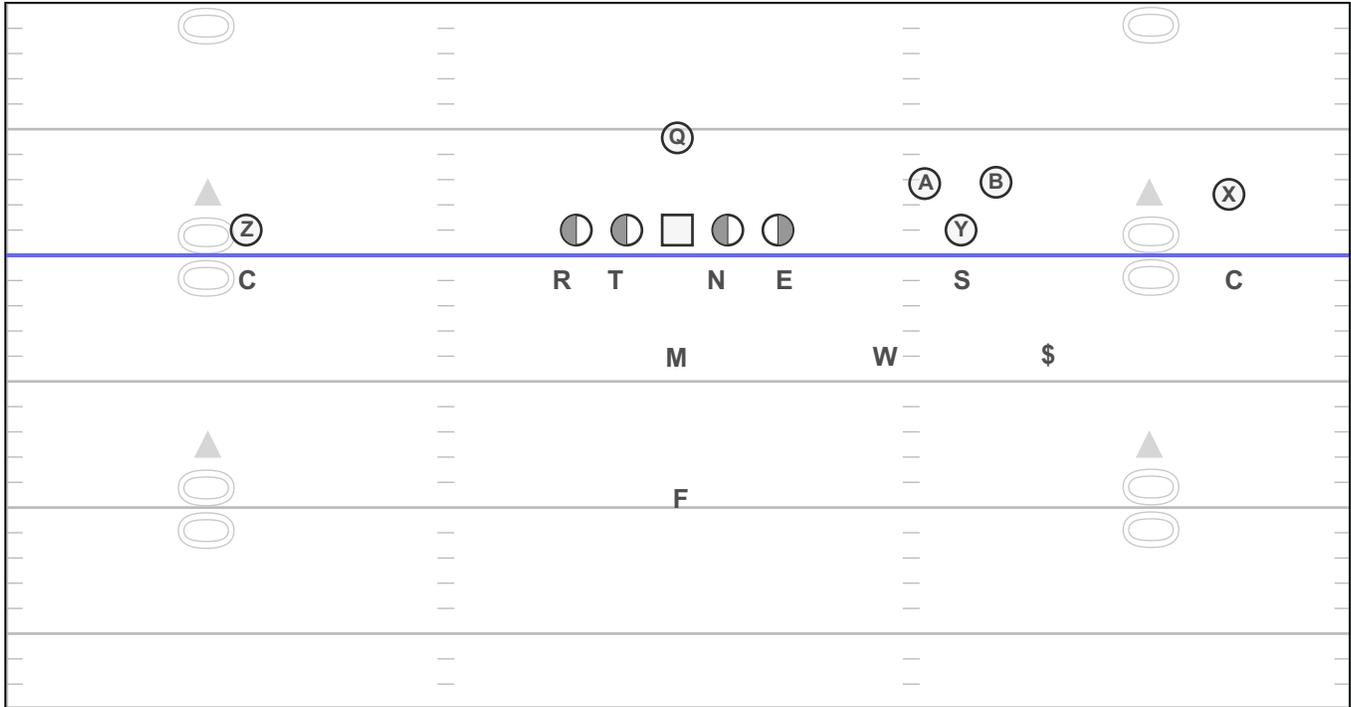
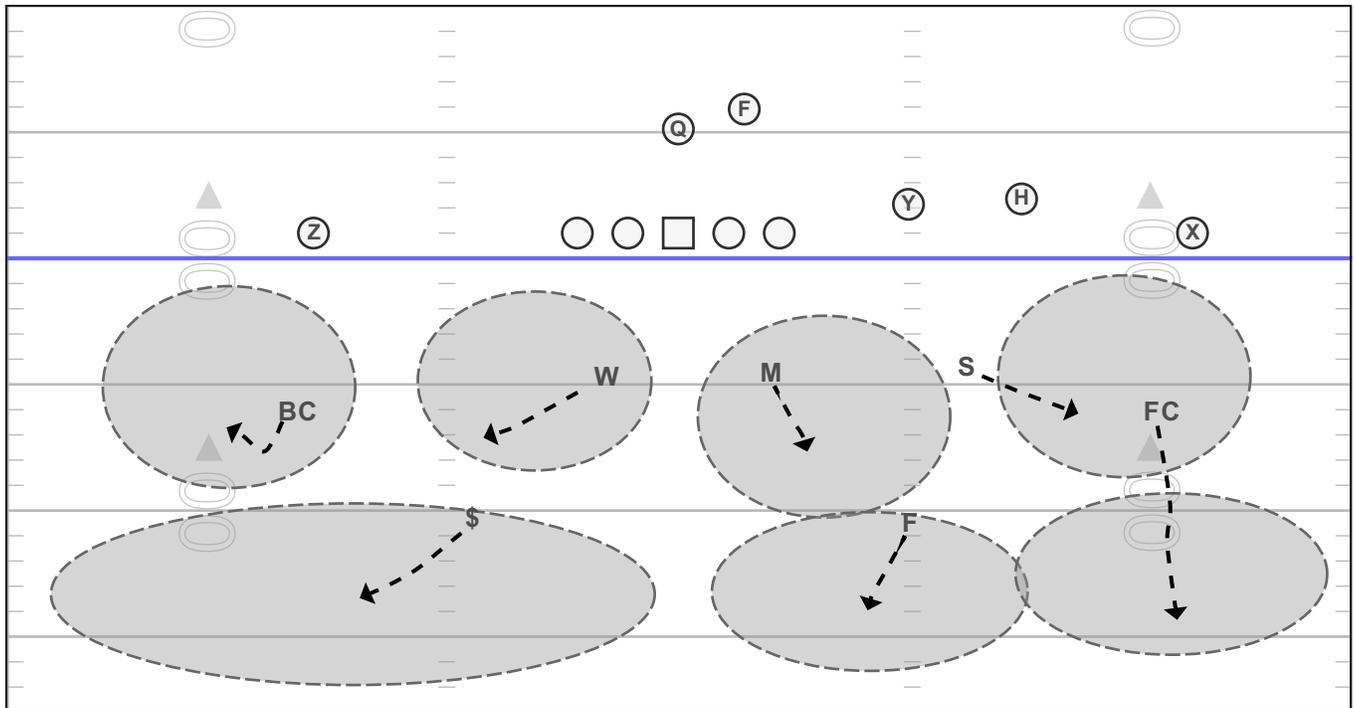


Position	Alignment	Run Responsibility	Pass Responsibility
S/N	Press the point. Inside leverage		You are pressing the point forcing the point WR to release outside.
M	5-6 yds		You have a "Banjo" call with the Will. You take the back if he comes inside.
FC	inside leverage		You are Solo backside. You have this WR by yourself.
W	5-6 yds		You have a "Banjo" call with the Mike. you take the back if he cuts outside.
\$	6-7 yds.		Take 1st WR that comes in. You have a combo call with the Corner.
BC	Turn but to out of bounds		Take 1st Wr that comes out. You have a "Combo" call with the \$afety.
FS			Deep Middle Over the top of everything. Let the Qb eyes take you to the ball. You are a "BALL HAWK"

11 vs EMPTY BUNCH NEAR

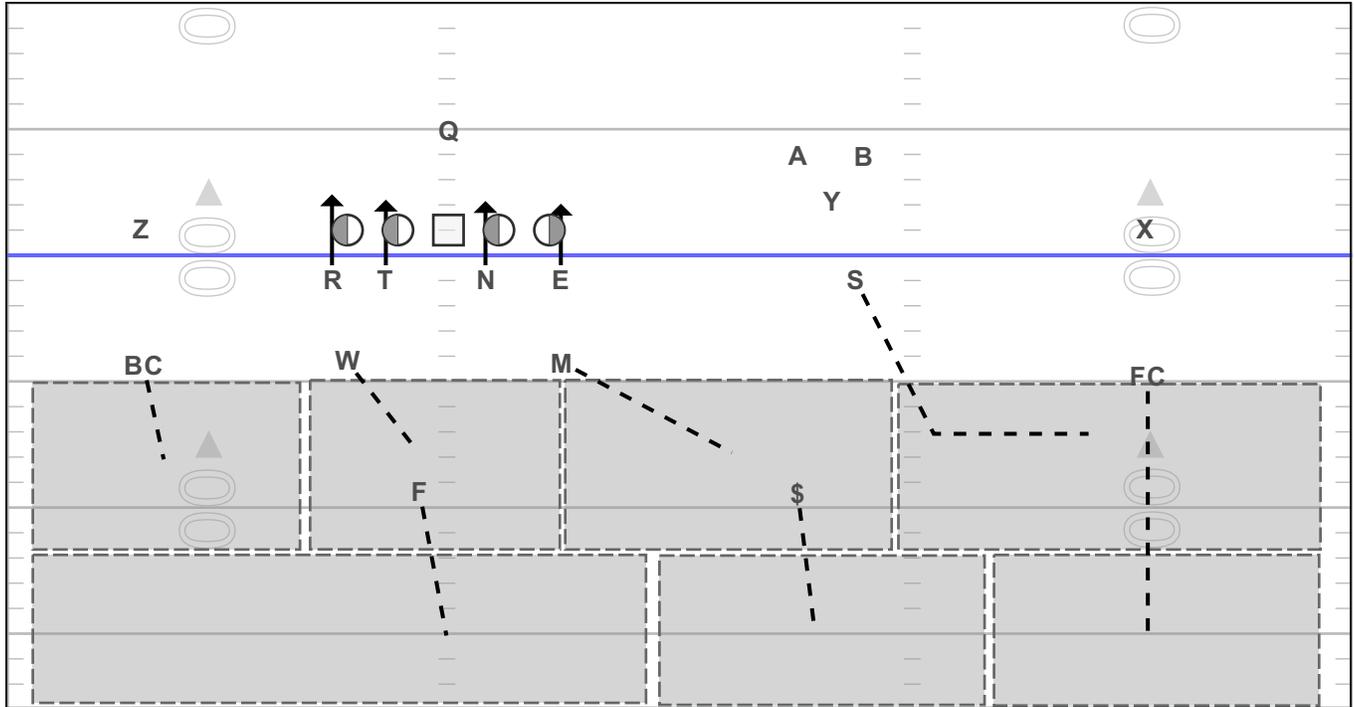


Position	Alignment	Run Responsibility	Pass Responsibility
S	press point		Press the point. Inside leverage
E			
T			
N			
R			
M			Low hole player. eyes on QB and looking for anything crossing the middle.
W			Inside leverage take first in cut.
\$			Outside leverage take first out cut.
C			Inside leverage Man coverage
C			Inside leverage Man coverage
F			1 high safety. eyes on QB.



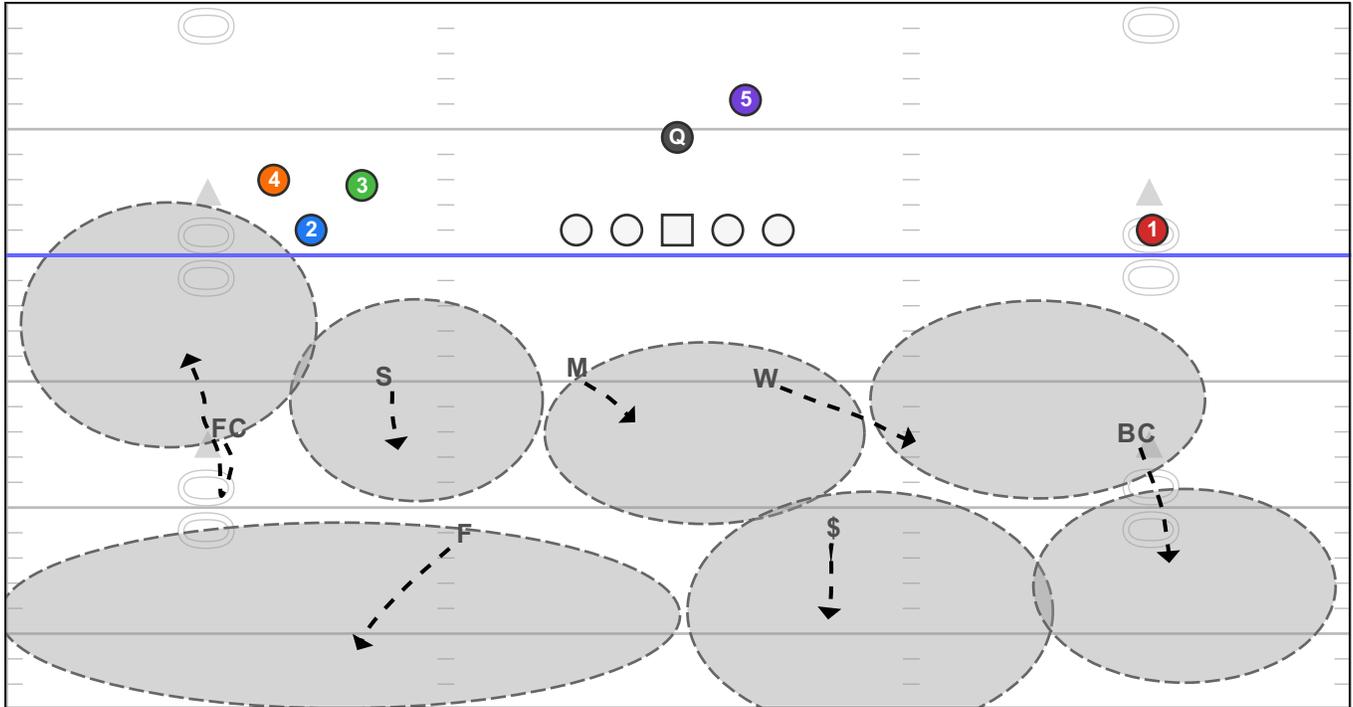
Position	Alignment	Run Responsibility	Pass Responsibility
FC	6-7 yds		Cover 3. Deep 1/3
BC	6-7 yds		Cover 2. Curl/Flats
S	Apex 2 & 3 5-6 yds		Cover 3 playside, Curl/Flat
M	Apex 3 and EL0S; 5-6 yds		Cover 3 playside, Hook/Curl
\$	10 yds		Cover 2 Backside, Deep 1/2
F	10 yds		Cover 3 Playside, Deep 1/3
W	5-6 yds		Hook/ Curl

24 vs EMPTY - BUNCH NEAR



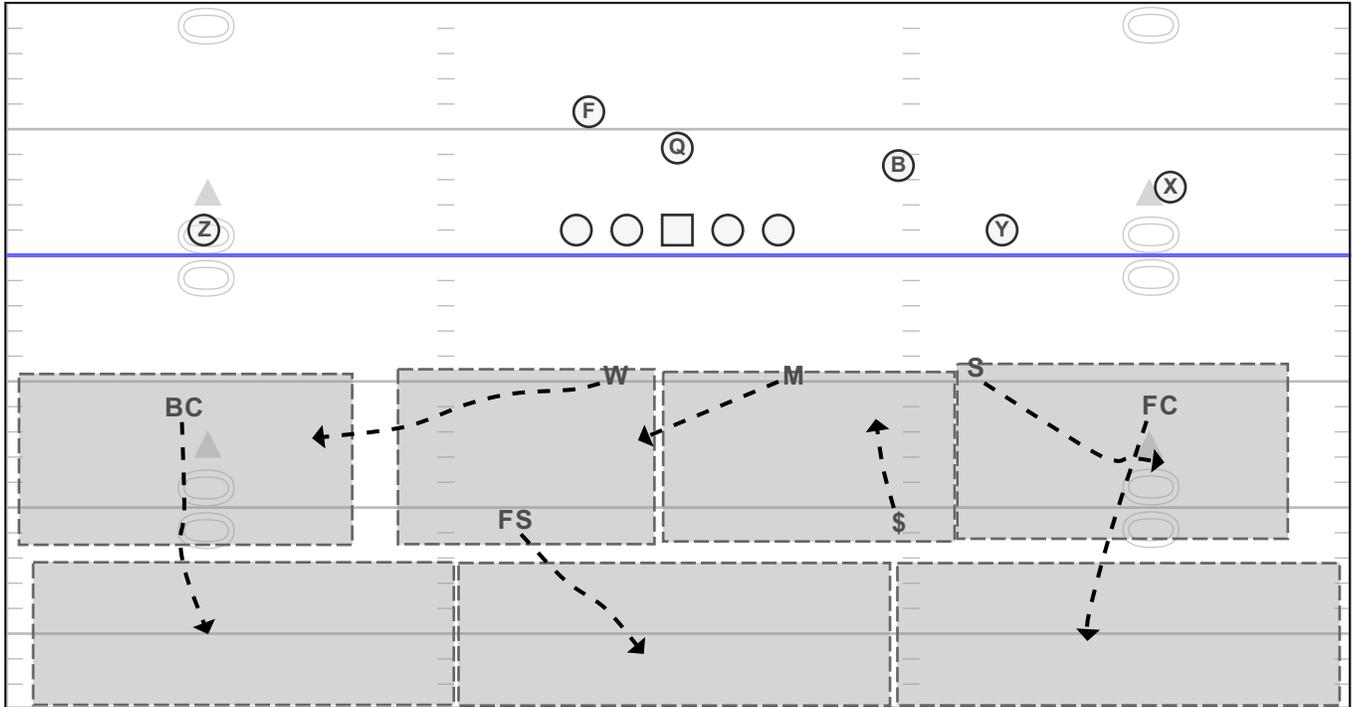
Position	Alignment	Run Responsibility	Pass Responsibility
R			
T			
N			
E			
S	Apex outside #2 to 1		Curl to Flats
M	Apex inside #2 to #3		Hook to curl
W	over center		Hook to curl
FC	7 yds		1/4 (Quarters Coverage)
BC	7 yds		Curl/Flat (Cover 2)
F	10 yds		1/2 (Cover 2)
\$	10 yds		1/4 (Quarters Coverage)

32 vs BUNCH TRIPS R



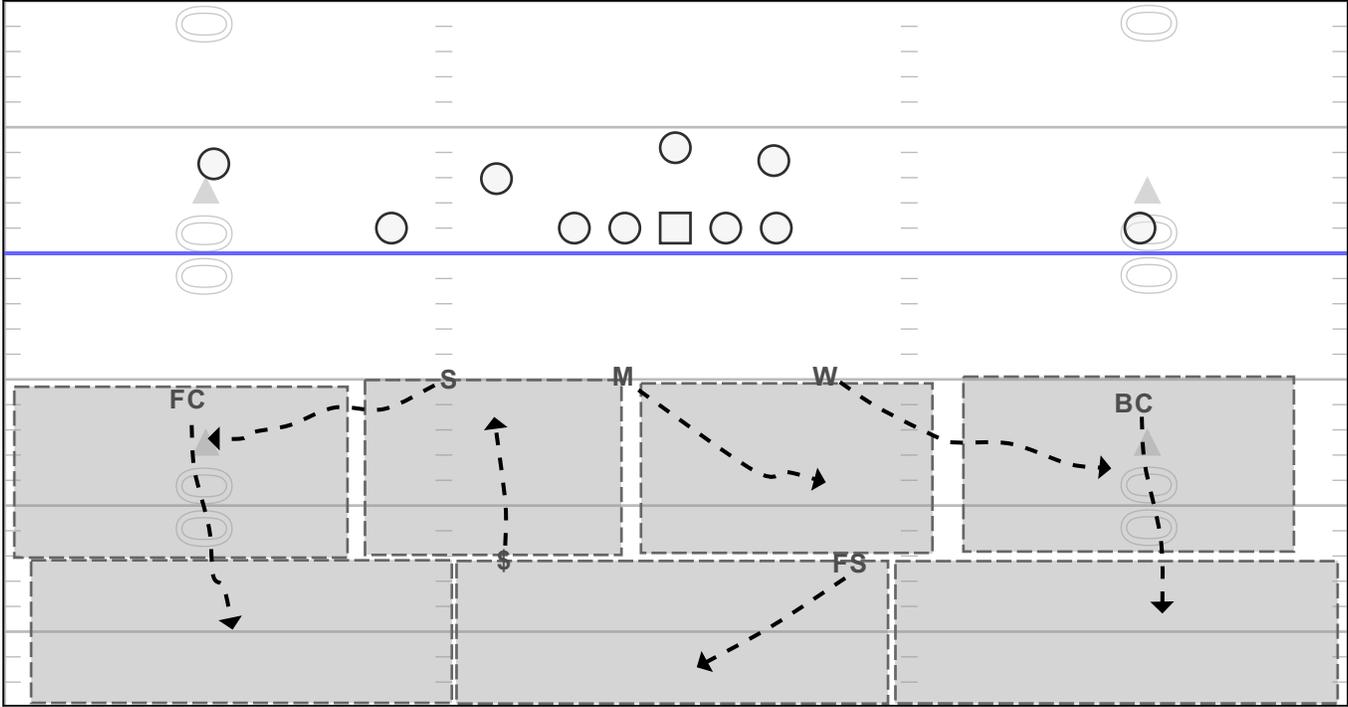
Position	Alignment	Run Responsibility	Pass Responsibility
FC	6-7 yds		Read #2.
BC	6-7yds		Cover 3 backside. Deep 1/3
S	Apex 2 & 3 5-6 yds		Hook, Read #2 WR. Zone up eyes on the QB.
M	Apex 3 and EL0S 5-6 yds		Middle Hook, playing more to the Trips. Read QB eyes.
W	5-6yds		Curl to Flat. 10-12yds
F	10 yds		Cover 2 Playside, 1/2
\$	10 yds		Cover 3 Backside Deep 1/3

33 BUZZ vs TRIPS LT

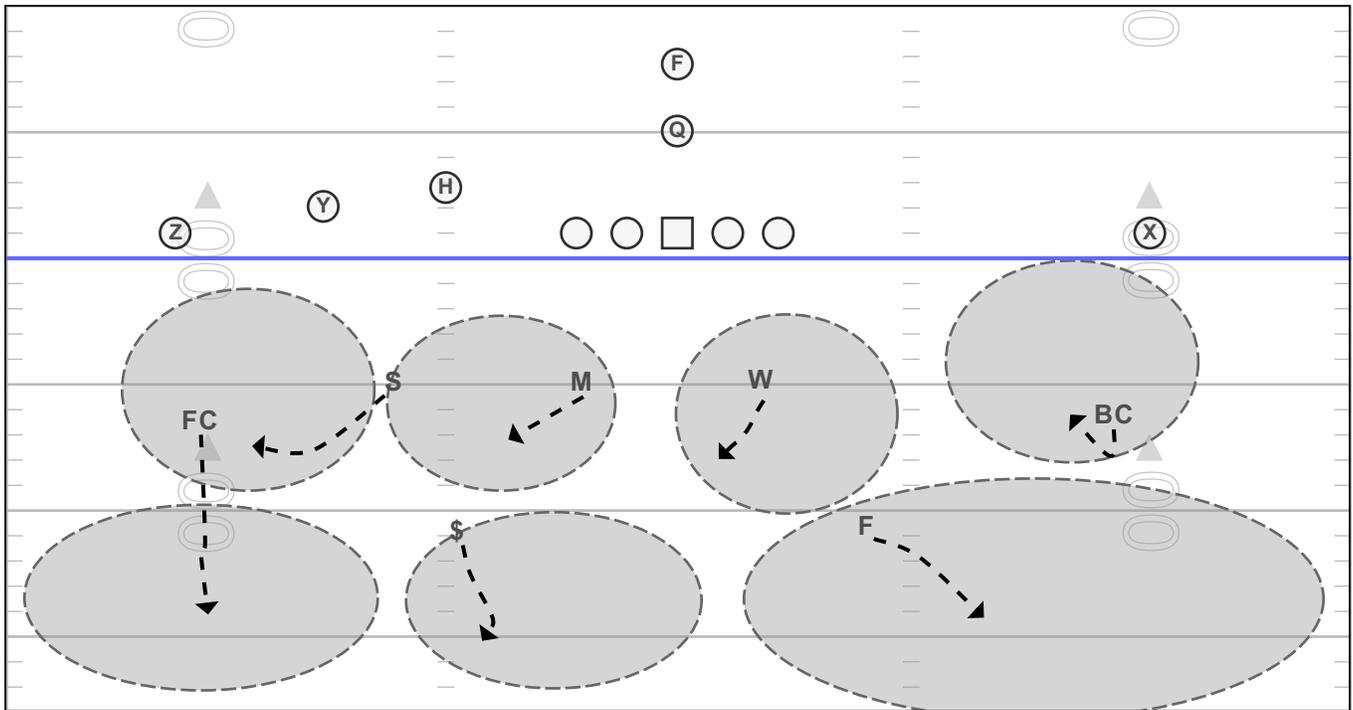


Position	Alignment	Run Responsibility	Pass Responsibility
W	5-6 yds		Curl/ Flat 12-10
BC	6-7 yds		Deep 1/3
M	5-6 yds		Weak Hook
S	Apex to Head up #2		Curl/ Flat 12-10yds
FC	6-7 yds		Deep 1/3
\$	10 yds		Strong Hook
FS	10 yds		Deep 1/3

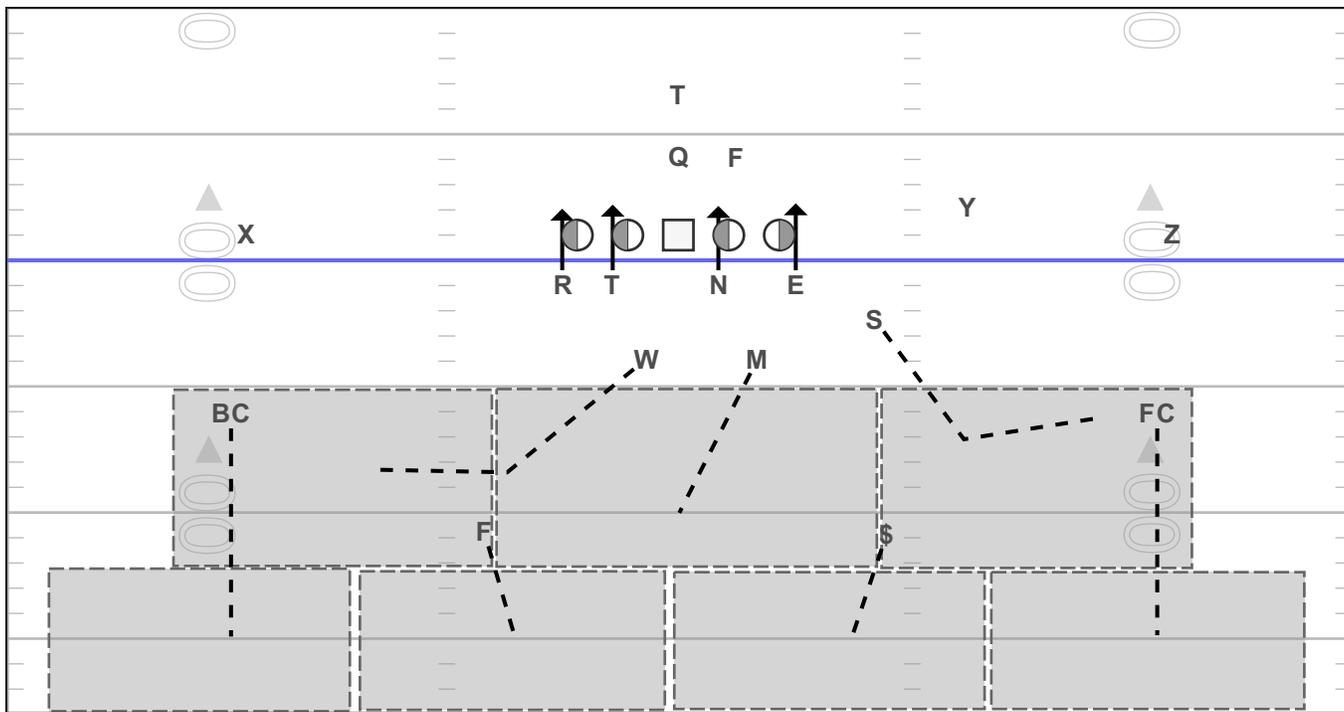
33 BUZZ vs TRIPS RT



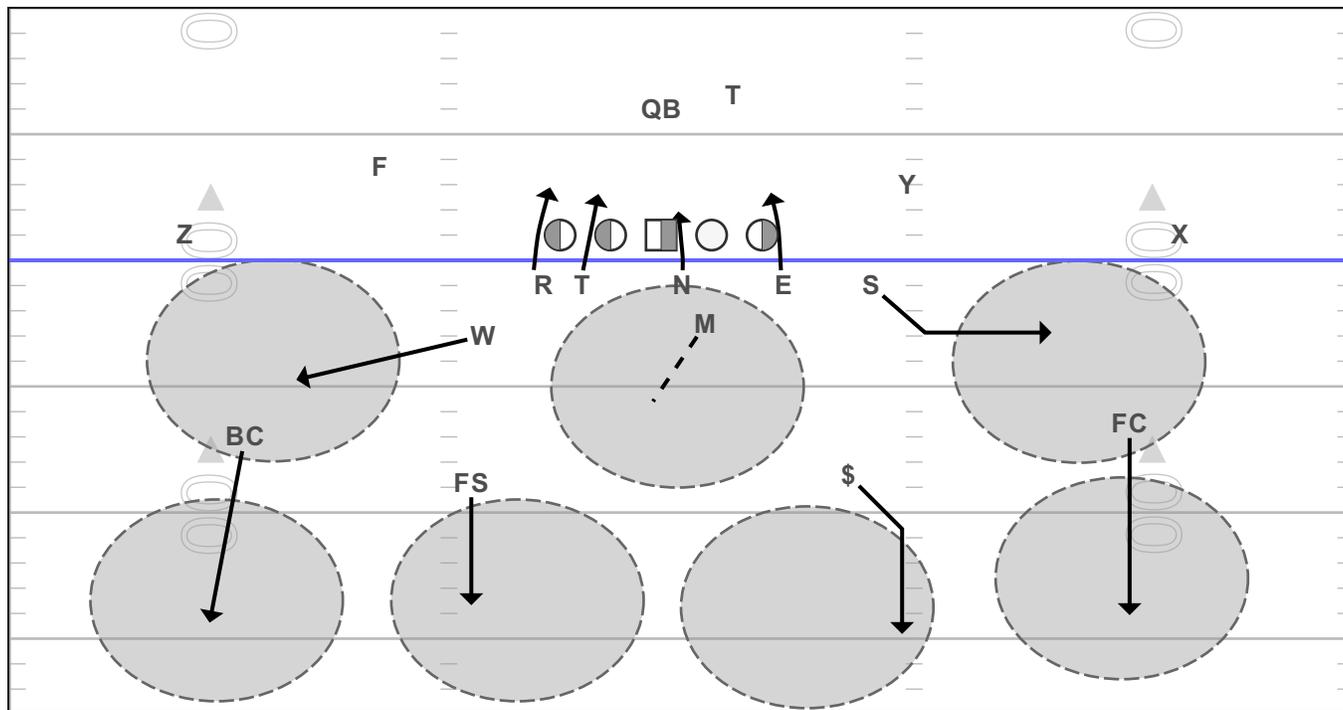
Position	Alignment	Run Responsibility	Pass Responsibility
FC	6-7 yds		Deep 1/3 read #2 WR, Feel #1 WR
S	Apex to head up #2		Curl/ Flat 12-10
M	5-6 yds		Weak Hook
W	5-6yds		Curl/Flat 12-10
BC	6-7 yds		Deep 1/3
FS	10 yds		Deep 1/3
\$	10 yds		Strong Hook



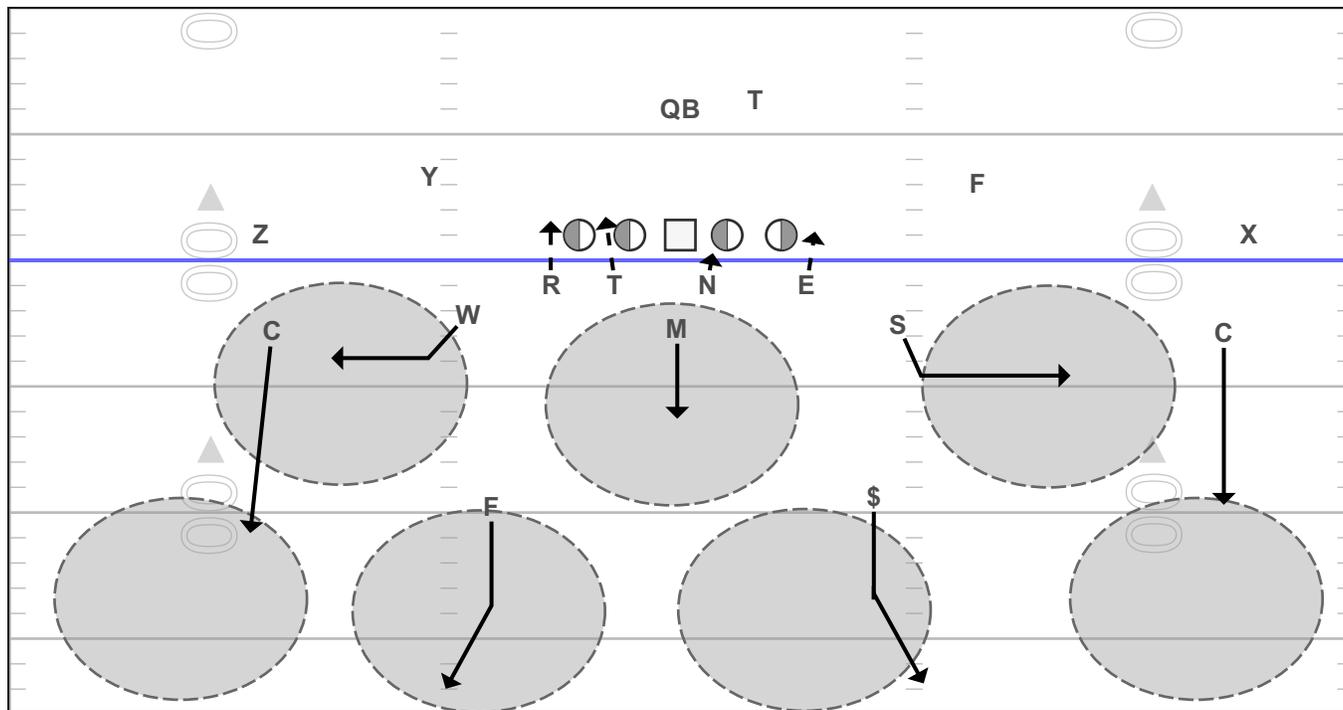
Position	Alignment	Run Responsibility	Pass Responsibility
BC	Inside leverage 6-7 yds		Cover 2. Curl/Flat
FC	6-7 yds		Cover 4. Deep 1/4 field
S	5-6 yds		Curl/Flat
M	5-6 yds		Hook/Curl favor the trips WR-side
W	5-6 yds		Hook/ Middle hole
F	10-12 yds		Cover 2. Deep 1/2 field
\$	10-12 yds		Cover 4 Deep 1/4 field,



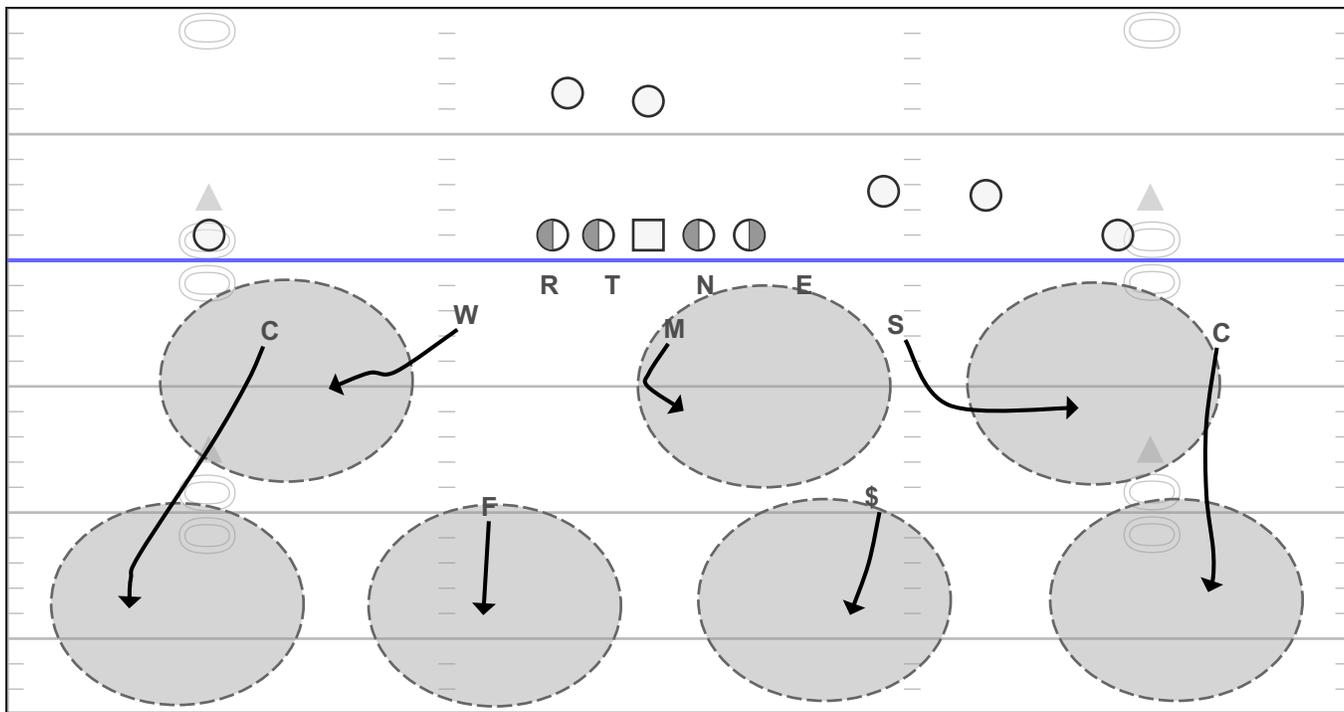
Position	Alignment	Run Responsibility	Pass Responsibility
R			
T			
N			
E			
S	APEX #2	BOX	WSF
M			LOW HOLE
W			WSF
BC	6yrds		1/4
FC	6 yrds		1/4
\$	10 yrds		I/S 1/4
F	10 yrds		I/S 1/4



Position	Alignment	Run Responsibility	Pass Responsibility
\$	12 YDS HASH/DETACH #2	SUPPORT/ALLEY	I/S 1/4
N			
E			
S	APEX #2	STRONG FORCE/SPILL	SEAM FLAT
T			
R			
M	30 TECH		WALL/SEAM
W	10 TECH		WALL/SEAM
FC	2X6 LEVERAGE		1/4
BC	2X6 LEVERAGE		1/4
FS	12 YDS HASH/DETACH#2		1/4



Position	Alignment	Run Responsibility	Pass Responsibility
R			
T			
N			
E			
S	APEX #2		SEAM/FLAT
M	00 TECH		HOLE
W	APEX #2		SEAM/FLAT
C	2X6 LEVERAGE		1/4
C	2X6 LEVERAGE		1/4
F	SPLIT OT AND #2		I/S 1/4
\$	SPLIT OT AND #2		I/S 1/4



Position	Alignment	Run Responsibility	Pass Responsibility
R			
T			
N			
E			
S	APEX #2		SEAM/FLAT
M	30 TECH		HOLE to #3
W	APEX #2		SEAM/FLAT
C	2X6 LEVERAGE		1/4
C	2X6 LEVERAGE		1/4
F	SPLIT OT AND #2		I/S 1/4
\$	SPLIT OT AND #2		I/S 1/4