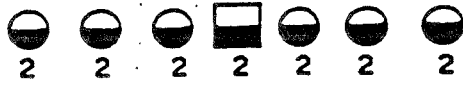


Minnesota Vikings

46 Package

BASIC ALIGNMENTS

- A. HEAD UP — 2 TECH. (2 GAP)
 ANY POSITION IN 2 GAP
 OR POWER 2. (HARD)



- B. OUTSIDE SHOULDER — 3 TECH. (JET)
 UNDER TACKLE & BUBBLE
 END IN OVER.



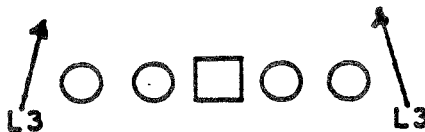
- C. OUTSIDE FOOT — WIDE 3 (WIDE JET)
 CLOSED END IN UNDER,
 UNDER TACKLE PER GAME PLAN.



- D. INSIDE SHOULDER — 1 TECH. (STACK)
 UNDER END VS. 2ND TE.
 CLOSED END IN OVER.



- E. 1 YARD OUTSIDE — LOOSE 3 (JET OVER AIR)
 OPEN END, BEAR END.



- F. COCKED — ANGLED TO SHOULDER OF CENTER.
 NOSEMAN IN OVER, UNDER.



C.P.: "HEAVY" DESIGNATES EYE-TO-EYE ALIGN.
 (HEAVY 3, HEAVY 5)

LEFT

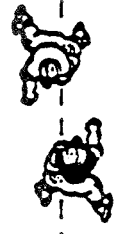
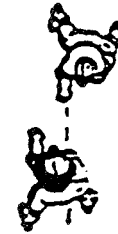
RIGHT



MASK
TO
MASK

2,P2

2,P2



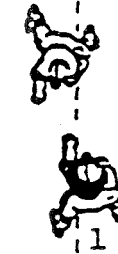
3

3



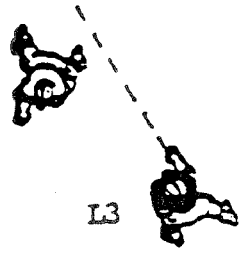
W3

W3



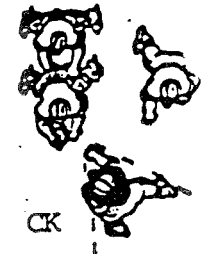
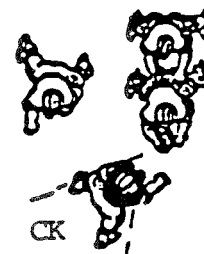
1

1



L3

L3



CK

CK

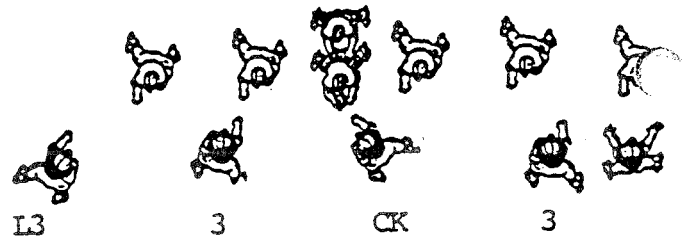
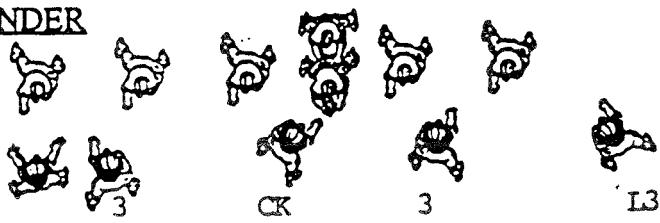
MINNESOTA VIKINGS VERSION
OF "BEAR" DEF. (3 YRS. AGO)

Alignments by Fronts

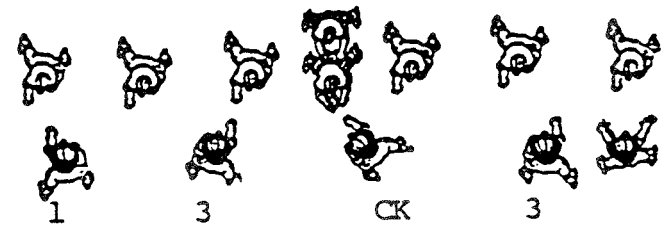
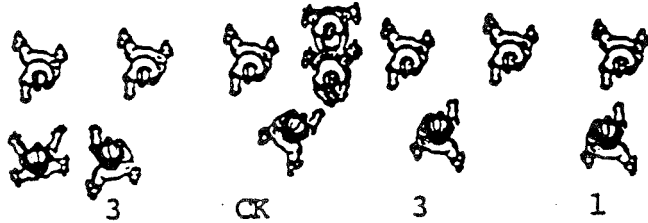
(CLOSED LEFT)

(CLOSED RIGHT)

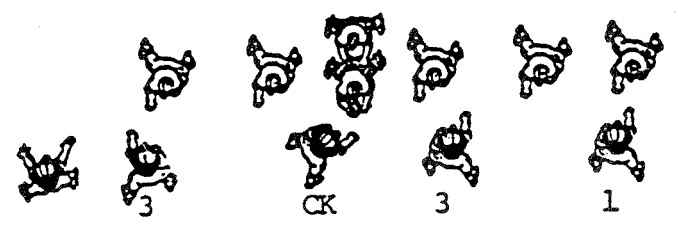
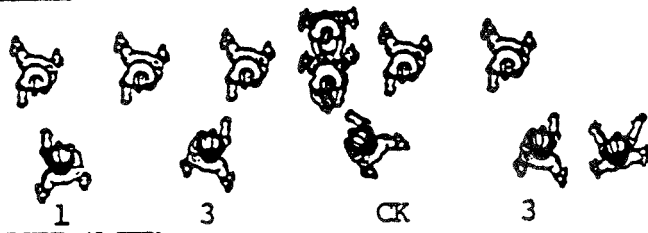
UNDER



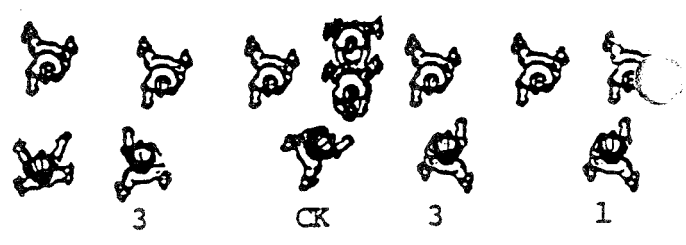
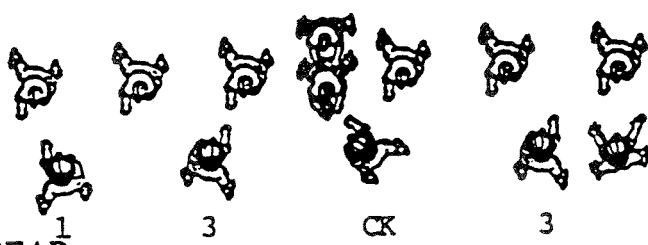
UNDER (2 TE)



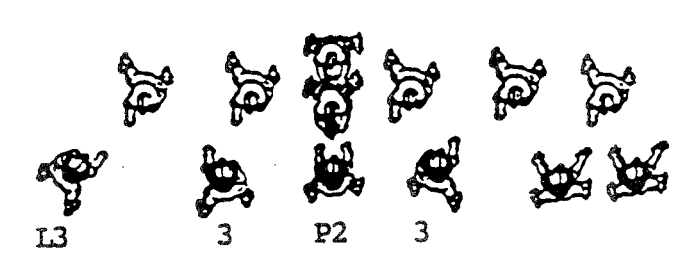
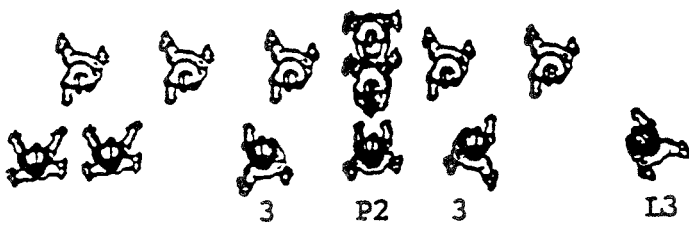
OVER



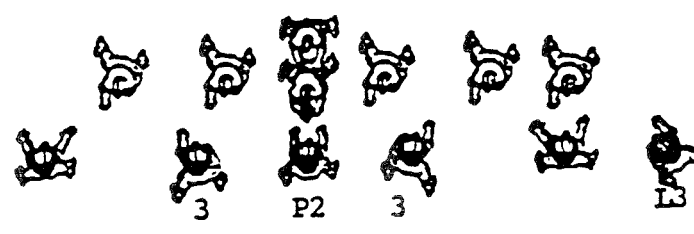
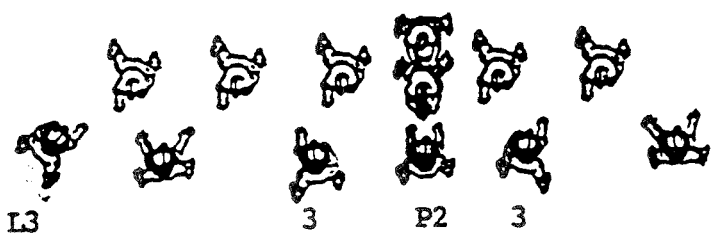
OVER (2 TE)



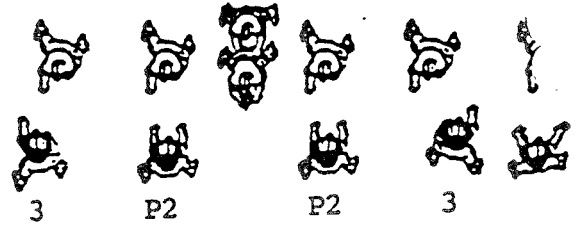
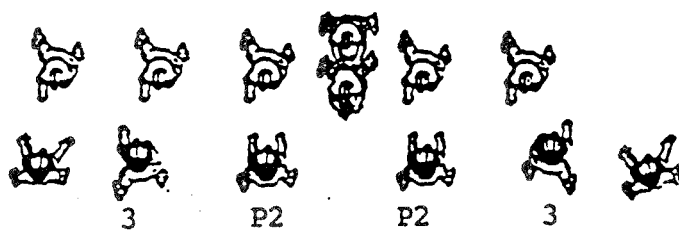
BEAR



OVER BEAR

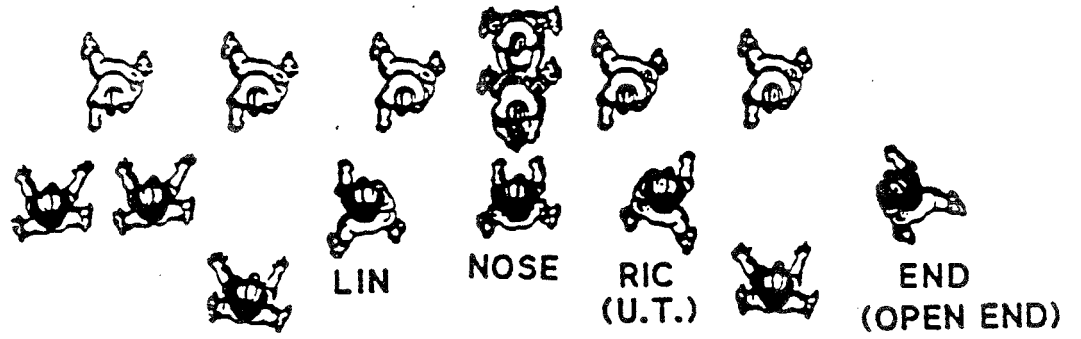


EVEN

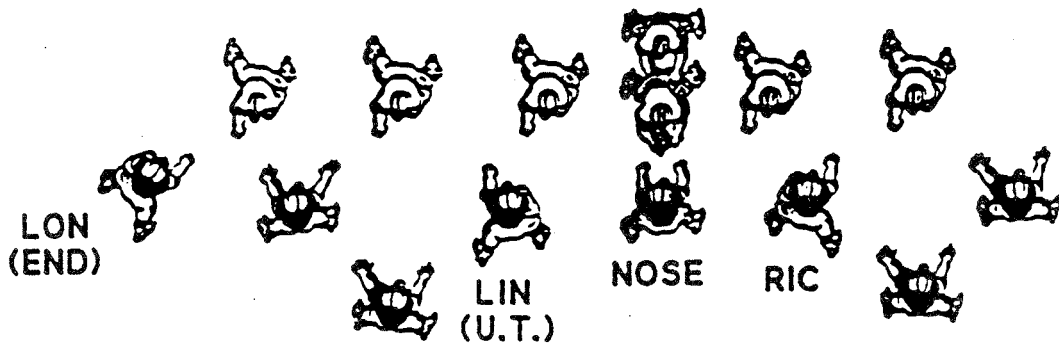


I. POSITION NAMES BY FRONTS

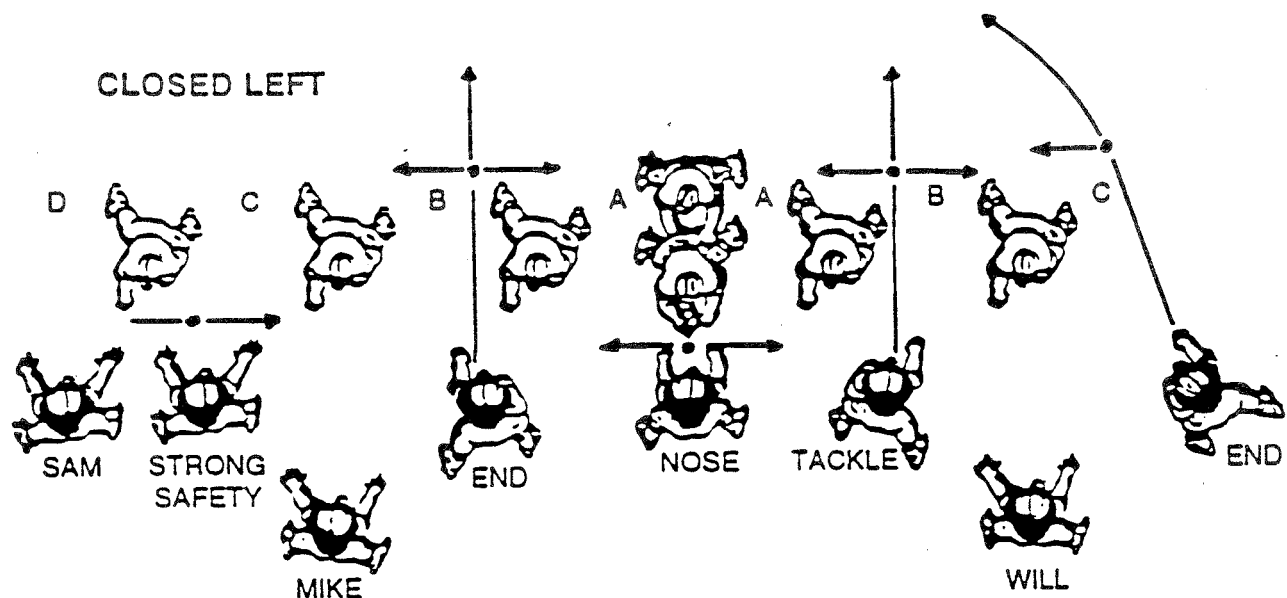
BEAR



OVER BEAR



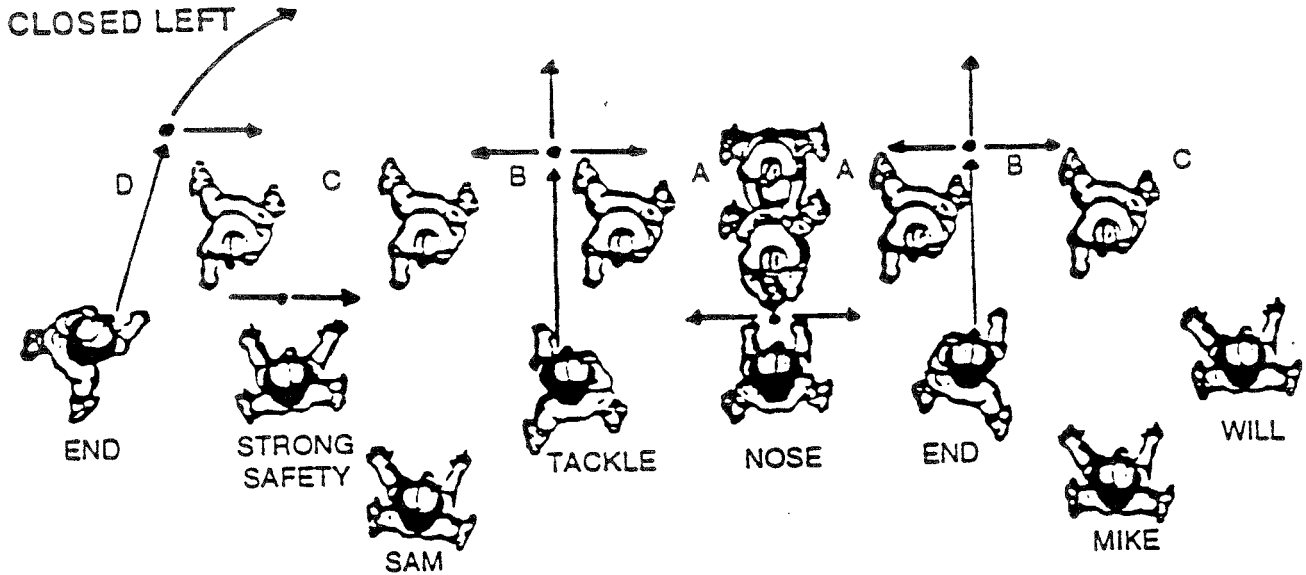
BEAR



POSITION	ALIGN TECH.	KEY	RUN RESPONSIBILITY	PASS RUSH LANE	COACHING POINTS
Closed End	3 on G JET	Movement, Ball, G	Play to: 'B' Gap. Play away: Squeeze 'A'	Closed side pressure	Penetrate, ricochet, can't be sealed
Under Tackle	3 on G JET	Movement, Ball, G	Play to: 'B' Gap Play away: Squeeze 'A'	Open side pressure	Penetrate, ricochet, can't be sealed
Nose	2 on C 2 Gap	Center	Play to: Backside Play away: 'A' Gaps	2 Way Go	Pass shows vs. eagle= closed rush lane.
Open End	Loose 3 JET	Movement, Ball, T/NB	Play to: 'C' Gap Play away: Upfield 'C' Gap.	'C' Gap Right Outside	Spill all plays to except T turnout
Sam	Outside TE Contain	Near Back	Play to: Contain Play away: Chase	Contain	Contain, constrict running lane. Check reverse.
Will	G G	Backs thru T	Play to: 'D' Gap Find ball. Play away: Playside 'A'		Near back = Tan Alert swap
Mike	G G	Backs thru T	Play to: 'D' Gap Find ball. Play away: Playside 'A'		Near back=Tan. Alert swap. Eagle call=open 'A' vs. draw
Strong Safety	Inside eye TE 2 Gap	TE	Play to: 'C' Gap Play away: 'C' Gap		

* All aligned 1 back set - 'Check Eagle'

OVER BEAR

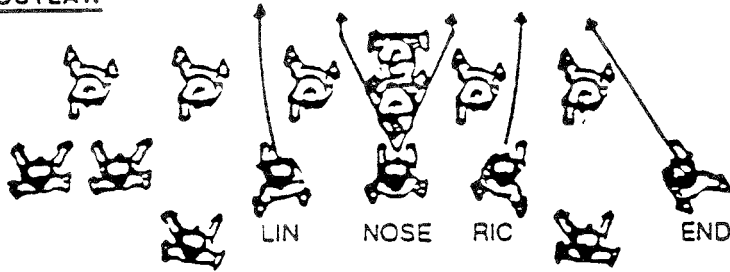


POSITION	ALIGN TECH.	KEY	RUN RESPONSIBILITY	PASS RUSH LANE	COACHING POINTS
Closed End	<u>Outside TE</u> Contain	Near Back	Play to: Contain Play away: Chase	Contain	Contain, constrict running lane.
Under Tackle	<u>3 on G</u> JET	Movement, Ball, G	Play to: 'B' Gap Play away: Squeeze 'A'	Closed side pressure	Penetrate, ricochet, can't be sealed
Nose	<u>2 on C</u> 2 Gap	Center	Play to: Backside Play away: 'A' Gaps	2 Way Go	
Open End	<u>3 on G</u> JET	Movement, Ball, G	Play to: 'B' Gap Play away: Squeeze 'A'	Open Side pressure	Penetrate, ricochet can't be sealed
Will	<u>G</u> G	Backs thru T	Play to: 'D' Gap. Find ball. Play away: Playside 'A'		Near back = Tan Alert swap
Sam	1 yard <u>outside OT</u> Crash	NB thru T	Play to: 'C' Gap Play away: Upfield 'C' squeeze.	Contain	Spill all runs to except T turnout
Mike	<u>G</u> G	Backs thru T	Play to: 'D' Gap Find ball. Play away: Playside 'A'		Near back = Tan. Alert swap.
Strong Safety	<u>Inside eye TE</u> 2 Gap	TE NB	Play to: 'C' Gap Play away: 'C' Gap		

* All aligned 1 back set - "Check Eagle"

BEAR GAMES

OUTLAW



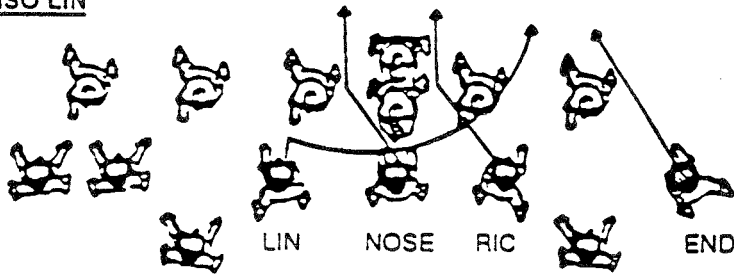
NOSE - 2 WAY GO

LIN - JET

RIC - JET

END - JET

ISO LIN



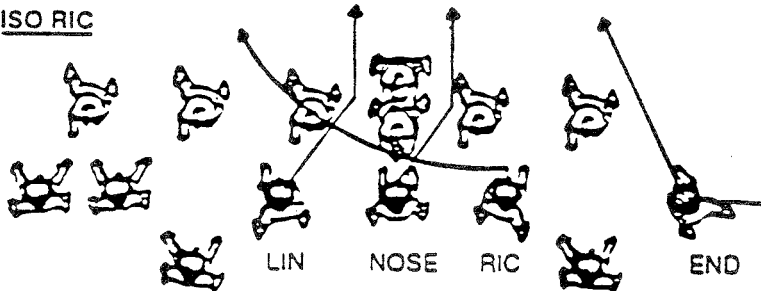
NOSE - LT A GAP

RIC - SPIKE, A GAP

LIN - COME AROUND, RT B GAP

END - JET

ISO RIC



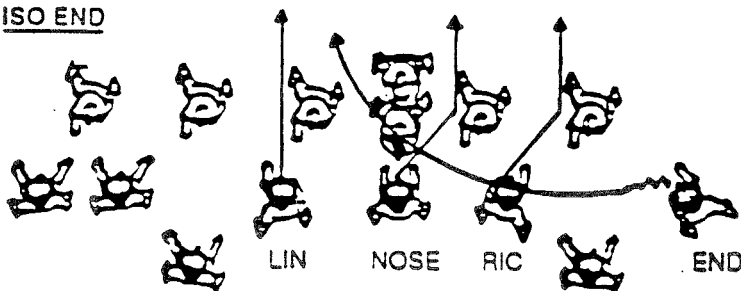
NOSE - RT A GAP

LIN - SPIKE, A GAP

RIC - COME AROUND, LT B GAP

END - JET

ISO END



LIN - JET

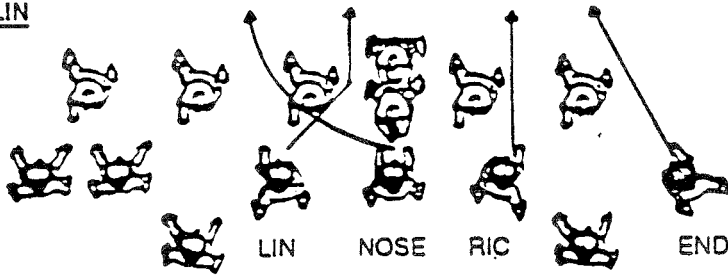
NOSE - RT A GAP

RIC - RT B GAP & OUTSIDE

END - COME AROUND, A GAP

BEAR GAMES

LIN



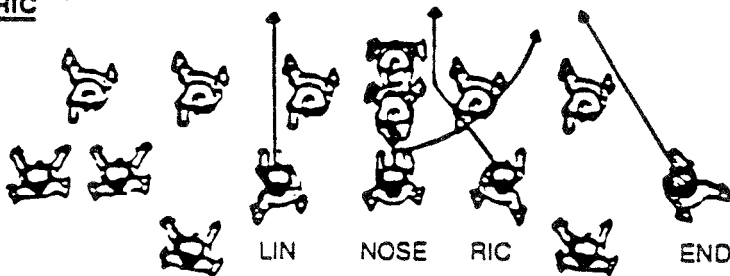
LIN - SPIKE, A GAP

NOSE - COME AROUND, B GAP

RIC - JET

END - JET

RIC



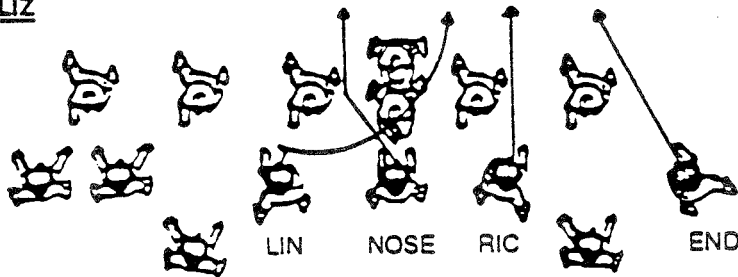
RIC - SPIKE, A GAP

NOSE - COME AROUND, B GAP

LIN - JET

END - JET

LIZ



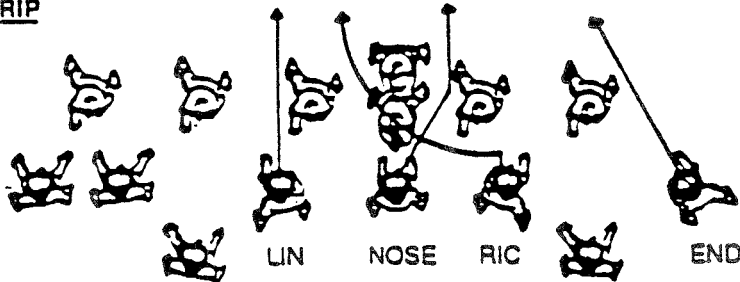
NOSE - LEFT A GAP

LIN - COME AROUND, RT A GAP

RIC - JET

END - JET

RIP



NOSE - RT A GAP

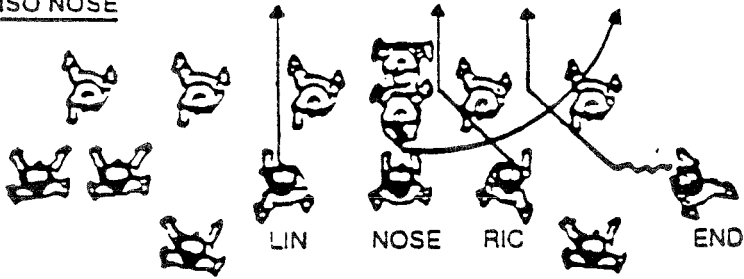
RIC - COME AROUND, LT A GAP

LIN - JET

END - JET

BEAR GAMES

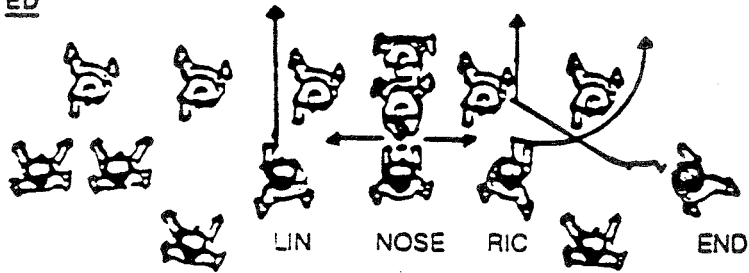
ISO NOSE



TO SIDE OF END

- LIN - JET
- RIC - SPIKE, A GAP
- END - REDUCE, RAM B GAP
- NOSE - COME AROUND, C GAP

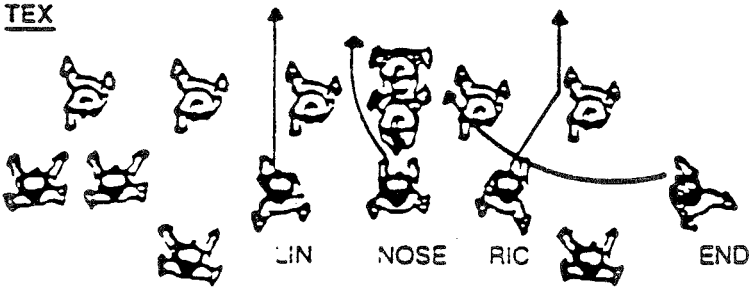
ED



TO SIDE OF END

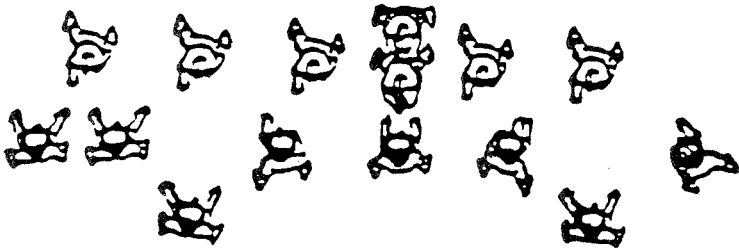
- LIN - JET
- RIC - 2 GAP
- END - REDUCE, RAM B GAP
- NOSE - COME AROUND, C GAP

TEX

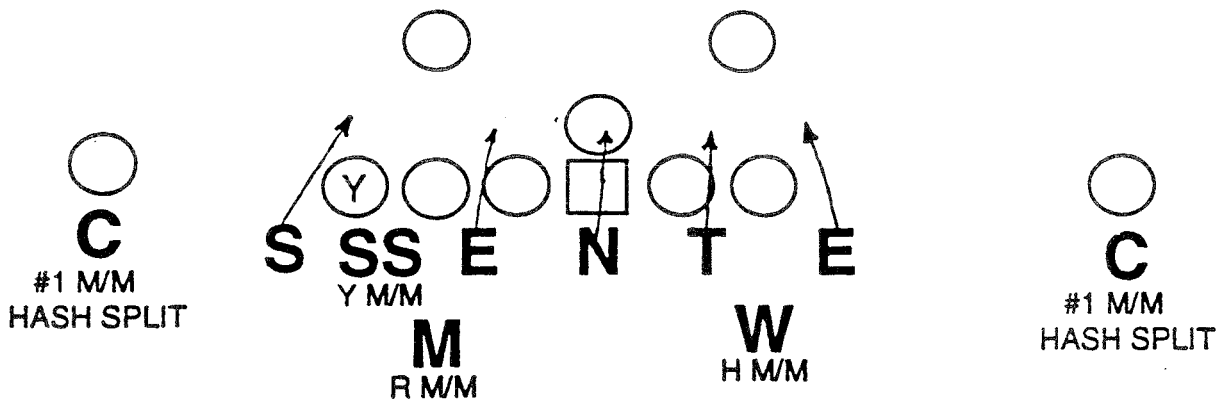


TO SIDE OF END

- LIN - JET
- NOSE - STRONG A GAP
- RIC - B GAP
- END - COME AROUND, A GAP



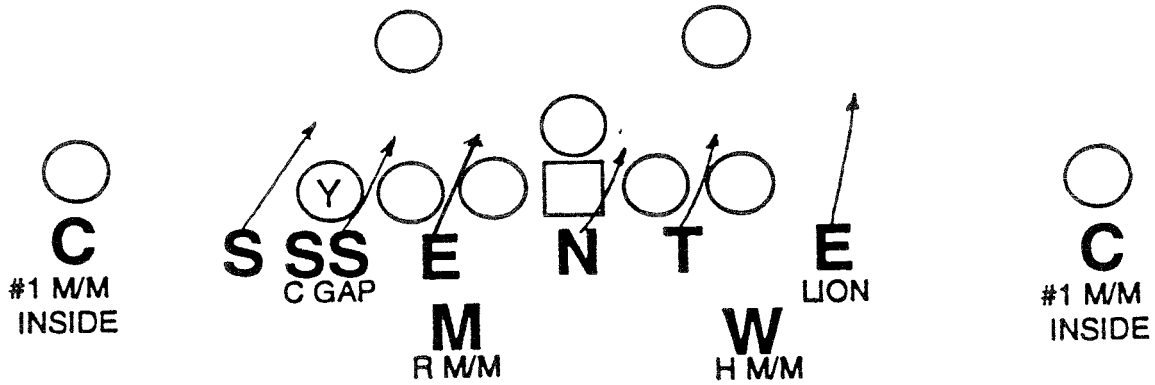
BEAR FREE



MOF **FS**

<p>DOUBLE CHECK EAGLE</p>	<p>TRIPS CHECK EAGLE</p>
<p>PEEL TO DOUBLE WILL TAKE PEEL</p>	<p>FLY TO TRIPS MIKE TAKE FLY</p>

BEAR SNAKE MAN



FS

Y M/M

<p>DOUBLE</p>	<p>TRIPS</p>
<p>PEEL TO DOUBLE</p>	