

A Note from the Coaches

We are happy to welcome all players and parents, rookie and veteran alike, to this year's Football season. We are hopeful that this will be the most exciting and rewarding football season you've ever experienced. Safety is a top concern. In this regard practices, exercises, drills, and our team rules are designed to safely advance your child's physical and mental football fitness. Our goal is to develop well-rounded young men and women who learn the fundamentals of football, in an atmosphere of Coach/Parent teamwork, working to developing character ... and have a good time along the way.

We practice the ideals of sportsmanship, scholarship and physical fitness. Our program stresses learning the lessons of self-discipline, teamwork, concentration, friendship, leadership, and most importantly, good sportsmanship. We believe these lessons will be of value to our players far beyond these playing days.

We coaches will do our very best to ensure that each player advances to his and her utmost potential, and, that their talents are used to the team's best advantage. Our program stresses team before individual. As each child is unique and develops at a unique pace, we will strive exercise each individual's body and mind in an effort to develop those skills needed to execute the game of football.

TRAITS OF A GOOD FOOTBALL PLAYER

DESIRE: Desire is the determination to overcome an opponent, whether by delivering a solid block or by shaking off the block attempt of an opponent and making the tackle. Desire is a state of mind, the willingness to mixing it up. It is doing your best, calling up whatever reserve is available and never giving up.

CONFIDENCE: The belief that you can try, and do, what you have been coached to do, even when your not quite sure you can. Football is a sport that builds confidence because 10 other team-mates are there to help hold you up.

LOVE OF THE GAME: Happy to be part of the team and the competition. The willingness to play any position, on every down, to the best of your ability.

TEAM RULES

- **Keep up with your school work. Poor grades or homework will result in disciplinary actions by the coaches.**
- **If you don't practice, you don't play. All excused absences must be coordinated with the coaches.**
- **What the coaches say goes. Back-talking, profanity, or any form of disrespect will result in disciplinary actions.**
- **Respect other players. Remember, your team mates are working with you not against you.**
- **Take care of your equipment. Let the coaches know if your equipment needs repair. This is key to your safety.**
- **Wear your mouth guard, it's part of your helmet. If the helmet is on, the mouth guard is in.**
- **Arrive on time for practices and games. Come prepared to play hard.**
- **Study your Play Book, Know each position and each play.**

PLAYING POSITIONS

During the first few weeks of practice the Coaches will have decided the best positions for each player for a given period. In general, the fastest kids play in the back-field on either offense or defense, the biggest most heavily built kids play on the lines. Yes, we recognize that everyone wants to be in the back-field, but, most often it's a player's attitude that will play the largest role in the field positioning the Coach assigns ,, and ask any winning Coach at any level of play, the real and truly unsung heroes in this game are the skilled Offensive and Defensive Linemen.

ATTITUDE

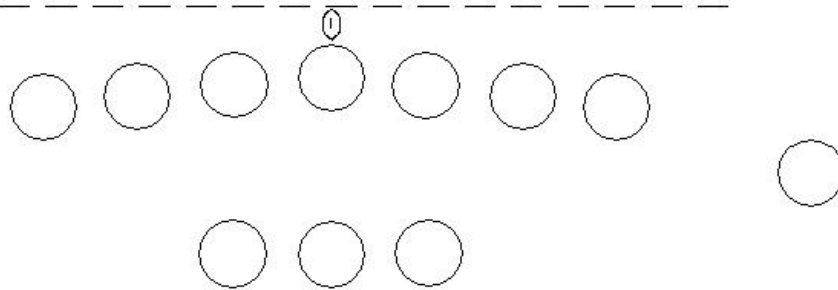
A negative attitude is always costly to the team. The player that takes on a challenge at full tilt will earn the respect of the team and the rewards of the game. So remember, on game-day when we begin to select our "first-quarter starting players", attitude and desire will win the day every time.

REWARDS

Rewards can come in many forms, but the best reward is always positive reinforcement from coaches and parents.

The Tight Wing-Tee Running Offense

By Coach Williams, Lawrenceville Illinois



This play-book chapter presents effective, though basic, youth-league plays run from the Short-Shotgun Tight Wing-Tee Formation. Our four-back backfield incorporates three blockers and a power running Quarterback set in a short shotgun Wishbone-like alignment. The goal is to run the ball often and effectively but the key to success of this Offense is the speed at which the 6 on 4 blocking assignments are accomplished.

All offensive plays shown here use the "6 on 4 at the gap" blocking scheme which can be run successfully against most common defenses. "Double Down" double team line blocking at the gap has allowed green and undersized OLs to beat skilled and/or bigger DLs and LBs consistently with simple OL blocking reads and techniques.

This play book begins with 3 base TWT Right calls, followed by 3 "FLIP" mirror image Left alignments. This TWT Offense is designed to 1. Show a common "initial look" to the Defense, 2. Require only a single ball exchange, from Center to Quarterback, and 3. Pound it out on the ground, 4 yards at a time, while eating up big chunks of the clock.

Early-on in a game it can be expected that a well-coached Defense will begin to key on the Motion Back and/or overload the line inside. Therefore, a series of simple Pulling Guard Counter plays are described to take advantage of defense back-field over-commitment. Also, a basic set of Silent Blitz Read single receiver route "HOT" dump-pass options are described to counter a defensive overload at the designated run gap. "HOT" pass Tight End options may also be called as designated plays to keep the Defense honest.

TEE OFFENSIVE SKILLS: STANCE

OFFENSIVE LINEMEN:

- Place the feet shoulder-width apart, in a heel-instep relationship, with the dominant foot back.
- Put very little weight on the down hand to allow for quick forward or lateral movement.
- Place your left arm loosely across your left thigh.
- Keep your back straight, with your head up to see defenders across the line of scrimmage. This position is the strongest and safest for the back and neck.

OFFENSIVE BACKS:

- Place the feet shoulder-width apart with your weight on the balls of your feet.
- Keep your feet near parallel for a quick burst in any direction.
- Bend your knees slightly, with your hands on your knees. Place very little weight on the hands.
- Keep your head up and your eyes looking ahead.
- Never lean towards to direction of the play.
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• TEE OFFENSIVE SKILLS: BLOCKING

DRIVE BLOCK

- Deliver the block from a wide base, explode from your stance with the foot closest to the opponent.
- Drive your forearms upward and into the opponents chest to establish momentum, delivering the blow on initial contact.
- Continue driving through the block with short, choppy steps, keep your feet moving.
- Keep your shoulders square, head up and on the side of the opponent toward the play gap, follow through strong with short, choppy steps, turning the opponent away from the play gap
- Never make initial contact with the helmet.

SLANT BLOCKING:

- Keep your head up and your rear end down. Keep your back straight and shoulders square.
- With your feet shoulder-width apart, keep them moving. Flex your knees as you slide-step advance at the slant angle.
- Stay in your blocking lane, maintain your splits, let the defensive players come to you.
- Keep the weight of your body and head over your feet, never in front of them.
- Hold your elbows out with your hands open and ready to ward off the challenge of the defensive linemen or backs.

- As you make contact, drive your forearms upward and into the opponents chest to brake their momentum, delivering the blow on initial contact while turning the opponent away from the play.

CUT BLOCKING:

- Charge hard to your intended blocking assignment.
- Just as you make contact, drop to your hands and feet in the Crab position.
- Keep your head up, your back and shoulders level to the ground.
- Crab-Crawl with momentum into the defensive player at his waist level, blocking him with your arm and leg.

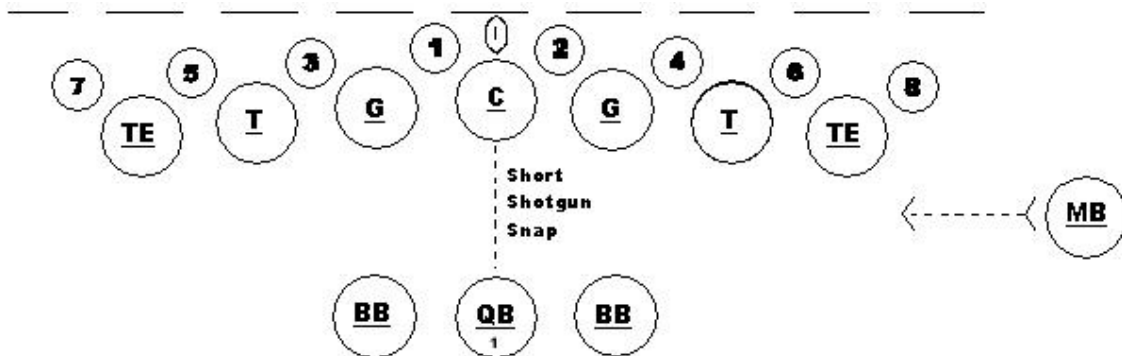
DOUBLE-DOWN:

- A double-team block where an outside blocker **CUT-BLOCKS** the opponent above the waist, while an inside blocker executes a **DRIVE-BLOCK** turning the opponent away from the play gap.

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• TWT OFFENSIVE FORMATION AND NUMBERING SYSTEM

Gaps Numbered as shown, Plays called as "Formation" - "Ball Carrier/ Running Gap" - "Play Modifier & Snap Count"



Line Assignments:

- 2 Tight Ends (TE)
- 2 Tackles (T)
- 2 Guards (G)
- 1 Long-snapping Center (C)

Back-field assignments:

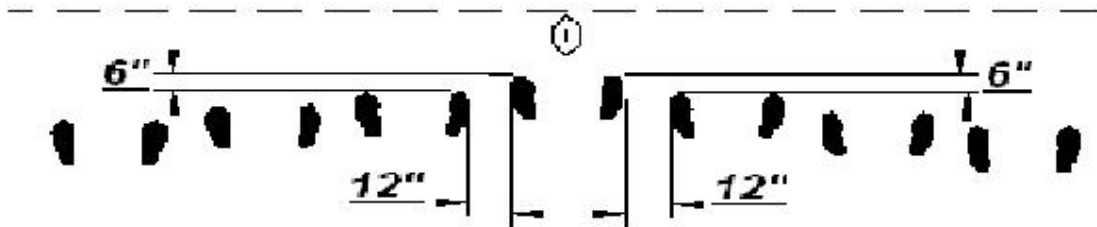
Blocking Backs - Two Blocking Backs, The BBs each setting-up 4 yards deep just inside the Guard/Tackle gaps. Leads QB through Gap and Blocks as assigned.

Quarterback - The QB (#1 back) is the Power Running Back, calls and takes the snap from behind center at 4 yards deep. Runs the Ball through the assigned Gap.

Motion Back - The MB is actually a third Tackle or Tight End and lines up 2 yards behind the Line and 5 yards out in the Wing position. Motion on "Set" and drives to Line and Blocks as Assigned upon Snap.

Note: A function of the TWT design is to rotate on-field personnel between Blocking Back and Quarter Back assignments to keep the legs fresh and give every Offensive Running Back a shot at running the ball.

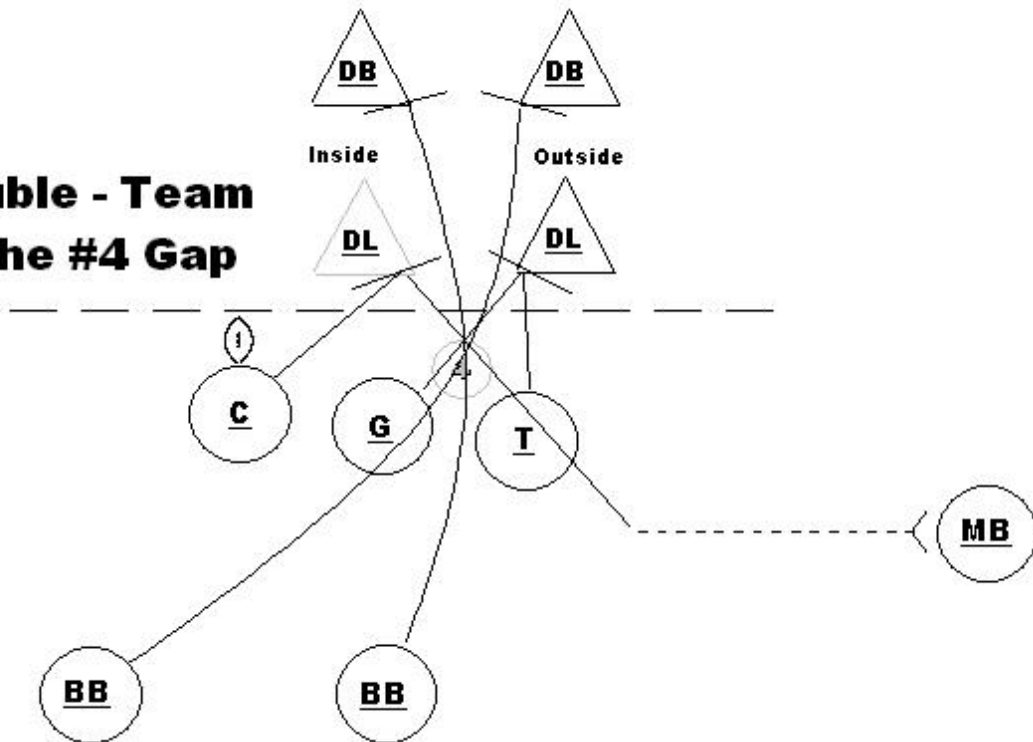
The TWT is a RUNNING OFFENSE. O-Line Splits are tight, 12" Wide by 6" Deep:



DOUBLE-DOWN

"Double Down" double team line blocking at the gap has allowed green and undersized OLs to beat skilled and/or bigger DLs and LBs.

Double - Team at the #4 Gap



TEE PLAY LIST

Base Plays:

- TEE 18
- TEE 14
- TEE 13

Flip Plays:

- TEE 17 FLIP
- TEE 13 FLIP
- TEE 14 FLIP

Counter Plays:

- TEE 18 COUNTER
- TEE 14 COUNTER
- TEE 13 FLIP COUNTER

- **TEE 17 FLIP COUNTER**

Hot Pass Plays:

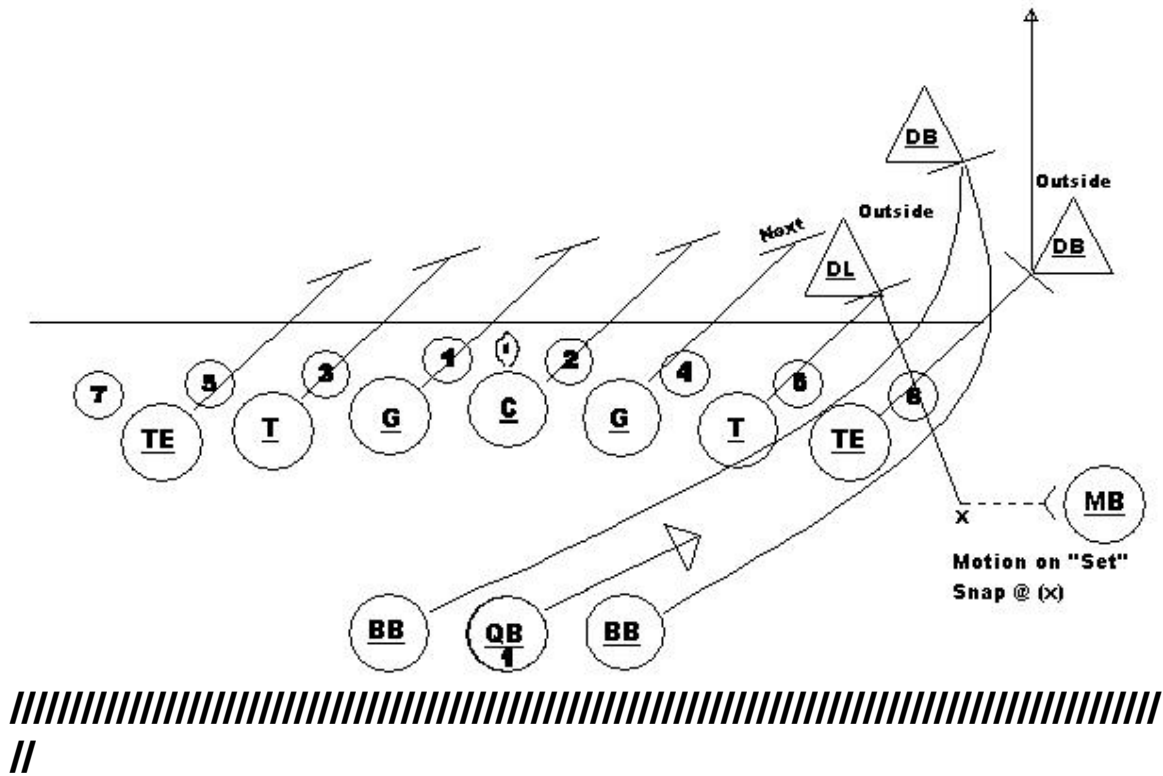
- **TEE 18 HOT**
- **TEE 14 HOT**
- **TEE 13 HOT**
- **TEE 17 FLIP HOT**
- **TEE 13 FLIP HOT**
- **TEE 14 FLIP HOT**

BASE PLAYS

TEE 18

6 on 4 Blocking Assignments:

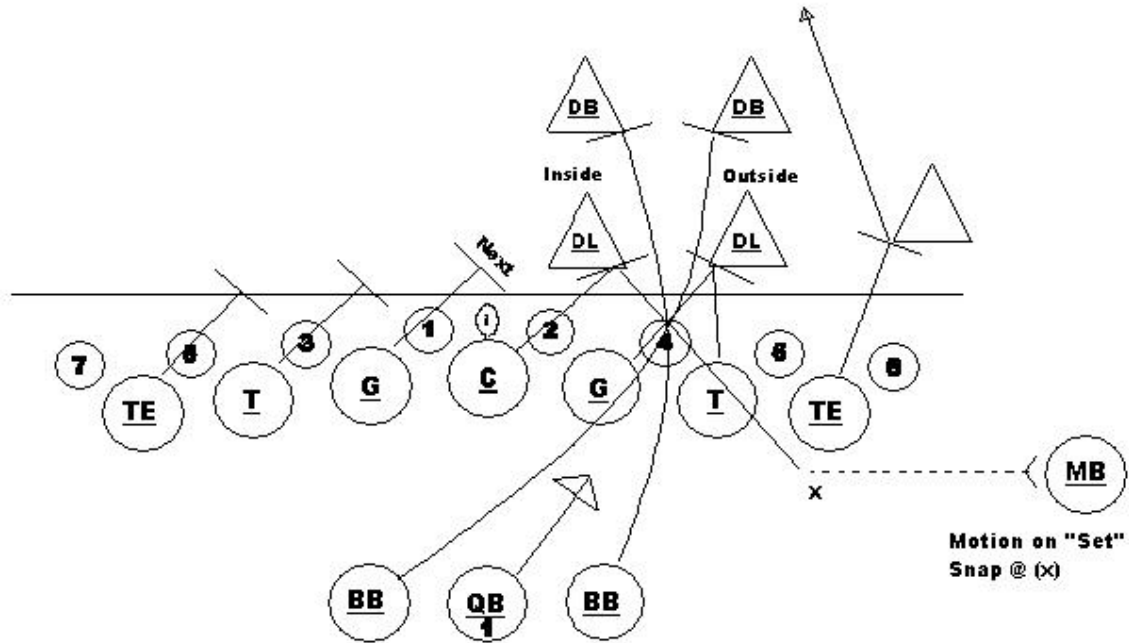
Motion Back (MB) & Play-side Tackle (T) Double-Down on Outside Down Lineman,
Play-side Tight End (TE) Kicks-Out Outside Defensive Back,
Blocking Backs (BB) Double-Down next Defensive Back,
Play-side Guard (G) Slant-Blocks next Defensive player ...
etc.



TEE 14

6 on 4 Blocking Assignments:

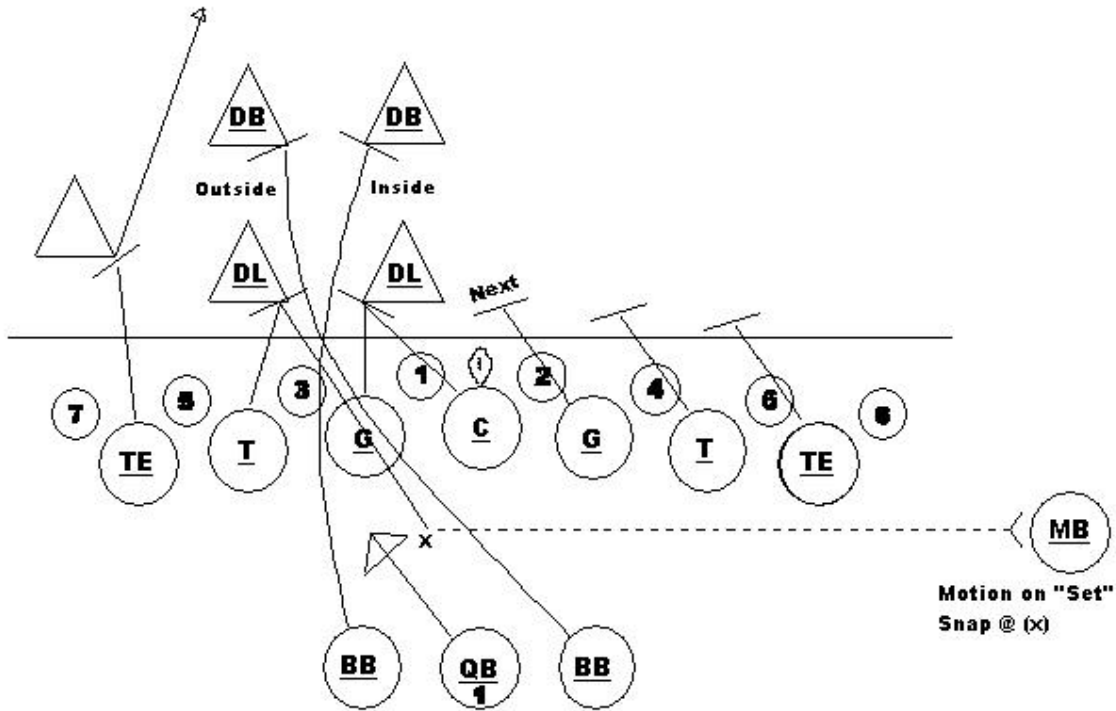
Motion Back (MB) & Center (C) Double-Down on Inside Down Lineman,
 Play-side Guard (G) & Tackle (T) Double-Down Outside Down Lineman,
 Blocking Backs (BB) Cut-block Defensive Backs,
 Play-side Tight End (TE) Kicks-Out next Outside Defensive Player,
 Off-side Guard (G) Slant-Blocks next Defensive player ...
 etc.



TEE 13

6 on 4 Blocking Assignments:

Motion Back (MB) & Play-side Tackle (T) Double-Down Outside Down Lineman,
 Play-side Guard (G) & Center (C) Double-Down Inside Down Lineman,
 Blocking Backs (BB) Cut-block Defensive Backs,
 Play-side Tight End (TE) Kicks-Out next Defensive Player,
 Off-side Guard (G) Slant-Blocks next Defensive player ...
 etc.

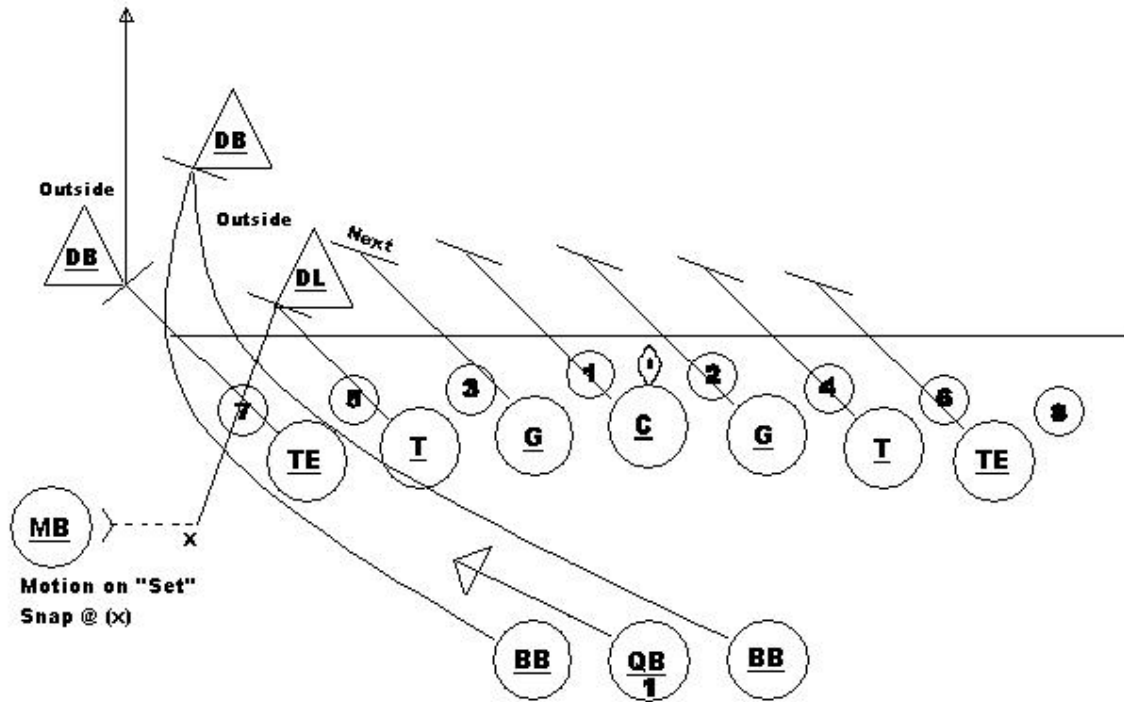


FLIP PLAYS

TEE 17 FLIP

6 on 4 Blocking Assignments:

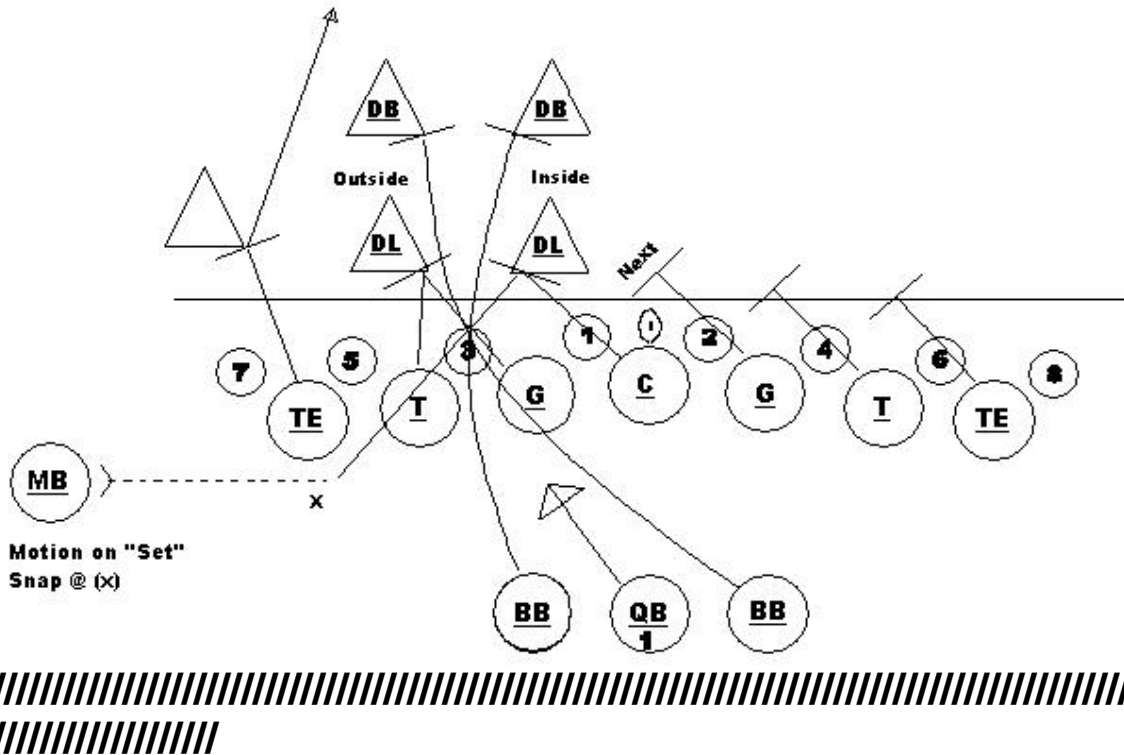
Motion Back (MB) & Play-side Tackle (T) Double-Down on Outside Down Lineman,
 Play-side Tight End (TE) Kicks-Out Outside Defensive Back,
 Blocking Backs (BB) Double-Down next Defensive Back,
 Play-side Guard (G) Slant-Blocks next Defensive player ...
 etc



TEE 13 FLIP

6 on 4 Blocking Assignments:

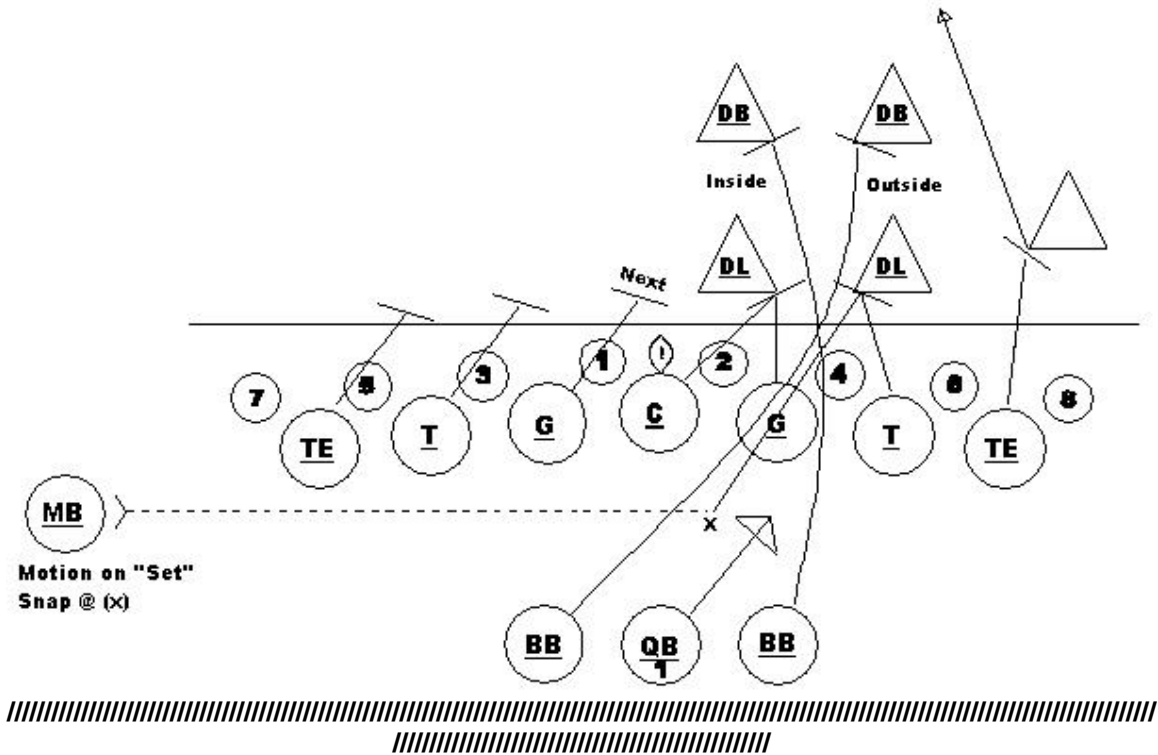
Motion Back (MB) & Center (C) Double-Down on Inside Down Lineman,
 Play-side Guard (G) & Tackle (T) Double-Down Outside Down Lineman,
 Blocking Backs (BB) Cut-block Defensive Backs,
 Play-side Tight End (TE) Kicks-Out next Defensive Player,
 Off-side Guard (G) Slant-Blocks next Defensive player ... etc



TEE 14 FLIP

6 on 4 Blocking Assignments:

Motion Back (MB) & Play-side Tackle (T) Double-Down
 Outside Down Lineman,
 Play-side Guard (G) & Center (C) Double-Down Inside Down
 Lineman,
 Blocking Backs (BB) Cut-block Defensive Backs,
 Play-side Tight End (TE) Kicks-Out next Defensive Player,
 Off-side Guard (G) Slant-Blocks next Defensive player ...
 etc.

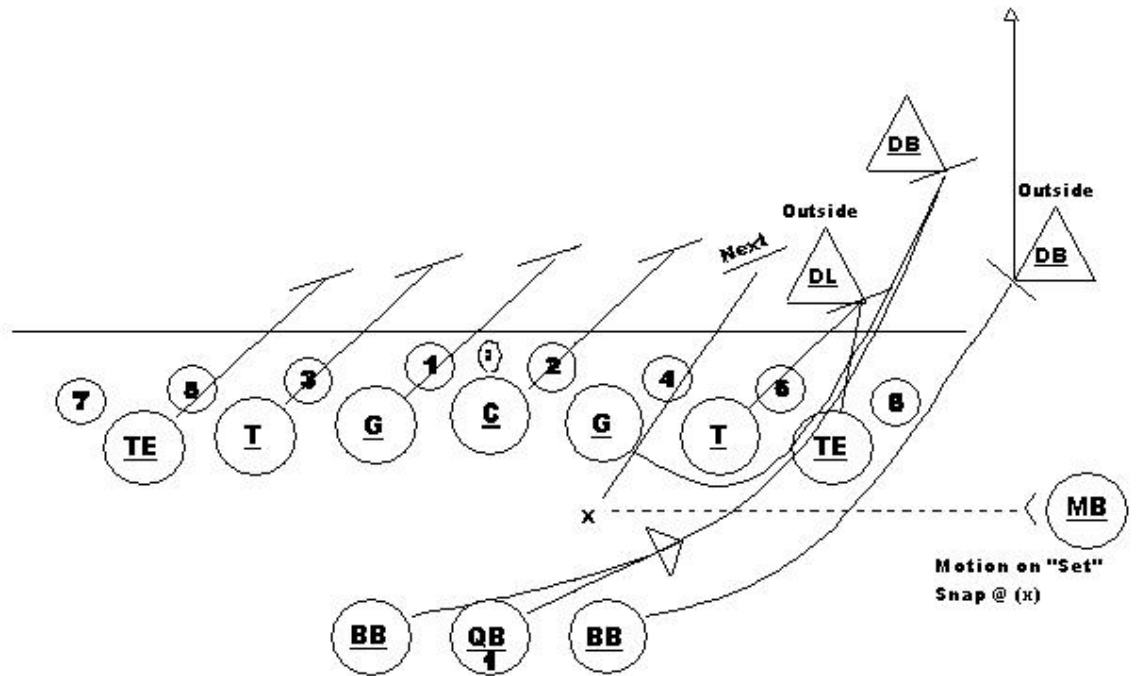


COUNTER PLAYS

TEE 18 COUNTER

6 on 4 Blocking Assignments:

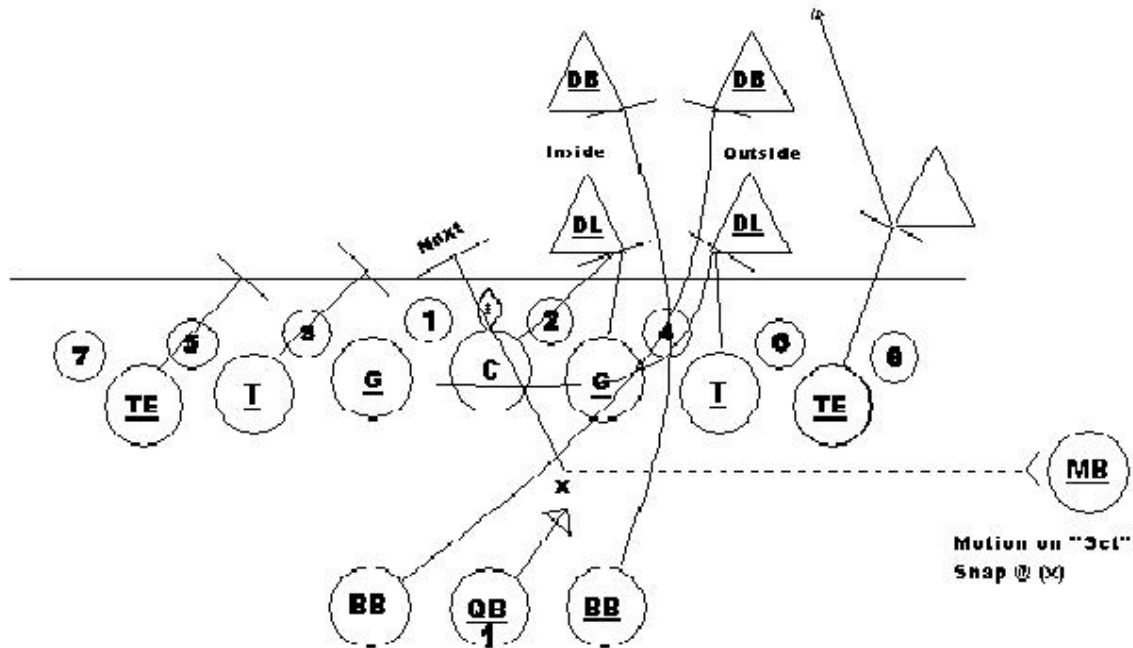
Play-side Tackle (T) & Tight End (TE) Double-Down on Outside Down Lineman,
 Outside Blocking Back (BB) Blocks Outside Defensive Back
 Play-side Guard (G) pulls & Inside Blocking Back (BB) Double-Downs Next
 Defensive Back,
 Motion Back (MB) Slant-Blocks next Defensive player ... etc.



TEE 14 COUNTER

6 on 4 Blocking Assignments:

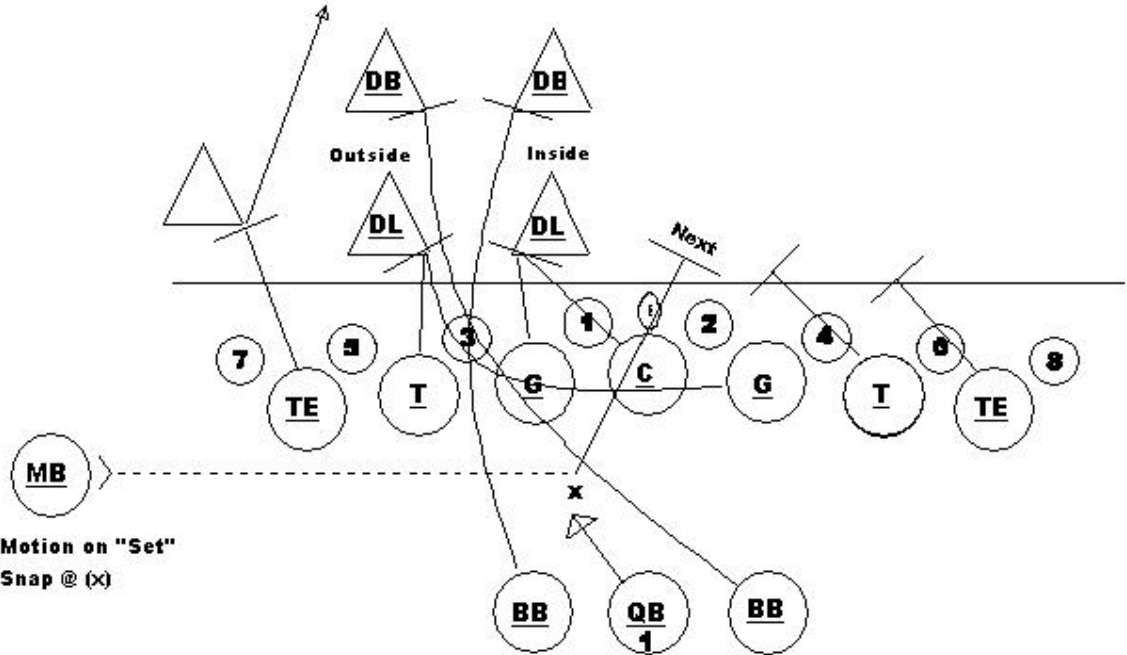
Off-side Guard (G) pulls & Play-side Tackle (T) Double-Down on Outside Down Lineman,
 Play-side Guard (G) & Center (C) Double-Down Inside Down Lineman, Blocking Backs (BB)
 Cut-block Defensive Backs, Play-side Tight End (TE) Kicks-Out next Defensive Player,
 Motion Back (MB) Blocks next Defensive Lineman ... etc.



TEE 13 FLIP COUNTER

6 on 4 Blocking Assignments:

Off-side Guard (G) pulls & Play-side Tackle (T) Double-Down on Outside Down Lineman,
 Play-side Guard (G) & Center (C) Double-Down Inside Down Lineman, Blocking Backs (BB)
 Cut-block Defensive Backs, Play-side Tight End (TE) Kicks-Out next Defensive Player,
 Motion Back (MB) Blocks next Interior Defensive Lineman ...
 etc.



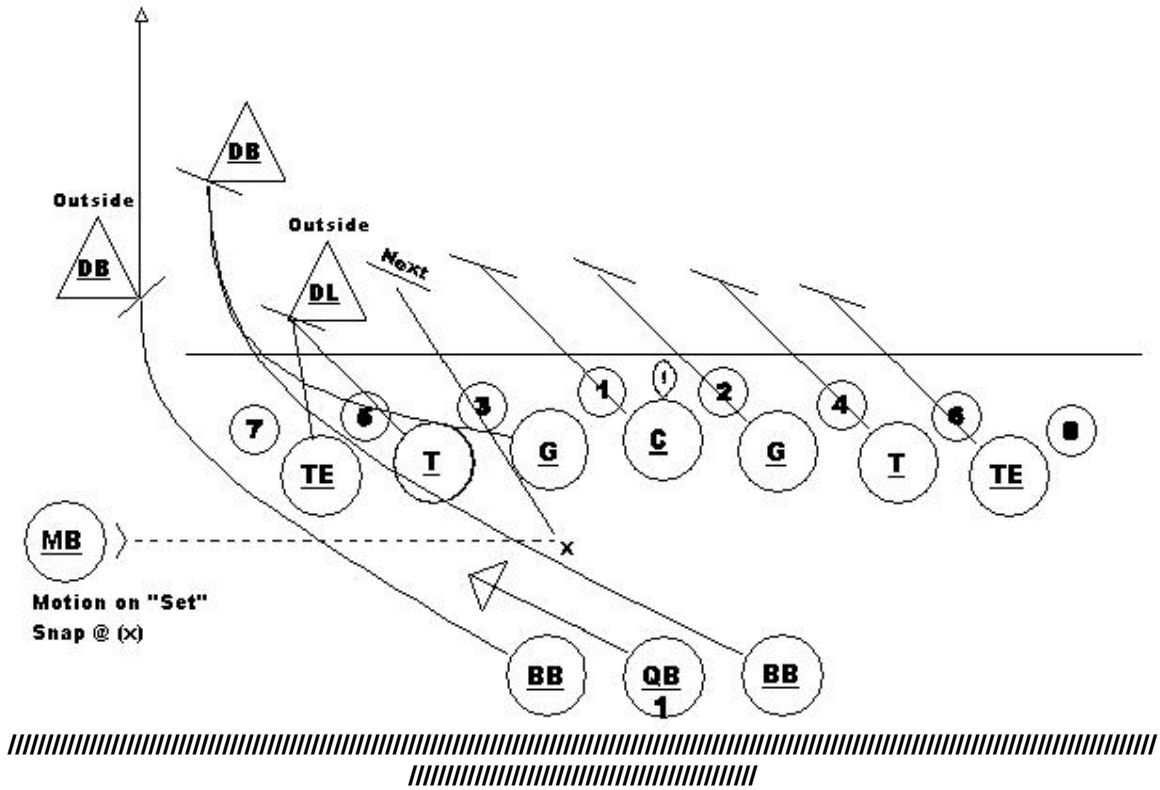
MB
 Motion on "Set"
 Snap @ (x)



TEE 17 FLIP COUNTER

6 on 4 Blocking Assignments:

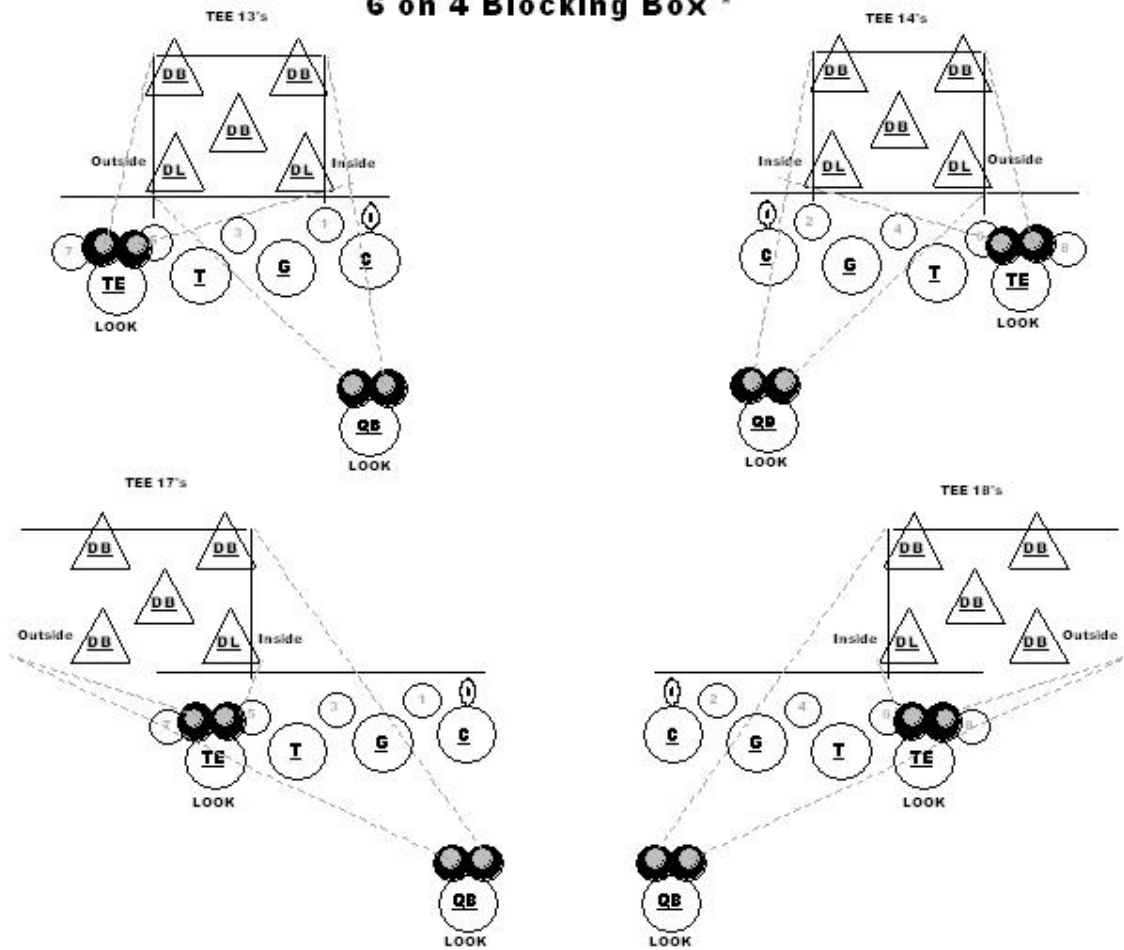
- Play-side Tackle (T) & Tight End (TE) Double-Down on Outside Down Lineman,
- Outside Blocking Back (BB) Blocks Outside Defensive Back
- Play-side Guard (G) pulls & Inside Blocking Back (BB) Double-Downs Next
- Defensive Back,
- Motion Back (MB) Slant-Blocks next Defensive player ... etc.



HOT PASS PLAYS

SLIENT QB/TE "HOT" READS

* 5 Defensive Players in the
6 on 4 Blocking Box *

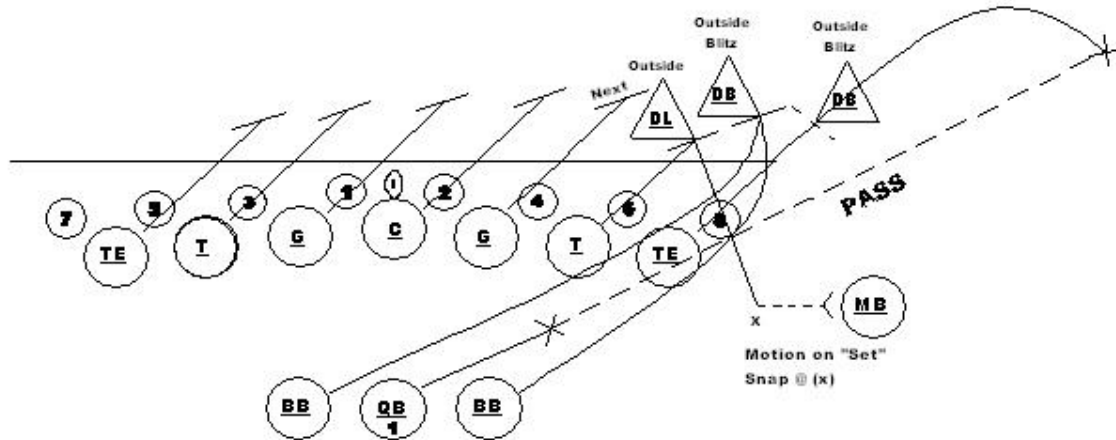


TEE 18 HOT

6 on 4 Pass Blocking Assignments QB/TE Silent Read:

Motion Back (MB) & Play-side Tackle (T) Double-Down on Outside Down Lineman,
Play-side Tight End (TE) Brush-Off Outside Back and Hooks to sideline,

Blocking Backs (BB) Cut-block blitzing Defensive Back(s),
 Play-side Guard (G) Slant-Blocks next Defensive player ...
 etc.

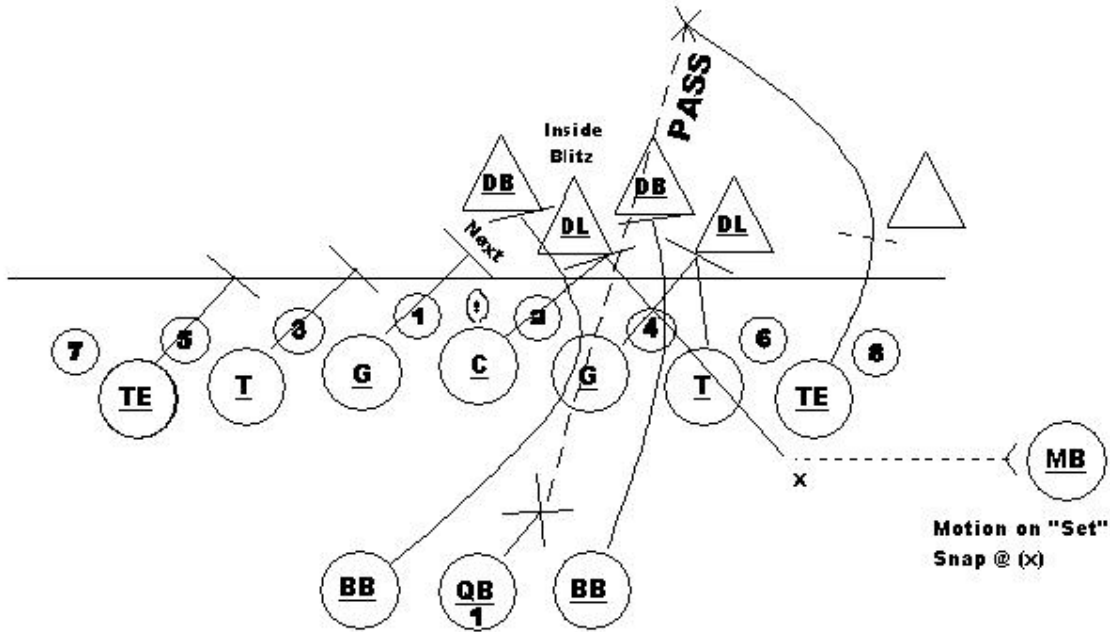


TEE 14 HOT

6 on 4 Blocking Assignments QB/TE Silent Read

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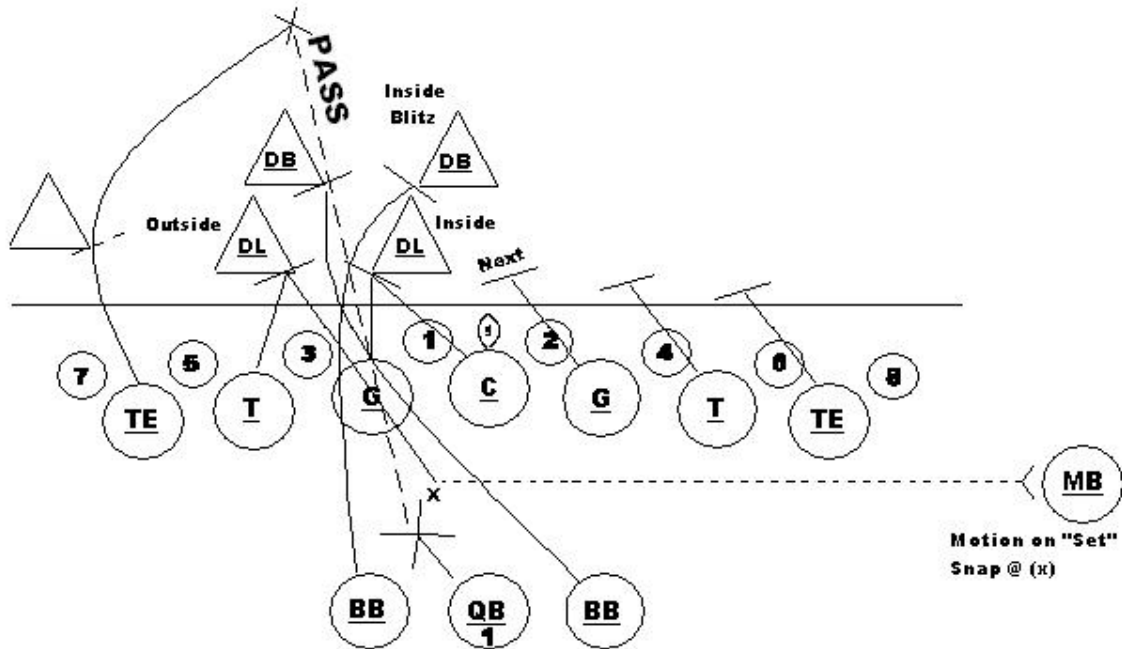
Motion Back (MB) & Center (C) Double-Down on Inside
 Down Lineman,
 Play-side Guard (G) & Tackle (T) Double-Down Outside
 Down Lineman,
 Blocking Backs Cut-block blitzing Defensive Back(s),
 Play-side Tight End (TE) Brush-Off Outside Back and Slants
 across center,
 Off-side Guard (G) Slant-Blocks next Defensive player ...
 etc.



TEE 13 HOT

6 on 4 Blocking Assignments QB/TE Silent Read:

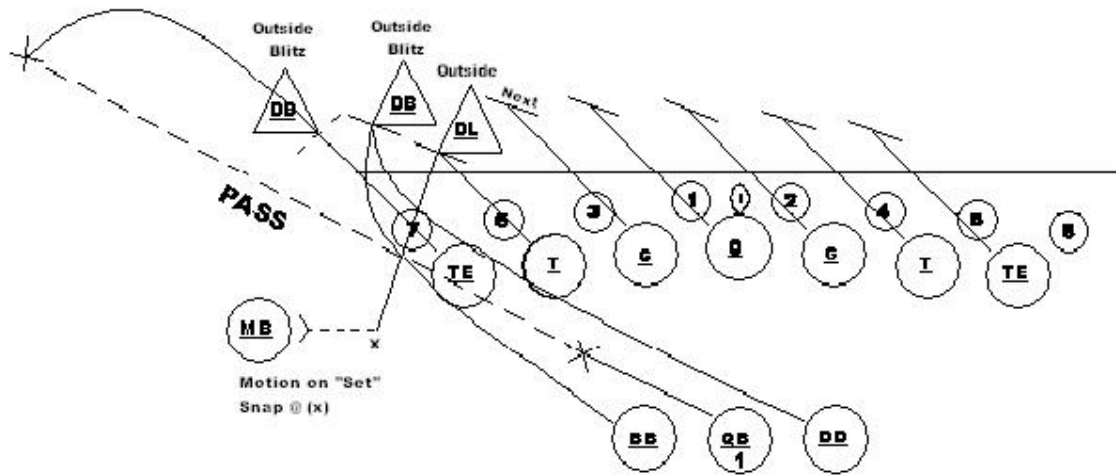
Motion Back (MB) & Play-side Tackle (T) Double-Down
 Outside Down Lineman,
 Play-side Guard (G) & Center (C) Double-Down Inside Down
 Lineman,
 Blocking Backs (BB) Cut-block blitzing Defensive Back(s),
 Play-side Tight End (TE) Brush-Off Outside Back and Slants
 across center,
 Off-side Guard (G) Slant-Blocks next Defensive player ...
 etc.



TEE 17 FLIP HOT

6 on 4 Pass Blocking Assignments QB/TE Silent Read:

Motion Back (MB) & Play-side Tackle (T) Double-Down on Outside Down Lineman,
 Play-side Tight End (TE) Brush-Off Outside Back and Hooks to sideline,
 Blocking Backs (BB) Cut-block blitzing Defensive Back(s),
 Play-side Guard (G) Slant-Blocks next Defensive player ...
 etc.

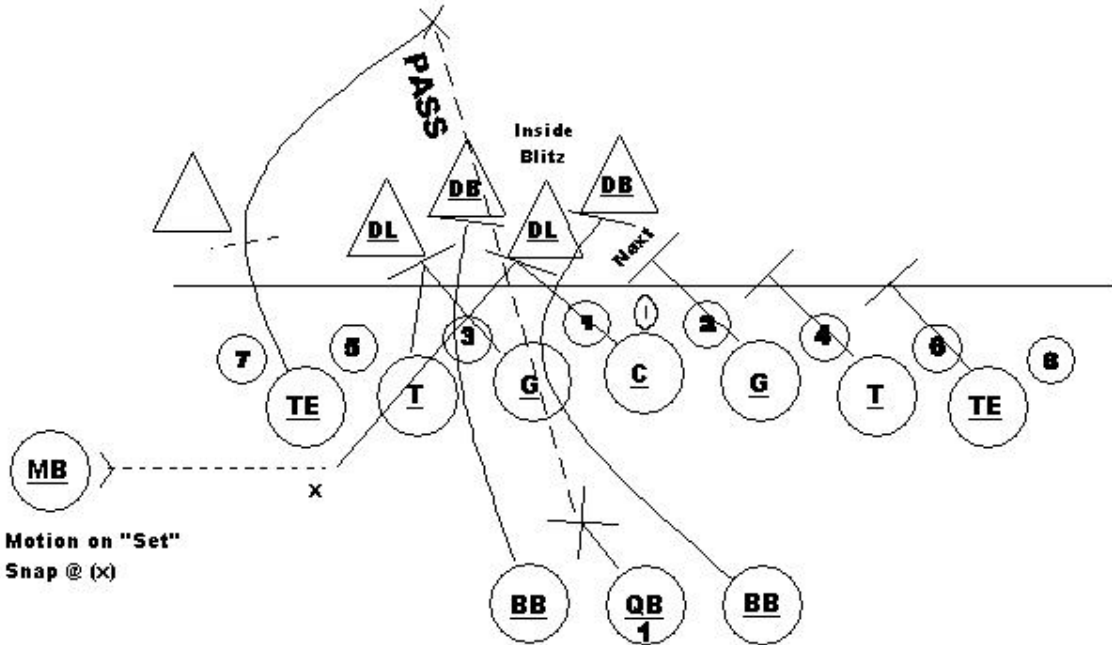


TEE 13 FLIP HOT

6 on 4 Blocking Assignments QB/TE Silent Read

:

Motion Back (MB) & Center (C) Double-Down on Inside Down Lineman,
 Play-side Guard (G) & Tackle (T) Double-Down Outside Down Lineman,
 Blocking Backs Cut-block blitzing Defensive Back(s),
 Play-side Tight End (TE) Brush-Off Outside Back and Slants across center,
 Off-side Guard (G) Slant-Blocks next Defensive player ...
 etc.

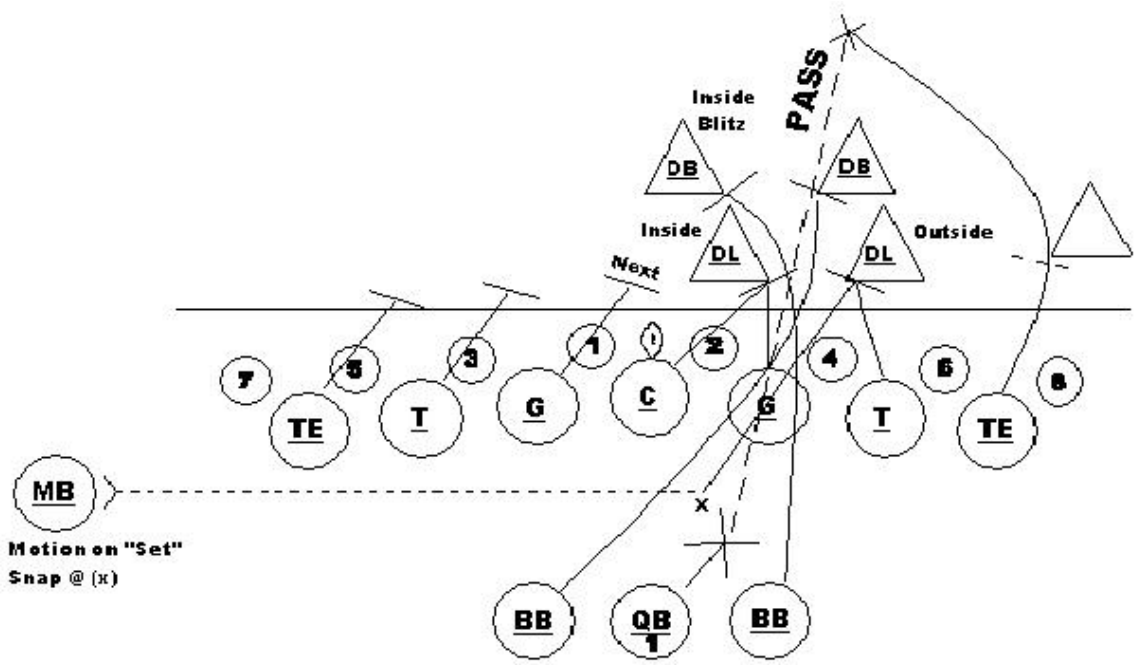


Motion on "Set"
Snap @ (x)

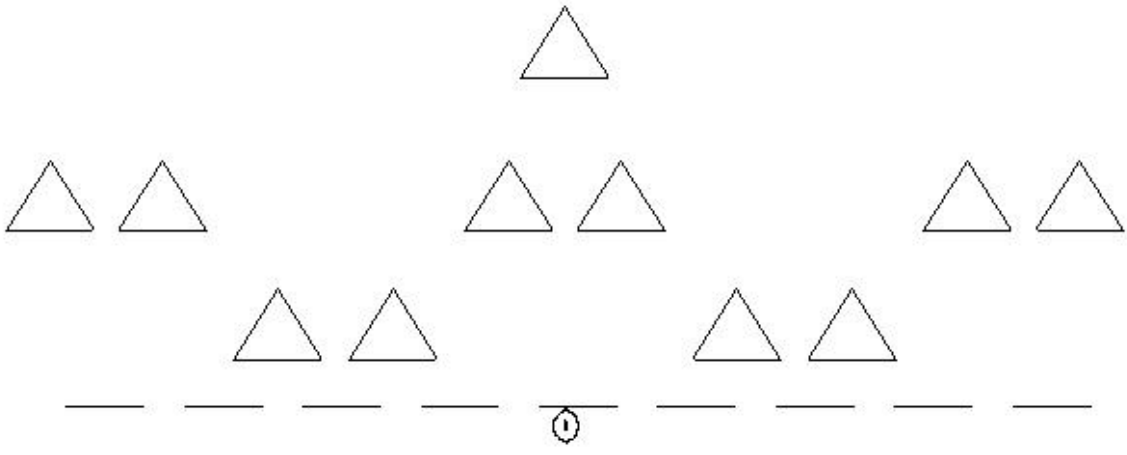


TEE 14 FLIP HOT

- 6 on 4 Blocking Assignments QB/TE Silent Read
- :
- Motion Back (MB) & Center (C) Double-Down on Inside Down Lineman,
- Play-side Guard (G) & Tackle (T) Double-Down Outside Down Lineman,
- Blocking Backs Cut-block blitzing Defensive Back(s),
- Play-side Tight End (TE) Brush-Off Outside Back and Slants across center,
- Off-side Guard (G) Slant-Blocks next Defensive player ...
- etc.



The FORTY SIX Slash & Burn Defense



This 46 variation, with its "Slash & Burn" Down Linemen wrinkle, is intended as a way of producing the effectiveness of the classic 46 Defense with a green or under-sized squad. In this defense simplification, as in the classic 46, the Down Linemen become the most important positions on the field. By design, the Tackles need not be the

most talented, or the most overpowering players on the team, however, they should be the largest individuals in the squad. Their responsibility is to "Burn" or hold-up, rather than cut-down, the 3 Middle Offensive Linemen, disrupting the blocking scheme and causing a pile-up between the Offensive Tackles. Meanwhile, the Defensive Ends "Slash" into the Offense's Back-field, pressuring the play. In the 46 Slash & Burn, we set four Down Linemen, two Defensive Tackles and two Defensive Ends, and a seven-man back-field incorporating four Linebackers, two Corner Backs and a Safety.

This play-book chapter presents an effective, though basic, youth-league Defensive Alignment and Techniques, as run from a strong Forty Six Formation. The key to the success of the Slash & Burn is 1. The speed at which the Down Linemen can "Slash and Burn" through their assignments and gaps, creating consistent penetration into the Offense's back-field, and 2. The Defensive Back's success at their Burn assignments, holding-up the Tight End or Slot Receivers at the line, while maintaining outside run contain. We begin with our base Forty Six Slash & Burn Down Linemen play set and assignments. We then show our Back-field Alignments for common Balanced and Unbalanced Offensive Sets.

Because this Defense is designed to stop the outside run near the line of scrimmage through Run Contain, stop the inside game for a loss with the Slash & Burn, and defend against pass completion primarily by pressuring the Offense behind the line, no specific Short-yardage or Blitz package is necessary. Every play is a blitz and a short-yardage set is simply "less-deep" than normal by about one-half.

FORTY SIX DEFENSIVE SKILLS: STANCE

DEFENSIVE LINEMEN:

- Place the feet shoulder-width apart, in a heel-instep relationship, with the dominant foot back.
- Put a little weight forward on the down hand to allow quick forward movement.
- Place your left arm loosely across your left thigh.
- Keep your back straight, with your head up to see and follow the ball across the line of scrimmage. This position is the strongest and safest for the back and neck.
- Shoot out low and at max speed with the movement of the ball.

DEFENSIVE BACKS:

- Place the feet shoulder-width apart with your weight on the balls of your feet.
- Keep your feet near parallel for a quick burst in any direction.
- Bend your knees slightly, with your hands on your knees. Place very little weight on the hands.
- Keep your head up and stay alert
- **FORTY SIX DEFENSIVE SKILLS: SLASH & BURN, and TACKLE**

SLASH DRIVE

- Defensive Ends, from a wide 3-point base, explode from your stance with the foot closest to the opponent and into the assigned Gap.
- Drive your forearm closest to the offensive player upward and into the opponents chest to establish momentum, delivering the blow on initial contact.
- Continue driving through the Gap with your lead leg, leaning into and up through the opponents chest with your arm and shoulder.
- Keep your feet moving, stepping through the Gap.
- Square your shoulders as you hook around the offensive lineman with your arm, elbow and shoulder.
- Keep your head up, stay alert and follow through strong to the ball.

BURN CHUCK:

- Defensive Tackles from a wide 3-point, Defensive Backs from a 2-point stance, explode from your stance with the foot closest to the assigned opponent.
- Keep your head up, your rear end down, your back straight and shoulders square.
- Keep the weight of your body and head in balance and under control, slightly forward over your feet.
- With your elbows out and your hands open, drive from your legs, your forearms and hands upward and into the opponents chest to brake their momentum and disrupt their block attempt or pass route.
- Deliver the chuck twice, rapidly, on contact, keeping the opponent off-balance, challenging the opponent with a loud grunt as you make contact.
- Push-off hard, turning the opponent back or onto the ground with your hands.
- Keep your head up, stay alert and follow through on your assignment.

TACKLE:

- Keep your head up, be Alert and look for the ball carrier.
- Charge hard to the ball carrier.
- Just before you make contact, break down, get low and under control.
- Keep your head up, your back and shoulders level to the ground.
- With your head and lead shoulder in front of the ball carrier, explode with your shoulder pads up and into the offensive player.

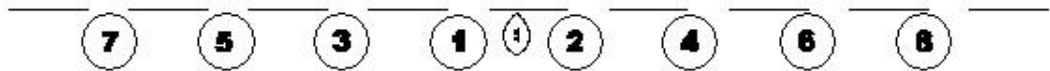
- Never make initial contact with your helmet
- Rap him up with your arms.
- Keep your feet moving, driving your shoulders and hips up and through the opponent, turning him into the ground.

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• **FORTY SIX SLASH & BURN DEFENSIVE FORMATION AND O- LINE-GAP NUMBERING**



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Down Linemen Sets:

2 Defensive Tackles, The (DT)s set in a three-point stance over 3 & 4 gaps respectively.

2 Defensive Ends, The (DE)s set in a three-point stance over 5 & 6 gaps respectively.

Back-field Sets:

4 Linebackers, The 2 Middle Linebackers (MLB)s set-up 4 yards deep and over the Offenses 1 and 2 gaps, the 2 Outside Linebackers (OLB)s set-up 4 yards deep and over the Offenses 7 and 8 gaps.

2 Corner Backs, The (CB)s each set-up 4 yards deep outside the Linebackers.

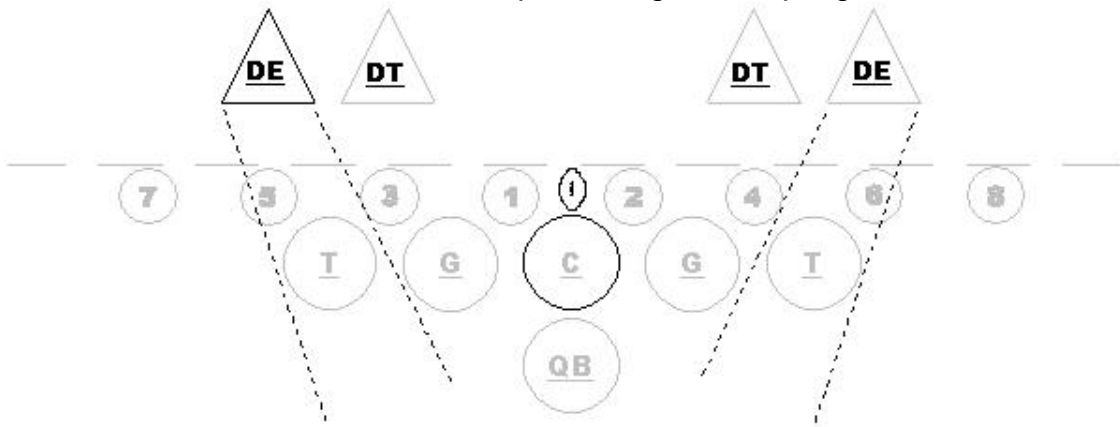
1 Safety, The Safety (S) sets-up centered and 8 yards deep.



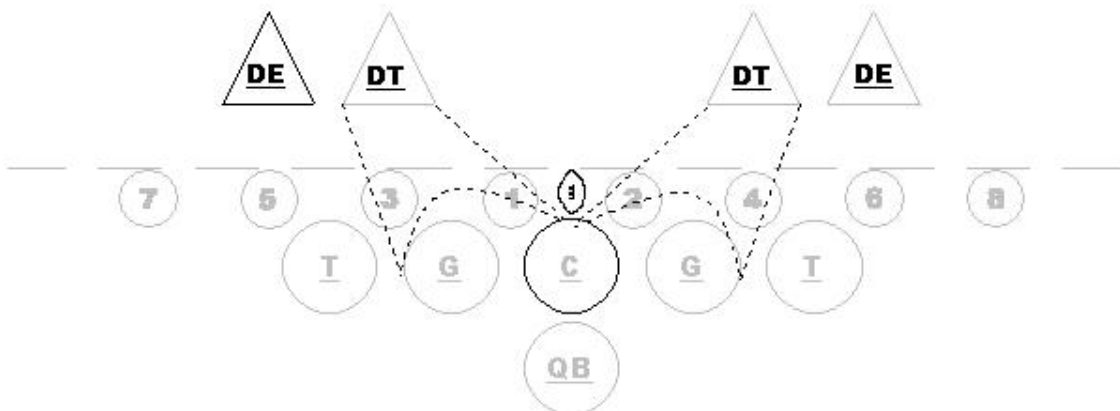
Forty Six Slash & Burn Defensive Down Linemen play set and assignments

The 4 Down Linemen are most important positions on the field. By design, the 2 Tackles should be the largest individuals in the 46 Defense squad. Their responsibility is to "Burn" or hold-up the 3 Middle Offensive Linemen, disrupting the blocking scheme and causing a pile-up between the Offensive Tackles.

The 2 Defensive Ends should be fast and tuff, responsible for "Slashing" off the Tackles into the Offenses Back-field, pressuring or disrupting the Offense.



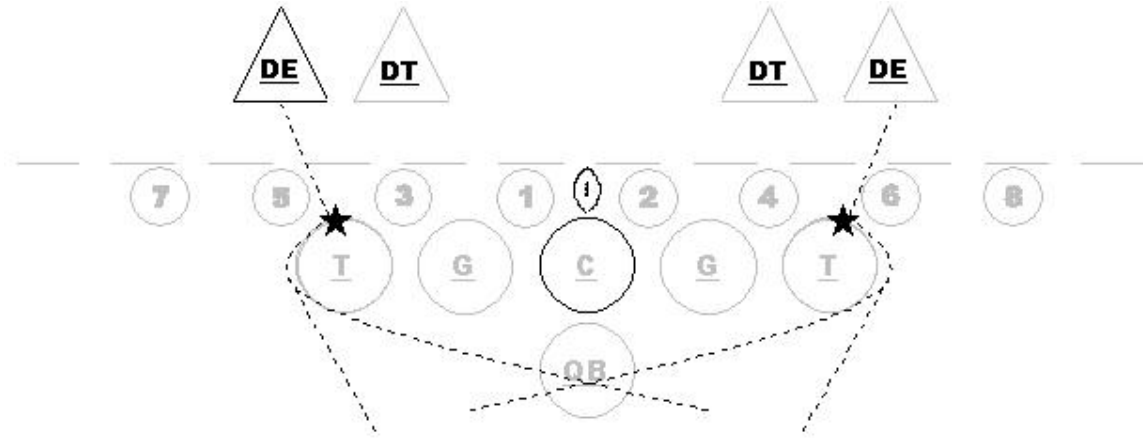
**DEs are ALWAYS Responsible for Slashing the Offensive
Tackles and
Penetrating the Offensive Back-field**



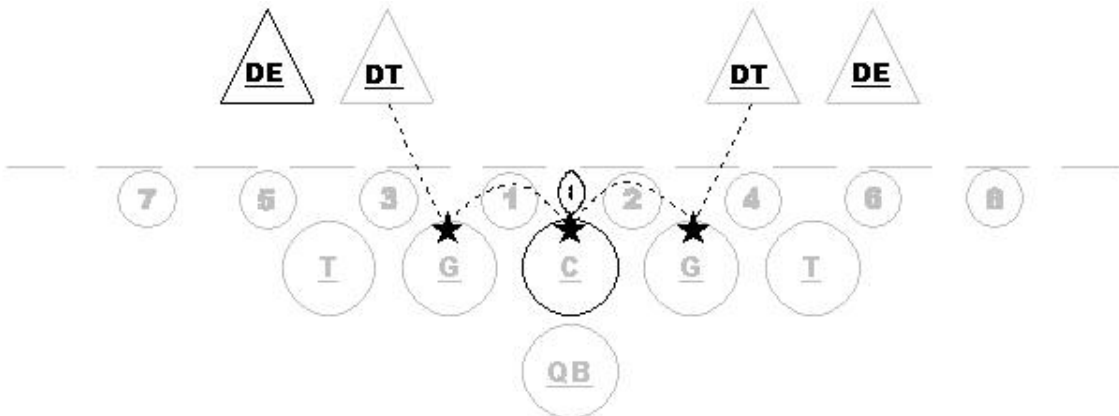
**DTs are ALWAYS Responsible for Burning the Offensive Center
and Guards
Disrupting the center of the Line... "Make A Pile"**



Facing a BALANCED Offensive Alignment ...



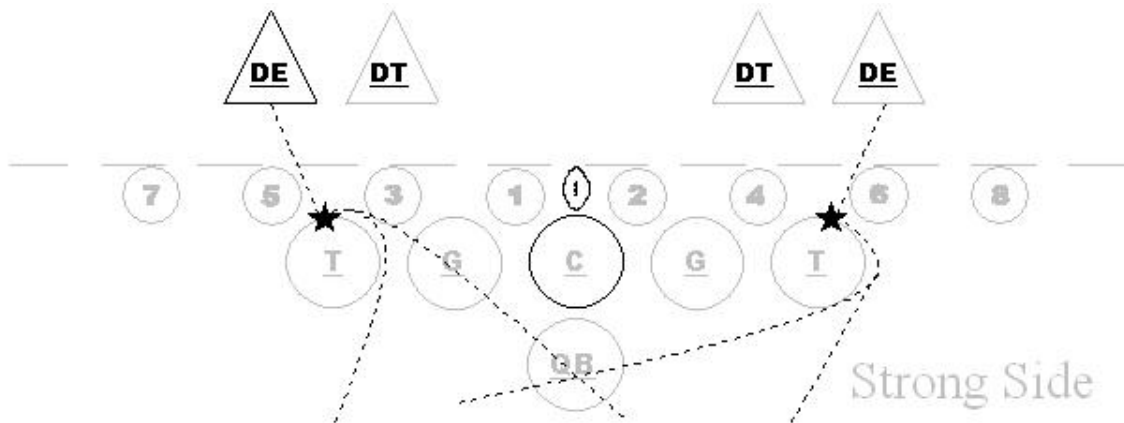
DEs are ALWAYS Responsible for Slashing the Offensive Tackles from the OUTSIDE, Penetrating the Offensive Back-field



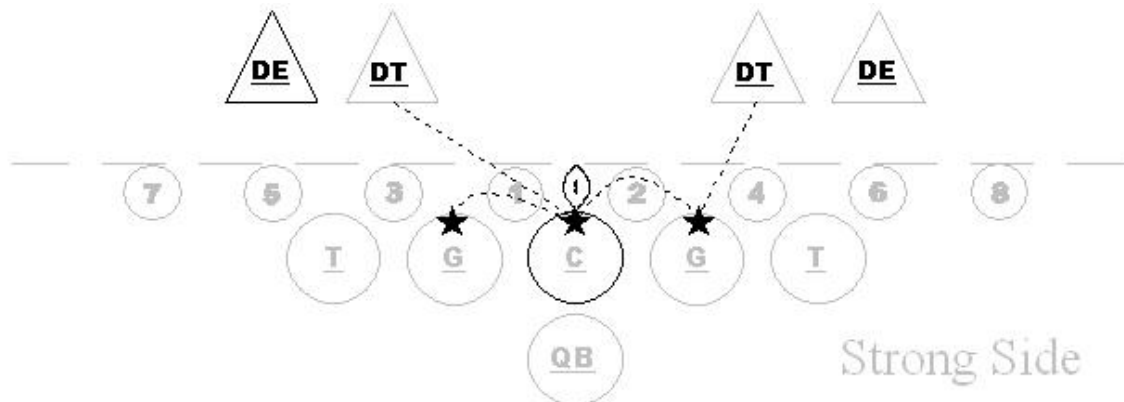
DTs are ALWAYS Responsible for Burning the Offensive Center and Guards from the OUTSIDE to the INSIDE



Facing an UNBALANCED Offensive Alignment ...



DEs are ALWAYS Responsible for Slashing the Offensive Tackles from the STRONG-SIDE, Penetrating the Offensive Back-field



DTs are ALWAYS Responsible for Burning the Offensive Center and Guards from the STRONG-SIDE

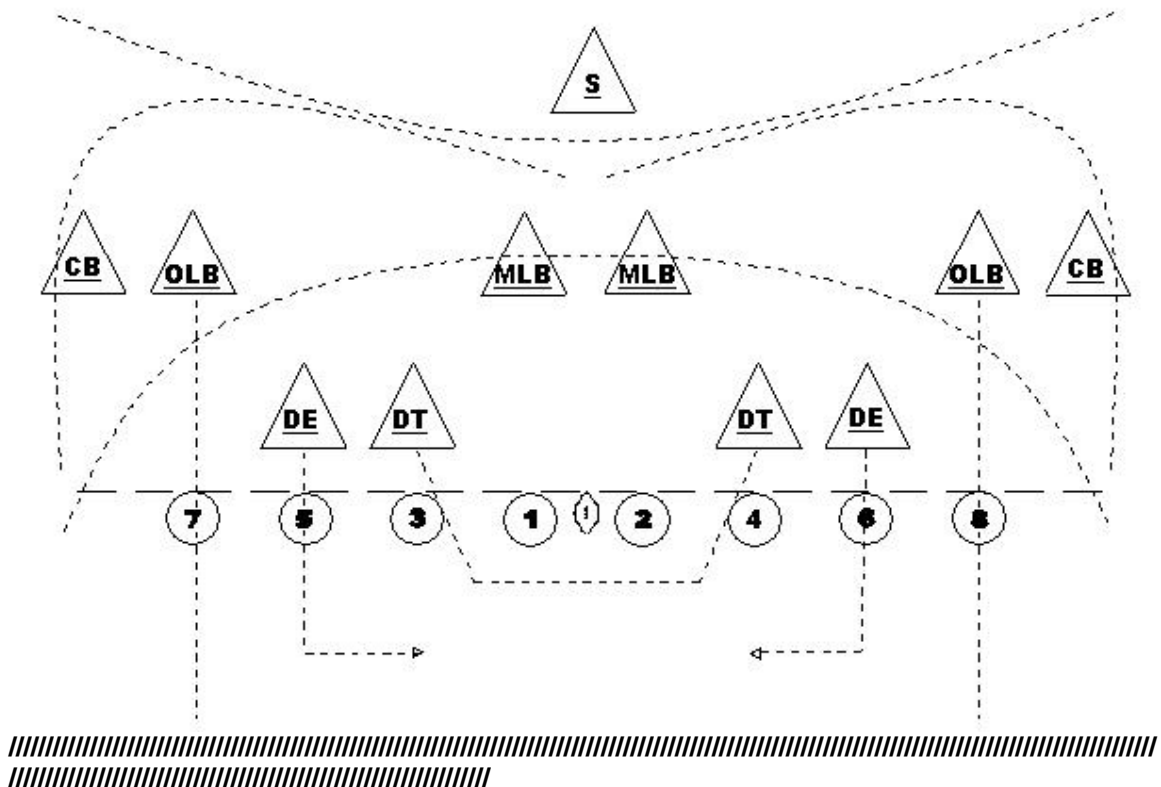


Back-field Alignments for common Balanced and Unbalanced Offensive Sets

The over-riding principle behind the success of the 46, in all of its variations, is that at least 6 Defenders are pressuring the Quarterback and Back-field Players at all times. 6 Defense-men attacking the Offense in the 46 Slash & Burn will

always be the DE's (Slashing the middle) the MLBs (Reading, Sliding and Penetrating) and the OLBs (Pressuring with Outside Containment).

The remaining 3 Defense-men, the CBs and S, are assigned Zone-Cover and Run Clean-up responsibilities. This simple concept works exceptionally well at the "Youth League" level because a well executing line and a multi-option passing game are the exception rather than the rule.



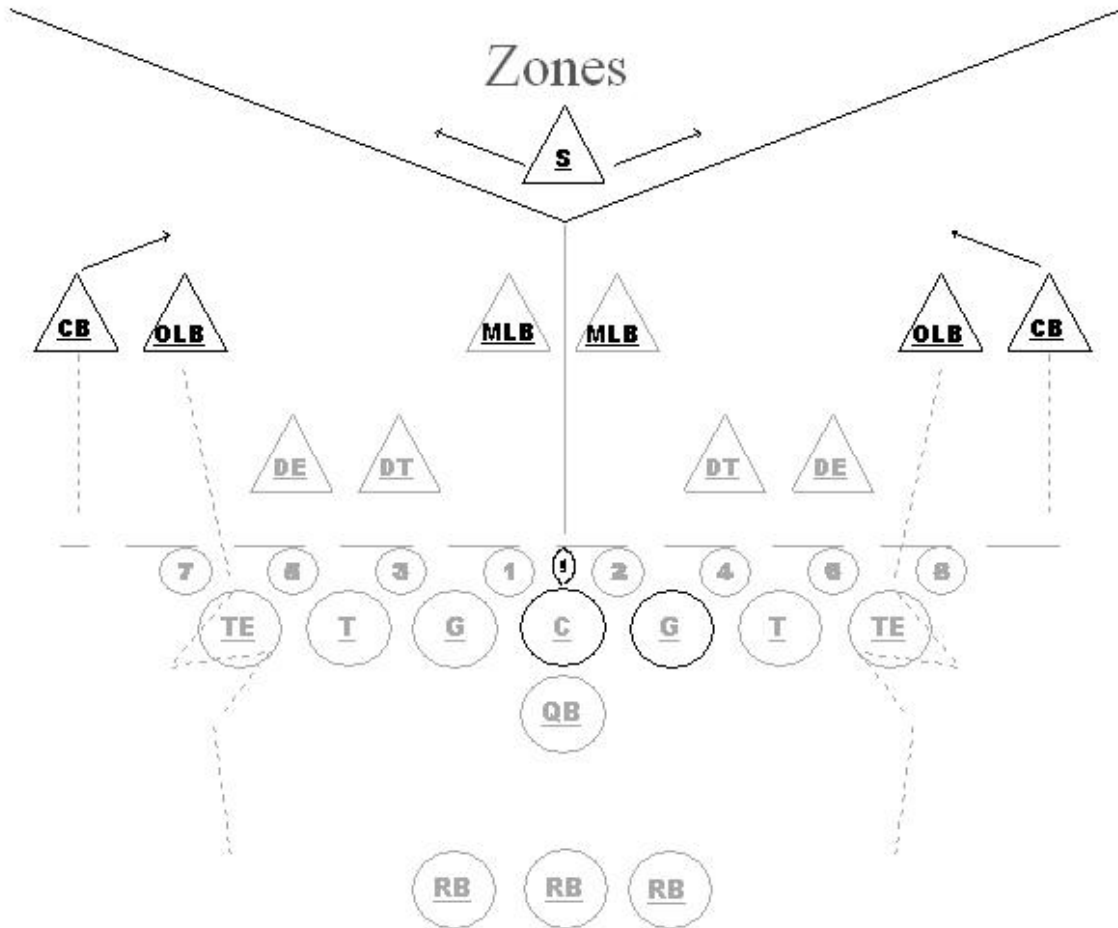
46 BALANCED With-out Wide-outs or Slots ... Assignments and Techniques:

Both Corner Backs, CBs, **Always Have Outside Zone Pass Coverage**,

Both Outside Linebackers, OLBs, **Always Have Outside Run Contain**, Burn the Tight End or Slot, Pressure the Play from the Outside-in.

Both Middle Linebackers, MLBs, **Always Read the Offenses Back-field**, Play Run first, then Pass, Slide, Penetrate and Pressure.

The Safety **Always Has Deep Zone Pass Coverage**, then Run clean-up.



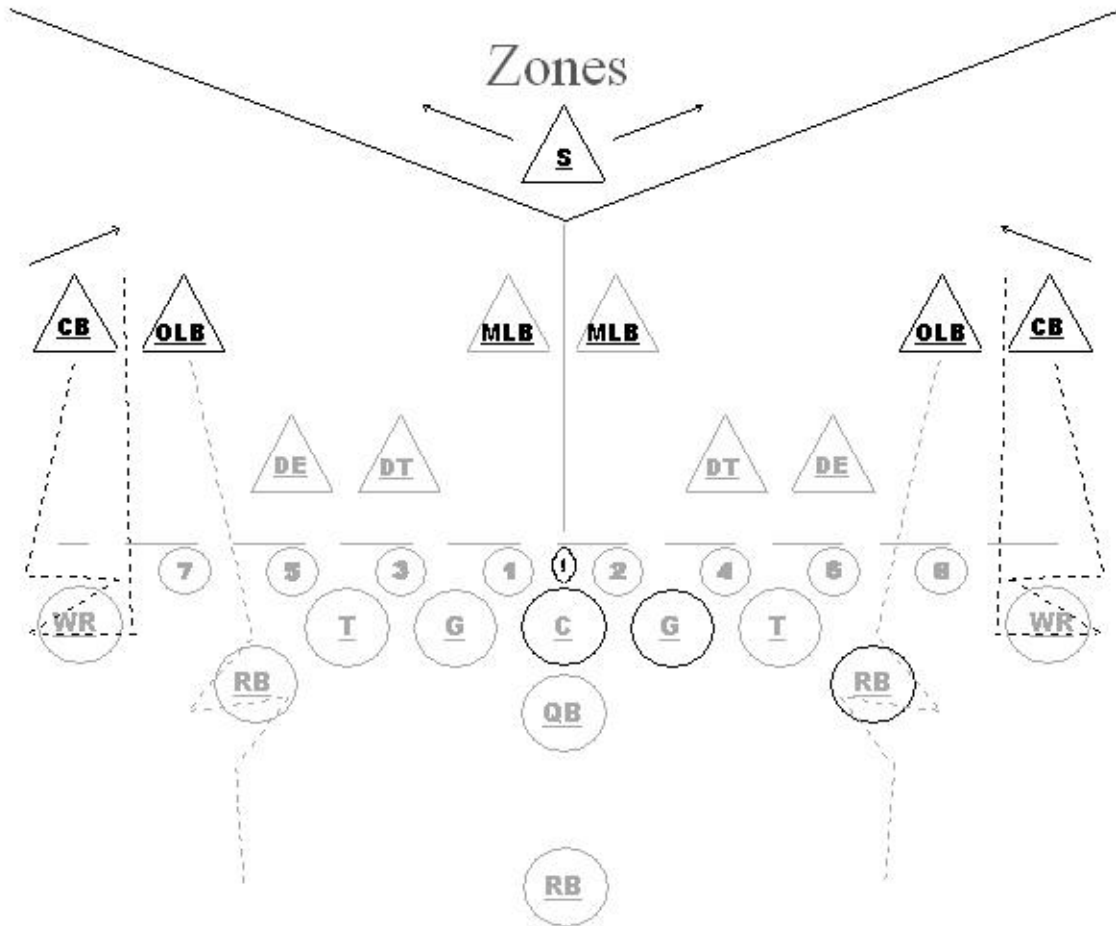
46 BALANCED With Wide-outs and Slots ... Assignments and Techniques:

Both Corner Backs, CBs, **Always Have Outside Zone Pass Coverage**, Burn the Wide-outs, then drop into Coverage.

Both Outside Linebackers, OLBs, **Always Have Outside Run Contain**, Burn the Tight End or Slot, Pressure the Play from the Outside-in.

Both Middle Linebackers, MLBs, **Always Read the Offenses Back-field**, Play Run first, then Pass, Slide, Penetrate and Pressure.

The Safety **Always Has Deep Zone Pass Coverage**, then Run clean-up.



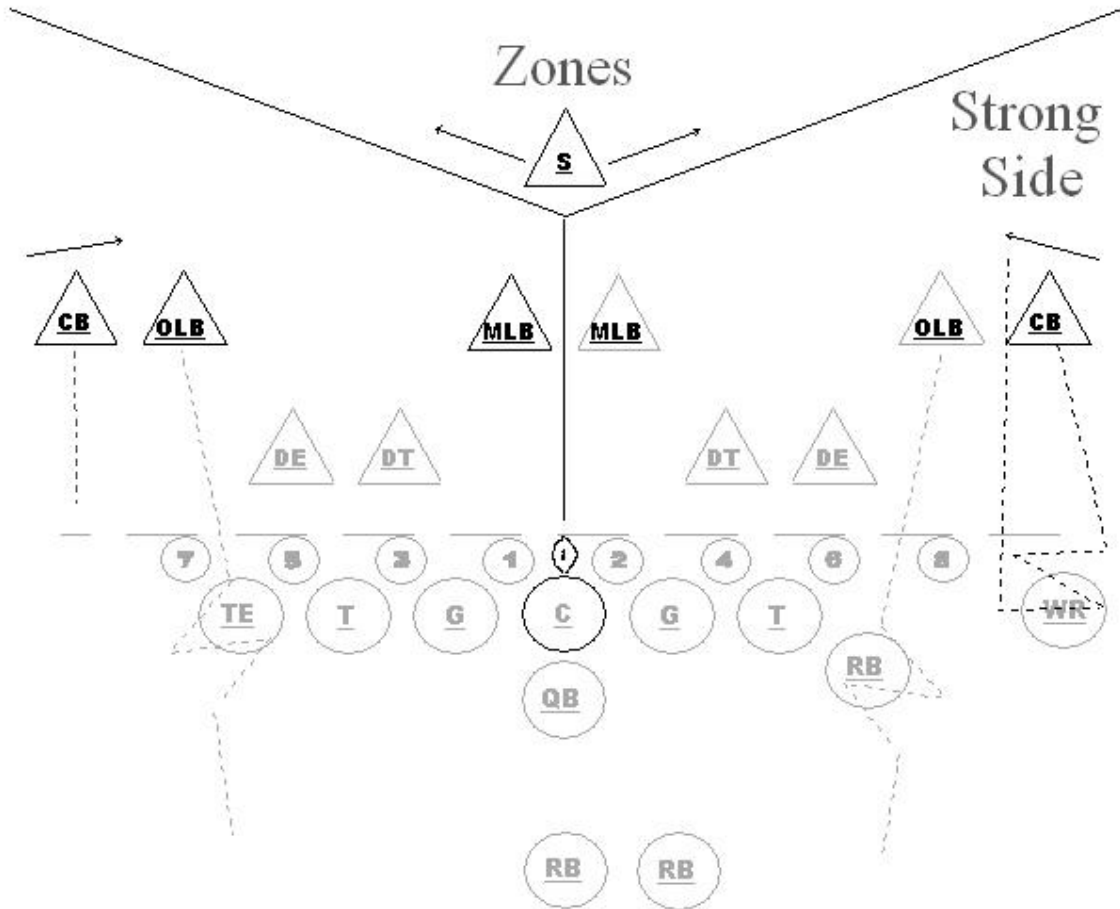
46 UNBALANCED With Wide-out and Slot ... Assignments and Techniques:

Both Corner Backs, CBs, **Always Have Outside Zone Pass Coverage**, Burn the Wide-out, then drop into Coverage.

Both Outside Linebackers, OLBs, **Always Have Outside Run Contain**, Burn the Tight End or Slot, Pressure the Play from the Outside-in.

Both Middle Linebackers, MLBs, **Always Read the Offenses Back-field**, Play Run first, then Pass, Slide, Penetrate and Pressure.

The Safety **Always Has Deep Zone Pass Coverage**, then Run clean-up.



46 UNBALANCED With Wide-out and no Slots ... Assignments and Techniques:

Both Corner Backs, CBs, **Always Have Outside Zone Pass Coverage**. Burn the Wide-out, then drop into Coverage.
 Both Outside Linebackers, OLBs, **Always Have Outside Run Contain**, Pressure the Play from the Outside-in.
 Both Middle Linebackers, MLBs, **Always Read the Offenses Back-field**, Play Run first, then Pass, Slide, Penetrate and Pressure.
 The Safety **Always Has Deep Zone Pass Coverage**, then Run clean-up.

