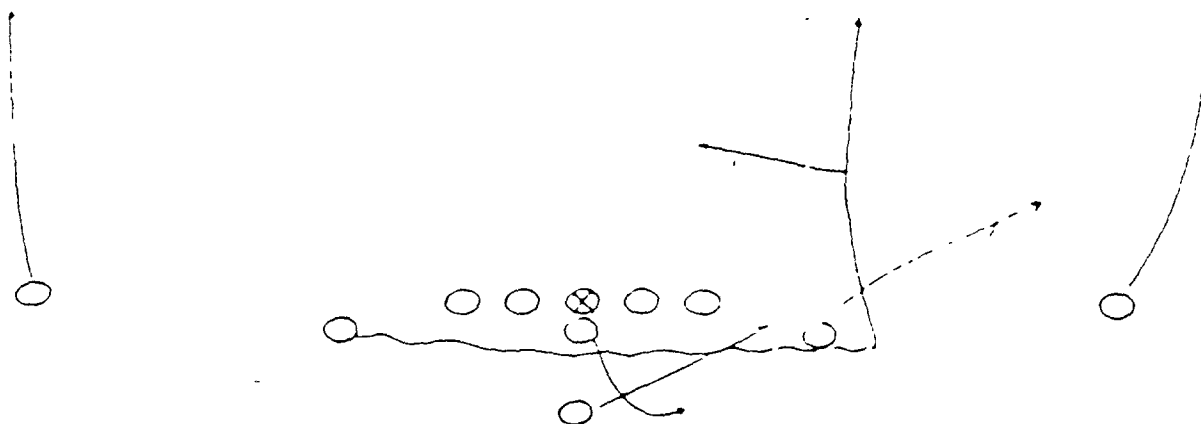
POS	ASSIGNMENT	COACHING POINTS
OL	60/61 Protection.	
FSE	FACE.	Blow the top off the Deep Coverage.
BSE	FACE.	
SB	FLAT route by leveling to 5 yards.	
MB	Motion to 1 yard outside the SB. Pick inside defender and Man Out your defender.	Rub the near shoulder of the SB's defender. <i>[7] Treat like zone</i>
FB	60/61 Protection.	
QB	Drop 3 Right and 4 Left. Lock for SB on FLAT route then MB Breaking backside and underneath.	Keep possibility is good if contain man is stale-mated.



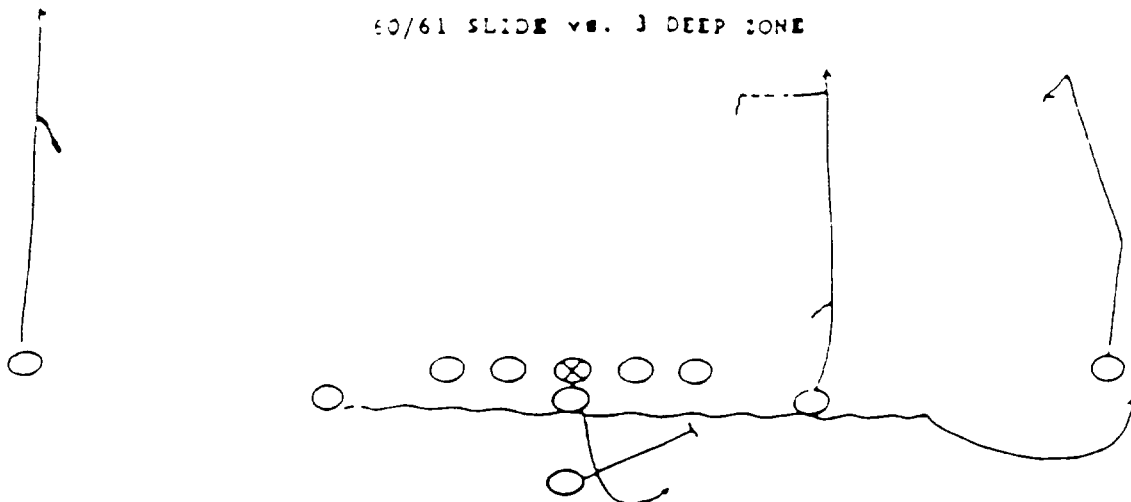
POS	ASSIGNMENT	COACHING POINTS
OL	60/61 Protection.	
FSE	Outside release and FADE.	Look for ball in area 18-25 yards downfield.
BSE	FADE.	Blow the top off the Deep Coverage.
SB	Flat route by leveling to 5 yards.	After the catch turn inside and upfield to avoid the Corner.
VB	Motion to 3-5 yards outside the SB. STREAK upfield and wall off Curl defender. STREAK 2 yds. o/s hash.	Aim at OLB's outside shoulder and up the field when he crosses your face.
FB	60/61 Protection.	
QB	Drop 3 Right or 4 Left. Read FS Corner for FSE or FLAT.	If Corner's hips stay parallel hit FSE in the DEAD ZONE. If Corner's hip turn then hit FLAT route's inside shoulder.



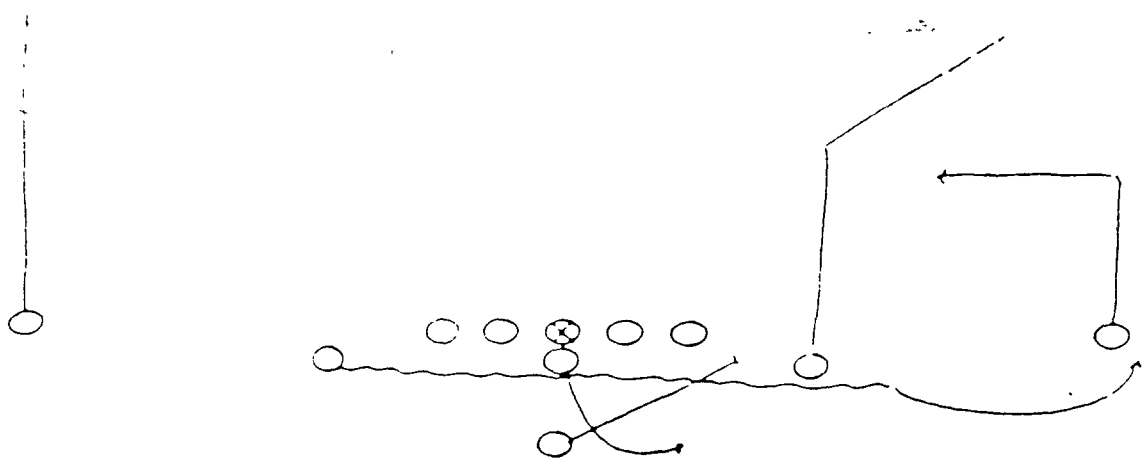
POS	ASSIGNMENT	COACHING POINTS
OL	60/61 Protection.	
FSE	FACE.	Blow the top off the Deep Coverage.
BSE	FACE.	
SB	FLAT route by leveling to 5 yards.	
MB	Motion to 1 yard outside the SB. Pick inside defender and Man Cut your defender.	Pick the near shoulder of the SB's defender.
FB	60/61 Protection.	
QB	Drop 3 Right and 4 Left. Look for SB on FLAT route then MB breaking backside and underneath.	Keep possibility is good if contain man is stale-mated.



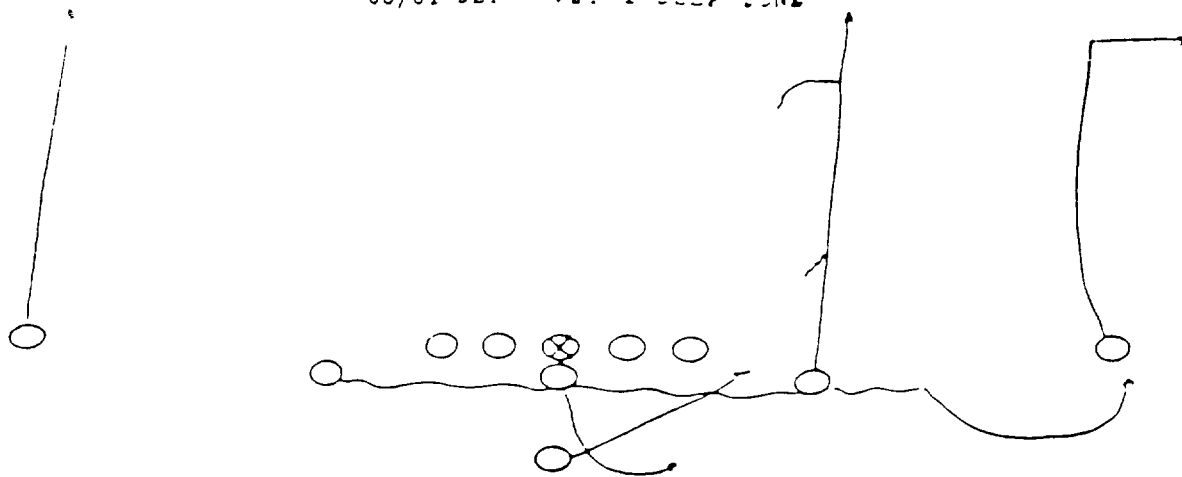
POS	ASSIGNMENT	COACHING POINTS
OL	60/61 Protection.	
FSE	FACE.	Blow the top off the Deep Coverage.
BSE	FACE.	
SB	FLAT route by leveling to 5 yards.	
MB	Motion to 1 yard outside the SB. Pick inside defender and Man Cut your defender.	Rub the near shoulder of the SB's defender.
FB	60/61 Protection.	
QB	Drop 3 Right and 4 Left. Look for SB on FLAT route then MB breaking backside and underneath.	Keep possibility is good if contain man is stale-mated.



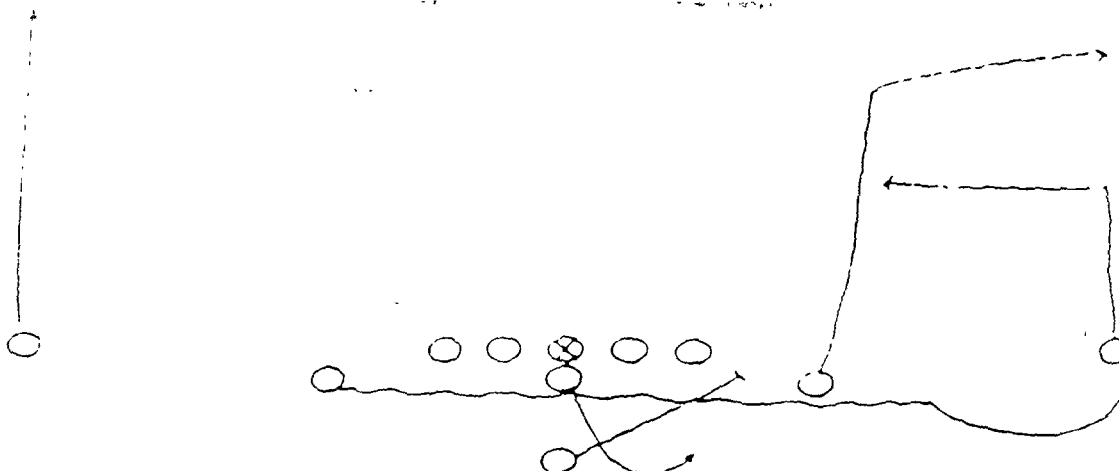
POS	ASSIGNMENT	COACHING POINTS
OL	60/61 Protection.	
FSE	Drive upfield 5 yards and 11:59. Read SS and CURL inside of him.	Work to the inside shoulder of the SS. Do not cross inside the Hash.
BSE	Release outside and FADE.	
SB	WALL the first LB inside. Sprint downfield and read the FS for STREAK, SKINNY POST, or HOOK.	Look immediately for the dump. Force the inside defender to cover you vertically to keep him out of the CURL. Read FS for SKINNY POST, HOOK UP & 15-18
MB	Motion to 5 yards past SB. BUBBLE 2 to 3 yards deeper than alignment.	Aim for FSE's alignment. Keep feet and shoulders pointed upfield Throttle down to catch the ball on LOS.
FB	60/61 Protection.	
QB	Drop 5 Right or 6 Left. Look for DUMP to SB first. Read SS for high-low position. Come off to SB on DFR Rule.	DUMP: Throw on 1st or 3rd step. SS DEEP: Throw on the move to MB BUBBLE. SS TIGHT: Shuffle set for FSE CURL.



POS	ASSIGNMENT	COACHING POINTS
OL	60/61 Protection.	
FSE	Drive off to 6-8 yards depth and SQUARE IN.	Do your best to get an inside position. Beat or run him inside.
BSE	Outside release and FADE.	Threaten the deep coverage.
SB	Release outside and ^{Deep} FLAG at 3-12.	Adjust angle of FLAG according to FS.
MB	Motion to 5 yards past the SB and BUBBLE.	Stretch your cover man horizontally.
FB	60/61 Protection.	
QB	Drop 5 Right or 6 Left. TIGHT MAN: Look for SB on FLAG. LOOSE MAN: Read 1st defender inside the FSE. Hit the SQUARE IN or BUBBLE.	If defender hangs any hit the BUBBLE.

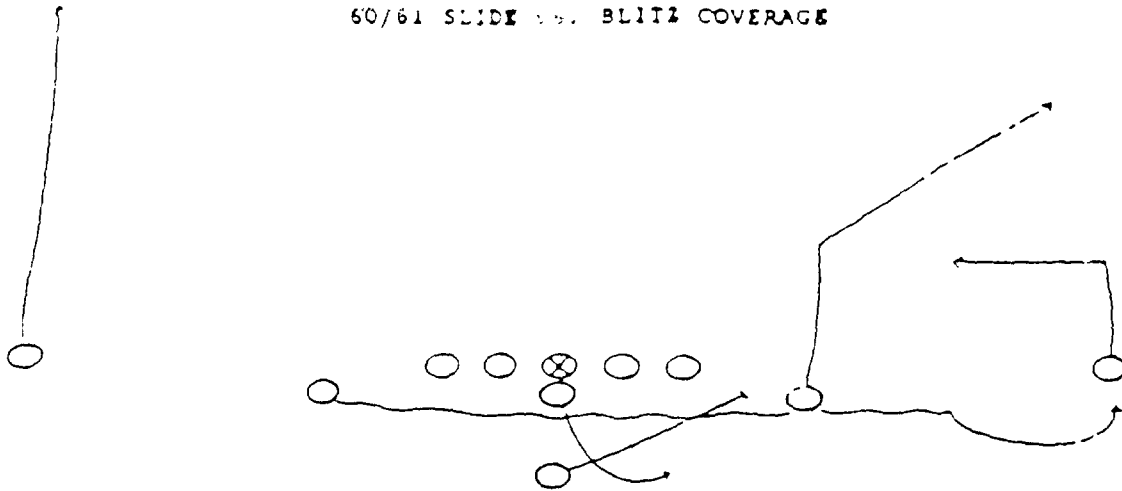


POS	ASSIGNMENT	COACHING POINTS
OL	60/61 Protection.	
FSE	SQUARE OUT at 14 yards.	Inside release if you have to. Settle in the DEAD AREA between FS/CB. Do not drift on the SQUARE OUT.
BSE	Outside release and FADE.	Blow the top off the deep coverage.
SB	PICK the first LB inside. Sprint downfield and apply the DFR Rule.	Look immediately for the DUMP. Force the inside defender to cover you vertically to keep him out of the CURL. Split the Safeties on POST or HOOK UP.
MB	Motion to 5 yards past SB. BUBBLE to 2 to 3 yards deeper than alignment.	Aim for FSE's alignment. Keep feet and shoulders upfield. Throttle down to catch ball on LOS.
FB	60/61 Protection.	
QB	Drop 5 Right or 6 Left. Lock for DUMP to SB first. Read Hard CB for high-low position. Come off to SB on DFR Rule.	CB's HIP's PARALLEL: Hit FSE on OUT. CB's HIP's TURNED: Hit MB on BUBBLE. 3 on 2: Hit SB on POST or HOOK UP.



POS	ASSIGNMENT	COACHING POINTS
OL	60/51 Protection.	
FSE	Drive off to 6-8 yards depth and SQUARE IN.	Do your best to get an inside position. Beat or run him inside.
SSB	Outside release and FADE.	Threaten the deep coverage.
SB	Release outside and FLAG at 8-12.	Adjust angle of FLAG according to FS.
MB	Motion to 3 yards past the SB and BUBBLE.	Stretch your cover man horizontally.
FB	60/51 Protection.	
QB	Drop 3 Right or 6 Left. TIGHT MAN: Look for SB on FLAG. LOOSE MAN: Read 1st defender inside the FSE. Hit the SQUARE IN or BUBBLE	If defender hangs any hit the BUBBLE.

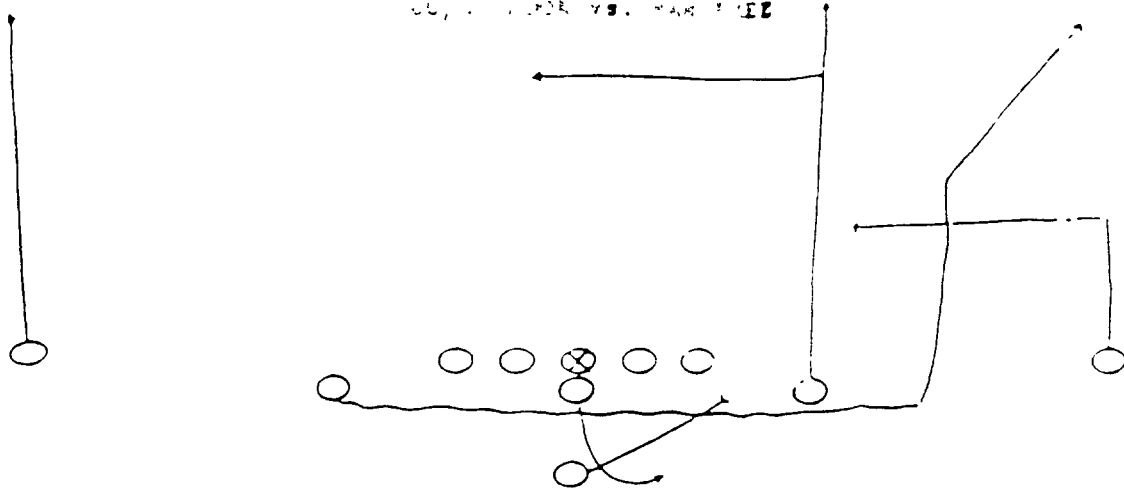
60/61 SLIDE 15. BLITZ COVERAGE



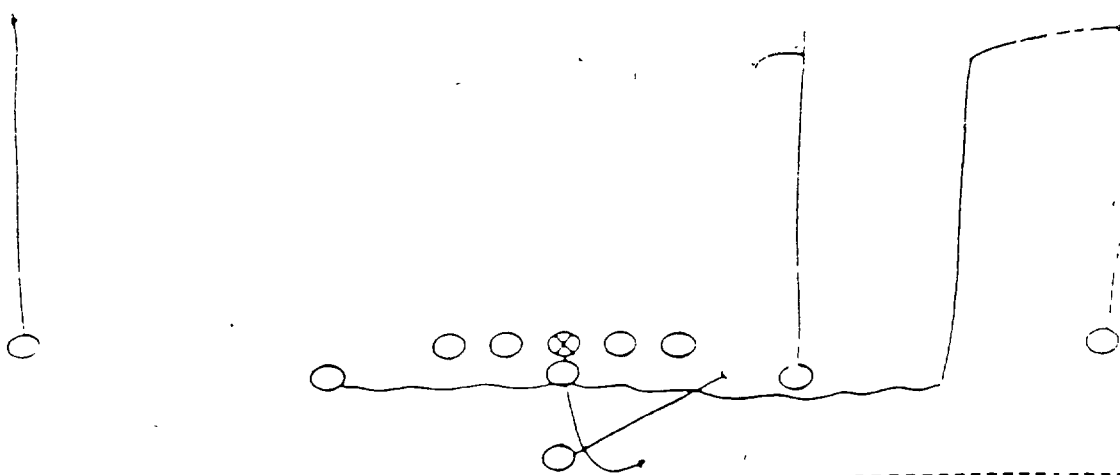
POS	ASSIGNMENT	COACHING POINTS
OL	60/61 Protection.	
FSE	Drive off to 3 yards depth and SQUARE IN.	Do your best to get an inside position. Beat or run him inside.
BSE	Outside release and FACE.	Threaten the deep coverage.
SB	Release outside and FLAG at 6.	
MB	Motion to 5 yards past the SB and BUBBLE.	Stretch your cover man horizontally.
FB	60/61 Protection.	
QB	TIGHT MAN: Lock for SB on FLAG. LOOSE MAN: Read 1st defender inside the FSE. Hit the SQUARE IN or BUBBLE	If defender hangs any hit the BUBBLE.



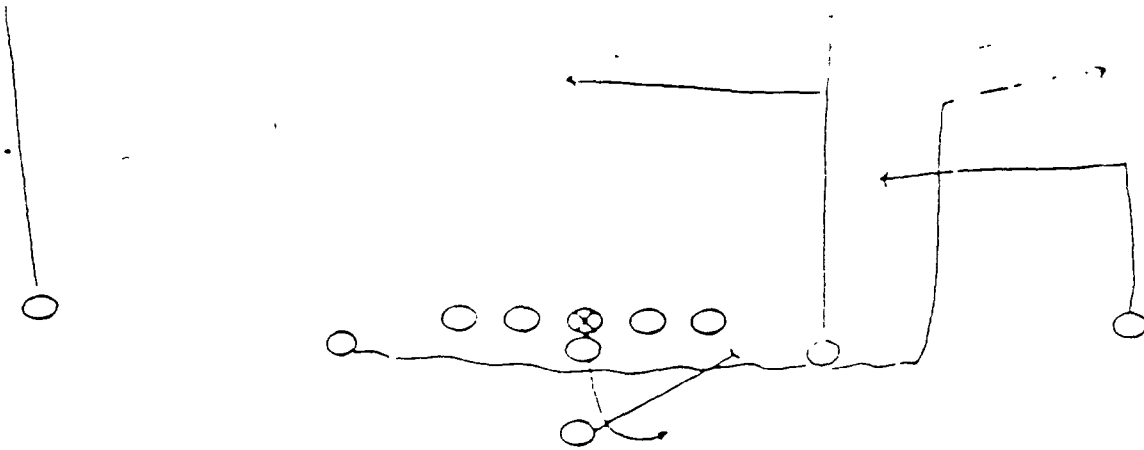
POS	ASSIGNMENT	COACHING POINTS
OL	60/61 Protection	
FSE	Delay one count and run a HOOK at 6-8 yards.	Patience is the key to this route. Adjust outside if Under cover pushes towards you.
BSE	Outside release and FAD2.	
SB	Drive upfield and SQUARE IN across the FS's face at 10-15 yards.	Keep FS from running out of his third. STREAK if the middle is vacated.
MB	Motion to 3-5 yards outside the SB. Break FLAG route at CB depth.	Flatten your out break. Clear the outside of the OLB when driving upfield.
FB	60/61 Protection.	
QB	Drop 5 Right or 6 Left. Look for DUMP to SB quick. Read CB cushion for high-low read.	Shuffle set for SB.



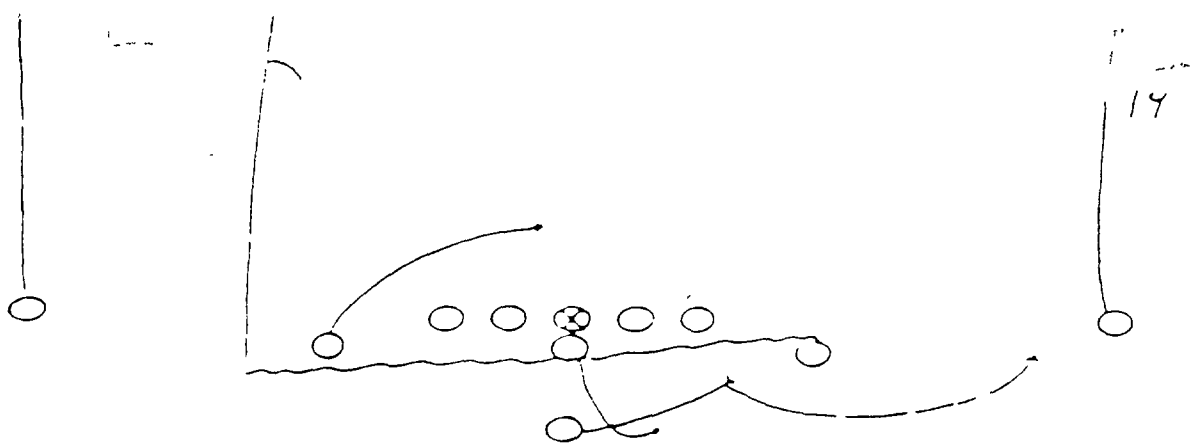
POS	ASSIGNMENT	COACHING POINTS
OL	60/61 Protection.	
FSE	Drive off to 6-8 yards depth and SQUARE IN.	Do not delay. Do your best to get an inside position. Beat or run him inside.
BSE	Outside release and FADE.	Blow the top off the deep coverage.
SB	Drive upfield and read FS for DFR Rule.	FS Vacates, SKINNY POST to HOF. FS Stays in HOF, SQUARE IN AT 10-12.
MB	Motion to 3-5 yards outside the SB. SQUARE OUT or FLAG at 8-12.	If cover man is high on top SQUARE OUT. If cover man is tight then FLAG out.
FB	60/61 Protection.	
QB	Drop 5 Right or 6 Left. Read MB, FSE, SB.	Shuffle set for SB.



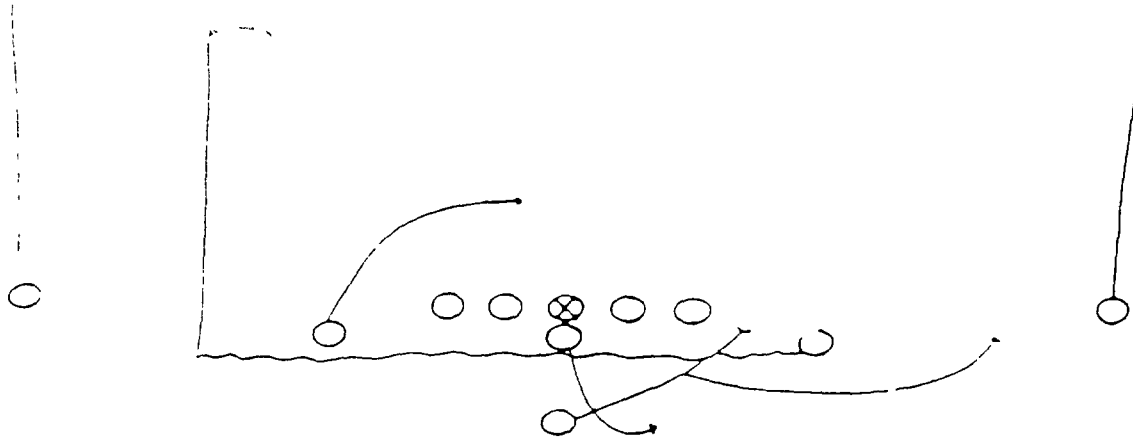
POS	ASSIGNMENT	COACHING POINTS
OL	60/61 Protection.	
FSE	Delay a count and run a HOOK at 6-8 yards.	Patience is the key to your route. You can HOOK sooner if you cannot release a Hard Corner.
BSE	Outside release and FADE.	
SB	Drive upfield and apply the DFR Rule.	Split the Half Field Safeties and look for the ball in the dead area at 20 yds
MB	Motion to 3-5 yards outside the SB. Break FLAG route at CB depth.	Release straight through the Under Cov. Angle of the FLAG will vary according to the width of the Half Field Safety.
FB	60/61 Protection.	
QB	Drop 5 Right or 6 Left. Look for Dump quick to SB. Read Half Field Safety for MB or SB	Watch for a sluffing CB playing the FLAG route.



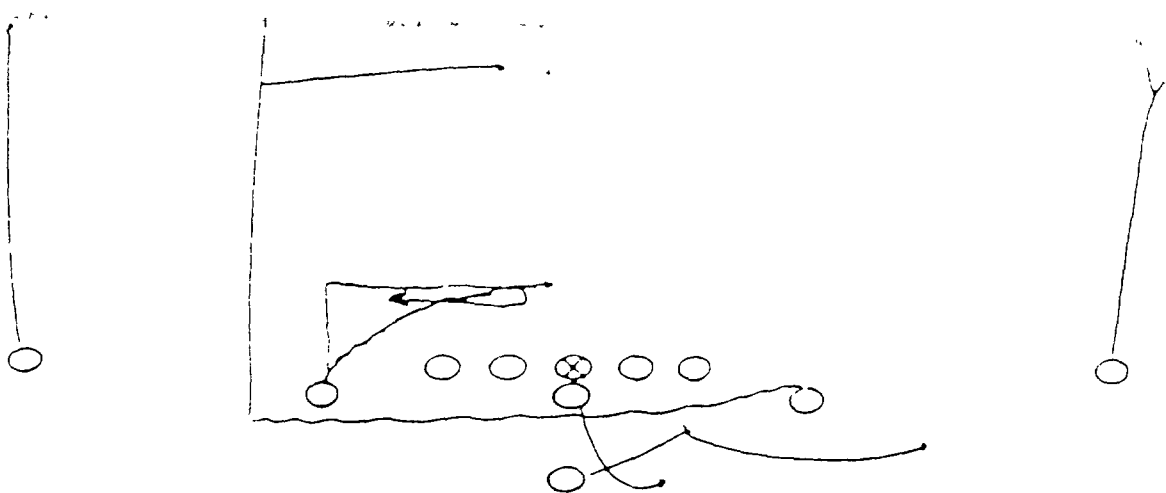
POS	ASSIGNMENT	COACHING POINTS
OL	60/61 Protection.	
FSE	Drive off to 6-8 yards depth and SQUARE IN.	Do not delay one count.
BSE	FADE.	Blow the top off the deep coverage.
SB	Drive upfield and apply the DFR Rule.	Keep the near Safety on the hash. STREAK if Safety bails outside. SQUARE IN @ 12-15 if Safeties are high.
MB	Motion to 3-5 yards outside the SB. SQUARE OUT or FLAG at CB depth.	If cover man is high on top SQUARE OUT. If cover man is tight then FLAG out. Adjust the angle of FLAG accord to FS.
FB	60/61 Protection.	
QB	Drop 5 Right or 5 Left. Read Half Field Safety for Vertical Read. MB to FSE to SB.	Shuffle set to throw to SB.



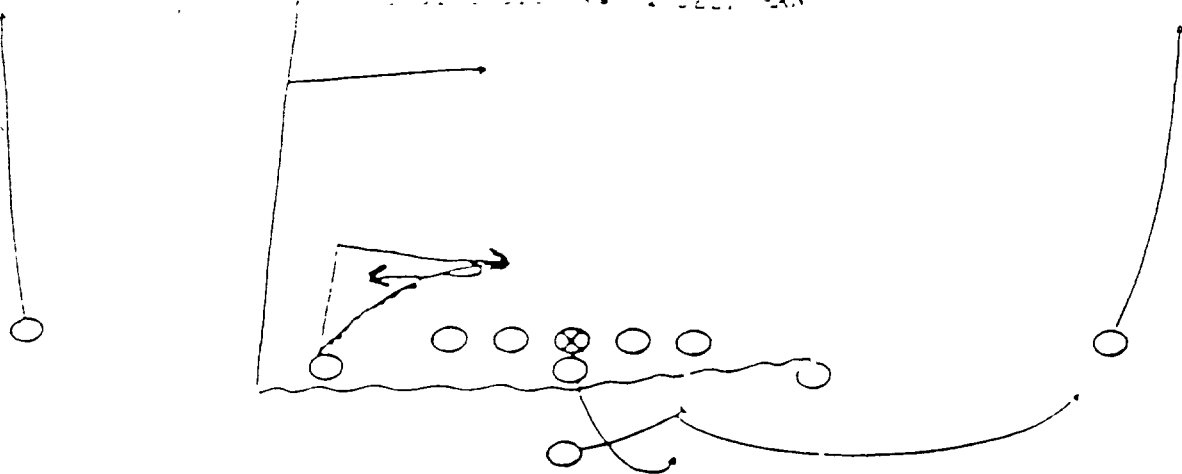
POS	ASSIGNMENT	COACHING POINTS
OL	60/61 Protection.	
FSE	Release inside and work upfield to the DEAD ZONE between the CB and FS and SQUARE OUT at 12 ¹⁷ yards.	If Corner is still with you at 12 yards continue upfield.
BSE	FADE.	Beat the coverage deep.
SB/ ISB	Get ^{Come} off the line and DRAG at 5-7 yards.	Settle in the void area. If LB walls you off reverse your route at the same depth.
MB/ CSB	Sprint 2 yards outside hash and SKINNY POST or HOOK at 12-14.	Read the rear Safety.
FB	FST COVERED: TE area to FLARE route FST UNCOVERED: ILB area to FLARE.	If someone blocks your man you must block backside.
QB	DROP: 5 steps Right or 6 Left. PROGRESSION: FSE, FB, MB, SB.	FRONTSIDE READS CB hips square: FB CB hips turned: FB



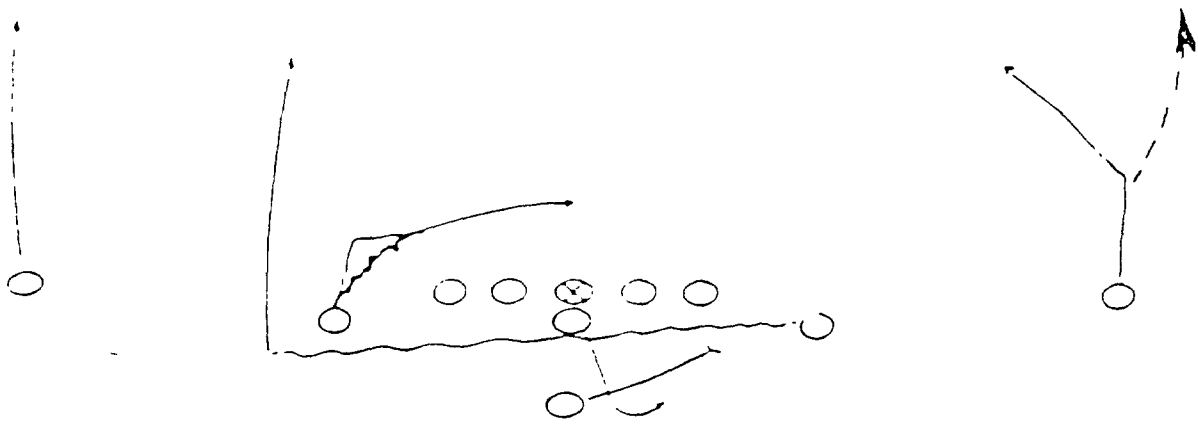
POS	ASSIGNMENT	COACHING POINTS
OL	60/61 Protection.	
FSE	Drive at CB outside number and read his cushion and leverage.	CB HIGH: 12 yard SPEED CUT. CB CLOSED & OUT: SKINNY POST. CB CLOSED & IN: FADE.
BSE	FADE.	Blow the top off the Deep Coverage.
SB	Set Come off the ball and DRAG at 5-7 yards.	Settle in the void area. Reverse your field if LB walls you off.
MB	Sprint 2 yards outside hash and STREAK or HOOK at 12-14.	Read the Free Safety.
FB	FST COVERED: TE area to FLARE. FST UNCOVERED: ILB area to FLARE.	If someone blocks your man you must block backside.
QB	DROP: 5 steps Right or 6 Left. PROGRESSION: FSE, FB, MB, SB.	



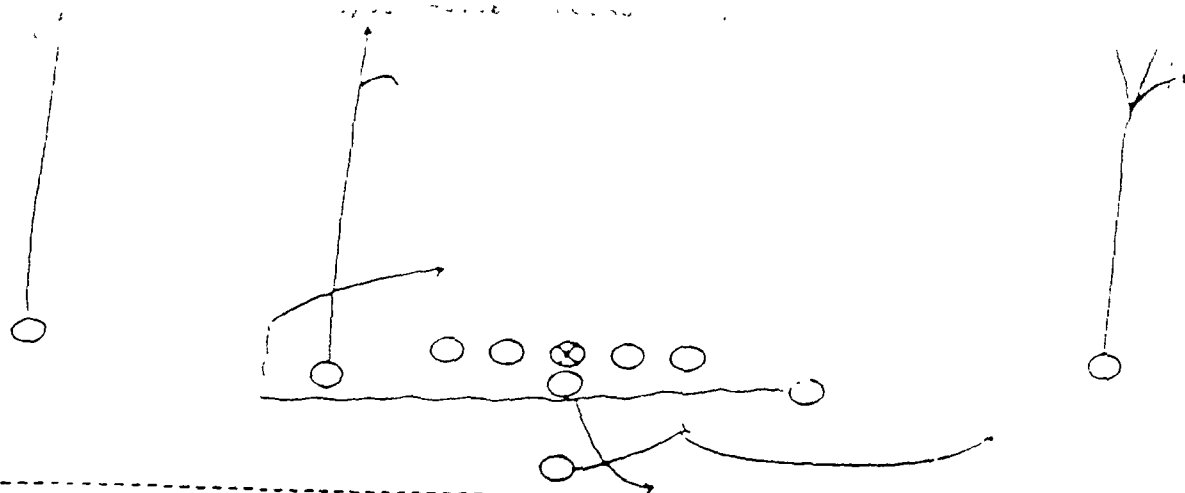
POS	ASSIGNMENT	COACHING POINTS
OL	60/61 Protection.	
FSE	Drive at CB outside number and read his cushion and leverage.	CB LOOSE: 12 yd. SPEED CUT. CB TIGHT & INSIDE: FADE. CB TIGHT & OUTSIDE: SKINNY POST.
BSE	FADE. <i>1/2 top at 20, 1/2 1 on top.</i>	Blow the top off the Deep Coverage
SB/ ISB	Sprint upfield 5-7 yards and DRAG across the FIELD.	If LB blitzes yell "HOT!" to QB and settle in his vacant area.
MB OSB	Sprint 2 yards outside the hash and STREAK or SQUARE IN at 12-14.	Read Free Safety.
FB	FST COVERED: TE area to FLARE. FST UNCOVERED: ILB area to FLARE.	If someone blocks your man you must block backside.
QB	DROP: 5 steps Right or 6 Left. PROGRESSION: FSE, FB, MB, SB.	



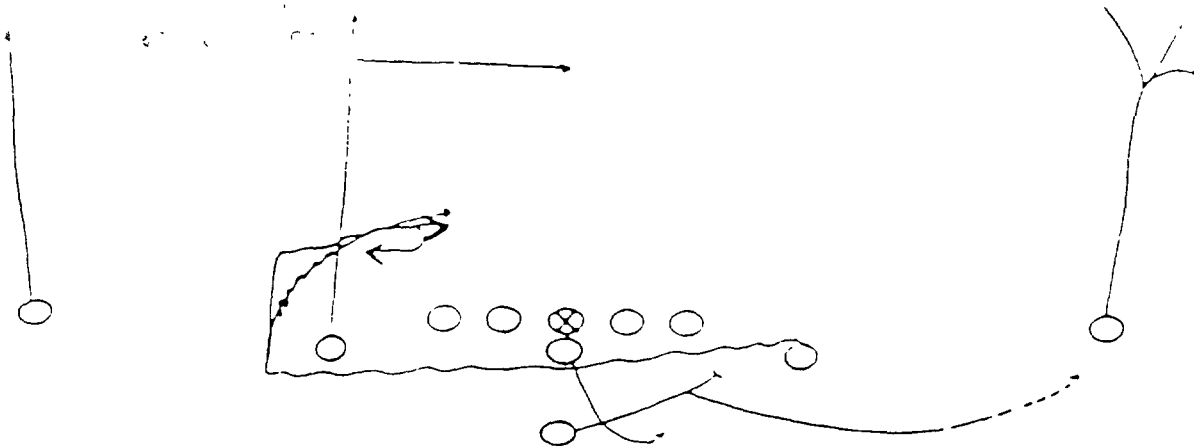
PCS	ASSIGNMENT	COACHING POINTS
OL	60/61 Protection.	
FSE	Stick move and convert the FADE.	Blow the top off the Deep Coverage.
BSE	FADE.	Blow the top off the Deep Coverage.
SB/ ISB	Drive upfield to 5-7 yards and DRAG across the field.	
MB/ CSB	Sprint 2 yards outside the hash and SPRINGY POST or SQUARE IN at 12-14.	Read Free Safety.
FB	FST COVERED: TE area to FLARE. FST UNCOVERED: ILB area to FLARE.	If someone blocks your man you must block backside.
QB	DROP: 5 steps Right or 6 Left. PROGRESSION: FSE quick, FB, MB, SB.	



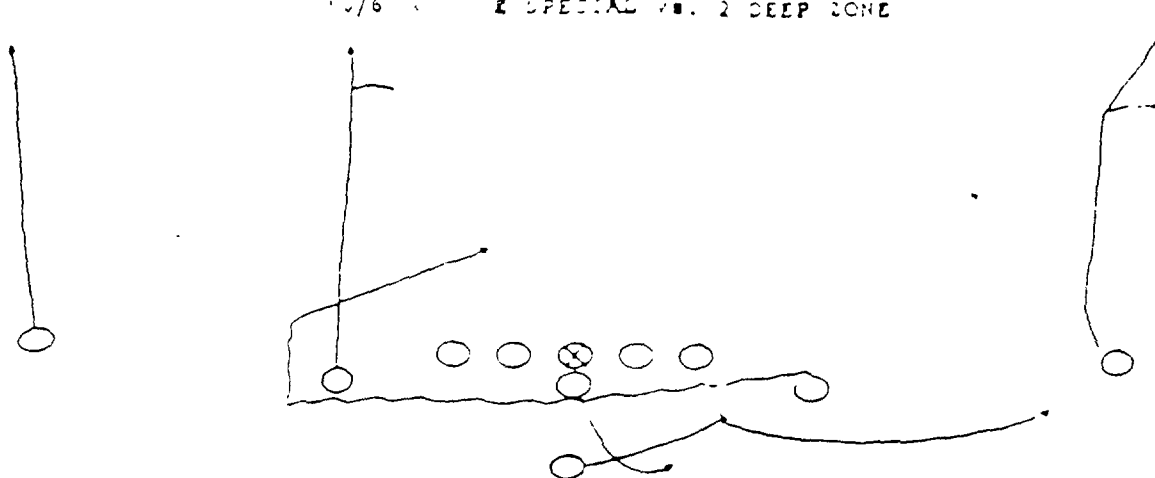
POS	ASSIGNMENT	COACHING POINTS
OL	60/61 Protection.	
FSE	3 step SLANT.	vs. Press technique convert to a FADE.
BSE	FADE.	Beat your man deep.
SB/ ISB	DRAW at 5-7 yards.	Anticipate "HOT". If ball is thrown immediately to the FSE get upfield and keep your man away from the ball.
MB/ CSB	Drive upfield and beat your man deep.	SKINNY POST vs. outside leverage.
FB	FST COVERED: TE area to B3. FST UNCOVERED: ILB area to B3.	
QB	DROP: 3 steps Right or 4 Left. PROGRESSION: FSE to SB.	



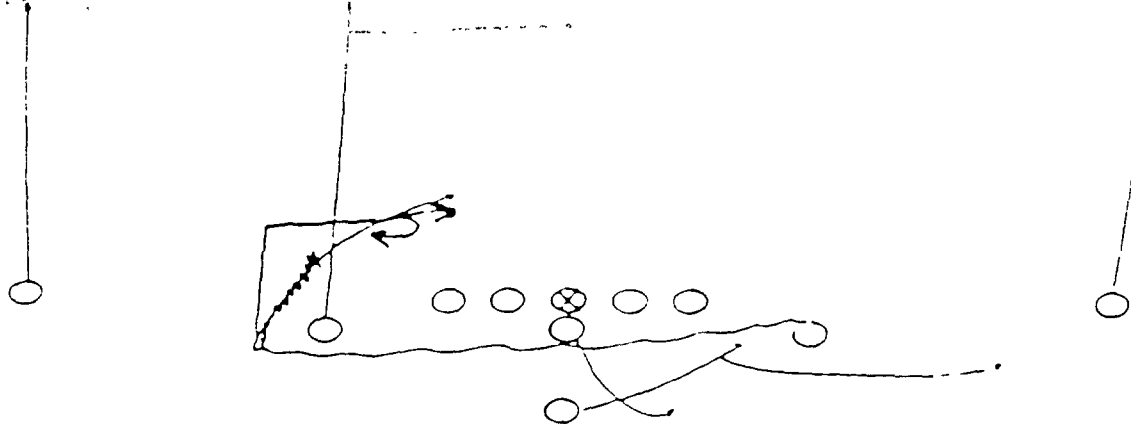
POS	ASSIGNMENT	COACHING POINTS
OL	60/61 Protection.	
FSE	Drive at CB outside number and read his cushion and leverage.	CB HIGH: 12 yard SPEED CUT. CB CLOSED & OUT: SKINNY POST. CB CLOSED & IN: FADE.
BSE	FADE.	Blow the top off the Deep Coverage.
SB	Sprint 2 yards outside the hash and STREAK or HOOK.	Read the Free Safety.
MB	<i>Walk</i> Drop off the ball and DRAG at 5-7 yards.	Settle in the void area. Reverse your field if LB walls you off.
FB	FST COVERED: TE area to FLARE. FST UNCOVERED: ILB area to FLARE.	If someone blocks your man you must block backside.
QB	DROP: 5 steps Right or 6 Left. PROGRESSION: FSE, FB, SB, MB.	



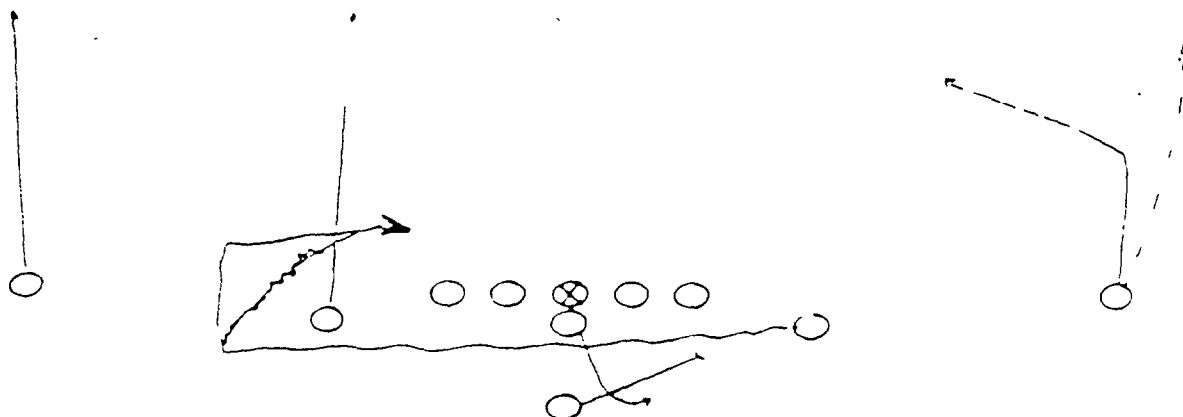
POS	ASSIGNMENT	COACHING POINTS
OL	60/61 Protection.	
FSE	Drive at CB outside number and read his cushion and leverage.	CB LOOSE: 12 yd. SPEED CUT. CB TIGHT & INSIDE: FADE. CB TIGHT & OUTSIDE: SKINNY POST.
BSE	FADE.	Blow the top off the Deep Coverage.
SB	Sprint 2 yards outside the hash and STREAK or SQUARE IN at 12-14.	Read Free Safety.
MB	Sprint upfield 5-7 yards and DRAG across the field.	If LB blitzes yell "HOT!" to QB and settle in his vacant area.
FB	FST COVERED: TE area to FLARE. FST UNCOVERED: ILB area to FLARE.	If someone blocks your man you must block backside.
QB	DROP: 5 steps Right or 6 Left. PROGRESSION: FSE, FB, SB, MB.	



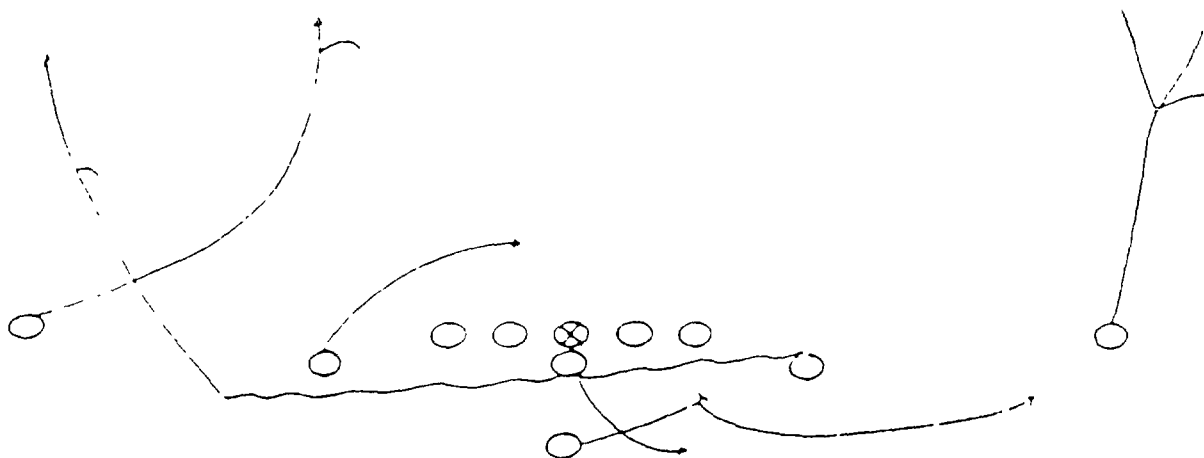
POS	ASSIGNMENT	COACHING POINTS
OL	60/61 Protection.	
FSE	Release inside and work upfield to the DEAD ZONE between the CB and FS and SQUARE OUT at 12 yards.	If Corner is still with you at 12 yards continue upfield.
BSE	FADE.	Seat the coverage deep.
SB/ ISB	Sprint 2 yards outside the hash and SKINNY POST or HOK at 12-14.	Read the near Safety.
MB/ OSB	<i>Wait</i> Wait off the line and DRAG at 5-7 yards.	Settle in the void area. If LB calls you off reverse your route at the same depth.
FB	FST COVERED: TE area to FLARE route FST UNCOVERED: ILB area to FLARE.	If someone blocks your man you must block backside.
QB	DROP: 5 steps Right or 6 Left. PROGRESSION: FSE, FB, SB, MB.	FRONTSIDE READS CB hips square: FB CB hips turned: FB



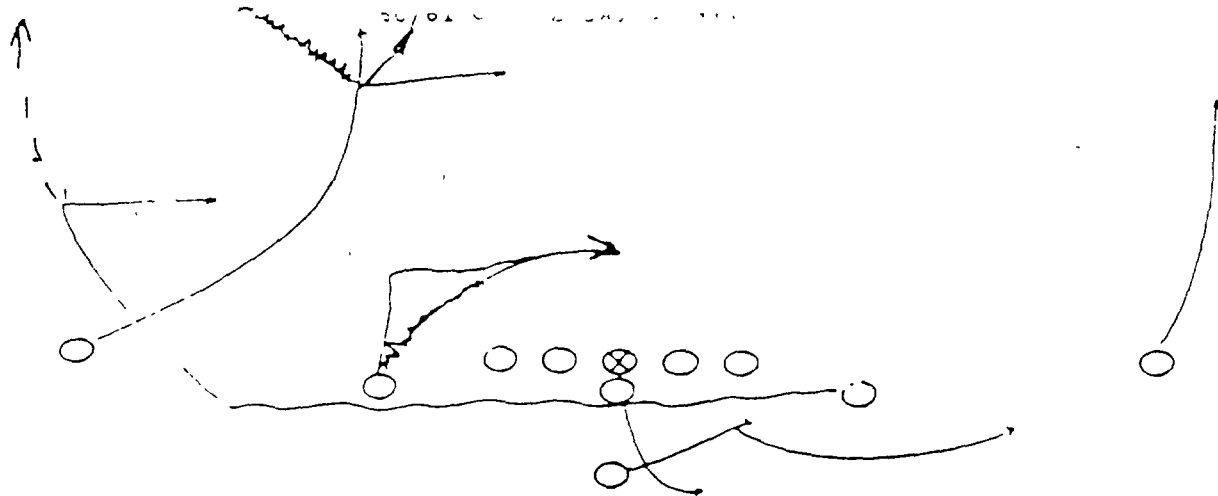
POS	ASSIGNMENT	COACHING POINTS
OL	60/61 Protection.	
FSE	Stick move and convert the FADE.	Blow the top off the Deep Coverage.
BSE	FADE.	Blow the top off the Deep Coverage.
SB	Sprint 2 yards outside the ahsh and SKINNY POST or SQUARE IN at 12-14.	Feed the near Safety.
MB	Sprint upfield to 5-7 yards & DRAG across the field.	
FB	FST COVERED: TE area to FLARE. FST UNCOVERED: ILB area to FLARE.	If someone blocks your man you must block backside.
QB	DROP: 5 steps Right or 6 Left. PROGRESSION: FSE quick, FB, SB, MB.	



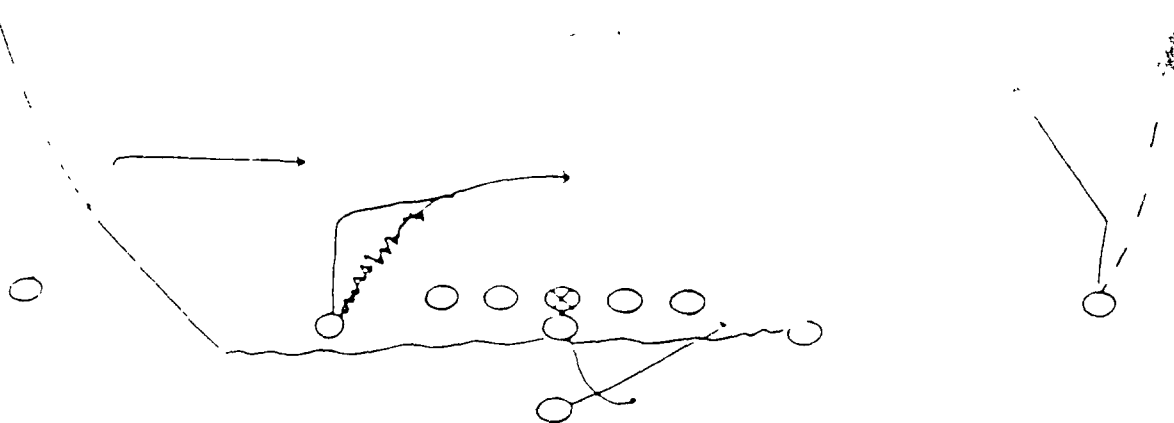
POS	ASSIGNMENT	COACHING POINTS
OL	60/61 Protection.	
FSE	3 step SLANT.	vs. Press technique convert to a FADE.
BSE	FADE.	Beat your man deep.
SB	Sprint upfield and beat your man deep.	SKINNY POST vs. outside leverage.
MB	Sprint upfield & DRAG at 5-7 yards.	Anticipate "HOT!". If ball is thrown immediately to the FSE get upfield and keep your man away from the ball.
FB	FST COVERED: TE area to B3. FST UNCOVERED: ILB area to B3.	
QB	DROP: 3 steps Right or 4 Left. PROGRESSION: FSE to MB.	



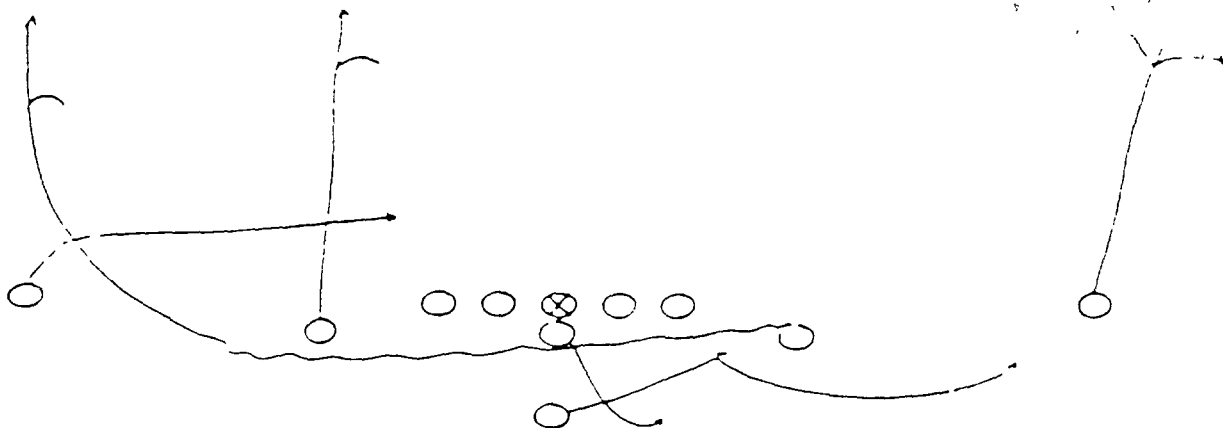
POS	ASSIGNMENT	COACHING POINTS
OL	60/61 Protection.	
FSE	Read CB's cushion and position. SPEED CUT at 12 yards, FADE, or SKINNY POST.	SPEED CUT if CB maintains 3 yard cushion. SKINNY POST if you break cushion-inside FADE if you break cushion-outside.
BSE	STREAK to 2 yds. outside hash and apply the DFR Rule.	
SB	DRAW to 5-7 yards.	Replace the ILB's alignment feet. Reverse your field if LB walls you off.
ME	Motion to a point half way between SB and BSE. Swing outside and rub off the BSE. Read the CB and HOOK UP or FADE.	If CB stays deep HOOK UP at 8-10 yards. If CB's cushion is broken or he drifts inside FADE.
FB	FST COVERED: TE area to FLARE FST UNCOVERED: ILB area to FLARE	
QB	Drop: 5 Right or 6 Left. PROGRESSION: FSE/FB, BSE, SB. Shuffle set for Backside Read.	



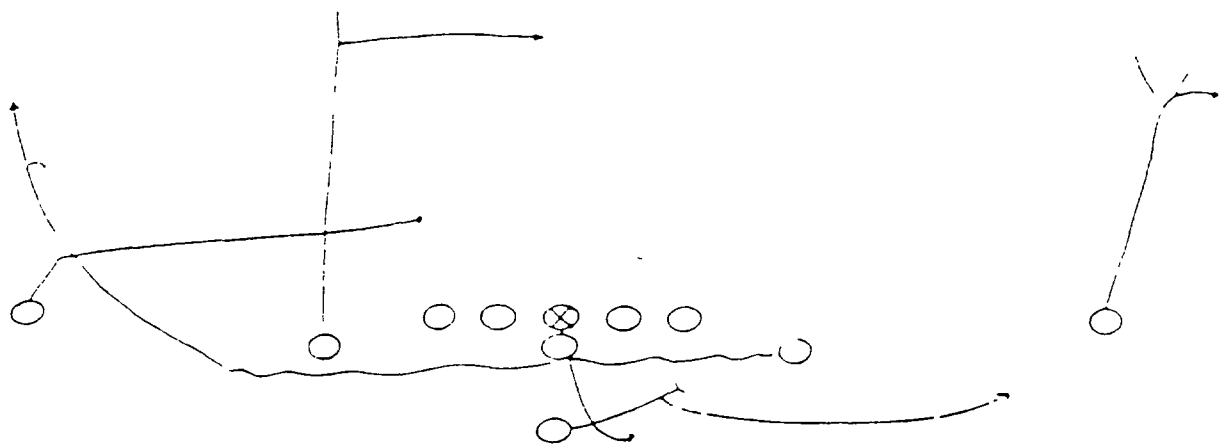
POS	ASSIGNMENT	COACHING POINTS
OL	60/61 Protection.	
FSE	Stick move and convert the FADE.	Slow the top off the Deep Coverage.
BSE	BAMBA to 2 yds. outside the hash and STREAK, SQUARE IN, or CORNER.	If FS stays shallow STREAK. If FS stays high and outside SQUARE IN. If FS stays high and inside CORNER.
SB	DAG at 5-7 yards.	Stay underneath the Half Field Safeties.
MB	Motion half to a point the same distance as the CB is from the BSE. Release outside and rub off the BSE abd MAN CUT at 3 yards.	
FB	FST COVERED: TE area to FLARE. FST UNCOVERED: ILB area to FLARE.	
QB	Drop 5 Right or 6 Left.ck. PROGRESSION: FSE/FB, BSE, MB. Shuffle set for Backside Read.	



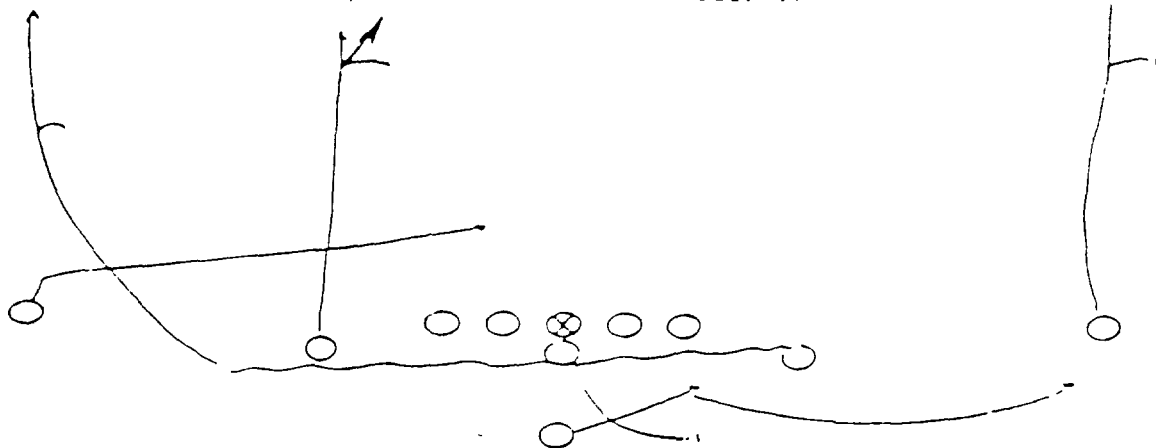
POS	ASSIGNMENT	COACHING POINTS
OL	60/61 Protection.	
FSE	LOOSE COVERAGE: 3 step POST. TIGHT COVERAGE: FADE.	
BSE	Get vertical and MAN OUT at 6 yards	Beat your man across the field.
SB	DRAG at 5-7 yards.	Anticipate "HOT". If ball is thrown immediately to the FSE get upfield and keep your man away from the ball.
MB	Motion to a point equal to distance that the CB is from the BSE. Run off the BSE and FADE.	Beat your man deep.
FB	60, 61 Protection.	
QB	Drop 3 Right or 4 Left. PROGRESSION: FSE, SB vs. Loose Man PROGRESSION: FSE, MB vs. Tight Man	



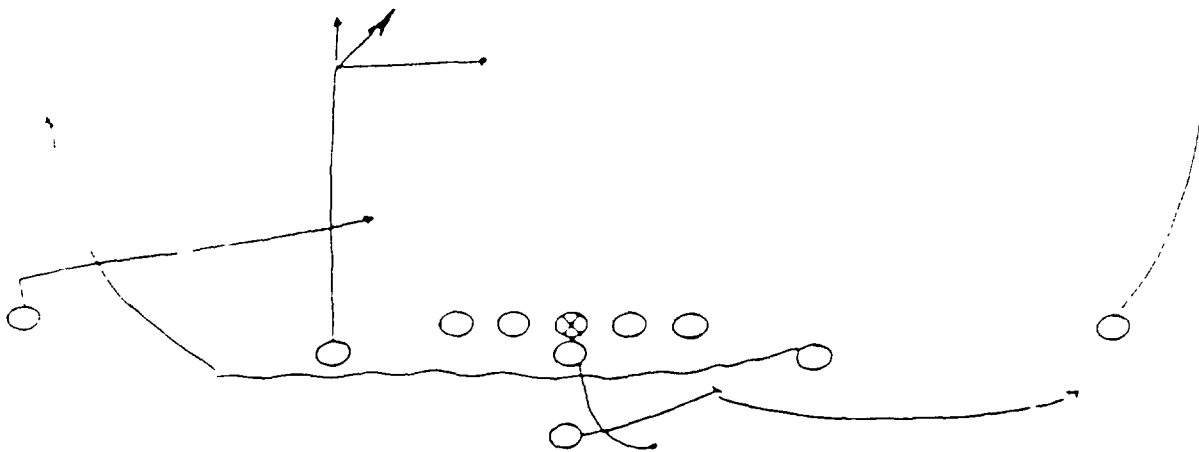
POS	ASSIGNMENT	COACHING POINTS
OL	60/61 Protection.	
FSE	Read CB's cushion and position. SPEED CUT at 12 yards, FADE, or SKINNY POST.	SPEED CUT if CB maintains 3 yard cushion. SKINNY POST if you break cushion-inside FADE if you break cushion-outside.
BSE	DRAG to 5-7 yards.	Replace the ILB's alignment feet. Reverse your field at same level if LB walls you off.
SB	STREAK to 2 yds. outside the hash and STREAK or HOOK UP at 12-14.	
MB	Motion to a point half way between SB and BSE. Swing outside and rub off the BSE. Read the CB and HOOK UP or FADE.	If CB stays deep HOOK UP at 8-10 yards. If CB's cushion is broken or he drifts inside FADE.
FB	FST COVERED: TE area to FLARE. FST UNCOVERED: ILB area to FLARE.	
QB	Drop 5 Right or 6 Left. PROGRESSION: FSE/FB, SB, BSE. Shuffle set for Backside Read.	



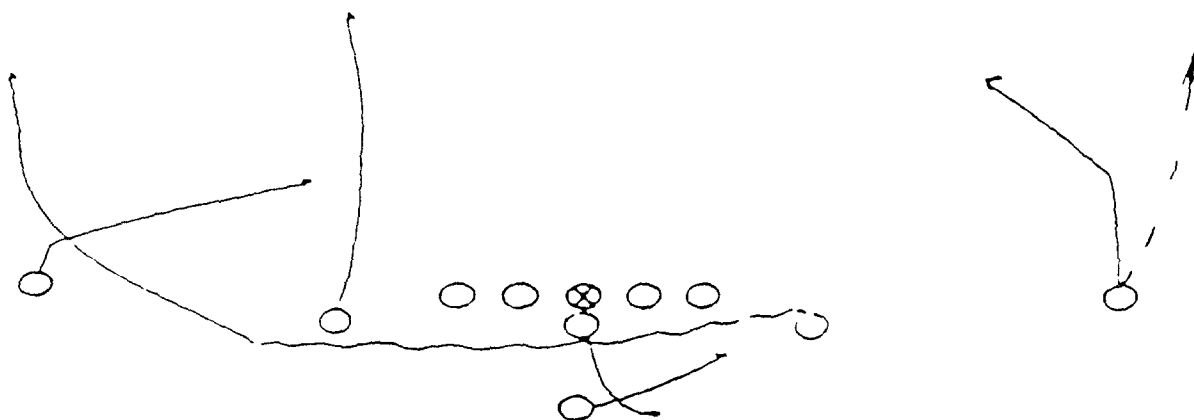
POS	ASSIGNMENT	COACHING POINTS
OL	60/61 Protection.	
FSE	Read the CB's cushion and position. SPEED CUT at 12 yards, SKINNY POST, or FADE.	SKINNY POST: Break cushion-outside pos. FADE: Break cushion-inside position. SPEED CUT at 12 yards: CB maintains a 3 yard cushion.
BSE	Release in front of MB and DRAG at 5-7 yards.	If LB blitzes yell "HOT!" to QB and settle in his vacant area.
SB	STREAK to 2 yards outside hash and STYREAK, SKINNY POST, or SQUARE IN.	
MB	Motion to a point which is the same distance from the BSE as the CB is from BSE. Drive upfield and let BSE come off of your butt at 5-7 yards. STREAK.	Do not make an illegal pick. You may have to turn your back to the CB to prevent the call.
FB	FST COVERED: TE area to FLARE. FST UNCOVERED: ILB area to FLARE.	
QB	Drop 5 Right or 6 Left. PROGRESSION: FSE/FB, SB, BSE. Shuffle set for BS read.	



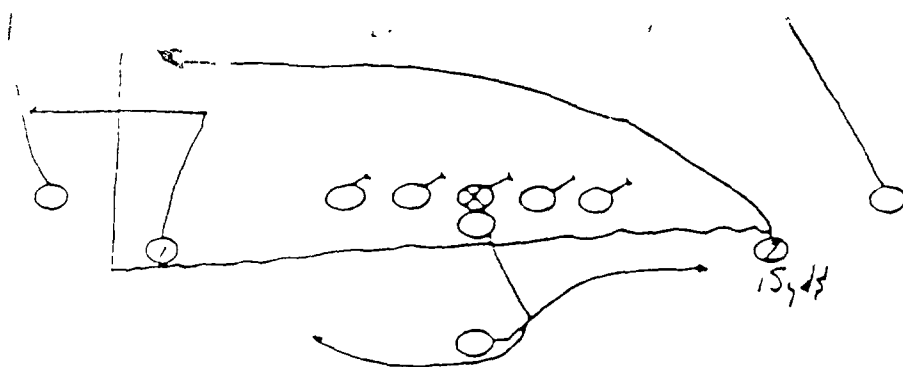
POS	ASSIGNMENT	COACHING POINTS
OL	60/61 Protection.	
FSE	Release outside and work upfield and SQUARE OUT at 12-14 yds.	May have to take inside release then get back to the outside. If you get if Corner is still with you at 12 yards continue upfield.
BSE	DRAW at 5-7 yards.	Replace the ILB's alignment feet. Reverse your field if LB walls you off.
SB	STREAK to outside shoulder of near Safety and CORNER, HOOK, or STREAK.	
MB	Motion to a point half way between SB and FSE. Swing outside the FSE and HOOK UP at 8 yards.	
FB	FST COVERED: TE area to FLARE. FST UNCOVERED: ILB area to FLARE.	
QB	Drop 5 Right or 6 Left. PROGRESSION: FSE/FB, SB, BSE. Shuffle set for Backside Read.	



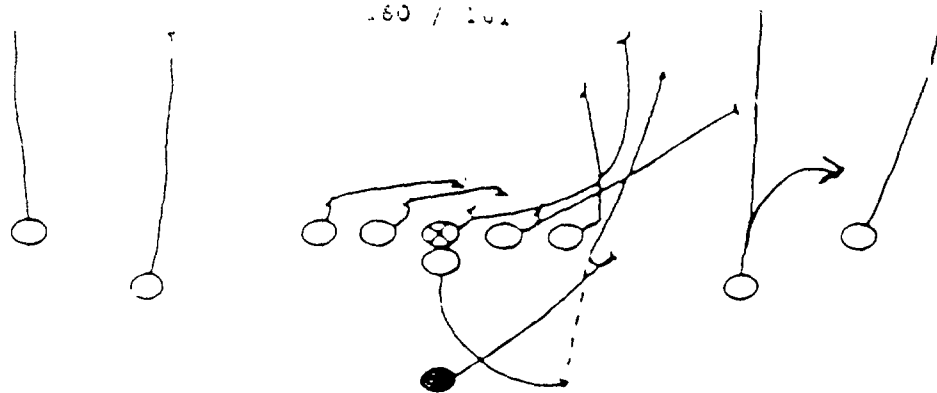
POS	ASSIGNMENT	COACHING POINTS
OL	60/61 Protection.	
FSE	Stick move and convert the FADE.	Blow the top off the Deep Coverage.
BSE	DRAG at 5-7 yards run as tight to MB's butt as possible.	Stay under the Half Field Safeties.
SB	Drive at cover man's shoulder and STREAK, SKINNY POST, or SQUARE IN.	
MB	Man technique motion and "Rub" the CB. FADE.	
FB	FST COVERED: TE area to FLARE. FST UNCOVERED ILB area to FLARE.	
QB	Drop 5 Right or 6 Left. PROGRESSION: FSE/FB, SB, BSE. Shuffle set for Backside Read.	



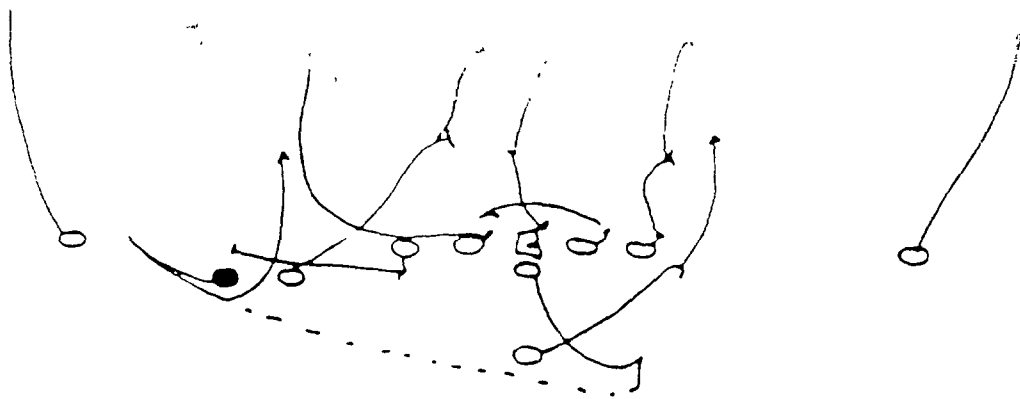
POS	ASSIGNMENT	COACHING POINTS
OL	60/61 Protection.	
FSE	LOOSE COVERAGE: 3 step POST. TIGHT COVERAGE: FADE.	
BSE	Release behind MB and DRAG to 5-7 yards.	Anticipate "HOT!". If ball is thrown immediately to the FSE get upfield and keep your man away from the ball.
SB	Drive upfield and beat your man deep.	SKINNY POST if you get your man turned.
MB	Rob BSE's defender and FADE.	Beat your man deep.
FB	60/61 Protection.	
QB	Drop 3 Right or 4 Left. PROGRESSION: FSE, BSE vs. Loose Man PROGRESSION: FSE, MB vs. Tight Man.	



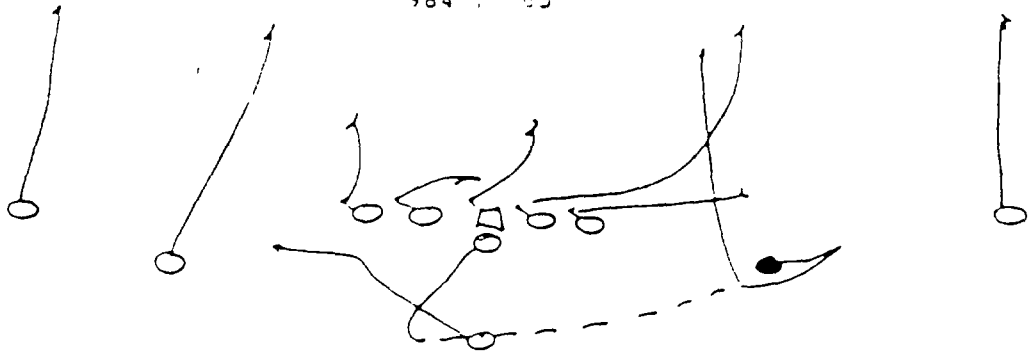
POS	ASSIGNMENT	COACHING POINTS
FSE	TRIPS: FADE. SPREAD: 20 yard COMEBACK.	Blow the top off the Deep Coverage.
FST	PIN the B gap defender and FAN Protect.	Sell the run first. Do not cross the LOS. Maintain contact.
FSG	PIN the A gap defender and FAN Protect.	Sell the run first. Do not cross the LOS. Maintain contact.
C	PIN the Frontside A gap and FAN Protect.	Sell the run first. Do not cross the LOS. Maintain contact.
BSG	PIN the B gap defender and FAN Protect.	Sell the run first. Do not cross the LOS. Maintain contact.
BST	BASE Man on and Fan protect.	Sell the run first. Do not cross the LOS. Maintain contact.
BSE	DRAINO at 25 yards.	Stretch the middle of the Field.
SE	SPREAD/TRIPS: Fake Cutoff block and FLAT at 5 yards.	Sell the the cutoff block first.
MB	SPREAD: Drag at 15 yards. TRIPS TO: Deep Out at 15 yards.	
FB	Run the 64/65 Path with a great fake.	Bounce outside when you hit the LOS.
QB	Open to the hole. Fake the ball to the FB as deep as possible. Boot away from the hole.	READ PROGRESSION: SPREAD: FSSB to BSSB TRIPS: SB to MB



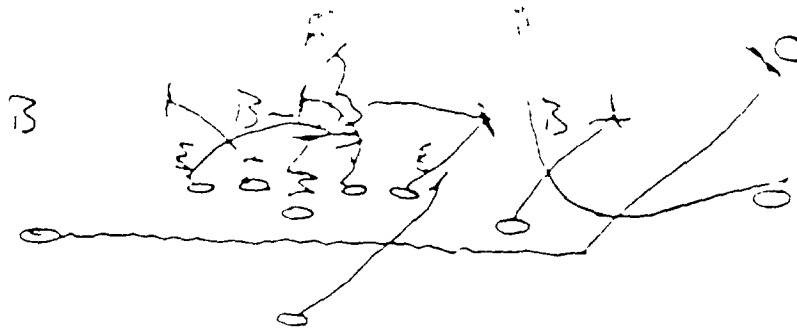
POS	ASSIGNMENT	COACHING POINTS
FSE	FADE.	Run off the Corner.
FST	Pass set. Allow defender to rush upfield. Throw him and release downfield for first LB inside.	If DL reads Screen stay on him.
FSG	Reach B gap DL and force inside. No B gap DL - Release flat outside and kick out 1st man outside FST.	
C	Reach Frontside A gap DL. No A gap DL - Release flat outside and kickout 1st man outside FST.	If both FSG and FST release between the two and look for Free Safety.
BSG	Reach man on and force him backside Chop NG to the ground.	After two counts release flat looking back for retreating Frontside D-Line.
BST	Pass set and wall off backside.	After two counts release flat looking back for retreating Frontside DL.
BSE	FADE.	Run off the Corner.
SB	STREAK and stalk the deep coverage.	
HB	STREAK and stalk the deep coverage.	
FB	Pop EMOL and spin away. Face QB to receive the ball behind the LOS. Get outside and run up the tunnel.	Run laterally if there is a defender between you and the QB. It is your responsibility to get open.
QB	Sprint playside and get depth. Look off the coverage. Pitch or throw the ball forward to the FB.	If the FB is not open throw the ball at his feet.



POS	ASSIGNMENT	COACHING POINTS
FSE	Outside release and FADE.	Attract the deep coverage.
FST	Pass Set. Release flat for LB over Slot.	If DE "Spies" stay on him.
FSG	Pass Set. Release wide and upfield for Near Safety.	If DE "Spies" release flat for LB over the Slot.
C	Pass Set. Release for LB over to Backside LB to Free Safety.	
BSG	Pass Set. Release flat for Slot.	
BST	Pass Set solid. Release upfield for 1st LB outside to Near Safety.	
BSE	Outside release and FADE.	Same as 160/161.
IS SB	Release inside for near ILB to Free Safety.	If Slot away - same as 160/161/
OS SB	Release 3 steps outside and retrace back to original alignment. Catch ball 1 yd behind LOS & turn upfield	vs. Tight Man - Rub off on OT or OG.
FB	Fake 160/161 and turn upfield with ball fake.	If EMOL is free then Load him.
QB	Roll 5 Right or 6 Left. Overhead pump FB, set, and throw to BS/OS Slotback.	Roll Right - step back and throw. Roll Left - Pivot around, set, throw. vs. Blitz - Shorten drop to 3 or 4.

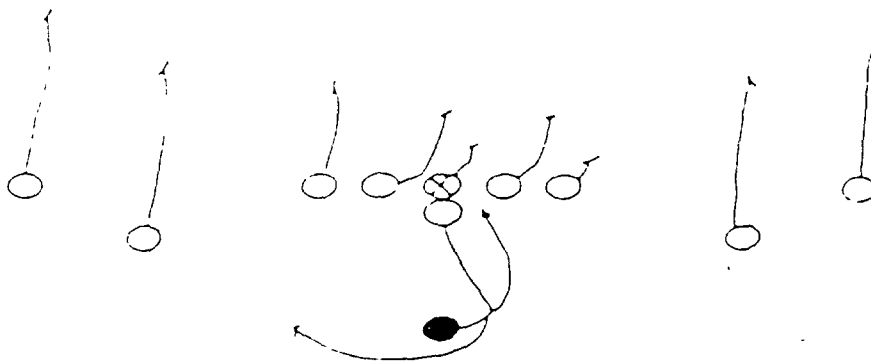


POS	ASSIGNMENT	COACHING POINTS
FSE	FADE.	React to Corner sinking back.
FST	PIN the B gap for 1 count and release to kick out man on Slot.	Stay on DE spy.
FSG	PIN the A gap for 1 count and release for Free or Near Safety.	If DE spies, take FST responsibility.
C	PIN the Frontside A gap and release for 1st ILB frontside.	Wall him outside in.
BSG	PIN the B gap for 1 count and and release late for SLOP.	
BST	PIN Man On to Outside for 1 count and release for the 1st ILB BS.	Wall him inside out.
BSE	FADE.	React to Corner when he sinks.
BS SB	Drive upfield and Stalk the Near or Free Safety.	
FS SB	Release 3 steps outside and retrace back. Catch the ball and turn up.	
FB	Pun the 84/85 Path with a great fake.	Bounce outside when you hit the LOS.
QB	Fake 84/85. Turn Backside, get depth, and dump ball to BSSB behind the LOS.	Set up and delivery is the same tech. as 960/901.

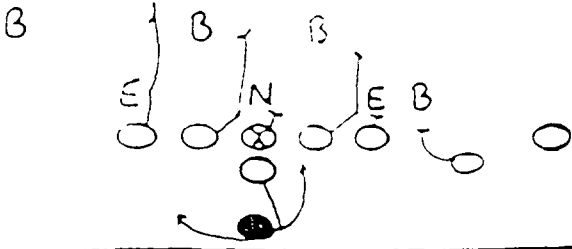
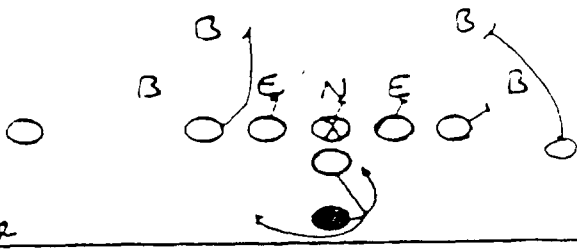
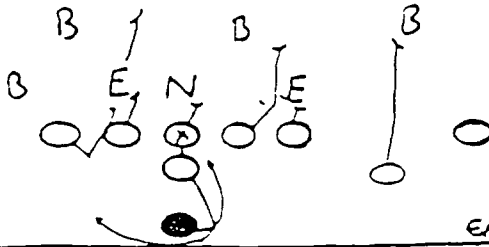
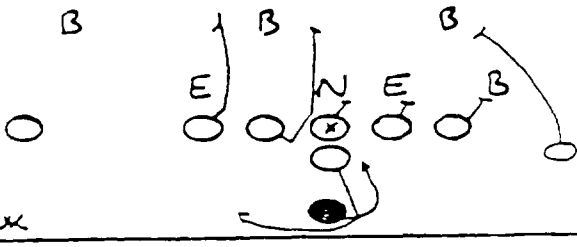
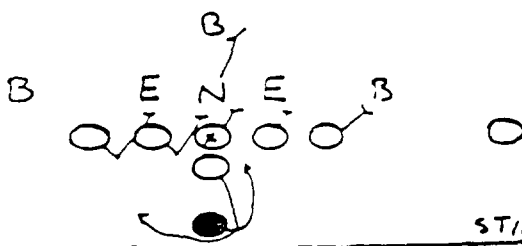
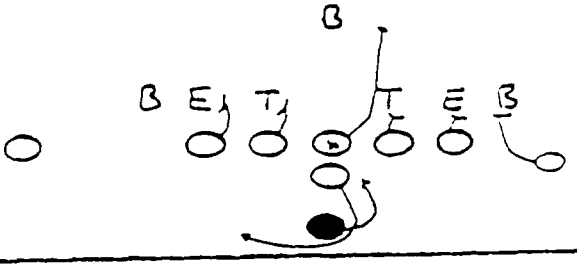
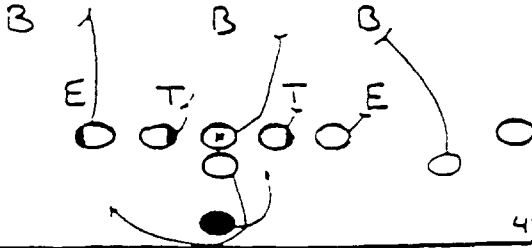
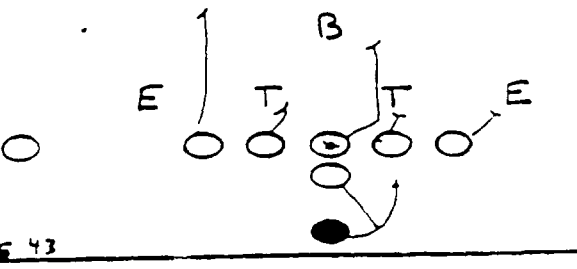
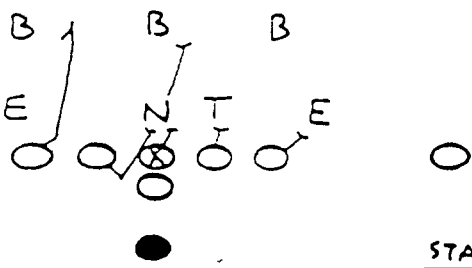
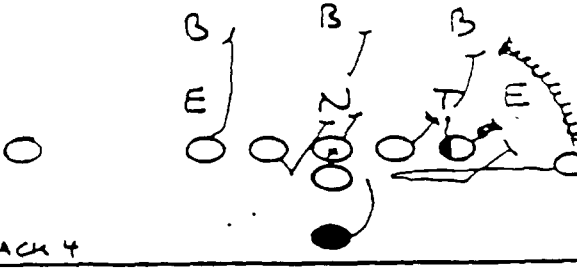
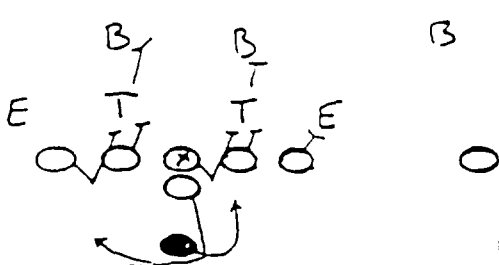
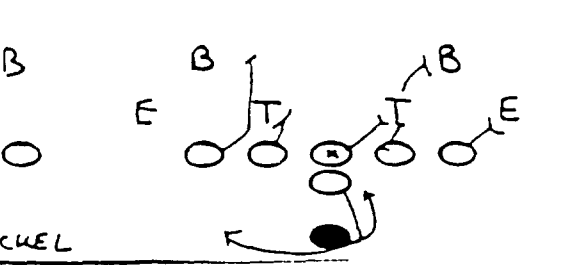


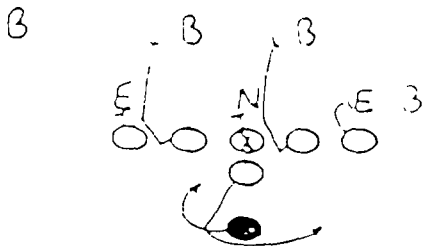
POS	ASSIGNMENT	COACHING POINTS
FSE	Delay one count and sprint towards FST. Catch Ball behind LOS.	Get upfield ASAP after the catch.
FST	Pass set. Allow defender to rush upfield. Throw him and release downfield for first LB outside.	Count 1001, 1000-release.
FSG	Pass Set. Allow defender to rush upfield. Throw him and release for 1st LB inside the FST.	Count 1001, 1000-release.
C	Pass Set. Allow defender to rush upfield. Throw him and release for the playside Safety.	Count 1001, 1000-release.
BSG	Pass Set. Allow defender to rush upfield. Throw him and release for 1st LB from the Center backside.	Count 1001, 1000-release.
BST	Pass Set. Allow defender to rush upfield. Throw him and release flat for Slop.	Count 1001, 1000-flat.
BSE	FACE.	Run off the Corner.
SB	Stalk Playside Deep Coverage.	
MB	Release Flat for Flat defender and wall off. Let FSE rub behind you.	
FB	Load EMOL.	
QB	Sprint playside and get depth. Roll frontside and get depth in a hurry. Throw behind LOS to the FSE.	

RUNNING GAME



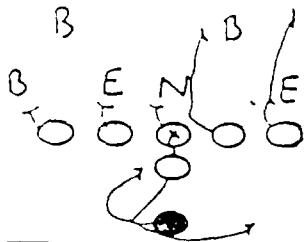
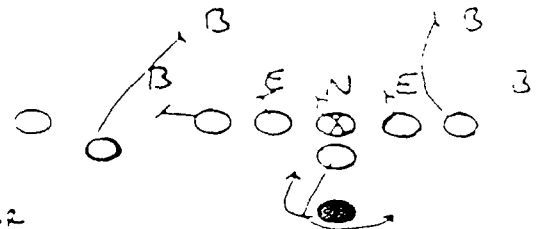
POS	ASSIGNMENT	COACHING POINTS
FSE	STALK Frontside Corner.	Attack inside number. FADE vs. Tight MAN coverage.
FST	HIGH BASE Man On, Man Outside.	44: Base inside shoulder of DE. 43: Base inside shoulder of DE. 52: Base Man On to LB level.
FSG	HIGH BASE Man On, Man Off.	44: Base Man On to LB level. 43: Base Man On to LB level. 52: 1/2 hand help FST to LB level.
C	HIGH BASE Man On, Man Off.	44: 1/2 hand help FSG to LB level. 43: 1/2 hand help FSG to LB level. 52: Base Man On to LB level.
BSG	CUTOFF Man On, Man Off.	44: Base Man On to LB level. 43: Base Man On with No help. 52: 1/2 hand help C to LB level.
BST	CUTOFF Fold player or Stack LB. If man on plays into you stay on.	44: 2 hand help BSG to LB level. 43: Rip DE to Fold player. 52: Rip DE to Fold player.
BSE	STALK Backside Corner.	Attack playside number. FADE vs. Tight MAN coverage.
SB	WALL 1st man outside FST.	Attack inside number. FADE vs. Tight MAN coverage.
MB	SPREAD: STALK Backside Safety. TRIPS TO: STALK Frontside Safety.	Attack playside number. FADE vs. Tight MAN coverage.
FB	Open and Crossover @ 45 degrees. Read 1st DL from Center backside. Cut behind flowing DL and LB.	Never turn your shoulders backside. Push to LOS before deciding on a seam. Be patient.
QB	Open straight back to hole side. Hand ball to FB deep as possible. Fake 084/085 to hold backside DE.	Give to FB on 2nd step. Plant on second step for Boot Fake.

 SO BEAR	
 EASE HAWK	
 STING 61	
 WIDE 43	
 STACK	 STACK 4
 NICKEL 44	



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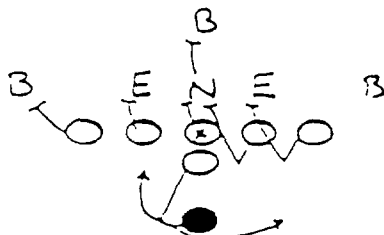
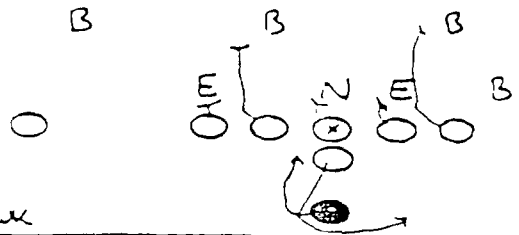
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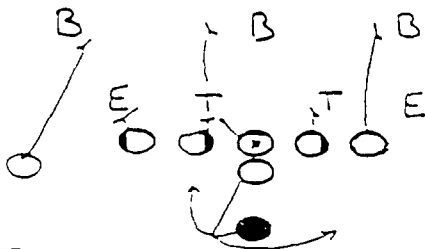
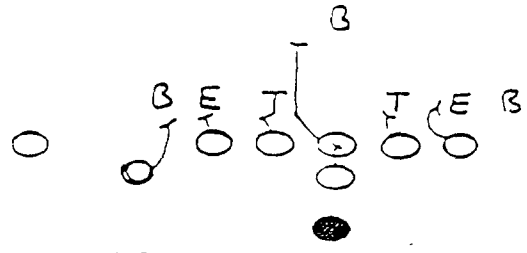
EASE

WALK



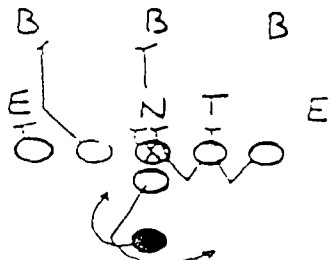
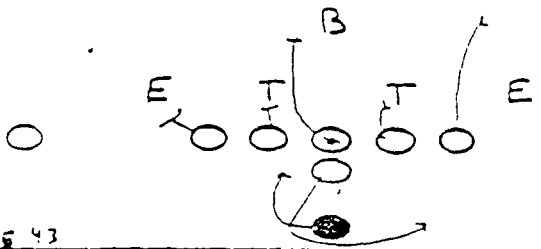
STING

61



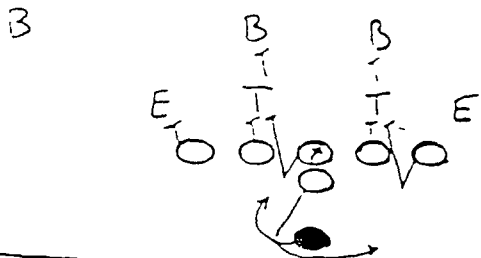
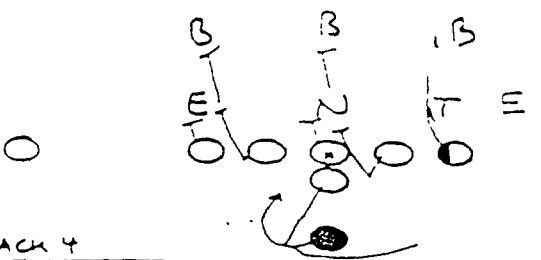
43

WIDE 43



STACK

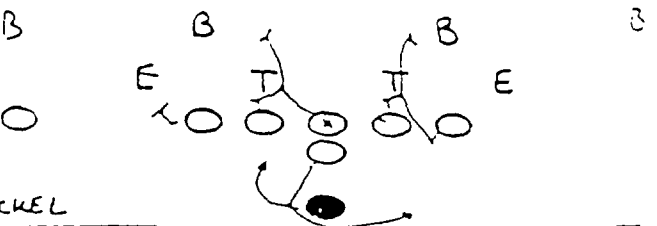
STACK 4

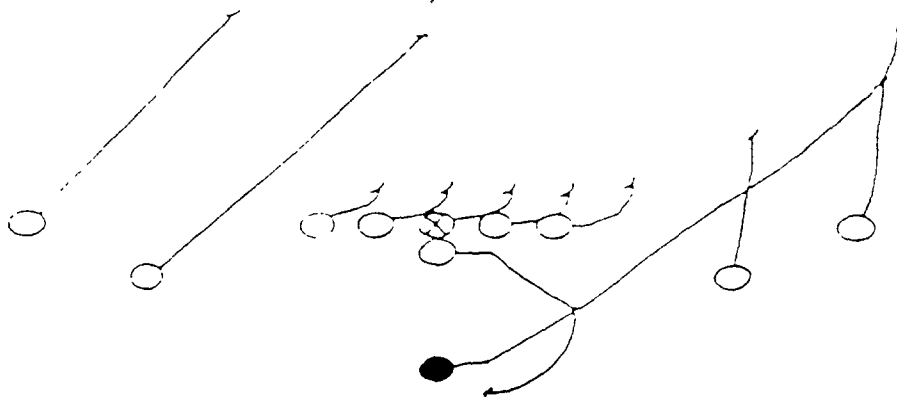


B

44

NICKEL





POS	ASSIGNMENT	COACHING POINTS
FSE	STALK Frontside Corner.	Attack playside number.
FST	Pull step and Reach "C" gap defender.	
FSG	Pull and overtake next DL Playside to 1st On or Backside.	Stay with Man On if he plays into you.
C	Pull and overtake next DL Playside to 1st LB On or Backside.	Stay with Man On if he plays into you.
BSG	Pull and overtake next DL Playside to 1st LB On or Backside.	Stay with Man On if he plays into you.
BST	Pull and overtake next DL playside to 1st LB Backside.	Stay with Man On if he plays into you.
BSE	STALK Backside Corner.	Attack playside number.
SB	STALK first man outside FST.	Attack outside number.
MB	SPREAD AWAY: STALK Backside Safety. TRIPS TO: STALK Frontside Safety.	Attack playside number.
FB	Take lateral step and sprint for a moving point 1 yard outside FST.	Key leverage of FST, SB, MB, FSE. Keep shoulders at 45 while reading.
QB	Open flat and sprint the ball to the FB. Boot away to hold BS DE.	

SO BEAR	
EAGLE	HAWK
STING	61
43	WIDE 43
STACK	STACK 4
44	NICKEL

50

BEAR

EAGLE

HAWK

STING

61

43

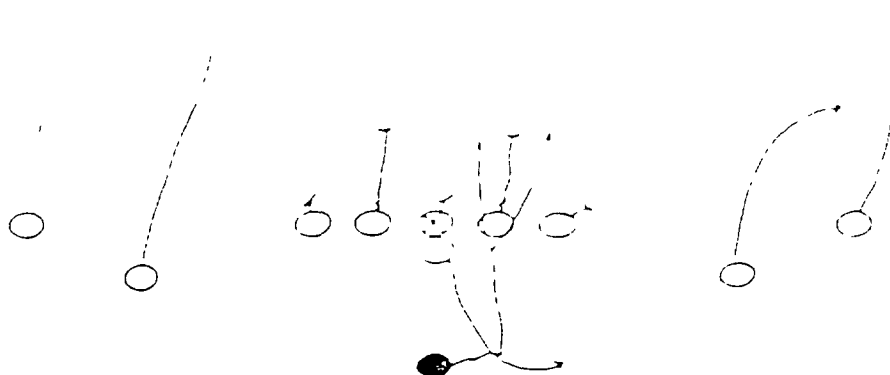
WIDE 43

STACK

STACK 4

44

NICKEL



POS	ASSIGNMENT	COACHING POINTS
FSE	FADE.	Sell the Pass to the entire Secondary.
FST	Pass Set and block F2.	vs. 52: Force him anyway he rushes. vs. 43: Wall inside out and stay on. vs. 44: Set on DE and stalk LB.
FSG	Pass Set and block F1.	vs. 52: Wrap around PINCH by F2 to LB. vs. 43: Force DT anyway he rushes. vs. 44: Force DT anyway he rushes.
C	Pass Set and block C to BS LB.	vs. 52: Force O backside. vs. 43: wrap around PINCH by F1 to MLB. vs. 44: Pass Set and release to BS LB.
B5G	Pass Set and block inside out on B1.	vs. 52: Wrap around SLANT by NG to LB. vs. 43: Block inside out on DT. vs. 44: Block inside out on DT.
B5T	Pass Set and block inside out on Man On to Man Outside.	vs. 52: Block inside out on DT. vs. 43: Block inside out on DE. vs. 44: Block inside out on DE.
BSE	FADE.	Sell the Pass to the entire Secondary.
S	Read the first man outside FST as you run a Pressure Out or Block.	Sell the pass action first. EYES ON YOU: PRESSURE OUT. EYES INSIDE: Wall inside number.
MB	SPREAD: Same as Set Back. TRIPS: Same as Set back w/ Go Route	
FB	Open, Crossover, and receive ball Cut away from 1st DL from FSG out.	Sell 60/61 pass action.
QB	Open to the hole on 60/61 action. Slip ball to FB as deep as possible while keeping your eyes downfield.	Sell 60/61 pass action.

SO BEAR

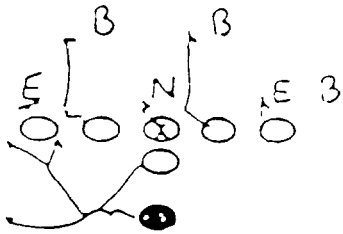
EAGLE HAWK

STING 61

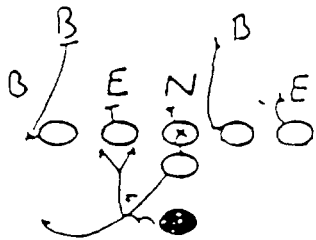
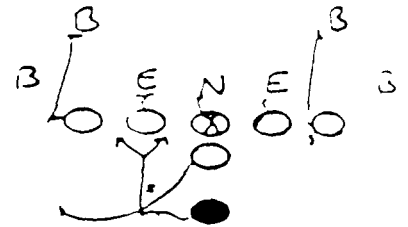
43 WIDE 43

STACK STACK 4

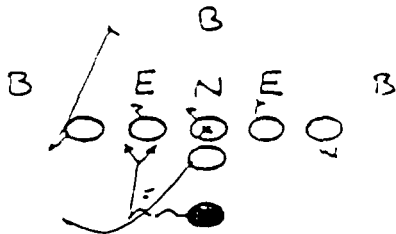
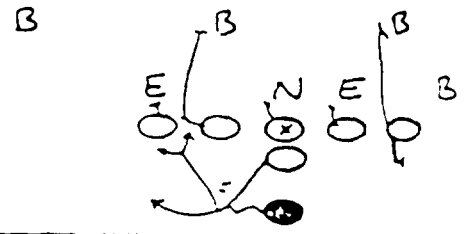
B



50 BEAR

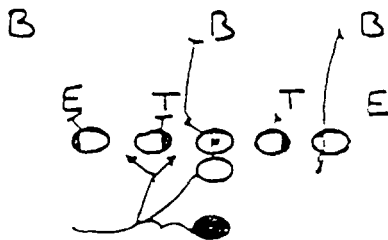
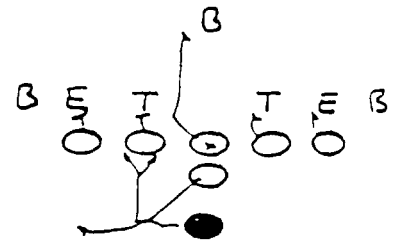


EAGLE HAWK



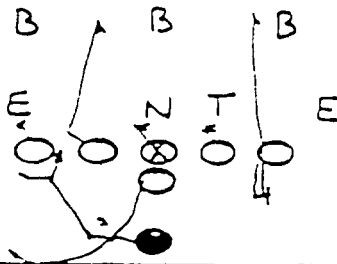
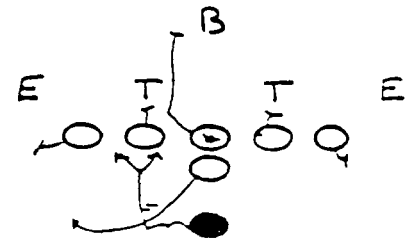
STING

61



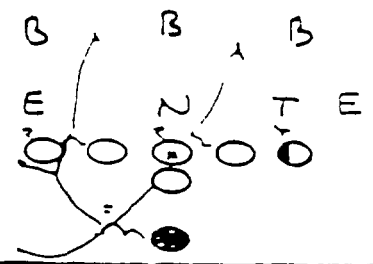
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WIDE 43.

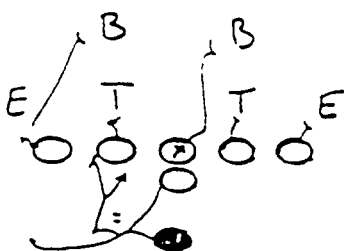


STACK

STACK 4



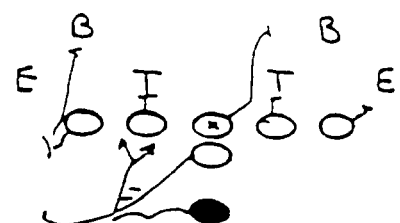
B



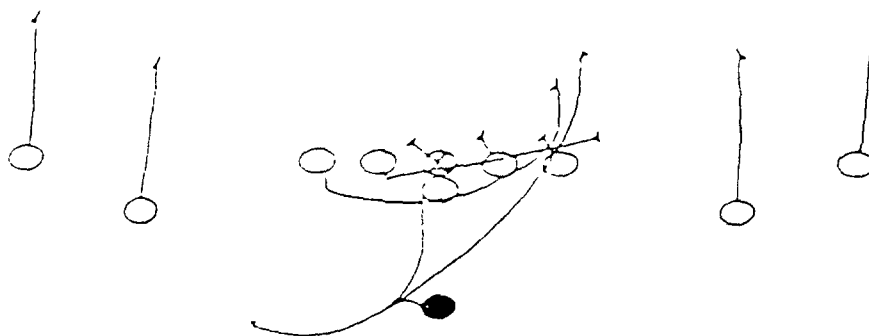
B

44

NICKEL



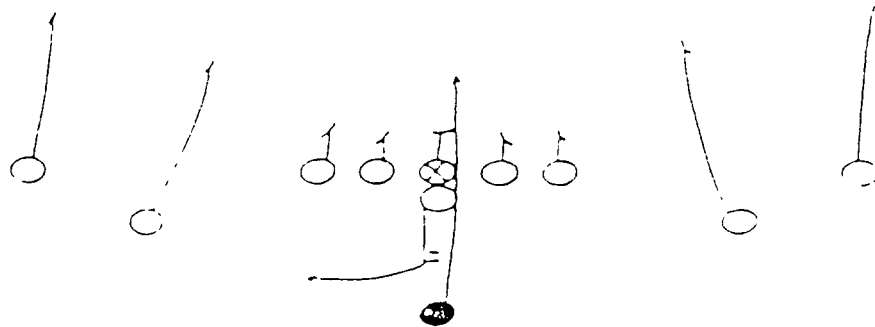
B



POS	ASSIGNMENT	COACHING POINTS
FSE	STALK Frontside Corner.	Attack inside number.
FST	PIN B gap DL to 1st LB backside.	DL: FACEMASK - Earhole. FISTS - Ribs. LB: FACEMASK - Ribs. FISTS - Gut.
FSG	PIN A gap DL to 1st LB backside.	DL: FACEMASK - Earhole. FISTS - Ribs. LB: FACEMASK - Ribs. FISTS - Gut.
C	PIN first DL backside.	DL: FACEMASK - Earhole. FISTS - Ribs. LB: FACEMASK - Ribs. FISTS - Gut.
BSG	Pull flat and TRAP, LOG, or CUT 1st DL outside FST.	UPFIELD TECH: TRAP w/ outside shoulder. SQUEEZE TECH: LOG w/ inside shoulder. STUFF TECH: CUT legs w/ legs behind.
BST	Pull deep and Turn inside or pull around BSG's block for FS ILB.	UPFIELD TECH: Turn inside G to Flow LB. SQUEEZE TECH: Pull around G to Flow LB. STUFF TECH: Pull around G to Flow LB.
BSE	STALK Backside Corner.	Attack playside number.
SB	WALL 1st man outside FST.	Attack inside number.
MB	SPREAD AWAY: STALK Backside Safety. TRIPS TO: STALK Frontside Safety.	Attack playside number. FADE vs. Tight MAN coverage.
FB	Open and Jab away from the Hole. Receive ball behind QB. Get behind BST and read BSG block.	Never cutback. Sell the 60/61 action initially.
QB	Look for Automatic by keying OLB. Open away from hole on 60/61 action and give ball behind you to FB.	Carry out an excellent Bootleg fake.

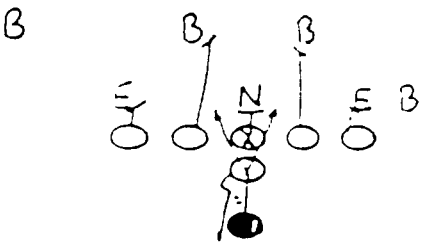
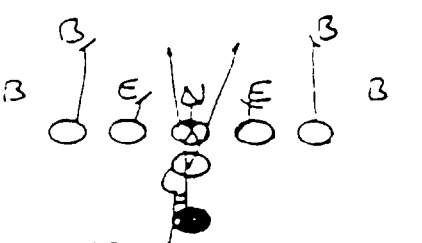
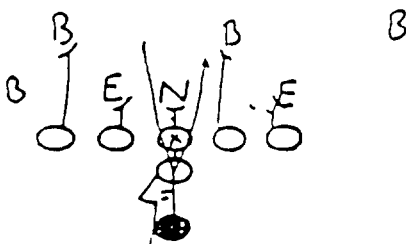
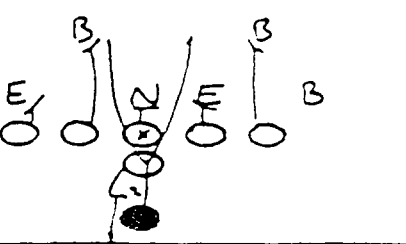
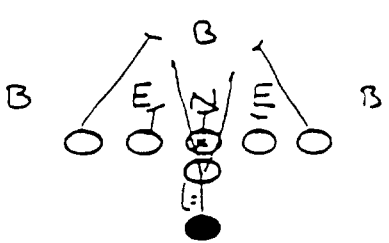
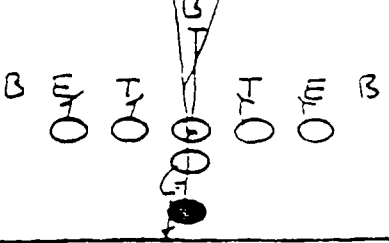
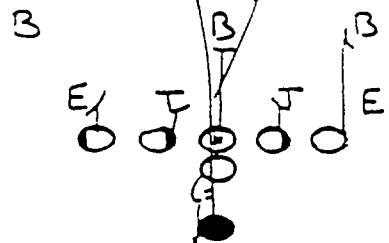
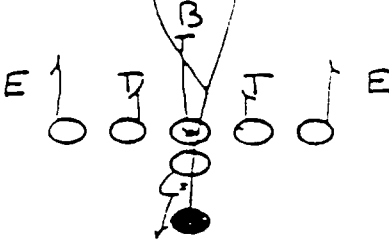
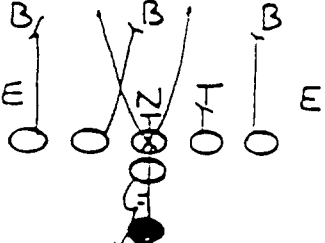
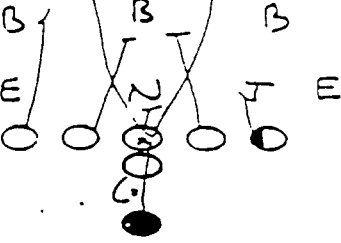
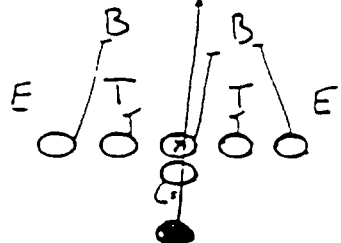
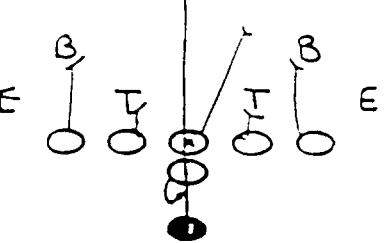
SO BEAR	
EAGLE	HAWK
STING	61
43	WIDE 43
STACK	STACK 4
44	NICKEL

SO BEAR	SO BEAR
EAGLE HAWK	EAGLE HAWK
STING 61	STING 61
43 WIDE 43	43 WIDE 43
STACK STACK 4	STACK STACK 4
44 NICKEL	44 NICKEL



POS	ASSIGNMENT	COACHING POINTS
FSE	Stalk inside number of Corner.	
FST	DRIVE inside number of F2.	
FSG	DRIVE inside number F1.	
C	DRIVE head up #0 to A gap defender.	
BSG	DRIVE inside number of B1.	
BST	DRIVE inside number of B2.	
BSE	Stalk inside number of Corner.	
SE	Stalk inside number of first man from FST out.	
SB	Stalk inside number of first man from BST out.	
FB	Dive for Center's Butt and read 1st man head up to backside.	Cheat up in your alignment.
QB	Open back to 1:00. Get the ball to FB deep & quick.	

DIVE RIGHT

SO BEAR

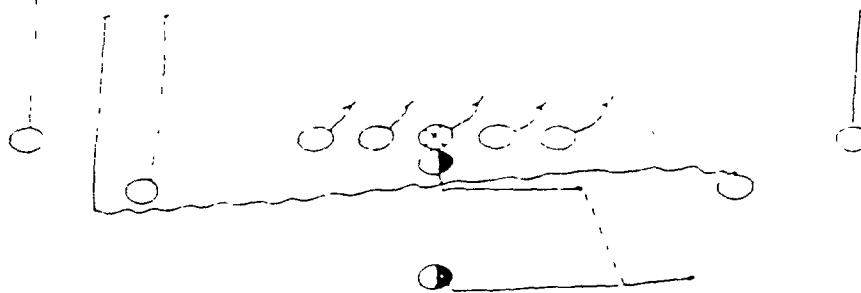
EARLY HALL

STING 61

43 WIDE 43

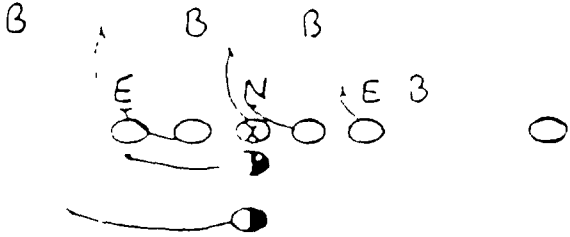
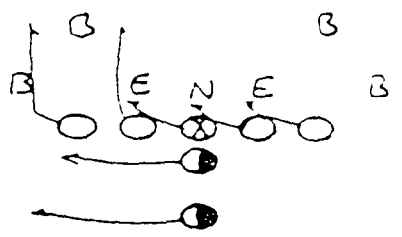
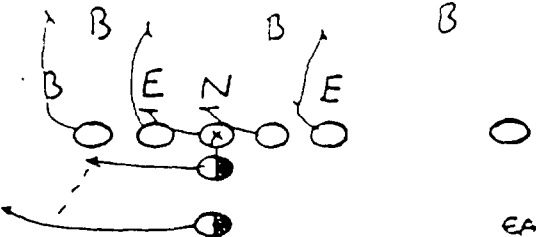
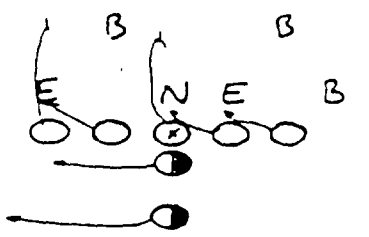
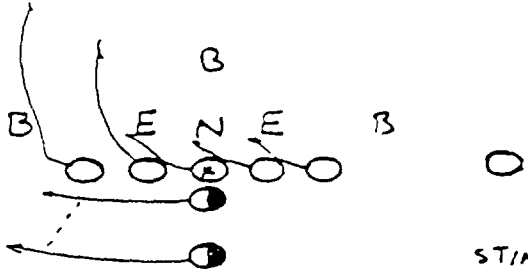
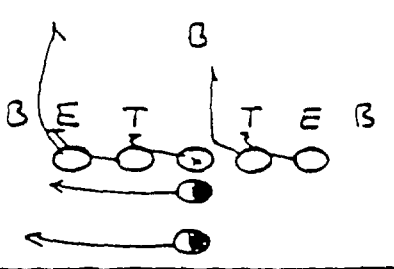
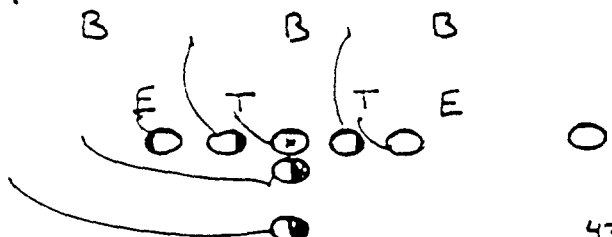
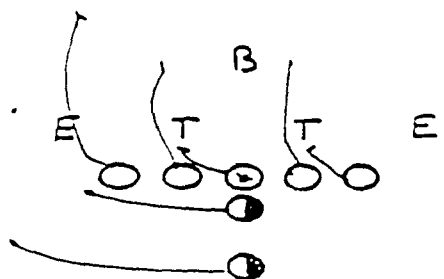
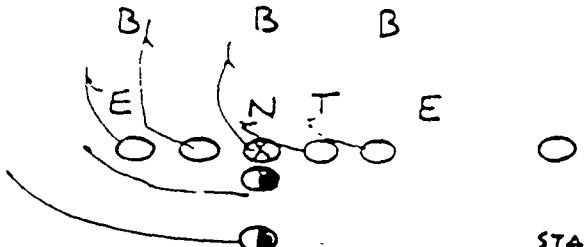
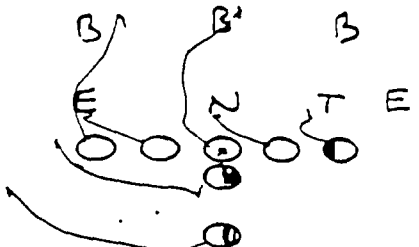
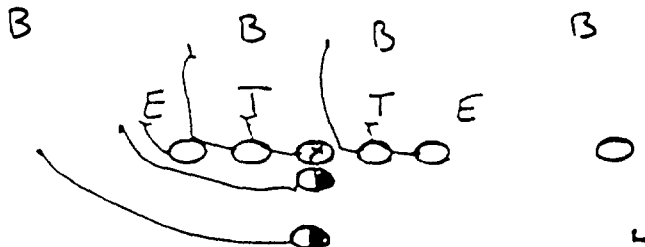
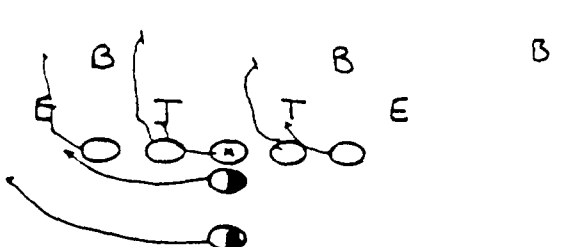
STACK STACK 4

44 NICKEL

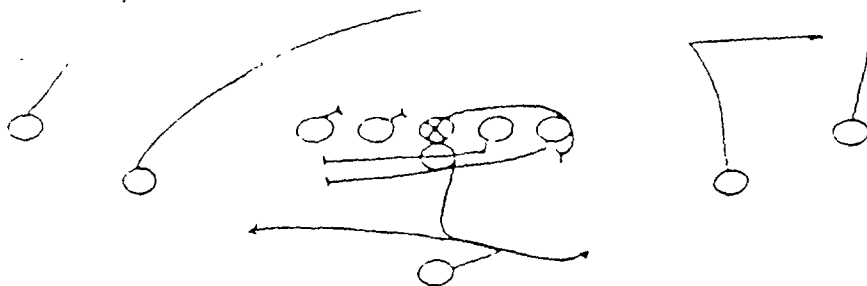


POS	ASSIGNMENT	COACHING POINTS
FSE	STALK Frontside Corner.	Attack playside number.
FST	Pull step and Reach 4/5 Tech. Rip near shoulder of 7 Tech to LB.	Rip through playside shoulder of a BS gap stunt by 4 or 5 Tech to LB.
FSG	Pull step and Reach FS "B" defender to 1st LB On or Backside.	Rip through playside shoulder of an BS gap stunt by B gap defender to LB.
C	Pull step and Reach FS "A" defender to 1st LB Backside.	Rip through playside shoulder of a BS stunt by A gap defender to LB.
BSG	Pull step and Reach BS "A" defender to 1st LB Backside.	Rip through playside shoulder of a BS stunt by A gap defender to LB.
BST	Pull step and Reach BS "B" defender to 1st LB Backside.	Rip through playside shoulder of a BS stunt by B gap defender to LB.
BSE	STALK Backside Corner.	Attack playside number.
SB	SPREAD/TRIPS TO: TRIPS AWAY: WALL Frontside Safety.	Attack playside number. FADE vs. Tight MAN coverage.
MB	SPREAD AWAY: STALK Backside Safety. TRIPS TO: STALK Frontside Safety.	Attack playside number. FADE vs. Tight MAN coverage.
FB	Sprint laterally at 5 yards from QB and 2 yards in front.	Keep your eyes on the QB's pitch hand.
QB	Open step deep playside. Option 1st defender outside 5 Tech.	Attack and key defender's near shoulder for Keep or Pitch to FB read.

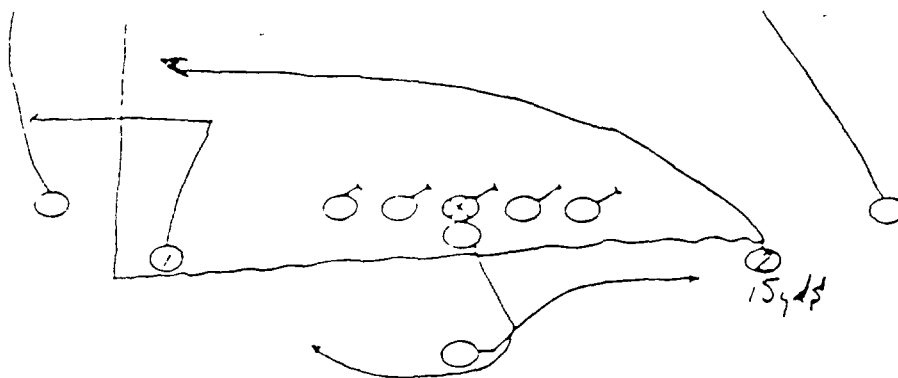
SO BEAR	SO BEAR
EAGLE HAWK	EAGLE HAWK
STING 61	STING 61
43 WIDE 43	43 WIDE 43
STACK	STACK 4
44 NICKEL	44 NICKEL

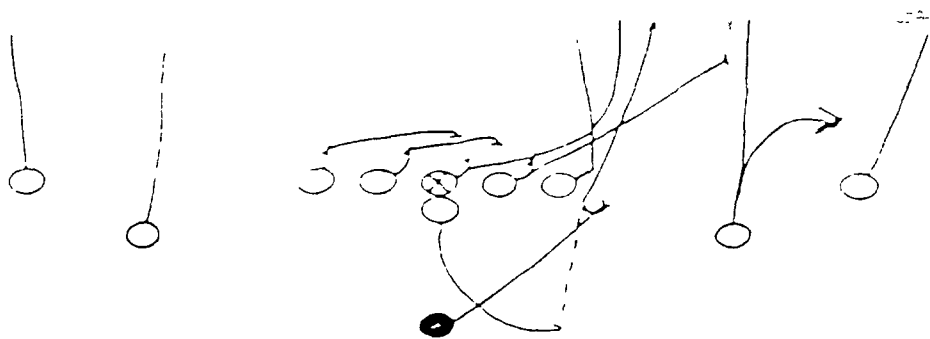
PLAY ACTION PASSES



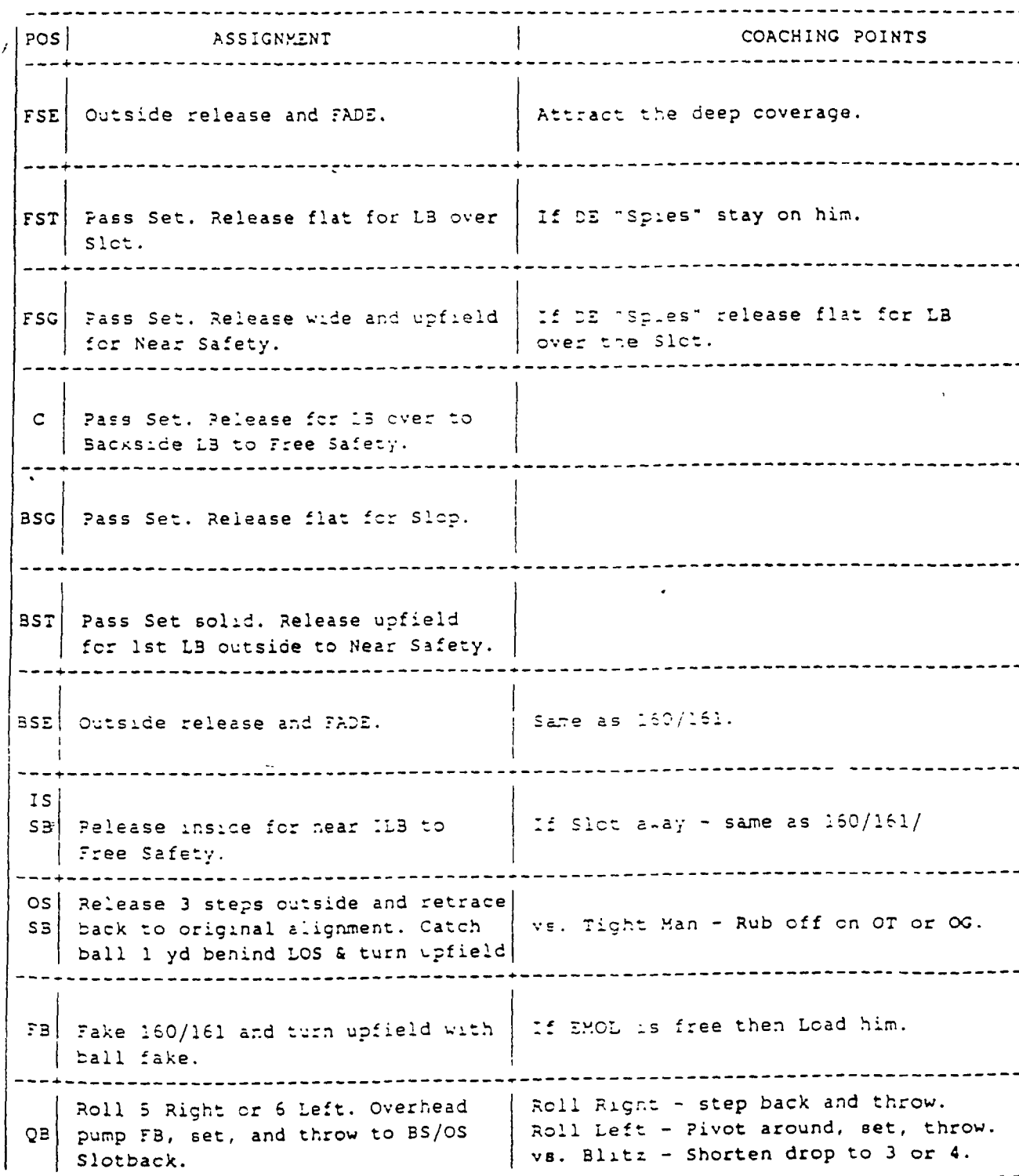
POS	ASSIGNMENT	COACHING POINTS
FSE	TRIPS: FADE. SPREAD: 20 yard COMEBACK.	Blow the top off the Deep Coverage.
FST	Pull w/ same reads and more depth than 74/75.	Do not cross the LOS.
FSG	Pull w/ same reads and more depth than 74/75.	
C	Beat backside DL in front or across his face and peel back for garbage.	1 TECH: Release in front. 3 TECH: Release behind.
BSSG	Reach B gap defender's far shoulder and keep him on the defender.	If DL/LB beats you up field, run under him and circle behind.
BST	Reach B gap defender's far shoulder and keep him on the LOS.	Do not cross the LOS. Maintain contact.
BSE	DRAIN at 25 yards.	Stretch the middle of the Field.
SB	SPREAD/TRIPS: Fake Cutoff block and FLAT to 5 yards.	Sell the the cutoff block first.
MB	SPREAD: Drag at 15 yards. TRIPS TO: Deep Out at 15 yards.	
FB	Run the 74/75 Path with a great fake.	Bounce outside when you hit the LOS.
QB	Open to the hole. Fake to the 74/75 to the FB. Bootleg away from the hole.	READ PROGRESSION: SPREAD: FSSB to BSSB TRIPS: SB to MB

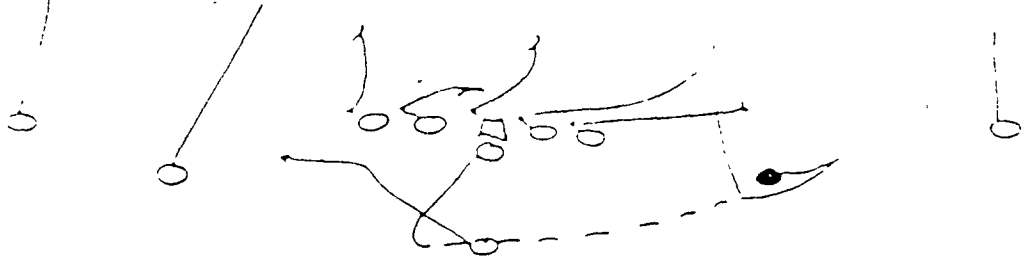


POS	ASSIGNMENT	COACHING POINTS
FSE	TRIPS: FADE. SPREAD: 20 yard COMEBACK.	Blow the top off the Deep Coverage.
FST	PIN the B gap defender and FAN Protect.	Sell the run first. Do not cross the LOS. Maintain contact.
FSG	PIN the A gap defender and FAN Protect.	Sell the run first. Do not cross the LOS. Maintain contact.
C	PIN the Frontside A gap and FAN Protect.	Sell the run first. Do not cross the LOS. Maintain contact.
BSG	PIN the B gap defender and FAN Protect.	Sell the run first. Do not cross the LOS. Maintain contact.
BST	BASE Man on and Fan protect.	Sell the run first. Do not cross the LOS. Maintain contact.
BSE	DRAINO at 25 yards.	Stretch the middle of the Field.
SB	SPREAD/TRIPS: Fake Cutoff block and FLAT at 5 yards.	Sell the the cutoff block first.
MB	SPREAD: Drag at 15 yards. TRIPS TO: Deep Out at 15 yards.	
FB	Run the 84/85 Path with a great fake.	Bounce outside when you hit the LOS.
QB	Open to the hole. Fake the ball to the FB as deep as possible. Boot away from the hole.	READ PROGRESSION: SPREAD: FSSB to BSSB TRIPS: SB to MB



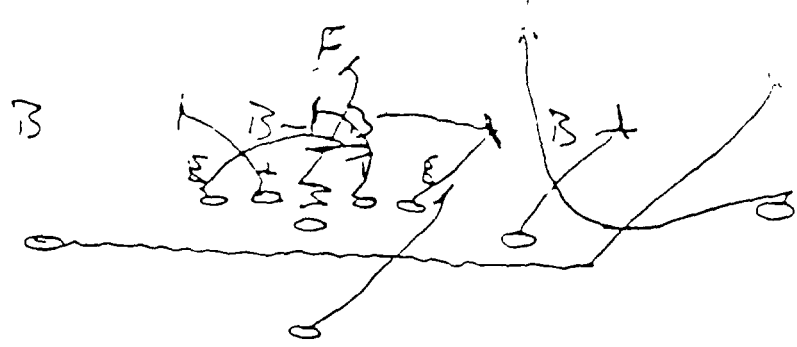
POS	ASSIGNMENT	COACHING POINTS
FSE	FADE.	Run off the Corner.
FST	Pass set. Allow defender to rush upfield. Throw him and release downfield for first LB inside.	If LB reads Screen stay on him.
FSG	Reach B gap DL and force inside. No B gap DL - Release flat outside and kick out 1st man outside FST.	
C	Reach Frontside A gap DL. No A gap DL - Release flat outside and kickout 1st man outside FST.	If both FSG and FST release between the two and look for Free Safety.
BSG	Reach man on and force him backside. Chop NG to the ground.	After two counts release flat looking back for retreating Frontside D-Line.
BST	Pass set and wall off backside.	After two counts release flat looking back for retreating Frontside DL.
BSE	FADE.	Run off the Corner.
SB	STREAK and stalk the deep coverage.	
MB	STREAK and satlk the deep coverage.	
FB	Pop EMOL and spin away. Face QB to receive the ball behind the LOS. Get outside and run up the tunnel.	Run laterally if there is a defender between you and the QB. It is your responsibility to get open.
QB	Sprint playside and get depth. Look off the coverage. Pitch or throw the ball forward to the FB.	If the FB is not open throw the ball at his feet.





POS	ASSIGNMENT	COACHING POINTS
FSE	FADE.	React to Corner sinking back.
FST	PIN the B gap for 1 count and release to kick out man on Slot.	Stay on DE spy.
FSG	PIN the A gap for 1 count and release for Free or Near Safety.	If DE spies, take FST responsibility.
C	PIN the Frontside A gap and release for 1st ILB frontside.	Wall him outside in.
BSG	PIN the B gap for 1 count and release late for SLOP.	
BST	PIN Man On to Outside for 1 count and release for the 1st ILB BS.	Wall him inside out.
BSE	FADE.	React to Corner when he sinks.
BS SB	Drive upfield and Stalk the Near or Free Safety.	
FS SB	Release 3 steps outside and retrace back. Catch the ball and turn up.	
FB	Run the 84/85 Path with a great fake.	Bounce outside when you hit the LOS.
QB	Fake 84/85. Turn Backside, get depth, and dump ball to BSSB behind the LOS.	Set up and delivery is the same tech. as 960/961.

C
O



POS	ASSIGNMENT	COACHING POINTS
FSE	Delay one count and sprint towards FST. Catch Ball behind LOS.	Get upfield ASAP after the catch.
FST	Pass set. Allow defender to rush upfield. Throw him and release downfield for first LB outside.	Count 1001, 1000-release.
FSG	Pass Set. Allow defender to rush upfield. Throw him and release for 1st LB inside the FST.	Count 1001, 1000-release.
C	Pass Set. Allow defender to rush upfield. Throw him and release for the playside Safety.	Count 1001, 1000-release.
BSG	Pass Set. Allow defender to rush upfield. Throw him and release for 1st LB from the Center backside.	Count 1001, 1000-release.
BST	Pass Set. Allow defender to rush upfield. Throw him and release flat for Slop.	Count 1001, 1000-flat.
BSE	FADE.	Run off the Corner.
SB	Stalk Playside Deep Coverage.	
MB	Release Flat for Flat defender and wall off. Let FSE rub behind you.	
FB	Load EMOL.	
QB	Sprint playside and get depth. Roll frontside and get depth in a hurry. Throw behind LOS to the FSE.	