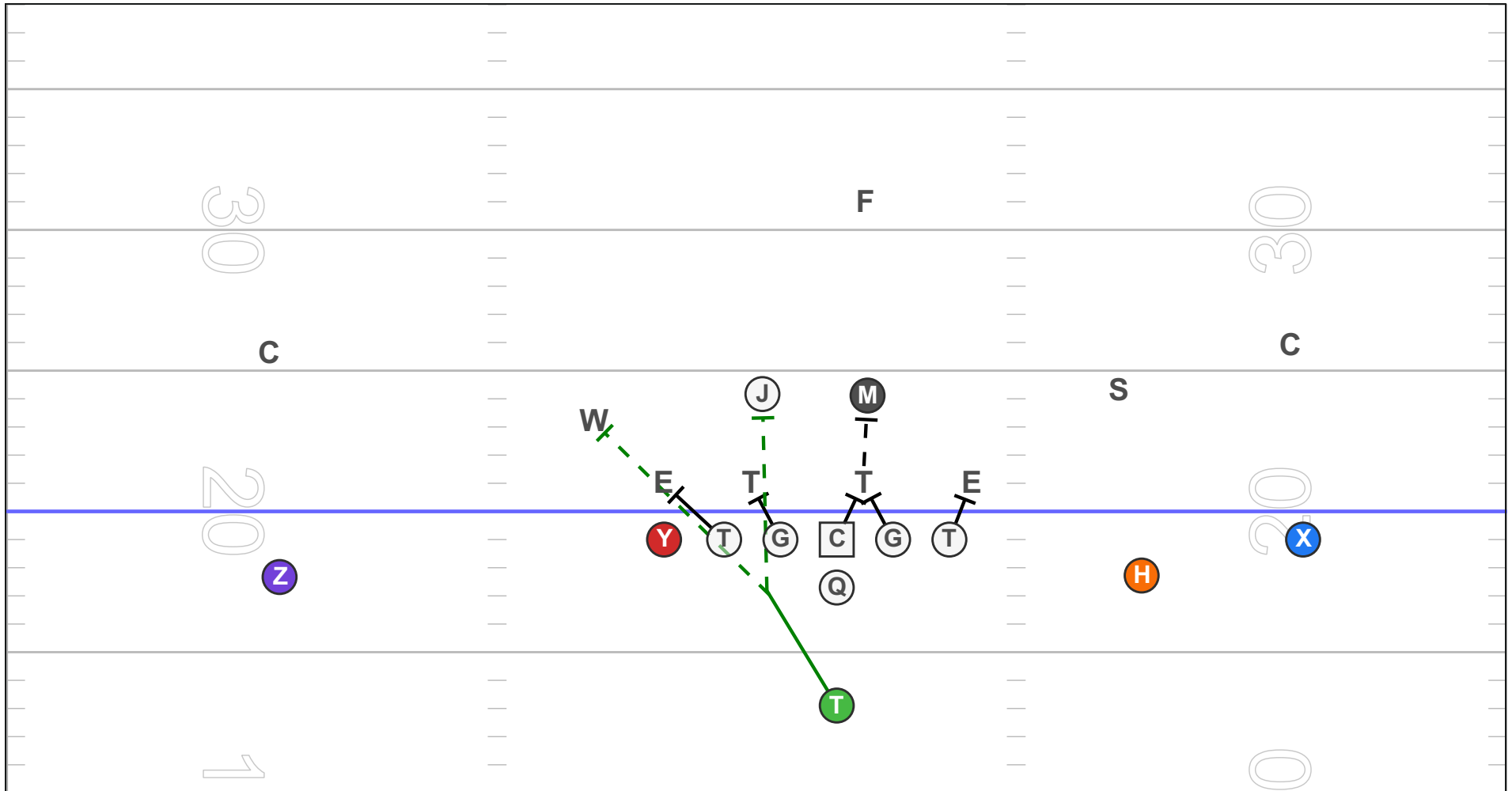


PASS PROTECTION

All our pass protection rules

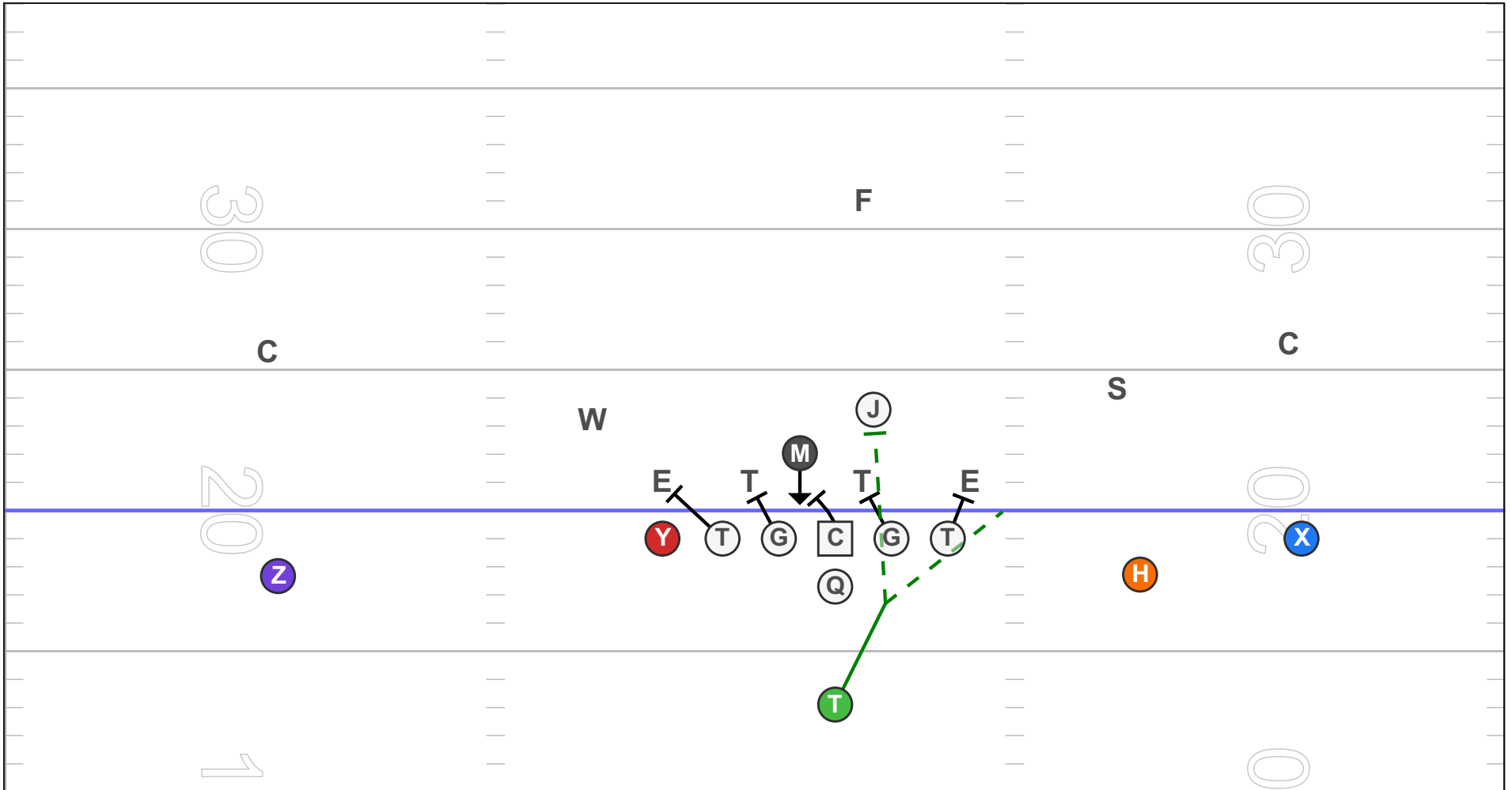


PASS PRO: BASE vs 4-2-5



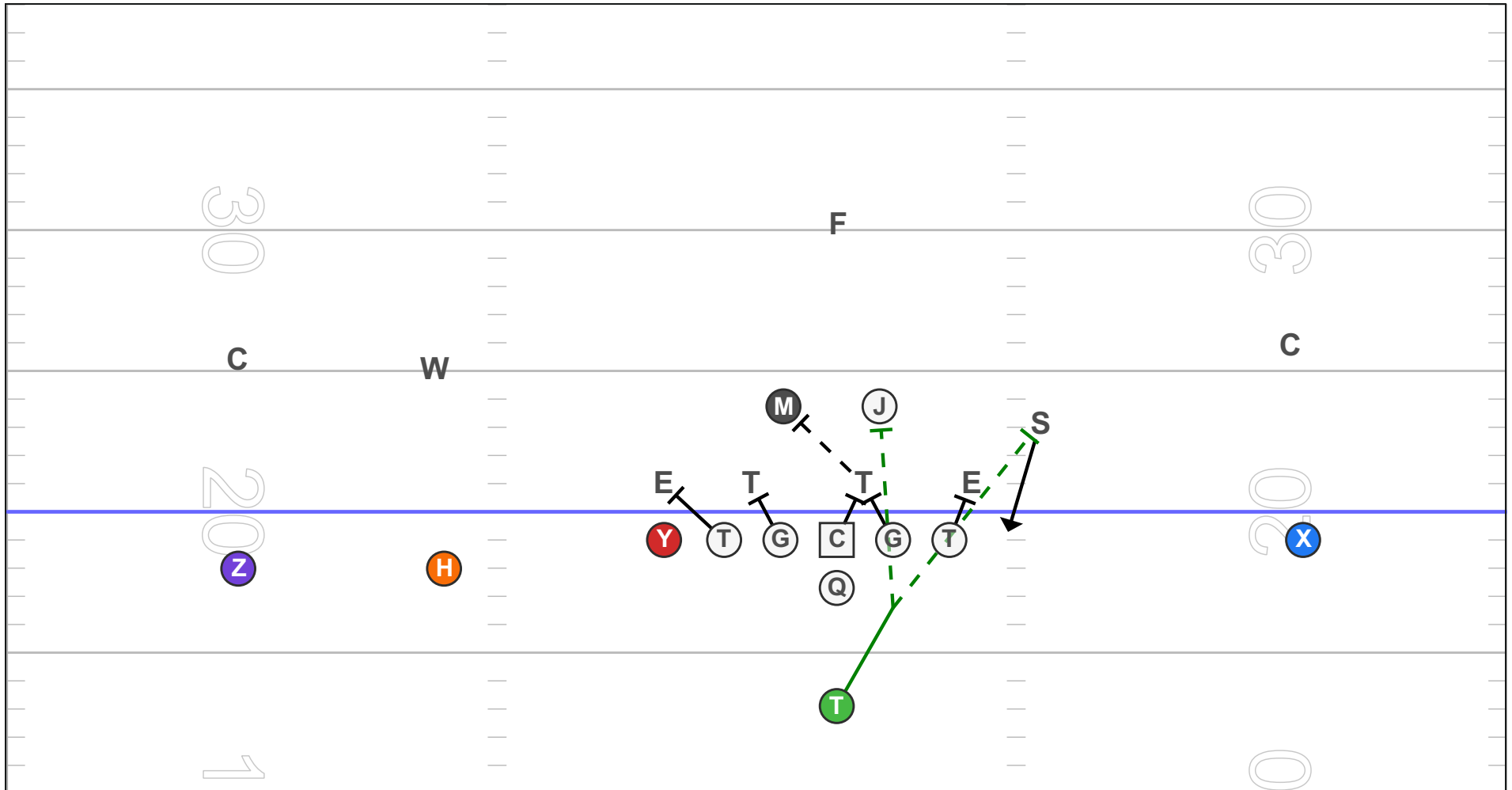
LT - BOB 6 tech - exchange on stunts **LG** - BOB 3 tech - exchange on stunts **C** - Trey to Mike - exchange on stunts **RG** - Trey to Mike - exchange on stunts **RT** - BOB 5 tech **Y** - **Z** - **X** - **H** - **T** - Goes opposite of Mike call - reads inside/outside **Q** - Identifies the Mike (MLB the 1-tech combo is responsible for)

PASS PRO: MLB BLITZ vs 4-2-5



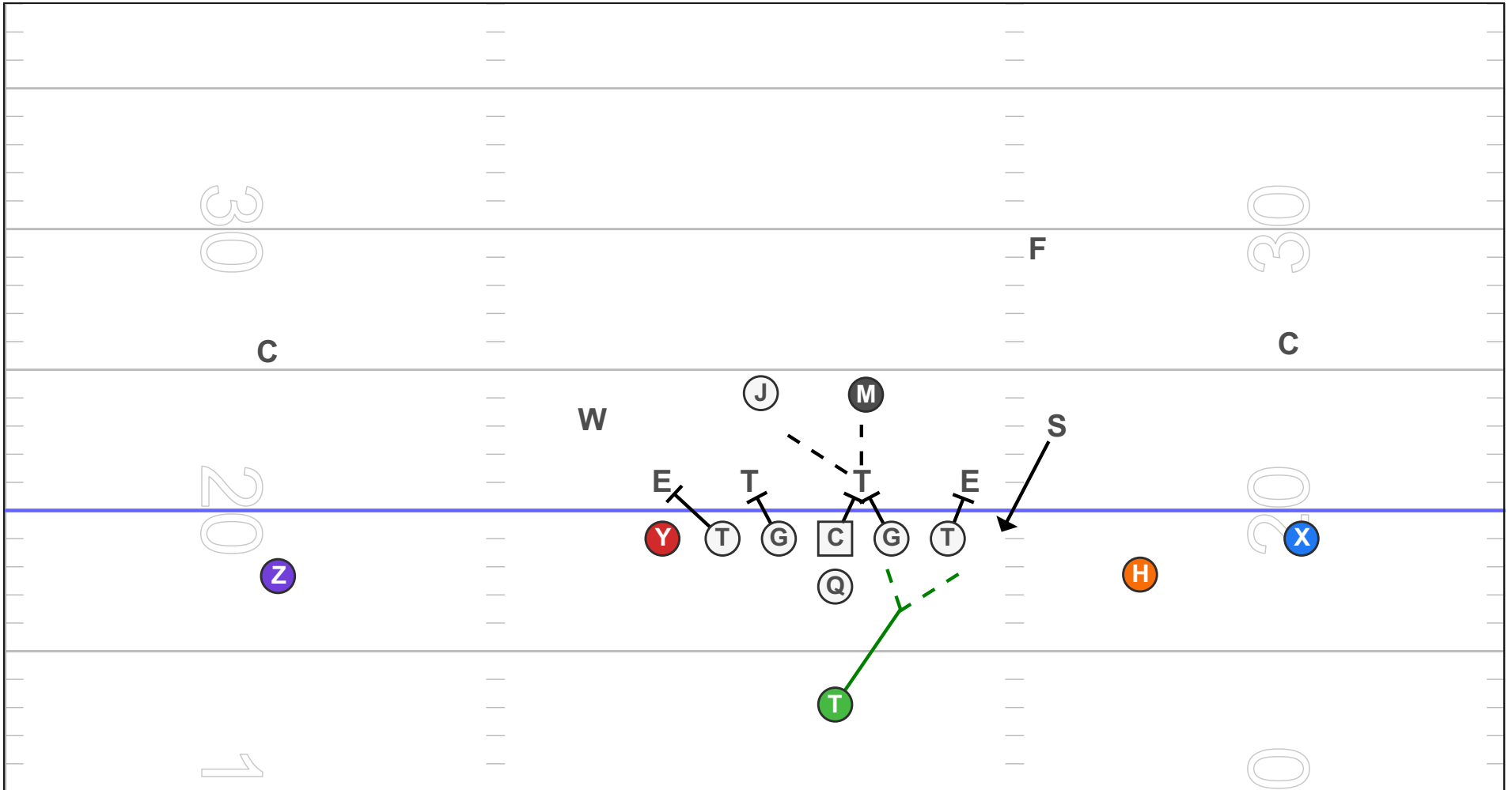
LT - BOB 6 tech - exchange on stunts **LG** - BOB 3 tech - exchange on stunts **C** - BOB Mike - exchange on stunts **RG** - BOB 1-tech - exchange on stunts **RT** - BOB to 5 tech **Y** - **Z** - **X** - **H** - **T** - Opposite of Mike call - reads inside/outside **Q** - Identifies the Mike - Blitzing MLB

PASS PRO: TREY FORMATION-OUTSIDE BLITZ vs 4-2-5



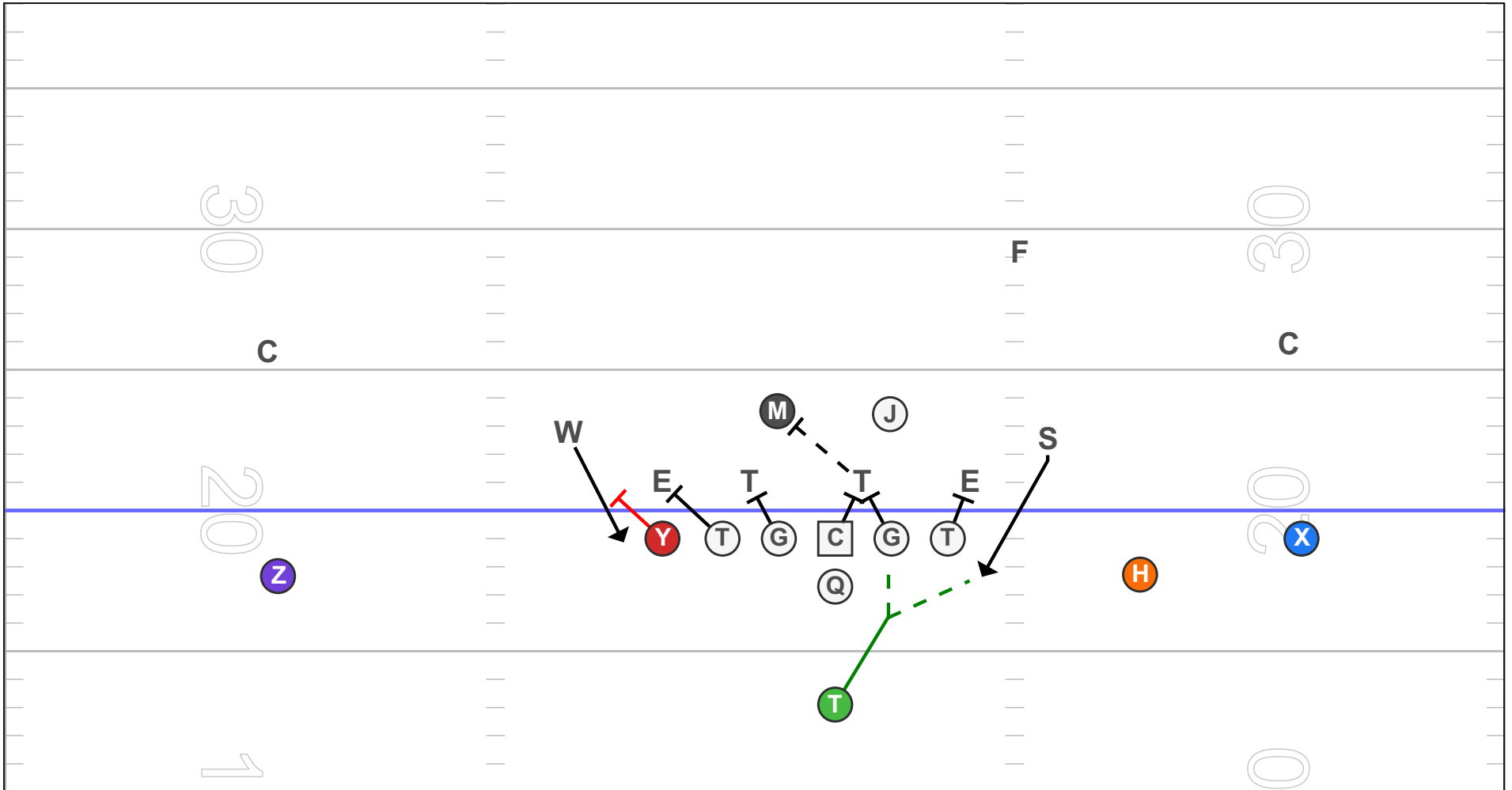
LT - BOB 6 tech - exchange on stunts **LG** - BOB 3 tech - exchange on stunts **C** - Trey to Mike - exchange on stunts **RG** - Trey to Mike - exchange on stunts **RT** - BOB to 5 tech **Y** - **Z** - **X** - **H** - **T** - Goes opposite of Mike call - reads inside/outside **Q** - Identifies the Mike (MLB the 1-tech combo is responsible for)

PASS PRO: MOOSE vs 4-2-5



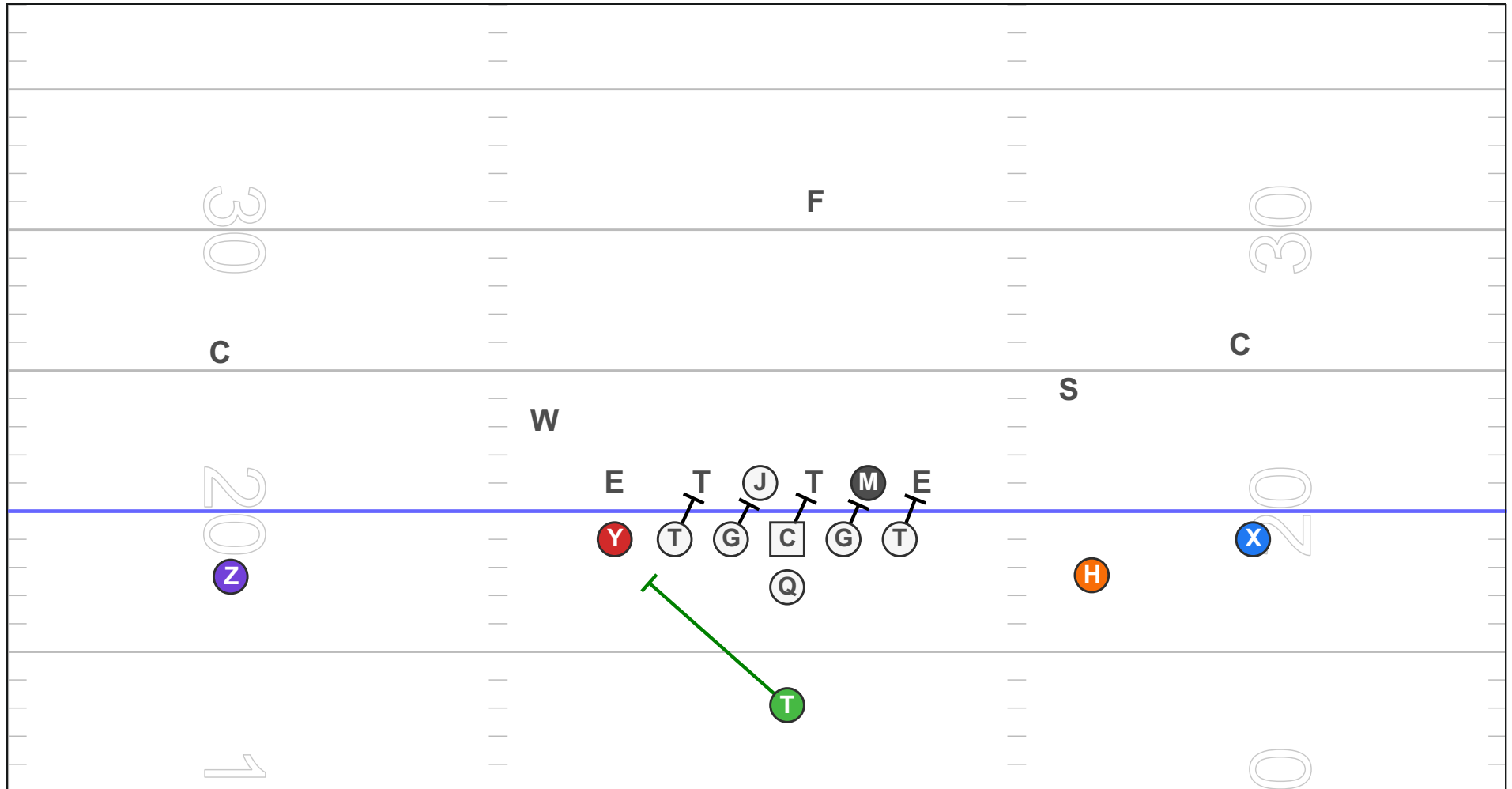
LT - BOB 6 tech - exchange on stunts **LG** - BOB 3 tech - exchange on stunts **C** - Trey to Mike/Jack - exchange on stunts **RG** - Trey to Mike/Jack- exchange on stunts **RT** - BOB to 5 tech **Y** - **Z** - **X** - **H** - **T** - Moose call means tailback goes to the SAME SIDE as the Mike - Reading Inside/Out **Q** - Identifies the Mike (MLB the 1-tech combo is responsible for)

PASS PRO: YELLOW-DOUBLE OUTSIDE BLITZ vs 4-2-5



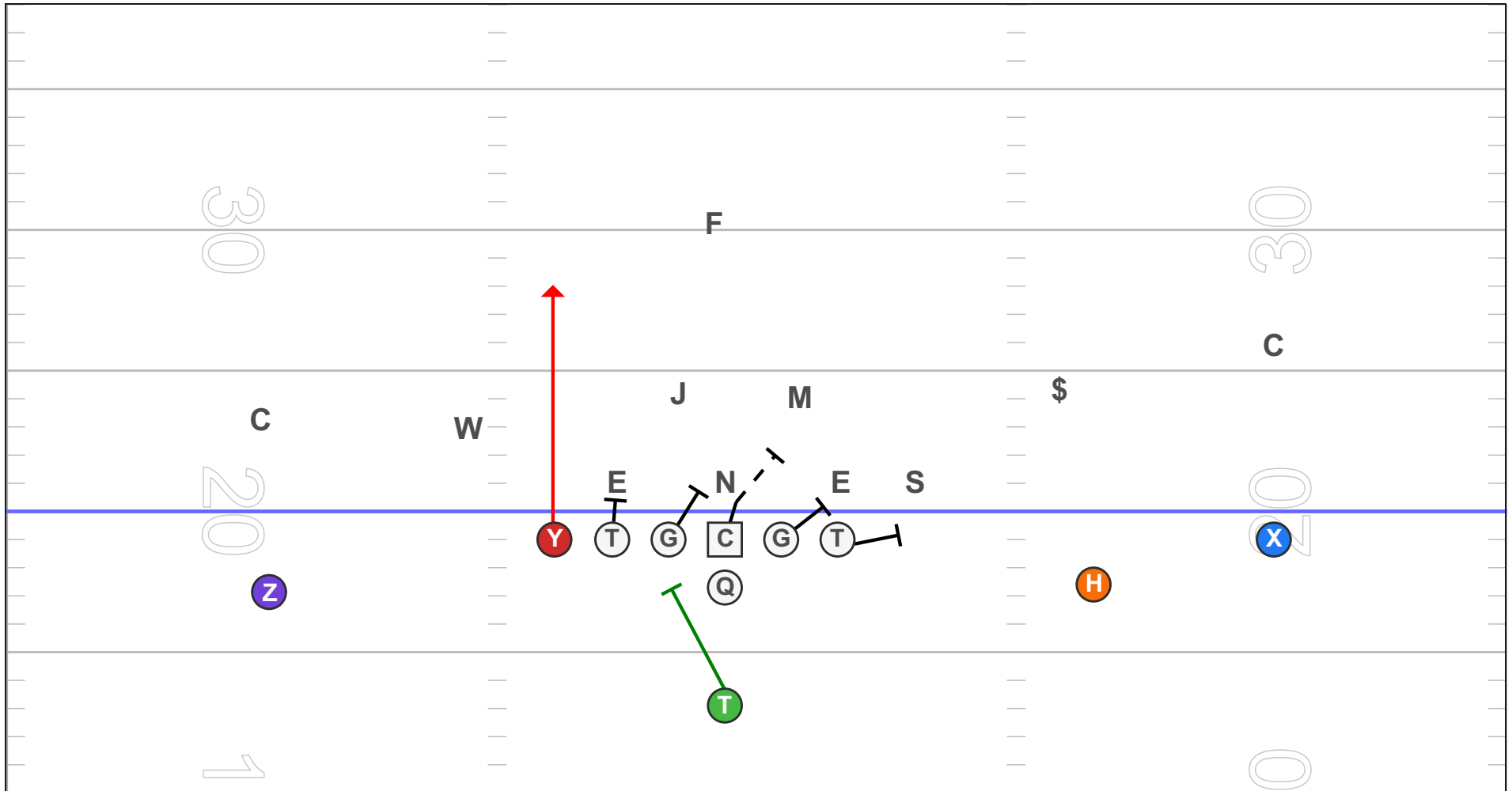
LT - BOB 6 tech - exchange on stunts **LG** - BOB 3 tech - exchange on stunts **C** - Trey to Mike - exchange on stunts **RG** - Trey to Mike - exchange on stunts **RT** - BOB 5 tech **Y** - Yellow means TE is in pass pro **Z** - **X** - **H** - **T** - Goes opposite of Mike call - reads inside/outside **Q** - Identifies the Mike (MLB the 1-tech combo is responsible for)

PASS PRO: 5-0 vs 4-2-5



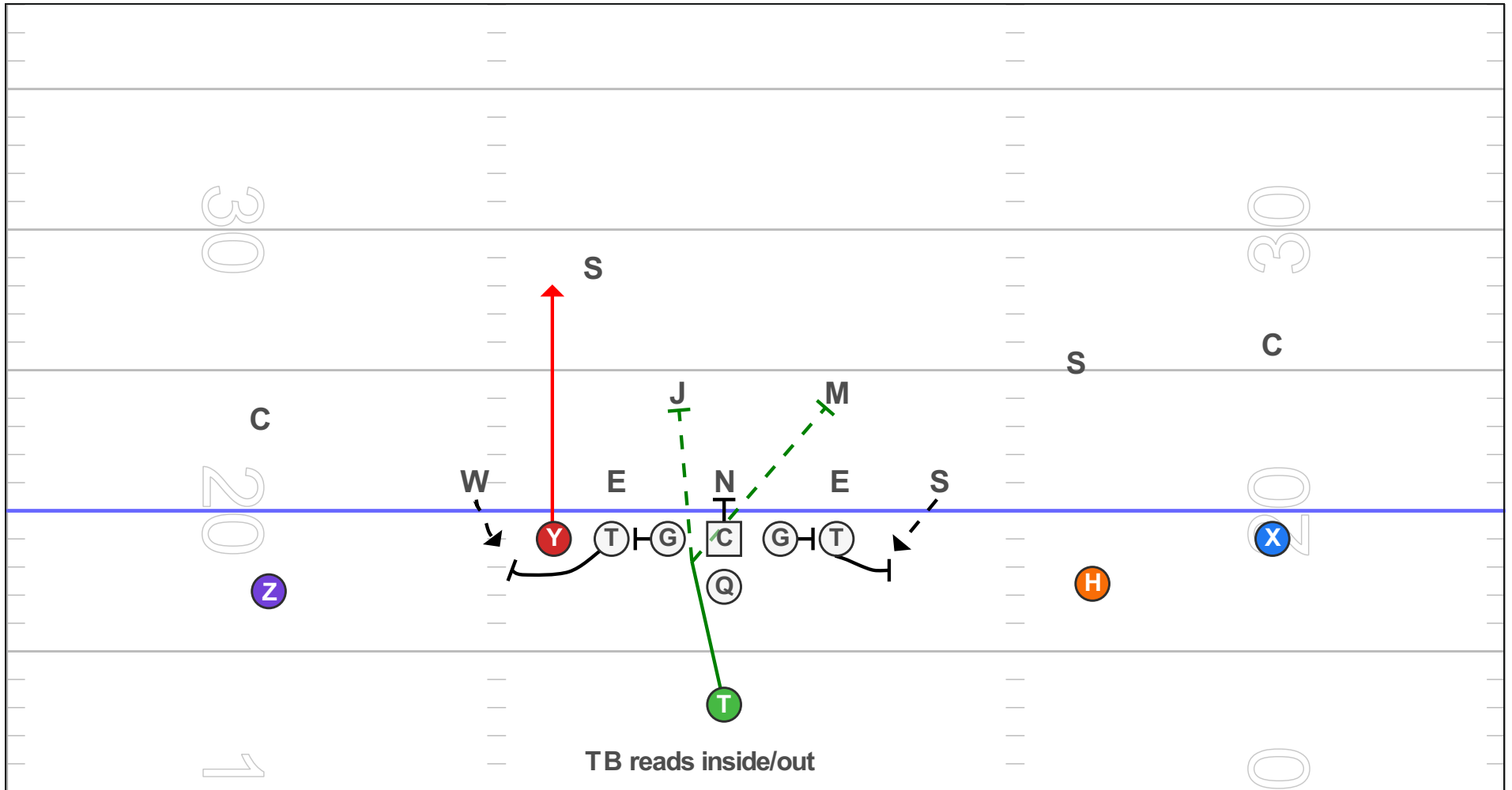
LT - BOB - exchange on stunts **LG** - BOB - exchange on stunts **C** - BOB - exchange on stunts **RG** - BOB - exchange on stunts **RT** - BOB - exchange on stunts **Y** - **Z** - **X** - **H** - **T** - Goes opposite of Mike call to End **Q** - Identifies the Mike for tailback

PASS PRO: BASE vs 3-4



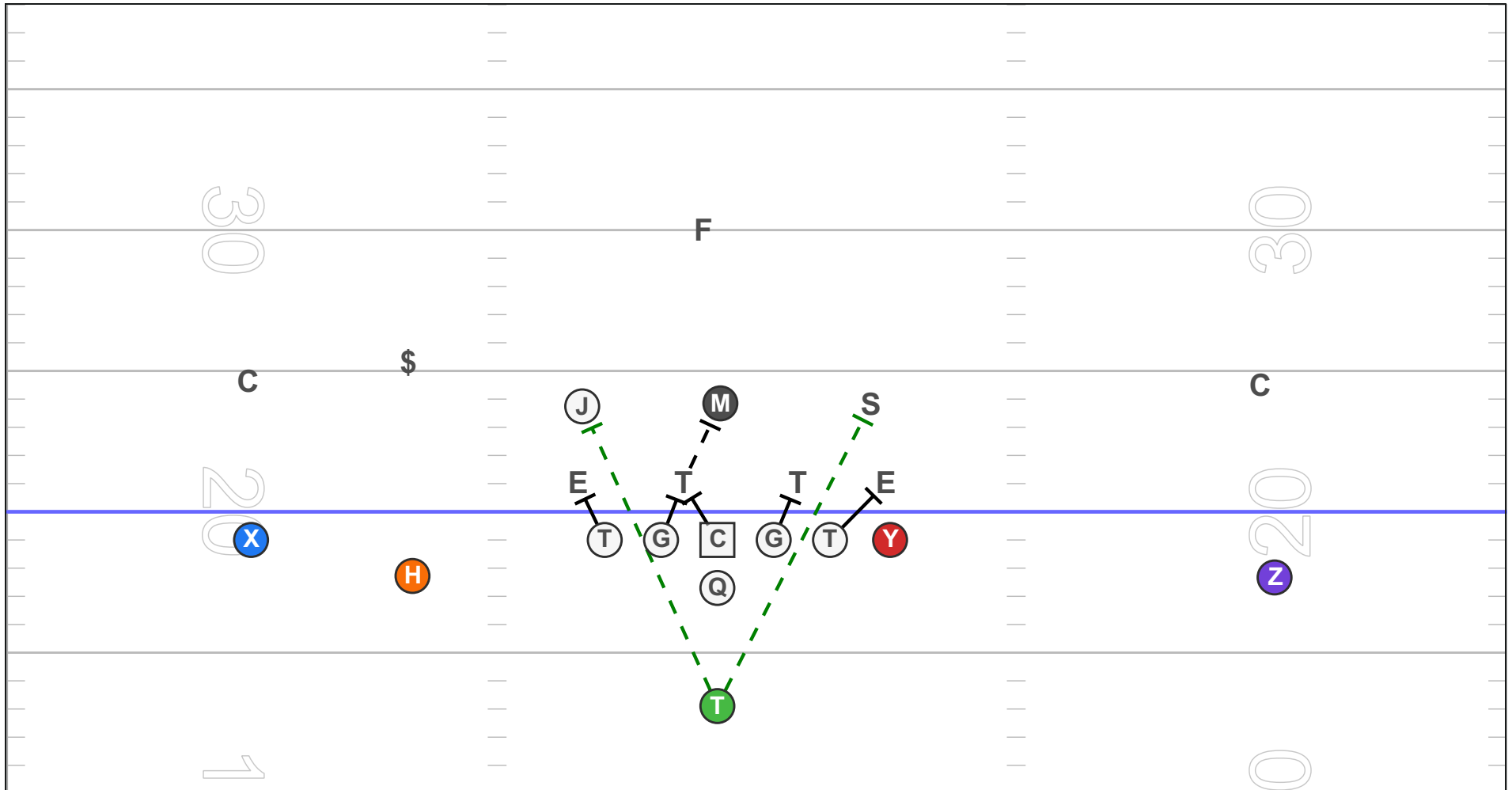
LT - 10 on 4 tech (Sam) **Y** - **Z** - **X** - **H** - **T** - Opposite the Mike **Call** - Read inside out on blitzes **Q** - **LG** - Combo with Nose to Mike **C** - Combo with backside guard - responsible for A gap **RG** - 10 on End **RT** - 10 to OLB

PASS PRO: COBRA vs 3-4



LT - BOB on W threat then work back inside if he doesn't come **LG** - BOB 4 tech - exchange on stunts **C** - BOB on NG - exchange on stunts **RG** - BOB 4-tech - exchange on stunts **RT** - BOB on S threat then work back inside if he doesn't come **Y** - **Z** - **X** - **H** - **T** - Opposite the Mike Call - Come up hard and takes any blitzing mIb or helps with NG **Q** -

PASS PRO: BASE vs 4-3



LT - BOB 5 tech - exchange on stunts **LG** - TREY to Mike - exchange on stunts **C** - TREY to Mike - exchange on stunts **RG** - BOB 3 tech - exchange on stunts **RT** - BOB 5 tech - exchange on stunts **Y** - **Z** - **X** - **H** - **T** - Reads both Jack and Sam - priority on Jack **Q** - Identifies the Mike (MLB the 1-tech combo is responsible for)

The diagram illustrates a protein structure with a central blue helix. Various amino acid residues are labeled with letters and symbols, indicating their positions and interactions. The labels include:

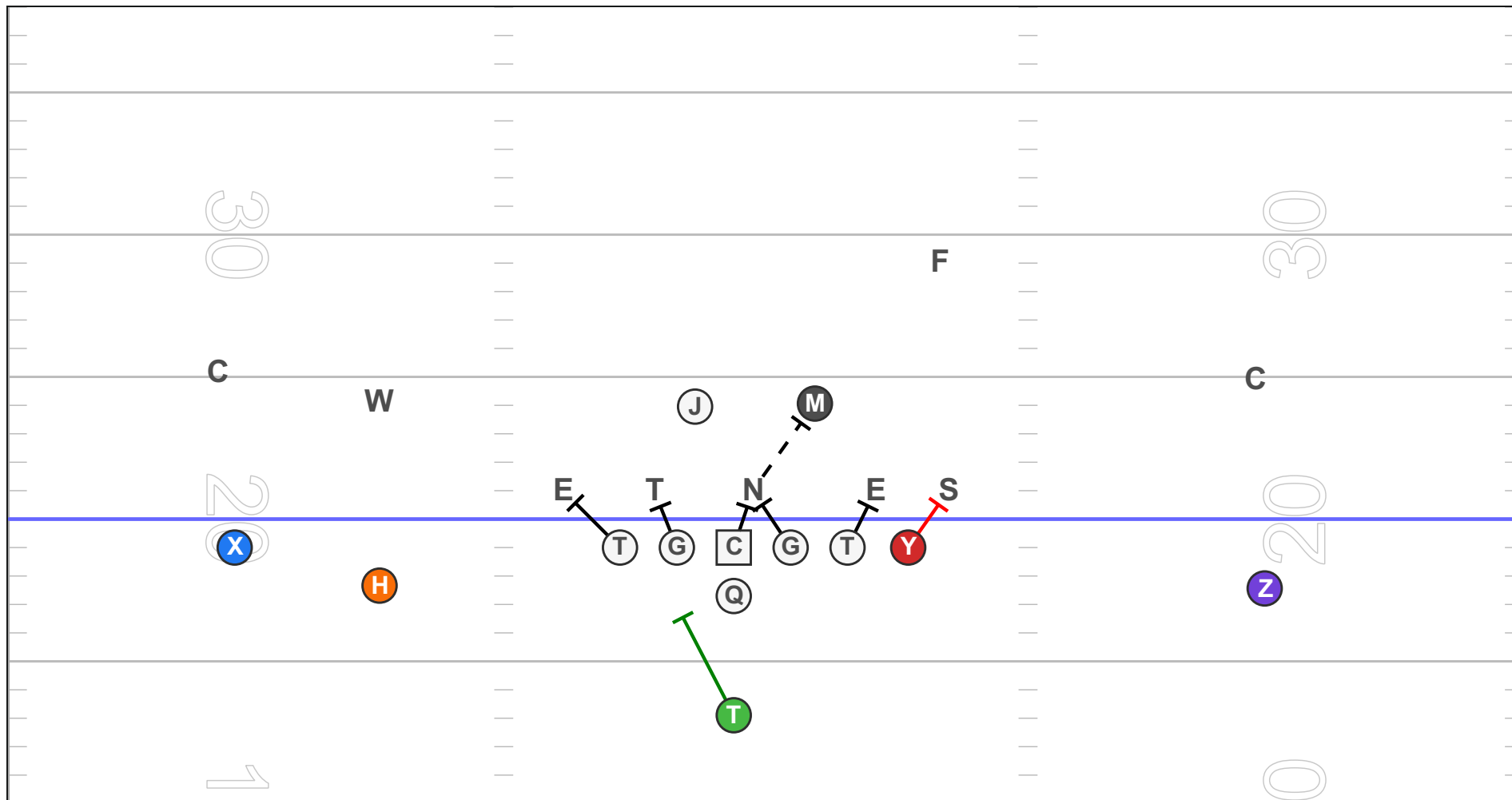
- Top Labels:** W, F, W, C
- Left Side Labels:** S, H, X
- Central Labels:** M, J, E, T, T, G, C, G, T, Y, Q
- Right Side Labels:** C, Z
- Bottom Label:** T

The residues are connected by lines, representing the protein backbone and side chains. The blue helix is a prominent feature, and the labels are distributed around it, showing the spatial arrangement of the amino acids.

LT - LG - C - RG - RT - Y - Z - X - H - T - Pass Pro: Tailback goes to the same side as Mike **Q -**

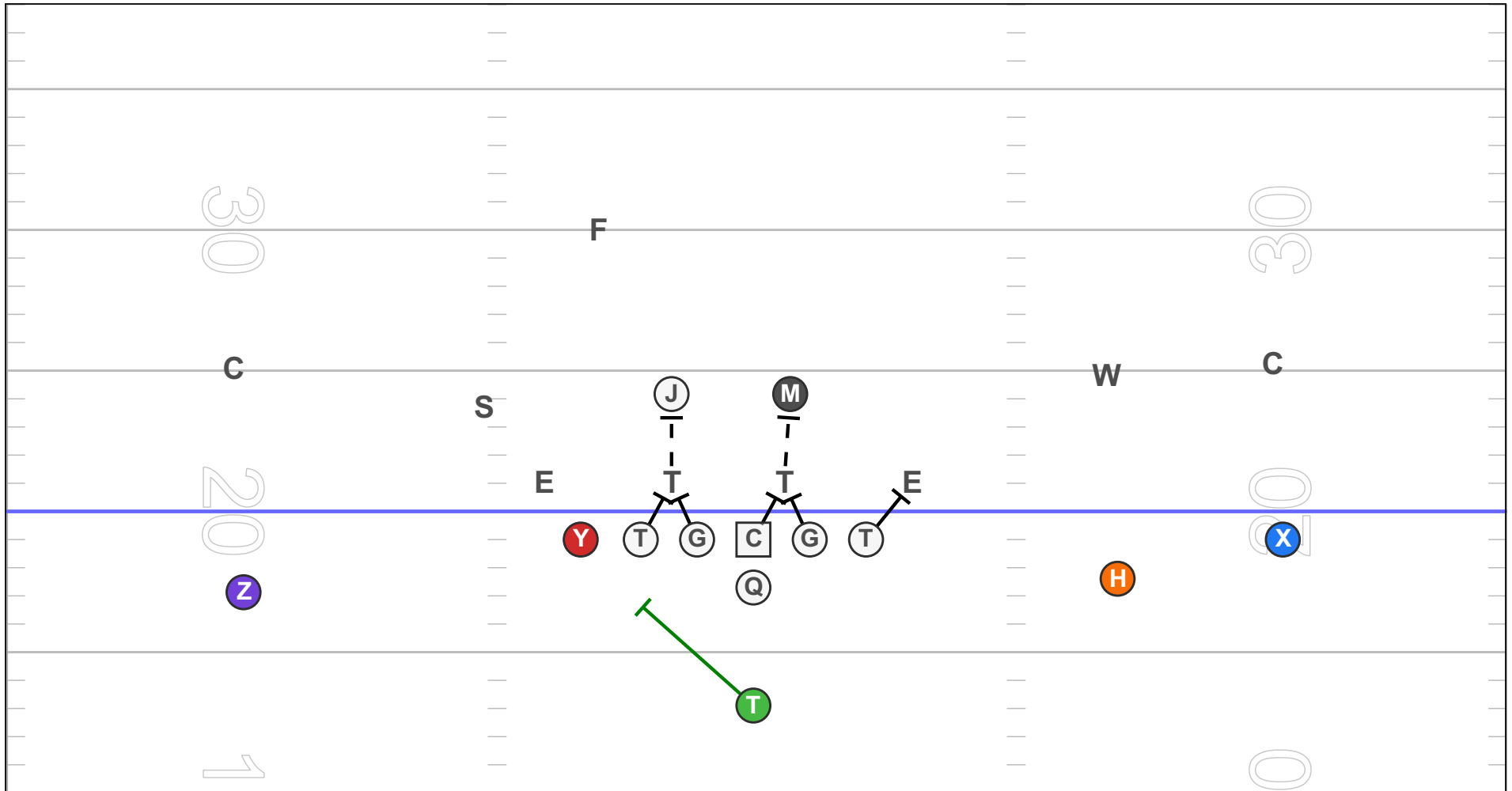
The diagram illustrates a protein structure with a blue horizontal line representing a beta-strand. The structure is composed of several alpha-helices and beta-strands. A green arrow points to a specific residue, and a red arrow points to another. The diagram is labeled with 'C' and 'F'.

TAG: YELLOW



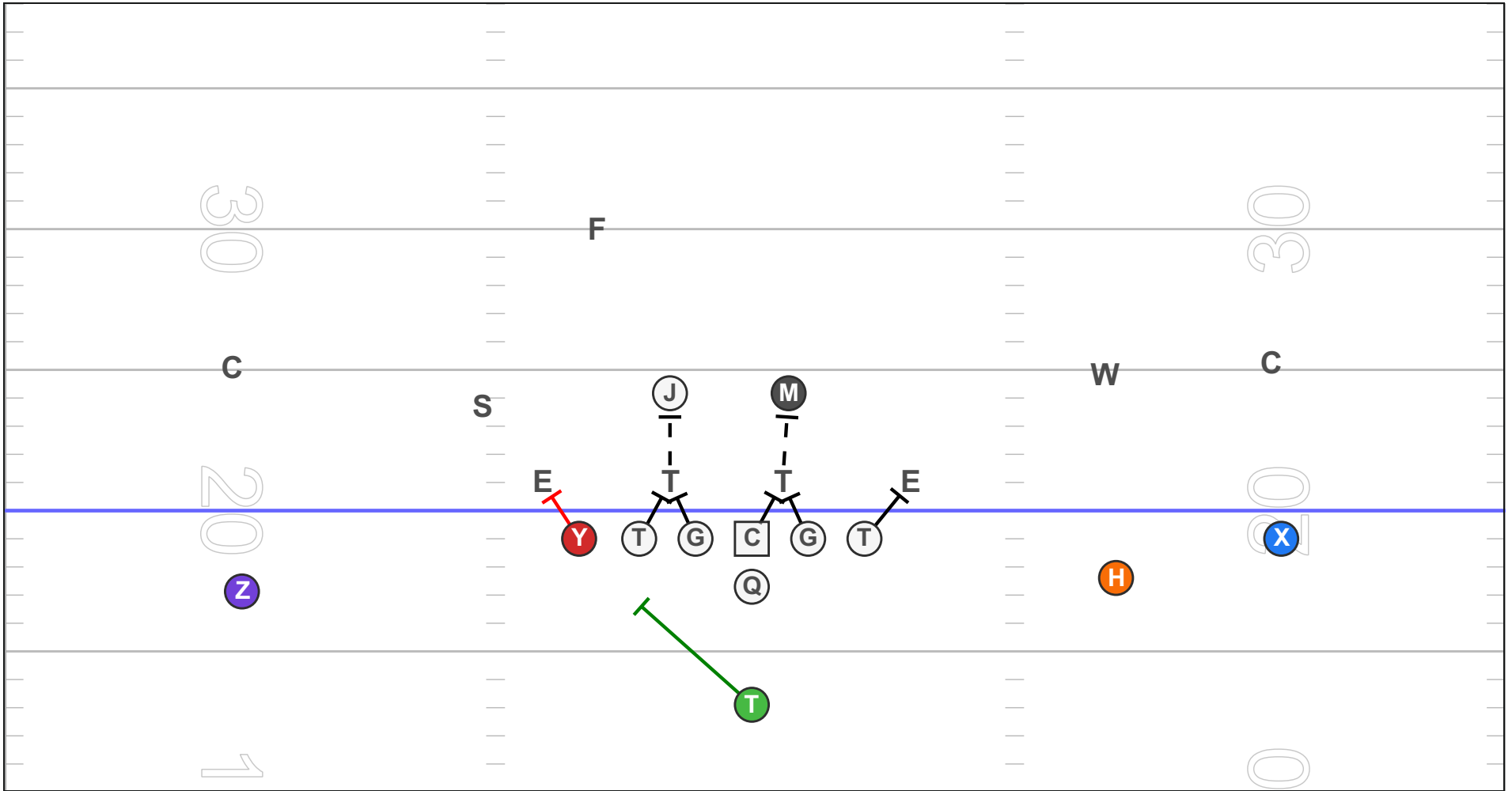
LT - LG - C - RG - RT - Y - Pass Pro: Y stays into block blitzing alley player Z - X - H - T - Q -

TAG: MAX



LT - Pass Pro: Tackle over 3-tech goes inside to combo with guard - eyes on MLB **LG** - **C** - **RG** - **RT** - **Y** - **Z** - **X** - **H** - **T** -
Opposite Mike call to DE **Q** -

TAG: YELLOW MAX



LT - Pass Pro: Tackle over 3-tech goes inside to combo with guard - eyes on MLB
block **Z** - **X** - **H** - **T** - **Q** - **LG** - **C** - **RG** - **RT** - **Y** - Pass Pro: Stays into