

SOUTHERN METHODIST UNIVERSITY FOOTBALL PLAYBOOK

THIS PLAYBOOK AND ALL PLAYER INFORMATION HANDOUTS THAT YOU RECEIVE THROUGHOUT THE SEASON IS LOANED TO YOU AS A PLAYER OF THE SMU FOOTBALL TEAM. YOU ARE RESPONSIBLE FOR THE CONFIDENCE OF THE MATERIAL. IT IS FOR YOUR OWN PERSONAL USE, AND YOURS ONLY. IT WILL BE RETURNED AT ANY TIME AT THE DISCRETION OF YOUR COACH. THIS IS THE MOST IMPORTANT PIECE OF EQUIPMENT ISSUED TO YOU AS A MEMBER OF THE SOUTHERN METHODIST UNIVERSITY FOOTBALL TEAM AND YOU SHOULD BE AWARE OF ITS IMPORTANCE AT ALL TIMES.

September 2, 1976

M E M O

TO: All Football Coaches and Related Personnel

FROM: Ron Meyer

RE: 1977 Spring Practice

Spring Semester Break March 11 to March 20

Monday	March 21	Start Practice	4 days a week
	March 28	2nd Week	" "
	April 4	3rd Week	" "
	April 11	4th Week	" "
	April 18	5th Week	" "
Friday	April 22	High School Coaches' Clinic	
Saturday	April 23	Red/Blue Game Coaches' Fish Fry that afternoon	

M E M O

TO: Coaches

FROM: Ron Meyer

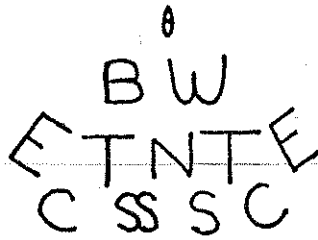
RE: 2-a-day and TCU Psychological Approach

Aug. 18 Pyramid to Success
Aug. 19 Plan of Action - Introduced
Aug. 20 Plan of Action - Continued
Aug. 21 Evening Practice
Aug. 22 Evening Practice
Aug. 23 Industriousness
Aug. 24 Effort Habit
Aug. 25 Enthusiasm
Aug. 26 Evening Practice
Aug. 27 Intentness
Aug. 28 Off (Youth Clinic) Evening
Aug. 29 Off All Day
Aug. 30 Alertness
Aug. 31 Out of Town - Meyer
Sept. 11 Loyalty
Sept. 2 Poise Under Pressure
Sept. 3 Courage
Sept. 4 Morning Scrimmage - off Evening
Sept. 5 Off
Sept. 6 Mental Toughness
Sept. 7 Physical Toughness

2-a-day and TCU Phychological Approach (continued)

Sept. 8	Team Toughness
Sept. 9	Toughness with Poise
Sept. 10	Competitive Toughness
Sept. 11	Competitive Touchness

DEFENSIVE HUDDLE



LINE-UP

FRONT ROW (LE, LT, N, RT, RE)

1. FEET SHOULDER WIDTH APART AND PARALLEL.
2. HANDS ON KNEES, EYES ON SIGNAL CALLER.
3. ENDS FACED IN AT 45° ANGLE.

BACK ROW (LC, SS, S, RC)

1. HANDS BEHIND BODY OR AT SIDES (DON'T LEAN ON THOSE IN FRONT OF YOU).
2. FEET SHOULDER WIDTH APART AND PARALLEL.

SIGNAL CALLERS

1. LINE UP FACING HUDDLE.
2. HANDS CUPPED AROUND MOUTH.

PROCEDURE

1. NOSE HOLDS HAND UP TO FORM HUDDLE. NOSE ALIGNS 4 FEET FROM BALL.
2. BACKER WILL CALL DEFENSE ONCE.
3. BACKER WILL GIVE A "READY-BREAK" COMMAND. CAN GIVE DOUBLE BREAK.
4. ON COMMAND OF "BREAK", HUDDLE WILL YELL BREAK AND CLAP HANDS, THEN START TO POSITION - NEVER TAKE EYES OFF OFFENSIVE HUDDLE.
5. WILLIE WILL GIVE DOWN AND DISTANCE WHEN ENTERING HUDDLE (BEFORE SIGNAL CALLER SPEAKS).
6. CORNERS WILL LOOK TO SIDELINE FOR HIDDEN MAN.
7. WE MUST BE READY TO PLAY WHEN CENTER TOUCHES BALL. BE IN YOUR DEFENSIVE STANCE.
8. SIGNAL CALLER WILL RECEIVE SIGNAL, ENTER HUDDLE AND CALL DEFENSE (ALIGNMENT 1ST, STUNT 2ND, (IF WE'RE STUNTING) AND COVERAGE 3RD.) IF WE'RE CALLING "STAY", OR GIVING SPECIAL REMINDER, SIGNAL CALLER WILL SAY THIS 1ST.
9. NO TALKING IN HUDDLE BY ANYONE EXCEPT BACKER UNLESS TIME OUT HAS BEEN CALLED.

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ALIGNMENTS	TO BE PLAYED WITH COVERAGE	COVERAGE CALLS
1. <u>OKIE</u> S-RAM W-RAM RICHIE OR LOUIE S-EXIT & S TWIST W-EXIT & W TWIST VEER DOUBLE FIRE & DOUBLE FIRE-QB S. FIRE W. FIRE W. RIP S. RIP	23 OR 2 23 2 OR 33 23 OR 2 23 2 OR 33 2 2 23 2 OR 33 63 66	1. <u>23</u> SLAM HEAVY READ STRONG DROP STRONG DROP FLAT STRONG DROP RECKLESS OUT W. OUT SWITCH
2. <u>BINGO</u> FIRE & FIRE Q.B. SHADE FIRE & SHADE FIRE Q.B. GO FIRE PLUG FIRE & PLUG FIRE Q.B.	2 OR 33 " " "	2. <u>33</u> REVERGE SLAM HAMMER WEAK DROP CHOP
3. <u>SLANT</u> FIRE & FIRE Q.B. SHADE FIRE & SHADE FIRE Q.B. GO FIRE PLUG FIRE & PLUG FIRE Q.B.	23 OR 22 " " "	3. <u>2</u> SLAM HEAVY CHOP HAMMER WEAK DROP
4. <u>REVERT</u>	AUTO	4. <u>22</u> HEAVY BULLETS DOUBLE BULLETS CORNER BULLETS CHOP SLAM
5. <u>ANGLE</u> FIRE	AUTO	5. <u>63, 66</u>
6. <u>OVER</u> BLITZ	AUTO	6. <u>64</u> BANJO
7. <u>TIGER</u>	AUTO	7. <u>5</u>
8. <u>GAP FIRE Q.B.</u> SLIP FIRE Q.B. FIRE FIRE SLIP FIRE SLIP	23 HEAVY 22 HEAVY 22 BULLETS	
9. <u>MUSTANG</u> SLIP SCRAPE BLITZ (IN, OUT, DIVERGE) GUTS DIVERGE	64 BANJO OR 5 5 " "	64 BANJO OR 5

KICKING GAME

1. PUNT RETURNS

WALL
MIDDLE
OKIE

2. PUNT BLOCKS

8 BLOCK OUT
8 BLOCK IN
10 BLOCK

3. FIELD GOAL & EXTRA POINTS

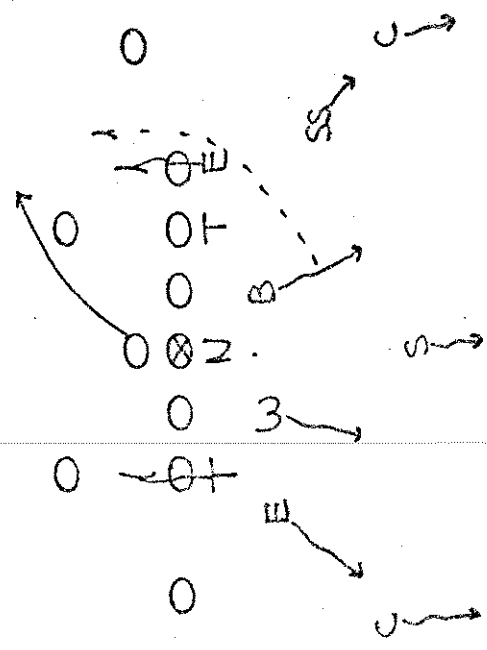
FIELD GOAL BLOCK
EXTRA POINT BLOCK
EXTRA POINT BLOCK 11
FIELD GOAL RETURN

4. KICKOFF COVERAGE

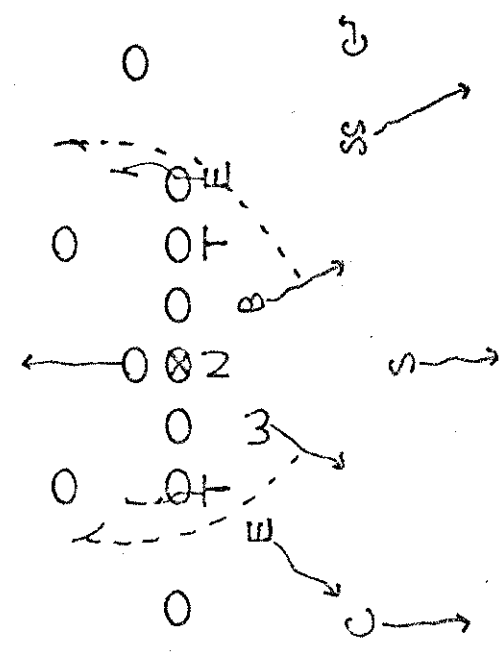
HASH KICKOFF
MIDDLE KICKOFF
ON-SIDE KICKOFF

OKIE - 23

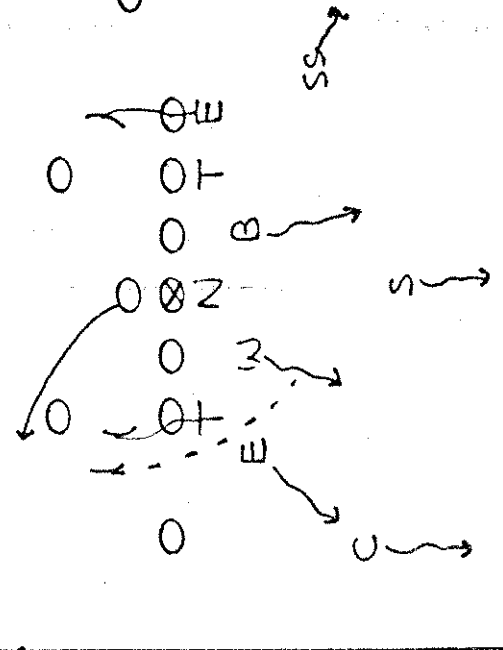
4 UNDER, 3 DEEP, 4 MAN RUSH VS. ALL PASSES. WEAK END OR WEAK CORNER HAS WEAKSIDE FORCE RUN CONTAIN. WEAK TACKLE HAS WEAKSIDE PASS CONTAIN AND STRONG END HAS STRONGSIDE PASS CONTAIN. BACKER AND WILLIE HAVE SECONDARY PASS CONTAIN. STRONG SAFETY OR STRONG CORNER HAS STRONGSIDE RUN CONTAIN.



"SKY"



"CLOUD"



"SKY"

- N - HEAD ALIGNMENT. CROWD THE FOOTBALL. BASIC RUN SUPPORT. WEAK RUSH.
- T'S - SHADE ALIGNMENT UNLESS YOUR INTO BOUNDARY THEN HEAD. CROWD THE L.O.S. BASIC RUN SUPPORT. ALL PASSES, WEAK TACKLE HAS PASS CONTAIN AND STRONG TACKLE HAS WEAK RUSH.
- E'S - STRONG END SPLIT ALIGNMENT ON L.O.S. VS. T.E. TOE ALIGNMENT L.O.S. VS. A SLOTBACK TOE ALIGNMENT ON T.E. VS. WING SET. BASIC RUN SUPPORT. CHASE ON FLOW AWAY. PASS CONTAIN ON ALL PASSES.
- WEAK END SAME ALIGNMENT AS STRONG END EXCEPT ALIGN OFF VS. A SPLIT END. BASIC RUN SUPPORT (READ PRINCIPLE VS. T.E.) CURL-FLAT ON ALL PASSES. FOLD ON FLOW AWAY.

B&W -

SHADE ON EACH GUARD 2½ YARDS OFF L.O.S. BASIC RUN SUPPORT. SECONDARY PASS CONTAIN. HEAR HOOK-CURL ON ALL PASSES.

SS -

PRELIMINARY CALL OF "SKY" OR "CLOUD" DEPENDING UPON SPLIT OF #1 TO STRONG CORNER. CLOSED FIST USED ON "CLOUD" CALL ONLY. NO SIGNAL MEANS "SKY".

GENERAL RULE: IF #1 SPLIT 7 OR LESS YARDS, CALL "CLOUD". IF #1 SPLIT 8 OR MORE YARDS CALL "SKY".

"CLOUD" CALL: ALIGN DEEP ENOUGH AND WIDE ENOUGH TO COVER OUTSIDE 1/3 ON ALL PASSES. FILL RUN SUPPORT.

"SKY" CALL: ALIGN 6 YARDS DEEP BY 1-3 YARDS OUTSIDE NORMAL #2. CURL-FLAT ON ALL PASSES. FORCE RUN CONTAIN.

S -

ALIGN ACCORDING TO FIELD POSITION AND FORMATION (GENERALLY 10 YARDS DEEP IN MIDDLE OF FORMATION). MIDDLE 1/3 ON ALL PASSES. FILL RUN SUPPORT.

C'S -

STRONG CORNER-REPEAT STRONG SAFETY'S CALL. IF NO CALL, PLAY "SKY".

"CLOUD" CALL: ALIGN 3 YARDS DEEP BY 2 OUTSIDE A TIGHT SET. FLAT-CURL ON ALL PASSES. FORCE RUN CONTAIN. "WHEEL IT" ON RUN AWAY.

"SKY" CALL: ALIGN 6 YARDS DEEP BY ONE OUTSIDE UNTIL RECEIVER GETS WITHIN 5 YARDS OF SIDELINE THEN MOVE INSIDE. OUTSIDE 1/3 ON ALL PASSES. FILL RUN SUPPORT. IF #1 CRACKS ON STRONG SAFETY, YELL "CRACK" AND QUICK FILL. (READ ANGLE OF SHOULDERS OF #1 FOR SPEED OF FILL).

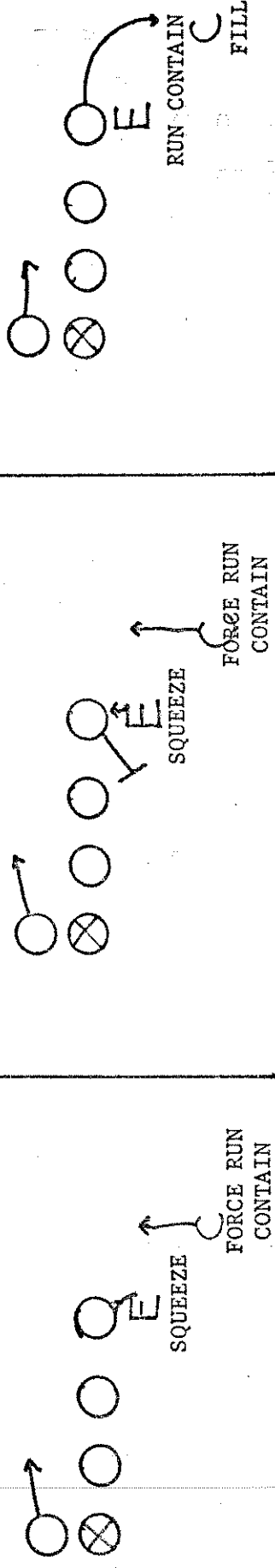
WEAK CORNER

ALIGN 4-5 YARDS DEEP BY 2 YARDS OUTSIDE OF T.E. 6 YARDS DEEP BY 1 OUTSIDE OF WIDE #1 UNTIL HE GETS WITHIN 5 YARDS OF THE SIDELINE, THEN MOVE INSIDE. OUTSIDE 1/3 ON ALL PASSES. READ PRINCIPLE VS. ANY END SPLIT 2 OR LESS YARDS.

READ PRINCIPLE:

A TECHNIQUE USED BY AN END AND SECONDARY DEFENDER IN COORDINATING RUN SUPPORT. CAN BE BETWEEN WEAK END AND WEAK CORNER VS. A TIGHT END OR BETWEEN STRONG END AND STRONG SAFETY VS. #2. IF T.E. OR #2 BLOCKS ON OR DOWN, THE END HAS SQUEEZE RUN SUPPORT AND THE SECONDARY MAN HAS FORCE RUN CONTAIN. IF THE T.E. OR #2 RELEASES, THE END HAS RUN CONTAIN AND THE SECONDARY MAN HAS FILL (THINK PASS FIRST).

DRAWN WEAK SIDE ONLY



SPLIT RULES:

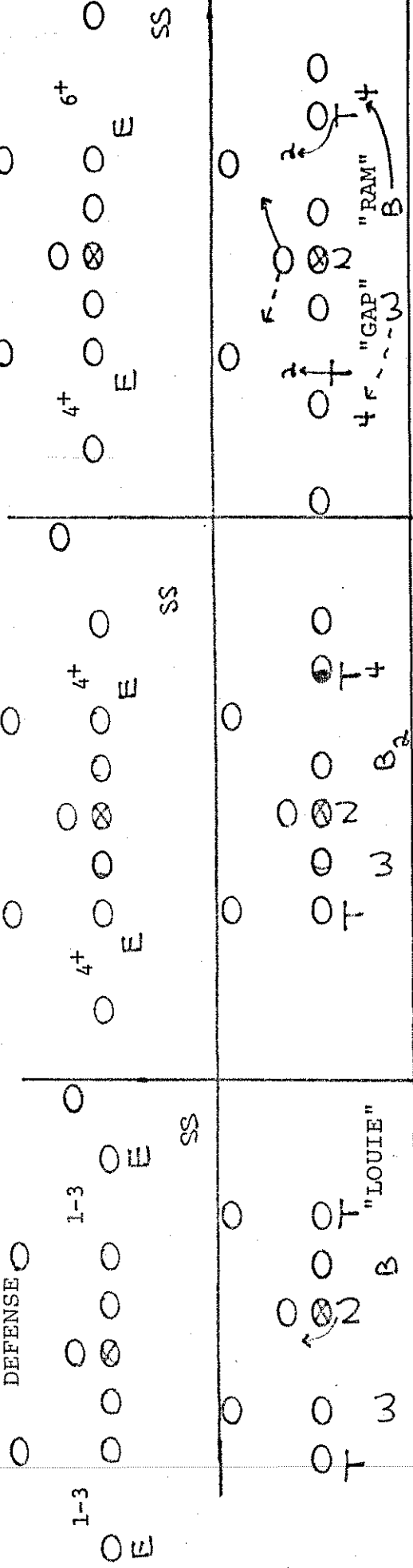
1. STRONG #2 SPLIT 1-3 YARDS - STRONG END HEAD ALIGNMENT. STRONG #2 SPLIT 4 OR MORE YARDS, ALIGN NORMAL. STRONG SAFETY STAY OUTSIDE #2 UNTIL HE REACHES 6 YARDS THEN ALIGN INSIDE $\frac{1}{2}$ AND DEEPEN SLIGHTLY AS HE WIDENS UNTIL HE GETS 5 YARDS FROM THE SIDELINE. STRONG SAFETY SHOULD NEVER BE OUT FLANKED BY 2 MEN WHEN YOU HAVE RUN CONTAIN RESPONSIBILITY.
2. WEAK #1 SPLIT 1-3 YARDS - WEAK END ALIGN HEAD ON. WEAK #1 SPLIT 4 OR MORE YARDS - WEAK END ALIGN NORMAL.
3. EITHER OFFENSIVE GUARD SPLIT IN A BIG SPLIT - LINEBACKER MAKES "RICHIE" OR "LOUIE" CALL AND NOSE EXECUTES LOOP.

4. EITHER OFFENSIVE TACKLE IN A BIG SPLIT:

(A) TACKLE KEEPS RELATIVE DISTANCE FROM LINEBACKER. IF THAT DISTANCE PUTS HIM IN THE GAP, HE EXECUTES GAP CHARGE AND LINEBACKER TAKES 4 GAP ON FLOW TO. WHEN TACKLE CONSIDERS HIMSELF IN THE GAP, HE MAKES "GAP" CALL TO LINEBACKER. TACKLE RESPONSIBLE FOR 2 GAP. IF THAT DISTANCE PUTS HIM INSIDE 1/2 OF OFFENSIVE TACKLE, TACKLE PLAYS BASIC BUT WITH OUTSIDE FLIPPER.

(B) "RAM" CALL FROM LINEBACKER TO TACKLE (TACKLE MUST NEVER "RAM" WHEN HE HAS PASS CONTAIN RESPONSIBILITY - SAY NO TO BACKERS CALL AND ALIGN AND PLAY NORMAL.)

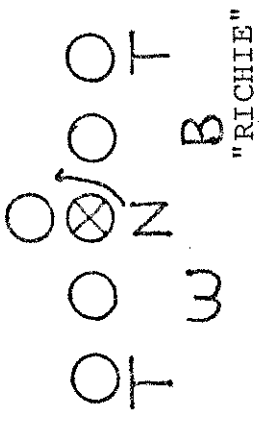
NOTE: CLOSING INTERIOR LINE SPLITS WITH #3 AND #4 ABOVE IS DONE ONLY WHEN WE'RE PLAYING OKIE



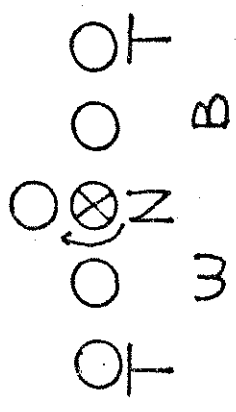
OKIE CALLS

1. RICHIE AND LOUIE (OKIE LOUIE 23, OKIE RICHIE 23) - SAME AS OKIE EXCEPT:

NOSE LOOPS TO SIDE OF CALL



"RICHIE"

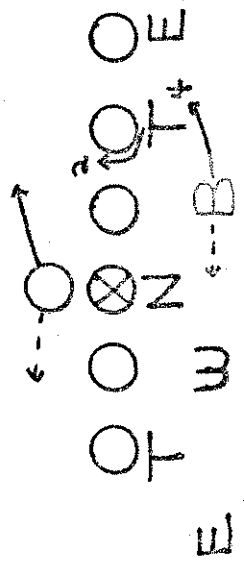


"LOUIE"

2. S. RAM, W. RAM (, OKIE S. RAM 23, OKIE W. RAM 23)

S. RAM - STRONG TACKLE RAMS
W. RAM - WEAK TACKLE RAMS

SAME AS OKIE EXCEPT: RAM TACKLE RAMS 2 GAP, RESPONSIBLE FOR 2 GAP. RAM LINEBACKER RESPONSIBLE FOR 4 GAP. END TO RAM SIDE MUST KNOW THAT HE HAS CONTAIN ON ALL PASSES AND CHASE ON ALL RUNS AWAY.



OKIE S. RAM

OKIE W. RAM

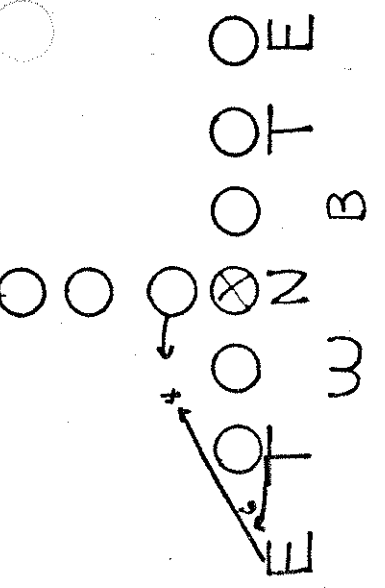
(OKIE T - RAM 23) - SAME AS OKIE RAM AND RICHIE AND LOUIE COMBINED. BACKER WILL MAKE "RICHIE" OR "LOUIE" TO T.E. OR IF NO T.E. TO STRENGTH.

OMIT

4. S. EXIT, W. EXIT (OKIE S. EXIT 23, OKIE W. EXIT 2)

S. EXIT - STRONG SIDE
W. EXIT - WEAK SIDE

SAME AS OKIE EXCEPT: EXIT AND ALIGN HEAD ON AND EXECUTES RECKLESS RUSH AT HEAD OF NEAR BACK (ADJUST PATH). 4 GAP RESPONSIBILITY (DIVE RESPONSIBILITY) EXCEPT VS. SPRINT OPTION THEN Q.B. EXIT TACKLE STEPS Laterally AND HAS 6 GAP - SQUEEZE AND PASS CONTAIN. IF FLOW AWAY FROM EXIT SIDE TACKLE SLOW FOLDS.



OKIE W. EX

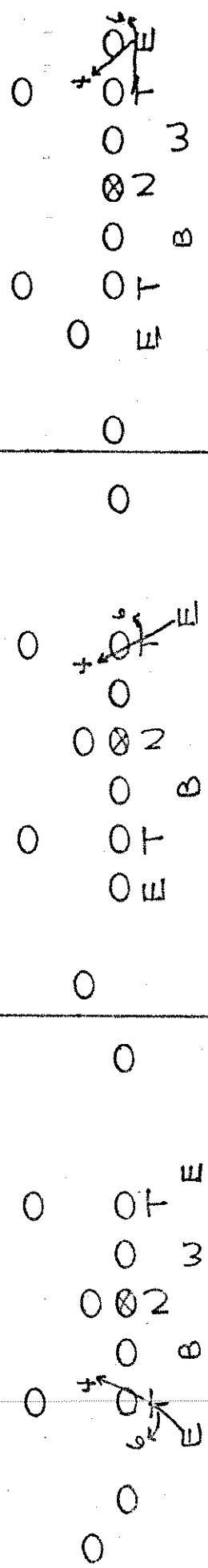
OKIE S. TWIST 23, OKIE W. TWIST 2)

OKIE S. EXIT

S. TWIST, W. TWIST (

S. TWIST - STRONG SIDE
 W. TWIST - WEAK SIDE

SAME AS OKIE EXCEPT: TWIST END EXECUTES RECKLESS RUSH THROUGH TACKLE AREA AT HEAD OF NEAR BACK. 4 GAP RESPONSIBILITY. DIVE RESPONSIBILITY. TWIST TACKLE HAS 6 GAP. TACKLE GOES FIRST. END SHOULD EXECUTE THIS STUNT FROM OFF ALIGNMENT WHEN POSSIBLE. VS. A T.E. OR SLOTBACK, END MAKES EXIT CALL AND TWIST CHANGES TO EXIT.



CHECK "EXIT"

W. TWIST

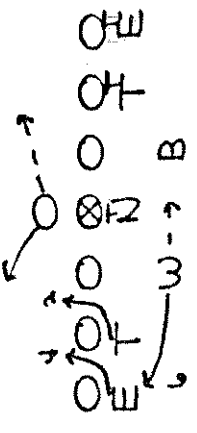
S. TWIST

W. TWIS

DOUBLE FIRE, S. FIRE, W. FIRE (OKIE DOUBLE FIRE 2, OKIE S. FIRE 23, OKIE W. FIRE 2)

DOUBLE FIRE - BOTH SIDES
 S. FIRE - STRONG SIDE
 W. FIRE - WEAK SIDE

SAME AS OKIE EXCEPT: FIRE TACKLE EXECUTES RAM. FIRE END EXECUTES EXIT. LINEBACKER TO FIRE SIDE HAS 6 GAP RESPONSIBILITY (Q.B. THROUGH ALLEY) ON RUN TO.



DOUBLE FIRE
 S. FIRE

W. FIRE

7. DOUBLE FIRE QUARTERBACK, S. FIRE QUARTERBACK, W. FIRE QUARTERBACK (OKIE DOUBLE FIRE QUARTERBACK 2 , OKIE S. FIRE QUARTERBACK 23, OKIE W. FIRE QUARTERBACK 2)

SAME AS OKIE FIRE EXCEPT: FIRE END TAKES Q.B. ON OPTION. FIRE LINEBACKER has 4 GAP RESPONSIBILITY ON RUN TO.

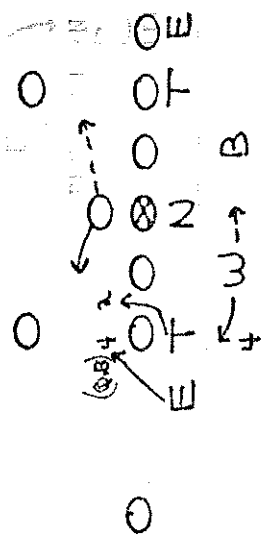
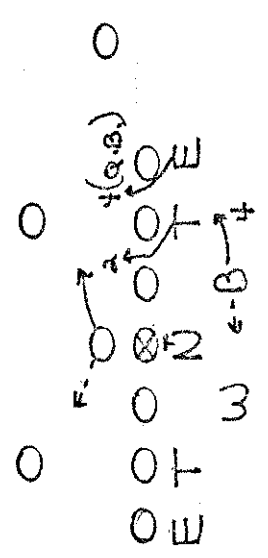
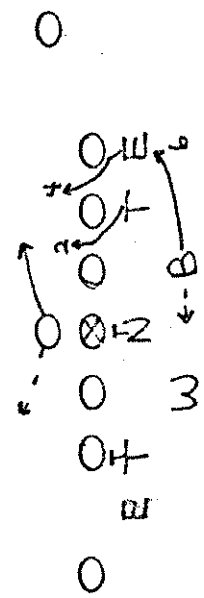
DOUBLE FIRE Q.B.
 S. FIRE Q.B.

W. FIRE Q.B.

8.

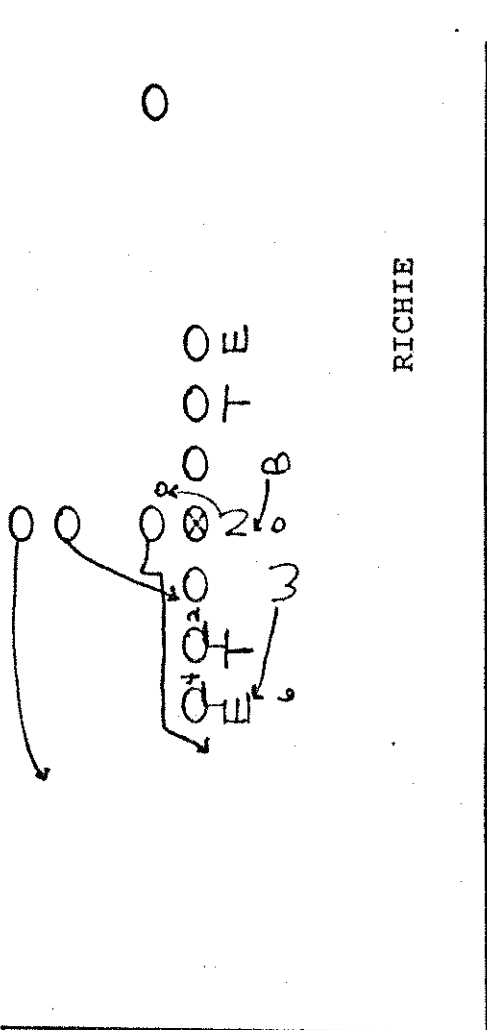
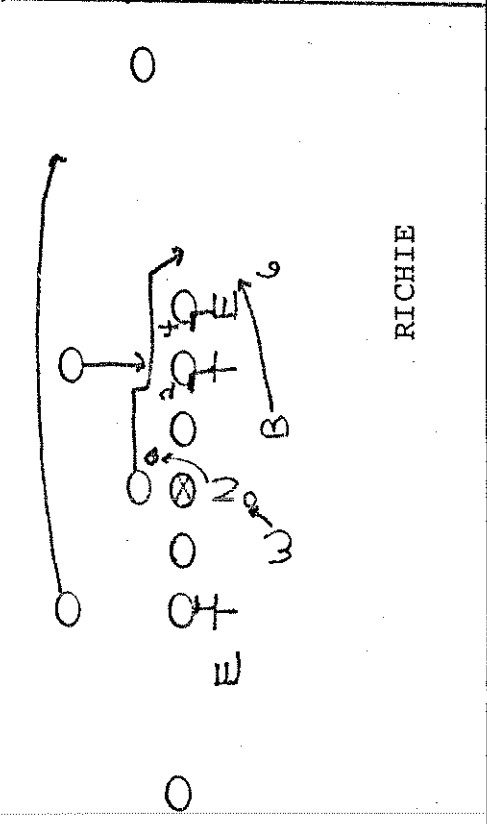
VEER (OKIE VEER 2)

SAME AS OKIE EXCEPT: NOSE EXECUTES RICHIE OR LOUIE TO T.E. ON BACKERS CALL. TACKLES ALIGN HEAD ON AND KEY GUARD. ANY INSIDE BLOCK BY THE GUARD THE TACKLE WILL AGGRESSIVELY ATTACK NEAR BACK (F.B. IN WISHBONE). ANY ZONE BLOCK BY GUARD, TACKLE PLAYS THROUGH OUTSIDE IN AND SHOULDER OF GUARD. 2 GAP RESPONSIBILITY (TACKLE THINKS INSIDE AND PLAYS A DRIVE BLOCK HEAD BY OFF. TACKLE WITH OUTSIDE FLIPPER IF THE NEAR BACK GOES OUTSIDE). ENDS ALIGN BASIC RUN SUPPORT (SQUEEZE 4 GAP TOUGH. PLAY DRIVE BLOCK WITH OUTSIDE FLIPPER*). LINEBACKERS CROSS KEY OPPOSITE BACK (T.B. IN THE I). IF BACK GOES STRAIGHT OR AWAY FROM L.B.,



SUPPORT IN APPROPRIATE O GAP (DEPENDING ON NOSE LOOP). IF BACK COMES TOWARD L.B., SUPPORT 6 GAP THROUGH ALLEY.

* END CAN TACKLE A DIVE IF IT SHOWS OUTSIDE.



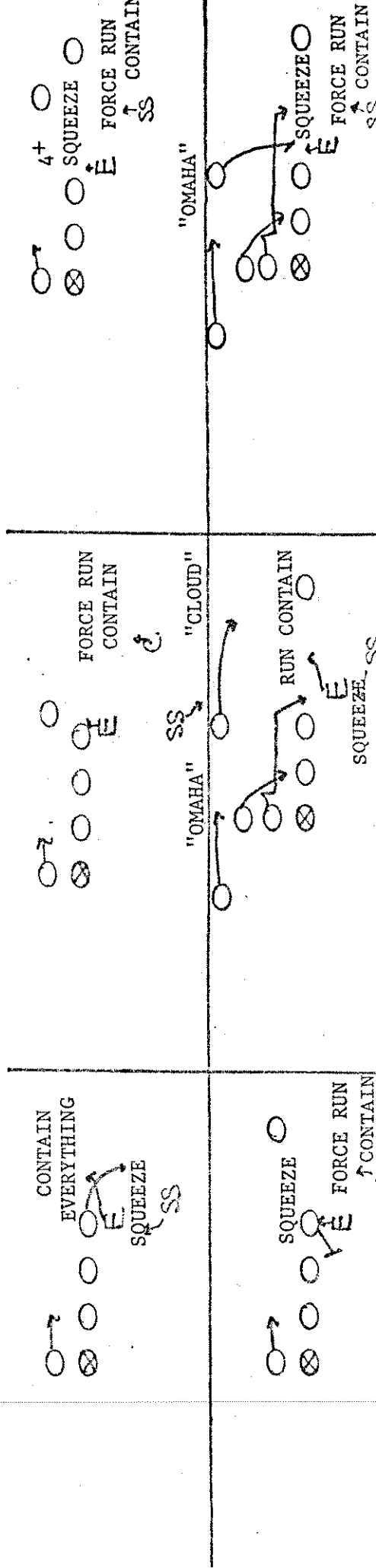
RICHEL

RICHEL

COVER 23 CALLS

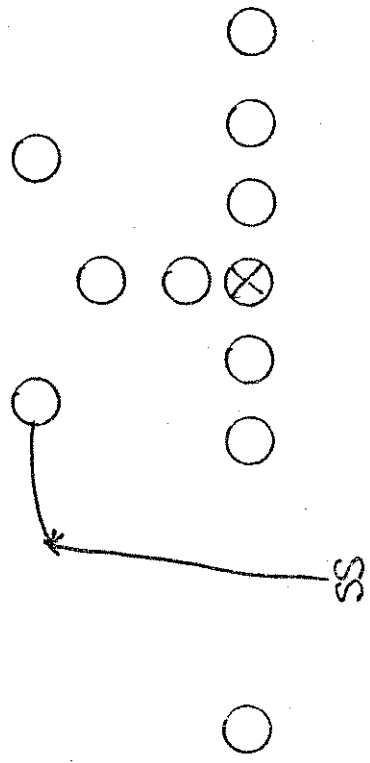
1. READ (OKIE 23 READ)

SAME AS 23 EXCEPT: STRONG END PLAYS READ PRINCIPLE WITH 3 STRONG SAFETY. STRONG SAFETY MUST BE IN "SKY" CALL WHEN PLAYING READ. IF STRONG #2 SPLIT + YARDS OR THE SPLIT OF #1 WARRENTS A "CLOUD" CALL, STRONG SAFETY MAKES "OMAHA" CALL TO STRONG END AND PLAYS NORMAL RUN SUPPORT. IF STRONG #2 RELEASES OUTSIDE, STRONG END HAS CONTAIN EVERYTHING AND STRONG SAFETY HAS SQUEEZE



2. SLAM (OKIE 23 SLAM)

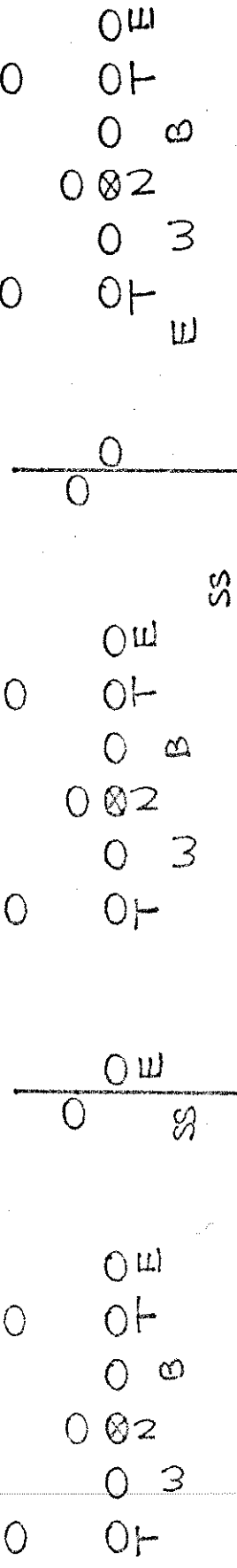
SAME AS 23 EXCEPT: BACKS RESPONSIBLE FOR FORCE RUN CONTAIN AGGRESSIVELY ATTACK OUTSIDE HIP OF LEAD BLOCKER.



3. OUT, S. OUT, W. OUT (OKIE 23 STRONG DROP OUT, OKIE 23 W. OUT)

OUT - BOTH SIDES
S. OUT - STRONG SIDE
W. OUT - WEAK SIDE

SAME AS 23 EXCEPT: PASS DEFENDER WHO IS RESPONSIBLE FOR FLAT ALIGNS IN OUT OR WALK AWAY ALIGNMENT AND EXECUTES BOTH RUN AND PASS RESPONSIBILITIES FROM THERE.



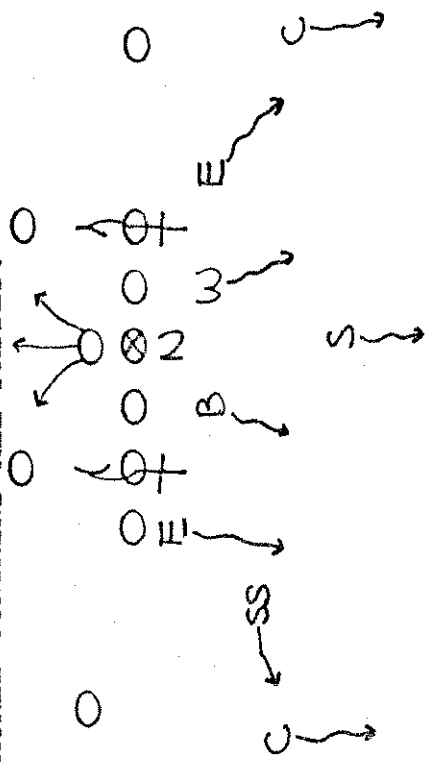
"W-OUT"

"OUT"

"S-OUT"

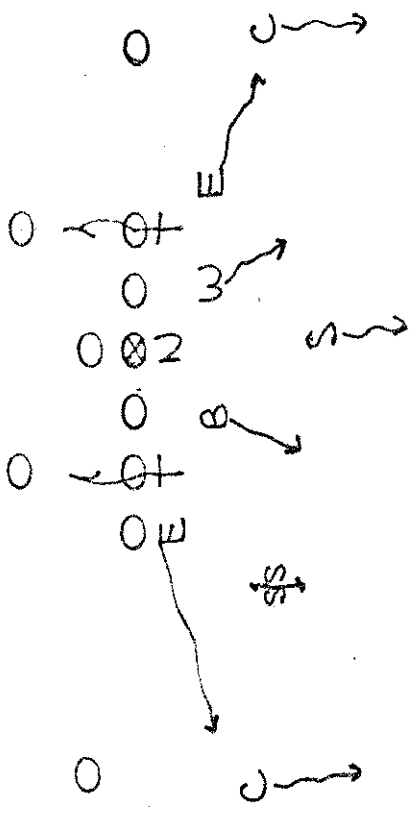
4. STRONG DROP (OKIE 23 STRONG DROP)

SAME AS 23 EXCEPT: STRONG END ON ALL PASSES PLAYS CURL. BACKERS ON ALL PASSES PLAYS "MIDDLE". STRONG TACKLE CONTAINS ALL PASSES.



(A) STRONG DROP FLAT (OKIE 23 STRONG DROP FLAT)

SAME AS 23 STRONG DROP EXCEPT: STRONG SAFETY AND STRONG END SWITCH PASS RESPONSIBILITIES ON ALL PASSES. "FLAT" CALL CAN BE MADE IN THE HUDDLE OR BY THE STRONG SAFETY TO THE STRONG END ACCORDING TO THE SITUATION. CALL MUST ALWAYS BE MADE WITH STRONG DROP.

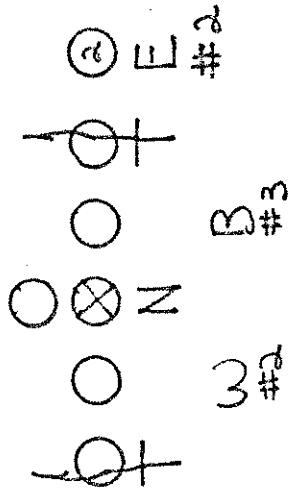


(B) RECKLESS (OKIE 23 STRONG DROP RECKLESS)

SAME AS 23 STRONG DROP EXCEPT: WEAK END (ALIGN HEAD ON) AND STRONG SAFETY HAVE #1 RECKLESS MAN TO MAN. WILLIE AND STRONG END HAVE #2 RECKLESS MAN TO MAN. BACKER HAS #3 RECKLESS MAN TO MAN. IT IS EXTREMELY IMPORTANT FOR OUR SECONDARY TO COMMUNICATE RUN OR PASS IN THIS COVERAGE.

- ②
- ③

① SS #1



① E #1

C ↓

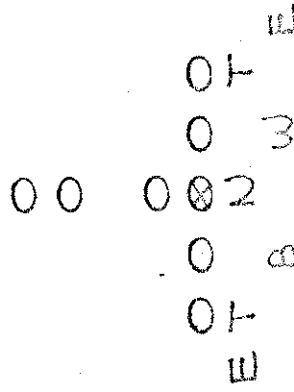
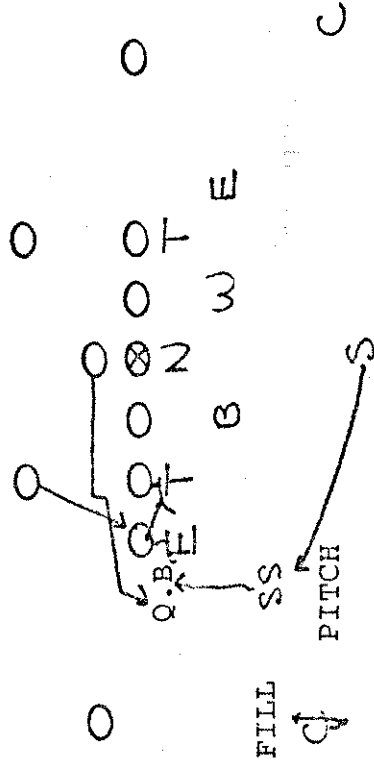
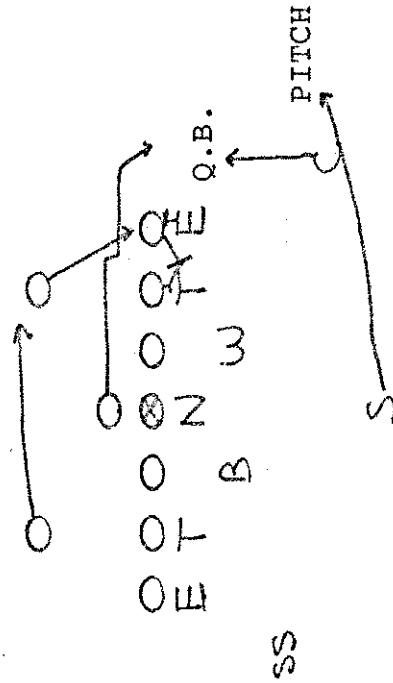
S ↓

C ↓

SWITCH (OKIE 23 SWITCH)

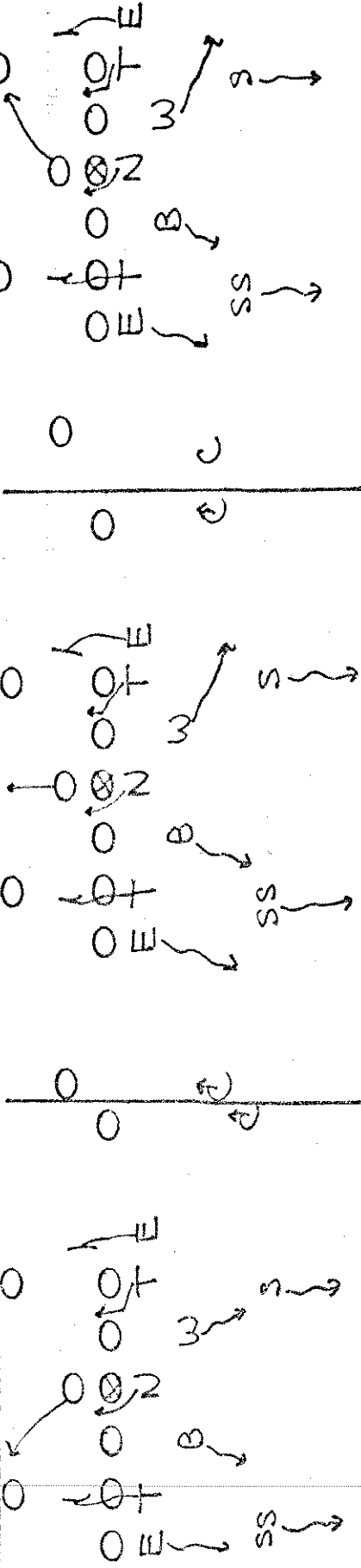
SAME AS OKIE 23 EXCEPT:

- STRONG SAFETY - ON OUTSIDE VEER, TAKE Q.B. IF #2 SPLIT PLAY NORMAL.
- WEAK CORNER - ON OUTSIDE VEER, TAKE Q.B. IF #1 SPLIT PLAY NORMAL.
- SAFETY - ON OUTSIDE VEER, TAKE PITCH BOTH SIDES.



WITH NO VEER OPTION THREAT, WE WILL PLAY NORMAL RUN SUPPORT.

5 UNDER, 2 DEEP, 4 MAN RUSH VS. ALL PASSES. CORNERS HAVE FORCE RUN CONTAIN. STRONG TACKLE AND WEAK END HAVE PASS CONTAIN. BACKER AND WILLIE HAVE SECONDARY PASS CONTAIN.



N HEAD ALIGNMENT. CROWD THE FOOTBALL. LOOP STRONG ON SNAP. STRONG O GAP. STRONG RUSH.

T'S-STRONG TACKLE-SAME AS STRONG TACKLE IN OKIE EXCEPT PASS CONTAIN ON ALL PASSES. WEAK TACKLE - SAME AS RAM TACKLE EXCEPT STRONG RUSH.

E'S-STRONG END - SHADE ALIGNMENT VS. T.E. OR SLOTBACK. BASIC RUN SUPPORT. CURL ON ALL PASSES. FOLD ON FLOW AWAY.

WEAK END - HEAD ON ALIGNMENT. ANCHOR TECHNIQUE. BASIC RUN SUPPORT. PASS CONTAIN ON ALL PASSES. CHASE ON FLOW AWAY.

B SAME AS BACKER IN OKIE 23 EXCEPT MIDDLE PASS RESPONSIBILITY.

W SAME AS RAM LINEBACKER. CURL ON ALL PASSES.

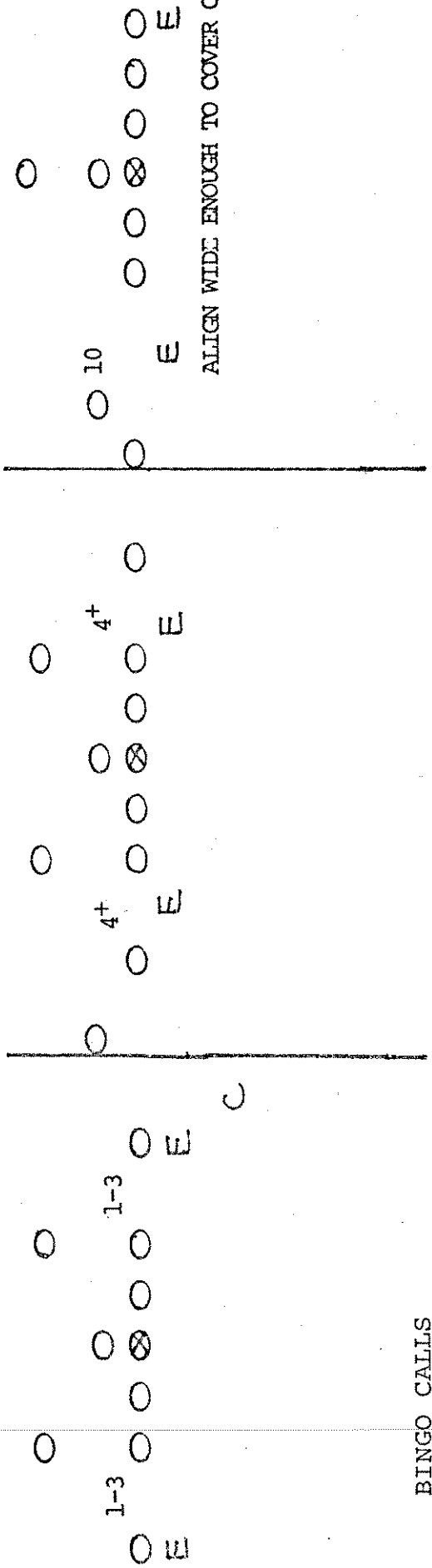
C'S SAME AS STRONG CORNER WITH A "CLOUD" CALL. FORCE WIDE RECEIVERS TO INSIDE IF POSSIBLE WHEN HARASSING.

SS&S ALIGN DEEP ENOUGH AND WIDE ENOUGH TO COVER YOUR 1/2 (PICTURE WIDE RECEIVER ON A FLY PATTERN). 1/2 ON ALL PASSES AND FILL RUN SUPPORT.

NOTE: IT IS IMPORTANT TO HARASS RECEIVERS IN 2 COVERAGE.

SPLIT RULES

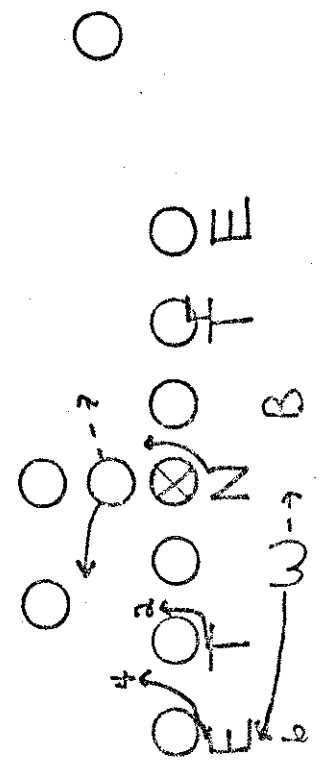
1. WEAK #1 SPLITS - SAME AS OKIE 23.
2. STRONG #2 SPLIT 1-3 YARDS, STRONG END ALIGN HEAD ON. STRONG #2 SPLIT 4 OR MORE YARDS, STRONG END ALIGNS WIDE ENOUGH TO COVER CURL.
3. IN BINGO DEFENSE, WE WILL CLOSE BIG OFF. LINE SPLITS WITH THE DEFENSE.



ALIGN WIDE ENOUGH TO COVER CURL

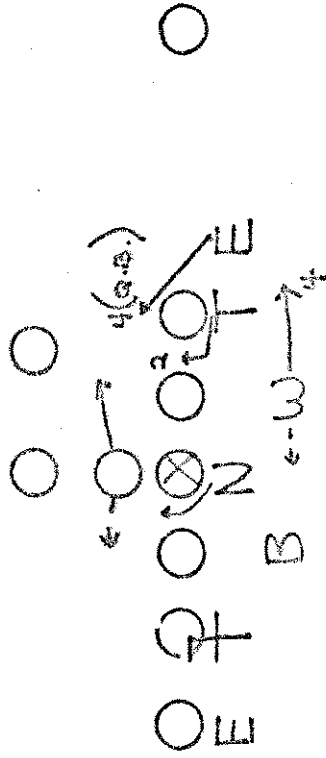
BINGO CALLS

1. FIRE (BINGO FIRE - 2)
SAME AS BINGO EXCEPT: WEAK END AND WILLIE EXECUTE FIRE.



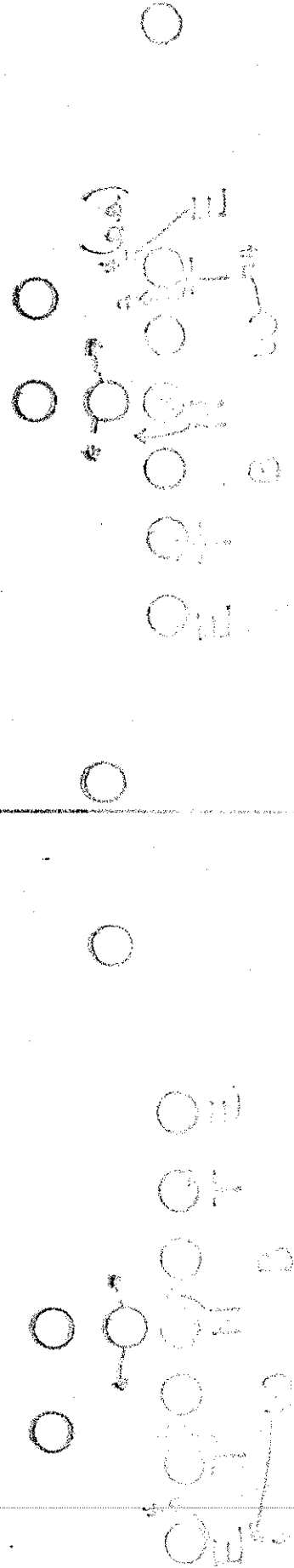
2. FIRE Q.B. (BINGO FIRE QUARTERBACK - 2)

SAME AS BINGO EXCEPT: WEAK END AND WILLIE EXECUTE FIRE QUARTERBACK. LINEBACKER HAS DIVE LIST ON OPTION.



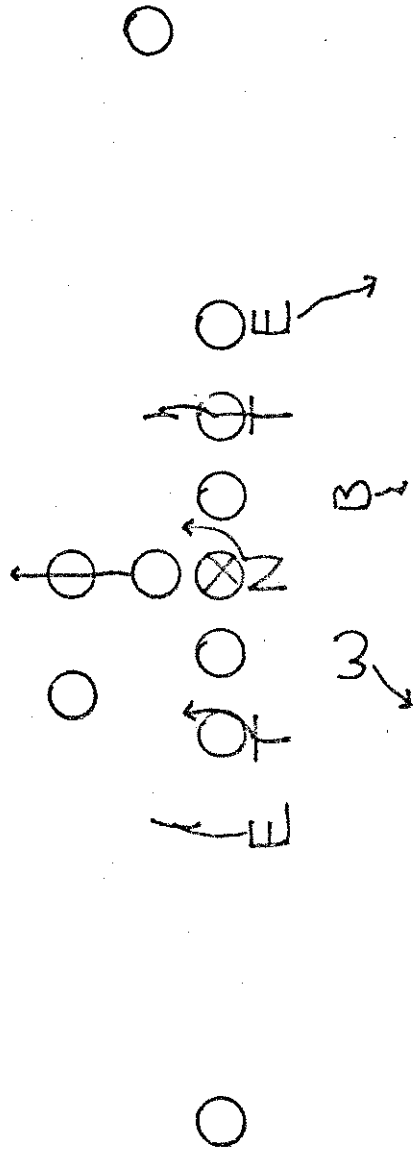
3. SHADE FIRE AND SHADE FIRE QUARTERBACK (BINGO SHADE FIRE - 2 AND BINGO SHADE FIRE QUARTERBACK -

SAME AS BINGO FIRE EXCEPT: NOSE ALIGNS STRONG SHADE ON CENTER AND WEAK TACKLE ALIGNS INSIDE SHADE ON OFF. TACKLE.



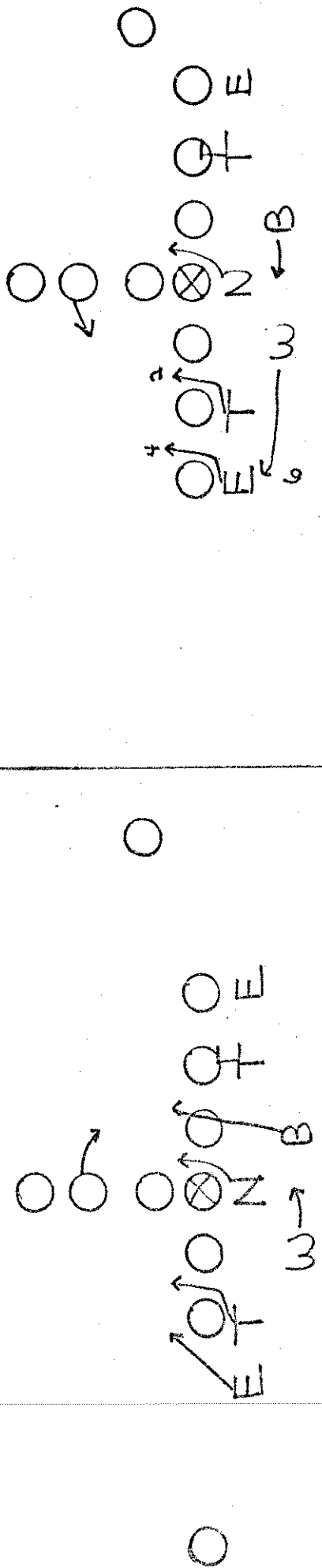
4. GO FIRE (BINGO GO FIRE - 2)

SAME AS BINGO FIRE EXCEPT: WEAK TACKLE (RAM TACKLE) TAKES PENETRATING INSTEAD OF READING LOOP. BACKER AND WILLIE DEEPEN ALIGNMENT TO 3 1/2 YARDS AND PLAY Laterally ONLY.



5. PLUG FIRE (BINGO PLUG FIRE - 2)

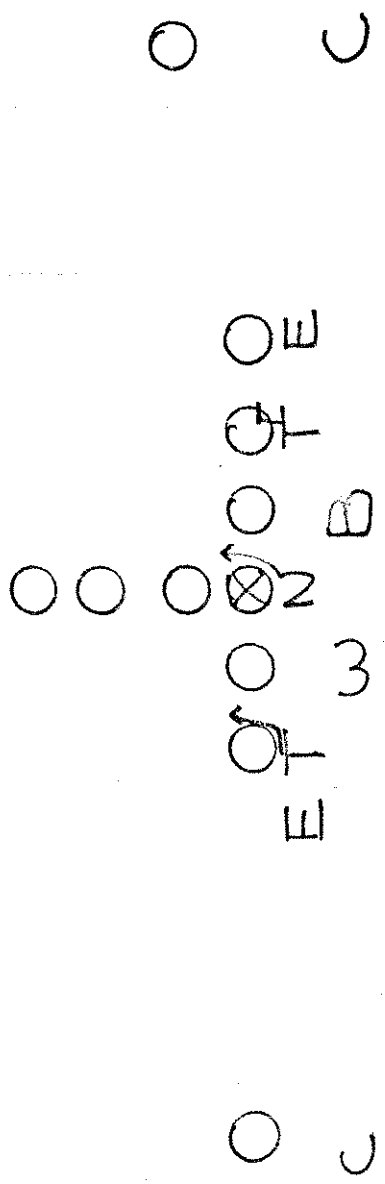
SAME AS BINGO FIRE EXCEPT: BACKER (BASIC LINEBACKER) PLUGS OUTSIDE SHOULDER OF GUARD ON ANY FLOW TO.



COVER 2 CALLS:

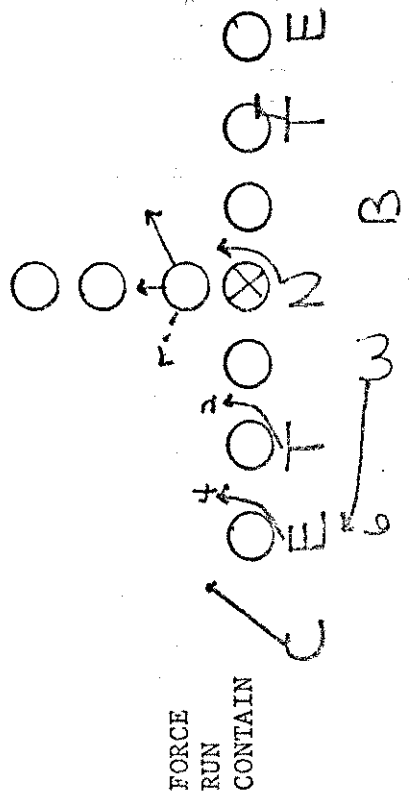
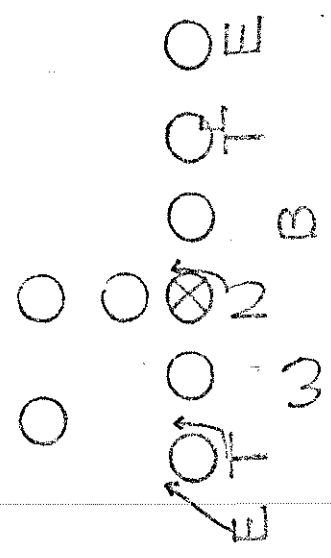
- 1. HEAVY (BINGO - 2 HEAVY)

SAME AS COVER 2 EXCEPT: CORNERS TIGHTEN ALIGNMENT TO 2 YARDS OR LESS AND EXECUTE ALL ASSIGNMENTS FROM THAT ALIGNMENT. AUTOMATIC "SLAM".



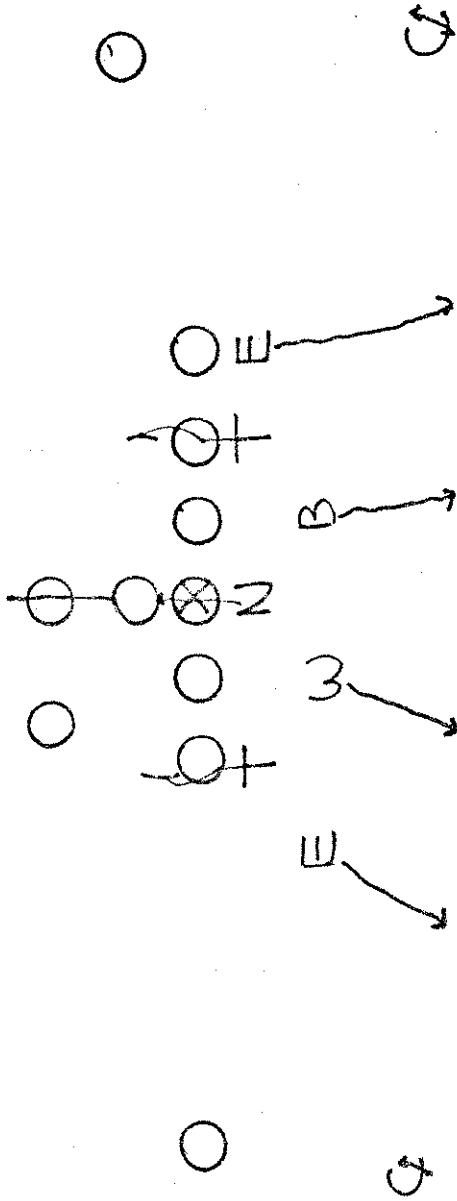
- 2. HAMMER (BINGO FIRE - 2 HAMMER)

SAME AS COVER 2 EXCEPT: WEAK CORNER ALIGNS IN A HEAVY ALIGNMENT AND EXECUTES ASSIGNMENTS FROM THERE. VS. A T.E. SET WEAK, COVER WILL ALIGN. ON L.O.S. 2 YARDS OUTSIDE DEF. END AND EXECUTE CHARGE AT OUTSIDE HIP OF NEAR BACK. FORCE RUN CONTAIN ON FLOW TO AND CHASE ON FLOW AWAY. AUTOMATIC "SLAM".



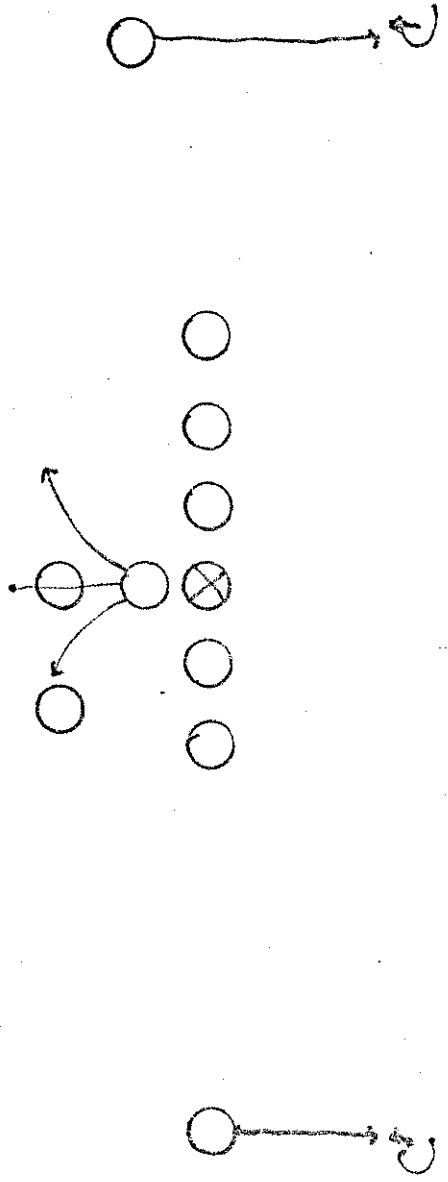
3. WEAK DROP (BINGO - 2 WEAK DROP)

SAME AS COVER 2 EXCEPT: WEAK END HAS CURL ON ALL PASSES. WEAK TACKLE HAS PASS CONTAIN ON ALL PASSES. WILLIE HAS WEAK HOOK ON ALL PASSES. WEAK END CAN ALIGN IN OFF ALIGNMENT.



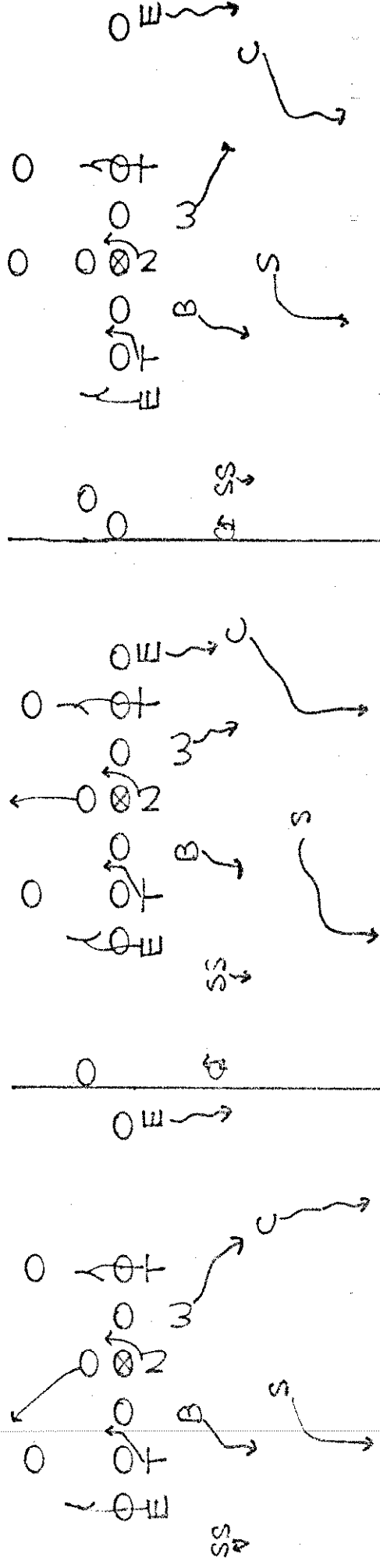
4. CHOP (BINGO - 2 CHOP)

SAME AS COVER 2 EXCEPT: CORNERS USE CHOP TECHNIQUE INSTEAD OF HARASSING TECHNIQUE ON RELEASING RECEIVER. VS. A TIGHT SET, CHOP TECHNIQUE BECOMES NORMAL. EXECUTED ON PASS ACTION ONLY.



SLANT - 22 (SLANT - 22)

4 MAN RUSH, 2 DEEP, 5 UNDER VS. ALL PASSES. WEAK TACKLE AND STRONG END HAVE PASS CONTAIN. LINEBACKERS HAVE SECONDARY PASS CONTAIN. STRONG CORNER AND WEAK END HAVE RUN CONTAIN.



- NOSE HEAD ALIGN. CROWD THE FOOTBALL. LOOP WEAK ON SNAP. WEAK O GAP. WEAK RUSH.
- T'S-STRONG TACKLE SAME AS RAM TACKLE EXCEPT WEAK RUSH.
- WEAK TACKLE SAME AS WEAK TACKLE IN OKIE.
- E'S-STRONG END SAME AS STRONG END IN OKIE EXCEPT ANCHOR TECHNIQUE.
- WEAK END VS. A T.E., WEAK END PLAYS EXACTLY AS WEAK END IN OKIE 23. VS. A SPLIT END, WEAK END ALIGNS IN OUT ALIGNMENT. FORCE RECEIVER INSIDE. FLAT VS. PASS AND FORCE RUN CONTAIN VS. RUN.
- LINEBACKERS-BACKER SCRAPE TECHNIQUE. 4 GAP RESPONSIBILITY ON RUN TO. MIDDLE VS. PASS. SECONDARY PASS CONTAIN.
- WILLIE SAME AS OKIE 23 EXCEPT CURL VS. ALL PASSES.
- C'S-STRONG CORNER SAME AS STRONG CORNER IN 2 COVERAGE.
- WEAK CORNER ALIGN ACCORDING TO FIELD POSITION AND FORMATION. WEAK 1/2 VS. ALL PASSES. FILL

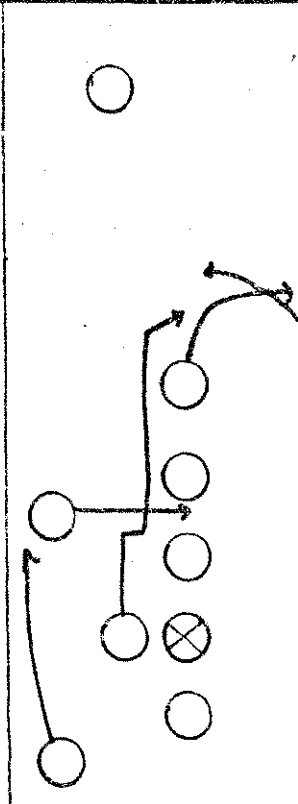
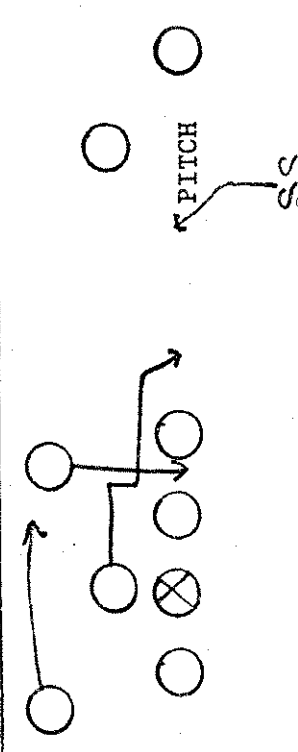
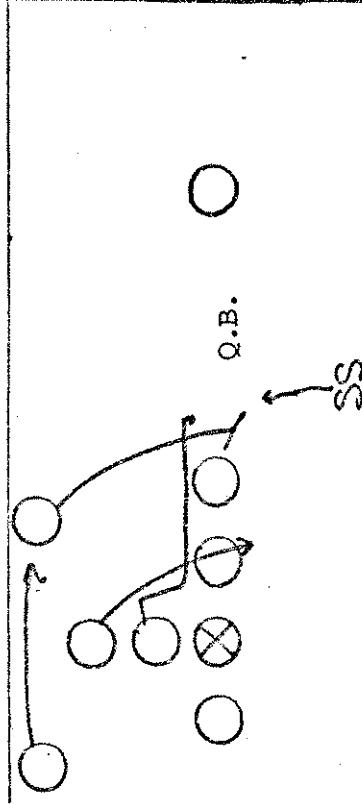
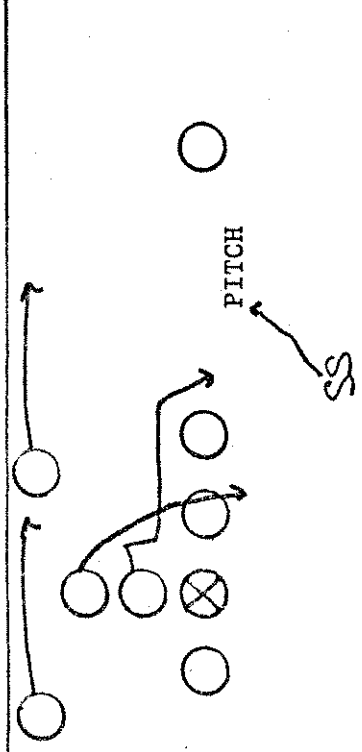
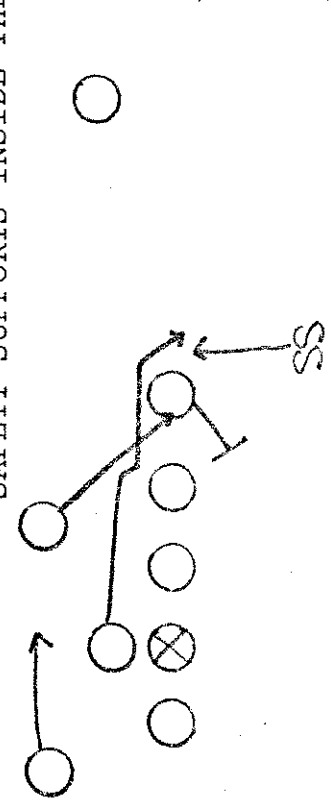
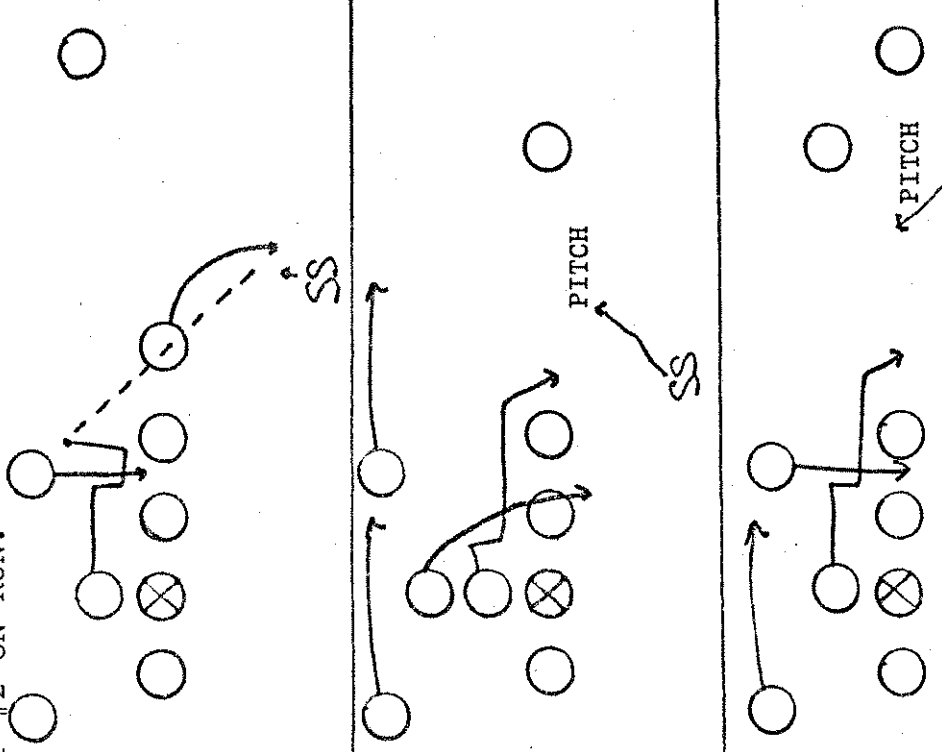
RUN SUPPORT. VS. A T.E. PLAY READ PRINCIPLE WITH WEAK END.

ALIGN ACCORDING TO FIELD POSITION AND FORMATION. STRONG 1/2 VS. ALL PASSES. FILL RUN SUPPORT.

ALIGN SAME AS OKIE 23. CURL VS. ALL PASSES. FORCE RECEIVERS OUTSIDE. SPECIAL FILL RUN SUPPORT. SPECIAL FILL MEANS READ #2'S BLOCK AND SUPPORT THE RUN ACCORDINGLY. IF #2 BLOCKS INSIDE (LOAD OR DOWN), THINK INSIDE HELP (QB ON OPTION). IF #2 FLARES, THINK OUTSIDE HELP. STRONG SAFETY MUST REALIZE THAT IF #2 ON THE L.O.S. AND FLARE RELEASE, THINK PASS. STOP DUMP PASS BY AGGRESSIVELY PLAYING THROUGH INSIDE SHOULDER OF #2. IF #2 SPLIT 6 OR MORE YARDS, PLAY AGGRESSIVELY THROUGH INSIDE SHOULDER WHEN SUPPORTING RUN. STRONG SAFETY SUPPORTS INSIDE THE BLOCK OF #2 ON RUN.

S

SS



SPLIT RULES

SAME AS OKIE 23.

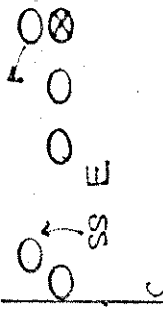
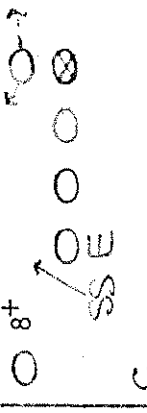
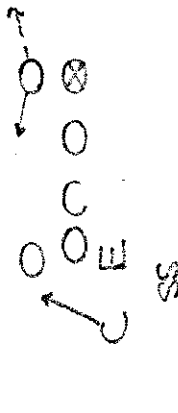
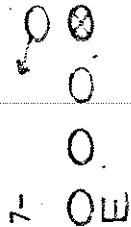
SLANT CALLS

ALL CALLS USED WITH BINGO (FIRE, FIRE Q.B., SHADE FIRE, AND SHADE FIRE Q.B., GO FIRE, PLUG FIRE) CAN BE USED WITH SLANT. THE ASSIGNMENTS ARE MIRRORED.

COVER 22 CALLS

1. BULLETS (SLANT - 22 BULLETS)

SAME AS COVER 22 EXCEPT: IF #1 SPLIT 7 YARDS OR LESS, STRONG CORNER ALIGNS IN HEAVY ALIGNMENT AND EXECUTES ASSIGNMENT FROM THERE. VS. A WING, STRONG CORNER ALIGNS 2 YARDS OUTSIDE DEFENSIVE END ON L.O.S. AND ON SNAP CHARGES AT OUTSIDE HIP OF NEAR BACK. FORCE RUN CONTAIN ON FLOW TO AND CHASE ON RUN AWAY. IF #1 SPLIT 8 YARDS OR MORE, STRONG SAFETY ALIGNS IN HEAVY ALIGNMENT AND EXECUTES ASSIGNMENT FROM THERE. IF #2 IS A T.E., ALIGN 2 YARDS OUTSIDE DEFENSIVE END ON L.O.S. AND ON SNAP CHARGE AT HEAD OF NEAR BACK. SQUEEZE (Q.B.) ON FLOW TO, CHASE ON FLOW AWAY



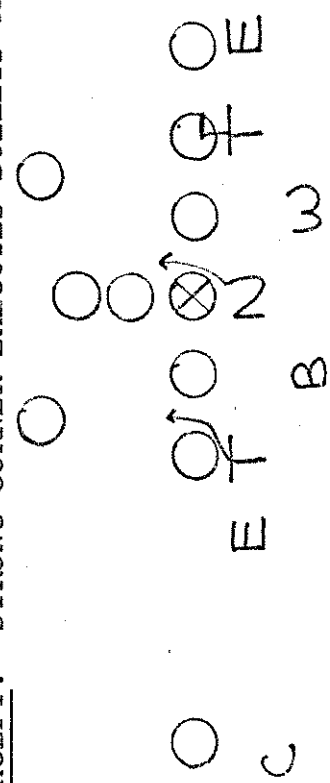
SS

C

C

2. CORNER BULLETS (SLANT FIRE Q.B. - 22 CORNER BULLETS)

SAME AS COVER 22 EXCEPT: STRONG CORNER EXECUTES BULLETS REGARDLESS OF SPLIT #1.



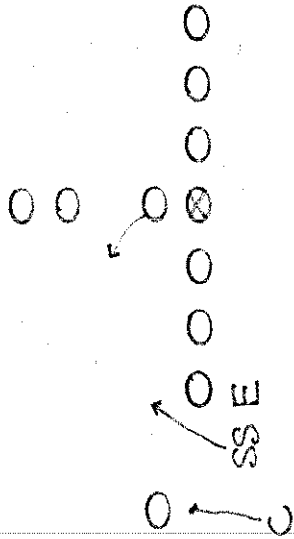
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W

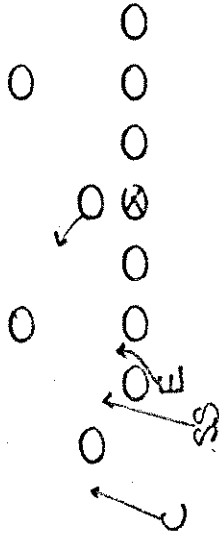
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3. DOUBLE BULLETS (SLANT FIRE - 22 DOUBLE BULLETS)

SAME AS COVER 22 BULLETS EXCEPT: STRONG CORNER AND STRONG SAFETY BOTH EXECUTE BULLETS CHARGE. VS. A WING SET, CORNER EXECUTES NORMAL BULLETS AND STRONG SAFETY BULLETS THROUGH 6 GAP.



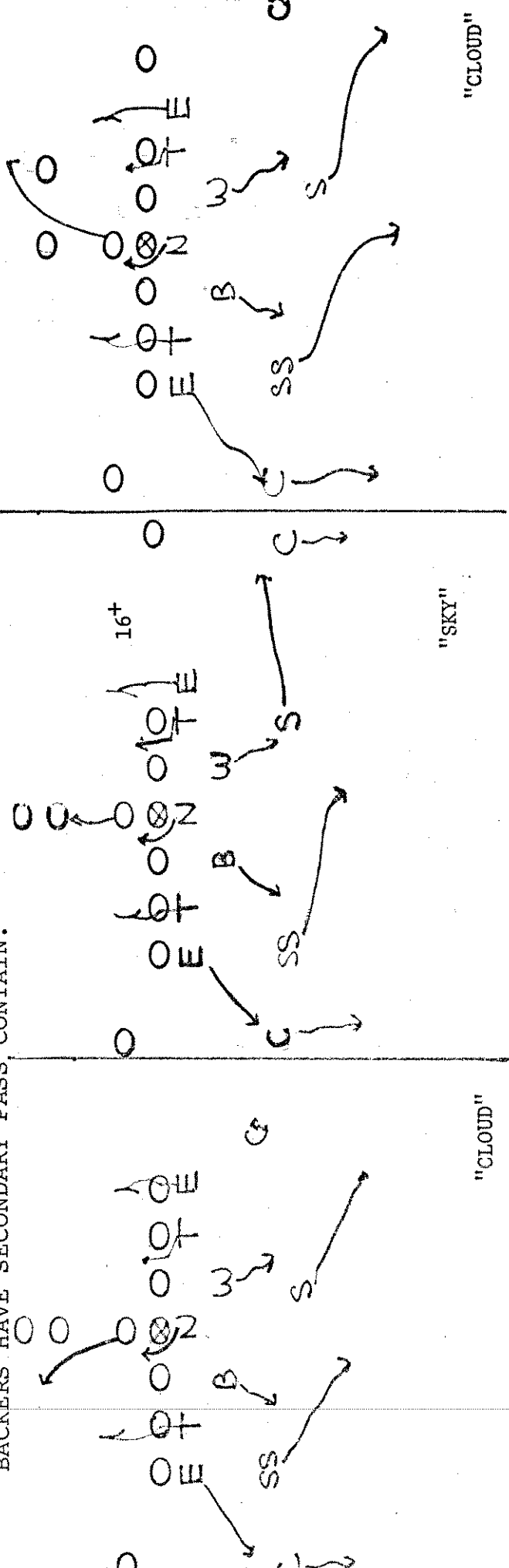
S



S

BINGO 33

4 MAN RUSH, 4 UNDER, 3 DEEP VS. ALL PASSES. STRONG TACKLE AND WEAK END HAVE PASS CONTAIN. LINE-BACKERS HAVE SECONDARY PASS CONTAIN.



SAME AS BINGO - 2 FOR NOSE, WEAK END, AND TACKLES

- STRONG CORNER ALIGN DEEPER. OUTSIDE 1/3 VS. ALL PASSES. FILL RUN SUPPORT.
- STRONG SAFETY ALIGN DEEP ENOUGH AND WIDE ENOUGH TO COVER MIDDLE 1/3 (GENERALLY 8-9 YARDS DEPTH ON NORMAL T.E.) MIDDLE 1/3 ON ALL PASSES. FILL RUN SUPPORT.
- SAFETY MAKE "SKY" OR "CLOUD" CALL TO CORNER. KEEP "CLOUD" UNTIL SPLIT OF WEAK #1 IS 15 OR MORE YARDS THEN CALL "SKY".

"CLOUD" CALL - SAFETY HAS OUTSIDE 1/3 ON ALL PASSES. ALIGN DEEP ENOUGH AND WIDE ENOUGH TO COVER OUTSIDE 1/3. FILL RUN SUPPORT.
 "SKY" CALL - SAFETY HAS CURL-FLAT ON ALL PASSES. ALIGN DEEP ENOUGH AND WIDE ENOUGH TO COVER CURL-FLAT. FORCE RUN CONTAIN.

WEAK CORNER

"CLOUD" CALL - ALIGN SAME AS "CLOUD" IN 23 COVERAGE. FLAT-CURL ON ALL PASSES. FORCE RUN CONTAIN ON RUN TO.

"SKY" CALL - ALIGN LIKE STRONG CORNER IN 23 COVERAGE. OUTSIDE 1/3 ON ALL PASSES. FILL RUN SUPPORT.

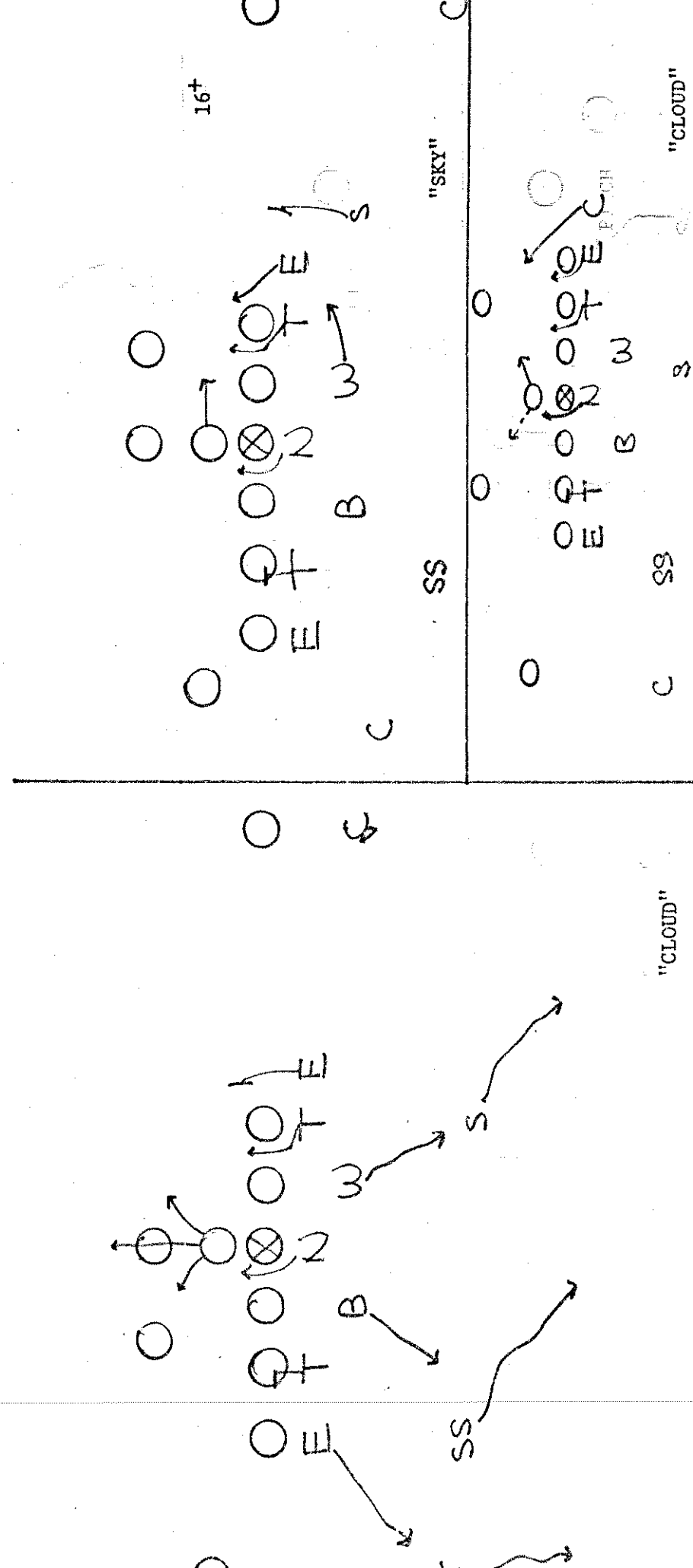
STRONG END

PLAY READ PRINCIPLE (SAME AS WEAK END IN 23 COVERAGE). CURL-FLAT ON ALL PASSES. FOLD ON FLOW AWAY.

33 CALLS

- 1. HAMMER (BINGO - 33 HAMMER)

SAME AS COVER 2 HAMMER EXCEPT: IF SPLIT OF WEAK #1 DICTATES A "SKY" CALL, SAFETY BULLETS INSTEAD OF CORNER.



OVERSHIFTED LINE (REVERT, ANGLE, OVER, TIGER) AUTOMATIC

AUTOMATIC CALL RULES: SAFETY MAKES A 22 OR 33 CALL DEPENDING UPON THE FORMATION, BASIC RULE: COVERAGE OVERSHIFT GOES TO THE SPLIT END, IF SPLIT END WEAK, CALL 33, IF SPLIT END STRONG, CALL 22, SAFETY REPEATS APPROPRIATE CALL OVER AND OVER, IF NO SPLIT END, CALL 22.

OVERSHIFT LINE CALL RULES: BACKER WILL MAKE "T LEFT" OR "T RIGHT" CALL TO T.E., LINE OVER-SHIFT WILL GO TO T.E. IF TWO TIGHT ENDS, BACKER WILL MAKE "CHECK", "ANGLE RIGHT" OR "ANGLE LEFT" TO THE WEAK SIDE AND WE WILL PLAY ANGLE TO THE CALL.

1. REVERT (REVERT AUTOMATIC)

SAME AS OKIE EXCEPT:

NOSE

ALIGN SHADE ON CENTER TO "T" CALL. "O" GAP RESPONSIBILITY ON ALL FLOW, INSIDE RUSH.

TACKLE OPPOSITE CALL

ALIGN HEAD ON GUARD. "O" GAP RESPONSIBILITY ON ALL FLOW.

TACKLE TO CALL

BASIC RUN SUPPORT, PASS CONTAIN ON ALL PASSES.

BACKER

IF BACKER TO THE "T" CALL, NEAR HOOK-CURL VS. ALL PASSES. IF BACKER AWAY FROM "T" CALL, MIDDLE VS. ALL PASSES.

WILLIE

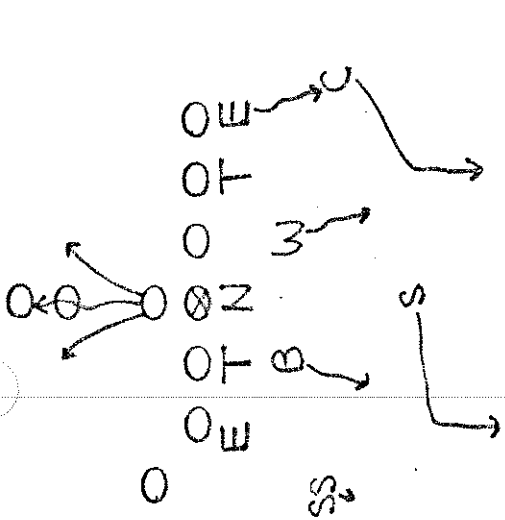
NEAR HOOK-CURL VS. ALL PASSES

END TO CALL

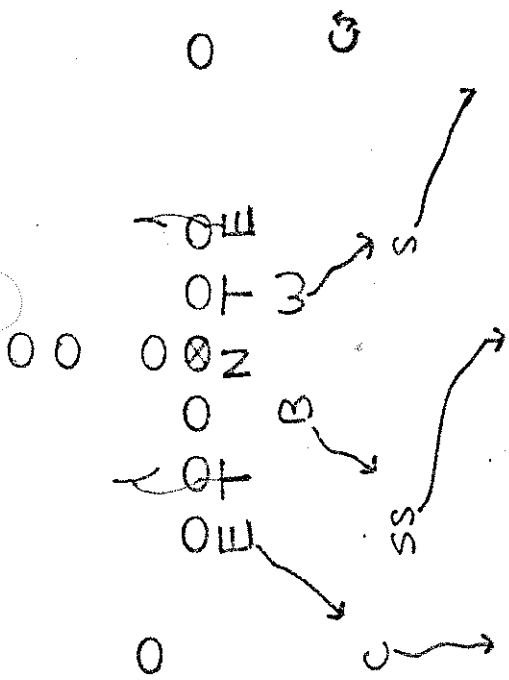
ALIGN SAME AS OKIE EXCEPT WHEN END SPLIT, THEN ALIGN IN OUT ALIGNMENT. CURL-FLAT PASS RESPONSIBILITY, READ PRINCIPLE RUN SUPPORT.

END OPPOSITE CALL

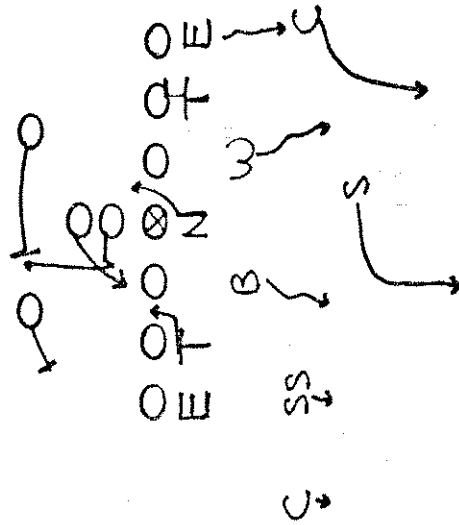
ALIGN SPLIT ON TACKLE. BASIC RUN SUPPORT. ANCHOR TECH. PASS CONTAIN VS. ALL PASSES. PLAY TACKLE EXACTLY AS YOU WOULD END.



"T-RIGHT"
22



"T-LEFT"
33



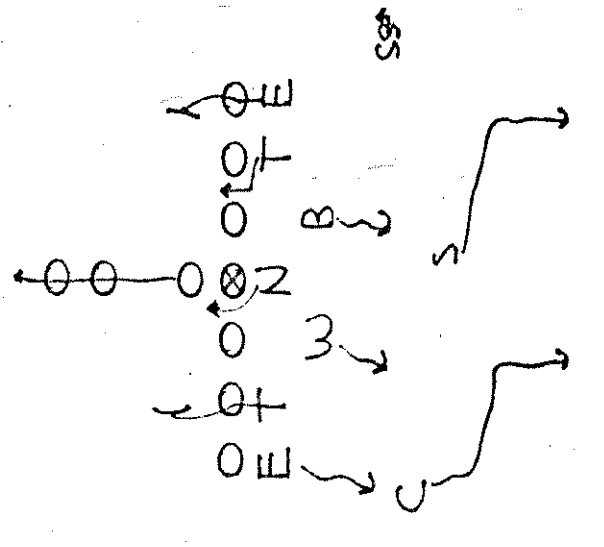
CHECK "ANGLE"
RIGHT" 22

SECONDARY - PLAYS 22 OR 33 DEPENDING UPON CALL.

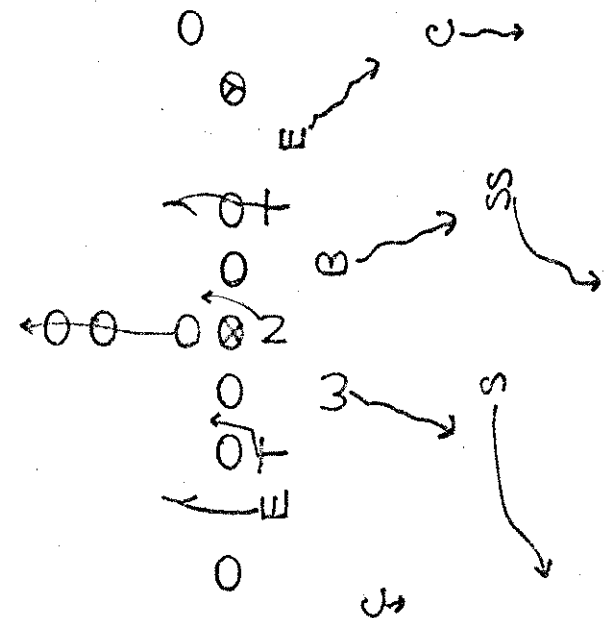
2. ANGLE (ANGLE AUTOMATIC)

SAME AS OKIE EXCEPT:

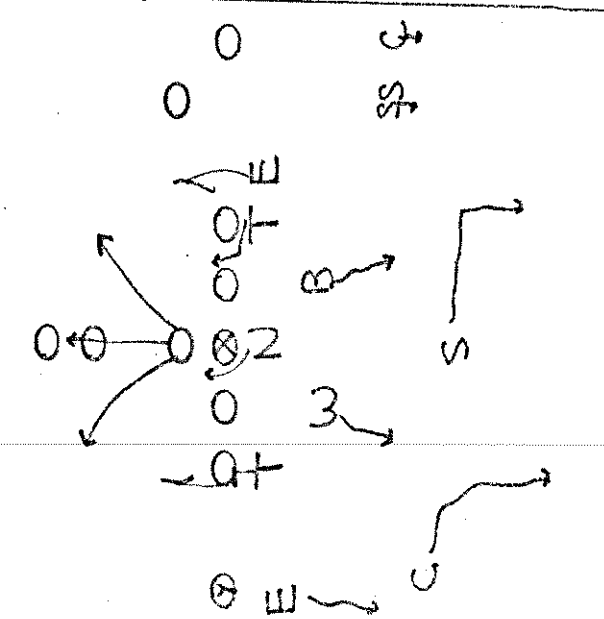
- NOSE LOOPS TO "T" CALL.
- TACKLE OPPOSITE CALL RAM TO CALL.
- TACKLE TO CALL SAME AS REVERT.
- BACKER SAME AS REVERT.
- WILLIE SAME AS REVERT.
- END TO CALL SAME AS REVERT.
- END OPPOSITE CALL SAME AS REVERT.



T LEFT
22



"T RIGHT"
33



T LEFT
22

SECONDARY - PLAYS 22 OR 33 DEPENDING ON COVERAGE.

ANGLE CALLS

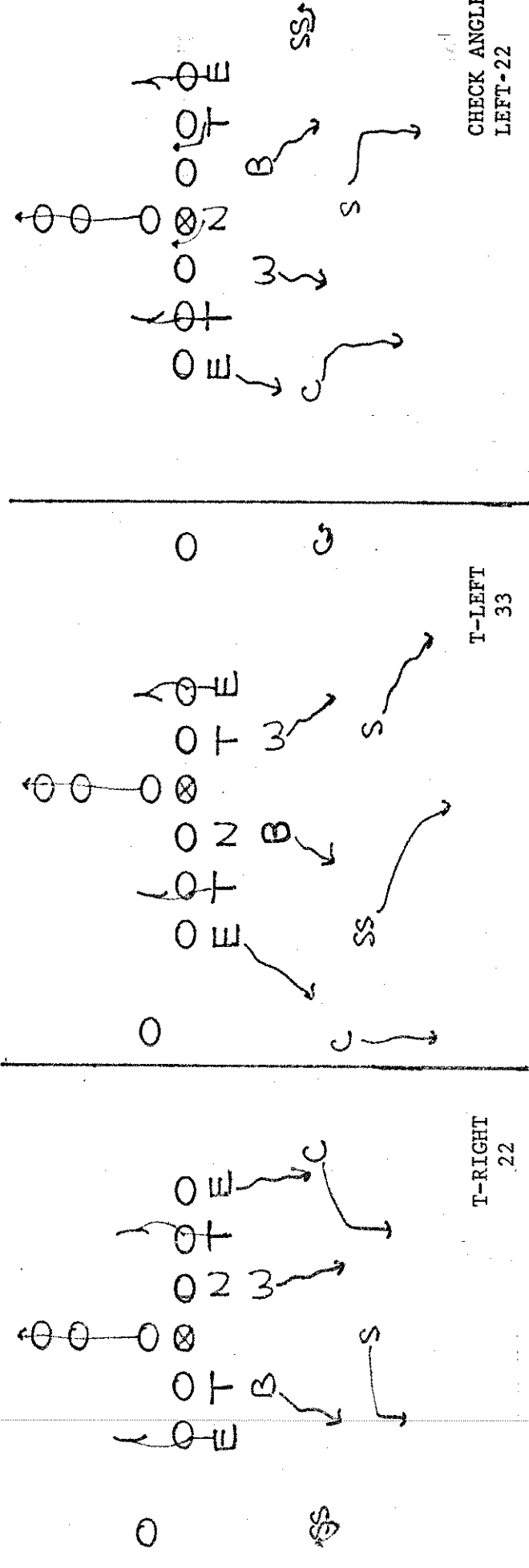
1. ANGLE FIRE & ANGLE FIRE Q.B. (ANGLE FIRE AUTOMATIC & ANGLE FIRE QUARTERBACK AUTOMATIC).
SAME AS ANGLE EXCEPT:
 END OPPOSITE CALL EXECUTES FIRE OR FIRE Q.B.
 LINEBACKER OPPOSITE CALL-6 GAP RESPONSIBILITY ON FLOW TO WHEN A FIRE.

3. OVER (OVER AUTOMATIC)

SAME AS REVERT EXCEPT:

NOSE

ALIGN HEAD ON GUARD TO "T" CALL. "O" GAP RESPONSIBILITY. PLAY OUTSIDE FLIPPER. INSIDE RUSH ON ALL PASSES. KEEP RELATIVE DISTANCE FROM TACKLE.



T-RIGHT
22

T-LEFT
33

CHECK ANGLE
LEFT-22

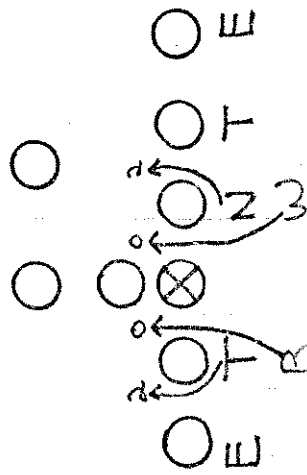
OVER CALLS

1. BLITZ (OVER BLITZ AUTOMATIC)

SAME AS OVER EXCEPT:

NOSE
TACKLE OPPOSITE CALL
LINEBACKERS

LOOP TO 2 GAP
LOOP 2 GAP
PLUG "O" GAP ON SNAP



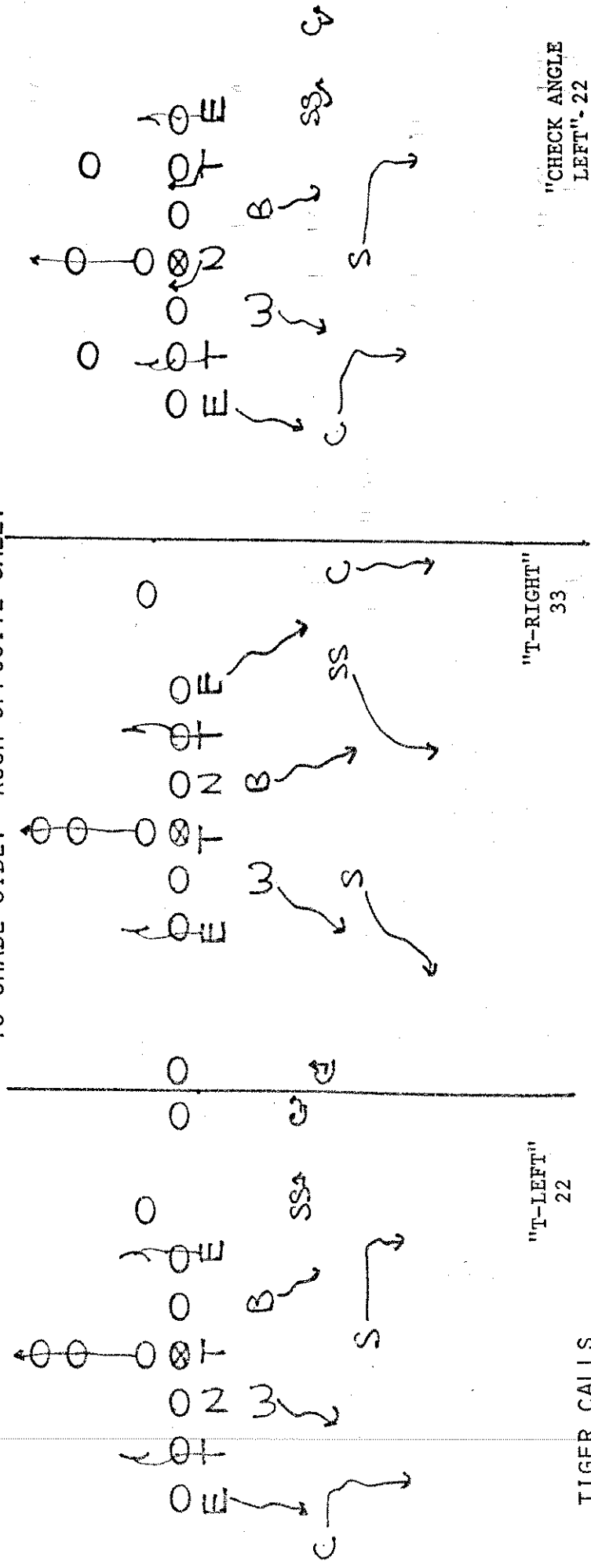
T-RIGHT

4. TIGER (TIGER AUTOMATIC)

SAME AS OVER EXCEPT:

TACKLE OPPOSITE CALL

SHADE ALIGNMENT ON CENTER OPPOSITE CALL, "O" GAP RESPONSIBILITY TO SHADE SIDE, RUSH OPPOSITE CALL.



"T-LEFT"
22

"T-RIGHT"
33

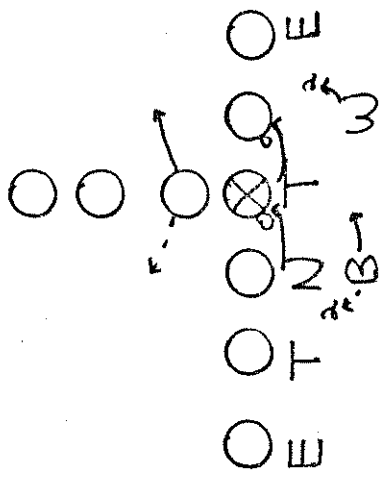
"CHECK ANGLE
LEFT". 22

TIGER CALLS

1. SLIP (TIGER SLIP AUTOMATIC)

SAME AS TIGER EXCEPT:
NOSE &
TACKLE OPPOSITE CALL

SLIP TO ADJACENT LINEMAN OPPOSITE CALL.



T-LEFT

GAP FIRE Q.B. - 23 HEAVY

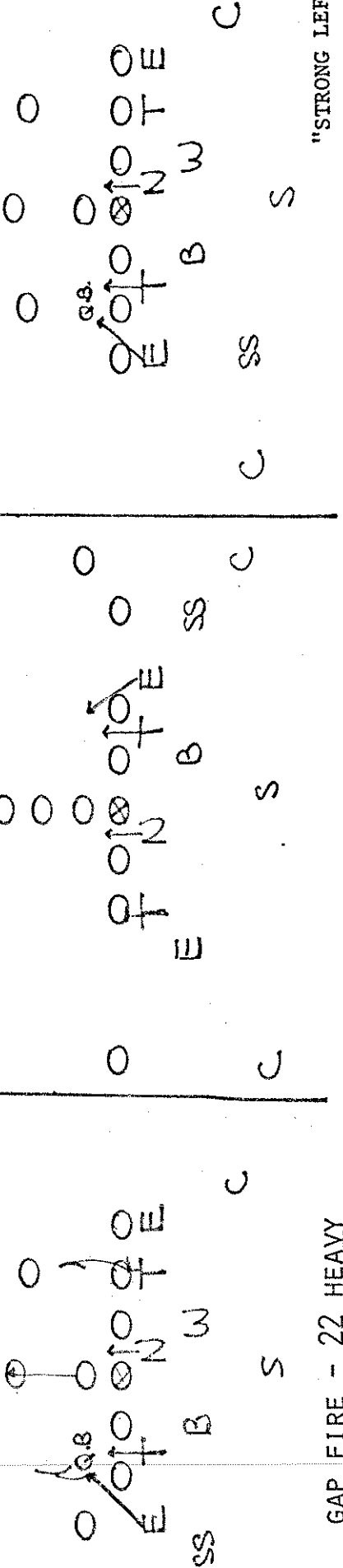
SAME AS SLANT FIRE Q.B. - 23 HEAVY EXCEPT:

NOSE STRONG TACKLE

ALIGN IN WEAK "O" GAP;
ALIGN IN STRONG 2 GAP;

GAP TECHNIQUE.
GAP TECHNIQUE.

"O" GAP RESPONSIBILITY.
"Z" GAP RESPONSIBILITY.



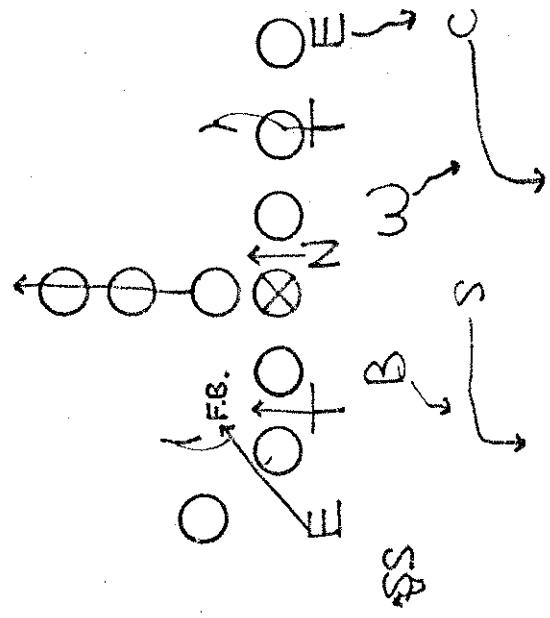
GAP FIRE - 22 HEAVY

SAME AS SLANT FIRE - 22 HEAVY EXCEPT:

NOSE STRONG TACKLE

ALIGN IN WEAK O GAP, GAP TECHNIQUE, O GAP RESPONSIBILITY.
ALIGN IN STRONG 2 GAP, GAP TECHNIQUE, 2 GAP RESPONSIBILITY.

"STRONG LEFT"



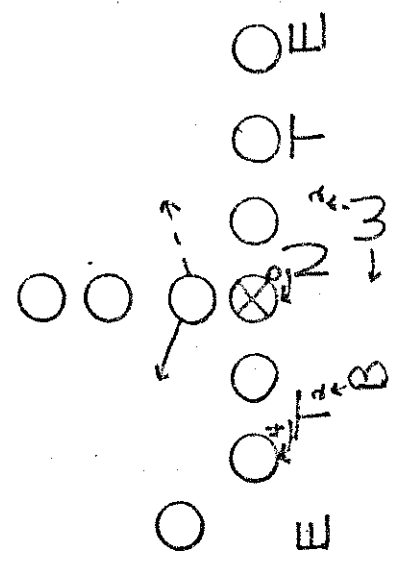
GAP CALLS

1. SLIP (GAP SLIP)

SAME AS GAP EXCEPT:

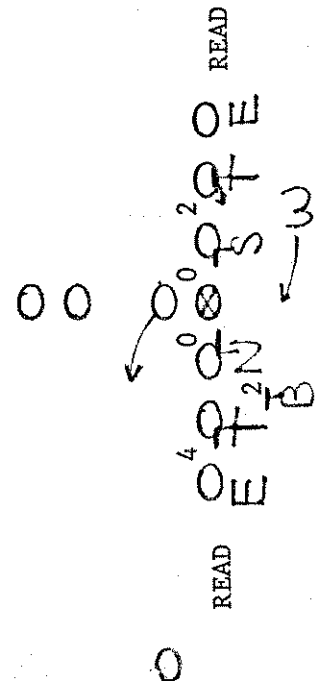
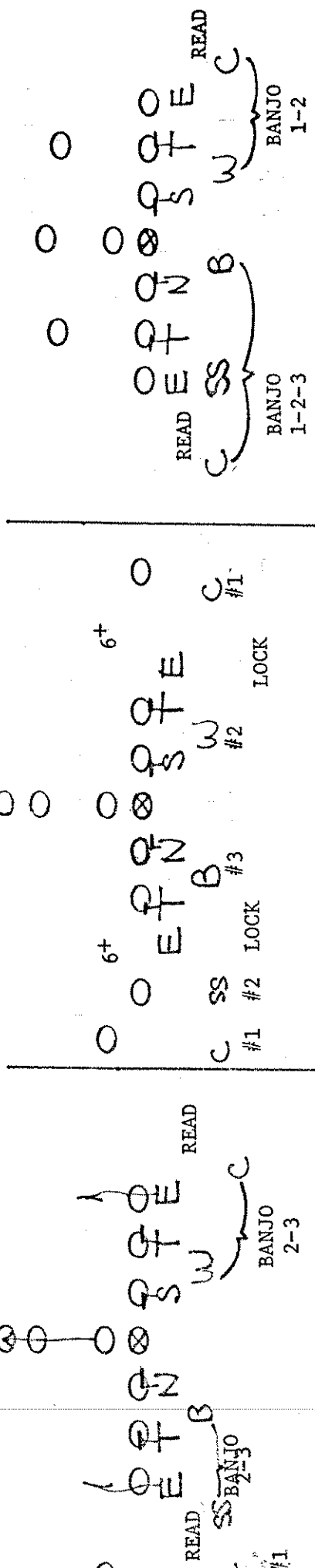
NOSE &
STRONG TACKLE

SLIP TO STRONG SIDE.



MUSTANG 64 BANJO

SUBSTITUTE DOWN LINEMAN FOR SAFETY. MAN COVERAGE. ENDS HAVE PASS CONTAIN. 6 MAN RUSH.



NOSE & S

ALIGN HEAD OF GUARD. KEEP RELATIVE DISTANCE FROM DOWN LINEMAN ALIGNED ON OPPOSITE GUARD. O GAP. PLAY OUTSIDE FLIPPER. STOP SNEAK.

T'S

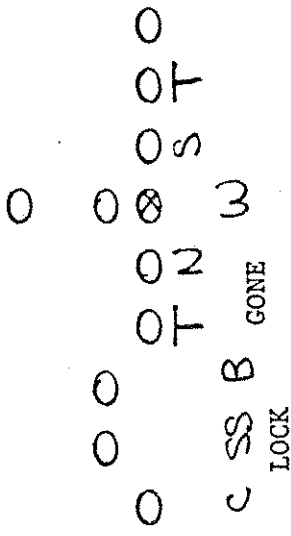
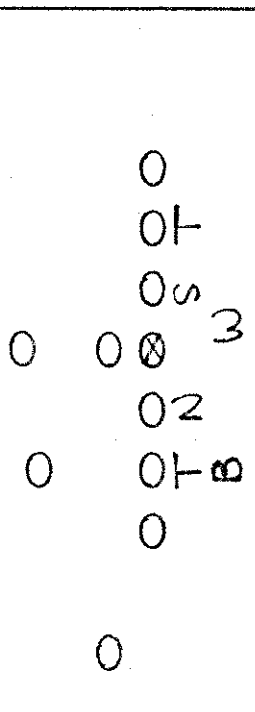
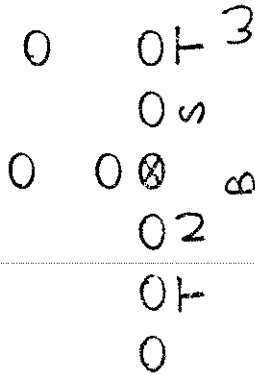
ALIGN SHADE. SCRAMBLE THROUGH OUTSIDE KNEE BUT PLAY DOWN AND DISTANCE. BASIC RUN SUPPORT. KEEP RELATIVE DISTANCE FROM ADJACENT DEFENDER. INSIDE RUSH ON PASS.

E'S

ALIGN HEAD ON T.E. OR S.B. READ PRINCIPLE. KEEP T.E. FROM BLOCKING INSIDE. PASS CONTAIN ON ALL PASSES.

B&W

ALIGN ACCORDING TO BACKFIELD SET (GENERALLY IN 2 GAP AT NORMAL DEPTH UNTIL YOU MUST GET CLOSER). IF YOU MUST LEAVE NORMAL ALIGNMENT AREA FOR COVERAGE, MAKE "GONE" CALL TO OTHER BACKER AND HE WILL ALIGN ON THE REMAINING BACK.



BASIC RUN SUPPORT. INSIDE-OUTSIDE RECKLESS MAN ON ALL PASSES. (IF YOU'RE THE BACKER, YOU'RE BANJOING ON #2 AND #3 WITH STRONG SAFETY. IF YOU'RE THE WILLIE, YOU'RE BANJOING ON #1 AND #2 WITH WEAK CORNER. IF THE BACKER HEARS A "LOCK" CALL (STRONG #2 OR WEAK #1 SPLIT 6+ YARDS) THE LINEBACKER TO THE "LOCK" CALL SIDE PLAYS THE INSIDE RECEIVER RECKLESS MAN TO MAN.) IF INSIDE RECEIVER GOES OPPOSITE, FREE UP.

SS

ALIGN 1½-2 YARDS OUTSIDE NORMAL T.E. BY HALF THE DISTANCE TO THE GOAL LINE. IF #2 SPLITS 6+ YARDS, ALIGN INSIDE. BANJO TECHNIQUE WITH BACKER ON #2 AND #3 VS. ALL PASSES. IF #2 SPLIT 6+ YARDS MAKE "LOCK" CALL TO BACKER AND PLAY #2 RECKLESS MAN TO MAN. PLAY READ PRINCIPLE VS. THE RUN.

C'S-STRONG CORNER

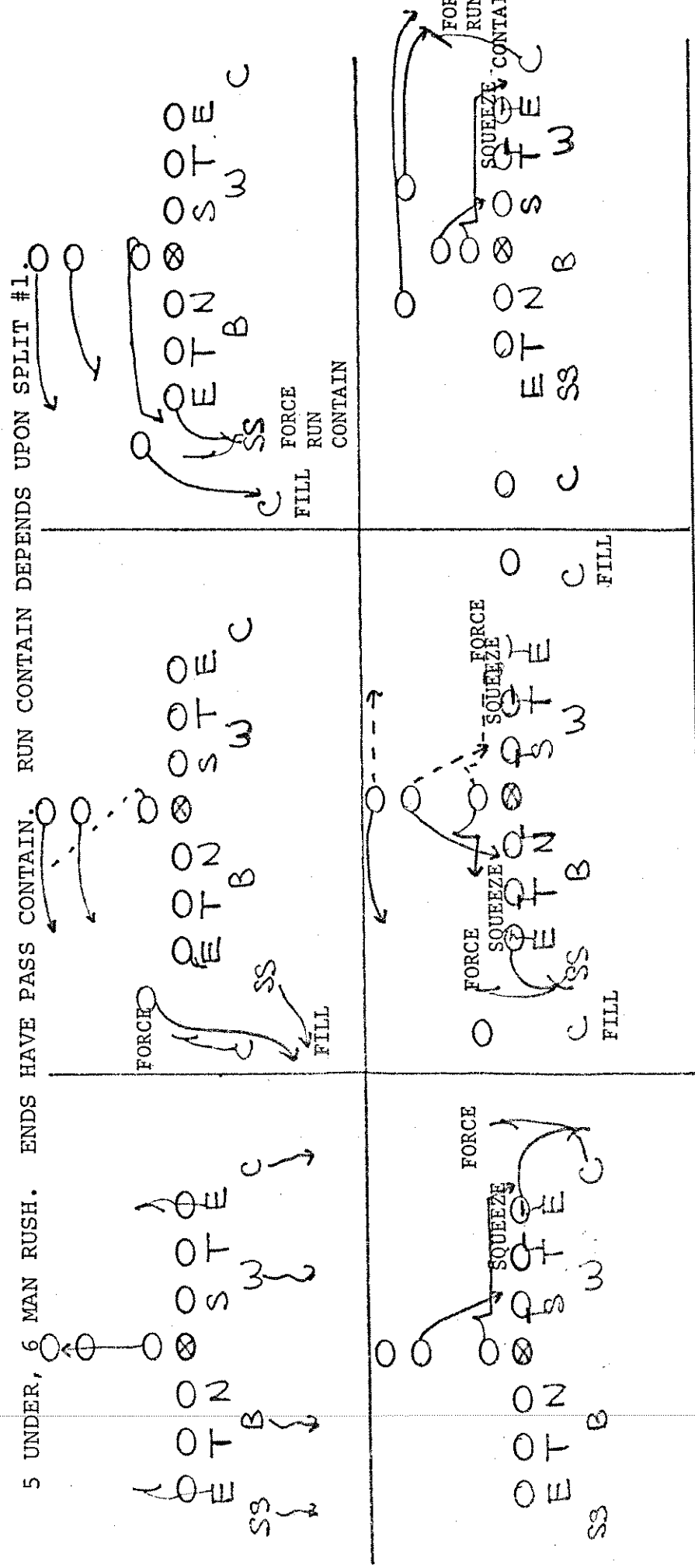
ALIGN 1½-2 YARDS OUTSIDE BY ¼ THE DISTANCE TO GOAL LINE VS. A TIGHT SET. VS. SPLIT END, ALIGN INSIDE. #1 RECKLESS MAN TO MAN VS. ALL PASSES. FILL RUN SUPPORT.

WEAK CORNER

ALIGN SAME AS STRONG CORNER. VS. #1 SPLIT 6+ YARDS, MAKE "LOCK" CALL TO WILLIE AND PLAY #1 RECKLESS MAN TO MAN. FILL RUN SUPPORT. VS. #1 SPLIT 5- YARDS PLAY BANJO TECHNIQUE WITH WILLIE. READ PRINCIPLE VS. THE RUN.

NOTE: IF WING SET; CORNER, STRONG SAFETY AND BACKER PLAY BANJO TECHNIQUE ON #1,2,3.

MUSTANG 5



NOSE & S SAME AS MUSTANG 64 BANJO.

T'S SAME AS MUSTANG 64 BANJO.

B SAME AS MUSTANG 64 BANJO EXCEPT MIDDLE PASS RESPONSIBILITY ON ALL PASSES.

W SAME AS MUSTANG 64 BANJO EXCEPT CURL PASS RESPONSIBILITY ON ALL PASSES.

E'S ALIGN HEAD VS. T.E. OR S.B. ANCHOR TECHNIQUE. IF MAN IN END AREA OR TO THE SPLIT SIDE OF WISHBONE, BASIC RUN SUPPORT. IF NO MAN IN END AREA, RUN CONTAIN ALL PASSES.

SS

ALIGN SAME AS MUSTANG 64 BANJO. IF #2 SPLIT 2- YARDS, CURL AND FORCE RUN CONTAIN. IF #2 SPLIT 3+ YARDS, CURL AND FILL RUN SUPPORT. VS. A WING SET, IF BOTH RECEIVERS BLOCK OR 1 RECEIVER RELEASES, FILL RUN SUPPORT. IF BOTH RELEASE, FORCE RUN CONTAIN.

C'S-STRONG CORNER

ALIGN SAME AS MUSTANG 64 BANJO. VS. A TIGHT SET, RUN SUPPORT ACCORDING TO NUMBER OF RECEIVERS RELEASING. IF RECEIVER BLOCK OR ONE RELEASE, CORNER HAS FORCE RUN CONTAIN. IF BOTH RELEASE, CORNER HAS FILL. FLAT ON ALL PASSES. IF #1 SPLIT 3+ YARDS, CORNER HAS FILL RUN SUPPORT.

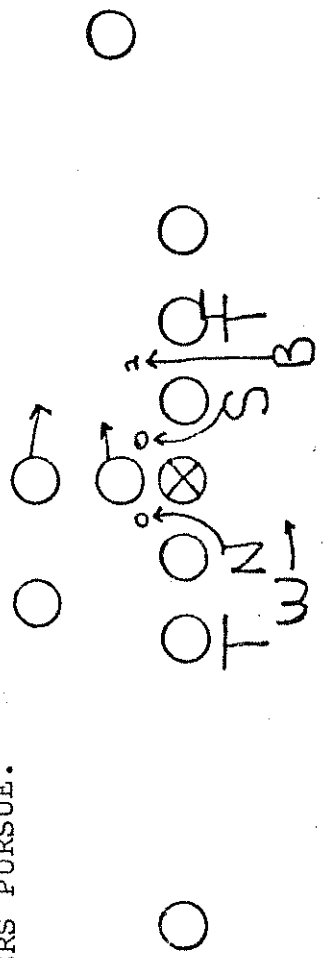
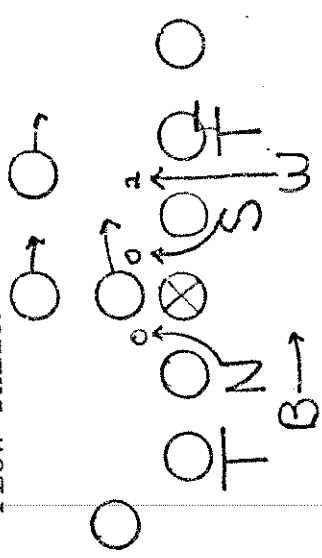
WEAK CORNER

ALIGN SAME AS MUSTANG 64 BANJO. VS. A TIGHT SET, FLAT ON ALL PASSES AND FORCE RUN CONTAIN. PLAY RUN FIRST. VS. A TIGHT SET AND WISHBONE BACKFIELD, AUTOMATIC HAMMER. VS. A WIDE SET (#1 SPLIT 3+ YARDS), FLAT ON ALL PASSES AND FILL RUN SUPPORT.

MUSTANG CALLS

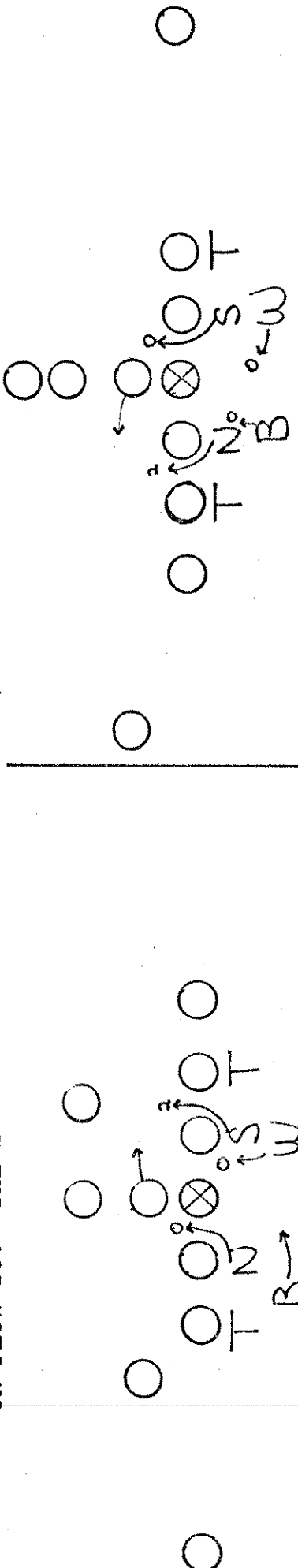
- 1. SCRAPE (MUSTANG SCRAPE 5)

SAME AS MUSTANG EXCEPT: NOSE AND SAFETY LOOP O GAP ON SNAP. LINEBACKERS PLUG 2 GAP ON ANY FLOW THEIR WAY. IF ALL FLOW AWAY, LINEBACKERS PURSUE.



2. SLIP (MUSTANG SLIP - 5)

SAME AS MUSTANG EXCEPT: BACKER MAKES A "LUCKY" OR "RINGO" CALL TO THE T.E. NOSE AND SUBSTITUTE TACKLE LOOP TO THE GAP TO CALL. THE LINEBACKER TO THE CALL SIDE SUPPORTS IN O GAP ON FLOW TO. THE LINEBACKER AWAY FROM THE CALL, SUPPORTS IN 2 GAP ON FLOW TO.



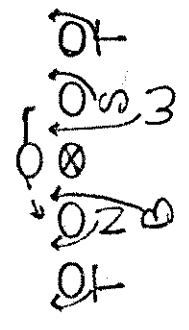
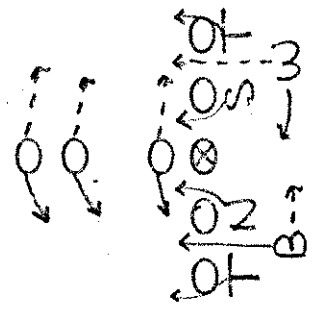
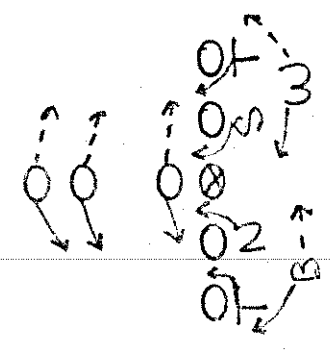
"RINGO"

"LUCKY"

3. BLITZ (MUSTANG BLITZ - 5)

SAME AS MUSTANG EXCEPT: BACKER ON EACH SIDE MAKES AN "IN, OUT OR DIVERGE" CALL TO THE DOWN LINEMEN IN FRONT OF HIM.

IN: TACKLES AND INTERIOR LINEMEN LOOP IN. LINEBACKER PLUGS 4 GAP ON FLOW.
 OUT: TACKLES LOOP OUT AND INTERIOR LINEMEN LOOP IN. LINEBACKER PLUGS 2 GAP ON FLOW.
 DIVERGE: TACKLES LOOP OUT AND INTERIOR LINEMEN LOOP OUT. LINEBACKER PLUGS 0 GAP ON SNAP.



"IN"

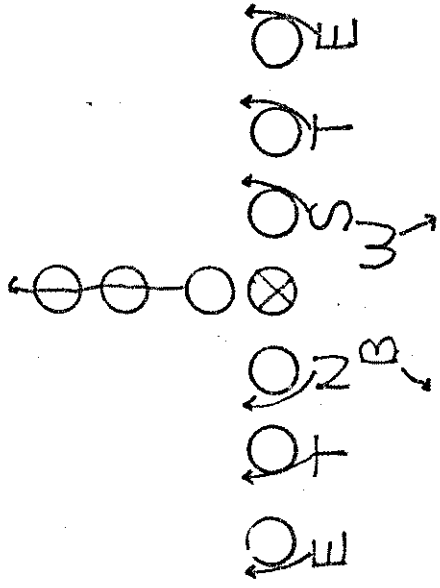
"OUT"

(PLUG ON SNAP)

"DIVERGE"

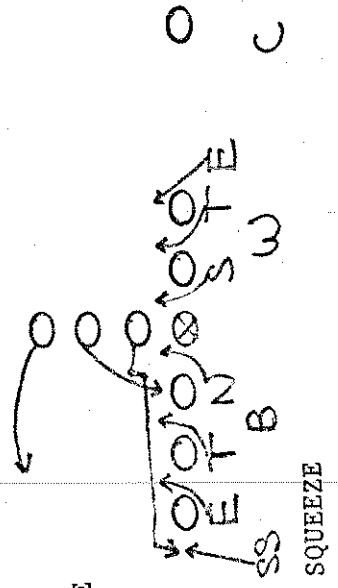
4. DIVERGE (MUSTANG DIVERGE - 64 BANJO)

SAME AS MUSTANG EXCEPT: ENDS, TACKLES AND INTERIOR LINEMAN LOOP OUT. BACKERS CHEAT ALIGN. IN

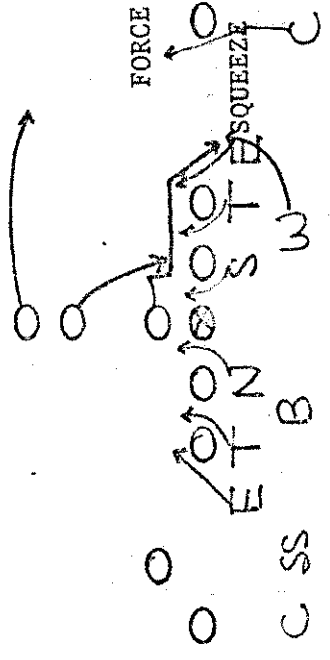


5. GUTS (MUSTANG GUTS - 5)
SAME AS MUSTANG 5 EXCEPT:

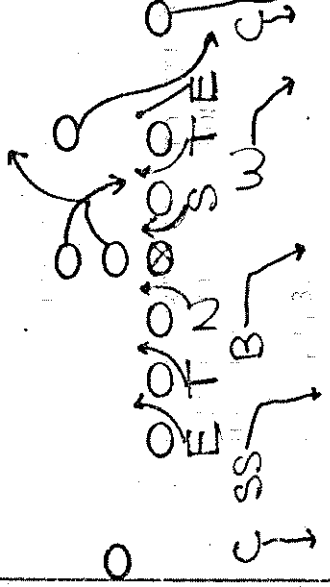
E'S FIRE ON SNAP
T'S & INTERIOR LOOP IN ON SNAP
SS ON FLOW TO, PENETRATE L.O.S. THROUGH 6 GAP. Q.B. ON OPTION. ON FLOW AWAY, FOLD
C'S ON FLOW TO AND Q.B. ON THE LINE, PENETRATING FORCE RUN CONTAIN. ANY OTHER ACTION, FLAT.



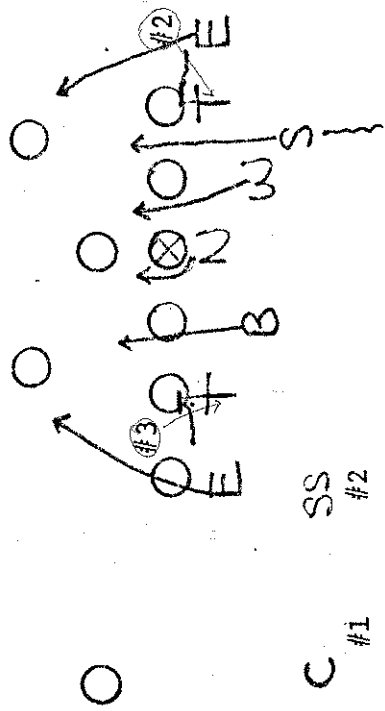
FORCE



SS C SS
E T N S T E
W W



- N - LOOP STRONG ON SNAP. HEAD ALIGNMENT ON CENTER.
- T'S - SHADE ALIGNMENT. ON SNAP HIT TACKLE. COVER BACK OUT YOUR SIDE. 4 GAP RESPONSIBILITY.
- E'S - ALIGN LIKE OKIE. CONTAIN EVERYTHING. RUSH AT HIP OF NEAR BACK, T.E. OR S.B. BLOCKS DOWN, PLAY READ PRINCIPLE.
- B - PLUG 2 GAP YOUR SIDE ON SNAP. ALIGN IN OKIE.
- W - PLUG 0 GAP YOUR SIDE ON SNAP. ALIGN IN OKIE.
- C'S - ALIGN 6 YARDS DEEP BY OUTSIDE TOE. #1 NO HELP MAN TO MAN. READ PRINCIPLE RUN SUPPORT ON A TIGHT SET. FILL RUN SUPPORT IF #1 WIDE.
- SS - ALIGN 6 YARDS DEEP BY OUTSIDE TOE. #2 NO HELP MAN TO MAN. READ PRINCIPLE RUN SUPPORT VS. #2 TIGHT. VS. #2 SPLIT, FILL RUN SUPPORT.
- S - CHEAT ALIGNMENT. ON SNAP, PLUG 2 GAP. FREE RUSH. TACKLE DIVE ON OPTION YOUR WAY.



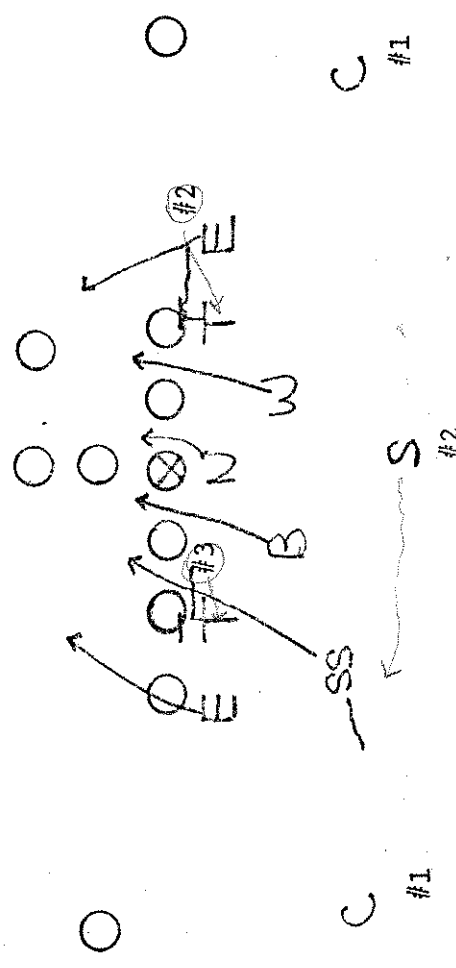
C #1

SS #2

OKIE W.L. RLP 63

OKIE S. RIP 66

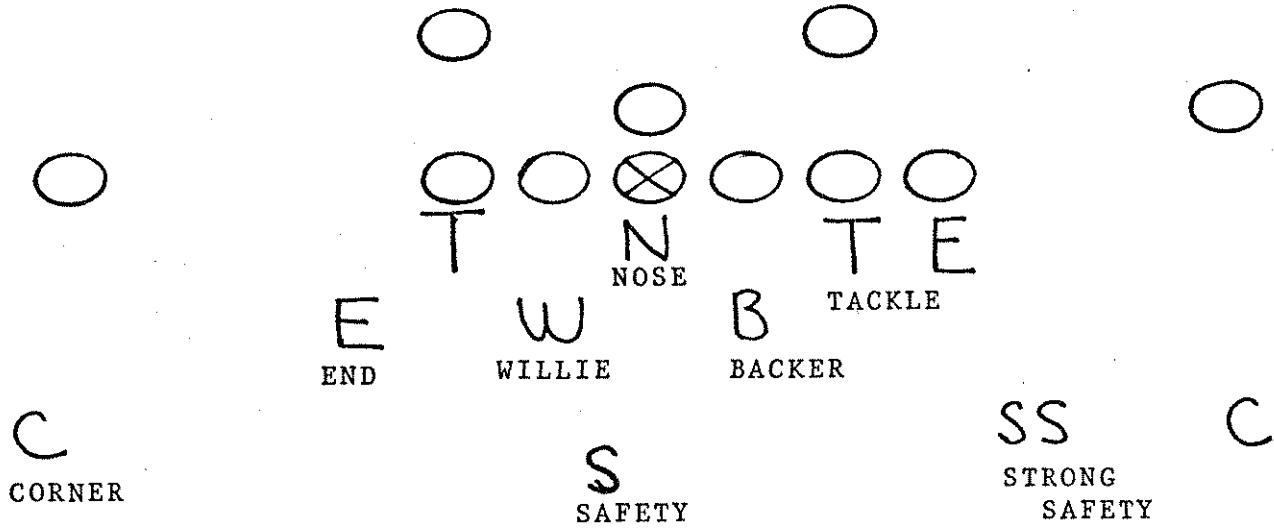
- N - HEAD ALIGNMENT ON CENTER. LOOP WEAK ON SNAP.
- T'S - SAME AS OKIE WEAK RIP.
- E'S - SAME AS OKIE WEAK RIP.
- B - PLUG 0 GAP YOUR SIDE.
- W - PLUG 2 GAP YOUR SIDE.
- C'S - SAME AS OKIE WEAK RIP 03
- SS - CHEAT ALIGNMENT. PLUG 2 GAP ON SNAP. TACKLE DIVE ON OPTION YOUR WAY.
- S - ALIGN 6 YARDS DEEP BY INSIDE TOE OF STRONG #2 (DISGUISE ALIGNMENT). #2 NO HELP MAN TO MAN. IF #2 TIGHT, READ PRINCIPLE RUN SUPPORT. IF #2 SPLIT, FILL RUN SUPPORT.



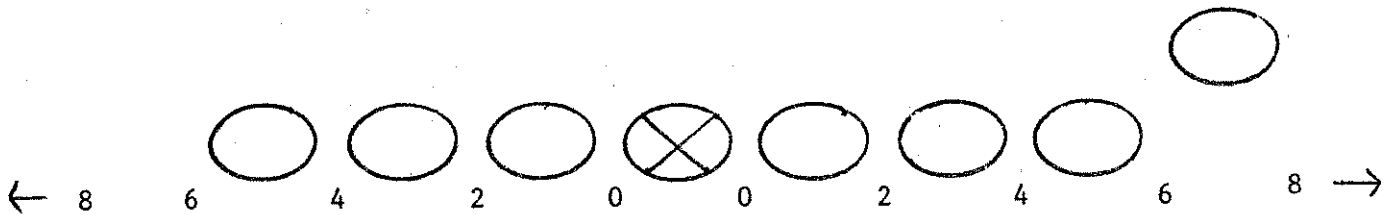
SMU DEFENSIVE TERMINOLOGY

DEFENSIVE LINE LB'S & E'S

I. DEFENSIVE POSITION



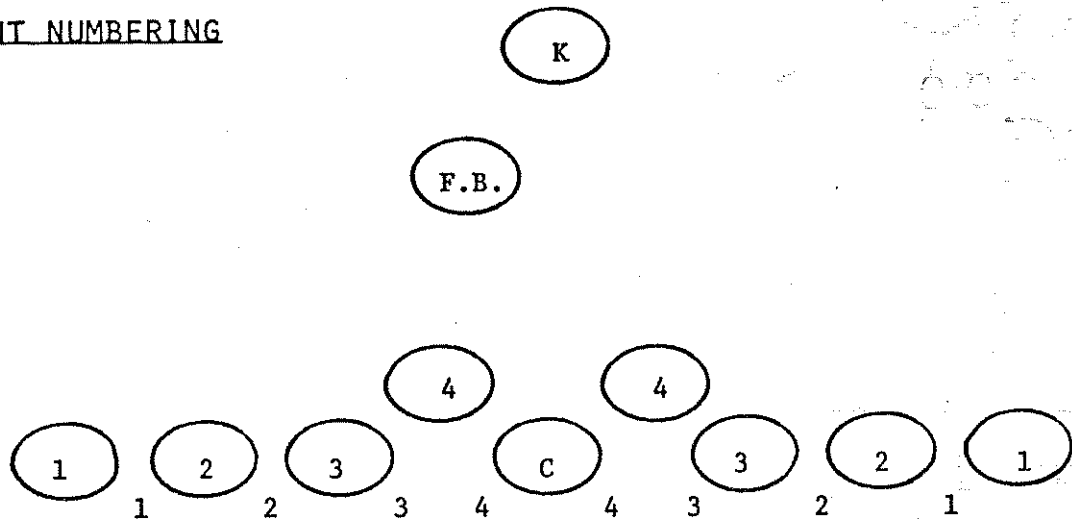
II. AREAS OF RESPONSIBILITY - INTERIOR RUN SUPPORT



WE WILL DENOTE INTERIOR RUN SUPPORT BY USING GAPS. THE 8 AREA IS FROM THE 6 GAP TO THE SIDELINE.

DEFENSIVE TERMINOLOGY CONT'D.

III. PUNT NUMBERING



IV. ALIGNMENT

1. HEAD - DEFENDER HEAD TO HEAD ON OFFENSIVE PLAYER,
2. SHADE - DEFENDER'S INSIDE EYE ON OFFENSIVE PLAYER'S OUTSIDE EYE.
3. INSIDE SHADE - DEFENDER'S OUTSIDE EYE ON OFFENSIVE PLAYER'S INSIDE EYE.
4. SPLIT - DEFENDER'S INSIDE LEG SPLITS MIDDLE OF OFFENSIVE PLAYER.
5. TOE - DEFENDER'S INSIDE FOOT ON OFFENSIVE PLAYER'S OUTSIDE FOOT.
6. GAP - DEFENDER IN GAP BETWEEN ADJACENT OFFENSIVE LINEMEN.
7. STACK - LINEBACKER BEHIND A DEFENSIVE LINEMAN.
8. OUTSIDE - DEFENDER'S INSIDE FOOT 1 FOOT OUTSIDE OFFENSIVE PLAYER'S OUTSIDE FOOT.
9. OFF - DEFENDER ALIGNED OFF LINE OF SCRIMMAGE AT LINEBACKER DEPTH.
10. OUT - DEFENDER ALIGNED ON A WIDE RECEIVER. EXACT POSITION IS DETERMINED BY DEFENSE CALLED.
11. WALKAWAY - DEFENDER ALIGNED BETWEEN WIDE RECEIVER AND REMAINDER OF FORMATION. EXACT POSITION VARIES.
12. NORMAL - END TO A SPLIT END ALIGNED ON THE L.O.S. WITH RELATIVE DISTANCE FROM TACKLE.

V. CALLS

1. "HUDDLE" CALL - THE DEFENSE CALLED IN THE HUDDLE BY THE BACKER.
2. "STRENGTH" CALL - THE CALL "STRONG RIGHT" OR "STRONG LEFT" BY OUR BACKER TO INDICATE THE TWO QUICK RECEIVER SIDE.

DEFENSIVE TERMINOLOGY CONT'D.

3. "DIRECTION" CALL - THE CALL "LUCKY" OR "RINGO" BY OUR BACKER TO INDICATE SIDE OF LOOP OR A STUNT ACCORDING TO TENDENCY INFORMATION.
4. "CHECK" CALL - CALL USED TO REGROUP HUDDLE OR CHANGE A CALL AT THE L.O.S.
5. "BALL" CALL - CALL USED TO INDICATE BALL IN THE AIR OR ON THE GROUND.
6. "PASS" CALL - CALL USE TO INDICATE PASS PLAY.
7. "OSKIE" CALL - CALL USED TO INDICATE INTERCEPTION.
8. "PETER" CALL - CALL USED TO INDICATE STAY AWAY FROM BALL AND DON'T BLOCK.
9. "DRAW" CALL - CALL USED TO INDICATE DRAW.
10. "LUCKY" CALL - LB'ER CALL TO DENOTE LOOP LEFT ACCORDING TO FORMATION OR GAME PLAN.
11. "RINGO" CALL - LB'ER CALL TO DENOTE LOOP RIGHT ACCORDING TO FORMATION OR GAME PLAN.
12. "RICHIE" CALL - NOSE LOOP RIGHT.
13. "LOUIE" CALL - NOSE LOOP LEFT.
14. "RAM" CALL - CHARGE BY TACKLE INTO 2 GAP.
15. "TIGHT" CALL - A CALL FROM CORNER TO WILLIE TO INDICATE TIGHT SET THEIR SIDE (USED IN GOAL LINE DEFENSES ONLY).
16. "OMAHA" CALL - CALL USED BY THE STRONG SAFETY TO CALL OFF READ VS. A WING SET (GIVEN TO STRONG END).
17. "STAY" CALL - CALL IN HUDDLE WHICH MEANS STAY IN HUDDLE DEFENSE IN ALL SITUATIONS.
18. "T" CALL - CALL FROM LINEBACKER WHICH DENOTES SIDE OF T.E. ("T LEFT" OR "T RIGHT").

VI. GENERAL.

1. STANCE: THAT POSITION FROM WHICH TO BEST START FORWARD OR LATEROALLY WITHOUT RAISING UP, DIPPING DOWN OR FALSE STEPPING.
2. ALIGNMENT: THE POSITION ON THE FIELD FROM WHICH TO BEST EXECUTE YOUR ASSIGNMENT (CAN BE EITHER RELATIONSHIP TO OFFENSE ALIGN OR SPOT ON FIELD).
3. KEY: THE THING YOU LOOK AT TO INDICATE INITIAL REACTION AND PLAY RECOGNITION.
4. INITIAL REACTION: YOUR FIRST MOVE ON SNAP OF BALL, DETERMINED BY YOUR KEY.
5. STRONG SIDE: THE SIDE OF THE QUICK RECEIVERS.
6. WEAK SIDE: SIDE OF FORMATION AWAY FROM THE TWO QUICK RECEIVERS (IN DOING SO, DOUBLE WING-SIDE AWAY FORM THE TWO NORMAL RECEIVERS).
7. FLOW STRONG: ACTION BY THE BALL TO THE STRONG SIDE.
8. FLOW WEAK: ACTION BY THE BALL TO THE WEAK SIDE.
9. PASS TO: PASS ACTION BY THE QB TOWARD YOU.
10. PASS AWAY: PASS ACTION BY THE BALL GOING AWAY FROM YOU.
11. FLOW TO: ACTION BY THE BALL COMING TOWARD YOU.
12. FLOW AWAY: ACTION BY THE BALL GOING AWAY FROM YOU.

DEFENSIVE TERMINOLOGY CONT'D.

VI. GENERAL CONT'D.

13. MOTION:

A. MOTION: A MOTION TO NEW TWO QUICK RECEIVER SIDE OR TO ESTABLISH STRENGTH.

B. FLY: MOTION TO THREE QUICK RECEIVERS ON ONE SIDE.

C. DIVIDE: MOTION TO TWO QUICK RECEIVERS ON EACH SIDE.

14. SHIFT OF STRENGTH: SHIFT BY BACKS CHANGING THE TWO QUICK RECEIVERS SIDE.

15. HIT POSITION: FEET ABOUT SHOULDER WIDTH APART; FLEX ANKLES, KNEES, HIPS. NO MORE THAN TOE TO HEEL RELATIONSHIPS. CENTER OF GRAVITY OVER BALLS OF FEET.

16. STRIKE A BLOW: MOVEMENT WITH HANDS OR FLIPPER TO DEFEAT OFFENSIVE MAN'S MOVEMENT. WANT FEET UNDER US AND MOVING.

17. CENTER OF GRAVITY: THE DISTRIBUTION OF WEIGHT OVER A BODY PART.

18. ANGLES: THE ANGLE RELATIONSHIP BETWEEN YOUR MOVING PARTS. PROPER ANGLES DIFFER FROM POSITION TO POSITION.

19. GATHER: WIDEN BASE, LOWER CENTER OF GRAVITY, SHORTEN STRIDE.

20. TECHNIQUE: YOUR FUNDAMENTAL IN CALLED DEFENSE.

21. STUNT: DEFENSIVE MANEUVER BY UNDERNEATH ZONE COVERAGE PEOPLE, DESIGNED TO PENETRATE OFFENSIVE L.O.S.

22. SHIVER: STRIKING A BLOW WITH HANDS TO OPPONENT'S HEAD OR SHOULDER PAD.

23. FLIPPER: STRIKING A BLOW WITH THE SHOULDER-FOREARM.

24. STEM: SHIFTING ALIGNMENT PRIOR TO SNAP OF BALL.

25. SUDDEN CHANGE: ANY TIME BALL CHANGES FROM OFFENSE TO DEFENSE OR DEFENSE TO OFFENSE AND REMAINS IN PLAY.

26. POINT OF ATTACK: SPOT WHERE BALL CROSSES L.O.S.

27. HASH: BALL WITH 4 YARDS OF HASH.

28. MIDDLE: BALL MORE THAN 4 YARDS FROM HASH.

29. BOUNDARY: AREA BETWEEN HASH AND SIDELINE.

30. BIG SPLIT: ANY SPLIT 4 FEET OR OVER BETWEEN ADJACENT LINEMEN.

31. SPRING: AN AGGRESSIVE STEP AND HIT.

VII. CONTAINMENT

1. RUN CONTAIN: CONTAIN ALL RUNS. PITCH ON ALL OPTIONS. (KEEP THE BALL ON YOUR INSIDE EYE).

2. PASS CONTAIN: PLAYER RESPONSIBLE FOR CONTAINING QB ON PASSES.

3. CONTAIN EVERYTHING: CONTAIN ALL RUNS AND PASSES. PITCH ON ALL OPTIONS.

4. SECONDARY PASS CONTAIN: PLAYER RESPONSIBLE TO REGAIN CONTAIN ON QB IF HE HAS BROKEN THE PRIMARY PASS CONTAIN.

5. RUSH END: END WITH NO COVERAGE RESPONSIBILITY, RESPONSIBLE ONLY IN THE PASS RUSH.

6. PASS END: END INVOLVED IN PASS COVERAGE.

7. FREE RUSH: RUSH THE PASSER WITH NO PASS CONTAIN RESPONSIBILITY.

8. STRONG RUSH: RUSH THE PASSER TO THE STRONG SIDE.

9. WEAK RUSH: RUSH THE PASSER TO THE WEAK SIDE.

DEFENSIVE TERMINOLOGY CONT'D.

VII. CONTAINMENT CONT'D.

10. BASIC RUN SUPPORT (END): SQUEEZE THE 6 GAP, QB THROUGH THE ALLEY ON DIVE & SPRINT OPTIONS, DIVE ON VEER OPTIONS, FOLD OR CHASE ON FLOW AWAY DEPENDING UPON RESPONSIBILITY TO DEFENSE.
11. BASIC RUN SUPPORT (LINEBACKERS): (B-W) - PROTECT 2 GAP FIRST THEN HEAD UP ON THE FOOTBALL ON YOUR SIDE, QUICK SUPPORT ON RUN AWAY, DIVE FIRST, QB 2ND VS. DIVE OPTION, QB ON VEER OPTION.
12. CHASE: FOLLOWING BALL, MAKING SURE YOU CONTAIN BALL.
13. FOLD: END PURSUIT BEHIND DEFENSIVE TACKLE ON FLOW AWAY, CHECKING FOR CUTBACKS, COUNTERS AND GLANCING AHEAD FOR REVERSES.
14. SLOW RUSH: KEEP QB ONE YARD INSIDE AND ONE YARD IN FRONT OF YOU.
15. FAST RUSH: RUSH THE QB WITHOUT REGARD FOR CONTAIN.
16. FILL: SUPPORTING THE RUN INSIDE THE CONTAIN MAN. NOTE: IF CONTAIN MAN GOOFS, FILL MAN ALWAYS BECOMES RUN CONTAIN.
17. SQUEEZE: (END, STRONG SAFETY, TACKLE) - MAKE THE TACKLE OR FORCE THE PLAY WIDE.
18. WHEEL IT: AWAY PURSUIT ANGLE FOR MAN HAVING FLAT AREA. "GET ON THE WHEEL."
19. SWEAT TECHNIQUE: THE TECHNIQUE USED BY THE MAN RESPONSIBLE FOR SQUEEZE TO DELAY QB'S READ ON THE OPTION. (RETREAT SLIGHTLY FROM L.O.S. KEEPING RELATIVE DISTANCE FROM TACKLE AND QB).
20. SOFT SWEAT: THE TECHNIQUE USED BY THE MAN RESPONSIBLE FOR CONTAIN EVERYTHING TO DELAY QB'S READ ON THE OPTION. (RETREAT SLIGHTLY FROM THE L.O.S. IN A POSITION TO TACKLE A PITCH MAN IF BALL IS PITCHED)
21. ALLEY: AREA BETWEEN THE SQUEEZE MAN AND FORCE RUN CONTAIN MAN.
22. READ PRINCIPLE: COORDINATION OF RUN SUPPORT TO A T.E. ON THE WEAK SIDE OF 23 OR 22 COVERAGE. BETWEEN END AND CORNER IF T.E. BLOCKS ON OR DOWN, CORNER FORCE RUN CONTAIN END SQUEEZE, IF T.E. FLARE RELEASES, END HAS RUN CONTAIN AND CORNER HAS FILL.

VIII. PASS

1. ZONE COVERAGE: PASS DEFENDERS COVERING ASSIGNED AREA ON PASS.
2. MAN COVERAGE: PASS DEFENDERS COVERING ELIGIBLE RECEIVERS.
3. DROPPACK: ANY PASS ACTION BETWEEN THE OFFENSIVE TACKLES.
4. SPRINT OUT: PASS ACTION BY THE QB OUTSIDE TRYING TO BREAK PASS CONTAIN.
5. PLAY ACTION: PASS ACTION BY QB AFTER FAKING A RUNNING PLAY.
6. BOOTLEG: PASS ACTION BY THE QB AFTER FAKING A RUN IN THE OPPOSITE DIRECTION.
7. PULL UP: PASS ACTION BY QB OUTSIDE THE TACKLES NOT TRYING TO BREAK PASS CONTAIN.

DEFENSIVE TERMINOLOGY CONT'D.

VIII. PASS CONT'D.

8. DROP: MOVEMENT OF PASS DEFENDERS TO GET INTO PASS AREA.
9. POINT OF AIM: THE SPOT IN AREA PASS DEFENSE WHERE THE UNDER-NEATH COVERAGE PEOPLE START DROP TO.
10. PICK: OFFENSIVE MANEUVER BY A RECEIVER TO OBSTRUCT MAN COVERING HIS MAN.
11. HARASS: FORCING RECEIVER ON AN ALTERNATE ROUTE OR KNOCKING HIM DOWN.
12. FLAT: WIDEST SHORT AREA AND WIDEST SHORT RECEIVER.
13. CURL: 2ND WIDEST SHORT AREA AND 2ND WIDEST SHORT RECEIVER.
14. HOOK: 3RD WIDEST AREA RECEIVER TO ONE SIDE OF FORMATION AND THIRD WIDEST SHORT AREA.
15. MIDDLE: MIDDLE AREA. HOOK TO SIDE OF 3RD WIDEST RECEIVER.
16. NO HELP MAN TO MAN: MAN FOR MAN COVERAGE - NO BACKUP.
17. RECKLESS MAN TO MAN: MAN FOR MAN COVERAGE - WITH BACKUP HELP.
18. QUICK RECEIVER: ANY ELIGIBLE RECEIVER ALIGNED WITHIN 1 YARD OF THE L.O.S.
19. #1: WIDEST SET RECEIVER IN THE OFFENSIVE FORMATION.
20. #2: 2ND WIDEST SET RECEIVER IN THE OFFENSIVE FORMATION.
21. #3: 3RD WIDEST SET RECEIVER IN THE OFFENSIVE FORMATION.
22. #4: 4TH WIDEST RECEIVER TO SHOW TO ONE SIDE.
23. FREE UP: DEFENDER NORMALLY IN NO HELP M-M COVERAGE IS FREE BECAUSE HIS MAN GOES AWAY. HAS NO MAN TO COVER. HE CHECKS FOR CROSSING RECEIVERS, THEN HELPS IN HIS AREA.
24. FLARE: ROUTE BY A BACK OUTSIDE OF THE TACKLE BOX AND BEHIND 3 YARDS IN FRONT OF L.O.S.
25. CUSHION: A DISTANCE IN BACK OF THE RECEIVER. AMOUNT OF SEPARATION DEPENDS ON DEFENSE CALLED AND COVERAGE ABILITY.
26. WAGGLE: PASS ACTION TO STRONG SIDE AFTER FAKING RUNNING PLAY WEAK.
27. "LOCK" CALL: GIVEN BY STRONG SAFETY OR WEAK CORNER TO BACKER OR WILLIE IN 64 BANJO. DENOTES LINEBACKER LOCK MAN TO MAN ON INSIDE RECEIVER.

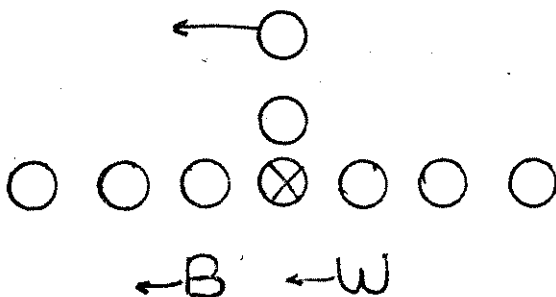
THE NEAR BACK KEY

LINEBACKER LOOKS AT INSIDE SHOULDER OF NEAR BACK. IF NEAR BACK IS A FULLBACK, LOOK AT OPPOSITE SHOULDER. IN THE WISHBONE, SHORT PRO, OR STRONG PRO, THE NEAR BACK AND FULLBACK MUST BE SEEN. DIRECT VISION BETWEEN THE TWO. IN THE I, LINEBACKER CAN SEE THE TANDEM. THE LINEBACKER NEEDS TO FEEL OFFENSIVE LINE BLOCKING SCHEMES, BUT SHOULDN'T LOOK FOR THEM (GUARDS PULLING, ETC.).

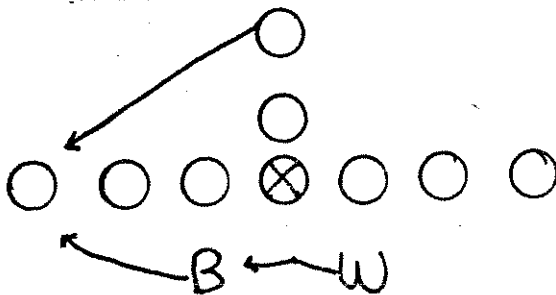
REACTIONS TO KEY

GENERAL RULE: SEE PATH OF NEAR BACK AND MIRROR IT.

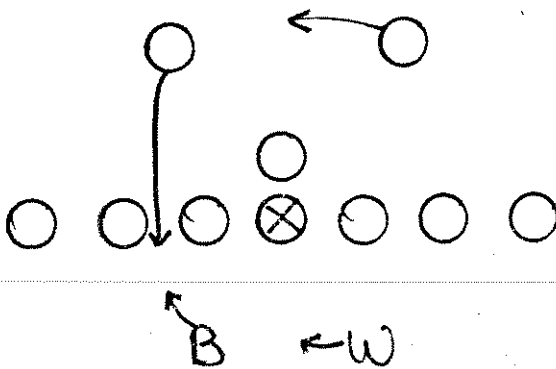
1. WIDE ANGLE - LINEBACKER SLIDES Laterally, THEN WORKS UP. THINK WIDE PLAYS OR PASS.



2. POWER ANGLE - LINEBACKER SLIDES OUT AND UP TO 6 GAP. THINK POWER OR VEER OPTION.



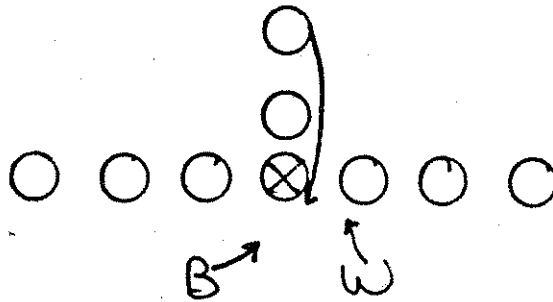
3. DIVE ANGLE - LINEBACKER WORKS UP TOUGH TO 2 GAP. THINK DIVE OPTION OR BLAST.



THE NEAR BACK KEY CONT'D.

REACTIONS TO KEY CONT'D.

4. TIGHT DIVE ANGLE - LINEBACKER WORKS UP TIGHT TO O GAP.
THINK QUICK TRAP.



ON COUNTER ACTION BY THE NEAR BACK, LINEBACKER WILL TAKE COUNTER STEP, THEN MIRROR HIS PATH FROM THERE.

CORRECT KEYING TELLS YOU WHERE THE PLAY IS GOING. YOUR REACTION TO YOUR KEYS SHOULD BECOME AUTOMATIC. AFTER CORRECT REACTION OF A COUPLE OF STEPS, QUICKNESS AND EFFORT HABIT WILL DETERMINE WHETHER YOU ARE IN ON THE PLAY.

LINEBACKER TECHNIQUES

BE THROUGH THE

I. THE S.M.U. LINEBACKERS WILL HAVE TO KNOW HOW TO PLAY SIX RUN CHASE TECHNIQUES, THEY ARE:

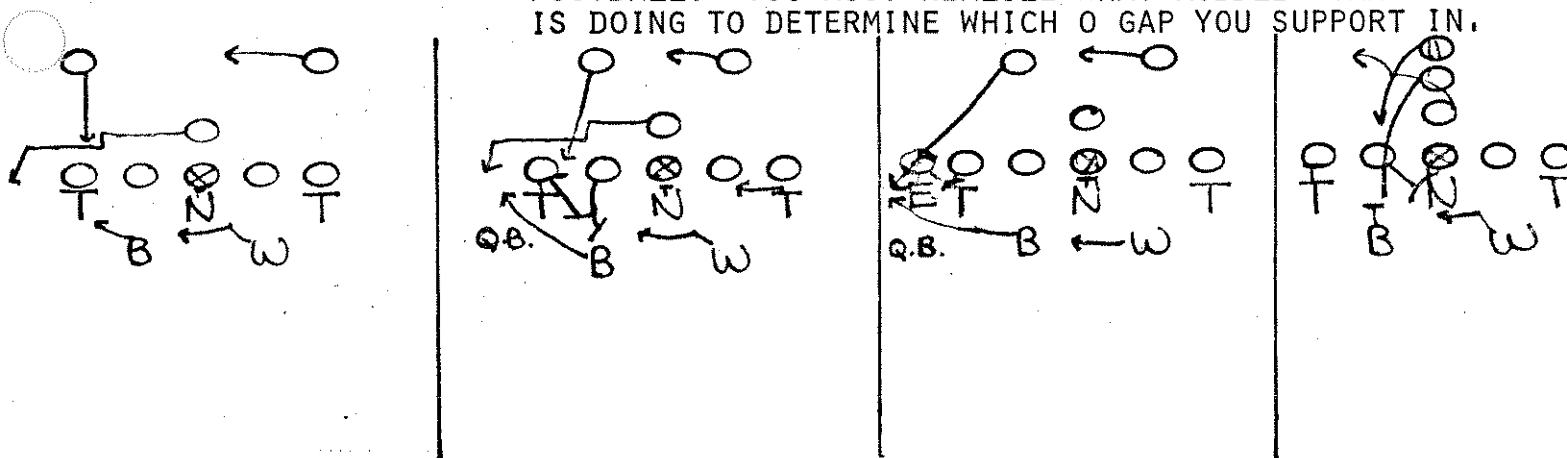
- | | |
|-----------|----------------|
| 1. BASIC | 4. GO |
| 2. SCRAPE | 5. PLUG - SNAP |
| 3. VEER | 6. PLUG - KEY |

1. BASIC

KEY: NEAR BACK

RUN TO: PROTECT THE 2 GAP FIRST (ALWAYS PLAY INSIDE FLIPPER, UNLESS WALL BLOCKED), HEAD UP TO FOOTBALL YOUR SIDE, DIVE 1ST Q.B. 2ND ON THE DIVE OPTION, ON THE DIVE OPTION WITH A VEER BLOCK, YOU MUST SLIDE INTO 4 GAP AND BE PREPARED TO TAKE THE Q.B. ON VEER OPTION, YOU HAVE Q.B. 1ST, PITCH 2ND.

RUN AWAY: PURSUE - CHECK CUTBACK THREAT BY GLANCING AT OTHER BACK AND CHECKING HIS PATH, 0 GAP YOUR SIDE IF CUTBACK POSSIBILITY, IF CUTBACK THREAT, PLAY NEAR GUARD BLOCKING ON YOU WITH OFFSIDE SHOULDER, IF NO CUTBACK THREAT, HEAD UP TO FOOTBALL, YOU MUST REALIZE WHAT MIDDLE GUARD IS DOING TO DETERMINE WHICH 0 GAP YOU SUPPORT IN.



2. SCRAPE (HOLE DESIGNATION NEEDED, EITHER 4 OR 6).

KEY: NEAR BACK

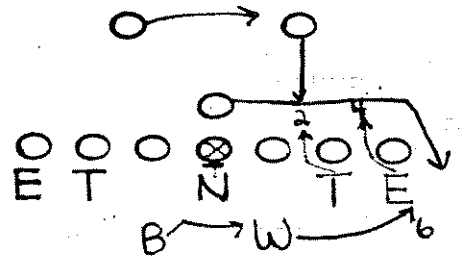
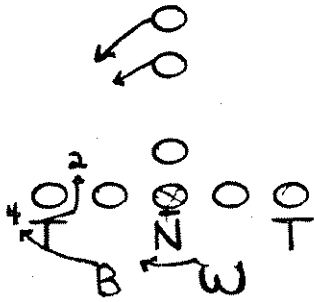
RUN TO (SCRAPE 4): SLIDE TO 4 GAP, KEEPING EYES ON KEY, FEEL TACKLE'S BLOCK, IF TACKLE BLOCKING ON YOU, TAKE HIM ON TOUGH AND SQUARE, 4 GAP RESPONSIBILITY, TACKLE Q.B. ON DIVE OPTION UNLESS DIVE SHOWS IN 4 GAP, Q.B. 1ST, PITCH 2ND ON VEER OPTION, WHEN SLIDING, STEP Laterally AND SLIGHTLY UP, HIDE BEHIND TACKLE, KEEP SEPARATION BETWEEN YOU AND TACKLE AS SMALL AS POSSIBLE, IF BALL QUICKLY OUTSIDE AND TACKLE BLOCKING ON YOU, RIP THROUGH HIS HEAD WITH INSIDE ARM.

LINEBACKER TECHNIQUES CONT'D.

2. SCRAPE CONT'D.

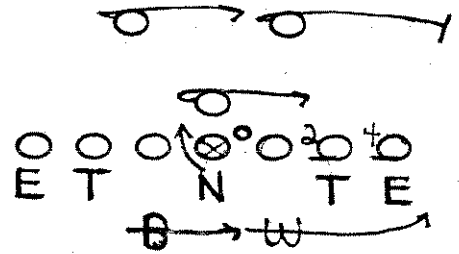
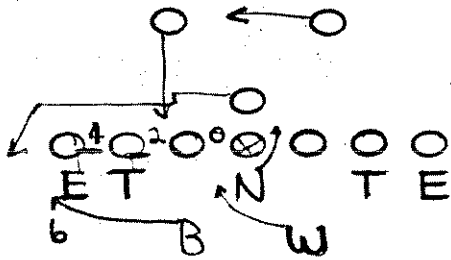
RUN TO (SCRAPE 6): SAME AS SCRAPE 4 EXCEPT 6 GAP RESPONSIBILITY ON DIVE OPTION, Q.B. 1ST, PITCH 2ND. HIDE BEHIND END EXACTLY AS YOU WOULD TACKLE. ON SCRAPE 6, WE SHOULD HAVE QUICK DECLARE ON OPTIONS (BALL SHOULD BE PITCHED).

RUN AWAY (SCRAPE 4 AND SCRAPE 6): SAME AS BASIC.



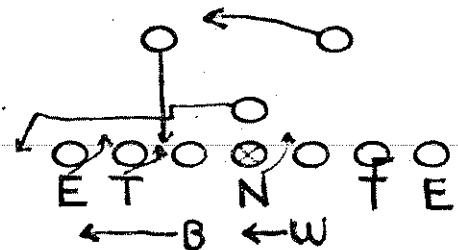
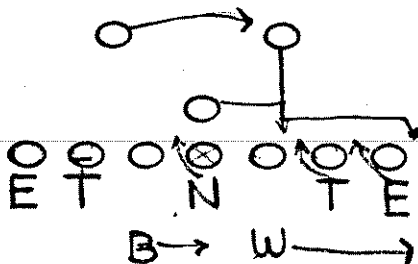
3. VEER

KEY: OPPOSITE BACK (T.B. IN 1)
KEY TO: IF OFFENSIVE BACK COMES TOWARD SAME AS SCRAPE 6, IN SLIDING TO 6 GAP, THINK DUMP PASS.
KEY GOES AWAY OR DIVES: APPROPRIATE 0 GAP RESPONSIBILITY (DEPENDS UPON LOOP OF NOSE).



4. GO

KEY: NEAR BACK
RUN TO: SAME AS SCRAPE 6, EXCEPT PLAY PURELY LATERAL.

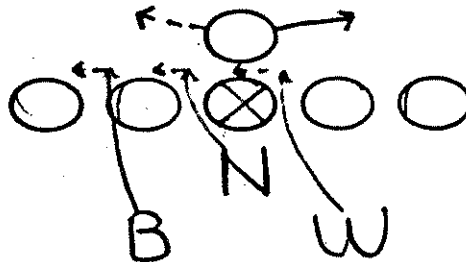


LINEBACKER TECHNIQUES CONT'D.

5. PLUG - SNAP

KEY: CENTER SNAP

ALL ACTIONS: PLUG ASSIGNED GAP. IF BALL GOES AWAY, GATHER AND FLAT PURSUIT ANGLE.

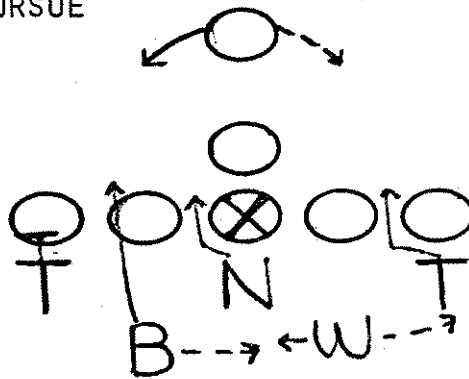


6. PLUG - KEY

KEY: ASSIGNED BACK

KEY COMES: PLUG ASSIGNED GAP.

KEY GOES: PURSUE



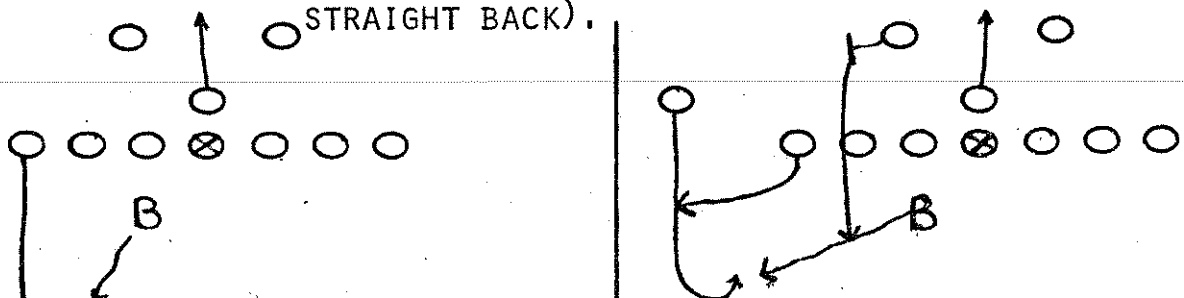
II. THE S.M.U. LINEBACKERS NEED TO KNOW SIX PASS TECHNIQUES. THEY ARE:

- | | |
|---------------------|-----------------|
| 1. NEAR HOOK - CURL | 4. NO HELP MAN |
| 2. MIDDLE | 5. RECKLESS MAN |
| 3. CURL | 6. BANJO MAN |

1. NEAR HOOK - CURL

BACKER: POINT OF AIM IS 4 YARDS INSIDE HASH AND 10-12 YARDS DEEP. ON PASS KEY, GET TO THAT POINT, UNLESS RELEASING RECEIVER TRIES TO CROSS YOUR FACE, KEEP INSIDE POSITION ON HIM, HARASS HIM. CLUE ROUTE OF STRONG #2. PLAY LOOK - SEARCH.

WILLIE: SAME AS BACKER, EXCEPT WHEN CLUEING WEAK #2'S ROUTE, IF HE GOES STRONG OR BLOCKS, THINK STRONG (DROP STRAIGHT BACK).

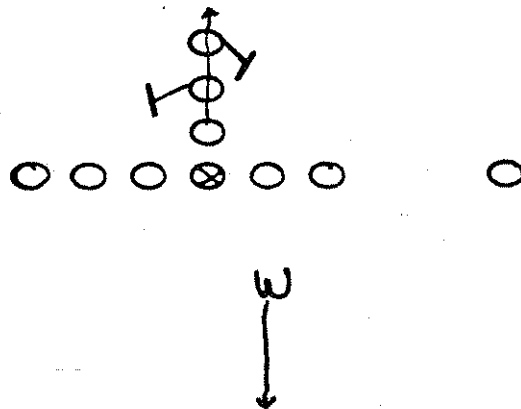
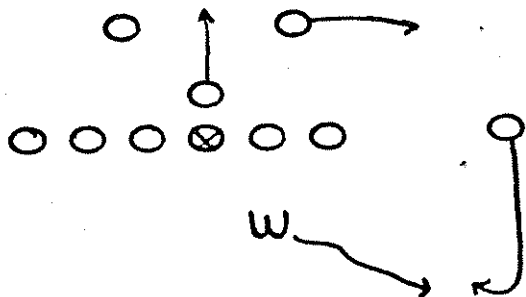


LINEBACKER TECHNIQUES CONT'D.

II.

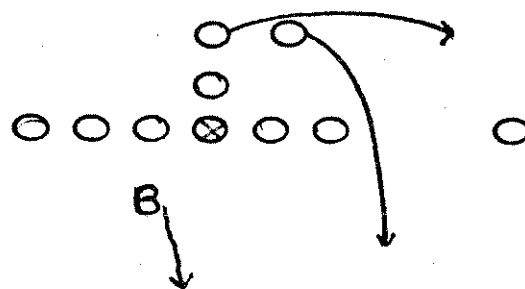
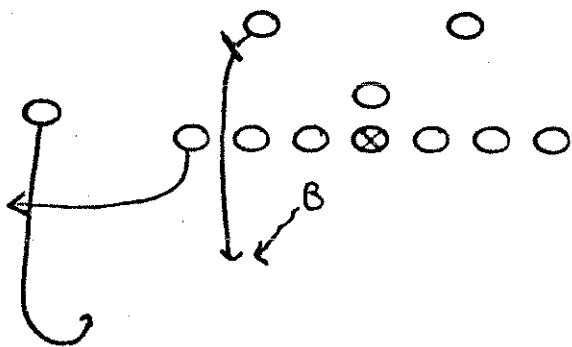
1. NEAR HOOK - CURL CONT'D. TOUGH TO O' GAP.

WILLIE CONT'D.



2. MIDDLE (BACKER ONLY)

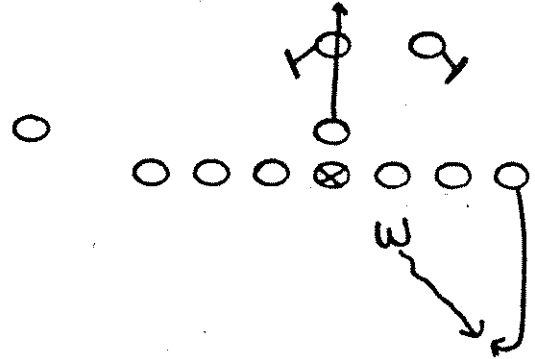
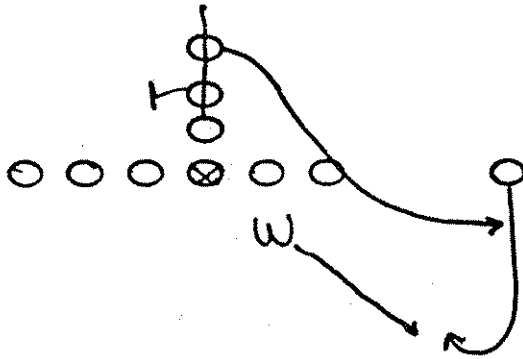
POINT OF AIM IS 10-12 YARDS DEEP IN FRONT OF STRONG TACKLE. SAME AS NEAR HOOK-CURL, EXCEPT KEEP INSIDE POSITION ON 3RD WIDEST RECEIVER IN ALL SITUATIONS. WHEN CLUEING STRONG #2, ALSO SEE #3. IF 3 RECEIVERS WEAK, DROP STRAIGHT BACK AND THINK WEAK HOOK.



LINEBACKER TECHNIQUES CONT'D.

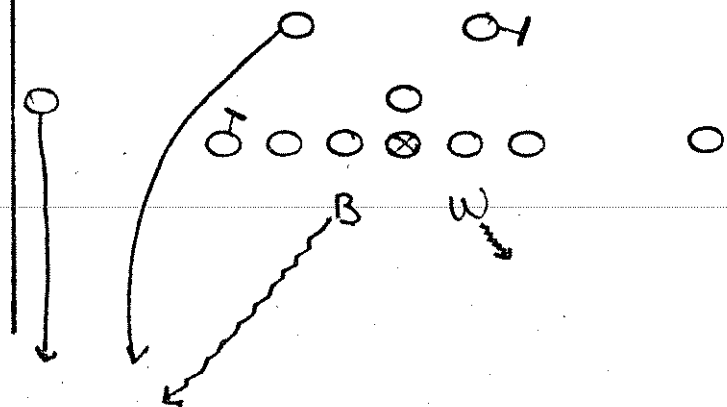
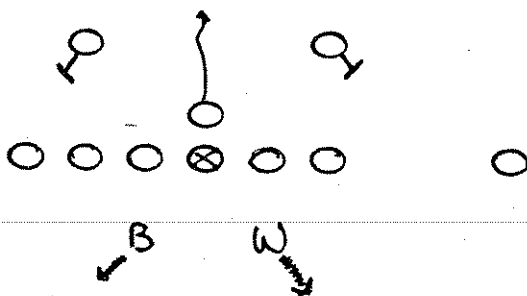
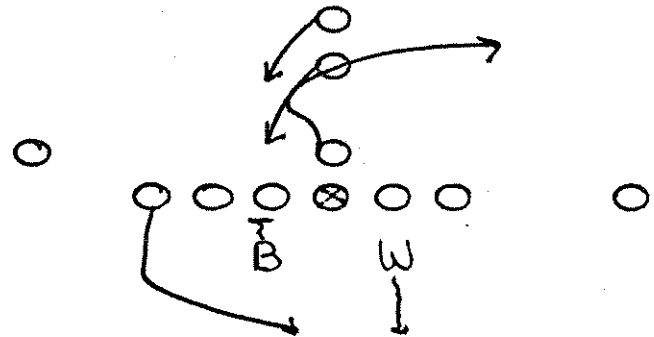
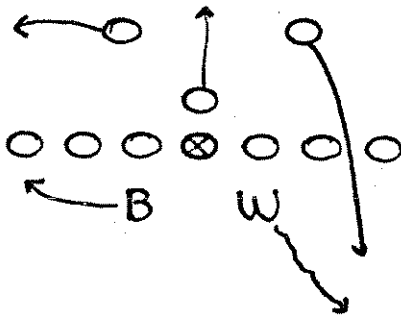
II. 3. CURL (WILLIE ONLY)

SAME AS NEAR HOOK-CURL, EXCEPT IF WEAK #2 BLOCKS OR GOES STRONG, STAY WEAK.



4. NO HELP MAN

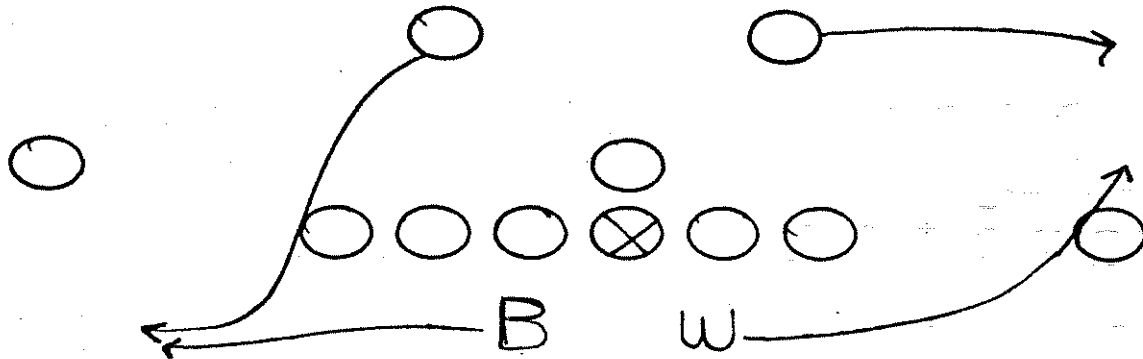
KEY RECEIVER YOU ARE COVERING, KEEP INSIDE POSITION AND CUSHION AND COVER HIM ALL OVER FIELD. YOU HAVE NO BACKUP HELP. IF YOUR MAN GOES ACROSS THE FORMATION, YOU FREE UP. IF YOUR MAN SET PASS BLOCKS, YOU BECOME 1/2 FREE.



LINEBACKER TECHNIQUES CONT'D.

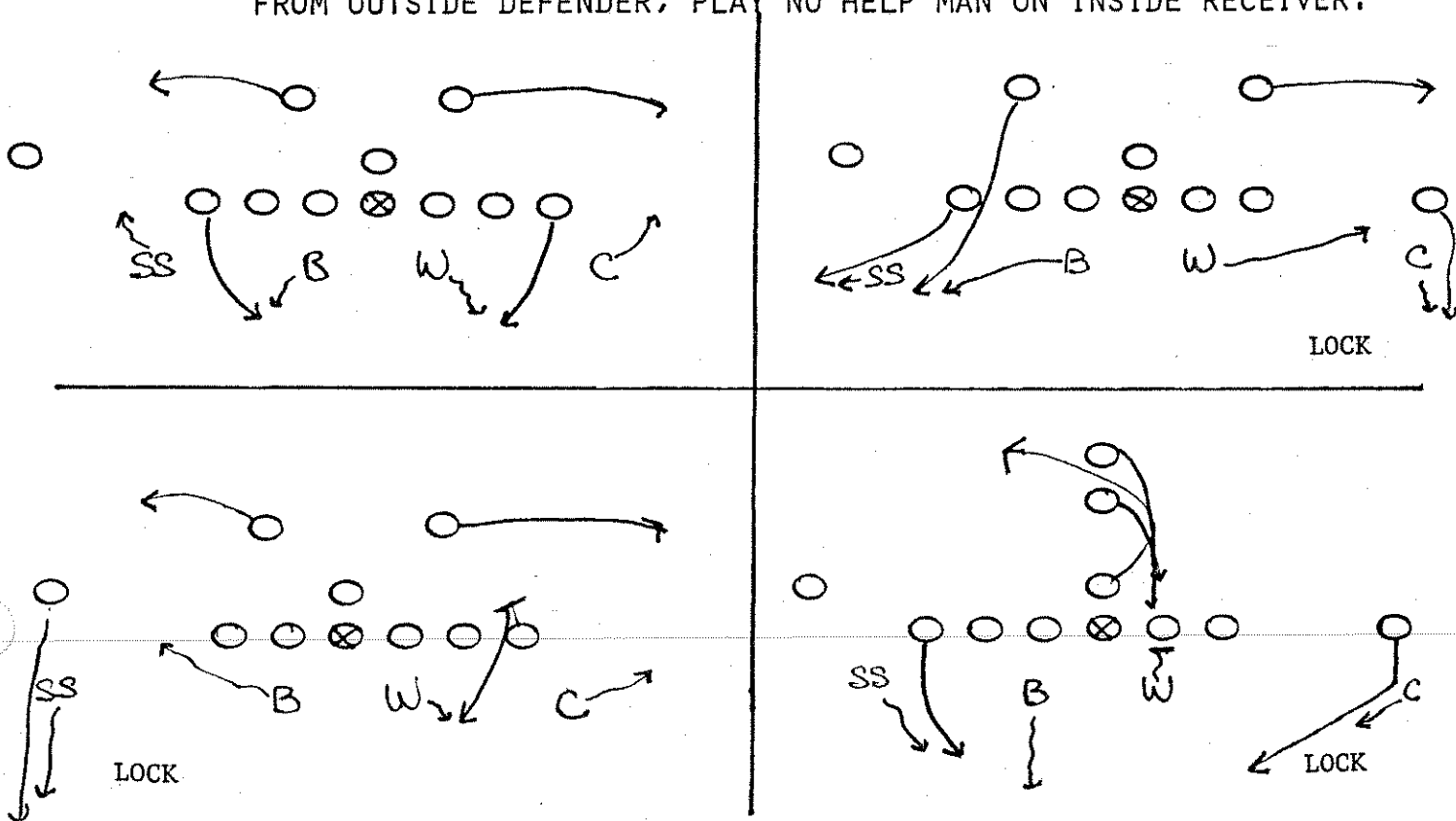
II. 5. RECKLESS MAN

SAME AS NO HELP MAN, EXCEPT YOU HAVE BACKUP HELP. TIGHTEN CUSHION. HARASS RECEIVER. GAMBLE FOR INTERCEPTIONS (WHEN YOUR MAN BREAKS OUT, LOOK BACK TO SEE IF BALL IN AIR).



6. BANJO MAN

SAME AS NO HELP MAN, EXCEPT YOU PLAY MAN ON TWO RECEIVERS IN COMBINATION WITH ANOTHER DEFENDER. LINEBACKERS ALWAYS TAKE THE RECEIVER WHO RUNS THE MOST INSIDE ROUTE OF THE TWO. FREE UP RULES APPLY. IF LINEBACKER RECEIVES "LOCK" CALL FROM OUTSIDE DEFENDER, PLAY NO HELP MAN ON INSIDE RECEIVER.

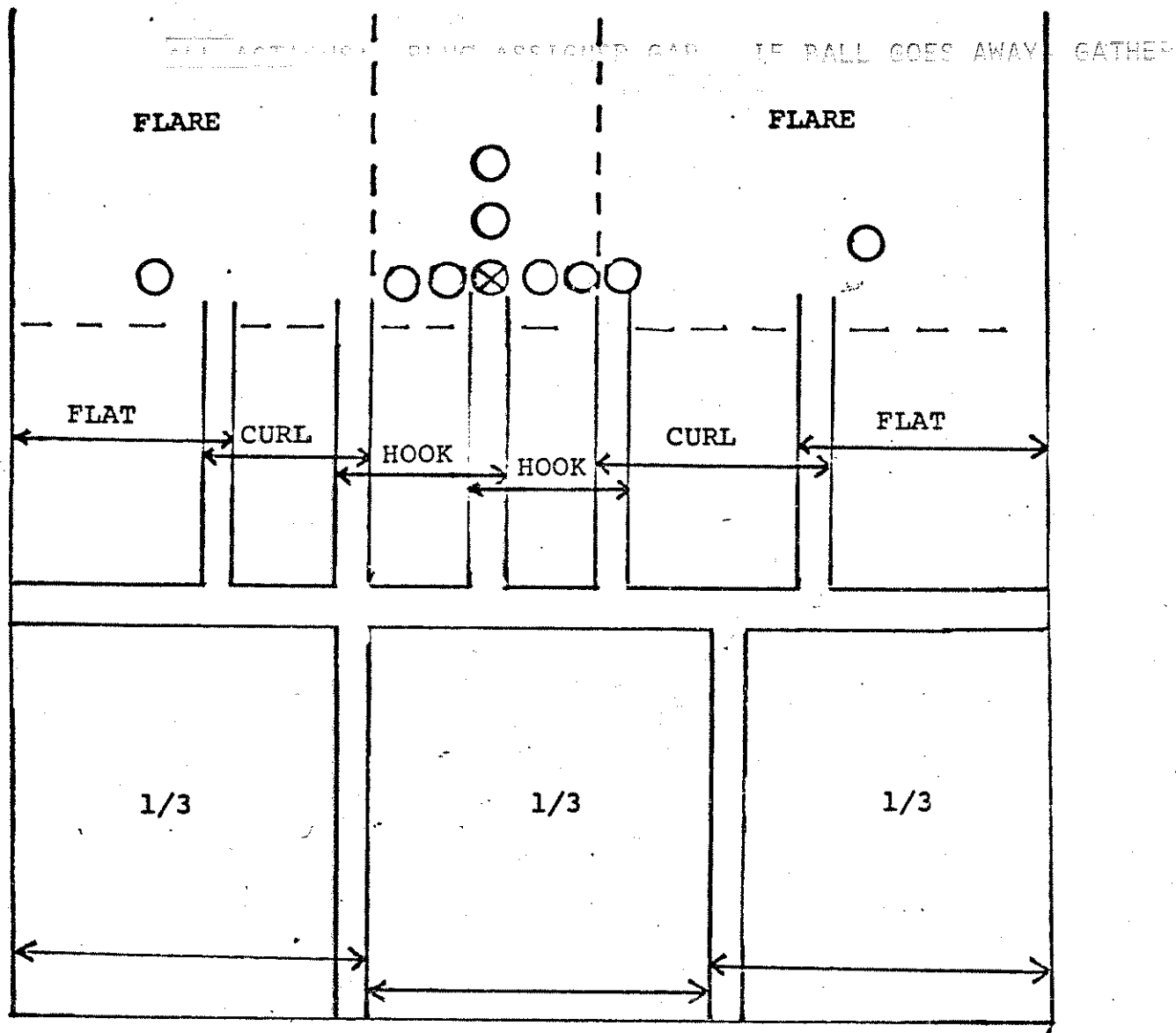


2

UNDERNEATH ZONE PASS COVERAGE

I. GENERAL

THERE ARE 6 AREAS IN UNDERNEATH COVERAGE.



ALL PASS ROUTES TRY TO BEAT A ZONE PASS DEFENSE BY STRETCHING THE MEN ASSIGNED TO THE AREAS AND THROWING INTO THE SEAMS BETWEEN THE AREAS.

THE LOCATION OF RECEIVERS WHEN THE BALL IS THROWN DETERMINES THE UNDERNEATH ZONES IN THE SMU DEFENSE.

UNDERNEATH ZONE PASS COVERAGE CONT'D.

I. GENERAL CONT'D.

THE SUCCESS OF OUR UNDERNEATH COVERAGE THEREFORE, HINGES ON OUR ABILITY TO READ THE OFFENSIVE PASS ROUTE AND SEE THE QUARTERBACK AT THE SAME TIME.

THIS SKILL IS CALLED LOOK-SEARCH.

THERE ARE FIVE POSSIBLE RECEIVERS WHICH THE OFFENSE CAN USE IN ANY ROUTE. AS A RESULT, WE NEED TO BE ABLE TO COVER 5 UNDERNEATH ZONES.

IT IS CRITICAL THAT WE UNDERSTAND HOW MANY UNDERNEATH DEFENDERS WE HAVE IN EACH COVERAGE FOR COVERAGE OF THESE AREAS.

II. THERE ARE 7 POINTS TO PLAYING UNDERNEATH COVERAGE.

1. KNOW DROP ANGLE:

YOUR DROP ANGLE IS DETERMINED BY:

A. POSITION ON FIELD

B. LOCATION OF RECEIVERS

1) KNOW WHICH RECEIVER IS MOST DANGEROUS TO ATTACK YOUR AREA. YOU SHOULD KNOW YOUR DROP ANGLE BEFORE THE SNAP.

2. PLAY LOOK-SEARCH:

ON FIRST STEP OF YOUR DROP, PEEK AT YOUR MOST DANGEROUS ELIGIBLE RECEIVER. KEEP THE SWIVEL ANGLE OF YOUR HEAD AS SMALL AS POSSIBLE.

AFTER ONE PEEK, IMMEDIATELY TURN HEAD BACK TO QB'S UPFIELD SHOULDER. LOOK-SEARCH IS 90% KEYING THE QB'S EYES AND 10% PEEKING AT RECEIVERS TO DETERMINE THE ROUTE. (CLUEING).

AT APPROXIMATELY 5-7 YARDS DEPTH (4-6 STEPS), SNEAK ANOTHER PEEK AND IMMEDIATELY GET BACK TO QB'S EYES.

3. HARASS RECEIVERS:

IF A RECEIVER CROSSES INTO YOUR DROP LANE, (IF YOU CAN HIT HIM WITHOUT MOVING FROM YOUR DROP LANE MORE THAN 2 YARDS EITHER WAY), HIT HIM WITH YOUR HANDS ONLY.

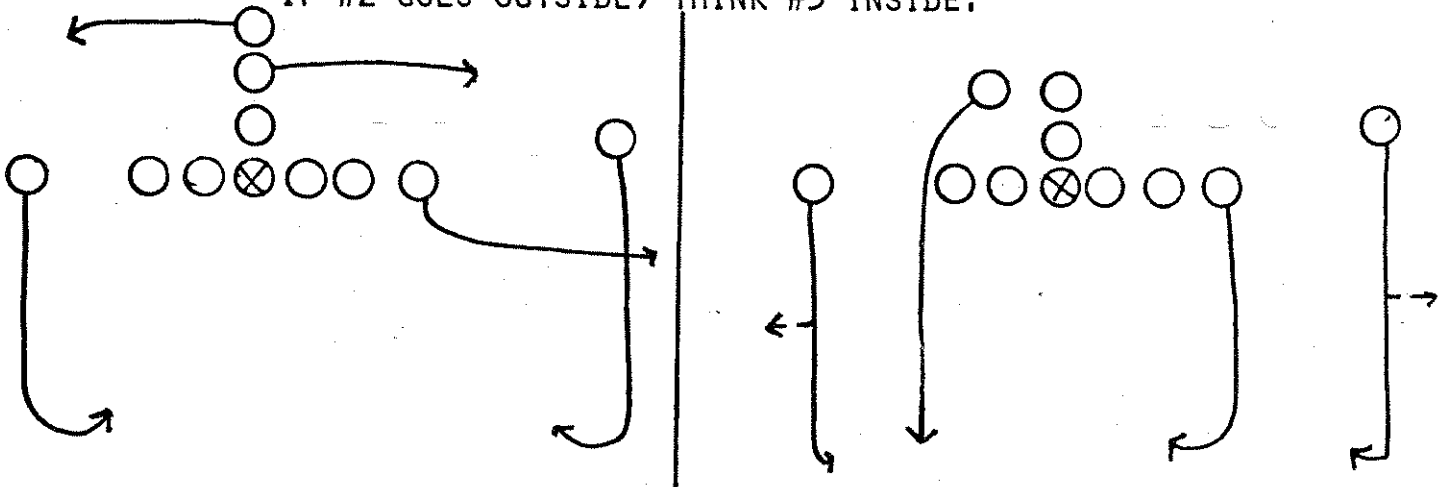
UNDERNEATH ZONE PASS COVERAGE CONT'D.

4. CLUE THE PATTERN:

THE KEY MAN IN CLUEING ANY PATTERN IS THE #2 RECEIVER ON EACH SIDE. IT IS ALSO NECESSARY TO SEE THE #3 RECEIVER, (THIS IS TRUE IN ANY 5 UNDERNEATH COVERAGE).

GENERAL RULE:

IF #2 STAYS INSIDE, THINK #1 OUTSIDE.
IF #2 GOES OUTSIDE, THINK #3 INSIDE.



5. KEEP PROPER POSITION:

EACH UNDERNEATH PASS DEFENDER MUST KNOW WHAT POSITION TO KEEP ON RECEIVERS IN HIS AREA.

GENERAL RULE:

IF YOU'RE MOVING FROM INSIDE OUT, YOUR IDEAL POSITION ON THE RECEIVER IS ONE YARD INSIDE AND ONE YARD IN FRONT OF THE RECEIVER WHEN THE BALL IS THROWN. DON'T LET RECEIVERS GET INSIDE YOU ON CURL IN PATTERNS. IF YOU'RE OUTSIDE, SQUEEZE PATTERN FROM OUTSIDE-IN.

DISREGARD FLARE ROUTES IN ZONE PASS COVERAGE. WE WILL REACT UP TO THEM.

MOST PATTERNS ARE THROWN WITHIN A 10-12 YARD DEPTH. IF YOU REACH THAT POINT AND BALL ISN'T THROWN, GATHER AND DEEPEN AT A SLOWER RATE.

UNDERNEATH ZONE PASS COVERAGE CONT'D.

6. COMMUNICATE:

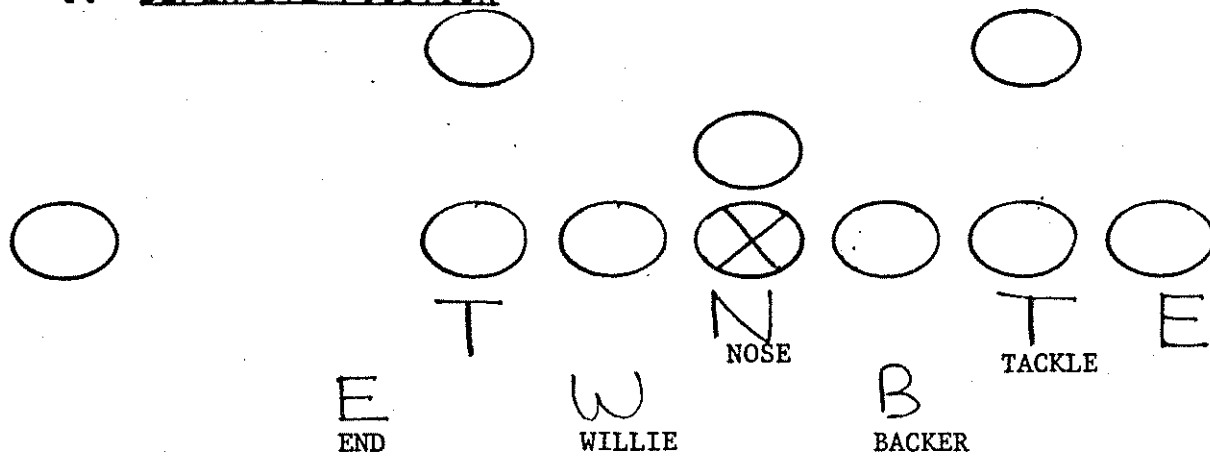
LET YOUR TEAMMATES KNOW WHAT YOU'VE LEARNED FROM CLUEING THE PATTERN. BE ALERT TO GET VERBAL HELP FROM DEEP BACKS.

7. BREAK ON SET OF SHOULDER:

ANTICIPATE AND GO FOR THE INTERCEPTION. WHEN BALL IS THROWN, LOOK ONLY AT BALL. GO RECKLESSLY FOR THROWN FOOTBALL.

SMU DEFENSIVE TERMINOLOGY
SECONDARY

I. DEFENSIVE POSITION



C CORNER

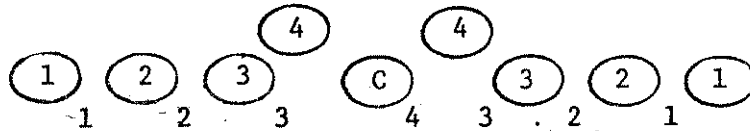
II. PUNT NUMBERING

S SAFETY

SS STR. SAFETY

(K)

(F.B.)



III. ALIGNMENT

- | | |
|---|---|
| <ol style="list-style-type: none"> 1. <u>HEAD</u> 2. <u>SHADE</u> 3. <u>INSIDE SHADE</u> 4. <u>SPLIT</u> 5. <u>IOE</u> 6. <u>GAP</u> 7. <u>STACK</u> 8. <u>OUTSIDE</u> 9. <u>OFF</u> 10. <u>OUT</u> 11. <u>WALKAWAY</u> 12. <u>NORMAL</u> | <ul style="list-style-type: none"> - DEFENDER HEAD TO HEAD ON OFFENSIVE PLAYER, - DEFENDER'S INSIDE EYE ON OFFENSIVE PLAYER'S OUTSIDE EYE, - DEFENDER'S OUTSIDE EYE ON OFFENSIVE PLAYER'S INSIDE EYE, - DEFENDER'S INSIDE LEG SPLITS MIDDLE OF OFFENSIVE PLAYER, - DEFENDER'S INSIDE FOOT ON OFFENSIVE PLAYER'S OUTSIDE FOOT, - DEFENDER IN GAP BETWEEN ADJACENT OFFENSIVE LINEMEN, - LINEBACKER BEHIND A DEFENSIVE LINEMAN, - DEFENDER'S INSIDE FOOT 1 FOOT OUTSIDE OFFENSIVE PLAYER'S OUTSIDE FOOT, - DEFENDER ALIGNED OFF LINE OF SCRIMMAGE AT LINEBACKER DEPTH, - DEFENDER ALIGNED ON A WIDE RECEIVER, EXACT POSITION IS DETERMINED IN DEFENSE CALLED, - DEFENDER ALIGNED APPROXIMATELY MID POINT BETWEEN WIDE RECEIVER AND REMAINDER OF FORMATION, - DEFENDER ALIGNED ON L.O.S. OUTSIDE ADJACENT DEFENDER, |
|---|---|

DEFENSIVE TERMINOLOGY CONT'D.

IV. CALLS * SECONDARY

1. "HUDDLE" CALL - THE DEFENSE CALLED IN THE HUDDLE BY THE BACKER.
2. "STRENGTH" CALL - THE CALL "STRONG RIGHT" OR "STRONG LEFT" BY OUR BACKER TO INDICATE THE TWO QUICK RECEIVER SIDE.
3. "DIRECTION" CALL - THE CALL "LUCKY" OR "RINGO" BY OUR BACKER TO INDICATE SIDE OF LOOP OR A STUNT ACCORDING TO TENDENCY INFORMATION.
4. "CHECK" CALL - CALL USED TO REGROUP HUDDLE OR CHANGE A CALL AT THE L.O.S.
5. "BALL UP" - CALL USED TO INDICATE BALL IN THE AIR OR ON THE GROUND.
6. "PASS" CALL - CALL USE TO INDICATE PASS PLAY.
7. "OSKIE" CALL - CALL USED TO INDICATE INTERCEPTION.
8. "PETER" CALL - CALL USED TO INDICATE STAY AWAY FROM BALL AND DON'T BLOCK.
9. "CRACK" CALL - CALL BY CORNERS WHICH ALERTS AN INSIDE DEFENDER, (USUALLY SAFETY) THAT A WIDE RECEIVER IS COMING FROM OUTSIDE-IN TO BLOCK THEM.
10. "DRAW" CALL - CALL USED TO INDICATE DRAW.
11. "LUCKY" CALL - LB CALL TO DENOTE LOOP LEFT ACCORDING TO FORMATION OR GAME PLAN.
12. "RINGO" CALL - LB CALL TO DENOTE LOOP RIGHT ACCORDING TO FORMATION OR GAME PLAN.
13. "PRELIMINARY" CALL - CALL MADE BY SAFETY PRIOR TO SNAP TO INDICATE DIRECTION OF SECONDARY ROTATION ON FLOW OR SNAP.
14. "REASSURING" CALL - CALL MADE BY SAFETY AFTER HE READS FLOW TO INDICATE THE DIRECTION OF THE SECONDARY ROTATION.
15. "TIGHT" CALL - A CALL BY CORNER TO INSIDE PASS DEFENDER, USUALLY THE WILLIE, STRONG SAFETY, OR SAFETY TO INDICATE A TIGHT SET THEIR SIDE.
16. "SKY" & "CLOUD" CALL - A CALL GIVEN BY STRONG SAFETY TO STRONG CORNER IN ²³ COVERAGE TO COORDINATE STRONGSIDE RUN AND PASS RESPONSIBILITIES. THE SAFETY CAN MAKE CALL TO THE WEAK CORNER IN ³³ COVERAGE TO COORDINATE RUN SUPPORT AND PASS RESPONSIBILITIES.
17. "OMAHA" CALL - CALL USED BY THE STRONG SAFETY TO CALL OFF READ PRINCIPLE VS. A WING SET.
18. "STAY" CALL - CALL IN HUDDLE WHICH MEANS STAY IN HUDDLE DEFENSE IN ALL SITUATIONS.

V. GENERAL

1. STANCE: THAT POSITION FROM WHICH TO BEST START FORWARD OR
LATERALLY WITHOUT RAISING UP, DIPPING DOWN OR FALSE
STEPPING.
2. ALIGNMENT: THE POSITION ON THE FIELD FROM WHICH TO BEST
EXECUTE YOUR ASSIGNMENT (CAN BE EITHER RELATIONSHIP
TO OFFENSE ALIGN OR SPOT ON FIELD).
3. KEY: THE THING YOU LOOK AT TO INDICATE INITIAL REACTION AND
PLAY RECOGNITION.
4. INITIAL REACTION: YOUR FIRST MOVE ON SNAP OF BALL, DETERMINED
BY YOUR KEY.
5. STRONG SIDE: THE SIDE OF THE QUICK RECEIVERS.
6. WEAK SIDE: SIDE OF FORMATION AWAY FROM THE TWO QUICK RECEIVERS.
(IN DOING SO, DOUBLE WING-SIDE AWAY FORM THE TWO
NORMAL RECEIVERS).
7. FLOW STRONG: ACTION BY THE BALL TO THE STRONG SIDE.
8. FLOW WEAK: ACTION BY THE BALL TO THE WEAK SIDE.
9. PASS TO: PASS ACTION BY THE QB TOWARD YOU.
10. PASS AWAY: PASS ACTION BY THE BALL GOING AWAY FROM YOU.
11. FLOW TO: ACTION BY THE BALL COMING TOWARD YOU.
12. FLOW AWAY: ACTION BY THE BALL GOING AWAY FROM YOU.
13. MOTION:
 - A. MOTION: A MOTION TO NEW TWO QUICK RECEIVER SIDE OR TO
ESTABLISH STRENGTH.
 - B. FLY: MOTION TO THREE QUICK RECEIVERS ON ONE SIDE.
 - C. DIVIDE: MOTION TO TWO QUICK RECEIVERS ON EACH SIDE.
14. SHIFT OF STRENGTH: SHIFT BY BACKS CHANGING THE TWO QUICK
RECEIVERS SIDE.
15. HIT POSITION: FEET ABOUT SHOULDER WIDTH APART; FLEX ANKLES,
KNEES, HIPS. NO MORE THAN TOE TO HEEL RELATION-
SHIPS. CENTER OF GRAVITY OVER BALLS OF FEET.
16. STRIKE A BLOW: MOVEMENT WITH HANDS OR FLIPPER TO DEFEAT
OFFENSIVE MAN'S MOVEMENT. WANT FEET UNDER US
AND MOVING.
17. CENTER OF GRAVITY: THE DISTRIBUTION OF WEIGHT OVER A BODY PART
18. ANGLES: THE ANGLE RELATIONSHIP BETWEEN YOUR MOVING PARTS.
PROPER ANGLES DIFFER FROM POSITION TO POSITION.
19. GATHER: WIDEN BASE, LOWER CENTER OF GRAVITY, SHORTEN STRIDE.
20. TECHNIQUE: YOUR FUNDAMENTAL IN CALLED DEFENSE.
21. STUNT: DEFENSIVE MANEUVER BY UNDERNEATH ZONE COVERAGE PEOPLE,
DESIGNED TO PENETRATE OFFENSIVE L.O.S.
22. SHIVER: STRIKING A BLOW WITH HANDS TO OPPONENT'S HEAD OR
SHOULDER PAD.
23. FLIPPER: STRIKING A BLOW WITH THE SHOULDER-FOREARM.
24. STEM: SHIFTING ALIGNMENT PRIOR TO SNAP OF BALL.
25. SUDDEN CHANGE: ANY TIME BALL CHANGES FROM OFFENSE TO DEFENSE
OR DEFENSE TO OFFENSE AND REMAINS IN PLAY.
26. POINT OF ATTACK: SPOT WHERE BALL CROSSES L.O.S.
27. HASH: BALL WITH 4 YARDS OF HASH.
28. MIDDLE: BALL MORE THAN 4 YARDS FROM HASH.
29. BOUNDARY: AREA BETWEEN HASH AND SIDELINE.
30. SPRING: AN AGGRESSIVE STEP AND HIT.

DEFENSIVE TERMINOLOGY CONT'D.

VI. CONTAINMENT

1. FORCE RUN CONTAIN: CONTAIN ALL RUNS. PITCH ON ALL OPTIONS.
(KEEP THE BALL ON YOUR INSIDE EYE).
2. PASS CONTAIN: PLAYER RESPONSIBLE FOR CONTAINING QB ON PASSES.
3. CONTAIN EVERYTHING: CONTAIN ALL RUNS AND PASSES. PITCH ON ALL OPTIONS.
4. SECONDARY PASS CONTAIN: PLAYER RESPONSIBLE TO REGAIN CONTAIN ON QB IF HE HAS BROKEN THE PRIMARY PASS CONTAIN.
5. FILL: SUPPORTING THE RUN INSIDE THE CONTAIN MAN. NOTE: IF CONTAIN MAN GOOFS, FILL MAN ALWAYS BECOMES SECONDARY RUN CONTAIN.
6. SQUEEZE: (END, STRONG SAFETY, TACKLE) - MAKE THE TACKLE OR FORCE THE PLAY WIDE.
7. WHEEL IT: AWAY PURSUIT ANGLE FOR MAN HAVING FLAT AREA. "GET ON THE WHEEL."
8. ALLEY: AREA BETWEEN SQUEEZE MAN AND FORCE RUN CONTAIN MAN.

VII. PASS

1. ZONE COVERAGE: PASS DEFENDERS COVERING ASSIGNED AREA ON PASS.
2. MAN COVERAGE: PASS DEFENDERS COVERING ELIGIBLE RECEIVERS ON PASS.
3. DROPPACK: ANY PASS ACTION BY THE QB BETWEEN OFFENSIVE TACKLES.
4. SPRINT OUT: PASS ACTION BY THE QB OUTSIDE TRYING TO BREAK PASS CONTAIN.
5. PLAY ACTION: PASS ACTION BY THE QB AFTER FAKING A RUNNING PLAY.
6. BOOTLEG: PASS ACTION BY THE QB TO WEAKSIDE AFTER FAKING A RUN IN THE OPPOSITE DIRECTION.
7. WAGGLE: PASS ACTION BY QB STRONG AFTER FAKING RUNNING PLAY IN OPPOSITE DIRECTION.
8. PULL UP: PASS ACTION BY QB OUTSIDE THE TACKLE NOT TRYING TO BREAK PASS CONTAIN.
9. DROP: MOVEMENT OF PASS DEFENDERS TO GET INTO PASS AREA.
10. POINT OF AIM: THE SPOT IN AREA PASS DEFENSE WHERE THE UNDERNEATH COVERAGE PEOPLE START DROP TO.
11. PICK: OFFENSIVE MANEUVER BY A RECEIVER TO OBSTRUCT MAN COVERING HIS MAN.
12. HAMMER: FORCING RECEIVER ON AN ALTERNATE ROUTE OR KNOCKING HIM DOWN.
13. FLAT: WIDEST SHORT AREA AND WIDEST SHORT RECEIVER (FLARING BACK IS WIDEST AREA RECEIVER).
14. CURL: 2ND WIDEST SHORT AREA AND 2ND WIDEST SHORT RECEIVER.
15. HOOK: 3RD WIDEST AREA RECEIVER TO ONE SIDE OF FORMATION AND THIRD WIDEST SHORT AREA.
16. MIDDLE: MIDDLE AREA. HOOK TO SIDE OF 3RD WIDEST RECEIVER.
17. NO HELP MAN TO MAN: MAN FOR MAN COVERAGE - NO BACKUP HELP.
18. RECKLESS MAN TO MAN: MAN FOR MAN COVERAGE - WITH BACKUP HELP.
19. QUICK RECEIVER: ANY ELIGIBLE RECEIVER ALIGNED WITHIN 1 YARD OF THE L.O.S.

DEFENSIVE TERMINOLOGY CONT'D.

VII. PASS CONT'D.

20. #1: WIDEST SET RECEIVER IN THE OFFENSIVE FORMATION.
21. #2: 2ND WIDEST SET RECEIVER IN THE OFFENSIVE FORMATION.
22. #3: 3RD WIDEST SET RECEIVER IN THE OFFENSIVE FORMATION.
23. #4: 4TH WIDEST RECEIVER TO SHOW TO ONE SIDE.
24. FREE UP: DEFENDER NORMALLY IN NO HELP M-M COVERAGE IS FREE BECAUSE HIS MAN GOES AWAY. HAS NO MAN TO COVER. HE CHECKS FOR CROSSING RECEIVERS, THEN HELPS IN HIS AREA.
25. CUSHION: A DISTANCE OF A LEAST 3 YARDS IN BACK OF RECEIVER.
26. FLARE: ROUTE BY A BACK OUTSIDE THE TACKLE BOX AND BEHIND THREE YARDS IN FRONT OF THE L.O.S.
27. BANJO: INSIDE-OUTSIDE COVERAGE BY TWO DEFENDERS ON TWO ELIGIBLE RECEIVERS IN MAN COVERAGE.
28. DOG: COVER RECEIVER WITH A GLUE TECHNIQUE.

THEORY OF DEFENSIVE SECONDARY PLAY

1. GENERAL COMMENTS

THE IMPORTANCE OF GOOD DEFENSIVE SECONDARY PLAY CANNOT BE OVEREMPHASIZED-- A CLOSELY-KNITTED, HARD-HITTING SECONDARY THAT STRIVES TO DESTROY THE EFFECTIVENESS OF AN OFFENSIVE ATTACK IS INDISPENSIBLE TO SUCCESS. YOU MUST BE OFFENSIVE-MINDED -- ALERT FOR INTERCEPTIONS, FUMBLES, BLOCKED KICKS, OR LONG PUNT RETURNS THAT WILL GIVE YOUR OWN OFFENSIVE TEAM GOOD FIELD POSITION.

THE GOAL OF THE DEFENSIVE SECONDARY IS TO PREVENT A LONG TOUCHDOWN RUN OR PASS AND TO COMBINE WITH THE DEFENSIVE LINE IN STOPPING A LONG, SUSTAINED DRIVE BY THE OFFENSE. A GOOD DEFENSIVE SECONDARY SHOULD NEVER ALLOW A LONG TOUCHDOWN RUN, SINCE ONLY TWO INGREDIENTS ARE NECESSARY TO STOP A LONG RUN--GOOD TACKLING AND "HUSTLE". WE RECOGNIZE THAT THE OPPOSING TEAMS IN THE SOUTHWEST CONFERENCE HAVE EXCELLENT PASSING GAMES, AND OCCASIONALLY THEY WILL BE SUCCESSFUL ON THE LONG TOUCHDOWN PASS; THEREFORE, WE DO NOT FEAR THE LONG PASS.

THE DEEP BACK CATEGORY CONSISTS OF TWO HALFBACKS AND TWO SAFETIES. THESE WILL BE A HALFBACK AND SAFETY ON THE "STRONGSIDE" AND A HALFBACK AND SAFETY ON THE "WEAKSIDE", AND WILL BE REFERRED TO AS "STRONG" AND "WEAK", RESPECTIVELY. WHERE THE LINEBACKER HAS A TREMENDOUS BURDEN OF IMMEDIATE SUPPORT FOR EITHER THE DEFENSIVE LINE OR THE DEEP BACKS, NO POSITION HAS MORE RESPONSIBILITY FOR PREVENTING THE TOUCHDOWN THAN THE DEEP BACKS. A DEFENSIVE BACK IS THE LAST LINE OF DEFENSE, AND A FAILURE IN EXECUTION CAN MEAN AN OPPONENT'S TOUCHDOWN. DEFENSIVE BACKS WHO ARE SKILLED IN THEIR INDIVIDUAL PASS COVERAGES AND ARE GOOD TACKLERS CAN BE THE FINEST ASSET OF A GOOD FOOTBALL TEAM.

THE DEFENSIVE SECONDARY HAS TWO PRIMARY FUNCTIONS:

- (A) -- DEFENSE AGAINST THE END RUN, -- AND
- (B) -- DEFENSE AGAINST THE PASSING GAME.

2. DEFENSE AGAINST THE END RUN

THE QUICKEST WAY TO BE DEFEATED BY AN OFFENSIVE TEAM IS TO ALLOW THEM TO SUCCESSFULLY RUN OUTSIDE. AN END RUN IS NOT DIFFICULT TO STOP WHEN THE THREE PLAYERS UNDER ATTACK ARE COORDINATED; NAMELY, THE HALFBACK, SAFETY AND DEFENSIVE END. GOOD FUNDAMENTALS OF END RUN PLAY REQUIRE A CONTAIN MAN, A CUTBACK MAN, AND A MAN TO CHECK FOR A PLAY PASS.

WE WILL USE THREE TYPES OF END RUN FORCES; NAMELY THE CLD, SKY, AND THE "E" FORCE. THE CLD AND SKY FORCES DESIGNATE THE BACK MAKING THE FORCE AND CONTAINING THE PLAY. WHENEVER "CLD" IS CALLED, THE HALFBACK WILL MAKE THE FORCE; WHENEVER "SKY" IS CALLED, THE SAFETY WILL MAKE THE FORCE. THE "E" FORCE DESIGNATES THE END MAN ON THE LINE OF SCRIMMAGE TO MAKE THE FORCE.

THE FINAL INGREDIENT TO SUCCESSFUL END RUN PLAY IS GOOD PURSUIT AND GANG TACKLING BY THE REMAINING EIGHT DEFENSIVE PLAYERS.

LET'S DEMOLISH EVERY END RUN!

3. PASS DEFENSIVE THEORY

THE PASS OFFENSE CAN BE DIVIDED INTO CATEGORIES ACCORDING TO QUARTERBACK TECHNIQUE OR FLOW OF BACKS. THE FOLLOWING BREAKDOWN WILL SHOW THE TYPE OF PASSES THAT WILL BE INCLUDED UNDER THESE BROAD CATEGORIES:

- (A) POCKET PASSES
 - (1) INDIVIDUAL AND PATTERN PASSES
 - (2) DIVIDE PASSES
 - (3) DECEPTIVE PASSES
- (B) FLOW STRONG
 - (1) PLAY-ACTION PASSES THAT DO NOT REQUIRE END RUN FORCE.
 - (2) PLAY-ACTION PASSES CAUSING END RUN FORCES.
 - (3) QUARTERBACK ROLLOUTS STRONG AND WAGGLES, WITH OR WITHOUT MOTION.
- (C) FLOW WEAK
 - (1) FLOODS
 - (2) Q.B. ROLL OUT WEAK

OUR APPROACH TO PASS DEFENSE IS TO GIVE THE DEFENSIVE ENDS AND DEEP BACKS A CERTAIN NUMBER OF INDIVIDUAL PASS COVERAGE TECHNIQUES TO BECOME SKILLED IN THEIR USE. OUR PASS DEFENSES ARE DESIGNED BY COMBINING A GROUP OF THESE INDIVIDUAL TECHNIQUES INTO ONE COORDINATED DEFENSE. THE FOLLOWING SHOWS THE TECHNIQUES TO BE MASTERED BY EACH POSITION:

DEEP BACKS' INDIVIDUAL PASS COVERAGES

- (1) M-M - COVERS A DESIGNATED RECEIVER MAN-TO-MAN ON ALL PASS ROUTES
- (2) AREA - COVERS A DESIGNATED AREA OF THE FIELD
- (3) SWITCH----M-M COVERAGE WITH THE RESPONSIBILITY TO SWITCH OFF TO ANOTHER RECEIVER, OR AREA WITH CERTAIN SITUATIONS
- (4) BANJO - TWO OR THREE DEFENDERS ARE RESPONSIBLE FOR TWO OR THREE RECEIVERS
- (5) DOG - COVER DESIGNATED RECEIVER WITH A "GLUE" TECHNIQUE

THE SUCCESS OF A DEFENSIVE BACK OR DEFENSIVE END WILL DEPEND ON HIS ABILITY TO BECOME SKILLED WITH THE "TOOLS" OF HIS TRADE. ONCE A PLAYER HAS MASTERED THE ART OF PASS COVERAGE, EVERY PLAY BECOMES AN EXCITING CHALLENGE.

4. DEFENSES AGAINST THE PASSING GAME

THE DEFENSE CALLED BY THE DEFENSIVE QUARTERBACK WILL COMBINE A LINE DEFENSE WITH A PASS DEFENSE, SUCH AS OKIE 23, ETC. THE PART THAT FOLLOWS THE LINE RESPONSIBILITY WILL BE THE PASS DEFENSE.

OUR "PASS DEFENSES" ARE DESIGNED TO ACCOMPLISH THREE OBJECTIVES:

- (A) CONCENTRATED COVERAGE ON THE FLANKER SIDE.
- (B) CONCENTRATED COVERAGE ON THE WEAK SIDE,
OR ...
- (C) BALANCED COVERAGE THROUGHOUT THE OFFENSIVE FORMATION.

YOU WILL FIND THAT EVEN THOUGH WE HAVE A NUMBER OF PASS DEFENSES, THERE ARE SIMILARITIES BETWEEN MANY OF THE DEFENSES. THE MOST IMPORTANT PART OF THE PASS DEFENSE IS TO BECOME SKILLED IN THE INDIVIDUAL COVERAGES.

RULES AND TECHNIQUES FOR PLAYING END RUN

EXPLANATION

THREE TYPES OF END RUN FORCES WILL BE USED; NAMELY CLD FORCE, SKY FORCE AND "E" FORCE.

REGARDLESS OF WHAT TYPE OF FORCE BEING USED, THERE ARE THREE ESSENTIALS TO GOOD END RUN PLAY - A CONTAIN MAN, A CUTBACK MAN AND A MAN TO "CHECK" FOR A PLAY PASS. BEFORE A PLAYER CAN BECOME SKILLED IN END RUN PLAY, HE MUST MASTER HIS ALIGNMENT, KEY, TECHNIQUE, AND RESPONSIBILITY FOR EACH OF THE SIX POSSIBLE FORMATION SITUATIONS.

THE FOUR SITUATIONS ON THE FLANKER SIDE ARE THE TIGHT END, FLEX END, OPEN AND THE SLOT. THE THREE SITUATIONS ON THE WEAKSIDE ARE THE TARE END, TAILOR END, AND SPREAD END.

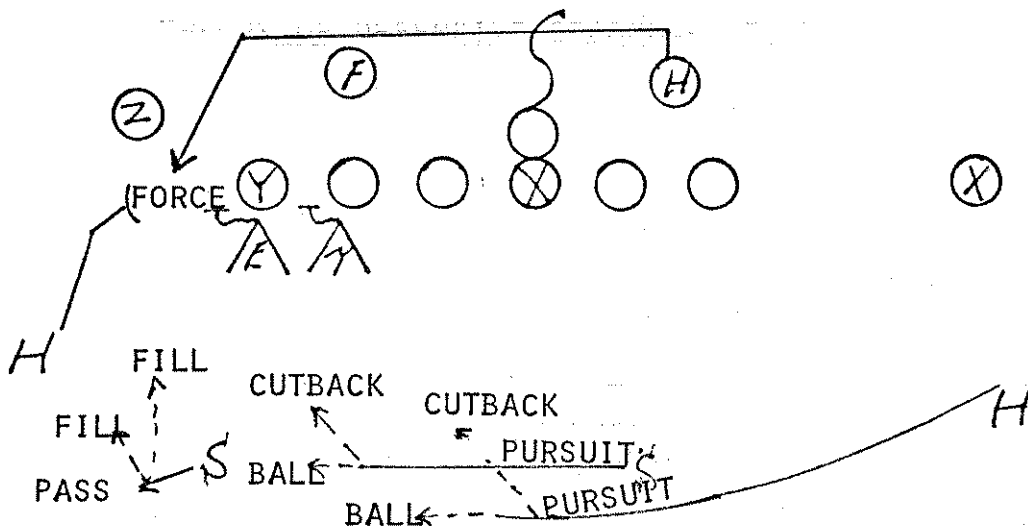
THE CLD AND SKY FORCES DETERMINE WHICH OF THE BACKS WILL MAKE THE FORCE AND CONTAIN THE PLAY. THE END MAN ON THE LINE OF SCRIMMAGE WILL MAKE THE "E" FORCE AND WILL USUALLY BE THE DEFENSIVE END.

REACTION TO PLAY-ACTION PASS

THERE WILL BE OCCASIONS WHERE THE END RUN FORCE WILL START AND A PLAY-ACTION PASS WILL DEVELOP. IN THE EXAMPLES THAT FOLLOW THE "RULES AND TECHNIQUES" OF PLAYING AN END RUN FOR EACH SITUATION, SEVERAL PLAY-ACTION PASSES ARE SHOWN. THE REACTION OF THE SECONDARY IS DIAGRAMMED WITH "NOTES" COVERING EACH POSITION.

RULES & TECHNIQUES FOR PLAYING THE END RUN

STRONGSIDE-CLOUD:



STRONG HALFBACK:

- ALIGNMENT--TAKE POSITION 6-7 YARDS FROM "Z" ON OUTSIDE SHOULDER. (APPRX. 1 YD.) C.P. ALIGNMENT MAY VARY ACCORDING TO FORMATION AND PASS COVERAGE CALLED.
- KEY--Q.B. TO FLOW AND RECEIVER, TIGHT "Z" BACK-KEY "Z" & "Y" TO FLOW, KEY MAY CHANGE ACCORDING TO OPPONENT.
- TECHNIQUE--FORCE AT ANGLE KEEPING GOOD OUTSIDE POSITION, USE INSIDE FOOT, SHOULDER, FOREARM SHIVER, FORCE BALL CARRIER TO MAKE SHARP CUT INSIDE, BE ABLE TO PLAY OFF BLOCKER TO OUTSIDE, IF RUNNER HAS TAKEN DEFINITE INSIDE ROUTE, SPIN OFF BLOCK TO INSIDE.
- RESPONSIBILITY--PRIMARY FORCE-TURN END, RUN INSIDE.
- PASS KEY--COVER ASSIGNED AREA.

STRONG SAFETY:

- ALIGNMENT--TAKE POSITION OFF OF "Y" END 5-7 YARDS DEEP AND 1-2 YDS. OUTSIDE. C.P. ALIGNMENT MAY VARY ACCORDING TO FORMATION AND PASS COVERAGE CALLED.
- KEY--"Y" TO FLOW, "Z" TIGHT, KEY "Z" & "Y" TO FLOW, KEY MAY CHANGE ACCORDING TO OPPONENT.
- TECHNIQUE--RUN KEY-SECONDARY RUN CONTAIN, FILL REACTION OFF OF "Z" AND "Y".
- RESPONSIBILITY--SECONDARY RUN CONTAIN.
- PASS KEY--COVER ASSIGNED AREA.

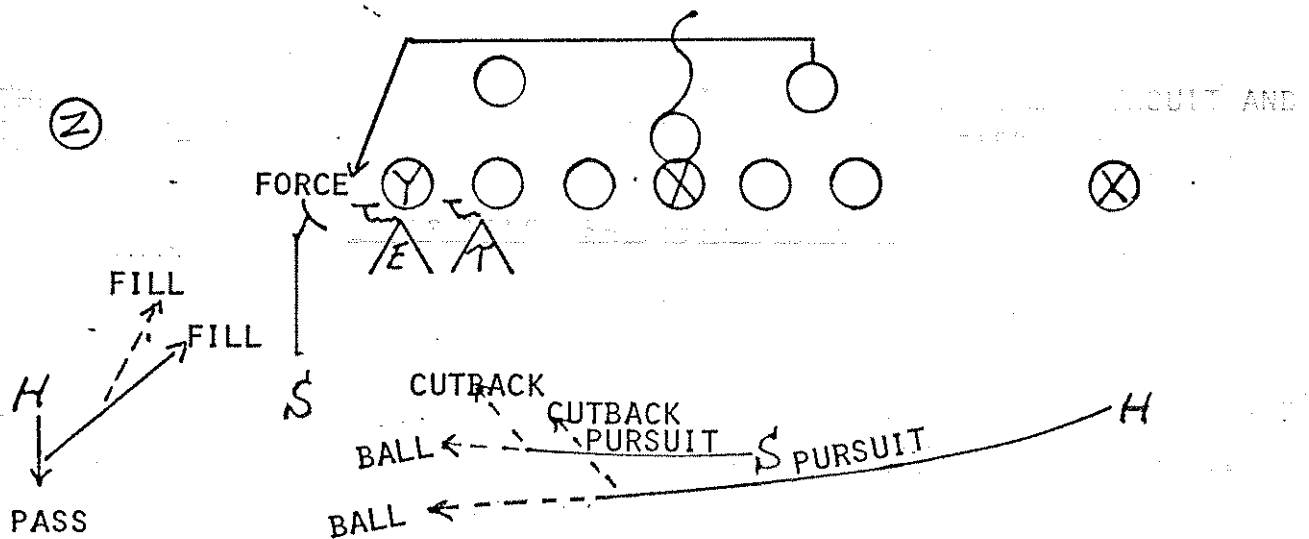
WEAK SAFETY:

- ALIGNMENT--ACCORDING TO FORMATION, FIELD POSITION AND COVERAGE CALLED.
- TECHNIQUE--ESTABLISH PROPER PURSUIT ANGLE TO BALL, MAINTAIN CUTBACK POSITION, ALWAYS ALERT FOR REVERSES OR MISS DIRECTION PLAYS.
- PASS KEY--COVER ASSIGNED AREA.

WEAK HALFBACK:

- ALIGNMENT--ACCORDING TO FORMATION, FIELD POSITION, AND COVERAGE CALLED.
- TECHNIQUE--ESTABLISH PROPER PURSUIT ANGLE TO BALL, MAINTAIN CUTBACK POSITION, ALWAYS ALERT FOR REVERSES OR MISS DIRECTION PLAYS.
- PASS KEY--COVER ASSIGNED AREA.

STRONGSIDE-SKY:



STRONG HALFBACK:

- A. ALIGNMENT--TAKE POSITION 6-7 YARDS FROM "Z" ON OUTSIDE SHOULDER. (APPRX. 1 YD.)
- B. KEY--"Z" TO Q.B.
- C. TECHNIQUE--DO WHAT "Z" TELLS YOU--PASS FIRST--RUN SECOND. IF "Z" RELEASES DOWNFIELD COVER "Z", IF "Z" CRACKS ON STRONG SAFETY, REPLACE STRONG SAFETY AS PRIMARY FORCE CONTAIN. WHEN THE CRACKBACK DEVELOPS, ALERT THE SAFETY WITH THE CALL "CRACKBACK".
- D. RESPONSIBILITY--COVER "Z" FIRST ON THE PASS--SECONDARY RUN CONTAIN. REACT TO THE "Z" CRACKBACK.
- E. PASS KEY--COVER ASSIGNED AREA.

STRONG SAFETY:

- A. ALIGNMENT--TAKE POSITION OFF OF "Y" END 4-5 YARDS DEEP AND 1-2 YDS. OUTSIDE. C.P. ALIGNMENT MAY VARY ACCORDING TO THE SPLIT OF "Z" OR THE FORMATION, OR PASS COVERAGE CALLED.
- B. KEY--"Y" TO FLOW. KEY MAY CHANGE ACCORDING TO OPPONENT.
- C. TECHNIQUE--FORCE AT ANGLE KEEPING GOOD OUTSIDE POSITION. USE INSIDE FOOT, SHOULDER, FOREARM SHIVER. FORCE BALL CARRIER TO MAKE SHARP CUT INSIDE. BE ABLE TO PLAY OFF BLOCKER TO OUTSIDE. IF RUNNER HAS TAKEN DEFINITE INSIDE ROUTE, SPIN OFF BLOCK TO INSIDE.
- D. RESPONSIBILITY--PRIMARY FORCE--TURN RUN INSIDE.
- E. PASS KEY--COVER ASSIGNED AREA.

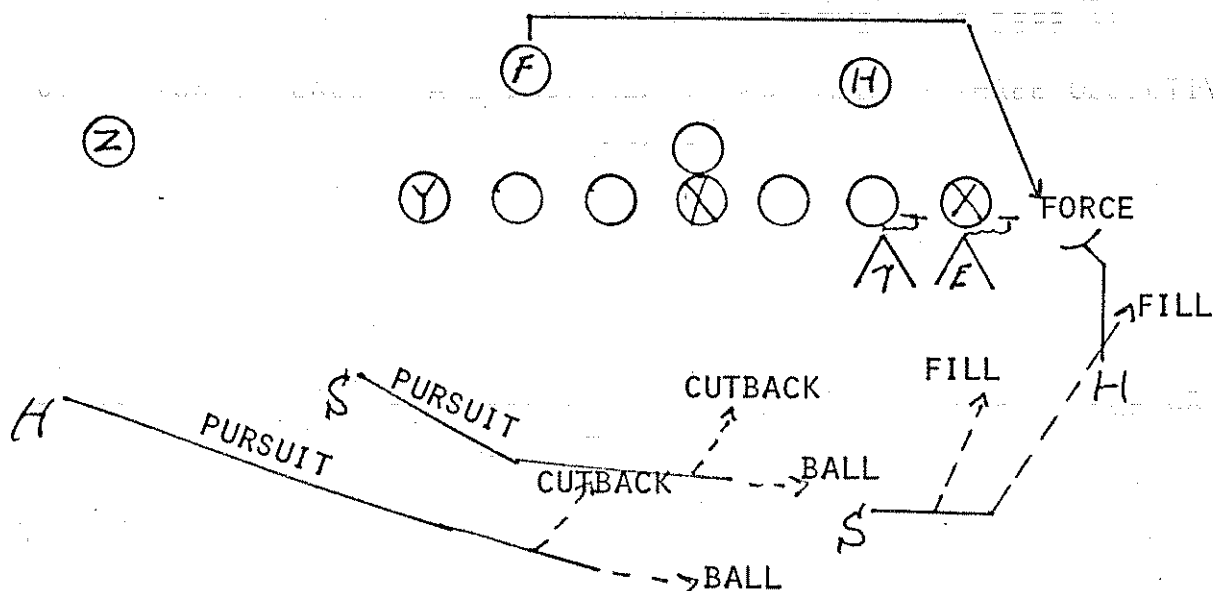
WEAK SAFETY:

- A. ALIGNMENT--ACCORDING TO FORMATION, FIELD POSITION, AND COVERAGE CALLED
- B. TECHNIQUE--ESTABLISH PROPER PURSUIT ANGLE TO BALL. MAINTAIN CUTBACK POSITION. ALWAYS ALERT FOR REVERSES OR MISS DIRECTION PLAYS.
- C. PASS KEY--COVER ASSIGNED AREA.

WEAK HALFBACK:

- A. ALIGNMENT--ACCORDING TO FORMATION, FIELD POSITION, AND COVERAGE CALLED
- B. TECHNIQUE--ESTABLISH PROPER PURSUIT ANGLE TO BALL. MAINTAIN CUTBACK POSITION. ALWAYS ALERT FOR REVERSES OR MISS DIRECTION PLAYS.
- C. PASS KEY--COVER ASSIGNED AREA.

WEAKSIDE-CLOUD:



WEAK HALFBACK:

- A. ALIGNMENT--TAKE POSITION 6-7 YARDS FROM "X" ON OUTSIDE SHOULDER. (APPRX. 1 YD.) C.P. ALIGNMENT MAY VARY ACCORDING TO FORMATION AND PASS COVERAGE CALLED.
- B. KEY--Q.B. TO FLOW AND RECEIVER. TARE AND TAILOR END-KEY "X" TO Q.B. AND FLOW. KEY MAY CHANGE ACCORDING TO OPPONENT. "X" RELEASE-LATE FORCE.
- C. TECHNIQUE--FORCE AT ANGLE KEEPING GOOD OUTSIDE POSITION. USE INSIDE FOOT, SHOULDER, FOREARM SHIVER. FORCE BALL CARRIER TO MAKE SHARP CUT INSIDE. BE ABLE TO PLAY OFF BLOCKER TO OUTSIDE. IF RUNNER HAS TAKEN DEFINITE INSIDE ROUTE, SPIN OFF BLOCK TO INSIDE.
- D. RESPONSIBILITY--PRIMARY FORCE-TURN END RUN INSIDE.
- E. PASS KEY--COVER ASSIGNED AREA.

WEAK SAFETY:

- A. ALIGNMENT--ACCORDING TO FORMATION, FIELD POSITION, AND COVERAGE CALLED
- B. KEY--Q.B. TO NEAR BACK TO FLOW. "X" TARE AND TAILOR-KEY "X" TO NEAR BACK TO FLOW.
- C. TECHNIQUE--RUN KEY - SECONDARY RUN CONTAIN. FILL REACTION OFF OF "X".
- D. RESPONSIBILITY--SECONDARY RUN CONTAIN.
- E. PASS KEY--COVER ASSIGNED AREA.

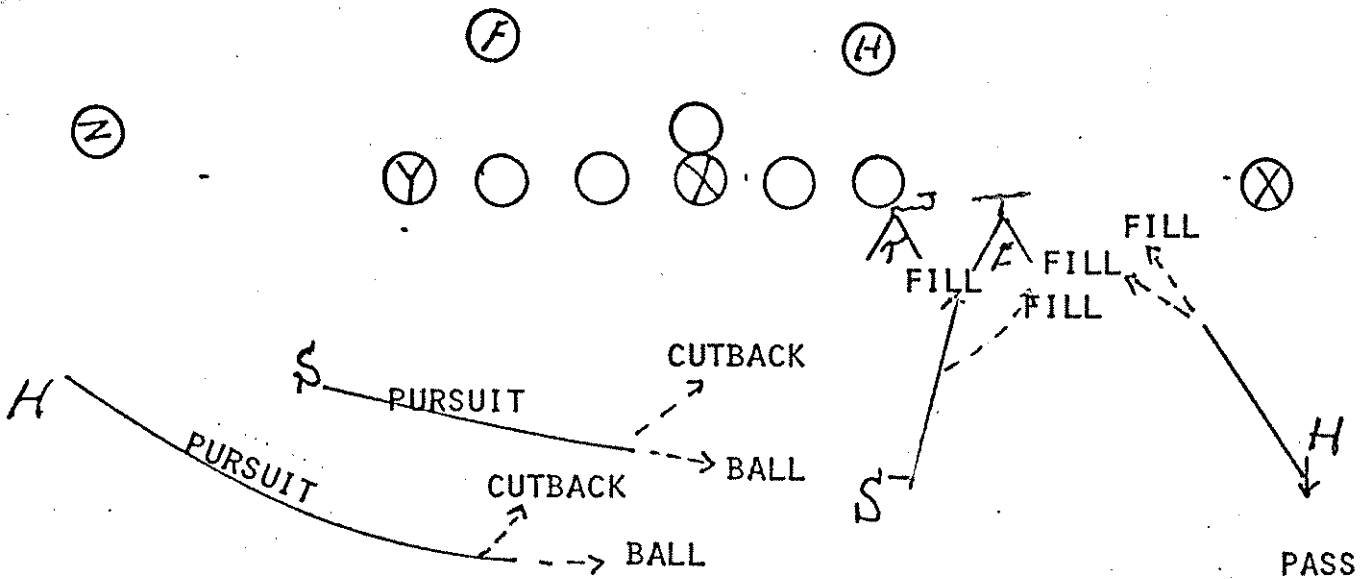
STRONG SAFETY:

- A. ALIGNMENT--ACCORDING TO FORMATION, FIELD POSITION, AND COVERAGE CALLED
- B. TECHNIQUE--ESTABLISH PROPER PURSUIT ANGLE TO BALL. MAINTAIN CUTBACK POSITION. ALWAYS ALERT FOR REVERSES AND MISS DIRECTION PLAYS.

STRONG HALFBACK:

- A. ALIGNMENT--ACCORDING TO FORMATION, FIELD POSITION, AND COVERAGE CALLED
- B. TECHNIQUE--ESTABLISH PROPER PURSUIT ANGLE TO BALL. MAINTAIN CUTBACK POSITION. ALWAYS BE ALERT FOR REVERSES OR MISS DIRECTION PLAYS.
- C. PASS KEY--COVER ASSIGNED AREA.

WEAKSIDE-SKY:



WEAK HALFBACK:

- A. ALIGNMENT--TAKE POSITION 6-7 YARDS FROM "X" ON OUTSIDE SHOULDER. (APPRX. 1 YD.) C.P. ALIGNMENT MAY VARY ACCORDING TO FORMATION AND PASS COVERAGE CALLED.
- B. KEY--"X" TO Q.B. DO WHAT "X" TELLS YOU.
- C. TECHNIQUE--PASS FIRST-RUN SECOND. IF "X" RELEASES DOWN FIELD COVER "X". IF "X" CRACKS ON WEAK SAFETY, REPLACE WEAK SAFETY AS PRIMARY FORCE CONTAIN. WHEN THE CRACKBACK DEVELOPS ALERT THE SAFETY OR W.E. WITH THE CALL "CRACKBACK".
- D. RESPONSIBILITY--COVER "X" FIRST ON THE PASS. SECONDARY RUN CONTAIN. REACT TO THE "X" CRACKBACK.
- E. PASS KEY--COVER ASSIGNED AREA.

WEAK SAFETY:

- A. ALIGNMENT--ACCORDING TO FORMATION, FIELD POSITION, AND COVERAGE CALLED.
- B. KEY--Q.B. TO NEAR BACK TO FLOW.
- C. TECHNIQUE--FILL INSIDE OR OUTSIDE OF W.E. DEPENDING ON ROUTE OF THE BALL CARRIER.
- D. RESPONSIBILITY--PLAY FOR THE CUTBACK-GET TO THE BALL.
- E. PASS KEY--COVER ASSIGNED AREA.

STRONG SAFETY:

- A. ALIGNMENT--ACCORDING TO FORMATION, FIELD POSITION, AND COVERAGE CALLED.
- B. TECHNIQUE--ESTABLISH PROPER PURSUIT ANGLE TO BALL. MAINTAIN CUTBACK POSITION. ALWAYS ALERT FOR REVERSES AND MISS DIRECTION PLAYS.

STRONG HALFBACK:

- A. ALIGNMENT--ACCORDING TO FORMATION, FIELD POSITION, AND COVERAGE CALLED.
- B. TECHNIQUE--ESTABLISH PROPER PURSUIT ANGLE TO BALL. MAINTAIN CUTBACK POSITION. ALWAYS BE ALERT FOR REVERSES OR MISS DIRECTION PLAYS.
- C. PASS KEY--COVER ASSIGNED AREA.

SECONDARY INDIVIDUAL TECHNIQUES

IN PASS COVERAGE

1. DEFENSIVE BACKS

1. ALIGNMENT - ON OUTSIDE SHOULDER OF RECEIVER, 5 TO 7 YARDS DEEP (THE DEFENSE CALLED WILL DESIGNATE THE EXACT DEPTH) WITH OUTSIDE FOOT FORWARD. HB'S GAIN INSIDE SHOULDER POSITION ON RECEIVER.
2. KEY - FOR END RUN FORCE OR PASS COVERAGE (KEYS MAY VARY VS. CERTAIN OPPONENTS).
3. CONCENTRATE - AFTER YOU HAVE YOUR KEY, TURN YOUR EYES BACK TO THE RECEIVER AND CONCENTRATE YOUR ATTENTION ON HIS NUMBERS UNTIL HE MAKES HIS FINAL MOVE.
4. BACKPEDALING - BACKPEDAL STRAIGHT BACK WITH SHOULDERS PARALLEL TO LINE OF SCRIMMAGE, WEIGHT ON BALLS OF FEET, GOOD BALANCE.
5. POSITION - GAIN AN INSIDE POSITION AND 2 YARDS OFF RECEIVER (MOVING DOWNFIELD). GAIN THIS POSITION AS RAPIDLY AS POSSIBLE.
6. DRIVE - WHEN RECEIVER HAS MADE HIS FINAL BREAK, PUSH YOURSELF TO STEP QUICKLY WITH HIS BREAK, STILL CONCENTRATING ON THE RECEIVER.
7. INSTRIDE - ONCE YOU HAVE MADE YOUR DRIVE AND ARE INSTRIDE WITH THE RECEIVER STEP FOR STEP, THEN LOOK FOR THE BALL THROUGH THE RECEIVER.
8. THE BALL - WHEN THE BALL IS IN THE AIR ALWAYS BE IN A POSITION TO EXPLODE THROUGH THE RECEIVER OR BE IN A POSITION TO STEP IN FRONT OF THE RECEIVER TO TAKE THE BALL AT ITS HIGHEST POINT.

COACHING POINTS: (MAN TO MAN)

ALIGNMENTS:

1. USE A BALANCED STANCE, WEIGHT EVENLY DISTRIBUTED ON BALLS OF FEET, KNEES FLEXED.
2. USE THE SIDELINE TO YOUR ADVANTAGE WHEN POSSIBLE.
3. PLAY CORRECT ALIGNMENT BUT MAKE IT LOOK DIFFERENT TO RECEIVER.

KEY:

1. RECOGNIZE FORMATION AND LOCATE YOUR KEY.
2. DEVELOP ABILITY OF RAPIDLY KEYING AND COMING BACK TO RECEIVER.
3. EXPERIENCE WILL ENABLE YOU TO USE SECONDARY KEYS TO YOUR ADVANTAGE.
4. LEARN TO USE YOUR PASS KEYS ON PASS SITUATION.

CONCENTRATION:

1. IGNORE EVERYTHING BUT THE RECEIVER - DO NOT LET ANYTHING ABSTRACT YOU FROM THE RECEIVER YOU ARE COVERING.
2. DISCIPLINE YOURSELF TO CONCENTRATE ON A RECEIVER.
3. BEING ABLE TO CONCENTRATE ON A RECEIVER IS 75% OF M-M COVERAGE.

SECONDARY INDIVIDUAL TECH. IN PASS COVERAGE, CON'T

BACKPEDAL:

1. KEEP WEIGHT ON BALLS OF FEET, GOOD BALANCE.
2. USE ARMS TO ASSIST EASE OF MOVEMENT.
3. WEIGHT DISTRIBUTED EVENLY SO YOU CAN DRIVE OR MOVE Laterally WITH EASE OF MOVEMENT.

POSITION:

1. NEVER LET RECEIVER GET IN A HEAD UP POSITION WITH YOU.
2. HB - AT A POINT NO DEEPER THAN 7 YDS. DOWNFIELD, POSITION YOURSELF IN A 2 YD GAP FROM RECEIVER, STILL MAINTAINING YOUR ORIGINAL INSIDE POSITION.
3. KEEP POSITION ON SHOULDER OF RECEIVER.
4. MAKE YOURSELF STRONG ON ONE SIDE OR OTHER OF RECEIVER.
5. STRONG SAFETY - AT A POINT NO DEEPER THAN 8 YARDS DOWNFIELD, POSITION YOURSELF IN A 2 YARD GAP FROM RECEIVER, STILL KEEPING YOUR ORIGINAL OUTSIDE POSITION.

DRIVE:

1. WHEN YOU DRIVE WITH RECEIVER AND HE CHANGES DIRECTION, BE IN A POSITION SO THAT HE HAS TO MAKE CONTACT WITH YOU IN ORDER TO MAKE THAT CHANGE.
2. GEAR YOURSELF MENTALLY TO EXPLODE ON FINAL BREAK OF RECEIVER.

THE BALL:

1. AS YOU EXPLODE THROUGH RECEIVER AT THE SAME TIME THE BALL ARRIVES, STRIP THE RECEIVER.
2. ON A DEEP MOVE WHEN YOU ARE FORCED BETWEEN THE RECEIVER AND THE BALL, BE SURE YOU CAN FEEL THE RECEIVER.
3. WHEN YOU GET ONLY ONE HAND ON THE BALL BE SURE YOU HAVE THE OTHER HAND IN POSITION TO GRASP RECEIVER.

M-M SHOOTING:

ALIGNMENT:

1. GAIN A TIGHT INSIDE SHOULDER POSITION.

KEY:

1. KEY RECEIVER FOR RUN AND PASS.

BACKPEDAL:

1. BACKPEDAL STRAIGHT BACK WITH SHOULDERS PARALLEL, WEIGHT ON BALLS OF FEET. DO NOT GIVE GROUND RAPIDLY.

POSITION:

1. GAIN A TIGHT INSIDE SHOULDER POSITION 2 YARDS OFF RECEIVER, GAIN THIS POSITION WITHIN 4 YARDS. (G.L. - GAIN INSTRIDE POSITION IMMEDIATELY.)

DRIVE:

1. DRIVE ON RECEIVER ON FIRST BREAK. COVER TIGHT.

AREA COVERAGE (ZONE)

ALIGNMENT:

- 1-2 YARDS ON OUTSIDE SHOULDER OF RECEIVER 4-7 YARDS DEEP, (THE DEFENSE CALLED WILL DESIGNATE THE EXACT DEPTH) WITH OUTSIDE FOOT FORWARD. (SAME AS M-M)

SECONDARY INDIVIDUAL TECH. IN PASS COVERAGE, CON'T

KEY:

KEY FOR END RUN FORCE OR PASS COVERAGE (KEYS MAY VARY VS. CERTAIN OPPONENTS).

DROP:

FALL INTO OR MOVE INTO YOUR AREA WHICH IS DESIGNATED BY THE DEFENSE.

FOCUS:

FOCUS YOUR ATTENTION ON THE QUARTERBACK AND THE BALL.

POSITION:

PUT YOURSELF IN A POSITION WITHIN YOUR AREA WHICH ENABLES YOU TO PLAY THE BALL PERFECTLY TO ALL POINTS OF YOUR AREA.

THE BALL:

WHEN THE BALL IS IN THE AIR, DRIVE TO MEET IT AT ITS HIGHEST POINT OR "STRIP" RECEIVER

BANJO:

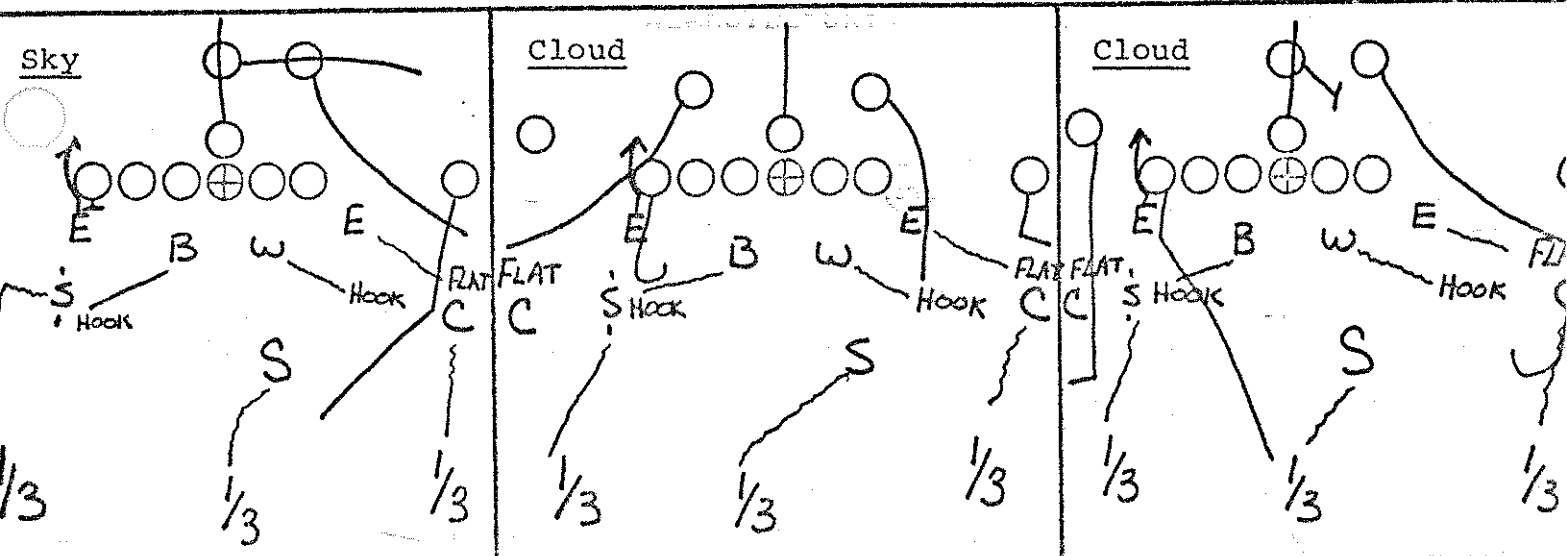
IS A FORM OF PASS DEFENSE WHEN AS MANY AS TWO OR MORE DEFENDERS ARE RESPONSIBLE FOR TWO OR MORE RECEIVERS. INSIDE OUT IS A METHOD USED WITHIN BANJO.

BANJO POSSIBILITIES:

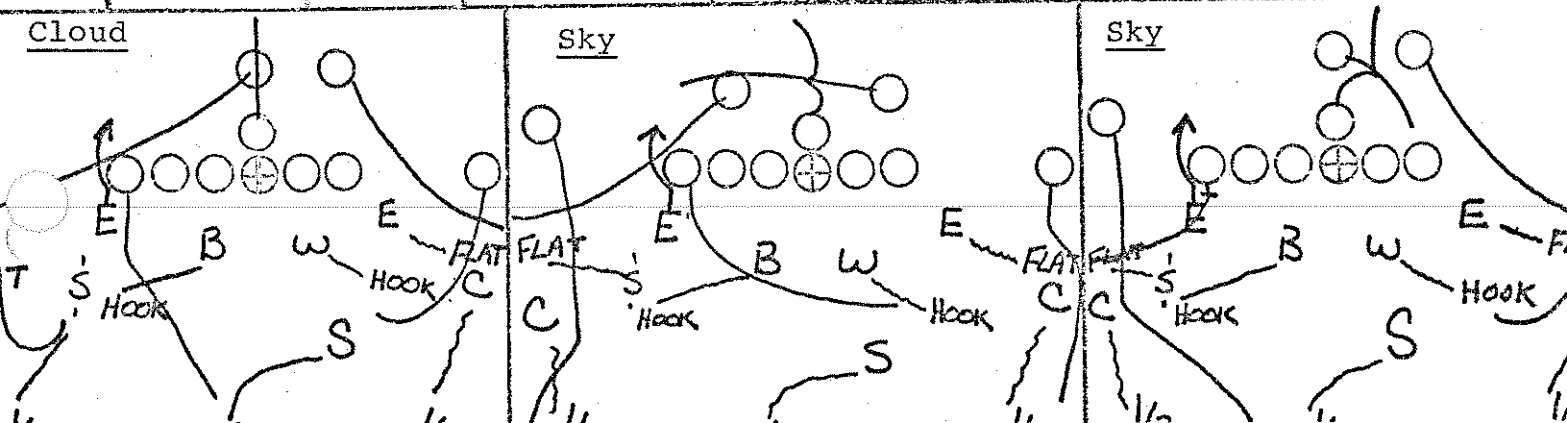
1. WEAK SAFETY AND WEAK HALFBACK (ON H BACK AND X END).
2. STRONG SAFETY AND STRONG HALFBACK (ON Y-END AND "Z")
3. STRONG HALFBACK, STRONG SAFETY, AND WEAK SAFETY (ON Y END, "Z" AND F BACK).
4. WEAK SAFETY AND STRONG SAFETY (ON F BACK AND Y END).

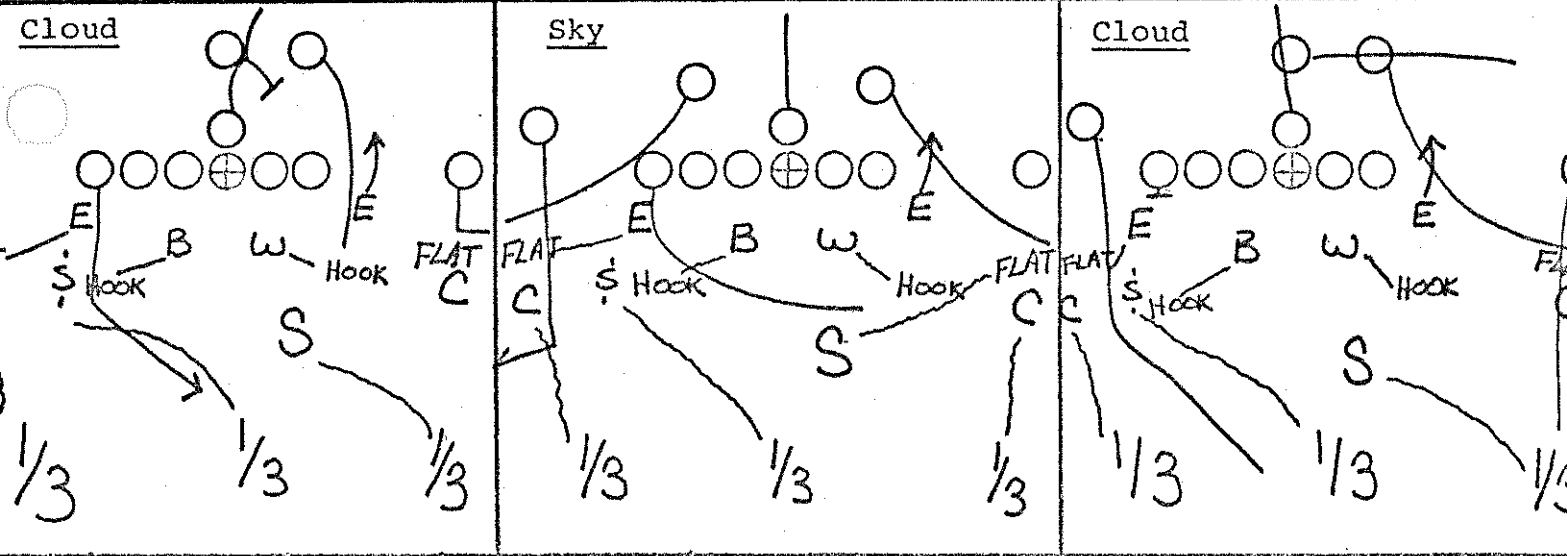
ALIGNMENT:

1. STRONG SAFETY WILL BE DETERMINED BY TYPE OF BANJO USED--STRONG HALFBACK 2 YARDS OUTSIDE 6 YARDS DEEP ON "Z" -- WEAK SAFETY WILL BE DETERMINED BY TYPE OF BANJO USED--WEAK HALFBACK 2 YARDS OUTSIDE 5 YARDS DEEP ON X END.

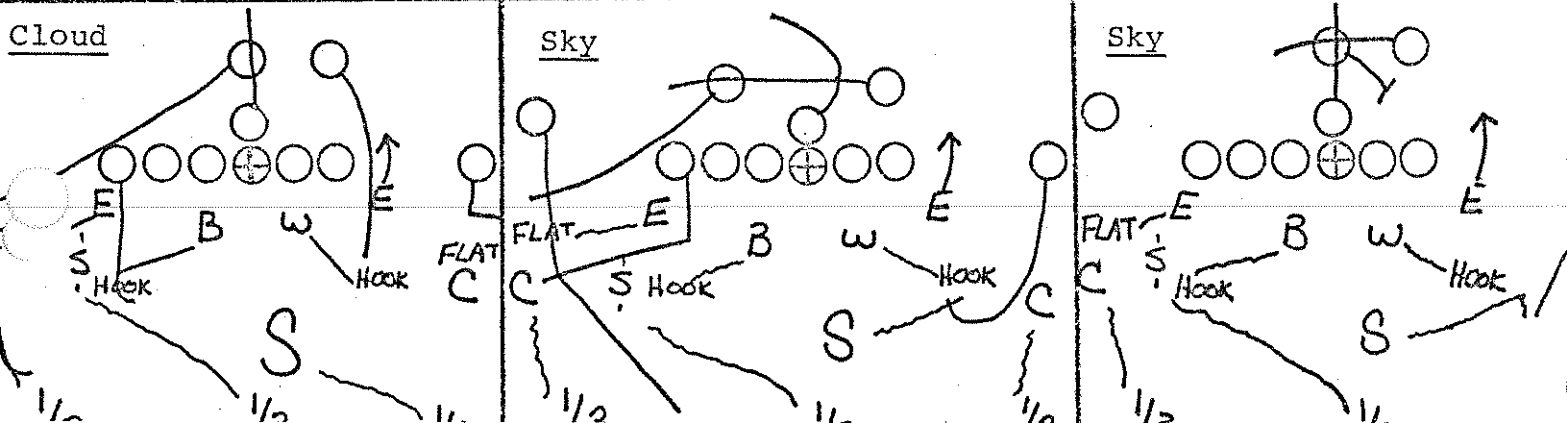


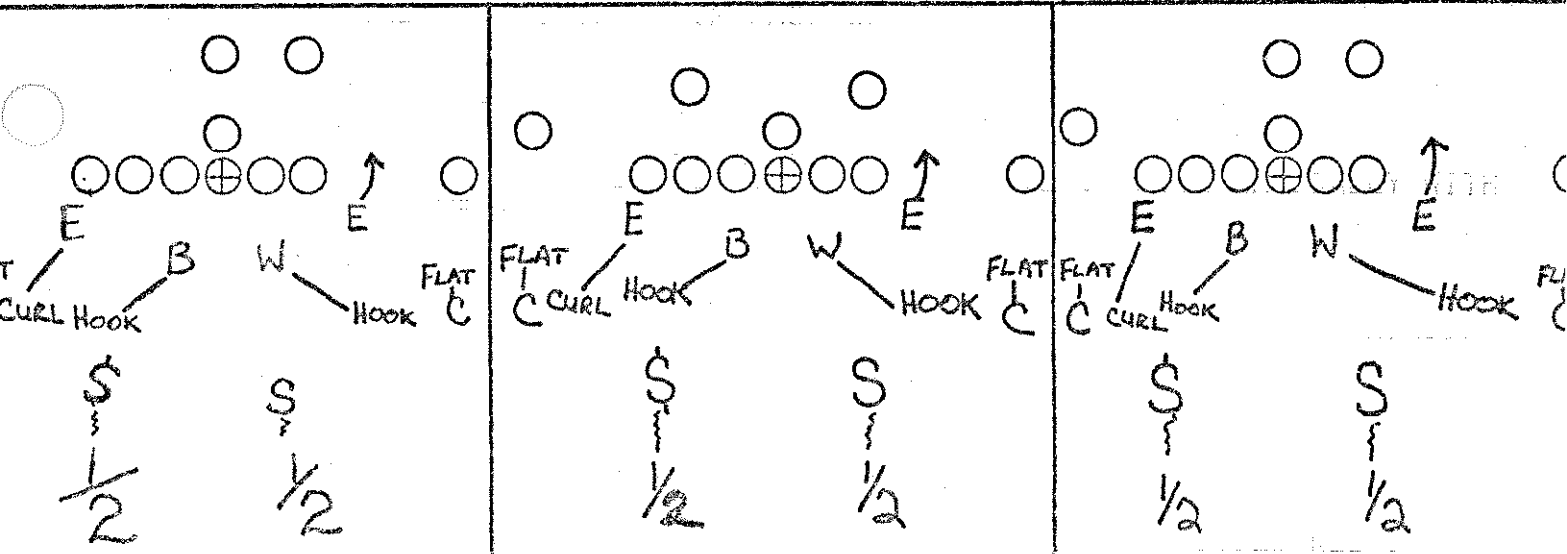
POSITION	ALIGNMENT	FORCE RUN CONTAIN	PASS TECHNIQUE	COACHING POINTS
LONG CORNER	Sky - 1&7 Cloud will vary	Either: Sky or Cloud	Sky - area outside. Deep (1/3) Cloud - Flat zone	<ol style="list-style-type: none"> 1. Strong Key on QB and ball. 2. Sky - Maintain cushion - help will be in flat zone.- Strong post help from w/safety - alert for crossing routes. 3. Cloud - harass receiver through zone - settle with depth if no receiver in zone.
DEPTH	Sky - 1 1/2-2&4-5 Cloud Will vary	Either: Sky or Cloud	Sky - turn to flat zone. Cloud - area outside deep (1/3)	<ol style="list-style-type: none"> 1. Strong Key on QB and ball. 2. Sky - No receiver in flat - double on "Z" 3. Cloud - Maintain cushion - strong help in flat zone and post - alert for crossing routes.
DEEP SAFETY	H & 9-10 Varies with form & field position.	Fill on the ball No Sky or Cloud call made for weakside	Area middle deep (1/3)	<ol style="list-style-type: none"> 1. Strong Key on QB and ball. 2. Always responsible for deep middle (1/3). 3. Offer strong post help from either side. 4. Don't get caught shallow - let receivers come to you - visual check on entire pattern.
DEEP CORNER	1 & 7 Will vary with split of "X"	Late - react off of "X"	Always Sky area outside deep (1/3)	<ol style="list-style-type: none"> 1. Strong Key on QB and ball. 2. Always responsible for deep outside.(1/3) 3. Maintain cushion. 4. Help will be in flat zone and possible in turn zone - strong help on post from w/safety. 5. Always "late" force if "X" releases on route.



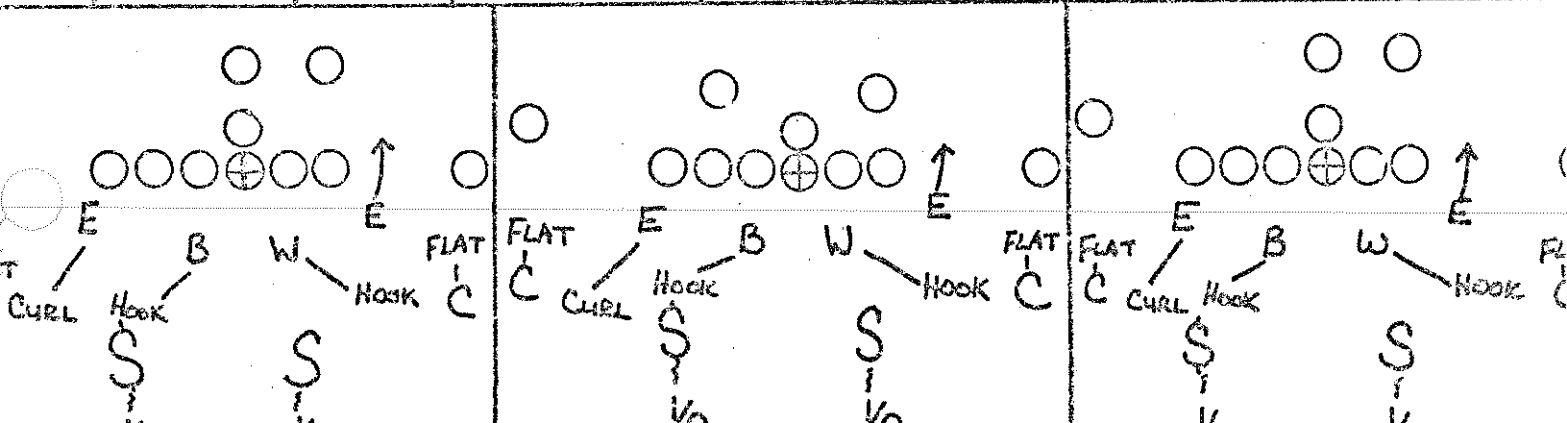


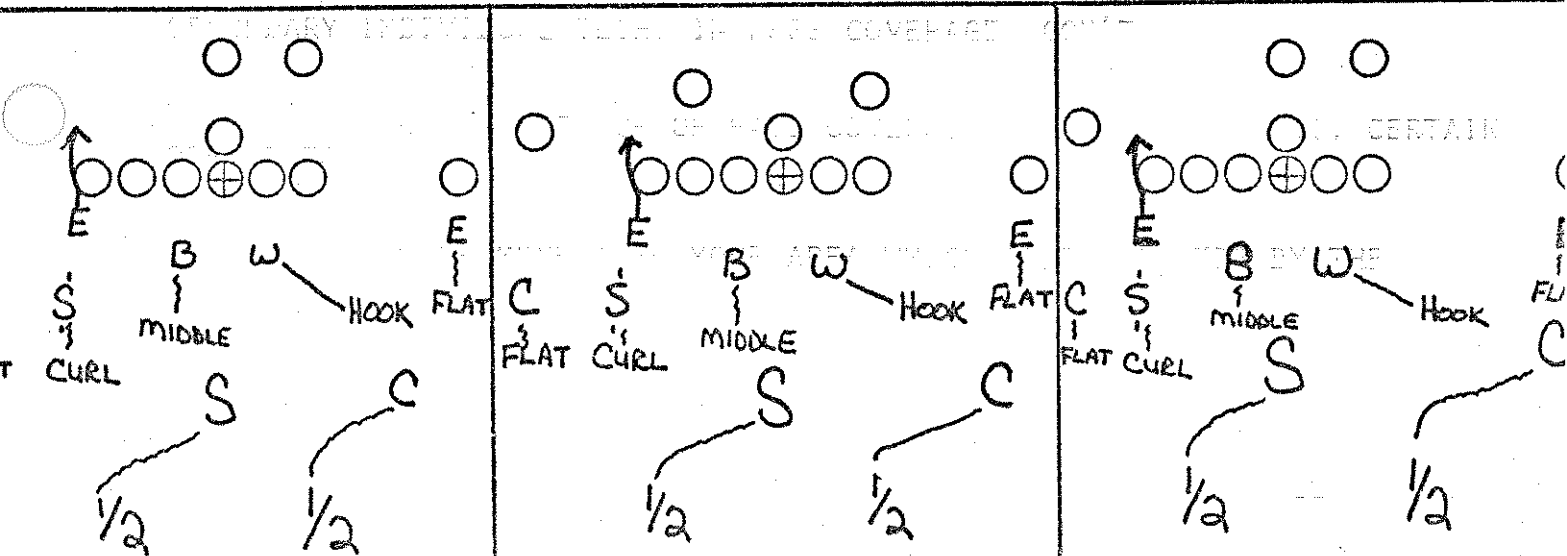
POSITION	ALIGNMENT	FORCE RUN CONTAIN	PASS TECHNIQUE	COACHING POINTS
LONG CORNER	Sky - 1 & 7 Cloud - Will vary	Either: Sky or Cloud	Area Outside deep (1/3)	<ol style="list-style-type: none"> 1. Strong Key on QB and ball. 2. Always responsible for deep outside (1/3) 3. Maintain cushion. 4. Help will be in flat zone and possible in turn zone - strong help on post from S/safety.
ELI	Sky - 1½-2&4-5 Cloud - Will vary	Either: Sky or Cloud	Area middle deep (1/3)	<ol style="list-style-type: none"> 1. Strong Key on QB and ball. 2. Always responsible for deep middle (1/3). 3. Offer strong post help from either side. 4. Don't get caught shallow - let receivers come to you - visual check on entire pattern.
BACK SAFETY	H&9-10 varies with form & field position.	Either: Sky or Cloud	Sky - turn to flat zone. Cloud - area outside deep (1/3)	<ol style="list-style-type: none"> 1. Strong Key on QB and ball. 2. Cloud - Maintain cushion - strong help in flat zone and post - alert for crossing routes. 3. Sky - no receiver in flat - double on "X".
BACK CORNER	Sky - 1&7 Cloud - Will vary	Either: Sky or Cloud	Sky - area outside deep (1/3) Cloud - Flat zone	<ol style="list-style-type: none"> 1. Strong Key on QB and ball. 2. Sky - Maintain cushion - help in flat zone and possible in turn zone - strong post help from S/safety - alert for crossing routes. 3. Cloud - harass receiver through zone - settle with depth if no receiver in zone.



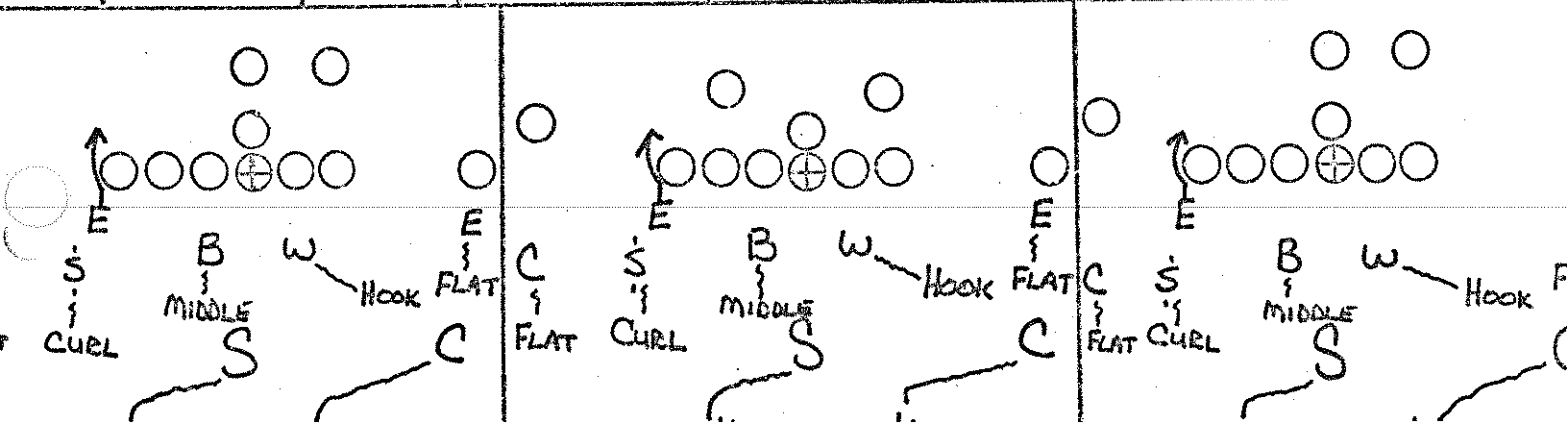


POSITION	ALIGNMENT	FORCE RUN CONTAIN	PASS TECHNIQUE	COACHING POINTS
LONG CORNER	Will vary with form. & field position.	Cloud Key ball & FLOW for quick support	Flat Zone	<ol style="list-style-type: none"> 1. Harass receiver through zone - settle with depth if no receiver in zone. 2. Key "Y" and lead back for combination routes.
DEPTH	Will vary with form. & field position	Fill on ball. Strong Key on QB & ball.	Half Field Strongside	<ol style="list-style-type: none"> 1. Use hash as aiming point to judge half field coverage area. 2. If two receivers deep in zone, split the difference - strong Key and reaction on the ball. (Favor deeper of the two)
DEPTH	Will vary with form. & field position.	Fill on ball. Strong Key on QB & ball.	Half Field Weakside	<ol style="list-style-type: none"> 1. Use hash as aiming point to judge half field coverage area. 2. If two receivers deep in zone, split the difference - strong Key and reaction on the ball. (Favor deeper of the two)
SHAK CORNER	Will vary with form. & field position.	Cloud Key ball & flow for quick support	Flat Zone	<ol style="list-style-type: none"> 1. Harass receiver through zone - settle with depth if no receiver in zone. 2. Key lead back out weakside for combination routes.





POSITION	ALIGNMENT	FORCE RUN CONTAIN	PASS TECHNIQUE	COACHING POINTS
LONG CORNER	Will vary with form. & field position.	Cloud Key ball & flow for quick support.	Cloud Flat Zone	<ol style="list-style-type: none"> 1. Harass receivers through zone - settle with depth if no receiver in zone. 2. Key "Y" and lead back for combination routes.
SHORT CORNER	Will vary with form. & field position.	Sky	Inside Curl Area	<ol style="list-style-type: none"> 1. Harass receivers through zone - settle with depth if no receiver in zone. 2. Key "Y" and lead back for combination routes.
FLY CORNER	Will vary with form. & field position.	Fill on ball.	Half Field Strongside	<ol style="list-style-type: none"> 1. Use hash as aiming point to judge half field coverage area. 2. If two receivers keep in zone - split the difference - strong Key and reaction on the ball. (Favor deeper of the two)
FLY CORNER	Will vary with form. & field position.	Fill on ball.	Half Field Weakside	<ol style="list-style-type: none"> 1. Use hash as aiming point to judge half field coverage area. 2. If two receivers deep in zone - split the difference - strong key and reaction on the ball. (Favor deeper of the two)



SMU SECONDARY SKILLS AND DRILLS

(SAFETYS & CORNERS)

SECONDARY SKILLS

1. STANCE - STRONG SAFETY AND CORNERS: STAGGERED, OUTSIDE FOOT UP, HEEL TO TOE RELATIONSHIP, FEET APPROXIMATELY SHOULDER WIDTH APART WITH THE WEIGHT SLIGHTLY ON THE BALLS OF THE FEET, THE KNEES ARE SLIGHTLY FLEXED FOR A GOOD ON BALANCE POSITION FOR EASE OF MOVEMENT IN ANY DIRECTION.

WEAK SAFETY: SAME BASIC STANCE EXCEPT FEET MAY BE PARALLEL OR EITHER FOOT STAGGERED.
2. STARTS
 - A. SHUFFLE - DRIVE OFF THE FORWARD FOOT AT A BACKWARD ANGLE WITHOUT CROSSING OVER, PROCEDURE REPEATED TO GAIN DEPTH.
 - B. BACK PEDDLE - DRIVE OFF THE FORWARD FOOT, BRING THE REAR FOOT BACK IN A NORMAL BACKWARD RUNNING MOVEMENT. THE KEY TO BEING A GOOD "BACK PEDDLER" IS DRIVING OFF THE BALLS OF THE FEET, STAYING DOWN, AND SYNCHRONIZING THE ARM AND LEG MOVEMENT, SHOULDERS SHOULD BE PARALLEL TO THE LINE OF SCRIMMAGE.
3. KEYS
 - A. PRE-SNAP KEYS - TENDENCIES BY DOWN AND DISTANCE, SPLITS, PERSONNEL, HASH AND FORMATIONS.
 - B. O.B. (BALL) TO ELIGIBLE RECEIVERS YOUR SIDE.
 - C. O.B. GUARDS, TACKLES, AND DEEP PACKS TO ELIGIBLE RECEIVERS.
 - D. RECEIVERS ONLY (TIGHT MAN/MAN).
 - E. THROUGH RECEIVERS TO O.B.
4. SHEDDING BLOCKS - POSITION FIRST; PLAY HI-LOW; IF CAUGHT, GIVE & GO, (KEEP PROPER ANGLES).
 - A. HIGH AGGRESSIVE BLOCK - SHOULDER UNDER HELMET IN GOAL LINE SITUATIONS. USE HANDS AS MUCH AS POSSIBLE.
 - B. LOW BLOCK - HANDS.
 - C. WHEN CAUGHT - GIVE & GO.
 - D. LEAD BLOCK ON GOAL LINE - ATTACK IT PERFECTLY SQUARE, INSIDE FOREARM, SECOND REACTION EITHER WAY (STILL PLAY HI-LOW).
5. TACKLING - LOOK AT MAN AND RUN HIM OVER.
 - A. LOOK AT THE MAN (EYES OPEN), AT MOMENT OF CONTACT

SECONDARY SKILLS, CON'T -2-

EXPLODE WITH PROPER ANGLES, ACCELERATE THE FEET (POWER-ACCELERATION), SQUEEZE AS TIGHT AS POSSIBLE (WRAP ARMS, GRAB CLOTH, ETC.), MAKE A SURE TACKLE; TAKE HIM BACK WHEN OPPORTUNITY PRESENTS ITSELF.

- B. OPEN FIELD (UTMOST IMPORTANCE FOR SECONDARY) GATHER BEFORE MAKING TACKLE, USE SIDELINE IF POSSIBLE, KEEP PROPER PURSUIT POSITION, ALERT FOR CUTBACK - **DON'T DIVE.**
- C. ALWAYS KEEP EYES OPEN, HEAD UP ANGLES WHEN TACKLING, (NEVER FOREARM TACKLE, BODY BLOCK TACKLE, NOR DIVE).

6. MOVEMENT

- A. FORWARD - INCREASE FORWARD RUNNING SPEED--40 YD DASH TIME, ETC.
- B. LATERAL - INCREASE SPEED SLIDING, RUNNING & CHANGING DIRECTION Laterally (45° & 90° CUTS).
- C. BACKWARD - INCREASE SPEED AND BALANCE RUNNING BACK SIDEWAYS AND CHANGING DIRECTION WHEN RUNNING BACK SIDEWAYS - (UTMOST IMPORTANCE FOR SECONDARY).

7. PURSUIT - ANGLE WHICH GETS YOU TO BALL THE QUICKEST, KEEPING IN MIND BOTH YOUR RESPONSIBILITIES FOR RUN AND PASS, AND YOUR RELATION TO THE OTHER SECONDARY MEN -- ALWAYS ALERT FOR CUTBACK (ABILITY AND JUDGMENT TO STOP THE TOUCHDOWN FIRST),

8. CRACKBACK

- A. CORNERS - COMING UP ON OUTSIDE OF CRACKBACK BLOCKER IF POSSIBLE. KEEP BACK TO CRACKBACK MAN AND BALL CARRIER TO YOUR INSIDE IF NOT POSSIBLE TO COME UP ON OUTSIDE.
- B. SAFETY & GLANCING AHEAD OF BALL WHEN IT TAKES DIRECTION TO ONE SIDE. GOING AT AND ZIPPING AROUND CRACKBACK MAN AT LAST MOMENT (ACROSS HIS FACE). IF SAFETY CRACKED OKAY IT SHOULD BE AT OR BEYOND THE LINE OF SCRIMMAGE.

9. COUNTER PLAYS, REVERSES, SCISSORS, BOOTLEGS, ETC. - GLANCING AHEAD OF BALL ON BALL AWAY.

10. EFFORT HABIT - FULL SPEED FROM SNAP TO WHISTLE.

11. FUMBLE RECOVERY - ALERTNESS AND RECKLESS ABANDON IN GOING FOR A FUMBLED BALL.

12. PILE ALERTNESS - JUDGMENT NOT TO STUPIDLY GO INTO A PILE WHEN OTHER PLAYERS HAVE BALL CARRIER STACKED UP, BUT STAYING ALERT FOR BALL CARRIER BREAKING OUT OF PILE.

13. ALIGNMENT - KNOWING SPECIFIC REASONS FOR EACH ALIGNMENT FOR EACH COVERAGE. GENERAL REASON, SIMPLY "KNOW WHAT YOU ARE SUPPOSED TO DO IN EACH COVERAGE AND LINE UP IN BEST POSITION TO DO IT."

SECONDARY SKILLS, CON'T -3

14. CUSHION - KEEPING PROPER CUSHION IN ALL COVERAGES.
(CUSHION WILL VARY DEPENDING ON COVERAGE) (UTMOST IMPORTANCE TO SECONDARY)
15. PUNT BLOCKING AND X-PT AND FG BLOCKING - TAKING PROPER ANGLE - GETTING TO BLOCKING POINT - NOT ROUGHING KICKER.
16. RANGE - ABILITY AND JUDGMENT TO COVER A WIDE AREA.
17. JUDGMENT - ABILITY TO JUDGE THE SPOT WHERE BALL WILL COME DOWN AND RUN TO THAT RATHER THAN TO FOLLOW THE BALL THROUGH AIR. ABILITY TO JUDGE THE ANGLE IN PURSUIT THAT WILL STOP A TOUCHDOWN FIRST WHEN PURSUING; ABILITY TO JUDGE THE HIGHEST POINT OF INTERCEPTION; ABILITY TO JUDGE PROPER CUSHION. JUDGEMENT IS THE SINGLE MOST IMPORTANT SKILL IN THE SECONDARY.
18. PUNT RETURN HOLDUP TECHNIQUES
19. DOWNFIELD BLOCKING - (PUNT RETURNS & INTERCEPTIONS),
20. KICKOFF COVERAGE - SPRINTER OR SAFETY TECHNIQUE.
21. ZONE PASS COVERAGE TECHNIQUES.
22. NO HELP MAN-MAN COVERAGE TECHNIQUES.
23. RECKLESS MAN-MAN COVERAGE TECHNIQUES.
24. CATCHING ABILITY.
25. STUNTING ABILITY - CORNERS & SAFETY IN STUNTING DEFENSES - ABILITY TO START CORRECTLY, THEN KEY MEN AND BALL ON THE RUN.

SECONDARY SKILL PRINCIPLES TO EMPHASIZE IN ALL DRILLS:

1. ALWAYS GO FULL SPEED FROM SNAP TO WHISTLE (EFFORT HABIT).
2. ALWAYS, WHEN PURSUING, TAKE THE ANGLE THAT WILL STOP THE TOUCHDOWN FIRST.
3. ALWAYS, WHEN PURSUING, BE ALERT FOR THE CUTBACK.
4. ALWAYS, FINISH UP ALL DRILLS 5 YDS, FULL SPEED OR TAKING BALL CARRIER BACK.
5. ALWAYS, WHEN PURSUING, MOVE BACK UP INTO THE PLAY WHEN POSSIBLE.
6. ALWAYS, WHEN IN NO HELP M-M COVERAGE, KEEP AN INSIDE CUSHION (DON'T GET BEAT DEEP INSIDE AND DON'T GET BEAT DEEP, PERIOD).
7. ALWAYS, WHEN RECKLESS M-M COVERAGE, GO FOR THE INTERCEPTION (THOSE WHO HAVE A RECKLESS M-M TECHNIQUE).
8. ALWAYS, WHEN IN NO HELP, RECKLESS, KEY YOUR MAN ONLY -- (MAY KEEP QB IN VISION ONLY IF YOU HAVE MAINTAINED ENOUGH CUSHION AND ABILITY TO WATCH BOTH MAN & QB).
9. ALWAYS, WHEN GOING TO INTERCEPTIONS, CATCH BALL IN HANDS (REACH OUT FOR BALL - NO CRADLING).
10. ALWAYS, AFTER INTERCEPTIONS, TUCK BALL AWAY.
11. ALWAYS, WHEN GOING FOR INTERCEPTION, CATCH BALL AT HIGHEST POINT WHEN POSSIBLE.
12. ALWAYS STRIVE FOR THE INTERCEPTION WHEN YOU HAVE A FLAT AREA.
13. ALWAYS, WHEN BEAT DEEP IN NO HELP, CHASE RECEIVER FULL SPEED TO CATCH UP CONCENTRATING ONLY ON RECEIVER'S HANDS, WHEN HIS HANDS GO FOR BALL, YOU GO FOR BALL (DON'T LOOK BACK FOR BALL TOO SOON).
14. ALWAYS, WHEN YOU HAVE RUN CONTAIN, KEEP OUTSIDE POSITION.
15. ALWAYS SHOULDER UNDER HELMET ON HIGH AGGRESSIVE BLOCKS IF NECESSARY TO HIT BLOCKER; OTHERWISE, HANDS ON ALL BLOCKERS (PUSH OUT, DON'T PULL).
16. ALWAYS HANDS ON LOW BLOCKS (PUSH OUT - DON'T PULL).
17. ALWAYS KEEP ANGLES.
18. ALWAYS GIVE AND GO IF CAUGHT BY BLOCKER.
19. ALWAYS ACCELERATE THE FEET ON CONTACT (BALANCE ACCELERATION ON HIGH AGGRESSIVE BLOCKS, POWER ACCELERATION WHEN

SECONDARY SKILL PRINCIPLES, CON'T -2-

- TACKLING), NEVER DIVE WHEN TACKLING.
20. ALWAYS LOOK AT MAN ON CONTACT (TACKLING, HIGH OR LOW AGGRESSIVE BLOCKS),
 21. ALWAYS KEEP EYES OPEN WHEN TACKLING.
 22. ALWAYS EXPLODE ON CONTACT (TACKLING AND HIGH AGGRESSIVE BLOCKS),
 23. ALWAYS, WHEN YOU HAVE "FILL" RESPONSIBILITY, CHECK RUN CONTAIN FIRST,
 24. ALWAYS, WHEN TACKLING, SQUEEZE, WRAP, GRAB CLOTH, NEVER FOREARM TACKLE),
 25. ALWAYS, WHEN BALL CARRIER IS PILED UP BY OTHERS, BE ALERT FOR BALL CARRIER COMING OUT OF PILE (NEVER GOING STUPIDLY INTO PILE WHEN YOU CAN'T GET A PIECE OF BALL CARRIER,
 26. ALWAYS, WHEN POSSIBLE, STRIVE TO TAKE THE BALL CARRIER BACK; HOWEVER, ALWAYS STRIVE FOR THE SURE TACKLE FIRST,
 27. ALWAYS, WHEN TRYING TO BLOCK A KICK, GO FOR THE POINT WHERE THE BALL WILL BE KICKED (BLOCKING POINT) NEVER FOR THE KICKER; ALWAYS AVOID ROUGHING THE KICKER; ALWAYS TRY AND CATCH A KICKED BALL,
 28. ALWAYS, IF A KICK IS BLOCKED AND IS ON THE OPPONENTS SIDE OF THE L.O.S., TRY TO PICK IT UP, (NEVER FALL ON IT) - MAY PUSH OPPONENT OUT OF WAY TO GET TO BALL,
 29. ALWAYS, IF KICK IS BLOCKED AND TEAMMATE HAS THE BALL, BLOCK NEAREST OPPONENT TO BALL (USUALLY KICKER--DON'T GO FOR BALL),
 30. ALWAYS GO AROUND BLOCKER IN CRACKBACK POSITION, (MEANS ACROSS HIS FACE, NOT BEHIND HIM) - BEST WAY TO BEAT A CRACKBACK MAN IS TO GO AT HIM AND AT LAST MOMENT ZIP AROUND HIM. REMEMBER, FIRST JOB IS TO STOP A TOUCHDOWN, HOWEVER,
 31. ALWAYS, IN ALL DEEP AREA COVERAGES, BE DEEPER THAN ANY RECEIVER IN YOUR AREA OR COMING INTO YOUR AREA, (DON'T GET BEAT DEEP); ALWAYS MAINTAIN YOUR CUSHION,
 32. ALWAYS, WHEN SUPPORTING RUN AND BALL CROSSES LINE OF SCRIMMAGE, TRY TO RECOVER BACK TO BASIC RUN SUPPORT RESPONSIBILITIES REGARDLESS OF COVERAGE,
 33. ALWAYS TRY TO ACHIEVE THE BASIC 2 DEFENSIVE OBJECTIVES:
 - A. STOP THE TOUCHDOWN (NO DEEP PASSES, NO LONG RUNS, NO LONG DRIVES),

SECONDARY SKILL PRINCIPLES, CON'T -3-

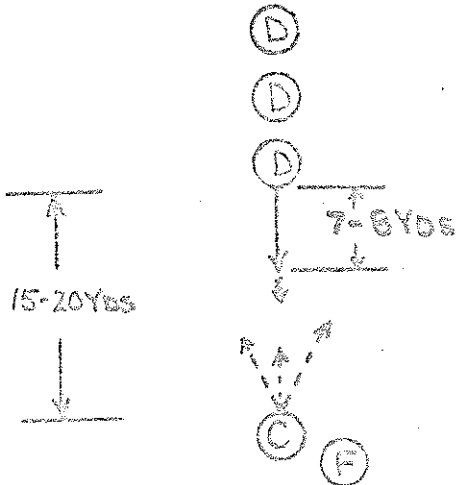
B. GET THE BALL IN GOOD FIELD POSITION FOR THE OFFENSE,
INTERCEPTING; BLOCKED PUNTS, PUNT RETURNS, FUMBLES,
BLOCKED F.G.'S.

NOTE: ALL OTHER SECONDARY PRINCIPLES HAVE TO DO WITH SPECIFIC
COVERAGES, SEE COVERAGE SHEETS FOR THESE.

DEFENSIVE SECONDARY DRILLS

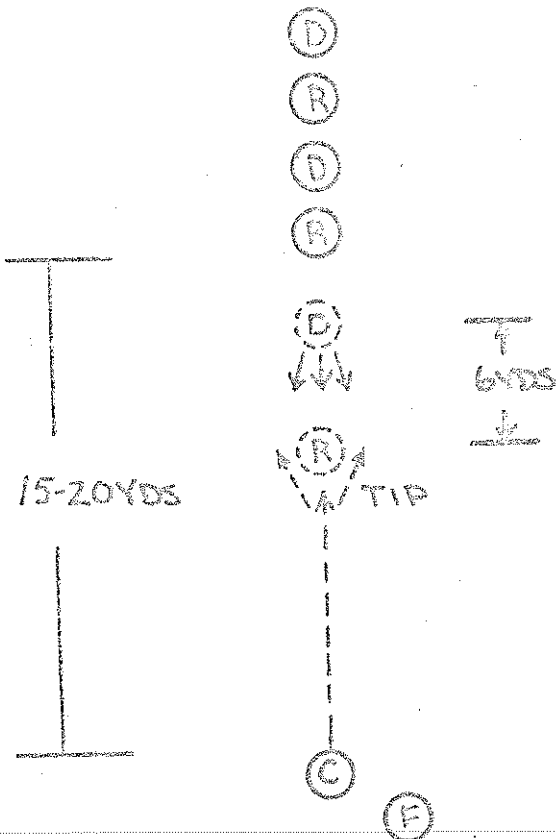
I. Loosening & Interceptions:

A. Ball Drill



Purpose: Communication - Alert other defenders of possible interception - React to and watch ball in Flight - Catch it - tuck it and Go.

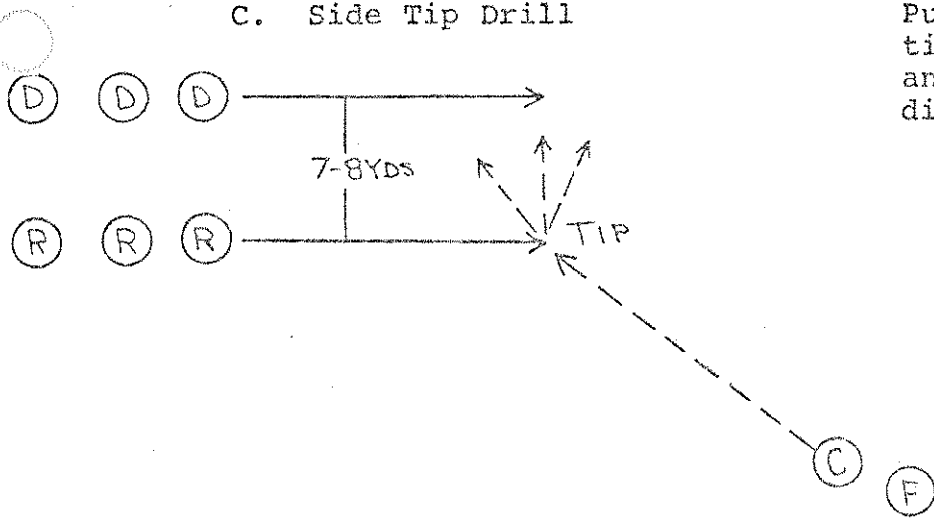
B. Forward Tip Drill



Purpose: Teaches defender to sprint to point of ball - Play the deflected pass at highest point. Look through receiver to ball.

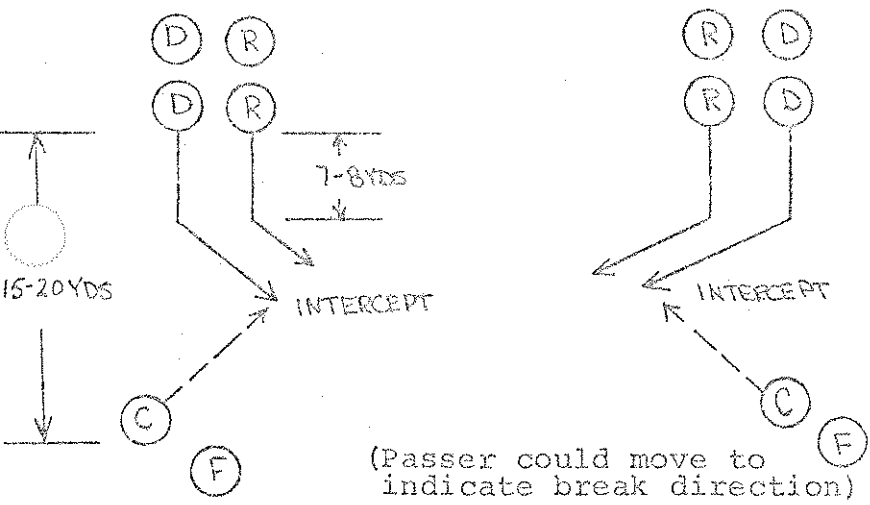
Alternate Tip also: Used: Same set up except a deflector (with ball) is set between passer and defenders. All defenders can be used as defenders.

C. Side Tip Drill



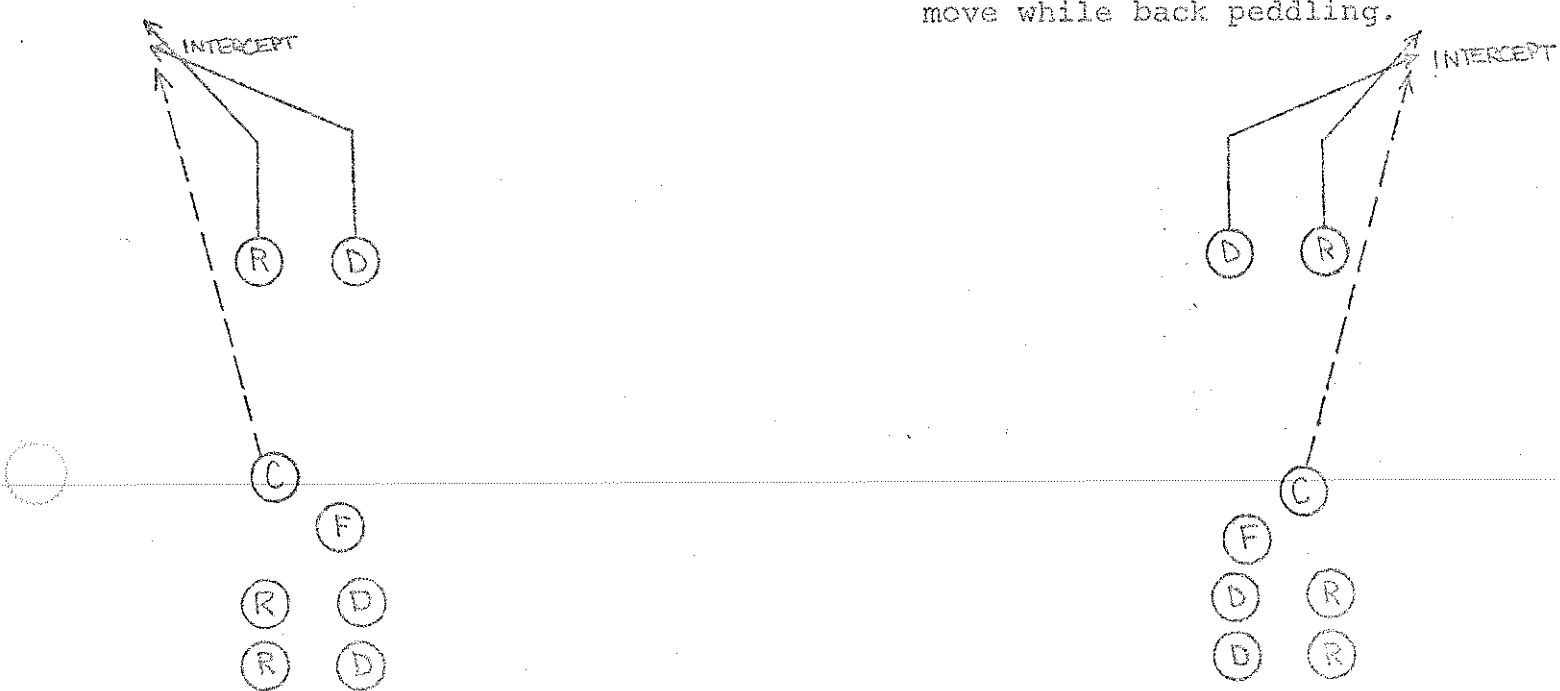
Purpose: Same as forward tip except approaching ball and playing receiver at different angle.

D. Forward Interception Drill:



Purpose: Drive on receivers move - Play ball and receiver for interception or Bat down- (If can't get both hands on ball. One goes to bat ball down - other around receiver - uses peripheral vision).

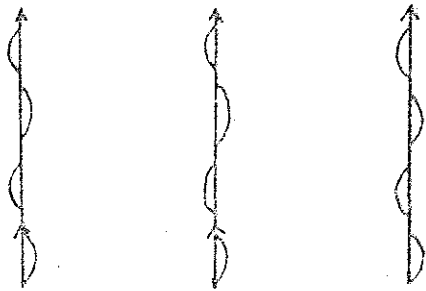
E. Backward Interception Drill:



Purpose: Drive on receivers move while back peddling.

II. Techniques of Feet and Coverage:

A. Backpeddle and Turn:



(C)

Purpose: Develop quickness of the feet-hip movement - balance - speed in moving backward

*2nd Phase-Ball is released to move on interception.

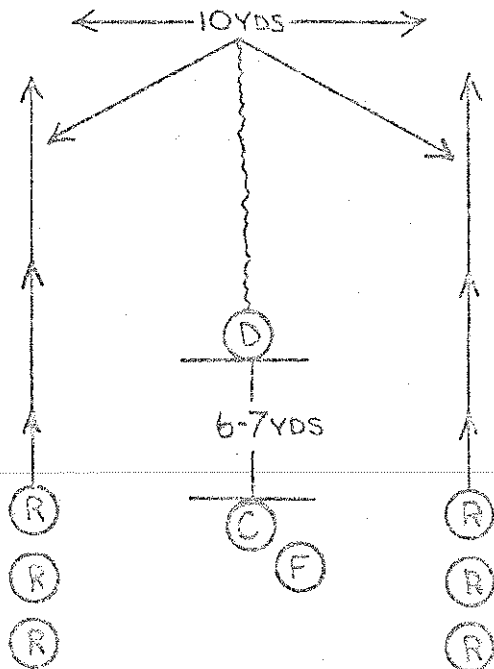
B. One on One - Slide



(C) (F)

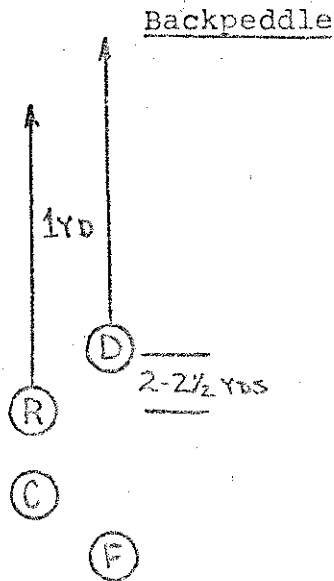
Purpose: Incorporates the Slide - Backpeddle - concentration on receiver.

C. Hash Drill:

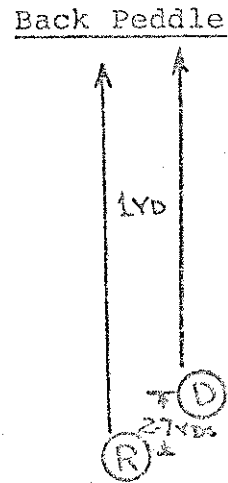


Purpose: Improve defenders interception distance -- peripheral vision -- point of interception on receiver.

D. Position Drills:



Purpose: Defender maintain position of 1 yd. outside and 2-2 1/2 of receiver- Backpeddle and Crossover used.

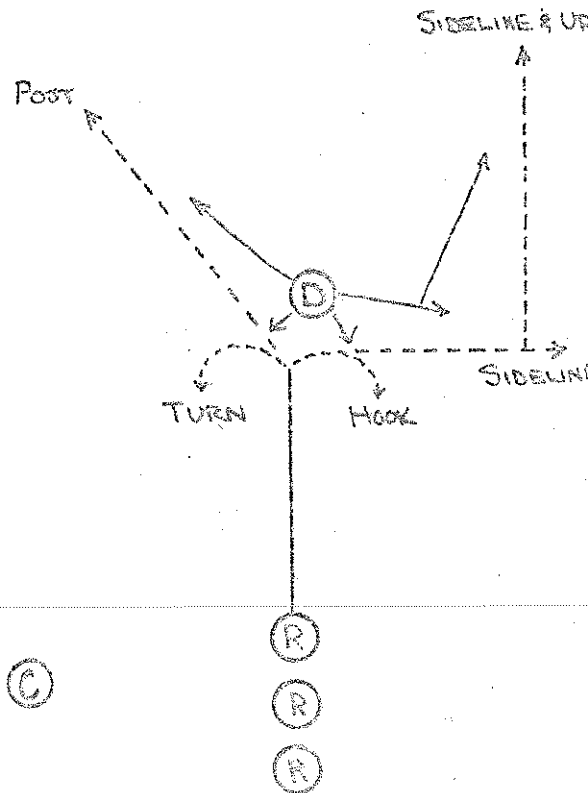
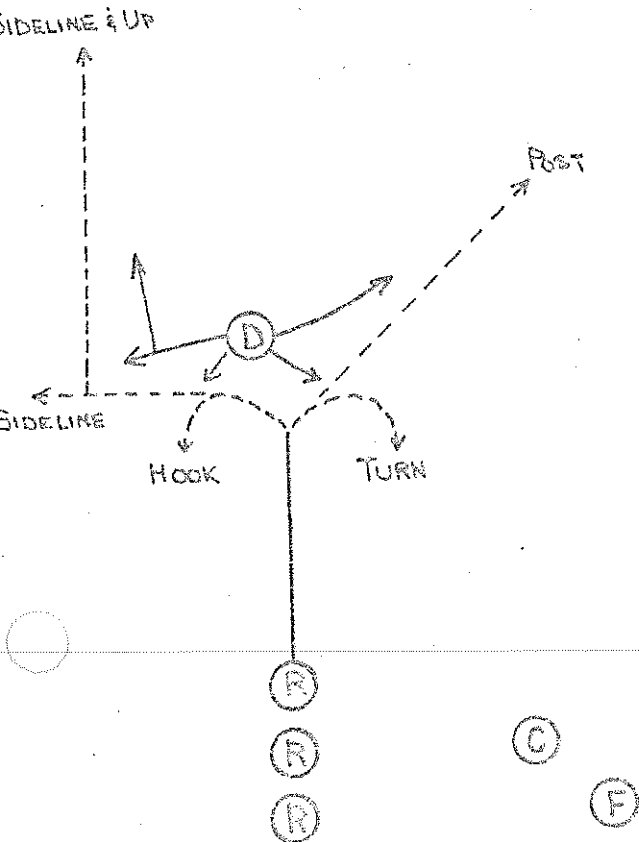


3 Parts:

As defensive back turns keep eye on receiver

E. One On One Individual Routes:

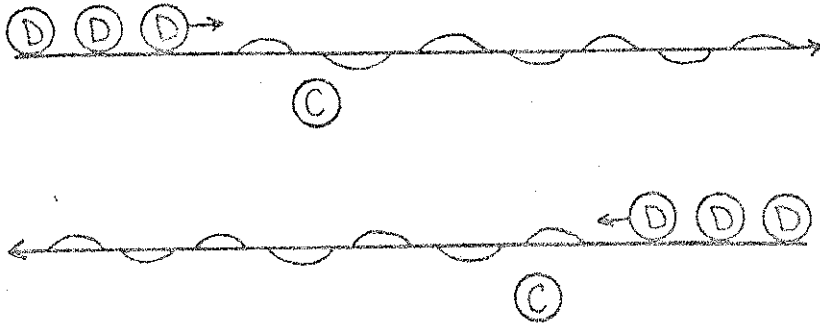
Purpose: Familiarization on covering various routes -- Applying techniques of coverage.



Defensive Secondary Drills cont'd.

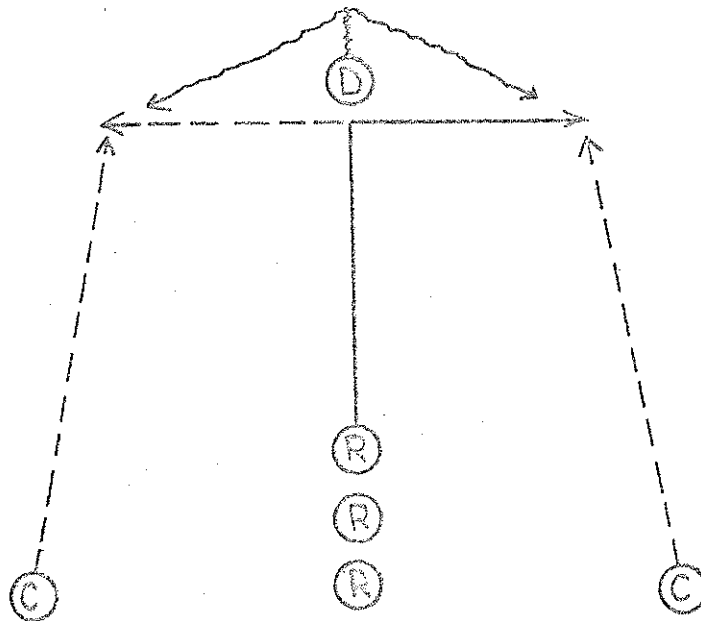
F. CARIOCA

Purpose: Develop quickness of the feet--Loosen the hip movement.



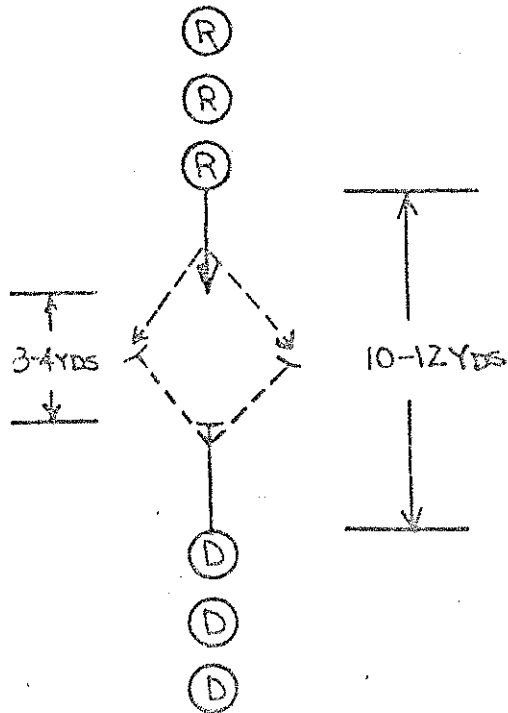
G. Concentration Drill:
Either passer will throw.

Purpose: Develop concentration on receiver - Play ball - Drive on receiver.



H. Approach Drill (Form tackling)

Purpose: Proper break-down - concentration and hit techniques
Open field situation.



I. Ward Off Drill

Purpose: Fight off the lead blocker - Shed and hit - Open field with Lead blocker.

