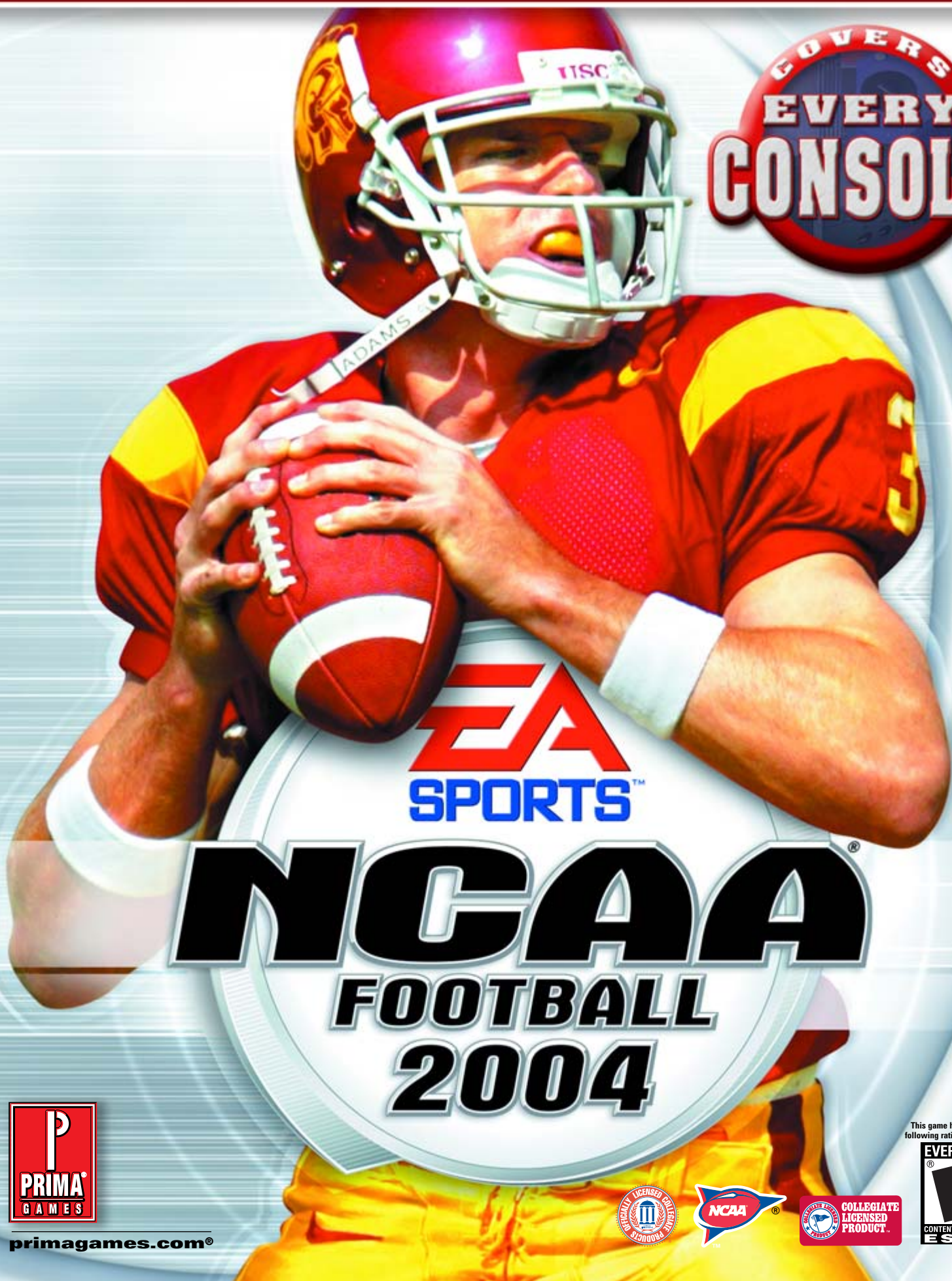


**PRIMA'S OFFICIAL STRATEGY GUIDE**

**COVERS  
EVERY  
CONSOLE**



**EA  
SPORTS™**

**NCAA  
FOOTBALL  
2004**



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This game has received the following rating from the ESRB

**EVERYONE**  
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## Prima's Official Strategy Guide

### Mark Cohen



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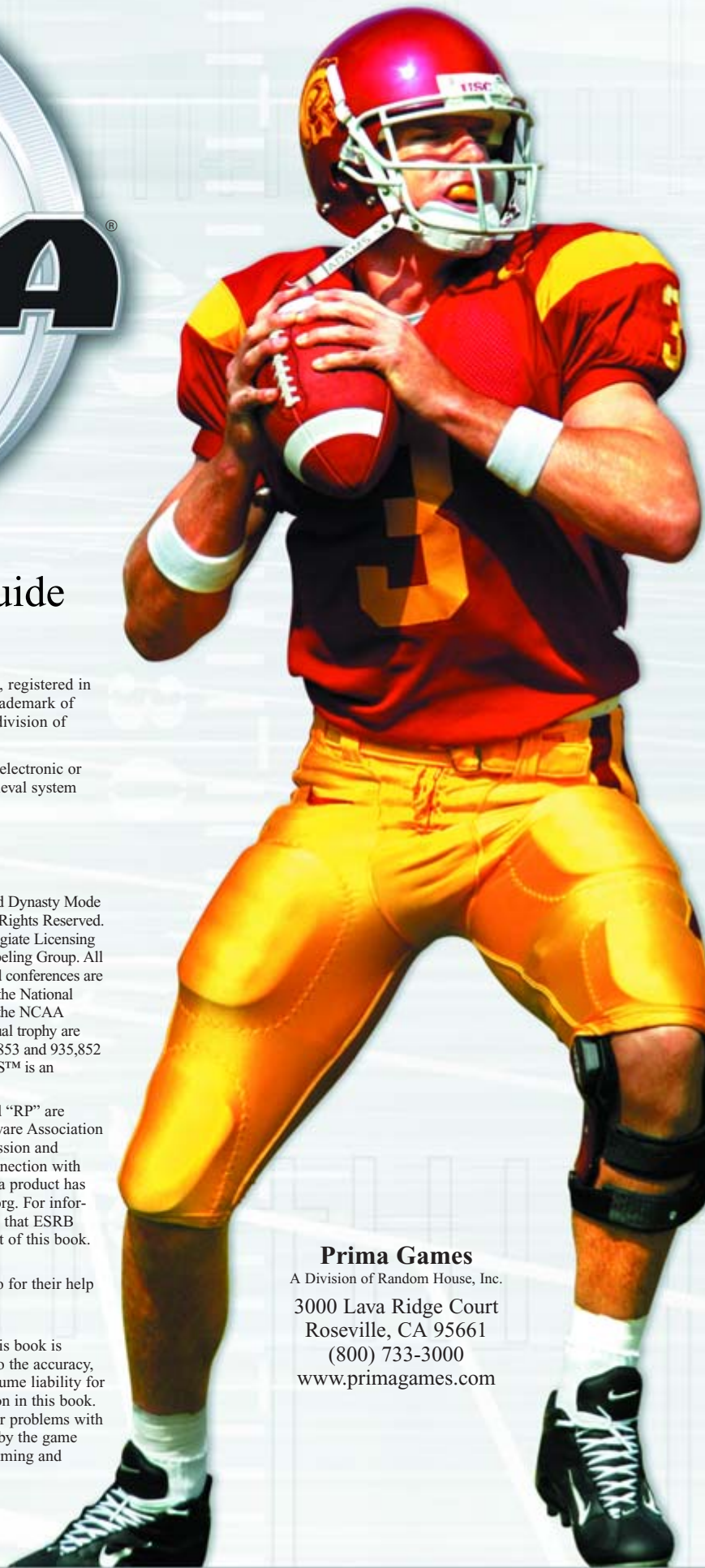
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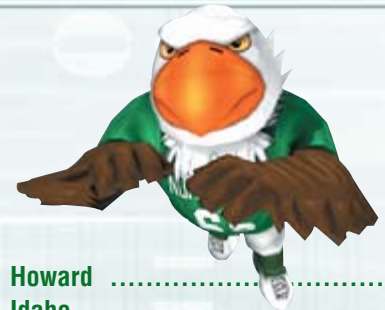
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# Foreword

There are a lot of abused words in our language, and perhaps none more so than "classic." Usually reserved for something historically important or traditionally memorable, "classic" is now used to describe everything from laundry detergent to dog food. We don't think "classic" should ever be used to describe a first annual golf tournament and we certainly don't think there's such a thing as a classic sell-a-thon at your local car dealer.

There are some things that are truly "classic," and college football rivalries are one of them. Football as a sport was born on college campuses, with the first game played between students from Rutgers and Princeton in 1869. Since then colleges throughout the nation have developed rivalries and traditions that date back in some cases more than 100 years. For more than a decade, EA SPORTS™ has been capturing that feeling and putting it into our college football games. Our games may not be as classic as the ones on the field, but we're getting there.

Football as we know it today (the rules, the grid, and the style of play) was first refined on college football fields across America. Along the way, schools played each other dozens of times, forging annual rivalries that mix pageantry, trophies, passions, and a healthy dose of old-fashioned competition.

Some of those rivalries have lasted more than 100 years, and a few of them even pre-date the existence of the States they are played in! With NCAA® Football 2004, EA SPORTS™ has poured all that color, tradition, and pride into a football game like no other. You'll get a chance to be a part of some of these historic match-ups in the game, but let's learn a little bit more about the history, and in some cases humor, behind some truly classic rivalries.

**The Iron Bowl:** The Iron Bowl isn't so much a football game as it is the most important day in Alabama. Every year friendships, allegiances, and sometimes even marriages are tested in the annual battle between the Alabama Crimson Tide and the Auburn Tigers. The first game took place in February 1892, in front of a crowd of less than 1,000 fans. In 1907, a dispute over \$34 between the two athletic departments shelved the rivalry for more than 40 years. It took an act of the Alabama State Legislature to force the resumption of the games in 1948, but all the passion and intensity was still intact. Since then, the rivalry has grown to one of the most intense in the nation, with Alabama's hardcore football fans beginning the tailgating the Tuesday before the game.

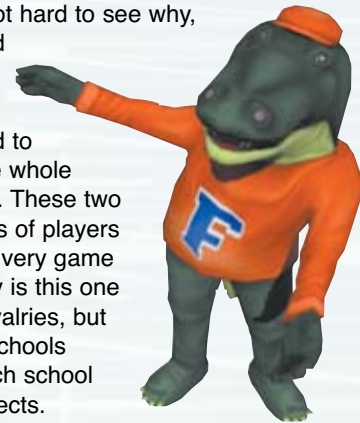
**Ohio State vs. Michigan:** The mandate for any Ohio State or Michigan coach is clear: win this game or be fired. Sure, National Championships are great, but this game is huge by every measure of the word. More than 100,000 fans show up annually for a rivalry that often has more than its share of Heisman Trophy candidates and big bowl-game implications. In the last decade, there have been seven times when one of these two teams has entered this season-capping game with an undefeated record. It's a match-up of the best and biggest and neither of these schools can stomach losing.



**The Army-Navy Game:** Every year, the big college games get glitzier, the bowls sponsorships get pricier, and the rankings debates get ranker. But one game stands out and above the money and hype of big time college football. The Army-Navy game embodies all the ideals of amateur athletics: service to others, pure competition, sportsmanship, and valor. When the Cadets and the Midshipmen meet, it is not for bowl game sponsorship money or for individuals to showcase their talents for big league scouts. Since the first game in 1899, these two service academies have played for the glory of the gridiron and to remind us that not everything is for sale.

**The Red River Shootout:** The rivalry between the Texas Longhorns and the Oklahoma Sooners is so intense that these two teams have been playing at a neutral site since 1922. Held every year during the Texas State Fair in Dallas, the mid-October game has grown as the rest of the nation figures out what all the shouting is about. Some compare it to a bowl game in the middle of the season, and it's not hard to see why, as these two teams are usually ranked in the top 10.

**Battle for the Governor's Cup:** When the Florida Gators march onto the field to battle the Florida State Seminoles, the whole nation watches, not just the southeast. These two powerhouse schools have sent dozens of players to the pro ranks in recent years, and every game always has bowl implications. Not only is this one of the most intense interconference rivalries, but the depth of dislike between the two schools extends to ruthless recruiting, with each school trying to snatch the other's best prospects.



**The Game:** Think rivalries are only strong in Division I-A? Think Ivy League games are for nerds and baby stock brokers? Then you haven't been to the Harvard-Yale game. It ranks as one of the oldest football rivalries in the nation, and while there aren't bowl implications and Heisman hopefuls showcasing their talents, there are true student athletes and plenty of drama. And while the competition is perhaps more genteel, it is no less genuine. In 1968, Harvard scored 16 points in the last minute of the game to earn a tie on the very last play. The next day, the school newspaper's headline read: "Harvard beats Yale 29-29."

These are just some of the great games you can relive in NCAA® Football 2004. This year the team at EA SPORTS™ has added even more of the college football passion, with over 175 rivalry games for you to take part in. They've packed in everything from "The Rocky Mountain Showdown" to "The Holy War," "The Egg Bowl," and even "The World's Largest Outdoor Cocktail Party." Thirty-eight of the most prestigious trophies in college football have been recreated, so you can battle with your friends for old spittoons, boots, cannons, victory bells, axes and other symbols of football's greatest rivalries. Only NCAA® Football 2004 brings you the complete experience and all the emotion that make these great rivalries classic.

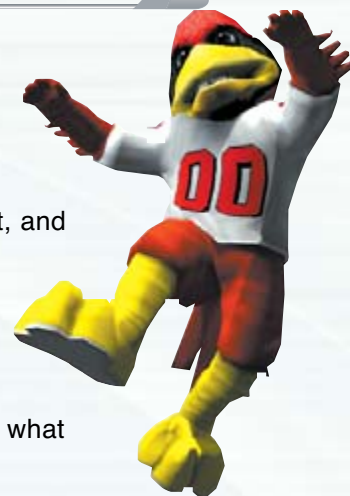
# Welcome To NCAA® Football 2004



Clear your schedule, college football fans, because it's time for NCAA® *Football 2004*. Can you say, N-O-K-I-A S-U-G-A-R B-O-W-L? You are about to become obsessed all over again with the world's best college football game for your console system.

This year's team selection is bigger, with new Division 1-AA, Classic, Mascot, and All-Time Teams. You'll find new game features at every turn, including more statistics, expanded play-by-play commentary, hundreds of new crowd chants, and an expanded Dynasty Mode™. And, for those of you who enjoy the thrill of live competition, this year's game introduces online play.

*NCAA® Football 2004: Prima's Official Strategy Guide* is packed with team profiles, strategies, action controller tips, and much more. Here is a summary of what we came up with, how we did it, and how you can get the most out of it.



- **Playing the Game:** If you want to get right to the console, give this section a quick read for a review of playing modes and features.
- **School Spirit:** Your favorite college team is in here. Scan the 180 schools to check out your favorite school, including School Profile, Team Ratings (by position), Offensive Sets, Key Offensive Plays, and Defensive Strategy. Because there are so many teams, we picked out two plays for each team that demonstrate its strength, but of course, a good coach can run just about anything to perfection. Be sure to check out our "2002 Year in Review" section for last year's Top 25, Bowl Championship Series results, and scores from all of last year's bowl games.
- **Building a Dynasty:** This is where you want to be, at the helm of your favorite school and fighting your way through a long season to the National Championship Game. It may take a few (game) years, but you can do it with our help. Follow our Coach's Diary as we take you through a miraculous unbeaten season (really, it was legitimate!), and our first year of recruiting. We came back down to earth very quickly in the second year, thanks to the departure of our quarterback, game-breaking halfback, and big-play cornerback (9 picks). We provide extensive recruiting tips, while previewing the many statistical and report screens on the all-new *Sports Illustrated*® pages. This is a great ride, and probably where you'll spend most of your game time.
- **Offensive and Defensive Sets:** When you take the field against the CPU or another player, you've got to be at your best. This chapter includes notes on every

offensive and defensive set, with strengths, weaknesses, and game-day tips.

- **Strategies and Play-Calling:** This is the result of hundreds of plays—and countless days at the controller—with in-depth strategies for putting your best 22 feet forward on offense and defense. We've included dozens of action screens to show you how it's done and how not to have it done to you.
- **Campus Challenges:** Along with great gameplay, you can earn bonus credits for completing a variety of challenges. This chapter describes the Campus Challenge system and includes a complete list of challenges and credit rewards, so you can track your progress along the way.

That's it; time to take the field and start your drive for the National Championship. It's a long, difficult journey, so we leave you with the inspirational words of legendary USC Coach John McKay:

*"When I went duck hunting with Bear Bryant, he shot at one, but it kept flying. 'John,' he said, 'there flies a dead duck.' Now, that's confidence."*



# Playing The Game

In this chapter we take you through the gameplay, controls, and special features of *NCAA® Football 2004*. The information in these sections provides a game overview, play-calling tips, and tips on player control. Consult your game manual for basic gameplay instructions.



## Your Favorite Team

Whether it's your alma mater or hometown university, one school probably evokes a fire in your gut every time you hear the fight song. When your school crashes the Top 25, it is cause for celebration. If the regular season ends with a postseason invitation, well, let's just say that you've found the true meaning of life.



You can change your Favorite Team at any time from the Main menu screen by selecting My NCAA®, Settings, and System.

When you power up *NCAA® Football 2004* for the first time (with a memory card), you can select your Favorite Team. In all future play sessions, this team will appear on the menu screens and as the default team for Play Now, Dynasty, and Rivalry games.

## Play Now

After you select your Favorite Team (or stay neutral), you can go straight to the 50-yard line by selecting Play Now. Here, you can select from 117 Division 1-A and 63 Division 1-AA schools, and 66 Classic Teams. You can also unlock 32 additional Classic Teams, 25 All-Time Teams, and 12 All-American Teams (see the "Campus Challenge" section for more information).

If you choose two teams with a special history against each other, the Rivalry game is noted on the screen as pictured here. Play Now is exhibition mode, and although your wins and losses do not count toward earning a trip to the Nokia Sugar Bowl, you can still accumulate Campus Challenge credits.



## Game Modes

### Online Mode (PS2 Only)

Playing *NCAA® Football 2004* against the CPU is a challenge, but taking on a live opponent introduces the human element, which means you can expect the unexpected on every play. You'll need a PlayStation®2 Network Adapter



(ethernet/modem), an active Internet service provider account, and at least 256KB of free space on your memory card. After you install the necessary hardware, check the game manual for complete information on creating an account and logging on to the *NCAA® Football 2004* server.



## Dynasty Mode™

### Note

The following sections offer a brief overview of Dynasty Mode™. For a detailed review of a typical Dynasty Mode™ career, see the "Building a Dynasty" section.

Select Dynasty Mode™ if you're ready to take over the reigns of your favorite school and get serious about building a winning program. You can designate up to 12 teams as active, player-controlled dynasties, and if you want to really put your money where your coaching talent is, turn on the Coach Contracts option. This way, the university can send you packing if you embarrass the alumni with too many losing seasons.



### Note

If you choose to coach a Division 1-AA team, you'll be asked to replace an existing Division 1-A team.



After inputting your name and personal characteristics, it's time to begin Preseason. Before playing your first game, select Preseason Options, where you can customize the schedule or check your roster for potential "redshirt" players.

In NCAA® football, a college athlete can play a total of four years. However, by "redshirting," or sitting out of competition for an entire year, a player can actually attend a university for five years, playing every year but one. This



allows a player to mature, both physically and emotionally, without losing a year of eligibility. If you are playing only one season, there is no need to redshirt a player. Although it is difficult to make decisions before watching your players perform on the field, you may want to look at your roster and redshirt a younger player who can help you in the future, especially if there is a logjam of juniors and seniors at his position. See the "Building a Dynasty" section for redshirt strategies.

If you plan on letting the CPU play your games, go to Coach Options and select Strategy. Here, you can set offensive and defensive tendencies for Run/Pass Percentage, Conservative/Aggressive play-calling, and Substitution



(More/Less). You can also activate Recruiting Assistance if you'd like the CPU to handle the search for the best high school football players in the nation.



Do you have serious job regrets? No problem; you can resign your position before the first game by going to Coach Options, and then Positions. After you join the ranks of the unemployed, you can immediately look for a new job by scrolling through the available schools to find a program more suited to your

unique talents.

### Note

Your previously selected Playbook follows you to your new job, so if you want to match the Playbook to the school or select a completely different one, go to Coach Strategy and select Playbook to make the change.







The Coach Report Card provides an overview of your coaching accomplishments (or struggles). It is a blank slate at the beginning, but as the season progresses, you can monitor important areas

like Job Security, Fan Base, Average Attendance, and of course your record and ranking.

## Playbooks

You can choose from 117 unique Playbooks: one for every Division 1-A school. Additionally, you can select from the following blended Playbooks:

- Balanced Pass**
- Pass Heavy**
- Run And Gun**
- Balanced Run**
- Option Run**
- West Coast**

For more information on the offensive sets in a particular school's Playbook, see the corresponding team page in the "School Spirit" section.

When you are ready to take the field, select Play Week, then review the Weekly or Team Schedule to see the upcoming games. By default, your school's games are set for you to play, but you can uncheck any game and have the CPU simulate the results.



## Note

You can use the Weekly Schedule to play any game, regardless of whether you are the coach.



For the latest news and rankings, check out the Sports Illustrated® section for weekly highlights and detailed reports on the Top 25 Poll, Heisman Watch, Players of the Week (by conference), and Conference Standings.



As the season advances, each week's Sports Illustrated® cover page is saved in the Archived Covers section.



## College Classics



In College Classics, you get a chance to turn back the clock and change the outcomes of 20 great college matchups from 1980–2002. You take over one of the teams in a pressure-packed situation near the end of the game.

If you can pull off some last-second heroics, you'll earn a pennant that unlocks both Classic Teams for Play Now. This accomplishment is duly noted in your EA SPORTS® Bio.



## Rivalry Game

Over the course of a season, you'll play many exciting games within your conference schedule. But, let's face it; some of them will be laughers (with your team on both sides of the joke). If you want to ratchet up the intensity level, select Rivalry where you can choose from the most competitive matchups in college football.

On the list of 180 Division 1-A and 1-AA schools, each school has one or more Rivalry Games. If the game includes a special prize that goes to the victor (like the Paul Bunyan Trophy in the Michigan–Michigan State game, or the Battle for the Golden Boot in the Arkansas-LSU matchup, it is noted on the selection screen.



## Mascot Game



For pure fun, nothing beats a Mascot game, where you can beat the tar out of overgrown and overstuffed birds, beavers, bears, bumblebees, and various other man-made creations. After all, where else can you see the Notre Dame Leprechaun clothesline Oklahoma State's Pistol Pete!



## Practice



The Practice field is a great place to learn your Playbook and try various coaching schemes. You can run the plays on an empty field, or you can select your next opponent and try your strategy "before" taking the field for the big game. You can also access your Depth Chart and experiment with new players. Whether you spend time getting to know your personnel better or testing out a new audible, the Practice field will pay dividends during the season.



The Overhead view is perfect for checking out routes and assignments.



## Features

### Create-A-School

After you've conquered the NCAA®, you might want to try your hand at creating a school from scratch. In the School Information screen you'll input basic data such as team colors, logo, name, and location. You can also create your team's playing style and select one of 123 Playbooks in the game.



In the Stadium Information screen, you can customize your playing field by designing the press box, adding field logos, positioning the scoreboard, choosing a playing surface, and much more. You can even choose from five different stadium backgrounds to set the proper mood for your institution of higher football.



The Uniform Information screen lets you get creative with jerseys, pants, socks, and helmets. You can add special touches like stripes, shoulder numbers, logos, and pride stickers. When your creation is finished, you are prompted to

place your new school in one of the NCAA® conferences, where it will take the place of another team. When you take the field for the first time, you won't believe the details. Even the cheerleaders will have your new team logo painted on their cheeks!

## Create-A-Player

You can also create players for your new team (or add them to an existing team). You control every aspect of the player's personal appearance and football abilities. This allows you to build a team of gods or replicate your favorite team, player by player. You can use your new players just for a day or save them to your roster permanently.

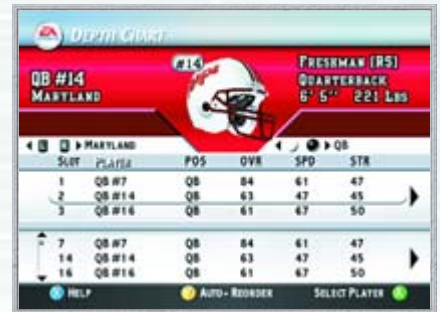


## Rosters



In addition to creating players from a lump of clay, you can go into the Rosters screen and tweak the talents or appearance of any player in the game.

Open the Depth Chart screen to adjust your roster, promoting or demoting players to get the most out of your starting lineup. You can also delete any of your created players (but you cannot delete existing players on the roster).



## Audibles



After designating a playbook, you can select five offensive and five defensive plays to save as Audibles. Every stock play in your Playbook is available, and you can also flip any play (offense or defense) before storing it to your Audible page.



# My NCAA®



As your *NCAA® Football 2004* career progresses, the game stores your history in My NCAA®. EA SPORTS™ Bio is a new feature that compiles your playing time and accomplishments for various EA SPORTS titles.



The Trophy Room stores awards earned in Rivalry Games and Dynasty Mode™ play, and Greatest Games records the 10 best *NCAA® Football 2004* games of all time. The Records section tracks team and individual bests, school and Dynasty Mode™ records, and extensive user vs. user stats.



The Pennant Collection lets you view your pennants earned, and the Campus Challenge includes an updated list of tasks for all five levels.



The Settings section rounds out My NCAA® with separate categories that let you customize the level of CPU play, tweak your own team proficiencies, and set various game features such as Penalty, Visual, Sound, and System.



# NCAA® 101



Rounding out our "Game Features" section is another new addition to *NCAA® Football 2004*. NCAA® 101 uses actual game films and narration to demonstrate Play Calling, Running and Passing Controls, Running the Option, Defensive Controls, and Special Teams. This is the place to start if you have never played the game, and it isn't a bad idea to revisit this section for a skills tune-up if you're having trouble cracking the Top 25 or beating your least-favorite human opponent.



## School Spirit

*NCAA® Football 2004* includes 117 Division 1-A schools, complete with thousands of screaming fans filling the college stadiums, and the rhythmic fight songs. *NCAA® Football 2004* adds 63 Division 1-AA teams to the mix, doubling last year's count. We'll profile each team, including offensive sets and rating breakdowns for all offensive and defensive positions. Also, check out the key offensive plays for each school. Scan the ratings and select your favorite team, or take lesser-known program from a small conference and grind your way to the national championship at the Nokia Sugar Bowl.

## 2002: The Year in Review

### Final Top-25 Rankings

1. **Ohio State Buckeyes (14-0)**
2. **Miami Hurricanes (12-1)**
3. **Georgia Bulldogs (13-1)**
4. **USC Trojans (11-2)**
5. **Oklahoma Sooners (12-1)**
6. **Kansas State Wildcats (11-2)**
7. **Texas Longhorns (11-2)**
8. **Iowa Hawkeyes (11-2)**
9. **Michigan Wolverines (10-3)**
10. **Washington State Cougars (10-3)**
11. **N.C. State Wolfpack (11-3)**
12. **Boise State Broncos (12-1)**
13. **Maryland Terrapins (11-3)**
14. **Virginia Tech Hokies (10-4)**
15. **Penn State Nittany Lions (9-4)**
16. **Auburn Tigers (9-4)**
17. **Notre Dame Fighting Irish (10-3)**
18. **Pittsburgh Panthers (9-4)**
19. **Marshall Thundering Herd (11-2)**
20. **West Virginia Mountaineers (9-4)**
21. **Colorado Buffaloes (9-5)**
22. **TCU Horned Frogs (10-2)**
23. **Florida State Seminoles (9-5)**
24. **Florida Gators (8-5)**
25. **Virginia Cavaliers (9-5)**

### Bowl Championship Series Results

- **Tostitos Fiesta Bowl** . . . . . Ohio State 31, Miami 24
- **Rose Bowl** . . . . . Oklahoma 34, Washington State 14
- **FedEx Orange Bowl** . . . . . USC 38, Iowa 17
- **Nokia Sugar Bowl** . . . . . Georgia 26, Florida State 13

### Other 2002 Bowl Games

- **New Orleans Bowl** . . . . . North Texas 24, Cincinnati 19
- **GMAC Bowl** . . . . . Marshall 38, Louisville 15
- **Tangerine Bowl** . . . . . Texas Tech 55, Clemson 15
- **Las Vegas Bowl** . . . . . UCLA 27, New Mexico 13
- **Hawaii Bowl** . . . . . Tulane 36, Hawaii 28
- **Independence Bowl** . . . . . Ole Miss 27, Nebraska 23
- **Seattle Bowl** . . . . . Wake Forest 38, Oregon 17
- **Music City Bowl** . . . . . Minnesota 29, Arkansas 14
- **Holiday Bowl** . . . . . Kansas State 34, Arizona State 24
- **Insight.com Bowl** . . . . . Pittsburgh 38, Oregon State 13
- **Alamo Bowl** . . . . . Wisconsin 31, Colorado 28
- **Motor City Bowl** . . . . . Boston College 51, Toledo 25
- **Peach Bowl** . . . . . Maryland 30, Tennessee 3
- **Silicon Valley Classic** . . Fresno State 30, Georgia Tech 21
- **Humanitarian Bowl** . . . . . Boise State 34, Iowa State 16
- **Liberty Bowl** . . . . . TCU 17, Colorado State 3
- **Sun Bowl** . . . . . Purdue 34, Washington 24
- **Cotton Bowl** . . . . . Texas 35, LSU 20
- **Gator Bowl** . . . . . N.C. State, 28 Notre Dame 6
- **Outback Bowl** . . . . . Michigan 38, Florida 30
- **Continental Tire Bowl** . . . . . Virginia 48, West Virginia 22
- **Houston Bowl** . . . . . Oklahoma State 33, Southern Miss 23
- **San Francisco Bowl** . . . . . Virginia Tech, 20 Air Force 13
- **Capital One Bowl** . . . . . Auburn 13, Penn State 9

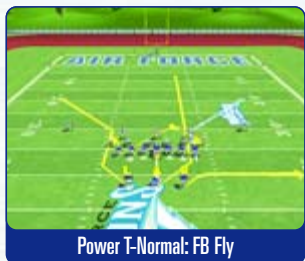


# Air Force

Team Ratings	All	QB	RB	WR	OL	DL	LB	DB	ST
	82	87	79	80	85	80	81	84	90

## Offensive Sets

- |                 |                |                |
|-----------------|----------------|----------------|
| Flexbone-Normal | Flexbone-Slot  | I Form-Slot    |
| Flexbone-Wide   | Flexbone-Split | I Form-Twins   |
| Flexbone-Twins  | I Form-Normal  | Power T-Normal |



## Key Offensive Plays

- Flexbone-Normal: Quick Option
- I Form-Slot: Lead Toss
- Flexbone-Normal: PA Roll Right
- Power T-Normal: FB Fly

## Defensive Strategy

- Run Defense: 4-3
- Pass Defense: Nickel
- Blitz Frequency: Moderate

## Team Profile

**Nickname:** Falcons  
**Conference:** Mountain West  
**Division:** 1-A  
**Location:** Colorado Springs, CO  
**Team Colors:** Blue/Silver  
**'02 Record (W-L, PF-PA):** 85, 440-303

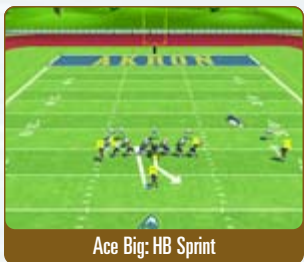


# Akron

Team Ratings	All	QB	RB	WR	OL	DL	LB	DB	ST
	75	85	87	78	80	72	79	78	77

## Offensive Sets

- |                   |               |            |
|-------------------|---------------|------------|
| Ace-Big           | Strong-Normal | Weak-Slot  |
| Ace-Y-Trips       | Strong-Slot   | Weak-Twins |
| Shotgun-Ace Twins | Weak-Normal   | Goal Line  |



## Key Offensive Plays

- Ace Big: HB Sprint
- Ace-Y-Trips: Toss Weak
- Shotgun-Ace Twins: Post Under
- Strong-Slot: Quick Outs

## Defensive Strategy

- Run Defense: 4-3
- Pass Defense: Nickel
- Blitz Frequency: Moderate

## Team Profile

**Nickname:** Zips  
**Conference:** Mid-American  
**Division:** 1-A  
**Location:** Akron, OH  
**Team Colors:** Blue/Gold  
**'02 Record (W-L, PF-PA):** 4-8, 325-379



# Alabama

Team Ratings	All	QB	RB	WR	OL	DL	LB	DB	ST
	90	88	88	80	91	91	89	85	84

## Offensive Sets

- |            |             |               |
|------------|-------------|---------------|
| Ace-Empty  | Ace-Spread  | I Form-Slot   |
| Ace-Normal | Ace-Trips   | No Back       |
| Ace-Slot   | Ace-Y-Trips | Shotgun-Trips |



## Key Offensive Plays

- Ace-Normal: HB Sting
- Ace-Empty: QB Draw
- Ace-Trips: Rollout
- No Back: Curl Flats

## Defensive Strategy

- Run Defense: 4-4
- Pass Defense: Nickel
- Blitz Frequency: Aggressive

## Team Profile

**Nickname:** Crimson Tide  
**Conference:** Southeastern  
**Division:** 1-A  
**Location:** Tuscaloosa, AL  
**Team Colors:** Crimson/White  
**'02 Record (W-L, PF-PA):** 10-3, 367-200



## Alabama A&M



Team	All	QB	RB	WR	OL	DL	LB	DB	ST
Ratings	57	72	69	72	66	67	69	70	75

### Team Profile

**Nickname:**  
Bulldogs

**Conference:**  
Southwestern Athletic

**Division:**  
1-AA

**Location:**  
Normal, AL

**Team Colors:**  
Red/White

**'02 Record (W-L, PF-PA):**  
8-5, 280-248



### Key Offensive Plays

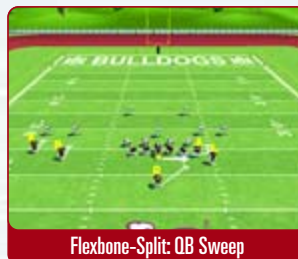
- I Form-Normal: Lead Toss
- Flexbone-Split: QB Sweep
- Flexbone-Wide: WB Lead
- Shotgun-Split: Deep Hitches

### Defensive Strategy

- Run Defense: 5-2
- Pass Defense: Nickel
- Blitz Frequency: Rarely

### Offensive Sets

- |               |                |                |
|---------------|----------------|----------------|
| Ace-Big       | Flexbone-Split | Shotgun-Normal |
| Ace-Normal    | Flexbone-Wide  | Weak-Twins     |
| I Form-Normal | Shotgun-Split  | Weak-Y-Trips   |



Flexbone-Split: QB Sweep



Flexbone-Wide: WB Lead

## Alabama State



Team	All	QB	RB	WR	OL	DL	LB	DB	ST
Ratings	57	70	70	70	66	65	70	71	75

### Team Profile

**Nickname:**  
Hornets

**Conference:**  
Southwestern Athletic

**Division:**  
1-AA

**Location:**  
Montgomery, AL

**Team Colors:**  
Black/Gold

**'02 Record (W-L, PF-PA):**  
6-6, 337-276



### Key Offensive Plays

- Ace-Bunch: Out or Up
- Ace-Spread: Quick Outs
- Ace-Spread: HB Option
- Shotgun-5 Wide: Assault

### Defensive Strategy

- Run Defense: 5-2
- Pass Defense: Nickel
- Blitz Frequency: Moderate

### Offensive Sets

- |            |                  |                |
|------------|------------------|----------------|
| Ace-Bunch  | I Form-Normal    | Shotgun-5 Wide |
| Ace-Spread | I Form-Slot      | Shotgun-Ace    |
| Ace-Trips  | Shotgun-2 B Slot | Shotgun-Spread |



Ace-Bunch: Out or Up



Shotgun-5 Wide: Assault

## Alcorn State



Team	All	QB	RB	WR	OL	DL	LB	DB	ST
Ratings	59	74	73	71	67	66	71	72	66

### Team Profile

**Nickname:**  
Braves

**Conference:**  
Southwestern Athletic

**Division:**  
1-AA

**Location:**  
Lorman, MS

**Team Colors:**  
Purple/Gold

**'02 Record (W-L, PF-PA):**  
6-5, 280-283



### Key Offensive Plays

- Ace-Normal: Rollout
- Shotgun-5 Wide: Zig
- Shotgun-Bunch: Inside Seam
- Ace-Bunch: WR Toss

### Defensive Strategy

- Run Defense: 4-4
- Pass Defense: Nickel
- Blitz Frequency: Moderate

### Offensive Sets

- |             |                |                 |
|-------------|----------------|-----------------|
| Ace-Bunch   | Shotgun-5 Wide | Shotgun-Y Trips |
| Ace-Normal  | Shotgun-Bunch  | No Back         |
| Ace-Y-Trips | Shotgun-Spread | Strong-Twins    |



Shotgun-5 Wide: Zig



Shotgun-Bunch: Inside Seam



## Appalachian State

Team Ratings	All	QB	RB	WR	OL	DL	LB	DB	ST
	64	70	79	80	74	68	72	72	80

### Offensive Sets

Ace-Normal	Shotgun Spread	No Back
Ace-Y-Trips	Shotgun-Y-Trips	Strong-Twins
Shotgun-Ace Twins	I-Form Twins	Weak-Slot



Shotgun-Ace Twins: Angle Drag



Weak-Slot: Lead Toss

### Key Offensive Plays

- Ace-Normal: Hitch 'N Go
- Ace-Y-Trips: PA Cross Out
- Shotgun-Ace Twins: Angle Drag
- Weak-Slot: Lead Toss

### Defensive Strategy

- Run Defense: 5-2
- Pass Defense: Nickel
- Blitz Frequency: Moderate

### Team Profile

Nickname: Mountaineers

Conference: Southern

Division: 1-AA

Location: Boone, NC

Team Colors: Black/Gold

'02 Record (W-L, PF-PA): 8-4, 314-273



## Arizona

Team Ratings	All	QB	RB	WR	OL	DL	LB	DB	ST
	76	79	87	78	82	75	78	81	84

### Offensive Sets

Ace-Bunch	Ace-Y-Twins	Shotgun-Trips
Ace-Twins	I Form-Twins	Shotgun-Y-Trips
Ace-Y-Trips	Shotgun-5 Wide	Strong-Twins



I Form-Twins-Counter Lead



Strong-Twins: Misdirection

### Key Offensive Plays

- Ace-Twins: Outs
- I Form-Twins: Counter Lead
- Shotgun-Trips: HB Streak
- Strong-Twins: Misdirection

### Defensive Strategy

- Run Defense: 4-4
- Pass Defense: Nickel
- Blitz Frequency: Moderate

### Team Profile

Nickname: Wildcats

Conference: Pac-10

Division: 1-A

Location: Tucson, AZ

Team Colors: Cardinal/Navy

'02 Record (W-L, PF-PA): 4-8, 227-310



## Arizona State

Team Ratings	All	QB	RB	WR	OL	DL	LB	DB	ST
	85	94	86	81	85	83	80	87	82

### Offensive Sets

Ace-Normal	I Form-Y-Trips	Pro Form-Normal
Ace-Trips	I Form-Tight	Strong-Slot
Ace-Y-Trips	No Back	Weak-Normal



Ace-Normal: HB Sting



No Back: Curl Flats

### Key Offensive Plays

- Ace-Normal: HB Sting
- Ace-Trips: TE Drag
- No Back: Curl Flats
- Pro Form-Normal: PA Lead

### Defensive Strategy

- Run Defense: 4-3
- Pass Defense: Nickel
- Blitz Frequency: Moderate

### Team Profile

Nickname: Sun Devils

Conference: Pac-10

Division: 1-A

Location: Tempe, AZ

Team Colors: Maroon/Gold

'02 Record (W-L, PF-PA): 8-6, 452-407





## Arkansas Pine-Bluff

Team	All	QB	RB	WR	OL	DL	LB	DB	ST
Ratings	60	71	67	75	73	71	69	70	80

### Team Profile

**Nickname:**  
Golden Lions  
**Conference:**  
Southwestern Athletic  
**Division:**  
1-AA  
**Location:**  
Pine Bluff, AR  
**Team Colors:**  
Black/Gold  
**'02 Record (W-L, PF-PA):**  
3-8, 284-368

### Key Offensive Plays

- Ace-Normal: HB Option
- I Form-Normal: Option Pass
- Flexbone-Twins: PA FB Out
- Maryland I: QB FB Option

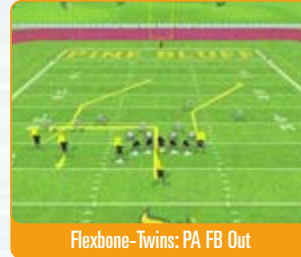
### Defensive Strategy

- Run Defense: 5-2
- Pass Defense: Dime
- Blitz Frequency: Rarely



### Offensive Sets

- |                |                |               |
|----------------|----------------|---------------|
| Ace-Normal     | Flexbone-Twins | Power I       |
| I Form-Normal  | Flexbone-Wide  | Strong-Slot   |
| I Form-Y-Trips | Maryland I     | Wishbone-Wide |



Flexbone-Twins: PA FB Out



Maryland I: QB FB Option

## Arkansas

Team	All	QB	RB	WR	OL	DL	LB	DB	ST
Ratings	91	84	91	83	90	81	90	89	87

### Team Profile

**Nickname:**  
Razorbacks  
**Conference:**  
Southeastern—West  
**Division:**  
1-A  
**Location:**  
Fayetteville, AK  
**Team Colors:**  
Cardinal/White  
**'02 Record (W-L, PF-PA):**  
9-5, 370-277

### Key Offensive Plays

- I Form-Normal: Vertical
- I Form-Tight: Triple Option
- Shotgun-Spread: Slot Wheels
- Shotgun-Split: WR Across

### Defensive Strategy

- Run Defense: 4-4
- Pass Defense: 3-4
- Blitz Frequency: Aggressive



### Offensive Sets

- |               |                 |               |
|---------------|-----------------|---------------|
| I Form-Normal | Power I         | Shotgun-Split |
| I Form-Twins  | Shotgun-Spread  | Shotgun-Trips |
| I Form-Tight  | Shotgun-2B Slot | Weak-Slot     |



I Form-Tight: Triple Option



Shotgun-Split: WR Across

## Arkansas State

Team	All	QB	RB	WR	OL	DL	LB	DB	ST
Ratings	72	77	81	76	75	76	80	77	78

### Team Profile

**Nickname:**  
Indians  
**Conference:**  
Sunbelt  
**Division:**  
1-A  
**Location:**  
State University, AK  
**Team Colors:**  
Scarlet/Black  
**'02 Record (W-L, PF-PA):**  
6-7, 259-361

### Key Offensive Plays

- Ace-Spread: HB Clearout
- Strong-Normal: Misdirection
- Shotgun-Normal: Slot Drag
- Shotgun-Trips: Triple Shield

### Defensive Strategy

- Run Defense: 5-2
- Pass Defense: Nickel
- Blitz Frequency: Moderate

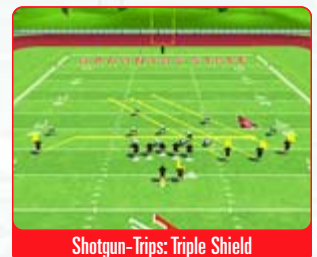


### Offensive Sets

- |               |                |               |
|---------------|----------------|---------------|
| Ace-Spread    | I Form-Y-Trips | Strong-Normal |
| I Form-Normal | Shotgun-Normal | Strong-Tight  |
| I Form-Twins  | Shotgun-Trips  | Weak-Slot     |



Strong-Normal: Misdirection



Shotgun-Trips: Triple Shield



## Army

Team Ratings	All	QB	RB	WR	OL	DL	LB	DB	ST
	66	69	83	76	72	69	74	74	78

### Offensive Sets

Ace-Spread  
Ace-Normal  
Ace-Slot

Ace-Twins  
Ace-Y-Trips  
Shotgun-5 Wide

Shotgun-Bunch  
Shotgun-Normal  
Shotgun-Spread



Ace-Slot: Toss Strong



Shotgun-Spread: Outside Posts

### Key Offensive Plays

- Ace-Spread: PA Dive
- Ace-Normal: Rollout
- Ace-Slot: Toss Strong
- Shotgun-Spread: Outside Posts

### Defensive Strategy

- Run Defense: 4-4
- Pass Defense: Dime
- Blitz Frequency: Moderate

### Team Profile

**Nickname:**  
Cadets (Black Knights)

**Conference:**  
USA

**Division:**  
1-A

**Location:**  
West Point, NY

**Team Colors:**  
Black/Gold/Gray

**'02 Record (W-L, PF-PA):**  
1-11, 226-491



## Auburn

Team Ratings	All	QB	RB	WR	OL	DL	LB	DB	ST
	91	86	94	85	89	87	94	83	80

### Offensive Sets

Ace-Y-Trips  
Ace-Normal  
I Form-Normal

I Form-Y-Trips  
I Form-Tight  
Shotgun-Ace Twins

Shotgun-Normal  
Shotgun-5 Wide  
Shotgun-Trips



I Form-Normal: HB Lead



Shotgun-Normal: TE Cross

### Key Offensive Plays

- Ace-Normal: HB Toss
- I Form-Normal: HB Lead
- Shotgun-Normal: TE Cross
- Shotgun-Trips: Inside Out

### Defensive Strategy

- Run Defense: 4-4
- Pass Defense: Nickel
- Blitz Frequency: Aggressive

### Team Profile

**Nickname:**  
Tigers

**Conference:**  
Southeastern—West

**Division:**  
1-A

**Location:**  
Auburn, AL

**Team Colors:**  
Orange/Blue

**'02 Record (W-L, PF-PA):**  
9-4, 388-231



## Ball State

Team Ratings	All	QB	RB	WR	OL	DL	LB	DB	ST
	73	79	77	75	75	71	82	80	90

### Offensive Sets

Ace-Big  
Ace-Normal  
Ace-Twins

Ace-Y-Trips  
Ace-Y-Twins  
I Form-Y-Trips

Shotgun-Spread  
Strong-Normal  
Strong-Twins



Ace-Twins: Counter Option



Shotgun-Spread: All Hooks

### Key Offensive Plays

- Ace-Normal: HB Sting
- Ace-Twins: Counter Option
- Shotgun-Spread: All Hooks
- Strong-Normal: PA Post

### Defensive Strategy

- Run Defense: 5-2
- Pass Defense: Nickel
- Blitz Frequency: Moderate

### Team Profile

**Nickname:**  
Cardinals

**Conference:**  
Mid-American—West

**Division:**  
1-A

**Location:**  
Muncie, IN

**Team Colors:**  
Cardinal/White

**'02 Record (W-L, PF-PA):**  
6-6, 278-333



# Baylor

<b>Team Ratings</b>	<b>All</b>	<b>QB</b>	<b>RB</b>	<b>WR</b>	<b>OL</b>	<b>DL</b>	<b>LB</b>	<b>DB</b>	<b>ST</b>
	66	78	77	77	74	69	78	76	69

### Team Profile

**Nickname:**  
Bears

**Conference:**  
Big 12-South

**Division:**  
1-A

**Location:**  
Waco, TX

**Team Colors:**  
Green/Gold

**'02 Record (W-L, PF-PA):**  
3-9, 202-496

### Key Offensive Plays

- I form-Slot: HB Iso
- Pro Form-Slot: PA Fly
- Shotgun-Split: HB Shovel
- Shotgun-Spread: Double Cross

### Defensive Strategy

- Run Defense: 4-4
- Pass Defense: Nickel
- Blitz Frequency: Moderate



### Offensive Sets

Ace-Big  
I Form-Slot  
No Back

Pro Form-Slot  
Shotgun-2B Slot  
Shotgun-5 Wide

Shotgun-Split  
Shotgun-Spread  
Shotgun-Y-Trips



Shotgun-Split: HB Shovel



Shotgun-Spread: Double Cross

# Bethune-Cookman

<b>Team Ratings</b>	<b>All</b>	<b>QB</b>	<b>RB</b>	<b>WR</b>	<b>OL</b>	<b>DL</b>	<b>LB</b>	<b>DB</b>	<b>ST</b>
	56	80	75	70	66	63	65	71	62

### Team Profile

**Nickname:**  
Wildcats

**Conference:**  
Mid-Eastern Athletic

**Division:**  
1-AA

**Location:**  
Daytona Beach, FL

**Team Colors:**  
Maroon/Gold

**'02 Record (W-L, PF-PA):**  
11-2, 407-200

### Key Offensive Plays

- Ace-Normal: Scan
- I Form-Normal: PA FB
- Flexbone-Wide: FB Trap
- Power I: Triple Option

### Defensive Strategy

- Run Defense: 4-4
- Pass Defense: Dime
- Blitz Frequency: Rarely



### Offensive Sets

Ace-Normal  
I Form-Normal  
I Form-Y-Trips

Flexbone-Twins  
Flexbone-Wide  
Maryland I

Power I  
Strong-Slot  
Wishbone-Wide



Flexbone-Wide: FB Trap



Power I: Triple Option

# Boise State

<b>Team Ratings</b>	<b>All</b>	<b>QB</b>	<b>RB</b>	<b>WR</b>	<b>OL</b>	<b>DL</b>	<b>LB</b>	<b>DB</b>	<b>ST</b>
	82	89	89	78	84	78	81	83	84

### Team Profile

**Nickname:**  
Broncos

**Conference:**  
Western Athletic

**Division:**  
1-A

**Location:**  
Boise, ID

**Team Colors:**  
Orange/Blue

**'02 Record (W-L, PF-PA):**  
12-1, 593-240

### Key Offensive Plays

- Ace-Spread: HB Toss
- Ace-Twins: WR Post
- Shotgun-Normal: Slot Drag
- Strong-Normal: HB Circle

### Defensive Strategy

- Run Defense: 4-4
- Pass Defense: Nickel
- Blitz Frequency: Moderate

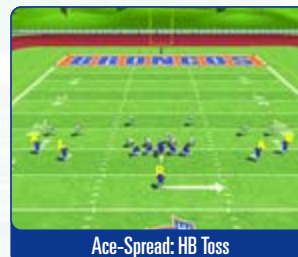


### Offensive Sets

Ace-Spread  
Ace-Twins  
Ace-Y-Trips

Ace-Y-Twins  
Shotgun-Ace Twins  
Shotgun-Normal

Shotgun-Y-Trips  
Strong-Normal  
Strong-Tight



Ace-Spread: HB Toss



Strong-Normal: HB Circle



## Boston College

Team Ratings	All	QB	RB	WR	OL	DL	LB	DB	ST
	84	81	91	83	85	86	83	80	87

### Offensive Sets

Ace-Empty  
Ace-Normal  
Ace-Slot

Ace-Twins  
Ace-Y-Twins  
I Form-Normal

I Form-Twins  
Shotgun-Ace  
Shotgun-Ace Twins



Ace-Slot: HB Tackle



I Form-Twins: Slot Reverse

### Key Offensive Plays

- Ace-Normal: HB Draw
- Ace-Slot: HB Tackle
- I Form-Twins: Slot Reverse
- Shotgun-Ace: HB Deep Corner

### Defensive Strategy

- Run Defense: 5-2
- Pass Defense: Nickel
- Blitz Frequency: Moderate

### Team Profile

Nickname:  
Eagles

Conference:  
Big East

Division:  
1-A

Location:  
Chestnut Hill, MA

Team Colors:  
Maroon/Gold

'02 Record (W-L, PF-PA):  
9-4, 392-253



## Bowling Green

Team Ratings	All	QB	RB	WR	OL	DL	LB	DB	ST
	75	92	78	75	80	71	79	81	77

### Offensive Sets

Ace-Y-Trips  
Ace-Y-Twins  
Shotgun-5 Wide

Shotgun-Ace Twins  
Shotgun-Bunch  
Shotgun-Normal

Shotgun-Spread  
Shotgun-Trips  
Strong-Normal



Ace-Y-Trips: Toss Weak



Shotgun-Bunch: Open Drag

### Key Offensive Plays

- Ace-Y-Trips: Toss Weak
- Ace-Y-Twins: Slot Post
- Shotgun-5 Wide: Slot Outs
- Shotgun-Bunch: Open Drag

### Defensive Strategy

- Run Defense: 5-2
- Pass Defense: Nickel
- Blitz Frequency: Moderate

### Team Profile

Nickname:  
Falcons

Conference:  
Mid-American—East

Division:  
1-A

Location:  
Bowling Green, OH

Team Colors:  
Orange/Brown

'02 Record (W-L, PF-PA):  
9-3, 490-304



## Brown

Team Ratings	All	QB	RB	WR	OL	DL	LB	DB	ST
	51	68	68	67	68	65	65	72	70

### Offensive Sets

Ace-Bunch  
Ace-Spread  
Ace-Trips

I Form-Normal  
I Form-Slot  
Shotgun-2 B Slot

Shotgun-5 Wide  
Shotgun-Ace  
Shotgun-Spread



Ace-Bunch: HB Toss



Shotgun-Spread: Quick Slants

### Key Offensive Plays

- Ace-Bunch: HB Toss
- Ace-Trips: Counter Trap
- Shotgun-Spread: WR Post
- Shotgun-Spread: Quick Slants

### Defensive Strategy

- Run Defense: 5-2
- Pass Defense: Dime
- Blitz Frequency: Moderate

### Team Profile

Nickname:  
Bears

Conference:  
Ivy

Division:  
1-AA

Location:  
Providence, RI

Team Colors:  
Brown/Red/White

'02 Record (W-L, PF-PA):  
2-8, 222-278



# Buffalo



<b>Team Ratings</b>	<b>All</b>	<b>QB</b>	<b>RB</b>	<b>WR</b>	<b>OL</b>	<b>DL</b>	<b>LB</b>	<b>DB</b>	<b>ST</b>
	70	77	79	72	79	71	80	78	82

### Team Profile

**Nickname:**  
Bulls

**Conference:**  
Mid-American—East

**Division:**  
1-A

**Location:**  
Buffalo, NY

**Team Colors:**  
Blue/White

**'02 Record (W-L, PF-PA):**  
1-11, 214-416

### Key Offensive Plays

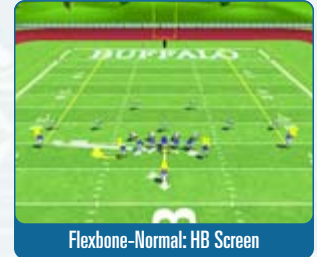
- Ace-Y-Twins: Counter Trap
- Flexbone-Normal: HB Screen
- Shotgun-2B Slot: HB Draw
- Shotgun-Normal: Quick Outs

### Defensive Strategy

- Run Defense: 4-4
- Pass Defense: Dime
- Blitz Frequency: Moderate

### Offensive Sets

- |                 |                |                 |
|-----------------|----------------|-----------------|
| Ace-Y-Trips     | Shotgun-Bunch  | Shotgun-Trips   |
| Flexbone-Normal | Shotgun-Normal | Shotgun-Y-Trips |
| Shotgun-2B Slot | Shotgun-Spread | Strong-Normal   |



# BYU



<b>Team Ratings</b>	<b>All</b>	<b>QB</b>	<b>RB</b>	<b>WR</b>	<b>OL</b>	<b>DL</b>	<b>LB</b>	<b>DB</b>	<b>ST</b>
	75	76	72	80	85	77	75	82	90

### Team Profile

**Nickname:**  
Cougars

**Conference:**  
Mountain West

**Division:**  
1-A

**Location:**  
Provo, UT

**Team Colors:**  
Royal Blue/White

**'02 Record (W-L, PF-PA):**  
5-7, 272-333

### Key Offensive Plays

- Ace-Slot: Toss Weak
- I Form-Tight: Quick Slant
- Shotgun-Wide: Quick Crosses
- Shotgun-Normal: WR Under

### Defensive Strategy

- Run Defense: 4-4
- Pass Defense: Nickel
- Blitz Frequency: Moderate

### Offensive Sets

- |              |                 |                 |
|--------------|-----------------|-----------------|
| Ace-Y-Trips  | Shotgun-2B Slot | Shotgun-Trips   |
| Ace-Slot     | Shotgun-5 Wide  | Shotgun-Y-Trips |
| I Form-Tight | Shotgun-Normal  | Weak-Twins      |



# Cal



<b>Team Ratings</b>	<b>All</b>	<b>QB</b>	<b>RB</b>	<b>WR</b>	<b>OL</b>	<b>DL</b>	<b>LB</b>	<b>DB</b>	<b>ST</b>
	75	81	81	81	81	73	79	77	78

### Team Profile

**Nickname:**  
Golden Bears

**Conference:**  
Pac-10

**Division:**  
1-A

**Location:**  
Berkeley, CA

**Team Colors:**  
Blue/Gold

**'02 Record (W-L, PF-PA):**  
7-5, 427-318

### Key Offensive Plays

- Ace-Big: Speed Option
- Ace-Slot: Toss Weak
- I Form-Normal: WR Post
- Weak-Twins: Slot Curl

### Defensive Strategy

- Run Defense: 4-4
- Pass Defense: Nickel
- Blitz Frequency: Moderate

### Offensive Sets

- |            |               |              |
|------------|---------------|--------------|
| Ace-Big    | Ace-Trips     | I Form-Slot  |
| Ace-Spread | Ace-Y-Twins   | I Form-Twins |
| Ace-Slot   | I Form-Normal | Weak-Twins   |





## Central Michigan

Team Ratings	All	QB	RB	WR	OL	DL	LB	DB	ST
	66	79	79	74	76	70	71	76	79

### Offensive Sets

Ace-Bunch  
Ace-Normal  
Ace-Spread

Ace-Twins  
Shotgun-Ace Twins  
Shotgun-Y-Trips

Strong-Normal  
Strong-Tight  
Weak-Twins



Ace-Bunch: Fade Delay



Strong-Normal: PA Post

### Key Offensive Plays

- Ace-Bunch: Fade Delay
- Ace-Normal: HB Slam
- Shotgun-Ace Twins: Angle Drag
- Strong-Normal: PA Post

### Defensive Strategy

- Run Defense: 5-2
- Pass Defense: Nickel
- Blitz Frequency: Moderate

### Team Profile

Nickname:  
Chippewas

Conference:  
Mid-American—West

Division:  
1-A

Location:  
Mt. Pleasant, MI

Team Colors:  
Maroon/Gold

'02 Record (W-L, PF-PA):  
4-8, 267-384



## Chattanooga

Team Ratings	All	QB	RB	WR	OL	DL	LB	DB	ST
	61	74	74	80	64	66	70	68	86

### Offensive Sets

Ace-Bunch  
Ace-Normal  
Ace-Y-Trips

Shotgun-5 Wide  
Shotgun-Bunch  
Shotgun-Spread

Shotgun-Y Trips  
No Back  
Strong-Twins



Ace-Bunch: HB Dive



Shotgun-Spread: Slot Wheels

### Key Offensive Plays

- Ace-Bunch: HB Dive
- Ace-Normal: HB Toss
- Ace-Y-Trips: B Quick Scan
- Shotgun-Spread: Slot Wheels

### Defensive Strategy

- Run Defense: 4-4
- Pass Defense: Nickel
- Blitz Frequency: Moderate

### Team Profile

Nickname:  
Mocs

Conference:  
Southern

Division:  
1-AA

Location:  
Chattanooga, TN

Team Colors:  
Navy Blue/Old Gold

'02 Record (W-L, PF-PA):  
2-10, 232-377



## Cincinnati

Team Ratings	All	QB	RB	WR	OL	DL	LB	DB	ST
	81	89	81	79	87	79	81	84	80

### Offensive Sets

Ace-Trips  
Ace-Y-Trips  
Ace-Y-Twins

Shotgun-2B Slot  
Shotgun-5 Wide  
Shotgun-Normal

Shotgun-Spread  
Shotgun-Trips  
Shotgun-Y-Trips



Ace-Trips: Rollout



Shotgun-2B Slot: QB Draw Sweep

### Key Offensive Plays

- Ace-Trips: Rollout
- Ace-Y-Trips: HB Toss
- Shotgun-2B Slot: QB Draw Sweep
- Shotgun-Spread: Flood

### Defensive Strategy

- Run Defense: 4-4
- Pass Defense: Nickel
- Blitz Frequency: Moderate

### Team Profile

Nickname:  
Bearcats

Conference:  
USA

Division:  
1-A

Location:  
Cincinnati, OH

Team Colors:  
Red/Black

'02 Record (W-L, PF-PA):  
7-7, 409-329





# Clemson



Team Ratings	All	QB	RB	WR	OL	DL	LB	DB	ST
	84	84	83	84	80	82	85	82	95

### Team Profile

**Nickname:** Tigers  
**Conference:** Atlantic Coast  
**Division:** 1-A  
**Location:** Clemson, SC  
**Team Colors:** Purple/Orange  
**'02 Record (W-L, PF-PA):** 7-6, 330-349

### Key Offensive Plays

- Ace-Y-Trips: HB Toss
- I Form-Twins: HB Iso
- No Back: Curl Flats
- Shotgun Ace: Out and Ups

### Defensive Strategy

- Run Defense: 4-4
- Pass Defense: Nickel
- Blitz Frequency: Aggressive

### Offensive Sets

- |   |   |  |
|---|---|--|
| Ace-Y-Trips<br>I Form-Tight<br>I Form-Twins | No Back<br>Shotgun-Ace<br>Shotgun-Bunch | Shotgun-Spread<br>Shotgun-Trips<br>Shotgun-Y-Trips |
|---|---|--|



# Colorado



Team Ratings	All	QB	RB	WR	OL	DL	LB	DB	ST
	82	70	90	81	88	82	83	85	87

### Team Profile

**Nickname:** Buffaloes  
**Conference:** Big 12-North  
**Division:** 1-A  
**Location:** Boulder, CO  
**Team Colors:** Silver/Gold/Black  
**'02 Record (W-L, PF-PA):** 9-5, 398-325

### Key Offensive Plays

- Ace-Bunch: Weak Toss
- Ace-Slot: HB Tackle
- I Form-Normal: HB Lead
- Shotgun-5 Wide: Middle Clear

### Defensive Strategy

- Run Defense: 4-4
- Pass Defense: Nickel
- Blitz Frequency: Aggressive

### Offensive Sets

- |                                     |  |  |
|-------------------------------------|--|--|
| Ace-Bunch<br>Ace-Slot<br>Ace-Spread | I Form-Normal<br>I Form-Slot<br>I Form-Tight | I Form-Twins<br>Shotgun-5 Wide<br>Shotgun-Normal |
|-------------------------------------|--|--|



# Colorado State



Team Ratings	All	QB	RB	WR	OL	DL	LB	DB	ST
	90	89	83	83	87	80	90	85	98

### Team Profile

**Nickname:** Rams  
**Conference:** Mountain West  
**Division:** 1-A  
**Location:** Ft. Collins, CO  
**Team Colors:** Green/Gold  
**'02 Record (W-L, PF-PA):** 10-4, 418-332

### Key Offensive Plays

- Ace-Slot: HB Draw
- Ace-Trips: Rollout
- Weak-Normal: Slants
- Weak-Twins: Slot Curl

### Defensive Strategy

- Run Defense: 4-4
- Pass Defense: Nickel
- Blitz Frequency: Aggressive

### Offensive Sets

- |                                      |  |   |
|--------------------------------------|--|---|
| Ace-Slot<br>Ace-Trips<br>Ace-Y-Trips | Ace-Y-Twins<br>I Form-Y-Trips<br>Weak-Normal | Weak-Slot<br>Weak-Twins<br>Weak-Y-Trips |
|--------------------------------------|--|---|





## Columbia

Team Ratings	All	QB	RB	WR	OL	DL	LB	DB	ST
	56	71	60	70	71	65	67	74	74

### Offensive Sets

Ace-Normal  
Ace-Y-Trips  
Shotgun-Ace Twins

Shotgun Spread  
Shotgun-Y-Trips  
I-Form Twins

No Back  
Strong-Twins  
Weak-Slot



Ace-Y-Trips: Quick Posts



No Back: WR Under

### Key Offensive Plays

- Ace-Normal: HB Slam
- Ace-Y-Trips: Quick Posts
- Shotgun-Ace Twins: Post Under
- No Back: WR Under

### Defensive Strategy

- Run Defense: 4-4
- Pass Defense: Dime
- Blitz Frequency: Moderate

### Team Profile

Nickname:  
Lions

Conference:  
Ivy

Division:  
1-AA

Location:  
New York, NY

Team Colors:  
Light Blue/White

'02 Record (W-L, PF-PA):  
1-9, 161-295



## Cornell

Team Ratings	All	QB	RB	WR	OL	DL	LB	DB	ST
	53	65	70	72	69	69	65	70	65

### Offensive Sets

Ace-Big  
Ace-Bunch  
Ace-Normal

Ace-Trips  
Ace-Y-Trips  
I Form-Normal

Strong-Slot  
No Back  
Weak-Twins



Ace-Big: FL Dig



Strong-Slot: Quick Outs

### Key Offensive Plays

- Ace-Big: FL Dig
- Ace-Normal: Hitch 'N Go
- Strong-Slot: Quick Outs
- No Back: Deep Flood

### Defensive Strategy

- Run Defense: 5-2
- Pass Defense: Dime
- Blitz Frequency: Rarely

### Team Profile

Nickname:  
Big Red

Conference:  
Ivy

Division:  
1-AA

Location:  
Ithaca, NY

Team Colors:  
Carnelian/White  
'02 Record (W-L, PF-PA):  
4-6, 169-292



## Dartmouth

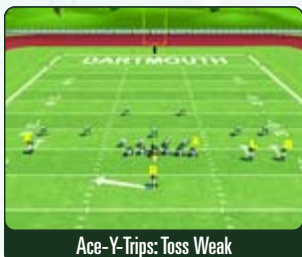
Team Ratings	All	QB	RB	WR	OL	DL	LB	DB	ST
	56	68	68	70	68	63	69	71	75

### Offensive Sets

Ace-Normal  
Ace-Y-Trips  
Shotgun-Ace Twins

Shotgun Spread  
Shotgun-Y-Trips  
I-Form Twins

No Back  
Strong-Twins  
Weak-Slot



Ace-Y-Trips: Toss Weak



I Form-Twins: Option Pass

### Key Offensive Plays

- Ace-Y-Trips: Toss Weak
- Shotgun-Spread: Outside Posts
- I Form-Twins: Option Pass
- No Back: PA Slot Cross

### Defensive Strategy

- Run Defense: 4-4
- Pass Defense: Dime
- Blitz Frequency: Moderate

### Team Profile

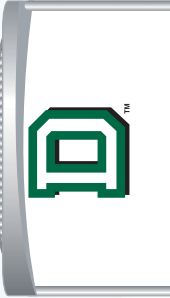
Nickname:  
Big Green

Conference:  
Ivy

Division:  
1-AA

Location:  
Hanover, NH

Team Colors:  
Green/White  
'02 Record (W-L, PF-PA):  
3-7, 247-295





# Delaware

Team Ratings	All	QB	RB	WR	OL	DL	LB	DB	ST
	67	83	75	77	78	71	71	76	73

### Team Profile

**Nickname:**  
Blue Hens

**Conference:**  
Atlantic 10

**Division:**  
1-AA

**Location:**  
Newark, DE

**Team Colors:**  
Blue/Gold

**'02 Record (W-L, PF-PA):**  
6-6, 291-227

### Key Offensive Plays

- Ace-Big: Strong Sweep
- Ace-Trips: Cross
- Strong-Slot: HB Circle
- Weak-Twins: PA Read

### Defensive Strategy

- Run Defense: 4-4
- Pass Defense: Dime
- Blitz Frequency: Moderate



### Offensive Sets

Ace-Big  
Ace-Bunch  
Ace-Normal

Ace-Trips  
Ace-Y-Trips  
I Form-Normal

Strong-Slot  
No Back  
Weak-Twins



Ace-Big: Strong Sweep



Weak-Twins: PA Read

# Delaware State

Team Ratings	All	QB	RB	WR	OL	DL	LB	DB	ST
	53	74	66	74	67	65	69	70	61

### Team Profile

**Nickname:**  
Hornets

**Conference:**  
Mid-Eastern Athletic

**Division:**  
1-AA

**Location:**  
Dover, DE

**Team Colors:**  
Red/Blue

**'02 Record (W-L, PF-PA):**  
4-8, 218-313

### Key Offensive Plays

- Ace-Bunch: Fade Delay
- Ace-Spread: Triangle
- Ace-Trips: Counter Trap
- Shotgun-2B Slot: Slants

### Defensive Strategy

- Run Defense: 4-4
- Pass Defense: Dime
- Blitz Frequency: Moderate



### Offensive Sets

Ace-Bunch  
Ace-Spread  
Ace-Trips

I Form-Normal  
I Form-Slot  
Shotgun-2 B Slot

Shotgun-5 Wide  
Shotgun-Ace  
Shotgun-Spread



Ace-Spread: Triangle



Shotgun-2B Slot: Slants

# Duke

Team Ratings	All	QB	RB	WR	OL	DL	LB	DB	ST
	70	71	86	75	75	79	78	74	77

### Team Profile

**Nickname:**  
Blue Devils

**Conference:**  
Atlantic Coast

**Division:**  
1-A

**Location:**  
Durham, NC

**Team Colors:**  
Royal Blue/White

**'02 Record (W-L, PF-PA):**  
2-10, 227-353

### Key Offensive Plays

- Ace-Bunch: Weak Toss
- Ace-Slot: Toss Strong
- Ace-Trips: HB Toss
- Shotgun-Bunch: Open Drag

### Defensive Strategy

- Run Defense: 5-2
- Pass Defense: Nickel
- Blitz Frequency: Moderate



### Offensive Sets

Ace-Bunch  
Ace-Empty  
Ace-Slot

Ace-Trips  
Ace-Y-Trips  
Shotgun-5 Wide

Shotgun-Bunch  
Shotgun-Spread  
Shotgun-Trips



Ace-Trips: HB Toss



Shotgun-Bunch: Open Drag



## East Carolina University

Team Ratings	All	QB	RB	WR	OL	DL	LB	DB	ST
	79	80	90	80	86	73	82	76	80

### Offensive Sets

Ace-Slot  
Ace-Spread  
Ace-Trips

Ace-Y-Trips  
I Form-Normal  
I Form-Twins

No Back  
Shotgun-Spread  
Shotgun-Y-Trips



Ace-Spread: HB Sting



I Form-Normal: HB Iso

### Key Offensive Plays

- Ace-Slot: Toss Weak
- Ace-Spread: HB Sting
- I Form-Normal: HB Iso
- Shotgun-Spread: Double Cross

### Defensive Strategy

- Run Defense: 4-4
- Pass Defense: Nickel
- Blitz Frequency: Moderate

### Team Profile

Nickname: Pirates

Conference: USA

Division: 1-A

Location: Greenville, NC

Team Colors: Purple/Gold

'02 Record (W-L, PF-PA): 4-8, 335-399



## Eastern Michigan

Team Ratings	All	QB	RB	WR	OL	DL	LB	DB	ST
	67	74	80	79	69	67	79	72	84

### Offensive Sets

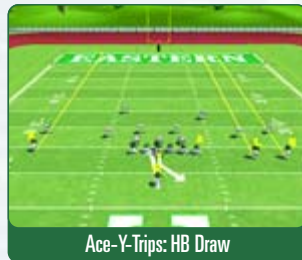
Ace-Empty  
Ace-Normal  
Ace-Slot

Ace-Y-Trips  
I Form-Twins  
Maryland I

Shotgun-Ace Twins  
Shotgun-Bunch  
Shotgun-Normal



Ace-Empty: HB Shovel



Ace-Y-Trips: HB Draw

### Key Offensive Plays

- Ace-Empty: HB Shovel
- Ace-Normal: HB Toss
- Ace-Y-Trips: HB Draw
- Shotgun-Normal: Slot Drag

### Defensive Strategy

- Run Defense: 4-4
- Pass Defense: Dime
- Blitz Frequency: Moderate

### Team Profile

Nickname: Eagles

Conference: Mid-American—West

Division: 1-A

Location: Ypsilanti, MI

Team Colors: Green/White

'02 Record (W-L, PF-PA): 3-9, 286-566



## Eastern Washington

Team Ratings	All	QB	RB	WR	OL	DL	LB	DB	ST
	64	70	69	77	77	67	72	76	78

### Offensive Sets

Ace-Big  
Ace-Bunch  
Ace-Normal

Ace-Trips  
Ace-Y-Trips  
I Form-Normal

Strong-Slot  
No Back  
Weak-Twins



Ace-Bunch: LB Bait



I Form-Normal: Angle

### Key Offensive Plays

- Ace-Bunch: LB Bait
- Ace-Normal: HB Toss
- I Form-Normal: Angle
- Weak-Twins: PA FB Wheel

### Defensive Strategy

- Run Defense: 4-4
- Pass Defense: Dime
- Blitz Frequency: Moderate

### Team Profile

Nickname: Eagles

Conference: Big Sky

Division: 1-AA

Location: Cheney, WA

Team Colors: Red/White

'02 Record (W-L, PF-PA): 6-5, 365-276



## East Tenn State

Team	All	QB	RB	WR	OL	DL	LB	DB	ST
<b>Ratings</b>	64	67	76	74	72	67	73	78	80

### Team Profile

**Nickname:**  
Buccaneers

**Conference:**  
Southern

**Division:**  
1-AA

**Location:**  
Johnson City, TN

**Team Colors:**  
Blue/Gold

**'02 Record (W-L, PF-PA):**  
4-8, 167-286

### Key Offensive Plays

- Ace-Bunch: HB Counter
- Ace-Spread: Counter Option
- I Form-Slot: Slot Corner
- Shotgun-Ace: Underneath

### Defensive Strategy

- Run Defense: 4-4
- Pass Defense: Dime
- Blitz Frequency: Aggressive



### Offensive Sets

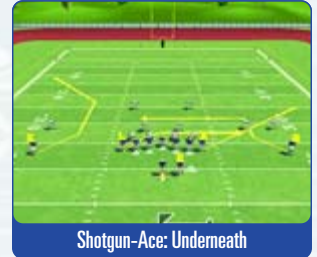
Ace-Bunch  
Ace-Spread  
Ace-Trips

I Form-Normal  
I Form-Slot  
Shotgun-2 B Slot

Shotgun-5 Wide  
Shotgun-Ace  
Shotgun-Spread



Ace-Spread: Counter Option



Shotgun-Ace: Underneath

## Elon

Team	All	QB	RB	WR	OL	DL	LB	DB	ST
<b>Ratings</b>	61	69	75	69	69	71	77	72	75

### Team Profile

**Nickname:**  
Phoenix

**Conference:**  
Southern

**Division:**  
1-AA

**Location:**  
Elon, NC

**Team Colors:**  
Maroon/Gold

**'02 Record (W-L, PF-PA):**  
4-7, 249-352

### Key Offensive Plays

- Ace-Normal: HB Tackle
- Ace-Y-Trips: HB Swing
- Shotgun-Y-Trips: PA WR In
- Shotgun-Y-Trips: Slot In

### Defensive Strategy

- Run Defense: 4-4
- Pass Defense: Nickel
- Blitz Frequency: Moderate



### Offensive Sets

Ace-Normal  
Ace-Y-Trips  
Shotgun-Ace Twins

Shotgun Spread  
Shotgun-Y-Trips  
I-Form Twins

No Back  
Strong-Twins  
Weak-Slot



Ace-Y-Trips: HB Swing



Shotgun-Y-Trips: PA WR In

## Florida

Team	All	QB	RB	WR	OL	DL	LB	DB	ST
<b>Ratings</b>	91	84	88	89	97	85	81	87	94

### Team Profile

**Nickname:**  
Gators

**Conference:**  
Southeastern—East

**Division:**  
1-A

**Location:**  
Gainesville, FL

**Team Colors:**  
Orange/Blue

**'02 Record (W-L, PF-PA):**  
8-5, 336-279

### Key Offensive Plays

- Ace-Normal: HB Sting
- No Back: QB Draw
- Shotgun-5 Wide: Middle Clear
- Shotgun-Spread: Double Cross

### Defensive Strategy

- Run Defense: 5-2
- Pass Defense: Nickel
- Blitz Frequency: Aggressive



### Offensive Sets

Ace-Normal  
No Back  
Shotgun-2B Slot

Shotgun-5 Wide  
Shotgun-Bunch  
Shotgun-Spread

Shotgun-Trips  
Shotgun-Y-Trips  
Strong-Slot



No Back: QB Draw



Shotgun-5 Wide: Middle Clear



## Florida A&M

Team Ratings	All	QB	RB	WR	OL	DL	LB	DB	ST
	59	89	71	68	69	63	67	70	73

### Offensive Sets

Ace-Bunch  
Ace-Normal  
Ace-Y-Trips

Shotgun-5 Wide  
Shotgun-Bunch  
Shotgun-Spread

Shotgun-Y Trips  
No Back  
Strong-Twins



Ace-Normal: PA Deep Post



Shotgun-Y-Trips: Z Cross

### Key Offensive Plays

- Ace-Bunch: HB Counter
- Ace-Normal: PA Strike
- Shotgun-Bunch: Quick Outs
- Shotgun-Y-Trips: Z Cross

### Defensive Strategy

- Run Defense: 4-3
- Pass Defense: Nickel
- Blitz Frequency: Aggressive

### Team Profile

Nickname:  
Rattlers

Conference:  
Mid-Eastern Athletic

Division:  
1-AA

Location:  
Tallahassee, FL

Team Colors:  
Orange/Green

'02 Record (W-L, PF-PA):  
7-5, 321-319



## Florida State

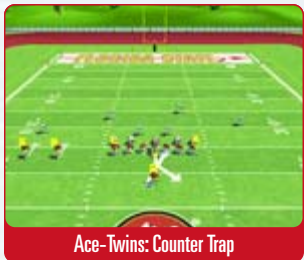
Team Ratings	All	QB	RB	WR	OL	DL	LB	DB	ST
	94	89	92	85	90	88	92	84	94

### Offensive Sets

Ace-Normal  
Ace-Twins  
I Form-Normal

I Form-Slot  
I Form-Twins  
Shotgun-2B Slot

Shotgun-5 Wide  
Shotgun-Spread  
Shotgun-Trips



Ace-Twins: Counter Trap



Shotgun-2B Slot: Zig Outs

### Key Offensive Plays

- Ace-Normal: HB Toss
- Ace-Twins: Counter Trap
- I Form-Normal: TE Drag
- Shotgun-2B Slot: Zig Outs

### Defensive Strategy

- Run Defense: 4-4
- Pass Defense: Nickel
- Blitz Frequency: Aggressive

### Team Profile

Nickname:  
Seminoles

Conference:  
Atlantic Coast

Division:  
1-A

Location:  
Tallahassee, FL

Team Colors:  
Garnet/Gold

'02 Record (W-L, PF-PA):  
9-5, 428-301



## Fresno State

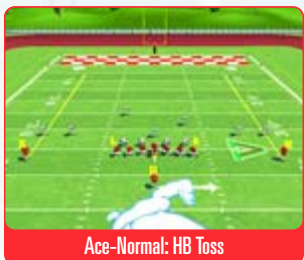
Team Ratings	All	QB	RB	WR	OL	DL	LB	DB	ST
	90	85	86	88	88	79	85	85	95

### Offensive Sets

Ace-Normal  
Ace-Slots  
Ace-Trips

Ace-Y-Twins  
I Form-Normal  
I Form-Slot

Shotgun-Normal  
Shotgun-Spread  
Strong-Tight



Ace-Normal: HB Toss



Shotgun-Normal: WR Under

### Key Offensive Plays

- Ace-Normal: HB Toss
- Ace-Slot: Toss Weak
- I Form-Normal: WR Post
- Shotgun-Normal: WR Under

### Defensive Strategy

- Run Defense: 4-4
- Pass Defense: Nickel
- Blitz Frequency: Aggressive

### Team Profile

Nickname:  
Bulldogs

Conference:  
Western Athletic

Division:  
1-A

Location:  
Fresno, CA

Team Colors:  
Cardinal/White

'02 Record (W-L, PF-PA):  
9-5, 378-379



## Furman

Team Ratings	All	QB	RB	WR	OL	DL	LB	DB	ST
	66	72	76	77	70	74	72	72	84

### Team Profile

**Nickname:**  
Paladins

**Conference:**  
Southern

**Division:**  
1-AA

**Location:**  
Greenville, SC

**Team Colors:**  
Purple/White

**'02 Record (W-L, PF-PA):**  
8-4, 365-255

### Key Offensive Plays

- Ace-Big: Option Strong
- Ace-Normal: PA Strike
- Flexbone-Split: FB Trap
- Shotgun-Split: HB Shovel

### Defensive Strategy

- Run Defense: 5-2
- Pass Defense: Dime
- Blitz Frequency: Moderate



### Offensive Sets

Ace-Big  
Ace-Normal  
I Form-Normal

Flexbone-Split  
Flexbone-Wide  
Shotgun-Split

Shotgun-Normal  
Weak-Twins  
Weak-Y-Trips



Ace-Big: Option Strong



Flexbone-Split: FB Trap

## Georgia

Team Ratings	All	QB	RB	WR	OL	DL	LB	DB	ST
	94	90	87	91	85	90	85	87	98

### Team Profile

**Nickname:**  
Bulldogs

**Conference:**  
Southeastern—East

**Division:**  
1-A

**Location:**  
Athens, GA

**Team Colors:**  
Red/Black

**'02 Record (W-L, PF-PA):**  
13-1, 450-212

### Key Offensive Plays

- I Form-Normal: Counter Lead
- I Form-Slot: HB Swing
- Power I: PA Fly
- Shotgun-Normal: WR under

### Defensive Strategy

- Run Defense: 4-4
- Pass Defense: Nickel
- Blitz Frequency: Aggressive



### Offensive Sets

I Form-Normal  
I Form-Slot  
I Form-Tight

Power I  
Shotgun-2B Slot  
Shotgun-Normal

Shotgun-Split  
Shotgun-Trips  
Weak-Slot



I Form-Normal: Counter Lead



Power I: PA Fly

## Georgia Southern

Team Ratings	All	QB	RB	WR	OL	DL	LB	DB	ST
	70	81	79	75	81	71	74	80	74

### Team Profile

**Nickname:**  
Eagles

**Conference:**  
Southern

**Division:**  
1-AA

**Location:**  
Statesboro, GA

**Team Colors:**  
Blue/White

**'02 Record (W-L, PF-PA):**  
11-3, 493-190

### Key Offensive Plays

- Ace-Normal: HB Option
- I Form-Normal: HB Option Pass
- Flexbone-Twins: Triple Option
- Maryland I: PA Counter

### Defensive Strategy

- Run Defense: 5-2
- Pass Defense: Nickel
- Blitz Frequency: Aggressive



### Offensive Sets

Ace-Normal  
I Form-Normal  
I Form-Y-Trips

Flexbone-Twins  
Flexbone-Wide  
Maryland I

Power I  
Strong-Slot  
Wishbone-Wide



I Form-Normal: HB Option Pass



Maryland I: PA Counter



## Georgia Tech

Team Ratings	All	QB	RB	WR	OL	DL	LB	DB	ST
	84	84	86	76	91	85	89	77	83

### Offensive Sets

Ace-Big	Flexbone-Normal	Shotgun-Normal
Ace-Normal	I Form-Slot	Shotgun-Spread
Ace-Spread	Shotgun-Bunch	Shotgun-Y-Trips



### Key Offensive Plays

- Ace-Normal: HB Tackle
- Ace-Spread: HB Toss
- Flexbone-Normal: PA Roll Right
- Shotgun-Bunch: Deep Crossup

### Defensive Strategy

- Run Defense: 5-2
- Pass Defense: Dime
- Blitz Frequency: Aggressive

### Team Profile

**Nickname:**  
Yellow Jackets

**Conference:**  
Atlantic Coast

**Division:**  
1-A

**Location:**  
Atlanta, GA

**Team Colors:**  
Old Gold/White

**'02 Record (W-L, PF-PA):**  
7-6, 280-267



## Grambling State

Team Ratings	All	QB	RB	WR	OL	DL	LB	DB	ST
	57	68	73	70	65	67	68	74	71

### Offensive Sets

Ace-Bunch	Shotgun-5 Wide	Shotgun-Y Trips
Ace-Normal	Shotgun-Bunch	No Back
Ace-Y-Trips	Shotgun-Spread	Strong-Twins



### Key Offensive Plays

- Ace-Bunch: HB Toss
- Ace-Normal: Rollout
- Shotgun-5 Wide: Deep Post
- Shotgun-Spread: Slot Wheels

### Defensive Strategy

- Run Defense: 4-4
- Pass Defense: Nickel
- Blitz Frequency: Moderate

### Team Profile

**Nickname:**  
Tigers

**Conference:**  
Southwestern Athletic

**Division:**  
1-AA

**Location:**  
Grambling, LA

**Team Colors:**  
Black/Gold

**'02 Record (W-L, PF-PA):**  
12-2, 537-374

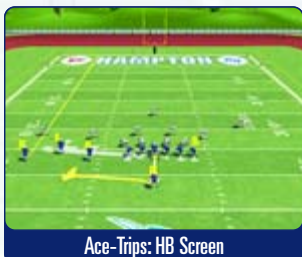


## Hampton

Team Ratings	All	QB	RB	WR	OL	DL	LB	DB	ST
	56	73	71	70	70	65	65	70	65

### Offensive Sets

Ace-Big	Ace-Trips	Strong-Slot
Ace-Bunch	Ace-Y-Trips	No Back
Ace-Normal	I Form-Normal	Weak-Twins



### Key Offensive Plays

- Ace-Normal: Counter Trap
- Ace-Trips: HB Screen
- Strong-Slot: Quick Outs
- No Back: Outside Attack

### Defensive Strategy

- Run Defense: 5-2
- Pass Defense: Dime
- Blitz Frequency: Rarely

### Team Profile

**Nickname:**  
Pirates

**Conference:**  
Mid-Eastern Athletic

**Division:**  
1-AA

**Location:**  
Hampton, VA

**Team Colors:**  
Royal Blue/White

**'02 Record (W-L, PF-PA):**  
7-5, 405-250



# Harvard



Team Ratings	All	QB	RB	WR	OL	DL	LB	DB	ST
	61	69	72	73	71	67	76	73	78

### Team Profile

**Nickname:**  
Crimson

**Conference:**  
Ivy

**Division:**  
1-AA

**Location:**  
Cambridge, MA

**Team Colors:**  
Crimson/Black/White

**'02 Record (W-L, PF-PA):**  
7-3, 267-230

### Key Offensive Plays

- Ace-Bunch: Slot Screen
- Ace-Trips: Rollout
- Shotgun-2B Slot: RB Streaks
- Shotgun-Ace: TE Delay Deep

### Defensive Strategy

- Run Defense: 4-4
- Pass Defense: Dime
- Blitz Frequency: Moderate

### Offensive Sets

- |            |                  |                |
|------------|------------------|----------------|
| Ace-Bunch  | I Form-Normal    | Shotgun-5 Wide |
| Ace-Spread | I Form-Slot      | Shotgun-Ace    |
| Ace-Trips  | Shotgun-2 B Slot | Shotgun-Spread |



# Hawaii



Team Ratings	All	QB	RB	WR	OL	DL	LB	DB	ST
	84	88	79	82	86	84	77	84	90

### Team Profile

**Nickname:**  
Rainbow Warriors

**Conference:**  
Western Athletic

**Division:**  
1-A

**Location:**  
Honolulu, HI

**Team Colors:**  
Green/White

**'02 Record (W-L, PF-PA):**  
10-4, 502-389

### Key Offensive Plays

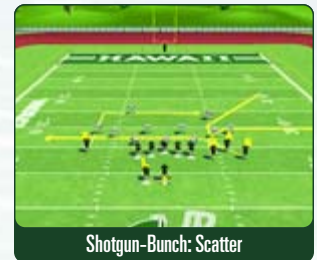
- Ace-Trips: Destroy
- No Back: Post Flag
- Shotgun-2B Slot: RB Streaks
- Shotgun-Bunch: Scatter

### Defensive Strategy

- Run Defense: 4-4
- Pass Defense: Dime
- Blitz Frequency: Moderate

### Offensive Sets

- |             |                  |                 |
|-------------|------------------|-----------------|
| Ace-Bunch   | No Back          | Shotgun-Spread  |
| Ace-Trips   | Shotgun-2B Slant | Shotgun-Trips   |
| Ace-Y-Trips | Shotgun-Bunch    | Shotgun-Y-Trips |



# Hofstra



Team Ratings	All	QB	RB	WR	OL	DL	LB	DB	ST
	57	67	72	71	70	66	71	70	71

### Team Profile

**Nickname:**  
Flying Dutchmen

**Conference:**  
Atlantic 10

**Division:**  
1-AA

**Location:**  
Hampstead, NY

**Team Colors:**  
Gray/White/Gold

**'02 Record (W-L, PF-PA):**  
6-6, 270-255

### Key Offensive Plays

- Ace-Y-Trips: HB Draw
- Shotgun-Ace Twins: Flanker Corner
- Shotgun-Spread: HB Screen
- Shotgun-Y-Trips: Slot In

### Defensive Strategy

- Run Defense: 4-4
- Pass Defense: Nickel
- Blitz Frequency: Moderate

### Offensive Sets

- |                   |                 |              |
|-------------------|-----------------|--------------|
| Ace-Normal        | Shotgun Spread  | No Back      |
| Ace-Y-Trips       | Shotgun-Y-Trips | Strong-Twins |
| Shotgun-Ace Twins | I-Form Twins    | Weak-Slot    |





## Houston

### Offensive Sets

Ace-Normal  
Ace-Y-Trips  
Ace-Y-Twins

I Form-Normal  
I Form-Twins  
Shotgun-Ace

Shotgun-Normal  
Shotgun-Trips  
Shotgun-Y-Trips



Shotgun-Ace: TE Wheel



Shotgun-Normal: Comeback

Team Ratings	All	QB	RB	WR	OL	DL	LB	DB	ST
	73	81	68	82	87	74	79	76	79

### Key Offensive Plays

- Ace-Normal: HB Draw
- Shotgun-Ace: TE Wheel
- Shotgun-Normal: Comeback
- Shotgun-Trips: Angle

### Defensive Strategy

- Run Defense: 4-4
- Pass Defense: Nickel
- Blitz Frequency: Moderate

### Team Profile

Nickname:  
Cougars

Conference:  
USA

Division:  
1-A

Location:  
Houston, TX

Team Colors:  
Scarlet/White

'02 Record (W-L, PF-PA):  
5-7, 320-393



## Howard

### Offensive Sets

Ace-Normal  
Ace-Y-Trips  
Shotgun-Ace Twins

Shotgun Spread  
Shotgun-Y-Trips  
I-Form Twins

No Back  
Strong-Twins  
Weak-Slot



Ace-Y-Trips: Fork



Shotgun-Y-Trips: PA FL Zig Out

Team Ratings	All	QB	RB	WR	OL	DL	LB	DB	ST
	57	65	69	66	69	67	72	74	70

### Key Offensive Plays

- Ace-Normal: Counter Trap
- Ace-Y-Trips: Fork
- Shotgun-Ace Twins: Tunnel Screen
- Shotgun-Y-Trips: PA FL Zig Out

### Defensive Strategy

- Run Defense: 4-4
- Pass Defense: Nickel
- Blitz Frequency: Moderate

### Team Profile

Nickname:  
Bison

Conference:  
Mid-Eastern Athletic

Division:  
1-AA

Location:  
Washington, D.C.

Team Colors:  
Blue/White/Red

'02 Record (W-L, PF-PA):  
6-5, 243-286



## Idaho

### Offensive Sets

Ace-Empty  
Ace-Spread  
Ace-Trips

Ace-Y-Trips  
Ace-Y-Twins  
I Form-Twins

Power I  
Pro Form-Normal  
Pro Form-Slot



Ace-Spread: PA Fake Toss



Pro Form-Slot: Slants

Team Ratings	All	QB	RB	WR	OL	DL	LB	DB	ST
	70	84	77	73	83	68	72	76	86

### Key Offensive Plays

- Ace-Spread: PA Fake Toss
- Ace-Trips: HB Draw
- Pro Form-Normal: WR Corners
- Pro Form-Slot: Slants

### Defensive Strategy

- Run Defense: 4-4
- Pass Defense: Dime
- Blitz Frequency: Moderate

### Team Profile

Nickname:  
Vandals

Conference:  
Sun Belt

Division:  
1-A

Location:  
Moscow, ID

Team Colors:  
Silver/Gold

'02 Record (W-L, PF-PA):  
2-10, 285-428





## Idaho State

Team	All	QB	RB	WR	OL	DL	LB	DB	ST
<b>Ratings</b>	63	73	74	74	76	67	71	72	75

### Team Profile

**Nickname:**  
Bengals

**Conference:**  
Big Sky

**Division:**  
1-AA

**Location:**  
Pocatello, ID

**Team Colors:**  
Orange/Black

**'02 Record (W-L, PF-PA):**  
8-3, 331-188

### Key Offensive Plays

- Ace-Big: HB Sprint
- Ace-Normal: HB Toss
- I Form-Normal: PA Fade
- Flexbone-Split: WR Quick Post

### Defensive Strategy

- Run Defense: 5-2
- Pass Defense: Nickel
- Blitz Frequency: Moderate



### Offensive Sets

Ace-Big  
Ace-Normal  
I Form-Normal

Flexbone-Split  
Flexbone-Wide  
Shotgun-Split

Shotgun-Normal  
Weak-Twins  
Weak-Y-Trips



Ace-Big: HB Sprint



I Form-Normal: PA Fade

## Illinois

Team	All	QB	RB	WR	OL	DL	LB	DB	ST
<b>Ratings</b>	81	84	88	77	86	77	78	83	90

### Team Profile

**Nickname:**  
Fighting Illini

**Conference:**  
Big 10

**Division:**  
1-A

**Location:**  
Champaign, IL

**Team Colors:**  
Orange/Blue

**'02 Record (W-L, PF-PA):**  
5-7, 346-307

### Key Offensive Plays

- Ace-Bunch: HB Toss
- Ace-Slot: Toss Strong
- Pro Form-Normal: HB Draw
- Shotgun-Bunch: Flares

### Defensive Strategy

- Run Defense: 4-4
- Pass Defense: Nickel
- Blitz Frequency: Moderate



### Offensive Sets

Ace-Bunch  
Ace-Slot  
Ace-Spread

Ace-Trips  
Ace-Y-Trips  
Pro Form-Normal

Pro Form-Slot  
Shotgun-Bunch  
Shotgun-Spread



Ace-Slot: Toss Strong



Shotgun-Bunch: Flares

## Illinois State

Team	All	QB	RB	WR	OL	DL	LB	DB	ST
<b>Ratings</b>	61	73	77	76	69	66	71	70	78

### Team Profile

**Nickname:**  
Redbirds

**Conference:**  
Gateway

**Division:**  
1-AA

**Location:**  
Normal, IL

**Team Colors:**  
Red/White

**'02 Record (W-L, PF-PA):**  
6-5, 249-250

### Key Offensive Plays

- Ace-Bunch: HB Toss
- Ace-Spread: Slot Quick In
- I Form-Normal: TE Cross
- Shotgun-2B Slot: Zig Outs

### Defensive Strategy

- Run Defense: 4-4
- Pass Defense: Nickel
- Blitz Frequency: Moderate



### Offensive Sets

Ace-Bunch  
Ace-Spread  
Ace-Trips

I Form-Normal  
I Form-Slot  
Shotgun-2 B Slot

Shotgun-5 Wide  
Shotgun-Ace  
Shotgun-Spread



Ace-Spread: Slot Quick In



I Form-Normal: TE Cross



## Indiana

Team Ratings	All	QB	RB	WR	OL	DL	LB	DB	ST
	81	81	86	87	83	76	75	84	86

### Offensive Sets

Ace-Bunch  
Ace-Slot  
Ace-Y-Twins

Maryland I  
Pro Form-Normal  
Shotgun-Normal

Shotgun-Y-Trips  
Strong-Normal  
Weak-Normal



Maryland I: FB Blast



Pro Form-Normal: Counter Wide

### Key Offensive Plays

- Ace-Slot: Toss Weak
- Maryland I: FB Blast
- Pro Form-Normal: Counter Wide
- Shotgun-Normal: WR Arrow

### Defensive Strategy

- Run Defense: 4-4
- Pass Defense: Nickel
- Blitz Frequency: Moderate

### Team Profile

Nickname:  
Hoosiers

Conference:  
Big Ten

Division:  
1-A

Location:  
Bloomington, IN

Team Colors:  
Cream/Crimson

'02 Record (W-L, PF-PA):  
3-9, 258-445



## Indiana State

Team Ratings	All	QB	RB	WR	OL	DL	LB	DB	ST
	57	69	77	74	64	66	70	68	71

### Offensive Sets

Ace-Big  
Ace-Bunch  
Ace-Normal

Ace-Trips  
Ace-Y-Trips  
I Form-Normal

Strong-Slot  
No Back  
Weak-Twins



Ace-Big: Over Under



Ace-Bunch: Safety Divide

### Key Offensive Plays

- Ace-Big: Over Under
- Ace-Bunch: Safety Divide
- Ace-Y-Trips: PA Cross Out
- No Back: Deep Post

### Defensive Strategy

- Run Defense: 4-4
- Pass Defense: Nickel
- Blitz Frequency: Moderate

### Team Profile

Nickname:  
Sycamores

Conference:  
Gateway

Division:  
1-AA

Location:  
Terra Haute, IN

Team Colors:  
Royal Blue/White

'02 Record (W-L, PF-PA):  
5-7, 226-318



## Iowa

Team Ratings	All	QB	RB	WR	OL	DL	LB	DB	ST
	93	82	93	83	88	90	87	85	99

### Offensive Sets

Ace-Normal  
Ace-Slot  
Ace-Twins

Ace-Y-Trips  
Ace-Y-Twins  
I Form-Tight

I Form-Twins  
Shotgun-Y-Trips  
Strong-Normal



Ace-Normal: HB Toss



I Form-Tight: Counter Trey

### Key Offensive Plays

- Ace-Normal: HB Toss
- Ace-Slot: Toss Strong
- I Form-Tight: Counter Trey
- Shotgun-Y-Trips: Z Cross

### Defensive Strategy

- Run Defense: 5-2
- Pass Defense: Nickel
- Blitz Frequency: Aggressive

### Team Profile

Nickname:  
Hawkeyes

Conference:  
Big Ten

Division:  
1-A

Location:  
Iowa City, IA

Team Colors:  
Old Gold/Black

'02 Record (W-L, PF-PA):  
11-2, 484-256



# Iowa State

Team Ratings	All	QB	RB	WR	OL	DL	LB	DB	ST
	82	78	83	83	84	84	80	80	95

### Team Profile

**Nickname:** Cyclones  
**Conference:** Big 12—North  
**Division:** 1-A  
**Location:** Ames, IA  
**Team Colors:** Cardinal/Gold  
**'02 Record (W-L, PF-PA):** 7-7, 404-396

### Key Offensive Plays

- Ace-Normal: HB Sting
- I Form-Tight: HB Iso
- Shotgun-Spread: Quick Outs
- Shotgun-Trips: Fork

### Defensive Strategy

- Run Defense: 5-2
- Pass Defense: Nickel
- Blitz Frequency: Moderate



### Offensive Sets

- |             |                |                 |
|-------------|----------------|-----------------|
| Ace-Normal  | I Form-Tight   | Shotgun-Trips   |
| Ace-Twins   | Shotgun-Normal | Shotgun-Y-Trips |
| Ace-Y-Trips | Shotgun-Spread | Strong-Normal   |



I Form-Tight: HB Iso



Shotgun-Trips: Fork

# Jackson State

Team Ratings	All	QB	RB	WR	OL	DL	LB	DB	ST
	57	77	70	71	71	65	67	72	60

### Team Profile

**Nickname:** Tigers  
**Conference:** Southwestern Athletic  
**Division:** 1-AA  
**Location:** Jackson, MS  
**Team Colors:** Blue/White  
**'02 Record (W-L, PF-PA):** 7-4, 330-267

### Key Offensive Plays

- Ace-Normal: PA TE
- Shotgun-5 Wide: Slot Outs
- Shotgun-Bunch: Inside Seam
- Shotgun-Spread: Slot Wheels

### Defensive Strategy

- Run Defense: 4-4
- Pass Defense: Dime
- Blitz Frequency: Moderate



### Offensive Sets

- |             |                |                 |
|-------------|----------------|-----------------|
| Ace-Bunch   | Shotgun-5 Wide | Shotgun-Y Trips |
| Ace-Normal  | Shotgun-Bunch  | No Back         |
| Ace-Y-Trips | Shotgun-Spread | Strong-Twins    |



Ace-Normal: PA TE



Shotgun-Bunch: Inside Seam

# James Madison

Team Ratings	All	QB	RB	WR	OL	DL	LB	DB	ST
	63	74	74	74	78	66	71	72	77

### Team Profile

**Nickname:** Dukes  
**Conference:** Atlantic 10  
**Division:** 1-AA  
**Location:** Harrisonburg, VA  
**Team Colors:** Purple/Gold  
**'02 Record (W-L, PF-PA):** 5-7, 196-272

### Key Offensive Plays

- Ace-Y-Trips: HB Toss
- Shotgun-Ace Twins: Drag Special
- Shotgun-Spread: Double Flag
- Shotgun-Y-Trips: Inside Draw

### Defensive Strategy

- Run Defense: 5-2
- Pass Defense: Dime
- Blitz Frequency: Moderate



### Offensive Sets

- |                   |                 |              |
|-------------------|-----------------|--------------|
| Ace-Normal        | Shotgun Spread  | No Back      |
| Ace-Y-Trips       | Shotgun-Y-Trips | Strong-Twins |
| Shotgun-Ace Twins | I-Form Twins    | Weak-Slot    |



Shotgun-Ace Twins: Drag Special



Shotgun-Y-Trips: Inside Draw



## Kansas

Team Ratings	All	QB	RB	WR	OL	DL	LB	DB	ST
	73	85	79	72	74	74	80	77	84

### Offensive Sets

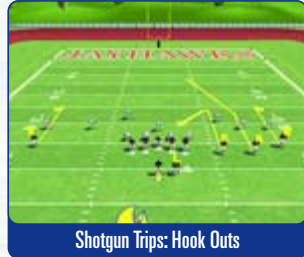
Ace-Normal  
Ace-Spread  
Ace-Y-Trips

I Form-Slot  
Shotgun-2B Slot  
Shotgun-Split

Shotgun-Trips  
Strong-Normal  
Weak-Normal



I Form-Slot: HB Weak



Shotgun Trips: Hook Outs

### Key Offensive Plays

- Ace-Normal: HB Sting
- I Form-Slot: HB Weak
- Shotgun-Split: WR Post
- Shotgun Trips: Hook Outs

### Defensive Strategy

- Run Defense: 4-4
- Pass Defense: Nickel
- Blitz Frequency: Moderate

### Team Profile

Nickname:  
Jayhawks

Conference:  
Big 12—North

Division:  
1-A

Location:  
Lawrence, KS

Team Colors:  
Crimson/Blue

'02 Record (W-L, PF-PA):  
2-10, 248-507



## Kansas State

Team Ratings	All	QB	RB	WR	OL	DL	LB	DB	ST
	98	94	96	87	89	88	89	86	94

### Offensive Sets

Ace-Slot  
Ace-Trips  
Ace-Y-Trips

I Form-Tight  
I Form-Y-Trips  
Shotgun-Normal

Shotgun-Split  
Shotgun-Trips  
Shotgun-Y-Trips



I Form-Tight: Lead Toss



Shotgun-Trips: Inside Out

### Key Offensive Plays

- Ace-Slot: Option Weak
- I Form-Tight: Lead Toss
- Shotgun-Normal: WR Arrow
- Shotgun-Trips: Inside Out

### Defensive Strategy

- Run Defense: 4-4
- Pass Defense: Nickel
- Blitz Frequency: Aggressive

### Team Profile

Nickname:  
Wildcats

Conference:  
Big 12—North

Division:  
1-A

Location:  
Manhattan, KS

Team Colors:  
Purple/White

'02 Record (W-L, PF-PA):  
11-2, 582-154



## Kent State

Team Ratings	All	QB	RB	WR	OL	DL	LB	DB	ST
	72	85	81	73	80	71	78	78	78

### Offensive Sets

Ace-Normal  
Ace-Slot  
Ace-Y-Trips

I Form-Y-Trips  
Shotgun-2B Slot  
Shotgun-Ace

Shotgun-Normal  
Shotgun-Spread  
Shotgun-Trips



I Form-Y-Trips: Speed Option



Shotgun-Normal: WR Under

### Key Offensive Plays

- Ace-Normal: HB Tackle
- I Form-Y-Trips: Speed Option
- Shotgun-2B Slot: Slants
- Shotgun-Normal: WR Under

### Defensive Strategy

- Run Defense: 4-4
- Pass Defense: Dime
- Blitz Frequency: Moderate

### Team Profile

Nickname:  
Golden Flashes

Conference:  
Mid-American—East

Division:  
1-A

Location:  
Kent, OH

Team Colors:  
Navy Blue/Gold

'02 Record (W-L, PF-PA):  
3-9, 202-424



# Kentucky

Team	All	QB	RB	WR	OL	DL	LB	DB	ST
<b>Ratings</b>	79	90	77	83	87	78	73	78	88

### Team Profile

**Nickname:**  
Wildcats

**Conference:**  
Southeastern-East

**Division:**  
1-A

**Location:**  
Lexington, KY

**Team Colors:**  
Blue/White

**'02 Record (W-L, PF-PA):**  
7-5, 385-301

### Key Offensive Plays

- I Form-Tight: Lead Toss
- I Form-Tight: PA Streak
- Shotgun-Split: Quick Outs
- Shotgun-Trips: Angle

### Defensive Strategy

- Run Defense: 4-4
- Pass Defense: Nickel
- Blitz Frequency: Moderate



### Offensive Sets

- |             |                |                 |
|-------------|----------------|-----------------|
| Ace-Slot    | I Form-Tight   | Shotgun-Spread  |
| Ace-Trips   | I Form-Y-Trips | Shotgun-Trips   |
| Ace-Y-Trips | Shotgun-Split  | Shotgun-Y-Trips |



# Louisiana Tech

Team	All	QB	RB	WR	OL	DL	LB	DB	ST
<b>Ratings</b>	75	89	76	83	79	73	75	75	92

### Team Profile

**Nickname:**  
Bulldogs

**Conference:**  
Western Athletic

**Division:**  
1-A

**Location:**  
Ruston, LA

**Team Colors:**  
Red/Blue

**'02 Record (W-L, PF-PA):**  
4-8, 320-426

### Key Offensive Plays

- Ace-Slot: HB Sting
- No Back: Rollout
- Shotgun-5 Wide: Middle Attack
- Shotgun-Normal: Corners

### Defensive Strategy

- Run Defense: 4-4
- Pass Defense: Nickel
- Blitz Frequency: Moderate



### Offensive Sets

- |             |                |                 |
|-------------|----------------|-----------------|
| Ace-Slot    | No Back        | Shotgun-Spread  |
| Ace-Twins   | Shotgun-5 Wide | Shotgun-Trips   |
| Ace-Y-Trips | Shotgun-Normal | Shotgun-Y-Trips |



# Louisville

Team	All	QB	RB	WR	OL	DL	LB	DB	ST
<b>Ratings</b>	84	83	83	83	80	77	85	87	88

### Team Profile

**Nickname:**  
Cardinals

**Conference:**  
USA

**Division:**  
1-A

**Location:**  
Louisville, KY

**Team Colors:**  
Red/Black/White

**'02 Record (W-L, PF-PA):**  
7-6, 374-319

### Key Offensive Plays

- Ace Slot: Toss Weak
- Ace-Spread: HB Toss
- No Back: WR Under
- Shotgun-Spread: All Hooks

### Defensive Strategy

- Run Defense: 4-4
- Pass Defense: Nickel
- Blitz Frequency: Aggressive



### Offensive Sets

- |             |                |                |
|-------------|----------------|----------------|
| Ace-Slot    | No Back        | Shotgun-Trips  |
| Ace-Spread  | Shotgun-Normal | Shotgun-5 Wide |
| I Form-Slot | Shotgun-Spread | Strong-Slot    |





# LSU

Team Ratings	All	QB	RB	WR	OL	DL	LB	DB	ST
	91	86	87	88	95	88	83	85	91

## Offensive Sets

Ace-Empty  
Ace-Slot  
I Form-Normal

I Form-Twins  
Shotgun-5 Wide  
Shotgun-Ace

Shotgun-Split  
Shotgun-Spread  
Shotgun-Trips



Ace-Slot: Toss Weak



Shotgun-Ace: Undemeath

## Key Offensive Plays

- Ace-Slot: Toss Weak
- I Form-Normal: Power Option
- Shotgun-5 Wide: Flood
- Shotgun-Ace: Underneath

## Defensive Strategy

- Run Defense: 5-2
- Pass Defense: Nickel
- Blitz Frequency: Aggressive

## Team Profile

**Nickname:**  
Fighting Tigers

**Conference:**  
Southeastern—West

**Division:**  
1-A

**Location:**  
Baton Rouge, LA

**Team Colors:**  
Purple/Gold

**'02 Record (W-L, PF-PA):**  
8-5, 323-238



# Maine

Team Ratings	All	QB	RB	WR	OL	DL	LB	DB	ST
	55	49	58	57	55	55	53	54	65

## Offensive Sets

Ace-Bunch  
Ace-Spread  
Ace-Trips

I Form-Normal  
I Form-Slot  
Shotgun-2 B Slot

Shotgun-5 Wide  
Shotgun-Ace  
Shotgun-Spread



Ace-Bunch: PA Toss Across



Shotgun-Ace: Fly Mid Check

## Key Offensive Plays

- Ace-Bunch: PA Toss Across
- Ace-Spread: HB Option
- I Form-Slot: Deep Hitches
- Shotgun-Ace: Fly Mid Check

## Defensive Strategy

- Run Defense: 4-4
- Pass Defense: Dime
- Blitz Frequency: Moderate

## Team Profile

**Nickname:**  
Black Bears

**Conference:**  
Atlantic 10

**Division:**  
1-AA

**Location:**  
Orono, ME

**Team Colors:**  
Blue/White

**'02 Record (W-L, PF-PA):**  
11-3, 343-216



# Marshall

Team Ratings	All	QB	RB	WR	OL	DL	LB	DB	ST
	84	82	88	93	90	80	78	80	80

## Offensive Sets

Ace-Bunch  
Ace-Slot  
Ace-Twins

Ace-Y-Trips  
Ace-Y-Twins  
Shotgun-2B Slot

Shotgun-Bunch  
Shotgun-Spread  
Shotgun-Trips



Ace-Bunch: Weak Toss



Shotgun-2B Slot: Angle

## Key Offensive Plays

- Ace-Bunch: Weak Toss
- Ace-Slot: HB Screen
- Shotgun-2B Slot: Angle
- Shotgun-Bunch: Scatter

## Defensive Strategy

- Run Defense: 4-4
- Pass Defense: Nickel
- Blitz Frequency: Moderate

## Team Profile

**Nickname:**  
Thundering Herd

**Conference:**  
Mid-American—East

**Division:**  
1-A

**Location:**  
Huntington, WV

**Team Colors:**  
Green/White

**'02 Record (W-L, PF-PA):**  
11-2, 457-315



# Maryland



Team Ratings	All	QB	RB	WR	OL	DL	LB	DB	ST
	93	86	93	86	92	86	86	89	94

### Team Profile

**Nickname:**  
Terrapins (Terps)

**Conference:**  
Atlantic Coast

**Division:**  
1-A

**Location:**  
College Park, MD

**Team Colors:**  
Red/White/Black/Gold

**'02 Record (W-L, PF-PA):**  
11-3, 451-228

### Key Offensive Plays

- I Form-Normal: HB Lead
- I Form-Twins: Slot Reverse
- Shotgun-2B Slot: Slot Corner
- Shotgun-Split: Read

### Defensive Strategy

- Run Defense: 4-4
- Pass Defense: Nickel
- Blitz Frequency: Aggressive

### Offensive Sets

- |               |                 |                |
|---------------|-----------------|----------------|
| I Form-Normal | Shotgun-2B Slot | Shotgun-Spread |
| I Form-Slot   | Shotgun-Bunch   | Shotgun-Trips  |
| I Form-Twins  | Shotgun-Split   | Weak-Y-Trips   |



I Form-Twins: Slot Reverse



Shotgun-Split: Read

# Memphis



Team Ratings	All	QB	RB	WR	OL	DL	LB	DB	ST
	72	84	81	76	73	72	77	76	78

### Team Profile

**Nickname:**  
Tigers

**Conference:**  
USA

**Division:**  
1-A

**Location:**  
Memphis, TN

**Team Colors:**  
Blue/Gray

**'02 Record (W-L, PF-PA):**  
3-9, 303-327

### Key Offensive Plays

- I Form-Normal: Lead Toss
- I Form-Twins: Counter Lead
- Shotgun-Ace: Double Hitch
- Shotgun-Bunch: Clearout

### Defensive Strategy

- Run Defense: 4-4
- Pass Defense: Nickel
- Blitz Frequency: Moderate

### Offensive Sets

- |                |                   |                 |
|----------------|-------------------|-----------------|
| I Form-Normal  | Shotgun-Ace       | Shotgun-Normal  |
| I Form-Twin    | Shotgun-Ace Twins | Shotgun-Trips   |
| Shotgun-5 wide | Shotgun-Bunch     | Shotgun-Y-Trips |



I Form-Twins: Counter Lead



Shotgun-Bunch: Clearout

# Miami



Team Ratings	All	QB	RB	WR	OL	DL	LB	DB	ST
	99	89	96	94	97	88	95	95	92

### Team Profile

**Nickname:**  
Hurricanes

**Conference:**  
Big East

**Division:**  
1-A

**Location:**  
Coral Gables, FL

**Team Colors:**  
Orange/Green/White

**'02 Record (W-L, PF-PA):**  
12-1, 527-248

### Key Offensive Plays

- Ace-Bunch: HB Toss
- Ace-Trips: Counter Trap
- I Form-Tight: PA Streak
- Shotgun-Normal: Corners

### Defensive Strategy

- Run Defense: 5-2
- Pass Defense: 3-4
- Blitz Frequency: Aggressive

### Offensive Sets

- |           |               |                 |
|-----------|---------------|-----------------|
| Ace-Bunch | Ace-Y-Trips   | Shotgun-Normal  |
| Ace-Slot  | I Form-Normal | Shotgun-Y-Trips |
| Ace-Trips | I Form-Tight  | Strong-Normal   |



Ace-Bunch: HB Toss



I Form-Tight: PA Streak



## Miami-Ohio

Team Ratings	All	QB	RB	WR	OL	DL	LB	DB	ST
	79	90	82	80	83	73	80	76	87

### Offensive Sets

Ace-Normal  
Ace-Twins  
Ace-Y-Trips

Pro Form-Slot  
Power T-Normal  
Shotgun-2B Slot

Shotgun-Spread  
Shotgun-Trips  
Shotgun-Y-Trips



Ace-Twins: HB Dive



Pro Form-Slot: Post Corner

### Key Offensive Plays

- Shotgun-Spread: All Hooks
- Ace-Normal: HB Sting
- Ace-Twins: HB Dive
- Pro Form-Slot: Post Corner

### Defensive Strategy

- Run Defense: 5-2
- Pass Defense: Nickel
- Blitz Frequency: Moderate

### Team Profile

Nickname:  
Red Hawks

Conference:  
Mid-American—East

Division:  
1-A

Location:  
Oxford, OH

Team Colors:  
Red/White

'02 Record (W-L, PF-PA):  
7-5, 384-325



## Michigan

Team Ratings	All	QB	RB	WR	OL	DL	LB	DB	ST
	90	89	92	85	95	87	83	87	79

### Offensive Sets

Ace-Bunch  
Ace-Slot  
Ace-Trips

I Form-Tight  
I Form-Normal  
Pro Form-Normal

Shotgun-Spread  
Strong-Twins  
Weak-Slot



Ace-Bunch: Weak Toss



Weak-Slot: Stretch

### Key Offensive Plays

- Ace-Bunch: Weak Toss
- Ace-Slot: Toss Weak
- Weak-Slot: Stretch
- Shotgun-Spread: Quick Slants

### Defensive Strategy

- Run Defense: 5-2
- Pass Defense: Dime
- Blitz Frequency: Aggressive

### Team Profile

Nickname:  
Wolverines

Conference:  
Big Ten

Division:  
1-A

Location:  
Ann Arbor, MI

Team Colors:  
Maize/Blue

'02 Record (W-L, PF-PA):  
10-3, 361-265



## Michigan State

Team Ratings	All	QB	RB	WR	OL	DL	LB	DB	ST
	75	84	78	79	85	75	74	80	79

### Offensive Sets

Ace-Bunch  
Ace-Spread  
Ace-Twins

Ace-Y-Trips  
Ace-Y-Twins  
I Form-Normal

Maryland I  
Shotgun-2B Slot  
Shotgun-Bunch



Maryland I: PA Counter



Shotgun-Bunch: Inside Wheel

### Key Offensive Plays

- Ace-Bunch: HB Toss
- Ace-Twins: Outs
- Maryland I: PA Counter
- Shotgun-Bunch: Inside Wheel

### Defensive Strategy

- Run Defense: 5-2
- Pass Defense: Nickel
- Blitz Frequency: Moderate

### Team Profile

Nickname:  
Spartans

Conference:  
Big Ten

Division:  
1-A

Location:  
East Lansing, MI

Team Colors:  
Green/White

'02 Record (W-L, PF-PA):  
4-8, 316-398





# Middle Tenn State



Team	All	QB	RB	WR	OL	DL	LB	DB	ST
<b>Ratings</b>	75	83	78	72	83	78	76	80	90

### Team Profile

**Nickname:**  
Blue Raiders  
**Conference:**  
Sunbelt  
**Division:**  
1-A  
**Location:**  
Murfreesboro, TN  
**Team Colors:**  
Blue/White  
**'02 Record (W-L, PF-PA):**  
4-8, 297-332

### Key Offensive Plays

- Ace-Slot: HB Tackle
- I Form-Normal: Lead Toss
- Shotgun-Split: Double Flats
- Shotgun Spread: Stretch

### Defensive Strategy

- Run Defense: 4-4
- Pass Defense: Nickel
- Blitz Frequency: Moderate

### Offensive Sets

- |                                      |  |   |
|--------------------------------------|--|---|
| Ace-Big<br>Ace-Slot<br>I Form-Normal | Shotgun-2B Slot<br>Shotgun-Normal<br>Shotgun-Split | Shotgun-Spread<br>Shotgun-Y-Trips<br>Strong-Tight |
|--------------------------------------|--|---|



# Minnesota



Team	All	QB	RB	WR	OL	DL	LB	DB	ST
<b>Ratings</b>	82	88	94	86	87	75	77	82	77

### Team Profile

**Nickname:**  
Golden Gophers  
**Conference:**  
Big Ten  
**Division:**  
1-A  
**Location:**  
Minneapolis, MN  
**Team Colors:**  
Maroon/Gold  
**'02 Record (W-L, PF-PA):**  
8-5, 376-319

### Key Offensive Plays

- Ace-Twins: HB Toss
- I Form-Normal: HB Lead
- No Back: Arrow
- Strong-Slot: HB Circle

### Defensive Strategy

- Run Defense: 5-2
- Pass Defense: Nickel
- Blitz Frequency: Moderate

### Offensive Sets

- |                                    |  |  |
|------------------------------------|--|--|
| Ace-Big<br>Ace-Normal<br>Ace-Twins | Ace-Y-Trips<br>I Form-Normal<br>I Form-Twins | I Form-Y-Trips<br>No Back<br>Strong-Slot |
|------------------------------------|--|--|



# Mississippi State



Team	All	QB	RB	WR	OL	DL	LB	DB	ST
<b>Ratings</b>	84	83	85	81	78	72	85	85	99

### Team Profile

**Nickname:**  
Bulldogs  
**Conference:**  
Southeastern—West  
**Division:**  
1-A  
**Location:**  
Starkville, MS  
**Team Colors:**  
Maroon/White  
**'02 Record (W-L, PF-PA):**  
3-9, 227-339

### Key Offensive Plays

- I Form-Normal: HB Lead
- I Form-Twins: PA Corner
- Shotgun-Normal: Inside Draw
- Shotgun-Y-Trips: Z Cross

### Defensive Strategy

- Run Defense: 5-2
- Pass Defense: Dime
- Blitz Frequency: Moderate

### Offensive Sets

- |   |   |   |
|---|---|---|
| Ace-Slot<br>Ace-Spread<br>I Form-Normal | I Form-Twins<br>Maryland I<br>Pro Form-Normal | Shotgun-Normal<br>Shotgun-Spread<br>Shotgun-Y-Trips |
|---|---|---|





# Mississippi Valley State

Team Ratings	All	QB	RB	WR	OL	DL	LB	DB	ST
	53	71	68	74	70	66	70	71	57

## Offensive Sets

- Ace-Normal
- I Form-Normal
- I Form-Y-Trips
- Flexbone-Twins
- Flexbone-Wide
- Maryland I
- Power I
- Strong-Slot
- Wishbone-Wide



## Key Offensive Plays

- I Form-Normal: Lead Toss
- I Form-Y-Trips: Strong Toss
- Flexbone-Twins: PA Read
- Maryland I: QB FB Option

## Defensive Strategy

- Run Defense: 4-4
- Pass Defense: Nickel
- Blitz Frequency: Moderate

## Team Profile

**Nickname:** Delta Devils  
**Conference:** Southwestern Athletic  
**Division:** 1-AA  
**Location:** Itta Bena, MS  
**Team Colors:** Green/White  
**'02 Record (W-L, PF-PA):** 5-6, 241-260



# Missouri

Team Ratings	All	QB	RB	WR	OL	DL	LB	DB	ST
	84	93	87	81	89	80	81	79	82

## Offensive Sets

- Ace-Slot
- Ace-Trips
- Ace-Y-Trips
- Flexbone-Split
- Shotgun-Normal
- Shotgun-Split
- Shotgun-Spread
- Shotgun-Trips
- Shotgun-Y-Trips



## Key Offensive Plays

- Flexbone-Split: Triple Option
- Shotgun-Normal: Slot Drag
- Shotgun-Split: HB Flat
- Shotgun-Trips: Inside Out

## Defensive Strategy

- Run Defense: 4-4
- Pass Defense: Dime
- Blitz Frequency: Moderate

## Team Profile

**Nickname:** Tigers  
**Conference:** Big 12—North  
**Division:** 1-A  
**Location:** Columbia, MO  
**Team Colors:** Old Gold/Black  
**'02 Record (W-L, PF-PA):** 5-7, 360-352



# Montana

Team Ratings	All	QB	RB	WR	OL	DL	LB	DB	ST
	72	82	78	77	86	75	75	73	82

## Offensive Sets

- Ace-Bunch
- Ace-Normal
- Ace-Y-Trips
- Shotgun-5 Wide
- Shotgun-Bunch
- Shotgun-Spread
- Shotgun-Y Trips
- No Back
- Strong-Twins



## Key Offensive Plays

- Ace-Bunch: Backside Post
- Ace-Normal: PA TE
- Ace-Y-Trips: Quick Posts
- Shotgun Spread: Slot Wheels

## Defensive Strategy

- Run Defense: 5-2
- Pass Defense: Dime
- Blitz Frequency: Moderate

## Team Profile

**Nickname:** Grizzlies  
**Conference:** Big Sky  
**Division:** 1-AA  
**Location:** Missoula, MT  
**Team Colors:** Maroon/Gray  
**'02 Record (W-L, PF-PA):** 11-3, 441-260





# Montana State



Team Ratings	All	QB	RB	WR	OL	DL	LB	DB	ST
	60	71	71	72	76	67	69	77	73

### Team Profile

**Nickname:**  
Bobcats

**Conference:**  
Big Sky

**Division:**  
1-AA

**Location:**  
Bozeman, MT

**Team Colors:**  
Blue/Gold

**'02 Record (W-L, PF-PA):**  
7-6, 298-282

### Key Offensive Plays

- Ace-Normal: PA Curl
- Ace-Trips: Cross
- I Form-Normal: HB Iso
- No Back: Deep Flood

### Defensive Strategy

- Run Defense: 4-4
- Pass Defense: Nickel
- Blitz Frequency: Moderate

### Offensive Sets

Ace-Big  
Ace-Bunch  
Ace-Normal

Ace-Trips  
Ace-Y-Trips  
I Form-Normal

Strong-Slot  
No Back  
Weak-Twins



Ace-Trips: Cross



Ace-Normal: PA Curl

# Morgan State



Team Ratings	All	QB	RB	WR	OL	DL	LB	DB	ST
	53	71	68	71	69	66	67	70	61

### Team Profile

**Nickname:**  
Bears

**Conference:**  
Mid-Eastern Athletic

**Division:**  
1-AA

**Location:**  
Baltimore, MD

**Team Colors:**  
Blue/Orange

**'02 Record (W-L, PF-PA):**  
7-5, 364-345

### Key Offensive Plays

- Ace-Bunch: Weak Toss
- Ace-Trips: Vertical
- Shotgun-2B Slot: Slants
- Shotgun-5 Wide: Inside Out

### Defensive Strategy

- Run Defense: 5-2
- Pass Defense: Nickel
- Blitz Frequency: Rarely

### Offensive Sets

Ace-Bunch  
Ace-Spread  
Ace-Trips

I Form-Normal  
I Form-Slot  
Shotgun-2 B Slot

Shotgun-5 Wide  
Shotgun-Ace  
Shotgun-Spread



Ace-Bunch: Weak Toss



Ace-Trips: Vertical

# Navy



Team Ratings	All	QB	RB	WR	OL	DL	LB	DB	ST
	66	79	78	70	73	67	77	72	82

### Team Profile

**Nickname:**  
Midshipmen

**Conference:**  
Independent

**Division:**  
1-A

**Location:**  
Annapolis, MD

**Team Colors:**  
Navy Blue/Gold

**'02 Record (W-L, PF-PA):**  
2-10, 290-436

### Key Offensive Plays

- Flexbone-Normal: FB Option
- Flexbone-Slot: Triple Option
- Flexbone-Split: PA TE Drag
- Power I: PA Fly

### Defensive Strategy

- Run Defense: 5-2
- Pass Defense: Nickel
- Blitz Frequency: Moderate

### Offensive Sets

Flexbone-Normal  
Flexbone-Slot  
Flexbone-Split

Flexbone-Twins  
Flexbone-Wide  
Shotgun-5 Wide

Shotgun-Spread  
Shotgun-Trips  
Power I



Flexbone-Normal: FB Option



Power I: PA Fly



# Nebraska

Team Ratings	All	QB	RB	WR	OL	DL	LB	DB	ST
	90	88	94	76	92	81	87	86	91

## Offensive Sets

- |             |               |                |
|-------------|---------------|----------------|
| Ace-Bunch   | I Form-Normal | I Form-Twins   |
| Ace-Slot    | I Form-Slot   | Maryland I     |
| Ace-Y-Trips | I Form-Tight  | Shotgun-Spread |



## Key Offensive Plays

- Ace-Slot: HB Sting
- I Form-Normal: Power Option
- I Form-Slot: Option Pass
- Maryland I: PA Counter

## Defensive Strategy

- Run Defense: 3-4
- Pass Defense: Nickel
- Blitz Frequency: Aggressive

## Team Profile

**Nickname:**  
Cornhuskers

**Conference:**  
Big 12—North

**Division:**  
1-A

**Location:**  
Lincoln, NE

**Team Colors:**  
Scarlet/Cream

**'02 Record (W-L, PF-PA):**  
7-7, 383-335



# Nevada

Team Ratings	All	QB	RB	WR	OL	DL	LB	DB	ST
	79	77	91	82	80	80	77	83	84

## Offensive Sets

- |            |                |                 |
|------------|----------------|-----------------|
| Ace-Normal | Ace-Y-Trips    | Shotgun-2B Slot |
| Ace-Slot   | Shotgun-Spread | Shotgun-5 Wide  |
| Ace-Twins  | Shotgun-Trips  | Strong-Normal   |



## Key Offensive Plays

- Ace-Normal: HB Toss
- Ace-Twins: HB Sting
- Shotgun-Trips: HB Draw
- Shotgun-5 Wide: Assault

## Defensive Strategy

- Run Defense: 4-4
- Pass Defense: Nickel
- Blitz Frequency: Moderate

## Team Profile

**Nickname:**  
Wolf Pack

**Conference:**  
Western Athletic

**Division:**  
1-A

**Location:**  
NV

**Team Colors:**  
Reno,

**'02 Record (W-L, PF-PA):**  
5-7, 331-371



# New Hampshire

Team Ratings	All	QB	RB	WR	OL	DL	LB	DB	ST
	59	66	75	72	70	66	71	71	74

## Offensive Sets

- |                   |                 |              |
|-------------------|-----------------|--------------|
| Ace-Normal        | Shotgun Spread  | No Back      |
| Ace-Y-Trips       | Shotgun-Y-Trips | Strong-Twins |
| Shotgun-Ace Twins | I-Form Twins    | Weak-Slot    |



## Key Offensive Plays

- Ace-Normal: HB Draw
- Ace-Y-Trips: PA Wheel
- No Back: In 'N Out
- Strong Twins: Slot Post

## Defensive Strategy

- Run Defense: 5-2
- Pass Defense: Nickel
- Blitz Frequency: Moderate

## Team Profile

**Nickname:**  
Wildcats

**Conference:**  
Atlantic 10

**Division:**  
1-AA

**Location:**  
Durham, NH

**Team Colors:**  
Blue/White

**'02 Record (W-L, PF-PA):**  
3-8, 199-345





## New Mexico

Team	All	QB	RB	WR	OL	DL	LB	DB	ST
<b>Ratings</b>	81	84	89	82	84	79	83	78	80

### Team Profile

**Nickname:**  
Lobos

**Conference:**  
Mountain West

**Division:**  
• Division: 1-A

**Location:**  
Albuquerque, NM

**Team Colors:**  
Cherry/Silver

**'02 Record (W-L, PF-PA):**  
7-7, 341-358

### Key Offensive Plays

- Ace-Normal: HB Tackle
- Ace-Slot: Toss Weak
- Shotgun-5 Wide: Middle Clear
- Shotgun-Spread: Stretch

### Defensive Strategy

- Run Defense: 4-4
- Pass Defense: Nickel
- Blitz Frequency: Moderate



### Offensive Sets

- |             |                |                 |
|-------------|----------------|-----------------|
| Ace-Normal  | Ace-Y-Twins    | Shotgun-Spread  |
| Ace-Slot    | I Form-Twins   | Shotgun-Y-Trips |
| Ace-Y-Trips | Shotgun-5 Wide | Weak-Twins      |



Ace-Normal: HB Tackle



Shotgun-5 Wide: Middle Clear

## New Mexico State

Team	All	QB	RB	WR	OL	DL	LB	DB	ST
<b>Ratings</b>	73	86	82	79	81	67	80	74	83

### Team Profile

**Nickname:**  
Aggies

**Conference:**  
Sunbelt

**Division:**  
1-A

**Location:**  
Las Cruces, NM

**Team Colors:**  
Crimson/White

**'02 Record (W-L, PF-PA):**  
7-5, 327-328

### Key Offensive Plays

- Ace-Slot: HB Dive Weak
- Ace-Twins: QB Draw
- I Form-Twins: PA Screen
- Shotgun-Split: Double Flats

### Defensive Strategy

- Run Defense: 5-2
- Pass Defense: Dime
- Blitz Frequency: Moderate



### Offensive Sets

- |            |               |                  |
|------------|---------------|------------------|
| Ace-Normal | Ace-Y-Trips   | Shotgun-2B Slant |
| Ace-Slot   | I Form-Normal | Shotgun-Normal   |
| Ace-Twins  | I Form-Twins  | Shotgun-Split    |



Ace-Slot: HB Dive Weak



Shotgun-Split: Double Flats

## Norfolk State

Team	All	QB	RB	WR	OL	DL	LB	DB	ST
<b>Ratings</b>	50	64	64	66	66	61	65	72	71

### Team Profile

**Nickname:**  
Spartans

**Conference:**  
Mid-Eastern Athletic

**Division:**  
1-AA

**Location:**  
Norfolk, VA

**Team Colors:**  
Green/Gold

**'02 Record (W-L, PF-PA):**  
5-6, 209-286

### Key Offensive Plays

- Ace-Big: HB Sprint
- Ace-Normal: Speed Option
- I Form-Normal: TE Cross
- Shotgun-Split: Quick Outs

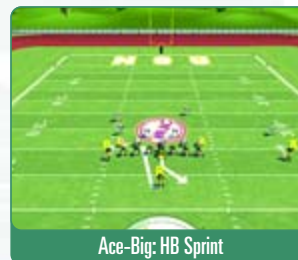
### Defensive Strategy

- Run Defense: 4-4
- Pass Defense: Dime
- Blitz Frequency: Rarely

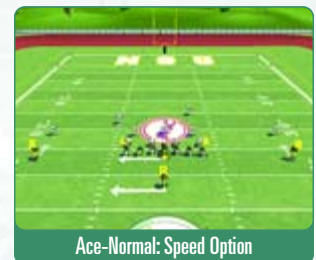


### Offensive Sets

- |               |                |                |
|---------------|----------------|----------------|
| Ace-Big       | Flexbone-Split | Shotgun-Normal |
| Ace-Normal    | Flexbone-Wide  | Weak-Twins     |
| I Form-Normal | Shotgun-Split  | Weak-Y-Trips   |



Ace-Big: HB Sprint



Ace-Normal: Speed Option



## North Carolina

Team Ratings	All	QB	RB	WR	OL	DL	LB	DB	ST
	76	84	81	80	82	69	76	83	87

### Offensive Sets

Ace-Bunch  
Ace-Empty  
Ace-Slot

I Form-Normal  
I Form-Twins  
Shotgun-2B Slot

Shotgun-5 Wide  
Shotgun-Spread  
Shotgun-Trips



I Form-Twins: Lead Toss



Shotgun-Spread: Double Flag

### Key Offensive Plays

- Ace-Bunch: PA Toss Across
- Ace-Slot: Toss Weak
- I Form-Twins: Lead Toss
- Shotgun-Spread: Double Flag

### Defensive Strategy

- Run Defense: 4-4
- Pass Defense: Dime
- Blitz Frequency: Moderate

### Team Profile

**Nickname:**  
Tar Heels

**Conference:**  
Atlantic Coast

**Division:**  
1-A

**Location:**  
Chapel Hill, NC

**Team Colors:**  
Carolina Blue/White  
**'02 Record (W-L, PF-PA):**  
3-9, 223-421



## North Carolina A&T

Team Ratings	All	QB	RB	WR	OL	DL	LB	DB	ST
	53	69	68	70	71	64	65	69	73

### Offensive Sets

Ace-Normal  
I Form-Normal  
I Form-Y-Trips

Flexbone-Twins  
Flexbone-Wide  
Maryland I

Power I  
Strong-Slot  
Wishbone-Wide



Flexbone-Twins: FB Option



Wishbone-Wide: Tr Option Rev

### Key Offensive Plays

- I Form-Normal: Lead Toss
- I Form-Y-Trips: PA Stop and Go
- Flexbone-Twins: FB Option
- Wishbone-Wide: Tr Option Rev

### Defensive Strategy

- Run Defense: 5-2
- Pass Defense: Dime
- Blitz Frequency: Rarely

### Team Profile

**Nickname:**  
Aggies

**Conference:**  
Mid-Eastern Athletic

**Division:**  
1-AA

**Location:**  
Greensboro, NC

**Team Colors:**  
Blue/Gold  
**'02 Record (W-L, PF-PA):**  
4-8, 281-271



## North Carolina State

Team Ratings	All	QB	RB	WR	OL	DL	LB	DB	ST
	91	95	92	85	89	78	86	88	87

### Offensive Sets

Ace-Normal  
Ace-Y-Twins  
I Form-Tight

Shotgun-2B Slot  
Shotgun-5 Wide  
Shotgun-Ace Twins

Shotgun-Trips  
Shotgun-Y-Trips  
Strong-Twins



I Form-Tight: Rollout



Shotgun-Trips: Hookouts

### Key Offensive Plays

- Ace-Normal: HB Toss
- I Form-Tight: Rollout
- Shotgun-5 Wide: Deep Post
- Shotgun-Trips: Hookouts

### Defensive Strategy

- Run Defense: 4-4
- Pass Defense: Dime
- Blitz Frequency: Moderate

### Team Profile

**Nickname:**  
Wolfpack

**Conference:**  
Atlantic Coast

**Division:**  
1-A

**Location:**  
Raleigh, NC

**Team Colors:**  
Red/White  
**'02 Record (W-L, PF-PA):**  
11-3, 460-238



## North Texas

Team	All	QB	RB	WR	OL	DL	LB	DB	ST
<b>Ratings</b>	76	77	80	75	78	82	86	82	84

### Team Profile

**Nickname:**  
Eagles

**Conference:**  
Sunbelt

**Division:**  
1-A

**Location:**  
Denton, TX

**Team Colors:**  
Green/White

**'02 Record (W-L, PF-PA):**  
8-5, 249-192

### Key Offensive Plays

- Ace-Big: HB Counter
- Ace-Slot: Seam Post
- Ace-Twins: PA TE Cross
- No Back: Outside Attack

### Defensive Strategy

- Run Defense: 4-4
- Pass Defense: Nickel
- Blitz Frequency: Aggressive



### Offensive Sets

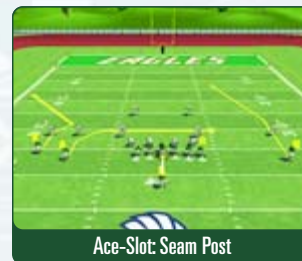
Ace-Big  
Ace-Empty  
Ace-Slot

Ace-Spread  
Ace-Trips  
Ace-Twins

No Back  
Strong-Twins  
Weak-Twins



Ace-Twins: PA TE Cross



Ace-Slot: Seam Post

## Northeastern

Team	All	QB	RB	WR	OL	DL	LB	DB	ST
<b>Ratings</b>	63	75	74	70	72	68	72	73	78

### Team Profile

**Nickname:**  
Huskies

**Conference:**  
Atlantic 10

**Division:**  
1-AA

**Location:**  
Boston, MA

**Team Colors:**  
Red/Black

**'02 Record (W-L, PF-PA):**  
10-3, 403-208

### Key Offensive Plays

- Ace-Big: QB Rollout
- Ace-Bunch: Safety Divide
- Ace-Normal: PA Counter
- No Back: Post Flag

### Defensive Strategy

- Run Defense: 4-4
- Pass Defense: Dime
- Blitz Frequency: Moderate



### Offensive Sets

Ace-Big  
Ace-Bunch  
Ace-Normal

Ace-Trips  
Ace-Y-Trips  
I Form-Normal

Strong-Slot  
No Back  
Weak-Twins



Ace-Big: QB Rollout



Ace-Bunch: Safety Divide

## Northern Illinois

Team	All	QB	RB	WR	OL	DL	LB	DB	ST
<b>Ratings</b>	81	77	91	78	83	79	76	83	94

### Team Profile

**Nickname:**  
Huskies

**Conference:**  
Mid-American—West

**Division:**  
1-A

**Location:**  
De Kalb, IL

**Team Colors:**  
Cardinal/Black

**'02 Record (W-L, PF-PA):**  
8-4, 375-298

### Key Offensive Plays

- Ace-Big: HB Counter
- Ace-Slot: Toss Weak
- Shotgun-Normal: Comeback
- Shotgun-Y-Trips: Slot In

### Defensive Strategy

- Run Defense: 5-2
- Pass Defense: Nickel
- Blitz Frequency: Moderate

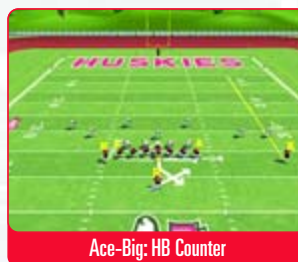


### Offensive Sets

Ace-Big  
Ace-Normal  
Ace-Slot

Ace-Twins  
Ace-Y-Trips  
Shotgun-Normal

Shotgun-Y-Trips  
Strong-Normal  
Strong-Tight



Ace-Big: HB Counter



Shotgun-Normal: Comeback



## Northern Arizona

Team Ratings	All	QB	RB	WR	OL	DL	LB	DB	ST
	59	72	68	72	76	66	70	71	73

### Offensive Sets

Ace-Big	Ace-Trips	Strong-Slot
Ace-Bunch	Ace-Y-Trips	No Back
Ace-Normal	I Form-Normal	Weak-Twins



Ace-Normal: WR Shovel



Weak-Twins: PA Read

### Key Offensive Plays

- Ace-Normal: WR Shovel
- Ace-Trips: Quick Slants
- Strong-Slot: Misdirection
- Weak-Twins: PA Read

### Defensive Strategy

- Run Defense: 5-2
- Pass Defense: Dime
- Blitz Frequency: Moderate

### Team Profile

**Nickname:**  
Lumberjacks

**Conference:**  
Big Sky

**Division:**  
1-AA

**Location:**  
Flagstaff, AZ

**Team Colors:**  
Blue/Gold

**'02 Record (W-L, PF-PA):**  
6-5, 252-284



## Northern Iowa

Team Ratings	All	QB	RB	WR	OL	DL	LB	DB	ST
	67	69	76	79	74	70	79	76	80

### Offensive Sets

Ace-Bunch	I Form-Normal	Shotgun-5 Wide
Ace-Spread	I Form-Slot	Shotgun-Ace
Ace-Trips	Shotgun-2 B Slot	Shotgun-Spread



Ace-Bunch: HB Draw



I Form-Slot: Deep Hitches

### Key Offensive Plays

- Ace-Bunch: HB Draw
- Ace-Trips: Rollout
- I Form-Slot: Deep Hitches
- Shotgun-Spread: Outside Posts

### Defensive Strategy

- Run Defense: 5-2
- Pass Defense: Dime
- Blitz Frequency: Moderate

### Team Profile

**Nickname:**  
Panthers

**Conference:**  
Gateway

**Division:**  
1-AA

**Location:**  
Cedar Falls, IA

**Team Colors:**  
Purple/Old Gold

**'02 Record (W-L, PF-PA):**  
5-6, 227-286



## Northwestern

Team Ratings	All	QB	RB	WR	OL	DL	LB	DB	ST
	79	85	90	79	81	76	81	80	82

### Offensive Sets

Ace-Slot	Shotgun-Ace	Shotgun-Spread
No Back	Shotgun-Ace Twins	Shotgun-Trips
Shotgun-2B Slot	Shotgun-Normal	Shotgun-Y-Trips



Shotgun-Ace: Double Hitch



Shotgun-Normal: HB Direct

### Key Offensive Plays

- Ace-Slot: HB Tackle
- No Back: Rollout
- Shotgun-Ace: Double Hitch
- Shotgun-Normal: HB Direct

### Defensive Strategy

- Run Defense: 4-4
- Pass Defense: Dime
- Blitz Frequency: Moderate

### Team Profile

**Nickname:**  
Wildcats

**Conference:**  
Big Ten

**Division:**  
1-A

**Location:**  
Evanston, IL

**Team Colors:**  
Purple/White

**'02 Record (W-L, PF-PA):**  
3-9, 272-493





# Notre Dame

Team Ratings	All	QB	RB	WR	OL	DL	LB	DB	ST
	94	89	91	87	85	89	87	89	99

### Team Profile

**Nickname:** Fighting Irish  
**Conference:** Independent  
**Division:** 1-A  
**Location:** Notre Dame, IN  
**Team Colors:** Gold/Blue  
**'02 Record (W-L, PF-PA):** 10-3, 290-217

### Key Offensive Plays

- Ace-Slot: Toss Strong
- Power I: HB Power Slam
- Strong-Twins: PA Slot Cross
- Weak-Twins: Slot Wheel

### Defensive Strategy

- Run Defense: 3-4
- Pass Defense: Nickel
- Blitz Frequency: Aggressive



### Offensive Sets

- |             |              |                |
|-------------|--------------|----------------|
| Ace-Slot    | Ace-Y-Twins  | Shotgun-Spread |
| Ace-Trips   | I Form-Tight | Strong-Twins   |
| Ace-Y-Trips | Power I      | Weak-Twins     |



# Ohio

Team Ratings	All	QB	RB	WR	OL	DL	LB	DB	ST
	67	76	81	70	73	71	78	76	75

### Team Profile

**Nickname:** Bobcats  
**Conference:** Mid-American: East  
**Division:** 1-A  
**Location:** Athens, OH  
**Team Colors:** Ohio Green/White  
**'02 Record (W-L, PF-PA):** 4-8, 299-374

### Key Offensive Plays

- Flexbone-Wide: Triple Option
- I Form-Twins: PA Screen
- Power I: Option Pass
- Power T-Normal: Speed Option

### Defensive Strategy

- Run Defense: 4-4
- Pass Defense: Nickel
- Blitz Frequency: Moderate



### Offensive Sets

- |                 |                |                |
|-----------------|----------------|----------------|
| Ace-Y-Trips     | Flexbone-Twins | I Form-Twins   |
| Flexbone-Normal | Flexbone-Wide  | Power I        |
| Flexbone-Slot   | I Form-Tight   | Power T-Normal |



# Ohio State

Team Ratings	All	QB	RB	WR	OL	DL	LB	DB	ST
	99	89	97	96	99	96	90	90	99

### Team Profile

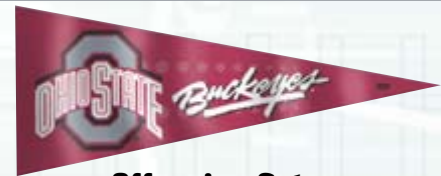
**Nickname:** Buckeyes  
**Conference:** Big Ten  
**Division:** 1-A  
**Location:** Columbus, OH  
**Team Colors:** Scarlet/Gray  
**'02 Record (W-L, PF-PA):** 14-0, 410-183

### Key Offensive Plays

- Ace-Normal: HB Toss
- Shotgun-5 Wide: Curl Flats
- Strong-Normal: HB Swing
- Weak-Twins: Slot Wheel

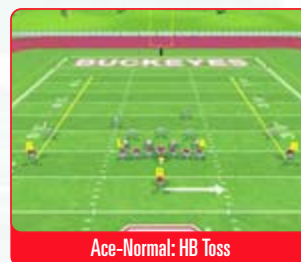
### Defensive Strategy

- Run Defense: 4-4
- Pass Defense: Nickel
- Blitz Frequency: Aggressive



### Offensive Sets

- |            |                 |                |
|------------|-----------------|----------------|
| Ace-Big    | I Form-Slot     | Shotgun-5 Wide |
| Ace-Normal | I Form-Twins    | Shotgun-Normal |
| Ace-Slot   | Pro Form-Normal | Weak-Twins     |





## Oklahoma

Team Ratings	All	QB	RB	WR	OL	DL	LB	DB	ST
	99	87	90	86	97	95	96	96	95

### Offensive Sets

Ace-Spread  
Ace-Trips  
I Form-Tight

I Form-Y-Trips  
Shotgun-2B Slot  
Shotgun-5 Wide

Shotgun-Bunch  
Shotgun-Spread  
Shotgun-Y-Trips



### Key Offensive Plays

- Ace-Spread: HB Clearout
- I Form-Y-Trips: Strong Toss
- Shotgun-5 Wide: Sidelines
- Shotgun-Bunch: Post Clear

### Defensive Strategy

- Run Defense: 5-2
- Pass Defense: Nickel
- Blitz Frequency: Aggressive

### Team Profile

Nickname: Sooners

Conference: Big 12—South

Division: 1-A

Location: Norman, OK

Team Colors: Crimson/Cream

'02 Record (W-L, PF-PA): 12-2, 541-216



## Oklahoma State

Team Ratings	All	QB	RB	WR	OL	DL	LB	DB	ST
	85	89	89	87	79	76	79	85	95

### Offensive Sets

Ace-Bunch  
Ace-Normal  
Ace-Slot

Ace-Twins  
I Form-Normal  
I Form-Twins

Shotgun-Normal  
Shotgun-Y-Trips  
Weak-Y-Trips



### Key Offensive Plays

- Ace-Slot: HB Draw
- I Form-Twins: PA Screen
- Shotgun-Y-Trips: Slot In
- Weak-Y-Trips: Post Vertical

### Defensive Strategy

- Run Defense: 4-4
- Pass Defense: Dime
- Blitz Frequency: Moderate

### Team Profile

Nickname: Cowboys

Conference: Big 12—South

Division: 1-A

Location: Stillwater, OK

Team Colors: Orange/Black

'02 Record (W-L, PF-PA): 8-5, 446-356



## Ole Miss

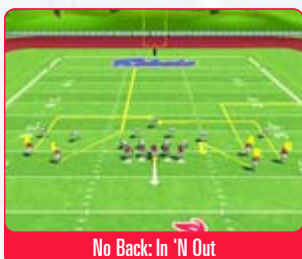
Team Ratings	All	QB	RB	WR	OL	DL	LB	DB	ST
	90	95	86	86	85	80	82	83	96

### Offensive Sets

Ace-Slot  
I Form-Normal  
I Form-Slot

I Form-Twins  
No Back  
Shotgun-2B Slot

Shotgun-5 Wide  
Shotgun-Spread  
Shotgun-Trips



### Key Offensive Plays

- Ace-Slot: Toss Weak
- I Form-Twins: Slants
- No Back: In 'N Out
- Shotgun-Trips: Post

### Defensive Strategy

- Run Defense: 4-4
- Pass Defense: Nickel
- Blitz Frequency: Moderate

### Team Profile

Nickname: Rebels

Conference: Southeastern—West

Division: 1-A

Location: Oxford, MS

Team Colors: Cardinal/Navy Blue

'02 Record (W-L, PF-PA): 7-6, 351-331



# Oregon

Team	All	QB	RB	WR	OL	DL	LB	DB	ST
<b>Ratings</b>	85	86	86	83	93	82	86	81	87

### Team Profile

**Nickname:**  
Ducks

**Conference:**  
Pac-10

**Division:**  
1-A

**Location:**  
Eugene, OR

**Team Colors:**  
Green/Yellow

**'02 Record (W-L, PF-PA):**  
7-6, 417-362

### Key Offensive Plays

- Ace-Slot: HB Sting
- I Form-Y-Trips: Man Flow
- I Form-Y-Trips: Slot Quick
- Shotgun-Y-Trips: Read

### Defensive Strategy

- Run Defense: 4-4
- Pass Defense: Dime
- Blitz Frequency: Moderate



### Offensive Sets

Ace-Normal  
Ace-Slot  
Ace-Trips

Ace-Y-Trips  
Ace-Y-Twins  
I Form-Slot

I Form-Tight  
I Form-Y-Trips  
Shotgun-Y-Trips



I Form-Y-Trips: Man Flow



I Form-Y-Trips: Slot Quick

# Oregon State

Team	All	QB	RB	WR	OL	DL	LB	DB	ST
<b>Ratings</b>	94	89	93	87	86	89	88	86	95

### Team Profile

**Nickname:**  
Beavers

**Conference:**  
Pac-10

**Division:**  
1-A

**Location:**  
Corvallis, OR

**Team Colors:**  
Orange/Black

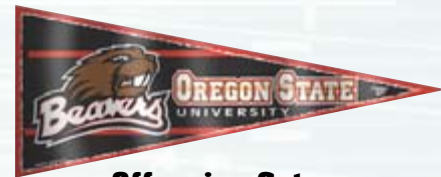
**'02 Record (W-L, PF-PA):**  
8-5, 414-267

### Key Offensive Plays

- Ace-Normal: HB Sting
- Ace-Trips: HB Toss
- Shotgun-Trips: Hook Outs
- Strong-Twins: Slot Post

### Defensive Strategy

- Run Defense: 4-4
- Pass Defense: Nickel
- Blitz Frequency: Aggressive



### Offensive Sets

Ace-Normal  
Ace-Slot  
Ace-Twins

Ace-Trips  
Ace-Y-Trips  
Ace-Y-Twins

Shotgun-Trips  
Shotgun-Y-Trips  
Strong-Twins



Ace-Trips: HB Toss



Shotgun-Trips: Hook Outs

# Penn

Team	All	QB	RB	WR	OL	DL	LB	DB	ST
<b>Ratings</b>	60	77	68	70	68	65	71	72	78

### Team Profile

**Nickname:**  
Quakers

**Conference:**  
Ivy

**Division:**  
1-AA

**Location:**  
Philadelphia, PA

**Team Colors:**  
Red/Blue

**'02 Record (W-L, PF-PA):**  
9-1, 363-132

### Key Offensive Plays

- Ace-Y-Trips: HB Toss
- Shotgun-Spread: Stretch
- Shotgun-Y-Trips: FL Screen
- No Back: Clearout

### Defensive Strategy

- Run Defense: 4-4
- Pass Defense: Dime
- Blitz Frequency: Moderate



### Offensive Sets

Ace-Normal  
Ace-Y-Trips  
Shotgun-Ace Twins

Shotgun Spread  
Shotgun-Y-Trips  
I-Form Twins

No Back  
Strong-Twins  
Weak-Slot



Shotgun-Spread: Stretch



Shotgun-Y-Trips: FL Screen



## Penn State

Team Ratings	All	QB	RB	WR	OL	DL	LB	DB	ST
	88	89	87	87	86	78	90	81	91

### Offensive Sets

Ace-Slot  
I Form-Normal  
I Form-Slot

I Form-Twins  
I Form-Tight  
Pro Form-Normal

Shotgun-Split  
Shotgun-Spread  
Shotgun-Y-Trips



I Form-Slot: Slot Shovel



Pro Form-Normal: WR Hitch

### Key Offensive Plays

- Ace-Slot: HB Tackle
- I Form-Slot: Slot Shovel
- Pro Form-Normal: WR Hitch
- Shotgun-Split: Double Flats

### Defensive Strategy

- Run Defense: 4-4
- Pass Defense: Dime
- Blitz Frequency: Aggressive

### Team Profile

Nickname:  
Nittany Lions

Conference:  
Big Ten

Division:  
1-A

Location:  
University Park, PA

Team Colors:  
Blue/White

'02 Record (W-L, PF-PA):  
9-4, 446-227



## Pittsburgh

Team Ratings	All	QB	RB	WR	OL	DL	LB	DB	ST
	94	89	94	89	88	83	86	85	99

### Offensive Sets

Ace-Normal  
Ace-Slot  
Ace-Spread

Ace-Y-Trips  
I Form-Normal  
I Form-Twins

Pro Form-Normal  
Shotgun-Bunch  
Shotgun-Spread



Ace-Y-Trips: HB Swing



Pro Form-Normal: Hitch 'N Go

### Key Offensive Plays

- Ace-Spread: HB Sting
- Ace-Y-Trips: HB Swing
- Pro Form-Normal: Hitch 'N Go
- Shotgun-Spread: All Hooks

### Defensive Strategy

- Run Defense: 4-4
- Pass Defense: Nickel
- Blitz Frequency: Aggressive

### Team Profile

Nickname:  
Panthers

Conference:  
Big East

Division:  
1-A

Location:  
Pittsburgh, PA

Team Colors:  
Blue/Gold

'02 Record (W-L, PF-PA):  
9-4, 331-232



## Portland State

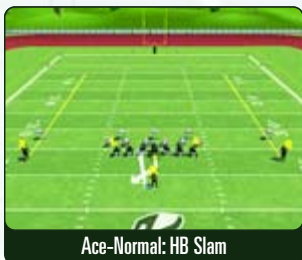
Team Ratings	All	QB	RB	WR	OL	DL	LB	DB	ST
	64	71	78	79	79	73	72	75	65

### Offensive Sets

Ace-Big  
Ace-Normal  
I Form-Normal

Flexbone-Split  
Flexbone-Wide  
Shotgun-Split

Shotgun-Normal  
Weak-Twins  
Weak-Y-Trips



Ace-Normal: HB Slam



Flexbone-Wide: FB Sting

### Key Offensive Plays

- Ace-Normal: HB Slam
- I Form-Normal: Lead Toss
- Flexbone-Wide: FB Sting
- Shotgun-Split: Double Flats

### Defensive Strategy

- Run Defense: 5-2
- Pass Defense: Dime
- Blitz Frequency: Moderate

### Team Profile

Nickname:  
Vikings

Conference:  
Big Sky

Division:  
1-AA

Location:  
Portland, OR

Team Colors:  
Green/Gray

'02 Record (W-L, PF-PA):  
6-5, 236-245



## Prairie View A&M

Team	All	QB	RB	WR	OL	DL	LB	DB	ST
Ratings	51	64	66	69	69	64	69	70	70

### Team Profile

**Nickname:**  
Panthers

**Conference:**  
Southwestern Athletic

**Division:**  
1-AA

**Location:**  
Prairie View, TX

**Team Colors:**  
Purple/Gold

**'02 Record (W-L, PF-PA):**  
1-10, 123-413

### Key Offensive Plays

- Ace-Bunch: HB Draw
- Ace-Spread: PA Dive
- I Form-Normal: HB Option Pass
- Shotgun-2B Slot: HB Circle

### Defensive Strategy

- Run Defense: 5-2
- Pass Defense: Nickel
- Blitz Frequency: Moderate



### Offensive Sets

- |            |                  |                |
|------------|------------------|----------------|
| Ace-Bunch  | I Form-Normal    | Shotgun-5 Wide |
| Ace-Spread | I Form-Slot      | Shotgun-Ace    |
| Ace-Trips  | Shotgun-2 B Slot | Shotgun-Spread |



Ace-Spread: PA Dive



Shotgun-2B Slot: HB Circle

## Princeton

Team	All	QB	RB	WR	OL	DL	LB	DB	ST
Ratings	57	74	70	70	66	65	69	75	73

### Team Profile

**Nickname:**  
Tigers

**Conference:**  
Ivy

**Division:**  
1-AA

**Location:**  
Princeton, NJ

**Team Colors:**  
Orange/Black

**'02 Record (W-L, PF-PA):**  
6-4, 226-236

### Key Offensive Plays

- Ace-Big: Option Strong
- Ace-Normal: HB Toss
- Flexbone-Split: PA Slot Cross
- Shotgun-Split: Double Flats

### Defensive Strategy

- Run Defense: 4-4
- Pass Defense: Dime
- Blitz Frequency: Moderate



### Offensive Sets

- |               |                |                |
|---------------|----------------|----------------|
| Ace-Big       | Flexbone-Split | Shotgun-Normal |
| Ace-Normal    | Flexbone-Wide  | Weak-Twins     |
| I Form-Normal | Shotgun-Split  | Weak-Y-Trips   |



Ace-Big: Option Strong



Flexbone-Split: PA Slot Cross

## Purdue

Team	All	QB	RB	WR	OL	DL	LB	DB	ST
Ratings	88	86	85	84	84	86	86	88	80

### Team Profile

**Nickname:**  
Boilermakers

**Conference:**  
Big Ten

**Division:**  
1-A

**Location:**  
West Lafayette, IN

**Team Colors:**  
Old Gold/Black

**'02 Record (W-L, PF-PA):**  
7-6, 386-288

### Key Offensive Plays

- Ace-Bunch: HB Counter
- Ace-Empty: Double Bubble
- No Back: Rollout
- Shotgun-Spread: WR Under

### Defensive Strategy

- Run Defense: 5-2
- Pass Defense: Dime
- Blitz Frequency: Aggressive

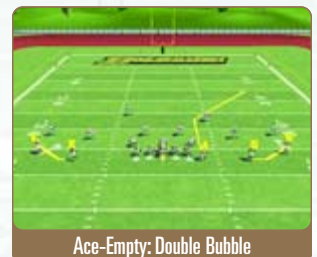


### Offensive Sets

- |            |              |                |
|------------|--------------|----------------|
| Ace-Bunch  | Ace-Y-Twins  | Shotgun-5 Wide |
| Ace-Empty  | I Form-Tight | Shotgun-Bunch  |
| Ace-Spread | No Back      | Shotgun-Spread |



Ace-Bunch: HB Counter



Ace-Empty: Double Bubble



# Rhode Island

Team Ratings	All	QB	RB	WR	OL	DL	LB	DB	ST
	64	73	77	75	73	67	70	73	84

## Offensive Sets

- |             |                |                 |
|-------------|----------------|-----------------|
| Ace-Bunch   | Shotgun-5 Wide | Shotgun-Y Trips |
| Ace-Normal  | Shotgun-Bunch  | No Back         |
| Ace-Y-Trips | Shotgun-Spread | Strong-Twins    |



Ace-Bunch: Double Outs Drag



Shotgun-Spread: Slot Wheels

## Key Offensive Plays

- Ace-Bunch: Double Outs Drag
- Ace-Normal: WR outs
- Shotgun-Bunch: Flares
- Shotgun-Spread: Slot Wheels

## Defensive Strategy

- Run Defense: 4-4
- Pass Defense: Dime
- Blitz Frequency: Moderate

## Team Profile

**Nickname:**  
Rams

**Conference:**  
Atlantic 10

**Division:**  
1-AA

**Location:**  
Kingston, RI

**Team Colors:**  
Light Blue/Navy/White

**'02 Record (W-L, PF-PA):**  
3-9, 187-389



# Rice

Team Ratings	All	QB	RB	WR	OL	DL	LB	DB	ST
	61	69	81	70	74	69	71	70	77

## Offensive Sets

- |                 |                 |                 |
|-----------------|-----------------|-----------------|
| Flexbone-Normal | Power I         | Wishbone-Normal |
| Flexbone-Twins  | Shotgun-Spread  | Wishbone-Tight  |
| Flexbone-Wide   | Shotgun-Y-Trips | Wishbone-Wide   |



Flexbone-Twins: FB Sting



Flexbone-Wide: Triple Option

## Key Offensive Plays

- Flexbone-Twins: FB Sting
- Flexbone-Wide: Triple Option
- Power I: PA Fly
- Wishbone-Normal: HB Over

## Defensive Strategy

- Run Defense: 4-4
- Pass Defense: Nickel
- Blitz Frequency: Moderate

## Team Profile

**Nickname:**  
Owls

**Conference:**  
Western Athletic

**Division:**  
1-A

**Location:**  
Houston, TX

**Team Colors:**  
Blue/Gray

**'02 Record (W-L, PF-PA):**  
4-7, 253-296



# Richmond

Team Ratings	All	QB	RB	WR	OL	DL	LB	DB	ST
	66	84	77	72	76	71	73	72	73

## Offensive Sets

- |                |                |               |
|----------------|----------------|---------------|
| Ace-Normal     | Flexbone-Twins | Power I       |
| I Form-Normal  | Flexbone-Wide  | Strong-Slot   |
| I Form-Y-Trips | Maryland I     | Wishbone-Wide |



I Form-Normal: Triple Option



Maryland I: PA Counter

## Key Offensive Plays

- Ace-Normal: HB Sting
- I Form-Normal: Triple Option
- Flexbone-Twins: FB Option
- Maryland I: PA Counter

## Defensive Strategy

- Run Defense: 4-4
- Pass Defense: Dime
- Blitz Frequency: Moderate

## Team Profile

**Nickname:**  
Spiders

**Conference:**  
Atlantic 10

**Division:**  
1-AA

**Location:**  
Richmond, VA

**Team Colors:**  
Red/Blue

**'02 Record (W-L, PF-PA):**  
4-7, 199-202



# Rutgers

Team Ratings	All	QB	RB	WR	OL	DL	LB	DB	ST
	66	75	70	72	75	75	77	77	79

### Team Profile

**Nickname:**  
Scarlet Knights

**Conference:**  
Big East

**Division:**  
1-A

**Location:**  
New Brunswick, NJ

**Team Colors:**  
Scarlet

**'02 Record (W-L, PF-PA):**  
1-11, 167-397

### Key Offensive Plays

- Ace-Slot: Toss Weak
- I Form-Normal: PA FB
- Shotgun-2B Slot: HB Draw
- Weak-Twins: Slot Wheel

### Defensive Strategy

- Run Defense: 4-4
- Pass Defense: Nickel
- Blitz Frequency: Moderate



### Offensive Sets

- |               |                 |                |
|---------------|-----------------|----------------|
| Ace-Normal    | I Form-Slot     | Shotgun-5 Wide |
| Ace-Slot      | I Form-Twins    | Weak-Slot      |
| I Form-Normal | Shotgun-2B Slot | Weak-Twins     |



Shotgun-2B Slot: HB Draw



Weak-Twins: Slot Wheel

# Sacramento State

Team Ratings	All	QB	RB	WR	OL	DL	LB	DB	ST
	64	79	75	75	76	66	76	77	70

### Team Profile

**Nickname:**  
Hornets

**Conference:**  
Big Sky

**Division:**  
1-AA

**Location:**  
Sacramento, CA

**Team Colors:**  
Green/Gold

**'02 Record (W-L, PF-PA):**  
5-8, 346-418

### Key Offensive Plays

- Ace-Normal: HB Toss
- Ace-Y-Trips: Quick Posts
- I Form-Normal: Vertical
- Weak-Twins: Slot Wheel

### Defensive Strategy

- Run Defense: 4-4
- Pass Defense: Dime
- Blitz Frequency: Moderate



### Offensive Sets

- |            |               |             |
|------------|---------------|-------------|
| Ace-Big    | Ace-Trips     | Strong-Slot |
| Ace-Bunch  | Ace-Y-Trips   | No Back     |
| Ace-Normal | I Form-Normal | Weak-Twins  |



Ace-Y-Trips: Quick Posts



I Form-Normal: Vertical

# San Diego State

Team Ratings	All	QB	RB	WR	OL	DL	LB	DB	ST
	81	85	82	79	82	77	84	82	82

### Team Profile

**Nickname:**  
Aztecs

**Conference:**  
Mountain West

**Division:**  
1-A

**Location:**  
San Diego, CA

**Team Colors:**  
Scarlet/Black

**'02 Record (W-L, PF-PA):**  
4-9, 309-411

### Key Offensive Plays

- Ace-Slot: Seam Post
- Ace-Trips: HB Sting
- Shotgun-Trips: Angle
- Shotgun-Y-Trips: Slot In

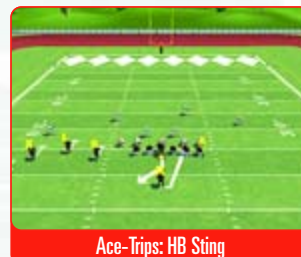
### Defensive Strategy

- Run Defense: 5-2
- Pass Defense: Nickel
- Blitz Frequency: Moderate



### Offensive Sets

- |            |                |                 |
|------------|----------------|-----------------|
| Ace-Slot   | Ace-Y-Trips    | Shotgun-Trips   |
| Ace-Spread | I Form-Twins   | Shotgun-Y-Trips |
| Ace-Trips  | Shotgun-Spread | Weak-Twins      |



Ace-Trips: HB Sting



Ace-Slot: Seam Post



## San Jose State

Team Ratings	All	QB	RB	WR	OL	DL	LB	DB	ST
	63	69	70	78	77	75	71	71	71

### Offensive Sets

Ace-Bunch  
Ace-Normal  
Ace-Slot

Shotgun-Normal  
Shotgun-Spread  
Shotgun-Trips

Shotgun-2B Slot  
Strong-Normal  
Strong-Twins



### Key Offensive Plays

- Ace-Normal: WR Shovel
- Ace-Slot: Toss Strong
- Shotgun-Spread: PA Out
- Shotgun-2B Slot: Slants

### Defensive Strategy

- Run Defense: 4-4
- Pass Defense: Nickel
- Blitz Frequency: Moderate

### Team Profile

Nickname:  
Spartans

Conference:  
Western Athletic

Division:  
1-A

Location:  
San Jose, CA

Team Colors:  
Gold/White/Blue

'02 Record (W-L, PF-PA):  
6-7, 376-467



## South Carolina

Team Ratings	All	QB	RB	WR	OL	DL	LB	DB	ST
	84	82	85	84	86	83	84	82	90

### Offensive Sets

I Form-Normal  
I Form-Y-Trips  
Power T-Normal

Shotgun-Ace Twins  
Shotgun-Normal  
Shotgun-Spread

Shotgun-Trips  
Weak-Y-Trips  
Wishbone-Tight



### Key Offensive Plays

- I Form-Normal: Power Option
- Power T-Normal: Quick Toss
- Wishbone-Tight: Tr Option Pass
- Wishbone-Tight: PA Post

### Defensive Strategy

- Run Defense: 4-4
- Pass Defense: Nickel
- Blitz Frequency: Moderate

### Team Profile

Nickname:  
Gamecocks

Conference:  
SEC-East

Division:  
1-A

Location:  
Columbia, SC

Team Colors:  
Garnet/Black

'02 Record (W-L, PF-PA):  
5-7, 225-262



## South Carolina State

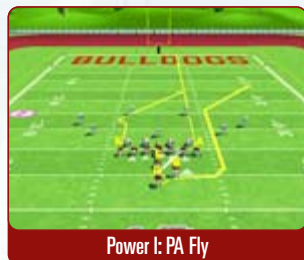
Team Ratings	All	QB	RB	WR	OL	DL	LB	DB	ST
	53	69	71	70	68	64	66	72	66

### Offensive Sets

Ace-Normal  
I Form-Normal  
I Form-Y-Trips

Flexbone-Twins  
Flexbone-Wide  
Maryland I

Power I  
Strong-Slot  
Wishbone-Wide



### Key Offensive Plays

- I Form-Normal: Counter Lead
- Flexbone-Twins: FB Option
- Maryland I: Triple Option
- Power I: PA Fly

### Defensive Strategy

- Run Defense: 5-2
- Pass Defense: Nickel
- Blitz Frequency: Moderate

### Team Profile

Nickname:  
Bulldogs

Conference:  
Mid-Eastern Athletic

Division:  
1-AA

Location:  
Orangeburg, SC

Team Colors:  
Garnet/Blue

'02 Record (W-L, PF-PA):  
7-5, 321-212





## Southern



Team	All	QB	RB	WR	OL	DL	LB	DB	ST
<b>Ratings</b>	53	65	81	69	65	66	69	71	59

### Team Profile

**Nickname:**  
Jaguars

**Conference:**  
Southwestern Athletic

**Division:**  
1-AA

**Location:**  
Baton Rouge, LA

**Team Colors:**  
Blue/Gold

**'02 Record (W-L, PF-PA):**  
6-6, 279-296

### Key Offensive Plays

- Ace-Normal: Counter Trap
- Shotgun-Spread: Double Flag
- I Form-Twins: Option Pass
- Strong-Twins: Slot Post

### Defensive Strategy

- Run Defense: 4-4
- Pass Defense: Dime
- Blitz Frequency: Moderate

### Offensive Sets

- |                   |                 |              |
|-------------------|-----------------|--------------|
| Ace-Normal        | Shotgun Spread  | No Back      |
| Ace-Y-Trips       | Shotgun-Y-Trips | Strong-Twins |
| Shotgun-Ace Twins | I-Form Twins    | Weak-Slot    |



Shotgun-Spread: Double Flag



Strong-Twins: Slot Post

## Southern Illinois



Team	All	QB	RB	WR	OL	DL	LB	DB	ST
<b>Ratings</b>	61	68	72	72	76	70	71	74	77

### Team Profile

**Nickname:**  
Salukis

**Conference:**  
Gateway

**Division:**  
1-AA

**Location:**  
Carbondale, IL

**Team Colors:**  
Maroon/White

**'02 Record (W-L, PF-PA):**  
4-8, 414-360

### Key Offensive Plays

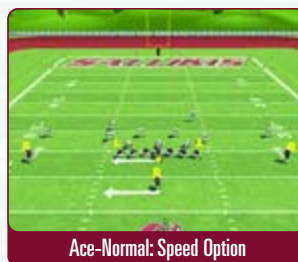
- Ace-Big: Weak Sweep
- Ace-Normal: Speed Option
- Flexbone-Wide: FB Delay
- Shotgun-Split: Double Flats

### Defensive Strategy

- Run Defense: 5-2
- Pass Defense: Dime
- Blitz Frequency: Moderate

### Offensive Sets

- |               |                |                |
|---------------|----------------|----------------|
| Ace-Big       | Flexbone-Split | Shotgun-Normal |
| Ace-Normal    | Flexbone-Wide  | Weak-Twins     |
| I Form-Normal | Shotgun-Split  | Weak-Y-Trips   |



Ace-Normal: Speed Option



Shotgun-Split: Double Flats

## Southern Methodist University



Team	All	QB	RB	WR	OL	DL	LB	DB	ST
<b>Ratings</b>	66	72	87	75	71	73	73	74	75

### Team Profile

**Nickname:**  
Mustangs

**Conference:**  
Western Athletic

**Division:**  
1-A

**Location:**  
Dallas, TX

**Team Colors:**  
Red/Blue

**'02 Record (W-L, PF-PA):**  
3-9, 207-378

### Key Offensive Plays

- Ace-Big: HB Sprint
- Ace-Slot: HB Sting
- Weak-Normal: Quick Pitch
- Strong-Slot: PA Post

### Defensive Strategy

- Run Defense: 5-2
- Pass Defense: Dime
- Blitz Frequency: Moderate

### Offensive Sets

- |            |             |             |
|------------|-------------|-------------|
| Ace-Big    | Ace-Spread  | Weak-Normal |
| Ace-Normal | Ace-Trips   | Weak-Slot   |
| Ace-Slot   | Ace-Y-Trips | Strong-Slot |



Ace-Big: HB Sprint



Weak-Normal: Quick Pitch



## Southern Miss

### Offensive Sets

Ace-Ace-Slot  
Ace-Y-Trips  
I Form-Twins

Shotgun-5 Wide  
Shotgun-Ace  
Shotgun-Ace Twins

Shotgun-Bunch  
Shotgun-Spread  
Shotgun-Trips



I Form-Twins: Counter Lead



Shotgun-Bunch: Open Drag

Team Ratings	All	QB	RB	WR	OL	DL	LB	DB	ST
	84	77	82	83	81	82	91	86	80

### Key Offensive Plays

- Ace-Y-Trips: HB Toss
- I Form-Twins: Counter Lead
- Shotgun-Ace: Slant Outs
- Shotgun-Bunch: Open Drag

### Defensive Strategy

- Run Defense: 4-4
- Pass Defense: Nickel
- Blitz Frequency: Aggressive

### Team Profile

Nickname:  
Golden Eagles

Conference:  
USA

Division:  
1-A

Location:  
Hattiesburg, MS

Team Colors:  
Black/Gold

'02 Record (W-L, PF-PA):  
7-6, 282-238



## Stanford

### Offensive Sets

Ace-Normal  
Ace-Twins  
Ace-Y-Trips

Ace-Y-Twins  
I Form-Tight  
No Back

Shotgun-Normal  
Shotgun-Split  
Shotgun-Y-Trips



I Form-Tight: Lead Toss



Shotgun-Split: WR In

Team Ratings	All	QB	RB	WR	OL	DL	LB	DB	ST
	82	83	83	85	84	80	82	81	88

### Key Offensive Plays

- Ace-Normal: HB Sting
- I Form-Tight: Lead Toss
- No Back: Outs
- Shotgun-Split: WR In

### Defensive Strategy

- Run Defense: 5-2
- Pass Defense: Nickel
- Blitz Frequency: Moderate

### Team Profile

Nickname:  
Cardinals

Conference:  
Pac-10

Division:  
1-A

Location:  
Stanford, CA

Team Colors:  
Cardinal/White

'02 Record (W-L, PF-PA):  
2-9, 225-377



## SW Missouri State

### Offensive Sets

Ace-Bunch  
Ace-Spread  
Ace-Trips

I Form-Normal  
I Form-Slot  
Shotgun-2 B Slot

Shotgun-5 Wide  
Shotgun-Ace  
Shotgun-Spread



I Form-Slot: PA In



Shotgun-Ace: TE Delay Deep

Team Ratings	All	QB	RB	WR	OL	DL	LB	DB	ST
	59	77	77	76	64	66	71	68	67

### Key Offensive Plays

- I Form-Normal: Lead Toss
- I Form-Slot: PA In
- Shotgun-Ace: TE Delay Deep
- Shotgun-Spread: Slot Wheels

### Defensive Strategy

- Run Defense: 4-4
- Pass Defense: Dime
- Blitz Frequency: Moderate

### Team Profile

Nickname:  
Bears

Conference:  
Gateway

Division:  
1-AA

Location:  
Springfield, MO

Team Colors:  
Maroon/White

'02 Record (W-L, PF-PA):  
4-7, 255-294



# Syracuse

Team Ratings	All	QB	RB	WR	OL	DL	LB	DB	ST
	81	83	91	82	84	81	79	78	80

### Team Profile

**Nickname:**  
Orangemen

**Conference:**  
Big East

**Division:**  
1-A

**Location:**  
Syracuse, NY

**Team Colors:**  
Orange

**'02 Record (W-L, PF-PA):**  
4-8, 347-406

### Key Offensive Plays

- Ace-Spread: HB Draw
- I Form-Normal: HB Iso
- Pro Form-Normal: Lead Toss
- Shotgun-Split: WR In

### Defensive Strategy

- Run Defense: 4-4
- Pass Defense: Nickel
- Blitz Frequency: Moderate



### Offensive Sets

Ace-Spread  
Ace-Y-Twins  
I Form-Normal

I Form-Slot  
I Form-Twins  
Pro Form-Normal

Pro Form-Slot  
Shotgun-2B Slot  
Shotgun-Split



Pro Form-Normal: Lead Toss



Ace-Spread: HB Draw

# Temple

Team Ratings	All	QB	RB	WR	OL	DL	LB	DB	ST
	72	75	85	79	77	71	76	76	83

### Team Profile

**Nickname:**  
Owls

**Conference:**  
Big East

**Division:**  
1-A

**Location:**  
Philadelphia, PA

**Team Colors:**  
Cherry/White

**'02 Record (W-L, PF-PA):**  
4-8, 242-351

### Key Offensive Plays

- Ace-Slot: HB Tackle
- Ace-Spread: HB Sting
- No Back: WR Screen
- Shotgun-Trips: PA Inside

### Defensive Strategy

- Run Defense: 4-4
- Pass Defense: Nickel
- Blitz Frequency: Moderate

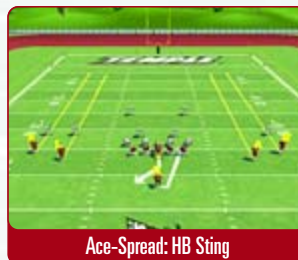


### Offensive Sets

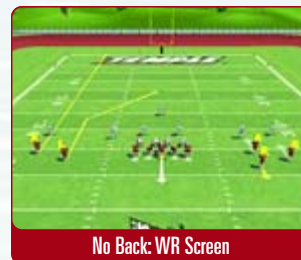
Ace-Empty  
Ace-Slot  
Ace-Spread

Ace-Trips  
No Back  
Shotgun-5 Wide

Shotgun-Spread  
Shotgun-Trips  
Shotgun-Y-Trips



Ace-Spread: HB Sting



No Back: WR Screen

# Tennessee

Team Ratings	All	QB	RB	WR	OL	DL	LB	DB	ST
	94	90	93	85	92	87	89	87	91

### Team Profile

**Nickname:**  
Volunteers

**Conference:**  
Southeastern—East

**Division:**  
1-A

**Location:**  
Knoxville, TN

**Team Colors:**  
Orange/White

**'02 Record (W-L, PF-PA):**  
8-5, 296-227

### Key Offensive Plays

- I Form-Normal: HB Lead
- I Form-Twins: PA Corner
- Shotgun-Trips: Flood
- Weak-Slot: Slot Corner

### Defensive Strategy

- Run Defense: 4-4
- Pass Defense: Nickel
- Blitz Frequency: Aggressive

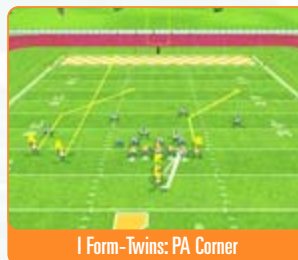


### Offensive Sets

I Form-Normal  
I Form-Twins  
Shotgun-Spread

Shotgun-Trips  
Strong-Normal  
Strong-Twins

Weak-Normal  
Weak-Slot  
Weak-Twins



I Form-Twins: PA Corner



Shotgun-Trips: Flood



## Texas

Team Ratings	All	QB	RB	WR	OL	DL	LB	DB	ST
	99	86	94	96	91	90	91	86	99

### Offensive Sets

Ace-Empty  
Ace-Slot  
Ace-Spread

Ace-Y-Trips  
I Form-Normal  
I Form-Slot

No Back  
Strong-Normal  
Strong-Twins



Ace-Empty: Tunnel Screens



No Back: Outside Attack

### Key Offensive Plays

- Ace-Empty: Tunnel Screens
- I Form-Normal: HB Lead
- No Back: Outside Attack
- Strong-Twins: Misdirection

### Defensive Strategy

- Run Defense: 4-4
- Pass Defense: Nickel
- Blitz Frequency: Aggressive

### Team Profile

Nickname:  
Longhorns

Conference:  
Big 12—South

Division:  
1-A

Location:  
Austin, TX

Team Colors:  
Burnt Orange/White  
'02 Record (W-L, PF-PA):  
11-2, 439-212



## Texas A&M

Team Ratings	All	QB	RB	WR	OL	DL	LB	DB	ST
	90	88	91	85	85	78	83	87	95

### Offensive Sets

Ace-Normal  
Ace-Slot  
Ace-Spread

I Form-Tight  
I Form-Twins  
Shotgun-Ace

Shotgun-Normal  
Shotgun-Spread  
Shotgun-Y-Trips



I Form-Tight: Lead Toss



Shotgun-Spread: Double Flag

### Key Offensive Plays

- Ace-Normal: HB Dive
- I Form-Tight: Lead Toss
- Shotgun-Ace: Slant Outs
- Shotgun-Spread: Double Flag

### Defensive Strategy

- Run Defense: 4-4
- Pass Defense: Nickel
- Blitz Frequency: Moderate

### Team Profile

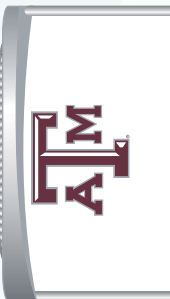
Nickname:  
Aggies

Conference:  
Big 12—South

Division:  
1-A

Location:  
College Station, TX

Team Colors:  
Maroon/White  
'02 Record (W-L, PF-PA):  
6-6, 345-280



## Texas Christian University

Team Ratings	All	QB	RB	WR	OL	DL	LB	DB	ST
	81	81	87	76	86	87	81	76	90

### Offensive Sets

Ace-Bunch  
Ace-Y-Trips  
I Form-Normal

I Form-Tight  
I Form-Twins  
Shotgun-Ace

Shotgun-Ace Twins  
Shotgun-Normal  
Weak-Twins



I Form-Tight: FB Blast



Shotgun-Ace: PA Opt Choice

### Key Offensive Plays

- Ace-Bunch: HB Counter
- I Form-Tight: FB Blast
- Shotgun-Ace: PA Opt Choice
- Shotgun-Normal: Angle

### Defensive Strategy

- Run Defense: 4-4
- Pass Defense: Nickel
- Blitz Frequency: Aggressive

### Team Profile

Nickname:  
Horned Frogs

Conference:  
USA

Division:  
1-A

Location:  
Ft. Worth, TX

Team Colors:  
Purple/White  
'02 Record (W-L, PF-PA):  
10-2, 361-222



# Texas Southern



Team	All	QB	RB	WR	OL	DL	LB	DB	ST
Ratings	53	70	65	69	66	63	66	73	77

### Team Profile

**Nickname:** Tigers  
**Conference:** Southwestern Athletic  
**Division:** 1-AA  
**Location:** Houston, TX  
**Team Colors:** Maroon/Gray  
**'02 Record (W-L, PF-PA):** 4-7, 314-277

### Key Offensive Plays

- Ace-Normal: Speed Option
- Flexbone-Twins: FB Option
- Maryland I: Double Iso
- Strong-Slot: Option Pass

### Defensive Strategy

- Run Defense: 4-4
- Pass Defense: Dime
- Blitz Frequency: Moderate

### Offensive Sets

- |                |                |               |
|----------------|----------------|---------------|
| Ace-Normal     | Flexbone-Twins | Power I       |
| I Form-Normal  | Flexbone-Wide  | Strong-Slot   |
| I Form-Y-Trips | Maryland I     | Wishbone-Wide |



# Texas Tech



Team	All	QB	RB	WR	OL	DL	LB	DB	ST
Ratings	79	84	86	84	83	71	75	81	80

### Team Profile

**Nickname:** Red Raiders  
**Conference:** Big 12—South  
**Division:** 1-A  
**Location:** Lubbock, TX  
**Team Colors:** Scarlet/Black  
**'02 Record (W-L, PF-PA):** 9-5, 537-439

### Key Offensive Plays

- Ace-Trips: Counter Trap
- Shotgun-2B Slot: Lead Draw
- Shotgun-Spread: Double Flag
- Strong-Normal: PA Post

### Defensive Strategy

- Run Defense: 4-4
- Pass Defense: Dime
- Blitz Frequency: Moderate

### Offensive Sets

- |            |                 |                |
|------------|-----------------|----------------|
| Ace-Empty  | Shotgun-2B Slot | Shotgun-Spread |
| Ace-Normal | Shotgun-Bunch   | Shotgun-Trips  |
| Ace-Trips  | Shotgun-Normal  | Strong-Normal  |



# The Citadel



Team	All	QB	RB	WR	OL	DL	LB	DB	ST
Ratings	64	67	81	80	77	66	73	71	82

### Team Profile

**Nickname:** Bulldogs  
**Conference:** Southern  
**Division:** 1-AA  
**Location:** Charleston, SC  
**Team Colors:** Blue/White  
**'02 Record (W-L, PF-PA):** 3-9, 305-338

### Key Offensive Plays

- Flexbone-Twins: Tr Option Cntr
- Flexbone-Wide: Quick Option
- Power I: PA Fly
- Wishbone-Wide: QB FB Option

### Defensive Strategy

- Run Defense: 4-4
- Pass Defense: Dime
- Blitz Frequency: Moderate

### Offensive Sets

- |                |                |               |
|----------------|----------------|---------------|
| Ace-Normal     | Flexbone-Twins | Power I       |
| I Form-Normal  | Flexbone-Wide  | Strong-Slot   |
| I Form-Y-Trips | Maryland I     | Wishbone-Wide |





# Toledo

Team Ratings	All	QB	RB	WR	OL	DL	LB	DB	ST
	79	77	85	83	86	77	81	83	77

## Offensive Sets

- |            |                |                 |
|------------|----------------|-----------------|
| Ace-Normal | Ace-Trips      | Shotgun-Spread  |
| Ace-Slot   | Shotgun-5 Wide | Shotgun-Trips   |
| Ace-Spread | Shotgun-Bunch  | Shotgun-Y-Trips |



Ace-Trips: HB Toss



Shotgun-Trips: Weak Screen

## Key Offensive Plays

- Ace-Slot: Toss Weak
- Ace-Trips: HB Toss
- Shotgun-Bunch: Inside Seam
- Shotgun-Trips: Weak Screen

## Defensive Strategy

- Run Defense: 5-2
- Pass Defense: Nickel
- Blitz Frequency: Moderate

## Team Profile

**Nickname:**  
Rockets

**Conference:**  
Mid-American: West

**Division:**  
1-A

**Location:**  
Toledo, OH

**Team Colors:**  
Blue/Gold

**'02 Record (W-L, PF-PA):**  
9-5, 495-378



# Troy State

Team Ratings	All	QB	RB	WR	OL	DL	LB	DB	ST
	72	72	85	79	80	75	71	80	82

## Offensive Sets

- |                |                 |               |
|----------------|-----------------|---------------|
| Shotgun-Normal | Shotgun-2B Slot | Ace-Trips     |
| Shotgun-Spread | Ace-Slot        | I Form-Normal |
| Shotgun-Trips  | Ace-Spread      | Power I       |



Shotgun-Normal: Quick Outs



Power I: Option Pass

## Key Offensive Plays

- Shotgun-Normal: Quick Outs
- Shotgun-2B Slot: HB Draw
- Ace-Slot: PA Cross Post
- Power I: Option Pass

## Defensive Strategy

- Run Defense: 4-4
- Pass Defense: Nickel
- Blitz Frequency: Moderate

## Team Profile

**Nickname:**  
Trojans

**Conference:**  
Independent

**Division:**  
1-A

**Location:**  
Troy, AL

**Team Colors:**  
Cardinal/Gray/Black  
**'02 Record (W-L, PF-PA):**  
4-8, 218-252



# Tulane

Team Ratings	All	QB	RB	WR	OL	DL	LB	DB	ST
	67	84	90	72	73	67	76	74	67

## Offensive Sets

- |                |                |               |
|----------------|----------------|---------------|
| Ace-Bunch      | Shotgun-5 Wide | Shotgun-Trips |
| Ace-Y-Trips    | Shotgun-Bunch  | Strong-Twins  |
| I Form-Y-Trips | Shotgun-Spread | Weak-Normal   |



Ace-Y-Trips: Quick Posts



Shotgun-Spread: Stretch

## Key Offensive Plays

- Ace-Y-Trips: Quick Posts
- I Form-Y-Trips: Weak Counter
- Shotgun-Spread: Stretch
- Strong-Twins: Slot Post

## Defensive Strategy

- Run Defense: 4-4
- Pass Defense: Nickel
- Blitz Frequency: Moderate

## Team Profile

**Nickname:**  
Green Wave

**Conference:**  
USA

**Division:**  
1-A

**Location:**  
New Orleans, LA

**Team Colors:**  
Olive Green/Sky Blue  
**'02 Record (W-L, PF-PA):**  
8-5, 361-282



# Tulsa

Team Ratings	All	QB	RB	WR	OL	DL	LB	DB	ST
	67	82	77	79	76	67	76	78	74

### Team Profile

**Nickname:**  
Golden Hurricane

**Conference:**  
Western Athletic

**Division:**  
1-A

**Location:**  
Tulsa, OK

**Team Colors:**  
Blue/Gold

**'02 Record (W-L, PF-PA):**  
1-11, 233-417

### Key Offensive Plays

- Ace-Normal: HB Sting
- I Form-Normal: Angle
- Shotgun-2B Slot: Lead Draw
- Strong-Twins: PA Slot Cross

### Defensive Strategy

- Run Defense: 5-2
- Pass Defense: Dime
- Blitz Frequency: Moderate



### Offensive Sets

- |            |                 |               |
|------------|-----------------|---------------|
| Ace-Normal | I Form-Normal   | Shotgun-Trips |
| Ace-Slot   | Pro Form-Normal | Strong-Normal |
| Ace-Spread | Shotgun-2B Slot | Strong-Twins  |



Ace-Normal: HB Sting



Strong-Twins: PA Slot Cross

# University of Alabama-Birmingham

Team Ratings	All	QB	RB	WR	OL	DL	LB	DB	ST
	79	83	82	81	80	78	81	81	82

### Team Profile

**Nickname:**  
Blazers

**Conference:**  
USA

**Division:**  
1-A

**Location:**  
Birmingham, AL

**Team Colors:**  
Green/Gold/White

**'02 Record (W-L, PF-PA):**  
5-7, 268-370

### Key Offensive Plays

- Flexbone-Normal: Quick Option
- Shotgun-2B Slot: HB Circle
- Wishbone-Normal: Power Option
- Wishbone-Normal: PA Post

### Defensive Strategy

- Run Defense: 4-4
- Pass Defense: Dime
- Blitz Frequency: Moderate



### Offensive Sets

- |                 |                 |                 |
|-----------------|-----------------|-----------------|
| Ace-Normal      | I form-Twins    | Shotgun-Spread  |
| Ace-Y-Twins     | Shotgun-2B Slot | Shotgun-Trips   |
| Flexbone-Normal | Shotgun-5 Wide  | Wishbone-Normal |



Flexbone-Normal: Quick Option



Wishbone-Normal: PA Post

# University of Central Florida

Team Ratings	All	QB	RB	WR	OL	DL	LB	DB	ST
	82	87	84	84	81	80	84	82	79

### Team Profile

**Nickname:**  
Golden Knights

**Conference:**  
Mid-American—East

**Division:**  
1-A

**Location:**  
Orlando, FL

**Team Colors:**  
Black/Gold

**'02 Record (W-L, PF-PA):**  
7-5, 391-315

### Key Offensive Plays

- Ace-Trips: HB Toss
- I Form-Twins: Lead Toss
- No Back: In 'N Out
- Shotgun-Trips: Triple Shield

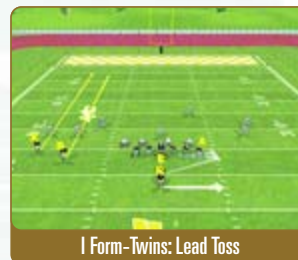
### Defensive Strategy

- Run Defense: 4-4
- Pass Defense: Nickel
- Blitz Frequency: Moderate



### Offensive Sets

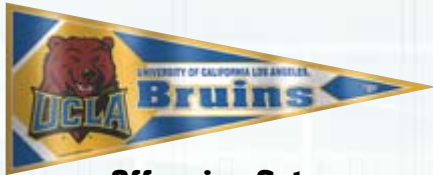
- |              |                 |                |
|--------------|-----------------|----------------|
| Ace-Slot     | No Back         | Shotgun-Normal |
| Ace-Trips    | Shotgun-2B Slot | Shotgun-Spread |
| I Form-Twins | Shotgun-Bunch   | Shotgun-Trips  |



I Form-Twins: Lead Toss



Shotgun-Trips: Triple Shield



# UCLA

Team Ratings	All	QB	RB	WR	OL	DL	LB	DB	ST
	91	79	90	88	87	91	87	87	90

## Offensive Sets

Ace-Bunch  
Ace-Normal  
Ace-Y-Trips

Ace-Y-Twins  
I Form-Tight  
I Form-Twins

Pro Form-Slot  
Shotgun-Normal  
Shotgun-Y-Trips



## Key Offensive Plays

- Ace-Y-Twins: PA Seam
- Pro Form-Slot: Lead Toss
- Shotgun-Normal: HB Streak
- Shotgun-Y-Trips: Read

## Defensive Strategy

- Run Defense: 4-4
- Pass Defense: Nickel
- Blitz Frequency: Aggressive

## Team Profile

Nickname:  
Bruins

Conference:  
Pac-10

Division:  
1-A

Location:  
Westwood, CA

Team Colors:  
Blue/Gold

'02 Record (W-L, PF-PA):  
8-5, 387-326



# University of Connecticut

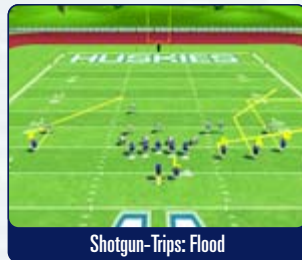
Team Ratings	All	QB	RB	WR	OL	DL	LB	DB	ST
	75	81	87	75	77	77	81	80	75

## Offensive Sets

Ace-Normal  
Ace-Slot  
Ace-Y-Trips

I Form-Normal  
I Form-Slot  
I Form-Twins

Shotgun-Normal  
Shotgun-Trips  
Strong-Tight



## Key Offensive Plays

- Ace-Slot: Toss Weak
- Ace-Y-Trips: HB Swing
- Shotgun-Trips: Flood
- Strong-Tight: PA Corner

## Defensive Strategy

- Run Defense: 5-2
- Pass Defense: Nickel
- Blitz Frequency: Moderate

## Team Profile

Nickname:  
Huskies

Conference:  
Independent

Division:  
1-A

Location:  
Storrs, CT

Team Colors:  
Blue/White

'02 Record (W-L, PF-PA):  
6-6, 373-270



# University of Louisiana-Lafayette

Team Ratings	All	QB	RB	WR	OL	DL	LB	DB	ST
	67	73	72	86	72	68	75	76	78

## Offensive Sets

Ace-Big  
I Form-Normal  
I Form-Slot

I Form-Twins  
No Back  
Shotgun-2B Slot

Shotgun-Split  
Strong-Tight  
Strong-Twins



## Key Offensive Plays

- I Form-Normal: PA Fade
- I Form-Slot: HB Lead
- Shotgun-Split: HB Shovel
- Strong-Twins: Slot Post

## Defensive Strategy

- Run Defense: 5-2
- Pass Defense: Nickel
- Blitz Frequency: Moderate

## Team Profile

Nickname:  
Ragin' Cajuns

Conference:  
Sunbelt

Division:  
1-A

Location:  
Lafayette, LA

Team Colors:  
Vermilion/White

'02 Record (W-L, PF-PA):  
3-9, 203-352





# University of Louisiana-Monroe



Team	All	QB	RB	WR	OL	DL	LB	DB	ST
Ratings	70	82	70	81	76	72	81	77	73

### Team Profile

**Nickname:**  
Indians

**Conference:**  
Sunbelt

**Division:**  
1-A

**Location:**  
Monroe, LA

**Team Colors:**  
Burgundy/Gold

**'02 Record (W-L, PF-PA):**  
3-9, 236-451

### Key Offensive Plays

- Maryland I: Tr Option Pass
- Power T-Normal: PA Lead
- Power T-Normal: TE Across
- Shotgun-Bunch: Middle Slant

### Defensive Strategy

- Run Defense: 4-4
- Pass Defense: Nickel
- Blitz Frequency: Moderate

### Offensive Sets

Ace-Bunch  
Ace-Empty  
Ace-Slot

Maryland I  
No Back  
Power T-Normal

Shotgun-Bunch  
Shotgun-Spread  
Shotgun-Y-Trips



Maryland I: Tr Option Pass



Power T-Normal: TE Across

# UMass



Team	All	QB	RB	WR	OL	DL	LB	DB	ST
Ratings	61	74	77	76	76	67	70	70	73

### Team Profile

**Nickname:**  
Minutemen

**Conference:**  
Atlantic 10

**Division:**  
1-AA

**Location:**  
Amherst, MA

**Team Colors:**  
Maroon/White

**'02 Record (W-L, PF-PA):**  
8-4, 327-250

### Key Offensive Plays

- Ace-Big: HB Sprint
- Flexbone-Split: Double Slants
- Flexbone-Wide: FB Sting
- Shotgun-Split: Double Flats

### Defensive Strategy

- Run Defense: 4-4
- Pass Defense: Nickel
- Blitz Frequency: Moderate

### Offensive Sets

Ace-Big  
Ace-Normal  
I Form-Normal

Flexbone-Split  
Flexbone-Wide  
Shotgun-Split

Shotgun-Normal  
Weak-Twins  
Weak-Y-Trips



Flexbone-Wide: FB Sting



Shotgun-Split: Double Flats

# University of Nevada-Las Vegas



Team	All	QB	RB	WR	OL	DL	LB	DB	ST
Ratings	81	78	87	83	81	79	82	82	88

### Team Profile

**Nickname:**  
Rebels

**Conference:**  
Mountain West

**Division:**  
1-A

**Location:**  
Las Vegas, NV

**Team Colors:**  
Scarlet/Gray

**'02 Record (W-L, PF-PA):**  
5-7, 292-366

### Key Offensive Plays

- Ace-Big: HB Counter
- Ace-Trips: HB Sting
- I Form-Normal: PA Fade
- Strong-Twins: Slot Post

### Defensive Strategy

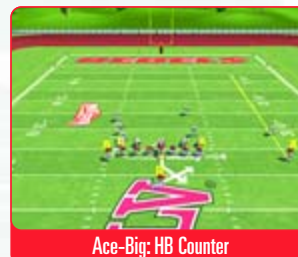
- Run Defense: 4-4
- Pass Defense: Nickel
- Blitz Frequency: Moderate

### Offensive Sets

Ace-Big  
Ace-Trips  
Ace-Y-Trips

Ace-Y-Twins  
I Form-Normal  
I Form-Twins

I Form-Y-Trips  
Shotgun-Spread  
Strong-Twins



Ace-Big: HB Counter



I Form-Normal: PA Fade



# USC

Team Ratings	All	QB	RB	WR	OL	DL	LB	DB	ST
	98	82	88	94	91	93	91	87	95

## Offensive Sets

- |           |                 |               |
|-----------|-----------------|---------------|
| Ace-Bunch | Ace-T-Trips     | Shotgun-Bunch |
| Ace-Empty | I Form-Twins    | Strong-Slot   |
| Ace-Slot  | Pro Form-Normal | Weak-Normal   |



## Key Offensive Plays

- Ace-Empty: HB Option
- I Form-Twins: RB Flats
- Strong-Slot: Around
- Weak-Normal: Quick Pitch

## Defensive Strategy

- Run Defense: 4-4
- Pass Defense: Nickel
- Blitz Frequency: Aggressive

## Team Profile

**Nickname:** Trojans  
**Conference:** Pac-10  
**Division:** 1-A  
**Location:** Los Angeles, CA  
**Team Colors:** Cardinal/Gold  
**'02 Record (W-L, PF-PA):** 11-2, 465-240



# USF (University of South Florida)

Team Ratings	All	QB	RB	WR	OL	DL	LB	DB	ST
	73	74	86	81	76	73	78	79	83

## Offensive Sets

- |               |                   |                 |
|---------------|-------------------|-----------------|
| Ace-Big       | Shotgun-2B Slot   | Shotgun-Spread  |
| Ace-Normal    | Shotgun-Ace       | Shotgun-Trips   |
| I Form-Normal | Shotgun-Ace Twins | Shotgun-Y-Trips |



## Key Offensive Plays

- Ace-Normal: HB Slam
- Shotgun-2B Slot: Zig Outs
- Shotgun-Ace-Fly Mid Check
- Shotgun-Ace Twins: X Special

## Defensive Strategy

- Run Defense: 4-4
- Pass Defense: Dime
- Blitz Frequency: Moderate

## Team Profile

**Nickname:** Bulls  
**Conference:** USA  
**Division:** 1-A  
**Location:** Tampa, FL  
**Team Colors:** Green/Gold  
**'02 Record (W-L, PF-PA):** 9-2, 339-204

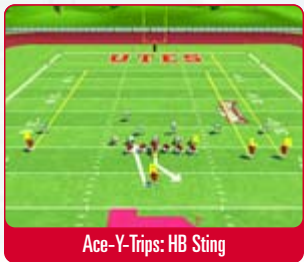


# Utah

Team Ratings	All	QB	RB	WR	OL	DL	LB	DB	ST
	79	76	87	74	84	84	81	84	78

## Offensive Sets

- |                |                   |                |
|----------------|-------------------|----------------|
| Ace-Y-Trips    | Shotgun-Ace Twins | Shotgun-Spread |
| Ace-Y-Twins    | Shotgun-Bunch     | Shotgun-Trips  |
| Shotgun-5 Wide | Shotgun-Normal    | Strong-Normal  |



## Key Offensive Plays

- Ace-Y-Trips: HB Sting
- Shotgun-Ace-Twins: HB Draw
- Shotgun-Bunch: PA QB Choice
- Strong-Normal: Option Pass

## Defensive Strategy

- Run Defense: 5-2
- Pass Defense: Nickel
- Blitz Frequency: Moderate

## Team Profile

**Nickname:** Utes  
**Conference:** Mountain West  
**Division:** 1-A  
**Location:** Salt Lake City, UT  
**Team Colors:** Crimson/White  
**'02 Record (W-L, PF-PA):** 5-6, 249-226



# Utah State



Team Ratings	All	QB	RB	WR	OL	DL	LB	DB	ST
	70	76	76	80	77	79	78	80	69

### Team Profile

**Nickname:**  
Aggies

**Conference:**  
Sunbelt

**Division:**  
1-A

**Location:**  
Logan, UT

**Team Colors:**  
Navy Blue/White

**'02 Record (W-L, PF-PA):**  
4-7, 305-432

### Key Offensive Plays

- Ace-Empty: Flat Combo
- Maryland I: Rollout
- Power T-Normal: FB Toss
- Wishbone-Tight: PA Post

### Defensive Strategy

- Run Defense: 4-4
- Pass Defense: Nickel
- Blitz Frequency: Moderate

### Offensive Sets

Ace-Big  
Ace-Bunch  
Ace-Empty

I Form-Y-Trips  
Maryland I  
Power T-Normal

Shotgun-Ace  
Shotgun-Bunch  
Wishbone-Tight



Ace-Empty: Flat Combo



Wishbone-Tight: PA Post

# UTEP



Team Ratings	All	QB	RB	WR	OL	DL	LB	DB	ST
	64	69	69	72	83	68	81	75	77

### Team Profile

**Nickname:**  
Miners

**Conference:**  
Western Athletic

**Division:**  
1-A

**Location:**  
El Paso, TX

**Team Colors:**  
Orange/Blue/White

**'02 Record (W-L, PF-PA):**  
2-10, 220-511

### Key Offensive Plays

- Ace-Spread: PA Dive
- I Form-Twins: Lead Toss
- Shotgun-Normal: WR Under
- Strong-Slot: PA Post

### Defensive Strategy

- Run Defense: 4-4
- Pass Defense: Nickel
- Blitz Frequency: Moderate

### Offensive Sets

Ace-Bunch  
Ace-Normal  
Ace-Spread

I Form-Normal  
I Form-Tight  
I Form-Twins

I Form-Y-Trips  
Shotgun-Normal  
Strong-Slot



I Form-Twins: Lead Toss



Shotgun-Normal: WR Under

# Vanderbilt



Team Ratings	All	QB	RB	WR	OL	DL	LB	DB	ST
	70	71	81	74	80	74	76	76	83

### Team Profile

**Nickname:**  
Commodores

**Conference:**  
Southeastern—East

**Division:**  
1-A

**Location:**  
Nashville, TN

**Team Colors:**  
Black/Gold

**'02 Record (W-L, PF-PA):**  
2-10, 221-368

### Key Offensive Plays

- Ace-Spread: HB Toss
- I Form-Normal: Option Pass
- Shotgun-Normal: Angle
- Shotgun-Spread: Quick Slants

### Defensive Strategy

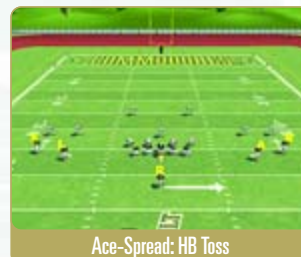
- Run Defense: 4-4
- Pass Defense: Nickel
- Blitz Frequency: Moderate

### Offensive Sets

Ace-Spread  
I Form-Normal  
I Form-Twins

Shotgun-2B Slot  
Shotgun-5 Wide  
Shotgun-Normal

Shotgun-Spread  
Shotgun-Y-Trips  
Strong-Tight



Ace-Spread: HB Toss



Shotgun-Spread: Quick Slants



## Villanova

Team Ratings	All	QB	RB	WR	OL	DL	LB	DB	ST
	57	71	73	72	73	66	69	73	61

### Offensive Sets

Ace-Normal  
Ace-Y-Trips  
Shotgun-Ace Twins

Shotgun Spread  
Shotgun-Y-Trips  
I-Form Twins

No Back  
Strong-Twins  
Weak-Slot



Shotgun-Ace Twins: Slant HB Read



No Back: In 'N Out

### Key Offensive Plays

- Ace-Y-Trips: Cross In
- Shotgun-Ace Twins: Slant HB Read
- Shotgun-Y-Trips: Inside Draw
- No Back: In 'N Out

### Defensive Strategy

- Run Defense: 5-2
- Pass Defense: Nickel
- Blitz Frequency: Moderate

### Team Profile

Nickname: Wildcats

Conference: Atlantic 10

Division: 1-AA

Location: Philadelphia, PA

Team Colors: Blue/White

'02 Record (W-L, PF-PA): 11-4, 448-278



## Virginia

Team Ratings	All	QB	RB	WR	OL	DL	LB	DB	ST
	88	92	90	85	86	88	86	79	86

### Offensive Sets

Ace-Big  
Ace-Bunch  
Ace-Trips

Ace-Y-Trips  
Ace-Y-Twins  
I Form-Twins

Shotgun-Ace-Twins  
Strong-Normal  
Strong-Twins



Ace-Big: HB Counter



Shotgun-Ace Twins: X Special

### Key Offensive Plays

- Ace-Big: HB Counter
- I Form-Twins: HB Iso
- Shotgun-Ace Twins: X Special
- Strong-Twins: Slot Post

### Defensive Strategy

- Run Defense: 5-2
- Pass Defense: Nickel
- Blitz Frequency: Moderate

### Team Profile

Nickname: Cavaliers

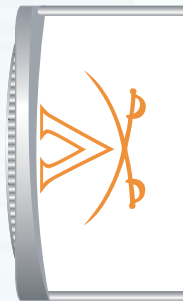
Conference: Atlantic Coast

Division: 1-A

Location: Charlottesville, VA

Team Colors: Orange/Blue

'02 Record (W-L, PF-PA): 9-5, 402-348



## Virginia Tech

Team Ratings	All	QB	RB	WR	OL	DL	LB	DB	ST
	98	88	98	85	90	91	90	87	99

### Offensive Sets

Ace-Big  
Ace-Normal  
Ace-Trips

I Form-Normal  
I Form-Tight  
I Form-Twins

I Form-Y-Trips  
Shotgun-Split  
Shotgun-Y-Trips



Ace-Trips: HB Sting



Shotgun-Y-Trips: FL Screen

### Key Offensive Plays

- Ace-Trips: HB Sting
- I Form-Twins: Lead Toss
- Shotgun-Split: Double Flats
- Shotgun-Y-Trips: FL Screen

### Defensive Strategy

- Run Defense: 4-4
- Pass Defense: Nickel
- Blitz Frequency: Aggressive

### Team Profile

Nickname: Hokies (Gobblers)

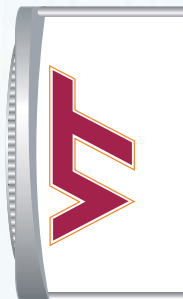
Conference: Big East

Division: 1-A

Location: Blacksburg, VA

Team Colors: Orange/Maroon

'02 Record (W-L, PF-PA): 10-4, 429-263



## Wake Forest

Team	All	QB	RB	WR	OL	DL	LB	DB	ST
<b>Ratings</b>	79	77	87	83	85	72	85	81	80

### Team Profile

**Nickname:**  
Demon Deacons

**Conference:**  
Atlantic Coast

**Division:**  
1-A

**Location:**  
Winston-Salem, NC

**Team Colors:**  
Old Gold/Black

**'02 Record (W-L, PF-PA):**  
7-6, 356-327

### Key Offensive Plays

- Flexbone-Normal: Quick Option
- Maryland I: PA Flag
- Shotgun-2B Slot: HB Draw
- Shotgun-Ace Twins: Out & Up

### Defensive Strategy

- Run Defense: 4-4
- Pass Defense: Nickel
- Blitz Frequency: Moderate



### Offensive Sets

Ace-Normal  
Flexbone-Normal  
I Form-Normal

I Form-Slot  
I Form-Twins  
I Form-Y-Trips

Maryland I  
Shotgun-2B Slot  
Shotgun-Ace Twins



Flexbone-Normal: Quick Option



Shotgun-Ace Twins: Out & Up

## Washington

Team	All	QB	RB	WR	OL	DL	LB	DB	ST
<b>Ratings</b>	90	94	90	87	90	78	87	82	88

### Team Profile

**Nickname:**  
Huskies

**Conference:**  
Pac-10

**Division:**  
1-A

**Location:**  
Seattle, WA

**Team Colors:**  
Purple/Gold

**'02 Record (W-L, PF-PA):**  
7-6, 398-342

### Key Offensive Plays

- Ace-Normal: PA Counter
- I Form-Normal: HB Lead
- Strong-Twins: PA Slot Cross
- Weak-Twins: Slot Wheel

### Defensive Strategy

- Run Defense: 5-2
- Pass Defense: Dime
- Blitz Frequency: Moderate



### Offensive Sets

Ace-Empty  
Ace-Normal  
Ace-Slot

Ace-Twins  
Ace-Y-Trips  
I Form-Normal

No Back  
Strong-Twins  
Weak-Twins



Ace-Normal: PA Counter



Strong-Twins: PA Slot Cross

## Washington State

Team	All	QB	RB	WR	OL	DL	LB	DB	ST
<b>Ratings</b>	91	79	88	85	92	91	83	85	95

### Team Profile

**Nickname:**  
Cougars

**Conference:**  
Pac-10

**Division:**  
1-A

**Location:**  
Pullman, WA

**Team Colors:**  
Crimson/Gray

**'02 Record (W-L, PF-PA):**  
10-3, 431-296

### Key Offensive Plays

- Ace-Slot: Toss Strong
- Ace-Trips: HB Draw
- No Back: Zip
- Shotgun-Trips: Flood

### Defensive Strategy

- Run Defense: 4-4
- Pass Defense: Nickel
- Blitz Frequency: Moderate



### Offensive Sets

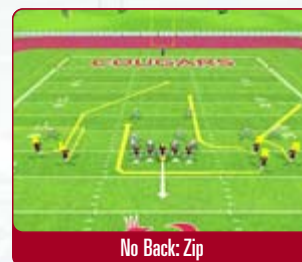
Ace-Empty  
Ace-Normal  
Ace-Slot

Ace-Spread  
Ace-Trips  
Ace-Y-Trips

I Form-Twins  
No Back  
Shotgun-Trips



Ace-Slot: Toss Strong



No Back: Zip



## Weber State

Team Ratings	All	QB	RB	WR	OL	DL	LB	DB	ST
	59	74	73	70	77	65	71	70	69

### Offensive Sets

Ace-Big  
Ace-Normal  
I Form-Normal

Flexbone-Split  
Flexbone-Wide  
Shotgun-Split

Shotgun-Normal  
Weak-Twins  
Weak-Y-Trips



Flexbone-Split: FB Option



Weak-Y-Trips: LB Read

### Key Offensive Plays

- Ace-Normal: HB Dive
- Flexbone-Split: FB Option
- Shotgun Split: HB Shovel
- Weak-Y-Trips: LB Read

### Defensive Strategy

- Run Defense: 5-2
- Pass Defense: Dime
- Blitz Frequency: Moderate

### Team Profile

Nickname:  
Wildcats

Conference:  
Big Sky

Division:  
1-AA

Location:  
Ogden, UT

Team Colors:  
Royal Purple/White  
'02 Record (W-L, PF-PA):  
3-8, 266-309



## West Virginia

Team Ratings	All	QB	RB	WR	OL	DL	LB	DB	ST
	88	88	94	81	89	76	87	85	88

### Offensive Sets

Ace-Big  
I Form-Tight  
I Form-Y-Trips

Shotgun-2B Slot  
Shotgun-5 Wide  
Shotgun-Split

Shotgun-Spread  
Shotgun-Y-Trips  
Weak-Y-Trips



I Form-Y-Trips: Sprint Option



Shotgun-Spread: PA Read

### Key Offensive Plays

- Ace-Big: HB Counter
- I Form-Y-Trips: Sprint Option
- Shotgun-2B Slot: Slants
- Shotgun-Spread: PA Read

### Defensive Strategy

- Run Defense: 4-3
- Pass Defense: Nickel
- Blitz Frequency: Aggressive

### Team Profile

Nickname:  
Mountaineers

Conference:  
Big East

Division:  
1-A

Location:  
Morgantown, WV

Team Colors:  
Old Gold/Blue  
'02 Record (W-L, PF-PA):  
9-4, 396-302



## Western Carolina

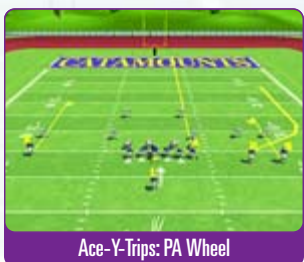
Team Ratings	All	QB	RB	WR	OL	DL	LB	DB	ST
	67	75	74	81	74	77	76	70	78

### Offensive Sets

Ace-Bunch  
Ace-Normal  
Ace-Y-Trips

Shotgun-5 Wide  
Shotgun-Bunch  
Shotgun-Spread

Shotgun-Y Trips  
No Back  
Strong-Twins



Ace-Y-Trips: PA Wheel



Shotgun-Y-Trips: PA WR In

### Key Offensive Plays

- Ace-Y-Trips: PA Wheel
- Shotgun-Bunch: Inside Seam
- Shotgun-Spread: WR Under
- Shotgun-Y-Trips: PA WR In

### Defensive Strategy

- Run Defense: 4-4
- Pass Defense: Dime
- Blitz Frequency: Moderate

### Team Profile

Nickname:  
Catamounts

Conference:  
Southern

Division:  
1-AA

Location:  
Cullowhee, NC

Team Colors:  
Purple/Gold  
'02 Record (W-L, PF-PA):  
5-6, 279-294



## Western Illinois

Team Ratings	All	QB	RB	WR	OL	DL	LB	DB	ST
	60	69	73	72	74	68	71	74	71

### Team Profile

**Nickname:** Leathernecks  
**Conference:** Gateway  
**Division:** 1-AA  
**Location:** Macomb, IL  
**Team Colors:** Purple/Gold  
**'02 Record (W-L, PF-PA):** 11-2, 470-241

### Key Offensive Plays

- I Form-Normal: HB Lead
- I Form-Slot: WR Cross
- Shotgun-Ace: Speed Option
- Shotgun-Spread: Outside Posts

### Defensive Strategy

- Run Defense: 4-4
- Pass Defense: Dime
- Blitz Frequency: Moderate



### Offensive Sets

- |            |                  |                |
|------------|------------------|----------------|
| Ace-Bunch  | I Form-Normal    | Shotgun-5 Wide |
| Ace-Spread | I Form-Slot      | Shotgun-Ace    |
| Ace-Trips  | Shotgun-2 B Slot | Shotgun-Spread |



I Form-Slot: WR Cross



Shotgun-Ace: Speed Option

## Western Kentucky

Team Ratings	All	QB	RB	WR	OL	DL	LB	DB	ST
	64	71	76	76	80	67	71	74	82

### Team Profile

**Nickname:** Hilltoppers  
**Conference:** Gateway  
**Division:** 1-AA  
**Location:** Bowling Green, KY  
**Team Colors:** Red/White  
**'02 Record (W-L, PF-PA):** 12-3, 432-246

### Key Offensive Plays

- Ace-Normal: HB Option
- Flexbone-Wide: WR Screen
- Maryland I: TR Option Rev
- Power I: PA Fly

### Defensive Strategy

- Run Defense: 3-4
- Pass Defense: Nickel
- Blitz Frequency: Moderate



### Offensive Sets

- |                |                |               |
|----------------|----------------|---------------|
| Ace-Normal     | Flexbone-Twins | Power I       |
| I Form-Normal  | Flexbone-Wide  | Strong-Slot   |
| I Form-Y-Trips | Maryland I     | Wishbone-Wide |



Ace-Normal: HB Option



Flexbone-Wide: WR Screen

## Western Michigan

Team Ratings	All	QB	RB	WR	OL	DL	LB	DB	ST
	73	80	79	79	73	80	78	75	82

### Team Profile

**Nickname:** Broncos  
**Conference:** Mid-American—West  
**Division:** 1-A  
**Location:** Kalamazoo  
**Team Colors:** Brown/Gold  
**'02 Record (W-L, PF-PA):** 4-8, 303-330

### Key Offensive Plays

- Ace-Spread: HB Clearout
- Ace-Y-Trips: HB Dive
- Maryland I: HB Lead Toss
- Shotgun-Trips: Hook Outs

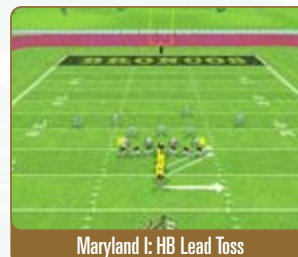
### Defensive Strategy

- Run Defense: 5-2
- Pass Defense: Nickel
- Blitz Frequency: Moderate



### Offensive Sets

- |            |             |                 |
|------------|-------------|-----------------|
| Ace-Slot   | Ace-Y-Trips | Shotgun-Normal  |
| Ace-Spread | Ace-Y-Twins | Shotgun-Trips   |
| Ace-Trips  | Maryland I  | Shotgun-Y-Trips |



Maryland I: HB Lead Toss



Shotgun-Trips: Hook Outs



## William and Mary

Team Ratings	All	QB	RB	WR	OL	DL	LB	DB	ST
	72	74	80	80	77	71	75	79	86

### Offensive Sets

- |               |                |                |
|---------------|----------------|----------------|
| Ace-Big       | Flexbone-Split | Shotgun-Normal |
| Ace-Normal    | Flexbone-Wide  | Weak-Twins     |
| I Form-Normal | Shotgun-Split  | Weak-Y-Trips   |



Flexbone-Wide: FB Delay



Weak-Y-Trips: Post Vertical

### Key Offensive Plays

- Flexbone-Wide: FB Delay
- Strong-Normal: Quick Outs
- Weak Twins: Lead Toss
- Weak-Y-Trips: Post Vertical

### Defensive Strategy

- Run Defense: 4-4
- Pass Defense: Dime
- Blitz Frequency: Moderate

### Team Profile

**Nickname:**  
Tribe

**Conference:**  
Atlantic 10

**Division:**  
1-AA

**Location:**  
Williamsburg, VA

**Team Colors:**  
Green/Gold/Silver

**'02 Record (W-L, PF-PA):**  
6-5, 326-284

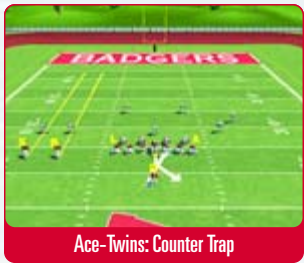


## Wisconsin

Team Ratings	All	QB	RB	WR	OL	DL	LB	DB	ST
	90	86	93	88	85	82	83	86	87

### Offensive Sets

- |            |               |              |
|------------|---------------|--------------|
| Ace-Normal | Ace-Y-Trips   | Strong-Tight |
| Ace-Slot   | I Form-Normal | Strong-Twins |
| Ace-Twins  | Strong-Normal | Weak-Twins   |



Ace-Twins: Counter Trap



Strong-Tight: PA Flat

### Key Offensive Plays

- Ace-Twins: Counter Trap
- I Form-Normal: HB Lead
- Strong-Tight: PA Flat
- Strong-Twins: Slot Post

### Defensive Strategy

- Run Defense: 4-4
- Pass Defense: Dime
- Blitz Frequency: Moderate

### Team Profile

**Nickname:**  
Badgers

**Conference:**  
Big Ten

**Division:**  
1-A

**Location:**  
Madison, WI

**Team Colors:**  
Cardinal/White

**'02 Record (W-L, PF-PA):**  
8-6, 372-322



## Wofford

Team Ratings	All	QB	RB	WR	OL	DL	LB	DB	ST
	63	76	80	72	74	67	73	73	71

### Offensive Sets

- |                |                |               |
|----------------|----------------|---------------|
| Ace-Normal     | Flexbone-Twins | Power I       |
| I Form-Normal  | Flexbone-Wide  | Strong-Slot   |
| I Form-Y-Trips | Maryland I     | Wishbone-Wide |



Maryland I: QB FB Option



Strong-Slot: Power Option

### Key Offensive Plays

- Maryland I: QB FB Option
- Power I: Triple Option
- Strong-Slot: Power Option
- Wishbone-Wide: PA Post

### Defensive Strategy

- Run Defense: 4-4
- Pass Defense: Nickel
- Blitz Frequency: Moderate

### Team Profile

**Nickname:**  
Terriers

**Conference:**  
Southern

**Division:**  
1-AA

**Location:**  
Spartanburg, SC

**Team Colors:**  
Old Gold/Black

**'02 Record (W-L, PF-PA):**  
9-3, 298-197





# Wyoming

Team Ratings	All	QB	RB	WR	OL	DL	LB	DB	ST
	67	84	72	82	72	68	73	70	86

### Team Profile

**Nickname:**  
Cowboys

**Conference:**  
Mountain West

**Division:**  
1-A

**Location:**  
Laramie, WY

**Team Colors:**  
Brown/Yellow

**'02 Record (W-L, PF-PA):**  
2-10, 288-432

### Key Offensive Plays

- Ace-Bunch: HB Toss
- Ace-Spread: Inside Out
- I Form-Slot: HB Weak
- Shotgun-Trips: Post

### Defensive Strategy

- Run Defense: 4-4
- Pass Defense: Nickel
- Blitz Frequency: Moderate



### Offensive Sets

- |            |             |                |
|------------|-------------|----------------|
| Ace-Bunch  | Ace-Trips   | Shotgun-Normal |
| Ace-Normal | Ace-Y-Trips | Shotgun-Spread |
| Ace-Spread | I Form-Slot | Shotgun-Trips  |



# Yale

Team Ratings	All	QB	RB	WR	OL	DL	LB	DB	ST
	64	77	77	75	74	65	72	76	75

### Team Profile

**Nickname:**  
Bulldogs (Elis)

**Conference:**  
Ivy

**Division:**  
1-AA

**Location:**  
New Haven, CT

**Team Colors:**  
Yale Blue/White

**'02 Record (W-L, PF-PA):**  
6-4, 257-188

### Key Offensive Plays

- Ace-Normal: HB Draw
- Flexbone-Split: FB Trap
- Shotgun-Split: Double Flats
- Weak-Twins: Slot Wheel

### Defensive Strategy

- Run Defense: 4-4
- Pass Defense: Dime
- Blitz Frequency: Moderate



### Offensive Sets

- |               |                |                |
|---------------|----------------|----------------|
| Ace-Big       | Flexbone-Split | Shotgun-Normal |
| Ace-Normal    | Flexbone-Wide  | Weak-Twins     |
| I Form-Normal | Shotgun-Split  | Weak-Y-Trips   |



# Youngstown State

Team Ratings	All	QB	RB	WR	OL	DL	LB	DB	ST
	67	77	84	77	82	68	72	73	79

### Team Profile

**Nickname:**  
Penguins

**Conference:**  
Gateway

**Division:**  
1-AA

**Location:**  
Youngstown, OH

**Team Colors:**  
Red/White

**'02 Record (W-L, PF-PA):**  
7-4, 215-201

### Key Offensive Plays

- Ace-Trips: HB Tackle
- I Form-Normal: Hitch 'N Go
- No Back: Clearout
- Weak-Twins: WR In

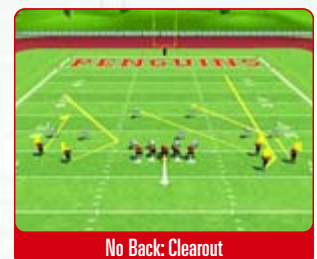
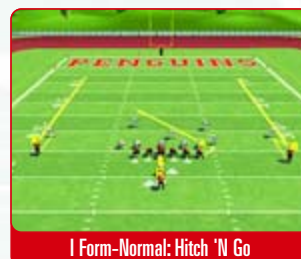
### Defensive Strategy

- Run Defense: 5-2
- Pass Defense: Dime
- Blitz Frequency: Moderate



### Offensive Sets

- |            |               |             |
|------------|---------------|-------------|
| Ace-Big    | Ace-Trips     | Strong-Slot |
| Ace-Bunch  | Ace-Y-Trips   | No Back     |
| Ace-Normal | I Form-Normal | Weak-Twins  |



# Building A Dynasty



In Dynasty Mode™, you can coach your Favorite School through years of NCAA® competition, assuming of course, you win enough games to keep your job. (Don't worry; you can guarantee your contract by turning off the Coach Contracts option.) But, even with job security, you must do your homework if you want to bring the hometown fans a National Championship. It takes great coaching on game day, a knack for managing your Depth Chart, and a bit of a crystal ball when recruiting high school players from around the country.

In this section we take you through Dynasty Mode™ from Preseason redshirt decisions to post-season recruiting visits. Our Coach's Diary includes a two-season journey through the ranks of Division 1-A football as we offer tips on roster management, coaching strategies, and recruiting.

We'll highlight the new *Sports Illustrated*® Covers feature, where you can see your accomplishments, or failures, chronicled on the pages of one of the most celebrated sports publications in the world.



## Dynasty Mode™



Our tour of Dynasty Mode™ begins as we accept a three-year contract (standard) as head coach at the University of Maryland. For now, our career is an empty slate, but as the season unfolds, we'll find out if our team can compete in the ACC, and better yet, go all the way to the National Championship game. If we want to stay on the job for the duration of our contract, we must focus on the team goals: Maintain Team Prestige and Win Conference Title.

### Note

If you choose a Preseason Top 25 team for your first coaching job, you have a fairly good chance of going all the way to the National Championship game in your first year. However, you can plan on a dramatic drop-off in your second year after key seniors graduate. If you'd rather work for your trophy, start with a lower-ranked program and work your way to the top the old-fashioned way: with tireless recruiting.

### Preseason

The Redshirt Players screen lists the current roster, and thanks to a powerful sort option, we can easily view our players by position to see how our depth looks for the

upcoming season. Only highlighted players are eligible for redshirting. As we scan the positions, we notice a big sophomore defensive tackle who ranks third overall. We decide to redshirt him, which means he will still have three years of eligibility after this season.

CLASS	POS	YRS	HT	WT	AVG
FR #10	FS	01	50	55	75
FR #09	FB	71	80	60	64
FR #04	TE	77	68	63	68
DT #06	DT	83	48	82	64
DT #04	DT	77	46	82	60
DT #07	DT	90	60	89	70
CB #06	CB	90	62	42	75

### Tip

Don't feel compelled to redshirt too many players during your first preseason. This task will be more meaningful after your first recruiting class.

### Our First Season



The season opener against Northern Illinois produces a lopsided victory, but our first real test is a tough 20-14 victory at #12 Florida State. It was anything but a laugh, because we needed a last-minute interception to stop a Florida State drive.

As the season progresses, we identify key players, including an explosive senior halfback who spearheads our rushing attack. He is leading the way now, but he'll leave a big void on graduation day.

YEAR	ATT	TD	AVG	TD	LONG	YAC	FUM
2003	93	661	7.1	8	80	194	2
TOT	93	661	7.1	8	80	194	2

RK	TEAM	POLL AVG.	COMP AVG.	SCHED RANK	QUALITY L	WINS	TOTAL
1	MIAMI	1.0	1.00	4.32	0	0.0	6.32
2	VIRGINIA TECH	2.0	2.07	3.68	0	0.0	7.75
3	MARYLAND	3.0	3.42	3.16	0	0.0	9.58
4	LSU	4.0	4.28	2.52	0	0.0	10.80
5	IOWA	6.5	7.41	0.40	0	0.4	13.71
6	OHIO STATE	6.0	6.14	0.60	1	0.0	13.74

With five games to go, Maryland is still undefeated, but we trail Miami and Virginia Tech in the Top 25 rankings. Our schedule is tougher than Miami's, so reaching #1 during the regular season is a possibility if both schools finish undefeated. Virginia Tech is easily within reach, so we set our sights on #2.

BOWL	TEAMS	DATE	TIME
ORANGE BOWL	OKLAHOMA vs LSU	1/11	8:30 PM
COTTON BOWL	GEORGIA vs COLORADO	1/12	2:00 PM
FIESTA BOWL	OHIO STATE vs TEXAS	1/12	8:00 PM
SUGAR BOWL	MARYLAND vs MIAMI	1/13	8:00 PM



Virginia Tech drops off the charts, and we surge to #2 in the polls, giving us a "projected" bid to the Nokia Sugar Bowl National Championship Game. But, with three games left on the schedule, anything can happen.



We take a break from the rigors of the season schedule to acquire a few new pennants.



As the date for bowl bids draws closer, we spend a lot of time studying the pages of *Sports Illustrated*®. If you think winning is exciting, wait until you read about your accomplishments in a national publication!



A narrow victory against North Carolina State includes a shocker; we throw an ill-advised pass into the end zone, triggering a 100-yard interception return for a touchdown.



MARK COHEN	MARYLAND	11-0 (0 YEARS)	COACH PRESTIGE
LAST GAME	MARYLAND	W 33-7 @ WAKE	WEEK 11
SEASON RECORD	11-0	CURRENT STREAK	Win 11
WINS	11	LOSSES	0
LONGEST WIN STREAK	11	RECORD VS. TOP 25	3-0
RECORD VS. RIVALRY	2-0	BOWL RECORD	0-0
CONFERENCE TITLES	0	NATIONAL TITLES	0

Our undefeated record is intact going into the final game of the season against Wake Forest. Life is good.



RK	TEAM	POLL AVG.	COMP AVG.	SCHED RANK	QUALITY L	WINS	TOTAL
1	MIAMI	1.0	1.00	3.84	0	0.0	5.14
2	MARYLAND	2.0	2.33	3.16	0	0.0	7.51
3	COLORADO STATE	3.0	3.21	4.12	0	0.0	10.33
4	OHIO STATE	6.0	4.72	0.76	1	0.2	11.28
5	OKLAHOMA	5.0	5.07	1.32	1	0.0	12.39
6	VIRGINIA TECH	5.0	5.00	1.68	1	0.0	12.68

A final victory caps off an undefeated 12-0 season as we earn the ACC Championship and look forward to a Nokia Sugar Bowl bid to face Miami for the National Championship!

## National Championship Game



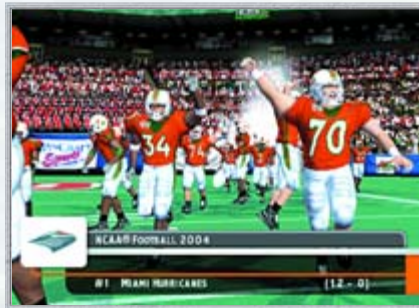
It's official; we're going to New Orleans!



Miami is led by a Heisman-candidate quarterback who threw for almost a thousand yards more than our passer. But our defense is ranked #3 in the NCAA®, and our halfback is on a roll, so we look forward to a low-scoring ball-control game.



I know it's just a game, but when the teams come out of the tunnel, it raises more than a few goose bumps.



We take an early lead on a 51-yard run by our senior halfback, but Miami ties it up on a plunge into the end zone.



But, our tenacious defense dominates the second half, and we eke out a 14-10 victory.



Our Sugar Bowl victory qualifies as a Greatest Game, which is added to our EA SPORTS® Bio and logged for posterity in My NCAA®.



After storing our trophies, the first coaching offer comes in as Notre Dame puts a three-year contract on the table. But we decide to stay put and go through the challenges of maintaining a winning program for one more year.



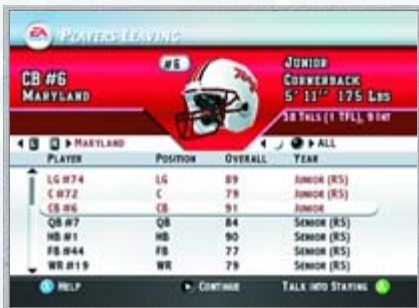


One last trip to *Sports Illustrated*® to bask in the glory of our National Championship!

We made it to #1, but now it's time to look toward the future as we move into Off-Season.

## Off-Season Players Leaving

Now the real work begins. As graduating seniors move on to the NFL Draft (you can export your class to *Madden NFL Football 2004*), it's time to hit the road for some serious recruiting.



As we expected, Maryland will take a big hit, losing our starting quarterback and halfback. But the news gets worse as our junior cornerback, who led the defense with nine picks, has decided to leave school early.



We decide to show up at his door to convince him to stay for his senior year, but to no avail.

## Recruiting



After advancing to the Recruiting phase we arrive at Recruiting Central. The United States map allows us to target any state and check the available high school players. We can also pull up a report that includes all players considering the University of Maryland among their top three college destinations. We decide to start here, hoping to sign the top players already leaning toward our school.

A quick glance at our roster shows the biggest holes at cornerback and strong safety, but our sophomore quarterbacks are rated only C-, so we will also look for a young passer.

POS	RET	FR	SO	JR	SR	TOTAL	NEW PROSPECTS	NEEDS
QB	C-	0	2	0	0	2	0	0
RB	B-	0	0	3	0	3	0	0
FB	C-	0	0	1	1	2	0	1
WR	C+	0	0	2	2	4	0	0
TE	C-	0	1	1	0	2	0	0
T	C+	0	0	1	2	3	0	0
C	C+	0	2	0	2	4	0	1
DE	C	0	1	0	0	1	0	1
DT	B+	0	1	1	2	4	0	1
OLB	C+	0	0	2	0	2	0	1
MLB	C	1	1	1	0	3	0	0
FS	C+	0	1	0	1	2	0	3
SS	C-	0	0	1	1	2	0	1
K	B+	0	0	0	0	0	0	2
P	C-	0	0	1	1	2	0	0
ALL		1	6	15	11	33	0	0

### Tip

The competition is brutal, especially when going up against other successful programs. We recommend going heavily and early for the best players who are interested in your school. Keep hammering away, especially in the first two rounds, because the list starts to thin out by the end of the first three rounds.

We work through the list, planning personal visits to our most coveted prospects.



**Note**

You can withdraw an offer at any time before advancing to the next week, so don't worry if you run out of points during the initial recruiting process.



After working through the state prospects, we go national with our search, looking for five-star athletes around the country. We gradually work our

way north and west, because the farther we get from Maryland, the tougher it is to recruit. It's a stretch because we're not on his short list, but we go after the top-rated passer in the country.



Our list is growing by week five, but we are still unsuccessful in our attempts to land a quarterback.



Our first pass at the state prospects produces two signings: a good-looking junior college (JUCO) cornerback and a halfback whose leg strength was a bit inflated.



During week two, we receive two more commitments, landing a big-time wide receiver and a Blue Chip fullback.

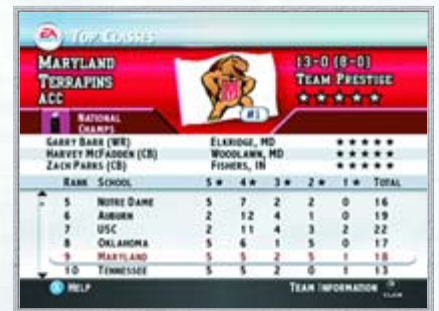
**Note**

Remember to use up all of your points, because you get a fresh supply at the start of each recruiting week. Don't be conservative; the recruits sign up quickly. By the end of the third week, the Top 100 list will be reduced by around two-thirds.



**Note**

It is possible to use up your Scholarships before your Recruiting Points, so watch both totals as you tender your offers.



After recruiting season winds down, we check the board to see how Maryland ranked against other schools. We finish in the top ten with five Blue Chips, but USC and Auburn had twice as many four-star recruits.



The last step is to fill out our roster with walk-ons. Don't expect too much here, but you never know when the next "water boy" will turn out to be a Heisman candidate.



## Start New Season



Before our first game we check our contract to reaffirm our goals. We're in the second year of a three-year contract, and unfortunately the alumni will be happy with nothing less than another National Championship.

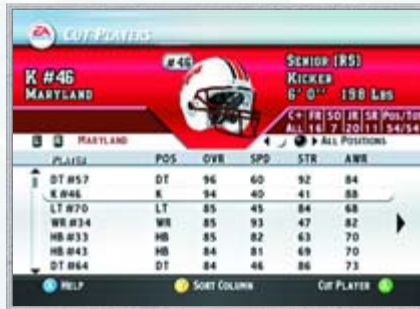
Nothing like unrealistic expectations to give you job security.

## Training Results



After the signings are finalized, it's on to Training Camp. The reports show each player's progress, and this information is critical for deciding who stays with the team and who is cut loose.

## Cut Players



The maximum roster size is 55.

## Set Depth Chart



Overall rating. That's it; it's time to start the new season and try to live up to our 13-0 record of last year.

Now it is time to shape the squad for the upcoming season. The Depth Chart screen shows each player and his ratings. We can sort each position manually, or use the Auto-Reorder option to rearrange the players according to

We are projected at #2, but our coaching staff knows the truth. With an inexperienced sophomore quarterback and the hole in the backfield left by our senior halfback, another undefeated season is highly unlikely.



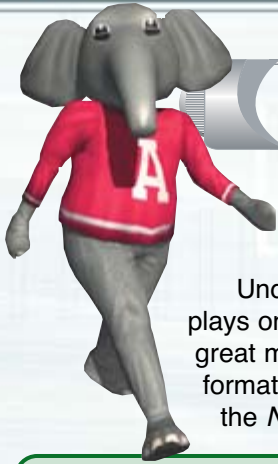
We struggle to a disappointing but still respectable 8-4 record, earning a Tangerine Bowl invitation. Oh well, it's not the Nokia Sugar Bowl, but at least we're still playing. Nebraska kicks our butt, 27-14, and we start dreaming wistfully about the Notre Dame offer.



Rather than stick around for the slow rebuilding process, we decide to jump ship and head for the University of Washington. It looks like they have already hit bottom, so we look forward to coming in and turning things around. At least our Coach Prestige level is still high, but this is a pivotal year; our laurels will certainly fade if the Huskies have another losing season.

**Note**  
Don't forget to adjust your Playbook when you change schools!





# Offensive Sets and Formations



This section introduces the offensive formations and sets used in *NCAA® Football 2004*. Thousands of different plays are possible if you consider the potential combinations, but all offensive plays in the game come from the following core formations.

Understanding the strengths and weaknesses of each formation will help you to select plays on the fly, especially in pressure situations. You can make up for some deficiencies with a great move or burst of speed, but your play-calling is always affected by the limitations of the formation. We begin with a key to help you better understand the abbreviations and terms used in the *NCAA® Football 2004 Playbooks*. Defensive formations are covered in the next section.

## Abbreviations and Definitions

**Blitz:** A defensive play with a linebacker or defensive back (or both) penetrating beyond the line of scrimmage

**CB:** Cornerback

**Counter:** Ball carrier runs back against the blocking flow

**Cross:** Two receivers run cross routes

**Curl:** Pass route that finishes with a quick turn back toward the quarterback

**Dime:** Defensive alignment with six defensive backs

**Double:** On defense, two defenders cover one receiver usually in/out

**Drag:** Short, delayed pass route that slides toward the middle of the field

**Draw:** Quarterback drops back to pass, but instead of setting up to throw, hands the ball off to a running back or keeps it himself on a delayed run

**FB:** Fullback

**FG:** Field goal

**FL:** Flanker

**Flats:** Either side of the field within 5 yards of the line of scrimmage and 10 yards from the sideline

**Fly:** Deep pass route that runs straight downfield

**Flood:** Pass pattern that sends more receivers into a zone than there are defenders to handle them

**FS:** Free safety

**HB:** Halfback

**Hail Mary:** All eligible receivers run deep patterns to the same area of the field, and the quarterback launches a high, deep desperation pass into the crowd

**Hitch:** Short pass route where the receiver drives off the line of scrimmage and then stops to receive the ball.

**Hook:** Pass route that runs straight downfield, and then reverses direction, coming back toward the quarterback

**ILB:** Inside linebacker

**ISO:** A single player is "isolated" as the ball carrier

**Man:** Assigns a single defender to cover a specific receiver

**Misdirection:** Offensive play that goes against the blocking flow

**Nickel:** Defensive alignment with five defensive backs

**OLB:** Outside linebacker

**Option:** A play where the quarterback can run with the ball, hand it off, or pitch out

**Out:** Pass route that breaks directly to either sideline

**PA:** Play action

**Play action:** Quarterback fakes a handoff run and then sets up to pass

**Post:** Deep pass route that breaks toward the middle of the field at the end of the route

**QB:** Quarterback

**Rollout:** Quarterback sprints wide to one side before throwing the ball

**Reverse:** Ball carrier runs to side of field opposite initial ball flow

**SCN:** Screen

**Screen:** Pass thrown to receiver behind the line of scrimmage with blockers ahead

**SE:** Split end

**Seam:** Area between two defensive zones that is more likely to be open

**SL:** Slot

**Slant:** Angling toward middle or sideline

**Slot:** Area between the tackle and wide receiver

**SS:** Strong safety

**Streak:** Pass pattern with the receiver running fast and deep

**Strong side:** Same side as tight end

**TE:** Tight end

**Tr:** Triple

**Trap:** Offensive lineman moves laterally to block a defensive lineman, leaving an opening in the offense

**Trips:** 3 split receivers on one side

**Twins:** 2 split receivers on one side

**Waggle:** Quarterback fakes a handoff and moves out wide and deep to either side

**Weak:** Side of the offense opposite the tight end

**Wingback:** Offensive player positioned just outside and behind the tight end

**WB:** Wingback

**WR:** Wide receiver



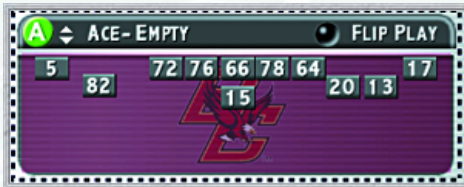
## Offensive Sets

Play diagrams and definitions of every offensive set and formation in *NCAA® Football 2004* are provided here.

### Ace

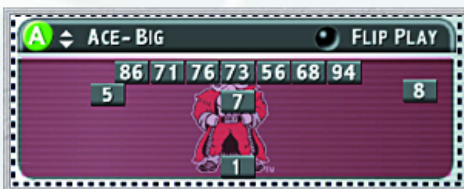
As the name implies, this is a single-back set. By trading an extra running back for a receiver, you give your quarterback more route choices. You can still run effectively out of an Ace set, but without a lead blocker, it requires an excellent offensive line and a few shifty moves with the controller.

### Ace Empty



Ace Empty is a single-back set, without the back. The alignment is similar to the No Back formation, except for the two slot receivers on one side. They line up alongside each other instead of one ahead of the other. This is primarily a passing formation (no tight ends, no blocking backs), although you can run the option with one of the slot receivers

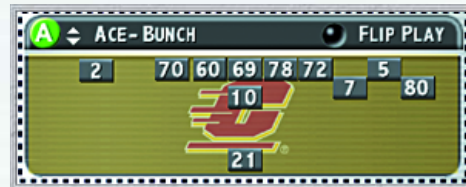
### Ace Big



You can chew up yards in the middle of the field by throwing to the tight ends out of this formation. Use the wide receivers to take the coverage

deep, and then throw underneath to the big guys. If you are blessed with speed at that position, try going deep to really surprise the secondary.

### Ace Bunch



Similar to Ace Trips, this alignment leaves only one of the three receivers on the line, flanked by a slot receiver behind and to either side. Use this formation to flood one side of the field with receivers, but keep one eye on your safety valve if the blocking breaks down. You are better off setting up outside the tackles so you can throw the ball away if you are about to be sacked.

### Ace Normal



This "big" set includes two tight ends, so it offers more flexibility for calling sweeps, pitchouts, and rollouts.

### Ace Slot



By dropping one of the tight ends, this set is better for speed routes with the addition of a wide receiver in the slot. Watch for a weak-side pass rush.

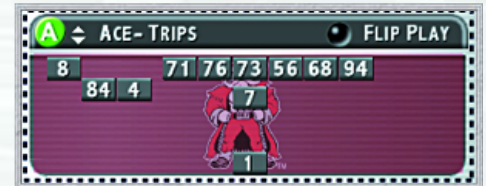


### Ace Spread



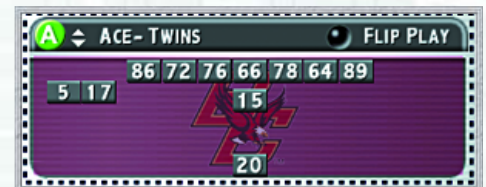
This pass-oriented set features four wide receivers, including a slot man on either side. A single back is the only extra protection for the quarterback, so this set is susceptible to the blitz.

### Ace Trips



With three wide receivers on the left, the Ace Trips is a great call for attacking one side of the defense. A tight end on the right anchors the line, and a single back provides a little extra protection for the quarterback. This set almost always produces an open man against the 4-3 or 3-4.

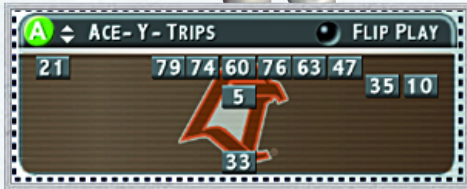
### Ace Twins



This well-balanced set has two wide receivers on the left and a tight end on either side. This is a great set for unveiling your tight end on a deep route.

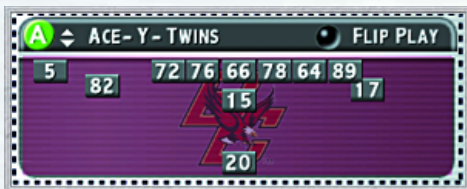


### Ace Y Trips



This versatile set features size and speed on the right with a tight end and two wide receivers. Geared for the run or pass, this is a tough set to defend.

### Ace Y Twins



With a running back behind the quarterback, a tight end and slot receiver on one side, and a wideout and slot receiver on the other, this formation presents a balanced threat on both sides. The best feature of this formation is the ability of the tight end and slot receiver to run quick crossing patterns off the line, presenting a coverage problem for the linebackers. If your offensive line is suspect, the extra blocking back provides some security while still keeping four receivers in the play.

## Flexbone

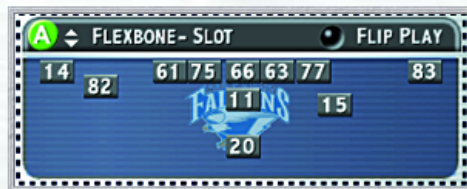
The Flexbone introduces one or more wingbacks positioned just behind the tackles or tight ends. They are close enough to the quarterback to become involved in the run offense, and they can slip out of the backfield quickly on a pass play. Without the tight end, a well-timed outside blitz can overwhelm this set. However, a quarterback with a quick release can still neutralize the pressure.

### Flexbone Normal



The key to success is to involve all three backs in the offense. Keep the defense guessing by calling quick-hitting runs to the fullback, sweeps, and short, slashing pass routes for the wingbacks.

### Flexbone Slot



With a wide slot receiver on the left, this set presents a deep threat for the defense. However, if you have great speed in the backfield, you can still run the Triple Option to the other side for big yardage.

### Flexbone Split



This is the "big" version of the Flexbone, with a tight end and wingback on the right. Try running power sweeps behind the tight end or, against a hyper-active defense, setting up a screen to the halfback.



### Flexbone Twins

With three receivers angled toward the left sideline, this is another great set for flooding one side of the pass defense. While the defensive backs scramble to cover the wide receivers, you'll be able to "drag" your tight end from right to left, slipping underneath the coverage.



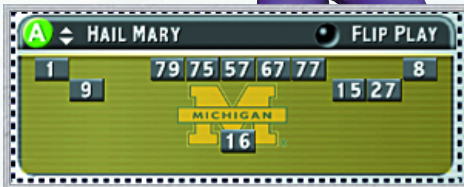
### Flexbone Wide

The wingbacks are spread wider in this set, so you might as well send them deeper downfield on slants or out patterns. For a complete change of pace, try running a WB Around, but be ready to cut inside the tackles if the offensive line opens a hole.



## Goal Line

This is a classic, short-yardage run set, and it is very effective. Don't hesitate to use it in the middle of the field if the defense stays in a 3-4 or Nickel. You can also pass from this set, which can really confuse the defense on 3rd and short.

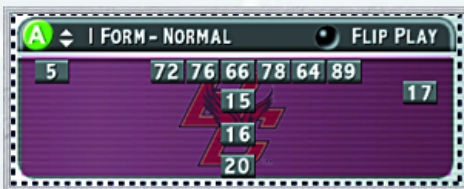


### Hail Mary

Nothing fancy here as everyone but the water boy goes deep. You'll have better success if you throw while the receivers are still moving; don't wait until the receivers and defenders are standing together waiting for a gift from the heavens.

### I Form

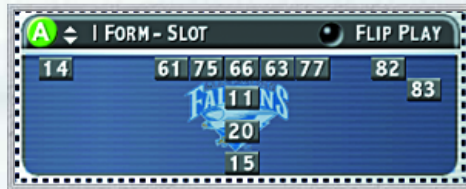
The I Form has two running backs lined up directly behind the quarterback. This set allows you to break off a run in either direction without tipping off the defense before the snap. With both backs lined up together, the blocking back can easily sprint outside in front of the ball carrier on a sweep.



### I Form Normal

This is the most flexible I Form, with a tight end, wide receiver, and slot receiver. You can run or pass very effectively out of this formation in short- or medium-yardage situations.

### I Form Slot



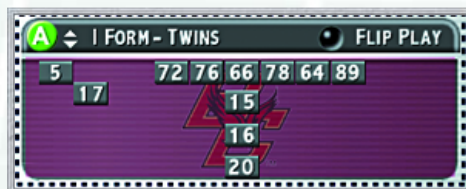
When you need a little more speed, the I Form Slot trades a tight end for a slot receiver. Without a tight end on either side, it's a good idea to keep at least one running back in the pocket to protect your quarterback.

### I Form Tight



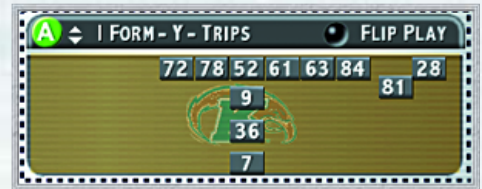
With two backs and two tight ends, this is an excellent power set for running between the tackles or using the Triple Option. If you pass out of this formation, try rolling out and looking for the tight end on a sideline route. The lone wide receiver likely will draw two defenders, so don't force the ball into coverage.

### I Form Twins



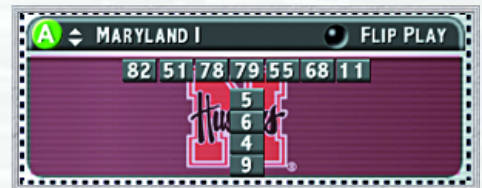
Two wide receivers open up this variation, but you should use plenty of play action to keep the defense geared to the run. Use quick crossing routes and don't forget your running backs as they slip out into the flats.

### I Form Y-Trips



The best feature of this formation is that the defense simply cannot lean toward the run or the pass. With two running backs and a tight end, you can run power plays straight ahead, or you can call options and tosses to the outside. We prefer running to the outside and looking for downfield blocks from the wide receivers. Counter plays work very well to the strong side.

### Maryland I



This unusual set looks like a perfect "T" from the overhead view. It features three running backs behind the quarterback, so the defense must prepare for the option to either side. The option works beautifully out of the Maryland I, but don't forget to mix in traditional Tackle, Toss, and Blast plays to the fullback and halfback. For ball control, try quick outs to the tight ends.



## No Back



As the name implies, this is a pure passing set featuring five wide receivers. You must know the capabilities of your offensive line before calling this set. If the defense is consistently penetrating, stick with quick routes or screens. However, you can really get creative if your offensive line is providing dependable protection. If your quarterback is safe, go deep, and go often!

## Power I



This is a great power running set for the fullback. Run Blasts, Traps, and Dives, and when the defense starts favoring the run, send your fullback deep downfield on a Streak.

## Power T

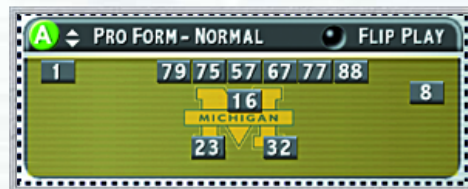


This formidable alignment shows straight-ahead power, with two tight ends and a full T backfield (three backs) behind the quarterback. This is an outstanding formation for power sweeps, lead tosses, and options of all kinds.

## Pro Form

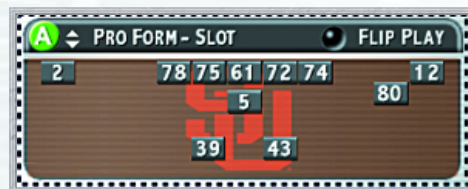
This well-balanced set offers equal opportunities for passing and running plays. Keep the defense off-balance when using the Pro Form by throwing to multiple receivers (including the running backs) as you drive downfield. Use play action sparingly. Instead, vary your pace with a mix of running and passing plays, short and long, outside and inside.

### Pro Form Normal



As we mentioned in the Pro Form introduction, take advantage of this balanced set by using all the weapons in your arsenal.

### Pro Form Slot

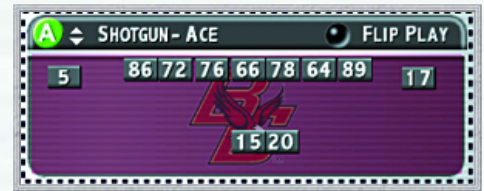


The tight end is gone in favor of a slot receiver. With three wideouts, you can stretch the defense a little more, but watch out for the outside blitz. Without tight ends, your corners are vulnerable.

## Shotgun

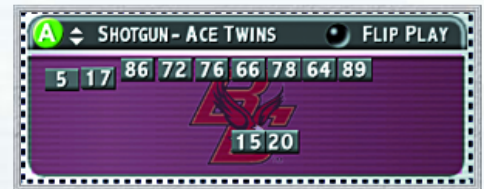
The obvious benefit of using the Shotgun is to give your quarterback a head start against the rush. So, most defenses usually (if not always) think pass against the Shotgun. For this reason, you must mix in a draw or delay to the running back to keep the defense honest.

## Shotgun Ace



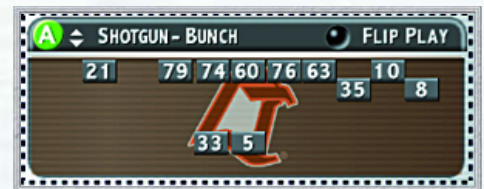
This could easily be called a "big" Shotgun. With two tight ends and a running back, the defense cannot afford to just think pass. Two tight ends mixing into the patterns with two wide receivers presents serious matchup problems for a man defense. This is extremely effective with tight end drag routes or short comeback routes.

## Shotgun Ace-Twins



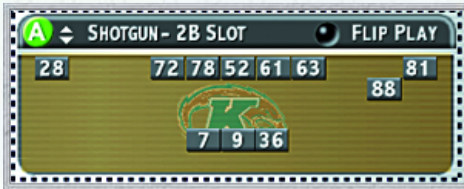
Similar to the Shotgun Ace, this formation places both wide receivers on one side with one of the tight ends. Try running crossing and flood routes with this formation. It is also very effective when the three receivers on one side run patterns of varying depths.

## Shotgun Bunch



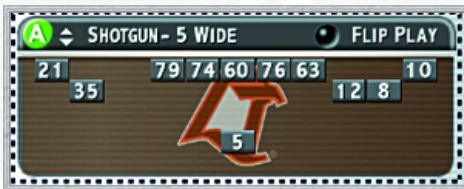
As the name implies, the Bunch describes three wide receivers on one side in an inverted V, with the outside receivers in the slot. There are no tight ends here, but a running back offers some flexibility for the quarterback. An occasional draw play will be effective here, but don't get carried away without a big line up front. You're better off flooding one side with routes and using the lone running back as a safety valve.

### Shotgun 2B Slot



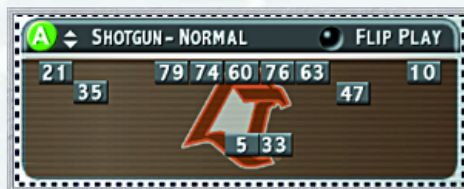
This is the most conservative of the Shotgun sets, with a running back on either side of the quarterback. Play action is very effective in this set, but be aware of the rush at all times. Know your safety-valve receivers and dump the ball off quickly to avoid a big loss.

### Shotgun 5 Wide



Like the No Back, this is a pass play all the way. We like plays that include varying route depths and angles so the defensive secondary cannot clog one small area of the field. Without a blocking back, you can count on a heavy rush most of the time. But don't get happy feet, and above all, do not throw into double or triple coverage.

### Shotgun Normal



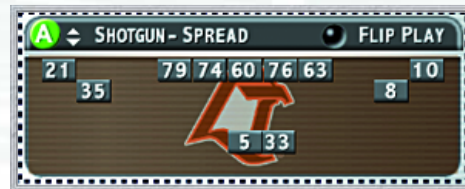
This is a great set for learning the Shotgun. You have two wide receivers on each side, and the slot receiver on the right acts as a tight end if you want to run the Speed Option.

### Shotgun Split



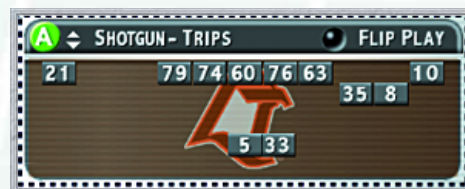
Similar to the Shotgun 2B Slot, this set loses the slot receiver and adds a tight end who lines up as a wingback on the right. This is a great set for throwing a variety of short and medium passes (under 10 yards) to either side of the field. The defensive pass coverage often ignores at least one of the backs coming out of the backfield.

### Shotgun Spread



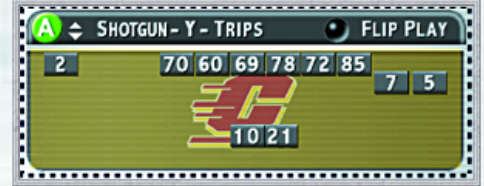
When you need to throw downfield, but your offensive line is overmatched, the Shotgun Spread is a perfect call. If the blitz is making your life miserable, stick with patterns that keep the halfback in pass protection.

### Shotgun Trips



Use this set to exploit one side of the defensive secondary. Try parallel routes, like Triple Shield, or varying depths, like Hook Outs, to pressure the cornerbacks.

### Shotgun Y Trips

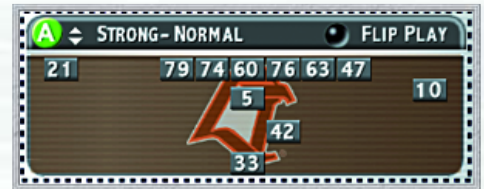


You have options-a-plenty in this set. Use play action to delay the rush and use crossing routes like HB Out, PA WR In, or PA FL Zig Out to tie the defensive backs in knots.

## Strong

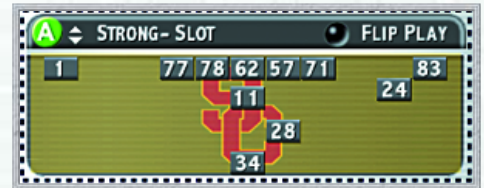
The Strong sets use two backs and a tight end to present an excellent environment for a strong running game. Use these sets to control the ball and punish the defense with hard running inside.

### Strong Normal



We like featuring the halfback in this set, either running around the tackle or flaring out for a short pass. But don't forget your fullback. After running outside with the halfback, use the up-back on quick-hitting blasts into the line to keep the defense off balance.

### Strong Slot



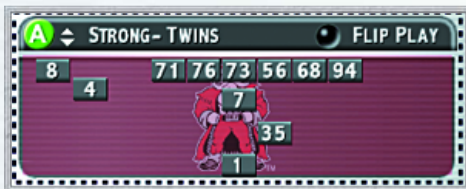
After running in the Strong Normal set, mix in the Strong Slot to really confuse the pass coverage. You can run effectively, but the extra slot receiver poses a coverage problem for the defense.

### Strong Tight



This is an outstanding power running set. Pound away at the defense, and when the linebackers start to creep up, hit your tight end on a drag or crossing pattern for a first down.

### Strong Twins

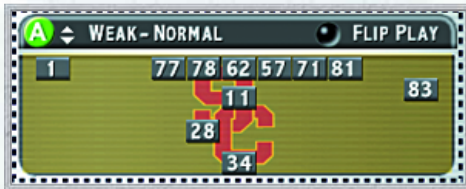


Loosen up your running scheme a little with Strong Twins. Try a Misdirection or Counter Trap, and then come right back with a deep pass.

### Weak

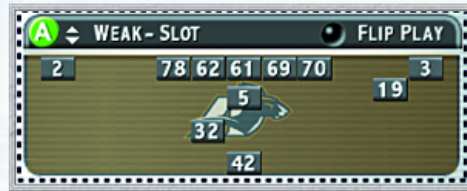
The Weak sets feature two running backs leaning toward the weak side of the line (away from the tight end or slot receiver). Do not run tosses or sweeps to the weak side unless you plan to cut back quickly into the line. Instead, stay between the tackles on the run, and keep the pass routes short and crisp.

### Weak Normal



Run behind your strongest tackle, or call quick out patterns for best results.

### Weak Slot



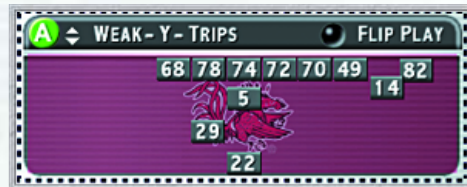
You can throw effectively from this set, but you must let the pass rush dictate your route selection. Don't force the ball deep unless you see single coverage. Instead, look for medium routes like Waggle, WR Corner, or Hitch 'N Go.

### Weak Twins



Use play action and then look deep downfield for one of your wide receivers. We like the PA Slot Cross or PA Read.

### Weak Y Trips



The defense sees everything moving to the strong side, with a tight end and two wide receivers. However, the offset-I throws a little wrinkle into the mix that the linebackers cannot ignore. We like strong-side running plays and short to medium play-action passes that freeze the linebackers and open up the middle of the field.

### Wishbone

Running the "Bone" is pure adrenaline. This is a mirrored set that poses a threat to both sides of the defense. When the quarterback and running backs all start moving in the triple

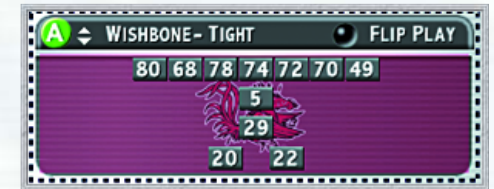
option, it is a defensive nightmare. The only problem is in overusing it, which allows the defense to run outside blitzes and derail the blocking flow.

### Wishbone Normal



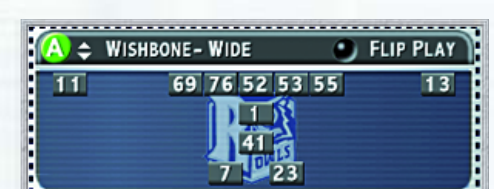
Although the Triple Option is tailor-made for the Wishbone, you can also run the HB Tackle play with great success. Don't forget the QB FB Option, especially against the 3-4.

### Wishbone Tight



A pair of tight ends makes this set a running juggernaut for the Triple Option. Don't turn the corner too soon, or you'll get hung up with the tight end before he can slow down the pursuing linebackers.

### Wishbone Wide



Without the tight ends, the Wishbone loses a great deal of its effectiveness as an option formation. Instead of forcing the issue, attack the defense with the HB Streaks or escape the pass rush with the Rollout. If you must run in the Wishbone Wide, try the Inside Smash or HB Over.

# Defensive Formations



Every school has the same 134 defensive plays in *NCAA® Football 2004*, but a wide variety of personnel, matchups, and game situations, makes defensive strategies anything but predictable. First we break down the defensive plays by formation, with a separate table describing each variation. Then we review strengths and weaknesses, with suggestions for using various alignments against the run and pass.

## Defensive Key

**Man:** This is one-on-one pass coverage, and it is the best choice for short- to medium-yardage situations. The speed of the secondary and the ability of the linebackers to drop into pass coverage determine how well man coverage works in long-yardage situations. If your defensive backs lack the speed to cover deep routes, use Combination or full Zone coverage in long-yardage situations.

**Zone:** The linebackers and defensive backs cover areas of the field rather than specific receivers. Broad coverage of the field is excellent, although a good quarterback will find seams between the short, medium, and deep zones.

**Man/Zone:** This is a combination package that usually has two or more defensive backs in man coverage, and one or more linebackers playing zone. These formations are very versatile and can be tailored to match the opposing receivers.

**Blitz:** This is always risky business, so handle with care. Pick your spots and think twice about releasing two or

more linebackers and/or defensive backs. An alert quarterback can pick up the blitz and burn the defense with quick passes over the middle.

## Key For Defensive Tables

### Blitz Package

**Inside blitz:** goes between the defensive ends.

**Outside blitz:** circles around a defensive end.

### Pass Coverage

**Double bump wide:** denotes two defenders coming up to the line to challenge a wide receiver.

**Double bump tight:** two defenders challenging a tight end.

**Drop:** denotes a defender who starts closer to the line and then drops back into the designated coverage. For example, a 3 deep (2 drop) zone has one defender staying deep while two defenders start closer to the line before dropping back into a deep zone.

## Defensive Formations

### 4-3

The 4-3 defense does a good job of handling inside power running plays between the offensive tackles. Three linebackers are enough to handle the outside runs, unless your team lacks speed at this position. In this case, you might want to favor the 3-4. Ultimately, if the opposing team is grinding out yardage up the middle, you need to stick with the 4-3.



### 4-3 Man

Play	Blitz Package	Pass Coverage
Gold Double X	OLB inside	Man: double bump wide
Gold Double Y	MLB inside	Man: double bump wide
Gold Double Z	MLB inside	Man: double bump wide
Storm Red	OLB, FS inside	Man
Sack Red	FS inside, SS outside	Man
Fire Green	(2) OLB outside	Man
Thunder Green	(2) OLB inside	Man
Monster Green	MLB inside, OLB outside	Man

### Recommendations

- Against inside run: Gold Double Y
- Against outside run: Gold Double X, Fire Green
- Against short pass: Gold Double X, Y, Z
- Against medium pass: Storm Red
- Against long pass: Thunder Green, Monster Green
- Against option: Fire Green

**4-3 Combo (Zone/Man)**

Play	Blitz Package	Pass Coverage
Lightning Gold	OLB inside	1 deep zone/man
Dog Gold	MLB inside	1 deep zone/man
Crash Gold	OLB outside	1 deep zone/man
Spy Gold	None	1 deep zone/man
Cover 2 Man	None	2 deep zone/man

**Recommendations**

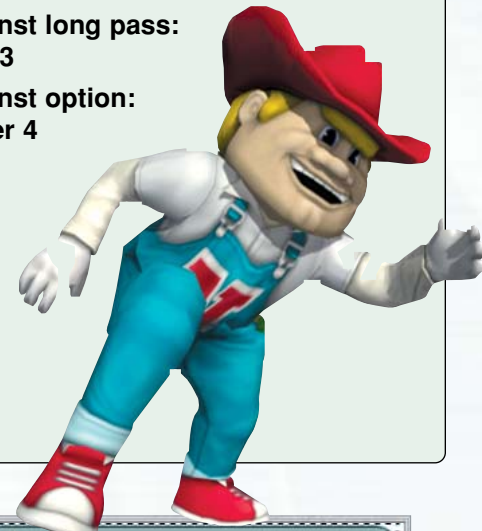
- Against inside run: Dog Gold
- Against outside run: Crash Gold
- Against short pass: Spy Gold
- Against medium pass: Dog Gold
- Against long pass: Cover 2 Man
- Against option: Spy Gold

**4-3 Zone**

Play	Blitz Package	Pass Coverage
Cover 2	None	2 deep, 5 medium zone
Spy 2	None	2 deep, 4 medium zone
Lightning 2	OLB inside	2 deep, 4 medium zone
Dog 2	MLB inside	2 deep, 4 medium zone
Crash 2	OLB outside	2 deep, 4 medium zone
Fire 2	(2) OLB outside	2 deep, 3 medium zone
Thunder 2	(2) OLB inside	2 deep, 3 medium zone
Monster 2	(2) OLB inside/outside	2 deep 3 medium zone
Raider 2	MLB inside, (2) OLB outside	2 deep, 4 medium zone
Cover 3	None	3 deep (2 drop), 4 medium zone
Cover 3 Cloud	None	3 deep (2 drop), 4 medium zone
Cover 3 Switch	None	3 deep (2 drop), 4 medium zone
Dog 3	MLB inside	3 deep (2 drop), 3 medium zone
Spy 3	None	3 deep (2 drop), 3 medium zone
Hulk 3	CB wide	3 deep (1 drop), 3 medium zone
Monster 3	MLB inside, OLB outside	3 deep (2 drop), 2 medium zone
Cover 4	None	4 deep (2 drop), 3 medium (3 drop) zone

**Recommendations**

- Against inside run: Monster 3
- Against outside run: Fire 2
- Against short pass: Spy 2
- Against medium pass: Cover 2, Cover 3 Switch
- Against long pass: Dog 3
- Against option: Cover 4



**3-4**

Four linebackers provide excellent pursuit against sweeps and options, and they tangle up the short pass routes, especially against the tight ends coming over the middle. If you love to blitz, you'll have more options in the 3-4. However, a good inside running team will punish your three lonely linemen. Also, if you want to apply any pressure on the quarterback, you must blitz at least one linebacker in passing situations. The 3-4 is never recommended against a two-tight-end offense.



**3-4 Man**

Play	Blitz Package	Pass Coverage
Gold Double X	OLB inside, OLB outside	Man: double bump wide
Gold Double Y	ILB inside, OLB outside	Man: double bump tight
Gold Double Z	ILB inside, OLB outside	Man: double bump tight
Fire Green	(2) OLB outside, ILB inside	Man
Thunder Green	(2) OLB outside, ILB inside (tight alignment)	Man
Monster Green	(2) OLB outside, ILB inside (spread alignment)	Man
Double Outs	ILB inside	Man: double bump tight, double bump wide

**Recommendations**

- Against inside run: Thunder Green, Gold Double Y, Z
- Against outside run: Double Outs
- Against short pass: Spy 2, Double Outs
- Against medium pass: Gold Double X
- Against long pass: Fire Green
- Against option: Gold Double X, Monster Green



### 3-4 Combo (Zone/Man)

Play	Blitz Package	Pass Coverage
Dog Gold	ILB inside, OLB outside	1 deep zone/man
Crash Gold	(2) OLB outside	1 deep zone/man
Spy Gold	OLB outside	1 deep zone/man
Cover 2 Man	ILB inside	2 deep zone/man
Spy 2 Man	None	2 deep zone/man

### Recommendations

- Against inside run: Cover 2 Man
- Against outside run: Crash Gold
- Against short pass: Cover 2 Man
- Against medium pass: Dog Gold
- Against long pass: Not recommended
- Against option: Spy Gold

### 3-4 Zone

Play	Blitz Package	Pass Coverage
Cover 2	ILB inside	2 deep, 5 medium zone
Cover 2 Max	None	2 deep, 6 medium zone
Spy 2	ILB inside	2 deep, 4 medium (2 drop) zone; 1 man (LB)
Crash 2	ILB inside, OLB outside	2 deep, 4 medium zone
Fire 2	(2) OLB outside, ILB inside	2 deep, 3 medium zone
Thunder 2	(2) OLB outside, ILB inside	2 deep, 3 medium zone
Cover 3	OLB outside	3 deep (2 drop), 4 medium zone
Cover 3 Cloud	OLB outside	3 deep (2 drop), 4 medium zone
Cover 3 Switch	ILB inside	3 deep (2 drop), 4 medium zone
Cover 3 Max	None	3 deep (2 drop), 5 medium zone
Spy 3	OLB outside	3 deep (2 drop), 3 medium zone; 1 man (LB)
Cover 4 Max	None	4 deep (2 drop), 4 medium (2 drop) zone

### Recommendations

- Against inside run: Cover 3 Switch
- Against outside run: Cover 3 Switch, Cover 3 Max
- Against short pass: Spy 2
- Against medium pass: Cover 2 Max, Cover 2
- Against long pass: Cover 4 Max



## Nickel

This is a good call on 3rd and more than 6. The extra DB does not completely weaken your defense against the run, and it provides valuable speed when the offense shows three wide receivers.



### Nickel Man

Play	Blitz Package	Pass Coverage
Double Outs	None	Man: double bump tight, double bump wide
Sack Red	FS, SS, inside/outside	Man
Storm Red	FS, SS, inside	Man
Fire Green	(2) OLB outside (tackles wide)	Man
Thunder Green	(2) OLB inside (tackles tight)	Man
Monster Green	ILB inside, OLB outside	Man

### Recommendations

- Against inside run: Thunder Green
- Against outside run: Fire Green
- Against short pass: Double Outs
- Against medium pass: Monster Green, Sack Red
- Against long pass: Not recommended
- Against option: Double Outs

**Nickel Combo (Man/Zone)**

Play	Blitz Package	Pass Coverage
Cover 2 Man	None	2 deep zone/man
Dog Gold	ILB inside	1 deep zone/man
Crash Gold	OLB outside	1 deep zone/man
Spy Gold	None	1 deep zone/man

**Recommendations**

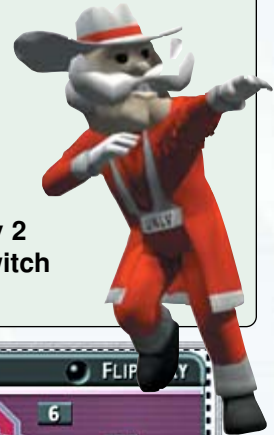
- Against inside run: Dog Gold
- Against outside run: Spy Gold
- Against short pass: Spy Gold
- Against medium pass: Cover 2 Man
- Against long pass: Cover 2 Man (only if you have speedy CBs)
- Against option: Crash Gold, Spy Gold

**Nickel Zone**

Play	Blitz Package	Pass Coverage
Cover 2	None	2 deep, 5 medium zone
Cover 2 Max	None	2 deep, 6 medium zone
Crash 2	OLB outside	2 deep, 4 medium zone
Monster 2	OLB outside, ILB inside	2 deep, 3 medium zone
Spy 2 Robber	None	2 deep, 4 medium zone, 1 man (LB)
Cover 3	None	3 deep (2 drop), 4 medium zone
Cover 3 Cloud	None	3 deep (1 drop), 4 medium zone
Cover 3 Switch	None	3 deep (2 drop), 4 medium zone
Crash 3	OLB outside	3 deep (2 drop), 3 medium zone
Cover 4	None	4 deep (2 drop), 3 medium zone
Prevent 4	None	4 deep (2 drop), 3 medium zone
Cover 4 Max	None	4 deep (2 drop), 3 medium (2 drop) zone

**Recommendations**

- Against inside run: Cover 3 Switch, Monster 2
- Against outside run: Crash 2,
- Against short pass: Spy 2 Robber, Cover 2 Max
- Against medium pass: Cover 2 Max, Cover 2, Monster 2
- Against long pass: Prevent 4, Cover 4
- Against option: Spy 2 Robber, Cover 3 Switch



**Dime**

When everyone in the stadium knows a pass is coming (3rd and a ton), it makes sense to bring in the Dime package. You're down to only one linebacker, but you can still blitz a safety or cornerback. However, unless your lead is very safe, we recommend keeping the defensive backs in pass coverage.



**Dime Man**

Play	Blitz Package	Pass Coverage
Fire Green	(2) OLB outside	Man
Double Slots	None	Double bump tight, Man
Monster Green	ILB inside, OLB outside	Man

**Recommendations**

- Against inside run: Monster Green
- Against outside run: Fire Green
- Against short pass: Double Slots
- Against medium pass: Fire Green
- Against long pass: Not recommended
- Against option: Double Slots

**Dime Combo (Man/Zone)**

Play	Blitz Package	Pass Coverage
Cover 2 Man	None	2 deep zone/man
Dog Gold	ILB inside	1 deep zone/man
Crash Gold	OLB outside	1 deep zone/man
Spy Gold	None	1 deep zone/man

**Recommendations**

- Against inside run: Not recommended
- Against outside run: Spy Gold
- Against short pass: Spy Gold
- Against medium pass: Dog Gold, Cover 2 Man
- Against long pass: Cover 2 Man (only if you have speedy CBs)
- Against option: Crash Gold, Spy Gold

### Dime Zone

Play	Blitz Package	Pass Coverage
Cover 2	None	2 deep, 5 medium zone
Dog 2	ILB inside	2 deep, 4 medium zone
Fire 2	(2) OLB outside	2 deep, 3 medium zone
Spy 2	None	2 deep, 4 medium, 1 man (LB)
Cover 3	None	3 deep (2 drop), 4 medium zone
Cover 3 Cloud	None	3 deep (1 drop), 4 medium zone
Cover 3 Switch	None	3 deep (2 drop), 4 medium zone
Dog 3	ILB inside	3 deep (2 drop), 3 medium zone
Monster 3	ILB inside, OLB outside	3 deep (2 drop), 2 medium zone
Spy 3	None	3 deep (2 drop), 3 medium zone, 1 man (LB)
Prevent	None	4 deep (2 drop), 3 medium zone

### Recommendations

- Against inside run: Dog 2, Dog 3
- Against outside run: Spy 2
- Against short pass: Dog 2
- Against medium pass: Cover 2, Monster 3
- Against long pass: Prevent
- Against option: Fire 2



## 4-4

This is an aggressive, attacking defense that places eight or sometimes nine players close to the line of scrimmage. The alignment succeeds against the run because it seals off the gaps in the middle of the defense and allows the linebackers to spread out quickly and respond to outside runs. And, it is a perfect blitz alignment, because you can send two or three men and still have adequate run coverage. But, as you might expect, there is a tradeoff when most of your defenders are bunched up on the line. Be careful not to overuse the 4-4, especially against a team that likes to use trips, twins, or spread formations with a single back (or no back).



### 4-4 Man

Play	Blitz Package	Pass Coverage
Spy Green	ILB inside	Tight man
Fire Green	(2) OLB outside	Tight man
Thunder Green	(2) ILB inside	Tight man
Monster Green	ILB inside, OLB outside	Tight man

### Recommendations

- Against inside run: Thunder Green, Spy Green
- Against outside run: Fire Green
- Against short pass: Monster Green
- Against medium pass: Not recommended
- Against long pass: Not recommended
- Against option: Fire Green

### 4-4 Combo (Man/Zone)

Play	Blitz Package	Pass Coverage
Crash Gold	OLB outside	1 deep zone/man
Spy Gold	None	1 deep zone/man

### Recommendations

- Against inside run: Crash Gold, Spy Gold
- Against outside run: Crash Gold, Spy Gold
- Against short pass: Spy Gold
- Against medium pass: Spy Gold (speedy defensive backs required)
- Against long pass: Not recommended
- Against option: Spy Gold



**4-4 Zone**

Play	Blitz Package	Pass Coverage
Cover 3	None	3 deep (2 drop), 4 medium zone
Dog 3	ILB inside	3 deep (2 drop), 3 medium zone
Mad Robber	(2)ILB inside, (2)OLB outside	2 deep (2 drop), 1 medium zone

**Recommendations**

- Against inside run: Mad Robber
- Against outside run: Not recommended
- Against short pass: Cover 3
- Against medium pass: Dog 3, Cover 3
- Against long pass: Dog 3
- Against option: Not recommended

**5-2**

This is another run-stuffing defense that puts tremendous pressure on the offensive line. It is also very effective for attacking the quarterback in short to medium yardage situations. However, the 5-2 provides less of a cushion for the defensive backs, so it is imperative to hurry or sack the quarterback. The deep coverage is weak, and if the quarterback has time, the defensive secondary is almost always overmatched.



**5-2 Man/Combo/Zone**

Play	Blitz Package	Pass Coverage
Fire Green	ILB inside	Man
Spy Green	None	Man
Crash Gold	None	1 deep zone/man
Cover 2	None	2 deep, 4 medium zone
Cover 3	None	3 deep (2 drop), 3 medium zone
Monster 3	CB outside	3 deep (2 drop), 2 medium zone

**Recommendations**

- Against inside run: Fire Green
- Against outside run: Fire Green, Spy Green
- Against short pass: Spy Green
- Against medium pass: Cover 2, Cover 3
- Against long pass: Monster 3
- Against option: Spy Green

**Goal Line**

There is no masking your intention with a Goal Line defense. Using a six-man front, most variations have two more linebackers on or close to the line, and the deepest defender is only 5 yards back. Obviously, you do not want to use this defense in the middle of the field unless you enjoy giving up quick touchdowns. Risks aside, this call is excellent on 1st or 2nd and goal from inside the 5. You might want to consider a more flexible defense on 3rd down if the offense is still 5 yards away from the end zone.



**Goal Line**

Play	Blitz Package	Pass Coverage
Man Lock	None	Man
Fire Gaps	(3)ILB	Man
Blitz All	(3)ILB, (2)OLB	None
Slide	(2)OLB outside	3 medium zone (2 drop)
5-Under	None	2 short (outside), 3 medium zone



# Strategies and Playcalling

In the early days of console football games, playcalling took a distant back seat to the ability to slam a joystick around faster than your opponent could. Some games still favor controls over playcalling, but they lack the statistical depth and pure college football theory you find in *NCAA® Football 2004*. I'm sure you can still find some poor sap who's never played the game and pummel him with jukes, spins, swims, and pump fakes on your way to a 73-0 victory. But what is the reward in doing that?

**Note**  
Consult your game manual for basic controller moves, and take the time to watch the all-new, *NCAA® 101* in this year's game. This audiovisual tutorial includes sections on Play Calling, Running and Passing Controls, Running the Option, Defensive Controls, and Special Teams. Unless you are a seasoned *NCAA® Football* veteran, we highly recommend spending quality time with *NCAA® 101* before playing the game.

Actually, it feels pretty good, but we don't have time to explore those issues here. Instead, we have devoted the following chapter to an exhaustive study of football strategy as it applies to *NCAA® Football 2004*. Here, we break down the offense and defense, giving you a roadmap for developing an effective coaching style. After all, with the introduction of online play this year (PlayStation® 2 version only), you will need to ratchet up your coaching skills to survive the highly competitive game rooms of Online Central.

## Offensive Strategy

Football purists have argued long and hard about the importance of establishing the running game. We even talked about it in last year's guide. But, to be honest, it's all sounding as stale as an old leather helmet. The fact is, you can "establish" anything that works, and if that means throwing first and running later, then go for it. With 123 revamped Playbooks (117 Division 1-A schools and 6 blended Playbooks), you have at your disposal virtually thousands of different plays for confusing the defense. It's all about reading the field and keeping your opponent off-balance. Here is our take on running and passing, followed by tips for designing a winning game plan.

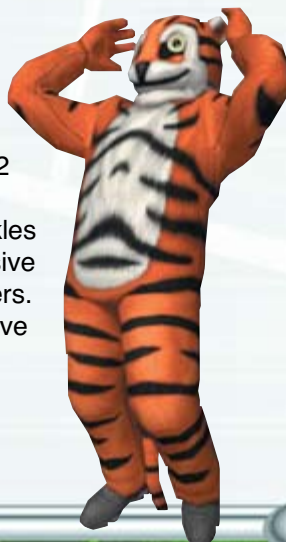


In this play, the running back is alone in the backfield, but he has two tight ends to provide extra push up front. Without a lead blocker, you must get to the line quickly, then make one critical cut to find the hole. Don't start dancing in the backfield; it is counterproductive and it has no effect on the defense.

## Running the Football

### Between The Tackles

Picking up three yards is hardly the most exciting event in *NCAA® Football 2004* (unless you need 2 1/2 yards for a 1st down). Making consistent yardage between the tackles depends on 1) controlling the defensive line and 2) neutralizing the linebackers. A simple inside running play like a dive or blast, hits the line so quickly that you need not worry about outside pressure.



It's what you do at the line of scrimmage that determines your success. Remember, you are running behind seven linemen blocking down on a four-man defensive front. The linebackers will respond, but if you hit the line quickly, you'll be through the hole before you take the first hit. Result: 3 to 5 yards.

## Counter Plays

If your opponent overpursues and blitzes on almost every play, you need to run counters and misdirections to force the defense out of position to make the tackle. A strongside counter runs behind a blocking back and/or tight end, and is best if your offensive line is overmatched. Even so, mix in an occasional weakside counter to catch the defense moving the wrong way.



The key to a successful counter play is making the defense bite on the ball carrier's first step. Don't be tempted to turn this counter move into two or three steps, or the defense will beat you to the other side when you finally reverse directions. After the counter move, sprint hard to the outside and look for room around the corner. By this time, the blocking back should be wrestling with a linebacker, giving you the necessary room to turn upfield.



If your counter play catches the defense playing tight man-to-man, the corner should be wide open. This play has the potential to go the distance, so make sure you add it to your arsenal and use it several times per game to experience the joys of a sideline touchdown run.

### Caution

Use the counter often against man defenses, but don't overuse it against a defense that favors spreading out the linebackers and using medium drop zones in the middle of the field. This creates a swarm of linebackers and defensive backs that usually clogs the corner. Also, if you see a cornerback and/or linebacker doubling down on the side you're running to, call an audible to avoid a big loss.

## Tosses and Sprints

If your offense is blessed with a speedy halfback, try to get him outside at every opportunity. One of our favorite plays is the Lead Toss (we love pulling linemen) out of the I Formation. The Twins variation pictured here adds a tight end who helps seal off the outside linebacker.



We recommend running this play away from the "twins" (wide receivers), because they often draw man coverage at the line. Although wide receivers occasionally throw key blocks, they are often overwhelmed at the point of attack, so it's best to use them as decoys. However, wide receivers perform brilliantly on option plays, as you will see later.



The right tackle pulls out ahead of the blocking back as the quarterback completes the toss. The linebacker and safety respond immediately, but they are no match for our tackle and fullback.



As would-be tacklers fall to the ground, our halfback turns on the afterburners and streaks down the sideline.

## Off Tackle

A sprint or toss does not disguise its intentions. From the snap, the play is designed to get outside, as indicated by the pulling lineman, fullback, and of course the ball carrier. If you love to run outside, but want to keep the defense guessing, use the HB Tackle play pictured here.



This play is designed to run between the tackle and tight end, with the blocking back leading the way. You'll achieve the best results by running toward the tackle and waiting until the last second to either slide to the outside or cut back toward the middle. Note the hole inside. If this play call needed only 3 to 4 yards, we would have turned upfield for solid yards.



Looking for more yardage, we turn to the outside where we can utilize out back's speed and agility.

## Running the Option

The biggest mistake most players make in running the option is not to move the quarterback quickly to the outside to maintain a good angle and distance with the option back. If the quarterback just lopes to the outside, you give the defense too much time to swarm. By the time you decide to flip the ball, your quarterback is surrounded or too far from the option back to complete an accurate pitch. It is true that you should wait until the last possible second to release the ball, but that doesn't mean you can leisurely make your way to the outside.

### Tip

Don't rely on speed alone to make consistent gains on the option. We prefer option formations that include at least a tight end and two receivers on the option side.



Our quarterback is sprinting to the outside as the tight end and both downfield receivers complete their blocks. Note the position of the quarterback relative to the option back. He is in perfect position, about 2 yards ahead and 3 yards to the side. There is running room for the quarterback, so we turn and run hard upfield, making the defense focus on the ball, rather than the option back.



We've already made substantial yardage here, but there is more to come. As the tackler zeroes in on the quarterback, the option back is in full stride at the sideline. We release the ball while in the grasp (it is critical to lead the option back with the pitch), and guess what? There is no one downfield with an angle on the option back.





This play nets another 10 yards, all because of the quarterback's positioning at the time of the pitch. Remember: 1) run (don't jog) to the corner, 2) turn upfield and run as though you are the featured back, and 3) pitch to the outside when you are in the grasp.

### Triple Option



When working at perfecting the option, stay with power or speed options that involve only the quarterback and a single option back. After you perfect your timing, advance to the triple option. The play pictured here includes a fake to the fullback followed by a sprint to the outside, then a pitch to the halfback. Obviously, this play takes some time to develop. But, if you execute the fake smoothly, the outside linebacker or cornerback will bite just long enough for the halfback to make it to the corner (note the cornerback, #47, following the fullback into the line).



By the time the cornerback adjusts to the ball, the damage is done; all he can do is tackle the quarterback. A quick flip to the halfback, and then it's clear sailing down the sideline.



### Note

A word about trick plays: Don't use them. With rare exception, a trick play, such as a wide receiver reverse, is very difficult to disguise. Everyone on the defense, and for that matter, everyone in the stands, knows what you're up to. If you want to trick your opponent, perfect various forms of the option.

## Passing the Football

### Short Passes

The classic short pass we've all grown to know and love is the simple 5-yard out pattern. If thrown properly, it is virtually impossible to defend. But this is only one of many types of short passes you can throw in *NCAA® Football 2004*. If you keep running simple out patterns when you need a few yards, the defense will eventually wise up and shut you down by using tight man, bump-and-run, and doubling up on your wide receivers. But if you pick from a deep bag of tricks that includes screens, outs, flares, and comebacks, your short game will be just fine. This section contains some of our favorites.



The classic out pattern has two requirements: throw early and throw hard. Don't gingerly float this pass out to your receiver unless you enjoy watching your opponent run back an interception the length of the field. Drop straight back, turn, and fire.

### Tip

At the risk of stating the obvious, the out pattern is your pass of choice when you need to gain a few yards and then step out of bounds to stop the clock. Just don't overdo it, or you'll lose the element of surprise.





Our personal favorite short pass is the circle route to the fullback or halfback. What makes this pattern so successful is that the back usually gets lost in the sea of humanity around the line of scrimmage. When he finally circles around to the middle of the field, he usually receives little attention from a linebacker.



Although this is a short pass, the play takes time to develop as the halfback circles slowly around the line of scrimmage. If your blocking holds together (as pictured here), it is as close to a guaranteed completion as you will find.



Another great short pass is a drag route to the tight end or wide receiver. Similar to the circle route, a drag pattern takes the receiver to the other side of the field, usually underneath the coverage. If you are satisfied with 5 to 7 yards, this is another high-percentage pass.



If the pocket breaks down, as pictured here, sprint in the same direction as the receiver and throw the ball as soon as he clears the middle of the field.

The short comeback route is another excellent possession pass. The key here is to release the ball just as the receiver turns around, or else he will keep coming back toward the quarterback. If you wait too long, the play will net only 1 or 2 yards, or even a loss. Another positive feature of this route is that the receiver almost always catches the ball squared up to the quarterback and with his back to the defender.



Our last short pass is the screen. This pass is relatively easy to complete, but hard to turn into a substantial gain. This is because of the crowd around the receiver when he catches the ball. However, he should also be surrounded by blockers, and this is where you can turn what seems to be a loss into a big play.

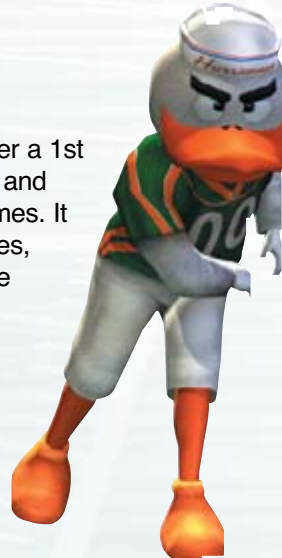


Use the confusion around the ball to your advantage and make an immediate sharp cut past the blockers as you race downfield. The defenders are then "screened" by the bevy of blockers. Remember, a screen receiver is literally standing still waiting for the ball, and the defenders are doing the same. It's what you do after the catch that will determine the outcome.



### Medium Passes

When a 5-yard completion won't deliver a 1st down, you must look beyond the outs and flares for more creative passing schemes. It is tougher to complete the longer routes, because your quarterback needs more time and your receivers need room to operate. So, you must think beyond individual routes and select a play where the receivers are working together to confuse the defense. Welcome to the world of clear outs, crosses, and double crosses.



Our first route of organized confusion is Destroy, a play that shows three kinds of movement on the left side. The wideout is the primary receiver here. While the slot and inside receivers cross, the wideout comes back for what looks like a screen, and then brushes the left side of the line in a slant toward the middle of the field. He is usually wide open when he raises a hand.

When the receiver breaks free across the middle, take a second to scan the field ahead of him. If the seam is small, release the pass immediately for a 7- or 8-yard gain. But, if he has room to run (and you have time to throw), wait another second for him to go deeper and then make the connection for 10 to 15 yards.



The Double Cross is another great call that gives you two receivers cutting to the sidelines and two more slanting toward the middle. The only downside to this play is the lack of pass blocking, with just five men up front. You must make a quick decision here and release the ball before the receivers get too close to the sideline.



Timing is everything here. Look for the widest separation between the wide receiver and the cornerback, and throw the ball before the defender adjusts.

If getting out-of-bounds is not the priority, look for the receiver coming back across the middle. Watch how the coverage develops. If one of the defenders is in a deep zone, that is your cue to look across the middle, where your receiver will be wide open.





The Inside Out is another deception, in which two receivers run parallel slants across the middle until the outside receiver breaks off toward the sideline. The key here is your release point. Throw the ball as soon as the receiver plants his feet for the cut.



The defender is still going the other way and he will be unable to catch up to the ball by the time it arrives. However, if you wait a split second longer, a good cornerback can pick off this one.



We love drag routes for short gains, but some of the drag patterns in *NCAA® Football 2004* take a slight angle downfield. In the play pictured here, a little play action freezes the blitzing outside linebacker on the left as he turns toward the fullback.



The fake buys just enough time to release the pass, and thanks to the blitzing linebacker, the big tight end is roaming freely across the middle.

### Going Deep



One of the best plays for going deep over the middle is the Flood. As the name suggests, three of the four receivers end up on the right side of the field, leaving one receiver to run deep down the sideline and then slant across the middle, usually against single coverage.



If the receiver finds a deep zone, he will likely split the defenders as he moves over the middle.





Our absolute favorite time to throw deep is on 2nd and short when the defense is likely to be in man or combo



man/zone coverage. Use play action to freeze the linebackers and attract the attention of any defensive backs playing close to the line.



Then, look downfield for a receiver racing toward single coverage. You'll be amazed at the separation. If you need a quick touchdown, this is your play.



Another favorite of ours is a deep pass to the halfback or fullback coming out of the pack and driving straight downfield. The FB Streak has the fullback sneaking past the left tackle and running along the hashmarks, while the wide receiver on the same side takes the cornerback toward the sideline. This should leave single coverage on the fullback.

## Note

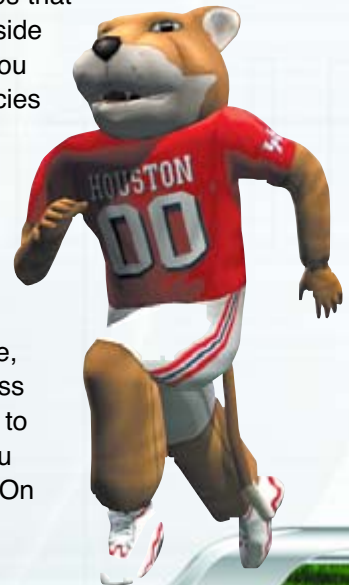
Note the formation used in the FB Streak. It is not the typical no back or single back formation with four or five receivers. You will have more success going deep if you give the defense something else to think about. This play could be a counter or strongside toss, so your opponent is just as likely to focus on the linebackers as the cornerbacks.

## Creating an Offensive Game Plan

Now that you have some play-calling ideas, it's time to think about putting it all together in cohesive game plan. Here are some important points to keep in mind as you flip through the Playbook.

**Know your players:** It makes perfect sense to go with your strengths. Review your team's ratings at each position and pattern your game plan accordingly. For example, if your running backs lack Speed but possess good Strength, feature an inside running game (between the tackles) and use power controller techniques. If your backs have blazing speed, look for opportunities to get outside. Likewise, if your quarterback has low Overall and Accuracy ratings, use simple, high-percentage routes that allow your receivers to get inside positions on the defenders. You can overcome some deficiencies with fancy controller moves, but there's no reason to take unnecessary chances.

**Use a balanced attack:** Avoid calling the same type of plays over and over on the same down. Vary the distance, pace, and location of your pass routes, going from quick outs to crosses to comebacks, as you utilize both sides of the field. On



the ground, mix in counters and misdirection. Don't let your opponent key on your "favorite" side of the field.

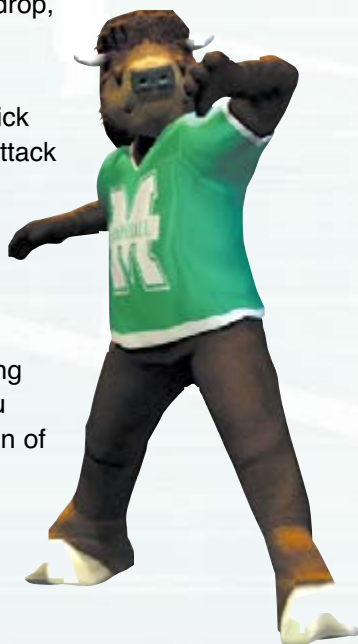
**Call Hot Routes to exploit**

**mismatches:** When you see single coverage or a defensive alignment that is heavy on one side or jammed up close to the line of scrimmage, use the Hot Route button to quickly change a receiver's route. On the other hand, if you see a deep zone defense and you have mostly long routes, use a Hot Route to go short, beneath the coverage.



**Read the blitz:** Look at the action of the linebackers and defensive backs. If they are crowding the line of scrimmage, get ready for the blitz. Check your safety valve and short out patterns, and prepare to release the ball quickly after the snap. If you can avoid the initial rush, look for your tight end, because if the linebackers are blitzing, the middle of the field is probably wide open. If you recognize the blitz but you don't have a short pass in the selected play, audible to a flare or circle route (you'll need to make sure one of these plays is in your audible collection) and take a deep drop, waiting until the last second before throwing the ball.

**Don't forget to Flip-Flop:** A quick and easy way to vary your attack is to use the Flip-Flop button on the playcalling screen.



**Use motion to confuse the defense:** Motion forces the defense to change its opening scheme. Just make sure you are aware of the new position of your receiver. Try snapping the ball at various points in the motion path.

## Making Adjustments

The following list offers counter strategies to areas where the defense is dominating the game.

Def. Scheme	Counter
3-4	Attack the defensive front by running between the tackles with big sets.
4-3	Pressure the linebackers with short passes and option runs.
Inside Blitz	Sprint or roll out away from the pressure and then throw back over the middle to the area vacated by the linebackers.
4-4	This formation clusters eight defenders in the box, so look for medium to deep slants over the middle where you can overmatch the remaining three pass defenders.
Outside Blitz	Use draw plays, delayed runs up the middle, screen passes, or short outs to either sideline. Don't forget to step up into the pocket, or sprint to the side before the blocking collapses.
Man-to-Man Coverage	Use crossing patterns, especially in the red zone, or clearing patterns with long and short/medium routes on the same side of the field.
Zone Coverage	Use slant patterns that allow the receivers to find seams in the coverage, or use hooks (comebacks) that drive into the zone and then come back to the quarterback. The key to success is your release point. Don't wait too long, or the next zone defender will have time to react to the ball.



## Audibles

There are times when your quarterback approaches the center and everything looks wrong. You can always call a timeout and change your play, but this can come back to haunt you during the final minutes of a game. Instead, create a group of audibles to help you counter the defense quickly and keep your team moving downfield. Every school in NCAA® Football 2004 comes with five predesigned audibles, and you can use them to establish counters for most of the situations described earlier. Here are some audible suggestions:

**Game situation:** Time on the clock; you should have at least one possession pass to the sideline

**Beat the zone:** A good seam or crossing pattern for splitting the medium and deep zones

**Beat man-to-man:** A deep streak pass to your halfback or fullback coming out of the backfield

**Run against a pass defense:** A quick-hitting inside play or toss to the outside when the defense shows deep zone pass coverage

**Option play:** When the defensive backs are in deep coverage and the linebackers and linemen are tight, call an option and run wild around either end

## Offensive Player Controls and Special Plays

Consult NCAA® 101 in the game for a complete control tutorial. We've included a few screenshots here to demonstrate some of our favorite techniques and plays that require quick reactions. The most important point to remember is not to do too much. It is easy to use one too many fakes or moves and end up losing yards or missing a pitch. Remember, you can't score touchdowns going east to west, and they don't award points for style.

## Hurdle



Why go around when you can go over the top?



## Spin

If there's no room to juke, try a spin to get away from a would-be tackler who is closing fast.



## Juke



If you have room to move, a juke move provides a quick lateral change of direction. This move is especially effective when your ball carrier is running straight and a defensive player is angling in at full speed. Be careful not to spend too much time moving side-to-side; resume your forward path as soon as the move is complete.



## Stiff Arm/Switch Ball Hand



This can be a tough move when you are concentrating on speed and direction, but if you can see the next tackler clearly, a well-timed stiff arm will put him on the ground.

## Use Your Head



Actually, this isn't an official technique, but a reminder to watch for deflections on offense, even when the ball bounces off your player's helmet.

## The Kicking Game

Kicking the ball on a punt or field goal attempt in NCAA® Football 2004 is deceptively simple. Nevertheless, the subtleties of height and direction require careful fine-tuning. Here are some tips for getting the most out of your punts and field goal attempts.

### Punts

The **directional arrow** has an extreme effect on the angle of your punt, so be very conservative. All it takes to find the sideline is a slight move of the arrow to either side. If you overdo it, the ball will sail out-of-bounds too quickly and you'll have to deal with a 20-yard punt.

When you **punt** from your opponent's side of the 50-yard line, remember to add height to your kick by raising the directional arrow. Aside from shortening the kick, the extra height gives the ball more backspin, so it is more likely to hit, stick, or even roll backward. Don't forget to control your cover man so you can down the point before it trickles into the end zone.



### Field Goals

**Don't overcorrect** for the wind. It has a definite effect, but unless it is gale force, you are better off using a slight adjustment and using the second click on the Kicking Meter to guide your kick in the right direction.

**Don't forget to add** height "before" the kick on field goal attempts greater than 35 yards.

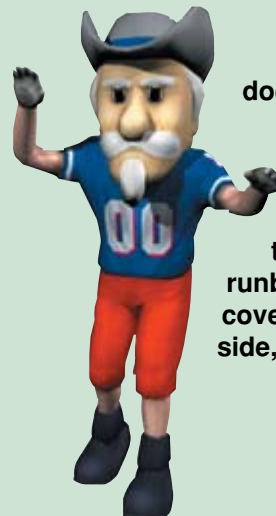
**When you line up** your kick, don't be confused by the net posts behind the goal posts. Focus in on the yellow posts, which are considerably narrower.



## Kickoff Returns

The best way to maximize yardage on a kickoff return is to have an idea before the kick, and then follow through with a two-stage strategy on the field. Here's the way it works:

1. Select a return formation that favors one side of the field.
2. Begin your return in the middle of the field to draw the oncoming tacklers away from your ultimate destination.
3. When you make your move, jam on the Sprint button and head for the sidelines. It usually takes only one or two jukes to turn the corner and head up the field for big yardage.



Of course, the kicking team does not always cooperate by kicking off in the middle of the field. If you are unable to setup properly for your original strategy, stick with the concept of a two-stage runback. First, draw as many coverage players as possible to one side, then move quickly to the other.

### Caution

It is dangerous to juke wildly in traffic because the likelihood of a fumble increases dramatically. When you see you are about to be gang-tackled, lower your head and run straight ahead.





## Defensive Strategy

In the "Defensive Formations" section, we broke down all 134 plays, giving you an overview of their strengths and weaknesses. Now we provide a roadmap for making defensive adjustments that will keep you in the game.

It is very easy to lose control of your defensive timing, and then your composure, if the opposing team is pushing you up and down the field. Remember that winning a game is not about making big plays. Resist the urge to fly around the field looking to make a bone-jarring tackle. You control only one player at a time, but that player is part of a computer-controlled scheme designed to contain the offense. If you take a key player out of position, you can sabotage the play.

### Defending the Run

Four linemen can only do so much against the run, especially when the offense throws two tight ends, a blocking back, and five linemen into the mix. So, you need to use your linebackers and defensive backs to provide run support. Here is a checklist for shoring up your run defense.

**Use man or man/zone** combo formations to make more defensive backs available for run support.

**If you use zone defense**, use drop zones to bring your cornerbacks and/or safeties up closer to the line at the start of the play.

**Check the line gaps** on the Playbook screen. Some defensive formations split the tackles and linemen, leaving a gaping hole in the middle. This is fine if you want to cheat to the outside to stop the option or sweep, but who is watching the middle? This is a good time to take over your middle linebacker and stuff the run if it comes straight at you.

**Use the blitz** to stop the run inside or outside. For the widest coverage, select a play that features one blitz between the tackles and another to the outside.

**Attack the strong side** of the offensive line. Most players run behind the tight end, and for good reason. You need to help out your linemen, or the opposing offense

will run wild around the corners. Try the 4-4 occasionally to improve your lateral run pursuit, but don't overuse this formation; it leaves you vulnerable to the pass.

**If the offense is running** wild making cuts in the middle of the field, jam the middle and concentrate on turning the run to the outside. A runner is more productive when his shoulders are squared to the defender. By forcing the run to the outside, you give your defense more time to pursue and limit your opponent's ability to shake and bake.

### Defending the Option



Stopping the option is all about getting to the quarterback before he has room to operate. He is most vulnerable immediately after the snap, especially if he is faking to the fullback. Use outside blitzes, the 4-4, and man defenses, to improve

your coverage from sideline to sideline.



If you can swarm to the quarterback, you have a good chance of triggering an errant pitch...



...and causing a fumble when the option back is unable to reach the ball.

## Defending the Pass

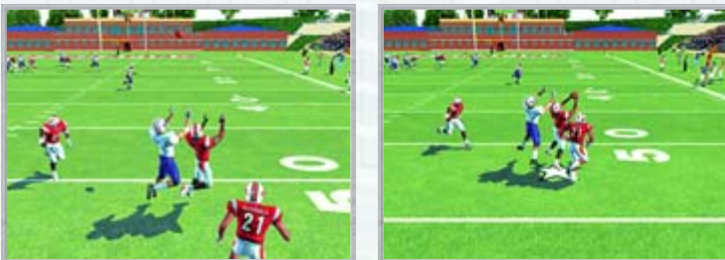
Our formula for defending the pass is to alternate aggressive blitzes with strong medium zone defenses. On 3rd and long (8 to 12 yards), we always blitz at least one player, while still keeping strong zone coverage. On 3rd and very long (15 yards or more), we bring the house. Our favorite is the Mad Robber (pictured here).



It is impossible for a five-man front to withstand an all-out blitz, especially in a long-yardage situation where the short or medium pass is not an option.



The pass blocking usually collapses on the corners. Take over the first defensive player to clear the blockers and sprint to the quarterback. Your reaction time here is critical, because you don't want to give the quarterback time to recognize the pressure and complete a last-second pass.



Medium and deep zones are likely to produce double and triple teams in long-yardage situations. This is where you can accumulate a bushel of picks.

Another reason we like to blitz heavily, even on second down, is that it disrupts play action passes. You can log an easy sack by overwhelming the quarterback as he initiates the run fake.



The 4-4 is an excellent pressure formation to use on 3rd and very long. The rush is almost guaranteed to produce a sack against a five-man front.



## Punt Returns



Returning a punt is similar to fielding a kickoff, except that everything is compressed into a smaller window. Reaching the outside is still a priority, but it takes more than speed. You must execute a couple of quick jukes to avoid the initial coverage, then streak toward the corner. If you can turn upfield, you have a good chance of going all the way, or at least finishing a 20+ yard return.



## Defensive Audibles

Just like on offense, the defensive coach can store up to five audibles. By default, every school Playbook has two full zone defenses, and two single deep/man zone formations. The last audible is a punt return. We advise not to waste a defensive audible on a punt return, because if the offense surprises you with a punt, you need only take control of a defensive back and scurry downfield to receive the kick. We also recommend adding one all-out blitz to the collection.

Aside from the five custom audible plays, *NCAA® Football 2004* provides the defensive coach with 12 additional



defensive line, linebacker, and coverage audibles. Consult your game manual for these valuable adjustments. It's a good idea to keep a "cheat sheet" in front of you during a game so you can respond quickly to an offensive threat without completely changing the play.

## Defensive Player Controls and Special Plays

Once again, we highly recommend spending time with *NCAA® 101* to learn how to implement all of the defensive moves. Here are a few of our favorites to get you started.

### Dive



This is a last-ditch defensive move that we never recommend unless the ball carrier is about to burn you for a big gain. Under normal circumstances, a good defender should never leave his feet to make a tackle.



## Catch/Defend Pass

After the quarterback releases the ball, switch to the defender closest to the receiver and tap the Catch/Defend Pass button just as the ball arrives. If your man is in the right position, he'll tip the pass or make a clean interception.



## Swim Move/Rip

Maximize your defensive rush with a swim move to brush an offensive lineman out of the way so you can get to the quarterback.



## Strip Ball



Use the strip move to go after the ball, but keep in mind that the defender is no longer focusing on making the tackle. A strip works best when two or more defenders are converging on the ball carrier or receiver.



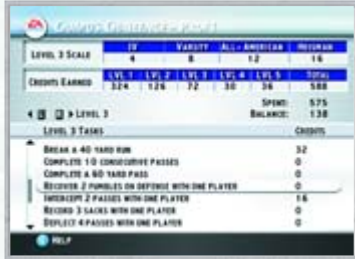
# Campus Challenge



Winning has its obvious rewards, but thanks to Campus Challenge, you can lose a game and still earn valuable credits by completing a variety of offensive and defensive tasks. *NCAA® Football 2004* sweetens the deal by increasing the credits earned in relation to the difficulty level of the game. You can redeem 25 credits for pennants that unlock Team Boosts, Game Cheats, Stadiums, All-Time Teams, Mascot Teams, and College Classics. You start with 125 credits. In this section we review the Campus Challenge system, including challenges and credit rewards for each level, and a summary of the reward categories mentioned above.



## How the System Works



During a game, you receive a special message across the bottom of the screen every time you fulfill a Campus Challenge. At the end of the game, you can review your rewards go to the Campus Challenge screen to check the credits you've earned at each level, number of credits used to date, and the current balance. It also lists the challenges for all five levels and displays credits earned for each one.



If you have at least 25 credits available on the Campus Challenge screen, go back to the My NCAA® menu screen and select Pennant Collection. Here, you can select a category of pennants, then press the New Pennant button to acquire a new one. You can select the reward category when you redeem credits for pennants, but the pennants are randomly awarded.



**Note**  
Prior to kickoff or during a game, go back to the Pause Screen, select Campus Challenge, and "play" the pennant of your choice. Once activated, the pennant is removed from your collection.

## Credits Earned by Level/Difficulty Setting

Difficulty Setting	Lvl. 1	Lvl. 2	Lvl. 3	Lvl. 4	Lvl. 5
Junior Varsity	2	3	4	5	6
Varsity	4	6	8	10	12
All-American	6	9	12	15	18
Heisman	8	12	16	20	24

## Campus Challenge Tasks

The following sections list all of the Campus Challenges at each difficulty level.

### Level 1 Challenges

- Kick a 40+ yard field goal
- Punt the ball 50+ yards
- Hold opponent under 7 points (min qtr = 4)
- Score 21 points in a game (max qtr = 6)
- One reception by 3 different players
- Recover a fumble on defense
- Sack the opposing QB
- 30 yard KR avg for one player (min ret = 2)
- Intercept a pass on defense
- Record 4 tackles with one player
- Throw 2 TD passes with one player
- Gain 200 yards of total offense (max qtr = 6)
- Break a 20 yard run
- Complete 5 consecutive passes
- Complete a 30 yard pass

No incomplete passes all game (min qtr = 4, att = 1)

No offensive fumbles all game (min qtr = 4)

No interceptions thrown all game (min qtr = 4)

## Level 2 Challenges

30+ punt return average by one player (PR >= 2)

Win by 28+ points (qtr <= 6 min)

100+ yards receiving by one player

20+ receiving average by one player (rec >= 3)

300+ yards passing by one player

80%+ passing percentage by one player (att >= 5)

Commit no penalties in a game (qtr >= 4 min)

2+ sacks by one player

5+ tackles by two different players

Score 42 points in a game (max qtr = 6)

No sacks allowed all game (min qtr = 4)

Hold opp under 150 total off yards (min qtr = 4)

10+ yard rush avg for one player (min att = 5)

Catch 2 TD passes with one player

Score 3 rushing touchdowns with one player

Throw 4 TD passes with one player

Complete 8 consecutive passes

Force 3 turnovers in one game on defense

Hold opp under 125 total off yards (min qtr = 4)

Punt the ball out of bounds inside the 5 yard line

Gain 75 rush & 75 rec yds with one player

Gain 100 rushing yards with one player

## Level 3 Challenges

Hold opp under 100 total off yards (min qtr = 4)

Return a punt for a touchdown

Recover 2 fumbles on defense with one player

Record 3 sacks with one player

Record 8 tackles with one player

Punt the ball 65+ yards

10 rushing attempts by two different players

Gain 150 receiving yards with one player

Gain 400 yards of total offense (max qtr = 6)

Complete 10 consecutive passes

Kick and recover an onside kick

Score 63 points in a game (max qtr = 6)

Make 10 receptions with one player

Gain 100 rush & 50 rec yds with one player

Gain 150 rushing yards with one player

Break a 40 yard run

Complete a 60 yard pass

Intercept 2 passes with one player

Deflect 4 passes with one player

Make a 50+ yard field goal



## Level 4 Challenges

Gain 100 rush yards with two different players

Gain 200 rec yards with one player

Complete 25 passes with one player

Throw for 500 yards with one player

Achieve 20 first downs (max qtr = 6)

Score a touchdown on defense

Cause 6 turnovers on defense

Record a safety on defense

Hold opp under 75 total off yards (min qtr = 4)

Defeat opponent by 56 points (max qtr = 6)

Gain 100 rec yards with two different players

Gain 200 rushing yards with one player

40 rushing att by one player (max qtr = 6)

Gain 650 yards of total offense (max qtr = 6)

Complete one pass to 7 different receivers

Break a 60 yard run

Record 4 sacks with one player

Gain 100 rush & 100 pass yds with one player

Return a kickoff for a touchdown

## Level 5 Challenges

Score 84 points in a game (max qtr = 6)

100 receiving yards by three different players

Gain 100 rush & 150 pass yds with one player

200 passing yards by two different players

Break 10 tackles with one player

Complete 14 consecutive passes

Complete a 90 yard pass

20 yard rush avg for one player (min att = 5)

Gain 250 rushing yards with one player

Break an 80 yard run

Complete 100% of your passes (min att = 7)

Intercept 5 passes on defense

Record two safeties in one game

Gain 150 rush yards with two different players

Gain 250 punt return yards with one player

Gain 100 rush & 100 rec yds with one player

Shut out the opponent (min qtr = 4)

Gain 250 kick return yards with one player

Record 5 sacks with one player

Hold opp under 50 total off yards (min qtr = 4)

## Pennant Categories

The following sections describe the type and number of Pennants.

### Team Boosts

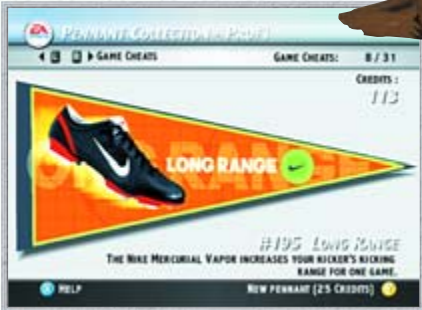
There is a Team Boost Pennant for each of the 180 schools in NCAA® Football 2004.



## Game Cheats



There are 31 Game Cheats, as described in the following list.



- 1st & 15:** Forces your opponent to gain 15 yards for a first down
- 1st & 5:** Gives you 1st and 5 instead of 1st and 10 for one game
- Blink:** Causes the ref to spot the ball short for your opponent
- Boing:** Increases your opponent's chances of dropping passes
- Brakes:** The Nike Air Max Specialist shoe helps you angle punts deep into your opponent's territory
- Butter Fingers:** Increases your opponent's chances of fumbling for one game
- Crossed The Line:** Allows your QB to throw the ball past the line of scrimmage
- Cuffed:** Prevents your team from fumbling or throwing interceptions
- Diesel:** The Nike Dri-FIT One Mesh Long Sleeve Top increases your ability to break tackles for one game
- Extra Credit:** Gives your team 4 points for each INT and 3 for each sack
- Get a Grip:** The Nike Magnigrip Elite II Glove increases your players' chances of intercepting a pass
- Hurricane:** The Nike Air Zoom Torque shoe improves your team's pass rush on defense for one game
- Instant Freeplay:** Gives your team 5 downs instead of 4 to make a first down
- Jumbalaya:** Adds points to your score when your player is injured
- Long Range:** The Nike Mercurial Vapor increases your kicker's kicking range for one game
- Molasses:** Increases your opponent's fatigue factor for one game
- Pitch It:** Causes your opponent to fumble every time they try to juke
- Protection:** The Nike Protective Neo Sleeve improves your players' pass blocking on offense for one game

- QB Dud:** Causes your opponent's passes to be high and wobbly
- QB Rocket:** The Nike Dri-FIT One Mesh Sleeveless Top increases your quarterback's passing range for one game
- Stiffed:** Doubles your opponent's penalty yardage for one game
- Super Bullet:** The Nike 3005 NFHS Football improves your quarterback's passing accuracy for one game
- Super Dive:** The Nike Air Speed Pro Bowl shoe increases your players' ability to dive for one game
- Take your time:** Gives your team unlimited timeouts for one game
- The Glove:** The Nike Z-Tack Glove improves your players' ability to catch the ball for one game
- Thread & Needle:** Narrows the uprights when your opponent tries a field goal
- Toast:** The Nike Vapor TD shoe increases your receivers' chances of burning the coverage deep
- Tough as Nails:** Makes your QB almost impossible to sack for one game
- Trip:** Increases your DB's chance of jamming his man at the line
- What a Hit:** Increases your opponent's chances of getting injured
- Wind at My Back:** The Nike Laminate Wind Jacket causes the wind to be in your favor on field goals

## Stadiums



You can unlock 30 stadiums for use in Play Now.

## Historic Teams



Collect 37 Pennants to unlock All-Time Teams for use in Play Now.

## Mascot Teams



Seventy Mascot Team Pennants unlock various fuzzy creatures for use in Play Now.

## College Classics



Every time you win a College Classics game, you unlock both teams for use in Play Now, for a total of 40 teams.