

FORMATIONS & PLAYS

RUNNING LANES and DEFENSIVE ASSIGNMENTS									
RCB		FS			SS			LCB	
WLB*(NB)		(RILB)	< M(LB) >	(LILB)	SLB(DB)				
RDE		RDT *	(NT)	LDT	LDE				
SWEEP L	EDGE L	OFF-T L	SLAM L	DIVE L	DIVE R	SLAM	OFF-T R	EDGE R	SWEEP R
LWR	2TE 3WR TE*	LT	LG	C	RG	RT	TE 4WR	RWR	
<p>* In the 3-4 Defensive Alignment when using the Nickel or Dime Package the WLB moves into the place of the RDT and the NT moves left and replaces LDT for assignment purposes</p> <p>* On Edge Left running plays - if there is not a 2nd TE or 3rd WR the TE motions across to block</p>									

OFFENSIVE PACKAGES					DEFENSIVE PACKAGE								
BASE ACE	1 RB	1 FB	1 TE	2 WR	VS	BASE 4-3	4 DL	3 LB	4 DB	BASE 3-4	3 DL	4 LB	4 DB
FULL HOUSE*	2 RB	1 FB	1 TE	1 WR	VS	NICKEL 4	4 DL	2 LB	5 DB	NICKEL 3	3 DL	3 LB	5 DB
3-WIDE	1 RB		1 TE	3 WR	VS	DIME 4	4 DL	1 LB	6 DB	DIME 3	3 DL	2 LB	6 DB
4-WIDE	1 RB			4 WR	VS								
5-WIDE*				5 WR	VS								
						4 MAN FRONT				3 MAN FRONT			

RUN PLAYS

DIVE - C - G
 SLAM - G - T
 OFF-TACKLE - OUTSIDE OF T
 EDGE - OUTSIDE TE

 SWEEP - OUTSIDE WR
 DELAY - DRAW (NO DIRECTION)
 ALL RUN PLAYS BY QB, RB or FB

READ OPTION

SHOT GUN -
 QB READS DE OR OLB
 - HANDS BALL TO RB FOR DIVE
 OR KEEPS FOR EDGE RUN

TRIPLE OPTION

FB/RB DIVE
 QB READS DE OR OLB
 PITCHES TO RB OR WR SWEEP

PASS PLAYS

QUICK PASS - 1 - 10
 INTERMEDIATE - 11 - 20
 DEEP PASS - 21 - 40
 BOMB - 41 - 55

directions for each pass

INSIDE - BETWEEN HASH MARKS

SEAM - ALONG HASH

OUTSIDE - OUTSIDE HASH

SCREEN PASSES

MIDDLE SCREEN - FB, RB, TE OR WR

IN MIDDLE WITH BLOCKERS

SWING PASS - FB, RB, TE MOVING

PARALLEL TO LOS

WR BUBBLE SCREEN - WR BREAKING TO

INSIDE OF TE OR WR

SLIP SCREEN - IN 3- OR 4-WIDE TO WR

WHO SLIPS TO OUTSIDE OF OTHER WR

O-COORD-GOAL-TO-GO

BASE - BALANCED

GOAL TO GO												
AGGRESSIVE				NORMAL				CONSERVATIVE				
PLAY ACTION			13	PLAY ACTION			15	PLAY ACTION			17	
RUN	FULL	PACKAGE	PASS	RUN	FULL	PACKAGE	PASS	RUN	FULL	PACKAGE	PASS	
2		FULL-HOUSE		3	1	FULL-HOUSE		2	1	FULL-HOUSE		
15	14	BASE	12	16	15	BASE	15	18	18	BASE	18	
17	16	ACE	16	20	20	ACE	18	19	20	ACE	19	
20		JUMBO		20		JUMBO		20		JUMBO		
	20	3-WIDE	18		20	3-WIDE	20		20	3-WIDE	20	
		4-WIDE	20			4-WIDE				4-WIDE		
		5-WIDE				5-WIDE				5-WIDE		
		3-WIDE 2RB				3-WIDE 2RB				3-WIDE 2RB		
		3-WIDE 2TE				3-WIDE 2TE				3-WIDE 2TE		
		4-WIDE 1TE				4-WIDE 1TE				4-WIDE 1TE		
RUN	FULL	RUNS	PASS	RUN	FULL	RUNS	PASS	RUN	FULL	RUNS	PASS	
12	9	DIVE	4	16	12	DIVE	6	15	10	DIVE	5	
24	18	SLAM	8	32	24	SLAM	12	30	20	SLAM	10	
36	27	OFF-TACKLE	12	48	36	OFF-TACKLE	18	45	30	OFF-TACKLE	15	
48	36	EDGE	16	64	48	EDGE	24	60	40	EDGE	20	
60	45	SWEEP	20	80	60	SWEEP	30	75	50	SWEEP	25	
	55	DELAY	30		65	DELAY	40		80	55	DELAY	35
		READ OPT				READ OPT				READ OPT		
		TRI OPT				TRI OPT				TRI OPT		
RUN	FULL	PASSES	PASS	RUN	FULL	PASSES	PASS	RUN	FULL	PASSES	PASS	
80	70	QUICK	45	86	80	QUICK	55	90	75	QUICK	65	
88	85	INTERMED.	85	90	90	INTERMED.	80	95	90	INTERMED.	85	
		DEEP				DEEP				DEEP		
		BOMB				BOMB				BOMB		
RUN	FULL	SCREENS	PASS	RUN	FULL	SCREENS	PASS	RUN	FULL	SCREENS	PASS	
94	92	MIDDLE	90	94	95	MIDDLE	90	98	99	MIDDLE	95	
98	94	SWING	95	98	99	SWING	100	100	100	SWING	100	
	96	WR BUBBLE	98			WR BUBBLE				WR BUBBLE		
	98	WR SLIP	100			WR SLIP				WR SLIP		
RUN	FULL	TRICK PLAY	PASS	RUN	FULL	TRICK PLAY	PASS	RUN	FULL	TRICK PLAY	PASS	
		FLEA-FLICK				FLEA-FLICK				FLEA-FLICK		
		WILDCAT R				WILDCAT R				WILDCAT R		
		WILDCAT P				WILDCAT P				WILDCAT P		
100	100	NON QB P		100	100	NON QB P		100	100	NON QB P		

BASE - RUN HEAVY

GOAL TO GO											
AGGRESSIVE				NORMAL				CONSERVATIVE			
PLAY ACTION			16	PLAY ACTION			19	PLAY ACTION			20
RUN	FULL	PACKAGE	PASS	RUN	FULL	PACKAGE	PASS	RUN	FULL	PACKAGE	PASS
4	2	FULL-HOUSE		5	4	FULL-HOUSE		8	6	FULL-HOUSE	
17	14	BASE	11	16	15	BASE	16	16	16	BASE	16
	18	ACE	15		20	ACE	18		18	ACE	18
20		JUMBO		20		JUMBO		20		JUMBO	
	20	3-WIDE	18		20	3-WIDE	20		20	3-WIDE	20
		4-WIDE	20			4-WIDE				4-WIDE	
		5-WIDE				5-WIDE				5-WIDE	
		3-WIDE 2RB				3-WIDE 2RB				3-WIDE 2RB	
		3-WIDE 2TE				3-WIDE 2TE				3-WIDE 2TE	
		4-WIDE 1TE				4-WIDE 1TE				4-WIDE 1TE	
RUN	FULL	RUNS	PASS	RUN	FULL	RUNS	PASS	RUN	FULL	RUNS	PASS
15	12	DIVE	7	17	14	DIVE	9	25	19	DIVE	11
30	24	SLAM	14	34	28	SLAM	18	50	38	SLAM	22
45	36	OFF-TACKLE	21	51	42	OFF-TACKLE	27	75	57	OFF-TACKLE	33
60	48	EDGE	28	68	56	EDGE	36	90	76	EDGE	44
75	60	SWEEP	35	85	70	SWEEP	45	98	95	SWEEP	55
	85	DELAY	44		88	DELAY	54		88	DELAY	66
		READ OPT				READ OPT				READ OPT	
		TRI OPT				TRI OPT				TRI OPT	
RUN	FULL	PASSES	PASS	RUN	FULL	PASSES	PASS	RUN	FULL	PASSES	PASS
94	84	QUICK	74	96	90	QUICK	85	100	99	QUICK	79
	89	INTERMED.	88		92	INTERMED.	90		99	INTERMED.	88
		DEEP				DEEP				DEEP	
		BOMB				BOMB				BOMB	
RUN	FULL	SCREENS	PASS	RUN	FULL	SCREENS	PASS	RUN	FULL	SCREENS	PASS
97	94	MIDDLE	94	98	96	MIDDLE	95	100	99	MIDDLE	93
100	98	SWING	97	100	100	SWING	100	100	100	SWING	100
	99	WR BUBBLE	98			WR BUBBLE				WR BUBBLE	
	100	WR SLIP	99			WR SLIP				WR SLIP	
RUN	FULL	TRICK PLAY	PASS	RUN	FULL	TRICK PLAY	PASS	RUN	FULL	TRICK PLAY	PASS
		FLEA-FLICK				FLEA-FLICK				FLEA-FLICK	
		WILDCAT R				WILDCAT R				WILDCAT R	
		WILDCAT P				WILDCAT P				WILDCAT P	
100	100	NON QB P		100	100	NON QB P		100	100	NON QB P	

BASE - PASS HEAVY

GOAL TO GO												
AGGRESSIVE				NORMAL				CONSERVATIVE				
PLAY ACTION			13	PLAY ACTION			15	PLAY ACTION			17	
RUN	FULL	PACKAGE	PASS	RUN	FULL	PACKAGE	PASS	RUN	FULL	PACKAGE	PASS	
1		FULL-HOUSE		1		FULL-HOUSE		2	1	FULL-HOUSE		
16	13	BASE	10	16	15	BASE	15	18	18	BASE	18	
18	16	ACE	14	20	20	ACE	18	19	20	ACE	19	
20		JUMBO		20		JUMBO		20		JUMBO		
	20	3-WIDE	18		20	3-WIDE	20		20	3-WIDE	20	
		4-WIDE	20			4-WIDE				4-WIDE		
		5-WIDE				5-WIDE				5-WIDE		
		3-WIDE 2RB				3-WIDE 2RB				3-WIDE 2RB		
		3-WIDE 2TE				3-WIDE 2TE				3-WIDE 2TE		
		4-WIDE 1TE				4-WIDE 1TE				4-WIDE 1TE		
RUN	FULL	RUNS	PASS	RUN	FULL	RUNS	PASS	RUN	FULL	RUNS	PASS	
10	7	DIVE	3	14	10	DIVE	4	15	10	DIVE	5	
20	14	SLAM	6	28	20	SLAM	8	30	20	SLAM	10	
30	21	OFF-TACKLE	9	42	30	OFF-TACKLE	12	45	30	OFF-TACKLE	15	
40	28	EDGE	12	56	40	EDGE	16	60	40	EDGE	20	
50	35	SWEEP	15	70	50	SWEEP	20	75	50	SWEEP	25	
	60	DELAY	25		55	DELAY	30		80	55	DELAY	35
		READ OPT				READ OPT				READ OPT		
		TRI OPT				TRI OPT				TRI OPT		
RUN	FULL	PASSES	PASS	RUN	FULL	PASSES	PASS	RUN	FULL	PASSES	PASS	
75	55	QUICK	40	84	75	QUICK	50	90	75	QUICK	65	
88	85	INTERMED.	80	90	90	INTERMED.	75	95	90	INTERMED.	85	
		DEEP				DEEP				DEEP		
		BOMB				BOMB				BOMB		
RUN	FULL	SCREENS	PASS	RUN	FULL	SCREENS	PASS	RUN	FULL	SCREENS	PASS	
94	92	MIDDLE	90	94	95	MIDDLE	90	98	99	MIDDLE	95	
98	94	SWING	95	98	99	SWING	100	100	100	SWING	100	
	96	WR BUBBLE	98			WR BUBBLE				WR BUBBLE		
	98	WR SLIP	100			WR SLIP				WR SLIP		
RUN	FULL	TRICK PLAY	PASS	RUN	FULL	TRICK PLAY	PASS	RUN	FULL	TRICK PLAY	PASS	
		FLEA-FLICK				FLEA-FLICK				FLEA-FLICK		
		WILDCAT R				WILDCAT R				WILDCAT R		
		WILDCAT P				WILDCAT P				WILDCAT P		
100	100	NON QB P		100	100	NON QB P		100	100	NON QB P		

MULTIPLE - BALANCED

GOAL TO GO											
AGGRESSIVE				NORMAL				CONSERVATIVE			
PLAY ACTION			20	PLAY ACTION			20	PLAY ACTION			20
RUN	FULL	PACKAGE	PASS	RUN	FULL	PACKAGE	PASS	RUN	FULL	PACKAGE	PASS
		FULL-HOUSE				FULL-HOUSE		2	1	FULL-HOUSE	
6	3	BASE		10	7	BASE	4	12	6	BASE	4
16	10	ACE	5	18	14	ACE	8	18	15	ACE	8
		JUMBO		19		JUMBO		20		JUMBO	
	18	3-WIDE	10		20	3-WIDE	13		18	3-WIDE	12
	14	4-WIDE	14		18	4-WIDE	15			4-WIDE	14
		5-WIDE	16			5-WIDE	16			5-WIDE	16
	20	3-WIDE 2RB	18		19	3-WIDE 2RB	18		20	3-WIDE 2RB	16
	18	3-WIDE 2TE	19		20	3-WIDE 2TE	19			3-WIDE 2TE	18
	20	4-WIDE 1TE	20			4-WIDE 1TE	20			4-WIDE 1TE	20
RUN	FULL	RUNS	PASS	RUN	FULL	RUNS	PASS	RUN	FULL	RUNS	PASS
10	5	DIVE	4	12	10	DIVE	4	17	11	DIVE	5
20	10	SLAM	8	24	20	SLAM	8	34	22	SLAM	10
30	15	OFF-TACKLE	12	36	30	OFF-TACKLE	12	51	33	OFF-TACKLE	15
40	20	EDGE	16	48	40	EDGE	16	68	44	EDGE	20
50	25	SWEEP	20	60	50	SWEEP	20	85	55	SWEEP	25
	60	DELAY	30		65	DELAY	30		65	DELAY	35
		READ OPT				READ OPT				READ OPT	
		TRI OPT									

O-COORD-GOAL-TO-GO

AIR RAID

GOAL TO GO											
AGGRESSIVE				NORMAL				CONSERVATIVE			
PLAY ACTION		20		PLAY ACTION		20		PLAY ACTION		20	
RUN	FULL	PACKAGE	PASS	RUN	FULL	PACKAGE	PASS	RUN	FULL	PACKAGE	PASS
FULL-HOUSE				FULL-HOUSE				FULL-HOUSE			
BASE				BASE				1			
ACE				ACE				2			
JUMBO				JUMBO				3			
10	8	3-WIDE	6	14	10	3-WIDE	12	16	14	3-WIDE	10
14	12	4-WIDE	10	17	16	4-WIDE	18	18	18	4-WIDE	16
15	15	5-WIDE	14	5-WIDE				20			
18	16	3-WIDE 2RB	16	20	18	3-WIDE 2RB	20	18	19	3-WIDE 2RB	18
3-WIDE 2TE				3-WIDE 2TE				20			
4-WIDE 1TE				4-WIDE 1TE				20			
RUN	FULL	RUNS	PASS	RUN	FULL	RUNS	PASS	RUN	FULL	RUNS	PASS
4	2	DIVE	1	6	4	DIVE	2	8	5	DIVE	3
8	4	SLAM	2	12	8	SLAM	4	16	10	SLAM	6
12	6	OFF-TACKLE	3	18	12	OFF-TACKLE	6	24	15	OFF-TACKLE	9
16	8	EDGE	4	24	16	EDGE	8	32	20	EDGE	12
20	10	SWEEP	5	30	20	SWEEP	10	40	25	SWEEP	15
35	25	DELAY	20	40	30	DELAY	25	50	40	DELAY	30
READ OPT				READ OPT				READ OPT			
TRI OPT				TRI OPT				TRI OPT			
RUN	FULL	PASSES	PASS	RUN	FULL	PASSES	PASS	RUN	FULL	PASSES	PASS
65	55	QUICK	45	70	55	QUICK	50	80	75	QUICK	50
75	80	INTERMED.	80	80	80	INTERMED.	75	85	85	INTERMED.	85
DEEP BOMB				DEEP BOMB				DEEP BOMB			
RUN	FULL	SCREENS	PASS	RUN	FULL	SCREENS	PASS	RUN	FULL	SCREENS	PASS
90	90	MIDDLE	90	90	90	MIDDLE	85	90	90	MIDDLE	90
SWING				SWING				SWING			
95	95	WR BUBBLE	95	94	94	WR BUBBLE	92	95	95	WR BUBBLE	95
100	100	WR SLIP	100	98	98	WR SLIP	99	100	100	WR SLIP	100
RUN	FULL	TRICK PLAY	PASS	RUN	FULL	TRICK PLAY	PASS	RUN	FULL	TRICK PLAY	PASS
FLEA-FLICK				FLEA-FLICK				FLEA-FLICK			
WILDCAT R				WILDCAT R				WILDCAT R			
WILDCAT P				99 99 WILDCAT P				WILDCAT P			
NON QB P				100 100 NON QB P				100			

READ OPTION

GOAL TO GO											
AGGRESSIVE				NORMAL				CONSERVATIVE			
PLAY ACTION		20		PLAY ACTION		20		PLAY ACTION		20	
RUN	FULL	PACKAGE	PASS	RUN	FULL	PACKAGE	PASS	RUN	FULL	PACKAGE	PASS
FULL-HOUSE				FULL-HOUSE				3 1 FULL-HOUSE			
10	3	BASE	2	8	4	BASE	3	10	6	BASE	3
12	6	ACE	4	14	8	ACE	6	14	10	ACE	6
16	16	JUMBO	3	JUMBO				16			
20	14	3-WIDE	12	17	12	3-WIDE	12	18	15	3-WIDE	10
16	16	4-WIDE	16	4-WIDE				16			
5-WIDE				5-WIDE				20			
20	20	3-WIDE 2RB	20	20	20	3-WIDE 2RB	20	20	20	3-WIDE 2RB	20
3-WIDE 2TE				3-WIDE 2TE				3-WIDE 2TE			
4-WIDE 1TE				4-WIDE 1TE				4-WIDE 1TE			
RUN	FULL	RUNS	PASS	RUN	FULL	RUNS	PASS	RUN	FULL	RUNS	PASS
6	4	DIVE	1	8	5	DIVE	2	9	6	DIVE	3
12	8	SLAM	2	16	10	SLAM	4	18	12	SLAM	6
18	12	OFF-TACKLE	3	24	15	OFF-TACKLE	6	27	18	OFF-TACKLE	9
24	16	EDGE	4	32	20	EDGE	8	36	24	EDGE	12
30	20	SWEEP	5	40	25	SWEEP	10	45	30	SWEEP	15
36	30	DELAY	15	50	35	DELAY	20	55	40	DELAY	25
70	50	READ OPT	30	75	60	READ OPT	35	80	65	READ OPT	40
80	80	TRI OPT	55	80	65	TRI OPT	35	85	70	TRI OPT	40
RUN	FULL	PASSES	PASS	RUN	FULL	PASSES	PASS	RUN	FULL	PASSES	PASS
90	80	QUICK	50	92	80	QUICK	55	90	85	QUICK	55
90	90	INTERMED.	85	88	88	INTERMED.	80	87	87	INTERMED.	85
DEEP BOMB				DEEP BOMB				DEEP BOMB			
RUN	FULL	SCREENS	PASS	RUN	FULL	SCREENS	PASS	RUN	FULL	SCREENS	PASS
96	96	MIDDLE	90	95	91	MIDDLE	90	96	92	MIDDLE	90
SWING				93 SWING				94 SWING			
98	98	WR BUBBLE	93	98	96	WR BUBBLE	95	97	97	WR BUBBLE	95
100	100	WR SLIP	96	99	99	WR SLIP	100	98	100	WR SLIP	100
RUN	FULL	TRICK PLAY	PASS	RUN	FULL	TRICK PLAY	PASS	RUN	FULL	TRICK PLAY	PASS
FLEA-FLICK				FLEA-FLICK				FLEA-FLICK			
WILDCAT R				WILDCAT R				WILDCAT R			
WILDCAT P				99 WILDCAT P				WILDCAT P			
NON QB P				100 100 NON QB P				100			

TRIPLE OPTION

GOAL TO GO											
AGGRESSIVE				NORMAL				CONSERVATIVE			
PLAY ACTION		16		PLAY ACTION		14		PLAY ACTION		12	
RUN	FULL	PACKAGE	PASS	RUN	FULL	PACKAGE	PASS	RUN	FULL	PACKAGE	PASS
FULL-HOUSE				FULL-HOUSE				15 20 FULL-HOUSE			
20	20	FULL-HOUSE	16	16	20	FULL-HOUSE	18	15	20	FULL-HOUSE	19
BASE				BASE				BASE			
ACE				ACE				ACE			
JUMBO				20 JUMBO				20 JUMBO			
3-WIDE				3-WIDE				3-WIDE			
4-WIDE				4-WIDE				4-WIDE			
5-WIDE				5-WIDE				5-WIDE			
3-WIDE 2RB				3-WIDE 2RB				3-WIDE 2RB			
3-WIDE 2TE				3-WIDE 2TE				3-WIDE 2TE			
4-WIDE 1TE				4-WIDE 1TE				4-WIDE 1TE			
RUN	FULL	RUNS	PASS	RUN	FULL	RUNS	PASS	RUN	FULL	RUNS	PASS
4	6	DIVE	3	10	6	DIVE	4	8	7	DIVE	4
8	12	SLAM	6	20	12	SLAM	8	16	14	SLAM	8
12	18	OFF-TACKLE	9	30	18	OFF-TACKLE	12	24	21	OFF-TACKLE	12
16	24	EDGE	12	40	24	EDGE	16	32	28	EDGE	16
20	30	SWEEP	15	50	30	SWEEP	20	40	35	SWEEP	20
35	35	DELAY	30	32	32	DELAY	30	30	30	DELAY	30
50	40	READ OPT	35	60	40	READ OPT	45	45	45	READ OPT	40
90	80	TRI OPT	55	98	92	TRI OPT	60	99	98	TRI OPT	75
RUN	FULL	PASSES	PASS	RUN	FULL	PASSES	PASS	RUN	FULL	PASSES	PASS
95	90	QUICK	80	100	95	QUICK	75	100	100	QUICK	85
98	95	INTERMED.	95	INTERMED.				90			
DEEP BOMB				DEEP BOMB				DEEP BOMB			
RUN	FULL	SCREENS	PASS	RUN	FULL	SCREENS	PASS	RUN	FULL	SCREENS	PASS
MIDDLE				98 MIDDLE				94 MIDDLE			
SWING				99 WR BUBBLE				96 WR BUBBLE			
98	98	WR BUBBLE	99	WR SLIP				97 WR SLIP			
RUN	FULL	TRICK PLAY	PASS	RUN	FULL	TRICK PLAY	PASS	RUN	FULL	TRICK PLAY	PASS
FLEA-FLICK				FLEA-FLICK				FLEA-FLICK			
WILDCAT R				WILDCAT R				WILDCAT R			
WILDCAT P				99 WILDCAT P				WILDCAT P			
NON QB P				100 100 NON QB P				100			

D-COORDINATORS

VERY LOW RISK

DEFENSIVE COORDINATOR <small>VERY LOW RISK</small> <small>VS. BALANCED OFFENSE</small>	DEFENSIVE COORDINATOR <small>VERY LOW RISK</small> <small>VS. RUN HEAVY OFFENSE</small>	DEFENSIVE COORDINATOR <small>VERY LOW RISK</small> <small>VS. PASS HEAVY OFFENSE</small>	DEFENSIVE COORDINATOR <small>VERY LOW RISK</small> <small>VS. MOBILE/RUNNING QB</small>
RUN BOX 5 MAN 45 ZONE 100	RUN BOX 40 MAN 60 ZONE 100	RUN BOX - MAN 40 ZONE 97 BLITZ 1 100	RUN BOX 10 MAN 40 ZONE 90 SPY 100
FULL BOX 5 MAN 50 ZONE 95 BLITZ 1 99 BLITZ 2 100	FULL BOX 20 MAN 60 ZONE 100	FULL BOX - MAN 45 ZONE 95 BLITZ 1 98 BLITZ 2 100	FULL BOX 5 MAN 40 ZONE 90 SPY 100
PASS BOX - MAN 50 ZONE 95 BLITZ 1 100 BLITZ 2 100	PASS BOX 5 MAN 50 ZONE 95 BLITZ 1 98 BLITZ 2 100	PASS BOX - MAN 40 ZONE 90 BLITZ 1 96 BLITZ 2 99 BLITZ 3 100	PASS BOX - MAN 35 ZONE 75 SPY 90 BLITZ 1 97 BLITZ 2 99 BLITZ 3 100

LOW RISK

DEFENSIVE COORDINATOR <small>LOW RISK</small> <small>VS. BALANCED OFFENSE</small>	DEFENSIVE COORDINATOR <small>LOW RISK</small> <small>VS. RUN HEAVY OFFENSE</small>	DEFENSIVE COORDINATOR <small>LOW RISK</small> <small>VS. PASS HEAVY OFFENSE</small>	DEFENSIVE COORDINATOR <small>LOW RISK</small> <small>VS. MOBILE/RUNNING QB</small>
RUN BOX 15 MAN 55 ZONE 97 BLITZ 1 100	RUN BOX 50 MAN 75 ZONE 100	RUN BOX 5 MAN 40 ZONE 95 BLITZ 1 98 BLITZ 2 100	RUN BOX 15 MAN 45 ZONE 80 SPY 95 BLITZ 1 98 BLITZ 2 100
FULL BOX 10 MAN 50 ZONE 90 BLITZ 1 97 BLITZ 2 100	FULL BOX 30 MAN 60 ZONE 95 BLITZ 1 98 BLITZ 2 100	FULL BOX 5 MAN 40 ZONE 90 BLITZ 1 97 BLITZ 2 100	FULL BOX 10 MAN 35 ZONE 70 SPY 95 BLITZ 1 98 BLITZ 2 100
PASS BOX - MAN 40 ZONE 80 BLITZ 1 88 BLITZ 2 94 BLITZ 3 98 BLITZ 4 100	PASS BOX 10 MAN 50 ZONE 90 BLITZ 1 97 BLITZ 2 100	PASS BOX - MAN 40 ZONE 80 BLITZ 1 88 BLITZ 2 94 BLITZ 3 98 BLITZ 4 100	PASS BOX - MAN 30 ZONE 60 SPY 80 BLITZ 1 92 BLITZ 2 100

BASIC

DEFENSIVE COORDINATOR <small>BASIC</small> <small>VS. BALANCED OFFENSE</small>	DEFENSIVE COORDINATOR <small>BASIC</small> <small>VS. RUN HEAVY OFFENSE</small>	DEFENSIVE COORDINATOR <small>BASIC</small> <small>VS. PASS HEAVY OFFENSE</small>	DEFENSIVE COORDINATOR <small>BASIC</small> <small>VS. MOBILE/RUNNING QB</small>
RUN BOX 25 MAN 60 ZONE 95 BLITZ 1 99 BLITZ 2 100	RUN BOX 65 MAN 80 ZONE 100	RUN BOX 10 MAN 50 ZONE 90 BLITZ 1 97 BLITZ 2 100	RUN BOX 20 MAN 50 ZONE 80 SPY 90 BLITZ 1 97 BLITZ 2 100
FULL BOX 15 MAN 50 ZONE 85 BLITZ 1 93 BLITZ 2 97 BLITZ 3 100	FULL BOX 40 MAN 65 ZONE 90 BLITZ 1 97 BLITZ 2 100	FULL BOX 5 MAN 45 ZONE 85 BLITZ 1 91 BLITZ 2 96 BLITZ 3 100	FULL BOX 15 MAN 45 ZONE 75 SPY 90 BLITZ 1 97 BLITZ 2 100
PASS BOX - MAN 35 ZONE 70 BLITZ 1 82 BLITZ 2 90 BLITZ 3 96 BLITZ 4 100	PASS BOX 20 MAN 50 ZONE 80 BLITZ 1 89 BLITZ 2 96 BLITZ 3 100	PASS BOX - MAN 35 ZONE 70 BLITZ 1 82 BLITZ 2 90 BLITZ 3 96 BLITZ 4 100	PASS BOX - MAN 25 ZONE 50 SPY 75 BLITZ 1 91 BLITZ 2 100

AGGRESSIVE

DEFENSIVE COORDINATOR <small>AGGRESSIVE</small> <small>VS. BALANCED OFFENSE</small>	DEFENSIVE COORDINATOR <small>AGGRESSIVE</small> <small>VS. RUN HEAVY OFFENSE</small>	DEFENSIVE COORDINATOR <small>AGGRESSIVE</small> <small>VS. PASS HEAVY OFFENSE</small>	DEFENSIVE COORDINATOR <small>AGGRESSIVE</small> <small>VS. MOBILE/RUNNING QB</small>
RUN BOX 35 MAN 65 ZONE 90 BLITZ 1 97 BLITZ 2 100	RUN BOX 75 MAN 85 ZONE 95 BLITZ 1 98 BLITZ 2 100	RUN BOX 15 MAN 50 ZONE 85 BLITZ 1 92 BLITZ 2 97 BLITZ 3 100	RUN BOX 40 MAN 50 ZONE 70 SPY 85 BLITZ 1 93 BLITZ 2 100
FULL BOX 25 MAN 50 ZONE 75 BLITZ 1 87 BLITZ 2 95 BLITZ 3 100	FULL BOX 50 MAN 70 ZONE 90 BLITZ 1 97 BLITZ 2 100	FULL BOX 10 MAN 40 ZONE 75 BLITZ 1 88 BLITZ 2 95 BLITZ 3 98 BLITZ 4 100	FULL BOX 30 MAN 45 ZONE 70 SPY 85 BLITZ 1 93 BLITZ 2 100
PASS BOX - MAN 30 ZONE 60 BLITZ 1 75 BLITZ 2 87 BLITZ 3 95 BLITZ 4 100	PASS BOX 10 MAN 40 ZONE 70 BLITZ 1 82 BLITZ 2 90 BLITZ 3 96 BLITZ 4 100	PASS BOX - MAN 40 ZONE 60 BLITZ 1 76 BLITZ 2 87 BLITZ 3 95 BLITZ 4 100	PASS BOX - MAN 20 ZONE 40 SPY 70 BLITZ 1 88 BLITZ 2 95 BLITZ 3 100

VERY AGGRESSIVE

DEFENSIVE COORDINATOR <small>VERY AGGRESSIVE</small> <small>VS. BALANCED OFFENSE</small>	DEFENSIVE COORDINATOR <small>VERY AGGRESSIVE</small> <small>VS. RUN HEAVY OFFENSE</small>	DEFENSIVE COORDINATOR <small>VERY AGGRESSIVE</small> <small>VS. PASS HEAVY OFFENSE</small>	DEFENSIVE COORDINATOR <small>VERY AGGRESSIVE</small> <small>VS. MOBILE/RUNNING QB</small>
RUN BOX 45 MAN 65 ZONE 85 BLITZ 1 92 BLITZ 2 97 BLITZ 3 100	RUN BOX 80 MAN - ZONE - BLITZ 1 88 BLITZ 2 95 BLITZ 3 100	RUN BOX 20 MAN 50 ZONE 70 BLITZ 1 84 BLITZ 2 95 BLITZ 3 100	RUN BOX 50 MAN 55 ZONE 60 SPY 80 BLITZ 1 92 BLITZ 2 100
FULL BOX 35 MAN 50 ZONE 65 BLITZ 1 80 BLITZ 2 90 BLITZ 3 95 BLITZ 4 100	FULL BOX 60 MAN 70 ZONE 80 BLITZ 1 87 BLITZ 2 95 BLITZ 3 97 BLITZ 4 100	FULL BOX 15 MAN 50 ZONE 65 BLITZ 1 78 BLITZ 2 87 BLITZ 3 94 BLITZ 4 100	FULL BOX 40 MAN 45 ZONE 55 SPY 75 BLITZ 1 88 BLITZ 2 96 BLITZ 3 100
PASS BOX - MAN 25 ZONE 50 BLITZ 1 70 BLITZ 2 85 BLITZ 3 95 BLITZ 4 100	PASS BOX 15 MAN 45 ZONE 60 BLITZ 1 74 BLITZ 2 86 BLITZ 3 94 BLITZ 4 100	PASS BOX - MAN 30 ZONE 50 BLITZ 1 70 BLITZ 2 85 BLITZ 3 95 BLITZ 4 100	PASS BOX - MAN 15 ZONE 30 SPY 60 BLITZ 1 75 BLITZ 2 88 BLITZ 3 96 BLITZ 4 100

GENERAL PLAY-CALLING SEQUENCE

ACTION	FLIP PRC	1	REFERENCE	FIELD-MAT CHART
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DETERMINE PORTION OF PLAY BOOK DEPENDING ON DOWN AND DISTANCE

DETERMINE PORTION OF PLAYBOOK AVAILABLE N/A SEE FIELD-MAT CHART

OWN GOAL LINE TO OPP 11 YARD LINE				OFFENSIVE TENDENCIES BY DOWN & DISTANCE				
DOWN	RUN	FULL	PASS	POWER FORMATION OFFENSE MUST LINE UP IN POWER FORMATION FOR DEFENSE TO MATCH UP WITH IT	GOAL TO GO			
					DOWN	RUN	FULL	PASS
FIRST AND	-	1 to 12	13 and up		FIRST AND	1 to 3	4 to 15	16 and up
SECOND AND	-	1 to 10	11 and up		SECOND AND	1 to 2	3 to 12	13 and up
THIRD AND	-	1 to 4	5 and up		THIRD AND	1	2 to 3	4 and up
FOURTH AND	-	1 to 4	5 and up		FOURTH AND	1	2 to 3	5 and up

ACTION	FLIP PRC	2	PLAY	REFERENCES
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DETERMINE OFFENSIVE PACKAGE YES SEE APPROPRIATE OFFENSIVE COORDINATOR CHART

· USE LEFT PRC TO DETERMINE PACKAGE UNDER PLAYBOOK OPTION ESTABLISHED IN 1 (ABOVE)

· USE RIGHT PRC TO DETERMINE PLAY-ACTION RANGE UNDER PLAYBOOK OPTION (IF APPLICABLE)

· USE LEFT & RIGHT #100 TO DETERMINE THE PLAY CALL

MULTIPLE - BALANCED

FROM OWN GOAL LINE UNTIL IN GOAL TO GO SITUATION											
AGGRESSIVE				NORMAL				CONSERVATIVE			
PLAY ACTION			20	PLAY ACTION			20	PLAY ACTION			20
FULL	PACKAGE	PASS		FULL	PACKAGE	PASS		FULL	PACKAGE	PASS	
FULL-HOUSE				FULL-HOUSE			2	FULL-HOUSE			
1	BASE		4	BASE	1	5	BASE	5			
5	ACE		10	ACE	18	ACE	10				
JUMBO				JUMBO				JUMBO			
9	3-WIDE	4	14	3-WIDE	6	19	3-WIDE	14			

(RUN PLAYS - RIGHT #10 ODD = LEFT; EVEN = RIGHT)

(PASS PLAYS - RIGHT PRC REFERS TO "INSIDE", "SEAM", OR "OUTSIDE")

FULL	PASSES	PASS	FULL	PASSES	PASS
55	QUICK	40	65	QUICK	45
75	INTERMED.	70	75	INTERMED.	70
85	DEEP	85	78	DEEP	75
90	BOMB	90		BOMB	
FULL	SCREENS	PASS	FULL	SCREENS	PASS
94	MIDDLE	94	86	MIDDLE	85
95	SWING	96	88	SWING	88

ACTION	FLIP PRC	3	PLAY	REFERENCES
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PICK DEFENSIVE COORDINATOR & PLAY YES SEE APPROPRIATE OFFENSIVE COORDINATOR CHART

· USE LEFT & RIGHT #100 TO DETERMINE DEFENSIVE PLAY CALL >>>

· USE RIGHT PRC TARGET COLOR HIGHLIGHTED AREA TO DETERMINE BALL CARRIER OR RECE (DEFENSIVE FORMATIONS DETERMINED AUTOMATICALLY, AS FOLLOWS) ▽

DEFENSIVE LANES & RESPONSIBILITIES

RUNNING LANES and DEFENSIVE ASSIGNMENTS											
RCB		FS				SS				LCB	
WLB*[NB]		(RILB)		← M LB →		(LILB)		SLB[DB]			
RDE		RDT *		(NT)		LDT		LDE			
SWEEP L	EDGE L	OFF-T L	SLAM L	DIVE L	DIVE R	SLAM	OFF-T R	EDGE R	SWEEP R		
LWR	2TE	3WR	LT	LG	C	RG	RT	TE	4WR	RWR	
	TE*										
* In the 3-4 Defensive Alignment when using the Nickel or Dime Package the WLB moves into the place of the RDT and the NT moves left and replaces LDT for assignment purposes											
*On Edge Left running plays - if there is not a 2nd TE or 3rd WR the TE motions across to block											

OFFENSIVE PACKAGES

OFFENSIVE PACKAGES				VS	DEFENSIVE PACKAGE			
BASE	1 RB	1 FB	1 TE 2 WR		BASE 4-3	4 DL	3 LB	4 DB
ACE	1 RB		2 TE 2 WR					
FULL HOUSE*	2 RB	1 FB	1 TE 1 WR		BASE 3-4	3 DL	4 LB	4 DB
3-WIDE	1 RB		1 TE 3 WR	VS	NICKEL 4	4 DL	2 LB	5 DB
4-WIDE	1 RB		4 WR	VS	NICKEL 3	3 DL	3 LB	5 DB
5-WIDE*			5 WR	VS	DIME 4	4 DL	1 LB	6 DB
					DIME 3	3 DL	2 LB	6 DB

4 MAN FRONT 3 MAN FRONT

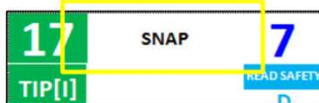
DEFENSIVE COORDINATOR BASIC	
VS. BALANCED OFFENSE	
RUN	BOX 25
	MAN 60
	ZONE 95
	BUTZ 1 99
BUTZ 2 100	
FULL	BOX 15
	MAN 50
	ZONE 85
	BUTZ 1 93
BUTZ 2 97	
BUTZ 3 100	
PASS	BOX -
	MAN 35
	ZONE 70
	BUTZ 1 82
BUTZ 2 90	
BUTZ 3 96	
BUTZ 4 100	

ACTION	FLIP PRC	4	PLAY	REFERENCES
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SNAP YES

· REFER TO LEFT PRC "SNAP" SECTION TO DETERMINE IF NORMAL SNAP, OR SEE SNAP CHART >>>

THE BALL



(IF PASS PLAY, USE LEFT & RIGHT PRC #100 TO DETERMINE "BLOCKING" IPA FROM GAME CENTER)

(USE LEFT PRC UNDER "PASS BLOCK / RUSH" SECTION TO IDENTIFY PLAYER TO CHECK RATING)

SNAP OCCURENCES

OFFENSIVE PLAY	POSSIBLE SEQUENCE (4)				SNAP ACTION RESULTS						
SNAP	SNAP ACTIONS										
PLAYER	<u>FALSE START</u>	<u>OFFSIDES</u>	<u>DRAW OFFSIDES</u>	<u>DRAW FALSE</u>	<u>ILLEGAL SNAP</u>	<u>FORMATION</u>	<u>FUMBLE SNAP</u>	<u>FUMBLE</u>	<u>INJURY</u>	<u>BURN TIMEOUT</u>	<u>POST PLAY</u>
REFERENCE			<u>QB</u>	<u>START</u>	<u>QB</u>	<u>PENALTY</u>		<u>EXCHANGE</u>			<u>PENALTY</u>
RATING:	PENALTY	PENALTY	QB	PRESSURE	PENALTY	QB	LOWER FUM	LOWER FUM			GAMECENTER
IN RANGE:	ASSESS PENALTY	ASSESS PENALTY	ASSESS PENALTY	ASSESS PENALTY	ASSESS PENALTY	ASSESS PENALTY*	TURNOVER CHART	TURNOVER CHART			EVEN: OFF
OUT RANGE:	PLAY RESUMES	PLAY RESUMES	PLAY RESUMES	PLAY RESUMES	PLAY RESUMES	PLAY RESUMES	PLAY RESUMES	PLAY RESUMES			ODD: DEF
	<i>IF R-PRC #20 = 20 IF R-PRC #20 = 1-5</i>					<i>AFTER PLAY</i>					IPA SWITCH
	PLAY RESUMES		PLAY RESUMES		<i>IS OVER</i>					TO DEF	
	OFF. CHOOSES		OFF. CHOOSES		*CHECK PENALTY					IF OFF OUT	
	PLAY OR PENALTY PLAY OR PENALTY					CHART					OF TIMEOUTS
											& VICE VERSA

Terry Bradshaw						
QB	14	B	LEAD	5	PIT	1979
SCR	QCK	INT	DEEP	PRS	INT	
18	15	12	8	11	18	
15	11	8	4	7	16	
PKT	SCR	H-R	PEN	P-A	FUM	
18	1	2	1	6	2	
RUN	BRK	NG	DL	LB		
10	1H	5	10	16	16	16

Willie Parker		
C		BUF
		1973
		14
		0
RUN	PENALTY	POWER
14	3	15
PASS	PENALTY	SCREEN
14	3	13

O.J. Simpson					
RB	READ	HOLE	20	BREAK	6
					BUF
					1973
	NO GAIN	DEF LINE		LINEBACKER	
2	7	13			
YAC	BREAK	DISTANCE			
19	2	A			
REC	YAC	BRK	DIS	CTH	DRP
10	17	1	H	1	3
RUN	BLOCK	PASS	FUM	WORK	14
13	3	15	3	A	14

Harvey Martin				
DE	16			DAL
	16			1979
STAR			PEN	19
PLAY RUN	TACKLE	FUM	HIT	
16	13	1	5	
PRESSURE	SACK	QBF	QBH	
15	2	2	9	
QCK	INT	DEEP	HELP	INT
7	2	1		PBU
				3

13	SNAP	6
TIP(C)	LEAD	READ SAFETY
15	BLOCKER	
SPRINT OUT	READ OPTION	FULL SACK
1	DL	
BALL TIPPED	W/B-	STAR
INTO AIR INT?	LB	
BLITZ	PASS BLOCK/RUSH	
2	3	4
OFF	3-4	4-3
B-2	B-1	B-1
TE	RDE	RDT
DL	LB	DS
RDE		LCB(D)
		+1
POWER	LOSS	DL
LB	DS	DELAY
1	-1	1
5	8	3
-2	-3	0
2	4	1

LEFT PRC

6	★	B-D	1
QUARTERBACK PRESSURES			
QB B-HIT			
4			
TARGET	SEAM	TIPPED	10
		BALL	
2			
H-R	BLITZER	PLAY	HELP
2	7	ACTION	5
		8	
+1			3
			5
< FUMBLE SNAP #10**			
SCREEN	QUICK	INT	DEEP
BOMB	PRESS		
1	7	15	39
55	11		
0	3	5	13
18	4		

RIGHT PRC

RUN PLAYS

OFFENSIVE PLAY

5

IPAs*

L-R #100 TO DETERMINE IPA FROM GAME CENTER

RUN	REFERENCE	STUFF RUN/SET EDGE	PURSUE LB	SUPPORT DB	RUN BLOCK	RB READ HOLE	IN GAME BLOCKING MATCHUP	LOWER SHOULDER, SPIN, STIFF ARM, JUKE	TACKLE SOLID-, BIG-, HUGE HIT
FLIP CARD	CODE	[-/0]	[-/0]	[-/0]	[-/0/+]	[-/0/+]	[-/0/+]	[0/+]	[-/0]
YES	RATING(S) USED:	DEF. LINEMAN PLAY RUN	LB PLAY RUN	DB PLAY RUN	OL, FB, RB, TE OR WR RUN BLOCK	READ HOLE	O RUN BLOCK VS. D PLAY RUN**	YAC	TACKLE RATING
	IN RANGE:	L-PRC: RED	L-PRC: RED	L-PRC: RED	L-PRC: BLACK	L-PRC: BLACK	L-PRC: BLACK**	ADD BLACK + YDS	L-PRC: RED
	OUT RANGE:	L-PRC: BLACK	L-PRC: BLACK	L-PRC: BLACK	L-PRC: RED	L-PRC: RED	L-PRC: RED**	L-PRC: BLACK	L-PRC: BLACK
					(IF L:PRC#20 = 1-5)	(IF L-PRC#20 WITHIN BREAK RATING)	(IF L:PRC#20 = 1-5)		(IF WITHING D FUM RATING
					ADD BLACK + YDS	ADD BLACK + YDS	ADD BLACK + YDS		... CHECK FUMBLE INSTRUCTIONS

Willie Parker		
C		BUF 1973
		14
		0
RUN	PENALTY	POWER
14	3	15
PASS	PENALTY	SCREEN
14	3	13

O.J. Simpson					
RB	READ HOLE	20	BREAK	6	BUF 1973
	NO GAIN		DEF LINE		LINEBACKER
2	7	13			
YAC	BREAK	DISTANCE			
19	2	A			
REC	YAC	BRK	DIS	CTH	DRP
10	17	1	H	1	3
RUN	BLOCK	PASS	FUM	WORK	14
13	3	15	3	A	14

(IF L-PRC#20 WITHIN BREAKAWAY) **NEW RATING: 10+(O-D)
CONSULT LONG GAIN CHART

REFERENCE	TACKLE LEVEL
CODE	[-/0]
RATING(S) USED:	D TACKLE RATING
IN RANGE:	L-PRC: RED
OUT RANGE:	L-PRC: BLACK

* "STOPPER" DEFEATS ALL IPAs

IPA CODES FOR RUNNING PLAYS

APPLYING IPA CODES TO "NG" AND "DS" LEVELS

[-/0]	DEFENSIVE IPA	[-] DEFENDER MAKES PLAY [0] DEFENDER DOES NOT MAKE PLAY	RED # UNDER LEVEL BLACK # UNDER LEVEL	NG	[0]	NO GAIN, 0 YDS
[-/0/+]	OFFENSIVE IPA	[-] BLOCKER NOT SUCCESSFUL OR RB DOES NOT READ HOLE [0] BLOCKER SUCCESSFUL OR RB READS HOLE [+] IF BLOCKER MAKES BIG HOLE OR RB BREAKS THROUGH LEVEL	RED # UNDER LEVEL BLACK # UNDER LEVEL BLACK # UNDER LEVEL PLUS GREEN +# ON R-PRC		[-]	USE HIGHER # UNDER "LOSS"
[0/+]	BALLCARRIER ABILITY TO MAKE EXTRA YAC	[0] BALL CARRIER FAILS TO EXECUTE YAC MOVE [+] BALL CARRIER FAILS TO EXECUTE YAC MOVE	BLACK # UNDER LEVEL BLACK # UNDER LEVEL PLUS GREEN +# ON R-PRC	DS	[+]	USE BLACK # UNDER "DL" ADD BLACK #S UNDER "DL" & "LB" PLUS +YDS ON RIGHT PRC

RUNNING LANES and DEFENSIVE ASSIGNMENTS									
RCB	FS			SS			LCB		
WLB*[NB]		(RILB)	< M LB >	(LILB)		SLB[DB]			
RDE		RDT *	(NT)	LDT	LDE				
SWEEP L	EDGE L	OFF-T L	SLAM L	DIVE L	DIVE R	SLAM	OFF-T R	EDGE R	SWEEP R
LWR	2TE 3WR TE*	LT	LG	C	RG	RT	TE 4WR	RWR	

* In the 3-4 Defensive Alignment when using the Nickel or Dime Package the WLB moves into the place of the RDT and the NT moves left and replaces LDT for assignment purposes
*On Edge Left running plays - if there is not a 2nd TE or 3rd WR the TE motions across to block

SPECIAL DESIGNATIONS & FUMBLES

SPECIAL DESIGNATIONS	STOPPER	STAR DEFENDER	LEAD BLOCKER	PUSH PILE
OVERRIDES	ALL OTHER IPAs	ALL OFFENSIVE IPAs & LEAD BLOCKER	ALL DEF. IPAs - BUT NOT STAR DEF.	
READ	R-PRC #20	L-PRC #20	LEAD BLOCKER #	L-PRC #20
RATING	TACKLE RATING	TACKLE RATING	RUN BLOCK	RB YAC; DEF. TACKLE RATING
IN RANGE:	[-]*	[-]*	IF DEF IPA & SUCCESS THEN TO DESIG. LEVEL	10+(YAC-TACKLE); [0/+]*
OUT RANGE:	PROCEED W/PLAY	PROCEED W/PLAY	PROCEED W/PLAY	[0]

* IF DEF. WINS BATTLE AND STOPPER ON PLAY, USE LOWER LOSS #

* IF R-PRC #20 WITHIN FUM RANGE CHECK BELOW

* N/A IN 3- OR 4-WIDE PACKAGE

* FLIP BEFORE NEW RATING CHECK

20		SNAP		2	
B-HIT	STOPPER	READ SAFETY			
SPRINT OUT	READ OPTION	SPLIT SACK			
2	DL	BOMB			
BALL TIPPED INTO AIR INT?		W/B-LB			
BLITZ		PASS BLOCK/RUSH			
2	3	4	OFF	3-4	4-3
B-1	B-1	B-1	LG	LDE	RDE
DL	LB	DS	+6		
RDE	LB	FS			
POWER	LOSS	DL	LB	DS	DELAY
1	-2	3	7	9	4
-2	-5	1	3	4	1

17		SNAP		8	
DEF	LEAD BLOCKER	READ SAFETY			
SPRINT OUT	READ OPTION	SPLIT SACK	SUB LINE		
5	LB	STAR			
BATTED DOWN TO THE GROUND		NT(L DT)			
BLITZ		PASS BLOCK/RUSH			
2	3	4	OFF	3-4	4-3
B-1	B-2	B-3	FB	RDE	LDE
DL	LB	DS	+4		
MLB [R]	LB	DS			
POWER	LOSS	DL	LB	DS	DELAY
4	-1	2	7	13	9
0	-6	1	3	6	2

LEFT PRC's

12		SNAP		6	
PBU	PUSH THE PILE	READ SAFETY			
SPRINT OUT	READ OPTION	SPLIT SACK			
3	DL	INTER.			
BATTED DOWN TO THE GROUND		LDE			
BLITZ		PASS BLOCK/RUSH			
2	3	4	OFF	3-4	4-3
B-2	B-1	B-4	FB	LDE	RDT
DL	LB	DS	+6		
LDE	SLB	DS			
POWER	LOSS	DL	LB	DS	DELAY
4	-1	3	4	9	12
-1	-3	1	2	4	3

5		★		15	
QUARTERBACK PRESSURES					
QB-HIT					
TARGET	SEAM	TIPPED BALL	1		
13	1				
H-R	BLITZER 1	PLAY ACTION	HELP		
1	2	9			
+3					
SCREEN	QUICK	INT	DEEP	BOMB	PRESS.
9	3	14	30	53	14
4	1	5	10	18	5

RIGHT PRC's

* NO BREAKAWAY

** IF WITHIN BREAKAWAY SEE LONG GAIN CHART

FUMBLES

	1. FUMBLE CHECKS FROM R-PRC	2. FORCED FUMBLES	3. FORCED FUMBLE COINCIDING WITH HIT
READ	DURING SNAP	L-PRC #20 FOR DEFENDER IPA CHECK	L-PRC FOR DEFENDER HIT CHECK
	FLIP FOR IPA & FUM CHK		
RATING:	LOWER FUM RATING OF BALL CARRIER	DEF. FUM RATING	DEFENDER FUMBLE RATING
FUMBLE IF:	L-PRC#20 & R-FUM#10 BOTH ODD OR EVEN	L-PRC#20 & R-FUM#10 BOTH ODD OR EVEN	L-PRC WITHIN DEF. HIT & FUM RATING
			R-PRC #10 WITHIN BALL CARRIER FUM RATING

1		13	
QUARTERBACK PRESSURES			
QB-HIT			
TARGET	SEAM	TIPPED BALL	3
9	1		
H-R	LINEMAN	PLAY ACTION	HELP
3	1	1	3
+4	FUMBLE		
SCREEN	QUICK	INT	DEEP
6	1	15	22
3	0	5	7
		47	11
		16	4

Dale Farley			
LB	2		BUF 1973
	0		
		PEN	18
PLAY RUN	TACKLE	FUM	HIT
8	13	3	2
PRESSURE	SACK	QBF	QBH
4			1
QCK	INT	DEEP	HELP
7	6	2	1

MIDDLE SCREEN, SWING PASS, BUBBLE SCREEN & SLIP SCREEN

OFFENSIVE PLAY	TO WHOM	5	BLOCKING CHECK	IPAs
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L-R #100 TO DETERMINE IPA FROM GAME CENTER																																																																																				
<div style="border: 1px solid black; padding: 5px; margin-bottom: 5px;">MIDDLE SCREEN</div> <div style="border: 1px solid black; padding: 5px; margin-bottom: 5px;">SWING PASS</div> <div style="border: 1px solid black; padding: 5px; margin-bottom: 5px;">BUBBLE SCREEN</div> <div style="border: 1px solid black; padding: 5px;">SLIP SCREEN</div>	MANUALLY CHOSEN	GAME CENTER	SCREEN/BLOCK ASSIGNMENTS BLOW UP SCREEN ASSIGNMENTS DETERMINED BY: "PASS BLOCK" / "RUSH" DETERMINED BY: "PASS BLOCK" / "RUSH"	IPA SCREEN BLOCK COMPARE W/ L-PRC RATING: OL: SCREEN BLOCK RB, TE, WR: PASS BLOCK IN: BLACK R-PRC OUT: RED R-PRC	IPA SCREEN BLOCK [R] COMPARE W/ L-PRC RATING: OL: SCREEN BLOCK RB, TE, WR: PASS BLOCK IN: BLACK R-PRC OUT: DETERMINE DEFENDER W/L-PRC "PASS BLOCK / RUSH" FLIP: IN RANGE: SACK SACK YD: RED "DEEP"	IPA SCREEN BLOCK MATCHUP COMPARE W/ L-PRC RATING: O: BLOCK RTG D: PRESSURE RTG: 10 - (O-D) IN: BLACK R-PRC OUT: RED R-PRC	IPA BLOW UP SCREEN COMPARE W/ L-PRC RATING: D: PRESSURE IN: RED R-PRC OUT: BLACK R-PRC	IPA BLOW UP SCREEN [R] COMPARE W/ L-PRC RATING: D: PRESSURE IN: RED R-PRC OUT: BLACK R-PRC IF L-PRC WITHIN SACK RATING, THEN SACK! (CHECK FOR FUMBLE) SACK YD: RED "DEEP" OUT: BLACK R-PRC	<table border="1" style="width: 100%; border-collapse: collapse;"> <tr><td colspan="3" style="text-align: center;">Willie Parker</td></tr> <tr><td colspan="3" style="text-align: center;">C</td></tr> <tr><td colspan="3" style="text-align: right;">BUF 1973</td></tr> <tr><td colspan="3" style="text-align: right;">140</td></tr> <tr><td style="text-align: center;">RUN</td><td style="text-align: center;">PENALTY</td><td style="text-align: center;">POWER</td></tr> <tr><td style="text-align: center;">14</td><td style="text-align: center;">3</td><td style="text-align: center;">15</td></tr> <tr><td style="text-align: center;">PASS</td><td style="text-align: center;">PENALTY</td><td style="text-align: center;">SCREEN</td></tr> <tr><td style="text-align: center;">14</td><td style="text-align: center;">3</td><td style="text-align: center;">13</td></tr> </table> <table border="1" style="width: 100%; border-collapse: collapse;"> <tr><td colspan="3" style="text-align: center;">O.J. Simpson</td></tr> <tr><td style="text-align: center;">RB</td><td style="text-align: center;">READ HOLE</td><td style="text-align: center;">BREAK</td></tr> <tr><td colspan="2" style="text-align: center;">20</td><td style="text-align: center;">6</td></tr> <tr><td colspan="3" style="text-align: right;">BUF 1973</td></tr> <tr><td colspan="3" style="text-align: right;">LINEBACKER</td></tr> <tr><td style="text-align: center;">NO GAIN</td><td style="text-align: center;">DEF LINE</td><td style="text-align: center;">LINEBACKER</td></tr> <tr><td style="text-align: center;">2</td><td style="text-align: center;">7</td><td style="text-align: center;">13</td></tr> <tr><td style="text-align: center;">YAC</td><td style="text-align: center;">BREAK</td><td style="text-align: center;">DISTANCE</td></tr> <tr><td style="text-align: center;">19</td><td style="text-align: center;">2</td><td style="text-align: center;">A</td></tr> <tr><td style="text-align: center;">REC</td><td style="text-align: center;">YAC</td><td style="text-align: center;">BRK</td></tr> <tr><td style="text-align: center;">10</td><td style="text-align: center;">17</td><td style="text-align: center;">1</td></tr> <tr><td style="text-align: center;">DIS</td><td style="text-align: center;">CTH</td><td style="text-align: center;">DRP</td></tr> <tr><td style="text-align: center;">1</td><td style="text-align: center;">1</td><td style="text-align: center;">3</td></tr> <tr><td style="text-align: center;">RUN</td><td style="text-align: center;">BLOCK</td><td style="text-align: center;">PASS</td></tr> <tr><td style="text-align: center;">13</td><td style="text-align: center;">3</td><td style="text-align: center;">15</td></tr> <tr><td style="text-align: center;">FUM</td><td style="text-align: center;">WORK</td><td style="text-align: center;">A</td></tr> <tr><td style="text-align: center;">1</td><td style="text-align: center;">3</td><td style="text-align: center;">14</td></tr> </table>	Willie Parker			C			BUF 1973			140			RUN	PENALTY	POWER	14	3	15	PASS	PENALTY	SCREEN	14	3	13	O.J. Simpson			RB	READ HOLE	BREAK	20		6	BUF 1973			LINEBACKER			NO GAIN	DEF LINE	LINEBACKER	2	7	13	YAC	BREAK	DISTANCE	19	2	A	REC	YAC	BRK	10	17	1	DIS	CTH	DRP	1	1	3	RUN	BLOCK	PASS	13	3	15	FUM	WORK	A	1	3	14
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SCREEN	TO WHOM	6	THROWING THE PASS	FOLLOW PASS PROCEDURES
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SCREEN	TO WHOM	7	PURSUIT / ADD YARDAGE	IPAs
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B-1	B-2	B-3	ZIE	LD	RDE																																	
DL	LB	DS	+5																																			
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POWER	LOSS	DL	LB	DS	DELAY																																	

Dale Farley				
LB	2			BUF 1973
		0	PEN	18
PLAY RUN	TACKLE	FUM	HIT	
8	13	3	2	
PRESSURE	SACK	QBF	QBH	
4				1
QCK	INT	DEEP	HELP	INT
7	6	2		
				PBU
				1