

McKENDREE COLLEGE

WIDE RECEIVER MUSTS

1. GREAT S & S
2. GREAT CUTS
3. HEAD AROUND FIRST
4. CATCH W / HANDS
5. RUN AFTER CATCH
6. BLOCK
7. COMMUNICATION

If Anything Goes Bad; I Did It
If Anything Goes Semi-Good; We Did It
If Anything Goes Real Good; You Did It

WIDE RECEIVER GENERAL

1. Be on time for everything.
2. Bring playbooks and pencils to all meetings unless otherwise instructed.
3. Stay away from fat foods and alcohol. Drink lots of water.
4. Go to class. Study and stay eligible.
5. Keep helmets on and chin straps buckled at all times unless getting water.

THE WINNING EDGE

1. Play with pride and keep your poise at all times.
2. Enthusiasm is like a rash - it spreads.
3. Football is 90% mental, 10% physical.
4. Eliminate bitching, moaning and feeling sorry for yourself - nobody else will.
5. What can I do to help the Team win?
6. Hit the field running. We run everywhere.
7. You can't make the club in the tub. Stay healthy.
Stretch, stretch, stretch.
8. Fatigue is a state of mind.
9. Practice full speed. You play on Saturday like you practice.
10. Make winning a habit.

TIPS AND REMINDERS

1. Know your opponent. Be a student of the game.
2. Get on and off the field quickly - be alert for substitutions.
3. Get in and out of the huddle quickly.
4. Stance and start - be explosive.
5. Always make DB think pass.
6. Be an aggressive blocker. Harass your man. Cut Him!
7. Threaten defenders where they are most afraid - deep, short, inside, outside, etc.
8. Against zone, find an open area and settle in.
9. Against man, shake and deposit defender.
10. Catch the ball, look it in, tuck it away.

QUESTIONS FOR RECEIVERS

1. **Where Do I Line Up? (Formations and Splits)**
2. **Who Do I Block? (Sky-Safety, Cloud-Corner)**
3. **What Will The Defense Do to Me? (Corner Tech – Safety Movement – LB Adjustment)**
4. **What Route Do I Run?
(QB Drop: 3-Step, 5-Step, P.A.P.)**
5. **How Do I Run My Route vs. Coverage I See?
(Stems)**

Expression

Expression is the "fun fundamental" of being a receiver. Expression refers to just what it means; express yourself! A receiver has many weapons in his arsenal to get open. He can use different moves, tie in routes, use his eyes, head and shoulder fakes, misdirection steps, change of pace and speed - quite a battery!

Before a receiver can "express himself", he must first have a total understanding of the passing game. The passing game consists of four functions. One, pass protection is a must. Without the men "up front", we would never know that exhilarating feeling of crossing the goal line after catching a pass. Secondly, is the quarterback and his ability to read defenses and "pick them apart" (execute). Also, we must be familiar with defenses and secondary coverages. Receivers must use their peripheral vision when expressing a route. You must "see" the entire field even though you are only looking at a given defender or area. Also, you must "see" the pass rush, any blitzes, and know its threat without looking. Thirdly, is quarterback-receiver timing. This timing is very important in completing passes. Timing consists of timing your own routes in relationship to the quarterback drop. Knowledge and feel for the timing and rhythm of the pass will prevent quarterback sacks. Keep in mind that all passes have some degree of rhythm. Passes thrown on rhythm are generally completed!

To achieve that "perfect timing", poise and concentration are required to run disciplined, precise pass patterns. The tendency is to hurry moves and fakes in game conditions. It takes time to develop moves and actually use them in a game. In addition, a move is not ready for a game unless the passer has confidence to read the move and get the ball to the receiver on the break. Basically, the premium is on timing between the receiver and passer. In addition, many passes are completed simply because the receiver runs to a certain spot or depth and breaks sharply to an open area. In this situation, timing is the major factor in completing the pass. Therefore, master the fundamentals of running basic patterns and emphasize working with the passer for perfect timing. In practice, the one-on-one period is vital.

Many completed passes simply beat the defense and not the individual defender. Study pass coverage and familiarize yourself with the weak and strong points of each coverage. In addition, passes are completed because of the deep threat and because the passer gets the ball to the receiver before the defender has time to get to the receiver. Timing, again, is the major factor.

Fourth, the execution of the receivers is the last, yet most important function of the passing game. When running is a one-on-one situation versus man-to-man coverage or against a zone defense - It is the duty and obligation of the receiver to get open. To go step by step in running a called route, you must exercise your "moment before explosion" mental process and be totally aware of your position on the field before the snap of the football. Also, prior to the snap, we should recognize the defensive coverage. You can usually see 75% of the coverage before the snap. The remaining 25% can be seen after your third step. Remember, always eyeball the defender on the first step.

Our wide receivers in their stance will have a good picture of the defense. Our tight ends must keep their heads up to see the position of defenders and pick up any keys as to various coverages.

The key to a successful pass route begins with an explosive acceleration off the ball. It should be a hard, driving sprint to gain speed and momentum. This is extremely important because in order to beat a defender you must threaten him deep and make him retreat. You must get him out of the back-up or glide position.

The intermediate portion of the route is when the moves are used versus man-to-man or zone. Know that most times, zone coverage is nothing more than a defender defending you in his zone! It is important to move the defender into such a position that he will not be able to recover in time to break up the pass. Always run the disciplined depth before making your "burst off cut"; otherwise, the quarterback-receiver timing will be off and you will be covered when the ball reaches the "reception area".

Getting as close to the defender as possible ("closing the cushion") will always help you in running a route. The closer you get to the defender, the more fearful they become of being beat deep! Establish the fear of going deep early and your job will be much easier.

Develop the habit of always "eyeballing" the defender and "heading him up" as you are running a route. He will tell you how well you and your teammates are doing! Never look at the ground - that is not using your maximum ability to get open! However, on certain routes you can watch the defender's feet while you are "closing the cushion" to see if you have crossed his feet for you to burst off your cut at that crucial moment.

Always know that your aggressive, downfield blocking habits will benefit you in running pass routes. Also, know that receivers going deep are usually tense. When running shorter routes, they are more relaxed. Be aware of such keys that the defense uses. Use them to your advantage.

There are numerous ways to get open! The moves used are best worked out according to the abilities and limitations of each individual and will be discussed in detail.

We know you will practice day after day until all of your moves and receiving becomes second nature. When you warm-up, don't just jog around. Run in spurts, change of pace, weaves, cuts, stutter steps, etc. Start from your stance, use head fakes, shoulder fakes, jab steps, etc., to release from imaginary linebackers.

EXPRESS YOURSELF!

I. RECEIVER TERMINOLOGY

BRACKET – Two secondary men play a receiver in and out.

BREAKING POINT – Width and depth where a receiver makes his final cut on a pass route.

BUMP AND RUN – Cornerback playing up on wide receiver and covering him man to man.

CLOUD – Corner has primary run support.

CUSHION – Keeping a 3-4 yard distance from the defender on a stalk block or to close the distance to three yards before you make your move when running a route.

DEPTH – The number of yards from the L.O.S. you are to make your final cut on a pass route.

FOUR UNDER – Number of defenders occupying the underneath coverage in normal pro front zones.

FIVE UNDER – Number of defenders occupying the underneath coverage in normal 34 front, total coverage zones.

HOT – Route adjustment by designated receiver vs. blitz.

LEVEL (SQUAT) TECHNIQUE – Cornerback waiting for wide receiver to get to him before making commitment to cloud coverage.

NICKEL/DIME (42 OR 41) – Refers to one or more extra defensive backs replacing linebackers or linemen in coverage.

PATTERN – Two or more receivers running their route.

PRE-READ – Looking at the secondary before the snap of the ball for any keys to their coverage.

PRESS THE TECHNIQUE – Run hard at defender to determine defensive technique of coverage.

PUSH – That part of the route that incorporates maximum controlled speed, weaves, and that final drive to pressure the defender.

RELEASE – Techniques used in getting off the L.O.S. with a defender trying to collision you.

ROUTE – Individual pass cut.

RUB – OFF – Route by a receiver to force a change in direction by defender.

SCAT – Five man protection.

SPLIT – Width of alignment of receivers and backs.

SKY – Safety has primary run support.

STEM – Angle of release and course taken when running a route, “stem the defender”.

SUPPORT PLAYER – Defender responsible for flat and primary run support.

UNCOVERED – By the defender’s alignment or miss – alignment you are uncovered for a pop pass.

UNDERNEATH COVERAGE – The short zones between the line of scrimmage and the deep secondary people, usually occupied by linebackers.

VACUUM – The area between the sideline and the defensive safety (2 deep).

WINDOWS – Those areas between underneath defenders that are susceptible to pass completions.

II. BASIC PRINCIPLES FOR PASS RECEIVERS

- A. Keep your eyes on the ball. Your first responsibility is to **CATCH THE BALL**. After you make the catch, think about additional yardage and scoring. Remember you catch the ball with your eyes first!
- B. When we are on offense and the ball is thrown, it is **NOT** a "Free" ball – it is **YOURS – GO GET IT!** Never allow an interception or a tipped ball.
- C. Whenever possible, catch the ball in your fingers – not your chest.
- D. In practice, after you catch the ball, tuck it away securely and **BURST** at least ten yards. Put in a fake, spin, etc.; simulate what you would do in a game. Continuous practice at this will give your better running skills!
- E. When you warm up, don't just jog around. Run in spurts, change of pace, weaves, cuts, weaves, cuts, stutter steps, etc. Start from your stance and work to improve quickness.
- F. Always run your patterns at full, controlled speed. We cannot get the correct timing at half speed nor can you afford to slip and fall down.
- G. Pass receivers are made – not born. They are made by practice day after day until all of your moves and receiving become second nature. Whenever possible, have a ball in your hands. Play catch with your partner. Never let the ball become a stranger to you.
- H. Always be alert for the ball, even though you are not the primary receiver. You never know when the QB will throw to you! Do not loaf because you think the pass is going to someone else. Carry out your assignment at full speed on every play. This is an easy way to tell the difference between the "good ones" and the "great ones".
- I. Concentrate at all times on what you are going to do – why and how you are going to do it. Keep in mind the object of the pass and what your part of it is. Know the complete picture – not just your part of the play.
- J. Tell your coaches what you can do – your best bet for third down passes, third and seven to ten yards – your best long pattern.
- K. Learn the tendencies of the defensive backs; if they gamble, guess with you, play tight or loose, inside or out, their speed. Have a "book" on all of your opponents. Be an artist at your position! Know the defensive team tendencies; how they cover first down, second down and third down, short and long yardage, etc.
- L. Always know field position (sideline), time remaining, down and distance, sun position, wind conditions, lights, condition of field (high or low spots), turf conditions (wet, loose).

- M. The sidelines and end zone lines are our own enemies. Always know your relative position to them. Respect them, but do not let them bother you in catching the ball – catch comes first. The officials will never call you “in bounds” if you drop the ball.
- N. Always expect to get your jock knocked off after, or as you catch the ball – then the jolt won’t surprise you. You have to “want it”. We catch the ball and pay the price. You must have total disregard for contact while catching the ball.
- O. CU receivers never shy away from the ball. Great receivers are “Tough” receivers.
- P. Remember that the toughest catch is the easy one!
- Q. When catching the ball, only leave your feet as the last alternative.
- R. Get in the habit of going all out after the ball every time – regardless of how it is thrown. Soon the great catches will become routine. (lay out)
- S. Fake the man – not the area! Don’t fake the man until you are within three yards of him.
- T. CU receivers are football players – not just pass catchers. **WE WILL BLOCK!!!**
- U. Run the long all down. Extend the arms at the last second.
- V. When tucking the ball away, make sure the ball is locked tight in all five pressure point areas. They are:
1. Fingers wrapped around the nose of the ball.
 2. The palm of the hand.
 3. The inside portion of the forearm.
 4. The inside portion of the bicep.
 5. The rib area.
- W. Always go for the ball with both hands and follow it in with your eyes.
- X. Routes vs man coverage you must head the defender up, utilize the weave and stem concept.

III. RULES PERTAINING TO RECEIVERS

A. Physical contact is required to establish interference.

1. A Team-B player, defending against a legal forward pass, has his back to the ball and is waving his arms in the face of an eligible player of Team-A, who, in his attempt to catch the pass, bumps into the Team-B player.

RULING: Pass interference by the Team-B player. He was not making a bonafide attempt to catch or bat the pass.

B. You must have at least seven men on L.O.S.

C. You must be set for at least one second before the ball is snapped.

D. You must be set for at least one second before you go in motion. While in motion, you must run parallel or slightly away from the L.O.S.

E. Offensive players positioned five or more yards outside the legal clipping zone or in motion toward the ball at the snap are prohibited from blocking below the waist.

F. A dropped lateral pass behind the L.O.S. is just like a fumble.

G. Anytime an end man on the L.O.S. or wide receiver moves before the ball is snapped, he may get back and get set for one second without a penalty. (As long as he doesn't enter the neutral zone.)

H. A forward pass can be tipped forward.

I. A receiver who gets knocked out-of-bounds can come back in at the point where he was knocked out and catch the ball, but it is important that a receiver operating near the sideline stay far enough from a sideline to prevent being bumped out-of-bounds by a defender.

J. One foot must be clearly in-bounds when a receiver catches the ball. If both feet come down simultaneously with one foot in-bounds and one out-of-bounds, it is an incomplete pass.

- K. Downfield blockers must make their initial contact on the front half of the men they block.
- L. On a simultaneous catch of a forward pass the ball goes to the offense. When there is doubt, the officials will usually give the benefit of the doubt to the man who has made the better looking play.
- M. The clock stops and stays stopped until the next play if the ball goes out-of-bounds or if a pass is incomplete or if a time-out is called. It also stops long enough for the officials to present penalty options and step off penalty yardage and, in college football, for the chains to be moved after a first down is made. Two minute offense takes advantage of these clock rules.
- N. You must give the football to the official after a touchdown! No spiking! No taunting the opponent with the football!
- O. Blocking on any kicking game downfield, you must block above the waist.
- P. Offensive pass interference in the end zone results in a 15 yard penalty and loss of down from the line of scrimmage.
- Q. You are allowed to block with an open hand, which includes the kicking game.

IV. RECEIVERS FUNDAMENTALS

A. Wide Receiver Stance:

1. Two-point stance, arms hanging down in front.
2. Get comfortable - don't over extend or stand too upright. Most of your weight should be on the ball of your front foot, your up-knee should be bent, chin over up-knee.
3. The head should be up getting a pre-read secondary look. Use peripheral vision to see ball.
4. The upper body should have a slight lean forward and shoulders parallel with the line of scrimmage.
5. Roll off of front foot. Do not false step. (Remember, if you're a 4.6 and you false step, you're now a 4.65 to 4.7) Drive with the back foot.

B. Releases

1. Rip Technique:

- a. Close the cushion.
- b. Rip the corresponding arm (arm opposite lead foot) vigorously upward.
- c. If contact is made, bring elbow down hard like hatchet effect.

2. Club & Chop Technique:

- a. Get hands up and ready.
- b. Club defender's inside arm with your inside arm.
- c. Make contact between wrist and elbow.
- d. Use off-hand to chop.

3. Swipe Technique:

Drive fist through opposite arm of defender and bring fist down as you push past him.

4. Your eyes must start straight ahead. Do not telegraph your intentions.

C. Parts of a Route - Wide Receiver

1. **Burst** - that part of your route before the break that incorporates:

- a. **Speed** - Maximum controlled speed to pressure the defender.
- b. **Stem** - inside and outside weave used to establish shoulder position.
- c. **Drive** - final push to give the defender a feeling of depth and to get him turned.

2. **Break** - quickness is the key:

- a. Keep good body lean forward staying low, keeping your feet under your body and exaggerated arm drive.
- b. Widen feet slightly for better control.
- c. Plant the foot opposite your break and give a slight head and shoulder fake (if appropriate) - except for speed cuts.

- d. No arcs or curves, unless it is a desired speed cut. (~~EX-OMAHA~~)
 - e. Snap your head and shoulders around quickly looking for the ball.
3. **Run for the ball: CREATE SEPARATION OUT OF BREAK**
- a. Come back to a thrown ball.
 - b. Look the ball into your fingers.
 - c. Watch your fingers wrap around the ball.
 - d. Look at it and tuck it away.
 - e. Explode up-field for the goal line.

D. Types of Blocks:

1. **Crack Block:**

- a. Push at man-over eye balling defender you are cracking.
- b. Aiming point is near shoulder. You cannot block below the waist.
- c. Explode into him keeping your shoulders square and feet wide. Keep your body erect and don't leave your feet.
- d. Sustain the block; do not let him slide off. Never let him cross your path and keep your head in front.

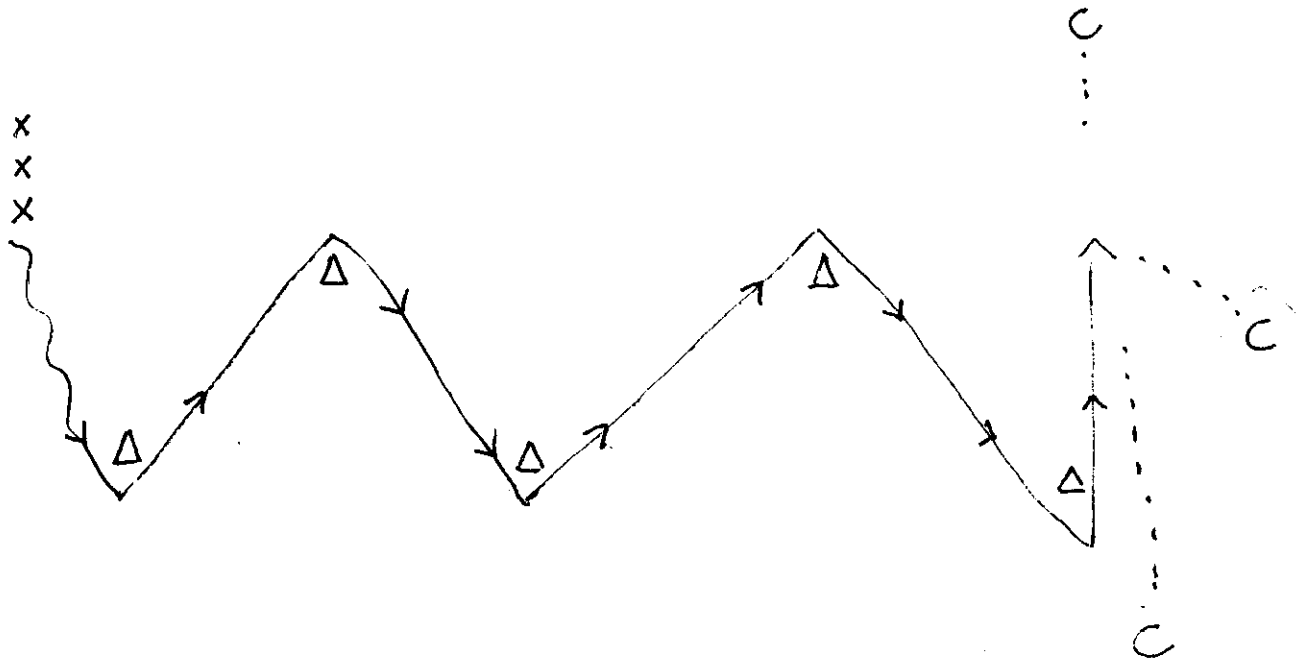
2. **Stalk Block:**

- a. Release as wide as possible and push the defender as deep as possible. Be under control.
- b. Get inside shoulder position.
- c. When defender recognizes the play, breakdown keeping feet square and under you. Slide and stay square.
- d. Shadow defender aggressively. Deny him the inside.
- e. Let him commit himself and then engage. After contact, accelerate feet and sustain contact. (Hit and recoil)
- f. Harass and stalk him until the whistle. Remember, it is the last hit that counts the most.

RECEIVER DRILLS

Zig - Zag:

Equip: 5 cones and a ball or 2



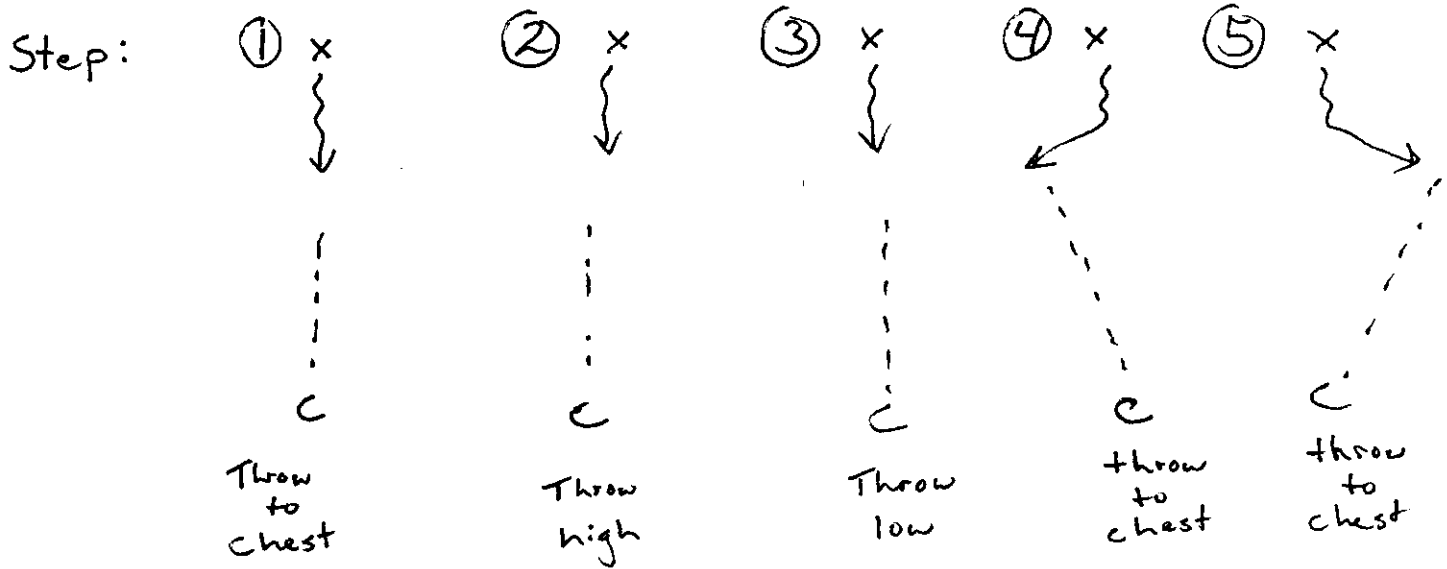
Repeat drill 3 times. Coach moves each time throwing over shoulder, flat (like a crossing rt.) and head on

Coaching points:

- 1 - Shoulders down at all times - "Do not rise up b/w cones".
- 2 - Pump arms through cut
- 3 - Don't stop feet in break / plant and drive
- 4 - Catch the ball

SOFT HANDS

Equip: 1 - 2 balls



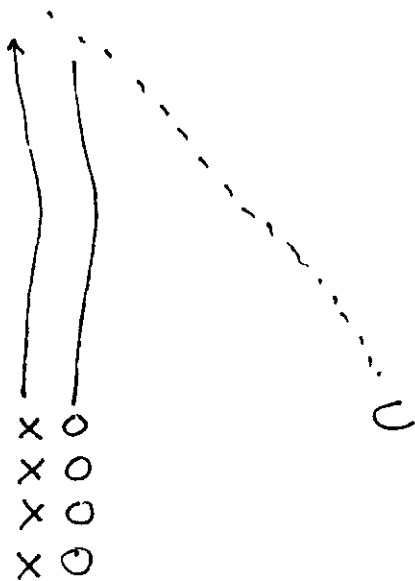
Coaching points:

- 1 - Player must lock arms out in front of them, throughout catch ~ working on soft hands
 - 2 - Tuck ball away after catch
- * Player jogs toward coach NOT A SPRINT

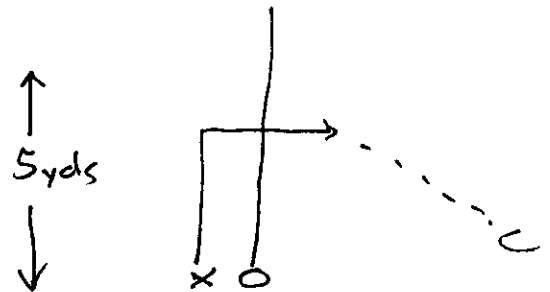
PARTNER BALL DRILL

Equip: 1 or 2 balls

1)



2)



Purpose of these two drills is to get separation from DB.

Drill 1: Both players line up even with each other. Both players run 3/4 speed side by side. Defense pull and slaps at arms of offense. Offense must slap hands off and use "arm bar" (arm locked at 90 degrees, pushing back with forearm). Fade out to make catch.

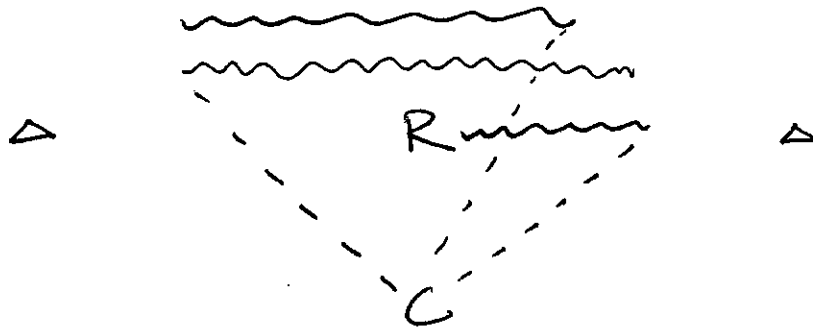
Coaching Points:

- 1 - Get hands off, do not allow them (defense) to hold you (offense).
- 2 - Properly use arm bar
~ Don't extend arm and push off.
- 3 - Catch ball with high hands.

Drill 2: See slant release drill.

Golf Balls

Equipment: 2 Cones/ 3 Golf Balls



1. Put 2 Cones approx. 8 yards apart.
2. 1 Player in the middle. Coach will soft toss the golf balls, alternating sides.
3. The Receiver in the middle must keep knees bent and shuffle side to side catching the balls with near hand. Upon catching they will toss the ball back as they move to catch the next ball. Coach will determine length of time on their own.

This is a good drill to work on footwork and concentration.

Stalk Block Progression

Mirror & Motor:

1. Two lines across from one another, 5 yards apart.
 - a. Make sure they have enough room between them to move around
2. Designate one side as the Offensive player and the other side is the defender.
 - a. Instruct the Offensive players that they must keep their hands behind their back after they break down on the Defender.
3. Begin by getting the Receivers in a good stance, on the first whistle they will BURST out of their stance (NO FALSE STEPS), and break down on the DB in front of them.
 - a. Be sure that the Offensive players "Buzz" their feet when breaking down and DO NOT Hop at the Defender.
4. On the second whistle the Defenders will move side to side on the yard line, and try to juke the Receiver.
 - a. The first phase of this drill has the Receiver with their hands behind their back.

Coaching Points: Receiver must have a good knee bend, with their chest and eyes up (Ducking your head will get you beat). Their eyes should be focused on the Defenders belt buckle or belly button. They should MIRROR the Defender in an attempt to keep in phase with him. To keep proper phase they must be on the balls of their feet, and shuffle side to side being sure not to cross-over. (Note: A good stalk block is NOT a knock-out block, but must shield the defender from making the tackle). Have them stay in contact for 10-15 seconds then switch the Offense and Defense.

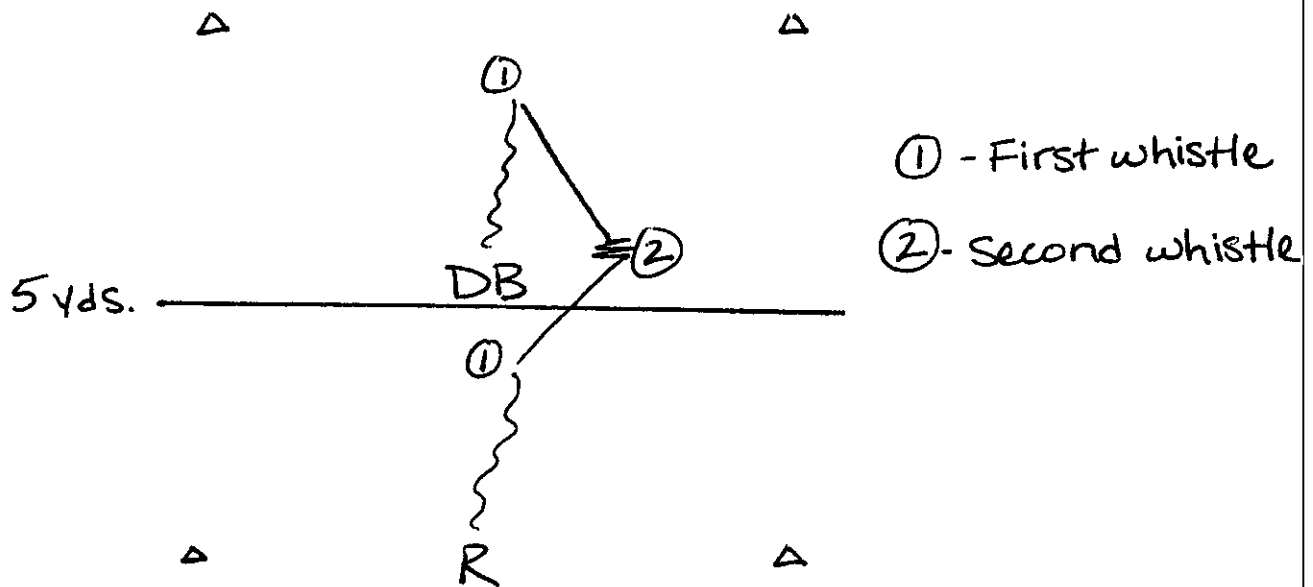
Mirror & Motor with Punch:

1. Repeat the above steps.
2. Let them know that this time instead of keeping their hands behind their back they will punch the Defender with the arm to the side they are shuffling when the coach blows the whistle.
3. Again be sure that the Offensive player is remaining in phase with the DB.

Stalk Blocking Cont.

One on One:

Equipment: 4 Cones (Set up in a 10 x 10 Square)

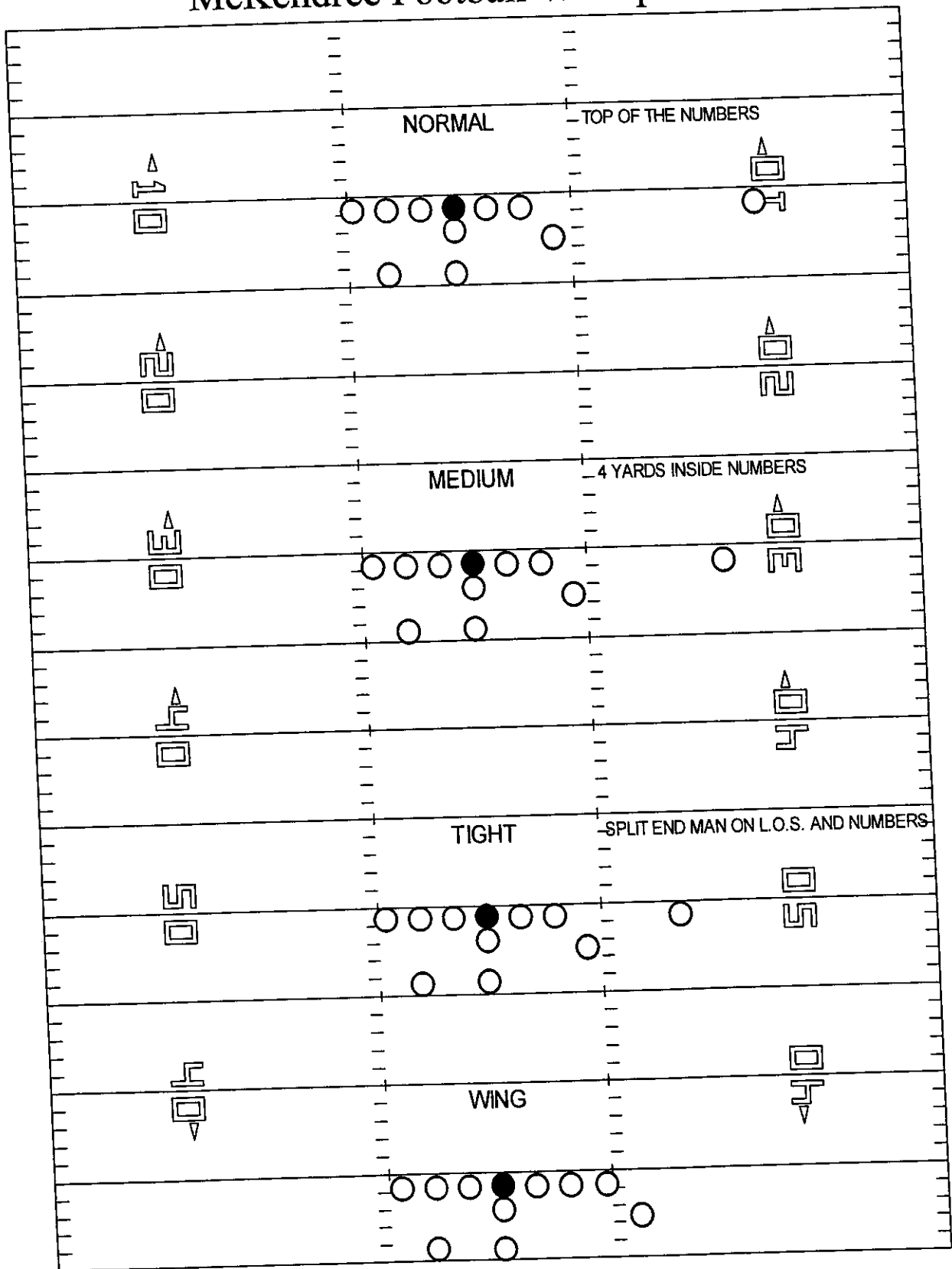
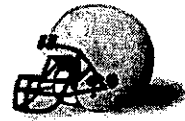


1. Get Receiver in a good stance (watch start for any false steps)
2. First whistle DB will begin backpedaling & and Receiver will BURST out of stance.
3. Second whistle the DB will break up like reading a run play. The DB can make any move to get around the Receiver they wish, as long as they stay within the Box.
4. The Receiver must continue to attack the DB until they breakdown. The Receiver must begin to breakdown and "buzz" their feet. They must prepare to lock on to the DB and move their feet.
5. Coach must make the Receiver maintain the block for 3-4 seconds before blowing the drill dead.
 - a. If the DB crosses the end line their group gets a point. If the Receiver prevents them from crossing the end line that group gets a point. Coach can set their own ending point.

Coaching Points:

1. It is important to preach "feet then hands". Make sure the Receiver brings their feet into contact and doesn't lunge with their hands. Lunging will get them out of position quickly.
2. They must have a good base and be able to drive their feet on contact.
3. Keep head up, but eyes down: FOCUS on the belt buckle or belly button of DB.

McKendree Football WR Splits



HITCH



3 STEPS
5-6 YARDS



SLANT



3 STEPS
5-6 YARDS



OUT



SPEED BREAK
ROLL 4-6 YARDS



CURL



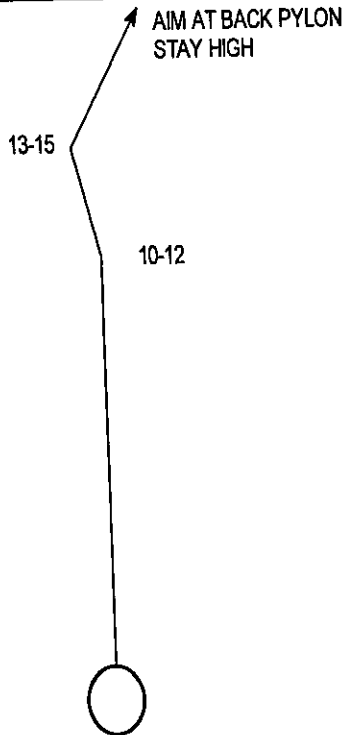
13-15

FIND WINDOW

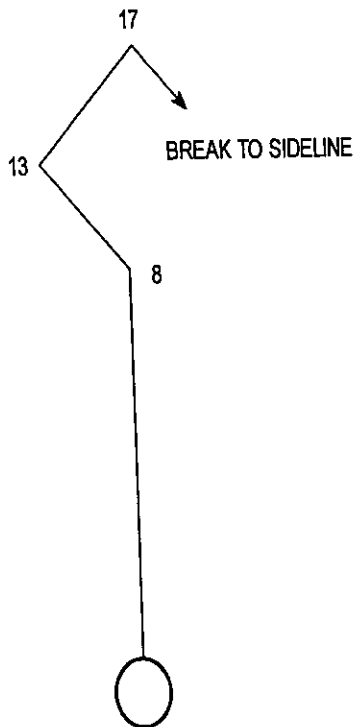
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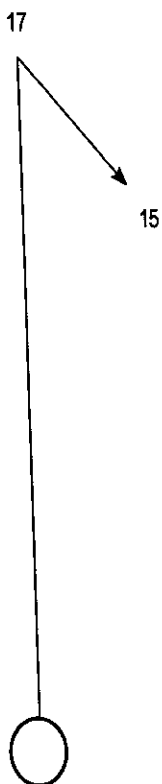
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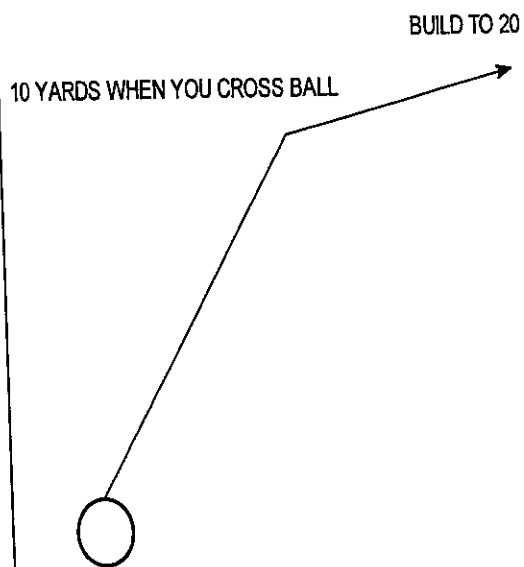
TD



COMEBACK



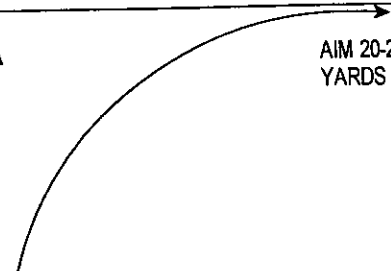
CROSSER



BANANA

AIM 20-22
YARDS

SPEED ROLL
10-12



SHALLOW CROSS OR DRAG

STEP ON HEELS OF D-LINE.
DONT STOP RUNNING UNTIL YOU
REACH NUMBERS.



V

KEEP GOING IF \$ SITS

READ \$ AT 15 YARDS

BREAK BACK TO QB
IF \$ IS DEEP

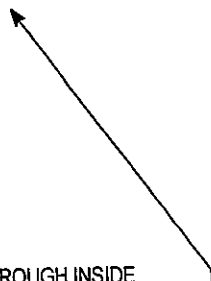


POST

** VS. COV 2 RUN THROUGH INSIDE
SHOULDER OF NEAR \$

** VS. COV 3 STAY THIN.
DO NOT CROSS HASH

8-10



COVERAGE IDENTIFICATIONS

WE WILL IDENTIFY THE BASIC COVERAGE FAMILIES SO THAT WE ARE ABLE TO COMMUNICATE PROPERLY.

THE THREE BASIC COVERAGES ARE:

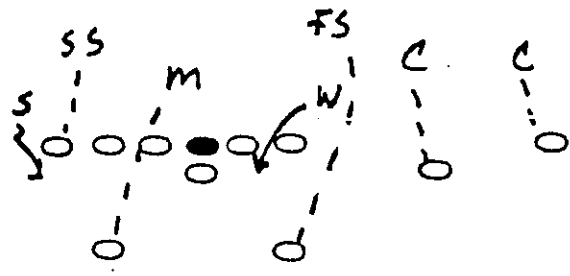
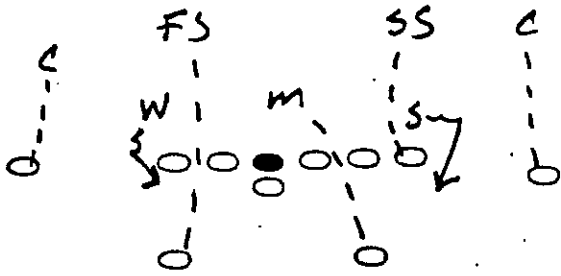
1. MAN
2. ZONE
3. COMBO (MAN + ZONE)

- COVER 0** Man with the FS in pickup. Usually a 4 across look
- COVER 1** Man to Man with the FS free to roam.
- COVER 1 PLUG** Man to Man with the FS free to roam. Inside LB's combo the backs release. One LB will Rob/Help skill. Perimeter defenders funnel receivers to the FS (Outside Technique).
- COVER 2** Two deep safeties with undercover playing hard zone technique.
- COVER 2 SOFT** Two deep safeties with corners in soft technique able to key the inside receivers and carry the outside receivers.
- COVER 2 MAN** Two deep safeties with 5 - under Man Defenders.
- COVER 44**
(1/4's) Two deep safeties that cover the inside receivers on a vertical release and help the corners with no vertical release inside. The corners are in man; the LB's combo the underneath zones.
- COVER 3** Three deep with SS playing strong curl/flat and Will playing weak curl/flat. 3 Cloud - Strong Corner Roll.
- COVER 4** Predetermined weak roll (Half Coverage) to one half of the field. The other half is divided into quarters and the SS and SC will split the quarters. A front 7 player will handle the strong flat.
- COVER 5** Secondary over shift concept with weak roll (4) to one half of the field and 2 deep with robber to the other.
- COVER 7** Secondary overshift concept with 2 deep principle. The WC plays the weak half and a front 7 player has the weak flat.
- COVER 9** Man with FS in pickup; a secondary player will blitz in cover 9.

COVER 0

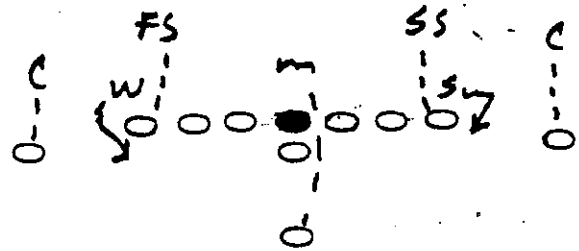
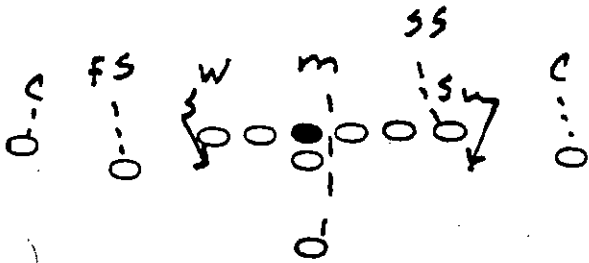
PRO

SLOT/SLUG



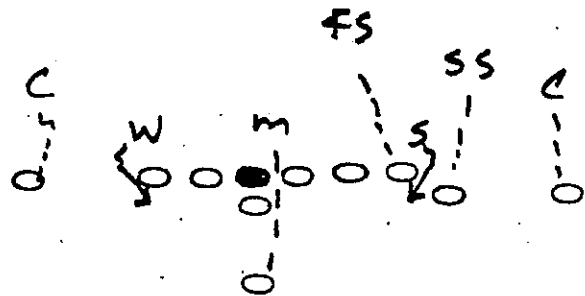
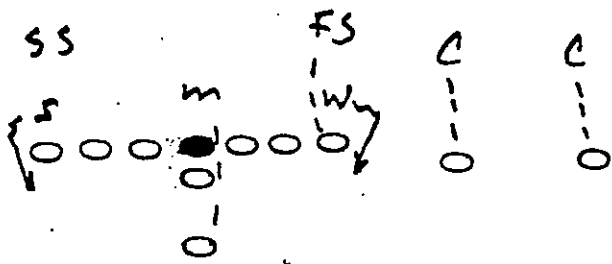
WING

SOLO



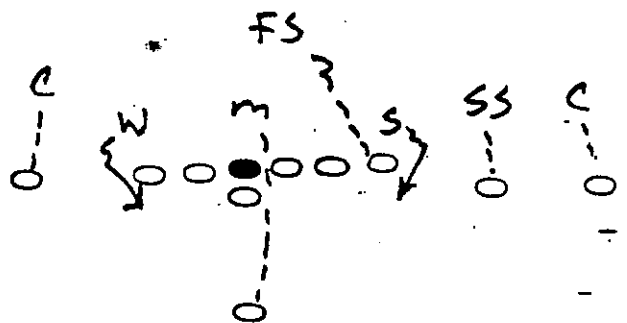
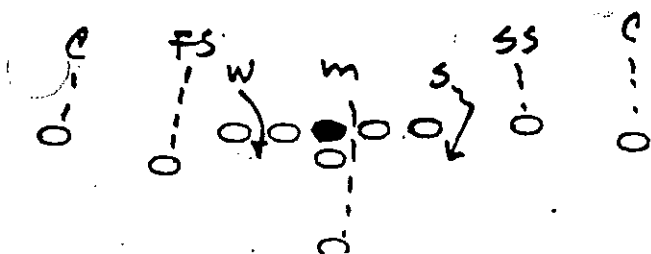
SOLO SLOT

WEST



SPREAD

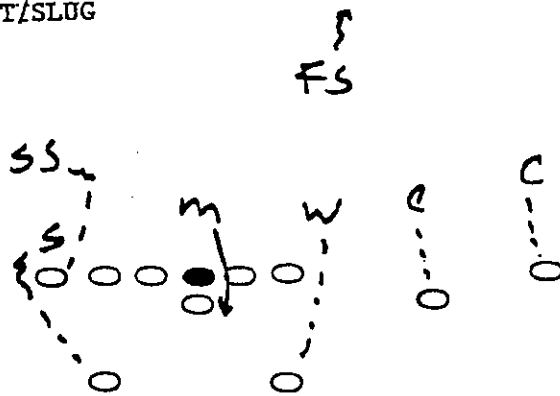
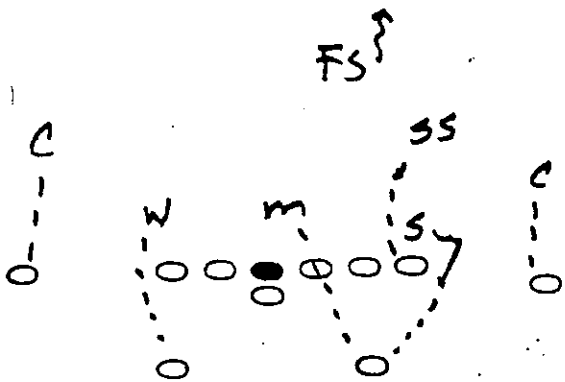
TREY



COVER 1

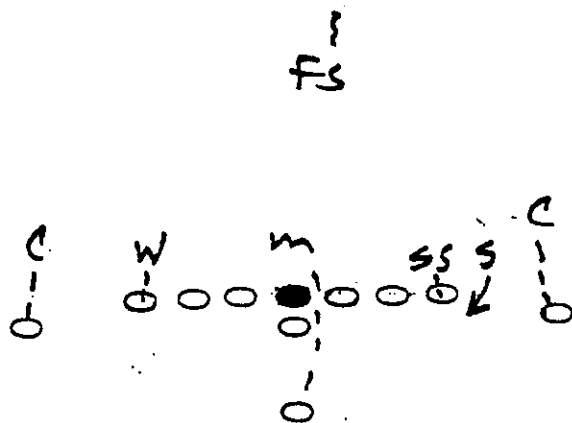
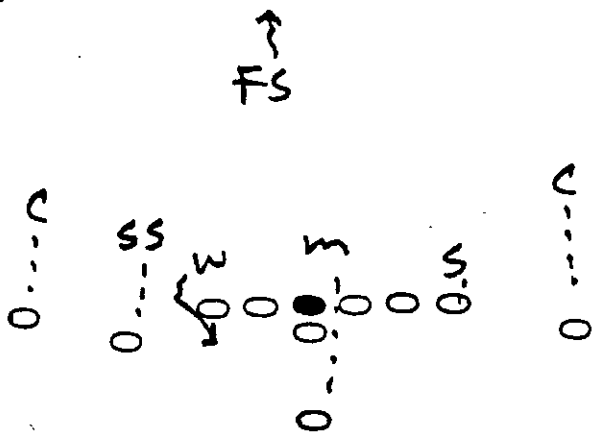
RO

SLOT/SLUG



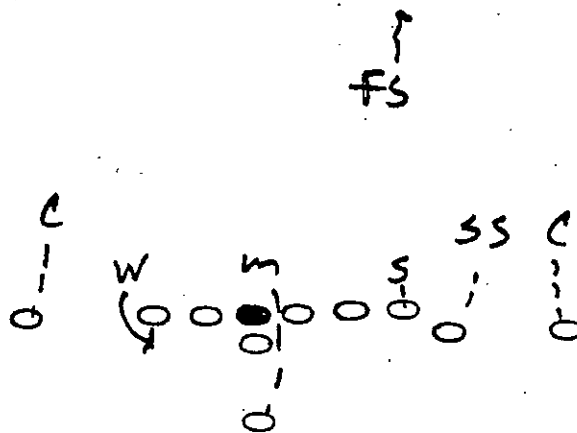
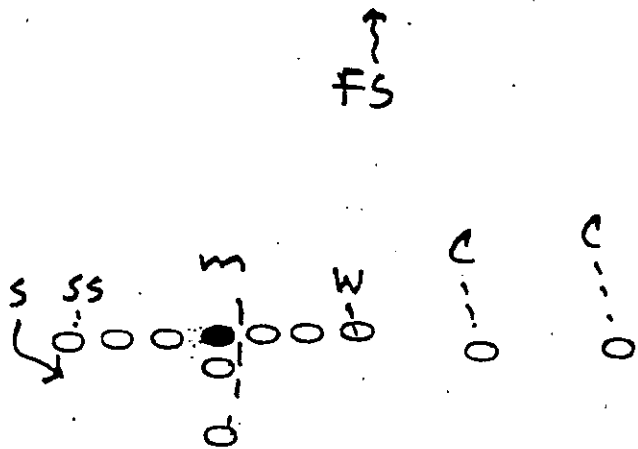
JING

SOLO



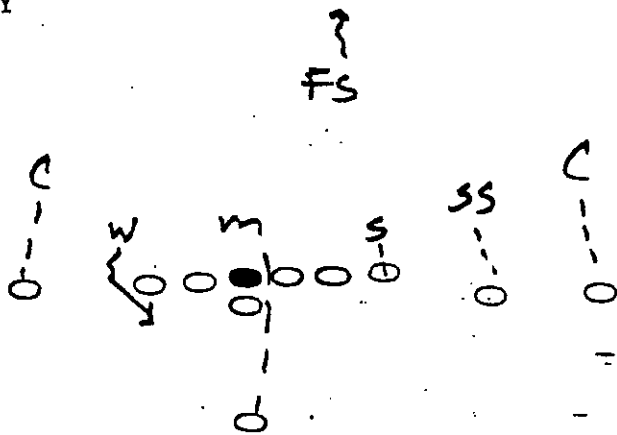
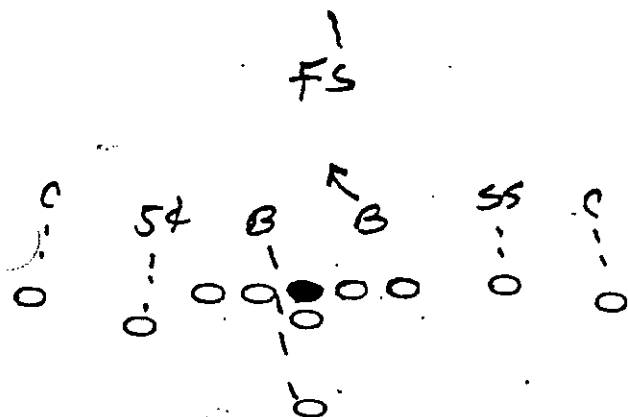
SOLO SLOT

WEST



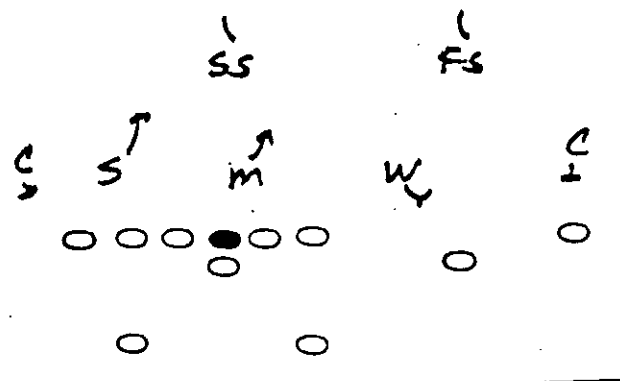
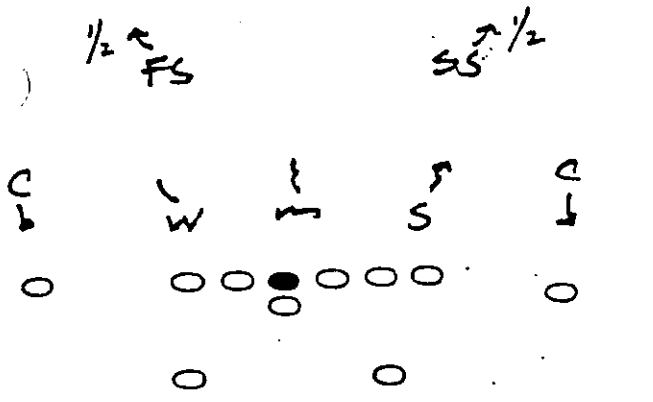
SPREAD

TREY



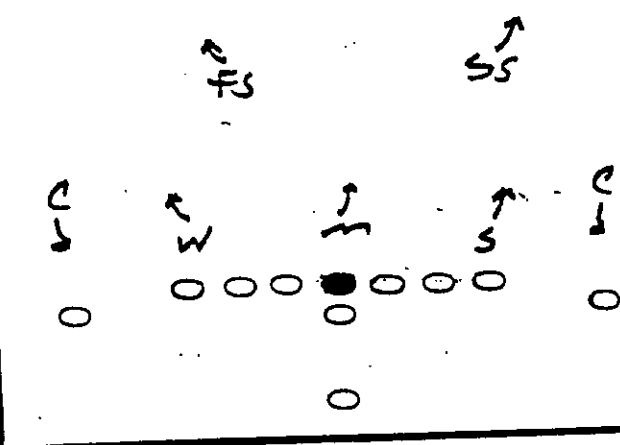
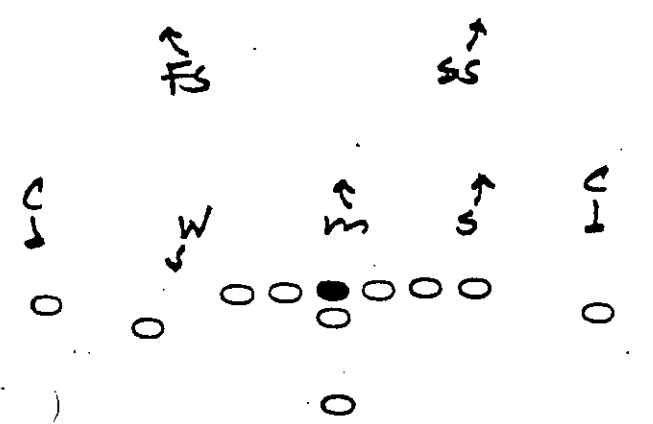
PRO

SLOT/SLUG



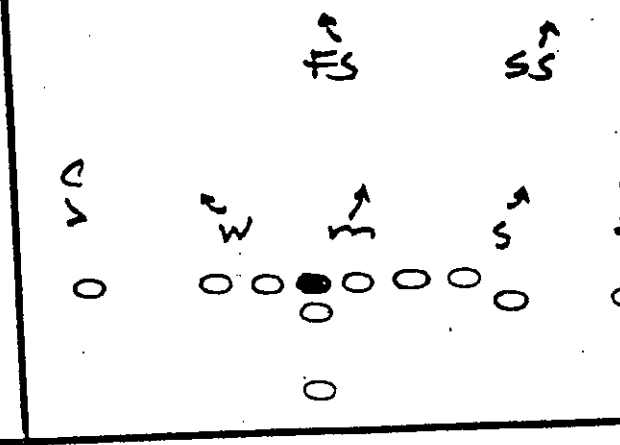
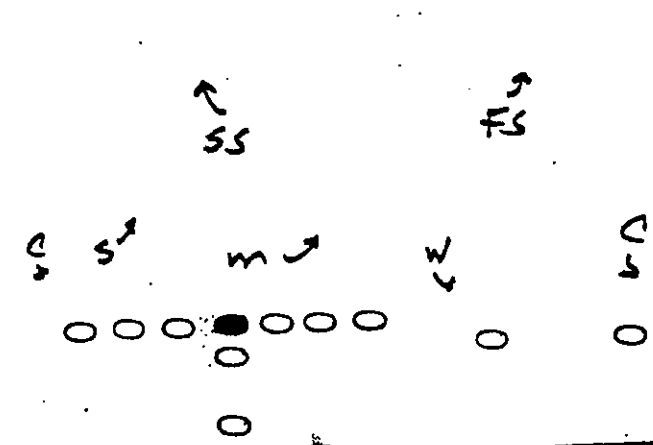
WING

SOLO



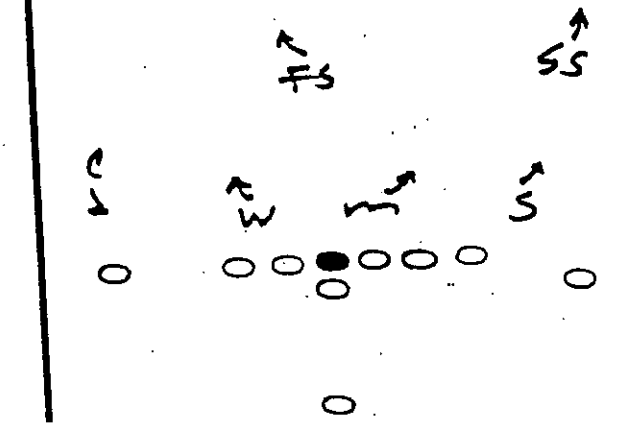
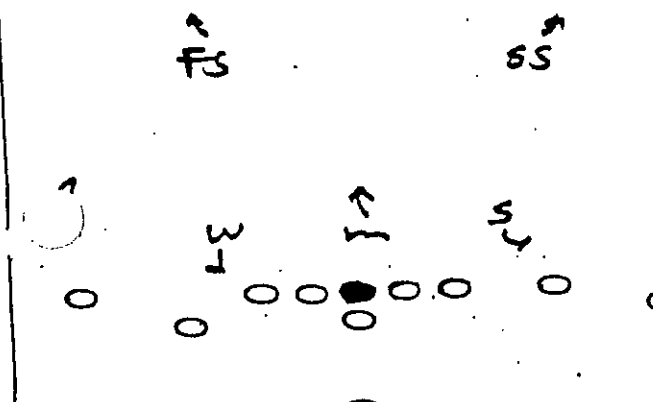
SOLO SLOT

WEST

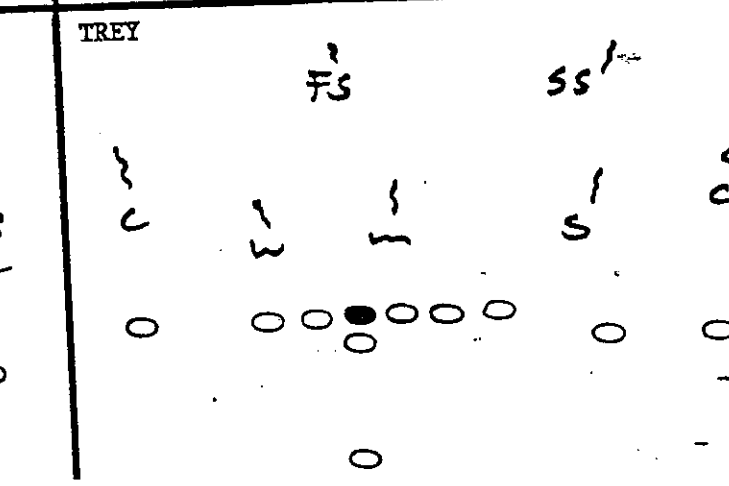
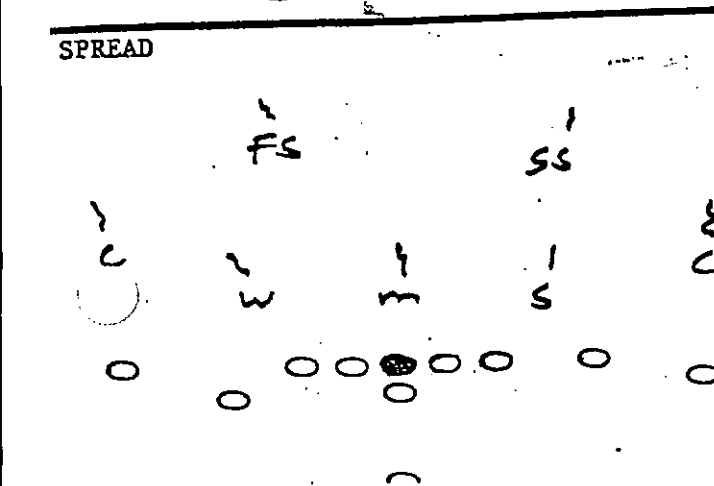
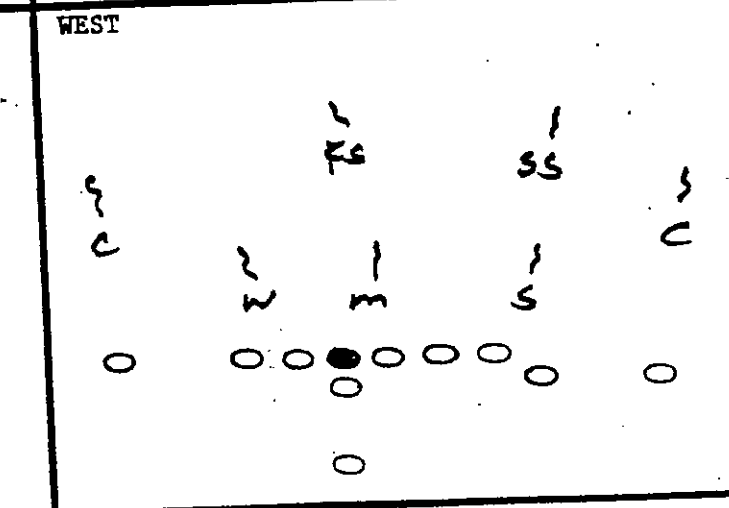
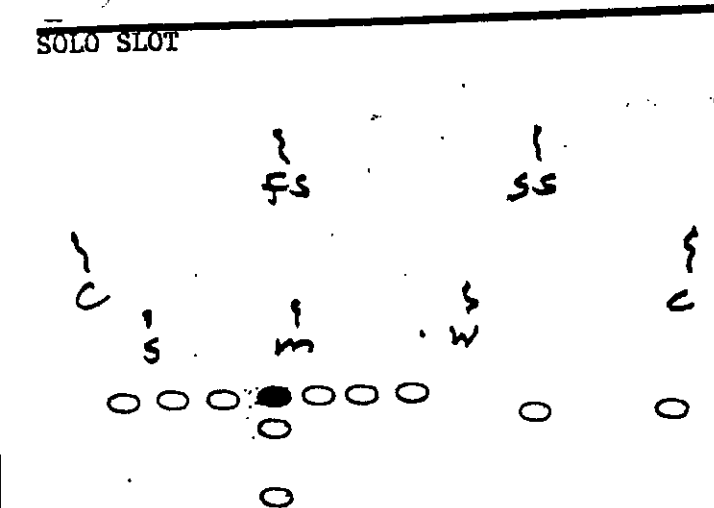
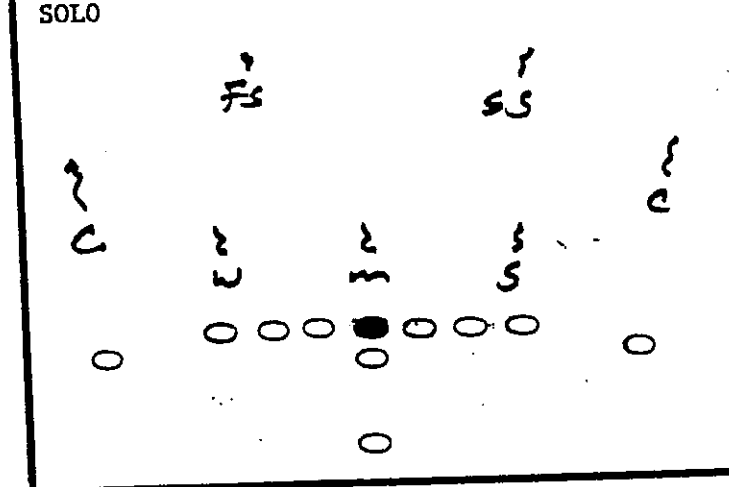
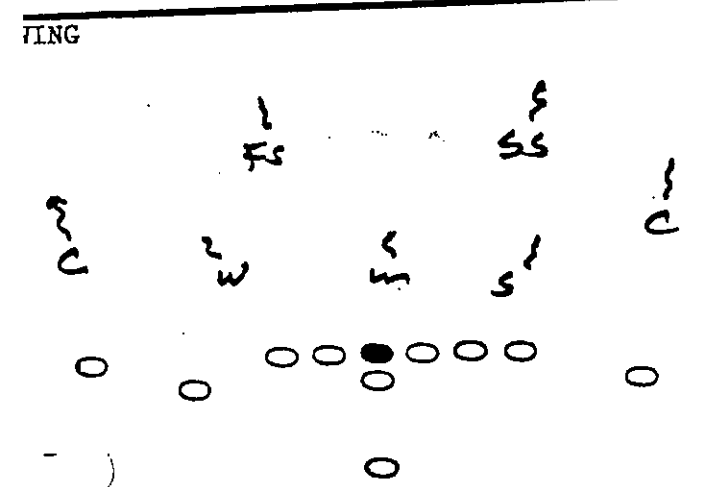
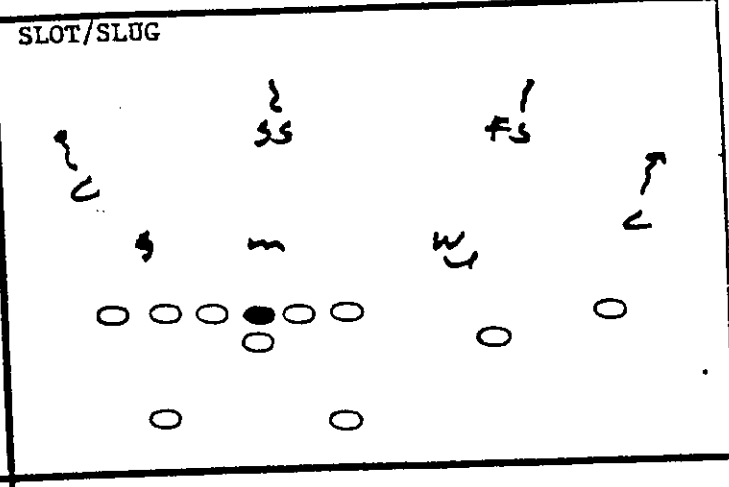
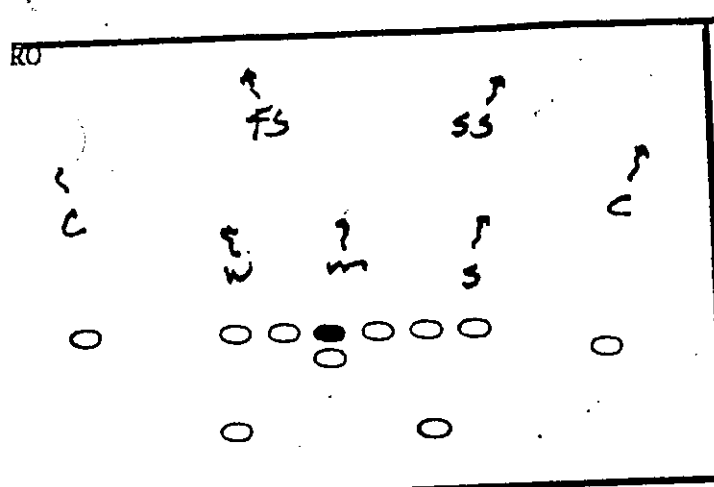


SPREAD

TREY



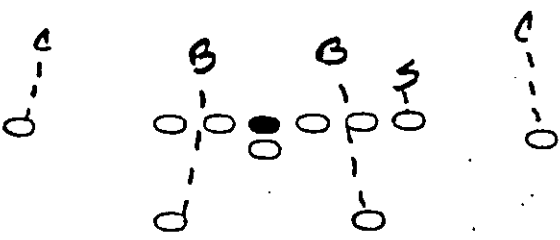
COVER 2 SOFT



COVER 2 MAN

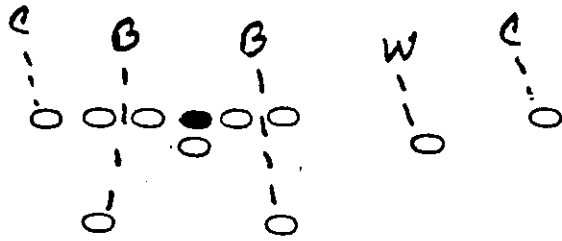
RO

FS SS



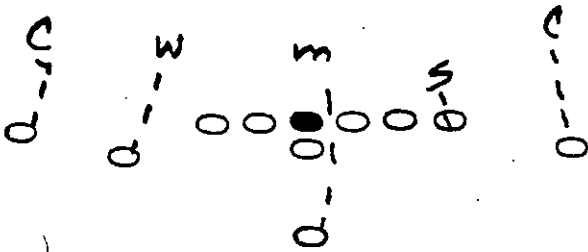
SLOT/SLUG

SS FS



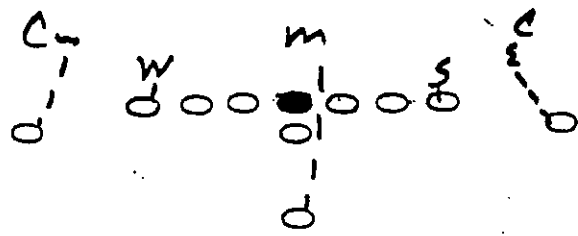
WING

FS SS



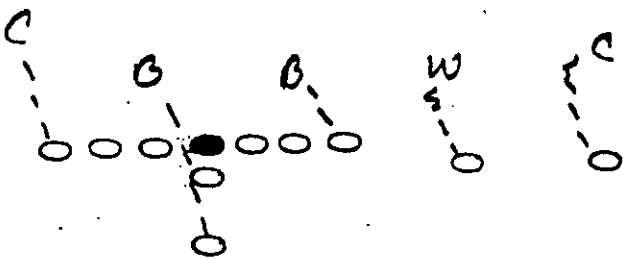
SOLO

FS SS



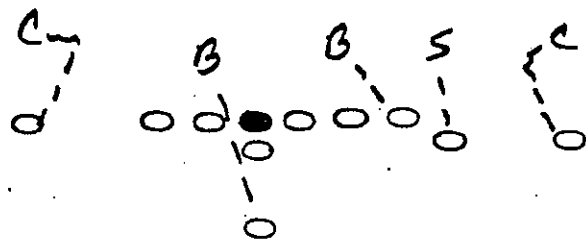
SOLO SLOT

SS FS



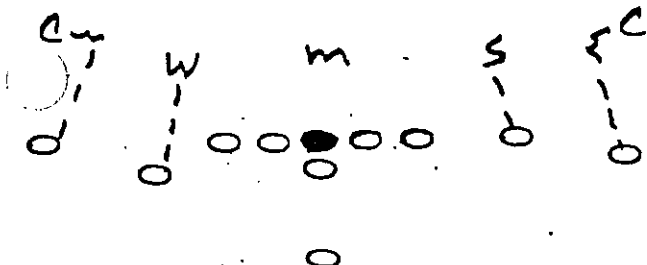
WEST

FS SS



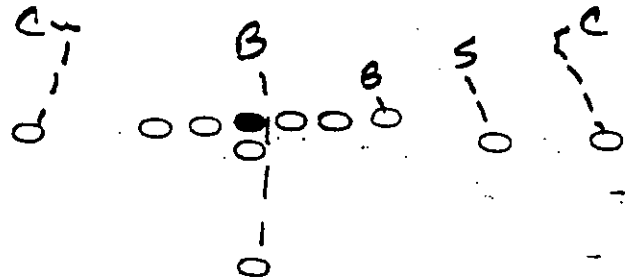
SPREAD

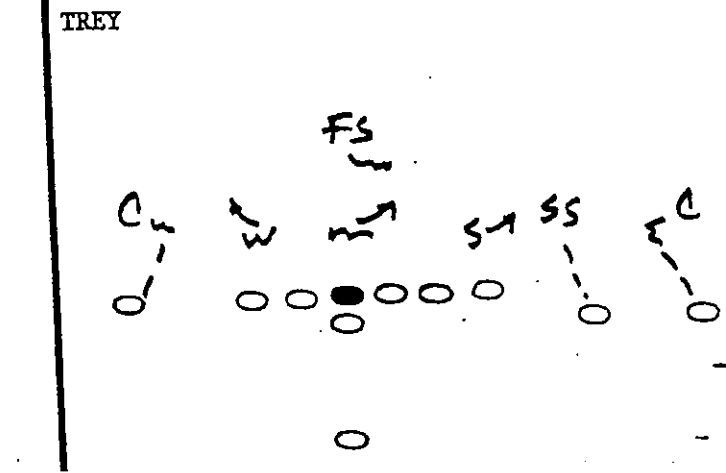
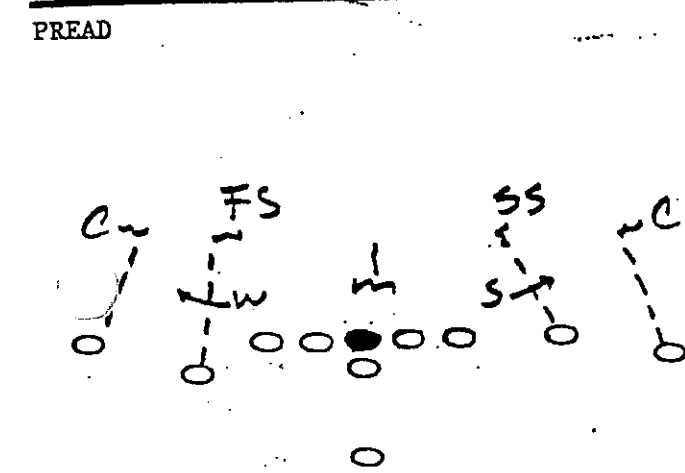
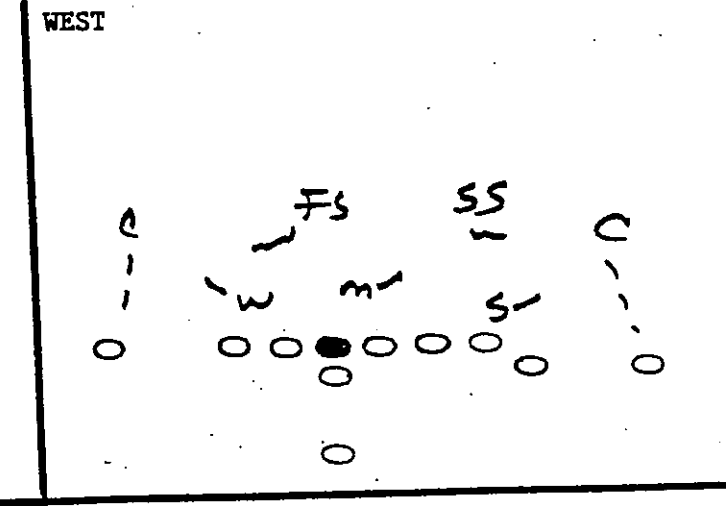
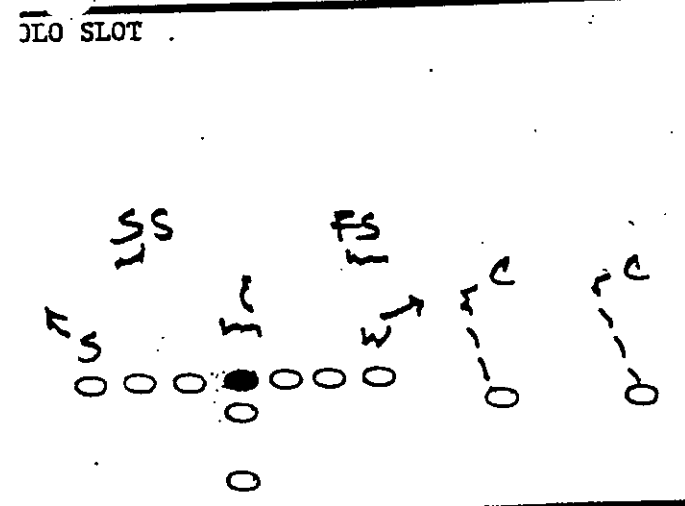
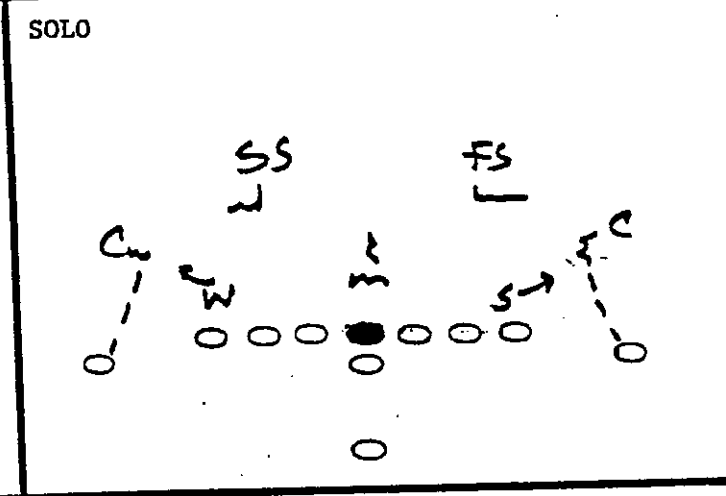
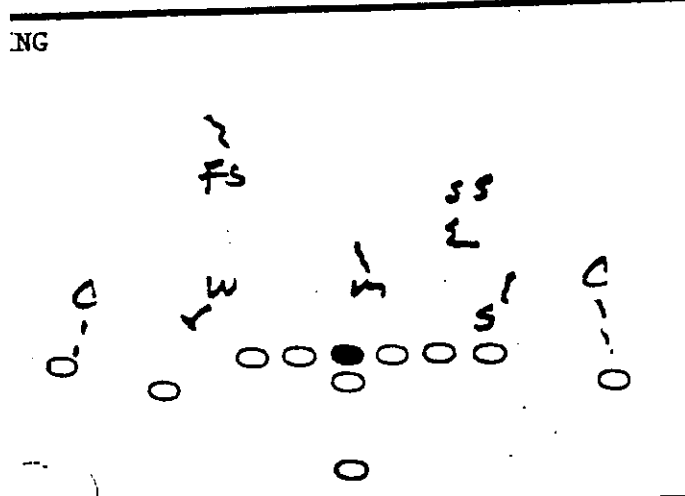
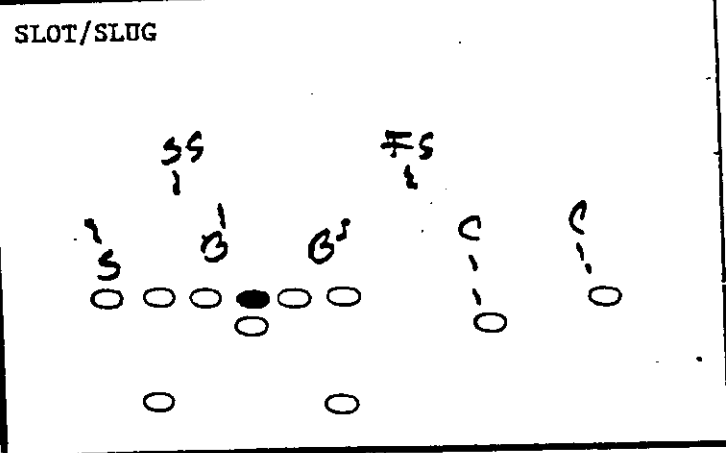
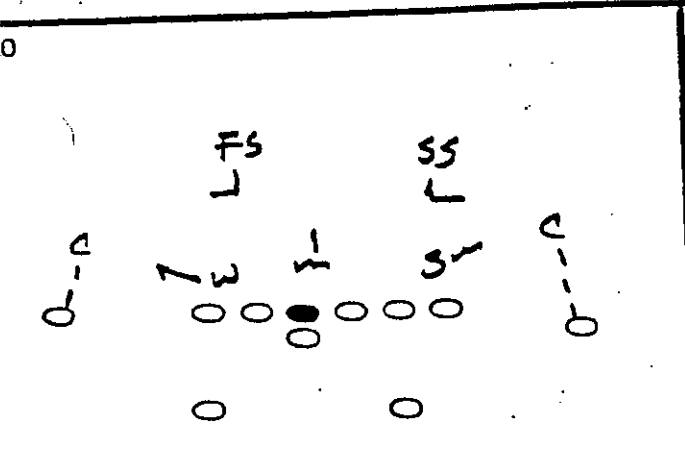
FS SS

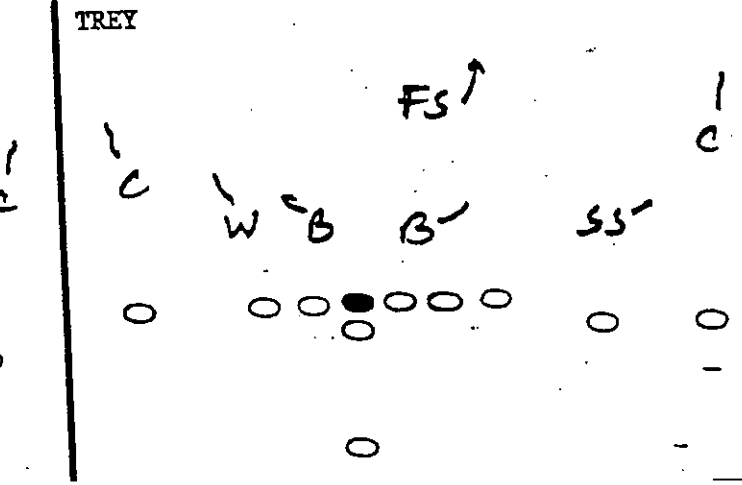
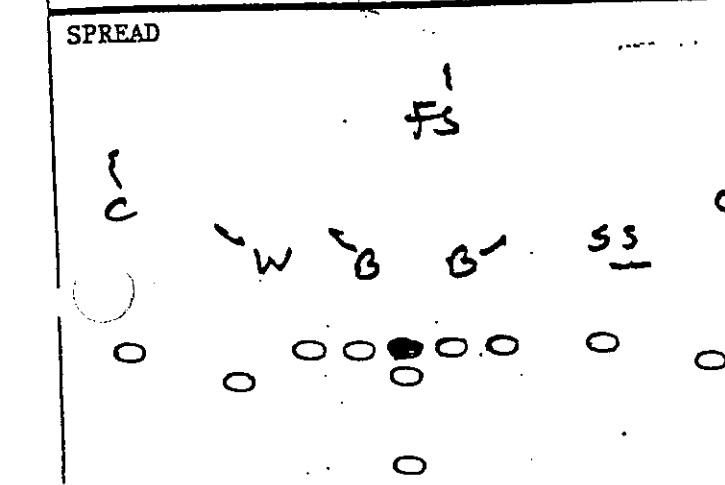
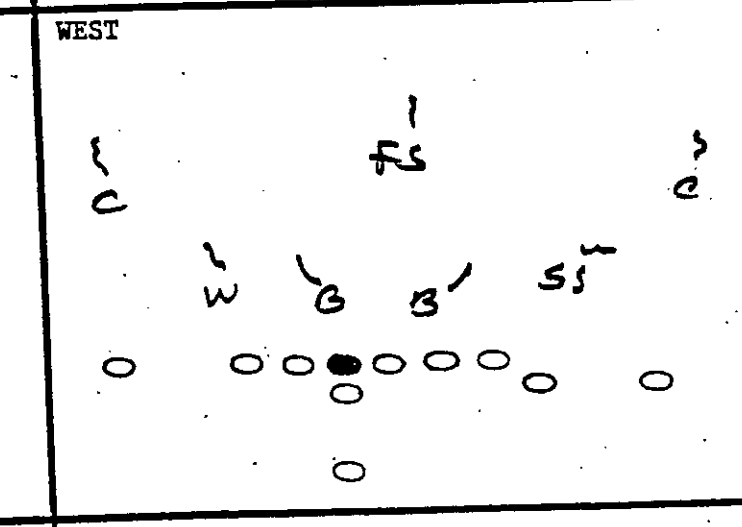
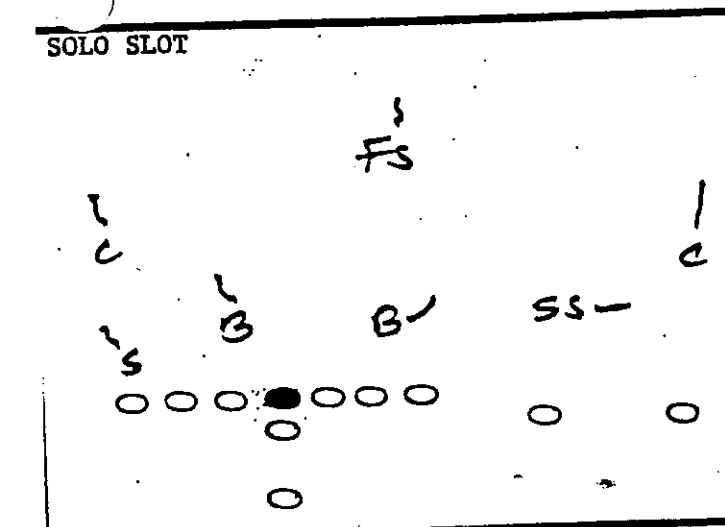
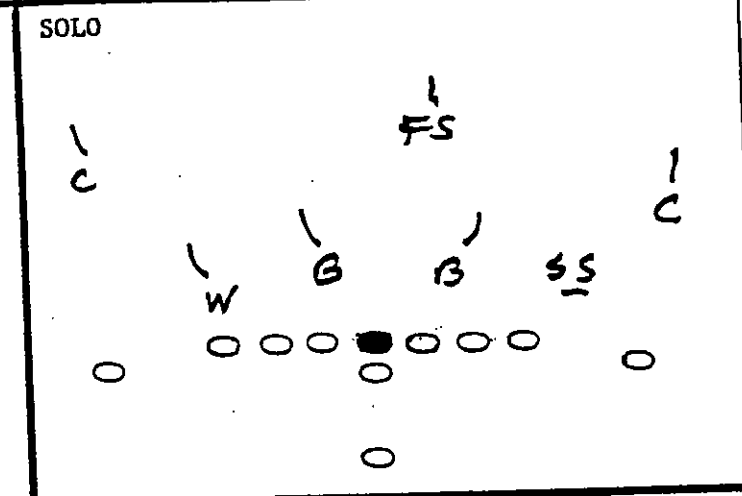
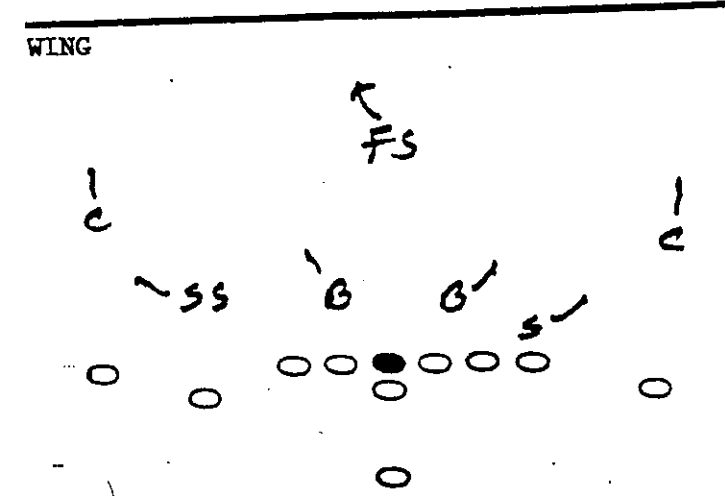
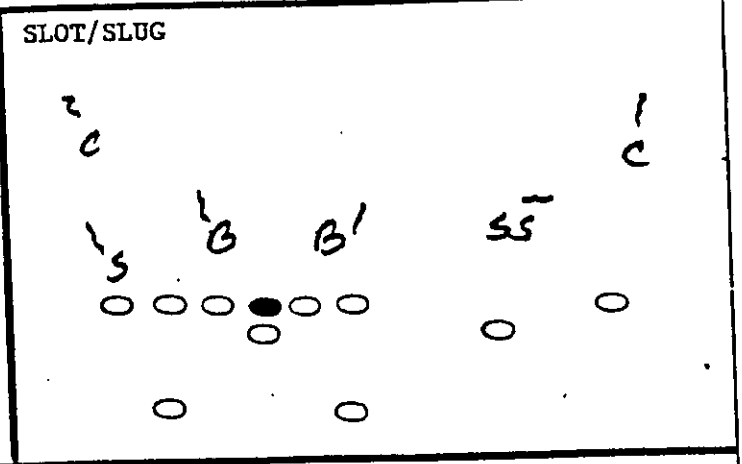
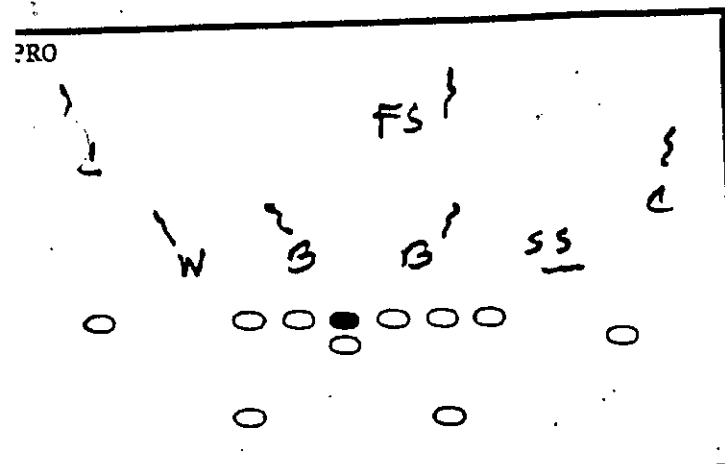


TREY

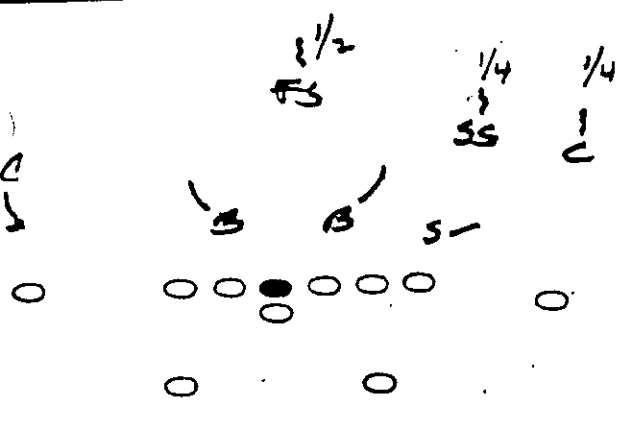
FS SS



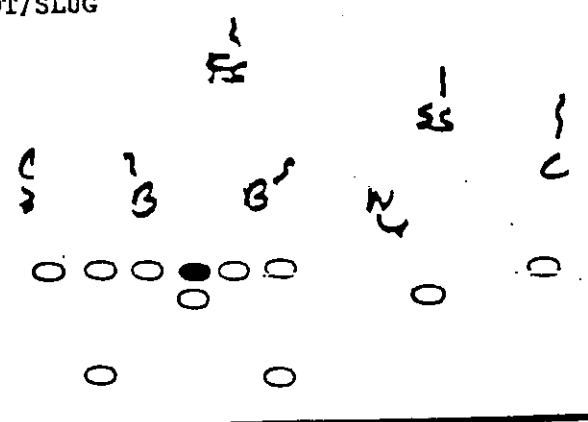




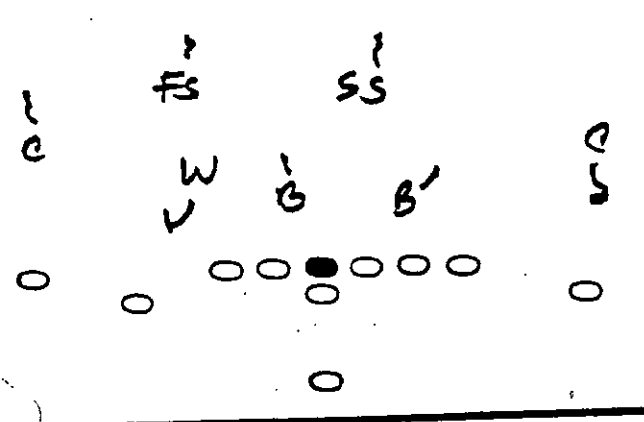
PRO



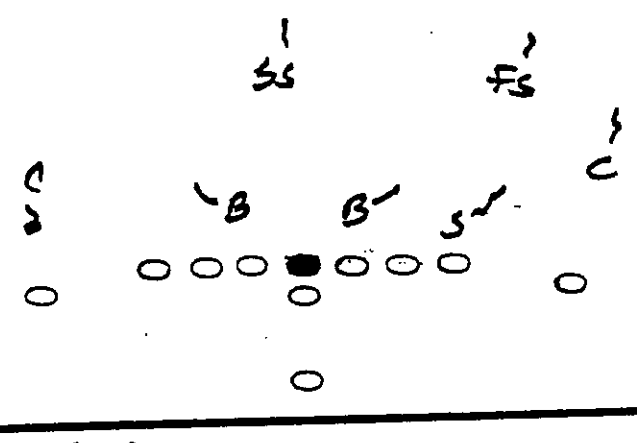
SLOT/SLUG



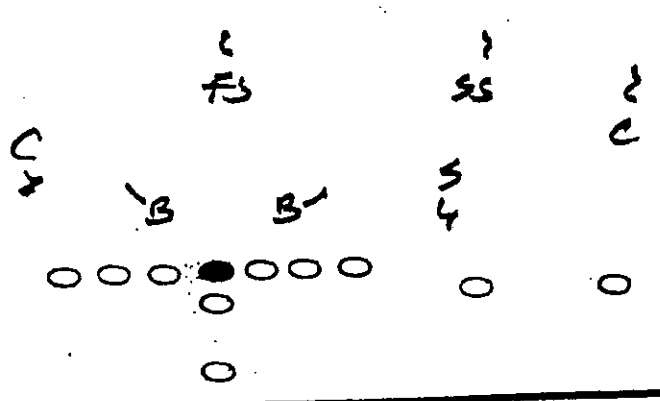
WING



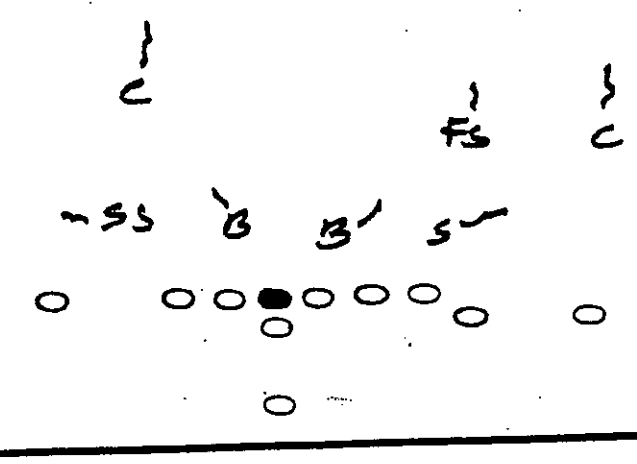
SOLO



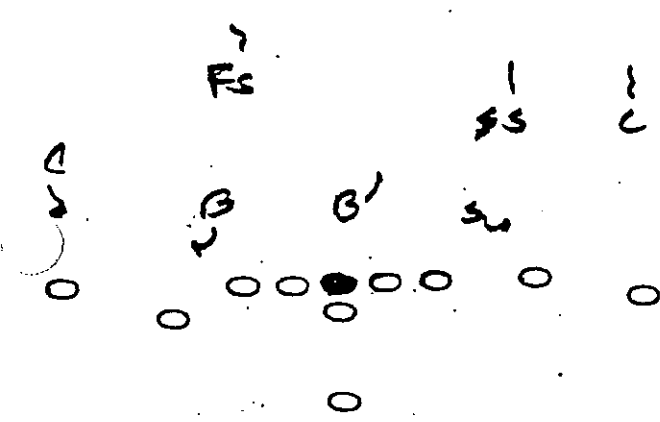
SOLO SLOT



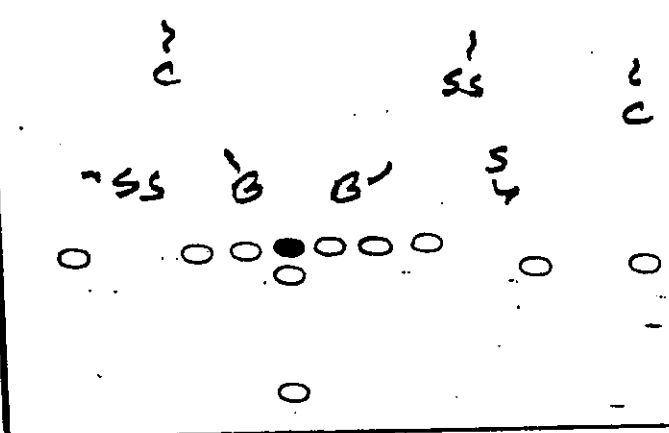
WEST (SKY)



SPREAD

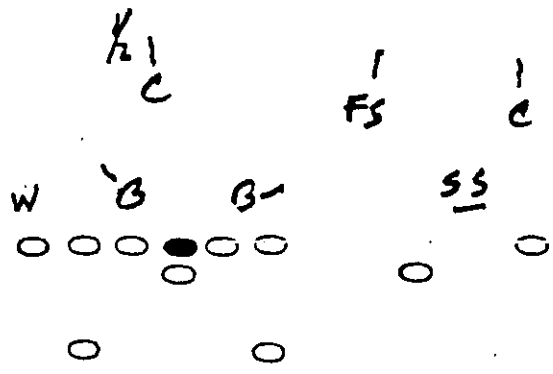
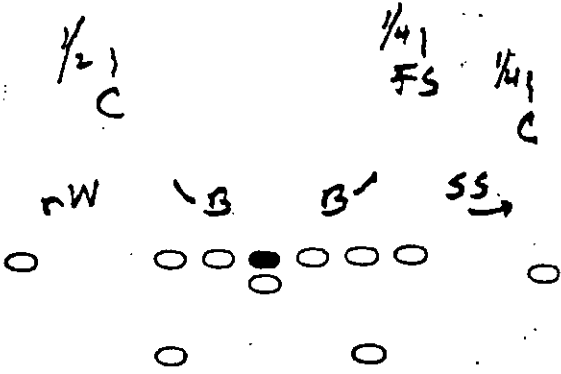


TREY (SKY)



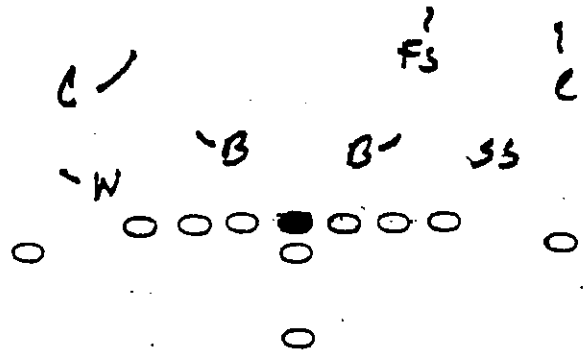
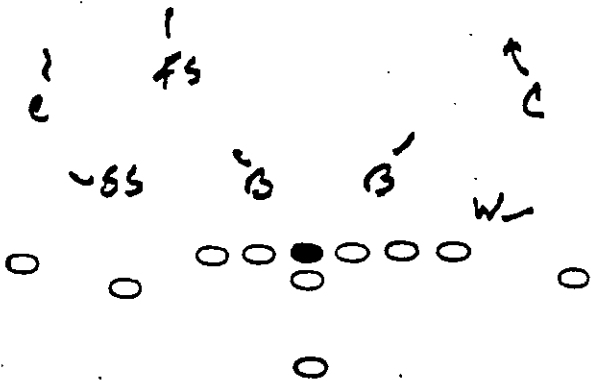
PRO

SLOT/SLUG



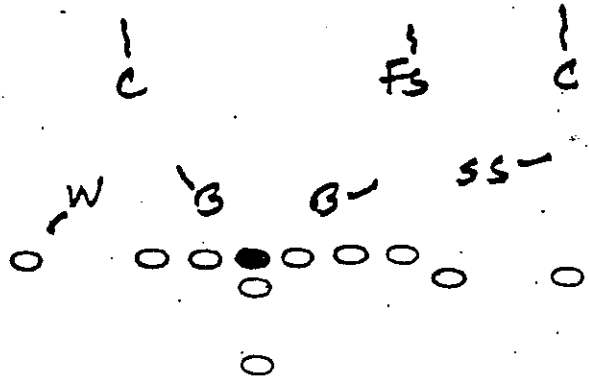
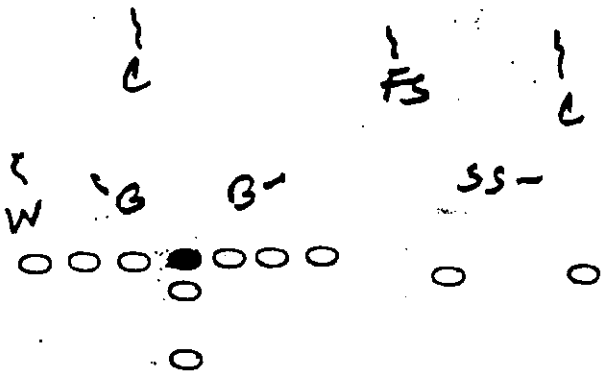
WING

SOLO



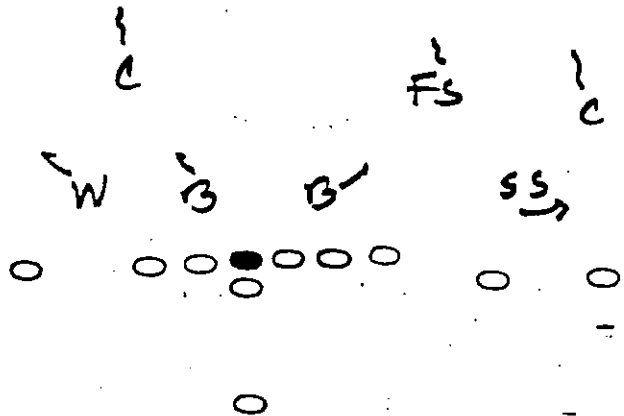
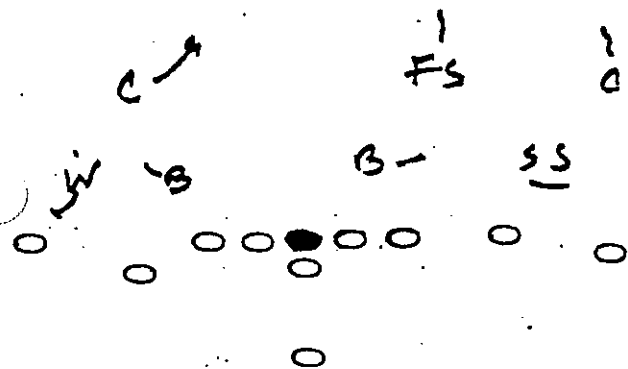
SOLO SLOT

WEST



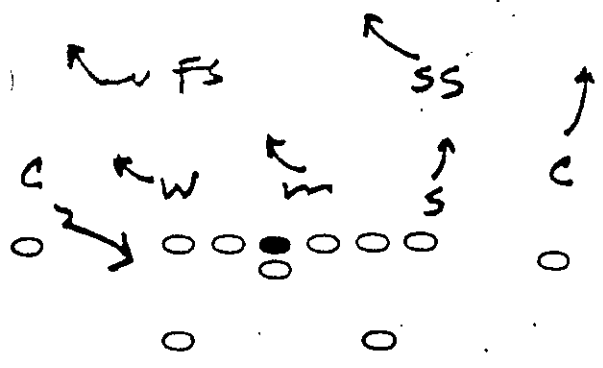
SPREAD

TREY

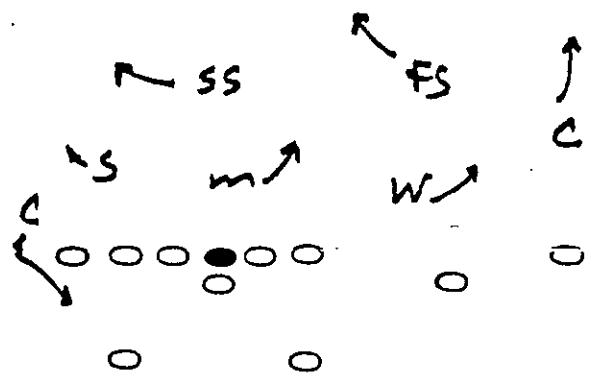


COVER 9 (SECONDARY DEFENDER BLITZING)

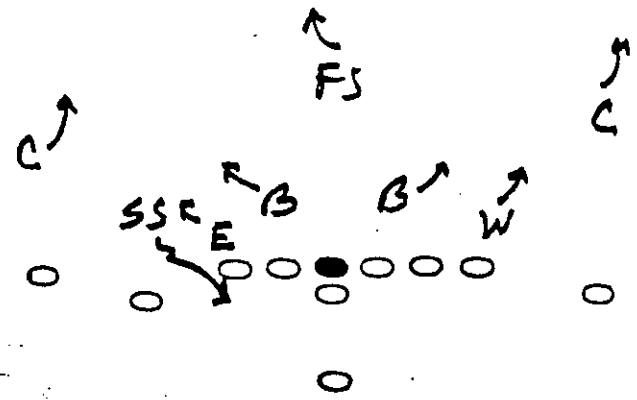
PRO



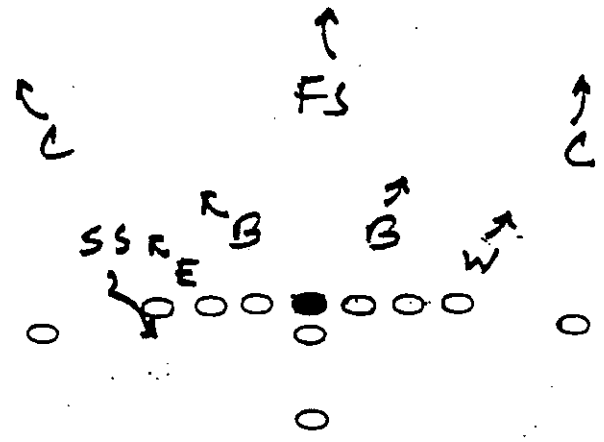
SLOT/SLUG



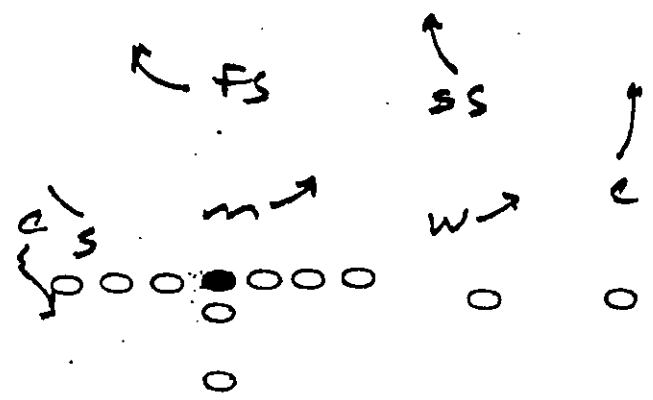
WING



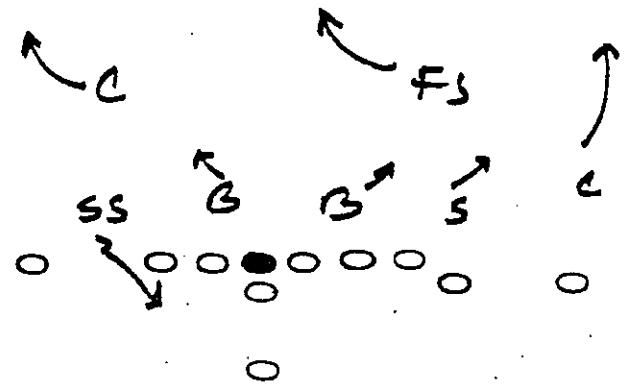
SOLO



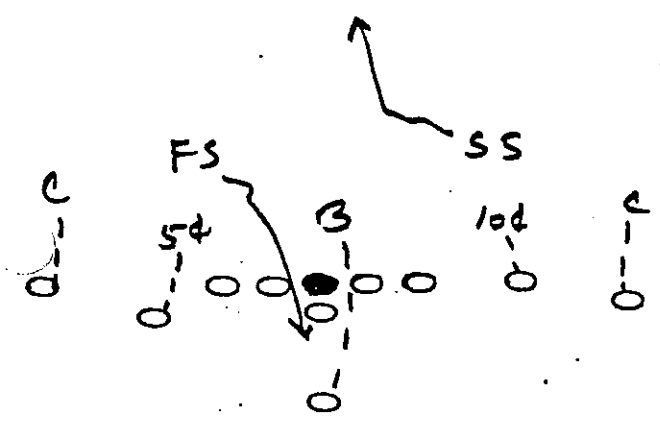
SOLO SLOT



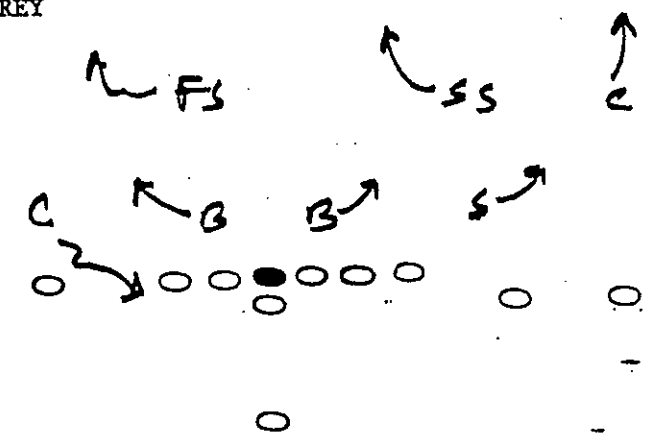
WEST



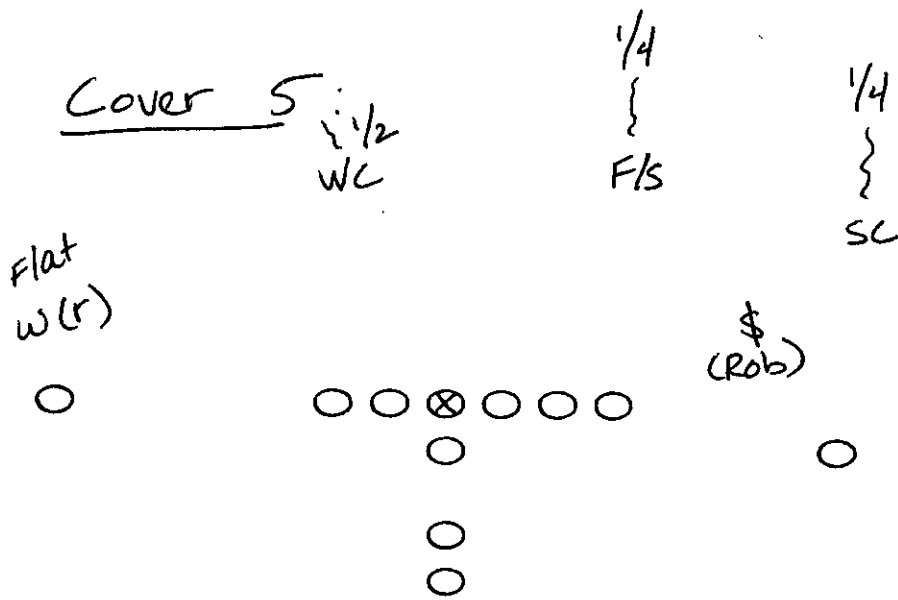
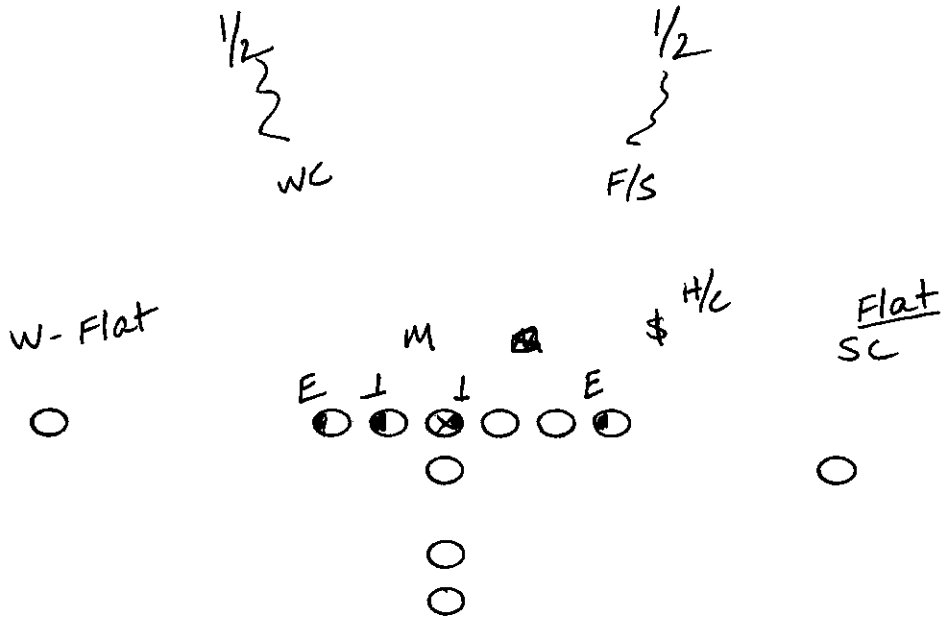
SPREAD



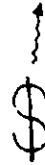
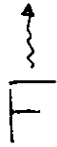
TREY



Cover 7: Cover 2 principle w/ secondary overshift
 : Front seven Flat player.



* Cover 4 principle w/ secondary overshift
 : \$ Robber. Rover or WLB has wk. Flat.



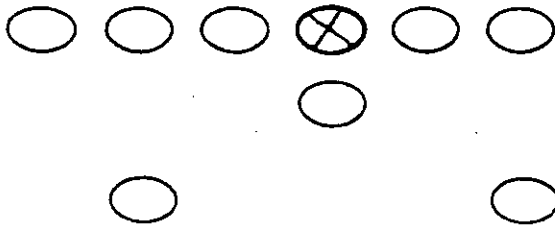
S

M

W

C

C



F
C
\$
T
B
C
S
M
W

Roll up flat - field

Field deep 1/2

Boundary deep 1/2

Field hook/curl

Strong curl/flat

Strong hook/curl

Weak hook/curl