

Coverage Rules		Blitz Rules		Misc
1 Back= Ivory, Jets, Saints, Rams, Giants, Yellow		Only Run Katrina Vs 20 Personnel		Use "GO" call in passing situations for D-line
2 Backs= Dolphins, Seahawks, Raiders, Chargers, Purple		Use "Show" call and bluffs to control show/no show blitz		Can call Purple behind FZ's for different coverage
Black Vs Any Personnel		Do not show blitz if no "Show" call		
Call some opposite to keep offense honest.		Blitz Sam- Ivory, Giants, Chargers, Dolphins		
Bluffs		Stems		Fronts
Bluff 1		Batman		Base
Bluff 2		Joker		Under
Bluff 3		Deadshot		Load
		Bane		Stampede
No Pressure Combos				
Batman Bluff 2 (Mov) Cov		Pressure Combos		Fire Zones (FZ)
Joker Bluff 2 (Mov) Cov		Joker FZ's/Tags		Cross (Base and Under)
Joker Bluff 3 (Mov) Cov		Batman MB's/Tags		Weave/ Lisa
Batman Bluff 1 (Mov) Cov		Base/Joker Bluff 1 Sam		Smoke/Fire
Bluff 3 Batman (Mov) Cov		Base/Joker Bluff 1 Bullets/Mike/Will		Chevy/Implala
Bluff 2 Batman (Mov) Cov		Base/Joker Bluff 2 Hammer/Sam		Spear/Tomahawk
Bane Bluff 2 (Cov)		Base/Joker Bluff 2 FZ's (NO CROSS)		Frank/Tank
Bane Bluff 2 (Game) Cov		Base/Joker Bluff 2 Bullets		
Bluff 2 Bane (Cov)		Base Joker Bluff 3 Smoke/Fire		Man Blitz (MB)
Bluff 2 Bane (Game) cov		Base/Joker Bluff 3 Tag		Wildcat (Base)
		Under/Batman Bluff 1 Volcano Package		Katrina (Base or Under)
Tags		Under/Batman Bluff 2 Tag		Volcano Package (Under) (Base with Purple)
Mike/Will		Bluff 1 Joker Sam		
Bullets		Bluff 1 Joker Bullets		Movements (Mov)
Sam/Hammer		Bluff 2 Joker Hammer/Sam		Tex/Texas
Kat		Bluff 2 Joker FZ's		Slant/Angle
Sam Spike		Bluff 2/3 Batman MB's/Tags		Cut/Knife
Hammer Jam		Bluff 2/3 Batman Cross		Seattle/Houston
		Bane Bluff 1 Will		Twist
		Bane Bluff 2 Hammer		Ricky
				Tap