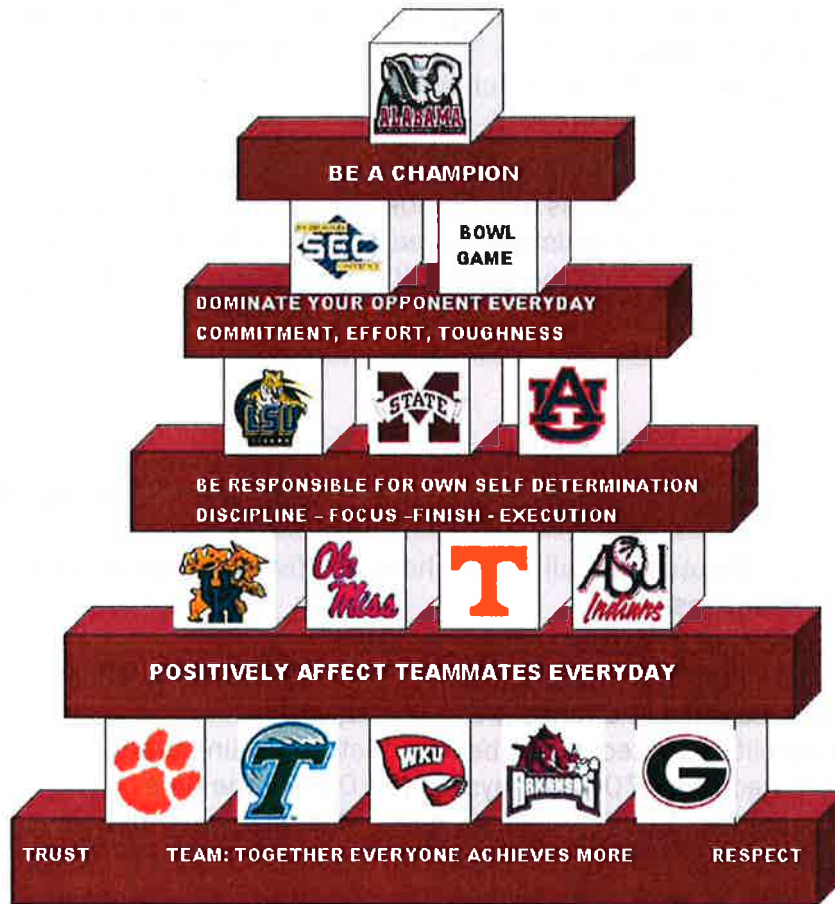


2008 ALABAMA FOOTBALL



EXCELLENCE: THE QUALITY OF A PERSON'S LIFE IS IN DIRECT PROPORTION TO THEIR COMMITMENT TO EXCELLENCE, REGARDLESS OF THEIR CHOSEN FIELD OF ENDEAVOR.

PLAYERS TO WIN

The coaches are here to help you perform to the best of your ability. We will work with the players and coach you for the next play. We will be positive, but we will confront you and demand that you do things correctly. You must be responsible for doing things correctly and also be accountable for what you do.

A TEAM must have discipline to do its job consistently and effectively. Know what to do, how to do it and why it is important to do it that way. Pay attention to detail. Play smarter, do not beat yourself, make opponents beat us physically. Always be prepared and take pride in perfect execution. We must be tougher and more physical than our opponents. Mental and physical toughness will create an aggressive, intimidating style of play. It begins up front on defense and on the offensive line. We must control the LOS. We must stop the run and run the football affectively and with consistency. Special Teams is an area where we set the tempo with toughness. We must give relentless effort for 60-minutes in every game regardless of circumstances in the game. We will not be out-hit or out-hustled in any game we play.

CONFIDENCE: We must believe we can. Playing the best in the most critical times in a game comes from believing in one's self – that you are prepared and deserve success. Focus on being a Relentless Competitor, play the play and do not be affected by the scoreboard. Make your opponent feel that you will never quit coming after him and that your relentless attitude will force him to quit. When you are successful, do not be affected – remember what got you there. When you have failure, do not be frustrated – learn from mistakes and be a Relentless Competitor to win on the next play. Great teams expect to dominate opponents for 60 minutes.

TOGETHERNESS: Comes from everyone working together toward the same goal. That goal is more important than any individual success or accolade. Respect the goals, principles and values of your team and teammates, and the chemistry will create success for all and a feeling of accomplishment shared by many that will be fun and the most self gratifying you will ever experience.

OFFENSE

Control “Tempo” of Game – Score Points

1. Must run ball effectively – Physical on L.O.S. – Establish toughness (Red Area, End of Game, GL/SY)
2. No turnovers – Protect football – Must have positive turnover ratio (+7 in 7 wins, -3 in 6 losses)
3. 3rd down conversions (45%)
4. Make 7 big plays or 9 explosive plays per game
(Big Plays: 15+ Run, 20+ Pass; Explosive Plays: 12+ Run, 16+ Pass)
5. Must execute balance in offense (Pass Efficiency)
6. Must pick-up-blitz – Protect QB to be an effective passing team
7. Score TDs in Red Area (70%), always score 100% of the time
8. Eliminate penalties, 1/30 plays is our goal. Must eliminate all undisciplined type penalties.
9. Win 4th Quarter

DEFENSE

Prevent Score. Relentless, Aggressive, Physical Style - Key to success.

1. Defend MOF Run/Pass
2. Stop the Run – Dominate LOS – Create positive D/D situations
3. Must get turnovers – Positive Turnover Ratio (+3)
4. Prevent Big Plays – No mental errors or missed tackles will eliminate Big Plays
5. 3rd down efficiency (70%) – get off the field on third down
6. Pressure QB – Push pocket in middle, affect rhythm of QB
7. Execute critical situations – Red Area, GL/SY, 2 Minute
8. Poise in adjustments – Execute as a unit. Poise will eliminate penalties (1/30 plays)
9. Win 4th Quarter

SPECIAL TEAMS

Relentless Effort and Toughness with Execution will Dominate!

1. Control vertical field position
2. Specialists – Kicker, Punter, Snapper, Returners, must execute. Possession of ball is most important. No turnovers on Special Teams.
3. Put tremendous pressure on their specialist to create turnovers
4. Capitalize on mistakes and lack of preparation in the kicking game
5. Big plays in kicking game will result in points, blocked kicks, turnovers and +50 possessions

COACHES TO WIN

1. **GOAL:** The standard for this program is to be a team and to always have a winning season. We must get the players to reach their full potential, especially in the intangible areas of effort, toughness and execution. Long term – it is very important that we win all home games, finish in the Top 25, go to a New Year's Day Bowl Game and, finally, win the SEC Championship.
 - a. Recruit character/quality players with talent that complement our system.
 - b. Teach and develop players to reach full potential. Must establish strong work ethic if we will ever develop players to full potential.
 - c. Be prepared, pay attention to detail, be prepared to make good decisions on game-day.
 - d. Be positive, coach for next play, and establish goals with players so it is important to them. We must develop attitudes – work, self-esteem, confidence.
 - e. Be a team – togetherness, get along, do your part, don't make excuses. Solve problems – don't create them.

2. **BE LOYAL** to each other on staff – no negative statements to outsiders about others or the program. Keep situations confined to *us*.

3. **RECRUIT good talent** – key to success.
 - a. Evaluate – go through the process. It eliminates mistakes.
 - b. Know prospects – character as a person/player; have accurate information.
 - c. Develop relationships – maximum attention to make people feel important at Alabama. Must get them to Alabama early.
 - d. Find walk-ons that can play – numbers help improve our ability to prepare.
 - e. You must recruit everyday to be a good recruiter.

4. **GOOD TEACHER**
 - a. Teaching and drill progression – organized and precise, specific in presentation, simple to understand. Make practice fun, challenging for players.
 - b. Be productive in your work, prompt in getting things done. Pay attention to details, stay fresh as a teacher. Everyone is responsible for a better way.

5. **PLAYER RELATIONS**
 - a. Interest in players as people and students. Loyal – don't swear at or use abusive language with players. Keep hands off.
 - b. Fair and honest – can't always treat everyone the same.
 - c. Establish goals for players – desire to achieve comes from knowing what you want. Effort comes from willingness to work and persevere. Self-gratification and confidence comes from positive reinforcement for accomplishment.
 - d. Must coach – mental/physical toughness into players.
 - e. Demand players do things correctly – confront them if they don't. This is a part of discipline. Make them conform to their responsibilities as members of the team.

6. **COACHES MUST BE A TEAM** – make all decisions based on winning, not offense/defense. When we lose, we all lose and when we win, we all win. Kicking game success will come from each coach approaching his part with the same intensity as his position. The kicking game is our responsibility as a group. Sell it – it must be important to the players.

4TH QUARTER



BAMA PRIDE

4THQUARTER

THE PAIN OF COMMITMENT

COMMITMENT CAN BE PAINFUL. INDEED IT IS THE POSSIBILITY OF PAIN THAT COMMITMENT FINDS MEANING AND POWER. OF WHAT VALUE COULD COMMITMENT BE IF IT DID NOT HAVE ITS PRICE?

**CHOOSE YOUR COMMITMENTS
EXPECT PAINFUL TIMES
BE READY TO MAKE SACRIFICES
BE READY TO SEE IT THROUGH**

BUILD SOMETHING GREAT!

DISCIPLINE

**DO WHAT YOU'RE
SUPPOSED TO DO, WHEN
YOU'RE SUPPOSED TO DO
IT, EXACTLY LIKE IT IS
SUPPOSED TO BE DONE.
AND DO IT THAT WAY ALL
THE TIME.**

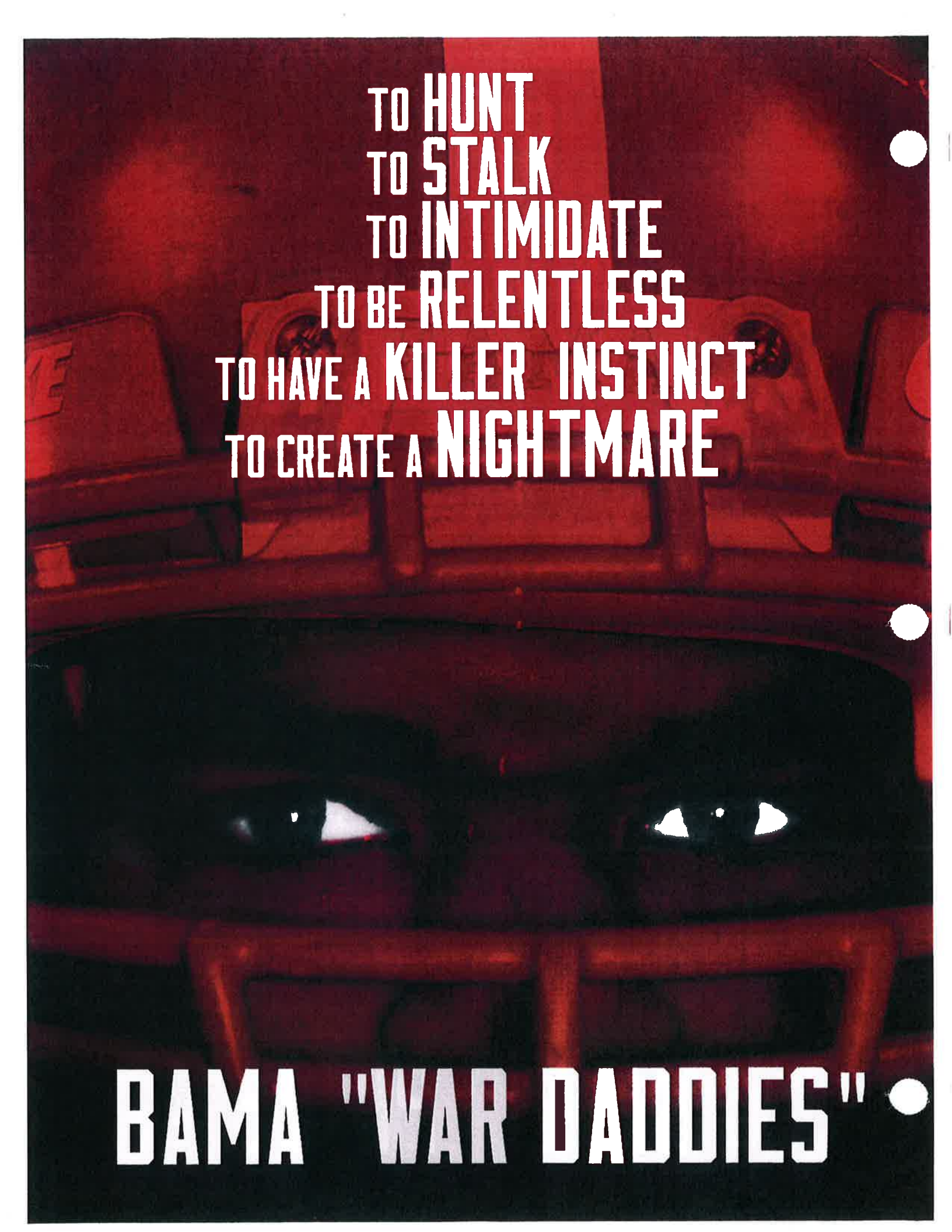
EFFORT

**IT TAKES NO ATHLETIC
ABILITY TO GIVE EFFORT.
IT'S AN ATTITUDE.
BE RELENTLESS AND
COMPETE FOR 60
MINUTES.**

TOUGHNESS

**THE ABILITY TO CONSISTENTLY PERFORM AT YOUR VERY BEST
TALENT AND SKILL REGARDLESS OF COMPETITIVE CIRCUM-
STANCES. WHEN THINGS GET TOUGH, THE TOUGH GET GOING.**

BAMA PRIDE

The image shows the interior of a vehicle, likely a truck or bus, bathed in a deep red light. The seats and dashboard are visible, but the focus is on the dark, shadowed areas where a pair of glowing white eyes is staring out from the darkness. The text is overlaid in a bold, white, sans-serif font.

TO HUNT
TO STALK
TO INTIMIDATE
TO BE RELENTLESS
TO HAVE A KILLER INSTINCT
TO CREATE A NIGHTMARE

BAMA "WAR DADDIES"

CRITICAL STATISTICS - 2007

	<u>2007</u>	<u>ALABAMA GOALS</u>
<u>POINTS</u>		
Offense	27.1 pts per game	<i>30 pts. per game</i>
Rank in SEC	7th (42.46 Florida)	
Rank Nationally	64th (43.88 Hawaii)	
Defense	22.0 pts per game	<i>13 pts. or less per game</i>
Rank in SEC	4th (16.92 Auburn)	
Rank Nationally	27th (12.77 Ohio St.)	
<u>RUSHING AVERAGE</u>		
Offense	3.96 yds per rush	<i>4.0 per rush</i>
Rank in SEC	8th (5.96 Arkansas)	
Rank Nationally	60th (6.25 West Virginia)	
Defense	3.43 yds per rush	<i>3.3 or less per rush</i>
Rank in SEC	4th (3.04 Florida)	
Rank Nationally	28th (2.05 Oregon St.)	
<u>3rd DOWN EFFICIENCY</u>		
Offense	75/198= 37.9%	<i>45%</i>
Rank in SEC	10th (53.4% Florida)	
Rank Nationally	79th (53.4% Florida)	
Defense	82/203= 40.4%	<i>30% or less conversion</i>
Rank in SEC	9th (33.3% Arkansas)	
Rank Nationally	73rd (26.5% Troy)	
<u>TURNOVER RATIO</u>		
	+4 (+.31 per game)	<i>No Turnovers on Offense</i>
Rank in SEC	5th (+20 [+1.43] LSU)	<i>+3 on defense</i>
Rank Nationally	34th (+21 [+1.62] Kansas)	
<u>BIG PLAYS (15+ Run, 20+ Pass)</u>		
Offense	52 (33 passes, 19 runs) [4.00]	<i>7 per game</i>
Defense	56 (37 passes, 19 runs) [4.31]	<i>0 per game</i>
<u>PASS EFFICIENCY</u>		
Offense	115.85 rating	<i>145+ pass efficiency rating</i>
Rank in SEC	8th (170.17 Florida)	
Rank Nationally	86th (170.64 Oklahoma)	
Defense	6.72 yds/attempt	<i>5.0 yds or less per attempt</i>
Rank in SEC	7th (5.51 Arkansas)	
Rank Nationally	37th (4.78 Ohio State)	
<u>RED AREA EFFICIENCY</u>		
Offense	29/53 TD's= 55%	<i>70% TD's</i>
	43/53 Scores = 81%	<i>100 % scoring</i>
Defense	12/38 No TD's= 32%	<i>60 % no TD's</i>
<u>PENALTIES</u>		
	1 of 34.2	<i>1 of 30 plays</i>
	59/453 yds (2020) plays	
Rank in SEC	1st	
Rank Nationally	4th (48/375 yds Army)	
<u>4TH QTR</u>		
	Won 6/ Lost 5/ Tied 2	<i>WIN THE 4TH QTR</i>

TURNOVERS 2007

TURNOVERS:

16 Gained in 7 Wins (+7)
8 Gained in 6 Losses (-3)

9 Turnovers in 7 Wins (1.29/win)
11 Turnovers in 6 Loss (1.83/loss)

TURNOVER MARGIN - CRITICAL TO SUCCESS

(+4) (+0.31/game) Kansas (+21) (+1.62/game)

2007 ALABAMA TURNOVER SUMMARY

TURNOVERS GAINED

GAME	TEAM	TURNOVER	RESULT	POINTS
WCAR	DEF	FUM	MFG	0
WCAR	DEF	FUM	TD	7
VAN	DEF	INT	INT	0
ARK	DEF	INT	TD	7
ARK	DEF	FUM	PUNT	0
ARK	DEF	FUM	FG	3
UGA	DEF	INT	PUNT	0
UGA	DEF	INT	TD	7
FSU	DEF	INT	PUNT	0
HOU	DEF	FUM	TD	7
HOU	DEF	INT	INT	0
HOU	DEF	INT	HALF	0
MISS	DEF	INT	MFG	0
MISS	DEF	INT	PUNT	0
MISS	DEF	INT	FG	3
TENN	DEF	INT	FG	3
TENN	DEF	INT	HALF	0
LSU	DEF	INT	PUNT	0
LSU	DEF	INT	FG	0
LSU	DEF	INT	TD	7
MSU	DEF	INT	FG	0
AU	DEF	INT	INT	0
CU	DEF	FUM	FG	3
CU	DEF	FUM	FG	3

50

TOTAL POINTS = 50 (2.08 PTS PER TURNOVER)
27 Points off 17 INT (1.59 PTS PER INT)
23 Points off 7 FUM (3.29 PTS PER FUMBLE)

TURNOVERS LOST

GAME	TEAM	TURNOVER	RESULT	POINTS
VAN	OFF	INT	DOWNS	0
ARK	OFF	INT	FG	3
ARK	OFF	FUM	TD	7
ARK	OFF	INT	TD	7
UGA	OFF	FUM	MFG	0
FSU	OFF	FUM	TD	7
HOU	OFF	INT	INT	0
MISS	OFF	FUM	MFG	0
MISS	OFF	INT	INT	0
LSU	OFF	INT	TD	7
LSU	OFF	FUM	TD	7
MSU	OFF	INT	TD	7
MSU	OFF	INT	TD	7
ULM	OFF	INT	PUNT	0
ULM	OFF	INT	TD	7
ULM	OFF	FUM	PUNT	0
ULM	OFF	FUM	PUNT	0
AU	OFF	INT	HALF	0
CU	OFF	INT	TD	7
CU	OFF	FUM	PUNT	0

66

TOTAL POINTS = 66 (3.3 PTS PER TURNOVER)
45 Points off 12 INT (3.75 PTS PER INT)
21 Points off 8 FUM (2.63 PTS PER FUMBLE)

PENALTIES

59 penalties / 453 yards on 2,020 plays
1 out of every 34.2 plays a penalty occurred

2007 Alabama Explosive Plays

ALABAMA

OPPONENTS

DATE	OPPONENT	12+ runs	16+ passes	TOTAL	12+ runs	16+ passes	TOTAL	DIFFERENTIAL	W/L
	vs. WESTERN CAROLINA	10	3	13	1	3	4	9	W
8/28	at Vanderbilt	7	4	11	1	4	5	6	W
9/15	vs. ARKANSAS	4	6	10	7	3	10	0	W
9/22	vs. GEORGIA	3	4	7	2	5	7	0	L
9/29	vs. FLORIDA STATE	1	6	7	2	4	6	1	L
10/6	vs. HOUSTON	1	5	6	4	5	9	-3	W
10/13	at Ole Miss	4	3	7	2	7	9	-2	W
10/20	vs. TENNESSEE	1	9	10	3	5	8	2	W
11/3	vs. LSU	0	4	4	2	10	12	-8	L
11/10	at Mississippi State	4	2	6	1	3	4	2	L
11/17	vs. UL-MONROE	4	8	12	2	4	6	6	L
11/24	at Auburn	0	3	3	4	2	6	-3	L
12/30	COLORADO	2	7	9	3	7	10	-1	W
TOTAL		41	64	105	34	62	96	9	7-6

In 7 wins Alabama was +11 in explosive plays (Off had 66 explosives, Def gave up 55)
In 6 losses Alabama was -2 in explosive plays (Off had 39 explosives, Def gave up 41)

		Runs	Passes
Offense Avg. Per Game	8.08	3.15	4.92
Defense Avg. Per Game	7.38	2.62	4.77

RED AREA REPORT 2007

OFFENSE - EFFICIENCY

- 47 OPPORTUNITIES TO SCORE OUT OF 53 ATTEMPTS (89%)
- 43 SCORES OUT OF 53 ATTEMPTS (81% SCORING)
- 29 TD'S OUT OF 53 ATTEMPTS (55% TD'S)

10 NO SCORES IN THE RED AREA

1. 2 INTERCEPTIONS

(1 VS. MISS. ST., 1 VS. AUBURN)

2. 2 FUMBLES

(1 VS. OLE MISS, 1 VS. ULM)

3. 4 MISSED FIELD GOALS

(1 VS. WESTERN CAROLINA, 1 VS. ARKANSAS, 1 VS. OLE MISS, 1 VS. ULM)

4. 2 TURNOVERS ON DOWNS

(1 VS. OLE MISS, 1 VS. ULM)

HIDDEN SCORES

6 TURNOVERS (2 INT, 2 FUM, 2 TOD) = 18 POSSIBLE POINTS MINIMUM













IF WE WOULD HAVE NOT COMMITTED 6 TURNOVERS, OUR EFFICIENCY FOR
WOULD HAVE BEEN:

49 SCORES OUT OF 53 ATTEMPTS (93% SCORING)

2007 ALABAMA SPECIAL TEAMS COMPOSITE

	<u>2007 AVG.</u>	<u>2007 SEC RANK</u>	<u>ALABAMA GOALS</u>
NET PUNT	33.14 yds	8th in SEC (Florida 38.68 yds)	38+ YDS
PUNTING AVERAGE	38.08 yds	12th in SEC (LSU 44.08 yds)	42+ YDS
PUNT COVERAGE	6.57 yds	5th in SEC (Florida 4.4 yds)	<5.5 YDS
PUNT RETURNS	13.7 yds	2nd in SEC (Florida 15.08 yds)	10+ YDS
KO COVERAGE	17.94 yds	1st in SEC (2nd Ole Miss 19.91 yds)	<18 YDS
KO DRIVE START	27 YL	T-2nd in SEC (Kentucky 26 YL)	DSA <25 YL
KO RETURNS	21.13 yds	8th in SEC (Tennessee 24.37 yds)	23.5+ YDS
KOR DRIVE START	29 YL	T-8th in SEC (Ark, FL, Vandy 33 YL)	DSA 30+ YL
FG PERCENTAGE	73.5%	6th in SEC (LSU 78.8%)	82%+
PAT PERCENTAGE	100%	T-1st in SEC (LSU, S.Car 100%)	100%

2007 SEC TOTAL SPECIAL TEAMS RANKINGS

SEC RANK	TEAM	PUNTIN			PUNT			KO			KOR			AVG RANK
		G	PUNT AVG	COVER	PUNT COVER	RETURN	KO COVER	KO DSA	KOR	KOR DSA	FG%	PAT%		
1	 Georgia	3	3	2	3	3	8	2	10	2	5	4.1		
2	 Florida	1	7	1	1	8	4	9	1	9	6	4.7		
T-3	 LSU	5	1	8	11	4	4	10	8	1	1	5.3		
T-3	 Alabama	8	12	5	2	1	2	8	8	6	1	5.3		
5	 So. Carolina	6	6	6	5	11	2	3	10	4	1	5.4		
6	 Tennessee	4	4	10	7	5	8	1	5	7	4	5.5		
7	 Auburn	2	2	4	6	7	11	11	4	8	6	6.1		
8	 Arkansas	10	5	7	12	9	4	5	1	5	9	6.7		
9	 Kentucky	7	9	3	8	10	1	5	5	12	12	7.2		
10	 Mississippi St.	11	11	9	4	6	4	12	10	3	8	7.8		
T-11	 Mississippi	9	9	11	10	2	12	7	5	11	11	8.7		
T-11	 Vanderbilt	12	8	12	9	12	10	4	1	10	9	8.7		

2008 TEAM POLICIES

GENERAL CONDUCT POLICY

Do not do anything to hurt the team! Do not engage in any activity that could reflect back on you, your family or the University of Alabama in a derogatory manner. Any conduct that brings negative publicity or that embarrasses the organization is conduct detrimental to the team. Felony infractions will lead to suspension. You must represent the University of Alabama in a class manner.

Personal behavior is a matter of self-discipline and self-pride. You cannot win with players who do not have these qualities because they cannot take pride in the team. We will eliminate these players as fast as we can without hurting the team.

TEAM RULES

1. Be on time for all team functions, including all required meals. Do not voice any complaints to any other University personnel. Any complaints you have should be directed to Coach Saban or a member of our coaching staff.
2. Proper dress will be posted for all team functions. You will represent the team in a class fashion. Individual differences are respected but not when representing the team. Earrings are prohibited at all team functions. Hair must be neat and acceptable in appearance. Hats off in business areas. Be courteous, using "please" and "thank you." Polite and appropriate manners should be used with all staff members. (Team Functions = Travel, Team Meals, Meetings, Practice or any other Public Representation)
3. The dorm/apartment is our home. Respect others' space. Keep noise levels down. No overnight guests in dorm/apartment rooms. No alcohol or drugs in dorms/apartments. Be on time for all bed checks.
4. Meetings are scheduled, organized, and detailed to help you become better football players. Form a "Buddy System" to insure punctuality.
5. LOCKER ROOM POLICY:
 - a. Keep your location clean and neat – keep tape off the floor.
 - b. You are responsible for your equipment – all equipment has a specific place in the locker. Care for it.
 - c. Lock-up or check all valuables with Tank Conerly.
 - d. Stealing from a teammate is a capital offense.
 - e. No visitors in the Locker Room.
6. EQUIPMENT POLICY:
 - a. Wear the equipment announced as uniform of the day. Dress as a team – everyone's uniform is the same (including hair cover-ups).
 - b. Do not alter your equipment. Make sure it fits properly and is in good condition. It is designed to protect you.
 - c. Do not wear cleats in the Locker Room.
 - d. Keep locker organized according to chart.

7. TRAINING ROOM POLICY:

- a. The Training Room is not a lounge – it is for taping, treatment or therapy and rehabilitation. Otherwise, stay out of the area.
- b. Any trainer or doctor's appointment, treatment or rehab appointments missed are the same as missing practice or a meeting and will be dealt with accordingly.
- c. Injured players must be on time for scheduled events, meetings and practice. Alabama gear worn at practice.

8. WEIGH-IN WILL BE HELD WEEKLY:

- a. Prescribed weights are for your own good.
- b. Have weight discipline.
- c. Special diet and exercise will be provided for those without weight discipline.

9. MEDIA RELATIONS:

- a. **All interviews must be scheduled** through the Sports Information Office. No reporters should come to your dorm/apartment!
- b. **Don't overload your ass with your mouth.** Do not criticize teammates, coaches or the University of Alabama in public.
- c. Do not lie, do not make predictions, do not make excuses.
- d. Be positive – “best I can do, best we can do.” Never be representative of “poor me's.”
- e. Show respect for opponents.
- f. Do not tell the world what we are doing (including those that post on the Internet).
- g. Cooperate with the media, be on time. This is a direct link between you and the fans. Present yourself in a style and manner you are accustomed to being treated and received.

10. GAME DAY PROFESSIONALISM: *Never Talk to Opposing Players*

- a. Poor examples of game day professionalism would be fighting, poor language, loss of poise or immature display of enthusiasm. All demonstrations of Crimson Tide enthusiasm will be team things. We do not need “hot dogs” or “trash talkers.” Fighting, stupid personal fouls and poor game day discipline are real indicators of a losing attitude. **We are going to be winners!**
- b. You should always use a professional attitude when communicating with the officials. The head coach will manage officials' mistakes in the games.

11. ACADEMICS:

- a. You are here to get an education. We are interested in you getting that education and will provide the best possible academic support to help you.
- b. Class attendance, study hall and any other academically related meetings are mandatory requirements.
- c. If you are not accountable for your academic responsibilities, you will accumulate negative points that will lead to punishment, loss of complimentary game tickets and eventual game suspensions.
- d. Summer School Policy for Drops – you will be responsible for repaying your room and board money to the Athletic Department.

12. HOUSING:

- a. If you are removed from University housing for disciplinary reasons, you will not received the room portion of your scholarship for off-campus housing.
- b. Any discipline problems in the Bryant Hall Apartments will lead to housing in the dormitory or loss of room scholarship.
- c. Anyone on probation for academic irresponsibility or for off-field discipline problems will not be allowed to move off-campus.

13. TRAINING TABLE: (Mandatory)

- a. This is a privilege. Be respectful – bus your own trays, take off hats and be courteous and polite to those that make it comfortable for you.
- b. Don't be wasteful of food.

14. AGENTS:

- a. Any individual shall be ineligible for participation in intercollegiate sport if he ever has agreed (orally or in writing) to be represented by an agent for the purpose of marketing his ability in that sport.
- b. **Any individual shall be ineligible if he (including relatives or friends) accepts transportation or other benefits from:**
 1. Any Person who represents any individual in the marketing of his athletic ability. The receipt of such expenses constitute compensation based on athletic skill and is an extra benefit not available to the student body in general.
 2. **An Agent**, even if the agent has indicated that he or she has no interest in representing the student-athlete in the marketing of his athletic ability or reputation and does not represent individuals in the student's sport.
- c. **Understand that it is not illegal for you to receive written information from an agent or to speak with an agent as long as no agreement about representation is met.**
- d. Not abiding by the above can cause your team to forfeit games in which you have completed, as well as cause you to be suspended or dismissed from the team for losing your eligibility.
- e. It is our policy during the season that any player with collegiate eligibility remaining cannot be contacted by an agent or runner without notification of the head coach or athletic director. This includes the player's family as well.
- f. A player is considered ineligible for the NFL Draft until 3 seasons have past following his high school graduation date but not before the official Junior Declare Date set by the NFL. Players ineligible for the Draft, as well as any person that has an established relationship with that player, may not have any form of communication with an agent or anyone associated with an agent other than unspecified promotional brochures containing general information.
- g. The University of Alabama has a career-counseling panel that Coach Bo Davis oversees. If you have any questions regarding contact with agents of insurance player benefits, you should contact Coach Davis.

15. GAMBLING:

- a. Student-Athletes shall not knowingly:
 1. Provide information to individuals involved in organized gambling activities concerning intercollegiate athletic competition.
 2. Solicit a bet on any intercollegiate team.
 3. Accept a bet on any team representing the institution.
 4. Participate in any gambling activity that involves intercollegiate athletics or professional athletics through a bookmaker, a parlay card, or any other method employed by organized gambling.
- b. Violation of any of the above not only could result in team suspension or dismissal but is also subject to fines and/or imprisonment by local or federal authorities.

16. DRUG POLICY:

- a. No one I know has been more successful because they were using drugs. It will not be tolerated in this program.
- b. This policy is designed to first help you with any problems with drug through education. However, if you continue to have a problem, your consequences will include suspension and eventual loss of scholarship.

CAMP OBJECTIVES

1. HARD CORE FOUNDATION OF DISCIPLINE

- a. Carry out **details** to win
- b. Don't question coaches on field. **JUST DO IT!** Questions as to why you are asked to do something will be covered in meetings.
- c. Familiarity breeds relaxation in command – we will work hard not to allow this to happen.
- d. Disciplined players can do what they're supposed to do, when they're supposed to do it, the way it's supposed to be done. Undisciplined players won't last in this program.

2. DEVELOP MENTAL AND PHYSICAL TOUGHNESS – Hard Work

- a. Talking about toughness will not get it done! You must experience it.
- b. Hard work is a habit – we won't let you down. You will feel good about yourself if you know you have worked hard to be your best. At some point, you feel that you deserve success.
- c. Don't allow mental fatigue to precede physical fatigue.
- d. An opportunity is worth what your preparation allows you to make of it. The price for success must always be paid in advance.

3. IMPROVE BASIC FUNDAMENTALS

- a. No one is **too good** to improve. Fundamental improvement happens if you recognize you need it.
- b. A man profits by a mistake directly proportional to how much it bothers him.

4. UNDERSTAND ALL TECHNICAL ASPECTS OF SYSTEMS ON OFFENSE, DEFENSE & SPECIAL TEAMS

5. COME TOGETHER AS A TEAM – Develop a belief in one another

- a. Selfish players will kill the team.
- b. Everyone must give up their **“ego”** and put the good of the team first.
- c. Having **respect** for one another will be the first step in coming together.
- d. Remember – what you do affects and is a reflection the entire team.

6. DEVELOP HONESTY & TRUST BETWEEN COACHES & PLAYERS

- a. It is part of business not to trust the people in charge. There is no reason for that to exist here.
- b. We expect you to be **honest**. There is no need to lie. Be responsible for your actions.

7. BEST CONDITIONED TEAM vs. CLEMSON IN OPENER

- a. The trademark of our team is to compete for 60 minutes.
- b. The 4th Quarter Program and our conditioning regiment are designed for success in the 4th Quarter enabling us to win the 4th Quarter.

8. GIVE EVERYONE AN OPPORTUNITY TO CONTRIBUTE TO TEAM

- a. We will always play the best players and find time for all productive football players.

9. DEVELOP PRIDE IN OUR TEAM & BEING A PART OF THE CRIMSON TIDE

- a. Pride is developed by investing your time and efforts in something you really believe in.
- b. Take pride in being an **Alabama football player**. Indirectly, each member is a representative of the other members.
- c. A **REAL member of the Crimson Tide** that understands pride, demonstrates what he is both on and off the field.

10. BEST WINNING ATTITUDE AS A TEAM

- a. We will win or lose together. There is no place for finger pointing.

COACHES WEEKLY WORK SCHEDULE

SUNDAY

- 11:00 am Staff Grade Film
- 2:00 pm Defense Review/Offense Review
- 3:00 pm Staff - Grades, Production Charts, Goal Boards, Player of the Week, Scout Team Player of the Week, Kicking Game Review
- 5:30 pm Dinner (Brought in)
- 6:30 pm Work on next opponent (Special Teams)
- 9:00 pm Secure

MONDAY

- 7:00 am Film with players
- 8:00 am Work on next opponent
- 10:00 am Game Plan - Special Teams staff (Scouting Report)
- 11:00 am Staff to plan practice - Base Defense, Goalline, Short Yardage, Red Area
- 2:00 pm Player Meetings (All Special Teams)
- 6:00 pm Work on next opponent - Review Practice, Base Package, Blitz, GL/2nd & Long/Short Yardage
- 10:00 pm Secure

TUESDAY

- 7:30 am Work on next opponent
- 10:30 am Staff to plan practice
- 2:00 pm Player Meetings (Punt/Punt Return)
- 2:15 pm Meetings
- 3:25 pm Walk-thru
- 3:35 pm Flex (Base/Blitz/GL/2nd & Long)
- 6:00 pm Meet - Practice film/3rd Down plan/Red Area/KO, KO Return

WEDNESDAY

- 7:30 am Work on next opponent - 3rd Down/Red Area/KO, KO Return
- 10:30 am Staff to plan practice
- 2:00 pm Player Meetings (KO/KO Return)
- 2:15 pm Meetings (3rd Down/Short Yardage/Red Area)
- 3:25 pm Walk-thru
- 3:35 pm Flex
- 7:00 pm Recruiting Calls

THURSDAY

7:30 am	Review Practice Film Two Minute/2-Point Play plan	
10:30 am	Academic Meeting	
11:00 am	Staff to plan practice	
2:00 pm	Special Teams - FG/FG Block, Total Special Team	
2:05 pm	Total Special Teams (Practice film review)	
2:15 pm	Meeting	
4:35 pm	Walk-thru	Travel Dress List Special Teams Depth Final Game Plan Adjustments
4:45 pm	Practice	
	Recruiting calls at night	

FRIDAY

TBA	Review practice film	
	Recruiting Meeting	
	Plan talk with team	
	Script for Walk-thru	

PLAYERS

WEEKLY WORK SCHEDULE

SUNDAY – PLAYERS DAY OFF

TBA	Meet with Trainers
TBA	Flex & Stride
TBA	Optional Film (No Coaches)
TBA	Optional Weights (1 st Workout)

MONDAY

7:00 am	Team Meeting (Juice & Donuts)
7:30am/12:30	Mandatory Weights (1 st Workout)
2:00 pm	Special Teams (All)
	Film & Scouting Report
2:30 pm	Team – Awards/What we need to do to win
	a. Scouting Report/Personnel
	b. Game Plan
	c. Base Adjustments
	d. Goalline/Short Yardage/Red Area
3:35 pm	Walk-thru (Shells)
3:45 pm	(10) Flex
3:55 pm	(5) Individual
4:00 pm	(10) Corrections
4:10 pm	(7) Force/P.P. Period
4:20 pm	(7) 7-on-7 Base
4:30 pm	(7) Red Area 7-on-7
4:40 pm	(15) Team
4:55 pm	(5) Goalline/Short Yardage
5:00 pm	(25) Kicking Game
5:25 pm	Conditioning/Specialty

TUESDAY

2:00 pm	Special Teams (Signal Callers) - Punt/Punt Return
2:15 pm	Meeting
3:25 pm	Walk-thru
3:35 pm	(10) Flex
3:45 pm	(14) Individual
3:59 pm	(12) 9-on-7/1-on-1
4:11 pm	(8) Force Drill
4:21 pm	(18) 7-on-7
4:41 pm	(7) Blitz
4:48 pm	(7) Punt
4:55 pm	(38) Team – Include GL/SY
5:33 pm	(7) Punt Return
5:40 pm	Conditioning
5:45 pm	Specialty

WEDNESDAY

2:00 pm	Special Teams - KO/KO Return
2:15 pm	Meeting
3:25 pm	Walk-thru
3:35 pm	(10) Flex
3:45 pm	(14) Individual
3:59 pm	(12) 9-on-7 (Include Sub Runs)/1-on-1
4:11 pm	(8) Red Area 7-on-7
4:21 pm	(18) 7-on-7 (Include 3 rd Down)
4:41 pm	(7) Blitz (Sub)
4:48 pm	(7) K.O. Cover
4:55 pm	(38) Team - Include Red Area/3 rd Down
5:33 pm	(7) K.O. Return
5:40 pm	Specialty

THURSDAY

7:30 am	Mandatory Weights (2 nd Workout)
2:00 pm	Special Teams - FG/FG Block (All Teams)
2:30 pm	Position Meeting
3:35 pm	Walk-thru
3:45 pm	(10) Flex
3:55 pm	(5) Individual
4:00 pm	(10) Blitz Review
4:10 pm	(15) Red Area/GL Review/2-Point Plays
4:25 pm	(10) 2-Minute
4:35 pm	(20) Move the Field - Include Short Yardage
4:55 pm	(25) Kicking Game Review
5:20 pm	One Reel
5:45 pm	Secure

FRIDAY

TBA	Non-Travel Squad: Mandatory Weights
TBA	Team Meeting (20 minutes)
TBA	Special Team Call-Outs
TBA	Special Team Film
TBA	Individual Meetings (50 minutes)

PRACTICE:

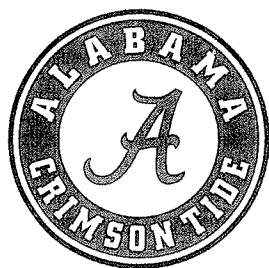
TBA	(20) Offense/Defense Review
TBA	(15) Substitution Review

FRIDAY EVENING

TBA	One Reel Meeting (20 minutes)
TBA	Position Meeting (10 minutes)
TBA	Tips/Test Sheets

SATURDAY

TBA	Chair Drill (20 minutes)
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2008 ALABAMA DEFENSIVE PLAYBOOK

BASIC INFORMATION

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ALABAMA CRIMSON TIDE

2008 DEFENSIVE GOALS

1. WIN

2. POINTS ALLOWED

- HOLD OPPONENT TO 13 OR LESS.

3. RUNS

- HOLD OPPONENT TO 3.3 YARDS PER RUSH.

4. PASSES

- HOLD OPPONENT TO 5.0 YARDS PER PASS
- EFFECT QUARTERBACK (SACK, PRESSURE, DISGUISE, HURRIES, BATTED BALLS).

5. TURNOVERS

- 3 TURNOVERS PER GAME.

6. BIG PLAY

- NO 15 YARD RUNS.
- NO 20 YARD PASSES.

7. RED AREA

- 60% NO TOUCHDOWNS.

8. THIRD DOWN

- 30% OR LESS OFFENSE CONVERTS.

PHILOSOPHY OF THE ALABAMA CRIMSON TIDE DEFENSE

The University of Alabama philosophy on first and second down is to stop the run and play good zone pass defense. We will also play man-to-man and blitz in this situation. On third down, we will primarily play man-to-man and mix-in some zone and blitzes. We will rush 4 or more players versus the pass about 90% of the time.

In all situations, we will defend the inside or middle of the field first – defend inside to outside. Against the run, we will not allow the ball to be run inside. We want to force the ball outside. Against the pass, we will not allow the ball to be thrown deep down the middle or inside. We want to force the ball to be thrown short and/or outside.

The trademark of the Alabama Defense is aggressiveness and physical play. We will be physically strong at the line of scrimmage and will hustle and pursue relentlessly. We will be hard and sure tacklers. The Crimson Tide will be successful on defense if we give 100% physical effort, play with tremendous physical toughness and do not make mental mistakes. To eliminate mental errors, we must fully understand the concept of the defense and be disciplined to play the defense called. We must have mental discipline to eliminate mistakes and penalties. We will not allow big plays against us.

The Alabama Defense must perform efficiently inside our 20 yard line (red area) and on the goal line. We cannot allow our opponents to run the ball into the end zone. We will have a good run defense with tight pass coverage. We will prevent touchdowns and force field goal attempts by playing good team defense.

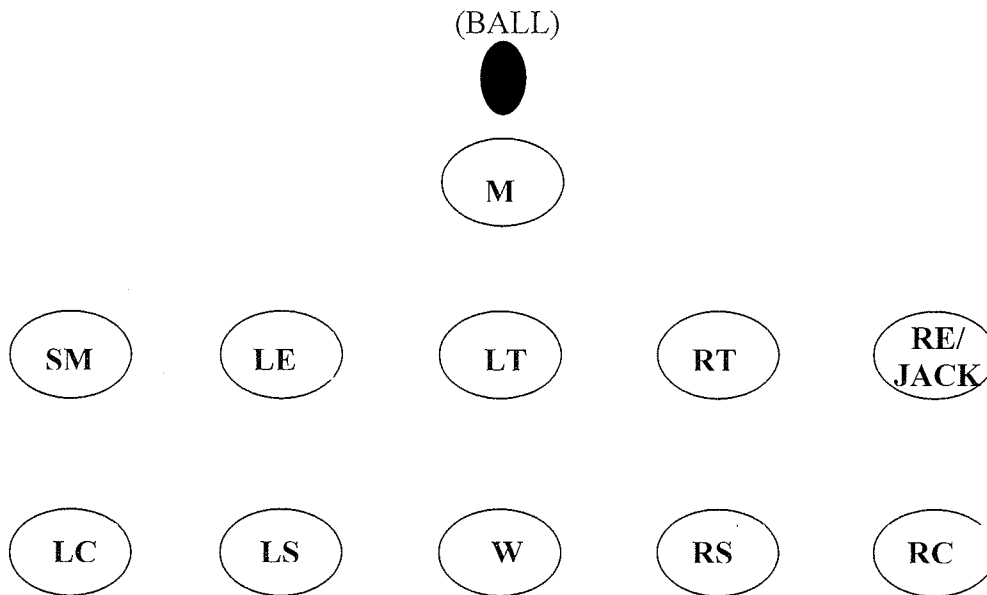
Defensively, we must adapt to every situation that presents itself and execute successfully. This requires good communication, team work, and often personnel substitution. Defensive situations that occur regularly are: 3rd down, 4th down, two-minute, short yardage, conserving time, protecting a lead, opponent backed up, and no huddle. We will prepare for and handle these crucial situations. We also must have the attitude to react to sudden change whenever it presents itself. We must put the fire out – control momentum of the game on defense.

Finally, our job is to take the ball away from the opponents' offense and score or set up good field position for the offense. We must knock the ball loose, force mistakes and cause turnovers. Turnovers and making big plays win games. We will be alert and aggressive and take advantage of every opportunity to come up with the ball.

The Alabama defense will play for 60 minutes in every game regardless of the score or situation. The trademark of our defense will be effort, toughness and no mental mistakes regardless of score or situation in any game.

PRIDE...DEFENSE WINS CHAMPIONSHIPS...PRIDE

HUDDLE



IN HUDDLE:

1. Form huddle quickly....Don't be the last man.
2. Keep a constant huddle...Lt and Rt form huddle on ball. The shape and hands-on-knees appearance is the responsibility of each individual.
3. The signal caller does the talking...All others listen! Make the call only when all eleven players are in the defensive huddle. Talk straight out...not up in the air or down at the ground...see all of your men.
4. Free Safety (LS) will call the down and distance, Strong Safety (RS) will make hash call. Ex: "2nd & 8", Right hash – Mike will alert the defense to the offensive personnel. Mike will call the defense. Ex: "Regular people...Under O Zone Alert Bump"!
5. After the call, Mike will say, "READY"...then pause...All clap hands, which is the signal to break and concentrate on offensive huddle. Watch opponents break huddle.
6. Mike make front call, will call out backfield set, SS (RS) determine secondary strength.
 - If you do not hear or do not understand the defensive signal, alert the signal caller and the call will then be repeated.
 - Good defense starts with a good huddle. Get in the huddle quickly.
 - Get the call. Break the huddle and see the offense come out.
 - Be ready to play. Think about your assignment and anticipate the situation.

C.P.: SAFETIES...Check the coverage call with the secondary as you break the huddle.

DEFENSIVE COMMUNICATION

In Huddle:

- A. Free Safety: Down & the Distance
- B. Strong Safety: Offensive Personnel
- C. Mike: Defensive Signal

Before Snap:

- A. Mike: Make call to set front / any adjustments.
(Tite / Closed / Raph-Larry)
- B. Strong Safety: Call strength of formation / any adjustments
Call force to alignment (Hand Signals)
- C. Free Safety: Call coverage & repeat strength
Call force to your alignment (Hand Signals)
Any adjustment calls to motion or shifting
- D. Sam / Will / Jack: Acknowledge & repeat front & force calls
- E. Corners: Acknowledge & repeat force calls
Communicate any split variation by WR's

After Snap:

- A. Defensive Team: Run / Pass / Screen / Draw / Boot Calls
- B. LB's / DB's: Pass Routes (In / Out / Under / Cross / Etc...)

AT THE LINE:

WATCH THE OFFENSIVE HUDDLE AND PICK OUT THE STRENGTH OF THE FORMATION AS OPPONENTS LEAVE THE HUDDLE. THE PASSING STRENGTH IS THE 2 RECEIVER SIDE, NOT THE TE. IT IS EVERYONE'S OWN RESPONSIBILITY TO RECOGNIZE AND KNOW THE SITUATION.

CALLS:

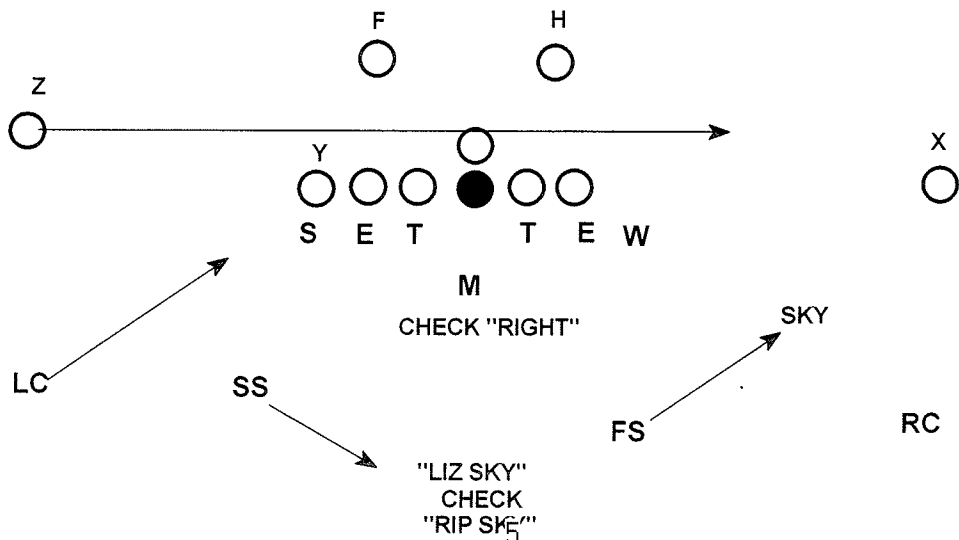
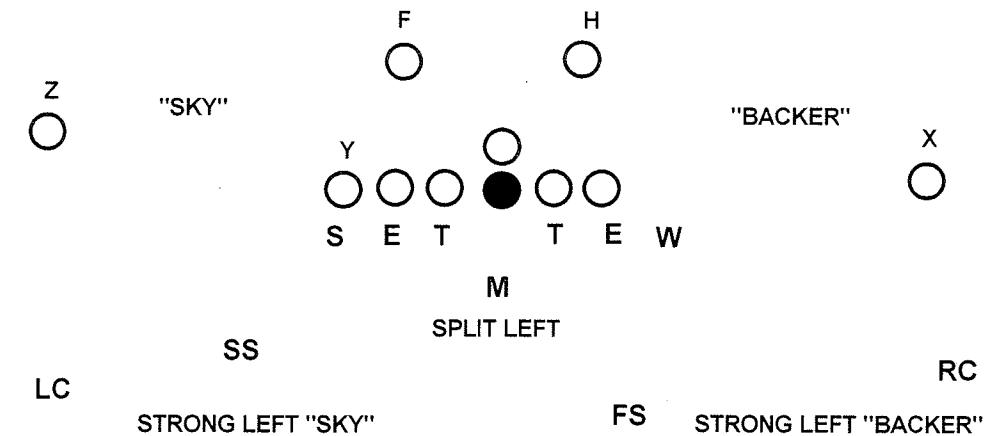
1. SAFETIES AND MIKE --- FIRST CALL THE STRENGTH (RIGHT OR LEFT)
2. MIKE--- CALL COMPLETE FORMATION WHEN IT IS SET
3. SAFETIES--- MAKE THE FORCE CALL TO THE OLBER. "SKY. CLOUD, BACKER")
4. LBERS & DBS--- THEN MAKE ANY OTHER CALLS/ALERTS BY SITUATION, FRONT OR COVERAGE.

VS MOVEMENT - NO CHANGE OF STRENGTH OR COVERAGE ADJUSTMENTS:

1. MIKE/SAFETY--- CALL "PLAY IT"

VS CHANGE OF STRENGTH MOVEMENT:

1. MIKE/SAFETY--- CALL "CHECK RIGHT OR LEFT" TO RECALL STRENGTH OR PLAY IT TO CONFIRM COVERAGE FIRST.
2. SAFETIES--- RECALL FORCES



AT THE LINE:

Watch the offensive huddle & pick out the strength of the formation as opponents leave the huddle. The passing strength is the 2 receiver side, not the TE. It is everyone's own responsibility to recognize & know the situation.

CALLS:

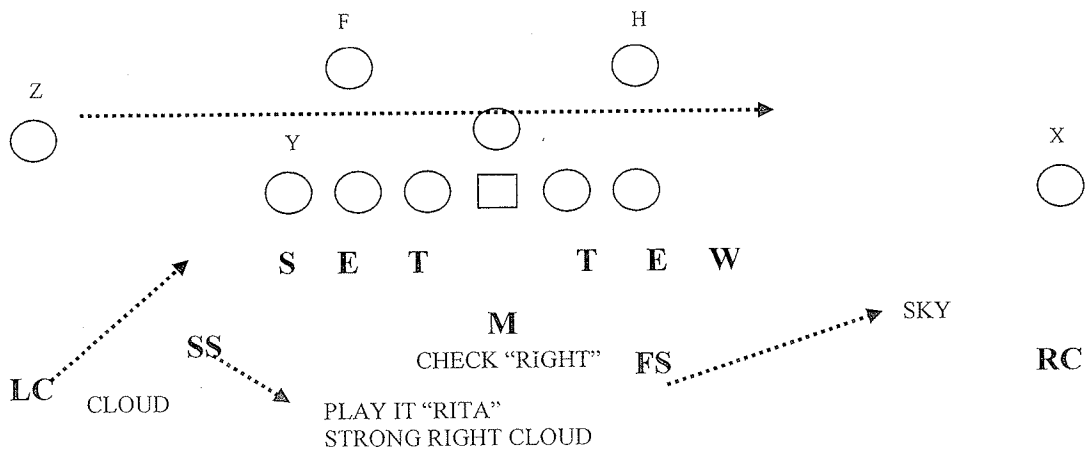
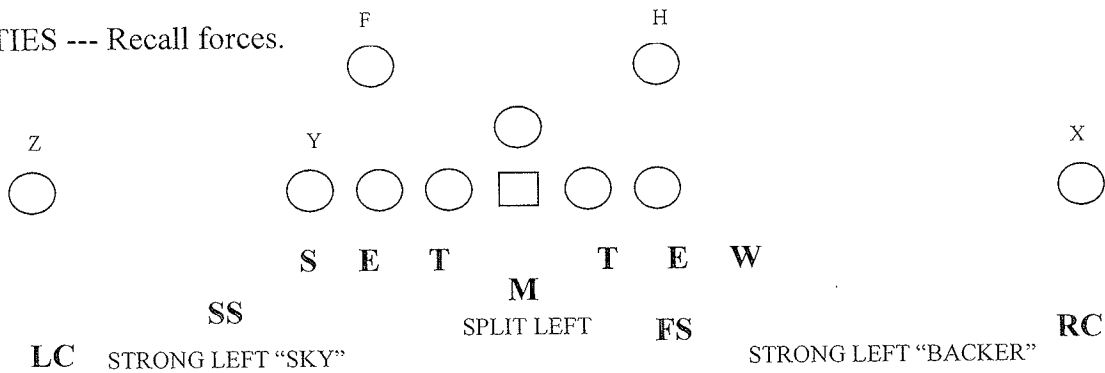
1. SAFETIES & MIKE --- First call the strength (RIGHT or LEFT)
2. MIKE --- Call complete formation when it is set (ex: "Give it to me" to set front).
3. SAFETIES --- Make the force call to the OLBer. "Sky, Cloud, Backer, Bronco".
The OLBer will acknowledge the call by hand movement.
4. LBers & DBs --- Then make any other calls/alerts by situation, front or coverage.

VS. MOVEMENT – NO CHANGE or STRENGTH or COVERAGE ADJUSTMENT:

1. MIKE/SAFETY --- Call "PLAY IT".

's CHANGE OF STRENGTH MOVEMENT:

1. MIKE/SAFETY --- Call "Check Right or Left" to recall strength or play it to confirm coverage first.
2. SAFETIES --- Recall forces.



SIGNAL CALLERS

RESPONSIBILITIES & DEFINITIONS

MIKE LINEBACKER

- QB at L.O.S. & in the gun.
- Study QB's cadence rhythm and demeanor.
- Study audibles – use of hand signals, etc...
- When QB is in gun, how does he use his cadence?
 - Ex: Silent Count, Hand Clap or Leg Pump.
 - Ex: Does he Double Clap or Leg Pump?

SAM LINEBACKER

- Study backfield sets & 5th personnel group.
- SAM takes backfield sets (I, Near, Far) & discusses tendencies of each set for run or pass. (ex: 1 back with QB under – all run or bubble pass).
- The 5th personnel grouping – talk about down and distance and what they use grouping for & give their favorite runs & passes out of set.
 - Ex: Black is their short yardage & goal line grouping.

WILL LINEBACKER

- Study Yellow Calls & RB depth.
- Study OL to see who pulls & how they adjust stance to pull.
 - Ex: Having little pressure in stance with hand in dirt.
 - Look for OL to not stagger feet as much in his stance.
- Studying depth of RB's as they adjust their distance from L.O.S. for certain runs or passes.
 - Ex: RB cheats to 6 yards for K-Passes.

LEFT DEFENSIVE TACKLE

- Study opponent's offense for screens and sets used.
- See how OL depth in pass set is different.

RIGHT DEFENSIVE TACKLE

- Study OL for BIRD & RABBIT keys.
- See how OL aligns with splits & stances so we can I.D. for Run/Pass.
 - EX: Look for OL having more pressure on hand in dirt.
 - Splits widen for inside runs & normally tighten for outside runs & passes.
- Which OL gives it away – Run or Pass?

RIGHT DEFENSIVE END/JACK

- Studies short yardage and goal line.
- Defines personnel groupings used & what their favorite formations, runs, and passes are out of each.
- Know if short yardage is 3rd -1 & 3rd -2, or 3rd -1, 3rd -2, & 3rd -3.
- What do they do on 4th -2?

LEFT DEFENSIVE END

- Study line splits of the OT's & TE's.
 - Ex: Use their spacing to determine what runs & passes take place by OT/TE alignments.

STRONG SAFETY

- Studies team's favorite motion & shifts & the tendencies or most prominent plays that occur with these motions and shifts.
- Studies 4th personnel grouping & discusses situations grouping is used for, along with the favorite runs and passes out of the set.

FREE SAFETY

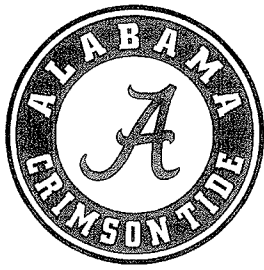
- Studies 1st favorite personnel grouping and discusses situations the grouping is used for, along with the favorite runs & passes of the set.

LEFT CORNER

- Studies 2nd favorite personnel grouping and discusses situations the grouping is used for along with the favorite runs & passes out of the set.

RIGHT CORNER

- Studies 3rd favorite personnel grouping and discusses situations the grouping is used for along with the favorite runs & passes out of the set.



2008 ALABAMA DEFENSIVE PLAYBOOK

OFFENSIVE TERMINOLOGY

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OFFENSIVE PERSONNEL

<u>REGULAR</u>	2 WR, 2 BACKS, 1 TE IN THE GAME
<u>PONY</u>	2 WR, 2 TAILBACKS, 1 TE IN THE GAME
<u>SILVER</u>	2 WR, 1 BACK, 2 TE IN THE GAME
<u>BLUE</u>	3 WR, 1 BACK, 1 TE IN THE GAME
<u>GOLD</u>	3 WR, 2 BACKS IN THE GAME
<u>PONY GOLD</u>	3 WR, 2 TAILBACKS IN THE GAME
<u>RED</u>	4 WR, 1 BACK IN THE GAME
<u>ORANGE</u>	4 WR, 1 TE IN THE GAME
<u>PURPLE</u>	5 WR IN THE GAME
<u>WHITE</u>	3 WR, 2 TE IN THE GAME
<u>GREEN</u>	1 WR, 2 BACKS, 2 TE IN THE GAME
<u>GRAY</u>	1 WR, 1 BACK, 3 TE IN THE GAME
<u>TAN</u>	0 WR, 1 BACK, 4 TE IN THE GAME
<u>BLACK</u>	0 WR, 2 BACKS, 3 TE IN THE GAME
<u>BROWN</u>	1 WR, 3 BACKS, 1 TE IN THE GAME
<u>YELLOW</u>	2 WR, 3 BACKS IN THE GAME
<u>MAROON</u>	0 WR, 3 BACKS, 2 TE IN THE GAME

PLAYER IDENTIFICATION AND PERSONNEL GROUPINGS

1.

REGULAR = 1 TE / 2 RB / 2 WR

2.

SILVER DOT = 2 TE / 1 RB / 2 WR

3.

GREEN = 2 TE / 2 RB / 1 WR

4.

BLUE = 1 TE / 1 RB / 3 WR

5.

GOLD = 2 RB / 3 WR

6.

RED = 1 RB / 4 WR

7.

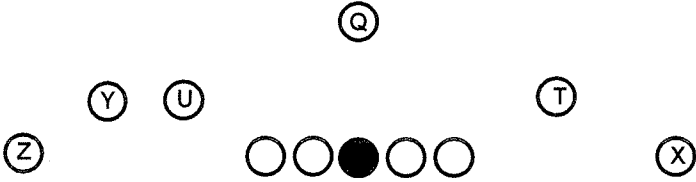
GRAY = 3 TE / 1 RB / 1 WR

8.

BLACK = 3 TE / 2 RB

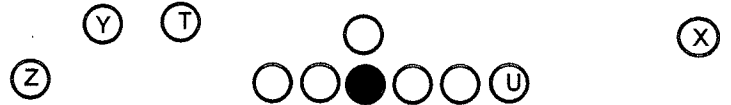
PLAYER IDENTIFICATION AND PERSONNEL GROUPINGS - CONT'D

9.



PURPLE = 0 TE / 0 RB / 5 WR

10.



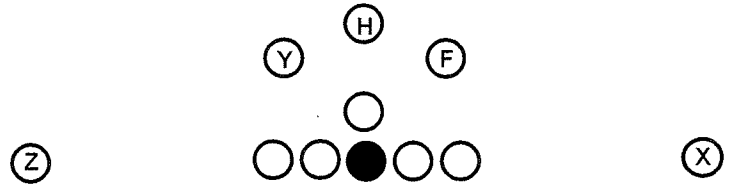
ORANGE = 1 TE / 0 RB / 4 WR

11.



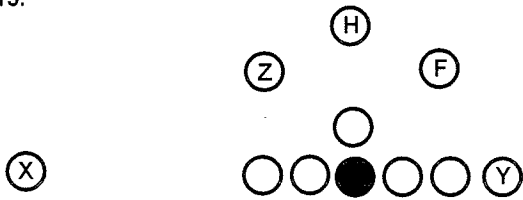
WHITE = 2 TE / 0 RB / 3 WR

12.



YELLOW = 0 TE / 3 RB / 2 WR

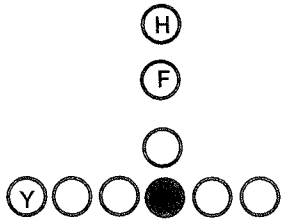
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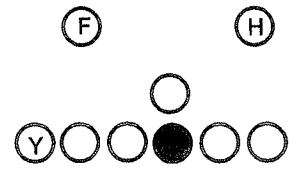
BROWN = 1 TE / 3 RB / 1 WR

BACKFIELD IDENTIFICATION

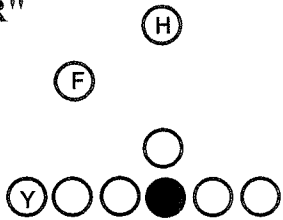
1. "I"



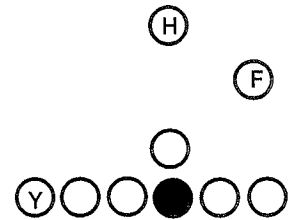
2. "SPLIT"



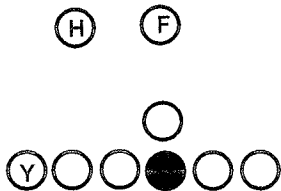
3. "I NEAR"



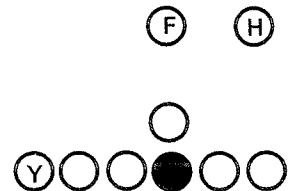
4. "I FAR"



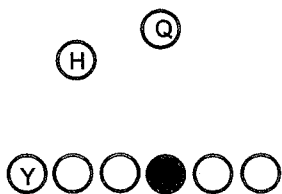
5. "HALF"



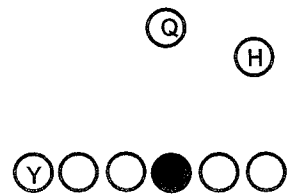
6. "FULL"

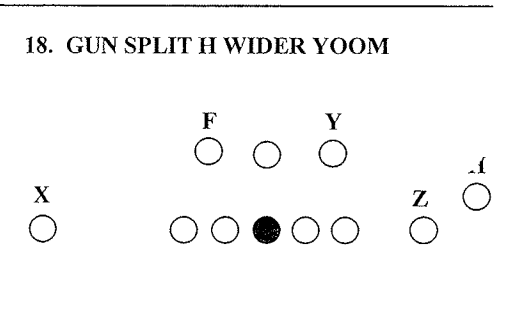
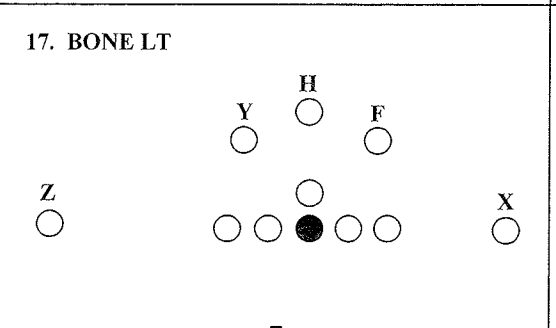
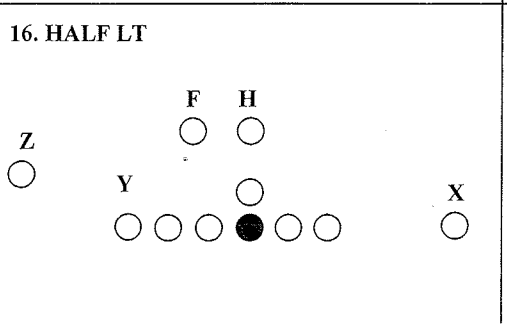
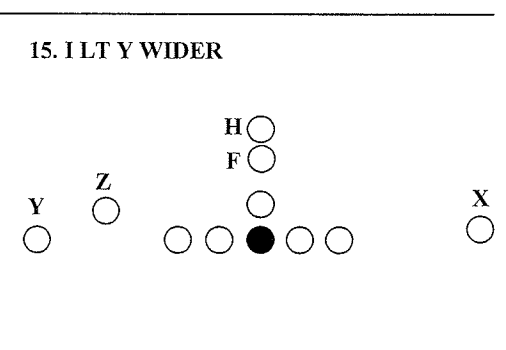
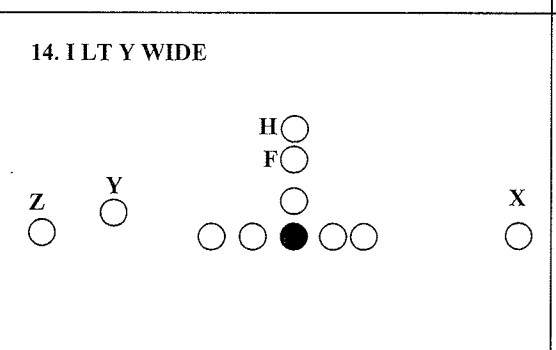
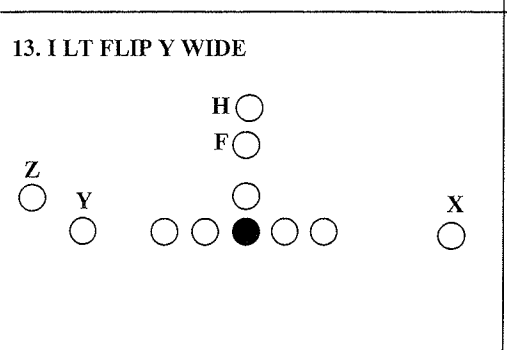
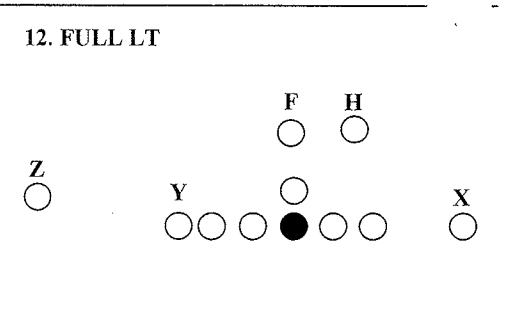
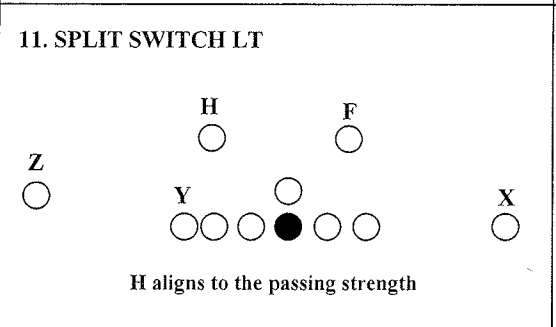
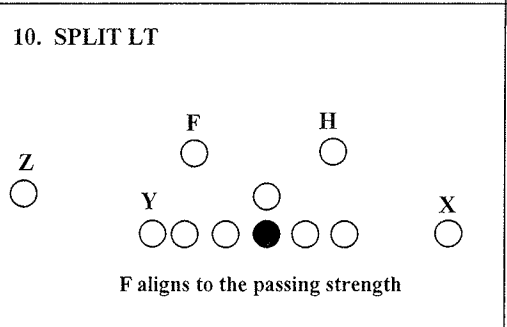
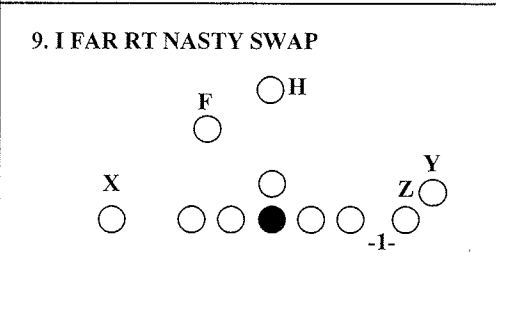
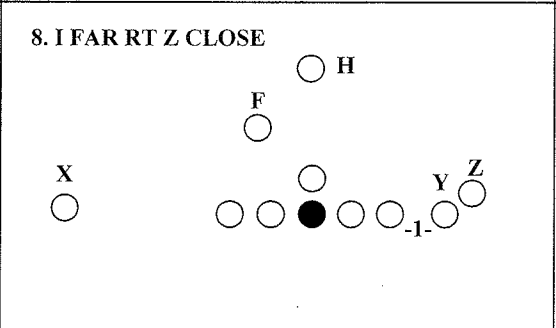
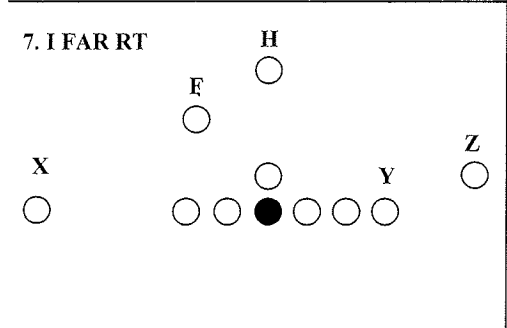
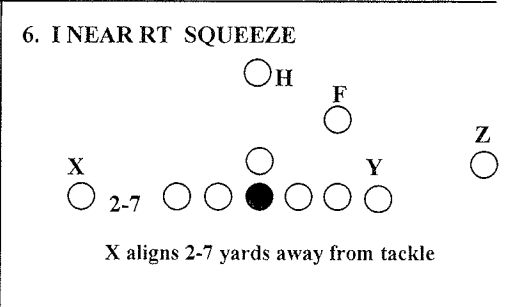
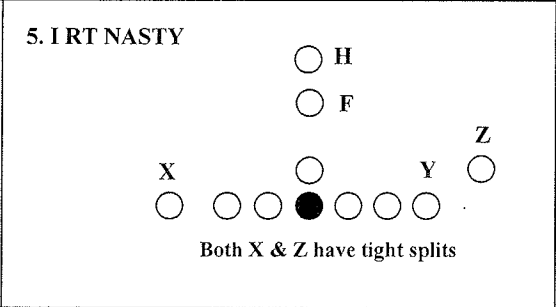
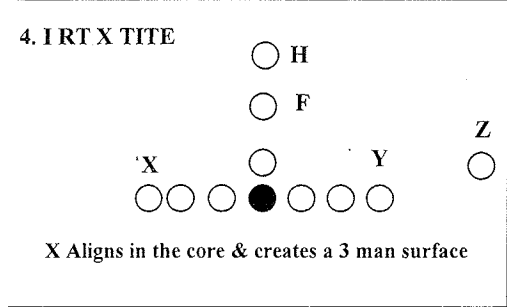
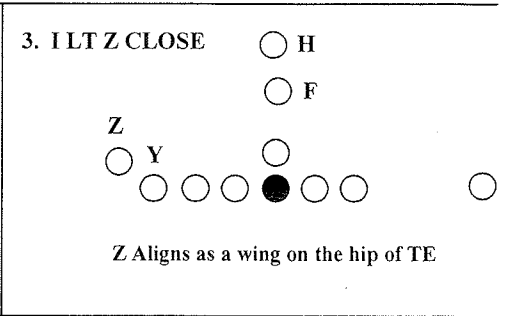
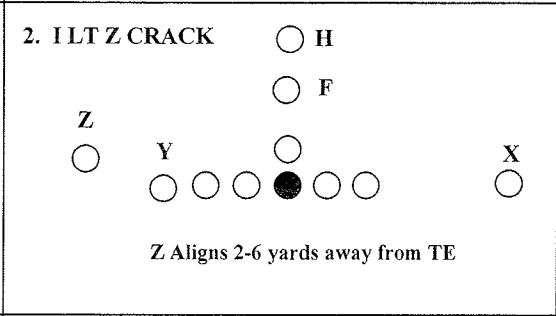
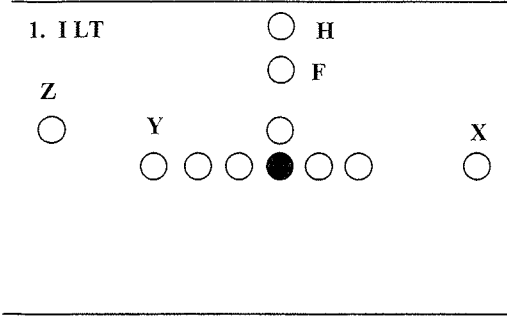


7. "GUN NEAR"



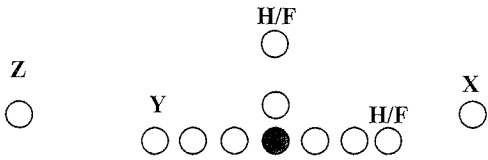
8. "GUN FAR"



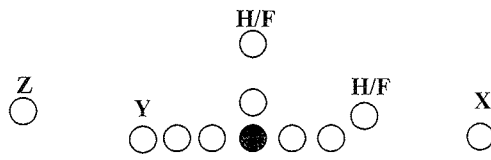


<p>19. SPLIT SLOT LT</p>	<p>20. SPLIT SWITCH SLOT LT</p>	<p>21. FULL SLOT LT</p>
<p>22. I FAR SLOT LT</p>	<p>23. I FAR SLOT LT F OUTSIDE</p>	<p>24. I SLOT LT</p>
<p>25. I SLOT FLIP LT</p>	<p>26. I SLOT NASTY LT</p> <p>X & Z have tight splits</p>	<p>27. I SLOT LT Y FLEX</p> <p>TE flexed out 4 yards or more</p>
<p>28. I SLOT LT Z OFF</p> <p>Z aligns in the "C-Area"</p>	<p>29. I SLOT STACK LT</p>	<p>30. I NEAR SLOT LT</p>
<p>31. HALF SLOT LT</p>		

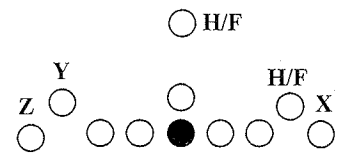
1. DOT LT



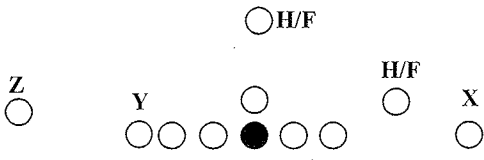
2. DEUCE LT



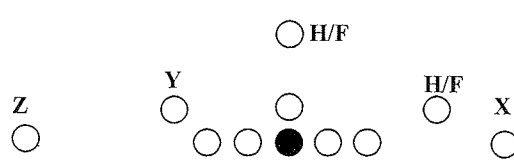
3. DOS LT



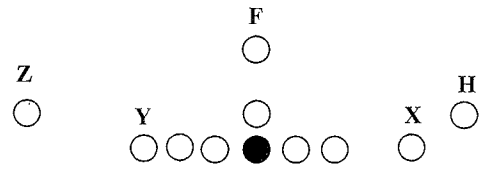
4. DOUBLE LT



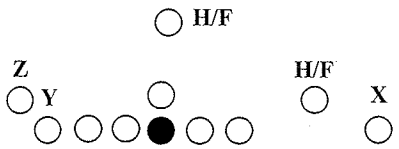
5. DOUBLE LT Y OFF



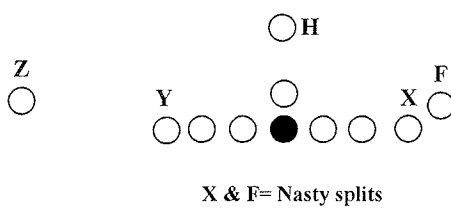
6. DOUBLE LT H OUTSIDE



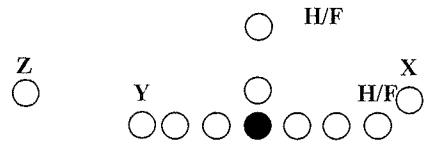
7. DOUBLE LT Z CLOSE



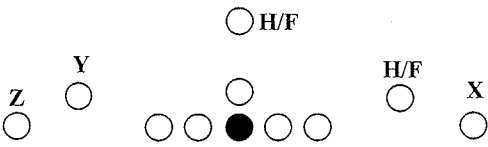
8. DOUBLE LT NASTY SWAP



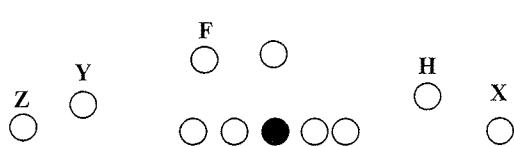
9. DOUBLE LT NASTY



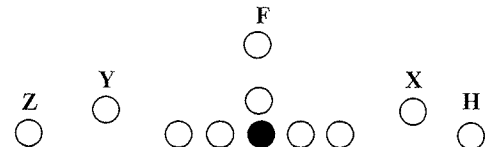
10. DOLPHIN LT

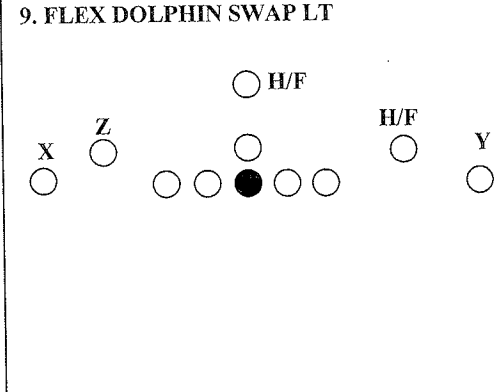
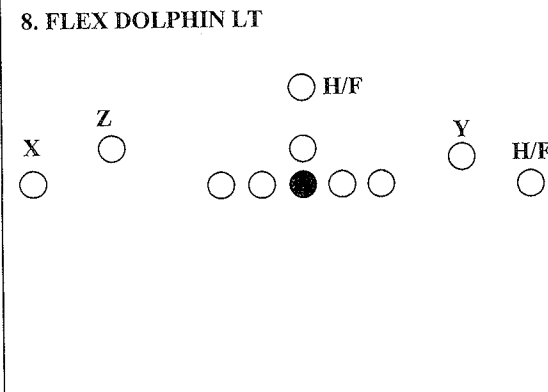
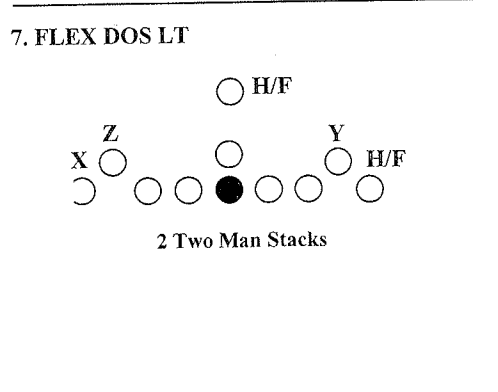
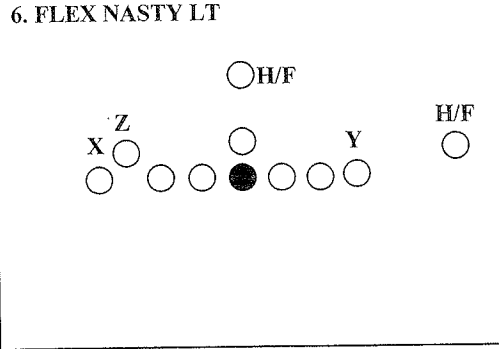
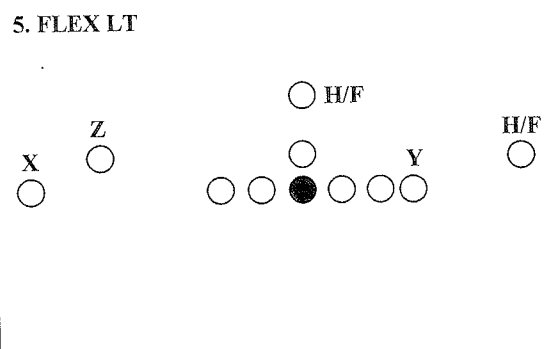
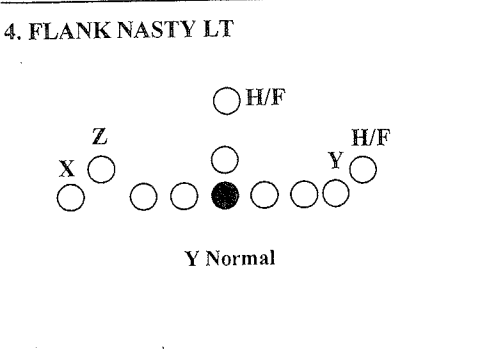
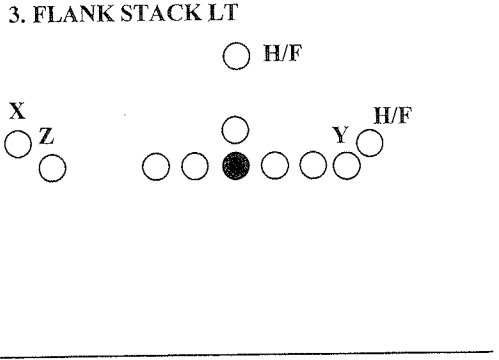
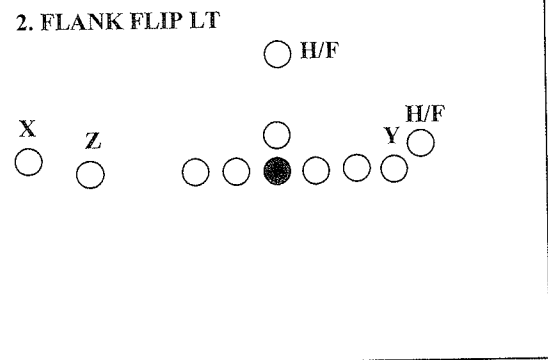
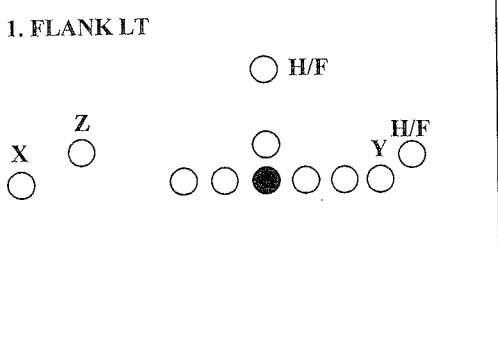


11. GUN NEAR DOLPHIN LT

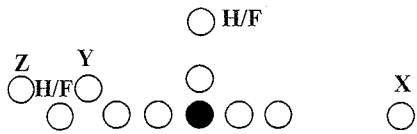


12. DOLPHIN SWAP LT



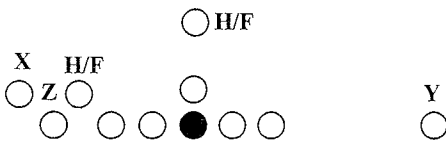


1. TRIPS BUNCH LT

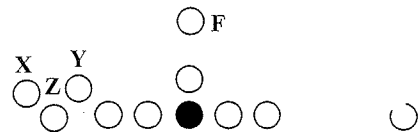


H, Z, & Y form the Bunch in some manner

2. TRIPS BUNCH LT Y FLEX

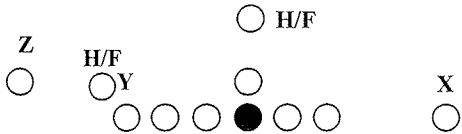


3. TRIPS BUNCH LT H OUTSIDE

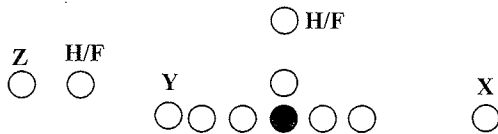


X, Z, & Y form the Bunch in some manner

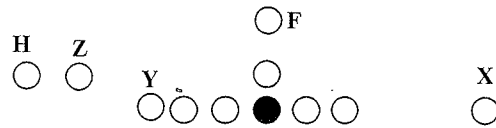
4. TRIPS LT



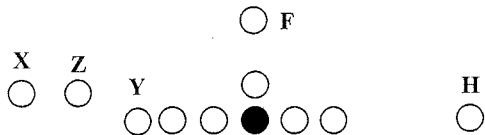
5. TRAIN LT



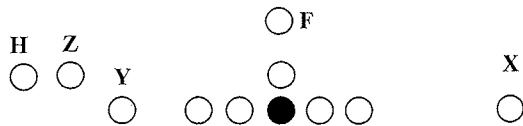
6. TRAIN LT H WIDER



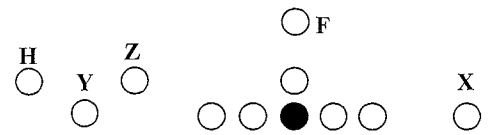
7. TRAIN LT H OUTSIDE



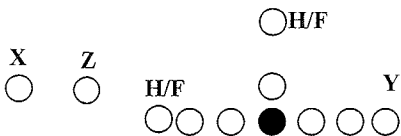
8. TRAIN LT Y FLEX H WIDER



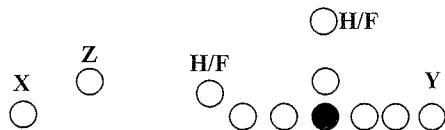
9. TRAIN LT Y WIDE SWAP H WIDER



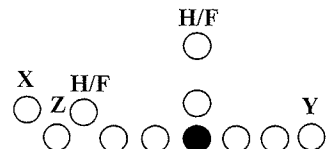
10. DOT TREY LT



11. TREY LT



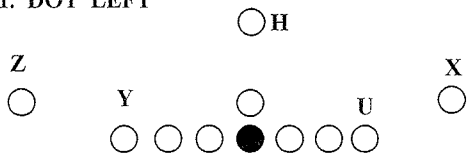
12. TREY BUNCH LT



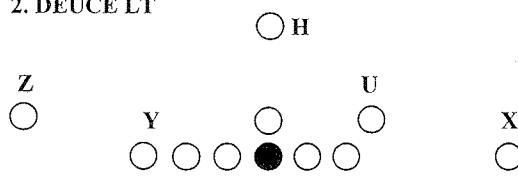
<p>1. EMPTY H WIDE F OUT</p>	<p>2. EMPTY H WIDER F OUT</p>	<p>3. EMPTY H WIDER F OUTSIDE</p>
<p>4. EMPTY SPREAD</p>	<p>5. EMPTY DOUBLE Y OFF H OUTSIDE F WIDER</p>	<p>6. EMPTY DOLPHIN H WIDER</p>
<p>7. EMPTY DOLPHIN SWAP H WIDE</p>	<p>8. EMPTY FLANK F OUT</p>	<p>9. EMPTY FLANK F OUTSIDE</p>
<p>10. EMPTY FLANK FLIP H WIDER</p>	<p>11. EMPTY FLEX H OUT</p>	<p>12. EMPTY FLEX H OUTSIDE</p>
<p>13. EMPTY FLEX H WIDER</p>	<p>14. EMPTY TRIPS H OUT</p>	<p>15. EMPTY TRIPS H OUTSIDE</p>
<p>16. EMPTY TRIPS BUNCH H WIDER</p>	<p>17. EMPTY TRAIN H OUT</p>	<p>18. EMPTY TRAIN F WIDER H OUTSIDE</p>

SILVER FORMATIONS

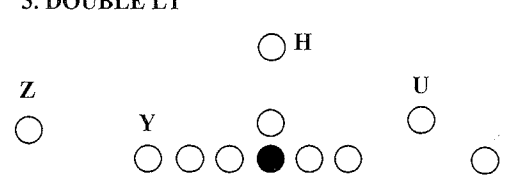
1. DOT LEFT



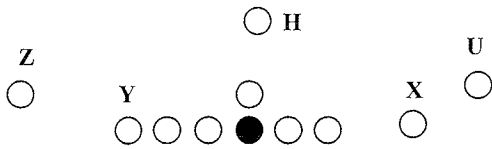
2. DEUCE LT



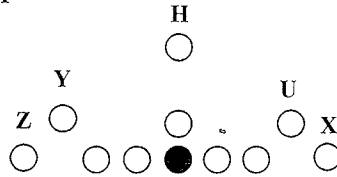
3. DOUBLE LT



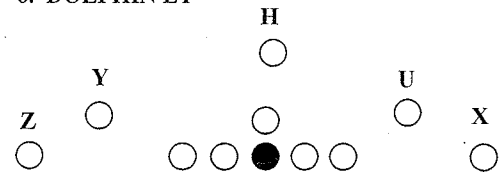
4. DOUBLE LT SWAP



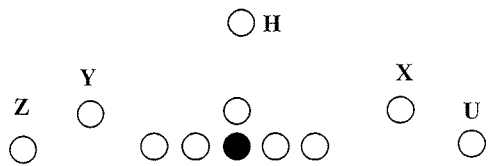
5. DOS LT



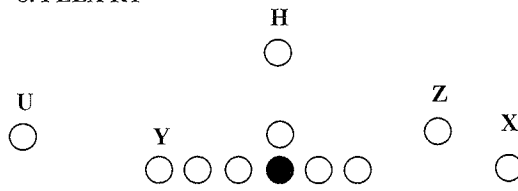
6. DOLPHIN LT



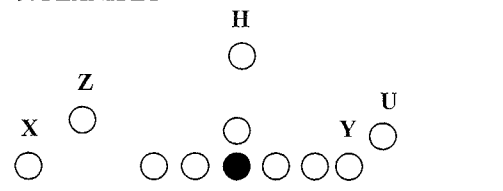
7. DOLPHIN LT SWAP



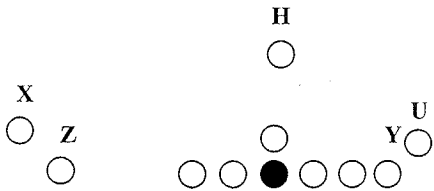
8. FLEX RT



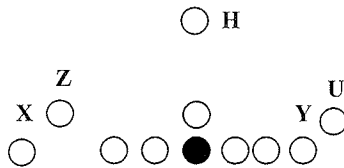
9. FLANK LT



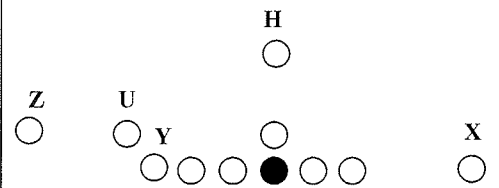
10. FLANK LT FLIP



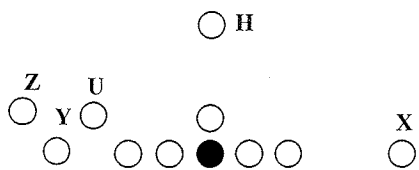
11. FLANK LT NASTY



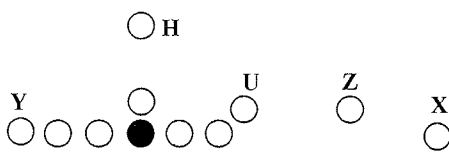
12. TRIPS LT



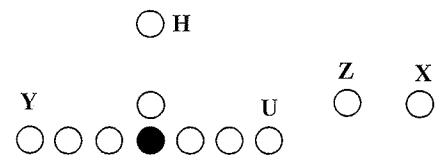
13. TRIPS LT BUNCH



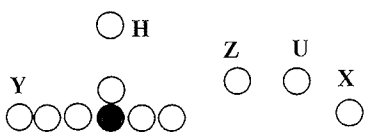
14. TREY RT



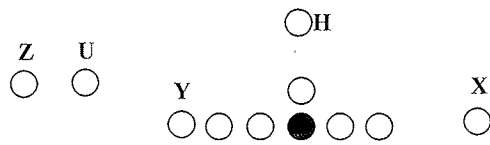
15. DOT TREY RT



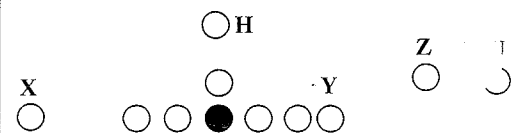
16. TREY RT U OUT



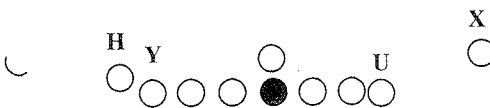
17. TRAIN LT



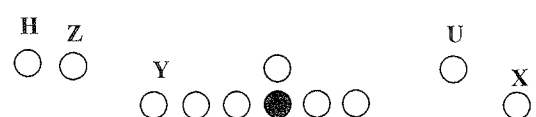
18. TRAIN RT U WIDER



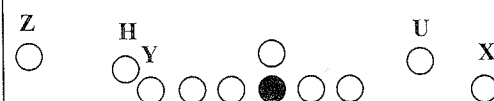
19. EMPTY DOT H HIP



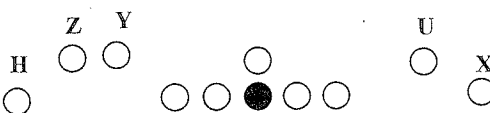
20. EMPTY DOUBLE H WIDER



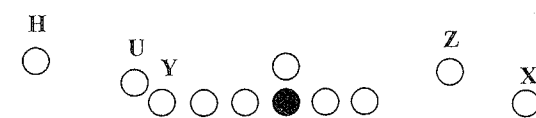
21. EMPTY DOUBLE H HIP



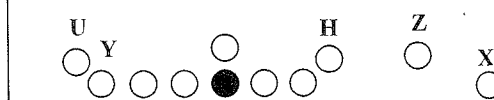
22. EMPTY DOLPHIN H WIDER



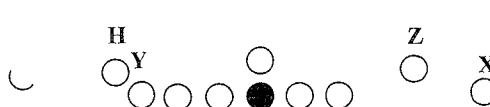
23. EMPTY FLANK H WIDER



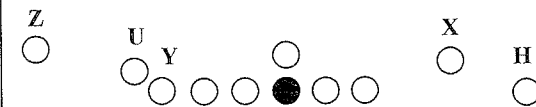
24. EMPTY FLANK H OFF



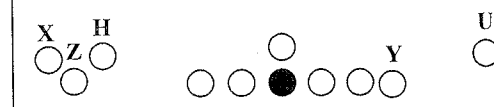
25. EMPTY FLEX H HIP



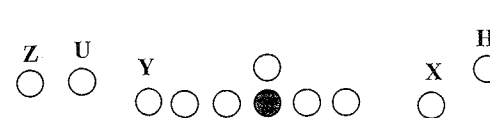
26. EMPTY TRIPS H OUTSIDE



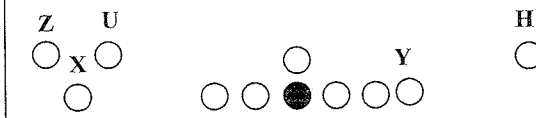
27. EMPTY FLEX BUNCH



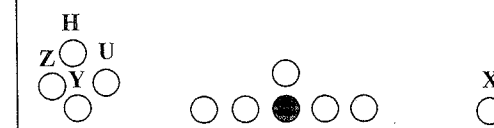
28. EMPTY TRAIN H OUTSIDE



29. EMPTY TREY BUNCH H WIDER

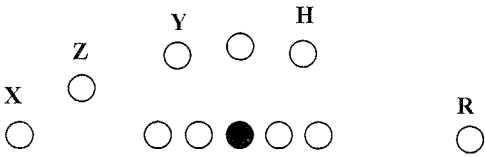


30. EMPTY QUADS

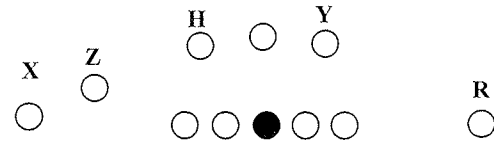


BLUE FORMATIONS

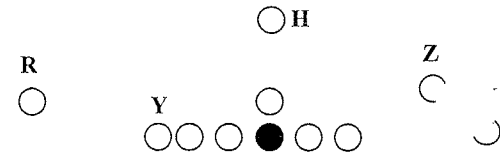
1. GUN SPLIT



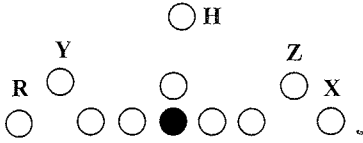
2. GUN SPLIT SWITCH



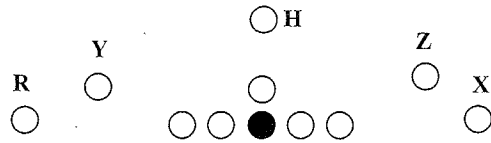
3. FLEX RT



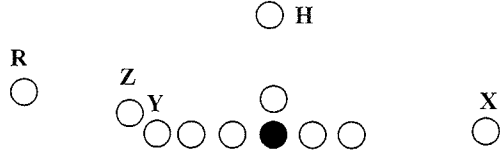
4. FLEX DOS RT



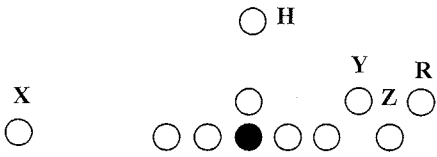
5. FLEX DOLPHIN RT



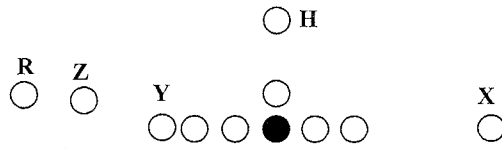
6. TRIPS LT



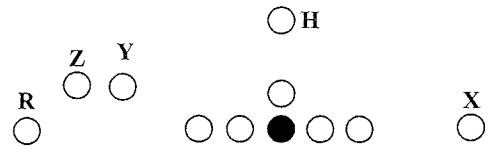
7. TRIPS BUNCH RT



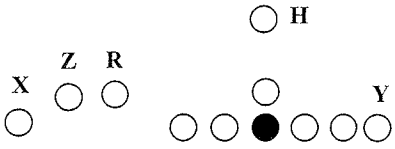
8. TRAIN LT



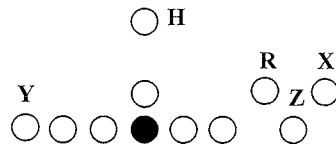
9. TRAIN LT Y FLEX



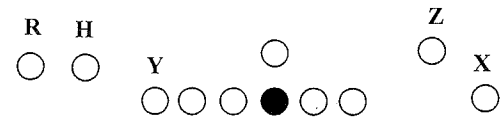
10. TREY LT



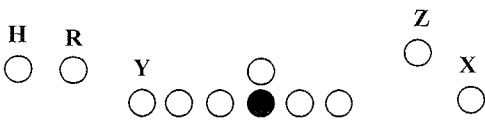
11. TREY RT BUNCH



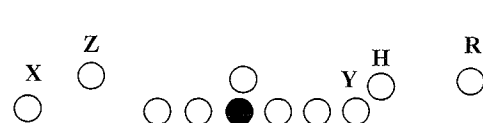
12. EMPTY FLEX RT H WIDE



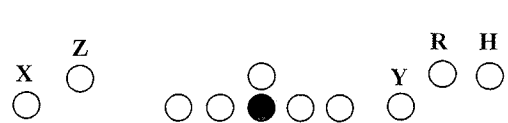
13. EMPTY FLEX H WIDER



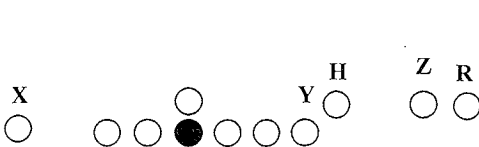
14. EMPTY FLEX H HIP



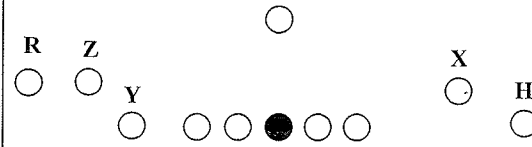
15. EMPTY FLEX DOLPHIN H WIDER



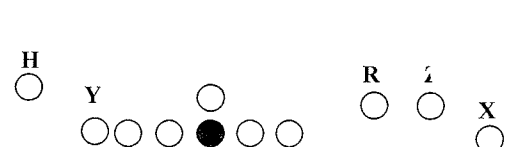
16. EMPTY TRAIN H HIP



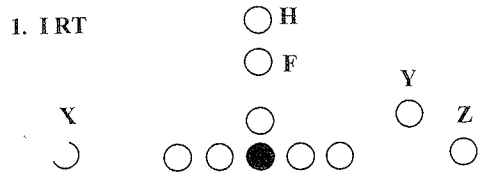
17. EMPTY TRAIN Y FLEX H OUTSIDE



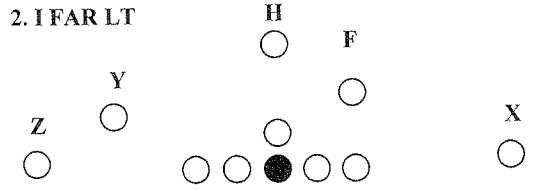
18. EMPTY TREY H WIDE



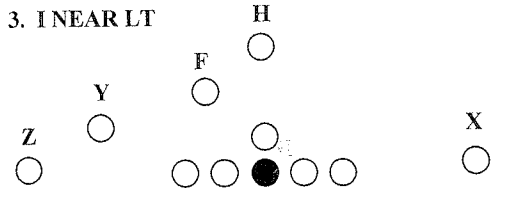
1. IRT



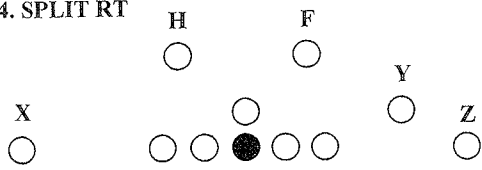
2. IFAR LT



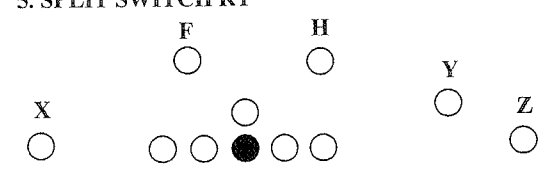
3. INEAR LT



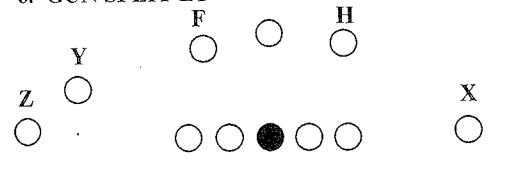
4. SPLIT RT



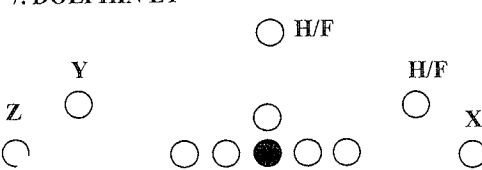
5. SPLIT SWITCH RT



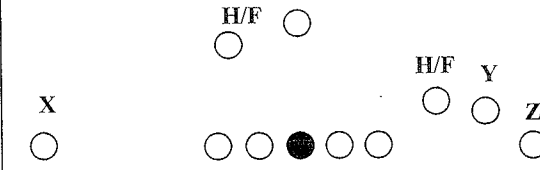
6. GUN SPLIT LT



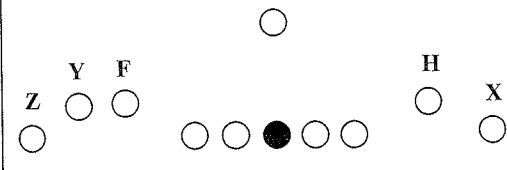
7. DOLPHIN LT



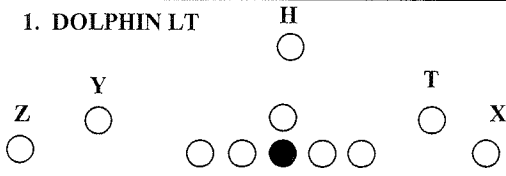
8. GUN FAR TRAIN RT



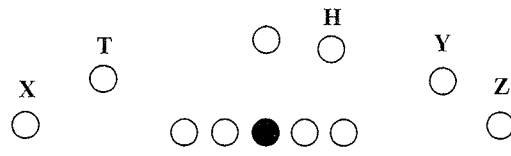
9. GUN EMPTY DOLPHIN LT F WIDE



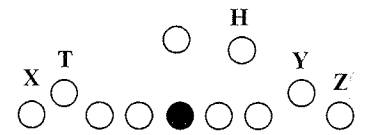
1. DOLPHIN LT



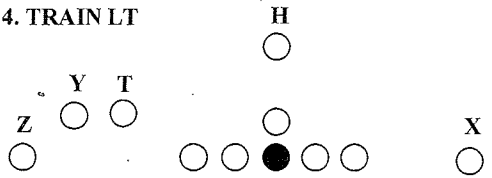
2. GUN NEAR DOLPHIN RT



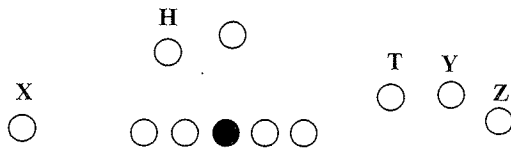
3. GUN NEAR DOS RT



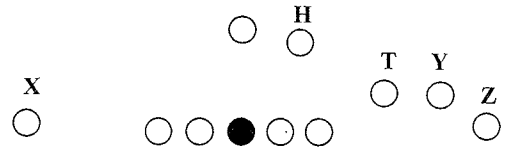
4. TRAIN LT



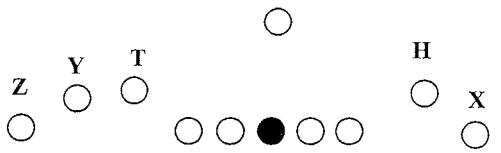
5. GUN FAR TRAIN RT



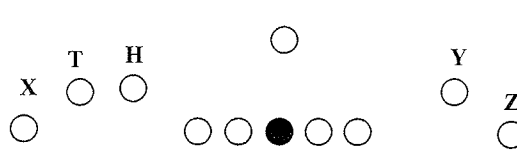
6. GUN NEAR TRAIN RT



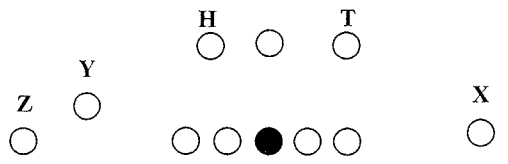
7. GUN EMPTY TRAIN LT H OUT



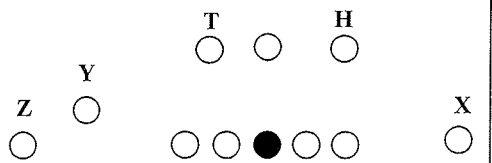
8. GUN EMPTY DOLPHIN LT H WIDE



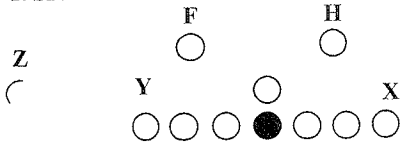
9. GUN SPLIT LT



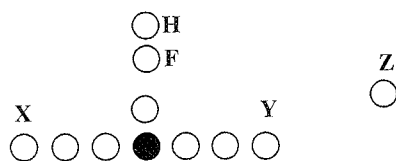
10. GUN SPLIT SWITCH LT



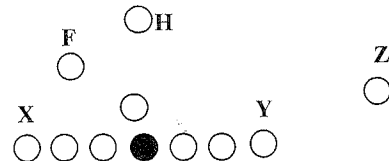
1. SPLIT LT X TITE



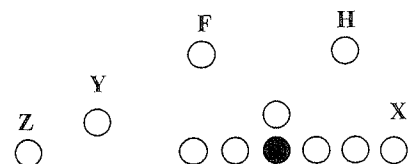
2. I RT X TITE



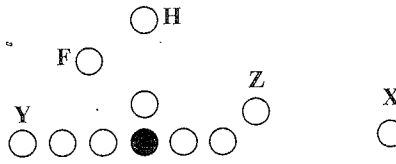
3. I FAR RIGHT X TITE



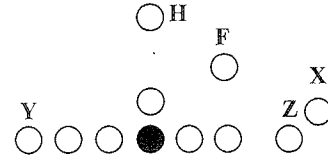
4. SPLIT SLOT LT



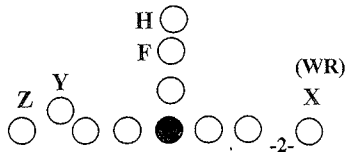
5. I NEAR SLOT RT Z OFF



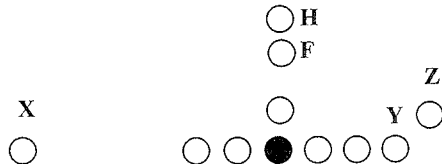
6. I FAR SLOT NASTY RT



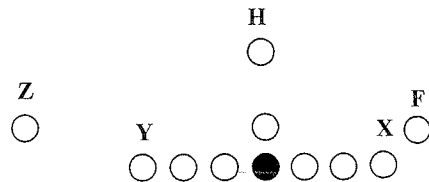
7. I SLOT NASTY LT X SQUEEZE



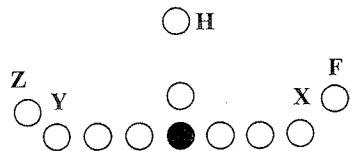
8. I PAIRS RT



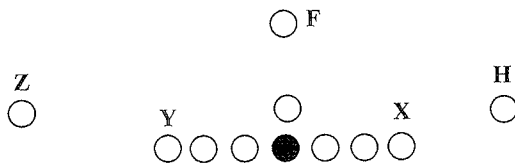
9. LT X TITE F HIP



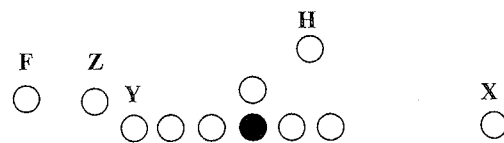
10. LT X TITE F HIP Z CLOSE



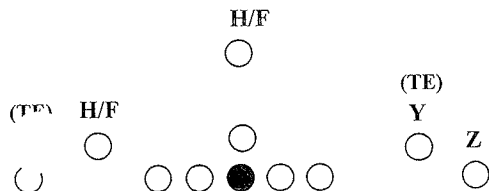
11. LT X TITE H OUTSIDE



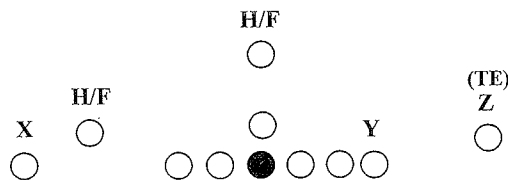
12. FAR PAIRS LT F WIDER



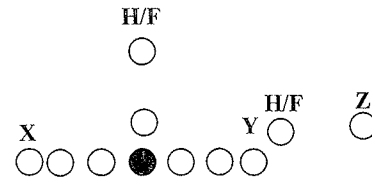
13. DOLPHIN RT



14. FLEX RT

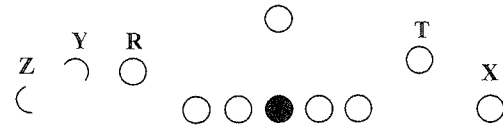


15. TRIPS RT

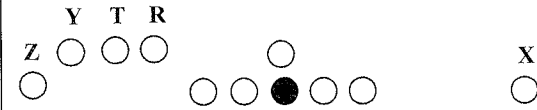


<p>1. I LT X TITE</p>	<p>2. I SLOT RT Z OFF</p>	<p>3. I NEAR SLOT RT</p>
<p>4. I PAIRS LT</p>	<p>5. DOT LT</p>	<p>6. DOT LT X CLOSE</p>
<p>7. DOS LT</p>	<p>8. DOLPHIN LT</p>	<p>9. FLANK RT</p>
<p>10. FLANK RT Z OFF</p>	<p>11. TRIPS LT</p>	<p>12. TRIPS BUNCH LT ELEPHANT WINGS</p>
<p>13. DOT TREY RT</p>	<p>14. TREY RT</p>	

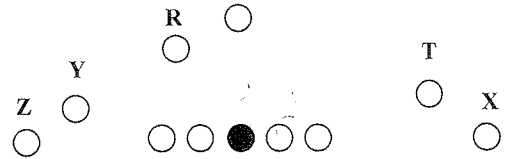
1. GUN EMPTY TRAIN LT



2. EMPTY QUADS LT

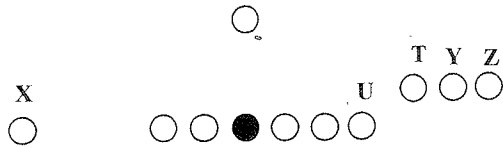


3. GUN NEAR DOLPHIN LT

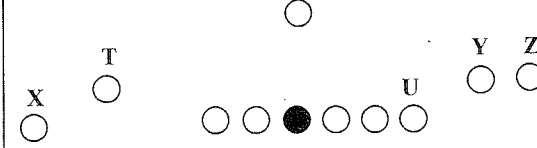


ORANGE FORMATIONS

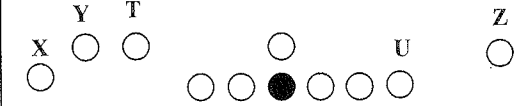
1. GUN EMPTY QUADS RT



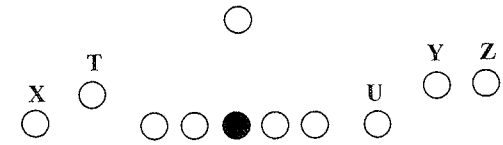
2. GUN EMPTY TRAIN RT



3. GUN EMPTY TREY LT

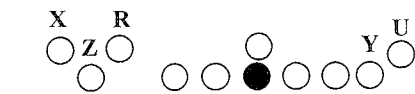


4. GUN EMPTY TRAIN U FLEX RT

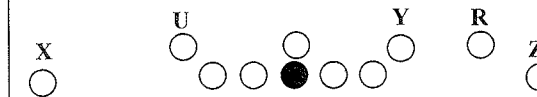


WHITE FORMATIONS

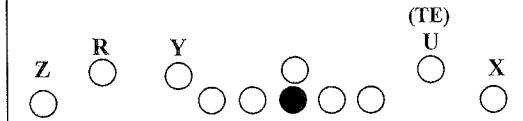
1. EMPTY TRIPS BUNCH PAIRS LT



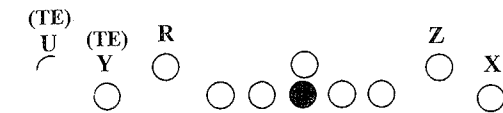
2. EMPTY RT Y U OFF



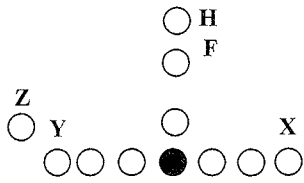
3. EMPTY TRAIN LT Y OFF



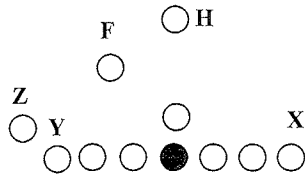
4. EMPTY TRAIN LT



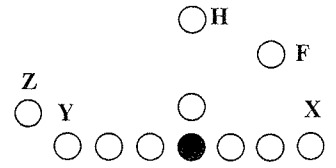
1. I LT X TITE Z CLOSE



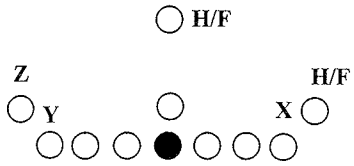
2. I NEAR LT X TITE Z CLOSE



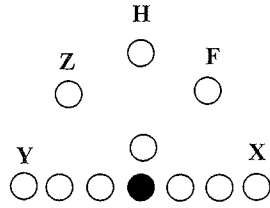
3. I FAR LT X TITE Z CLOSE



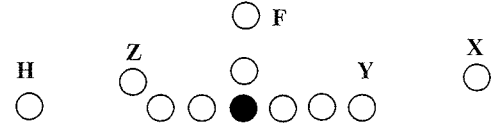
4. DOS LT



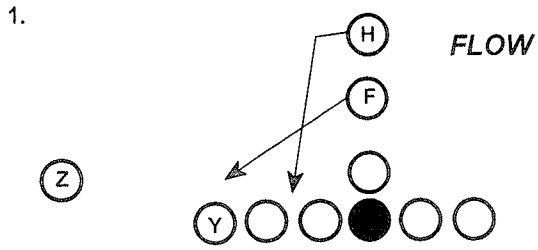
5. BONE LT



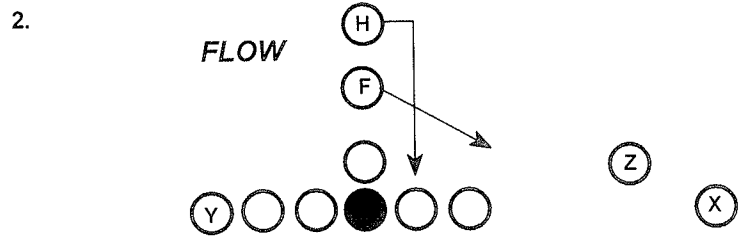
6. DEUCE RT H OUTSIDE



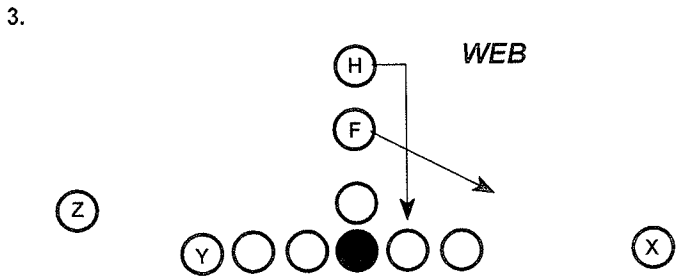
BACKFIELD FLOW PRINCIPLES



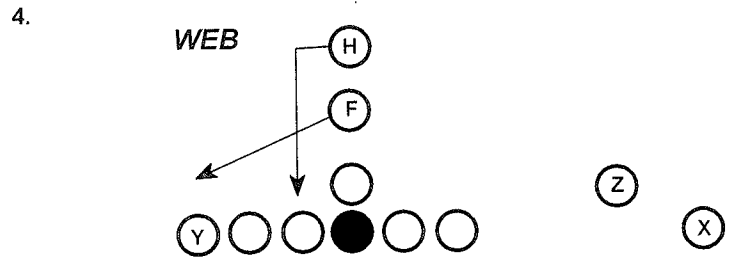
C.P.: BACKS TO PASSING STRENGTH



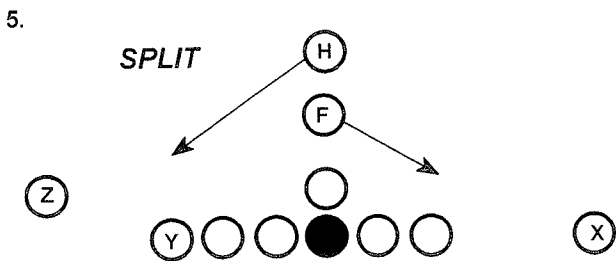
C.P.: BACKS TO PASSING STRENGTH



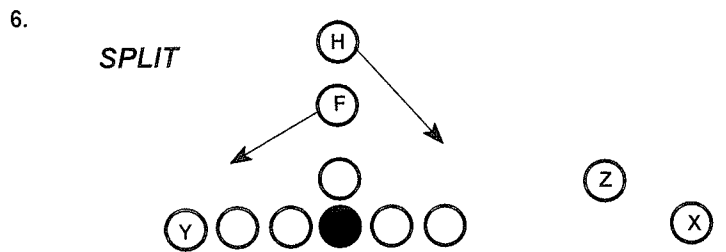
J.P.: BACKS AWAY FROM PASSING STRENGTH



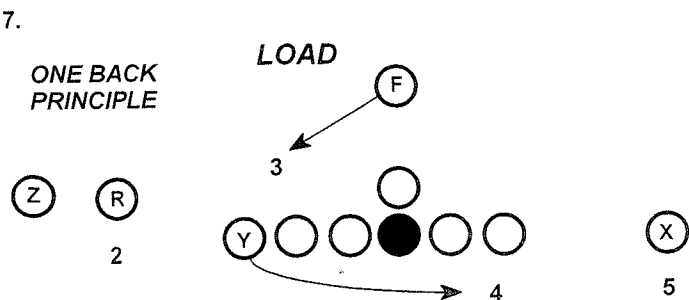
C.P.: BACKS AWAY FROM PASSING STRENGTH



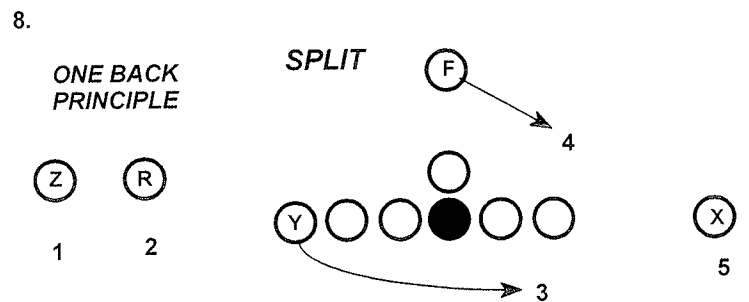
C.P.: BACKS DIVIDED



C.P.: BACKS DIVIDED



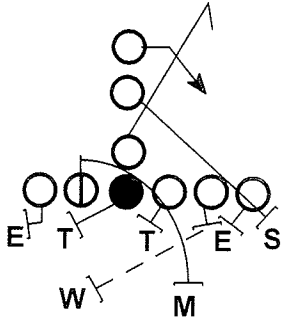
C.P.: REMAINING BACK TO PASSING STRENGTH



C.P.: REMAINING BACK AWAY FROM PASSING STRENGTH

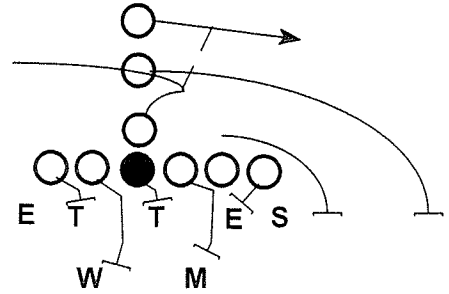
BASE RUNS

1. POWER O



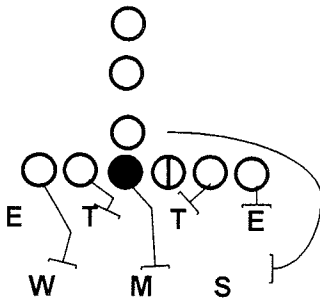
OFFSIDE GUARD PULLS

2. TOSS



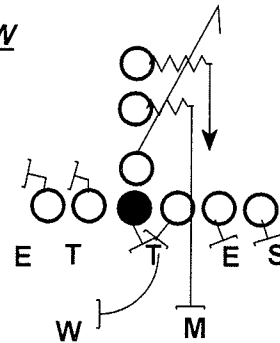
U BLOCK ON 5 TECH

3. TOSS G

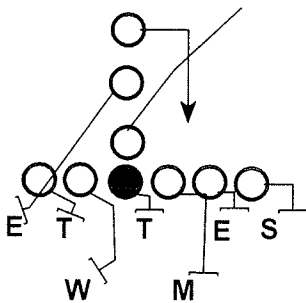


G - FRONTSIDE GUARD PULL

4. LEAD DRAW

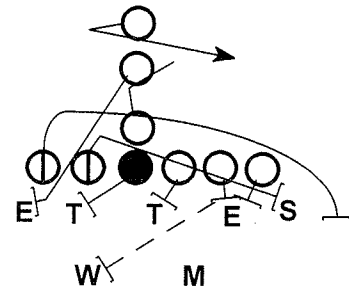


5. ZONE CUT



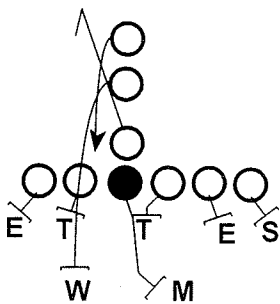
SPLIT FLOW PLAY

6. COUNTER OT

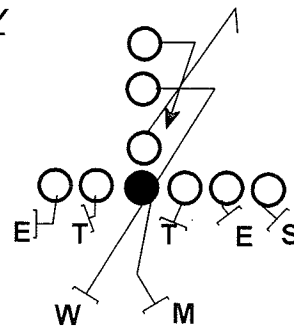


OFFSIDE GUARD (O) & TACKLE (T) PULL

7. LEAD



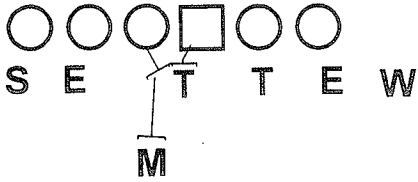
8. LEAD AWAY



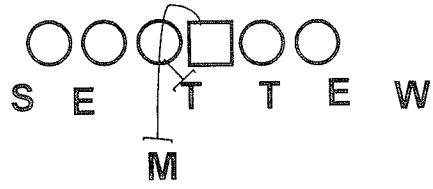
ACTION STARTS STRONG COMES BACK

INTERIOR LINE BLOCKS

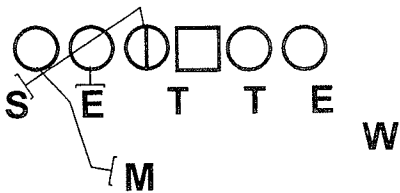
1. DOUBLE TEAM 



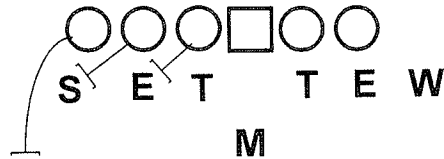
2. FOLD



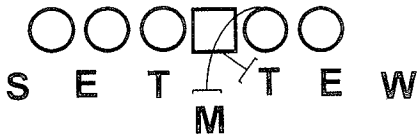
3. "G"



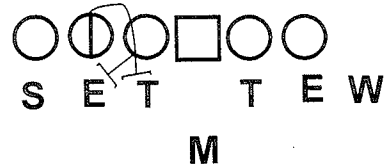
4. FAN



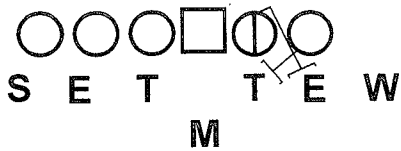
5. C-BLOCK



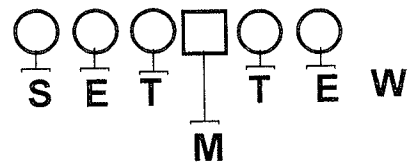
6. GUT



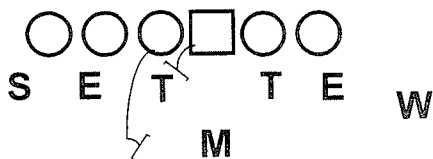
7. TUG



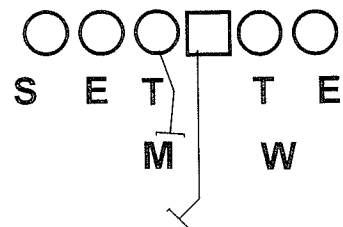
8. BASE



9. SLIP

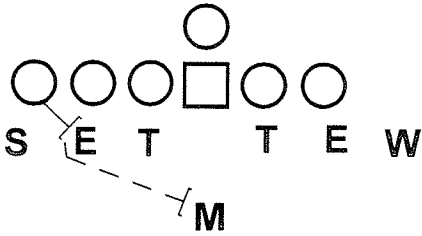


10. SCOOP OFFSIDE BLOCK (CUT OFF)

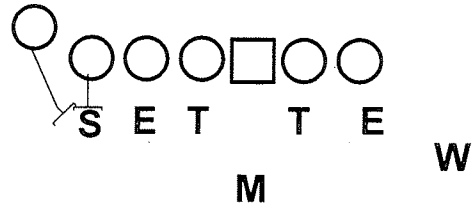


COMBINATION BLOCKS

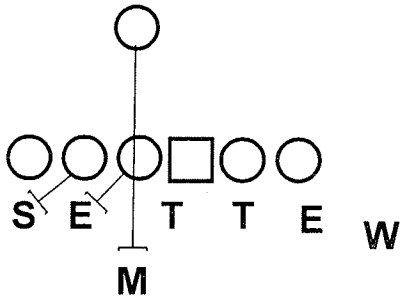
1. TREY - TE AND T DOUBLE TEAM END AND LOOK TO SLIDE OFF ON ILB



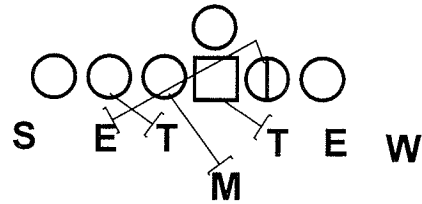
2. TEAM - WING AND TE DOUBLE OLB (6 TECH)



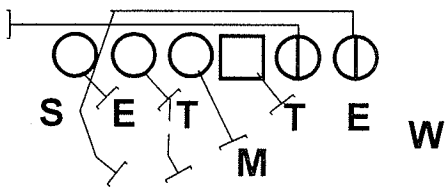
3. LEAD FAN



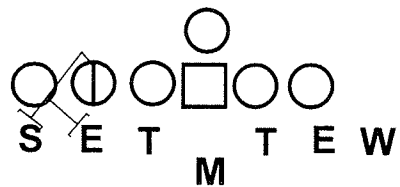
4. TRAP



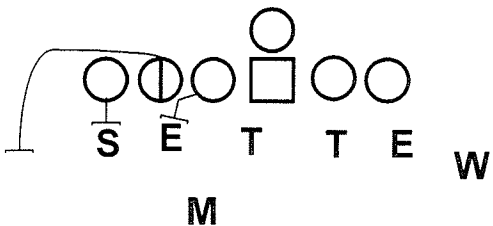
5. COUNTER OT - BACKSIDE GUARD DEEP PULL AND KICK OUT, BACKSIDE TACKLE SEALS INSIDE



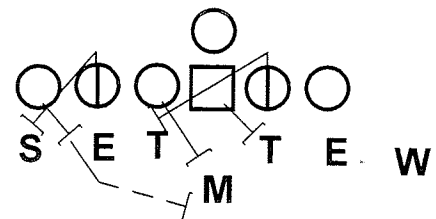
6. "U" - TE BLOCKS DOWN ON DE, TACKLE PULLS AND BLOCKS OLB



7. TESS - TACKLE ON SUPPORT



8. I TRAP



PASS STRUCTURE

1. K-Pass

-Quick series; 3 step drop by the QB

Example: K92 = 3 step drop by QB & 6 man protection (including the H)

2. 100 / 300 Series

-any type of play action. Backs will either have a free release or blocking assignment. QB sets up in the tackle box.

A. 144/145 = 2 back flow playaction, FB blocks Mike

B. 146/147 = 2 back flow playaction, FB blocks OLB or releases strong

C. 344/345 = 2 back web playaction, FB blocks Mike

D. 346/347 = 2 back web playaction, FB blocks OLB or releases weak

E. 102/103 = 2 back split playaction

F. 134/135 = 1 back playaction with H in the "ace" or "dot" position

G. 122/123 = 1 back playaction with the H in the offset position and crosses the formation

H. 112/113 = 1 back playaction with the H in the offset position and fakes a same side run.

3. 800 / 900 Series

A. 800/900 Sprint = QB will sprint quickly outside the tackle box either right or left and will throw quickly while on the run.

B. 800/900 Dash = QB drops back and then turns either right or left and tries to get outside of contain quickly. Can be run or pass.

Example: 1. 800 Sprint / Dash = QB sprints/dashes to the right

2. 900 Sprint / Dash = QB sprints/dashes to the left

Naked / Boot

-Back will fake play called. Line blocks play called. QB fakes play called & breaks contain away from fake. QB gets outside of the tackle box. Can be run or pass.

-Boot = OG pulls with QB

-Naked = No pulling guard

Examples: 144 Naked, 344 Naked, 102 Naked, 147 Cross Naked, 345 Cross Naked

5. Dropback Protection (50, 60, 70, 80, 90 series)

A. 50/51 = 7 man protection (2 backs & O-line)

B. 58/59 = 8 man protection (2 backs, 1 TE & O-line)

C. 70/71 = 7 man protection (1 back, 1 TE & O-line)

D. 72/73 = 6 man protection (1 TE & O-line; back free releases)

E. 74/75 = 7 man protection (2 TE & O-line; back free releases)

F. 80/81 = 7 man protection with a "Y,Y Wing" (2 TE & O-line; back free releases)

G. 88/89 = 8 man protection with a "Y,Y Wing" (2 TE, 1 back & O-line)

H. 92/93 = 6 man protection (1 back & O-Line)

I. 94/95 = 5 man protection (O-line; back free releases)

J. 95 = 5 man protection in Empty (O-line)

Summary:

5 man protection: Last digit ends with a 4 or 5

6 man protection: Last digit ends with a 2 or 3

7 man protection: Last digit ends with a 0, 1, 4, or 5

8 man protection: Last digit ends with a 8 or 9

60 Series

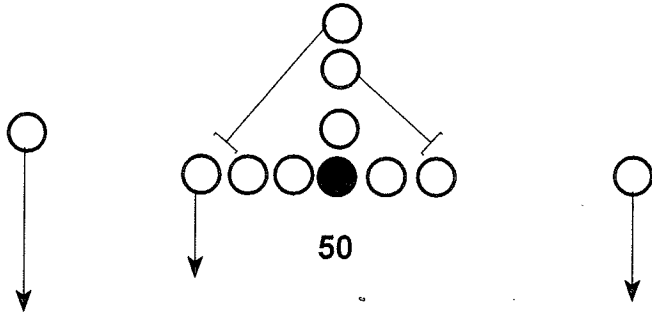
-Any protection that begins with a "6" indicates full slide protection.

Example: 60 = 7 man protection (0 TE, 2 backs)

PROTECTIONS: 2 BACKS

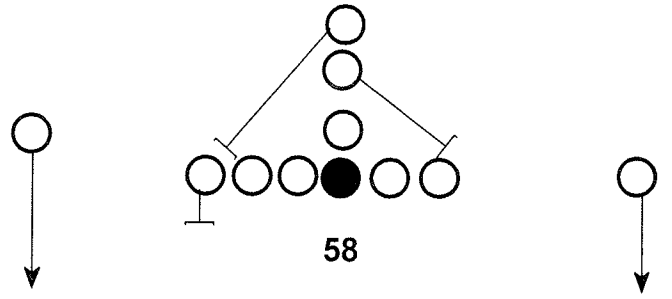
50 / 51

7 Man Protection-Both backs stay in to block;
 TE releases
 50 = H blocks to the right
 51 = H blocks to the left



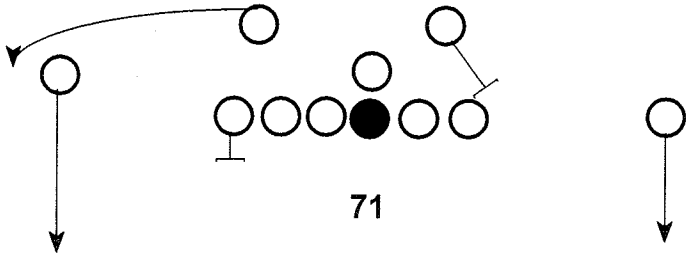
58/59

8 Man Protection-Both backs stay in to block
 58 = H blocks to the right
 59 = H blocks to the left



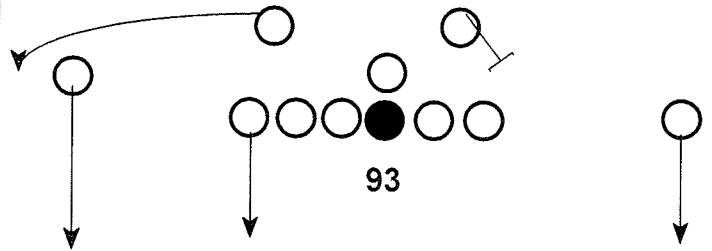
70/71

7 Man Protection-1 Back and TE stay in to block
 -1 Back free releases
 70 = Back blocks to the right
 71 = Back blocks to the left



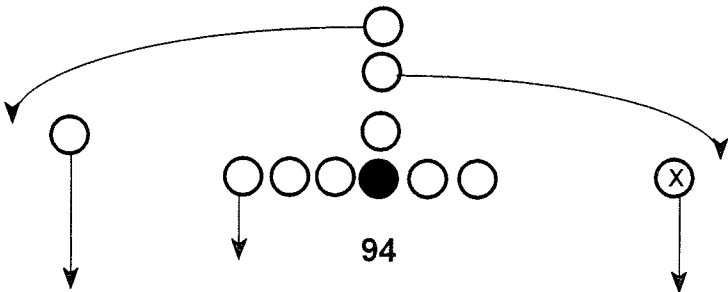
92/93

6 Man Protection-1 Back stays in to block
 -1 Back free releases; TE releases
 92 = Back blocks to the right
 93 = Back blocks to the left



94/95

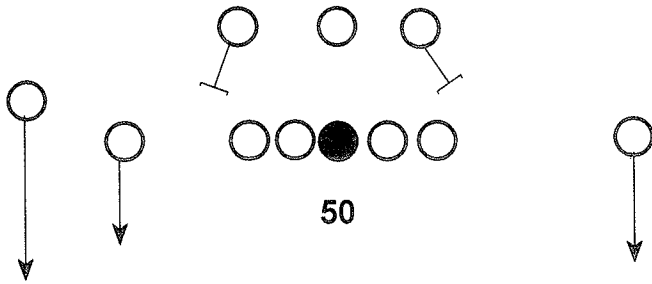
5 Man Protection-No backs stay in to block
 -2 Back free releases; TE releases
 94 = Back blocks to the right
 95 = Back blocks to the left



PROTECTIONS: SILVER PERSONNEL / 1 BACK

50 / 51

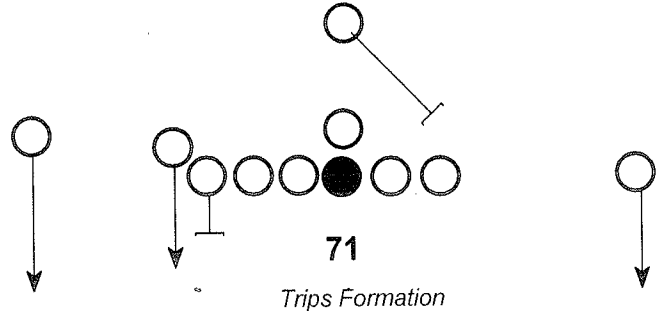
7 Man Protection-Both H & U stay in to block
 - H blocks to the right
 - H blocks to the left



50

70/71

7 Man Protection-1 TE & Back stay in to block; 1 TE releases
 70 = H blocks to the right
 71 = H blocks to the left

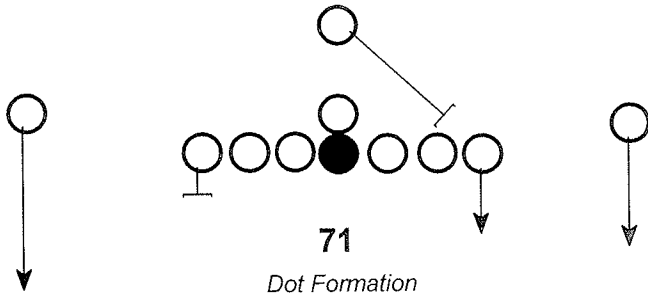


71

Trips Formation

70/71

7 Man Protection-1 TE & Back stay in to block; 1 TE releases
 70 = H blocks to the right
 71 = H blocks to the left

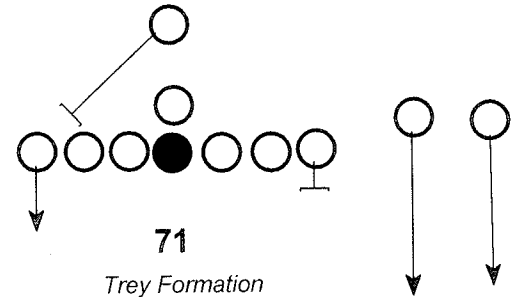


71

Dot Formation

70/71

7 Man Protection-1 TE & Back stay in to block; 1 TE releases
 70 = H blocks to the right
 71 = H blocks to the left

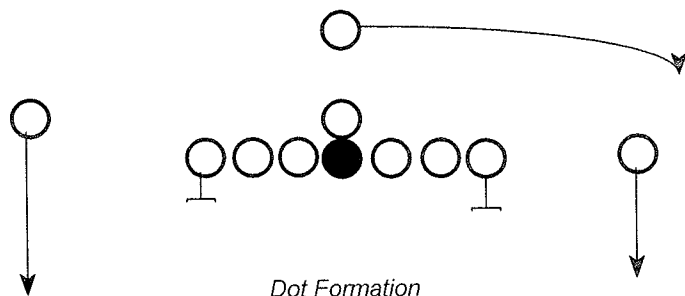


71

Trey Formation

74/75

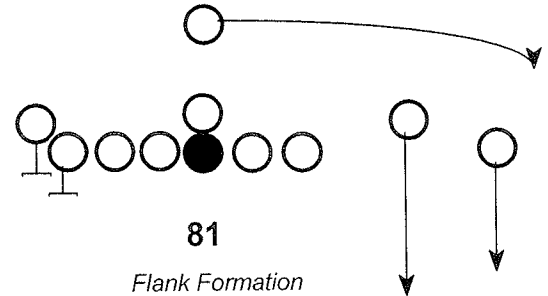
7 Man Protection-2 TE stay in to block; Back releases



Dot Formation

80/81

7 Man Protection-2 TE stay in to block; Back releases
 80 = H releases to the right
 81 = H releases to the left

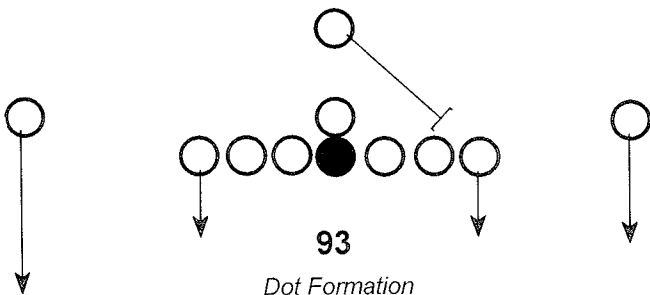


81

Flank Formation

92/93

6 Man Protection-1 Back stays in to block; 2 TE release
 92 = H blocks to the right
 93 = H blocks to the left

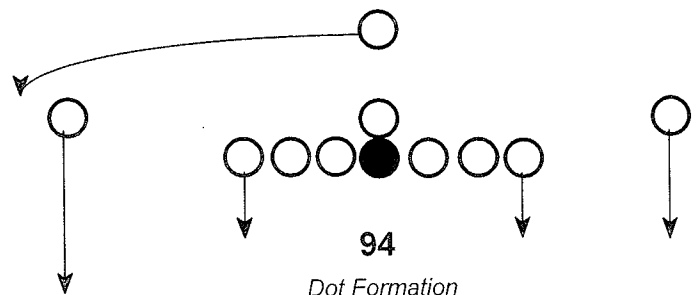


93

Dot Formation

94/95

5 Man Protection- 2 TE & Back release
 94 = H release to the right
 95 = H release to the left



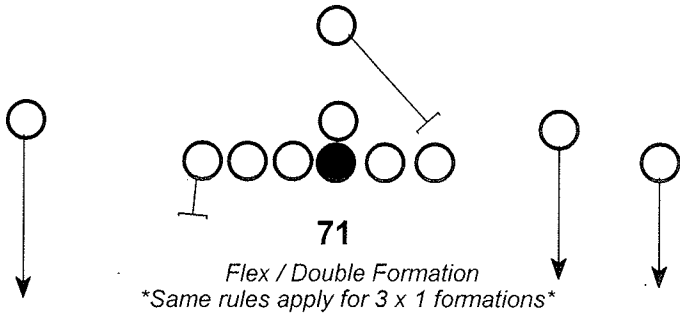
94

Dot Formation

PROTECTIONS: 1 BACK

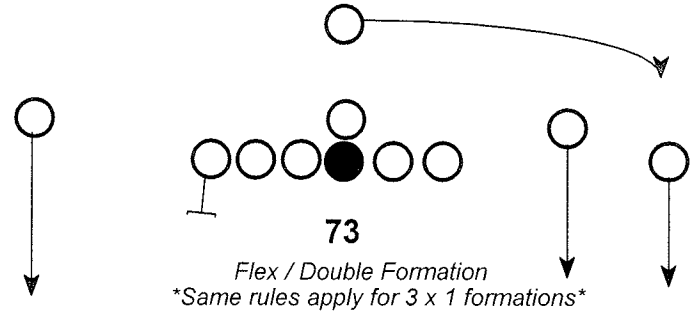
70 / 71

7 Man Protection-Both H & TE stay in to block
 70 = H blocks to the right
 71 = H blocks to the left



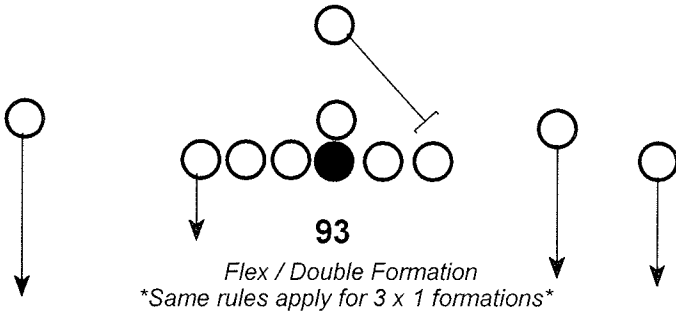
72/73

6 Man Protection-1 TE stays in to block; H releases
 70 = H releases to the right
 71 = H releases to the left



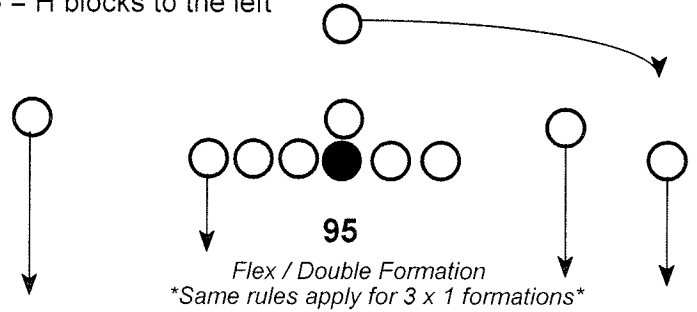
92/93

6 Man Protection-Back stays in to block; 1 TE releases
 92 = H blocks to the right
 93 = H blocks to the left



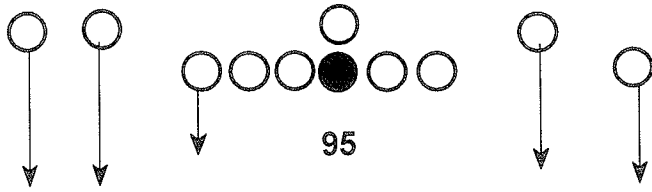
94/95

5 Man Protection-Back stays in to block; 1 TE releases
 94 = H blocks to the right
 95 = H blocks to the left

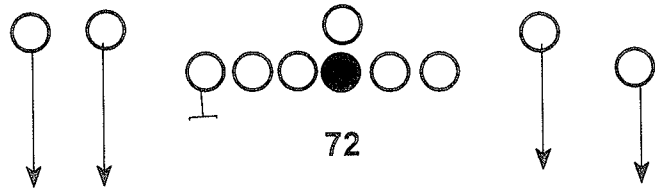


PROTECTIONS: EMPTY FORMATIONS

95
5 Man Protection- Empty Formation
All Empty Formations with 5 OL blocking



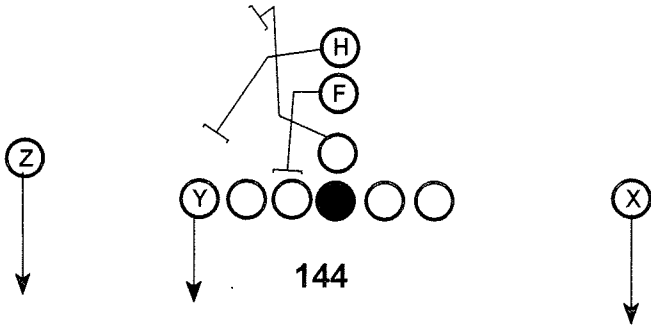
72 / 73
6 Man Protection- Empty Formation
72= TE aligns on the right
73 = TE aligns on the left



PROTECTIONS: PLAY ACTION

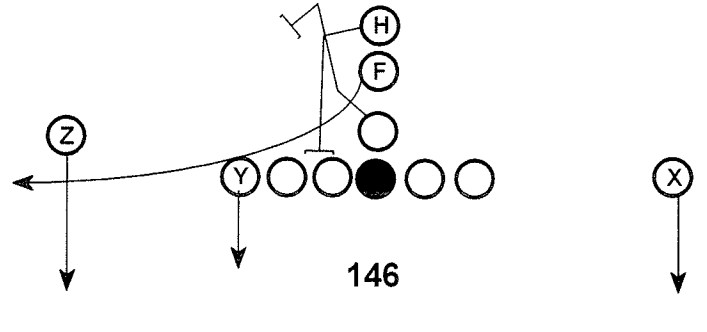
144 / 145

-Flow playaction: FB blocks Mike; H blocks OLB
 144 = Backs flow to the right
 145 = Backs flow to the left



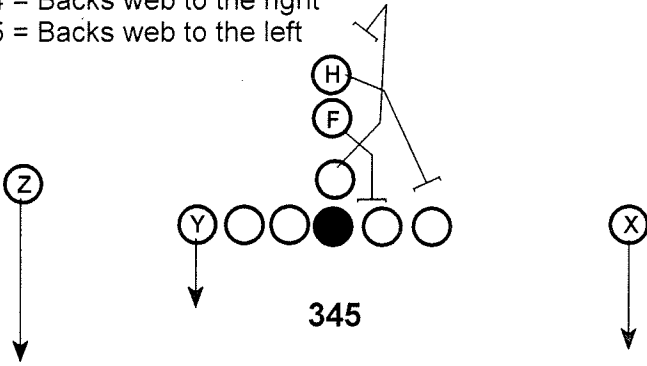
146/147

-Flow playaction: FB blocks OLB or releases strong
 146 = Backs flow to the right
 147 = Backs flow to the left



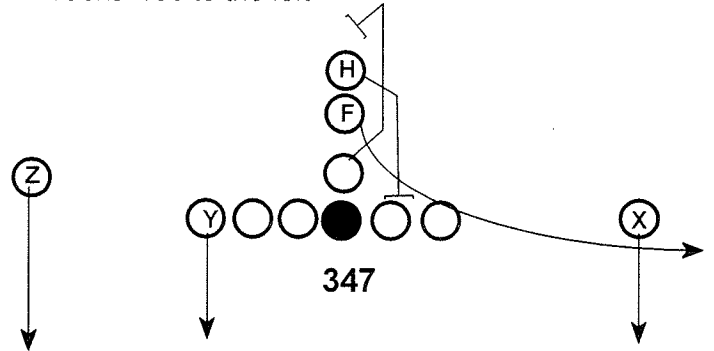
344 / 345

-Web playaction: FB blocks Mike; H blocks OLB
 344 = Backs web to the right
 345 = Backs web to the left



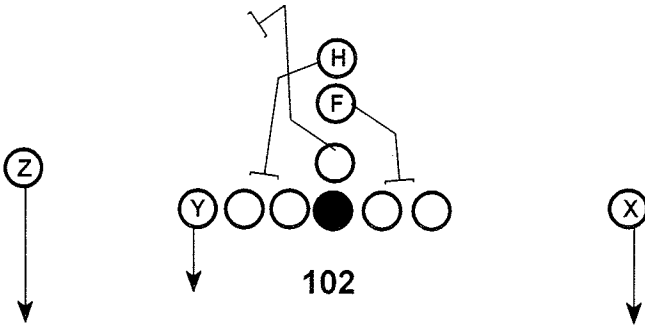
346 / 347

-Web playaction: FB blocks OLB or releases strong
 346 = Backs web to the right
 347 = Backs web to the left



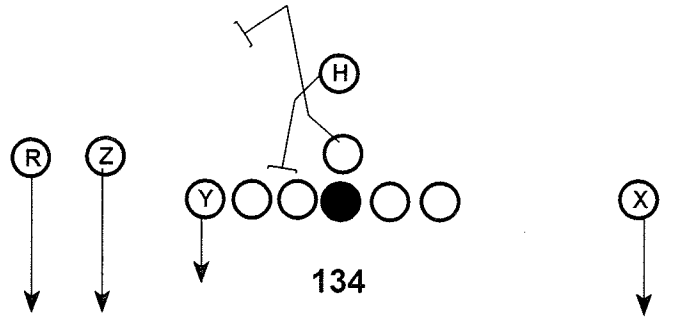
102 / 103

-Any type of split playaction
 102 = H splits to the right
 103 = H splits to the left



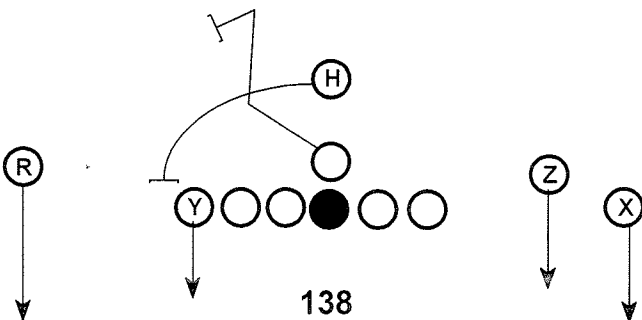
134 / 135

-1 Back playaction off of inside running plays to the H
 134 = H travels to the right
 135 = H travels to the left



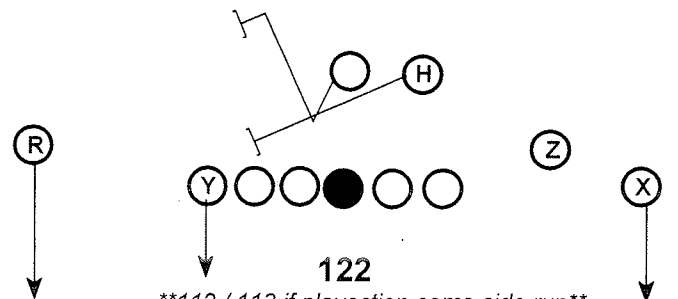
138/139

-1 Back playaction off of outside running plays to the H
 138 = H travels to the right
 139 = H travels to the left



122 / 123

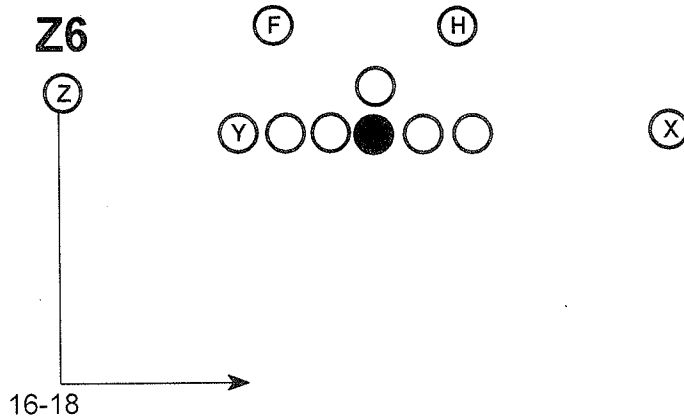
-1 Back playaction out of the gun: H travels across the formation.
 122 = H travels to the right
 123 = H travels to the left



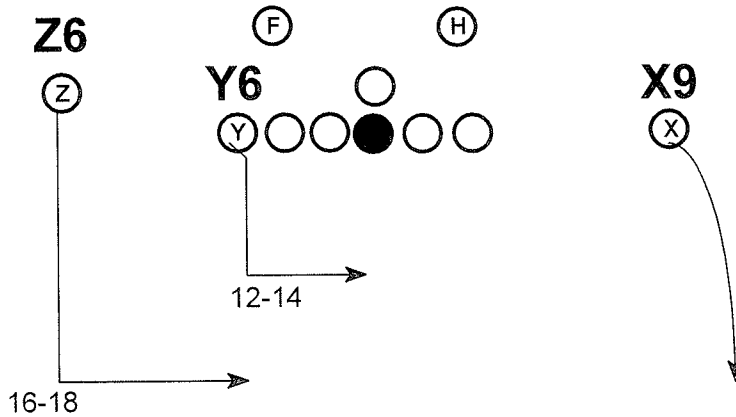
112 / 113 if playaction same side run

NUMBERING & CALLING PASS OFFENSES

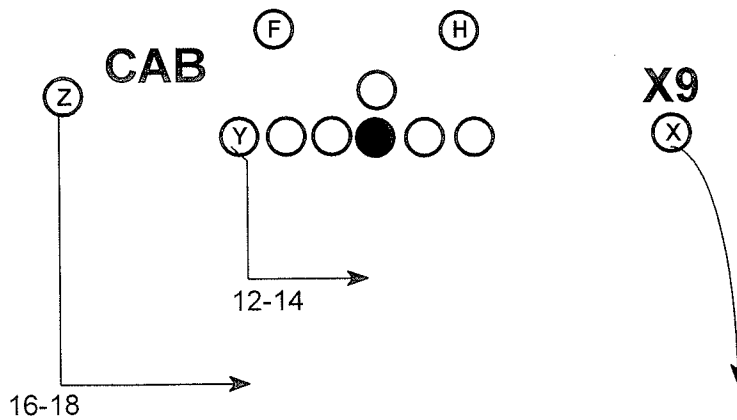
base pattern is assigned a number. The number describes the pattern .



The play can be altered to take advantage of an individual or coverage by adding a combination pattern or individual pattern to a number.

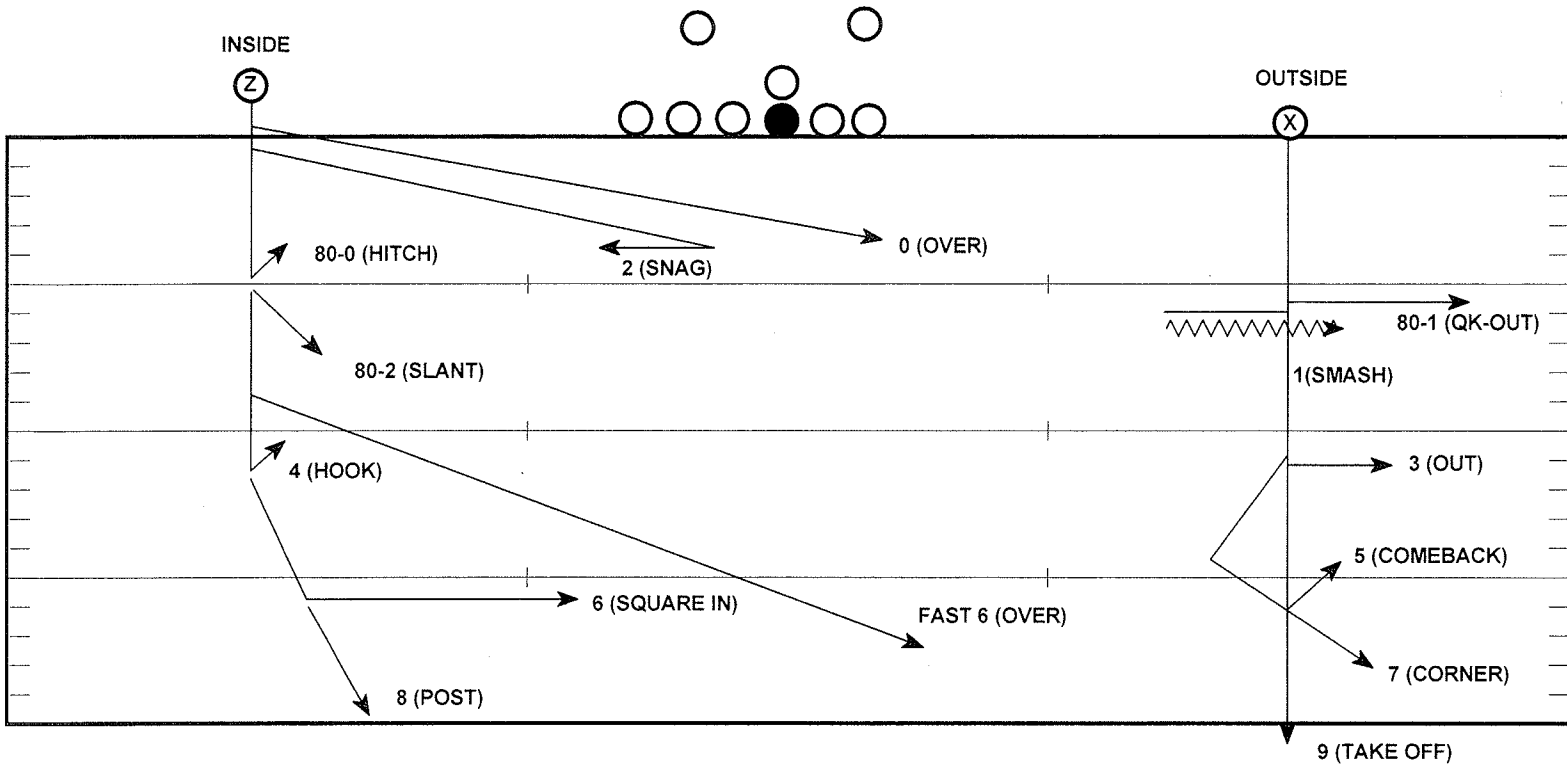


Our objective is to describe a play with a number, or a number with a word. Patterns & route combinations must be called weak to strong.



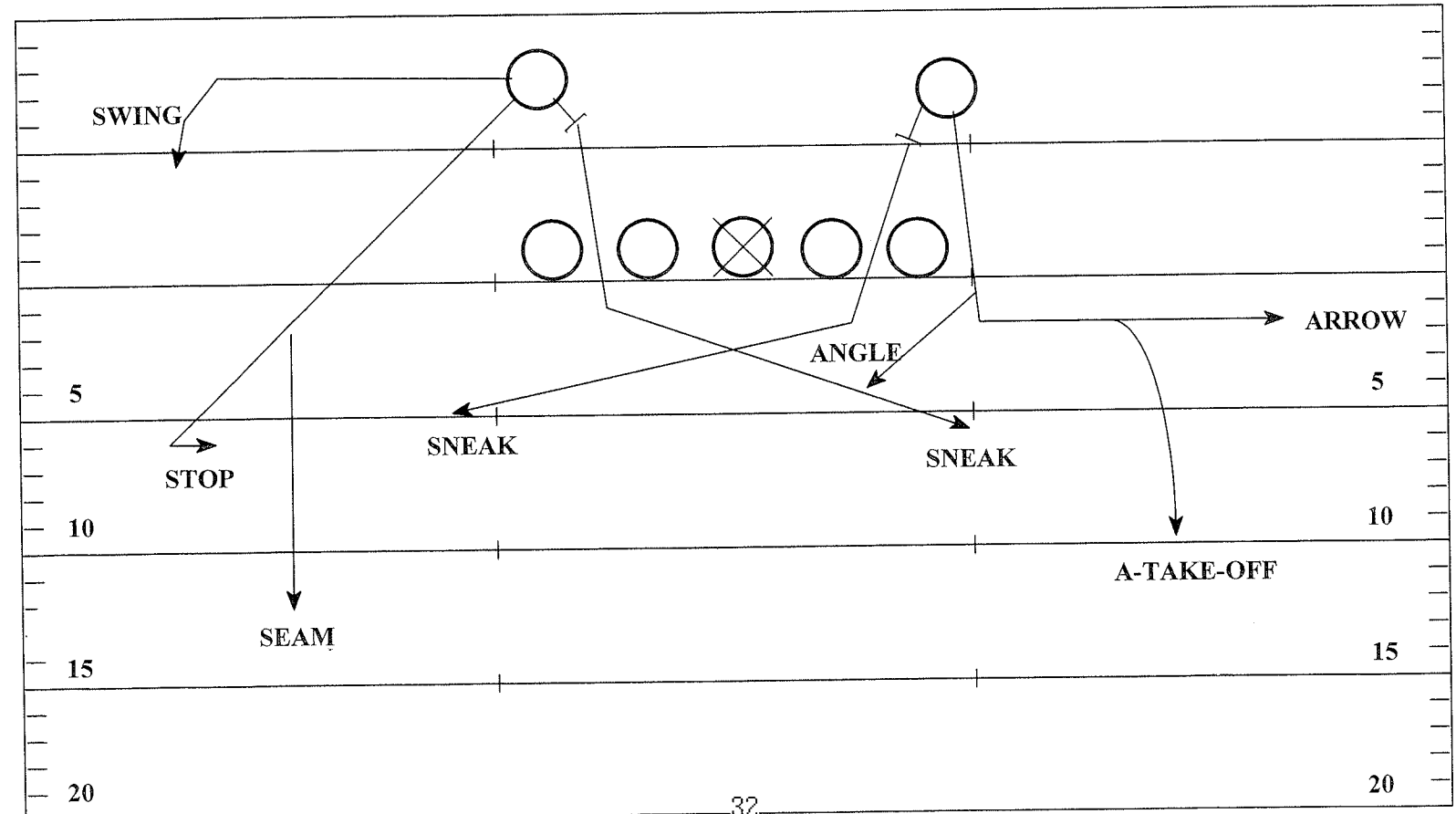
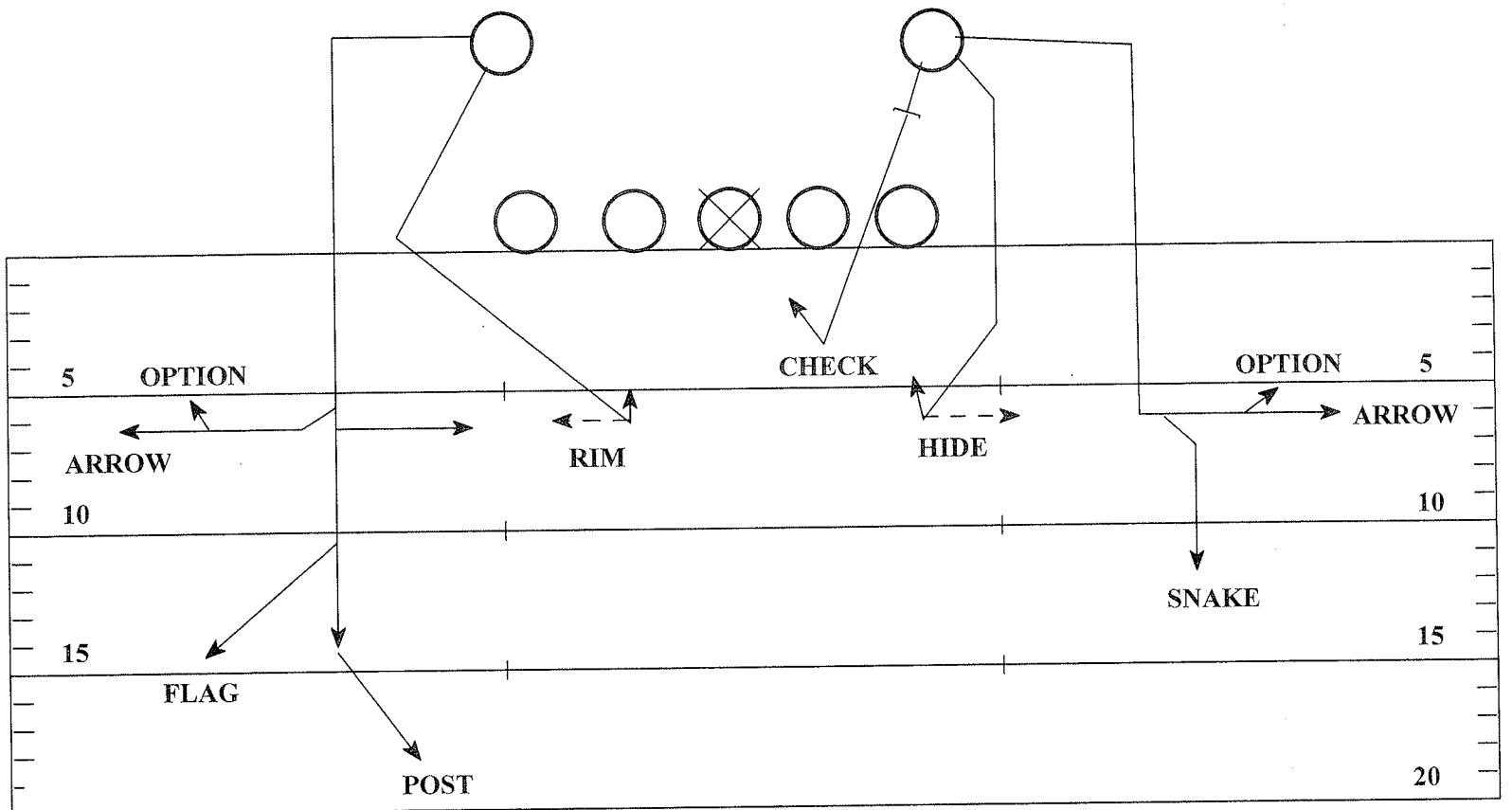
X9/CAB

INDIVIDUAL ROUTES BY "X" AND "Z"



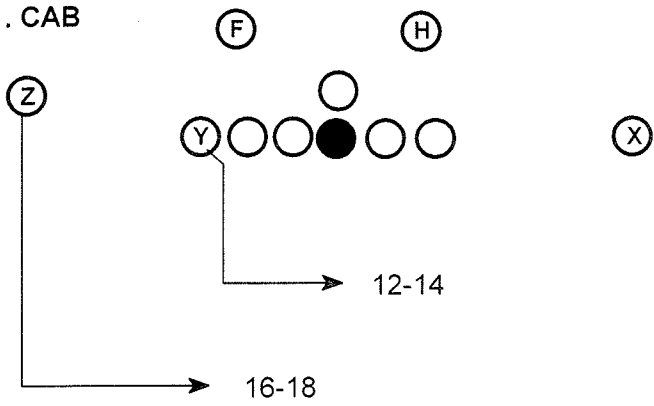
1. "K-0 HITCH" RELEASE OFF LINE 5 YARDS AND STOP, LOOKING QUICKLY FOR BALL
2. "K-1 QUICK OUT" RELEASE OFF LINE 6 TO 8 YARDS, THEN CUT SHARPLY OUTSIDE
3. "K-2 SLANT" RELEASE OFF LINE 6 TO 8 YARDS, THEN SLANT INSIDE AT 45 DEGREE ANGLE
4. "0 CROSS" RELEASE OFF LINE TO DEPTH OF 2 YARDS, THEN CONTINUE ACROSS FIELD
5. "1 SMASH" SLOW RELEASE 4 TO 6 YARDS, THEN BREAK TO CLEARED OUT AREA
6. "2 SNAG" RELEASE OFF LINE TO DEPTH OF 2 YARDS, START ACROSS FIELD AND THEN WHIP BACK TO THE OUTSIDE
7. "3 OUT" RELEASE OFF LINE TO DEPTH OF 12 YARDS, THEN CUT SHARPLY OUTSIDE
8. "4 HOOK" RELEASE OFF LINE TO DEPTH OF 14 YARDS, STEP BACK TO QB FOR BALL
9. "5 COMEBACK" RELEASE OFF LINE TO DEPTH OF 16 YARDS, THEN COMEBACK TO THE OUTSIDE AT A 45 DEGREE ANGLE FOR BALL
10. "6 SQUARE IN" RELEASE OFF LINE TO DEPTH OF 16 YARDS, THEN CUT SHARPLY ACROSS FIELD WITHOUT GAINING GROUND
11. "FAST 6 OVER" RELEASE OFF LINE AND CROSS THE FIELD GAINING GROUND TO A DEPTH OF 15 TO 18 YARDS
12. "7 CORNER" RELEASE OFF LINE 8 TO 10 YARDS, BREAK IN ON POST MOVE, THEN BREAK OUT AND UPFIELD
13. "8 POST" RELEASE OFF LINE 12 TO 14 YARDS, THEN SLANT INSIDE AT A 45 DEGREE ANGLE
14. "9 TAKE OFF" BEAT THE MAN OR DEFENSE DEEP; METHOD OR MOVE WILL VARY

BACKFIELD ROUTE TREE

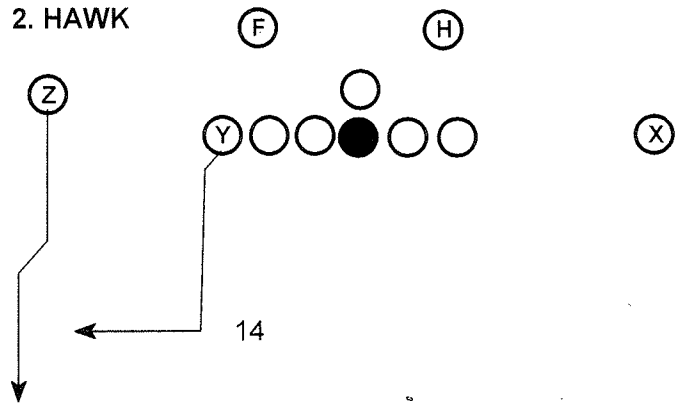


TE / FLANKER SIDE COMBINATION PATTERNS

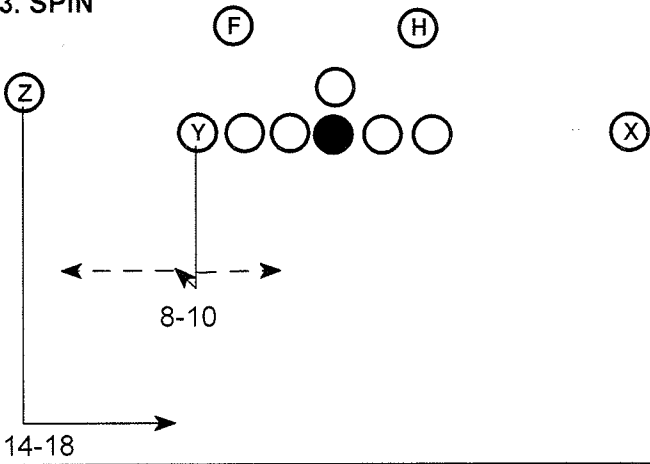
1. CAB



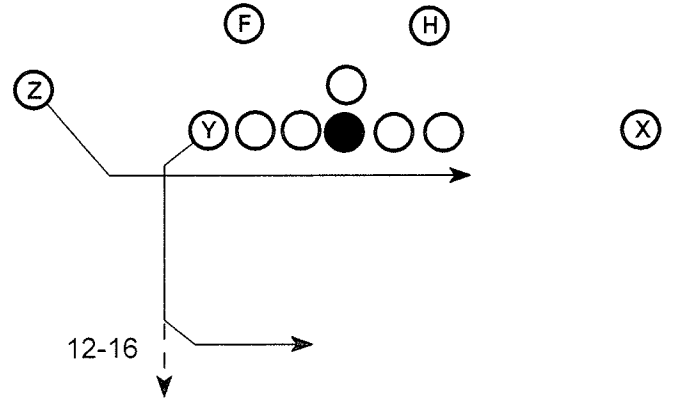
2. HAWK



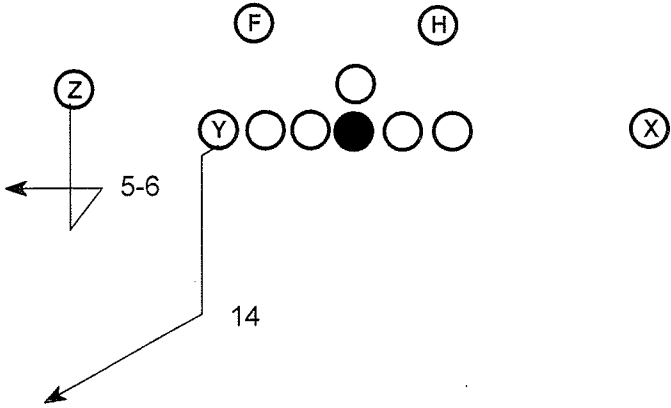
3. SPIN



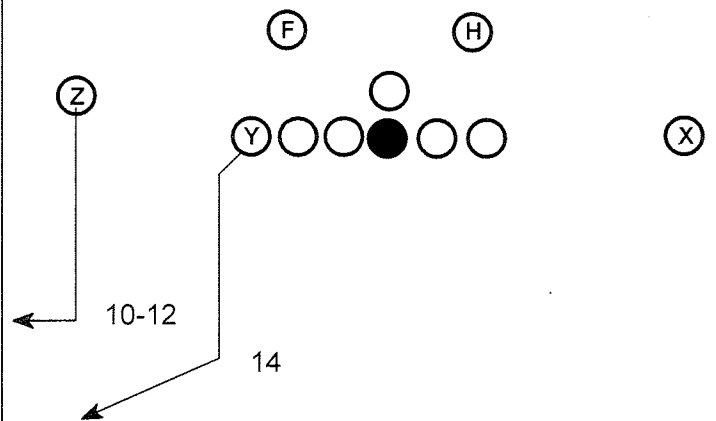
4. Z-DRIVE



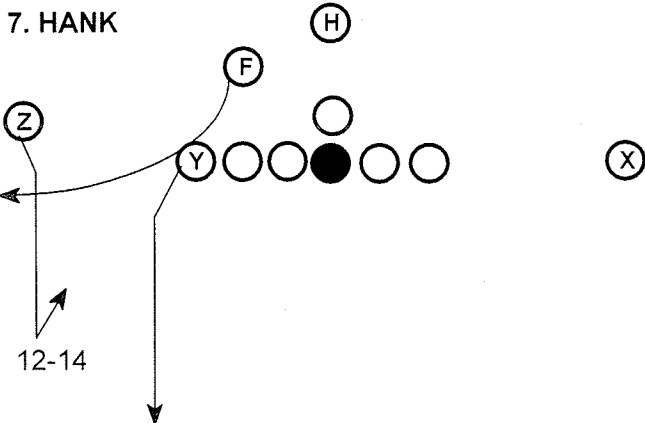
5. SMASH



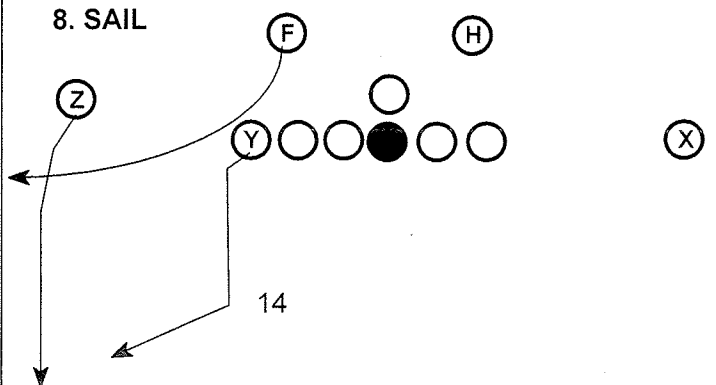
6. WOLF



7. HANK

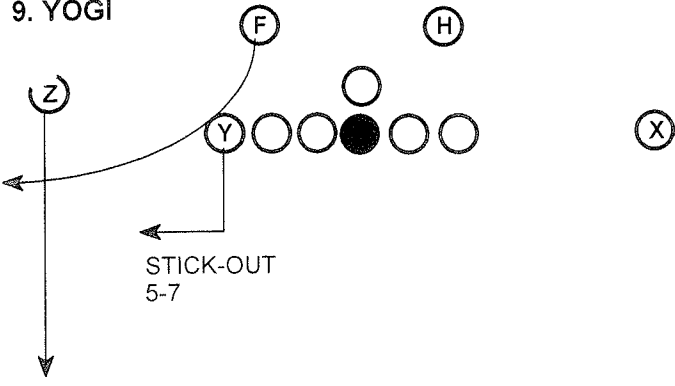


8. SAIL

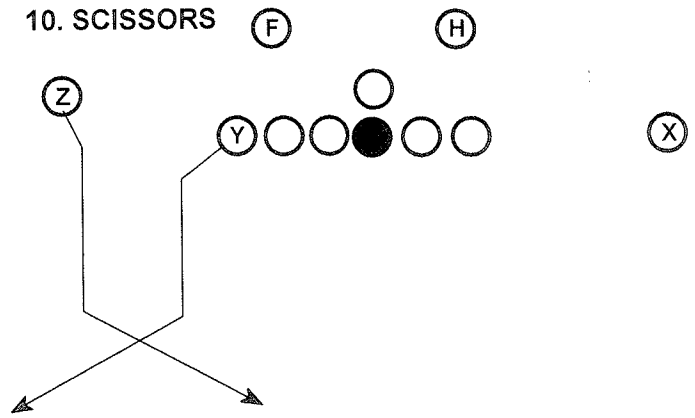


TE / FLANKER SIDE COMBINATION PATTERNS

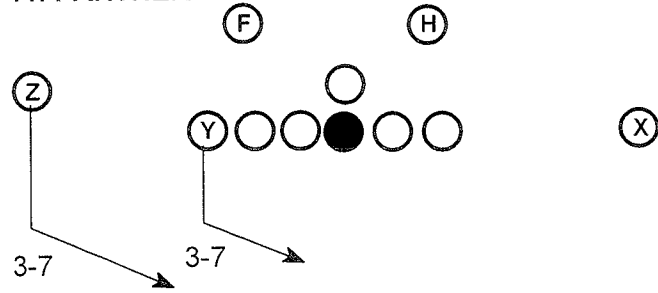
9. YOGI



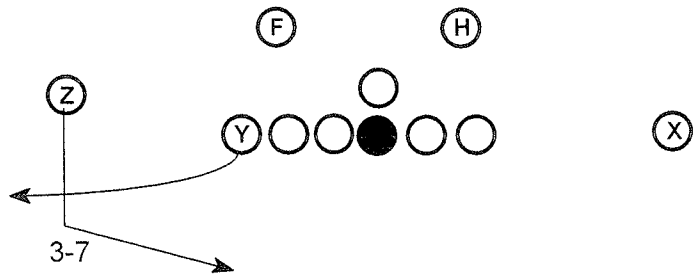
10. SCISSORS



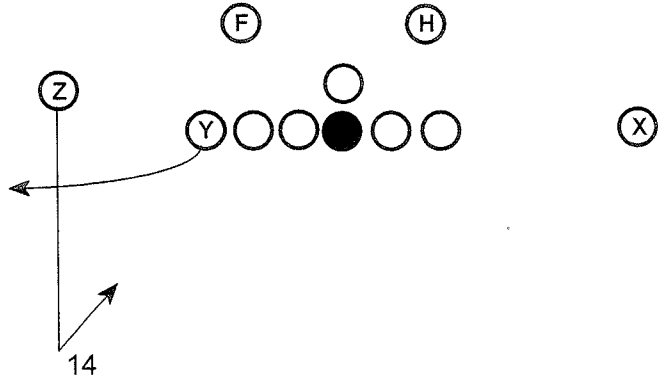
11. PANTHER



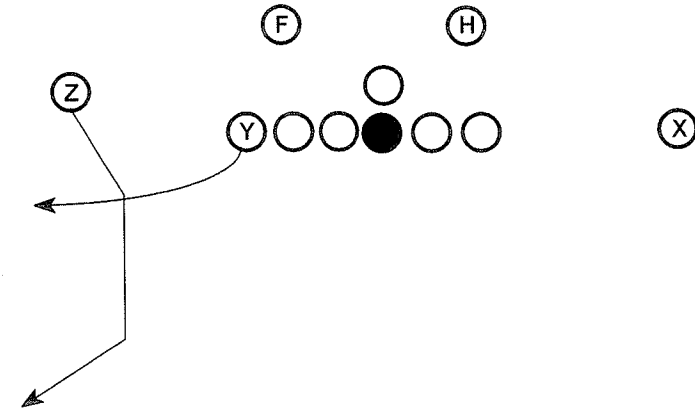
12. SLAY



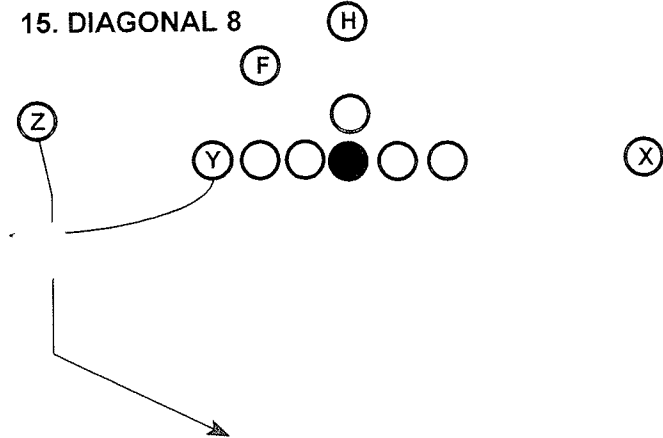
13. DIAGONAL CURL



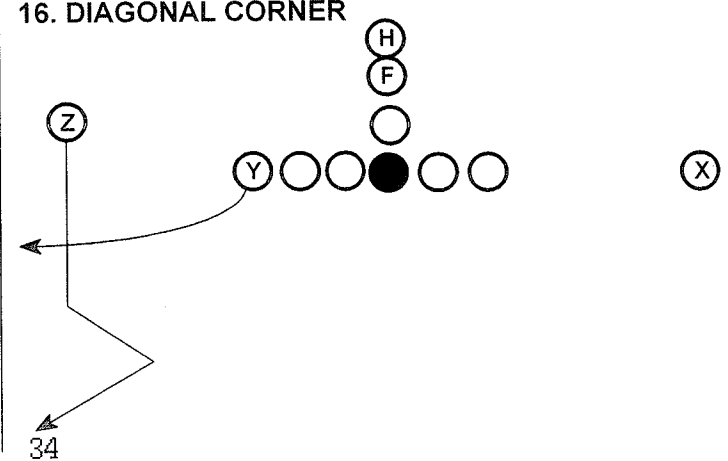
14. DIAGONAL 7



15. DIAGONAL 8



16. DIAGONAL CORNER

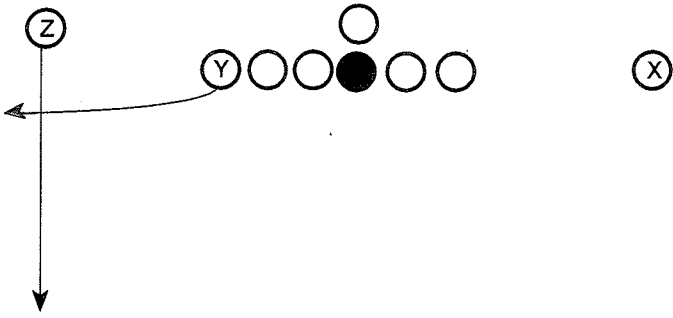


TE / FLANKER SIDE COMBINATION PATTERNS

17. DIAGONAL 9

(F)

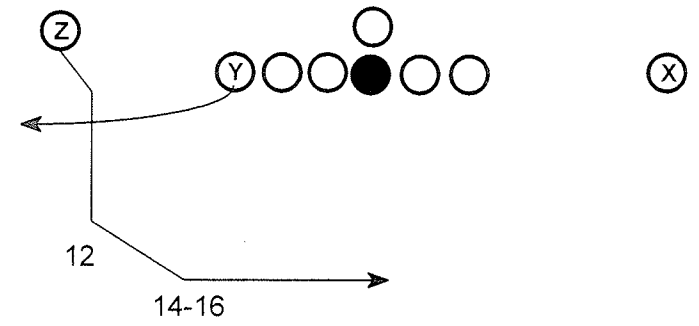
(H)



18. DIAGONAL 6

(F)

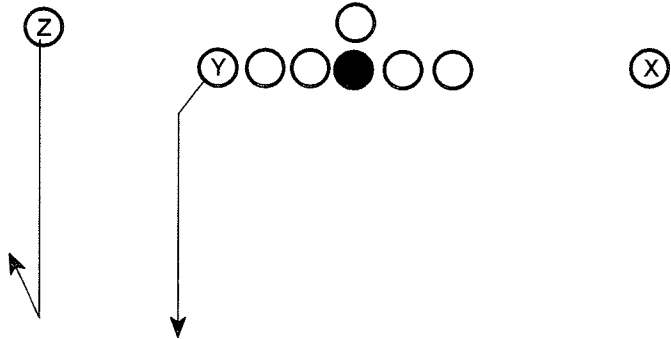
(H)



19. POLE

(F)

(H)

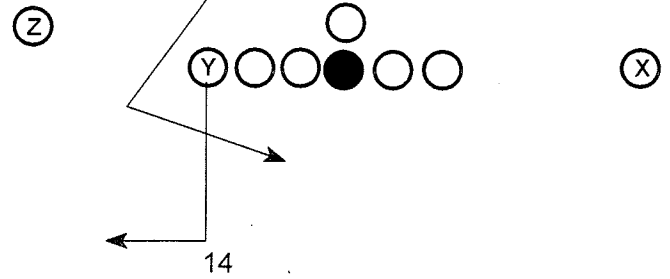


20. F ANGLE

(Z)

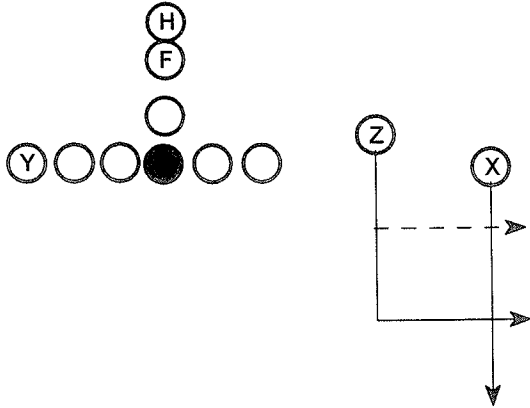
(F)

(H)

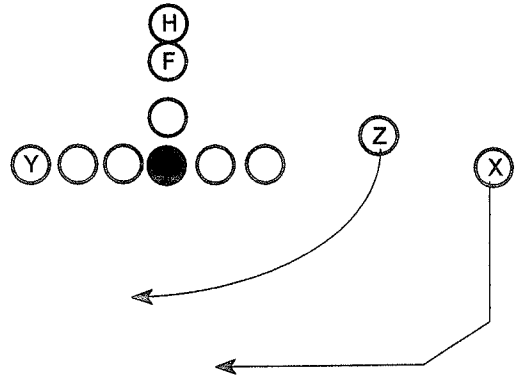


2 OPEN COMBINATION PATTERNS

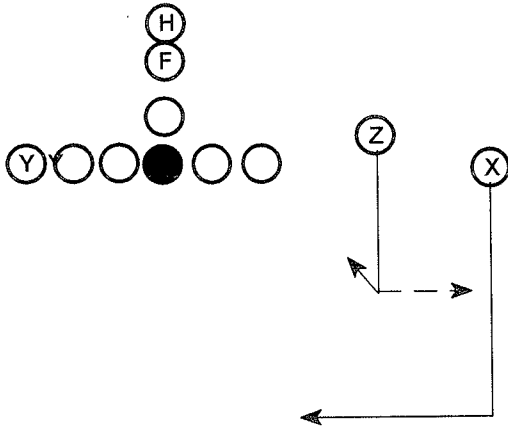
1. HAWK



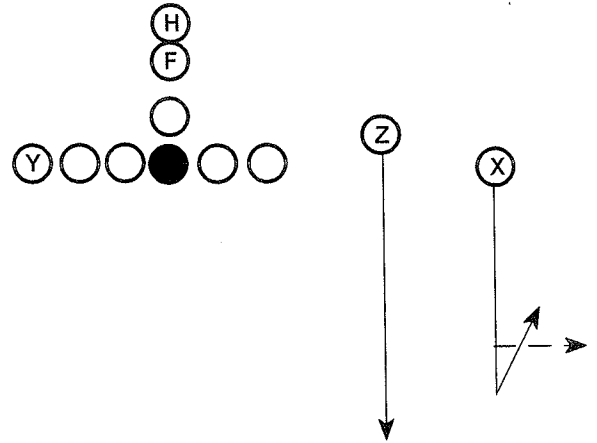
2. CAB



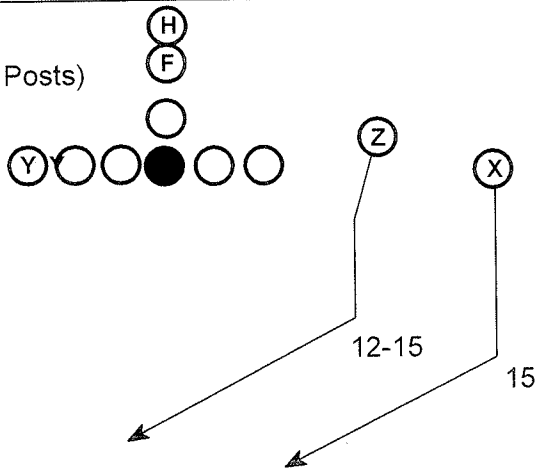
3. SPIN



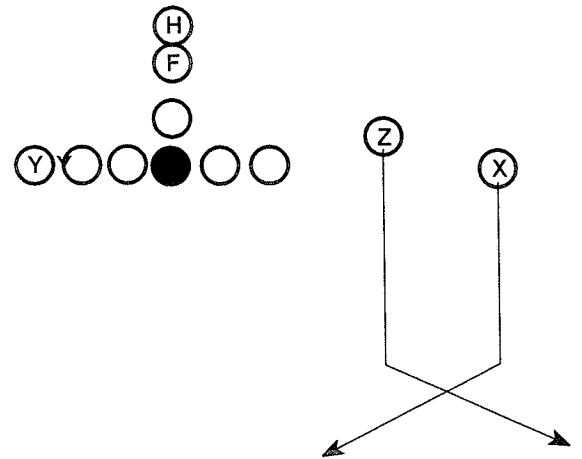
4. POLE



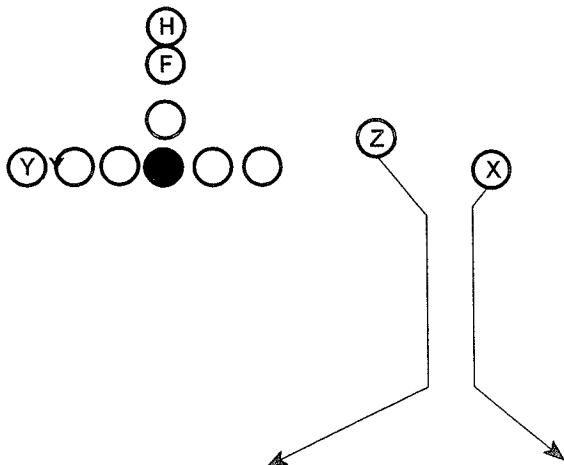
5. PAM
(Double Posts)



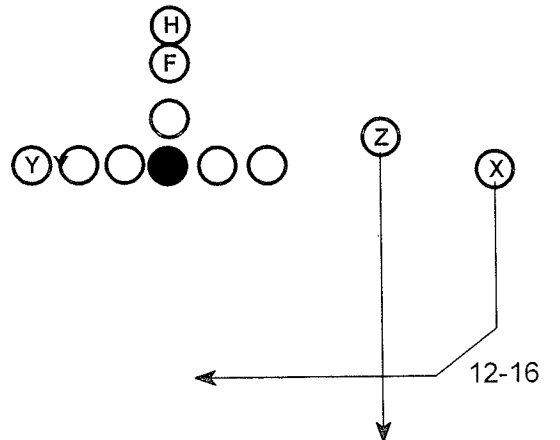
6. SCISSORS



7. DIVIDE

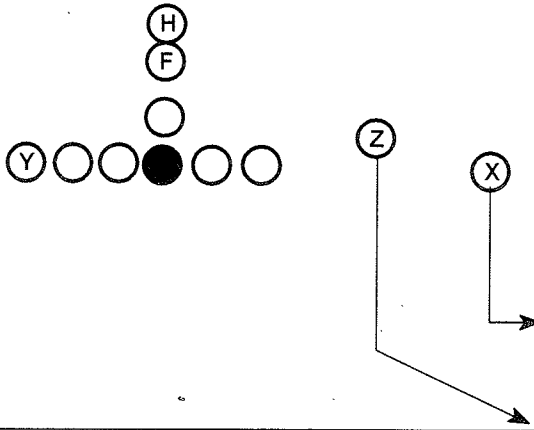


8. CREASE

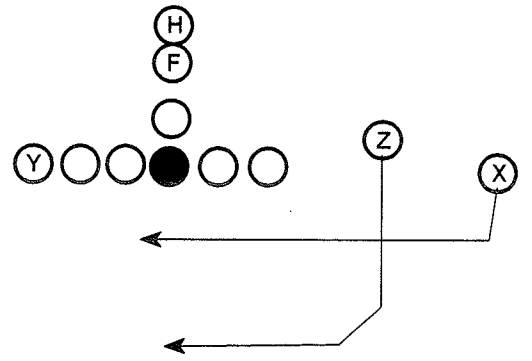


2 OPEN COMBINATION PATTERNS

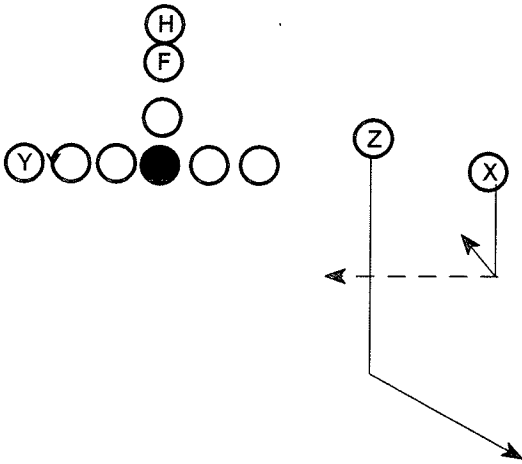
9. WOLF



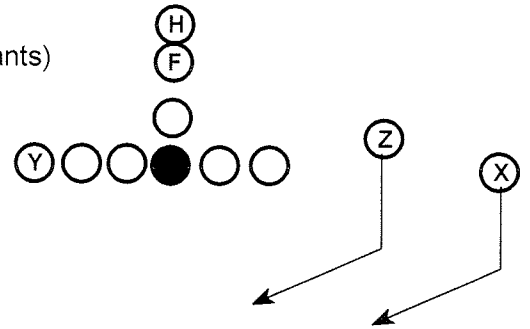
10. CRASH



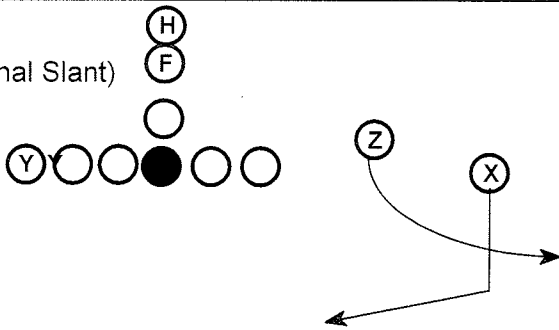
11. SMASH



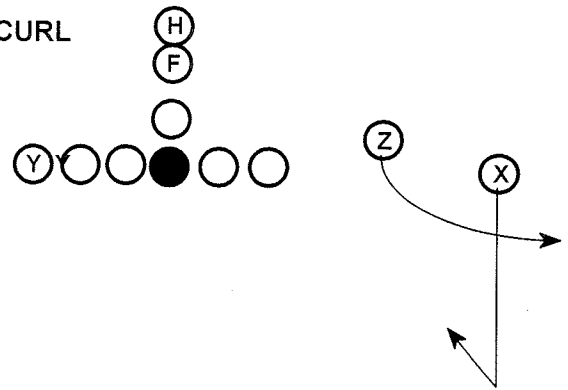
12. PANTHER
(Double Slants)



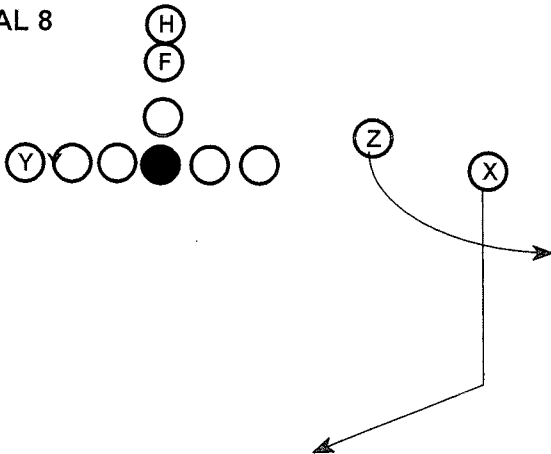
13. SLAY
(Diagonal Slant)



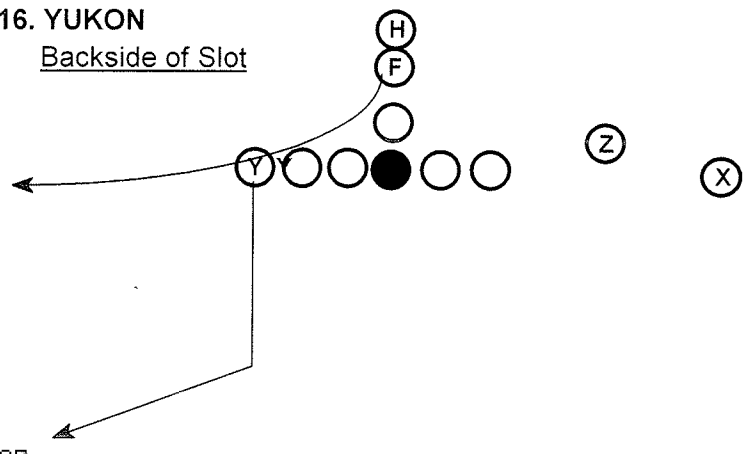
14. DIAGONAL CURL



15. DIAGONAL 8

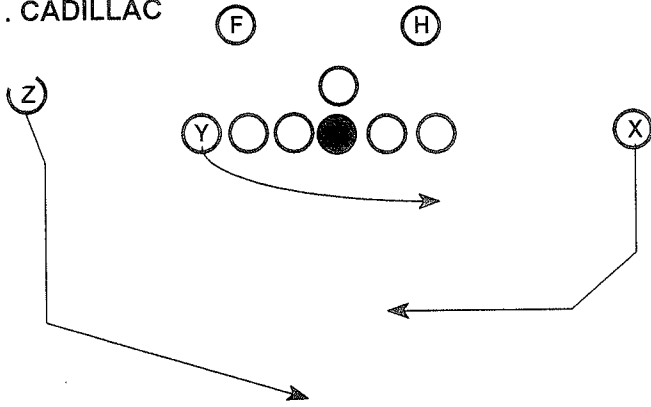


16. YUKON
Backside of Slot

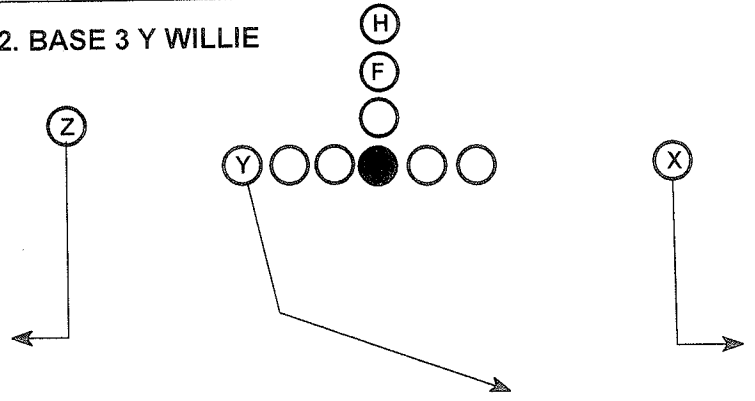


COMBINATION OR MIRRORED PATTERNS

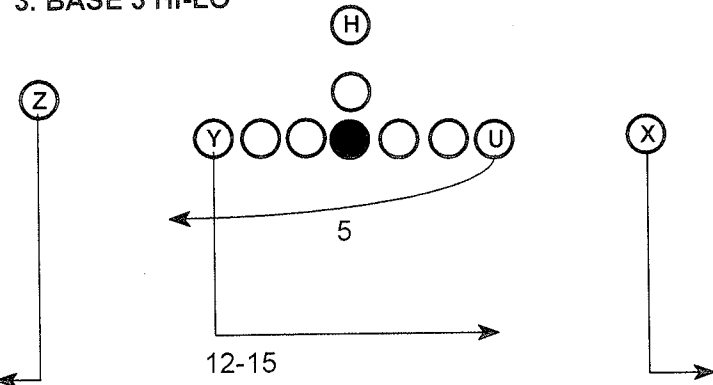
1. CADILLAC



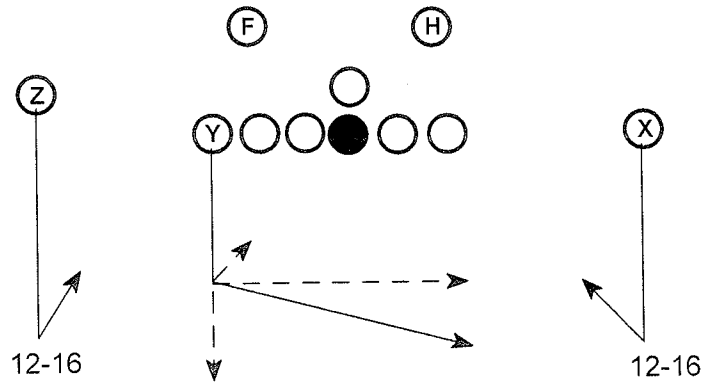
2. BASE 3 Y WILLIE



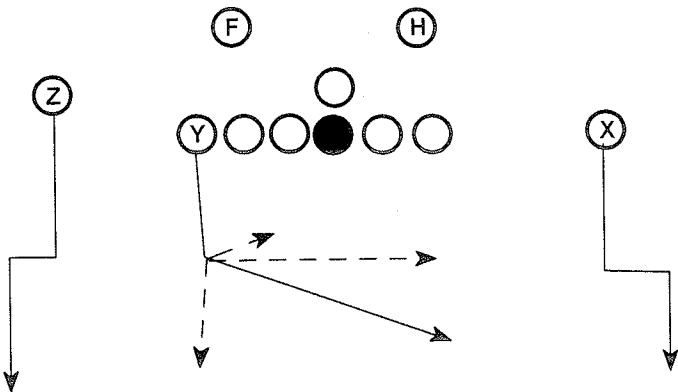
3. BASE 3 HI-LO



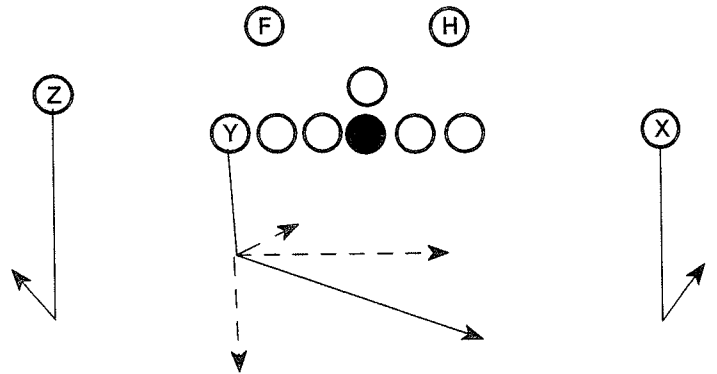
4. BASE 4 Y MID-READ



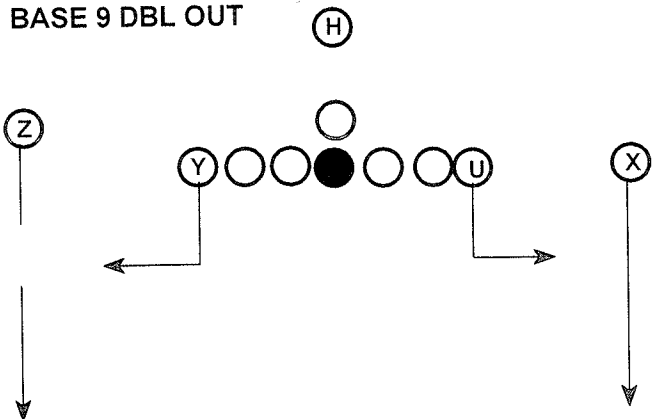
5. BASE OUT-UP Y MID-READ



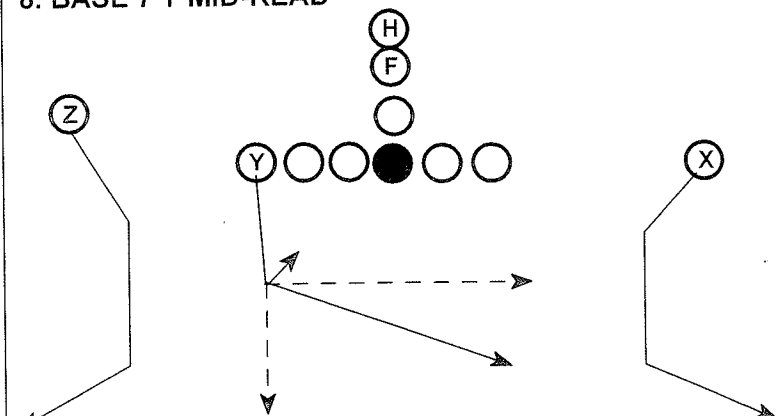
6. BASE 5 Y MID-READ



7. BASE 9 DBL OUT

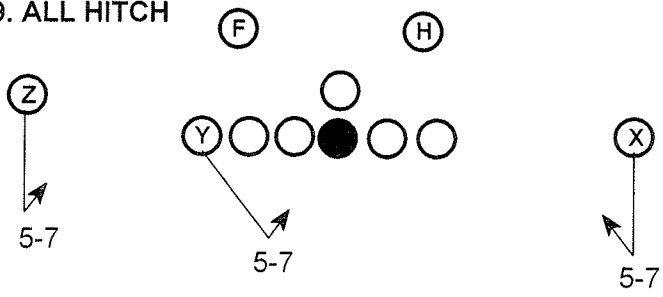


8. BASE 7 Y MID-READ

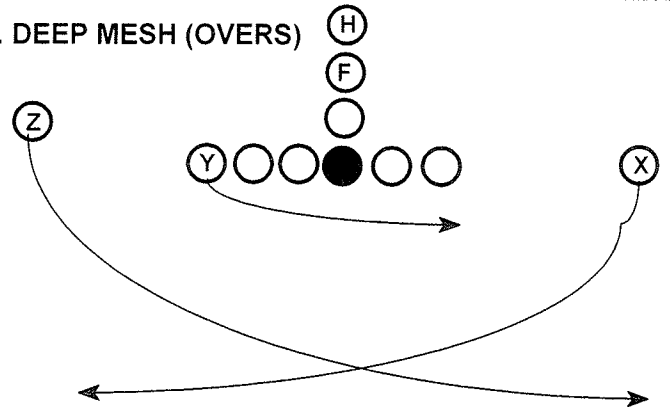


COMBINATION OR MIRRORED PATTERNS

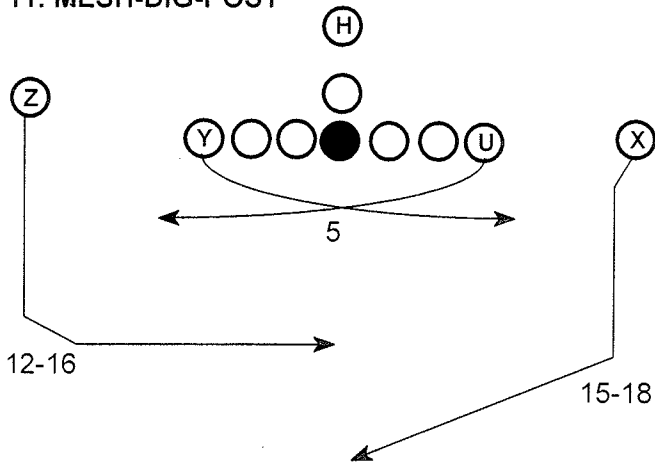
9. ALL HITCH



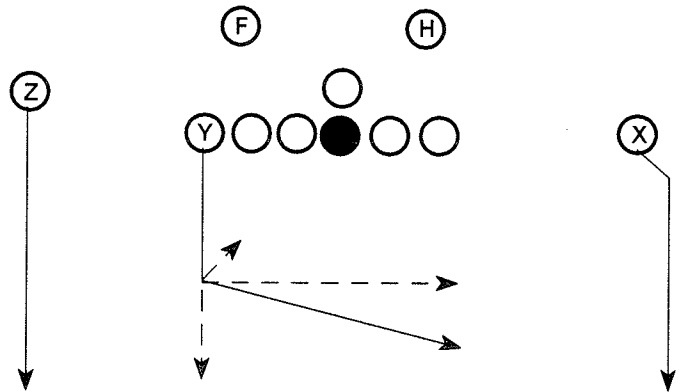
10. DEEP MESH (OVERS)



11. MESH-DIG-POST

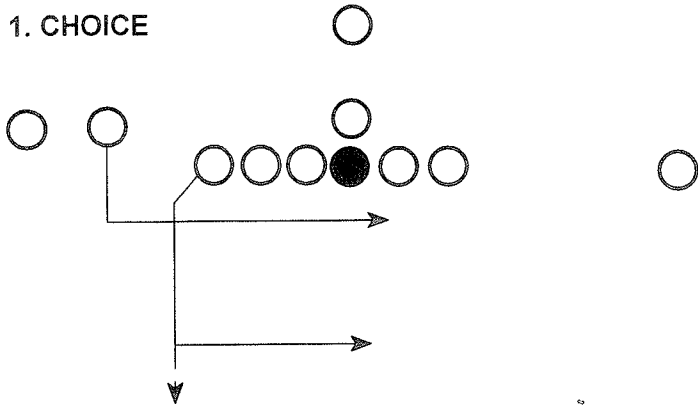


12. BASE 9 Y MID-READ

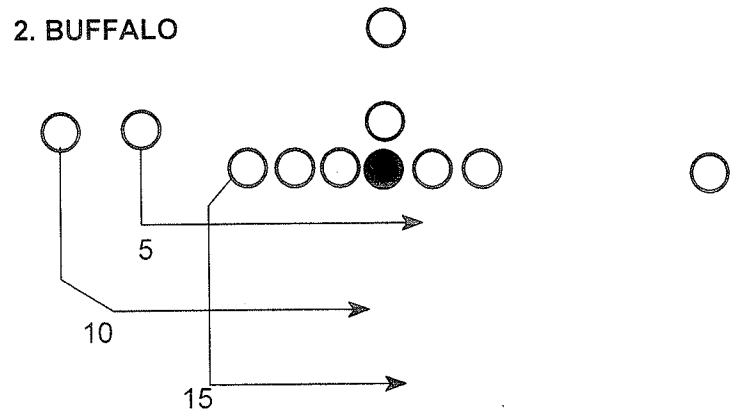


3 x 1 COMBINATION PATTERNS

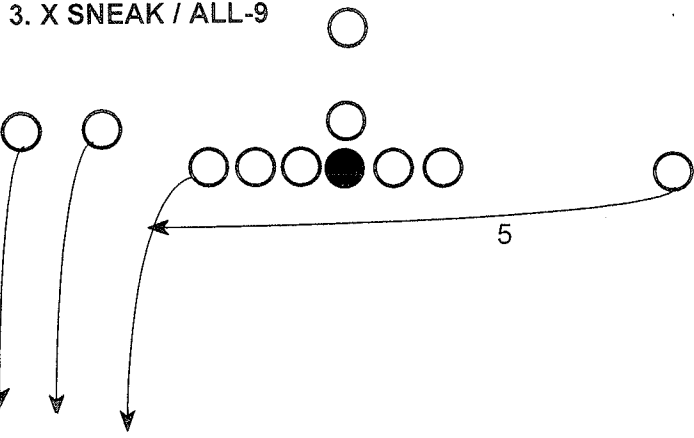
1. CHOICE



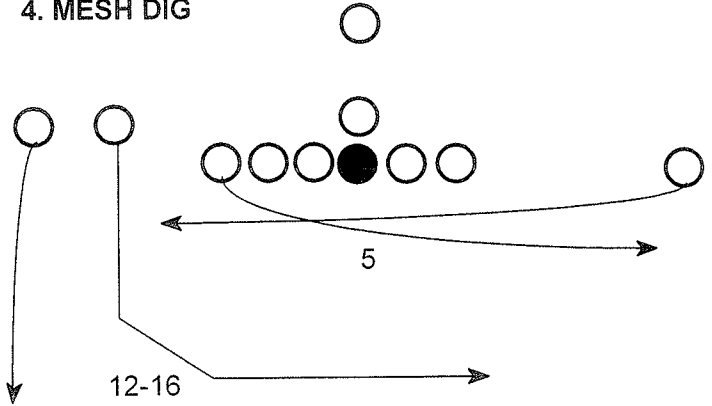
2. BUFFALO



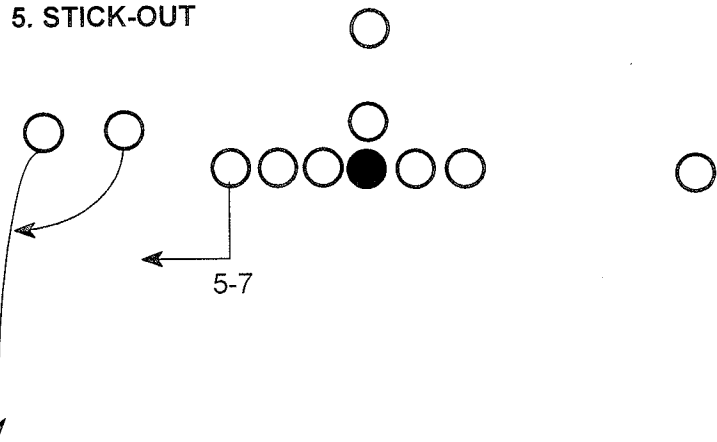
3. X SNEAK / ALL-9



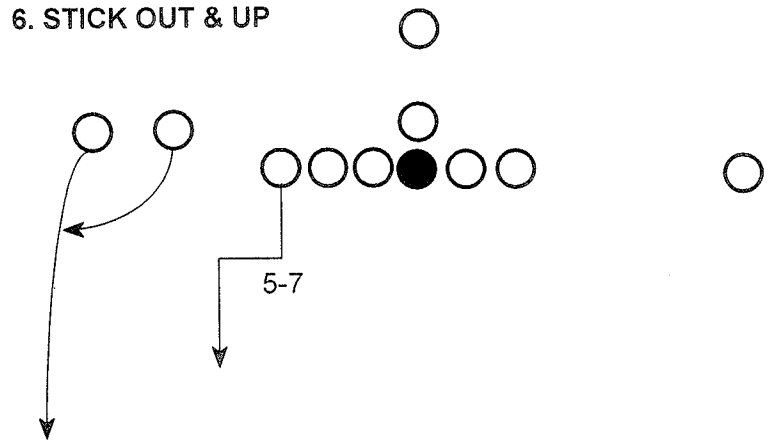
4. MESH DIG



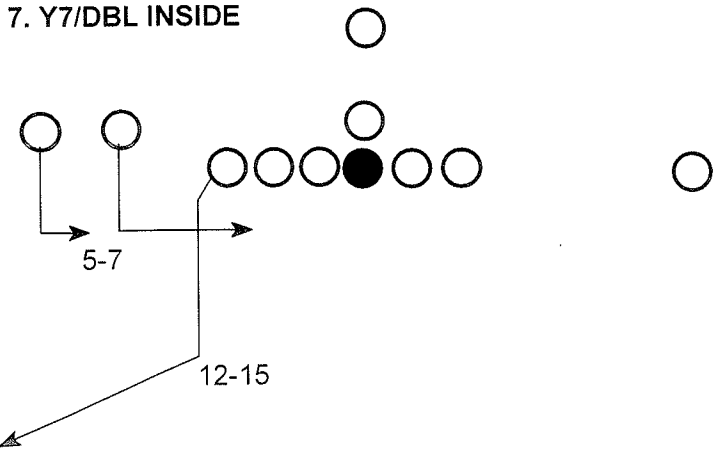
5. STICK-OUT



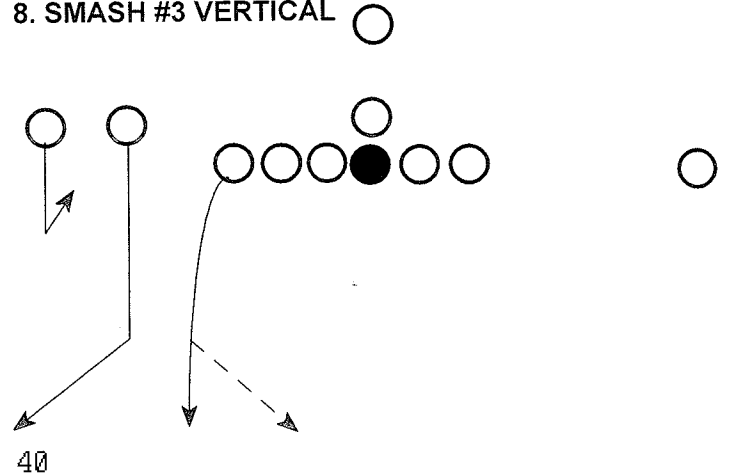
6. STICK OUT & UP



7. Y7/DBL INSIDE

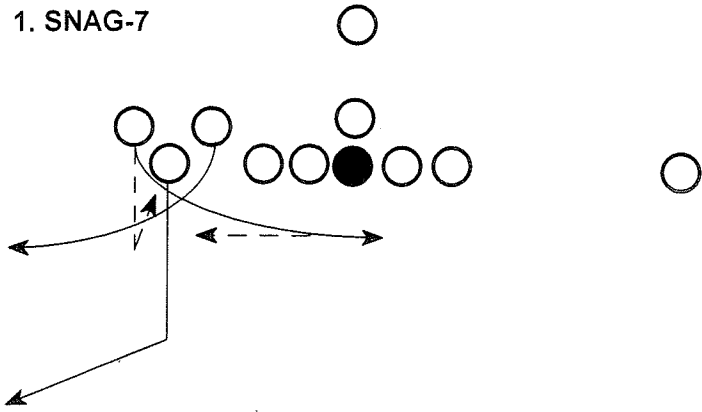


8. SMASH #3 VERTICAL

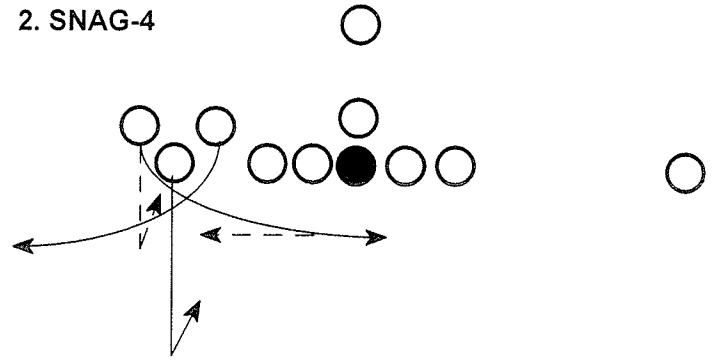


BUNCH COMBINATION PATTERNS

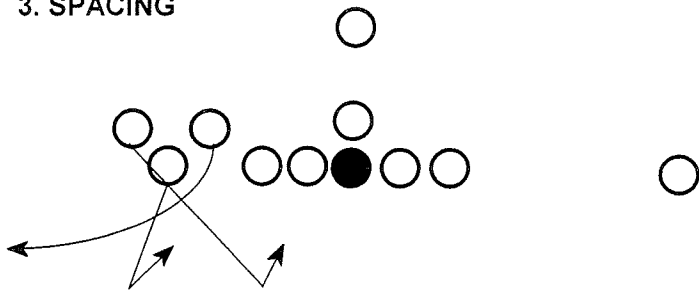
1. SNAG-7



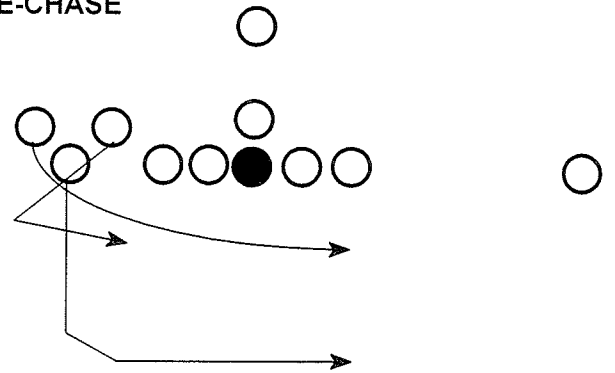
2. SNAG-4



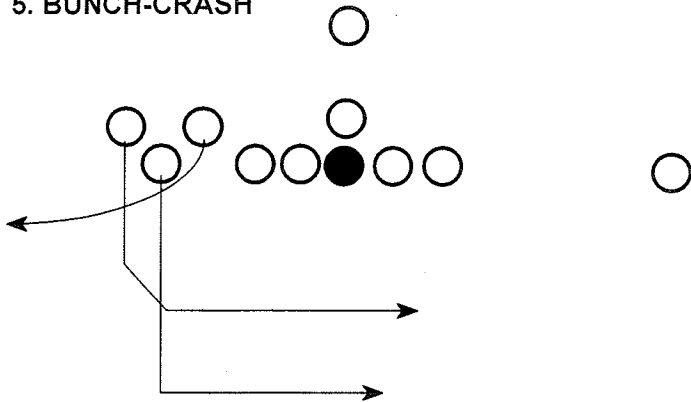
3. SPACING



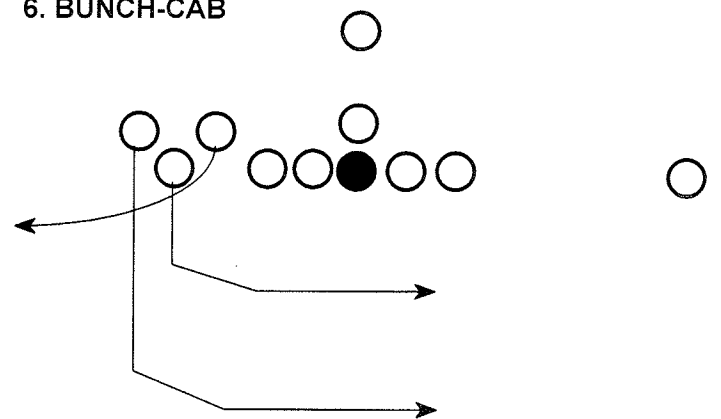
4. DRIVE-CHASE



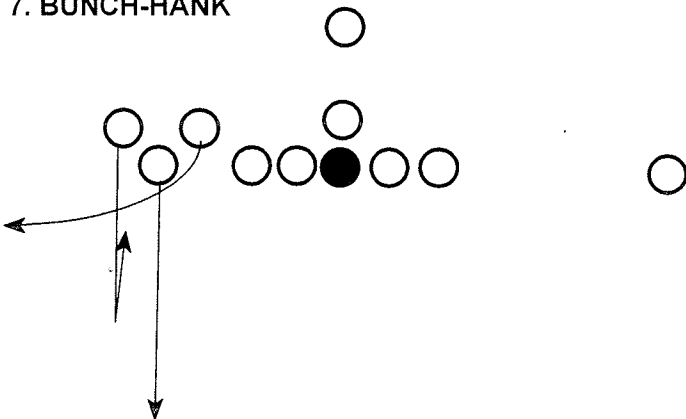
5. BUNCH-CRASH



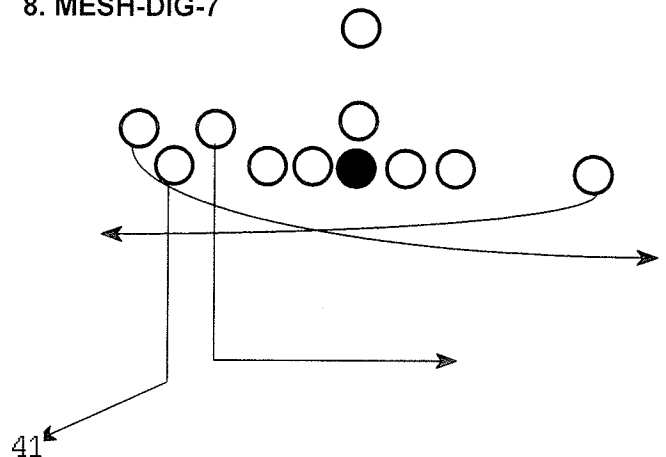
6. BUNCH-CAB



7. BUNCH-HANK

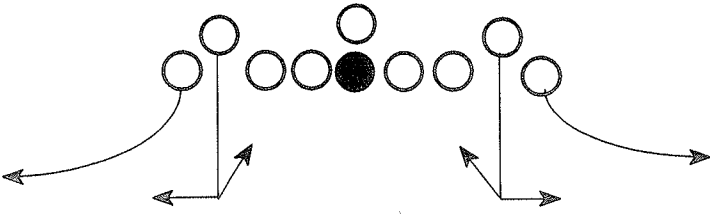


8. MESH-DIG-7

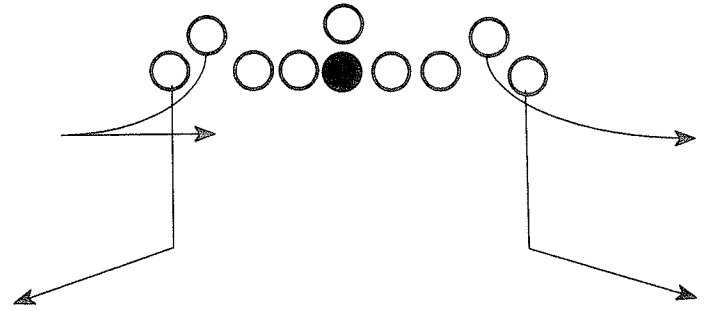


DOS COMBINATION PATTERNS

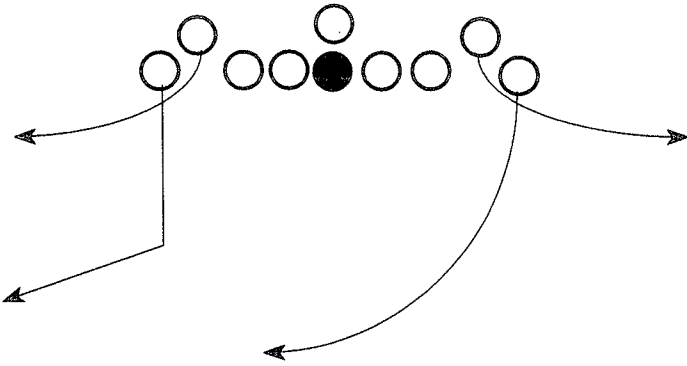
1. DOUBLE STICK-OUT ○



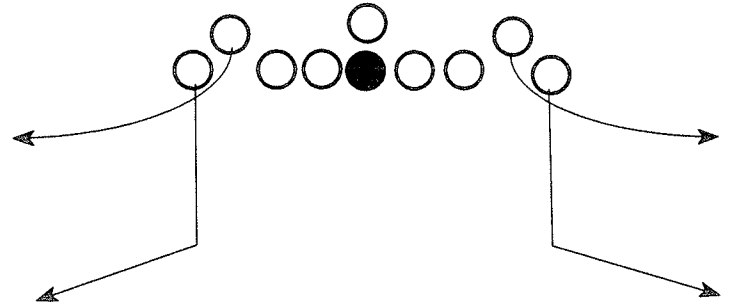
2. SEVENS-SWIRL ○



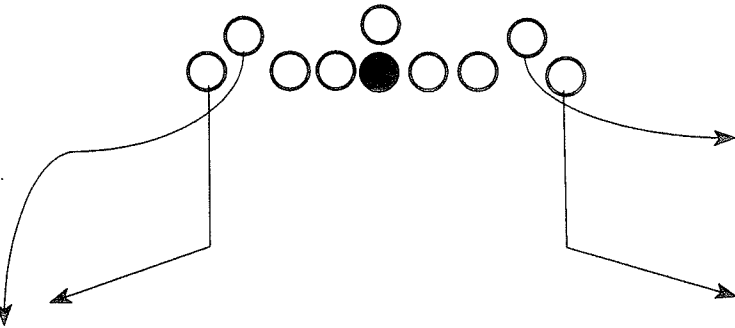
3. SEVENS-WILLIE ○



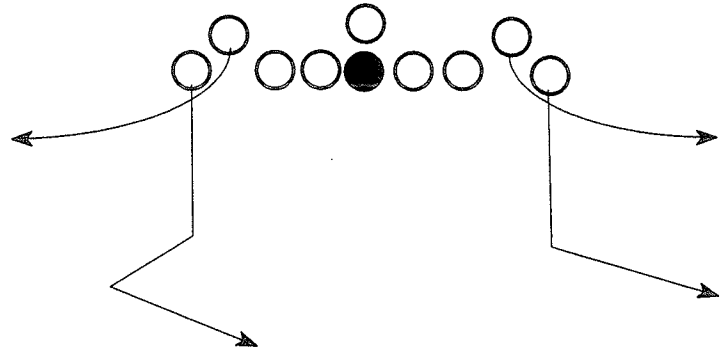
4. SEVENS ○



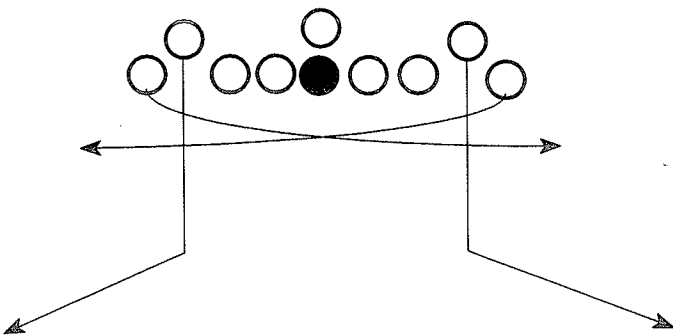
5. SEVENS-WHEEL ○



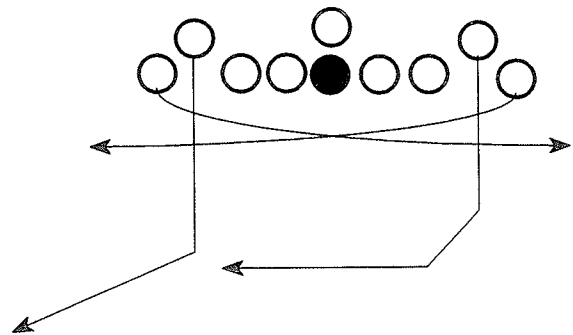
6. SEVENS-UP ○



7. SEVENS-MESH ○



8. MESH-DIG-7 ○





2008 ALABAMA DEFENSIVE PLAYBOOK

DETERMINING STRENGTH

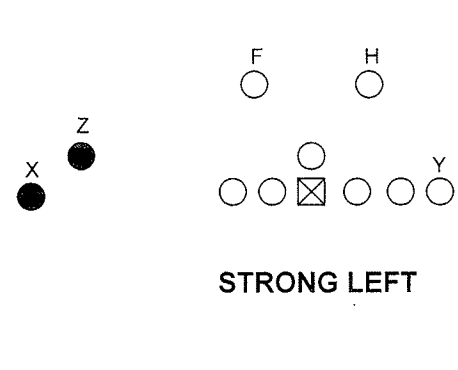
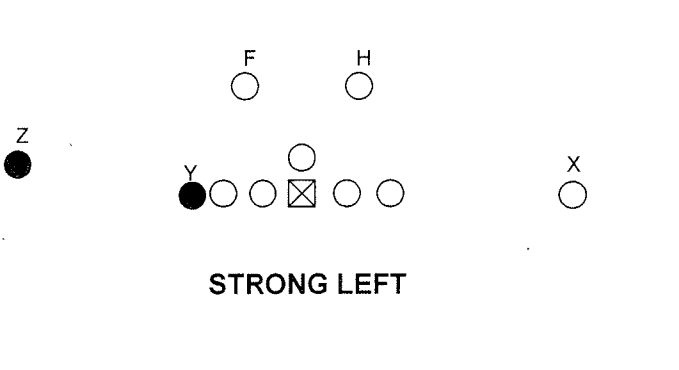
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DETERMINING STRENGTH

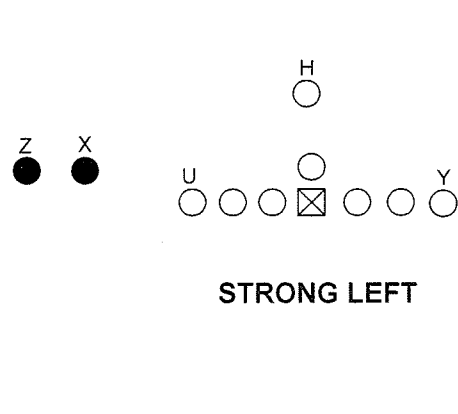
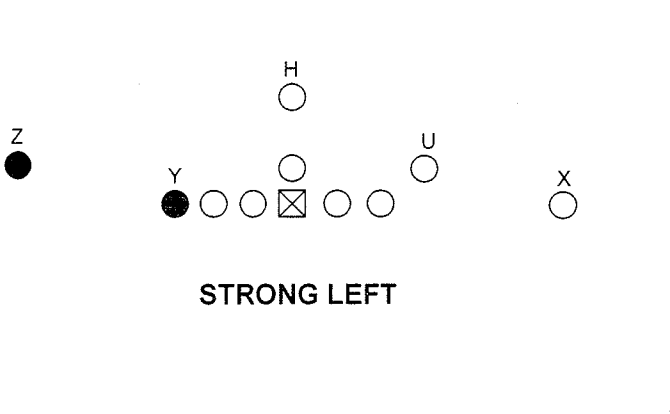
1. REGULAR PEOPLE

STRENGTH IS DETERMINED BY 2 WRs AND THE TE. THE SIDE WHICH HAS 2 OF ANY 3 OF THESE IS THE STRONG SIDE.



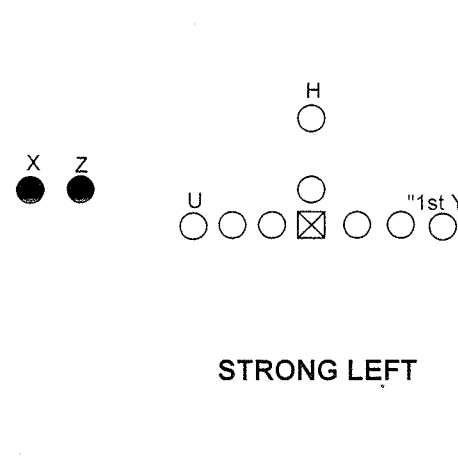
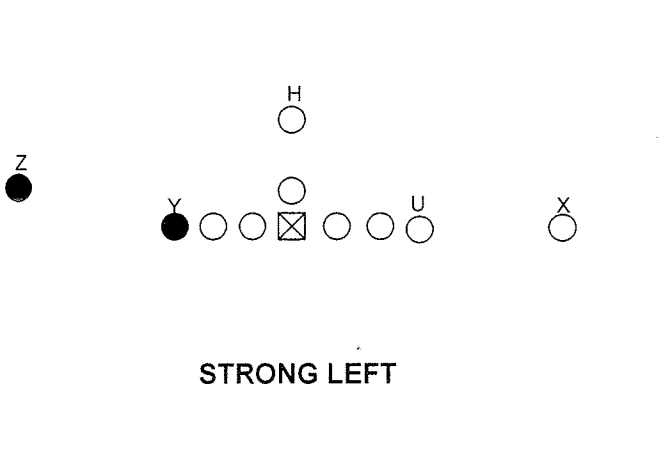
2. SILVER

STRENGTH IS DETERMINED BY 2 WRs AND THE TE. THE SIDE WHICH HAS 2 OF ANY 3 OF THESE IS THE STRONG SIDE.



SILVER

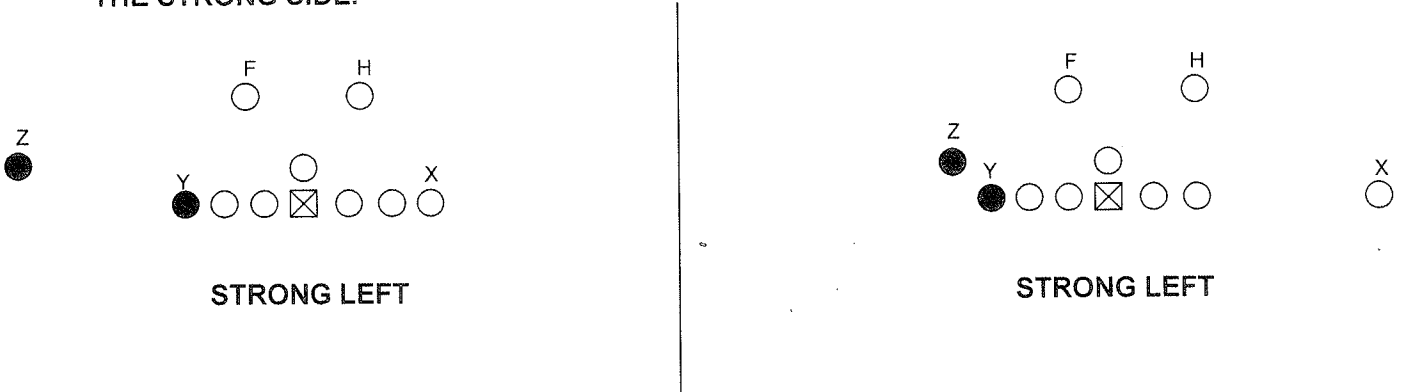
STRENGTH DETERMINED BY 1st "Y" OR "Z"



DETERMINING STRENGTH continued

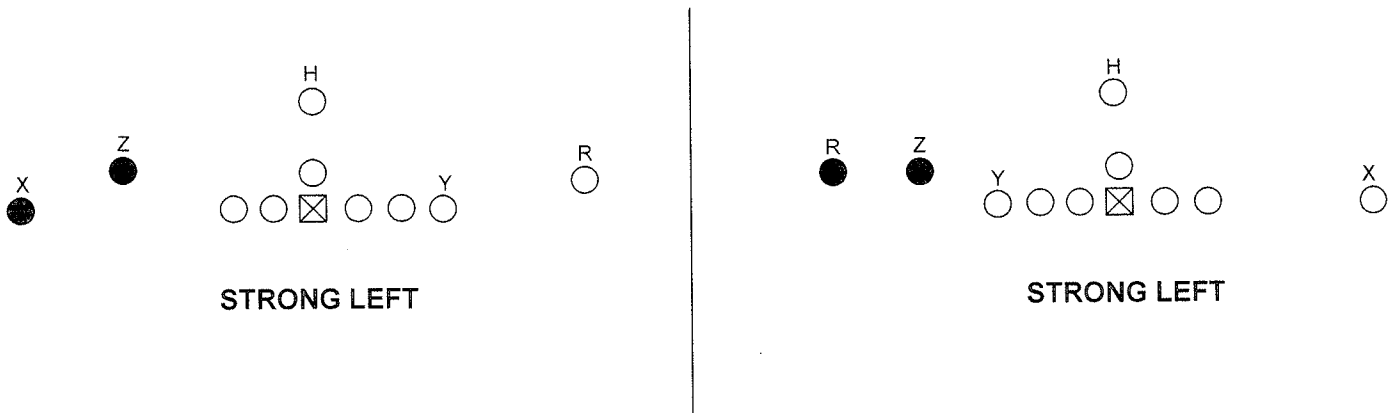
3. GREEN

STRENGTH IS DETERMINED BY 1 WR AND THE TE's. THE SIDE WHICH HAS 2 OF THESE 3 IS THE STRONG SIDE.



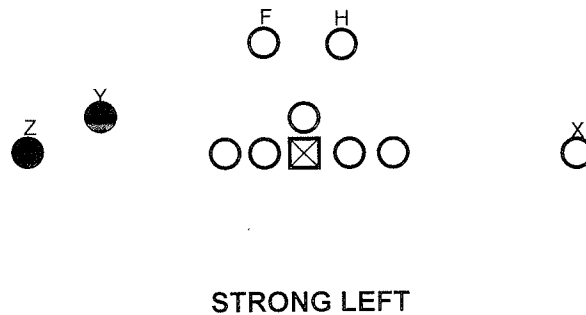
4. BLUE

STRENGTH IS DETERMINED BY WR's. THE SIDE WHICH HAS 2 OF THESE 3 PLAYERS IS THE STRONG SIDE.



5. GOLD

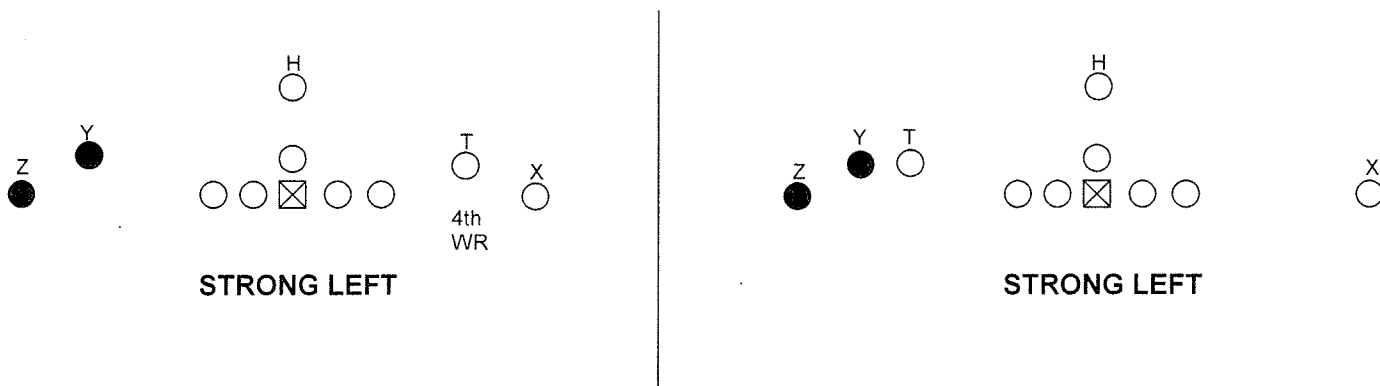
STRENGTH IS DETERMINED BY THE WR's. THE SIDE WHICH HAS 2 OF THESE 3 PLAYERS IS THE STRONG SIDE.



DETERMINING STRENGTH continued

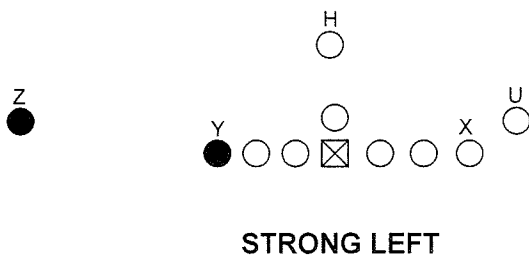
6. RED

IF BALANCED, STRENGTH IS DETERMINED BY 4th WR. IF UNBALANCED (3 ON ONE SIDE), STRENGTH IS TO THE 3 WR's.



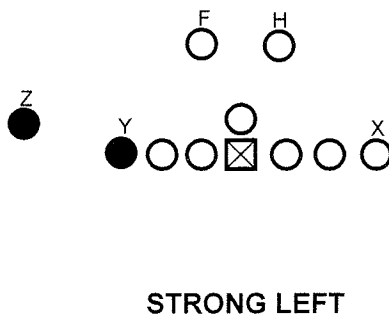
7. GRAY

STRENGTH IS DETERMINED BY THE 1 WR AND THE 3 TE's. THE SIDE WHICH HAS ANY 2 OF THESE PLAYERS, IS THE STRONG SIDE.



8. BLACK

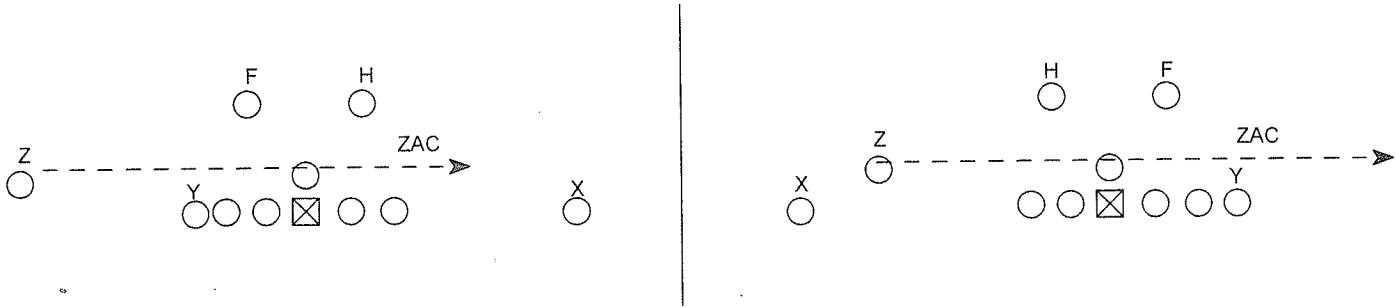
STRENGTH IS DETERMINED BY THE TE's. THE SIDE WHICH HAS 2 OF THESE 3 PLAYERS IS THE STRONG SIDE.



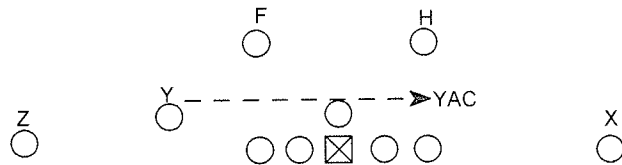
9. ANY 3 RECEIVERS TO 1 SIDE IS THE STRONG SIDE.

DETERMINING STRENGTH continued

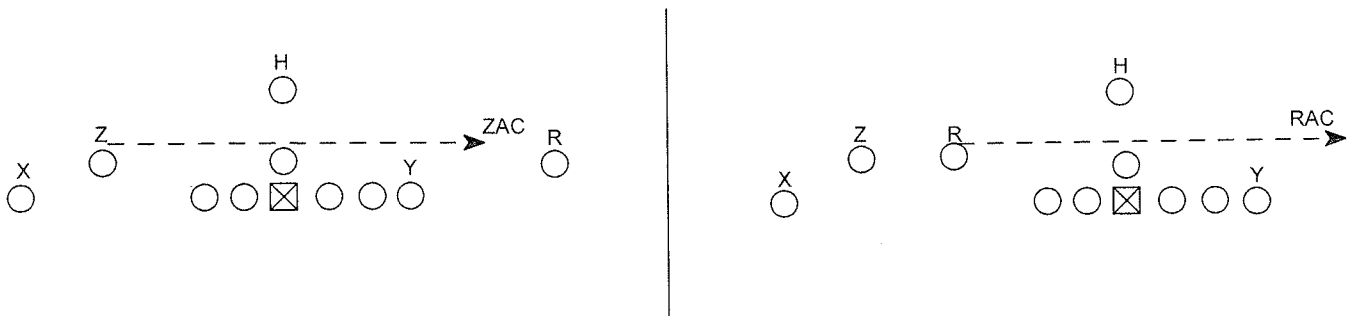
10. Vs REGULAR AND A WIDE RECEIVER CROSSES THE BALL THE STRENGTH WILL BE TO THE SIDE HE IS GOING.



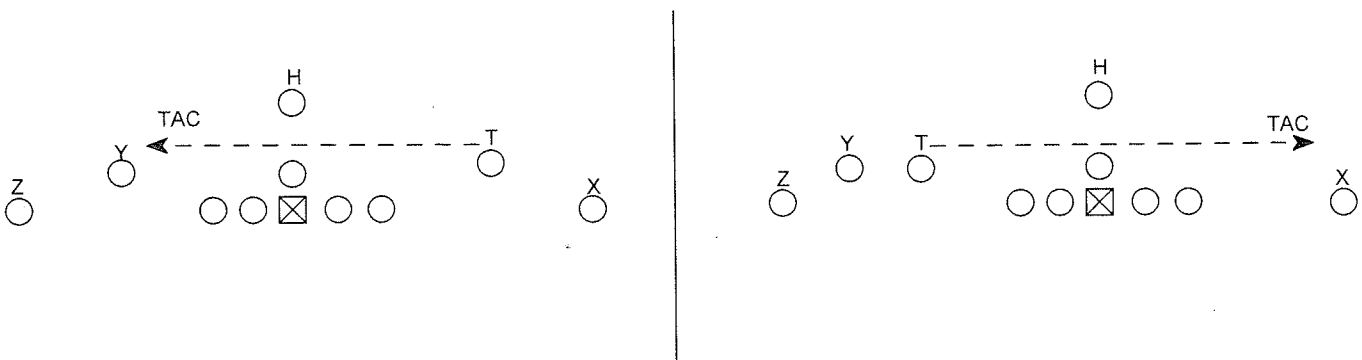
11. Vs REGULAR AND THE FORMATION BEGINS AS A "PRO" FORMATION AND THE "Y" CROSSES THE BALL, WE WILL CALL STRENGTH TO THE SIDE HE IS GOING.

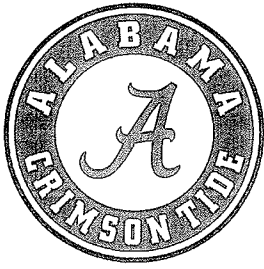


12. Vs BLUE STRENGTH WILL BE TO THE TWO RECEIVER SIDE.



13. Vs RED STRENGTH WILL GO TO A DESIGNATED RECEIVER. IF THE FORMATION BEGINS AS TRIPS AND A RECEIVER PEELS TO DOUBLE WIDE SLOT, STRENGTH STAYS TO THE ORIGINAL SIDE.





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MOTIONS

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<p>3. ZIG</p>	<p>4. Z OUT</p>
<p>5. ZOOM</p>	

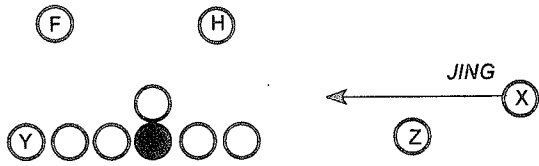
MOVEMENTS OF "Y"

<p>1. YAC</p>	<p>2. YING</p>
<p>3. YIG</p>	<p>4. Y OUT</p>
<p>5. YOOM = Y-MOTION FROM BACKFIELD</p>	

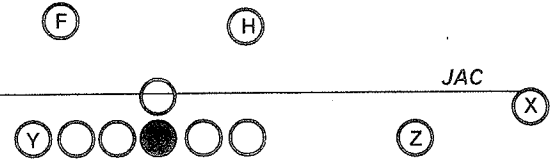
MOTIONS

MOVEMENTS OF "X"

JING

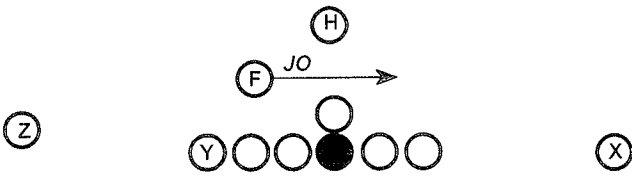


2. JAC

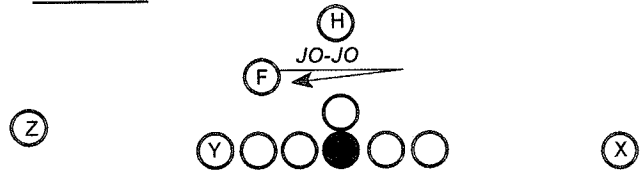


MOVEMENTS OF "F"

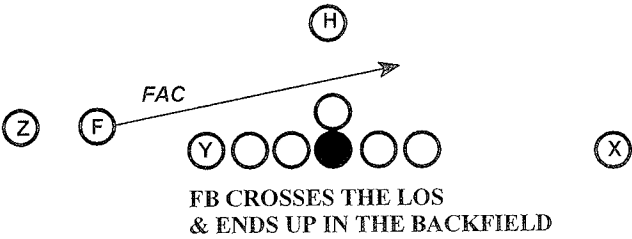
1. JO



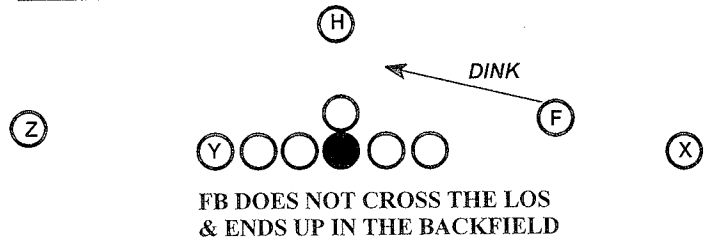
2. JO-JO



3. FAC

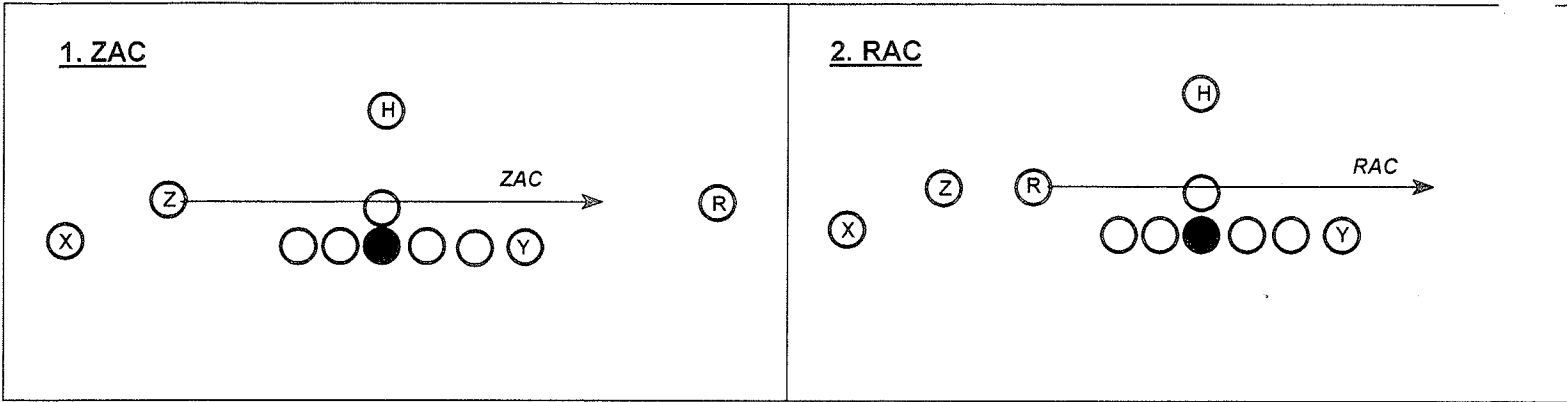


4. DINK

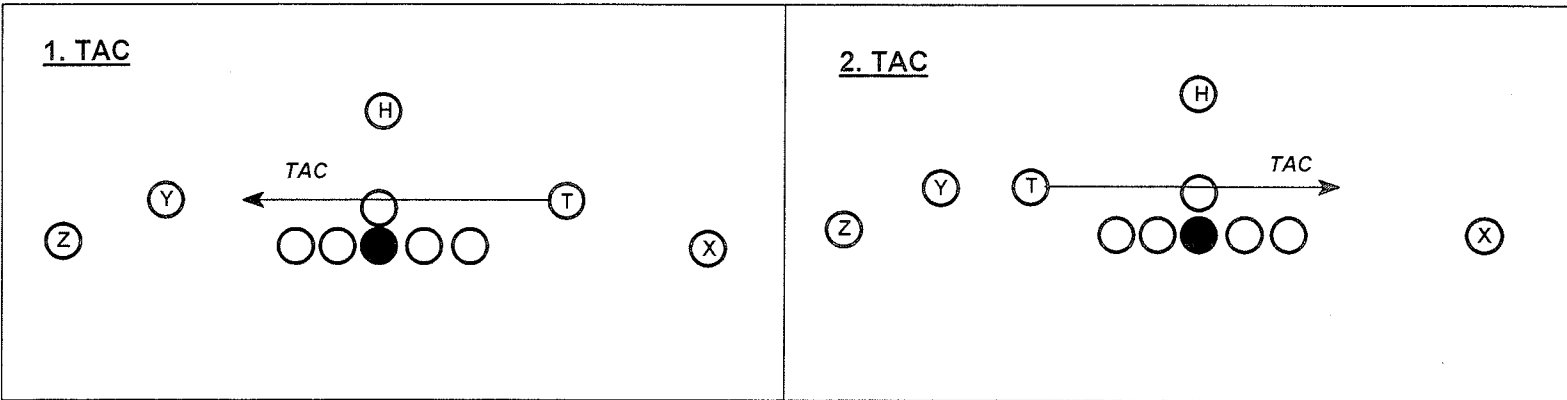


MOTIONS

BLUE PERSONNEL



RED PERSONNEL: MOVEMENTS OF "T"



2008 ALABAMA FOOTBALL FALL PRACTICE INSTALL DAY 1

BASE DEFENSE

FRONTS	COVERAGE	PRESSURE
1. BASE	1. 3 AUTO	1. BASE STRONG F.Z. OSCAR
2. BASE T	2. ZONE ALERT BUMP	2. BASE UNDER HAWK A
3. BASE UNDER	3. 6 ADJUSTED	
4. BASE UNDER O	4. 1 ALERT	

BASE CALLS

1. BASE STRONG 3 AUTO
2. BASE UNDER O ZONE ALERT BUMP (FIST)
3. BASE UNDER O 6 ADJUSTED (FIST)
4. BASE UNDER O 1 ALERT
5. BASE STRONG F.Z. OSCAR
6. BASE UNDER HAWK A

SUB DEFENSE

FRONTS	COVERAGES	PRESSURE
1. FLEX	1. 6 BUMP BRONCO	1. N. FLEX TITE STING
2. OKIE	2. ZONE OPEN	2. N. FLEX STRONG F.Z.
	3. 1 INVERT	

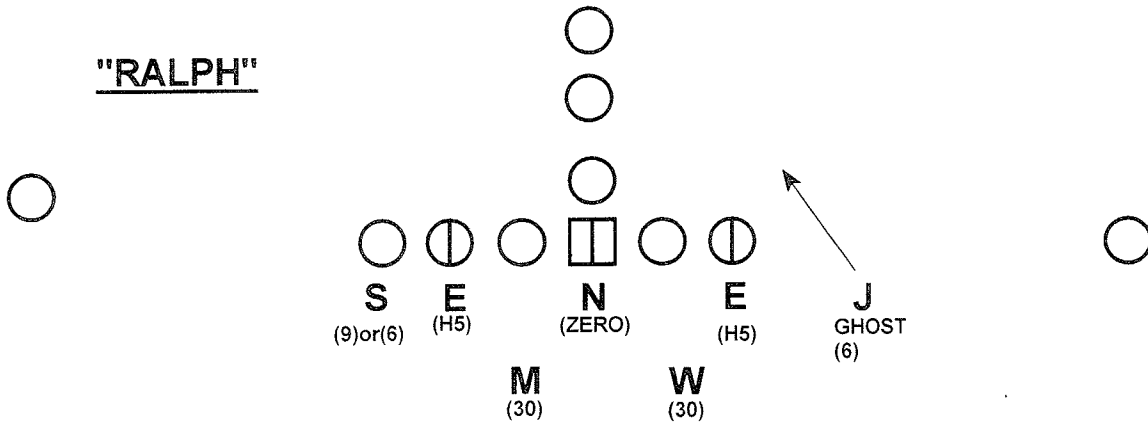
SUB CALLS

1. N. FLEX (OKIE) 6 BUMP BRONCO
2. N. FLEX (OKIE) ZONE OPEN
3. N. FLEX (OKIE) 1 INVERT
4. N. FLEX TITE STING
5. N. FLEX STRONG F.Z.

**ALABAMA
CRIMSON TIDE**

BASE

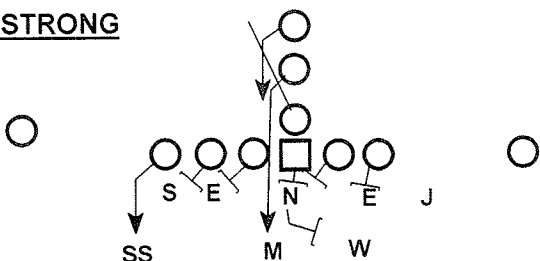
"RALPH"



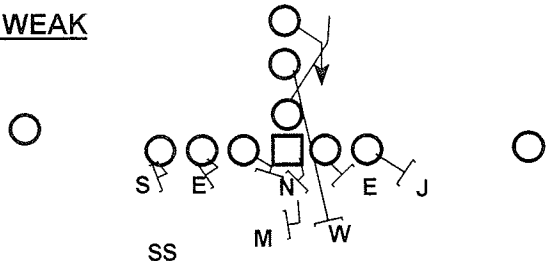
POS.	ALIGN	TECH.	SUPPORT	KEYS	RUN TO	RUN AWAY	PASS
<u>LE</u>	LEFT	H5 - 2 GAP		OT/TE FLOW	B OR C	B OR C	COVERAGE RULE
<u>RE</u>	RIGHT	H5 - 2 GAP		OT/TE FLOW	B OR C	B OR C	COVERAGE RULE
<u>NT</u>	0	0		OC/OG FLOW	A	A	COVERAGE RULE
<u>JACK</u>	RIGHT	9 / 6		OT/TE TRIANGLE	CALL	CALL	COVERAGE RULE
<u>SAM</u>	LEFT	9 / 6	BY BLOCKING SCHEME & COVERAGE	OT/TE TRIANGLE	CALL	CALL	COVERAGE RULE
<u>MIKE</u>	30	READ	BY BLOCKING SCHEME & COVERAGE	NEAR BACK UNDER KEY BALL	CALL	CALL	COVERAGE RULE
<u>WILL</u>	30	READ	BY BLOCKING SCHEME & COVERAGE	NEAR BACK UNDER KEY BALL	CALL	CALL	COVERAGE RULE

NOTES: 3-4 DEFENSE LOOK
FRONT SET WITH "RALPH OR LARRY" CALL

RUN STRONG

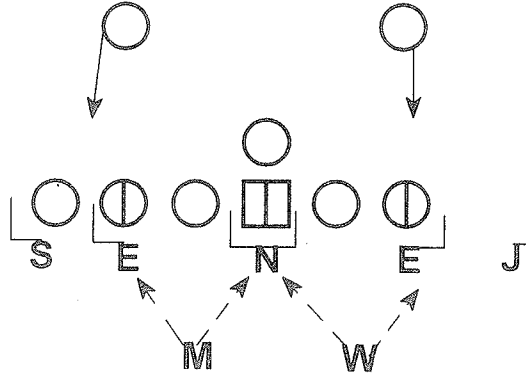


RUN WEAK

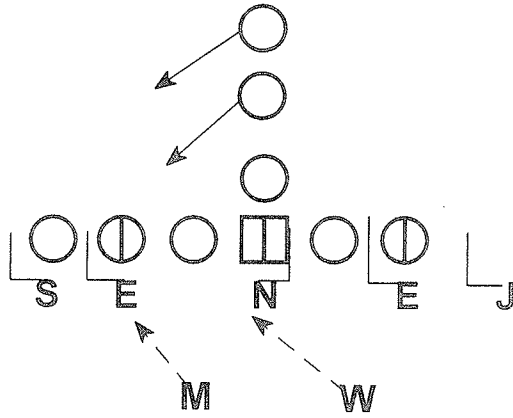


BASE

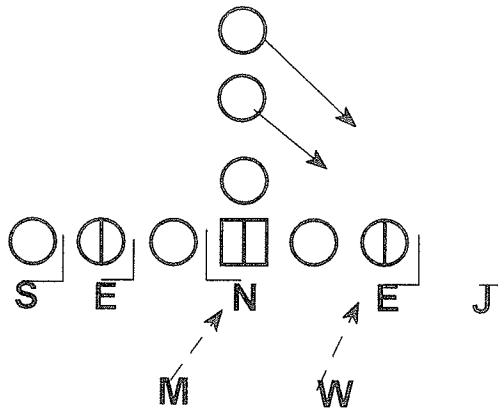
"RALPH"



"RALPH"

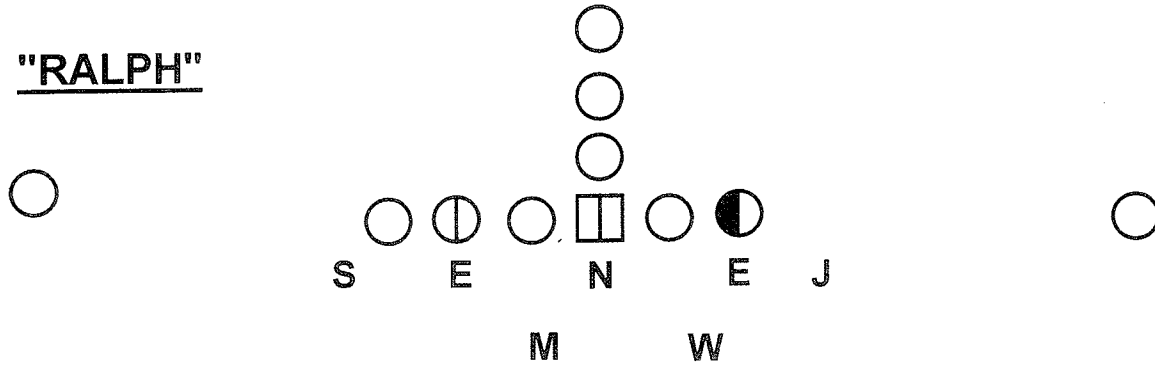


"RALPH"



BASE T

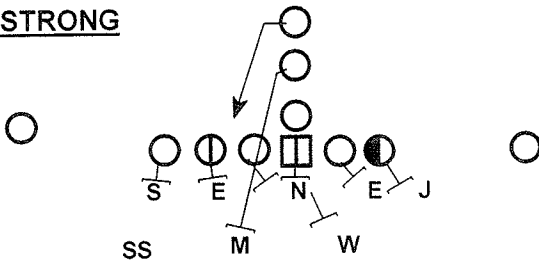
"RALPH"



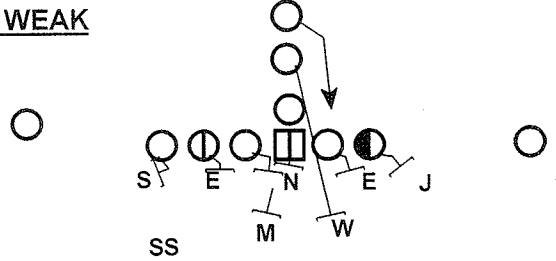
POS.	ALIGN	TECH.	SUPPORT	KEYS	RUN TO	RUN AWAY	PASS
<u>E</u>	HEAVY 5	2 GAP/B		BALL-OT	B / 2 GAP	B / 2 GAP	CONTAIN BASED ON CALL
<u>N</u>	ZERO	AGGRESSIVE TO BALL		BALL - OC FLOW	BACKSIDE A	BACKSIDE A	BASED ON CALL
<u>E</u>	4i	2 GAP/B		BALL-OT	B / 2 GAP	B / 2 GAP	CONTAIN BASED ON CALL
<u>JACK</u>	RT	BASED ON COVERAGE AND CALL	COVERAGE	OT / TE TRIANGLE	COVERAGE	COVERAGE	BASED ON CALL
<u>SAM</u>	LT	BASED ON COVERAGE AND CALL	COVERAGE	OT/TE TRIANGLE		COVERAGE	BASED ON CALL
<u>MIKE</u>	20	BASED ON COVERAGE AND CALL	COVERAGE	NEAR BACK UNDER KEY BALL	COVERAGE	COVERAGE	BASED ON CALL
<u>WILL</u>	20	BASED ON COVERAGE AND CALL	COVERAGE	NEAR BACK UNDER KEY BALL	COVERAGE	COVERAGE	BASED ON CALL

NOTES: 3-4 DEFENSE LOOK
FRONT SET WITH "RALPH OR LARRY" CALL

RUN STRONG

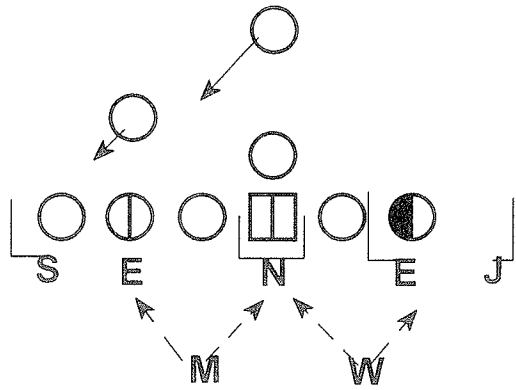


RUN WEAK

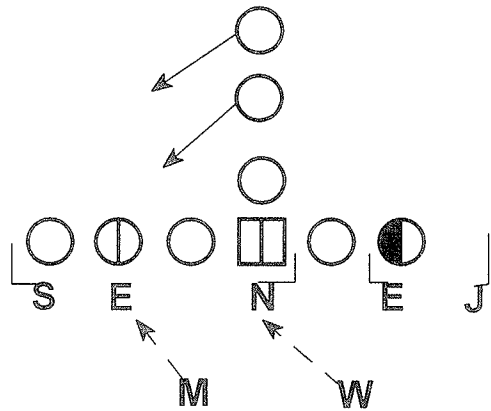


BASE T

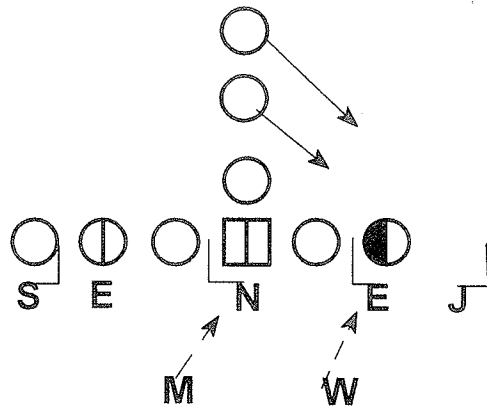
"RALPH"



"RALPH"

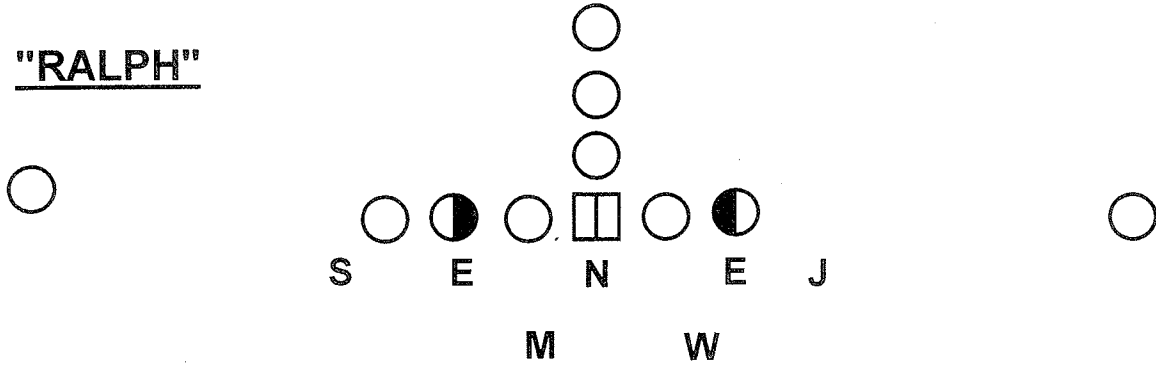


"RALPH"



BASE TITE

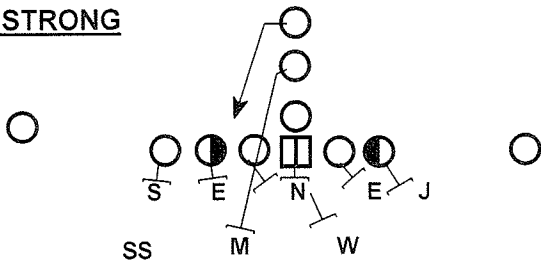
"RALPH"



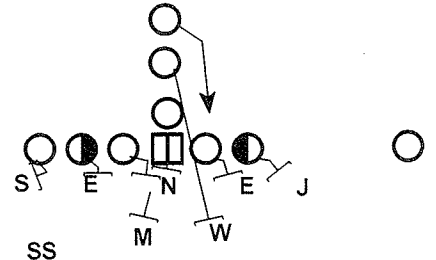
POS.	ALIGN	TECH.	SUPPORT	KEYS	RUN TO	RUN AWAY	PASS
<u>E</u>	4i	2 GAP/B		BALL-OT	B / 2 GAP	B / 2 GAP	CONTAIN BASED ON CALL
<u>N</u>	ZERO	AGGRESIVE TO BALL		BALL - OC FLOW	BACKSIDE A	BACKSIDE A	BASED ON CALL
<u>E</u>	4i	2 GAP/B		BALL-OT	B / 2 GAP	B / 2 GAP	CONTAIN BASED ON CALL
<u>JACK</u>	RT	BASED ON COVERAGE AND CALL	COVERAGE	OT / TE TRIANGLE	COVERAGE	COVERAGE	BASED ON CALL
<u>SAM</u>	LT	BASED ON COVERAGE AND CALL	COVERAGE	OT/TE TRIANGLE		COVERAGE	BASED ON CALL
<u>MIKE</u>	20	BASED ON COVERAGE AND CALL	COVERAGE	NEAR BACK UNDER KEY BALL	COVERAGE	COVERAGE	BASED ON CALL
<u>WILL</u>	20	BASED ON COVERAGE AND CALL	COVERAGE	NEAR BACK UNDER KEY BALL	COVERAGE	COVERAGE	BASED ON CALL

NOTES: 3-4 DEFENSE LOOK
FRONT SET WITH "RALPH OR LARRY" CALL

RUN STRONG

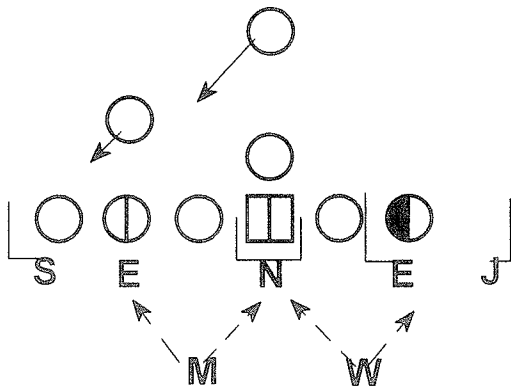


RUN WEAK

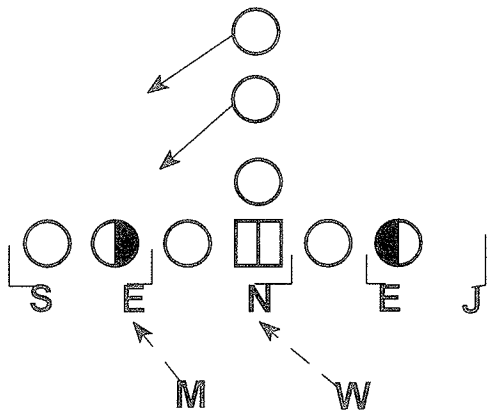


BASE TITE

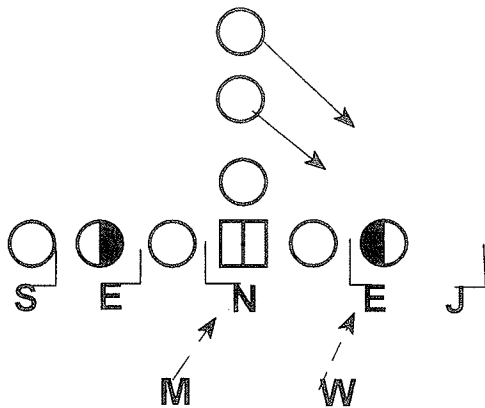
"RALPH"



"RALPH"

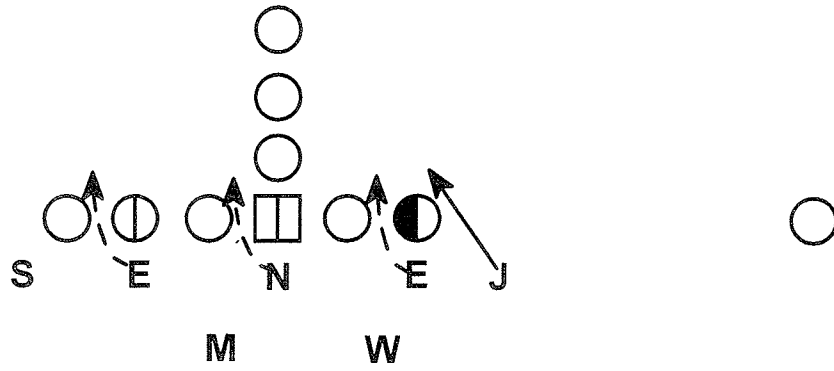


"RALPH"



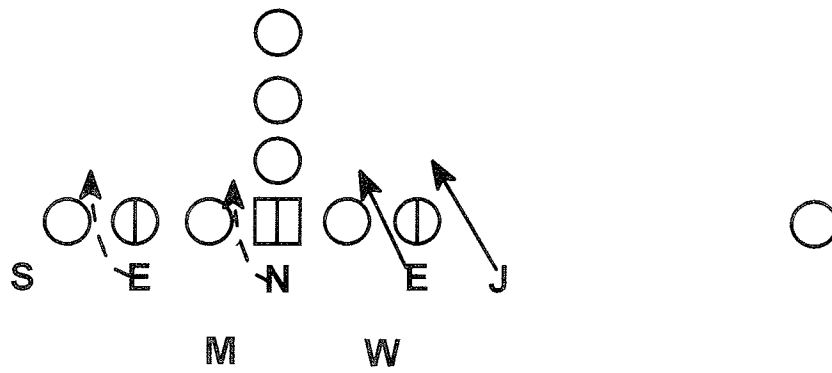
BASE T

"RALPH"



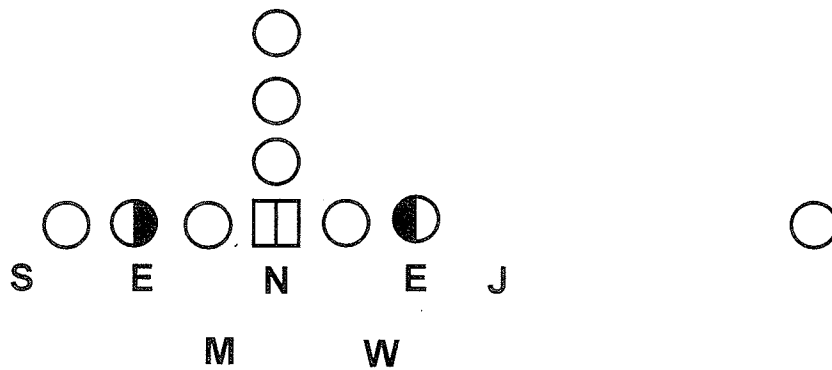
BASE FILL

"RALPH"



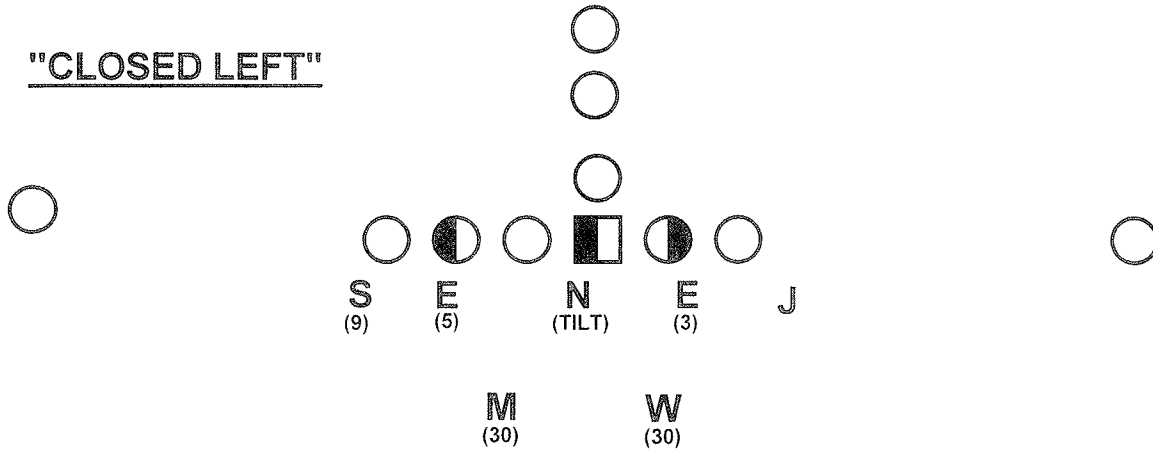
BASE TITE

"RALPH"



BASE UNDER O

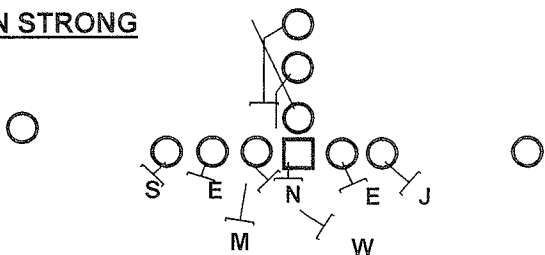
"CLOSED LEFT"



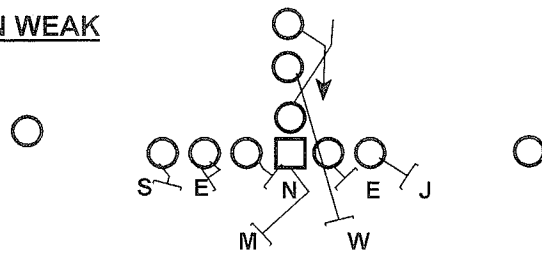
POS.	ALIGN	TECH.	SUPPORT	KEYS	RUN TO	RUN AWAY	PASS
<u>E</u>	TO CALL	5 TECH	BY COVERAGE	BALL - OT	C GAP	C GAP	CONTAIN RUSH
<u>E</u>	AWAY CALL	3 TECH	BY COVERAGE	BALL - OG	B GAP	B GAP	2 WAY RUSH
<u>NT</u>	TO CALL	TILT	BY COVERAGE	BALL - OC	A GAP	A GAP	'A' TO BALANCE RUSH
<u>JACK</u>	AWAY CALL	CRASH 6	BY COVERAGE	BALL - OT NEAR BACK	C GAP	C TRAIL	CONTAIN RUSH
<u>SAM</u>	9 TECH	READ	BY BLOCKING SCHEME & COVERAGE	TE TRIANGLE	D GAP	SQUEEZE TO FOLD	COVERAGE RULE
<u>MIKE</u>	30	READ	BY BLOCKING SCHEME & COVERAGE	NEAR BACK UNDER KEY BALL	B GAP	STACK TO FLOW	COVERAGE RULE
<u>WILL</u>	30	READ	BY BLOCKING SCHEME & COVERAGE	NEAR BACK UNDER KEY BALL	A GAP	STACK TO FLOW	COVERAGE RULE

NOTES: FRONT SET WITH "CLOSED RT OR LT" CALL

RUN STRONG



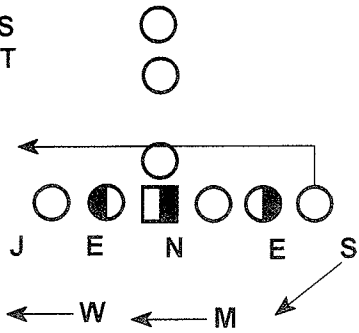
RUN WEAK



VARIATIONS IN BASE UNDER O FRONT

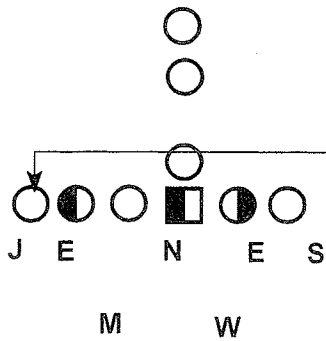
(Y MOVEMENT)

"YAC"
PLAY AS
PRO SET

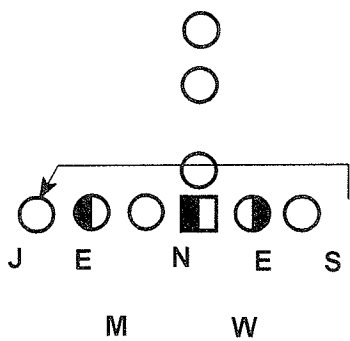


JACK STILL ON

"YAC" - RESET
RELOAD - "CLOSED LEFT"

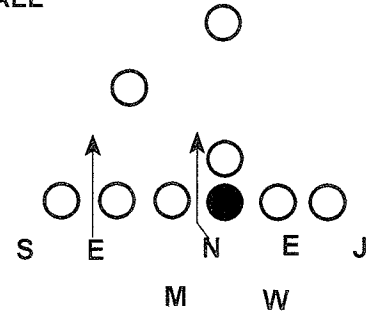


"Y-TRADE"
RELOAD - "CLOSED LEFT"

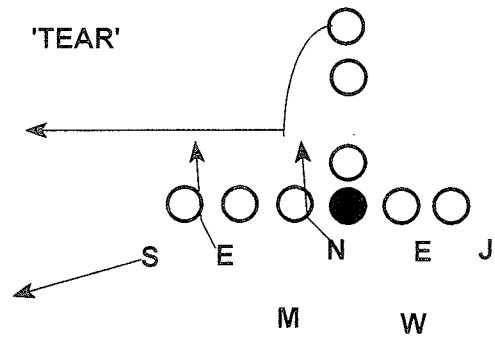


(FRONT MOVEMENT)

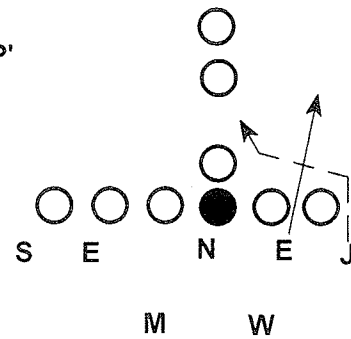
1/2 CALL



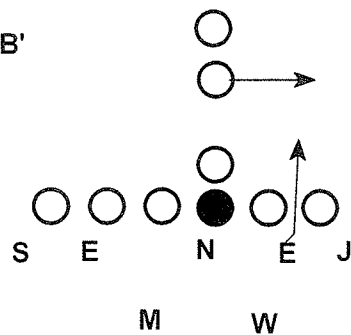
'TEAR'



'POP'

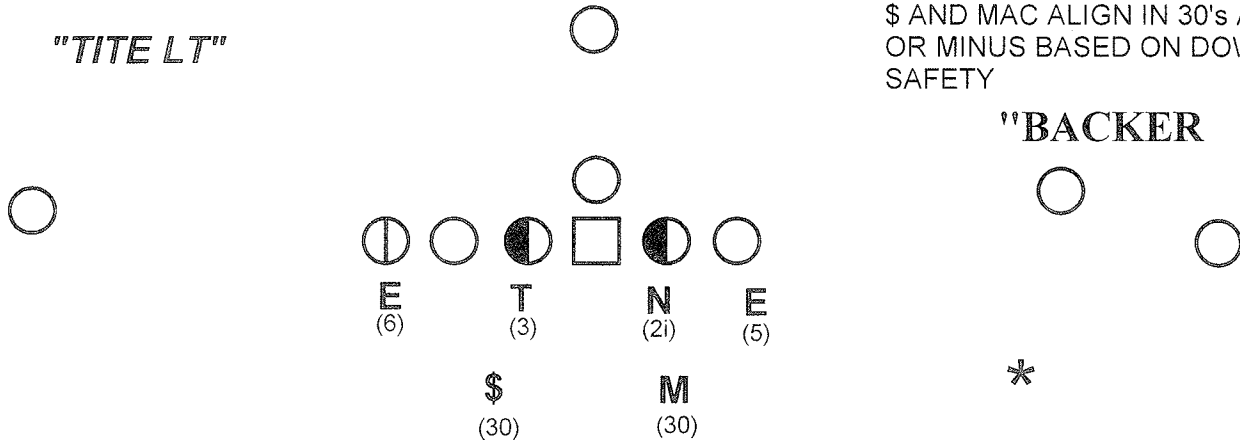


'STAB'



NICKEL FLEX

"TITE LT"



\$ AND MAC ALIGN IN 30's AND PLUS OR MINUS BASED ON DOWN SAFETY

"BACKER"

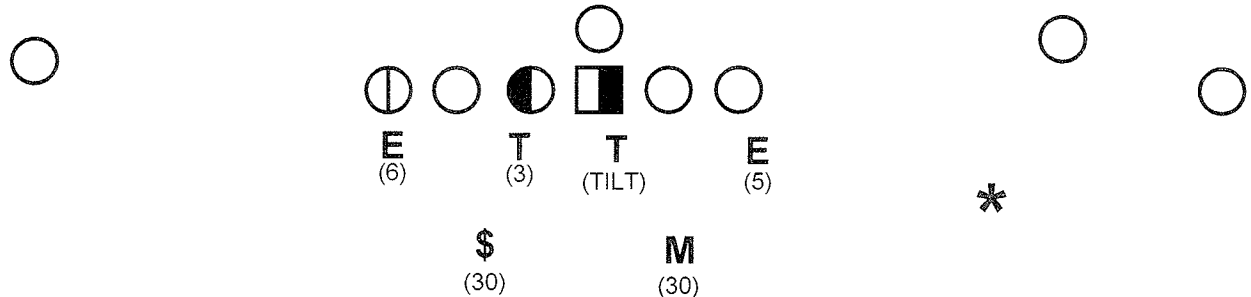
POS.	ALIGN	TECH.	SUPPORT	KEYS	RUN TO	RUN AWAY	PASS
<u>LE</u>	LEFT	6		BALL - TE	C GAP	C TRAIL	CONTAIN RUSH
<u>LT</u>	LEFT	3		BALL - OG	B GAP	B GAP	2 WAY RUSH
<u>RT</u>	RIGHT	2i		BALL - OG	A GAP	A GAP	A to BALANCE RUSH
<u>RE</u>	RIGHT	5		BALL - OT	C GAP	C TRAIL	CONTAIN RUSH
<u>\$</u>	ALIGN TO #4 (TE)	30	BY BLOCKING SCHEME & COVERAGE	NEAR BACK UNDER KEY BALL	D GAP FLOW	A GAP	COVERAGE RULES
<u>MAC</u>	ALIGN TO BUBBLE AWAY FROM \$	30	BY BLOCKING SCHEME & COVERAGE	NEAR BACK UNDER KEY BALL	A GAP	B GAP	COVERAGE RULES

NOTES: FRONT SET WITH "TITE RT or LT" CALL
 SET THE FRONT TO THE TE.
 IF NO TIGHT END, SET FRONT TO THE STAR.

NICKEL / DIME OKIE

"GIVE IT TO ME RT"

\$ AND MAC ALIGN IN 30's AND PLUS OR MINUS BASED ON DOWN SAFETY

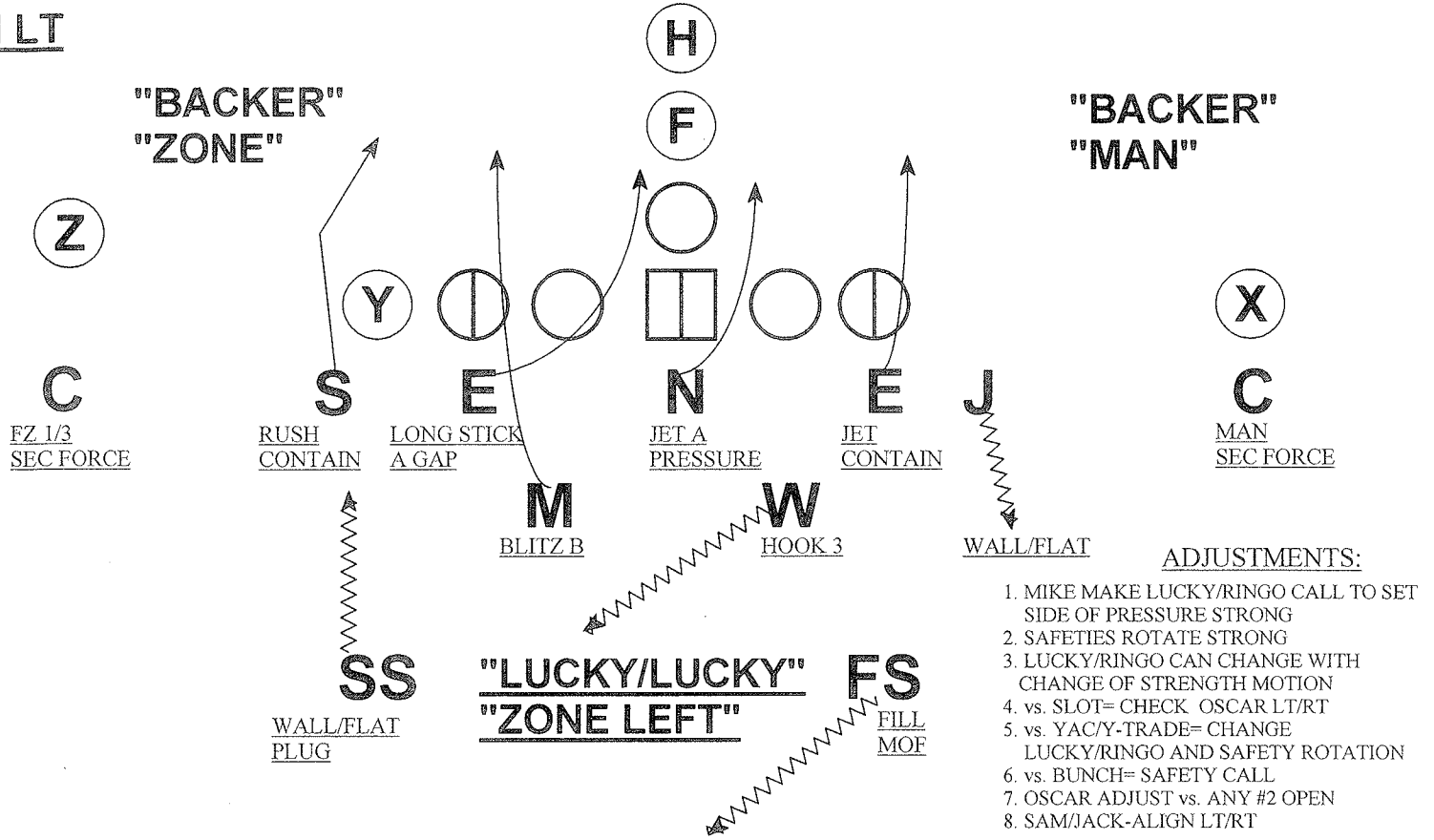


POS.	ALIGN	TECH.	SUPPORT	KEYS	RUN TO	RUN AWAY	PASS
<u>LE</u>	LEFT	6		BALL - TE	C GAP	C TRAIL	CONTAIN RUSH
<u>LT</u>	LEFT	3 TECH		BALL - OG	B GAP	B GAP	2 WAY RUSH
<u>RT</u>	RIGHT	TILT		BALL - OC	A GAP	A GAP	'A' TO BALANC. RUSH
<u>RE</u>	RIGHT	5 TECH		BALL - OT	C GAP	C TRAIL	CONTAIN RUSH
<u>\$</u>	ALIGN TO #4 (TE)	30	BY BLOCKING SCHEME & COVERAGE	NEAR BACK UNDER KEY BALL	C GAP	STACK A GAP FLOW	COVERAGE RULES
<u>MAC</u>	ALIGN TO BUBBLE AWAY FROM MONEY	30	BY BLOCKING SCHEME & COVERAGE	NEAR BACK UNDER KEY BALL	B GAP FULLBACK	A GAP	COVERAGE RULES

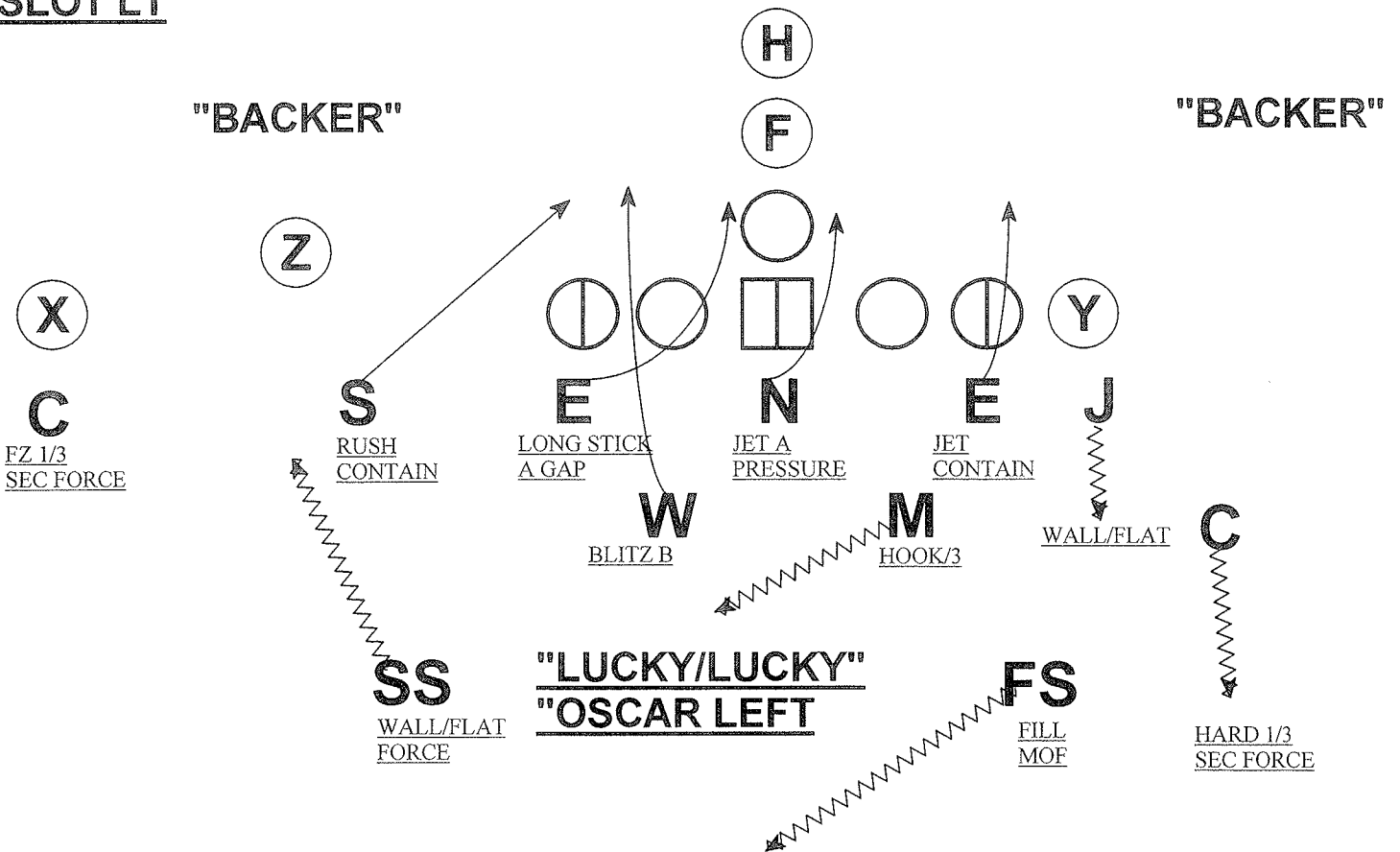
NOTES: SET FRONT WITH "GIVE IT TO ME LT" or "RT" CALL
 SET BUBBLE AWAY FROM "Y"
 IF NO TIGHT END, SET THE BUBBLE AWAY FROM THE STAR.

BASE STRONG FIREZONE (OSCAR)

ILT



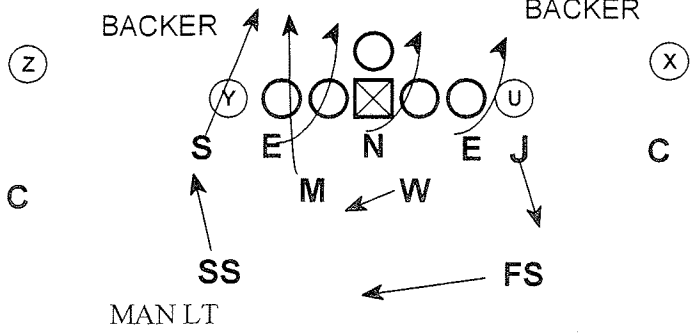
I SLOT LT



BASE STRONG FIREZONE

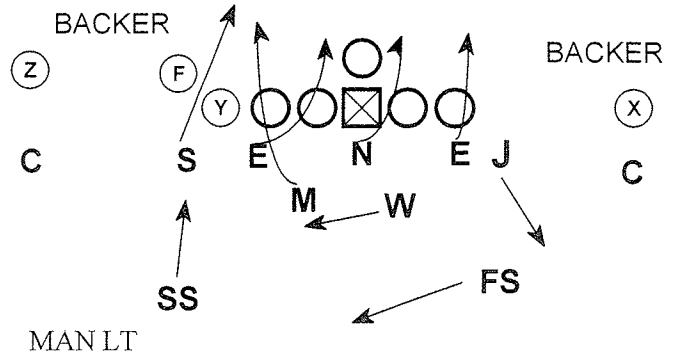
SILVER DOT

(H) LUCKY 1.



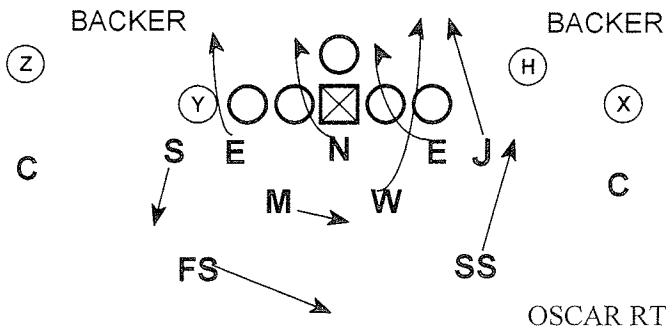
TRIPS LT

(H) LUCKY 2.



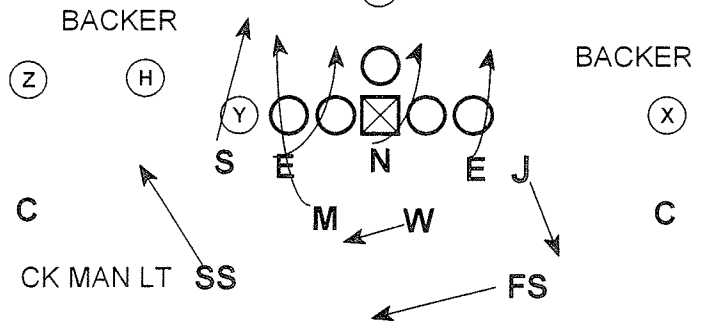
DOUBLE LT

(F) RINGO 3.



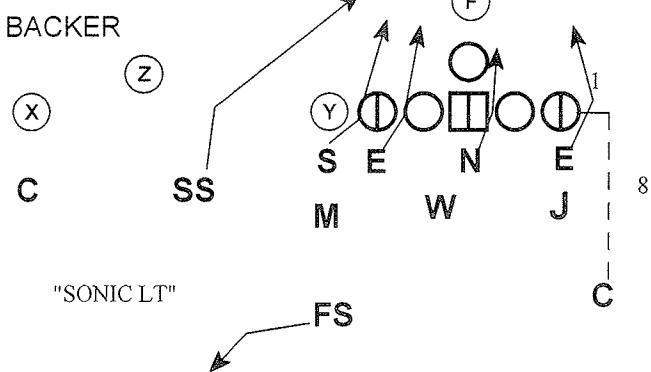
TRAIN LT

(F) LUCKY 4.



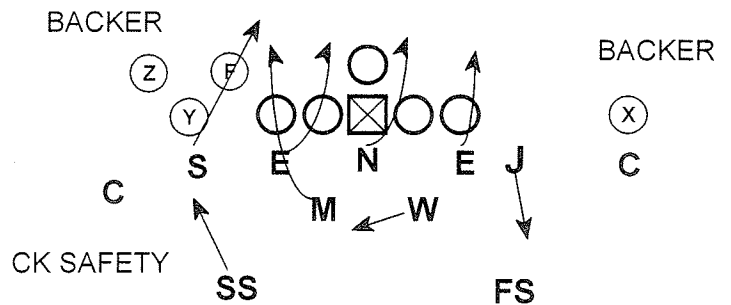
STANFORD

CHK CHEROKEE (H) 5.



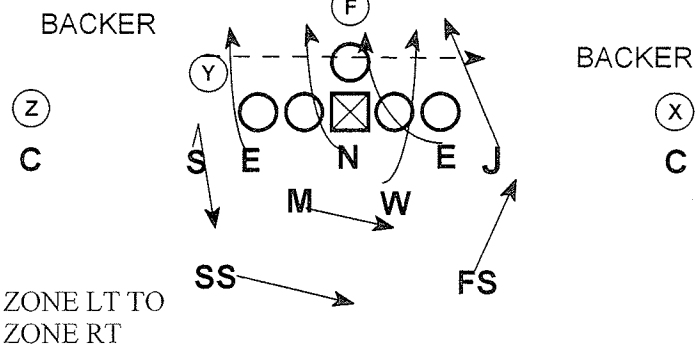
TRIPS BUNCH LT

(H) LUCKY 6.



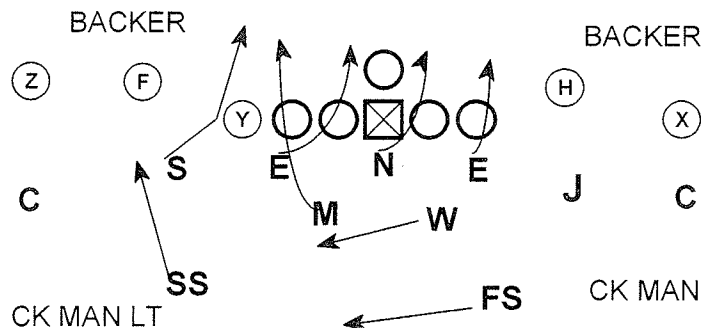
(YAC) I Y OFF

LUCKY CK RINGO 7.



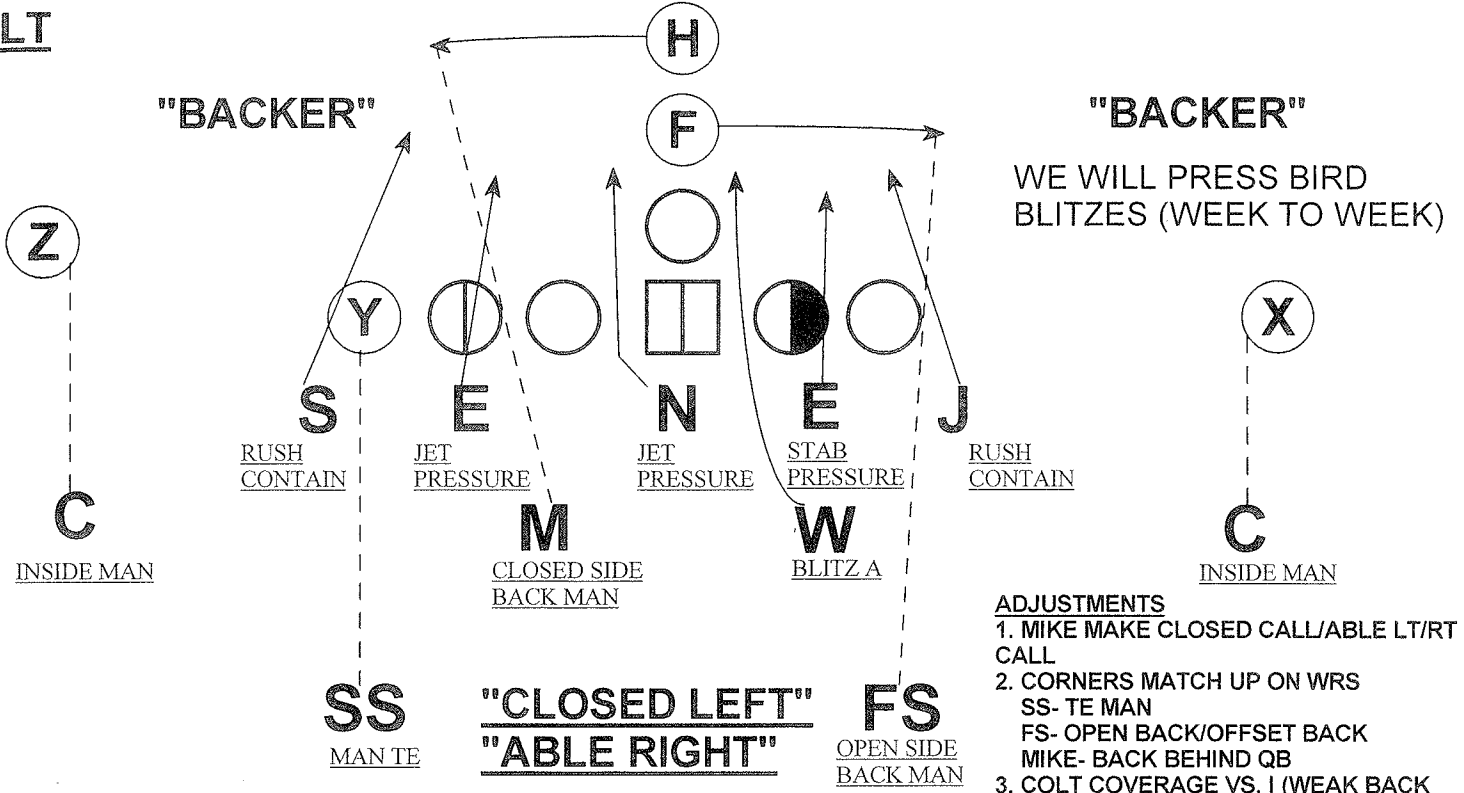
EMPTY (TRAIN LT H OUT) *POSSIBLE CK ZORRO

LUCKY 8.



BASE UNDER HAWK A (B, OR C)

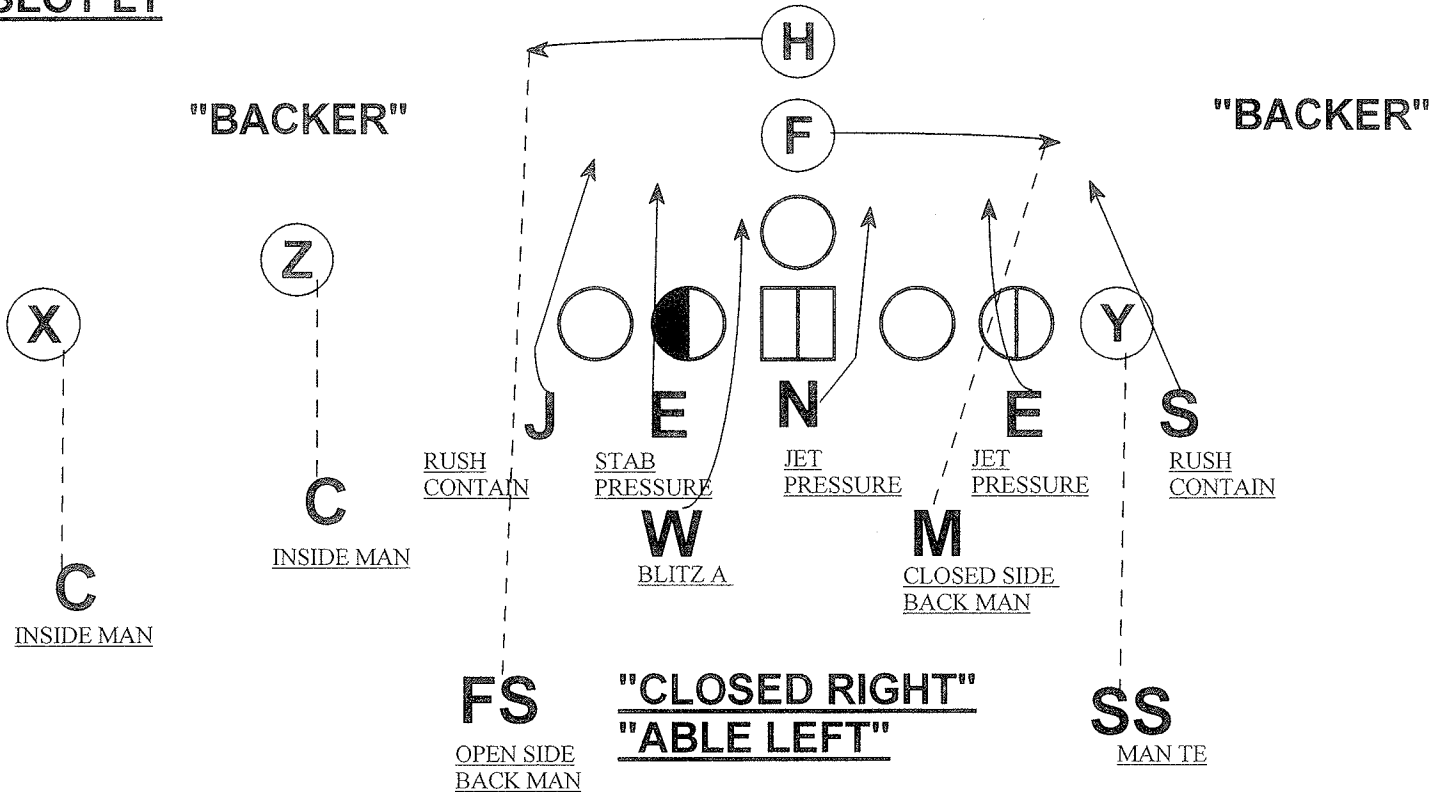
ILT



"BACKER"
WE WILL PRESS BIRD
BLITZES (WEEK TO WEEK)

- ADJUSTMENTS**
1. MIKE MAKE CLOSED CALL/ABLE LT/RT CALL
 2. CORNERS MATCH UP ON WRS
SS- TE MAN
FS- OPEN BACK/OFFSET BACK
MIKE- BACK BEHIND QB
 3. COLT COVERAGE VS. I (WEAK BACK READ)
 4. SS/FS= COMBO VS. I NEAR
 5. VS. YAC= SS/FS COMBO
 6. BUNCH= 3 WAY
 7. EMPTY= RUN IT

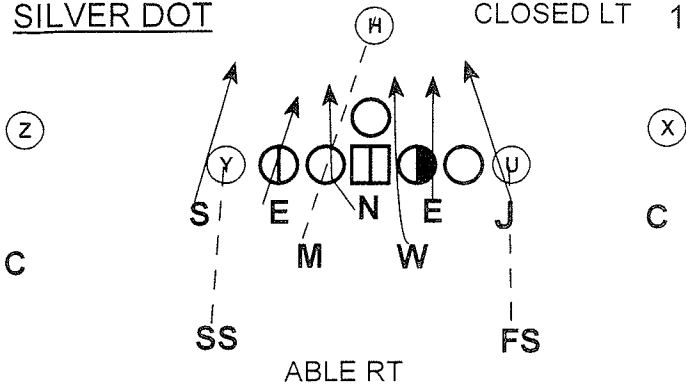
I SLOT LT



BASE UNDER HAWK A: ADJUSTMENTS

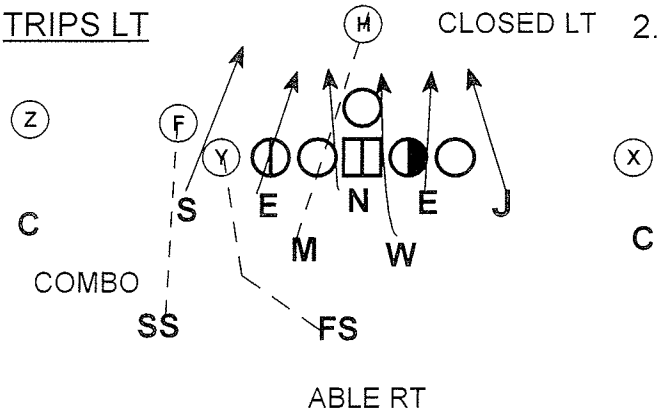
SILVER DOT

CLOSED LT 1.



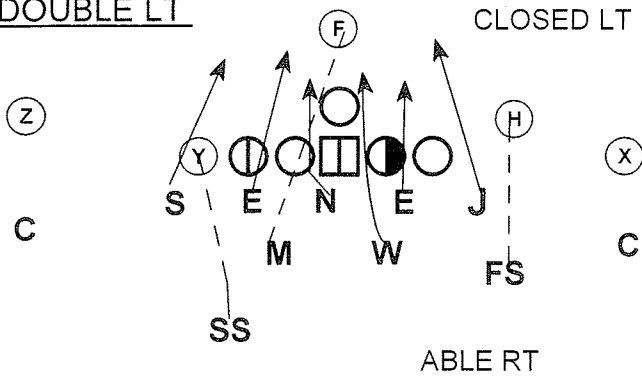
TRIPS LT

CLOSED LT 2.



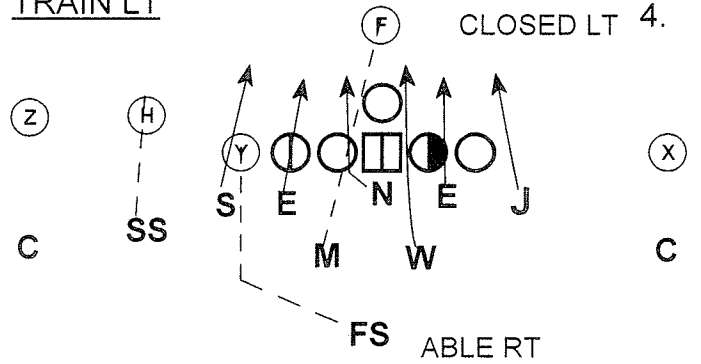
DOUBLE LT

CLOSED LT 3.



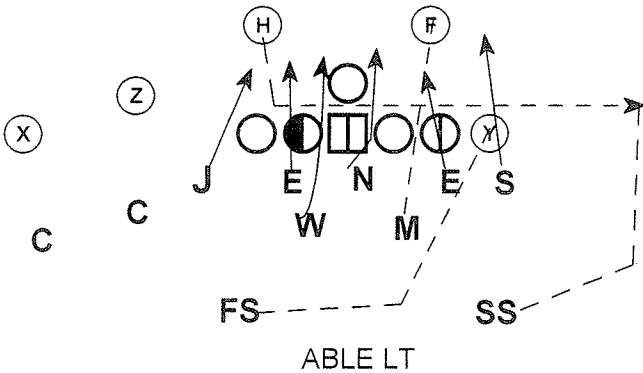
TRAIN LT

CLOSED LT 4.



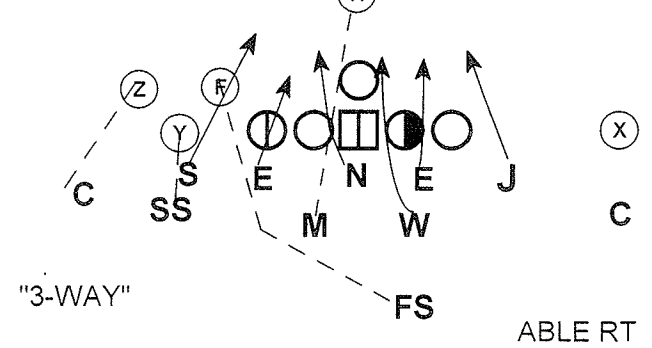
(HUM WK) NEAR FLEX

CLOSED RT 5.



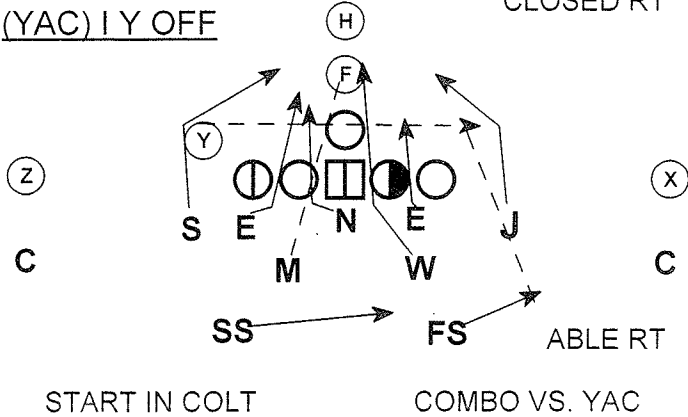
TRIPS BUNCH LT

CLOSED LT 6.



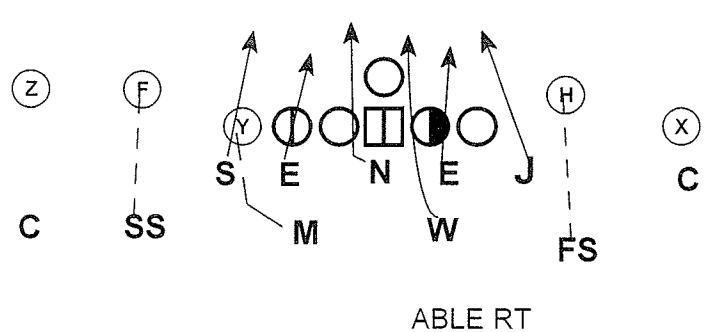
(YAC) I Y OFF

"CLOSED RT"



EMPTY (TRAIN LT H OUT)

CLOSED LT 8.



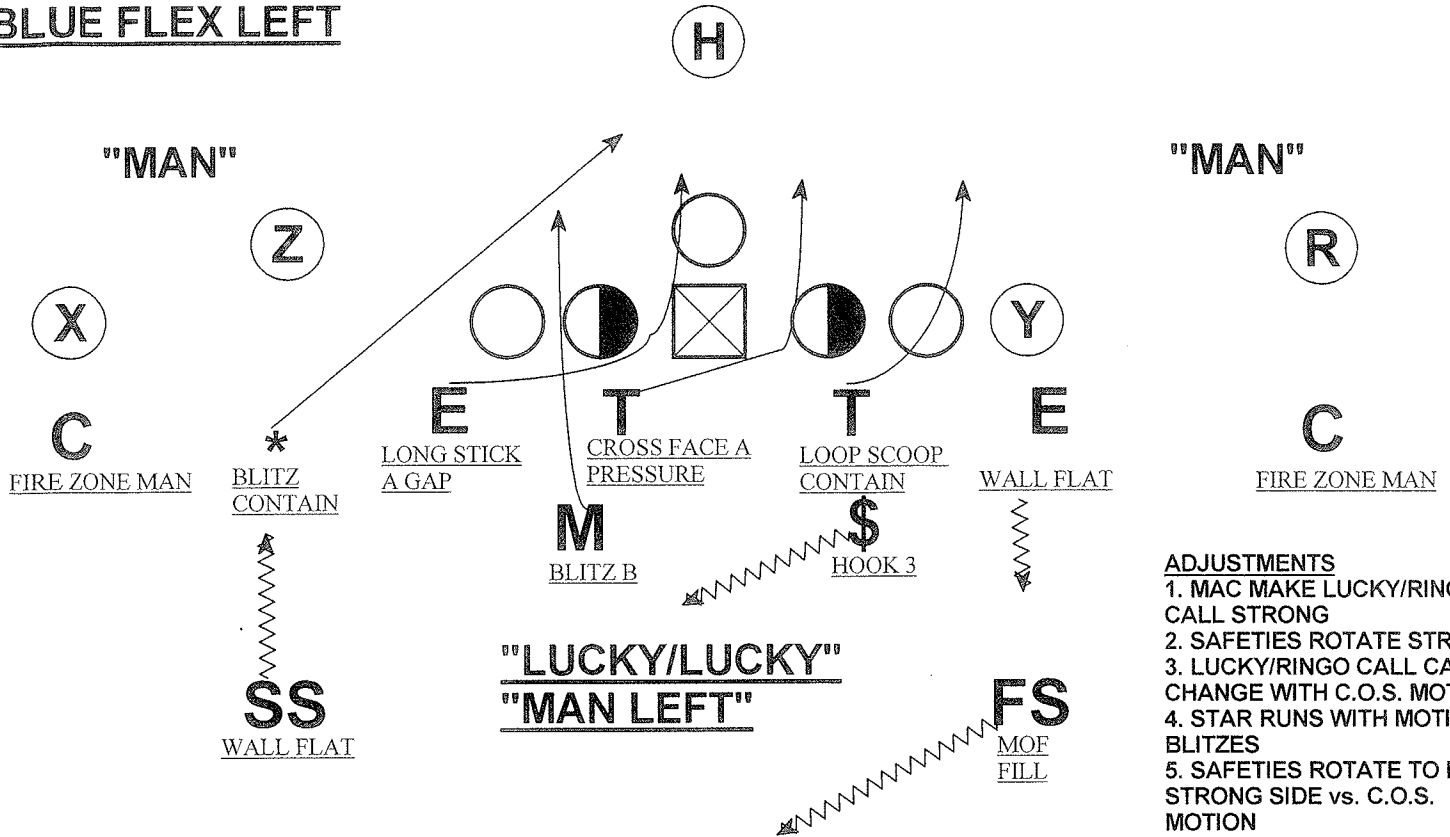
START IN COLT

COMBO VS. YAC

ABLE RT

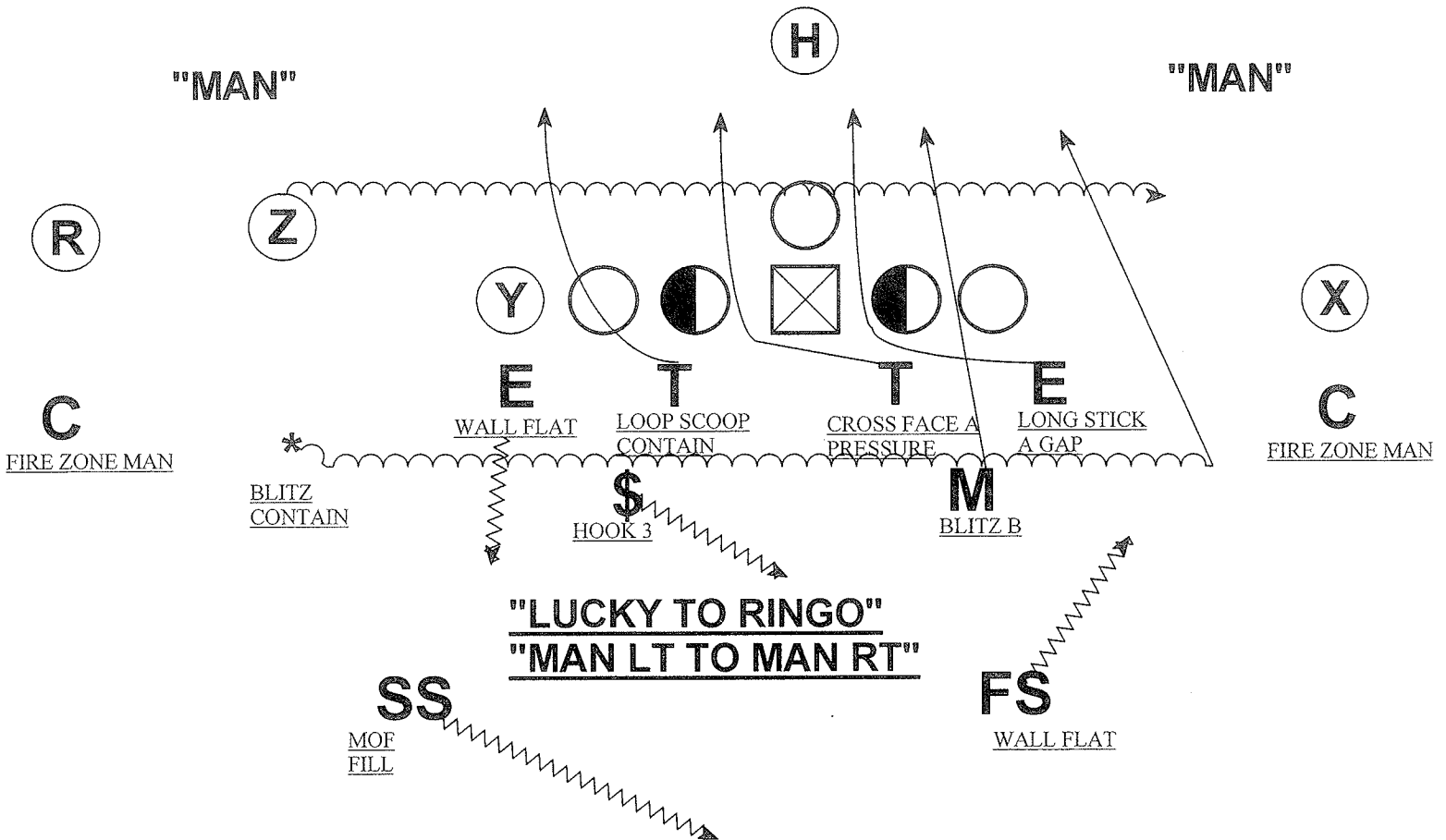
NICKEL/DIME FLEX STRONG FIRE ZONE

BLUE FLEX LEFT

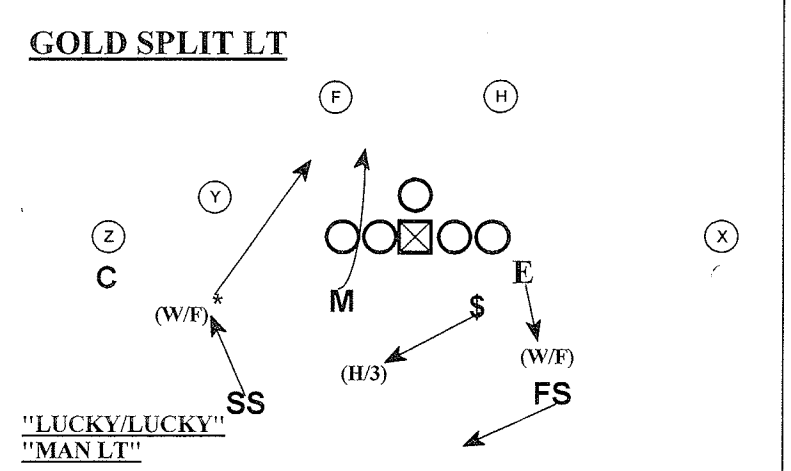
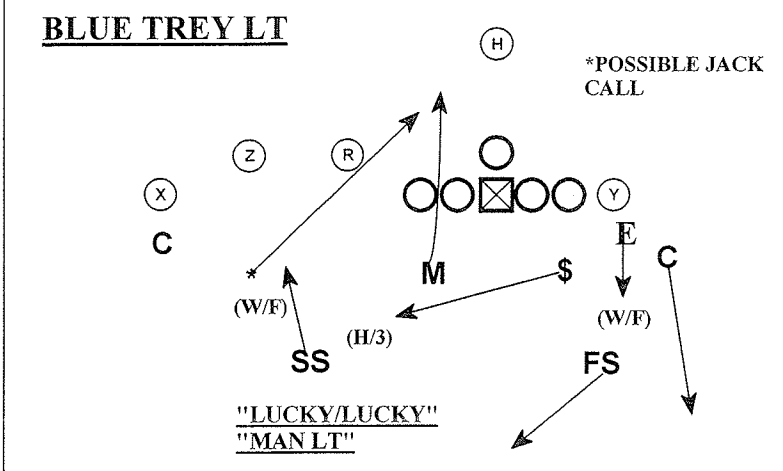
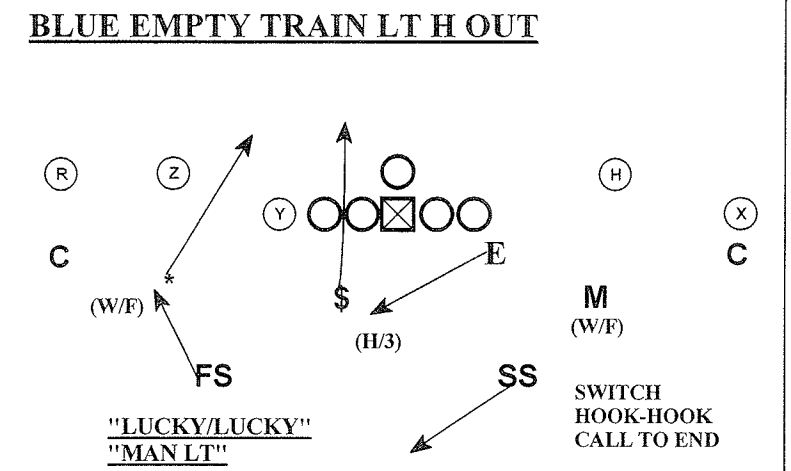
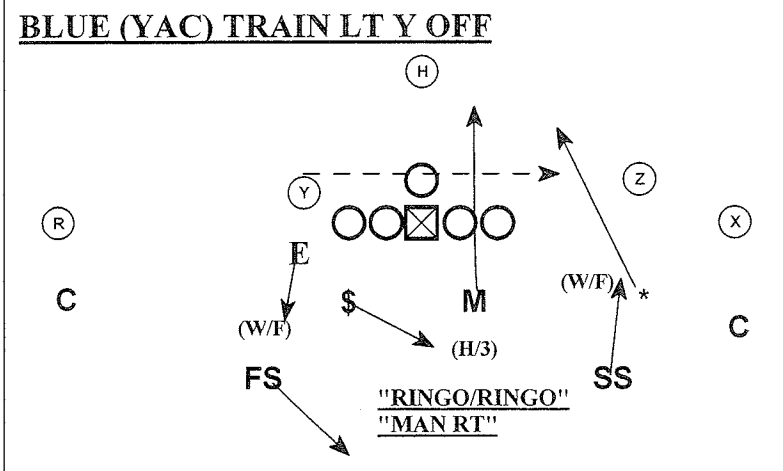
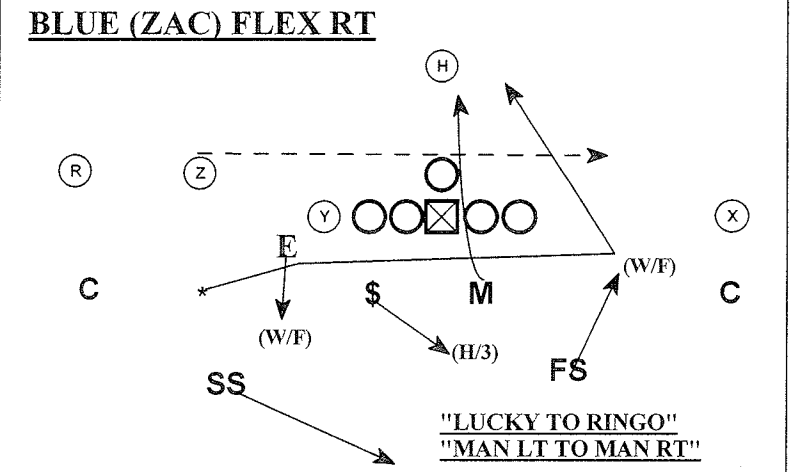
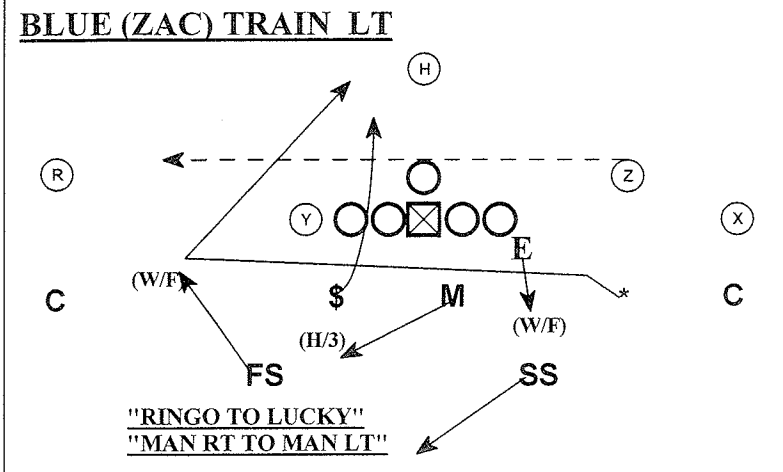
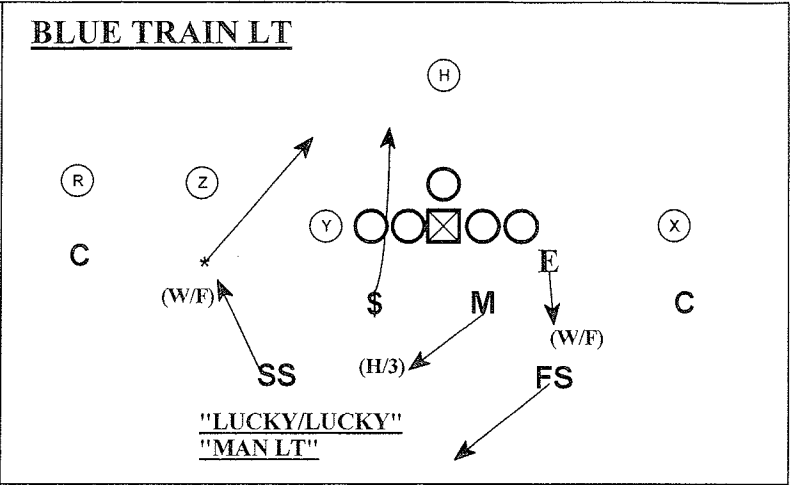
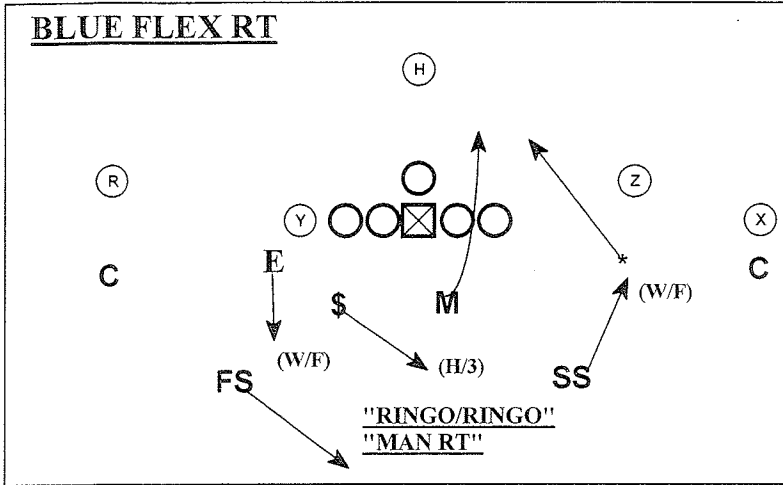


- ADJUSTMENTS**
1. MAC MAKE LUCKY/RINGO CALL STRONG
 2. SAFETIES ROTATE STRONG
 3. LUCKY/RINGO CALL CAN CHANGE WITH C.O.S. MOTION
 4. STAR RUNS WITH MOTION & BLITZES
 5. SAFETIES ROTATE TO NEW STRONG SIDE vs. C.O.S. MOTION

BLUE TRAIN LT

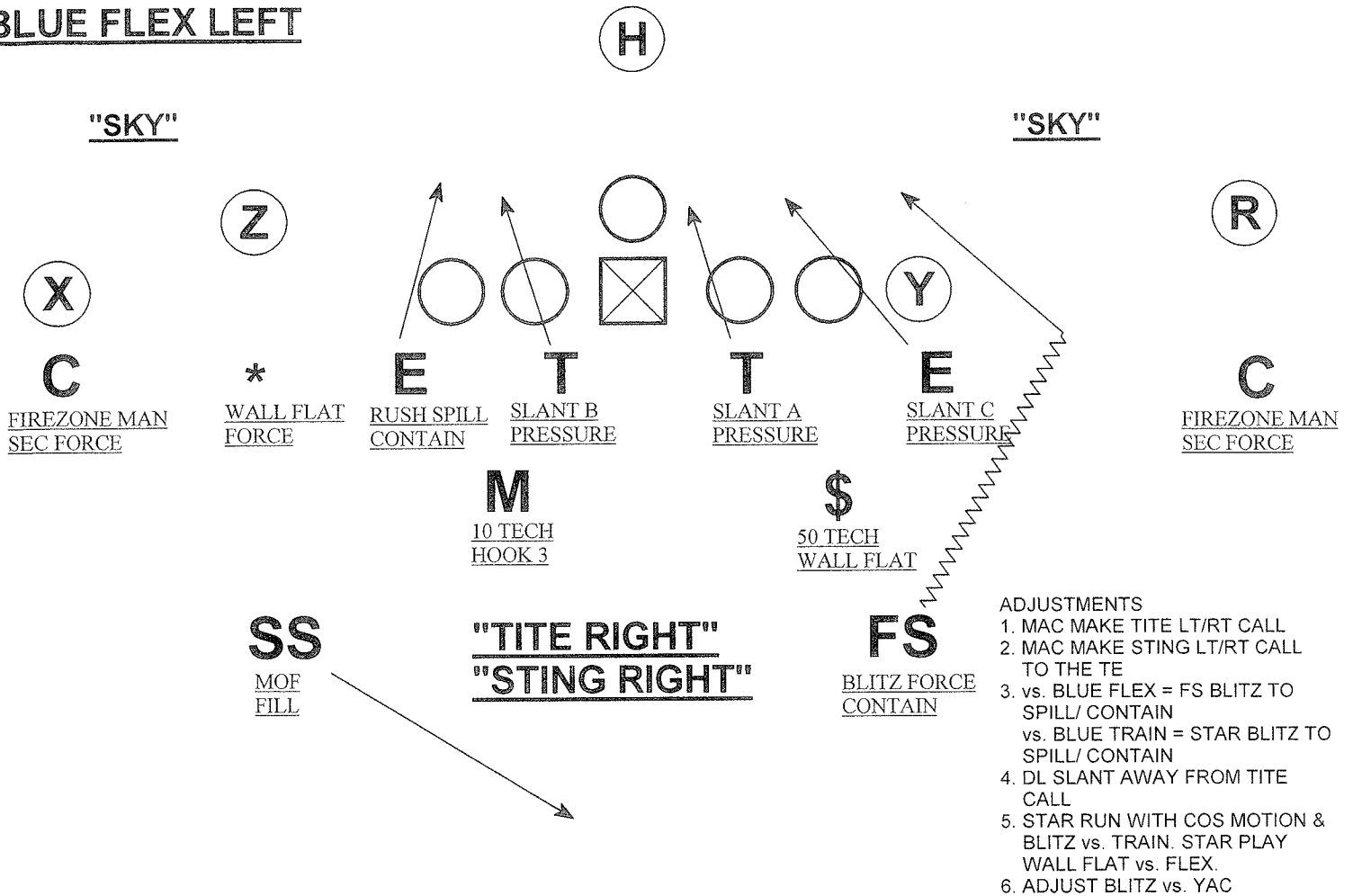


N/D FLEX STRONG FIRE ZONE: ADJUSTMENTS

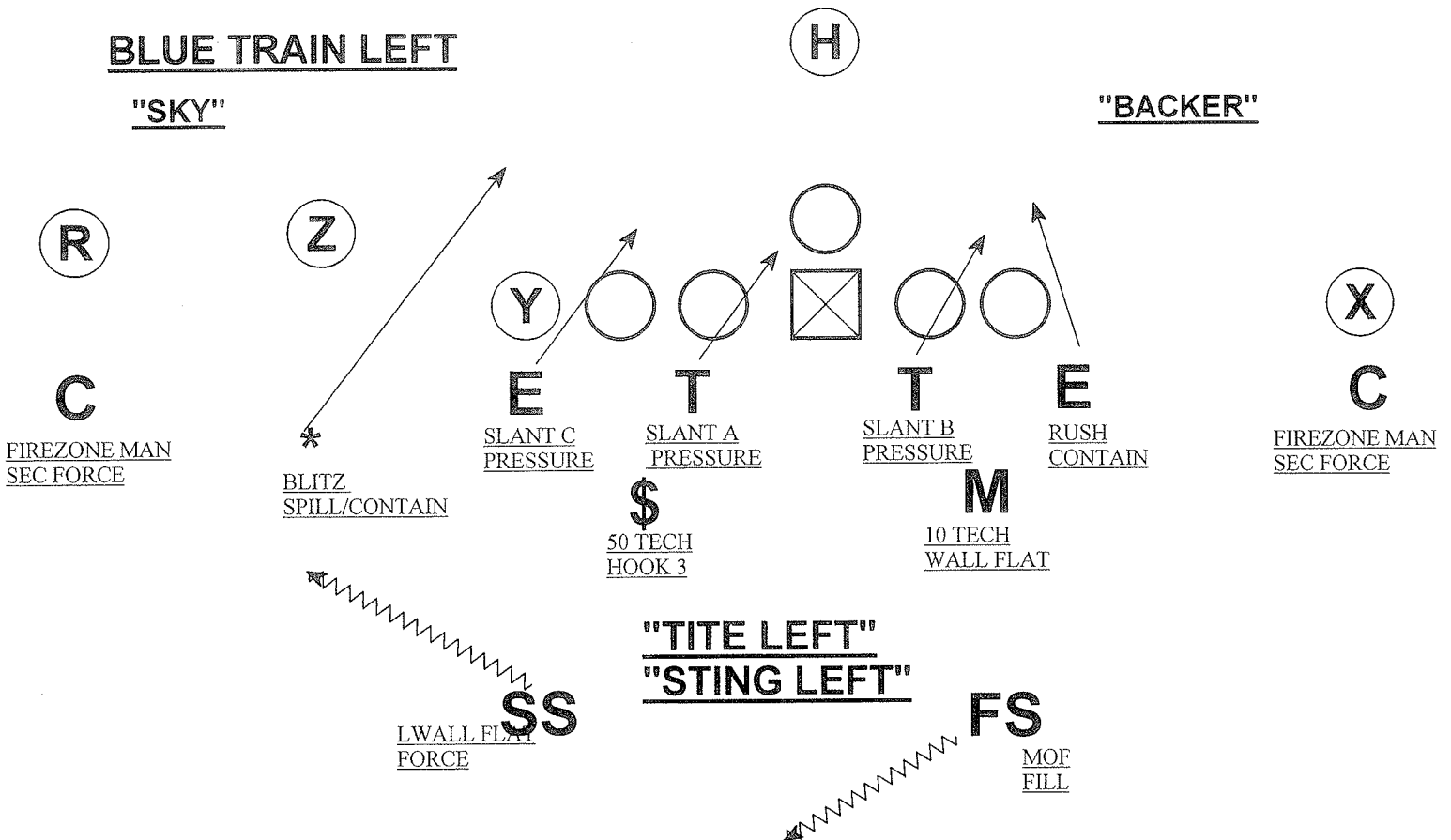


NICKEL FLEX TITE STING

BLUE FLEX LEFT

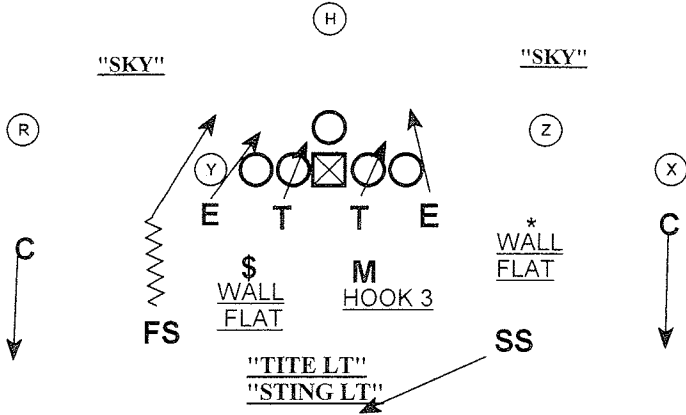


BLUE TRAIN LEFT

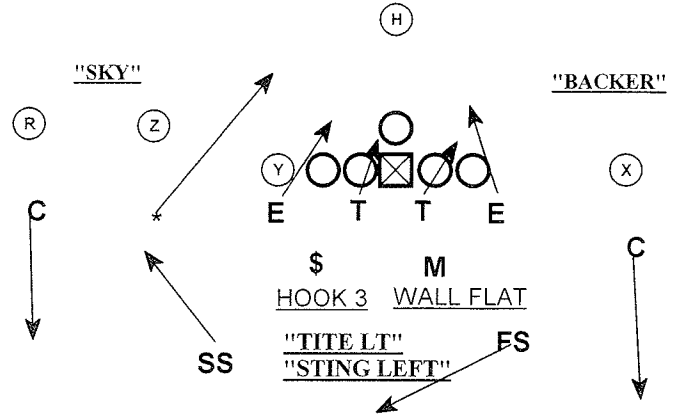


NICKEL FLEX TITE STING: ADJUSTMENTS

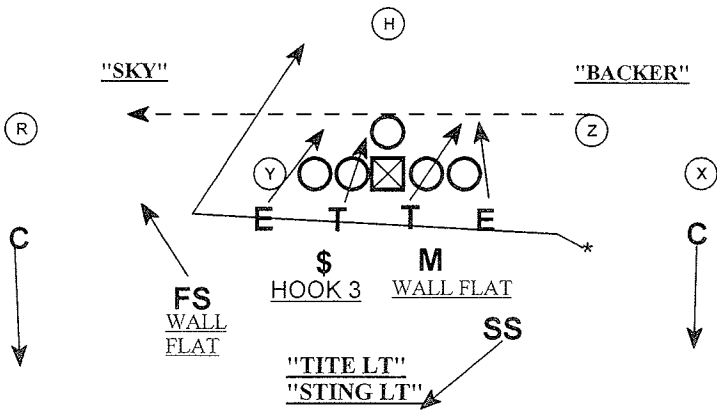
BLUE FLEX RT



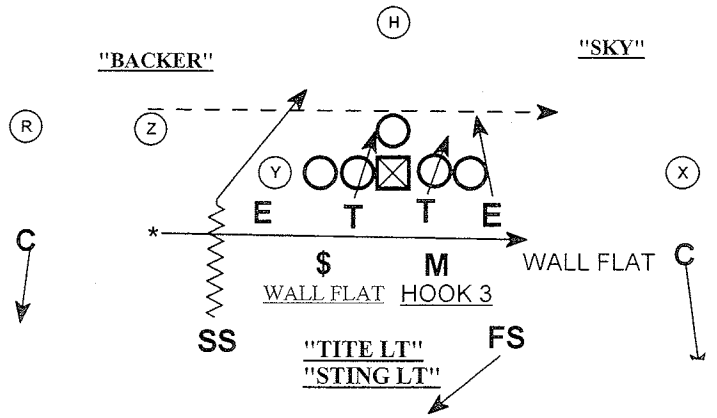
BLUE TRAIN LT



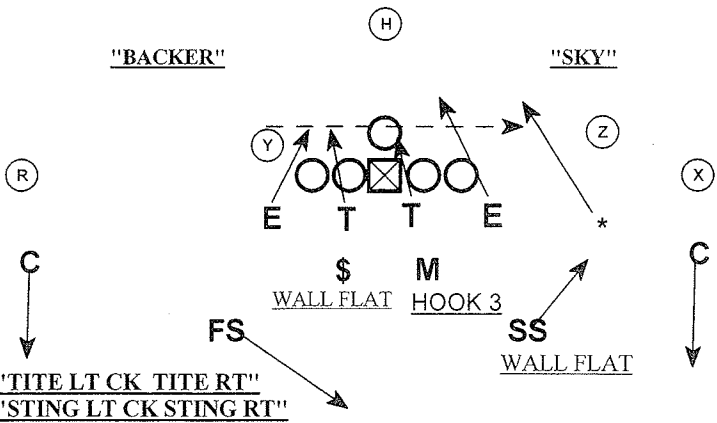
BLUE (ZAC) TRAIN LT



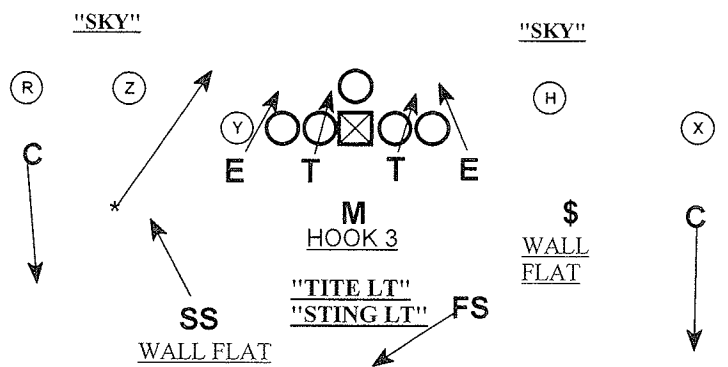
BLUE (ZAC) FLEX RT



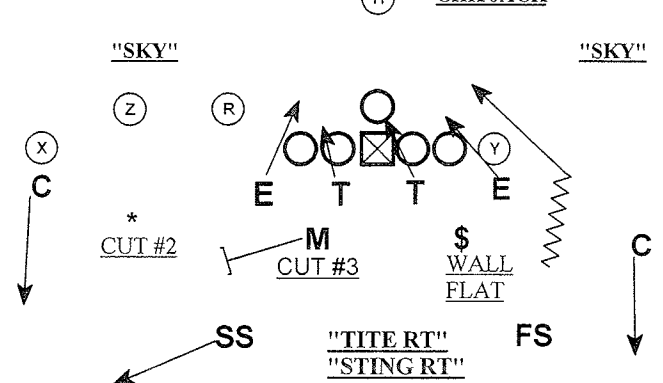
BLUE (YAC) TRAIN LT Y OFF



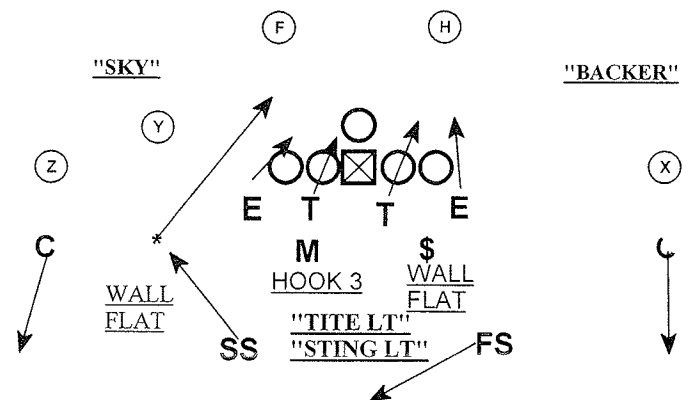
BLUE EMPTY TRAIN H OUT



BLUE TREY LT



GOLD SPLIT LT



BASE STRONG 3 AUTO

**PLAYS AS CHK STRONG VS. EMPTY, TREY, UNB SLOT

LLT

"SKY"

"BACKER"

POSSIBLE:

1. CRANK
2. CORNER
3. SAFETY

(Z)

C

BAIL 1/3
SEC FORCE

(Y)

S

9 TECH
C GAP

(E)

E

HEAVY 5
PRESSURE

(N)

N

0 TECH
PRESSURE

(E)

E

HEAVY 5
CONTAIN

J

GHOST 9
CURL FLAT
MATCH

(X)

C

BAIL 1/3
SEC FORCE

M

30 TECH
STRONG HOOK

W

30 TECH
WEAK HOOK
(ROBOT)
(Y WILLIE)

"LARRY/LARRY"

"LIZ SKY"

SS

FORCE
LIZ

FS

FILL
MOF

ADJUSTMENTS:

1. MIKE MAKE RALPH/LARRY CALL STRONG
2. SAFETIES MAKE RIP/LIZ CALL STRONG
3. SAM/JACK ALIGN LT/RT
4. SLOT- CHECK FIST
5. AUTO ANY 2X2 SET WITH 3 OPEN RECEIVERS
6. RIP/LIZ ANY 1 BACK SET EXCEPT TRIPS MABLE TRIPS.
7. MATCH AWAY FROM RIP/LIZ
8. YAC= CHANGE RALPH/LARRY AND RIP/LIZ
9. Y TRADE= RELOAD FRONT
10. EMPTY= CHECK ROTATE STRONG (3 MAN SIDE)
11. 2 MAN STACK= SAFETY CALL
12. BUNCH= MABLE CALL

"CHECK FIST VS. SLOT SET"

I SLOT LT

"SKY"

VS. SLOT BACK OUT MOTION
CHECK RIP/LIZ

"READ"

(Z)

(X)

C

SEC FORCE
FIST 1/3
2 TO 1 READ

SS

FORCE
FIST

(S)

S

GHOST 6
CONTAIN

(E)

E

HEAVY 5
PRESSURE

(N)

N

0 TECH
PRESSURE

W

30 TECH
STRONG HOOK

(E)

E

HEAVY 5
CONTAIN

M

30 TECH
WEAK HOOK

(Y)

J

HEAVY 9 TECH
1ST TO FLAT

C

READ
READ 1/3

"LARRY/LARRY"

"FIST LEFT"

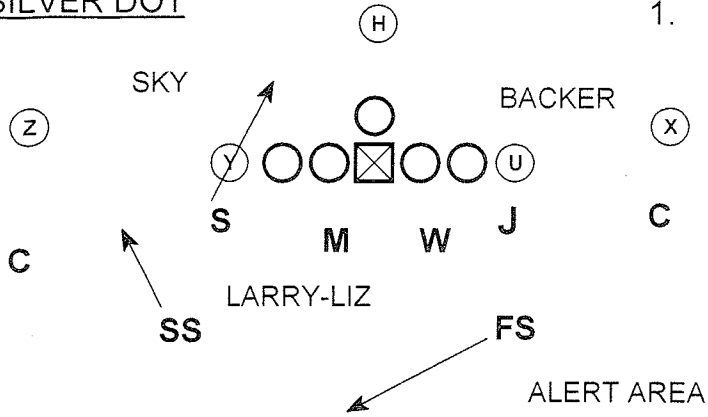
FS

FILL
FIST

BASE STRONG 3 AUTO

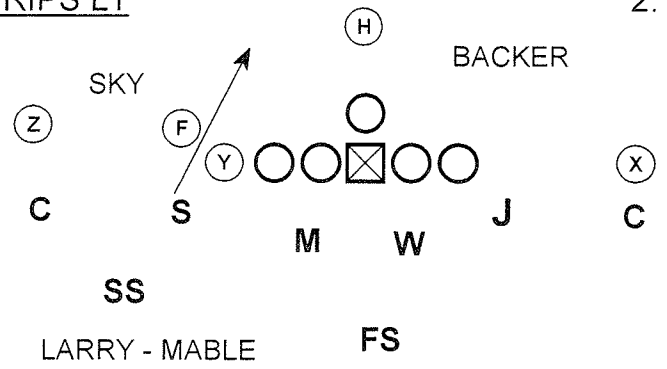
SILVER DOT

1.



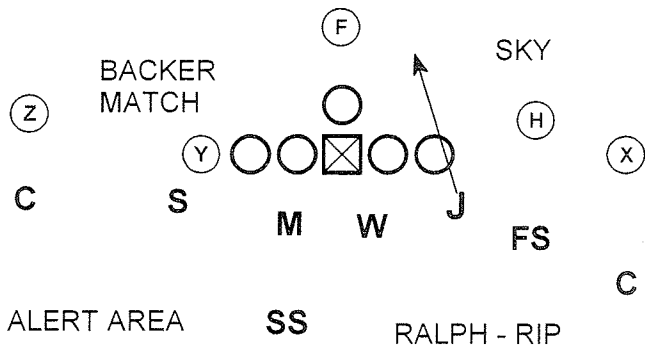
TRIPS LT

2.



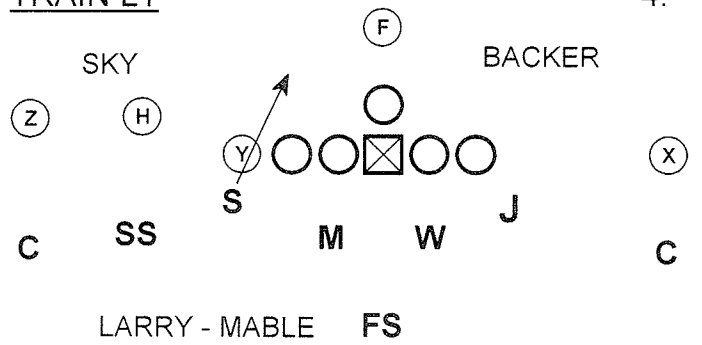
DOUBLE LT

3.



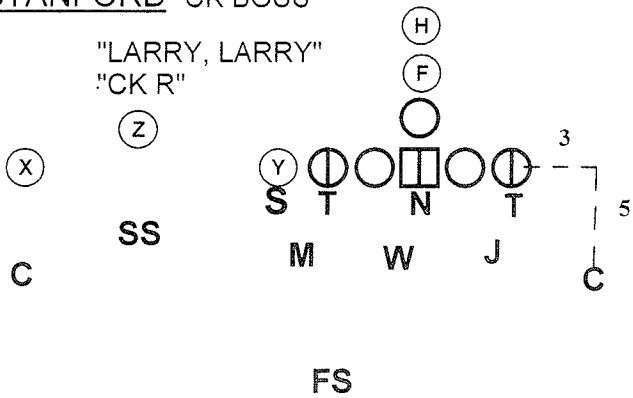
TRAIN LT

4.



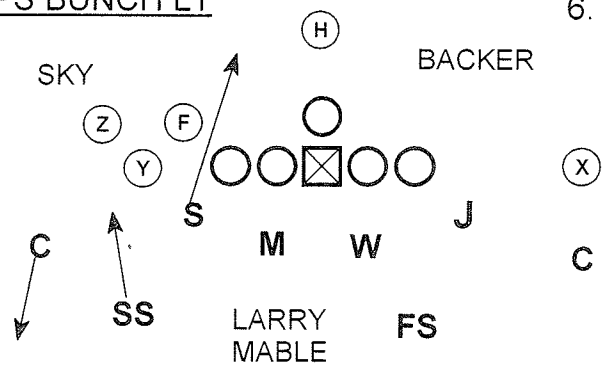
STANFORD CK BOSS

5.



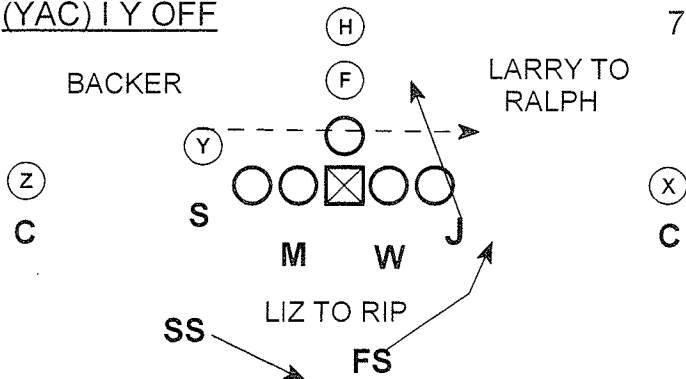
TRIPS BUNCH LT

6.



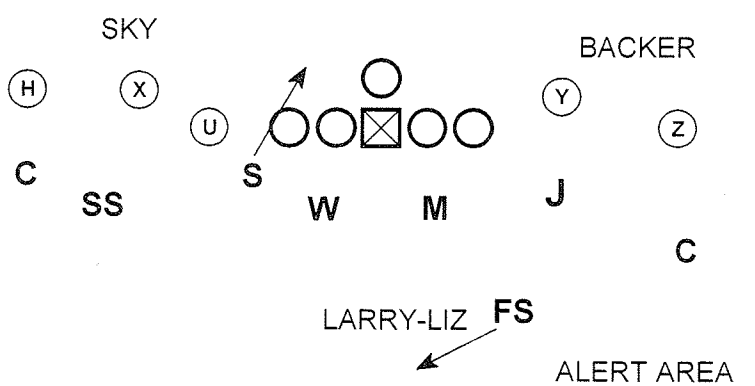
(YAC) I Y OFF

7.



EMPTY (TRAIN FLIP LT H OS)

8.



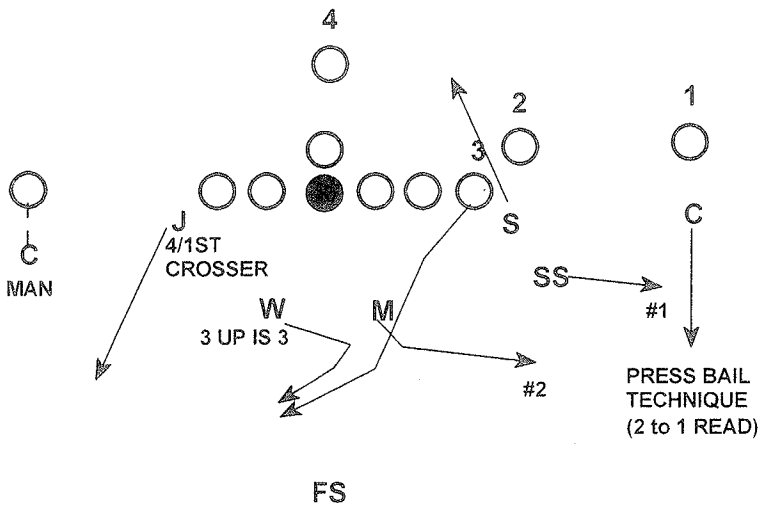
3 MABLE

(BASE STRONG 3 AUTO)

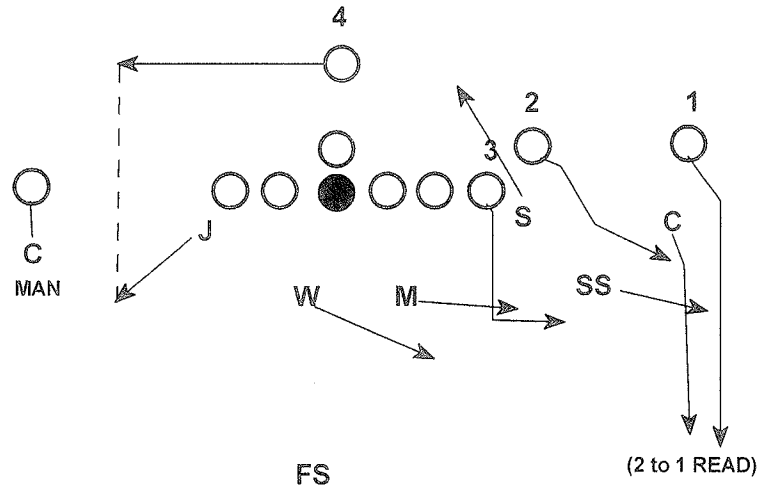
- PUSH THE COVERAGE
- WEAK HOOK 3 UP IS 3

MABLE = MAN

1.

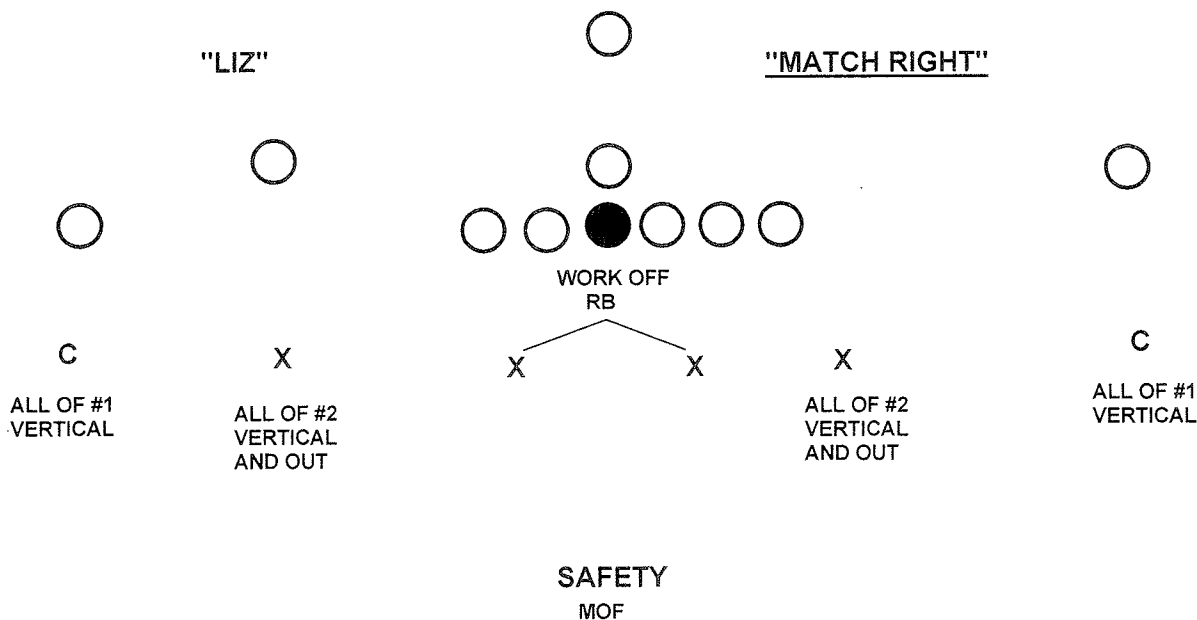


2.



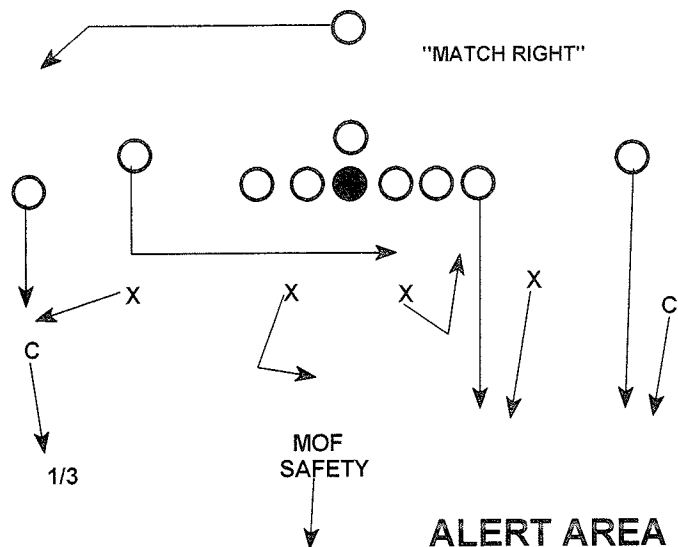
RIP / LIZ CALLS

RIP/LIZ CALLS ARE A WAY TO PLAY 3 DEEP ZONE. TO THE SIDE OF A RIP/LIZ CALL THE CORNER PLAYS ALL OF #1 ON ANY VERTICAL ROUTE - DO NOT TAKE SNEAK. DB ON #2 TAKES ALL OF #2 ON ANY VERTICAL OR OUTSIDE ROUTE. VS. INSIDE ROUTE COMMUNICATE "UNDER" AND ZONE OFF. AWAY FROM RIP/LIZ CALL IS A MATCH RIGHT/LEFT CALL. CORNER AND LB/DB TO MATCH SIDE HAS SAME RULES AS RIP/LIZ. VS. 2 MAN STACK COMMUNICATE "SAFETY" TO ZONE OFF INTO 3 DEEP PRINCIPLE. RIP/LIZ IS A COMMUNICATION FOR 3 DEEP PATTERN MATCH - "NOT" ROTATION OF SAFETIES.

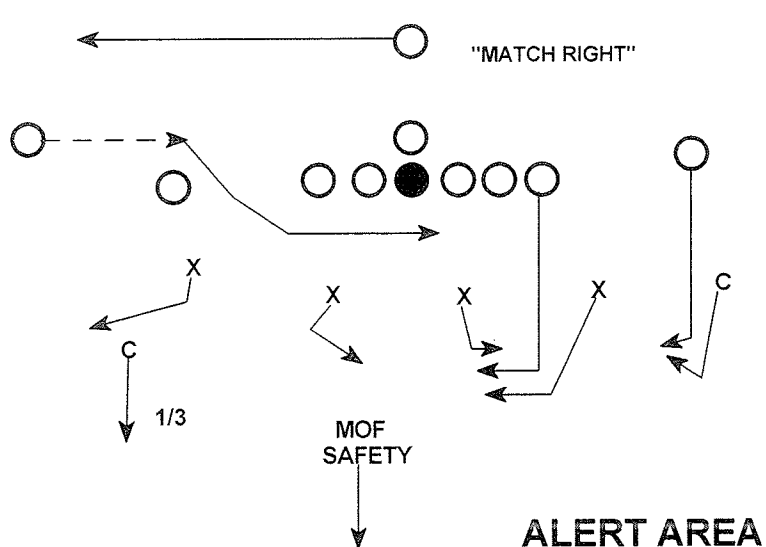


ALERT AREA WITH #2 OUTSIDE SEAM

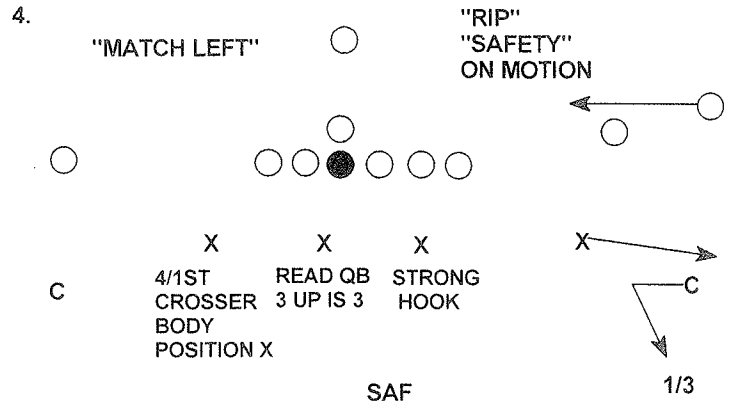
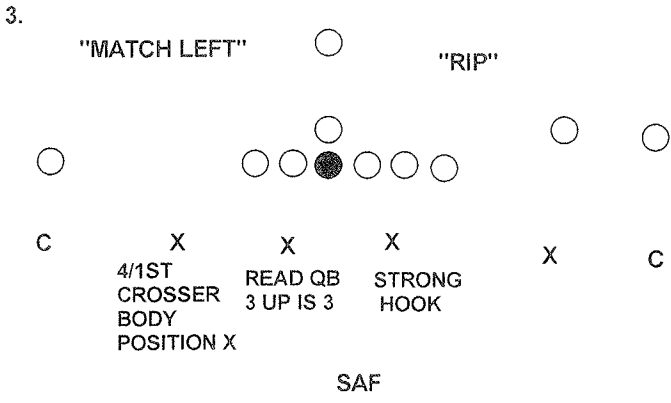
1. "LIZ", "UNDER" ON ROUTE (ZONE)



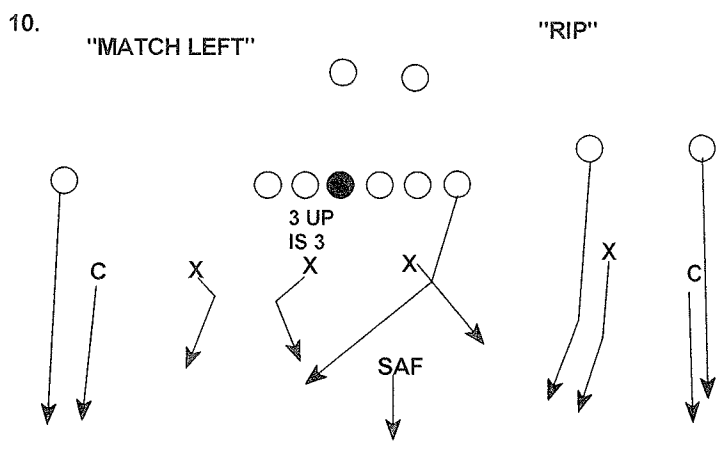
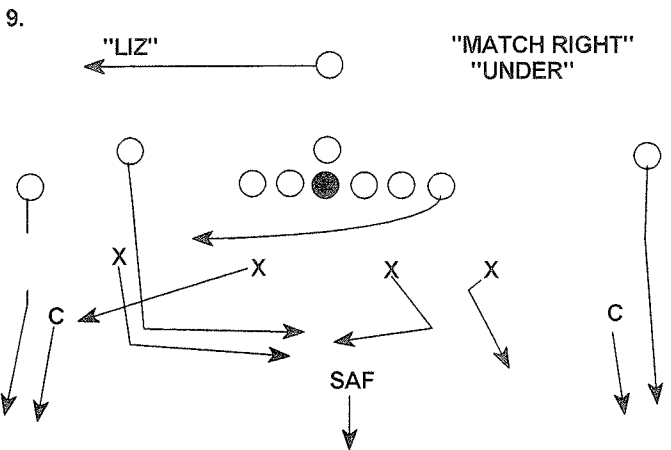
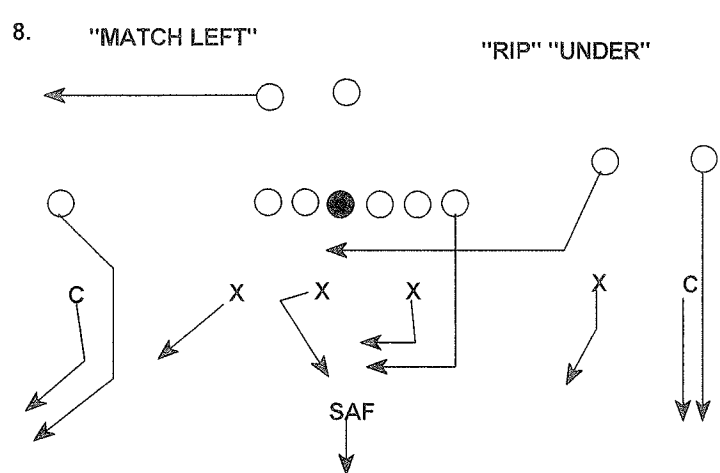
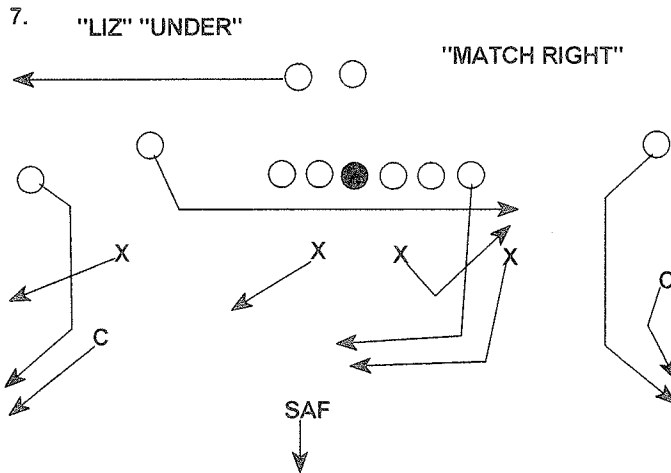
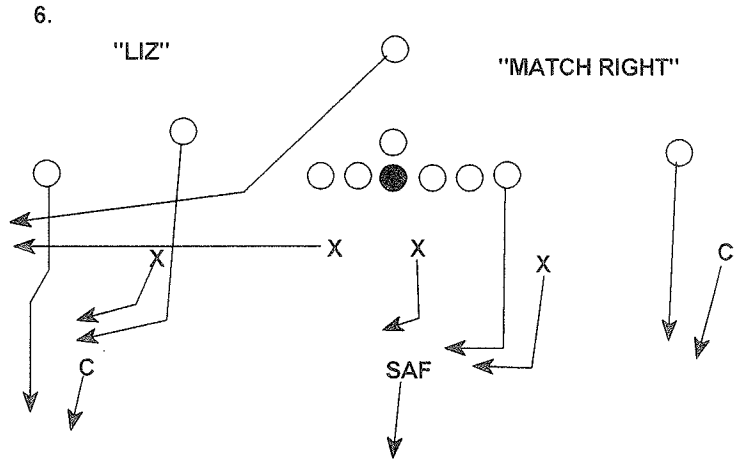
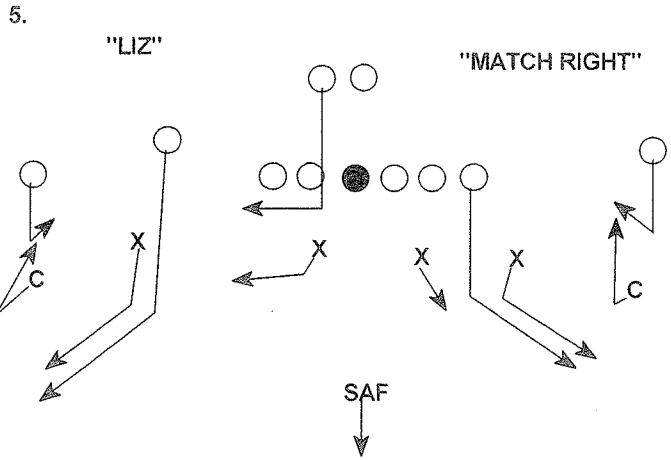
2. "LIZ", "AREA" ON MOTION (ZONE)



RIP/ LIZ CALLS



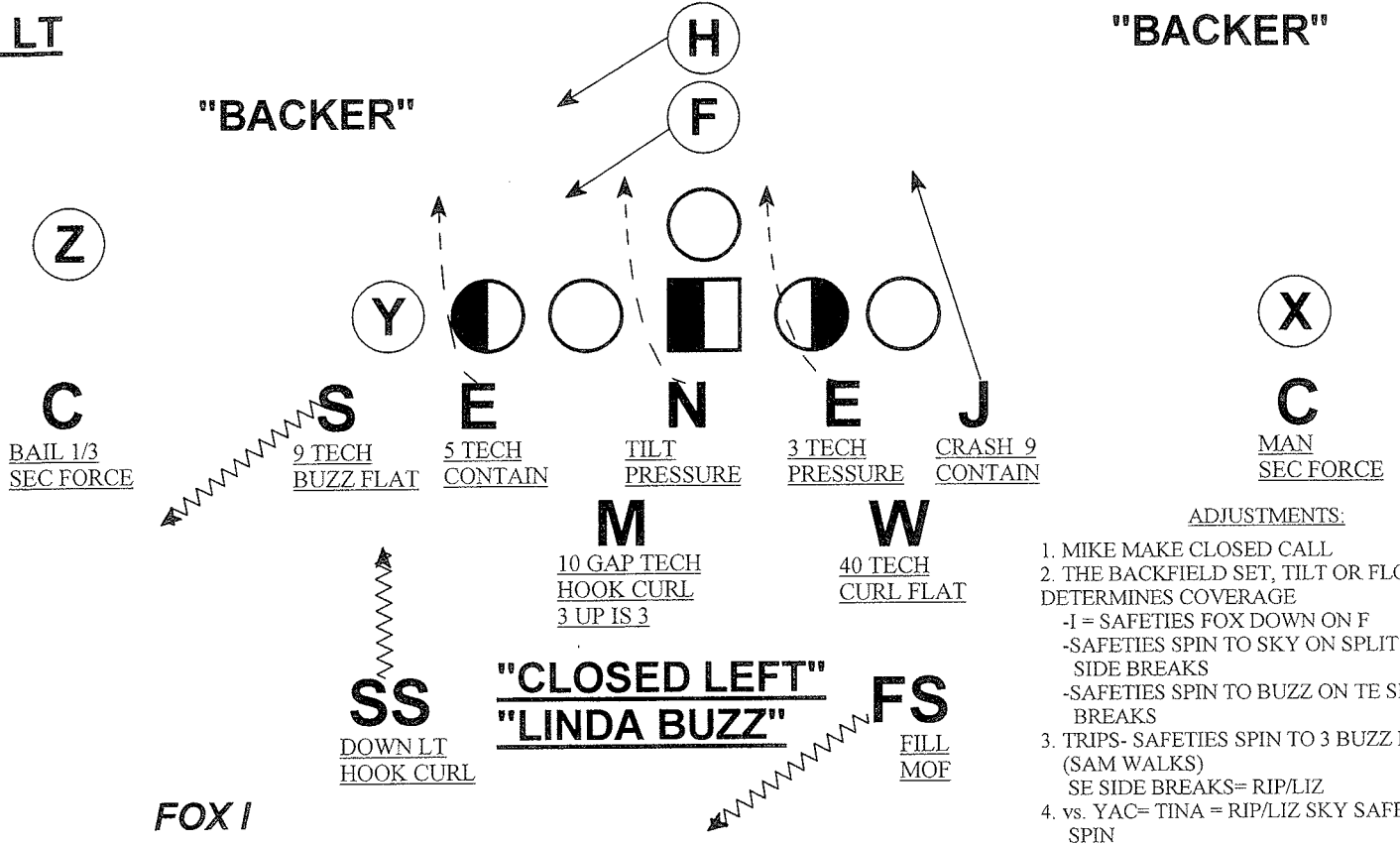
RIP/LIZ BAIL
SEC FORCE



BASE UNDER O ZONE ALERT BUMP FIST vs. SLOT

ILT

"BACKER"

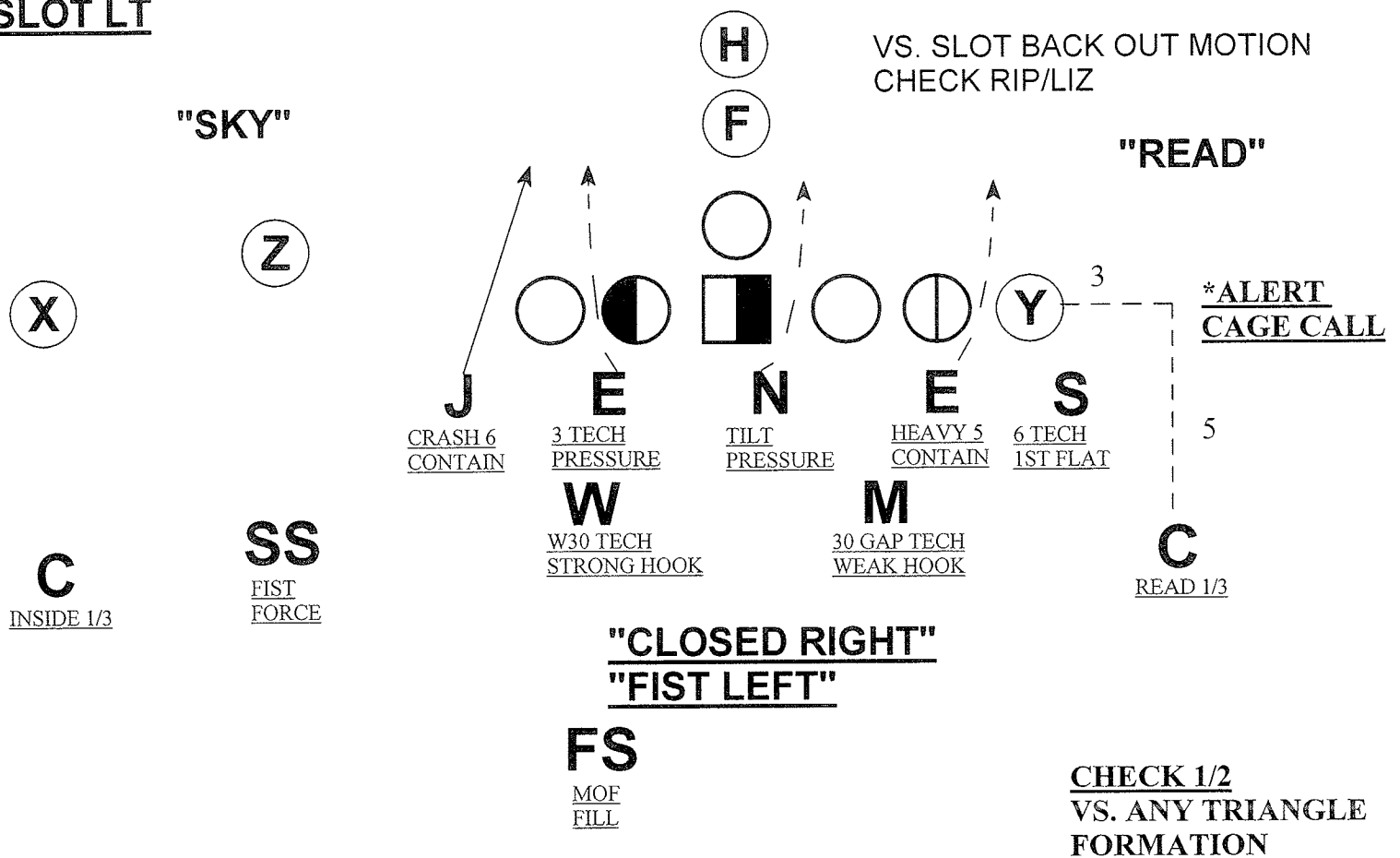


ADJUSTMENTS:

1. MIKE MAKE CLOSED CALL
2. THE BACKFIELD SET, TILT OR FLOW DETERMINES COVERAGE
 - I = SAFETIES FOX DOWN ON F
 - SAFETIES SPIN TO SKY ON SPLIT END SIDE BREAKS
 - SAFETIES SPIN TO BUZZ ON TE SIDE BREAKS
3. TRIPS- SAFETIES SPIN TO 3 BUZZ MABLE (SAM WALKS)
 - SE SIDE BREAKS= RIP/LIZ
4. vs. YAC= TINA = RIP/LIZ SKY SAFETIES SPIN
5. SPLIT BACKS = CHECK COVER 7
6. Y TRADE = RELOAD FRONT
7. SLOT= CHECK FIST
8. EMPTY= CHECK ZEBRA

I SLOT LT

VS. SLOT BACK OUT MOTION CHECK RIP/LIZ



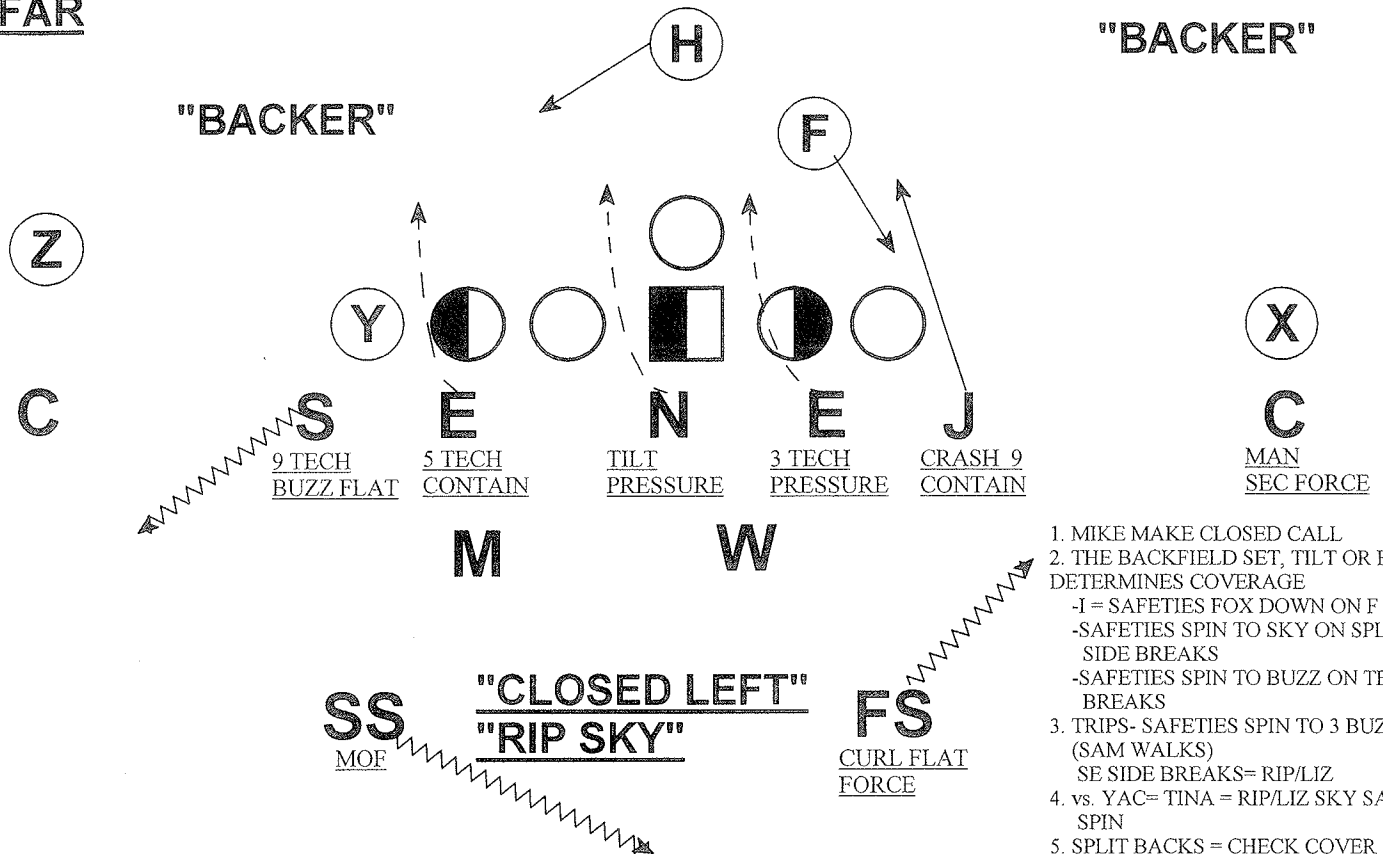
CHECK 1/2
VS. ANY TRIANGLE FORMATION

BASE UNDER O ZONE ALERT BUMP

FIST vs. SLOT

IFAR

"BACKER"

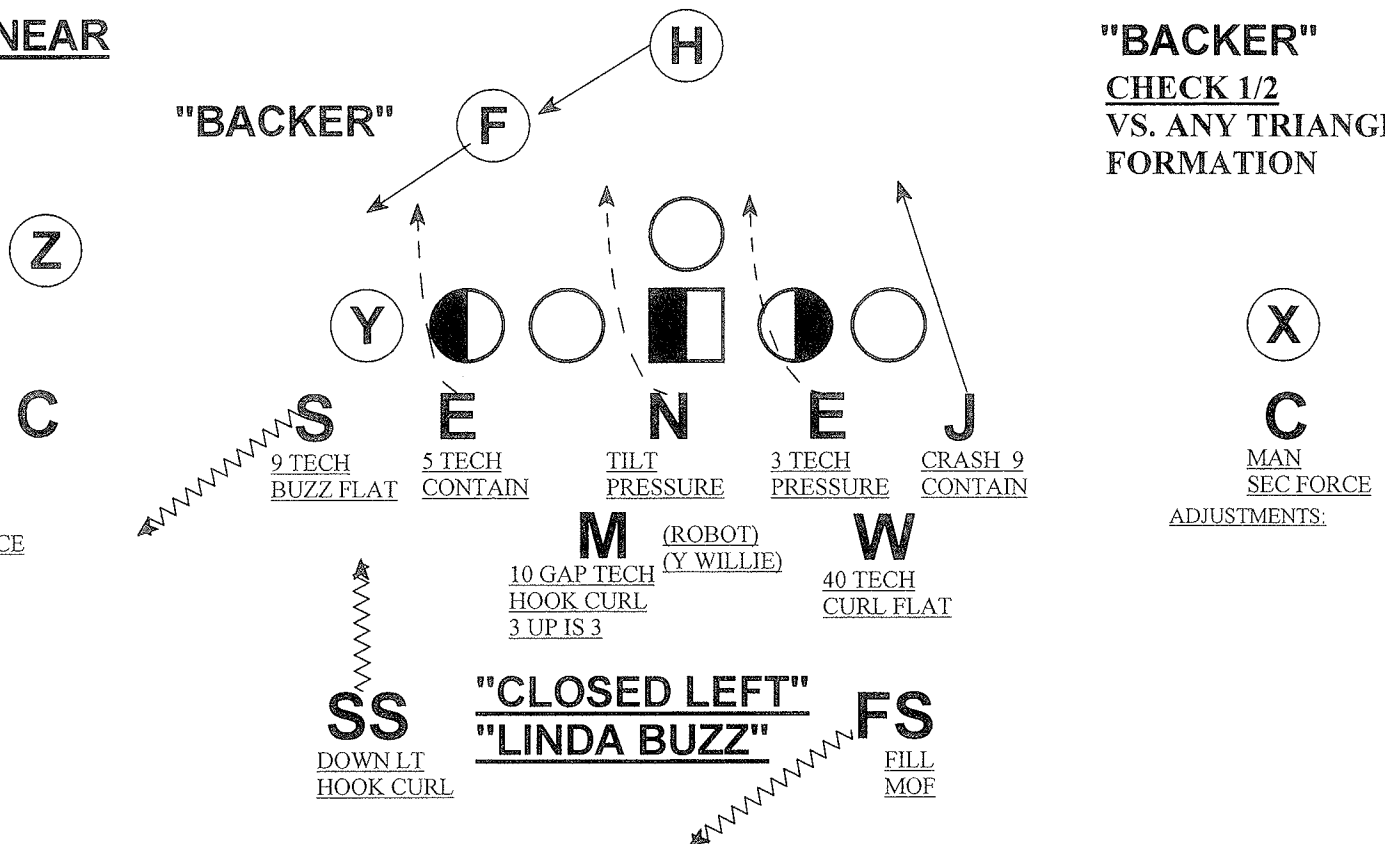


1. MIKE MAKE CLOSED CALL
2. THE BACKFIELD SET, TILT OR FLOW DETERMINES COVERAGE
 - I = SAFETIES FOX DOWN ON F
 - SAFETIES SPIN TO SKY ON SPLIT ENI SIDE BREAKS
 - SAFETIES SPIN TO BUZZ ON TE SIDE BREAKS
3. TRIPS- SAFETIES SPIN TO 3 BUZZ MAE (SAM WALKS)
 - SE SIDE BREAKS= RIP/LIZ
4. vs. YAC= TINA = RIP/LIZ SKY SAFETIE: SPIN
5. SPLIT BACKS = CHECK COVER 7
6. Y TRADE = RELOAD FRONT
7. SLOT= CHECK FIST
8. EMPTY= CHECK ZEBRA

INEAR

"BACKER"

CHECK 1/2
VS. ANY TRIANGLE FORMATION



ADJUSTMENTS:

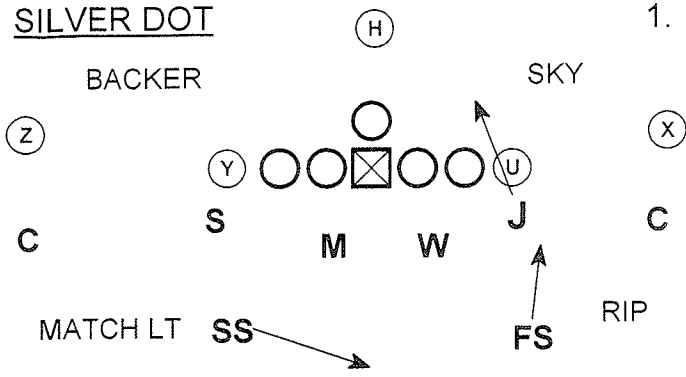
BAIL 1/3
SEC FORCE

C
MAN
SEC FORCE

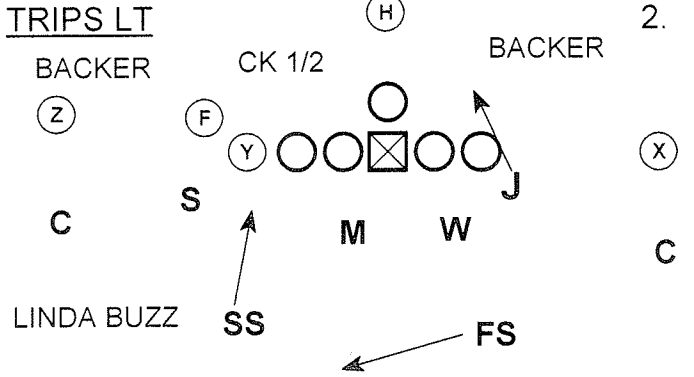
ZONE ALERT BUMP

FIST vs. SLOT

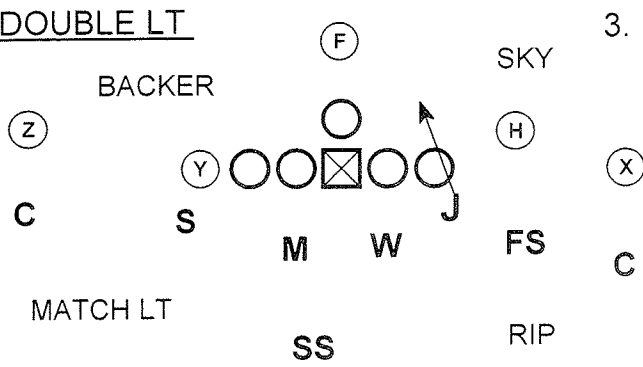
SILVER DOT



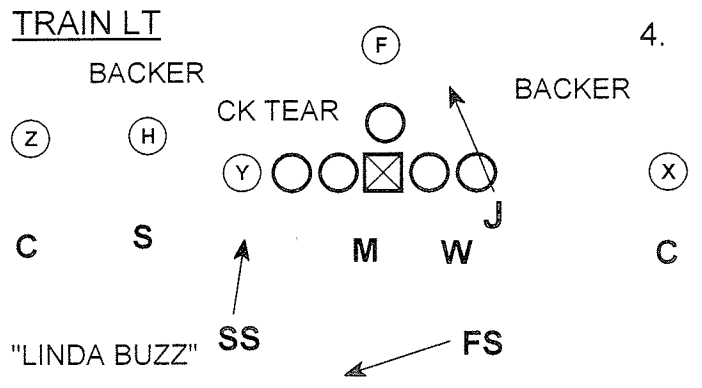
TRIPS LT



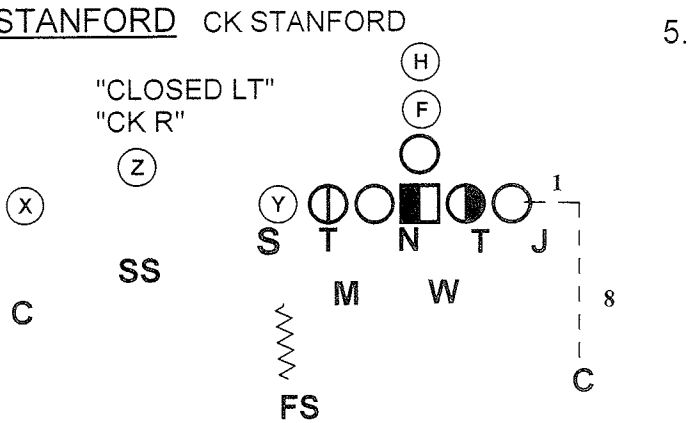
DOUBLE LT



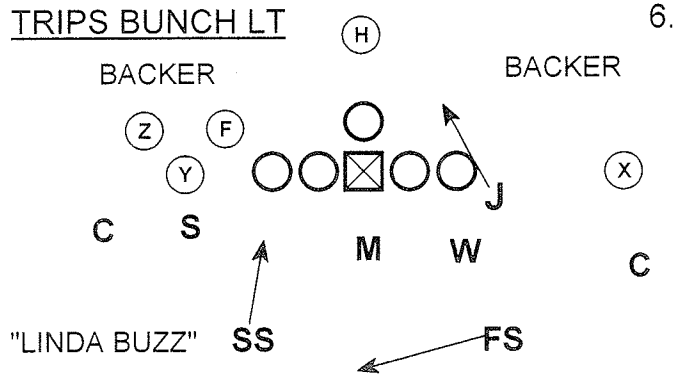
TRAIN LT



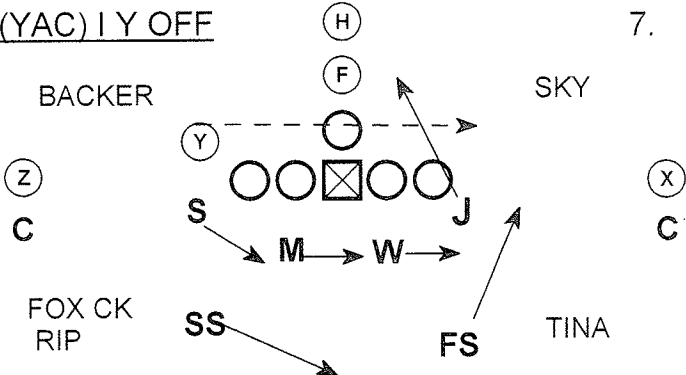
STANFORD CK STANFORD



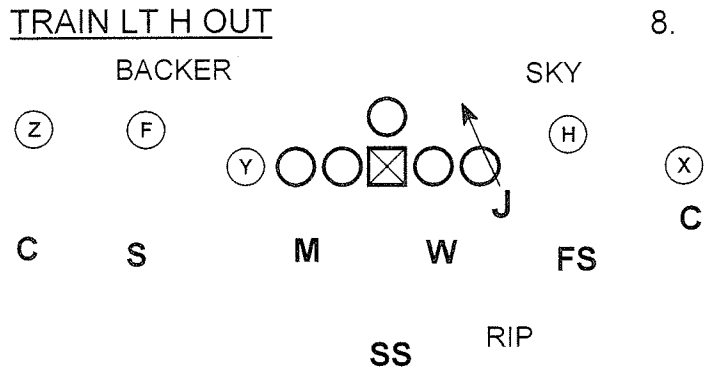
TRIPS BUNCH LT



(YAC) I Y OFF



TRAIN LT H OUT

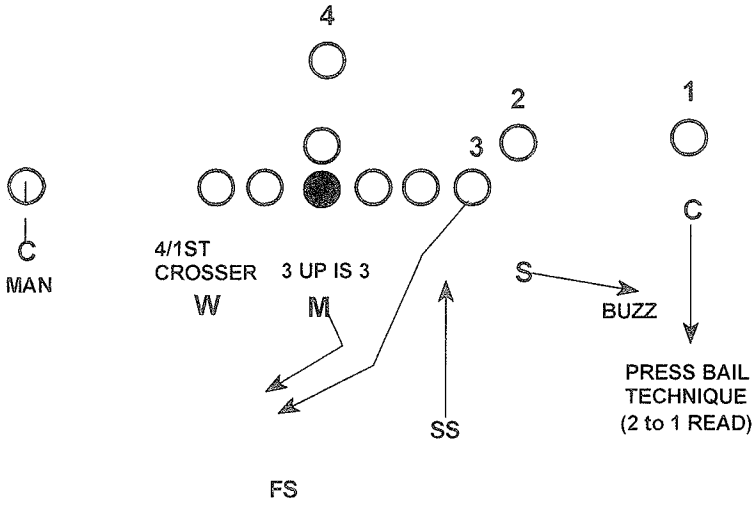


3 (BUZZ) MABLE

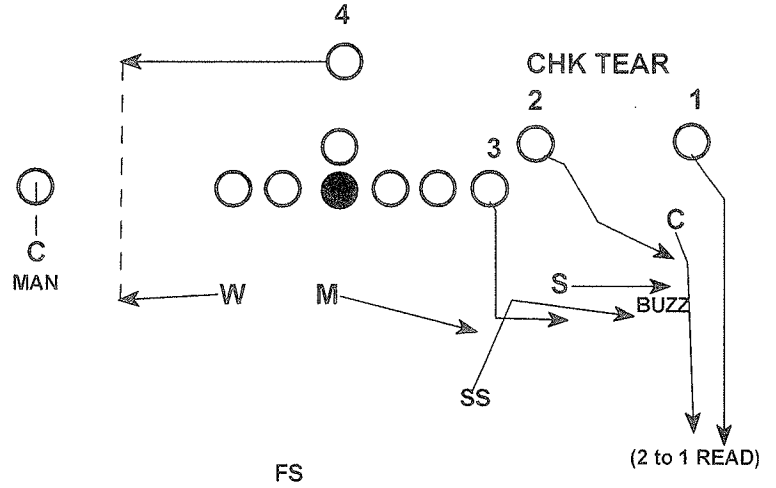
- PUSH THE COVERAGE
- WEAK HOOK 3 UP IS 3

MABLE = MAN

1. BS UNDER O ZONE ALERT

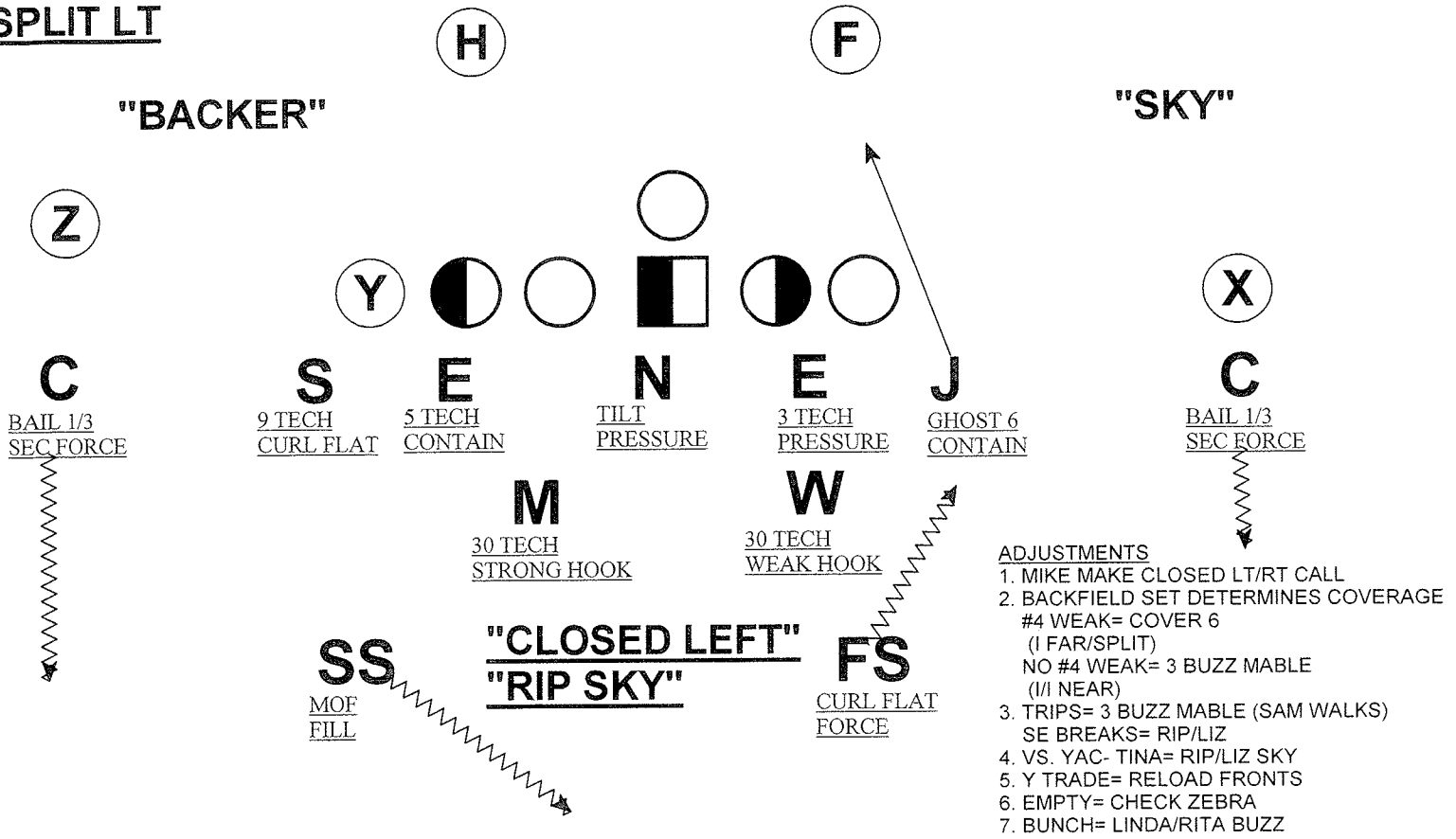


2.



BASE UNDER 0 6 ADJUSTED/ FIST

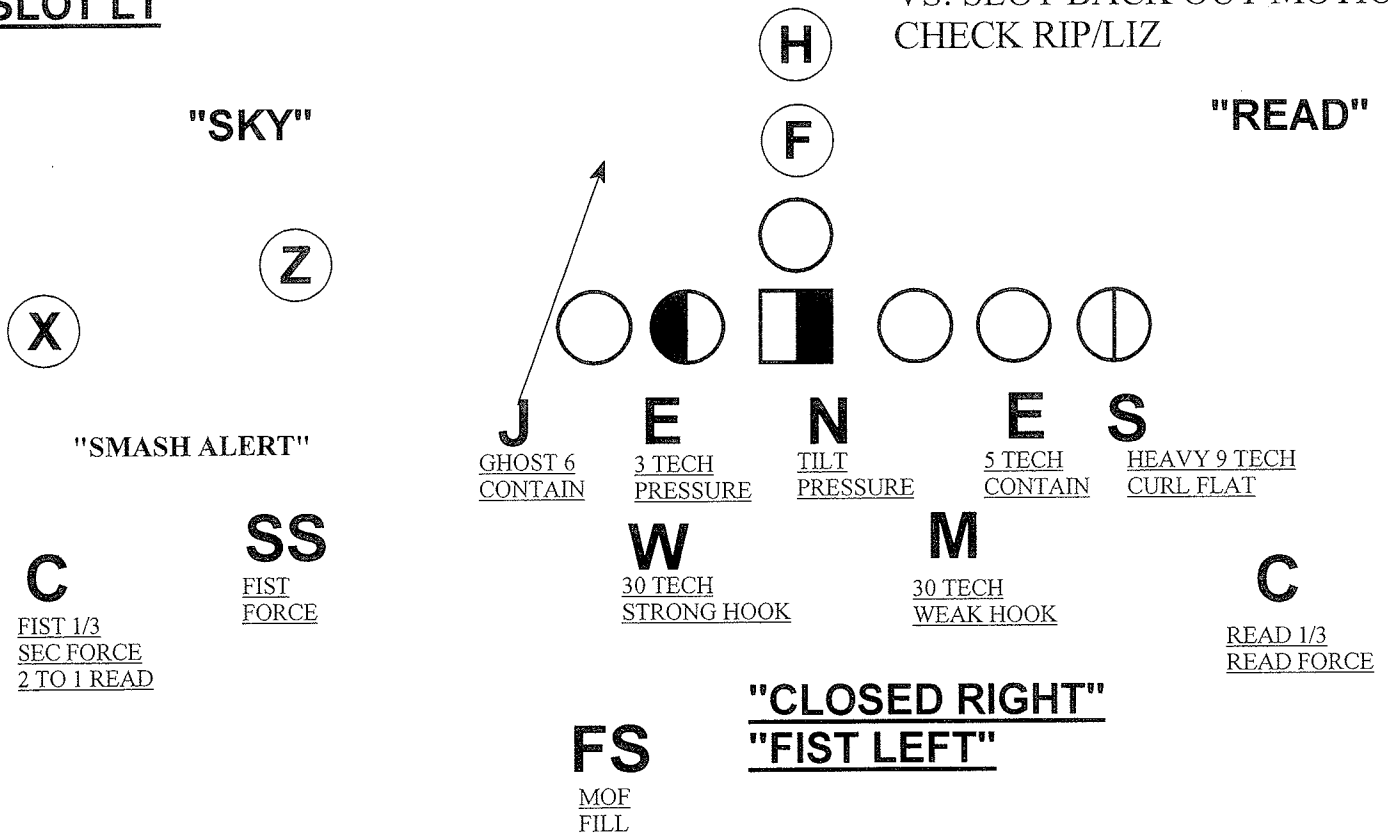
SPLIT LT



CHECK FIST VS. SLOT

I SLOT LT

VS. SLOT BACK OUT MOTION
CHECK RIP/LIZ



BASE UNDER O 6 ADJUSTED/FIST

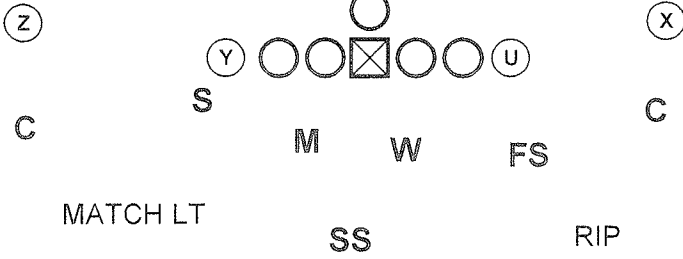
SILVER DOT

(H)

1.

BACKER

SKY



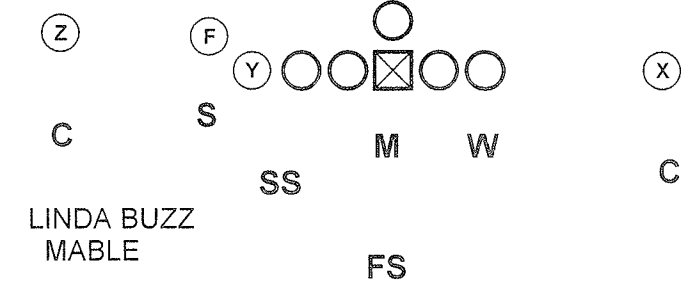
TRIPS LT

(H)

2.

BACKER

BACKER



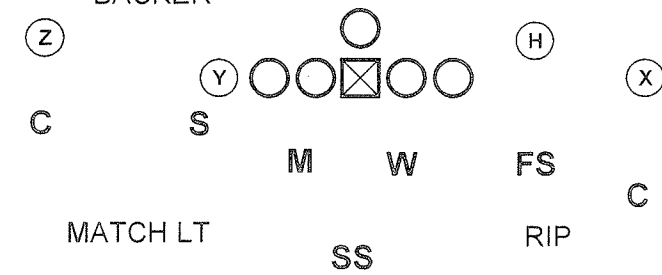
DOUBLE LT

(F)

3.

BACKER

SKY



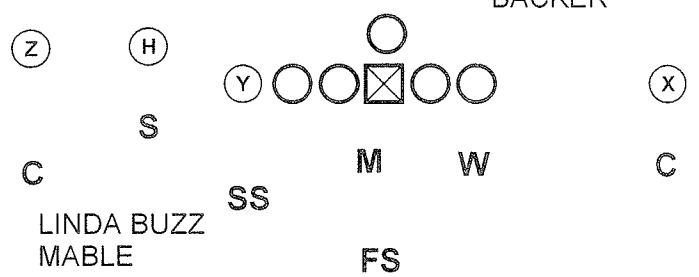
TRAIN LT

(F)

4.

BACKER

BACKER



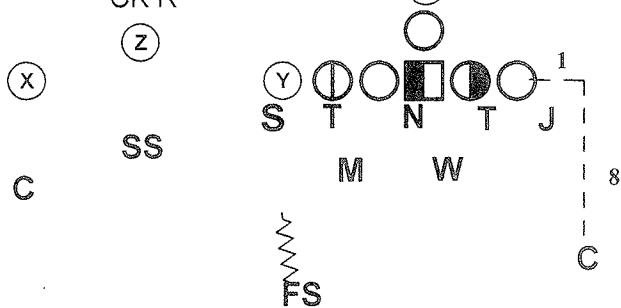
STANFORD CK STANFORD

5.

"CLOSED LT"
"CK R"

(H)

(F)



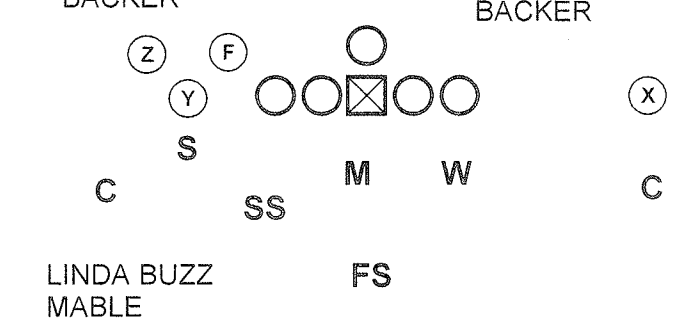
TRIPS BUNCH LT

(H)

6.

BACKER

BACKER



(YAC) I Y OFF

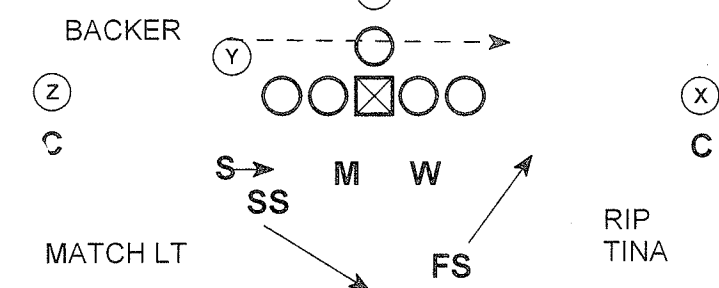
(H)

7.

RIP SKY

BACKER

(F)

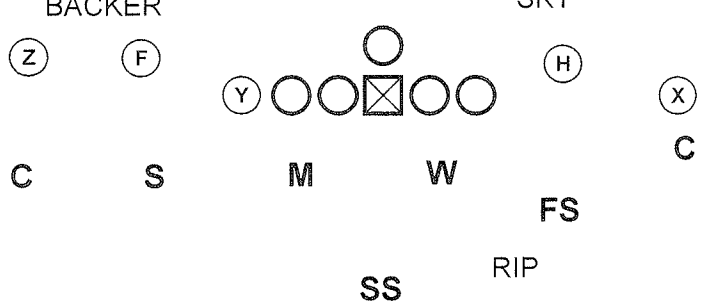


EMPTY (TRAIN LT H OUT)

8.

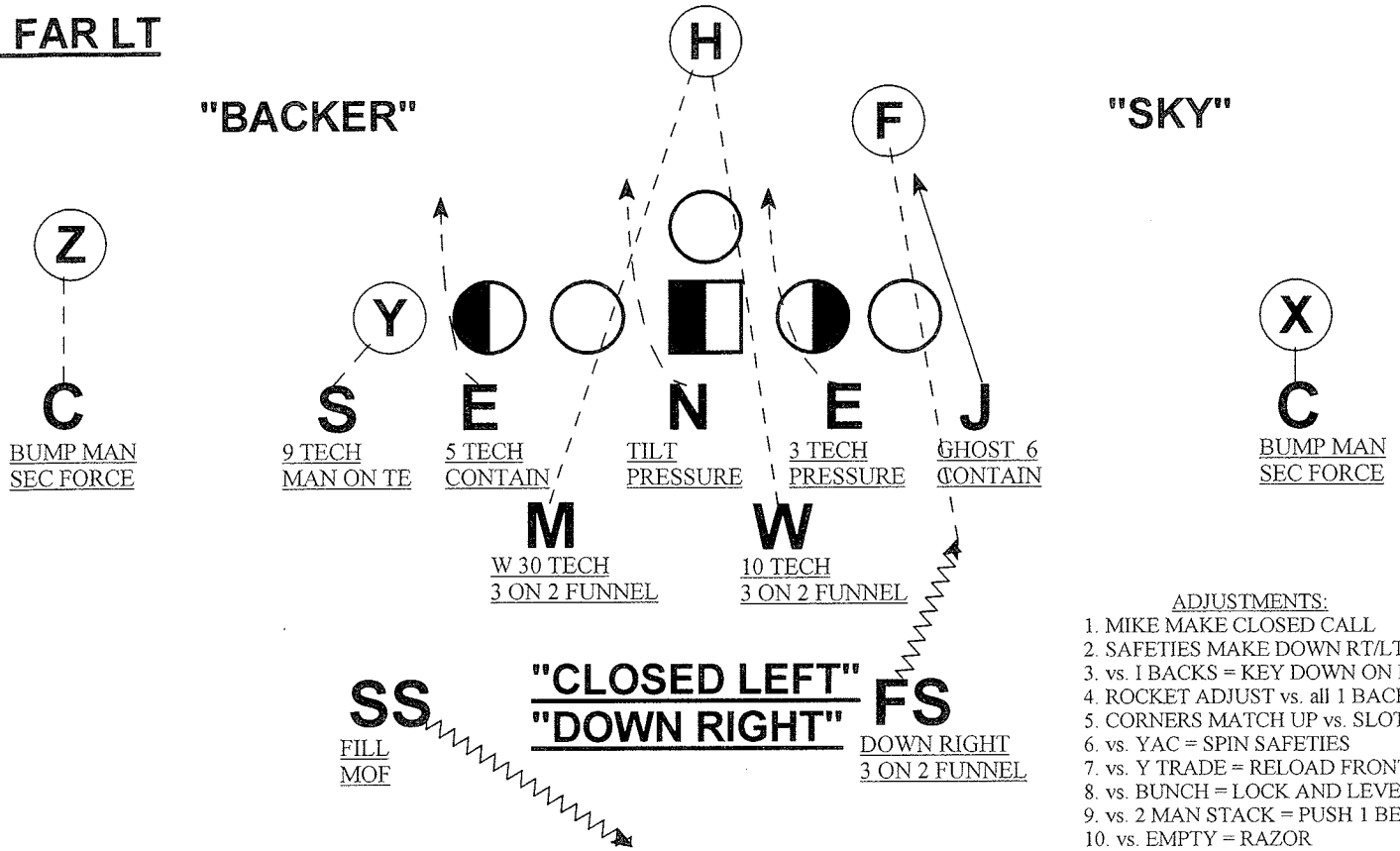
BACKER

SKY



BASE UNDER 0 1 ALERT

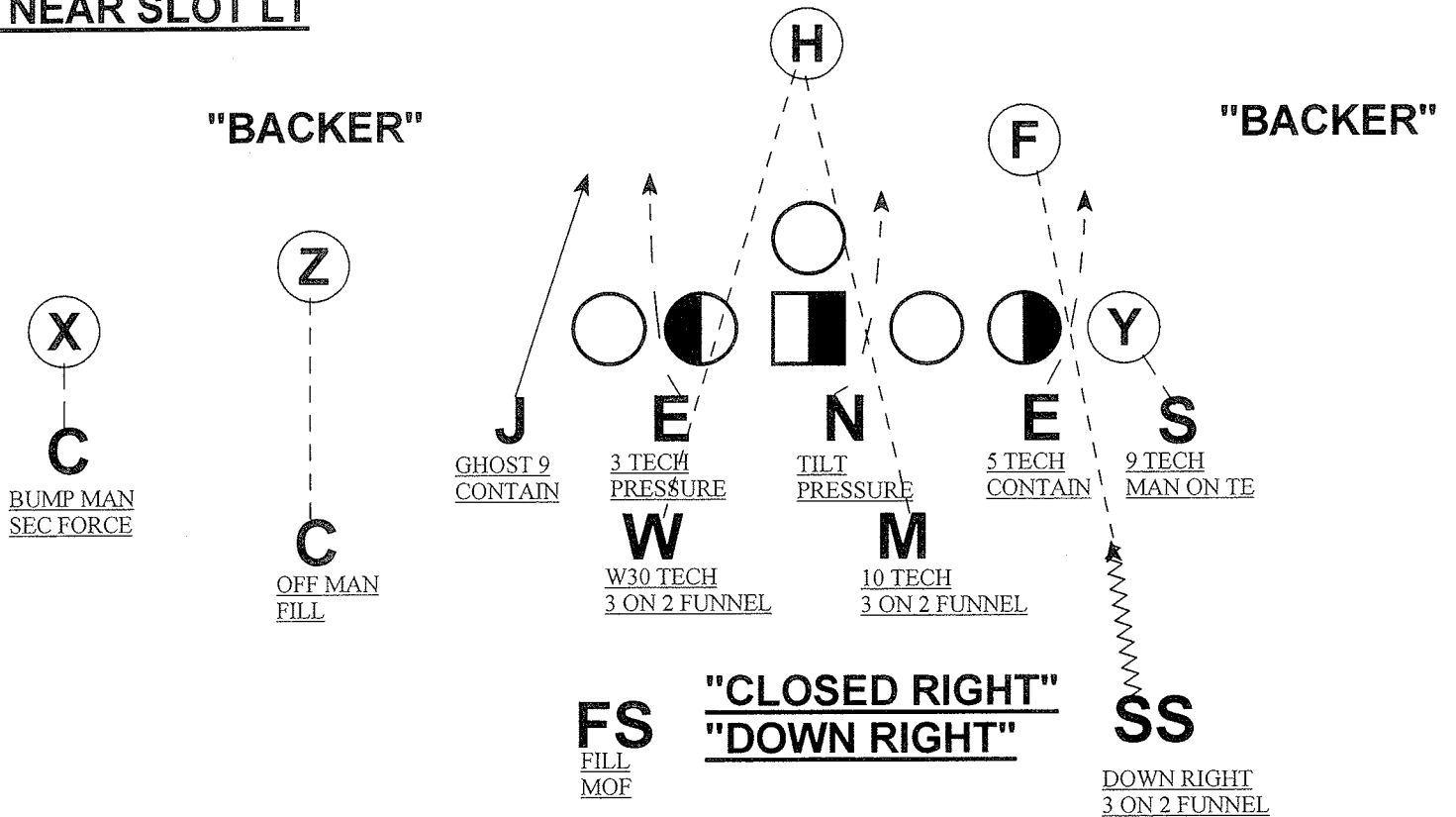
I FAR LT



ADJUSTMENTS:

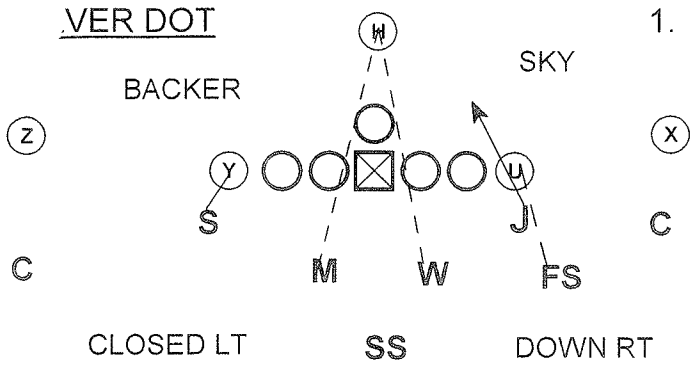
1. MIKE MAKE CLOSED CALL
2. SAFETIES MAKE DOWN RT/LT CALL
3. vs. 1 BACKS = KEY DOWN ON F
4. ROCKET ADJUST vs. all 1 BACK MOTION
5. CORNERS MATCH UP vs. SLOT
6. vs. YAC = SPIN SAFETIES
7. vs. Y TRADE = RELOAD FRONT
8. vs. BUNCH = LOCK AND LEVEL
9. vs. 2 MAN STACK = PUSH 1 BEHIND 2
10. vs. EMPTY = RAZOR
11. SAFETIES = KEY DOWN VS. 1

I NEAR SLOT LT

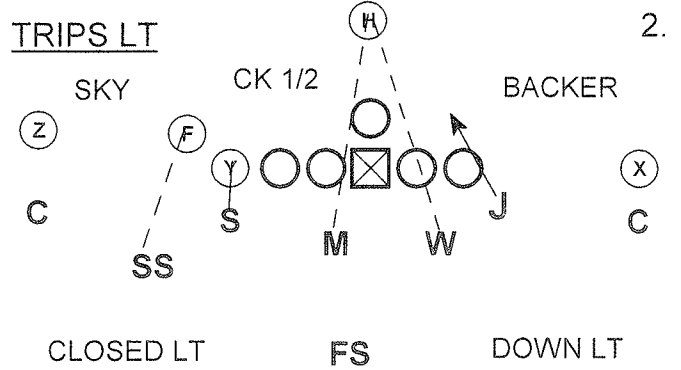


BASE UNDER O 1 ALERT

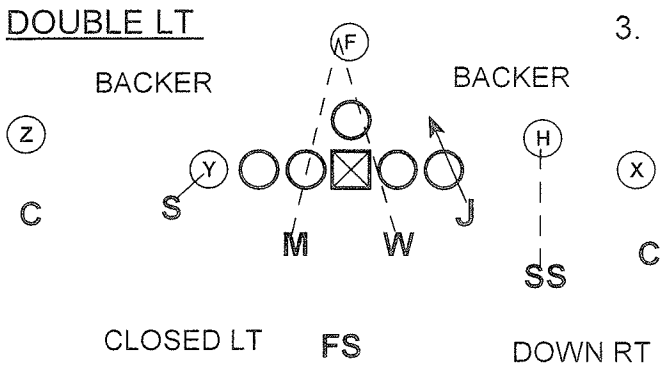
VER DOT



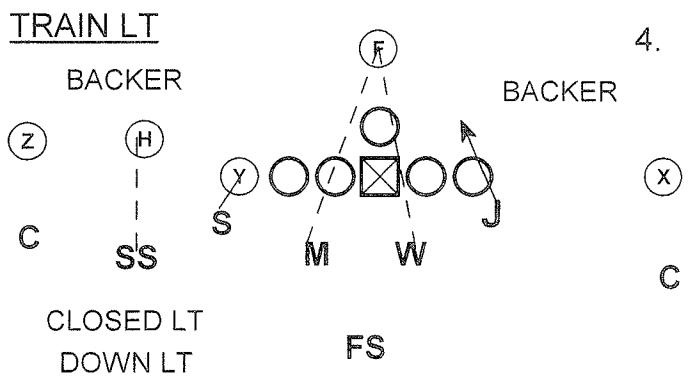
TRIPS LT



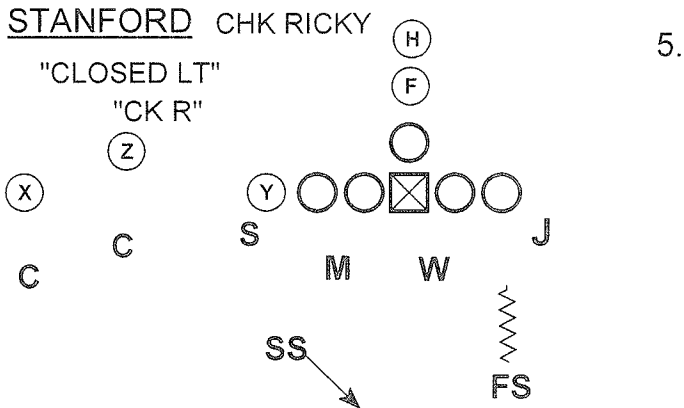
DOUBLE LT



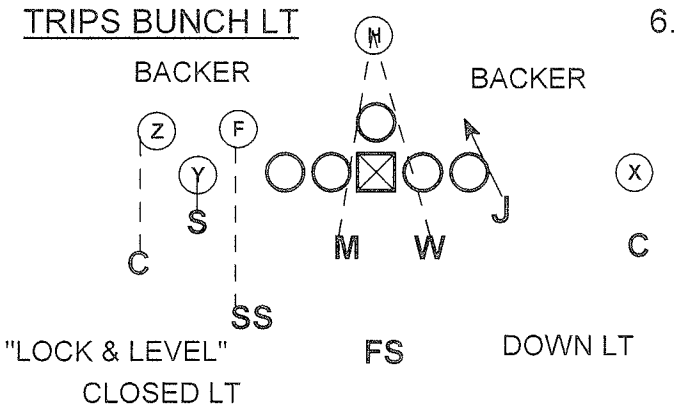
TRAIN LT



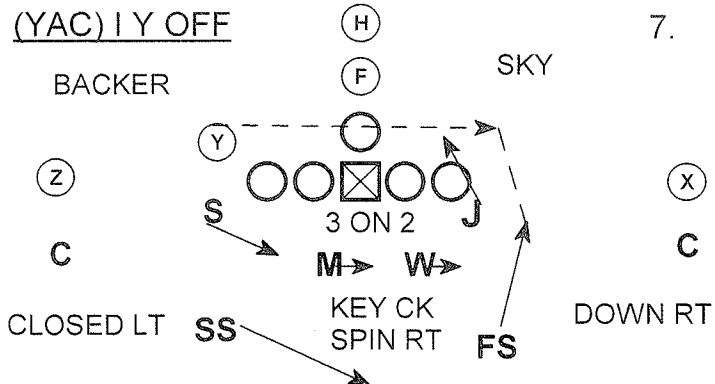
STANFORD CHK RICKY



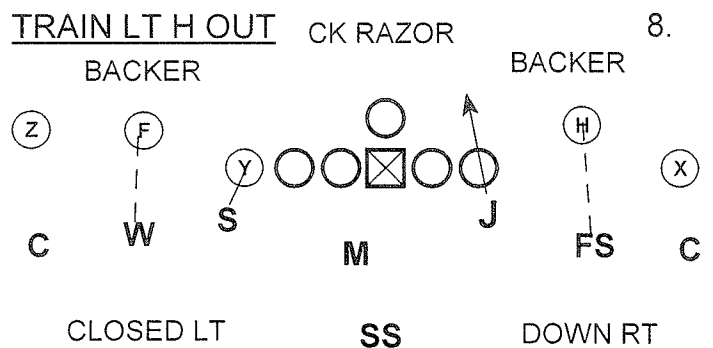
TRIPS BUNCH LT



(YAC) I Y OFF



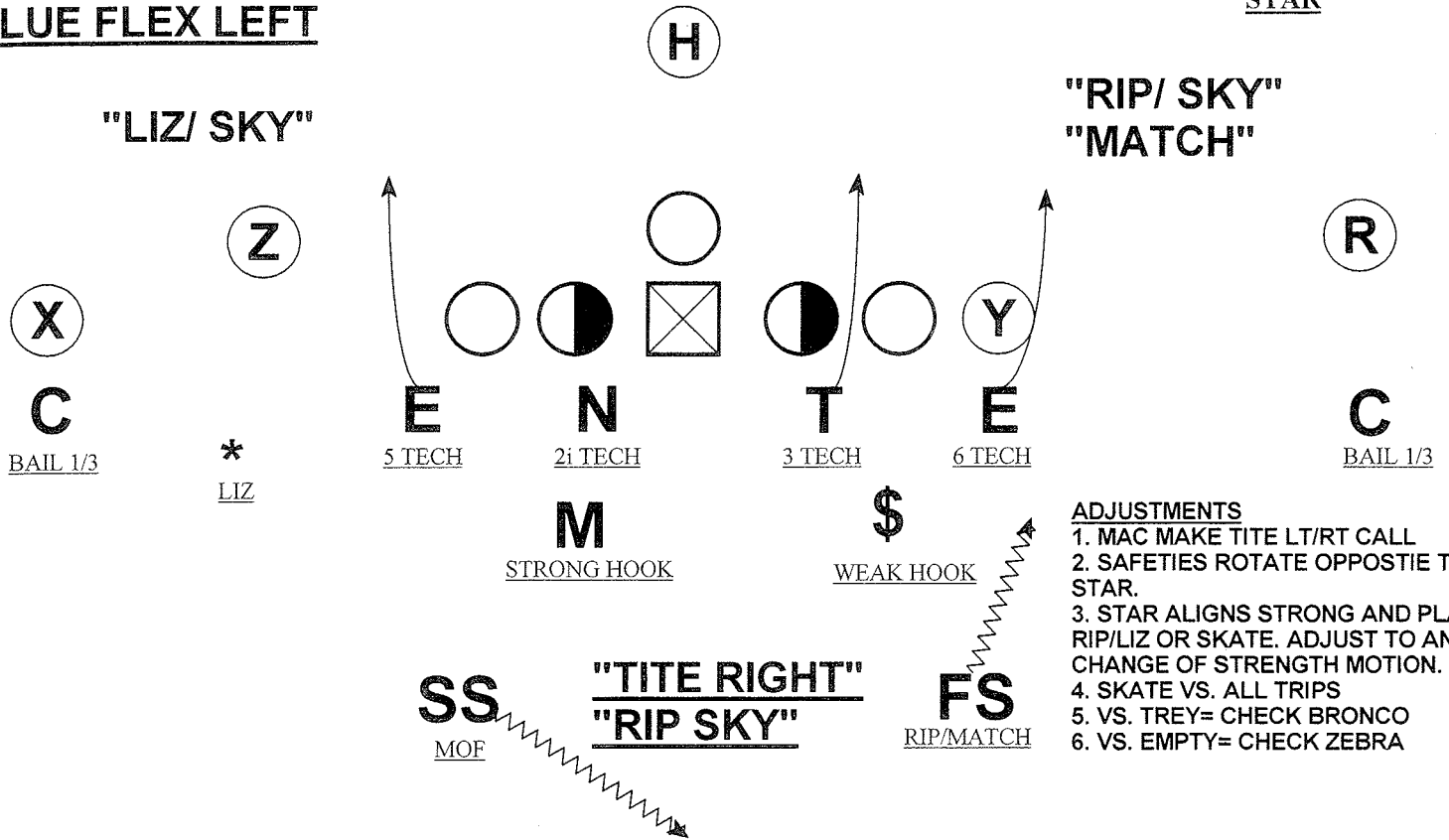
TRAIN LT H OUT



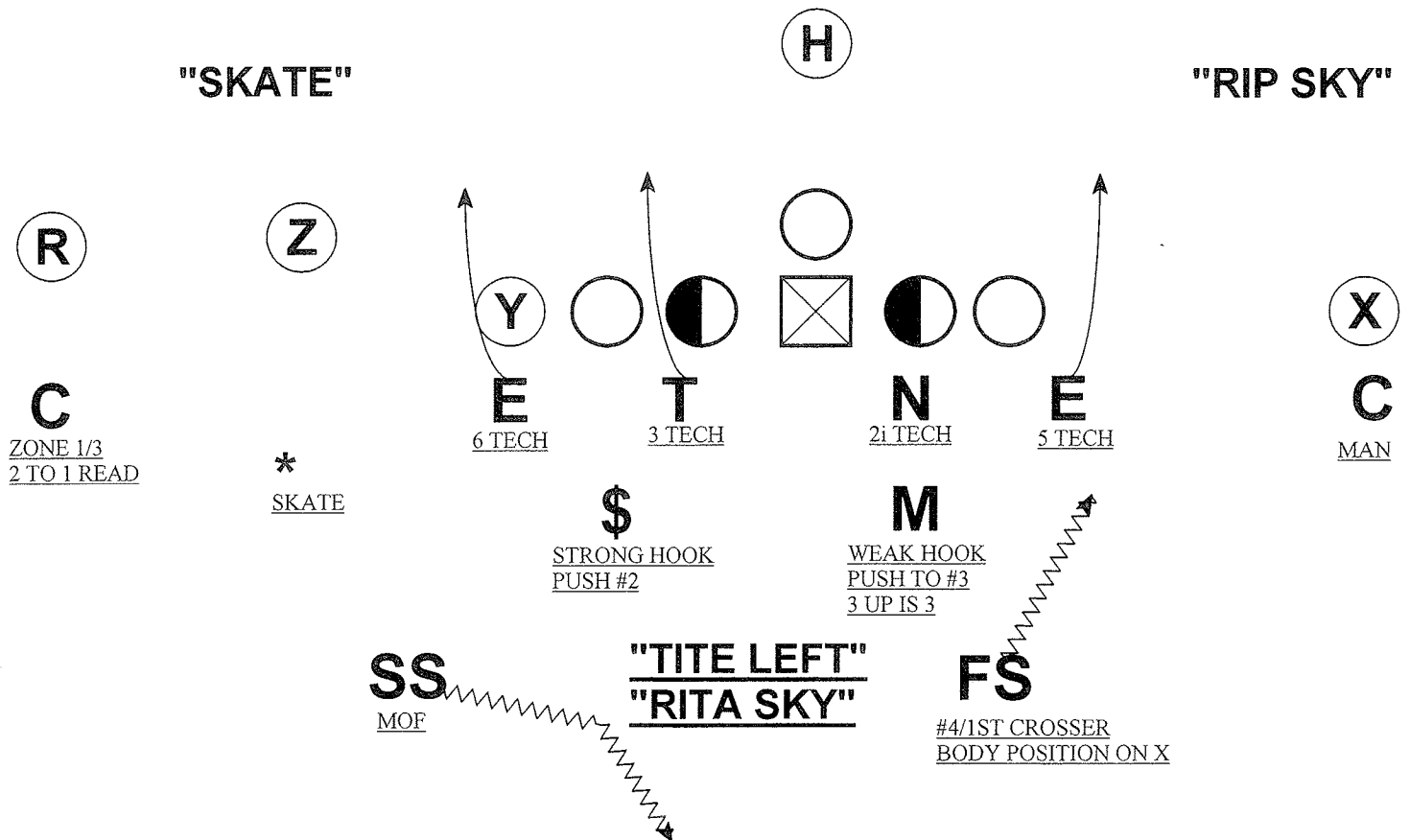
NICKEL/DIME FLEX 6 BUMP BRONCO

ROTATE
OPPOSITE
STAR

BLUE FLEX LEFT

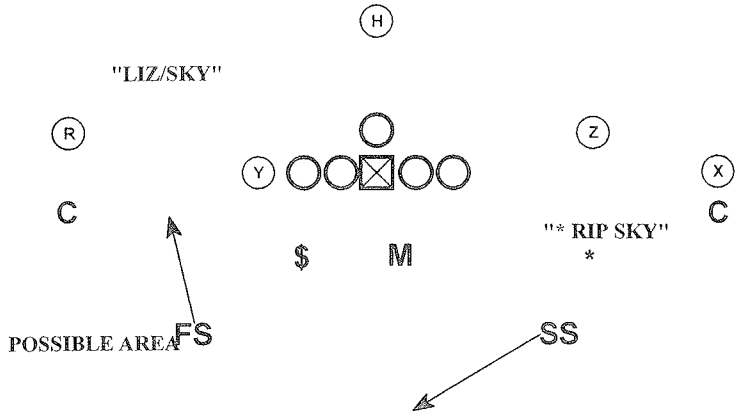


BLUE TRAIN LEFT

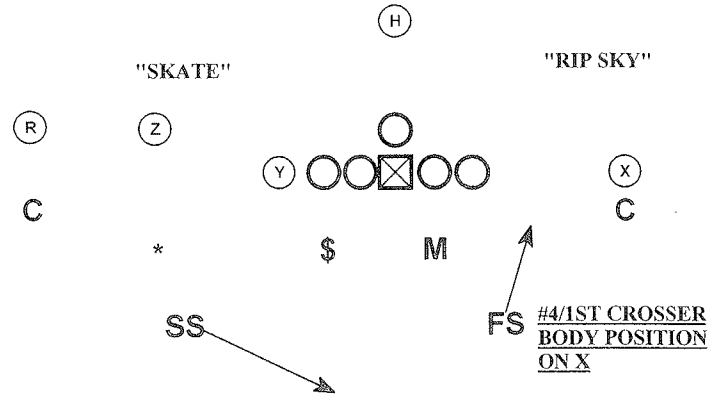


NICKEL/DIME FLEX 6 BUMP/BRONCO: ADJUSTMENTS

BLUE FLEX RT

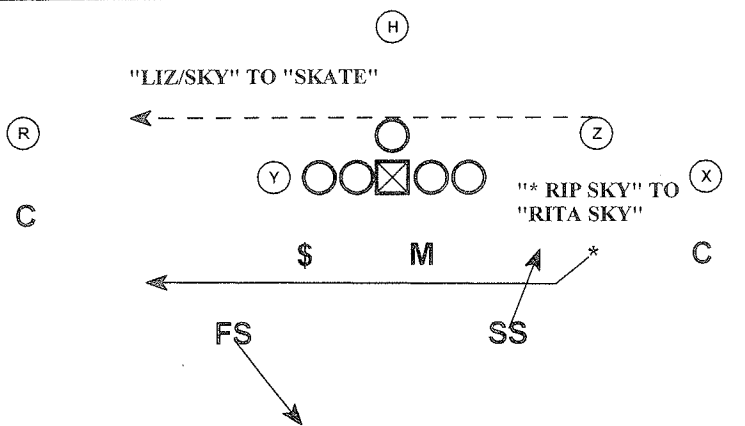


BLUE TRAIN LT



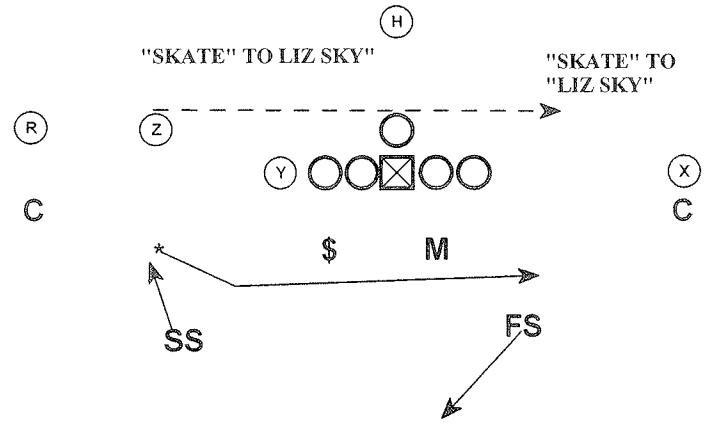
BLUE (ZAC) TRAIN LT

ROTATE AWAY FROM *



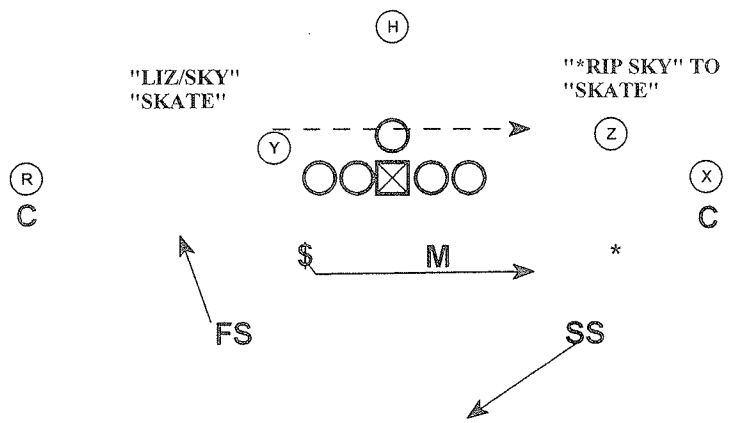
BLUE (ZAC) FLEX RT

ROTATE AWAY FROM *

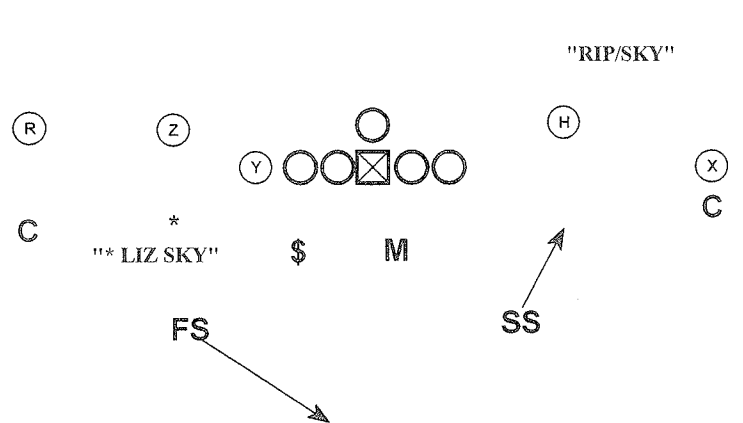


BLUE (YAC) TRAIN LT Y OFF

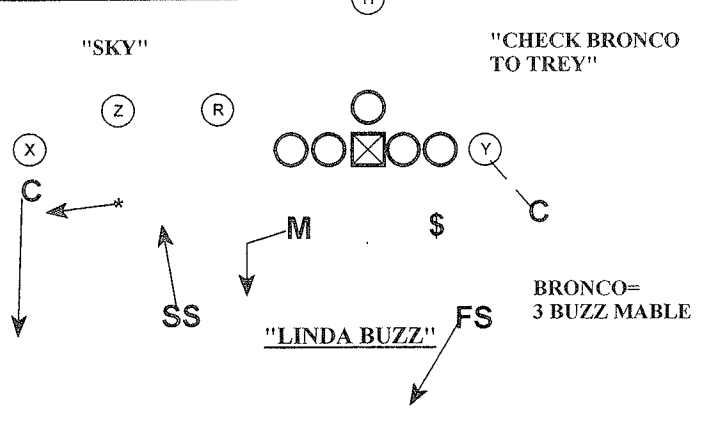
ROTATE AWAY FROM *



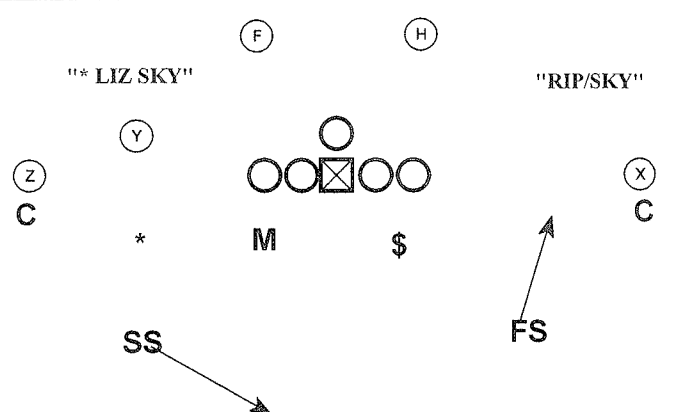
BLUE EMPTY TRAIN LT H OUT



BLUE TREY LT



GOLD SPLIT LT



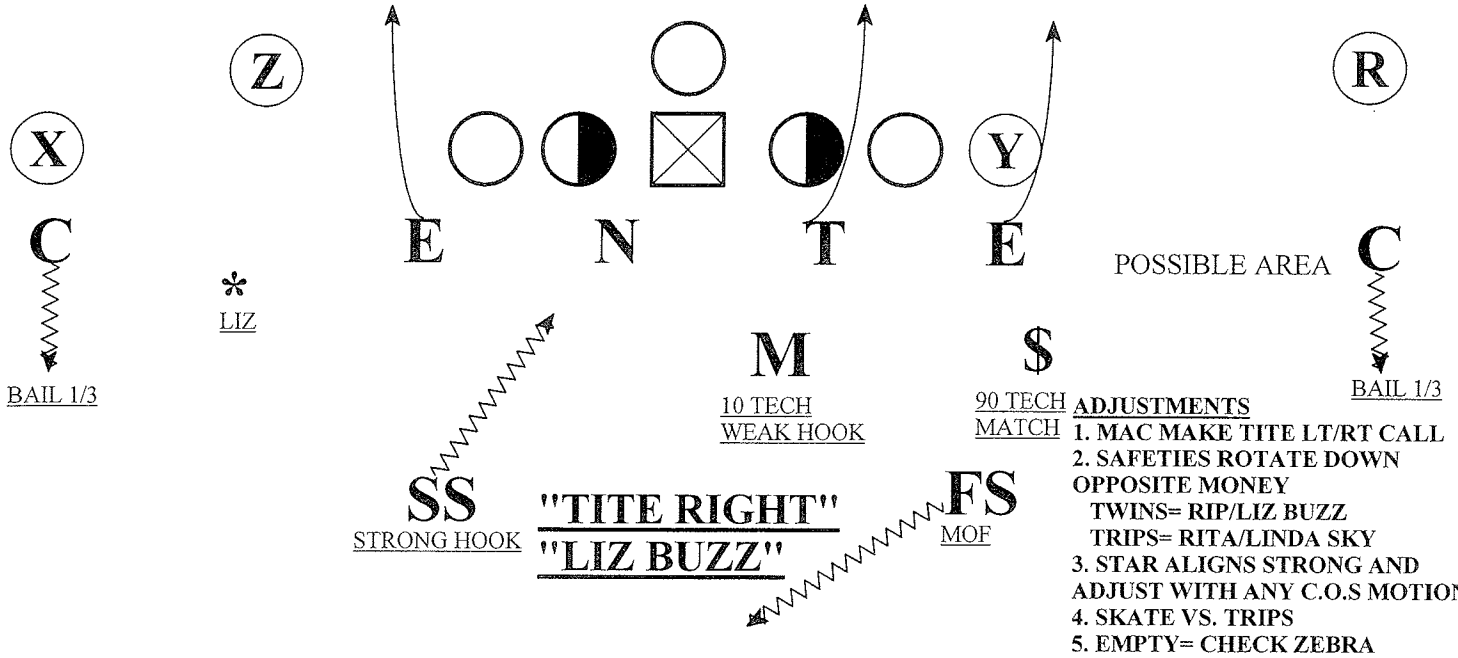
NICKEL/DIME FLEX ZONE OPEN ROTATE OPPOSITE

BLUE FLEX LEFT

\$

"LIZ/ SKY"

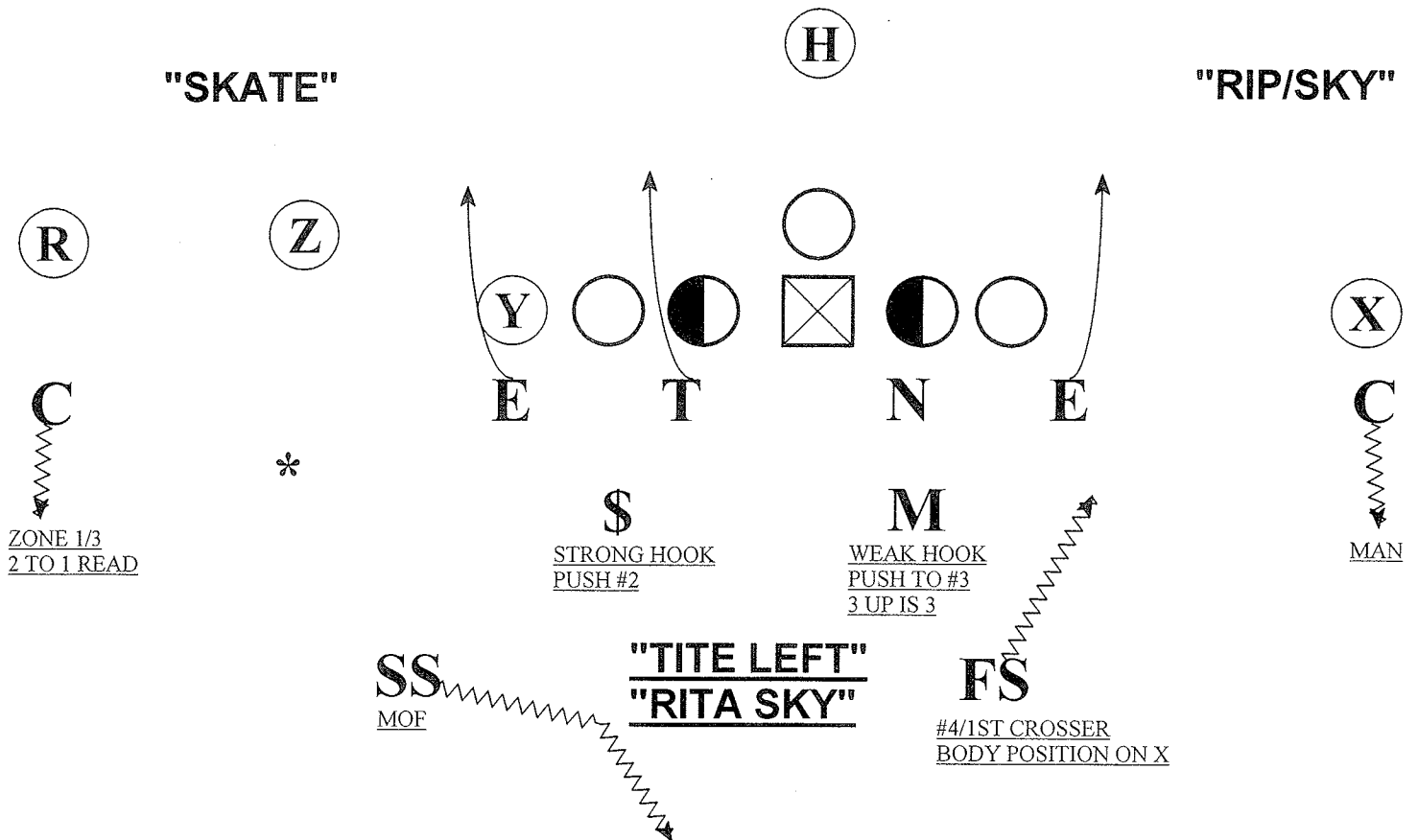
"BACKER"



BLUE TRAIN LEFT

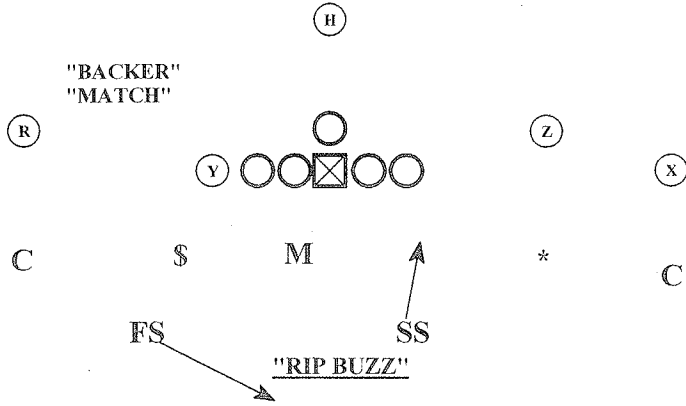
"SKATE"

"RIP/SKY"

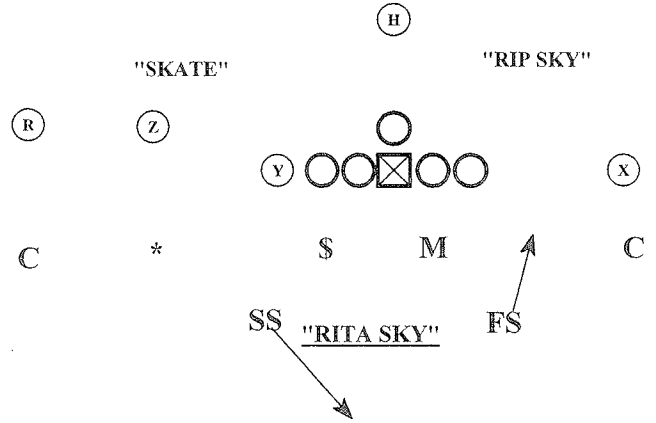


NICKEL/DIME FLEX ZONE OPEN: ADJUSTMENTS

BLUE FLEX RT

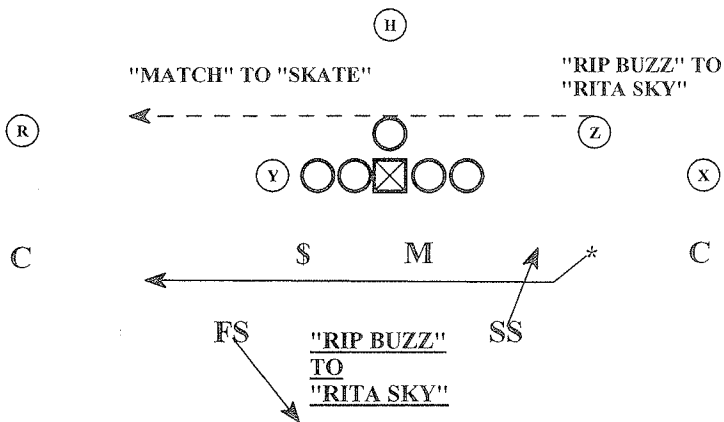


BLUE TRAIN LT



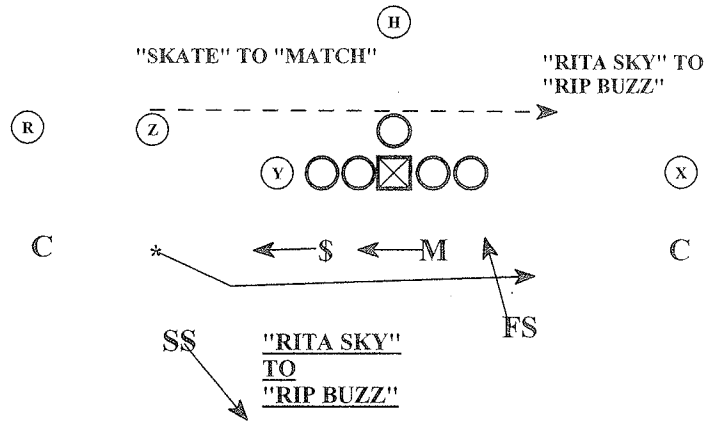
BLUE (ZAC) TRAIN LT

ROTATE AWAY FROM S



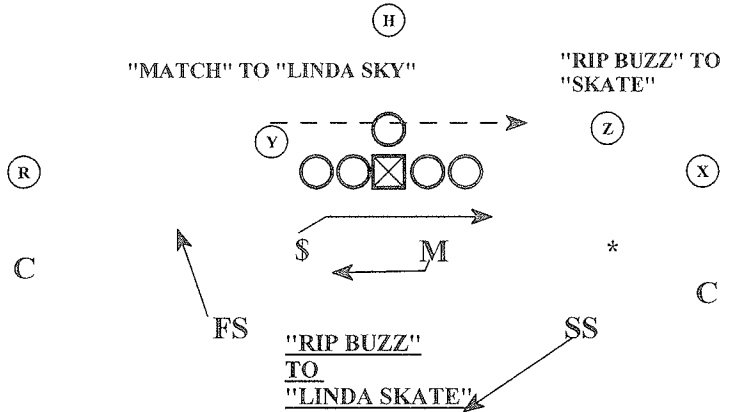
BLUE (ZAC) FLEX RT

ROTATE AWAY FROM S

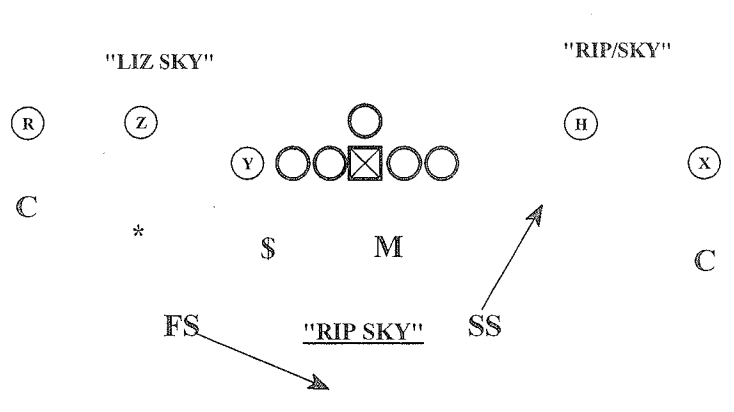


BLUE (YAC) TRAIN LT Y OFF

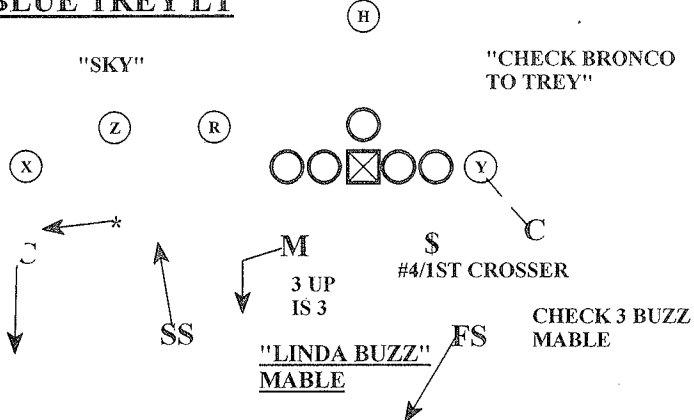
ROTATE AWAY FROM S



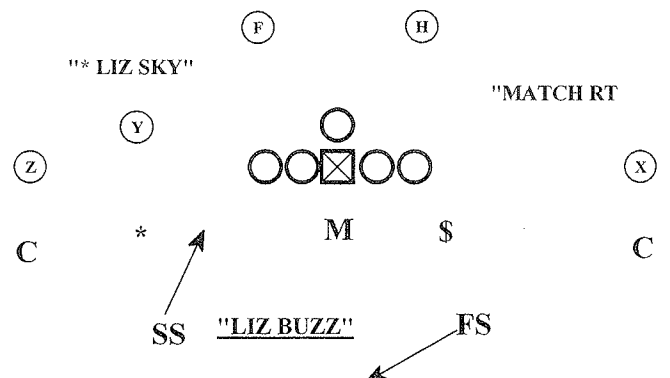
BLUE EMPTY TRAIN LT H OUT



BLUE TREY LT



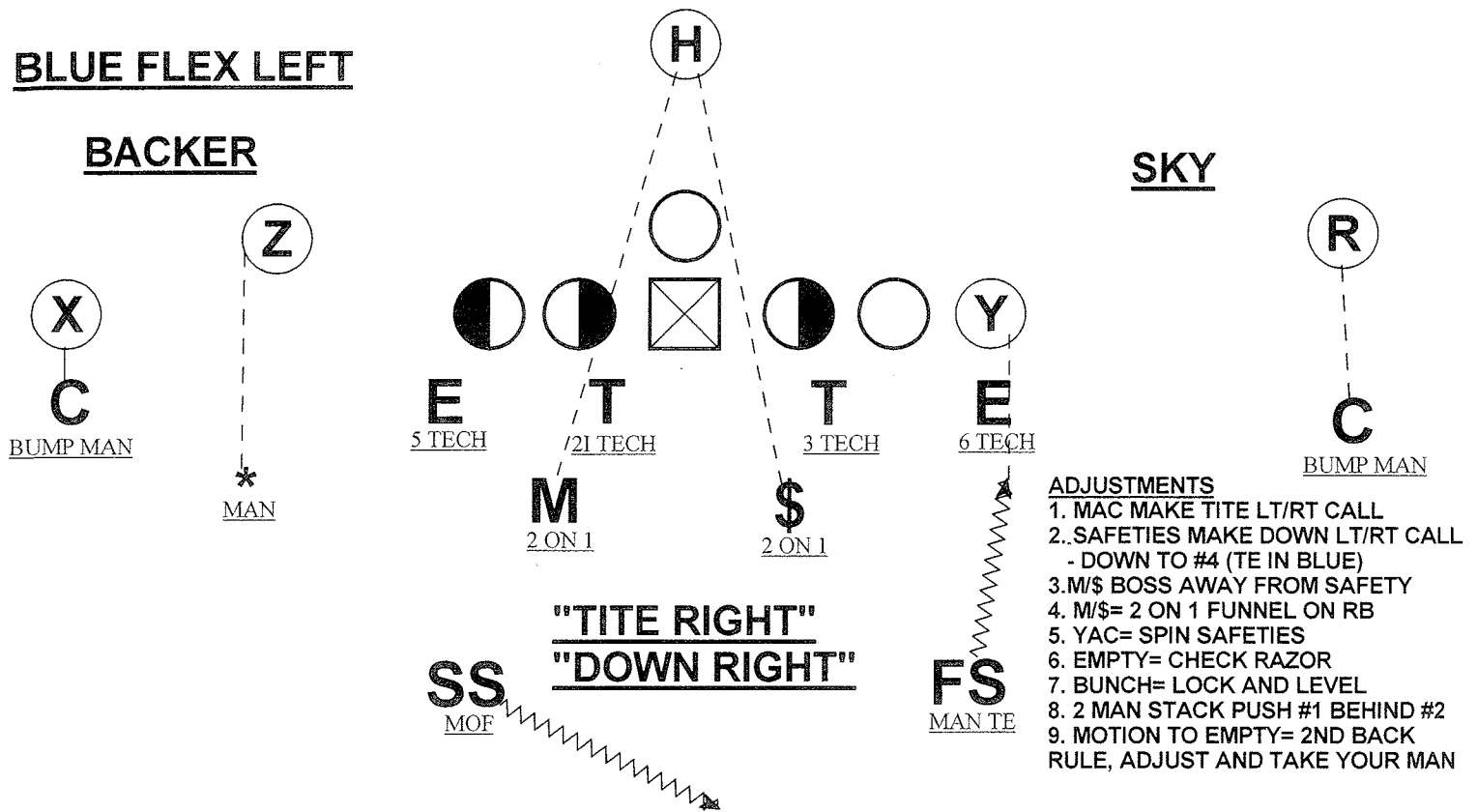
GOLD SPLIT LT



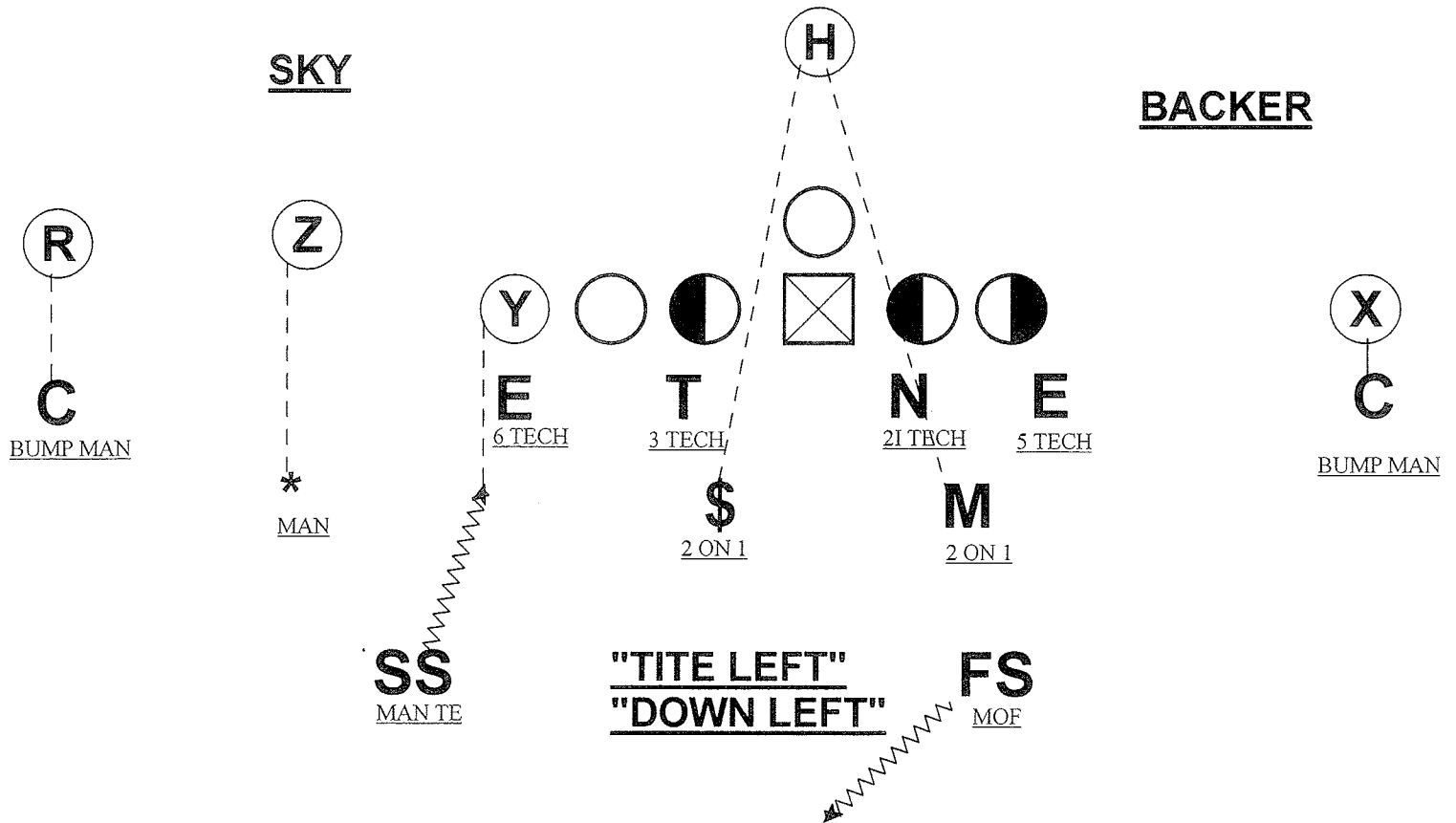
NICKEL/DIME FLEX 1 INVERT

DOWN TO #4
(TE IN BLUE)

BLUE FLEX LEFT

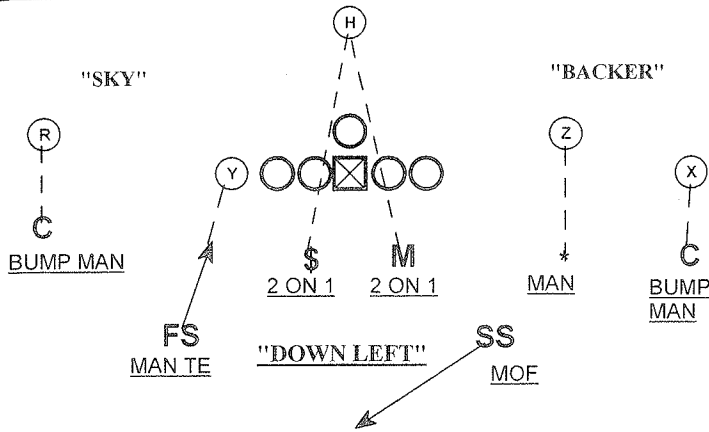


BLUE TRAIN LEFT

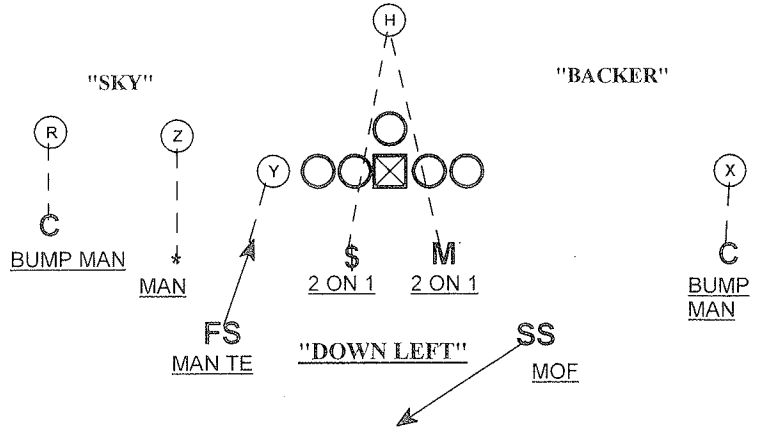


NICKEL/DIME FLEX 1 INVERT: ADJUSTMENTS

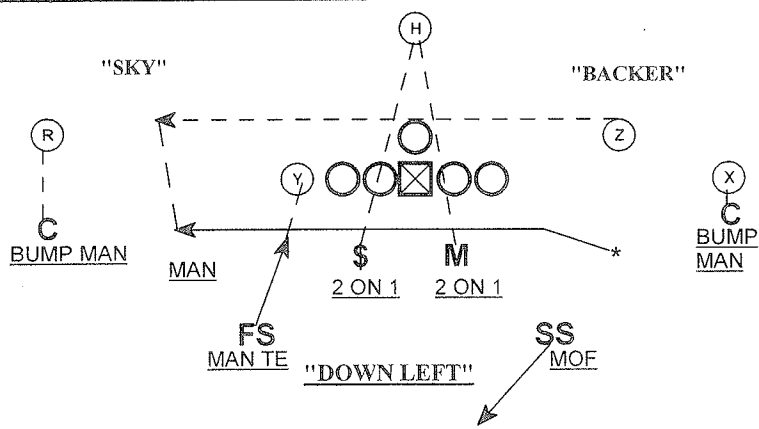
BLUE FLEX RT



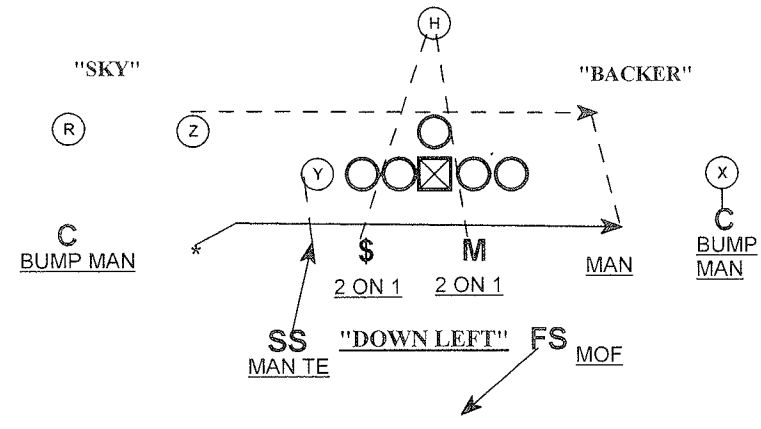
BLUE TRAIN LT



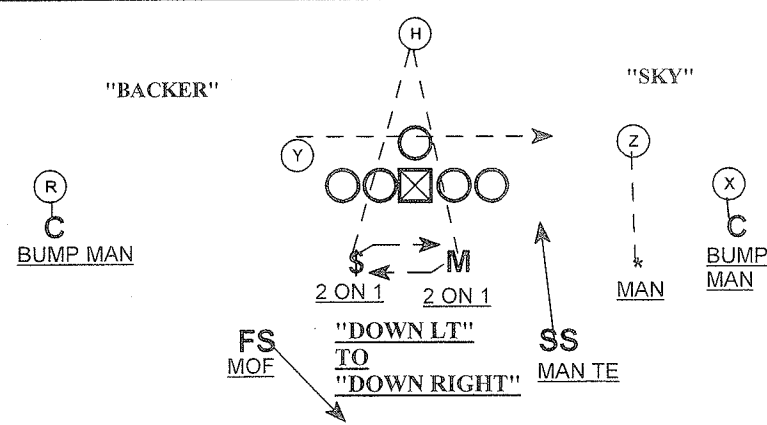
BLUE (ZAC) TRAIN LT



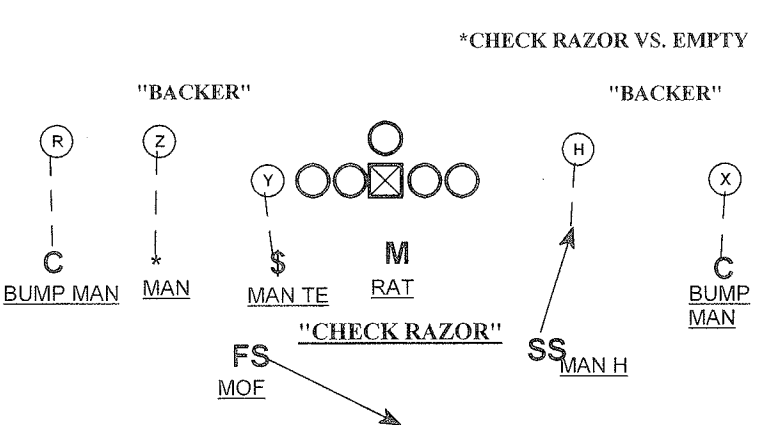
BLUE (ZAC) FLEX RT



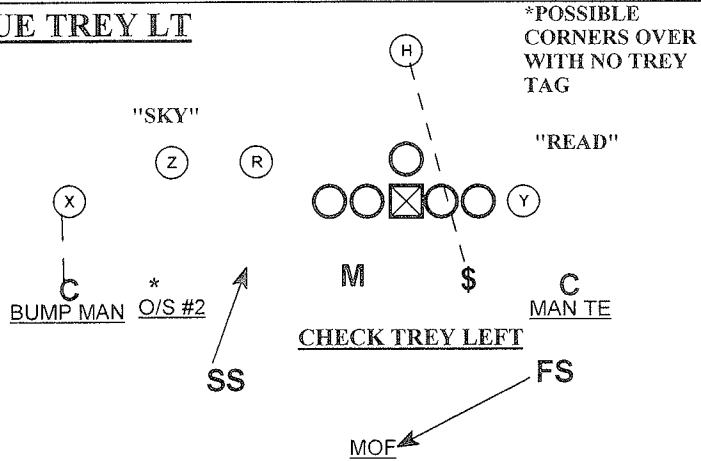
BLUE (YAC) TRAIN LT Y OFF



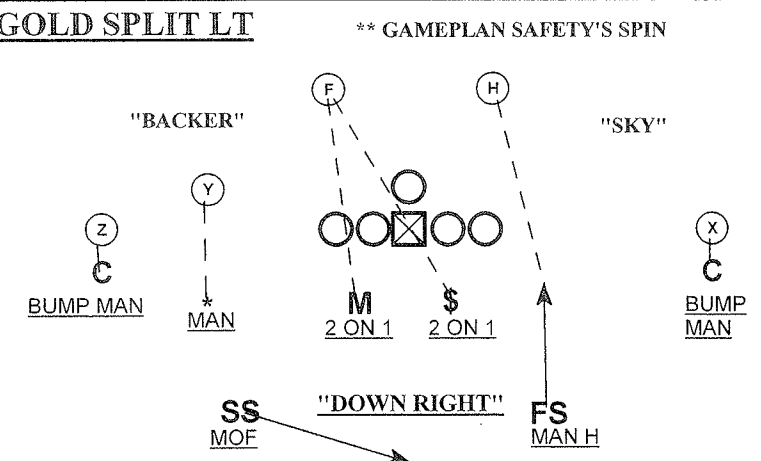
BLUE EMPTY TRAIN H OUT



BLUE TREY LT



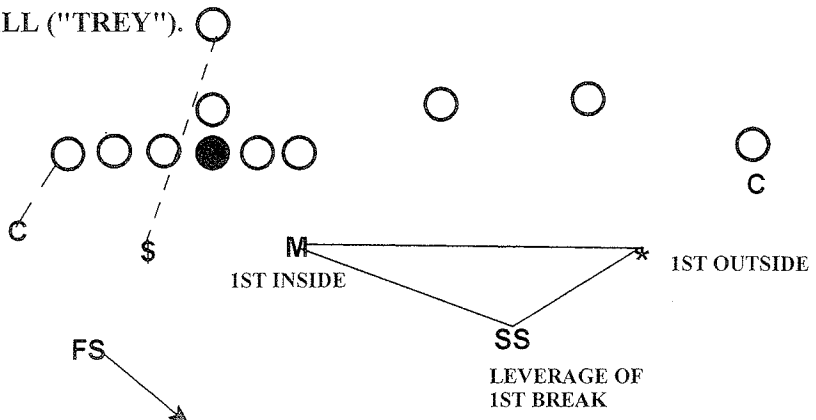
GOLD SPLIT LT



TREY

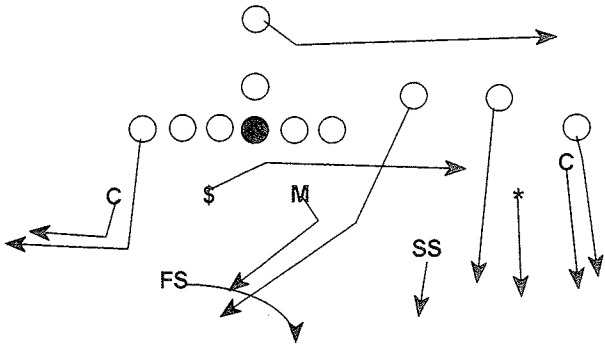
* CORNER DOES NOT COME OVER AND MATCH UP WITH A TAG ON CALL ("TREY").

*SS CAN BE MORE AGGRESSIVE IN TREY BECAUSE OF MOF SAFETY

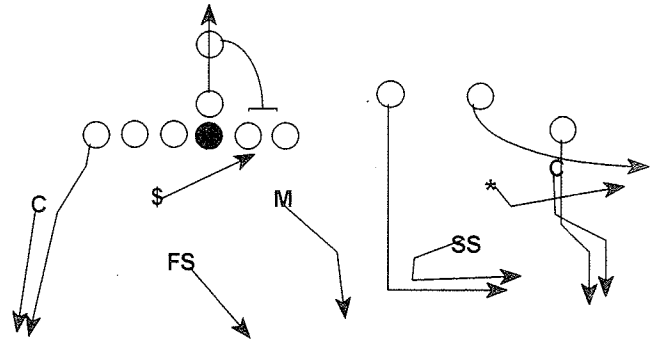


EX. NICKEL FLEX 1 INVERT TREY

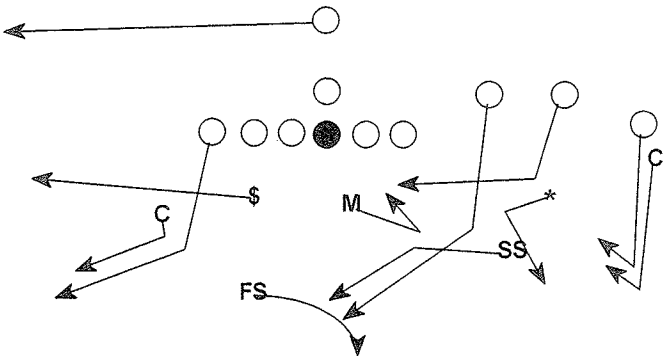
1.



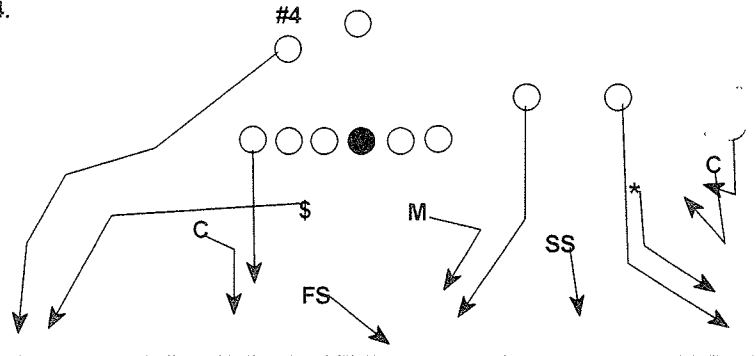
2..



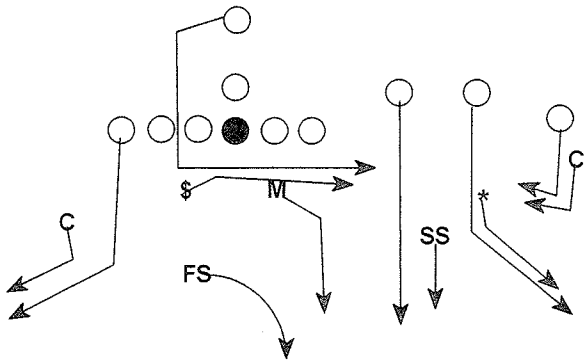
3.



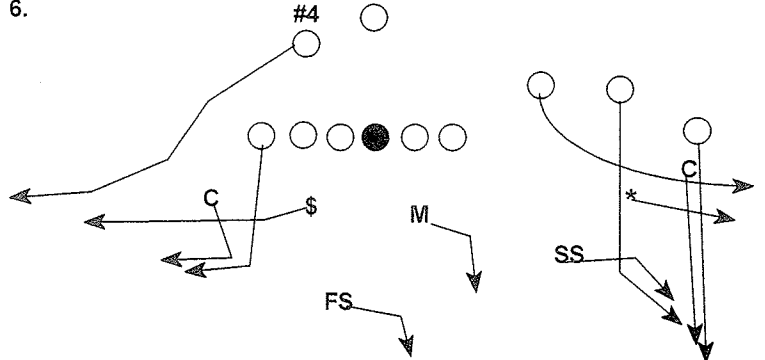
4.



5.



6.



2008 ALABAMA FOOTBALL FALL PRACTICE INSTALL DAY 2

BASE DEFENSE

FRONTS	COVERAGE	PRESSURE
1. BASE UNDER SHADE	1. WEAK JACK 2 (CORA)	1. BASE CLOSED F.Z. TED ✓ ZORRO
2. BASE WEAK JACK	2. DBL 6 ADJ/FIST	2. BASE CLOSED SONIC TED ✓ ZORRO
3. BASE SPLIT	3. DBL 2 ADJ/FIST	3. BASE COBRA ✓ DOT SCORCH
• JAM - G	4. 1 BUCK (ROLL IT)	4. BASE RATTLER ✓ DOT SCORCH
• POP - ROCK	5. P-ZONE BUZZ	

BASE CALLS

1. BASE WEAK JACK 2 ✓ STRONG
2. BASE UNDER O DBL 6 ADJ/FIST
3. BASE UNDER O (SPLIT) DBL 2 ADJ/FIST
4. BASE UNDER O 1 BUCK (ROLL IT)
5. BASE P-ZONE BUZZ
6. BASE CLOSED FIRE ZONE TED (SLAMMER VS. I AND I NR) ✓ ZORRO
BASE CLOSED SONIC TED ✓ ZORRO
8. BASE COBRA ✓ DOT SCORCH
9. BASE RATTLER ✓ DOT SCORCH

SUB DEFENSE

FRONTS	COVERAGES	PRESSURE
1. EVEN	1. 2 (BUMP)	1. EAGLE BLITZ
2. 48 (POINT)	2. 1 FUNNEL	2. FLEX CAROLINA ADJ

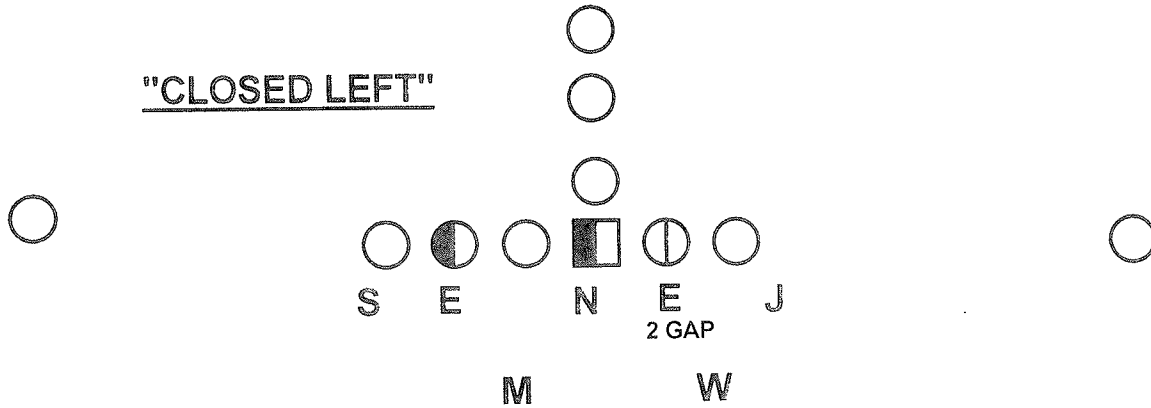
SUB CALLS

1. N. EVEN 2 (BUMP)
2. N. FLEX 1 FUNNEL
3. N. FLEX CAROLINA ADJUSTED
4. N. EAGLE BLITZ
5. N. 48 (POINT) ZONE OPEN
6. N. 48 (POINT) 1 FUNNEL

ALABAMA CRIMSON TIDE

BASE UNDER SHADE

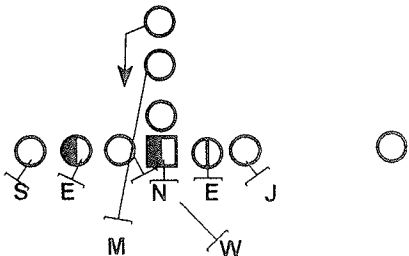
"CLOSED LEFT"



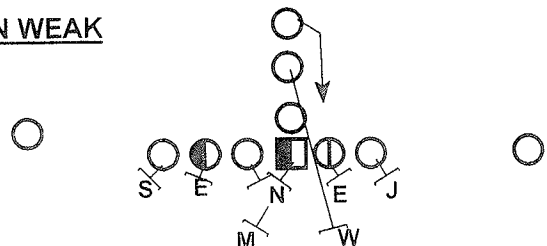
POS.	ALIGN	TECH.	SUPPORT	KEYS	RUN TO	RUN AWAY	PASS
<u>LE</u>	TO CALL	5 TECHNIQUE	BY COVERAGE	OT	C GAP	C GAP	CONTAIN RUSH
<u>RE</u>	AWAY CALL	H3	BY COVERAGE	OG	2 GAP	2 GAP	2 WAY RUSH
<u>NT</u>	TO CALL	SHADE	BY COVERAGE	BALL - OC	A GAP	A GAP	'A' TO THE BUBBLE
<u>JACK</u>	AWAY CALL	CRASH 6	BY COVERAGE	BALL - OT NEAR BACK	C GAP	C TRAIL	CONTAIN RUSH
<u>SAM</u>	9 TECH	READ	BY BLOCKING SCHEME & COVERAGE	TE TRIANGLE BALL	D GAP	SQUEEZE TO FOLD	COVERAGE RULE
<u>MIKE</u>	30 TECH	READ	BY BLOCKING SCHEME & COVERAGE	NEAR BACK UNDER KEY BALL	B GAP	STACK TO FLOW	COVERAGE RULE
<u>WILL</u>	40 TECH	READ	BY BLOCKING SCHEME & COVERAGE	NEAR BACK UNDER KEY BALL	A GAP	STACK TO FLOW	COVERAGE RULE

NOTES: FRONT SET WITH "CLOSED LT/RT" CALL

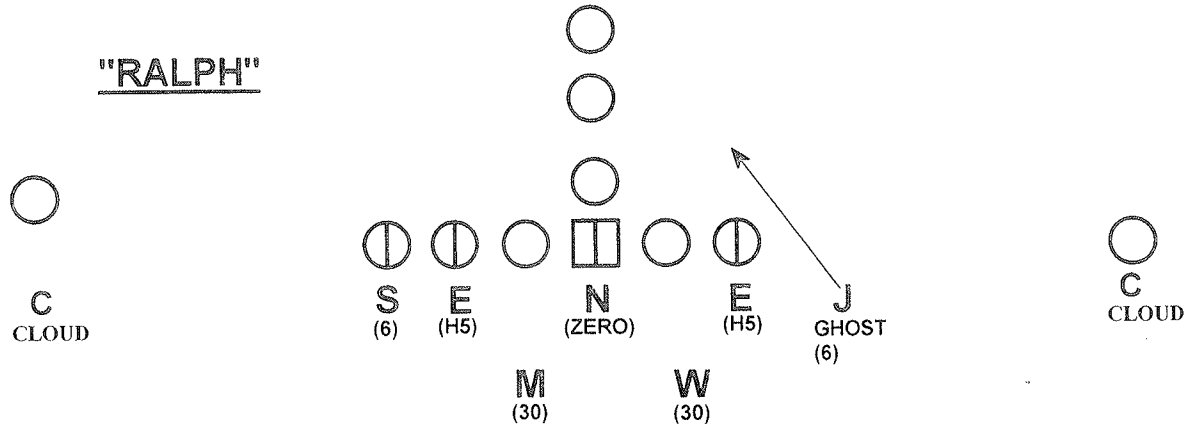
RUN STRONG



RUN WEAK



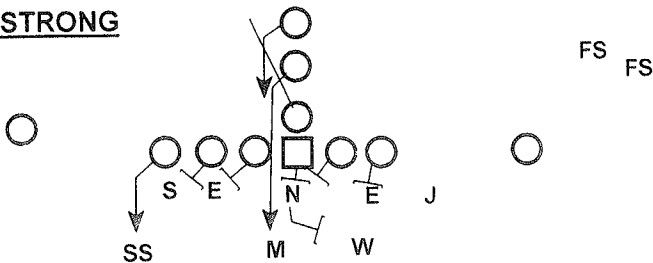
BASE WEAK JACK 2 BUMP



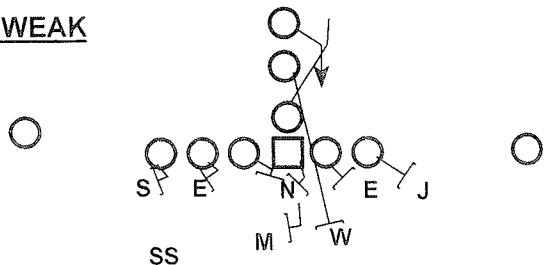
POS.	ALIGN	TECH.	SUPPORT	KEYS	RUN TO	RUN AWAY	PASS
<u>LE</u>	LEFT	H5 - 2 GAP		OT/TE FLOW	B OR C	B OR C	COVERAGE RULE
<u>RE</u>	RIGHT	H5 - 2 GAP		OT/TE FLOW	B OR C	B OR C	COVERAGE RULE
<u>NT</u>	0	0		OC/OG FLOW	A	A	COVERAGE RULE
<u>JACK</u>	RIGHT	9 / 6		OT/TE TRIANGLE	CALL	CALL	COVERAGE RULE
<u>SAM</u>	LEFT	9 / 6	BY BLOCKING SCHEME & COVERAGE	OT/TE TRIANGLE	CALL	CALL	COVERAGE RULE
<u>MIKE</u>	30	READ	BY BLOCKING SCHEME & COVERAGE	NEAR BACK UNDER KEY BALL	CALL	CALL	COVERAGE RULE
<u>WILL</u>	30	READ	BY BLOCKING SCHEME & COVERAGE	NEAR BACK UNDER KEY BALL	CALL	CALL	COVERAGE RULE

NOTES: 3-4 DEFENSE LOOK
FRONT SET WITH "RALPH OR LARRY" CALL

RUN STRONG

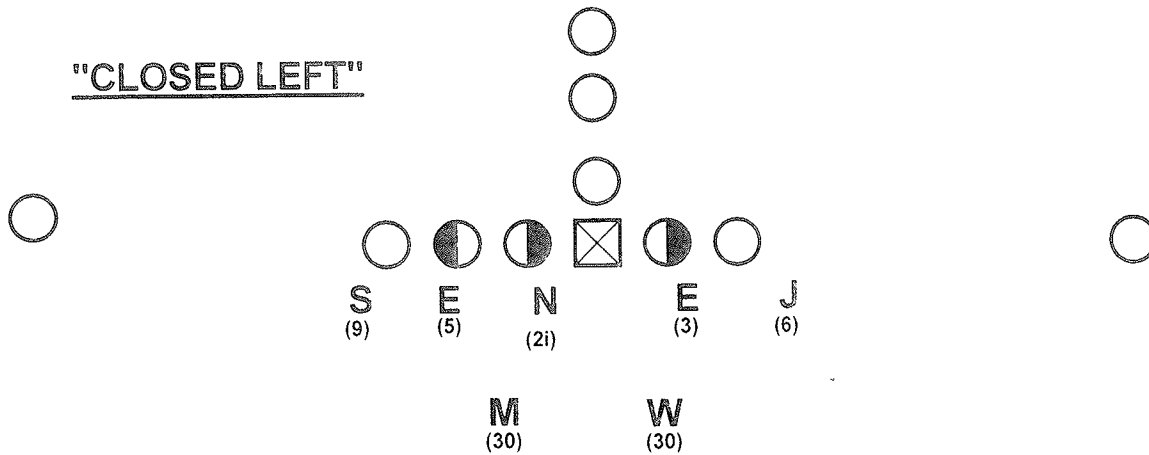


RUN WEAK



BASE SPLIT

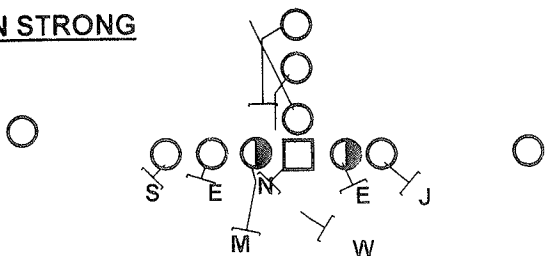
"CLOSED LEFT"



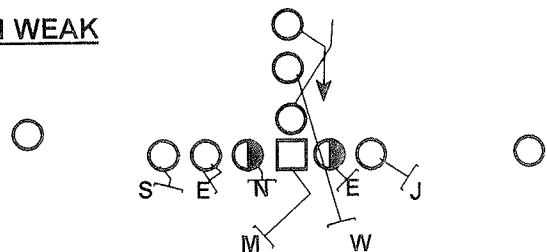
POS.	ALIGN	TECH.	SUPPORT	KEYS	RUN TO	RUN AWAY	PASS
<u>E</u>	TO CALL	5 TECH	BY COVERAGE	BALL - OT	C GAP	C GAP	CONTAIN RUSH
<u>E</u>	AWAY CALL	3 TECH	BY COVERAGE	BALL - OG	B GAP	B GAP	2 WAY RUSH
<u>NT</u>	TO CALL	2i	BY COVERAGE	BALL - OG	A GAP	A GAP	'A' TO BALANCE RUSH
<u>JACK</u>	AWAY CALL	CRASH 6	BY COVERAGE	BALL - OT NEAR BACK	C GAP	C TRAIL	CONTAIN RUSH
<u>SAM</u>	9 TECH	READ	BY BLOCKING SCHEME & COVERAGE	TE TRIANGLE	D GAP	SQUEEZE TO FOLD	COVERAGE RULE
<u>MIKE</u>	30	READ	BY BLOCKING SCHEME & COVERAGE	NEAR BACK UNDER KEY BALL	B GAP	STACK TO FLOW	COVERAGE RULE
<u>WILL</u>	30	READ	BY BLOCKING SCHEME & COVERAGE	NEAR BACK UNDER KEY BALL	A GAP	STACK TO FLOW	COVERAGE RULE

NOTES: FRONT SET WITH "CLOSED RT OR LT" CALL - CAN CALL SPLIT G.

RUN STRONG



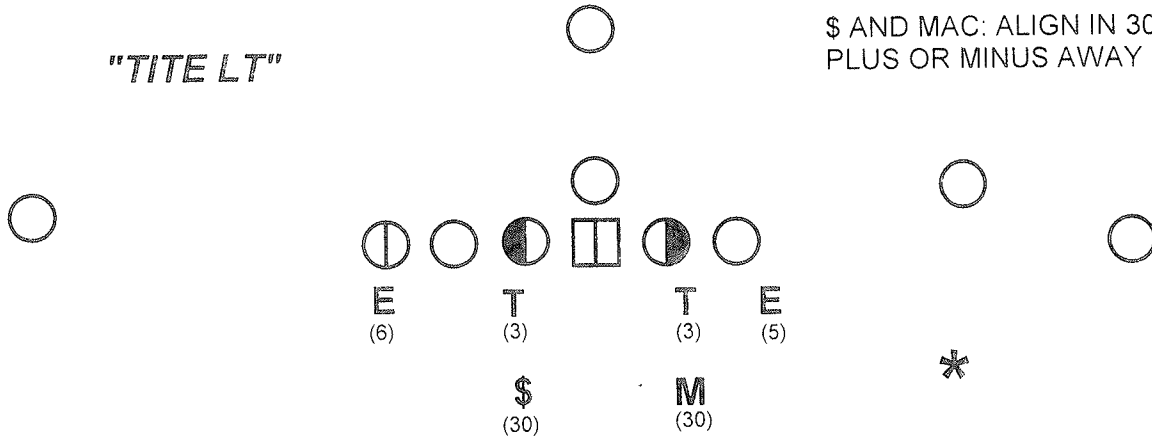
RUN WEAK



NICKEL / DIME EVEN

"TITE LT"

\$ AND MAC: ALIGN IN 30's,
PLUS OR MINUS AWAY



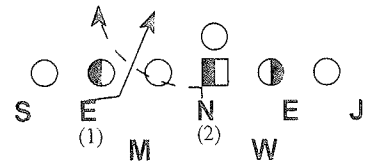
POS.	ALIGN	TECH.	SUPPORT	KEYS	RUN TO	RUN AWAY	PASS
<u>LE</u>	LEFT	9		BALL TE	C GAP	C TRAIL	CONTAIN RUSH
<u>LT</u>	LEFT	3 TECH		BALL OG	B GAP	B GAP	B to A
<u>RT</u>	RIGHT	3 TECH		BALL OG	B GAP	B GAP	B to A
<u>RE</u>	RIGHT	LOOSE 5 TECH		BALL OT	C GAP	C TRAIL	CONTAIN RUSH
<u>\$</u>	ALIGN TO #4 (TE)	30	BY BLOCKING SCHEME & COVERAGE	NEAR BACK UNDER KEY BALL	D GAP FLOW	A GAP	COVERAGE RULES
<u>MAC</u>	ALIGN TO BUBBLE AWAY FROM MONEY	30	BY BLOCKING SCHEME & COVERAGE	NEAR BACK UNDER KEY BALL	A GAP FLOW	A GAP FLOW	COVERAGE RULES

NOTES: FRONT SET WITH "TITE RT or LT" CALL

STUNTS DAY 2

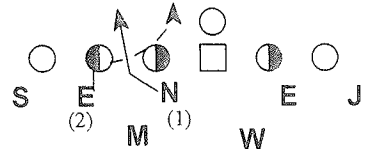
JAM

END TO BUBBLE MAKE HARD INSIDE MOVE TO "B" GAP. NOSE PLAY GAP VS. RUN, WRAP CONTAIN VS. PASS. A READ STUNT FOR NOSE



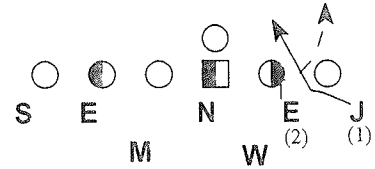
G

NOSE ALIGN 2i GAP EXCHANGE A TO B WITH CONTAIN ON PASS. 5 TECHNIQUE AROUND ON FAN OR RUN TO NOSE.



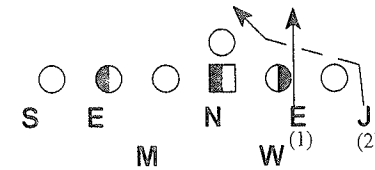
ROCK

JACK MAKES HARD INSIDE MOVE. END TO REDUCTION PLAYS BLOCK OF OFFENSE AND WORKS TO CONTAIN VS. PASS.



POP

END AWAY FROM BUBBLE STABS "B" GAP. JACK JABS UPFIELD AND CONVERTS STUNT VS. PASS. READ STUNT FOR JACK



BASE CLOSED FIRE ZONE TED (CHK ZORRO)

ADJUSTMENTS:

1. MIKE MAKE CLOSED CALL & BAKER LT/RT CALL
2. SAFETIES TAKE ROTATION TO TE
3. TED MEANS PRESSURE WILL STAY ON TO TE SIDE
4. vs. SLOT= CHECK COVER 2 LT/RT
5. vs. YAC= CHANGE BAKER CALL- CHANGE SAFETY ROTATION
6. vs. Y TRADE= RE-LOAD FRONT
7. vs. BUNCH= SAFETY CALL
8. #2 OPEN = JACK ADJUST WITH TED CALL

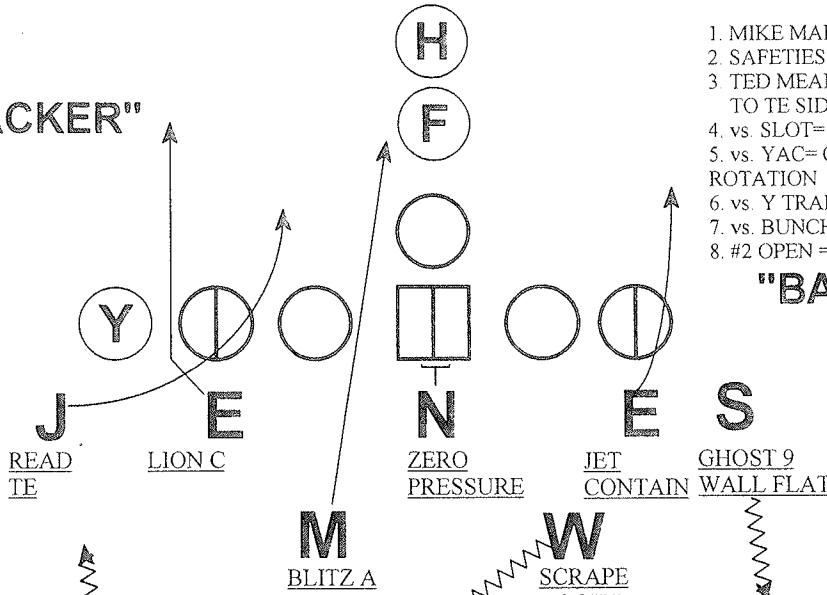
LT

(Z)

C

BAIL FZ 1/3
SEC FORCE

"BACKER"



"BACKER"

(X)

C

BUMP MAN
SEC FORCE

"CLOSED LEFT"
"BAKER LEFT"
"ZONE LEFT"

VS. I AND I NR
RUN SLAMMER

TED= SS DOWN TO TE SIDE/
NO WIDTH TO TE= CHECK COVER 2

I SLOT LT

(H)

"CLOUD"

"BACKER"

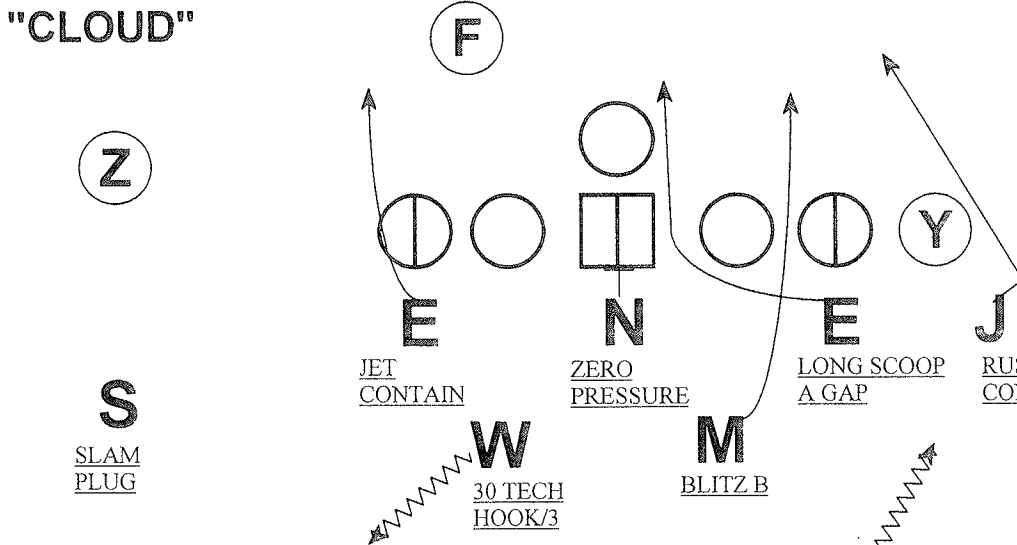
(X)

(Z)

C

KATHY
FORCE

S
SLAM
PLUG



JET
CONTAIN

ZERO
PRESSURE

LONG SCOOP
A GAP

RUSH
CONTAIN

W
30 TECH
HOOK/3

M
BLITZ B

FS
KATHY 1/2
SEC FORCE

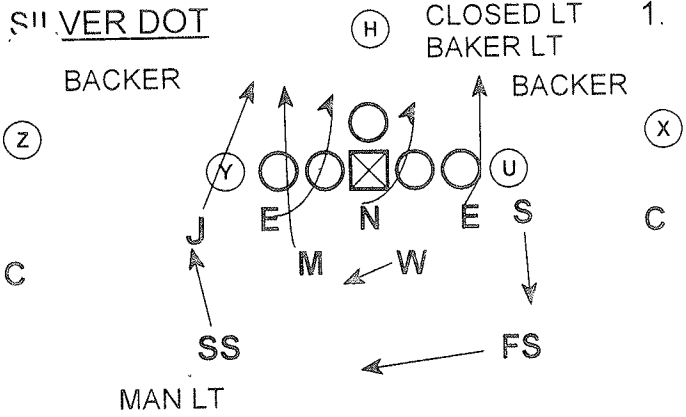
"CLOSED RIGHT"
"BAKER RIGHT"
"CHECK 2 LEFT"

SS
WALL FLAT
PLUG

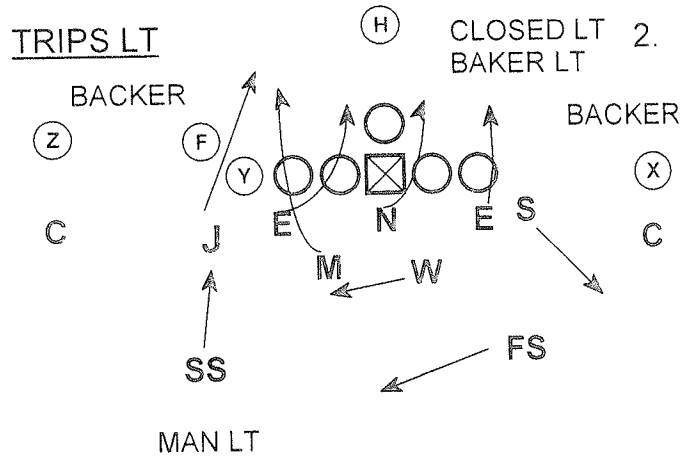
C
HARD 1/2
SEC FORCE

BASE CLOSED FIRE ZONE TED: ADJUSTMENTS

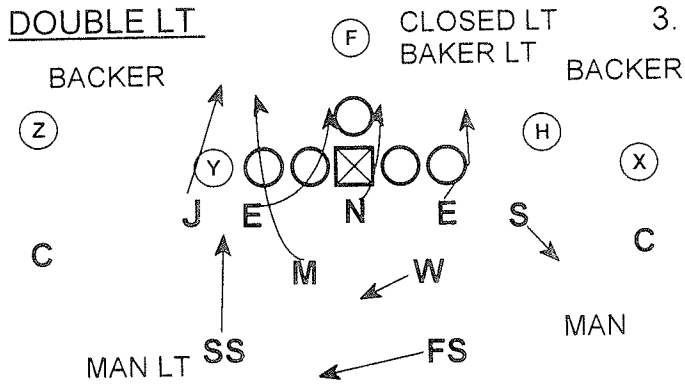
SILVER DOT



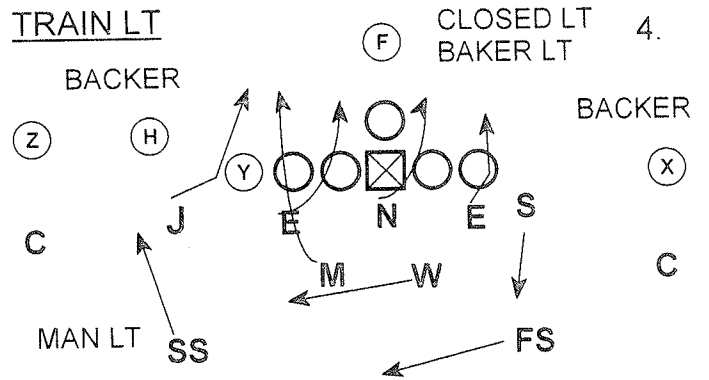
TRIPS LT



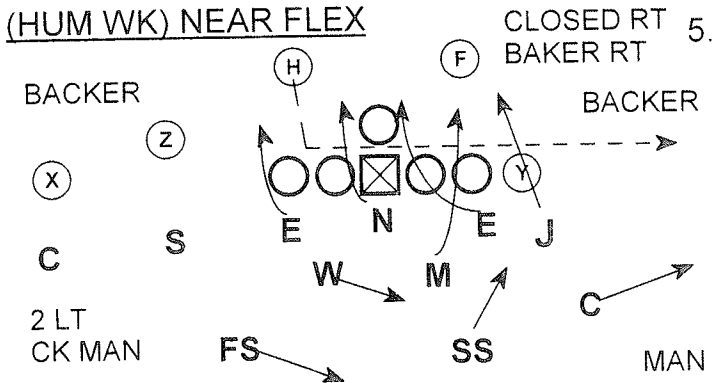
DOUBLE LT



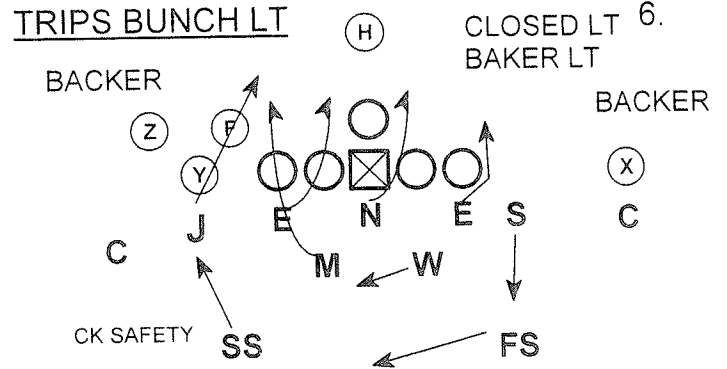
TRAIN LT



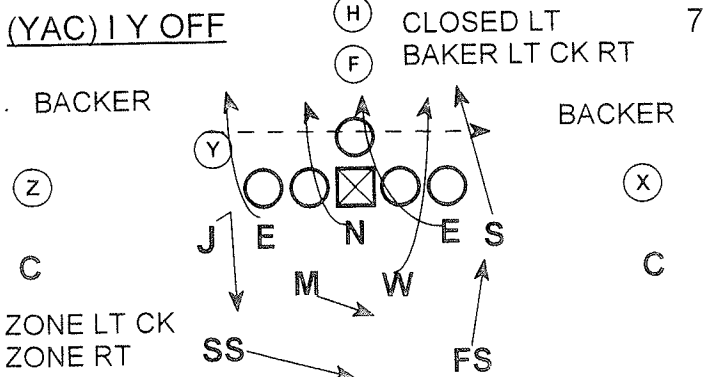
(HUM WK) NEAR FLEX



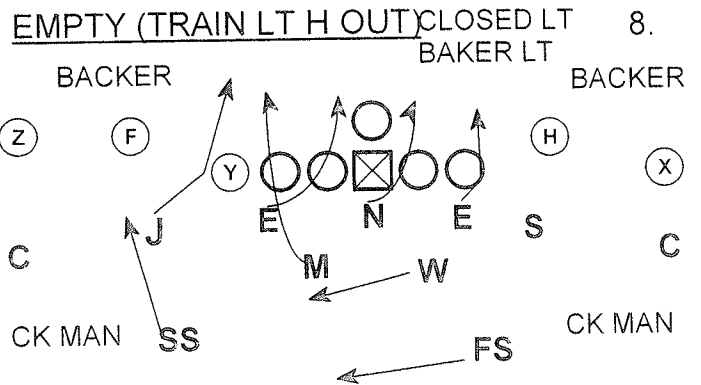
TRIPS BUNCH LT



(YAC) I Y OFF



EMPTY (TRAIN LT H OUT)

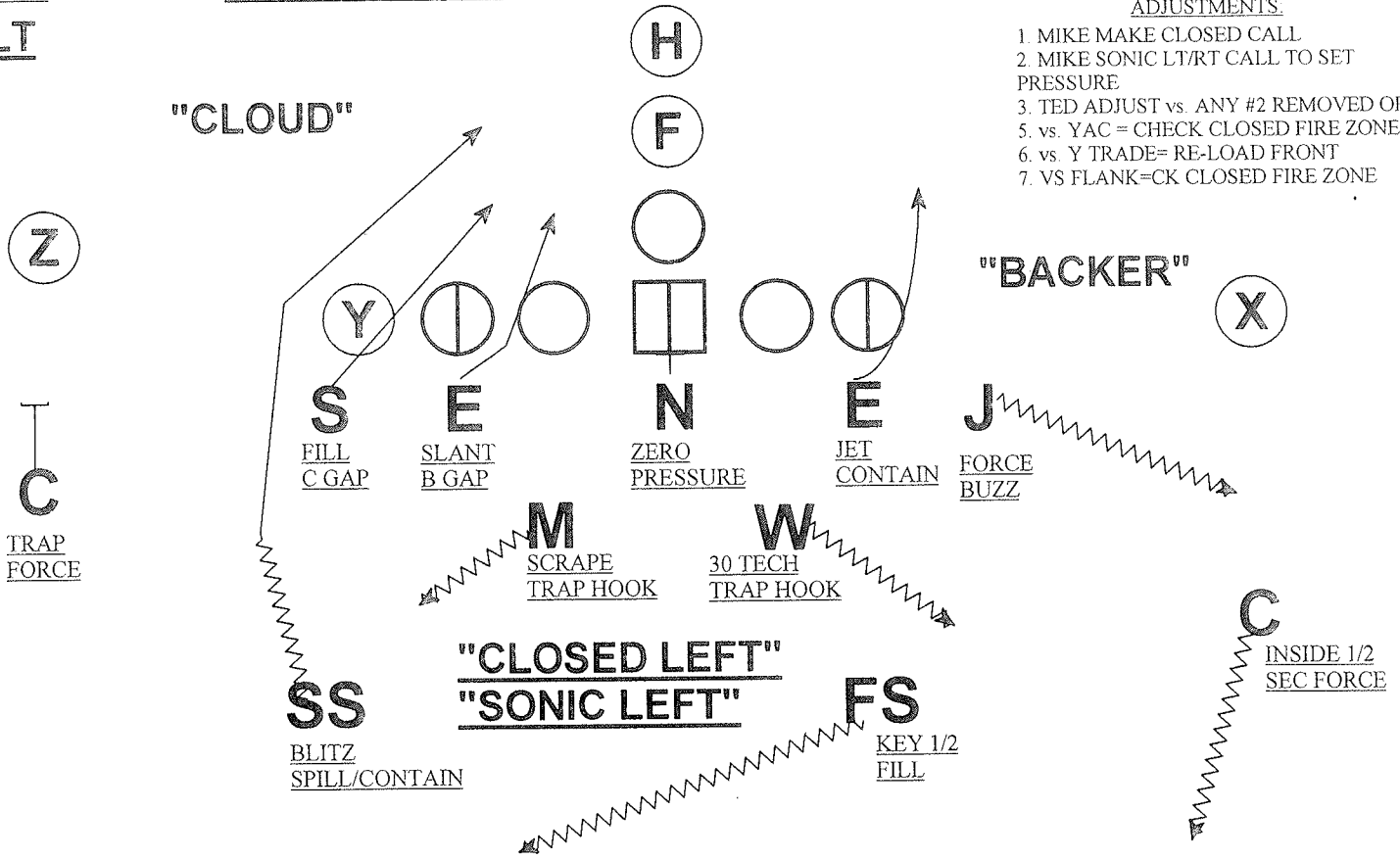


BASE CLOSED SONIC TED CHK ZORRO

ILT

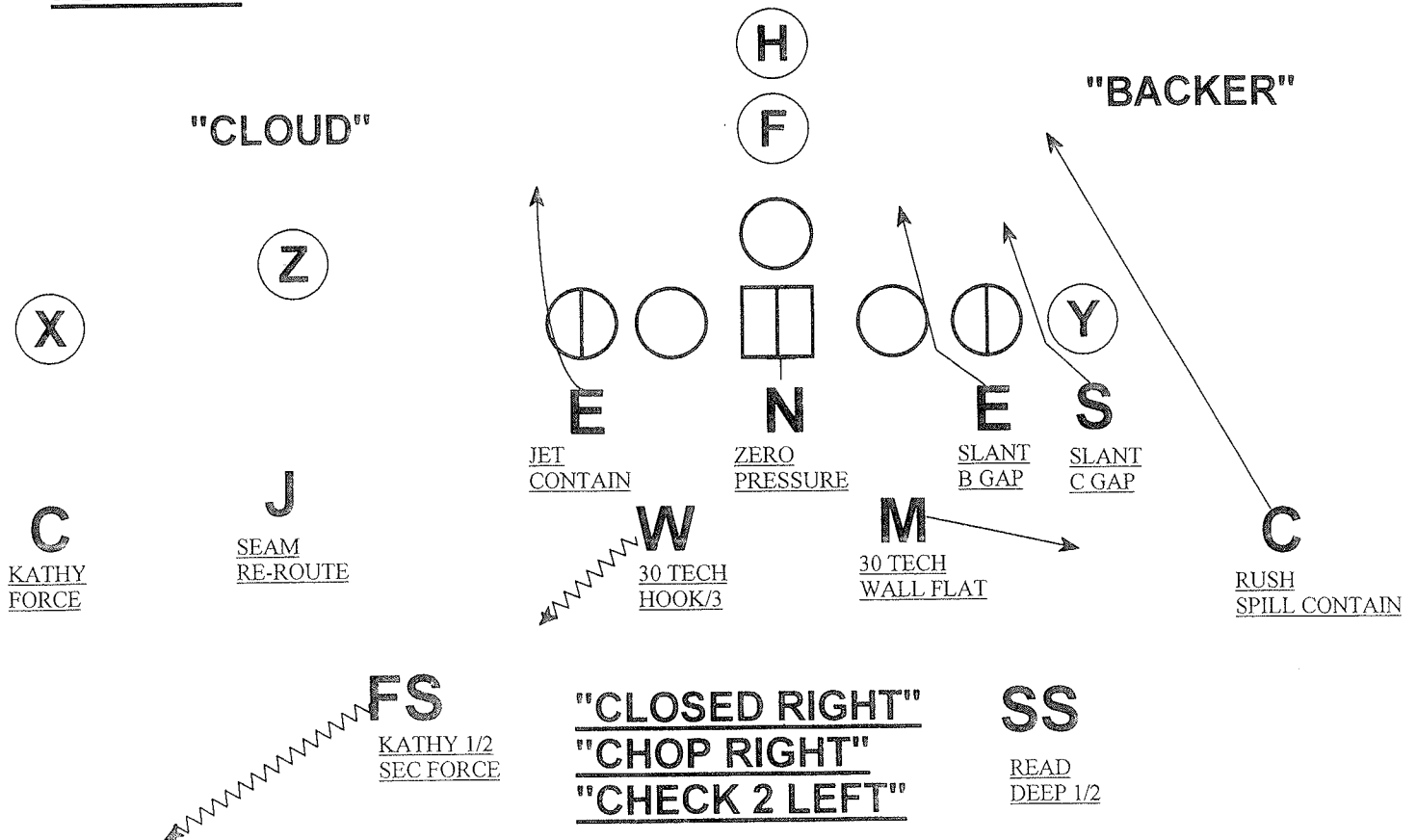
ADJUSTMENTS:

1. MIKE MAKE CLOSED CALL
2. MIKE SONIC L1/RT CALL TO SET PRESSURE
3. TED ADJUST vs. ANY #2 REMOVED OPEN
5. vs. YAC = CHECK CLOSED FIRE ZONE
6. vs. Y TRADE= RE-LOAD FRONT
7. VS FLANK=CK CLOSED FIRE ZONE



TED= SS DOWN TO TE SIDE/
NO WIDTH TO TE= CHECK COVER 2

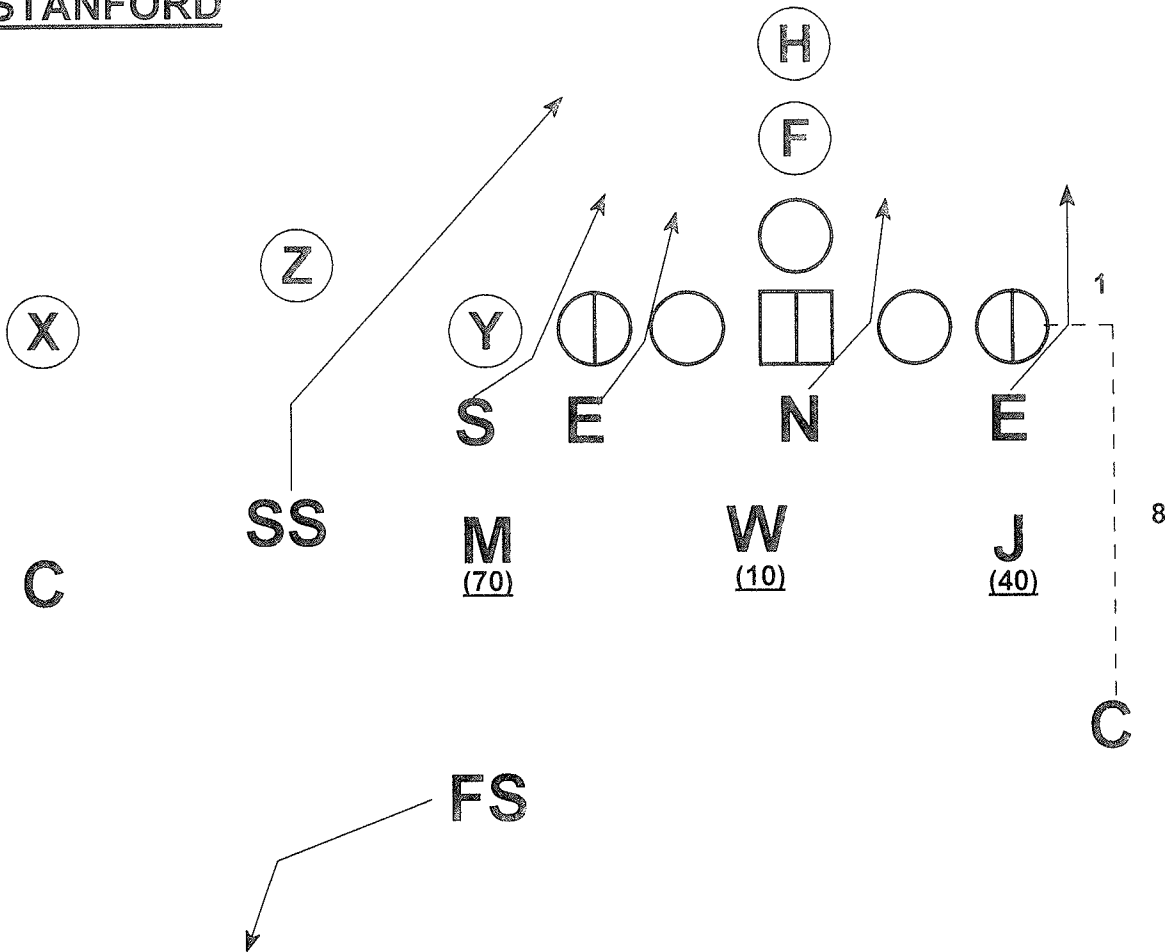
I SLOT LT



CHECK CHEROKEE

= CHK SONIC

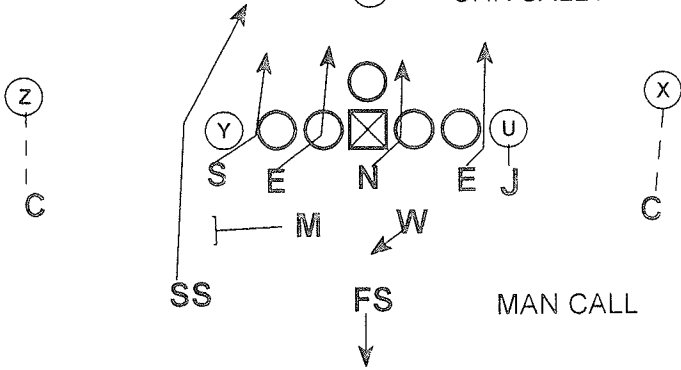
STANFORD



BASE CLOSED SONIC TED: ADJUSTMENTS

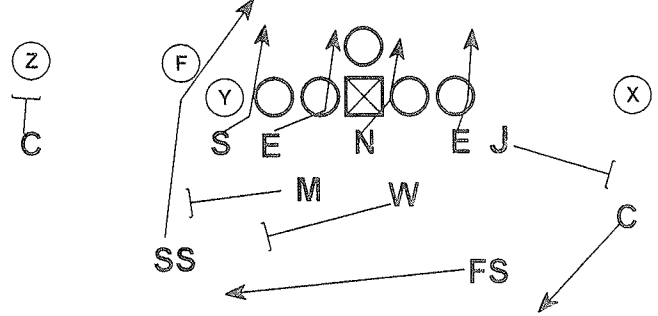
VER DOT

CLOSED LT
CHK SALLY 1.



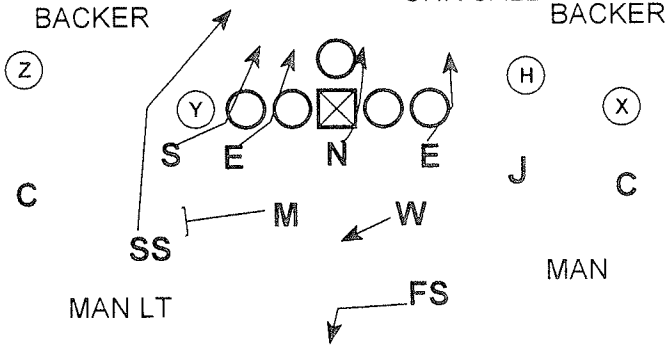
TRIPS LT

CLOSED LT 2.
SONIC LT



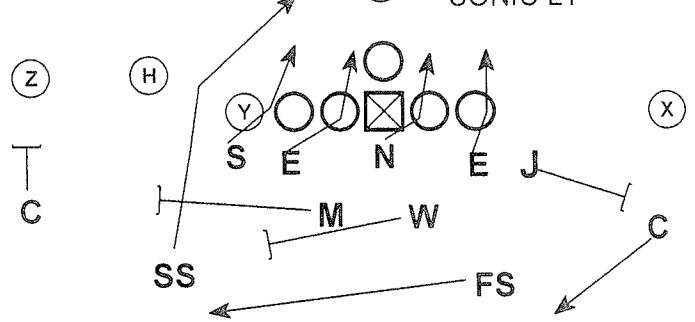
DOUBLE LT

CLOSED LT
CHK SALLY 3.
BACKER



TRAIN LT

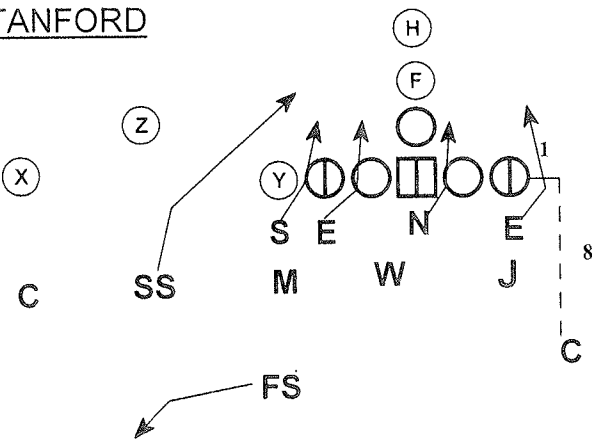
CLOSED LT 4.
SONIC LT



LLAVE SONIC ON MIKE HAS # 2 MAN

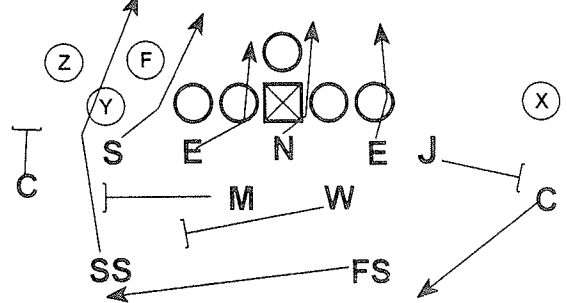
STANFORD

5.



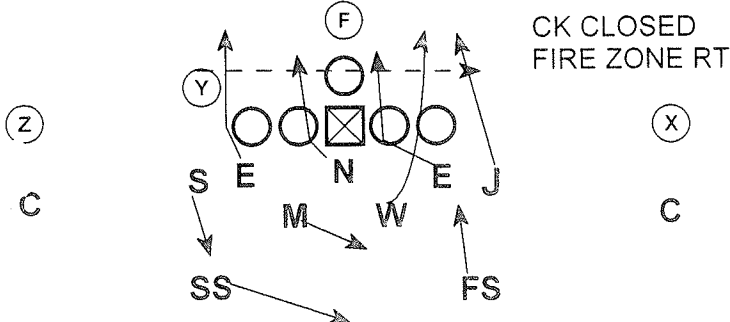
TRIPS BUNCH LT

CLOSED LT 6.
SONIC LT



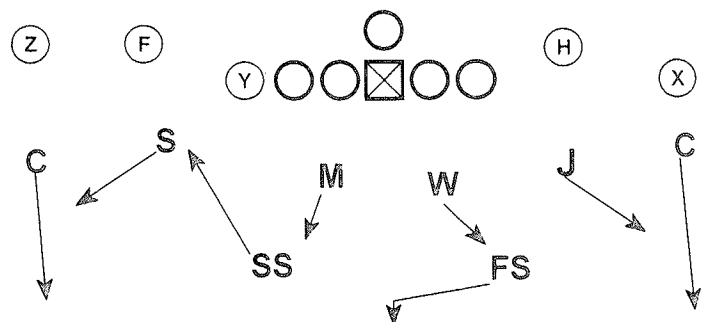
(YAC) IY OFF

CLOSED LT
SONIC LT 7
CK CLOSED
FIRE ZONE RT



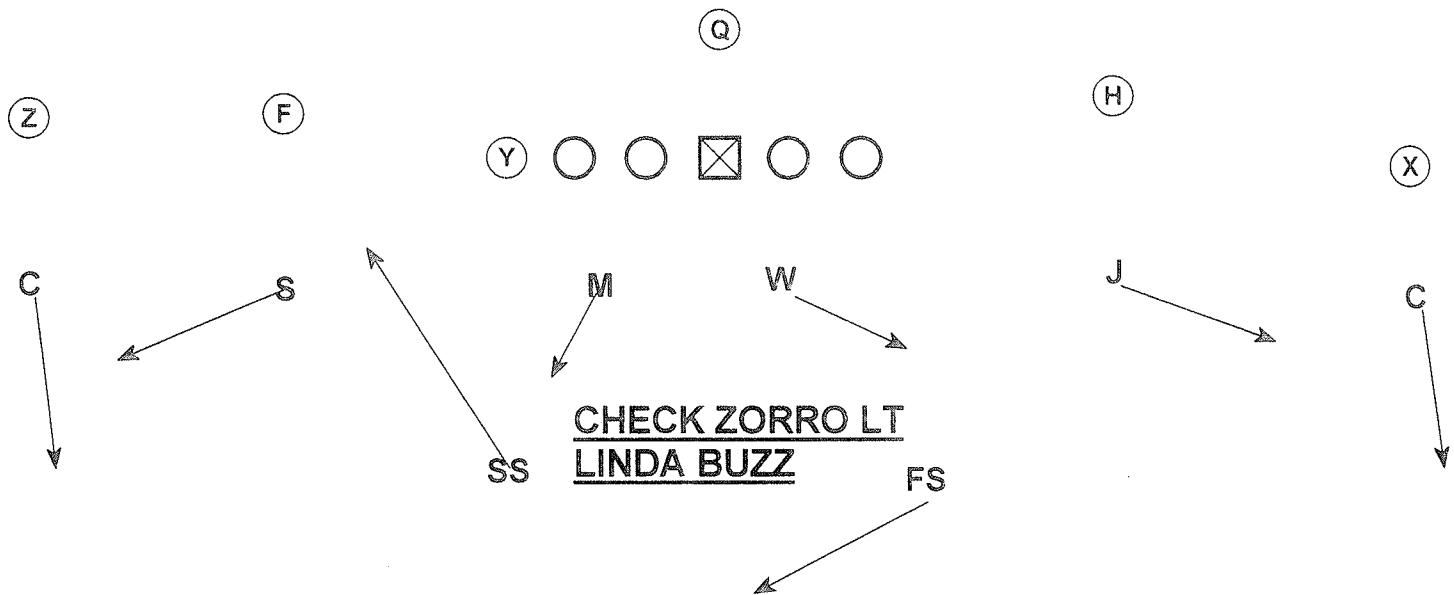
EMPTY TRAIN LT H OUT

CLOSED LT 8.
CK ZORRO



EMPTY - "CHECK ZORRO"

EMPTY CHECK IN BASE CALLS
WE WILL CHECK TO P-ZONE BUZZ

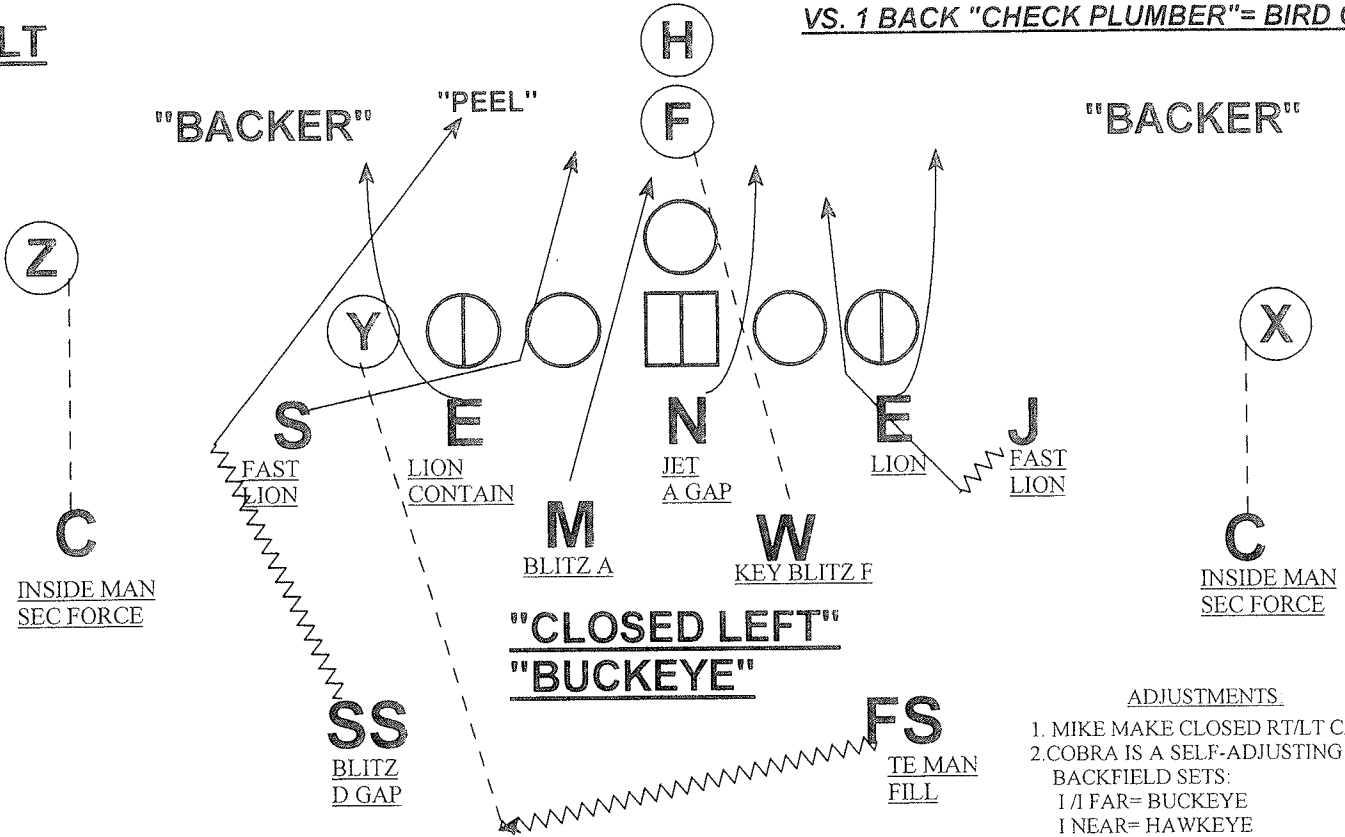


* VERSUS EMPTY TAKE RITA/LINDA BUZZ CALL TO 3 MAN SIDE

BASE RATTLER

VS. 1 BACK "CHECK PLUMBER" = BIRD COVERAGE

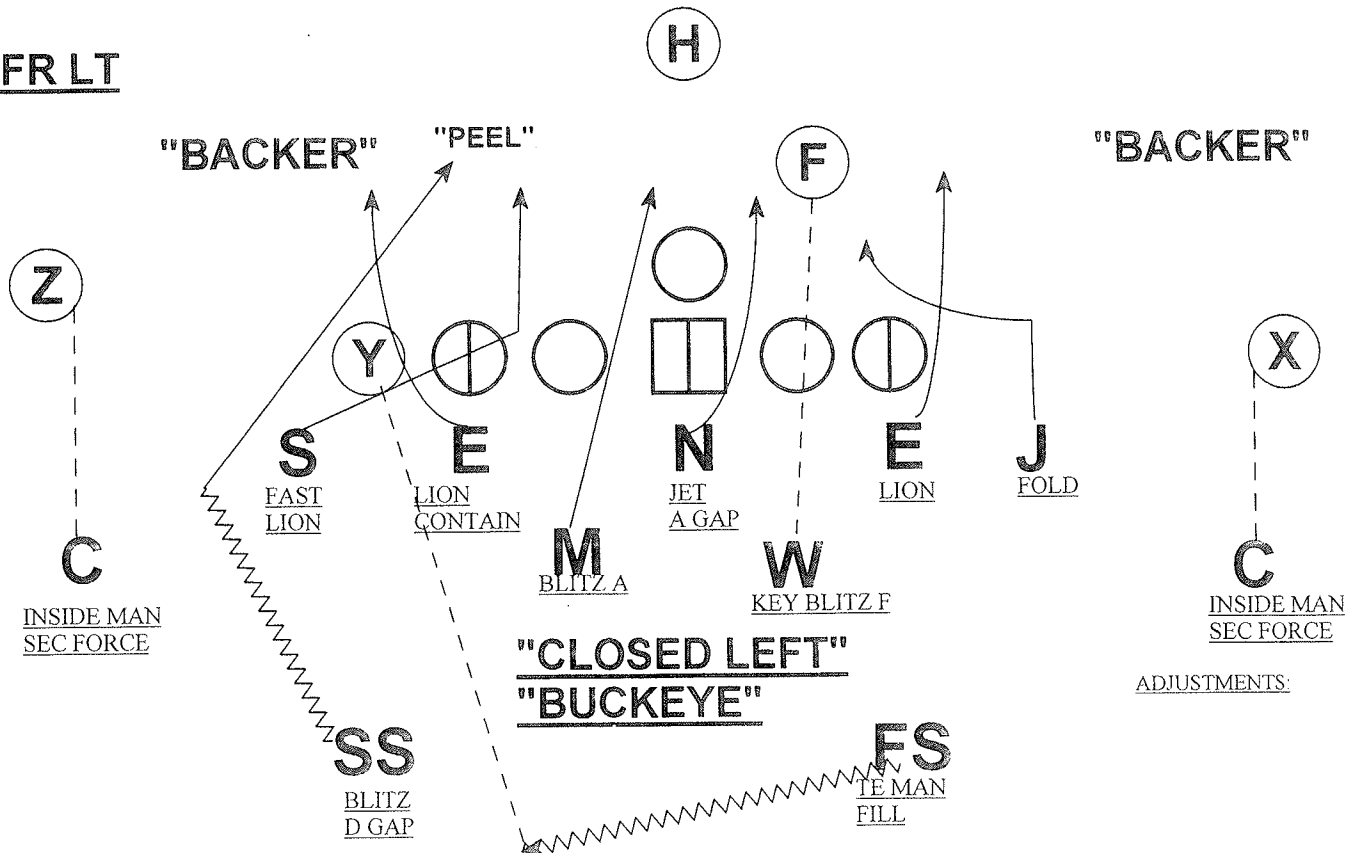
LLT



ADJUSTMENTS:

1. MIKE MAKE CLOSED RT/LT CALL
2. COBRA IS A SELF-ADJUSTING BLITZ TO BACKFIELD SETS:
 I 1/1 FAR = BUCKEYE
 I NEAR = HAWKEYE
 SPLIT = RENO
 1 BACK = CHECK PLUMBER (BIRD COV.)

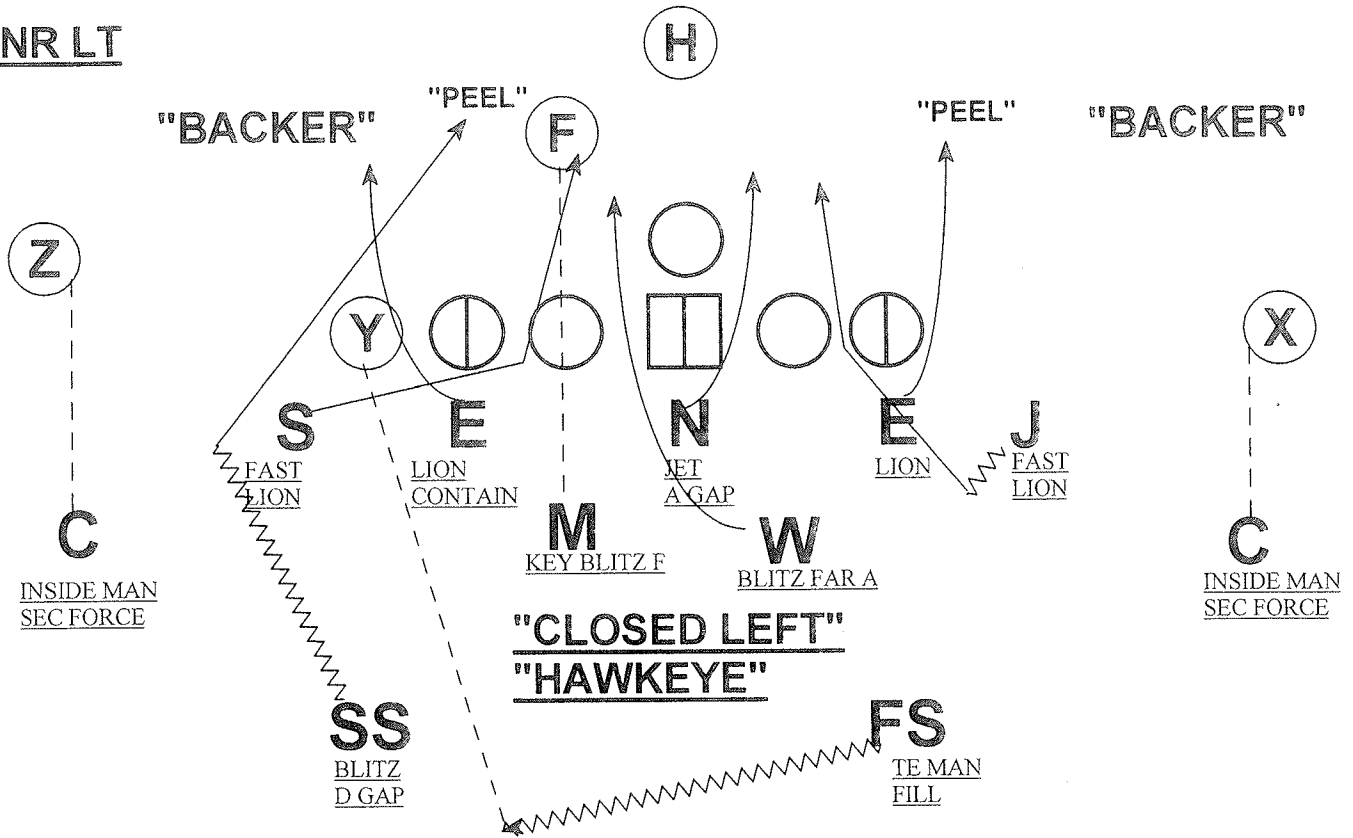
I FR LT



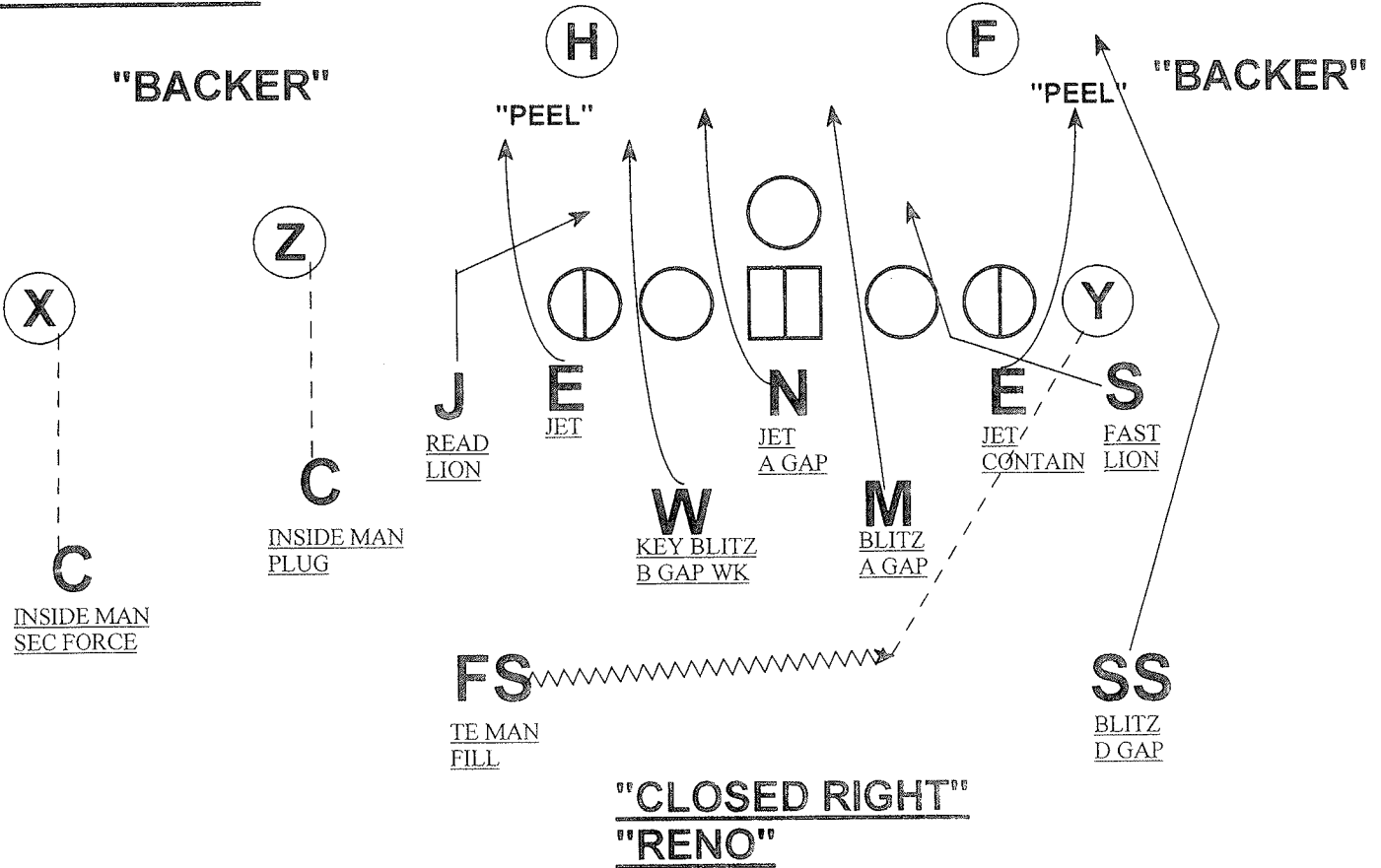
ADJUSTMENTS:

BASE RATTLER

INR LT

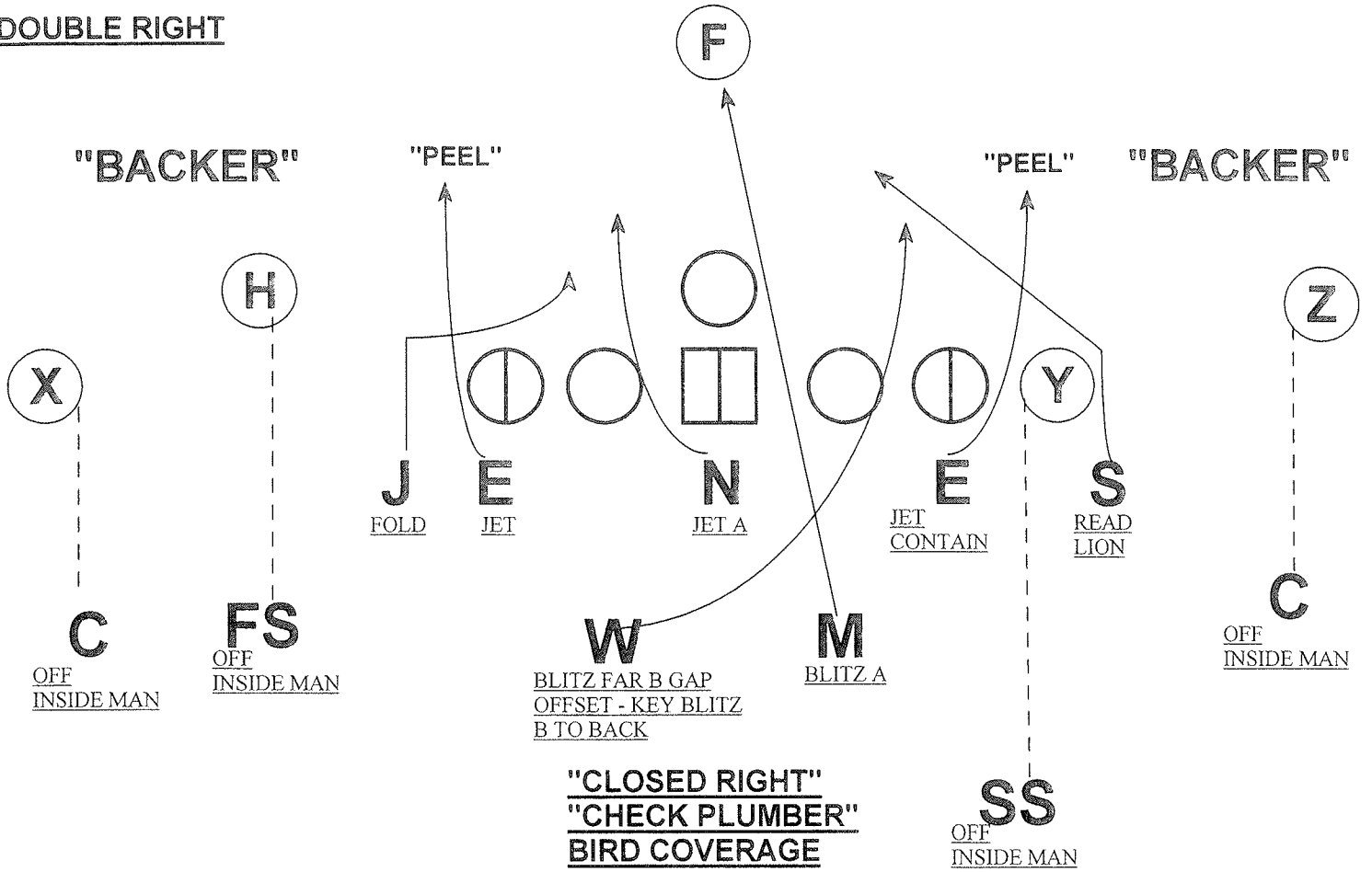


SPLIT SLOT LT

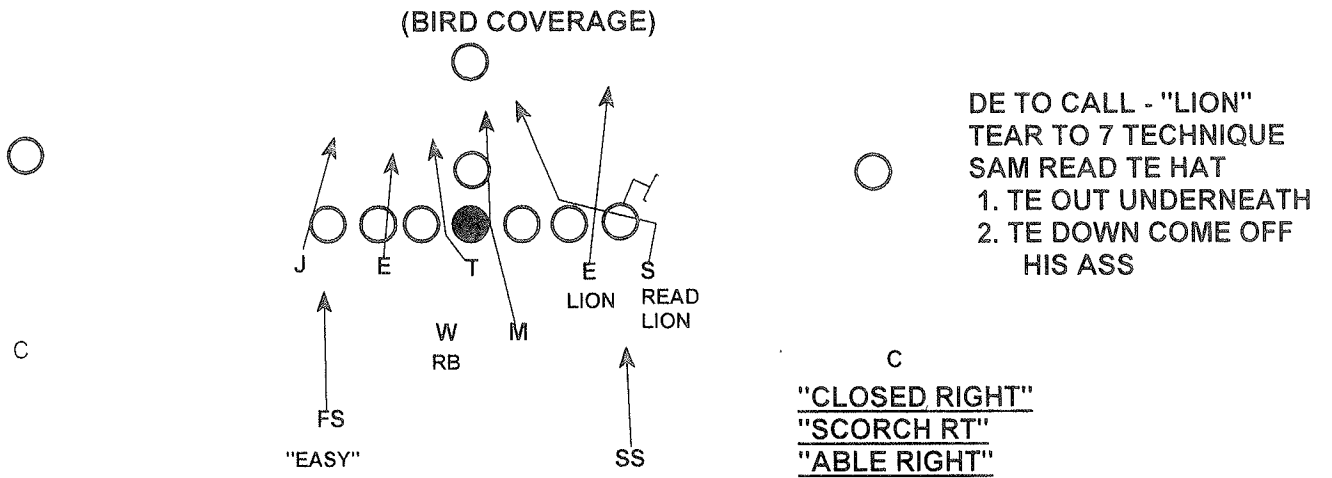


BASE RATTLER

DOUBLE RIGHT



BASE LION SCORCH (CK DOT SCORCH)



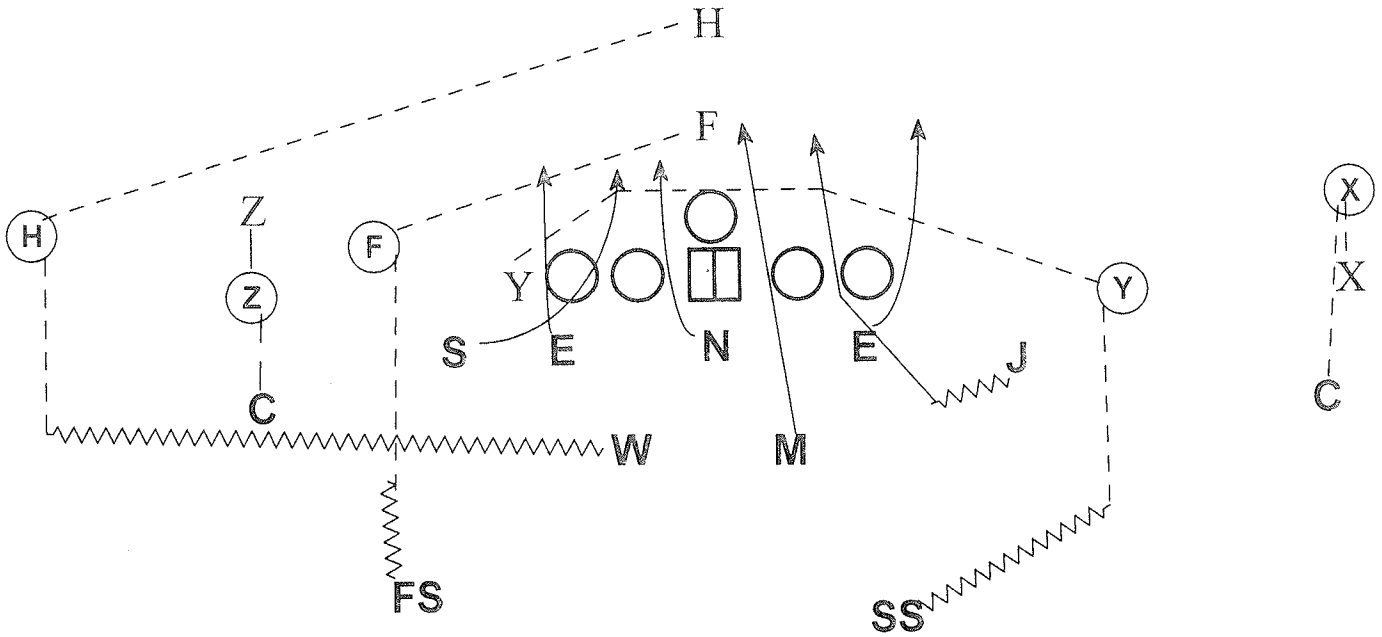
CALL VS SILVER PERSONNEL ONLY. CAN BE PACKAGED WITH ANOTHER PRESSURE TO BE RUN ONLY VS SILVER DOT.

EX. BASE RATTLER CK DOT SCORCH

BASE RATTLER / COBRA EMPTY ADJUSTMENTS

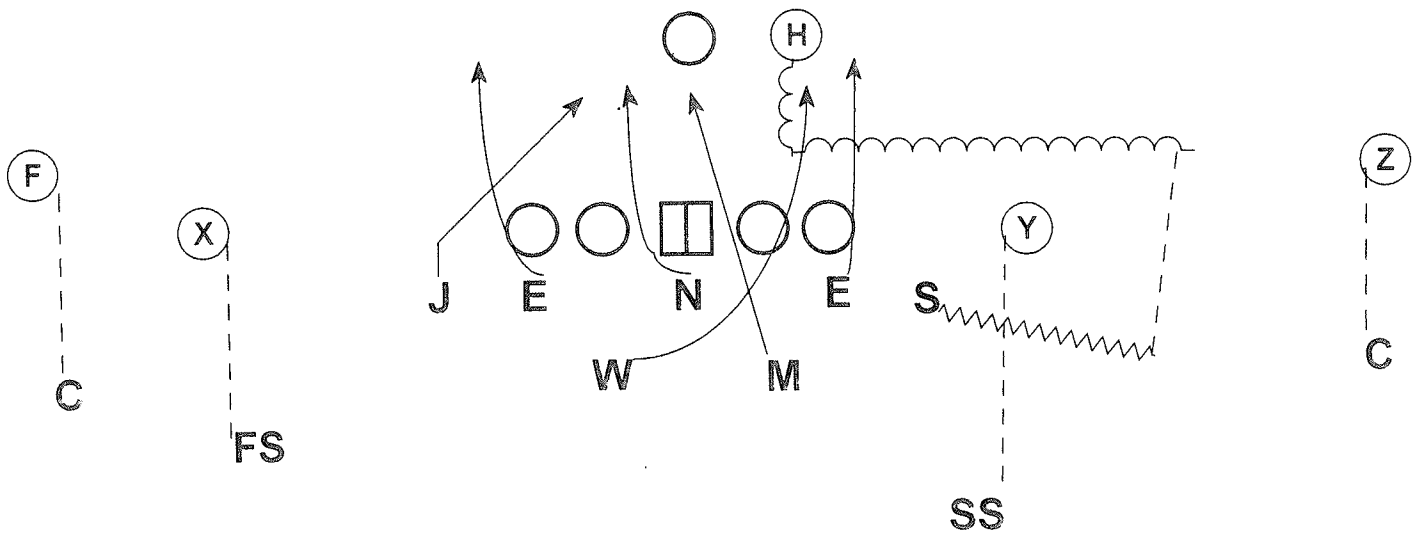
REGULAR EXPLODE EMPTY

WILL IS COVER BACKER



REGULAR BACK MOTION TO EMPTY

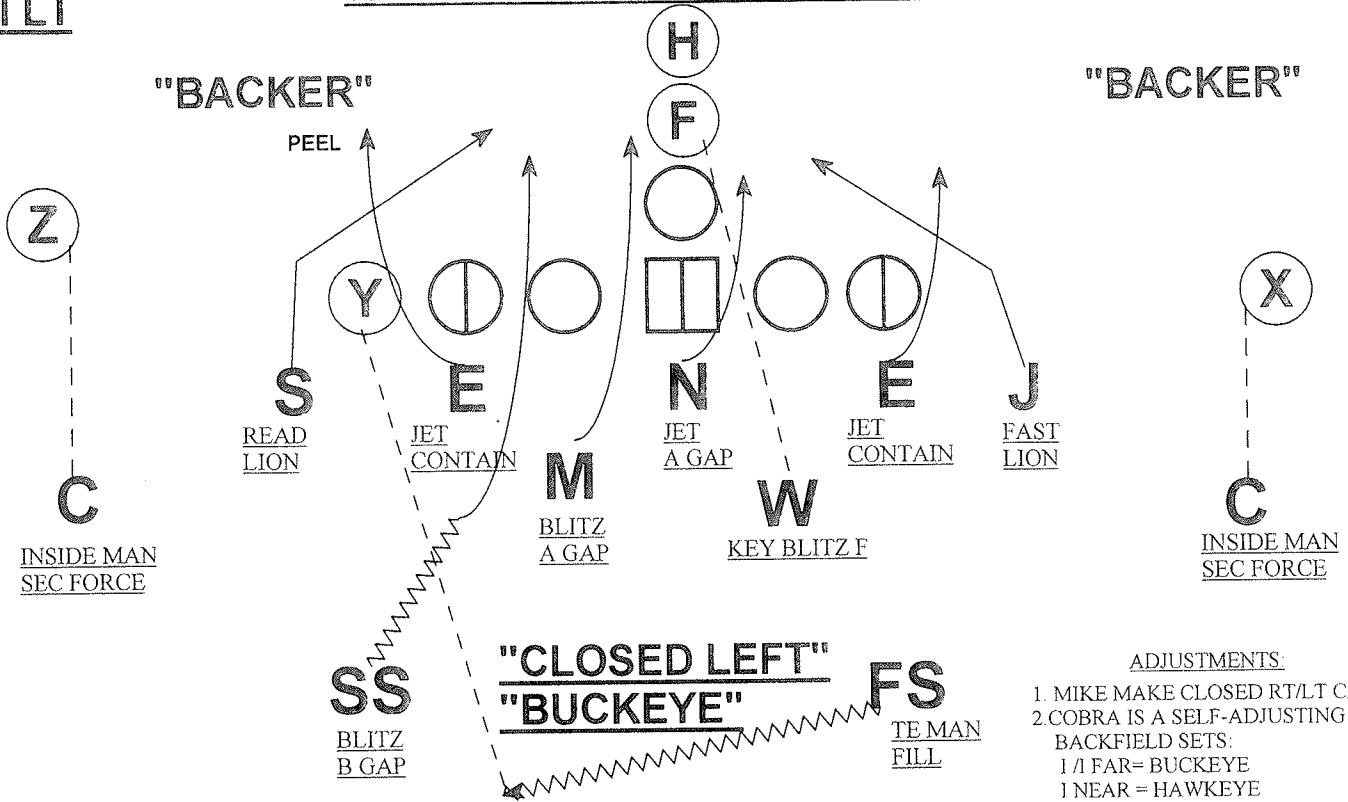
SAM OR JACK
HANDLE BACK MOTION.
WILL BUFFALO TO H.



BASE COBRA

VS. 1 BACKS "CHECK PLUMBER" = BIRD COVERAGE

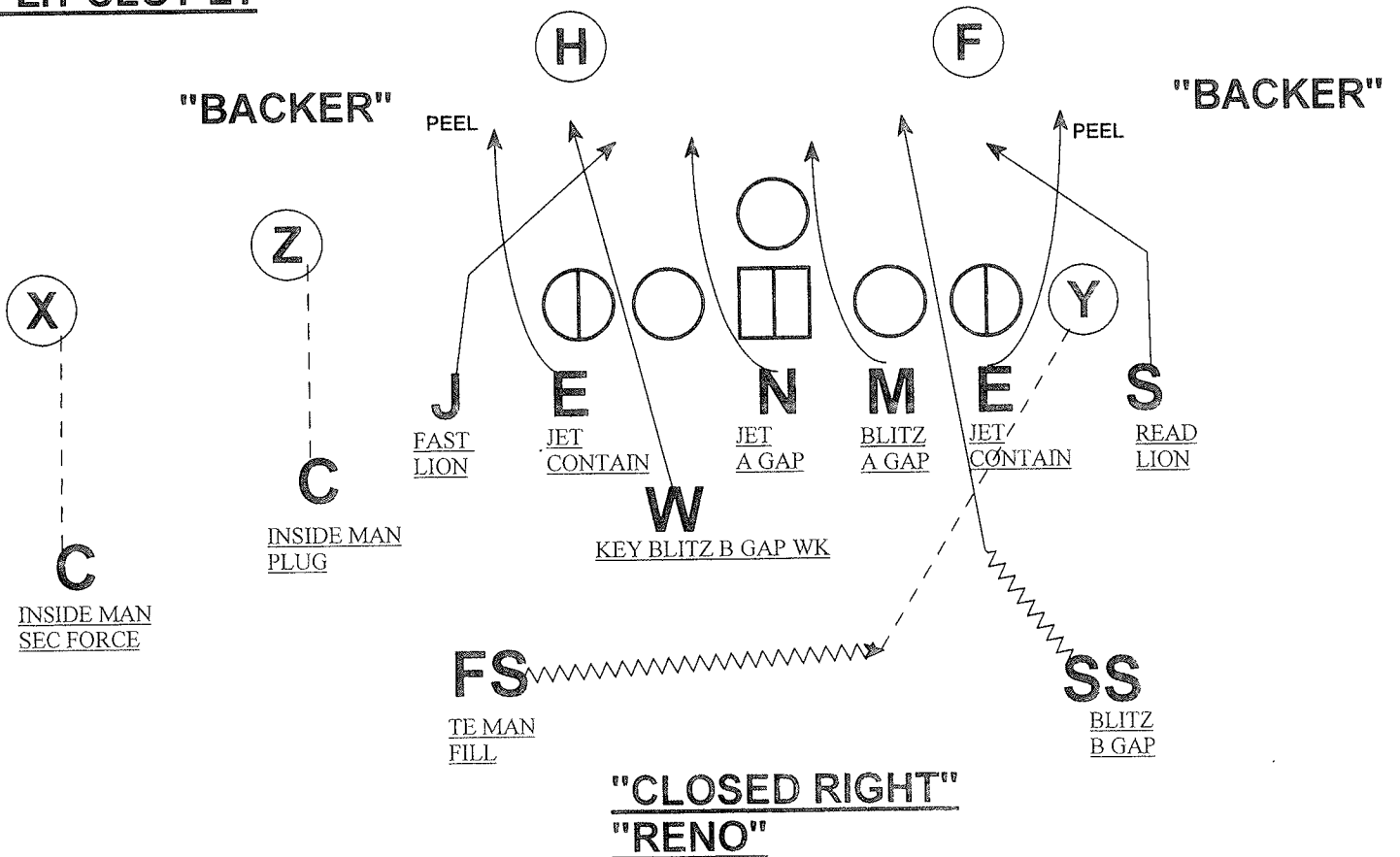
ILT



ADJUSTMENTS:

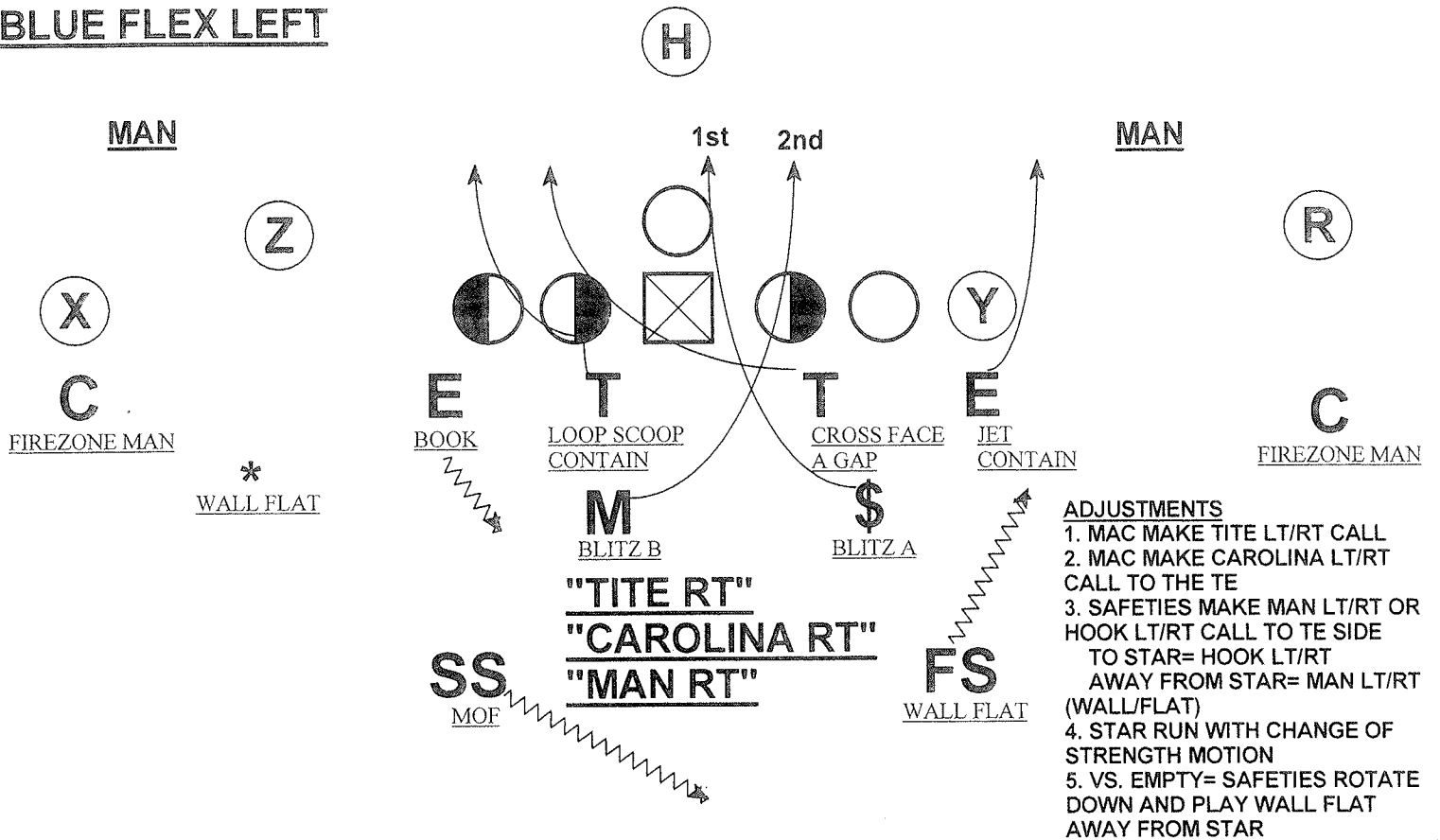
1. MIKE MAKE CLOSED RT/LT CALL
2. COBRA IS A SELF-ADJUSTING BLITZ TO BACKFIELD SETS:
 1 /1 FAR = BUCKEYE
 1 NEAR = HAWKEYE
 SPLIT = RENO
 1 BACK = CHECK PLUMBER (BIRD COV.)

SPLIT SLOT LT

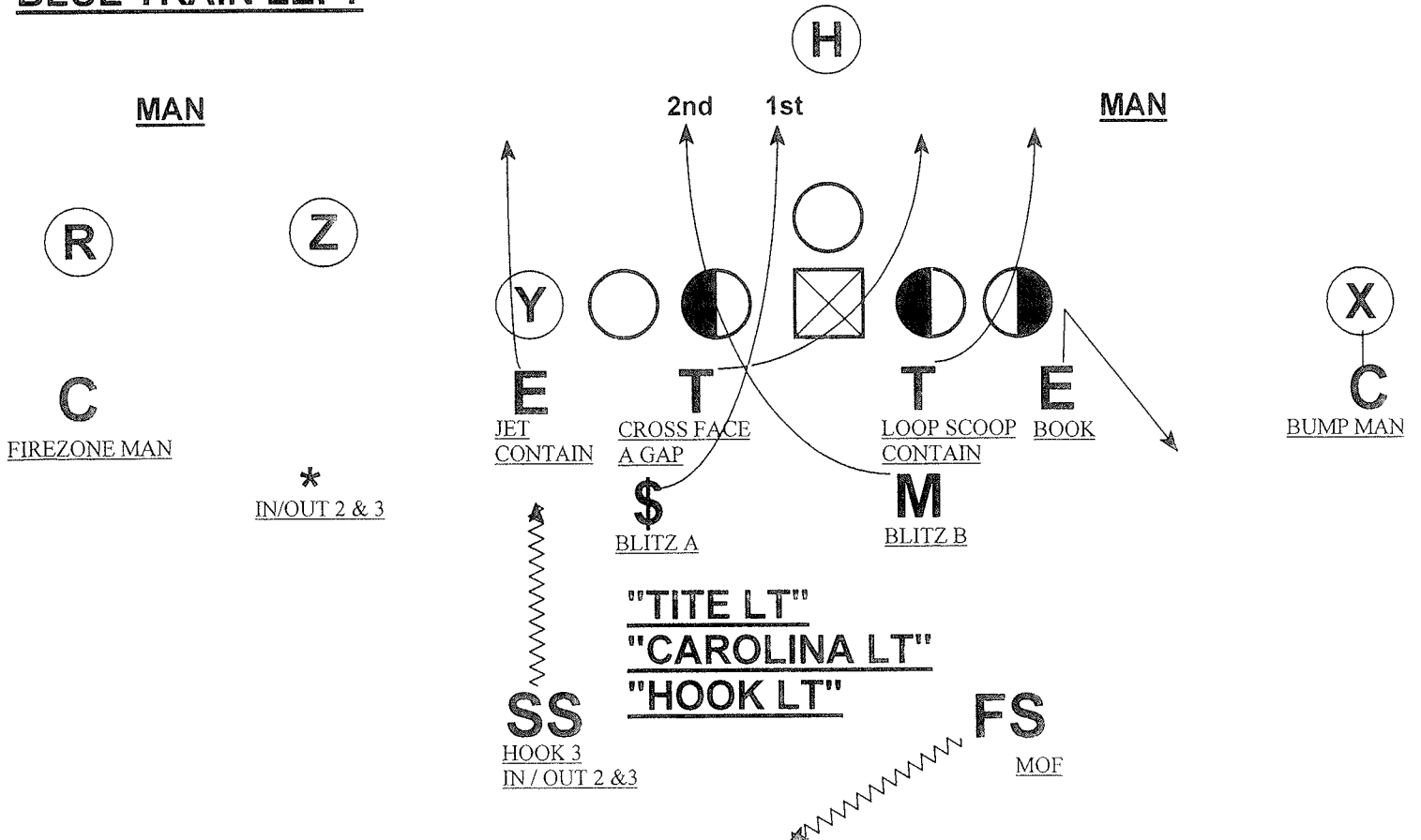


NICKEL FLEX CAROLINA ADJ

BLUE FLEX LEFT

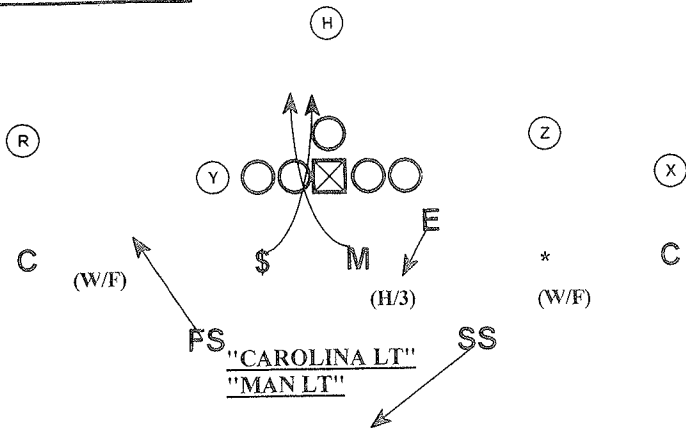


BLUE TRAIN LEFT

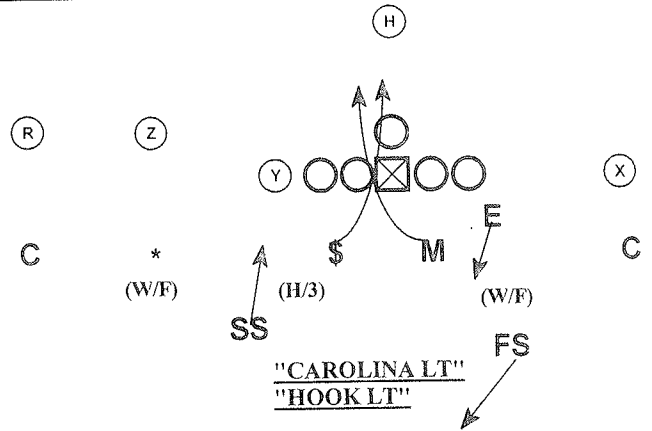


NICKEL/DIME FLEX CAROLINA ADJ: ADJUSTMENTS

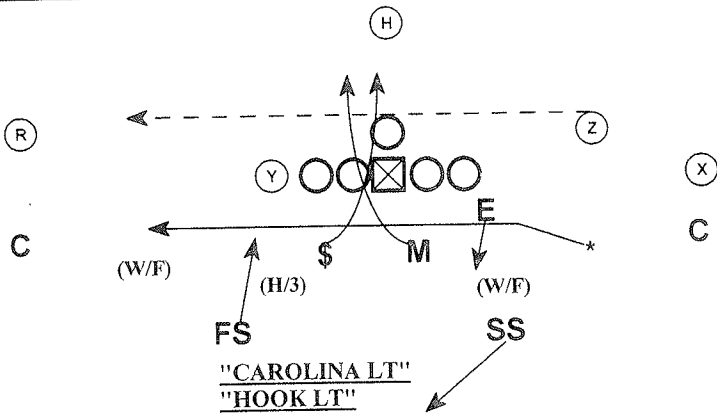
BLUE FLEX RT



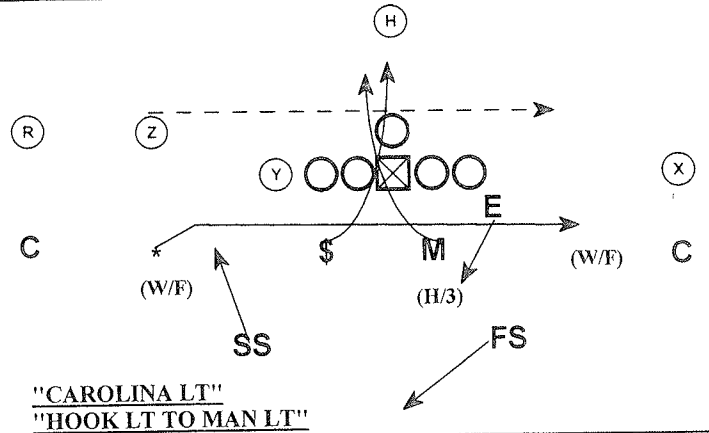
BLUE TRAIN LT



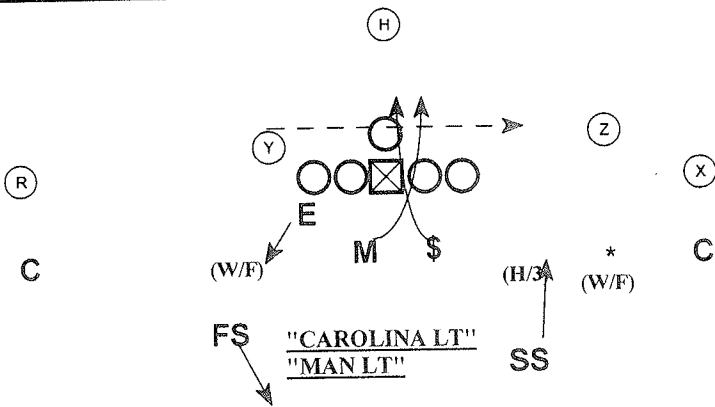
BLUE (ZAC) TRAIN LT



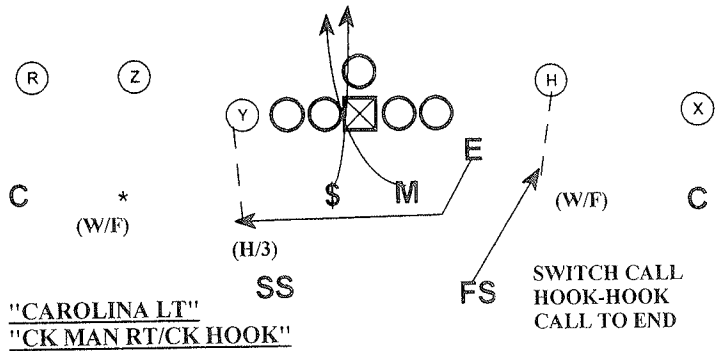
BLUE (ZAC) FLEX RT



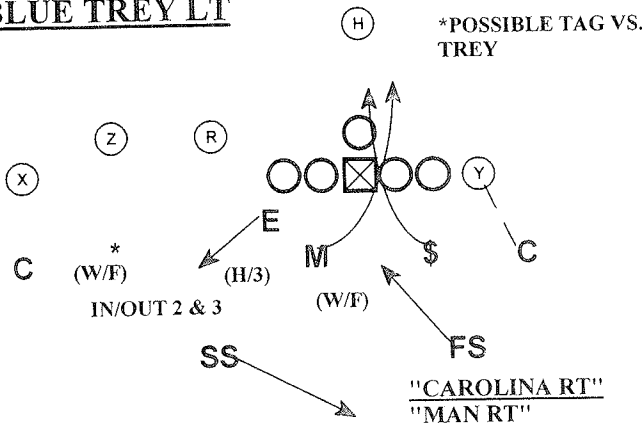
BLUE (YAC) TRAIN LT Y OFF



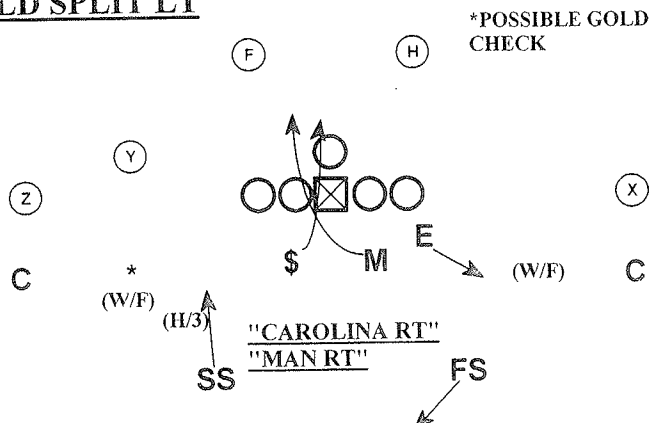
BLUE EMPTY TRAIN H OUT



BLUE TREY LT



GOLD SPLIT LT

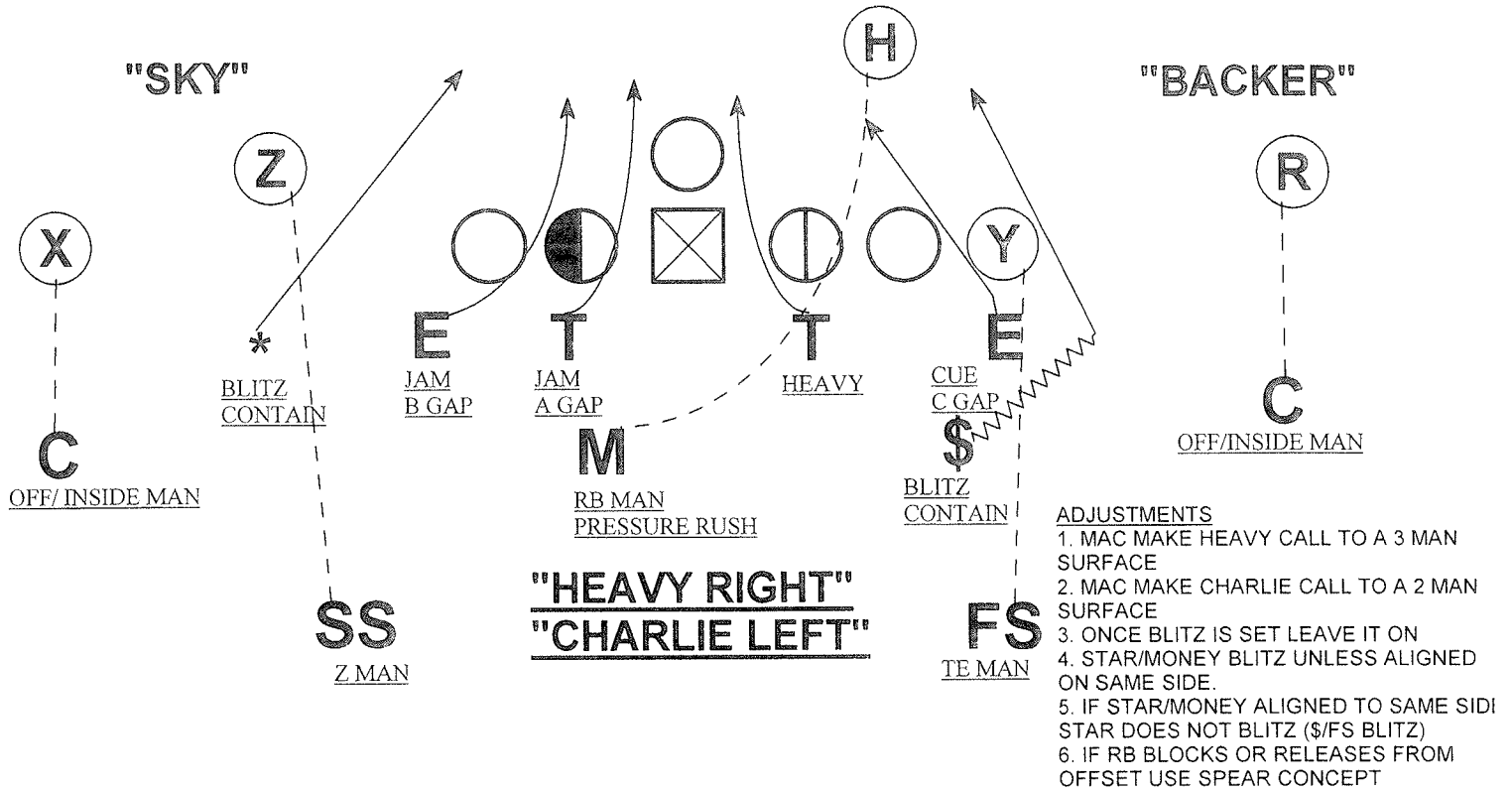


NICKEL EAGLE BLITZ

BLUE FLEX LEFT

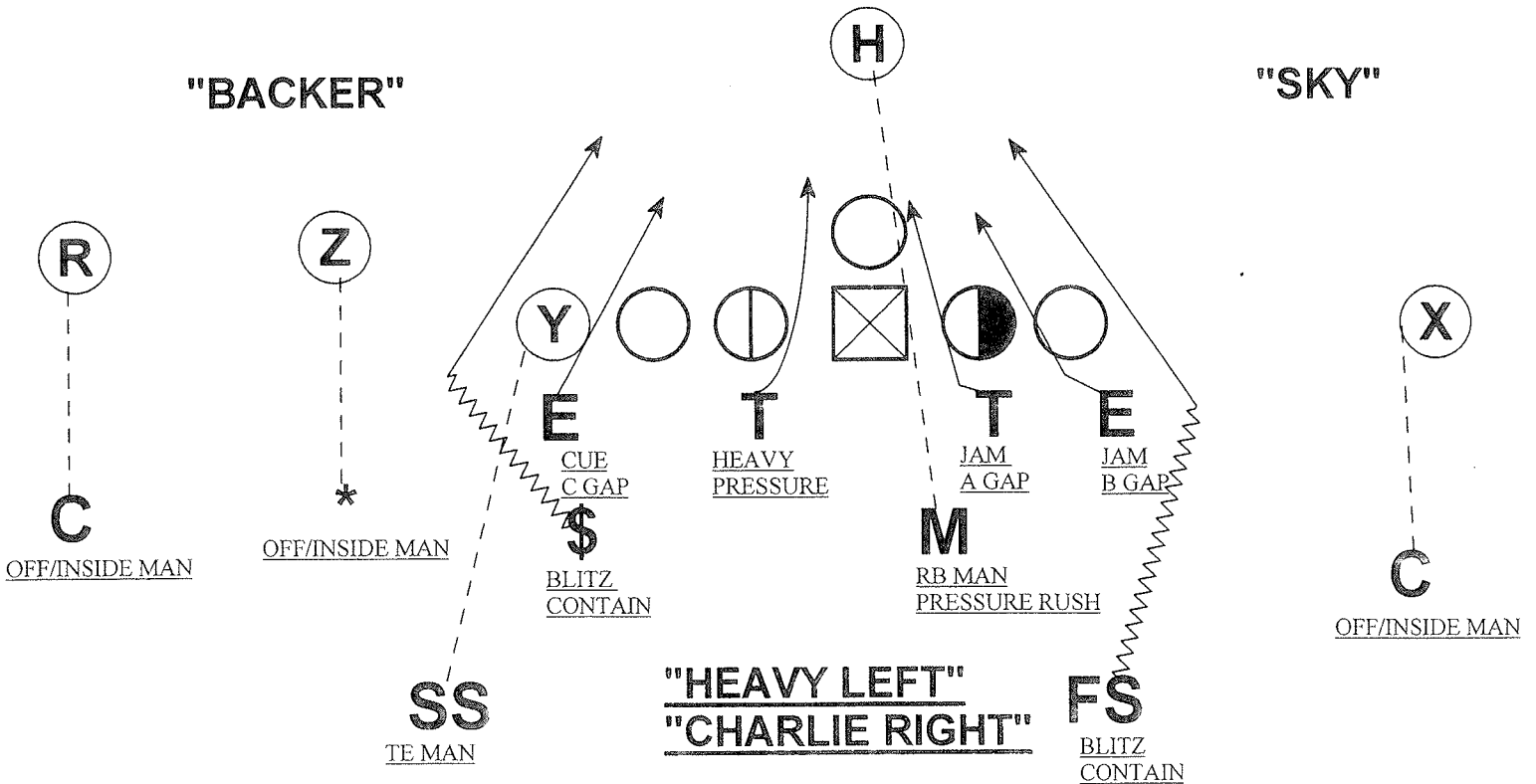
*****ONCE THE PRESSURE IS SET, IT IS SET!
MOTION DOES NOT EFFECT IT.**

***SPEAR CONCEPT VS. OFFSET BACK**



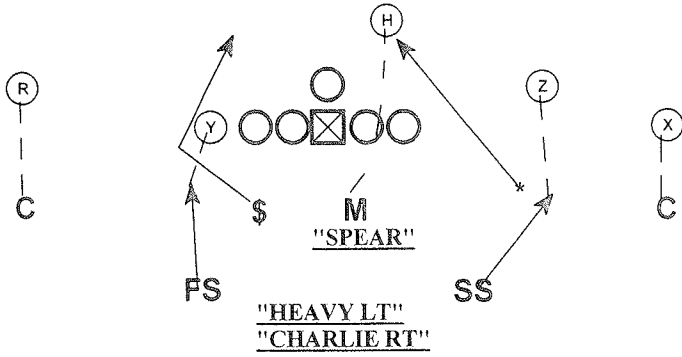
BLUE TRAIN LEFT

IF MONEY AND STAR ARE ON SAME SIDE STAR DOES NOT COME

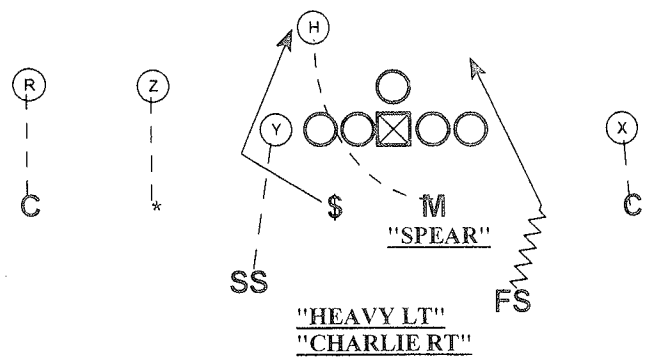


NICKEL/DIME EAGLE BLITZ: ADJUSTMENTS

BLUE FLEX RT

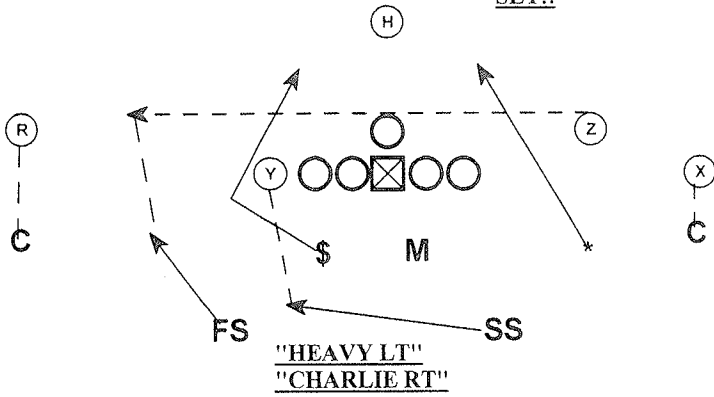


BLUE TRAIN LT



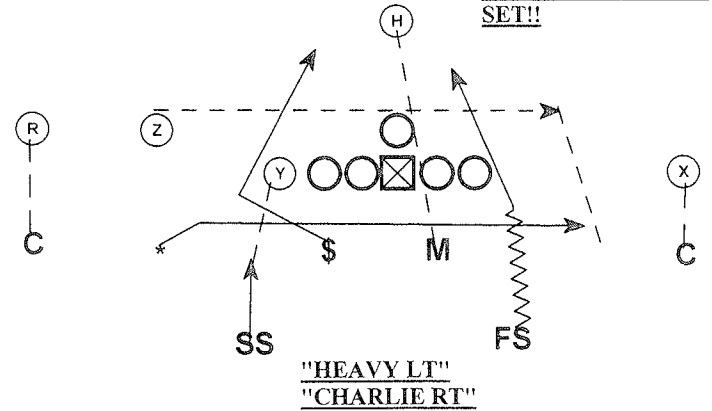
BLUE (ZAC) TRAIN LT

ONCE IT'S SET, IT'S SET!!



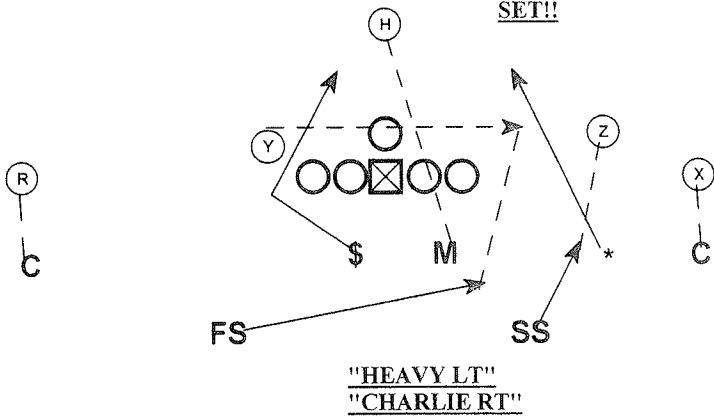
BLUE (ZAC) FLEX RT

ONCE IT'S SET, IT'S SET!!

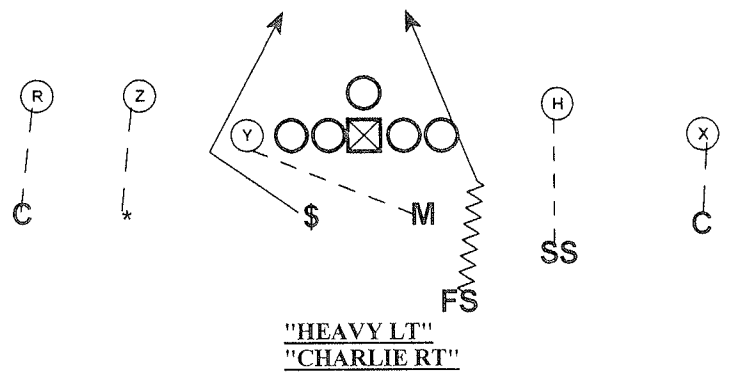


BLUE (YAC) TRAIN LT Y OFF

ONCE IT'S SET, IT'S SET!!

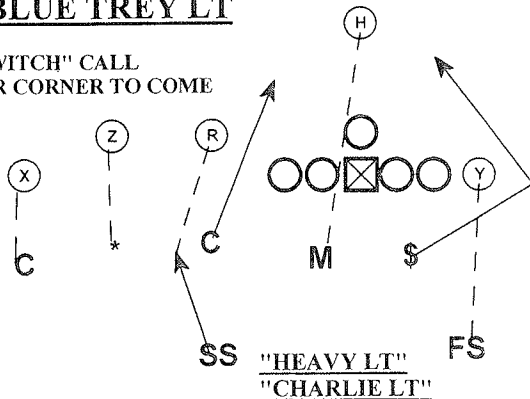


BLUE EMPTY TRAIN H OUT



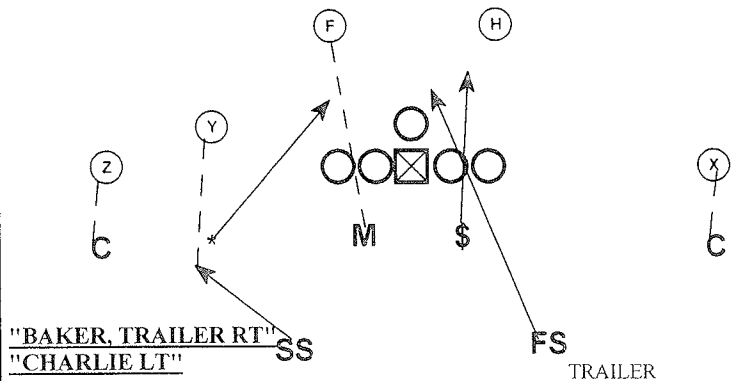
BLUE TREY LT

"SWITCH" CALL FOR CORNER TO COME

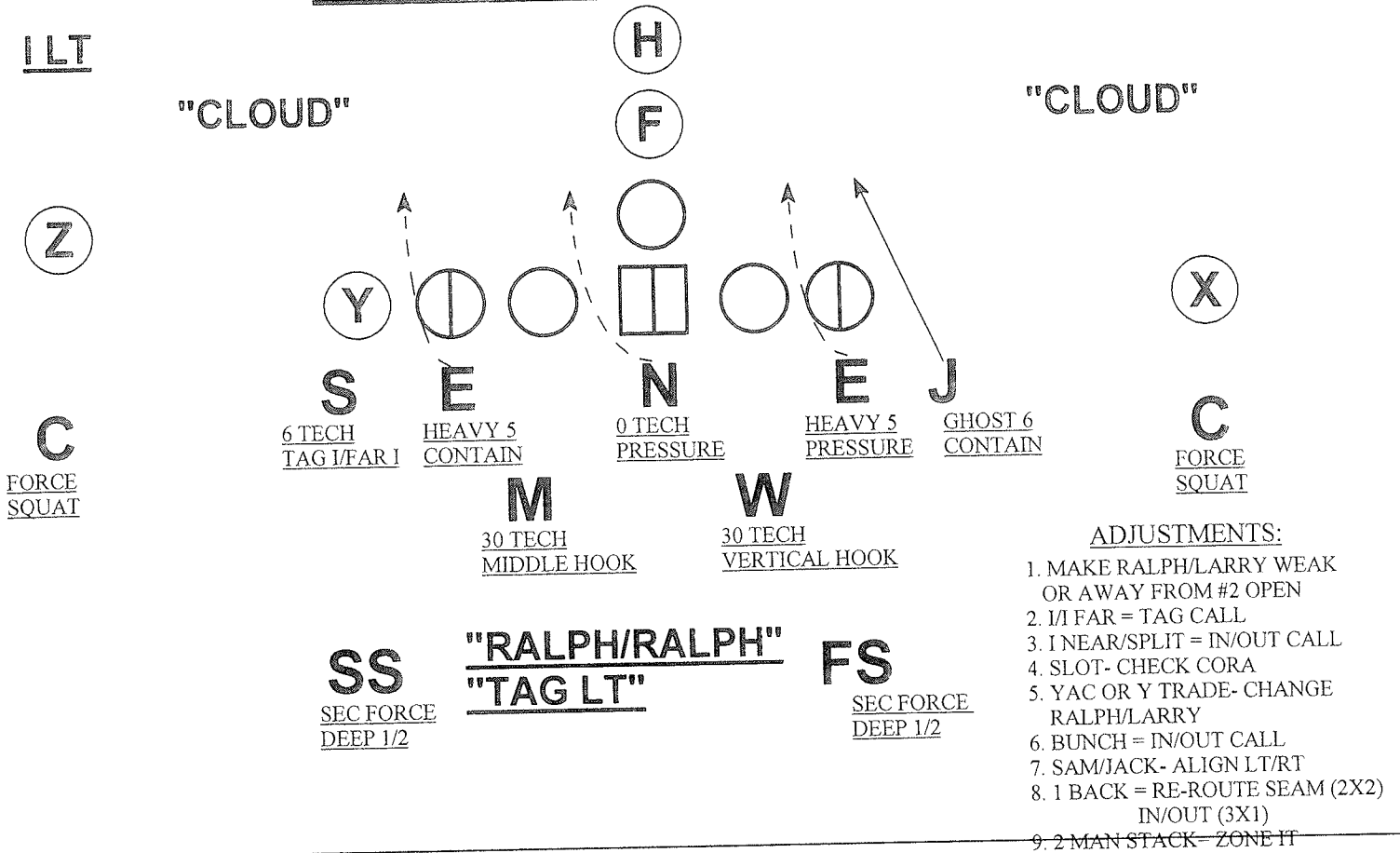


GOLD SPLIT LT

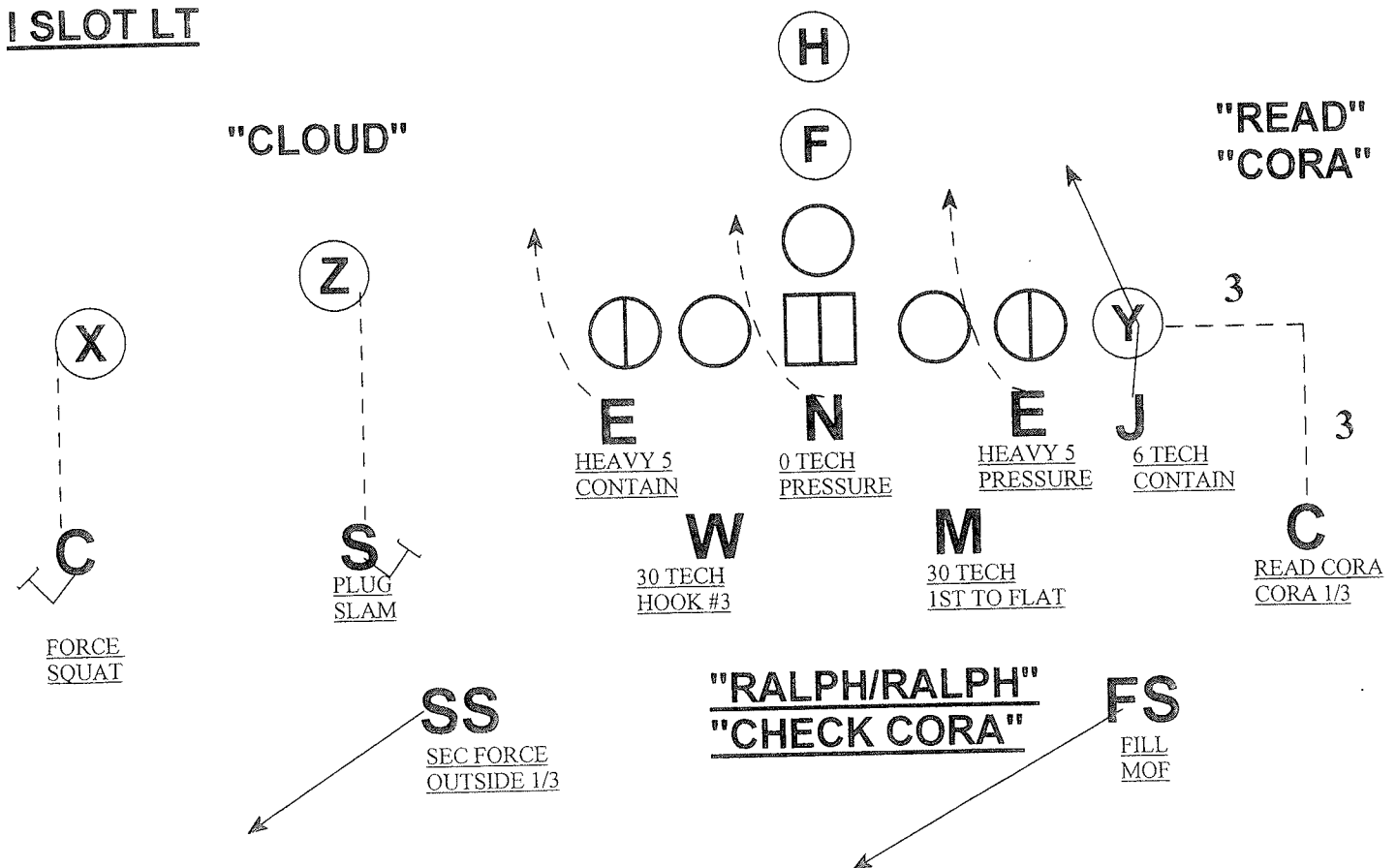
#4 WK= BAKER TRAILER
NO #4 WK= \$ CHARLIE



BASE WEAK JACK 2 CK STRONG



"CHECK CORA VS. SINGLE WIDTH SLOT"



BASE WEAK JACK 2 CK STRONG

1. "LVER DOT"

CLOUD (Z) TAG (Y) ○ ○ ○ ⊗ ○ ○ (U) (H) (F)

S M W J

3 to 1 V/H

SS RALPH FS

"KATHY RT"

C squat

2. TRIPS LT

CLOUD (Z) (F) (Y) ○ ○ ○ ⊗ ○ ○ (H) (F)

S M W J

V/H

SS RALPH FS

"KATHY RT"

"IN/OUT LT"

C squat

3. DOUBLE LT

CLOUD (Z) (Y) ○ ○ ○ ⊗ ○ ○ (H) (F)

S M W J

V/H 3 to 1

SS LARRY FS

CK ZONE IT VS. 2 MAN STACKS

"RE-ROUTE" SEAM

C squat

4. TRAIN LT

CLOUD (Z) (H) (Y) ○ ○ ○ ⊗ ○ ○ (H) (F)

S M W J

SS RALPH FS

IN/OUT

"KATHY RT"

"IN/OUT LT"

C squat

5. STANFORD CK BOSS

"LARRY, LARRY" "CK R"

(X) (Z) (Y) ○ ○ ○ ⊗ ○ ○ ○ (H) (F)

S T N T

M W J

3 5

SS FS

C squat

6. TRIPS BUNCH LT

CLOUD (Z) (F) (Y) ○ ○ ○ ⊗ ○ ○ (H) (F)

S M W J

SS RALPH FS

IN/OUT

"KATHY RT"

"IN/OUT LT"

C squat

7. (YAC) I Y OFF

CLOUD (Z) (Y) ○ ○ ○ ⊗ ○ ○ (H) (F)

S M W J

RALPH TO LARRY TAG LT TO TAG RT

SS FS

"KATHY LT" "TAG RT"

C squat

8. GEMP DOLPHIN DBL FLIP H OS

CLOUD (H) (X) (U) ○ ○ ○ ⊗ ○ ○ (H) (F)

S M W J

LARRY

SS FS

"LIZ SKY" ALERT AREA

CK STRONG

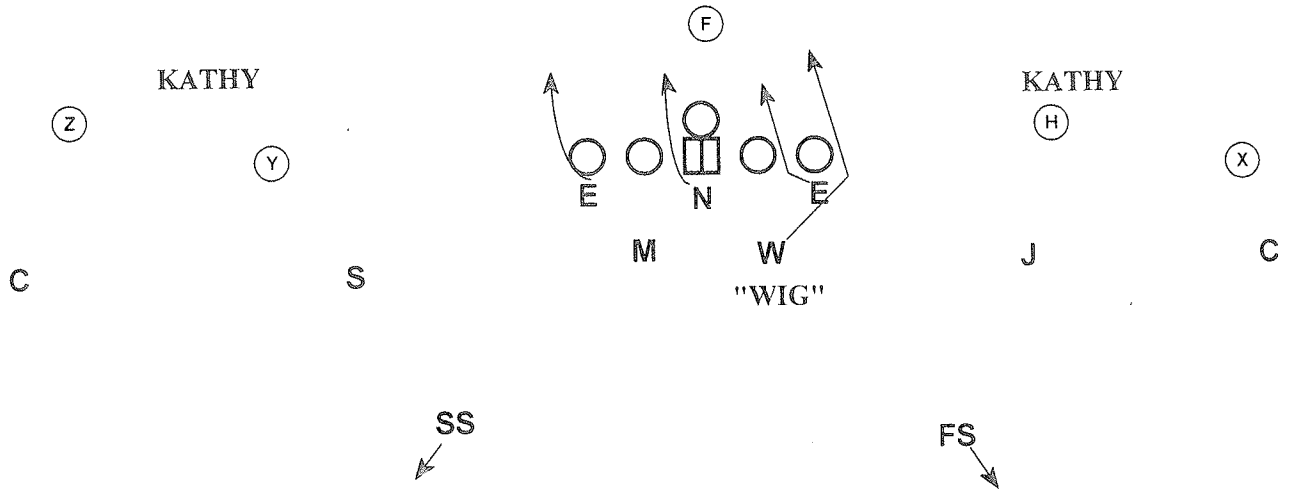
2ND TE (Z) 1ST TE (Y)

C squat

BASE WEAK JACK 2 CHK STRONG

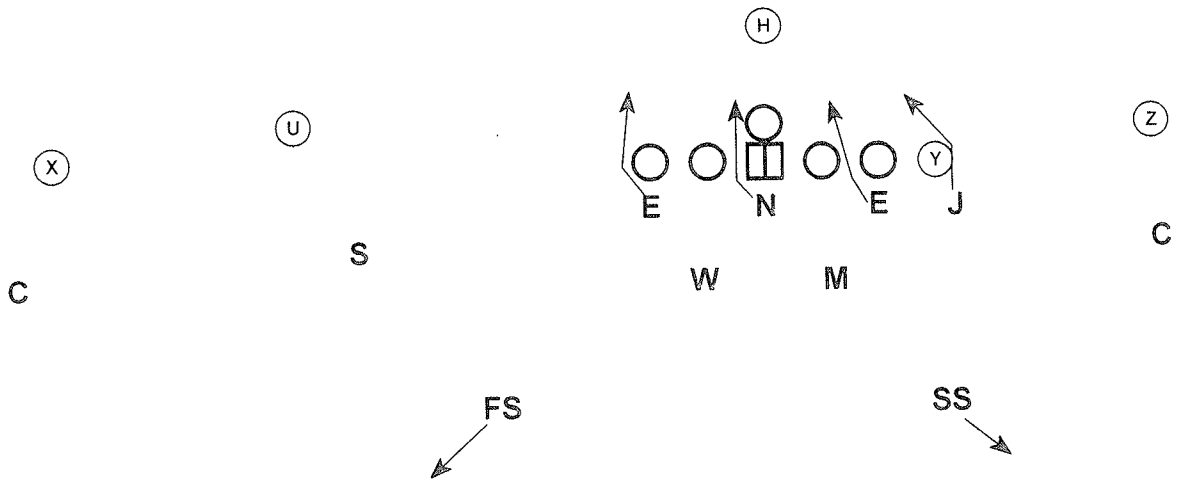
REGULAR DOLPHIN LT

"RALPH, RALPH"



REGULAR DOUBLE RT

"RALPH, RALPH"

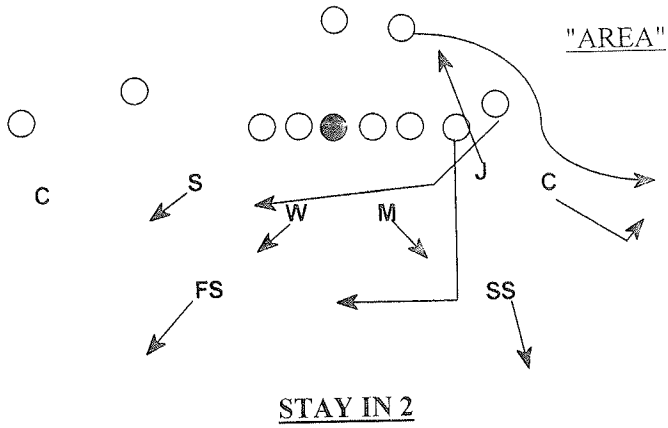


COVERAGE SECTION

BASE WEAK JACK 2 CHK STRONG ADJUSTMENTS

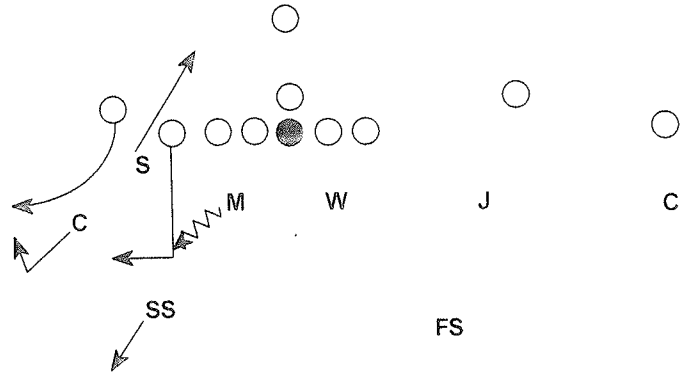
1. S. WEB FLOW

(NO READ) VS. ALIGNED WEB STAY IN 2



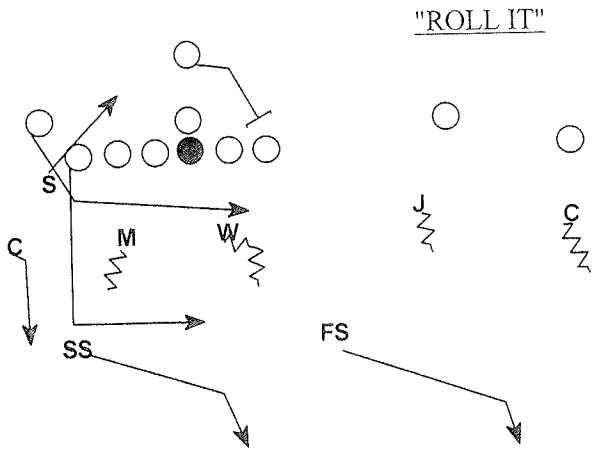
2. VS. BOTH RELEASE

READ IT
PLAY 2 VS. BOTH RELEASE



3. VS. 1 BLOCKING

ROLL IT VS. 1 GUY BLOCKING
OR 1 BEHIND 2 VS. SPLIT FLOW



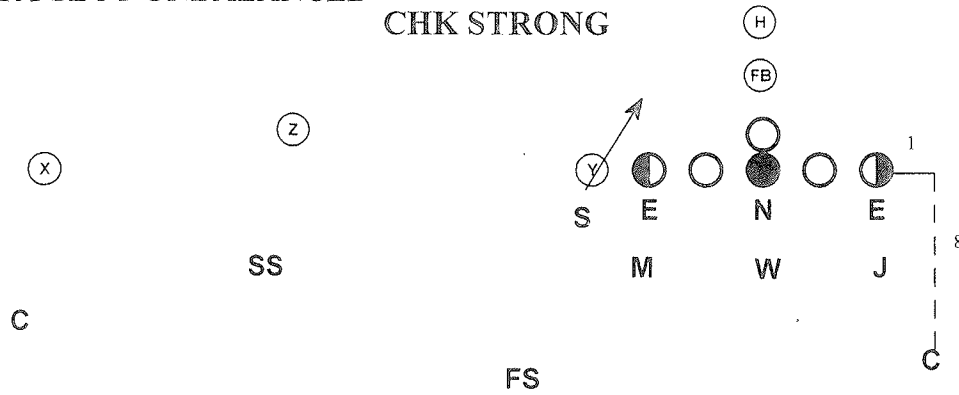
STRONG TAG

(EX. BASE "STRONG" 3 AUTO, BASE WEAK JACK 2 CHK STRONG)

F ULAR I SLOT UNBALANCED

CHK STRONG

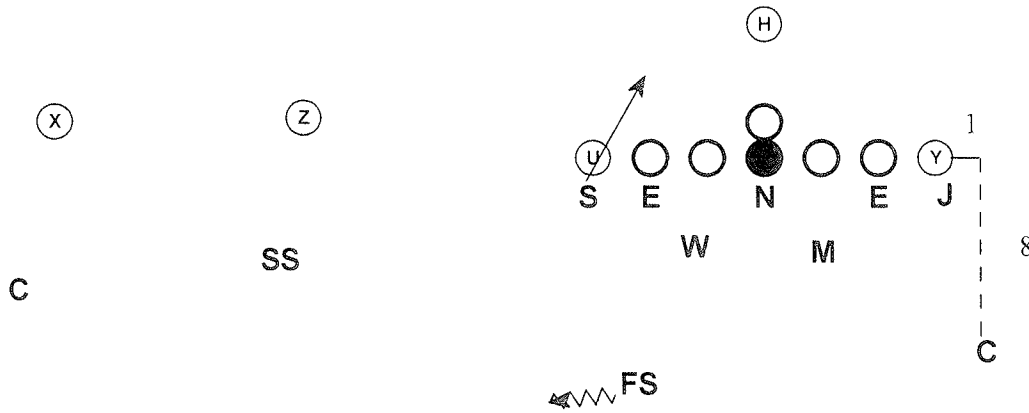
CHK R



SILVER DOT TREY

CHK STRONG

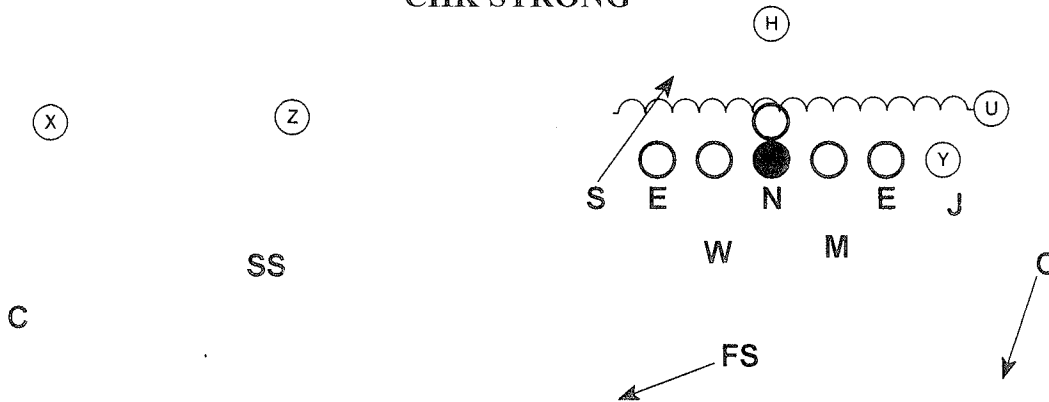
CHK R STOUT



SILVER TREY (UAC)

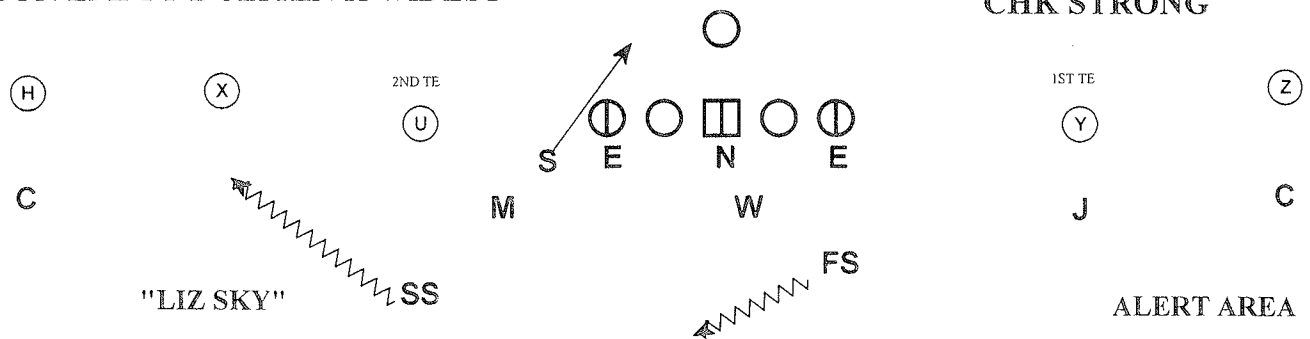
CHK STRONG

FIST OR READ IT
CHK R STOUT ON MOTION



SILVER GUN EMPTY DOLPHIN H WIDEST

CHK STRONG



BASE UNDER O DBL 6 ADJUSTED/ FIST

SPLIT LT

(H)

(F)

"BACKER"

"SKY"

(Z)

(Y)



(X)

C

BAIL 1/3
SEC FORCE

S

9 TECH
CURL FLAT

E

5 TECH
CONTAIN

N

TILT
PRESSURE

E

3 TECH
PRESSURE

J

GHOST 6
CONTAIN

C

BAIL 1/3
SEC FORCE



M

30 TECH
STRONG HOOK

W

30 TECH
WEAK HOOK

SS

MOF
FILL

"CLOSED LEFT"
"RIP SKY"

FS

CURL FLAT
FORCE



ADJUSTMENTS

1. MIKE MAKE CLOSED LT/RT CALL
2. BACKFIELD SET DETERMINES COVERAGE
#4 WEAK= COVER 6
(I FAR/SPLIT)
NO #4 WEAK= 3 BUZZ MABLE
(I/I NEAR)
3. TRIPS= 3 BUZZ MABLE (SAM WALKS)
SE BREAKS= RIP/LIZ
4. VS. YAC- TINA= RIP/LIZ SKY
5. Y TRADE= RELOAD FRONTS
6. EMPTY= CHECK ZEBRA
7. BUNCH= LINDA/RITA BUZZ

CHECK FIST VS. SLOT

I SLOT LT

(H)

(F)

"SKY"

"READ"

(Z)

(X)



J

GHOST 6
CONTAIN

E

3 TECH
PRESSURE

N

TILT
PRESSURE

E

5 TECH
CONTAIN

S

HEAVY 9 TECH
CURL FLAT

"SMASH ALERT"

C

FIST 1/3
SEC FORCE
2 TO 1 READ

C

FIST
FORCE

W

30 TECH
STRONG HOOK

M

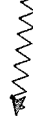
30 TECH
WEAK HOOK

SS

READ 1/3
READ FORCE

FS

MOF
FILL



"CLOSED RIGHT"
"FIST LEFT"



BASE UNDER (SPLIT) DBL 2 ADJ / FIST

ILT

"CLOUD"

"CLOUD"

(H)
(F)

(Z)

(Y)

(|)

(○)

(○)

(|)

(◐)

(○)

(X)

C
SINK
SEC FORCE

S
6 TECH

E
HEAVY 5
CONTAIN

N
0 TECH
PRESSURE

E
3 TECH
PRESSURE

J
CRASH 6
CONTAIN

C
SQUAT
SEC FORCE

M
30 TECH
MIDDLE READ

W
30 TECH
VERTICAL HOOK

SS
DEEP 1/2
SEC FORCE

"CLOSED LEFT"

FS
DEEP 1/2
SEC FORCE

- ADJUSTMENTS:
1. MIKE MAKE CLOSED CALL
 2. BACKFIELD SET DETERMINES COVERAGE
#4 WEAK (1 FAR/SPLIT) = COVER 2
NO #4 WEAK (1/1 NEAR) = 3 BUZZ MABLE
 3. SLOT = CHECK FIST
 4. Y TRADE - CHANGE CLOSED CALL
 5. 1 BACK - RE-ROUTE SEAM (2X2)
 6. 2 MAN STACK = ZONE IT

ISLOT LT

"SKY"

"READ"

(H)
(F)

(Z)

(X)

(○)

(◐)

(|)

(○)

(|)

(|)

"SMASH ALERT"

J
GHOST 6
CONTAIN

E
3 TECH
PRESSURE

N
0 TECH
PRESSURE

E
HEAVY 5
CONTAIN

S
HEAVY 9 TECH
CURL FLAT

C
FIST 1/3
SEC FORCE
2 TO 1 READ

C
FIST
FORCE

W
30 TECH
STRONG HOOK

M
30 TECH
WEAK HOOK

SS
READ 1/3
READ FORCE

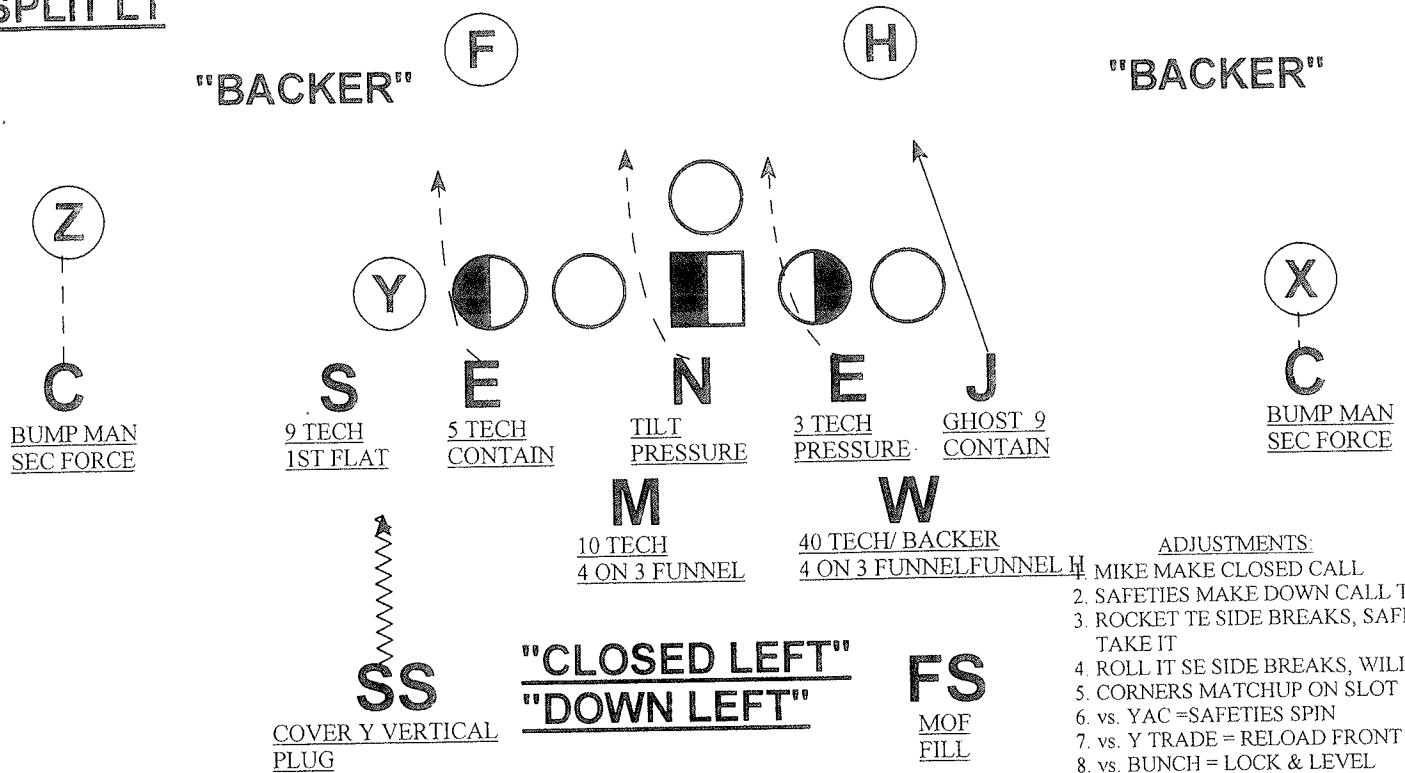
"CLOSED RIGHT"

"FIST LEFT"

FS
MOF
FILL

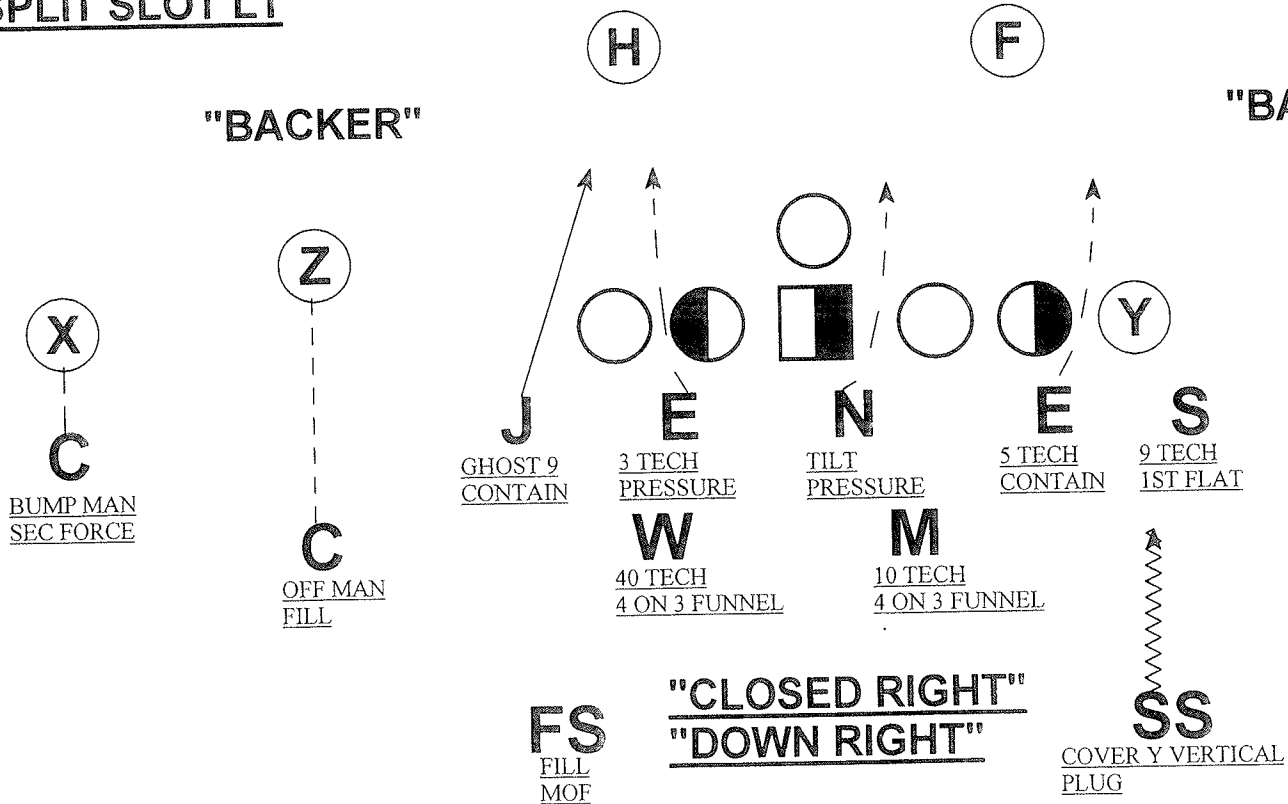
BASE UNDER 0 1 BUCK (ROLL IT)

SPLIT LT



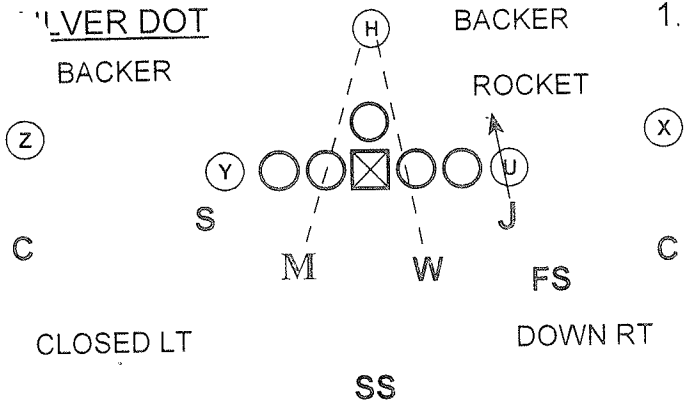
- ADJUSTMENTS:
1. MIKE MAKE CLOSED CALL
 2. SAFETIES MAKE DOWN CALL TO TE
 3. ROCKET TE SIDE BREAKS, SAFETY TAKE IT
 4. ROLL IT SE SIDE BREAKS, WILL TAKE IT
 5. CORNERS MATCHUP ON SLOT
 6. vs. YAC = SAFETIES SPIN
 7. vs. Y TRADE = RELOAD FRONT
 8. vs. BUNCH = LOCK & LEVEL
 9. vs. 2 MAN STACK = PUSH 1 BEHIND 2
 10. vs. EMPTY = RAZOR
- SAM-TE; WILL-F; SAFETY-H, MIKE-RAT

SPLIT SLOT LT

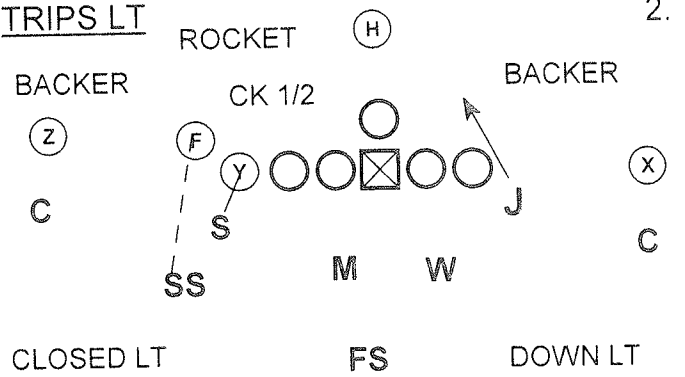


BASE UNDER 0 1 BUCK (ROLL IT)

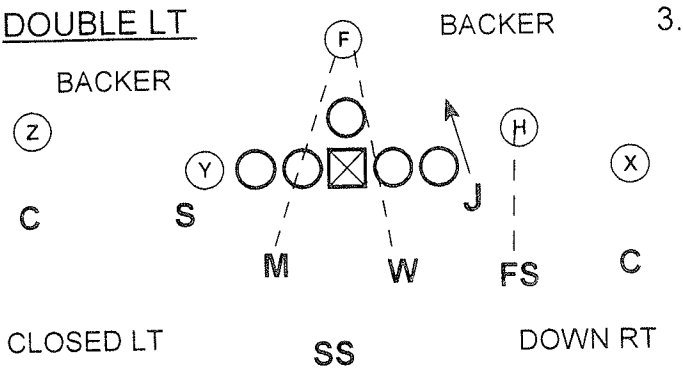
OVER DOT



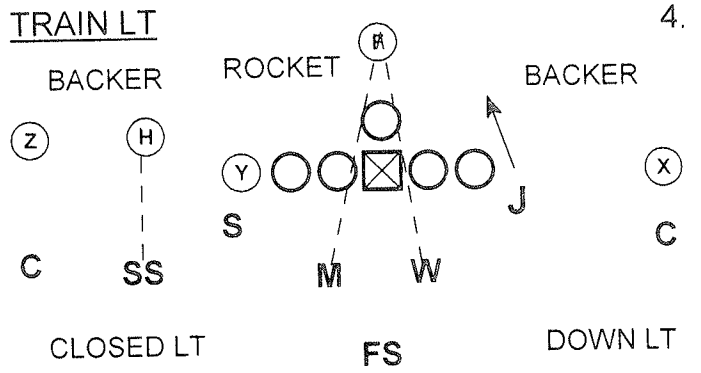
TRIPS LT



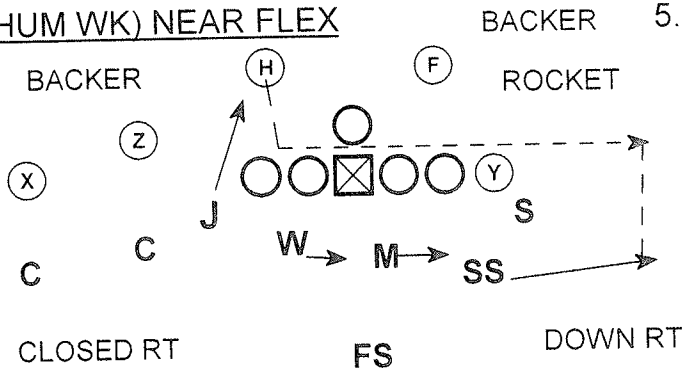
DOUBLE LT



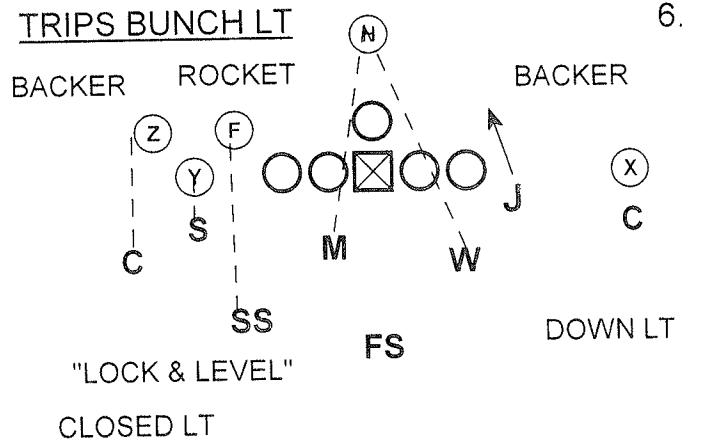
TRAIN LT



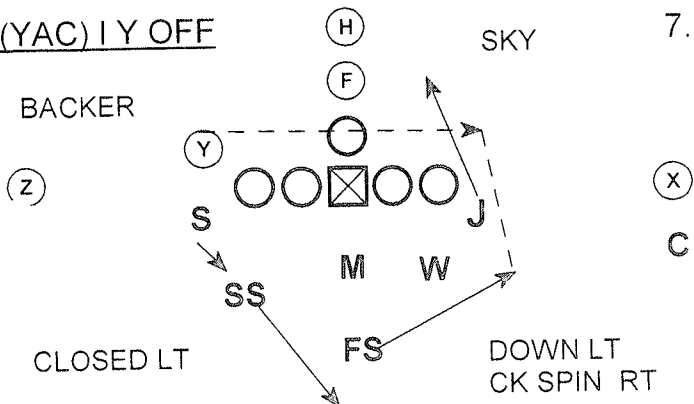
(HUM WK) NEAR FLEX



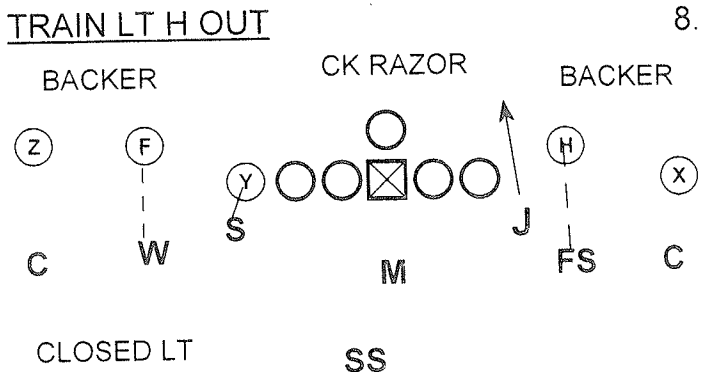
TRIPS BUNCH LT



(YAC) I Y OFF

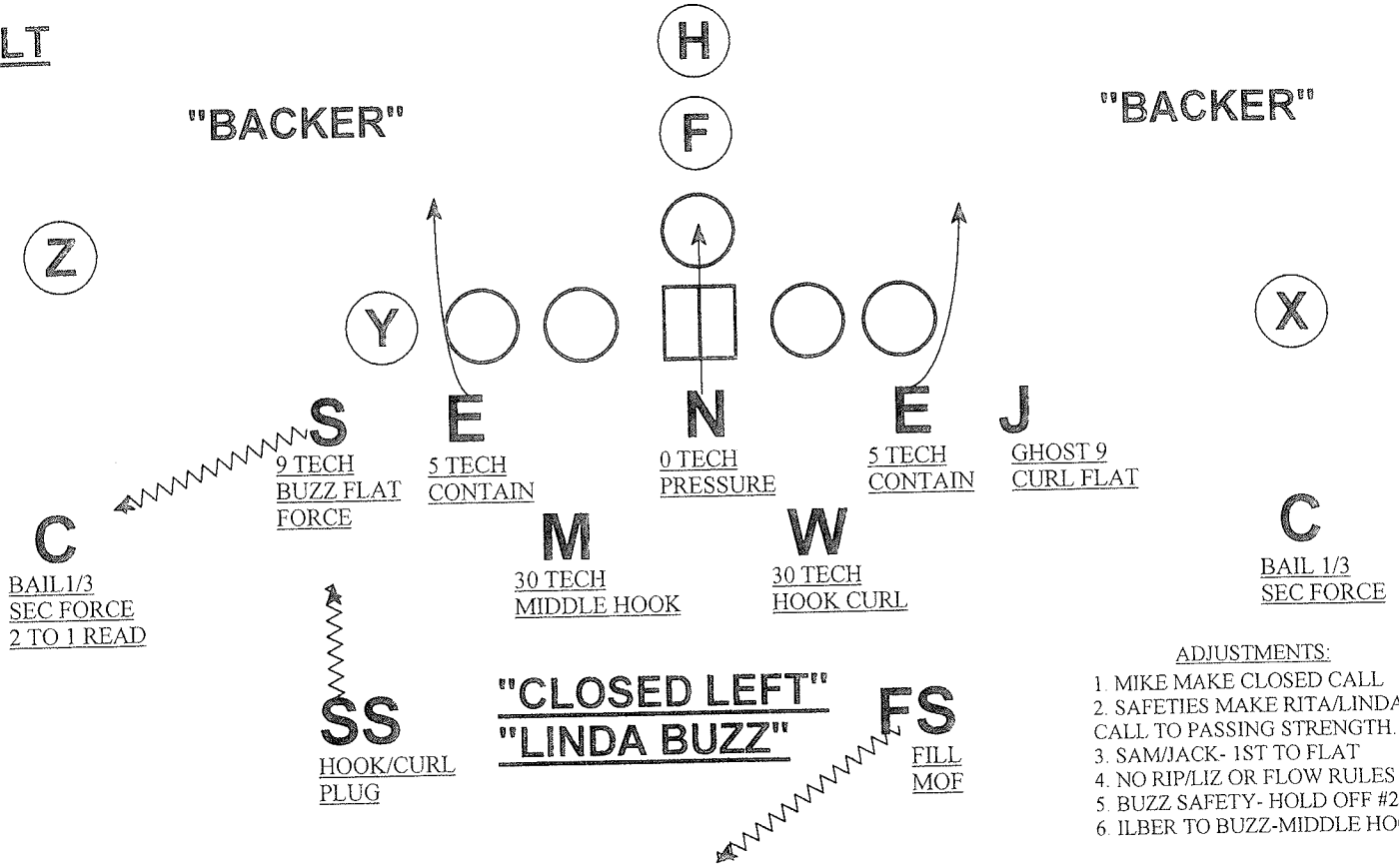


TRAIN LT H OUT

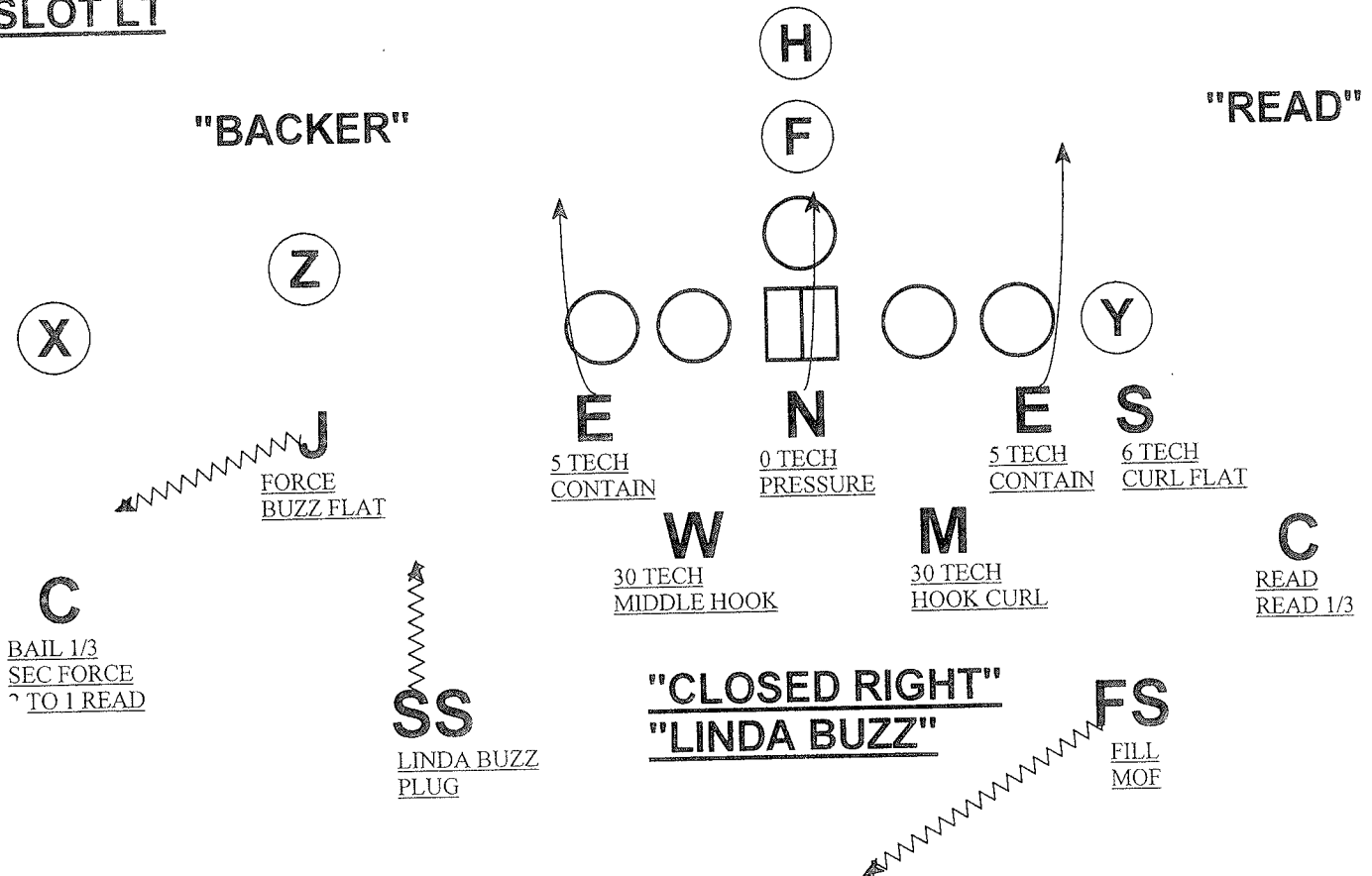


BASE P-ZONE BUZZ (ZORRO)

ILT



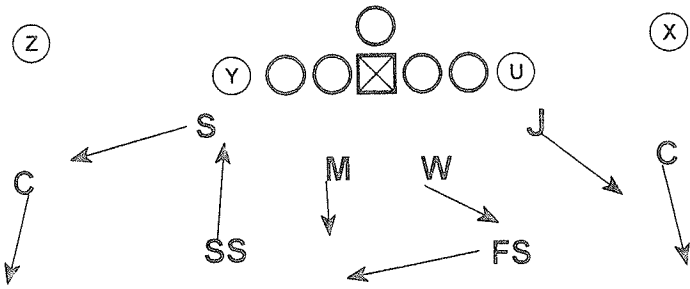
I SLOT LT



BASE P-ZONE BUZZ (ZORRO)

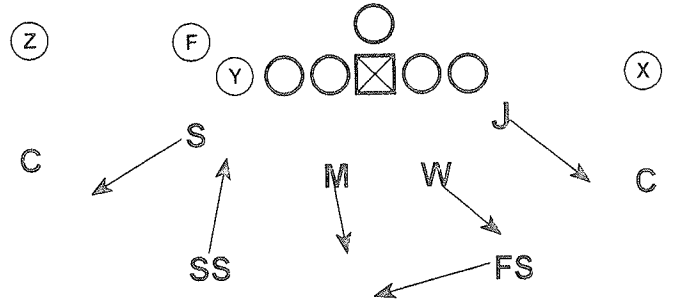
SILVER DOT

(H) CLOSED LT
LINDA BUZZ 1.



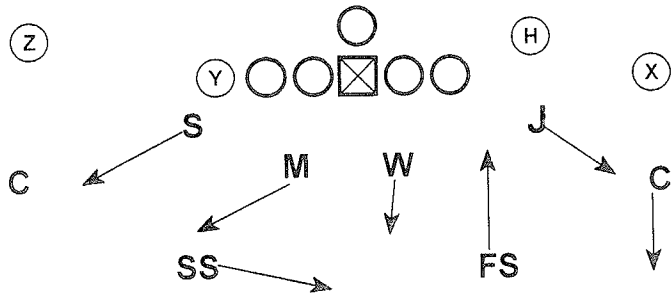
TRIPS LT

CK 1/2 (H) CLOSED LT
LINDA BUZZ 2.



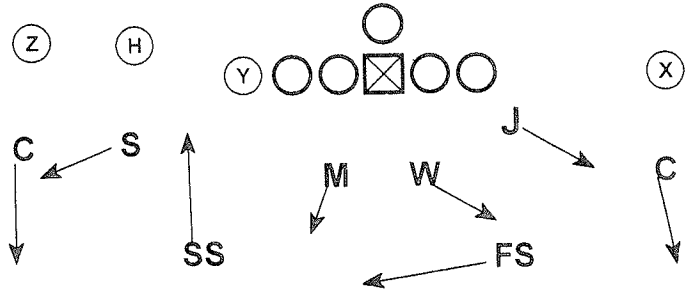
DOUBLE LT

(F) CLOSED LT
RITA BUZZ 3.



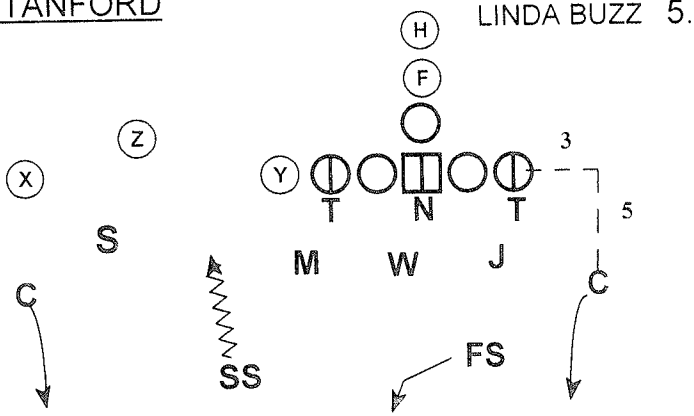
TRAIN LT

CK TEAR (F) CLOSED LT
LINDA BUZZ 4.



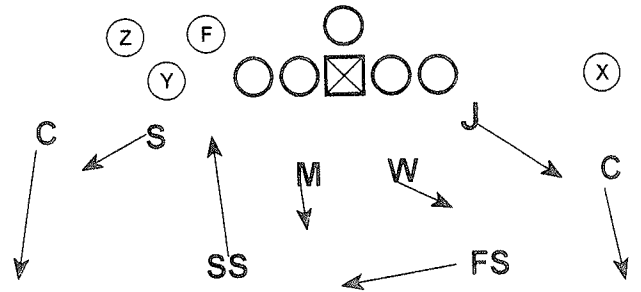
STANFORD

(H) (F) CLOSED LT
LINDA BUZZ 5.



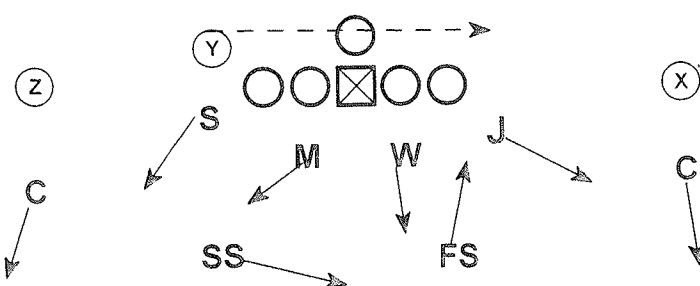
TRIPS BUNCH LT

(H) CLOSED LT
LINDA BUZZ 6.



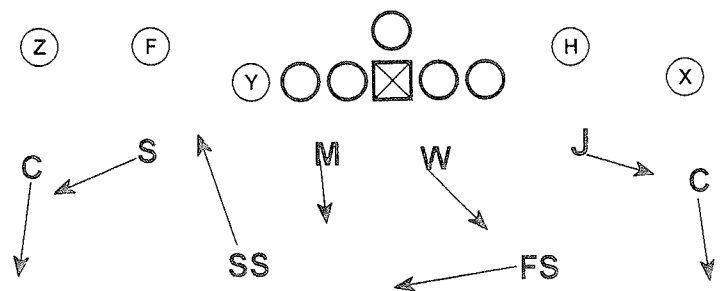
(YAC) LY OFF

(H) (F) CLOSED LT
LINDA CK
RITA BUZZ 7.



TRAIN LT H OUT

CK TEAR (H) CLOSED LT
CK ZORRO 8.



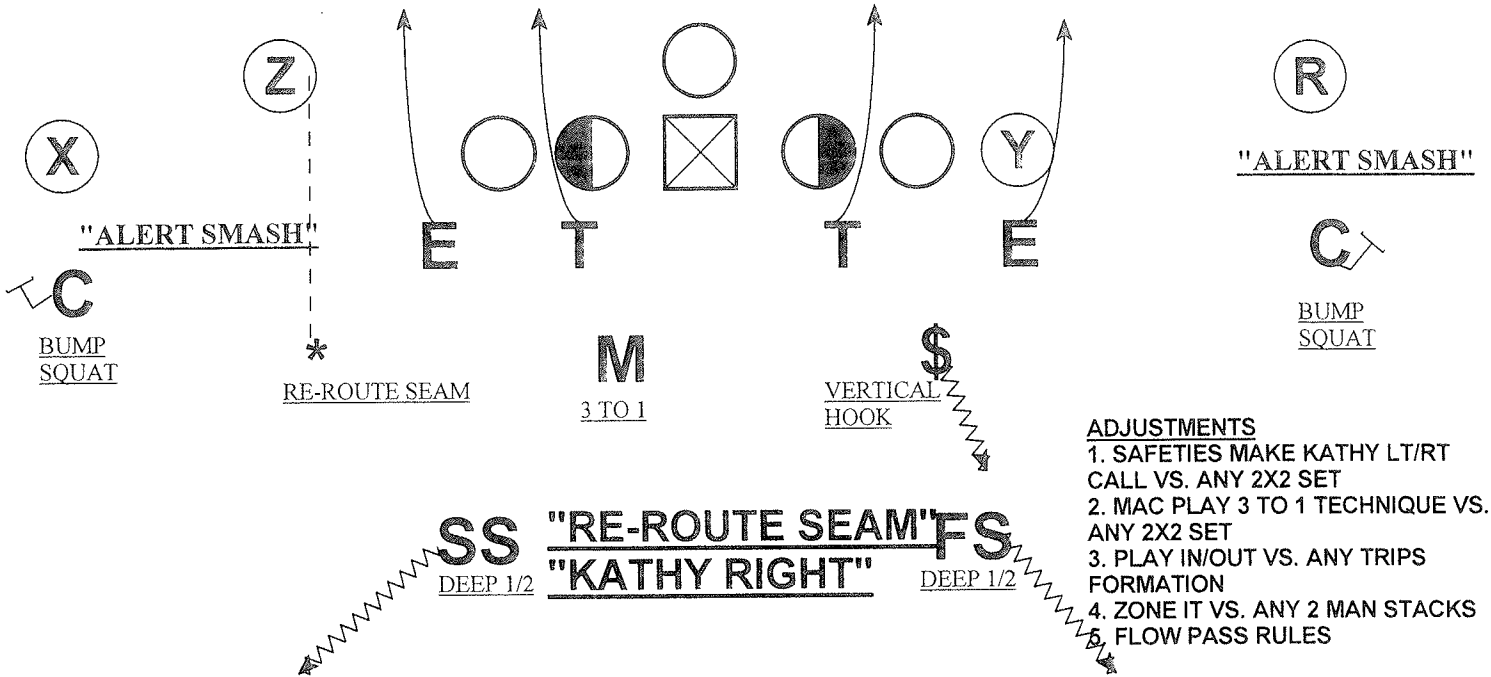
NICKEL/DIME EVEN 2

BLUE FLEX LEFT

(H)

"CLOUD"

"CLOUD"

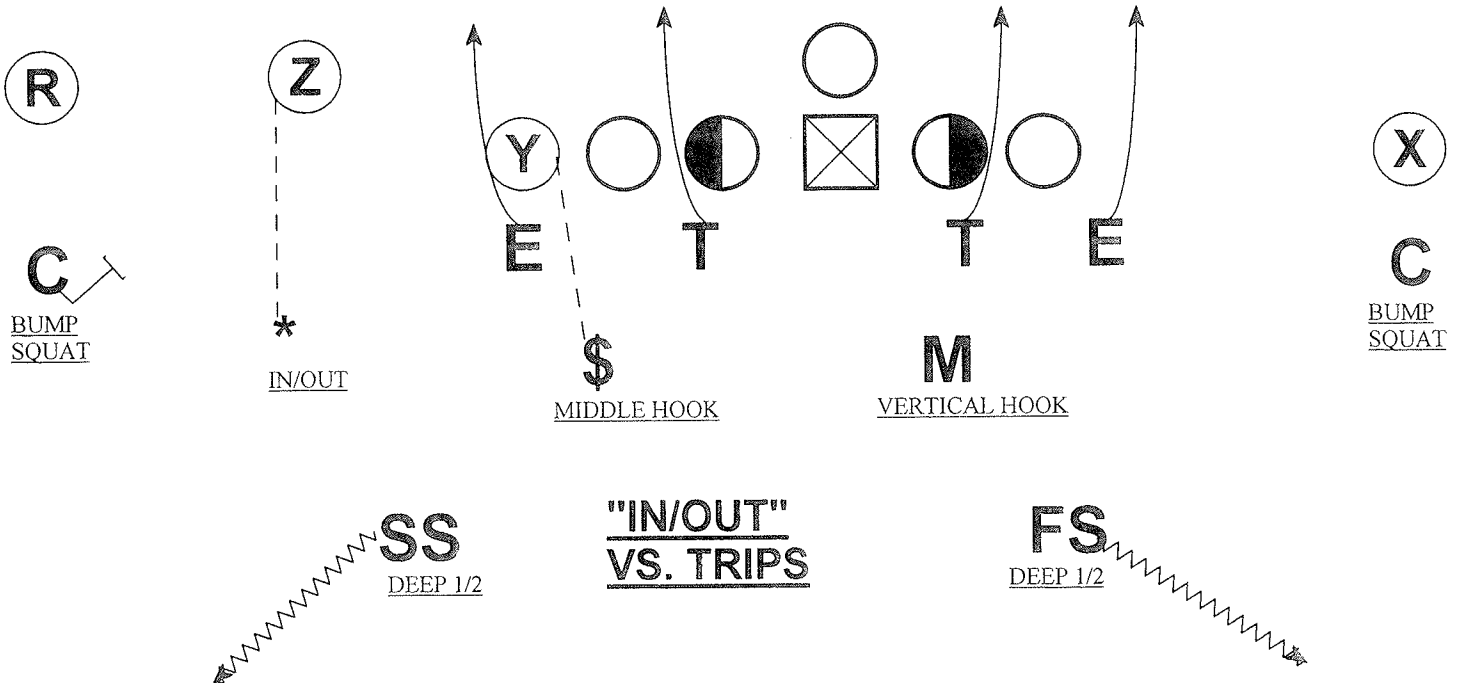


BLUE TRAIN LEFT

(H)

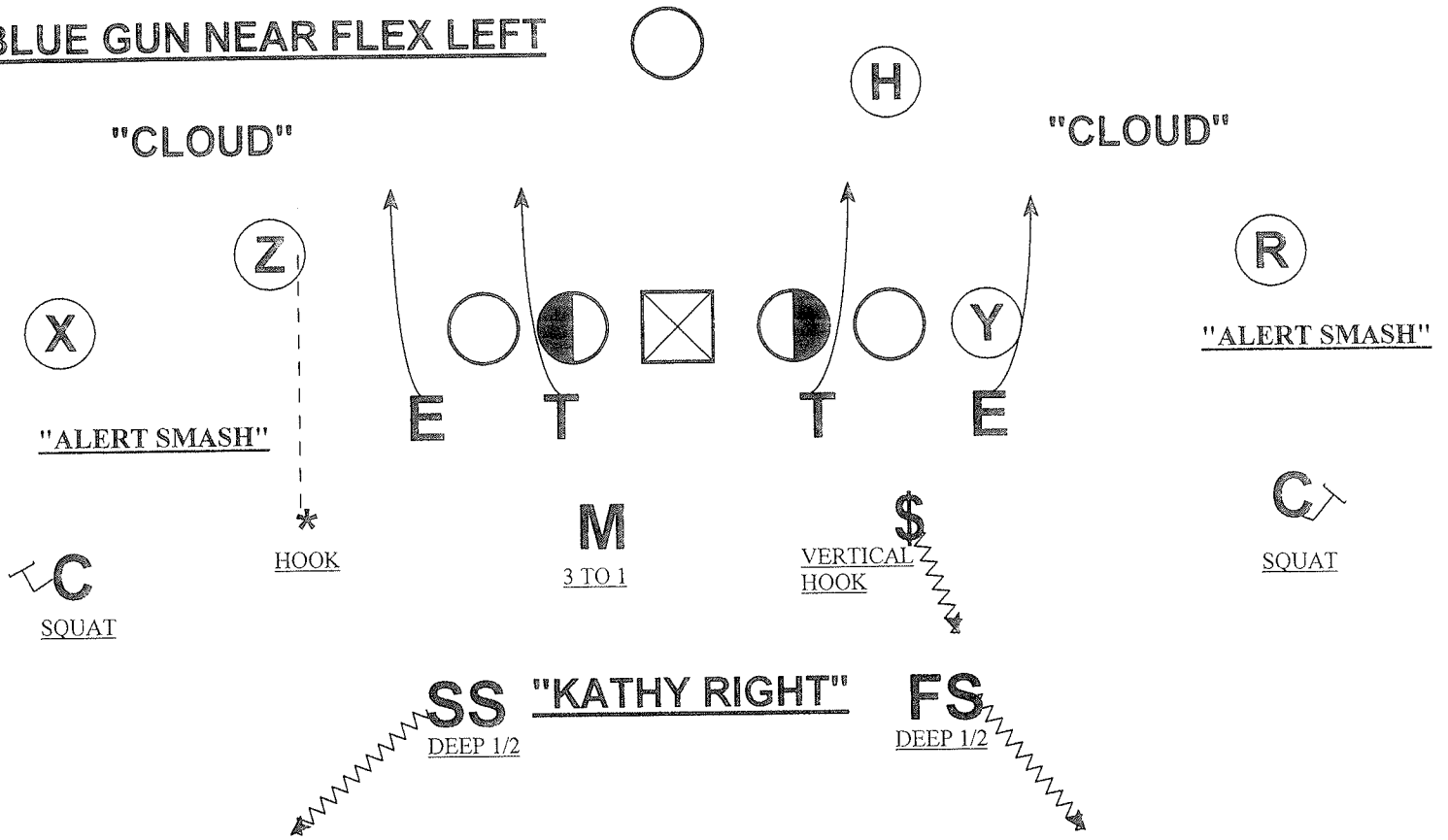
"CLOUD"

"CLOUD"

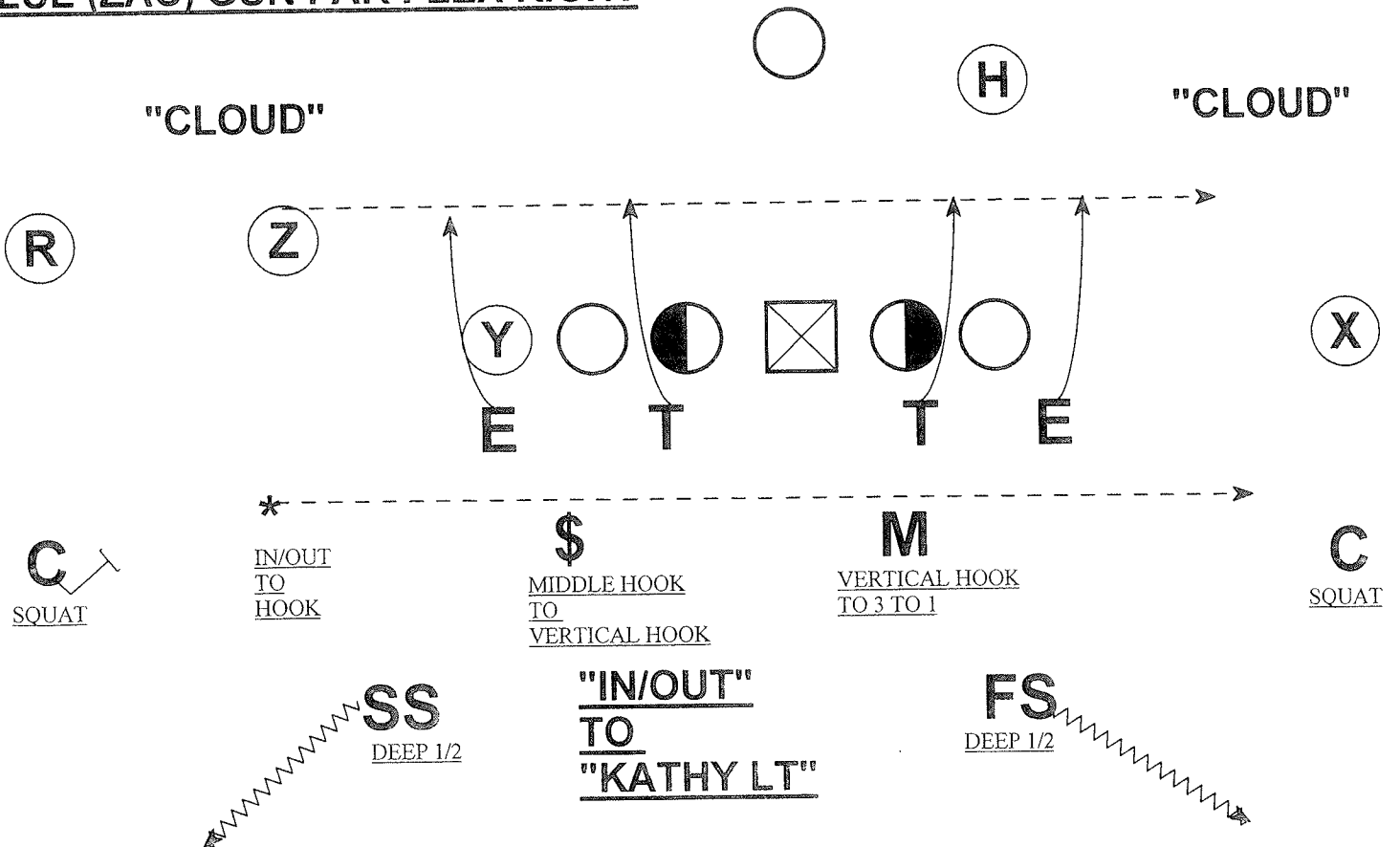


NICKEL/DIME EVEN 2

BLUE GUN NEAR FLEX LEFT



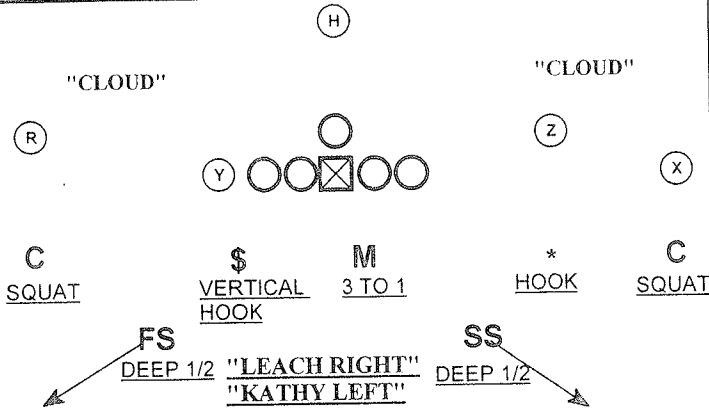
BLUE (ZAC) GUN FAR FLEX RIGHT



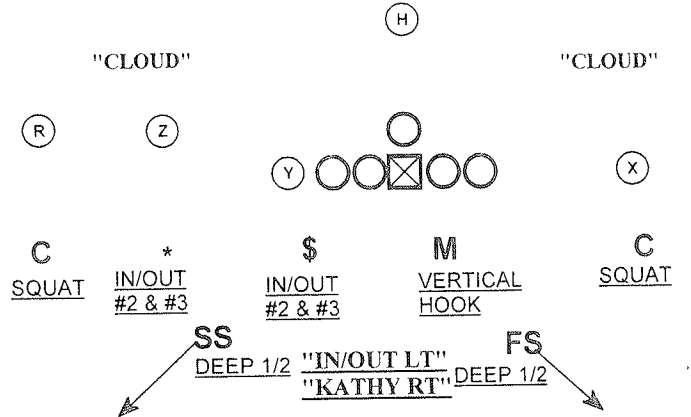
NICKEL/DIME EVEN 2 ZONE (BUMP) : ADJUSTMENTS

MASTER

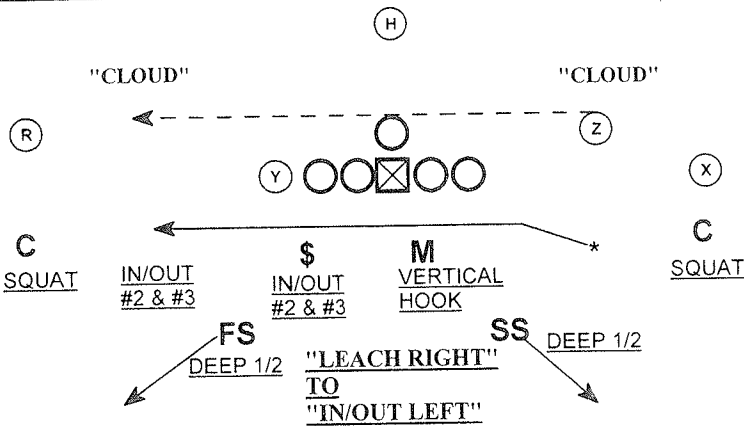
BLUE FLEX RT



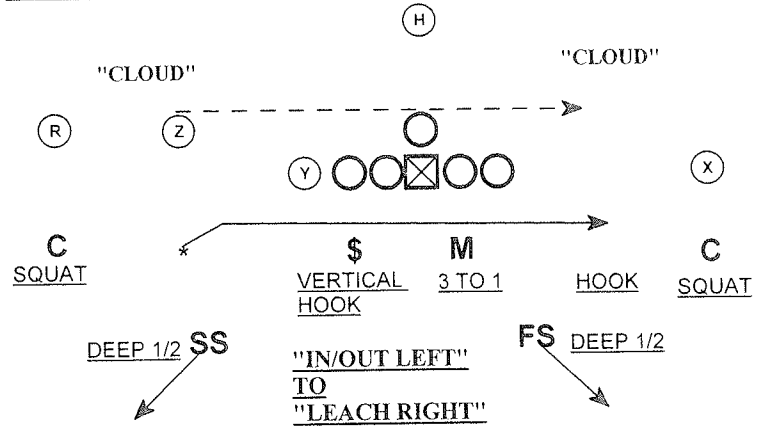
BLUE TRAIN LT



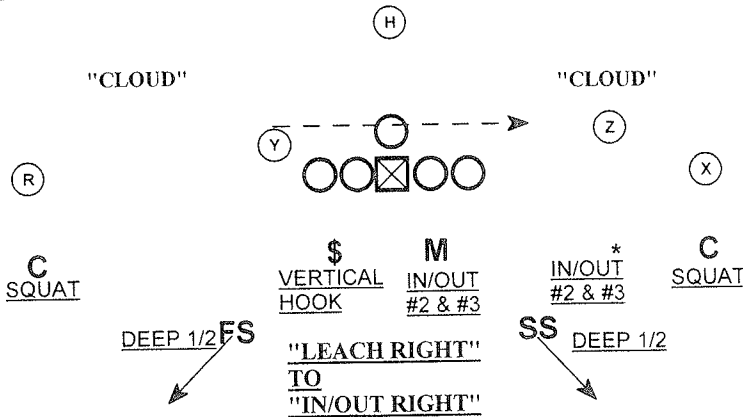
BLUE (ZAC) TRAIN LT



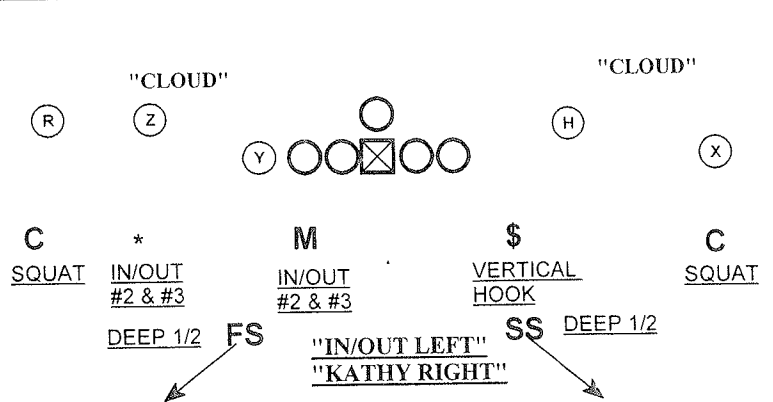
BLUE (ZAC) FLEX RT



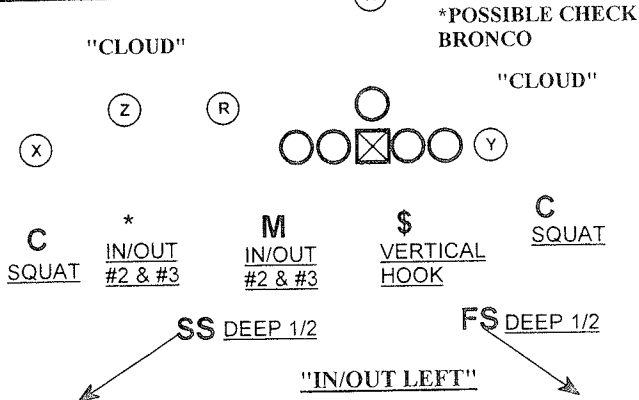
BLUE (YAC) TRAIN LT Y OFF



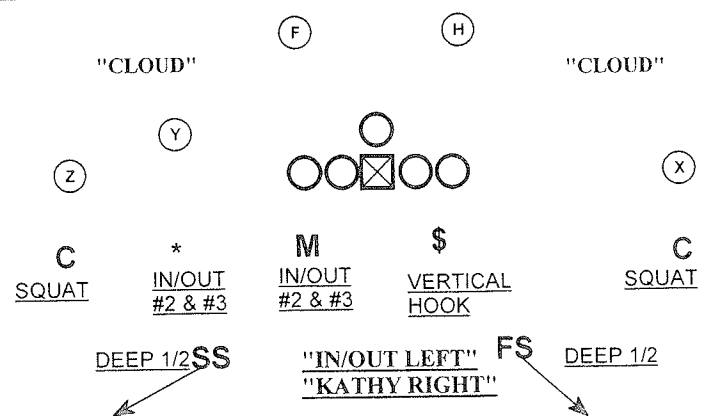
BLUE EMPTY TRAIN H OUT



BLUE TREY LT

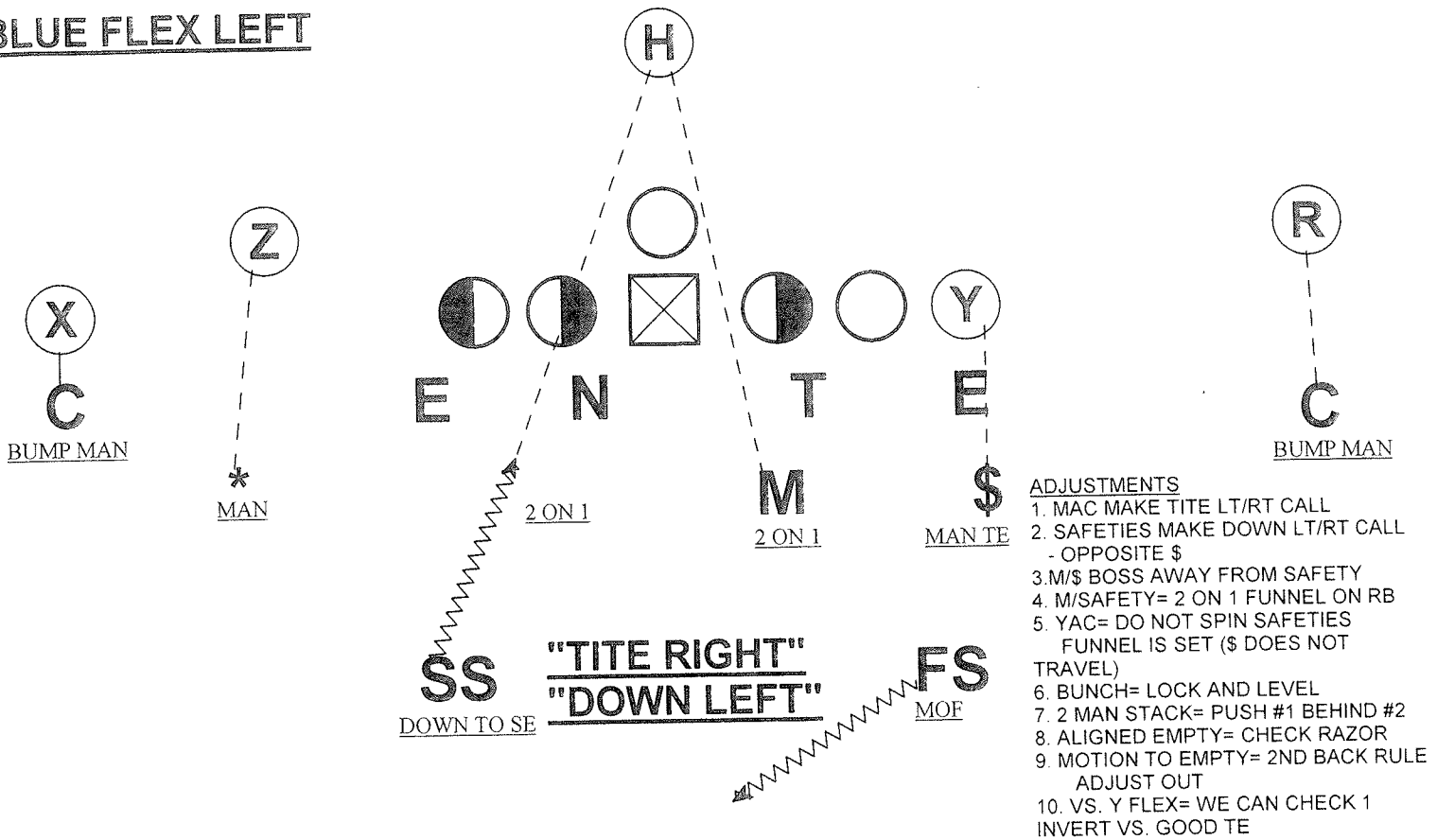


GOLD SPLIT LT



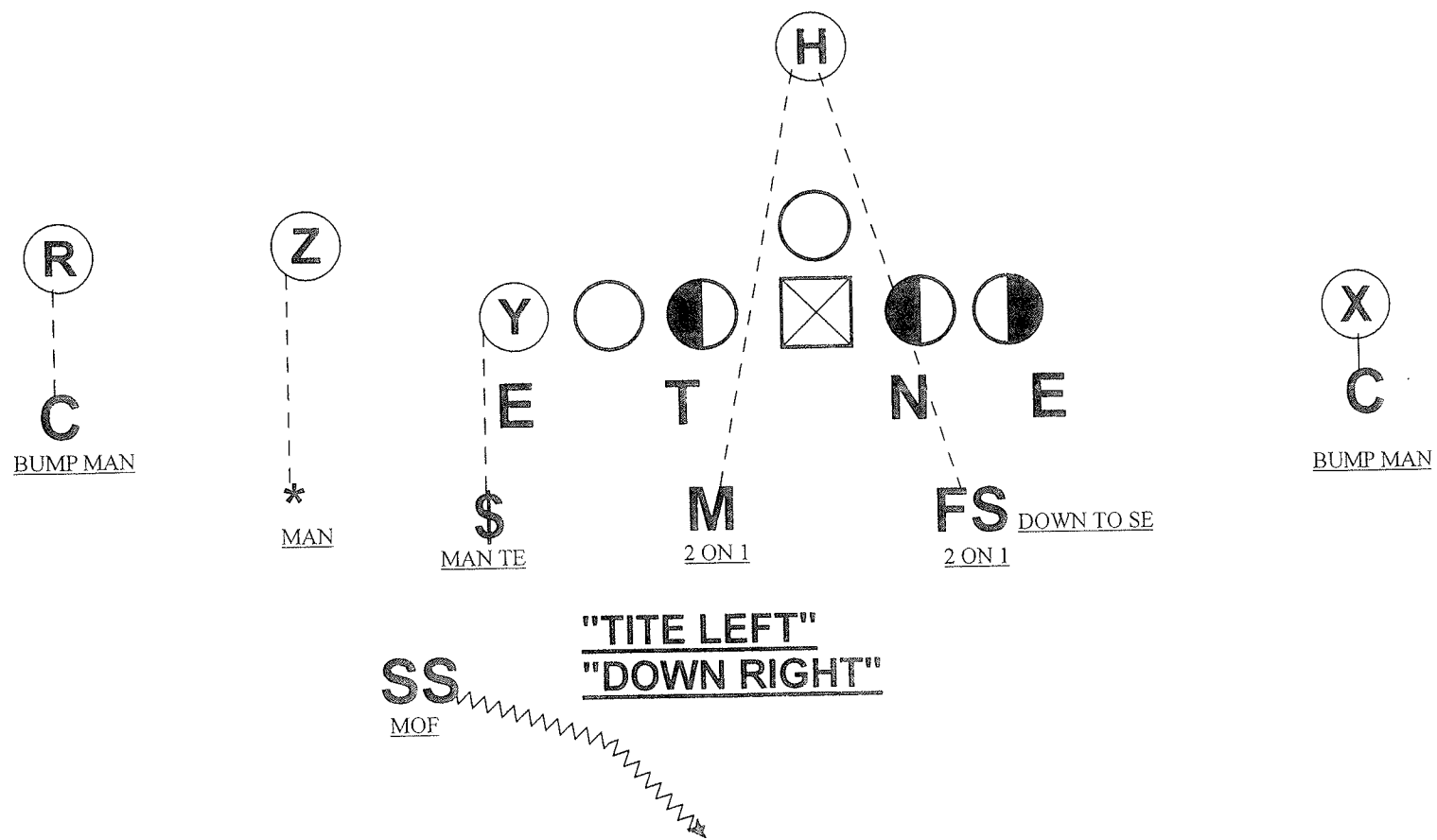
NICKEL/DIME FLEX 1 FUNNEL

BLUE FLEX LEFT



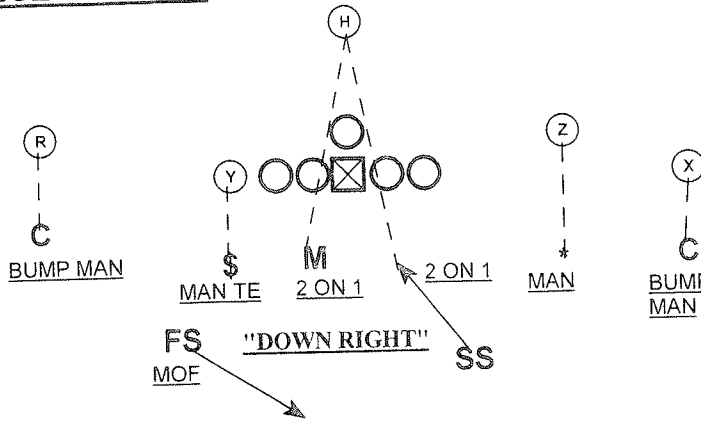
- ADJUSTMENTS**
1. MAC MAKE TITE LT/RT CALL
 2. SAFETIES MAKE DOWN LT/RT CALL - OPPOSITE \$
 3. M/\$ BOSS AWAY FROM SAFETY
 4. M/SAFETY= 2 ON 1 FUNNEL ON RB
 5. YAC= DO NOT SPIN SAFETIES
FUNNEL IS SET (\$ DOES NOT TRAVEL)
 6. BUNCH= LOCK AND LEVEL
 7. 2 MAN STACK= PUSH #1 BEHIND #2
 8. ALIGNED EMPTY= CHECK RAZOR
 9. MOTION TO EMPTY= 2ND BACK RULE ADJUST OUT
 10. VS. Y FLEX= WE CAN CHECK 1 INVERT VS. GOOD TE

BLUE TRAIN LEFT

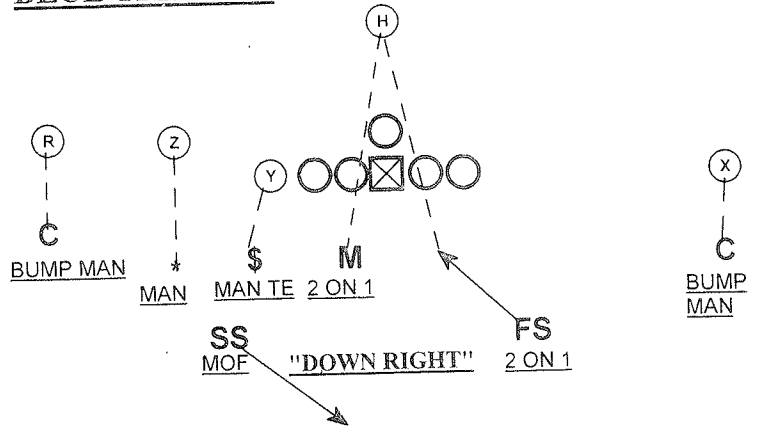


NICKEL/DIME FLEX 1 FUNNEL: ADJUSTMENTS

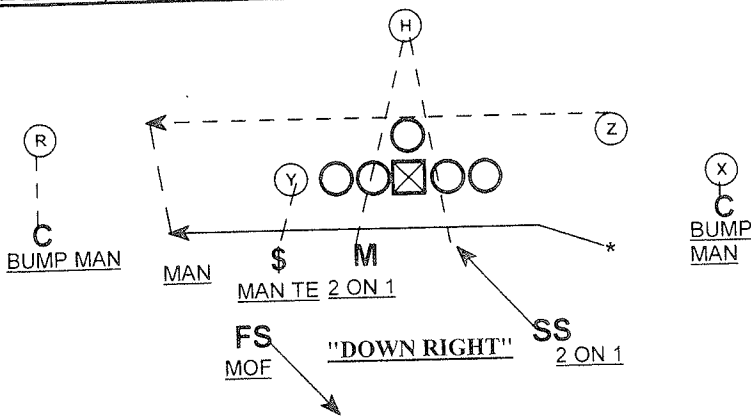
BLUE FLEX RT



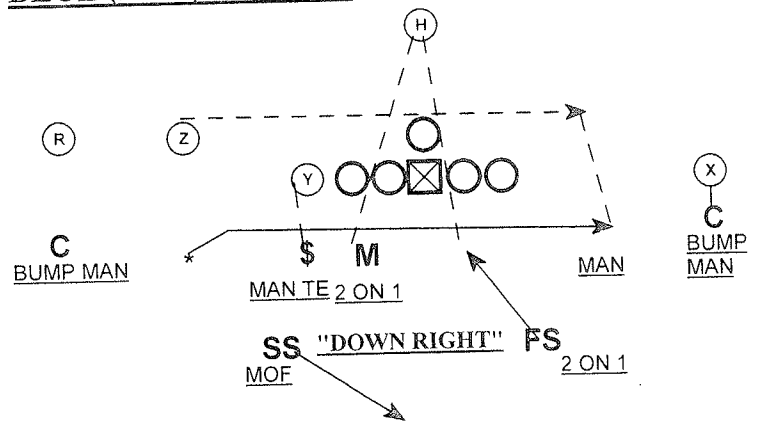
BLUE TRAIN LT



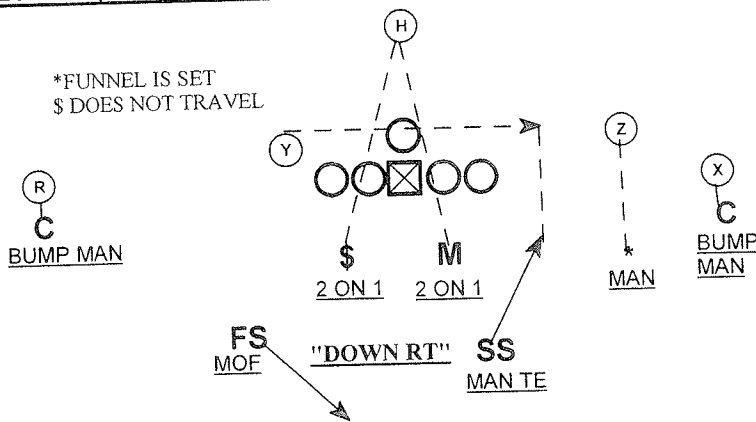
BLUE (ZAC) TRAIN LT



BLUE (ZAC) FLEX RT

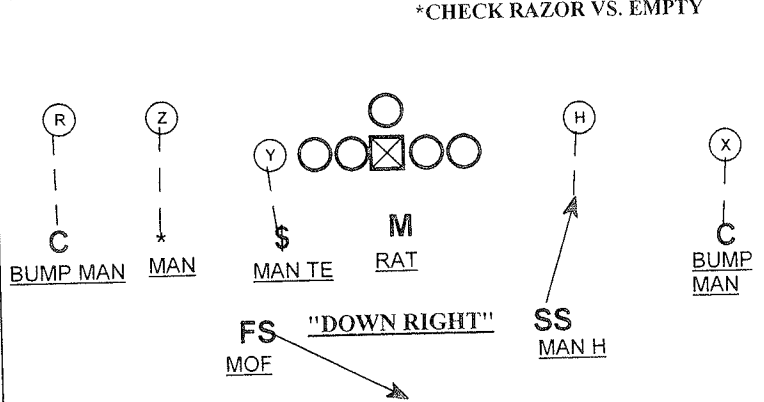


BLUE (YAC) TRAIN LT Y OFF

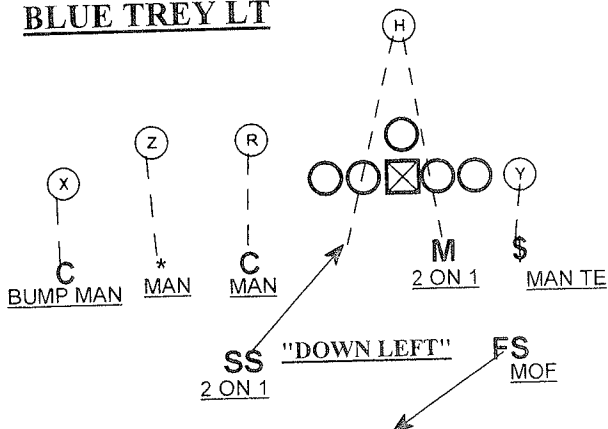


BLUE EMPTY TRAIN H OUT

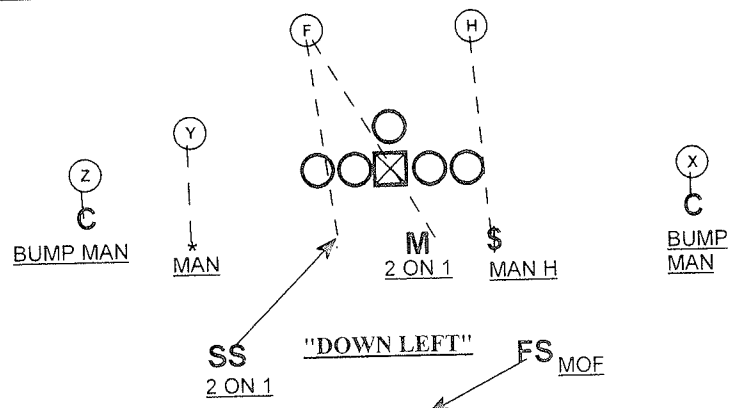
*CHECK RAZOR VS. EMPTY



BLUE TREY LT

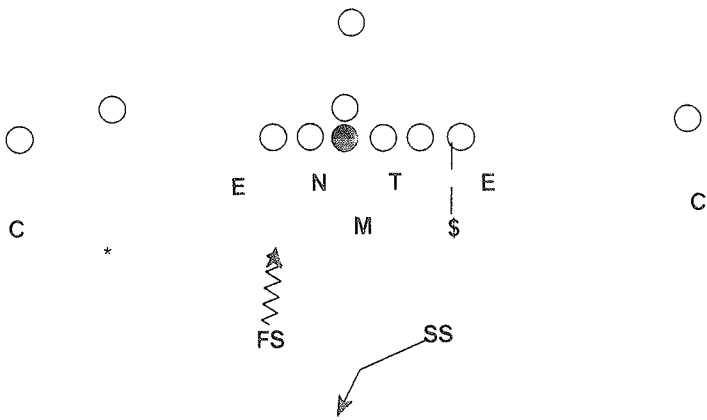


GOLD SPLIT LT

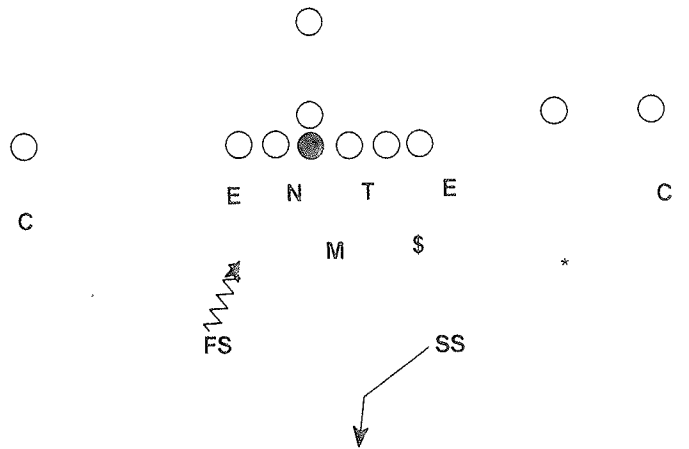


48 ZONE OPEN & 48 1 FUNNEL (POINT)

ZONE OPEN / 1 FUNNEL (POINT)

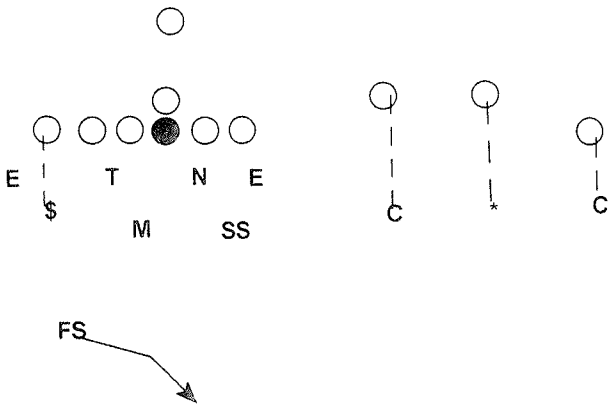


2. 48 ZONE OPEN / 1 FUNNEL (POINT)

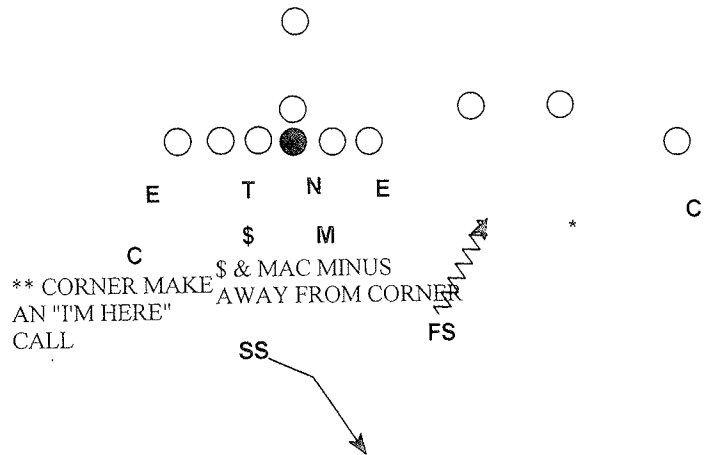


VS. TREY

3. 48 1 FUNNEL (POINT)



4. 48 ZONE OPEN



PRACTICE NOTES (#2) SUNDAY AUGUST 3, 08

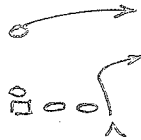
- STAY AWAY FROM QB
- APPLY PURSUIT IN PRACTICE - "LEVERAGE"
- BASE CLOSED FZ TED VS YV WING



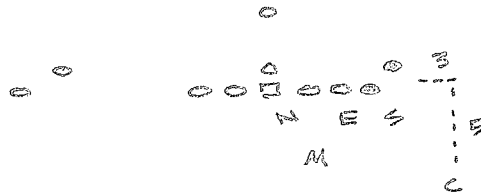
CLOSED RT.

SAM - 9 TECH - WING BUST

- FIREZONES CONTAIN RUSHERS PEEL FLARES.



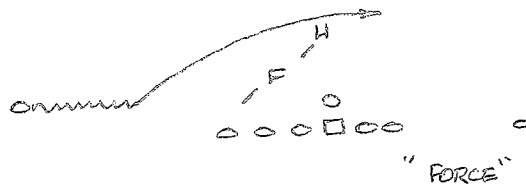
- BASE UNDER O FIST VS FLANK



SAM - WING BUST

CORNER 3/5 WING READ

- "TODAY" CASPER / GHOST



FORCE PLAYER

PLAYS REVERSE (WALL-RAT)

- TODAY ZONE ALERT BUMP VS SLOT V4 (NOT FIST)

Turnovers Fall 2008

PRACTICE #2

Sacks	Pass Deflections	Interceptions	Forced Fum	Fumble Rec.
90 Talbert (2)	23 Green (2)	28 Arenas	90 Talbert	97 Washington
97 Washington	39 Pennington (2)	15 Lawrence		93 Greenwood
95 Deaderick	55 Williams	4 Barron		
	25 McClain	20 King		
	8 Rogers	37 Lester		
	5 Harris			
	45 Higgenbotham			

2008 ALABAMA FOOTBALL FALL PRACTICE INSTALL DAY 3

BASE DEFENSE

FRONTS	COVERAGE	PRESSURE
1. 40	1. DBL 8 MEG / 4 AUTO	1. 40 SWORD OSCAR
2. 41	2. 9 RAT	2. 41 CANNON OSCAR
3. 49	3. 2 SLIDE	3. 40 SPARROW
4. POINT	4. DBL 2/4	4. BASE TITE RUSH 90 SAFETY
	5. DBL 6 / 4 (REG)	
	6. DBL 6 ADJ / 4 (SIL)	

BASE CALLS

1. BASE UNDER (SHADE) DB. 8 MEG/4 AUTO
2. 40 POINT (SOLID) 9 RAT
3. 40 2 SLIDE
4. 40 DBL 2/4
40 DBL 6 / 4 (REGULAR)
6. 40 DBL 6 ADJ / 4 (SILVER)
7. 40 SWORD OSCAR
8. 41 CANNON OSCAR
9. 40 SPARROW
10. BASE TITE RUSH 90 SAFETY

SUB DEFENSE

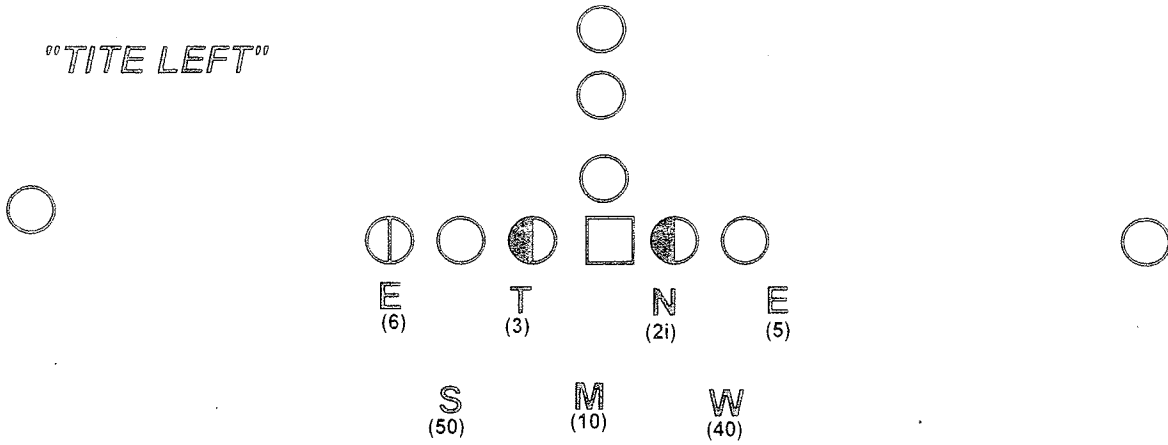
FRONTS	COVERAGES	PRESSURE
	1. JACK (ALL FZ WITH DB COMING TO TREY SIDE)	1. N. EVEN TEXAS ADJ
	2. BRONCO	2. N. OKIE RAC TOM 0
	3. TREY RULES	3. N. EVEN MOCCA A

SUB CALLS

1. N. OKIE SHORT TRIPLE 88 / 6 BRONCO
2. N. EVEN TEXAS ADJUSTED
3. N OKIE RAC TOM 0
N. EVEN MOCCA A

**ALABAMA
CRIMSON TIDE**

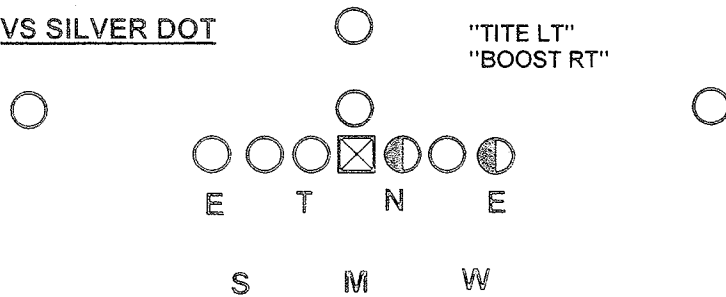
"TITE LEFT"



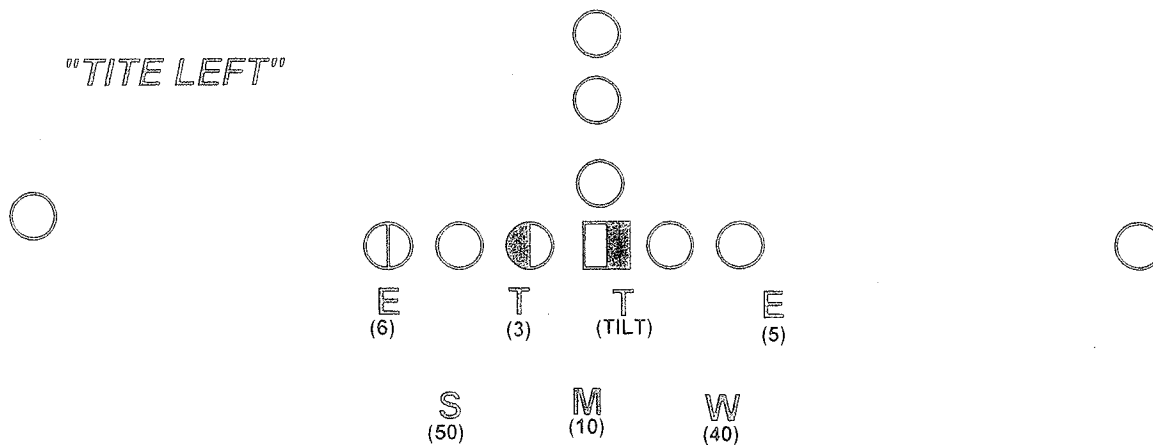
POS.	ALIGN	TECH.	SUPPORT	KEYS	RUN TO	RUN AWAY	PASS
<u>RE</u>	AWAY CALL	5 TECH		BALL - OG	C GAP	C TRAIL	CONTAIN RUSH
<u>3T</u>	TO CALL	3 TECH		BALL - OG	B GAP	B GAP	2 WAY RUSH
<u>NT</u>	AWAY CALL	2i		BALL - OG	A GAP	A GAP	'A' TO BALANCE RUSH
<u>LE</u>	TO CALL	6 TECH		BALL - TE	C GAP	C TRAIL	CONTAIN RUSH
<u>SAM</u>	TO CALL 50	50	BY BLOCKING SCHEME & COVERAGE	NEAR BACK UNDER KEY BALL	D GAP FLOW	A GAP	COVERAGE RULE
<u>MIKE</u>	TO CALL 10	10	BY BLOCKING SCHEME & COVERAGE	NEAR BACK UNDER KEY BALL	A GAP	STACK FLOW	COVERAGE RULE
<u>WILL</u>	AWAY CALL 40	40	BY BLOCKING SCHEME & COVERAGE	NEAR BACK UNDER KEY BALL	B GAP FLOW	STACK FLOW	COVERAGE RULE

NOTES: FRONT SET WITH "TIGHT RT or LT" CALL

VS SILVER DOT



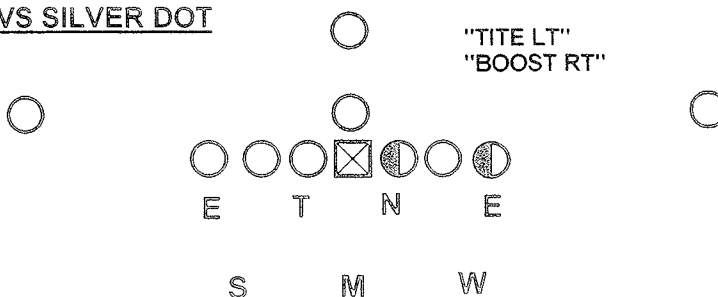
"TITE LEFT"



POS.	ALIGN	TECH.	SUPPORT	KEYS	RUN TO	RUN AWAY	PASS
<u>RE</u>	AWAY CALL	5 TECH		BALL - OT NEAR BACK	C GAP	C TRAIL	CONTAIN RUSH
<u>3T</u>	TO CALL	3 TECH		BALL - OG	B GAP	B GAP	2 WAY RUSH
<u>NT</u>	AWAY CALL	TILT		BALL - OC	A GAP	A GAP	'A' TO BALANCE RUSH
<u>LE</u>	TO CALL	6 TECH		BALL - TE NEAR BACK	C GAP	C TRAIL	CONTAIN RUSH
<u>SAM</u>	TO CALL	50	BY COVERAGE AND BLOCKING SCHEME	NEAR BACK UNDER KEY BALL	D GAP FLOW	A GAP	COVERAGE RULE
<u>MIKE</u>	TO CALL	10	BY COVERAGE AND BLOCKING SCHEME	NEAR BACK UNDER KEY BALL	A GAP	STACK FLOW	COVERAGE RULE
<u>WILL</u>	AWAY CALL	40	BY COVERAGE AND BLOCKING SCHEME	NEAR BACK UNDER KEY BALL	B GAP FLOW	STACK FLOW	COVERAGE RULE

NOTES: FRONT SET WITH "TITE RT or LT" CALL
BOOST vs 3 MAN SURFACE TO SE SIDE

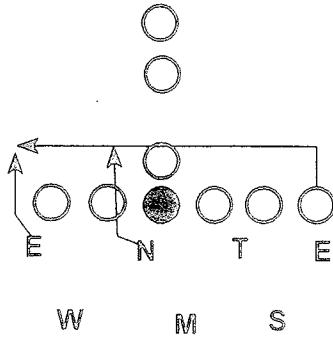
VS SILVER DOT



VARIATIONS IN 41 FRONT

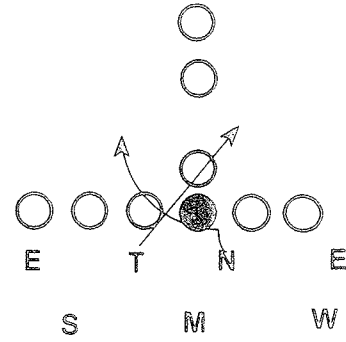
(Y MOVEMENT)

"YAC"
BOOST

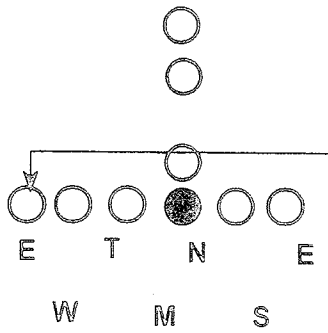


(FRONT MOVEMENT)

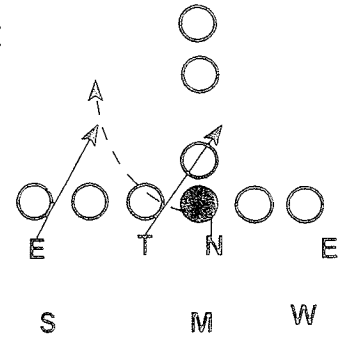
TOM



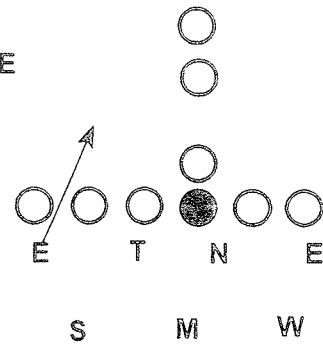
"YAC" - RESET
TITE LT - RELOAD



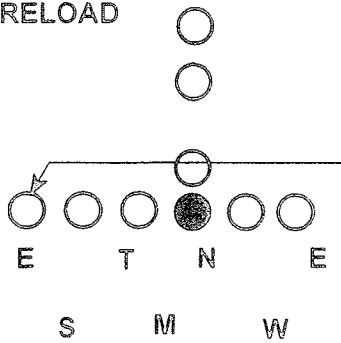
PIRATE



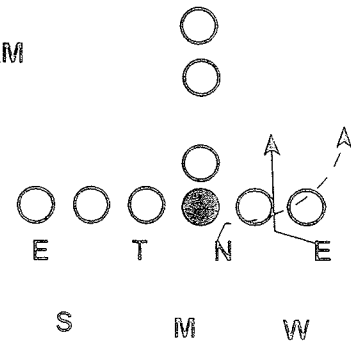
CUE



"Y-TRADE"
TITE LT - RELOAD

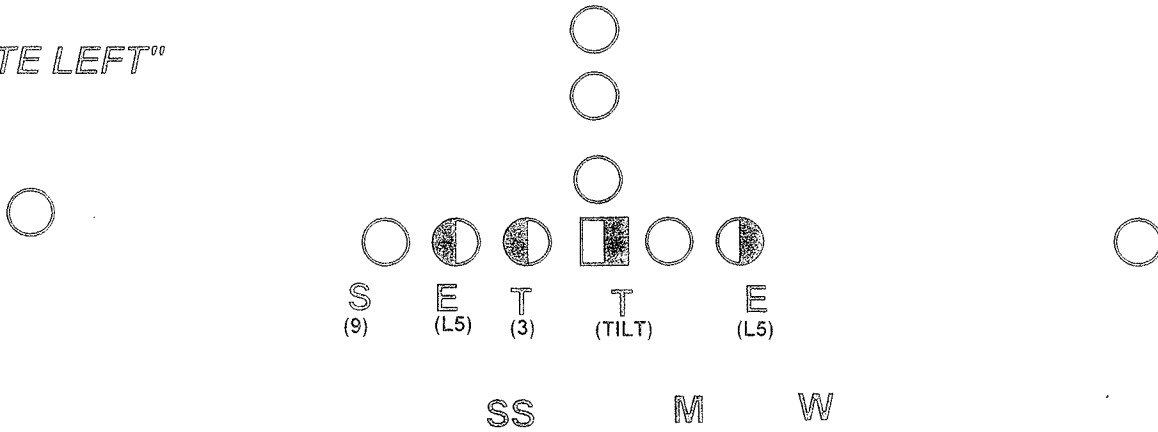


JAM



41 SOLID

"TITE LEFT"

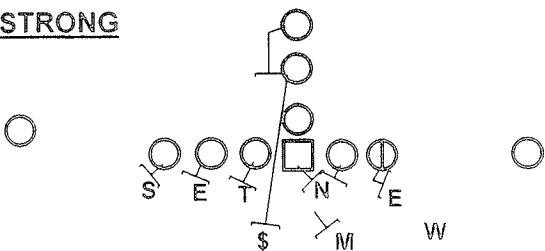


POS.	ALIGN	TECH.	SUPPORT	KEYS	RUN TO	RUN AWAY	PASS
<u>RE</u>	AWAY CALL	LOOSE 5		BALL - OG	2 GAP	2 GAP	CONTAIN RUSH
<u>3T</u>	TO CALL	3		BALL - OC	2 GAP	2 GAP	2 WAY RUSH
<u>NT</u>	AWAY CALL	TILT		BALL - OC	A GAP	A GAP	'A' TO BALANCE RUSH
<u>LE</u>	TO CALL	LOOSE 5		BALL - OT	C GAP	C GAP	CONTAIN RUSH
<u>SAM</u>	9 TECH	READ	BY BLOCKING SCHEME & COVERAGE	TE TRIANGLE	D GAP	STACK TO FLOW	COVERAGE RULE
<u>MIKE</u>	30	READ	BY BLOCKING SCHEME & COVERAGE	NEAR BACK UNDER KEY BALL	B GAP	STACK TO FLOW	COVERAGE RULE
<u>WILL</u>	GHOST 6 TECH	READ	BY BLOCKING SCHEME & COVERAGE	NEAR BACK UNDER KEY BALL	C GAP	STACK TO FLOW	COVERAGE RULE

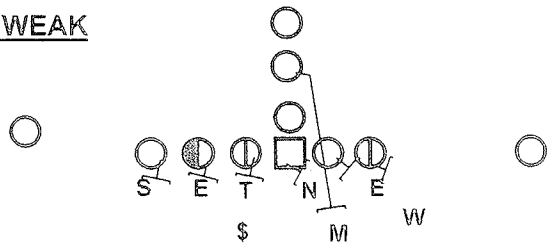
NOTES:

FRONT SET WITH "TITE" CALL
 CAN USE WITH "STEM" CALL - IF STEM - MIKE LB GIVE MOVE CALL

RUN STRONG



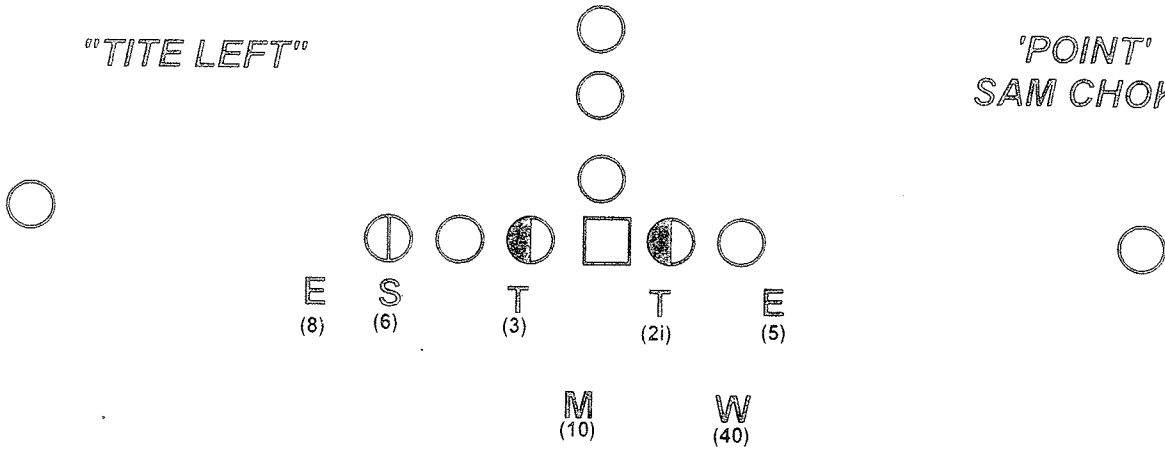
RUN WEAK



40 POINT

"TITE LEFT"

'POINT'
SAM CHOKE

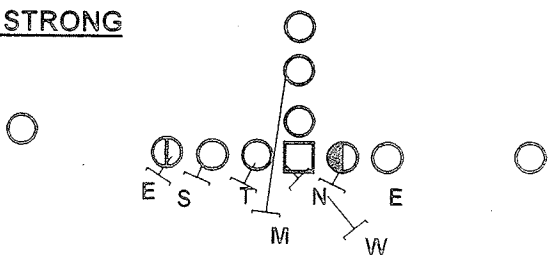


POS.	ALIGN	TECH.	SUPPORT	KEYS	RUN TO	RUN AWAY	PASS
<u>RE</u>	AWAY CALL	LOOSE 5 TECH		BALL - OT NEAR BACK	C GAP	C TRAIL	CONTAIN RUSH
<u>3T</u>	TO CALL	3 TECH		BALL - OG	B GAP	B GAP	2 WAY RUSH
<u>NT</u>	AWAY CALL	2i TECH		BALL - OG	A GAP	A GAP	'A' TO BALANCE RUSH
<u>LE</u>	TO CALL	8 TECH		BALL - TE NEAR BACK	D GAP	D TRAIL	CONTAIN RUSH
<u>SAM</u>	6 TECH	6 TECH	BY BLOCKING SCHEME & COVERAGE	TE	C GAP	C GAP	COVERAGE RULE
<u>MIKE</u>	10	READ	BY BLOCKING SCHEME & COVERAGE	NEAR BACK UNDER KEY BALL	A GAP	STACK FLOW	COVERAGE RULE
<u>WILL</u>	40	READ	BY BLOCKING SCHEME & COVERAGE	NEAR BACK UNDER KEY BALL	B GAP FLOW	STACK FLOW	COVERAGE RULE

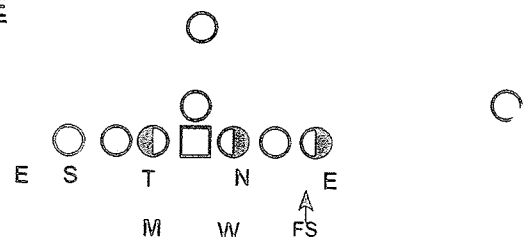
NOTES:

FRONT SET WITH "TITE LT or RT" CALL
Vs SILVER DOT CHECK WIDE

RUN STRONG



CHECK WIDE (EASY)



40 SWORD OSCAR

ILT

WEAPON - NO DL DROP
SWORD = SAM LB

"SKY"
ZONE

"BACKER"
MAN

(Z)

(H)
(F)

(X)

(C)

(C)
MAN

BAIL TECH

#2 VERTICAL DEPTH & DIVIDE;

#2 SHORT-MAN SQUEEZE #1

S
RUSH
CONTAIN

M
HOOK 3

W
WALL FLAT

ADJUSTMENTS

1. MIKE MAKE TITE LT/RT CALL
2. VS. TWO 3 MAN SURFACES
MIKE MAKE BOOT LT /RT CALL
3. SAFETIES MAKE ZONE/MAN
CALL TO TE UNLESS #2
REMOVED TO SPLIT SIDE THEN
OSCAR ADJUST

SS
WALL FLAT
PLUG

"TITE LEFT"
"SWORD LEFT"
"ZONE LEFT"

FS
MOF
FILL

I SLOT LT

"SKY"

"BACKER"

(X)

(Z)

(H)
(F)

SS
WALL FLAT

E
CONTAIN
RUSH

W
HOOK 3

M
WALL FLAT

S
RUSH
CONTAIN

(C)

FIRE ZONE 1/3

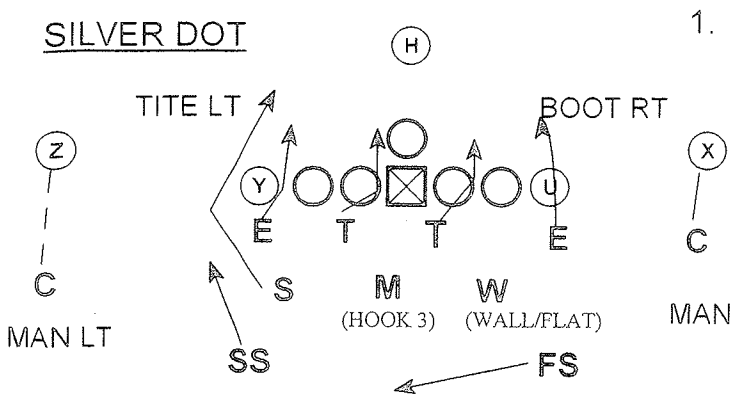
FS
MOF

"TITE RIGHT"
"SWORD RT"
"OSCAR LEFT"

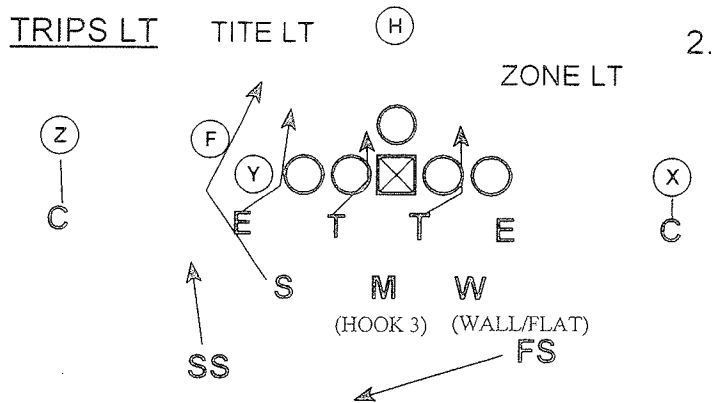
(C)
HARD 1/3

40 SWORD: ADJUSTMENTS

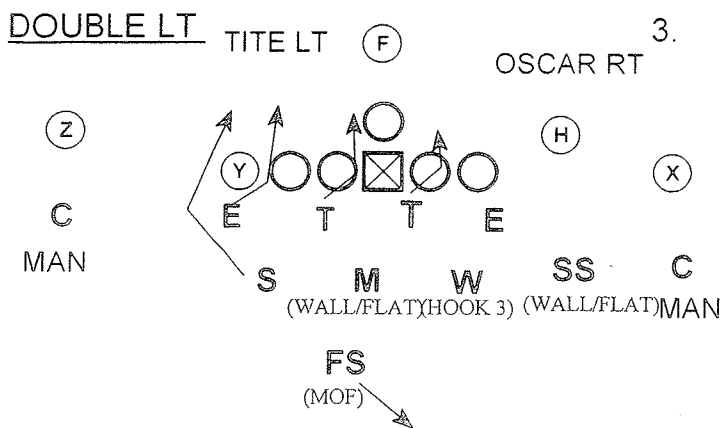
SILVER DOT



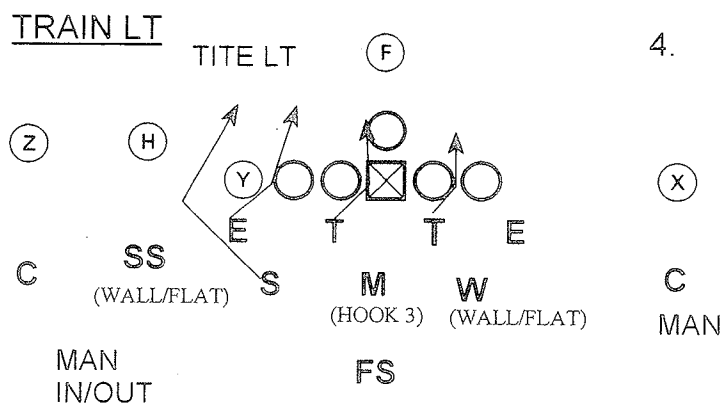
TRIPS LT



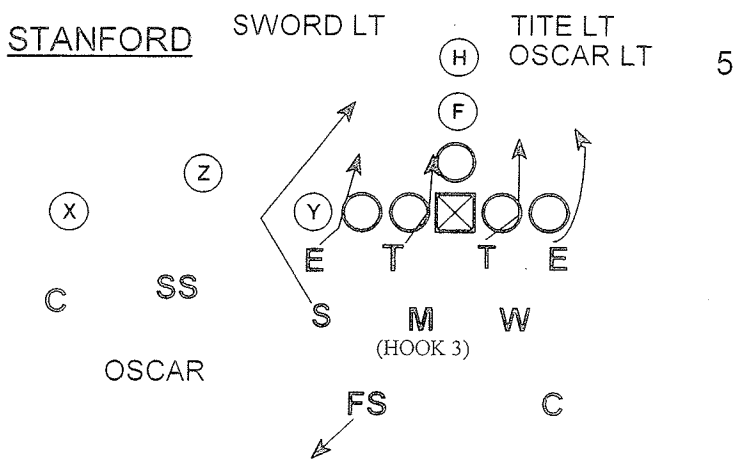
DOUBLE LT



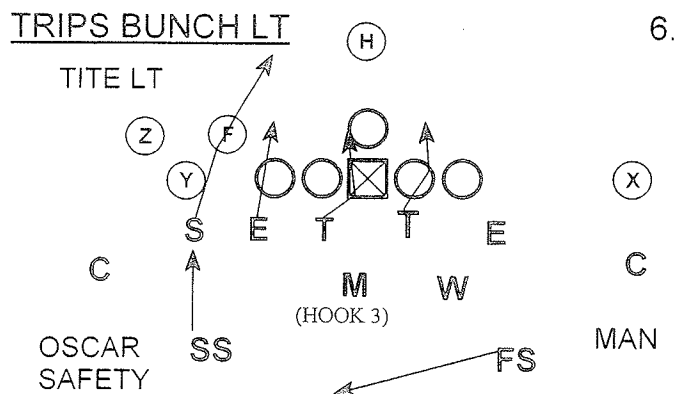
TRAIN LT



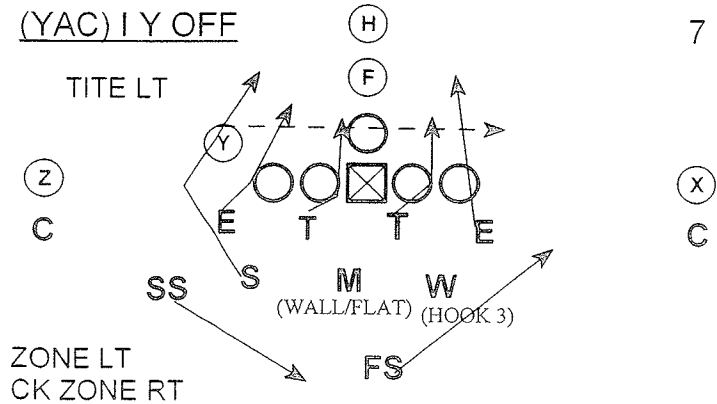
STANFORD



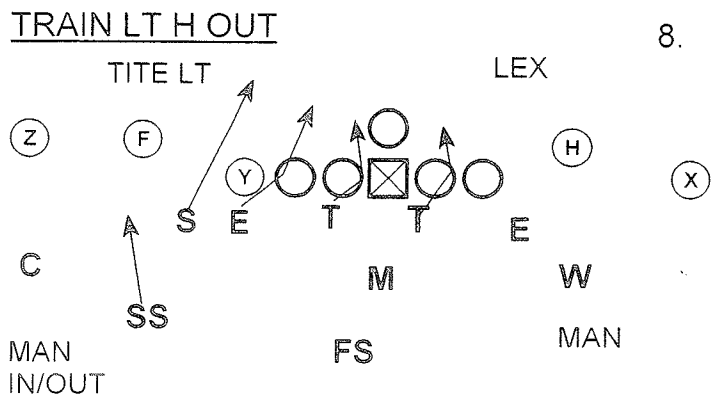
TRIPS BUNCH LT



(YAC) I Y OFF



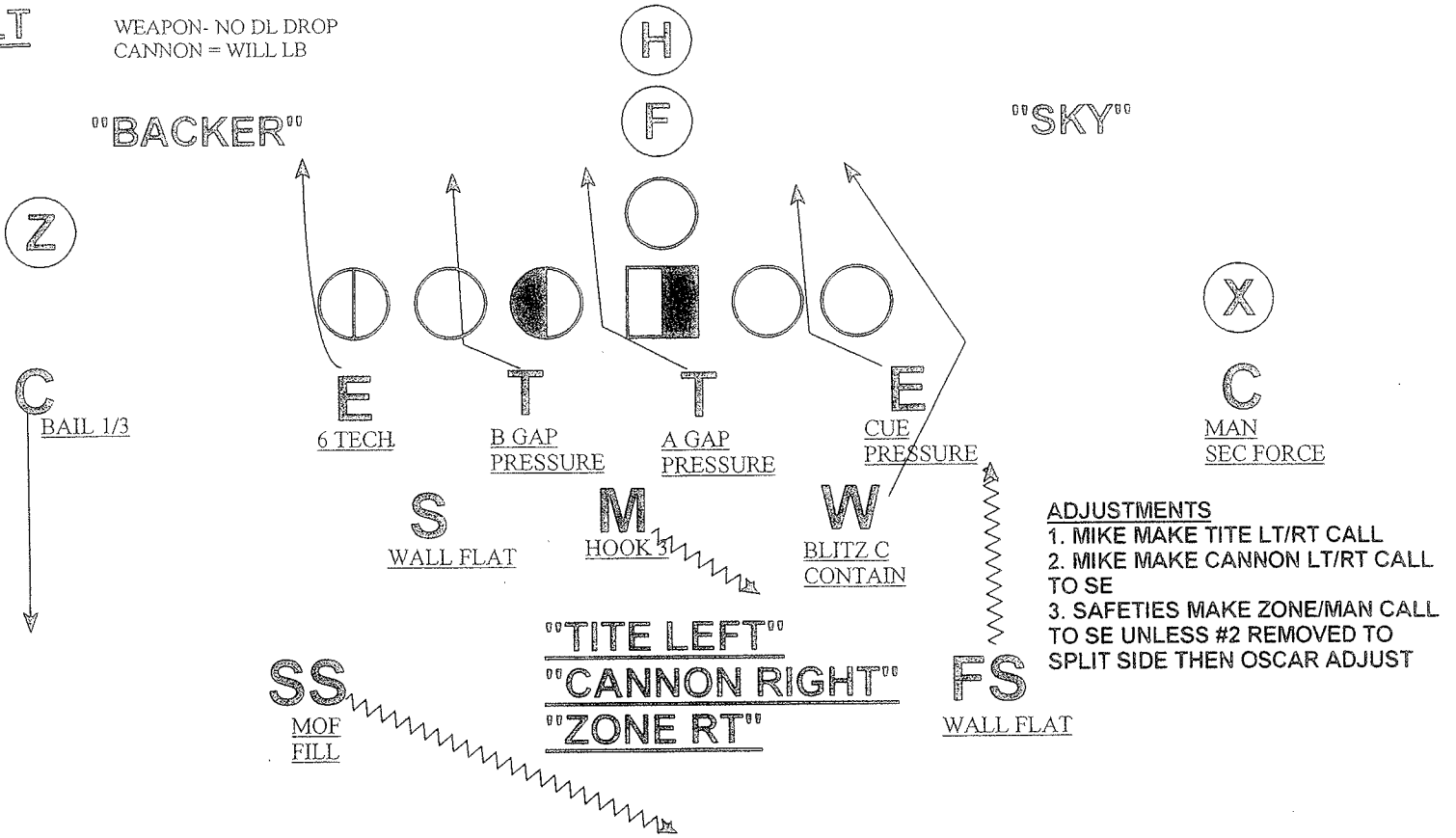
TRAIN LT H OUT



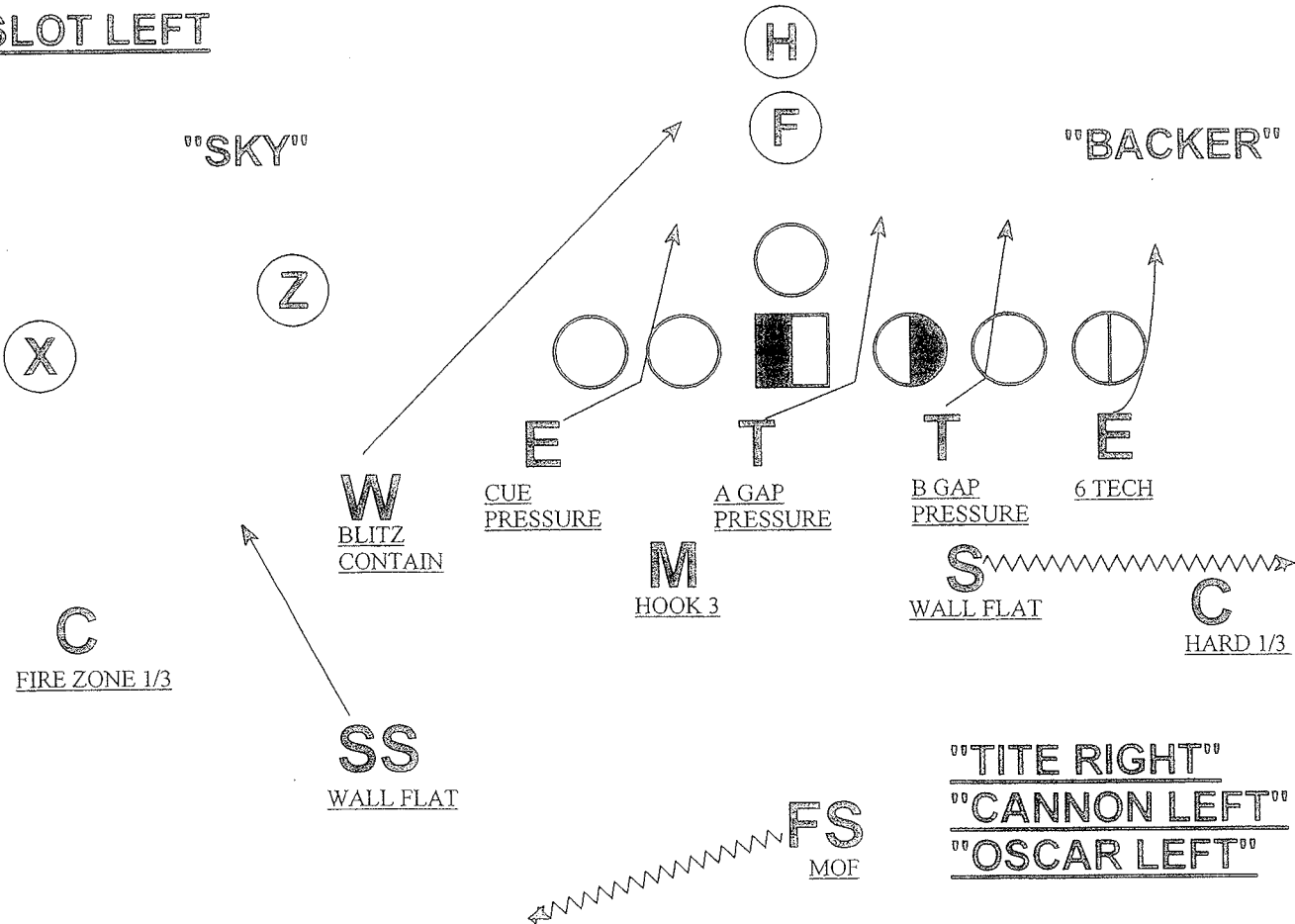
41 CANNON (OSCAR)

ILT

WEAPON- NO DL DROP
CANNON = WILL LB



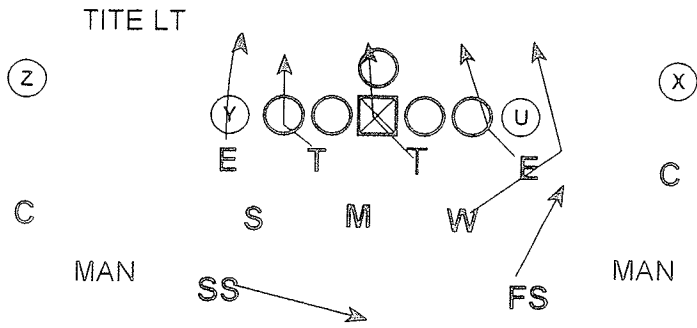
I SLOT LEFT



41 CANNON: ADJUSTMENTS

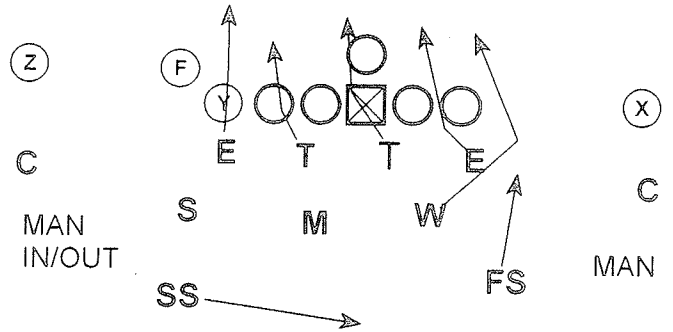
SILVER DOT

(H) CANNON RT 1.



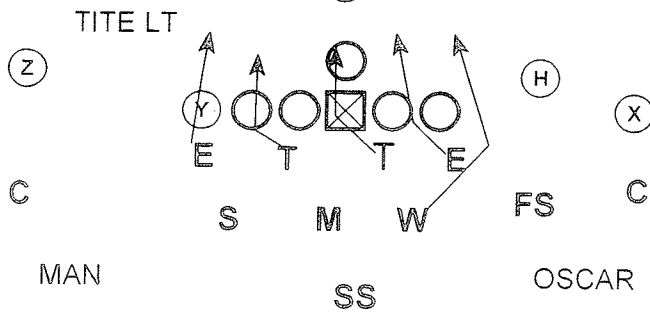
TRIPS LT

TITE LT (H) CANNON RT 2.



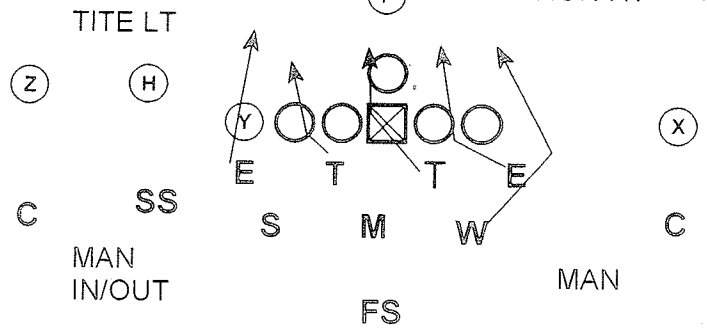
DOUBLE LT

(F) CANNON RT 3.



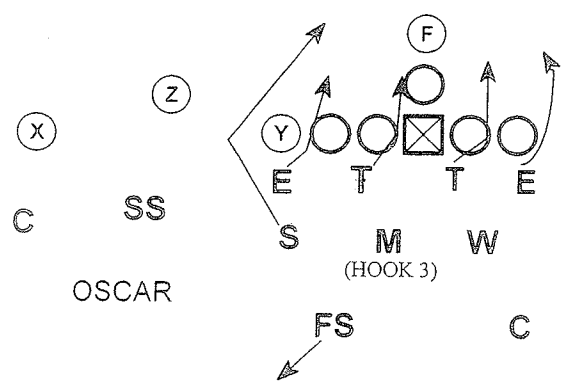
TRAIN LT

(F) CANNON RT 4.



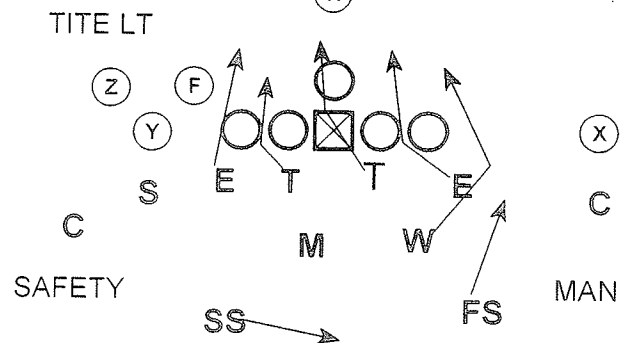
STANFORD

SWORD LT (H) TITE LT OSCAR LT 5.



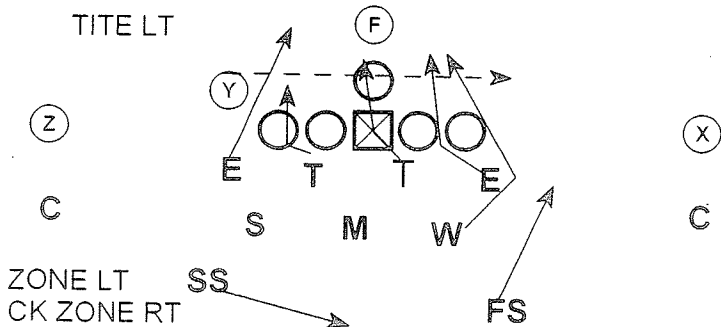
TRIPS BUNCH LT

(H) CANNON RT 6.

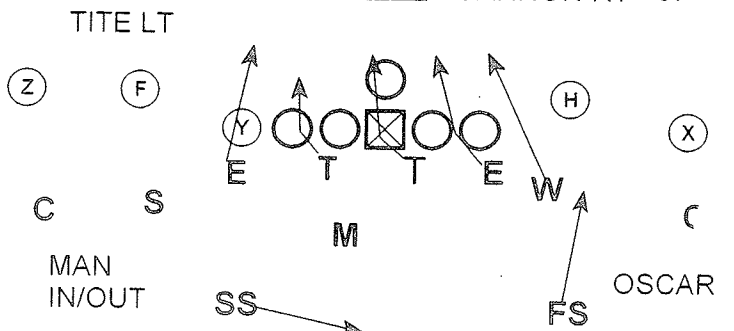


(YAC) I Y OFF

(H) CANNON RT 7.



EMPTY (TRAIN LT H OUT) CANNON RT 8.

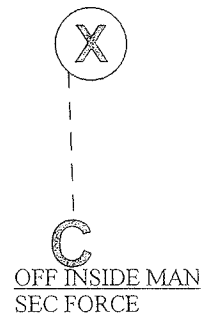
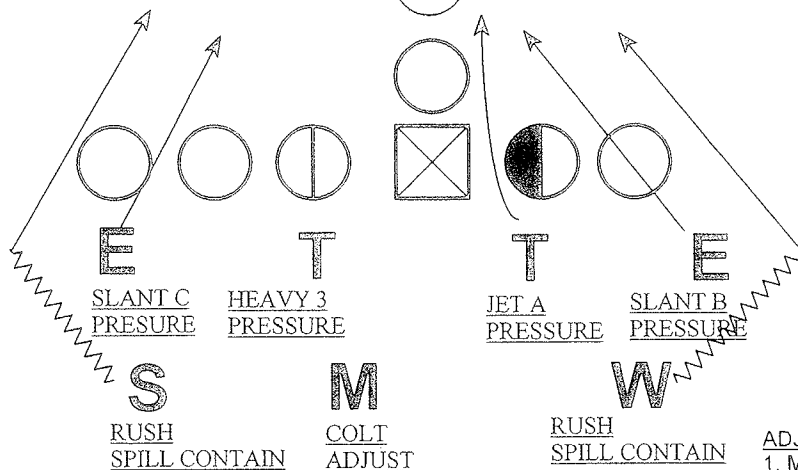
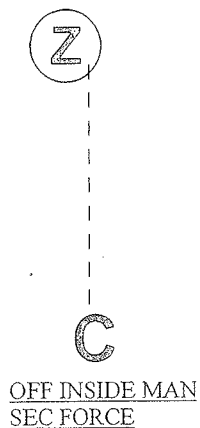


40 SPARROW (PRESS BIRD BLITZES)

ILT

"BACKER"

"BACKER"



SS
COLT
ADJUST

"TITE LEFT"
"HEAVY LEFT"
"CHARLIE RIGHT"
"COLT"

FS
COLT
ADJUST

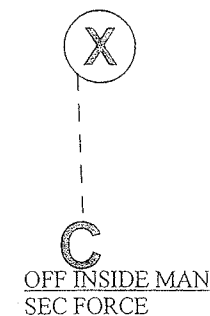
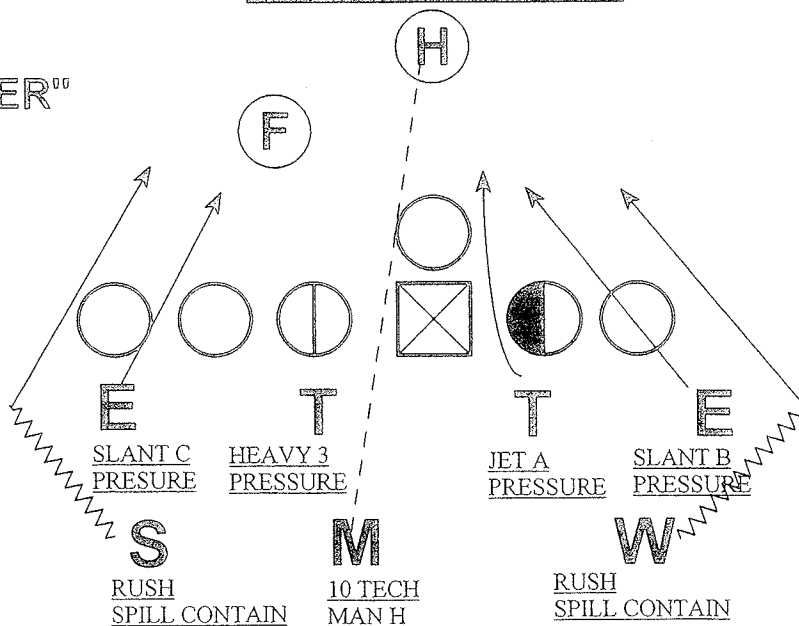
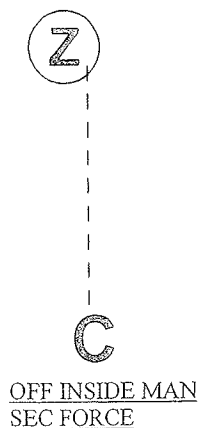
- ADJUSTMENTS
1. MIKE MAKE TITE LT/RT CALL
 2. SAM/WILL MAKE CHARLIE LT/RT CALL TO ANY 2 MAN SURFACE
 3. SAM/WILL MAKE HEAVY LT/RT CALL TO ANY 3 MAN SURFACE
 4. SS- TE MAN
FS- SE SIDE BACK (OFFSET BACK)
MIKE- TE SIDE BACK (AT HOME BACK)
 5. COLT COVERAGE VS. I
 6. SS/FS COMBO VS. I NEAR
 7. BUNCH= TRAFFIC

40 SPARROW

INR LT

"BACKER"

"BACKER"



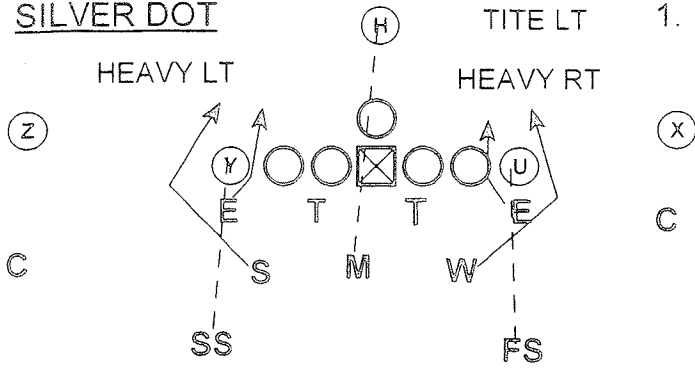
SS
COMBO

"TITE LEFT"
"HEAVY LEFT"
"CHARLIE RIGHT"

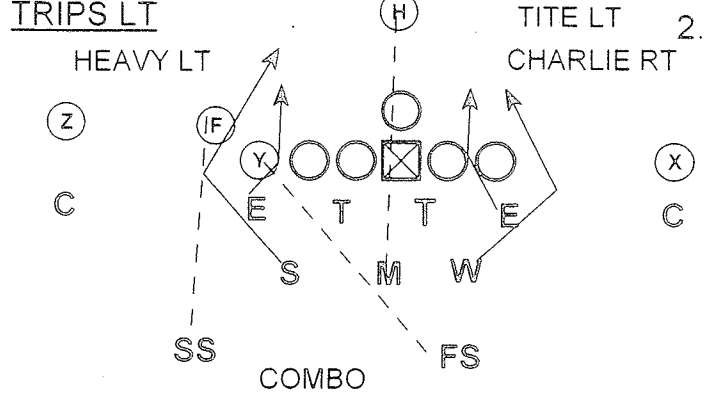
FS
COMBO

40 SPARROW: ADJUSTMENTS

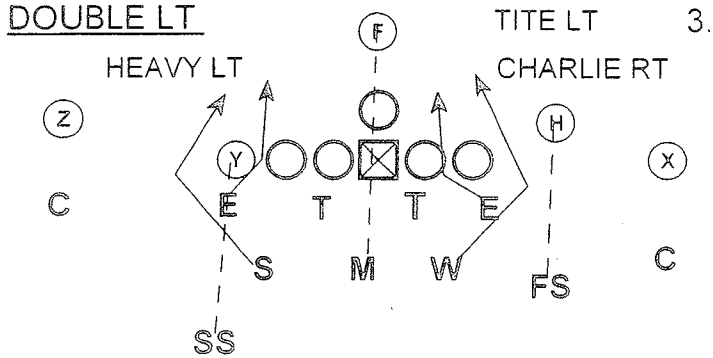
SILVER DOT



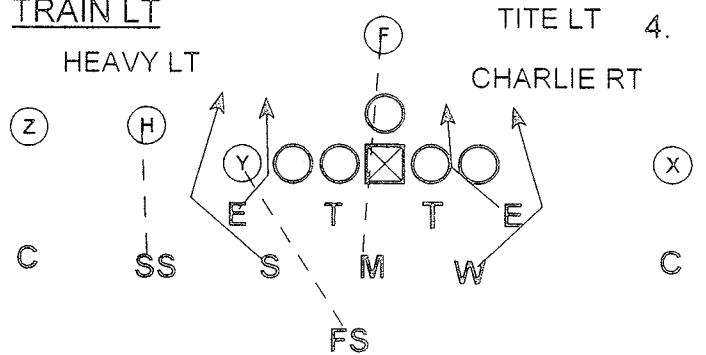
TRIPS LT



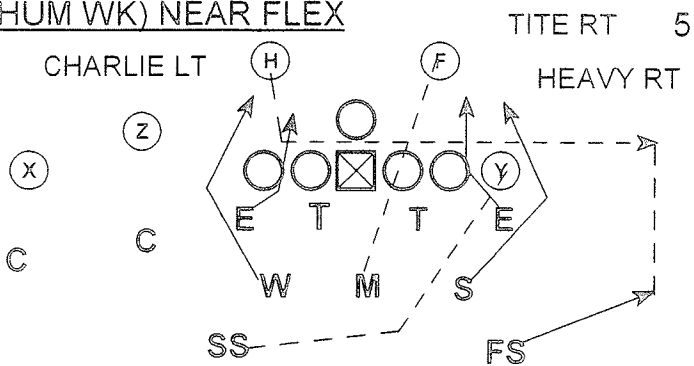
DOUBLE LT



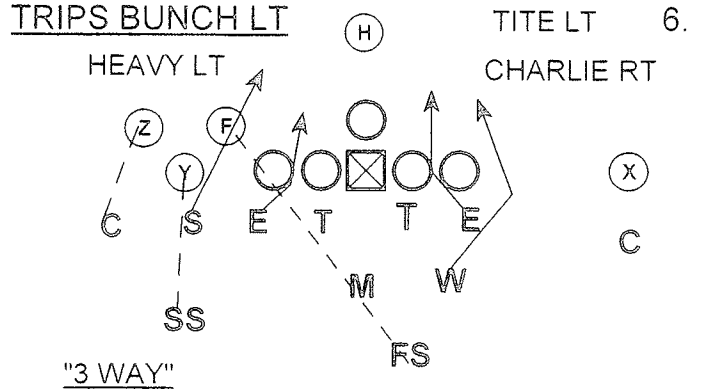
TRAIN LT



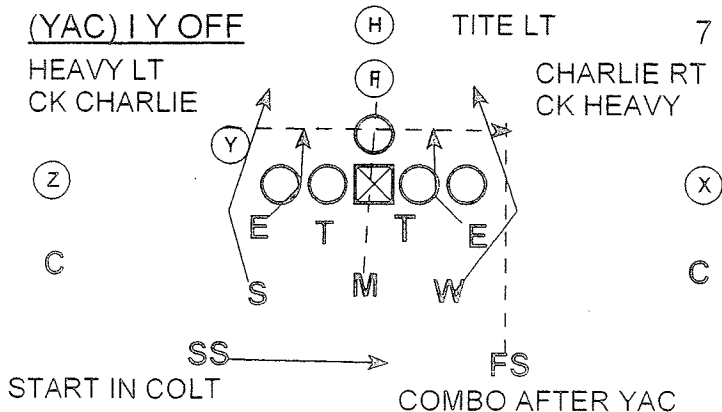
(HUM WK) NEAR FLEX



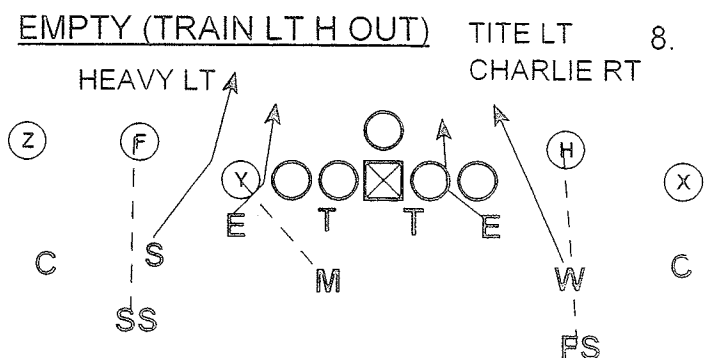
TRIPS BUNCH LT



(YAC) IY OFF

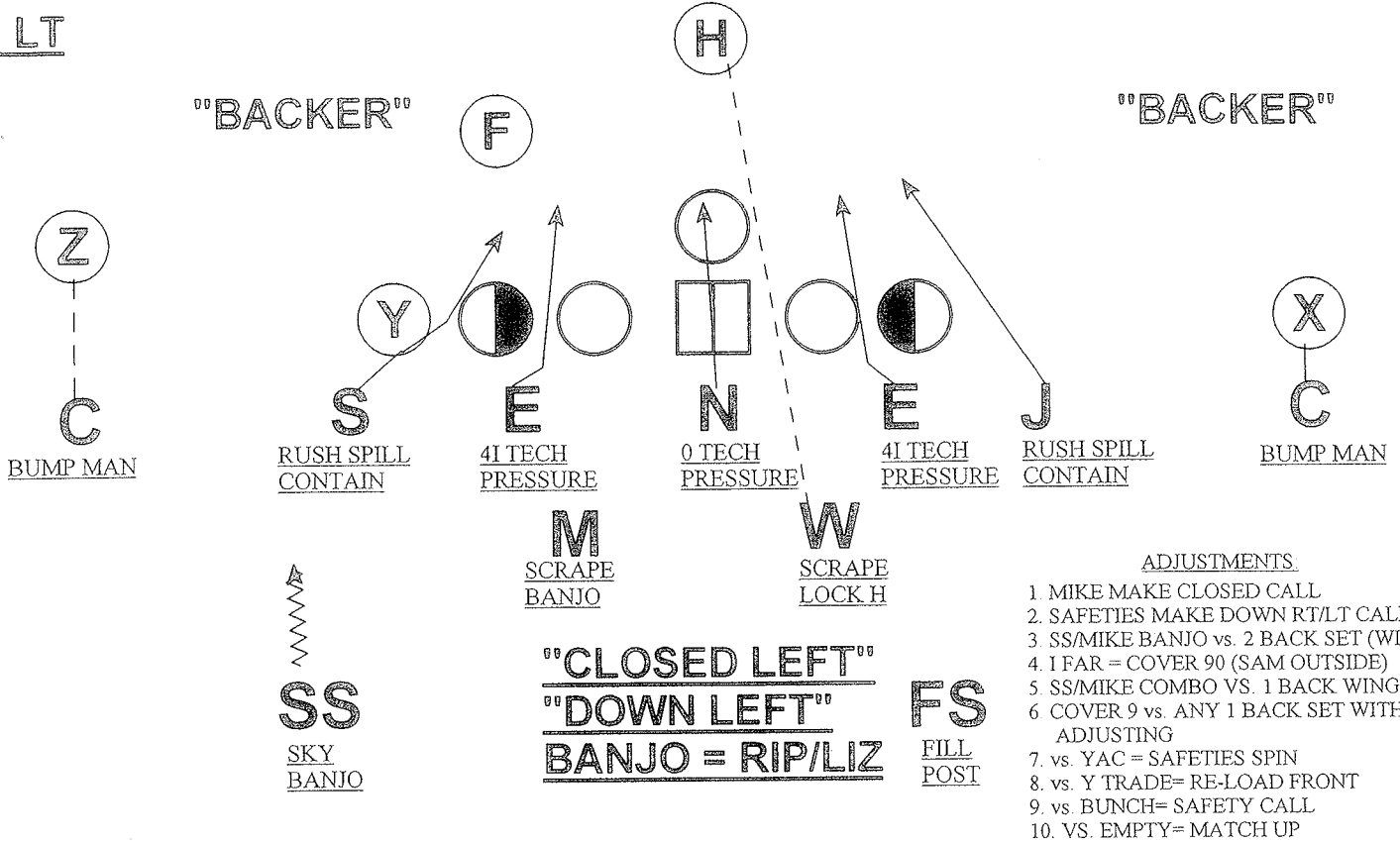


EMPTY (TRAIN LT H OUT)

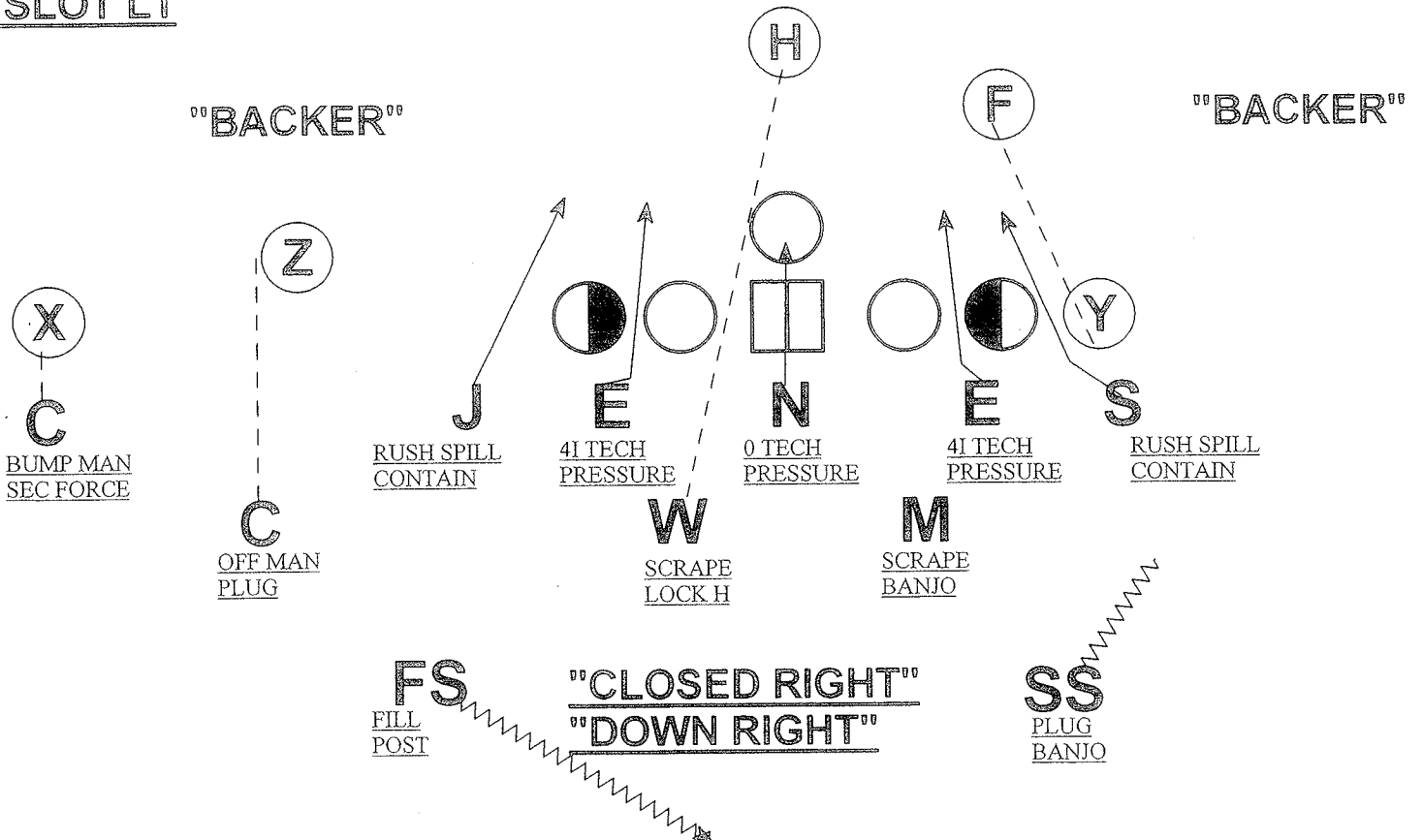


BASE TITE RUSH 90 SAFETY

ILT



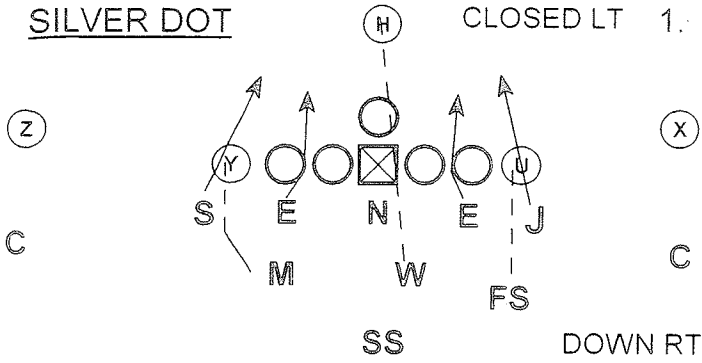
I SLOT LT



BASE TITE RUSH 90 SAFETY: ADJUSTMENTS

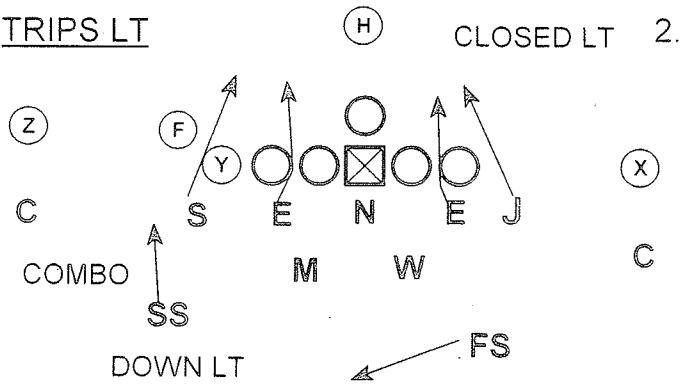
SILVER DOT

CLOSED LT 1.



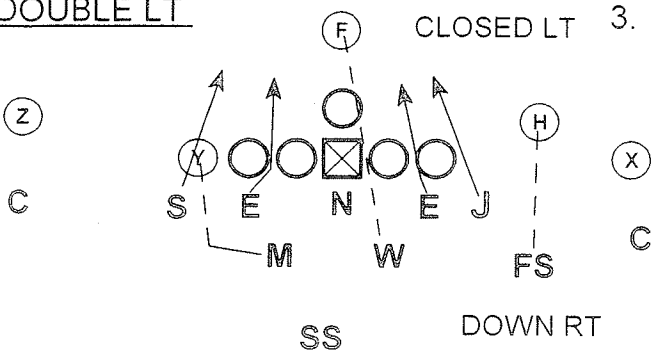
TRIPS LT

CLOSED LT 2.



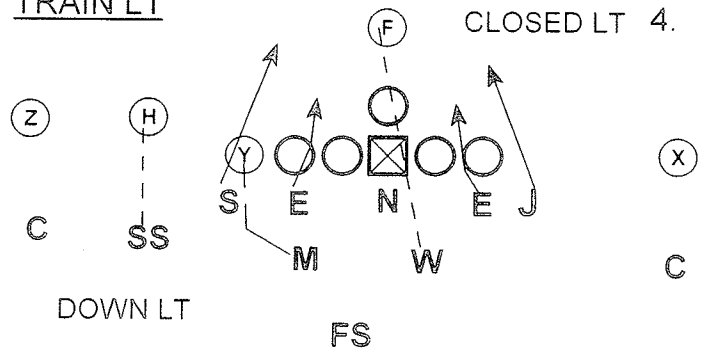
DOUBLE LT

CLOSED LT 3.



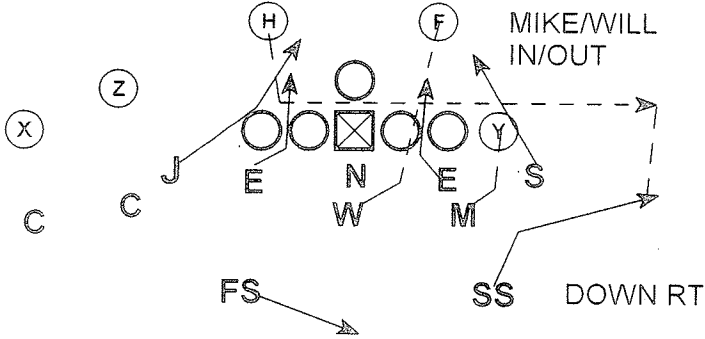
TRAIN LT

CLOSED LT 4.



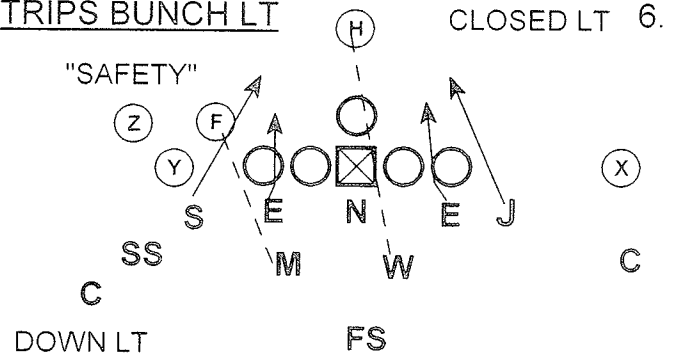
(HUM WK) NEAR FLEX

CLOSED RT 5.



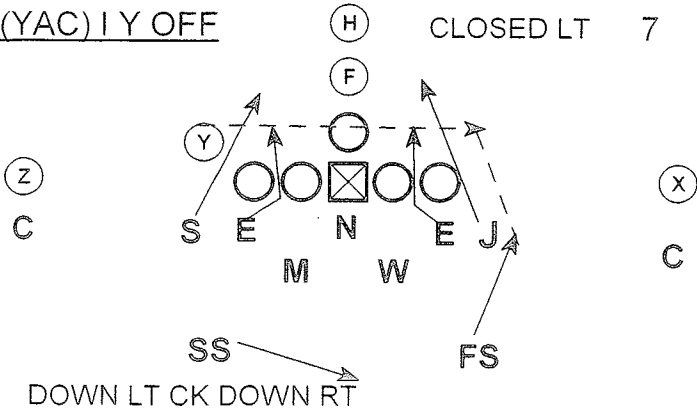
TRIPS BUNCH LT

CLOSED LT 6.



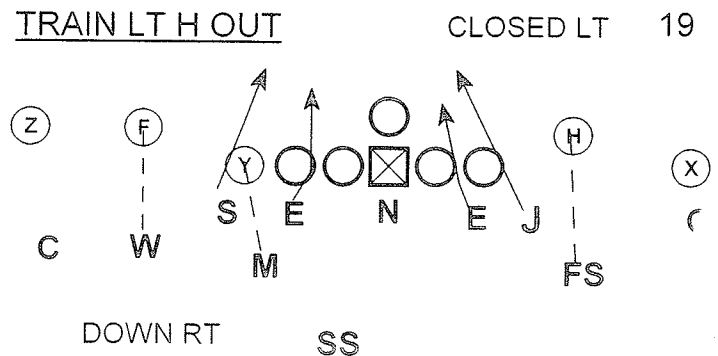
(YAC) I Y OFF

CLOSED LT 7



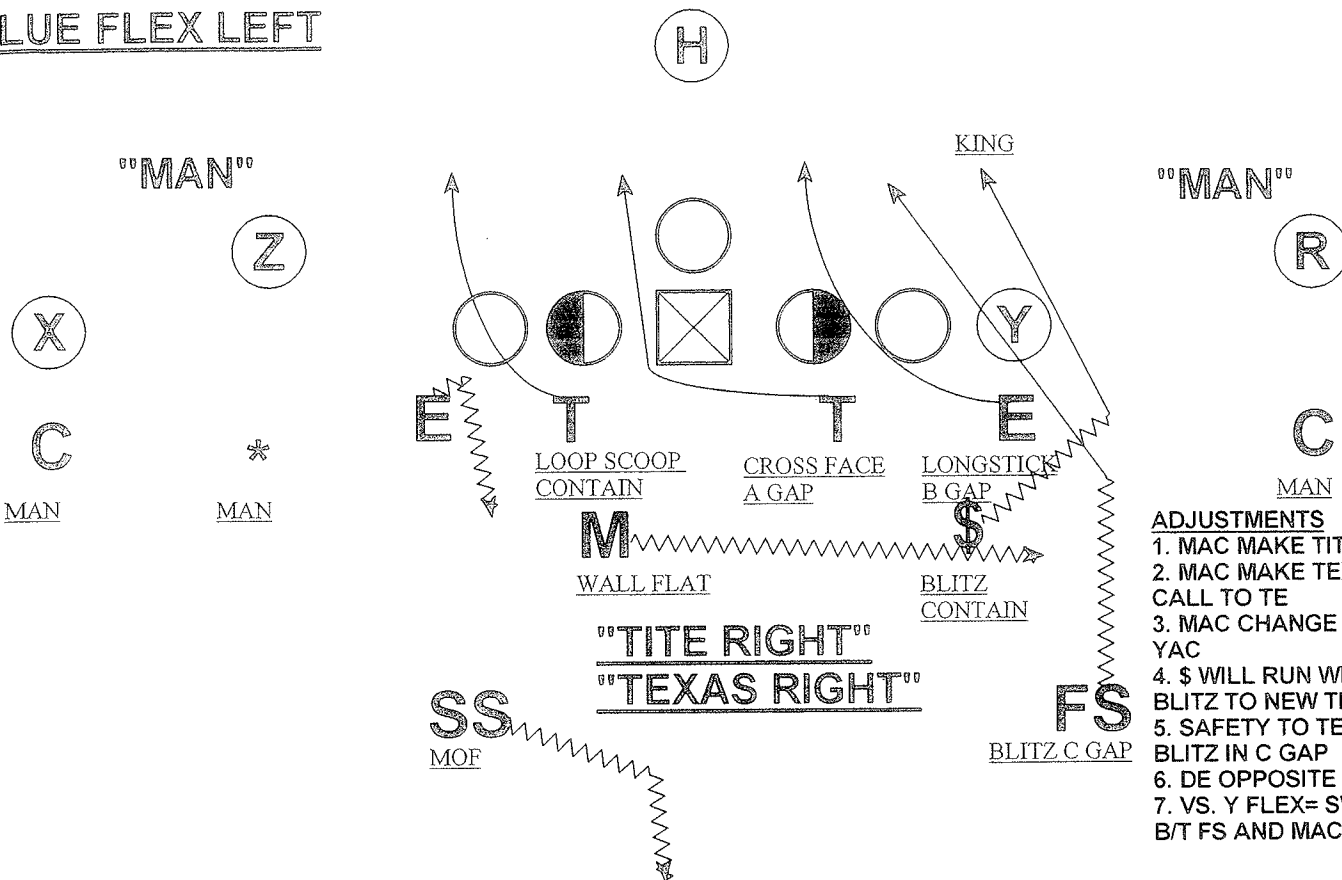
TRAIN LT H OUT

CLOSED LT 19

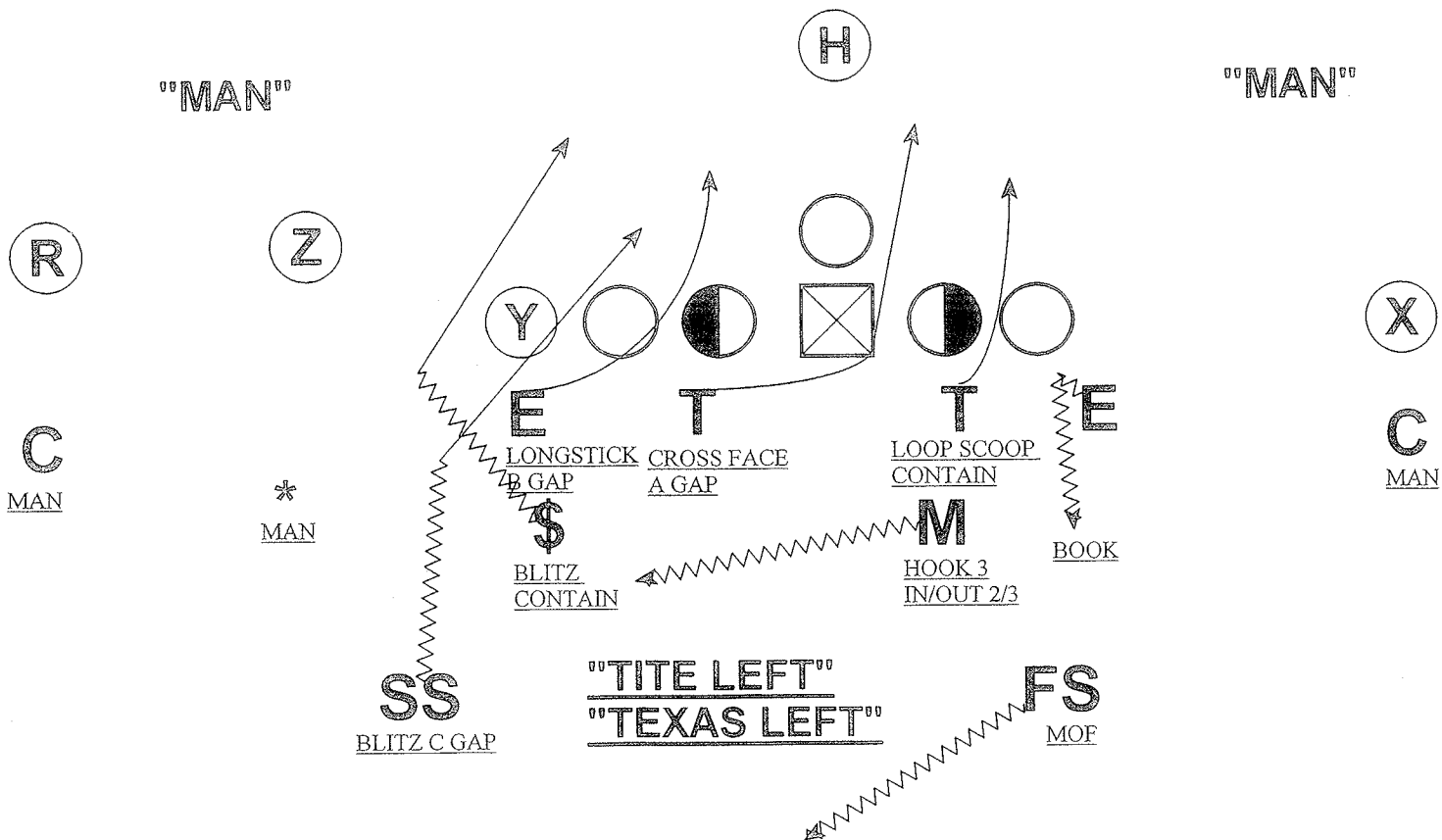


NICKEL/DIME EVEN TEXAS ADJUSTED

BLUE FLEX LEFT

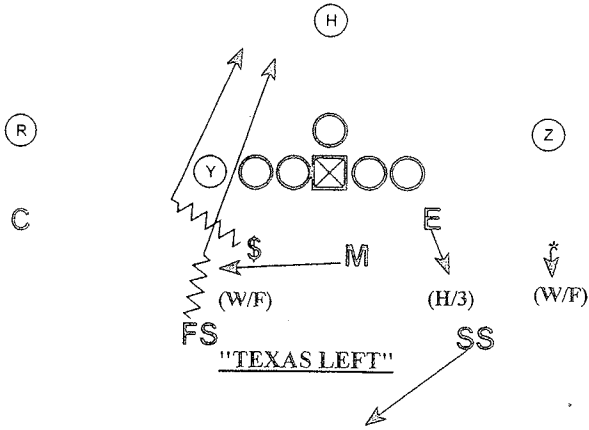


BLUE TRAIN LEFT

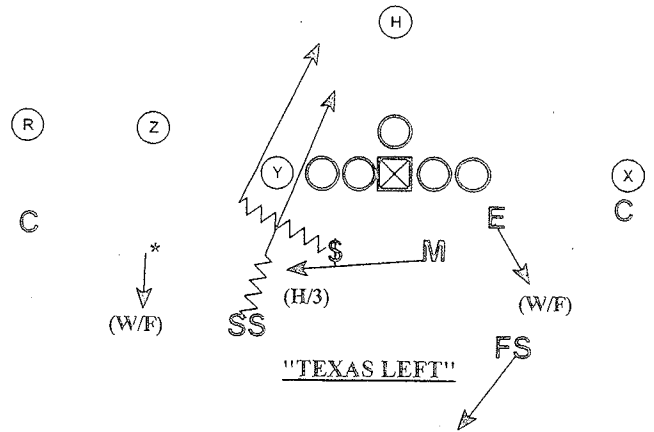


NICKEL/DIME EVEN TEXAS ADJUSTED: ADJUSTMENTS

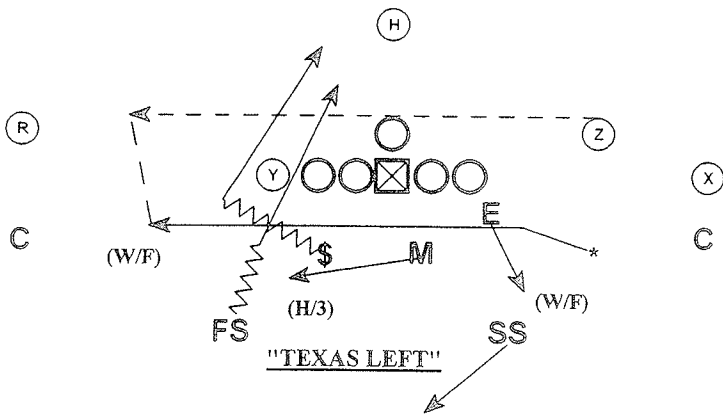
BLUE FLEX RT



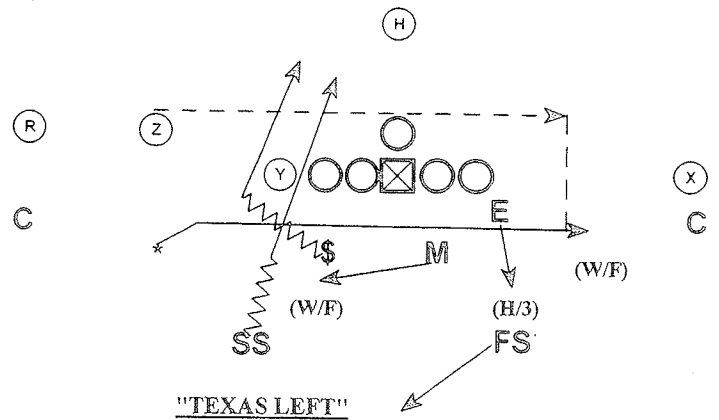
BLUE TRAIN LT



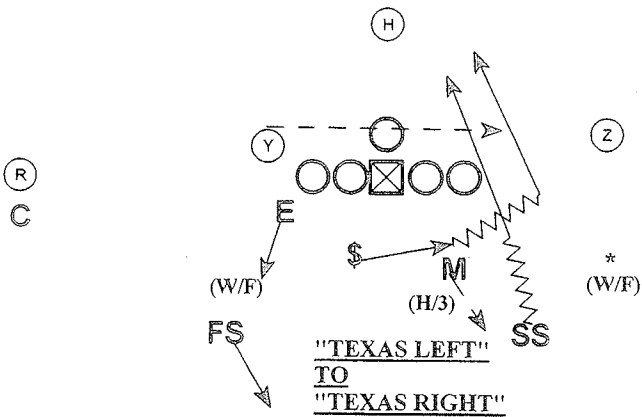
BLUE (ZAC) TRAIN LT



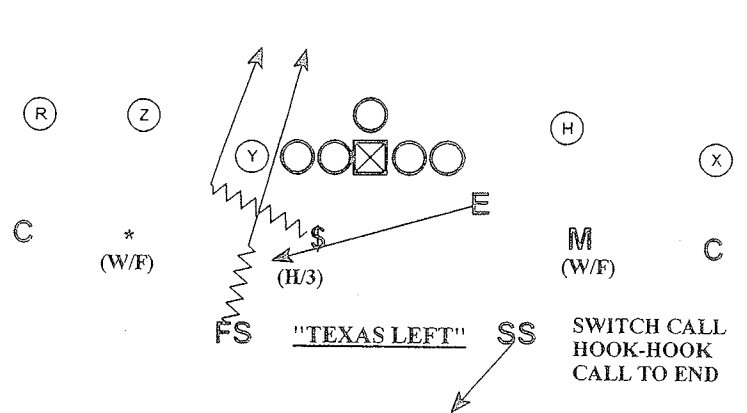
BLUE (ZAC) FLEX RT



BLUE (YAC) TRAIN LT Y OFF

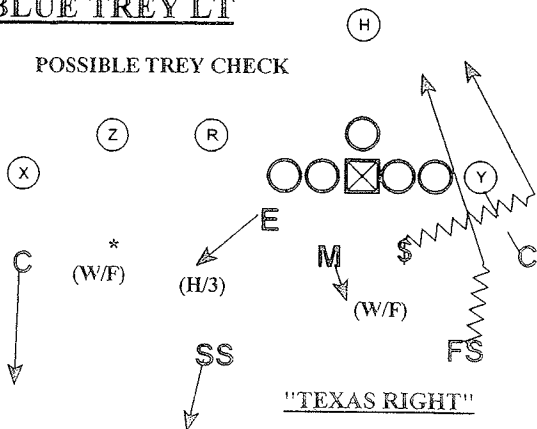


BLUE EMPTY TRAIN H OUT



BLUE TREY LT

POSSIBLE TREY CHECK

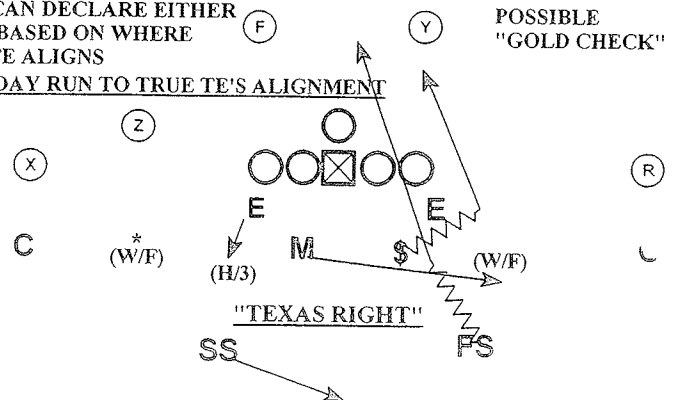


BLUE MAKE GOLD SPLIT LT

*WE CAN DECLARE EITHER WAY BASED ON WHERE THE TE ALIGNS

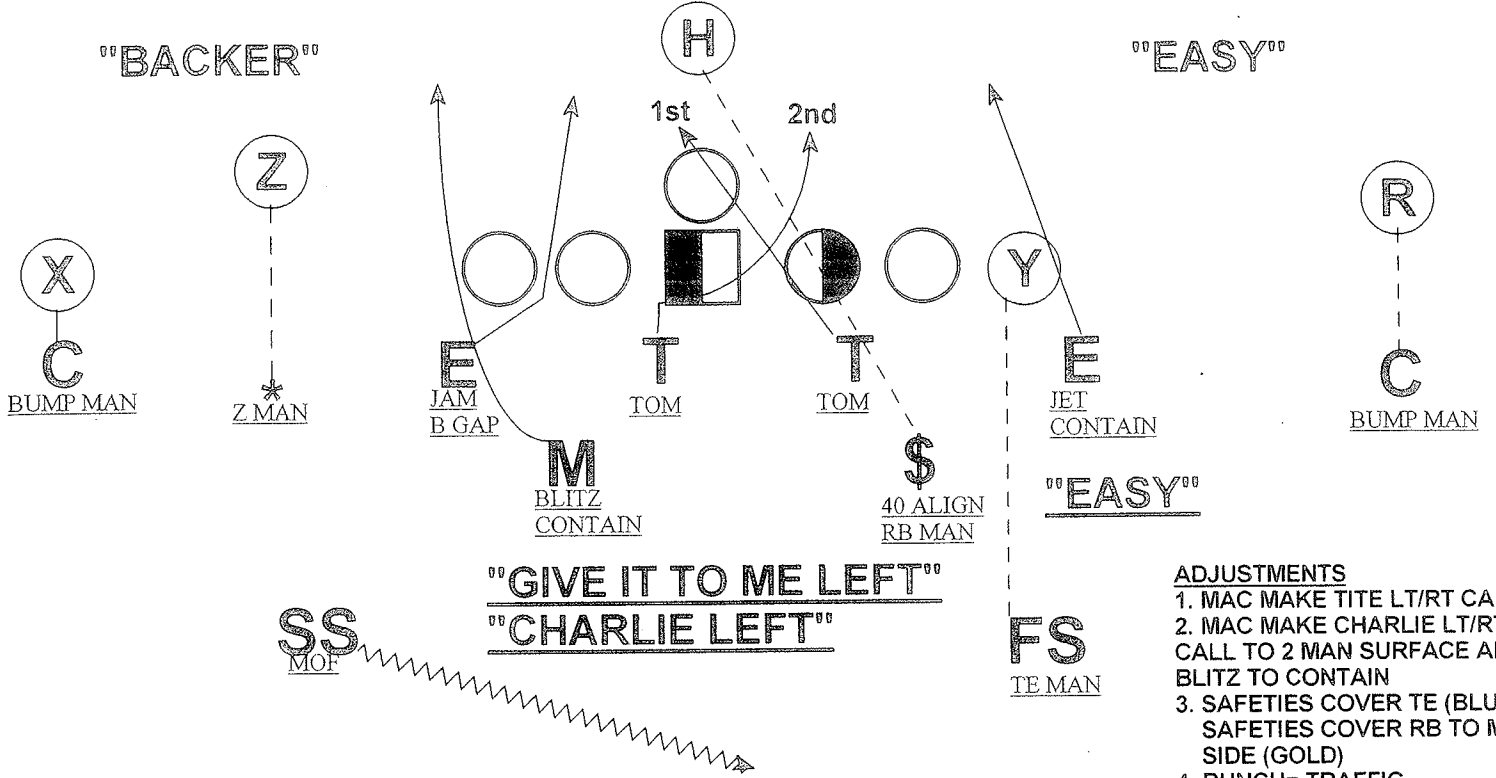
TODAY RUN TO TRUE TE'S ALIGNMENT

POSSIBLE "GOLD CHECK"



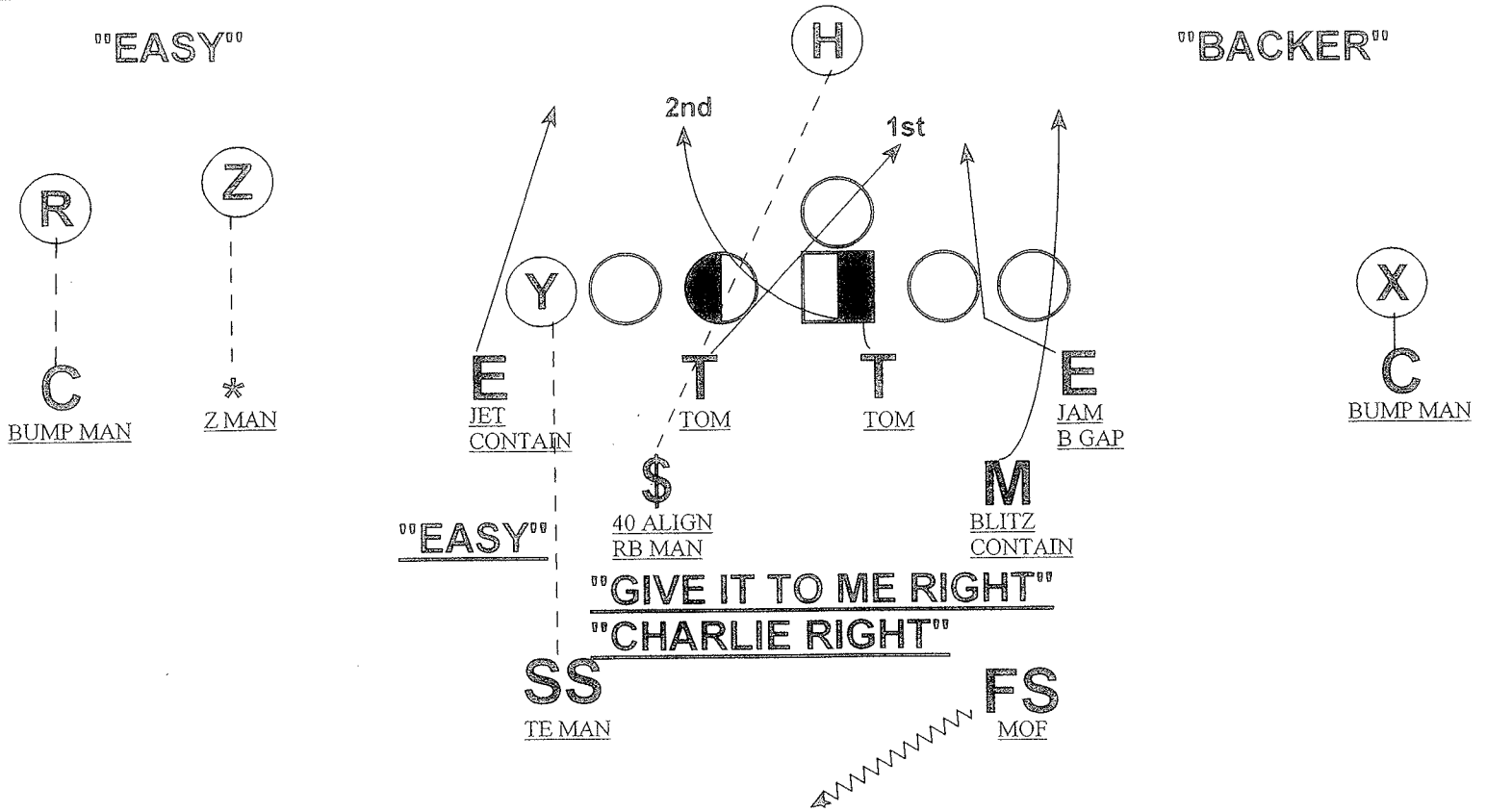
NICKEL / DIME OKIE RAC TOM-0 (SLAM-0)

BLUE FLEX LT



- ADJUSTMENTS**
1. MAC MAKE TITE LT/RT CALL
 2. MAC MAKE CHARLIE LT/RT CALL TO 2 MAN SURFACE AND BLITZ TO CONTAIN
 3. SAFETIES COVER TE (BLUE)
SAFETIES COVER RB TO MAC SIDE (GOLD)
 4. BUNCH= TRAFFIC
 5. EMPTY= RUN IT
 6. TACKLES RUN TOM GAME AWAY FROM CHARLIE CALL

BLUE TRAIN LT

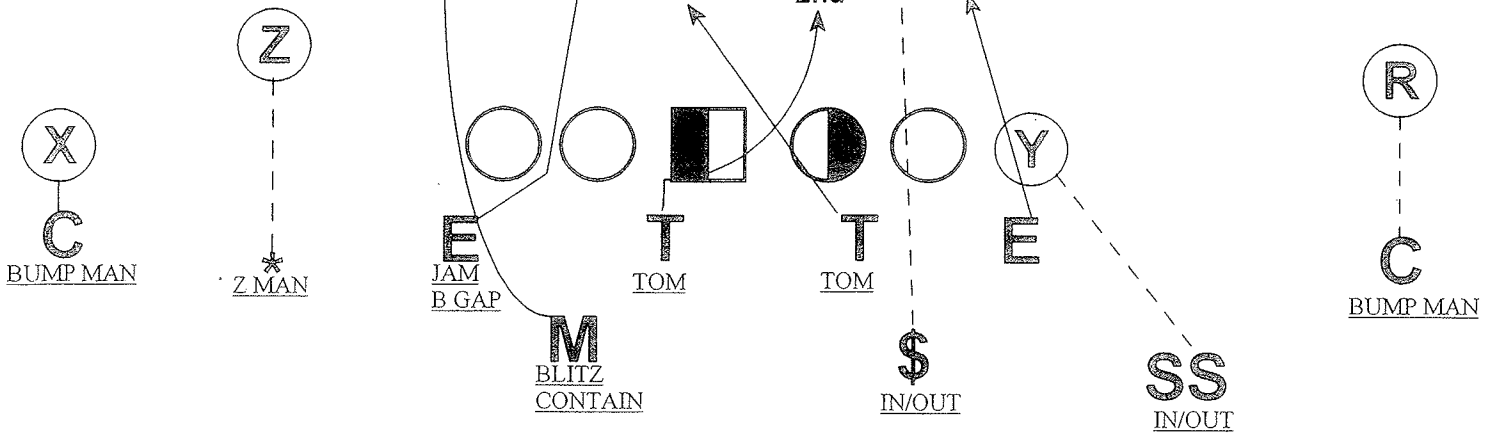


NICKEL / DIME OKIE RAC TOM-0

BLUE GUN NEAR FLEX LT

* MUST IN & OUT VS. BACK NEAR
(NO EASY CALL NO CHOKE ON TE)

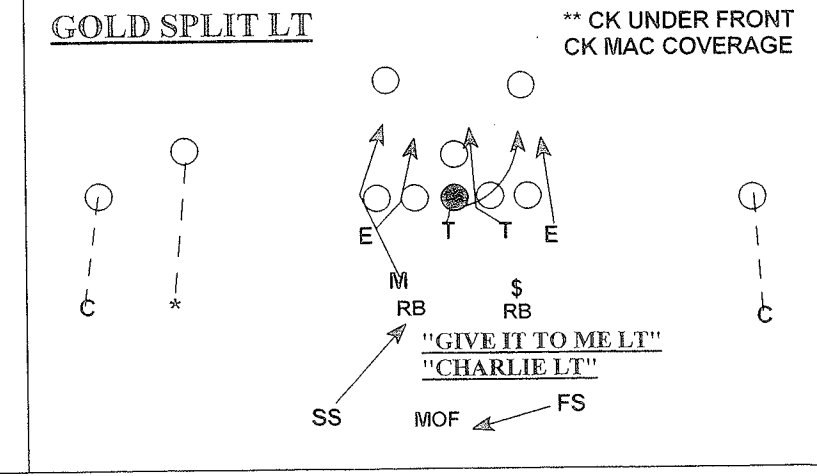
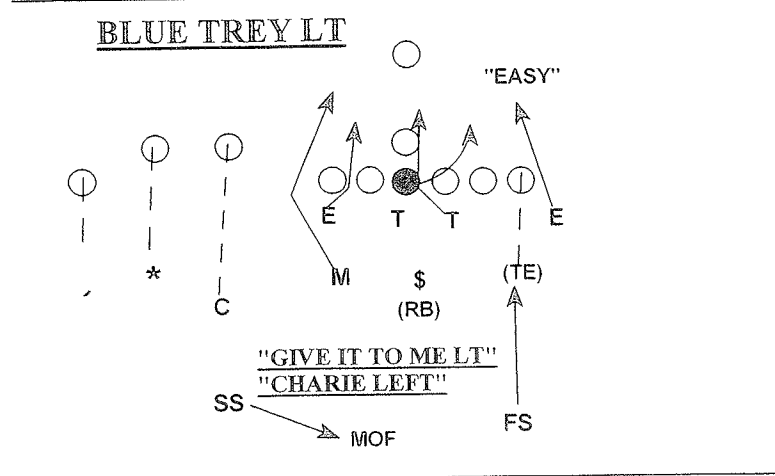
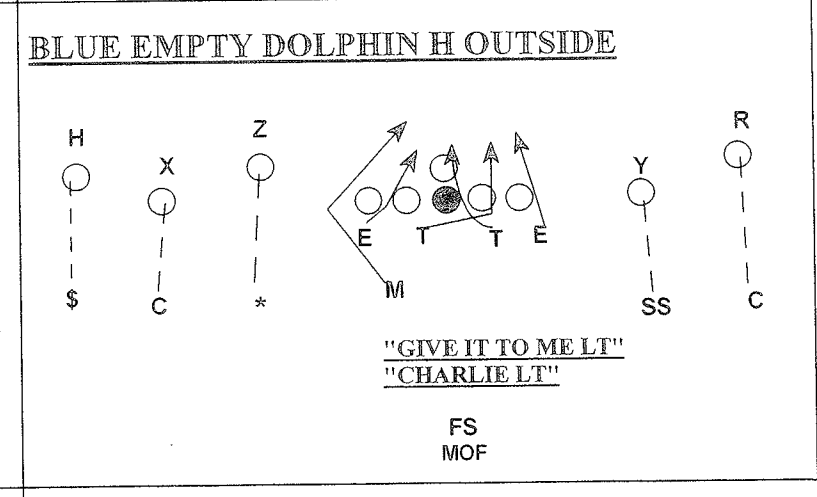
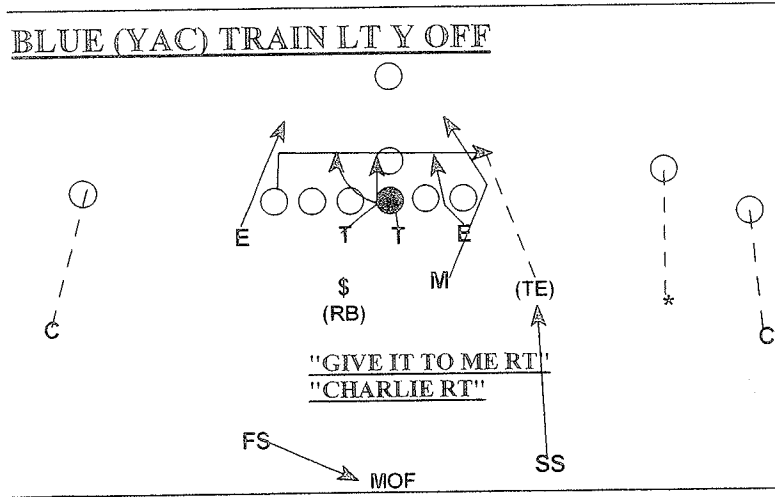
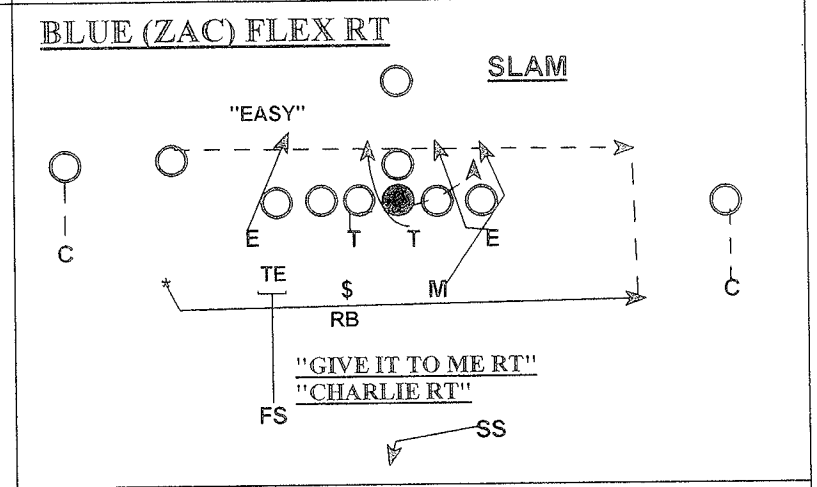
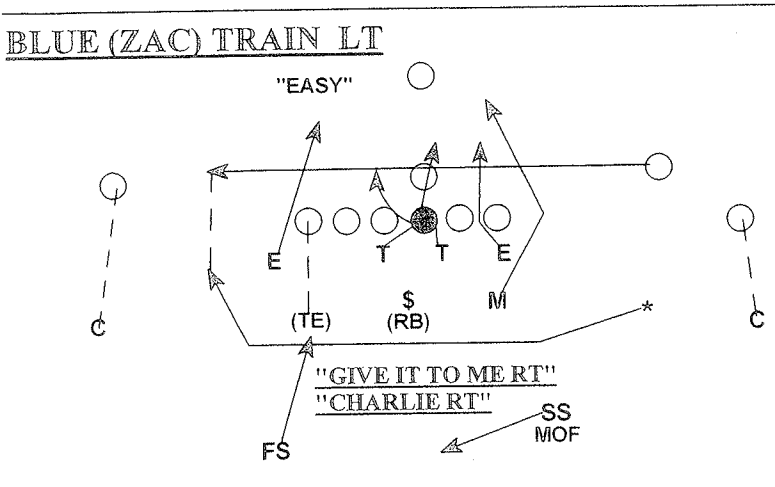
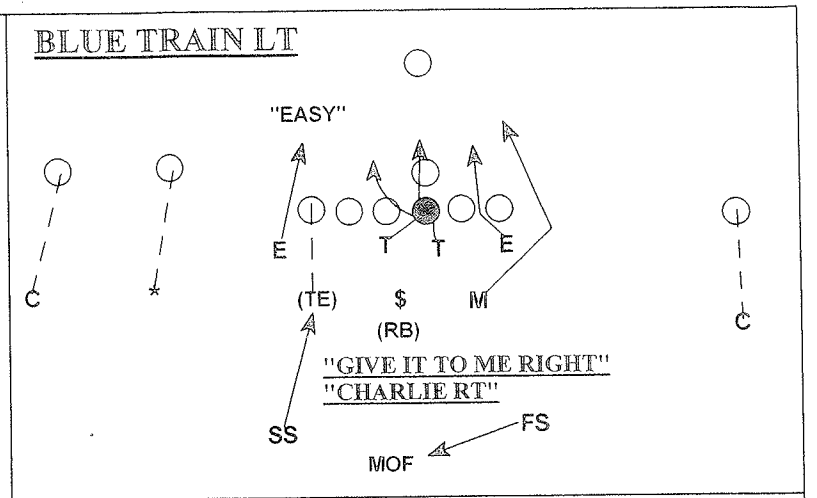
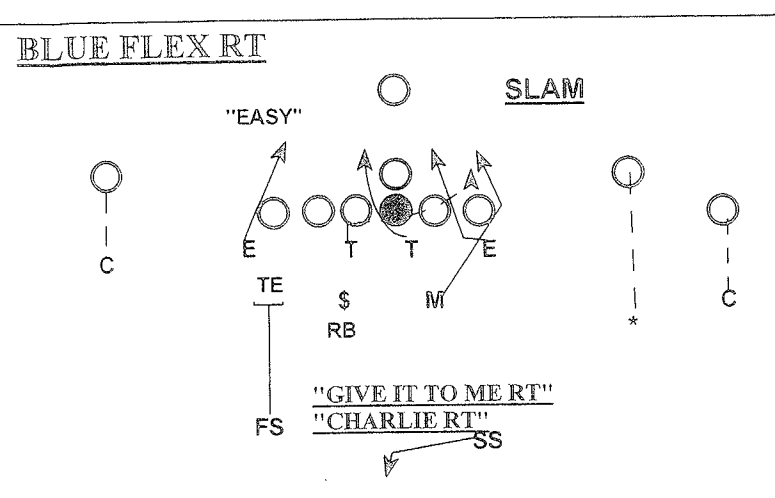
"BACKER"



FS
MOF

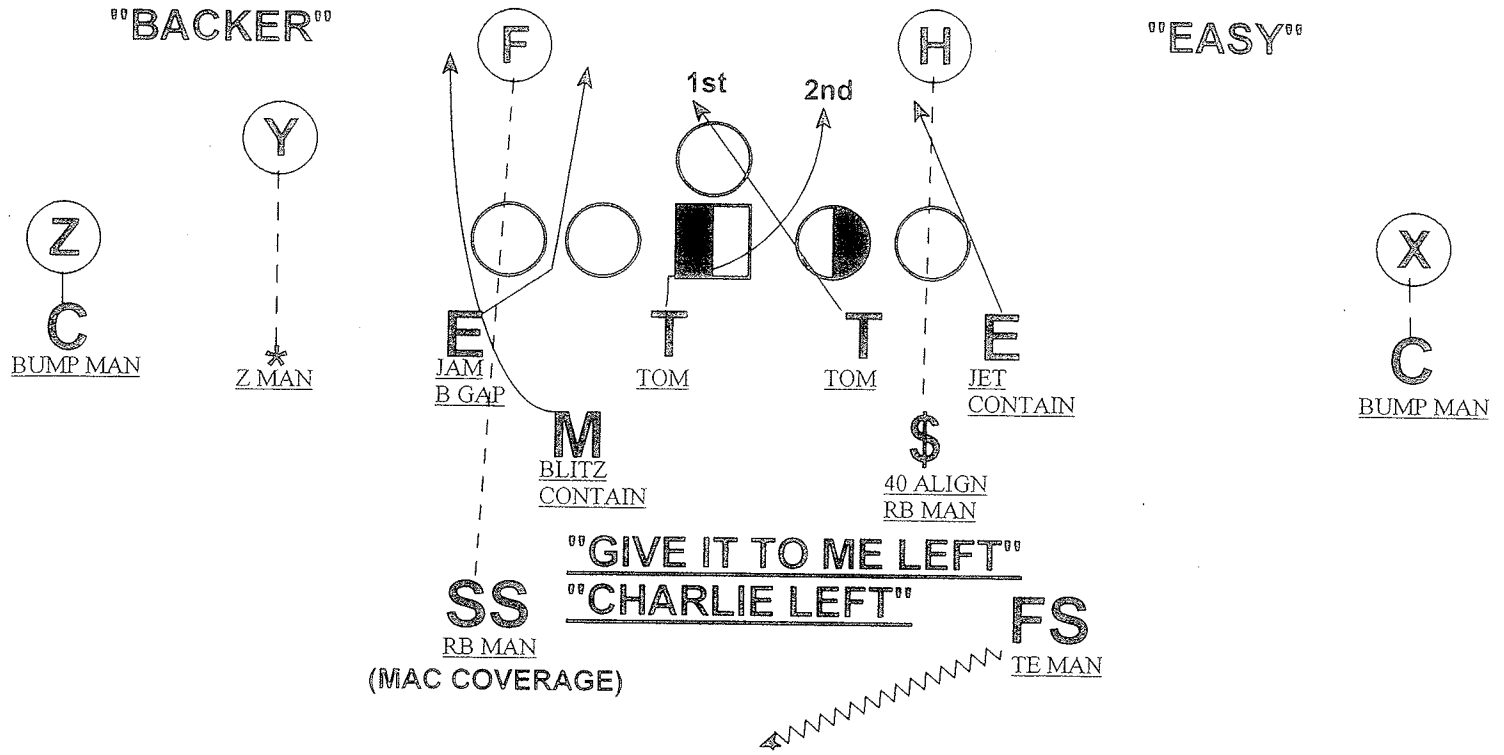
"GIVE IT TO ME LEFT"
"CHARLIE LEFT"

N/D OKIE RAC TOM-O: ADJUSTMENTS



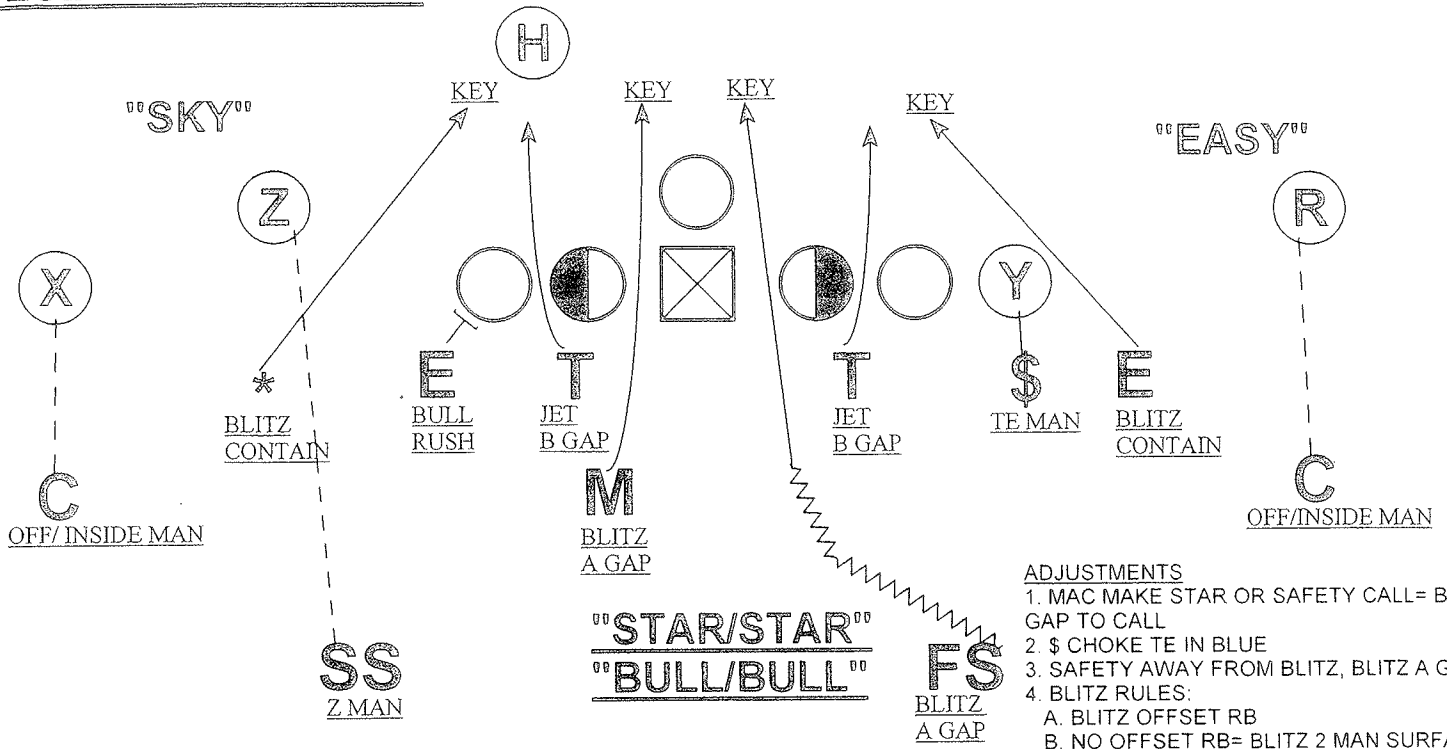
NICKEL / DIME OKIE RAC TOM-0 vs. GOLD = UNDER RAC TOM-0

GOLD SPLIT LT



NICKEL EVEN MOCCA A

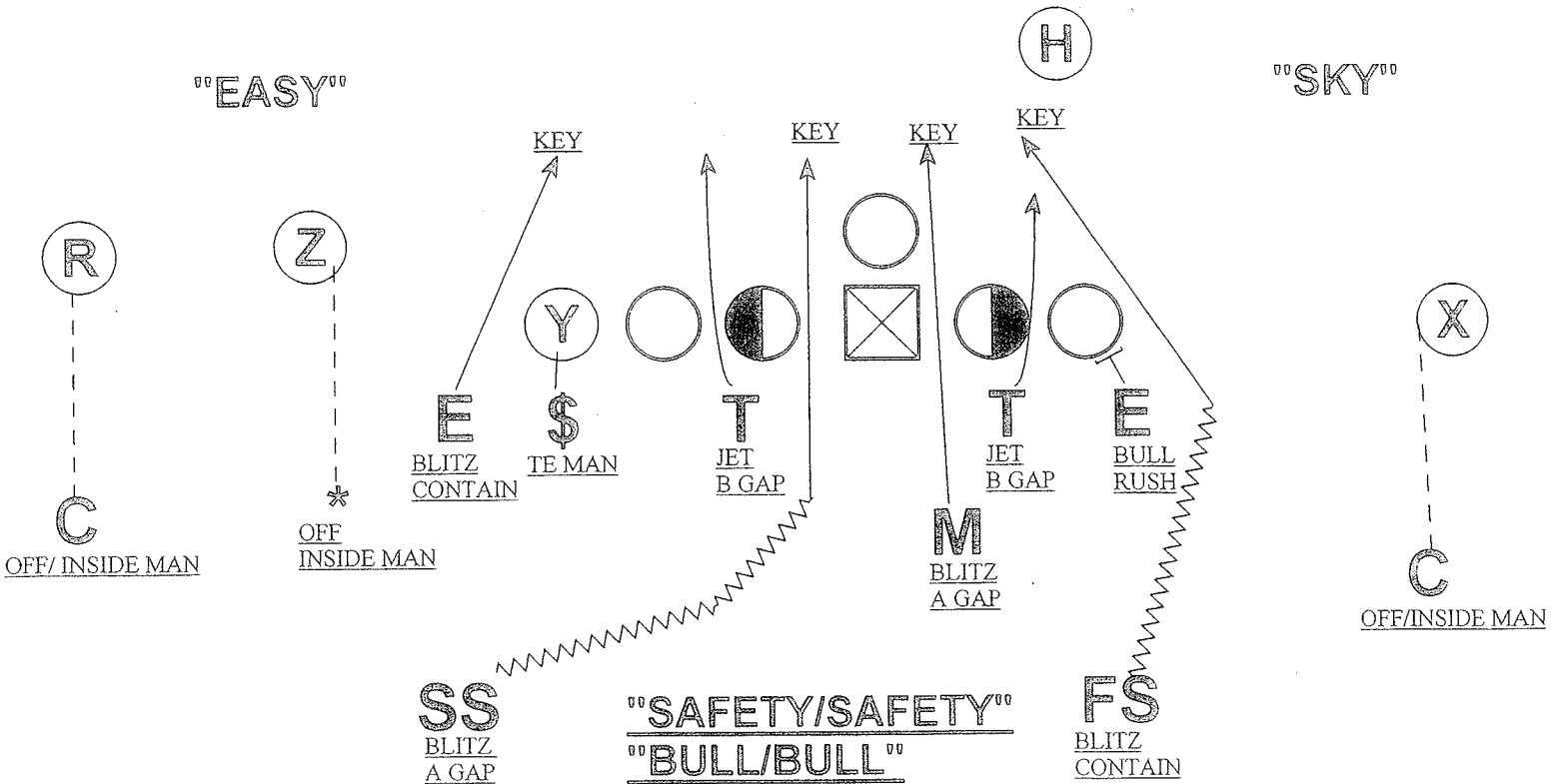
BLUE FAR FLEX LEFT



ADJUSTMENTS

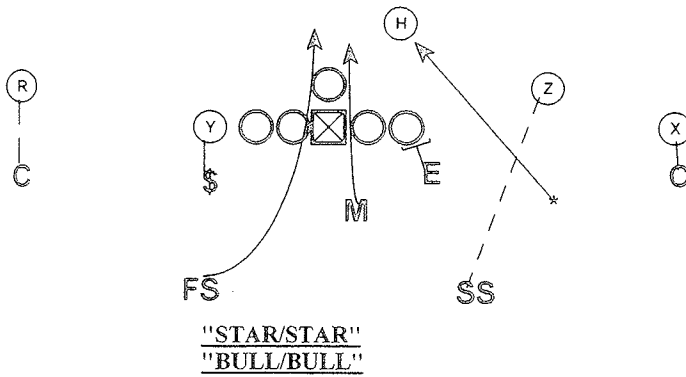
1. MAC MAKE STAR OR SAFETY CALL= BLITZ A GAP TO CALL
2. \$ CHOKE TE IN BLUE
3. SAFETY AWAY FROM BLITZ, BLITZ A GAP
4. BLITZ RULES:
 - A. BLITZ OFFSET RB
 - B. NO OFFSET RB= BLITZ 2 MAN SURFACE
 - C. BLITZ STRONG VS. TWO 2 MAN SURFACE/RB IN 3 SPOT OR GOLD SPLIT
5. ONCE BLITZ IS SET LEAVE IT ON
6. VS. MOTION TO EMPTY MAKE TRACY CALL TC SIDE OF MOTION= SAFETY COVER (MOTION TO A GAP SAFETY SIDE)

BLUE FAR TRAIN LEFT

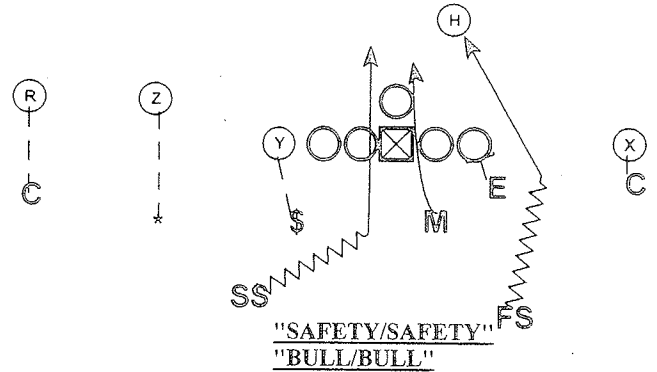


NICKEL EVEN MOCCA A: ADJUSTMENTS

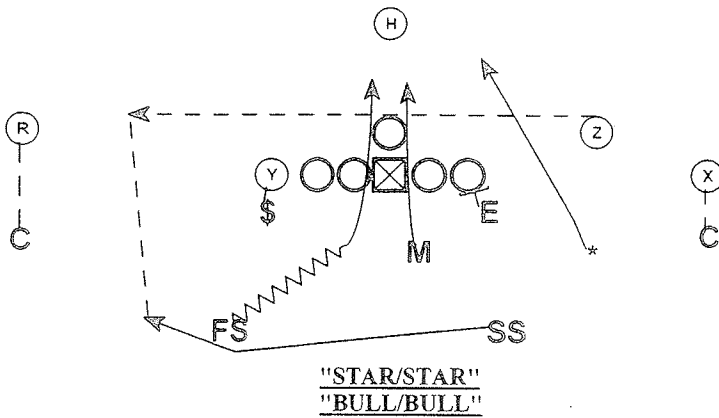
BLUE FAR FLEX RT



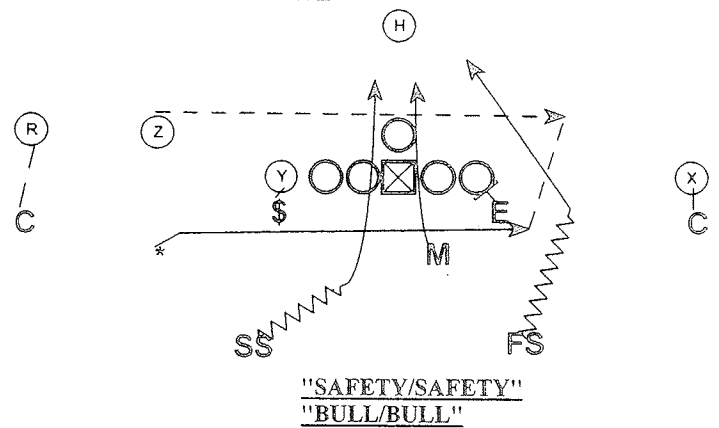
BLUE FAR TRAIN LT



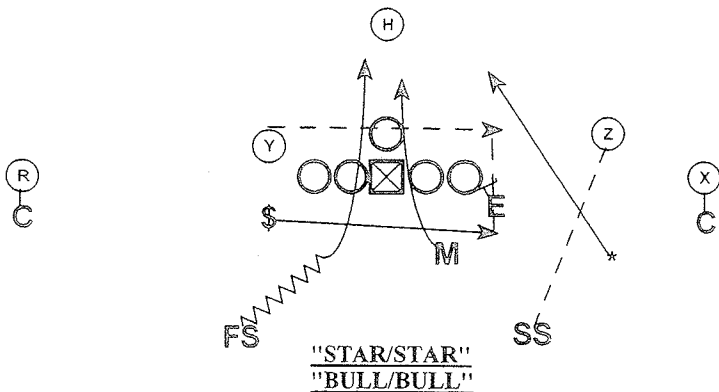
BLUE (ZAC) TRAIN LT



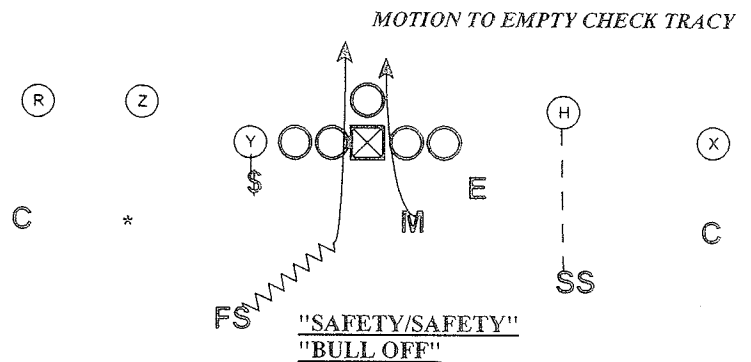
BLUE (ZAC) FLEX RT



BLUE (YAC) TRAIN LT Y OFF

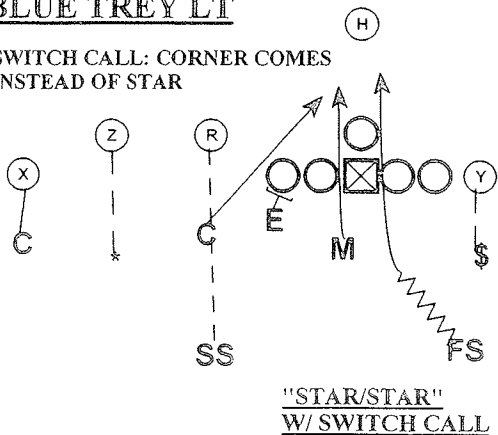


BLUE EMPTY TRAIN H OUT

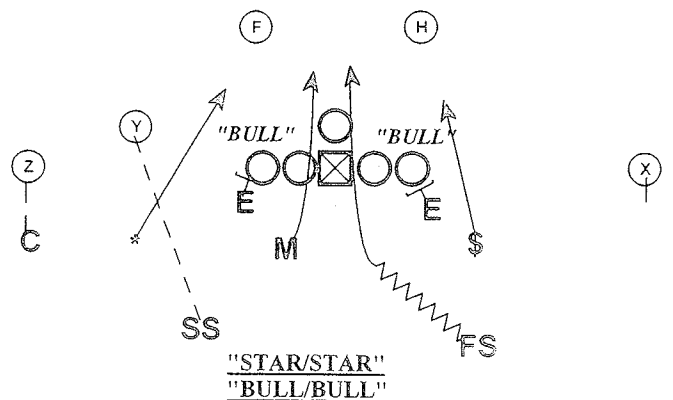


BLUE TREY LT

SWITCH CALL: CORNER COMES
INSTEAD OF STAR



GOLD SPLIT LT

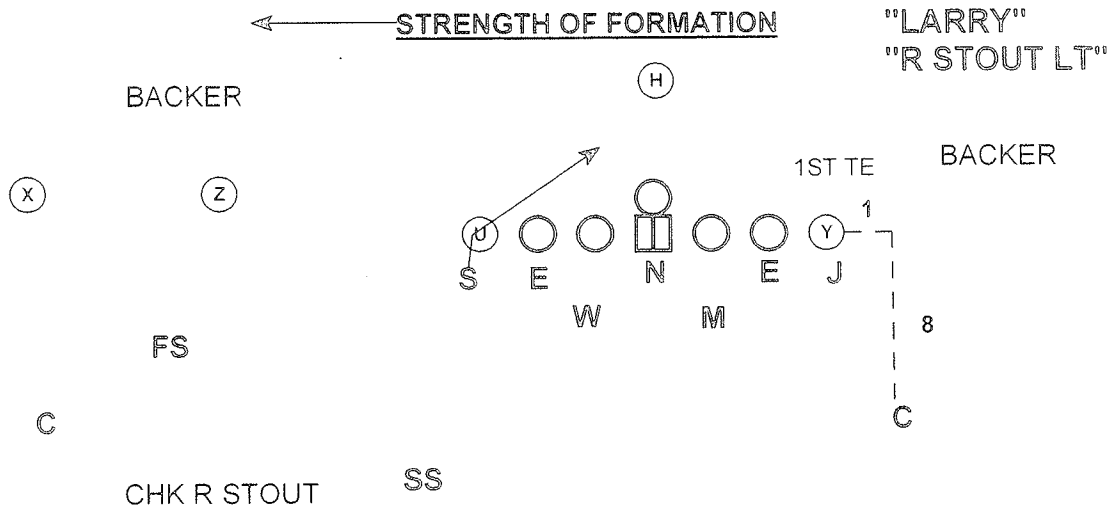


SILVER DOT TREY FORMATION STRENGTH

SILVER DOT TREY LT

BASE STRONG 3 AUTO

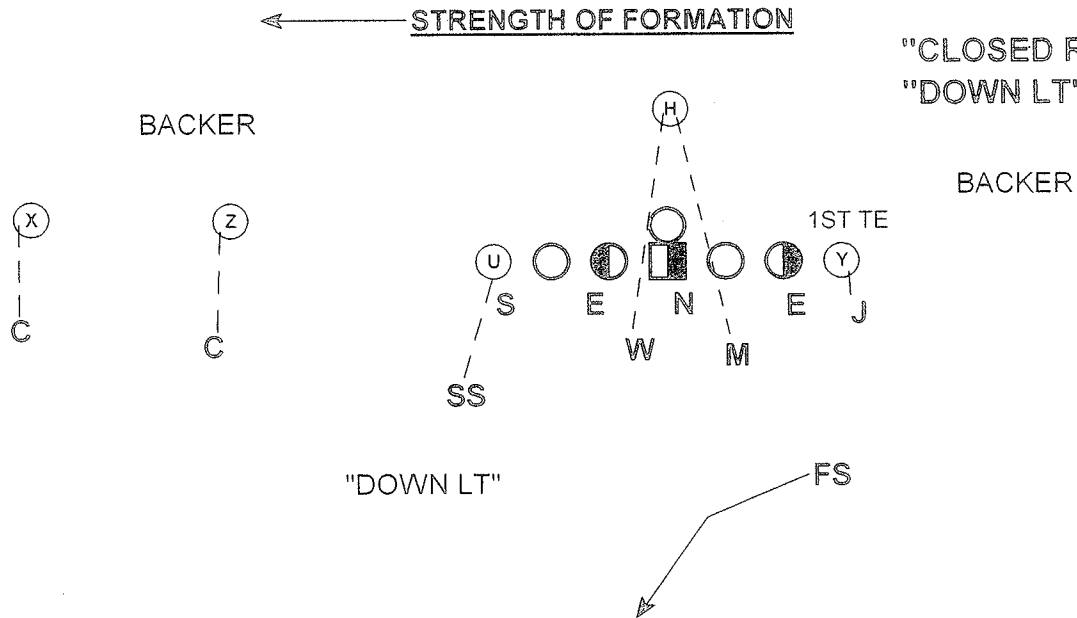
CHK R



SILVER DOT TREY LT

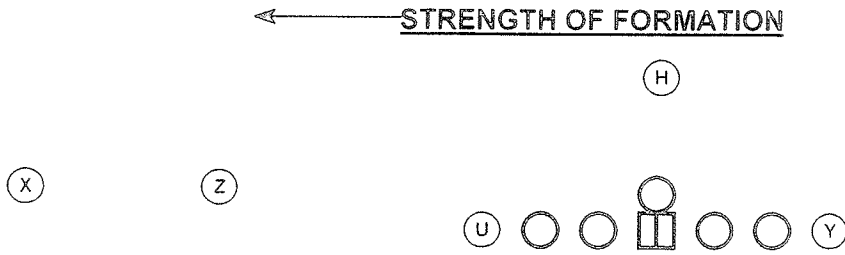
BASE UNDER O 1 ALERT

"CLOSED RT"
"DOWN LT"



SILVER DOT TREY FORMATION STRENGTH

SILVER DOT SLOT LT

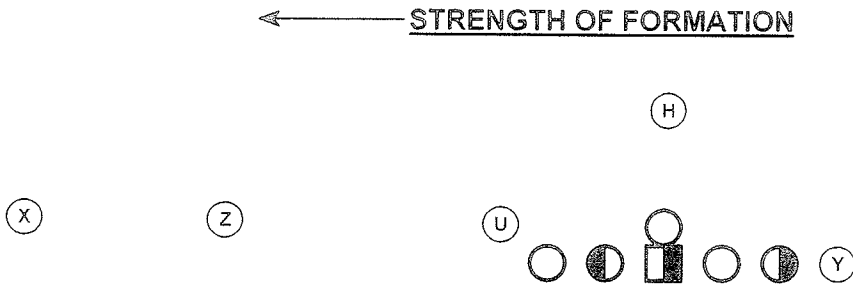


BASE CLOSED SONIC TED
"CLOSED RT"
"SONIC RT"
"2 LT"

40 SWORD OSCAR
"TITE RT"
"SWORD RT"
"OSCAR LT"

← PASSING STRENGTH
← CHK STRONG (R STOUT)

SILVER DEUCE SLOT LT



BASE CLOSED SONIC TED
"CLOSED RT"
"SONIC RT"
"2 LT"

40 SWORD OSCAR
"TITE RT"
"SWORD RT"
"OSCAR LT"

← PASSING STRENGTH
← CHK STRONG (R STOUT)

BASE UNDER (O) SHADE DBL 8 MEG/4 AUTO

ILT

(H)

(F)

(O)

"BACKER"

"CLOUD"

(Z)

(Y)

(O)

(O)

(■)

(◐)

(O)

(X)

(C)

(S)

(E)

(N)

(E)

(J)

(C)

MEG
SEC FORCE

9 TECH
1ST FLAT

5 TECH
CONTAIN

TILT
PRESSURE

HEAVY 3
PRESSURE

GHOST 6
CONTAIN

CLUB
FORCE

(M)

(W)

(KATHY)

ADJUSTMENTS:

30 TECH
QUARTER HOOK

30 TECH
VERTICAL HOOK

1. MIKE MAKE CLOSED LT/RT CALL
2. NAIL STRONG / KATHY WEAK
3. ZEKE YY TRIPS. STOUT VS TRAIN TRIPS.
4. CHECK AUTO VS. 2 OPEN WEAK
5. SLOT= CHECK 4/CORNER OVER
6. YAC- SLIDE LBERS- CHANGE NAIL AND KATHY
7. NAIL VS. ANY BUNCH
8. EMPTY= SLANT STRONG/KATHY WEAK
9. CK AUTO RIP/LIZ VS. ANY ONE BACK DETACHED #2

(NAIL)

SS
NAIL TE
PLUG

"CLOSED LT"
"NAIL LT"
"KATHY RT"

FS
SEC FORCE
DEEP 1/2

SLOT LT

CHECK 4 VS. SLOT

(H)

(F)

(O)

"CLOUD"
"LEACH"

"READ"

(Z)

(O)

(◐)

(■)

(O)

(O)

(Y)

(X)

(C)

(J)

(E)

(N)

(E)

(S)

CRASH 6
CONTAIN

HEAVY 3
PRESSURE

TILT
PRESSURE

5 TECH
CONTAIN

6 TECH
CURL FLAT

BUMP
KATHY
FORCE

(C)

(W)

(M)

LEACH
FILL
SHOW COVER 1

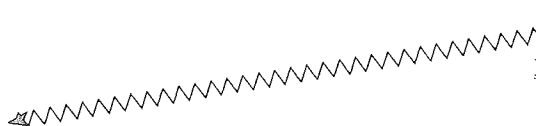
W30 TECH
RELATE #3

30 GAP TECH
#4/1ST CROSSER

SS
DEEP 1/2

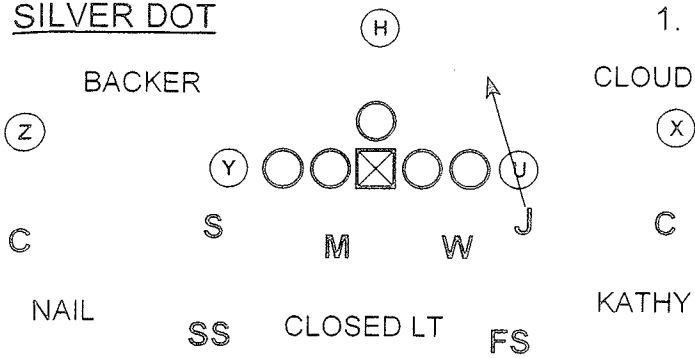
"CLOSED RIGHT"
"4 LEFT"

FS
DEEP 1/2

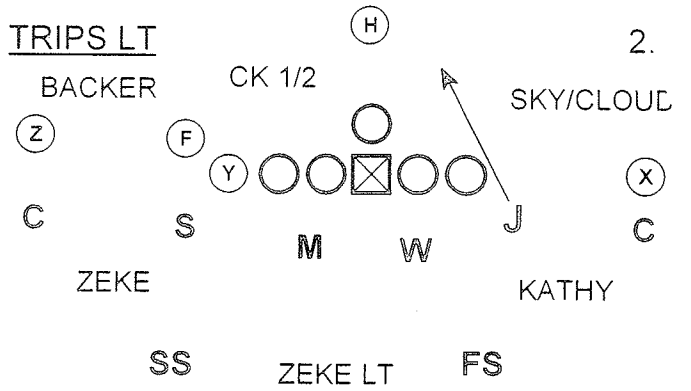


BASE UNDER (O) SHADE DBL 8 MEG/4 AUTO: ADJUSTMENT

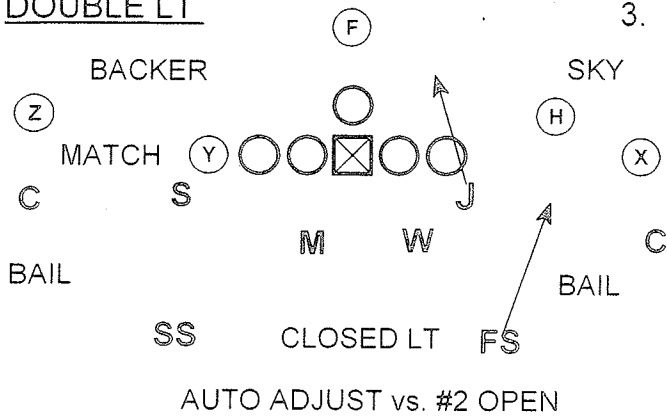
SILVER DOT



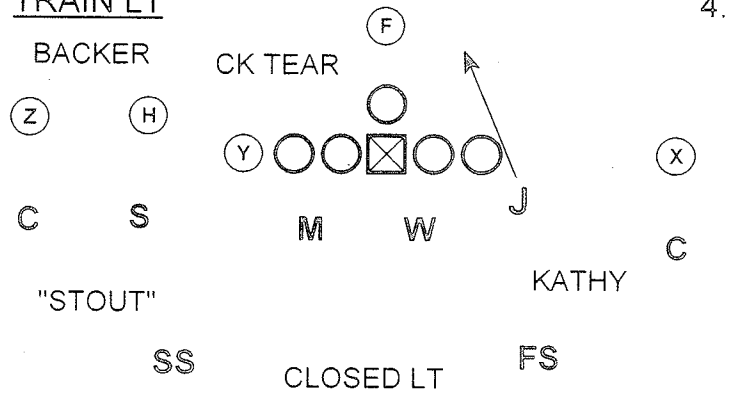
TRIPS LT



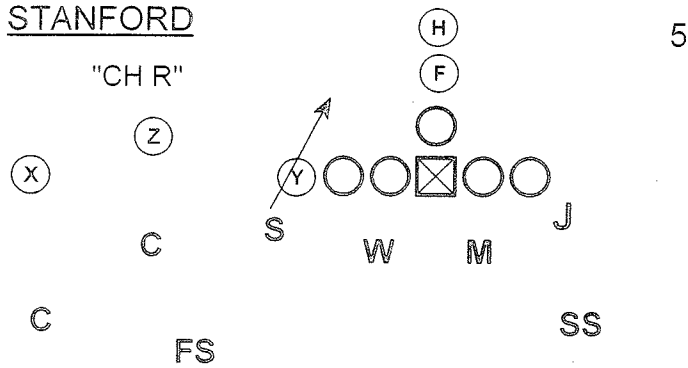
DOUBLE LT



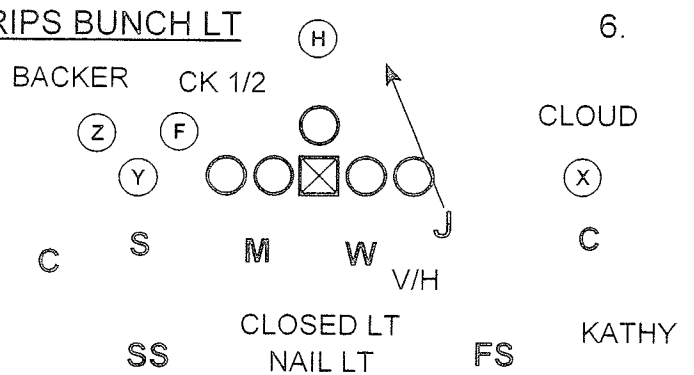
TRAIN LT



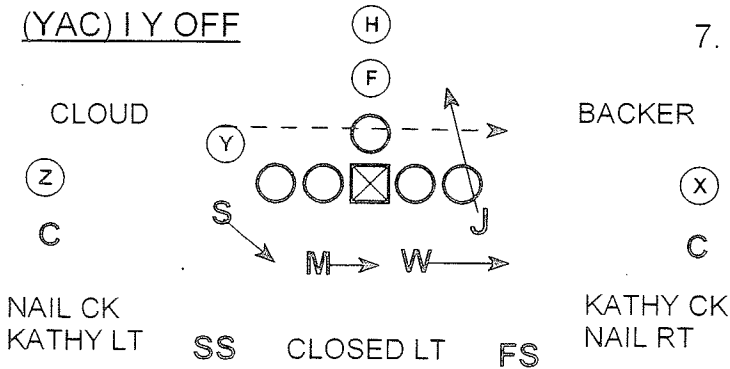
STANFORD



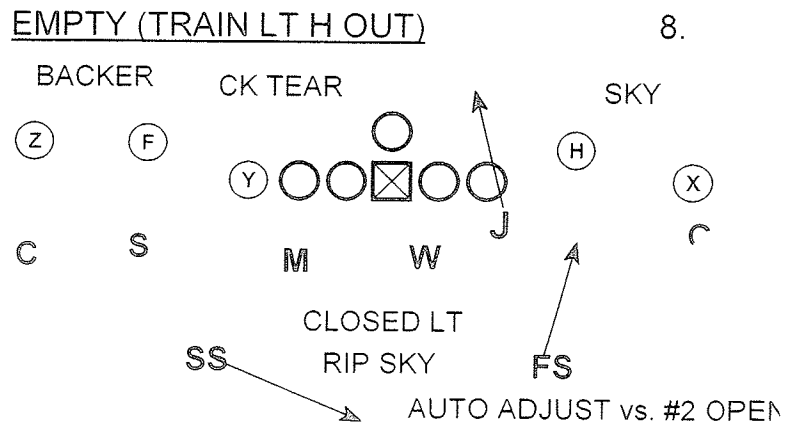
TRIPS BUNCH LT



(YAC) I Y OFF

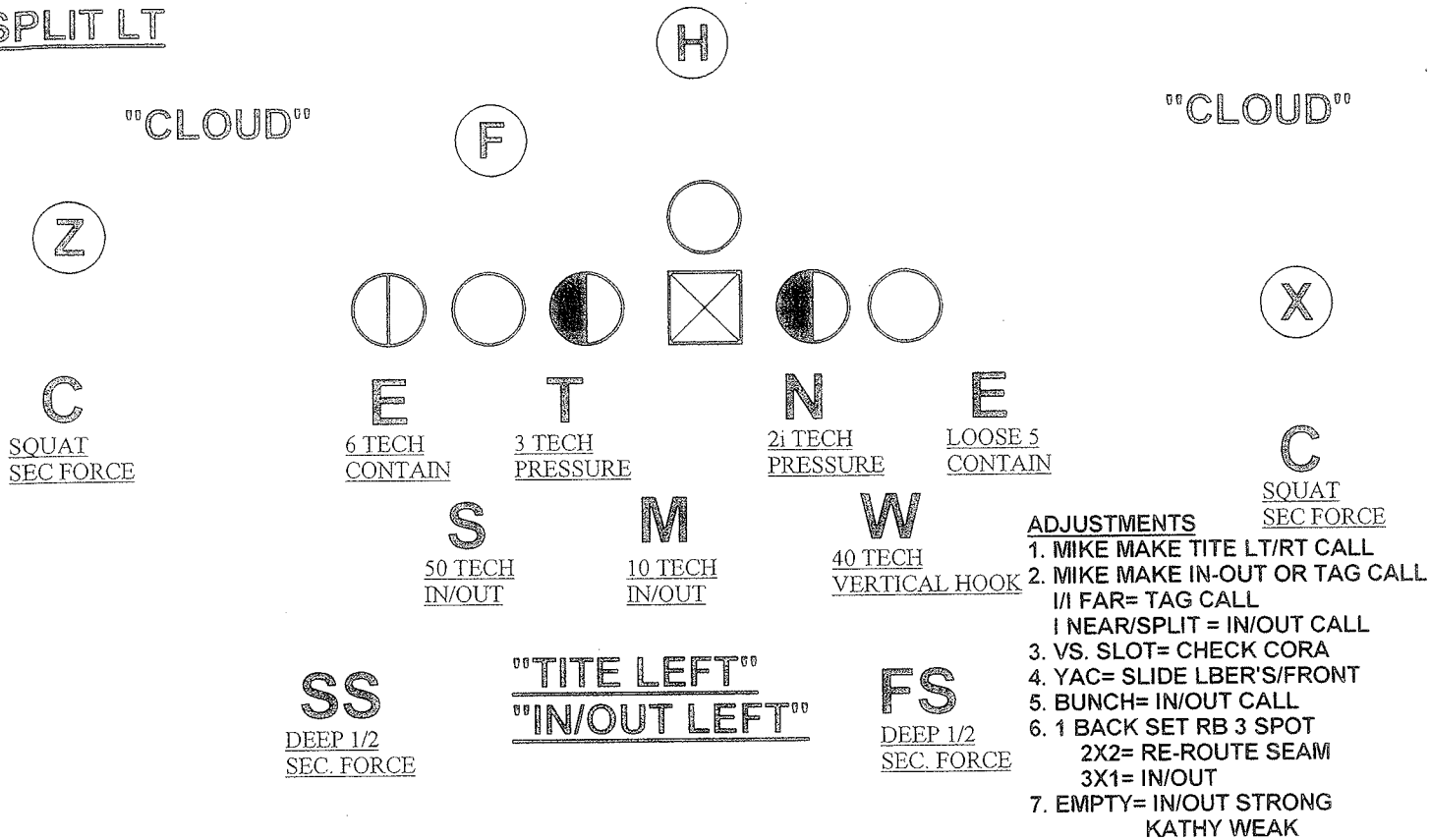


EMPTY (TRAIN LT H OUT)

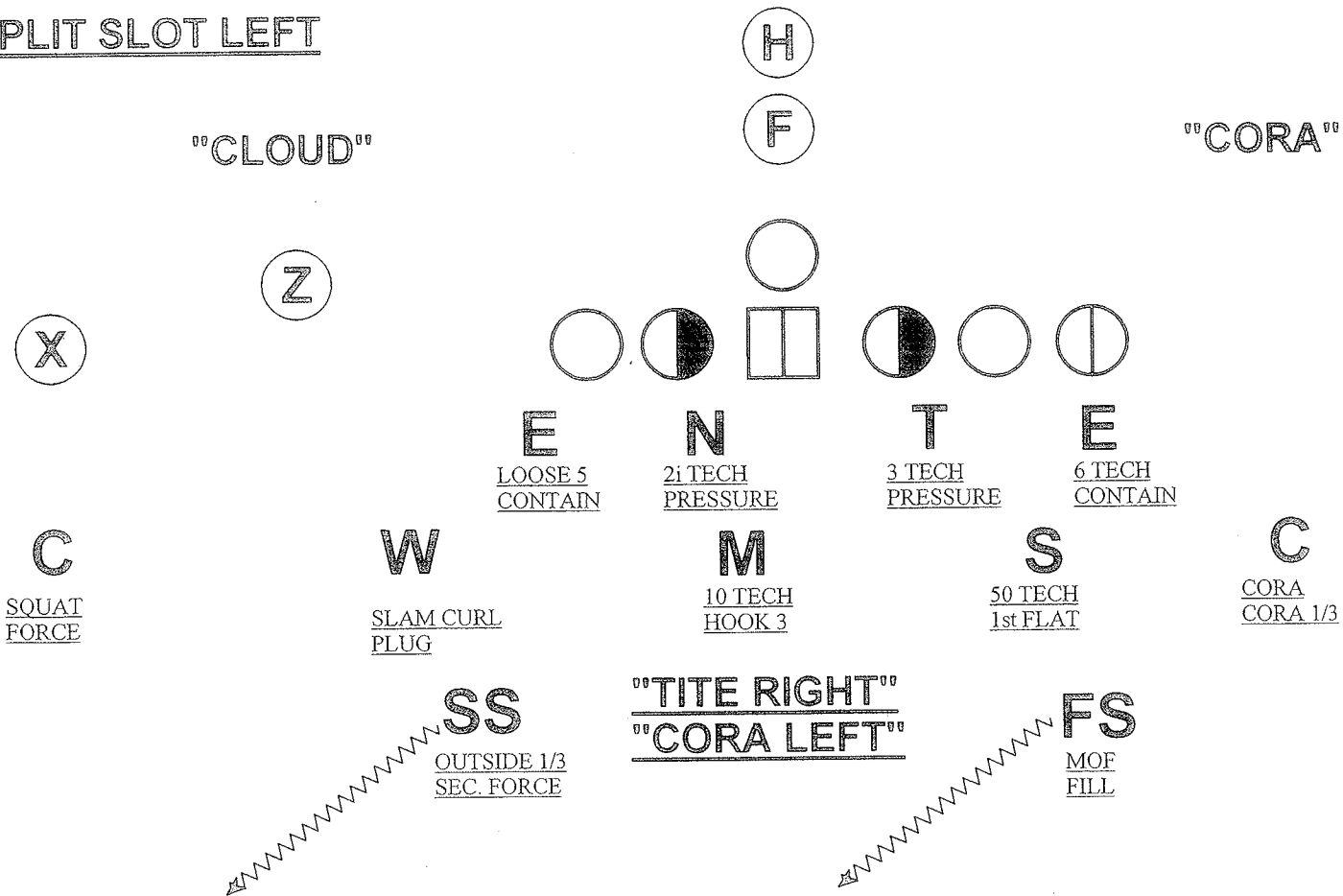


40 2 SLIDE

SPLIT LT



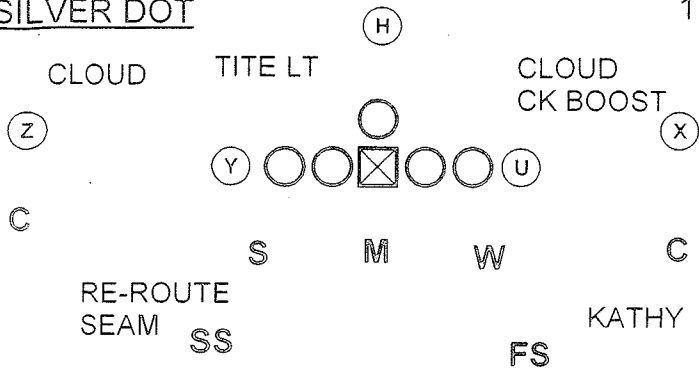
SPLIT SLOT LEFT



40 2 SLIDE

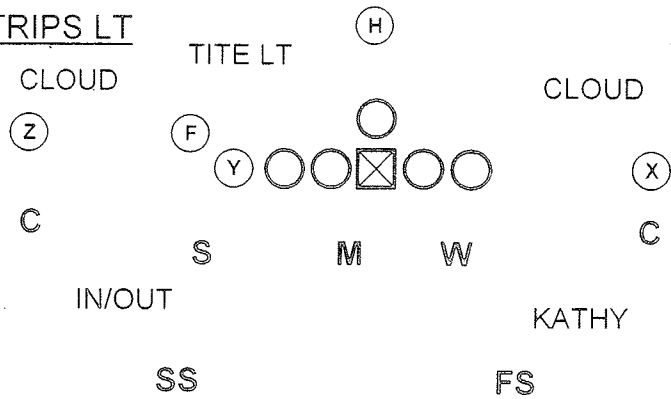
SILVER DOT

1.



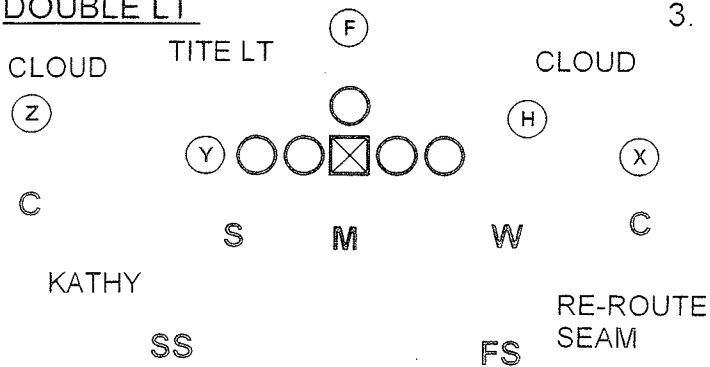
TRIPS LT

2.



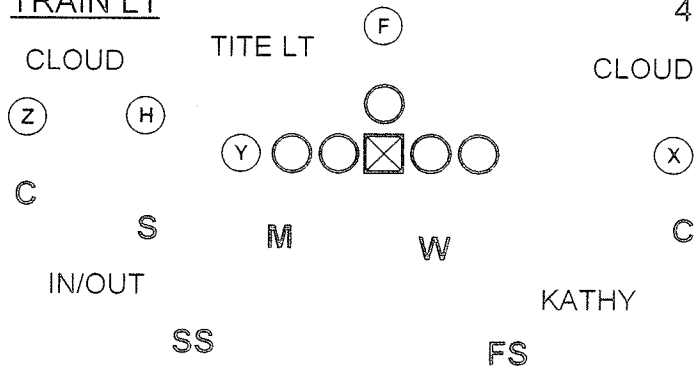
DOUBLE LT

3.



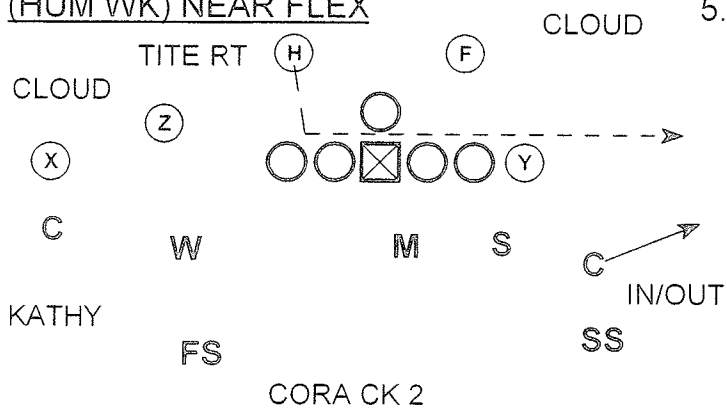
TRAIN LT

4.



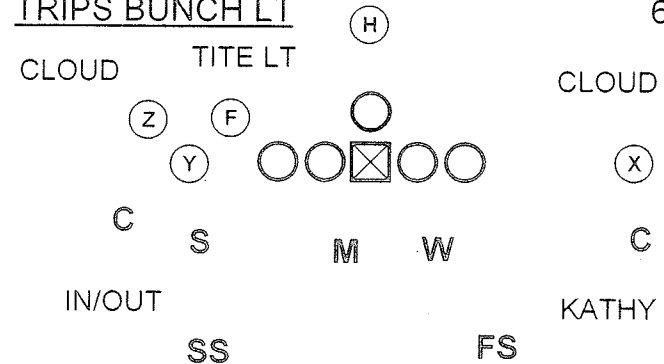
(HUM WK) NEAR FLEX

5.



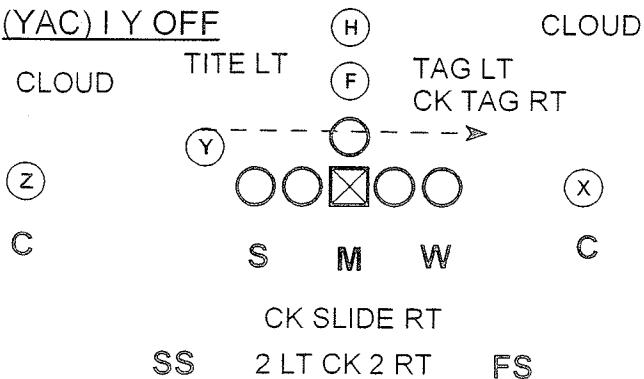
TRIPS BUNCH LT

6.



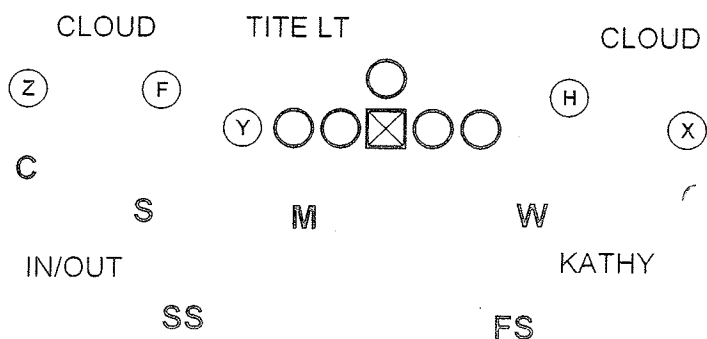
(YAC) I Y OFF

7.



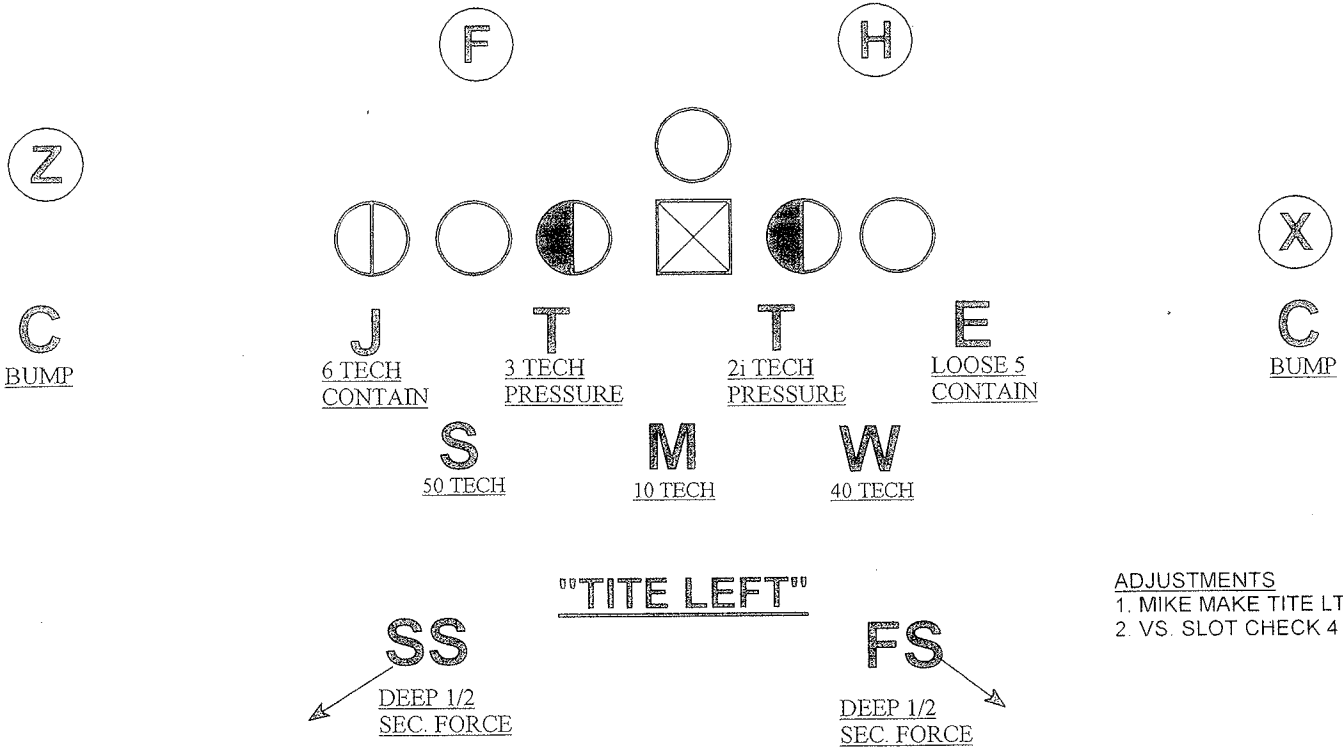
EMPTY (TRAIN LT H OUT)

8.

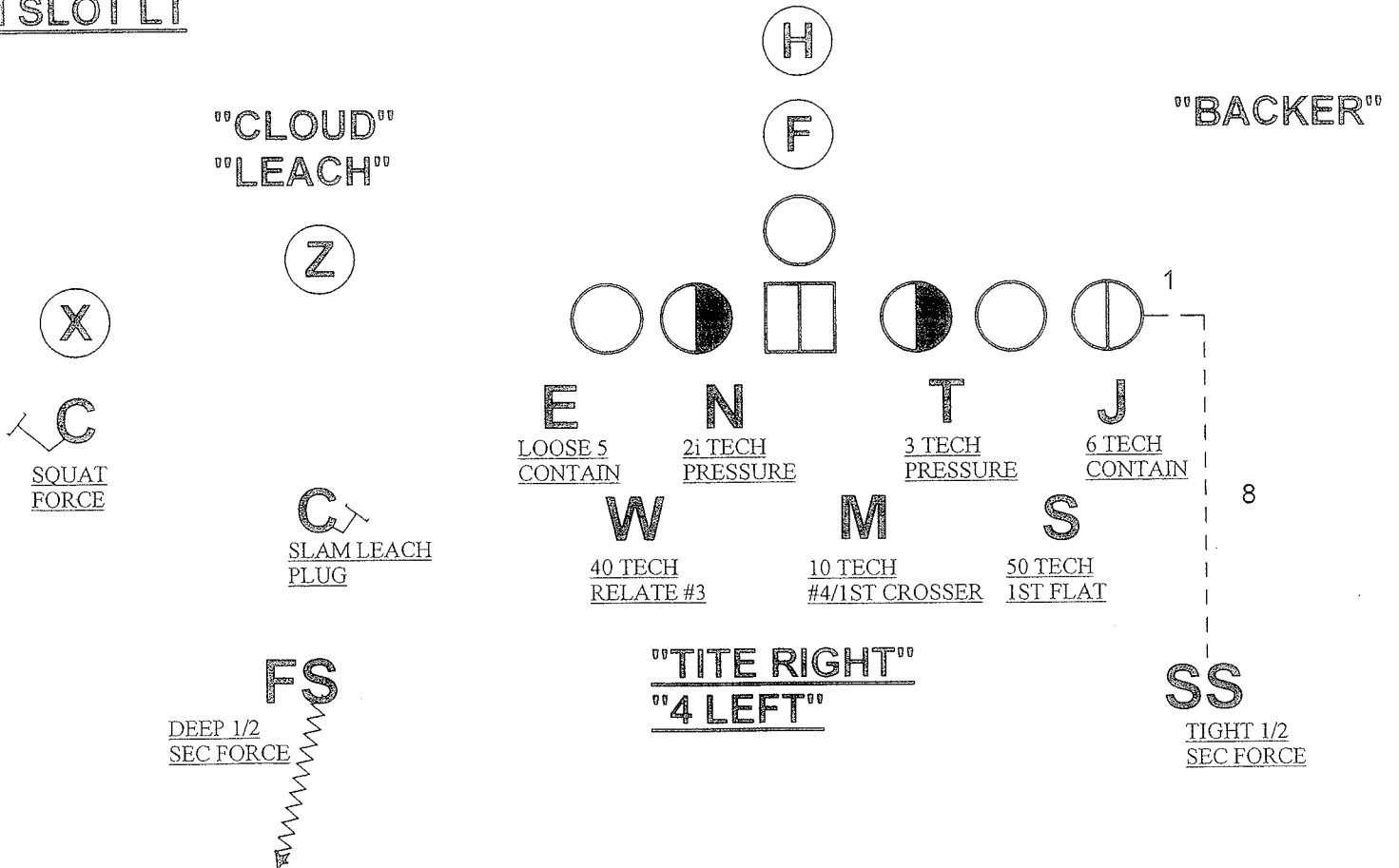


SPLIT LT

40 DBL 2/4 (BUMP)



ISLOT LT

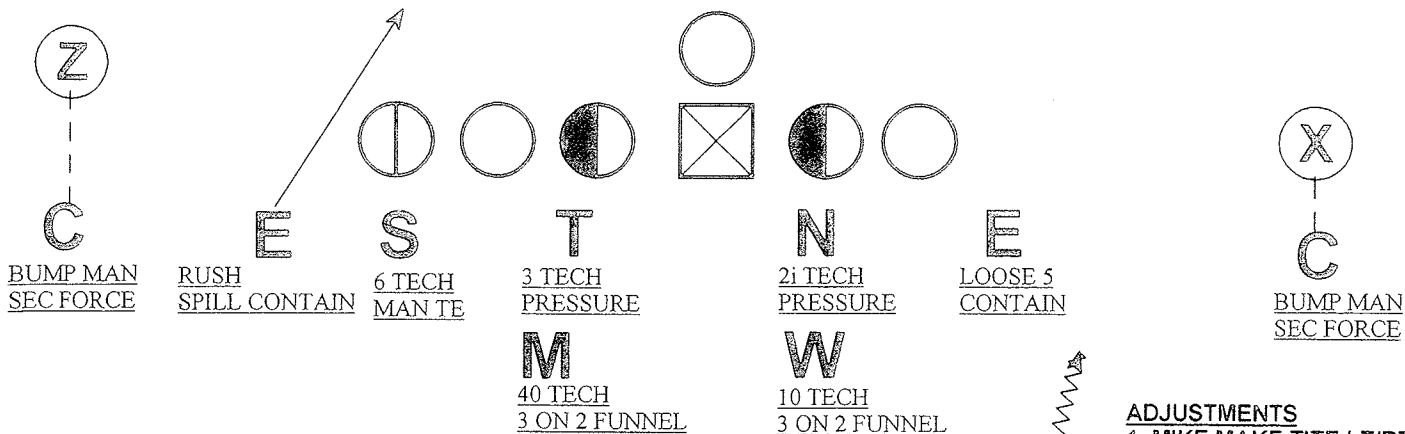


40 POINT 9 RAI

LLT

"BACKER"

"SKY"



SS
MOF
FILL

"TITE LEFT"
"DOWN RIGHT"

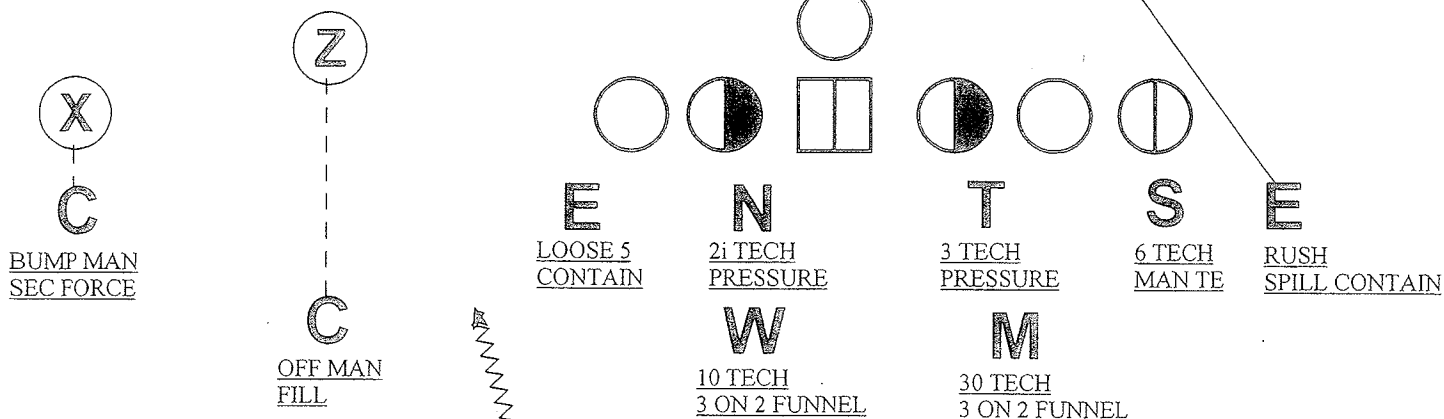
FS
3 ON 2 FUNNEL
FORCE

- ADJUSTMENTS**
1. MIKE MAKE TITE LT/RT CALL
 2. SAFETIES MAKE DOWN LT/RT CALL TO SE UNLESS RB OFFSET TO TE
 3. ROCKET ALL BREAKS
 4. CORNERS MATCH UP VS. SLOT
 6. YAC= SAM TAKES TE
 7. Y TRADE= RELOAD FRONT
 8. BUNCH= LOCK AND LEVEL
 9. 2 MAN STACK= PUSH #1 BEHIND #2
 10. EMPTY= RAZOR

I SLOT LEFT

"SKY"

"BACKER"



FS
3 ON 2 FUNNEL
FORCE

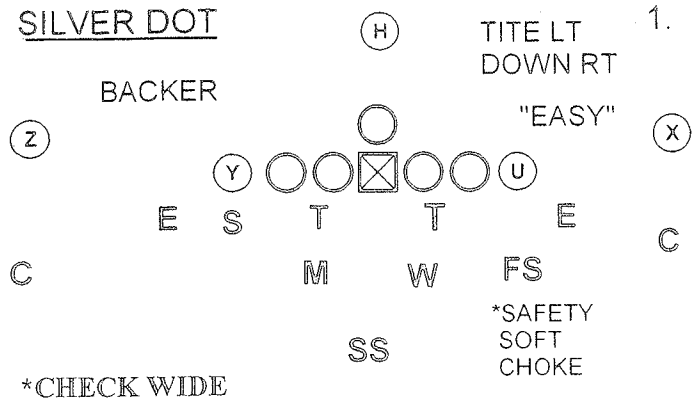
"TITE RIGHT"
"DOWN LEFT"

SS
MOF
FILL

40 POINT 9 RAT

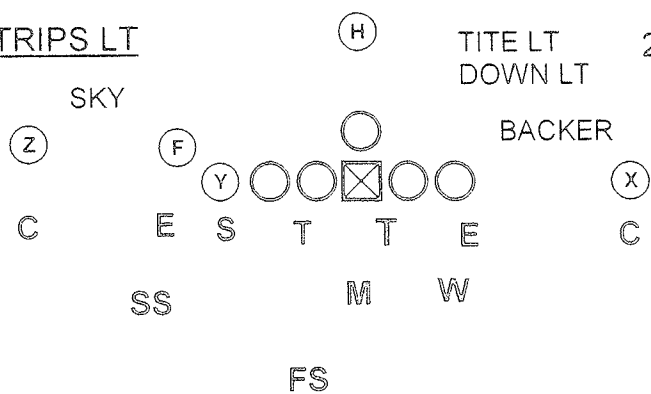
SILVER DOT

TITE LT
DOWN RT 1.



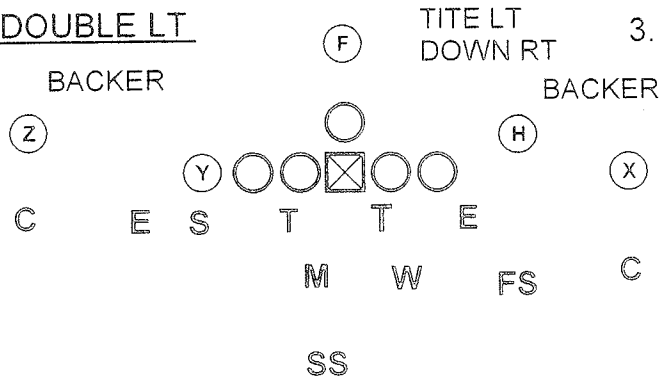
TRIPS LT

TITE LT
DOWN LT 2.



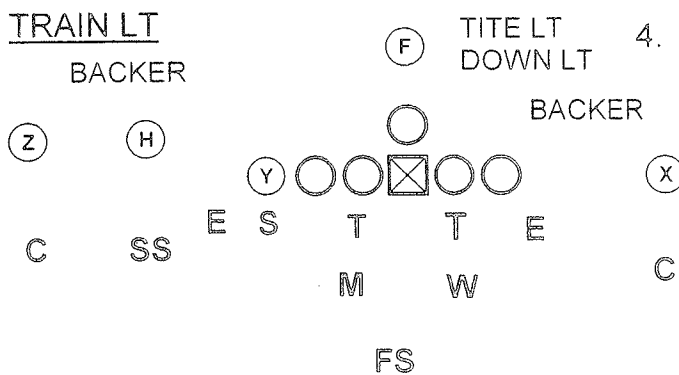
DOUBLE LT

TITE LT
DOWN RT 3.



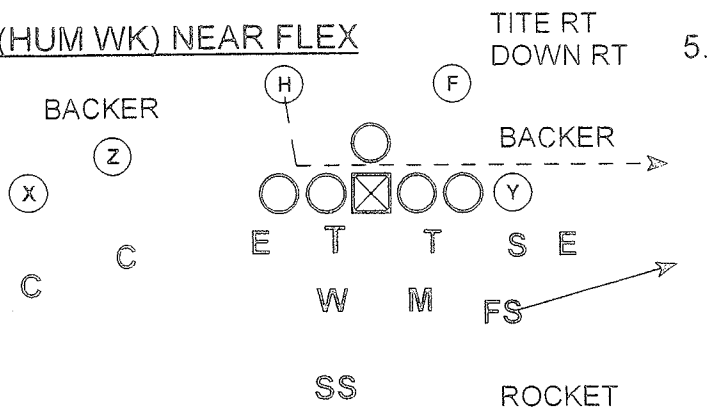
TRAIN LT

TITE LT
DOWN LT 4.



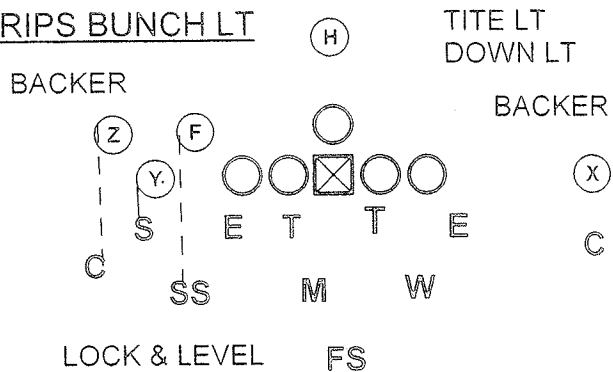
(HUM WK) NEAR FLEX

TITE RT
DOWN RT 5.



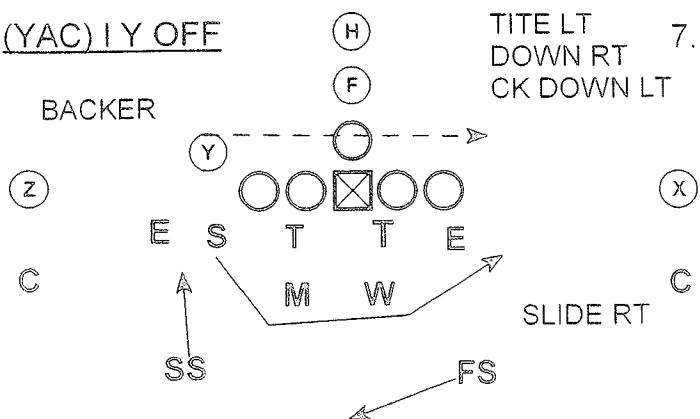
TRIPS BUNCH LT

TITE LT
DOWN LT 6.



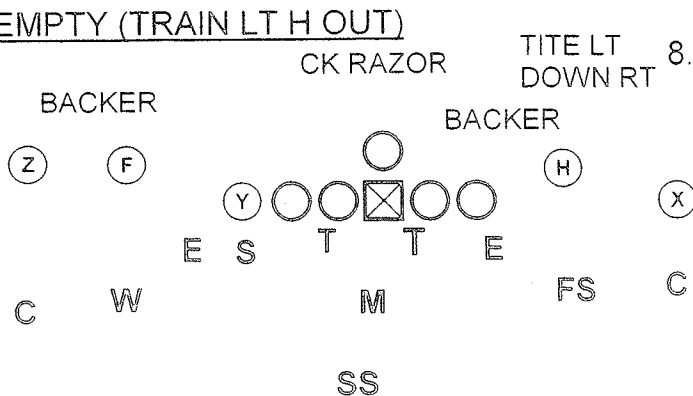
(YAC) IY OFF

TITE LT
DOWN RT 7.
CK DOWN LT



EMPTY (TRAIN LT H OUT)

TITE LT
DOWN RT 8.



ILT

"BACKER"

"BACKER"

(Z)

(H)

(F)

(O)

(|)

(O)

(◐)

(X)

(◑)

(O)

(X)

C

BAIL 1/3
SEC FORCE

E

6 TECH
CONTAIN

T

3 TECH
PRESSURE

N

2i TECH
PRESSURE

E

LOOSE 5
CONTAIN

C

BAIL 1/3
SEC FORCE

S

JUMP TECH
CURL FLAT

M

40 TECH WEAK
STRONG HOOK

W

10 TECH
WEAK HOOK

SS

FILL
MOF

"TITE LEFT"

"RIP SKY"

FS

CURL FLAT
FORCE

ADJUSTMENTS

- MIKE MAKE TITE LT/RT CALL
- BACKFIELD SET DETERMINES COVER #4 WEAK= COVER 6 (I FAR/SPLIT) NO #4 WEAK= 6 SKATE (I/I NEAR)
- TRIPS= 6 SKATE (SAM WALKS) SE BREAKS= RIP/LIZ
- VS. YAC- TINA= RIP/LIZ SKY
- Y TRADE= RELOAD FRONTS
- EMPTY= CHECK ZEBRA
- BUNCH= SKATE

CHECK 4 VS. SLOT

I SLOT LT

"SKY"
"LEACH"

"BACKER"

(Z)

(H)

(F)

(O)

(O)

(◐)

(|)

(◑)

(O)

(|)

C

SQUAT
SEC FORCE

E

LOOSE 5
CONTAIN

N

2i TECH
PRESSURE

T

3 TECH
PRESSURE

E

6 TECH
CONTAIN

C

SLAM LEACH
FILL

W

40 TECH
RELATE #3

M

10 TECH
#4/1ST CROSSER

S

50 TECH
1ST FLAT

FS

DEEP 1/2
FORCE

"TITE RIGHT"

"4 LEFT"

SS

AREA
FILL

40/41 DBL 6 ADJUSTED/4

VS. SILVER

ILT

"BACKER"

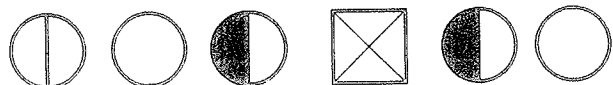
"BACKER"

H

F

O

Z



X

C

MEG
SEC FORCE

E

6 TECH
CONTAIN

T

3 TECH
PRESSURE

N

2i TECH
PRESSURE

E

LOOSE 5
CONTAIN

C

MEG
SEC FORCE

S

JUMP TECH
BUZZ FLAT

M

10 TECH WEAK
RELATE #3

W

50 TECH
#4/1ST CROSSER

- ADJUSTMENTS
1. MIKE MAKE TITE LT/RT CALL
 2. BACKFIELD SET DETERMINES COVERAGE
#4 WEAK= COVER 6
(1 FAR/SPLIT)
NO #4 WEAK= 3 BUZZ MABLE
(1/I NEAR)
 3. TRIPS= 3 BUZZ MABLE (SAM WALKS)
SE BREAKS= RIP/LIZ
 4. VS. YAC- TINA= RIP/LIZ SKY
 5. Y TRADE= RELOAD FRONTS
 6. EMPTY= CHECK ZEBRA
 7. BUNCH= SKATE

SS

LINDA BUZZ
PLUG

"TITE LEFT"

"LINDA BUZZ"

FS

MOF
FILL

CHECK 4 VS. SLOT

I SLOT LT

"SKY"
"LEACH"

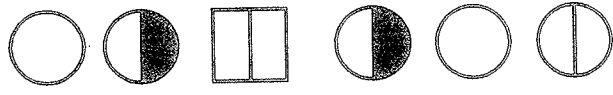
"BACKER"

H

F

O

Z



X

C

SQUAT
SEC FORCE

E

LOOSE 5
CONTAIN

N

2i TECH
PRESSURE

T

3 TECH
PRESSURE

E

6 TECH
CONTAIN

C

SLAM LEACH
FILL

W

40 TECH
RELATE #3

M

10 TECH
#4/1ST CROSSER

S

50 TECH
1ST FLAT

FS

DEEP 1/2
FORCE

"TITE RIGHT"

"4 LEFT"

SS

AREA
FILL

NICKEL/DIME OKIE (SHORT) TR 88/6 BRONCO

BLUE FLEX LEFT

(H)

COVER 88

(R)

(O)

(Z)



(X)

I
C

E T T E

"CLAMP RT"

"KATHY"
ALERT SMASH

\$ M

←~~~~~*
NO CARRY

C

SS "COVER 88" FS

BLUE TRAIN LEFT

(H)

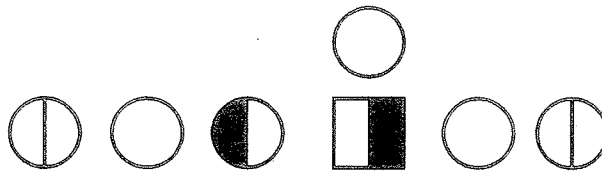
COVER 6

"SKATE"

"RITA SKY"

(R)

(Z)



(X)

C

E T N E

C

ZONE 1/3

*
SKATE

\$
STRONG HOOK

M
WEAK HOOK

SS
MOP
~~~~~

"TITE LEFT"  
"RITA SKY"

FS  
#4/1ST CROSSER  
BODY POSITION ON X  
~~~~~

BAIL 1/3

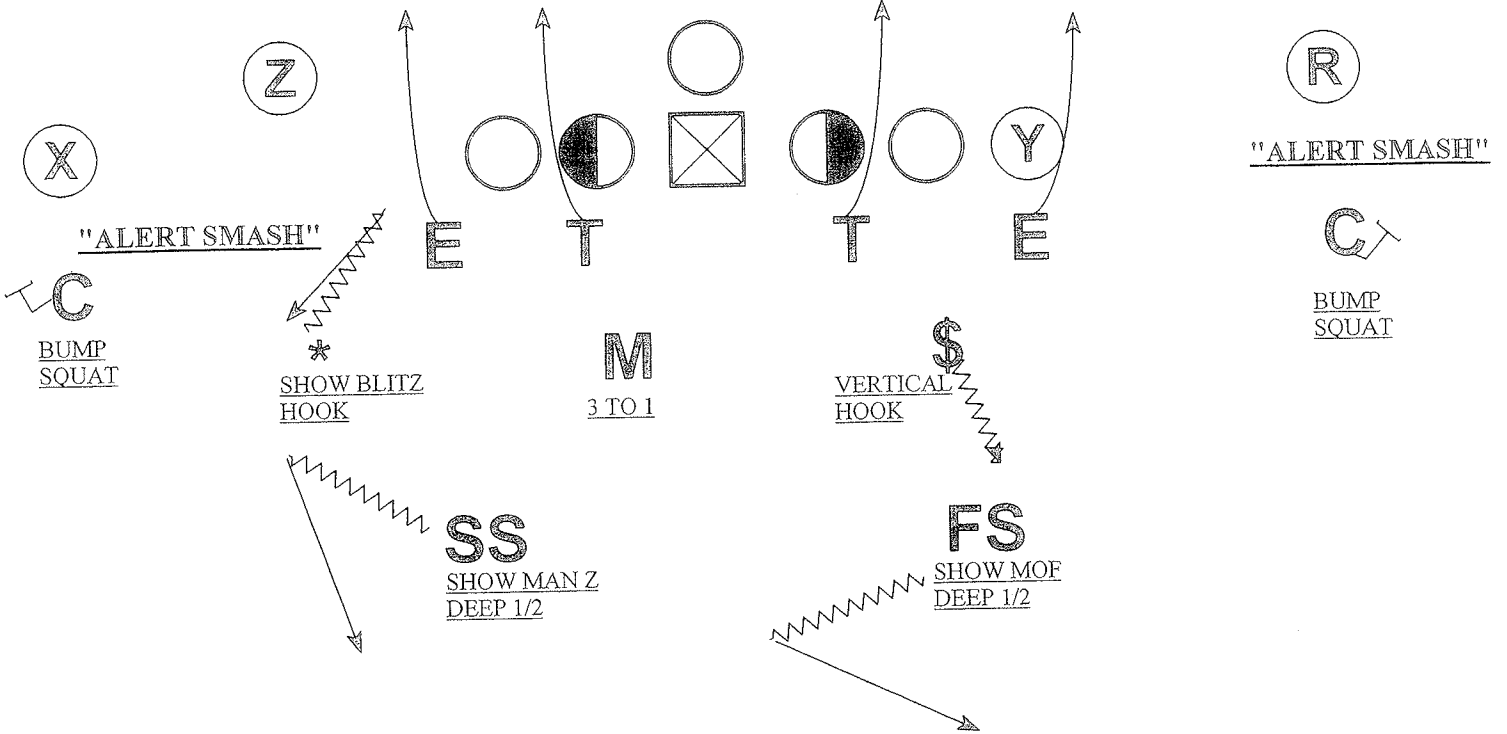
EVEN SHOW 2 BUMP

UE FLEX LEFT

(H)

"CLOUD"

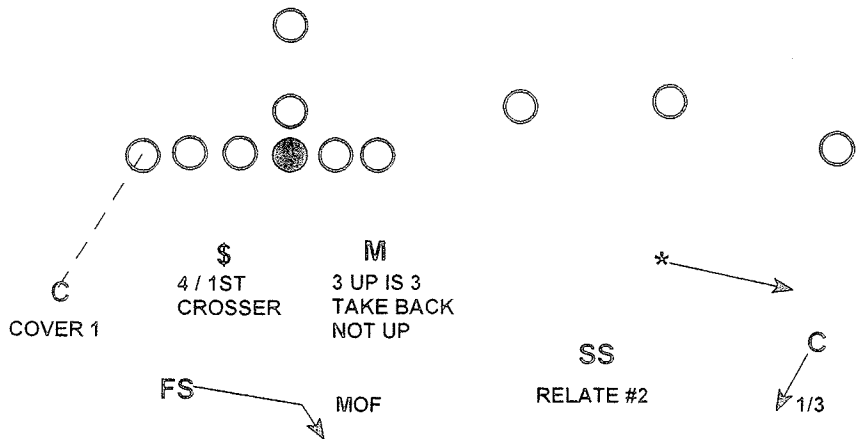
"CLOUD"



***SHOW LIKE STAR IS COMING, SAFETIES ROTATE TO MAN FREE THEN PLAY COVER 2 ON SNAP

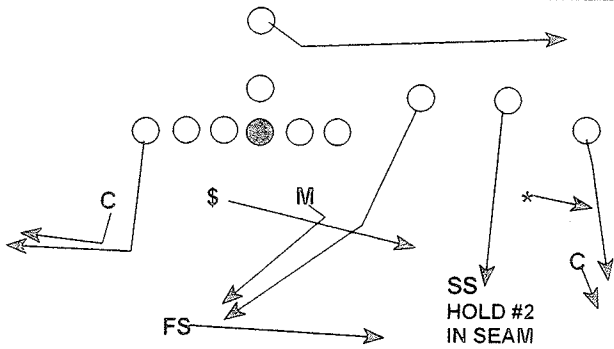
BRONCO

VS. 3 DEEPS CHECK BRONCO/ VS. COVER 7 CHECK SIN

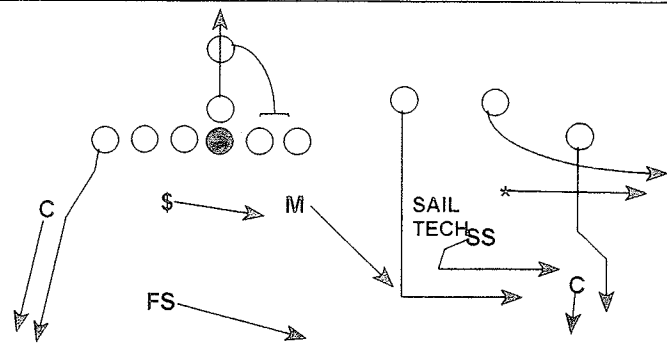


BRONCO = 3 BUZZ MABLE

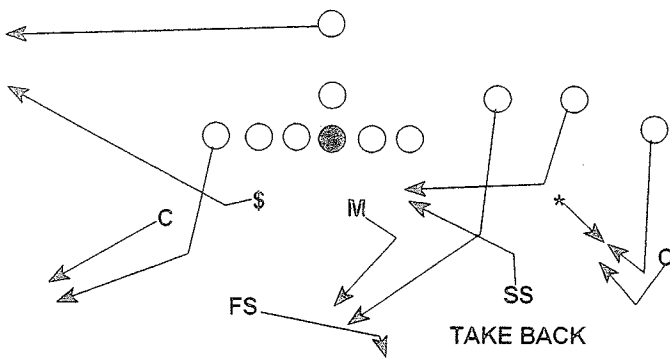
1.



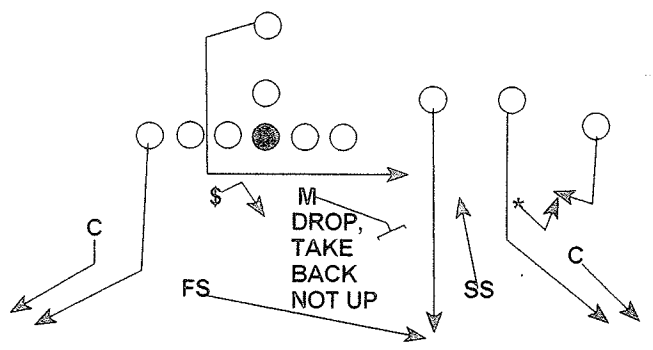
2..



3.



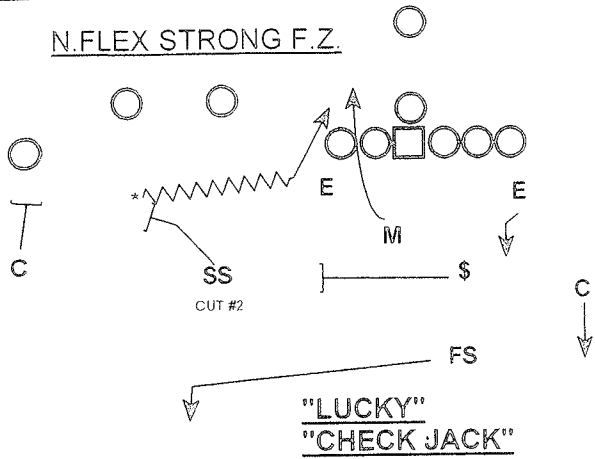
4.



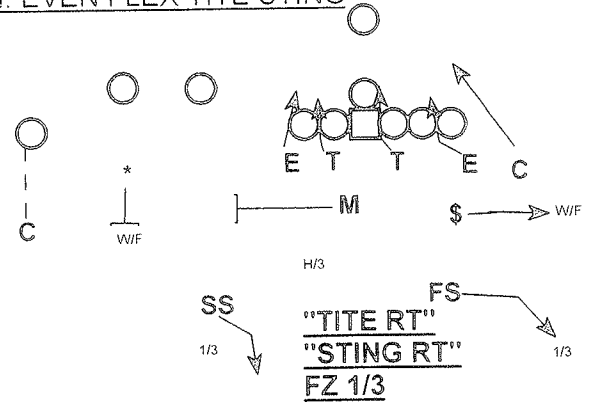
TREY CHECKS

FALL 8/3/2008

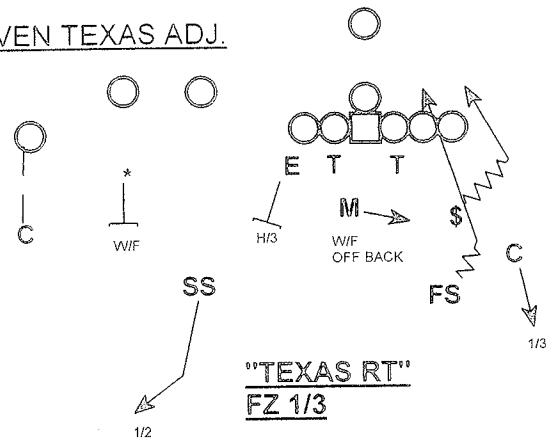
1. N. FLEX STRONG F.Z.



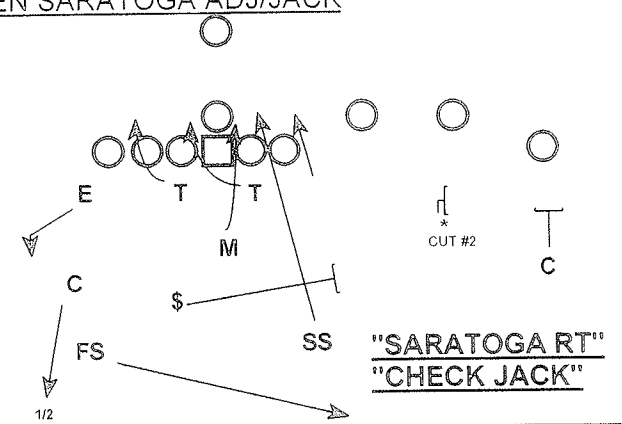
2. N. EVEN FLEX TITE STING



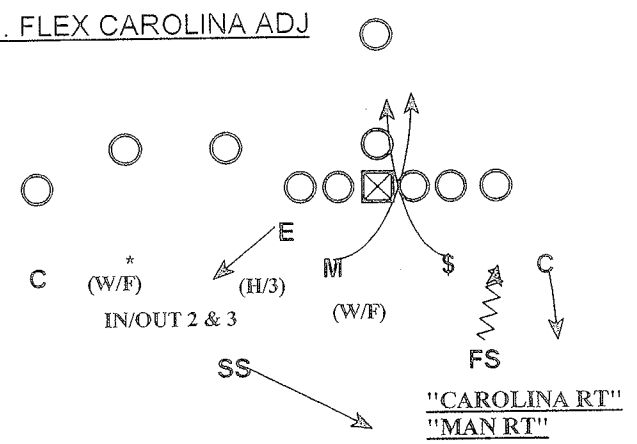
3. N. EVEN TEXAS ADJ.



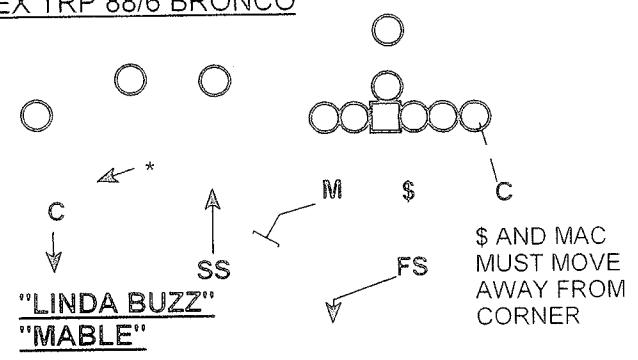
4. N. EVEN SARATOGA ADJ/JACK



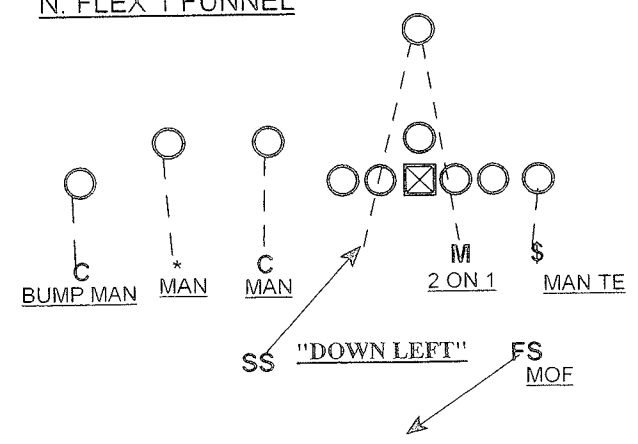
5. N. FLEX CAROLINA ADJ



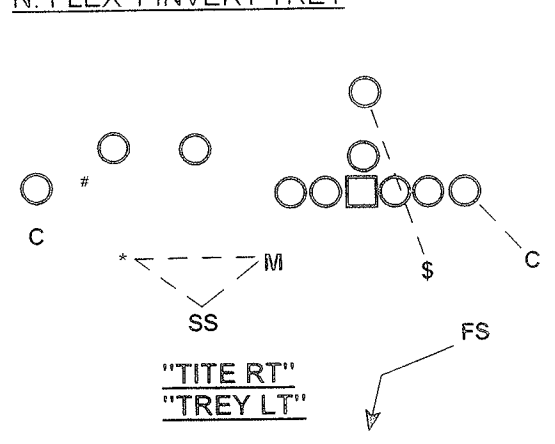
6. N. FLEX ZONE OPEN N. FLEX 6 BUMP BRONCO (BRONCO = 3 BUZZ MABLE) N. FLEX TRP 88/6 BRONCO



7. N. FLEX 1 FUNNEL



8. N. FLEX 1 INVERT TREY



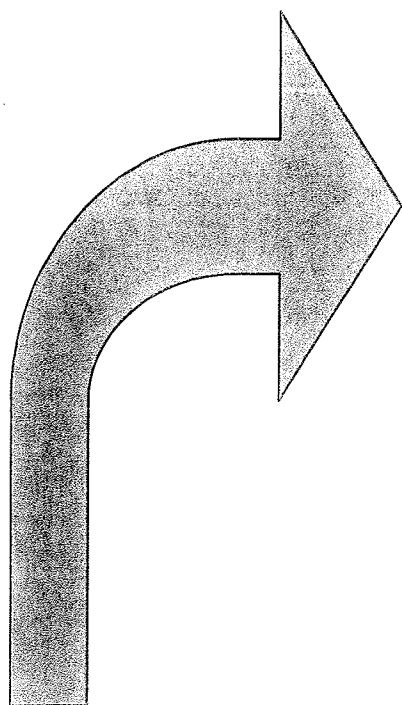
Turnovers Fall 2008

PRACTICE #3

Sacks	Pass Deflections	Interceptions	Forced Fum	Fumble Rec.
87 Bullard	28 Arenas (2)	20 King		
90 Talbert	15 Lawrence			
55 Williams	46 Neighbors			
	4 Barron			
	25 McClain			
	24 M. Johnson			
	27 Woodall			

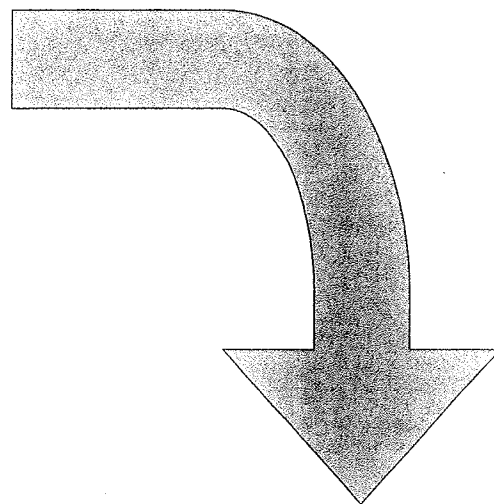
TURNOVER CIRCUIT

INDOOR COMPLEX

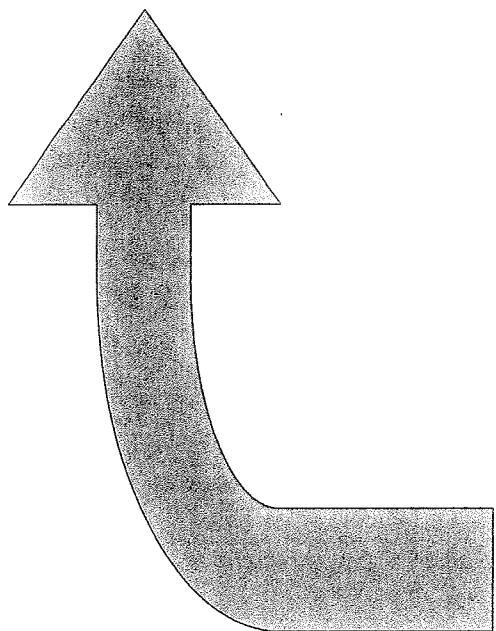


GROUP 2
QB STRIP

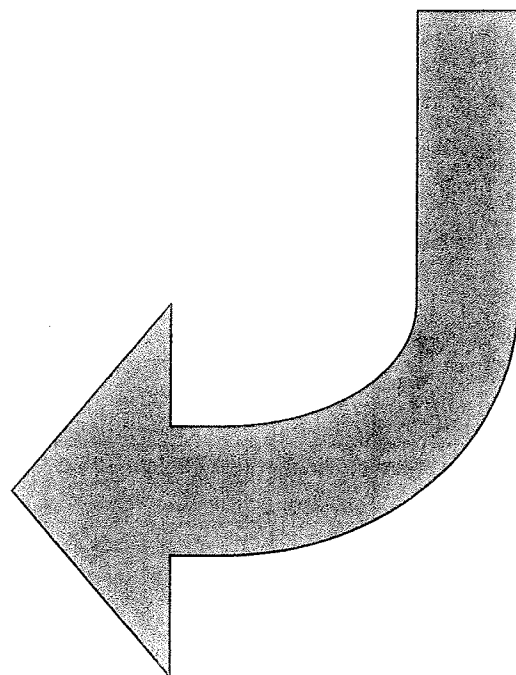
GROUP 3
TACKLE
& STRIP



GROUP 4
RABBIT
SCOOP &
SCORE



GROUP 1
FALL ON
BALL





TACKLING CIRCUIT GROUPS

8/4/2008

GROUP 1
90 TALBERT
97 WASHINGTON
99 CHAPMAN
52 MCCULLOUGH
93 GREENWOOD
95 DEADERICK
96 L. DAVIS
92 SQUARE
62 CODY
94 BILLINGSLEY
57 DAREUS
58 GENTRY

GROUP 2
21 HALL
45 HIGGENBOTHAM
25 MCCLAIN
51 DEJOHN
13 REAMER
42 HESTER
98 FANNEY
91 WATKINS
30 HIGHTOWER
56 LEE
41 UPSHAW

GROUP 3
55 C. WILLIAMS
32 ANDERS
27 WOODALL
26 SHARIEF
4 BARRON
37 LESTER
35 KIRSCHMAN
5 HARRIS
87 BULLARD
89 M. WILLIAMS
54 HARBIN

GROUP 4
24 MQ. JOHNSON
3 K. JACKSON
28 ARENAS
8 ROGERS
15 LAWRENCE
39 PENNINGTON
23 GREEN
33 GRAY
49 R. JOHNSON
20 KING
43 BURNTHALL
46 NEIGHBORS

12 DL

11 MLB/JACKS

11 SAM/SS

12 CORNERS/FS



2008 ALABAMA DEFENSE

SAM	
55 WILLIAMS	
32 ANDERS	
35 KIRSCHMAN	
5 J. HARRIS	
87 BULLARD	

END	
93 GREENWOOD	
52 MCCULLOUGH	
90 TALBERT	
92 SQUARE	

NOSE	
97 WASHINGTON	
99 CHAPMAN	
62 CODY	
94 BILLINGSLEY	

END	
95 DEADERICK	
58 GENTRY	
96 L. DAVIS	
57 DAREUS	

JACK	
98 FANNEY	
91 WATKINS	
41 UPSHAW	
89 M. WILLIAMS	
54 HARBIN	

STAR	
28 ARENAS	
20 KING	
4 BARRON	
LESTER/GREEN	

MIKE	
25 MCCLAIN	
21 HALL	
51 DEJOHN	
42 HESTER	

WILL	
13 REAMER	
45 HIGGENBOTHAM	
30 HIGHTOWER	
56 LEE	

NICKEL \$	
13 REAMER	
45 HIGGENBOTHAM	
5 HARRIS	

DIME \$	
26 SHARRIEF	
20 KING	
3 K. JACKSON	
43 NEIGHBORS	

LC	
28 ARENAS	
24 MQ. JOHNSON	
15 LAWRENCE	
39 PENNINGTON	

SS	
27 WOODALL	
26 SHARRIEF	
4 BARRON	
37 LESTER	

FS	
49 R. JOHNSON	
20 KING	
43 BURNTHALL	
46 NEIGHBORES	

RC	
3 K. JACKSON	
8 ROGERS	
23 GREEN	
33 H. GRAY	

2008 ALABAMA FOOTBALL FALL PRACTICE INSTALL DAY 4

BASE DEFENSE

FRONTS	COVERAGE	PRESSURE
1. SOLID	1. 7 MEG / (BOX) (SWITCH)	1. BASE UNDER O PHILLY OSCAR
2. STUNTS	(ZEKE) (STUBBIE)	2. 49 CLEVELAND OSCAR
- JAM	2. 7 ADJUSTED	3. 49 OAKLAND OSCAR
- ISO		
- TOPS		
- BOOST		
- SLANT	GREEN PACKAGE	
- PIRATE	1. GREEN ZONE FIST	
- SHANK	2. GREEN AUTO	
- SPIKE		

BASE CALLS

1. BASE WEAK JACK 7 MEG (CORA) ✓ STRONG
2. BASE UNDER O DBL 7 ADJUSTED / SWITCH
3. BASE UNDER O DBL 7 MEG/SWITCH
4. 40 DBL 7 ADJUSTED / SWITCH
5. BASE UNDER O PHILLY OSCAR
6. 49 CLEVELAND OSCAR
7. 49 OAKLAND OSCAR

SUB DEFENSE

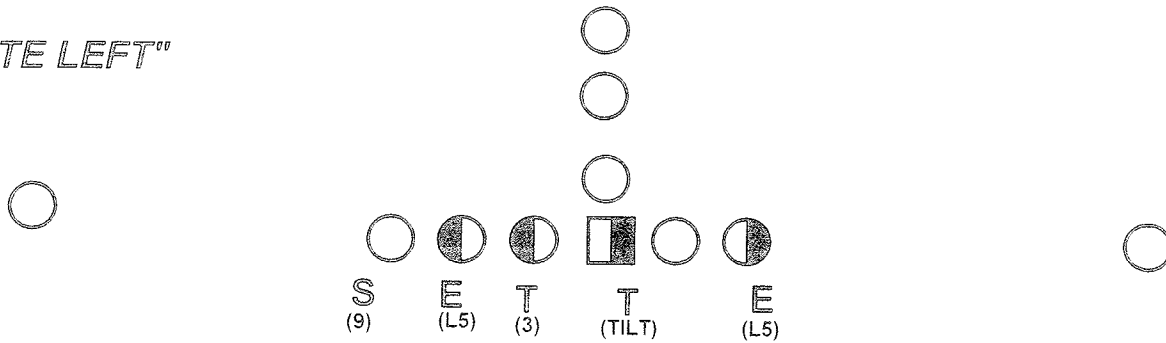
FRONTS	COVERAGES	PRESSURE
RED	1. 7 (MOD/BOX/SWITCH)(STUBBIE)	1. D. \$ TOM O
1. UNDER	2. 1 CLUE/STUBBIE	2. D. EVEN MAC TOM O
2. OKIE	3. 1 CROSS	
3. 41		

SUB CALLS

1. N/D. UNDER (OKIE) (41) 7 MOD (SWITCH) (BOX)
2. D. FLEX TRIPLE 1 CLUE/STUBBIE (RED)
3. D. EVEN 1 CROSS
4. D. \$ TOM O (RED)
5. D. EVEN MAC TOM O

SOLID

"TITE LEFT"

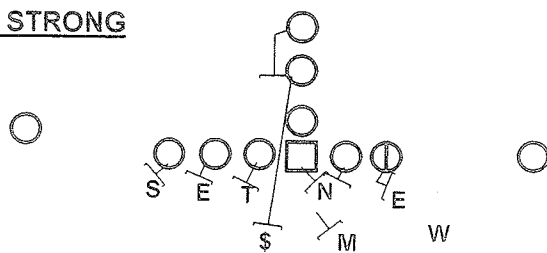


SS M W

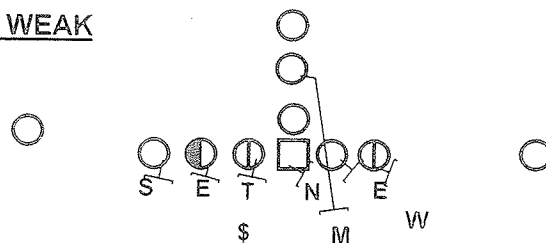
POS.	ALIGN	TECH.	SUPPORT	KEYS	RUN TO	RUN AWAY	PASS
<u>RE</u>	AWAY CALL	LOOSE 5		BALL - OG	2 GAP	2 GAP	CONTAIN RUSH
<u>3T</u>	TO CALL	3		BALL - OC	2 GAP	2 GAP	2 WAY RUSH
<u>NT</u>	AWAY CALL	TILT		BALL - OC	A GAP	A GAP	'A' TO BALANC RUSH
<u>LE</u>	TO CALL	LOOSE 5		BALL - OT	C GAP	C GAP	CONTAIN RUSH
<u>SAM</u>	9 TECH	READ	BY BLOCKING SCHEME & COVERAGE	TE TRIANGLE	D GAP	STACK TO FLOW	COVERAGE RULE
<u>MIKE</u>	30	READ	BY BLOCKING SCHEME & COVERAGE	NEAR BACK UNDER KEY BALL	B GAP	STACK TO FLOW	COVERAGE RULE
<u>WILL</u>	GHOST 6 TECH	READ	BY BLOCKING SCHEME & COVERAGE	NEAR BACK UNDER KEY BALL	C GAP	STACK TO FLOW	COVERAGE RULE

NOTES:
 FRONT SET WITH "TITE" CALL
 CAN USE WITH "STEM" CALL - IF STEM - MIKE LB GIVE MOVE CALL

RUN STRONG

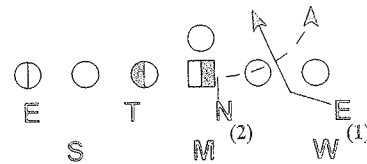


RUN WEAK

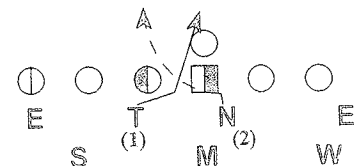


STUNTS DAY 4

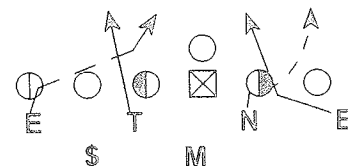
JAM
 END TO BUBBLE MAKE HARD INSIDE MOVE TO "B" GAP. NOSE PLAY "A" GAP
 S. RUN, WRAP CONTAIN VS. PASS. A READ STUNT FOR NOSE



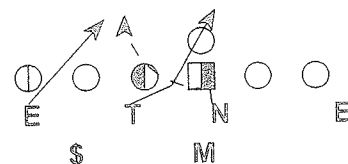
SPIKE
 3 TECH PENETRATE "A" GAP AND PICK CENTER. BALANCE RUSH VS. PASS.
 NOSE PLAY "A" GAP. IF ZONE TO PICKER OR HIGH HAT WRAP TO "B" GAP.
 READ STUNT FOR NOSE



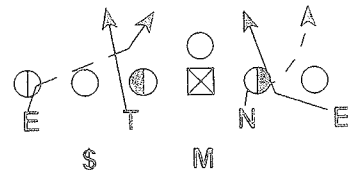
ISO
 COMBINATION POP AND JAM. A READ STUNT FOR END AND NOSE.



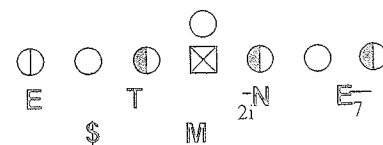
PIRATE
 COMBINATION CUE AND SPIKE. END PENETRATE "C" GAP. IF PASS AND FAN
 BLOCK WORK "B" GAP. 3 TECH PENETRATE "A" GAP AND PICK CENTER.
 NOSE PLAY "A" GAP. WRAP TO CONTAIN VS. ZONE TO PICKER OR
 HIGH HAT



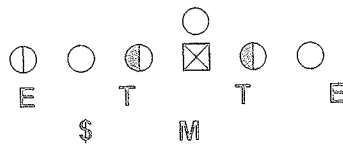
ISO
 COMBINATION POP AND JAM. A READ STUNT FOR END AND NOSE.



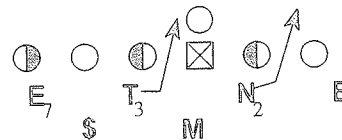
BOOST
 CHECK IN 40 DEFENSE FOR C AREA PLAYER TO BUBBLE SIDE. NOSE ALIGN 2i
 END ALIGN 7 TECH



SLANT
 FULL LINE STUNT AWAY FROM TE CALL. TACKLES RUN TOPS END RUN CUE.



TOPS
 TACKLES RUN GAP EXCHANGE B TO A, A TO B



GREEN ZONE FIST

1 X TITE

2 TE ON L.O.S= "8 FOX"

"BACKER"

"READ"

(Z)

C
BAIL 1/3
2 TO 1 READ
SEC FORCE



(Y)

S
9 TECH
1ST FLAT



HOOK CURL
PLUG

(1/2 circle)

E
HEAVY 5
CONTAIN

M
30 TECH
HOOK CURL

"CLOSED LEFT"
"LINDA BUZZ"

(circle)

(circle)

(square)

N
TILT
PRESSURE

(1/2 circle)

T
3 TECH
PRESSURE

W
30 TECH
#4/1ST CROSSER

FS
MOF
FILL

(circle)

E
6 TECH
CONTAIN

(X)



READ 1/3

ADJUSTMENTS:

- 1 MIKE MAKE CLOSED CALL VS. 2 TE ON LINE
- 2 2 TES ON LOS= 8 FOX
- 3 1 TE ON LOS= 41 7 ADJUSTED
- 4 V.S SLOT OR ZAC TO SLOT CK FIST

1 X TITE

2 TE ON L.O.S= "8 FOX"

"BACKER"

"CLOUD"

(Z)

C
BAIL
SEC FORCE



(Y)

S
9 TECH
1ST FLAT

SS
NAIL
PLUG

(1/2 circle)

E
5 TECH
CONTAIN

M
30 TECH
RELATE #3

"CLOSED LEFT"
"NAIL LT/KICK RT"

(H)

(F)

(circle)

(square)

N
TILT
PRESSURE

(1/2 circle)

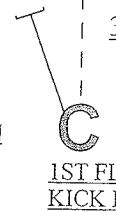
T
3 TECH
PRESSURE

W
30 TECH
VERTICAL HOOK

(X)

E
6 TECH
CONTAIN

(3)



1ST FLAT
KICK FORCE

FS
DEEP 1/2
SEC FORCE

GREEN ZONE FISI

I PAIRS LT

1 TE ON L.O.S= "CHECK 41 7 ADJUSTED"

"BACKER"

"BACKER"

(H)

(F)

(O)

(Z)

(Y)

(O)

(O)

(O)

(O)

(O)

(X)

S

E

T

N

E

WING ADJ
1ST FLAT

6 TECH
CONTAIN

3 TECH
PRESSURE

TILT
PRESSURE

LOOSE 5
CONTAIN

MAN
SEC FORCE

C

READ 1/3
SEC FORCE

M

W

10 TECH
HOOK CURL
3 UP IS 3

50 TECH
CURL FLAT

SS

HOOK CURL
PLUG

"TITE LEFT"

"LINDA BUZZ"

FS

MOF
FILL

GREEN ZONE

I PAIRS LT

1 TE ON L.O.S= "CHECK 41 7 ADJUSTED"

"BACKER"

"BACKER"

(H)

(F)

(O)

(Z)

(Y)

(O)

(O)

(O)

(O)

(O)

(X)

S

E

T

N

E

6 TECH
CONTAIN

3 TECH
PRESSURE

TILT
PRESSURE

LOOSE 5
CONTAIN

C

C

READ 1/3
SEC FORCE

M

W

10 TECH
RELATE #3

30 TECH
RELATE #3

SS

MOF
FILL

"TITE LEFT"

"CHECK FIST"

FS

FIST FORCE

FIST 1/3
SEC FORCE
2 TO 1 READ

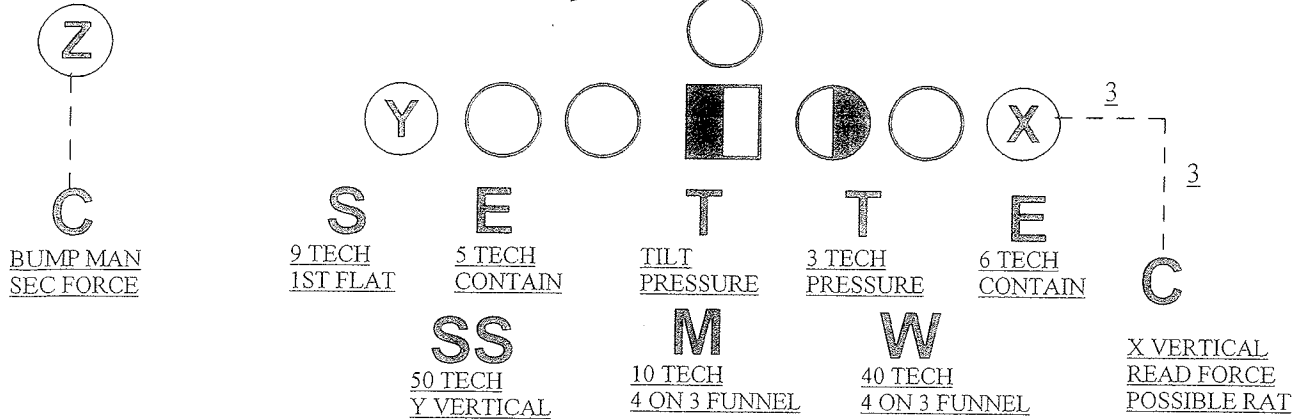
GREEN AUTO

I LT X TITE

2 TE ON L.O.S= "UNDER 0 1 BUCK"

"BACKER"

"READ"



"CLOSED LEFT"

"DOWN LEFT"

ADJUSTMENTS:

- 1 VS. YAC= SPIN SAFETIES
- 2. VS. 1 BACK SETS= ROCKET

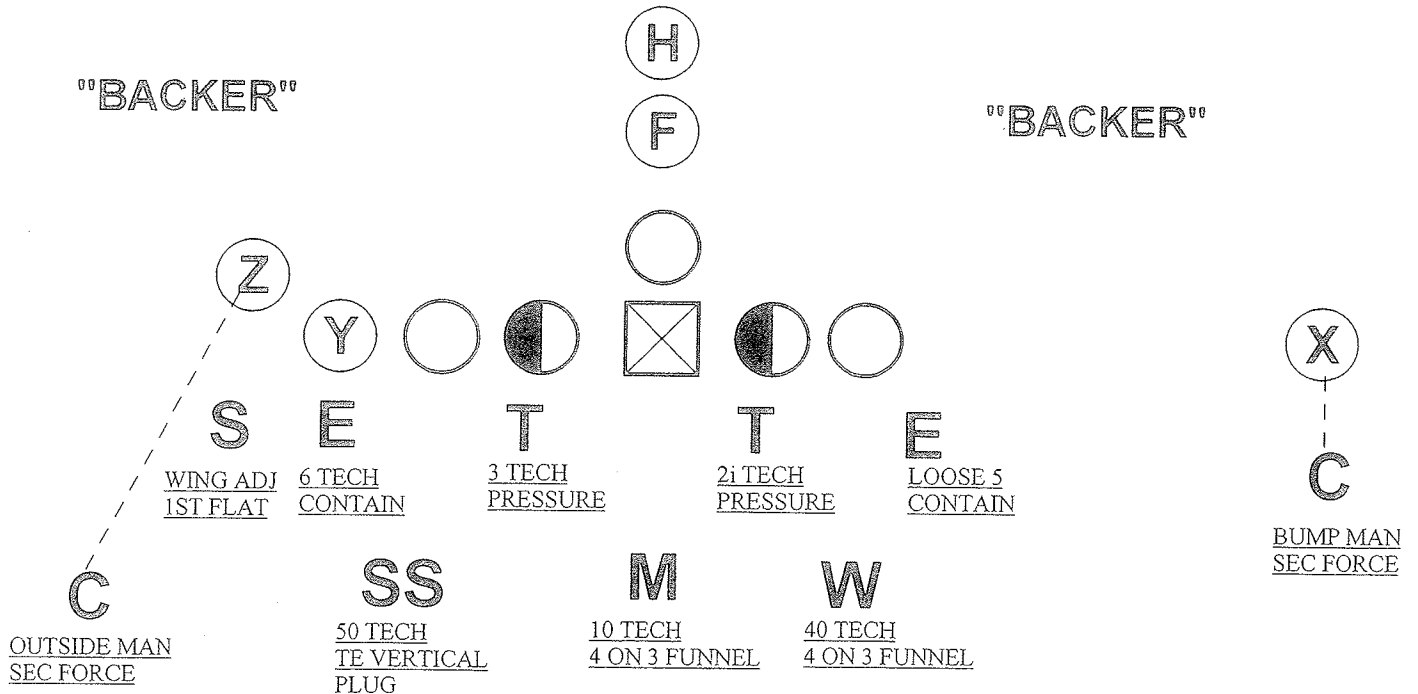
FS
 MOF
 FILL

I PAIRS LT

1 TE ON L.O.S= "41 1 BUCK"

"BACKER"

"BACKER"



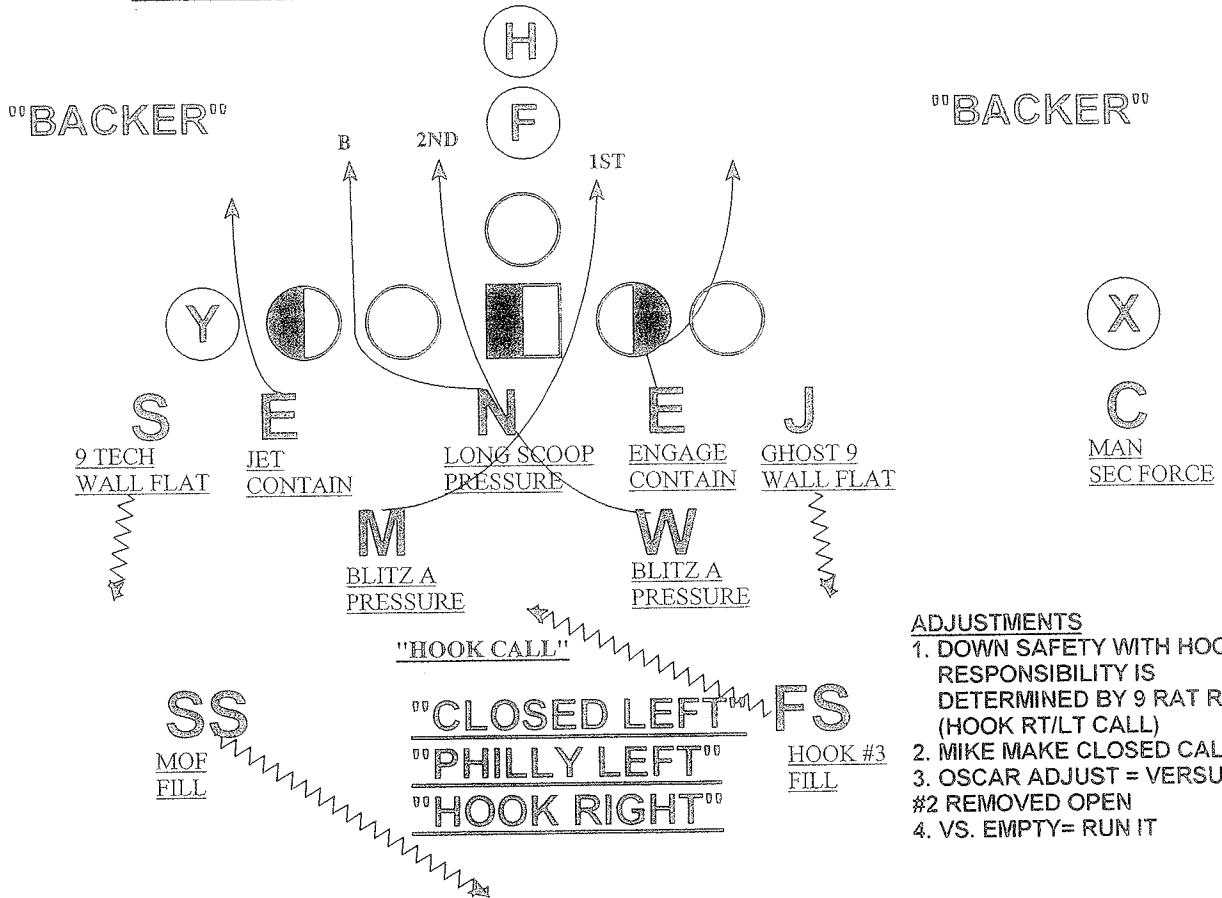
"TITE LEFT"

"DOWN LEFT"

FS
 MOF
 FILL

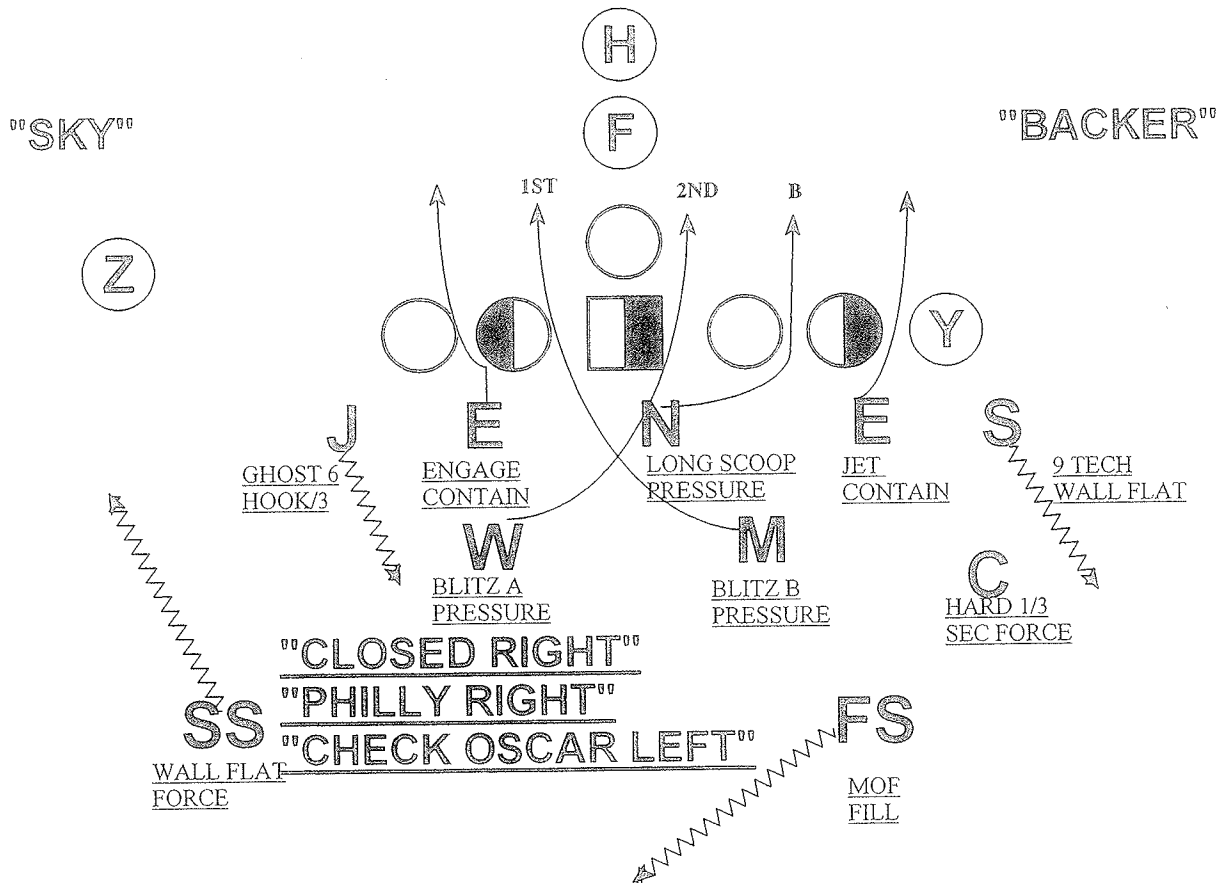
BASE UNDER O'PHILLY (OSCAR)

LLT



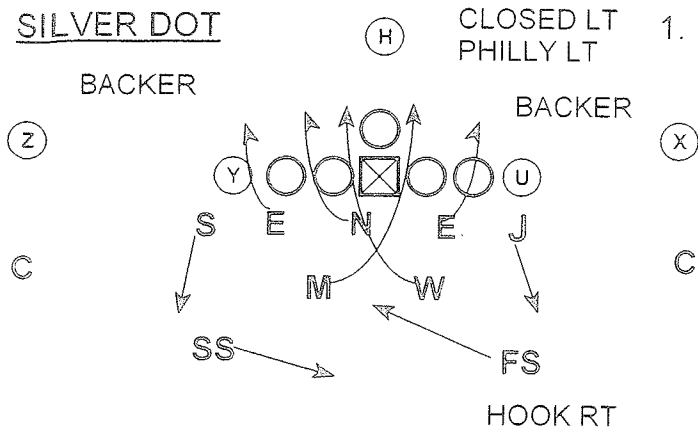
CHECK SKY VS. ANY #2 REMOVED
"OSCAR ADJUST"

I SLOT LT

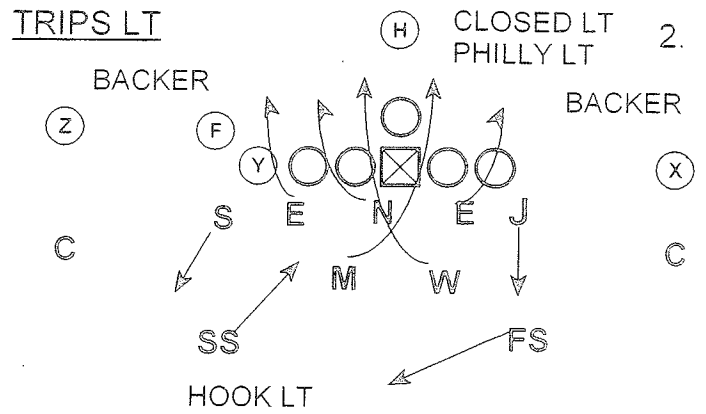


BASE UNDER O PHILLY OSCAR : ADJUSTMENTS

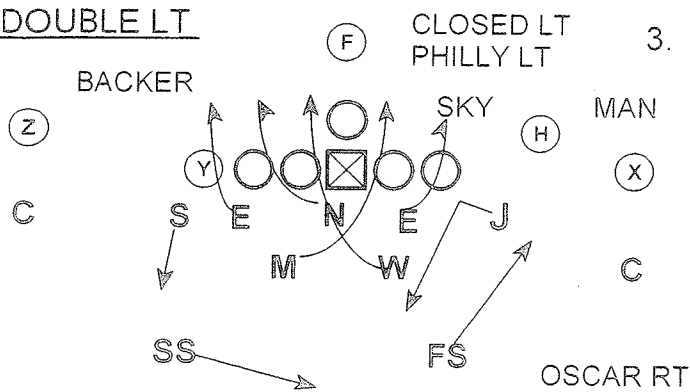
SILVER DOT



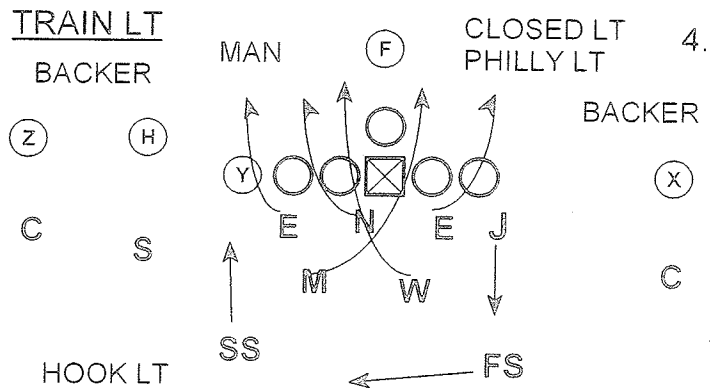
TRIPS LT



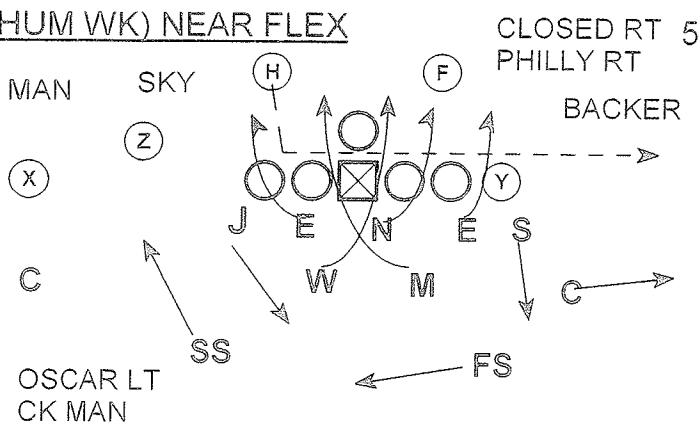
DOUBLE LT



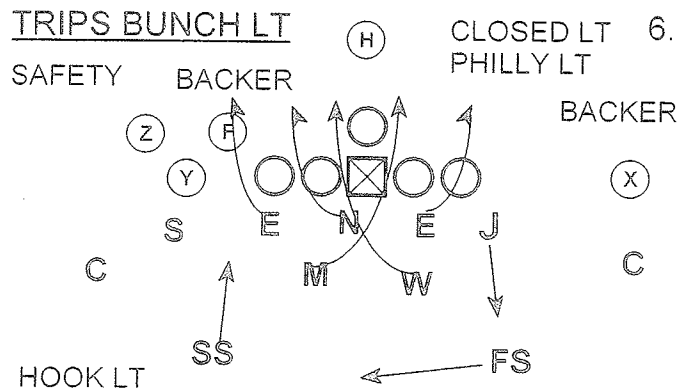
TRAIN LT



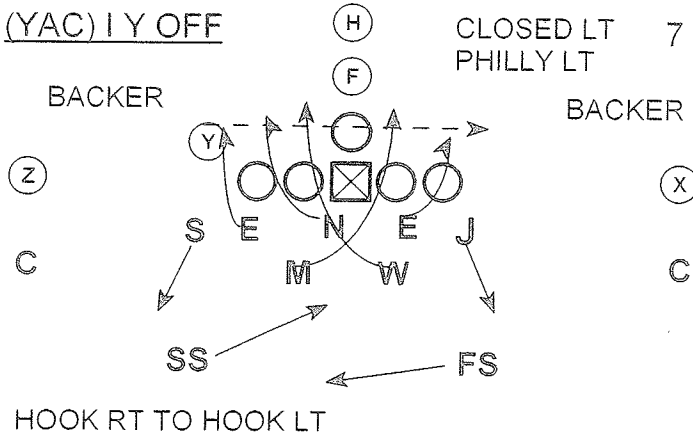
(HUM WK) NEAR FLEX



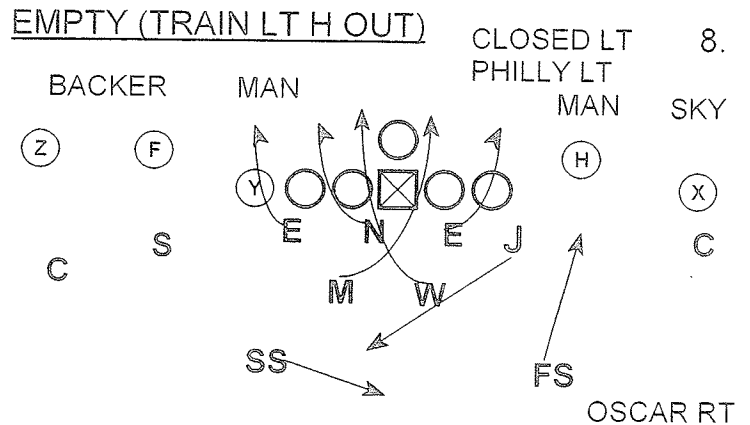
TRIPS BUNCH LT



(YAC) I Y OFF



EMPTY (TRAIN LT H OUT)



49 CLEVELAND (OSCAR)

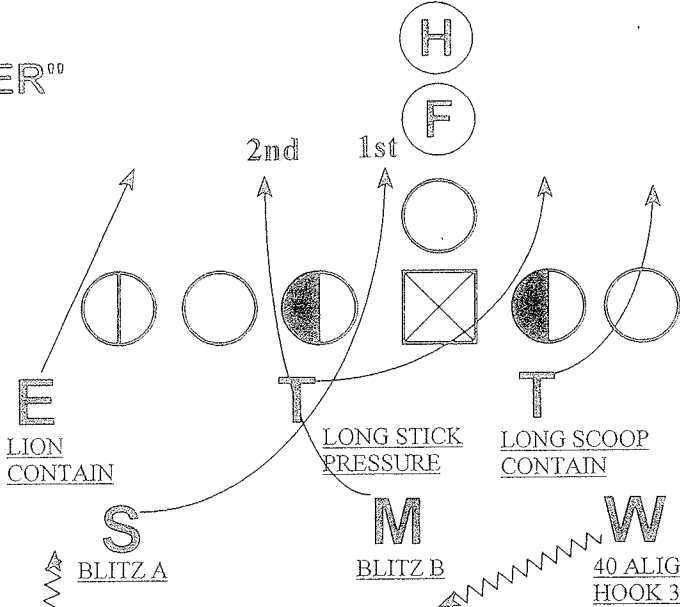
ILT

"BACKER"
ZONE

"BACKER"
MAN

(Z)

(C)
BAIL FZ 1/3
SEC FORCE



(X)

(C)
BUMP MAN
SEC FORCE

S BLITZ A
M BLITZ B
W 40 ALIGN HOOK 3
SS WALL FLAT PLUG
FS MOP FILL

"TITE LEFT"
"CLEVELAND LEFT"
"ZONE LEFT"

ADJUSTMENTS

1. MIKE MAKE TITE LT/RT CALL
2. MIKE MAKE CLEVELAND LT/RT CALL TO TE
3. SAFETIES TAKE ROTATION TO TE UNLESS #2 REMOVED TO SPLIT SIDE THEN OSCAR ADJUST

I SLOT LT

"SKY"
MAN

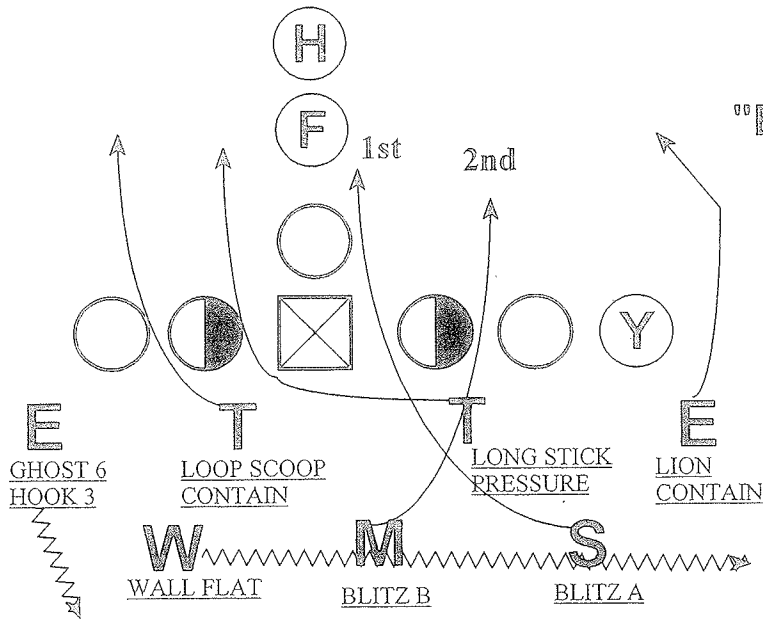
"BACKER"

(Z)

(X)

(C)
BUMP MAN
SEC FORCE

SS
WALL FLAT
FORCE



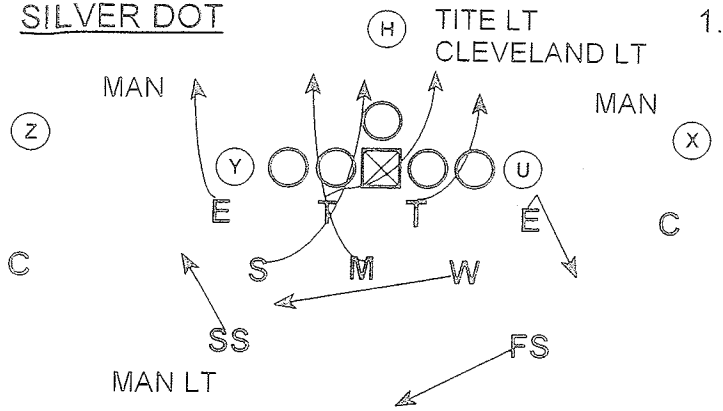
(C)
HARD 1/3
SEC FORCE

FS
MOP
FILL

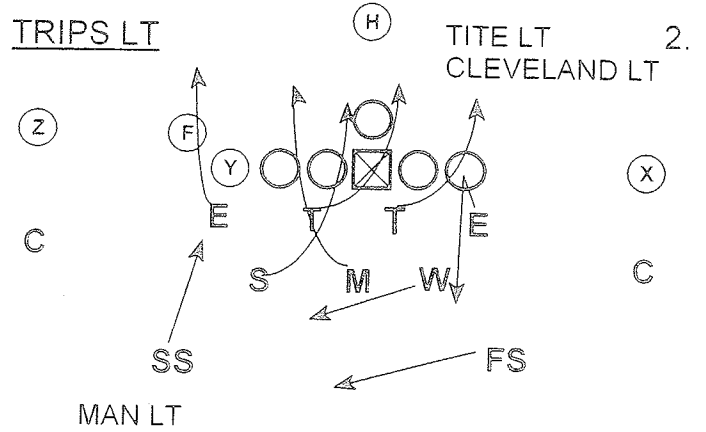
"TITE RIGHT"
"CLEVELAND RT"
"OSCAR LT"

49 CLEVELAND OSCAR

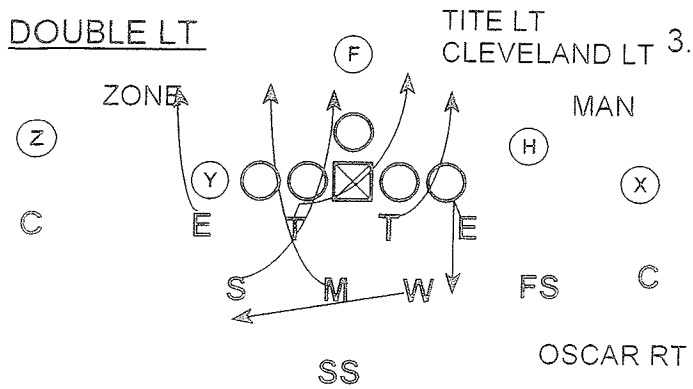
SILVER DOT



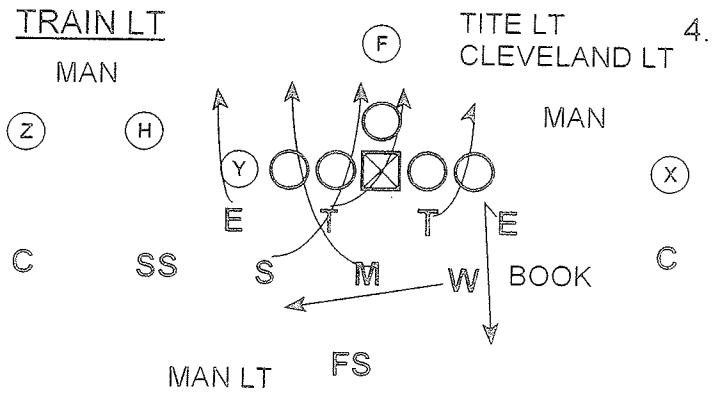
TRIPS LT



DOUBLE LT

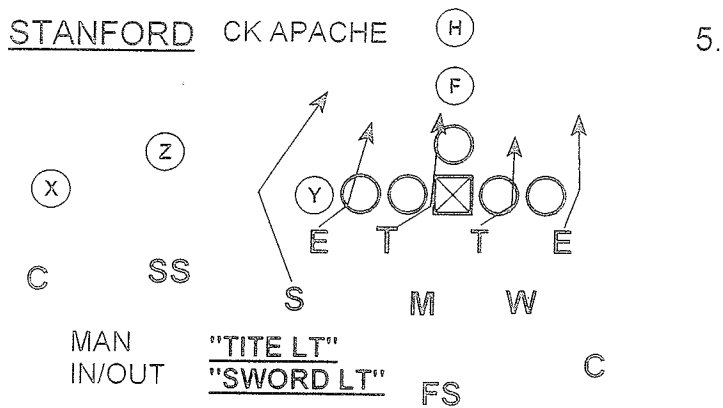


TRAIN LT

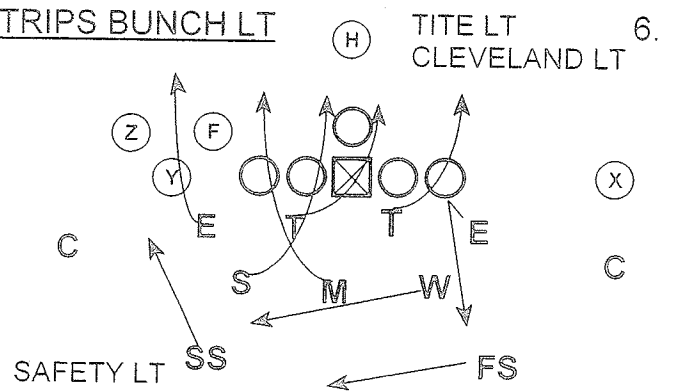


STANFORD

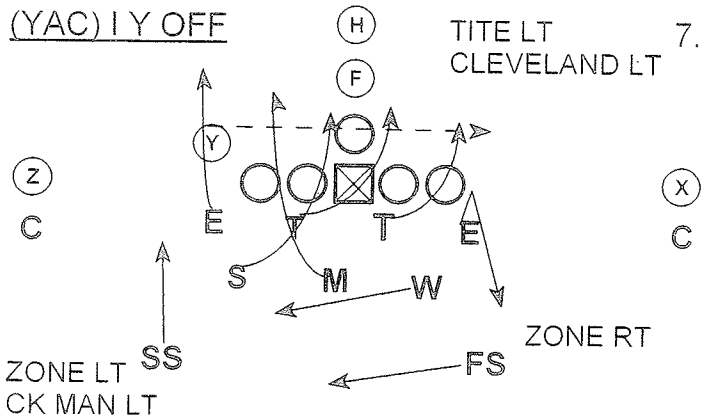
CK APACHE



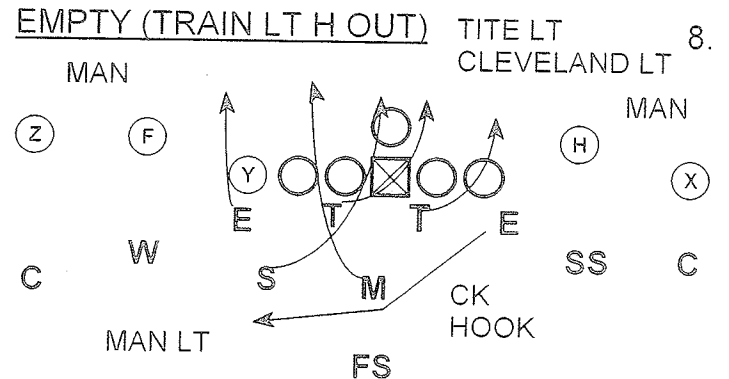
TRIPS BUNCH LT



(YAC) I Y OFF



EMPTY (TRAIN LT H OUT)



49 OAKLAND (OSCAR)

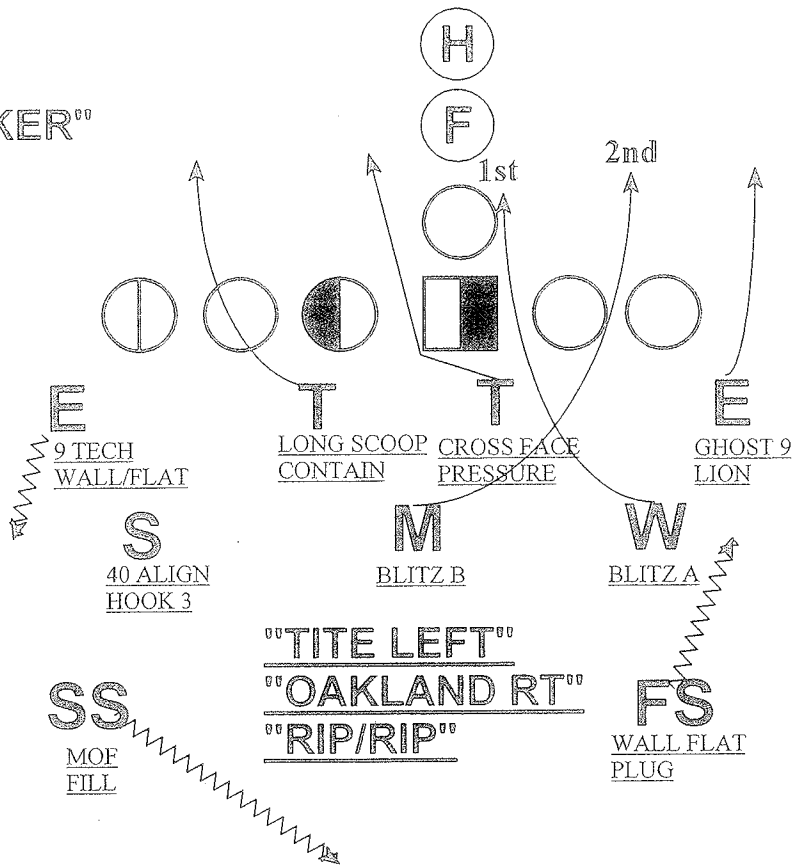
ILT

"BACKER"

"BACKER"

(Z)

C
BAIL FZ 1/3
SEC FORCE



(X)

C
BUMP MAN
SEC FORCE

"TITE LEFT"
"OAKLAND RT"
"RIP/RIP"

ADJUSTMENTS
1. MIKE MAKE TITE LT/RT CALL
2. MIKE MAKE OAKLAND LT/RT CALL TO SE
3. SAFETIES MAKE RIP/LIZ CALL TO SE.
VS. ANY #2 REMOVED TO SPLIT SIDE
THEN OSCAR ADJUST

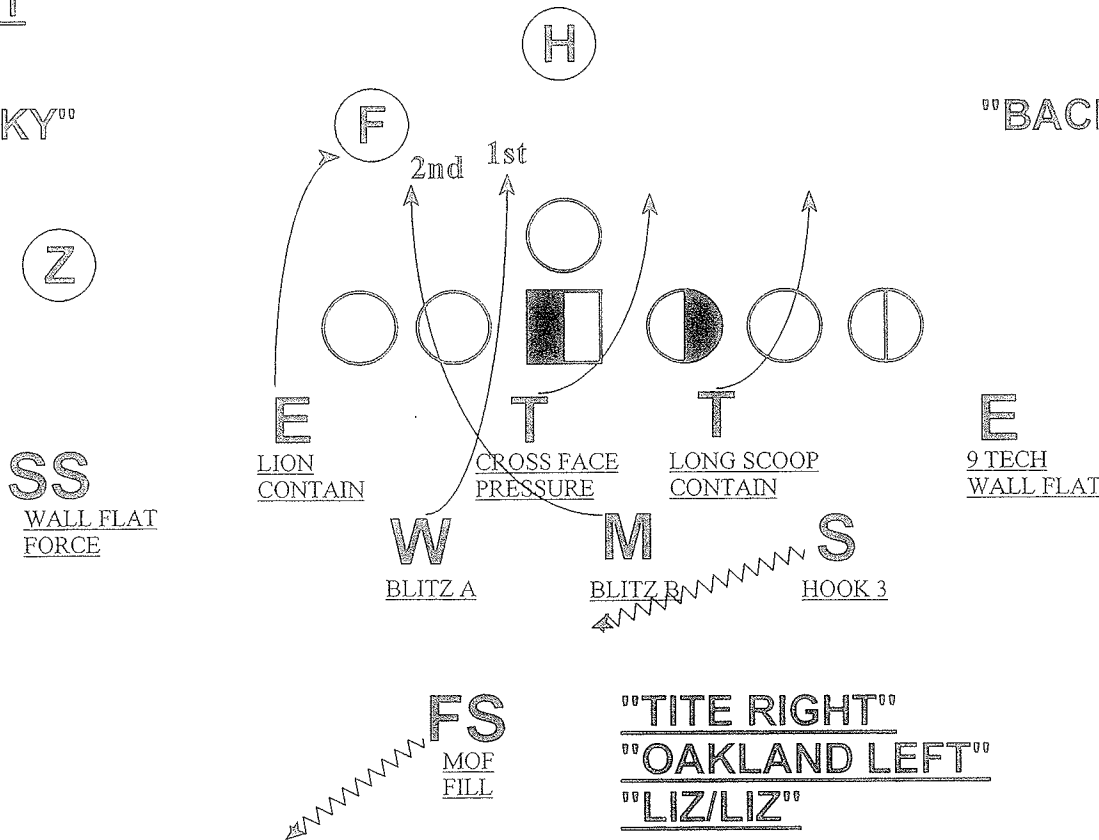
I FAR SLOT LT

"SKY"

"BACKER"

(X)

C
FIRE ZONE 1/3
SEC FORCE

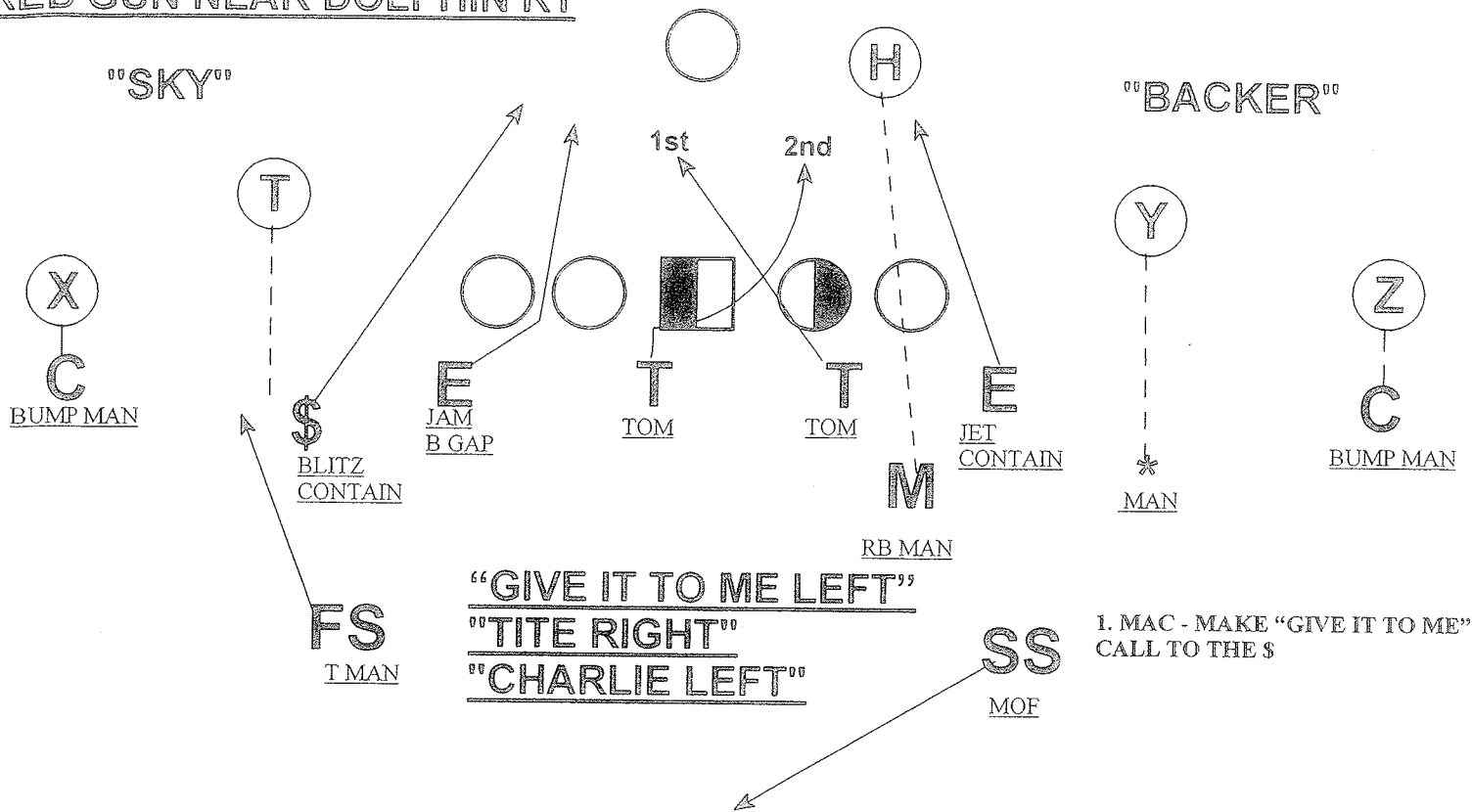


C
HARD 1/3
SEC FORCE

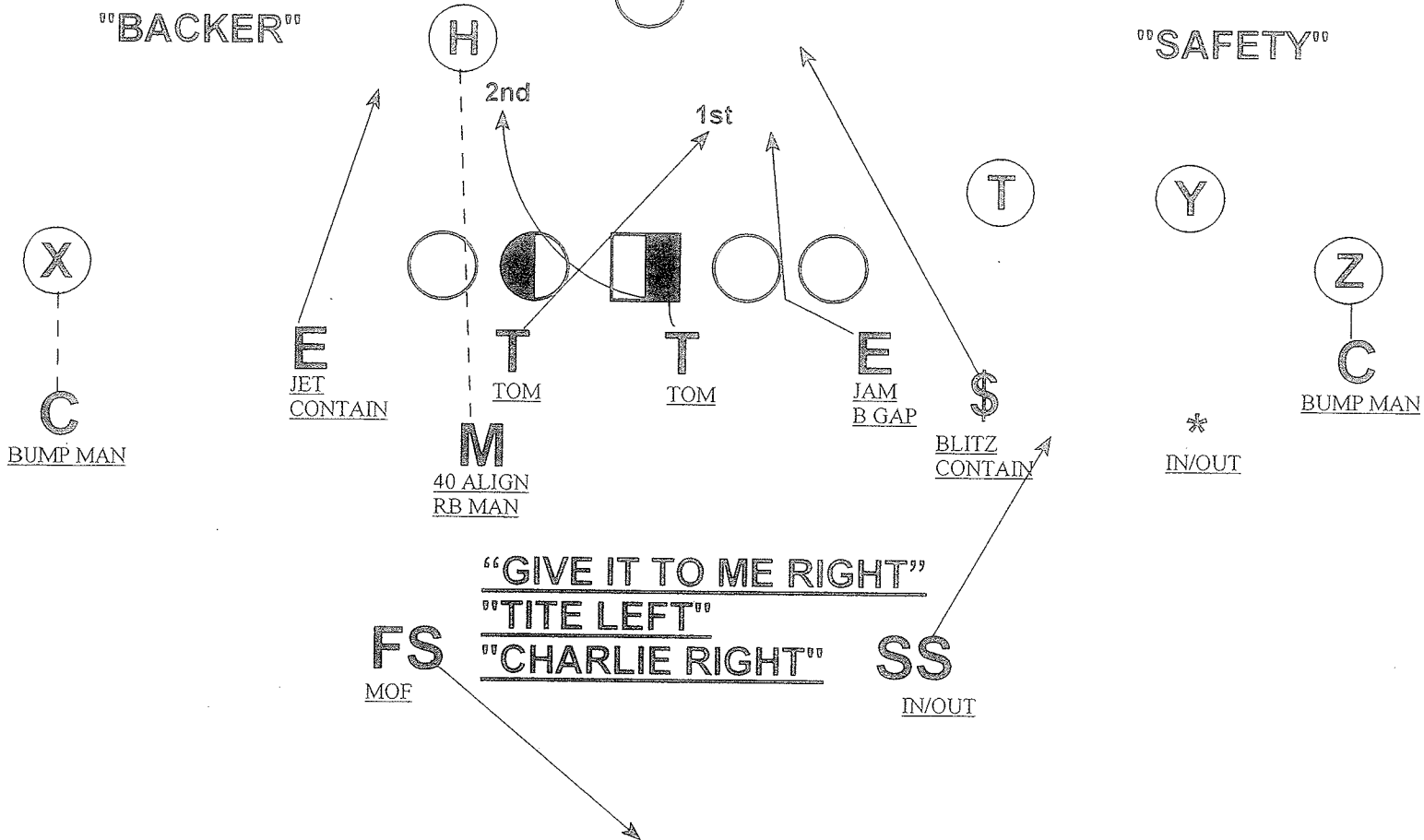
"TITE RIGHT"
"OAKLAND LEFT"
"LIZ/LIZ"

DIME \$ TOM-0

RED GUN NEAR DOLPHIN RT



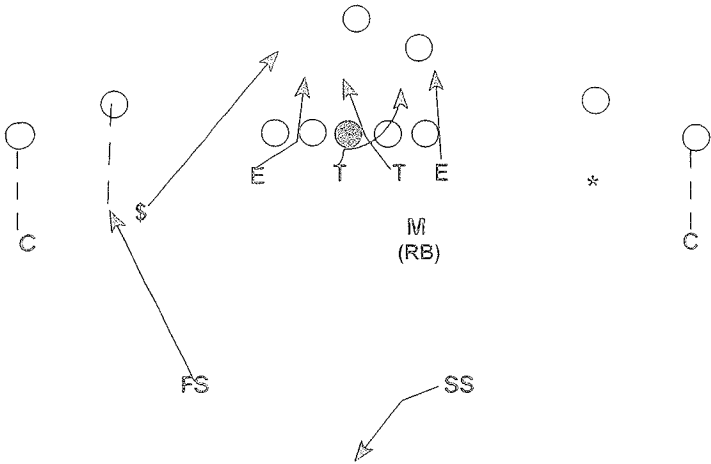
RED GUN FAR TRIPS RT



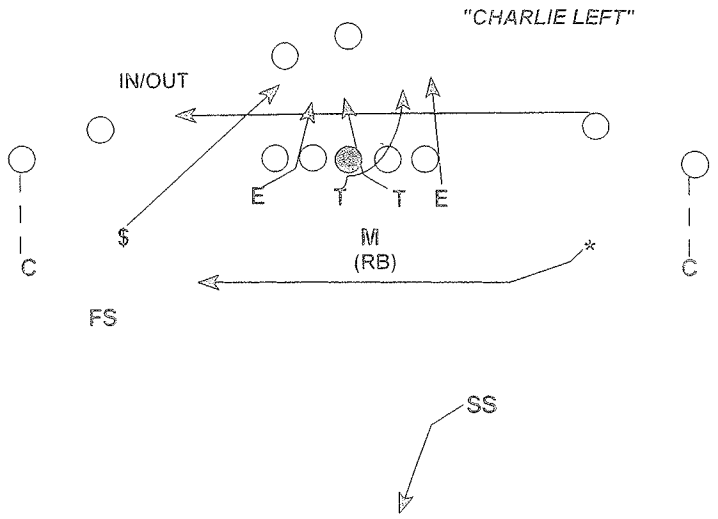
DIVE \$ TOM - O

MAC SET BUBBLE TO \$ - MONEY CHARLIE CALL TO DE - TOM AWAY

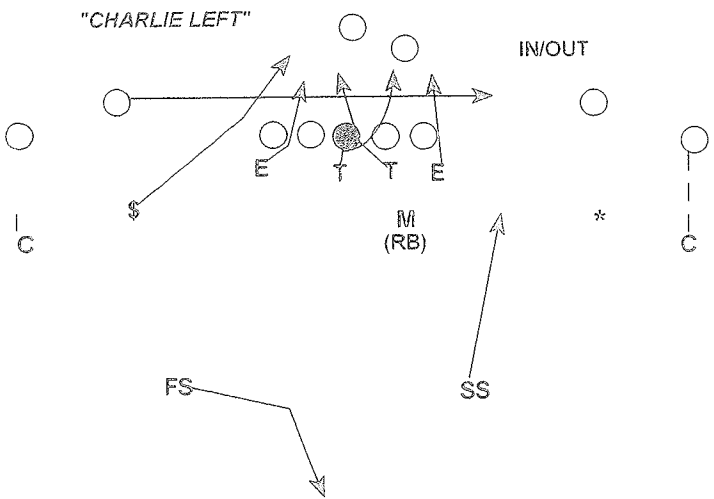
1. "GIVE IT TO ME LEFT"
"CHARLIE LEFT"



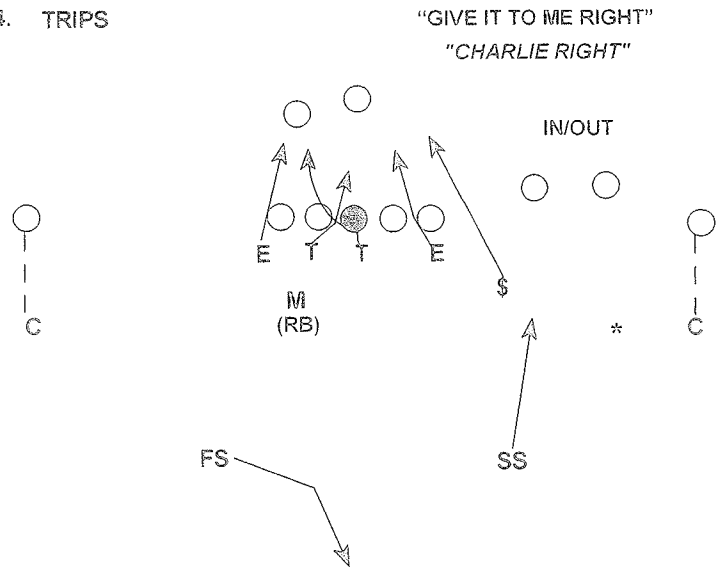
2. MOTION TO TRIPS



3. MOTION TO TRIPS



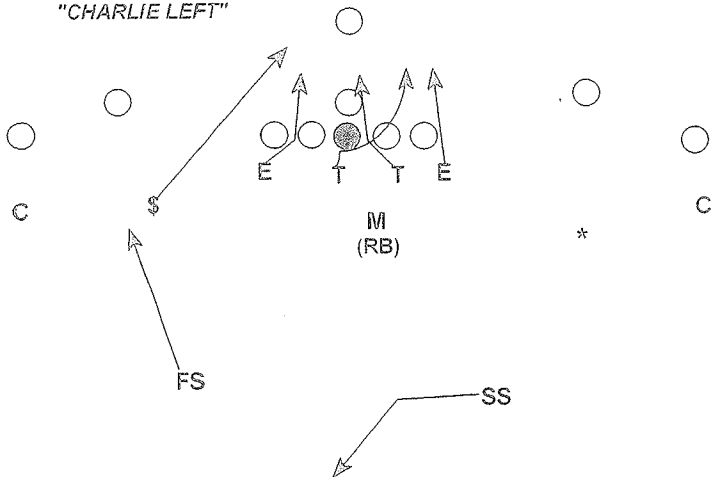
4. TRIPS



5. RB IN 3 SPOT RUN WEAK

"GIVE IT TO ME LEFT"

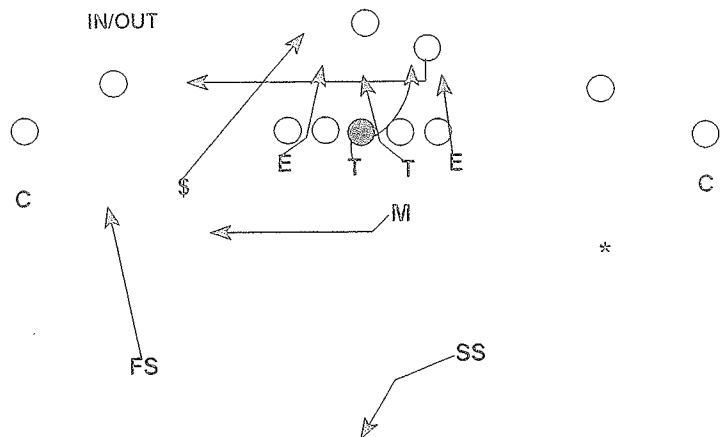
"CHARLIE LEFT"



6. MOTION TO EMPTY

"GIVE IT TO ME LEFT"

"CHARLIE LEFT"



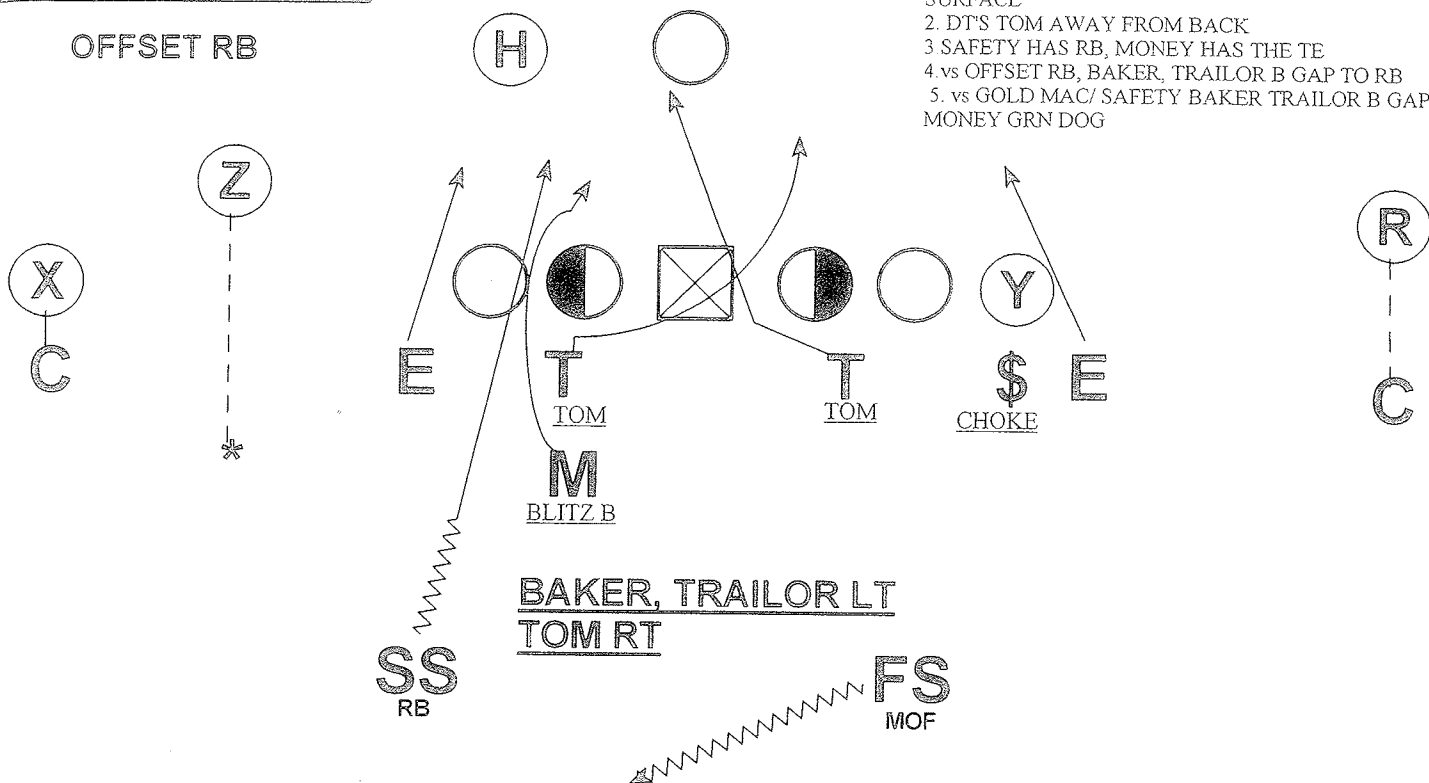
NICKEL EVEN MAC TOM U

RULES

1. MAC BLITZ TO THE OFFSET RB RB 3 SPOT BLITZ 2 MAN SURFACE
2. DT'S TOM AWAY FROM BACK
3. SAFETY HAS RB, MONEY HAS THE TE
4. vs OFFSET RB, BAKER, TRAILOR B GAP TO RB
5. vs GOLD MAC/ SAFETY BAKER TRAILOR B GAP J MONEY GRN DOG

BLUE FAR FLEX LT

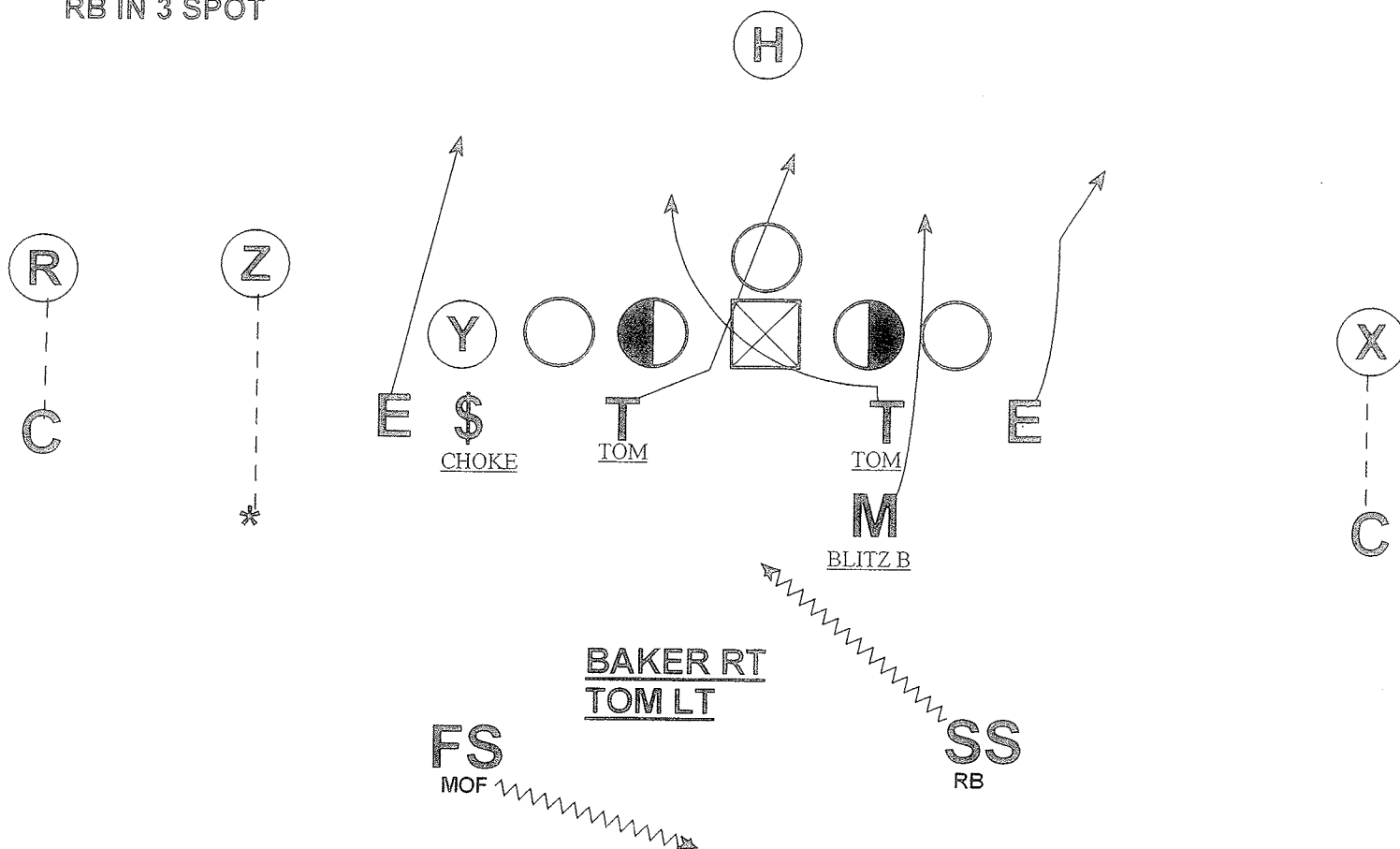
OFFSET RB



BAKER, TRAILOR LT
TOM RT

BLUE TRAIN LT

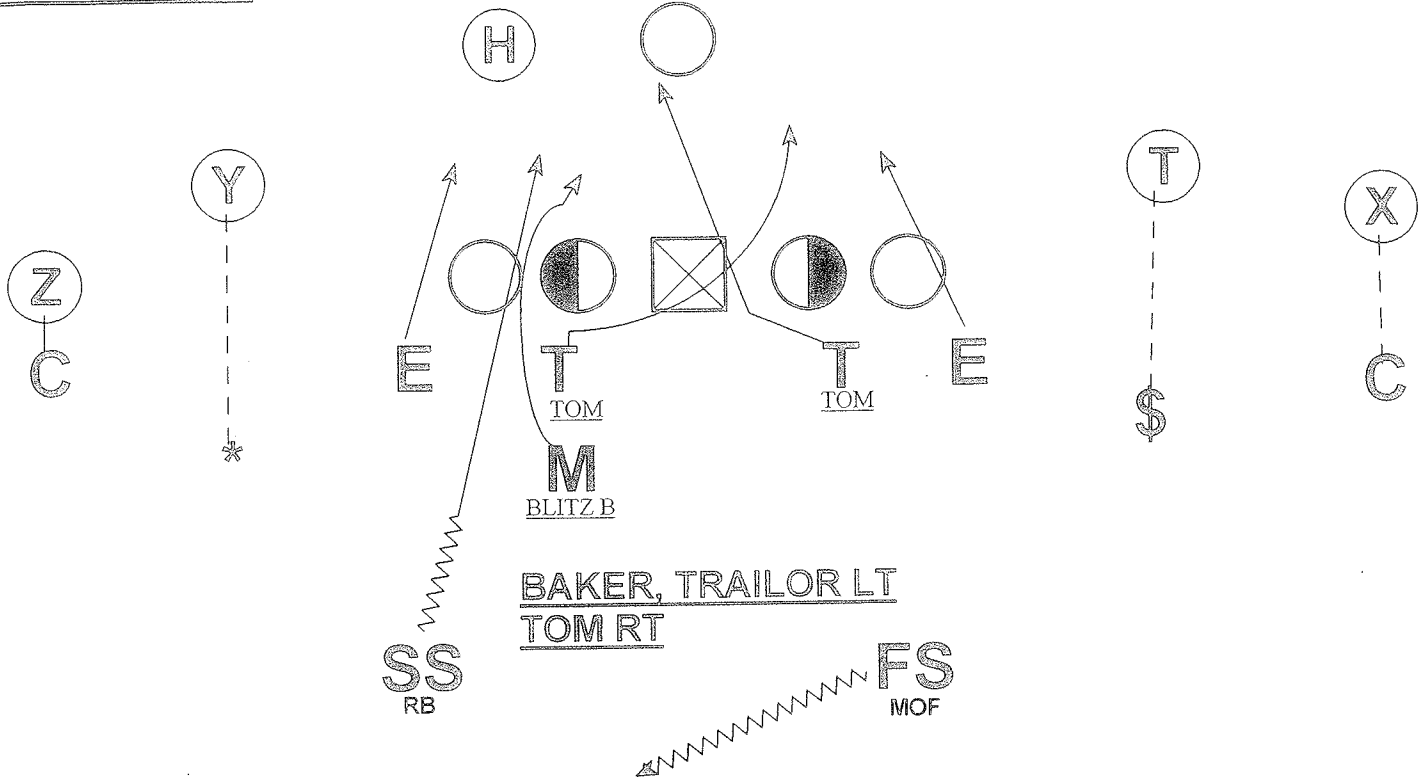
RB IN 3 SPOT



BAKER RT
TOM LT

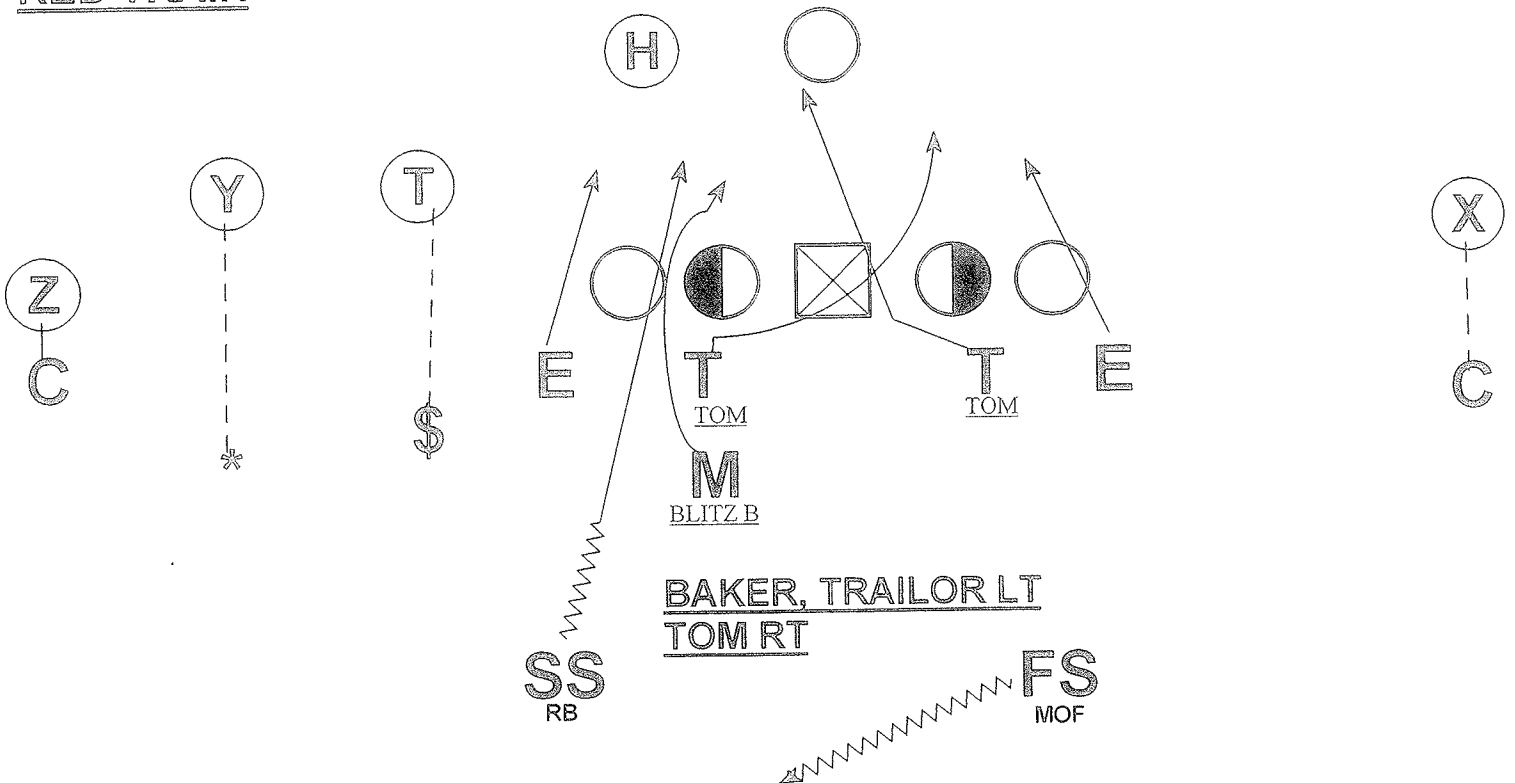
DIME EVEN MAC TOM 0

RED DOLPHIN

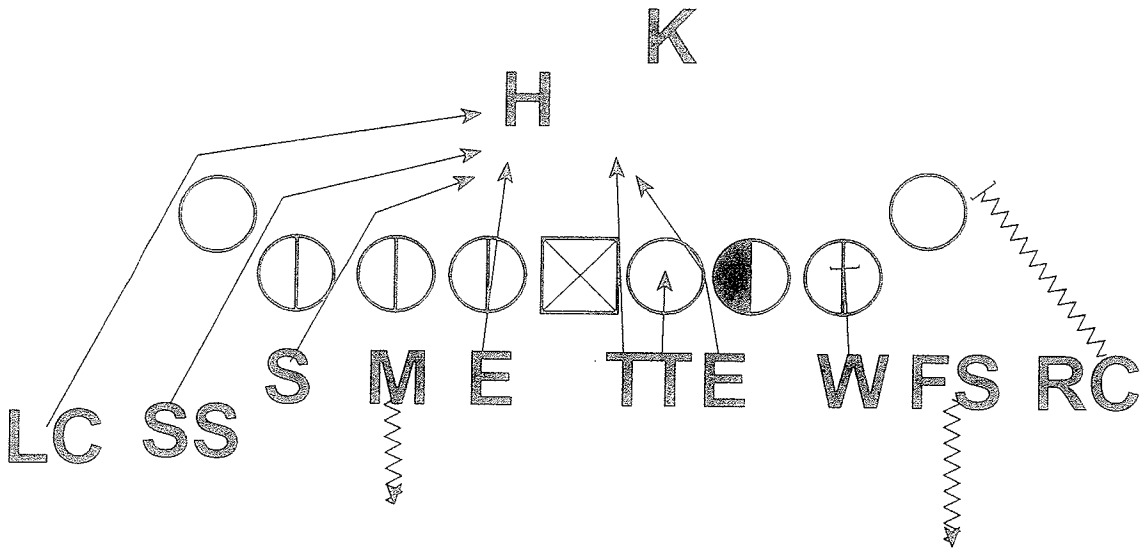


NICKEL EVEN MAC TOM 0

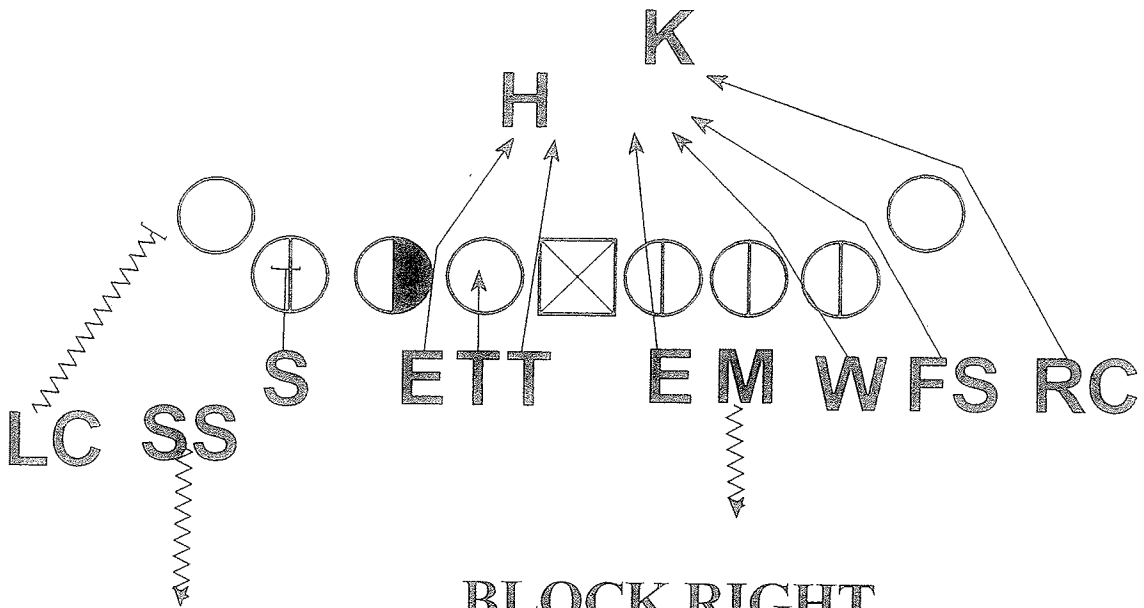
RED TRAIN



FG BLOCK



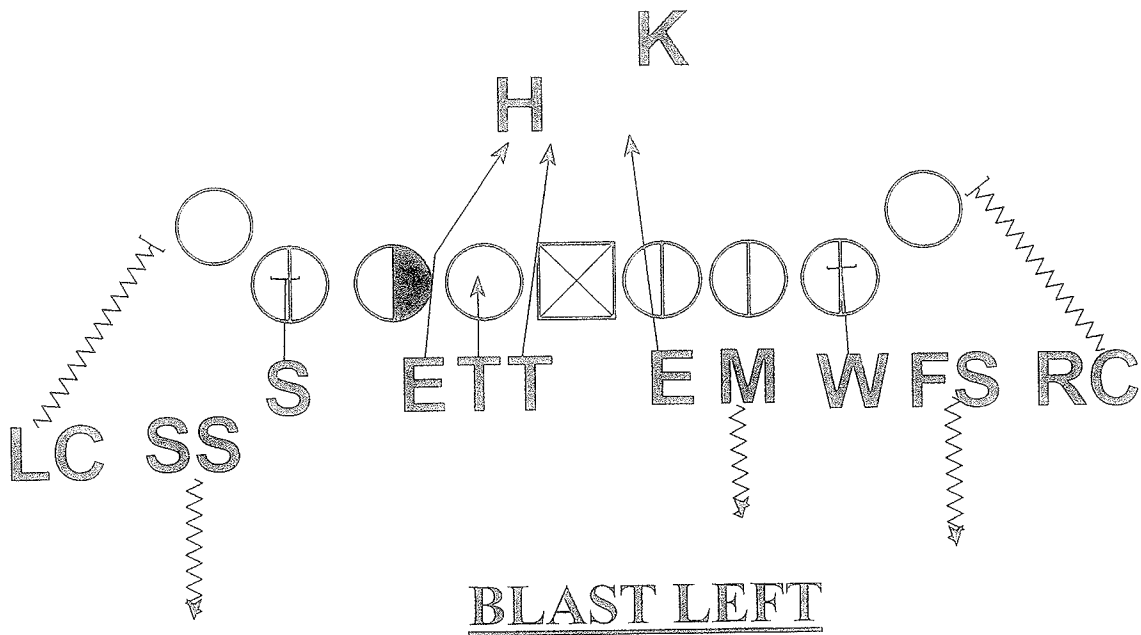
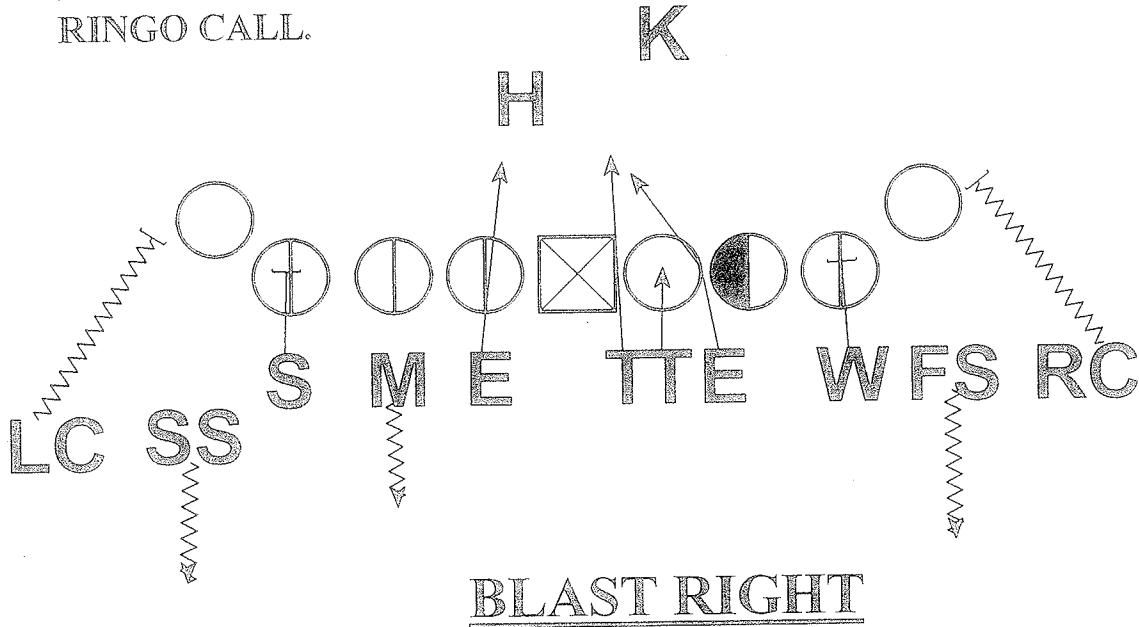
BLOCK LEFT



BLOCK RIGHT

FG BLOCK

BLAST BLOCK: MIDDLE PRESSURE WITH BEACH TECHNIQUE BY ZERO TECHNIQUE. THE BLAST DIRECTION WILL BE ACCORDING TO BALL POSITION ON FIELD, PK'ERS KICKING LEG AND GAME PLAN. EXAMPLE IN PICTURE IS BLAST WITH RINGO CALL.



BASE WEAR JACK / MEG CORA CNA STRONG

ILT

"SKY"

(H)

(F)

(O)

(Y)

(|)

(O)

(|)

(O)

(|)

"SKY"

(X)

(Z)

C

SEC FORCE
MEG

S

9 TECH
IN/OUT #2/#3
ALL OF #2

E

HEAVY 5
CONTAIN

N

0 TECH
PRESSURE

E

HEAVY 5
PRESSURE

J

CRASH 6
CONTAIN

C

SEC FORCE
MEG

M

30 TECH
RELATE #3

W

30 TECH
#4/1ST CROSSER

SS

PLUG BOX TE

"CLOSED LEFT"

"RALPH,RALPH"

"MEG,MEG"

FS

FORCE
READ X RELEASE

- ADJUSTMENTS
1. MIKE MAKE RALPH/LARRY CALL WE
 2. VS PRO = 7 MEG
 3. VS SLOT=CORA
 4. VS TRIPS YY WING=ZEKE
 5. VS TRAIN=STUMP
 6. VS 2X2=MOD 2 OPEN; CUT TE, LKR
 7. VS YAC/Y TRADE=CHANGE RALPH/L
 8. VS BUNCH=BOX
 9. VS EMPTY=STUMP TRIPS,MOD 2 OF

"CHECK CORA VS. SINGLE WIDTH SLOT"

I SLOT LT

"CLOUD"

"CORA"

(H)

(F)

(O)

(|)

(O)

(|)

(O)

(|)

(Y)

E

HEAVY 5
CONTAIN

N

0 TECH
PRESSURE

E

HEAVY 5
PRESSURE

S

6 TECH
CONTAIN

W

30 TECH
HOOK #3

M

30 TECH
1ST TO FLAT

C

CORA
CORA 1/3

SS

SEC FORCE
OUTSIDE 1/3

"CLOSED RIGHT"

"RALPH/RALPH"

"CHECK CORA"

FS

FILL
MOF

(Z)

(X)

C

FORCE
SQUAT

J

PLUG
SLAM

BASE WEAK JACK 7 MEG CORA CHK STRONG

FLANK

**ALERT FOR WILL IN THE CUT

CUT

MOD

(H)

(U)

(O)

(Z)

(Y)

(I)

(O)

(II)

(O)

(I)

(X)

S

E

N

E

C

M

W

J

C

RE-ROUTE
NO CARRY IN MOD

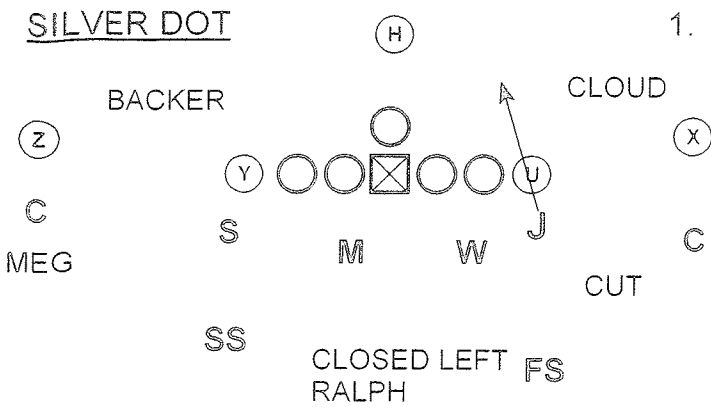
"LARRY/LARRY"

SS
↙

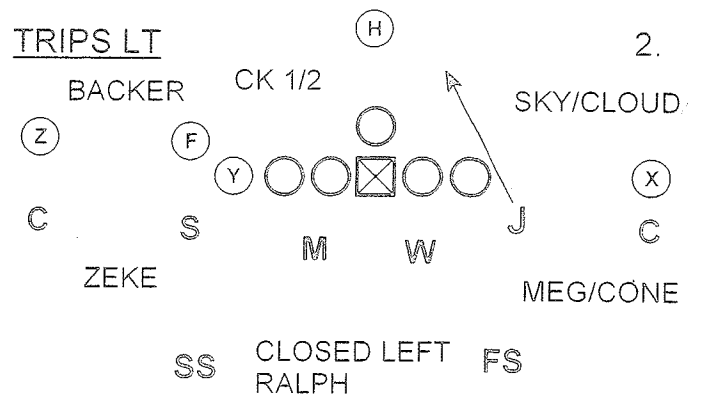
FS

BASE WEAK JACK 7 MEG CORA CK STRONG: ADJUSTMENTS

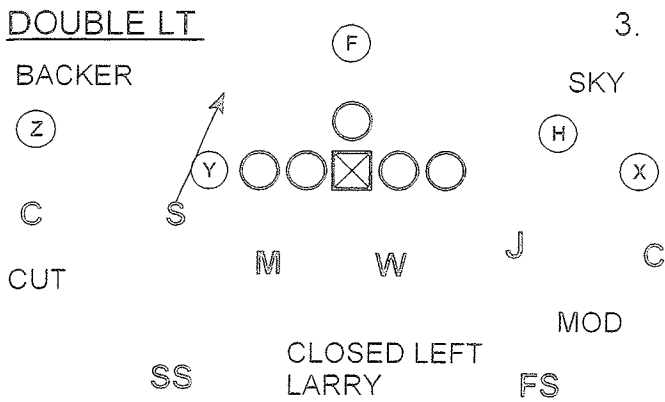
SILVER DOT



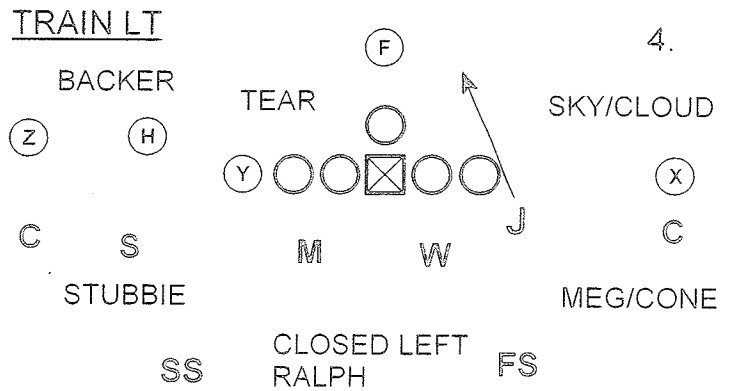
TRIPS LT



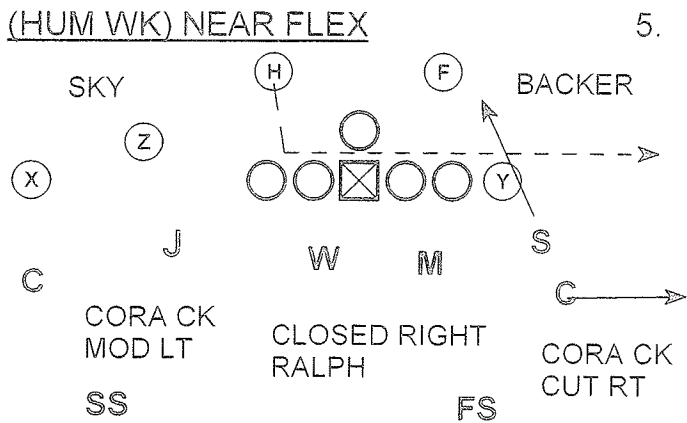
DOUBLE LT



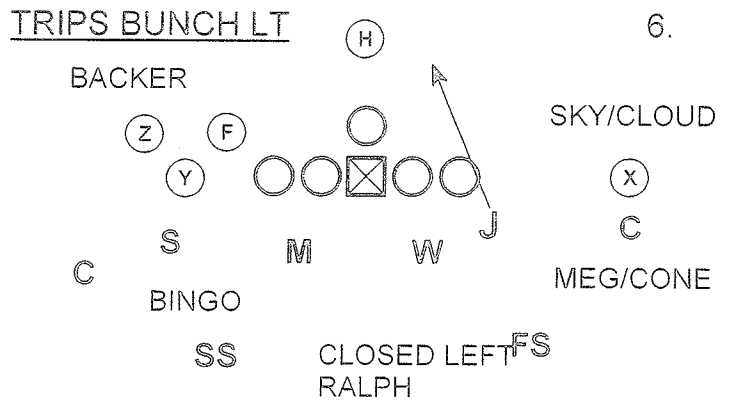
TRAIN LT



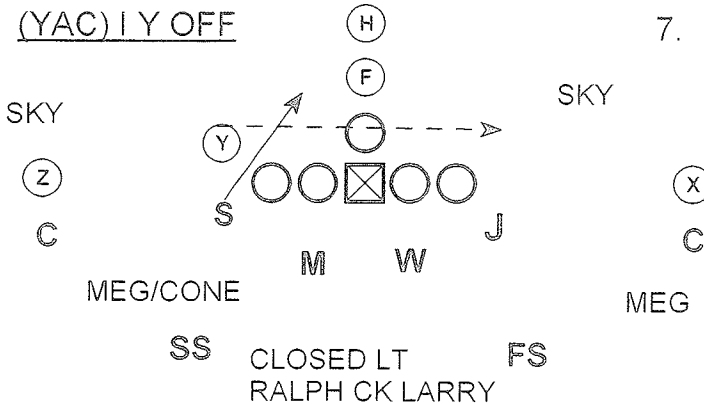
(HUM WK) NEAR FLEX



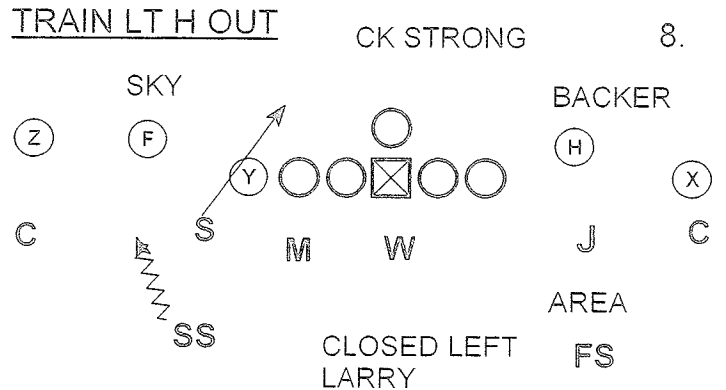
TRIPS BUNCH LT



(YAC) I Y OFF



TRAIN LT H OUT

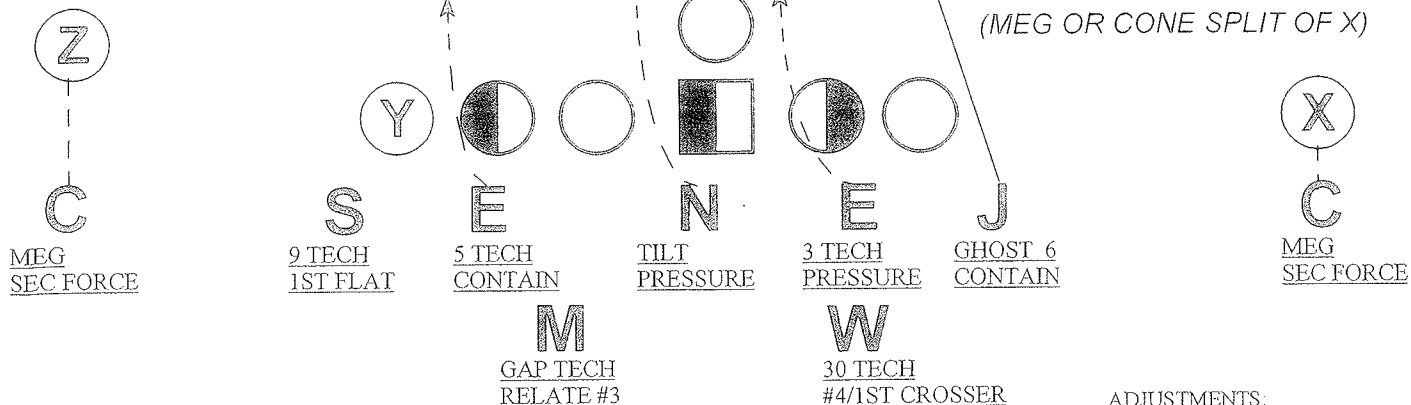


BASE UNDER O DBL / MEG/SWITCH

ILT

"BACKER"

"SKY"



SS
BOX TE
PLUG

"CLOSED LEFT"
"MEG/MEG"

FS
READ X RELEASE
FORCE

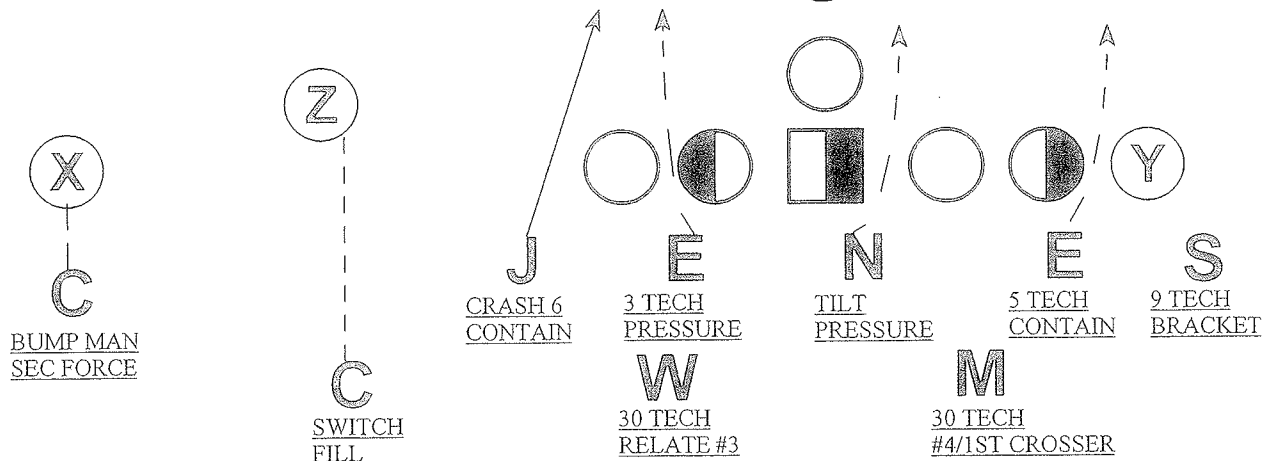
ADJUSTMENTS:

1. MIKE MAKE CLOSED CALL
2. vs. YY TRIPS= ZEKE
3. vs. TRAIN= STUBBIE
4. vs. SLOT = PLAY SWITCH
5. vs. YAC= SLIDE LBERS-TREAT AS PRO
6. vs. Y TRADE= RELOAD FRONT/CHANGE RALPH/LARRY CALL.
7. vs. BUNCH= BINGO
8. vs. 2 MAN STACK= SWITCH OR BOX
9. vs. C AREA PLAYER WEAK= CHECK CUT
10. VS. EMPTY= CHECK SACK

I SLOT LT

"SKY"

"BACKER"



FS
SWITCH
FORCE

"CLOSED RIGHT"
"SWITCH"

SS
BRACKET
FILL

BASE UNDER 0 DBL 7 MEG/SWITCH

***CUT AND TEAR THE FRONT

LLT

"BACKER"

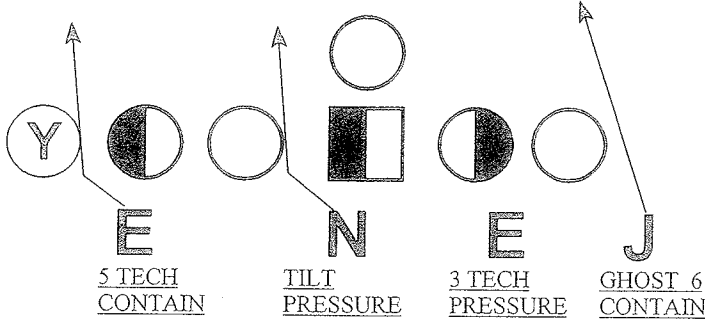
"SKY"

(H)

(Z)

(U)

T
C



(X)

C

S

M

W

"CUT"

"SWITCH" ON TE
"MOD" ON WR

"CLOSED LEFT"
"TEAR, TEAR"

FS

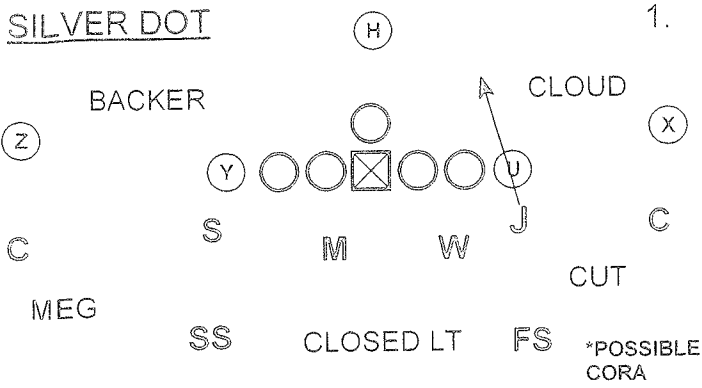
SS

1/2

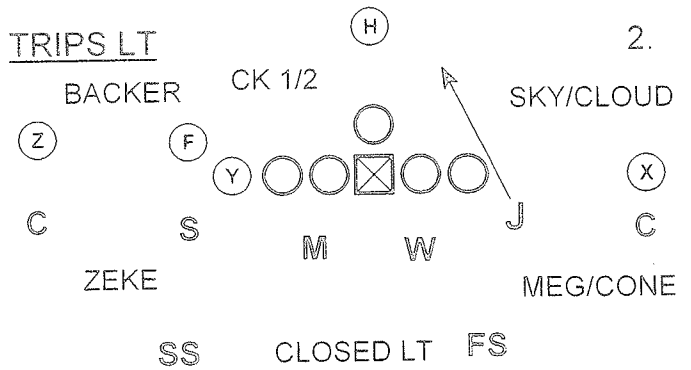


BASE UNDER O DBL 7 MEG/SWITCH

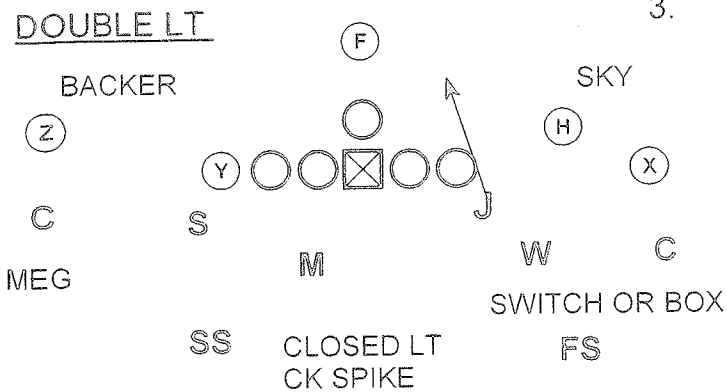
SILVER DOT



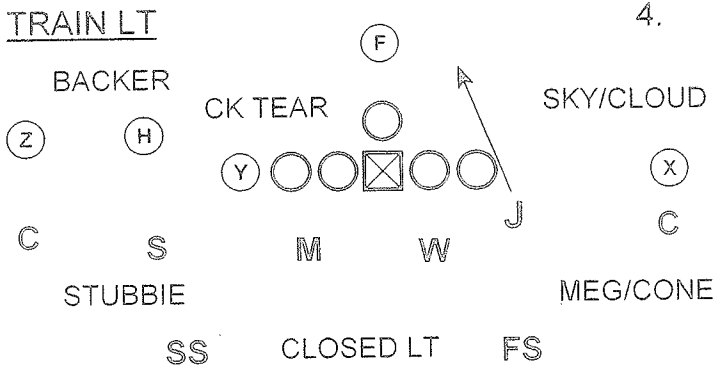
TRIPS LT



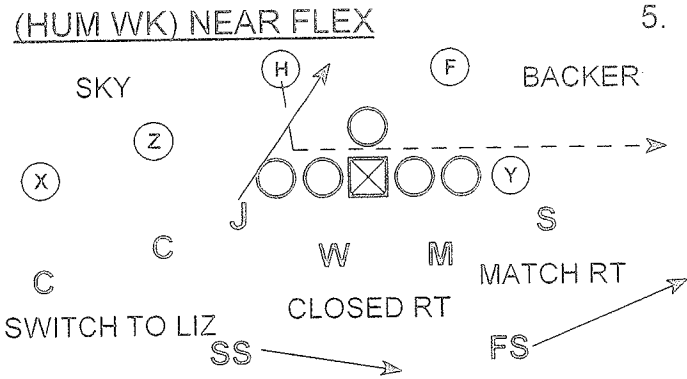
DOUBLE LT



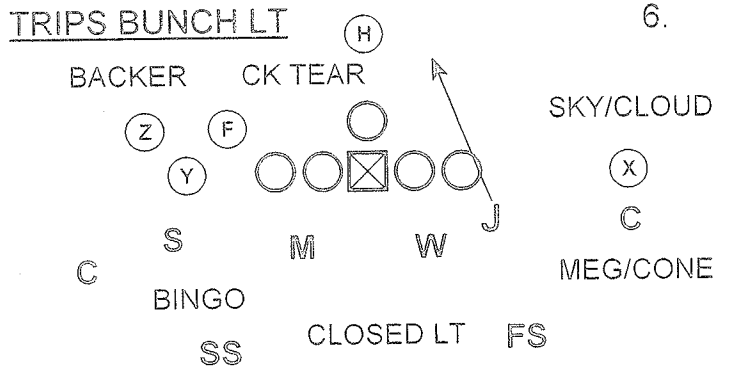
TRAIN LT



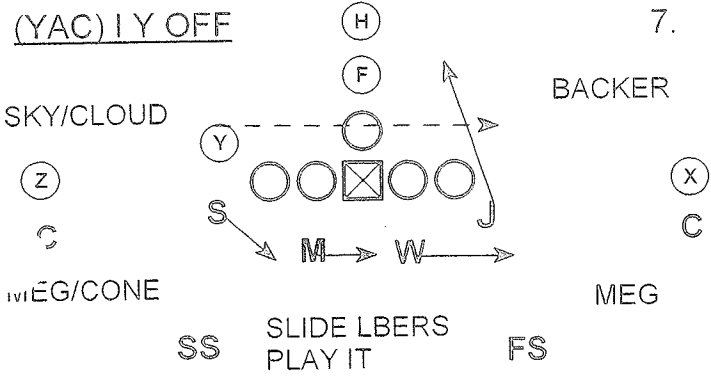
(HUM WK) NEAR FLEX



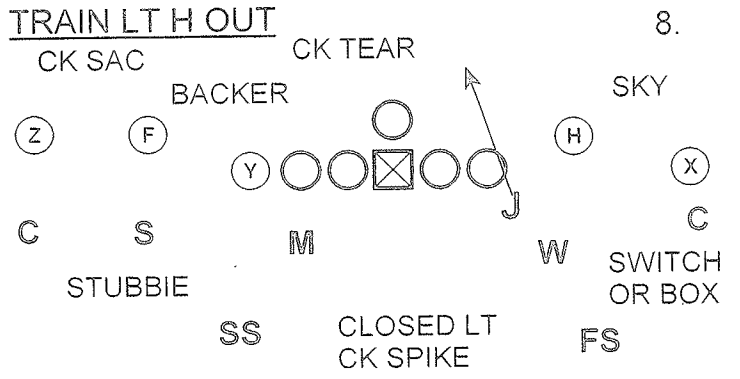
TRIPS BUNCH LT



(YAC) IY OFF

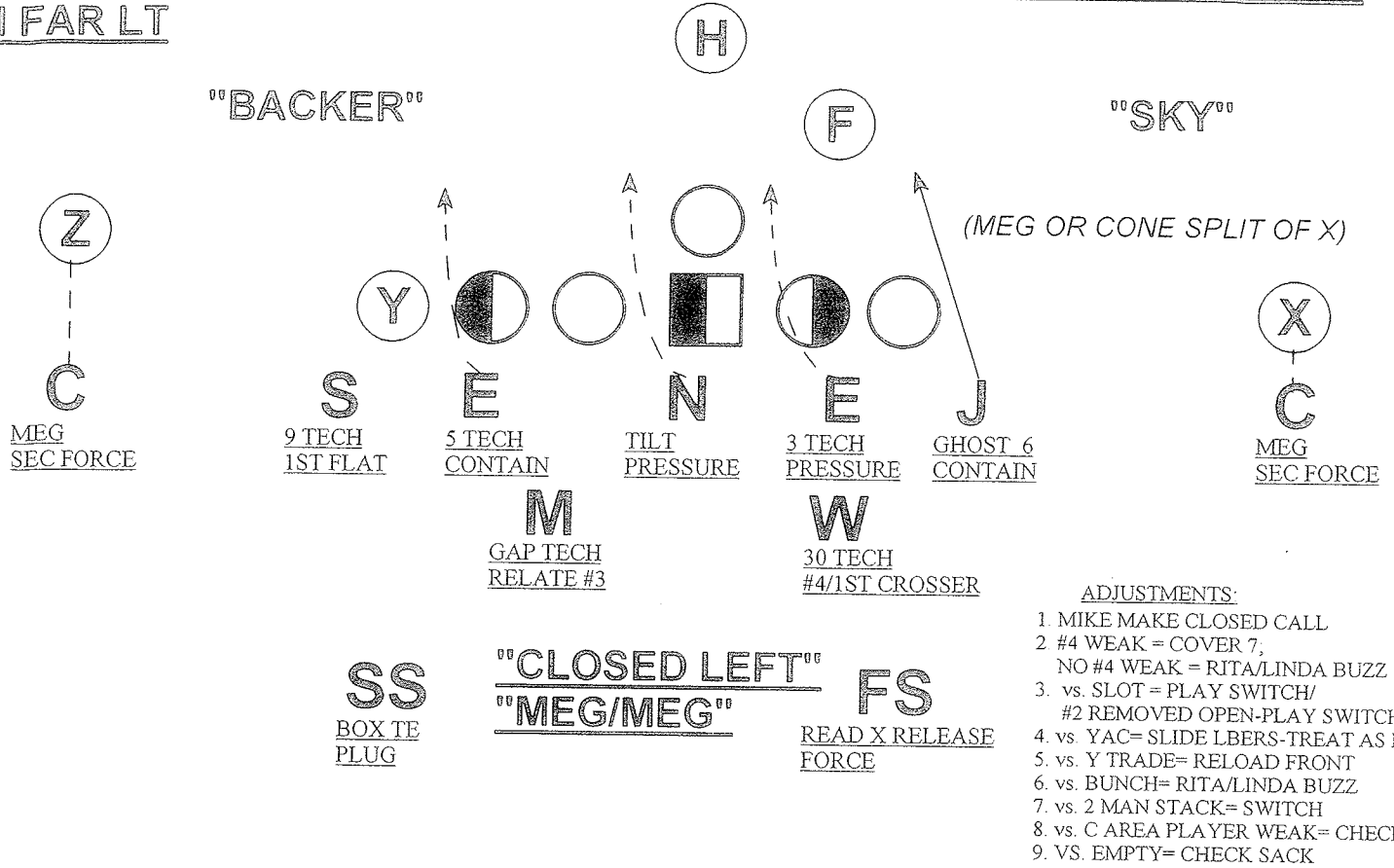


TRAIN LT H OUT

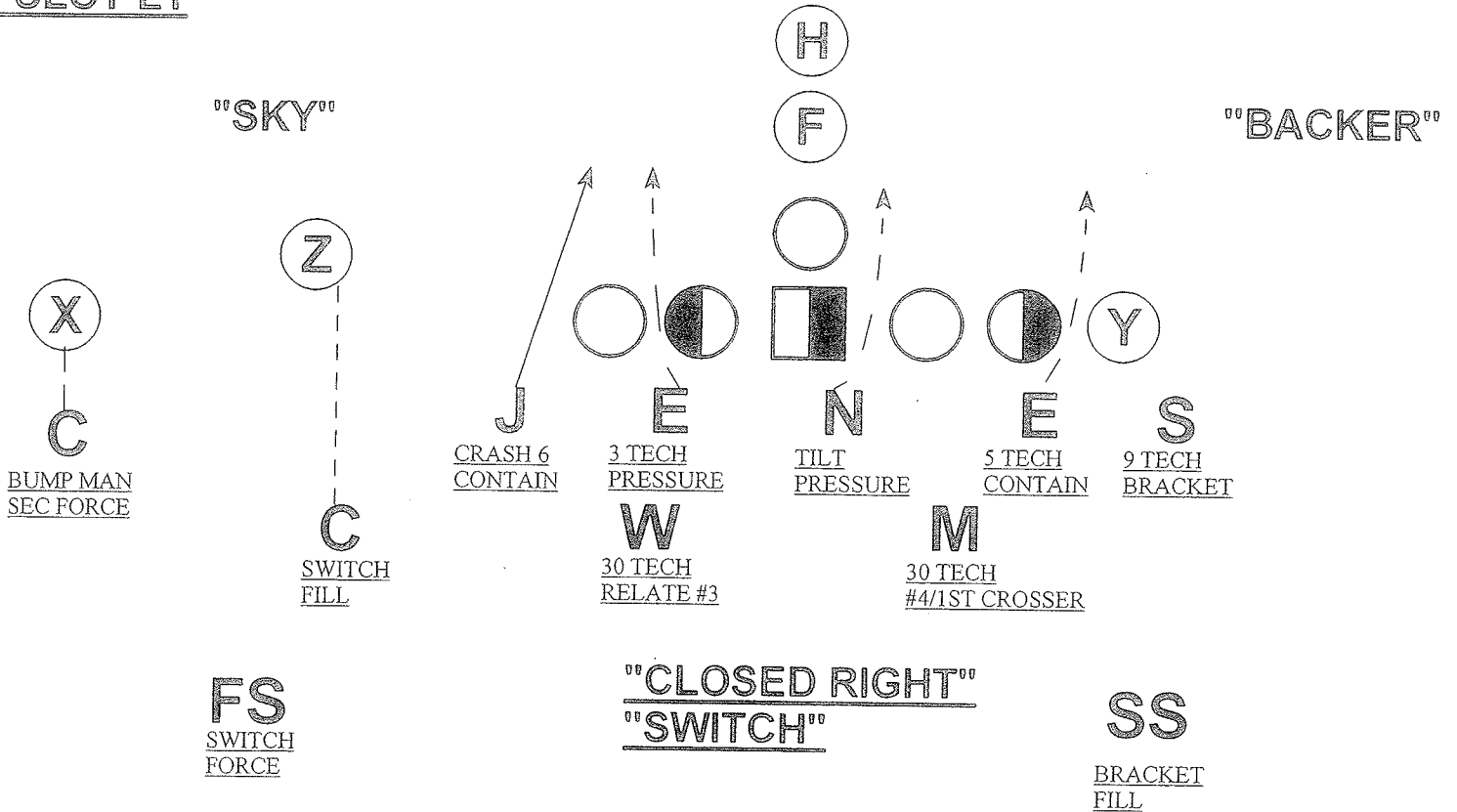


BASE UNDER O DBL 7 ADJUSTED SWITCH

I FAR LT

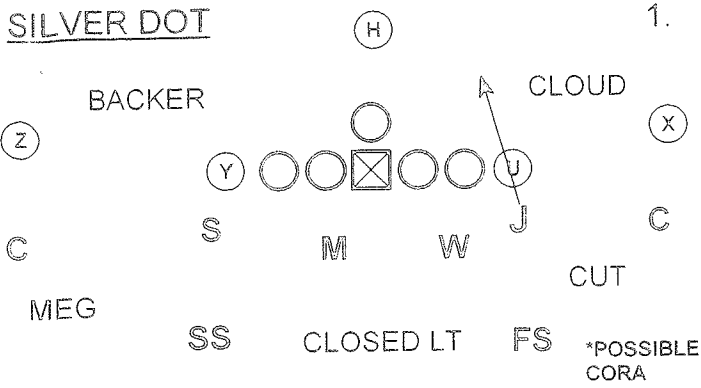


I SLOT LT

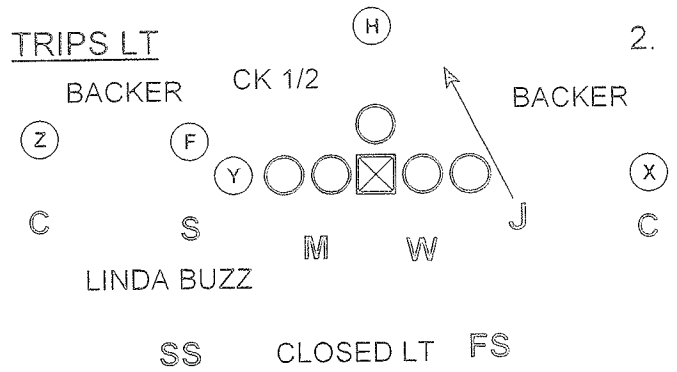


BASE UNDER O DBL 7 ADJUSTED/SWITCH

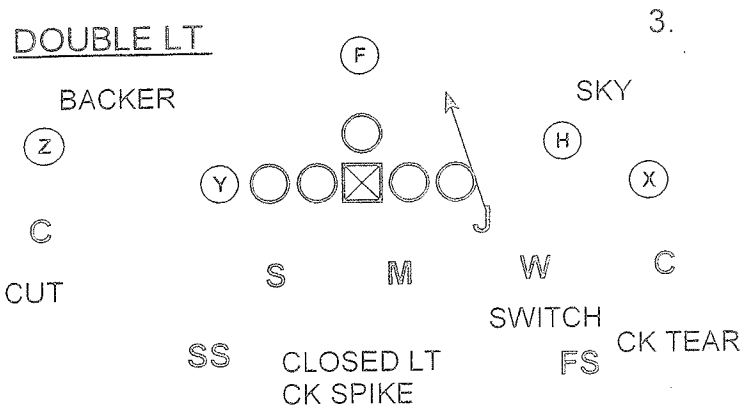
SILVER DOT



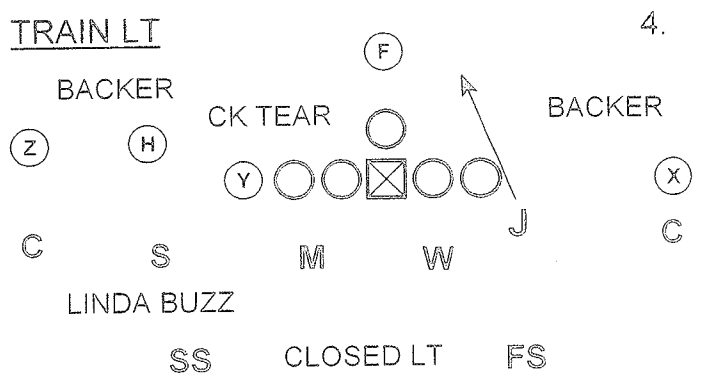
TRIPS LT



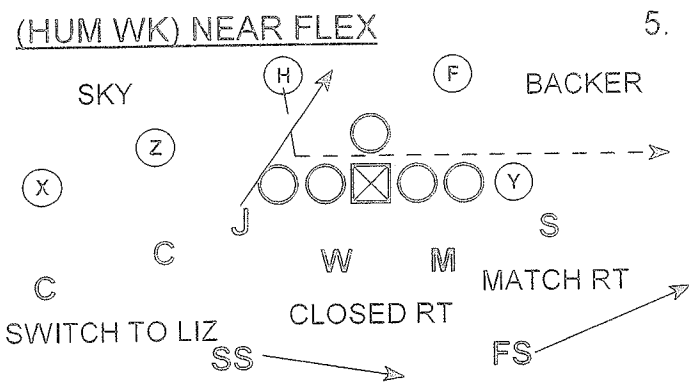
DOUBLE LT



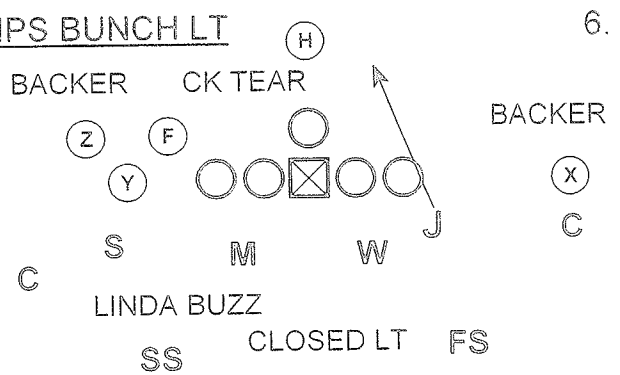
TRAIN LT



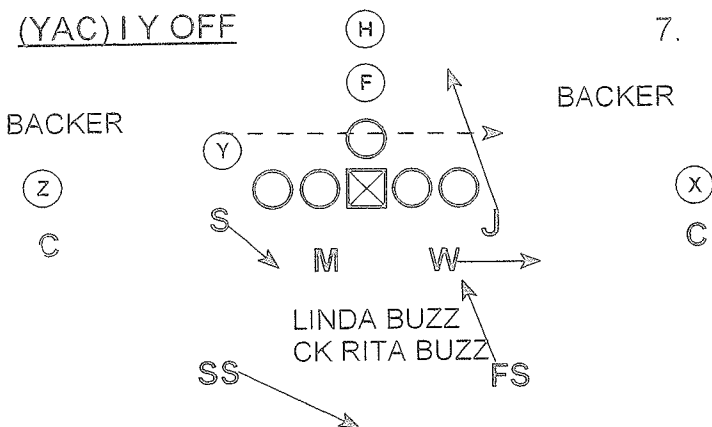
(HUM WK) NEAR FLEX



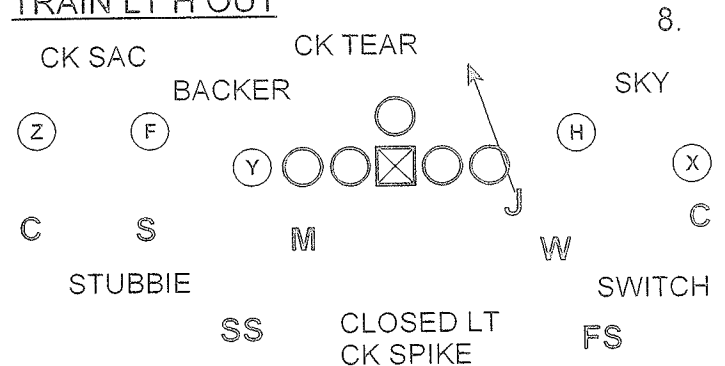
TRIPS BUNCH LT



(YAC) IY OFF



TRAIN LT H OUT



I FAR LT

(H)

"BACKER"

(F)

"SKY"

(Z)

(O)

(|O)

(O)

(◐)

(X)

(◑)

(O)

(X)

C
MEG
SEC FORCE

E
6 TECH
CONTAIN

T
3 TECH
PRESSURE

N
2i TECH
PRESSURE

E
LOOSE 5
CONTAIN

C
MEG
SEC FORCE

S
50 TECH
1ST FLAT

M
10 TECH
RELATE #3

W
40 TECH
#4/1ST CROSSER

SS
BOX TE
PLUG

"TITE LEFT"
"MEG/MEG"

FS
READ X RELEASE
FOCE

- ADJUSTMENTS
1. MIKE MAKE TITE LT/RT CALL
 2. #4 WEAK= COVER 7
NO #4 WEAK= RITA/LINDA BUZZ
 3. SLOT= SWITCH
 4. #2 REMOVED OPEN= SWITCH
 5. VS. YAC= TINA ADJUST
 6. Y TRADE= RELOAD FRONT
 7. BUNCH= RITA/LINDA BUZZ
 8. EMPTY= SACK
 9. VS. C AREA PLAYER WEAK=
CHECK CUT

ILT

(H)

"SKY"

(F)

"BACKER"

(Z)

(O)

(X)

(O)

(◐)

(|O)

(◑)

(O)

(|O)

C
MEG
SEC FORCE

E
LOOSE 5
CONTAIN

N
2i TECH
PRESSURE

T
3 TECH
PRESSURE

E
6 TECH
CONTAIN

C
SWITCH
FILL

W
40 TECH
RELATE #3

M
10 TECH
#4/1ST CROSSER

S
50 TECH
1ST FLAT

FS
SWITCH
FORCE

"TITE RIGHT"
"SWITCH"

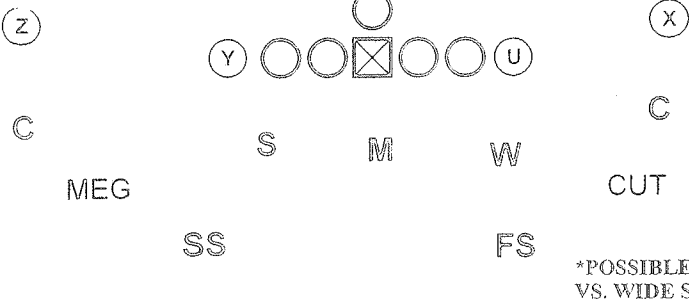
SS
BRACKET
FILL

40 DBL 7 ADJUSTED/SWITCH: ADJUSTMENTS

SILVER DOT

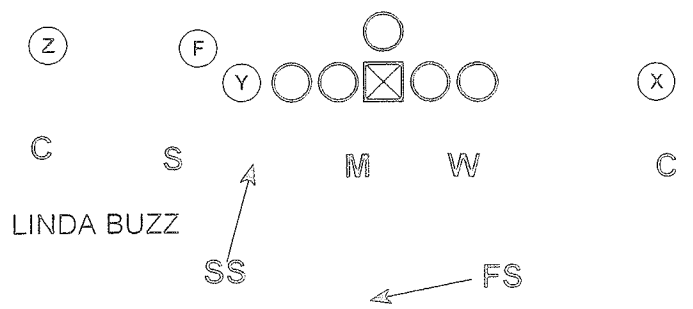
(H) TITE LT 1.

CK BOOST



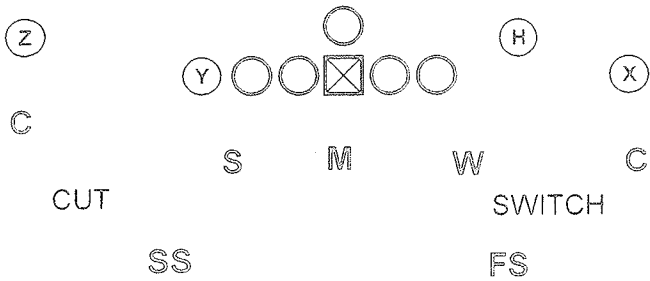
TRIPS LT

(H) TITE LT 2.



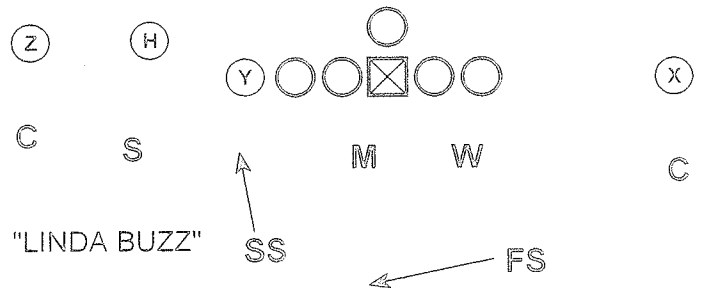
DOUBLE LT

(F) TITE LT 3.



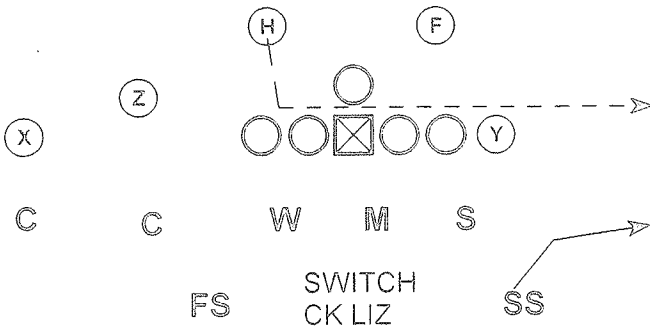
TRAIN LT

(F) TITE LT 4.



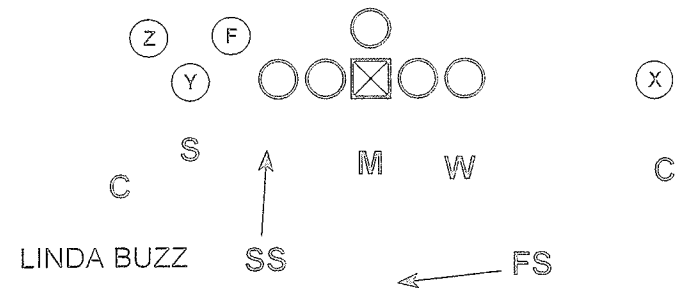
(HUM WK) NEAR FLEX

TITE RT 5.



TRIPS BUNCH LT

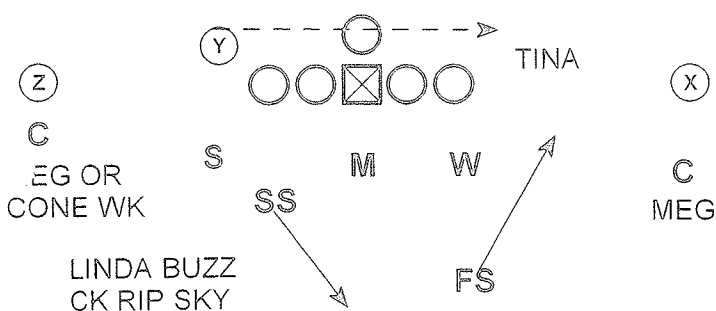
(H) TITE LT 6.



(YAC) I Y OFF

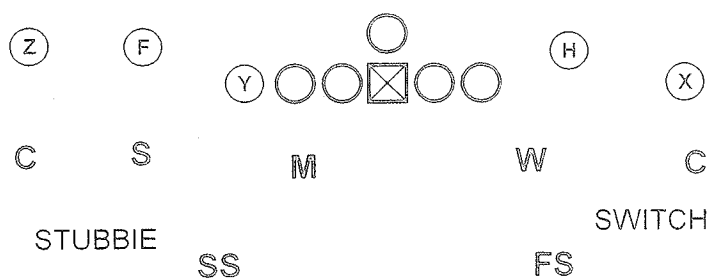
(H) TITE LT 7

SLIDE RT



EMPTY (TRAIN LT H OUT)

TITE LT 19



NICKEL/DIME FLEX 7 MOD

BLUE FLEX LEFT

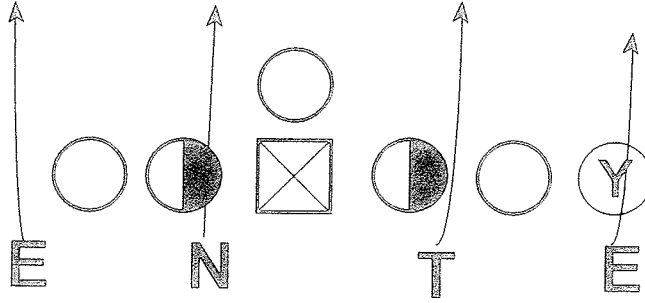
(H)

"SKY"

"CLOUD"

(X)

(Z)



(R)

C

SQUAT
FORCE

C
MOD
SEC FORCE

MOD
READ STEP
OF BACK
FILL

"MOD"

M
RELATE #3

"TITE RIGHT"
"MOD/CUT"

\$
CUT #2

"CUT"

FS
DEEP 1/2
SEC FORCE

ADJUSTMENTS

1. MAC MAKE TITE LT/RT CALL
2. SAFETIES MAKE COVERAGE CALL TO YOUR SIDE
 - MOD VS. 2 REMOVED RECEIVERS
 - CUT VS. #2 RECEIVER IN C AREA
 - MEG/CONE VS. SINGLE RECEIVER
 - STUBBIE VS. TRIPS
3. BE PREPARED TO CHANGE CALLS VS. C.O.S MOTION
4. VS. EMPTY= SACK
5. VS. BUNCH= CHECK BINGO

SS
MOD
FORCE

BLUE TRAIN LEFT

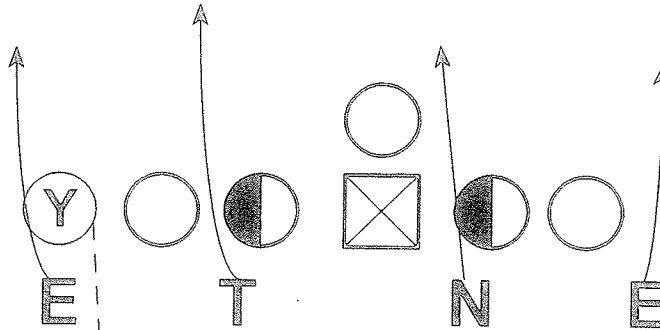
(H)

"SKY"

"SKY"

(R)

(Z)



(X)

C

MEG

C
MEG

READ 3 TO 2

"STUBBIE"

CARRY #3
UNLESS #2 IS UNDER

#4/1ST CROSSER

"MEG/CONE"

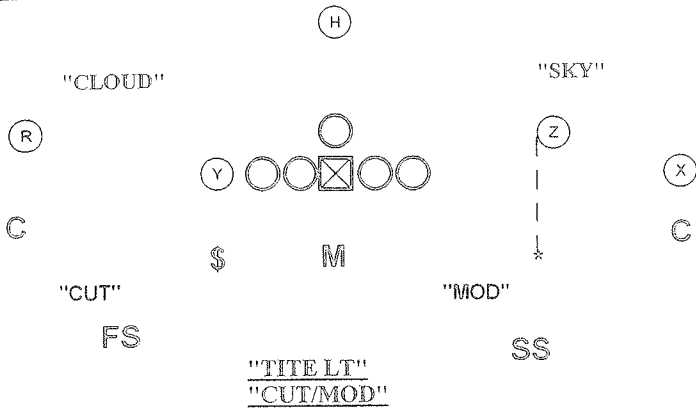
SS
READ 3 TO 2

"TITE LEFT"
"STUBBIE/MEG"

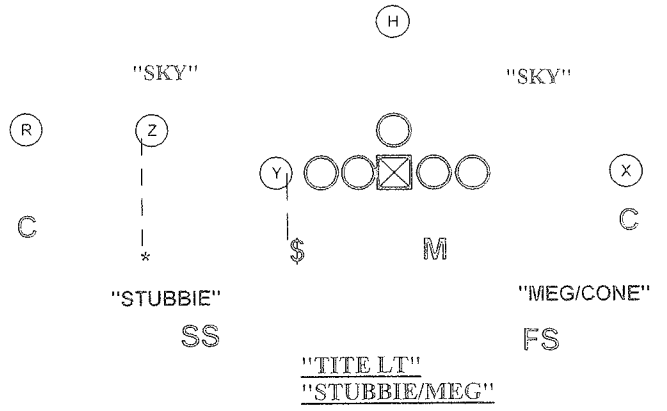
FS
READ X RELEASE
FORCE
*MEG OR CONE OFF SPLIT OF X

NICKEL/DIME FLEX 7 MOD

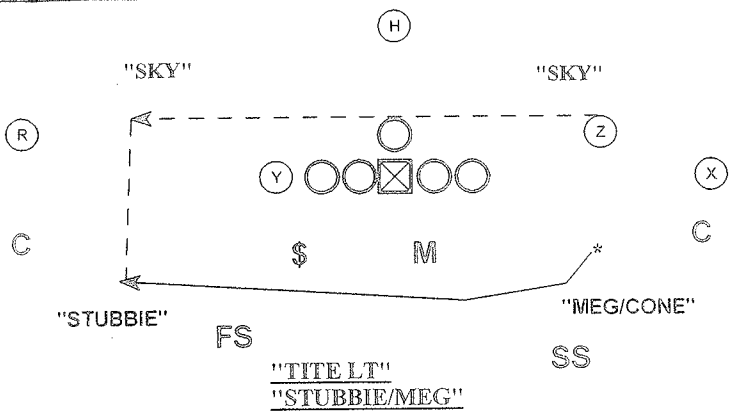
BLUE FLEX RT



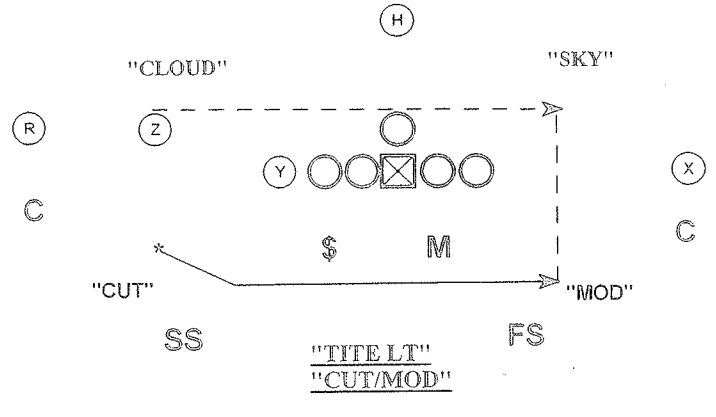
BLUE TRAIN LT



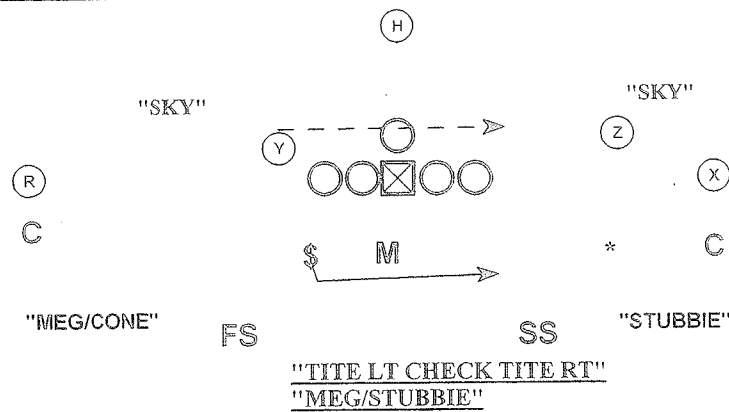
BLUE (ZAC) TRAIN LT



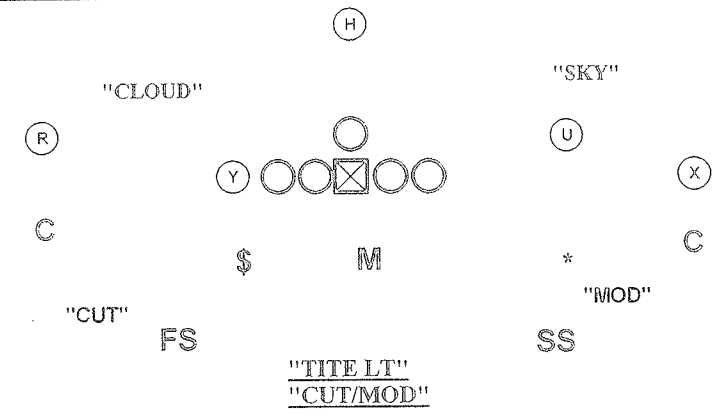
BLUE (ZAC) FLEX RT



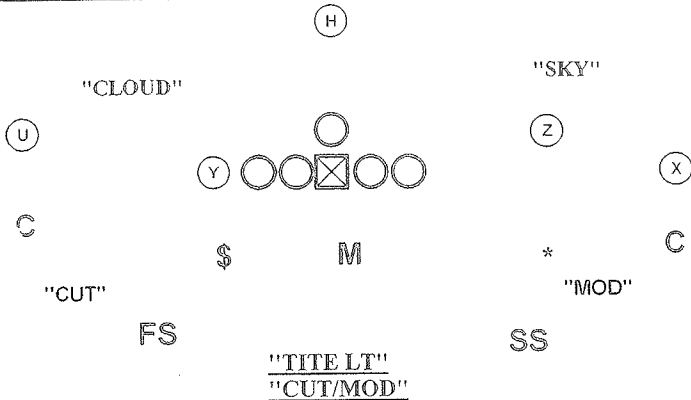
BLUE (YAC) TRAIN LT Y OFF



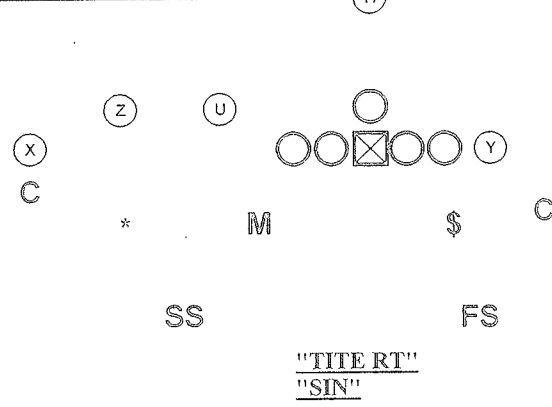
SILVER DOUBLE RT



SILVER FLEX RT



SILVER TREY LT



NICKEL/DIME FLEX 7 SWITCH

BLUE FLEX LEFT

(H)

"SKY"

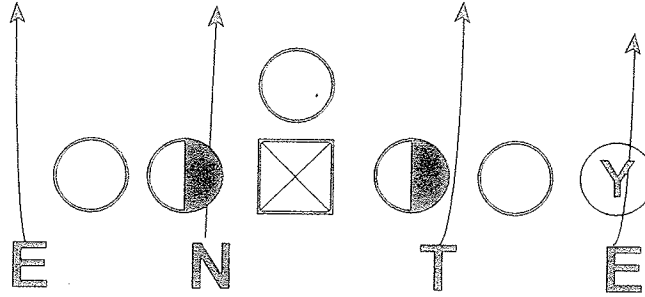


MEG
SEC FORCE



SWITCH
FILL

"SWITCH"



M
RELATE #3

"TITE RIGHT"
"SWITCH/CUT"

\$
CUT #2

"CUT"



"CLOUD"



C
SQUAT
FORCE

- ADJUSTMENTS**
1. MAC MAKE TITE LT/RT CALL
 2. SAFETIES MAKE COVERAGE CALL TO YOUR SIDE
 - SWITCH VS. 2 REMOVED RECEIVERS
 - CUT VS. #2 RECEIVER IN C AREA
 - MEG/CONE VS. SINGLE RECEIVER
 - STUBBIE VS. TRIPS
 3. BE PREPARED TO CHANGE CALLS VS. C.O.S MOTION
 4. VS. EMPTY= SACK
 5. VS. BUNCH= CHECK BINGO

BLUE TRAIN LEFT

(H)

"SKY"

"SKY"

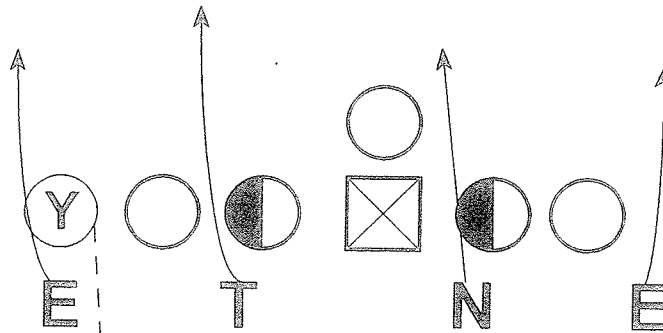


C
MEG

"STUBBIE"



READ 3 TO 2



CARRY #3
UNLESS #2 IS UNDER

"TITE LEFT"
"STUBBIE/MEG"

#4/1ST CROSSER

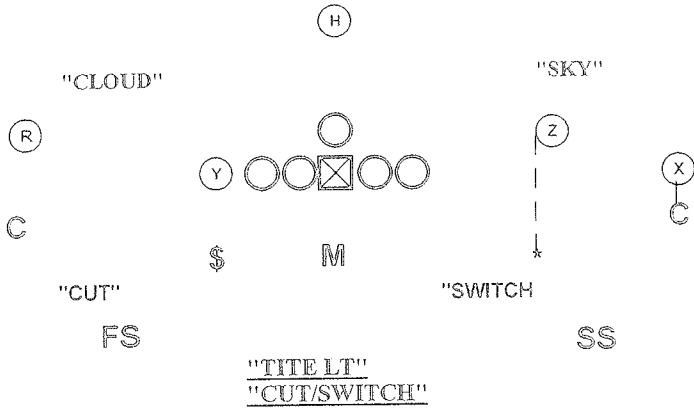


MEG

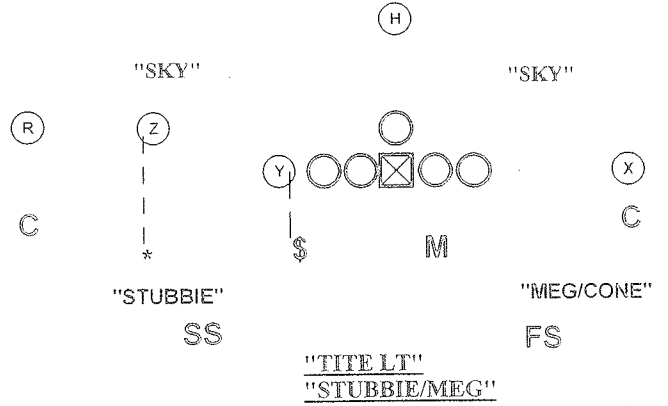
"MEG/CONE"

NICKEL/DIME FLEX 7 SWITCH: ADJUSTMENTS

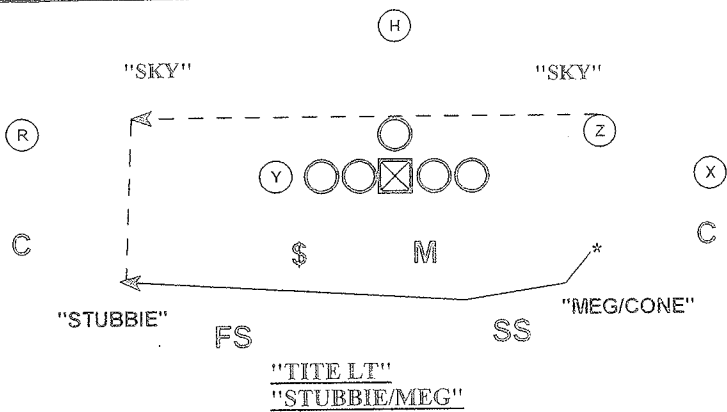
BLUE FLEX RT



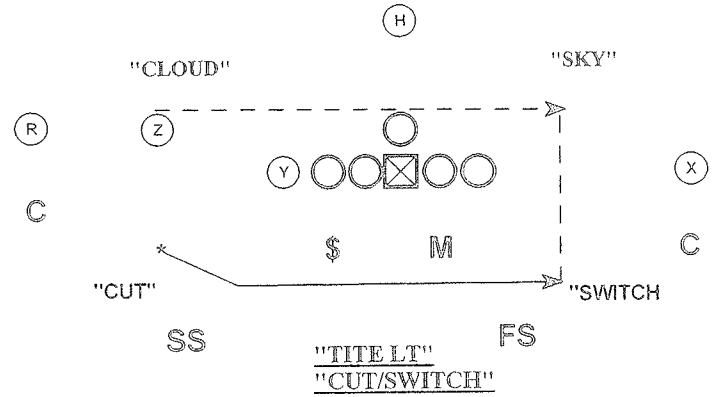
BLUE TRAIN LT



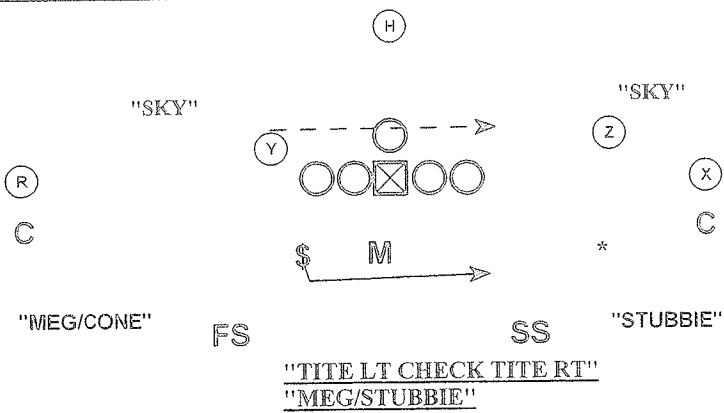
BLUE (ZAC) TRAIN LT



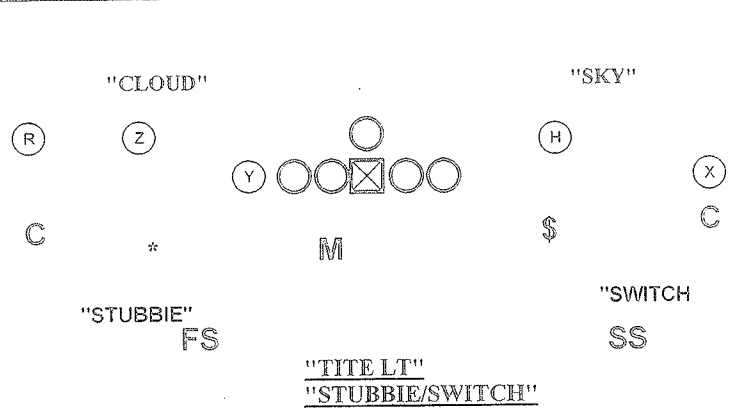
BLUE (ZAC) FLEX RT



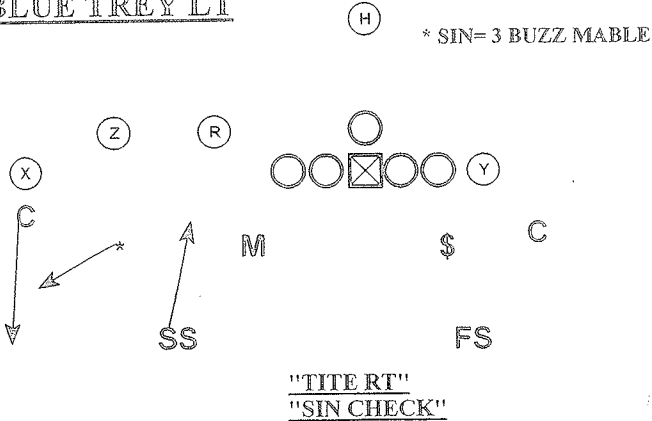
BLUE (YAC) TRAIN LT Y OFF



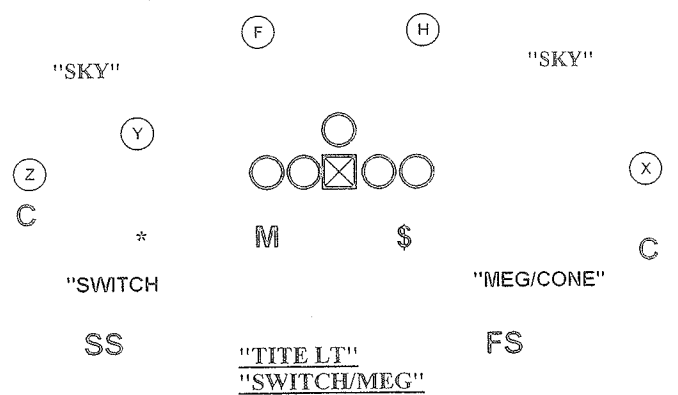
BLUE EMPTY TRAIN H OUT



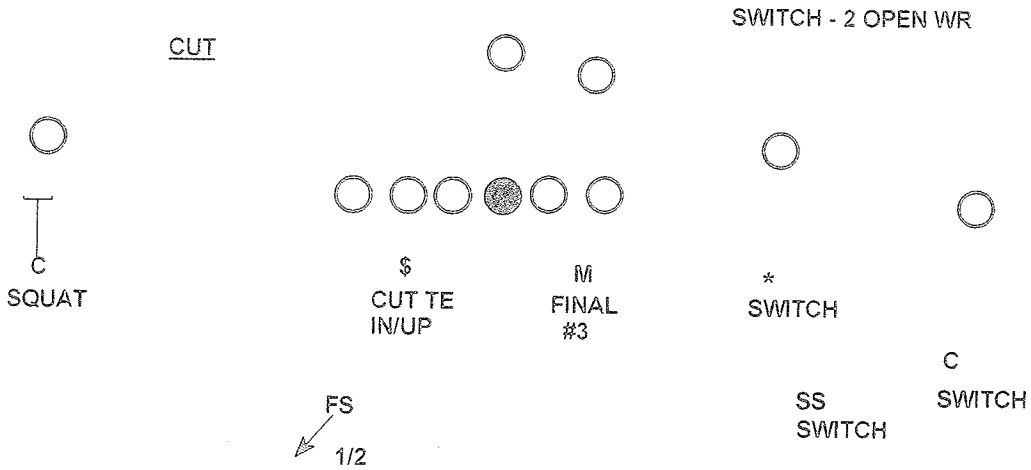
BLUE TREY LT



GOLD SPLIT LT



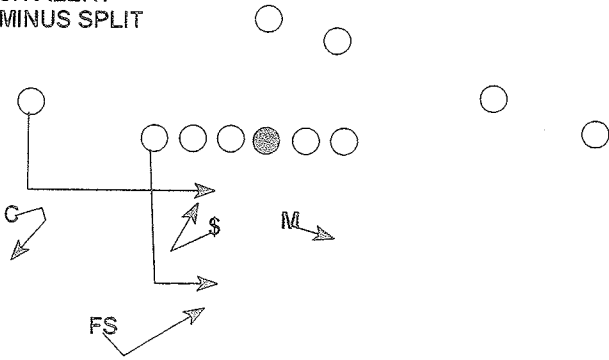
SUB COVER 7 SWITCH



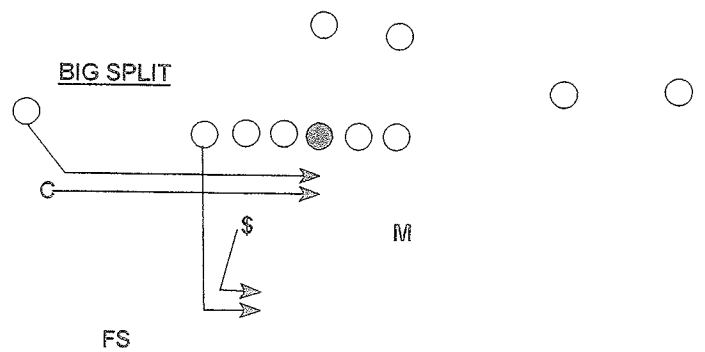
CUT - CORNER FORCE - CORNER SQUAT ON FLAT - FS PLAY 1/2 COVERAGE; \$ CUT OFF TE(#2) - TAKE TE UP OR INSIDE. PRE-SNAP CORNER COMMUNICATE "ALERT SMASH" OR "TOKYO" TO \$, ALERT SMASH OR TOKYO IS BASED ON SPLIT OF #1. "ALERT SMASH" \$ TAKES #1 BEHIND #2. "TOKYO" CORNER TAKES #1 BEHIND #2. IF RB WORKS TO CUT SIDE \$ STAY ON TE - CORNER THERE IS NO ALERT SMASH OR TOKYO.

CUT EXAMPLES:

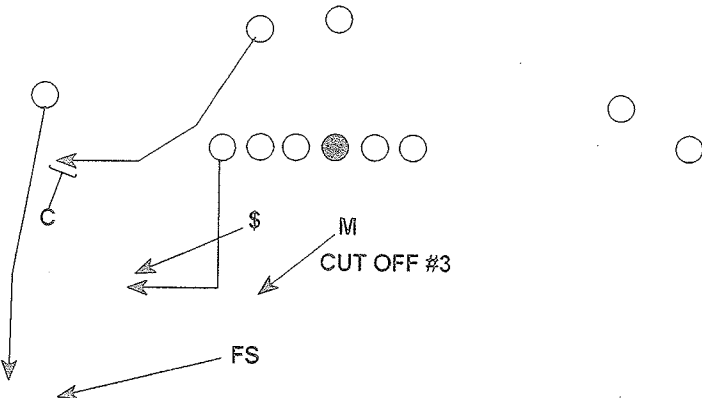
1. "PUSH ALERT" VS. MINUS SPLIT



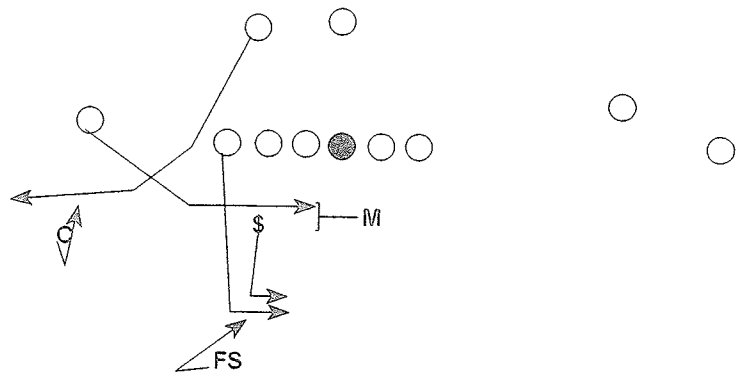
2. "TOKYO"



3. NO PUSH ALERT VS. OFFSET BACK NEAR



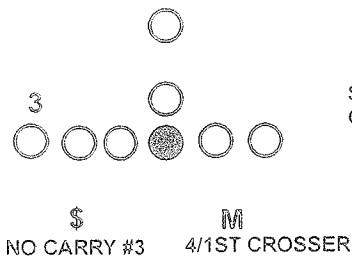
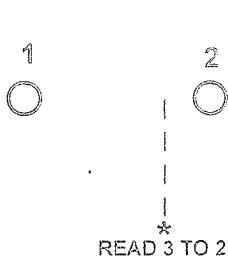
4. NO PUSH ALERT VS. OFFSET BACK NEAR



COVER 7 TRIPS CHECK IN NICKEL/ DIME PACKAGE

PART OF COVER 7
MAN MATCH

SMASH RULE



SAME AS COVER 7

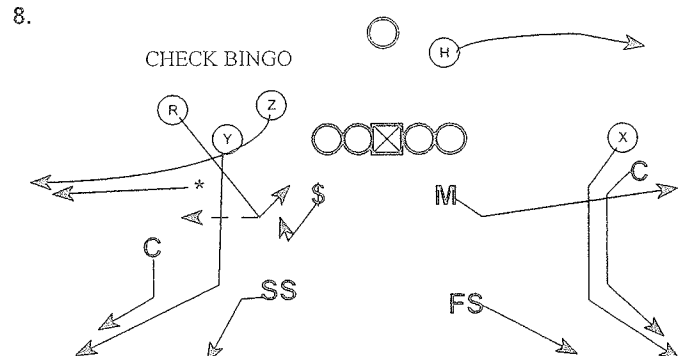
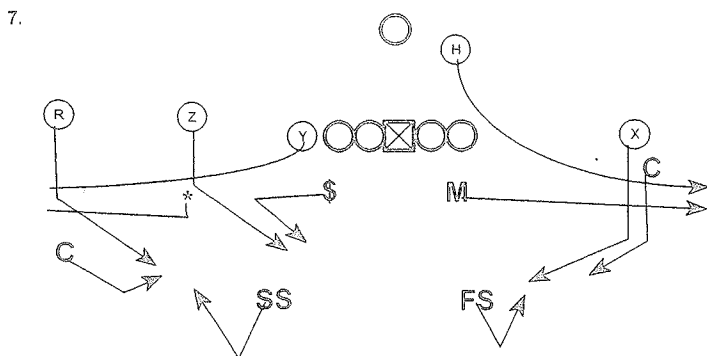
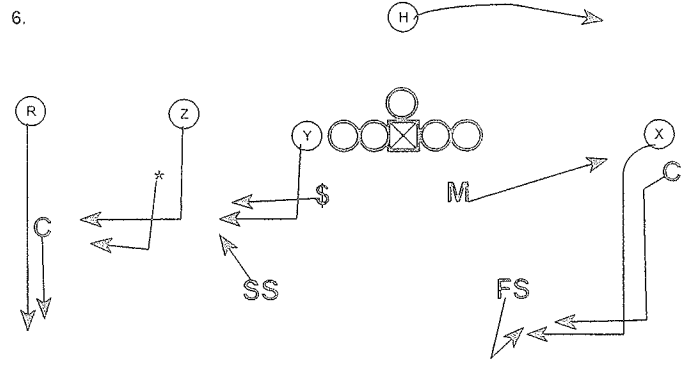
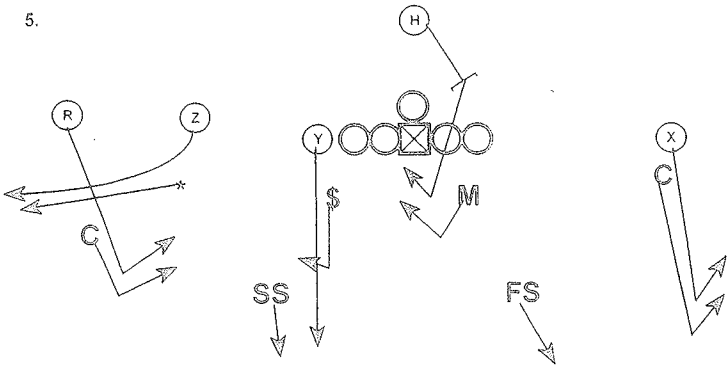
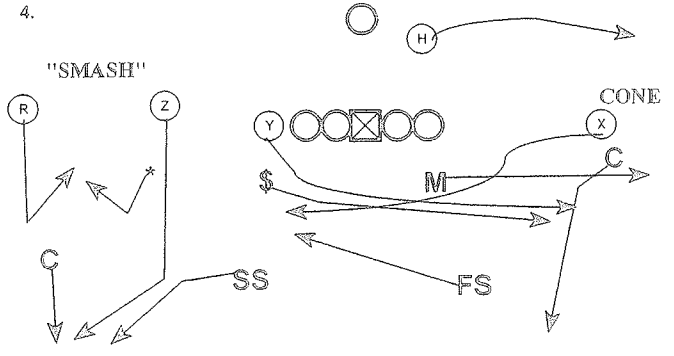
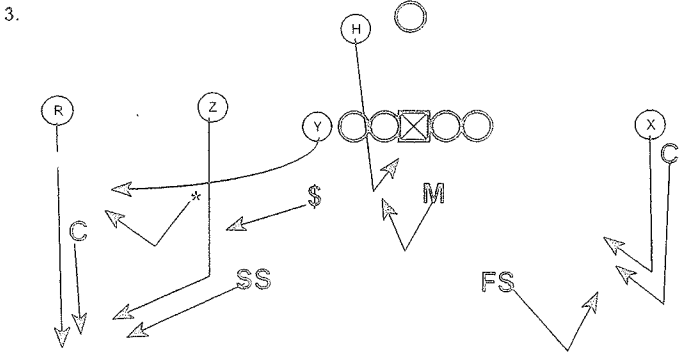
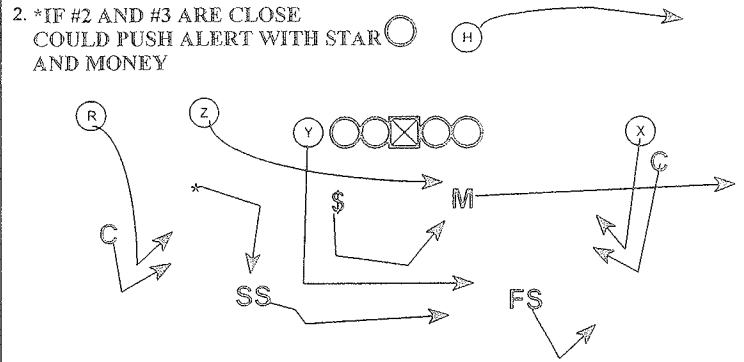
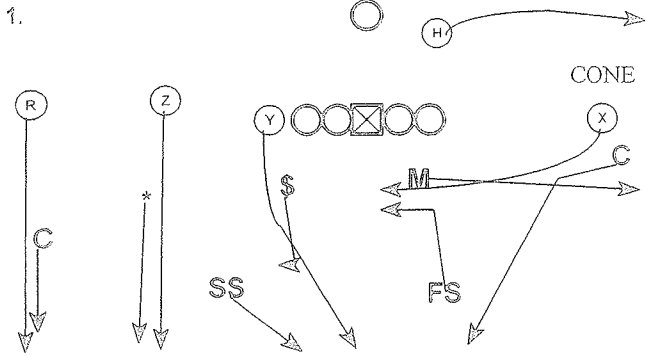
○ CONE
C MEG
CUT
DOG
TUFF

TODAY:
MEG/ CONE

C
INSIDE 1/3

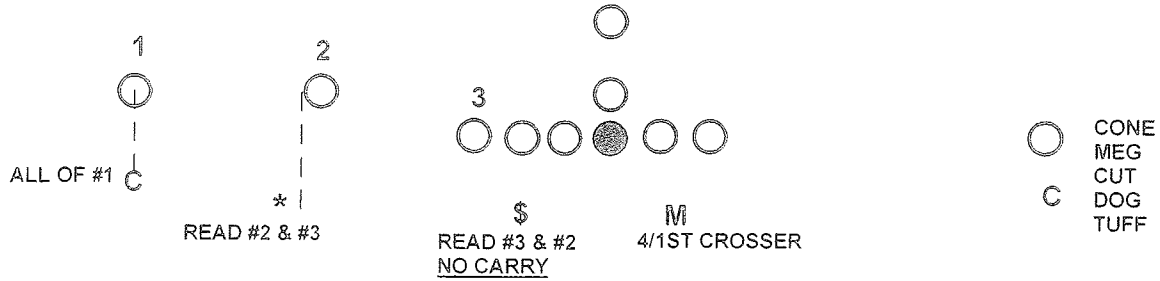
SS
READ 3 TO 2

FS



STUBBLE

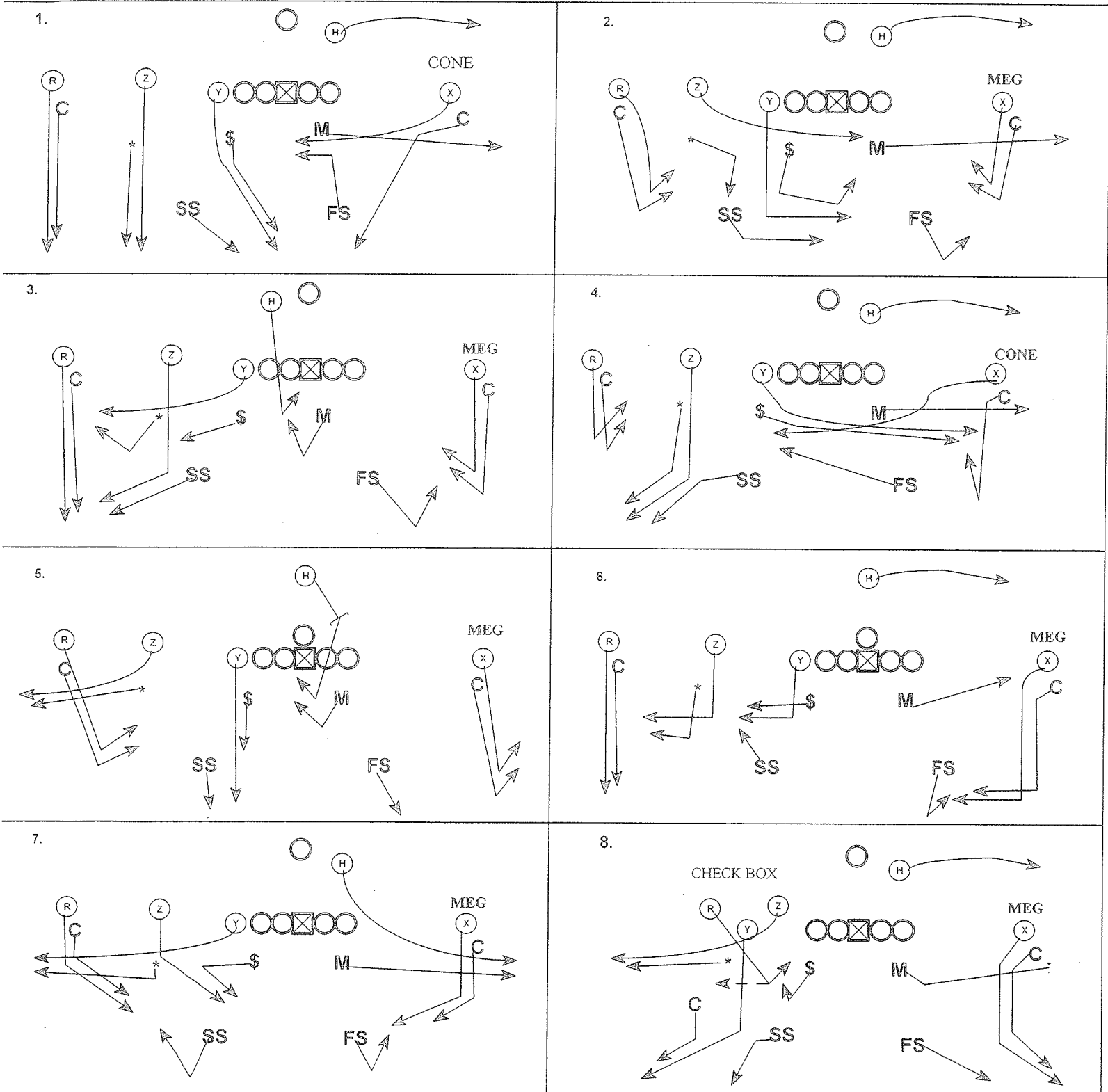
TRIPS CHECK IN NICKEL / DIME PACKAGE: JUST LIKE STUMP EXCEPT STRONGSIDE CORNER TAKES ALL OF #1 IN PRESS. NO SMASH RULE



*NO SMASH RULE

SS
READ 3 TO 2

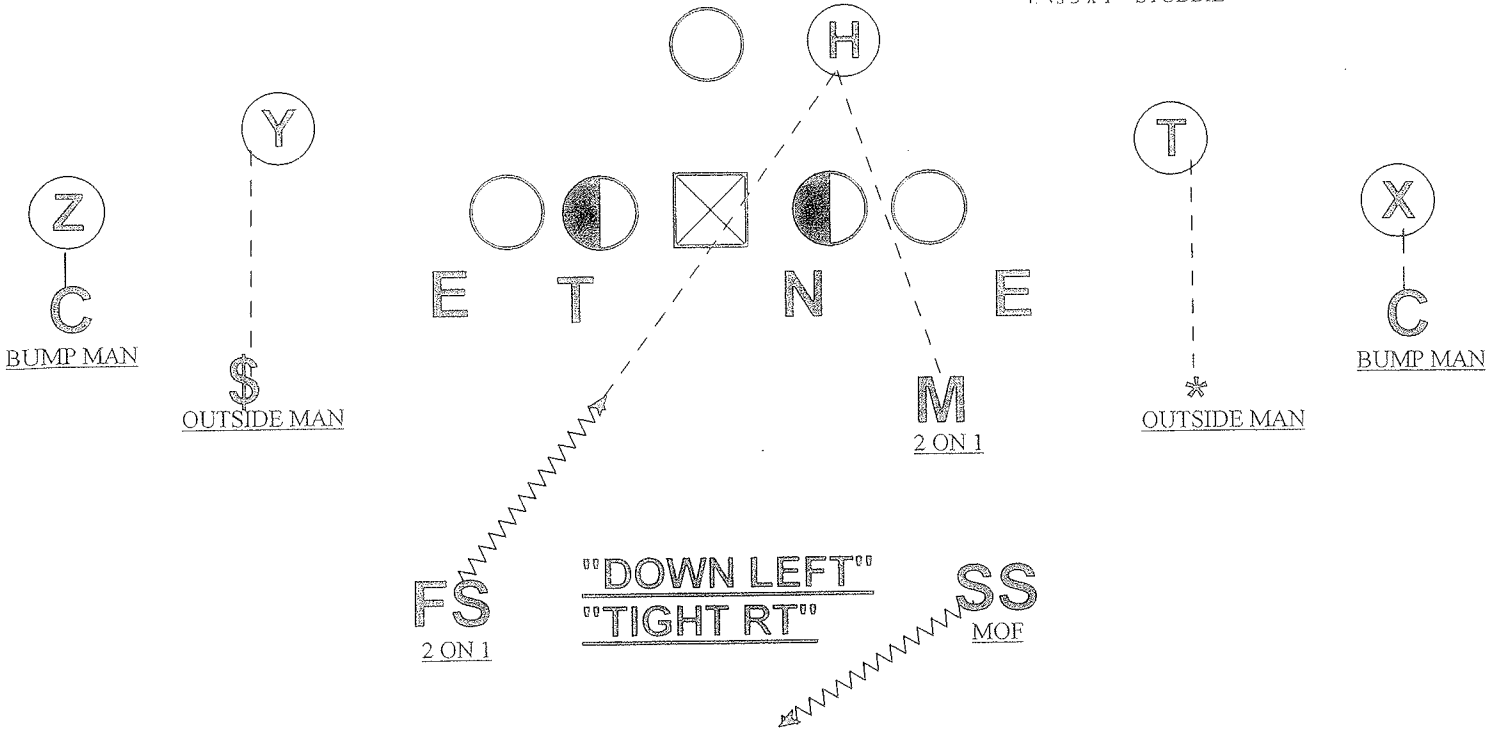
FS



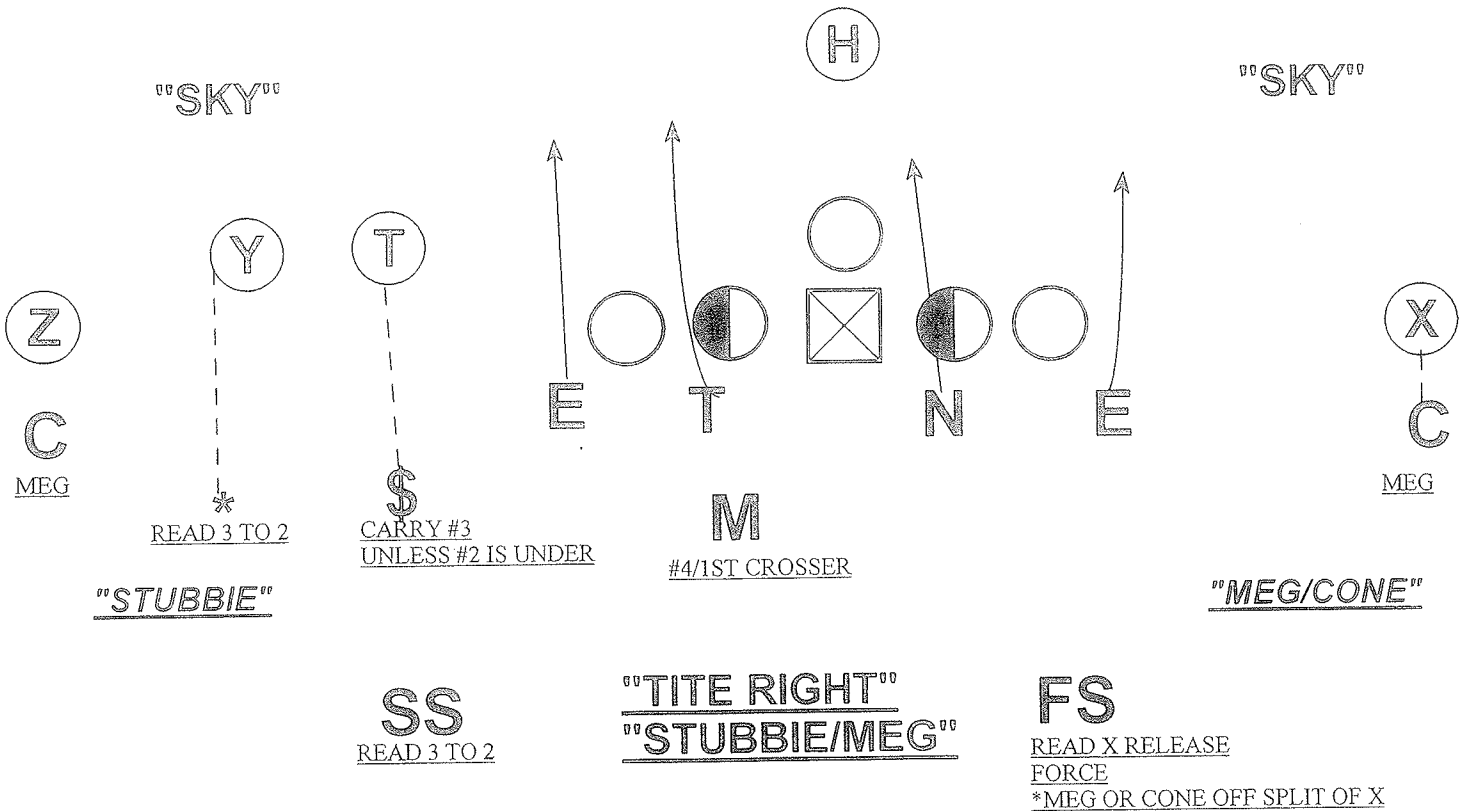
RULES

1. SAFETY DOWN AWAY FROM RB
2. RB IN 3 SPOT = SAFETY AWAY FROM STAR
3. vs 2 x 2 = 1 CLUE
4. vs 3 x 1 = STUBBIE

RED GUN NEAR DOLPHIN LT



D TRAIN LEFT

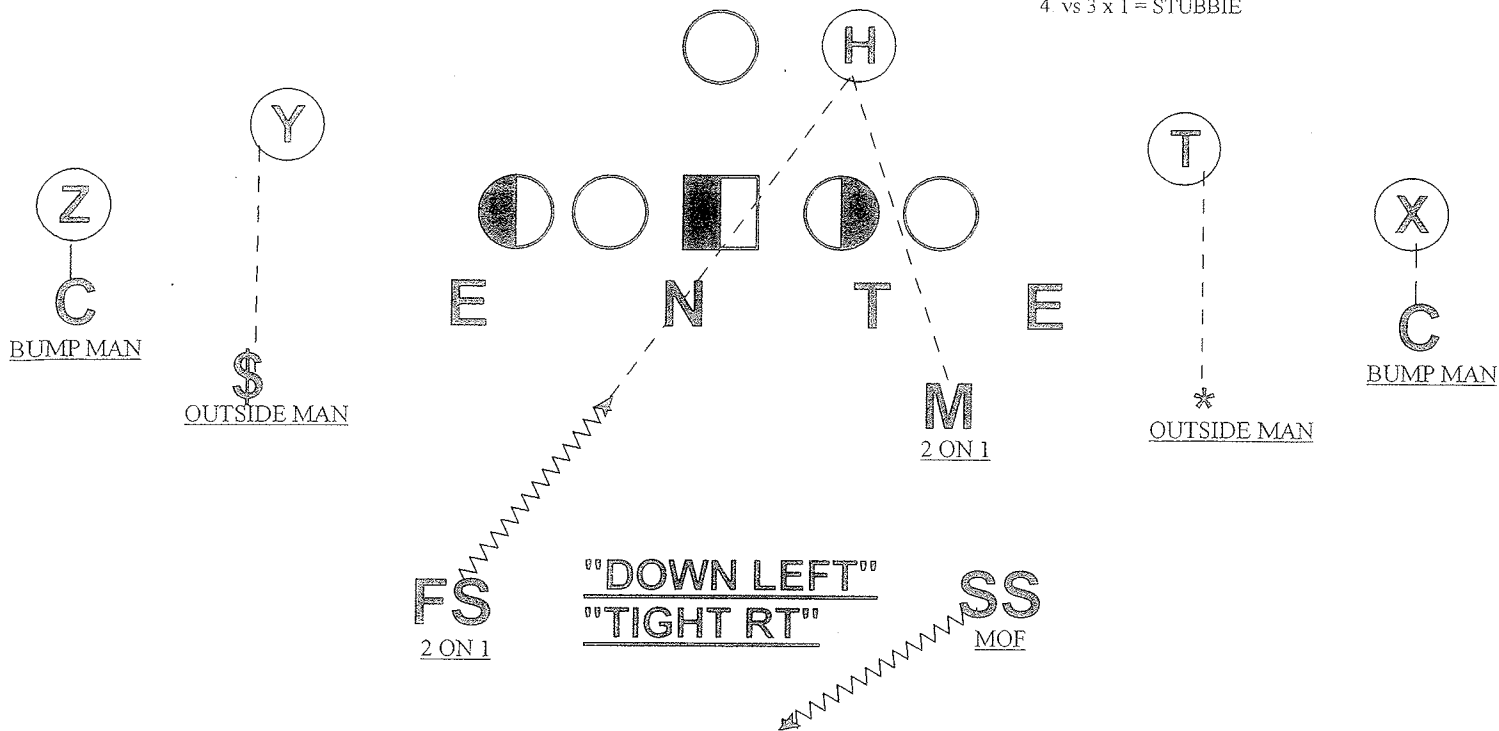


NICKEL/DIVIE 4 / TRIPLE / CLUE/STUBBIE

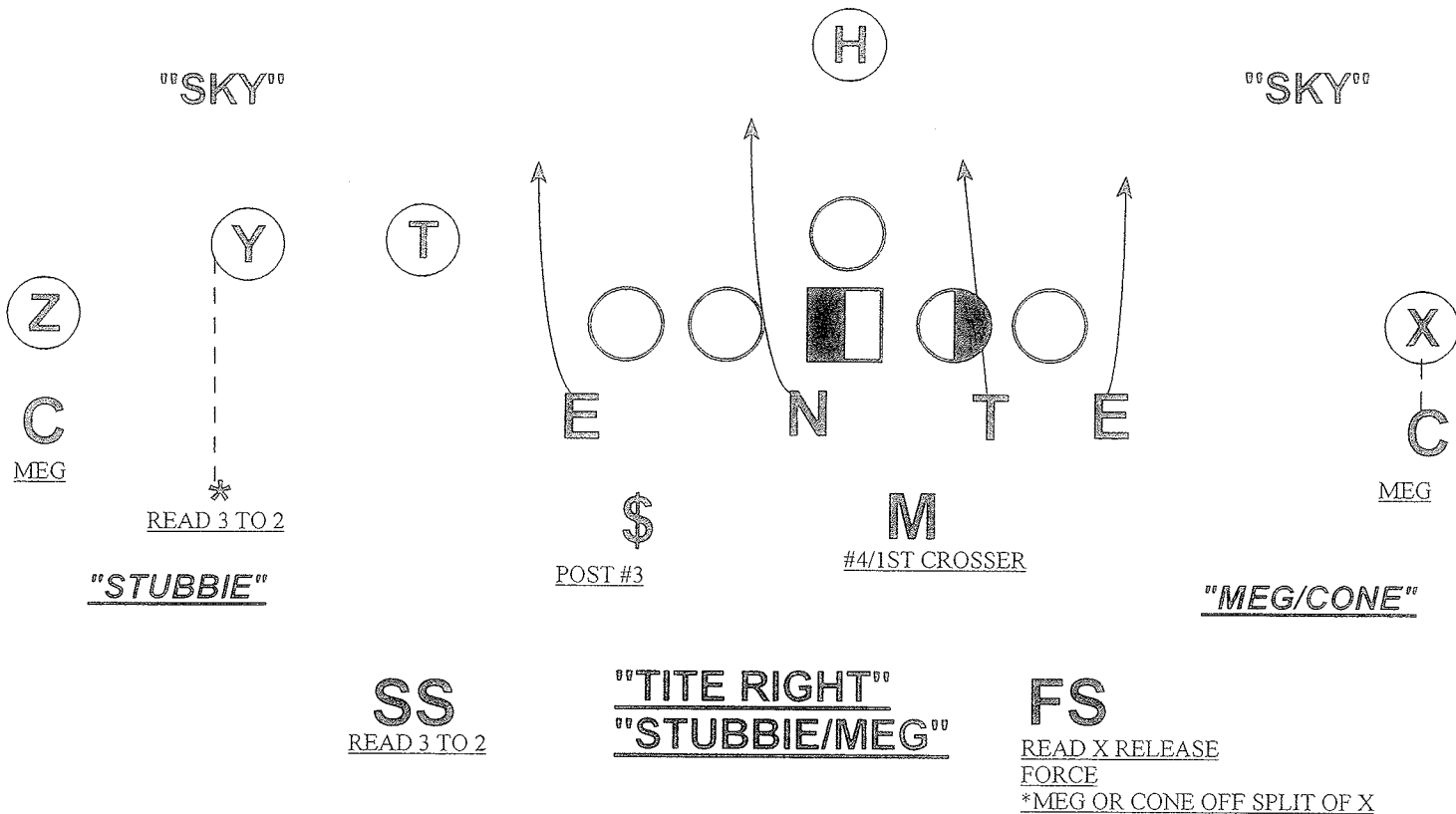
RED GUN NEAR DOLPHIN LT

RULES

1. SAFETY DOWN AWAY FROM RB
2. RB IN 3 SPOT = SAFETY AWAY FROM STAR
3. vs 2 x 2 = 1 CLUE
4. vs 3 x 1 = STUBBIE



RED TRAIN LEFT



NICKEL/DIME EVEN 1 CROSS

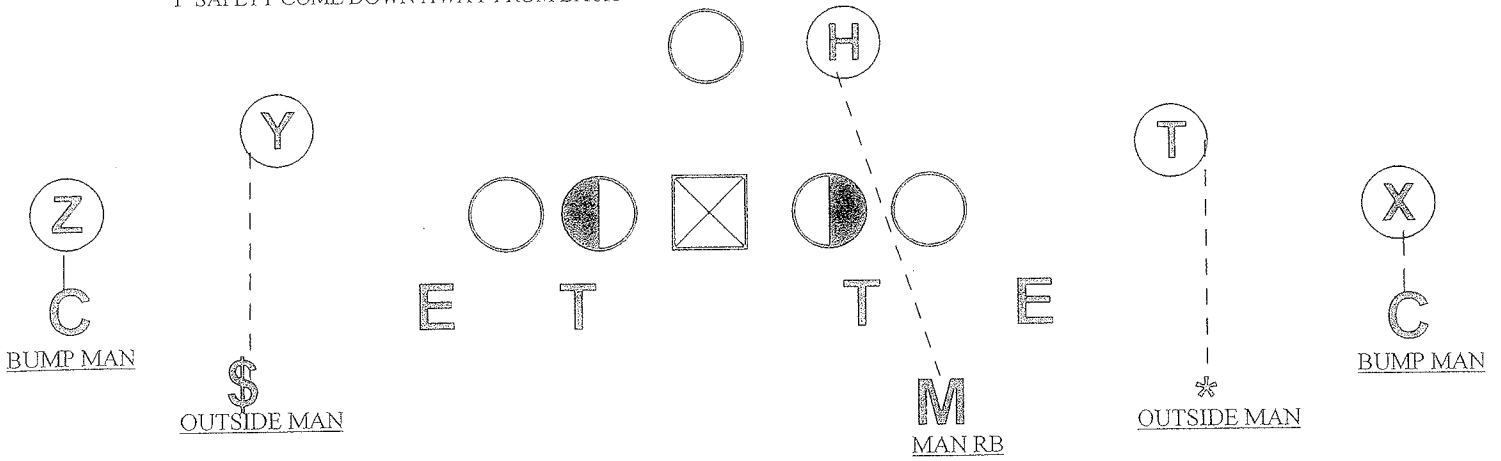
RULES

1. PICK UP COVERAGE ON 1ST CROSSING ROUTE
2. CALL COVER MAN'S 1ST NAME

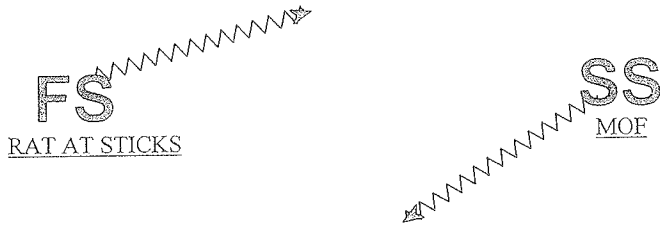
RED GUN NEAR DOLPHIN LT

RAT RULES

1. SAFETY COME DOWN AWAY FROM BACK



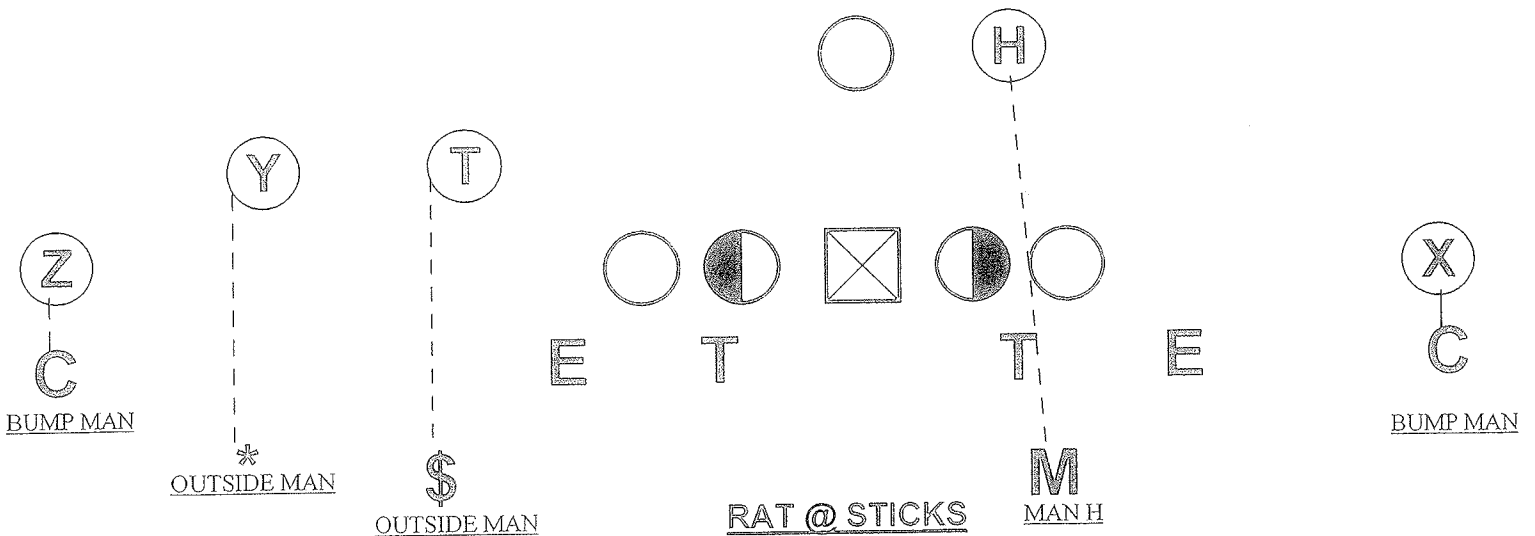
RAT @ STICKS



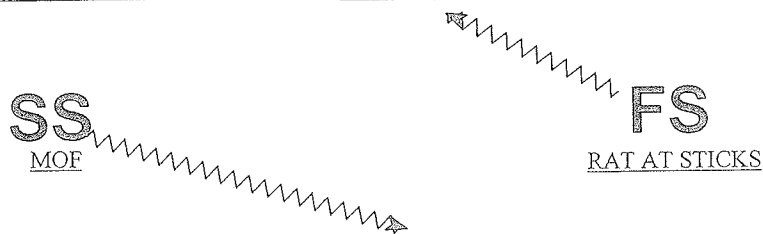
RED GUN FAR TRAIN LT

RAT RULES

SAFETY AWAY FROM TRAIN REGARDLESS OF RB ALIGNMENT



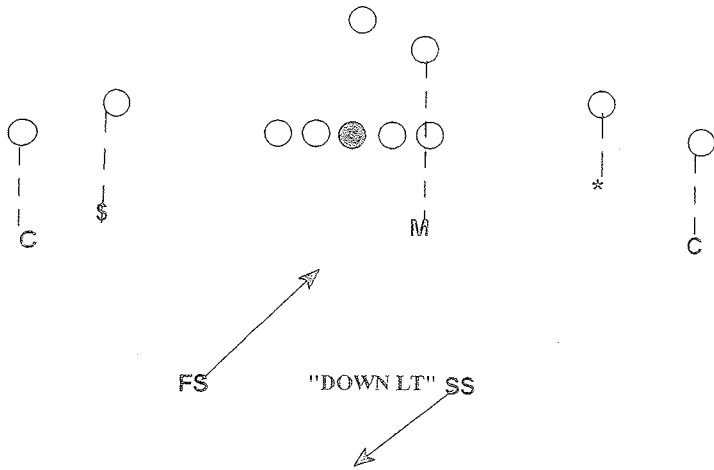
RAT @ STICKS



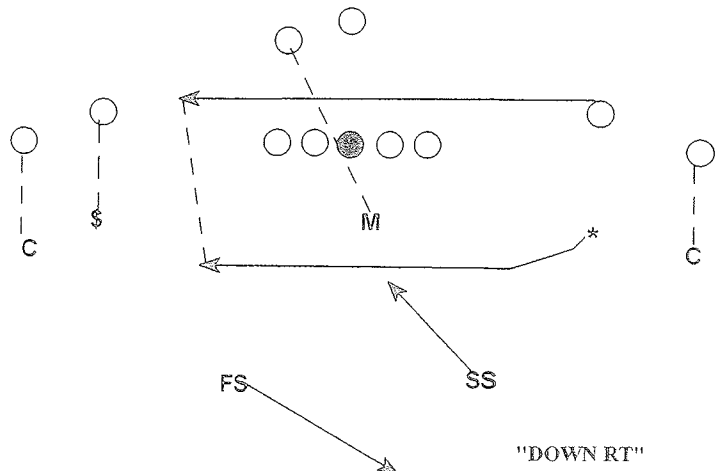
N/D EVEN 1 CROSS: ADJUSTMENTS

VS. RED

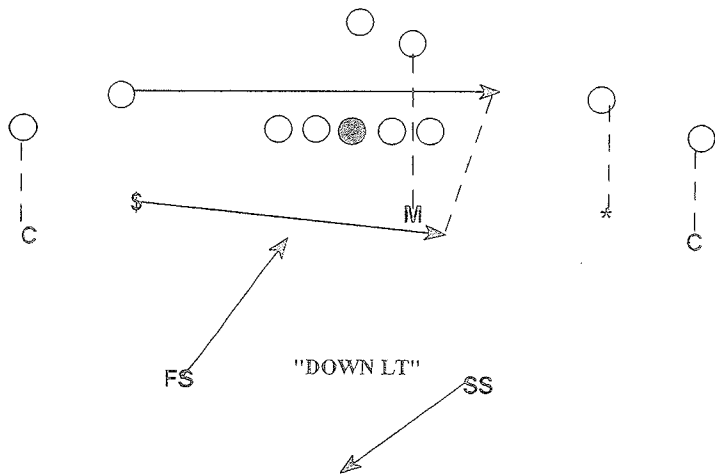
1.



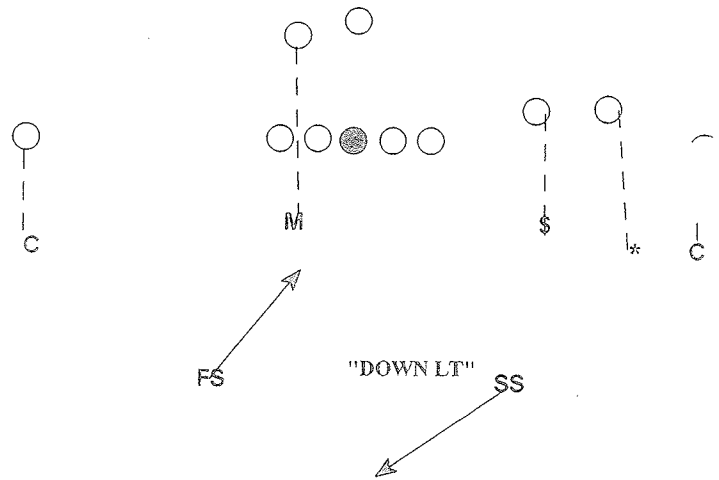
2. MOTION TO TRIPS



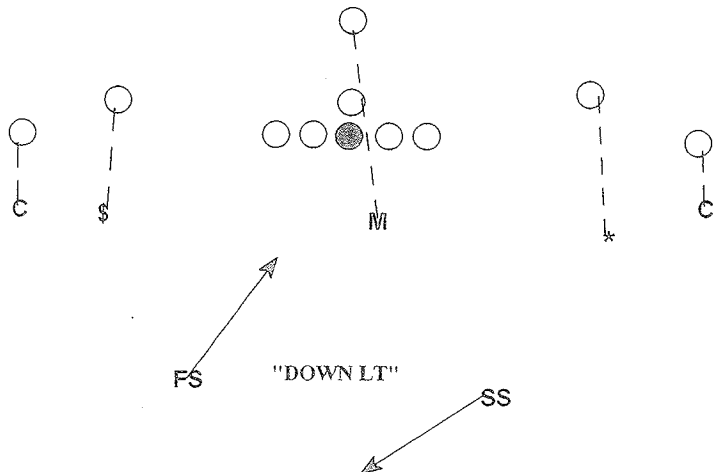
3. MOTION TO TRIPS



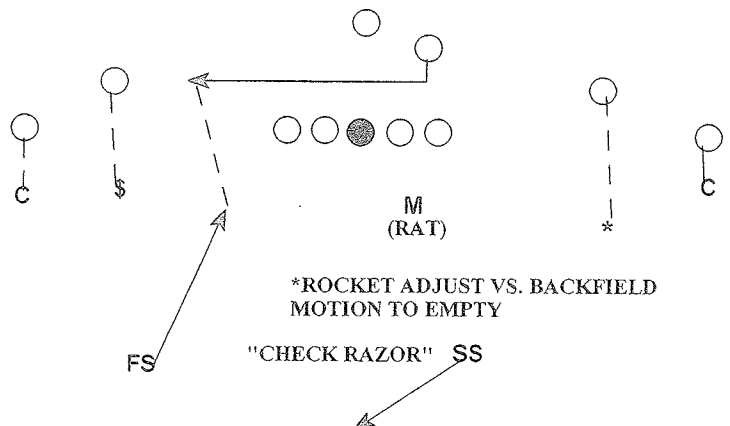
4. TRIPS



5. RB IN 3 SPOT DOWN WEAK (AWAY FROM STAR)



6. MOTION TO EMPTY





2008 ALABAMA DEFENSE

SAM	
55 WILLIAMS	
32 ANDERS	
35 KIRSCHMAN	
5 J. HARRIS	
87 BULLARD	

END	
93 GREENWOOD	
52 MCCULLOUGH	
90 TALBERT	
92 SQUARE	

NOSE	
97 WASHINGTON	
99 CHAPMAN	
62 CODY	
94 BILLINGSLEY	

END	
95 DEADERICK	
58 GENTRY	
96 L. DAVIS	
57 DAREUS	

JACK	
98 FANNEY	
91 WATKINS	
41 UPSHAW	
89 M. WILLIAMS	
54 HARBIN	

STAR	
28 ARENAS	
20 KING	
4 BARRON	
LESTER/GREEN	

MIKE	
25 MCCLAIN	
21 HALL	
51 DEJOHN	
42 HESTER	

WILL	
13 REAMER	
45 HIGGENBOTHAM	
30 HIGHTOWER	
56 LEE	

NICKEL \$	
13 REAMER	
45 HIGGENBOTHAM	
5 HARRIS	

DIME \$	
26 SHARRIEF	
20 KING	
3 K. JACKSON	
43 BURNTHALL	

LC	
28 ARENAS	
24 MQ. JOHNSON	
15 LAWRENCE	
39 PENNINGTON	

SS	
27 WOODALL	
26 SHARRIEF	
4 BARRON	
37 LESTER	

FS	
49 R. JOHNSON	
20 KING	
43 BURNTHALL	
46 NEIGHBORS	

RC	
3 K. JACKSON	
8 ROGERS	
23 GREEN	
33 H. GRAY	

HIPPO

CRIMSON TIDE

8/5/2008

SAM	
55 WILLIAMS	
32 ANDERS	
5 HARRIS	
KIRSCHMAN/BULLARD	

LE	
93 GREENWOOD	
90 TALBERT	
94 BILLINGSLEY	

LT	
99 CHAPMAN	
97 WASHINGTON	
52 MCCULLOUGH	

RT	
62 CODY	
92 SQUARE	
96 DAVIS	

RE	
95 DEADERICK	
57 DAREUS	
58 GENTRY	

JACK	
98 FANNEY	
41 UPSHAW	
91 WATKINS	
HARBIN/WILLIAMS	

MIKE	
25 MCCLAIN	
21 HALL	
51 DEJOHN	

WILL	
45 HIGGENBOTHAM	
30 HIGHTOWER	
13 REAMER	

LC	
3 K. JACKSON	
24 M. JOHNSON	
23 R. GREEN	

SS	
49 R. JOHNSON	
26 SHARRIEF	
4 BARRON	

FS	
ARENAS/WOODALL	
ROGERS/KING	
BURNTHALL/LAWRENCE	

Turnovers Fall 2008

PRACTICE #4

Sacks	Pass Deflections	Interceptions	Forced Fum	Fumble Rec.
	20 King (2)	20 King	55 Williams	57 Dareus
	24 M. Johnson	4 Barron	62 Cody	55 Williams
	3 Jackson	27 Woodall	8 Rogers	96 L. Davis
	43 Burnthall			
	45 Higgenbotham			

ALABAMA FALL 2008 3RD DOWN EFFICIENCY

PRACTICE: 4 MON. 8-4-08

DOWN & DISTANCE	EFFICIENCY 1'S & 3'S	ERROR	EFFICIENCY 2'S & 4'S	ERROR
7 on 7				
3-10	WIN		LOSS	DON'T HAVE 3 VERTICAL
3-8	WIN		WIN	
3-4	WIN		WIN	
3-6	WIN		WIN	
3-7				
3-5				
3RD DOWN				
3-10	WIN		WIN	
3-7	LOSS	GET AROUND ON THE TOM	LOSS	BAD ANGLE/BREAK DOWN
3-5	WIN		LOSS	KEEP LEVERAGE & STAY LOW
3-10	WIN		LOSS	RETRACE
3-6	WIN		WIN	
3-4	WIN		WIN	
3-10	WIN		WIN	
3-7	LOSS	#5 READ RUN/PASS	WIN	
3-5	LOSS	EYE CONTROL #15	LOSS	LOW SHOULDER HOOK-N-SWAT
3-10	WIN		WIN	
3-7	WIN			
3-5	WIN			
TEAM				
3-7	WIN		WIN	
3-8	WIN		WIN	
3-6	WIN		LOSS	EYE CONTROL
3-8	WIN			
3-7				

TOTAL: WINS: 17 LOSS: 3 = 85%

WINS: 11 LOSS: 6 = 65%

TEAM TOTAL: 28 WINS LOSS 9 = 76 %

FALL AVG. 78%

TEAM GOAL: 70%+

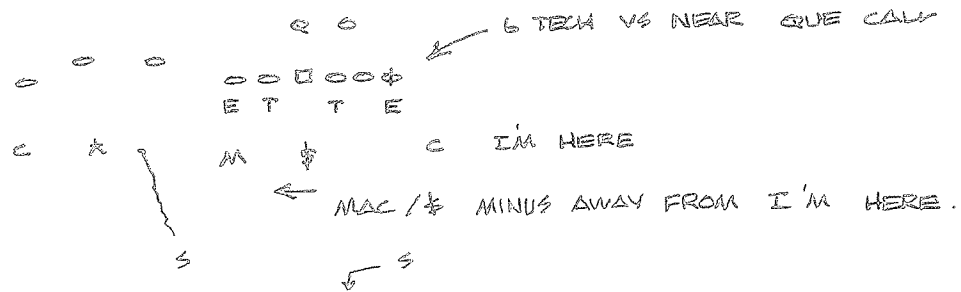
PRACTICE: (NUMBER & %)

1	2	3	82%	4	76%	5	6	7	8
9	10	11		12		13	14	15	16
17	18	19		20					

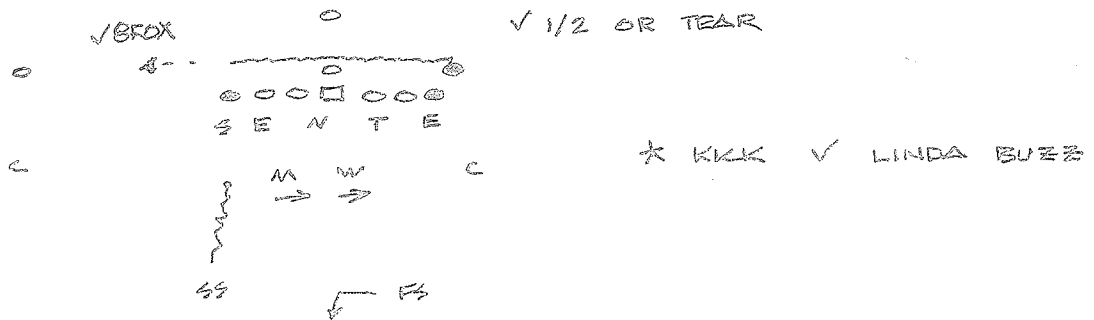
PRACTICE NOTES (#4) TUESDAY AUGUST 5, 08

- STAY OF GROUND!

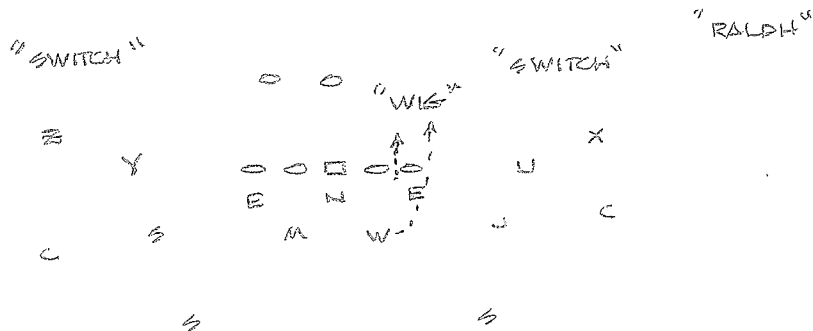
- BRONCO VS TREY SET



- TODAY VS GREEN ZONE

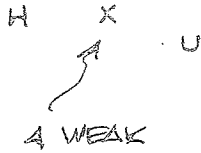


- BASE WK JACK T MEG CORA √ STRONG



PRACTICE NOTES (#4) TUESDAY AUGUST 5, 08

EMPTY (SILVER)



STUBBLE (WILL)

6 LIZ SKY



* CLOSED / TITE RT

NORMAL COVERAGE ADJUSTMENTS

2008 ALABAMA FOOTBALL FALL PRACTICE INSTALL DAY 5

BASE DEFENSE

FRONTS	COVERAGE	PRESSURE
1. BASE BULLETS	1. 3 / 2 DEUCE	1. FIELD FRISCO A (B) ✓ STR FZ ✓ ZORRO 2. FIELD SONIC ✓ STR FZ ✓ ZORRO
	SHORT YARDAGE	RED AREA PRESSURE
	1. HIPPO 60 TUFF ADJ	1. BASE TITE RUSH RED 90 SAFETY

BASE CALLS

1. BASE BULLETS 3/2 DEUCE ✓ STRONG	RED ZONE
2. FIELD FRISCO A (B) ✓ STR FZ ✓ ZORRO	1. BASE WEAK JACK RED 7 CORA
3. FIELD SONIC ✓ STR FZ ✓ ZORRO	2. BASE UNDER O DBL RED 7 ADJ/SW
	3. BASE SPLIT DBL RED 7 / SWITCH
	4. 40 DBL RED 7 ADJ/SWITCH

SUB DEFENSE

COVERAGES	PRESSURE
1. RED 7	1. N/D. EVEN DBL DOG 0 PEEL
2. POACH (TRP CALL) (PLAYED WITH R)	2. N/D. \$ 0 CHANGE
3. 5	EMPTY CHECKS
	1. RAIN
	2. SLAP
	3. PUNCH

SUB CALLS

1. EVEN 5	RED ZONE
2. N/D. EVEN DBL DOG 0 PEEL	1. N. FLEX (EVEN) RED 7 SWITCH
3. N/D. \$ 0 CHANGE	2. N. FLEX TRIPLE RED 7 SWITCH/POACH

BASE BENCH/FIELD PACKAGE

1. BASE BENCH STAR FIRE 3	
. BASE CLOSED TRIPLE 88/6	

ALABAMA
CRIMSON TIDE

HIPPO 60 TUFF ADJUSTED

ORIGINAL

I LT X TITE

2 TE ON L.O.S= "60 TUFF"

"BACKER"

"BACKER"

(Z)

(H)

(F)

(O)

(Y)

(V)

(W)

(X)

(V)

(V)

(X)

S

E

T

T

E

J

9 TECH
1ST FLAT

HEAVY 5
CONTAIN 2i
PRESSURE

2i
PRESSURE HEAVY 5
CONTAIN

9 TECH
1ST FLAT

C

MEG
SEC FORCE

NAIL

M

30 TECH
QUARTER HOOK

W

30 TECH
VERTICAL HOOK

AREA

8

ADJUSTMENTS:

1. MIKE MAKE TITE LT/RT CALL
2. SAFETIES MAKE NAIL LT/RT OR 3 LT/RT CALL
3. JACK ALIGN AWAY FROM WR, SAM ALIGN TO WR
4. VS. YAC= SPIN SAFETIES/CK 3
5. VS. IFR OR INR BACKS= JUMP ALIGN TO OFFSET BACK
6. VS. WING PAIRS UAC MOTION CHECK CUE.
7. WHEN JUMP TO AN OFFSET BACK CHECK QUE VS. SHORT MOTION AWAY

SS

NAIL TE
PLUG

"TITE LEFT"

"NAIL LT/AREA RT"

FS

DEEP 1/2
SEC FORCE

I PAIRS LT

1 TE ON L.O.S= "CHECK 3"

"BACKER"

"BACKER"

(H)

(F)

(O)

(Z)

(V)

(O)

(W)

(X)

(O)

(V)

(X)

J

E

T

T

E

S

WING TECH
CURL FLAT

6 TECH
CONTAIN

3 TECH
PRESSURE

TILT
PRESSURE

HEAVY 5
CONTAIN

GHOST 9
CURL FLAT

C

BAIL 1/3
SEC FORCE

FS

READ 1/3
SEC FORCE

M

30 TECH
HOOK CURL

W

30 TECH
HOOK CURL

"TITE LEFT"

"CHECK 3"

"JUMP LEFT"

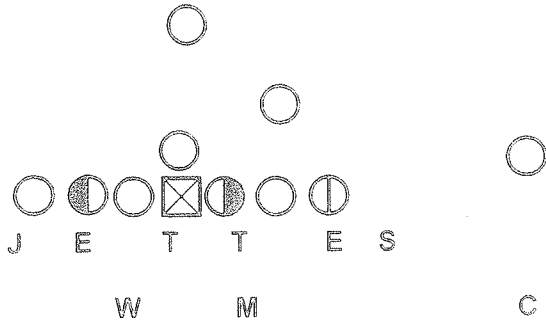
SS

MOF
FILL

HIPPO 60 TUFF ADJUSTED

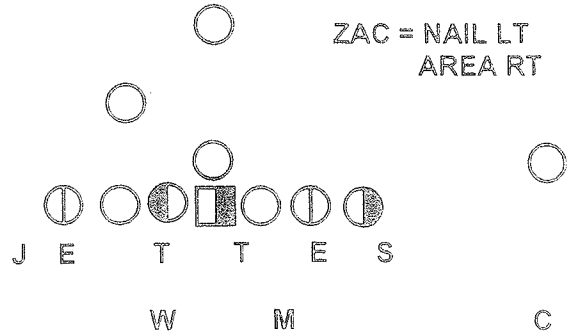
1. JUMP TO NEAR BACKS AND
YY WING ORIGINAL

1. NEAR -- JUMP RIGHT



FS "TITE RIGHT" SS
"JUMP RIGHT"
"NAIL RIGHT"
AREA NAIL

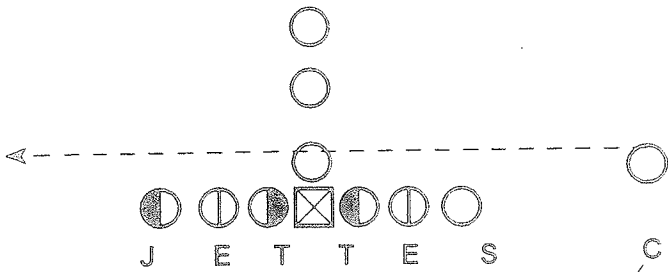
2. 1 FAR -- JUMP LEFT



ZAC = NAIL LT
AREA RT

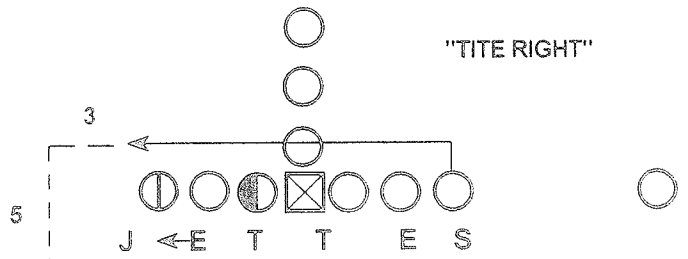
FS "TITE RIGHT" SS
"JUMP LEFT"
"NAIL RIGHT"
AREA NAIL

3. ZAC- CHECK NAIL LT



FS "TITE RIGHT" SS
"NAIL RIGHT"
"CK NAIL LEFT"
NAIL AREA

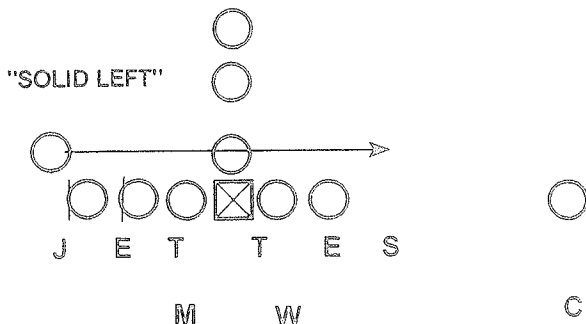
4. SOLID LEFT -- CHECK 3



"TITE RIGHT"

FS "TITE RIGHT" SS
"CHECK JUMP LT"
"NAIL RIGHT"
"CHECK 3 LEFT"

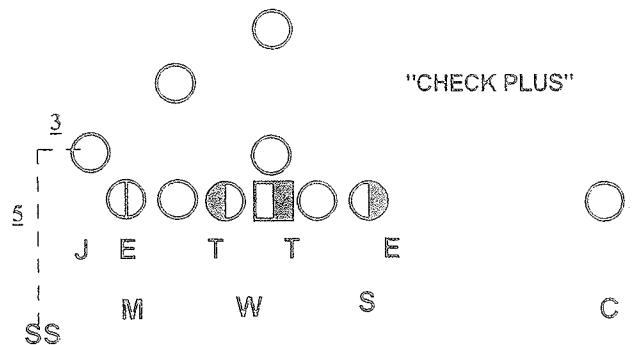
5. ZAC - "CHECK NAIL RIGHT"



"SOLID LEFT"

PIRATE
BIG SPLIT
SS "TITE LEFT" FS
"3 LT CK NAIL RT"
"CHECK CUE"

6.



"CHECK PLUS"

FS
"TITE LEFT"
"JUMP LEFT"
"CK 3 LEFT"

NICKEL BASE PACKAGE

ALIGNMENT RULES:

BENCH – JACK ALIGN TO BENCH (BOUNDARY) / STAR ALIGN TO FIELD

MAC & \$ - TAKE NATURAL ALIGNMENT (\$ TO Y)(NO MIX ON YAC)

CLOSED – JACK ALIGN TO CLOSED / STAR WILL TRAVEL ON CHANGE OF STRENGTH MOTION (NORMAL ALIGNMENT RULES)

BENCH BASE

STAR FIRE 3 - ROY/LEE OFF THE STAR'S RUSH

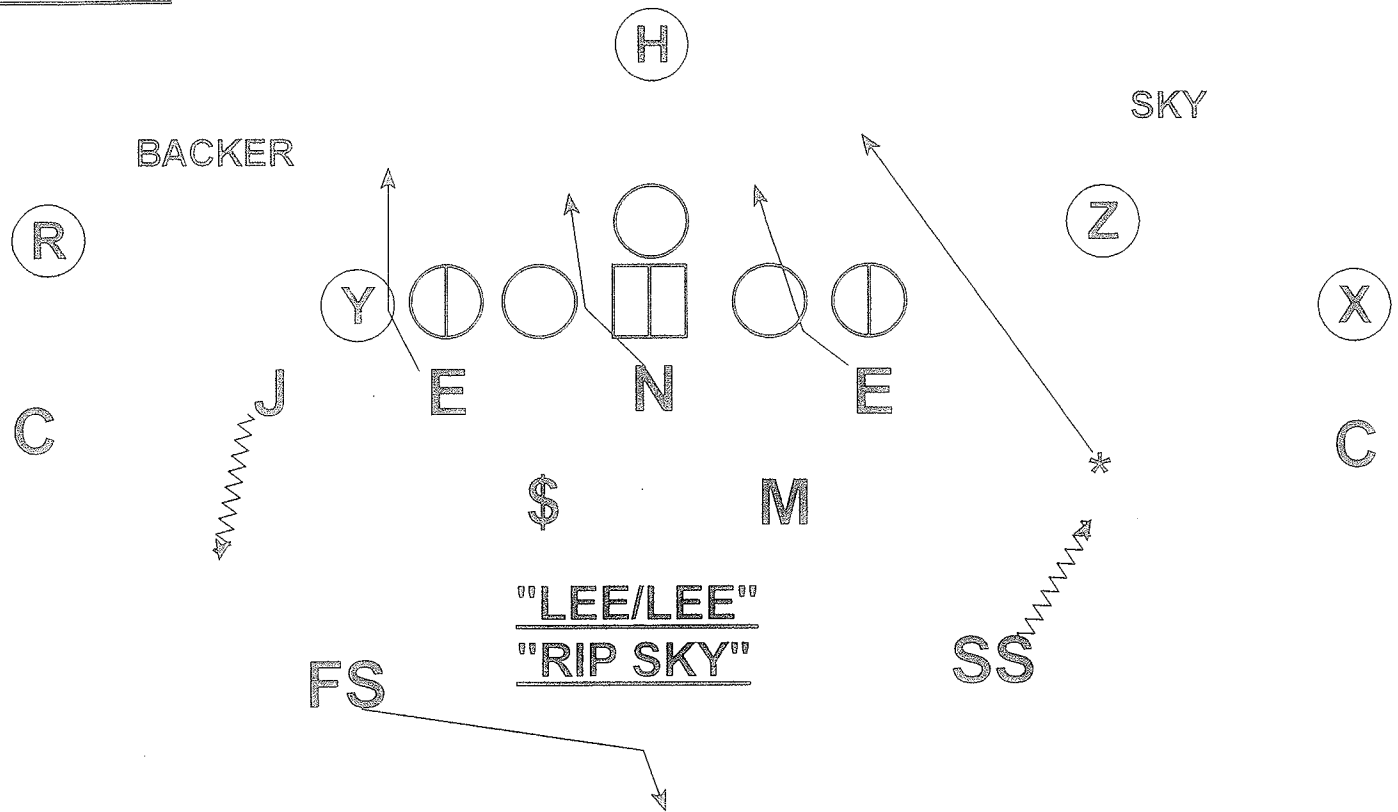
BASE CLOSED

TRIPLE 88 / 6

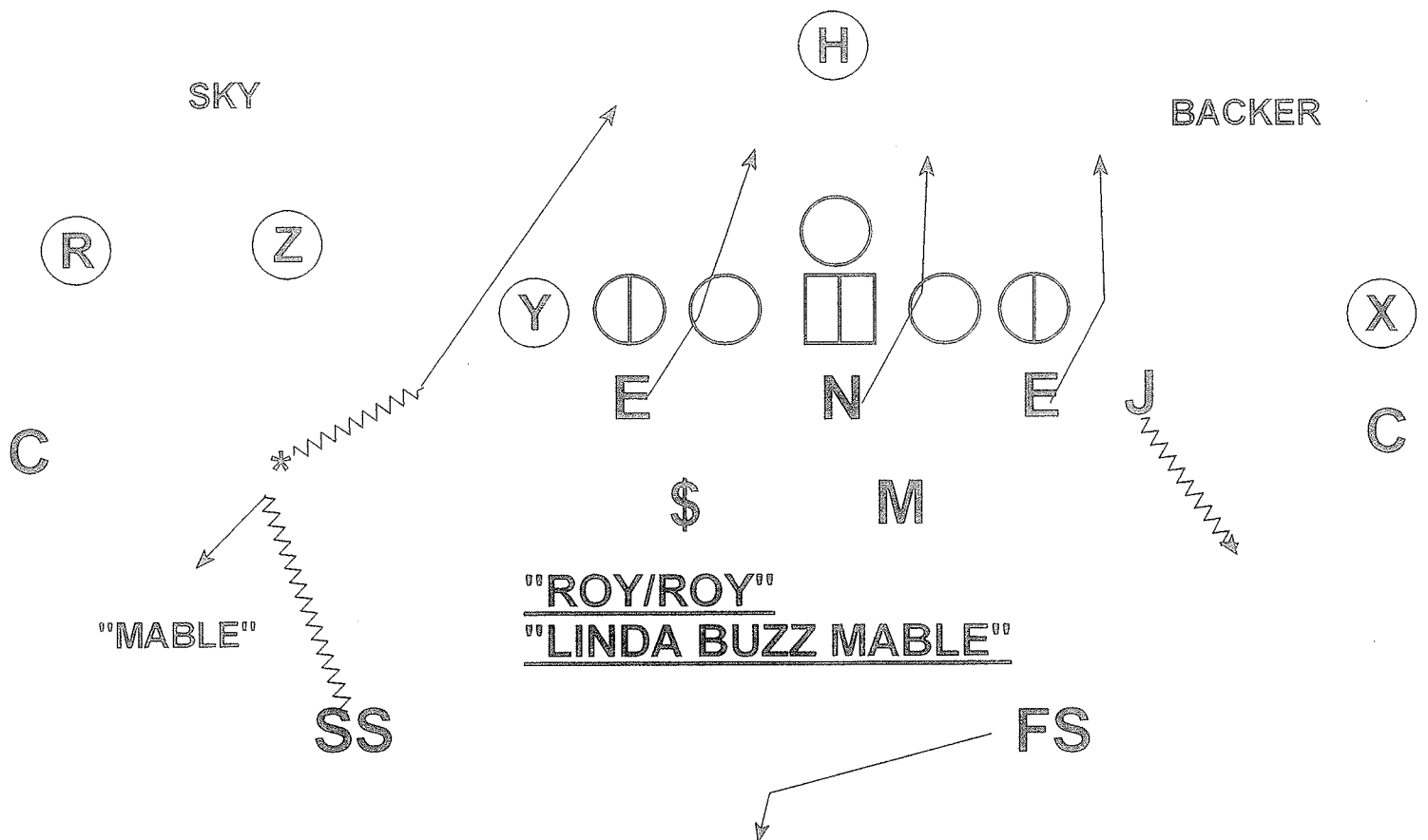
NICKEL BASE BENCH STAR FIRE 3 ZONE REPLACE

BLUE FLEX

ROY/LEE FRONT AWAY FROM *



BLUE TRAIN LT



NICKEL BASE CLOSED TRIPLE 88 / 6

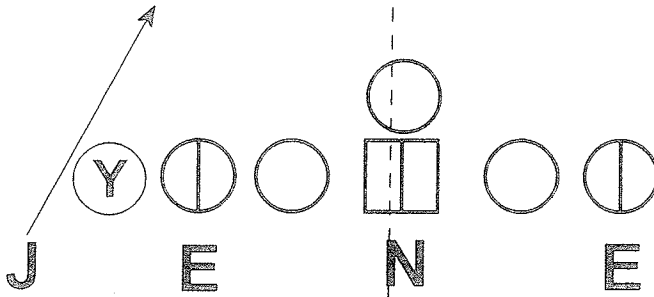
BLUE FLEX

ROY/LEE ON YAC ONLY

COVER 88

(R)

T
C



"KATHY"
ALERT SMASH

\$

M

*
NO CARRY

FS

"LARRY/LARRY"
"COVER 88"

SS

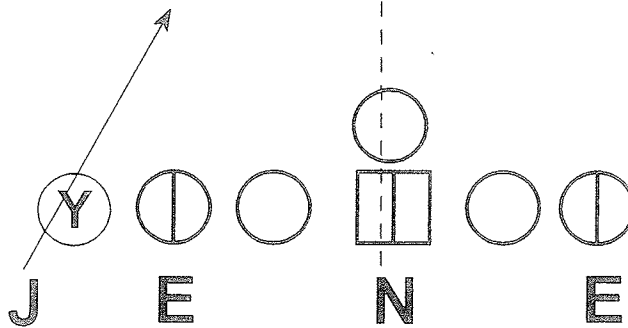
BLUE TRAIN LT

COVER 6

"SKATE"

(R)

(Z)



"RITA SKY"

C
ZONE 1/3

*
SKATE

\$
STRONG HOOK

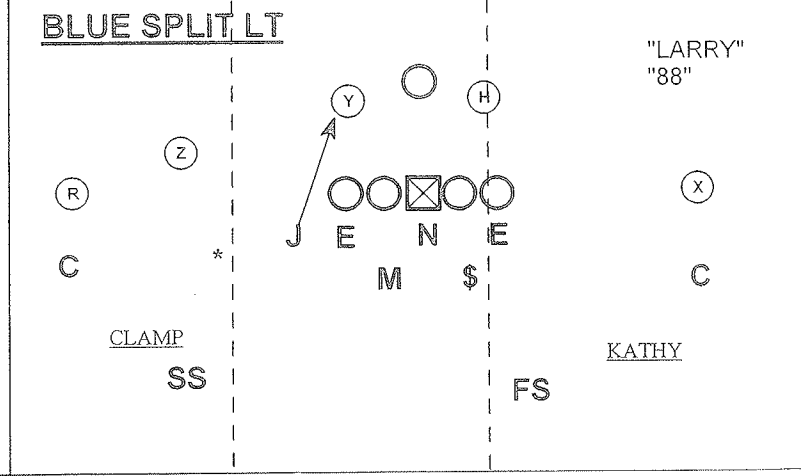
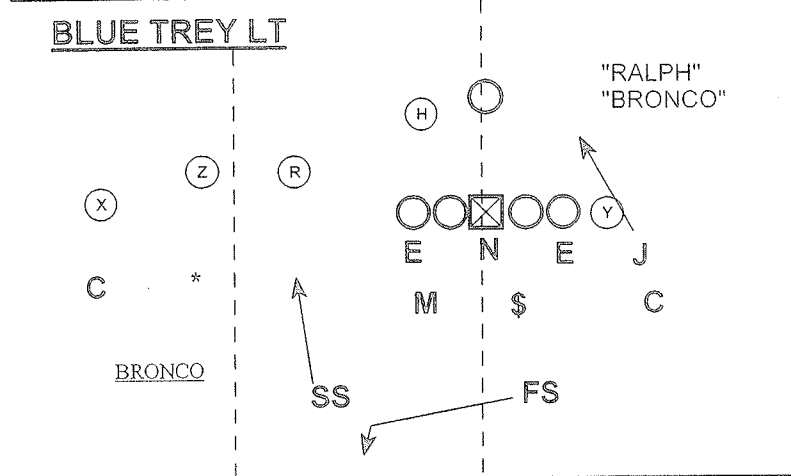
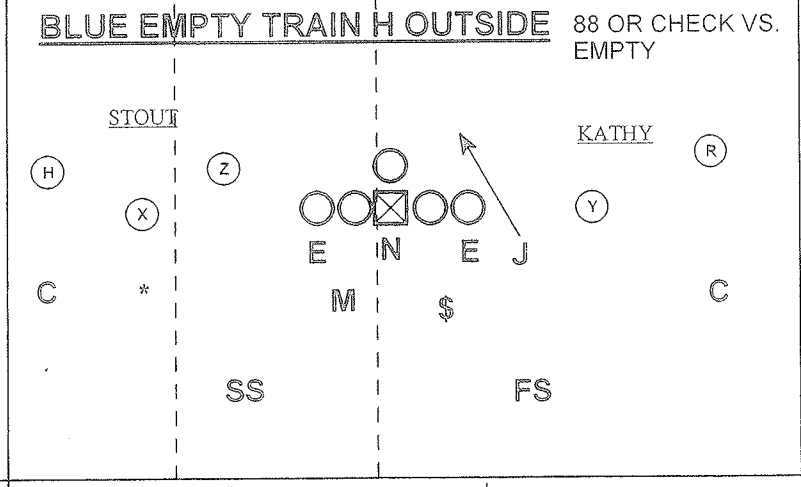
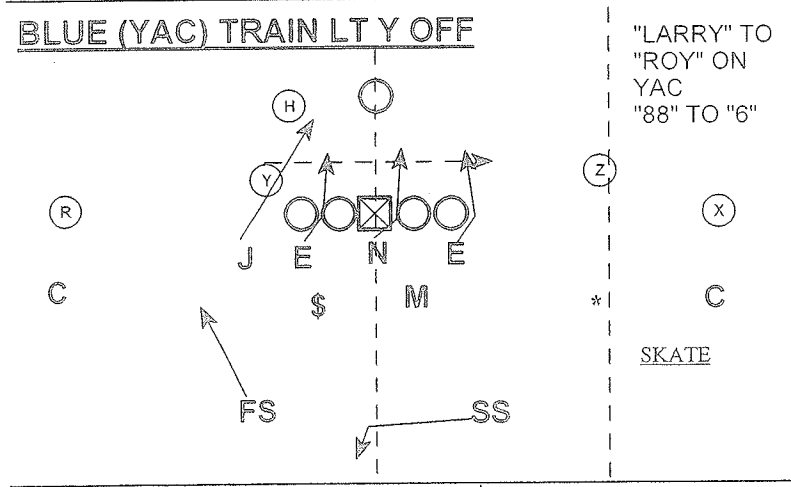
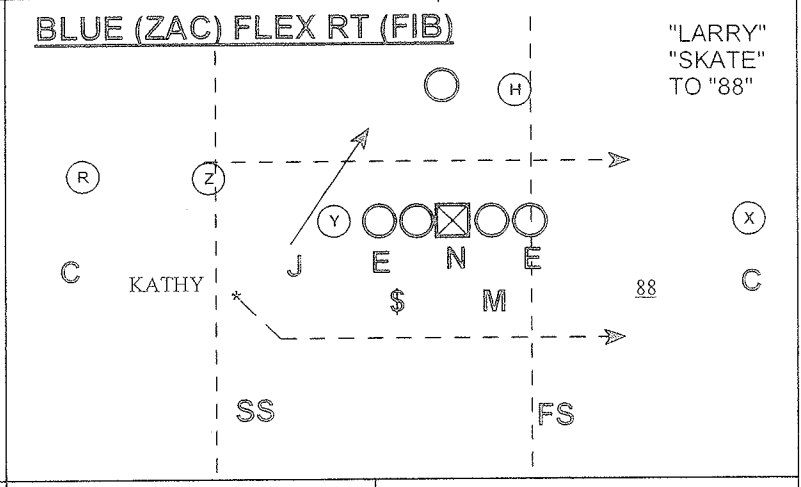
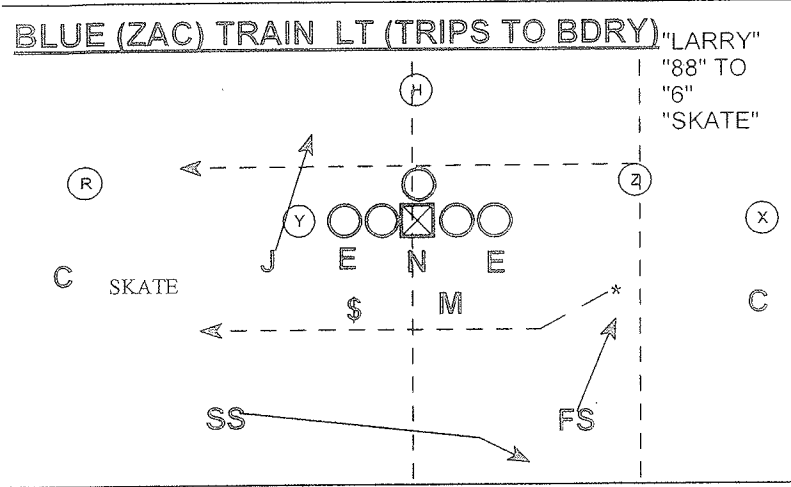
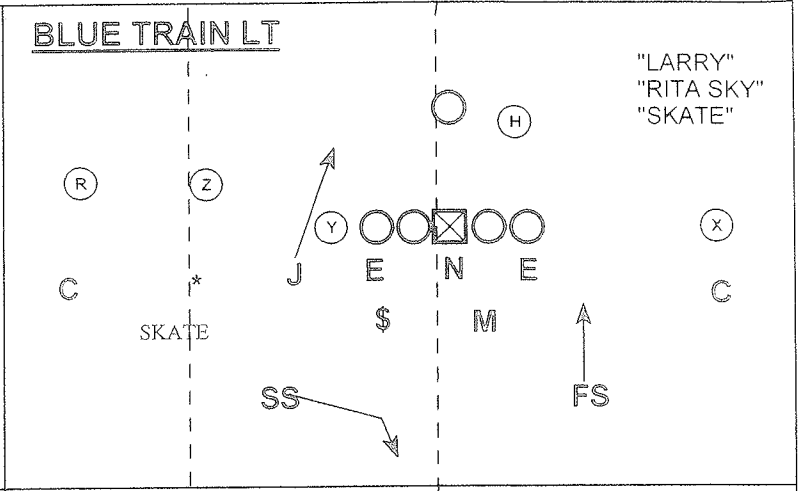
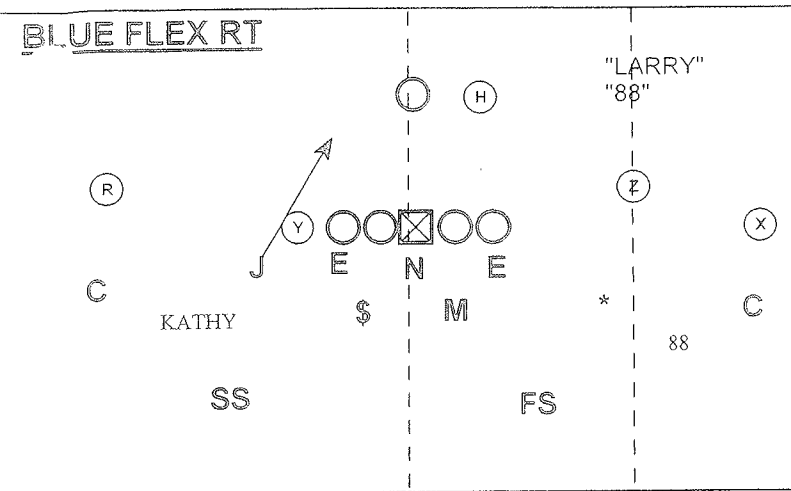
M
WEAK HOOK

"LARRY/LARRY"
"RITA SKY"

SS
MOF

FS
#4/1ST CROSSER
BODY POSITION ON X

NICKEL BASE CLOSED TRIPLE 88 / 6: ADJUSTMENTS

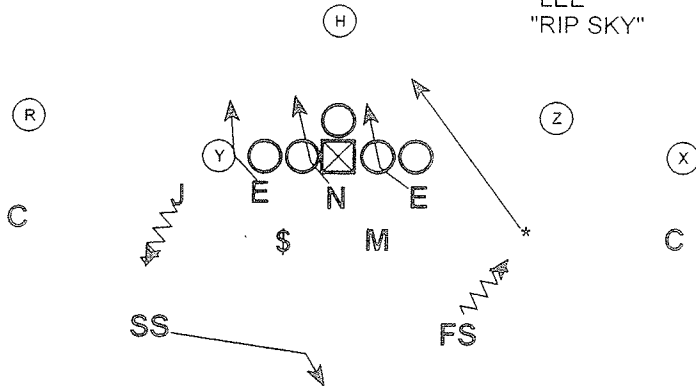


NICKEL BASE BENCH STAR FIRE 3 (ZONE REPLACE)

PULL THE STRING

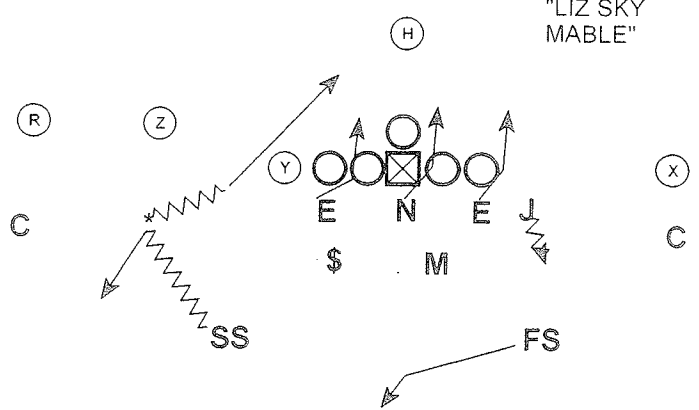
BLUE FLEX RT

"LEE"
"RIP SKY"



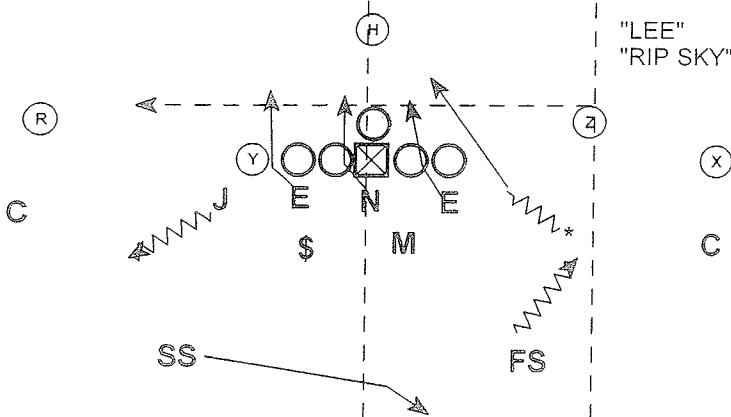
BLUE TRAIN LT

"ROY"
"LIZ SKY
MABLE"



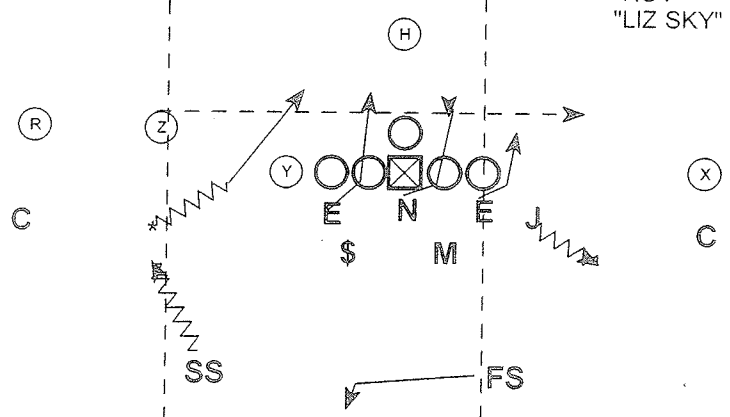
BLUE (ZAC) TRAIN LT (TRIPS TO BDRY)

"LEE"
"RIP SKY"



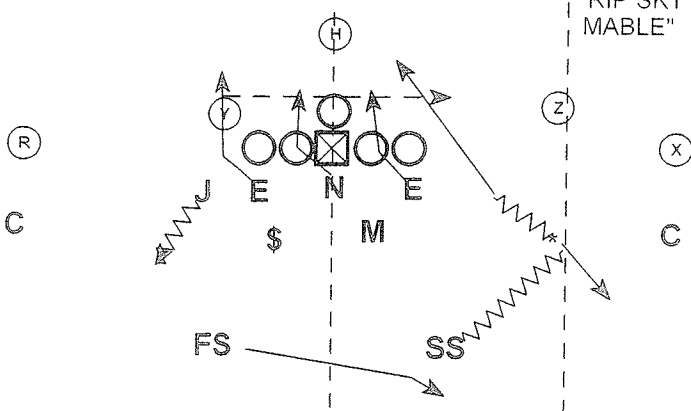
BLUE (ZAC) FLEX RT (FIB)

"ROY"
"LIZ SKY"



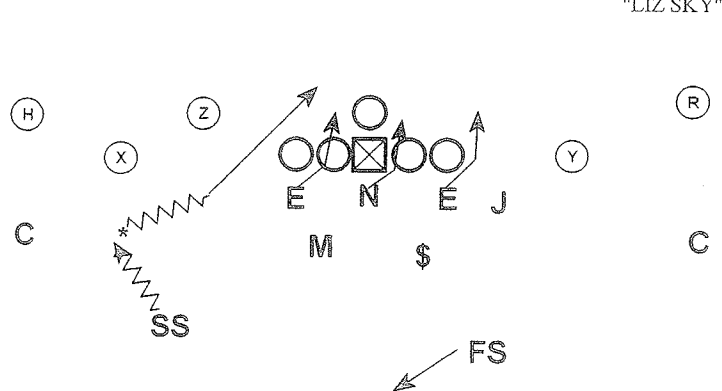
BLUE (YAC) TRAIN LT Y OFF

"LEE"
"RIP SKY
MABLE"



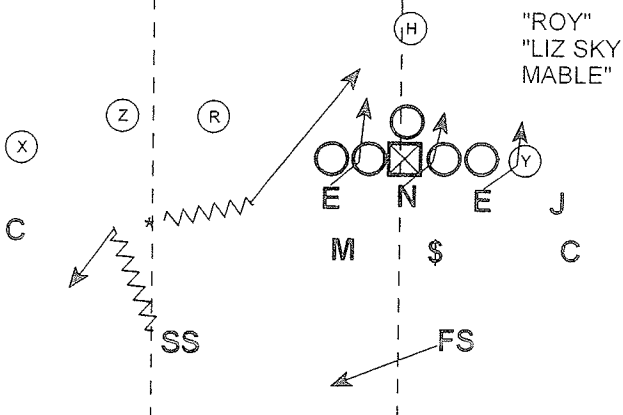
BLUE EMPTY TRAIN H OUTSIDE

"ROY"
"LIZ SKY"



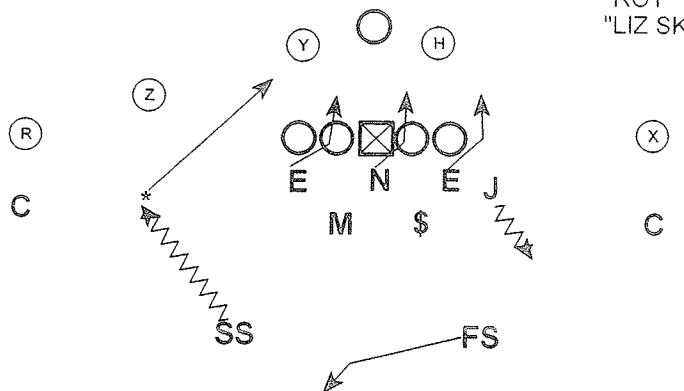
BLUE TREY LT

"ROY"
"LIZ SKY
MABLE"

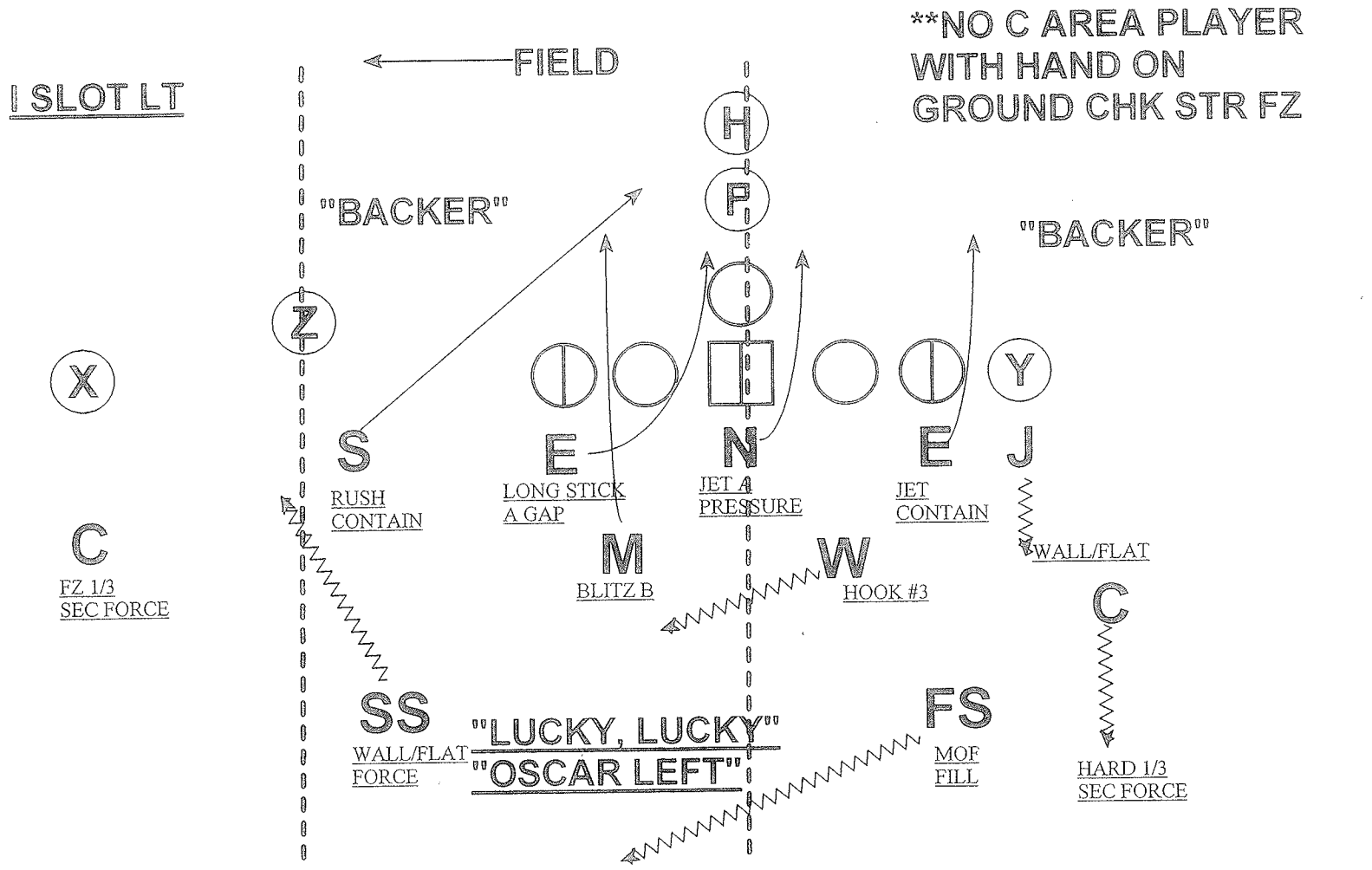
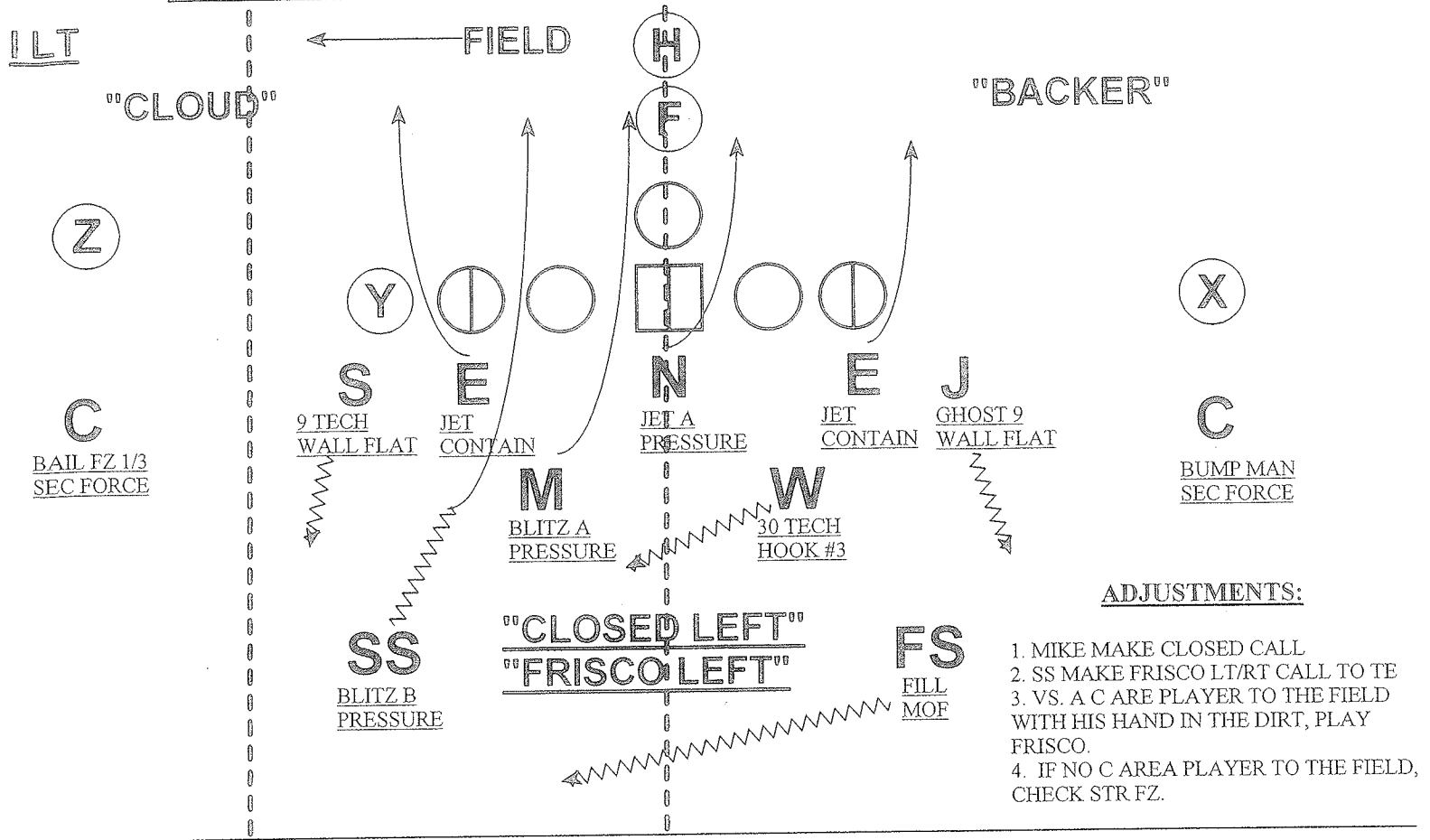


BLUE SPLIT LT

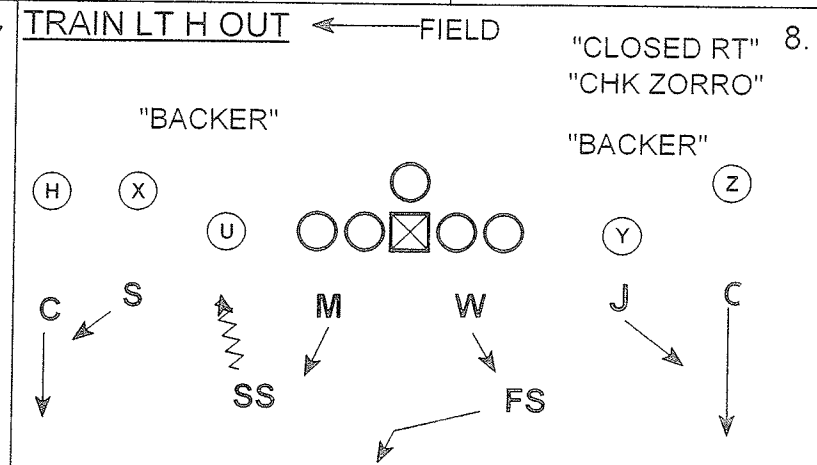
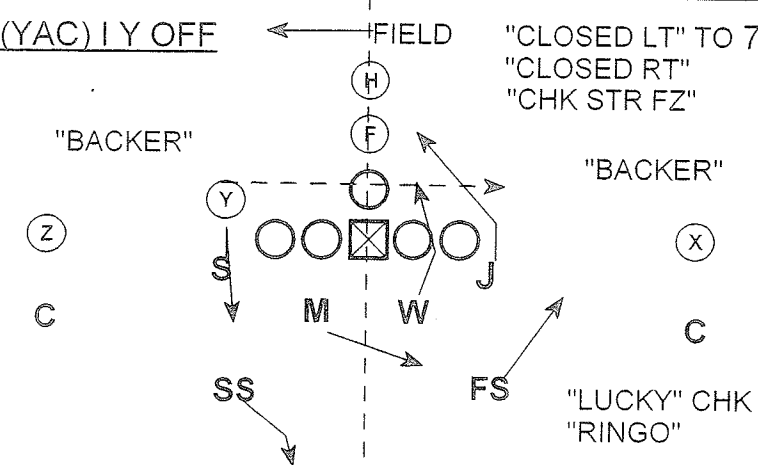
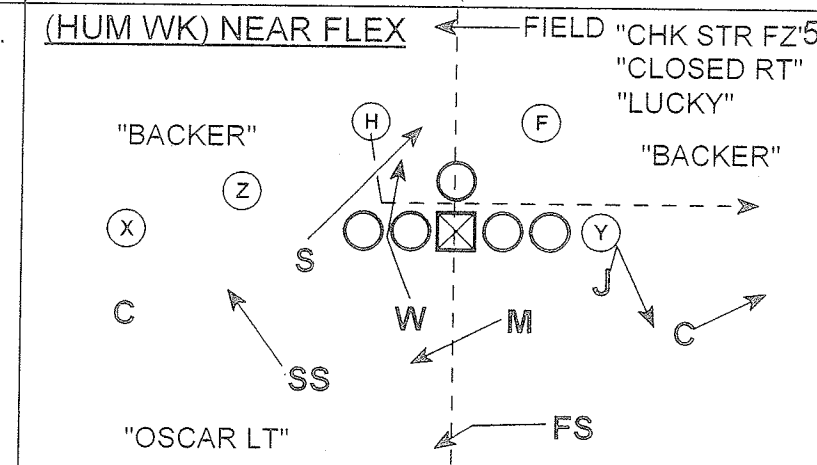
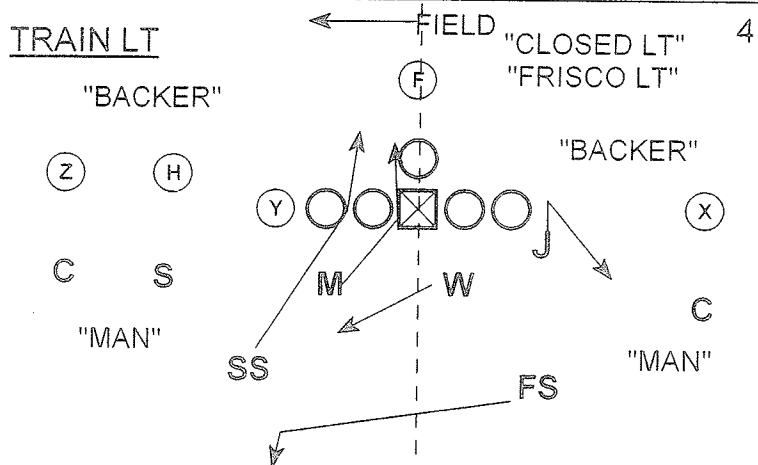
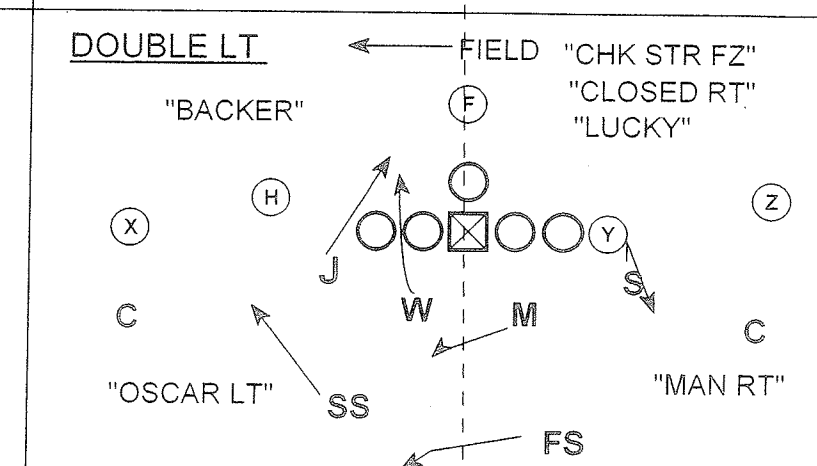
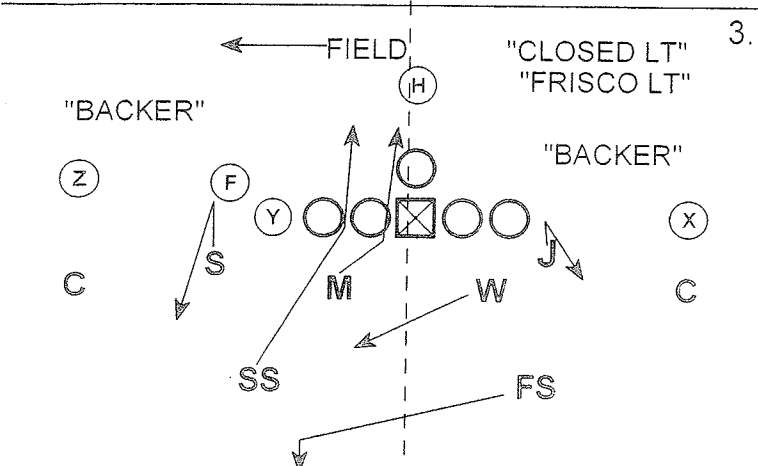
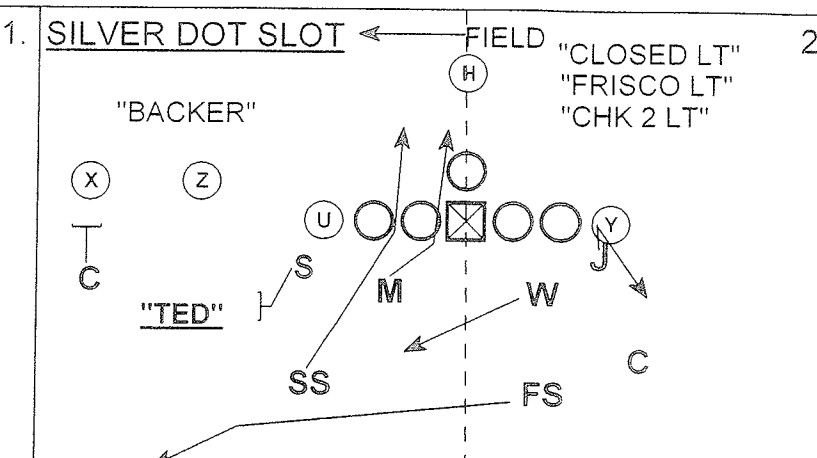
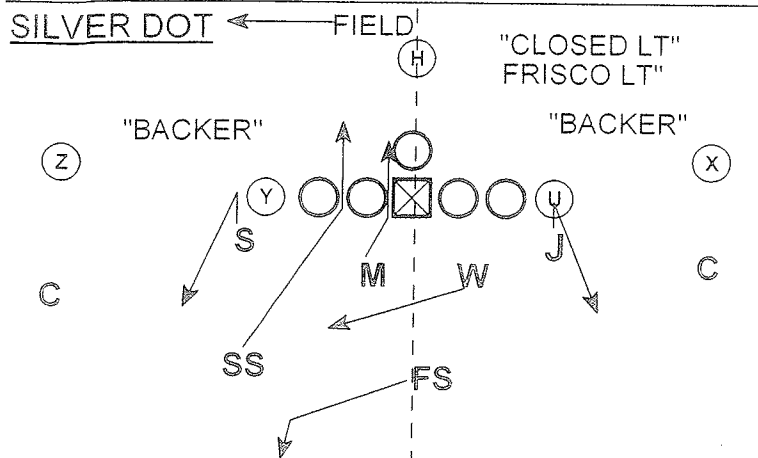
"ROY"
"LIZ SKY"



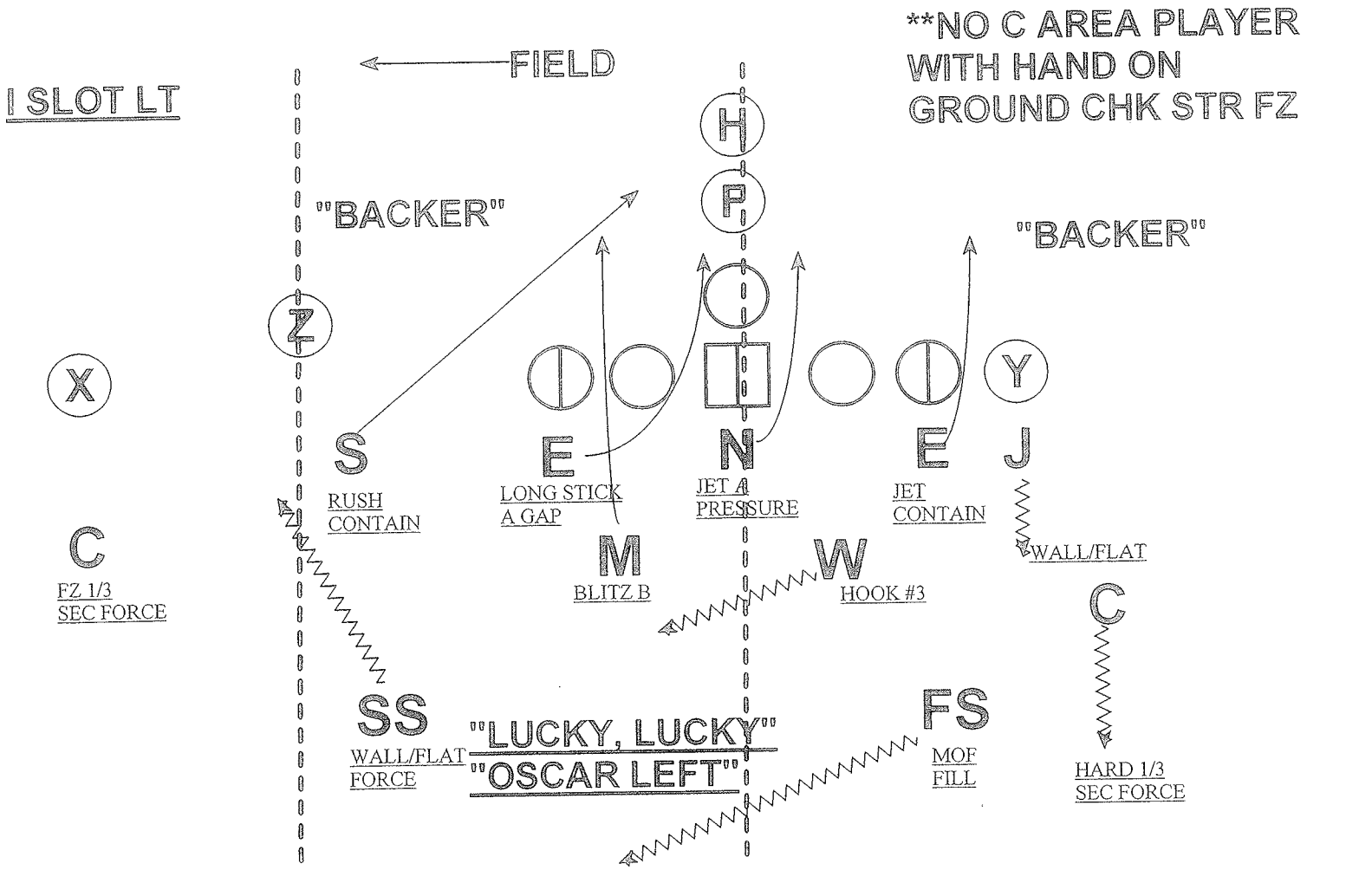
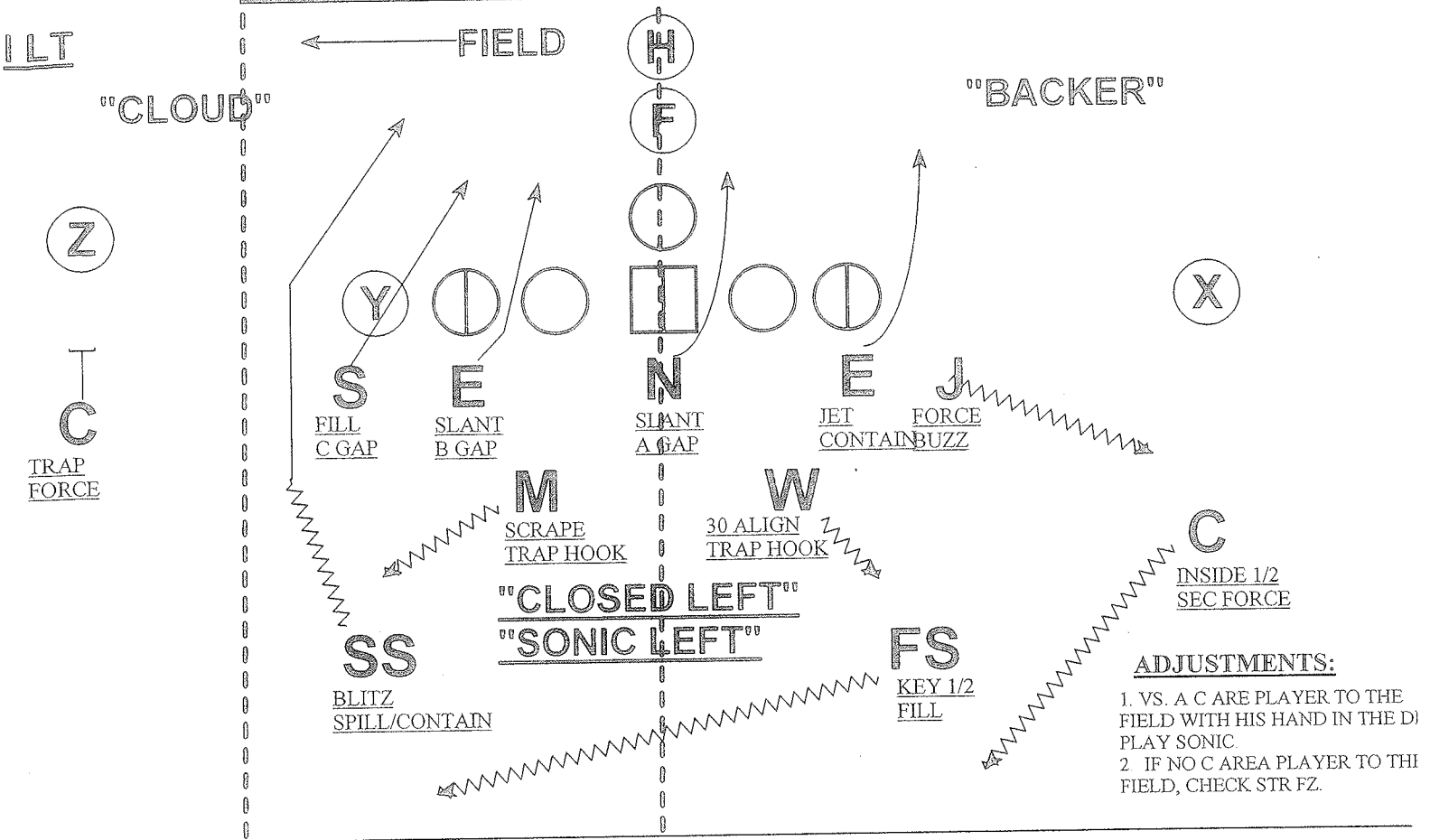
FIELD FRISCO A (B) CHK STRONG F.Z. (ZORRO)



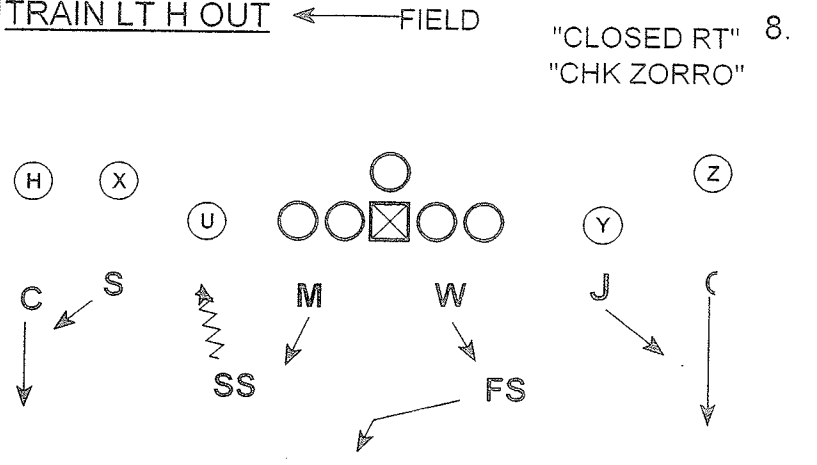
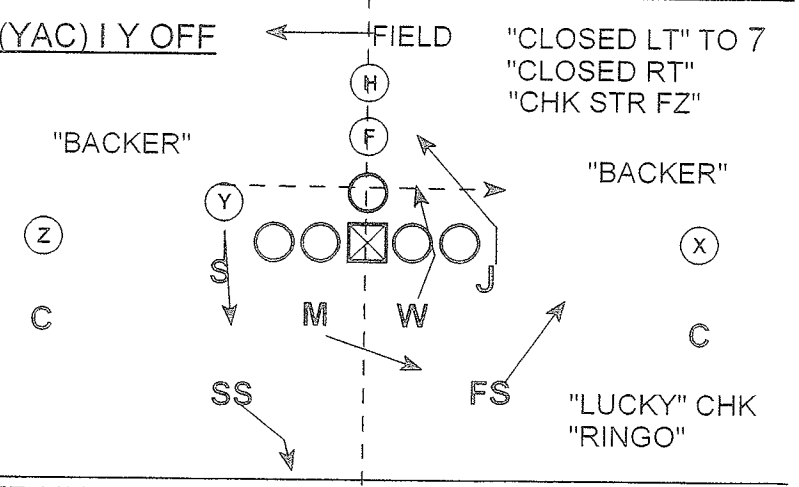
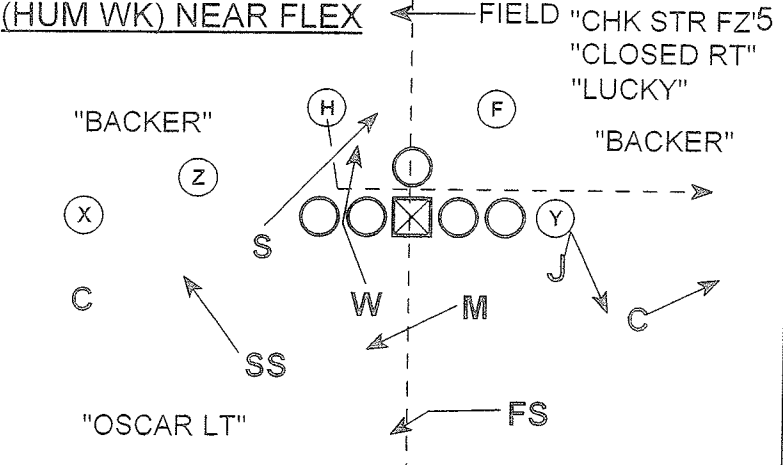
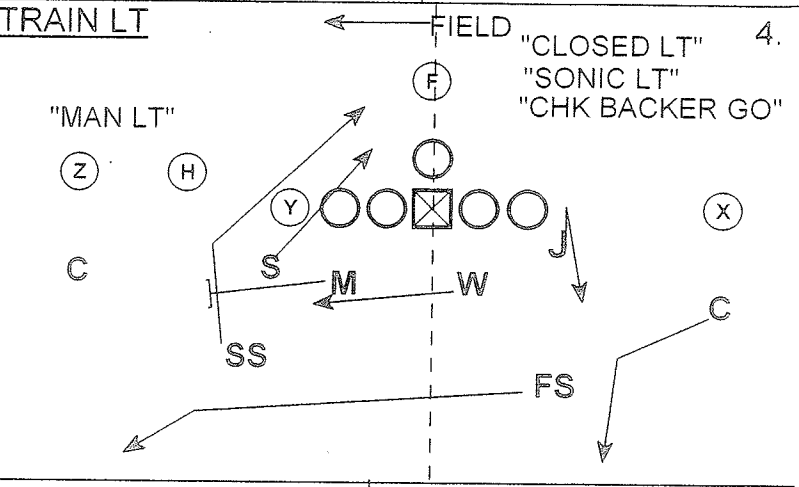
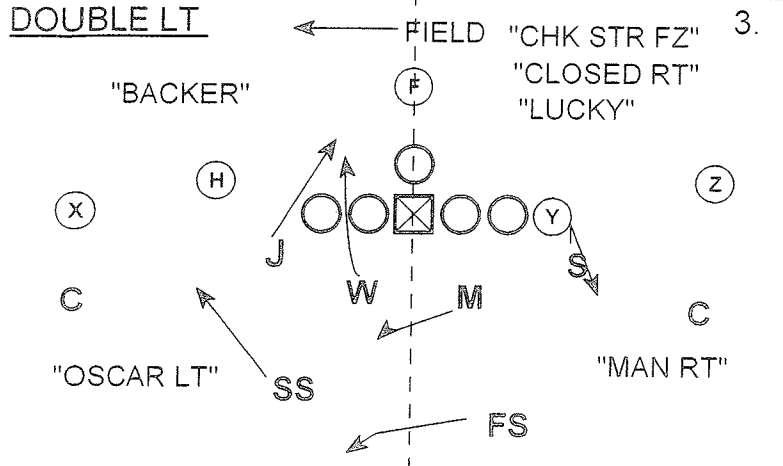
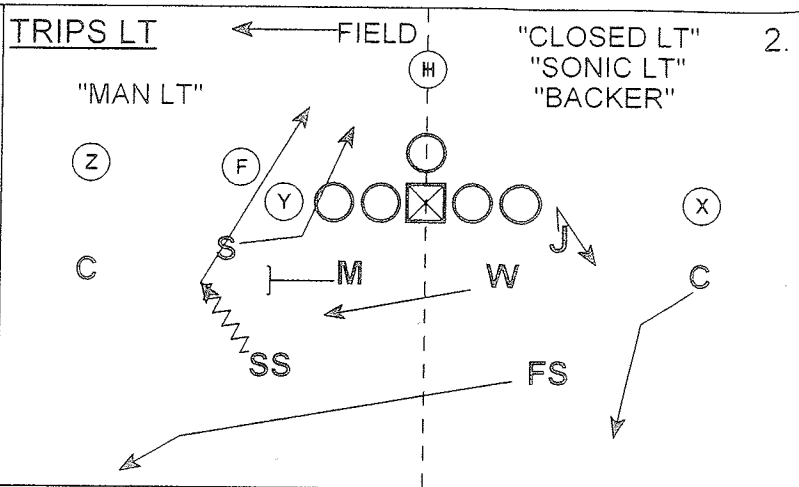
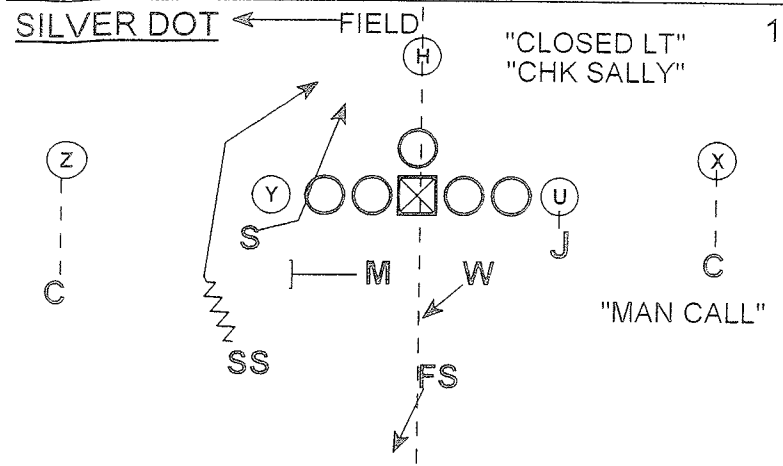
FIELD FRISCO A (B) CHK STR FZ (ZORRO): ADJUSTMENTS



FIELD SONIC CHK STRONG F.Z. (ZORRO)

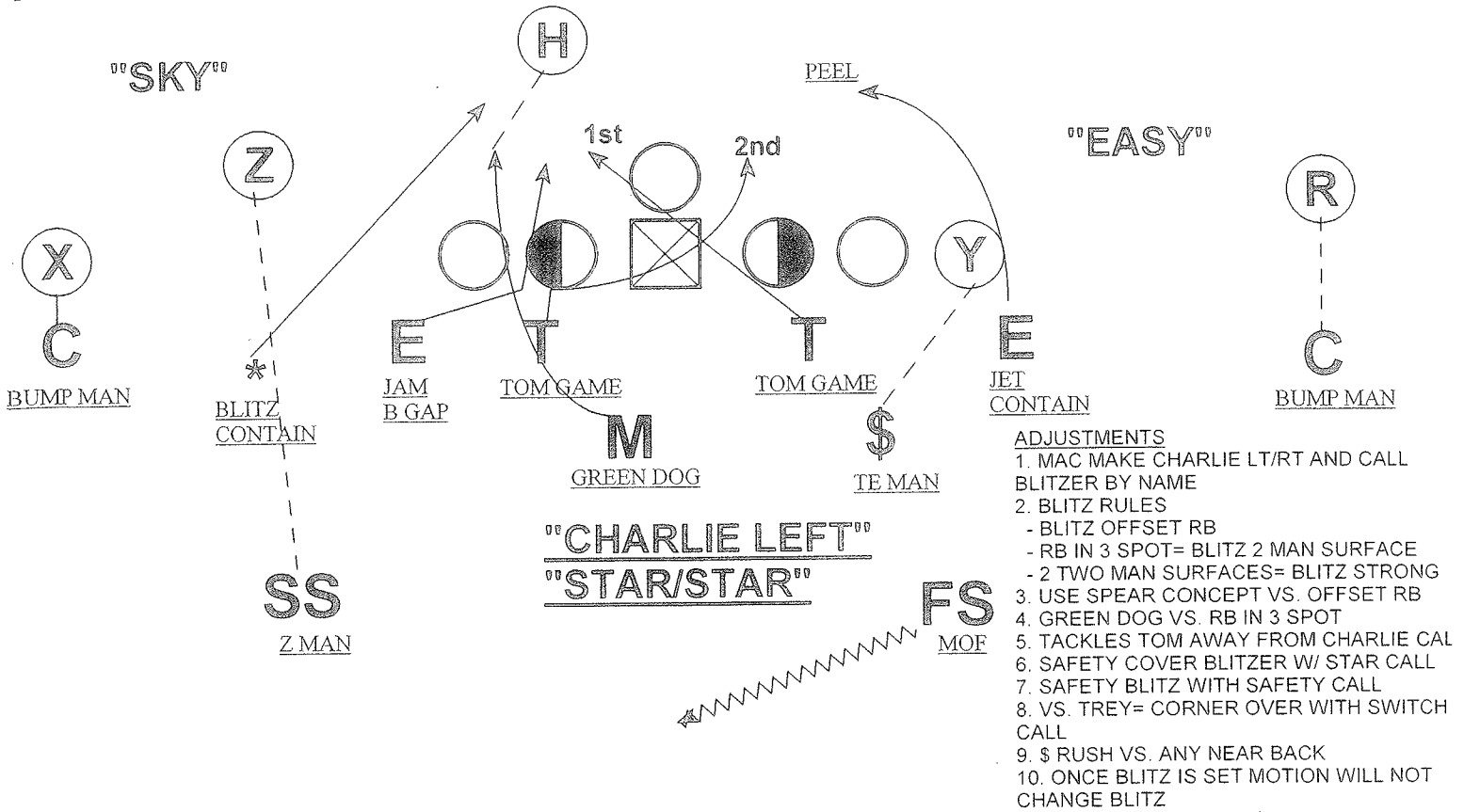


FIELD SONIC CHK STR FZ (ZORRO): ADJUSTMENTS



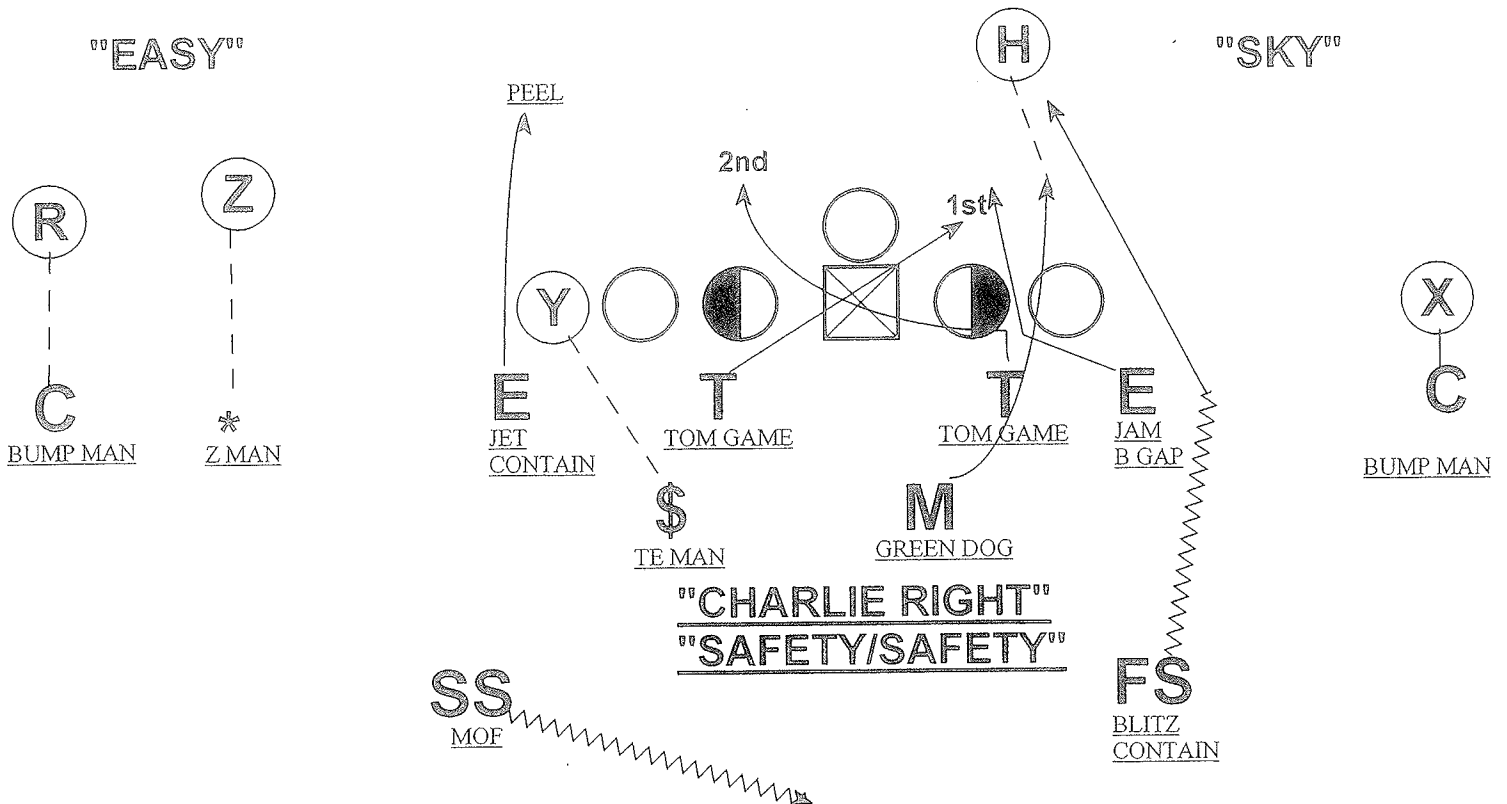
NICKEL / DIME EVEN DBL DOG 0-PEEL

BLUE FAR FLEX LT



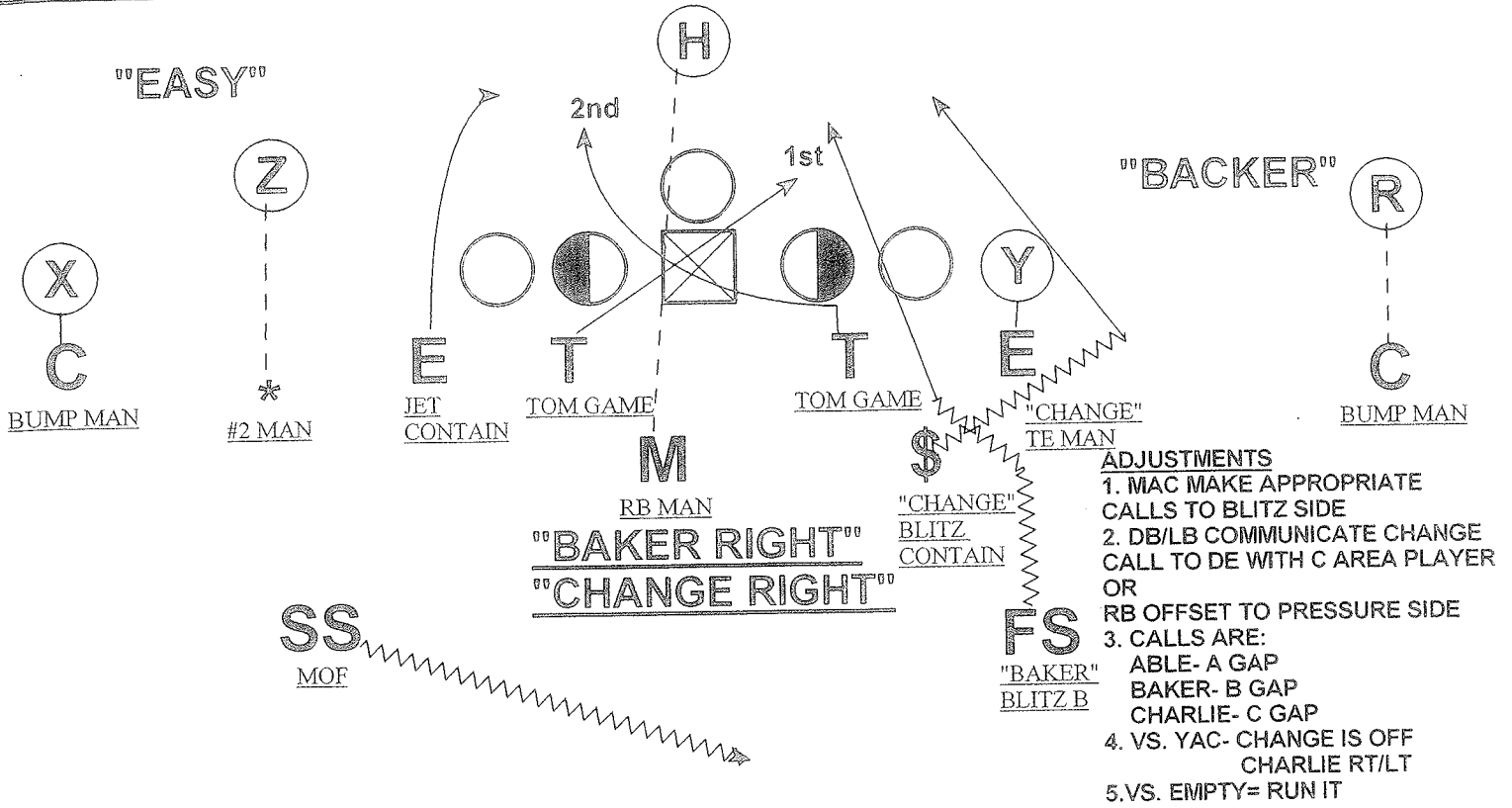
BLUE FAR TRAIN LT

SPEAR CONCEPT vs. OFFSET RB

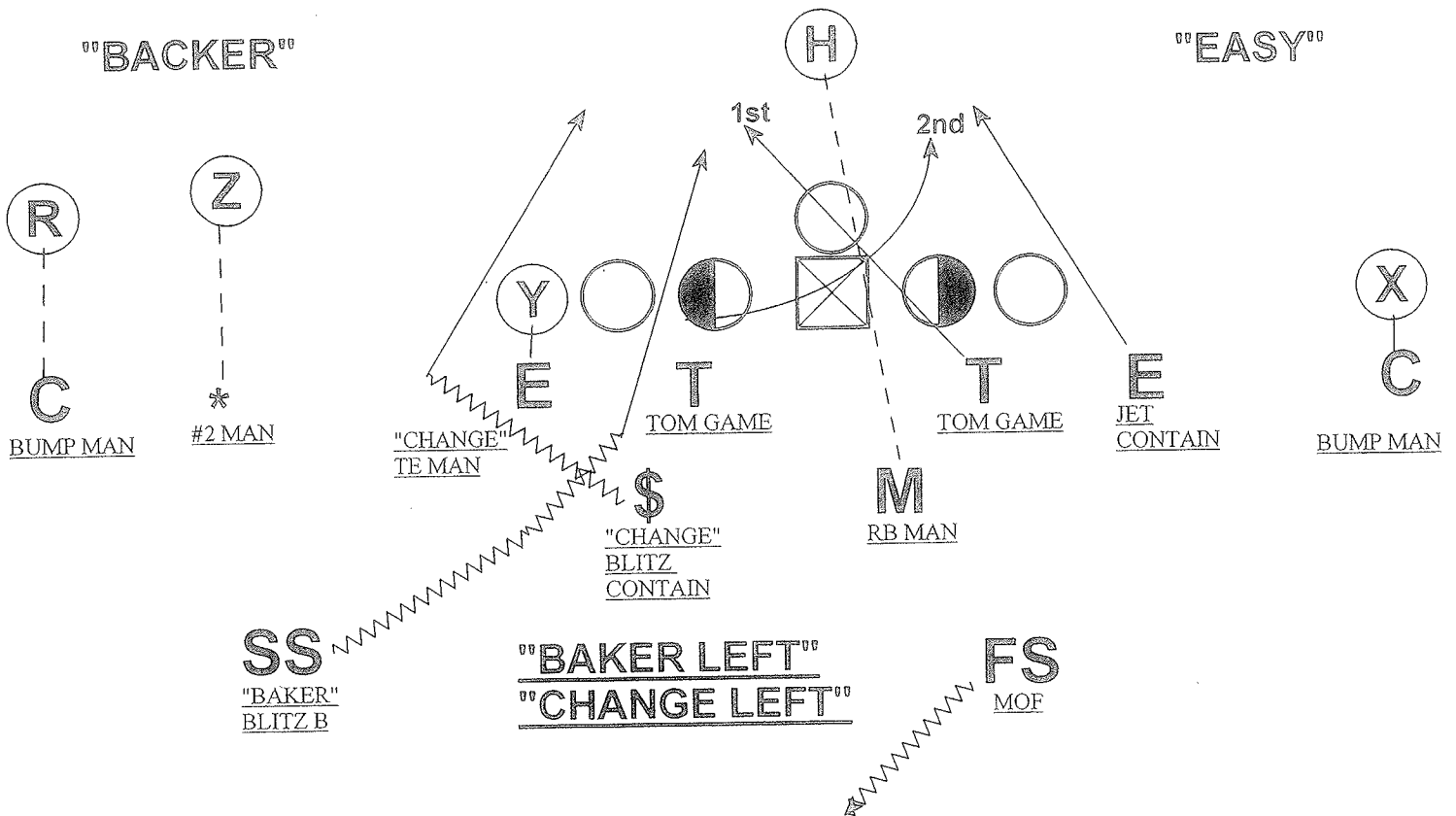


NICKEL / DIME EVEN \$ 0-CHANGE

BLUE FLEX LT



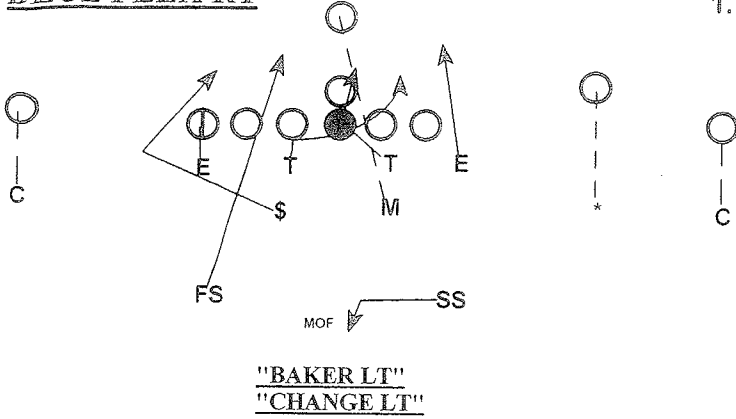
BLUE TRAIN LT



N/D EVEN \$ O CHANGE: ADJUSTMENTS

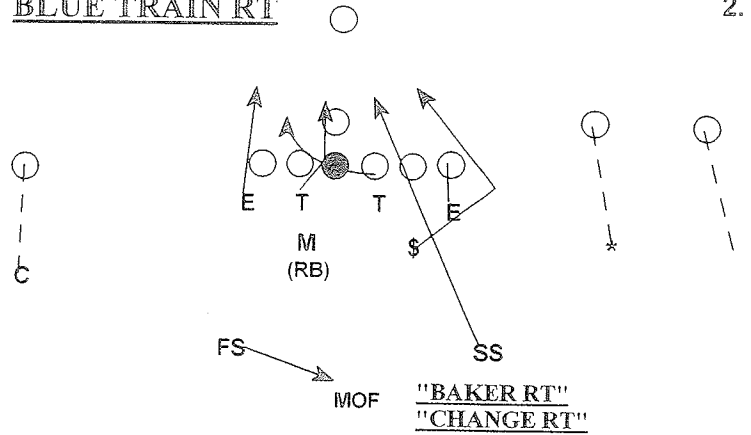
BLUE FLEX RT

1.



BLUE TRAIN RT

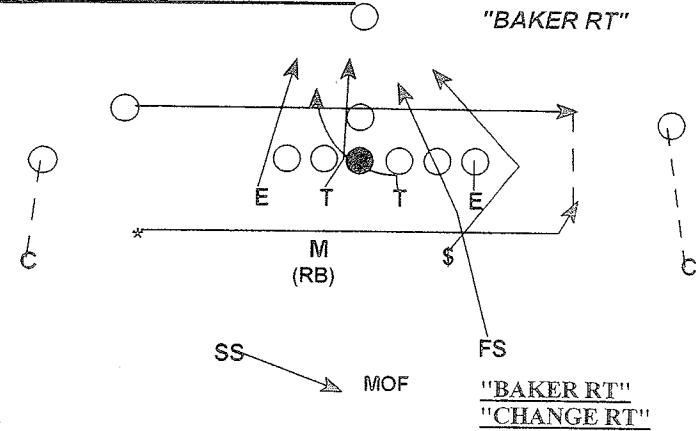
2.



BLUE (ZAC) TRAIN RT

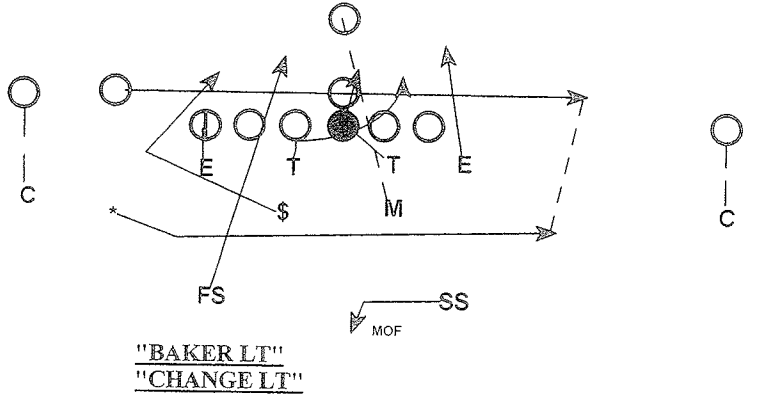
3.

"BAKER RT"



BLUE (ZAC) FLEX RT

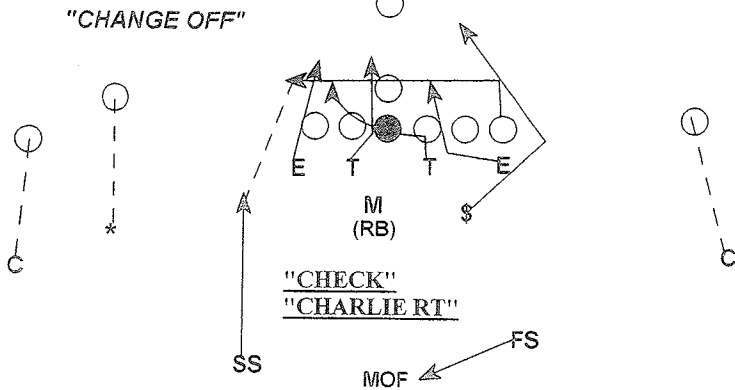
4.



BLUE (YAC) TRAIN LT Y OFF

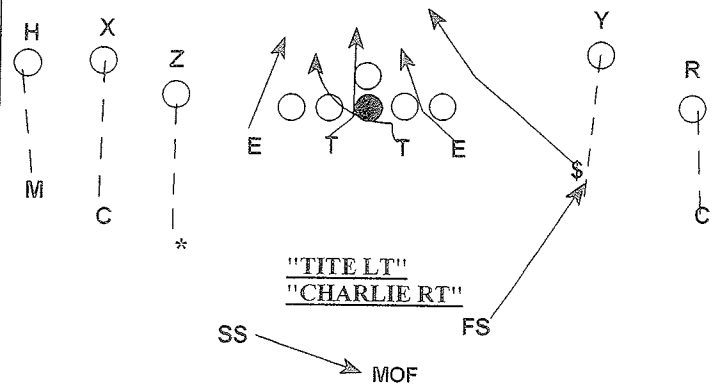
5.

"CHANGE OFF"



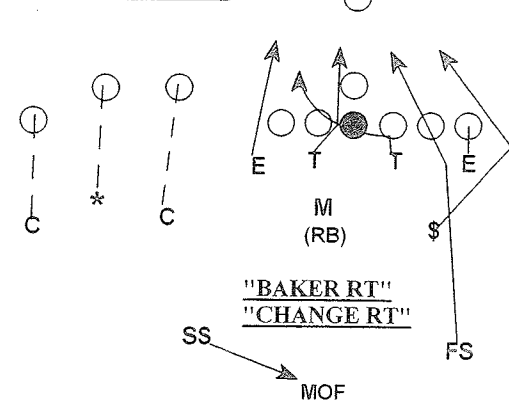
BLUE EMPTY TRAIN H OUT

6.



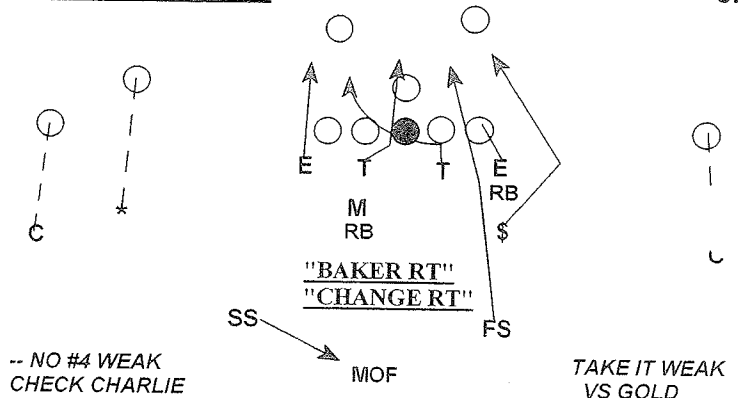
BLUE TREY LT

7.



GOLD SPLIT LT

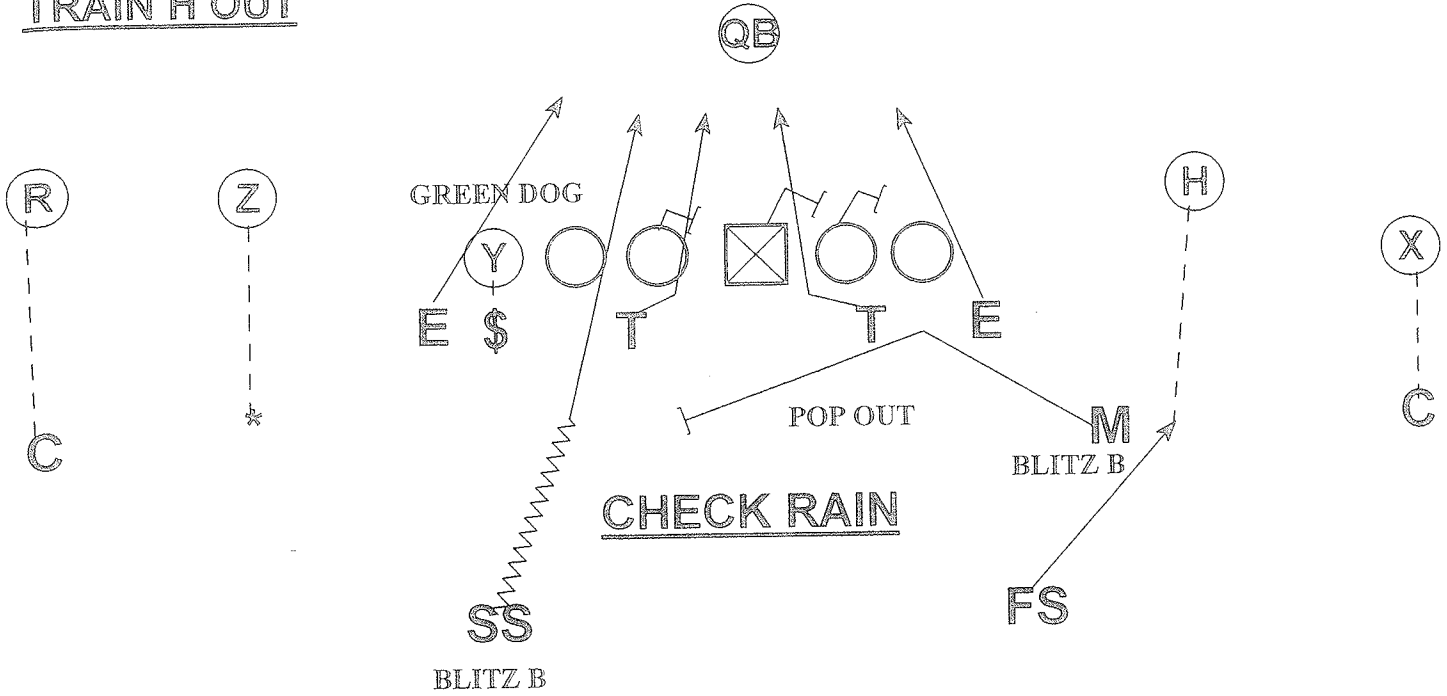
8.



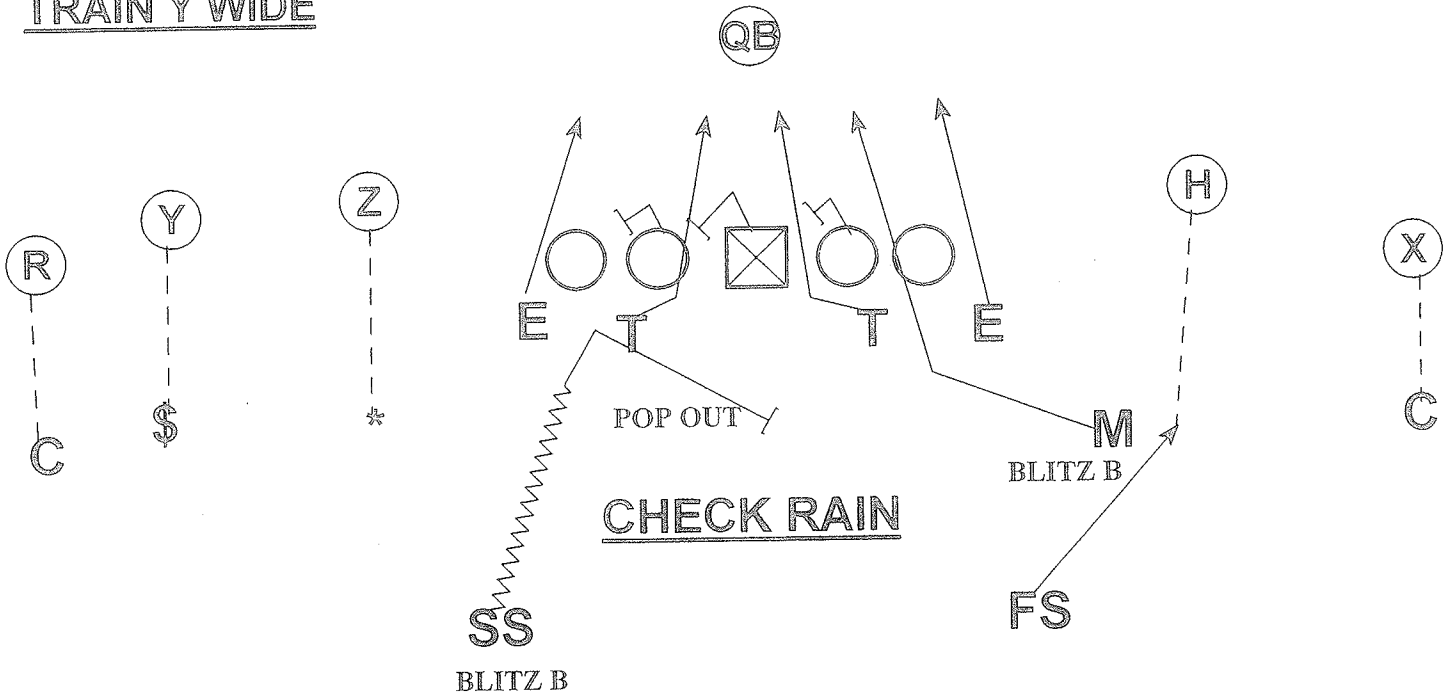
CHECK RAIN VS. EMPTY (SUB)

"CHECK RAIN" IN SUB - RUSHERS READ TURN OF CENTER AND POP OUT OPPOSITE TURN AND LOOK FOR HOT ROUTE

TRAIN H OUT



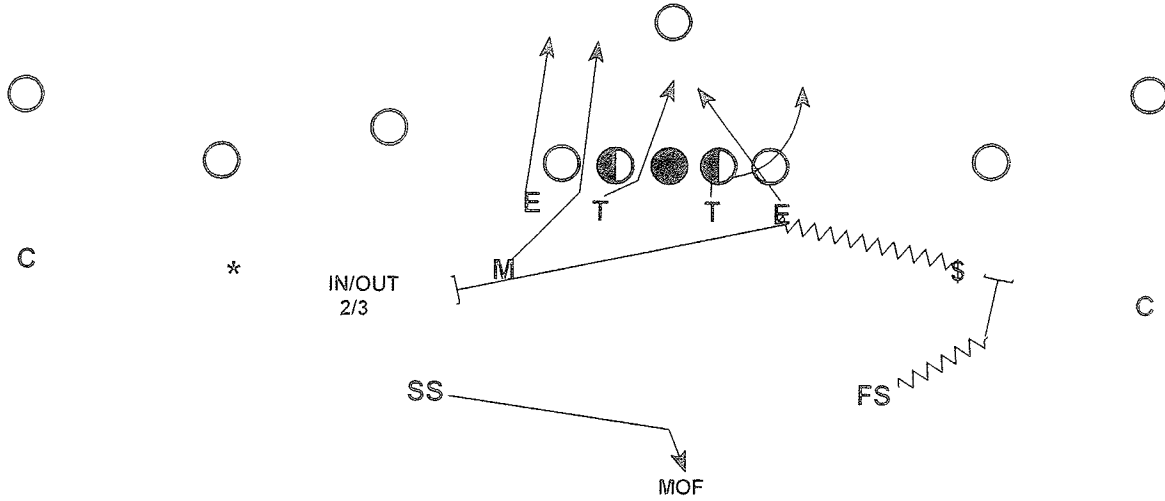
TRAIN Y WIDE



SLAP - PUNCH

"CHECK PUNCH"

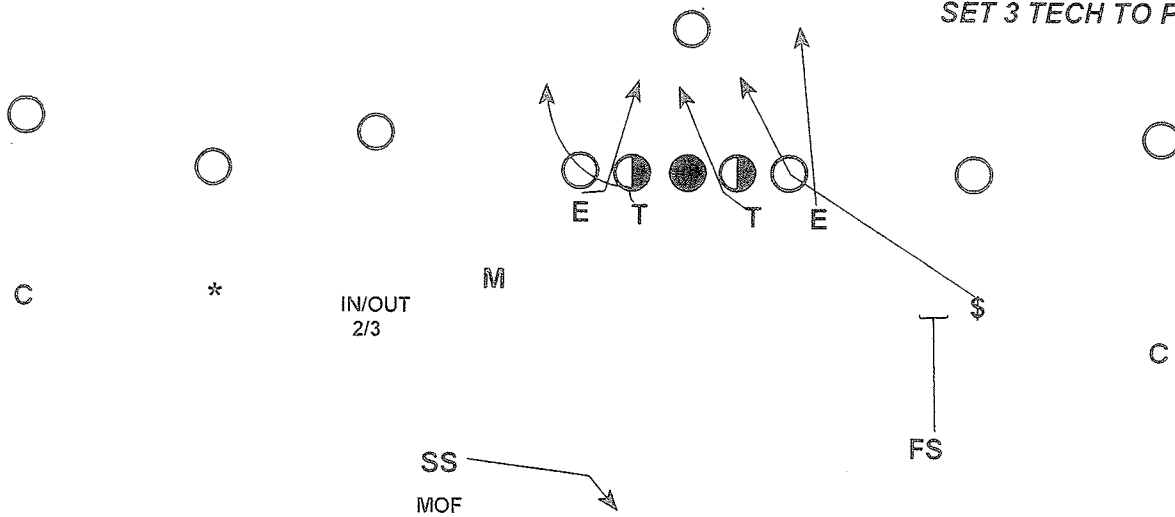
"TITE LEFT" PUNCH TO STRONG SIDE
 "PUNCH LEFT" (MIKE)
 SET 3 TECH TO PRESSURE



* WE CAN DROP 3 TECH TO THE CALL BUT NOT TODAY
 WE CAN CHANGE "PUNCH" WEEK TO WEEK TO ATTACK PROTECTIONS.

"CHECK SLAP"

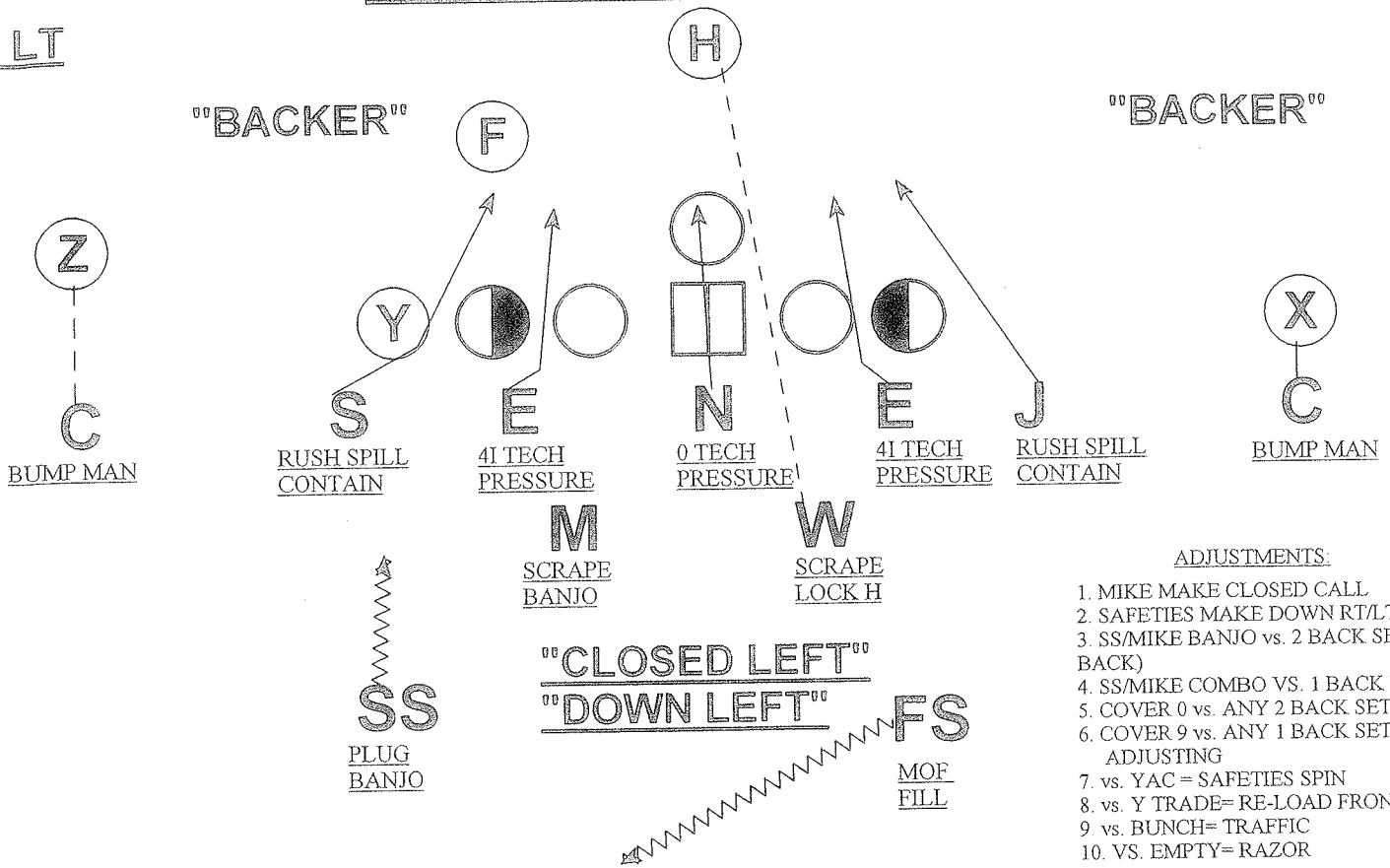
"TITE RIGHT" SLAP TO WEAK
 SIDE
 "SLAP RIGHT"
 SET 3 TECH TO PRESSURE



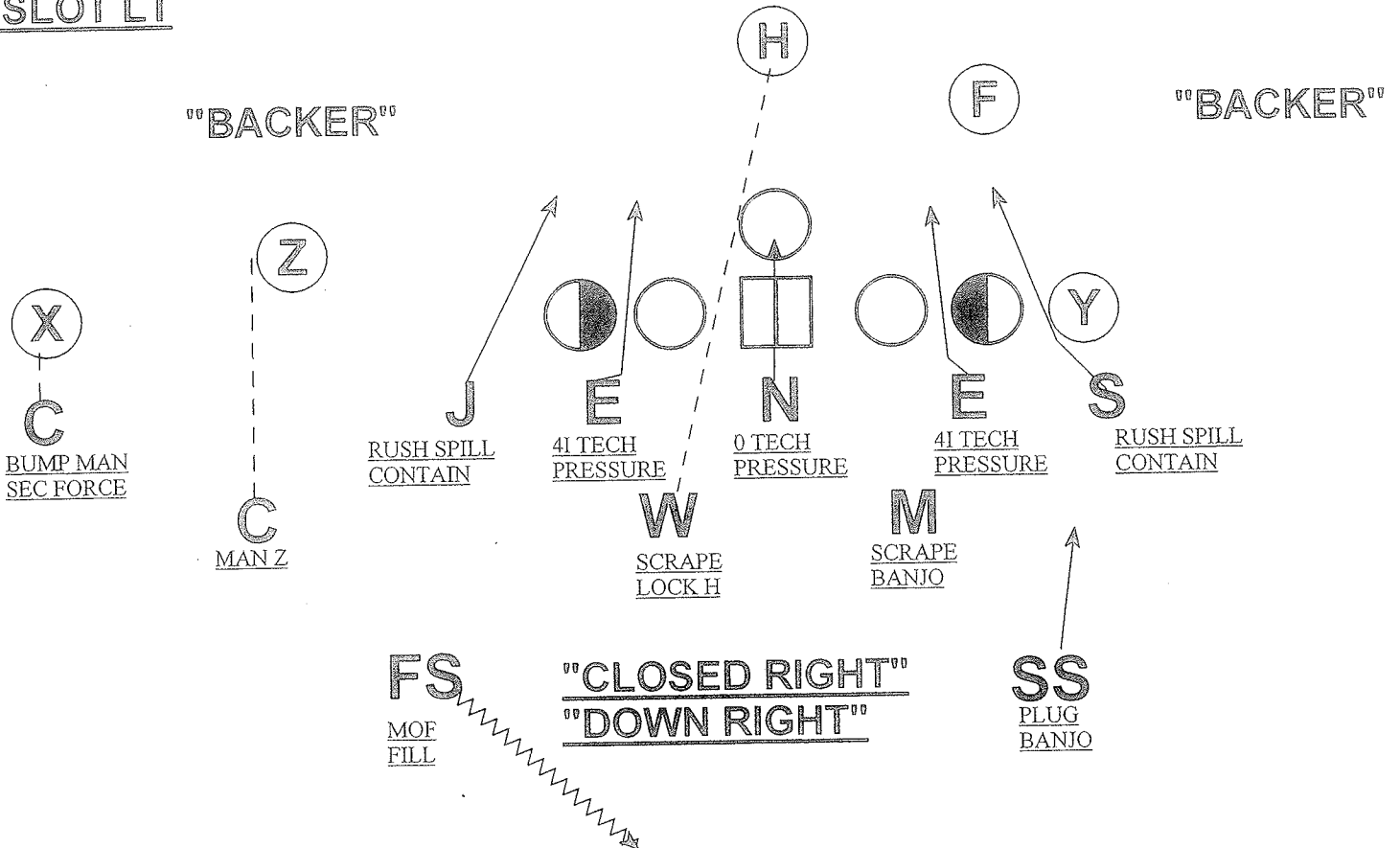
* WE CAN DROP THE 3 TECH TO THE CALL BUT NOT TODAY
 WE CAN CHANGE "SLAP" WEEK TO WEEK TO ATTACK PROTECTIONS.

BASE TITE RUSH RED 90 SAFETY

ILT



I SLOT LT



BASE WEAK JACK RED 7 CORA CHK STRONG

ADJUSTMENTS

1. MIKE MAKE RALPH/LARRY CALL WEAK
2. VS PRO RED 7
3. VS SLOT=CORA
4. VS TRIPS YY WING=ZEKE
5. VS TRAIN=STUBBIE
6. VS 2X2=SWITCH 2 OPEN; CUT TE FLKH
7. VS YAC/Y TRADE=CHANGE RALPH/LARRY
8. VS BUNCH=BINGO
9. VS EMPTY=STUBBIE TRIPS; SWITCH 2 OPEN
10. ** VS FLANK=SWITCH 2 OPEN; CUT YY WING

ILT

"SKY"

(Z)

(H)

(F)

(O)

(Y)

(|)

(O)

(|)

(O)

(|)

"SKY"

(X)

C

RZ PRESS BAIL
SEC FORCE

S

9 TECH
IN/OUT #2/#3
ALL OF #2

E

HEAVY 5
CONTAIN

N

0 TECH
PRESSURE

E

HEAVY 5
PRESSURE

J

CRASH 6
CONTAIN

C

RZ PRESS BAIL
SEC FORCE

M

30 TECH
IN/OUT #2/#3
#3 TO GOALLINE

W

30 TECH
#4/1ST CROSSER

SS

FS

READ RELEASE OF Z
INSIDE RELEASE= CONE Z
OUTSIDE RELEASE= WORK TO TE

"RALPH, RALPH"
"READ/READ"

READ RELEASE OF X
INSIDE RELEASE= CONE X
OUTSIDE RELEASE= POACH TO TE

"CHECK CORA VS. SINGLE WIDTH SLOT"

I SLOT LT

"CLOUD"

"CORA"

(H)

(F)

(O)

(Z)

(|)

(O)

(|)

(O)

(|)

(Y)

(X)

E

HEAVY 5
CONTAIN

N

0 TECH
PRESSURE

E

HEAVY 5
PRESSURE

J

6 TECH
CONTAIN

W

30 TECH
HOOK #3

M

30 TECH
1ST TO FLAT

C

CORA
CORA 1/3

C

FORCE
SQUAT

S

PLUG
SLAM

SS

SEC FORCE
OUTSIDE 1/3

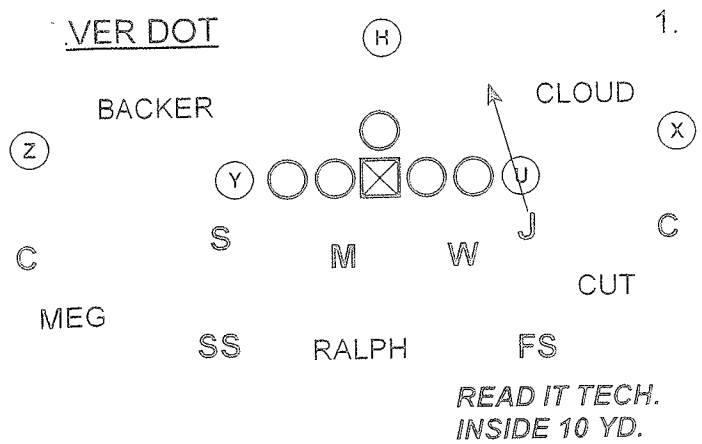
"RALPH/RALPH"
"CHECK CORA"

FS

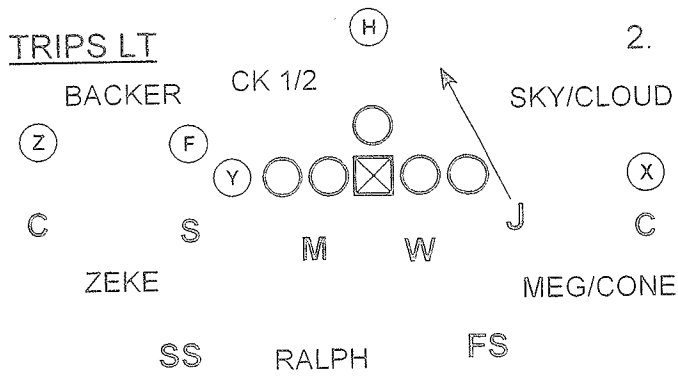
FILL
MOF

BASE WK JACK RED 7 CORA CHK STRONG: ADJUSTMEN

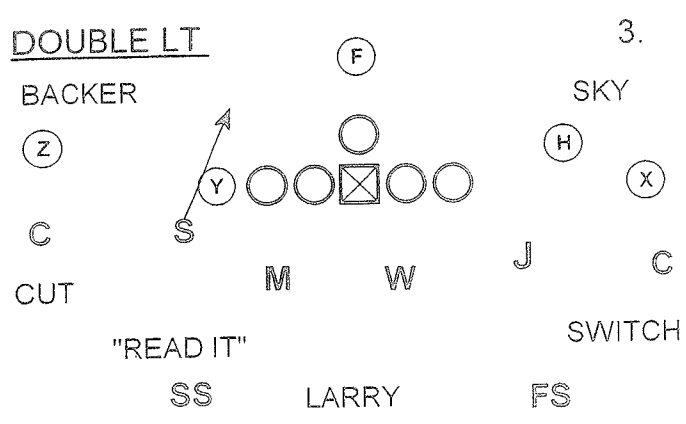
VER DOT



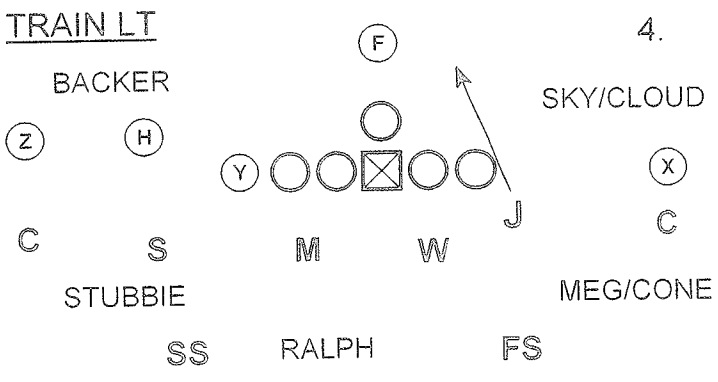
TRIPS LT



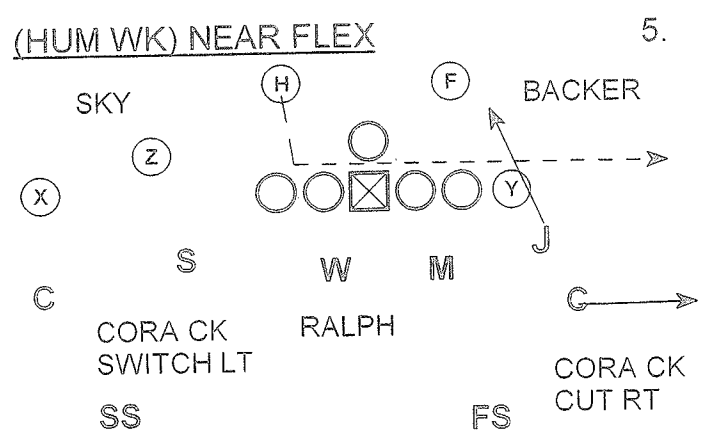
DOUBLE LT



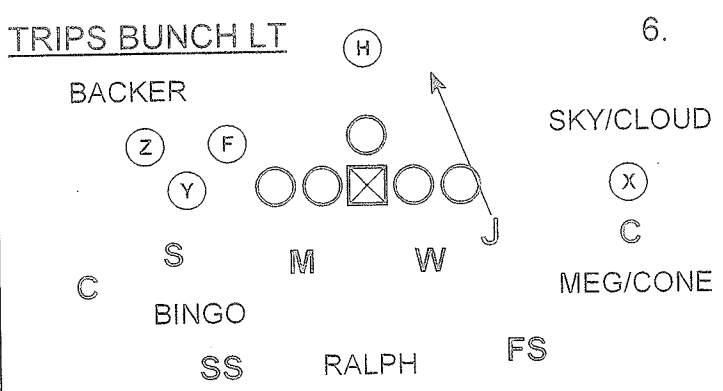
TRAIN LT



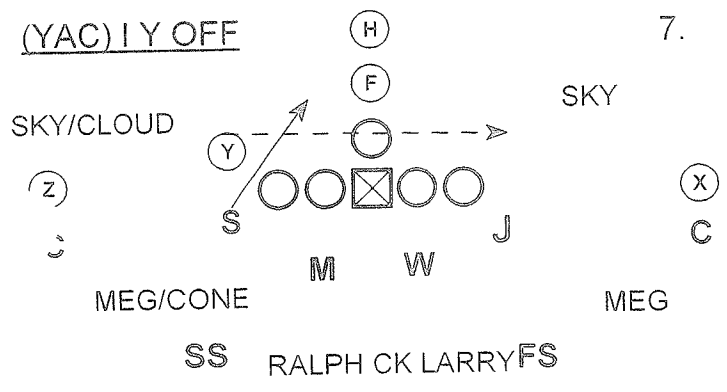
(HUM WK) NEAR FLEX



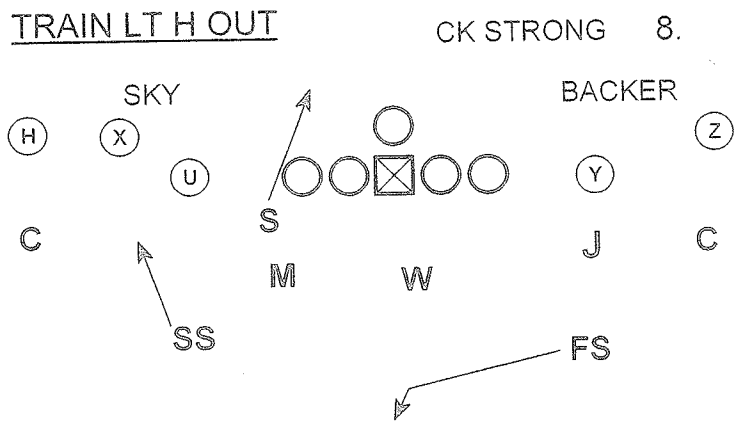
TRIPS BUNCH LT



(YAC) IY OFF



TRAIN LT H OUT



BASE UNDER O DBL RED 7 ADJUSTED / SWITCH

ILT

"BACKER"

(H)

(F)

"BACKER"

(Z)

(O)



(X)

C

BAIL 1/3
SEC FORCE
2 TO 1 READ

S

9 TECH
BUZZ FLAT

E

5 TECH
CONTAIN

N

TILT
PRESSURE

T

3 TECH
PRESSURE

J

GHOST 6
CONTAIN

C

PRESS MAN
SEC FORCE

M

10 TECH WEAK
RELATE #3

W

50 TECH
#4/1ST CROSSER

SS
HOOK CURL
PLUG

"TITE LEFT"
"LINDA BUZZ"

FS
MOF
FILL

ADJUSTMENTS

1. MIKE MAKE TITE LT/RT CALL
2. #4 WEAK= COVER 7
NO #4 WEAK= RITA/LINDA BUZZ
3. SLOT= SWITCH
4. #2 REMOVED OPEN= SWITCH
5. VS. YAC= SLIDE LBERS
6. Y TRADE= RELOAD FRONT
7. BUNCH= RITA/LINDA BUZZ
8. EMPTY= SACK
9. VS. C AREA PLAYER WEAK= CHECK CUT

ILT

"SKY"

(H)

(F)

"BACKER"

(Z)

(O)



(X)

C

BUMP MAN
SEC FORCE

J

GHOST 6
CONTAIN

T

3 TECH
PRESSURE

N

TILT
PRESSURE

E

5 TECH
CONTAIN

S

9 TECH
BRACKET

C

RZ SWITCH
FILL

W

30 TECH
RELATE #3

M

30 TECH
#4/1ST CROSSER

FS

RZ SWITCH
FORCE

"TITE RIGHT"
"SWITCH"

SS

BRACKET
FILL

BASE UNDER O DBL RED 7 ADJUSTED/SWITCH: ADJUSTMENTS

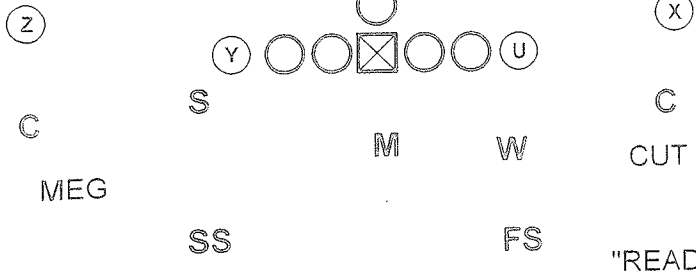
VER DOT

(H)

TITE LT

1.

CK BOOST

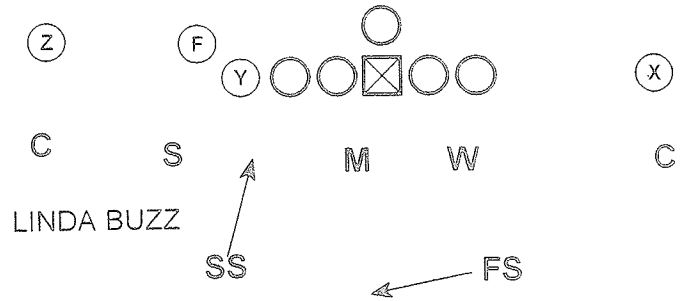


TRIPS LT

(H)

TITE LT

2.



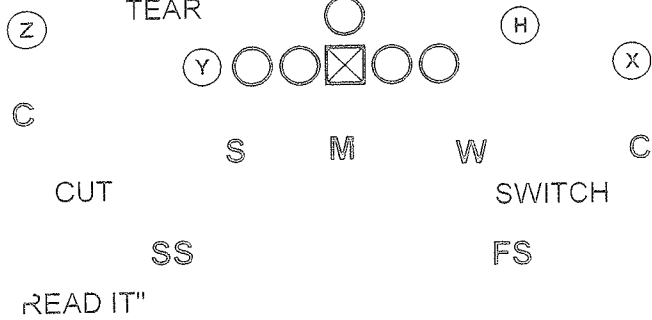
DOUBLE LT

(F)

TITE LT

3.

TEAR

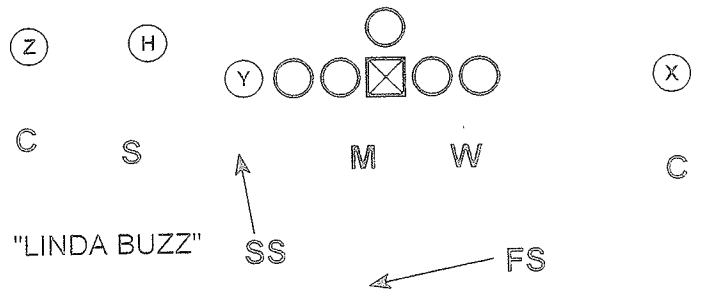


TRAIN LT

(F)

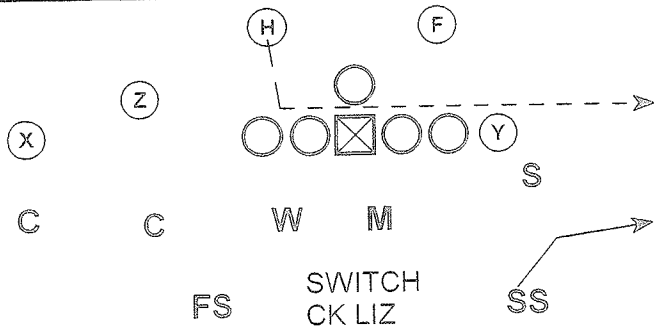
TITE LT

4.



(HUM WK) NEAR FLEX

TITE RT 5.

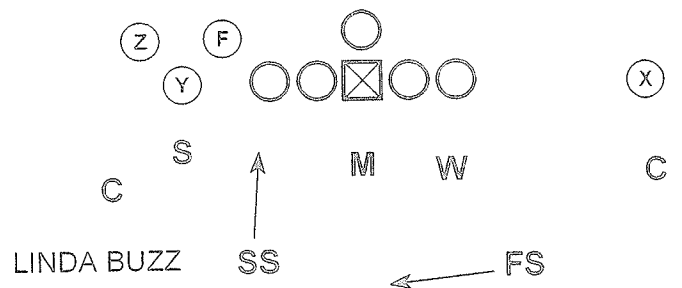


TRIPS BUNCH LT

(H)

TITE LT

6.



(YAC) IY OFF

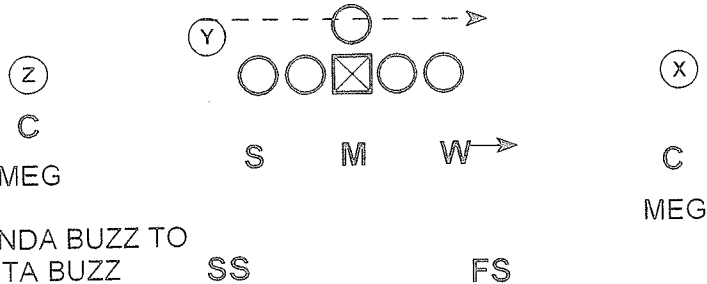
(H)

TITE LT

7

SLIDE RT

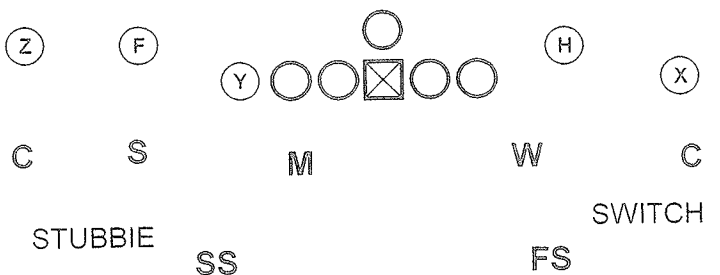
(F)



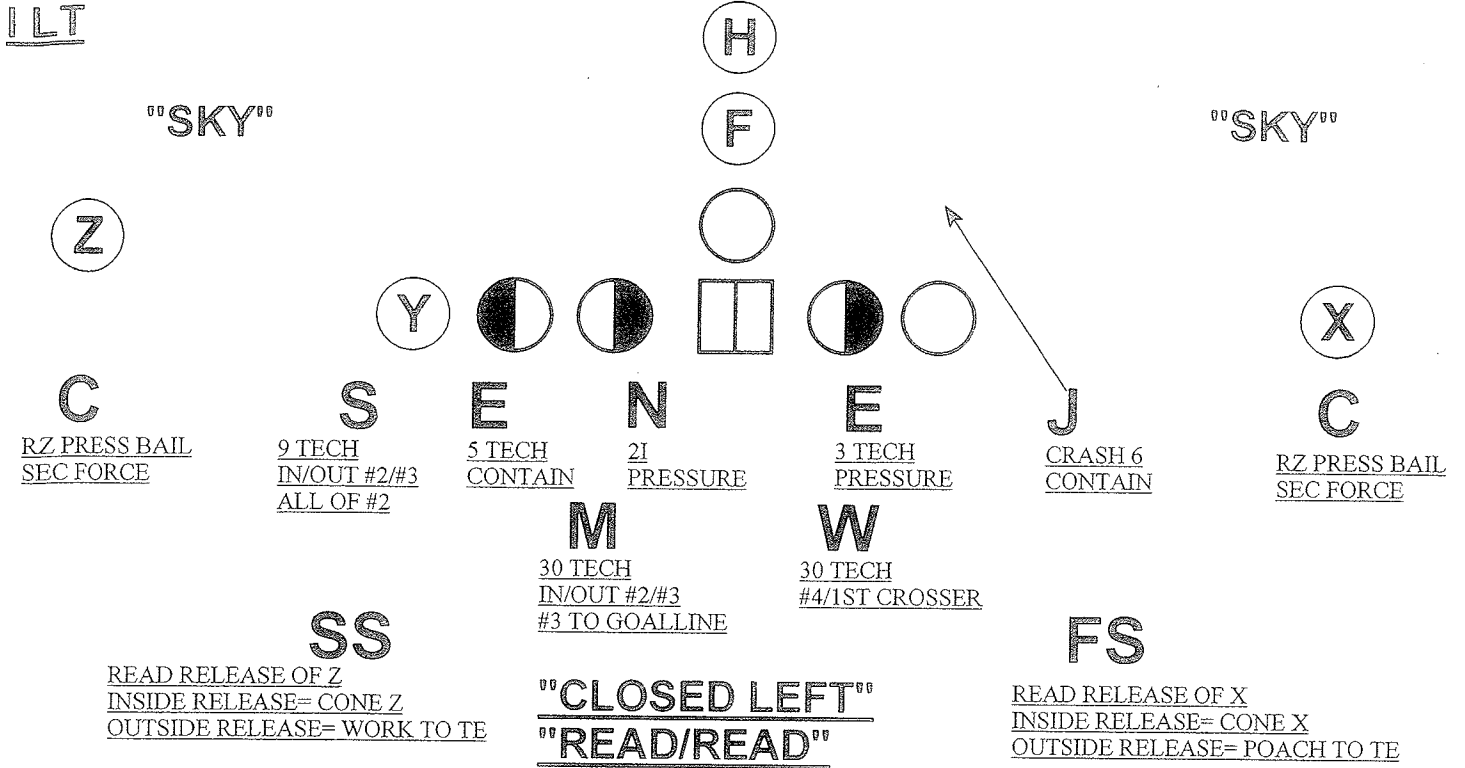
EMPTY (TRAIN LT H OUT)

TITE LT

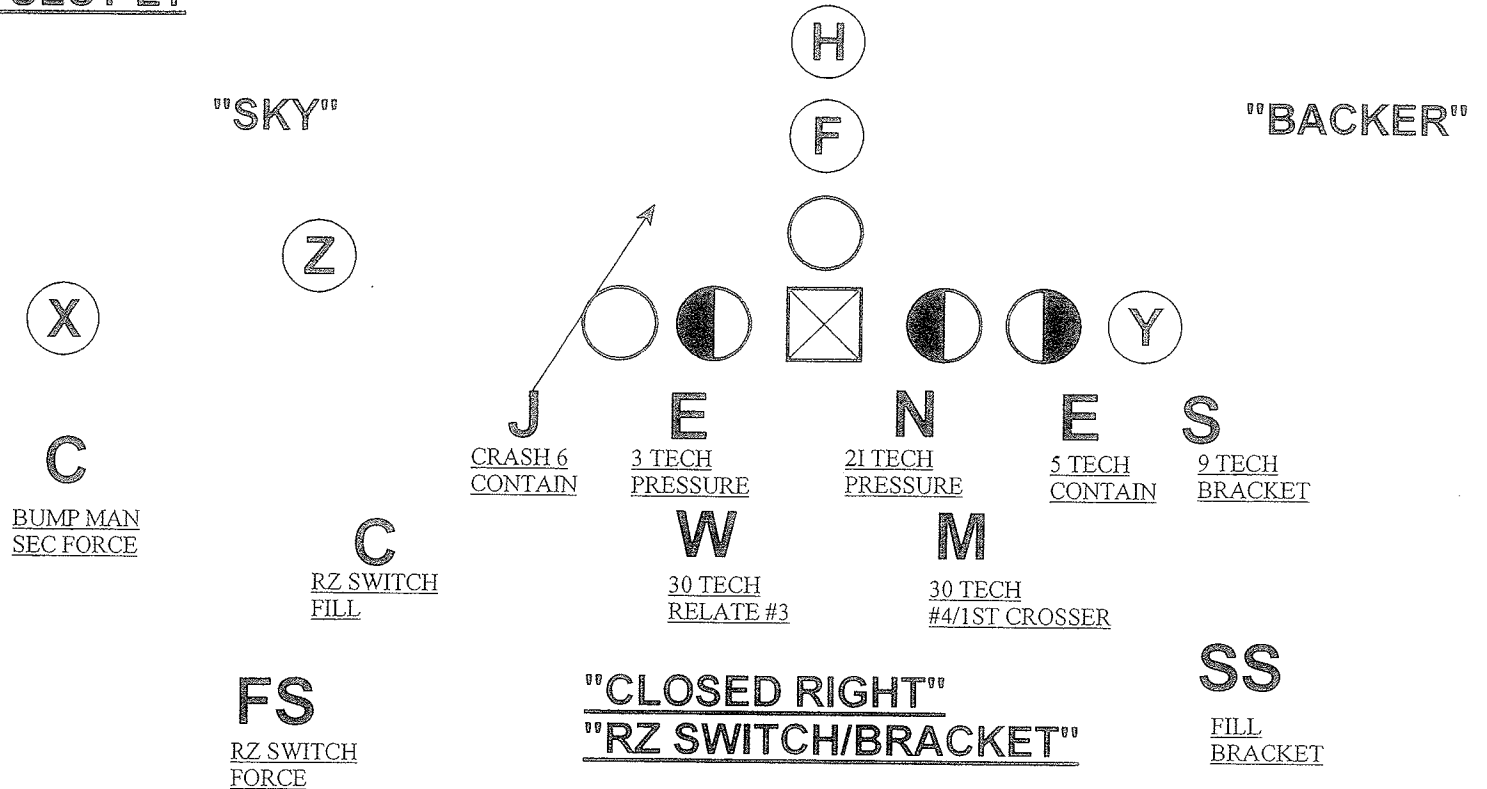
19



BASE SPLIT DBL RED 7 SWITCH

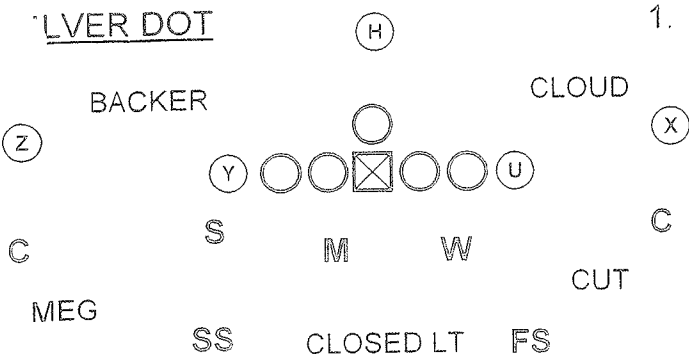


I SLOT LT



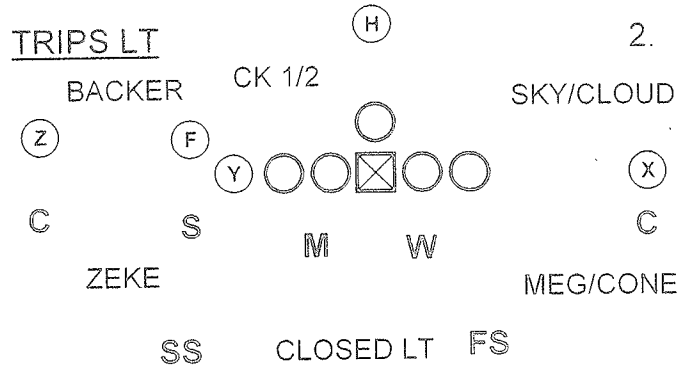
BASE SPLIT DBL RED 7 SWITCH: ADJUSTMENTS

“LVER DOT

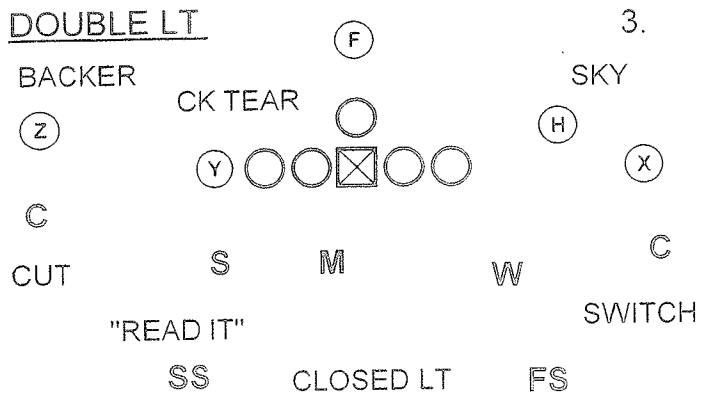


*READ IT TECH.
INSIDE 10 YD.*

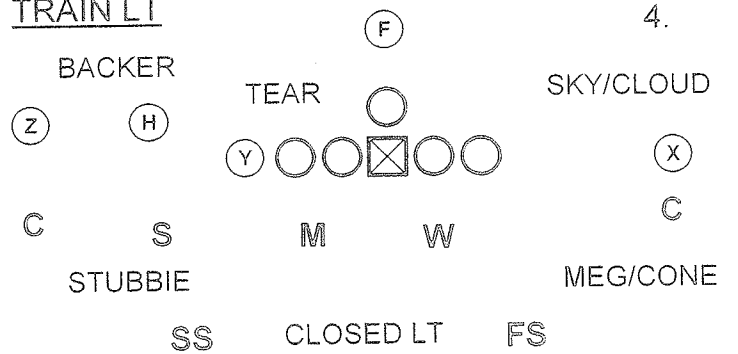
TRIPS LT



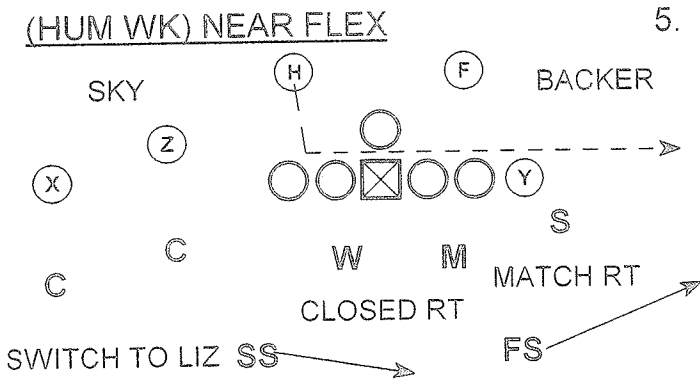
DOUBLE LT



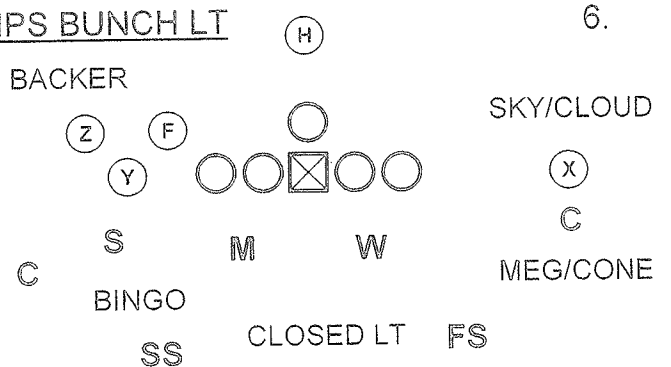
TRAIN LT



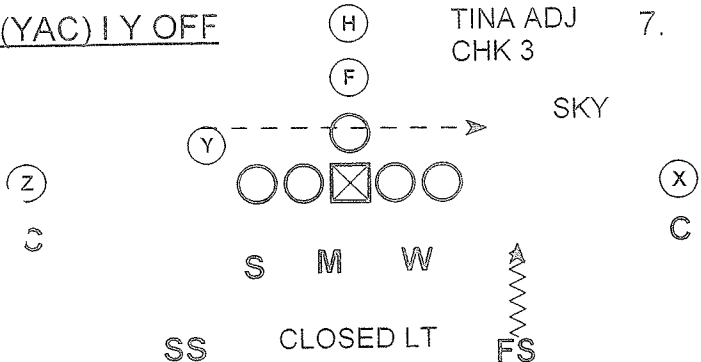
(HUM WK) NEAR FLEX



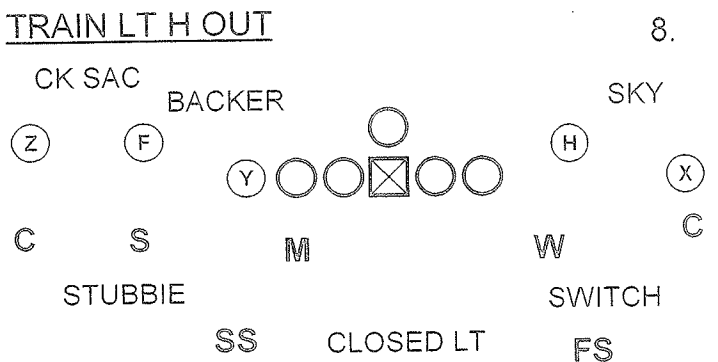
TRIPS BUNCH LT



(YAC) I Y OFF



TRAIN LT H OUT



40 DBL RED 7 ADJUSTED/ SWITCH

LLT

"BACKER"

(H)

(F)

"BACKER"

(Z)

(O)

(|)

(O)

(◐)

(X)

(◑)

(O)

(X)

C

BAIL 1/3
SEC FORCE
2 TO 1 READ

E

6 TECH
CONTAIN

T

3 TECH
PRESSURE

N

2i TECH
PRESSURE

E

LOOSE 5
CONTAIN

C

PRESS MAN
SEC FORCE

S

JUMP TECH
BUZZ FLAT

M

10 TECH WEAK
RELATE #3

W

50 TECH
#4/1ST CROSSER

SS

HOOK CURL
PLUG

"TITE LEFT"
"LINDA BUZZ"

FS

MOF
FILL

ADJUSTMENTS

1. MIKE MAKE TITE LT/RT CALL
2. #4 WEAK= COVER 7
NO #4 WEAK= RITA/LINDA BUZZ
3. SLOT= SWITCH
4. #2 REMOVED OPEN= SWITCH
5. VS. YAC= SLIDE LBERS
6. Y TRADE= RELOAD FRONT
7. BUNCH= RITA/LINDA BUZZ
8. EMPTY= SACK
9. VS. C AREA PLAYER WEAK= CHECK CUT

LLT

"SKY"

(H)

(F)

"BACKER"

(Z)

(O)

(X)

(O)

(◐)

(|)

(◑)

(O)

(|)

C

BUMP MAN
SEC FORCE

E

LOOSE 5
CONTAIN

N

2i TECH
PRESSURE

T

3 TECH
PRESSURE

E

6 TECH
CONTAIN

C

RZ SWITCH
FILL

W

30 TECH
RELATE #3

M

30 TECH
#4/1ST CROSSER

S

JUMP TECH
1ST FLAT

FS

RZ SWITCH
FORCE

"TITE RIGHT"
"SWITCH"

SS

BRACKET
FILL

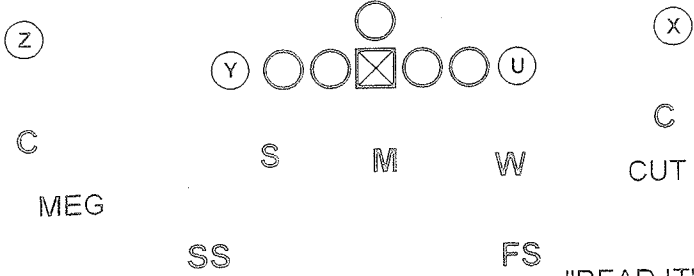
40 DBL RED 7 ADJUSTED/SWITCH: ADJUSTMENTS

VER DOT

(H)

TITE LT 1.

CK BOOST



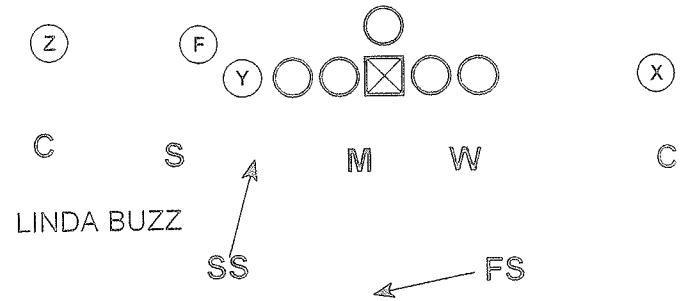
MEG

"READ IT"
INSIDE 10 YARD LINE

TRIPS LT

(H)

TITE LT 2.

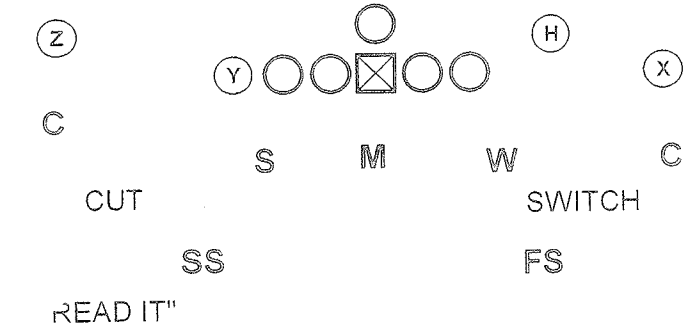


LINDA BUZZ

DOUBLE LT

(F)

TITE LT 3.



CUT

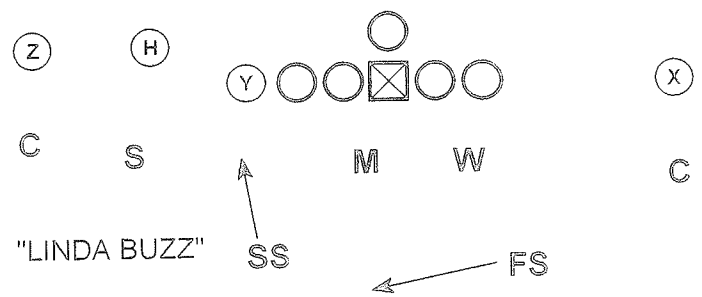
SWITCH

READ IT"

TRAIN LT

(F)

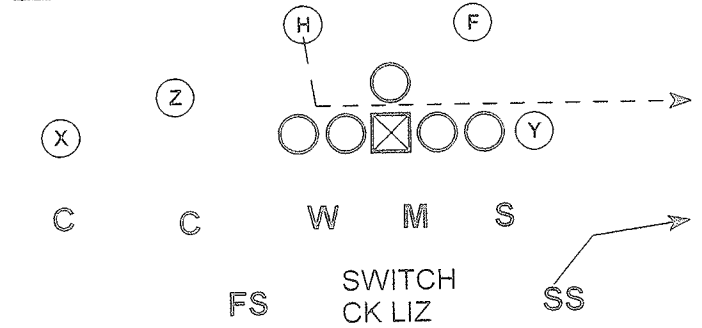
TITE LT 4.



"LINDA BUZZ"

(HUM WK) NEAR FLEX

TITE RT 5.



FS

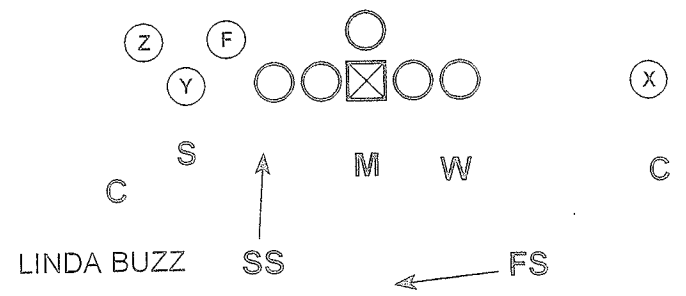
SWITCH
CK LIZ

SS

TRIPS BUNCH LT

(H)

TITE LT 6.

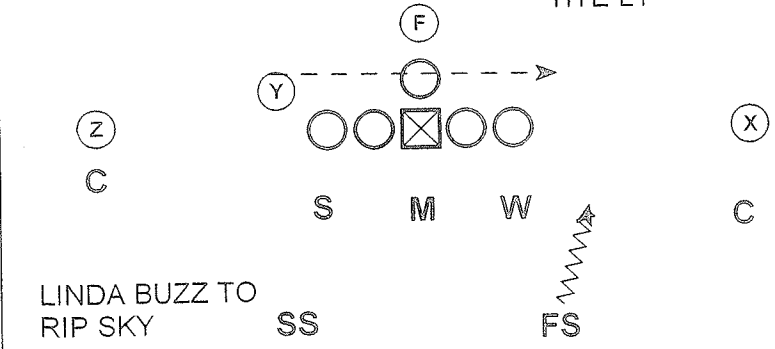


LINDA BUZZ

(YAC) IY OFF

(H)

TITE LT 7



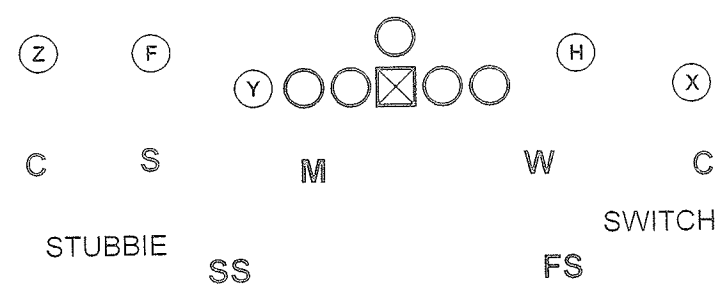
LINDA BUZZ TO
RIP SKY

SS

FS

EMPTY (TRAIN LT H OUT)

TITE LT 19



STUBBIE

SS

FS

SWITCH

BASE BULLETS 3/2 DEUCE CHK STRONG MASTER

LLT

"SKY"

"BACKER"

(Z)

(H)

(F)

(O)

(□)

(O)

(O)

(X)

J

E

(O)

N

(O)

E

S

FILL C
CONTAIN

4I
PRESSURE

0 TECH
PRESSURE

5 TECH
CONTAIN

GHOST 9
CURL FLAT
MATCH

C

M

W

30 TECH
STRONG HOOK

30 BASIC
WEAK HOOK

C

SS
FORCE
LIZ

"CLOSED LEFT"
"LIZ SKY"

FS
FILL
MOF

ADJUSTMENTS:

1. MIKE MAKE CLOSED LT/RT CALL
2. JACK ALIGN CLOSED, SAM ALIGN OPEN
3. SAFETIES MAKE RIP/LIZ SKY CALL STRONG VS. ANY PRO SET
4. VS. ANY SINGLE WIDTH SLOT PLAY CORA
5. vs YY TRIPS, CK BASE, BULLETS IS OFF

I SLOT LT

"CLOUD"

"CORA"

(Z)

(H)

(F)

(O)

(□)

(O)

(O)

(Y)

(X)

E

N

E

J

5 TECH
PRESSURE

0 TECH
PRESSURE

4I
PRESSURE

FILL C
CONTAIN

C
SQUAT
FORCE

S
SLAM
PLUG

W

M

30 BASIC
HOOK #3

30 SCRAPE
1ST FLAT

C
CORA
CORA 1/3

SS

OUTSIDE 1/3
SEC FORCE

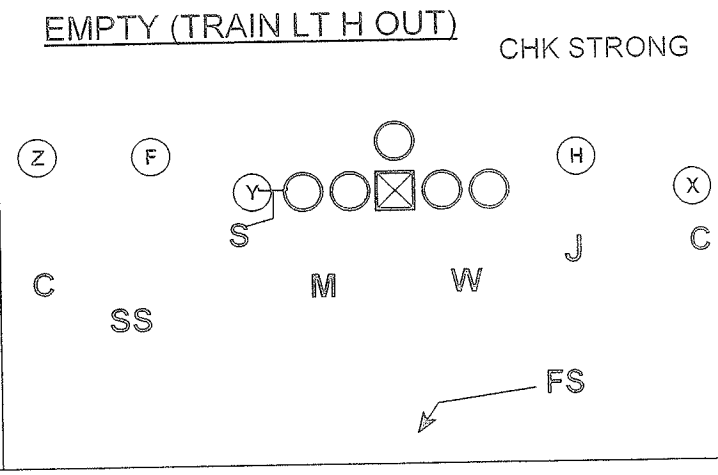
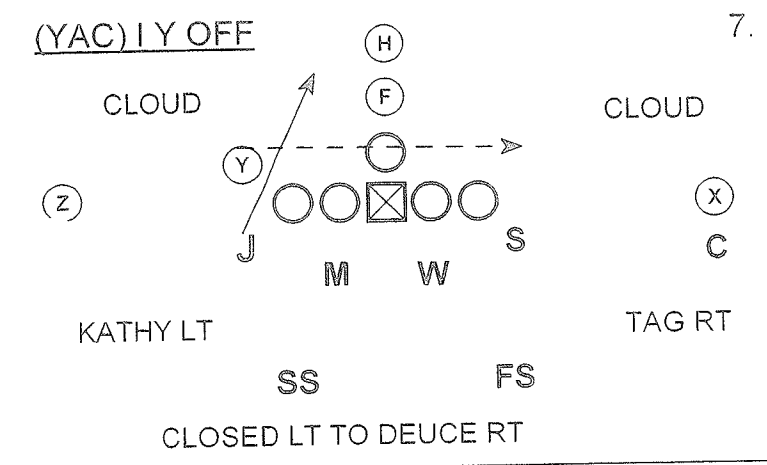
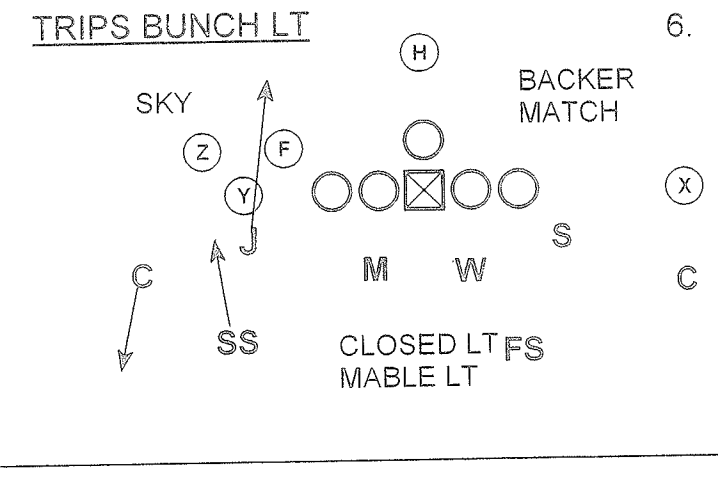
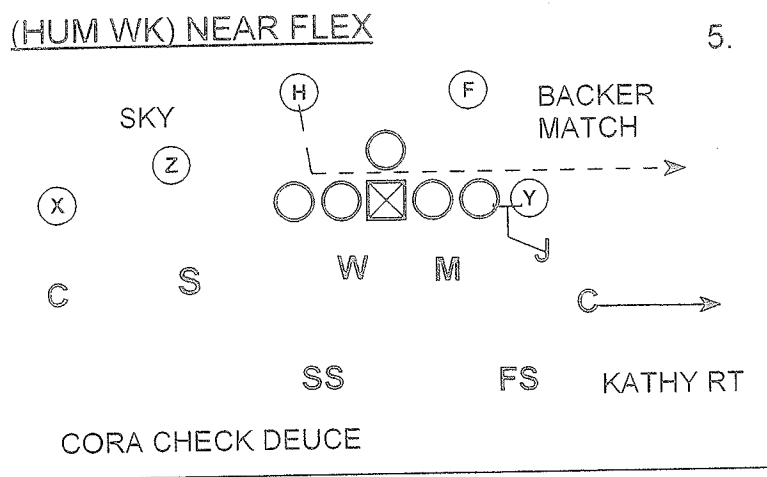
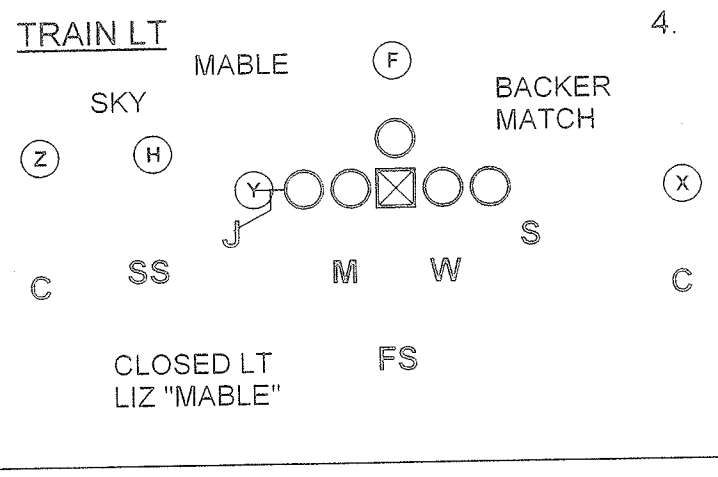
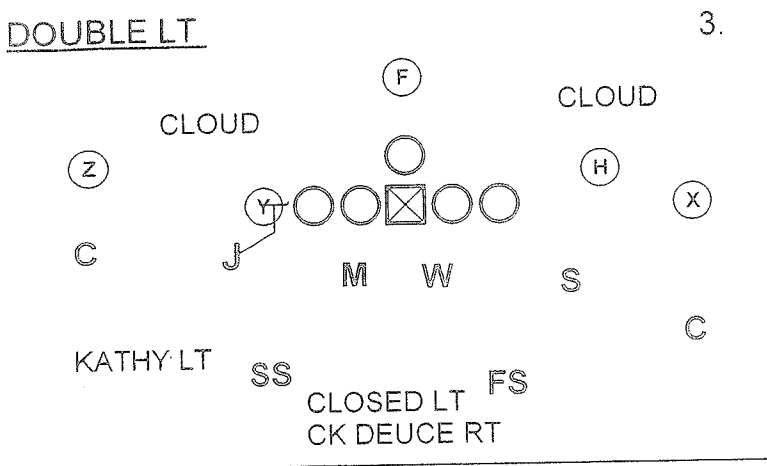
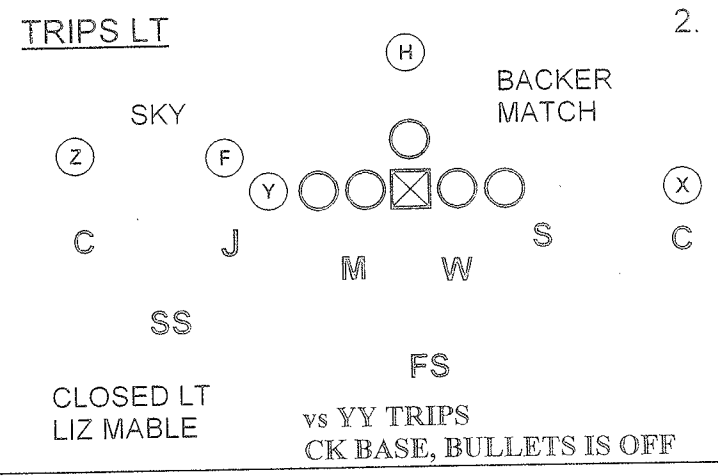
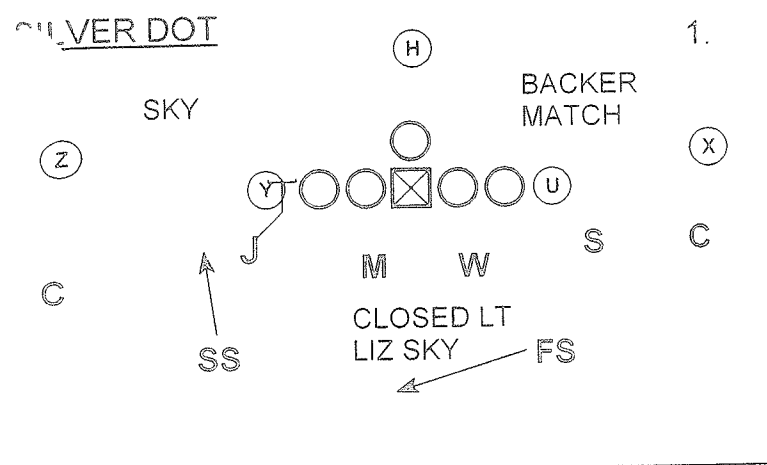
"CLOSED RIGHT"
"CORA LEFT"

FS

READ MOF
FILL

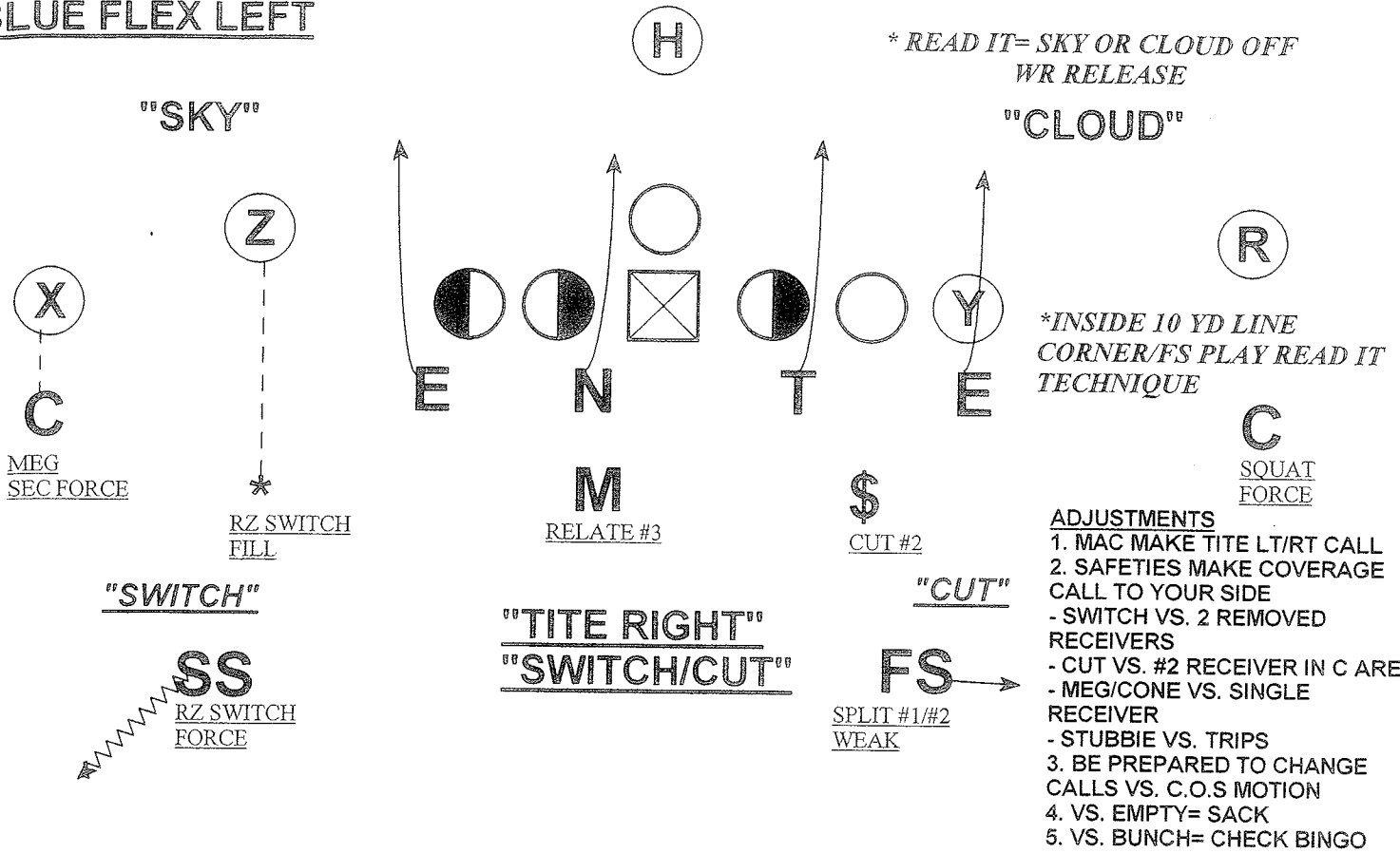
BASE BULLETS 3/2 DEUCE CHK STRONG

MASTER

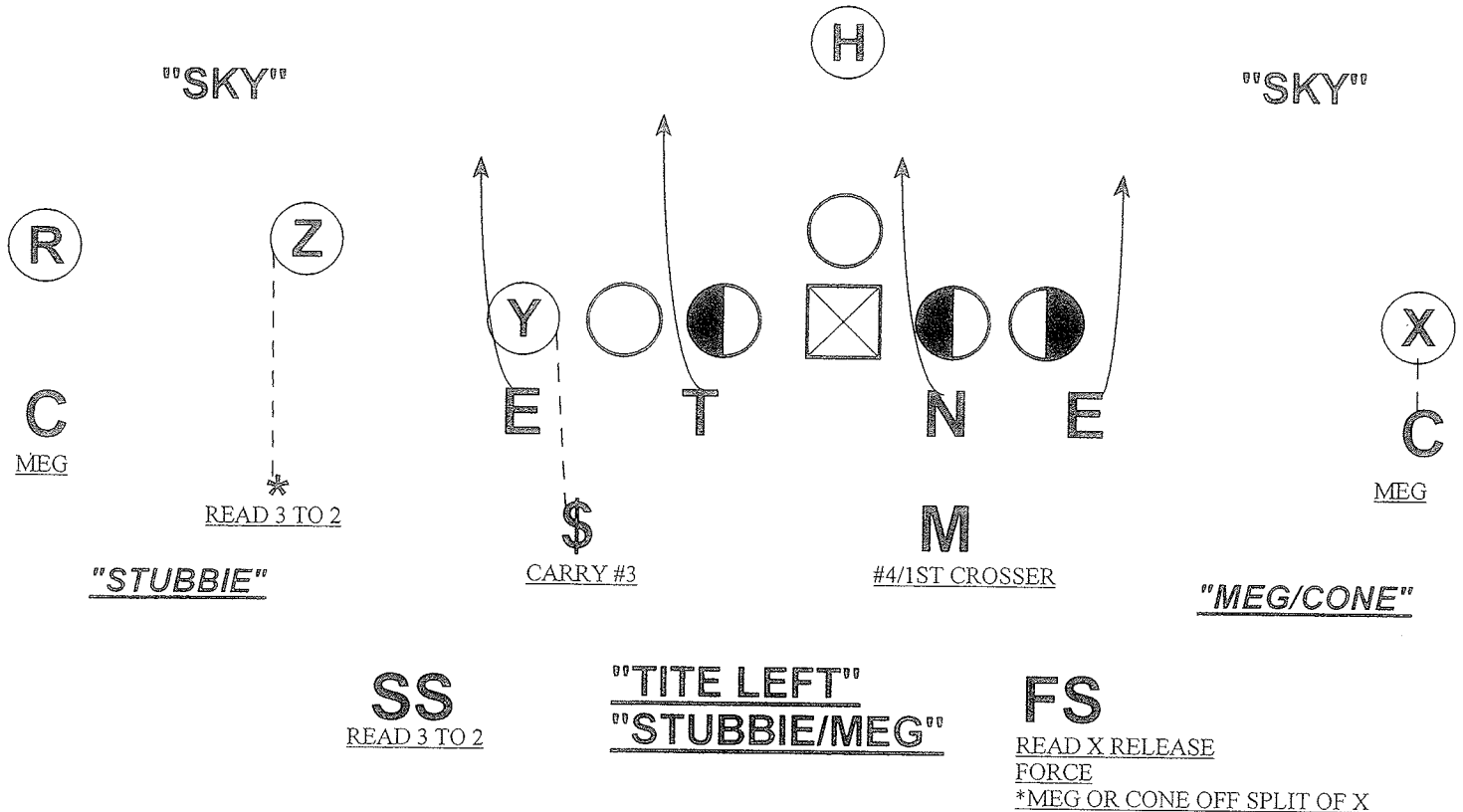


NICKEL/DIME FLEX RED 7 SWITCH (MOD) (BOX)

BLUE FLEX LEFT

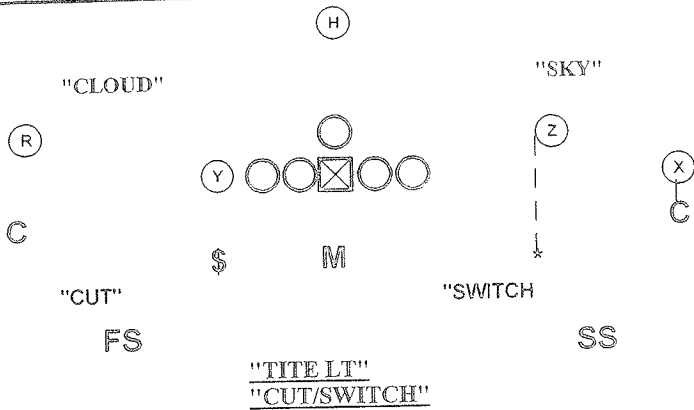


BLUE TRAIN LEFT

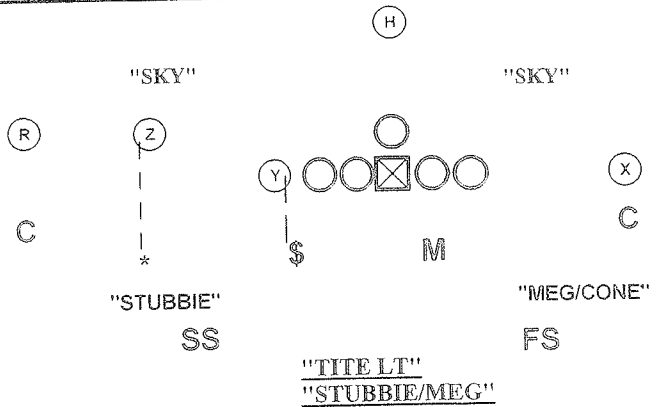


NICKEL/DIME FLEX RED 7 SWITCH: ADJUSTMENTS

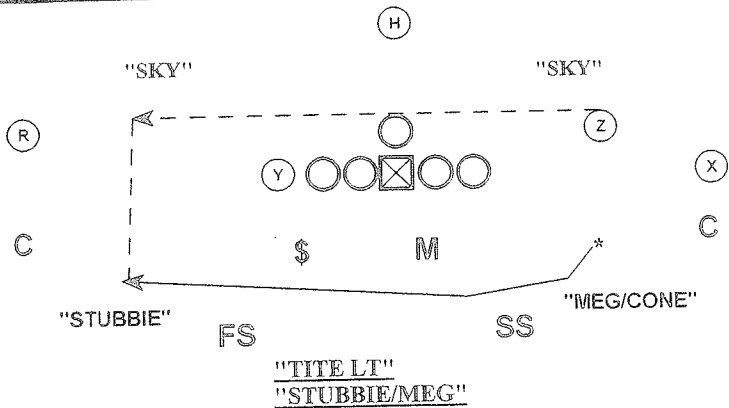
BLUE FLEX RT



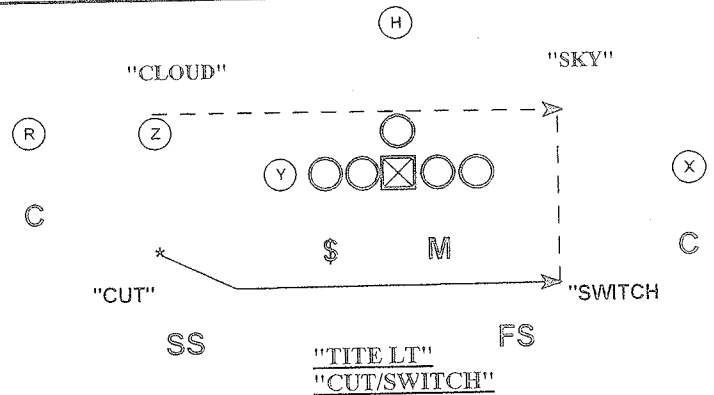
BLUE TRAIN LT



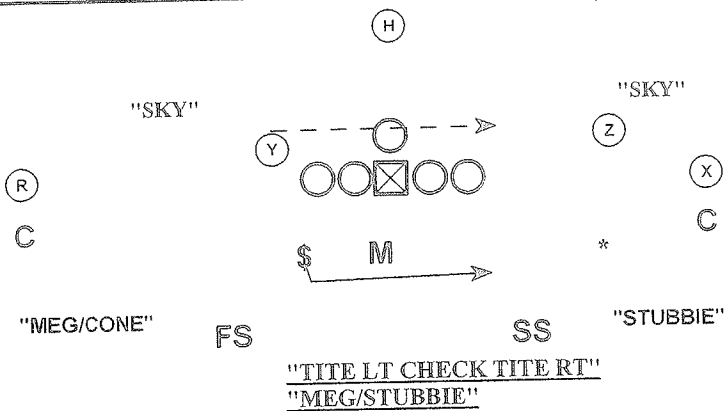
BLUE (ZAC) TRAIN LT



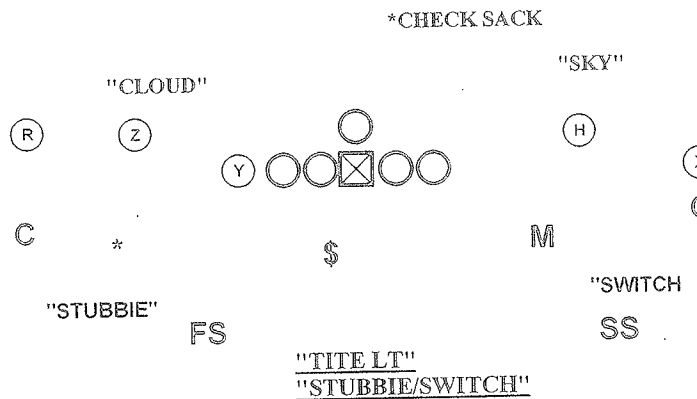
BLUE (ZAC) FLEX RT



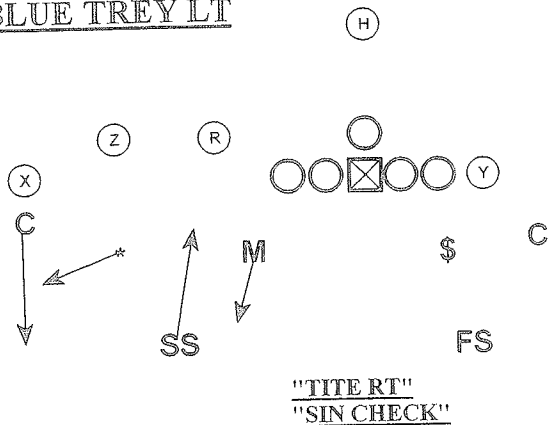
BLUE (YAC) TRAIN LT Y OFF



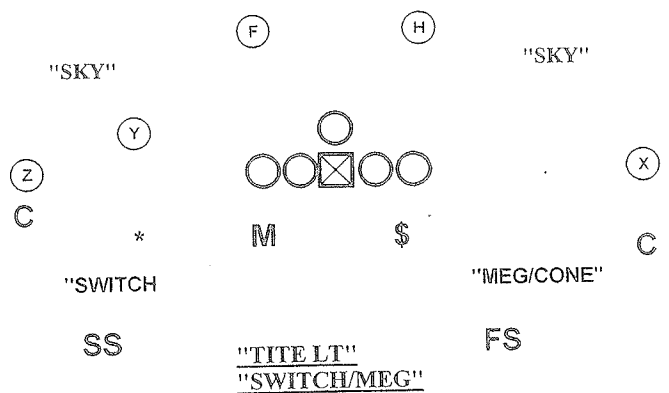
BLUE EMPTY TRAIN H OUT



BLUE TREY LT



GOLD SPLIT LT



POACH

TRIPS CHECK IN NICKEL / DIME PACKAGE

PLAY "R" ON #1 & #2

1
○

2
○

*
NO CARRY

C
INSIDE 1/3

SS
R

"R"

○
3
○
○ ○ ○ ● ○ ○

\$
RELATE #3

M

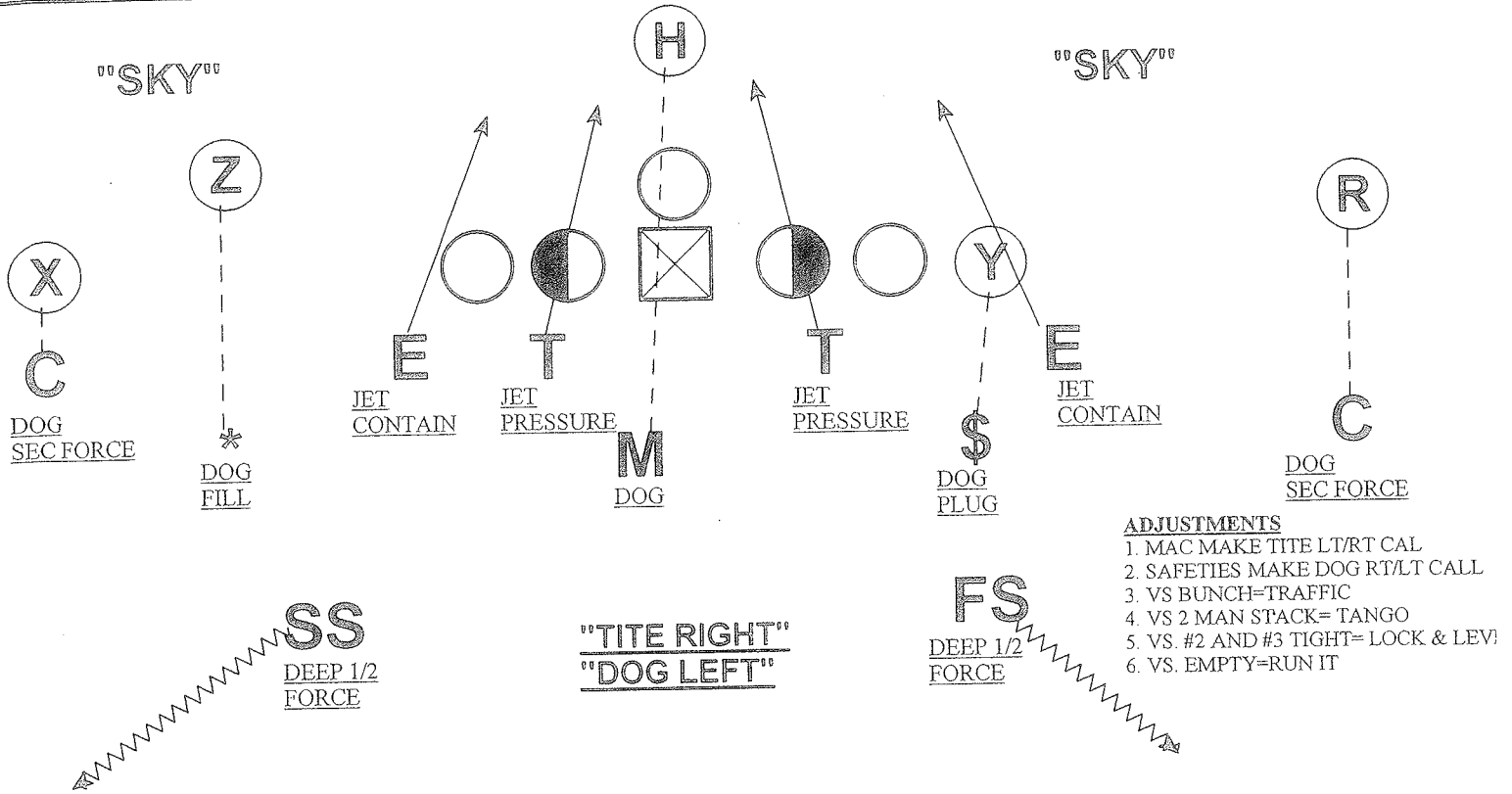
○
C
MEG

FS
POACH

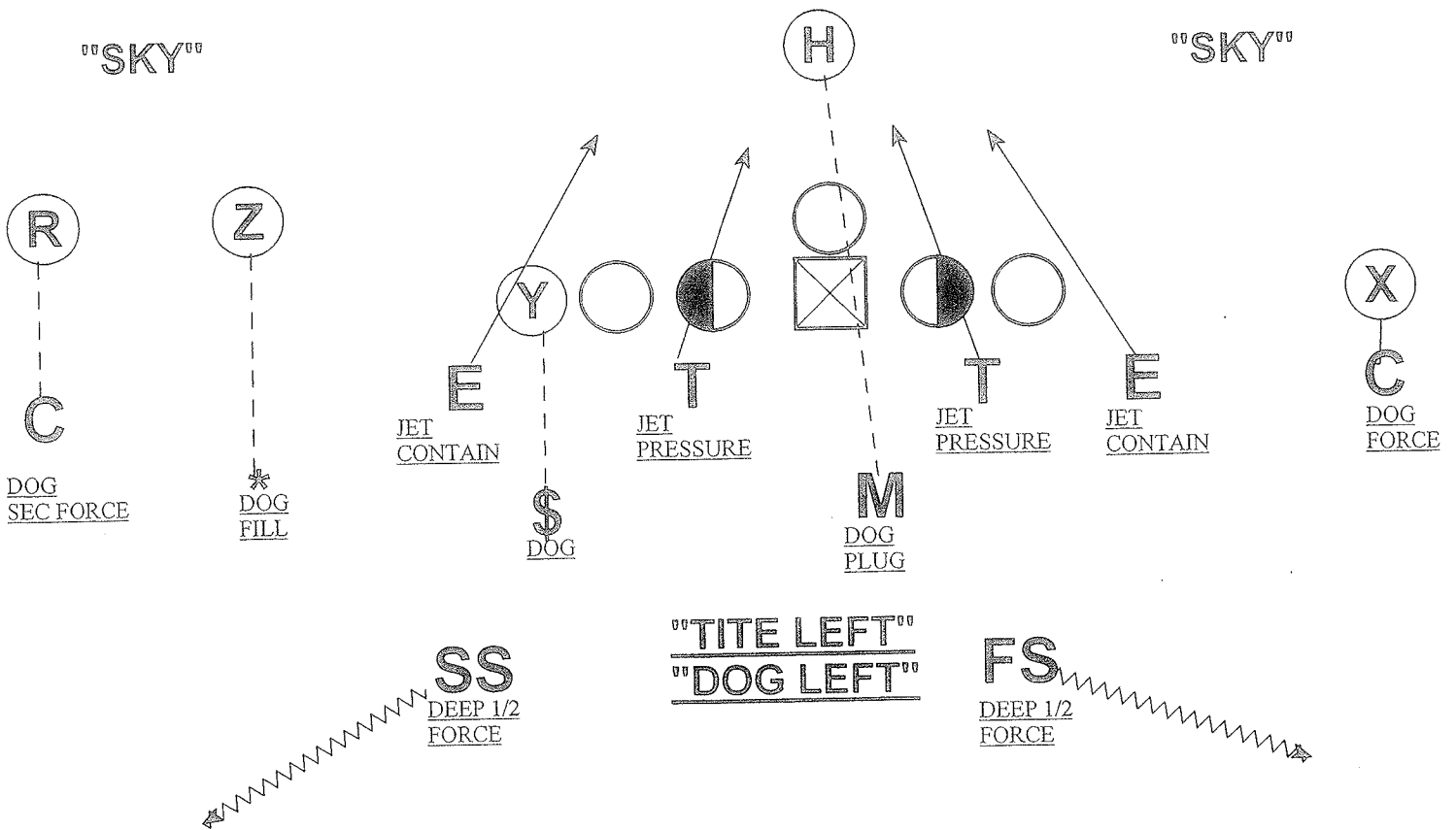
Every 1/3

NICKEL EVEN 5

BLUE FLEX LT



BLUE TRAIN LT



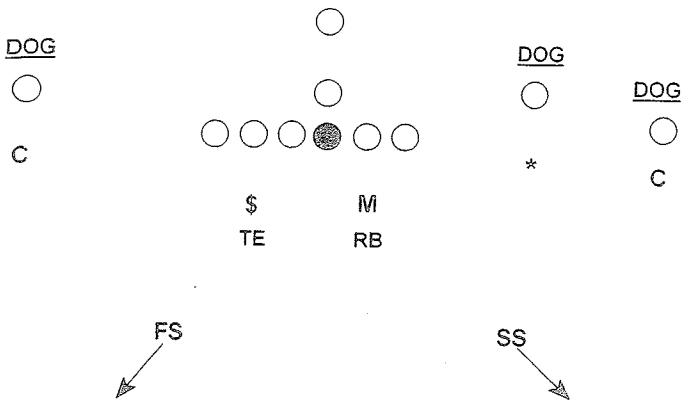
SUB COVER 5

MAN UNDERNEATH 2 DEEP COVERAGE.

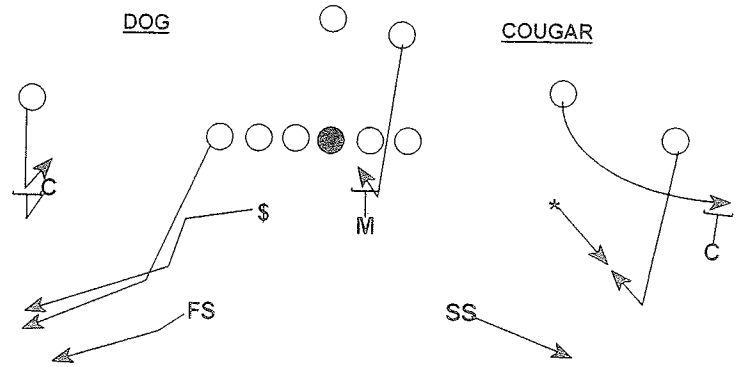
RULES:

1. COVER 5 IS DOG TECHNIQUE - MAN UNDER BY 5 UNDERNEATH PLAYERS
2. 5 COUGAR IS A COMBINATION OF CUT AND COVER 5 BASED ON #2 RELEASE
3. 55 IS A BRACKET COVERAGE DOUBLING WR/TE/RB ON BOTH SIDES

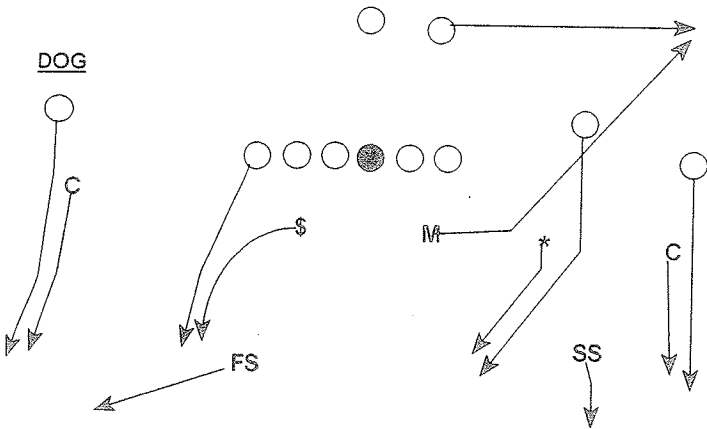
1. COVER 5



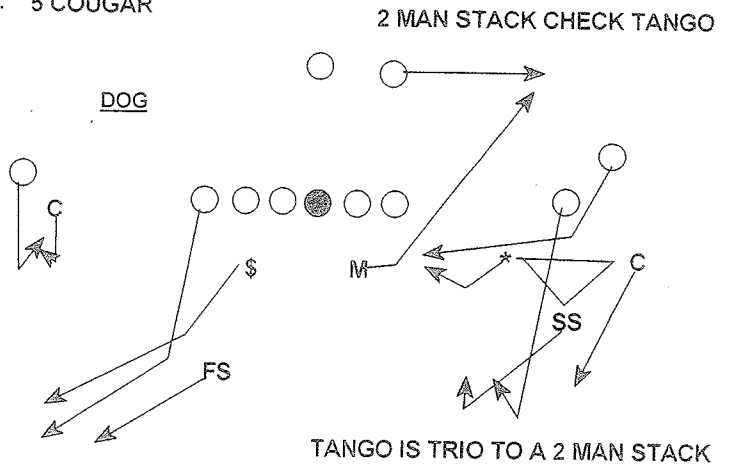
2. 5 COUGAR - VS 2 OPEN #2 OUT IN FIRST 5 YARDS STAR CUT TO #1, CORNER TRAP FLAT ; #2 VERTICAL - PLAY 5



3. 5 COUGAR



4. 5 COUGAR





NICKEL RABBITS

	LE	TACKLE	TACKLE	RE
1'S	55	93	62/95	98
2'S	32	52	99/58	91
3'S	41	90	96	30/87
4'S	54/35	94	57	89

AUG: 6, 2008 PRAC: 6

Turnovers Fall 2008

PRACTICE #5

Sacks	Pass Deflections	Interceptions	Forced Fum	Fumble Rec.
54 Harbin	28 Arenas (3)	30 Hightower	45 Higgenbotham	25 McClain
	24 M. Johnson (3)			27 Woodall
	49 R. Johnson			
	33 Gray			
	46 Neighbors			

2008 ALABAMA FOOTBALL FALL PRACTICE INSTALL DAY 6

BASE DEFENSE

FRONTS	COVERAGE	PRESSURE
	1. ✓ DOT MOD	1. 40 HATCHET LT
		GOAL LINE PACKAGE
		1. ELEPHANT DIAMOND STICK
		2. ELEPHANT PINCH STRONG

BASE CALLS

1. BASE STRONG 3 AUTO ✓ DOT MOD
 2. 40 HATCHET LT
- REVIEW OF MOF COVERAGES – 3, 6, 6 ADJ, 1 ALERT, 1 BUCK, 9 RAT, Z/A BUMP

SUB DEFENSE

FRONTS	COVERAGES	PRESSURES
		1. N. EVEN SARATOGA ADJ JACK

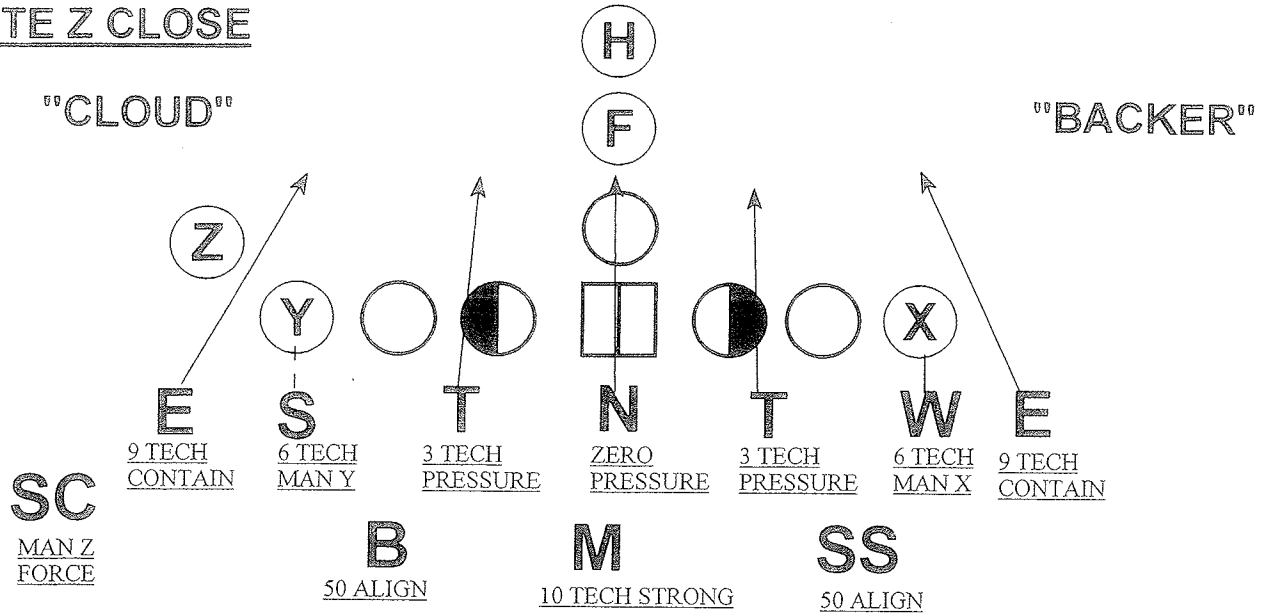
SUB CALLS

1. N EVEN SARATOGA ADJ JACK

ALABAMA
CRIMSON TIDE

ELEPHANT DIAMOND STICK

I X TITE Z CLOSE

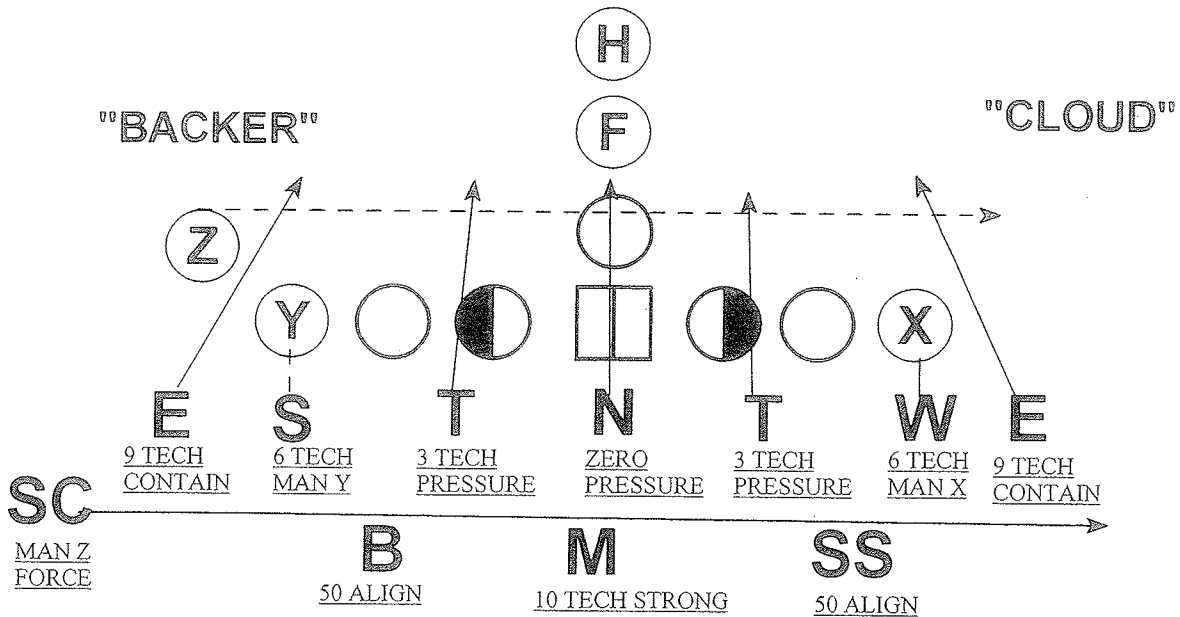


ADJUSTMENTS:

1. FRONT ALIGN IN ELEPHANT DIAMOND
2. WILL: ALIGN TO TE AWAY FROM RECEIVER
 VS. 2 TE CHOKE TE M/M
 VS. 1 TE CHOKE TE M/M
 NO TE ON LOS ALIGN TO 1ST TE (MAN)
3. SAM: ALIGN TO RECEIVER
 VS. 2 TE CHOKE TE M/M
 VS. 1 TE STACK BEHIND LOS TO WING. IN THE FUNNEL VS. PASS
 VS. NO TE COVER #2 OR #3 TO YOUR SIDE
4. MIKE: ALIGN MIDDLE STRONG (10) TO TILT. IN FUNNEL VS. PASS
5. BUCK: ALIGN TO TE/WING IN FUNNEL VS. PASS
 IF TE DISPLACED #2 OR #3 TO YOUR SIDE
6. SS: ALIGN WEAK STACKED
 VS. PAIRS AND 1 OPEN COVER WING M/M
 TAKE SECOND BREAK IN COVERAGE
7. CORNER: VS. 2 TE ON LOS MATCH WING OR DISPALED WR M/M

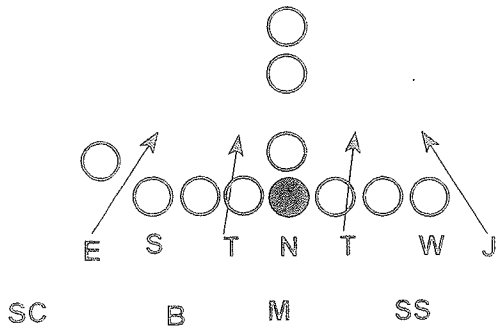
"TITE LEFT"

(ZAC) I X TITE Z CLOSE



"TITE LEFT"

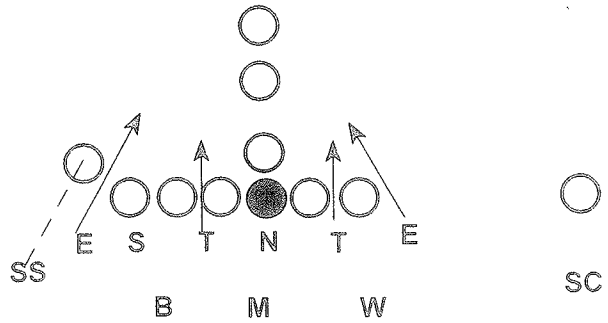
ELEPHANT DIAMOND STICK



"TITE LEFT"

2. SS ALIGN TO AND COVER WING

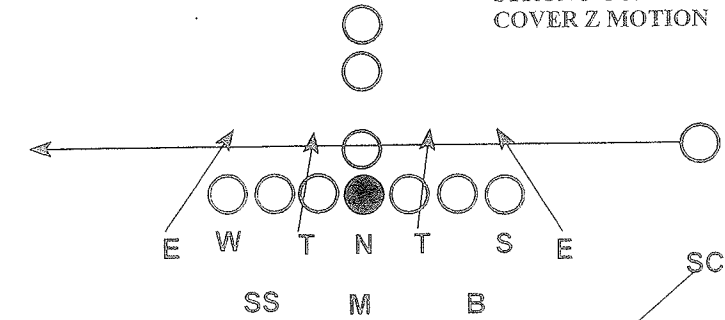
STRONG CORNER COVER 1ST BREAK



"TITE LEFT"

3.

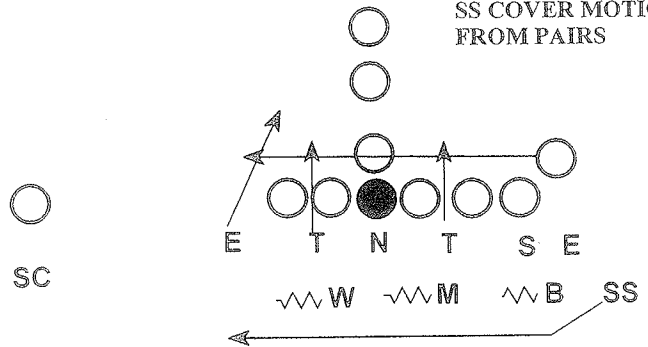
STRONG CORNER COVER Z MOTION



"TITE RIGHT"

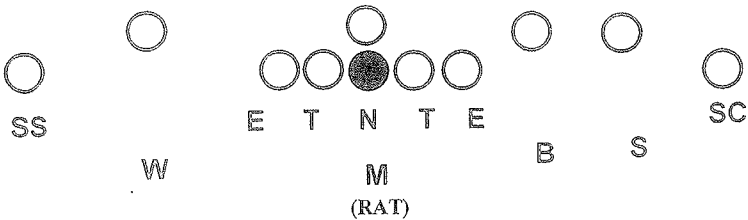
4.

SS COVER MOTION FROM PAIRS



"TITE RIGHT"

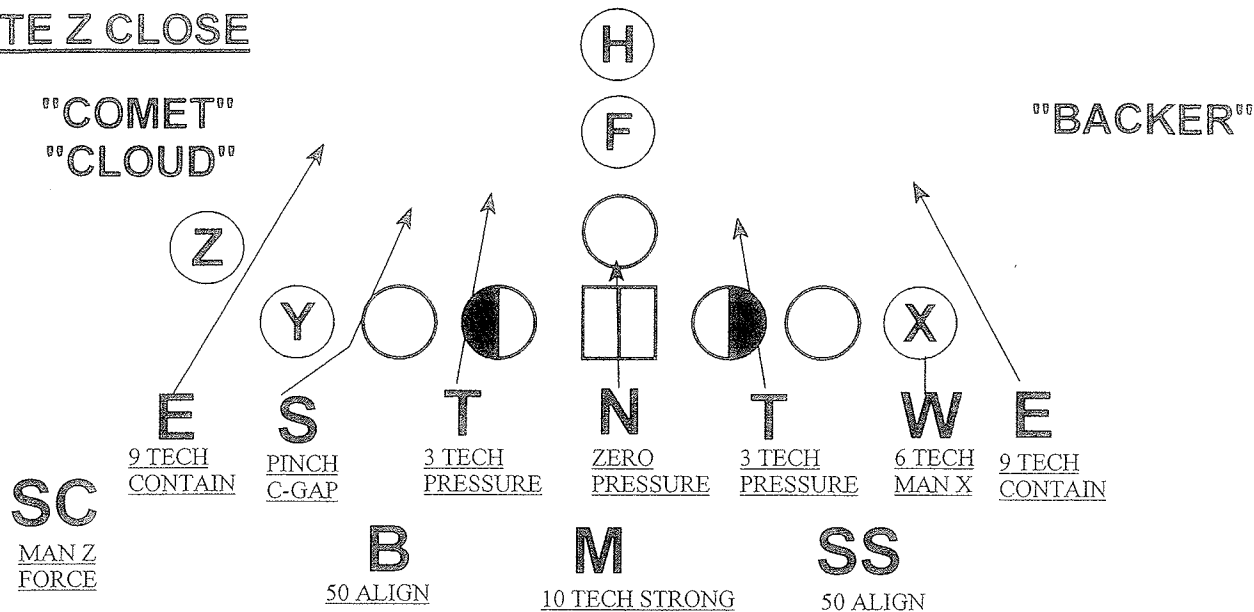
5. VERSUS EMPTY



"TITE RIGHT"

ELEPHANT PINCH STRONG

I X TITE Z CLOSE

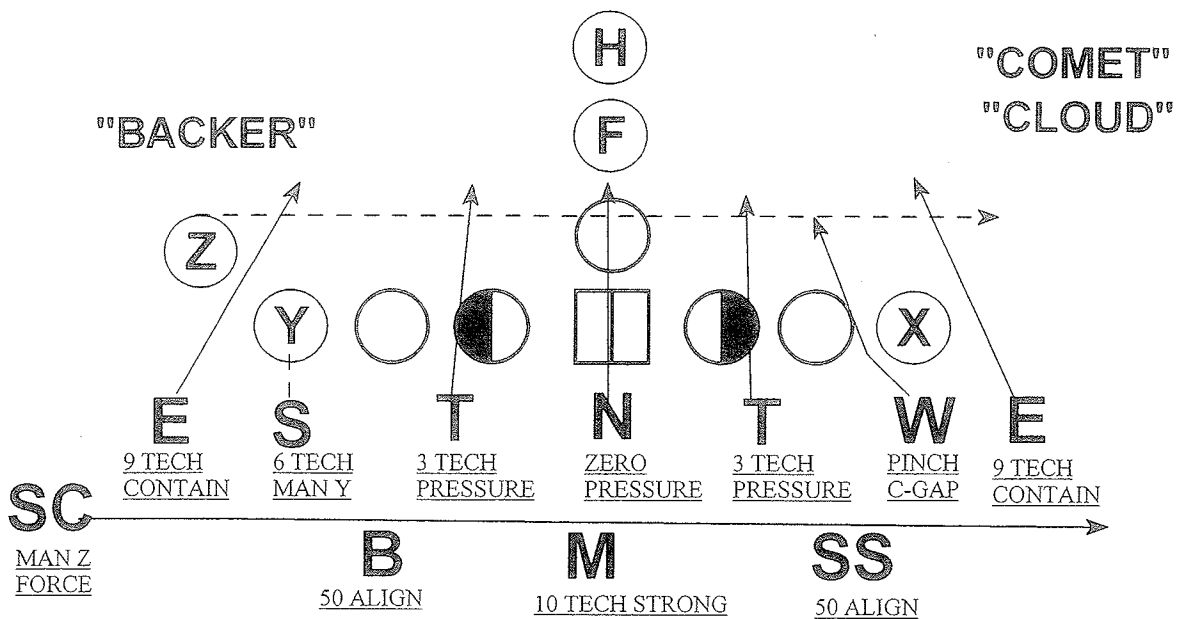


ADJUSTMENTS:

1. FRONT ALIGN IN ELEPHANT DIAMOND
2. WILL: ALIGN TO TE AWAY FROM RECEIVER
 VS. 2 TE CHOKE TE M/M - TO PINCH SIDE PINCH C-GAP
 VS. 1 TE CHOKE TE M/M
 NO TE ON LOS ALIGN TO 1ST TE (MAN)
3. SAM: ALIGN TO RECEIVER
 VS. 2 TE CHOKE TE M/M - TO PINCH SIDE PINCH C-GAP
 VS. 1 TE STACK BEHIND LOS TO WING. IN THE FUNNEL VS. PASS
 VS. NO TE COVER #2 OR #3 TO YOUR SIDE
4. MIKE: ALIGN MIDDLE STRONG (10) TO TILT. IN FUNNEL VS. PASS
5. BUCK: ALIGN TO TE/WING IN FUNNEL VS. PASS
 IF TE DISPLACED #2 OR #3 TO YOUR SIDE
6. SS: ALIGN WEAK STACKED
 VS. PAIRS AND 1 OPEN COVER WING M/M
 TAKE SECOND BREAK IN COVERAGE
7. CORNER: VS. 2 TE ON LOS MATCH WING OR DISPLACED WR M/M

"TITE LEFT"
"PINCH LEFT"

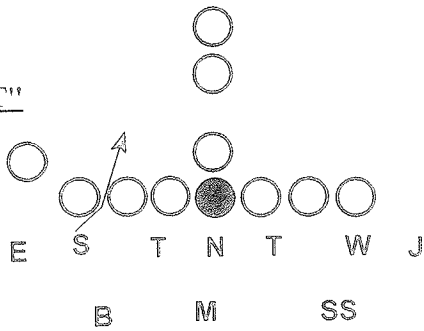
(ZAC) I X TITE Z CLOSE



"TITE LEFT"
"PINCH LEFT" TO
"PINCH RIGHT"

ELEPHANT PINCH STRONG

"COMET"

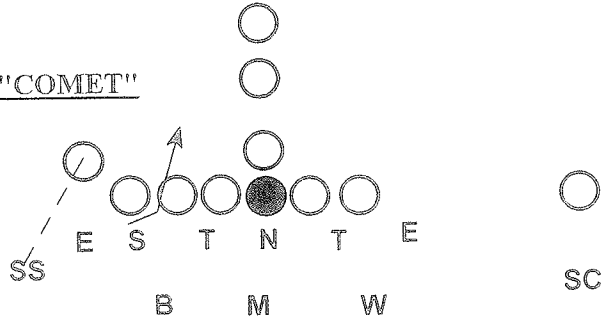


"TITE LEFT"
"PINCH LEFT"

2. SS ALIGN TO AND COVER WING

STRONG CORNER
COVER 1ST BREAK

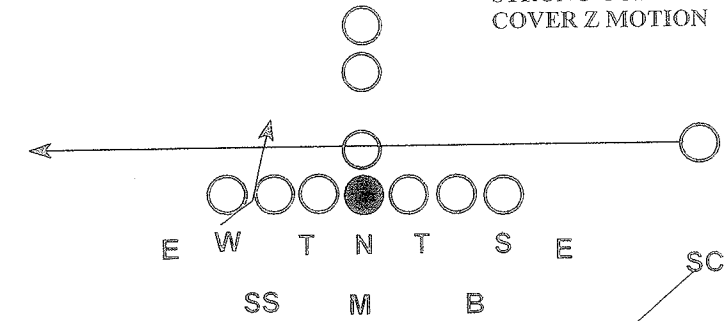
"COMET"



"TITE LEFT"
"PINCH LEFT"

3.

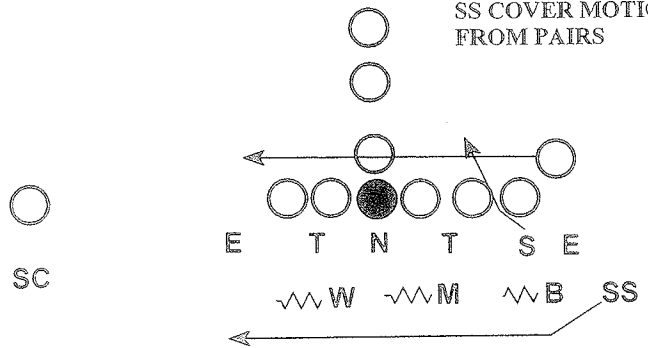
STRONG CORNER
COVER Z MOTION



"TITE RIGHT"
"PINCH RIGHT"

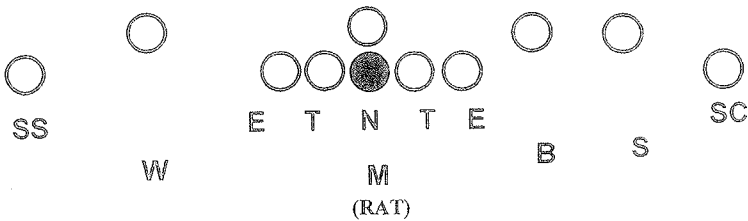
4.

SS COVER MOTION
FROM PAIRS



"TITE RIGHT"
"PINCH RIGHT"

5. VERSUS EMPTY



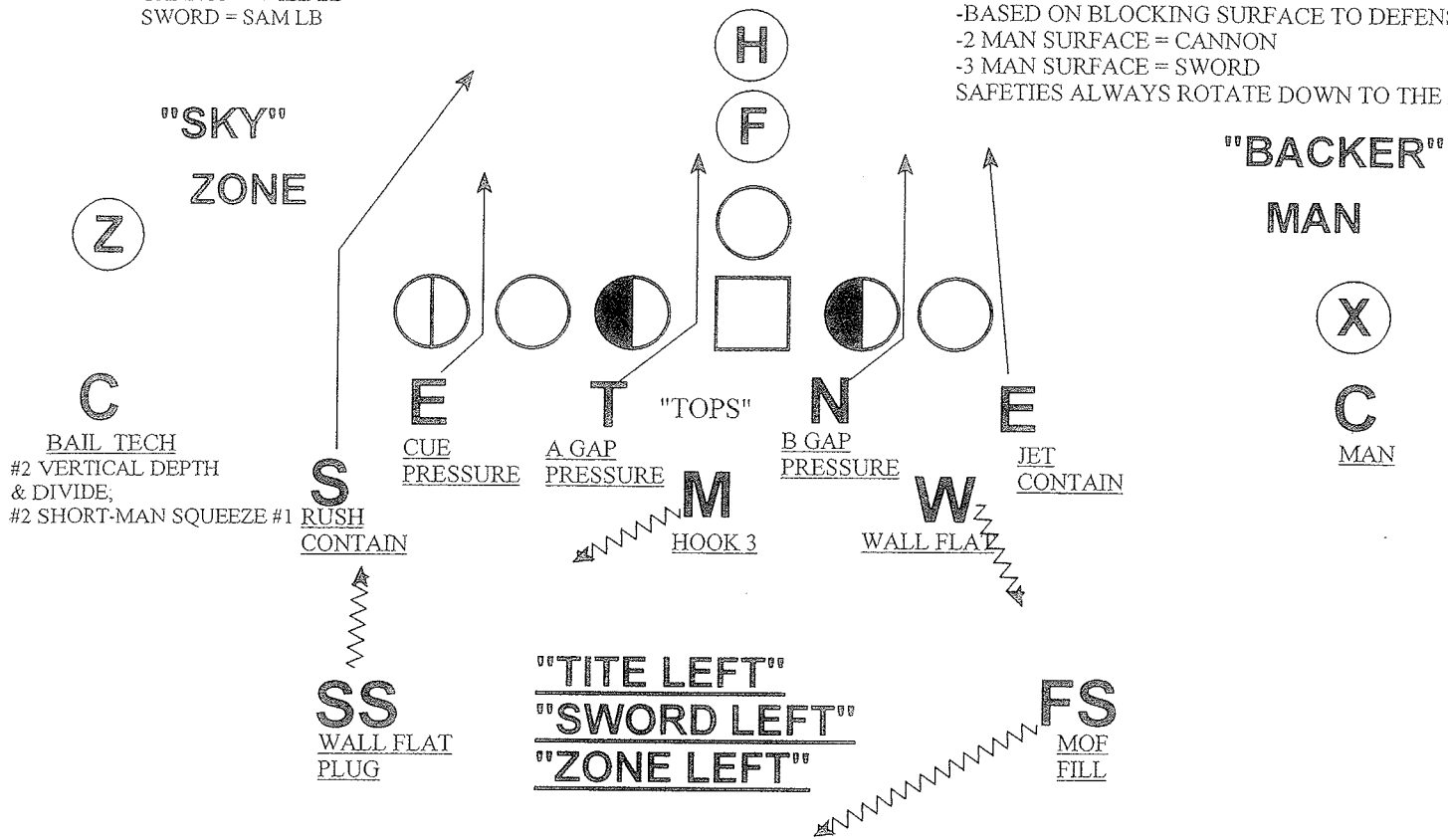
"TITE RIGHT"
NO PINCH

40 HATCHET LEFT

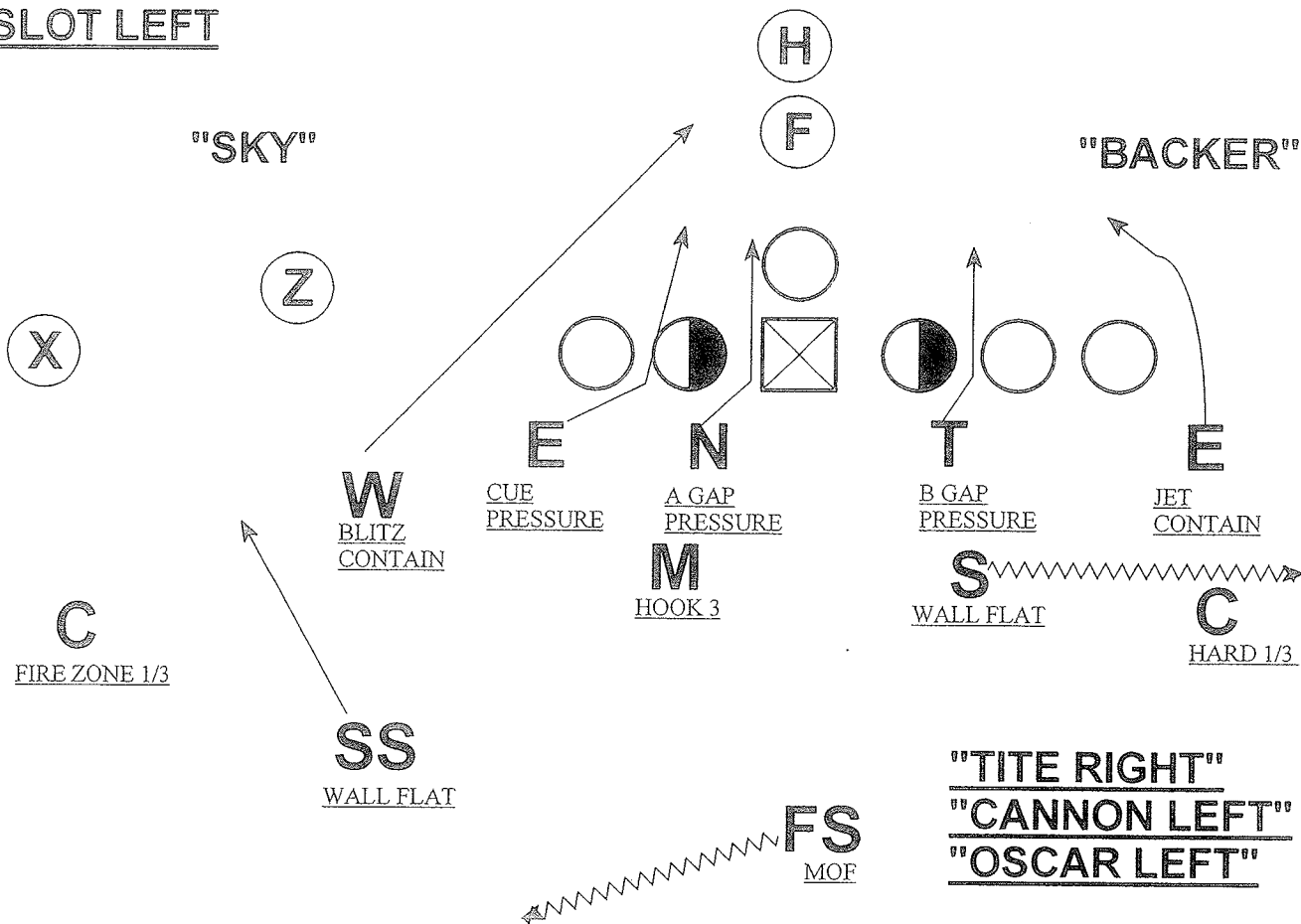
ILT

WEAPON- NO DL DROP
CANNON = WILL LB
SWORD = SAM LB

CANNON OR SWORD TO DEFENSIVE LEFT
-BASED ON BLOCKING SURFACE TO DEFENSIVE LEFT
-2 MAN SURFACE = CANNON
-3 MAN SURFACE = SWORD
SAFETIES ALWAYS ROTATE DOWN TO THE LE.

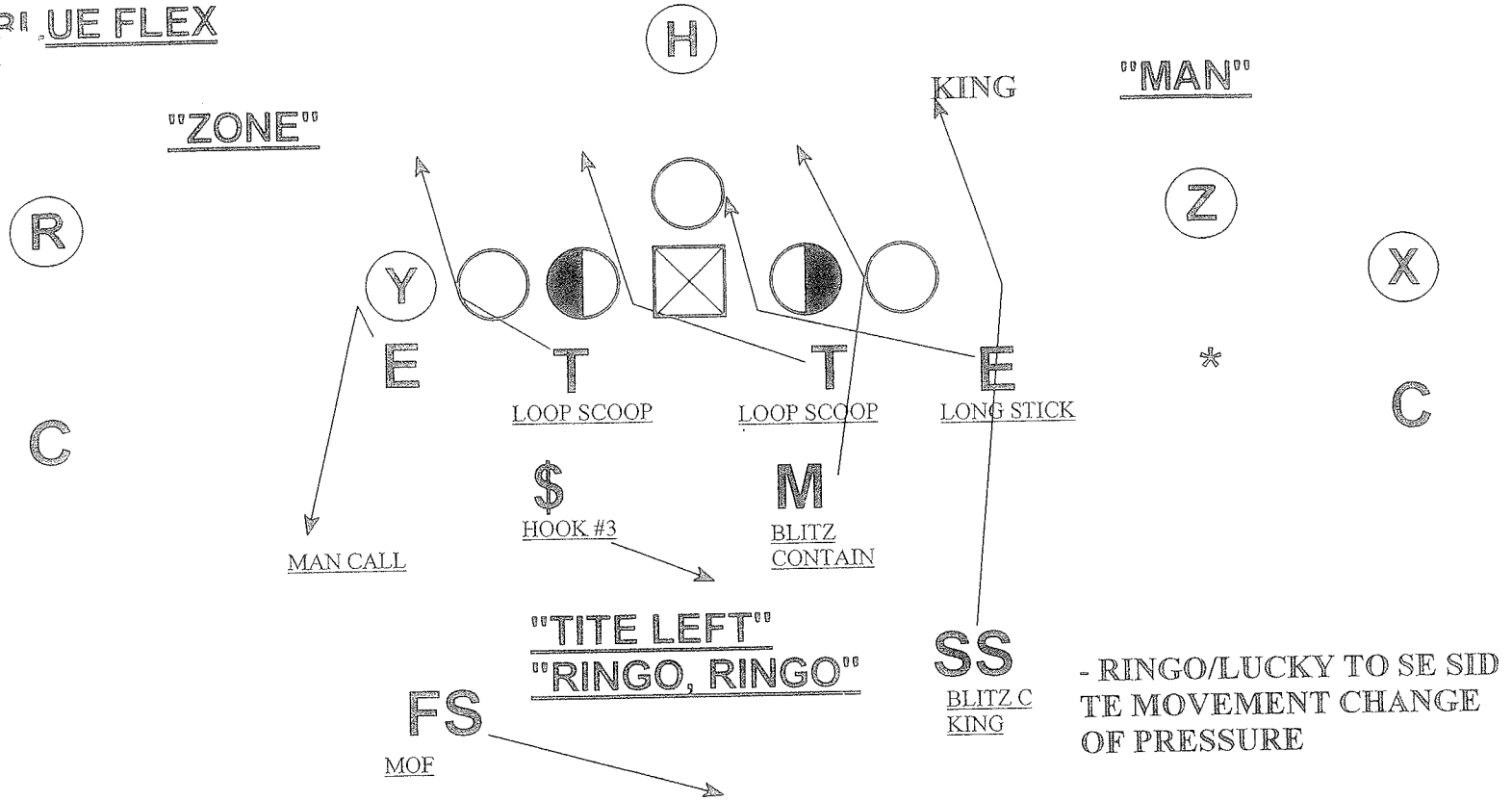


I SLOT LEFT

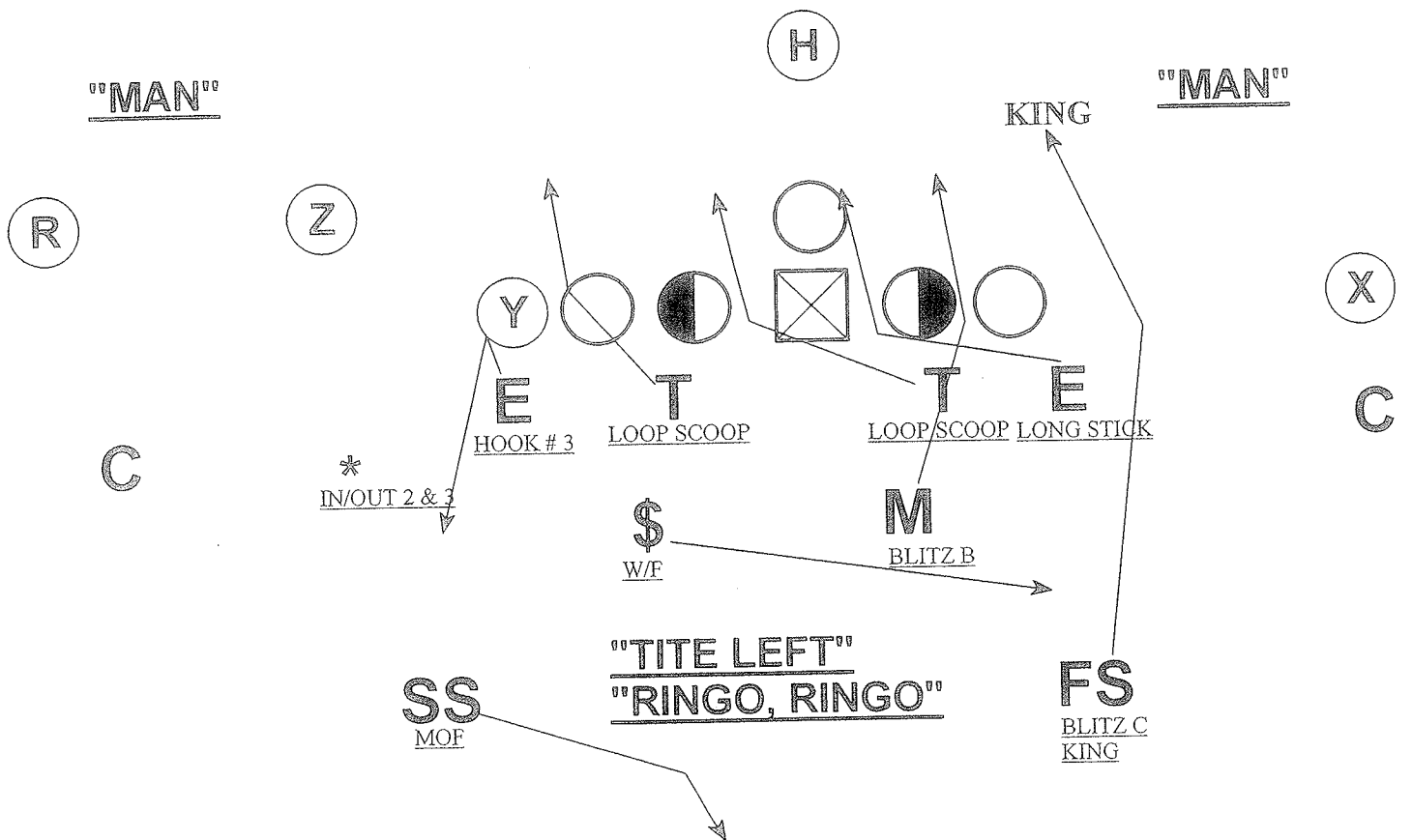


NICKEL EVEN SARATOGA ADJUSTED JACK

PIQUE FLEX

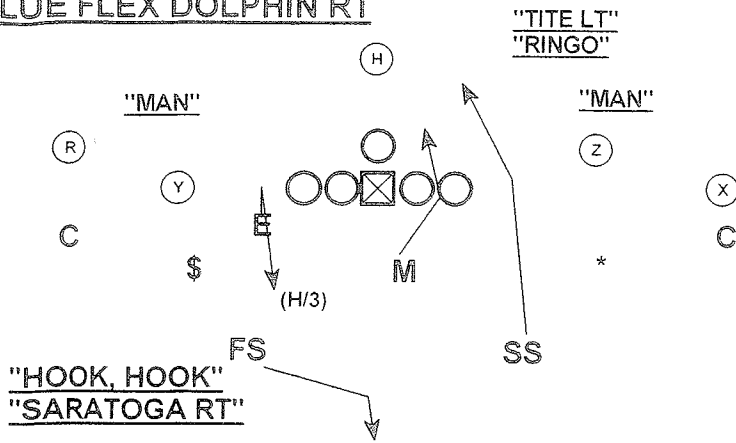


PIQUE TRAIN

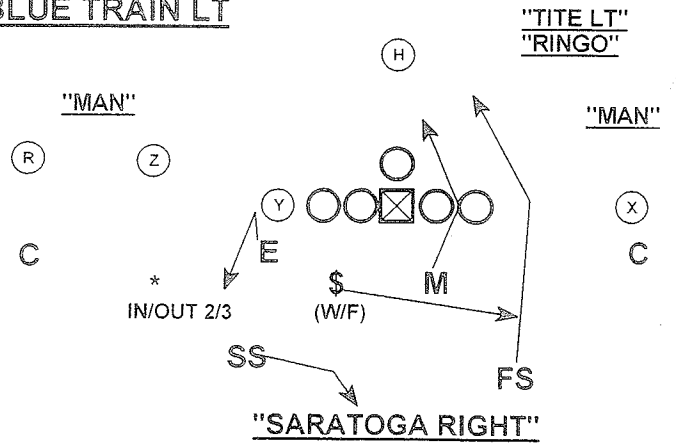


NICKEL EVEN SARATOGA ADJ JACK: ADJUSTMENTS

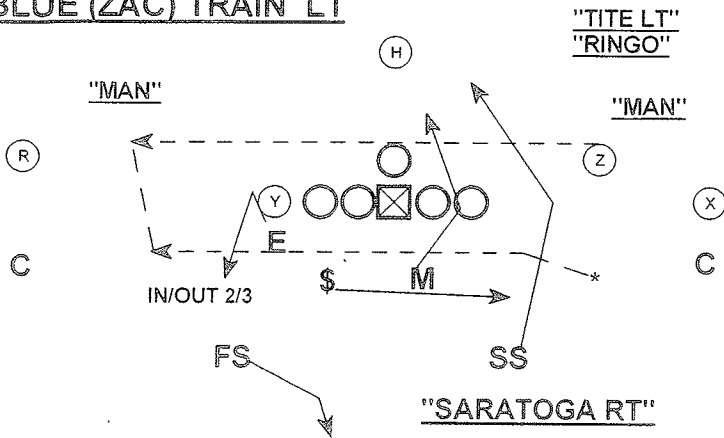
BLUE FLEX DOLPHIN RT



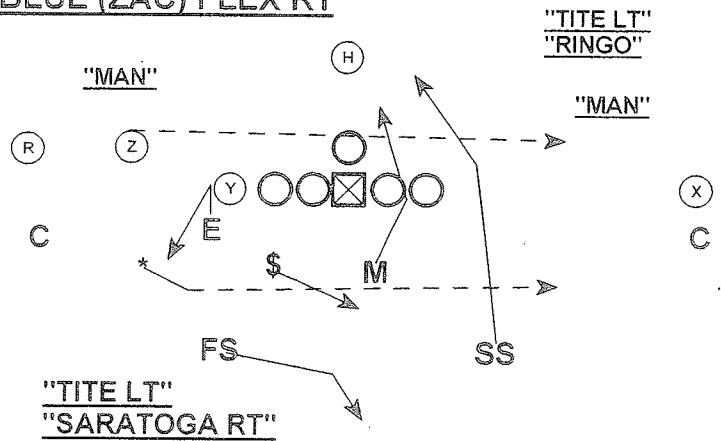
BLUE TRAIN LT



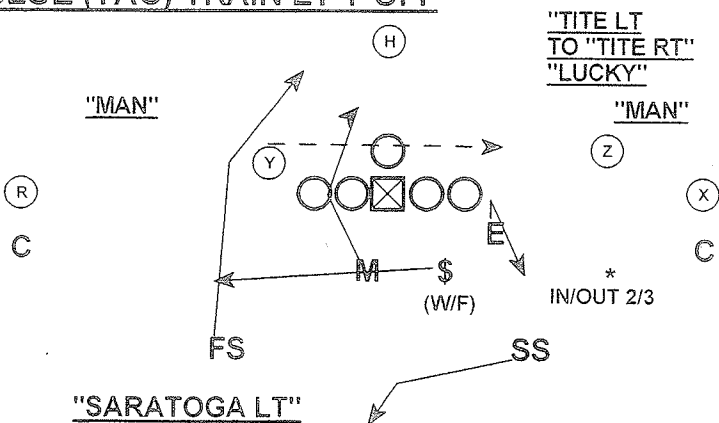
BLUE (ZAC) TRAIN LT



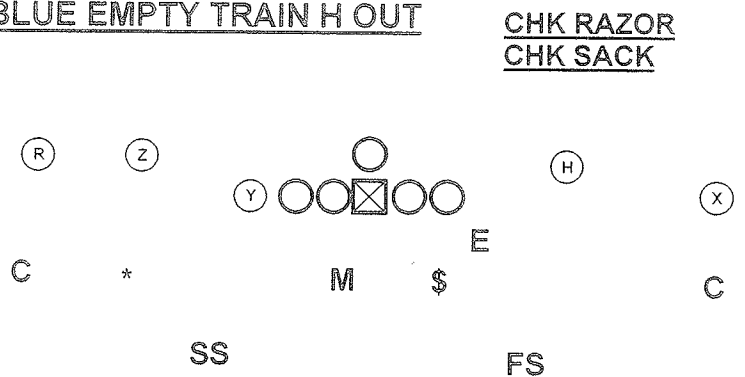
BLUE (ZAC) FLEX RT



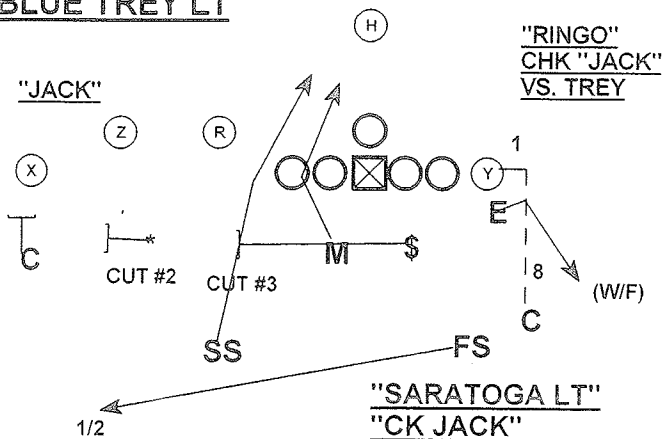
BLUE (YAC) TRAIN LT Y OFF



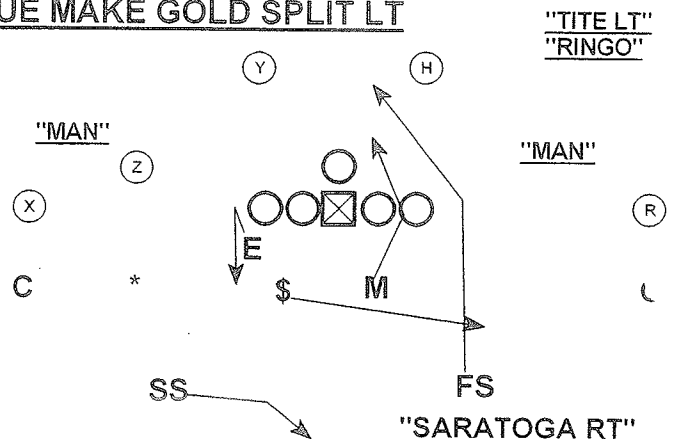
BLUE EMPTY TRAIN H OUT



BLUE TREY LT



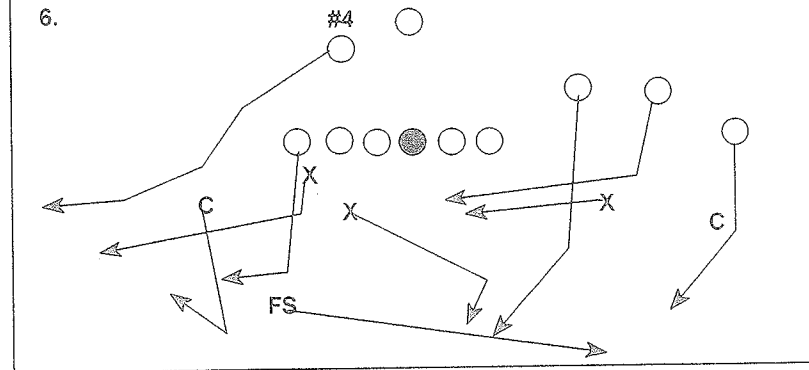
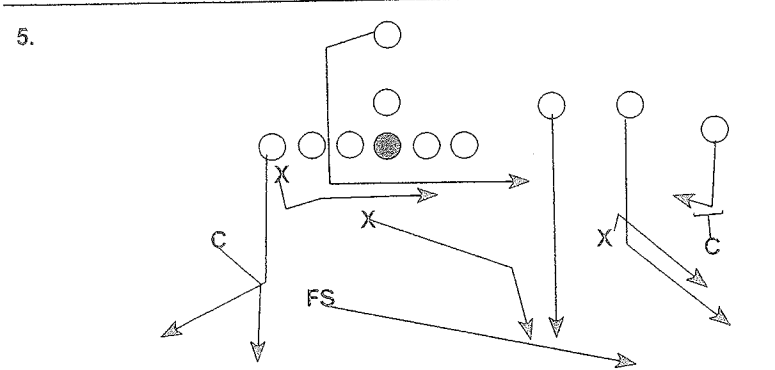
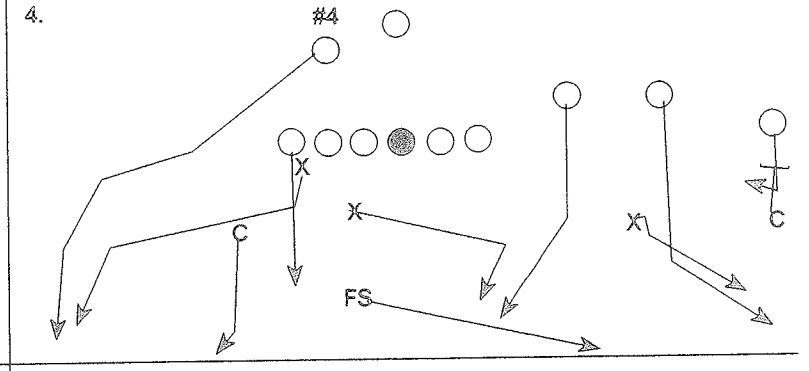
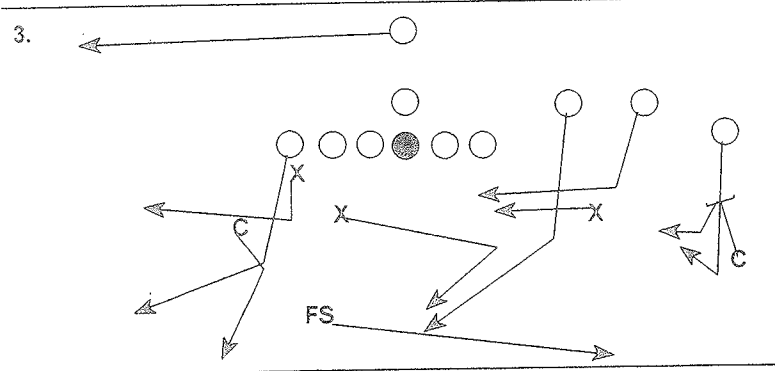
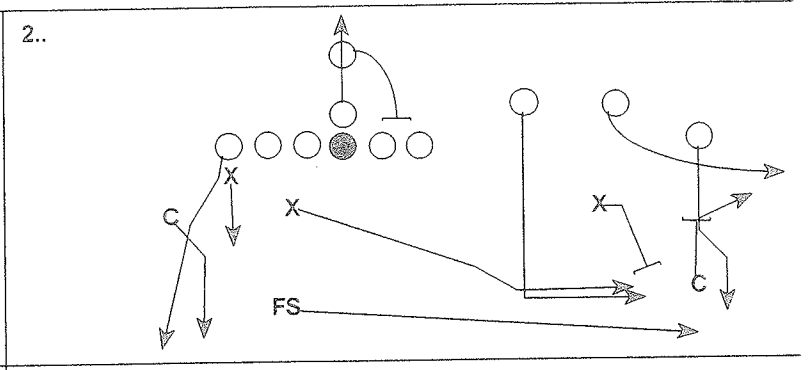
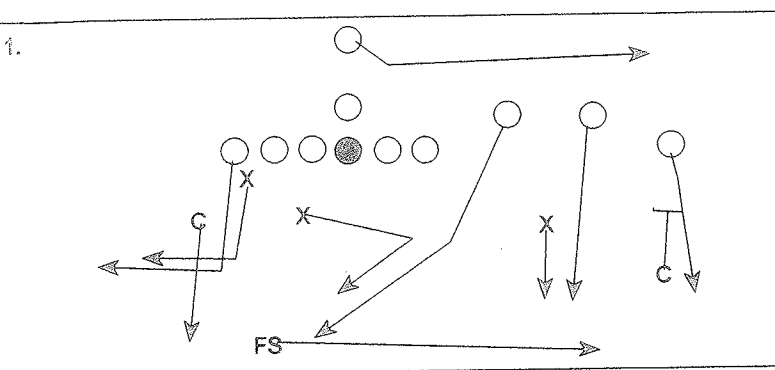
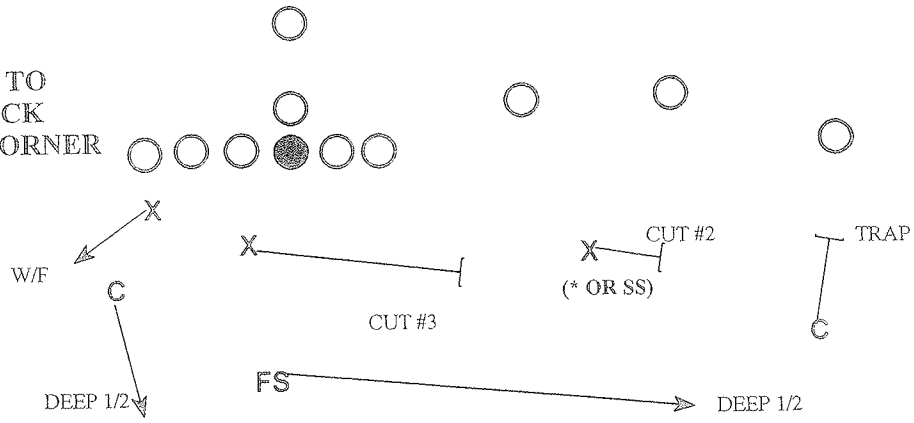
BLUE MAKE GOLD SPLIT LT



JACK

TREY CHECK IN NICKEL / DIME ZONE PRESSURE FOR TREY FORMATION

WHenever a DB is coming to
Trey formation we can Jack
the coverage. Backside corner
plays 1/2.



CHECK DOT MOD

SILVER DOT LT

(H)

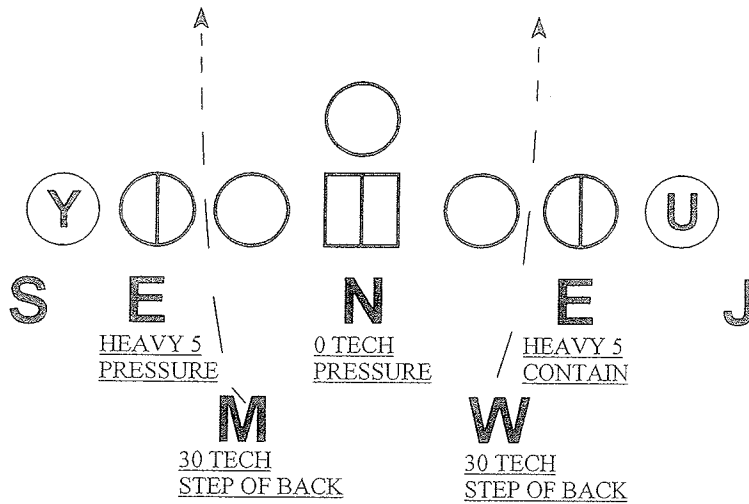
"SKY"

"READ"

(Z)

(X)

C
MOD



C
MOD

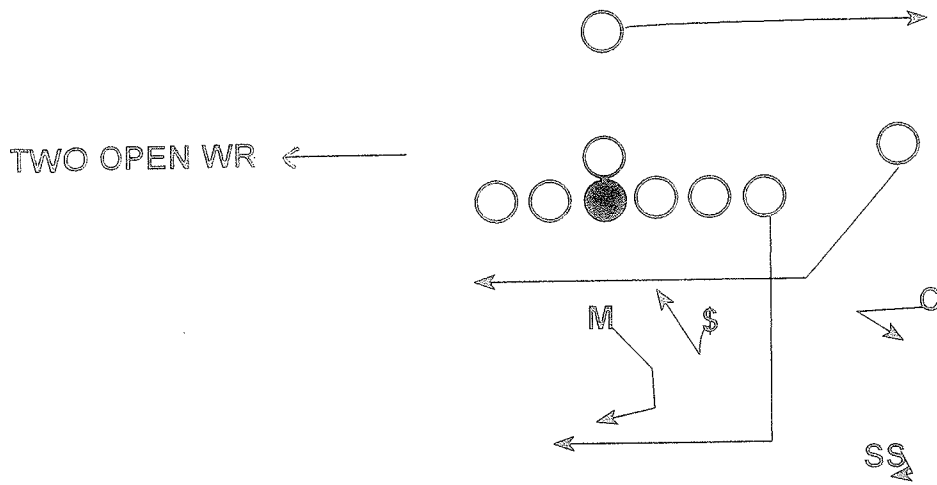
SS
MOD

"CK DOT MOD"
"MOD, MOD"

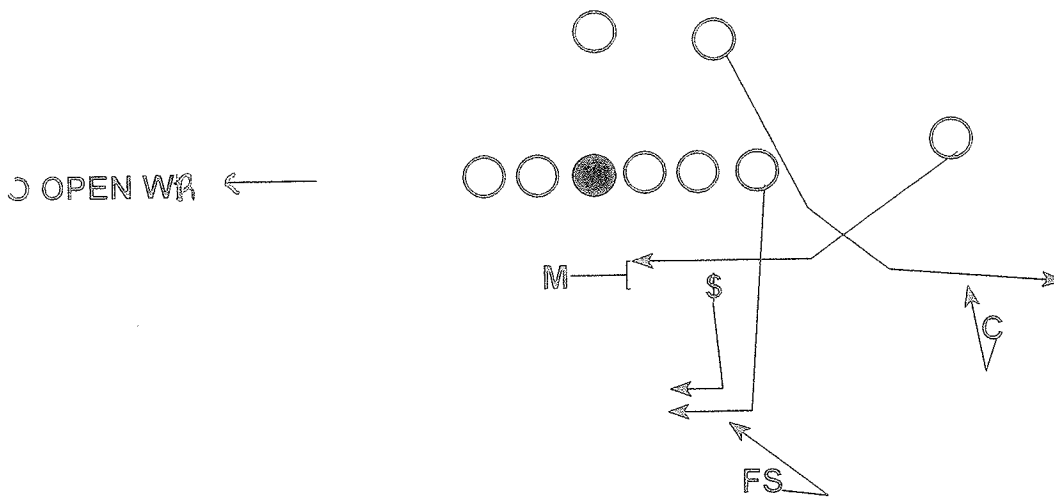
FS
MOD

BACKSIDE 7 SWITCH/7 MOD

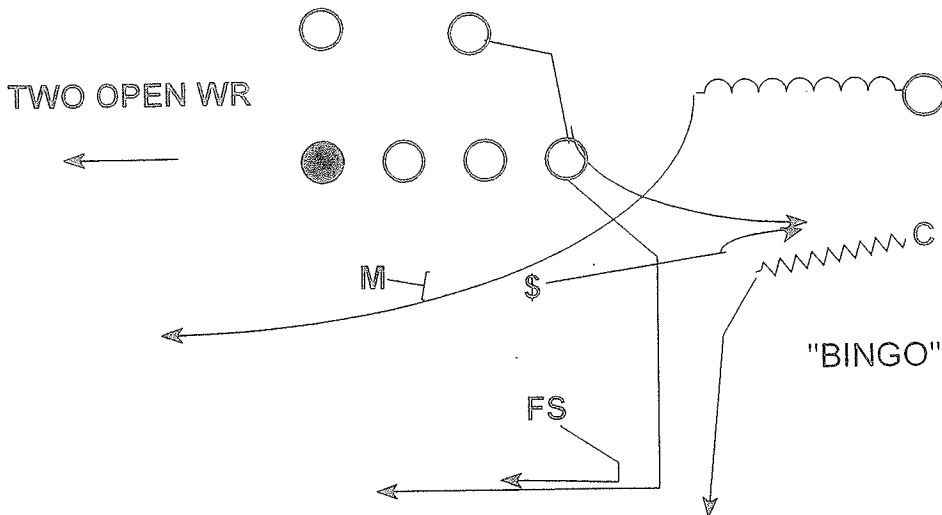
1. CUT WITH "PUSH ALERT"



2. CUT, NO PUSH ALERT (MAC IS IN THE CUT)



3. IF 3 MAN BUNCH CHK BINGO



COACHING POINT

SAM/\$ = IN BINGO

MAKE SOMEONE TAKE YOU TO THE FLAT & YOU MUST TAKE THEM BACK ON ANGLE



2008 ALABAMA DEFENSE

SAM	
55 WILLIAMS	
32 ANDERS	
35 KIRSCHMAN	
5 J. HARRIS	
87 BULLARD	

END	
93 GREENWOOD	
52 MCCULLOUGH	
90 TALBERT	
92 SQUARE	

NOSE	
97 WASHINGTON	
99 CHAPMAN	
62 CODY	
94 BILLINGSLEY	

END	
95 DEADERICK	
58 GENTRY	
96 L. DAVIS	
57 DAREUS	

JACK	
98 FANNEY	
91 WATKINS	
41 UPSHAW	
89 M. WILLIAMS	
54 HARBIN	

STAR	
28 ARENAS	
20 KING	
4 BARRON	
LESTER/GREEN	

MIKE	
25 MCCLAIN	
21 HALL	
51 DEJOHN	
42 HESTER	

WILL	
13 REAMER	
45 HIGGENBOTHAM	
30 HIGHTOWER	
56 LEE	

NICKEL \$	
13 REAMER	
45 HIGGENBOTHAM	
5 HARRIS	

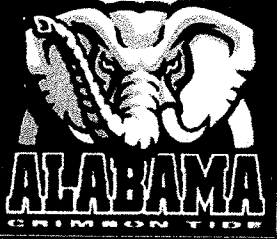
DIME \$	
26 SHARRIEF	
20 KING	
3 K. JACKSON	
43 BURNTHALL	

LC	
28 ARENAS	
24 M.Q. JOHNSON	
15 LAWRENCE	
39 PENNINGTON	

SS	
27 WOODALL	
26 SHARRIEF	
4 BARRON	
37 LESTER	

FS	
49 R. JOHNSON	
20 KING	
43 BURNTHALL	
46 NEIGHBORS	

RC	
3 K. JACKSON	
8 ROGERS	
23 GREEN	
33 H. GRAY	



NICKEL RABBITS

	LE	TACKLE	TACKLE	RE
1'S	55	93	62/95	98
2'S	32	52	99/58	91
3'S	41	90	96	30/87
4'S	54/35	94	57	89

AUG: 6, 2008 PRAC: 7

Turnovers Fall 2008

PRACTICE #6

Sacks	Pass Deflections	Interceptions	Forced Fum	Fumble Rec.
91 Watkins (2)	24 M. Johnson	24 M. Johnson		30 Hightower
30 Hightower	49 R. Johnson	21 Hall		
26 Sharrief	3 Jackson	37 Lester		
89 M. Williams	43 Burnthall	46 Neighbors		
32 Anders	20 King	56 Lee		
	46 Neighbors			
	52 McCullough			
	32 Anders			
	58 Gentry			

2008 ALABAMA FOOTBALL SPRING PRACTICE INSTALL DAY 7

BASE DEFENSE

FRONTS	COVERAGE	PRESSURE
	1. DB 7 CLIP/SWITCH	1. BASE TILT FZ OSCAR

BASE CALLS

1. BASE UND O DB 7 CLIP SWITCH	
2. BASE TILT FZ OSCAR	
	INVERTED WING ADJUSTMENTS

SUB DEFENSE

FRONTS	COVERAGES	PRESSURE
1. ODD	1. 77 MOD (SWITCH)	1. N. EVEN LION SARASOTA
	2. TRIPLE 7 SW/CLIP	2. N. FLEX STRONG STRIKE
	3. 5-LOCK	3. N. EVEN MAC BILLY 5 PEEL
	4. 33 ZONE	4. D. ODD DOUBLE C-0
		5. N/D. EVEN BOA

SUB CALLS

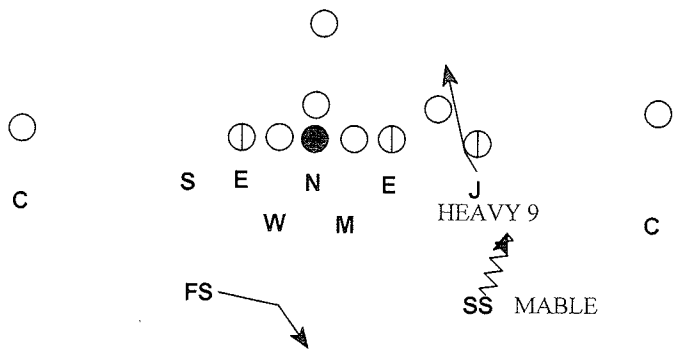
1. N/D. FLEX 77 MOD (SWITCH)
2. N/D. FLEX TRIPLE 7 SWITCH/CLIP
3. N/D. EVEN 5 LOCK
4. D. ODD 33 ZONE
4. N. EVEN LION SARASOTA
5. N. FLEX STRONG STRIKE
6. N. EVEN MAC BILLY 5 PEEL
8. D. ODD DOUBLE C-0
9. N/D. EVEN BOA

**ALABAMA
CRIMSON TIDE**

INVERTED WING

**EMPHASIS
TODAY BY
OFFENSE**

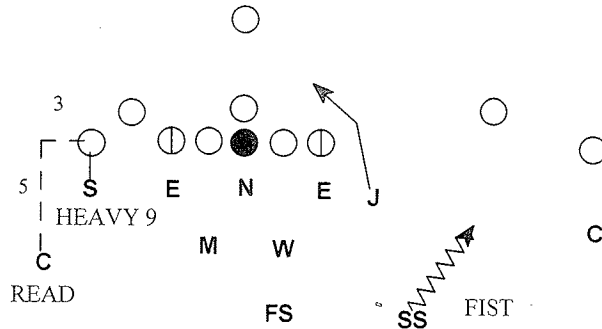
1. TRUMP



BASE STRONG 3 AUTO
"RALPH"

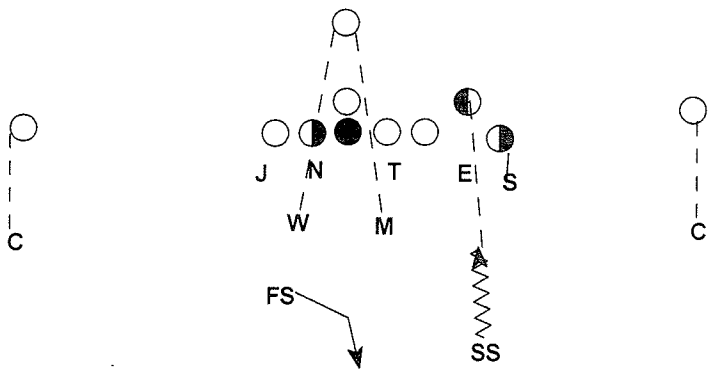
**ALERT SPLIT ZONE/COUNTER/BOOT

1. FLUNK



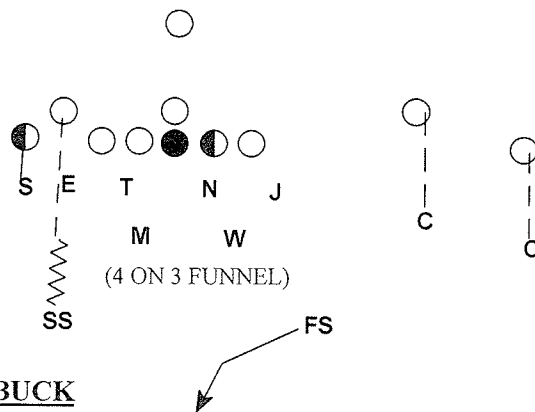
BASE STRONG 3 AUTO
"RALPH"

2. TRUMP



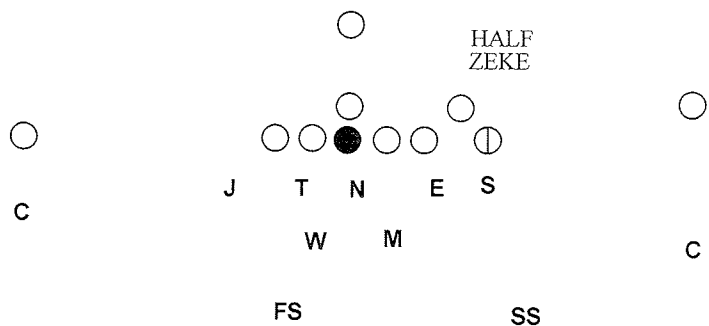
40 POINT 9 RAT
"TITE RT"
"JUMP" THE FRONT

2. FLUNK



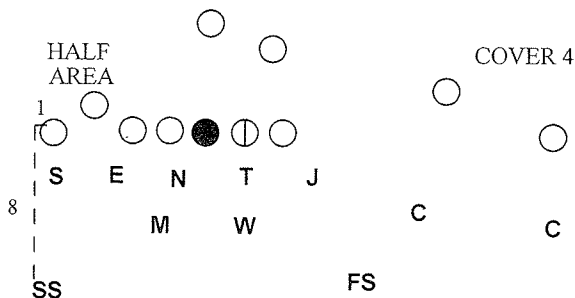
40 1 BUCK
"TITE LT"
(ROLL IT)

3. TRUMP



BASE UNDER O DBL 8 MEG/4 AUTO
"CLOSED RT"

3. FLUNK

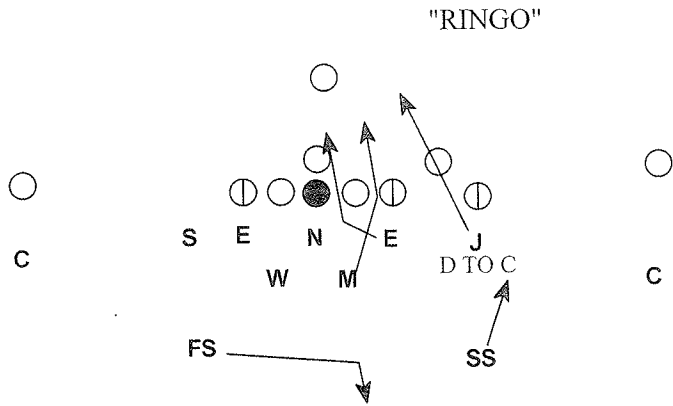


BASE UNDER SHADE DBL 8 MEG/4 AUTO
"CLOSED LT"

INVERTED WING

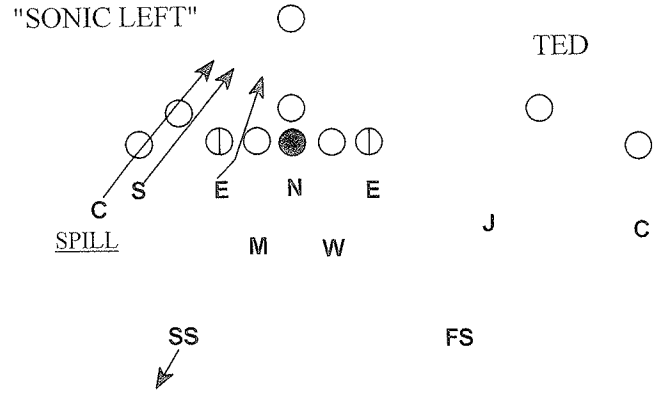
VS. PRESSURES

TRUMP



BASE CLOSED F.Z. TED

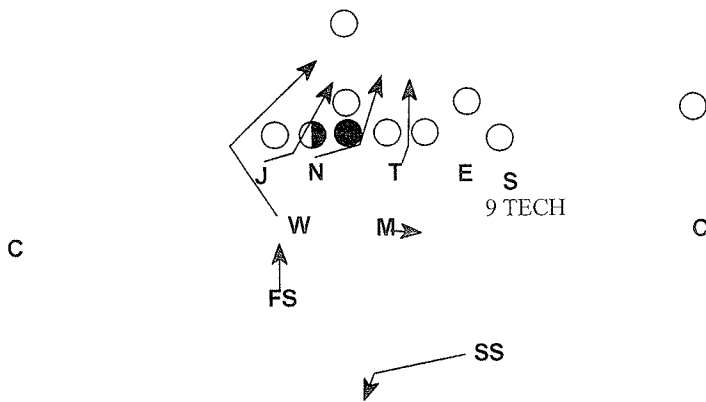
1. FLUNK



BASE CLOSED SONIC TED

2. TRUMP

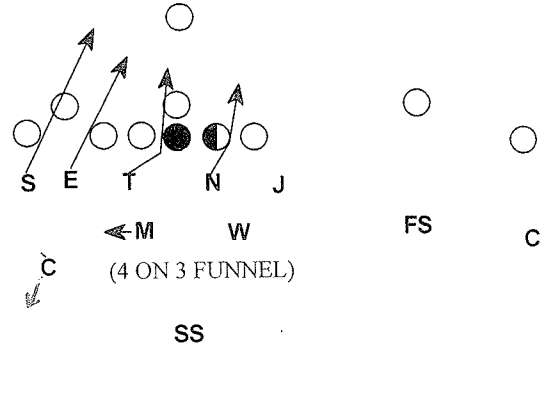
"CANNON LEFT"



41 CANNON OSCAR

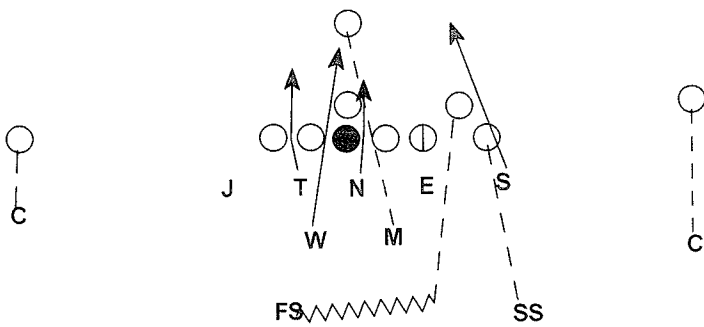
2. FLUNK

"SWORD LEFT"



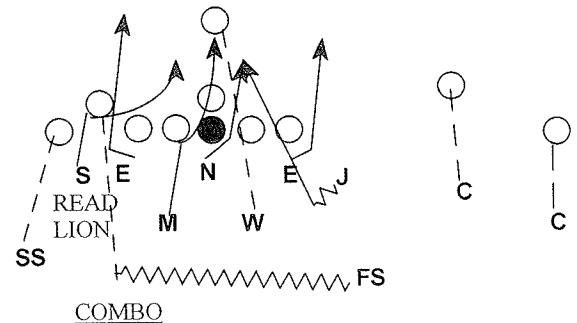
40 SWORD OSCAR

3. TRUMP



BASE UNDER O HAWK A

3. FLUNK



BASE RATTLER CHK PLUMBER

TWO MINUTE DEFENSE

POINTS FOR TWO MINUTE DEFENSE

1. Understand situation – what is our lead – 3 points, 7 points, 10 points – that will dictate how we play.
2. It is imperative that in this critical time period we maintain our poise, confidence, and continue to execute with perfection.
3. The character of our defense will be revealed through our ability to be successfully in a 2-minute drill.

GENERAL MUST

1. Everyone must get their eyes to sideline for signal after every play.
2. Everyone must communicate signals prior to snap. Know the signals!
3. Do not allow the ball carrier to get out of bounds – protect the sideline.
4. Avoid penalties.
5. Be slow getting off pile. Keep the ball carrier on ground.
6. Know one needs to be a hero. Just execute.
7. Tackle up high – especially on sideline. Play on your feet.
8. Always be alert for timeout signal from the sideline. Do not call time out if clock has stopped. Do not request a time out unless it is called from sideline. Coach Saban can call a timeout as well.
9. If someone is injured – stay down. This will enable us to get a substitute in the game.
10. Always be alert for a screen or draw on the opening play of two minutes – especially at the end of the first half.

THE CLOCK

1. An offensive team runs one play every 30 to 40 seconds under normal situations. The average time needed to run a play in a 2-minute (hurry up) situation is 20-27 seconds.
2. When behind in the last minute of a game the average time needed to run a play is less than 14 seconds.

CLOCK STARTS ON SNAP

1. After out of bounds play.
2. After incomplete pass.
3. After a called time out.
4. After a touchback.
5. After a change possession.
6. After a defensive penalty.

CLOCK STARTS ON REFEREE'S SIGNAL

1. After an offensive penalty if offense is behind in the game.
2. After a measurement for a first down.
3. After excessive play not caused by either team (crowd noise).
4. After any equipment repair.
5. After a fumble that goes forward and out of bounds (ball spotted at point of fumble).

ALERT TIMEOUT

1. End of half/end of game.
2. MIKE calls it in the huddle as a part of the defense.
3. At the end of the play, the entire defense looks to the sideline for the timeout signal.
4. We may or may not call a timeout.

2 MINUTE CALLS

DIME VS. BLUE

EVEN

6 / ZONE OPEN

1 FUNNEL

7 (MOD) (BOX) (SWITCH)

TRIPLE CALL STUMP / CLIP / POACH

2

SHOW 2

DIME PRESSURES

TEXAS ADJ (SWITCH CALL) (✓ ZEBRA / RAIN / SLAP / PUNCH)

SARATOGA ADJ

DBL DOG 0 PEEL

\$ 0 CHANGE

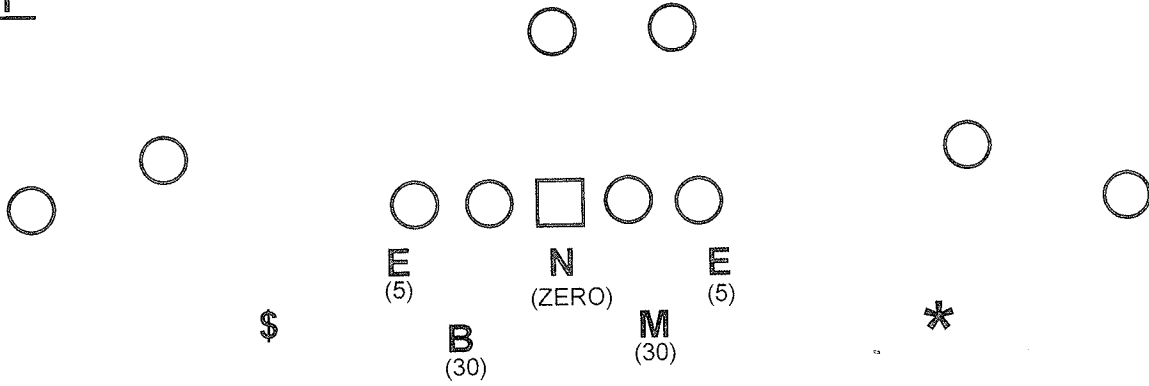
RAC TOM 0

MOCCA A

EAGLE BLITZ

DIME ODD

"BUCK LT"

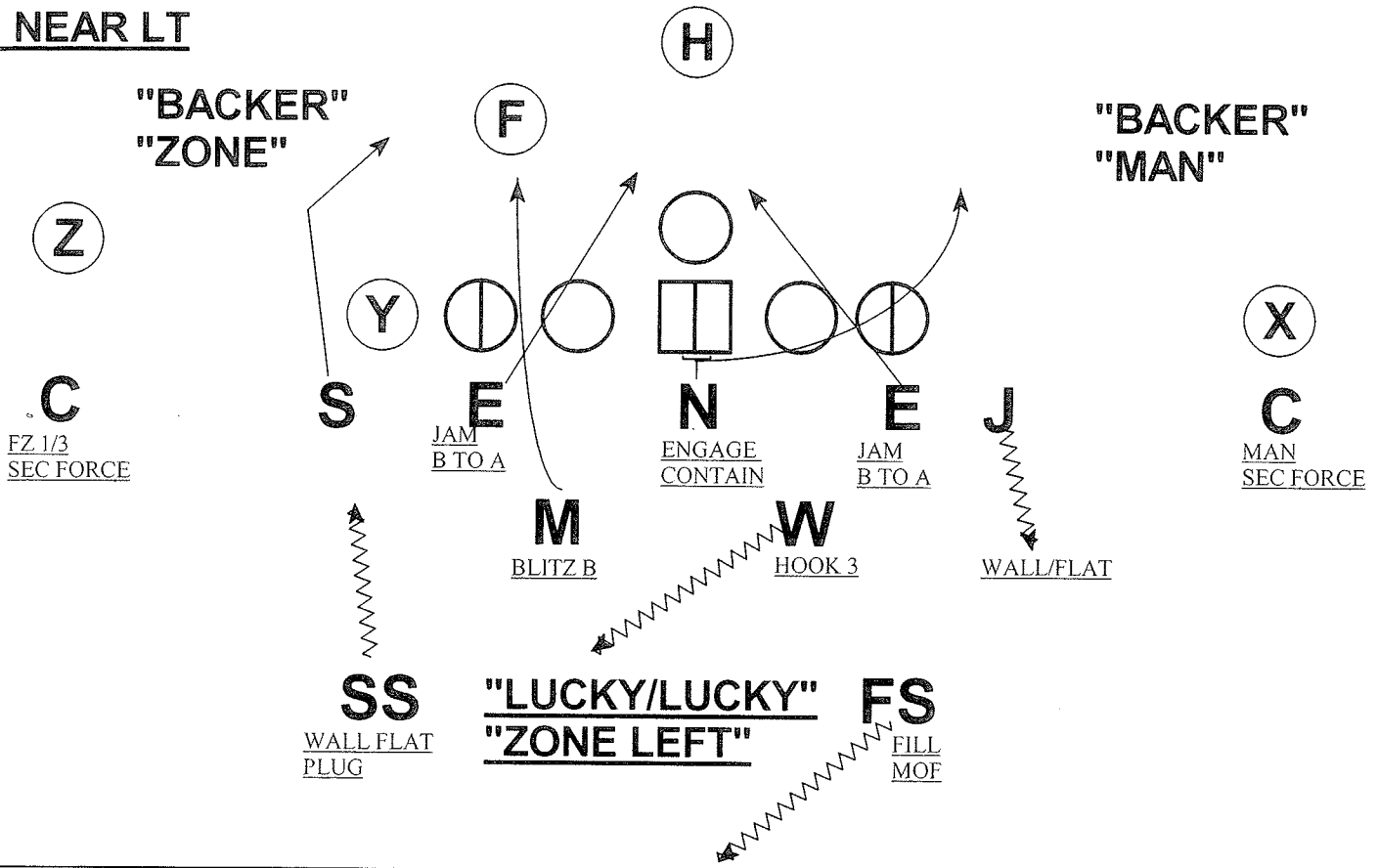


POS.	ALIGN	TECH.	SUPPORT	KEYS	RUN TO	RUN AWAY	PASS
<u>E</u>	LEFT	5	COVERAGE RULES		C	C TRAIL	CONTAIN RUSH
<u>N</u>	ZERO	ZERO			A	A	A to A
<u>E</u>	RIGHT	5	COVERAGE RULES		C	C TRAIL	CONTAIN RUSH
<u>B</u>	RT or LT	30	COVERAGE RULES				COVERAGE RULES
<u>\$</u>	ALIGN TO #4	COVERAGE RULES	BY BLOCKING SCHEME & COVERAGE	TRIANGLE	ALLEY	B GAP	COVERAGE RULES
<u>MAC</u>	30	30	BY BLOCKING SCHEME & COVERAGE	NEAR BACK UNDER KEY BALL	B GAP	STACK NOSE	COVERAGE RULES

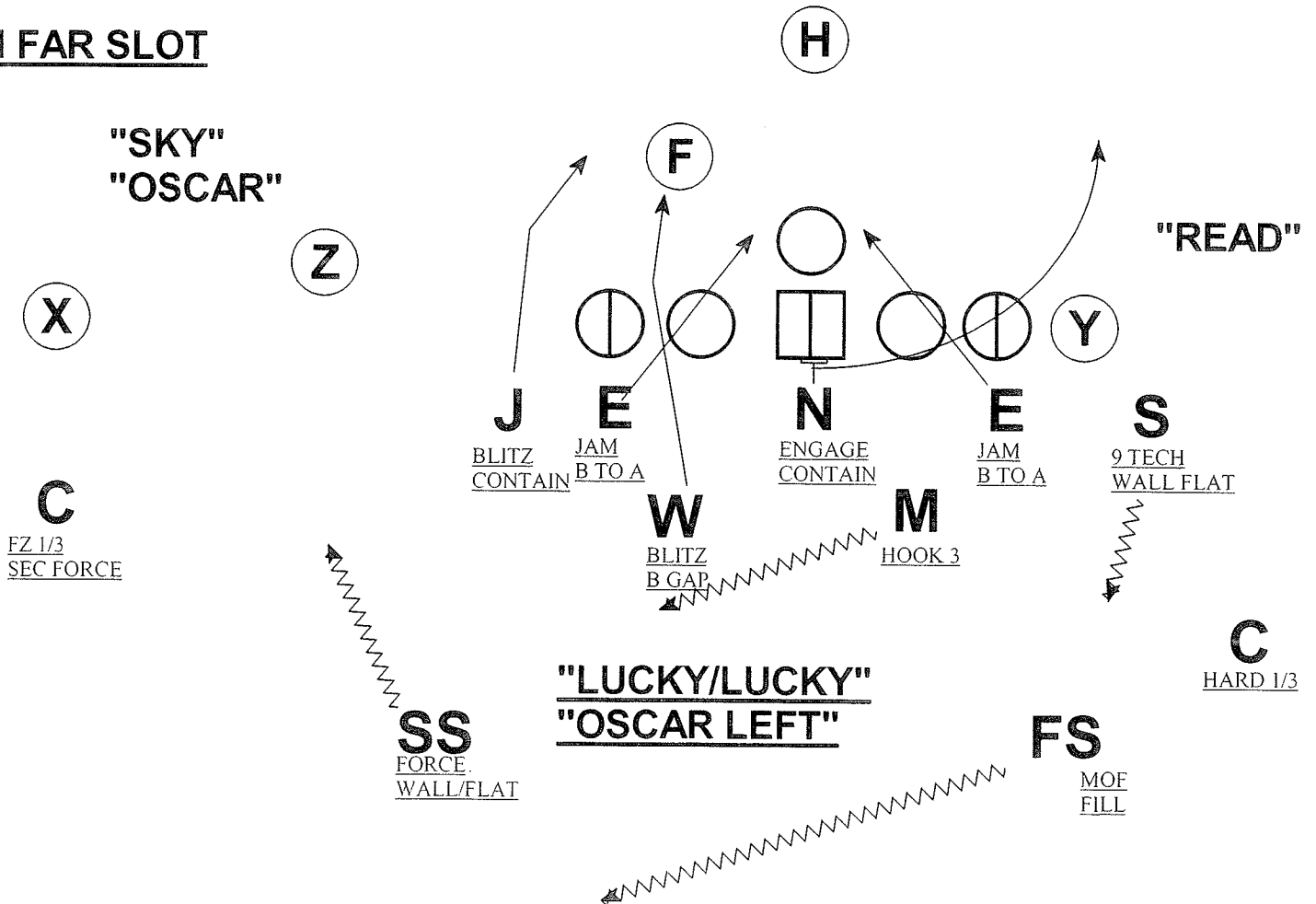
NOTES: BUCK MAKE BUCK RT/LT CALL ON ALIGNMENT, COVERAGE, RUSH
CAN MUG BUCK AND MAC ON OG IN ALIGNMENT

BASE TILT FIREZONE OSCAR

I NEAR LT



I FAR SLOT



BASE TILT FIREZONE OSCAR

ILT

"SKY"
"ZONE"

NO TILT - BRING IT TO THE TE

"BACKER"
"MAN"

(Z)

(Y)

(O)

(O)

(O)

(□)

(O)

(O)

(X)

C

FZ 1/3
SEC FORCE

S

BLITZ
CONTAIN

E

JAM
B TO A

N

ENGAGE
CONTAIN

E

JAM
B TO A

J

WALL/FLAT

C

MAN
SEC FORCE

M

BLITZ B

W

HOOK 3

SS

WALL FLAT
PLUG

"LUCKY/LUCKY"
"ZONE LEFT"

FS
FILL
MOF

FAR LT

"BACKER"
"MAN"

(H)

"SKY"
"ZONE"

(Z)

(Y)

(O)

(O)

(O)

(□)

(O)

(O)

(X)

C

MAN
SEC FORCE

S

WALL FLAT

E

JAM
B TO A

N

ENGAGE
CONTAIN

E

JAM
B TO A

J

M

HOOK 3

W

BLITZ B

SS

MOF
FILL

"RINGO/RINGO"
"ZONE RIGHT"

FS

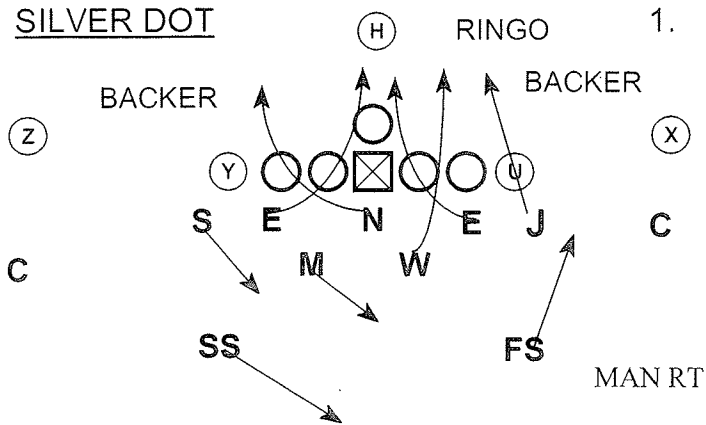
WALL FLAT
PLUG

C

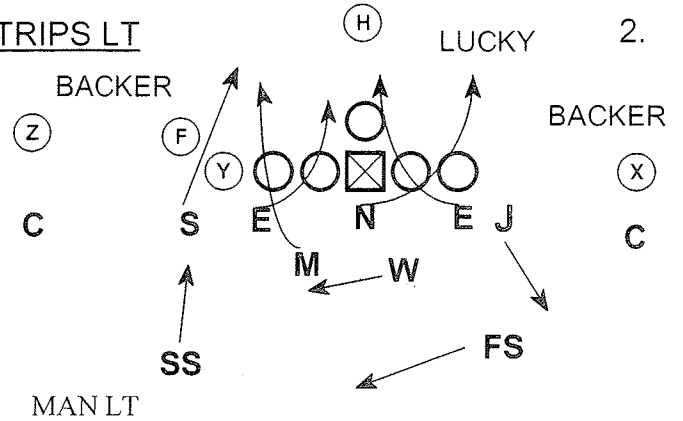
FZ 1/3
SEC FORCE

BASE TILT FIREZONE OSCAR CK ZEBRA

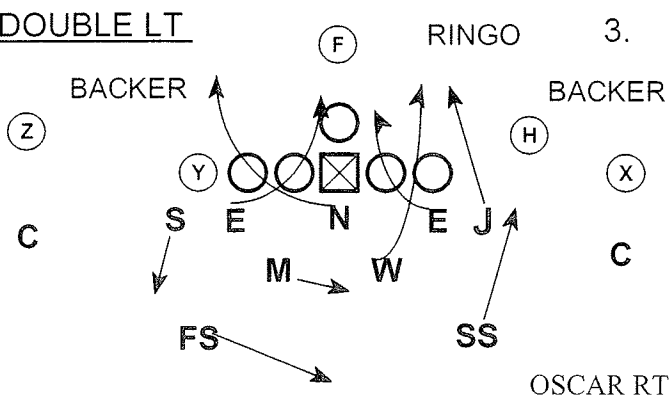
SILVER DOT



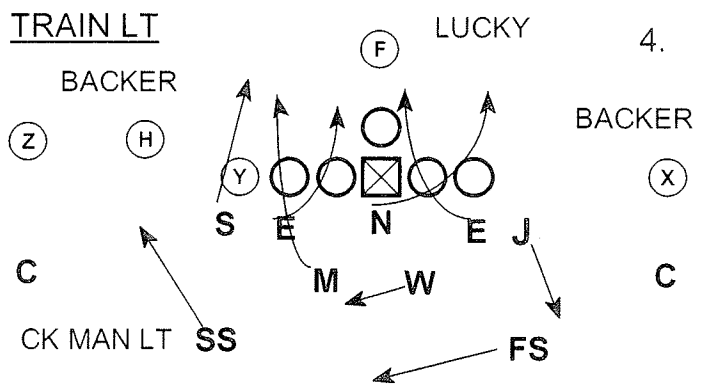
TRIPS LT



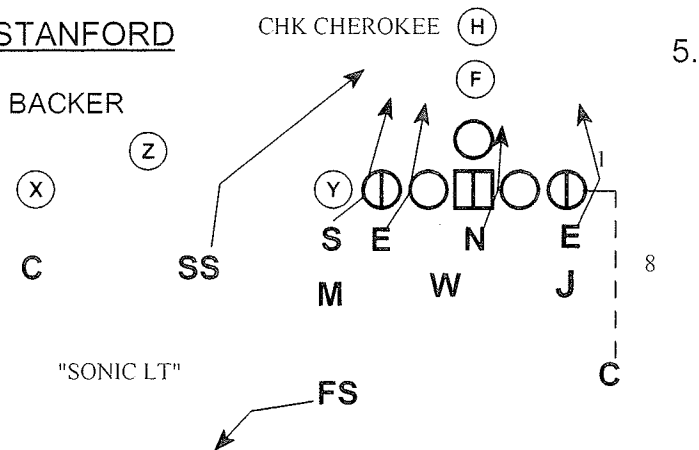
DOUBLE LT



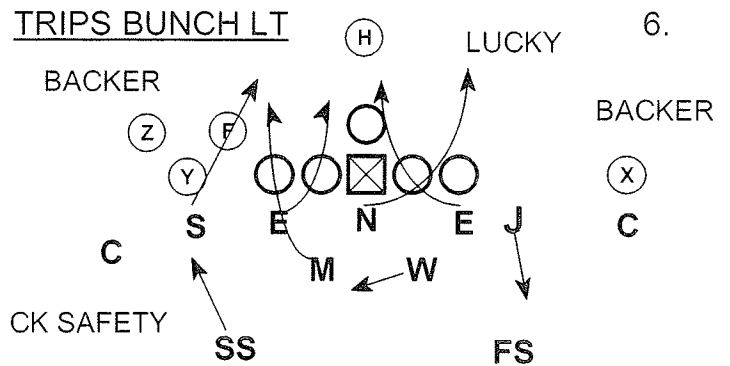
TRAIN LT



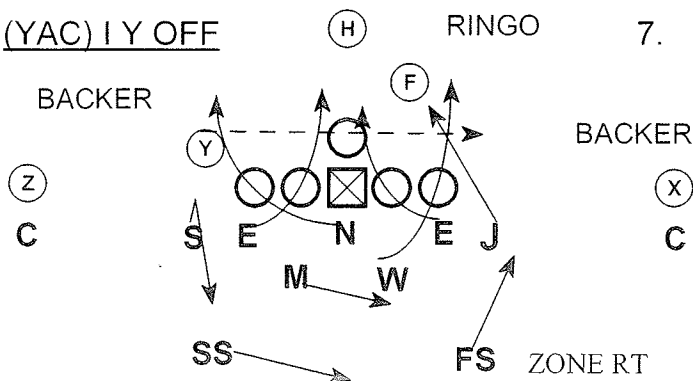
STANFORD



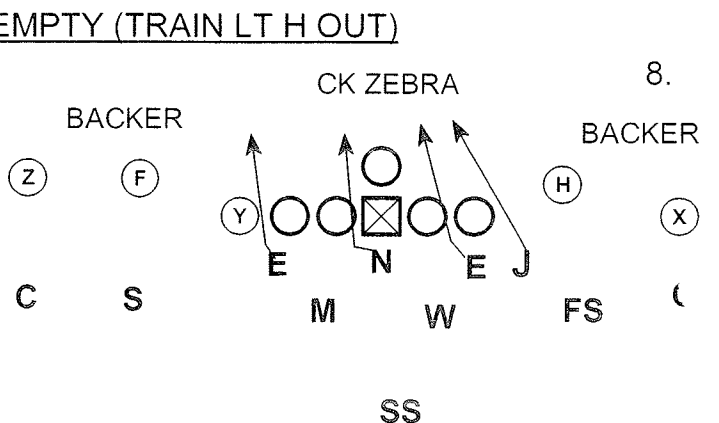
TRIPS BUNCH LT



(YAC) I Y OFF



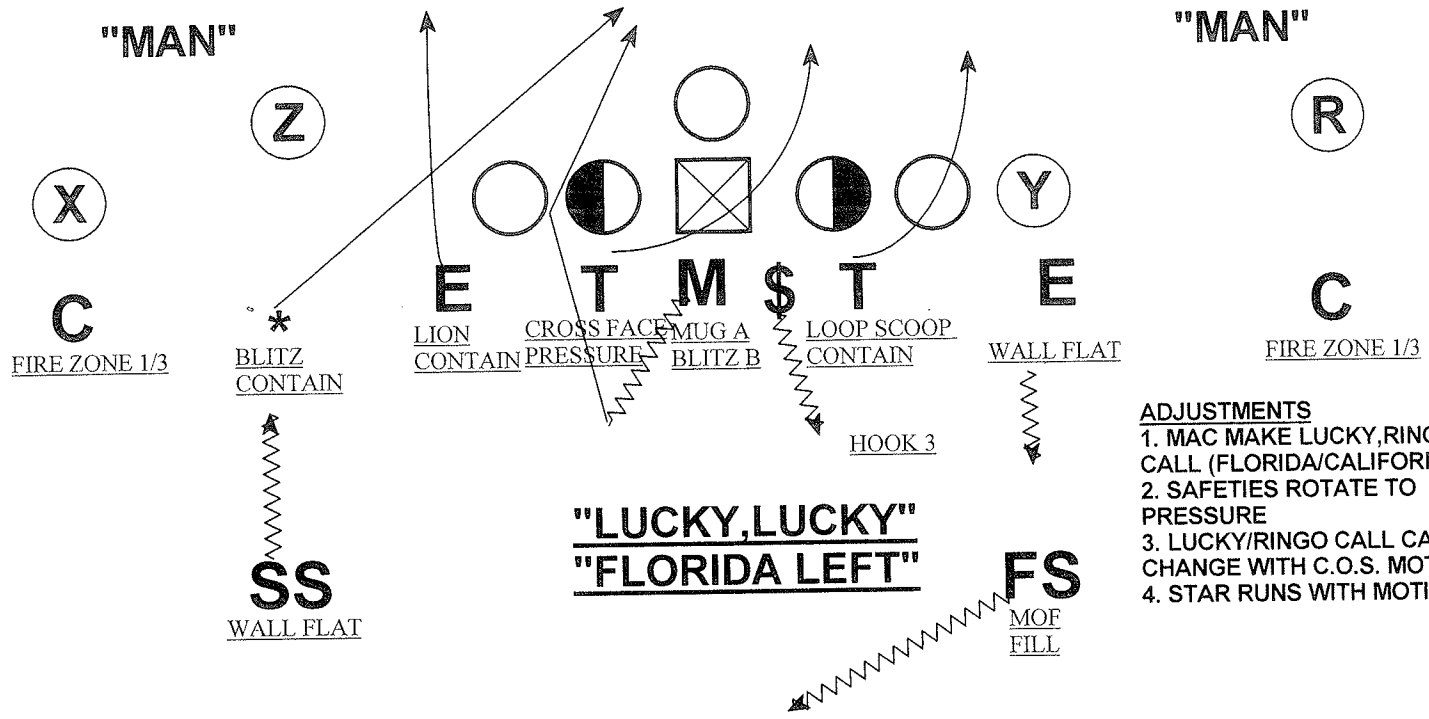
EMPTY (TRAIN LT H OUT)



NICKEL EVEN LION SARASOTA

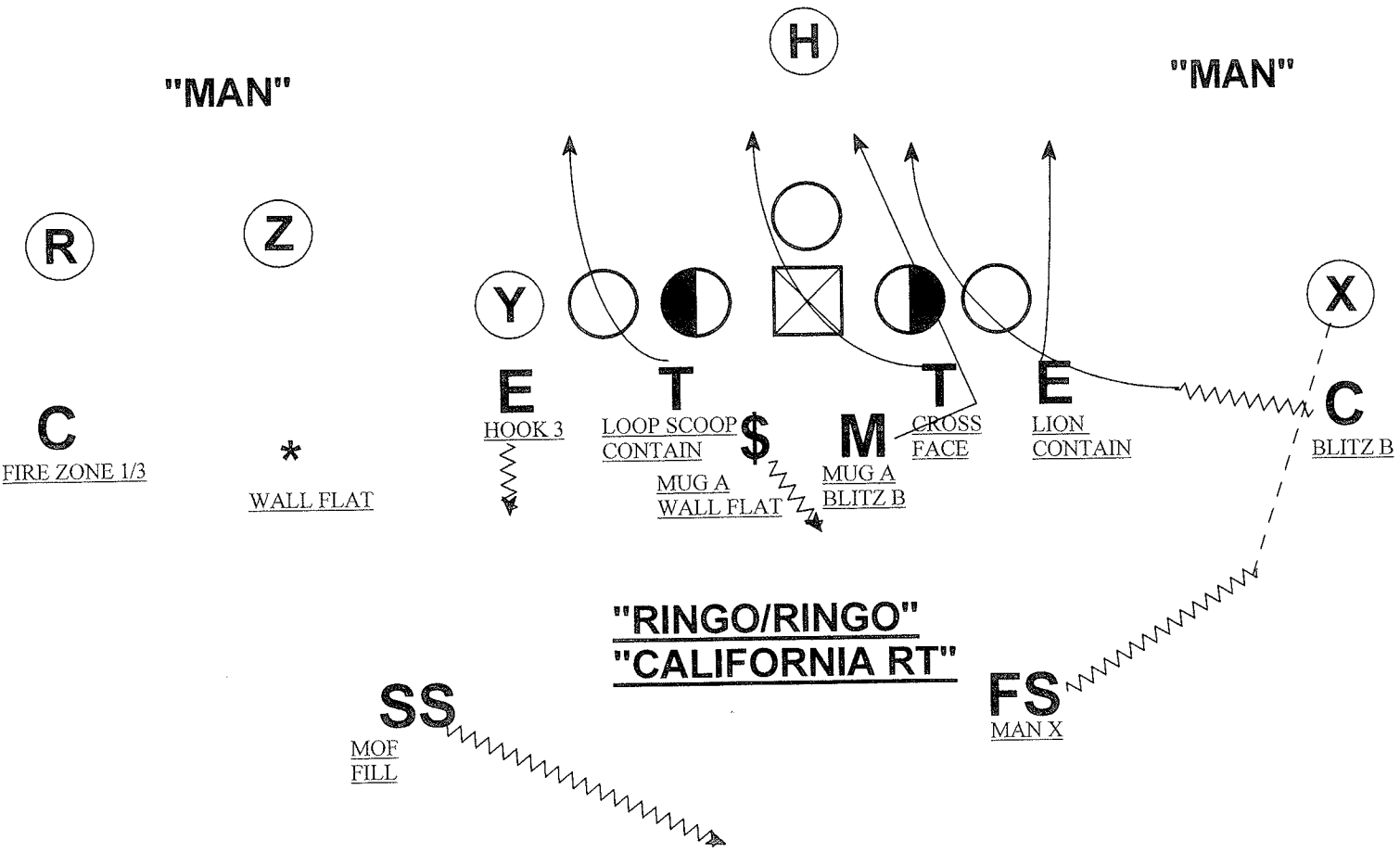
BLUE FLEX LEFT

2 MAN SURFACE FZ
WE WILL RUN FLORIDA OR CALIFORNIA TO THE 2 MAN SURFACE.



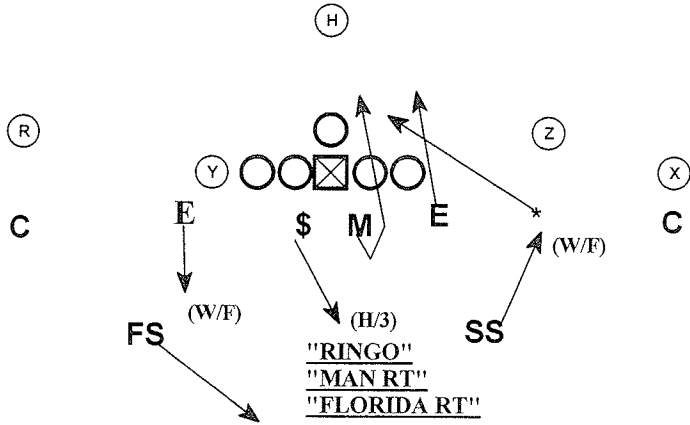
- ADJUSTMENTS**
1. MAC MAKE LUCKY, RINGO CALL (FLORIDA/CALIFORNIA)
 2. SAFETIES ROTATE TO PRESSURE
 3. LUCKY/RINGO CALL CAN CHANGE WITH C.O.S. MOTION
 4. STAR RUNS WITH MOTION

BLUE TRAIN LT

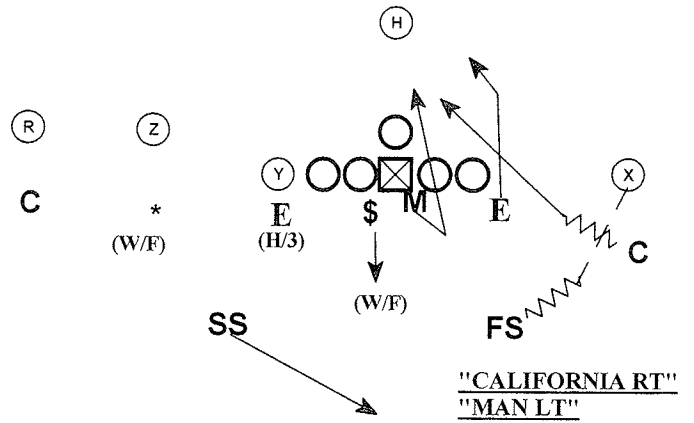


N/D EVEN LION SARASOTA: ADJUSTMENTS

BLUE FLEX RT

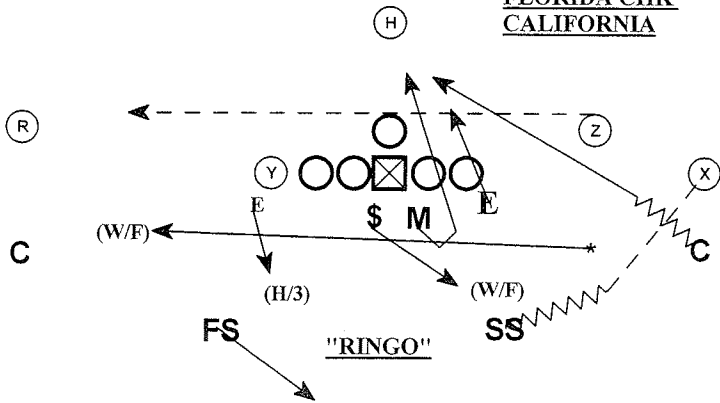


BLUE TRAIN LT



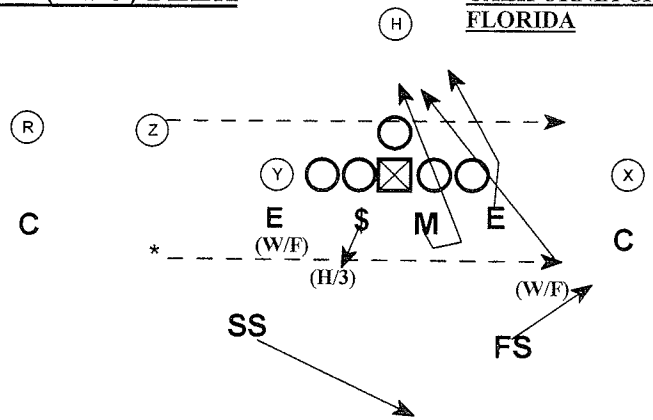
BLUE (ZAC) TRAIN LT

FLORIDA CHK
CALIFORNIA



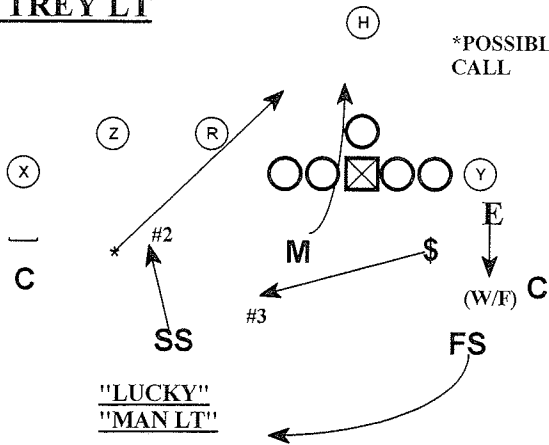
BLUE (ZAC) FLEX

CALIFORNIA CHK
FLORIDA



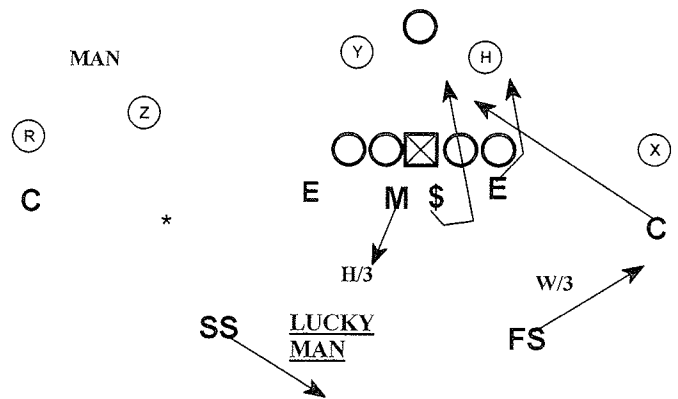
BLUE TREY LT

*POSSIBLE JACK
CALL



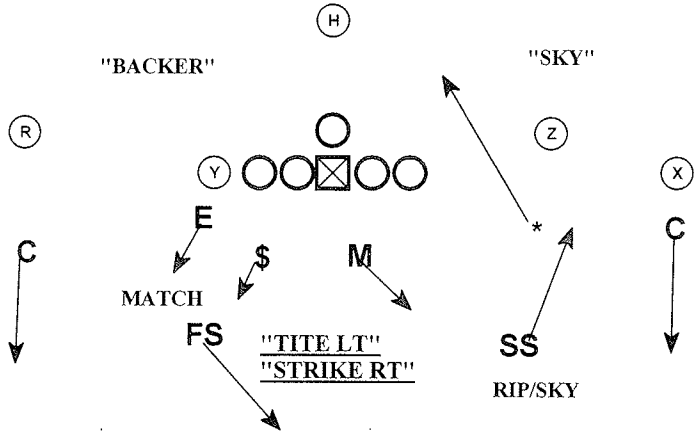
BLUE GUN SPLIT

CALIFORNIA

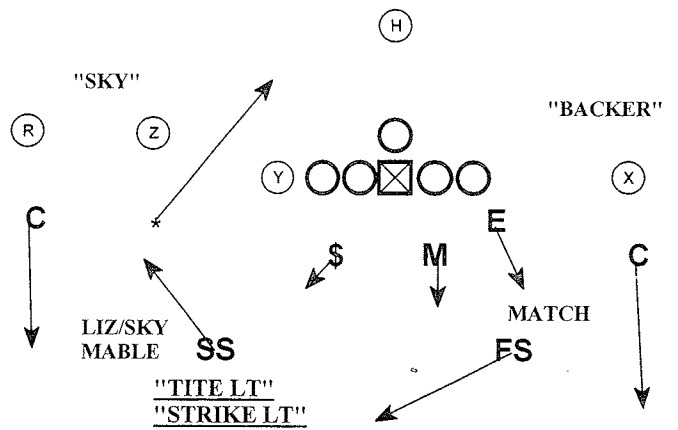


NICKEL/DIME STRONG STRIKE: ADJUSTMENTS

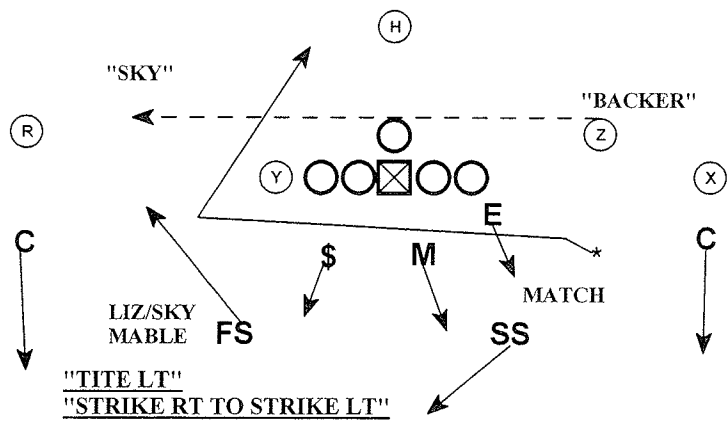
BLUE FLEX RT



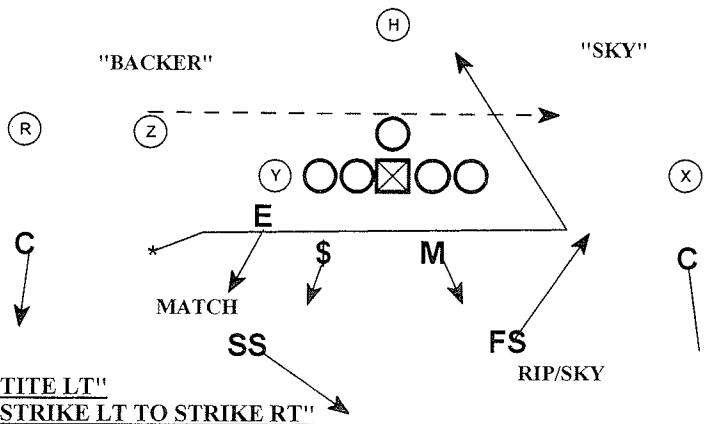
BLUE TRAIN LT



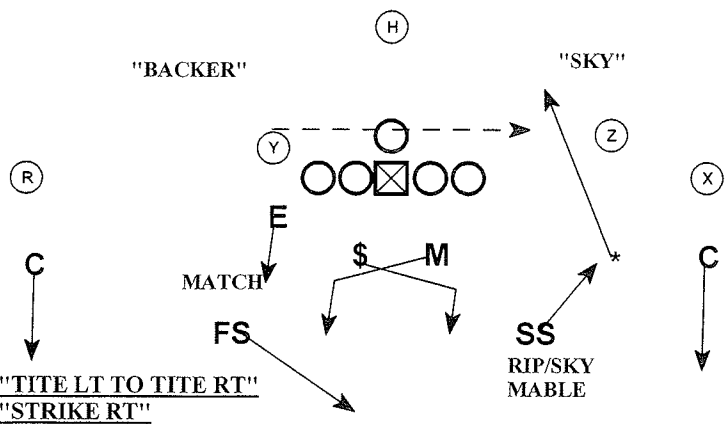
BLUE (ZAC) TRAIN LT



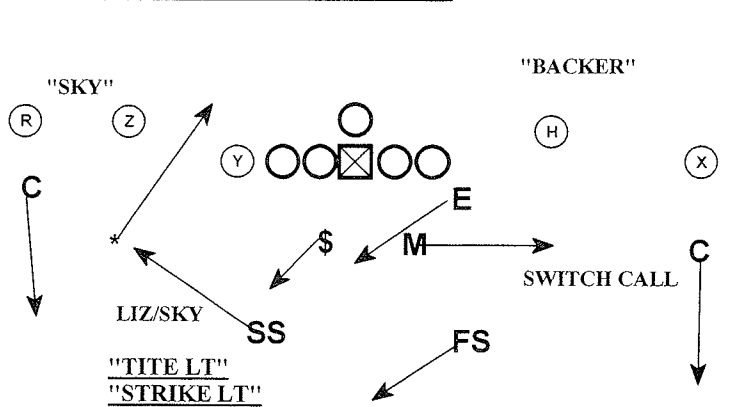
BLUE (ZAC) FLEX RT



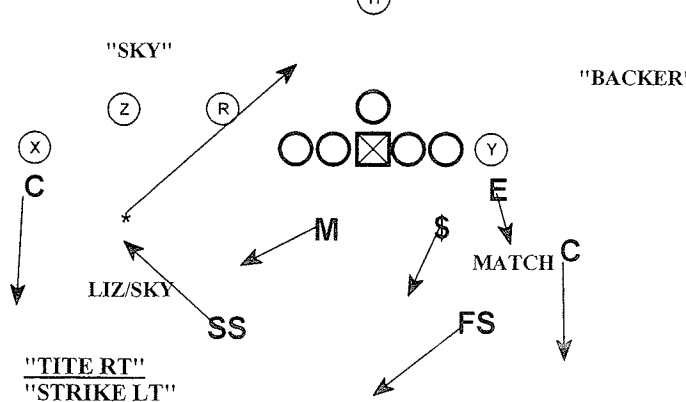
BLUE (YAC) TRAIN LT Y OFF



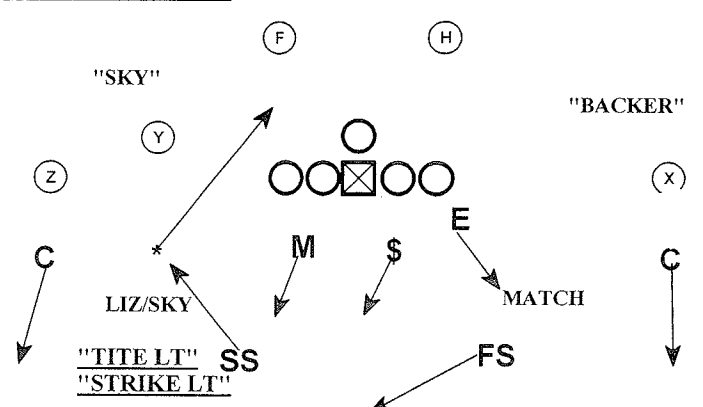
BLUE EMPTY TRAIN H OUT



BLUE TREY LT



GOLD SPLIT LT



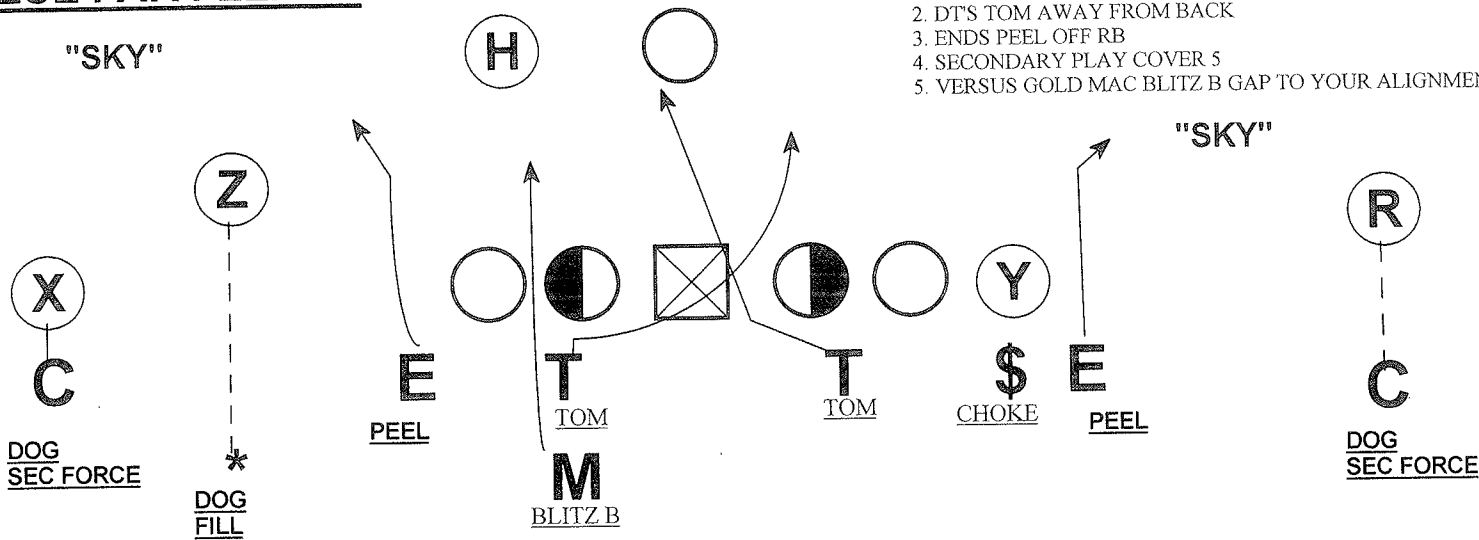
NICKEL EVEN MAC BILLY 5 PEEL

RULES

1. MAC BLITZ TO THE OFFSET RB. RB 3 SPOT BLITZ 2 MAN SURFACE
2. DT'S TOM AWAY FROM BACK
3. ENDS PEEL OFF RB
4. SECONDARY PLAY COVER 5
5. VERSUS GOLD MAC BLITZ B GAP TO YOUR ALIGNMENT

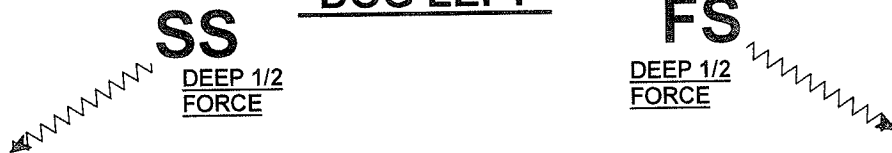
BLUE FAR FLEX LT

"SKY"



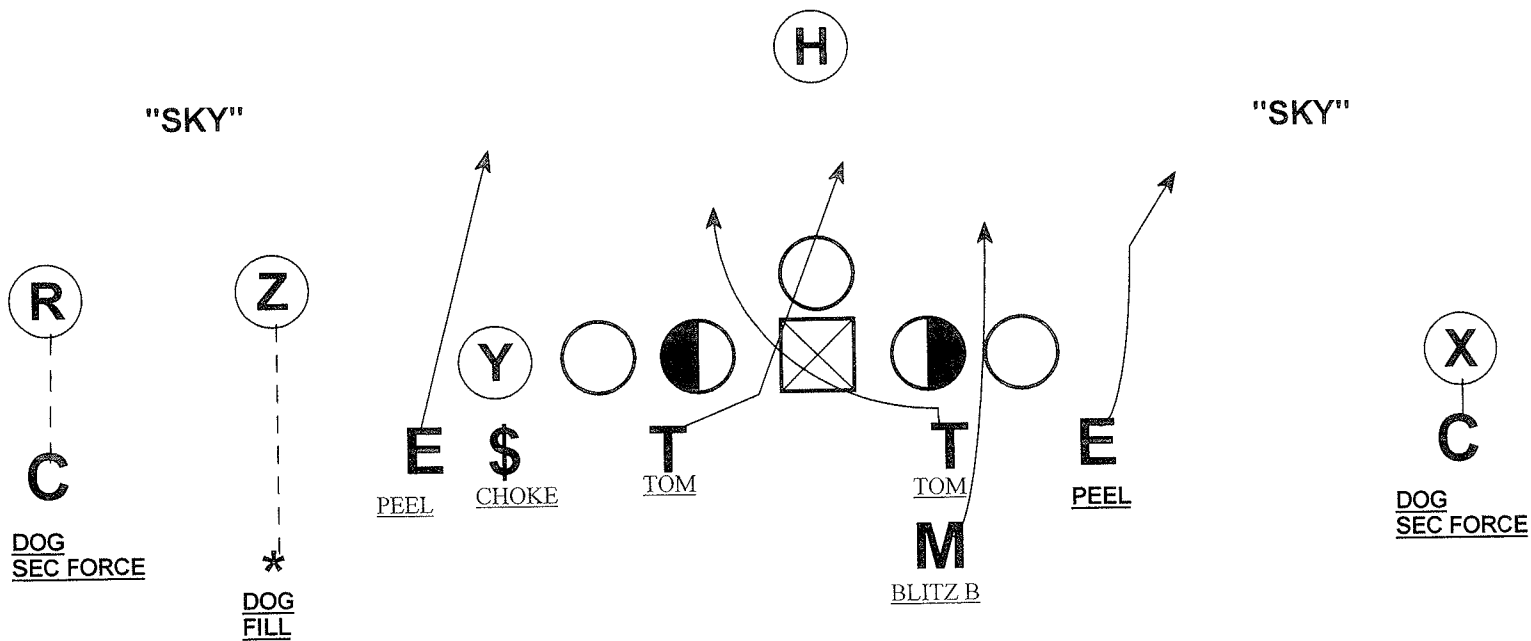
"BILLY LEFT"

"DOG LEFT"



BLUE TRAIN LT

"SKY"



"BILLY RIGHT"

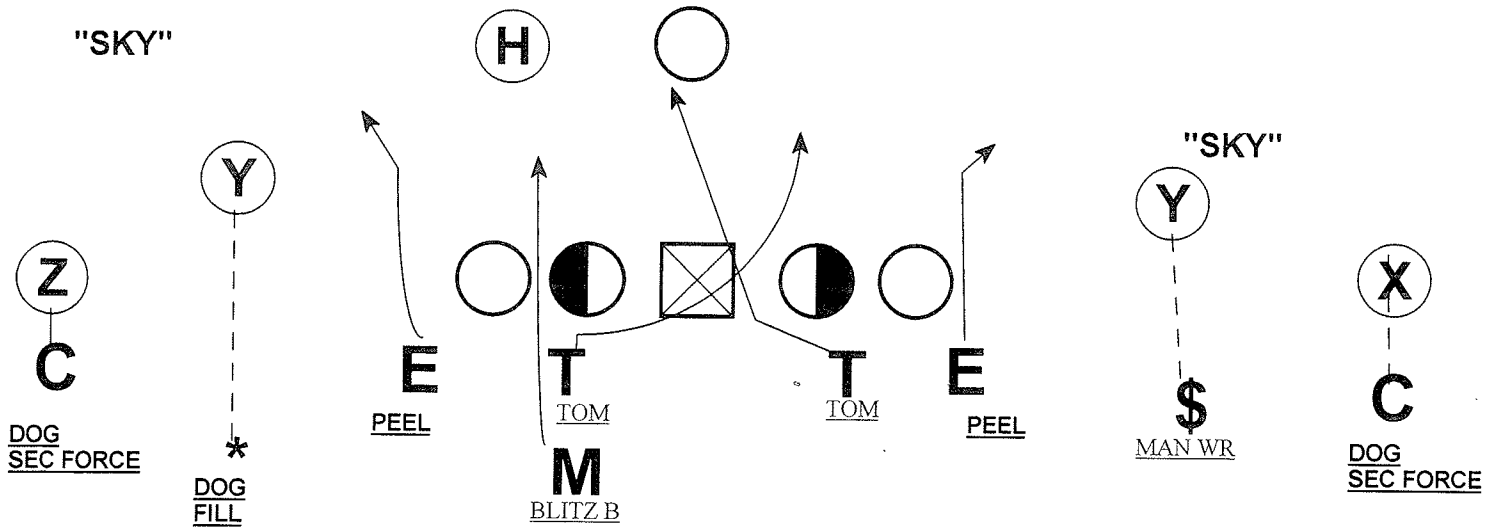
"DOG"



NICKEL EVEN MAC BILLY 5 PEEL

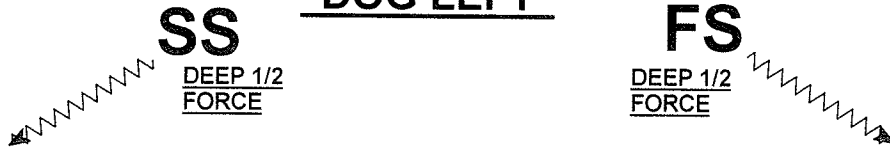
RED DOLPHIN

"SKY"



"BILLY LEFT"

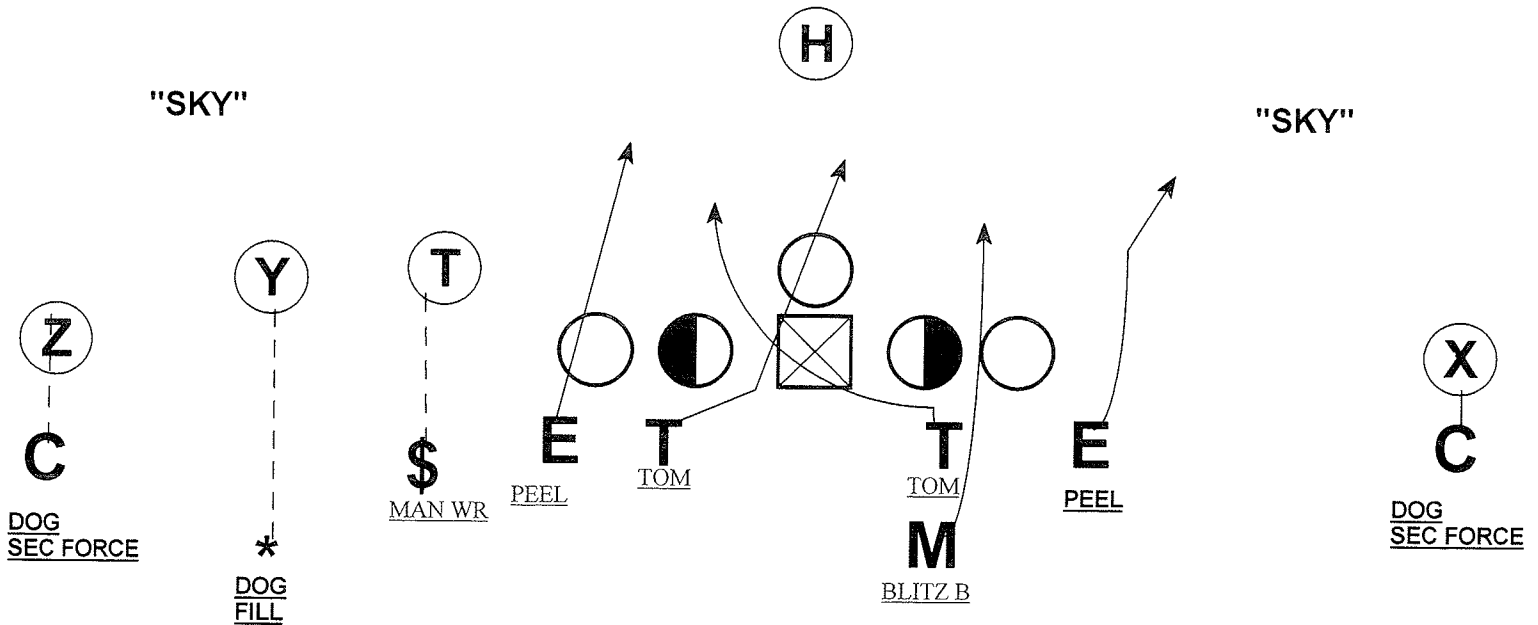
"DOG LEFT"



RED TRAIN

"SKY"

"SKY"



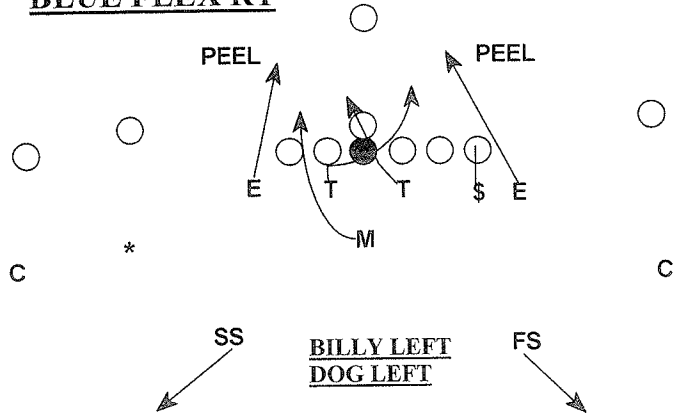
"BILLY RIGHT"

"DOG"

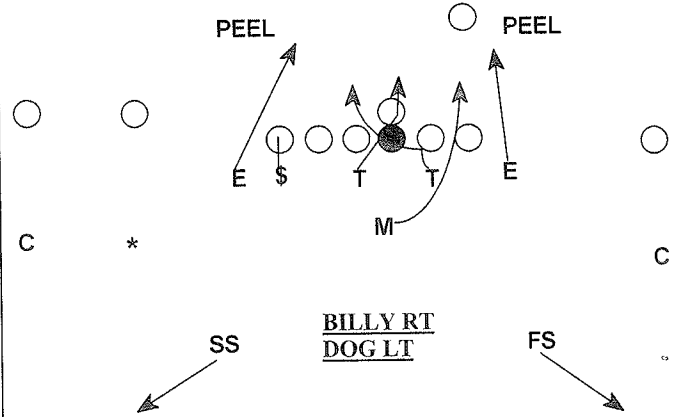


N/D EVEN MAC BILLY 5 PEEL: ADJUSTMENTS

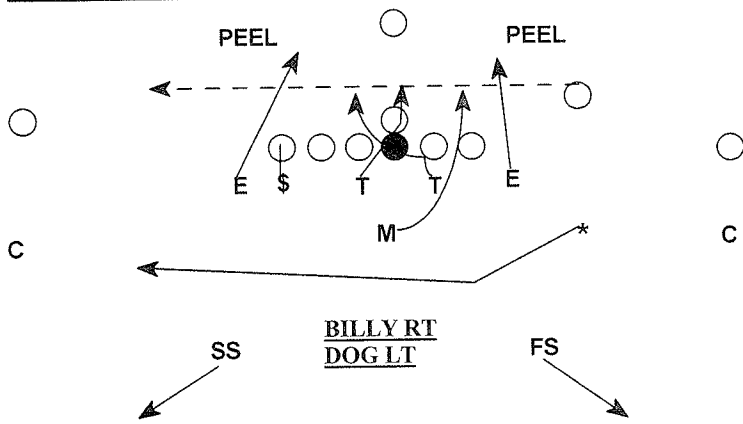
BLUE FLEX RT



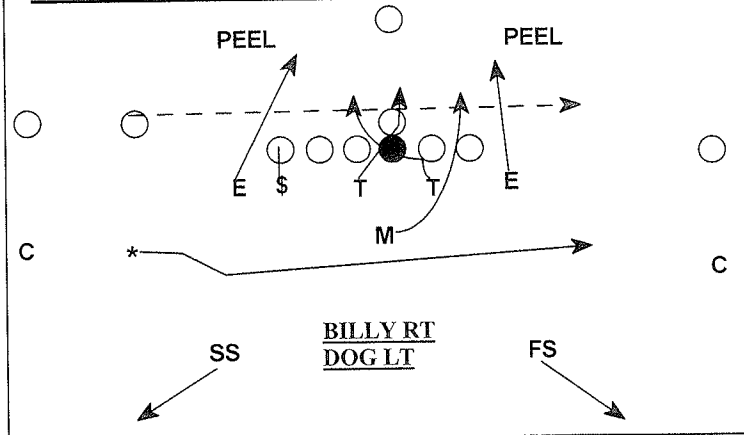
BLUE FAR TRAIN LT



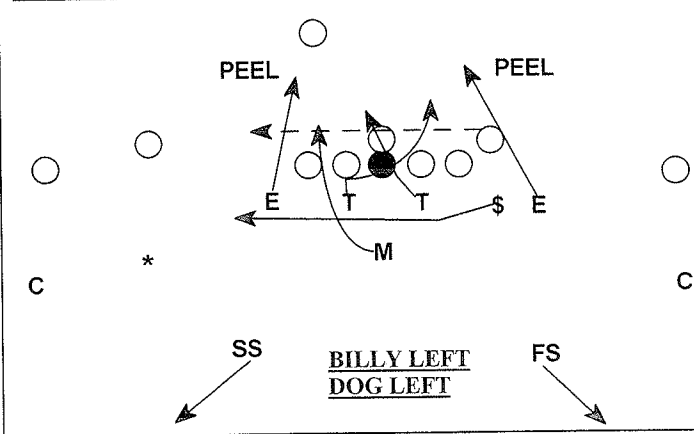
BLUE (ZAC) TRAIN LT



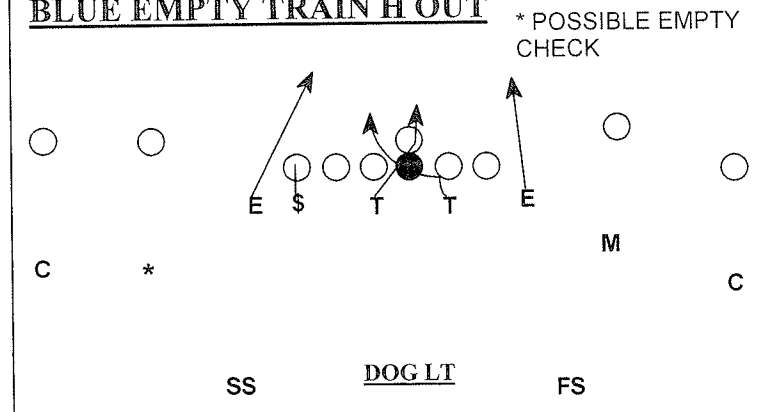
BLUE (ZAC) FLEX RT



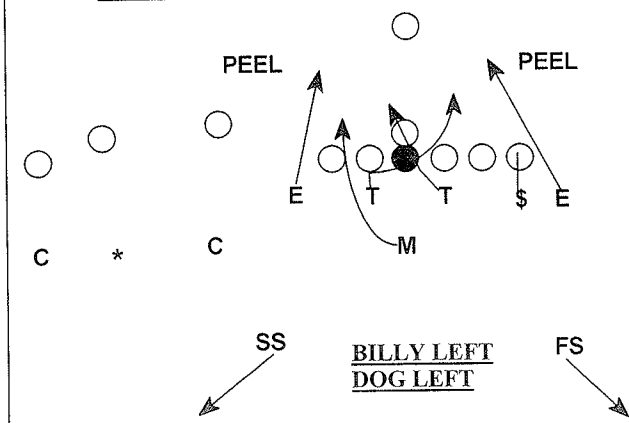
BLUE (YAC) NEAR TRAIN LT Y OFF



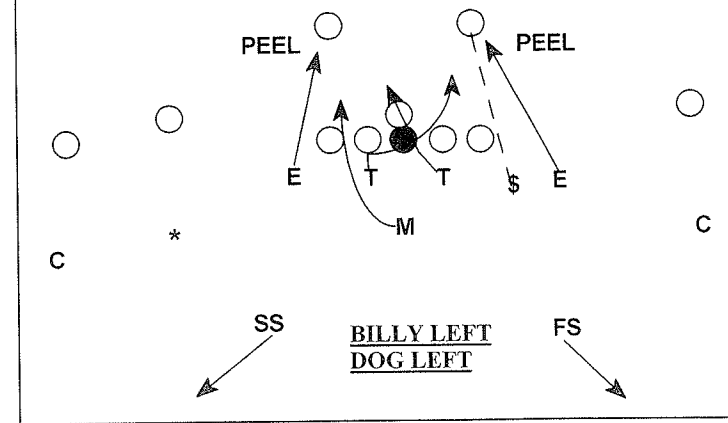
BLUE EMPTY TRAIN H OUT



BLUE TREY LT



GOLD SPLIT LT

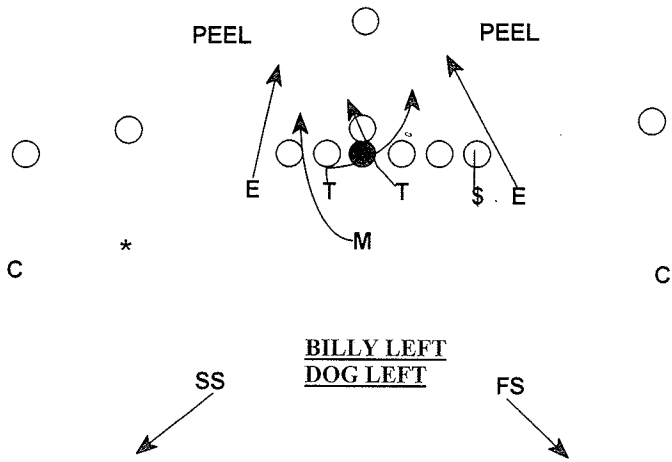


EVEN MAC BILLY 5 PEEL

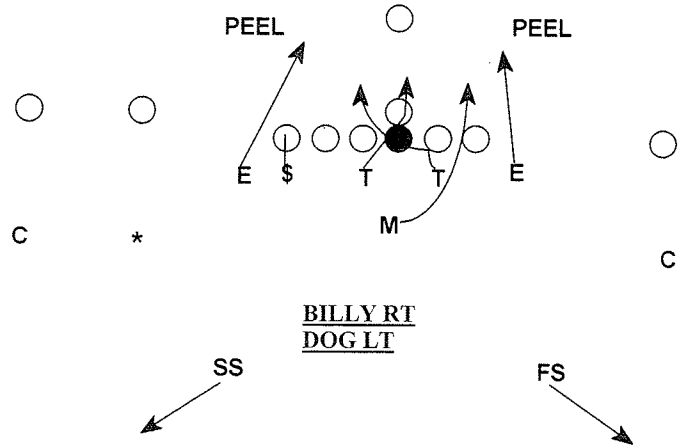
RULES:

1. MAC BLITZ TO THE OFFSET RB. RB 3 SPOT BLITZ 2 MAN SURFACE.
2. DT'S TOM AWAY FROM THE BILLY CALL.
3. ENDS PEEL OFF THE RB.
4. SECONDARY PLAY COV 5.

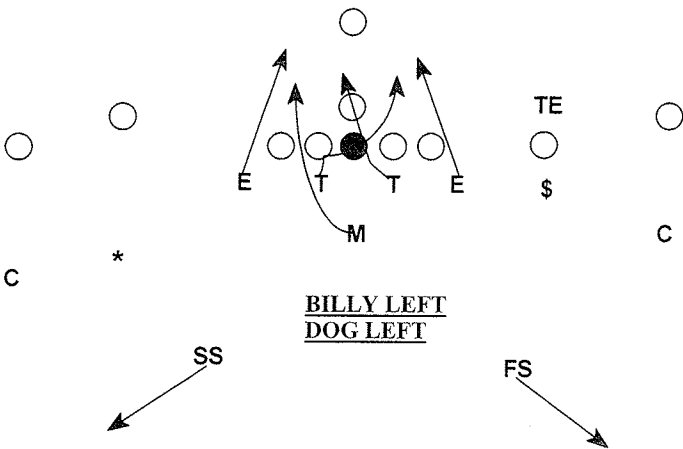
1. "BILLY LEFT"



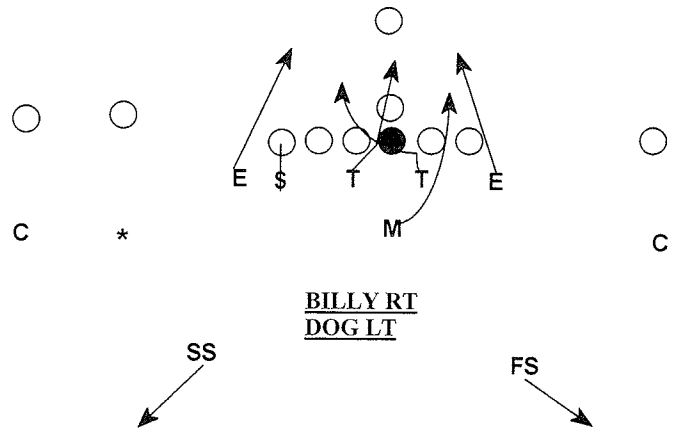
2. "BILLY RIGHT"



3. "BILLY LEFT"



4. "BILLY RIGHT"

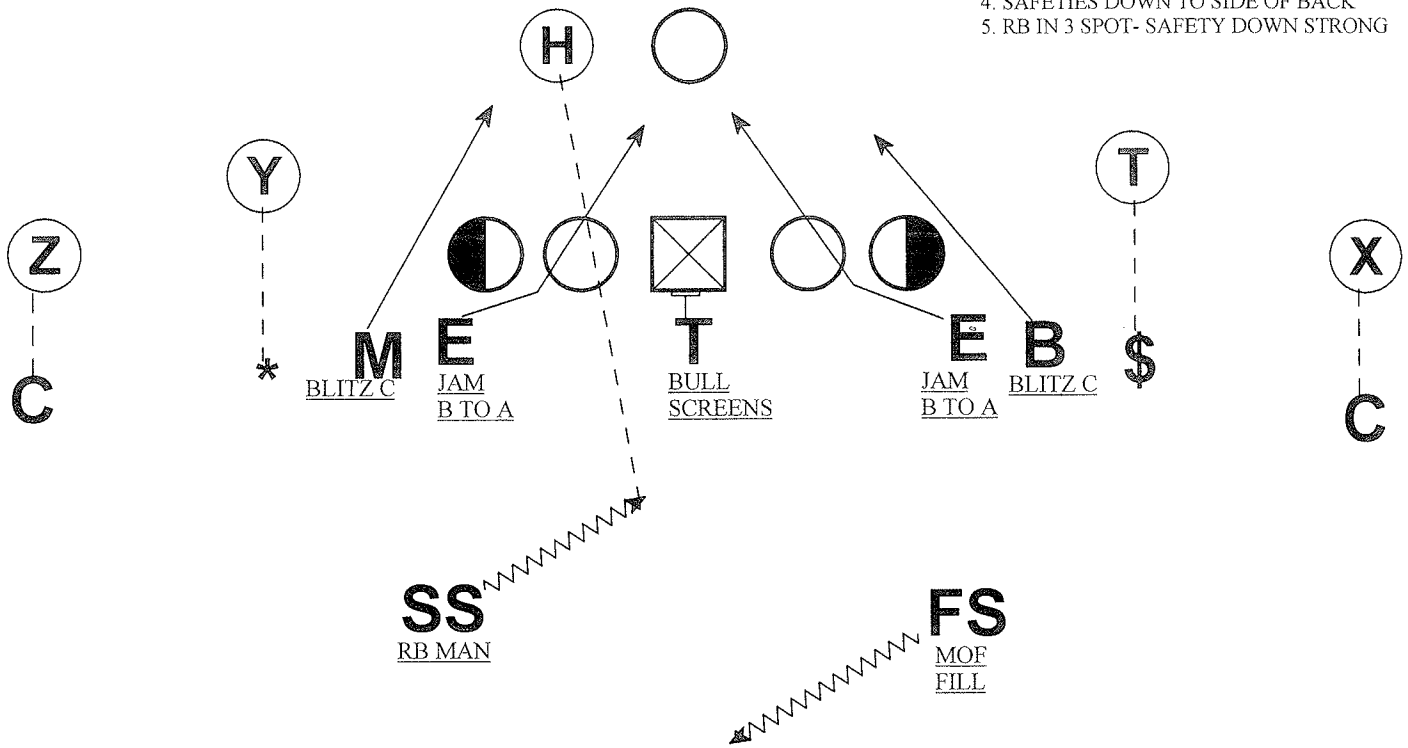


DIME ODD DOUBLE C-0

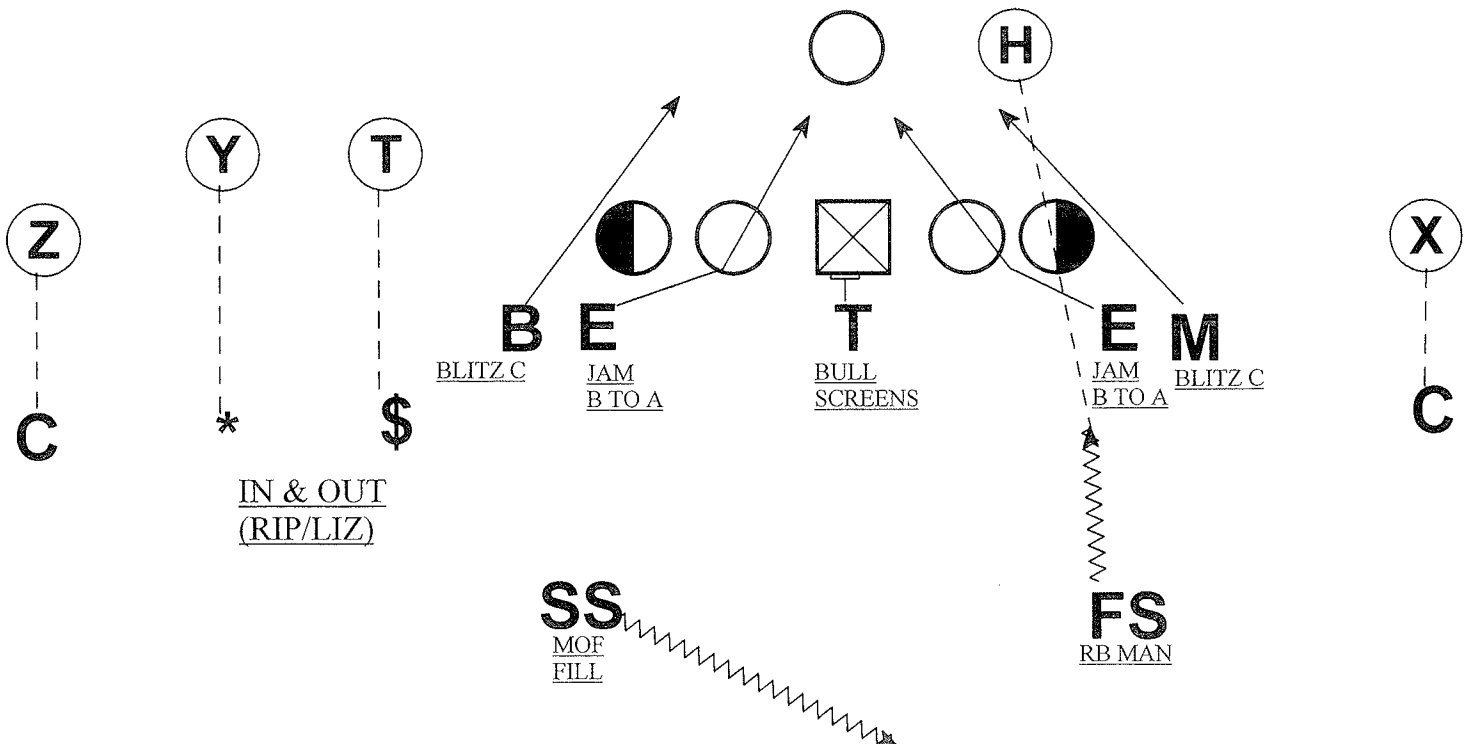
RULES

RED GUN DOLPHIN LEFT

1. MAC COVERAGE
2. NOSE = BULL CENTER-PLAY SCREENS
3. MAC/BUCK = STEM OUTSIDE, BLITZ C
4. SAFETIES DOWN TO SIDE OF BACK
5. RB IN 3 SPOT- SAFETY DOWN STRONG



RED GUN FAR TRAIN LEFT

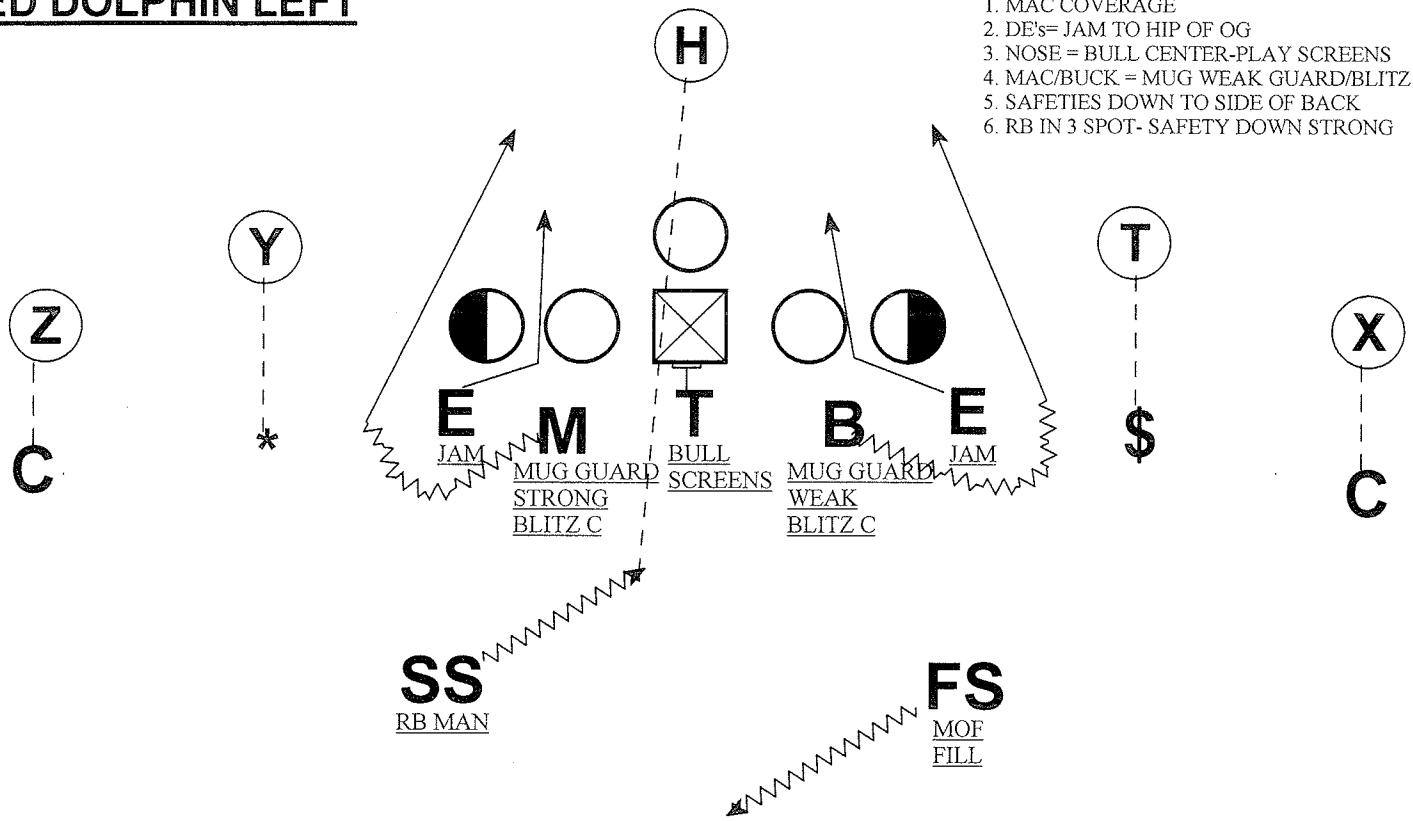


DIME ODD DOUBLE C-0

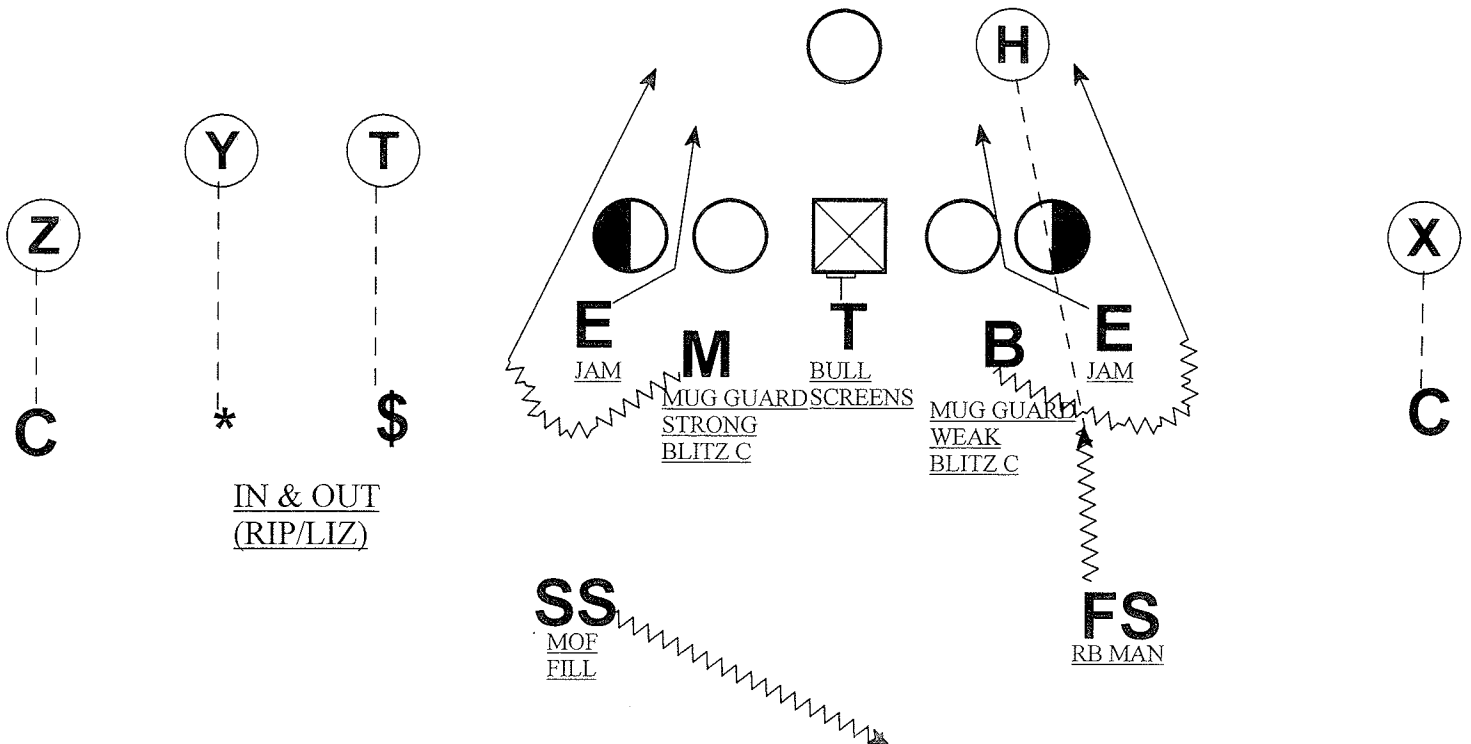
RULES

RED DOLPHIN LEFT

1. MAC COVERAGE
2. DE'S= JAM TO HIP OF OG
3. NOSE = BULL CENTER-PLAY SCREENS
4. MAC/BUCK = MUG WEAK GUARD/BLITZ C
5. SAFETIES DOWN TO SIDE OF BACK
6. RB IN 3 SPOT- SAFETY DOWN STRONG



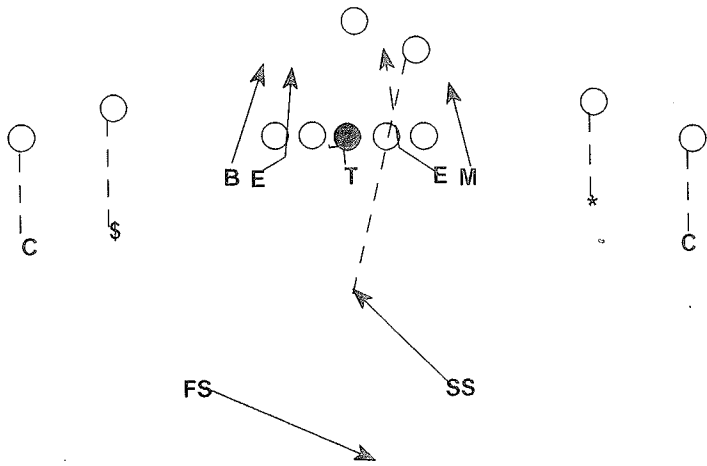
RED GUN FAR TRAIN LEFT



DIME ODD DOUBLE C-0

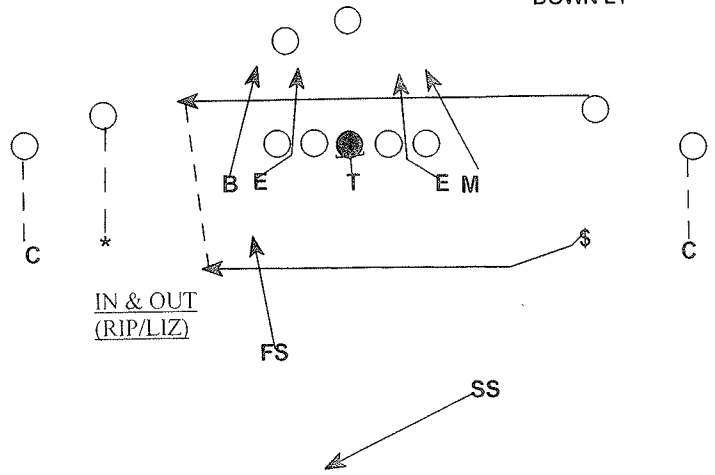
VS. RED PERSONNEL

"TITE RT"
"DOWN RT"



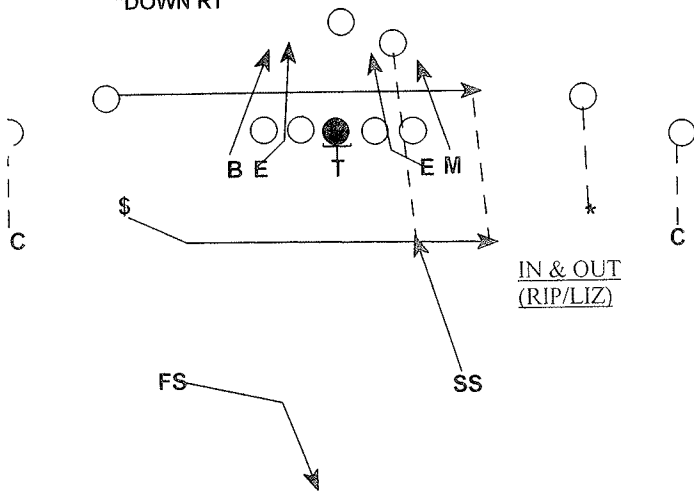
2. MOTION TO TRIPS

"TITE LT"
"DOWN LT"



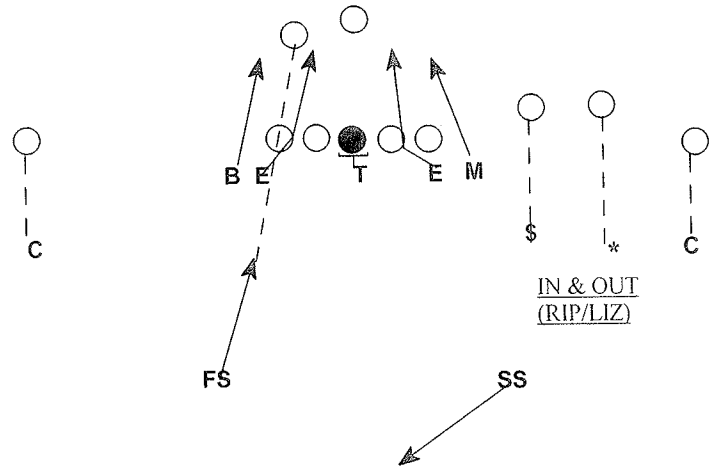
3. MOTION TO TRIPS

"TITE RT"
"DOWN RT"



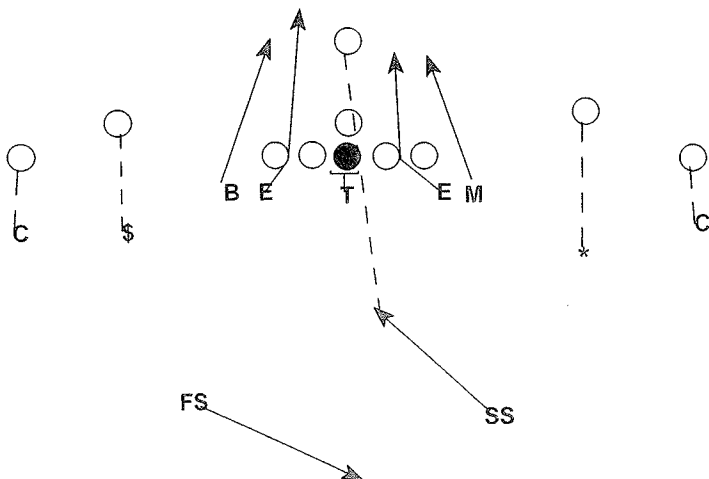
4. TRIPS

"TITE RT"
"DOWN LT"



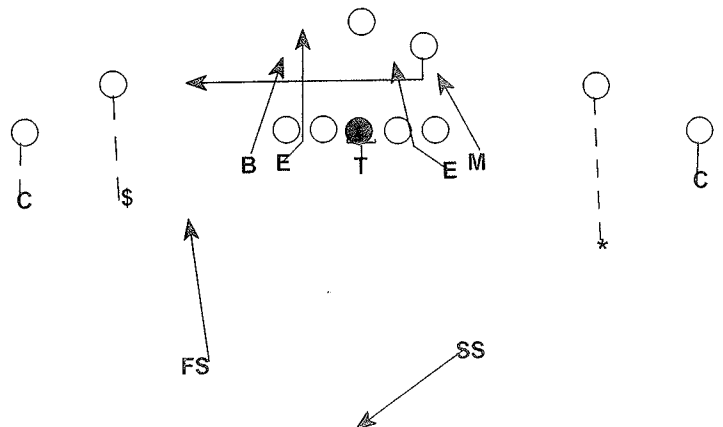
5.

"TITE RT"
"DOWN RT"



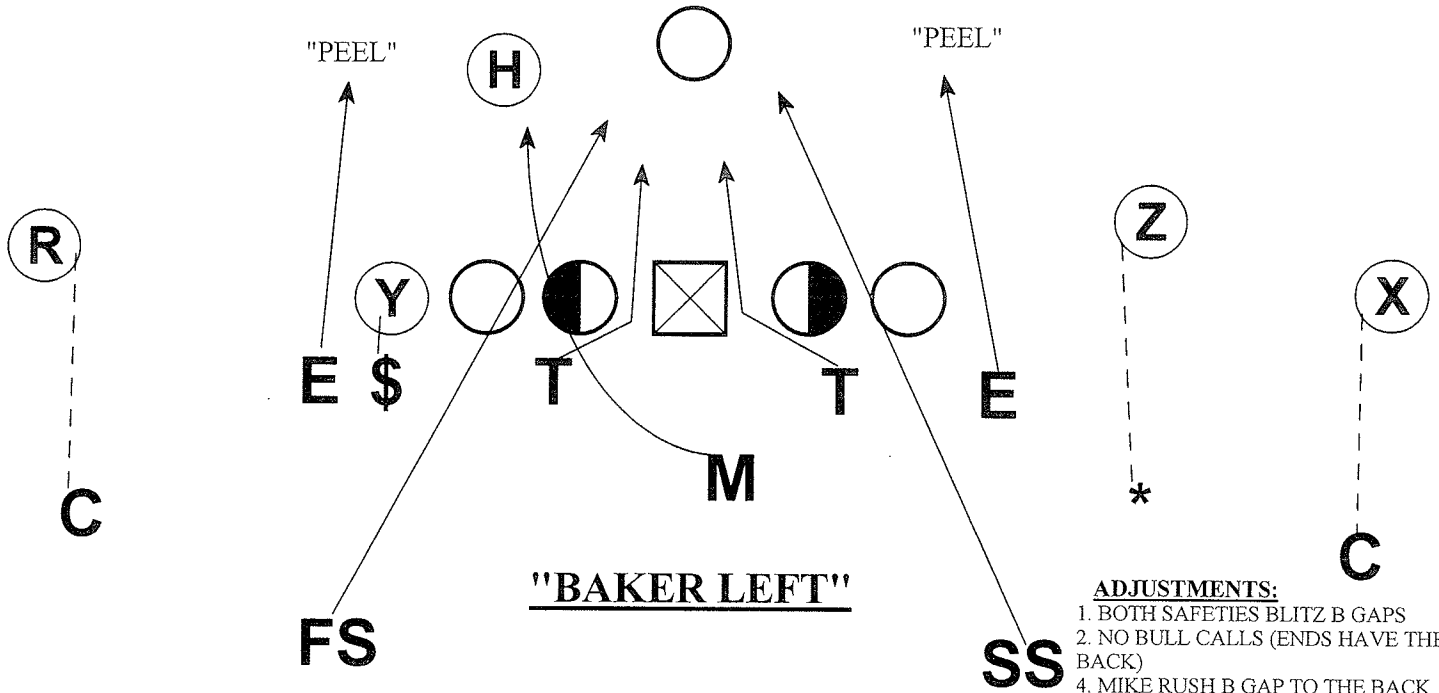
6. MOTION TO EMPTY

"TITE RT"
"DOWN RT CK
DOWN LT"



NICKEL/DIME EVEN BOA

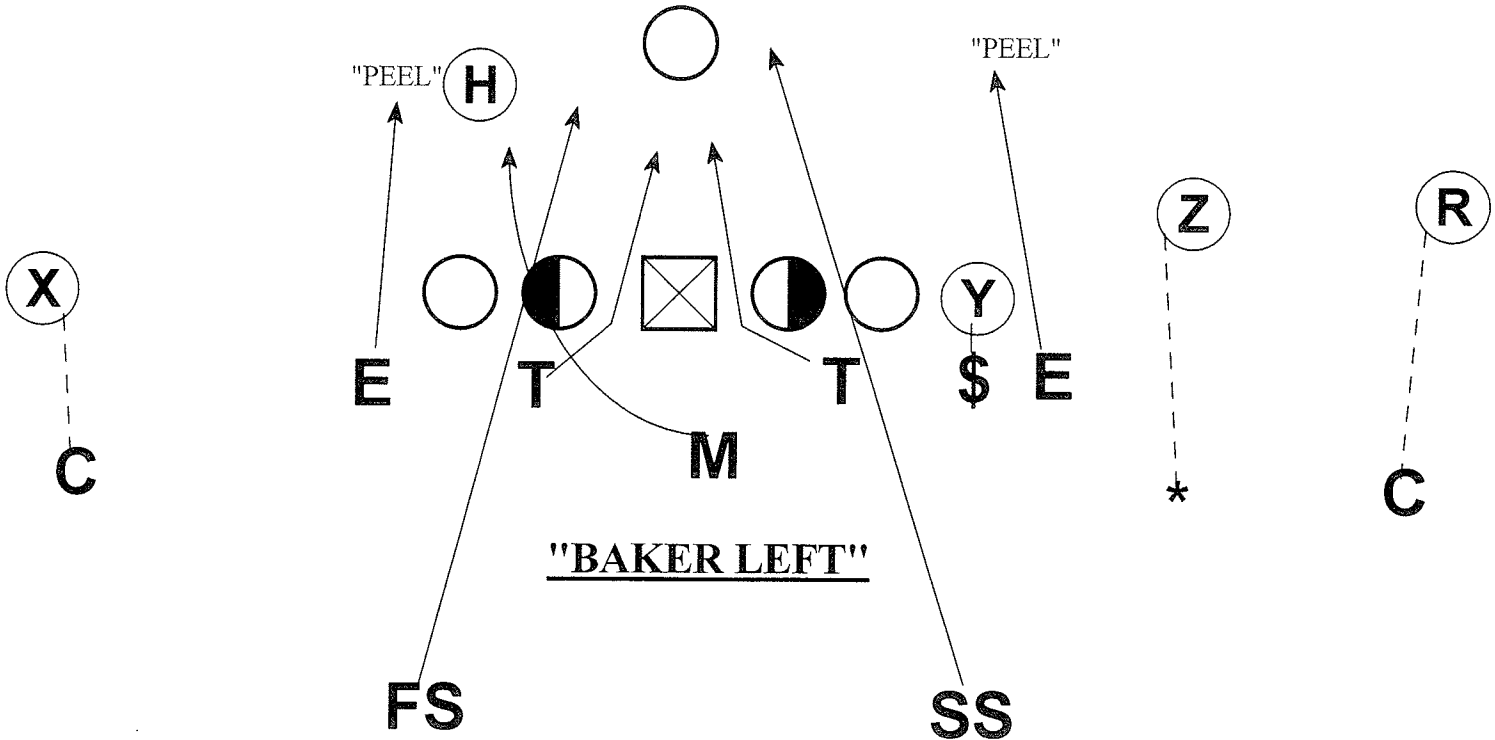
BLUE GUN NEAR FLEX RT



"BAKER LEFT"

- ADJUSTMENTS:**
1. BOTH SAFETIES BLITZ B GAPS
 2. NO BULL CALLS (ENDS HAVE THE BACK)
 4. MIKE RUSH B GAP TO THE BACK
 4. BACK IN 3 SPOT - RUSH B GAP TO 2 MAN SURFACE IF TWO 2 MAN SURFACES GO STRONG.
 5. \$ STILL CHOKE TE IN CORE
 6. SWITCH CALL BETWEEN \$ & SAFETY IN DIME & NICKEL TO GET \$ OUT OF COVERAGE (VS. ANY 4 OPEN SETS)

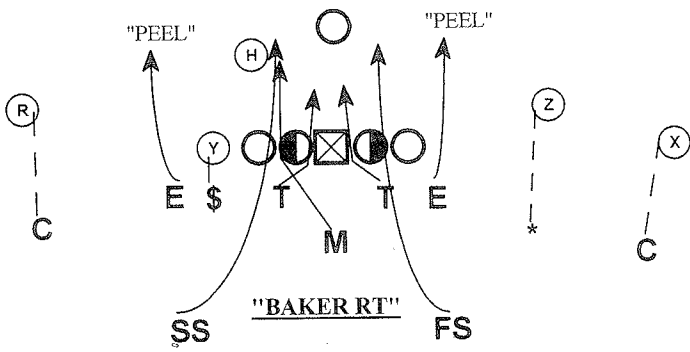
BLUE GUN FAR TRAIN RT



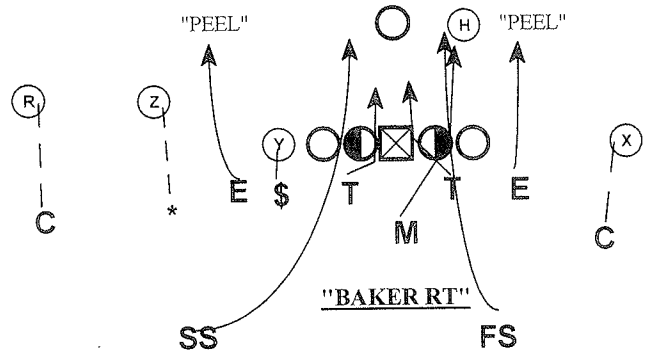
"BAKER LEFT"

NICKEL/DIME EVEN BOA: ADJUSTMENTS (BLUE)

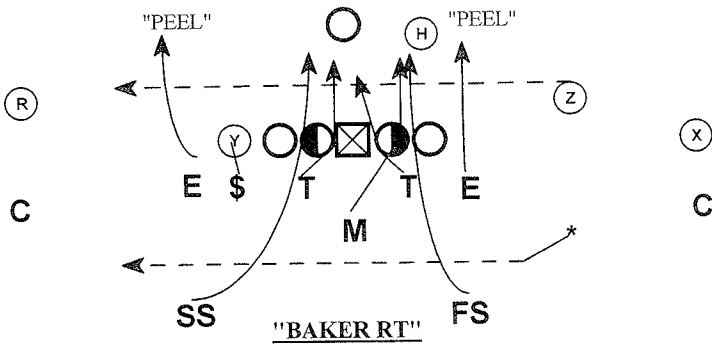
BLUE GNR FLEX RT



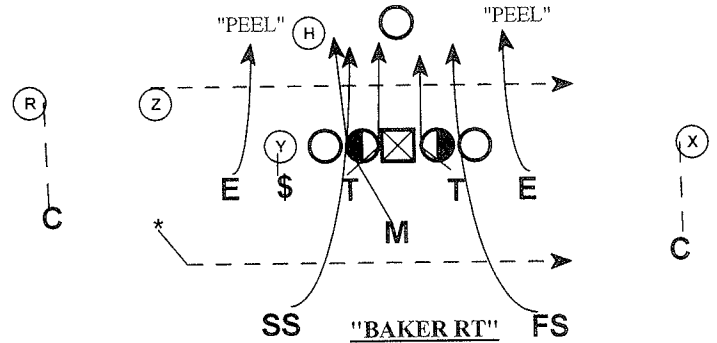
BLUE GFR TRAIN LT



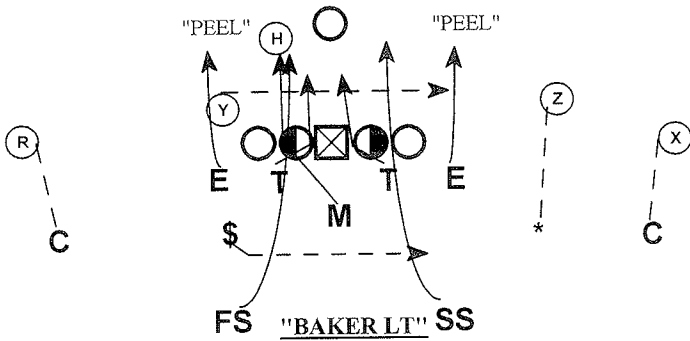
BLUE (ZAC) GFR TRAIN LT



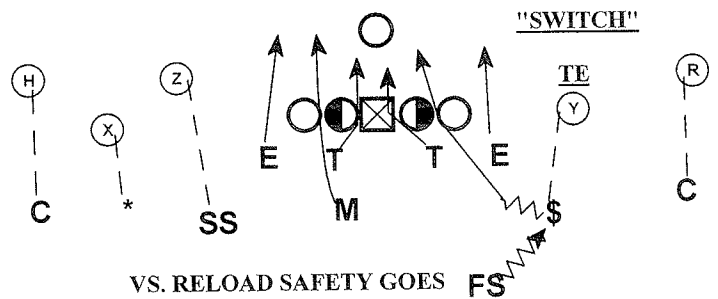
BLUE (ZAC) GNR FLEX RT



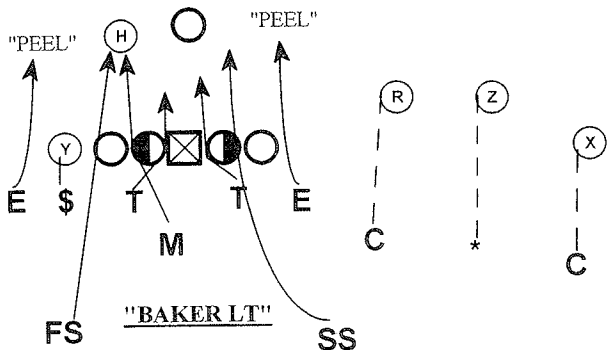
BLUE (YAC) GFR TRAIN LT Y OFF



GEMP DOLPHIN FLEX H WDST

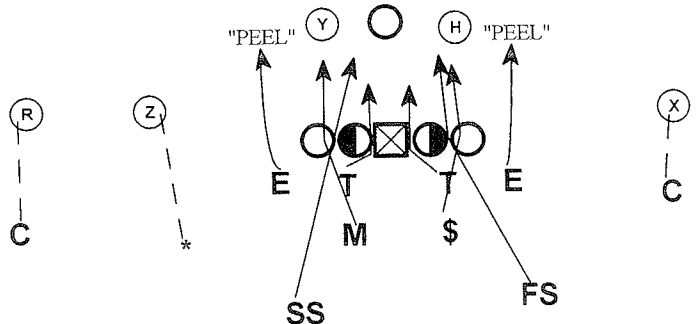


BLUE GNR TREY



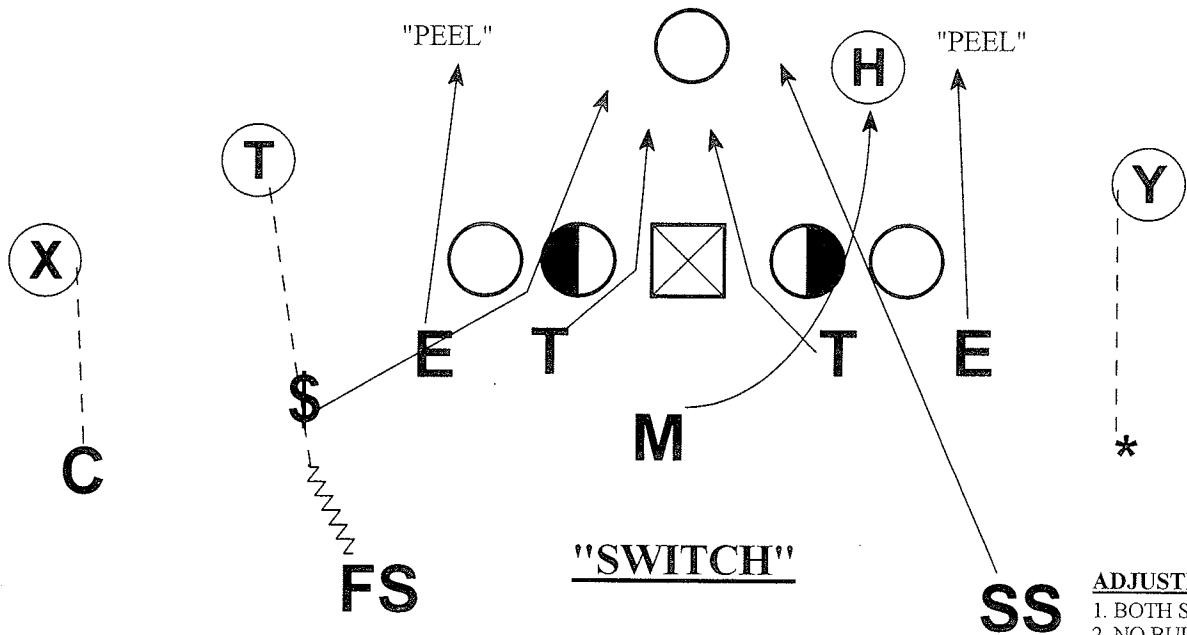
BLUE MAKE GOLD GSP

***END HAVE BACK SAFETIES BLITZ B**



NICKEL/DIME EVEN BOA

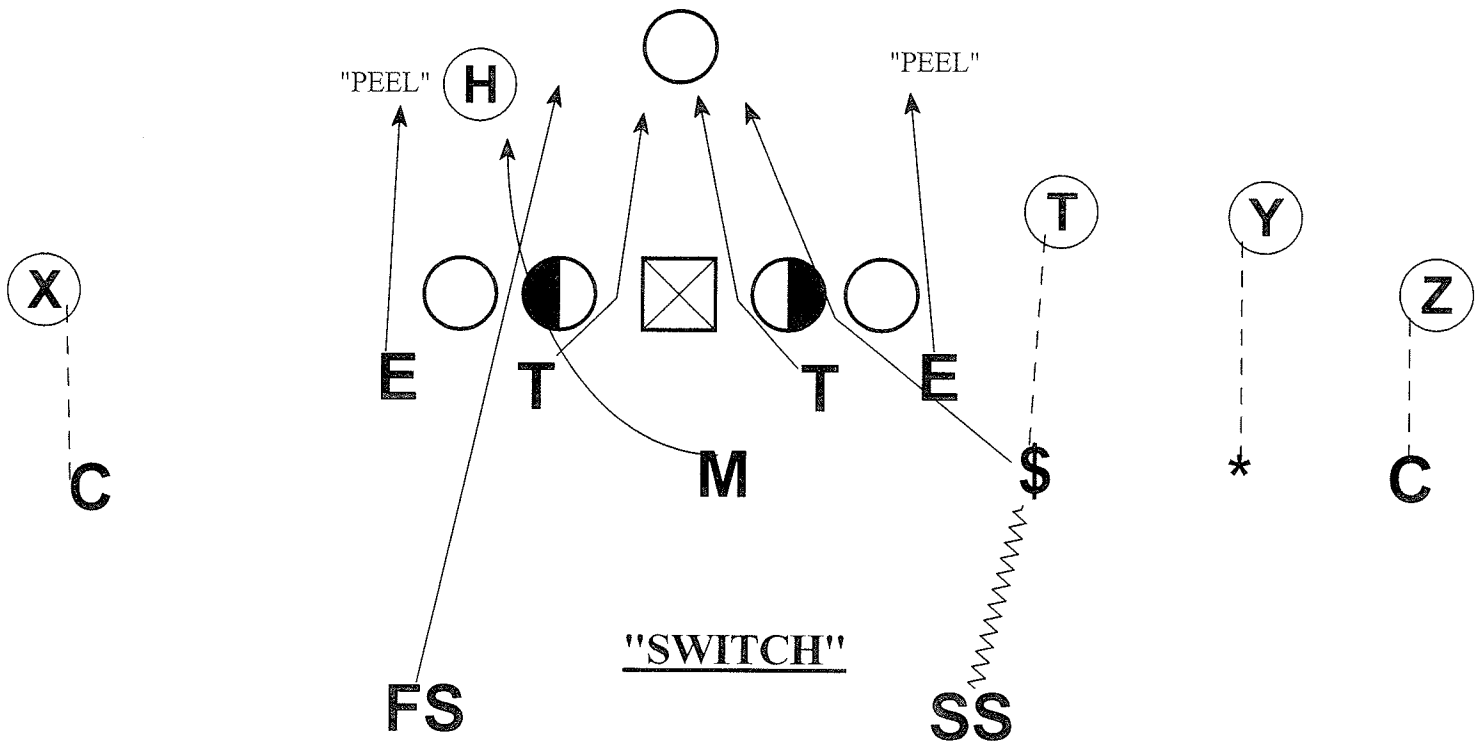
RED GUN NEAR DOLPHIN RT



ADJUSTMENTS:

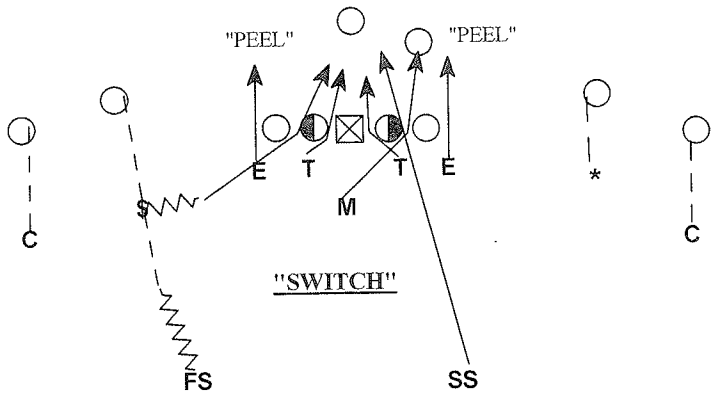
1. BOTH SAFETIES BLITZ B GAPS
2. NO BULL CALLS
3. MIKE RUSH B GAP TO THE BACK
4. BACK IN 3 SPOT - RUSH B GAP TO STEP OF BACK
5. \$ STILL CHOKE TE IN CORE
6. SWITCH CALL BETWEEN \$ & SAFETY IN NICKEL TO GET \$ OUT OF COVERAGE (VS. TRIPS OPEN OR DETACHED BLUE)

RED GUN FAR TRAIN RT

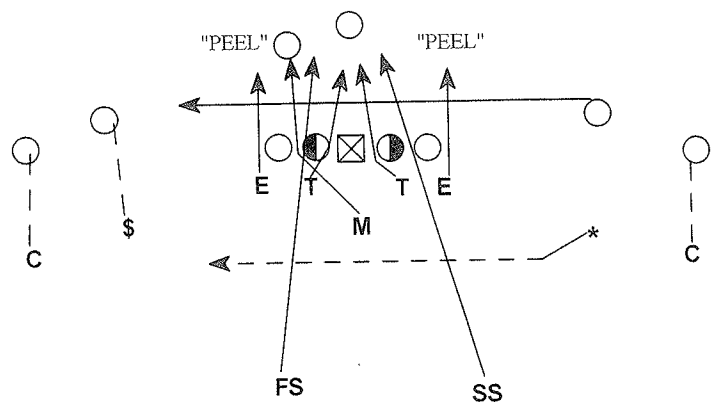


NICKEL/DIME EVEN BOA: ADJUSTMENTS (RED)

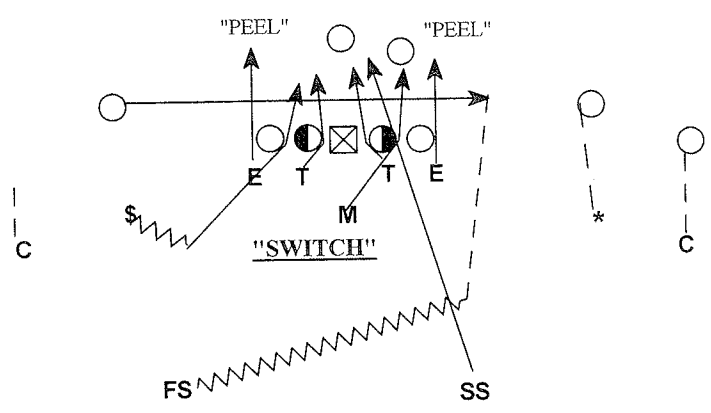
1. GUN NEAR DOLPHIN



2. GUN NEAR TRAIN (YAC)

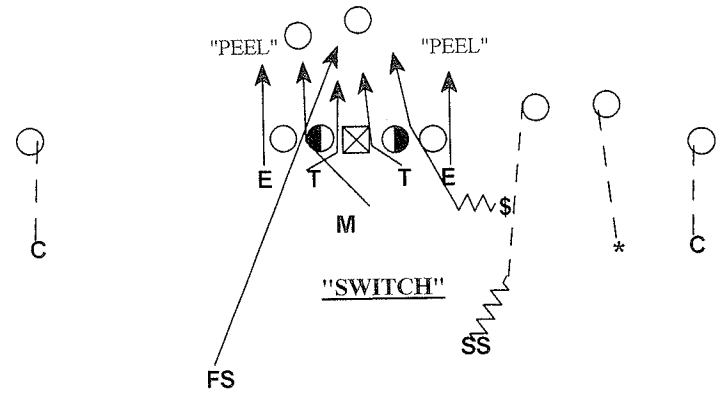


3. GUN NEAR TRAIN (TAC)

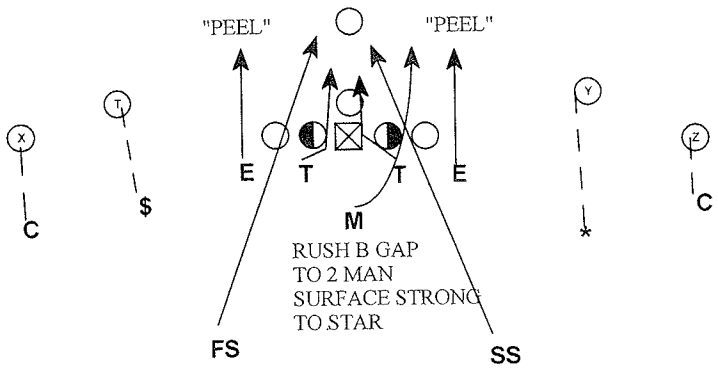


ONCE IT'S SET IT'S SET

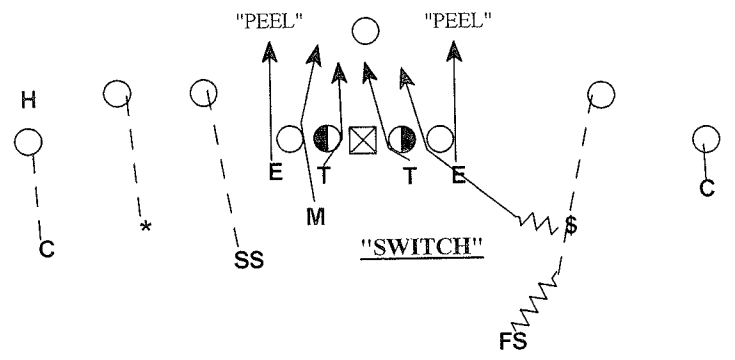
4. GUN FAR TRAIN



5. ACE DOLPHIN



6. GUN EMPTY DOLPHIN H WIDE

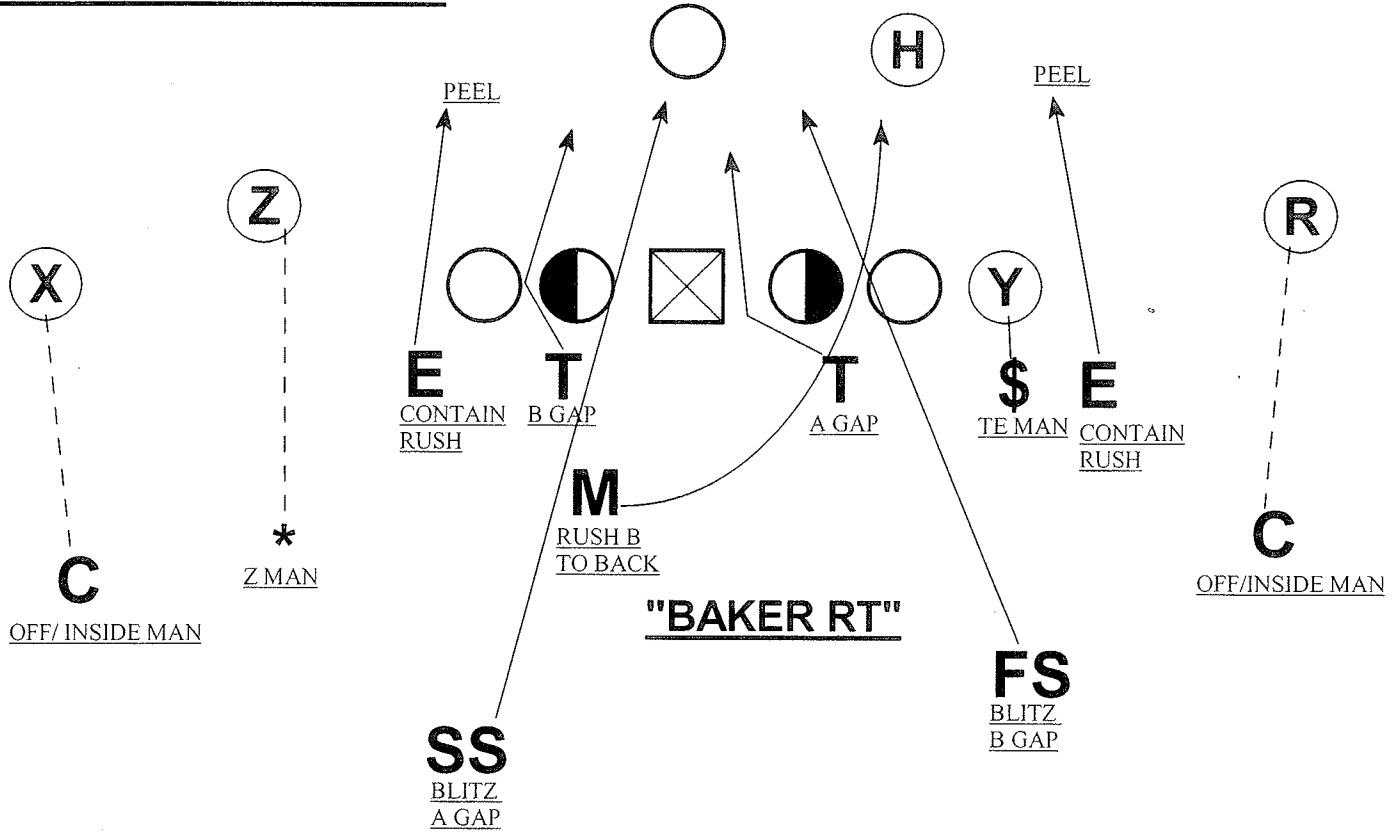


NICKEL EVEN MOCCA A

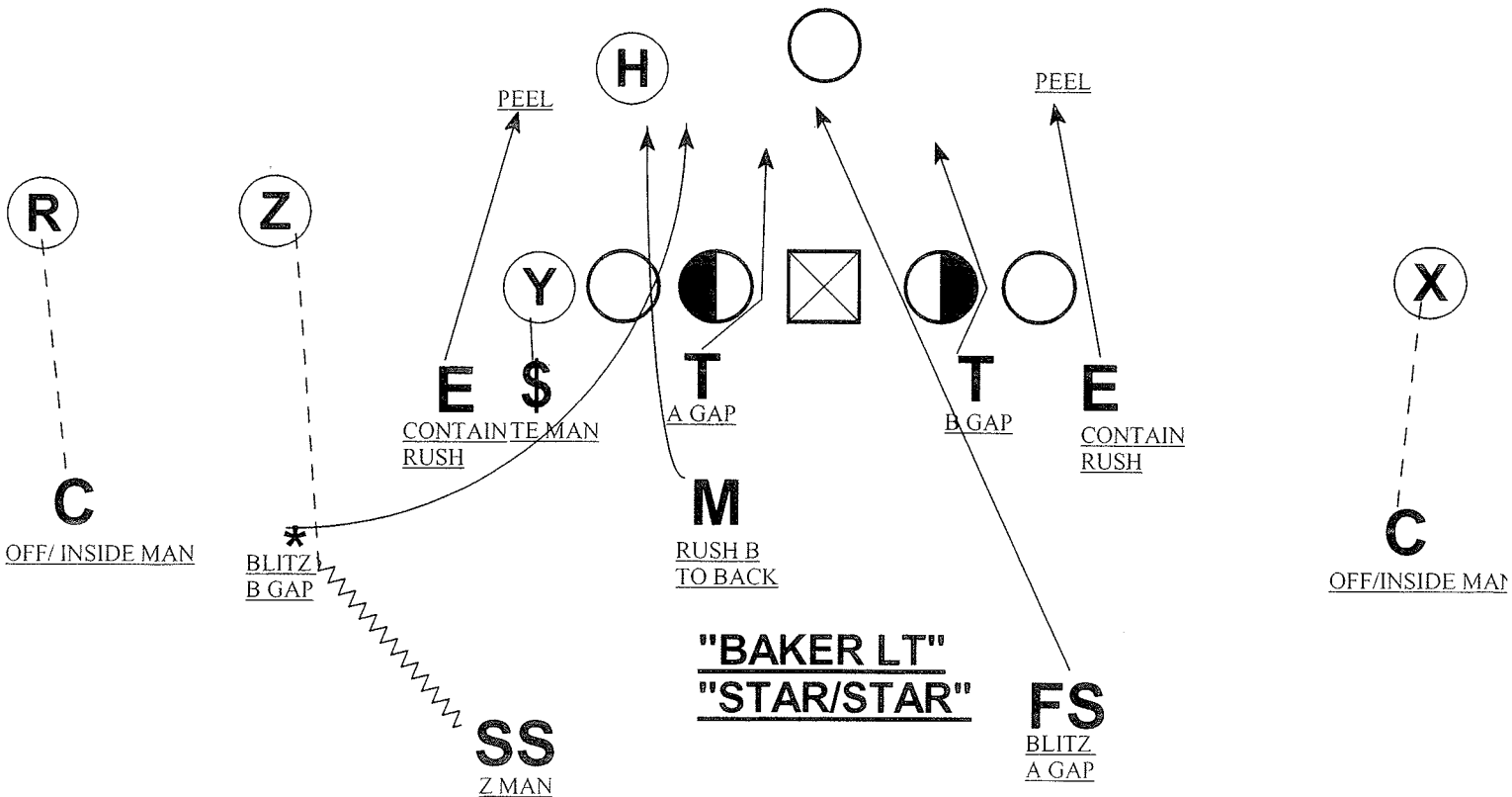
VS. NEAR BACK

MAC MAKE A BAKER RT/LT CALL TO THE BACK AND THE STAR OR SAFETY MUST RUSH IN B GAP WITH THE MAC

BLUE NEAR FLEX LEFT

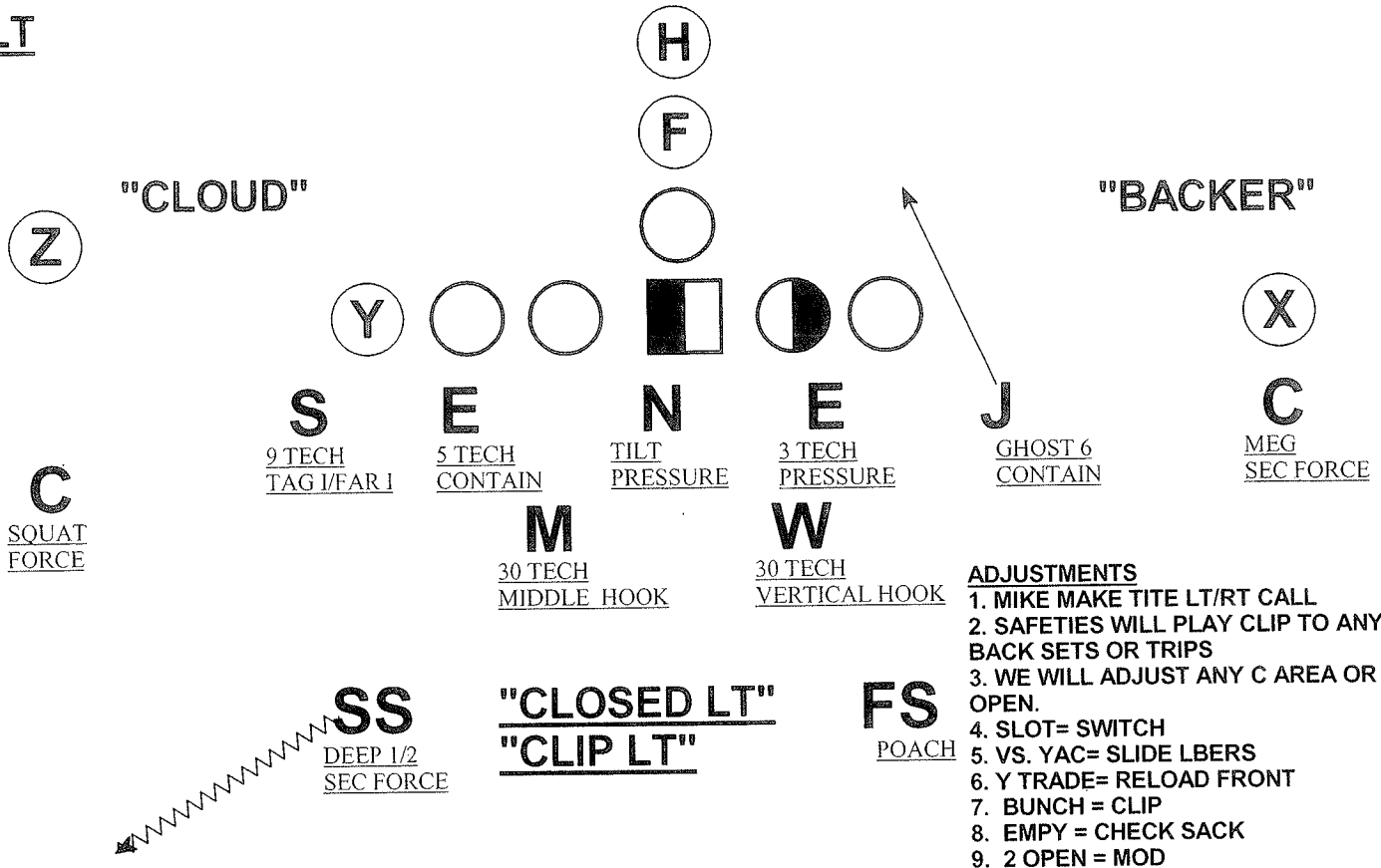


BLUE NEAR TRAIN LEFT

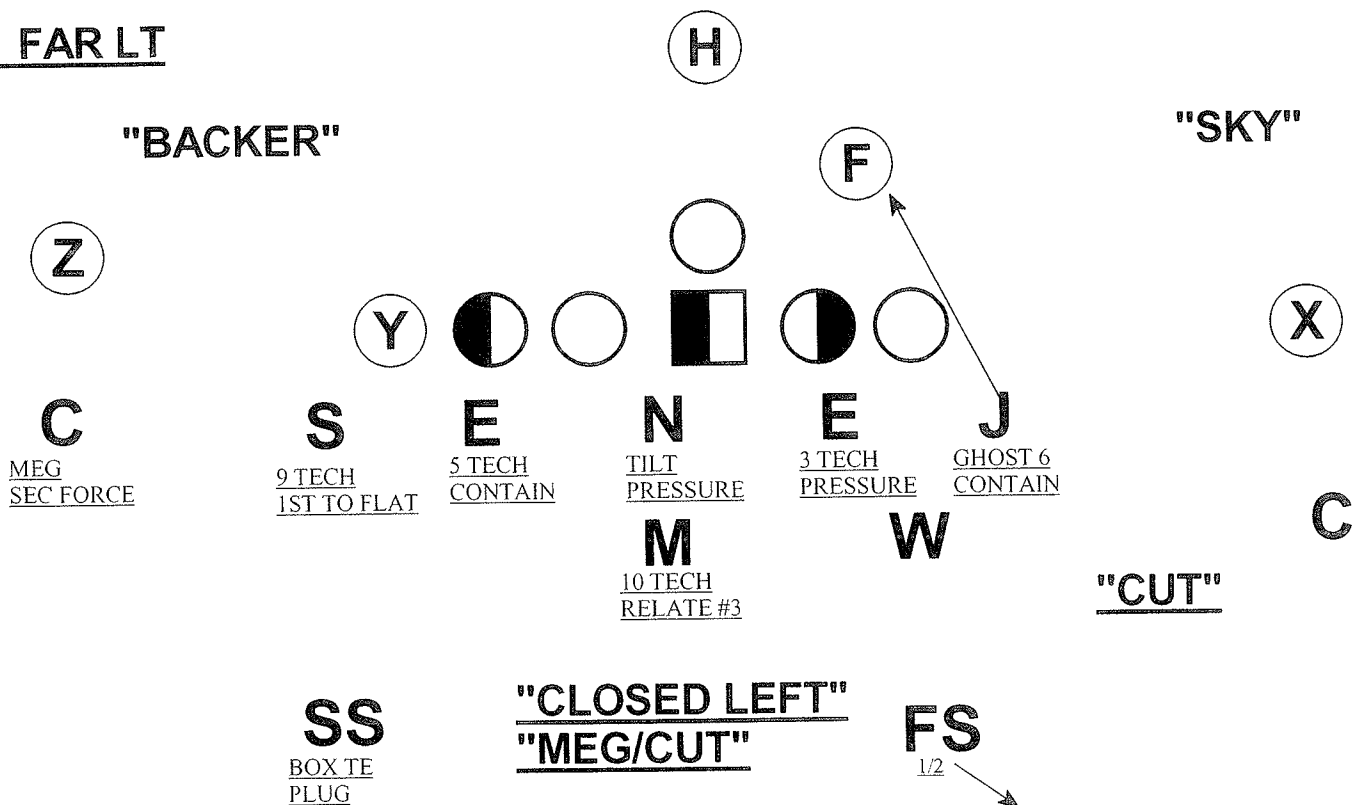


BASE UNDER O DBL 7 CLIP/SWITCH

ILT



I FAR LT



BASE UNDER O DBL 7 CLIP/SWITCH

SILVER DOT (H) 1.

CLOUD (Z) (Y) (O) (O) (X) (O) (O) (U) (X)

C S M W C

MEG SS CLOSED LT FS

"MEG LT" "CUT RT"

TRIPS LT (H) 2.

CLOUD CK 1/2 (Z) (F) (Y) (O) (O) (X) (O) (O) (X)

C S M W C

squat SS CLOSED LT FS

"CLIP LT" POACH "MEG RT"

DOUBLE LT (F) 3.

CLOUD CK TEAR (Z) (Y) (O) (O) (X) (O) (O) (H) (X)

C S M W C

CHECK CUT SS CLOSED LT FS

"CUT LT" MOD

TRAIN LT (F) 4.

CLOUD CK TEAR (Z) (H) (Y) (O) (O) (X) (O) (O) (X)

C S M W C

SS CLOSED LT FS

"CLIP LT" POACH "MEG RT"

(HUM WK) NEAR FLEX (H) (F) 5.

SKY (Z) (X) (H) (O) (O) (X) (O) (O) (Y) (S)

C C W M S

4 TO LIZ SS CLOSED RT FS

MATCH RT

TRIPS BUNCH LT (H) 6.

CLOUD CK TEAR (Z) (F) (Y) (O) (O) (X) (O) (O) (X)

C S M W C

squat SS CLOSED LT FS

"CLIP LT" POACH "MEG RT"

(YAC) I Y OFF (H) (F) 7.

CLOUD (Z) (Y) (O) (O) (X) (O) (O) (X)

C S M W C

CLOSED LT CLIP LT TO CLIP RT FS

"MEG LT" POACH "CLIP RT"

TRAIN LT H OUT (H) 8.

CK TEAR (Z) (F) (Y) (O) (O) (X) (O) (O) (X)

C S M W C

STUBBIE SS CLOSED LT FS

MOD R1

NICKEL/DIME FLEX 77 MOD (SWITCH)

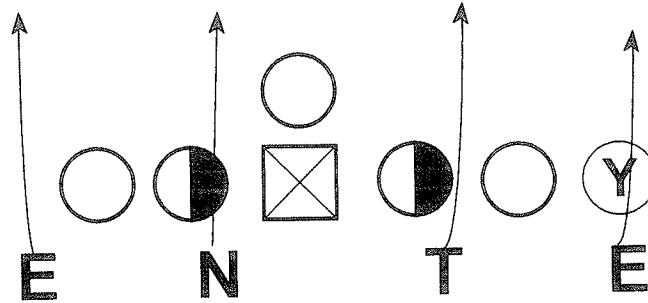
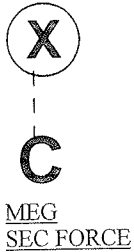
BLUE FLEX LEFT

HOMBRE NEAR BACK &
BINGO 3 MAN BUNCH

(H)

"SKY"

"SKY"



(R)

C
MOD
SEC FORCE

"MOD"

"MOD"



"TITE RIGHT"
"MOD/MOD"

FS
MOD
FORCE

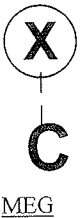
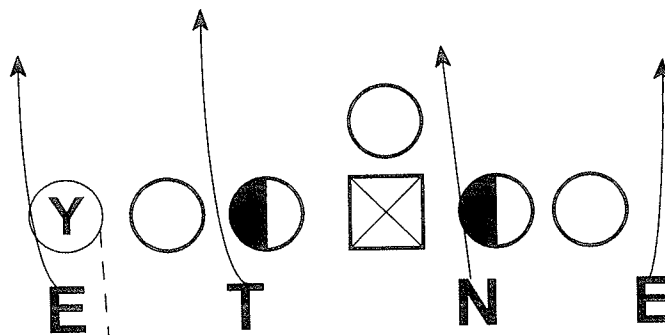
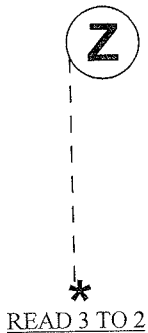
- ADJUSTMENTS**
1. MAC MAKE TITE LT/RT CALL
 2. SAFETIES MAKE COVERAGE CALL TO YOUR SIDE
- SWITCH BOTH SIDES IN 2X2 FORMATION
 - STUBBIE TRIPS
 - BINGO VS. 3 MAN BUNCH
 - CK SIN VS. TREY FORMATION
 - HOMBRE BACK NEAR

BLUE TRAIN LEFT

(H)

"SKY"

"SKY"



"STUBBIE"

CARRY #3
UNLESS #2 IS UNDER

#4/1ST CROSSER

"MEG/CONE"

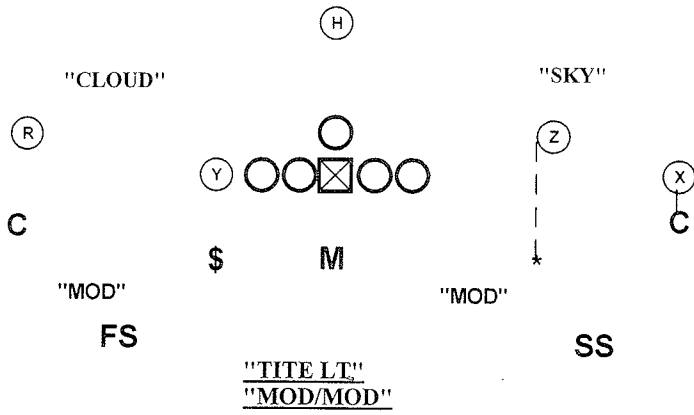
SS
READ 3 TO 2

"TITE LEFT"
"STUBBIE/MEG"

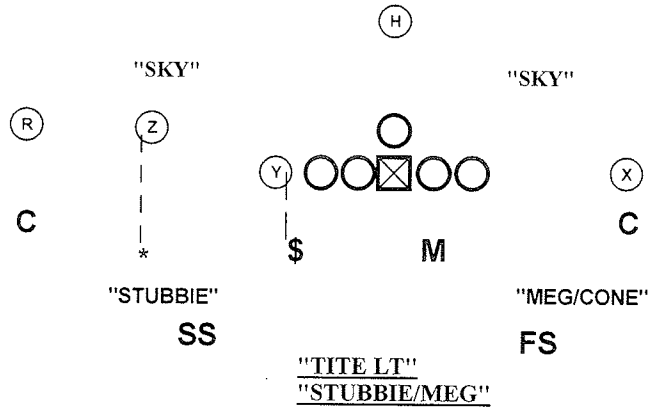
FS
READ X RELEASE
FORCE
*MEG OR CONE OFF SPLIT OF X

NICKEL/DIME FLEX 77 MOD: ADJUSTMENTS

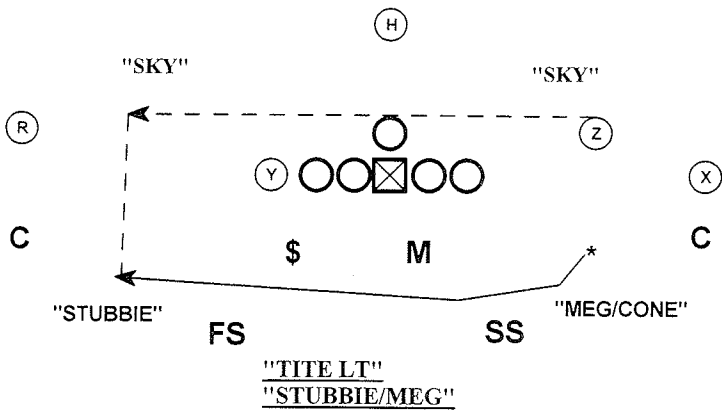
BLUE FLEX RT



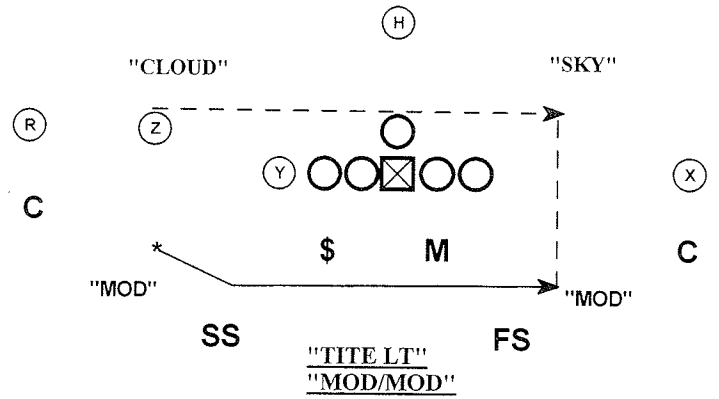
BLUE TRAIN LT



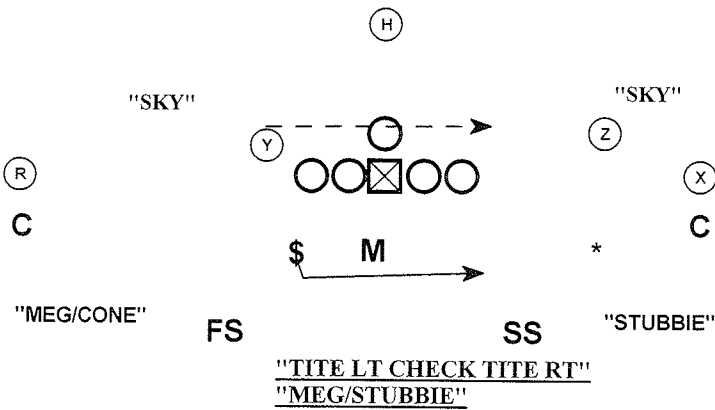
BLUE (ZAC) TRAIN LT



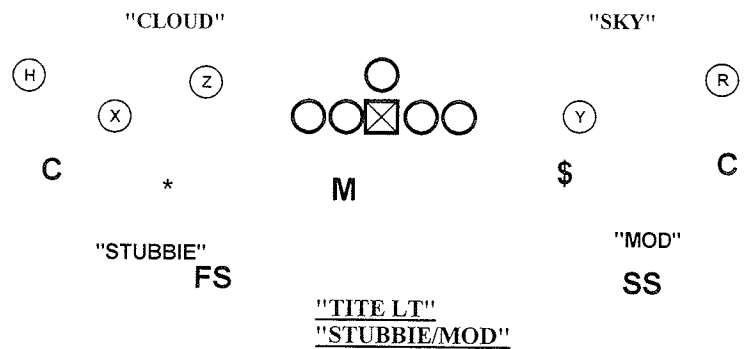
BLUE (ZAC) FLEX RT



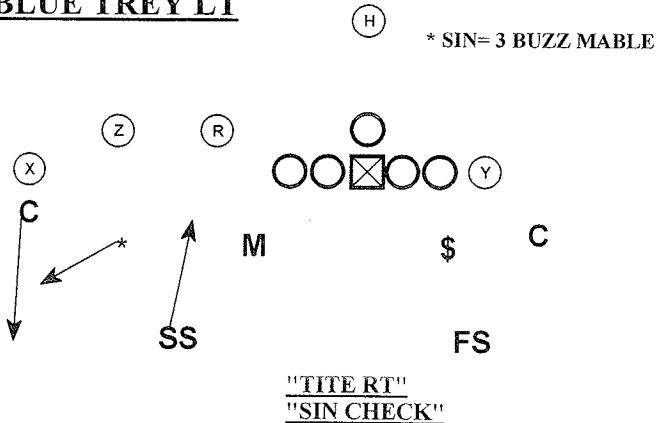
BLUE (YAC) TRAIN LT Y OFF



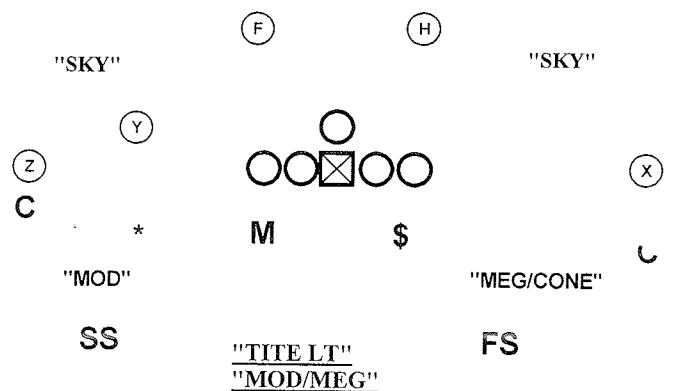
BLUE EMPTY TRAIN H OUT



BLUE TREY LT



GOLD SPLIT LT



NICKEL/DIME FLEX TRIPLE 7 CLIP

BLUE FLEX LEFT

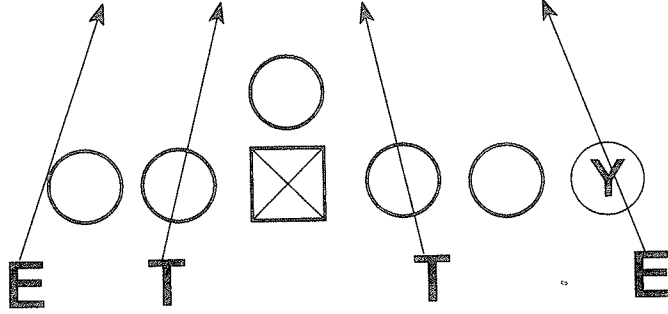
(H)

"BACKER"

"SKY"

(X)

(Z)



(R)

(C)

MEG
SEC FORCE

*
SWITCH
FILL

M
RELATE #3

\$
CUT #2

"CUT"

(C)
SQUAT
FORCE

"SWITCH"

SS
SWITCH
FORCE

"TITE RIGHT"
"SWITCH/CUT"

FS
DEEP 1/2
SEC FORCE

- ADJUSTMENTS
1. MAC MAKE TITE LT/RT CALL
 2. SAFETIES MAKE COVERAGE CALL TO YOUR SIDE.
 3. 2 REMOVED RECEIVERS= SWITCH
 4. VS. TRIPS= CLIP
 5. BE PREPARED TO CHANGE CALLS VS. COS MOTION.
 6. VS. BUNCH= CLIP
 7. VS. EMPTY= STUBBIE/SWITCH

BLUE TRAIN LEFT

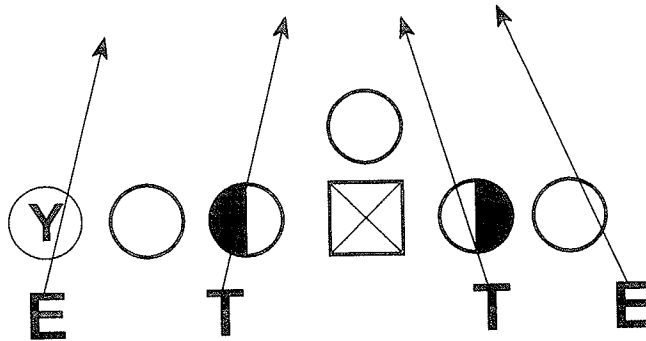
(H)

"CLOUD"

"CLOUD"

(R)

(Z)



(X)

(C)
TRAP
FORCE

*
CUT #2

"CLIP"

\$
CUT #3
NO CARRY

M
CUT OFF
RB

"POACH"

(C)
MEG

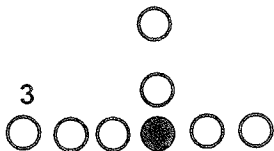
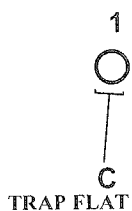
SS
DEEP 1/2
SEC FORCE

"TITE LEFT"
"CLIP LEFT"

FS
POACH
READ #3 TO #1
FORCE

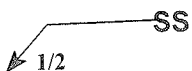
CLIP

TRIPS CHECK IN NICKEL / DIME PACKAGE

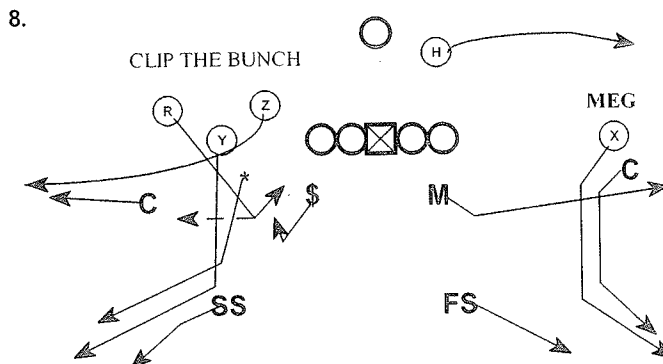
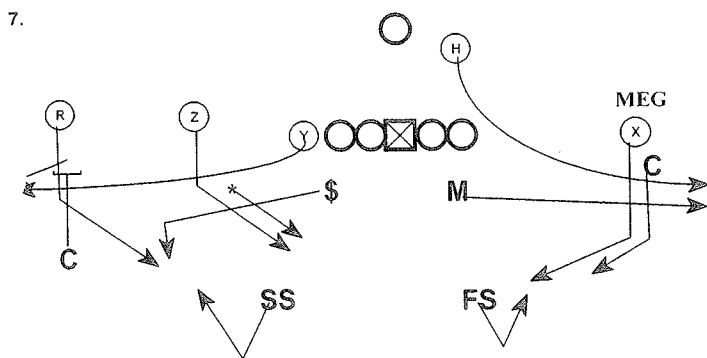
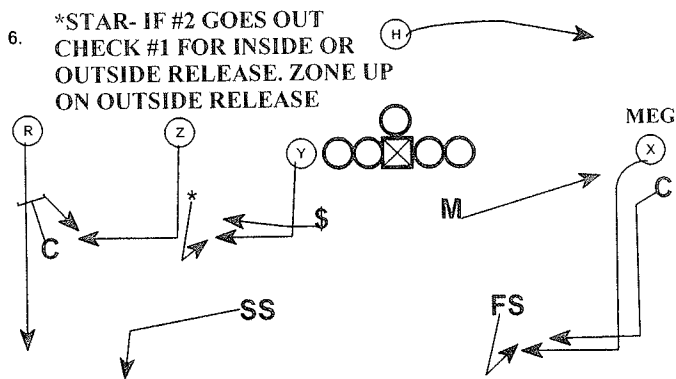
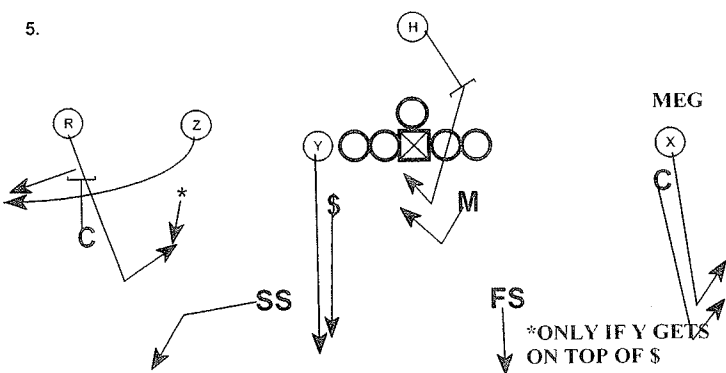
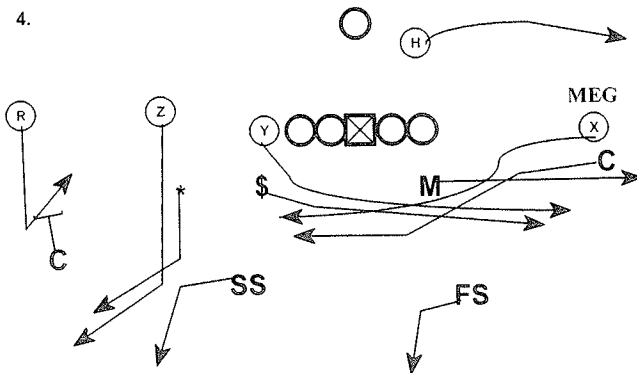
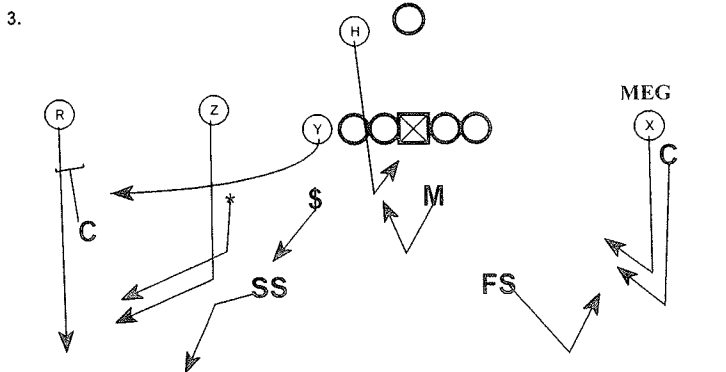
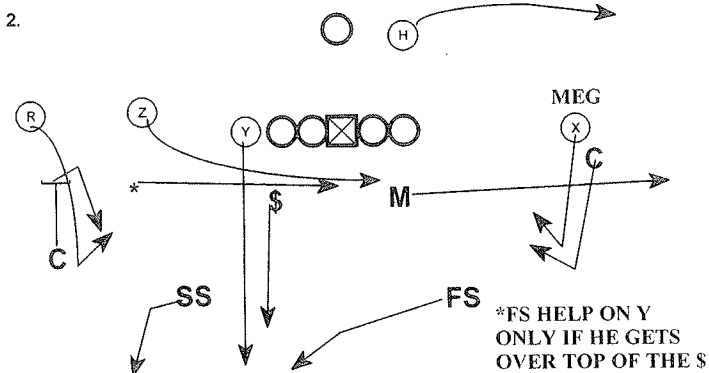
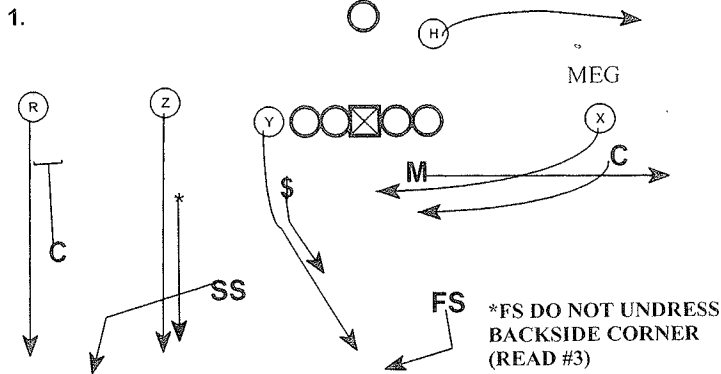


* CUT OFF #2

CUT OFF #3 \$ M CUT OFF RB
NO CARRY BACK OVER TOP
WITH POACH



FS
POACH #3 STRONG TO #1 WEAK



NICKEL/DIME EVEN 5 LOCK

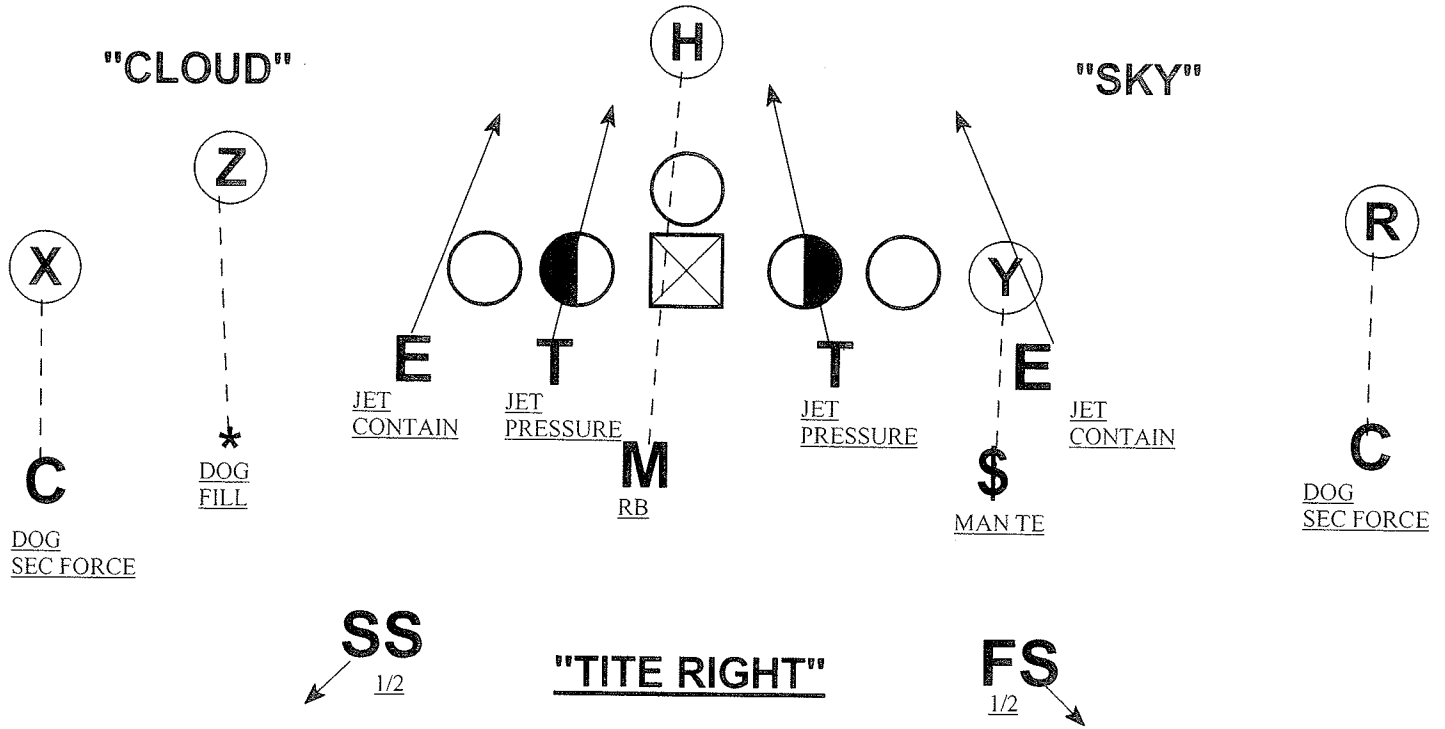
vs. 3 MAN BUNCH = BINGO

vs. #1/2 STACK = TANGO

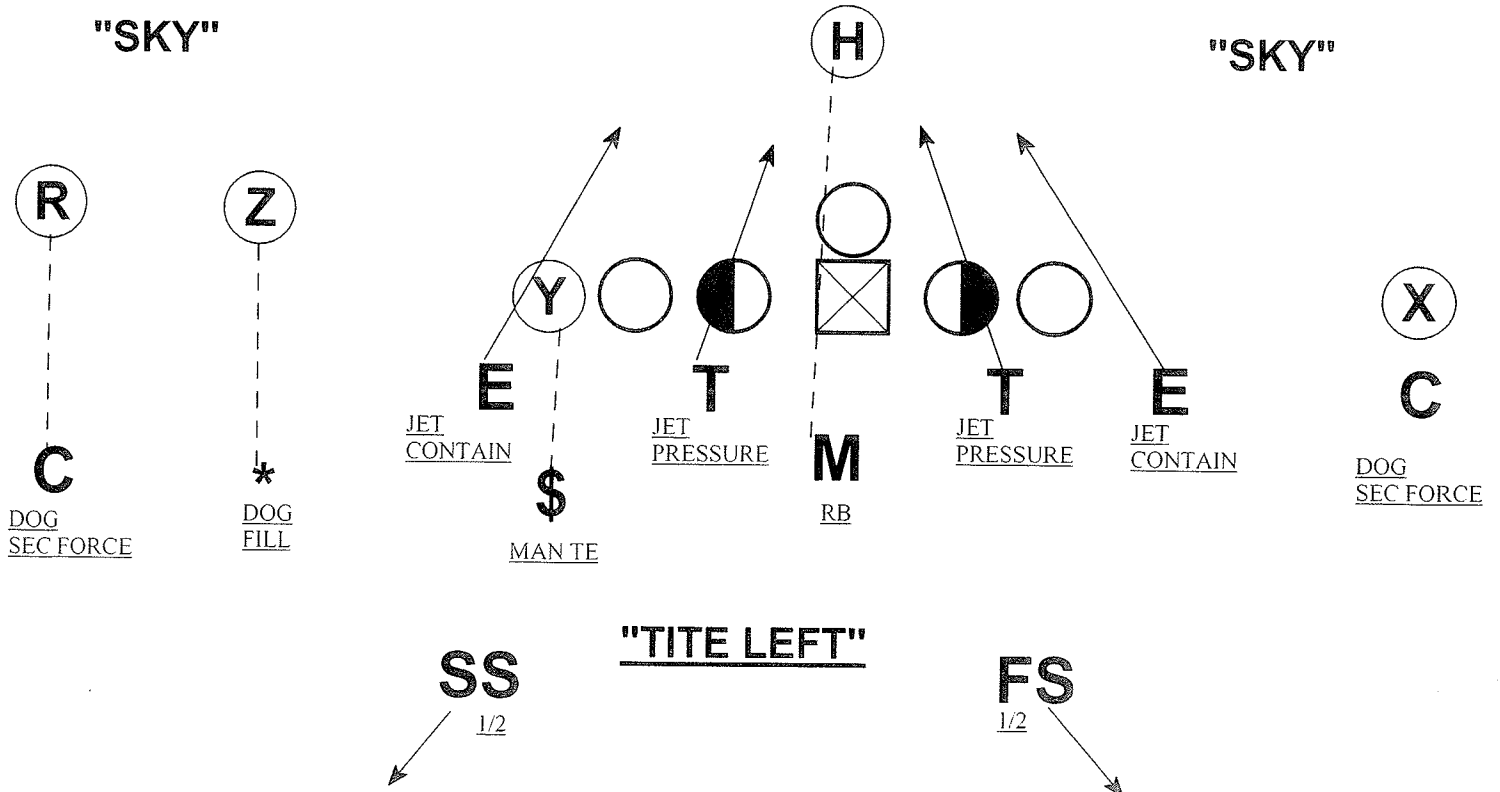
vs. #2/3 STACK OUT OF TRIPS = LOCK & LEVEL

vs. EMPTY = RUN IT MAC TAKE RB MAN

BLUE FLEX LT

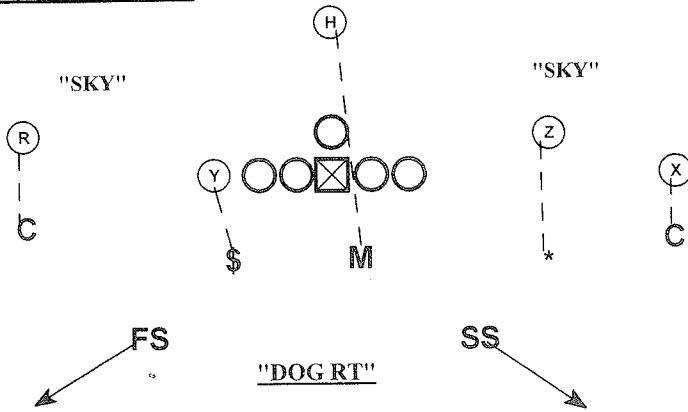


BLUE TRAIN LT

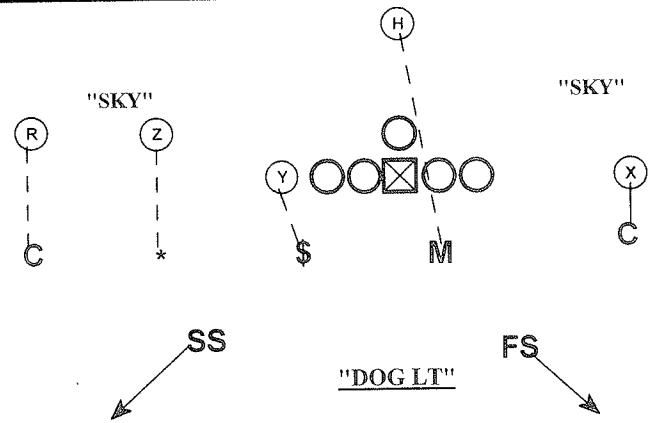


NICKEL/DIME EVEN 5 LOCK: ADJUSTMENTS

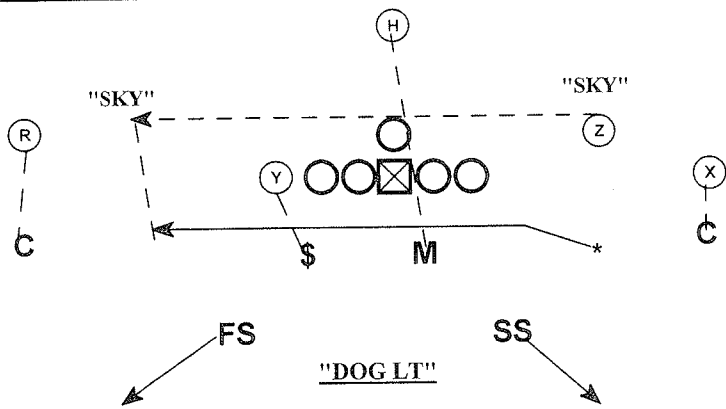
BLUE FLEX RT



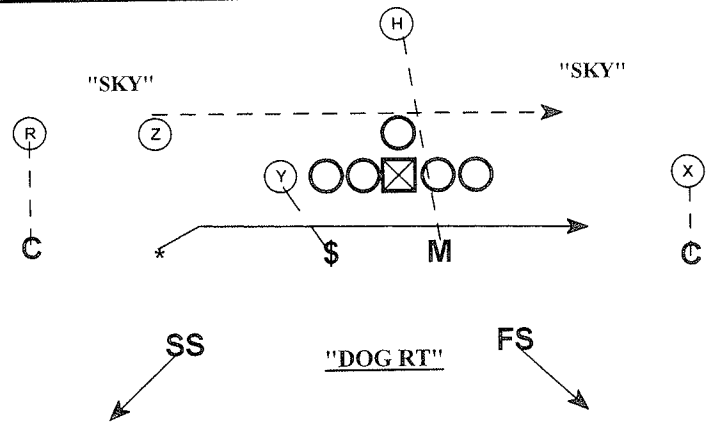
BLUE TRAIN LT



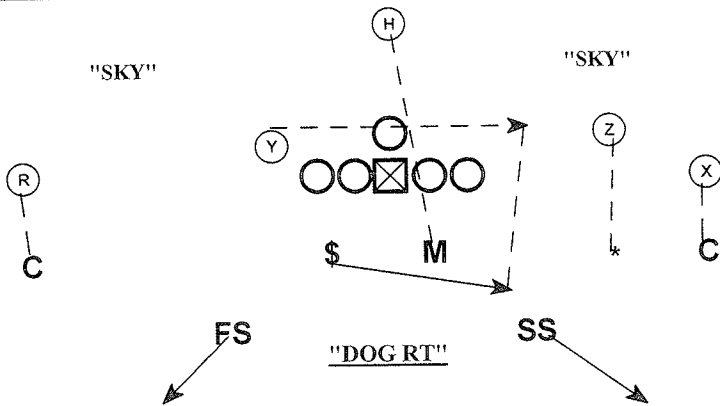
BLUE (ZAC) TRAIN LT



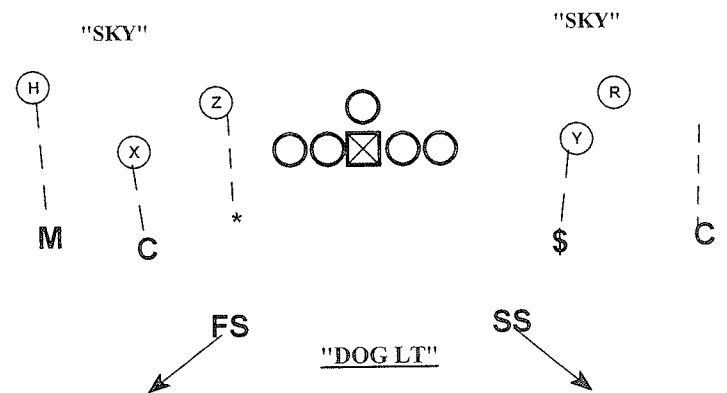
BLUE (ZAC) FLEX RT



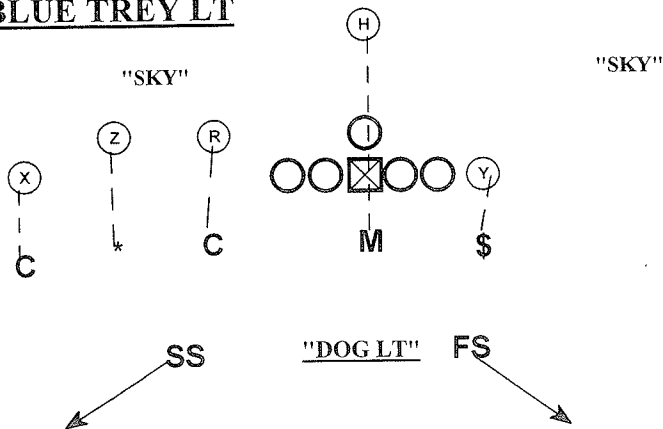
BLUE (YAC) TRAIN LT Y OFF



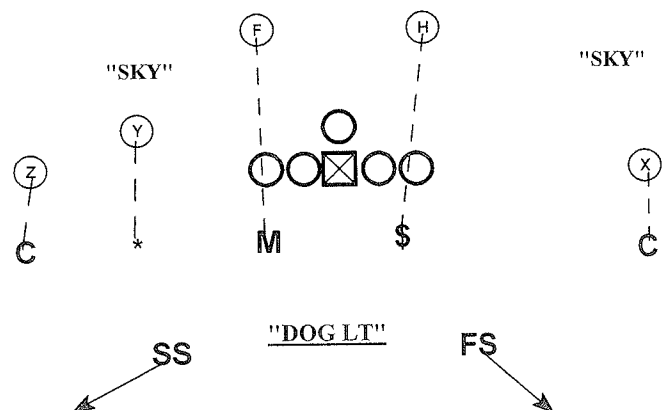
BLUE EMPTY TRAIN H OUT



BLUE TREY LT

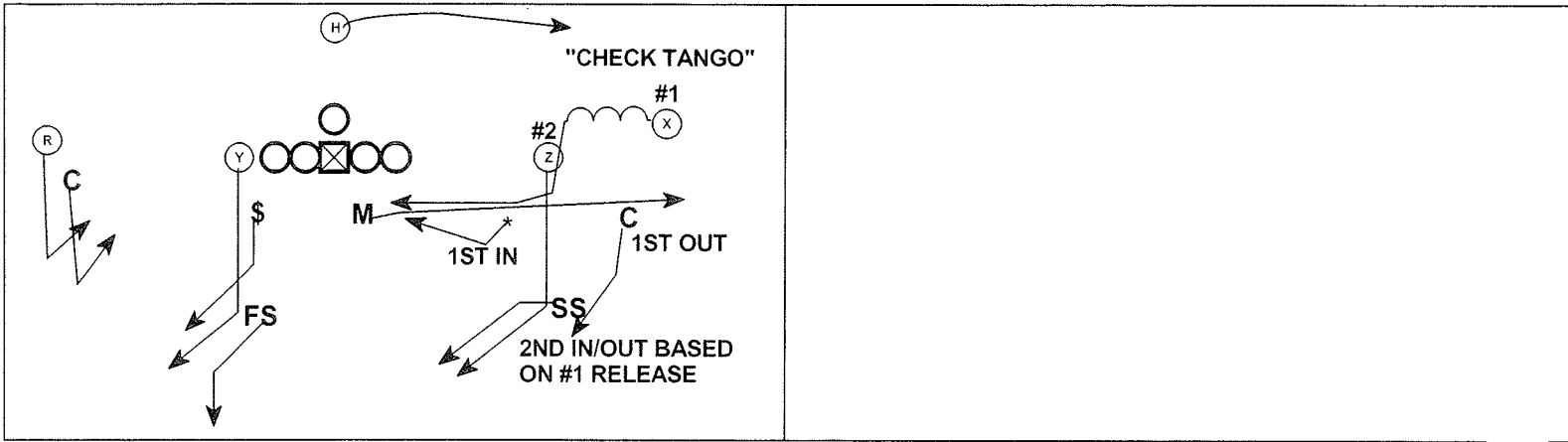
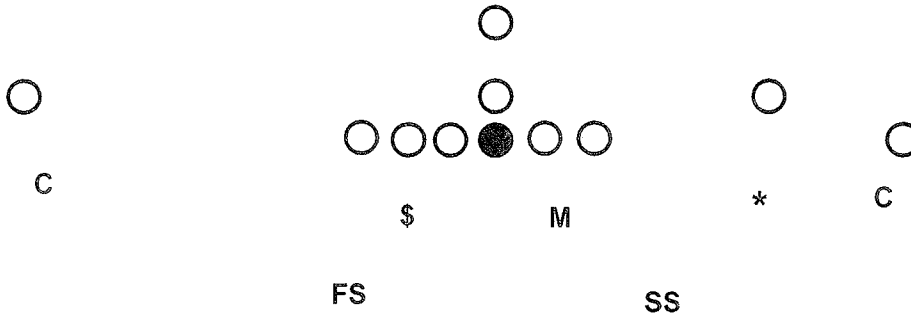


GOLD SPLIT LT

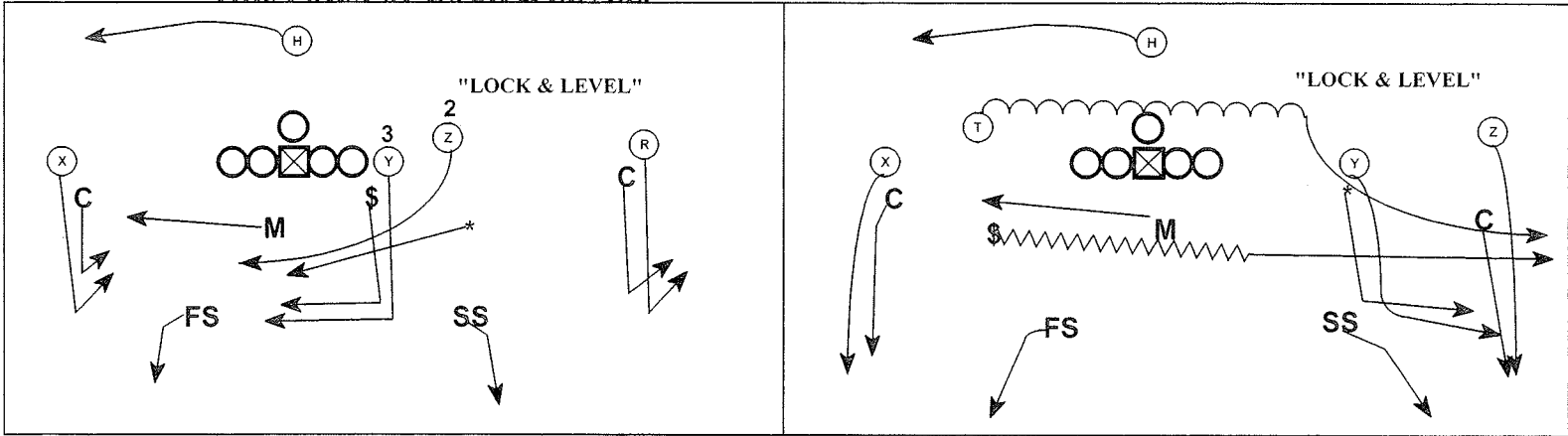


SUB COVER 5

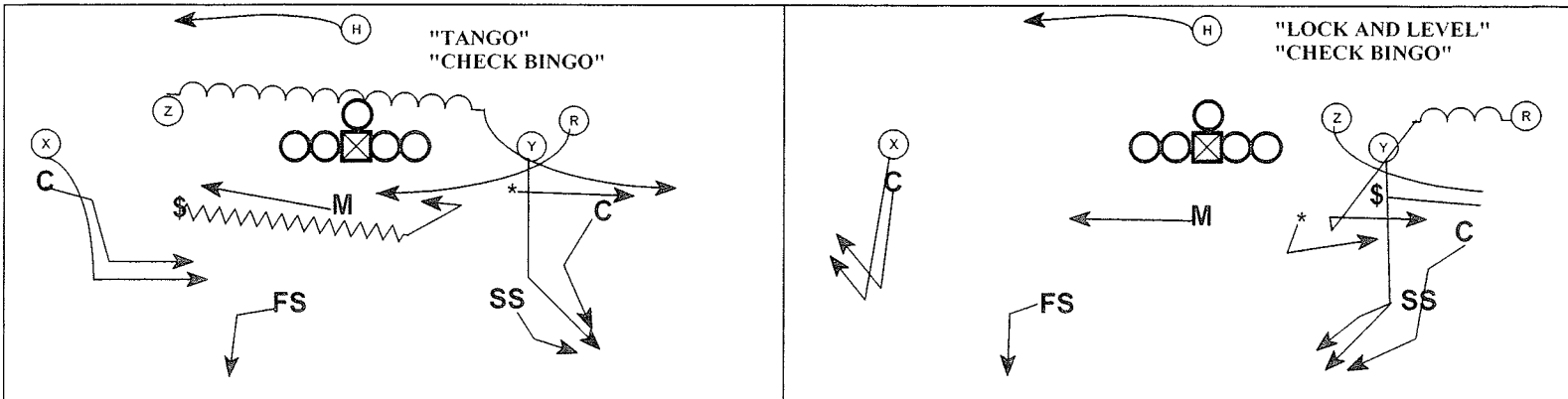
COVER 5 IS A MAN UNDERNEATH DENY THE INSIDE 2 DEEP COVERAGE



*ANY CLOSE SPLIT BETWEEN #2 & #3 IN TRIPS WE WILL LOCK & LEVEL TO KEEP SAFETY IN THE DEEP HALF. BOTH DEFENDERS MUST HAVE INSIDE LEVERAGE TO DENY INSIDE IN THIS FORM OF LOCK & LEVEL.



*ANY 3 MAN BUNCH IN COVER 5 WE WILL BINGO.



DIME ODD 33 ZONE

(IF "SAG" IS TAGGED-
HOOK PLAYERS CARRY
SEAMS)

BLUE FLEX LEFT

"CLOUD"

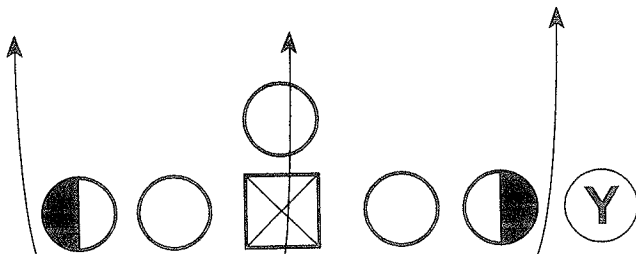
(H)

"CLOUD"

(X)

(Z)

(R)



E

T

E

JET
CONTAIN

JET
PRESSURE

JET
CONTAIN

M
MIDDLE
HOOK

B
WEAK
HOOK

C
SLAM
FLAT

*
STRONG
HOOK

C
SLAM
FLAT

SS
OUTSIDE 1/3

\$
MOF

FS
OUTSIDE 1/3

BLUE TRAIN LEFT

"CLOUD"

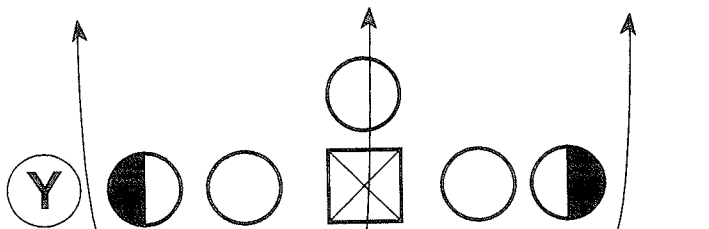
(H)

"CLOUD"

(R)

(Z)

(X)



E

T

E

JET
CONTAIN

JET
PRESSURE

JET
CONTAIN

M
MIDDLE
HOOK

B
WEAK
HOOK

C
SLAM
FLAT

*
STRONG
HOOK

C
SLAM
FLAT

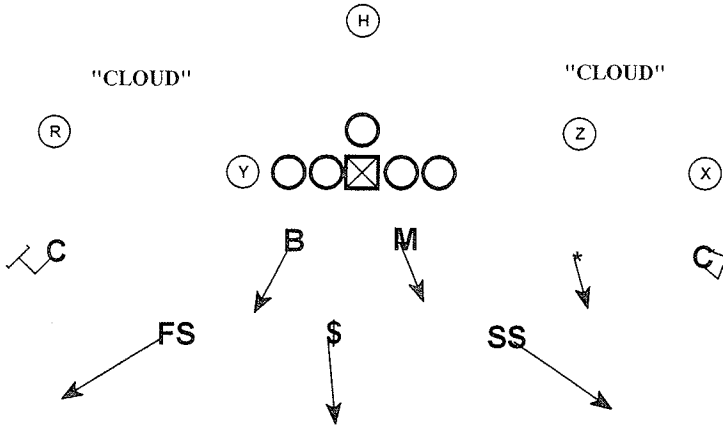
SS
OUTSIDE 1/3

\$
MOF

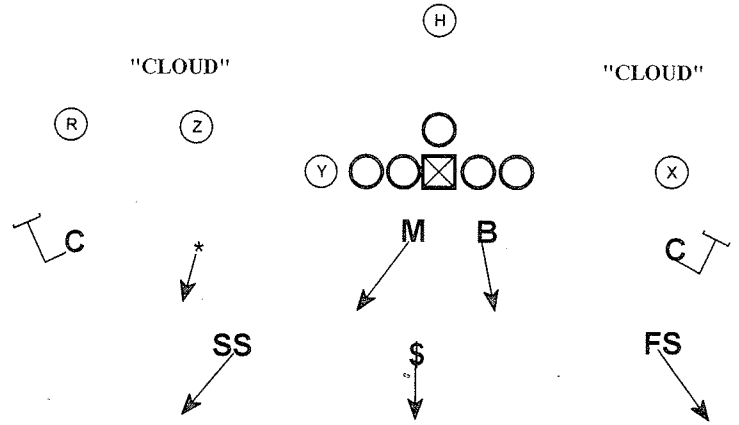
FS
OUTSIDE 1/3

NICKEL/DIME ODD 33 ZONE: ADJUSTMENTS

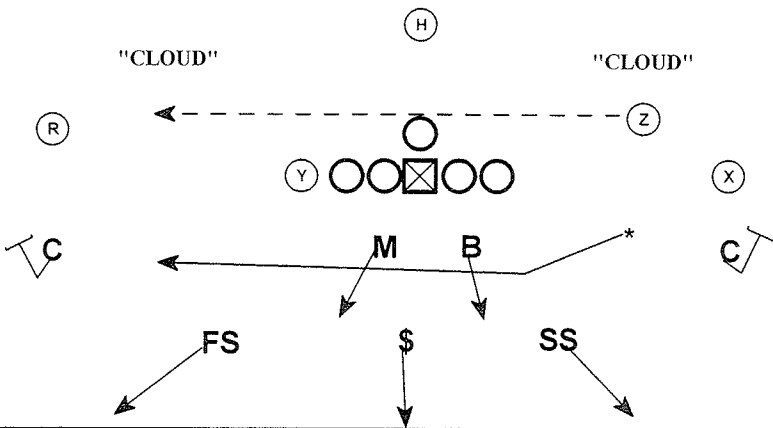
BLUE FLEX RT



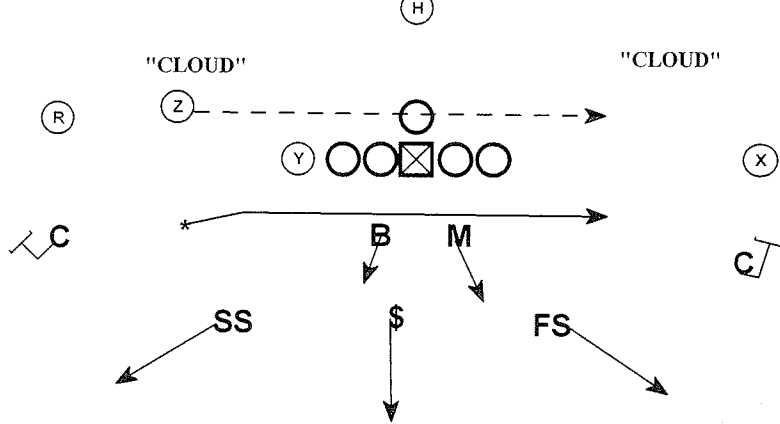
BLUE TRAIN LT



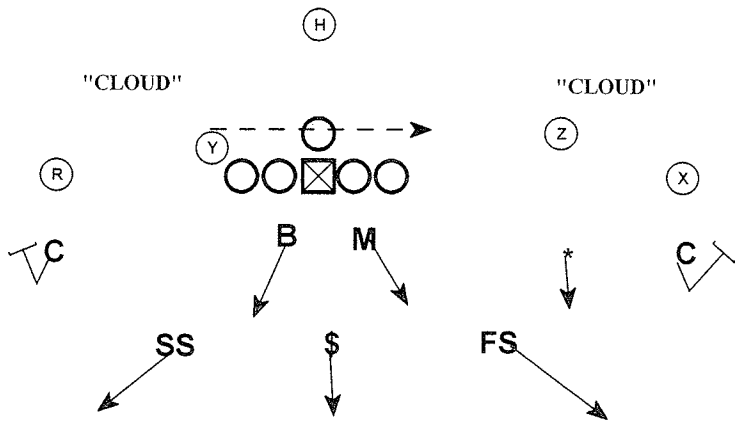
BLUE (ZAC) TRAIN LT



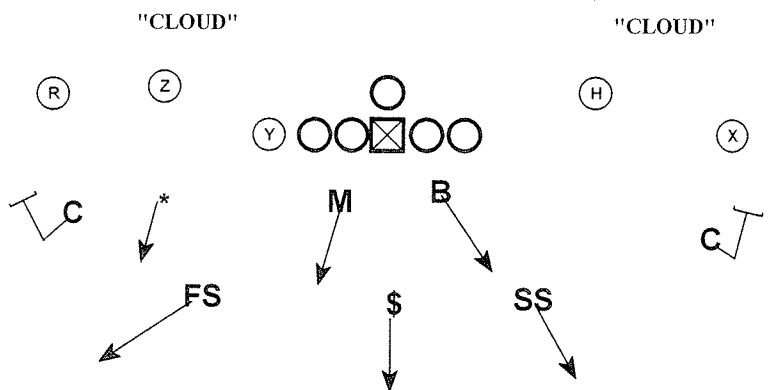
BLUE (ZAC) FLEX RT



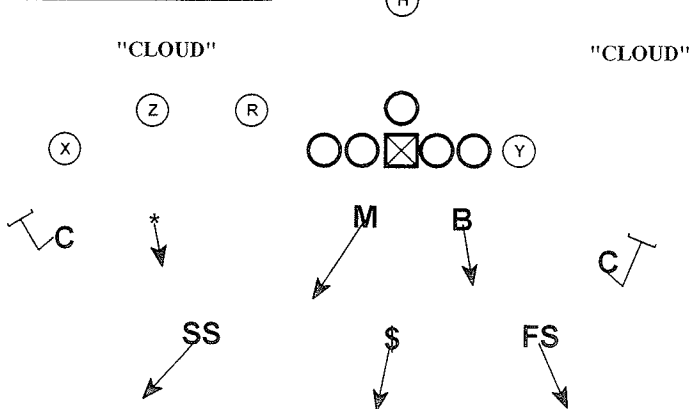
BLUE (YAC) TRAIN LT Y OFF



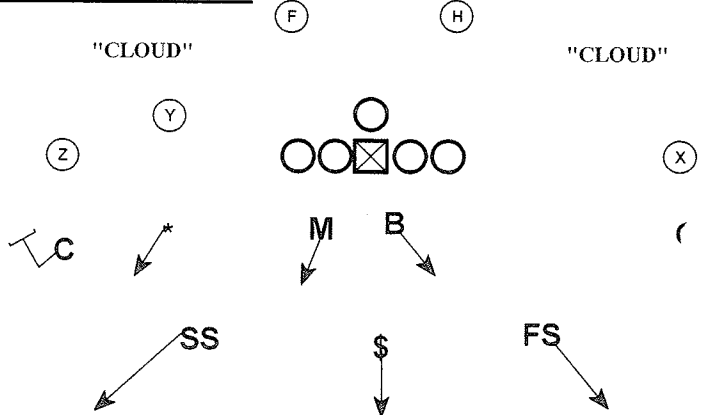
BLUE EMPTY TRAIN LT H OUT



BLUE TREY LT



GOLD SPLIT LT





2008 ALABAMA DEFENSE

SAM	
55 WILLIAMS	
32 ANDERS	
35 KIRSCHMAN	
5 J. HARRIS	
87 BULLARD	

END	
93 GREENWOOD	
52 MCCULLOUGH	
90 TALBERT	
92 SQUARE	

NOSE	
97 WASHINGTON	
99 CHAPMAN	
62 CODY	
94 BILLINGSLEY	

END	
95 DEADERICK	
58 GENTRY	
96 L. DAVIS	
57 DAREUS	

JACK	
98 FANNEY	
91 WATKINS	
41 UPSHAW	
89 M. WILLIAMS	
54 HARBIN	

STAR	
28 ARENAS	
20 KING	
4 BARRON	
LESTER/GREEN	

MIKE	
25 MCCLAIN	
21 HALL	
51 DEJOHN	
42 HESTER	

WILL	
13 REAMER	
45 HIGGENBOTHAM	
30 HIGHTOWER	
56 LEE	

NICKEL \$	
13 REAMER	
45 HIGGENBOTHAM	
5 HARRIS	

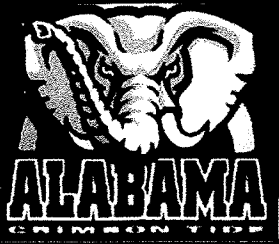
DIME \$	
26 SHARRIEF	
20 KING	
3 K. JACKSON	
43 BURNTHALL	

LC	
28 ARENAS	
24 MQ. JOHNSON	
15 LAWRENCE	
39 PENNINGTON	

SS	
27 WOODALL	
26 SHARRIEF	
4 BARRON	
37 LESTER	

FS	
49 R. JOHNSON	
20 KING	
43 BURNTHALL	
46 NEIGHBORS	

RC	
3 K. JACKSON	
8 ROGERS	
23 GREEN	
33 H. GRAY	



NICKEL RABBITS

	LE	TACKLE	TACKLE	RE
1'S	55	93	62/95	98
2'S	32	52	99/58	91
3'S	41	90	96	30/87
4'S	54/35	94	57	89

AUG: 7, 2008

Turnovers Fall 2008

PRACTICE #7

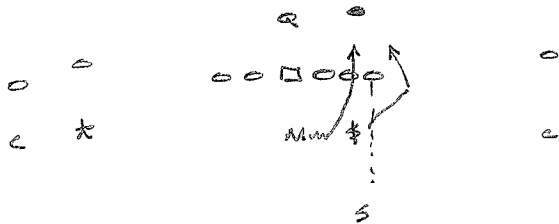
Sacks	Pass Deflections	Interceptions	Forced Fum	Fumble Rec.
55 C. Williams (2)	23 Green (3)	43 Burnthall	55 C. Williams	35 Kirschman
91 Watkins	3 Jackson (2)	39 Pennington		
56 Lee	24 M. Johnson (2)	49 R. Johnson		
98 Fannee	20 King (2)	20 King		
32 Anders	46 Neighbors			
	39 Pennington			
	58 Gentry			
	8 Rogers			

PRACTICE NOTES (#7) THURSDAY AUGUST 8, 08

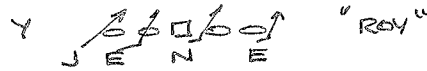
- EMPTY VS NICKEL / DIME ZONE @ RAZOR "OMAHA FRONT" (150)
 VS RELOAD "CALL CALL" - MAKE FORCE CALLS TO OFFSET BACK.

- EVEN DB DOG @ PEEL

CHARLIE RT
 (\$) MONEY CALL RT. VS BLUE NEAR FLEX



- N. BASE CLOSED TR @ 16 BRONCO VS Y FLEX ROY/LEE FRONT



- ODD FRONT (DIME) M&C TO * BUCK AWAY.

2008 ALABAMA FOOTBALL SPRING PRACTICE INSTALL DAY 8

BASE DEFENSE

FRONTS	COVERAGE	PRESSURE
1. SOLID		1. BASE TILT SARAH FZ TED

BASE CALLS

1. BASE TILT SARAH FZ TED	EMPTY CHECKS
	1. KING
UNBALANACED SLOT ADJUSTMENTS	2. QUEEN

SUB DEFENSE

FRONTS	COVERAGES	PRESSURE
		1. N/D. FLEX PHILLY 2E
		2. D. ODD COIN DAKOTA 2 TRAP/3
	EMPTY CHECKS	
	1. CLUBS	
	2. SPADES	
	2. STORM	

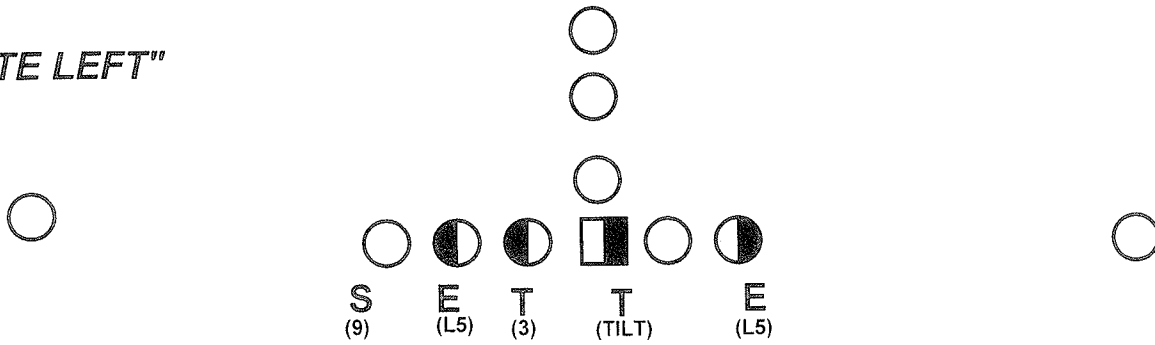
SUB CALLS

1. N/D. FLEX PHILLY 2E
2. D. ODD COIN DAKOTA 2 TRAP/3

**ALABAMA
CRIMSON TIDE**

41 SOLID

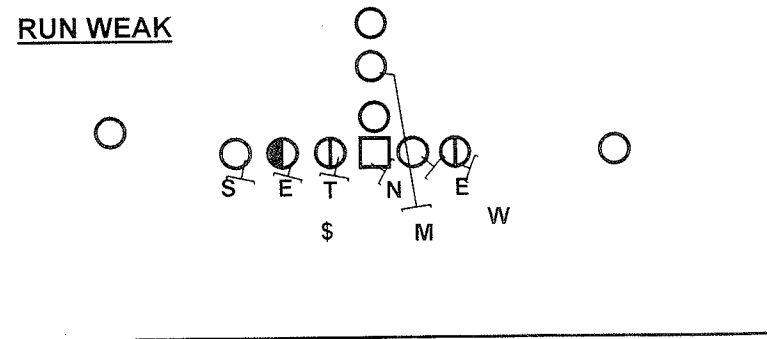
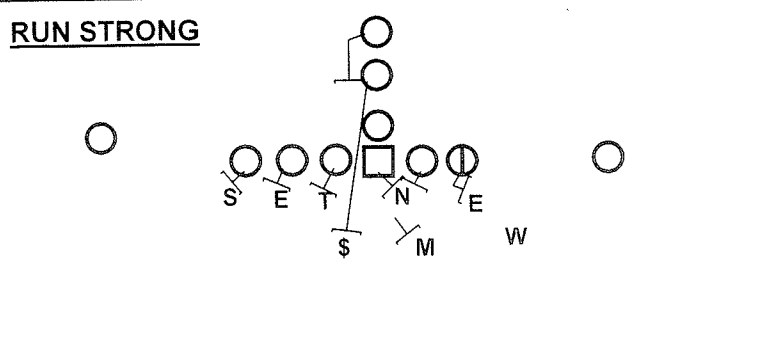
"TITE LEFT"



SS M W

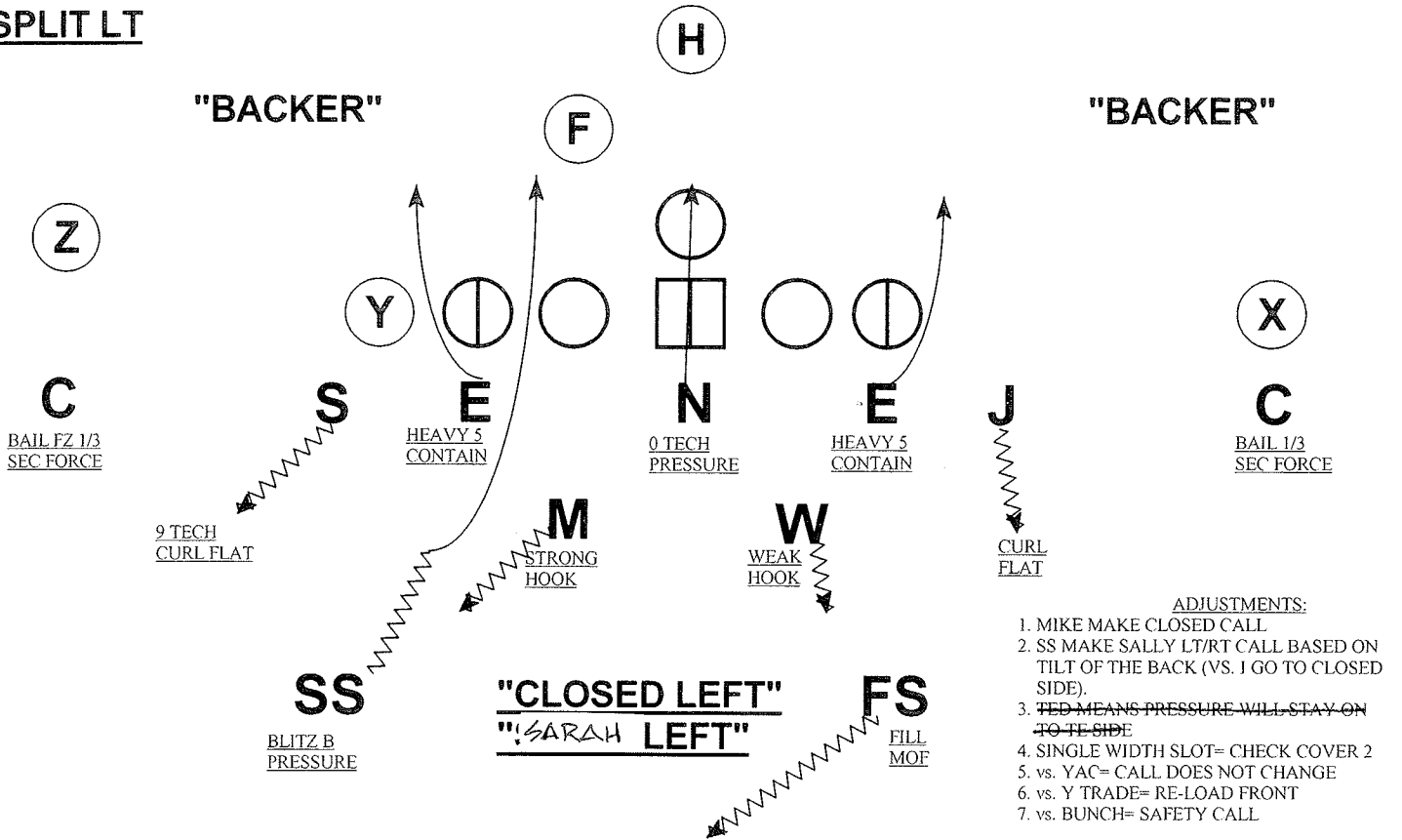
POS.	ALIGN	TECH.	SUPPORT	KEYS	RUN TO	RUN AWAY	PASS
<u>RE</u>	AWAY CALL	LOOSE 5		BALL - OG	2 GAP	2 GAP	CONTAIN RUSH
<u>3T</u>	TO CALL	3		BALL - OC	2 GAP	2 GAP	2 WAY RUSH
<u>NT</u>	AWAY CALL	TILT		BALL - OC	A GAP	A GAP	'A' TO BALANCE RUSH
<u>LE</u>	TO CALL	LOOSE 5		BALL - OT	C GAP	C GAP	CONTAIN RUSH
<u>SAM</u>	9 TECH	READ	BY BLOCKING SCHEME & COVERAGE	TE TRIANGLE	D GAP	STACK TO FLOW	COVERAGE RULE
<u>MIKE</u>	30	READ	BY BLOCKING SCHEME & COVERAGE	NEAR BACK UNDER KEY BALL	B GAP	STACK TO FLOW	COVERAGE RULE
<u>WILL</u>	GHOST 6 TECH	READ	BY BLOCKING SCHEME & COVERAGE	NEAR BACK UNDER KEY BALL	C GAP	STACK TO FLOW	COVERAGE RULE

NOTES: FRONT SET WITH "TITE" CALL CAN USE WITH "STEM" CALL - IF STEM - MIKE LB GIVE MOVE CALL



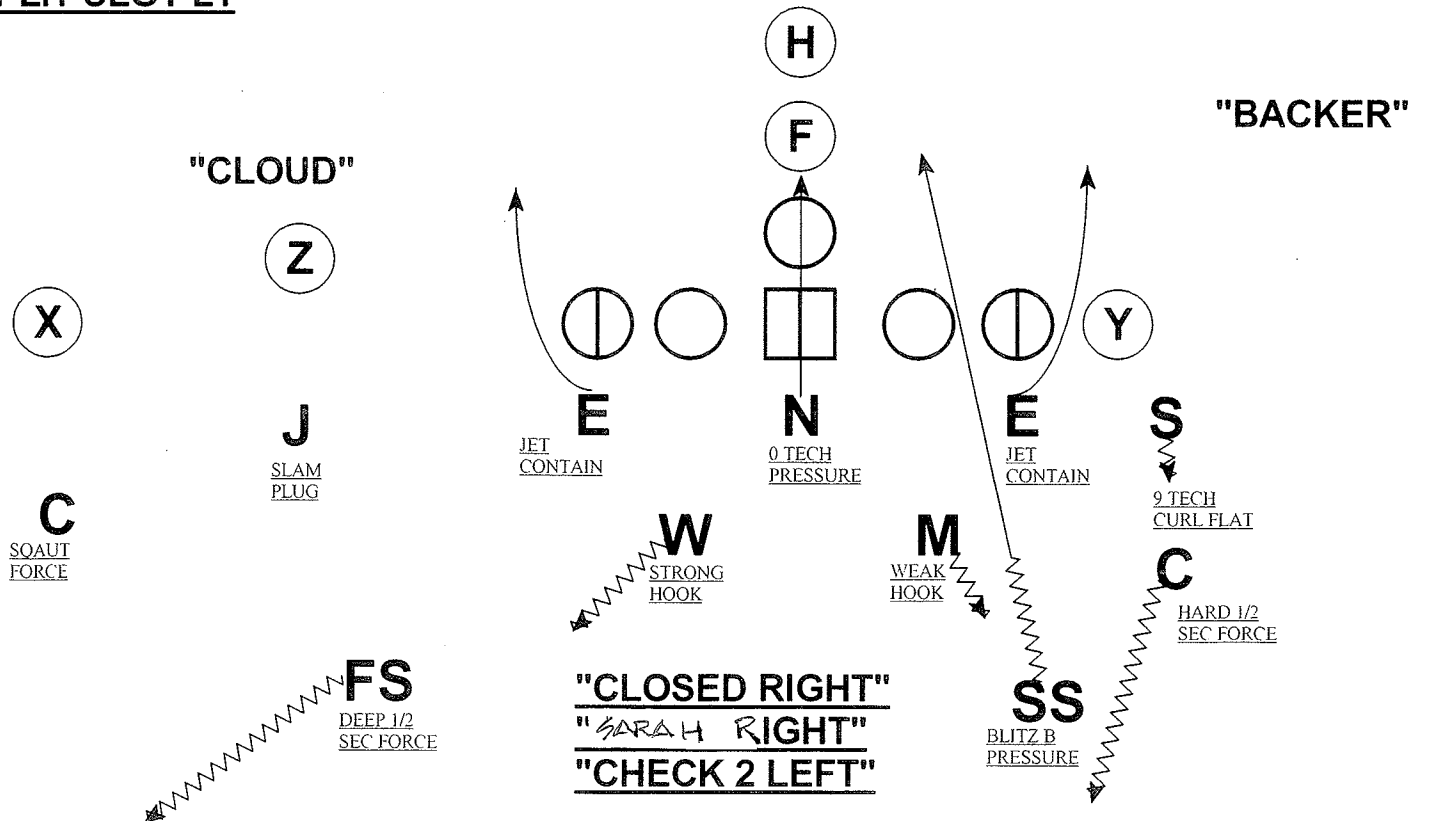
BASE TILT SARAH F.Z.

SPLIT LT



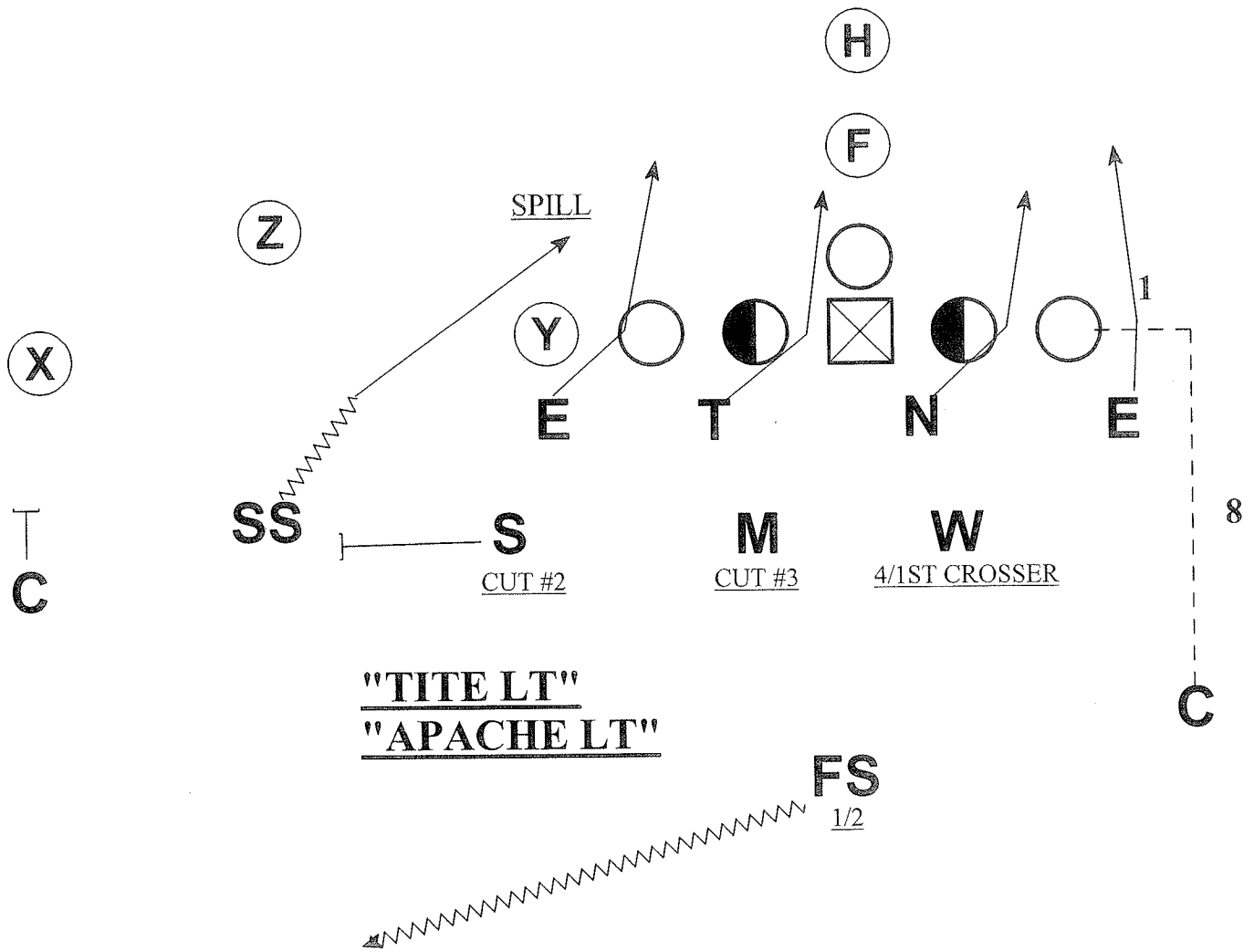
BASE TILT SARAH TED

SPLIT SLOT LT



CHECK APACHE

IN ALL 40 FZ WE WILL PLAY WITH 2 TRAP COVERAGE



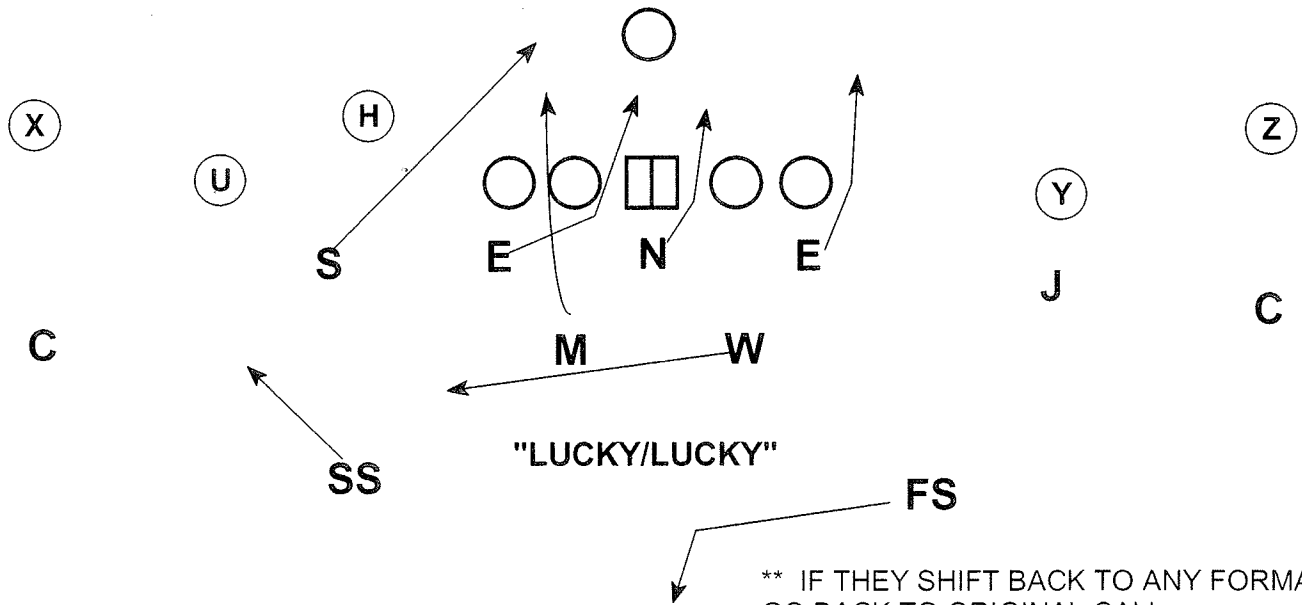
BASE VS. REGULAR EMPTY

KINGS - QUEENS

KINGS (STRONG)

FIELD FRISCO A CH STR FZ CH KINGS

ONCE IT GOES EMPTY WE WILL RUN KINGS
VS. RELOAD MOTION WE WILL STILL RUN KINGS
**MIKE BE READY TO READ OUT



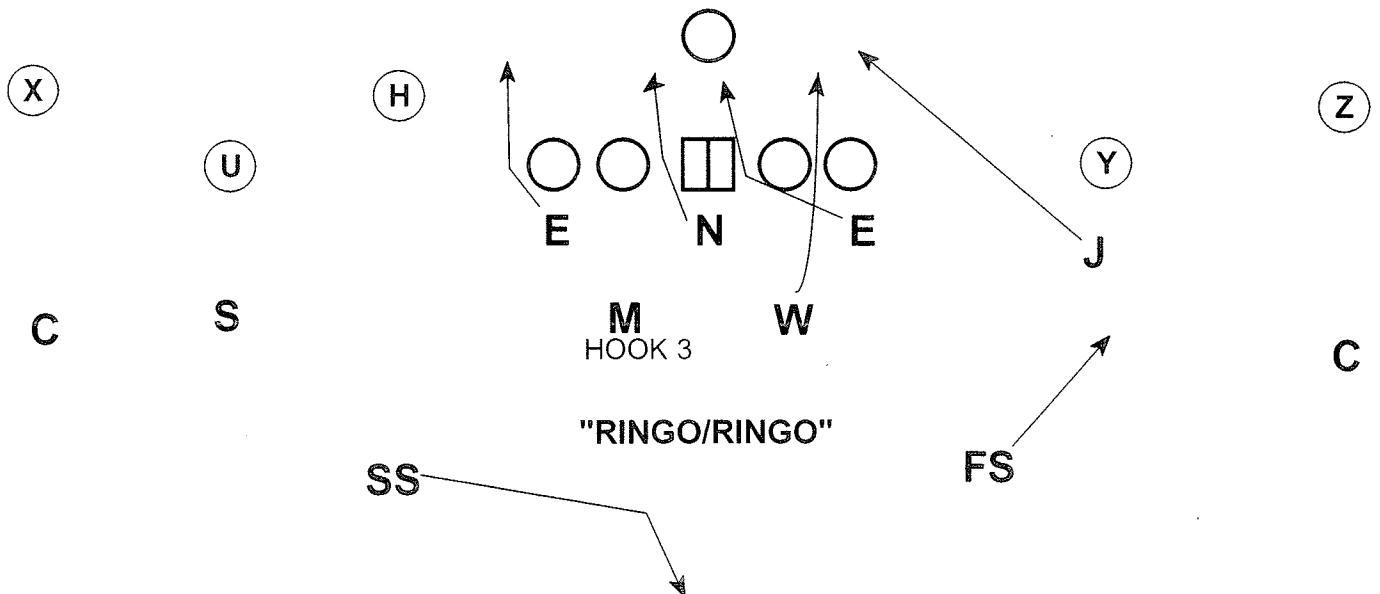
"LUCKY/LUCKY"

** IF THEY SHIFT BACK TO ANY FORMATION WE GO BACK TO ORIGINAL CALL (SHIFT = TWO PEOPLE MOVING AT ONCE)

QUEENS (WEAK)

FIELD SONIC CH STR FZ CH QUEENS

SAME RULES APPLY TO QUEENS

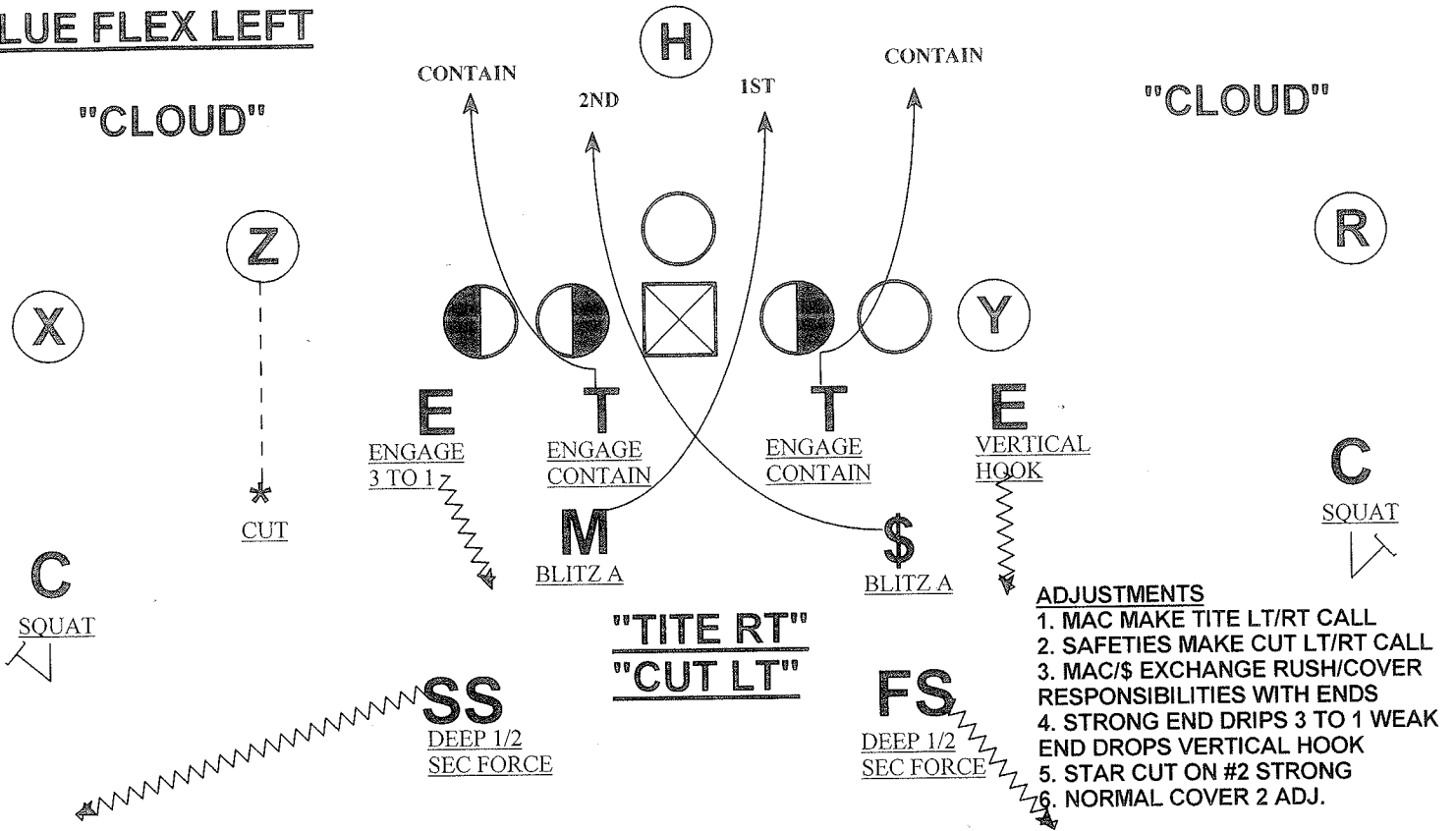


M
HOOK 3

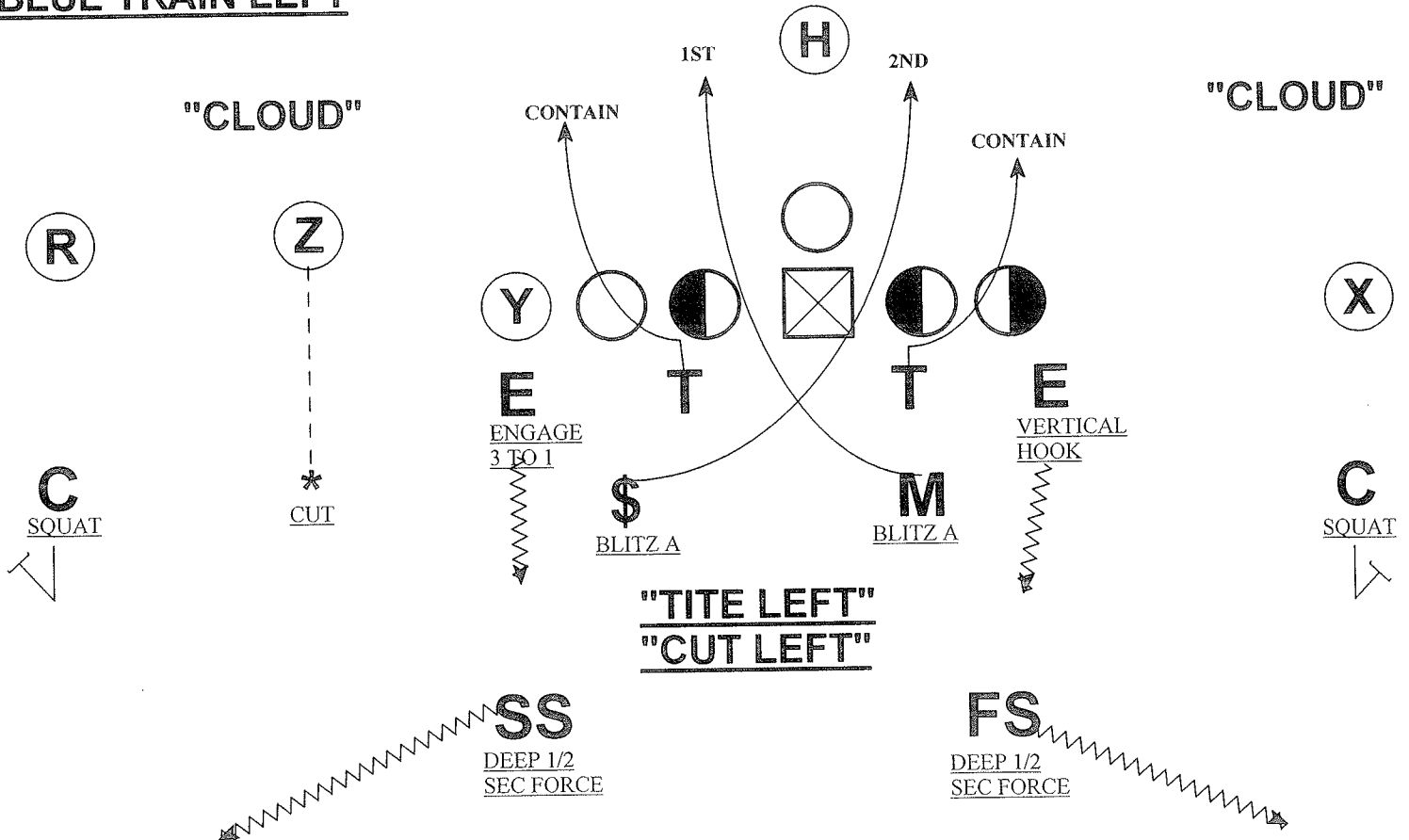
"RINGO/RINGO"

NICKEL/DIME FLEX PHILLY 2E

BLUE FLEX LEFT

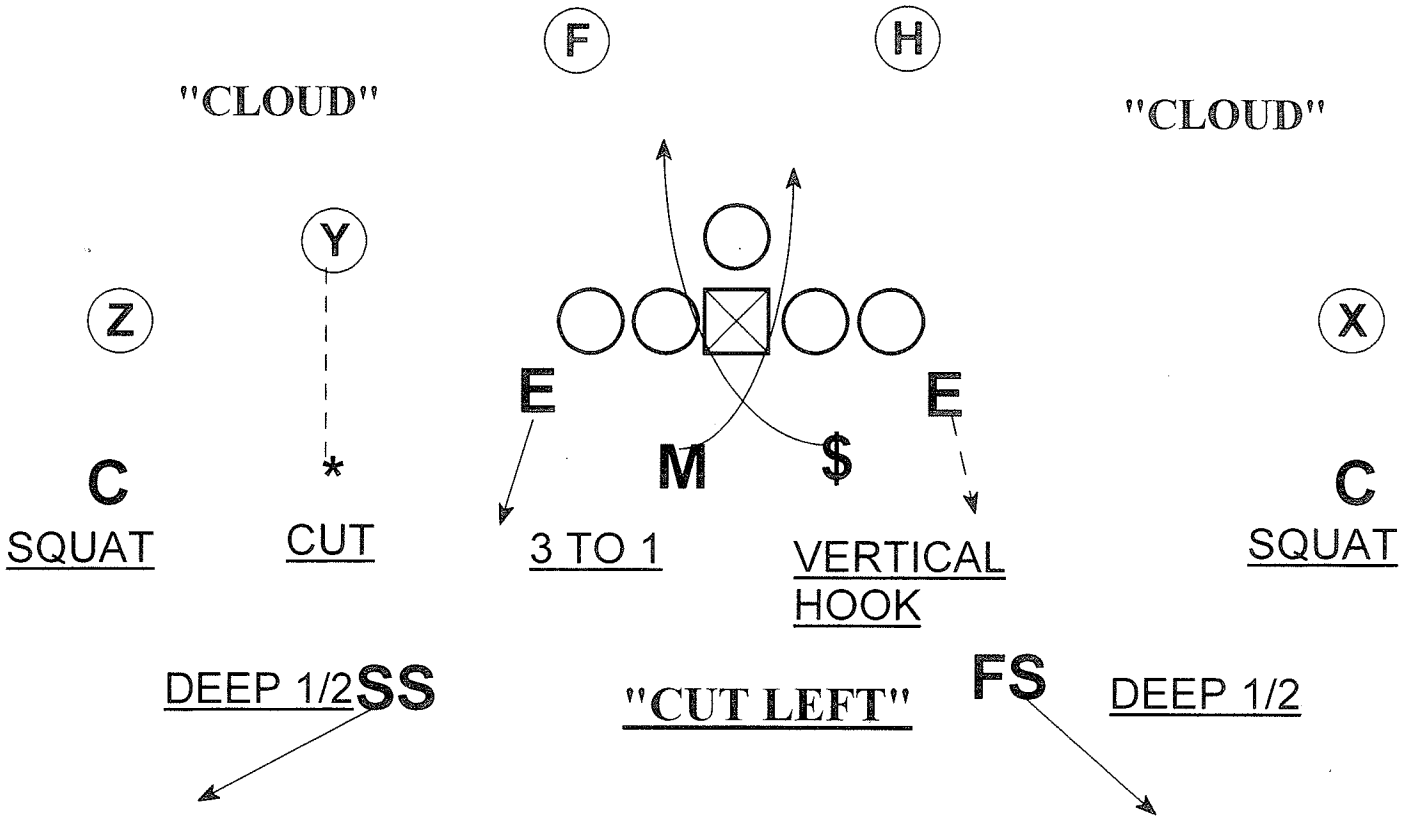


BLUE TRAIN LEFT



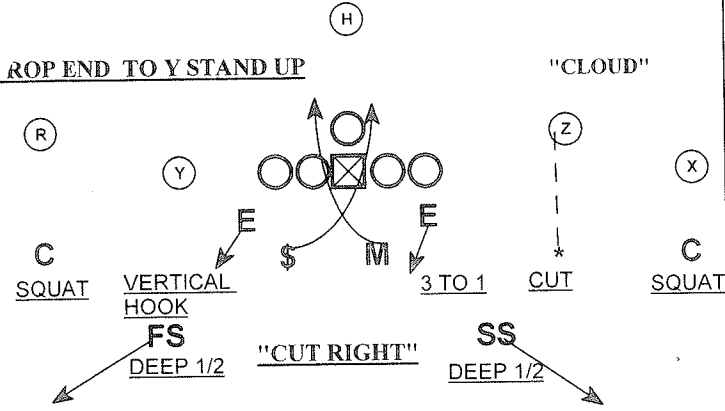
NICKEL/DIME FLEX PHILLY 2E

GOLD SPLIT LT

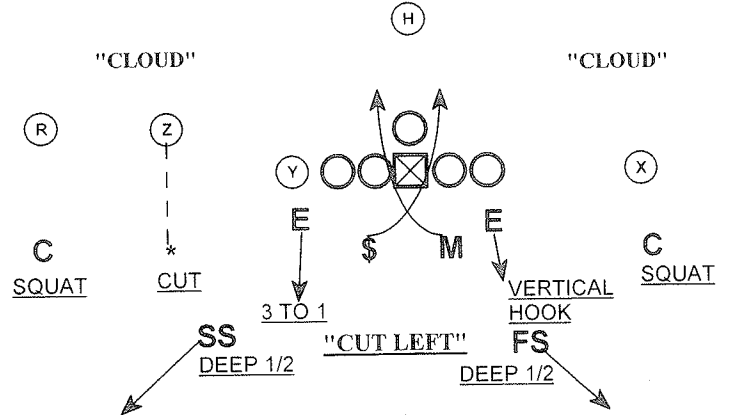


NICKEL/DIME FLEX PHILLY 2E: ADJUSTMENTS

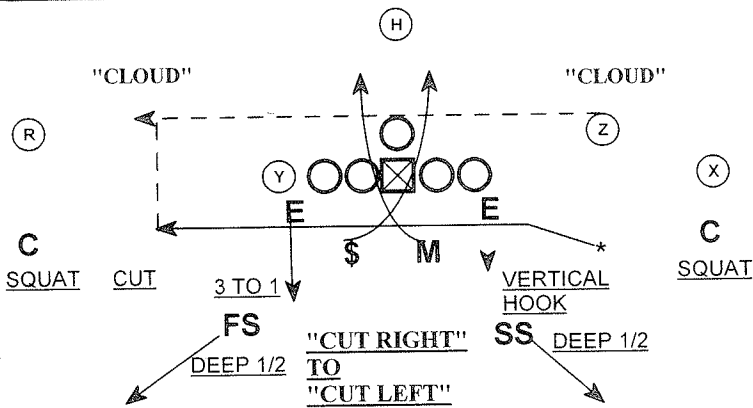
BLUE FLEX DOLPHIN RT



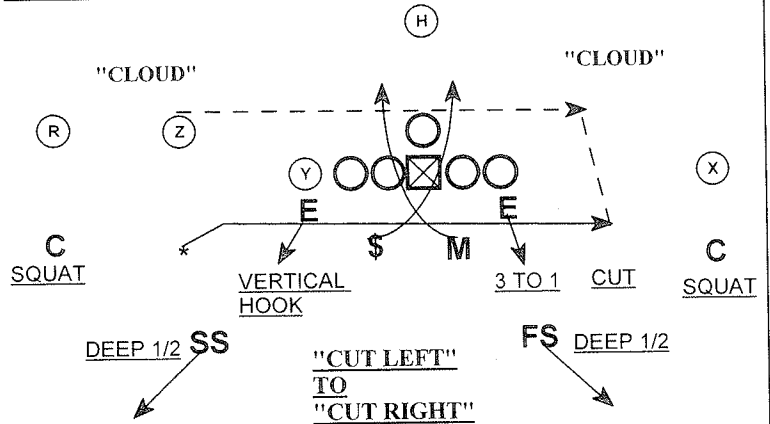
BLUE TRAIN LT



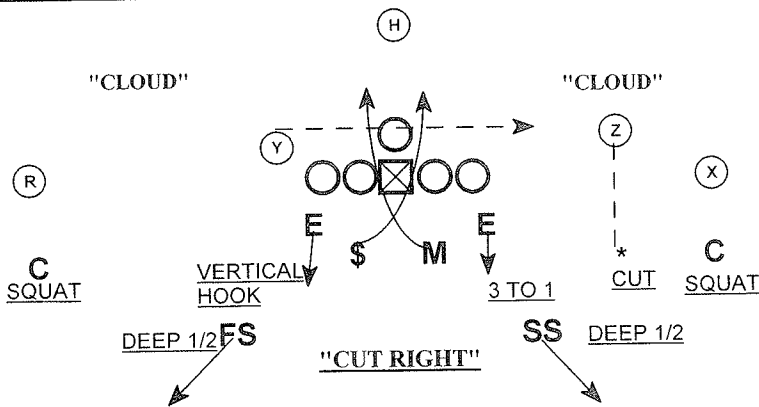
BLUE (ZAC) TRAIN LT



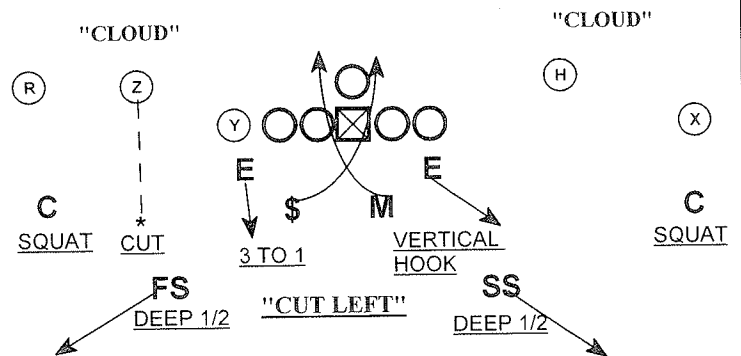
BLUE (ZAC) FLEX RT



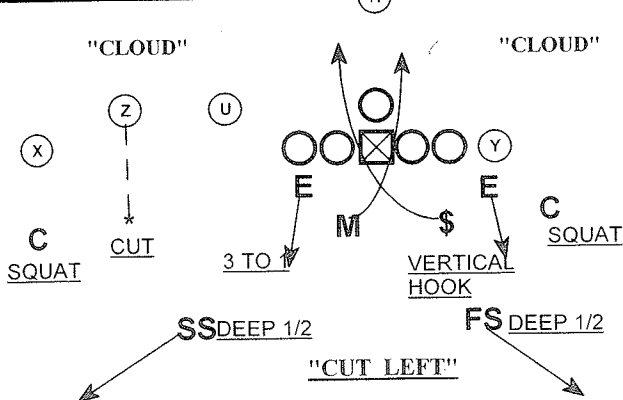
BLUE (YAC) TRAIN LT Y OFF



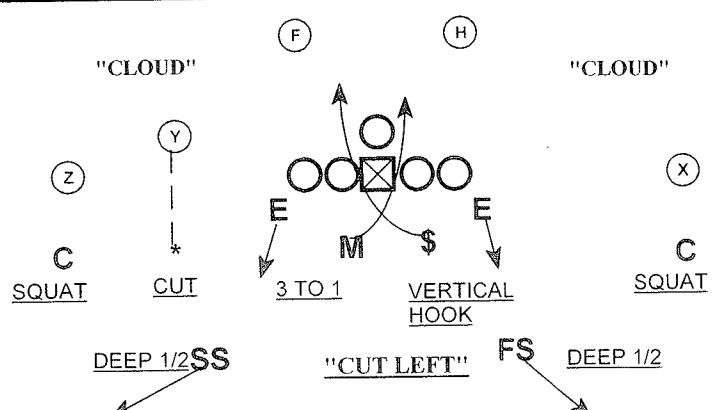
BLUE EMPTY TRAIN H OUT



BLUE TREY LT

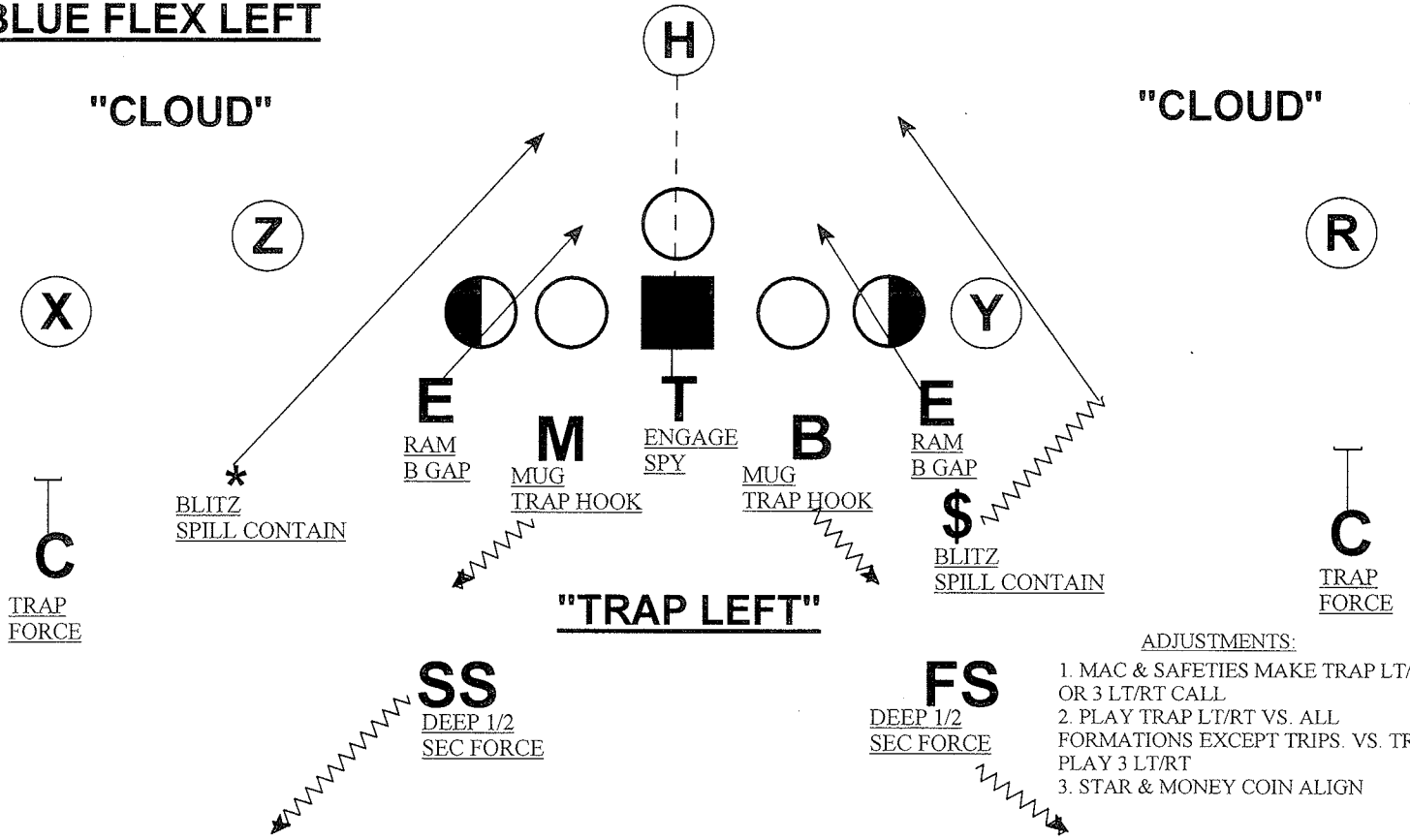


GOLD SPLIT LT

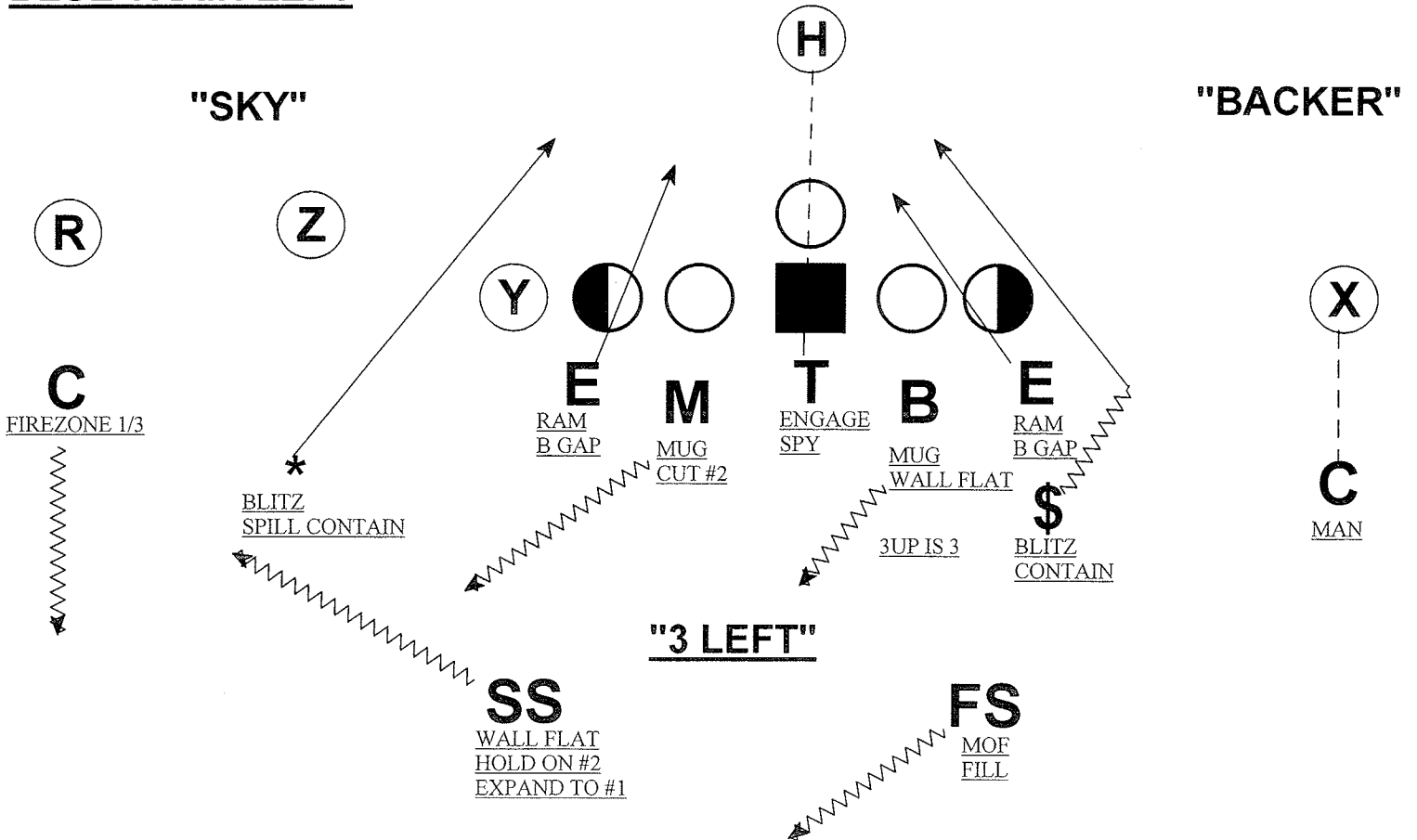


N/D ODD COIN DAKOTA 2 TRAP / 3

BLUE FLEX LEFT

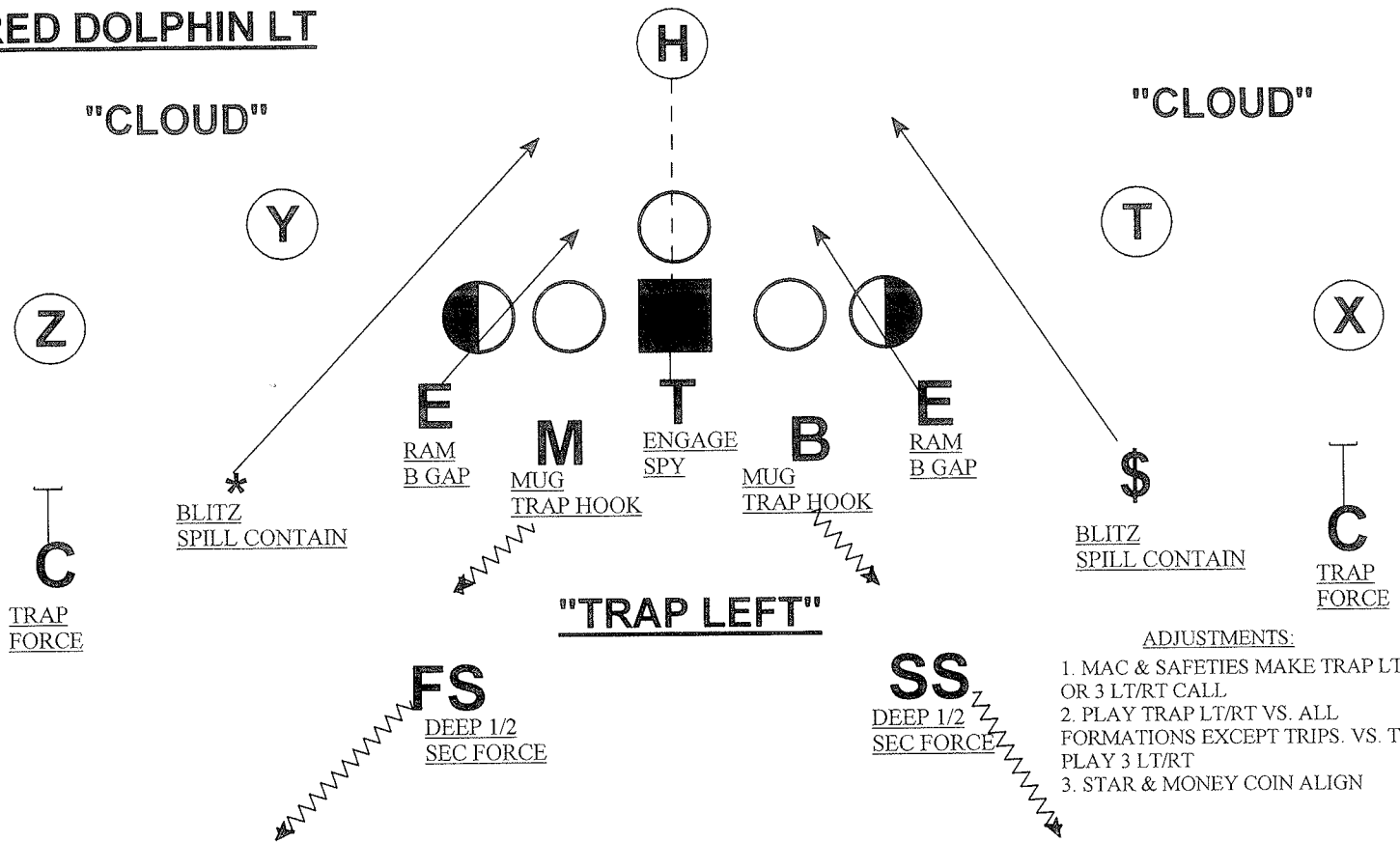


BLUE TRAIN LEFT



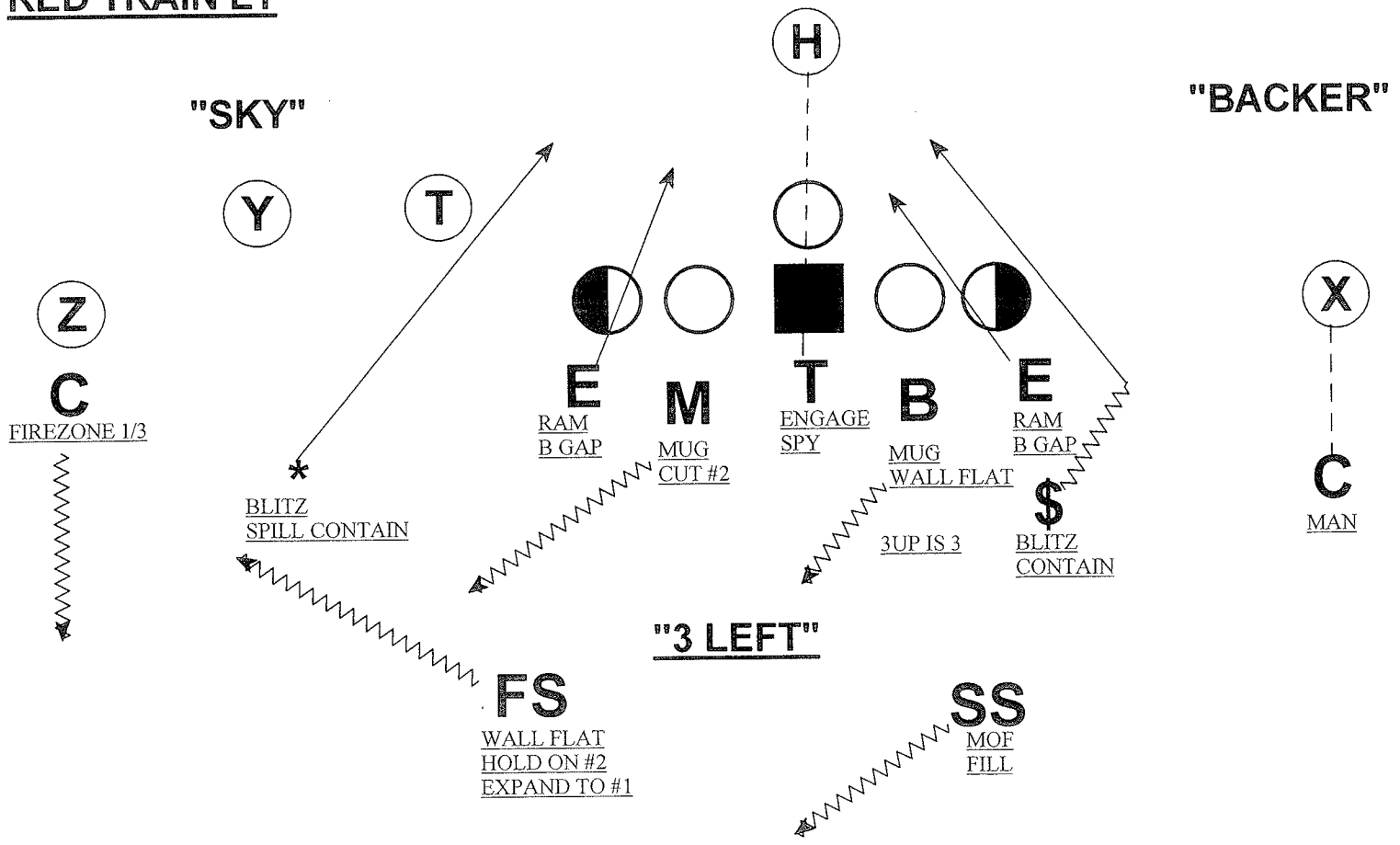
N/D ODD COIN DAKOTA 2 TRAP / 3

RED DOLPHIN LT



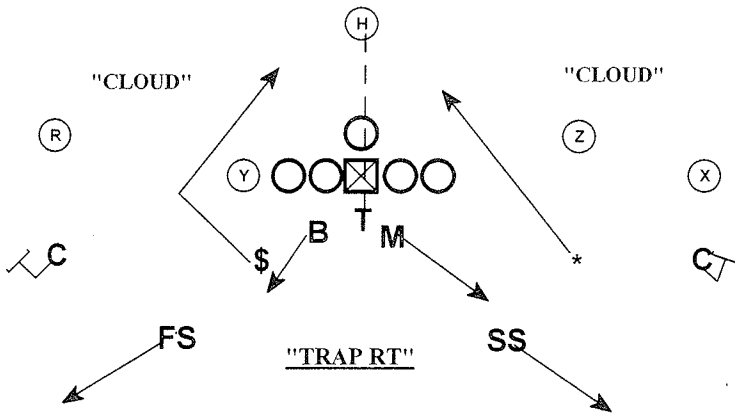
- ADJUSTMENTS:**
1. MAC & SAFETIES MAKE TRAP LT/RT OR 3 LT/RT CALL
 2. PLAY TRAP LT/RT VS. ALL FORMATIONS EXCEPT TRIPS. VS. TRIPS PLAY 3 LT/RT
 3. STAR & MONEY COIN ALIGN

RED TRAIN LT

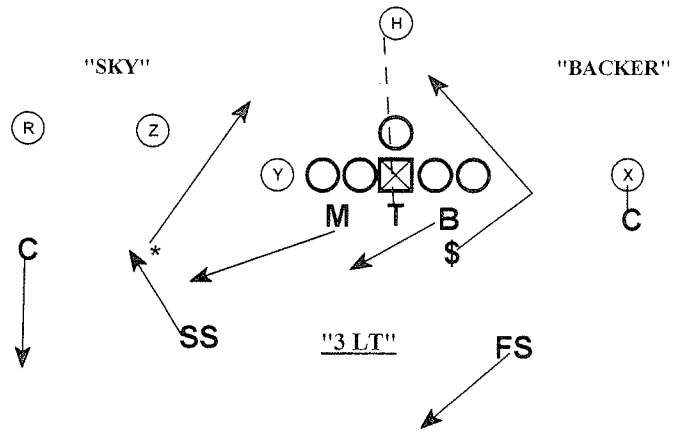


NICKEL/DIME ODD COIN DAKOTA 2 TRAP/3

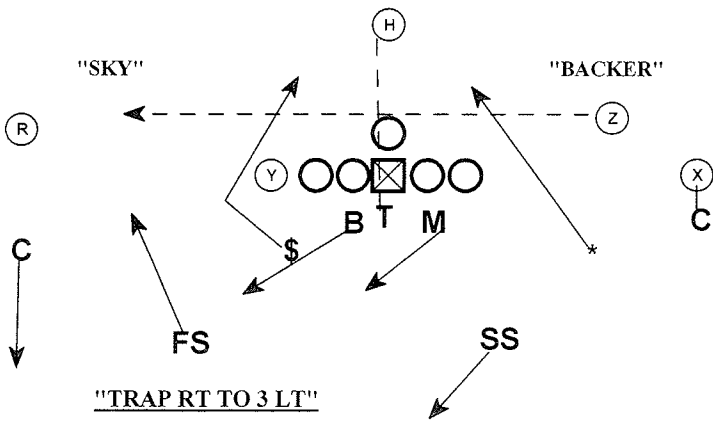
BLUE FLEX RT



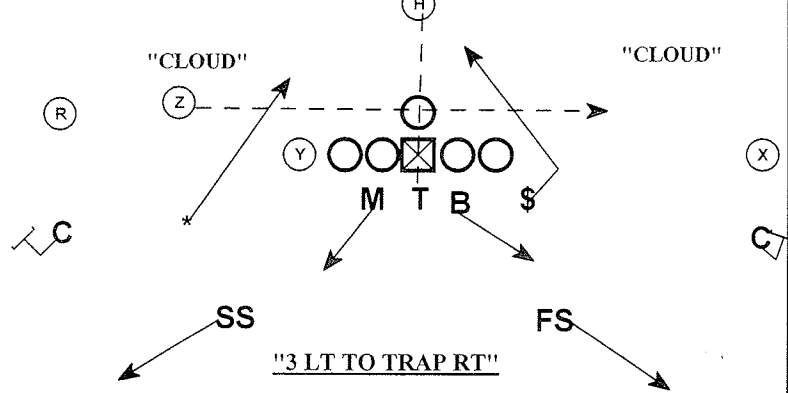
BLUE TRAIN LT



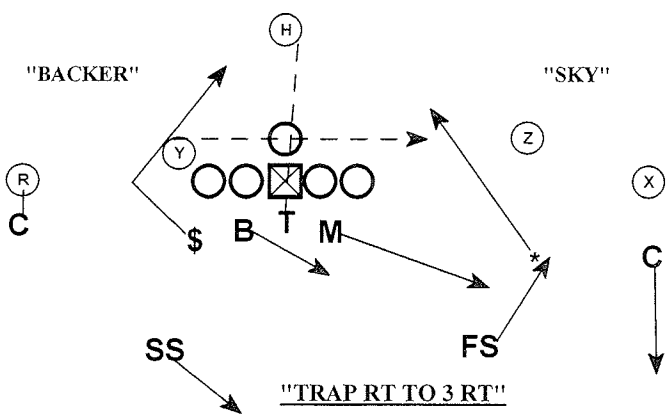
BLUE (ZAC) TRAIN LT



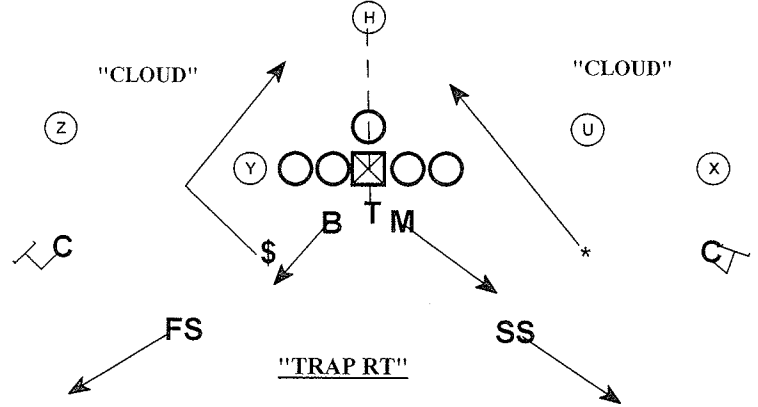
BLUE (ZAC) FLEX RT



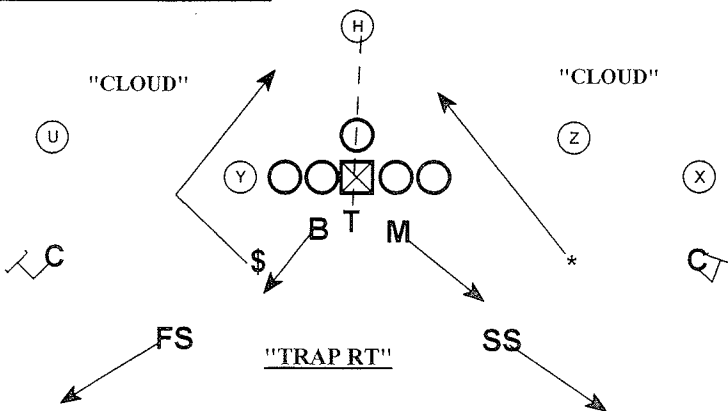
BLUE (YAC) TRAIN LT Y OFF



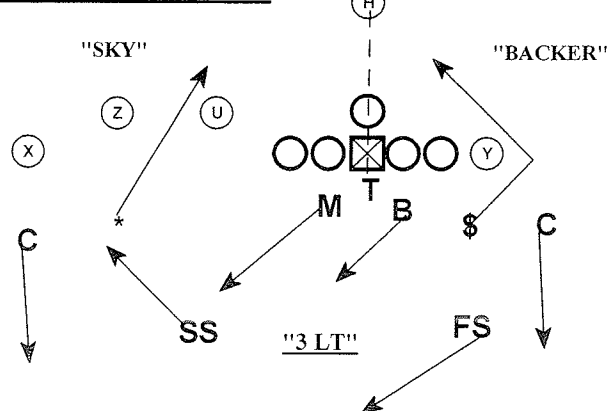
SILVER DOUBLE RT



SILVER FLEX RT

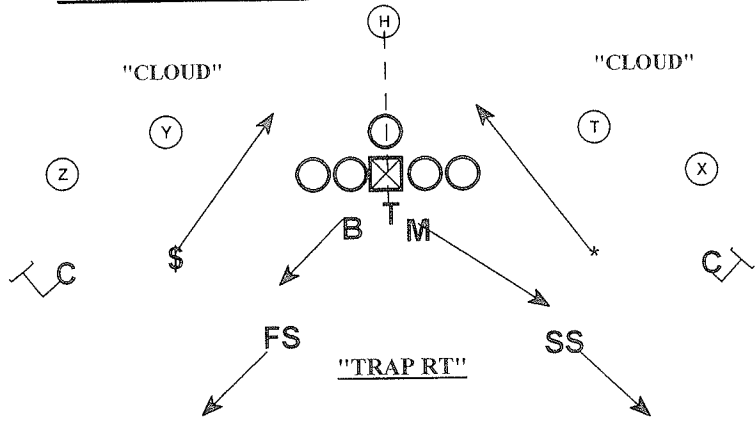


SILVER TREY LT

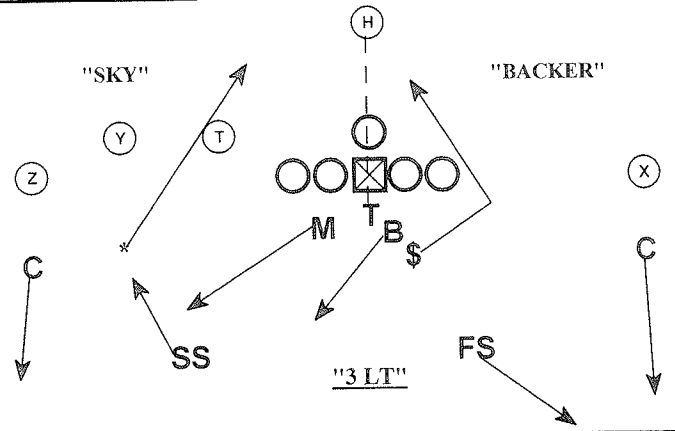


NICKEL/DIME ODD COIN DAKOTA 2 TRAP/3

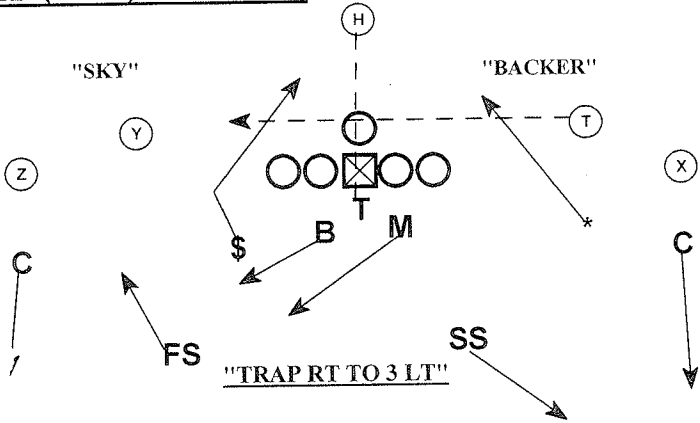
RED DOLPHIN LT



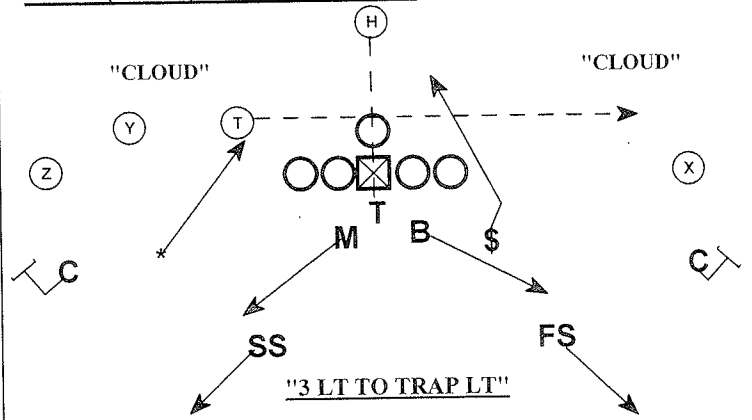
RED TRAIN LT



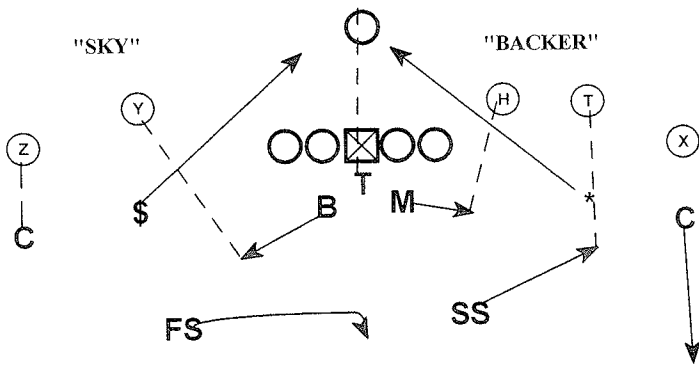
RED (TAC) TRAIN LT



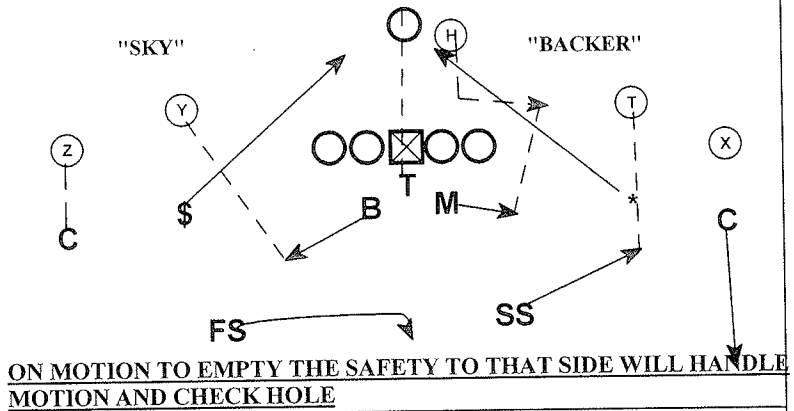
RED (TAC) DOLPHIN LT



EMPTY



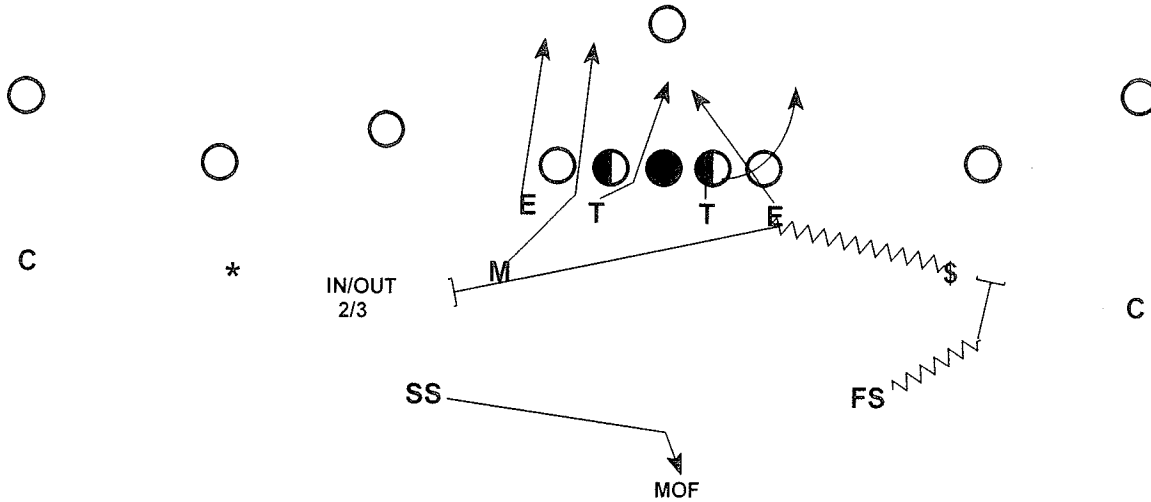
EMPTY



SLAP - PUNCH

"CHECK PUNCH"

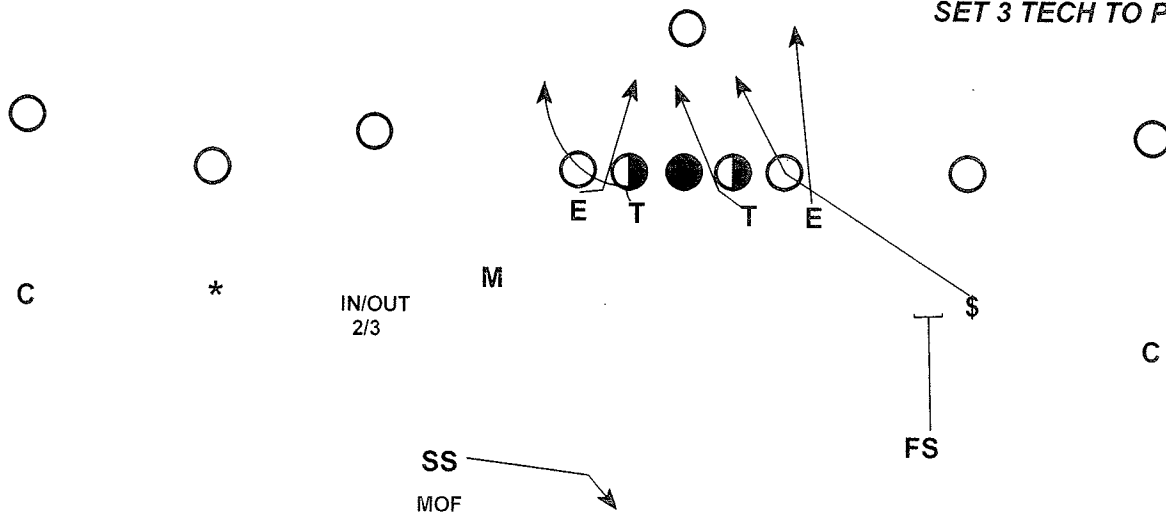
"TITE LEFT" PUNCH TO STRONG SIDE
 "PUNCH LEFT" (MIKE)
 SET 3 TECH TO PRESSURE



* WE CAN DROP 3 TECH TO THE CALL BUT NOT TODAY
 WE CAN CHANGE "PUNCH" WEEK TO WEEK TO ATTACK PROTECTIONS.

"CHECK SLAP"

"TITE RIGHT" SLAP TO WEAK
 SIDE
 "SLAP RIGHT"
 SET 3 TECH TO PRESSURE



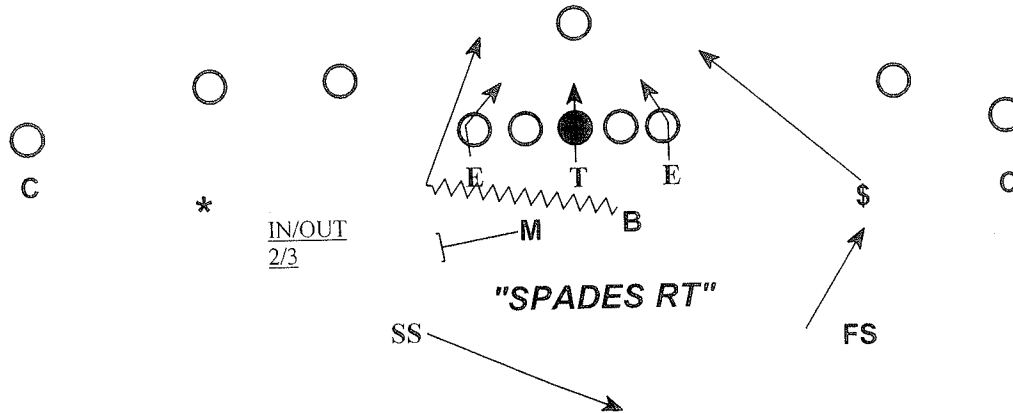
* WE CAN DROP THE 3 TECH TO THE CALL BUT NOT TODAY
 WE CAN CHANGE "SLAP" WEEK TO WEEK TO ATTACK PROTECTIONS.

SPADES/CLUBS EMPTY CHECK

ODD SPADES

ALIGNED EMPTY CHECK
SPADES IS TO 2 MAN SIDE

***VS. EMPTY RELOAD WE WILL RUN

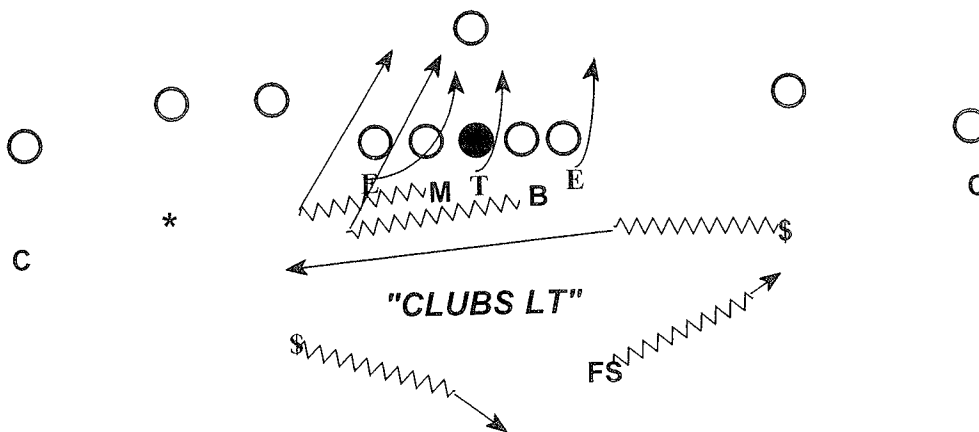


RULES:

1. SPADES MUST BE TAGGED IN CALL.
2. BUCK RUSHES OFF EDGE (AWAY FROM CALL).
3. BOTH ENDS RUSH B TO A
4. BUCK PRESSURE 3 MAN SIDE.
5. MONEY PRESSURE 2 MAN SIDE

ODD CLUBS

ALIGNED EMPTY CHECK
CLUBS IS TO 3 MAN SIDE



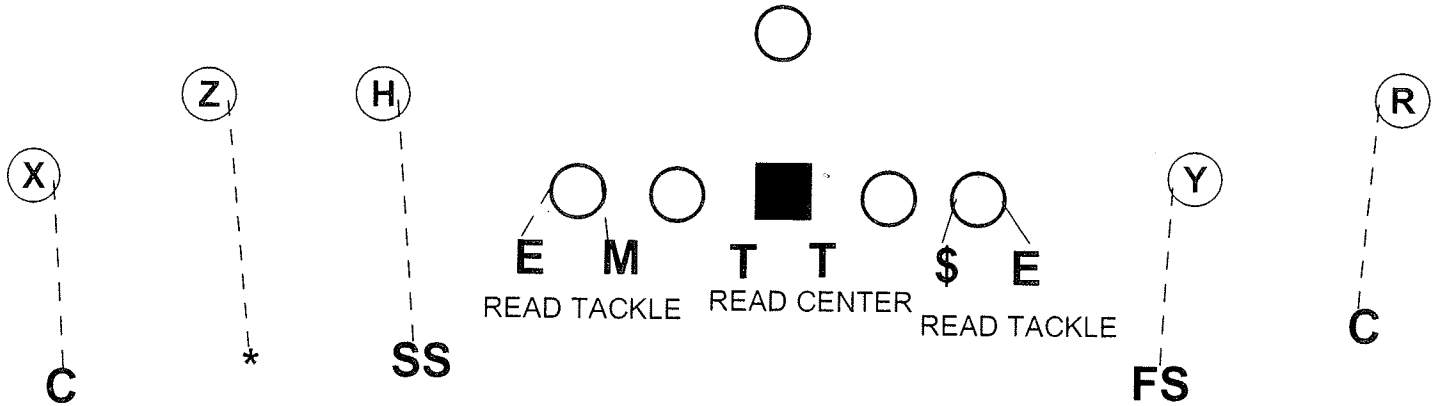
RULES:

1. CLUBS MUST BE TAGGED IN CALL.
2. MAC AND BUCK PRESSURE 3 MAN SIDE.
3. DL GO AWAY FROM CLUBS CALL.

STORM

STORM - EMPTY CHECK - ALL OUT READ BLITZ

NOTE: EVERYONE IS BLITZING -> POP OUT IF BLOCKED BY THE GUY THAT YOU ARE READING



MAC: INSIDE FOOT UP / OUTSIDE FOOT ON OT'S INSIDE LEG

\$: INSIDE FOOT UP / OUTSIDE FOOT ON OT'S INSIDE LEG

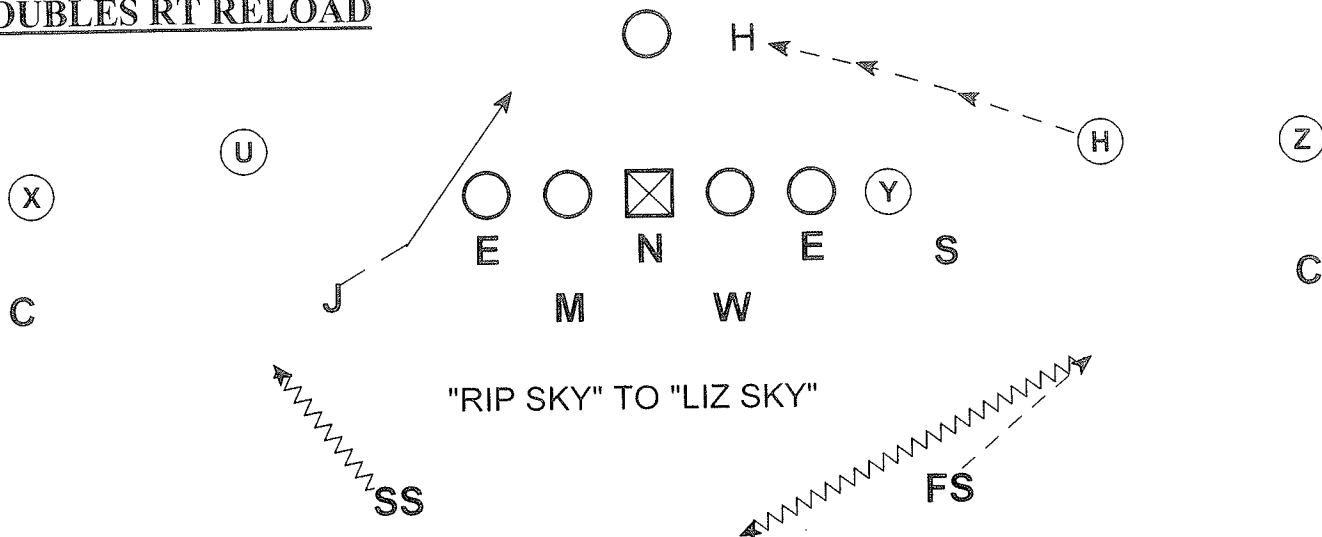
BLITZ COVERAGE FOR SECONDARY (PUSH ALERT)

EMPTY RELOAD vs. REGULAR/SILVER

BASE STRONG 3 AUTO WE WILL AUTO ADJUST

CHECK STRONG - AUTO ADJUST

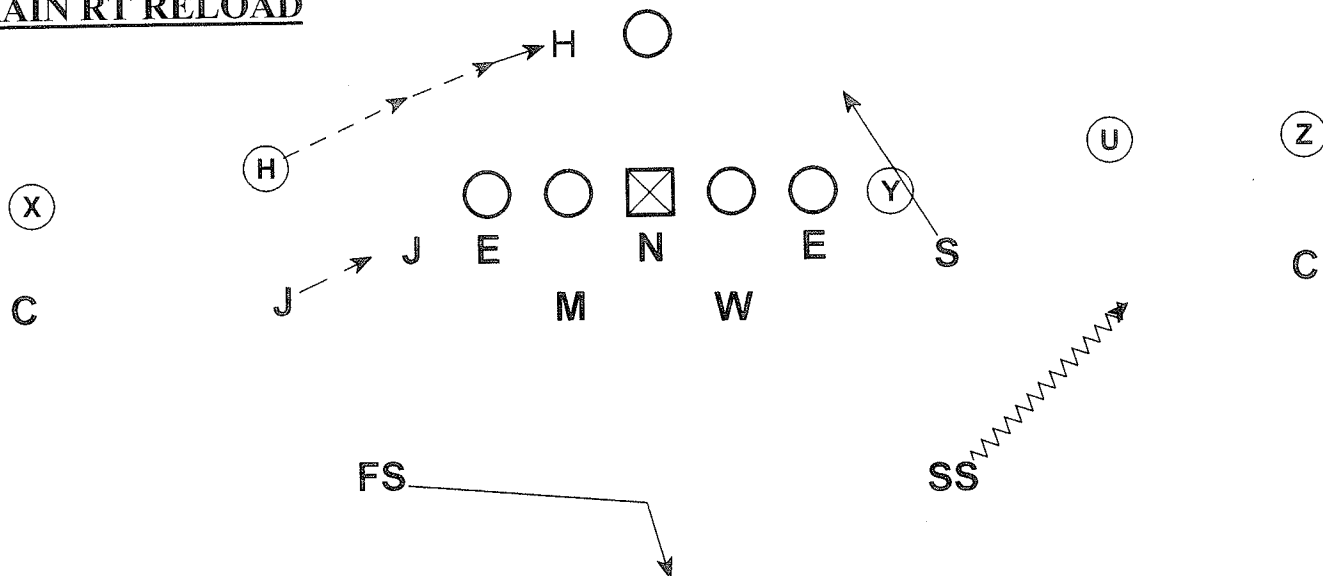
DOUBLES RT RELOAD



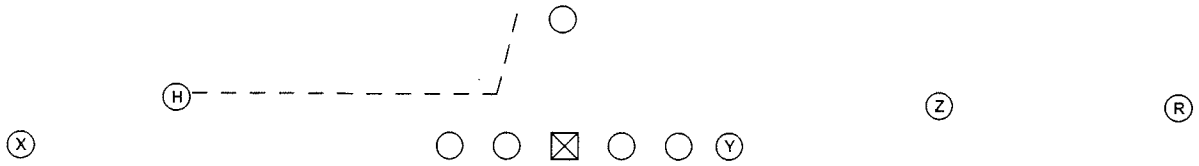
VS. RELOAD BE READY TO GO AUTO THE OTHER WAY

BS WK JACK 2 CH STRONG
WE WILL CH STRONG "RALPH"
VS. RELOAD GOES TO "LARRY"

TRAIN RT RELOAD



EMPTY RELOAD vs. SUB



ANY FORM OF EMPTY CHK PRESSURE (RAIN, SLAP., PUNCH)
 WE WILL AUTOMATICLY GO TO CAROLINA ADJ

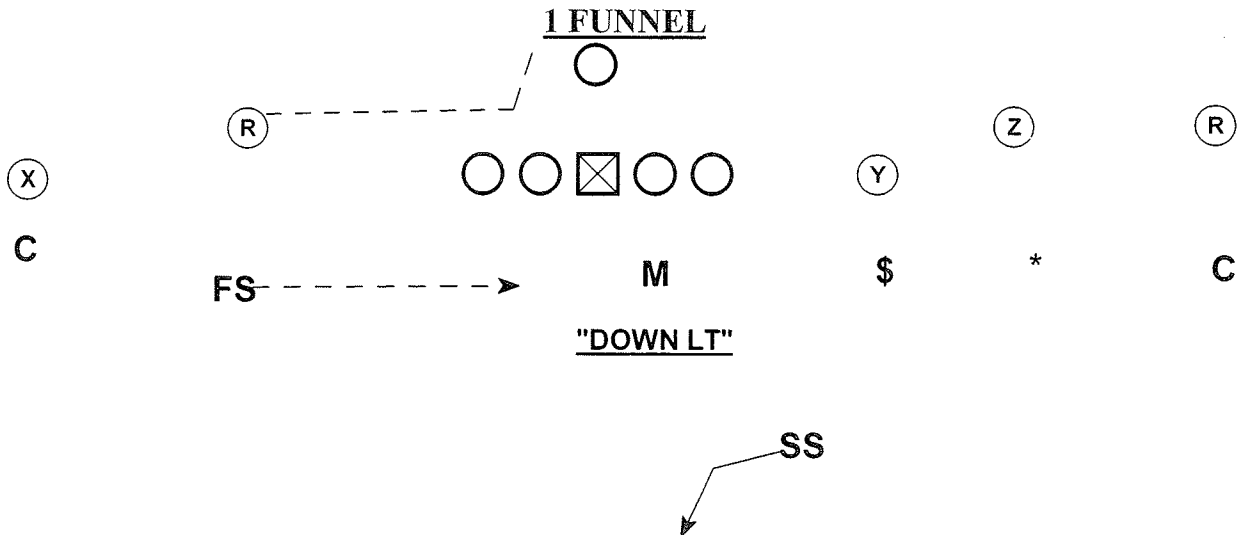
ONCE WE ARE IN RAIN /SLAP/PUNCH WE WILL NOT GO BACK TO ORIGINAL CALL.

(EX.) FLEX TITE STING CK SLAP IF THEY RELOAD WE WILL CK CAROLINA ADJ

NOTE: THE MAC & \$ MAY HAVE TO CHANGE SIDES TO GET TO ORIGINAL ALIGNMENT

VS. COVERAGES ADJUST OUT

- ZONE OPEN CK ZEBRA STAY 6 ON MOTION
- 7 SWITCH = MAC & \$ MAY HAVE TO MIX
- 1 FUNNEL CK RAZOR SLIDE ADJ SAFETY IN BOX 1 FUNNEL (ALL COV 1 CALLS VS. EMPTY RELOAD ADJ THIS WAY TODAY)





2008 ALABAMA DEFENSE

SAM	
55 WILLIAMS	
32 ANDERS	
35 KIRSCHMAN	
5 J. HARRIS	
87 BULLARD	

END	
93 GREENWOOD	
52 MCCULLOUGH	
90 TALBERT	
92 SQUARE	

NOSE	
97 WASHINGTON	
99 CHAPMAN	
62 CODY	
94 BILLINGSLEY	

END	
95 DEADERICK	
58 GENTRY	
96 L. DAVIS	
57 DAREUS	

JACK	
98 FANNEY	
91 WATKINS	
41 UPSHAW	
89 M. WILLIAMS	
54 HARBIN	

STAR	
28 ARENAS	
20 KING	
4 BARRON	
LESTER/GREEN	

MIKE	
25 MICCLAIN	
21 HALL	
51 DEJOHN	
42 HESTER	

WILL	
13 REAMER	
45 HIGGENBOTHAM	
30 HIGHTOWER	
56 LEE	

NICKEL \$	
13 REAMER	
45 HIGGENBOTHAM	
5 HARRIS/30 HIGHTOWER	
56 LEE	

DIME \$	
26 SHARRIEF	
20 KING	
3 K. JACKSON	
43 BURNTHALL	

LC	
28 ARENAS	
24 MQ. JOHNSON	
15 LAWRENCE	
39 PENNINGTON	

SS	
27 WOODALL	
26 SHARRIEF	
4 BARRON	
37 LESTER	

FS	
49 R. JOHNSON	
20 KING	
43 BURNTHALL	
46 NEIGHBORS	

RC	
3 K. JACKSON	
8 ROGERS	
23 GREEN	
33 H. GRAY	



HIPPO

8/8/2008

SAM	
55 WILLIAMS	
32 ANDERS	
5 HARRIS	
KIRSCHMAN/BULLARD	

LE	
93 GREENWOOD	
90 TALBERT	
94 BILLINGSLEY	

LT	
99 CHAPMAN	
97 WASHINGTON	
52 MCCULLOUGH	

RT	
62 CODY	
92 SQUARE	
96 DAVIS	

RE	
95 DEADERICK	
57 DAREUS	
58 GENTRY	

JACK	
98 FANNEY	
41 UPSHAW	
91 WATKINS	
HARBIN/WILLIAMS	

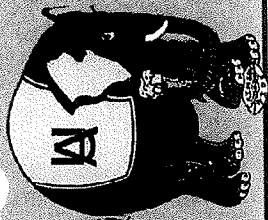
MIKE	
25 MCCLAIN	
21 HALL	
51 DEJOHN	

WILL	
45 HIGGENBOTHAM	
30 HIGHTOWER	
13 REAMER	

LC	
3 K. JACKSON	
24 M. JOHNSON	
23 R. GREEN	

SS	
49 R. JOHNSON	
26 SHARRIEF	
4 BARRON	

FS	
ARENAS/WOODALL	
ROGERS/KING	
BURNTHALL/LAWRENCE	



ELEPHANT

8/8/2008

SAM
55 WILLIAMS
32 ANDERS
5 HARRIS

LE
93 GREENWOOD
90 TALBERT
52 McCULLOUGH

LT
99 CHAPMAN
94 BILLINGSLEY
58 GENTRY

NOSE
62 CODY
97 WASHINGTON
92 SQUARE

RT
95 DEADERICK
57 DAREUS
96 DAVIS

RE
98 FANNEY
41 UPSHAW
91 WATKINS

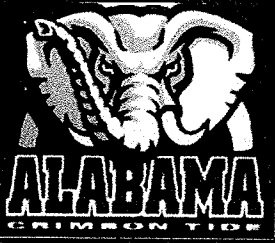
EXTRA MIKE
21 HALL
42 HESTER

MIKE
25 MCCLAIN
51 DEJOHN

WILL
45 HIGGENBOTHAM
13 REAMER/30 HIGHTOWER

SS
49 R. JOHNSON
27 WOODALL
26 SHARRIEF
4 BARRON

SC
3 K. JACKSON
28 ARENAS
24 M. JOHNSON
8 ROGERS
23 GREEN



NICKEL RABBITS

	LE	TACKLE	TACKLE	RE
1'S	55	93	62/95	98
2'S	32	52	99/58	91
3'S	41	90	96	30/87
4'S	54/35	94	57	89

AUG: 8, 2008

Turnovers Fall 2008

PRACTICE #8

Sacks	Pass Deflections	Interceptions	Forced Fum	Fumble Rec.
32 Anders (2)	28 Arenas (3)	46 Neighbors (3)		
97 Washington (2)	24 M. Johnson (2)	23 Green		
55 C. Williams	3 Jackson	35 Kirschman		
4 Barron	43 Burnthall			
	46 Neighbors			
	49 R. Johnson			
	8 Rogers			
	23 Green			
	42 Hester			

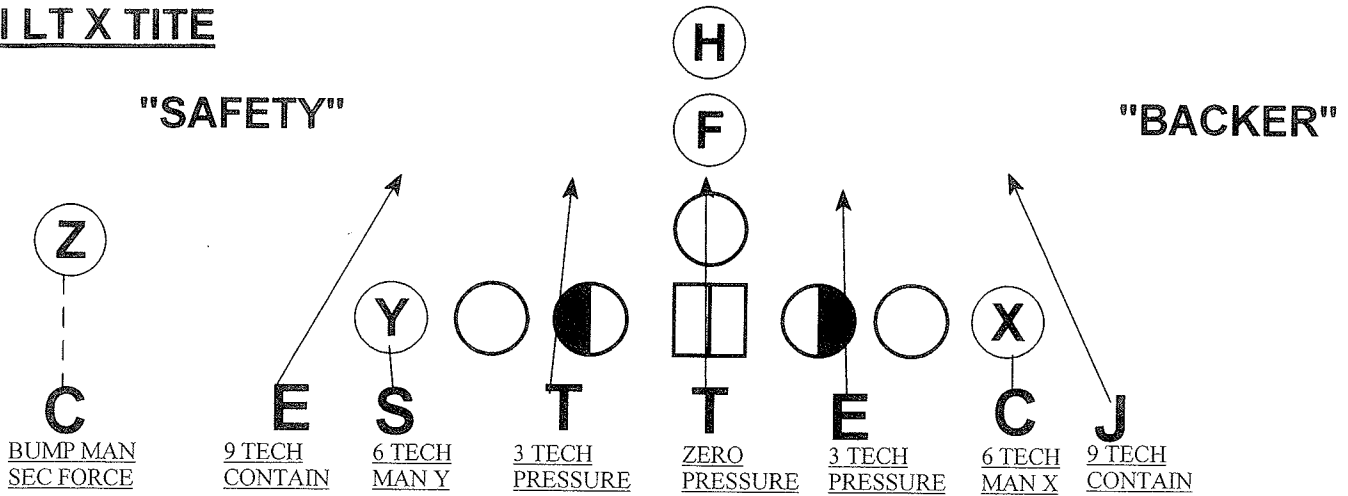
2008 ALABAMA FOOTBALL FALL PRACTICE INSTALL DAY 9 AM

BASE DEFENSE		
FRONTS	COVERAGE	PRESSURE
	1. SLOT (VS. SLOT)	
BASE CALLS		
		SHORT YARDAGE
		1. HIPPO DIAMOND 9
		2. HIPPO DIAMOND STICK
SUB DEFENSE		
FRONTS	COVERAGES	PRESSURE
	1. 2 BUSTER	1. D. EVEN 5 R/C CHANGE
	2. 55 - LOCK	
	3. 75 CUT	
		BASE SUB PACKAGE
		1. BENCH BASE TRP 88 / PALMS
SUB CALLS		
		BASE SUB PACKAGE
1. EVEN 2 BUSTER		1. BENCH BASE TRP 88 / PALMS
2. EVEN 55 - LOCK		
3. EVEN 75 CUT		
4. D EVEN 5 R/C CHANGE		

**ALABAMA
CRIMSON TIDE**

HIPPO DIAMOND 9

ILT X TITE



M "TITE LEFT" **W**

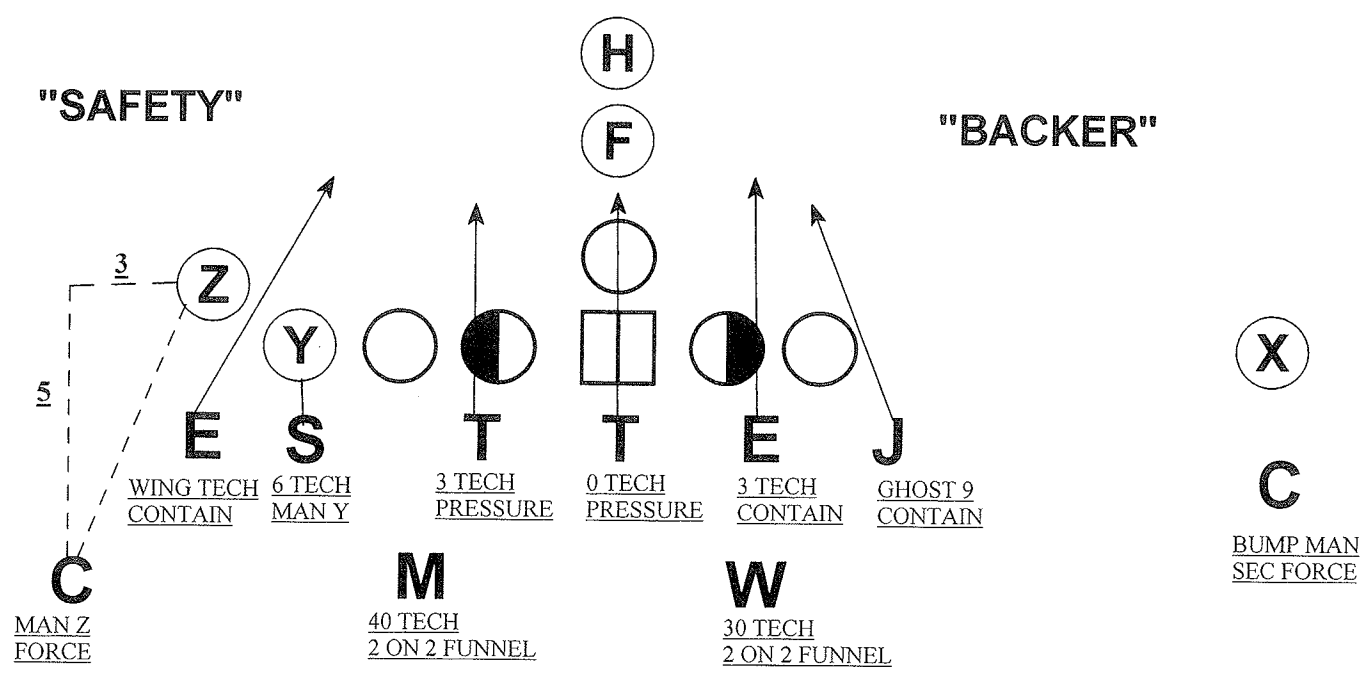
40 TECH 40 TECH
 2 ON 2 FUNNEL 2 ON 2 FUNNEL

ADJUSTMENTS:

1. MIKE MAKE TITE CALL
2. MIKE SLIDE LT CALL
3. SAM ALIGN AWAY FROM WR
 JACK ALIGN TO RT SIDE AWAY FROM SLIDE CALL
4. SS ALIGN DOWN STRONG
 2 TE ON LOS = 40 TECH / 2 ON 2 FUNNEL
 1 TE ON LOS = COVER 2 MAN

SS
 MOF
 FILL

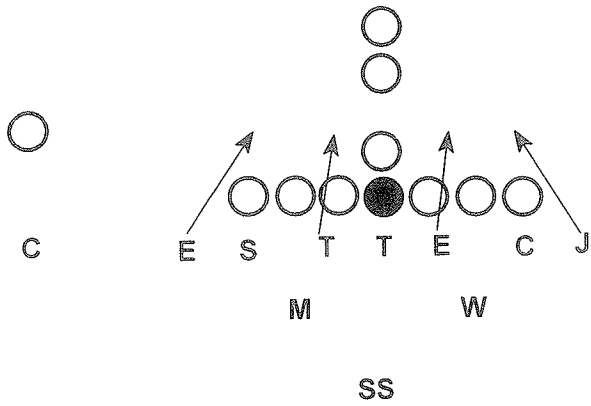
I PAIRS LT



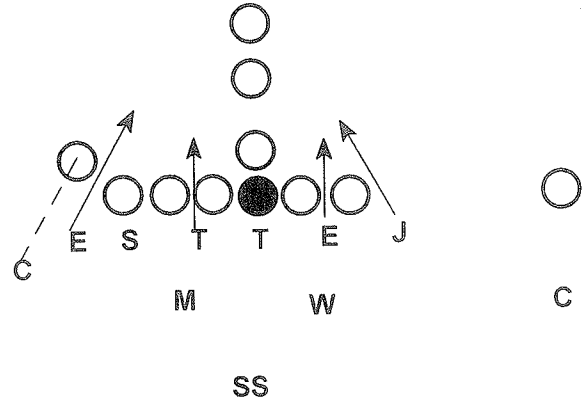
SS
 MOF
 FILL

HIPPO DIAMOND 9

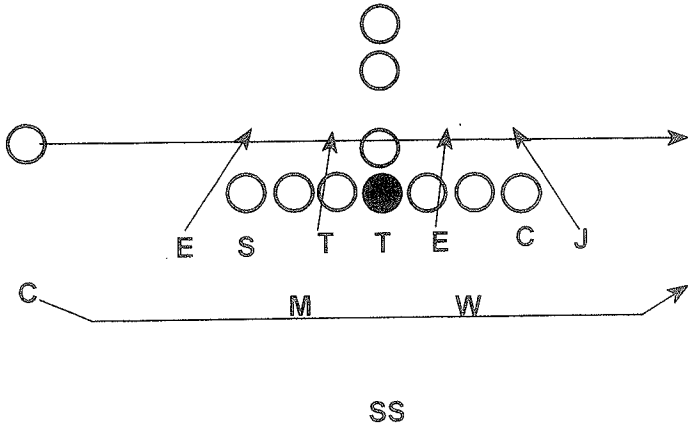
1. HIPPO DIAMOND 9



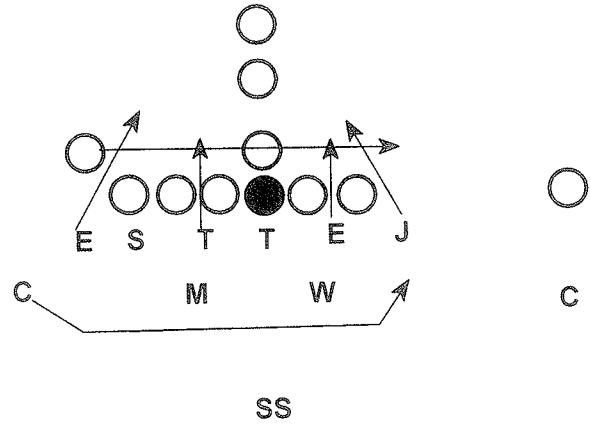
2. HIPPO DIAMOND 9



3. HIPPO DIAMOND 9

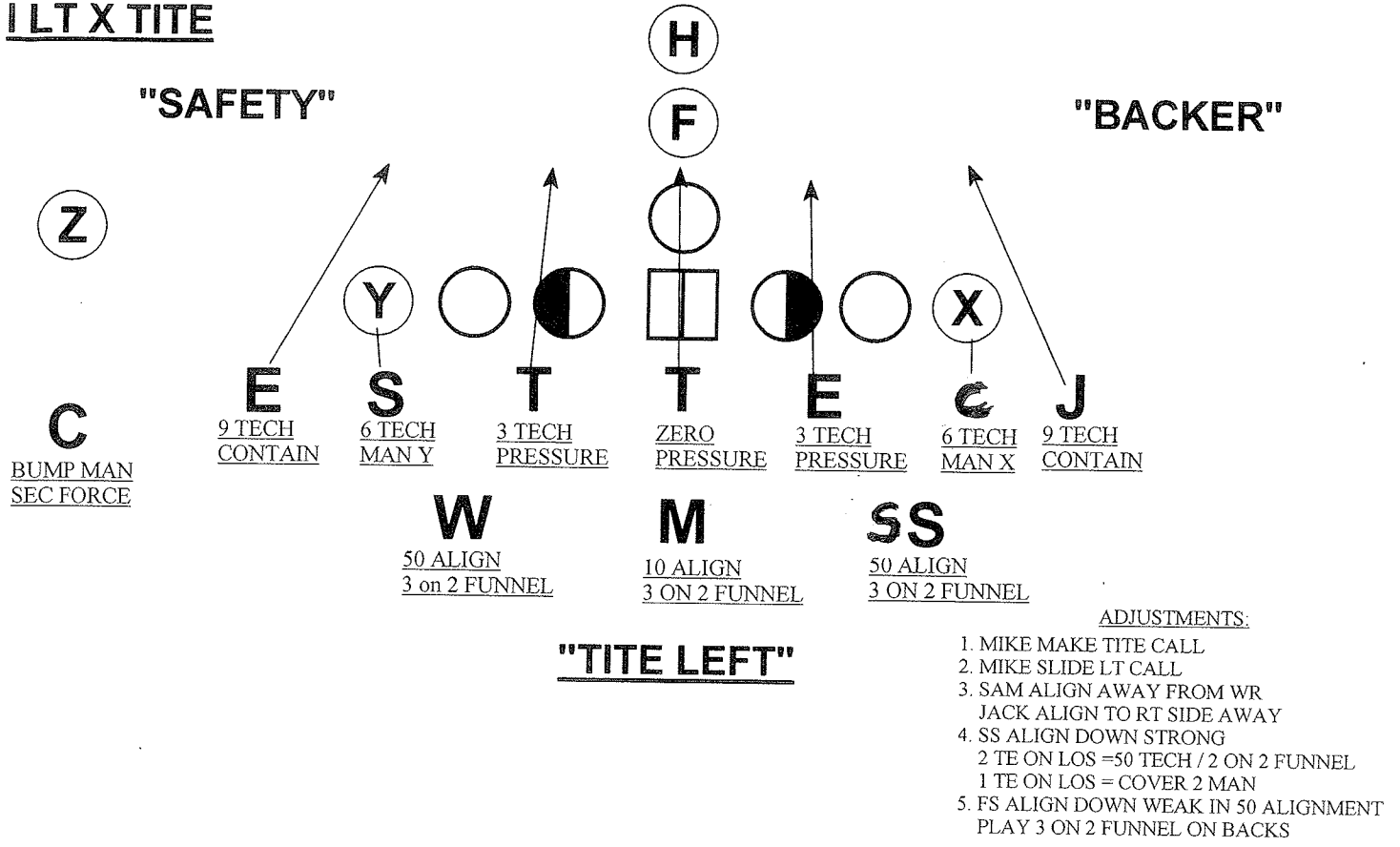


4. HIPPO DIAMOND 9

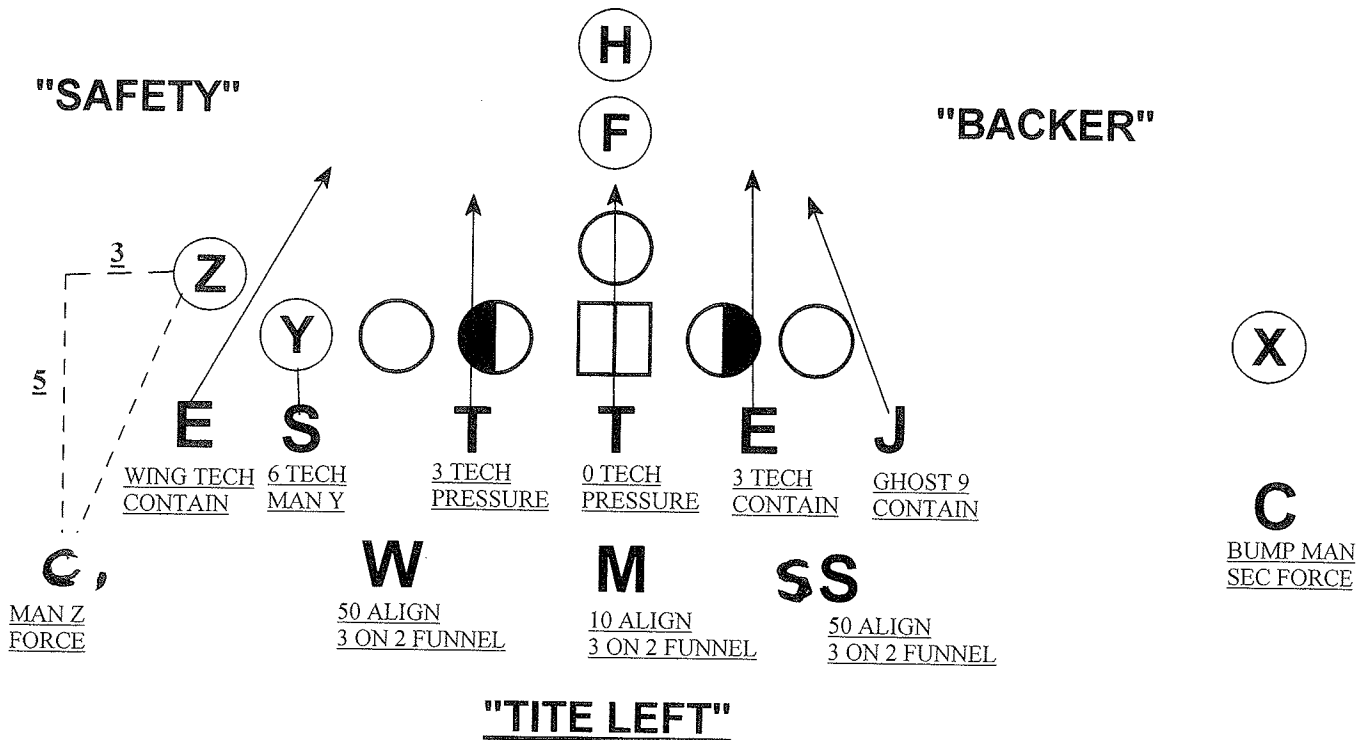


HIPPO DIAMOND STICK

ILT X TITE

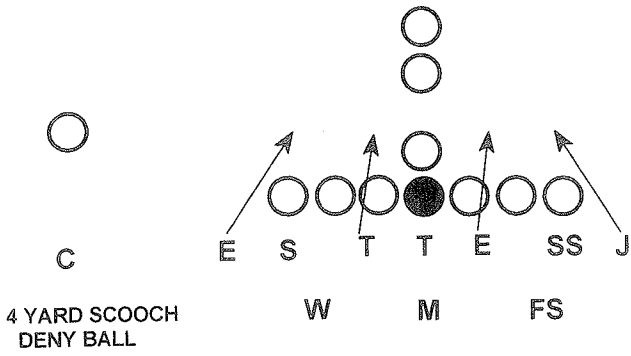


I PAIRS LT

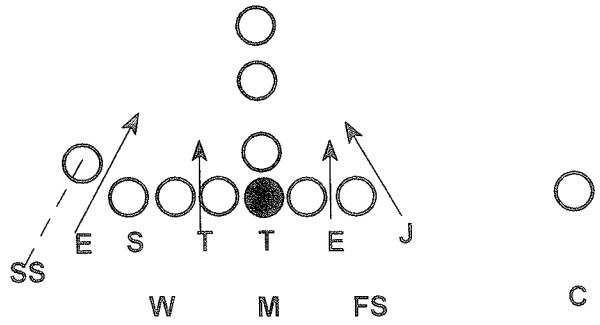


HIPPO DIAMOND STICK

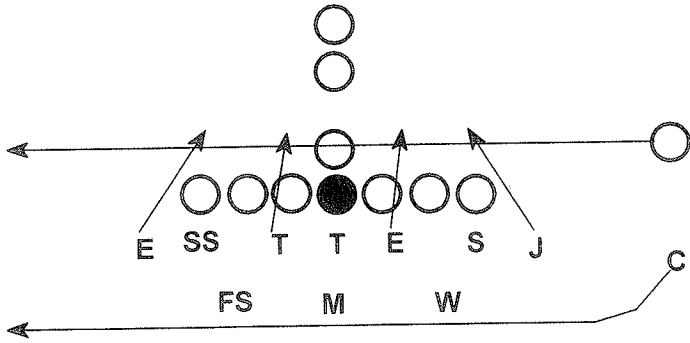
1. HIPPO DIAMOND STICK



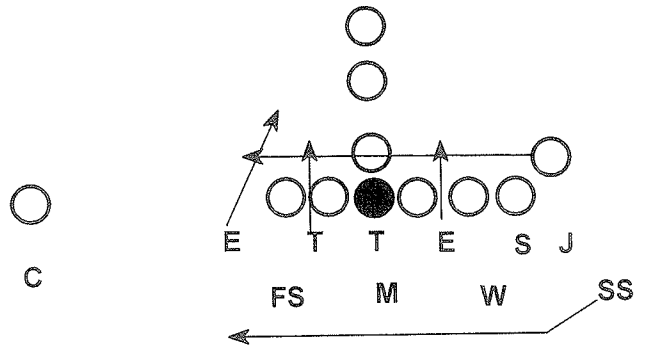
2. HIPPO DIAMOND STICK



3. HIPPO DIAMOND STICK

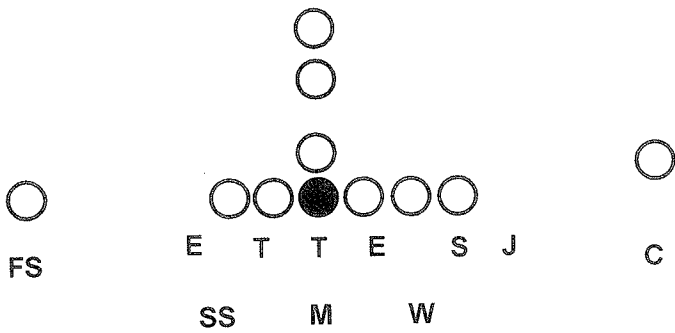


4. HIPPO DIAMOND STICK

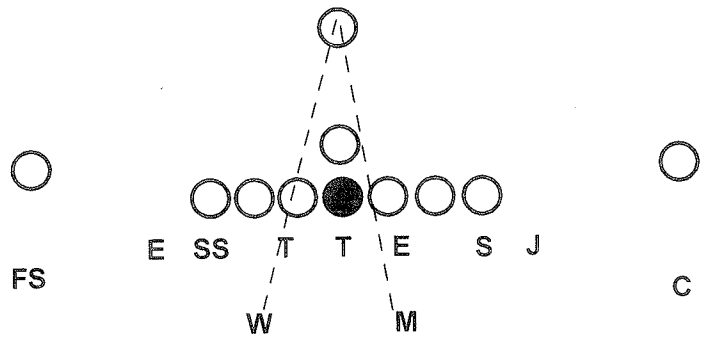


STICK - FS DOWN SE SIDE

1. VS REGULAR

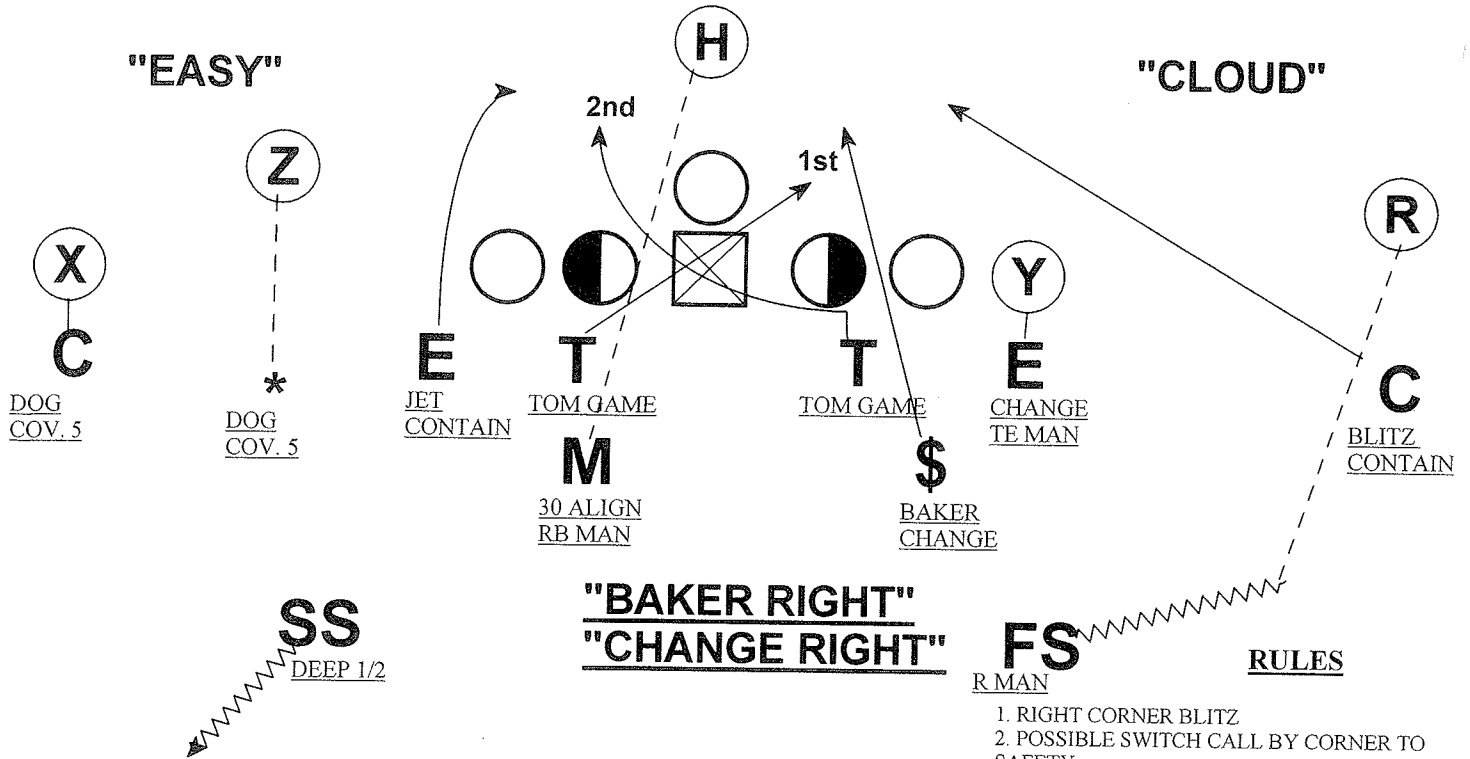


2. VS SILVER



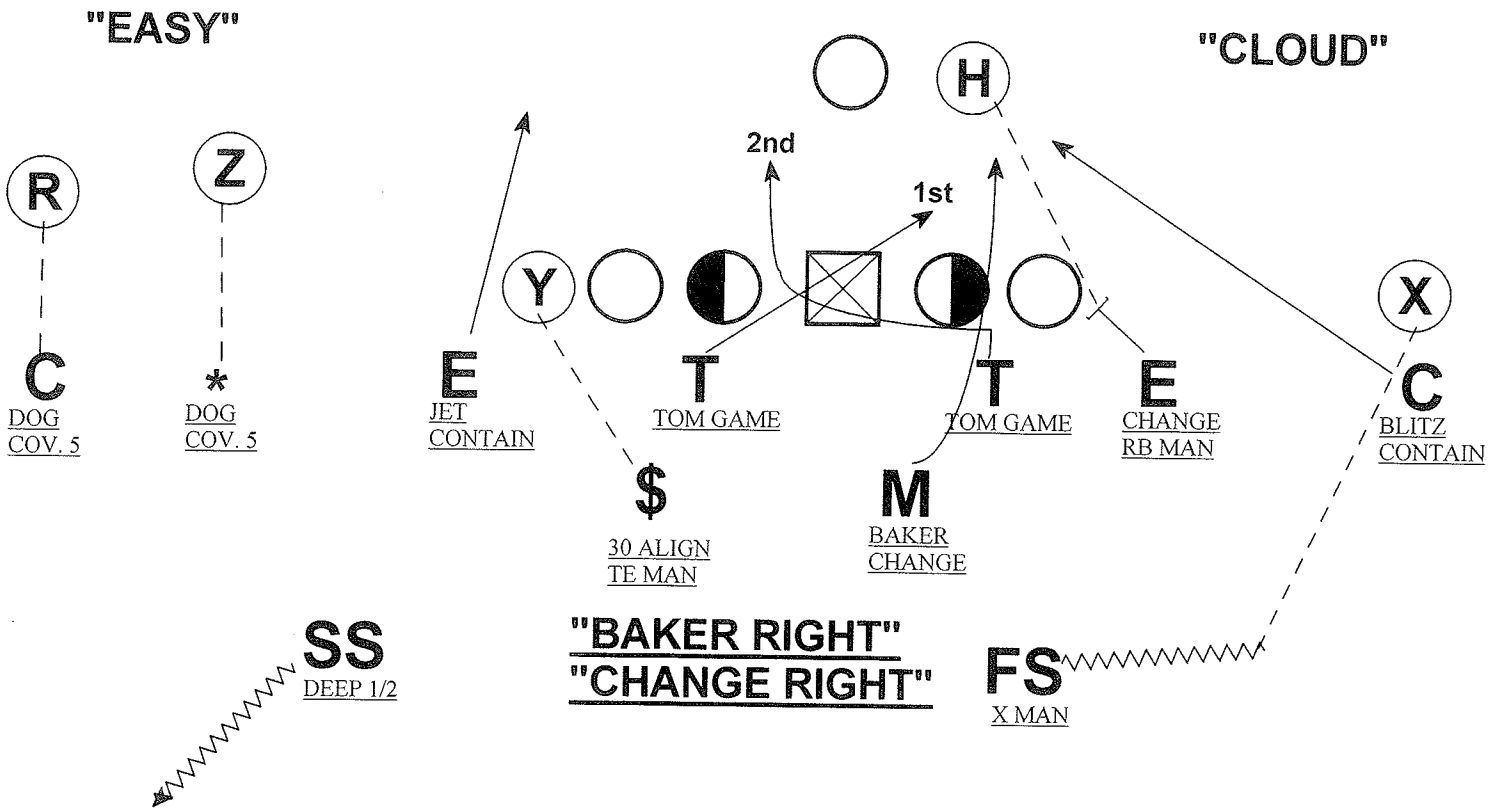
NICKEL / DIME EVEN 5 R/C CHANGE

BLUE FLEX LT



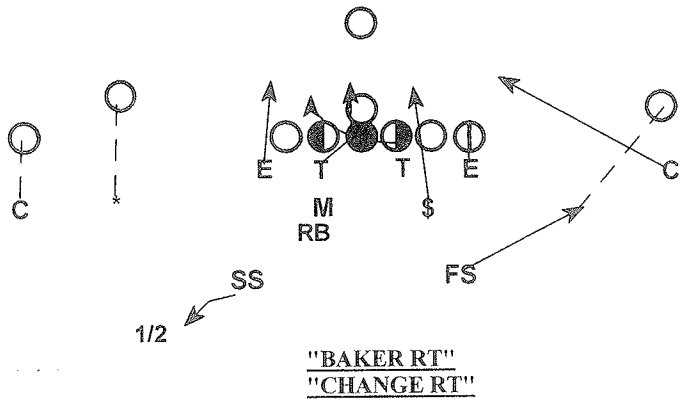
- RULES**
1. RIGHT CORNER BLITZ
 2. POSSIBLE SWITCH CALL BY CORNER TO SAFETY:
 - A. SWITCH VS. WIDE SPLIT BY #1
 - B. SWITCH VS. ANY #2 ALIGNED OPEN RECEIVER TO RIGHT SIDE
 3. RIGHT END BAKER CHANGE VS. ANY OFFS' BACK OR C-AREA PLAYER TO RIGHT SIDE

BLUE GUN FAR TRAIN LT

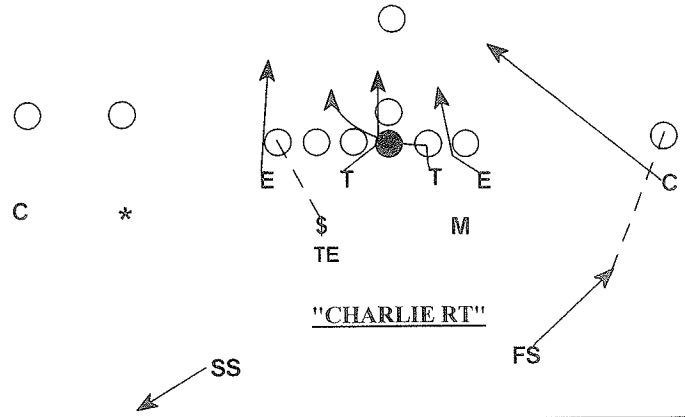


N/D EVEN 5 R/C CHANGE: ADJUSTMENTS

BLUE NEAR FLEX LT

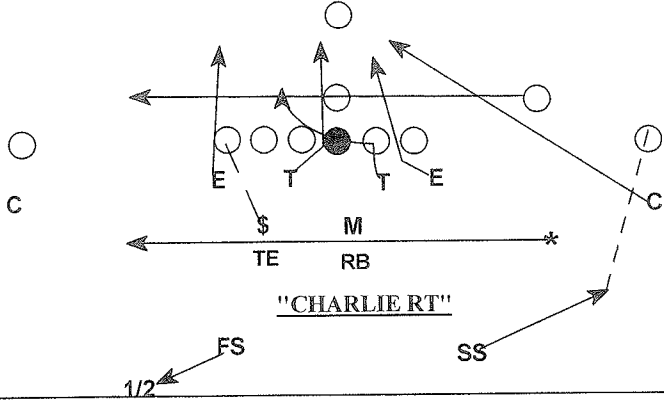


BLUE TRAIN LT



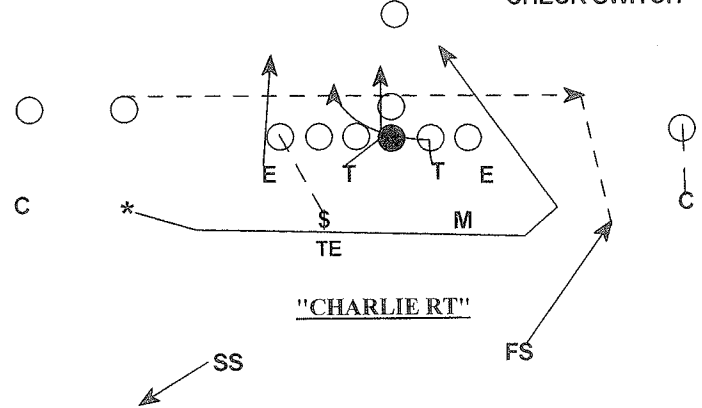
BLUE (ZAC) TRAIN LT

"SWITCH CALL" BEFORE MOTION



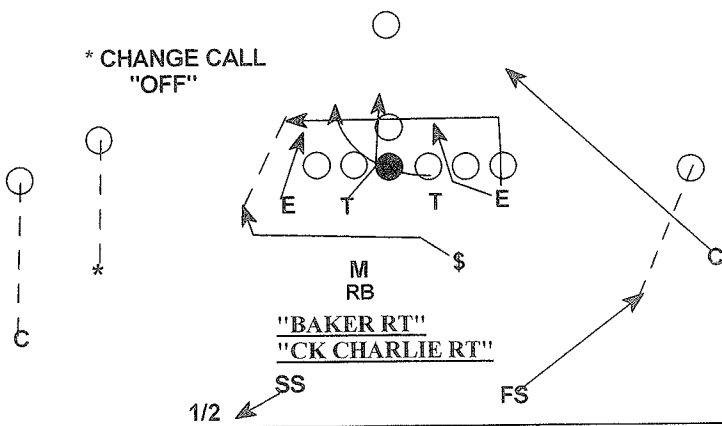
BLUE (ZAC) FLEX RT

CHECK SWITCH

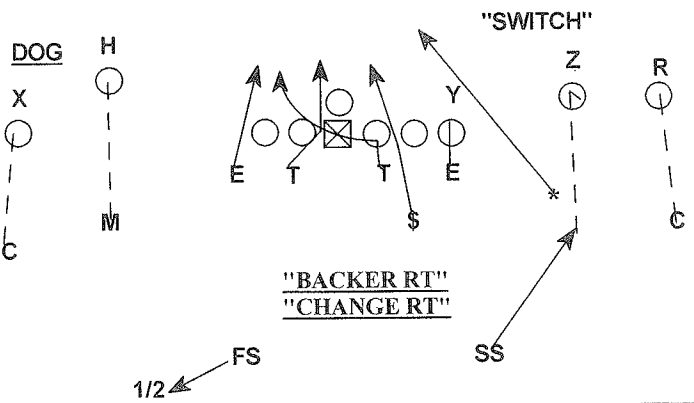


BLUE (YAC) TRAIN LT Y OFF

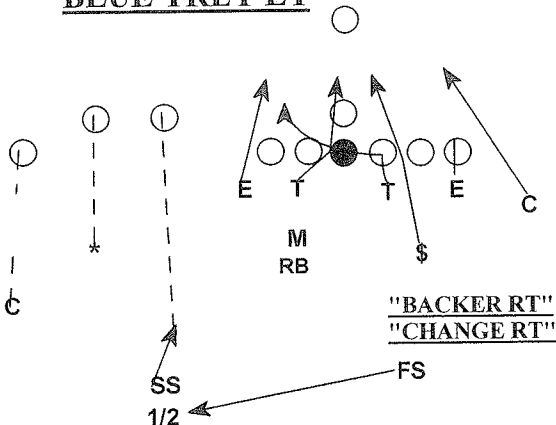
* CHANGE CALL "OFF"



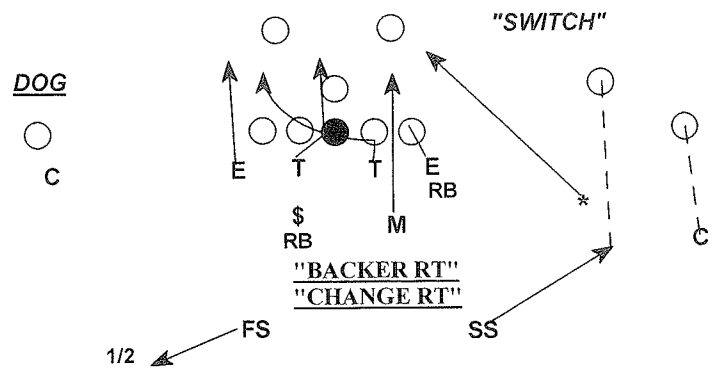
BLUE EMPTY TRAIN H OUT



BLUE TREY LT



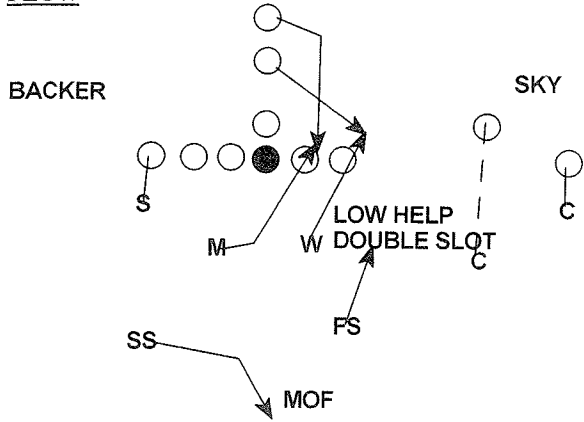
GOLD SPLIT RT



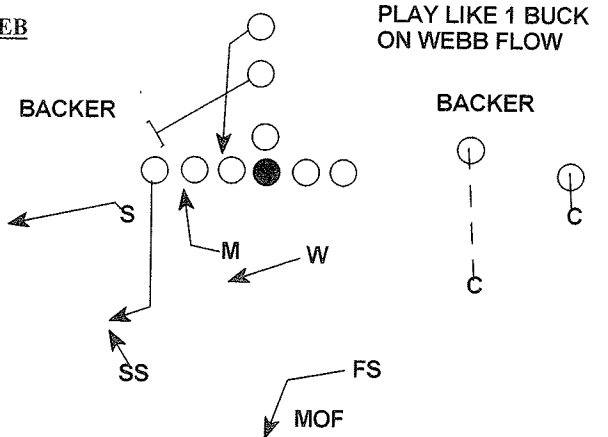
SLOT COVERAGE

SLOT CHECK FOR SLOT FORMATION. COVER SLOT IS COVER 1 PRINCIPLE WITH LOW RAT AND POST HELP. SAFTIES KEY DOWN LIKE ZONE - ALERT BUMP, BUT LB'S ARE 3 ON 3 ON RB/TE. VS ANY FORM OF 1 BACK SLOT CHECK COVER 1 ROCKET ADJUST.

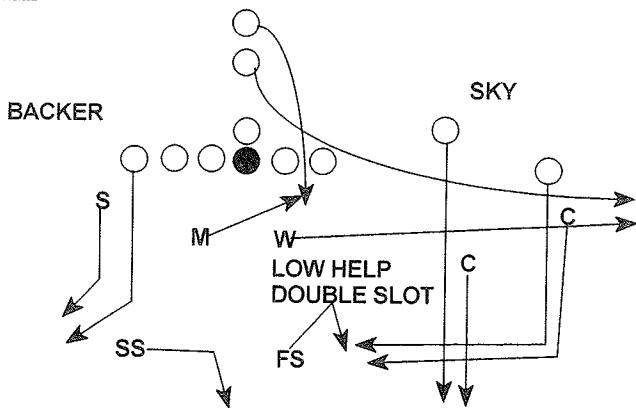
1. FLOW



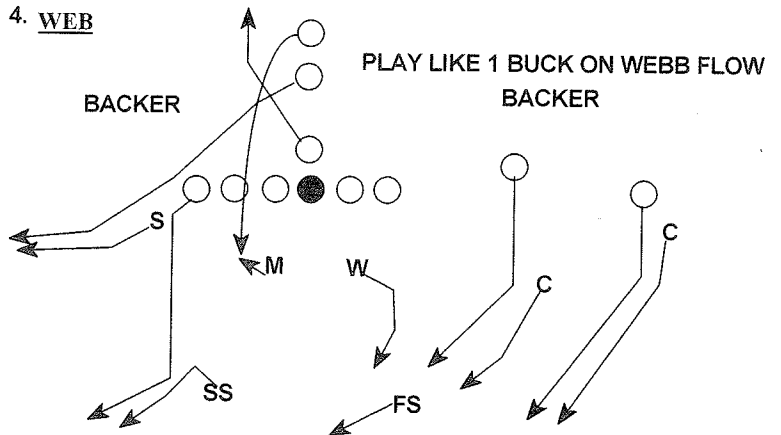
2. WEB



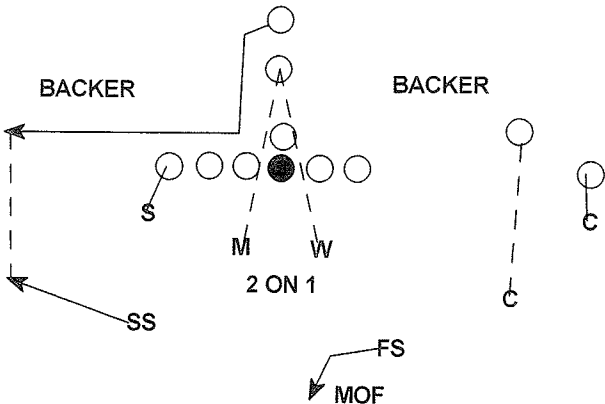
3. FLOW



4. WEB



5. VS 1 BACK ROCKET ADJUST

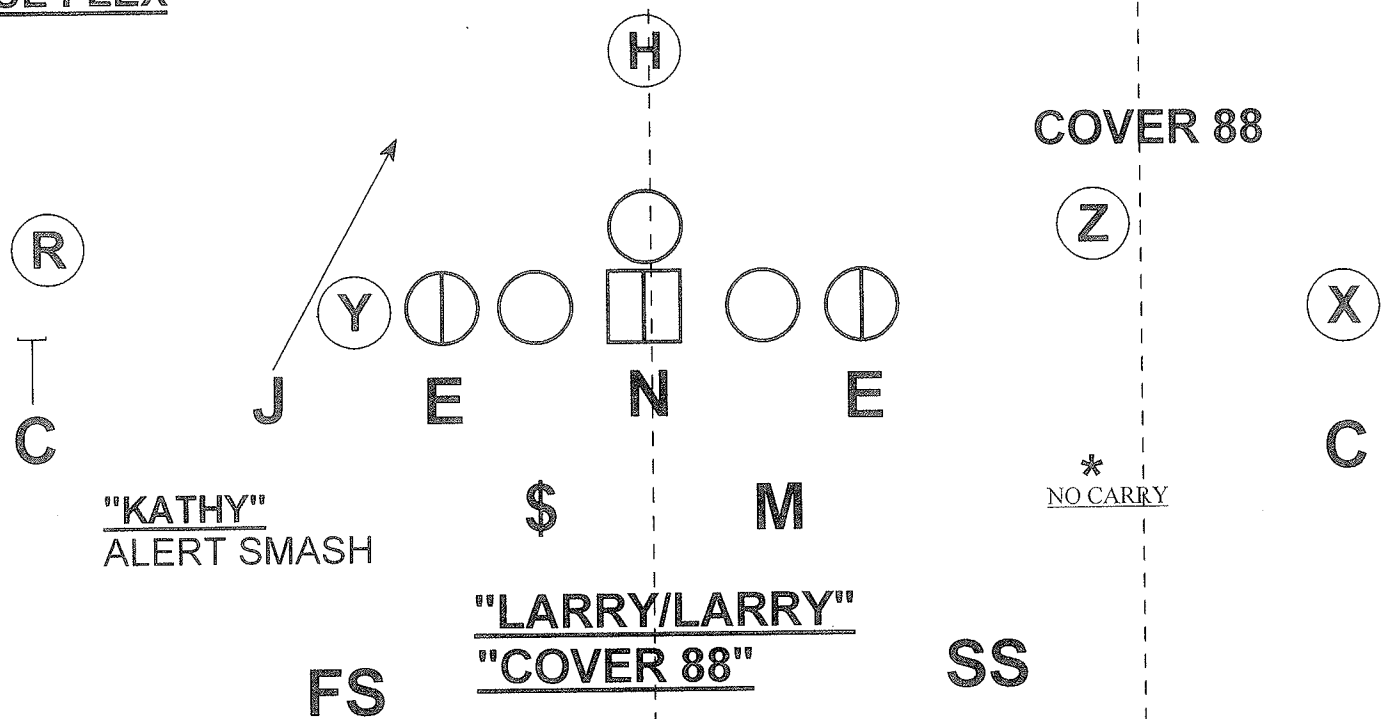


NICKEL BENCH BASE TRIPLE 88 / PALMS

BLUE FLEX

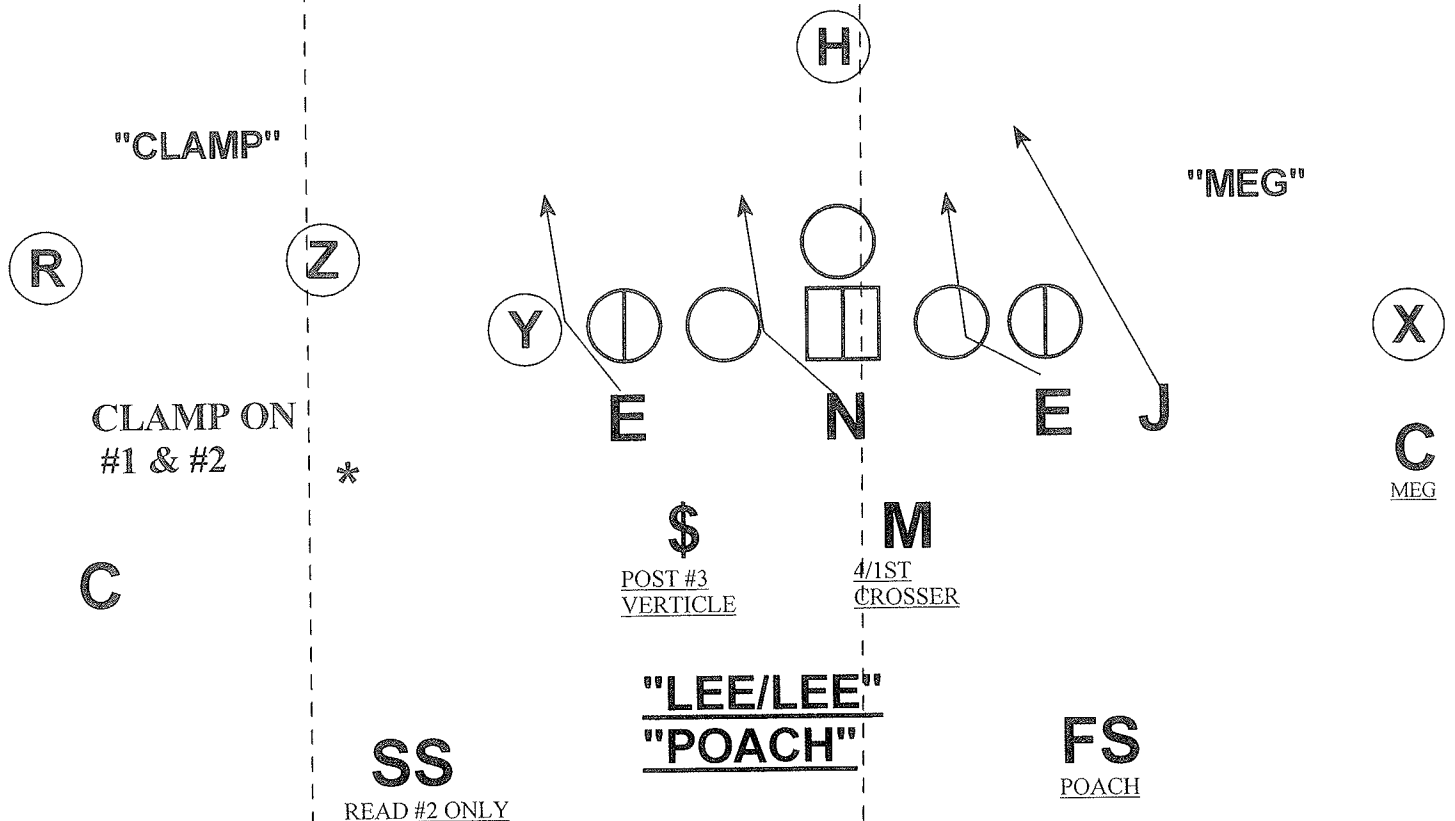
PALMS = POACH WITH
CLAMP ON 1 & 2

COVER 88

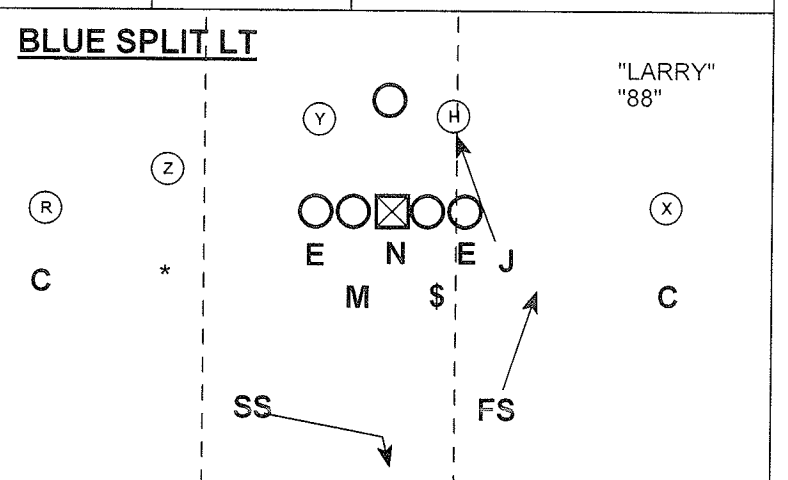
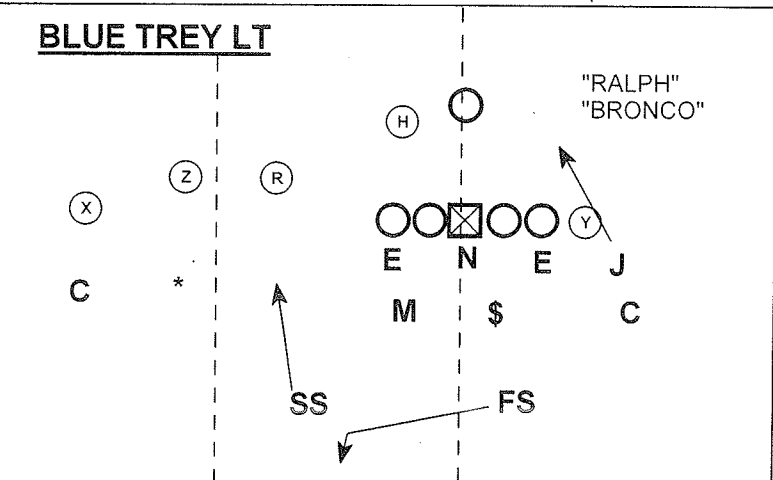
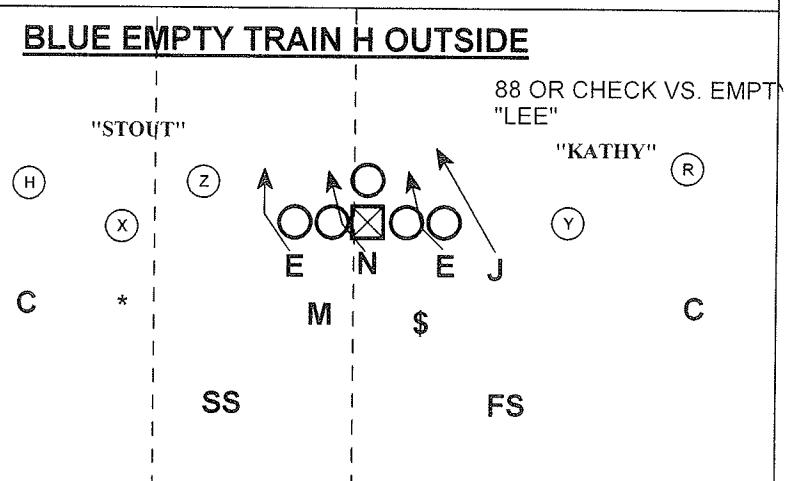
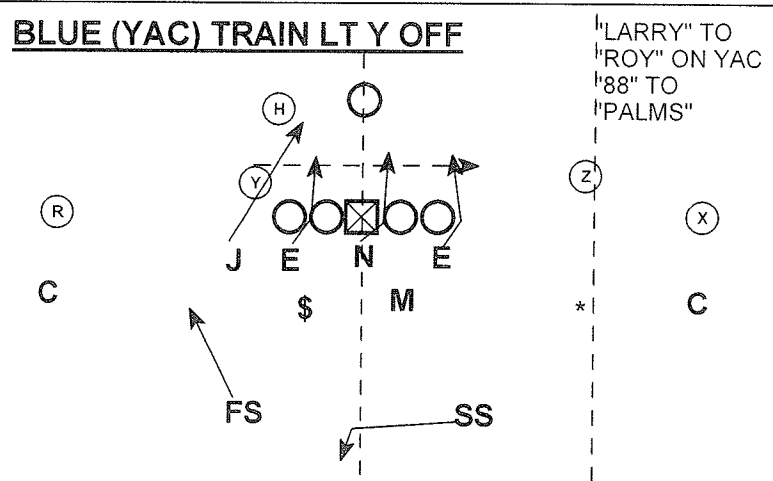
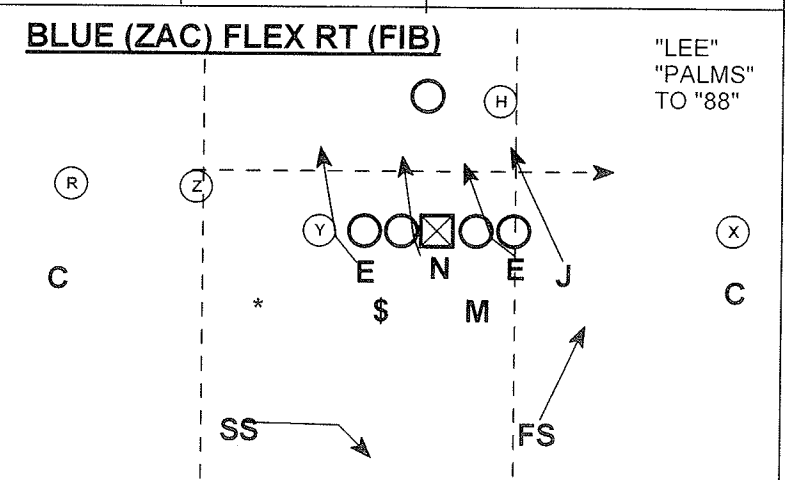
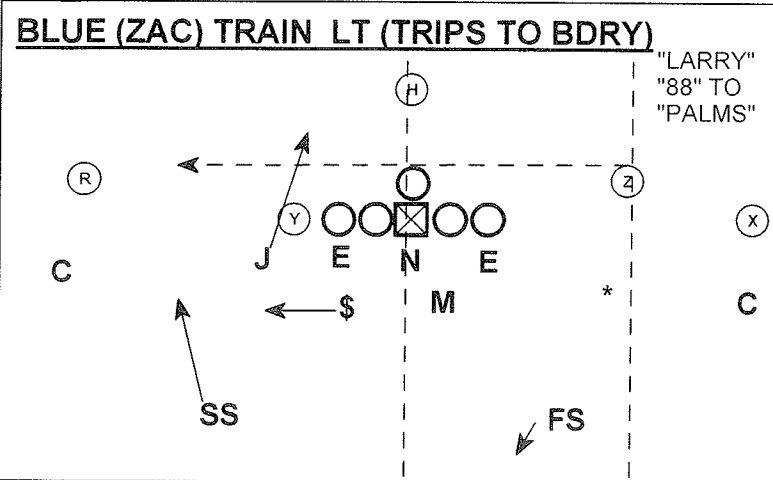
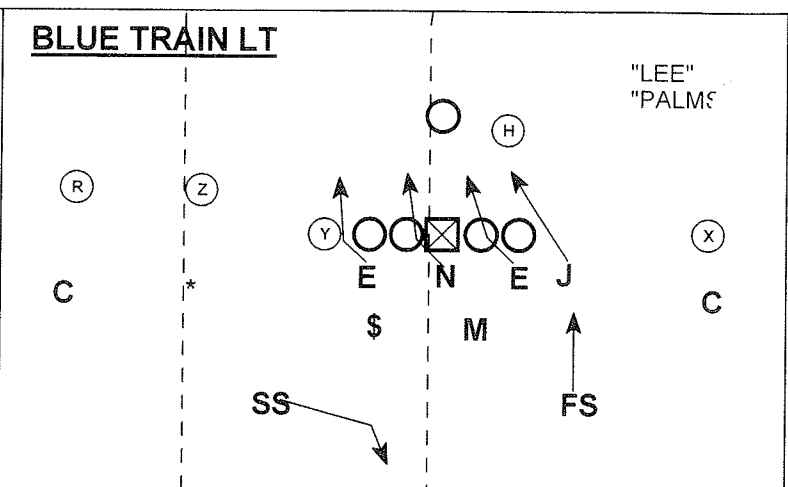
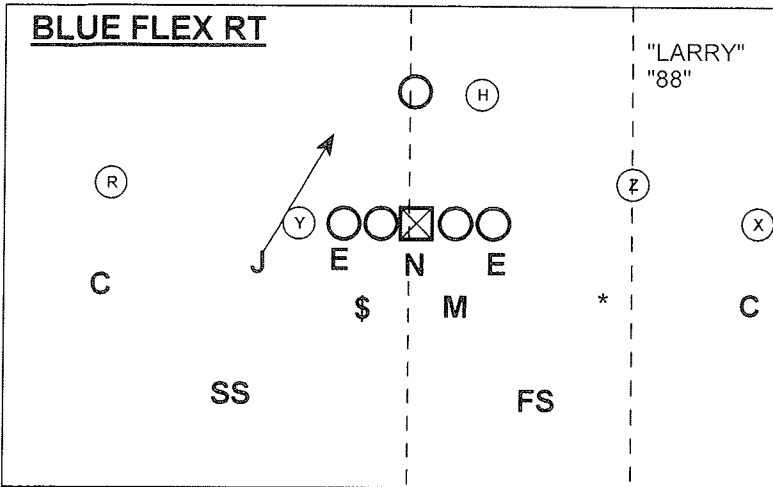


BLUE TRAIN LT

PALMS



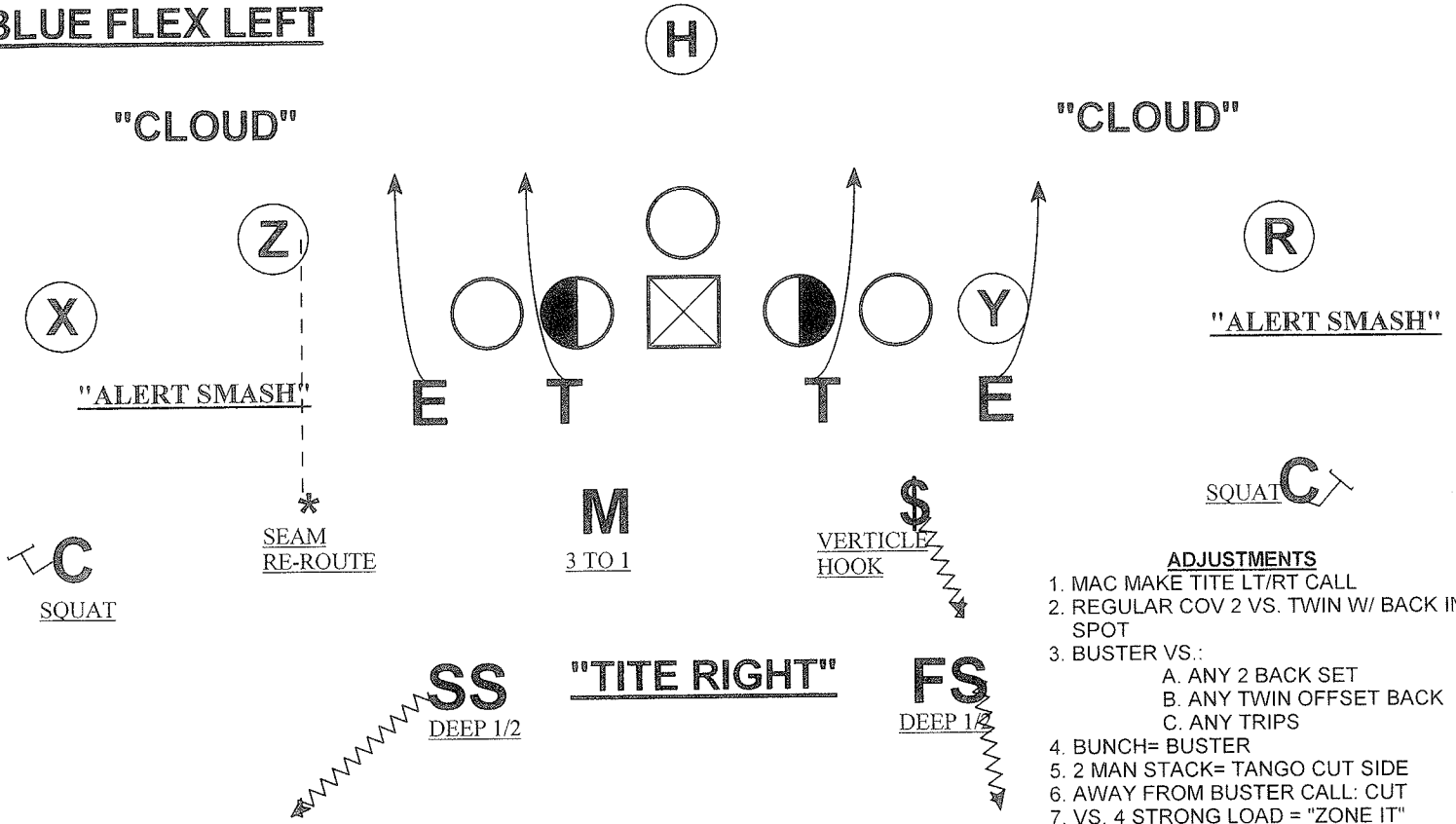
NICKEL BENCH BASE TRIPLE 88 / PALMS: ADJUSTMENTS



NICKEL/DIME EVEN 2 BUSTER

MASTER

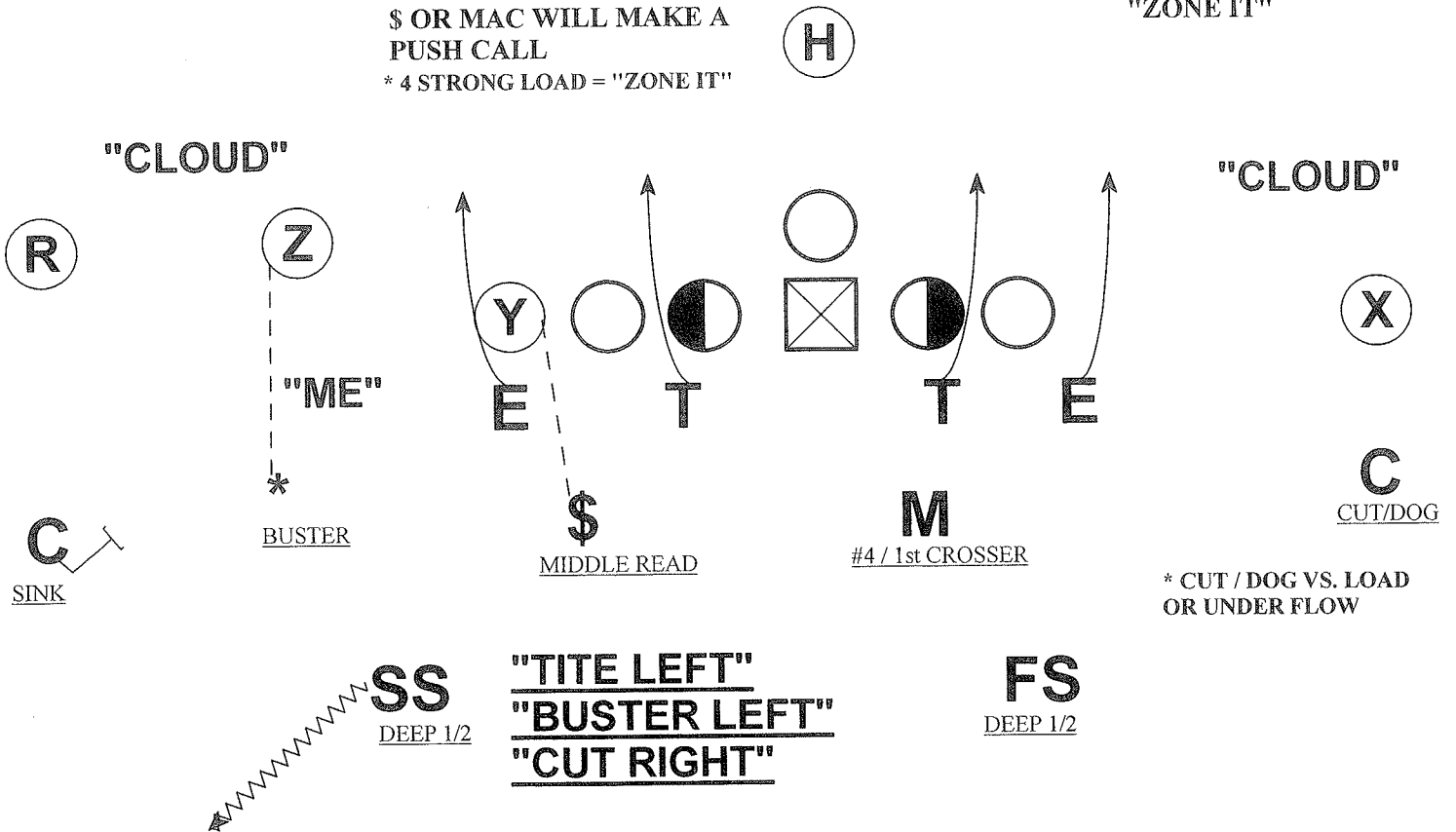
BLUE FLEX LEFT



BLUE TRAIN LEFT

** "ME" CALL UNLESS #3 GOES FAST TO FLAT. \$ OR MAC WILL MAKE A PUSH CALL

* 4 STRONG LOAD = "ZONE IT"



NICKEL/DIME EVEN 2 BUSTER

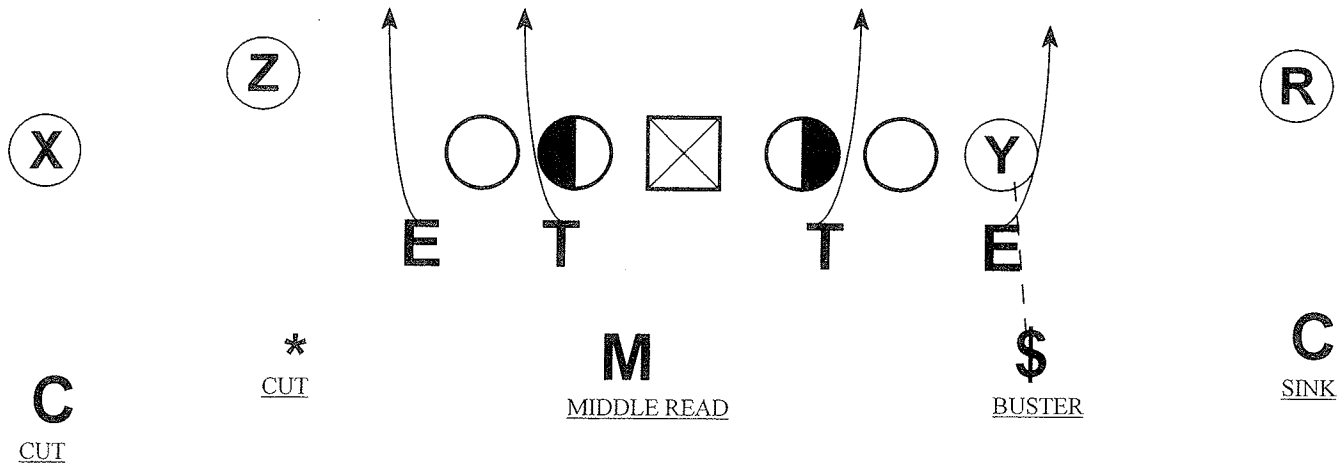
MASTER

BLUE GUN NEAR FLEX LEFT



(H)

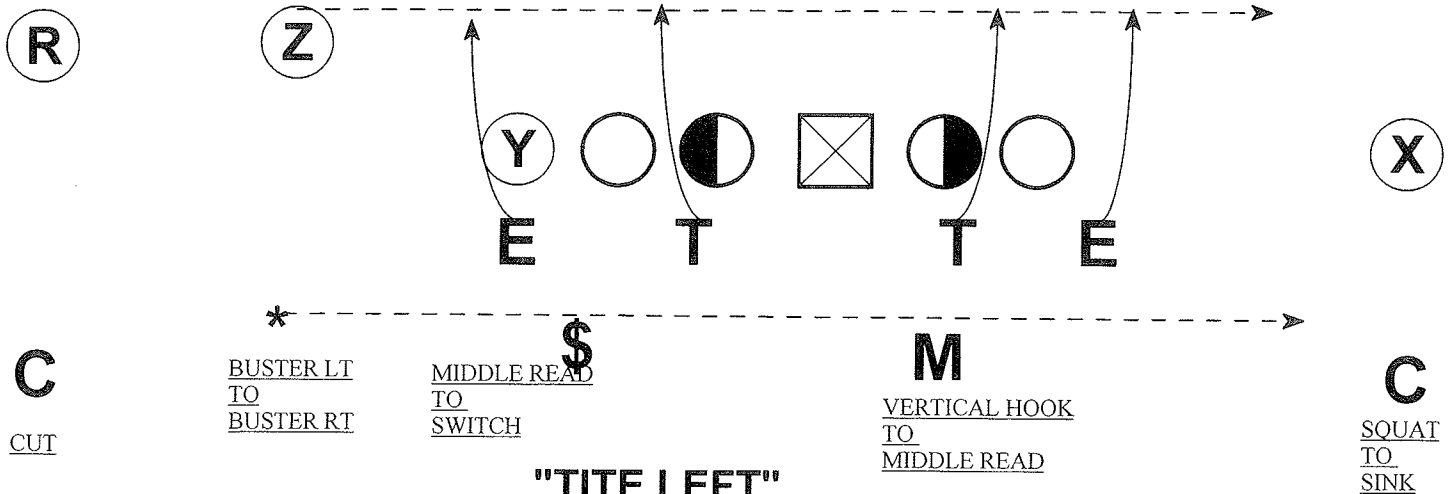
** TANGO ANY 2 MAN STACKS ON CUT SIDE



SS DEEP 1/2 "TITE RIGHT"
 "BUSTER RIGHT"
 TO OFFSET BACK
 "CUT LEFT" FS DEEP 1/2

BLUE (ZAC) GUN FAR FLEX RIGHT

"CLOUD" (H) "CLOUD"



SS DEEP 1/2 "TITE LEFT"
 "BUSTER LEFT"
 TO "BUSTER RIGHT"
 TO OFFSET BACK
 "CUT LEFT" FS DEEP 1/2

NICKEL/DIME EVEN 2 BUSTER

D DOLPHIN LT

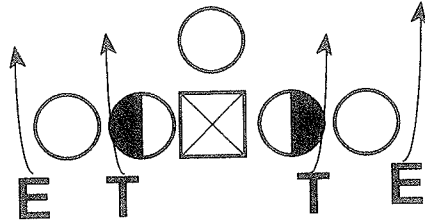
(H)

"CLOUD"

"CLOUD"

(Z)

(Y)



(T)

(X)

C
SQUAT

\$
SEAM
RE-ROUTE

M
3 TO 1

*
SEAM
RE-ROUTE

C
SQUAT

DEEP 1/2
FS

SS DEEP 1/2

RED TRAIN LT

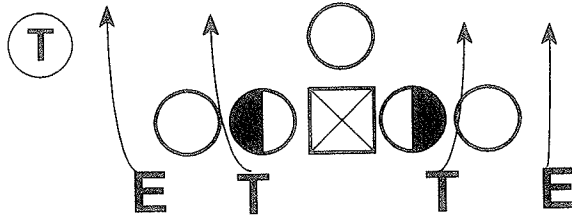
(H)

"CLOUD"

"CLOUD"

(Z)

(Y)



(T)

(X)

C
SINK

*
BUSTER

\$
MIDDLE
READ

M
VERTICAL
HOOK

CUT

C
SQUAT

SS DEEP 1/2

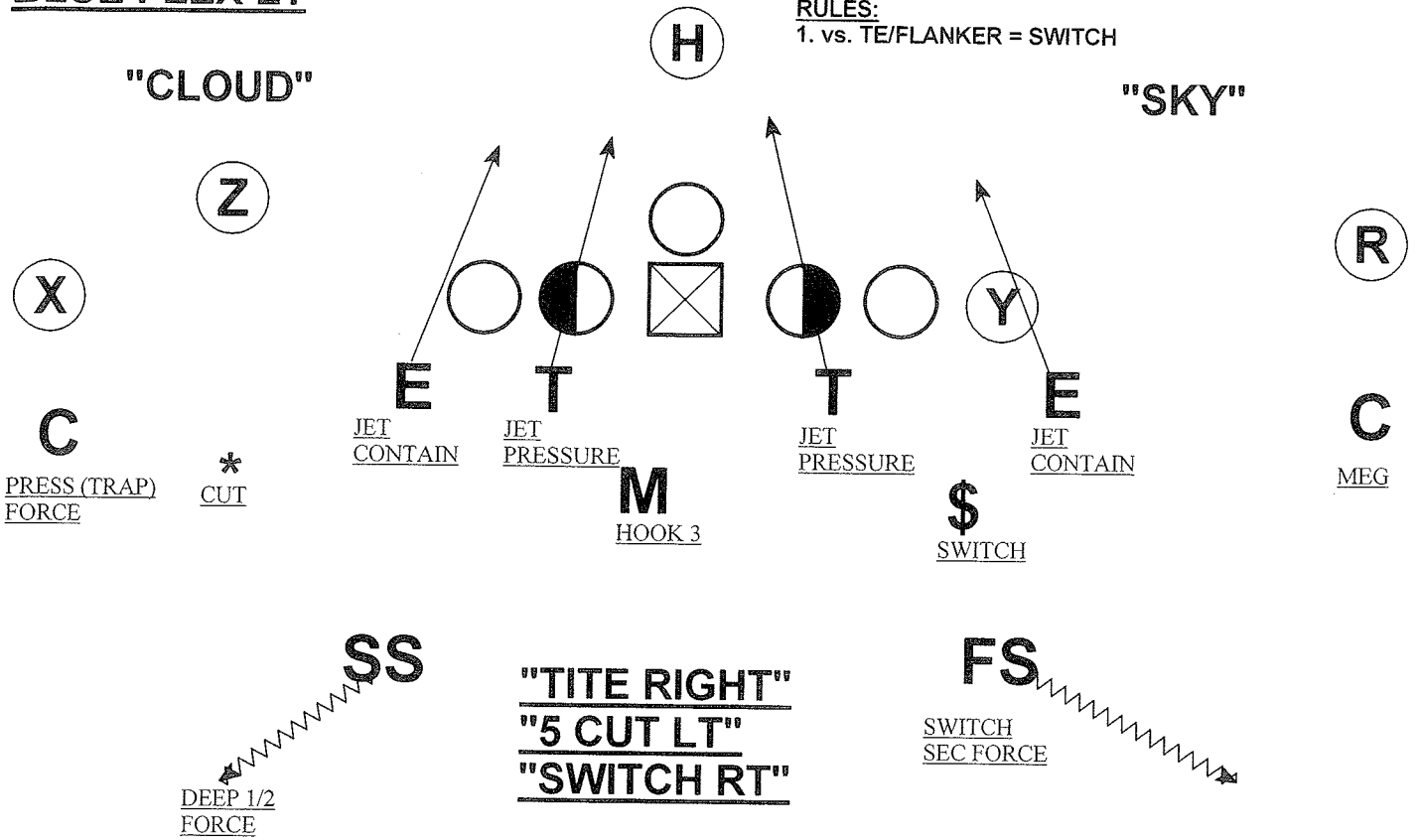
FS DEEP 1/2

"BUSTER LEFT"

NICKEL/DIME EVEN 75 CUT

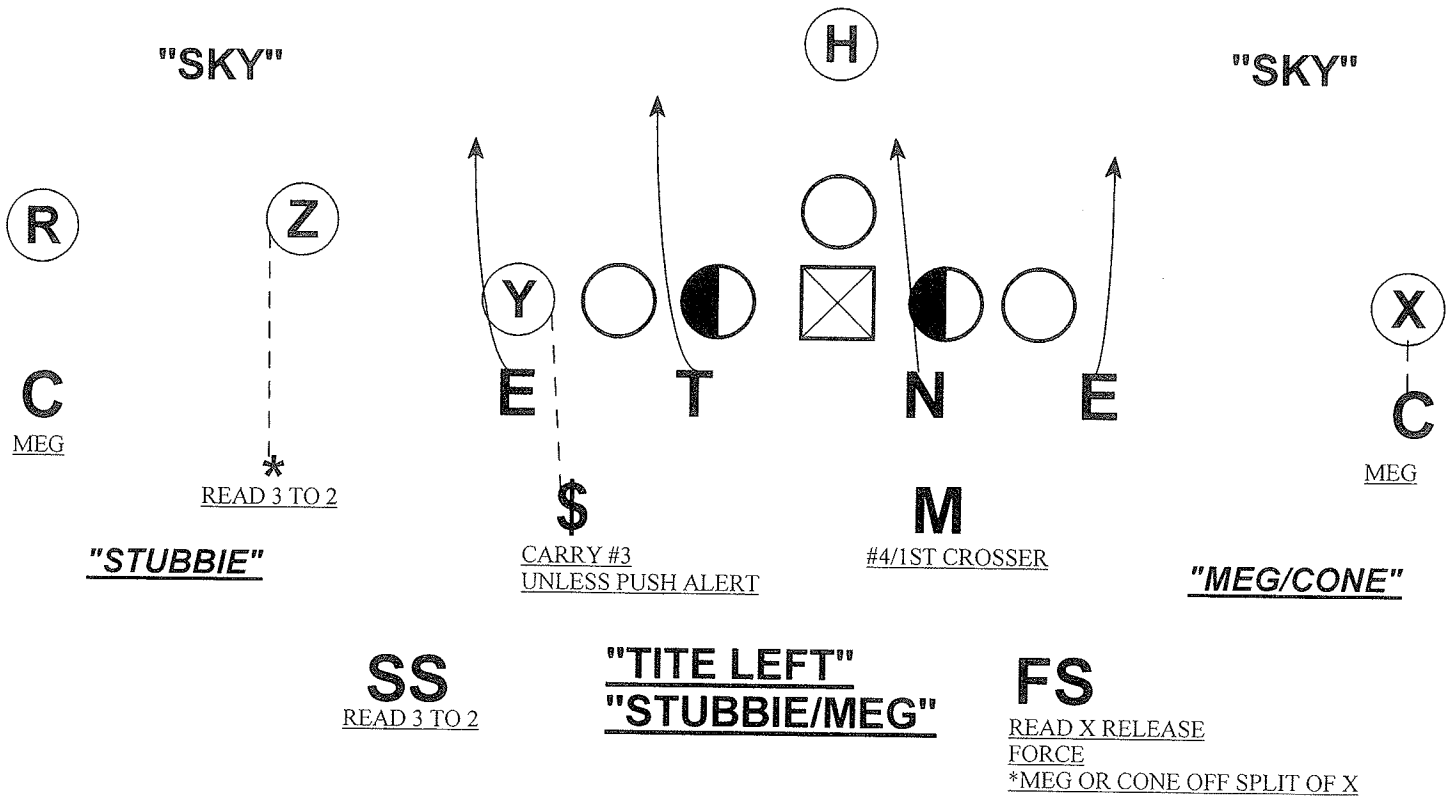
BLUE FLEX LT

RULES:
1. vs. TE/FLANKER = SWITCH



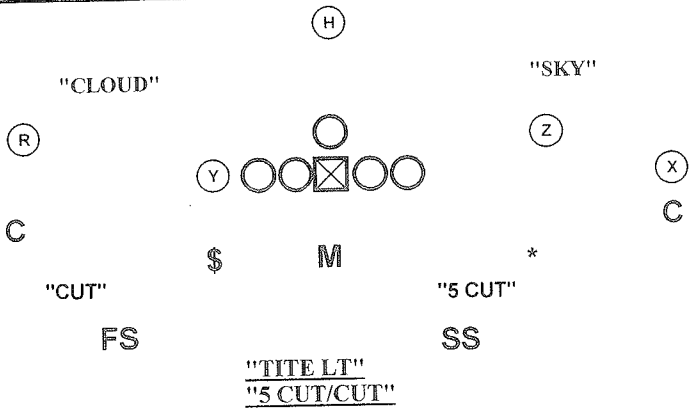
BLUE TRAIN LT

CHECK STUBBIE

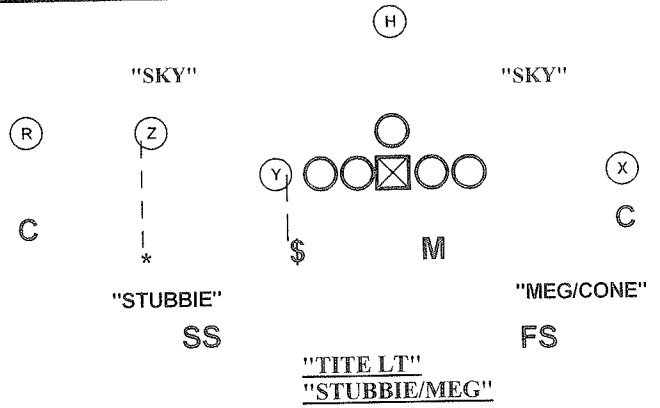


NICKEL/DIME EVEN 75: ADJUSTMENTS

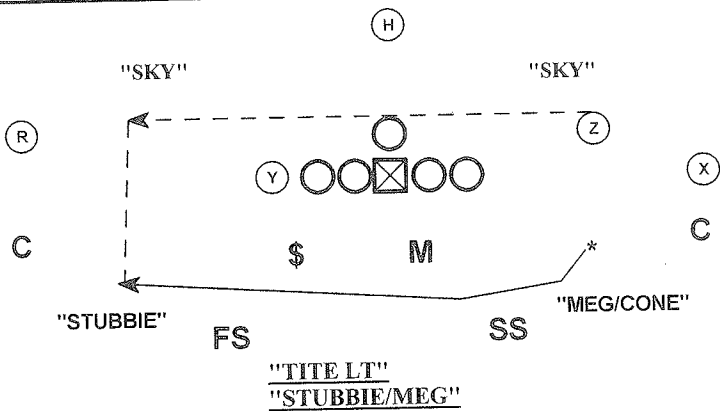
BLUE FLEX RT



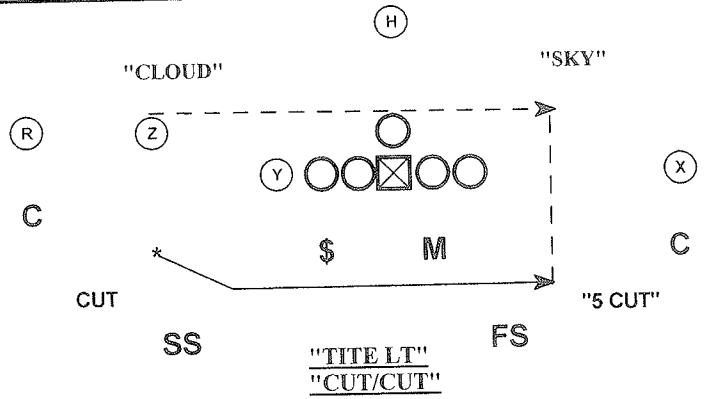
BLUE TRAIN LT



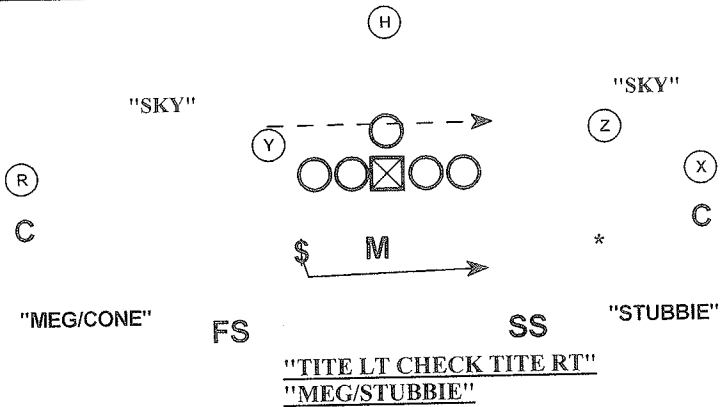
BLUE (ZAC) TRAIN LT



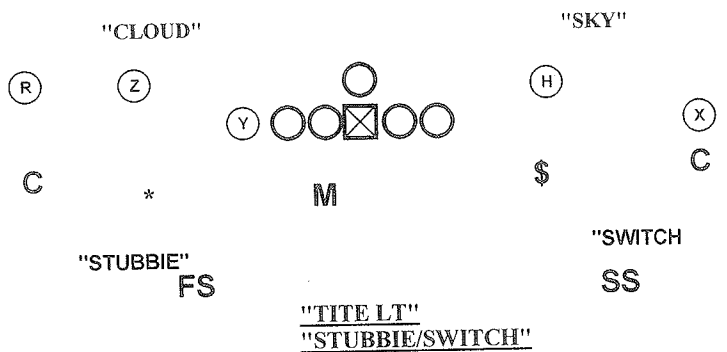
BLUE (ZAC) FLEX RT



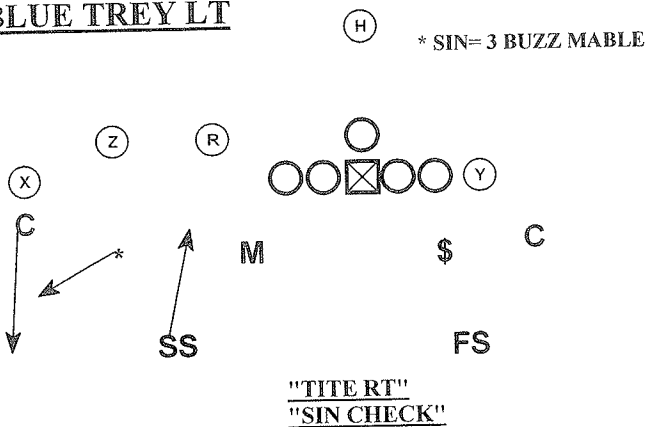
BLUE (YAC) TRAIN LT Y OFF



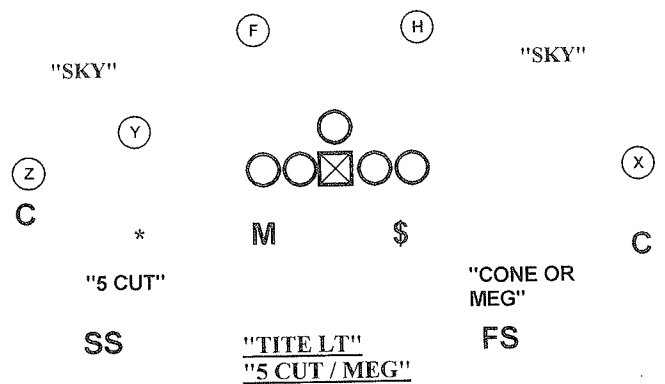
BLUE EMPTY TRAIN H OUT



BLUE TREY LT

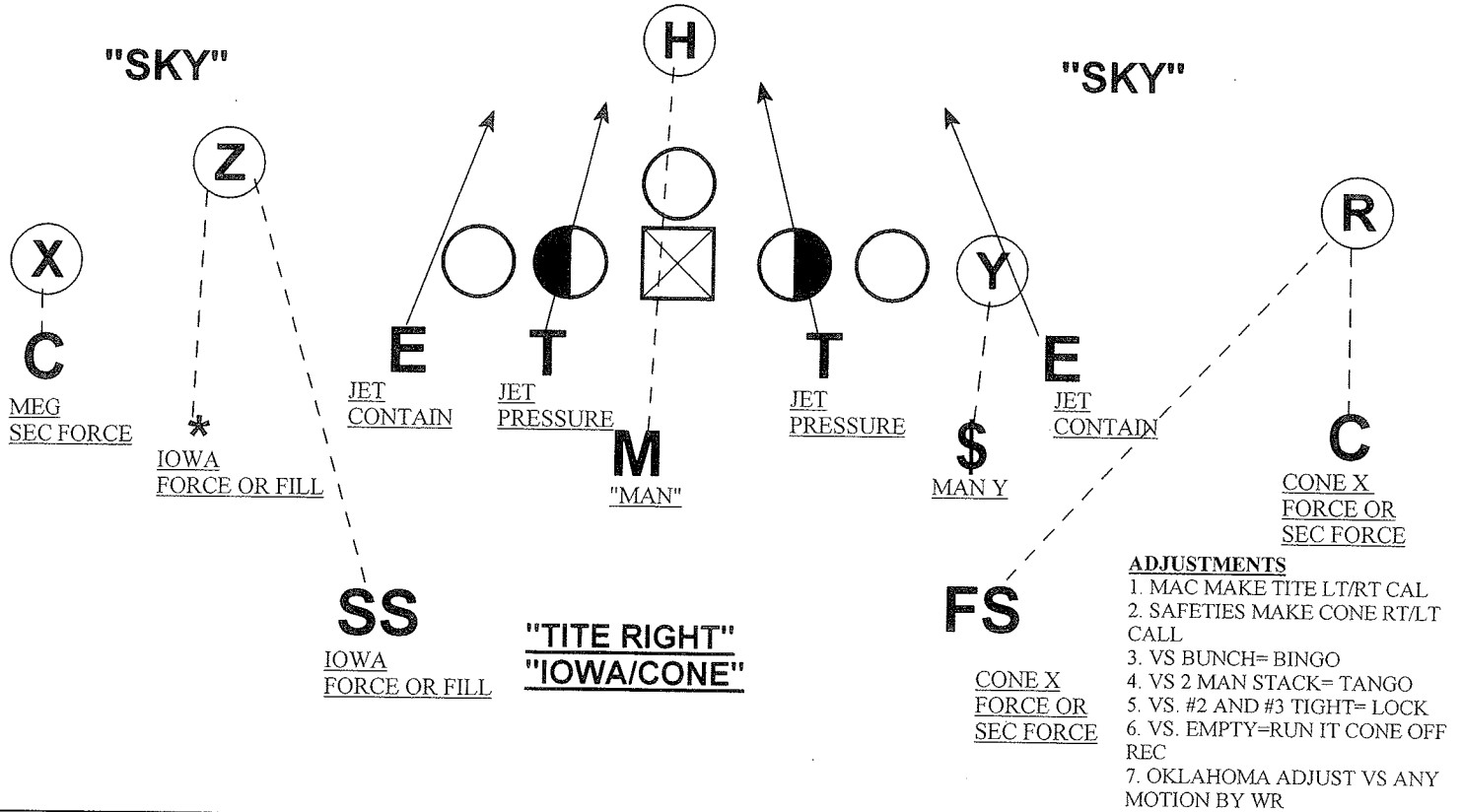


GOLD SPLIT LT

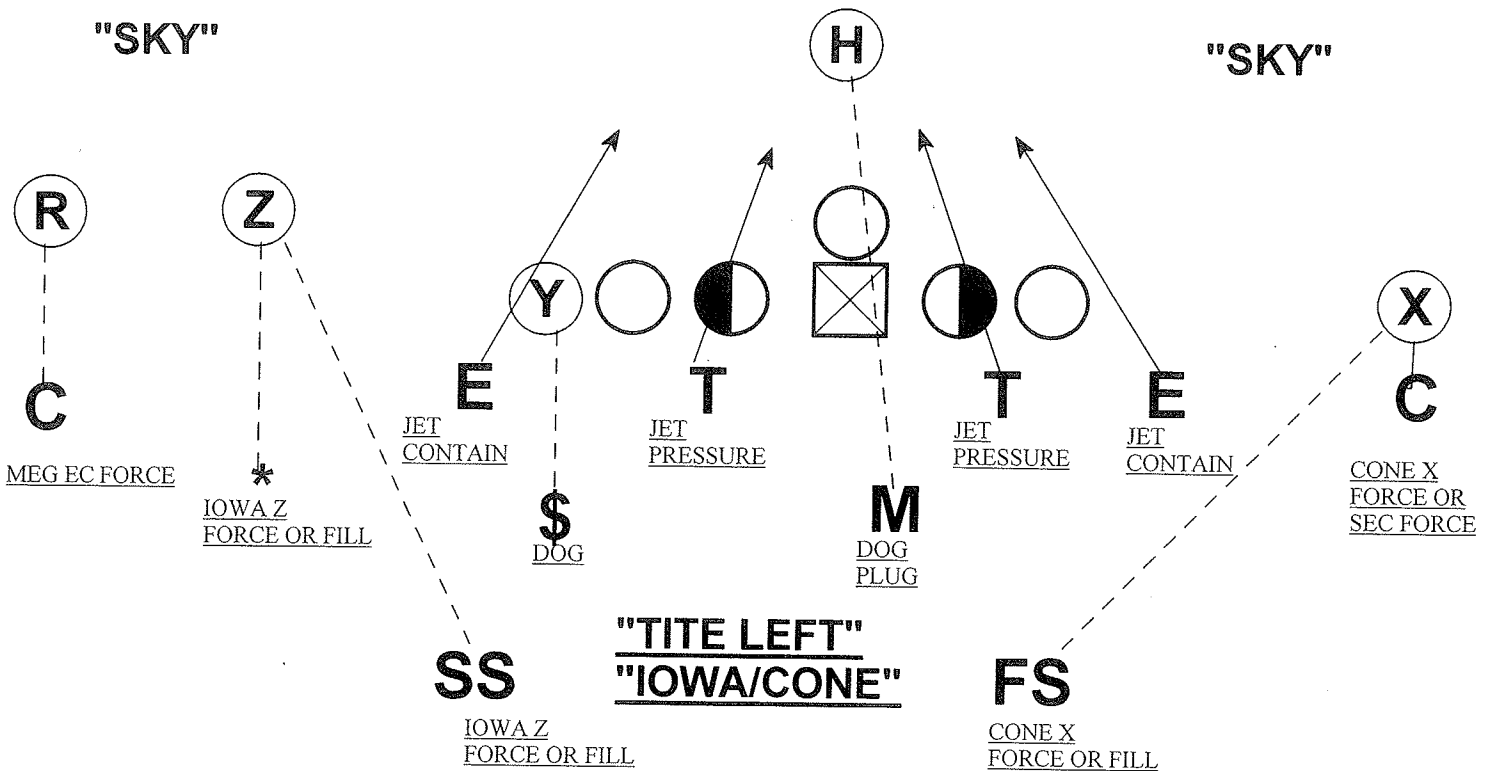


NICKEL EVEN 55 LOCK

BLUE FLEX LT

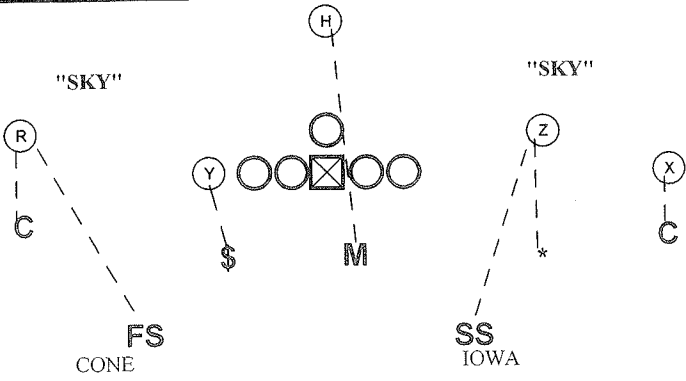


BLUE TRAIN LT

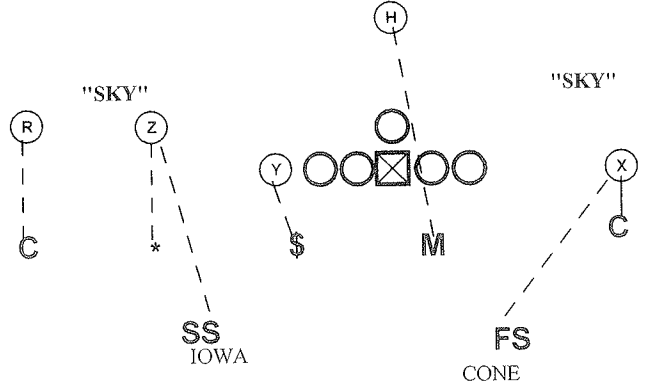


NICKEL/DIME EVEN 55 LOCK: ADJUSTMENTS

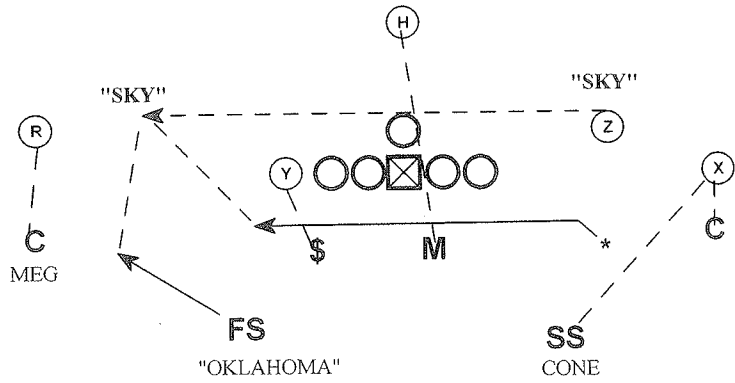
BLUE FLEX RT



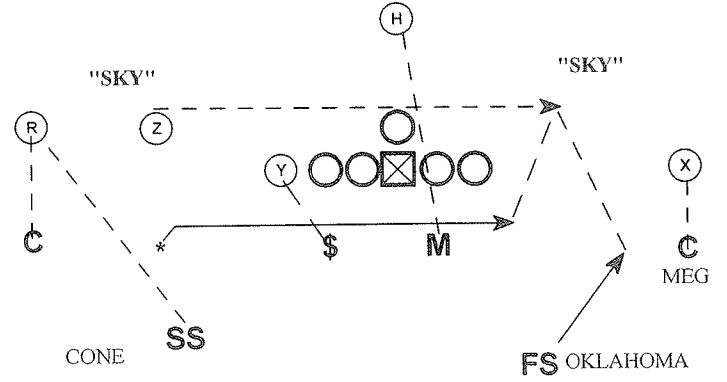
BLUE TRAIN LT



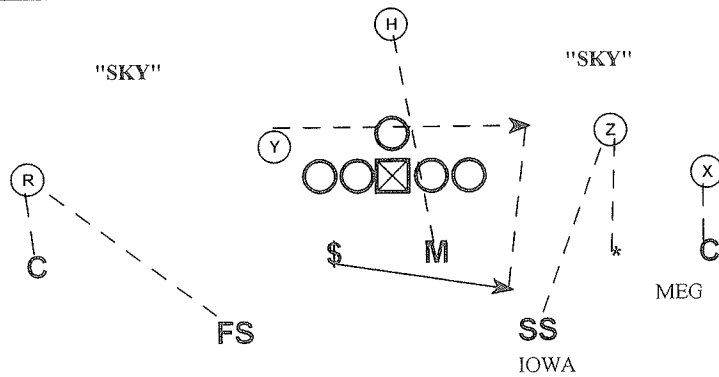
BLUE (ZAC) TRAIN LT



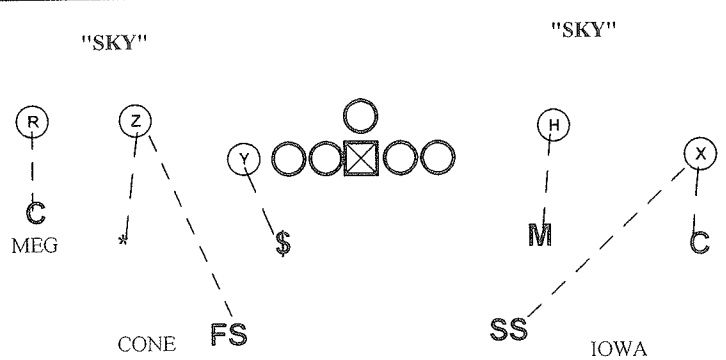
BLUE (ZAC) FLEX RT



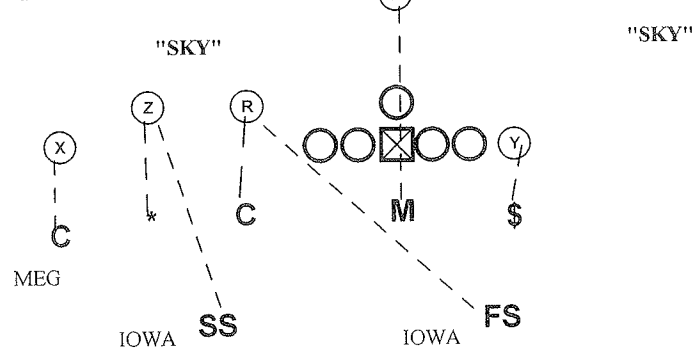
BLUE (YAC) TRAIN LT Y OFF



BLUE EMPTY TRAIN H OUT



BLUE TREY LT



GOLD SPLIT LT

