

**SEGA**  
**SPORTS**

BRIAN NORLEACH

Linebacker

6-3, 244 lbs

tackles

G. 16

Saves

**NFL 2K3**

Covers PlayStation<sup>®</sup>2  
computer entertainment system,  
Xbox<sup>™</sup> video game system from Microsoft<sup>®</sup>,  
and Nintendo GameCube<sup>™</sup>



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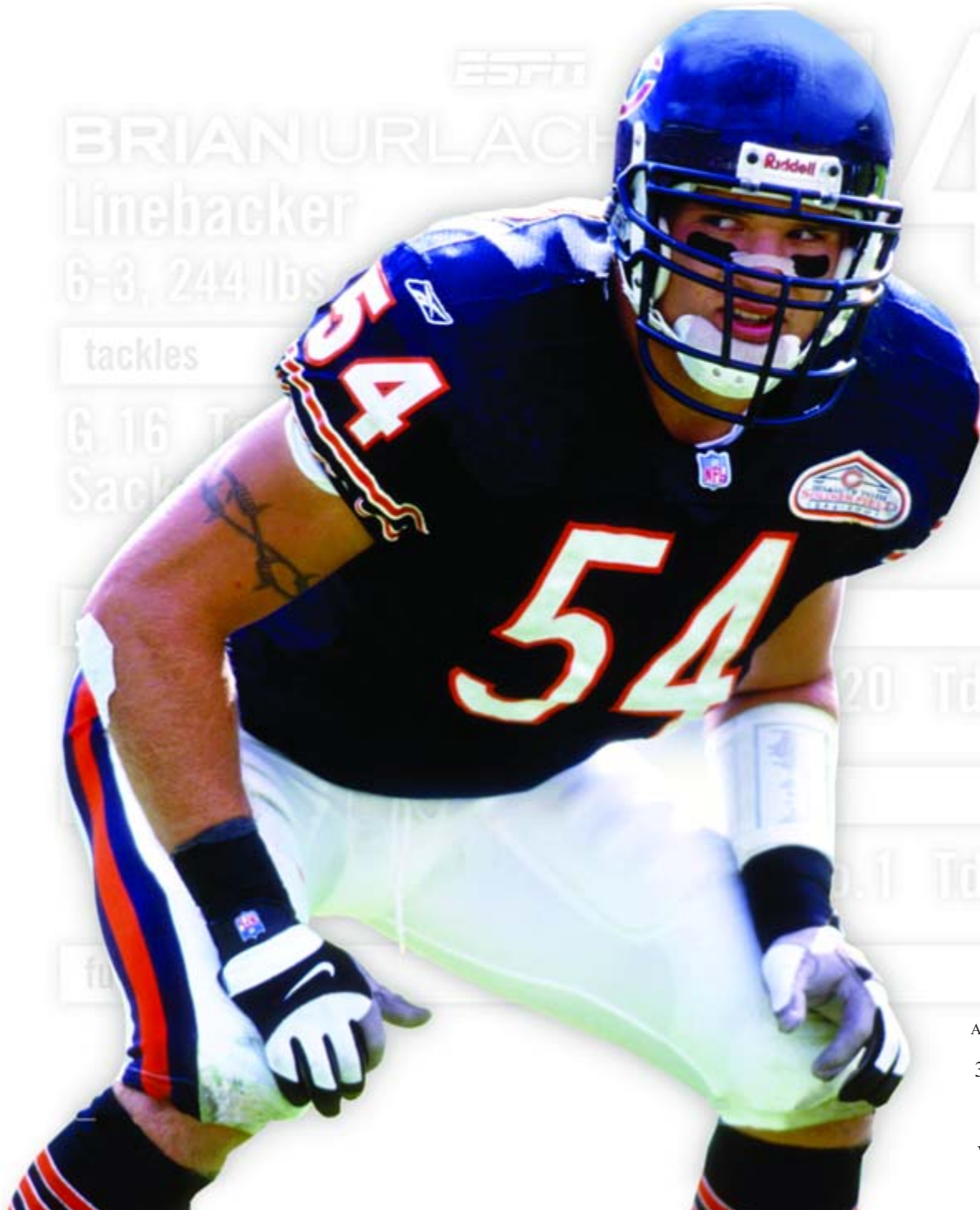
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**SEGA**  
SPORTS

POWERED BY  
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# NFL 2K3

## Prima's Official Strategy Guide



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3000 Lava Ridge Court  
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Project Editor: Teli Hernandez

Editorial Assistant: Carrie Ponseti

Associate Product Manager: Jill Hinckley

Design & Layout: Bryan Neff, Damon Carlson, Jody Seltzer

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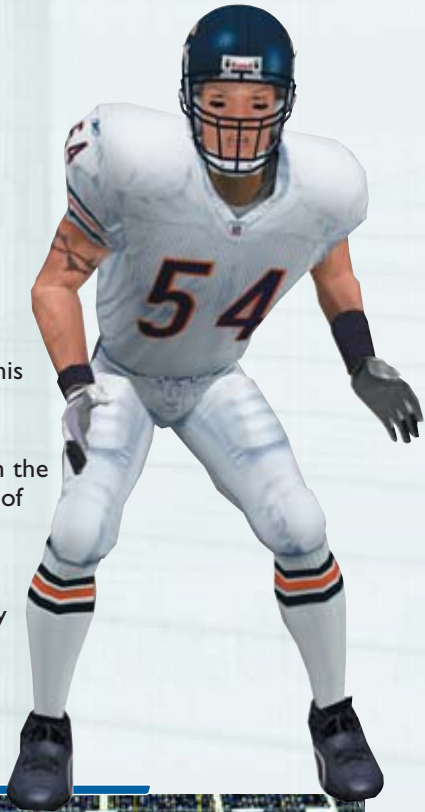


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# INTRODUCTION



Welcome to *NFL 2K3: Prima's Official Strategy Guide*. Sega challenges the football elite with another solid game across all three platforms. We've covered all three versions: PlayStation<sup>®</sup>2 computer entertainment system, Xbox<sup>™</sup> video game system from Microsoft<sup>®</sup>, and Nintendo GameCube<sup>™</sup>. This year, Sega's got something special for pigskin fans: the style and presentation of ESPN. Family and friends will think they're watching a real game.

The "Offense" section gives you the basics of playing offense. The "Defense" section breaks down the defense basics. With offense and defense covered, the "Special Teams" section covers the last piece of the football puzzle. Without solid Special Teams plays, you'll miss your field goals, suffer from poor field position, and watch the opposing team run up the score. The next section covers the Season and Franchise modes so you can get some tips for building the next NFL powerhouse. But the "Teams" section is the heart of the guide. We've got the offensive and defensive playbooks for every team, plus stats and analysis. Check out this section to find out who each team's stars are and how to best use them. Get ready for some football. It's time to play!



NFL 2K3 is visually amazing. But it's more than just a pretty picture, it's one heck of a football game.



Each team has a unique playbook. Check out the "Teams" section to get your favorite team's plays and statistics.



Before the snap you get to see the button assignments for all the receivers and the names of the defenders, so you can know whom to avoid in coverage. You have to read the defense to be successful.



Compete in a grueling 16-game schedule against the elite of the NFL. Do you have what it takes to reach the Super Bowl?



Drop back to pass...



...and hit the receiver in stride to run for a big gain.



It's touchdown time, so celebrate a little.



# OFFENSE

On offense, the object is simple: Put the ball in the end zone. But, the defense is doing everything it can to stop you. The offense needs to perform like a well-oiled machine to get past the defense and in for the score.

## TIME OF POSSESSION

Time of possession is a big key on offense. Scoring drives of 80 yards in one or two plays are great when your team is behind, but you need to burn the clock when you are ahead. Every time you're on defense, you're giving your opponent an opportunity to score. Take your time and run the clock. By running the ball, you'll move the ball upfield and keep your drive going. Ten-play drives eat up significant portions of the quarter. The other team can't score if you don't let their offense onto the field.



You just scored a touchdown, but you took less than a minute off the clock. The other team has the chance to get on offense and get the score right back.



Keep the ball on the ground.



Your time of possession will increase and you'll limit the time your opponent has to score.



Grind it out to come out on top.



## PLAY SELECTION

Each team in *NFL 2K3* has its own playbook, so take advantage of it. If you call the same plays over and over, your opponent will catch on. Keep the defense on its toes. Have you been running the ball on first down for the last three series? Try throwing it from the same formation and you might catch the defense off guard and get a big play. Try calling the same play from a different formation. This gives the defense a different look and might confuse them enough to open up a big hole.

## GAME PLAN

Pound the ball on the ground early. This tires out the defensive lineman. Lure the defense into looking for the run instead of the pass. This opens up passing opportunities later.





Pound the ball on the ground early in the game...



...and the safeties start to cheat up to the line of scrimmage. You have the defense right where you want it.



Hit the defense with a deep passing route...



...and you're running free in the secondary.



Found a play that works really well?



Try running it out of a different formation. You confuse the defense by presenting them with different looks.

## READ THE DEFENSE

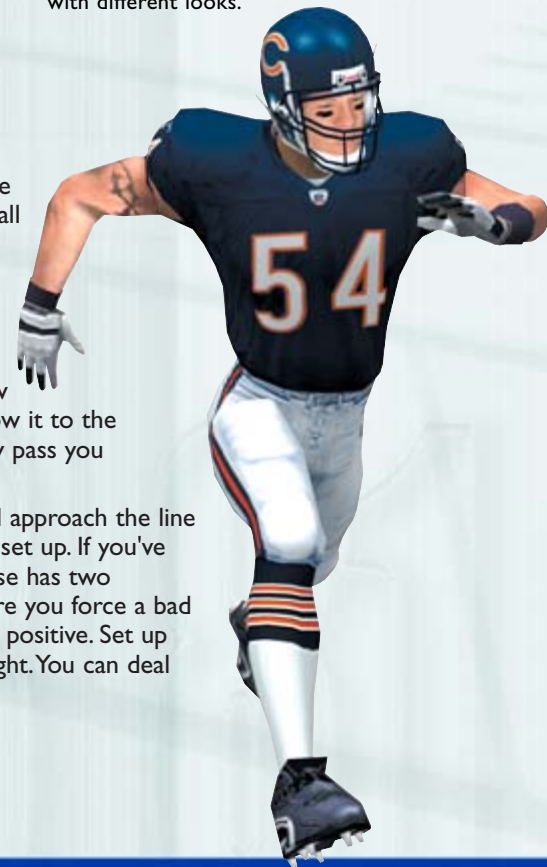


If the safety is playing loose in the middle of the field, throw it to the outside.

linebackers and the safety lined up on the right side of the line, you're in trouble. Before you force a bad situation, call an audible. You can't do any worse! Try to turn a negative situation into a positive. Set up your audibles before the game with one pass play, a run to the left, and a run to the right. You can deal with any situation the defense throws at you.

The worst thing you can do as an offensive coordinator or quarterback is force the ball into a bad situation. As much as the defense is watching your play selection, learn to read the defense and figure out what plays they are running. Where is the safety playing? Is he double-teaming the receiver on the left side? Better not throw to that side. Is he playing centerfield? Throw it to the outside or he'll run up and swat down any pass you attempt in the middle.

When you break out of the huddle and approach the line of scrimmage, look at how the defense is set up. If you've called a Sweep to the right and the defense has two







Or, he will swat the ball away or intercept.



Is the defense stacked up to the right? If that's where the play is going, call an audible.



As you approach the line of scrimmage, take a look at what the defense is showing. If they're stacked up on the line of scrimmage and you've called a running play, call an audible and switch to a pass play. If the defense is playing deep, switch to a run play and blast it through for big yards.

## RUNNING THE BALL

Keep the ball on the ground to do well in *NFL 2K3*. Pound the defense. Ball-control offenses centered around a strong running game will win the battle for time of possession and give up fewer turnovers. Fumbles are more common than interceptions.

### Running Inside



Make sure the defense isn't stacked up on the line when you want to run inside.



Your offensive line opens a hole for you, but it won't last long.



Use a speed burst to blow through the gap and gain the yardage. Hurdle defenders and offensive linemen at the line of scrimmage.



Once you are through the initial opening, you're on your own unless you can pick up a block from a receiver downfield.







When you are out in the open, use your basic strategies—hurdle, spin, stiff-arm, and dive—to get the first down. Be careful: Each time you do a spin move, hurdle, or stiff-arm, you increase the chances that your player will cough up the football.



If you lose the football, switch to another player. Get that football back!



## Running Outside



When you run outside, you've got to get to the corner in a hurry. A speed burst will get you there.



Hurdle to miss the dive of the first defender...



...but if he slows you down, you'll be in trouble.



A stiff-arm springs you loose. Running outside is about making the first defender miss.



A spin move...



...lets you slip through the defender's arms.



## TIP

### Know Your Personnel

Do you have a speedy running back? Call plays that get him outside and around the corner. Use his speed to your advantage. Do you have a power back? Call plays that slam the ball up the middle. Use his size and power to knock over the defenders. It makes no sense to pound the ball up the gut with a light, speedy back—he'll wind up getting hurt. The same holds true for a power back. Don't send him on Sweep and Toss plays to the outside—the defense will get to him before he can turn the corner. If you know your personnel, your offense will click and you'll be moving the football on the ground. Put a speedy running back and a power back in the same backfield. The defense won't know if you're running outside or plowing it up the middle.

## RUNNING PLAYS

### Dive



The Dive or Blast play is common in the NFL. The QB hands the ball off to the running back quickly, who hits the hole between the guard and tackle. A variant of the Dive play is the Lead, where the fullback leads the halfback as a blocker to clear out the linebacker.

### Off Tackle



The Off Tackle play is a classic running play. The QB hands the ball off to the back who heads toward the outside of the tight end, attacking the defensive end. When two backs are used on this play, the other back runs ahead of the ball carrier as an extra blocker.

### Sweep



The Sweep is a power outside running play. As the running back aims outside, a guard or two pull back from their blocks. These pulling linemen form a

wedge to open up the running lanes for the ball carrier.

### Zone



The Zone running play doesn't have a specific hole for the ball carrier. The running back takes a moment to look for a hole before committing downfield.

### Counter



This is a misdirection play. The QB fakes a handoff to one back heading one way, then turns around and hands the ball off to the other back going in the opposite direction. The success of this play depends on the ability of the linemen to sell the fake. They need to make sure the defense thinks they're running in the direction of the decoy.

### Trap



Trap is similar to the Sweep. The linemen pull to add extra blockers into the running lane for the back.

### Reverse

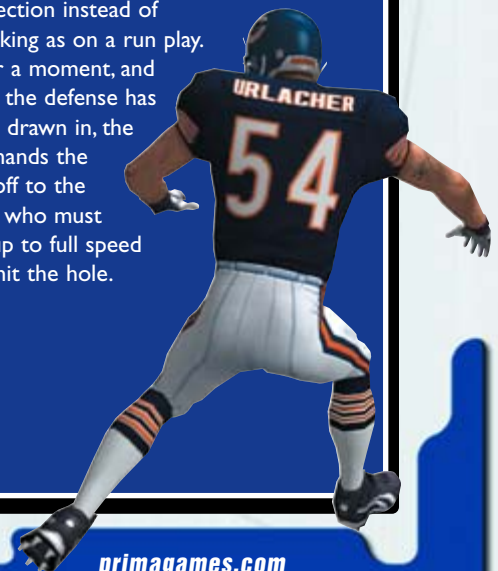


The Reverse starts with a handoff to the halfback who runs toward the outside. The wide receiver (who starts running into the backfield instead of out into the pass pattern) takes the handoff from the halfback. This play works well against aggressive defenses who tend to over pursue.

### Draw



The Draw, or Delay, play tries to deceive the defense into thinking it's a pass play. The offensive line drops back into pass protection instead of attacking as on a run play. After a moment, and after the defense has been drawn in, the QB hands the ball off to the back who must get up to full speed and hit the hole.





**PASSING**

If you run the ball every play, the defenders will stack the line of scrimmage and stuff you in the backfield. To strike a balance, pass the ball. Use your backs and the tight end to complement your receivers. They are all eligible targets, so spread the yardage around a little.

With the difficulty setting on Rookie, chuck the ball downfield and 9 times out of 10 it will be a completed pass. With Pro and All-Pro difficulty settings, you have to work a little harder. Once the ball is in the air, get control over the intended receiver and run to the passing icons on the field. Get your hands up to catch the ball.



The shotgun formation gives your QB extra seconds of protection...



...to find every passer's friend, an open tight end running between the linebackers and the safeties...



...for the score.



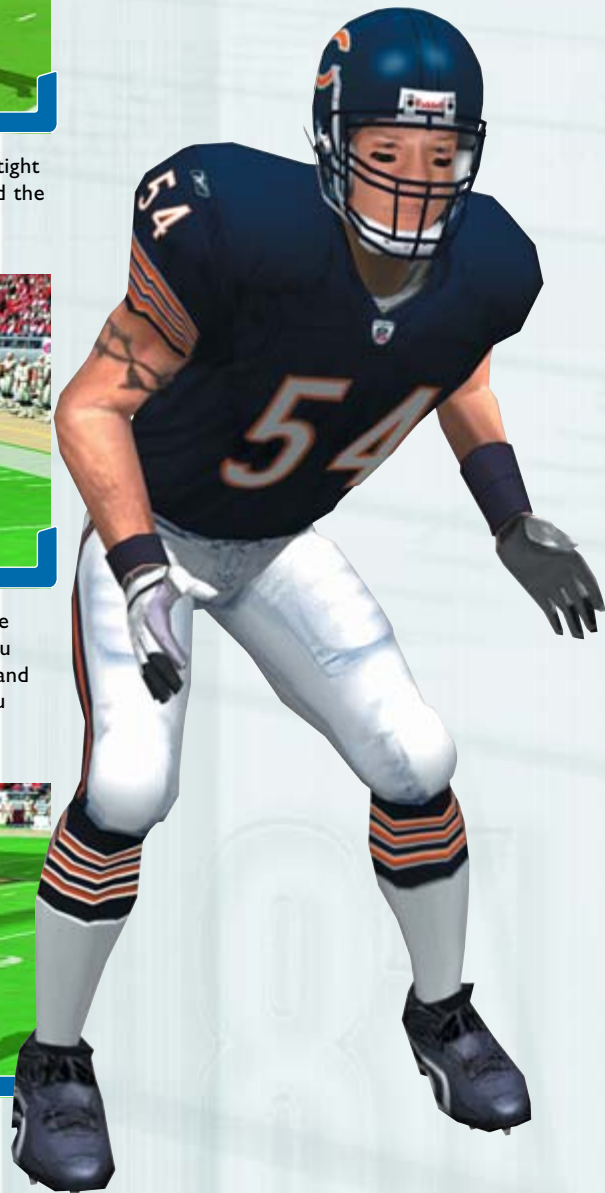
With Maximum Passing, you can do more than just pass the ball to the receiver. You can underthrow, lead, throw to the left, and throw to the right—anything to help you pick apart the defense.



You'll see tons of acrobatic catches in NFL 2K3. If the receiver can twist or contort to get at the ball, he will.



Watch for the open receiver on Fly patterns.





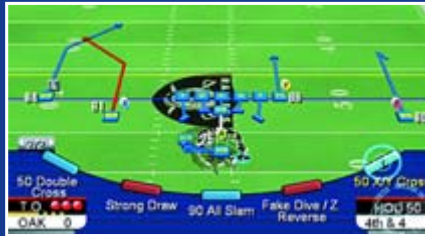
**WIDE RECEIVER ROUTES**

**Comeback**



You need two things to make a Comeback route work effectively: A fast wide receiver and a defense that is playing off the line of scrimmage. At the snap, the receiver runs fast, then stops (usually 10 to 20 yards downfield) and turns to catch the ball. For this passing route to work, throw the ball before the receiver turns around. That way the ball is getting to the receiver as he is turning for the football. Throwing the ball any later risks interception.

**Crossing**



The Crossing route is a great play against good man-to-man coverage. The receiver runs straight up the field, then cuts right or left across the middle. Combine one crossing receiver with a second one running the same route on the opposite side of the field. Hopefully, the defenders will become entangled with all of the bodies crossing paths. In *NFL 2K3*, wait for the receiver to make his cut across the field and lead him for a high-percentage completion.

**Curl**



This short passing play is a high-percentage play. The receiver runs 8–10

yards downfield, then curls back so he is running at the quarterback, shielding the ball from the defender. It's hard to break a curl route for long yardage. Make the defender miss, then quickly turn around and head upfield.

**Slant**



On the Slant the receiver cuts toward the opposite sideline on an angle. This route works well against both zone and man-to-man defenses. Get the ball to the receiver before his defender can reach him.

**Out**



On the Out pattern, the receiver runs upfield, then cuts sharply toward the near sideline, parallel to the line of scrimmage. As the quarterback, time the pass carefully. A completion won't do you any good if the receiver catches the ball out of bounds. Throw to the sideline as the receiver makes his cut.

**Vertical**



Hike and run for the end zone. That's the basic idea of a Vertical (Fly) pattern. Reserved for the fast receiver, the pattern calls for the wide-out or tight

end to streak down the field as fast as he can. Throw the ball high and deep and allow your receiver to go out there and get it. The cornerback is usually just as fast as the receiver, so watch what shoulder you throw it to. If the cornerback (or safety) is to the inside of the field, lead the ball outside toward the sideline. If the cornerback (or safety) is toward the outside of the field, lead the ball to the middle.

**Swing**



The Swing pass is every quarterback's safety valve. When the blitz is coming, dump the ball off to a running back coming out of the backfield. You'll gain a couple of yards on this simple play.







If you have a speed merchant like Randy Moss of the Minnesota Vikings, attack the defense with deep passing routes. Speedy receivers can separate from the defenders...



...and get into the end zone.



In the NFL, quarterbacks have to read the defense and react in seconds. It's the same way in NFL 2K3—hold onto the ball for too long...



...and your QB will hit the turf.



Look over the defense and check out your receiver button assignments before you hike the ball. Read the defense to figure out who will be open. Are the cornerbacks playing up at the line of scrimmage, or are they playing 10 yards off the ball?



A Play Action Pass freezes the linebackers and the cornerbacks for a moment. Your receivers can use this hesitation to gain separation and get open.



Running backs are great receivers, too. If all of your wide-outs are covered downfield, dump it off to a running back.



On third down, make sure you call plays that put your receivers on the other side of the first-down marker (the solid yellow line). Unless you're going to go for it on fourth down, there's no point in completing a five-yard pass when it's third and nine.



## TIP

### Set Your Feet!

Before you throw the football, set your feet! Most NFL quarterbacks don't throw accurately on the run, and they definitely can't throw across their bodies on the run (running one direction and throwing in the opposite direction). Before you hit the pass button, ease off the directional control (be it the D-pad or the analog stick) and your quarterback sets his feet. Your completion percentage will go way up.



The receiver looks open. Don't take forever to get him the ball...



...because the defender has noticed him running free and has closed the distance to knock the ball down.



Don't throw the ball on the run...



...the pass will be off the mark and incomplete.



Ease off the D-pad or analog stick and your quarterback will set his feet.



You'll be amazed at how much better your passing numbers will be.

## SAY WHAT? SAY PLAY!

When you look through the offensive playbooks, you'll see some confusing play names. Confusing, if you don't know the code. Here's a breakdown of what the numbers mean.

**50:** If the play starts with a 50, it means the quarterback will take a five- to seven-foot drop before passing the football. Make sure your offensive line is giving good protection before you call a play that starts with a 50. They need to hold off the defenders long enough for the play to develop.

**90:** If the play starts with a 90, the play develops quickly, as the QB takes only a three-step drop. Use these plays when the defense is chewing through your offensive line or when the defensive backs are playing deep. The ball will be out of the quarterback's hands before the defense knows it.

**100:** If the play is in the 100's, it means Play Action Pass. A play starting with a 122 means it's a Play Action Pass where the fake is a 22 Iso Run. Play Action Passes work well when the defense thinks you're going to run the football. Don't call the Play Action Passes in obvious passing situations because the defense won't bite on the fake. If you've been running the ball a lot on first down, try a Play Action Pass the next time you have a first down to gain considerable yardage.

**200:** If the play is in the 200's, it means the play features a Bootleg or Rollout of the quarterback. Use these plays to get away from a pass rush. If you have a fast quarterback who likes to get out and run, use these kinds of plays to get your QB involved in the ground game.



**TIP**

**Practice**

The best strategy for winning football is to keep practicing. *NFL 2K3* lets you walk through any of the hundreds of plays in the playbook—take advantage of this. In Season mode, look at how your offense will run against their defense. In Exhibition mode, run through a couple of practice plays to warm up before playing against your friends. Take your time and be patient—getting your timing down takes a dozen or so passes.

**WHERE'S THE PLAY?**

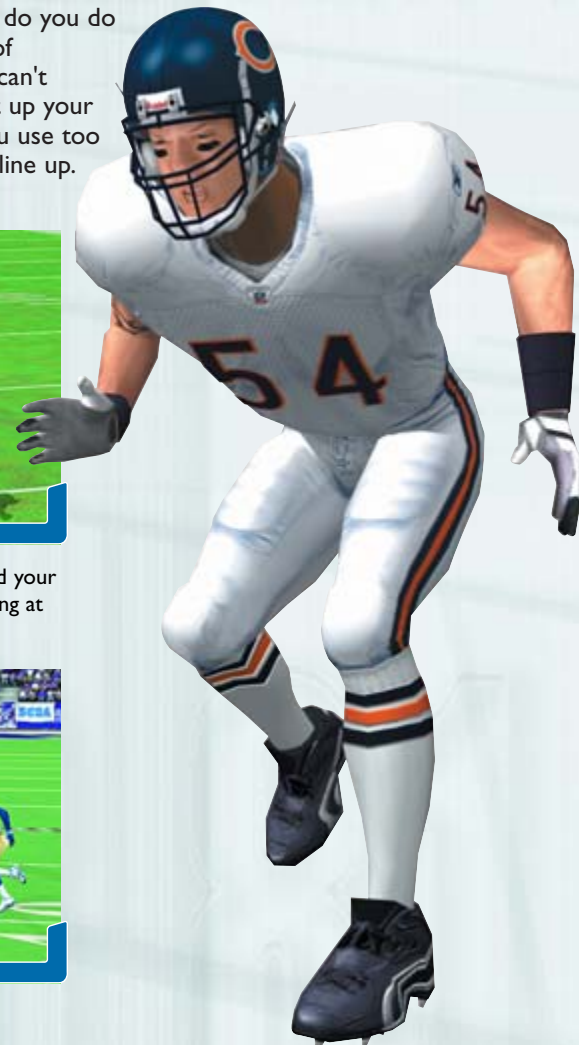
Need to see where the play is going? You can see the play and find out what hole you are running to by pressing **(L)+(R)** on Xbox, **(L1)+(R1)** on PlayStation 2, and **(L)+(R)** on the Nintendo GameCube.



**MULTIPLAYER TIPS**

When you are playing against a human opponent, rethink your strategies a little. Human opponents are more apt to pick up on your tendencies. Are you running too much on first down? Have you fallen in love with a particular play? If the answer is yes, a human opponent will pick up on it quickly.

Be unpredictable. Keep the defense guessing. Keep the pace of the game high. How do you do that? Use a no-huddle offense. When the play is over, get your team back to the line of scrimmage. Call an audible (or set a hot route) quickly and hike the ball. The defense can't switch in different formations (Nickel, Dime, 4-3, etc.) without burning a time out. Set up your audibles to use the same formation (or possibly two formations) for all of them. If you use too many different formations the defense will know what play you're calling by how you line up.



When you're playing against a human opponent, vary your play selection.



Call the play too many times in a row and your opponent will figure it out. You'll be looking at an incomplete pass or an interception.



Use audibles to keep the defense guessing.



Move the ball down the field.



# DEFENSE

In 2000, the Baltimore Ravens dominated the league with their smothering defense. They kept their opponents out of the end zone and put points on the board from touchdown interceptions and fumble recoveries. They accomplished this with the talents of standout players such as linebacker Ray Lewis and sound fundamentals. They stopped the run, tackled well, and put immense pressure on the QB.

With a little practice, you can be that good on defense too. Brush up on the basics in this section. Check out the "Teams" section for a breakdown of your team. Each team's QB reacts a little differently. In *NFL 2K3* their individual tendencies have been programmed into the AI, making your task harder.



## BASICS

Stop the run. Deny your opponent a running game and he or she will face a ton of third and long situations. Pressure the quarterback in certain passing situations. If you don't get the sack, you'll make the QB get rid of the ball before he's ready. Hurried quarterbacks make mistakes—they throw into double coverage, give up an interception, and under- or overthrow the receiver.



Stuff the run. Pick a defensive lineman at the beginning of the play...



...and get up field quickly to hit the running back in the backfield. Use all your available moves to get through the blockers.



Get it right on first down and opponent's offense faces second or third and longs. In these situations, go all-out for the QB.



Blast up the middle and get to the quarterback for the sack.



You don't have to get the sack. The pressure alone causes the QB to get rid of the ball before he's ready. Get into the backfield and disrupt the play's timing.



**TIP**

When selecting a defensive player at the beginning of a play, stick with a defensive lineman. On rare occasions, take a linebacker. The linemen have one goal: Get in the backfield and get the sack or the running back. Everyone else on the field has an assignment. If you take them away from their designated coverage, you could leave a receiver open.



If you select a cornerback, safety, or linebacker on defense, make sure he's supposed to be blitzing. There's no way for you to cover the receiver, especially if he moves off screen.



If you select a cornerback or defensive back, your man will get open and you will get burned.



Select a lineman or a blitzing defensive back. Let the AI defend the receivers.



Once the ball is in the air, switch to the defender closest to the ball...



...and swat down the pass or make the big hit.

**Special Moves**

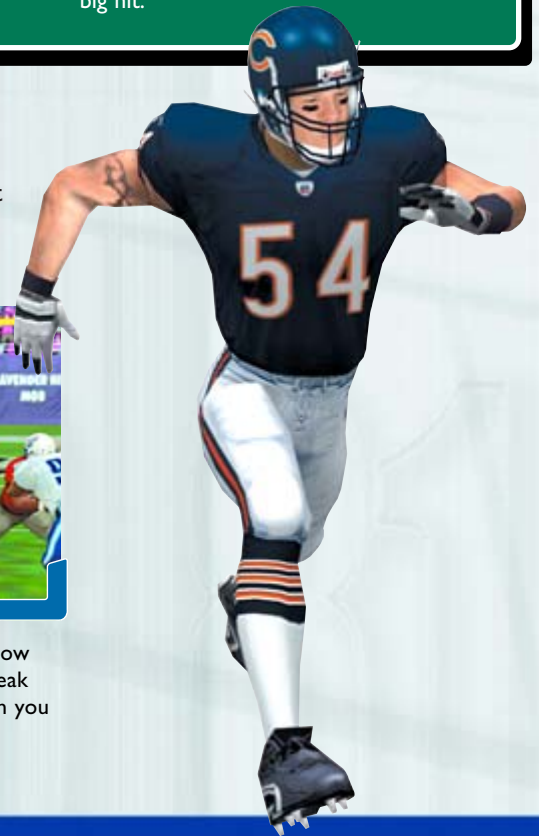
Once the defense has been called and your personnel are lined up, execute the play. The best way to take care of an offense is to rush them. Throw off their timing or get past a blocker, and their whole attack unravels. Once the center hikes the ball, get a defender upfield. If you can get into the backfield, good things happen.



One way for the lineman to get into the backfield is with a swim move. After the defender hits the lineman, he starts the special move...



...that spins him around the lineman. Now you're in the backfield and ready to wreak havoc. The swim move works best when you aren't hitting a lineman straight up.





**TIP**

Another way to get into the backfield is by calling a blitz. Overload the offensive line by giving them one too many people to block. Take control of the blitzing linebacker or safety. Line up between two of your linemen, and either you or one of the linemen can fight through.



**Line Shifts**



Want an extra advantage? Try a line shift.



Your linemen move either left or right. This gives you a slight advantage, as your players line up offset from their offensive counterparts.

**Defending the Run**

We mentioned earlier that the key ingredient in a successful defense is stopping the run. Now that you've learned some tips for getting into the backfield, let's apply them in stopping the run.

**Thrown for a Loss**



If you can get through the line with any of the special moves...



...you can come up and make the tackle. Hitting the back in the backfield is great because it ensures that the offense has to pass for a first down.





**Gang Tackling**



Running backs in the NFL are powerful athletes. The first defender holds up the back while a teammate...



...finishes him off. A cornerback can't hope to stop a running back who's got a full head of steam, so gang tackle to stop the runner.

**Up the Gut**



When your opponent is running it up the gut, switch to the nearest defender and press the tackle button. You can get a lucky break by tripping up a back as he rushes past one of your linemen.



Be careful not to move the analog stick when you do this. If the nearest defender is coming from the other side, you could accidentally make him turn around and run away from the ball carrier when you switch.

**Diving**



Diving at the ball carrier is a risky proposition. If the opponent sees it coming, he can time a hurdle move to jump over your outstretched arms.



If you miss, you're in big trouble. The ball carrier could be off to the races and in for the score. There's a big reward if you throw him for a loss.





## Defending the Pass

All right, you defended the run for two downs. It's third and long and you need one more stop. The offense is in a four wide-out set and the QB can see the first down marker. Here's how to make it four and out, instead of a long drive down the field.

### Pressure on the QB



Get in the backfield any way you can. Use one of your special moves or a line shift to get past the offensive line.



If you don't get the QB, he's forced to dump off the ball. He'll either throw an incomplete, dump it off to the back who can be hit for a loss, or throw an interception. All three things are positive results for you.

### Use Linemen



Before the snap, select a lineman or blitzing linebacker. If you pull a defensive back off an assignment, a receiver could run free past your cornerback.

### Swatting Down the Pass

Sometimes just your fingertips grazing the ball can make it take a funny bounce and the pass will fall incomplete. Try to swat down the ball when the quarterback has underthrown the receiver or when you've got multiple defenders covering the offensive player.



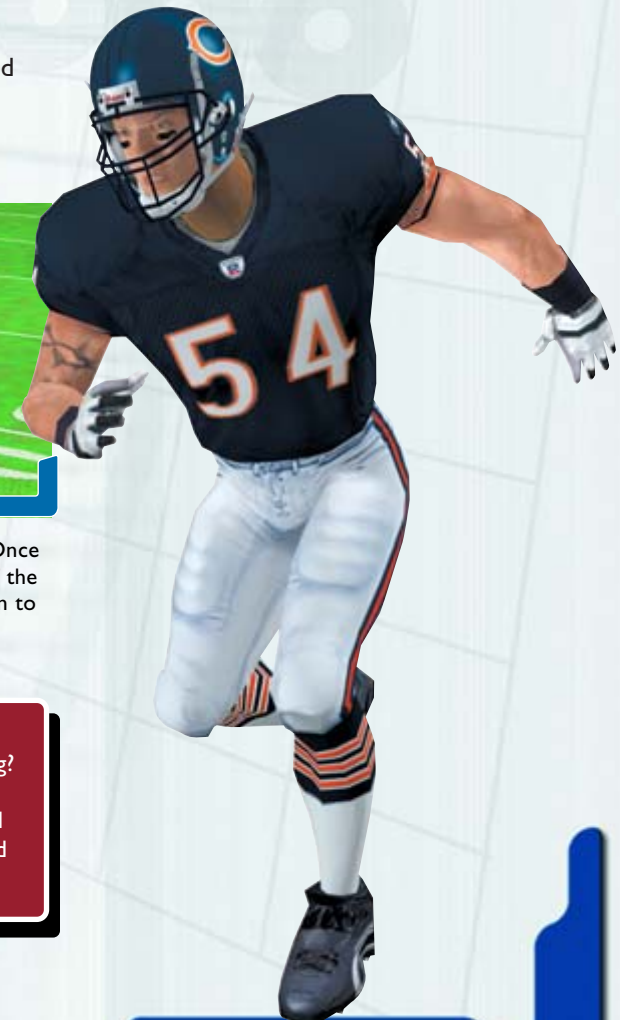
Throwing into triple coverage is never a good idea on the offense's part. Turn to the ball before you jump to defend the pass.



This receiver looks open, but he's not. Once you see the ball in the air, get control of the closest defender. Close the distance, turn to the ball, and jump to knock it down.

### CAUTION

Once the ball is in the air, switch from a lineman to one of the defensive backs to make the play. Stop and think: When you're rushing the passer, which direction are you running? Down toward the quarterback, right? So if you quickly switch to a defensive back, which direction will he run? Down and away from the receiver if the analog control is still held down. Before you switch to the defensive back, make sure the analog control is centered or moving in the opposite direction so your defender sticks with his receiver.





### Interceptions

Nothing changes the game's momentum like a turnover. It demoralizes the offense and pumps up the defenders. You can score touchdowns like the powerful 2000 Baltimore Ravens. Get between the receiver and the ball and it's off to the races. Going for the interception is always a gamble. If you miss the ball, the receiver will be wide open. Go for the ball only when you have a safety backing you up.



Turn to the ball first to increase your chances for the interception.



Once you have the ball, run upfield like a running back. Get into the end zone!



Unfortunately with most picks, your defender is right on top of the receiver and you get tackled right away. Once you have the ball, it's like running the ball on offense.

### Sacks



Take a lineman and blast through the offensive line...



...to put the QB on his back.

Pressure the quarterback! Get your defenders through the offensive line and knock the quarterback down. You prevent the big play and leave the offense in horrible situations. Plus, you might knock the ball loose and pick up the fumble. Use all your moves to cut through that line and pick up a sack.

### COVERAGE SACKS

There's a special kind of sack called a "coverage" sack. The offensive lineman can stop your defenders for only so long. If the defensive backs keep the wide-outs from getting open, the linemen have more time to get to the quarterback and pick up the coverage sack. If you have good cornerbacks, use man-to-man coverage and try to get to the QB for a sack.



Cover everyone downfield and you could wind up...



...with a coverage sack. The offensive line can't hold off your defensive lineman forever. Your DBs just need to make the QB wait too long.



## Dislodging the Ball from the Receiver

When the offensive player gets his hands on the ball, it isn't a catch yet. If you time it just right, a powerful tackle or dive can dislodge the ball from the receiver's hands. Timing is critical. If you run at the receiver too early, you'll get called for a penalty. Start too late and you'll miss the receiver. As with going for an interception, make sure you have deep help before you try this maneuver. If you miss, he has a shot at a big play.



Defend the pass by tackling the offensive player just as he catches the ball.



The defender didn't have possession long enough for a valid catch. Be careful though. If you get there too early, you'll get called for Pass Interference, an automatic first down.

## FORMATION, LINE PLAY, AND COVERAGE

Defensive play calling is a little different this year. First, you call your formation. Most teams have four to six defenses to call from—formations like 4-3, Nickel, Goal Line, and Dime. Once you've got the formation called, select your team's line play. Do you want your defensive linemen to do a stunt? Do you want one of the linemen to drop back into coverage? This is where you make that choice. The last decision is what coverage to use. For the most part, your defenders are either in man-to-man, zone, or a combination of the two.



Select the formation. In running situations, try the base 4-3 defense. The combination of four down linemen and three linebackers should help you shut down the running game.



Designate your line play. If you think the offense will be running right, cheat your linemen to push in this direction.



Select your coverage. Lock down the receivers with the right call and soon you will be back on the field on offense.

## MIX UP YOUR PLAYS



Mix up your play calling.



To keep your opponent out of the end zone.

Just as on offense, don't call the same plays on defense. If you fall into the same pattern (blitzing on first down, playing zone on third down, etc.) your opponent will pick you apart. Mix up your play calling to stay ahead of the offense. If you're playing against another human opponent, watch for a no-huddle offense. Set up your audibles to lock down the offense if things start to get out of hand. Make sure you have a defense set up to cover a four-receiver set in your audibles in case the offense spreads out the field.



## SPECIAL TEAMS

Special Teams are a big part of winning football. Good Special Teams plays can bail out an offense with a field goal or provide great field position with a long runback on a kickoff or punt. Don't ignore your Special Teams play. When the game is tight, the team with the better Special Teams will come out on top.

### FIELD GOALS



Watch the aim indicator. It will drift to make the kick more difficult. Take the wind into consideration.



With longer field goals, lower the aim indicator to make up the distance. Kick the ball lower, and you give the defense a better chance to knock the ball down.

### PUNTS AND KICKOFFS



Practice punting, especially kicking the ball out of bounds inside your opponent's five-yard line. If your defense can hold them there, you'll get awesome field position.



Keep your kickoffs down the middle of the field. If the ball goes out of bounds on a kickoff, the referees call a penalty.





## Punt and Kickoff Returns



Avoid running from side to side. This gives the defense a chance to close in on you. Catch the ball and head upfield.



If it looks like the defense has it covered well, call a fair catch. This way, you don't risk a fumble.



The key to a good run is making the first tackler miss. Get past him, and you can break off a 15- to 20-yard return. If the first tackler slows you down at all, you will probably be stopped for a short 5- or 10-yard return.

## GOING FOR TWO

After a touchdown, you'll elect to kick the extra point or go for two. Get the ball in the end zone in one play for the extra two points. Pass plays can be risky, so try a running play. Don't get too fancy. The defense only has to stop you once and they'll be doing their best to keep you out. Pick running plays that slam the ball inside. If you run outside, you'll give the opponent's linebackers a chance to close on you before you get across the goal line.

If you are on defense and need to prevent a two-point conversion, take control of an outside linebacker and hold your ground. Prevent any runs to the outside.



After a touchdown, you can either send out the kicking team for one...



...or try for two. When you run the ball, slam it up the middle with a lead blocker to get the ball in the end zone.

## GO FOR ONE OR TWO?

Leading By	Go For	Trailing By	Go For
1	2	1	*
2	1	2	2
3	1	3	1
4	2	4	1
5	2	5	2
6	1	6	1
7	1	7	1
8	1	8	1
9	1	9	1
10	1	10	2
11	1	11	2
12	2	12	2
13	1	13	1
14	1	14	1
15	2	15	1
16	1	16	2
17	1	17	1
18	1	—	—
19	2	—	—
20	1	—	—

\* Coach's Decision

\* Coach's Decision



## FRANCHISE MODE, SEASON MODE, and the FANTASY DRAFT

Season and Franchise modes are where you really prove your mettle on the gridiron. During Season mode, you battle through a 16 game schedule. Week in and week out you face the top talent in the NFL. In Season mode you play through a 16 game season. Franchise mode covers 25 years, season after season. Can you build a dominant NFL franchise?

Before you head out to the game, go to the practice field. Work out the timing with your receivers, kick a few long field goals, and break off a couple of runs. Many times the games boil down to one play or one series. Take the few minutes to run through some of your plays so you can jump out in front of your opponent quickly.



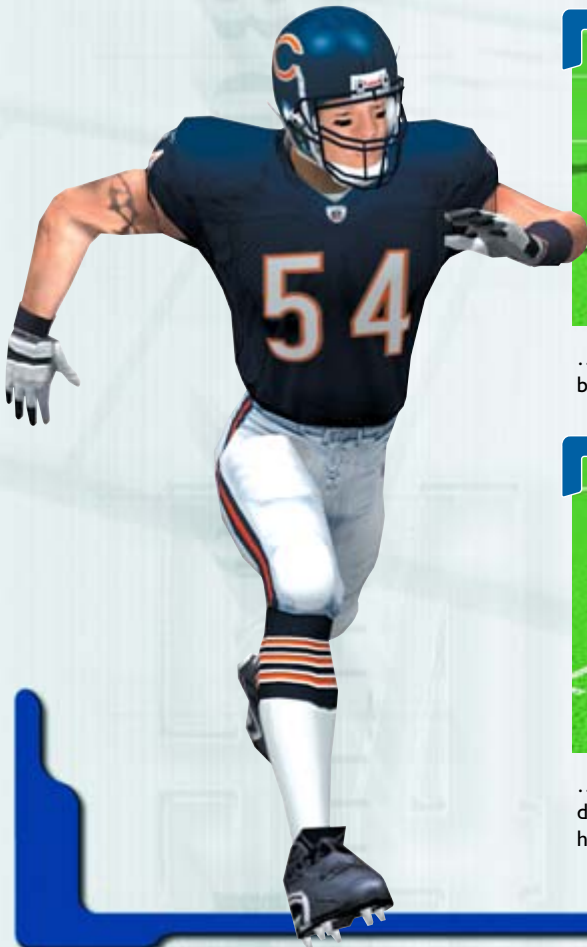
Making it through the 16 game schedule can be quite a task. Do you have what it takes to make it to the Super Bowl?



Before you go out to the game each week, head on over to the practice field.



Work on your timing with your receivers...



...practice your spin moves and stiff arms to break off a couple of nice runs...



...kick a few long field goals...



...and practice a couple of punts. Practice does make perfect, and getting in some reps helps you pounce on your opponent.

### SPECIAL TEAMS

A game can turn on a Special Teams play, so it is essential to practice executing them. If you have to punt, wouldn't it be great if you could pin your opponent inside the 5-yard line with a punt that scoots out of bounds? Your defense can tee-off against the offense, and if you can manage a sack or two you might get a safety. So hit the practice field first.



## FANTASY DRAFT

For your season, you can play with the real team or draft your own team via a Fantasy Draft. The Fantasy Draft allows you to become a GM and build your organization from the ground up. When drafting your team, remember the keys to winning football. You must be able to run the ball, stop the run, and pressure the quarterback. So get a good running back, defensive tackle, and pass rusher. But it's never quite that simple. A good running back needs a good offensive line to block for him.

When you are looking for players, check out the statistical information in the "Teams" section. Build some variety into your backfield. If your main running back likes to pound it inside, get a speedy running back who can pop it outside. Your receiving corps needs a speed receiver who can stretch the defense and a possession receiver you can go to on third down.



When building your stable of running backs, mix it up. If you have a runner who can pound it inside such as Jerome Bettis...



...then select a speedy running back such as Warrick Dunn who can bounce it outside. The different styles of runners will give the defense fits.



The same applies to your receiving corps. A speed merchant such as Randy Moss can stretch the defense. That opens up the short passing game...



...to a possession receiver such as Keenan McCardell.

## FRANCHISE MODE

Winning the Super Bowl once is hard enough. Doing it season after season for 25 years is an entirely different challenge. The salary cap, the draft, player retirement, and free agency all pull your team in different directions. Sure it would be awesome to land the big free agent in the off-season, but that might cause salary cap problems. It might be better to draft two or three mid-level players. Strike a balance between retaining some of your own free agents and letting others go.



Getting deep into the playoffs the first time is hard enough. Doing it year in and year out is another story.



Watch for good prospects in the draft. These college players can help fill in your team's needs.



Strike a balance between signing your own free agents and letting some of them go. If you did your homework in the draft, you can tolerate losing one or two players.



## SECRETS!!!

You completed the season and took your team all the way to the Super Bowl. Way to go! After the awards are handed out, you'll see the credits for the game roll up the screen. Do not cancel out of this sequence. Watch the entire credit roll up. When you reach the end you will unlock one of five ESPN commercials. Each time you make it through the Super Bowl, you will get to see another of the hidden videos.



## TEAMS INTRODUCTION

In this chapter we'll break down all the info you need on your favorite team—the stats, the players, and the playbooks. As you get ready for the start of the next game, do your scouting work by checking out this section. But before you go too far, check out these tables to see how the teams did last year during the regular season.

## AFC EAST

Team	W	L	Tie	Win %	PF	PA	Home	Road	AFC	NFC	Division	Streak
New England Patriots	11	5	0	0.688	371	272	6/2	5/3	8/4	3/1	6/2	W6
Miami Dolphins	11	5	0	0.688	344	290	7/1	4/4	9/3	2/2	5/3	W2
NY Jets	10	6	0	0.625	308	295	3/5	7/1	8/4	2/2	5/3	W1
Indianapolis Colts	6	10	0	0.375	413	486	3/5	3/5	5/7	1/3	3/5	W1
Buffalo Bills	3	13	0	0.188	265	420	1/7	2/6	2/10	1/3	1/7	L1

## AFC CENTRAL

Team	W	L	Tie	Win %	PF	PA	Home	Road	AFC	NFC	Division	Streak
Pittsburgh Steelers	13	3	0	0.812	352	212	7/1	6/2	10/3	3/1	7/3	W1
Baltimore Ravens	10	6	0	0.625	303	265	6/2	4/4	8/4	2/2	6/4	W1
Cleveland Browns	7	9	0	0.438	285	319	4/4	3/5	6/7	1/2	5/5	L1
Tennessee Titans	7	9	0	0.438	336	388	3/5	4/4	4/8	3/1	3/7	L2
Jacksonville Jaguars	6	10	0	0.375	294	286	3/5	3/5	5/8	1/2	5/5	L2
Cincinnati Bengals	6	10	0	0.375	226	309	4/4	2/6	5/8	1/2	4/6	W2

## AFC WEST

Team	W	L	Tie	Win %	PF	PA	Home	Road	AFC	NFC	Division	Streak
Oakland Raiders	10	6	0	0.625	399	327	5/3	5/3	7/5	3/1	6/2	L3
Seattle Seahawks	9	7	0	0.562	301	324	6/2	3/5	8/4	1/3	5/3	W2
Denver Broncos	8	8	0	0.5	340	339	6/2	2/6	5/7	3/1	4/4	L1
Kansas City Chiefs	6	10	0	0.375	320	344	3/5	3/5	5/7	1/3	4/4	L1
San Diego Chargers	5	11	0	0.312	332	321	4/4	1/7	3/9	2/2	1/7	L9

## NFC EAST

Team	W	L	Tie	Win %	PF	PA	Home	Road	AFC	NFC	Division	Streak
Philadelphia Eagles	11	5	0	0.688	343	208	4/4	7/1	3/1	8/4	6/2	W2
Washington Redskins	8	8	0	0.5	256	303	4/4	4/4	2/2	6/6	4/4	W2
NY Giants	7	9	0	0.438	294	321	5/3	2/6	2/2	5/7	4/4	L2
Arizona Cardinals	7	9	0	0.438	295	343	3/5	4/4	3/1	4/8	2/6	L1
Dallas Cowboys	5	11	0	0.312	246	338	4/4	1/7	0/4	5/7	4/4	L1

## NFC CENTRAL

Team	W	L	Tie	Win %	PF	PA	Home	Road	AFC	NFC	Division	Streak
Chicago Bears	13	3	0	0.812	338	203	7/1	6/2	3/1	10/2	6/2	W4
Green Bay Packers	12	4	0	0.75	390	266	7/1	5/3	3/1	9/3	6/2	W3
Tampa Bay Buccaneers	9	7	0	0.562	324	280	5/3	4/4	2/2	7/5	4/4	L1
Minnesota Vikings	5	11	0	0.312	290	390	5/3	0/8	1/3	4/8	3/5	L4
Detroit Lions	2	14	0	0.125	270	424	2/6	0/8	0/4	2/10	1/7	W1

## NFC WEST

Team	W	L	Tie	Win %	PF	PA	Home	Road	AFC	NFC	Division	Streak
St. Louis Rams	14	2	0	0.875	503	273	6/2	8/1	4/1	10/2	7/1	W6
San Francisco 49ers	12	4	0	0.75	409	282	7/1	5/3	4/1	8/4	6/2	W1
New Orleans Saints	7	9	0	0.438	333	409	3/5	4/4	2/2	5/7	4/4	L4
Atlanta Falcons	7	9	0	0.438	291	377	3/5	4/4	1/3	6/6	3/5	L2
Carolina Panthers	1	15	0	0.062	253	410	0/8	1/7	0/4	1/11	0/8	L15





**2001 TEAM RECORD** — Won 12, Lost 4

**49ERS**

**TEAM RANKING**

Rush Offense: 4th      Pass Offense: 6th  
 Rush Defense: 18th      Pass Defense: 20th

**2001 REGULAR SEASON BREAKDOWN**

Date	Score	Opponent
9-Sep	16-13 W	ATL
23-Sep	26-30 L	STL
1-Oct	19-17 W	at NYJ
7-Oct	24-14 W	CAR
14-Oct	37-31 W	at ATL
28-Oct	31-37 L	at CHI
4-Nov	21-13 W	DET
11-Nov	28-27 W	NO
18-Nov	25-22 W	at CAR
25-Nov	40-21 W	at IND
2-Dec	35-0 W	BUF
9-Dec	14-27 L	at STL
16-Dec	21-0 W	MIA
22-Dec	13-3 W	PHI
30-Dec	21,27 L	at DAL
6-Jan	38-0 W	at NO

**TEAM STATS**

Category	49ers	Opponents
TOTAL FIRST DOWNS	328	289
FIRST DOWNS (Rushing-Passing-By Penalty)	121-184-23	89-179-21
THIRD DOWN CONVERSIONS	95/213	78/210
FOURTH DOWN CONVERSIONS	9/17	11/19
TOTAL OFFENSIVE YARDS	5,689	4,954
OFFENSE (Plays-Average Yards)	1,041-5.5	988-5.0
TOTAL RUSHING YARDS	2,244	1,571
RUSHING (Plays-Average Yards)	509-4.4	389-4.0
TOTAL PASSING YARDS	3,445	3,383
PASSING (Comp-Att-Int-Avg)	318-506-12-7.03	332-567-24-6.35
SACKS	32	26
FIELD GOALS	18/25	23/27
TOUCHDOWNS (Rushing-Passing>Returns-Defensive)	16-32-0-3	9-18-0-3
TIME OF POSSESSION	31:49:00	28:11:00

**RUSHING STATS**

Player	Rushes	Yds.	Avg.	Long	TDs
Garrison Hearst	252	1,206	4.8	43	4
Kevan Barlow	125	512	4.1	25	4
Jeff Garcia	72	254	3.5	25	5
Terry Jackson	22	138	6.3	15	1
Fred Beasley	23	73	3.2	16	1
Paul Smith	4	27	6.8	13	1

**RECEIVING STATS**

Player	Recpts.	Yds.	Avg.	Long	TDs
Terrell Owens	93	1,412	15.2	60	16
J.J. Stokes	54	585	10.8	47	7
Eric Johnson	40	362	9.1	24	3
Garrison Hearst	41	347	8.5	60	1
Tai Streets	28	345	12.3	52	1
Kevan Barlow	22	247	11.2	61	1

**PASSING STATS**

Player	Att.	Comp.	Yds.	Comp. %	Yds./Att.	TDs	TD%	Int.	Int. %	Long	Sacks/ Yds. Lost	QB Rating
Jeff Garcia	504	316	3,538	62.7	7	32	6.3	12	2.4	61	26/114	94.8



**DEFENSIVE STATS**

Player	Tack.	Solo	Asst.	Sack	FmbL. Recov.
Derek M. Smith	78	56	30	3	2
Jason Webster	67	55	8	0.5	0
Jeff Ulbrich	63	49	24	0.5	0
Ahmed Plummer	58	45	6	0	1
Zack Bronson	57	48	6	0	1
Lance Schulters	52	38	9	1	2
Rashad Holman	46	42	6	0	0
Jamie Winborn	40	32	14	0.5	1
Andre Carter	39	34	7	6.5	1
Julian Peterson	37	29	14	3	2
Ronnie Heard	31	24	8	1	0
Bryant Young	31	28	6	3.5	0
John Engelberger	29	23	1	4	0
Dana Stubblefield	26	22	7	4	0
Terry Killens	25	19	3	0	0
Chike Okeafor	22	16	10	2.5	0
George McCullough	19	15	2	0	0
Terry Jackson	13	8	3	0	0
Anthony Parker	8	8	2	0	0
Reggie McGrew	7	4	0	1	0
Paul Smith	6	6	0	0	1
Quincy Stewart	6	4	0	0	0
Bobby Setzer	6	5	2	1	0
Jimmy Williams	5	5	1	0	0
John Schlecht	5	4	2	0	0
Jose Cortez	5	5	1	0	0
Terrell Owens	3	3	1	0	0
Brian Jennings	3	3	1	0	0
Justin Swift	2	2	0	0	0
Tyronne Drakeford	2	1	1	0	0
Jason Baker	2	2	1	0	0
Jeff Garcia	1	1	0	0	5
Dave Fiore	1	1	0	0	0
Jeremy Newberry	1	1	0	0	0
Jonas Lewis	1	1	1	0	0
Eric Johnson	1	1	0	0	0
Vinny Sutherland	1	0	0	0	0
Scott Gragg	1	1	0	0	1
Shane Elam	1	0	0	0	0
Ray Brown	1	1	0	0	0
Kevan Barlow	1	1	0	0	0

**INTERCEPTIONS**

Player	Num.	Yds.	Avg.	Long	TDs
Ahmed Plummer	7	45	6	24	0
Zack Bronson	7	165	23	97	2
Lance Schulters	3	0	0	0	0
Jason Webster	3	61	20	31	0
Jamie Winborn	2	40	20	29	0
Derek M. Smith	1	0	0	0	0
Rashad Holman	1	19	19	19	0

**OFFENSIVE PLAYBOOK**

**I Pro**

Strong Isolation  
Strong Counter  
Weak Stretch  
Weak FB Trap  
Strong Toss  
122 Z-Motion Seam  
50 Z Comeback  
90 Z Speed Under  
222 Z Stop -n- Go  
50 X Deep Drag

**I Spread**

Strong Isolation  
Weak Toss  
Strong Lead Draw  
Strong Inside Zone  
Cutback  
Weak Outside Zone  
123 Y Curl/Z Comeback  
90 Y Speed Out  
235 Z Slide/Y Out  
50 Y/Z Deep Cross  
50 Y Seam

**I Jokers**

Weak Counter  
Strong Power  
Strong Isolation  
Weak Toss  
Strong FB Dive  
128 X Streak  
90 X Stop  
50 X Under/TE Out  
90 X Lob Fade

**Strong I Pro**

Weak Inside Zone  
Cutback  
Strong FB Dive  
Weak F-Motion Isolation  
Strong FB Toss  
Weak Toss Counter  
50 H Swing Weak  
90 F Speed Out  
122 Z Deep Post  
222 Z Fade Stop  
50 Z Rollaway

**Weak I Spread**

Weak FB Dive  
Weak Isolation  
Strong F-Motion  
Isolation  
Weak Lead Draw  
Strong Counter  
232 Y Cross  
50 Y/Z In -n- Out  
90 F Speed Out  
133 Z Cross  
50 Y/Z Deep Cross

**Weak I Jokers**

F Strong Dive/QB Naked  
Weak FB Dive  
Weak Isolation  
Strong F Motion  
Isolation  
Weak Toss  
128 X Streak  
90 X Stop  
50 Y/TE Zones  
50 X Under/TE Out

**Weak I Pro**

Strong Inside Zone  
Cutback  
Strong F-Motion  
Isolation  
Weak Toss  
Weak FB Dive  
Strong Outside Zone  
50 H Swing Strong  
90 TE Speed Out  
50 Z Slant  
133 Z Cross  
225 Z Corner

**Split Spread**

Strong Hand Sweep  
Weak Dive  
Weak F Hand Sweep  
Strong FB Toss  
Weak Draw  
50 Y Out/Z Fade  
132 Y Slant -n- Go  
50 Frisco Flow  
90 Y Dig  
232 Y Stop/Z Out

**Split Jokers**

Weak Dive  
Strong Isolation  
Strong FB Dive  
Weak F Hand Sweep  
Weak Counter  
128 X Streak  
90 X Quick Hitch  
50 Double Swing  
50 H/F Wheels  
90 X Speed Under

**Split Pro**

Strong Z Crack Toss  
Strong Isolation  
Strong FB Toss  
Weak F Hand Sweep  
Weak Dive  
90 Z Quick Hitch  
50 Backs Out  
210 F Dump  
132 TE Dump  
50 Z Deep Drag

**Split Twins**

Strong Inside Trap  
Strong Isolation  
Weak F Hand Sweep  
Weak Split Toss  
Strong Hand Sweep  
90 Z Speed Under  
50 H/F Wheels  
50 X/Z Split  
226 X Comeback  
125 Z Slant

**I Twins**

Strong Isolation  
Strong Power  
Weak Toss  
Weak Lead Draw  
Weak Belly  
Weak Toss Pass  
122 Z Slant -n- Go  
50 X Corner/Z Post  
50 Z Under

223 Z Delay Out

**Split Flip Pro**

Strong Z Crack Toss  
Weak F Hand Sweep  
Strong Power  
Strong T-Toss  
Weak Dive  
226 X Comeback  
123 X Go  
90 X Quick Corner  
50 H/F Flares  
50 X Rollaway

**Ace**

Weak Counter  
Strong Toss  
Fake Zone/Z Reverse  
Strong Outside Zone  
Weak Dive  
50 Stop/Corners  
90 X/Z Stop  
152 X Stop -n- Go  
215 X Post-Corner  
50 TE/Y Outs

**Doubles**

Strong Outside Zone  
Weak Draw  
Strong Toss  
Strong Inside Zone  
Cutback  
Weak Toss  
215 Y Speed Out  
50 TE Clear Corner  
90 Y Quick Slant  
50 H Motion Out  
50 H Replace

**Straight Open**

QB Draw  
50 Y/Z Cross  
50 Y/TE Curl -n- Go  
90 All Slam  
210 Y Stop -n- Go  
50 Y Out -n- Up

**Flip Tight Triple**

Strong Power  
QB Draw  
Strong TE Trap  
Strong Fold Toss  
Weak Dive  
90 TE Speed Out  
90 X/Z Stop  
255 Strong Flow  
153 X Out -n- Up  
50 Z Drag Rub

**Triple**

Weak Inside Reverse  
Strong Draw  
Strong Toss  
Weak Dive  
Weak Outside Zone  
210 Y Out  
90 Y Speed Rub Out  
50 Y/Z Quick Cross  
50 Y Drag  
152 Z/TE Cross



## OFFENSIVE PLAYBOOK (continued)

### Straight Trips

QB Draw  
50 Y Out -n- Up  
90 All Slam  
210 Y Stop -n- Go  
50 Y/Z Cross  
50 Y Swing Strong

### Bunch Left

Weak Toss  
Weak Dive  
Strong Power  
Weak Trap  
Weak Draw  
210 X/Z Flow  
50 H Swing Strong  
50 Bunch Spread

90 X/Z Stop  
255 Bunch Flood

### Quads

Strong Draw  
Strong Inside Zone  
Cutback  
Weak Toss  
Weak Dive  
Strong Outside Zone

50 H Motion Out  
50 Stop -n- Corners  
90 X/Z Stop  
50 Z Slip Screen  
152 Z Fade

### Split Switch

Weak Split Draw  
Strong Split Sweep  
Weak Split Toss

Weak Dive  
90 X Speed Under  
50 X Under/TE Out  
50 X/Z Split  
210 X/Z Flow

### Trips

Weak Toss  
Weak Dive  
Weak Draw

Strong Toss  
Strong Inside Zone  
Cutback  
50 H Swing Weak  
152 Y/A Cross  
254 Y Stop -n- Go  
50 H Screen Weak  
90 Y Quick Slant

## DEFENSIVE PLAYBOOK

### 4-3

#### Fronts

Base  
Double Twist  
Fan  
Gap Left  
Gap Right  
Pinch  
Twist Left  
Twist Right

#### Coverages

Strong Indian I  
Tight Fire 0  
Weak Crash I

Spear I  
Strong Fire 0  
Force Fire 0  
Strong Blast I  
Weak Blast 2H  
Strong Blast 3  
Spear 3  
Key Zone  
All Blitz 0  
4 Sky  
2 Soft  
2 Man  
2 Hard  
4 Cloud  
3 Weak

### Nickel

#### Fronts

Base  
Double Twist  
Fan  
Gap Left  
Gap Right  
Pinch  
Twist Left  
Twist Right

#### Coverages

3 Robber  
Double Indian 0  
Weak Crash I

Blaze Twist 0  
Strong Indian I  
Rocket Blitz 0  
All Blitz 0  
Sting Blitz I  
Weak Blast I  
Weak Blast 4  
Combo Inside Zone  
3 Weak  
Sting 2 Hard  
1 Dog the Dig  
2 Man  
4 Sky  
2 Hard

### Dime

#### Fronts

Base  
Double Twist  
Fan  
Gap Left  
Gap Right  
Pinch  
Twist Left  
Twist Right

#### Coverages

Spear I  
Weak Fire 0  
Double Indian 0  
Weak Crash I

Middle Fire Zone Blitz  
Greyhound 0  
All Blitz 0  
Weak Sting I  
Cover 12  
2 Man  
Sting 2 Hard  
3 Robber  
4 Cloud  
2 Hard  
Combo Inside Zone  
2 Soft

#### Goal Line

Fronts  
GL Fan

GL Pinch  
GL Razor Right  
GL Razor Left  
GL Twist Left  
GL Twist Right  
**Coverages**  
GL Cloud  
GL Middle Blast 0  
GL Steeler Blitz 0  
GL Strong Indian 0  
GL Strong Zone  
GL Weak Crash 0  
GL Weak Flow  
GL Weak Indian 0

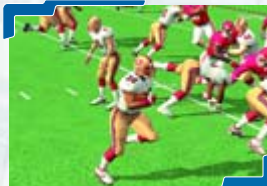
## TIPS & HINTS



Jeff Garcia continues the tradition of excellent quarterback play in San Francisco. Time it to hit your receivers in stride and let them run after the catch. When defending the 49ers, watch for Garcia to run with the football if you have everyone covered downfield.



Garrison Hearst was a big part of the 49ers offense last season. He picked up nearly five yards per carry. Get him the ball on Strong Toss, Strong Z Crack Toss, and Strong Power.



When Hearst needs a rest, Kevan Barlow can fill in the job nicely. Barlow gained 512 yards on 125 carries in 2001–2002.



Terrell Owens was the leading receiver last year. He pulled down 93 catches for 1,412 yards. Get him the ball on 90 X Quick Corner, 128 X Streak, and 90 X Lob Fade.



The tight end is a big part of the West Coast Offense. Get the ball to Eric Johnson on 50 X Under/TE Out, 50 Y/TE Zones, and 132 TE Dump.



J.J. Stokes is another strong receiver for the 49ers. Look for him on 90 All Slam, 50 Y/Z Quick Cross, and 254 Y Stop -n- Go.



The 49ers have a big presence up the middle with defensive tackles Bryant Young and Dana Stubblefield. Select one of these two tackles and plug up the run.



Rookie Andre Carter led the team with 6.5 sacks in 2001–2002. Select Carter and come from the edge to get after the quarterback.



Free safety Zack Bronson and cornerback Ahmed Plummer tied for the lead in interceptions last year. Each defensive back came up with seven interceptions and Bronson ran two of them back for touchdowns. These quality defensive backs allow you to play more man-to-man coverage and gamble by blitzing a linebacker to pressure the quarterback.



# BEARS

2001 TEAM RECORD — Won 13, Lost 3



## TEAM RANKING

Rush Offense: 5th      Pass Offense: 20th  
Rush Defense: 2nd      Pass Defense: 16th

## 2001 REGULAR SEASON BREAKDOWN

Date	Score	Opponent
9-Sep	6-17 L	at BAL
23-Sep	17-10 W	MIN
7-Oct	31-3 W	at ATL
14-Oct	20-13 W	ARI
21-Oct	24-0 W	at CIN
28-Oct	37-31 W	SF
4-Nov	27-21 W	CLE
11-Nov	12-20 L	GB
18-Nov	27-24 W	at TB
25-Nov	13-6 W	at MIN
2-Dec	13-10 W	DET
9-Dec	7-17 L	at GB
16-Dec	27-3 W	TB
23-Dec	20-15 W	at WAS
30-Dec	24-0 W	at DET
6-Jan	33-13 W	JAC

## TEAM STATS

Category	Bears	Opponents
TOTAL FIRST DOWNS	277	277
FIRST DOWNS (Rushing-Passing-By Penalty)	100-153-24	71-191-15
THIRD DOWN CONVERSIONS	74/225	80/223
FOURTH DOWN CONVERSIONS	10/21	4/17
TOTAL OFFENSIVE YARDS	4,694	4,978
OFFENSE (Plays-Average Yards)	1,020-4.6	1,023-4.9
TOTAL RUSHING YARDS	1,742	1,313
RUSHING (Plays-Average Yards)	475-3.7	373-3.5
TOTAL PASSING YARDS	2,952	3,665
PASSING (Comp-Att-Int-Avg)	315-528-16-5.82	355-602-20-6.58
SACKS	48	17
FIELD GOALS	26/31	18/28
TOUCHDOWNS (Rushing-Passing>Returns-Defensive)	12-20-0-5	6-12-0-3
TIME OF POSSESSION	30:35:00	29:25:00

## RUSHING STATS

Player	Rushes	Yds.	Avg.	Long	TDs
Anthony Thomas	278	1,183	4.3	46	7
James Allen	135	469	3.5	19	1
Leon Johnson	20	99	5	34	4
Marty Booker	4	8	2	13	0

## RECEIVING STATS

Player	Recpts.	Yds.	Avg.	Long	TDs
Marty Booker	100	1,071	10.7	66	8
Dez White	45	428	9.5	32	0
David Terrell	34	415	12.2	62	4
Marcus Robinson	23	269	11.7	34	2
James Allen	30	203	6.8	34	1
Anthony Thomas	22	178	8.1	23	0

## PASSING STATS

Player	Att.	Comp.	Yds.	Comp. %	Yds./Att.	TDs	TD%	Int.	Int. %	Long	Sacks/Yds. Lost	QB Rating
Jim Miller	395	228	2,299	57.7	5.8	13	3.3	10	2.5	66	11/72	74.9
Shane Matthews	129	84	694	65.1	5.4	5	3.9	6	4.7	34	6/48	72.3



**DEFENSIVE STATS**

Player	Tack.	Solo	Asst.	Sack	FmbL. Recov.
Warrick Holdman	93	71	14	1.5	0
Brian Urlacher	89	82	27	6	2
R.W. McQuarters	64	57	14	1	1
Michael Green	63	58	6	3	1
Rosevelt Colvin	59	49	10	10.5	1
Tony Parrish	56	50	11	1	2
Mike Brown	55	47	12	3	1
Jerry Azumah	49	43	7	2	1
Walt Harris	48	42	2	0	2
Phillip Daniels	44	40	7	9	2
Bryan Robinson	37	34	10	4.5	1
Keith Traylor	27	25	4	2	0
Ted Washington	26	21	7	1.5	1
Greg Jones	17	16	0	0	0
Larry Whigham	13	12	3	0	0
Carl Powell	11	8	1	0	0
Autry Denson	9	7	0	0	0
Leon Johnson	8	8	2	0	2
Alfonso Boone	7	4	2	2	1
Than Merrill	7	7	0	0	0
Patrick Mannely	7	7	2	0	0
Robert Newkirk	6	6	2	1	0
Todd McMillon	6	4	0	0	0
Bobbie Howard	4	4	4	0	1
David Terrell	3	3	0	0	0
Dustin Lyman	3	3	0	0	0
Daimon Shelton	2	2	0	0	0
Marcus Robinson	2	2	0	0	0
Anthony Thomas	2	2	1	0	1
Brad Maynard	2	2	0	0	0
Paul Edinger	2	2	0	0	0
Fred Baxter	2	1	0	0	1
Reggie Austin	2	2	0	0	0
Dez White	1	1	0	0	0
Joe Tafoya	1	1	0	0	0
Karon Riley	1	1	0	0	0
Jim Miller	1	1	0	0	3
Marty Booker	1	1	0	0	0
Ahmad Merritt	1	1	0	0	0
Scott Dragos	1	1	0	0	0
John Davis	1	1	0	0	0

**INTERCEPTIONS**

Player	Num.	Yds.	Avg.	Long	TDs
Mike Brown	5	81	16	33	2
R.W. McQuarters	3	47	15	43	0
Tony Parrish	3	36	12	26	0
Brian Urlacher	3	60	20	41	0
Rosevelt Colvin	2	22	11	14	0
Walt Harris	1	45	45	39	1
Jerry Azumah	1	14	14	14	0
Warrick Holdman	1	0	0	0	0
Keith Traylor	1	67	67	67	0

**OFFENSIVE PLAYBOOK**

**I Pro**

Strong F-Motion Isolation  
 Strong Inside Zone Cutback  
 Strong Counter  
 Weak Toss  
 Weak Belly  
 90 Z Speed Out  
 50 Z Speed Out -n- Up  
 50 TE Out  
 122 X Out -n- Up  
 222 X Comeback

**I Jokers**

Strong Counter  
 Weak F-Motion Isolation  
 Weak Belly  
 Strong Toss  
 Strong FB Dive  
 50 Y/TE Zones  
 90 X/Z Speed Cross  
 50 Double Swing  
 50 X/Z In -n- Out  
 Weak Toss Pass

**I Jacks**

Weak Power  
 Strong F-Motion Isolation  
 Fake Weak  
 Dive/Strong Toss  
 Weak FB Dive  
 Weak Trap  
 122 X Delay Drag  
 50 Y/Z Corner  
 50 X Wheel  
 90 All Hooks

**Strong I Pro**

Weak F-Motion Isolation  
 Strong Toss  
 Weak Inside Zone Cutback  
 Strong Belly  
 Fake Strong  
 Dive/Weak Toss  
 90 F Speed Out  
 50 TE/Z Curls  
 50 H Swing Strong  
 132 TE Dump  
 90 Z Hot

**Weak I Jokers**

Strong F-Motion Isolation  
 Fake Weak  
 Dive/Strong Toss  
 Weak Counter  
 Weak FB Dive  
 Weak Power  
 50 Y/TE Zones  
 90 Y/TE Hot  
 90 X Speed Under  
 225 X Out

**Strong I Jacks**

Strong Power  
 Weak F-Motion Isolation  
 Strong FB Dive  
 Fake Strong  
 Dive/Weak Toss  
 Strong Belly  
 122 X Delay Drag  
 90 F Speed Out  
 50 Y/T Corners  
 50 X Wheel  
 90 All Hooks

**Weak I Pro**

Strong F-Motion Isolation  
 Weak Belly  
 Fake Weak  
 Dive/Strong Toss  
 Weak Toss  
 Weak Stretch  
 90 F Speed Out

90 Z Speed Under  
 50 TE Seam  
 133 X Slant -n- Go  
 225 Z Corner

**I Wing**

Weak F-Motion Isolation  
 Strong Belly  
 Strong Counter  
 Strong Lead Draw  
 Weak Z Sweep  
 90 TE/Z Speed Cross  
 90 Z Speed Out  
 50 TE Curl/Z Hook  
 132 H Wheel  
 50 TE Corner/Z Curl

**I Twins**

Strong F-Motion Isolation  
 Strong Counter  
 Weak Belly  
 Weak Inside Zone Cutback  
 Weak Toss  
 50 X/Z Cross  
 90 X/Z Speed Cross  
 50 Double Swing  
 50 X/Z In -n- Out  
 Weak Toss Pass

**Split Twins**

Fake Strong  
 Dive/Weak Toss  
 Strong Hand Sweep  
 Strong FB Toss  
 Weak Toss/Z Reverse  
 Weak Draw  
 90 X Slip Screen  
 50 Double Swing  
 132 X Drag  
 226 X/Z Comebacks  
 50 H/F Wheels

**Ace**

Strong Power  
 Weak Toss  
 Strong Trap  
 Weak Counter  
 Strong Dive  
 90 X Quick Hitch  
 50 Curls -n- Corners  
 50 Comebacks  
 152 X/Z Go  
 210 Strong Flow

**Doubles**

Strong Toss  
 Strong Toss/Reverse  
 Strong Counter  
 Weak Outside Zone  
 Strong Draw  
 50 Y Swing Weak  
 90 Y Speed Out  
 152 Z/TE Cross  
 253 Z Stop/TE Corner  
 50 Y Seam

**Quads**

Strong Dive  
 Strong Draw  
 QB Lead Draw  
 Weak Inside Zone Cutback  
 Weak Stretch  
 Strong Dive Tossback  
 50 Double Cross  
 253 Z Stop/TE Corner  
 Z Slip Screen  
 90 Slants -n- Stop

**Pair Slot**

Strong Power  
 Weak Toss  
 Weak Y Inside Zone  
 Weak T-Toss  
 Weak Toss/Z Reverse  
 158 Fake Toss/Z Slant

90 TE/Y Quick Cross  
 90 Z Arrow  
 256 Y Corner  
 Strong Dive Tossback

**Gun: Doubles Right**

Strong Draw  
 QB Lead Draw  
 Weak Hand Sweep  
 50 Y Swing Weak  
 90 Y Speed Out  
 253 Z Stop/TE Corner  
 152 Z/TE Cross  
 157 H Wheel

**Gun: Quads Left**

Weak Draw  
 Weak Toss  
 QB Lead Draw  
 Strong Hand Sweep  
 254 A Screen Stop  
 90 Slants -n- Stop  
 50 Double Cross  
 50 Y/A Swing  
 152 Z Slide -n- Go

**Tight Triple**

Strong Toss  
 Fake Toss/Y Reverse  
 Strong Y Trap Motion  
 Weak Draw  
 Weak Hand Sweep  
 152 Z Out -n- Up  
 152 Z Slide -n- Go  
 50 H Middle Screen  
 90 H Speed Out  
 50 Hi/Low Drags

**Triple**

Strong Draw  
 Weak Toss  
 Weak Y Motion Reverse  
 Strong Dive  
 90 H Bubble Strong  
 90 TE Speed Out  
 50 Y Slam -n- Go  
 50 X Opposite Flow  
 210 Z Deep Slide

**Bunch**

Strong Double  
 Lead T-Toss  
 Strong Draw  
 Strong Toss/Z Reverse  
 Strong Dive  
 90 A Speed Out  
 90 A Screen Stop  
 50 Strong Spread  
 152 Z Out -n- Up  
 210 Z Deep Slide

**Flip Tight Triple**

Strong TE Trap  
 Strong H Punch  
 Weak Toss  
 Strong Draw  
 Weak Inside Zone Cutback  
 153 X Out -n- Up  
 255 Strong Flow  
 50 Z Drag Rub  
 90 TE/Y Quick Cross  
 90 X Quick Hitch

**Gun: Triple Left**

Weak Draw  
 QB Lead Draw  
 Strong Counter  
 Weak Toss  
 Strong Hand Sweep  
 90 Y Speed Under  
 210 Y/Z Deep Cross  
 257 Strong Flood  
 50 Y Wheel  
 153 X Out -n- Up

**OFFENSIVE PLAYBOOK (continued)**

**Gun: Bunch Left**

Strong Hand Sweep  
Weak Draw  
QB Lead Draw  
Strong Double  
Lead T-Toss  
90 A Screen Stop  
90 Y Speed Under  
210 Y/Z Deep Cross  
50 X Opposite Flow  
152 Z/TE Cross

**Trips Tight**

Weak Draw  
Weak Toss  
Weak Toss/Reverse  
Strong Counter  
50 H Swing Weak  
215 X Post-Corner  
50 Z Drag Rub  
157 H Wheel  
90 X Quick Hitch

**Trips**

Weak Toss  
Weak Toss/Reverse  
Strong Draw  
Strong Inside Zone  
Cutback  
90 A Speed Out  
50 H Swing Weak  
256 X/A Deep Cross  
152 X Stop -n- Go  
50 Y/A Curl -n- Go

**Gun: Trips Left**

QB Lead Draw  
Weak Draw  
Strong Hand Sweep  
Weak Dive  
90 A Speed Out  
50 Y/A Curl -n- Go  
215 Y Post-Corner  
50 Comebacks  
90 X Quick Hitch

**Empty Open**

QB Draw  
215 Strong Flow  
50 X/A In -n- Out  
50 Z/B Cross  
90 All Stop  
50 All Go

**Gun: Empty Open**

QB Draw  
215 Strong Flood  
50 X/A In -n- Out  
50 Z/B Cross  
90 All Stop  
50 A Shovel

**DEFENSIVE PLAYBOOK**

**4-3**

**Fronts**

Base  
Loop  
All In  
Mix  
Pinch  
Razor Left  
Razor Right  
Twist

**Coverages**

Weak Bracket I  
Strong Bracket I  
Middle Blast I  
Weak Crash I  
Strong Fire 0  
Spear I

Open Fire 0  
Weak Indian I  
All Blitz 0  
Weak Blast I  
2 Soft  
4 Cloud  
3 Robber  
Strong Blast 3  
2 Hard  
Weak Blast 2H  
Cover 3  
Key Zone

**Nickel**

**Fronts**  
Base  
Loop  
All In

Mix  
Pinch  
Razor Left  
Razor Right  
Twist

**Coverages**

Weak Bracket I  
Strong Bracket I  
Double Indian 0  
Weak Crash I  
All Blitz 0  
Open Fire 0  
Force Fire 0  
Strong Indian I  
Sting Blitz I  
Blaze Twist 0  
I Dog the Dig  
Sting 2 Hard

Combo Inside Zone  
Key Zone  
2 Man  
4 Sky  
2 Hard  
3 Weak

**Dime Odd**

**Fronts**  
Razor Right Odd  
Razor Left Odd  
Pinch Odd  
Fan Odd  
Contain Odd  
Base Odd

**Coverages**  
Double Hard 2  
Double Hard I

Strong Force Fire I  
Blaze Twist I  
Tight Fire I  
Open Fire I  
Middle Fire I  
Cover I2  
Sting 3 Buzz  
Combo Strong Zone

**Goal Line**

**Fronts**  
GL Razor Right  
GL Razor Left  
GL Twist  
Ned  
Submarine  
GL Mix  
GL Slam

**Coverages**

GL Cloud  
GL Steeler Blitz 0  
GL Strong Blast 0  
GL Strong Zone  
GL Weak Blast 0  
GL Weak Crash 4  
GL Weak Flow  
GL Weak Zone

**Bear**

**Fronts**  
Mix  
Loop  
All In  
Razor Right  
Razor Left  
Pinch

Twist  
Base Bear  
Bear Outside Twist

**Coverages**

Middle Blast I  
Force Fire 0  
Blaze Twist 0  
Weak Bracket I  
Strong Bracket I  
Double Indian 0  
4 Sky  
3 Weak  
2 Soft  
2 Man  
2 Hard  
Bear Stab Strong  
Bear Cover 3

**TIPS & HINTS**



The Bears had a pretty good offensive line in 2001–2002. They gave up only 17 sacks. Quarterbacks Jim Miller and Chris Chandler should have time to find their receivers.



Get on the A-Train! Run the football with Anthony "A-Train" Thomas. He's a powerful runner, so blast the ball up the middle with Strong Counter and Strong Belly.



For a change of pace at running back, put the ball in Leon Johnson's hands. He had a 5.0 yard/rush average in 2001–2002.



Wide Receiver Marty Booker had a breakout season last year. Look for him down the field with plays like 90 X/Z Speed Cross, 133 X Slant -n- Go, or 90 X Quick Hitch.



Look for second year receiver David Terrell on plays such as 50 Y/T Corners, 50 Y Seam, or 152 Z Slide -n- Go.



Brad Maynard had a great year for the Bears last season as a punter. He was able to pin the opponent inside the 20-yard line 36 times in 2001–2002. On fourth down, punt the football.



Brian Urlacher controls the middle of the field. On running plays, make sure you're controlling Brian and flow to the ball.



Cornerback R.W. McQuarters came up with three interceptions in 2001–2002. When the ball is in the air, switch to R.W. and go for the ball.



Mike Brown is a hard-hitting free safety. He's also got a nose for the ball. Two games ended with Mike Brown interceptions that were scored for touchdowns.







**2001 TEAM RECORD** – Won 13, Lost 3

**TEAM RANKING**

Rush Offense: 3rd      Pass Offense: 27th  
 Rush Defense: 12th      Pass Defense: 19th



**2001 REGULAR SEASON BREAKDOWN**

Date	Score	Opponent
9-Sep	23-17 W	NE
23-Sep	21-10 W	BAL
30-Sep	14-28 L	at SD
7-Oct	7-16 L	at PIT
14-Oct	24-14 W	CLE
21-Oct	0-24 L	CHI
28-Oct	31-27 W	at DET
11-Nov	13-30 L	at JAC
18-Nov	7-20 L	TEN
25-Nov	0-18 L	at CLE
2-Dec	13-16 L	TB
9-Dec	10-14 L	JAC
16-Dec	14-15 L	at NYJ
23-Dec	0-16 L	at BAL
30-Dec	26-23 W	PIT
6-Jan	23-21 W	at TEN

**TEAM STATS**

Category	Bengals	Opponents
<b>TOTAL FIRST DOWNS</b>	294	281
<b>FIRST DOWNS</b> (Rushing-Passing-By Penalty)	96-176-22	86-173-22
<b>THIRD DOWN CONVERSIONS</b>	93/243	86/225
<b>FOURTH DOWN CONVERSIONS</b>	6/23	5/13
<b>TOTAL OFFENSIVE YARDS</b>	4,800	4,832
<b>OFFENSE (Plays-Average Yards)</b>	1,071-4.5	1,013-4.8
<b>TOTAL RUSHING YARDS</b>	1,712	1,675
<b>RUSHING (Plays-Average Yards)</b>	441-3.9	453-3.7
<b>TOTAL PASSING YARDS</b>	3,088	3,157
<b>PASSING (Comp-Att-Int-Avg)</b>	322-602-26-5.47	311-512-13-6.79
<b>SACKS</b>	48	28
<b>FIELD GOALS</b>	17/28	22/30
<b>TOUCHDOWNS</b> (Rushing-Passing>Returns-Defensive)	11-12-1-2	10-23-0-0
<b>TIME OF POSSESSION</b>	29:16:00	30:44:00

**RUSHING STATS**

Player	Rushes	Yds.	Avg.	Long	TDs
Corey Dillon	340	1,315	3.9	96	10
Brandon Bennett	50	232	4.6	36	0
Jon Kitna	27	73	2.7	20	1

**RECEIVING STATS**

Player	Recpts.	Yds.	Avg.	Long	TDs
Darnay Scott	57	819	14.4	49	2
Peter Warrick	70	667	9.5	33	1
Chad Johnson	28	329	11.8	28	1
Ron Dugans	28	251	9	31	2
Corey Dillon	34	228	6.7	17	3
Danny Farmer	15	228	15.2	27	1

**PASSING STATS**

Player	Att.	Comp.	Yds.	Comp. %	Yds./Att.	TDs	TD%	Int.	Int. %	Long	Sacks/ Yds. Lost	QB Rating
Jon Kitna	581	313	3216	53.9	5.5	12	2.1	22	3.8	49	25/185	61.1
Scott Mitchell	12	4	38	33.3	3.2	0	0	3	25	16	2/15	3.5
Akili Smith	8	5	37	62.5	4.6	0	0	0	0	14	1/3	73.4

**DEFENSIVE STATS**

Player	Tack.	Solo	Asst.	Sack	FmbL. Recov.
Takeo Spikes	80	66	29	6	0
Brian Simmons	50	45	32	6.5	0
Artrell Hawkins	47	40	10	0	1
Oliver Gibson	45	39	10	3	1
Mark Roman	44	41	7	2	1
Chris Carter	42	39	17	0	2
Justin Smith	41	32	12	8.5	0
Robert Bean	41	40	6	0	1
Jojuan Armour	39	32	16	0	0
Vaughn Booker	34	28	6	1.5	0
Cory Hall	32	24	17	0	1
Kevin Kaesviharn	29	28	3	0	0
Reinard Wilson	28	25	12	9	2
Steve Foley	24	22	14	0	0
Darryl Williams	21	21	7	3.5	1
Bernard Whittington	17	11	4	0	0
Ron Dugans	16	15	3	0	1
Rodney Heath	16	15	3	0	1
Adrian Ross	15	13	7	1	1
Tony Williams	15	15	23	5	2
Canute Curtis	14	14	14	0	1
Ligarius Jennings	12	12	0	0	0
Tom Carter	7	7	0	0	0
Glen Steele	5	5	5	1	1
Brandon Bennett	5	5	1	0	0
Darnay Scott	4	4	0	0	1
Corey Dillon	4	4	0	0	1
Chad Johnson	4	4	0	0	0
Rich Braham	3	3	0	0	0
Peter Warrick	3	3	0	0	1
Mike Goff	2	2	0	0	0
Jon Kitna	2	2	0	0	7
Jevon Langford	2	2	0	0	0
Lorenzo Neal	2	2	0	0	0
Brad Louis	2	2	0	0	0
Richmond Webb	2	2	0	0	1
Marco Battaglia	1	1	0	0	0
Randy Chevrier	1	1	1	0	0
Danny Farmer	1	1	0	0	0
Riall Johnson	1	1	2	0	0
Mario Monds	1	1	0	0	0
Matt O'Dwyer	1	0	0	0	1
T.J. Houshmandzadeh	1	1	0	0	0
Neil Rackers	1	1	0	0	0

**INTERCEPTIONS**

Player	Num.	Yds.	Avg.	Long	TDs
Kevin Kaesviharn	3	41	13	29	0
Artrell Hawkins	3	26	8	22	0
Justin Smith	2	28	14	21	0
Takeo Spikes	1	66	66	66	1
Brian Simmons	1	5	5	5	0
Mark Roman	1	0	0	0	0
Chris Carter	1	10	10	10	0
Darryl Williams	1	16	16	16	0

**OFFENSIVE PLAYBOOK**

**I Pro**

Weak Outside Zone  
Strong Fan Isolation  
Weak Stretch  
Strong Counter Trap  
Weak Z Reverse  
136 Counter Pass  
122 Z Out -n- Up  
90 Z Speed Out  
50 Z Deep Comeback  
222 Z Deep Corner

**I Spread**

Strong Isolation  
Weak Zone Out Bounce  
Strong Toss  
Strong Lead Draw  
Strong Toss/Z Reverse  
123 Y Curl/Z Comeback  
222 Z Stop -n- Go  
50 Z Slip Screen  
90 Z Quick Hitch  
90 Y Quick Slant

**I Jokers**

Weak Fan Isolation  
Weak Outside Zone  
Strong Counter Trap  
Strong Power  
Weak Stretch  
90 X Speed Corner  
90 Hitches  
122 X Drag  
90 X Lob Fade  
50 Y/TE Comebacks

**Strong I Pro**

Strong Toss  
Strong FB Dive  
Fake Strong  
Dive/Weak Toss  
Strong Lead Draw  
Weak Inside Zone  
Cutback  
50 Z/TE Cross  
90 X Quick Under  
215 H Flare  
122 X/Z Go  
50 Z Deep Comeback

**Strong I Spread**

Strong Draw  
Strong Hand Sweep  
Fake Strong  
Dive/Weak Toss  
Weak F Hand Sweep  
Weak Counter Trap  
210 F Dump  
122 Y Slam -n- Go  
90 Y Quick Slant  
50 X Deep Drag  
50 Z Slip Screen

**Strong I Jokers**

Weak Counter Trap  
Strong FB Dive  
Fake Strong  
Dive/Weak Toss  
Strong Power  
Strong Fan Isolation  
50 F Swing Strong  
132 TE Delay Corner  
90 Y/TE Speed Outs  
50 Jokers X Curl

**I Twins**

Strong Power  
Fake Strong  
Dive/Weak Toss  
Weak Belly  
Weak Zone Out Bounce  
Weak Toss  
Weak Toss Pass  
122 X/Z Verticals  
50 X/Z Deep Cross  
90 Z Speed Under  
223 Z Delay Out

**Split Spread**

Strong Hand Sweep  
Strong FB Toss  
Weak Dive  
Strong FB Dive  
50 Double Swing  
50 H/F Wheels  
123 X Out -n- Up  
210 Z Corner  
90 Y/Z Speed Cross

**I Wing Jokers**

Weak Fan Isolation  
Weak Stretch  
Strong Power  
Strong Counter Trap  
Weak Outside Zone  
90 Y/Z Cross  
123 Y/TE Seams  
50 Z Wheel

**Weak I Pro**

Strong Inside Zone  
Cutback  
Strong F Motion  
Isolation  
Weak Stretch  
Fake Weak  
Dive/Strong Toss  
Weak Lead Draw  
225 Z Corner  
133 X Slant -n- Go  
90 F Speed Out  
50 H Swing Strong  
50 X Out -n- Up

**Gun: Split Spread**

Strong Lead Draw  
QB Lead Draw  
Strong Hand Sweep  
Weak F Hand Sweep  
H Lead Shovel Strong  
50 Double Swing  
132 Y Slant -n- Go  
210 Z Corner  
50 H/F Wheels

**I Jokers Pair**

Strong Power  
Strong Y Trap  
Weak Isolation  
Weak Toss  
Strong Fan Isolation  
50 Y Swing Strong  
123 X In -n- Out  
90 Y/TE Speed Outs

**Split Pro**

Strong Hand Sweep  
Strong FB Toss  
Weak Draw  
Strong Counter  
Fake Strong  
Dive/Weak Toss  
50 Double Swing  
90 X Quick Corner  
132 TE Dump  
50 Z Deep Drag  
226 X Deep Comeback

**Split Twins**

Strong Hand Sweep  
Strong FB Toss  
Weak F Hand Sweep  
Weak Dive/Fake Z  
Reverse  
Fake Dive/Z Reverse  
50 Double Swing  
122 X Out -n- Up  
228 X Out/Z Corner  
50 H Wheel Motion  
90 X Slip Screen

**Ace**

Strong Outside Zone  
Weak Toss  
Strong Counter  
Strong Draw

Strong Toss/Reverse  
210 Strong Flow  
90 X/Z Stop  
50 Verticals -n- Flats  
50 H Wheel  
152 X/Z Go

**Doubles**

Strong Toss  
Strong Counter  
Weak Dive  
Strong Inside Zone  
Cutback  
Strong Toss/Z Reverse  
90 Slants -n- Hitches  
253 Z Stop/TE Corner  
50 Double Cross  
90 All Hot  
152 Z/TE Cross

**Quads**

Strong Draw  
Strong Dive  
Weak Zone Out Bounce  
QB Lead Draw  
50 Y/A Swing  
Strong Y Shovel  
90 Slants -n- Stop  
152 Z Fade

**Pair Slot**

Weak Y Inside Sweep  
Weak Toss  
Strong Power  
Strong Draw  
Weak Stretch  
90 Z Bubble Motion  
256 Y Corner  
50 Z Fade  
152 X Drag/Z Seam  
90 Z Arrow

**Gun: Doubles Right**

QB Draw  
Strong Draw  
Strong Toss  
90 Slants -n- Hitches  
253 Z Stop/TE Corner  
50 Double Cross  
90 All Hot  
50 H Swing Strong

**Gun: Quads Left**

Weak Draw  
Weak Toss  
Weak Dive  
50 Y/A Swing  
90 Slants -n- Stop  
152 X Post-Corner  
50 Double Cross

**Ace Right**

Strong Outside Zone  
Strong Dive  
Strong Toss  
Strong Draw  
Weak Counter  
50 H Swing Strong  
152 TE Seam  
90 X/Z Stop  
210 Strong Flow  
90 All Stop

**Triple**

Strong Draw  
Strong Counter  
Weak Toss  
Strong Power  
Weak Inside Zone  
Cutback  
50 X Opposite Flow  
90 TE Speed Out  
50 X Arrow -n- Go  
50 Y Drag  
210 Z Deep Slide



## OFFENSIVE PLAYBOOK (continued)

### Trey

Strong Draw  
Strong Toss  
QB Lead Draw  
Weak Dive  
50 Y/Z In -n- Out  
210 Z Deep Slide  
90 A Speed Out  
152 Slam -n- Go

### Ace Trips

Strong Toss  
Strong Counter  
Weak Dive  
Weak Power  
Strong Draw  
50 Z Comeback/X Corner  
152 X Drag/Z Corner  
50 H Swing Strong  
50 Z Under  
90 Y/TE Hot

### Gun: Triple Left

Weak Draw  
QB Draw  
Strong Hand Sweep  
Weak Toss  
50 X Opposite Flow  
90 TE Speed Out  
210 Z Deep Slide  
50 H Swing Weak  
257 Strong Flood

### Gun: Trey Right

Strong Draw  
QB Lead Draw  
Strong Toss  
Strong Dive  
50 Y/Z In -n- Out  
210 Z Deep Slide  
152 Slam -n- Go  
50 H Swing Strong

### Bunch

Weak Counter  
Strong Double Lead Toss  
Weak Dive  
Strong Draw  
Y Slip Screen  
90 X Lob Corner  
90 A Screen Stop  
153 A/Z Cross

### Gun: Bunch Left

Weak Draw  
QB Draw  
Weak Toss  
Y Slip Screen  
90 X Lob Corner  
152 Z/TE Cross  
50 X Opposite Flow

## DEFENSIVE PLAYBOOK

### 4-3

**Fronts**  
Base  
Double Twist  
Fan  
Gap Left  
Gap Right  
Pinch  
Twist Left  
Twist Right

**Coverages**  
Strong Fire Zone Blitz  
Middle Fire Zone Blitz  
Weak Crash 3  
All Blitz 0  
Strong Sting 0  
Double Indian 0

Weak Fire Zone Blitz  
Strong Blast 0  
Weak Blaze 1  
Spear 3  
Weak Blast 3  
Key Zone  
1 Hang  
Combo Strong Zone  
3 Sky  
4 Sky  
2 Soft

### Nickel

**Fronts**  
Base  
Double Twist  
Fan  
Gap Left

Gap Right  
Pinch  
Twist Left  
Twist Right

**Coverages**  
Double Indian 0  
Strong Fire Sting 0  
Open Fire 0  
All Blitz 0  
Middle Fire  
Zone Blitz  
Weak Fire Zone Blitz  
Strong Fire  
Zone Blitz  
Strong Blast 1  
Weak Blast 3  
Key Zone  
4 Cloud

Cover 8 Tackle Drop  
2 Man  
Strong Blast 2 Soft  
3 Dog T  
2 Hard

### Dime Odd

**Fronts**  
Base Odd  
Contain Odd  
Pinch Odd  
Fan Odd  
Razor Right Odd  
Razor Left Odd

### Coverages

Open Fire 1  
Tight Fire 1  
Blaze Twist 1  
Strong Force Fire 1  
Double Hard 1  
Double Hard 2

### Goal Line

**Fronts**  
GL Cloud  
GL Fan  
GL Pinch  
GL Razor Left  
GL Razor Right  
GL Twist Left  
GL Twist Right

### Coverages

GL Weak Indian 0  
GL Weak Flow  
GL Weak Crash 0  
GL Strong Zone  
GL Strong Indian 0  
GL Steeler Blitz 0  
GL Middle Blast 0  
GL Cloud

### Bear

**Fronts**  
Base  
Base Bear  
Double Twist  
Fan  
Gap Right  
Gap Left

Pinch  
Twist Left  
Twist Right

### Coverages

All Blitz 0  
2 Man  
Middle Fire  
Zone Blitz  
Weak Combo  
Strong Zone  
Key Zone  
2 Hard  
Man Bear 0  
Cover 3  
Bear Stab Strong  
Bear Cover 3

## TIPS & HINTS



Use a lot of short-drop passing plays when you run the offense. Try out the 50 H Swing Strong, 50 Y/Z In -n- Out, and the 50 X Opposite Flow. In 2001–2002 the team gave up more than 25 sacks, so get rid of the ball in a hurry.



Corey Dillon can break long touchdown runs. Get him the ball outside with plays such as Weak Toss, Strong Toss, and Strong Hand Sweep.



Dillon is also dangerous catching the ball out of the backfield. Look for Dillon as a quick outlet when the rush is coming.



The Bengals have decent receiving corps. Get the ball down the field to Darnay Scott. He had a 14.4 yards/catch average.



Peter Warrick led the team with 70 catches in 2001–2002. He's your go-to guy when the crunch is on. Look for him on the 50 Verticals -n- Flats, 50 Double Swing, and 90 Y/Z Cross.



Takeo Spikes led the team in tackles. When you want to stuff the run, take control of Spikes and flow to the ball.



Reinard Wilson led the team with nine sacks in 2001–2002. When you need to get to the quarterback, select Wilson and get after him.



When you need an interception, cornerback Artell Hawkins is your man. He was tied for the lead in picks with three in 2001–2002.



Jon Kitna can run a little bit; he picked up more than 70 yards on the ground in 2001–2002. Try the QB Lead Draw.



# BILLS

2001 TEAM RECORD – Won 3, Lost 13



## TEAM RANKING

Rush Offense: 28th    Pass Offense: 7th  
Rush Defense: 22nd    Pass Defense: 25th

## 2001 REGULAR SEASON BREAKDOWN

Date	Score	Opponent
9-Sep	6-24 L	NO
23-Sep	26-42 L	at IND
30-Sep	3-20 L	PIT
7-Oct	36-42 L	NYJ
18-Oct	13-10 W	at JAC
28-Oct	24-27 L	at SD
4-Nov	14-30 L	IND
11-Nov	11-21 L	at NE
18-Nov	20-23 L	SEA
25-Nov	27-34 L	MIA
2-Dec	0-35 L	at SF
9-Dec	25-24 W	CAR
16-Dec	9-12 L	NE
23-Dec	30-33 L	at ATL
30-Dec	14-9 W	at NYJ
6-Jan	7-34 L	at MIA

## TEAM STATS

Category	Bills	Opponents
TOTAL FIRST DOWNS	287	302
FIRST DOWNS (Rushing-Passing-By Penalty)	75-180-32	122-154-26
THIRD DOWN CONVERSIONS	75/217	86/205
FOURTH DOWN CONVERSIONS	12/24	4/9
TOTAL OFFENSIVE YARDS	5,137	5,292
OFFENSE (Plays-Average Yards)	1,009-5.1	969-5.5
TOTAL RUSHING YARDS	1,686	2,133
RUSHING (Plays-Average Yards)	406-4.2	482-4.4
TOTAL PASSING YARDS	3,451	3,159
PASSING (Comp-Att-Int-Avg)	327-557-20-6.68	284-453-11-7.46
SACKS	34	46
FIELD GOALS	18/29	28/37
TOUCHDOWNS (Rushing-Passing>Returns-Defensive)	9-18-1-3	20-23-0-5
TIME OF POSSESSION	29:00:00	31:00:00

## RUSHING STATS

Player	Rushes	Yds.	Avg.	Long	TDs
Travis Henry	213	729	3.4	25	4
Shawn Bryson	80	341	4.3	68	2
Rob Johnson	36	241	6.7	23	1
Larry Centers	34	160	4.7	50	2

## RECEIVING STATS

Player	Recpts.	Yds.	Avg.	Long	TDs
Eric Moulds	67	904	13.5	80	5
Peerless Price	55	895	16.3	70	7
Larry Centers	80	620	7.8	26	2
Jay Riemersma	53	590	11.1	36	3
Reggie Germany	12	203	16.9	39	0

## PASSING STATS

Player	Att.	Comp.	Yds.	Comp. %	Yds./Att.	TDs	TD%	Int.	Int. %	Long	Sacks/ Yds. Lost	QB Rating
Alex Van Pelt	307	178	2,056	58	6.7	12	3.9	11	3.6	80	14/73	76.4
Rob Johnson	216	134	1,465	62	6.8	5	2.3	7	3.2	61	31/196	76.3
Travis Brown	33	15	201	45.5	6.1	1	3	2	6.1	34	1/2	50.2



**DEFENSIVE STATS**

Player	Tack.	Solo	Asst.	Sack	FmbL. Recov.
Jay Foreman	72	54	29	2.5	2
Antoine Winfield	68	59	12	0	1
Keith Newman	62	44	21	3.5	0
Nate Clements	53	48	10	1	0
Brandon Spoon	45	26	20	0	0
Pat Williams	41	32	18	1.5	0
Ken Irvin	33	27	3	0	0
Aaron Schobel	31	22	11	6.5	0
Raion Hill	31	23	21	0	1
Kenyatta Wright	27	16	8	1.5	1
Pierson Prioleau	26	22	8	1	0
DaShon Polk	25	20	7	0	0
Keion Carpenter	23	20	10	0	0
Phil Hansen	22	14	9	3	0
Travares Tillman	21	17	11	0	1
Bryce Fisher	20	16	13	3	0
Tyrone Robertson	19	18	7	2	0
Shawn Price	18	10	16	2	0
Chris Watson	17	16	3	0	1
Erik Flowers	14	9	7	2	0
Fred Jones	13	13	1	0.5	0
Leif Larsen	11	9	6	1	0
Kendrick Office	11	7	5	3	0
Lance Brown	10	8	6	0	0
Ron Edwards	7	5	3	0	0
Sammy Morris	7	7	1	0	1
Phillip Crosby	6	5	2	0	1
Avion Black	5	4	0	0	1
Reggie Germany	5	5	0	0	1
Jonas Jennings	4	4	0	0	0
Tony Driver	3	3	0	0	0
Larry Centers	3	3	0	0	0
Brian Moorman	3	3	0	0	0
Shawn Bryson	3	3	0	0	0
Shayne Graham	2	2	1	0	0
Sheldon Jackson	2	2	0	0	0
Rob Johnson	2	2	0	0	1
Jeremy McDaniel	2	2	0	0	0
Eric Moulds	2	2	0	0	1
Dan O'Leary	2	2	1	0	0
Corey Hulsey	1	1	0	0	1
Peerless Price	1	1	0	0	1
Ruben Brown	1	1	0	0	0
Jerry Ostroski	1	1	0	0	1
Bill Conaty	1	0	0	0	1

**INTERCEPTIONS**

Player	Num.	Yds.	Avg.	Long	TDs
Nate Clements	3	48	16	48	1
Antoine Winfield	2	0	0	0	0
Brandon Spoon	2	51	25	44	2
Travares Tillman	1	0	0	0	0
Phil Hansen	1	17	17	17	0
Ken Irvin	1	0	0	0	0
Chris Watson	1	23	23	23	0

**OFFENSIVE PLAYBOOK**

**I Pro**

Strong Outside Zone  
Strong Isolation  
Strong Counter Trap  
Weak Toss  
Weak Crossbuck  
122 X Out -n- Up  
136 Counter Pass  
222 Z Corner  
90 Z Quick Hitch  
50 Outs -n- Go

**Quads**

Strong Dive  
Weak Trap  
Strong Inside Zone  
Cutback  
Weak Toss Sweep  
Weak Zone Out Bounce  
50 Y/A Swing  
Z Slip Screen  
253 Z Stop/TE Corner  
90 Slants -n- Stop

**I Jokers**

Strong Isolation  
Weak Toss  
Weak Counter  
Weak Stretch  
Strong FB Dive  
50 Y/TE Comebacks  
90 X Lob Fade  
122 X Drag  
90 X Speed Corner

**Weak I Pro**

Weak Belly  
Weak Isolation  
Fake Weak  
Dive/Strong Toss  
Strong Toss  
Strong Toss/Z Reverse  
238 H Dump  
50 X Out -n- Up  
90 F Speed Out  
Z Reverse Pass  
133 X Slant -n- Go

**Gun: Quads Left**

Weak Lead Motion Draw  
Weak Toss  
Strong Hand Sweep  
Weak Dive  
152 Z Slide -n- Go  
50 Y/A Swing  
50 Double Cross  
90 Slants -n- Stop  
254 X Comeback/A Corner

**Strong I Jokers**

Strong Counter/Reverse  
Strong Power  
Strong FB Dive  
Fake Strong  
Dive/Weak Toss  
Strong Isolation  
50 X Stop -n- Go  
132 TE Delay Corner  
90 X Lob Fade  
90 X Speed Corner  
122 X Drag

**I Twins**

Strong Lead Draw  
Strong Counter Trap

Strong Inside Zone  
Cutback  
Weak Toss  
Weak FB Dive  
122 X/Z Verticals  
Weak Toss Pass  
90 Z Hot  
50 Double Follow  
223 Z Delay Out

**I Spread**

Weak Isolation  
Strong Lead Draw  
Strong Power  
Weak Toss  
Strong FB Dive  
90 Y Quick Slant  
123 Y Curl/Z Comeback  
50 Y/Z Deep Cross  
50 X Deep Drag  
222 Z Stop -n- Go

**Strong I Twins**

Weak Counter  
Strong FB Dive  
Fake Strong  
Dive/Weak Toss  
Weak Draw  
Strong Hand Sweep  
123 X/Z Cross  
90 X/Z Speed Cross  
228 X Out/Z Corner  
50 H Swing Strong  
50 Z Under

**Split Spread**

Strong Hand Sweep  
Strong FB Toss/Z Reverse  
Strong FB Toss/Fake Z Reverse  
Weak F Hand Sweep  
Weak Dive  
50 Double Swing  
Strong FB Toss/Z Reverse Pass  
210 Z Corner  
50 Z Rollaway  
90 Y/Z Speed Cross

**I Jacks**

Weak Isolation  
Weak FB Dive  
Weak Counter  
Strong Power  
Strong Toss  
90 All Hooks  
50 X Wheel  
122 X Delay Drag  
90 F Motion/TE Dump

**Split Pro**

Strong Hand Sweep  
Strong FB Toss  
Strong Fan Isolation  
Weak F Hand Sweep  
Weak Draw  
132 TE Dump  
226 X Deep Comeback  
50 Double Swing  
50 F Wheel  
90 X Quick Corner

**Strong I Jacks**

Strong FB Dive  
Fake Strong  
Dive/Weak Toss  
Strong FB Toss  
Strong Isolation

Strong Counter Trap  
90 All Hooks  
50 X Wheel  
90 F Speed Out  
122 X Delay Drag

**Split Twins**

Strong FB Draw  
Weak F Hand Sweep  
Strong FB Toss  
Strong Hand Sweep  
Weak Toss  
50 Double Swing  
90 Z Speed Under  
50 H/F Wheels  
226 Weak Flow  
125 Z Slant

**Ace**

Weak Inside Zone  
Cutback  
Strong Draw  
Strong Toss Counter  
Strong Power  
Weak Dive  
90 X/Z Stop  
50 Verticals -n- Flats  
50 Comebacks  
210 Strong Flow  
155 X Drag/Y Out

**Doubles**

Strong Counter  
Strong Draw  
Weak Toss  
Weak Dive  
Strong Power  
210 Strong Flow  
90 Y Screen Weak  
253 Z Stop/TE Corner  
50 Y Swing Weak  
90 Slants -n- Hitches

**Ace Right**

Strong Toss  
Strong Draw  
Weak Counter  
Strong Outside Zone  
Weak Hand Sweep  
90 X/Z Stop  
50 All Curl  
152 TE Seam  
210 Strong Flow  
50 Verticals -n- Flats

**Gun: Doubles Right**

Strong Draw  
Strong Toss  
Weak Hand Sweep  
Strong Dive  
50 Stop -n- Corners  
90 Z/TE Quick Outs  
253 Z Stop/TE Corner  
152 X Post-Corner  
50 Double Cross

**Tight Triple**

Strong Toss  
Strong Hand Sweep  
Strong Y Trap  
Weak Dive  
Strong Toss/Y Reverse  
257 Strong Flood  
152 Z Out -n- Up  
50 Hi/Low Drags  
50 H Swing Strong  
90 Z Arrow

**OFFENSIVE PLAYBOOK (continued)**

**Triple**

Strong Toss  
Strong Counter  
Strong Power  
Weak Draw  
Weak Stretch  
50 Y Seam  
90 H Bubble Strong  
50 X Arrow -n- Go

152 X Post-Corner  
210 Z Deep Slide

**Ace Trips**

Strong Toss  
Weak Dive  
Weak Stretch  
Strong Counter  
Weak Toss Counter  
152 X Drag/Z Post-Corner

90 Y/TE Hot  
90 H Bubble Motion  
50 H Swing Strong  
50 Z Comeback/X Corner

**Gun: Triple Left**

Weak Draw  
Weak Toss  
Strong Hand Sweep  
Strong Counter

H Middle Screen  
90 Y Speed Under  
257 Strong Flood  
50 X Opposite Flow  
153 Y Slant

**Trey**

Strong Toss  
Weak Dive  
Strong Draw

Strong Hand Sweep  
152 Slam -n- Go  
90 A Speed Out  
50 Y/Z In -n- Out  
153 X Dump  
210 Z Deep Slide

**Gun: Trey Right**

Strong Draw  
Strong Toss

Weak Counter  
Weak Hand Sweep  
152 Slam -n- Go  
90 A Speed Out  
50 Y/Z In -n- Out  
153 X Dump  
210 Z Deep Slide

**DEFENSIVE PLAYBOOK**

**4-3**

**Fronts**

Base  
All In  
Loop  
Mix  
Pinch  
Razor Left  
Razor Right  
Twist

**Coverages**

Combo Inside Zone  
2 Soft  
Open Cover 5  
2 Hard  
3 Strong  
4 Cloud Strong

All Blitz 0  
Blaze 0  
Cover 3  
Cover 4  
Double Outside Fire 0  
Force Fire 0  
Sky 3 Weak  
Spear Fire 0  
Sting 2 Hard  
Sting Blaze 0  
Strong Fire 1  
Weak Sting 3

**Nickel**

**Fronts**  
Base  
All In

Loop  
Mix  
Pinch  
Razor Left  
Razor Right  
Twist

**Coverages**

All Blitz 0  
Weak Crash 1  
Blaze 1 Robber  
Sting Blast 0  
Strong Blast 1  
Weak Fire 0  
Weak Blast 1  
3 Buzz  
Strong Spear 2H  
4 Jam Strong

3 Hang  
Open Cover 5  
2 Soft  
Combo Inside Zone  
2 Hard

**Dime**

**Fronts**  
Base  
All In  
Loop  
Mix  
Pinch  
Razor Left  
Razor Right  
Twist

**Coverages**

Force Fire 0  
Weak Crash 1  
All Blitz 0  
Greyhound 0  
Middle Blast 3 Robber  
2 Hard  
Cover 12  
4 Sky  
1 Dog the Dig  
Combo Inside Zone

**Goal Line**

**Fronts**  
GL Fan  
GL Pinch  
GL Razor Right

GL Razor Left  
GL Twist Left  
GL Twist Right

**Coverages**

GL Weak Crash 0  
GL Cloud  
GL Middle Blast 0  
GL Steeler Blitz 0  
GL Strong Indian 0  
GL Strong Zone  
GL Weak Flow  
GL Weak Indian 0

**Dime Odd**

**Fronts**  
Base Odd  
Contain Odd

Fan Odd  
Pinch Odd  
Razor Left Odd  
Razor Right Odd

**Coverages**

Blaze Twist 1  
Cover 8  
Double Hard 1  
Double Hard 2  
Open Fire 1  
Strong Force Fire 1  
Tight Fire 1

**TIPS & HINTS**



The Buffalo Bills have a new quarterback in Drew Bledsoe. Let him drop back and find the open receiver. Bledsoe works best with deep drops such as the 90 Y Speed Under, 90 Y/TE Hot, and 90 H Bubble Strong.



Travis Henry got the bulk of the carries for the Bills in 2001–2002. Get him the ball early and often to establish a running game to complement Bledsoe and the passing attack.



Veteran fullback Larry Centers is a dangerous threat out of the backfield. He led the team with 80 catches in 2001–2002. Look for him when the rush is on.



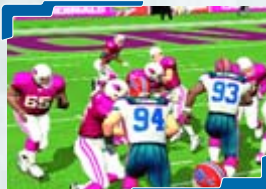
Bledsoe will be winging the ball to receivers Eric Moulds and Peerless Price. Look for them on the 50 X Arrow -n- Go, 50 Y Seam, and 90 Z Arrow.



The Bills signed Carolina Panther running back Richard Huntley. He led the Panther running attack and adds a new dimension to the Bills running attack.



The offensive line gave up more than 40 sacks in 2001–2002. A strong running attack helps take the pressure off of your line.



Need to get to the quarterback? Aaron Schobel is your guy. He led the team with 6.5 sacks in 2001–2002.



With the departure of leading tackler Jay Foreman via trade, Antoine Winfield tops the list. Besides being a good tackler, he came up with two interceptions in 2001–2002.



Cornerback Nate Clements came up with three interceptions in 2001–2002, and ran one back for a touchdown. When the ball is in the air, switch to Nate and go get the ball.







**2001 TEAM RECORD** – Won 8, Lost 8

**BRONCOS**

**TEAM RANKING**

Rush Offense: 16th    Pass Offense: 5th  
 Rush Defense: 21st    Pass Defense: 23rd

**2001 REGULAR SEASON BREAKDOWN**

Date	Score	Opponent
10-Sep	31–20 W	NYG
23-Sep	38–17 W	at ARI
30-Sep	13–20 L	BAL
7-Oct	20–6 W	KC
14-Oct	21–34 L	at SEA
21-Oct	10–27 L	at SD
28-Oct	31–20 W	NE
5-Nov	28–38 L	at OAK
11-Nov	26–16 W	SD
18-Nov	10–17 L	WAS
22-Nov	26–24 W	at DAL
2-Dec	10–21 L	at MIA
9-Dec	20–7 W	SEA
16-Dec	23–26 L	at KC
30-Dec	23–17 W	OAK
6-Jan	10–29 L	at IND

**TEAM STATS**

Category	Broncos	Opponents
TOTAL FIRST DOWNS	304	292
FIRST DOWNS (Rushing-Passing-By Penalty)	106-174-24	86-176-30
THIRD DOWN CONVERSIONS	83/219	63/191
FOURTH DOWN CONVERSIONS	4/10	4/10
TOTAL OFFENSIVE YARDS	4,817	4,774
OFFENSE (Plays-Average Yards)	1,034-4.7	960-5.0
TOTAL RUSHING YARDS	1,877	1,492
RUSHING (Plays-Average Yards)	481-3.9	406-3.7
TOTAL PASSING YARDS	2,940	3,282
PASSING (Comp-Att-Int-Avg)	312-511-19-6.28	308-515-22-6.91
SACKS	39	42
FIELD GOALS	31/36	25/29
TOUCHDOWNS (Rushing-Passing>Returns-Defensive)	7-26-2-1	9-23-1-3
TIME OF POSSESSION	31:23:00	28:37:00

**RUSHING STATS**

Player	Rushes	Yds.	Avg.	Long	TDs
Terrell Davis	167	701	4.2	57	0
Mike Anderson	175	678	3.9	62	4
Olandis Gary	57	228	4	29	1
Brian Griese	50	173	3.5	24	1

**RECEIVING STATS**

Player	Recpts.	Yds.	Avg.	Long	TDs
Rod Smith	113	1,343	11.9	65	11
Desmond Clark	51	566	11.1	39	6
Dwayne Carswell	34	299	8.8	25	4
Eddie Kennison	15	169	11.3	36	1
Chris Cole	9	128	14.2	21	0

**PASSING STATS**

Player	Att.	Comp.	Yds.	Comp. %	Yds./Att.	TDs	TD%	Int.	Int. %	Long	Sacks/Yds. Lost	QB Rating
Brian Griese	451	275	2,827	61	6.3	23	5.1	19	4.2	65	38/241	78.5
Gus Frerotte	48	30	308	62.5	6.4	3	6.2	0	0	26	3/21	101.7
Jarious Jackson	12	7	73	58.3	6.1	0	0	0	0	19	1/6	76

**DEFENSIVE STATS**

Player	Tack.	Solo	Asst.	Sack	FmbL. Recov.
John Mobley	79	69	12	1	3
Al Wilson	72	61	13	3	0
Eric Brown	64	56	13	3	1
Deltha O'Neal	62	54	7	0	0
Bill Romanowski	55	50	14	7	0
Kenoy Kennedy	54	49	19	2	0
Denard Walker	51	48	5	0	1
Ian Gold	36	32	5	3	2
Jimmy Spencer	35	34	2	0	1
Chester McGlockton	34	30	5	1	0
Trevor Pryce	33	28	6	7	0
Kavika Pittman	27	22	6	1	1
Keith Washington	26	24	9	4	1
George Coghill	20	18	3	0	0
Bert Berry	18	18	2	2	2
Keith Burns	18	13	2	0	2
Eric Davis	15	12	0	0	1
Reggie Hayward	15	13	3	3	0
Leon Lett	12	10	0	0	0
Montae Reagor	7	7	2	1	0
Lee Woodall	7	7	2	1	0
Chris Cole	6	6	2	0	0
Detron Smith	5	5	2	0	1
David Diaz-Infante	4	3	1	0	0
Brian Griese	4	4	0	0	2
Rod Smith	4	4	0	0	0
Jerry Johnson	3	2	2	0	0
Kevin Kasper	3	3	3	0	0
Billy Jenkins	3	2	0	0	0
Tom Nalen	3	3	0	0	0
Scottie Montgomery	2	2	0	0	0
Dwayne Carswell	2	2	0	0	1
Darius Clark	2	2	1	0	0
Olandis Gary	1	1	0	0	0
Keith Poole	1	1	0	0	0
Jason Elam	1	1	0	0	0
Desmond Clark	1	1	0	0	0
Jarious Jackson	1	1	0	0	2
Terrell Davis	1	1	0	0	1
Eddie Kennison	1	1	0	0	0
Matt Lepsis	1	1	0	0	0
Matt Dominguez	1	0	0	0	0
Willie Middlebrooks	1	1	0	0	0
Patrick Hape	1	1	0	0	0

**INTERCEPTIONS**

Player	Num.	Yds.	Avg.	Long	TDs
Deltha O'Neal	9	115	12	42	0
Denard Walker	3	60	20	39	1
Jimmy Spencer	3	25	8	18	0
Chester McGlockton	2	17	8	17	0
Eric Brown	2	0	0	0	0
George Coghill	1	0	0	0	0
John Mobley	1	17	17	17	0
Kenoy Kennedy	1	6	6	6	0

**OFFENSIVE PLAYBOOK**

**I Pro**

Weak F Motion Toss  
Weak Isolation/Fake Reverse  
Strong Lead Draw  
Strong Outside Zone  
Fake Isolation/Z Reverse  
90 Z Quick Hitch  
90 Z Speed Out  
50 TE Skinny  
50 Z Speed Out -n- Up  
122 X Slant -n- Go

**I Jokers**

Strong Isolation  
Strong Zone Cutback  
Weak Zone Bounce  
Weak Counter Trap  
Strong Power  
90 X Lob Fade  
90 Y/TE Hot  
122 TE Rub Out  
122 X Drag  
128 X Streak

**Ace**

Strong Counter Trap  
Weak Zone Bounce  
Weak Zone Cutback  
Strong Outside Bounce  
Strong Draw  
50 Z Slide In  
90 X/Z Stop  
152 Z Out -n- Up  
50 Stop -n- Hooks  
256 X/Y Deep Cross

**Strong I Pro**

Strong Isolation  
Weak Counter Trap  
Weak FB Sweep  
Strong FB Dive  
Strong Lead Draw  
50 H Weak Screen  
226 X Comeback  
90 X/Z Slants  
122 Z Deep Drag  
50 Z Fade Rollaway

**Split Jokers**

Weak Outside Zone  
Strong FB Dive  
Strong Isolation  
Strong Zone Cutback  
Weak FB Sweep  
90 X Lob Fade  
50 Double Swing  
90 X Stop  
132 TE Delay Corner  
50 Y/TE Cross

**Ace Trips**

Weak Zone Bounce  
Strong Draw  
Strong Outside Zone  
Weak Stretch  
Strong Zone Cutback  
90 X/Z Slam  
50 Z/TE Cross  
90 Z/TE Quick Outs

50 H Swing Strong  
255 Strong Flow

**I Twins**

Strong Isolation  
Weak Zone Bounce  
Strong Zone Cutback  
Weak Lead Draw  
Weak Belly  
50 Double Follow  
228 X Out  
50 Z Drag  
90 TE Speed Out  
122 Z Slant -n- Go

**I Wing Jokers**

Weak Isolation  
Strong Zone Cutback  
Weak Zone Bounce  
Strong Power  
Weak Counter Trap  
50 Strong Outs  
50 Wing Wheel  
90 Y/Z Cross  
50 X Rub Under  
123 Y/TE Seams

**Pair Slot**

Weak Y Inside Sweep  
Strong Power  
Weak Zone Cutback  
Weak Draw  
Strong Outside Zone  
152 Z Slam -n- Go  
256 Y Corner  
90 Z Arrow  
90 Z Bubble Motion  
158 Z Slant

**Strong I Twins**

Strong Outside Zone  
Weak Zone Cutback  
Strong Counter  
Strong Lead Draw  
Weak Toss  
90 X/Z Speed Cross  
90 Z Speed Under  
223 Z Delay Out  
50 X Post-Corner  
123 X/Z Cross

**F Wing Jokers**

Weak Outside Zone  
QB Bootleg  
Strong Zone Cutback  
Weak Toss  
Strong F-Motion Isolation  
226 F Flow  
50 F Drag  
50 Wings Zip  
122 Curls -n- Corners  
90 X Speed Out

**Tight Triple**

Strong Y Trap  
Weak Zone Bounce  
Strong Draw  
Weak Dive  
Strong Toss  
152 Z Slide -n- Go

90 Y Screen Stop  
50 Hi/Low Drags  
50 Z/TE Cross  
210 Y Post-Corner

**Split Pro**

Strong Lead Draw  
Strong FB Toss  
Weak Outside Zone  
Strong Sweep  
Weak FB Sweep  
50 Z Comeback  
123 X Go  
50 F Wheel  
90 Z Slam  
50 Double Swing

**Split Twins**

Weak Outside Zone  
Strong Zone Cutback  
Strong Sweep  
Weak Dive  
Weak Draw  
50 F Wheel  
50 Z Drag  
123 X/Z Cross  
226 X/Z Comebacks  
90 X Slip Screen

**Doubles**

Weak Y/Crack Toss  
Strong Outside Zone  
Weak Dive  
Strong Counter  
Weak Draw  
50 H Replace  
152 X Stop -n- Go  
50 TE Post-Corner  
90 Z Arrow  
215 Y Speed Out

**Straight Open**

QB Draw  
90 All Slam  
50 Double Slant  
90 TE Stop  
50 Y/TE Curl -n- Go  
210 Y/Z Double Out

**Triple**

Strong Outside Zone  
Strong Zone Cutback  
Strong Draw  
Weak Trap  
Weak Zone Bounce  
210 Z In -n- Out  
152 Y Stop -n- Go  
50 X Arrow In  
90 Y Speed Rub Out  
90 X/Z Slam

**Straight Trips**

QB Draw  
50 Y Swing Strong  
90 All Slam  
215 TE Stop -n- Go  
50 Y/TE Curl -n- Go  
90 TE Arrow



## OFFENSIVE PLAYBOOK (continued)

### Bunch

Strong Counter  
Strong Zone Cutback  
Weak Dive  
Strong Draw  
Weak Outside Zone  
50 Strong Spread  
90 A Speed Out  
90 X Hot

153 A/Z Cross  
210 Deep Comeback

### Trey

Strong Draw  
Weak Zone Bounce  
Strong Power  
Strong Toss  
Weak Zone Cutback

50 Z Deep Drag  
90 A Speed Out  
50 H Swing Strong  
157 H Wheel  
210 Z In --n- Out

### Flip Triple

Strong Counter  
Strong Toss

Strong TE Trap  
Strong Draw  
Weak Zone Cutback  
50 Double Outs  
50 TE Seam  
90 Y Speed Rub Out  
152 Y Stop --n- Go  
50 X Arrow In

### Quads

QB Lead Draw  
Strong Zone Cutback  
Weak Outside Zone  
Weak Trap  
Strong Outside Zone  
50 Y/A Swing  
Strong Y Shovel  
50 H Motion Out

90 Slants --n- Stop  
254 Y Stop --n- Go

### Flip Triple Open

QB Draw  
90 H Lob Fade  
50 Double Slant  
210 Open Flow Away  
50 Verticals  
90 H Quick Screen

## DEFENSIVE PLAYBOOK

### 4-3

#### Fronts

Base  
Loop  
All In  
Mix  
Pinch  
Razor Left  
Razor Right  
Twist

#### Coverages

Key Zone  
Cover 3  
Weak Blast 2H  
2 Hard  
Strong Blast 3  
3 Robber

4 Cloud  
2 Soft  
Weak Blast I  
All Blitz 0  
Weak Indian I  
Open Fire 0  
Spear I  
Strong Fire 0  
Weak Crash I  
Middle Blast I

#### Nickel

#### Fronts

Base  
Loop  
All In  
Mix  
Pinch

Razor Left  
Razor Right  
Twist

#### Coverages

3 Weak  
2 Hard  
4 Sky  
2 Man  
Key Zone  
Combo Inside Zone  
Sting 2 Hard  
1 Dog the Dig  
Blaze Twist 0  
Sting Blitz I  
Strong Indian I  
Force Fire 0  
Open Fire 0  
All Blitz 0

Weak Crash I  
Double Indian 0

#### Dime Odd

#### Fronts

Base Odd  
Contain Odd  
Fan Odd  
Pinch Odd  
Razor Left Odd  
Razor Right Odd

#### Coverages

Blaze Twist I  
Combo Strong Zone  
Cover 12  
Double Hard I  
Double Hard 2

Sting 3 Buzz  
Strong Force Fire I  
Tight Fire I  
Middle Fire I  
Open Fire I

#### Goal Line

#### Fronts

Ned  
Submarine  
GL Twist  
GL Slam  
GL Razor Right  
GL Razor Left  
GL Mix

#### Coverages

GL Bronco Blitz 0

GL Cloud  
GL Strong Blast 0  
GL Strong Zone  
GL Weak Blast 0  
GL Weak Crash 0  
GL Weak Flow  
GL Weak Zone

#### Bear

#### Fronts

Base Bear  
Bear All In  
Bear Outside Twist  
Bear Pinch  
Bear Razor Left  
Bear Razor Right  
Bear Twist

#### Coverages

2 Hard  
2 Man  
2 Soft  
3 Weak  
4 Sky  
Double Indian 0  
Blaze Twist 0  
Force Fire 0  
Middle Blast I  
Man Bear 0  
Bear Stab Strong  
Bear Mid Blitz  
Bear Man 0  
Bear Cover 3  
Bear Cover 2 Soft

## TIPS & HINTS



Quarterback Brian Griese is coming into his own for the Denver Broncos. With a healthy receiving corps, the Broncos offense should click.



The Broncos have a plethora of quality running backs. Terrell Davis, Olandis Gary, and Mike Anderson share the ball-carrying duties. Use all of them.



Tight end Shannon Sharpe is back in Denver. Get him the ball on 50 TE Skinny, 90 Y/TE Hot, and 50 Y/TE Cross.



Ed McCaffery is returning from injury as well. Work him back into the offense and he'll be leading your receiving corps in receptions and yards.



Rod Smith is a deep threat in your offense. He had 113 catches in 2001–2002 and 11 touchdown receptions. Give him time to get downfield before getting him the ball.



Brian Griese can run, if the pressure is too much (he was sacked 38 times in 2001–2002). He ran for nearly 200 yards in 2001–2002. Get rid of the ball early enough so your QB doesn't get hurt.



Outside linebacker John Mobley was the leading tackler in 2001–2002. Take control of John in running situations and flow to the ball. Watch out on pass plays though. You have to cover a tight end or a running back that's going out for a pass pattern.



Cornerback Deltha O'Neal is the real deal. When the ball is in the air, he can go up and find it. In 2001–2002 he came up with nine interceptions.



When you need to get to the quarterback, defensive tackle Trevor Pryce is your guy. He was tied for the lead with seven sacks in 2001–2002.



# BROWNS

2001 TEAM RECORD — Won 7, Lost 9



## TEAM RANKING

Rush Offense: 29th    Pass Offense: 25th  
Rush Defense: 6th    Pass Defense: 15th

## 2001 REGULAR SEASON BREAKDOWN

Date	Score	Opponent
9-Sep	6-9 L	SEA
23-Sep	24-14 W	DET
30-Sep	23-14 W	at JAC
7-Oct	20-16 W	SD
14-Oct	14-24 L	at CIN
21-Oct	24-14 W	BAL
4-Nov	21-27 L	at CHI
11-Nov	12-15 L	PIT
18-Nov	27-17 W	at BAL
25-Nov	18-0 W	CIN
2-Dec	15-31 L	TEN
9-Dec	16-27 L	at NE
16-Dec	10-15 L	JAC
23-Dec	7-30 L	at GB
30-Dec	41-38 W	at TEN
6-Jan	7-28 L	at PIT

## TEAM STATS

Category	Browns	Opponents
TOTAL FIRST DOWNS	238	295
FIRST DOWNS (Rushing-Passing-By Penalty)	78-139-21	112-161-22
THIRD DOWN CONVERSIONS	68/210	88/235
FOURTH DOWN CONVERSIONS	6/12	8/23
TOTAL OFFENSIVE YARDS	4,152	5,297
OFFENSE (Plays-Average Yards)	934-4.4	1,089-4.9
TOTAL RUSHING YARDS	1,351	2,208
RUSHING (Plays-Average Yards)	417-3.2	494-4.5
TOTAL PASSING YARDS	2,801	3,089
PASSING (Comp-Att-Int-Avg)	279-466-21-6.77	309-552-33-6.12
SACKS	43	51
FIELD GOALS	22/25	25/34
TOUCHDOWNS (Rushing-Passing>Returns-Defensive)	8-18-0-5	11-18-1-5
TIME OF POSSESSION	28:16:00	31:44:00

## RUSHING STATS

Player	Rushes	Yds.	Avg.	Long	TDs
James Jackson	195	554	2.8	22	2
Jamel White	126	443	3.5	51	5
Benjamin Gay	51	172	3.4	40	1
Tim Couch	38	128	3.4	15	0

## RECEIVING STATS

Player	Recpts.	Yds.	Avg.	Long	TDs
Kevin Johnson	84	1097	13.1	55	9
Quincy Morgan	30	432	14.4	78	2
Jamel White	44	418	9.5	45	1
JaJuan Dawson	22	281	12.8	44	1
Dennis Northcutt	18	211	11.7	26	0

## PASSING STATS

Player	Att.	Comp.	Yds.	Comp. %	Yds./Att.	TDs	TD%	Int.	Int. %	Long	Sacks/Yds. Lost	QB Rating
Tim Couch	454	272	3,040	59.9	6.7	17	3.7	21	4.6	78	51/353	73.1
Kelly Holcomb	12	7	114	58.3	9.5	1	8.3	0	0	25	0/0	118.1



## DEFENSIVE STATS

Player	Tack.	Solo	Asst.	Sack	Fmb. Recov.
Jamir Miller	81	59	18	13	0
Dwayne Rudd	72	50	27	0.5	0
Corey Fuller	70	61	15	0	1
Daylon McCutcheon	65	53	6	2	0
Earl Little	64	47	17	1	0
Brant Boyer	61	46	18	0	0
Wali Rainer	53	34	29	1	1
Gerard Warren	49	39	12	5	0
Anthony Henry	44	40	10	0	0
Devin Bush	43	30	19	0	1
Percy Ellsworth	39	31	8	1	0
Tyrone Rogers	30	20	9	6	0
Mark Smith	29	17	13	2	1
Greg Spires	22	15	7	4	1
Orpheus Roye	18	12	7	0	0
Raymond Jackson	15	11	2	0	0
Courtney Brown	14	8	7	4.5	2
Keith McKenzie	12	12	2	3	0
Scott Frost	11	8	3	0	1
Anthony Denman	10	6	4	0	0
Lenoy Jones	10	6	6	0	0
Marquis Smith	9	6	2	0	0
Mike Sellers	9	9	0	0	0
Aaron Shea	7	7	1	0	1
Tarek Saleh	7	5	2	0	0
Alvin McKinley	6	3	6	0	0
Chris Akins	5	4	0	0	0
Ryan Kuehl	4	2	2	0	0
Quincy Morgan	4	4	0	0	0
Benjamin Gay	3	2	0	0	1
Jamel White	3	3	0	0	0
Lamar Chapman	2	2	0	0	0
Chris Gardocki	2	2	0	0	0
Andre King	2	2	1	0	0
Roman Oben	2	2	0	0	0
Dyshod Carter	2	2	0	0	0
Ross Verba	2	2	0	0	0
Brad Bedell	1	1	0	0	0
Felipe Claybrooks	1	0	1	0	0
Stalin Colinet	1	1	0	0	0
Jajuan Dawson	1	1	0	0	0
Tim Couch	1	1	0	0	6
Carl Fair	1	1	0	0	0
Kevin Johnson	1	1	0	0	2
Jeremy McKinney	1	1	0	0	0
Dennis Northcutt	1	1	0	0	1
O.J. Santiago	1	1	0	0	0
Phil Dawson	1	1	0	0	0
Dave Wohlabaugh	1	1	0	0	0
Roger Chanoine	1	1	0	0	0
Rod Monroe	1	1	0	0	0

## INTERCEPTIONS

Player	Num.	Yds.	Avg.	Long	TDs
Anthony Henry	10	177	17	97	1
Earl Little	5	33	6	15	0
Daylon McCutcheon	4	62	15	32	1
Raymond Jackson	3	52	17	52	0
Corey Fuller	3	82	27	49	1
Devin Bush	2	62	31	43	1
Brant Boyer	2	12	6	8	0
Dwayne Rudd	1	0	0	0	0
Orpheus Roye	1	0	0	0	0
Jamir Miller	1	0	0	0	0
Percy Ellsworth	1	19	19	19	0

## OFFENSIVE PLAYBOOK

### I Pro

Weak Isolation  
Strong FB Dive  
Strong Counter Trap  
Strong Toss  
Weak Stretch  
122 X Slant -n- Go  
210 H Flare  
90 Z Speed Under  
50 Z Speed Out -n- Up  
90 Z Speed Out

### I Spread

Weak Isolation  
Strong Toss  
Strong FB Dive  
Strong Lead Draw  
Weak Inside Zone  
Cutback  
123 Y Curl/Z Comeback  
222 Z Stop -n- Go  
90 Y Quick Slant  
50 X Deep Drag  
50 H Swing Strong

### I Jokers

Weak Isolation  
Weak Counter Trap  
Strong Power  
Weak Power  
Strong Inside Zone  
Cutback  
90 X Lob Fade  
50 Y/TE Zones  
50 Y/TE Corners  
122 X Drag

### Strong I Pro

Strong Power  
Strong FB Dive  
Weak Inside Zone  
Cutback  
Strong Lead Draw  
Fake Strong  
Dive/Weak Toss  
90 F Speed Out  
132 TE Dump  
210 H Flare  
50 Z Deep Comeback  
50 TE/Z Curis

### Weak I Spread

Weak Isolation  
Weak FB Dive  
Fake Weak  
Dive/Strong Toss  
Weak Lead Draw  
Strong Inside Zone  
Cutback  
50 Y/Z In -n- Out  
50 X Deep Drag  
90 F Speed Out  
133 X Slant -n- Go  
235 Z Slide/Y Out

### Strong I Jokers

Strong Isolation  
Strong Power  
Strong FB Dive  
Fake Strong  
Dive/Weak Toss  
Weak Outside Zone  
50 Y/TE Zones  
90 X Speed Corner  
132 TE Delay Corner  
50 F Swing Strong

### Split Pro

Fake Strong  
Dive/Weak Toss  
Strong Hand Sweep  
Strong FB Toss  
Weak F Hand Sweep  
Strong Counter Trap  
50 Double Swing  
226 X Comeback

90 Z Quick Hitch  
90 Z Slam  
132 TE Dump

### Split Spread

Strong Hand Sweep  
Strong FB Toss  
Fake Strong  
Dive/Weak Toss  
Strong FB Dive  
Weak Outside Zone  
50 Double Swing  
50 H/F Wheels  
90 Y Dig  
50 Z Rollaway  
210 Z Corner

### I Jokers Pair

Strong Power  
Strong Counter Trap  
Strong Joker Trap  
Weak Toss  
Weak FB Dive  
126 Counter Pass  
90 Y/TE Speed Outs  
123 X In -n- Out  
122 Y/TE In -n- Out

### Gun: Split Pro

Strong Hand Sweep  
Weak Lead Draw  
Strong FB Toss  
Weak Inside Zone  
Cutback  
Weak F Hand Sweep  
50 Double Swing  
122 X Post/Z Go  
226 X Comeback  
90 Z Quick Hitch  
50 Z Deep Drag

### Gun: Split Spread

Strong FB Toss  
Weak Toss  
Weak Lead Draw  
Weak Inside Zone  
Cutback  
Strong Hand Sweep  
90 H Dump  
50 Double Swing  
126 Counter Pass  
50 Frisco Flow  
210 Z Corner

### I Twins

Strong Isolation  
Strong Power  
Strong Counter Trap  
Weak Lead Draw  
Weak Toss  
122 X/Z Verticals  
223 Z Delay Out  
90 TE Speed Out  
50 TE Zone In  
50 H Middle Screen

### Weak I Twins

Fake Weak  
Dive/Strong Toss  
Weak FB Dive  
Weak Lead Draw  
Weak Outside Zone  
Strong Inside Zone  
Cutback  
235 Air Option  
90 Z Sprint Screen  
50 X Corner/Z Post  
50 Weak Flood  
133 X Slant -n- Go

### Ace

Weak Trap  
Strong Toss  
Weak Counter  
Strong Inside Zone  
Cutback  
Weak Draw

50 TE/Y Outs  
50 Stop -n- Corners  
90 X/Z Stop  
210 Strong Flow  
152 H Delay Streak

### Doubles

Strong Trap  
Strong Stretch  
Weak Outside Zone  
Strong Inside Zone  
Cutback  
Weak Draw  
90 All Slam  
50 Y Swing Weak  
211 Y Bubble Cut  
152 Z/TE Cross  
90 Z Arrow

### Quads

Strong Dive  
Weak Toss  
Strong Draw  
Weak Trap  
50 Y/A Swing  
Strong Y Shovel  
50 Double Cross  
90 Slants -n- Stop  
Z Slip Screen

### Pair Slot

Strong Belly  
Weak Toss  
Weak Toss/Z Reverse  
Strong Outside Zone  
Strong Draw  
90 TE/Y Quick Cross  
50 H Wheel  
256 Y Corner  
152 Z Slam -n- Go  
90 Z Bubble Motion

### Gun: Doubles Right

Strong Draw  
Strong Power  
Weak Hand Sweep  
Strong Toss  
Strong Dive  
Strong Dive Tossback  
90 Y Quick Hitch  
50 X Out/Y Corner  
50 Double Cross  
210 Z Deep Slide

### Gun: Quads Left

Weak Draw  
Weak Toss  
Strong Hand Sweep  
Weak Dive  
254 X Comeback/A  
Corner  
90 A Quick Hitch  
50 Double Cross  
H Shovel Strong  
50 Posts -n- Comeback

### Tight Triple

Strong Inside Zone  
Cutback  
Weak Counter  
Strong Toss  
Strong Y Trap  
Strong Toss/Y Reverse  
90 Y Screen Stop  
50 X Out -n- Up  
257 Strong Flood  
152 Z Out -n- Up  
50 Hi/Low Drags

### Triple

Strong Outside Zone  
Strong Toss  
Strong Draw  
Weak Dive  
Weak Stretch  
50 Y Drag  
90 H Bubble Strong

**OFFENSIVE PLAYBOOK (continued)**

50 X Opposite Flow 50 X Arrow -n- Go 152 TE Seam	50 Strong Spread Y Slip Screen 50 Z Slant	255 Strong Flow 90 X Quick Hitch 50 H Swing Strong	257 Strong Flood 210 Y/Z Deep Cross	<b>Ace Trips</b> Strong Toss Strong Draw Weak Toss Counter Weak Power Weak Inside Zone Cutback 50 H Swing Strong 90 H Bubble Motion 50 Z Comeback/X Corner 152 X Drag/Z Post-Corner 50 X/Z In -n- Out	<b>Gun: Ace Trips</b> Strong Draw Weak Hand Sweep Strong Toss Weak Counter Strong Dive 90 Y/TE Hot 50 Z/TE Cross 90 X Rub Out 152 X Drag/Z Post-Corner 50 Z Under
<b>Bunch</b> Strong Double Lead T-Toss Strong Power Weak Toss Strong Draw Fake Toss/A Reverse 90 A Screen Stop 210 Z Deep Comeback	<b>Flip Tight Triple</b> Strong Inside Zone Cutback Strong TE Trap Strong Power Weak Dive Weak Toss 50 Y Seam/Z Corner 153 X Out -n- Up	<b>Gun: Triple Left</b> Weak Draw Strong Hand Sweep Weak Toss Strong Counter 90 Y Speed Under 50 Y Wheel 50 X Opposite Flow	<b>Gun: Bunch Left</b> Weak Draw Strong Hand Sweep Weak Dive Weak Toss 90 A Screen Stop 210 Z Deep Slide 50 Strong Spread Y Slip Screen 50 X Opposite Flow		

**DEFENSIVE PLAYBOOK**

<b>4-3</b> <b>Fronts</b> Base Loop All In Mix Pinch Razor Left Razor Right Twist <b>Coverages</b> Backer Split 3 Weak All Blitz 0 Weak Fire 0 Middle Blast 2 Soft	Sting Blitz 1 Force Fire 0 Weak Crash 1 Strong Blast 1 3 Robber Combo Strong Zone Combo Inside Zone 3 Buzz Key Zone 4 Cloud 3 Sky 2 Hard <b>Nickel</b> <b>Fronts</b> Base	Loop All In Mix Pinch Razor Left Razor Right Twist <b>Coverages</b> Weak Indian 1 Rocket Blitz 0 Spear 3 Middle Blast 2 H Tight Fire 0 Open Fire 0 Blaze Twist 0	Weak Crash 1 Combo Weak Zone Combo Strong Zone 2 Corners 3 Robber 4 Cloud Sting 3 2 Man 2 Soft <b>Dime</b> <b>Fronts</b> Base Loop All In	Mix Pinch Razor Left Razor Right Twist <b>Coverages</b> Weak Flood 0 Middle Blaze 1 Strong Rocket 0 Weak Crash 1 Double Indian 0 Greyhound 0 Weak Scissors 0 All Blitz 0 Cover 12	3 Buzz Strong Crash 3 1 Hang 2 Man 3 Dog T Combo Strong Zone Weak Sting 2 Hard <b>Goal Line</b> <b>Fronts</b> GL Loop GL Mix GL Razor Left GL Razor Right GL Twist	Ned Submarine <b>Coverages</b> GL Middle Blast 0 GL Slam GL Steeler Blitz 0 GL Sting 0 GL Strong Crash 0 GL Strong Zone GL Weak Fire 0 GL Weak Indian 0 GL Weak Zone
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**TIPS & HINTS**



Tim Couch leads the offense again for the Cleveland Browns. Make sure you set your feet before you throw the ball to minimize his interception numbers.



To be an effective offense in 2002–2003, the Browns need to find a load back to carry the ball. Look to leading rusher James Jackson, who led the team in 2001–2002.



The other chance at running back is Jamel White. White was also the third leading receiver for the Browns in 2001–2002.



Kevin Johnson leads the receiving corps. He came up with 84 receptions and nine touchdowns in 2001–2002. Look for him on the 50 X Opposite Flow, 90 X Quick Hitch, and 50 X Arrow -n- Go.



Quincy Morgan was the second leading receiver for the Browns in 2001–2002. Because Johnson can command the double team, Morgan can take advantage of the defense.



The tight end was not in the top-five receiving leaders for the Browns in 2001–2002. Try to increase the tight end's visibility in your offensive scheme with 152 TE Seam, 90 TE/Y Quick Cross, or 152 Z/TE Cross.



Outside linebacker Jamir Miller was the leading tackler in 2001–2002. Coming off the edge, Miller got to the quarterback 13 times, a statistic that he led the team in. Select Miller in passing situations to get to the QB.



Cornerback Anthony Henry came up with 10 interceptions in 2001–2002, running one back for a touchdown. When the ball is in the air, the opposing QB better be throwing away from this deadly defender.



Outside linebacker Dwayne Rudd is a traditional linebacker (compared to pass rushing linebacker Miller). Use him to stuff the run.







**2001 TEAM RECORD** — Won 9, Lost 7

**BUCCANEERS**

**TEAM RANKING**

Rush Offense: 13th    Pass Offense: 14th  
Rush Defense: 10th    Pass Defense: 6th

**2001 REGULAR SEASON BREAKDOWN**

Date	Score	Opponent
9-Sep	10-6 W	at DAL
30-Sep	16-20 L	at MIN
7-Oct	14-10 W	GB
14-Oct	28-31 L	at TEN
21-Oct	10-17 L	PIT
28-Oct	41-14 W	MIN
4-Nov	20-21 L	at GB
11-Nov	20-17 W	at DET
18-Nov	24-27 L	CHI
26-Nov	24-17 W	at STL
2-Dec	16-13 W	at CIN
9-Dec	15-12 W	DET
16-Dec	3-27 L	at CHI
23-Dec	48-21 W	NO
29-Dec	22-10 W	BAL
6-Jan	13-17 L	PHI

**TEAM STATS**

Category	Buccaneers	Opponents
TOTAL FIRST DOWNS	298	262
FIRST DOWNS (Rushing-Passing-By Penalty)	84-189-25	86-156-20
THIRD DOWN CONVERSIONS	80/228	78/216
FOURTH DOWN CONVERSIONS	11/17	4/13
TOTAL OFFENSIVE YARDS	4,694	4,653
OFFENSE (Plays-Average Yards)	1,046-4.5	950-4.9
TOTAL RUSHING YARDS	1,371	1,702
RUSHING (Plays-Average Yards)	407-3.4	415-4.1
TOTAL PASSING YARDS	3,323	2,951
PASSING (Comp-Att-Int-Avg)	362-592-12-6.12	273-493-28-6.54
SACKS	42	47
FIELD GOALS	28/35	25/29
TOUCHDOWNS (Rushing-Passing>Returns-Defensive)	17-13-1-2	8-20-1-0
TIME OF POSSESSION	31:40:00	28:20:00

**RUSHING STATS**

Player	Rushes	Yds.	Avg.	Long	TDs
Mike Alstott	165	680	4.1	39	10
Warrick Dunn	158	447	2.8	21	3
Brad Johnson	39	120	3.1	21	3
Aaron Stecker	24	72	3	17	1

**RECEIVING STATS**

Player	Recpts.	Yds.	Avg.	Long	TDs
Keyshawn Johnson	106	1266	11.9	47	1
Warrick Dunn	68	557	8.2	31	3
Jacquez Green	36	402	11.2	35	1
Karl Williams	24	314	13.1	42	1
Dave Moore	35	285	8.1	29	4
Mike Alstott	35	231	6.6	19	1

**PASSING STATS**

Player	Att.	Comp.	Yds.	Comp. %	Yds./Att.	TDs	TD%	Int.	Int. %	Long	Sacks/ Yds. Lost	QB Rating
Brad Johnson	559	340	3406	60.8	6.1	13	2.3	11	2	47	44/269	77.7
Shaun King	31	21	210	67.7	6.8	0	0	1	3.2	42	3/29	73.3

**DEFENSIVE STATS**

Player	Tack.	Solo	Asst.	Sack	FmbL. Recov.
Derrick Brooks	79	66	33	0	0
John Lynch	62	47	25	1	1
Jamie Duncan	62	46	21	2	0
Ronde Barber	58	49	13	1	2
Dexter Jackson	55	50	11	2.5	0
Brian Kelly	46	42	11	1.5	0
Simeon Rice	39	33	5	11	0
Shelton Quarles	33	31	18	2	0
Donnie Abraham	29	26	10	0	1
Nate Webster	28	21	12	0	0
Warren Sapp	28	24	8	6	2
John Howell	26	21	9	0	1
Anthony McFarland	23	22	18	3.5	0
Alshermond Singleton	22	16	4	1	1
Dwight Smith	21	19	5	0	2
Rabih Abdullah	17	16	1	0	1
Steve White	15	13	10	5	0
Marcus Jones	15	13	11	3	1
Jeff Gooch	12	8	9	0.5	0
Todd Yoder	10	9	0	0	0
James Cannida	9	4	10	0	0
David Gibson	7	5	3	0	0
Chartric Darby	6	6	1	2	1
Eric Vance	4	4	0	0	0
Keyshawn Johnson	4	4	0	0	0
Ellis Wymms	3	1	0	0	0
Corey Ivy	3	3	2	0	0
Warrick Dunn	3	3	0	0	0
Jacquez Green	2	2	1	0	0
Aaron Stecker	2	2	0	0	1
Frank Murphy	2	1	0	0	0
Sean McDermott	2	2	2	0	0
Mike Roberg	1	0	0	0	0
Dave Moore	1	1	1	0	0
Mike Alstott	1	1	0	0	0

**INTERCEPTIONS**

Player	Num.	Yds.	Avg.	Long	TDs
Ronde Barber	10	86	8	36	1
Donnie Abraham	6	98	16	46	0
Dexter Jackson	4	42	10	29	0
Derrick Brooks	3	65	21	53	0
John Lynch	3	21	7	15	0
Shelton Quarles	1	98	98	98	1
Jamie Duncan	1	9	9	9	0

**OFFENSIVE PLAYBOOK**

**I Pro**

Strong Lead Out Zone  
Weak Isolation  
Strong In Zone Cutback  
Weak Lead Toss  
50 Z Deep Comeback  
90 X Quick Hitch  
50 TE Out  
122 X Out -n- Up

**Doubles**

Strong In Zone Cutback  
Weak Out Zone  
Weak Toss  
Strong Center Power  
50 Y Seam  
90 Y Speed Out  
50 TE Zone In  
90 Y Quick Hitch  
50 Z Fade

**Ace**

Strong Center Power  
Weak Counter  
Strong Draw  
Weak Toss  
50 All Curl  
90 All Stop  
50 Stop -n- Corners  
152 Z Stop -n- Go

**Split Pro**

Strong Center Power  
Strong Isolation  
Weak Isolation  
Strong Hand Sweep  
50 Backs Outs  
90 H Speed Out  
90 X Quick Corner  
50 Z Post

**Doubles Right**

Strong Out Zone  
Weak Hand Sweep  
Strong T-Toss  
90 Y Speed Under  
50 Y Fade  
50 H Swing Strong  
50 Y Post-Corner

**Pair Slot**

Strong Toss  
Weak Out Zone  
Strong Center Power  
Weak Draw  
50 X/Z Cross  
90 Z Bubble Motion  
50 Z Fade  
90 TE/Y Quick Cross

**Weak I Pro**

Weak Lead Counter  
Weak FB Dive  
Strong Out Zone  
Fake Weak  
Dive/Strong Toss  
90 All Slam  
50 X Post-Corner  
50 Z Slant  
50 H Swing Strong

**Triple**

Y Motion Reverse  
Strong In Zone Cutback  
Strong Center Power  
Weak Out Zone  
Weak Toss  
90 X Quick Hitch  
50 Y/Z Cross  
90 TE Speed Out  
90 Y Under  
50 Y Slam -n- Go

**Tight Triple**

Strong Toss  
Weak Dive  
Weak Out Zone  
Strong Draw  
50 H Swing Strong  
50 Z Out  
50 Y/Z Cross  
50 Z Drag  
90 H Speed Out

**I Twins**

Weak Z/Crack Isolation  
Strong In Zone Cutback  
Weak Center Power  
Strong FB Dive  
90 X/Z Speed Cross  
50 X In/Z Out  
50 Z Under  
90 TE Speed Out

**Triple Left**

Strong Hand Sweep  
Weak Toss  
QB Draw  
50 H Swing Weak  
90 X Quick Corner  
50 TE Seam  
50 Y Deep Comeback

**Ace Right**

Strong Dive  
Strong In Zone Cutback  
Weak Hand Sweep  
Weak Center Power  
QB Draw  
50 All Curl  
90 All Stop  
50 Stop -n- Corners  
257 Z Post-Corner

**Strong I Twins**

Strong Isolation/Fake  
Z Reverse  
Fake Isolation/Z Reverse  
Strong Lead Out Zone  
90 X/Z Speed Cross  
50 H Swing Weak  
50 TE Seam  
50 X Post-Corner

**Bunch**

Strong Toss  
Strong Draw  
QB Draw  
90 Z Out  
90 Z Screen Stop  
50 Z Slant  
152 X Out -n- Up  
210 Z Deep Comeback  
Strong Toss Pass

**Ace Trips**

Strong Dive  
Strong T-Toss  
Strong Draw  
Weak Counter  
90 Z Speed Under  
50 Z Comeback/  
X Corner  
50 Y/TE Seams  
152 Z Stop -n- Go

**Split Twins**

Strong Hand Sweep  
Fake Strong  
Dive/Weak Toss  
Weak Draw  
Strong Counter Trap  
50 X Stop/Z Corner  
90 X/Z Speed Cross  
215 X Out/Z Corner  
50 TE Seam

**Quads**

Strong Toss  
Weak Out Zone  
Strong In Zone Cutback  
Strong Draw  
Strong Y/Shovel  
50 Y Drag  
90 All Slants  
50 Double Cross

**I Spread**

Strong Isolation  
Weak Lead Toss  
Strong Lead Out Zone  
Weak FB Dive  
50 Y/Z Deep Cross  
90 Z Speed Under  
122 Z Post-Corner  
223 Y Corner

**I Jokers**

Strong Isolation  
Weak Lead Toss  
Strong Counter Trap  
Weak Center Power  
122 X Stop -n- Go  
90 X Stop  
50 Double Swing  
90 F Speed Out

**Quads Right**

QB Draw  
Weak Hand Sweep  
Strong Dive  
155 Fake Toss/Y Slant  
50 All Go  
50 Y Slant -n- Go  
50 X/Y Cross

**Strong I Spread**

Strong FB Dive  
Fake Strong  
Dive/Weak Toss  
Strong Lead Out Zone  
Strong Isolation  
90 Z Quick Hitch  
50 X Out -n- Up  
50 H Wheel  
50 Y/Z Deep Cross

**Strong I Jokers**

Strong Isolation  
Fake Strong  
Dive/Weak Toss  
Strong FB Dive  
Weak Counter Trap  
50 X Stop -n- Go  
90 X Quick Slant  
90 X Lob Corner  
90 X Stop

**Trey**

Strong Toss  
Weak Out Zone  
Strong Draw  
50 Y/Z In -n- Out  
50 X Out -n- Up  
90 A Speed Out  
152 Y Seam

**Weak I Spread**

Weak Isolation  
Fake Weak  
Dive/Strong Toss  
Weak Lead Toss  
Strong In Zone Cutback  
50 Y/Z Deep Cross  
90 Z Speed Under  
90 All Slam  
90 X Quick Hitch



## OFFENSIVE PLAYBOOK (continued)

### Weak I Jokers

Weak Isolation  
Weak FB Dive  
Fake Weak  
Dive/Strong Toss  
Strong Counter Trap  
90 F Speed Out  
50 Y/TE Cross  
50 Comebacks  
123 X Go

### Trey Left

Weak Toss  
Weak In Zone Cutback  
Strong Hand Sweep  
QB Draw  
50 Z Drag  
50 Y Under  
90 All Stop  
90 A Speed Out  
50 X Out -n- Up

### Split Spread

Strong H Sweep  
Strong FB Dive  
QB Draw  
50 Double Swing  
50 Z Deep Drag  
50 Z Deep Comeback  
90 Y Dig

### Strong I Joker Pair

Strong Isolation  
Strong Lead Toss  
Fake Strong  
Dive/Weak Toss  
Strong FB Dive  
90 Y/TE Quick Cross  
50 X Stop -n- Go  
90 X Quick Slant

### Bunch

Strong Toss  
Strong Draw  
QB Draw  
90 Z Out  
90 Z Screen Stop  
50 Z Slant  
152 X Out -n- Up  
210 Z Deep Comeback  
Strong Toss Pass

### I Wing

Weak Isolation  
Strong Center Power  
Weak Lead Out Zone  
90 X Speed Under  
50 TE Corner  
50 TE/Z Cross

## DEFENSIVE PLAYBOOK

### 4-3

#### Fronts

Base  
Gap Right  
Gap Left  
Double Twist  
Fan  
Pinch  
Twist Left  
Twist Right

#### Coverages

2 Hard  
Tight Fire 0  
Cover 3  
Force Fire 0  
3 Weak  
Strong Blast 1  
Key Zone

#### Weak Crash 1

Combo Inside Zone  
3 Robber  
Strong Indian 1  
Weak Combo Strong Zone  
Weak Blast 1  
4 Cloud  
All Blitz 0  
Strong Fire 0

#### Nickel

#### Fronts

Base  
Gap Right  
Gap Left  
Double Twist  
Fan  
Pinch

Twist Left  
Twist Right

#### Coverages

Open Fire 0  
3 Robber  
Rocket Blitz 0  
2 Man  
Weak Blast 1  
Sting 2 Hard  
Strong Indian 1  
Combo Inside Zone  
Blaze 0  
Key Zone  
Weak Crash 1  
2 Hard  
Sting Blitz 1  
3 Buzz  
All Blitz 0

1 Dog the Dig  
4 Cloud

#### Dime

#### Fronts

Base  
Gap Right  
Gap Left  
Double Twist  
Fan  
Pinch  
Twist Left  
Twist Right

#### Coverages

Strong Indian 1  
2 Hard  
Tight Fire 0  
Combo Inside Zone

#### Weak Fire 0

2 Man  
Weak Crash 1  
3 Buzz  
Strong Sting 1  
4 Cloud  
Weak Sting 1  
1 Dog the Dig  
Greyhound 0  
All Blitz 0  
Cover 12  
Middle Fire Zone Blitz

#### Goal Line

#### Fronts

GL Twist Left  
GL Twist Right  
GL Razor Left  
GL Razor Right

GL Fan  
GL Pinch

#### Coverages

GL Weak Blast 0  
GL Strong Indian 0  
GL Weak Flow  
GL Steeler Blitz 0  
GL Weak Zone  
GL Strong Zone  
GL Weak Crash 0  
GL Cloud

#### Bear

#### Fronts

Base  
Gap Right  
Gap Left  
Double Twist

Fan  
Pinch

Twist Left  
Twist Right  
Base Bear  
Bear Outside Twist

#### Coverages

Bear Cover 3  
Bear Stab Strong  
Man Bear 0  
2 Hard  
Cover 3  
3 Weak  
Key Zone  
Weak Combo Strong Zone  
Middle Fire Zone Blitz  
2 Man  
All Blitz 0

## TIPS & HINTS



Michael Pittman takes over the running back duties from the departed Warrick Dunn. Last year, Pittman picked up 846 yards for the Cardinals.



Jon Gruden takes over the reins to run the Tampa Bay Buccaneers. The quarterback position is wide open, but Brad Johnson is the frontrunner.



Mike Alstott is a load back. Run him up the middle with plays such as Weak FB Dive and Strong FB Dive.



Tampa Bay was active in the free agent market. They picked up wide receiver Keenan McCardell. McCardell had 93 receptions and gained more than 1,100 yards in the 2001-2002 season for the Jacksonville Jaguars.



Keyshawn Johnson led the team with 1,266 yards receiving. With more than 100 receptions, it's amazing that he only had one touchdown reception. Get Johnson more involved in your offense and the Buccaneers will do well. Look for him on the 90 All Slam, 50 Y/Z Cross, and 50 Stop -n- Corners.



Get your tight end involved in the offense. Eight-year veteran Ken Dilger is new to the Buccaneers, having played previously for the Indianapolis Colts. Look for him on the 50 TE Out, 90 TE Speed Out, and 50 TE Seam.



Simeon Rice is your pass rusher, with 11 sacks in the 2001-2002 season. When you need to rush the quarterback, select Rice and blow through the line.



Derrick Brooks led the team with 79 tackles last season. When you need to stuff the run, select outside linebacker Brooks and nail the running back in the backfield.



Need to turn the game around in a hurry? Get control of cornerback Ronde Barber when the ball is in the air. Last season he came up with 10 interceptions.



# CARDINALS

2001 TEAM RECORD – Won 7, Lost 9



## TEAM RANKING

Rush Offense: 32nd    Pass Offense: 13th  
Rush Defense: 25th    Pass Defense: 22nd

## 2001 REGULAR SEASON BREAKDOWN

Date	Score	Opponent
23-Sep	17-38 L	DEN
30-Sep	14-34 L	ATL
7-Oct	21-20 W	at PHI
14-Oct	13-20 L	at CHI
21-Oct	24-16 W	KC
28-Oct	3-17 L	at DAL
4-Nov	7-21 L	PHI
11-Nov	10-17 L	NYG
18-Nov	45-38 W	DET
25-Nov	20-17 W	at SD
2-Dec	34-31 W	at OAK
9-Dec	10-20 L	WAS
15-Dec	13-17 L	at NYG
23-Dec	17-10 W	DAL
30-Dec	30-7 W	at CAR
6-Jan	17-20 L	at WAS

## TEAM STATS

Category	Cardinals	Opponents
TOTAL FIRST DOWNS	277	319
FIRST DOWNS (Rushing-Passing-By Penalty)	77-177-23	124-179-16
THIRD DOWN CONVERSIONS	57/196	84/220
FOURTH DOWN CONVERSIONS	10/20	12/24
TOTAL OFFENSIVE YARDS	4,898	5,685
OFFENSE (Plays-Average Yards)	955-5.1	1,071-5.3
TOTAL RUSHING YARDS	1,449	2,087
RUSHING (Plays-Average Yards)	400-3.6	496-4.2
TOTAL PASSING YARDS	3,449	3,598
PASSING (Comp-Att-Int-Avg)	304-526-14-6.94	337-556-17-6.70
SACKS	19	29
FIELD GOALS	21/26	23/32
TOUCHDOWNS (Rushing-Passing>Returns-Defensive)	10-18-1-5	10-26-0-2
TIME OF POSSESSION	27:45:00	32:15:00

## RUSHING STATS

Player	Rushes	Yds.	Avg.	Long	TDs
Michael Pittman	241	846	3.5	42	5
Thomas Jones	112	380	3.4	21	5
Jake Plummer	35	163	4.7	21	0
David Boston	5	35	7	17	0

## RECEIVING STATS

Player	Recpts.	Yds.	Avg.	Long	TDs
David Boston	98	1598	16.3	61	8
Frank Sanders	41	618	15.1	68	2
MarTay Jenkins	32	518	16.2	53	3
Michael Pittman	42	264	6.3	27	0
Tywan Mitchell	25	196	7.8	24	2
Thomas Jones	21	151	7.2	18	0

## PASSING STATS

Player	Att.	Comp.	Yds.	Comp. %	Yds./Att.	TDs	TD%	Int.	Int. %	Long	Sacks/Yds. Lost	QB Rating
Jake Plummer	525	304	3,653	57.9	7	18	3.4	14	2.7	68	29/204	79.6
Frank Sanders	1	0	0	0	0	0	0	0	0	0	0/0	39.6



## DEFENSIVE STATS

Player	Tack.	Solo	Asst.	Sack	FmbL. Recov.
Ronald McKinnon	98	70	47	2	2
Kwamie Lassiter	83	68	29	1	0
Rob Fredrickson	72	40	21	4	0
Pat Tillman	70	56	22	0	0
Raynoch Thompson	61	45	21	0.5	0
Corey Chavous	61	53	12	0	0
David Barrett	51	39	9	0	0
Russell Davis	37	26	17	2	0
Fred Wakefield	29	23	6	2.5	0
Justin Lucas	28	22	5	0	0
Tom Knight	27	22	4	0	0
Barron Tanner	24	15	13	0	0
Adrian Wilson	24	19	8	0.5	0
Renaldo Hill	19	14	6	0.5	0
LeVar Woods	18	14	3	0	1
Zack Walz	17	14	6	1	1
Sekou Sanyika	17	13	3	1	1
Tom Burke	16	12	7	2	1
Marcus Bell	16	11	7	0.5	0
Kyle Vanden Bosch	11	8	2	0.5	1
Coby Rhinehart	10	9	3	0	0
MarTay Jenkins	9	8	0	0	2
Jabari Issa	9	5	1	0	0
Mao Tosi	9	6	6	1	0
Johnny Rutledge	7	7	1	0	0
Marcel Shipp	7	7	2	0	0
Joel Makovicka	5	5	1	0	1
Mario Fatafehi	4	0	4	0	0
Michael Pittman	3	3	0	0	0
Trey Junkin	2	1	0	0	0
Anthony Clement	2	2	0	0	0
Dennis McKinley	2	2	1	0	0
Michael Stone	1	1	0	0	0
Scott Player	1	1	0	0	0
Tywan Mitchell	1	1	0	0	0
Cedric Oglesby	1	1	0	0	0
Thomas Jones	1	1	0	0	2
Nathan Hodel	1	1	0	0	0
Mike Gruttadauria	1	1	0	0	1
David Boston	1	1	0	0	0
Steve Bush	1	1	0	0	0

## INTERCEPTIONS

Player	Num.	Yds.	Avg.	Long	TDs
Kwamie Lassiter	9	80	8	25	0
Adrian Wilson	2	97	48	61	1
David Barrett	2	30	15	23	0
Fred Wakefield	1	20	20	20	1
Corey Chavous	1	0	0	0	0
Ronald McKinnon	1	24	24	24	1
Tom Knight	1	43	43	43	0

## OFFENSIVE PLAYBOOK

### I Pro

Strong Speed Option  
Strong Counter  
Weak Outside Zone  
Strong Fan Fold  
Weak Toss  
90 Z Speed Under  
50 Double Post  
50 H Lead Shovel  
126 Counter Pass  
226 X Comeback

### Strong I Pro

Weak Counter  
Weak F-Motion Isolation  
Fake Strong  
Dive/Weak Toss  
Strong FB Dive  
Strong Lead Draw  
90 F Speed Out  
50 Z Speed Out -n- Up  
215 H Flare  
123 X In -n- Out  
50 F Swing Strong

### Weak I Pro

Weak Counter/X Reverse  
Weak FB Dive  
Fake Weak  
Dive/Strong Toss  
Weak Lead Draw  
Weak Toss  
210 Z Corner  
122 Z Post-Corner  
50 Z Rub In  
90 Hitches  
50 H/F Wheels

### I Twins

Strong Lead Draw  
Weak Isolation  
Strong Power  
Strong Speed Option  
Weak Toss  
Weak Toss Pass  
223 Z Delay Out  
50 Double Follow  
122 X Out -n- Up  
90 X/Z Speed Cross

### Strong I Twins

Strong Inside Zone  
Cutback  
Fake Strong  
Dive/Weak Toss  
Strong FB Dive  
Strong Toss  
Strong Hand Sweep  
50 H Swing Strong  
50 TE/Z Curls  
90 X Quick Corner  
132 TE Delay Corner  
228 X Out/Z Corner

### Split Pro

Strong Hand Sweep  
Strong FB Toss  
Strong FB Draw  
Weak X Crack Toss  
Weak Out Zone  
50 Double Swing  
50 X Deep Drag  
222 Z Stop -n- Go  
90 Z Quick Hitch  
132 TE Dump

### I Spread

Strong Isolation  
Strong Toss  
Weak Zone Out Bounce  
Weak FB Trap  
Strong Lead Draw  
90 Y Quick Slant  
50 Frisco Flow  
50 F Swing Strong  
50 Y Seam  
225 Z Corner

### Strong I Spread

Strong FB Dive  
Strong Hand Sweep  
Strong Lead Draw  
Fake Strong  
Dive/Weak Toss  
Weak Inside Zone  
Cutback  
122 Y/Z Comeback  
210 F Dump  
50 Strong Flood  
90 Y/Z Speed Cross  
50 Z Slip Screen

### Split Spread

Strong FB Toss  
Weak F Hand Sweep  
Weak Dive  
Weak Draw  
Weak Toss  
50 H/F Wheels  
50 H Wheel Motion  
50 Z Rollaway  
225 Z Corner  
90 Z Quick Hitch

### Gun: Split Spread

Strong Isolation  
Weak Toss  
QB Lead Draw  
Strong Hand Sweep  
Weak Inside Zone  
Cutback  
50 F Middle Screen  
50 X Speed Out  
90 Double Out  
122 X Slant -n- Go  
222 Z Fade Stop

### I Wing Jokers

Strong Power  
Strong Toss  
Weak Wing Sweep  
Weak Stretch  
Weak Power  
123 Y/TE Seams  
50 Wing Wheel  
50 X Rub Under  
210 F Dump

### Flip I Wing

Strong Flip Power  
Strong Flip Isolation  
Weak F Sweep  
Strong Flip Toss  
Fake Dive/QB Naked  
90 F/TE Speed Cross  
50 Y/TE Corners

### I Jokers

Strong Power  
Weak Counter  
Strong Speed Option  
Weak Toss

Weak Fan Isolation  
122 Strong Flood  
90 X Lob Corner  
90 Y/TE Hot  
50 Z Under/TE Out

### Split Jokers

Weak Dive  
Strong FB Dive  
Strong Isolation  
Fake Strong  
Dive/Weak Toss  
Strong FB Toss  
50 Double Swing  
50 H/F Wheels  
90 Y/TE Hot  
90 F Speed Out

### I Jacks

Strong Counter  
Strong Power  
Strong Speed Option  
Weak Toss  
Weak Isolation  
90 All Hooks  
122 Strong Flood  
50 X Wheel

### Strong I Jacks

Strong FB Dive  
Fake Strong  
Dive/Weak Toss  
Strong Power  
Strong Speed Option  
Weak F Hand Sweep  
50 X Wheel  
90 Hitches  
90 Y/TE Hot  
123 Y/TE Seams

### Ace

Weak Outside Zone  
Strong Draw  
Strong Toss Counter  
Fake Zone/Z Reverse  
Weak Dive  
210 Z Deep Slide  
50 H Wheel  
90 Quick Slants  
50 Stop -n- Corners  
152 X Drag/Z Post-Corner

### Ace Flip

Weak Power  
Weak Y Trap  
Strong Toss  
Weak Draw  
Strong Inside Zone  
Cutback  
50 H Swing Weak  
257 Z Rollaway  
50 Curls -n- Corners  
90 Z Quick Slant  
152 Double Cross

### Tight Triple

Strong Y Trap  
Strong Power  
Weak Dive  
Strong Draw  
Weak Toss  
257 Strong Flood  
50 Y/Z Cross  
50 Hi/Low Drags  
90 Y Screen Stop  
152 TE Seam

**OFFENSIVE PLAYBOOK (continued)**

**Ace Trips**

Strong Draw  
Weak Toss Counter  
Weak Dive  
Strong Power  
Strong T-Toss  
90 H Bubble Motion  
50 Z/TE Cross  
50 H Swing Strong

210 Z Deep Slide  
152 Slam -n- Go

**Doubles**

Weak Draw  
Strong Inside Zone  
Cutback  
Weak Toss  
Strong Toss/Z Reverse  
Strong Power  
255 Strong Flow

50 Y Swing Weak  
50 Double Cross  
90 Y Quick Hitch  
152 X Drag/Z Post-Corner

**Gun: Doubles Right**

Strong Draw  
QB Lead Draw  
Strong Inside Zone  
Cutback  
Strong Dive

Strong Toss  
210 Z Corner  
50 Double Cross  
50 Stop -n- Corners  
90 Z Arrow  
157 H Wheel

**Triple**

Weak Inside Reverse  
Strong Y/Crack Toss  
Strong Draw

Strong Power  
Weak Toss  
50 Y Drag  
50 X Opposite Flow  
255 Strong Flow  
90 Quick Slants  
152 TE Seam

**Gun: Triple Left**

Weak Draw  
Weak Toss

Strong Hand Sweep  
Weak Dive  
Strong Outside Zone  
255 Strong Flow  
256 Y Corner  
50 Y Wheel  
90 Y Speed Under  
152 X Post-Corner

**DEFENSIVE PLAYBOOK**

**4-3**

**Fronts**

Base  
Double Twist  
Fan  
Gap Left  
Gap Right  
Pinch  
Twist Left  
Twist Right

**Coverages**

Cover 3  
2 Hard  
Key Zone  
4 Cloud  
1 Hang  
3 Robber

Sting 2 Hard  
Strong Blast 3  
Double Hard 0  
Strong Blast 0  
All Blitz 0  
Weak Crash 1  
Middle Blast 1  
Sting Blitz 1  
Spear 1  
Double Indian 0

**Nickel**

**Fronts**  
Base  
Double Twist  
Fan  
Gap Left  
Gap Right

Pinch  
Twist Left  
Twist Right

**Coverages**

Weak Blast 1  
Weak Crash 1  
All Blitz 0  
Weak Indian 1  
Blaze Twist 0  
Strong Indian 1  
Force Fire 0  
Strong Blast 1  
2 Man  
Combo Inside Zone  
Spear 3 Buzz  
Sting 2 Hard  
4 Cloud  
1 Hang

3 Robber  
2 Soft

**Dime**

**Fronts**  
Base  
Double Twist  
Fan  
Gap Left  
Gap Right  
Pinch  
Twist Left  
Twist Right

**Coverages**

Spear 1  
Weak Indian 1  
Weak Sting 1  
Weak Crash 1

All Blitz 0  
Middle Blast 1  
Greyhound 0  
Weak Fire 0  
Cover 12  
1 Dog the Dig  
Strong Sting 2H  
Weak Crash 3  
3 Weak  
4 Sky  
2 Man  
2 Hard

**Goal Line**

**Fronts**  
GL Fan  
GL Pinch  
GL Razor Left

GL Razor Right  
GL Twist Left  
GL Twist Right

**Coverages**

GL Cloud  
GL Middle Blast 0  
GL Strong Blast 0  
GL Strong Indian 0  
GL Strong Zone  
GL Weak Blast 0  
GL Weak Crash 0  
GL Weak Zone

**Bear**

**Fronts**  
Base Bear  
Bear All In  
Bear Pinch

Bear Razor Left  
Bear Razor Right  
Bear Twist

**Coverages**

Spear 3 Buzz  
Strong Blast 3  
Force Fire 0  
Double Hard 0  
All Blitz 0  
4 Cloud  
2 Hard  
Bear Stab Strong  
Bear Man 0  
Bear Cover 2 Soft  
Bear Cover 3

**TIPS & HINTS**



The Cardinals feature a strong group of receivers. Get the ball into David Boston's hands. Let him go across the middle—he's big enough and tough enough to go up and get the ball.



Jake Plummer's got a strong arm. Get the ball down the field. Use the Gun: Split Spread formation to give Plummer time to find the open man. Try out the 90 Double Out and the 122 X Slant -n- Go.



MarTay Jenkins averaged 16.2 yards per catch last season. Get him the ball for big chunks of yardage.



When the receivers are covered downfield, have Plummer tuck the ball and run. In 2001, Plummer averaged 4.7 yards per rush for a total of 163 yards.



The Cardinals didn't have a 1,000-yard rusher in 2001. Establish your running game with Michael Pittman. Toss the ball outside, such as on the 1 Spread Strong Toss. He can break it for a long one.



Look for Pittman to come out of the backfield and make a catch or two as well. The running back is always a good target to hit when your receivers are covered downfield.



Safety Kwamie Lassiter was a ball hawk for the Cardinals in 2001, coming up with 9 picks.



Ronald McKinnon is your middle linebacker. He's got the size to plug up the middle, leading the team with 98 tackles. When you're on defense, select McKinnon and stuff the run.



When you need to get after the quarterback, select linebacker Rob Fredrickson. He led the team with 4 sacks in 2001.







## 2001 TEAM RECORD — Won 5, Lost 11



### TEAM RANKING

Rush Offense: 18th    Pass Offense: 26th  
 Rush Defense: 14th    Pass Defense: 7th

### 2001 REGULAR SEASON BREAKDOWN

Date	Score	Opponent
9-Sep	30-3 W	WAS
23-Sep	32-21 W	at DAL
30-Sep	28-14 W	CIN
7-Oct	16-20 L	at CLE
14-Oct	26-29 L	at NE
21-Oct	27-10 W	DEN
28-Oct	27-24 W	BUF
4-Nov	20-25 L	KC
11-Nov	16-26 L	at DEN
18-Nov	24-34 L	at OAK
25-Nov	17-20 L	ARI
2-Dec	10-13 L	at SEA
9-Dec	14-24 L	at PHI
15-Dec	6-13 L	OAK
23-Dec	17-20 L	at KC
30-Dec	22-25 L	SEA

### TEAM STATS

Category	Chargers	Opponents
TOTAL FIRST DOWNS	290	290
FIRST DOWNS (Rushing-Passing-By Penalty)	92-177-21	99-166-25
THIRD DOWN CONVERSIONS	79/221	84/224
FOURTH DOWN CONVERSIONS	3/4	7/12
TOTAL OFFENSIVE YARDS	5,200	4,904
OFFENSE (Plays-Average Yards)	1,010-5.1	1025-4.8
TOTAL RUSHING YARDS	1,695	1,504
RUSHING (Plays-Average Yards)	435-3.9	449-3.3
TOTAL PASSING YARDS	3,505	3,400
PASSING (Comp-Att-Int-Avg)	309-548-18-6.72	317-535-19-6.76
SACKS	41	27
FIELD GOALS	30/43	26/35
TOUCHDOWNS (Rushing-Passing>Returns-Defensive)	13-16-1-3	10-24-2-1
TIME OF POSSESSION	30:15:00	29:45:00

### RUSHING STATS

Player	Rushes	Yds.	Avg.	Long	TDs
LaDainian Tomlinson	339	1,236	3.6	54	10
Doug Flutie	53	192	3.6	16	1
Curtis Conway	7	116	16.6	67	1
Terrell Fletcher	29	107	3.7	16	0

### RECEIVING STATS

Player	Recpts.	Yds.	Avg.	Long	TDs
Curtis Conway	71	1,125	15.8	72	6
Jeff Graham	52	811	15.6	61	5
Tim Dwight	25	406	16.2	78	0
Freddie Jones	35	388	11.1	34	4
LaDainian Tomlinson	59	367	6.2	27	0
Trevor Gaylor	14	217	15.5	31	0

### PASSING STATS

Player	Att.	Comp.	Yds.	Comp. %	Yds./Att.	TDs	TD%	Int.	Int. %	Long	Sacks/ Yds. Lost	QB Rating
Doug Flutie	521	294	3,464	56.4	6.6	15	2.9	18	3.5	78	25/168	72
Drew Brees	27	15	221	55.6	8.2	1	3.7	0	0	40	2/12	94.8

**DEFENSIVE STATS**

Player	Tack.	Solo	Asst.	Sack	FmbL. Recov.
Rodney Harrison	90	74	17	3.5	1
Junior Seau	83	66	11	1	0
Rogers Beckett	77	66	21	0	1
Ryan McNeil	64	54	12	0	0
John Parrella	61	51	6	2	1
Orlando Ruff	61	44	15	1	1
Tay Cody	57	49	6	0	0
Gerald Dixon	47	39	14	2	0
Marcellus Wiley	38	31	10	13	0
Raylee Johnson	28	24	10	9.5	2
Leonardo Carson	24	20	9	3	2
Jason Perry	20	16	7	0	1
Davis Sanchez	19	16	0	0	0
Alex Molden	18	17	1	0	0
Lloyd Harrison	17	15	2	1	0
Robert Carswell	14	11	3	0	1
Zeke Moreno	13	10	2	1	0
John Holecek	12	12	1	0	0
Derrick Harris	11	10	2	0	1
Ronney Jenkins	10	10	0	0	1
Adrian Dingle	10	9	1	1	0
Deon Humphrey	9	9	5	0	0
Sam Rogers	8	7	1	1	0
Fred McCrary	6	5	1	0	0
Mike Mohring	5	4	3	0	0
Carlos Polk	4	4	0	0	0
Jeff Graham	4	4	0	0	0
Albert Fontenot	4	4	3	1	0
Tim Dwight	3	3	0	0	1
David Binn	3	2	0	0	0
Curtis Conway	3	3	0	0	0
Pat Batteaux	2	2	0	0	0
Steve Heiden	2	2	0	0	0
Wade Richey	2	2	2	0	0
Jamal Williams	2	2	0	0	1
Terrell Fletcher	1	1	0	0	0
Scott Turner	1	1	1	0	0
Trevor Gaylor	1	1	0	0	0
Raleigh Roundtree	1	1	0	0	1
LaDainian Tomlinson	1	1	0	0	0
Maa Tanuvasa	1	1	0	1	0

**INTERCEPTIONS**

Player	Num.	Yds.	Avg.	Long	TDs
Ryan McNeil	8	55	6	33	0
Jason Perry	2	37	18	37	1
Rodney Harrison	2	51	25	22	0
Tay Cody	2	3	1	3	0
Junior Seau	1	2	2	2	0
Alex Molden	1	0	0	0	0
Gerald Dixon	1	6	6	6	0
Rogers Beckett	1	8	8	8	0
Albert Fontenot	1	0	0	0	0

**OFFENSIVE PLAYBOOK**

<b>I Pro</b> Strong Isolation Weak Toss Strong Counter Strong Lead Draw Weak Zone Cutback 122 F Flare 50 TE Out 50 X Drag Leak 90 Z Speed Out 50 Z Speed Out -n- Up	90 X Stop 122 X Rollaway	Strong Counter Strong Toss Weak Zone Cutback 152 Z Cross 152 Double Rub 253 Z Stop 50 X Curl In 90 Quick Slants
<b>I Spread</b> Strong Isolation Strong Speed Option Strong Lead Draw Weak Zone Bounce Weak Counter 90 Y Speed Out 50 Y Curl In 122 Y Streak 50 X Deep Drag 235 Z Slide	<b>I Twins</b> Strong Speed Option Strong Counter Trap Weak Lead Draw Weak Isolation Weak Zone Bounce 90 X/Z Split 132 X Slide 50 Double Follow 50 X/Z Split 223 Z Delay Out	<b>Doubles</b> Strong Toss Strong Toss/Z Reverse Strong Draw Weak Dive Weak Outside Zone 90 Y Screen Weak 50 Y Fade 152 X Stop -n- Go 211 Y Bubble Cut 210 Y Motion Dump
<b>I Jokers</b> Strong Counter Trap Strong Sweep/Reverse Weak Speed Option Weak Isolation Strong Zone Cutback 90 X Lob Corner 90 X Slant 122 Y/TE Seams 90 Y/TE Hot 122 X Rollaway	<b>Split Spread</b> Strong Speed Option Weak FB Sweep Fake Dive/Weak Toss Weak Outside Zone Strong Sweep 132 Y Slant -n- Go 210 Z Corner 50 Z Rollaway 90 Y Dig 215 X Post-Corner	<b>Doubles</b> Strong Toss Strong Toss/Z Reverse Strong Draw Weak Dive Weak Outside Zone 90 Y Screen Weak 50 Y Fade 152 X Stop -n- Go 211 Y Bubble Cut 210 Y Motion Dump
<b>I Jacks</b> Weak Speed Option Strong Counter Trap Weak Isolation Weak Zone Bounce Strong Isolation 90 All Hooks 90 Jack Hot 226 Counter Pass 50 X Wheel 122 TE Dump	<b>I Jokers Pair</b> Strong Fan Isolation Strong Y Trap Weak Speed Option Weak Outside Zone Strong Toss 90 Y/TE Speed Out 90 TE Curl 122 Y/TE In -n- Out 90 X Lob Fade 226 X Comeback	<b>Quads</b> Strong Draw Strong Trap Strong Outside Zone Weak Zone Cutback Weak Zone Bounce 215 Y Speed Out 50 Y/A Swing 50 H Swing 50 Z Cutback 90 X Hot
<b>Weak I Pro</b> Weak Speed Option Weak FB Dive Fake Dive/Strong Toss Strong Outside Zone Weak Lead Draw 50 X Post-Corner 50 H Swing Strong 50 Z Hook -n- Go 90 H Speed Out 133 TE Drag	<b>Weak I Twins</b> Weak G-Toss Weak Speed Option Strong F-Motion Isolation Strong Outside Zone Weak Lead Draw 235 Air Option 90 Z Speed Under 122 X Out -n- Up 50 F Circle 215 X Comeback	<b>Ace Trips</b> Strong Outside Zone Weak Toss Counter QB Lead Draw Fake Dive/QB Naked Weak Zone Cutback 90 X Hot 152 Double Post 210 Strong Flow -n- Go 50 Z Comeback 90 Z/TE Quick Outs
<b>Strong I Spread</b> Strong Speed Option Fake Dive/Weak Toss Strong FB Dive Strong Lead Draw Weak Zone Cutback 50 Y Out -n- In 210 F Dump 122 Y Slam -n- Go 90 Y Quick Slant 50 X Drag Leak	<b>Gun: Split Spread</b> Strong Sweep Weak FB Sweep Weak Dive QB F Lead Draw Strong Isolation 222 Z Fade Stop 50 H/F Replace 90 H Dump 90 Y Speed Under 50 Z Slip Screen	<b>Gun: Doubles Right</b> Strong Dive Strong Draw Weak Counter Weak Zone Cutback Weak Sweep 50 TE Screen 90 H Quick Dump 253 Z Stop 90 Y Screen Weak 50 Y Fade
<b>Strong I Jokers</b> Weak Zone Cutback Weak F-Motion Isolation Strong Speed Option Fake Dive/Weak Toss Strong Isolation 90 X Speed Corner 132 TE Delay Corner 50 F Swing Strong	<b>Weak I Jacks</b> QB Bootleg Strong Counter Trap Weak Speed Option Strong F-Motion Isolation Fake Dive/Strong Toss 90 Jack Hot 90 F Speed Out 226 Counter Pass 122 TE Dump 50 F Circle	<b>Gun: Quads Left</b> Weak Draw QB Lead Draw Strong Counter Weak Dive Strong Sweep 215 Y Speed Out 50 A Out -n- In 90 A Quick Hitch 50 Z Comeback 90 X Hot
	<b>Ace</b> Weak Power Strong Draw	<b>Tight Triple</b> Strong Counter Weak Toss Strong Zone Cutback Strong Draw Weak Dive 257 Strong Flood 152 Z Out -n- Up 253 Stop/Corners 50 Z Drag 50 H Swing Strong



## OFFENSIVE PLAYBOOK (continued)

### Triple

Strong Draw  
Weak Inside Reverse  
Strong Toss  
Strong Zone Cutback  
Quick Zone Bounce  
50 H Wheel Motion  
50 Z Slide Pick  
50 X Curl In

90 X Hot  
152 Z Cross

### Gun: Trips Left

Strong Sweep  
Strong Counter  
Weak Zone Cutback  
Weak Draw  
QB Lead Draw  
50 H Middle Screen  
215 X Speed Out

50 X Curl In  
50 Y Fade  
90 Quick Slants

### Pair Slot

Strong Counter  
Weak Draw  
Weak Zone Bounce  
Weak Zone Cutback  
Strong Toss  
90 Z Bubble Motion

256 Y Corner  
50 Y Wheel  
50 X/Z Deep Cross  
158 Z Slant

### Gun: Triple Left

Strong Counter  
Weak Draw  
QB Lead Draw  
Strong Sweep  
Weak Zone Cutback

210 Y Streak  
50 Z Slide Pick  
50 X Curl In  
90 X Hot  
90 H Quick Dump

### Bunch

Strong G-Toss  
Strong Trap  
Weak Double Lead  
Counter

Strong Draw  
Weak Zone Cutback  
90 Y Motion Hitch  
50 H Wheel Motion  
50 Strong Spread  
210 Z Corner  
257 Strong Flood

## DEFENSIVE PLAYBOOK

### 4-3

#### Fronts

Base  
All In  
Loop  
Mix  
Pinch  
Razor Left  
Razor Right  
Twist

#### Coverages

Weak Sting 3  
Strong Fire 1

Sting Blaze 0

Sting 2 Hard

Spear Fire 0

Sky 3 Weak

Force Fire 0

Double Outside Fire 0

Cover 3

Cover 4

Blaze 0

All Blitz 0

4 Cloud Strong

3 Strong

2 Hard

Open Cover 5

2 Soft

Combo Inside Zone

#### Nickel

#### Fronts

Base

All In

Loop

Mix

Pinch

Razor Left

Razor Right

Twist

#### Coverages

2 Soft

2 Man

Sting 3

4 Cloud

3 Robber

Combo Strong Zone

Combo Weak Zone

Weak Crash 1

Blaze Twist 0

Open Fire 0

Tight Fire 0

Middle Blast 2H

Spear 3

Rocket Blitz 0

Weak Indian 1

#### Dime Odd

Base Odd

Contain Odd

Fan Odd

Pinch Odd

Razor Left Odd

Razor Right Odd

#### Coverages

Tight Fire 1

Blaze Twist 1

Cover 12

Cover 8

Double Hard 1

Double Hard 2

Middle Fire 1

Open Fire 1

Sting 3 Buzz

Strong Force Fire 1

#### Goal Line

#### Fronts

GL Fan

GL Pinch

GL Razor Left

GL Razor Right

GL Twist Left

GL Twist Right

#### Coverages

GL Charger Blitz 0

GL Cloud

GL Strong Indian 0

GL Strong Zone

GL Weak Blast 0

GL Weak Crash 0

GL Weak Flow

GL Weak Zone

## TIPS & HINTS



Veteran quarterback Doug Flutie returns to lead the Charger offense in 2002–2003. Flutie's more of a drop back passer, so don't roll him out of the pocket.



But when the pressure is on, Flutie can take off and escape the pressure. He was the number-two rusher for the Chargers in 2001–2002.



Last season, rookie LaDainian Tomlinson was the leading rusher with 1,236 yards and 10 touchdowns. Establish the running game with plays such as Strong Counter, Strong Y Trap, and Strong Toss.



Tomlinson is a good receiver too, coming up with 59 catches in 2001–2002. Get him the ball through the air as well as on the ground.



Wide Receiver Curtis Conway led the team with 71 catches and 1,125 yards receiving. Look for him on 50 X Deep Drag, 90 X Lob Fade, and 50 X/Z Split.



With the departure of their second leading receiver Jeff Graham, the Chargers need to get the tight end more involved in the offense. Newcomer Stephen Alexander steps into that role. Look for him on 122 Y/TE Seams, 122 TE Dump, and 133 TE Drag.



Left defensive end Marcellus Wiley led the team with 13 sacks in 2001–2002. When you need to pressure the quarterback, select Wiley.



To stuff the run, select linebacker Junior Seau and find the ball carrier. This veteran knows how to get it done.



Cornerback Ryan McNeil came up with eight interceptions in 2001–2002.



# CHIEFS

2001 TEAM RECORD – Won 6, Lost 10



## TEAM RANKING

Rush Offense: 9th      Pass Offense: 9th  
Rush Defense: 29th      Pass Defense: 24th

## 2001 REGULAR SEASON BREAKDOWN

Date	Score	Opponent
9-Sep	24-27 L	OAK
23-Sep	3-13 L	NYG
30-Sep	45-13 W	at WAS
7-Oct	6-20 L	at DEN
14-Oct	17-20 L	PIT
21-Oct	16-24 L	at ARI
25-Oct	28-35 L	IND
4-Nov	25-20 W	at SD
11-Nov	7-27 L	at NYJ
25-Nov	19-7 W	SEA
29-Nov	10-23 L	PHI
9-Dec	26-28 L	at OAK
16-Dec	26-23 W	DEN
23-Dec	20-17 W	SD
30-Dec	30-26 W	at JAC
6-Jan	18-21 L	at SEA

## TEAM STATS

Category	Chiefs	Opponents
TOTAL FIRST DOWNS	324	296
FIRST DOWNS (Rushing-Passing-By Penalty)	119-178-27	111-167-18
THIRD DOWN CONVERSIONS	70/195	86/218
FOURTH DOWN CONVERSIONS	5/16	5/8
TOTAL OFFENSIVE YARDS	5,673	5,304
OFFENSE (Plays-Average Yards)	1,015-5.6	1,003-5.3
TOTAL RUSHING YARDS	2,008	2,140
RUSHING (Plays-Average Yards)	448-4.5	481-4.4
TOTAL PASSING YARDS	3,665	3,164
PASSING (Comp-Att-Int-Avg)	300-528-24-7.32	296-491-13-6.93
SACKS	31	39
FIELD GOALS	27/35	27/34
TOUCHDOWNS (Rushing-Passing>Returns-Defensive)	16-17-1-1	15-19-1-1
TIME OF POSSESSION	29:07:00	30:53:00

## RUSHING STATS

Player	Rushes	Yds.	Avg.	Long	TDs
Priest Holmes	327	1,555	4.8	41	8
Tony Richardson	66	191	2.9	19	7
Trent Green	35	158	4.5	16	0
Mike Cloud	7	54	7.7	16	1
Derrick Alexander	2	16	8	15	0
Eddie Kennison	2	13	6.5	14	0

## RECEIVING STATS

Player	Recpts.	Yds.	Avg.	Long	TDs
Tony Gonzalez	73	917	12.6	36	6
Priest Holmes	62	614	9.9	67	2
Marvin Minnis	33	511	15.5	56	1
Derrick Alexander	27	470	17.4	46	3
Eddie Kennison	16	322	20.1	65	0
Tony Richardson	30	265	8.8	47	0
Mikhael Ricks	18	252	14	40	1

## PASSING STATS

Player	Att.	Comp.	Yds.	Comp. %	Yds./Att.	TDs	TD%	Int.	Int. %	Long	Sacks/ Yds. Lost	QB Rating
Trent Green	523	296	3,783	56.6	7.2	17	3.3	24	4.6	67	39/198	71.1
Todd S. Collins	4	3	40	75	10	0	0	0	0	26	0/0	106.3
Tony Gonzalez	1	1	40	100	40	0	0	0	0	40	0/0	118.8



## DEFENSIVE STATS

Player	Tack.	Solo	Asst.	Sack	FmbL. Recov.
Marvucus Patton	98	76	15	3	0
Donnie Edwards	97	79	32	2	3
Jerome Woods	74	63	13	1	0
Greg Wesley	73	68	11	2	2
Eric Warfield	66	60	8	0	0
Eric Hicks	42	28	10	3.5	1
Ray Crockett	41	35	4	0	0
Derrick Ransom	41	31	13	3	1
William Bartee	36	32	2	1	0
Duane Clemons	36	33	12	7	1
Lewis Bush	26	22	6	0	0
Glenn Cadrez	22	16	9	1.5	1
Monty Beisel	16	14	3	0	0
John Browning	15	14	5	1.5	0
Rich Owens	15	13	4	3	0
Gary Stills	14	13	1	0	1
Eric Downing	13	10	6	1.5	0
Taje Allen	13	13	0	0	0
Mike Maslowski	11	9	1	1	0
Larry Atkins	9	9	0	0	0
Jason Belser	8	8	0	0	0
Nate Hobgood-Chittick	7	4	0	0	0
Bracy Walker	6	5	0	0	1
Norris McCleary	4	4	0	0	0
Will Shields	3	3	1	0	0
Jermaine Williams	3	3	1	0	0
Tyrone M. Williams	3	2	1	0	0
Larry Parker	3	3	0	0	0
Todd Peterson	3	3	0	0	0
Brian Waters	3	3	0	0	0
Priest Holmes	3	3	0	0	0
Mikhael Ricks	2	2	0	0	0
Andre O'Neal	2	2	0	0	0
Shaunard Harts	2	2	0	0	0
Tony Gonzalez	2	2	0	0	0
Derrick Alexander	1	1	0	0	0
Casey Wiegmann	1	1	0	0	0
John Tait	1	1	0	0	0
Dante Hall	1	1	0	0	1
Chris Thomas	1	1	1	0	0
Trent Green	1	1	0	0	5
Corey Harris	1	1	0	0	1
Kendall Gammon	1	1	0	0	0
Dan Stryzinski	1	1	0	0	0

## INTERCEPTIONS

Player	Num.	Yds.	Avg.	Long	TDs
Eric Warfield	4	61	15	51	1
Jerome Woods	3	48	16	25	0
Greg Wesley	2	44	22	30	0
Marvucus Patton	2	5	2	5	0
Ray Crockett	1	8	8	8	0
Glenn Cadrez	1	0	0	0	0

## OFFENSIVE PLAYBOOK

### I Pro

Fake Dive/Weak Toss  
Strong Power  
Strong Lead Draw  
Weak Isolation  
Strong Zone Cutback  
90 Z Quick Hitch  
90 Z Speed Out  
50 TE Corner  
50 TE Zone In  
122 TE Dump  
50 Z Speed Out -n- Up

### I Jokers

Strong F-Motion Isolation  
Weak F-Motion Isolation  
Strong Counter Trap  
Weak Stretch  
Fake Dive/Weak Toss  
90 Y/TE Hot  
90 X Lob Fade  
90 TE Slam  
122 TE Rub Out  
50 Y/TE Comebacks

### Triple Bunch

Strong Load Stretch  
Weak Zone Bounce  
Strong Trap  
Strong Dive  
Weak Dive  
90 Z Hook  
90 Clear Under  
156 TE/Z Spread

### Strong I Pro

Fake Dive/Weak Toss  
Strong Counter  
Strong Toss  
Strong Toss/Z Reverse  
Strong Lead Draw  
50 TE/Z Curl  
50 TE Skinny  
122 Z Deep Post  
90 Z Speed Out  
222 Z Fade Stop

### Split Jokers

Strong Isolation  
Strong Counter  
Weak Dive  
Strong FB Dive  
Fake Dive/Weak Toss  
132 TE Delay Corner  
50 Y/TE Cross  
50 H/F Outs  
226 Weak Flow  
50 Strong Outs

### Triple Load

Strong Counter  
Weak Toss  
Strong Dive  
Weak Dive  
Strong Trap  
90 Tackle Eligible  
152 Y Rip

### Twins F Spread

Weak Counter  
Weak Draw  
Weak Zone Bounce  
Strong Toss  
Strong Trap  
90 Z Arrow  
90 F Speed Under  
210 TE Rub Out  
50 X Curl  
50 TE Fade Out

### Split Twins

Strong Fold Sweep  
Strong FB Toss  
Weak Outside Zone  
Strong Isolation  
Weak Draw  
90 X Slip Screen  
90 Z Speed Under  
226 Weak Flow  
125 Z Slant  
50 H/F Outs

### I Spread

Weak Lead Draw  
Weak FB Dive  
Fake Dive/Strong Toss  
Strong Zone Cutback  
Weak Counter Trap  
90 X Quick Hitch  
50 TE Out -n- In  
90 TE Speed Out  
122 X Out -n- Up  
122 TE Slam -n- Go

### Gun: Split Spread

Weak Draw  
Weak FB Sweep  
Strong Counter  
Weak Outside Zone  
Strong Isolation  
50 H Screen Strong  
90 X Quick Hitch  
50 X Speed Over  
132 X Drag -n- Go  
90 All Stop

### Triple

Weak Zone Cutback  
Strong F-Motion Isolation  
Strong Draw  
Weak Zone Bounce  
Strong Sweep  
90 F Speed Rub Out  
50 X Arrow -n- Go  
122 TE Seam  
50 X Opposite Flow  
210 Z In -n- Out

### Ace

Strong Zone Cutback  
Strong Counter  
Weak Toss  
Fake Zone/Z Reverse  
Strong Outside Zone  
90 X/Z Stop  
257 Z Rollaway  
152 TE Curl -n- Go  
50 Stop -n- Corners  
50 TE/Y Outs

### Doubles

Strong Counter  
Fake Dive/Z Reverse  
Strong Dive  
Weak Zone Cutback  
Weak Toss  
90 Y/TE Quick Curls  
50 TE Clear Corner  
90 H Bubble Motion  
50 Y Seam  
152 Double Cross

### Straight Open

QB Draw  
210 Y/Z Double Out  
50 Y/TE Curl -n- Go  
90 TE Stop  
215 A Slide -n- Go  
50 X/A Posts

### Pair Slot

Strong C/T Toss  
Strong Zone Cutback  
Weak Dive  
Weak Draw  
Weak Zone Bounce  
90 Y Speed Out  
50 TE Out -n- In  
210 TE Spin Out  
158 Z Slant  
152 X Stop -n- Go

### Gun: Doubles Right

Weak Counter  
Strong Dive  
Strong Draw  
Weak Sweep  
Weak Zone Cutback  
90 Y/TE Quick Curls  
50 Y Seam  
50 H Middle Screen  
90 H Quick Dump  
152 TE Seam

### Gun: Straight

QB Draw  
50 A/Z Cross  
90 Z Quick Screen  
210 Y/Z Double Out  
90 TE Curl  
50 Strong Flood

### Tight Triple

Strong Y Trap  
Weak Sweep  
Strong G-Toss  
Weak Zone Cutback  
Strong Draw  
256 TE Delay Out  
50 Clear Drags  
152 Z Slide -n- Go  
50 H Swing Strong  
90 Y/TE Speed Cross

### Quads

Strong Draw  
Weak Toss  
Weak Zone Cutback  
Strong Dive  
Strong Counter  
90 Slants -n- Stop  
50 Z Slip Screen  
50 Posts/Corners  
152 Z Slide -n- Go  
215 Y Speed Out

### Flip Tight Triple

Weak Double Lead Counter  
Strong TE Trap  
Strong Power  
Weak Dive  
Strong Draw  
50 Z Drag Rub  
90 TE Swing Strong  
50 TE Wheel  
255 Strong Flow  
153 X/Z Out -n- Up

**OFFENSIVE PLAYBOOK (continued)**

**Gun: Quads Left**

Weak Draw  
Strong Sweep  
Strong Counter  
Weak Dive  
Weak Toss  
Strong Y Shovel  
50 TE Curl In  
90 TE Quick Hitch

90 Slants -n- Stop  
215 Strong Flood

**Ace Trips**

Strong Zone Cutback  
Strong Toss Counter  
Weak Toss Counter  
Strong G-Toss  
Weak Dive  
90 X/Z Stop

50 TE Wheel  
133 X/Z Out -n- Up  
210 TE Spin Out  
50 Z/TE Cross

**Bunch**

Strong Draw  
Weak Dive  
Weak Outside Zone  
Strong Toss

Strong Zone Cutback  
90 Y Screen Stop  
210 Z Deep Comeback  
50 Strong Spread  
90 X Hot  
50 Z Slant

**Gun: Ace Trips**

Strong Draw  
Weak Counter

Strong Toss  
Weak Sweep  
Strong Dive  
90 X/Z Stop  
50 TE Wheel  
50 Z Under  
210 TE Spin Out  
152 TE Curl -n- Go

**Trey**

Strong Draw  
Weak Zone Bounce  
Weak Dive  
Strong Toss  
Strong Zone Cutback  
50 Clear Drags  
50 H Middle Screen  
90 TE Swing Strong  
90 X Hot  
210 TE Rub Out

**DEFENSIVE PLAYBOOK**

**4-3**

**Fronts**

Base  
All In  
Cross  
Loop  
Mix  
Razor Right  
Razor Left  
Twist

**Coverages**

3 Dog T  
Sting Blitz I  
Combo Strong Zone  
Blaze Twist 0  
Double Indian 0  
Open Fire 0  
Strong Crash I  
Strong Rocket I  
Spear I  
Weak Indian I

Force Fire 0  
4 Sky  
Combo Inside Zone  
Key Zone  
Weak Crash 3  
3 Strong  
3 Weak  
4 Cloud  
2 Hard

**Nickel**

**Fronts**

Base  
All In  
Cross  
Loop  
Mix  
Razor Right  
Razor Left  
Twist

**Coverages**

Key Zone

4 Sky  
4 Cloud  
2 Hard  
3 Robber  
2 Man  
3 Dog T  
Combo Strong Zone  
3 Weak  
Force Fire 0  
All Blitz 0  
Strong Rocket 0  
Weak Blast I  
Weak Crash I  
Sting Blitz I  
Blaze 0  
Double Indian 0

**Dime**

Fronts  
Base  
All In

Cross  
Loop  
Mix  
Razor Right  
Razor Left  
Twist

**Coverages**

Strong Rocket 0  
Weak Blast I  
Force Fire 0  
2 Hard  
2 Man  
3 Weak  
3 Strong  
Combo Strong Zone  
All Blitz 0  
Double Indian 0  
Greyhound 0  
Weak Crash I

**Dime Odd**

**Fronts**

Base Odd  
Contain Odd  
Fan Odd  
Pinch Odd  
Razor Left Odd  
Razor Right Odd

**Coverages**

Tight Fire I  
Strong Force Fire I  
Open Fire I  
Middle Fire I  
Double Hard 2  
Double Hard I  
Blaze Twist I  
Sting 3 Buzz  
Cover 12  
Cover 8

**Goal Line**

**Fronts**

Ned  
Submarine  
GL Loop  
GL Mix  
GL Razor Left  
GL Razor Right  
GL Slam  
GL Twist

**Coverages**

GL Cloud  
GL Middle Blast 0  
GL Strong Zone  
GL Weak Blast 0  
GL Weak Crash 0  
GL Weak Zone

**Bear**

**Fronts**

Base Bear  
Bear All In  
Bear Outside Twist  
Bear Pinch  
Bear Razor Left  
Bear Razor Right  
Bear Twist

**Coverages**

Weak Crash 3  
Greyhound 0  
Force Fire 0  
All Blitz 0  
3 Strong  
2 Hard  
Man Bear 0  
Bear Stab Strong  
Bear Mid Blitz  
Bear Man 0  
Bear Cover 3  
Bear Cover 2 Soft

**TIPS & HINTS**



Trent Green leads the offensive attack for the Kansas City Chiefs. Drop back and find the open man. The offensive line gave up a lot of sacks in 2001–2002, so go with short drops and get rid of the ball in a hurry.



For the Chiefs to do well in 2002–2003, running back Priest Holmes needs to have another big year. Last year he averaged nearly five yards per carry with 1,555 total yards for the season. Get Holmes the ball early and often.



Holmes is also a quality receiver. Look for him coming out of the backfield.



Fullback Tony Richardson is a good change of pace to the flashy Holmes. Get him the ball in short yardage situations and he can blast through the line to get the critical yards. He scored 7 rushing touchdowns in 2001–2002.



The Chiefs' leading receiver was tight end Tony Gonzalez. Get him the ball on plays such as 210 TE Spin Out, 90 TE Quick Hitch, and 50 TE Curl In.



The Chiefs added Detroit Lions wide receiver Johnnie Morton to the mix. Get him the ball down the field and open things up on offense.



The Chiefs get their pass rush from linebacker Lewis Bush. Blitz him from the outside and go get the quarterback.



Marv Patton led the team with 98 tackles. When you need to stuff the run, select the middle linebacker and flow to the ball.



Cornerback Eric Warfield led the team with four interceptions in 2001–2002, returning one for a touchdown. Switch to Warfield when the ball is in the air and get the ball.







## 2001 TEAM RECORD — Won 6, Lost 10

# COLTS

### TEAM RANKING

Rush Offense: 11th      Pass Offense: 4th  
 Rush Defense: 26th      Pass Defense: 29th

### 2001 REGULAR SEASON BREAKDOWN

Date	Score	Opponent
9-Sep	45-24 W	at NYJ
23-Sep	42-26 W	BUF
30-Sep	13-44 L	at NE
14-Oct	18-23 L	OAK
21-Oct	17-38 L	NE
25-Oct	35-28 W	at KC
4-Nov	30-14 W	at BUF
11-Nov	24-27 L	MIA
18-Nov	20-34 L	at NO
25-Nov	21-40 L	SF
2-Dec	27-39 L	at BAL
10-Dec	6-41 L	at MIA
16-Dec	41-27 W	ATL
23-Dec	28-29 L	NYJ
30-Dec	17-42 L	at STL
6-Jan	29-10 W	DEN

### TEAM STATS

Category	Colts	Opponents
TOTAL FIRST DOWNS	343	323
FIRST DOWNS (Rushing-Passing-By Penalty)	110-206-27	108-195-20
THIRD DOWN CONVERSIONS	85/205	90/207
FOURTH DOWN CONVERSIONS	5/8	7/15
TOTAL OFFENSIVE YARDS	5,955	5,715
OFFENSE (Plays-Average Yards)	1,025-5.8	1,004-5.7
TOTAL RUSHING YARDS	1,966	2,115
RUSHING (Plays-Average Yards)	438-4.5	455-4.6
TOTAL PASSING YARDS	3,989	3,600
PASSING (Comp-Att-Int-Avg)	349-557-23-7.59	311-509-15-7.58
SACKS	40	30
FIELD GOALS	28/34	30/36
TOUCHDOWNS (Rushing-Passing>Returns-Defensive)	16-27-1-2	20-30-2-6
TIME OF POSSESSION	30:32:00	29:28:00

### RUSHING STATS

Player	Rushes	Yds.	Avg.	Long	TDs
Dominic Rhodes	233	1,104	4.7	77	9
Edgerrin James	151	662	4.4	29	3
Peyton Manning	35	157	4.5	33	4
Kevin McDougal	17	48	2.8	12	0
Marvin Harrison	1	3	3	3	0
Jerome Pathon	1	-8	-8	-8	0

### RECEIVING STATS

Player	Recpts.	Yds.	Avg.	Long	TDs
Marvin Harrison	109	1,524	14	68	15
Marcus Pollard	47	739	15.7	86	8
Reggie Wayne	27	345	12.8	43	0
Ken Dilger	32	343	10.7	44	1
Terrence Wilkins	34	332	9.8	28	0
Jerome Pathon	24	330	13.8	60	2

### PASSING STATS

Player	Att.	Comp.	Yds.	Comp. %	Yds./Att.	TDs	TD%	Int.	Int. %	Long	Sacks/ Yds. Lost	QB Rating
Peyton Manning	547	343	4,131	62.7	7.6	26	4.8	23	4.2	86	29/232	84.1
Mark Rypien	9	5	57	55.6	6.3	0	0	0	0	21	1/6	74.8

**DEFENSIVE STATS**

Player	Tack.	Solo	Asst.	Sack	FmbL. Recov.
Rob Morris	84	56	30	1	0
Marcus Washington	73	53	20	8	0
Chad Cota	73	50	21	0	1
Idrees Bashir	59	45	24	0	0
Jeff Burris	54	43	4	0	0
David Macklin	53	49	9	0.5	0
Mike Peterson	46	27	19	1.5	1
Chad Bratzke	45	29	15	8.5	1
Chukie Nwokorie	33	17	9	5	3
Ryan Phillips	32	24	12	1	0
Sam Sword	32	23	7	1	0
Josh Williams	30	19	20	3	1
Cory Bird	27	18	5	0.5	0
Nicholas Harper	24	21	7	0	1
Jason Doering	24	19	2	0	0
Brad Scioli	22	14	10	4	0
Ellis Johnson	20	12	14	3.5	0
Thomas Smith	19	17	2	0	0
Clifton Crosby	18	12	4	0	1
Mike Morton	12	10	8	0	0
Jim Finn	11	7	3	0	0
Mike Wells	9	4	8	0	0
Christian Peter	7	3	6	1	0
Jermaine Hampton	7	5	2	0	0
Donnel Thompson	5	5	1	0	0
Raymond Walls	5	4	0	0	0
Mark Thomas	5	5	3	1.5	0
Terrence Wilkins	4	4	1	0	0
Marcus Pollard	4	3	0	0	0
Rodregis Brooks	2	2	1	0	0
Ryan Diem	2	2	0	0	0
Edgerrin James	2	2	0	0	1
Peyton Manning	2	2	0	0	3
Kevin McDougal	2	1	1	0	0
Steve McKinney	2	2	0	0	0
Dominic Rhodes	2	2	0	0	0
Jeff Saturday	2	2	0	0	0
Hunter Smith	2	2	1	0	0
Mike Vanderjagt	2	2	0	0	0
Larry Moore	1	1	0	0	2
Rick DeMulling	1	1	0	0	0
Tarik Glenn	1	1	0	0	0
Marvin Harrison	1	1	0	0	0
Trevor Insley	1	1	0	0	0
Justin Snow	1	1	1	0	0
Adam Meadows	1	1	0	0	0
Reggie Wayne	1	1	0	0	0

**INTERCEPTIONS**

Player	Num.	Yds.	Avg.	Long	TDs
Jeff Burris	3	69	23	30	1
David Macklin	3	15	5	11	0
Chad Cota	2	21	10	12	0
Nicholas Harper	2	17	8	14	0
Mike Peterson	2	18	9	13	0
Ryan Phillips	1	18	18	18	0
Raymond Walls	1	0	0	0	0
Idrees Bashir	1	0	0	0	0

**OFFENSIVE PLAYBOOK**

**I Pro**

Strong Isolation  
Strong Counter Trap  
Weak Zone Out Bounce  
Weak FB Trap  
Weak Lead Draw  
90 TE Seam Stop  
50 Double Post  
227 Z Comeback  
50 Z Deep Comeback  
122 Z Motion Seam

**I Jacks**

Strong Inside Zone  
Cutback  
Strong Isolation  
Strong Power Isolation  
Weak Toss  
Strong Power  
90 All Hooks  
50 Y/TE Corners  
90 Jack Hot  
122 TE Dump

**Ace**

Weak Power  
Strong Sweep  
Weak Draw  
Strong Inside Zone  
Cutback  
Weak Outside Zone  
152 Double Rub  
50 X Curl In  
90 Quick Slants  
90 X/Z Outs  
210 Z Deep Slide

**Gun: H Flex**

QB Draw  
90 H Slant  
90 Z Arrow  
215 Slide -n- Flow  
50 X/H Posts  
210 Z Corner

**Strong I Pro**

Fake Strong  
Dive/Weak Toss  
Weak F Motion Isolation  
Strong Power  
Fake Isolation/Z Reverse  
Strong Lead Draw  
122 Z Deep Post  
90 Z Hot  
50 H Swing Strong  
215 X Post-Corner  
50 TE/Z Curls

**Split Jacks**

Strong Isolation  
Weak Dive  
Strong Sweep  
Strong Power  
Weak Split Toss  
50 Double Swing  
50 H/F Replace  
90 H Speed Out  
90 Jack Hot

**Flip Ace**

Weak Flip Counter  
Strong Toss  
Weak Draw  
Strong Trap  
Weak Zone Out Bounce  
50 Z Slip Screen  
90 X/Z Stop  
257 Z Rollaway  
50 Verticals -n- Flats  
153 TE/Y Hooks

**Split Pro**

Strong Blast  
Strong Isolation  
Strong Sweep  
Weak F Sweep  
WK Draw  
90 Z Quick Hitch  
50 Z Fade Rollaway  
222 Z Stop -n- Go  
50 H Wheel Motion  
132 X Slide Out

**Strong I Jacks**

Weak F Motion Isolation  
Strong Isolation  
Fake Strong  
Dive/Weak Toss  
Strong Toss  
Strong Counter Trap  
90 All Hooks  
90 Jack Hot  
122 TE Dump  
50 Double Swing

**Doubles**

Weak T-Toss  
Strong Counter Motion  
Weak Counter  
Weak Draw  
Strong Inside Zone  
Cutback  
50 X Rub Under  
50 TE Seam  
152 Y Under  
253 Z Stop/TE Corner  
90 H Bubble Motion

**I Twins**

Weak Isolation  
Weak Outside Zone  
Weak Lead Draw  
Strong Toss Counter  
Strong Inside Zone  
Cutback  
50 X Deep Drag  
50 X/Z Deep Cross  
90 Z Speed Under  
122 Z Slant -n- Go  
223 Z Delay Out

**Ace H Flex**

QB Draw  
90 H Slant  
90 Z Arrow  
50 X/H Posts  
215 Slide -n- Flow  
50 H Hook/X Post  
50 X/H Cross

**Tight Triple**

Strong Y Trap  
Strong Toss  
Weak Inside Zone  
Cutback  
Weak Zone Bounce  
Strong Draw  
90 X/Z Quick Fades  
90 Y Speed Under  
50 Over -n- Under  
152 Z Slide -n- Go  
253 Stop/Corners

**Gun: Doubles Right**

Strong Counter  
Strong Dive  
Strong Draw  
Weak Sweep  
Strong Toss  
90 H Quick Dump  
50 Double Cross  
50 Y Seam

157 H Wheel  
254 Y Stop -n- Go

**Quads**

Weak Draw  
Strong Toss  
Weak Zone Bounce  
Strong Inside Zone  
Cutback  
Weak Counter  
236 X/Y Deep Cross  
152 Z Fade  
50 Y/A Swing  
50 Y Zip Post  
90 X Hot

**Straight Open**

QB Draw  
90 All Slam  
210 Z Corner  
50 X/A Posts  
90 Z Arrow  
215 A Slide -n- Go

**Split Spread**

Weak Outside Zone  
Weak Draw  
Strong Sweep  
Weak Split Toss  
Strong Inside Zone  
Cutback  
90 Y Dump  
50 Y Swing  
215 X Post-Corner  
50 H Wheel Motion  
153 Y Wheel

**Gun: Quads Left**

Weak Draw  
Weak Toss  
Strong Sweep  
Strong Counter  
Weak Dive  
90 Y/A Hot  
50 A Curl In  
153 Y Curl/A Hook  
210 Z Corner-Post  
90 A Quick Hitch

**Gun: Straight Open**

QB Draw  
215 A Slide -n- Go  
90 Z Arrow  
50 X/A Posts  
210 Y/Z Double Out  
50 X/Y Curls

**Triple**

Strong Outside Zone  
Strong Draw  
Weak Toss  
Weak Inside Reverse  
Strong Y/Crack Toss  
210 TE Rub Out  
50 Double Outs  
152 Slam -n- Go  
90 Y Speed Rub Out  
50 X Opposite Flow

**Trips**

Weak Toss  
Weak Draw  
Strong Inside Zone  
Cutback  
Strong Zone Bounce  
Weak Counter  
254 Y Stop -n- Go  
50 Y/A Curl -n- Go  
90 Y Speed Out  
90 H Quick Dump  
152 X Post-Corner



## OFFENSIVE PLAYBOOK (continued)

### Straight Trips

QB Draw  
50 Y Swing Strong  
50 Y Out -n- Up  
90 All Slam  
90 Z Arrow  
210 Z Corner-Post

### Gun: Triple Left

Weak Toss  
Weak Dive  
Strong Counter  
Weak Draw  
Strong Sweep  
50 TE Rub Out  
90 X Hot  
50 Z Hook -n- Go  
256 Y Corner  
152 TE Delay Seam

### Gun: Trips Left

Strong Counter  
Weak Draw  
Weak Inside Zone Cutback  
Strong Sweep  
Weak Toss  
50 H Circle  
256 X/A Deep Cross  
50 Y Drag  
90 X Quick Hitch  
152 Y Under

### Gun: Straight Trips

QB Draw  
90 All Slam  
90 Z Arrow  
210 Z Slide  
50 Y/TE Curl -n- Go  
215 TE Stop -n- Go

### Weak I Pro

Strong Outside Zone  
Strong Draw  
Weak Toss  
Strong Dive  
90 Y Dump  
50 Y Swing  
215 Y Wheel  
152 Y Seam  
90 Y Speed Out

### Trey

Strong Toss  
Strong Inside Zone  
Cutback  
Weak Zone Bounce  
Strong Draw  
Weak Dive  
90 A Speed Out  
50 Y/Z In -n- Out  
157 H Wheel  
210 Z Corner-Post  
50 Hi/Low Drags

## DEFENSIVE PLAYBOOK

### 4-3

**Fronts**  
Base  
Gap Right  
Gap Left  
Double Twist  
Fan  
Pinch  
Twist Left  
Twist Right  
**Coverages**  
Sting Blitz I  
2 Man  
Strong Fire 0  
All Blitz 0  
4 Cloud  
Weak Blast I

Weak Combo  
Strong Zone  
Strong Indian I  
3 Robber  
Combo Inside Zone  
Weak Crash I  
Key Zone  
Strong Blast I  
3 Weak  
Force Fire 0  
Cover 3  
Tight Fire 0  
2 Hard

### Nickel

**Fronts**  
Base  
Gap Right  
Gap Left

Double Twist  
Fan  
Pinch  
Twist Left  
Twist Right

### Coverages

Strong Blast I  
Cover 12  
4 Cloud  
1 Dog the Dig  
All Blitz 0  
3 Buzz  
Sting Blitz I  
2 Hard  
Weak Crash I  
Key Zone  
Blaze 0  
Combo Inside Zone  
Strong Indian I

Sting 2 Hard  
Weak Blast I  
2 Man  
Rocket Blitz 0  
3 Robber  
Open Fire 0

### Dime

**Fronts**  
Base  
Gap Right  
Gap Left  
Double Twist  
Fan  
Pinch  
Twist Left  
Twist Right  
**Coverages**  
Key Zone

Weak Blast I  
Force Fire 0  
Middle Fire  
Zone Blitz  
Cover 12  
All Blitz 0  
Greyhound 0  
1 Dog the Dig  
Weak Sting I  
4 Cloud  
Strong Sting I  
3 Buzz  
Weak Crash I  
2 Man  
Weak Fire 0  
Combo Inside Zone  
Tight Fire 0  
2 Hard  
Strong Indian I

### Goal Line

**Fronts**  
GL Fan  
GL Pinch  
GL Razor Left  
GL Razor Right  
GL Twist Left  
GL Twist Right  
**Coverages**  
GL Cloud  
GL Steeler Blitz 0  
GL Strong Indian 0  
GL Strong Zone  
GL Weak Blast 0  
GL Weak Crash 0  
GL Weak Flow  
GL Weak Zone

### Bear

**Fronts**  
Base Bear  
Bear Outside Twist  
**Coverages**  
Blaze 0  
Strong Indian I  
Middle Fire  
Zone Blitz  
Greyhound 0  
Force Fire 0  
All Blitz 0  
3 Weak  
Man Bear 0  
Bear Cover 3  
Bear Stab Strong

## TIPS & HINTS



Peyton Manning threw for 26 touchdowns in 2001–2002. Drop back deep and pick apart the opposing defense.



Dominic Rhodes led the running attack last season after the Colts lost Edgerrin James to injury. Get both running backs involved in your offense.



Edgerrin James is back from injury this year. Hand him the ball early and often.



When you want to throw the ball, look for last year's AFC-leading receiver Marvin Harrison. Watch for him on 90 Y/A Hot, 90 All Slam, and 50 H Wheel Motion.



Manning has a new target in 2002, as former Baltimore Ravens wide receiver Qadry Ismail will be sprinting downfield for the Colts on 90 Jack Hot, 50 Verticals -n- Flats, and 90 H Bubble Motion.



Tight end Marcus Pollard had 47 receptions in 2001. Look for him on 50 TE Seam, 122 TE Dump, 153 TE/Y Hooks.



Tony Dungy is the new head coach in Indianapolis and looks to bring attitude to the Colts defense. Dungy needs defensive end Chad Bratzke to make his mark on the quarterback this year; Bratzke had 8.5 sacks in 2001.



Middle linebacker Rob Morris was the team's leading tackler in 2001. Take control of Morris to stuff the run.



The Colts looked to free agency to boost their defensive secondary. Former Chicago cornerback Walt Harris has been added to the mix.



# COWBOYS

2001 TEAM RECORD — Won 5, Lost 11



## TEAM RANKING

Rush Offense: 19th    Pass Offense: 23rd  
Rush Defense: 8th    Pass Defense: 12th

## 2001 REGULAR SEASON BREAKDOWN

Date	Score	Opponent
9-Sep	6-10 L	TB
23-Sep	21-32 L	SD
30-Sep	18-40 L	at PHI
7-Oct	21-28 L	at OAK
15-Oct	9-7 W	WAS
28-Oct	17-3 W	ARI
4-Nov	24-27 L	at NYG
11-Nov	13-20 L	at ATL
18-Nov	3-36 L	PHI
22-Nov	24-26 L	DEN
2-Dec	20-14 W	at WAS
9-Dec	20-13 W	NYG
16-Dec	3-29 L	at SEA
23-Dec	10-17 L	at ARI
30-Dec	27-21 W	SF
6-Jan	10-15 L	at DET

## TEAM STATS

Category	Cowboys	Opponents
TOTAL FIRST DOWNS	247	272
FIRST DOWNS (Rushing-Passing-By Penalty)	114-110-23	90-160-22
THIRD DOWN CONVERSIONS	71/215	76/214
FOURTH DOWN CONVERSIONS	4/16	8/15
TOTAL OFFENSIVE YARDS	4,402	4,599
OFFENSE (Plays-Average Yards)	952-4.6	985-4.7
TOTAL RUSHING YARDS	2,184	1,710
RUSHING (Plays-Average Yards)	505-4.3	472-3.6
TOTAL PASSING YARDS	2,218	2,889
PASSING (Comp-Att-Int-Avg)	210-413-20-5.83	287-489-9-6.17
SACKS	24	34
FIELD GOALS	22/33	27/36
TOUCHDOWNS	26	37
(Rushing-Passing>Returns-Defensive)	8-14-1-3	12-20-0-5
TIME OF POSSESSION	30:13:00	29:47:00

## RUSHING STATS

Player	Rushes	Yds.	Avg.	Long	TDs
Emmitt Smith	261	1,021	3.9	44	3
Troy Hambrick	113	579	5.1	80	2
Michael Wiley	34	247	7.3	58	0
Quincy Carter	45	150	3.3	17	1
Anthony Wright	17	57	3.4	12	0
Robert Thomas	6	40	6.7	24	0

## RECEIVING STATS

Player	Recpts.	Yds.	Avg.	Long	TDs
Raghib Ismail	53	834	15.7	80	2
Joey Galloway	52	699	13.4	47	3
Jackie Harris	15	141	9.4	28	2
Reggie Swinton	7	117	16.7	45	1
Emmitt Smith	17	116	6.8	22	0
Darrin Chiaverini	10	107	10.7	21	2

## PASSING STATS

Player	Att.	Comp.	Yds.	Comp. %	Yds./Att.	TDs	TD%	Int.	Int. %	Long	Sacks/ Yds. Lost	QB Rating
Quincy Carter	176	90	1,072	51.1	6.1	5	2.8	7	4	64	12/56	63
Anthony Wright	98	48	529	49	5.4	5	5.1	5	5.1	80	5/30	61.1
Ryan Leaf	88	45	494	51.1	5.6	1	1.1	3	3.4	38	12/82	57.7
Clint Stoerner	49	26	314	53.1	6.4	3	6.1	5	10.2	28	5/22	53.8



## DEFENSIVE STATS

Player	Tack.	Solo	Asst.	Sack	FmbL. Recov.
Dat Nguyen	90	85	22	0	0
Darren Woodson	76	68	11	0	1
Dexter Coakley	73	55	23	0	1
Duane Hawthorne	53	45	12	0	0
Greg Ellis	45	41	15	6	2
George Teague	43	42	15	0	0
Mario Edwards	42	39	7	0	1
Michael Myers	36	31	18	3.5	1
Peppi Zellner	36	33	10	3	1
Markus Steele	35	33	4	0	0
Brandon Noble	27	24	10	3.5	2
Izell Reese	27	23	2	3	0
Pat Dennis	20	19	2	0	0
Demetric Evans	19	17	4	1	0
Jamal Brooks	17	16	7	0	0
Jason Bell	14	12	2	0	0
Darren Hambrick	14	13	8	0	0
Orantes Grant	12	11	4	0	1
Tony Dixon	9	8	2	1	0
John Nix	8	7	1	0	0
Kareem Larrimore	7	7	1	0	0
Troy Hambrick	7	7	0	0	2
Byron Frisch	7	7	2	3	0
Lynn Scott	5	4	3	0	2
Micah Knorr	5	5	0	0	1
Dimitrius Underwood	4	3	0	0	0
Michael Wiley	3	3	0	0	1
Emmitt Smith	2	2	0	0	1
Randal Williams	2	2	2	0	0
Keith Adams	1	1	0	0	0
Larry Allen	1	1	0	0	0
Ebenezer Ekuban	1	1	1	0	0
Kelvin Garmon	1	1	0	0	1
Jackie Harris	1	1	0	0	0
Raghib Ismail	1	1	0	0	0
Wane McGarity	1	1	0	0	0
Mark Stepnoski	1	1	0	0	0

## INTERCEPTIONS

Player	Num.	Yds.	Avg.	Long	TDs
Darren Woodson	3	11	3	6	0
Duane Hawthorne	2	28	14	22	0
Dexter Coakley	2	39	19	29	2
Izell Reese	1	42	42	42	0
Mario Edwards	1	71	71	71	1

## OFFENSIVE PLAYBOOK

### I Pro

Strong Isolation/Fake Z Reverse  
Strong Power  
Weak Toss  
Strong Lead Draw  
Weak Counter Trap  
227 TE Out  
122 F Dump  
50 X/Z Verticals  
90 Z Quick Hitch  
50 X Drag -n- Go

### I Spread

Weak Isolation  
Strong FB Dive  
Strong Dive/Fake Z Reverse  
Strong Lead Draw  
Weak Speed Option  
235 Z Slide/Y Out  
90 Y/Z Speed Cross  
50 Y Out -n- In  
122 Y/Z Spread  
50 Y Seam

### I Jokers

Weak Isolation  
Strong Speed Option  
Strong FB Dive  
Strong Toss  
Weak Power  
90 X Lob Fade  
128 X Streak  
122 X Rollaway  
90 Y/TE Hot  
50 Y/TE Comebacks

### Weak I Pro

Strong Z Motion  
End Around  
Weak Isolation  
Weak G/Lead Shovel  
Weak Speed Option  
Strong Outside Zone  
225 F Out  
90 F Speed Out  
50 Z Rub In  
133 X Post-Corner  
50 X Slant -n- Go

### Split Spread

Strong Hand Sweep  
Weak F Hand Sweep  
Strong Isolation  
Weak Dive  
Weak Draw  
50 Z Rollaway  
132 Y Slant -n- Go  
235 X Out/H Curl  
90 Double Out  
50 Y Out/Z Fade

### Strong I Jokers

Weak F Motion Isolation  
Strong Isolation  
Strong FB Dive  
Strong Speed Out  
Weak Out Zone  
90 X Stop  
122 X Rollaway  
50 X Stop -n- Go  
90 X Speed Under  
122 X Drag

### I Twins

Strong Speed Option  
Weak Lead Draw  
Strong Fan Isolation

### Weak Inside Zone

Cutback  
Weak Toss  
215 X Comeback  
50 X Corner/Z Post  
90 X/Z Slants  
50 X/Z Cross  
122 X/Z Verticals

### Gun: Split Spread

QB F Lead Draw  
Strong Counter  
Weak Outside Zone  
Strong Hand Sweep  
Weak Isolation  
132 X Drag -n- Go  
50 X Speed Over  
90 Y Speed Under  
222 Z Fade Stop  
90 Double Out

### Strong Power I

Strong Power Toss  
Weak Power Isolation  
Strong Power Isolation  
Weak Power Counter  
Strong Blast  
90 X Slant  
50 Power Wheel  
122 Power Swing

### Split Twins

Strong FB Dive  
Fake Strong  
Dive/Weak Toss  
Weak Draw  
Strong Hand Sweep  
Strong FB Toss  
50 H Swing Weak  
90 Z Speed Under  
132 TE Dump  
226 X/Z Comebacks  
50 Z Comeback/X Post

### Base Bunch

Strong F Lead T-Toss  
Weak Outside Zone  
Strong Draw  
Weak Hand Sweep  
Strong Trap  
90 Z Speed Out  
90 F Screen Stop  
225 Strong Flow  
50 Z Hook -n- Go  
122 F Dump

### TE Flex

Strong Speed Option  
Weak Counter Trap  
Strong Lead Draw  
Weak Toss  
Strong Inside Zone  
Cutback  
90 TE Speed Out  
133 Z Cross  
50 X Seam  
222 Z Stop -n- Go  
50 TE Zone In

### Base Doubles

Strong Outside Zone  
Weak Toss  
Strong Draw  
Weak Speed Option  
Strong Trap  
228 F Flow  
90 F Speed Out  
50 F Zip Out -n- Up  
123 X Slam -n- Go  
90 All Hot

### Ace

Strong Speed Option  
Strong Draw  
Weak Inside Zone  
Cutback  
Weak Toss  
Strong Trap  
50 Z Streak  
50 H Middle Screen  
90 X/Z Stop  
152 Z Curl -n- Go  
215 X Post-Corner

### Doubles

Fake Isolation/QB Counter  
Weak Draw  
Strong Power  
Weak Inside Zone  
Cutback  
Weak Toss  
210 Y Motion Dump  
90 Y Quick Hitch  
50 Opposite Flow  
152 Double Cross  
50 Y Motion Drag

### Quads

Strong Draw  
Weak Zone Out Bounce  
Weak Y/Crack T-Toss  
Strong Counter  
Strong Inside Zone  
Cutback  
90 Slants -n- Stop  
132 Z Slide -n- Go  
210 Y Motion Dump  
50 Y Hook -n- Go  
50 A Out -n- In

### Pair Slot

Strong Speed Option  
Weak Draw  
Weak Outside Zone  
Strong Toss  
QB Draw  
90 Z Arrow  
50 X Curl  
90 Z Bubble Motion  
254 Z Fade  
153 X/Z Verticals

### Triple

Weak Inside Reverse  
Strong Draw  
QB Lead Draw  
Strong Counter  
Weak Toss  
90 X Quick Slant  
210 Z In -n- Out  
152 TE Delay Seam  
50 H Middle Screen  
50 Y Hook -n- Go

### Gun: Quads Left

QB Draw  
Strong Hand Sweep  
Weak Toss  
Strong Counter  
Weak Draw  
210 Y Motion Dump  
50 Y Curl In  
254 X Comeback/A Corner  
90 Z Arrow  
50 A Out -n- In

**OFFENSIVE PLAYBOOK (continued)**

**Tight Triple**

Strong Toss  
Strong Draw  
Weak Outside Zone  
Strong Counter  
Weak Dive  
50 Over -n- Under  
257 Strong Flood  
90 X/Z Quick Fades

50 H Swing Strong  
152 Seam Read

**Gun: Kings Spread**

QB Draw  
90 Z Dig  
50 TE Swing  
50 Y/Z Verticals  
153 X In -n- Up  
90 Y Speed Out

**Bunch**

Strong Double  
Lead T-Toss  
Strong Draw  
Weak Zone Out Bounce  
Weak Trap  
QB Lead Draw  
50 Strong Spread  
255 Strong Flow

90 A Screen Stop  
90 X Lob Corner  
153 A/Z Cross

**Ace Trips**

Strong Speed Option  
Strong Toss  
Weak Draw  
Weak Power  
Strong Trap

90 X/Z Slam  
210 Strong Flow -n- Go  
152 X Drag/Z Post-Corner  
50 Z/TE Cross  
90 Z/TE Quick Outs

**Trey**

QB Lead Draw  
Strong Toss

Strong Inside Zone  
Cutback  
Weak Outside Zone  
Weak Trap  
210 Z Deep Slide  
153 X Dump  
157 H Wheel  
90 A Speed Out  
50 Z Deep Drag

**DEFENSIVE PLAYBOOK**

**4-3**

**Fronts**

Base  
Double Twist  
Fan  
Gap Left  
Gap Right  
Pinch  
Twist Left  
Twist Right

**Coverages**

Middle Blast I  
Strong Fire 0  
Weak Indian I

Weak Blaze 0  
All Blitz 0  
Strong Blast I  
Double Hard 0  
Spear I  
Combo Inside Zone  
Middle Blast 3 Robber  
2 Soft  
Strong Blast 2 H  
4 Cloud  
2 Hard  
3 Buzz  
Key Zone

**Nickel**

**Fronts**

Base  
Double Twist  
Fan  
Gap Left  
Gap Right  
Pinch  
Twist Left  
Twist Right

**Coverages**

All Blitz 0  
Double Indian 0

Weak Indian I  
Weak Fire 0  
Weak Blast I Lock  
Force Fire 0  
Strong Crash I  
Sting Blitz I  
I Robber  
Weak Crash 3  
Weak Blast 2H  
4 Sky  
3 Robber  
2 Man  
Combo Inside Zone  
2 Hard

**Dime**

**Fronts**

Base  
Double Twist  
Fan  
Gap Left  
Gap Right  
Pinch  
Twist Left  
Twist Right

**Coverages**

Weak Crash I  
Double Indian 0  
Strong Fire 0  
Spear I

Middle Blast I  
Weak Sting I  
All Blitz 0  
Greyhound 0  
Cover 12  
3 Robber  
Weak Sting 2 Hard  
Spear 3 Buzz  
Combo Weak Man  
4 Cloud  
2 Hard  
2 Man

**Goal Line**

**Fronts**  
GL Fan

GL Pinch  
GL Razor Left  
GL Razor Right  
GL Twist Left  
GL Twist Right  
**Coverages**  
GL Cloud  
GL Steeler Blitz 0  
GL Strong Blast 0  
GL Strong Indian 0  
GL Strong Zone  
GL Weak Indian 0  
GL Weak Zone  
GL Weak Crash 0

**TIPS & HINTS**



Quarterback Quincy Carter remains at the head of the depth chart for the Cowboys. Dallas is hoping Carter has gained the experience needed to turn into a quality NFL passer in 2002.



Emmitt Smith returns to Dallas in his quest to gain the league lead in career rushing yards. He has more than 16,000 career yards and should add to that total this year. Pound it inside with Smith on Strong Counter, Strong Draw, and Strong Trap.



Fullback Troy Hambrick got significant carries last year. Get him the ball on Strong FB Dive and Strong FB Toss and keep the defense off guard.



Raghib Ismail was the team's leading receiver in 2001. Carter needs a good target to throw to, and Ismail fits the bill on 90 X Speed Under, 90 Double Out, and 50 X/Z Verticals.



Joey Galloway returns to the Cowboys for another year at receiver. Look for him to be open on 122 Y/Z Spread, 50 Y Out/Z Fade, and 152 Double Cross.



Involve the tight end in your offensive scheme. Look for Mike Lucky on the 50 TE Zone In, 132 TE Dump, and 50 Y/TE Comebacks.



Defensive end Greg Ellis is your man when you need to get after the QB. Select Ellis and blow through the line.



Middle linebacker Dat Nguyen led the team with 90 tackles, 85 of them solo. When you need to stuff the run, Nguyen is your guy.



Strong safety Darren Woodson led the team with three interceptions in 2001. The team needs more takeaways to put the offense in position for easy scores.







## 2001 TEAM RECORD — Won 11, Lost 5



### TEAM RANKING

Rush Offense: 14th    Pass Offense: 21st  
 Rush Defense: 5th    Pass Defense: 9th

### 2001 REGULAR SEASON BREAKDOWN

Date	Score	Opponent
9-Sep	31-23 W	at TEN
23-Sep	18-15 W	OAK
30-Sep	10-42 L	at STL
7-Oct	30-10 W	NE
14-Oct	17-21 L	at NYJ
28-Oct	24-20 W	at SEA
4-Nov	23-6 W	CAR
11-Nov	27-24 W	at IND
18-Nov	0-24 L	NYJ
25-Nov	34-27 W	at BUF
2-Dec	21-10 W	DEN
10-Dec	41-6 W	IND
16-Dec	0-21 L	at SF
22-Dec	13-20 L	at NE
30-Dec	21-14 W	ATL
6-Jan	34-7 W	BUF

### TEAM STATS

Category	Dolphins	Opponents
TOTAL FIRST DOWNS	263	283
FIRST DOWNS (Rushing-Passing-By Penalty)	95-154-14	97-148-38
THIRD DOWN CONVERSIONS	89/215	70/201
FOURTH DOWN CONVERSIONS	9/14	6/15
TOTAL OFFENSIVE YARDS	4,821	4,608
OFFENSE (Plays-Average Yards)	953-5.1	957-4.8
TOTAL RUSHING YARDS	1,664	1,779
RUSHING (Plays-Average Yards)	473-3.5	453-3.9
TOTAL PASSING YARDS	3,157	2,829
PASSING (Comp-Att-Int-Avg)	275-453-19-7.36	262-467-17-6.55
SACKS	37	27
FIELD GOALS	19/21	16/22
TOUCHDOWNS (Rushing-Passing>Returns-Defensive)	14-20-0-6	9-22-0-4
TIME OF POSSESSION	30:04:00	29:56:00

### RUSHING STATS

Player	Rushes	Yds.	Avg.	Long	TDs
Lamar Smith	313	968	3.1	25	6
Jay Fiedler	73	321	4.4	26	4
Travis Minor	59	281	4.8	56	2
James McKnight	6	39	6.5	18	0
Rob Konrad	5	22	4.4	18	1

### RECEIVING STATS

Player	Recpts.	Yds.	Avg.	Long	TDs
Chris Chambers	48	883	18.4	74	7
James McKnight	55	684	12.4	40	3
Oronde Gadsden	55	674	12.3	61	3
Travis Minor	29	263	9.1	29	1
Lamar Smith	30	234	7.8	65	2
Jed Weaver	18	215	11.9	27	2

### PASSING STATS

Player	Att.	Comp.	Yds.	Comp. %	Yds./Att.	TDs	TD%	Int.	Int. %	Long	Sacks/ Yds. Lost	QB Rating
Jay Fiedler	450	273	3,290	60.7	7.3	20	4.4	19	4.2	74	27/178	80.3
Ray Lucas	3	2	45	66.7	15	0	0	0	0	28	0/0	109.7

**DEFENSIVE STATS**

Player	Tack.	Solo	Asst.	Sack	FmbL. Recov.
Zach Thomas	94	74	60	3	0
Brian Walker	55	45	27	0	0
Brock Marion	52	46	24	0	1
Jason Taylor	48	40	22	9	4
Terry Cousin	45	42	15	2	1
Derrick Rodgers	44	34	27	1	0
Patrick Surtain	43	40	10	1	2
Tim Bowens	30	22	18	2.5	0
Morlon Greenwood	29	25	29	1.5	0
Arturo Freeman	27	21	9	1	2
Kenny Mixon	25	20	19	2	0
Lorenzo Bromell	20	16	12	6.5	0
Sam Madison	18	16	7	0	0
Daryl Gardener	17	14	11	4	0
Tommy Hendricks	16	15	7	0	0
Shawn Wooden	16	14	0	0	0
Ernest Grant	12	8	8	0.5	0
Twan Russell	11	11	10	0	0
Scott Galyon	10	8	10	1	1
Jermaine Haley	10	8	8	0.5	0
Chris Chambers	8	8	0	0	0
Jamar Fletcher	8	8	2	0	0
David Bowens	8	5	1	1	0
Travis Minor	5	5	4	0	1
Scott McGarrahan	4	3	4	0	1
Jeff Ogden	2	2	2	0	0
Ed Perry	2	2	2	0	0
Jay Fiedler	1	1	0	0	0
Oronde Gadsden	1	1	0	0	1
Ray Green	1	1	0	0	0
Rob Konrad	1	1	0	0	0
Adewale Ogunleye	1	0	2	0.5	0
Tim Ruddy	1	1	0	0	0
Lamar Smith	1	1	0	0	0
Henry Taylor	1	1	0	0	0
Todd Wade	1	1	0	0	0
Jed Weaver	1	1	0	0	0
Deon Dyer	1	1	0	0	1
Damian Gregory	1	1	1	0	0
J.J. Johnson	1	0	0	0	0

**INTERCEPTIONS**

Player	Num.	Yds.	Avg.	Long	TDs
Brock Marion	5	227	45	100	2
Patrick Surtain	3	74	24	41	1
Sam Madison	2	0	0	0	0
Zach Thomas	2	51	25	34	1
Arturo Freeman	1	0	0	0	0
Scott Galyon	1	0	0	0	0
Kenny Mixon	1	56	56	56	1
Jason Taylor	1	4	4	4	0
Brian Walker	1	0	0	0	0

**OFFENSIVE PLAYBOOK**

**I Pro**

Strong Isolation  
Strong Fan Fold  
Strong Counter Trap  
Weak Toss  
Weak Outside Zone  
90 Z Quick Hitch  
90 Z Speed Under  
50 Z Deep Comeback  
122 X Out -n- Up  
227 Z Comeback

**I Spread**

Strong Isolation  
Strong Toss  
Weak Outside Zone  
Weak Lead Draw  
Strong Inside Zone  
Cutback  
90 Y Quick Slant  
50 X Deep Drag  
122 Y Slam -n- Go  
235 Z Slide/Y Out  
50 Z Slip Screen

**I Jokers**

Weak Isolation  
Weak Stretch  
Weak Counter Trap  
Strong Power  
Strong Toss  
90 Y/TE Hot  
50 Y/TE Corners  
90 X Lob Fade  
122 X Drag  
90 X Speed Under

**Strong I Pro**

Strong Outside Zone  
Strong Isolation/Fake Z  
Reverse  
Strong Lead Draw  
Fake Strong Isolation/Z  
Reverse  
Fake Strong Dive/Weak  
Toss  
50 H Middle Screen  
132 TE Dump  
90 F Speed Out  
50 TE/Z Curls  
226 X Comeback

**Strong I Spread**

Strong Lead Draw  
Strong FB Dive  
Fake Strong Dive/Weak  
Toss  
Strong Isolation  
Strong Hand Sweep  
50 H Middle Screen  
210 F Dump  
122 Y/Z Comeback  
90 F Speed Out  
222 Z Stop -n- Go

**Weak I Jokers**

Weak Fan Isolation  
Weak FB Dive  
Fake Weak Dive/Strong  
Toss  
Strong Inside Zone  
Cutback  
Strong Counter Trap  
90 F Speed Out  
225 X Out  
123 X Go  
50 Y/TE Cross  
50 Y/TE Corners

**Weak I Pro**

Weak Toss  
Weak Isolation  
Weak FB Dive  
Fake Weak  
Dive/Strong Toss  
Weak Lead Draw  
225 Z Corner  
90 F Speed Out  
50 X Post-Corner  
133 X Slant -n- Go  
238 H Dump

**Split Spread**

Strong Hand Sweep  
Fake Strong Dive/Weak  
Toss  
Weak F Hand Sweep  
Strong FB Toss  
Weak Draw  
50 Double Swing  
50 Z Rollaway  
210 Z Corner  
132 Y Slant -n- Go  
90 Y/Z Speed Cross

**I Jokers Pair**

Strong Y Trap  
Strong Counter Trap  
Strong Power  
Weak Toss  
Weak Isolation  
122 Y/TE In -n- Out  
126 Counter Pass  
50 Y Swing Strong  
50 X Lob Fade  
90 TE Curl/Y Hook

**I Twins**

Weak Lead Draw  
Weak Zone Out Bounce  
Weak Toss  
Strong Power  
Strong Inside Zone  
Cutback  
50 TE Zone In  
90 TE Speed Out  
122 Z Slant -n- Go  
50 X/Z Cross  
223 Z Delay Out

**Gun: Split Spread**

QB Draw  
Weak Toss  
Strong FB Toss  
Strong FB Dive  
Weak Outside Zone  
90 All Stop  
50 Double Swing  
50 H/F Wheels  
132 Y Slant -n- Go  
210 Z Corner

**I Wing Jokers**

Weak Power  
Weak Counter Trap  
Weak Wing Sweep  
Strong Isolation  
Strong Outside Zone  
50 Wing Wheel  
123 Y/TE Seams  
50 X Rub Under  
90 TE Curl/Y Hook

**Ace**

Strong Inside Zone  
Cutback  
Z Pop

Fake Zone/Z Reverse  
Weak Toss  
Strong Draw  
50 H Swing Strong  
152 H Delay Streak  
210 Strong Flow  
50 Verticals -n- Flats  
90 X Quick Hitch

**Quads**

Strong Dive  
Strong Toss  
Weak Draw  
Weak Y/Crack T-Toss  
Strong Inside Zone  
Cutback  
Z Slip Screen  
Strong Dive Tossback  
50 Y/A Swing  
253 Z Stop/TE Corner  
152 Z Fade

**Empty Open**

QB Draw  
50 Z/B Cross  
215 Strong Flood  
50 X/A In -n- Out  
50 Verticals  
90 All Slam

**Ace Trips**

Strong Fold Bounce  
Strong Inside Zone  
Cutback  
Fake Strong Dive/QB  
Naked  
Strong FB Dive  
Weak Toss  
90 H Bubble Motion  
50 H Swing Strong  
50 Z Comeback/X Corner  
152 X Drag/Z Post-  
Corner  
210 Z Deep Slide

**Gun: Quads Left**

Weak Draw  
Strong Hand Sweep  
Weak Toss  
Weak Dive  
90 Y Screen Weak  
50 Double Cross  
254 X Comeback/A  
Corner  
90 A Quick Hitch  
152 X Post-Corner

**Gun: Empty Open**

QB Draw  
50 Z/B Cross  
215 Strong Flood  
50 X/A In -n- Out  
50 A Shovel  
90 All Slam

**Pair Slot**

Weak Toss  
Weak Toss/Z Reverse  
Weak Y Inside Sweep  
Strong Draw  
Strong Power  
256 X Cutback/Z Corner  
90 Z Bubble Motion  
50 Y Curl/TE Hook  
158 Fake Toss/Z Slant  
50 H Wheel



## OFFENSIVE PLAYBOOK (continued)

<b>Trips</b> Weak Toss Weak Toss/Reverse Weak Draw Strong Outside Zone Strong Dive 256 X/A Deep Cross 50 Y/A Curl -n- Go 90 Z Quick Slant	152 X Stop -n- Go 50 Y Drag <b>Tight Triple</b> Strong Toss Fake Toss/Y Reverse Strong Draw Strong Hand Sweep Weak Outside Zone 50 Hi/Low Drags	257 Strong Flood 152 Z Out -n- Up 90 Y Speed Under 50 Z Out <b>Gun: Trips Left</b> Weak Toss Weak Toss/Reverse QB Draw H Direct Snap	215 X Post-Corner 50 H Swing Weak 50 Comebacks 256 X/A Deep Cross 90 X Quick Hitch <b>Ace Doubles</b> Strong Toss Weak Draw Strong Inside Zone Cutback	Weak Stretch Weak Zone Out Bounce 90 TE Speed Out 50 H Middle Screen 50 Y Corner 152 H Delay Streak 256 X Comeback/Z Corner <b>Gun: Ace Doubles</b> QB Draw Strong Toss	Strong Inside Zone Cutback Strong Dive 90 TE Speed Out 50 H Middle Screen 50 Y Corner 152 H Delay Streak 256 X Cutback/Z Corner
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## DEFENSIVE PLAYBOOK

<b>4-3</b> <b>Fronts</b> Base All In Loop Mix Pinch Razor Left Razor Right Twist <b>Coverages</b> All Blitz 0 Weak Indian 1 Spear 3 Buzz Weak Crash 3 Sticky Blitz 0 Rocket Blitz 0	Blaze Twist 0 Weak Fire 1 3 Cloud Strong 3 Robber Open Fire Zone Combo Weak Man 4 Sky Cover 4 Key Zone 2 Hard <b>Nickel</b> <b>Fronts</b> Base All In Loop Mix Pinch	Razor Left Razor Right Twist <b>Coverages</b> Weak Fire 0 Double Indian 0 Bulldog 1 Strong Crash 3 1 Hang Inside Blast 2H 1 Dog the Dig All Blitz 0 2 Man 3 Cloud Weak Cover 4 Key Zone Cover 12 Zone Double Steal	Cover 3 2 Hard <b>Dime</b> <b>Fronts</b> Base All In Loop Mix Pinch Razor Left Razor Right Twist <b>Coverages</b> Middle Blaze 1 Robber Hound Dog 3 Sticky Blitz 0	Strong Crash 3 Strong Bandit 2 H Weak Bandit 2H Greyhound 0 All Blitz 0 3 Strong 2 Man Cover 12 Cover 6 Key Zone 4 Buzz 2 Soft 2 Hard <b>Goal Line</b> <b>Fronts</b> GL Loop GL Razor Left	GL Razor Right GL Twist GL Slam <b>Coverages</b> GL All Blitz 0 GL Blast 0 GL Middle Blast 0 GL Strong Crash 0 GL Strong Indian GL Strong Zone GL Weak Crash 0 GL Weak Zone <b>Bear</b> <b>Fronts</b> Base Bear Bear Outside Twist Base	Loop All In Razor Right Razor Left Mix <b>Coverages</b> Hound Dog 3 Weak Crash 3 Cover 4 2 Hard All Blitz 0 Bear Cover 3 Bear Stab Strong Man Bear 0
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## TIPS & HINTS



Jay Fiedler threw 20 touchdowns in 2001. The Dolphins need a similar performance from Fiedler this season.



The Dolphins added former Saints back Ricky Williams to be the starting running back. Williams is a powerful runner, so plow the ball inside with Strong Dive, Strong Inside Zone Cutback, and Strong Isolation.



Fiedler was the team's second leading rusher last season with 321 yards. Roll him out on plays like 132 Y Slant -n- Go, 122 Z Slant -n- Go, and 126 Counter Pass. If the receivers are covered, Fiedler can tuck the ball away and run.



Oronde Gadsden is the Dolphins number-one receiver. Look for him on 50 X/Z Cross, 226 X Comeback, and 90 X Lob Fade.



Get the tight end involved with plays like 132 TE Dump, 50 Y/TE Corners, 50 TE/Z Curls.



James McKnight is another threat at the wide receiver position. Look for him on 122 Y/Z Comeback, 90 Y/Z Speed Cross, and 90 Y Speed Under.



Defensive end Jason Taylor was the team's leading pass rusher in 2001. Select Taylor when you need to put pressure on the QB.



Middle linebacker Zack Thomas was the team's leading tackler in 2001. Thomas is your guy when you need to stop the run.



Free safety Brock Marion is your ball hawk. He came down with five interceptions last season. Let him hang back and play a deep zone, flowing to the open guy and swatting away the pass.





2001 TEAM RECORD - Won 11, Lost 5



TEAM RANKING

Rush Offense: 24th      Pass Offense: 11th  
Rush Defense: 15th      Pass Defense: 5th

2001 REGULAR  
SEASON BREAKDOWN

Date	Score	Opponent
9-Sep	17-20 L	STL
23-Sep	27-3 W	at SEA
30-Sep	40-18 W	DAL
7-Oct	20-21 L	ARI
22-Oct	10-9 W	at NYG
28-Oct	10-20 L	OAK
4-Nov	21-7 W	at ARI
11-Nov	48-17 W	MIN
18-Nov	36-3 W	at DAL
25-Nov	3-13 L	WAS
29-Nov	23-10 W	at KC
9-Dec	24-14 W	SD
16-Dec	20-6 W	at WAS
22-Dec	3-13 L	at SF
30-Dec	24-21 W	NYG
6-Jan	17-13 W	at TB

TEAM STATS

Category	Eagles	Opponents
TOTAL FIRST DOWNS	256	262
FIRST DOWNS (Rushing-Passing-By Penalty)	90-146-20	88-150-24
THIRD DOWN CONVERSIONS	68/220	71/232
FOURTH DOWN CONVERSIONS	9/13	7/13
TOTAL OFFENSIVE YARDS	4923	4701
OFFENSE (Plays-Average Yards)	974-5.1	1,017-4.6
TOTAL RUSHING YARDS	1,778	1,837
RUSHING (Plays-Average Yards)	412-4.3	455-4.0
TOTAL PASSING YARDS	3,145	2,864
PASSING (Comp-Att-Int-Avg)	300-522-14-6.57	288-517-14-6.09
SACKS	45	40
FIELD GOALS	26/31	23/32
TOUCHDOWNS (Rushing-Passing>Returns-Defensive)	6-27-0-4	6-13-1-1
TIME OF POSSESSION	28:39:00	31:21:00

RUSHING STATS

Player	Rushes	Yds.	Avg.	Long	TDs
Duce Staley	166	604	3.6	44	2
Correll Buckhalter	129	586	4.5	48	2
Donovan McNabb	82	482	5.9	33	2
James Thrash	6	57	9.5	24	0
Cecil Martin	9	27	3	8	0
Brian Mitchell	7	9	1.3	11	0

RECEIVING STATS

Player	Recpts.	Yds.	Avg.	Long	TDs
James Thrash	63	833	13.2	64	8
Duce Staley	63	626	9.9	46	2
Todd Pinkston	42	586	14	62	4
Chad Lewis	41	422	10.3	33	6
Freddie Mitchell	21	283	13.5	29	1
Correll Buckhalter	13	130	10	26	0

PASSING STATS

Player	Att.	Comp.	Yds.	Comp. %	Yds./Att.	TDs	TD%	Int.	Int. %	Long	Sacks/Yds. Lost	QB Rating
Donovan McNabb	493	285	3,233	57.8	6.6	25	5.1	12	2.4	64	39/273	84.3
A.J. Feeley	14	10	143	71.4	10.2	2	14.3	1	7.1	27	0/0	114



## DEFENSIVE STATS

Player	Tack.	Solo	Asst.	Sack	FmbL. Recov.
Jeremiah Trotter	93	88	22	3.5	1
Mike Caldwell	75	67	24	3	0
Damon Moore	63	56	22	1	2
Carlos Emmons	61	57	18	1	0
Brian Dawkins	56	55	12	1.5	2
Troy Vincent	56	55	11	1.5	1
Hollis Thomas	42	39	9	0	1
Hugh Douglas	39	35	7	9.5	0
Corey Simon	36	34	11	7.5	0
Bobby Taylor	34	30	3	1	3
Derrick Burgess	25	25	7	6	1
Barry Gardner	24	19	5	0	0
Rashard Cook	22	19	4	1	1
Al Harris	20	20	2	0	0
Ike Reese	18	15	7	0	0
Tim Hauck	17	13	5	0	1
Brandon Whiting	15	11	11	2.5	3
Paul Grasmanis	14	11	5	2	0
Dameane Douglas	13	13	2	0	0
Ndukwe Kalu	11	9	1	3	0
Jeff Thomason	10	9	0	0	1
William Hampton	9	6	1	0	1
Quinton Caver	8	7	3	0	0
Jamie Reader	7	5	0	0	1
Correll Buckhalter	7	7	0	0	2
Mike Bartrum	5	5	3	0	0
David Akers	5	5	0	0	0
Darwin Walker	4	3	1	1	0
Todd Pinkston	3	3	0	0	0
Na Brown	2	2	0	0	0
Hank Fraley	2	2	0	0	0
Freddie Mitchell	2	1	0	0	0
James Thrash	2	2	0	0	1
Brian Mitchell	2	2	0	0	1
Cecil Martin	2	2	0	0	0
Darrel Crutchfield	1	1	1	0	0
Uhuru Hamiter	1	0	0	0	0
Jon Runyan	1	1	0	0	1
Rod Smart	1	1	0	0	0
Duce Staley	1	1	0	0	1

## INTERCEPTIONS

Player	Num.	Yds.	Avg.	Long	TDs
Troy Vincent	3	0	0	0	0
Jeremiah Trotter	2	64	32	50	1
Damon Moore	2	2	1	2	0
Al Harris	2	22	11	14	0
Brian Dawkins	2	15	7	15	0
Bobby Taylor	1	5	5	5	0
William Hampton	1	33	33	33	1
Rashard Cook	1	11	11	11	0

## OFFENSIVE PLAYBOOK

### Triple

Strong Out Zone  
Strong In Zone Cutback  
Weak Out Zone  
Strong Draw  
QB Draw  
H Middle Screen  
50 T Zone In  
50 H Flat  
50 Y Wheel  
155 Z Deep In  
90 Y Slam

### Ace

Weak In Zone Cutback  
Strong Out Zone  
Weak Draw  
Strong Toss  
Strong Toss/Reverse  
90 X/Z Outs  
50 Hitches -n- Corners  
50 Y/T Cross  
90 H Speed Out  
152 Z Out -n- Up

### I Jokers Pair

Weak Isolation  
Strong Lead Power  
Strong Counter Trap  
Strong Speed Option  
Strong Power  
123 X In -n- Out  
90 T Speed Out  
122 X Out -n- Up

### Bunch

Strong Toss  
Weak Toss/Reverse  
Weak Out Zone  
Weak Toss Reverse Pass  
50 X Comeback  
90 Y Quick Hitch  
Y Slip Screen  
50 A Zone

### I Pro

Strong Lead Toss  
Weak Isolation  
Strong Speed Option  
Weak Out Zone  
122 X Slant -n- Go  
210 H Flare  
50 Outs -n- Go's  
50 T Zone In  
136 Counter Pass

### Split Spread

Strong Hand Sweep  
Strong FB Dive  
Weak Lead Toss  
Strong Isolation  
H Middle Screen  
H Toss Pass  
90 Double Out  
132 Y Slant -n- Go  
50 X Deep Drag

### Triple Empty

QB Naked Bootleg  
H Sweep Strong  
QB Sneak  
QB Draw  
Strong H Sweep  
50 Double Slant  
50 Y Rub Under  
50 Y Fade Rollaway  
Hail Mary  
90 Hitches -n- Fades

### Ace Trips

Strong In Zone Cutback  
Strong Counter  
Strong Toss  
Weak T-Toss  
90 X Rub Out  
152 Slam -n- Go  
50 All Go  
90 Z Quick Hitch  
50 X/Z Deep Cross

### I Wing Jokers

Strong Isolation  
Weak Counter Trap  
Strong Out Zone  
Strong Lead Draw  
90 Y/T Hitches  
50 Y/T Corners  
50 X Rub Under  
122 Y/T Cross  
50 H Lead Swing

### Doubles

Strong T-Toss  
Weak Out Zone  
Weak Draw  
90 T Hitch  
50 Stop -n- Corners  
H Middle Screen  
50 T Under  
50 T Zone Out

### Pair Slot

Strong Power  
Strong T-Toss  
Weak Y Inside Sweep  
Weak Draw  
155 H Wheel  
156 Y Corner  
90 Z Arrow  
50 X Post-Corner

### Doubles Right

Strong Toss  
Weak Toss Sweep  
QB Sneak  
50 H Circle  
90 Stop -n- Slants  
50 Over -n- Under  
90 Fake Toss Y/X Slant

### Tight Triple

Weak Trap  
Strong Toss  
Strong Power  
Weak Slam  
90 X/Z Quick Fades  
50 Hi/Low Drags  
152 Z Stop -n- Go  
90 Z Quick Hitch  
H Middle Screen

### Flip Tight Triple

Strong Power  
Weak Out Zone  
Strong H Punch  
50 H Swing  
50 Z Drag Rub  
50 Y Seam/Z Corner

### Quads

Weak Out Zone  
Strong Slam  
Weak Toss Sweep  
50 Seams -n- Fades  
50 Double Under  
152 Z Fade  
90 Quick Slants  
50 Double Cross

### Triple H Slot

Strong FB Dive  
Weak FB Draw  
QB Draw  
50 H Deep Seam  
90 T Speed Out  
132 X In -n- Up  
50 H/Z Cross  
90 Z Quick Hitch

### I Spread

Strong Speed Option  
Strong Isolation  
Weak Out Zone  
Strong Lead Toss  
122 X Slant -n- Go  
50 Z Deep Post  
50 Y Hitch  
50 H Swing  
50 Y Corner/Z Comeback

### Trips

Strong Toss  
Weak Slam  
QB Lead Draw  
50 H Zone In  
152 Y/A Cross  
50 X/A/Z Slam  
50 X Double Rub Under

### Doubles H Wide

Weak FB Draw  
Strong FB Dive  
QB Naked Bootleg  
50 X/Z Slants  
90 F Swing  
50 T Short Corner

**OFFENSIVE PLAYBOOK (continued)**

**I Twins**

Strong Isolation  
Fake Weak  
Dive/Strong Toss  
Strong Counter Trap  
Weak Lead Draw  
122 X/Z Verticals  
90 Z Hot

90 X/Z Slam  
50 X Post-Corner  
50 T Corner

**I Wing**

Weak Isolation  
Strong Lead Power  
Weak Z Inside Reverse  
123 X Post-Corner

50 Z Rub Under  
90 H Lead Swing  
90 T Speed Out

**I Jacks**

Strong Isolation  
Fake Strong  
Dive/Weak Toss  
Strong Counter Trap

Strong FB Dive  
Strong Lead Power  
Weak Lead Toss  
122 X Delay Drag  
50 Y/T Corners  
50 X Wheel  
90 All Hooks

**I Pro Load**

Strong Student Body  
Weak Lead Toss  
Strong Out Zone  
Weak FB Dive  
122 Load Curl  
210 Air Option  
90 Arrows In

**Strong I Jacks**

Strong Hand Sweep  
Strong Isolation  
Weak Slam  
F Swing Strong  
122 QB Air Option  
90 T/Y Hitches

**DEFENSIVE PLAYBOOK**

**4-3**

**Fronts**

Base  
All In  
Loop  
Mix  
Pinch  
Razor Left  
Razor Right  
Twist

**Coverages**

Strong Bracket I  
Weak Bracket I  
Strong Sting 3  
2 Man  
Weak Sting 2 Hard  
4 Sky  
Cover 3

2 Hard  
Key Zone  
Weak Fire Zone Blitz  
Middle Fire Zone Blitz  
2 Soft  
Force Fire 0  
All Blitz 0  
Strong Fire 0  
Weak Fire 0  
Weak Blast I  
Middle Blast I  
Strong Indian I  
Weak Crash I

**Nickel**

**Fronts**  
Base  
All In  
Loop

Mix  
Pinch  
Razor Left  
Razor Right  
Twist

**Coverages**

Strong Bracket I  
Weak Bracket I  
Middle Fire Zone Blitz  
Cover 3  
2 Soft  
2 Man  
2 Hard  
Spear I  
All Blitz 0  
Double Indian  
Sting Blitz I  
Weak Crash I  
Blaze Twist 0

Strong Fire 0  
Weak Fire 0  
Combo Inside Zone  
3 Buzz  
4 Cloud  
Sting 2 Hard  
Key Zone  
Weak Fire Zone Blitz  
Sting Zone Blitz  
3 Weak

**Dime**

**Fronts**  
Base  
All In  
Loop  
Mix  
Pinch  
Razor Left

Razor Right  
Twist

**Coverages**

Weak Bracket I  
Strong Bracket I  
Middle Fire Zone Blitz  
Combo Inside Zone  
3 Buzz  
All Blitz 0  
Weak Indian I  
Spear I  
Weak Fire 0  
Strong Fire 0  
Greyhound 0  
Weak Crash I  
Weak Sting I  
Cover 12  
4 Cloud

Middle Blast 3 Robber  
Weak Sting 2 Hard  
Strong Sting 3  
2 Soft  
2 Hard  
Weak Fire Zone Blitz  
2 Man

**Goal Line**

**Fronts**  
Ned  
Submarine  
GL Twist  
GL Slam  
GL Razor Right  
GL Razor Left  
GL Mix

**GL Loop**

**Coverages**

GL Cloud  
GL Strong Indian 0  
GL Middle Blast 0  
GL Slam  
GL Steeler Blitz 0  
GL Strong  
GL Weak Blast 0  
GL Weak Crash 0  
GL Weak Zone

**TIPS & HINTS**



Quarterback Donovan McNabb runs the Eagle offense on the field. Use his speed to elude the pass rush and roll out of the pocket.



Duce Staley is the leading running back for Philadelphia. Look for him on the Strong Toss, Strong Counter Trap, and Strong Isolation.



Correll Buckhalter is a quality backup to Staley. He filled in nicely after Staley went down to injury in 2001.



McNabb is a strong threat to run the ball—he rushed for nearly 500 yards last season. When you play against the Eagles, watch for McNabb scrambling out of the backfield.



James Thrash is the main target for Eagle passers. Look for him on 90 Hitches -n- Fades, 122 X Out -n- Up, and 136 Counter Pass.



Todd Pinkston is another solid target in the passing offense. Look for him on 50 Y Corner/Z Comeback, 50 Y Seam/Z Corner, and 90 Y/T Hitches.



The defense took a big hit in the off-season, losing the team's two best tacklers in Jeremiah Trotter and Mike Caldwell. The Eagles hope former Redskins linebacker Shawn Barber can step in and have a good season.



Defensive tackle Corey Simon was the team's leading pass rusher in 2001–2002. Select Simon; he has the skills to get after the quarterback and can defend the run.



Last season, the Eagles had 14 interceptions. Cornerback Troy Vincent led the way with three.







## 2001 TEAM RECORD – Won 7, Lost 9

# FALCONS

### TEAM RANKING

Rush Offense: 22nd    Pass Offense: 29th  
 Rush Defense: 20th    Pass Defense: 21st

### 2001 REGULAR SEASON BREAKDOWN

Date	Score	Opponent
9-Sep	13-16 L	at SF
23-Sep	24-16 W	CAR
30-Sep	34-14 W	at ARI
7-Oct	3-31 L	CHI
14-Oct	31-37 L	SF
21-Oct	20-13 W	at NO
4-Nov	10-24 L	NE
11-Nov	20-13 W	DAL
18-Nov	23-20 W	at GB
25-Nov	10-7 W	at CAR
2-Dec	6-35 L	STL
9-Dec	10-28 L	NO
16-Dec	27-41 L	at IND
23-Dec	33-30 W	BUF
30-Dec	14-21 L	at MIA
6-Jan	13-31 L	at STL

### TEAM STATS

Category	Falcons	Opponents
TOTAL FIRST DOWNS	280	298
FIRST DOWNS (Rushing-Passing-By Penalty)	85-165-30	95-184-19
THIRD DOWN CONVERSIONS	89/217	93/201
FOURTH DOWN CONVERSIONS	5/18	2/8
TOTAL OFFENSIVE YARDS	5,070	5,845
OFFENSE (Plays-Average Yards)	988-5.1	957-6.1
TOTAL RUSHING YARDS	1,773	1,943
RUSHING (Plays-Average Yards)	437-4.1	405-4.8
TOTAL PASSING YARDS	3,297	3,902
PASSING (Comp-Att-Int-Avg)	278-485-17-7.62	331-515-18-8.02
SACKS	37	66
FIELD GOALS	29/37	19/24
TOUCHDOWNS (Rushing-Passing>Returns-Defensive)	9-19-0-0	13-29-1-4
TIME OF POSSESSION	31:18:00	28:42:00

### RUSHING STATS

Player	Rushes	Yds.	Avg.	Long	TDs
Maurice Smith	237	760	3.2	58	5
Michael Vick	29	300	10.3	35	1
Bob Christian	44	284	6.5	53	2
Jamal Anderson	55	190	3.5	14	1
Rodney Thomas	37	126	3.4	21	0
Chris Chandler	25	84	3.4	22	0

### RECEIVING STATS

Player	Recpts.	Yds.	Avg.	Long	TDs
Terance Mathis	51	564	11.1	34	2
Tony Martin	37	548	14.8	63	3
Shawn Jefferson	37	539	14.6	48	2
Brian Finneran	23	491	21.3	52	3
Bob Christian	45	392	8.7	42	2
Alge Crumpler	25	330	13.2	57	3

### PASSING STATS

Player	Att.	Comp.	Yds.	Comp. %	Yds./Att.	TDs	TD%	Int.	Int. %	Long	Sacks/ Yds. Lost	QB Rating
Chris Chandler	365	223	2,847	61.1	7.8	16	4.4	14	3.8	94	41/261	84.1
Michael Vick	113	50	785	44.2	6.9	2	1.8	3	2.7	52	23/124	62.7

**DEFENSIVE STATS**

Player	Tack.	Solo	Asst.	Sack	FmbL. Recov.
Keith Brooking	100	78	25	3.5	2
Ray Buchanan	62	52	8	0	1
Chris Draft	54	46	19	0	0
Ronnie Bradford	51	42	10	1	0
Ashley Ambrose	49	44	3	0	2
Gerald McBurrows	47	42	6	0	1
Henri Crockett	46	38	8	0	0
Travis Hall	39	34	12	2.5	1
Patrick Kerney	38	29	10	12	1
Mark Simoneau	31	26	7	0	1
Shane Dronett	31	29	7	5.5	1
Brady Smith	25	21	8	7.5	0
Darrick Vaughn	24	20	5	0	2
Matt Stewart	21	20	4	0	1
Edward Jasper	20	16	6	4	0
Marty Carter	19	13	2	0	0
Johndale Carty	13	13	4	0	0
Chuck Wiley	11	8	4	1	0
Artie Ulmer	11	7	5	0	0
Conrad Hamilton	11	5	1	0	0
Chris Hudson	9	7	6	0	0
Darrien Gordon	9	8	4	0	3
Brian Finneran	7	6	1	0	0
Brian Kozlowski	6	5	0	0	0
Travis Jervey	6	6	2	0	0
Shawn Swayda	5	4	2	0	0
Bob Christian	4	4	0	0	0
Jay Feely	4	4	0	0	0
Elijah Williams	3	2	0	0	0
Maurice Smith	3	2	0	0	2
Bob Whitfield	2	2	0	0	2
Todd McClure	2	1	0	0	1
Shawn Jefferson	1	1	1	0	0
Michael Thompson	1	1	0	0	0
Ephraim Salaam	1	1	0	0	0
George Layne	1	1	0	0	0
Antony Jordan	1	1	0	0	0
Chris Mohr	1	1	0	0	0
Alge Crumpler	1	1	0	0	2

**INTERCEPTIONS**

Player	Num.	Yds.	Avg.	Long	TDs
Ashley Ambrose	5	43	8	27	0
Ray Buchanan	5	85	17	33	0
Keith Brooking	2	17	8	9	0
Darrick Vaughn	1	0	0	0	0
Darrien Gordon	1	7	7	7	0
Shane Dronett	1	-6	-6	-6	0
Henri Crockett	1	7	7	7	0
Chuck Wiley	1	1	1	1	0
Johndale Carty	1	0	0	0	0

**OFFENSIVE PLAYBOOK**

**I Pro**

132 TE Delay Corner  
222 Z Corner  
50 H Swing Strong  
90 F Motion Out  
90 Z Speed Under  
Strong F-Motion Isolation  
Strong Hand Sweep  
Strong Lead Draw  
Weak Inside Zone  
Cutback  
Weak Dive  
Weak Toss

**Weak I Pro**

133 X Slant -n- Go  
226 X Comeback  
50 Z Deep Slant  
50 Z Rub In  
90 F Speed Out  
Fake Weak Dive/Strong Toss  
Strong F-Motion Isolation  
Weak FB Dive  
Weak Lead Draw  
Weak Toss

**I Twins**

122 Z Slant -n- Go  
228 X Out/Z Corner  
50 H Middle Screen  
50 X/Z Cross  
90 TE Speed Out  
Strong Counter Trap  
Strong Isolation  
Weak F-Motion Isolation  
Weak Lead Draw  
Weak Toss

**Strong I Pro**

132 X Stop -n- Go  
222 Z Stop -n- Go  
50 TE/Z Curls  
50 X Curl -n- Go  
90 F Speed Out  
Strong Isolation/Fake Z Reverse  
Strong Lead Draw  
Strong Toss  
Weak F Hand Sweep  
Weak F Motion Isolation

**Base Doubles**

126 Counter Pass  
225 Z Corner  
50 Drag -n- Go  
90 F Speed Out  
90 Hitches  
Strong Draw  
Strong F-Motion Isolation

Strong Outside Zone  
Weak Dive  
Weak Toss

**Split Pro**

132 TE Dump  
235 X Out/H Curl  
50 Double Swing  
50 F Angle  
90 Z Slam  
Strong FB Dive  
Strong FB Toss  
Weak Dive  
Weak Draw  
Weak Outside Zone

**I Spread**

122 X Out -n- Up  
235 Z Slide/Y Out  
50 X Deep Drag  
50 Y Seam  
90 Y Dig  
Strong Counter  
Strong Inside Zone  
Cutback  
Strong Lead Draw  
Weak Isolation  
Weak Toss

**Weak I Spread**

133 H Wheel  
227 Y/Z Switch  
50 H Middle Screen  
50 Z Deep Comeback  
90 X Hot  
Strong F-Motion Isolation  
Strong Outside Zone  
Weak FB Dive  
Weak Lead Draw  
Weak Toss

**Split Spread**

132 Y Rollaway  
210 Z Corner  
50 H/F Wheels  
50 Z Rollaway  
90 Y Speed Under  
Fake Strong Dive/Weak Toss  
Strong Counter Trap  
Strong Lead Draw  
Weak Dive  
Weak F Hand Sweep

**Gun: Split Spread**

210 H Throwback Screen  
50 Double Swing  
50 X Speed Over  
50 Z Rollaway  
90 X Speed Under  
QB F Lead Draw

Strong Counter  
Strong Hand Sweep  
Weak Draw  
Weak F Hand Sweep

**I Jokers**

122 X Rollaway  
122 Y/TE Seams  
50 X Under/TE Out  
90 X Stop  
90 Y/TE Hot  
Strong Isolation  
Strong Speed Option  
Weak Counter Trap  
Weak FB Dive/Fake Option

**Split Jokers**

132 TE Delay Corner  
50 Double Swing  
50 Strong Outs  
90 F Speed Out  
90 X Stop  
Strong FB Dive  
Strong Isolation  
Strong Speed Option  
Weak FB Dive/Fake Option  
Weak Speed Option

**I Wing Jokers**

133 H Wheel  
50 Strong Outs  
50 Wing Wheel  
90 TE Curl/Y Hook  
90 X Lob Corner  
Strong Outside Zone  
Strong Speed Option  
Strong Toss  
Weak Speed Option  
Weak Wing Sweep

**Quads**

152 Z Slide -n- Go  
256 X/Y Deep Cross  
50 H Motion Swing  
50 Y Zip Fly  
90 Slants -n-Stop  
Strong Draw  
Strong Toss  
Strong Trap  
Weak Inside Zone  
Cutback  
Weak Zone Out Bounce

**Gun: Quads Left**

153 Y Curl/A Hook  
254 X Comeback/Y Corner  
50 Y Zip Fly



## OFFENSIVE PLAYBOOK (continued)

90 H Quick Dump	<b>Trips</b>	Strong Toss	50 Over -n- Under	<b>Empty Tight</b>	<b>Gun: Empty Tight</b>
90 X Hot	152 X Post-Corner	Weak Draw	90 A Speed Out	215 A Rollaway	210 Y Hook -n-Go
QB Lead Draw	215 Y Speed Out	Weak Inside Zone Cutback	QB Lead Draw	50 A Deep Drag	215 A Rollaway
Strong Counter	50 Y/A Curl -n- Go	<b>Gun: Trips Left</b>	Strong Counter	50 Y Slant -n- Go	50 A Out -n- Up
Weak Dive	90 A Speed Out	152 X Post-Corner	Weak Dive	90 A Arrow	50 Y Slant -n- Go
Weak Draw	90 Y Quick Slant	215 X Post-Corner	Weak Draw	90 TE Dig	90 A Arrow
Weak Toss	Fake Zone/Y Reverse	50 H Circle	Weak Toss	QB Draw	QB Draw
	QB Lead Draw				

## DEFENSIVE PLAYBOOK

<b>3-4</b>	Combo Inside Zone	<b>Nickel</b>	3 Strong	<b>Dime</b>	All Blitz 0	<b>Goal Line</b>
<b>Fronts</b>	Combo Strong Zone	<b>Fronts</b>	All Blitz 0	<b>Fronts</b>	Combo Inside Zone	<b>Fronts</b>
Base	Double Hard 1	Base	Blaze Twist 1	Base	Combo Weak Zone	GL Cloud
Contain	Double Indian 0	Contain	Cover 12	Contain	Cover 12	GL Fan
Fan	Force Fire 0	Fan	Cover 4	Fan	Cover 8	GL Pinch
Pinch	Inside Blaze	Pinch	Double Hard 1	Pinch	Double Hard Cover 2	GL Razor Left
Razor Left	Zone Blitz	Razor Left	Middle Fire	Razor Left	Double Indian 0	GL Razor Right
Razor Right	Key Zone	Razor Right	Zone Blitz	Razor Right	Middle Blaze 1	GL Twist Left
	Rocket 0	<b>Coverages</b>	Rocket Weak 0	<b>Coverages</b>	Rocket Strong 0	GL Twist Right
	Strong Fire	1 Hang	Spear Weak 3	2 Hard	Spear Sting 1	<b>Coverages</b>
	Zone Blitz	2 Hard	Strong Fire	2 Man	Strong Crash	GL Steeler Blitz 0
	Weak Crash 3	2 Man	Zone Blitz	3 Robber	Zone Blitz	GL Sting 0
	Weak Fire 1	3 Dog T	Strong Sting 1	4 Cloud	Weak Crash	GL Strong Zone
	Weak Go 3		Weak Fire Zone Blitz		Zone Blitz	GL Weak Blast 0
						GL Weak Crash 0
						GL Weak Indian 0
						GL Weak Zone

## TIPS & HINTS



With the departure of starting quarterback Chris Chandler, Michael Vick steps into the lead role. This quick quarterback can run and throw the football.



Speedy Warrick Dunn comes to the Falcons via free agency. Get Dunn the ball outside on the Strong Speed Option, Strong Counter, and Strong Toss.



Fullback Bob Christian deserves some carries. Run him in the Strong FB Toss and Strong FB Dive.



Shawn Jefferson will be Vick's main target at wide receiver. Look for him on 133 X Slant-n-Go, 122 X Out -n- Up, and 50 X Speed Over.



Try to get the tight end involved. An intermediate passing game will open deep routes for Jefferson and running room for Dunn.



Wide receiver Brian Finneran is another good target downfield. Look for him on the 235 Z Slide/Y Out, 227 Y/Z Switch, and 50 Y/A Curl -n- Go.



Middle linebacker Keith Brooking led the team in tackles in 2001-2002. Select Brooking on first and second downs, or when you think your opponent will run the ball.



Defensive end Patrick Kerney led the team last season with 12 sacks. Select him when you need to get after the QB.



The Falcons' twin cornerbacks led the team with five interceptions apiece. With solid coverage from Ashley Ambrose and Ray Buchanan, call lots of man-to-man coverages—these guys can handle it.



# GIANTS

2001 TEAM RECORD - Won 7, Lost 9



## TEAM RANKING

Rush Offense: 23rd    Pass Offense: 19th  
Rush Defense: 17th    Pass Defense: 18th

## 2001 REGULAR SEASON BREAKDOWN

Date	Score	Opponent
10-Sep	20-31 L	at DEN
23-Sep	13-3 W	at KC
30-Sep	21-13 W	NO
7-Oct	23-9 W	WAS
14-Oct	14-15 L	at STL
22-Oct	9-10 L	PHI
28-Oct	21-35 L	at WAS
4-Nov	27-24 W	DAL
11-Nov	17-10 W	at ARI
19-Nov	16-28 L	at MIN
25-Nov	10-28 L	OAK
9-Dec	13-20 L	at DAL
15-Dec	17-13 W	ARI
23-Dec	27-24 W	SEA
30-Dec	21-24 L	at PHI
6-Jan	25-34 L	GB

## TEAM STATS

Category	Giants	Opponents
TOTAL FIRST DOWNS	295	268
FIRST DOWNS (Rushing-Passing-By Penalty)	93-189-13	83-161-24
THIRD DOWN CONVERSIONS	78/220	66/218
FOURTH DOWN CONVERSIONS	6/13	11/19
TOTAL OFFENSIVE YARDS	5,335	4,975
OFFENSE (Plays-Average Yards)	1,028-5.2	995-5.0
TOTAL RUSHING YARDS	1,777	1,545
RUSHING (Plays-Average Yards)	424-4.2	428-3.6
TOTAL PASSING YARDS	3,558	3,430
PASSING (Comp-Att-Int-Avg)	327-568-16-6.63	298-521-15-7.20
SACKS	46	36
FIELD GOALS	23/30	23/31
TOUCHDOWNS	32	36
(Rushing-Passing>Returns-Defensive)	11-19-0-2	7-25-1-3
TIME OF POSSESSION	29:43:00	30:17:00

## RUSHING STATS

Player	Rushes	Yds.	Avg.	Long	TDs
Tiki Barber	166	865	5.2	36	4
Ron Dayne	180	690	3.8	61	7
Damon Washington	28	89	3.2	22	0
Kerry Collins	39	73	1.9	11	0
Ike Hilliard	1	21	21	21	0
Rodney Williams	2	16	8	11	0

## RECEIVING STATS

Player	Recpts.	Yds.	Avg.	Long	TDs
Amani Toomer	72	1,054	14.6	60	5
Joe Jurevicius	51	706	13.8	46	3
Ike Hilliard	52	659	12.7	38	6
Tiki Barber	72	577	8	44	0
Greg Comella	39	253	6.5	26	1
Ron Dixon	8	227	28.4	62	1

## PASSING STATS

Player	Att.	Comp.	Yds.	Comp. %	Yds./Att.	TDs	TD%	Int.	Int. %	Long	Sacks/Yds. Lost	QB Rating
Kerry Collins	568	327	3,764	57.6	6.6	19	3.3	16	2.8	76	36/206	77.1



## DEFENSIVE STATS

Player	Tack.	Solo	Asst.	Sack	FmbL. Recov.
Micheal Barrow	88	60	45	6	2
Shaun Williams	77	60	18	1	0
Jessie Armstead	62	44	24	1.5	0
Michael Strahan	60	47	13	22.5	1
Sam Garnes	59	46	15	0	0
Jason Sehorn	56	48	6	1	1
Will Peterson	49	44	5	0	0
Cornelius Griffin	47	26	16	2.5	1
Brandon Short	45	30	16	1	1
Will Allen	41	40	4	0	1
Kenny Holmes	37	25	19	3.5	4
Emmanuel McDaniel	23	22	4	0	1
Dave Thomas	21	18	0	0	0
Dhani Jones	20	16	6	0	0
Keith Hamilton	19	15	15	6	0
Lance Legree	15	7	4	0	1
Omar Stoutmire	14	7	4	0	0
Kevin Lewis	9	7	3	0	0
Clayton White	7	5	1	0	0
Thabiti Davis	7	5	2	0	0
Frank Ferrara	6	4	4	1	0
Damon Washington	5	5	1	0	1
Ron Dixon	4	3	0	0	0
Cedric Scott	4	4	2	0	0
Ralph Brown	4	2	3	0	0
Lomas Brown	3	3	0	0	0
Jack Golden	3	3	2	0	0
Ike Hilliard	3	3	0	0	0
Ross Kolodziej	3	0	1	0	0
Jason Whittle	3	2	1	0	0
Owen Pochman	3	3	1	0	0
Rodney Williams	2	2	0	0	0
Amani Toomer	2	2	0	0	1
Greg Comella	2	2	0	0	3
Ron Dayne	2	2	0	0	2
Tiki Barber	1	1	0	0	6
Joe Jurevicius	1	1	0	0	0
Glenn Parker	1	1	0	0	1
DeWayne Patmon	1	1	0	0	0
Luke Petitgout	1	1	0	0	1
Marcellus Rivers	1	1	0	0	0
Ron Stone	1	1	0	0	1
Dusty Zeigler	1	1	0	0	1
Morten Andersen	1	1	0	0	0

## INTERCEPTIONS

Player	Num.	Yds.	Avg.	Long	TDs
Will Allen	4	27	6	17	0
Shaun Williams	3	25	8	20	0
Jason Sehorn	3	34	11	34	1
Dhani Jones	1	14	14	14	0
Will Peterson	1	0	0	0	0
Sam Garnes	1	5	5	5	0
Brandon Short	1	21	21	21	0
Dave Thomas	1	3	3	3	0

## OFFENSIVE PLAYBOOK

### I Pro

122 X Out -n- Up  
122 Z Motion Seam  
50 TE Zone In  
90 X Quick Hitch  
90 Z Speed Under  
Strong Lead Draw  
Strong T-Toss  
Strong Zone Cutback  
Weak Isolation  
Weak Outside Zone

### I Spread

122 Z Post-Corner  
235 Z Slide  
50 F Out  
50 Y Out -n- In  
90 Y Quick Slant  
Strong Isolation  
Strong Lead Draw  
Strong Outside Zone  
Weak FB Trap  
Weak Toss

### I Jokers

122 X Drag  
122 Y/TE Seams  
50 Y/TE Corners  
90 X Lob Fade  
90 Y/TE Hot  
Strong Isolation  
Strong Outside Zone  
Strong Toss  
Weak Counter Trap  
Weak Zone Cutback

### Weak I Pro

122 H Strong Screen  
133 X Slant -n- Go  
50 TE Fade Out  
50 Z Rub In  
90 X Slant  
Fake Dive/Strong Toss  
Strong F Motion  
Isolation  
Strong Toss/Z Reverse  
Weak FB Dive  
Weak Lead Draw

### Split Spread

132 Y Dump  
50 X Deep Drag  
50 Y Out  
90 Double Out  
90 Y/Z Speed Cross  
Strong FB Dive  
Strong Sweep  
Weak Draw  
Weak FB Sweep  
Weak Outside Zone

### I Jokers Pair

122 X Drag  
122 Y/TE In -n- Out  
50 Y Swing Strong  
90 X Lob Fade  
90 Y/TE Speed Cross  
Strong Counter  
Strong Y Trap  
Weak FB Dive  
Weak Stretch  
Weak Toss

### I Twins

122 F Flat  
215 X Comeback  
50 X Corner  
50 X/Z Cross  
90 X/Z Slants  
Strong Counter Trap  
Strong Power  
Weak Isolation  
Weak Lead Draw  
Weak Zone Cutback

### Gun: Split Spread

210 Z Corner  
50 H Replace  
50 H/F Wheels  
90 All Stop  
90 Y Speed Under  
Strong FB Dive  
Strong Sweep  
Weak Draw  
Weak FB Sweep  
Weak Split Toss

### F Spread

122 F Flat  
50 F Drag -n- Go  
50 TE Post-Corner  
90 F Speed Out  
90 X Quick Comeback  
Strong Draw  
Strong Toss  
Strong Zone Cutback  
Weak Counter  
Weak Dive

### Split Pro

50 F Middle Screen  
50 Z Deep Drag  
50 Z Fade  
90 H Speed Out  
90 Z Slam  
Strong Counter  
Strong Sweep  
Weak Draw  
Weak FB Sweep  
Weak Outside Zone

### Tight F Trips

122 F Flat  
50 Y Deep Drag  
50 Z Slant -n- Go  
90 F Speed Out  
90 H Speed Out  
Strong Dive  
Strong Outside Zone  
Weak Counter  
Weak Draw  
Weak T-Toss

### Split Jokers

132 TE Delay Corner  
50 Double Swing  
50 Strong Outs  
90 X Lob Corner  
90 X Stop  
Strong Counter  
Strong FB Toss  
Strong Isolation  
Weak Dive  
Weak Split Toss

### Pro H Split

138 H Quick Hitch  
50 H Post-Corner

50 Z Curl Out  
90 H Speed Under  
90 X/H Speed Cross  
Strong FB Draw  
Strong FB Toss  
Weak FB Dive

### Queens Open

215 Y Flow  
50 H Fly  
50 Y Out -n- Up  
90 H/F Slam  
90 Y Screen Stop  
QB Draw

### Flip Tight Triple

210 F Dump  
50 F/TE Cross  
50 Z Under  
90 F Screen Out  
90 TE Hook  
Strong Draw  
Strong Flip Trap  
Strong Power  
Weak FB Sweep  
Weak Outside Zone

### Ace

152 Z Curl -n- Go  
257 Z Rollaway  
50 H Wheel  
50 Z Slip Screen  
90 Slants -n- Stop  
Strong Dive  
Strong Draw  
Strong Toss  
Weak Counter  
Weak Zone Cutback

### Doubles

152 Z Slam -n- Go  
50 H Replace  
50 TE Post-Corner  
90 X Hot  
90 Z Arrow  
Fake Dive/Z Reverse  
Strong Dive  
Strong Y Motion T-Toss  
Weak Draw  
Weak Outside Zone

### Gun: Trips Left

256 X/A Deep Cross  
50 A/X Cross  
50 Y Drag  
90 A Speed Out  
H Direct Snap  
H Direct Snap Tossback  
Strong Sweep  
Weak Dive  
Weak Draw  
Weak Toss

### Pair Slot

152 Z Slam -n- Go  
254 Z Fade  
50 Y Screen Seam  
90 Z Arrow  
90 Z Bubble Motion  
Strong Outside Zone  
Strong Zone Cutback  
Weak Dive  
Weak Double Lead  
Counter  
Weak Draw

**OFFENSIVE PLAYBOOK (continued)**

**Gun: Doubles Right**

152 Z/TE Cross  
50 TE Post-Corner  
50 Y Zip Out -n- Up  
90 H Quick Dump  
90 X Hot  
Strong Dive  
Strong Draw  
Strong Toss

Weak Counter  
Weak Sweep

**Gun: Quads Left**

210 Z Corner-Post  
50 A Curl In  
50 Z Hook -n- Go  
90 H Quick Dump  
Strong Counter  
Strong Sweep

Strong Y Shovel  
Weak Dive  
Weak Draw  
Weak Toss

**Ace Trips**

152 TE Seam  
255 Strong Flow  
50 TE Rub Out  
50 Z Under

90 X Hot  
Strong Draw  
Strong Power  
Strong Zone Cutback  
Weak Counter  
Weak T-Toss

**Triple**

152 TE Seam  
210 Z In -n- Out

50 H Wheel  
50 X Arrow -n- Go  
90 Y Speed Rub Out  
Strong Draw  
Strong T-Toss  
Strong Zone Cutback  
Weak Dive  
Weak Inside Reverse

**Gun: Triple Left**

210 Z In -n- Out  
50 X Opposite Flow  
50 Y Wheel  
90 Y Speed Rub Out  
H Shovel Strong  
Strong Counter  
Strong Sweep  
Weak Dive  
Weak Draw  
Weak Toss

**DEFENSIVE PLAYBOOK**

**4-3**

**Fronts**

All In  
Base  
Loop  
Mix  
Pinch  
Razor Left  
Razor Right  
Twist

**Coverages**

2 Hard  
2 Man  
2 Soft  
4 Sky  
All Blitz 0  
Cover 3  
Force Fire 0  
Key Zone  
Middle Blast 1  
Middle Fire Zone Blitz

Strong Bracket 1  
Strong Fire 0  
Strong Indian 1  
Strong Sting 3  
Weak Blast 1  
Weak Bracket 1  
Weak Crash 1  
Weak Fire 0  
Weak Fire Zone Blitz  
Weak Sting 2 Hard

**Nickel**

**Fronts**  
All In  
Base  
Loop  
Mix  
Pinch  
Razor Left  
Razor Right  
Twist

**Coverages**

2 Hard  
2 Man  
2 Soft  
3 Buzz  
3 Weak  
4 Cloud  
All Blitz 0  
Blaze Twist 0  
Combo Inside Zone  
Cover 3  
Double Indian 0  
Key Zone  
Middle Fire Zone Blitz  
Spear 1  
Sting 2 Hard  
Sting Blitz 1  
Sting Zone Blitz  
Strong Bracket 1  
Strong Fire 0  
Weak Bracket 1  
Weak Crash 1

Weak Fire 0  
Weak Fire Zone Blitz

**Dime**

**Fronts**  
All In  
Base  
Loop  
Mix  
Pinch  
Razor Left  
Razor Right  
Twist

**Coverages**

2 Hard  
2 Man  
2 Soft  
3 Buzz  
4 Cloud  
All Blitz 0  
Combo Inside Zone

Cover 12  
Greyhound 0  
Middle Blast 3 Robber  
Middle Fire Zone Blitz  
Spear 1  
Strong Bracket 1  
Strong Fire 0  
Strong Sting 3  
Weak Bracket 1  
Weak Crash 1  
Weak Fire 0  
Weak Fire Zone Blitz  
Weak Indian 1  
Weak Sting 1  
Weak Sting 2 Hard

**Goal Line**

**Fronts**  
GL Loop  
GL Mix  
GL Razor Left

GL Razor Right  
GL Slam  
GL Twist  
Ned  
Submarine

**Coverages**

GL Cloud  
GL Giants Blitz 0  
GL Middle Blast 0  
GL Strong Indian 0  
GL Strong Zone  
GL Weak Blast 0  
GL Weak Crash 0  
GL Weak Zone

**Bear**

**Fronts**  
Base Bear  
Bear All In  
Bear Outside Twist

Bear Pinch  
Bear Razor Left  
Bear Razor Right  
Bear Twist

**Coverages**

2 Hard  
3 Weak  
Bear Cover 2 Soft  
Bear Cover 3  
Bear Man 0  
Bear Mid Blitz  
Bear Stab Strong  
Force Fire 0  
Key Zone  
Man Bear 0  
Middle Fire  
Zone Blitz  
Weak Fire Zone Blitz

**TIPS & HINTS**



The Giants have a powerful running combination with backs Tiki Barber and Ron Dayne. Get the ball outside with Barber on plays like Strong Toss, Strong Sweep, and Strong Y Trap.



Give the ball to Ron Dayne to pound the ball inside. He's a powerful runner who rolls over defenders.



Quarterback Kerry Collins had a strong season for the Giants in 2001-2002. He threw for 3,764 yards and 19 touchdowns.



Amani Toomer was the team's leading receiver. Look for him on 90 X Slant, 122 X Out -n- Up, and 90 X Hot.



Get the tight end involved in the offense with the 152 Z/TE Cross, 132 TE Delay Corner, and 90 Y/TE Speed Cross.



Ike Hilliard returns at wide receiver—look for him on 50 Double Swing, 90 Y Speed Rub Out, and 90 Z Arrow.



Michael Strahan set a league record with 22.5 sacks. When you need pressure on the quarterback, Strahan is your guy.



Middle linebacker Mike Barrow led the team in tackles in 2001-2002. He's your run stopper. On first and second downs, select Barrow.



Defensive back Jason Sehorn is the cornerstone of the secondary. Sehorn had 56 tackles, three interceptions, and a fumble recovery last season.







**2001 TEAM RECORD** — Won 6, Lost 10



## TEAM RANKING

Rush Offense: 17th    Pass Offense: 17th  
 Rush Defense: 32nd    Pass Defense: 30th

## 2001 REGULAR SEASON BREAKDOWN

Date	Score	Opponent
9-Sep	21-3 W	PIT
23-Sep	13-6 W	TEN
30-Sep	14-23 L	CLE
7-Oct	15-24 L	at SEA
18-Oct	10-13 L	BUF
28-Oct	17-18 L	at BAL
4-Nov	24-28 L	at TEN
11-Nov	30-13 W	CIN
18-Nov	7-20 L	at PIT
25-Nov	21-24 L	BAL
3-Dec	21-28 L	GB
9-Dec	14-10 W	at CIN
16-Dec	15-10 W	at CLE
23-Dec	33-3 W	at MIN
30-Dec	26-30 L	KC
6-Jan	13-33 L	at CHI

## TEAM STATS

Category	Jaguars	Opponents
TOTAL FIRST DOWNS	289	300
FIRST DOWNS (Rushing-Passing-By Penalty)	85-181-23	89-193-18
THIRD DOWN CONVERSIONS	70/198	87/227
FOURTH DOWN CONVERSIONS	3/12	5/18
TOTAL OFFENSIVE YARDS	4,840	5,070
OFFENSE (Plays-Average Yards)	969-5.0	1,056-4.8
TOTAL RUSHING YARDS	1,600	1,611
RUSHING (Plays-Average Yards)	372-4.3	469-3.4
TOTAL PASSING YARDS	3,240	3,459
PASSING (Comp-Att-Int-Avg)	321-534-14-6.87	354-544-12-6.91
SACKS	43	63
FIELD GOALS	18/28	26/35
TOUCHDOWNS (Rushing-Passing>Returns-Defensive)	11-20-0-2	15-13-1-2
TIME OF POSSESSION	28:01:00	31:59:00

## RUSHING STATS

Player	Rushes	Yds.	Avg.	Long	TDs
Stacey Mack	213	877	4.1	54	9
Elvis Joseph	68	294	4.3	27	0
Mark Brunell	39	224	5.7	38	1
Fred Taylor	30	116	3.9	24	0
Jonathan Quinn	8	42	5.3	27	0
Frank Moreau	8	27	3.4	14	1

## RECEIVING STATS

Player	Recpts.	Yds.	Avg.	Long	TDs
Jimmy Smith	112	1,373	12.3	35	8
Keenan McCardell	93	1,110	11.9	45	6
Kyle Brady	36	386	10.7	20	2
Sean Dawkins	20	234	11.7	28	0
Elvis Joseph	18	183	10.2	29	2
Stacey Mack	23	165	7.2	25	1

## PASSING STATS

Player	Att.	Comp.	Yds.	Comp. %	Yds./Att.	TDs	TD%	Int.	Int. %	Long	Sacks/Yds. Lost	QB Rating
Mark Brunell	473	289	3,309	61.1	7	19	4	13	2.7	44	57/387	84.1
Jonathan Quinn	61	32	361	52.5	5.9	1	1.6	1	1.6	45	6/43	69.1

**DEFENSIVE STATS**

Player	Tack.	Solo	Asst.	Sack	FmbL. Recov.
Hardy Nickerson	88	81	28	0	1
Donovin Darius	65	56	12	0	0
Kevin Hardy	56	50	13	5.5	1
Jason Craft	53	50	7	0	0
Ainsley Battles	50	47	5	1	2
Fernando Bryant	49	47	5	0	0
Kiwauke Thomas	46	44	2	3	1
T.J. Slaughter	41	39	13	1	0
Tony Brackens	40	35	3	11	1
Seth Payne	40	34	15	5	0
Aaron Beasley	36	34	3	0	1
Gary Walker	35	32	8	7.5	1
Marlon McCree	34	30	13	1	2
Renaldo Wynn	29	23	11	5	0
Danny Clark	23	19	5	0	0
Paul Spicer	23	19	4	2	1
Marcus Stroud	21	17	4	0	0
Rob Meier	20	18	4	0	0
Edward Thomas	17	16	7	0	0
Eric Westmoreland	17	15	5	1	1
Joe Tuipala	14	14	6	0	0
Patrick Washington	14	13	1	0	0
Jeff Posey	11	11	1	0	0
Damen Wheeler	8	8	2	0	0
James Boyd	6	5	3	0	1
Kyle Brady	5	4	0	0	0
Todd Fordham	4	4	0	0	0
Keenan McCardell	4	4	0	0	0
Larry Smith	3	3	0	0	1
Jim Tarle	3	3	0	0	0
Maurice Williams	3	3	0	0	3
Mark Brunell	2	2	0	0	2
Delvin Brown	2	2	0	0	0
Joe Zelenka	1	0	1	0	0
Zach Wiegert	1	1	0	0	0
Alvis Whitted	1	1	0	0	0
Reggie White	1	1	0	0	0
Joe Wesley	1	1	0	0	0
Jeff Smith	1	1	0	0	0
Micah Ross	1	1	0	0	0
Stacey Mack	1	1	0	0	2
Aaron Koch	1	1	0	0	0
Chris Hanson	1	1	0	0	1
Donny Green	1	1	0	0	0
Damon Gibson	1	1	0	0	1

**INTERCEPTIONS**

Player	Num.	Yds.	Avg.	Long	TDs
Hardy Nickerson	3	4	1	2	0
Aaron Beasley	3	0	0	0	0
Jason Craft	2	4	2	4	0
Ainsley Battles	2	26	13	26	0
Marlon McCree	1	10	10	10	0
Donovin Darius	1	39	39	39	0

**OFFENSIVE PLAYBOOK**

**I Pro**

Weak Isolation/Fake Reverse  
Strong Lead Draw  
Strong Outside Zone  
Weak Toss  
Strong Counter Trap  
222 Z Comeback  
90 X Quick Hitch  
50 Double Post  
122 X Slant -n- Go  
50 TE Seam

**I Spread**

Weak Isolation  
Strong FB Dive  
Weak Power  
Strong Counter Trap  
Strong Lead Draw  
50 Y Seam  
90 Y Dig  
122 All Go  
123 X Out -n- Up  
225 Z Corner

**I Jokers**

Strong Isolation  
Weak Counter Trap  
Strong Power  
Weak Zone Bounce  
Weak Zone Cutback  
90 X Lob Fade  
90 Y/TE Hot  
122 X Drag  
122 X Comeback  
50 TE Clear Out

**Weak I Pro**

Fake Dive/Strong Toss  
Strong F-Motion Isolation  
Strong Counter Trap  
Weak Lead Draw  
Strong Outside Zone  
90 F Speed Out  
226 X Comeback  
133 Z Roll In  
50 TE Corner  
50 Z Hook -n- Go

**Weak I Spread**

Weak FB Dive  
Strong F-Motion Isolation  
Fake Dive/Strong Toss  
Weak Toss  
Weak Lead Draw  
90 X Hot  
133 H Wheel  
50 Y/Z In -n- Out  
50 Y/Z Deep Cross  
235 Y In -n- Out

**Strong I Jokers**

Weak F-Motion Isolation  
Strong Isolation  
Weak Outside Zone  
Weak Counter Trap  
Strong Power  
132 TE Delay Corner  
50 F Swing Strong  
50 Jokers X Curl  
90 X Quick Slant  
90 X Speed Corner

**Strong I Pro**

Fake Dive/Weak Toss  
Strong FB Dive  
Strong Lead Draw  
Weak Outside Zone  
Strong Sweep  
50 TE/Z Curls  
122 Z Deep Post  
90 TE Slam  
210 Z Corner  
50 X Speed Over

**I Jokers Pair**

Strong T-Toss  
Weak Isolation  
Strong Y Trap  
Strong Fan Isolation  
Weak Zone Bounce  
90 TE Curl  
90 Y/TE Speed Outs  
50 Y Swing Strong  
122 Y/TE In -n- Out  
122 X Drag

**I Twins**

Weak Isolation  
Strong Power  
Strong Isolation  
Weak Lead Draw  
Strong Toss  
90 X/Z Slants  
50 Z Under  
50 Corner-Post  
122 Z Slant -n- Go  
223 Z Delay Out

**Strong I Twins**

Fake Dive/Weak Toss  
Strong Lead Draw  
Weak Outside Zone  
Weak Counter Trap  
Strong Isolation  
90 Z Speed Under  
50 X/Z Sticky  
123 X/Z Cross  
215 H Streak  
50 X/Z Split

**Ace**

Strong Outside Zone  
Strong Dive  
Weak Zone Cutback  
Weak Draw  
Weak Zone Bounce  
210 Z Slide  
50 Z Streak  
152 Z Curl -n- Go  
50 H Middle Screen  
90 X/Z Stop

**Doubles**

Strong Outside Zone  
Fake Dive/Z Reverse  
Strong Dive  
Weak Draw  
Strong Toss  
152 Counter Pass  
90 Z Arrow  
90 Slants -n- Hitches  
90 Y Screen Weak  
50 Y Rollaway

**Empty Open**

QB Draw  
50 X/A In -n- Out  
215 Strong Flood  
50 Z/B Cross  
90 A Screen Stop  
50 X Safety Pull

**Pair Slot**

Strong Outside Zone  
Strong Power  
Weak Draw  
Weak Toss  
Strong Zone Cutback  
152 X Drag  
90 Z Bubble Motion  
50 Z Pick Corner  
158 Z Slant  
90 Y Speed Out

**Gun: Doubles Right**

Strong Draw  
Weak Sweep  
Weak Counter  
Strong Dive  
Strong Trap  
50 Y Rollaway  
90 Z Arrow  
50 Stop -n- Hooks  
210 Z Deep Slide  
90 Y/TE Quick Curls

**Gun: Empty Open**

QB Draw  
90 A Screen Stop  
90 All Slam  
50 A Shovel  
215 Strong Flood  
50 Z/B Cross

**Tight Triple**

Strong Outside Zone  
Strong Draw  
Weak Zone Bounce  
Weak Dive  
Strong Trap  
50 Z Drag  
50 Y Screen Seam  
50 Over -n- Under  
50 H Swing Strong  
90 Quick Slants

**Triple**

Strong Draw  
Strong Power  
Weak Zone Bounce  
Weak Zone Cutback  
Strong Trap  
50 Y Drag  
50 Y Hook -n- Go  
255 Strong Flow  
50 X Curl In  
90 H Dump

**Gun: Diamonds**

QB Draw  
90 B Speed Screen  
50 Hooks -n- Curls  
210 Diamonds Deep  
90 All Slam  
210 Strong Flood



## OFFENSIVE PLAYBOOK (continued)

### Ace Trips

Weak Toss Counter  
Strong Draw  
Strong Toss  
Strong Toss/Z Reverse  
Weak Zone Cutback  
210 TE Clear Out  
90 X/Z Stop  
152 Double Post

50 Z Swing Under  
50 H Replace

### Gun: Triple Left

Strong Sweep  
Strong Counter  
Weak Dive  
Weak Trap  
QB Lead Draw  
50 TE Rub Out  
153 X Out -n- Up

210 Z In -n- Out  
90 H Dump  
50 Y Drag

### Bunch

Weak Draw  
Strong Double  
Lead T-Toss  
Strong TE Trap  
Weak Toss  
Weak Zone Bounce

90 TE Screen Stop  
210 Z Corner-Post  
158 Z Slant  
50 Y Drag  
50 Z Swing Under

### Gun: Bunch Left

Strong Sweep  
Strong Counter  
Weak Dive  
QB Lead Draw

Weak Draw  
50 H Middle Screen  
90 TE Screen Stop  
257 Strong Flood  
50 Y Drag  
90 H Dump

### Trips

Weak Draw  
Weak Sweep  
Strong Toss

Strong Trap  
Weak Zone Cutback  
50 H Replace  
50 Over -n- Under  
90 Quick Slants  
90 TE Dig  
254 TE Stop -n- Go

## DEFENSIVE PLAYBOOK

### 4-3

**Fronts**  
Base  
Fan  
Pinch  
Double Twist  
Twist Right  
Twist Left  
Gap Left  
Gap Right

**Coverages**  
3 Weak  
Key Zone  
2 Hard  
4 Cloud  
Cover 3  
2 Soft

Spear 3  
4 Sky  
Spear 1  
All Blitz 0  
Weak Fire 0  
Open Fire 0  
Weak Crash 1  
Strong Blast 1  
Force Fire 0  
Weak Indian 1  
2 Man

### Nickel

**Fronts**  
Base  
Fan  
Pinch  
Double Twist

Twist Right  
Twist Left  
Gap Left  
Gap Right

### Coverages

2 Hard  
Combo Inside Zone  
4 Cloud  
3 Weak  
Key Zone  
Combo Strong Zone  
3 Buzz  
2 Man  
Weak Blast 1  
Blaze Twist 0  
Sting Blitz 1  
All Blitz 0  
Strong Indian 1

Open Fire 0  
Weak Crash 1  
Rocket Blitz 0

### Dime

**Fronts**  
Base  
Fan  
Pinch  
Double Twist  
Twist Right  
Twist Left  
Gap Left  
Gap Right

**Coverages**  
2 Hard  
Middle Blast 3 Robber  
Combo Inside Zone

4 Cloud  
2 Man  
3 Buzz  
Weak Sting 2 Hard  
Cover 12  
Greyhound 0  
All Blitz 0  
Weak Sting 1  
Middle Blast 1  
Open Fire 0  
Sting Fire 0  
Strong Indian 1  
Weak Crash 1

### Goal Line

**Fronts**  
GL Fan  
GL Razor Left

GL Razor Right  
GL Twist Left  
GL Twist Right

### Coverages

GL Cloud  
GL Jaguar Blitz 0  
GL Middle Blast 0  
GL Strong Indian 0  
GL Strong Zone  
GL Weak Crash 0  
GL Weak Indian 0

### Bear

**Fronts**  
Base Bear  
Bear All In  
Bear Outside Twist  
Bear Twist

Bear Razor Right  
Bear Razor Left  
Bear Pinch

### Coverages

Bear Mid Blitz  
Bear Man 0  
Bear Cover 2 Soft  
Bear Cover 3  
Bear Stab Strong  
Man Bear 0  
Middle Fire Zone Blitz  
Force Fire 0  
All Blitz 0  
Spear 3  
2 Soft  
2 Hard

## TIPS & HINTS



Mark Brunell had another solid year at quarterback for the Jaguars in 2001–2002. He threw for more than 3,300 yards and had 19 touchdown passes.



Stacey Mack emerged as a big time running back for the Jaguars last season, rushing for 877 yards and nine touchdowns. Get him the ball early and often to establish a strong running game.



When Mack isn't running with the football, get the ball into Fred Taylor's hands. He sat out almost all of last season due to injury. He should be back and ready to go this year. Go with the hot hand between Mack and Taylor.



Wide receiver Jimmy Smith led the team in receptions, yards, and touchdowns. Look for this top receiver on plays like 122 X Slant -n- Go, 122 X Drag, and 122 X Comeback.



The rollout plays listed above also allow Brunell to take off running if everyone is covered downfield.



Tight end Kyle Brady works well in the Jacksonville offense. Get him the ball on 50 TE Clear Out, 50 TE Seam, and 132 TE Delay Corner.



Defensive end Tony Brackens provides the bulk of the pass rush for the Jaguars. In 2001–2002, he sacked the quarterback 11 times.



Strong safety Donovon Darius was one of the top tacklers last season. Look for him to step up and help against the run on first and second downs.



Keep the secondary in zone coverage. The safeties can help the cornerbacks, and the defensive line should be able to pressure the quarterback without blitzing too much.



# JETS

2001 TEAM RECORD - Won 10, Lost 6



## TEAM RANKING

Rush Offense: 2nd      Pass Offense: 16th  
Rush Defense: 4th      Pass Defense: 2nd

## 2001 REGULAR SEASON BREAKDOWN

Date	Score	Opponent
9-Sep	24-45 L	IND
23-Sep	10-3 W	at NE
1-Oct	17-19 L	SF
7-Oct	42-36 W	at BUF
14-Oct	21-17 W	MIA
21-Oct	14-34 L	STL
28-Oct	13-12 W	at CAR
4-Nov	16-9 W	at NO
11-Nov	27-7 W	KC
18-Nov	24-0 W	at MIA
2-Dec	16-17 L	NE
9-Dec	7-18 L	at PIT
16-Dec	15-14 W	CIN
23-Dec	29-28 W	at IND
30-Dec	9-14 L	BUF
6-Jan	24-22 W	at OAK

## TEAM STATS

Category	Jets	Opponents
TOTAL FIRST DOWNS	274	284
FIRST DOWNS (Rushing-Passing-By Penalty)	105-151-18	116-155-13
THIRD DOWN CONVERSIONS	76/200	101/227
FOURTH DOWN CONVERSIONS	1/12	9/18
TOTAL OFFENSIVE YARDS	4,795	5,153
OFFENSE (Plays-Average Yards)	928-5.2	1,030-5.0
TOTAL RUSHING YARDS	2,054	2,154
RUSHING (Plays-Average Yards)	445-4.6	481-4.5
TOTAL PASSING YARDS	2,741	2,999
PASSING (Comp-Att-Int-Avg)	272-464-14-6.19	313-516-20-6.14
SACKS	33	19
FIELD GOALS	24/31	22/27
TOUCHDOWNS (Rushing-Passing>Returns-Defensive)	11-17-0-4	15-14-1-3
TIME OF POSSESSION	29:13:00	30:47:00

## RUSHING STATS

Player	Rushes	Yds.	Avg.	Long	TDs
Curtis Martin	333	1513	4.5	47	10
LaMont Jordan	39	292	7.5	46	1
Laveranues Coles	10	108	10.8	20	0
Richie Anderson	26	102	3.9	12	0
Vinny Testaverde	31	25	0.8	12	0

## RECEIVING STATS

Player	Recpts.	Yds.	Avg.	Long	TDs
Laveranues Coles	59	868	14.7	40	7
Wayne Chrebet	56	750	13.4	36	1
Anthony Becht	36	321	8.9	24	5
Curtis Martin	53	320	6	27	0
Richie Anderson	40	252	6.3	22	2
Kevin Swayne	13	203	15.6	27	0

## PASSING STATS

Player	Att.	Comp.	Yds.	Comp. %	Yds./Att.	TDs	TD%	Int.	Int. %	Long	Sacks/ Yds. Lost	QB Rating
Vinny Testaverde	441	260	2,752	59	6.2	15	3.4	14	3.2	40	18/122	75.3
Chad Pennington	20	10	92	50	4.6	1	5	0	0	24	1/8	79.6



**DEFENSIVE STATS**

Player	Tack.	Solo	Asst.	Sack	FmbL. Recov.
James Farrior	106	63	36	1	0
Marvin Jones	95	60	40	1	1
Mo Lewis	76	53	31	3	2
Marcus Coleman	59	40	11	0	1
Ray Mickens	56	47	10	1	1
Victor Green	56	41	31	0	1
John Abraham	53	36	10	13	3
Steve Martin	39	23	18	2.5	2
Damien Robinson	37	28	18	0	1
Rick Lyle	27	15	13	3.5	1
Aaron Glenn	27	25	6	0	2
Shaun Ellis	27	17	12	5	0
Shane Burton	24	15	16	2	0
Nick Ferguson	21	14	5	0	1
James Reed	19	10	9	1	1
Jamie Henderson	17	13	9	0	0
James Darling	16	8	6	0	0
Eric Ogbogu	14	4	3	0	1
Jerald Sowell	13	10	2	0	0
Jason Glenn	10	7	0	0	0
Chris Hayes	7	3	7	0	0
Kelvin Moses	7	5	6	0	0
Tom Barndt	4	1	3	0	1
Anthony Becht	4	4	0	0	0
Tory Woodbury	4	2	1	0	1
James Dearth	3	1	0	0	0
Kevin Swayne	3	3	0	0	0
Tony Scott	3	2	0	0	0
John Hall	2	2	1	0	0
Curtis Martin	2	2	0	0	3
Ryan Young	2	1	0	0	1
Jason Fabini	1	1	0	0	1
Laveranues Coles	1	1	0	0	1
Kerry Jenkins	1	1	0	0	0
Vinny Testaverde	1	1	0	0	5
Joe Todd	1	1	0	0	0
Santana Moss	1	1	0	0	0

**INTERCEPTIONS**

Player	Num.	Yds.	Avg.	Long	TDs
Aaron Glenn	5	82	16	60	1
Marvin Jones	3	27	9	18	0
Victor Green	3	76	25	63	1
James Farrior	2	84	42	47	0
Damien Robinson	2	58	29	30	0
Marcus Coleman	2	41	20	36	0
Mo Lewis	1	17	17	17	0
Jamie Henderson	1	5	5	5	0
Shane Burton	1	0	0	0	0

**OFFENSIVE PLAYBOOK**

<b>I Pro</b>	Weak Dive Fake Strong Dive/Weak Toss Strong Counter Weak Isolation/Fake Z Reverse Strong FB Dive Weak FB Counter 90 Z Speed Under 50 Z Deep Comeback 122 X Out -n- Up 50 TE Skinny 222 X Comeback	Strong Load Power Weak Load Toss 122 F Hot 90 F/TE Speed Cross
<b>I Spread</b>	Strong Lead Draw Strong Toss/Z Reverse Weak Isolation Strong Counter Trap Weak Outside Zone 90 Y Speed Out 50 Y Seam 235 Z Slide/Y Out 123 X Out -n- Up 50 Z Deep Comeback	<b>H Flex Pro</b> Strong FB Draw Weak FB Dive Strong FB Toss Strong FB Toss/Z Reverse Weak FB Counter 50 F Screen Weak 90 H Speed Out 50 Outs -n- Go's 132 H Slant -n- Go 210 F Dump
<b>I Jokers</b>	Weak Isolation Strong Counter Strong FB Dive Weak Power Strong Outside Zone 122 Y/TE Seams 90 F Speed Out 50 Y/TE Corners 90 Y/TE Hot 50 Z Under/TE Hot	<b>Doubles</b> Strong Power Weak Inside Zone Cutback Strong Toss Strong Draw Weak Stretch 211 Y Bubble Cut 50 Y Swing Weak 152 X Stop -n- Go 90 All Slants 50 H Wheel
<b>Weak I Pro</b>	Strong Counter Fake Weak Dive/Strong Toss Strong F-Motion Isolation Weak FB Draw Strong Inside Zone Cutback 90 F Speed Out 133 X Slant -n- Go 215 H Flare 90 H Bubble Motion 50 H/F Wheels	<b>Trips</b> Weak Toss Weak Toss/Reverse Weak Draw Strong Dive Strong Toss Sweep 50 H Middle Screen 50 Y/A Curl -n- Go 90 A Speed Out 254 Y Stop -n- Go 50 H Swing Weak
<b>Strong I Spread</b>	Weak FB Counter Fake Strong Dive/Weak Toss Strong FB Dive Strong Lead Draw Weak F-Motion Isolation 90 F Speed Out 50 Y/Z In -n- Out 50 F Wheel 222 Z Corner 122 Y/Z Comeback	<b>Empty Open</b> QB Draw 90 A Screen Stop 50 X/A In -n- Out 215 Strong Flood 50 X Post/Z Corner 90 All Slam
<b>Split Jokers</b>	Strong Hand Sweep Weak F Hand Sweep Strong FB Dive	<b>Quads</b> Strong Draw Weak Zone Out Bounce Strong Inside Zone Cutback Weak Dive Strong Toss 50 Z Slip Screen 90 H Bubble Motion 152 TE Seam 256 X/A Deep Cross 90 Slants -n- Stop
<b>I Load</b>	Weak Isolation Fake Weak Dive/Strong Toss Strong Power Strong Counter Weak Toss 90 TE Speed Out 90 Tackle Eligible	<b>Trips Empty</b> QB Draw 90 H Speed Out 50 Verticals 50 H Wheel 50 X Post/Z Corner 90 H Lob Fade
<b>F Split Quads</b>	Strong Hand Sweep Weak Dive Weak Toss Strong Draw Strong Inside Zone Cutback	<b>I Load Heavy</b> Weak Isolation Load Strong Load Trap
<b>Split Pro</b>	Strong Hand Sweep Strong FB Toss Weak Draw Strong Isolation Weak Dive 132 TE Dump 90 X/TE Quick Cross 50 F Swing Strong 50 Strong Flood 222 Z Stop -n- Go	

**OFFENSIVE PLAYBOOK (continued)**

**Empty Bunch**

- QB Draw
- 50 Strong Spread
- 210 Open Flow Away
- 50 Double Slant
- 50 Verticals
- 90 All Slam

**Triple**

- Strong Toss
- Weak Inside Reverse
- Strong Dive
- Weak Inside Zone Cutback
- Strong Draw
- 90 H Dump
- 50 X Opposite Flow
- 50 X Arrow -n- Go

- 255 Strong Flow
- 152 Z Slide -n- Go

**Flip Triple**

- Strong Toss Sweep
- Weak Flip Counter
- Strong Draw
- Strong Power
- Weak Dive

- 90 H Dump
- 210 Z Deep Slide
- 50 Double Outs
- 152 TE Seam
- 50 X Opposite Flow

**Flip Triple Open**

- QB Draw
- 90 H Quick Screen

- 90 H Lob Fade
- 210 Open Flow Away
- 50 Verticals
- 50 Double Slant

**Trey**

- Strong Power
- Strong Counter
- Strong Draw

- Weak Toss
- Weak Dive
- 90 X/Y Slam
- 50 H Swing Strong
- 157 H Wheel
- 210 Z Deep Slide
- 50 Strong Flood

**DEFENSIVE PLAYBOOK**

**4-3**

**Fronts**

- Base
- Gap Right
- Gap Left
- Double Twist
- Fan
- Pinch
- Twist Left
- Twist Right

**Coverages**

- 2 Hard
- Tight Fire 0
- Cover 3
- Force Fire 0
- 3 Weak
- Strong Blast 1
- Key Zone

- Weak Crash 1
- Combo Inside Zone
- 3 Robber
- Strong Indian 1
- Weak Combo
- Strong Zone
- Weak Blast 1
- 4 Cloud
- All Blitz 0
- Strong Fire 0

**Nickel**

- Fronts**
- Base
- Gap Right
- Gap Left
- Double Twist
- Fan
- Pinch

- Twist Left
- Twist Right
- Coverages**
- Open Fire 0
- 3 Robber
- Rocket Blitz 0
- 2 Man
- Weak Blast 1
- Sting 2 Hard
- Strong Indian 1
- Combo Inside Zone
- Blaze 0
- Key Zone
- Weak Crash 1
- 2 Hard
- Sting Blitz 1
- 3 Buzz
- All Blitz 0

- 1 Dog the Dig
- 4 Cloud

**Dime**

- Fronts**
- Base
- Gap Right
- Gap Left
- Double Twist
- Fan
- Pinch
- Twist Left
- Twist Right

**Coverages**

- Strong Indian 1
- 2 Hard
- Tight Fire 0
- Combo Inside Zone
- Weak Fire 0

- 2 Man
- Weak Crash 1
- 3 Buzz
- Strong Sting 1
- 4 Cloud
- Weak Sting 1
- 1 Dog the Dig
- Greyhound 0
- All Blitz 0
- Cover 12
- Middle Fire
- Zone Blitz

**Goal Line**

- Fronts**
- GL Twist Left
- GL Twist Right
- GL Razor Left
- GL Razor Right

- GL Fan
- GL Pinch

**Coverages**

- GL Weak Blast 0
- GL Strong Indian 0
- GL Weak Flow
- GL Steeler Blitz 0
- GL Weak Zone
- GL Strong Zone
- GL Weak Crash 0
- GL Cloud

**Bear**

- Fronts**
- Base
- Gap Right
- Gap Left
- Double Twist
- Fan

- Pinch
- Twist Left
- Twist Right
- Base Bear
- Bear Outside Twist

**Coverages**

- Bear Cover 3
- Bear Stab Strong
- Man Bear 0
- 2 Hard
- Cover 3
- Key Zone
- Weak Combo
- Strong Zone
- Middle Fire
- Zone Blitz
- 2 Man
- All Blitz 0
- Combo Inside Zone

**TIPS & HINTS**



Fifteen-year veteran Vinny Testaverde returns to lead the New York Jets in 2002–2003. The Jets offensive line allowed only 19 sacks last year. Take your time finding the open receiver.



Curtis Martin piled up an impressive 1,513 yards last season on the strength of a 4.5 yards-per-carry average. Get the ball into Martin's hands early and often on offense.



Take the ball outside on plays like the Strong Hand Sweep, Fake Weak Dive/Strong Toss, and Strong Counter.



Laveranues Coles returns as the Jets' leading receiver. Look for him on 122 X Out -n- Up, 133 X Slant -n- Go, and 90 X Speed Under.



Anthony Becht was the third leading receiver for the Jets last season. Make sure you work the tight end into your offense with the 132 TE Delay Corner, 50 Y/TE Square In, and 152 TE Seam. Play Action plays work well because of strong running threat Curtis Martin.



The other big-time receiver for the Jets is Wayne Chrebet. Pass to him on 90 All Slam, 90 A Speed Out, and 50 Frisco Flow.



James Farrior was the leading tackler for the Jets last season, but he departed to the Steelers. Now the Jets will rely on Marvin Jones to stuff the run and come up with the big tackles. He was the team's second leading tackler in 2001–2002.



To get to the quarterback, select right defensive end John Abraham. He led the team with 13 sacks last season.



The New York Jets acquired former Buccaneer corner Donnie Abraham to boost the secondary. Abraham had six interceptions last season.







**2001 TEAM RECORD** — Won 2, Lost 14

**LIONS**

**TEAM RANKING**

Rush Offense: 30th    Pass Offense: 31st  
 Rush Defense: 31st    Pass Defense: 32nd

**2001 REGULAR SEASON BREAKDOWN**

Date	Score	Opponent
9-Sep	6-28 L	at GB
23-Sep	14-24 L	at CLE
8-Oct	0-35 L	STL
14-Oct	26-31 L	at MIN
21-Oct	24-27 L	TEN
28-Oct	27-31 L	CIN
4-Nov	13-21 L	at SF
11-Nov	17-20 L	TB
18-Nov	38-45 L	at ARI
22-Nov	27-29 L	GB
2-Dec	10-13 L	at CHI
9-Dec	12-15 L	at TB
16-Dec	27-24 W	MIN
23-Dec	14-47 L	at PIT
30-Dec	0-24 L	CHI
6-Jan	15-10 W	DAL

**TEAM STATS**

Category	Lions	Opponents
TOTAL FIRST DOWNS	289	321
FIRST DOWNS (Rushing-Passing-By Penalty)	74-184-31	99-189-33
THIRD DOWN CONVERSIONS	76/222	87/210
FOURTH DOWN CONVERSIONS	12/25	6/13
TOTAL OFFENSIVE YARDS	4,994	5,521
OFFENSE (Plays-Average Yards)	1,026-4.9	1,015-5.4
TOTAL RUSHING YARDS	1,398	1,993
RUSHING (Plays-Average Yards)	351-4.0	470-4.2
TOTAL PASSING YARDS	3,596	3,528
PASSING (Comp-Att-Int-Avg)	343-609-24-6.52	312-514-16-7.30
SACKS	31	66
FIELD GOALS	21/30	19/27
TOUCHDOWNS (Rushing-Passing>Returns-Defensive)	8-18-0-4	15-30-1-5
TIME OF POSSESSION	28:34:00	31:26:00

**RUSHING STATS**

Player	Rushes	Yds.	Avg.	Long	TDs
James Stewart	143	685	4.8	38	1
Lamont Warren	61	191	3.1	34	3
Cory Schlesinger	47	154	3.3	26	3
Mike McMahon	27	145	5.4	22	1
Reuben Droughns	30	72	2.4	15	0

**RECEIVING STATS**

Player	Recpts.	Yds.	Avg.	Long	TDs
Johnnie Morton	77	1,154	15	76	4
Cory Schlesinger	60	466	7.8	38	0
David Sloan	37	409	11.1	27	7
Lamont Warren	40	336	8.4	36	1
Germane Crowell	22	289	13.1	46	2
Larry Foster	22	283	12.9	36	0
James Stewart	23	242	10.5	56	1

**PASSING STATS**

Player	Att.	Comp.	Yds.	Comp. %	Yds./Att.	TDs	TD%	Int.	Int. %	Long	Sacks/ Yds. Lost	QB Rating
Charlie Batch	341	198	2,392	58.1	7	12	3.5	12	3.5	76	33/176	76.8
Ty Detmer	151	92	906	60.9	6	3	2	10	6.6	27	12/75	56.9
Mike McMahon	115	53	671	46.1	5.8	3	2.6	1	0.9	69	21/122	69.9

**DEFENSIVE STATS**

Player	Tack.	Solo	Asst.	Sack	FmbL. Recov.
Chris Claiborne	77	64	42	4	1
Shaun Rogers	60	43	21	3	0
Barrett Green	54	42	25	1	0
Todd Lyght	53	52	6	0	1
Robert Porcher	43	33	7	11	0
Terry Fair	38	34	6	0	0
Kurt Schulz	37	31	18	0	0
Lamar Campbell	35	27	14	1	1
Allen Aldridge	32	28	15	1	0
James Hall	26	21	9	4	2
Luther Elliss	25	23	5	0	0
Ron Rice	24	21	16	1	0
Clint Kriewaldt	22	20	10	0	0
Jimmy Wyrick	21	21	4	0	0
Tracy Scroggins	21	17	8	2	0
Tommy Bennett	20	18	7	0	0
Bryant Westbrook	19	14	1	0	0
Stephen Boyd	16	13	6	1	0
Brian Williams	15	14	2	0	0
Brock Olivo	11	9	1	0	1
Stephen Trejo	11	9	1	0	0
Travis Kirschke	11	11	8	0	0
Chidi Iwuoma	11	9	1	0	0
Kelvin Pritchett	10	9	6	0	0
Larry Foster	10	9	1	0	1
Jared DeVries	9	7	4	0	0
Robert Bailey	8	6	6	0	0
Marty Carter	6	6	2	0	0
Brad Banta	4	4	1	0	0
Reuben Droughns	4	4	0	0	0
Lamont Warren	4	4	0	0	1
Cory Schlesinger	4	4	2	0	1
Tony Semple	3	3	1	0	0
Alonzo Spellman	3	3	0	1	0
David Sloan	3	3	0	0	0
Ray McElroy	3	3	0	0	0
Scott Kowalkowski	2	2	2	0	0
Germane Crowell	2	2	0	0	1
Jeff Backus	2	2	1	0	0
Herman Moore	1	0	0	0	0
John Jett	1	1	0	0	0
Brenden Stai	1	1	0	0	0
Mike McMahon	1	1	0	0	0
Bert Emanuel	1	1	0	0	0
Matt Joyce	1	1	0	0	2
Johnnie Morton	1	0	0	0	0

**INTERCEPTIONS**

Player	Num.	Yds.	Avg.	Long	TDs
Todd Lyght	4	72	18	59	1
Kurt Schulz	2	22	11	19	0
Ron Rice	2	9	4	8	0
Terry Fair	2	29	14	26	1
Chris Claiborne	2	11	5	6	0
Robert Bailey	2	74	37	74	1
Bryant Westbrook	1	0	0	0	0
Marty Carter	1	0	0	0	0

**OFFENSIVE PLAYBOOK**

**I Pro**

Weak Isolation  
Strong Fan Isolation  
Strong Counter  
Strong Speed Option  
Weak Inside Zone  
Cutback  
90 Z Speed Under  
122 X Out -n- Up  
136 Counter Pass  
50 Z Deep Comeback  
222 Z Corner

**I Spread**

Strong Speed Option  
Weak Toss  
Strong Lead Draw  
Strong Toss/Z Reverse  
Weak FB Trap  
50 Z Slip Screen  
122 Z Stop -n- Go  
122 Z Post-Corner  
90 Z Speed Under  
50 X Deep Drag

**I Jokers**

Weak Isolation  
Strong Fan Isolation  
Fake Strong  
Dive/Weak Toss  
Strong Speed Option  
Strong Lead Draw  
122 X Drag  
90 Hitches  
50 Y/TE Comebacks  
50 Y/TE Zones  
90 X Lob Fade

**I Twins**

Weak Isolation  
Strong H-Motion  
FB Dive  
Strong Speed Option  
Strong Fan Isolation  
Weak Inside Zone  
Cutback  
90 X/Z Speed Cross  
50 X Corner/Z Post  
122 Z Slant -n- Go  
228 X Out/Z Corner  
50 Z Drag

**Strong I Spread**

Strong Speed Option  
Fake Strong  
Dive/Weak Toss  
Strong Hand Sweep  
Strong FB Toss  
Weak F Hand Sweep  
90 F Speed Out  
90 Z Speed Under  
222 Z Stop -n- Go  
50 Y Seam  
122 Y/Z Cutback

**Split Jokers**

Strong Hand Sweep  
Weak F Hand Sweep  
Strong FB Draw  
Weak Draw  
Strong Speed Option  
50 Double Swing  
90 F Speed Out  
50 Y/TE Cross  
132 TE Delay Drag  
90 Hitches

**Split Pro**

Strong FB Dive  
Strong Hand Sweep

Weak F Hand Sweep  
Fake Strong  
Dive/Weak Toss  
Weak Draw  
50 H/F Flares  
50 Double Swing  
90 Z Slam  
50 F Wheel  
226 X Comeback

**Split Spread**

Weak Dive  
Strong Hand Sweep  
Strong FB Toss  
Weak Toss  
Weak Inside Zone  
Comeback  
50 H Middle Screen  
50 Double Swing  
50 H/F Wheels  
123 X Out -n- Up  
210 Z Corner

**Ace**

Strong Dive  
Weak Toss  
Strong Counter  
Strong Draw  
Weak Inside Zone  
Cutback  
155 X Drag/Y Out  
210 Strong Flow  
90 X/Z Stop  
50 Verticals -n- Flats  
50 Stop -n- Corners

**Split Twins**

Weak Dive  
Fake Strong  
Dive/Weak Toss  
Strong Hand Sweep  
Weak F Hand Sweep  
Strong FB Draw  
215 Quick Outs  
50 Double Swing  
50 H/F Wheels  
90 X Slip Screen  
132 TE Delay Corner

**Tight Triple**

QB Draw  
Strong Toss  
Strong Toss/Y Reverse  
Strong Power  
Fake Dive/QB  
Strong Bootleg  
90 Y Speed Out  
50 H Swing Strong  
50 Hi/Low Drags  
152 Z Stop -n- Go  
253 Stop/Corners

**Weak Twins**

Strong Inside Zone  
Cutback  
Weak F Hand Sweep  
Strong Hand Sweep  
Weak Dive  
Strong Speed Option  
50 Double Swing  
132 X/Z Cross  
90 Z Speed Under  
215 H Dump  
50 TE Corner

**Flip Tight Triple**

Strong TE Trap  
Weak Toss  
Strong Draw  
Strong Counter

Weak Inside Zone  
Cutback  
255 Strong Flow  
50 Y Seam/Z Corner  
90 TE/Y Quick Cross  
153 X Out -n- Up  
50 H Middle Screen

**Strong Twins**

Weak Inside Zone  
Cutback  
Weak Hand Sweep  
Weak Toss  
Strong Dive  
Strong Lead Draw  
90 H Speed Out  
90 Z Speed Under  
50 TE Corner  
Fake Strong Toss/Z Slant  
210 H Streak

**Pair Slot**

Strong T-Toss  
Weak Y Inside Sweep  
Strong Counter  
Strong Draw  
Weak Toss  
256 Y Corner  
90 Z Arrow  
50 Y Curl/TE Hook  
156 Y Corner  
90 Z Bubble Motion

**Twins H Split**

Strong Z End Around  
Weak F Hand Sweep  
Weak F Sweep/Z Reverse  
QB Lead Draw  
Strong FB Toss  
90 F Dump  
132 H Out -n- Up  
50 X Post/Z Curl  
90 H Speed Under  
50 F Swing Strong

**Doubles**

Strong Draw  
Strong Counter  
Weak Toss  
Strong Toss/Z Reverse  
Strong Power  
253 Z Stop/TE Corner  
50 Y Swing Weak  
90 All Hot  
152 X Post-Corner  
50 Stop -n- Corners

**Quads**

Strong Draw  
Weak Outside Zone  
Strong Toss  
Weak Dive  
Strong Inside Zone  
Cutback  
Z Slip Screen  
Strong Y Shovel  
50 Double Cross  
90 All Slants

**Gun: Doubles Right**

QB Lead Draw  
Strong Draw  
Weak Hand Sweep  
Strong Toss/Z Reverse  
Strong Dive  
Strong Dive Tossback  
50 Stop -n- Corners  
210 Z Deep Slide  
90 Z/TE Quick Outs  
50 H Swing Strong



## OFFENSIVE PLAYBOOK (continued)

### Trips

Strong Toss  
Strong Draw  
Weak Dive  
Weak Toss/Reverse  
Weak Toss  
H Screen Right  
90 Z Quick Slant  
90 A Speed Out

256 X/A Deep Cross  
50 Y/A Curl -n- Go

### Triple

Strong Draw  
Strong Toss  
Weak Inside Reverse  
QB Lead Draw  
Strong Counter  
50 X Opposite Flow

152 X Post-Corner  
90 Y Speed Under  
152 TE Seam  
210 Z Deep Slide

### Gun: Trips Left

Weak Draw  
QB Lead Draw  
Weak Toss  
H Direct Snap

215 X Post-Corner  
50 A/X Cross  
50 Y Lob Fade  
90 Y Speed Out  
50 H Swing Weak

### Gun: Triple Left

QB Draw  
Weak Draw  
Weak Dive  
Strong Counter

Weak Toss  
90 Y Speed Under  
256 Y Corner  
210 Y/Z Deep Cross  
50 Y Wheel  
50 H Swing Weak

### Bunch

Weak Draw  
Strong Double  
Lead T-Toss

Weak Dive  
Strong Power  
Fake Toss/A Reverse  
152 X/Z Comebacks  
50 Strong Spread  
90 A Screen Stop  
90 X Lob Corner  
210 Z Deep Corner

## DEFENSIVE PLAYBOOK

### 4-3

**Fronts**  
Base  
Double Twist  
Fan  
Gap Left  
Gap Right  
Pinch  
Twist Left  
Twist Right

**Coverages**  
Middle Blast I  
Double Indian O  
All Blitz O  
Spear I  
Strong Crash I  
Strong Blast I  
Weak Fire O  
Strong Fire O  
4 Sky

Cover 3  
Weak Fire Zone Blitz  
Weak Blast 3  
Combo Inside Zone  
2 Hard  
3 Weak  
Key Zone

### Nickel

**Fronts**  
Base  
Double Twist  
Fan  
Gap Left  
Gap Right  
Pinch  
Twist Left  
Twist Right

**Coverages**  
Strong Fire O

Weak Sting 2 Hard  
Cover 3  
4 Sky  
1 Dog the Dig  
Double Indian O  
Weak Indian I  
Weak Crash I  
Weak Blast I  
Sting Blitz I  
Strong Blast I  
All Blitz O  
Blaze Twist O  
3 Robber  
Key Zone  
2 Man  
Combo Inside Zone  
Weak Fire Zone Blitz  
2 Hard  
Strong Crash 3

### Dime

**Fronts**  
Base  
Double Twist  
Fan  
Gap Left  
Gap Right  
Pinch  
Twist Left  
Twist Right

**Coverages**  
4 Sky  
3 Weak  
Spear I  
Double Indian O  
Middle Fire I  
Weak Crash I  
All Blitz O  
Tight Fire O  
Open Fire O

Greyhound O  
Cover 12  
Combo Inside Zone  
Weak Sting 2 Hard  
Strong Sting 2 Hard  
Outside Fire  
Zone Blitz  
Middle Fire Zone Blitz  
1 Dog the Dig  
2 Man

### Goal Line

**Fronts**  
GL Pinch  
GL Twist Left  
GL Twist Right  
GL Razor Right  
GL Razor Left  
GL Fan

### Coverages

GL Cloud  
GL Strong Zone  
GL Steeler Blitz O  
GL Strong Indian O  
GL Weak Zone  
GL All Blitz  
GL Weak Crash O  
GL Weak Indian O

### Dime Odd

**Fronts**  
Base Odd  
Contain Odd  
Pinch Odd  
Fan Odd  
Razor Right Odd  
Razor Left Odd

**Coverages**  
Double Hard 2  
Double Hard 1

Strong Force Fire I  
Blaze Twist I  
Tight Fire I  
Open Fire I  
Combo Strong Zone

### Bear

**Fronts**  
Base Bear  
Bear Outside Twist  
Bear Cover 3

**Coverages**  
Bear Stab Strong  
Bear Cover 3  
2 Man  
2 Hard  
3 Weak  
4 Sky  
Double Indian O  
Greyhound O  
Tight Fire O

## TIPS & HINTS



Mike McMahon settles into the starting quarterback role for the Detroit Lions this season. If things aren't looking good, they have a quality backup in Ty Detmer and the rookie Joey Harrington.



James Stewart leads the Lions attack on the ground. Although he missed a few games due to injury, look for Stewart to bounce back in 2002-2003.



Need to pound the ball inside? Use fullback Cory Schlesinger. Run Weak FB Trap and Strong FB Draw to slam it into the line.



Newcomer Az-Zahir Hakim should help lead the Lions back to prominence. He had more than 2,000 receiving yards in four years with the St. Louis Rams.



The Lions signed free agent wide receiver Bill Schroeder from the Green Bay Packers. With a solid receiving corps, the Lions offense should move the football.



Get tight end Mikhael Ricks involved in your offense. Call the 152 TE Seam, 90 Z/TE Quick Outs, and 50 Y Curl/TE Hook to get him the ball.



Use defensive tackle Robert Porcher to put pressure on the quarterback. He had 11 sacks in 2001-2002.



Linebacker Chris Claiborne was the team leader in tackles last year. Select him to stuff the outside runs.



Cornerback Todd Lyght led the team with four interceptions in 2001-2002, running one back for a score. He's a quality cornerback who can really cover his man. Even when he doesn't come up with the pick, he can swat the ball away.



# PACKERS

2001 TEAM RECORD – Won 12, Lost 4



## TEAM RANKING

Rush Offense: 7th      Pass Offense: 10th  
Rush Defense: 7th      Pass Defense: 4th

## 2001 REGULAR SEASON BREAKDOWN

Date	Score	Opponent
9-Sep	28-6 W	DET
24-Sep	37-0 W	WAS
30-Sep	28-7 W	at CAR
7-Oct	10-14 L	at TB
14-Oct	31-23 W	BAL
21-Oct	13-35 L	at MIN
4-Nov	21-20 W	TB
11-Nov	20-12 W	at CHI
18-Nov	20-23 L	ATL
22-Nov	29-27 W	at DET
3-Dec	28-21 W	at JAC
9-Dec	17-7 W	CHI
16-Dec	20-26 L	at TEN
23-Dec	30-7 W	CLE
30-Dec	24-13 W	MIN
6-Jan	34-25 W	at NYG

## TEAM STATS

Category	Packers	Opponents
TOTAL FIRST DOWNS	282	278
FIRST DOWNS (Rushing-Passing-By Penalty)	72-187-23	83-176-19
THIRD DOWN CONVERSIONS	72/197	93/238
FOURTH DOWN CONVERSIONS	3/6	9/22
TOTAL OFFENSIVE YARDS	5,463	4,937
OFFENSE (Plays-Average Yards)	942-5.8	1,041-4.7
TOTAL RUSHING YARDS	1,693	1,769
RUSHING (Plays-Average Yards)	410-4.1	406-4.4
TOTAL PASSING YARDS	3770	3168
PASSING (Comp-Att-Int-Avg)	314-510-15-7.69	341-583-20-6.01
SACKS	52	22
FIELD GOALS	20/31	22/28
TOUCHDOWNS (Rushing-Passing>Returns-Defensive)	11-32-1-3	10-14-0-4
TIME OF POSSESSION	29:32:00	30:28:00

## RUSHING STATS

Player	Rushes	Yds.	Avg.	Long	TDs
Ahman Green	304	1387	4.6	83	9
Dorsey Levens	44	165	3.8	40	0
Brett Favre	38	56	1.5	14	1
Donald Driver	3	38	12.7	31	1
Rondell Mealey	11	37	3.4	9	0
William Henderson	6	11	1.8	4	0

## RECEIVING STATS

Player	Recpts.	Yds.	Avg.	Long	TDs
Bill Schroeder	53	918	17.3	67	9
Antonio Freeman	52	818	15.7	63	6
Ahman Green	62	594	9.6	42	2
Corey Bradford	31	526	17	56	2
Bubba Franks	36	322	8.9	31	9
William Henderson	21	193	9.2	26	0

## PASSING STATS

Player	Att.	Comp.	Yds.	Comp. %	Yds./Att.	TDs	TD%	Int.	Int. %	Long	Sacks/Yds. Lost	QB Rating
Brett Favre	510	314	3921	61.6	7.7	32	6.3	15	2.9	67	22/151	94.1



**DEFENSIVE STATS**

Player	Tack.	Solo	Asst.	Sack	FmbL. Recov.
Tyrone Williams	76	64	12	0	1
Darren Sharper	70	62	24	2	1
Bernardo Harris	68	50	28	2.5	3
Nate Wayne	59	44	26	5.5	2
Mike McKenzie	54	49	10	0	0
Na'il Diggs	53	42	16	2	0
Vonnie Holliday	46	35	26	7	3
Tod McBride	36	30	10	2	0
Bhawoh Jue	33	27	13	0	0
LeRoy Butler	31	24	9	1	0
Jim Flanigan	26	16	14	4.5	0
Santana Dotson	22	12	12	3.5	0
John Thiery	20	17	6	3.5	2
Kabeer Gbaja-Biamila	18	18	5	13.5	1
Chris Akins	15	12	5	0	0
Torrance Marshall	15	9	6	0	1
Gilbert Brown	15	12	8	0	0
Cletidus Hunt	15	13	10	0	1
K.D. Williams	14	11	3	0	1
Chris Gizzi	14	13	5	0	0
Billy Lyon	13	11	6	2	0
Keith Thibodeaux	13	11	7	0	0
Rob Holmberg	10	6	2	0	0
William Henderson	9	7	0	0	2
Corey Bradford	7	6	1	0	0
Rondell Mealey	6	5	3	0	1
Antuan Edwards	5	5	0	0	1
Rod Walker	5	1	2	0	0
Allen Rossum	4	4	1	0	0
Jamal Reynolds	4	3	0	2	0
Donald Driver	4	3	3	0	0
Ahman Green	3	2	0	0	2
Andre O'Neal	3	3	0	0	1
David Martin	3	3	1	0	0
Mike Wahle	2	2	0	0	0
Charles Lee	2	2	0	0	0
Billy Jenkins	2	1	1	0	0
Rob Davis	2	2	1	0	0
Matt Bowen	2	2	2	0	0
Bill Schroeder	2	2	0	0	0
Marco Rivera	2	2	0	0	1
Mark Tauscher	1	1	0	0	1
Bubba Franks	1	1	1	0	0
Antonio Freeman	1	1	0	0	1
Mike Flanagan	1	1	0	0	0
Josh Bidwell	1	1	0	0	0
Herbert Goodman	1	0	1	0	0
Ryan Longwell	1	1	0	0	0

**INTERCEPTIONS**

Player	Num.	Yds.	Avg.	Long	TDs
Darren Sharper	6	78	13	23	0
Tyrone Williams	4	117	29	69	1
Nate Wayne	3	55	18	35	0
Mike McKenzie	2	38	19	38	1
Bhawoh Jue	2	35	17	35	0
Bernardo Harris	2	12	6	8	0
Keith Thibodeaux	1	9	9	9	0

**OFFENSIVE PLAYBOOK**

**I Pro**

Weak FB Dive  
Strong Counter  
Weak Zone Out Bounce  
Strong Lead Draw  
Strong Isolation  
122 Z Out -n- Up  
90 Z Speed Out  
90 Z Quick Hitch  
50 Z Speed Out -n- Up  
50 Z Deep Comeback

**I Jokers**

Weak Isolation  
Strong FB Dive  
Weak Counter  
Strong Toss  
Weak Stretch  
90 Y/TE Hot  
50 TE Out  
50 X Comeback  
90 X Lob Corner  
90 X Speed Under

**Tight Triple**

Strong Dive  
Strong Y Trap  
Weak Toss  
Fake Toss/Y Reverse  
50 Y/Z Cross  
50 TE Curl/Y Hook  
152 Z Out -n- Up  
255 Strong Flow  
Strong Dive Tossback

**Split Pro**

Weak Dive  
Strong Hand Sweep  
Weak Toss  
Strong Power  
Strong Counter  
123 X Go  
226 X Comeback  
90 Z Speed Under  
50 Z Deep Drag  
50 Double Swing

**I Jokers Pair**

Strong Counter  
Strong Isolation  
Weak FB Dive  
Strong Toss  
Weak Stretch  
90 TE Curl/Y Hook  
90 Y Speed Out  
90 Y/TE Speed Cross  
50 X Lob Fade  
50 H Swing Strong

**Flip Tight Triple**

Strong Fold Toss  
Weak Dive  
Strong TE Trap  
Strong Draw  
Weak Zone Out Bounce  
50 Y/Z Cross  
50 TE/Y Cross  
255 Strong Flow  
153 X Out -n- Up  
50 H Swing Strong

**Gun: Split Pro**

Strong Hand Sweep  
Weak Toss  
Strong Lead Draw  
Strong Counter  
50 Double Swing  
50 H Swing Weak  
122 X Post/Z Go  
90 All Hot  
50 H Middle Screen

**I Jokers Flip Pair**

Strong Fold T-Toss  
Fake Strong Toss/Weak Counter  
Strong Toss  
Weak TE Sweep  
Strong Isolation  
50 X Slant -n- Go  
90 TE Screen Stop  
50 TE Swing Strong  
50 TE Shovel

**Pair Slot**

Weak Toss  
Strong Draw  
Strong Power  
Weak Y Inside Sweep  
50 X Curl  
50 H Wheel  
152 X Drag/Z Seam  
90 Z Arrow  
256 Y Corner

**Gun: Split Twins**

Strong FB Dive  
Strong Counter  
Weak Toss/Z Reverse  
Weak Toss  
Strong Lead Draw  
90 X/Z Speed Cross  
50 Z Comeback/X Post  
50 X/Z In -n- Out  
50 Double Swing  
H Lead Shovel

**Split Jokers**

Strong Hand Sweep  
Strong FB Toss  
Weak Dive  
Weak T-Toss  
Weak Draw  
50 Double Swing  
50 Y/TE Cross  
50 Strong Outs  
90 F Speed Out  
Fake Toss/X Slant

**Gun: Pair Slot Left**

Weak Draw  
Weak Toss  
Strong Hand Sweep  
Weak Dive  
H Lead Shovel  
50 X/Z Cross  
50 Double Cross  
90 H Speed Out  
50 Y Middle Screen

**Split Twins**

Strong Counter  
Strong FB Dive  
Strong Isolation  
Weak Toss  
50 Double Swing  
50 X/Z Cross  
90 Z Speed Under  
122 X Out -n- Up  
50 TE Seam

**Empty Tight**

Strong Z Sweep  
50 Z/Y Swing  
50 TE/Y Outs  
210 H Corner  
50 X/Z Deep Cross  
90 H Speed Under

**Split Spread**

Strong Hand Sweep  
Fake Strong  
Dive/Weak Toss

Strong FB Dive  
Strong Isolation  
Weak FB Dive  
H Toss Pass  
90 Double Out  
50 Z Rollaway  
210 Z Corner  
50 H/F Wheels

**Doubles**

Weak Dive  
Fake Strong Toss/Weak Counter  
Strong Toss/Z Reverse  
Strong Toss  
Strong Draw  
152 X Post-Corner  
253 Z Stop/TE Corner  
50 H Swing Strong  
90 All Hot  
90 Z Arrow

**Quads**

Weak Dive  
Strong Toss  
Strong Draw  
Strong Draw  
Weak Zone Out Bounce  
50 Posts/Corners  
H Middle Screen  
153 X Out -n- Up  
253 Z Stop/TE Corner  
50 H Wheel

**Gun: Split Spread**

Strong Lead Draw  
Weak FB Sweep  
Weak Dive  
Strong FB Toss  
50 Z Slip Screen  
123 X Out -n- Up  
215 X Post-Corner  
126 Counter Pass  
90 All Stop

**Gun: Doubles Right**

Strong Toss  
Strong Draw  
Strong Toss/Z Reverse  
Weak Zone Out Bounce  
Strong Dive  
Strong Dive Tossback  
50 Y Seam  
90 Y Quick Hitch  
50 Stop -n- Corners  
50 H Swing Weak

**Gun: Quads Left**

Weak Toss  
Strong Hand Sweep  
Weak Draw  
Strong Dive  
Strong Dive Tossback  
90 Y/A Hot  
Strong Y Shovel  
254 X Comeback/Y Corner  
152 X Post-Corner

**I Spread**

Weak Isolation  
Strong Counter Trap  
Strong Power  
Strong Lead Draw  
Strong Toss/Z Reverse  
50 Z Slip Screen  
122 Y Slam -n- Go  
50 Y/Z Deep Cross  
90 Y/Z Speed Cross  
235 Z Slide/Y Out

**OFFENSIVE PLAYBOOK (continued)**

**Triple**

Weak Zone Out Bounce  
Strong Toss  
Weak Inside Reverse  
Strong Draw  
Weak Stretch  
H Middle Screen  
90 H Bubble Strong  
50 X Slant -n- Go

50 Y/Z Cross  
152 X Post-Corner

**Gun: Trey Left**

Weak Draw  
Weak Dive  
Weak Trap  
Strong Hand Sweep  
Strong Counter  
50 Y/A Cross

50 All Go  
215 X Post-Corner  
153 Y Curl/A Hook  
90 H Speed Out

**Quads H Slot**

Weak FB Dive  
Strong FB Toss  
Weak FB Sweep  
Strong FB Draw

50 H Lead Shovel  
133 Y Slant  
50 H Seam/F Swing  
50 X/Z Comebacks  
50 X Under

**Gun: Triple Left**

Weak Toss  
Strong Counter  
Weak Draw

Weak Y Inside Sweep  
H Middle Screen  
50 H Swing Weak  
90 Y Speed Under  
50 TE/Y Cross  
256 Y Corner

**Gun: Flip Triple Left**

Weak Double Lead  
Counter

Strong Hand Sweep  
Weak Draw  
Strong Power  
Strong TE Trap  
50 TE Seam  
50 H Swing Weak  
50 Y/Z Cross  
50 TE/Y Cross  
255 Strong Flow

**DEFENSIVE PLAYBOOK**

**4-3**

**Fronts**

Base  
Double Twist  
Fan  
Gap Left  
Gap Right  
Pinch  
Twist Left  
Twist Right

**Coverages**

Strong Indian I  
Tight Fire 0  
Weak Crash I  
Spear I  
Strong Fire 0

Force Fire 0  
Strong Blast I  
Weak Blast 2H  
Strong Blast 3  
Spear 3  
Key Zone  
All Blitz 0  
4 Sky  
2 Soft  
2 Man  
2 Hard  
4 Cloud  
3 Weak

**Nickel**

**Fronts**  
Base

**Double Twist**

Fan  
Gap Left  
Gap Right  
Pinch  
Twist Left  
Twist Right

**Coverages**

Strong Bracket I  
Weak Bracket I  
3 Robber  
Double Indian 0  
Weak Crash I  
Blaze Twist 0  
Strong Indian I  
Rocket Blitz 0

**All Blitz 0**

Sting Blitz I  
Weak Blast I  
Weak Blast 4  
Combo Inside Zone  
3 Weak  
Sting 2 Hard  
1 Dog the Dig  
2 Man  
4 Sky  
2 Hard

**Dime**

**Fronts**  
Base  
Double Twist

**Fan**

Gap Left  
Gap Right  
Pinch  
Twist Left  
Twist Right

**Coverages**

Weak Bracket I  
Strong Bracket I  
Spear I  
Weak Fire 0  
Double Indian 0  
Weak Crash I  
Middle Fire  
Zone Blitz  
Greyhound 0

**All Blitz 0**

Weak Sting I  
Cover 12  
2 Man  
Sting 2 Hard  
3 Robber  
4 Cloud  
2 Hard  
Combo Inside Zone  
2 Soft

**Goal Line**

**Fronts**  
GL Fan  
GL Pinch

GL Razor Right  
GL Razor Left  
GL Twist Left  
GL Twist Right

**Coverages**

GL Cloud  
GL Middle Blast 0  
GL Steeler Blitz 0  
GL Strong Indian 0  
GL Strong Zone  
GL Weak Crash 0  
GL Weak Flow  
GL Weak Indian 0

**TIPS & HINTS**



Quarterback Brett Favre continues to pile up the numbers for the Packers. He threw for 3,921 yards and 32 touchdowns last season.



To keep the defense honest, the Packers established a strong running game with Ahman Green. He ran for over 1,300 yards last season. Mix it up inside and outside with the Strong Lead Draw, Strong TE Trap, and Strong Toss.



Green is a threat to catch it out of the backfield. When the pressure is on Favre, dump the ball off to Green and let him spin past the defenders.



Favre likes to throw the ball to tight end Bubba Franks. Franks came down with 36 passes last season. Look for him on the 50 TE Out, 90 Y/TE Speed Cross, and 90 TE Screen Stop.



With the departure of receivers Antonio Freeman and Bill Schroeder, Favre will turn to former Patriot Terry Glenn. Look for Glenn on the 90 All Hot, 50 X Comeback, and 50 X Lob Fade.



The Packers hope that William Henderson and Windrell Hayes will pick up the slack at receiver. Look for them on 50 Z Deep Drag, 50 Double Swing, and 50 H Swing Strong.



The Packers got a surprise on the defensive line with the performance of Kaber Gbaja-Biamila. The rookie led the team with 13.5 sacks. Select him when you need to get after the quarterback.



Look to safety Darren Sharper when you need to deliver the big hit. He had 70 tackles and six interceptions last season.



Cornerback Tyrone Williams is a dangerous pass defender. He picked off four passes last season and ran one of them back for a touchdown.







**2001 TEAM RECORD** – Won 1, Lost 15



**TEAM RANKING**

Rush Offense: 25th    Pass Offense: 22nd  
 Rush Defense: 30th    Pass Defense: 27th

**2001 REGULAR SEASON BREAKDOWN**

Date	Score	Opponent
9-Sep	24-13 W	at MIN
23-Sep	16-24 L	at ATL
30-Sep	7-28 L	GB
7-Oct	14-24 L	at SF
14-Oct	25-27 L	NO
21-Oct	14-17 L	at WAS
28-Oct	12-13 L	NYJ
4-Nov	6-23 L	at MIA
11-Nov	14-48 L	at STL
18-Nov	22-25 L	SF
25-Nov	7-10 L	ATL
2-Dec	23-27 L	at NO
9-Dec	24-25 L	at BUF
23-Dec	32-38 L	STL
30-Dec	7-30 L	ARI
6-Jan	6-38 L	NE

**TEAM STATS**

Category	Panthers	Opponents
TOTAL FIRST DOWNS	236	304
FIRST DOWNS (Rushing-Passing-By Penalty)	68-144-24	106-187-11
THIRD DOWN CONVERSIONS	67/219	97/233
FOURTH DOWN CONVERSIONS	21-May	10-Jul
TOTAL OFFENSIVE YARDS	4254	5943
OFFENSE (Plays-Average Yards)	965-4.4	1057-5.6
TOTAL RUSHING YARDS	1372	2301
RUSHING (Plays-Average Yards)	355-3.9	521-4.4
TOTAL PASSING YARDS	2882	3642
PASSING (Comp-Att-Int-Avg)	314-579-22-5.35	306-510-24-7.47
SACKS	26	31
FIELD GOALS	23/28	25/30
TOUCHDOWNS (Rushing-Passing>Returns-Defensive)	9-12-1-2	13-25-3-8
TIME OF POSSESSION	27:29:00	32:31:00

**RUSHING STATS**

Player	Rushes	Yds.	Avg.	Long	TDs
Richard Huntley	166	665	4	25	2
Tim Biakabutuka	53	230	4.3	27	1
Nick Goings	66	197	3	16	0
Chris Weinke	37	128	3.5	23	6

**RECEIVING STATS**

Player	Recpts.	Yds.	Avg.	Long	TDs
Donald Hayes	52	597	11.5	48	2
Muhsin Muhammad	50	585	11.7	43	1
Isaac Byrd	37	492	13.3	42	1
Wesley Walls	43	452	10.5	25	5
Brad Hoover	26	185	7.1	19	0
Steve Smith	10	154	15.4	33	0

**PASSING STATS**

Player	Att.	Comp.	Yds.	Comp. %	Yds./Att.	TDs	TD%	Int.	Int. %	Long	Sacks/ Yds. Lost	QB Rating
Chris Weinke	540	293	2,931	54.3	5.4	11	2	19	3.5	48	26/177	62
Matt Lytle	30	17	133	56.7	4.4	1	3.3	3	10	28	3/24	39.3
Dameyune Craig	8	4	34	50	4.2	0	0	0	0	18	2/15	61.5

**DEFENSIVE STATS**

Player	Tack.	Solo	Asst.	Sack	FmbL. Recov.
Mike Minter	64	53	14	0	2
Lester Towns	64	55	27	0	0
Deon Grant	59	54	12	1	0
Doug Evans	59	46	7	0	0
Rashard Anderson	46	44	5	0	3
Jimmy Hitchcock	45	42	8	0	0
Dan Morgan	45	40	22	1	1
Mike Rucker	43	37	12	9	1
Darren Hambrick	42	38	11	0	1
Dean Wells	32	26	12	0	0
Larry Chester	27	22	10	0.5	1
Brentson Buckner	27	24	10	4.5	1
Jay Williams	27	21	11	1	0
Kris Jenkins	27	25	7	2	1
Jarrod Cooper	25	22	2	0	0
Reggie Howard	23	22	3	1	0
Sean Gilbert	22	18	2	2	0
Nate Hemsley	20	14	3	0	0
Kory Minor	18	14	3	0	0
Hannibal Navies	17	13	3	0	0
Chris Slade	17	14	7	2.5	0
Damien Richardson	15	13	2	0	0
Al Lucas	11	10	3	1	0
Jason Peter	8	6	3	0	0
Deveron Harper	8	7	0	0	0
Karl Hankton	7	5	2	0	0
Gillis Wilson	7	3	2	0.5	0
Brad Hoover	6	5	0	0	0
Muhsin Muhammad	5	5	0	0	2
Jeff Posey	5	4	1	0	0
Chris Hetherington	5	5	0	0	0
Kris Mangum	4	3	1	0	0
Todd Sauerbrun	3	3	0	0	0
Todd Steussie	2	2	0	0	0
John Milem	2	2	1	0	0
Luther Broughton	2	2	2	0	0
Tim Biakabutuka	2	2	0	0	1
Jeff Mitchell	1	1	0	0	2
Cedric Killings	1	1	1	0	0
John Kasay	1	1	0	0	0
Leander Jordan	1	1	0	0	0
Michael Hawkes	1	1	0	0	1
Casey Crawford	1	1	0	0	1
Steve Smith	1	1	0	0	4
Wesley Walls	1	0	0	0	1
Jason Kyle	1	1	1	0	1
Donald Hayes	1	1	1	0	1
Chris Weinke	1	1	0	0	1
Patrick Jeffers	1	1	0	0	0
Nick Goings	1	1	0	0	0
Kevin Donnalley	1	1	0	0	0

**INTERCEPTIONS**

Player	Num.	Yds.	Avg.	Long	TDs
Doug Evans	8	126	15	49	1
Deon Grant	5	96	19	43	0
Jimmy Hitchcock	3	65	21	35	0
Mike Minter	2	32	16	30	0
Jay Williams	1	0	0	0	0
Reggie Howard	1	16	16	16	0

**OFFENSIVE PLAYBOOK**

**I Pro**

Strong Fan Isolation  
Strong Counter Trap  
Strong Lead Draw  
Weak Toss  
Weak Zone Cutback  
90 Z Quick Hitch  
50 X Drag -n- Go  
227 Z Comeback  
122 X Slant -n- Go  
50 TE Zone In

**I Spread**

Weak Isolation  
Strong Counter  
Weak Zone Bounce  
Strong Lead Draw  
Strong Toss  
225 Z Corner  
123 Y Curl  
50 Y Out -n- In  
90 Y Speed Out  
90 Y Dig

**I Jokers**

Weak Isolation  
Strong Isolation  
Strong Counter  
Weak Zone Cutback  
Strong FB Dive  
122 X Drag  
50 Y/TE Corners  
90 X Lob Fade  
90 Y/TE Hot  
122 Y/TE Seams

**Strong I Pro**

Weak F-Motion Isolation  
Weak Outside Zone  
Strong Toss  
Strong LD Draw  
Fake Dive/Weak Toss  
50 TE/Z Curls  
90 Z Hot  
50 Z Fade Rollaway  
122 Z Deep Post  
222 Z Stop -n- Go

**Strong I Spread**

Weak F-Motion Isolation  
Strong Lead Draw  
Weak Outside Zone  
Fake Dive/Weak Toss  
Strong Isolation  
210 F Dump  
50 Z Slip Screen  
50 Strong Flood  
122 Y Slam -n- Go  
90 Y Quick Slant

**Strong I Jokers**

Weak F-Motion Isolation  
Strong Isolation  
Strong Counter  
Strong Toss  
Weak Outside Zone  
132 TE Delay Corner  
50 F Swing Strong  
90 X Speed Under  
90 Y/TE Hot  
122 X Drag

**I Twins**

Weak Isolation  
Weak Lead Draw  
Strong Counter Trap  
Strong T-Toss  
Weak Belly  
223 Z Delay Out

50 X/Z Cross  
90 TE Speed Out  
50 Double Follow  
122 X Out -n- Up

**Split Spread**

Strong Sweep  
Weak Draw  
Weak FB Sweep  
Fake Dive/Weak Toss  
Strong Counter  
50 H/F Wheels  
50 Z Rollaway  
90 Double Out  
132 Y Slant -n- Go  
210 Z Corner

**I Wing Jokers**

Weak A-Isolation  
Weak Wing Sweep  
Weak Stretch  
Strong Isolation  
Strong Outside Zone  
50 Wing Wheel  
50 X Rub Under  
90 Y/Z Cross  
90 Y/TE Hot  
50 Y/TE Corners

**Split Twins**

Strong Sweep  
Strong FB Toss  
Weak Draw  
Weak FB Sweep  
Weak Outside Zone  
50 H/F Outs  
226 Weak Flow  
132 TE Dump  
90 Z Speed Under  
50 F Wheel

**Gun: Split Spread**

Weak Trap  
Strong Sweep  
Weak FB Sweep  
Weak Lead Draw  
Strong Counter  
50 H/F Replace  
H Lead Shovel Strong  
210 Z Corner  
90 H Dump  
50 Z Rollaway

**Split Jokers**

Strong Isolation  
Strong Sweep  
Strong FB Toss  
Weak FB Sweep  
Fake Dive/Weak Toss  
90 X Stop  
210 Strong Flood  
50 Double Swing  
226 Weak Flow  
90 X Lob Corner

**Gun: Split Twins**

Strong Sweep  
Weak FB Sweep  
Weak Draw  
Strong Counter Trap  
Strong FB Dive  
H Lead Shovel  
50 Double Swing  
225 X Stop  
90 All Hot  
226 Weak Flow

**Pro F Flex**

Strong Outside Zone  
Weak Toss

Strong Draw  
Strong Trap  
Weak Zone Cutback  
90 F Speed Out  
228 F Flow  
123 X Slam -n- Go  
50 TE Clear Corner  
211 F Bubble Cut

**Ace**

Strong Draw  
Fake Zone/Z Reverse  
Strong Outside Zone  
Weak Zone Cutback  
Weak Toss  
152 Z Out -n- Up  
90 X Quick Hitch  
50 TE/Y Outs  
50 Z Streak  
50 Stop -n- Corners

**Doubles**

Weak Draw  
Strong Counter  
Strong T-Toss  
Weak Zone Bounce  
Weak Zone Cutback  
90 H Bubble Motion  
152 Y Under  
50 Y Fade  
90 Z Quick Slant  
90 Y Screen Weak

**Pair Slot**

Strong Power  
Weak Toss  
Strong Trap  
Weak Dive  
Weak Draw  
50 Y Curl  
90 Z Arrow  
90 Z Bubble Motion  
256 Y Corner  
152 Z Slam -n- Go

**Gun: Doubles Right**

Weak Counter  
Weak Sweep  
Strong Dive  
Strong Draw  
Weak Outside Zone  
50 Y Fade  
90 Z Quick Slant  
90 H Quick Dump  
50 Y Zip Out -n- Up  
254 Y Stop -n- Go

**Tight Triple**

Strong Y Trap  
Fake Toss/Y Reverse  
Strong Draw  
Weak Outside Zone  
Weak Zone Cutback  
90 X/Z Quick Fades  
50 H Swing Strong  
253 Stop/Corners  
50 Strong Flood  
152 Z Slide -n- Go

**Triple**

Strong Draw  
Weak Toss  
Strong Counter  
Weak Zone Bounce  
Weak Zone Cutback  
152 TE Delay Seam  
50 Y Rub Vertical  
50 X Arrow (n  
90 Y Quick Hitch  
253 Z Stop



## OFFENSIVE PLAYBOOK (continued)

### Flip Tight Triple

Strong Flip Trap  
Strong Power  
Weak Toss  
Weak Zone Cutback  
Strong Draw  
90 TE/Y Fan  
50 Z Drag Rub  
90 TE Swing Strong  
253 Stop/Corners  
152 Z Slide -n- Go

### Gun: Triple Lead

Strong Sweep  
Strong Counter  
Weak Draw  
Weak Trap  
50 Y Rub Vertical  
50 X Arrow In  
253 Stop/Corners  
90 H Quick Dump  
90 X Quick Hitch

### Ace Bunch

Strong Double  
Lead T-Toss  
Strong Draw  
Weak Zone Cutback  
Weak Zone Bounce  
Strong Trap  
50 H Swing Strong  
50 Strong Flood  
90 TE Speed Out

90 TE Swing Strong  
253 Stop/Corners

### Gun: Stack Open

QB Draw  
90 H Speed Under  
50 TE/Y Sticky  
90 Y Quick Hitch  
210 H/Z Cross  
50 Y Wheel

### Gun: Ace Bunch

Strong Sweep  
Weak Dive  
Strong Draw  
Strong Counter  
Weak Trap  
50 Strong Flood  
210 Z Corner-Post  
50 Strong Spread

90 TE Screen Stop  
253 Stop/Corners

### Ace Trips Open

QB Draw  
50 X/Z In -n- Out  
90 H Speed Under  
210 X Hook -n- Go  
90 H Speed Out  
90 All Stop

## DEFENSIVE PLAYBOOK

### 4-3

#### Fronts

Base  
All In  
Loop  
Mix  
Pinch  
Razor Left  
Razor Right  
Twist

#### Coverages

Strong Bracket I  
Weak Bracket I  
Strong Sting 3  
2 Man  
Weak Sting 2 Hard  
4 Sky  
Cover 3  
2 Hard  
Key Zone  
Weak Fire Zone Blitz

#### Middle Fire

Zone Blitz  
2 Soft  
Force Fire 0  
All Blitz 0  
Strong Fire 0  
Weak Fire 0  
Middle Blast I  
Weak Blast I  
Strong Indian I  
Weak Crash I

#### Nickel

**Fronts**  
Base  
All In  
Loop  
Mix  
Pinch  
Razor Left  
Razor Right  
Twist

#### Coverages

3 Weak  
Sting Zone Blitz  
Weak Fire Zone Blitz  
Key Zone  
Sting 2 Hard  
4 Cloud  
3 Buzz  
Combo Inside Zone  
Weak Fire 0  
Strong Fire 0  
Blaze Twist 0  
Weak Crash I  
Sting Blitz I  
Double Indian 0  
All Blitz 0  
Spear I  
2 Hard  
2 Man  
2 Soft  
Cover 3  
Middle Fire Zone Blitz

Weak Bracket I  
Strong Bracket I

#### Dime

**Fronts**  
Base  
All In  
Loop  
Mix  
Pinch  
Razor Left  
Razor Right  
Twist

#### Coverages

2 Man  
Weak Fire Zone Blitz  
2 Hard  
2 Soft  
Strong Sting 3  
Weak Sting 2 Hard  
Middle Blast 3 Robber

#### 4 Cloud

Cover 12  
Weak Sting I  
Weak Crash I  
Greyhound 0  
Strong Fire 0  
Weak Fire 0  
Spear I  
Weak Indian I  
All Blitz 0  
3 Buzz  
Combo Inside Zone  
Middle Fire Zone Blitz  
Strong Bracket I  
Weak Bracket I

#### Goalline

**Fronts**  
GL Loop  
GL Mix

GL Razor Left  
GL Razor Right  
GL Slam  
GL Twist  
Ned  
Submarine

#### Coverages

GL Cloud  
GL Middle Blast 0  
GL Giants Blitz 0  
GL Strong Zone  
GL Strong Indian 0  
GL Weak Blast 0  
GL Weak Crash 0  
GL Weak Zone

#### Bear

**Fronts**  
Base Bear  
Bear All In

Bear Outside Twist  
Bear Twist  
Bear Razor Left  
Bear Razor Right  
Bear Pinch

#### Coverages

3 Weak  
Force Fire 0  
Middle Fire  
Zone Blitz  
Weak Fire Zone Blitz  
Key Zone  
2 Hard  
Man Bear 0  
Bear Stab Strong  
Bear Cover 3  
Bear Cover 2 Soft  
Bear Man 0  
Bear Mid Blitz

## TIPS & HINTS



Chris Weinke looks to overcome offseason shoulder surgery this season. The second-year quarterback had an impressive first season, throwing for 11 touchdown passes and over 2900 yards.



Things are wide open at the running back spot for the Panthers, as both Tim Biakabutuka and Richard Huntley left the club. The leading candidate is newcomer Lamar Smith from the Miami Dolphins. Establish a ground game, then go to the air.



Wesley Walls is a big contributor from tight end. Pass the ball to this veteran on 90 TE Screen Stop, 50 TE/Y Sticky, and 90 TE Speed Out.



Muhsin Muhammed was second on the team in receiving yards last season. Get him the ball on 90 X Quick Hitch, 253 Stop/Corners, and 50 Strong Flood.



When Walls and Muhammed are covered, look to pass the ball to Isaac Byrd.



Quarterback Chris Weinke was sacked only 26 times in 2001-2002; the offensive line kept the rush away from him. Use deep drops (plays that start with 90). When the rush is getting to you, call rollout plays (plays in the two hundreds).



When the ball goes across the middle, watch out for free safety Deon Grant. He grabbed five interceptions in 2001-2002.



Defensive end Mike Rucker led the way with nine sacks last season. In passing situations, select Rucker and come off the edge and get the quarterback.



Strong safety Mike Minter led the team in tackles. When you know the other team is going to run, select Minter to sneak into the tackle box to make the big hit.





2001 TEAM RECORD – Won 11, Lost 5



TEAM RANKING

Rush Offense: 12th    Pass Offense: 8th  
Rush Defense: 13th    Pass Defense: 3rd

2001 REGULAR  
SEASON BREAKDOWN

Date	Score	Opponent
9-Sep	17-23 L	at CIN
23-Sep	3-10 L	NYJ
30-Sep	44-13 W	IND
7-Oct	10-30 L	at MIA
14-Oct	29-26 W	SD
21-Oct	38-17 W	at IND
28-Oct	20-31 L	at DEN
4-Nov	24-10 W	at ATL
11-Nov	21-11 W	BUF
18-Nov	17-24 L	STL
25-Nov	34-17 W	NO
2-Dec	17-16 W	at NYJ
9-Dec	27-16 W	CLE
16-Dec	12-9 W	at BUF
22-Dec	20-13 W	MIA
6-Jan	38-6 W	at CAR

TEAM STATS

Category	Patriots	Opponents
TOTAL FIRST DOWNS	292	303
FIRST DOWNS (Rushing-Passing-By Penalty)	101-163-28	99-171-33
THIRD DOWN CONVERSIONS	91/221	80/215
FOURTH DOWN CONVERSIONS	7/17	5/15
TOTAL OFFENSIVE YARDS	4,882	5,352
OFFENSE (Plays-Average Yards)	1,001-4.9	1,016-5.3
TOTAL RUSHING YARDS	1,793	1,855
RUSHING (Plays-Average Yards)	473-3.8	430-4.3
TOTAL PASSING YARDS	3,089	3,497
PASSING (Comp-Att-Int-Avg)	306-482-15-6.90	299-546-22-6.83
SACKS	40	46
FIELD GOALS	24/30	30/41
TOUCHDOWNS (Rushing-Passing>Returns-Defensive)	15-21-2-5	7-15-0-4
TIME OF POSSESSION	30:48:00	29:12:00

RUSHING STATS

Player	Rushes	Yds.	Avg.	Long	TDs
Antowain Smith	287	1157	4	44	12
Kevin Faulk	41	169	4.1	24	1
Marc Edwards	51	141	2.8	14	1
J.R. Redmond	35	119	3.4	16	0
Troy Brown	11	91	8.3	31	0
David Patten	5	67	13.4	29	1

RECEIVING STATS

Player	Recpts.	Yds.	Avg.	Long	TDs
Troy Brown	101	1,199	11.9	60	5
David Patten	51	749	14.7	91	4
Terry Glenn	14	204	14.6	23	1
Antowain Smith	19	192	10.1	41	1
Kevin Faulk	30	189	6.3	28	2
Marc Edwards	25	166	6.6	17	2

PASSING STATS

Player	Att.	Comp.	Yds.	Comp. %	Yds./Att.	TDs	TD%	Int.	Int. %	Long	Sacks/Yds. Lost	QB Rating
Tom Brady	413	264	2,843	63.9	6.9	18	4.4	12	2.9	91	41/216	86.5
Drew Bledsoe	66	40	400	60.6	6.1	2	3	2	3	58	5/21	75.3



## DEFENSIVE STATS

Player	Tack.	Solo	Asst.	Sack	FmbI. Recov.
Lawyer Milloy	77	58	36	3	1
Roman Phifer	70	52	21	2	2
Ty Law	59	42	10	1	0
Otis Smith	55	43	8	2	2
Tedy Bruschi	54	30	21	2	1
Tebucky Jones	50	38	19	1	0
Mike Vrabel	40	32	23	3	0
Anthony Pleasant	35	20	8	6	0
Bryan Cox	34	19	15	0	1
Ted Johnson	32	17	13	0	1
Bobby Hamilton	31	16	21	7	1
Matt Stevens	30	23	13	0	1
Terrell Buckley	26	20	2	1	0
Brandon Mitchell	26	16	17	1	0
Richard Seymour	25	15	19	3	1
Willie McGinest	24	19	8	5	0
Terrance Shaw	23	17	3	0	0
Larry Izzo	15	11	8	0	1
Matt Chatham	13	8	1	0	0
Je'Rod Cherry	11	9	4	0	0
Patrick Pass	9	4	2	0	1
Riddick Parker	7	6	3	1	1
Leonard Myers	5	4	2	0	0
Antwan Harris	4	3	3	0	0
Troy Brown	3	3	0	0	1
Adam Vinatieri	3	3	1	0	0
Tom Brady	3	3	0	0	4
J.R. Redmond	3	2	1	0	0
David Nugent	3	1	1	0	0
Hakim Akbar	2	2	3	0	0
Fred Coleman	2	1	0	0	1
Marc Edwards	2	2	1	0	1
Jermaine Wiggins	2	2	0	0	1
Kevin Faulk	1	1	0	0	1
Joe Andruzzi	1	1	0	0	1
David Patten	1	1	0	0	0
Lonie Paxton	1	1	0	0	0
Jace Saylor	1	1	1	0	0
Ula Tuitele	1	1	0	0	0
T.J. Turner	1	1	2	0	0
Charles Johnson	1	1	0	0	0

## INTERCEPTIONS

Player	Num.	Yds.	Avg.	Long	TDs
Otis Smith	5	181	36	78	2
Ty Law	3	91	30	46	2
Terrell Buckley	3	76	25	52	1
Mike Vrabel	2	27	13	15	0
Anthony Pleasant	2	0	0	0	0
Lawyer Milloy	2	21	10	21	0
Tedy Bruschi	2	7	3	4	0
Matt Stevens	1	9	9	9	0
Tebucky Jones	1	-4	-4	-4	0
Roman Phifer	1	14	14	14	0

## OFFENSIVE PLAYBOOK

### I Pro

Strong Isolation  
Strong Speed Option  
Weak Zone Out Bounce  
Fake Strong Isolation/Z Reverse  
Weak Belly  
90 Z Speed Under  
122 X Slant -n- Go  
50 Double Post  
222 Z Corner  
50 Outs -n- Go's

### I Jokers

Weak Fan Isolation  
Weak Counter Trap  
Strong Center Power  
Strong Speed Option  
Weak Toss  
90 X Lob Fade  
122 TE Rub Out  
50 Y/TE Comebacks  
90 Hitches  
90 X Speed Under

### Ace

Strong Draw  
Weak Counter  
Strong Toss Counter  
Strong Toss/Reverse  
Weak Dive  
152 X/Z Go  
50 H Wheel  
257 Z Rollaway  
50 Stop -n- Corners  
90 H Speed Out

### Strong I Pro

Strong FB Dive  
Weak F Hand Sweep  
Weak F Motion Isolation  
Strong Toss  
Strong Counter Trap  
122 F Dump  
215 H Flare  
90 F Speed Out  
50 TE Skinny  
50 TE/Z Curl

### Split Jokers

Strong FB Toss  
Strong Speed Option  
Strong Hand Sweep  
Weak Dive  
Weak Counter Trap  
50 H/F Replace  
90 X Lob Fade  
123 Y Corner  
225 Strong Flow  
50 Strong Outs

### Tight Triple

Strong Dive  
Strong Y Trap  
Fake Dive/QB Strong Bootleg  
Strong Draw  
Weak Toss  
90 Y Speed Rub Out  
50 Over -n- Under  
152 Seam Read  
253 Stop/Corners  
50 H Wheel

### I Twins

Weak Out Zone  
Strong Center Power  
Strong H-Motion FB Dive  
Weak Lead Draw  
Strong Inside Zone  
Cutback  
122 F Dump  
50 Z Corner-Post  
90 X/Z Speed Cross  
223 Z Delay Out  
50 Double Follow

### F Wing Jokers

Weak C/Lead Toss  
Strong Inside Zone  
Cutback  
Weak Outside Zone  
Weak Fan Isolation  
Strong Hand Sweep  
50 Wing Wheel  
90 F Speed Out  
122 Curly -n- Corners  
Strong F Shovel  
50 Wings Zip

### Ace Trips Open

QB Draw  
90 H Lob Fade  
210 Z Deep Slide  
50 Y/H Cross  
90 H Speed Under  
50 X/Z In -n- Out

### Weak I Pro

Weak FB Dive  
Fake Weak Dive/Strong Toss  
Strong Counter Trap  
Weak Toss  
Weak Lead Draw  
90 F Speed Out  
238 H Dump  
133 X Post-Corner  
50 Z Rub In  
50 Double Screen

### Base Bunch

Strong Outside Zone  
Strong Lead Motion Draw  
Strong F Lead T-Toss  
Weak F Motion Isolation  
Weak Inside Zone  
Cutback  
50 Strong Spread  
90 Z Speed Out  
225 Strong Flow  
90 F Screen Stop  
123 F/Z Cross

### Doubles H Flex

QB Pump Draw  
90 Z/H Hot  
50 Y Seam  
210 Z/H Deep Cross  
90 Y Screen Weak  
211 Y Sprint Screen

### Gun: Base Open

QB Pump Draw  
50 H Slip Screen  
90 F Swing Strong  
210 Open Flow Away

50 F Rub Out  
90 H Lob Fade

### Doubles

Strong Stretch  
Strong Draw  
Strong Dive  
Strong Dive/Z Reverse  
Weak Zone Out Bounce  
50 Y Swing Weak  
90 Z Arrow  
254 Y Stop -n- Go  
152 Double Cross  
50 H Swing Strong

### Quads

Strong Draw  
Strong Toss  
Strong Toss/Reverse  
Weak Dive  
Weak Outside Zone  
50 Double Cross  
90 Quick Slants  
256 X/A Deep Cross  
50 Z Slip Screen  
152 X Post-Corner

### Gun: Doubles Right

Strong Draw  
Weak Hand Sweep  
Strong Toss  
QB Lead Draw  
Strong Inside Zone  
Cutback  
50 Y Swing Weak  
90 Z Arrow  
152 Double Cross  
152 Z/TE Cross  
50 Y Slam -n- Go

### Gun: Quads Left

Weak Draw  
Weak Toss  
Strong Hand Sweep  
QB Lead Draw  
Weak Dive  
50 Double Cross  
90 Z Arrow  
50 Stop -n- Corners  
153 Y Curl/A Hook  
256 X/A Deep Cross

### Triple

Strong Inside Zone  
Cutback  
Weak Inside Reverse  
Strong Toss  
Strong Draw  
Weak Zone Out Bounce  
90 Y Speed Rub Out  
90 Z Speed Out  
50 X Arrow -n- Go  
152 TE Seam  
255 Strong Flow

### Trey

Strong Toss  
Weak Inside Reverse  
Strong Draw  
Strong Center Power  
Weak Outside Zone  
50 H Swing Strong  
50 X Arrow -n- Go  
90 A Speed Out  
157 H Wheel  
255 Strong Flow

**OFFENSIVE PLAYBOOK (continued)**

**Triple H Flex**

QB Draw  
90 H Lob Corner  
50 H Wheel  
50 Y Seam  
90 H Speed Under  
210 Z Corner-Post

**Gun: Trey Right**

Strong Toss  
QB Lead Draw  
Weak Hand Sweep  
Strong Dive  
Strong Draw  
90 X/Y Slam  
50 H Swing Strong  
50 H Wheel

153 Y Curl/A Hook  
210 Z Deep Slide

**Trips**

Fake Sweep/QB Naked  
Weak Toss  
Strong Inside Zone  
Cutback  
Strong Outside Zone  
Weak Draw

90 Y Speed Rub Out  
50 Over -n- Under  
50 Y Slam -n- Go  
254 Y Stop -n- Go  
152 Post-Corner

**Gun: Trips Left**

Weak Draw  
QB Lead Draw  
Weak Toss

Weak Dive  
Strong Hand Sweep  
152 X Post-Corner  
H Direct Snap Tossback  
50 Over -n- Under  
254 Y Stop -n- Go  
50 H Swing Weak

**Tight Bunch**

Strong Toss Sweep

Strong Y Trap  
Weak Stretch  
Strong Toss/Z Reverse  
Strong Draw  
90 Y Screen Stop  
50 Strong Spread  
90 Z Speed Out  
152 TE Seam  
255 Strong Flood

**DEFENSIVE PLAYBOOK**

**4-3**

**Fronts**

Base  
All In  
Loop  
Mix  
Pinch  
Razor Left  
Razor Right  
Twist

**Coverages**

Weak Indian 1  
Strong Fire 0  
Strong Crash 3  
Rocket Blitz 0  
Strong Sting 1  
Force Fire 0

Weak Crash 1  
Blaze Twist 0  
Strong Cloud 3  
Key Zone  
Zone Double Steal  
Cover 4  
Cover 3  
2 Soft  
2 Hard  
Weak Sting 3

**Nickel**

**Fronts**

Base  
All In  
Loop  
Mix  
Pinch

Razor Left  
Razor Right  
Twist

**Coverages**

Weak Indian 1  
Rocket Blitz 0  
Sting 1 Lock  
Double Hard 1  
Force Fire 0  
Blaze Twist 0  
Jam Double Steal  
Weak Fire 1  
Cover 12  
3 Robber  
Combo Weak Man  
4 Cloud  
1 Dog the Dig

2 Man  
2 Hard

**Dime Odd**

**Fronts**

Base Odd  
Contain Odd  
Fan Odd  
Pinch Odd  
Razor Left Odd  
Razor Right Odd

**Coverages**

All Blitz 0  
Blanket 4  
Cover 8  
Double Shoot 1  
Double Hard 2

Strong Crash  
Zone Blitz  
Strong Fire  
Zone Blitz  
Strong Stab 1  
Weak Crash  
Zone Blitz  
Weak Fire Zone Blitz

**Goal Line**

**Fronts**

GL Loop  
GL Mix  
GL Razor Left  
GL Razor Right  
GL Slam  
GL Twist

Ned  
Submarine

**Coverages**

GL 1 Hang  
GL Cloud  
GL Outside Slam 0  
GL Slice 0  
GL Steeler Blitz 0  
GL Strong Flow  
GL Weak Crash 0  
GL Weak Zone

**Bear**

**Fronts**  
Base Bear  
All In  
Bear Outside Twist

Loop  
Mix  
Pinch  
Razor Left  
Razor Right

**Coverages**

Cover 12  
Key Zone  
2 Man  
2 Soft  
Cover 4  
Strong Cloud 3  
4 Cloud  
Cover 3  
Man Bear 0  
Bear Stab Strong  
Bear Cover 3

**TIPS & HINTS**



When quarterback Drew Bledsoe went down to injury early in the 2001–2002 season, Tom Brady got the starting job and led his team to a Super Bowl victory.



To complement Brady and the passing attack, the Patriots established a strong running attack with Antowain Smith. Smith rushed for more than 1,100 yards and scored 12 touchdowns. Get the ball to Smith on Strong Toss Sweep, Strong Draw, and Strong Counter Trap.



When the offense needs a tough yard or two, turn to fullback Marc Edwards on the Weak FB Dive.



Troy Brown caught 101 passes last season and scored five touchdowns. Get him the ball on 50 Y Slam -n- Go, 254 Y Stop -n- Go, and 90 Y Speed Rub Out.



David Patten is another target for Brady. The wide receiver averaged nearly 15 yards per reception last year. Look for him on the 152 Double Cross, 50 X Arrow -n- Go, and 90 X/Y Slam.



Antowain Smith is a dangerous receiver as well. Pass the ball to Smith if all of your receivers are covered downfield.



Defensive end Bobby Hamilton led the way with seven sacks in 2001–2002. To pressure the quarterback, select Hamilton and rush from the outside.



Defensive end Anthony Pleasant is the other big pass rusher for the Patriots. Last year he recorded six sacks. With the computer controlling one defensive end and you controlling the other, you should be able to get to the opposing QB.



Cornerback Otis Smith led the team with five interceptions in 2001–2002. When the ball is in the air, switch to Smith and close in on the receiver. Jump up to either swat the ball away or make the interception.







**2001 TEAM RECORD** — Won 10, Lost 6

**RAIDERS**

**TEAM RANKING**

Rush Offense: 10th      Pass Offense: 2nd  
 Rush Defense: 11th      Pass Defense: 8th

**2001 REGULAR SEASON BREAKDOWN**

Date	Score	Opponent
9-Sep	27-24 W	at KC
23-Sep	15-18 L	at MIA
30-Sep	38-14 W	SEA
7-Oct	28-21 W	DAL
14-Oct	23-18 W	at IND
28-Oct	20-10 W	at PHI
5-Nov	38-28 W	DEN
11-Nov	27-34 L	at SEA
18-Nov	34-24 W	SD
25-Nov	28-10 W	at NYG
2-Dec	31-34 L	ARI
9-Dec	28-26 W	KC
15-Dec	13-6 W	at SD
22-Dec	10-13 L	TEN
30-Dec	17-23 L	at DEN
6-Jan	22-24 L	NYJ

**TEAM STATS**

Category	Raiders	Opponents
<b>TOTAL FIRST DOWNS</b>	316	296
<b>FIRST DOWNS</b> (Rushing-Passing-By Penalty)	102-195-19	104-166-26
<b>THIRD DOWN CONVERSIONS</b>	81/209	67/210
<b>FOURTH DOWN CONVERSIONS</b>	8/13	9/20
<b>TOTAL OFFENSIVE YARDS</b>	5,361	5,071
<b>OFFENSE (Plays-Average Yards)</b>	1,030-5.2	1,002-5.1
<b>TOTAL RUSHING YARDS</b>	1,654	1,988
<b>RUSHING (Plays-Average Yards)</b>	450-3.7	433-4.6
<b>TOTAL PASSING YARDS</b>	3,707	3,083
<b>PASSING (Comp-Att-Int-Avg)</b>	364-553-9-6.98	290-528-17-6.23
<b>SACKS</b>	41	27
<b>FIELD GOALS</b>	26/32	25/33
<b>TOUCHDOWNS</b>	46	36
(Rushing-Passing>Returns-Defensive)	14-27-2-3	17-16-1-1
<b>TIME OF POSSESSION</b>	30:56:00	29:04:00

**RUSHING STATS**

Player	Rushes	Yds.	Avg.	Long	TDs
Charlie Garner	211	839	4	38	1
Tyrone Wheatley	88	276	3.1	22	5
Rich Gannon	63	231	3.7	17	2
Zack Crockett	57	145	2.5	10	6
Randy Jordan	13	59	4.5	37	0
Terry Kirby	10	49	4.9	20	0

**RECEIVING STATS**

Player	Recpts.	Yds.	Avg.	Long	TDs
Tim Brown	91	1165	12.8	46	9
Jerry Rice	83	1139	13.7	40	9
Charlie Garner	72	578	8	27	2
Roland Williams	33	298	9	49	3
Jerry Porter	19	220	11.6	21	0
Jon Ritchie	19	154	8.1	17	2

**PASSING STATS**

Player	Att.	Comp.	Yds.	Comp. %	Yds./Att.	TDs	TD%	Int.	Int. %	Long	Sacks/ Yds. Lost	QB Rating
Rich Gannon	549	361	3828	65.8	7	27	4.9	9	1.6	49	27/155	95.5
Marques Tuiasosopo	4	3	34	75	8.5	0	0	0	0	15	0/0	100

**DEFENSIVE STATS**

Player	Tack.	Solo	Asst.	Sack	FmbL. Recov.
Greg Biekert	81	56	27	3	1
William Thomas	64	52	24	3	2
Anthony Dorsett	62	48	9	1	1
Marquez Pope	55	41	18	0	0
Grady Jackson	52	34	17	4	1
Eric Allen	47	44	6	0	1
Johnnie Harris	41	35	7	0.5	0
Elijah Alexander	40	30	11	1	0
Charles Woodson	39	34	13	2	0
Roderick Coleman	34	27	12	6	1
Tory James	32	29	3	0	0
Darrell Russell	31	23	10	2.5	0
Eric Barton	29	23	9	0	0
Travian Smith	29	21	15	2.5	1
Tony Bryant	28	21	13	5	0
Regan Upshaw	24	16	8	7	0
Derrick Gibson	15	11	1	0	0
Chris Cooper	14	10	8	2	0
Bobby Brooks	10	8	6	0	0
Randy Jordan	10	8	3	0	0
Terry Kirby	9	7	1	0	0
David Dunn	8	8	2	0	0
Mondriel Fulcher	7	6	1	0	0
Josh Taves	7	3	5	1	0
Brandon Jennings	5	4	1	0	0
Zack Crockett	3	2	1	0	0
Sebastian Janikowski	3	3	0	0	0
Eric Johnson	2	1	1	0	0
Charlie Garner	2	2	0	0	0
Roland Williams	2	2	0	0	0
Barry Sims	2	2	0	0	1
Frank Middleton	2	2	0	0	1
Jeremy Brigham	2	2	0	0	0
Marcus Knight	2	2	0	0	0
Shane Lechler	2	2	0	0	1
Aaron Graham	1	1	0	0	0
Jermaine Williams	1	0	0	0	0
Tim Brown	1	1	0	0	0
Lincoln Kennedy	1	1	0	0	2
Rich Gannon	1	1	0	0	3
Jerry Porter	1	1	2	0	0
Steve Wisniewski	1	1	0	0	0
James Hasty	1	1	0	0	0
Trace Armstrong	1	1	3	0.5	0
Jon Ritchie	1	1	0	0	0

**INTERCEPTIONS**

Player	Num.	Yds.	Avg.	Long	TDs
Tory James	5	72	14	33	0
William Thomas	3	46	15	33	0
Anthony Dorsett	2	65	32	39	2
Travian Smith	1	9	9	9	0
Darrell Russell	1	0	0	0	0
Marquez Pope	1	22	22	22	0
Chris Cooper	1	0	0	0	0
Derrick Gibson	1	9	9	9	0
Charles Woodson	1	64	64	34	0
Eric Allen	1	19	19	19	0

**OFFENSIVE PLAYBOOK**

**I Pro**

Strong Isolation  
Strong FB Dive  
Weak X Reverse  
Weak Speed Option  
Strong In Zone Cutback  
50 X Post-Corner  
90 Z Quick Hitch  
50 Comebacks  
122 X/Z Go  
90 H Bubble Motion

**Doubles**

Strong In Zone Cutback  
Weak Y/Crack Toss  
Strong Draw  
50 X/Y Cross  
50 Double Cross  
90 All Slam  
50 X Deep Comeback  
50 H Swing Strong

**Ace**

Strong Out Zone  
Strong Draw  
Weak Dive  
Weak Toss  
Weak Trap  
50 Stop -n- Corners  
50 Comebacks  
50 Z Slip Screen  
50 H Wheel

**Split Pro**

Strong In Zone Cutback  
Strong Hand Sweep  
Fake Strong  
Dive/Weak Toss  
Weak FB Out Zone  
Strong FB Dive  
50 Double Swing  
50 Z Deep Drag  
90 Z Slam  
Weak Toss Pass  
50 X Deep Drag

**Doubles Left**

Weak Toss  
Weak Dive  
Strong Hand Sweep  
Fake Sweep/QB Bootleg  
90 H Bubble Weak  
90 Z Speed Out  
50 X/Y Cross  
90 TE Hot  
50 Z Slide

**Pair Slot**

Weak Toss  
Weak Toss/Z Reverse  
Strong Out Zone  
Strong Draw  
50 H Wheel  
90 TE/Y Speed Cross  
50 X/Z Deep Cross  
158 Fake Toss/Z Slant  
50 X Curl

**Weak I Pro**

Strong In Zone Cutback  
Weak FB Dive  
Weak Counter Trap  
Fake Weak  
Dive/Strong Toss  
Strong Toss/Z Reverse  
50 H Swing Strong  
90 Z Speed Under  
90 TE Speed Out  
50 X Out -n- Up  
Z Reverse Pass

**Triple**

Strong Y/Crack Toss  
Weak Dive  
Weak Out Zone  
Strong Draw  
90 H Bubble Strong

**50 Y/Z Cross**

50 Double Outs  
50 X Post-Corner  
90 TE Speed Out

**Tight Triple**

Strong Toss  
Weak Dive  
QB Draw  
Fake Dive/QB  
Strong Bootleg  
90 Y Screen Stop  
253 Stop/Corners  
50 H Swing Strong  
50 X Post-Corner  
90 Y Speed Under

**I Twins**

Strong Isolation  
Strong Counter/Z Motion  
Strong In Zone Cutback  
Weak Toss

**Strong Power**

50 X/Z Cross  
90 X/Z Speed Cross  
50 TE Zone In  
90 FB Speed Out  
50 X/Z In -n- Out

**Triple Right**

Strong Y/Crack Toss  
Strong Dive  
Weak Hand Sweep  
Strong Draw  
50 Double Drag  
225 Z Go  
90 Y Speed Under  
50 Y/Z Comebacks  
50 H Swing Strong

**Ace Left**

Weak Toss  
Strong Hand Sweep  
Weak Dive  
Fake Dive/X Reverse  
Weak Draw  
50 Stop -n- Corners  
50 Stop/Crosses  
90 X/Z Slants  
153 X Go

**Weak I Twins**

Weak FB Dive  
Fake Weak  
Dive/Strong Toss  
Strong In Zone Cutback  
Weak Isolation  
Weak Out Zone  
235 Air Option  
50 X/Z Cross  
50 X Corner/Z Post  
90 Z Speed Under

**Bunch**

Strong Y/Crack Toss  
Weak Dive  
Fake Toss/A Reverse  
Strong Draw  
90 A Screen Stop  
153 A/Z Cross  
50 Strong Spread  
90 X Lob Corner  
50 H Swing Strong

**Ace Trips**

Strong Toss  
Strong In Zone Cutback  
Weak Dive  
Fake Strong  
Dive/QB Naked  
50 X/Z In -n- Out  
90 Y/TE Hot  
90 H Bubble Motion  
50 Z/TE Cross

**Split Twins**

Strong Hand Sweep  
Fake Strong  
Dive/Weak Toss  
Strong FB Dive  
Strong Out Zone  
Strong FB Draw  
90 X Out/Z Hot  
50 H Wheel Motion  
50 Double Swing  
90 X/Z Speed Cross  
228 X Out/Z Corner

**Bunch Empty**

QB Draw  
Strong H-Motion Sweep  
50 H Seam  
90 H Speed Under  
90 X/H Stop  
50 X/H Stop -n- Go  
50 Z Fade

**Quads**

Strong Out Zone  
Strong Draw  
Strong Dive  
Weak Toss  
Weak Trap  
50 Y/A Swing  
90 Slants -n- Stop  
50 Y Fade  
50 X Stop -n- Go

**I Spread**

Strong Isolation  
Weak FB Dive  
Strong Hand Sweep  
Weak Speed Option  
50 Y Swing  
50 Comebacks  
122 All Go  
90 Z Quick Hitch  
90 H Bubble Motion

**I Jokers**

Strong Isolation  
Weak Toss  
Strong Speed Option  
Strong Counter Trap  
Strong Lead Draw  
90 X Slant  
90 X Quick Corner  
90 X Lob Fade  
50 Y/TE Outs

**Quads Left**

Weak Dive  
Strong Hand Sweep  
Weak Toss  
Strong In Zone Cutback  
90 H Weak Bubble  
50 X Curl/IY Corner  
50 H Swing Weak  
H Shovel Strong

**Strong I Spread**

Strong FB Dive  
Fake Strong  
Dive/Weak Toss  
Strong Isolation  
Strong Speed Option  
50 Double Swing  
122 X/Z Go  
132 Y Slant  
222 Y Stop/Z Post  
90 F Speed Out

**Strong I Jokers**

Fake Strong  
Dive/Weak Toss  
Strong FB Dive  
Strong Speed Option  
Strong Hand Sweep  
132 TE Delay Corner  
50 Jokers X Curl  
50 F Swing Strong  
90 Y/TE Speed Outs



## OFFENSIVE PLAYBOOK (continued)

### Trey

Weak Dive  
Strong Y/Crack Toss  
Weak Trap  
Strong Draw  
50 X Slant -n- Go  
50 Z Deep Drag  
50 H Swing Strong  
90 All Slant  
153 X Dump

### I Spread Doubles

Strong FB Dive

Weak FB Toss  
Strong Hand Sweep  
QB Lead Draw  
90 All Stop  
50 H Seam/F Swing  
133 Y Slant  
50 X/Z Comebacks  
H Lead Shovel

### Split Jokers

Weak FB Dive  
Weak Dive  
Strong Hand Sweep

Weak Trap  
50 Double Swing  
123 Y Corner  
90 Y Hot  
50 Y/TE Square In

### Trey H Slot

QB Draw  
H Shovel Strong  
50 X/H Cross  
90 H Speed Under  
210 Y Out/Z Corner  
50 H Slam

### Split Spread

Strong Hand Sweep  
Strong FB Dive  
Fake Strong  
Dive/Weak Toss  
Weak Dive  
Strong Speed Option  
50 Double Swing  
50 H/F Wheels  
50 Strong Flood  
90 Y/Z Speed Cross  
235 Z Slide/Y Out

### Strong I Jokers Pair

Strong FB Dive  
Fake Strong  
Dive/Weak Toss  
Strong Hand Sweep  
Strong FB Toss  
50 Double Swing  
226 X Comeback  
90 Y/T Speed Cross  
50 Y/TE In -n- Out

### I Wing

Strong Isolation  
Fake Weak  
Dive/Strong Toss  
Weak FB Dive  
Strong Counter Trap  
Strong Power  
50 Double Swing  
90 X/TE Speed Cross  
50 All Curl  
122 X Fade

## DEFENSIVE PLAYBOOK

### 4-3

#### Fronts

Base  
All In  
Loop  
Mix  
Pinch  
Razor Left  
Razor Right  
Twist

#### Coverages

All Fire I  
Force Fire 0  
Spear I  
Weak Indian Fire 0  
All Blitz 0  
Middle Blast I

Weak Crash I  
Strong Indian I  
Weak Blast I  
Spear 3  
Weak Crash 3  
Combo Inside Man  
2 Man  
4 Cloud  
Key Zone  
3 Weak  
2 Hard  
Twist

### Nickel

#### Fronts

Base  
All In  
Loop

Mix  
Pinch  
Razor Left  
Razor Right  
Twist

#### Coverages

All Fire I  
Weak Blast I  
Weak Indian I  
Double Indian 0  
Rocket Blitz 0  
All Blitz 0  
Strong Crash I  
Middle Blaze I  
Strong Sting I  
Middle Fire Robber 3  
Sting 2 Soft

Strong Indian 3  
Combo Inside Zone  
2 Hard  
3 Weak  
4 Sky  
2 Man

### Dime

#### Fronts

Base  
All In  
Loop  
Mix  
Pinch  
Razor Left  
Razor Right  
Twist

### Coverages

All Fire I  
Middle Blast I  
Weak Rocket 0  
Double Indian I  
Rocket Blitz 0  
All Blitz 0  
Weak Crash 3  
Cover 12  
Middle Fire Robber 3  
Cover 8  
Combo Inside Zone  
2 Hard

### Dime Odd

Fronts  
Base Odd

Contain Odd  
Fan Odd  
Razor Left Odd  
Razor Right Odd  
Pinch Odd

#### Coverages

2 Man Odd  
4 Cloud Odd  
Blaze Twist I  
Double Hard 2  
Open Fire I

### Goal Line

Fronts  
Ned  
Submarine

GL Mix  
GL Razor Left  
GL Razor Right  
GL Slam  
GL Twist

#### Coverages

GL Cloud  
GL Middle Blast 0  
GL Steeler Blitz 0  
GL Strong Blast 0  
GL Strong Spear 0  
GL Weak Crash 0  
GL Weak Indian 0  
GL Weak Zone

## TIPS & HINTS



The Raiders lost head coach Jon Gruden in the offseason, but Oakland looks to build on its 10-6 record. Quarterback Rich Gannon continued to be an effective passer for the Raiders, throwing for 3,828 yards last year.



Establish a strong running game. Running back Charlie Garner started 15 games for the Raiders last year, but failed to reach the 1,000-yard rushing mark. Get the ball to Garner often to take the pressure off Gannon and the receivers.



Substitute Tyrone Wheatley in at running back and get the ball outside. Wheatley can turn the corner for big gains.



The Raiders' receiving corps is deadly. Tim Brown led the team with 1,165 yards. Look for Brown on 122 X/Z Go, 90 X/Z Speed Cross, and 90 All Slam.



Hot on Tim Brown's heels was Jerry Rice. The former 49er caught 83 passes for 1,139 yards. Get the ball to Rice on 90 Y Speed Under, 50 Y/Z Comebacks, and 90 Y/T Speed Cross.



Charlie Garner was a big part of the passing attack, catching 72 passes in 2001-2002. When Rice and Brown are covered downfield, look for Garner in the flats.



Middle linebacker Greg Biekert led the team with 81 tackles in 2001-2002. To stop the run, select Biekert and move to the ball.



The power pass rush comes from defensive end Regan Upshaw. Select Upshaw and rush from the outside.



Cornerback Tory James led the team with five interceptions. Time it right, and James can turn the game around with an interception.





2001 TEAM RECORD – Won 14, Lost 2



TEAM RANKING

Rush Offense: 1st      Pass Offense: 1st  
Rush Defense: 19th    Pass Defense: 11th

2001 REGULAR  
SEASON BREAKDOWN

Date	Score	Opponent
9-Sep	20-17 W	at PHI
23-Sep	30-26 W	at SF
30-Sep	42-10 W	MIA
8-Oct	35-0 W	at DET
14-Oct	15-14 W	NYG
21-Oct	34-14 W	at NYJ
28-Oct	31-34 L	NO
11-Nov	48-14 W	CAR
18-Nov	24-17 W	at NE
26-Nov	17-24 L	TB
2-Dec	35-6 W	at ATL
9-Dec	27-14 W	SF
17-Dec	34-21 W	at NO
23-Dec	38-32 W	at CAR
30-Dec	42-17 W	IND
6-Jan	31-13 W	ATL

TEAM STATS

Category	Rams	Opponents
TOTAL FIRST DOWNS	357	256
FIRST DOWNS (Rushing-Passing-By Penalty)	104-236-17	77-153-26
THIRD DOWN CONVERSIONS	96/192	69/209
FOURTH DOWN CONVERSIONS	8/11	11/23
TOTAL OFFENSIVE YARDS	6,690	4,471
OFFENSE (Plays-Average Yards)	1,007-6.6	952-4.7
TOTAL RUSHING YARDS	2,027	1,385
RUSHING (Plays-Average Yards)	416-4.9	364-3.8
TOTAL PASSING YARDS	4,663	3,086
PASSING (Comp-Att-Int-Avg)	379-551-22-8.90	314-541-21-6.19
SACKS	47	40
FIELD GOALS	23/29	20/26
TOUCHDOWNS (Rushing-Passing>Returns-Defensive)	20-37-2-5	11-16-0-1
TIME OF POSSESSION	31:45:00	28:15:00

RUSHING STATS

Player	Rushes	Yds.	Avg.	Long	TDs
Marshall Faulk	260	1382	5.3	71	12
Trung Canidate	78	441	5.7	45	6
Kurt Warner	28	60	2.1	23	0
Az-Zahir Hakim	11	50	4.5	12	0
Robert Holcombe	13	42	3.2	11	1
Ernie Conwell	7	28	4	13	1

RECEIVING STATS

Player	Recpts.	Yds.	Avg.	Long	TDs
Torry Holt	81	1363	16.8	51	7
Isaac Bruce	64	1106	17.3	51	6
Marshall Faulk	83	765	9.2	65	9
Ricky Proehl	40	563	14.1	37	5
Ernie Conwell	38	431	11.3	47	4
Az-Zahir Hakim	39	374	9.6	33	3

PASSING STATS

Player	Att.	Comp.	Yds.	Comp. %	Yds./ Att.	TDs	TD%	Int.	Int. %	Long	Sacks/ Yds. Lost	QB Rating
Kurt Warner	546	375	4,830	68.7	8.8	36	6.6	22	4	65	38/233	101.4



**DEFENSIVE STATS**

Player	Tack.	Solo	Asst.	Sack	FmbL. Recov.
London Fletcher	89	62	27	4.5	0
Tommy Polley	68	48	18	0	0
Dexter McCleon	58	48	6	1	1
Aeneas Williams	55	47	17	0	4
Kim Herring	52	44	6	0	0
Mark Fields	48	28	15	0	0
Adam Archuleta	47	39	9	3	1
Grant Wistrom	44	33	10	9	1
Brian Young	33	23	7	6.5	0
Jeff Zgonina	32	22	6	0	2
Leonard Little	28	27	5	14.5	1
Dre' Bly	27	23	2	0	1
Rich Coady	23	18	4	1	0
Chidi Ahanotu	21	15	8	2	1
Don Davis	20	18	9	0	1
Jerametrious Butler	18	18	2	0	0
Sean Moran	15	12	5	2	0
Robert Holcombe	12	11	0	0	0
Tyoka Jackson	12	10	7	3	1
Ryan Pickett	10	9	9	0.5	0
Damione Lewis	9	9	1	0	1
O.J. Brigance	8	7	3	0	0
Kole Ayi	7	7	2	0	0
Willie Gary	6	5	0	0	0
Jeff Wilkins	5	5	1	0	0
Torry Holt	5	5	0	0	1
Ernie Conwell	4	4	0	0	1
Marshall Faulk	4	4	0	0	2
Nick Sorensen	4	4	0	0	0
Ryan Tucker	3	3	0	0	1
Jacoby Shepherd	3	3	0	0	0
Jeff Robinson	3	3	0	0	0
Ricky Proehl	3	3	0	0	0
Yo Murphy	3	3	1	0	0
James Hodgins	3	1	1	0	0
Dustin Cohen	3	3	0	0	0
Trung Canidate	3	3	0	0	2
Justin Watson	3	3	1	0	0
Kurt Warner	2	2	0	0	2
Brandon Manumaleuna	2	2	0	0	0
Az-Zahir Hakim	2	2	0	0	1
Tom Nutten	1	1	0	0	0
Andy McCollum	1	1	0	0	0
Brian Allen	1	0	0	0	0
Orlando Pace	1	1	0	0	1
Frank Garcia	1	1	0	0	0
Isaac Bruce	1	1	0	0	0

**INTERCEPTIONS**

Player	Num.	Yds.	Avg.	Long	TDs
Dre' Bly	6	150	25	93	2
Dexter McCleon	4	66	16	43	0
Aeneas Williams	4	69	17	42	2
Grant Wistrom	2	-4	-2	0	0
London Fletcher	2	18	9	18	0
Brian Young	1	25	25	25	0
Mark Fields	1	30	30	30	0
Kim Herring	1	15	15	15	0

**OFFENSIVE PLAYBOOK**

**Ace**

Weak Counter  
Weak Power  
Weak Toss Counter  
Strong Outside Zone  
Aces Draw  
Strong Power  
90 Z Quick Slant  
50 Comebacks  
50 Verticals/Flat  
152 X/Z Go  
210 Strong Flow  
Strong Toss Counter  
Strong Counter

**I Pro**

Strong Lead Toss  
Strong Counter Trap  
Weak Isolation  
Strong Lead Power  
Weak Crossback  
Middle H Screen  
90 Z Speed Out  
50 Z Speed Out -n- Up  
50 TE Corner  
122 X Slant -n- Go

**I Jokers**

Weak Isolation  
Strong Toss  
Strong Outside Zone  
Weak Counter  
90 Hitches  
50 Y/T Deep Cross  
50 Z Under/TE Out  
122 Z Out -n- Up

**Ace Trips**

Strong Toss Counter  
Strong Zone Cutback  
Weak Outside Zone  
Weak Toss Counter  
Weak Power  
Strong G Toss  
50 Z Under  
50 X Post/Z Corner  
152 X Drag/Z  
Post-Corner  
90 Y/T Hot  
H Swing Strong  
Aces Draw

**Strong I Pro**

Strong Lead Draw  
Strong Lead Out Zone  
Fake Strong  
Dive/Weak Toss  
Weak Inside Zone  
Cutback  
FB Swing Strong  
50 TE Skinny  
90 X Quick Under  
50 Z/T Cross

**Ace Wing**

Strong Power  
Weak Trap  
Strong T/Lead Counter  
Strong Lead Draw  
152 X/Z Comebacks  
90 Quick Slants  
50 Post-Corner  
50 X Fade

**I Wing**

Strong Lead Power  
Strong Counter Trap  
Weak Isolation  
Weak Lead Draw  
90 Z/T Quick Cross  
50 X Under  
50 Z Under/Over  
50 All Go  
126 Counter Pass  
122 Z Slam -n- Go

**Strong I Wing Jokers**

Weak T/Lead Counter  
Strong Double Lead Toss  
Strong FB Dive  
90 All Slant  
H Shovel  
90 Z Speed Out  
123 Y/T Corners  
50 Double Swing

**Tight Triple**

Weak Out Zone  
Strong Guard Lead Toss  
Strong Power  
Weak Sweep  
90 Z Slam  
50 X Out -n- Up  
H Middle Screen  
50 Z Stop -n- Go  
H Screen Strong

**Hail Mary**

Chuck and Pray  
Hail Mary  
Angelical Salutation

**Flip Pair H Spread**

Weak FB Dive  
H Motion Sweep  
Weak Wing Sweep  
50 All Go  
50 X Post  
90 H Speed Under  
90 F Speed Under  
90 X Speed Under

**Empty Tight**

QB Sneak  
50 Z Fade  
90 Z Quick Hitch  
50 X Wheel Rub  
H Quick Under  
90 Z Slam

**I Twins**

Strong Outside Zone  
Strong Toss  
Weak FB Dive  
Strong Counter Trap  
Strong Sweep  
50 X/Z Deep Cross  
90 X Slant/Z Slam  
122 Z Slant -n- Go  
50 Double Follow

**Pair Slot**

Strong Power  
Weak Guard Lead Toss  
Strong Out Zone  
Strong Trap  
90 Y Speed Out  
50 X/Z Cross  
50 Z Under  
152 X Drag/Z Seam  
H Swing Weak

**Weak I Twins**

Weak Isolation  
Weak FB Dive  
Weak Outside Zone  
Weak Toss  
90 X Quick Under  
90 Z Speed Out/TE Drag  
H Swing Weak  
50 Weak Flood  
122 X Out -n- Up  
50 Z Deep Out

**Flip Pair Slot**

Strong Guard Lead Toss  
Weak Double Lead  
Counter  
Aces Draw

Strong Out Zone  
90 Quick Cross  
50 Comebacks  
50 H Replace  
152 Slam -n- Go  
210 X Post-Corner

**Split Twins**

Strong Isolation  
Strong Counter Trap  
Strong Inside Zone  
Cutback  
Weak Draw  
50 H Deep Seam  
50 Double Swing  
90 Z Speed Under  
90 X Quick Hitch

**Doubles**

Strong Trap  
Strong Power  
Strong Out Zone  
Weak Hand Sweep  
50 Z Under  
90 Slants -n- Hitches  
50 X/Z Quick Cross  
152 X Post-Corner  
50 Y Seam

**Split Spread**

Strong Split Sweep  
Strong FB Dive  
Weak Trap  
210 Z Corner  
50 Z Rollaway  
123 X Out -n- Up  
H Swing Strong  
90 Z Speed Out

**Quads**

Strong Draw  
Weak Trap  
50 Y Drag  
50 X Slant -n- Go  
152 X Drag/Z Seam  
Z Slip Screen  
90 Y/T Hot  
Flea Flicker

**Doubles Left**

Weak Draw  
Strong Out Zone  
Weak Toss  
Strong Power  
50 X/Y Verts  
50 X Post/Y Drag  
50 Drags  
H Swing Weak  
90 X/Y Slam  
50 Z Under

**I Spread**

Weak Isolation  
Strong Counter Trap  
Weak Lead Toss  
Strong Outside One  
122 Y Slam -n- Go  
90 Y/Z Cross  
90 Z Quick Hitch  
50 X Deep Drag  
Strong Shovel Option

**Trips**

Weak Draw  
Weak Out Zone  
Strong Inside Zone  
Cutback  
Weak Toss  
Weak Toss/Reverse  
50 Y Drag  
90 Z Quick Slant  
50 X/Z Deep Cross  
90 A Speed Out  
H Swing Strong

**OFFENSIVE PLAYBOOK (continued)**

**Triple**

Weak Zone Cutback  
Strong Toss  
Strong Draw  
Weak Inside Reverse  
50 Y/Z Quick Cross  
90 Z Quick Hitch  
50 Y Drag  
50 Y Curl  
50 X Slant -n- Go  
152 X Post Corner

**Strong I Spread**

Strong Out Zone  
Strong Isolation  
Strong Toss  
Weak Counter Trap  
90 Hitches  
90 Z Speed Out  
50 X Fade

**Trips Empty**

QB Sneak

50 Y Corner  
50 X Post  
50 X/Y Verts  
50 All Go

**Triple Right**

Strong Draw  
Weak Inside Zone Cutback  
Weak Pop  
Weak Pop/Reverse  
Strong Trap

50 X Post/Y Drag  
50 Y Seam  
50 Y Curl  
50 Z Under  
90 Z Speed Out

**I Spread Doubles**

Weak FB Dive  
Strong Double Reverse  
50 Double Cross  
50 X Under

50 Slants -n- Corners  
H Shovel Strong  
90 H Speed Under

**Trey**

Weak Toss  
Strong Draw  
Weak Out Zone  
90 X/Y Slam  
152 Slam -n- Go  
50 X Deep Drag

50 Z Under  
90 Y Speed Out

**Bunch**

Strong Trap  
Weak Out Zone  
90 A Speed Out  
152 X/Z Comebacks  
210 X Post-Corner  
50 Y Curl

**DEFENSIVE PLAYBOOK**

**4-3**

**Fronts**

Twist Left  
Gap Left  
Base  
Gap Right  
Twist Right  
Double Twist  
Fan  
Pinch

**Coverages**

2 Hard  
2 Man  
2 Soft  
Sting 2 Hard  
Cover 3  
3 Weak  
Spear 3  
3 Buzz

Weak Blast 3  
Weak Blast 1  
Spear 1  
Strong Blast 1  
Middle Blast 1  
Indian 0  
Force Fire 0  
Key Zone  
Open Fire 0  
Combo Inside Zone  
4 Cloud  
Weak Fire 0  
All Blitz 0

**Nickel**

**Fronts**  
Twist Left  
Gap Left  
Base  
Gap Right

Twist Right  
Double Twist  
Fan  
Pinch

**Coverages**

2 Hard  
2 Soft  
2 Man  
Strong Stab 1  
Sting 2 Hard  
Strong Indian 1  
Weak Blast 1  
Key Zone  
Open Fire 0  
Combo Inside Zone  
Blaze 0  
Weak Crash 1  
Rocket Blitz 0  
Weak Blast 3  
Sting Blitz 1

4 Cloud  
3 Buzz  
All Blitz 0  
Cover 12  
Cover 3

**Dime**

**Fronts**  
Twist Left  
Gap Left  
Base  
Gap Right  
Twist Right  
Double Twist  
Fan  
Pinch

**Coverages**  
Strong Indian 1  
Strong Stab 1

2 Hard  
2 Soft  
Middle Blast 1  
2 Man  
Tight Fire 0  
Open Fire 0  
Weak Sting 1  
Greyhound 0  
Cover 12  
Strong Zone Blitz  
Weak Zone Blitz  
Combo Inside Zone  
4 Cloud  
3 Buzz

**Goal Line**

**Fronts**  
GL Twist Left  
GL Razor Left  
GL Fan

GL Razor Right  
GL Twist Right  
GL Pinch

**Coverages**

GL Strong Zone  
GL Weak Crash  
GL Cloud  
GL Weak Indian  
GL Indian Strong  
GL Weak Blast  
GL Rams Blitz  
GL Weak Zone

**Bear**

**Fronts**  
Twist Left  
Gap Left  
Base

Gap Right  
Twist Right  
Double Twist  
Fan  
Pinch

**Coverages**

Force Fire 0  
Bear Blitz 3  
3 Buzz  
All Blitz 0  
Strong Zone Blitz  
Cover 3  
Combo Inside Zone  
Greyhound 0  
Weak Zone Blitz  
Spear 1  
Indian 0

**TIPS & HINTS**



Kurt Warner makes lightning-fast decisions and thrives on passing out of the blitz.



Marshall Faulk is an awesome running back. He's got the speed to get outside, so give him the ball on Strong Outside Zone, Strong Lead Toss, and Strong G Toss.



Trung Candidate is a good backup to Faulk. Get him some carries.



Marshall Faulk is a good receiver too—he was the third leading receiver for the Rams last season with 83 catches. When the receivers are covered downfield, look for Faulk coming out of the backfield for big gains. He averaged 9.2 yards per catch in 2001–2002.



Torry Holt is a big play receiver. Look for him on 90 Hitches, 90 X Quick Under, and 152 X Drag/Z Post-Corner.



The Rams like to throw the ball deep. Both Holt and Isaac Bruce averaged more than 16 yards per reception last season. Look for the pair on Chuck and Pray, 90 Z Slam, and 152 Slam -n- Go.



Outside linebacker Tommy Polley was the team's second leading tackler last year. Control Polley to stuff the run.



The Rams found a big-time pass rusher last year in defensive end Leonard Little. He led the team with 14.5 sacks.



The Rams have an opportunistic secondary. Cornerbacks Dre' Bly, Dexter McCleon, and Aeneas Williams came up with a combined 14 interceptions. When the ball is in the air, switch to one of these defensive backs and look for the ball.







**2001 TEAM RECORD** – Won 10, Lost 6

**BALTIMORE RAVENS**

**TEAM RANKING**

Rush Offense: 26th	Pass Offense: 32nd
Rush Defense: 23rd	Pass Defense: 26th

**2001 REGULAR SEASON BREAKDOWN**

Date	Score	Opponent
9-Sep	17-6 W	CHI
23-Sep	10-21 L	at CIN
30-Sep	20-13 W	at DEN
7-Oct	26-7 W	TEN
14-Oct	23-31 L	at GB
21-Oct	14-24 L	at CLE
28-Oct	18-17 W	JAC
4-Nov	13-10 W	at PIT
12-Nov	16-10 W	at TEN
18-Nov	17-27 L	CLE
25-Nov	24-21 W	at JAC
2-Dec	39-27 W	IND
16-Dec	21-26 L	PIT
23-Dec	16-0 W	CIN
29-Dec	10-22 L	at TB
7-Jan	19-3 W	MIN

**TEAM STATS**

Category	Ravens	Opponents
TOTAL FIRST DOWNS	299	262
FIRST DOWNS (Rushing-Passing-By Penalty)	92-180-27	81-161-20
THIRD DOWN CONVERSIONS	82/230	70/227
FOURTH DOWN CONVERSIONS	3/13	6/15
TOTAL OFFENSIVE YARDS	5,124	4,446
OFFENSE (Plays-Average Yards)	1,080-4.7	1,010-4.4
TOTAL RUSHING YARDS	1,810	1,411
RUSHING (Plays-Average Yards)	483-3.7	410-3.4
TOTAL PASSING YARDS	3,314	3,035
PASSING (Comp-Att-Int-Avg)	320-557-20-6.45	321-555-16-5.99
SACKS	45	40
FIELD GOALS	30/35	19/33
TOUCHDOWNS (Rushing-Passing>Returns-Defensive)	11-18-0-2	10-16-0-3
TIME OF POSSESSION	29:39:00	30:21:00

**RUSHING STATS**

Player	Rushes	Yds.	Avg.	Long	TDs
Terry Allen	168	658	3.9	26	3
Jason Brookins	151	551	3.6	25	5
Moe Williams	65	291	4.5	55	0
Obafemi Ayanbadejo	46	173	3.8	17	1
Travis Taylor	5	46	9.2	16	0
Randall Cunningham	14	40	2.9	15	1

**RECEIVING STATS**

Player	Recpts.	Yds.	Avg.	Long	TDs
Qadry Ismail	74	1,059	14.3	77	7
Shannon Sharpe	73	811	11.1	37	2
Travis Taylor	42	560	13.3	63	3
Brandon Stokley	24	344	14.3	46	2
Moe Williams	23	210	9.1	46	0
Todd Heap	16	206	12.9	24	1

**PASSING STATS**

Player	Att.	Comp.	Yds.	Comp. %	Yds./Att.	TDs	TD%	Int.	Int. %	Long	Sacks/ Yds. Lost	QB Rating
Elvis Grbac	467	265	3,033	56.7	6.5	15	3.2	18	3.9	77	28/215	71.1
Randall Cunningham	89	54	573	60.7	6.4	3	3.4	2	2.2	30	12/66	81.3

**DEFENSIVE STATS**

Player	Tack.	Solo	Asst.	Sack	FmbL. Recov.
Ray Lewis	112	79	49	3.5	1
Jamie Sharper	77	57	31	6	1
Corey Harris	73	60	10	0	4
Chris McAlister	63	61	8	0	0
Rod Woodson	55	49	19	0	1
Duane Starks	54	49	5	0	0
Peter Boulware	43	35	23	15	1
Michael McCrary	34	25	17	7.5	0
Adalius Thomas	30	22	7	3.5	0
Carnell Lake	29	26	2	0	1
James Trapp	28	25	7	1	0
Sam Adams	19	12	4	2	0
Anthony Mitchell	18	16	5	0	0
Brad Jackson	17	10	10	0	1
Rob Burnett	16	10	10	0	1
Tony Siragusa	14	8	14	2	0
Alvin Porter	13	12	0	0	0
Lional Dalton	12	6	4	0	0
Larry Webster	12	6	5	0.5	0
Shannon Taylor	8	8	1	1	1
Kelly Gregg	7	6	3	1	0
Edgerton Hartwell	6	6	0	0	1
Moe Williams	6	6	0	0	0
John Jones	5	5	0	0	0
Obafemi Ayanbadejo	5	4	1	0	2
Gary Baxter	5	5	1	0	0
Travis Taylor	4	4	0	0	0
Brandon Stokley	4	4	0	0	1
Jason Brookins	4	4	0	0	2
Sammy Williams	2	2	0	0	0
Mike Flynn	2	2	0	0	1
Sam Gash	2	2	0	0	0
Qadry Ismail	2	2	0	0	0
Danny Kight	2	2	0	0	0
Matt Stover	2	2	0	0	0
Todd Heap	1	1	0	0	0
Alan Ricard	1	1	0	0	0
Terry Allen	1	1	0	0	0
Elvis Grbac	1	1	0	0	2
Edwin Mulitalo	1	1	0	0	0
Marques Douglas	1	1	1	1	0
Patrick Johnson	1	1	0	0	0

**INTERCEPTIONS**

Player	Num.	Yds.	Avg.	Long	TDs
Duane Starks	4	9	2	9	0
Rod Woodson	3	57	19	47	1
Ray Lewis	3	115	38	64	0
Corey Harris	2	1	0	1	0
James Trapp	1	15	15	15	0
Michael McCrary	1	1	1	1	0
Chris McAlister	1	0	0	0	0
Alvin Porter	1	-3	-3	-3	0

**OFFENSIVE PLAYBOOK**

**I Pro**

Strong Lead Draw  
Weak Inside Zone  
Cutback  
Strong Isolation/Fake  
Z Reverse  
Fake Strong Isolation/Z  
Reverse  
Weak Belly  
122 X Out -n- Up  
50 TE Out  
90 Z Speed Out  
222 Z Corner  
50 TE Corner

**I Spread**

Strong Lead Draw  
Weak Outside Zone  
Strong Isolation  
Weak Belly  
Weak Zone Out Bounce  
90 Y Quick Slant  
50 Y/Z Deep Cross  
235 Z Slide/Y Out  
122 Y Slam -n- Go  
50 X Deep Drag

**I Jokers**

Strong Isolation  
Strong Counter Trap  
Weak Toss  
Weak Belly  
Strong Power  
90 X Quick Corner  
122 X Drag  
90 X Lob Fade  
50 X Comeback  
50 Y/T Corners

**I Twins**

Weak Isolation  
Weak Outside Zone  
Strong Counter Trap  
Strong Lead Draw  
Weak Toss/Reverse  
223 Z Delay Out  
50 X/Z In -n- Out  
90 X/Z Speed Cross  
90 Z Speed Under  
122 X/Z Verticals

**Split Spread**

Strong Hand Sweep  
QB Lead Draw  
Strong FB Toss/Fade  
Reverse  
Strong FB Toss/Z Reverse  
Weak Dive  
50 Double Swing  
50 Z Rollaway  
50 H/F Wheels  
Strong FB Toss/Z  
Reverse Pass  
90 Y/Z Speed Cross

**Split Jokers**

Weak T-Toss  
Strong FB Dive  
Strong FB Toss  
Weak F Hand Sweep  
Strong FB Draw  
50 Double Swing  
50 Strong Outs  
132 TE Delay Corner  
90 F Speed Out  
210 Strong Flood

**Split Pro**

Fake Strong  
Dive/Weak Toss

Weak Dive  
Strong Hand Sweep  
Weak Draw  
Strong FB Toss  
50 Double Swing  
226 X Deep Comeback  
132 TE Dump  
50 TE/Z Cross  
90 Z Slam

**Gun: Split Spread**

QB Lead Draw  
Strong FB Draw  
Weak Toss  
Strong Hand Sweep  
50 Double Swing  
50 H/F Wheels  
90 F Speed Out  
210 Z Corner  
132 Y Slant -n- Go

**I Wing Jokers**

Strong Inside Zone  
Cutback  
Weak Isolation  
Weak Lead Draw  
Strong Counter Trap  
Weak Belly  
122 X Out  
50 H Lead Swing  
90 X/TE Quick Cross  
50 X Out -n- Up  
90 X Speed Out

**Split Twins**

Strong FB Draw  
Weak Toss  
Strong Counter Trap  
Strong Hand Sweep  
Weak F Hand Sweep  
50 Double Swing  
226 X Deep Comeback  
90 X Slip Screen  
90 Z Speed Under  
132 TE Dump

**Gun: H Slot**

QB Draw  
Strong FB Draw  
Weak F Hand Sweep  
Strong FB Toss  
90 H Speed Under  
50 X/H Cross  
215 Outs  
132 H Slant -n- Go  
50 F Swing Strong

**Split Wing**

Strong Hand Sweep  
Weak F Hand Sweep  
Strong FB Draw  
Strong Counter Trap  
Weak Dive  
50 Double Swing  
50 H/F Wheels  
90 X/TE Quick Cross  
50 F Speed Out

**Empty Open**

QB Draw  
90 All Slam  
215 Strong Flood  
50 Z/B Cross  
50 X/A In -n- Out  
90 All Stop

**Gun: Empty Open**

QB Draw  
90 All Slam  
215 Strong Flood

50 Z/B Cross  
50 X/A In -n- Out  
90 All Stop

**Ace**

Weak Outside Zone  
Strong T-Toss  
Strong Draw  
Weak Counter  
Strong Toss/Reverse  
50 Hitches -n- Corners  
152 X/Z Go  
50 Curls -n- Corners  
210 Strong Flow  
90 X Quick Hitch

**Doubles**

Strong Dive/Fake  
Z Reverse  
Strong Dive/Z Reverse  
Strong Draw  
Weak Toss  
Weak Outside Zone  
50 Double Cross  
90 All Slam  
152 X Post-Corner  
253 Z Stop/TE Corner  
50 Y Seam

**Quads**

Strong Draw  
QB LD Draw  
Strong Toss  
Weak Dive  
Z Slip Screen  
Strong Y Shovel  
50 Double Cross  
90 Slants -n- Stop  
Z Stop/TE Corner

**Pair Slot**

Strong Inside Zone  
Cutback  
Weak Toss  
Strong Power  
Weak Draw  
Weak Y Inside Sweep  
256 Y Corner  
90 Y Speed Out  
90 Z Bubble Motion  
50 H Wheel  
50 Y Curl/TE Hook

**Triple**

Weak H Belly  
Strong Outside Zone  
Strong Counter  
Weak Y Motion Reverse  
Strong Inside Zone  
Cutback  
90 TE Speed Out  
210 Z Deep Slide  
50 X Opposite Flow  
50 X Arrow -n- Go  
H Middle Screen

**Bunch**

Strong Toss  
Strong Draw  
Weak Toss  
Weak Trap  
Strong Dive  
50 Strong Spread  
90 A Screen Stop  
Strong Toss Pass  
Y Slip Screen  
210 Z Deep Comeback



## OFFENSIVE PLAYBOOK (continued)

### Split Spread Ace

Strong Draw/H Motion  
Weak Hand Sweep/H Motion  
Weak Belly/H Motion  
50 H Motion Go  
90 X/H Speed Cross  
232 H Comeback  
132 Y/Z Drag

50 H Motion  
Swing Strong

### Trips Tight

Weak Toss/Reverse  
Strong Counter  
Weak Draw  
QB Lead Draw  
Weak Toss  
215 X Post-Corner

90 X Quick Hitch  
50 H Swing Weak  
157 H Wheel  
50 X/Y In -n- Out

### Trey

Strong Toss  
Strong Draw  
Weak Dive  
Weak Outside Zone

90 X/Y Slam  
152 Slam -n- Go  
50 Y/Z In -n- Out  
50 Z Deep Drag  
90 All Slant

### Tight Triple

Fake Dive/QB Strong  
Bootleg

Strong Dive  
Weak Toss  
Strong Draw  
Strong Y Trap  
152 Z Stop -n- Go  
Strong Dive Tossback  
255 Strong Flow  
H Swing Strong  
90 Y/TE Speed Cross

### Triple Empty

QB Draw  
H End Around  
90 TE Speed Out  
50 H Seam  
210 Y/Z Split  
90 H Speed Under  
50 H Post-Corner

## DEFENSIVE PLAYBOOK

### 4-3

#### Fronts

Base  
All In  
Loop  
Mix  
Pinch  
Razor Left  
Razor Right  
Twist

#### Coverages

Spear 3  
Force Fire 0  
Weak Indian I  
All Blitz 0  
Sting Blitz I  
Weak Crash I

Strong Blaze I

2 Man  
4 Cloud  
Weak Crash 3  
3 Weak  
Key Zone  
3 Strong  
2 Soft  
2 Hard

#### Nickel

#### Fronts

Base  
All In  
Loop  
Mix  
Pinch

Razor Left  
Razor Right  
Twist

#### Coverages

All Blitz 0  
Inside Blaze 0  
Double Indian 0  
Weak Blast I  
Spear I  
Weak Crash I  
Double Hard I  
Middle Blast I  
3 Robber  
Zone Double Steal  
Weak Crash 3  
Man Under 3 Deep  
Key Zone

Sting 2 Soft  
4 Cloud  
2 Hard

#### Dime

#### Fronts

Base  
All In  
Loop  
Mix  
Pinch  
Razor Left  
Razor Right  
Twist

#### Coverages

Tight Fire 0  
Open Fire 0

All Blitz 0  
Middle Blast I  
Weak Whip 0  
Blast I Dog the Dig  
Greyhound 0  
Strong Sting Fire 3  
Bulldog 2H  
Combo Strong Zone  
2 Corners  
4 Cloud  
3 Robber  
3 Buzz  
2 Man  
2 Hard

#### Goal Line

Fronts  
GL Twist

GL Slam  
GL Razor Right  
GL Razor Left  
GL Mix  
GL Loop  
Submarine  
Ned

#### Coverages

GL Weak Zone  
GL Weak Indian 0  
GL Weak Crash 0  
GL Weak Blast 0  
GL Strong Cloud  
GL Steeler Blitz 0  
GL Spear 0  
GL Slice Right 0

### 3-4

#### Fronts

Base Odd  
Contain Odd  
Fan Odd  
Pinch Odd  
Razor Left Odd  
Razor Right Odd

#### Coverages

4 Cloud Odd  
Cover 12  
Blaze Twist I  
Double Hard 2  
Open Fire I  
Strong Force Fire I  
Tight Fire I

## TIPS & HINTS



The Ravens signed quarterback Elvis Grbac to lead their offense last year. He had a pretty good season, throwing for 3,033 yards. But for the 2002–2003 season, the Ravens have turned to free agent Jeff Blake. Get rid of the ball quickly—the offensive line allowed 40 sacks in 2001–2002, so Blake will have to hustle.



The Ravens have big question marks at running back for the coming season. Try to establish a good running game or Blake is going to get pounded.



The answer could be the return of Jamal Lewis. Out for the season due to injury in 2001–2002, Lewis will attempt to return to lead the ground attack for the Ravens. Get him the ball on Strong Isolation, Strong Lead Draw, and Strong Counter Trap.



With the departure of tight end Shannon Sharpe, the Ravens will look to Todd Heap and John Jones to pick up the slack. Involve the tight ends with 50 TE Corner, 50 Y/T Corners, and 132 TE Delay Corner.



Travis Taylor is Blake's main target in the receiving corps. Look for Taylor on the 122 X/Z Verticals, 90 X Lob Fade, and the 122 X Out -n- Up.



Ray Lewis leads the defense. The middle linebacker led the team with 112 tackles and 3.5 sacks in 2001–2002.



Linebacker Peter Boulware rushed the quarterback and came up with 15 sacks last season.



James Trapp is one of the few returning members of the 2001 secondary. Trapp is a solid cornerback. With the big pass rush that the Ravens deliver, Trapp is in good position to come up with interceptions.



Cornerback Chris McAlister returns punts for the Ravens. The Ravens will need strong special teams play to get good field position and be effective on offense.



# REDSKINS

2001 TEAM RECORD - Won 8, Lost 8



## TEAM RANKING

Rush Offense: 15th    Pass Offense: 30th  
Rush Defense: 3rd    Pass Defense: 1st

## 2001 REGULAR SEASON BREAKDOWN

Date	Score	Opponent
9-Sep	3-30 L	at SD
24-Sep	0-37 L	at GB
30-Sep	13-45 L	KC
7-Oct	9-23 L	at NYG
15-Oct	7-9 L	at DAL
21-Oct	17-14 W	CAR
28-Oct	35-21 W	NYG
4-Nov	27-14 W	SEA
18-Nov	17-10 W	at DEN
25-Nov	13-3 W	at PHI
2-Dec	14-20 L	DAL
9-Dec	20-10 W	at ARI
16-Dec	6-20 L	PHI
23-Dec	15-20 L	CHI
30-Dec	40-10 W	at NO
6-Jan	20-17 W	ARI

## TEAM STATS

Category	Redskins	Opponents
TOTAL FIRST DOWNS	241	271
FIRST DOWNS (Rushing-Passing-By Penalty)	104-122-15	103-149-19
THIRD DOWN CONVERSIONS	79/223	76/210
FOURTH DOWN CONVERSIONS	4/13	5/17
TOTAL OFFENSIVE YARDS	4,435	4,846
OFFENSE (Plays-Average Yards)	960-4.6	982-4.9
TOTAL RUSHING YARDS	1,948	1,869
RUSHING (Plays-Average Yards)	490-4.0	484-3.9
TOTAL PASSING YARDS	2,487	2,977
PASSING (Comp-Att-Int-Avg)	235-432-13-6.29	262-473-23-6.59
SACKS	25	38
FIELD GOALS	26/33	24/29
TOUCHDOWNS (Rushing-Passing>Returns-Defensive)	10-13-1-1	10-19-1-3
TIME OF POSSESSION	30:15:00	29:45:00

## RUSHING STATS

Player	Rushes	Yds.	Avg.	Long	TDs
Stephen Davis	356	1432	4	32	5
Ki-Jana Carter	63	308	4.9	30	3
Tony Banks	47	152	3.2	17	2
Donnell Bennett	10	39	3.9	8	0
Rod Gardner	1	16	16	16	0
Michael Westbrook	2	8	4	8	0

## RECEIVING STATS

Player	Recpts.	Yds.	Avg.	Long	TDs
Rod Gardner	46	741	16.1	85	4
Michael Westbrook	57	664	11.6	76	4
Kevin Lockett	22	293	13.3	34	0
Stephen Davis	28	205	7.3	29	0
Zeron Flemister	18	196	10.9	33	2
Bryan Johnson	9	129	14.3	32	0

## PASSING STATS

Player	Att.	Comp.	Yds.	Comp. %	Yds./Att.	TDs	TD%	Int.	Int. %	Long	Sacks/Yds. Lost	QB Rating
Tony Banks	370	198	2,386	53.5	6.4	10	2.7	10	2.7	85	29/173	71.3
Jeff George	42	23	168	54.8	4	0	0	3	7.1	17	1/38	34.6



## DEFENSIVE STATS

Player	Tack.	Solo	Asst.	Sack	FmbL. Recov.
LaVar Arrington	82	73	17	0.5	2
Sam Shade	75	68	14	0	1
Kevin Mitchell	68	56	13	2	0
David Terrell	66	54	10	1	1
Kenard Lang	50	41	15	4	2
Champ Bailey	48	45	2	0	1
Antonio Pierce	43	36	9	1	1
Darrell Green	33	29	4	0	0
Marco Coleman	32	27	6	4.5	0
Robert Jones	31	27	8	0	0
Fred Smoot	30	28	3	0	1
Bruce Smith	30	25	11	5	1
Eddie Mason	22	17	3	1	0
Dan Wilkinson	19	16	6	4	0
Keith Lyle	17	17	7	1	0
Shawn Barber	14	10	3	0	0
Michael Bates	13	13	2	0	2
Central McClellion	12	10	2	0	0
Bryan Johnson	10	9	2	0	0
Jerry DeLoach	9	6	2	1	0
Kato Serwanga	9	8	1	0	0
Delbert Cowsette	8	5	2	0	0
Derrius Thompson	8	7	1	0	1
Ifeanyi Ohalete	7	5	2	0	1
Dorian Boose	6	6	1	0	0
Zeron Flemister	5	3	2	0	0
Kevin Lockett	4	3	0	0	0
Tyrone M. Williams	4	3	0	0	0
David Szott	3	3	1	0	0
Donte Curry	3	2	1	0	0
Eric Metcalf	2	2	0	0	1
Cory Raymer	2	2	0	0	0
Walter Rasby	2	2	0	0	0
Ethan Albright	1	0	3	0	0
Tony Banks	1	1	0	0	1
Bryan Barker	1	1	0	0	0
Donnell Bennett	1	1	0	0	1
Matt Campbell	1	1	0	0	0
Ki-Jana Carter	1	1	0	0	2
Donny Green	1	1	0	0	0
Chris Samuels	1	1	0	0	1

## INTERCEPTIONS

Player	Num.	Yds.	Avg.	Long	TDs
Fred Smoot	5	36	7	36	0
Champ Bailey	3	17	5	12	0
LaVar Arrington	3	120	40	67	1
Dan Wilkinson	2	0	0	0	0
David Terrell	2	0	0	0	0
Sam Shade	2	9	4	9	0
Darrell Green	1	0	0	0	0
Otis Leverette	1	1	1	1	0
Kenard Lang	1	14	14	14	0
Antonio Pierce	1	0	0	0	0
Ifeanyi Ohalete	1	12	12	12	0
Keith Lyle	1	0	0	0	0

## OFFENSIVE PLAYBOOK

### I Pro

Weak Isolation  
Strong Counter  
Strong Lead Draw  
Fake Isolation/Z Reverse  
Weak Toss  
226 X Flow Away  
90 Z Quick Hitch  
50 Z Speed Out -n- Up  
122 X Out -n- In  
50 X Deep Drag

### I Spread

Strong Lead Draw  
Weak Isolation  
Strong Toss/Z Reverse  
Weak FB Trap  
Strong Outside Zone  
50 Y Out -n- In  
123 Y Curl/Z Comeback  
90 Y Speed Out  
50 Y Curl In  
210 Z In -n- Out

### I Jokers

Weak G/Lead Toss  
Strong Isolation  
Weak Counter Trap  
Strong Power  
Strong Hand Sweep  
122 Z Rollaway  
90 X Quick Corner  
90 Y/TE Hot  
128 X Streak  
50 Y/TE Corners

### Weak I Pro

Strong F-Motion Isolation  
Strong Outside Zone  
Weak Lead Draw  
Weak FB Trap  
Strong Toss/Z Reverse  
133 H Wheel  
50 Z Rub In  
90 F Speed Stop  
50 TE Seam  
226 X Comeback

### Strong I Spread

Strong FB Dive  
Fake Strong Dive/Weak Toss  
Strong Lead Draw  
Weak Inside Zone Cutback  
Weak Counter Trap  
90 Y Speed Out  
50 Y Out -n- In  
210 Z In -n- Out  
50 X Deep Drag  
132 X Slide Out

### Strong I Jokers

Weak F-Motion Isolation  
Strong Isolation  
Strong FB Dive  
Strong Power  
Weak Counter Trap  
122 X Rollaway  
90 F Speed Out  
50 Double Swing  
210 X Curl  
90 X Quick Corner

### Strong I Pro

Fake Strong Isolation/Z Reverse  
Weak F-Motion Isolation  
Weak Counter Trap  
Strong Isolation/Fake Z Reverse  
Strong Lead Draw  
225 Z Rail  
132 X Stop -n- Go  
90 X/Z Slants  
50 TE/Z Curls  
90 Z Hot

### Split Spread

Strong FB Dive  
Weak Split Toss  
Weak Outside Zone  
Strong Hand Sweep  
Weak Draw  
50 H Circle  
50 Double Swing  
90 Y/Z Speed Cross  
132 Y Slant -n- Go  
235 X Out/H Curl

### I Twins

Weak Isolation  
Strong Counter  
Strong Toss  
Weak Lead Draw  
Weak Outside Zone  
Weak Toss Pass  
132 X Slide Out  
50 X/Z Fan  
223 Z Delay Out  
90 Z Speed Under

### Weak I Twins

Weak Lead Draw  
Weak FB Dive  
Strong F-Motion Isolation  
Strong Counter Trap  
Weak Toss  
232 Z Curl -n- Go  
90 X Speed Under  
50 X Slant -n- Go  
90 Z Sprint Screen  
133 TE Drag

### Strong I Triple

Weak F-Motion Isolation  
Strong Power  
Strong Toss  
Weak Outside Zone  
Strong Lead Draw  
90 Z Speed Under  
210 X/Z Cross -n- Up  
122 Double Post  
50 X/Z Deep Cross  
50 H Swing Strong

### Ace

Weak Counter  
Strong Draw  
Strong Inside Zone Cutback  
Strong Toss  
Weak Zone Out Bounce  
50 Z Streak  
256 X Delay Shovel  
152 Double Rub  
50 Stop -n- Hooks  
90 X/Z Slam

### Doubles

Weak Draw  
Strong Counter  
Weak Toss  
Fake Dive/Z Reverse  
Strong T-Toss  
90 Z Quick Slant  
50 H Swing Strong  
50 H Replace  
123 X Slam -n- Go  
254 Y Pick Post

### Quads

Strong Outside Zone  
50 X Double Pass  
90 H Bubble Motion  
50 X Arrow -n- Go  
152 Z Slide -n- Go  
253 Z Stop/TE Corner

### Ace Trips

Strong Toss  
Strong Draw  
Weak Power  
Weak Inside Zone Cutback  
Strong Counter  
152 Double Post  
50 H Swing Strong  
253 X Rub Out -n- Up  
90 X/Z Slam  
50 Z Under

### Gun: Doubles Right

Strong Draw  
Weak Counter  
Strong Dive  
Strong Toss  
Weak Hand Sweep  
90 H Quick Dump  
254 Y Pick Post  
50 Stop -n- Hooks  
210 Y Motion Dump  
50 Double Follow

### Gun: Quads Left

Weak Dive  
50 X Arrow -n- Go  
50 Double Cross  
254 X Comeback/A Corner  
90 H Quick Dump  
50 A Curl In

### Gun: Ace Trips

Weak Draw  
QB Lead Draw  
Weak Toss  
Strong Hand Sweep  
Strong Counter  
90 Z Quick Slant  
50 H Swing Strong  
50 Z Under  
210 Strong Flow -n- Go  
152 Double Post

### Triple

Weak Pop  
Weak Pop/Fake Dive  
Strong Pop/Fake Reverse  
Strong Pop/Z Reverse  
Strong Toss  
Strong Draw  
Strong Pop/Reverse Pass  
186 Y Quick Slant  
50 Z Under  
210 Z In -n- Out  
90 X/Z Slam

**OFFENSIVE PLAYBOOK (continued)**

**Trips**

Weak Zone/Fake Reverse  
Fake Zone/Reverse Pass  
254 Y Stop -n- Go  
215 X Post-Corner  
50 Y Drag  
90 A Speed Out

**Pair Slot**

Weak Toss  
Weak Toss/Z Reverse  
Weak Draw  
Strong Power  
Strong Inside Zone  
Cutback  
90 Z Bubble Motion  
50 H Wheel Rub  
90 Z Arrow

50 X/Z Cross  
254 Z Fade

**Gun: Triple Left**

Weak Draw  
Weak Toss  
Strong Counter  
Weak Dive  
Strong Hand Sweep  
256 Y Corner

50 Y Wheel  
153 X Out -n- Up  
90 X Quick Hitch  
50 Z Hook -n- Go

**Gun: Trips Left**

Weak Draw  
153 Z Quick Hitch  
90 A Speed Out  
50 Y Drag

215 X Post-Corner  
256 X/A Deep Cross

**Gun: Empty Open**

QB Draw  
90 All Stop  
215 Strong Flood  
50 X Safety Pull  
50 X/A In -n- Out  
90 B Speed Under

**Gun: Diamonds**

QB Draw  
210 Strong Flood  
210 Diamonds Deep  
90 B Speed Screen  
50 Hooks -n- Curls  
50 Z Motion Seam

**DEFENSIVE PLAYBOOK**

**4-3**

**Fronts**

Base  
Loop  
All In  
Razor Left  
Razor Right  
Twist  
Mix  
Pinch

**Coverages**

2 Hard  
2 Soft  
3 Strong  
Key Zone

3 Weak

Weak Crash 3

4 Cloud

2 Man

Strong Blaze 1

Weak Crash 1

Weak Sting 1

All Blitz 0

Weak Indian 1

Force Fire 0

Spear 3

**Nickel**

**Fronts**

Base  
Loop

All In

Razor Left

Razor Right

Twist

Mix

Pinch

**Coverages**

2 Hard

4 Cloud

Sting 2 Soft

Key Zone

Man Under 3 Deep

Weak Crash 3

Zone Double Steal

3 Robber

Middle Blast 1

Double Hard 1

Weak Crash 1

Spear 1

Weak Blast 1

Double Indian 0

Inside Blaze 0

All Blitz 0

**Dime**

**Fronts**

Base

Loop

All In

Razor Left

Razor Right

Twist

Mix

Pinch

**Coverages**

2 Hard

2 Man

3 Buzz

3 Robber

4 Cloud

2 Corners

Combo Strong Zone

Bulldog 2H

Strong Sting Fire 3

Greyhound 0

Blast 1 Dog the Dig

Weak Whip 0

Middle Blast 1

All Blitz 0

Open Fire 0

Tight Fire 0

**Goal Line**

**Fronts**

Ned

Submarine

GL Loop

GL Razor Left

GL Razor Right

GL Twist

GL Mix

GL Slam

**Coverages**

GL Steeler Blitz 0

GL Weak Blast 0

GL Strong Cloud

GL Spear 0

GL Slice Right 0

GL Weak Crash 0

GL Weak Indian 0

GL Weak Zone

**TIPS & HINTS**



The Redskins changed coaches during the off-season. Steve Spurrier graduates from the college scene and turns to the pros to lead the Redskins back to football dominance.



The early line has former Bears quarterback Shane Matthews as the starting quarterback. Matthews does not have the strongest arm, but his ability to make good decisions with the football makes him a valuable asset. Use pass plays with short drops.



Stephen Davis is the workhorse for the Redskins ground game. Get him involved in your offense early and often with Strong Outside Zone, Strong Hand Sweep, and Strong Toss.



Davis has a good set of hands. Last year he pulled down 28 passes for 205 yards. When the receivers are covered downfield, trust Davis to catch the ball coming out of the backfield.



Wide receiver Rod Gardner is a pretty good deep threat. He averaged 16.1 yards per reception last season. With Matthews at QB, try to hit Gardner in stride on short passes to get a good run after the catch. Try 210 X/Z Cross -n- Up.



Newcomer Reidel Anthony helps round out the receiving corps for the Redskins. Get him the ball on 50 Z Motion Seam, 50 Z Hook -n- Go, and 50 TE/Z Curls.



The Redskins added veteran Santana Dotson to the defensive line. With him and Dan Wilkinson, the Redskins should be able to shut down the run.



The pass rush will come from 18-year veteran Bruce Smith. When you need to get to the quarterback, select Smith and get into the backfield to disrupt the play.



The secondary is probably the strongest part of the Redskins defense. Champ Bailey had three interceptions, Fred Smoot had five, and 20-year veteran Darrell Green had one. When the ball is in the air, any of these great defensive backs can come up with the needed turnover.







**2001 TEAM RECORD** – Won 7, Lost 9

**SAINTS**

**TEAM RANKING**

Rush Offense: 20th    Pass Offense: 18th  
 Rush Defense: 16th    Pass Defense: 14th

**2001 REGULAR SEASON BREAKDOWN**

Date	Score	Opponent
9-Sep	24-6 W	at BUF
30-Sep	13-21 L	at NYG
7-Oct	28-15 W	MIN
14-Oct	27-25 W	at CAR
21-Oct	13-20 L	ATL
28-Oct	34-31 W	at STL
4-Nov	9-16 L	NYJ
11-Nov	27-28 L	at SF
18-Nov	34-20 W	IND
25-Nov	17-34 L	at NE
2-Dec	27-23 W	CAR
9-Dec	28-10 W	at ATL
17-Dec	21-34 L	STL
23-Dec	21-48 L	at TB
30-Dec	10-40 L	WAS
6-Jan	0-38 L	SF

**TEAM STATS**

Category	Saints	Opponents
TOTAL FIRST DOWNS	294	284
FIRST DOWNS (Rushing-Passing-By Penalty)	87-184-23	88-169-27
THIRD DOWN CONVERSIONS	89/227	80/201
FOURTH DOWN CONVERSIONS	6/18	3/12
TOTAL OFFENSIVE YARDS	5,226	5,070
OFFENSE (Plays-Average Yards)	1,031-5.1	948-5.3
TOTAL RUSHING YARDS	1,712	1,715
RUSHING (Plays-Average Yards)	419-4.1	443-3.9
TOTAL PASSING YARDS	3,514	3,355
PASSING (Comp-Att-Int-Avg)	313-562-22-6.84	278-452-15-8.14
SACKS	53	50
FIELD GOALS	27/31	27/31
TOUCHDOWNS (Rushing-Passing>Returns-Defensive)	8-27-0-1	15-30-1-1
TIME OF POSSESSION	29:24:00	30:36:00

**RUSHING STATS**

Player	Rushes	Yds.	Avg.	Long	TDs
Ricky Williams	313	1245	4	46	6
Aaron Brooks	80	358	4.5	26	1
Deuce McAllister	16	91	5.7	54	1
Terrelle Smith	5	8	1.6	6	0
Albert Connell	1	6	6	6	0
Joe Horn	1	4	4	4	0

**RECEIVING STATS**

Player	Recpts.	Yds.	Avg.	Long	TDs
Joe Horn	83	1265	15.2	56	9
Willie Jackson	81	1046	12.9	63	5
Ricky Williams	60	511	8.5	42	1
Robert Wilson	21	277	13.2	44	0
Boo Williams	20	202	10.1	26	3
Albert Connell	12	191	15.9	46	2

**PASSING STATS**

Player	Att.	Comp.	Yds.	Comp. %	Yds./Att.	TDs	TD%	Int.	Int. %	Long	Sacks/ Yds. Lost	QB Rating
Aaron Brooks	558	312	3,832	55.9	6.9	26	4.7	22	3.9	63	50/330	76.4

**DEFENSIVE STATS**

Player	Tack.	Solo	Asst.	Sack	FmbL. Recov.
Sammy Knight	78	61	18	1	5
Charlie Clemons	75	58	18	13.5	1
Jay Bellamy	71	52	22	2	0
Keith Mitchell	61	43	28	2	0
Kevin Mathis	60	48	14	1	0
Fred Thomas	55	49	13	0	0
Joe Johnson	53	34	11	9	2
Darrin Smith	50	34	17	1.5	0
La'Roi Glover	36	23	11	8	2
Darren Howard	35	23	18	6	0
Norman Hand	25	20	11	3.5	0
Chris Oldham	19	12	8	2.5	2
Michael Hawthorne	19	17	3	0	0
Sedrick Hodge	18	15	3	0	0
Fred Weary	18	15	2	0	0
Willie Whitehead	18	12	3	2	0
Martin Chase	16	11	6	1	0
Robert Wilson	10	9	2	0	0
Fred McAfee	10	10	1	0	3
Phil Clarke	9	8	1	0	0
Steve Israel	7	7	0	0	0
Kenny Smith	7	4	1	0	0
Ricky Williams	7	7	0	0	2
Richard Newsome	7	7	1	0	1
Curtis Holden	7	7	0	0	0
Joe Horn	6	6	0	0	0
Toby Gowin	4	4	0	0	0
Michael Lewis	4	4	0	0	2
Deuce McAllister	4	4	0	0	1
Jerry Fontenot	3	3	0	0	0
Boo Williams	2	2	0	0	0
Roger Knight	2	2	0	0	0
Steve Gleason	2	2	0	0	1
James Fenderson	2	2	0	0	0
Daryl Terrell	1	1	0	0	0
Lamont Hall	1	1	0	0	0
Kevin Houser	1	1	0	0	0
Chris Naeole	1	1	0	0	1
Moran Norris	1	1	0	0	0
Kyle Turley	1	1	0	0	2
Albert Connell	1	1	0	0	1
Tim Carter	1	0	0	0	0
Wally Williams	1	1	0	0	0

**INTERCEPTIONS**

Player	Num.	Yds.	Avg.	Long	TDs
Sammy Knight	6	114	19	40	0
Jay Bellamy	3	21	7	21	0
Kevin Mathis	2	34	17	23	0
Fred Thomas	1	0	0	0	0
Chris Oldham	1	0	0	0	0
Darren Howard	1	37	37	37	0
Charlie Clemons	1	3	3	3	0

**OFFENSIVE PLAYBOOK**

**I Pro**

Fake Dive/Weak Toss  
Weak Isolation  
Strong Speed Option  
Strong Lead Draw  
Weak Zone Bounce  
50 TE Zone In  
90 X Quick Hitch  
122 X Slant -n- Go  
227 Z Comeback  
50 X Deep Drag

**I Spread**

Strong Speed Option  
Weak Power  
Strong Lead Draw  
Weak Zone Cutback  
Weak Toss  
90 Y Quick Slant  
50 Y Curl In  
122 Z Post-Corner  
222 Z Stop -n- Go  
50 Y Seam

**I Jokers**

Weak Speed Option  
Weak Counter Trap  
Strong Isolation  
Strong Power  
Strong Toss  
90 TE Slam  
90 X Lob Corner  
122 Y/TE Seams  
122 X Drag

**Weak I Pro**

Weak Toss Dive  
Weak Speed Option  
Fake Dive/Strong Toss  
Weak Lead Draw  
Strong Outside Zone  
90 F Speed Stop  
50 X Slant -n- Go  
133 X Slant -n- Go  
226 X Comeback  
50 H/F Wheels

**Weak I Spread**

Weak Speed Option  
Fake Dive/Strong Toss  
Strong Outside Zone  
Strong F-Motion Isolation  
Weak Lead Draw  
122 H Weak Screen  
227 Y/Z Switch  
50 Y/Z In -n- Out  
50 Y/Z Deep Cross  
90 Y Quick Slant

**I Jokers Pair**

Weak Counter  
Weak Speed Option  
Strong Y Trap  
Weak Isolation  
Strong Toss  
90 TE Curl  
123 Y In -n- Out  
122 X Drag  
90 Y/TE Speed Outs

**Strong I Pro**

Strong Isolation  
Weak Counter Trap  
Weak F-Motion Isolation  
Strong Speed Option  
Strong Lead Draw  
50 X Curl -n- Go  
90 Z Hot  
50 Z Fade Rollaway  
122 Z Deep Drag  
215 X Post-Corner

**H Flex Spread**

Strong FB Dive  
QB F Lead Draw  
215 Slide -n- Flow  
132 H Stop -n- Go  
50 H Jet  
50 H Lead Shovel  
90 H Speed Under

**I Twins**

Strong Power  
Strong Speed Option  
Weak Lead Draw  
Weak Zone Bounce  
Weak Isolation  
90 X/Z Slants  
50 X/Z Cross  
50 X/Z In -n- Out  
223 Z Delay Out  
122 X Out -n- Up

**Queens Stack**

QB Draw  
50 Double Tight Cross  
90 Fans  
50 H/F Sticky  
50 F Short Wheel  
50 Z Fade  
**I Jacks**  
Weak Isolation  
Strong Isolation  
Strong Counter  
Weak Power  
Strong Toss  
90 Jack Hot  
122 TE Dump  
50 Jack Wheel  
90 All Hooks

**Strong I Twins**

Strong Fan Isolation  
Strong Lead Draw  
Strong Speed Option  
Weak Outside Zone  
Weak Counter Trap  
90 Z Speed Under  
50 H Swing Weak  
50 TE Seam  
228 X Out  
123 X/Z Cross

**I Jacks Load**

Weak Speed Option  
Strong Isolation  
Weak A Isolation  
Strong Counter  
Fake Dive/Weak Toss  
90 Tackle Eligible  
122 Jack Swing

**Weak I Twins**

Weak Toss Dive  
Strong F-Motion Isolation  
Weak Speed Out  
Weak Lead Draw  
Strong Outside Zone  
133 H Wheel  
90 Z Sprint Screen  
90 F Speed Out  
235 Air Option  
50 X/Z Cross

**Doubles**

Weak Draw  
Weak Zone Cutback  
Weak Zone Bounce  
Strong Toss  
Strong Trap  
90 Z Quick Screen  
50 Y Fade  
50 Opposite Flow  
50 H Replace  
257 Z Rollaway

**Quads**

Strong Zone Cutback  
Strong Draw  
Strong Toss/Z Reverse  
Strong Toss  
Weak Zone Bounce  
50 Z Slip Screen  
152 Z Slide Stop  
256 Y/Z Deep Cross  
90 H Bubble Motion  
50 Stop -n- Hooks

**Gun: Doubles Right**

Strong Counter  
Weak Sweep  
Strong Draw  
QB Lead Draw  
Weak Power  
90 Y Quick Hitch  
210 Z Deep Corner  
90 H Quick Dump  
90 Z Arrow  
50 Stop -n- Hooks

**Gun: Quads Left**

QB Lead Draw  
Weak Draw  
Strong Sweep  
Strong Counter  
Weak Zone Cutback  
50 Z Slip Screen  
256 X/Y Deep Cross  
50 Stop -n- Hooks  
90 H Bubble Motion  
90 Z Quick Screen

**Triple**

Weak Toss Dive  
Strong Sweep  
Strong Draw  
Weak Zone Cutback  
Fake Dive/QB Naked  
50 H Swing Strong  
152 TE Delay Seam  
90 Y Speed Rub Out  
210 Z In -n- Out  
50 H Wheel



## OFFENSIVE PLAYBOOK (continued)

<b>Trips</b> Weak Draw Weak Zone Cutback Strong Counter Weak Toss Dive Strong Toss 50 Y/A Curl -n- Go 50 H Middle Screen 254 Y Stop -n- Go	90 H Quick Dump 152 X Post-Corner <b>Gun: Triple Left</b> Strong Sweep Strong Counter Weak Zone Cutback Weak Draw QB Lead Draw 152 X Post-Corner	256 Y Corner 153 X Out -n- Up 50 Y Wheel 50 Z Hook -n- Go <b>Gun: Trips Left</b> Strong Sweep Weak Draw QB Lead Draw Strong Counter	Weak Zone Cutback 50 Y Drag 50 Y/A Curl -n- Go 254 Y Stop -n- Go 256 X/A Deep Cross 90 A Speed Out <b>Bunch</b> Fake Toss/QB Naked Strong Draw	Weak Counter Weak Toss Strong Toss 50 Strong Spread 90 A Screen Stop 90 A Speed Out 255 Strong Flow 153 A/Z Cross <b>Gun: Bunch Left</b> Strong Sweep	Strong Counter Weak Dive Weak Draw QB Lead Draw 50 Strong Spread 152 Z/TE Cross 90 X Hot 90 A Screen Stop 50 Z Deep Drag
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## DEFENSIVE PLAYBOOK

<b>4-3</b> <b>Fronts</b> Base Double Twist Fan Gap Left Gap Right Pinch Twist Left Twist Right <b>Coverages</b> 3 Weak 4 Cloud 2 Hard 2 Man 2 Soft 4 Sky All Blitz 0	Key Zone Spear 3 Strong Blast 3 Weak Blast 2H Strong Blast 1 Force Fire 0 Strong Fire 0 Spear 1 Weak Crash 1 Tight Fire 0 Strong Indian 1 <b>Nickel</b> <b>Fronts</b> Base Double Twist Fan Gap Left Gap Right Pinch	Twist Left Twist Right <b>Coverages</b> 2 Hard 4 Sky 2 Man 1 Dog the Dig Sting 2 Hard 3 Weak Combo Inside Zone Weak Blast 4 Weak Blast 1 Sting Blitz 1 All Blitz 0 Rocket Blitz 0 Strong Indian 1 Blaze Twist 0 Weak Crash 1	Double Indian 0 3 Robber <b>Dime</b> <b>Fronts</b> Base Double Twist Fan Gap Left Gap Right Pinch Twist Left Twist Right <b>Coverages</b> 2 Soft Combo Inside Zone 2 Hard 4 Cloud	3 Robber Sting 2 Hard 2 Man Cover 12 Weak Sting 1 All Blitz 0 Greyhound 0 Middle Fire Zone Blitz Weak Crash 1 Double Indian 1 Weak Fire 0 Spear 1 <b>Goal Line</b> <b>Fronts</b> GL Fan GL Pinch GL Razor Right GL Razor Left	GL Twist Left GL Twist Right <b>Coverages</b> GL Cloud GL Middle Blast 0 GL Saints Blitz 0 GL Strong Indian 0 GL Strong Zone GL Weak Crash 0 GL Weak Flow GL Weak Indian 0 <b>Bear</b> <b>Fronts</b> Base Bear Bear All In Bear Outside Twist Bear Pinch Bear Razor Left	Bear Razor Right Bear Twist <b>Coverages</b> Sting 2 Hard Spear 3 Middle Fire Zone Blitz Greyhound 0 Force Fire 0 All Blitz 0 4 Sky 4 Cloud 3 Weak 2 Hard Man Bear 0 Bear Stab Strong Bear Mid Blitz Bear Man 0 Bear Cover 3 Bear Cover 2 Soft
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## TIPS & HINTS



Aaron Brooks had a breakout year for the Saints in 2001–2002. The former Virginia quarterback threw for 3,832 yards and 26 touchdowns.



Brooks can also run with the ball when the pressure is high. Brooks was the team's second leading rusher with 358 yards on 80 carries.



With the departure of Ricky Williams to the Miami Dolphins, the Saints will look to Deuce McAllister to lead the ground attack. McAllister saw limited action in 2001–2002, but finished with an impressive 5.7 yards per carry average.



Joe Horn is the big threat on offense for the Saints. Look to the speedy receiver on plays like 90 X Quick Hitch, 90 X/Z Slants, and 90 X Lob Corner.



At the other wide receiver spot is former Indianapolis Colt Jerome Pathon. Pathon saw limited action in 2001–2002 (he played in only four games), but he still managed to come down with 24 receptions. With the defense keying on Joe Horn, Pathon should see single coverage.



Eight-year veteran David Sloan comes to the Saints via the Detroit Lions. In 2001–2002, Sloan caught 37 passes for the Lions. Get him involved with the offense on 122 Y/TE Seams, 122 TE Dump, and 50 TE Seam.



Strong safety Sammy Knight led the team in tackles last season. When you need to stuff the run, take control of Knight and bring him up and into the tackle box—then lay out the ball carrier with a devastating hit. Knight can defend the pass. He came down with six interceptions in 2001–2002.



To pressure the quarterback, turn to middle linebacker Charlie Clemons. He led the team with 13.5 sacks last season.



Free safety Jay Bellamy knocks away passes and comes up with interceptions. Your defensive backs should be able to cover the best receivers in the league as long as you get a pass rush from the front seven.



# Seahawks

2001 TEAM RECORD – Won 9, Lost 7



## TEAM RANKING

Rush Offense: 8th      Pass Offense: 24th  
Rush Defense: 9th      Pass Defense: 10th

## 2001 REGULAR SEASON BREAKDOWN

Date	Score	Opponent
9-Sep	9-6 W	at CLE
23-Sep	3-27 L	PHI
30-Sep	14-38 L	at OAK
7-Oct	24-15 W	JAC
14-Oct	34-21 W	DEN
28-Oct	20-24 L	MIA
4-Nov	14-27 L	at WAS
11-Nov	34-27 W	OAK
18-Nov	23-20 W	at BUF
25-Nov	7-19 L	at KC
2-Dec	13-10 W	SD
9-Dec	7-20 L	at DEN
16-Dec	29-3 W	DAL
23-Dec	24-27 L	at NYG
30-Dec	25-22 W	at SD
6-Jan	21-18 W	KC

## TEAM STATS

Category	Seahawks	Opponents
TOTAL FIRST DOWNS	274	300
FIRST DOWNS (Rushing-Passing-By Penalty)	107-141-26	91-186-23
THIRD DOWN CONVERSIONS	77/213	92/223
FOURTH DOWN CONVERSIONS	8/17	6/11
TOTAL OFFENSIVE YARDS	4,772	5,206
OFFENSE (Plays-Average Yards)	980-4.9	1,028-5.1
TOTAL RUSHING YARDS	1,936	1,721
RUSHING (Plays-Average Yards)	469-4.1	427-4.0
TOTAL PASSING YARDS	2,836	3,485
PASSING (Comp-Att-Int-Avg)	258-462-12-6.85	339-563-14-6.63
SACKS	38	49
FIELD GOALS	20/32	29/36
TOUCHDOWNS (Rushing-Passing>Returns-Defensive)	15-15-1-3	9-20-1-2
TIME OF POSSESSION	29:51:00	30:09:00

## RUSHING STATS

Player	Rushes	Yds.	Avg.	Long	TDs
Shaun Alexander	309	1,318	4.3	88	14
Ricky Watters	72	318	4.4	40	1
Matt Hasselbeck	40	141	3.5	17	0
Mack Strong	17	55	3.2	12	0
Jay Graham	12	43	3.6	19	0
Trent Dilfer	11	17	1.5	11	0

## RECEIVING STATS

Player	Recpts.	Yds.	Avg.	Long	TDs
Darrell Jackson	70	1,081	15.4	64	8
Koren Robinson	39	536	13.7	42	1
Bobby Engram	29	400	13.8	31	0
Shaun Alexander	44	343	7.8	28	2
James Williams	12	212	17.7	49	1
Christian Fauria	21	188	9	30	1

## PASSING STATS

Player	Att.	Comp.	Yds.	Comp. %	Yds./Att.	TDs	TD%	Int.	Int. %	Long	Sacks/Yds. Lost	QB Rating
Matt Hasselbeck	321	176	2,023	54.8	6.3	7	2.2	8	2.5	64	38/251	70.9
Trent Dilfer	122	73	1,014	59.8	8.3	7	5.7	4	3.3	54	10/72	92



## DEFENSIVE STATS

Player	Tack.	Solo	Asst.	Sack	FmbL. Recov.
Anthony Simmons	101	78	20	2	0
Chad Brown	80	60	25	8.5	1
Levon Kirkland	79	57	21	1	0
Willie Williams	63	54	12	0	1
Reggie Tongue	61	52	20	1	2
Marcus Robertson	48	41	15	0	0
Ken Lucas	44	41	4	0	1
Chad Eaton	44	24	13	1	1
Ike Charlton	29	25	2	1	0
Marcus Bell	28	21	4	1	0
John Randle	26	19	8	11	1
Isaiah Kacyvenski	25	19	7	0	0
Antonio Cochran	24	17	6	4.5	1
Michael Sinclair	24	17	16	3.5	1
Maurice Kelly	22	16	10	0	0
Tim Terry	18	15	2	2.5	0
Shawn Springs	16	12	4	0	1
Fabien Bownes	16	12	0	0	0
Curtis Fuller	14	13	3	0	0
Lamar King	14	5	9	0	1
Paul Miranda	13	11	0	0	1
Kerry Joseph	9	8	2	1	0
John Hilliard	9	6	8	0	0
Alex Bannister	9	8	3	0	1
Orlando Huff	6	4	0	0	0
Mack Strong	6	6	0	0	0
Heath Evans	5	3	0	0	0
Darrell Jackson	3	3	0	0	0
Cedric Woodard	2	2	1	0	0
J.P. Darche	2	2	0	0	0
Christian Fauria	2	1	0	0	0
Matt Hasselbeck	2	2	0	0	0
Matt LaBounty	2	1	2	0	0
Rian Lindell	1	1	1	0	0
Itula Mili	1	1	1	0	0
Jay Graham	1	1	0	0	0
Charlie Rogers	1	1	0	0	0
Robbie Tobeck	1	1	0	0	0
Shaun Alexander	1	1	0	0	3

## INTERCEPTIONS

Player	Num.	Yds.	Avg.	Long	TDs
Willie Williams	4	24	6	24	0
Reggie Tongue	3	67	22	55	1
Marcus Robertson	2	30	15	25	0
Ike Charlton	2	43	21	38	1
Shawn Springs	1	0	0	0	0
Isaiah Kacyvenski	1	22	22	22	0
Ken Lucas	1	0	0	0	0

## OFFENSIVE PLAYBOOK

### I Pro

Weak Isolation  
Strong Lead Draw  
Strong Counter  
Strong Inside Zone  
Cutback  
Weak Zone Out Bounce  
50 TE Zone In  
90 Z Quick Hitch  
122 Z Out -n- Up  
226 X Comeback  
50 X Drag -n- Go

### I Spread

Weak Stretch  
Weak Toss  
Strong Isolation  
Strong Toss/Z Reverse  
Strong Lead Draw  
50 Y Out -n- In  
235 Z Slide/Y Out  
90 Y Dig  
122 Y/Z Spread  
50 X Deep Drag

### I Jokers

Weak Counter Trap  
Weak Power  
Strong Isolation  
Strong Toss  
Weak FB Dive  
122 Y/TE Seams  
90 X Lob Corner  
90 X Stop  
50 Y/TE Comebacks  
90 Y/TE Hot

### Strong I Pro

Strong FB Dive  
Strong Counter Trap  
Weak F Hand Sweep  
Strong Fan Isolation  
Weak Outside Zone  
50 F Wheel  
90 F Speed Out  
122 Z Deep Drag  
222 Z Stop -n- go  
50 X Curl -n- Go

### Weak I Spread

Weak Hand Sweep  
Weak FB Dive  
Strong Counter Trap  
Weak Lead Draw  
Strong Outside Zone  
90 F Speed Out  
126 Counter Pass  
133 X Slant -n- Go  
50 Y/Z Deep Cross  
235 Y In -n- Out

### I Wing Jokers

Weak Toss  
Weak Wing Sweep  
Weak Stretch  
Strong Power  
Strong Counter Trap  
90 X Lob Corner  
50 Wing Wheel  
123 Y/TE Seams  
50 X Rub Under  
90 TE Curl/Y Hook

### I Twins

Strong Isolation  
Weak Trap  
Strong Counter Trap  
Strong T-Toss  
Weak Lead Draw  
90 X/Z Slants  
50 Z Rub Out

50 H Swing Weak  
132 X Slide  
228 X Out/Z Corner

### Split Spread

Strong FB Toss  
Strong Isolation  
Strong Lead Draw  
Weak Split Toss  
Weak Dive  
90 H Speed Out  
50 H/F Wheels  
225 Z Corner  
50 Frisco Flow  
132 Y Dump

### Split Jokers

Strong Hand Sweep  
Weak Out Zone  
Weak Dive  
Strong FB Dive  
Strong Isolation  
90 X Lob Corner  
50 H/F Replace  
50 Double Swing  
132 TE Delay Corner  
50 Y/TE Cross

### Weak I Twins

Strong F-Motion Toss  
Weak FB Dive  
Strong F-Motion Isolation  
Weak Lead Draw  
Weak Inside Zone  
Cutback  
226 Z Zone Out  
90 Z Quick Hitch  
50 X/Z Cross  
133 H Wheel  
50 X Slant -n- Go

### Gun: Split Spread

Strong FB Draw  
Weak F Hand Sweep  
Strong FB Toss  
Weak Dive  
Weak Split Toss  
210 Z Corner  
90 Double Out  
50 Frisco Flow  
132 X Drag -n- Go  
50 H/F Replace

### Split Twins

Weak F Hand Sweep  
Strong Hand Sweep  
Weak Dive  
Strong Isolation  
Weak Draw  
215 X Post-Corner  
50 Double Swing  
226 Weak Flow  
90 X Slip Screen  
50 H Wheel Motion

### Flip Tight Triple

Strong Flip Trap  
Strong Fold Toss  
Strong Draw  
Weak Inside Zone  
Cutback  
Weak Zone Out Bounce  
90 F Screen Out  
50 Z Under  
50 F/TE Cross  
210 F Dump  
122 Z Post-Corner

### Ace

Strong Inside Zone  
Cutback

Weak Toss  
Strong Power  
Strong Draw  
Weak Dive  
50 H Middle Screen  
50 H Wheel  
253 Z Stop/TE Corner  
152 Z Curl -n- Go  
90 X/Z Stop

### Doubles

Strong Draw  
Strong Toss  
Fake Dive/Z Reverse  
Weak Outside Zone  
Weak Inside Zone  
Cutback  
50 Y Zip Out -n- Up  
210 Y Motion Dump  
50 H Replace  
152 X Stop -n- Go  
90 Y Speed Under

### Quads

Strong Outside Zone  
Strong Draw  
Weak Toss  
Weak Inside Zone  
Cutback  
Weak Trap  
50 Y Zip Out -n- Up  
50 Z Slip Screen  
50 Double Cross  
90 Slants -n- Stop  
152 Z Fade

### Pair Slot

Strong Power  
Weak Trap  
Weak Toss  
Weak Draw  
Strong Inside Zone  
Cutback  
90 Z Bubble Motion  
152 X Drag/Z Seam  
50 Y Screen Seam  
90 Z Arrow  
210 TE Rub Out

### Triple

Weak Inside Reverse  
Strong Draw  
Weak Inside Zone  
Cutback  
Weak Toss  
Strong T-Toss  
50 X Opposite Flow  
255 Strong Rub Out  
90 Y Speed Rub Out  
50 X Arrow -n- Go  
152 Y/Z Razor

### Quads H Flex

QB Draw  
90 H Speed Out  
50 Y Razor -n- Go  
90 H Screen Out  
50 A/H Deep Cross  
50 X/Y In -n- Out

### Ace Doubles

Strong Toss  
Strong Stretch  
Weak G/Lead Toss  
Weak Draw  
Fake Zone/Z Reverse  
50 Y Corner  
90 Y Speed Under  
215 Z Rub Out  
256 X Comeback/Z Corner  
50 H Swing Weak

**OFFENSIVE PLAYBOOK (continued)**

**Gun: Doubles Right**

Strong Draw  
Strong Dive  
Weak Outside Zone  
Strong Inside Zone  
Cutback  
50 Y Zip Out -n- Up  
210 Y Motion Dump  
90 H Speed Out

152 Z/TE Cross  
50 Y Seam

**Bunch**

Strong Double  
Lead T-Toss  
Strong Dive  
Strong Draw  
Weak Zone Out Bounce

Weak Inside Zone Cutback  
50 Strong Spread  
90 X Hot  
152 Y/Z Razor  
255 Strong Flow  
50 H Swing Strong

**Ace Trips**

Strong Toss  
Strong Dive

Weak Power  
Strong Draw  
Weak Zone Out Bounce  
257 X/Z Razor  
90 X Hot  
50 Z Under  
152 TE Delay Seam  
50 H Wheel

**Gun: Triple Left**

Weak Toss  
Strong Counter  
Weak Draw  
Strong Hand Sweep  
Weak Inside Zone Cutback  
152 Y/Z Razor  
50 H Swing Strong  
50 Y Wheel

90 X Hot  
210 Z Corner

**Bunch H Flex**

QB Draw  
90 H Speed Out  
50 H Drag -n- Go  
50 Strong Spread  
210 Strong Flood  
90 Y/Z Stop

**DEFENSIVE PLAYBOOK**

**4-3**

**Fronts**

Base  
All In  
Loop  
Mix  
Pinch  
Razor Left  
Razor Right  
Twist

**Coverages**

Strong Sting 3  
2 Man  
Weak Sting 2 Hard  
4 Sky  
Cover 3  
2 Hard

Key Zone  
Weak Fire Zone Blitz  
Middle Fire  
Zone Blitz  
2 Soft  
Force Fire 0  
All Blitz 0  
Strong Fire 0  
Weak Fire 0  
Weak Blast 1  
Middle Blast 1  
Strong Indian 1  
Weak Crash 1

**Nickel**

**Fronts**  
Base  
All In

Loop  
Mix  
Pinch  
Razor Left  
Razor Right  
Twist

**Coverages**

Middle Fire  
Zone Blitz  
Cover 3  
2 Soft  
2 Man  
2 Hard  
Spear 1  
All Blitz 0  
Double Indian  
Sting Blitz 1  
Weak Crash 1

Blaze Twist 0  
Strong Fire 0  
Weak Fire 0  
Combo Inside Zone  
3 Buzz  
4 Cloud  
Sting 2 Hard  
Key Zone  
Weak Fire Zone Blitz  
Sting Zone Blitz  
3 Weak

**Dime**

**Fronts**  
Base  
All In  
Loop  
Mix

Pinch  
Razor Left  
Razor Right  
Twist

**Coverages**

Middle Fire  
Zone Blitz  
Combo Inside Zone  
3 Buzz  
All Blitz 0  
Weak Indian 1  
Spear 1  
Weak Fire 0  
Strong Fire 0  
Greyhound 0  
Weak Crash 1

Weak Sting 1  
Cover 12  
4 Cloud  
Middle Blast 3 Robber  
Weak Sting 2 Hard  
Strong Sting 3

2 Soft  
2 Hard  
Weak Fire Zone Blitz  
2 Man

**Goal Line**

**Fronts**  
Ned  
Submarine  
GL Twist

GL Slam  
GL Razor Right  
GL Razor Left  
GL Mix  
GL Loop

**Coverages**

GL Cloud  
GL Strong Indian 0  
GL Middle Blast 0  
GL Slam  
GL Steeler Blitz 0  
GL Strong  
GL Weak Blast 0  
GL Weak Crash 0  
GL Weak Zone

**TIPS & HINTS**



Quarterbacks Trent Dilfer and Matt Hasselbeck battled for the starting role last season, and the early indicators suggest that Dilfer will start the season as the number-one QB. Dilfer has the experience to lead the Seahawks into the playoffs—he was the QB for the Ravens when they won it all two years ago.



The Seahawks need to protect the quarterback and get rid of the ball. Their quarterbacks were sacked 49 times during the 2001–2002 season. Select passing plays with short drops to keep the rush away.



Last season, Shaun Alexander emerged as a strong running back, picking up 1,318 yards and 14 touchdowns on 309 carries. Get Alexander the ball on Strong Counter, Strong Hand Sweep, and Strong Toss.



Last year's leading wide receiver was Darrell Jackson; he gained 1,081 yards on 70 receptions. Look for Jackson on 90 X Lob Corner, 50 X Deep Drag, and 50 X Drag -n- Go.



One way to prevent sacks is to improve the short passing game. Get your tight ends involved with 50 F/TE Cross, 123 Y/TE Seams, and 50 Y/TE Comebacks.



Last season there was a big difference between the number of yards gained by Jackson and those gained by the second leading receiver, Koren Robinson. Spread the ball around and get Robinson involved in the passing attack. Look for Robinson on 50 Frisco Flow, 50 Double Swing, and 50 Y Out -n- In.



Defensive Tackle John Randle is the dominant pass rusher for the Seahawks. In 2001–2002 he came up with 11 sacks.



The big run stuffer for the Seahawks is outside linebacker Anthony Simmons. He had 101 tackles last season, and looks to cross the 100-tackle mark again this season.



Strong safety Reggie Tongue is a good all around defender. He had 61 tackles, one sack, and three interceptions in 2001–2002.







**2001 TEAM RECORD** — Won 13, Lost 3

# Steelers

**TEAM RANKING**

Rush Offense: 21st    Pass Offense: 15th  
 Rush Defense: 1st    Pass Defense: 13th

**2001 REGULAR SEASON BREAKDOWN**

Date	Score	Opponent
9-Sep	3-21 L	at JAC
30-Sep	20-3 W	at BUF
7-Oct	16-7 W	CIN
14-Oct	20-17 W	at KC
21-Oct	17-10 W	at TB
29-Oct	34-7 W	TEN
4-Nov	10-13 L	BAL
11-Nov	15-12 W	at CLE
18-Nov	20-7 W	JAC
25-Nov	34-24 W	at TEN
2-Dec	21-16 W	MIN
9-Dec	18-7 W	NYJ
16-Dec	26-21 W	at BAL
23-Dec	47-14 W	DET
30-Dec	23-26 L	at CIN
6-Jan	28-7 W	CLE

**TEAM STATS**

Category	Steelers	Opponents
TOTAL FIRST DOWNS	314	254
FIRST DOWNS (Rushing-Passing-By Penalty)	148-150-16	70-160-24
THIRD DOWN CONVERSIONS	106/232	68/199
FOURTH DOWN CONVERSIONS	6/12	4/17
TOTAL OFFENSIVE YARDS	5,887	4,137
OFFENSE (Plays-Average Yards)	1,065-5.5	919-4.5
TOTAL RUSHING YARDS	2,774	1,195
RUSHING (Plays-Average Yards)	580-4.8	339-3.5
TOTAL PASSING YARDS	3,113	2,942
PASSING (Comp-Att-Int-Avg)	274-454-12-7.26	295-525-16-6.30
SACKS	55	31
FIELD GOALS	30/44	9/20
TOUCHDOWNS (Rushing-Passing>Returns-Defensive)	17-16-1-5	5-19-0-1
TIME OF POSSESSION	34:10:00	25:50:00

**RUSHING STATS**

Player	Rushes	Yds.	Avg.	Long	TDs
Jerome Bettis	225	1072	4.8	48	4
Kordell Stewart	96	537	5.6	48	5
Chris Fuamatu-Ma'afala	120	453	3.8	46	3
Amos Zereoue	85	441	5.2	32	1
R.J. Bowers	18	84	4.7	21	1
Hines Ward	10	83	8.3	36	0

**RECEIVING STATS**

Player	Recpts.	Yds.	Avg.	Long	TDs
Plaxico Burress	66	1008	15.3	43	6
Hines Ward	94	1003	10.7	34	4
Bobby Shaw	24	409	17	90	2
Troy Edwards	19	283	14.9	57	0
Amos Zereoue	13	154	11.8	62	1
Chris Fuamatu-Ma'afala	16	127	7.9	54	1

**PASSING STATS**

Player	Att.	Comp.	Yds.	Comp. %	Yds./Att.	TDs	TD%	Int.	Int. %	Long	Sacks/ Yds. Lost	QB Rating
Kordell Stewart	442	266	3,109	60.2	7	14	3.2	11	2.5	90	29/175	81.7
Tommy Maddox	9	7	154	77.8	17.1	1	11.1	1	11.1	57	1/4	116.2

**DEFENSIVE STATS**

Player	Tack.	Solo	Asst.	Sack	FmbL. Recov.
Earl Holmes	83	64	33	2	1
Chad Scott	71	64	9	0	0
Kendrell Bell	71	52	12	9	0
Dewayne Washington	66	62	11	1	1
Brent Alexander	53	41	19	2	0
Lethon Flowers	48	40	13	1	0
Joey Porter	45	35	14	9	1
Jason Gildon	43	37	10	12	2
Mike Logan	33	28	4	2	2
Aaron Smith	22	18	6	7.5	0
Deshea Townsend	22	20	4	2	0
Kimo von Oelhoffen	20	17	8	4.5	2
Myron Bell	19	15	2	0	1
Mike A. Jones	19	15	4	0	0
Jason Simmons	11	11	2	0	0
Clark Haggans	11	7	9	0	0
John Fiala	10	8	4	0	1
Casey Hampton	10	4	12	1	1
Rodney Bailey	8	6	4	2	0
Hank Poteat	7	6	0	0	2
Lenzie Jackson	6	5	0	0	0
Kendrick Clancy	6	3	4	0	0
Amos Zereoue	5	5	0	0	1
Troy Edwards	5	5	3	0	1
Plaxico Burress	4	4	0	0	0
Hines Ward	3	3	0	0	0
Chris Fuamatu-Ma'afala	3	3	2	0	0
Jon Witman	2	2	0	0	0
Mike Schneck	2	1	0	0	0
Kordell Stewart	2	2	0	0	5
Justin Kurpeikis	2	2	1	0	0
Dan Kreider	2	1	2	0	0
Bobby Shaw	1	1	0	0	0
Oliver Ross	1	1	0	0	2
Wayne Gandy	1	1	0	0	0
Alan Faneca	1	1	0	0	0
Matt Cushing	1	1	0	0	0
Chris Combs	1	0	0	0	0
Kris Brown	1	1	0	0	1
R.J. Bowers	1	0	0	0	0
Tim Baker	1	1	0	0	0

**INTERCEPTIONS**

Player	Num.	Yds.	Avg.	Long	TDs
Chad Scott	5	204	40	62	2
Brent Alexander	4	39	9	22	0
Mike Logan	2	2	1	2	0
Deshea Townsend	2	7	3	7	0
Dewayne Washington	1	15	15	15	0
Kendrick Clancy	1	3	3	3	0
Jason Gildon	1	0	0	0	0

**OFFENSIVE PLAYBOOK**

**I Pro**

Weak Counter  
Weak Isolation  
Strong Power  
Strong Isolation/Fake  
Z Reverse  
Fake Strong Isolation/  
Z Reverse  
227 Z Comeback  
90 Z Quick Hitch  
50 Z Speed Out -n- Up  
122 X/Z Go  
90 H Bubble Motion

**I Spread**

Weak Isolation  
Strong Speed Option  
Weak Speed Option  
Strong Toss  
Strong Lead Draw  
50 Z Slip Screen  
90 Y Quick Slant  
222 Z Stop -n- Go  
122 Y Slam -n- Go  
50 X Deep Drag

**I Jokers**

Weak Isolation  
Strong Speed Option  
Weak Speed Option  
Strong Counter Trap  
Weak Stretch  
50 Y/TE Corners  
50 Y/TE Comebacks  
90 X Lob Fade  
122 X Drag

**Strong I Pro**

Strong Toss  
Strong Toss/Z Reverse  
Weak F-Motion Isolation  
Weak Inside Zone  
Cutback  
Strong Lead Draw  
132 TE Dump  
Strong Toss Pass  
90 X Quick Under  
50 TE/Z Curls  
215 H Flare

**Strong I Spread**

Strong Toss  
Strong Toss/Z Reverse  
Weak F-Motion Isolation  
Weak Inside Zone  
Cutback  
Strong FB Toss  
210 F Dump  
90 Y Quick Slant  
50 Z Slip Screen  
122 Y/Z Comeback  
50 Y Seam

**Strong I Jokers**

Fake Strong  
Dive/Weak Toss  
Strong Isolation  
Strong Hand Sweep  
Weak Inside Zone  
Cutback  
Strong Speed Option  
90 X Quick Slant  
90 X Lob Fade

132 TE Delay Corner  
50 Y/TE Corners  
50 Jokers X Curl

**Strong I Twins**

Strong Outside Zone  
Strong Lead Draw  
Strong Isolation  
Fake Strong  
Dive/Weak Toss  
Strong FB Dive  
90 Z Speed Under  
50 H Swing Weak  
223 Z Delay Out  
123 X/Z Cross  
50 X/Z In -n- Out

**Split Spread**

Strong FB Toss/Fake  
Reverse  
Strong FB Toss/Z  
Reverse Pass  
Weak Dive  
Weak Trap  
50 Double Swing  
50 Z Rollaway  
232 Y Stop/Z Out  
90 Y/Z Speed Cross  
132 Y Slant -n- Go

**Weak I Twins**

Weak Outside Zone  
Weak Isolation  
Weak FB Dive  
Fake Weak  
Dive/Strong Toss  
Weak Lead Draw  
90 Z Sprint Screen  
90 Z Speed Out/TE Drag  
235 Air Option  
50 X Corner/Z Post  
122 X Out -n- Up

**Gun: Split Spread**

QB Lead Draw  
Strong Hand Sweep  
Weak Dive  
Weak Toss  
Strong FB Toss  
H Lead Shovel Strong  
123 X Out -n- Up  
215 X Post-Corner  
50 Double Swing  
50 Frisco Flow

**I Jacks**

Strong Belly  
Strong Speed Option  
Weak Speed Option  
Strong Counter Trap  
Weak Trap  
90 F Speed Out  
126 Counter Pass  
50 Y/TE Corners

**Split Pro**

Strong Fan Isolation  
Strong Hand Sweep  
Weak F Hand Sweep  
Strong FB Toss  
Weak Draw  
132 TE Dump  
50 Double Swing

226 X Comeback  
90 Z Speed Under  
50 Z Deep Drag

**Split Jacks**

Strong Hand Sweep  
Strong Speed Option  
Weak F Hand Sweep  
Strong FB Dive  
Fake Strong  
Dive/Weak Toss  
50 Double Swing  
90 F Motion/TE Dump  
122 All Stop

**Split Twins**

Strong Hand Sweep  
Weak F Hand Sweep  
Strong FB Dive  
Fake Strong  
Dive/Weak Toss  
Weak Dive  
50 Double Swing  
50 H/F Wheels  
90 X Slip Screen  
228 X Out/Z Corner  
125 Z Slant

**Ace**

Strong Toss Counter  
Fake Dive/QB Naked  
Strong Toss  
Strong Toss/Reverse  
Strong Draw  
50 Verticals -n- Flats  
90 All Stop  
152 Z Out -n- Up  
152 TE Seam  
50 Curls -n- Corners

**Quads**

Weak Y/Crack T-Toss  
Strong Draw  
Strong Inside Zone  
Cutback  
Weak Stretch  
Strong Dive  
Strong Y Shovel  
50 Double Cross  
50 Y/A Swing  
253 Z Stop/TE Corner  
90 Quick Slants

**Empty Tight**

QB Draw  
90 All Slam  
50 Y Curl/TE Hook  
50 A Under  
90 TE/Y Quick Cross  
210 Z Out -n- Up

**Pair Slot**

Weak Y Inside Sweep  
Weak Toss  
Strong Draw  
Strong Dive  
Weak Toss/Z Reverse  
Strong Dive Tossback  
90 Z Bubble Motion  
256 X Comeback/Z  
Corner  
90 Z Arrow  
156 Y Corner



## OFFENSIVE PLAYBOOK (continued)

### Gun: Quads Left

QB Lead Draw  
Strong Hand Sweep  
Weak Draw  
90 A Quick Hitch  
90 Slants -n- Stops  
Strong Y Shovel  
254 X Comeback/A Corner  
50 Y/A Swing

### Gun: Empty Tight

QB Draw  
90 All Slam  
50 Y Curl/TE Hook  
50 A Under  
90 TE/Y Quick Cross  
210 Z Out -n- Up

### Tight Triple

Weak Draw

### Fake Toss/Y Reverse

Strong Toss  
Weak Stretch  
Weak Dive  
257 Strong Flood  
152 Z Slide -n- Go  
90 Y/TE Speed Cross  
50 Z Out  
50 Hi-Low Drags

### Trips

Weak Toss  
Strong Draw  
QB Lead Draw  
Weak Outside Zone  
50 H Screen Stop  
256 X/A Deep Cross  
152 X Stop -n- Go  
90 Z Quick Slant  
50 Y/A Curl -n- Go

### Ace Bunch

Strong Draw  
Strong Toss  
Weak Dive  
Weak Counter  
Strong Power  
50 Strong Spread  
90 A Speed Out  
210 Z Deep Comeback  
153 A/Z Cross  
Y Slip Screen

### Gun: Trips Left

H Direct Snap  
QB Lead Draw  
Strong Hand Sweep  
Weak Draw  
50 A/X Cross  
50 H Screen Stop  
90 Z Quick Slant  
256 X/A Deep Cross  
152 X Stop -n- Go

## DEFENSIVE PLAYBOOK

### 4-3

#### Formations

Base  
Contain  
Fan  
Pinch  
Razor Left  
Razor Right

#### Coverages

Weak Crash 3  
Strong Fire Zone Blitz  
Double Indian 0  
Rocket 0  
Force Fire 0  
Inside Blaze Zone  
Blitz

### Double Hard 1

Weak Fire 1  
Combo Strong Zone  
Combo Inside Zone  
3 Robber  
4 Cloud  
2 Soft  
Key Zone  
2 Hard  
Weak Go 3

### Nickel

Formations  
Base  
Contain  
Fan  
Pinch

### Razor Left

Razor Right

#### Coverages

Blaze Twist 1  
Rocket Weak 0  
All Blitz 0  
Strong Sting 1  
Double Hard 1  
Strong Fire Zone Blitz  
Middle Fire Zone Blitz  
Weak Fire Zone Blitz  
Cover 12  
1 Hang  
Cover 4  
Spear Weak 3  
3 Dog T  
3 Strong

### 2 Man

2 Hard

### Dime

#### Formations

Base  
Contain  
Fan  
Pinch  
Razor Left  
Razor Right

#### Coverages

Double Hard Cover 2  
Strong Crash  
Zone Blitz

### Weak Crash

Zone Blitz  
Middle Blaze 1  
Rocket Strong 0  
Spear Sting 1  
Double Indian 0  
All Blitz 0  
Cover 8  
Cover 12  
Combo Inside Zone  
Combo Weak Zone  
3 Robber  
2 Hard  
4 Cloud  
2 Man

### Goal Line

#### Formations

GL Cloud  
GL Fan  
GL Pinch  
GL Razor Left  
GL Razor Right  
GL Twist Left  
GL Twist Right

#### Coverages

GL Weak Zone  
GL Weak Crash 0  
GL Weak Indian 0  
GL Weak Blast 0  
GL Strong Zone

### GL Sting 0

GL Steeler Blitz 0

### Bear

#### Formations

Base Bear  
Bear Outside Twist

#### Coverages

Weak Bracket 1  
Strong Bracket 1  
Man Bear 0  
Greyhound 0  
Bear Stab Strong  
Bear Cover 3  
4 Sky

## TIPS & HINTS



Kordell Stewart threw for more than 3,000 yards in 2001–2002. Stewart needs to repeat this performance for the Steelers to go far in the playoffs this year.



Get on the Bus! Jerome Bettis was the leading rusher for the Steelers last season. This powerful runner blows through the line and bowls people over. Get Bettis the ball on Strong Power, Strong Fan Isolation, and Strong Isolation.



Kordell Stewart and Chris Fuamatu-Ma'afala carried the load, running the football for the Steelers. Roll Stewart outside on Pass plays—if the receivers are well covered, Stewart can take off running.



Hines Ward led the team in receptions last season. When the Steelers needed a first down or a big catch, they turned to Ward. Look for him on the 50 X Deep Drag, 90 X Lob Fade, and 226 X Comeback.



Ward may have led the team in receptions, but Plaxico Burress led the team in receiving yards. Burress edged out Ward for that honor by five yards, but did so on nearly 30 fewer catches. Get this game breaker the ball on 90 Y Quick Slant, 50 Y/TE Corners, and 122 All Stop.



Stewart got the ball to his tight end Mark Bruener only 12 times in 2001–2002. Get him more involved in your offense to move the ball downfield effectively. With the defense keying on Burress and Ward, Bruener should be in single coverage.



The Steelers have a strong pair of outside linebackers to rush the passer. Jason Gilden had 12.5 sacks last season while Joey Porter had nine. Blitz with either of these linebackers and go get the quarterback.



During the offseason, the Steelers boosted their linebacker corps with free agent James Farrior. Farrior led the Jets last season with 106 tackles and should help the Steelers stuff the run.



Chad Scott was the team leader in interceptions last season. When the ball is in the air, switch to Scott and go to the ball.



HOUSTON  
TEXANS



TEAM RANKING

Rush Offense: 27th    Pass Offense: 28th  
Rush Defense: 28th    Pass Defense: 31st

The National Football League expands to 32 teams for the 2002–2003 season with the addition of the Houston Texans. The Texans staff has drafted its roster via an expansion draft and are ready to battle in the NFL. Do you have what it takes to lead them to the Super Bowl in their inaugural season? It's a tough task, but you can do it if you are at the top of your game.

EXPANSION DRAFT

At the end of the 2001–2002 season, each of the 31 NFL teams needed to make players available for the Houston Texans expansion draft. The Texans' first pick was Jacksonville Jaguars left tackle Tony Bosseli. During the expansion draft, the Texans selected 19 players. Not all of the 19 players were eventually signed by the Texans—some were traded away to other teams or cut.

Houston's Expansion Picks

Player	Position	Former Team
Aaron Glenn	Corner Back	New York Jets
Avion Black	Wide Receiver	Buffalo Bills
Brian Allen	Linebacker	St. Louis Rams
Charlie Rogers	Running Back/ Kick Returner	Seattle Seahawks
Danny Wuerffel	Quarterback	Chicago Bears
Gary Walker	Defensive Tackle	Jacksonville Jaguars
Jabari Issa	Defensive End	Arizona Cardinals
Jamie Sharper	Linebacker	Baltimore Ravens
Jeremy McKinney	Offensive Guard	Cleveland Browns
Jermaine Lewis	Wide Receiver	Baltimore Ravens
Johnny Huggins	Tight End	Dallas Cowboys
Marcus Coleman	Corner Back	New York Jets
Matt Campbell	Offensive Guard	Washington Redskins
Matt Stevens	Safety	New England Patriots
Ryan Schau	Offensive Tackle	Philadelphia Eagles
Ryan Young	Offensive Tackle	New York Jets
Sean McDermott	Tight End	Tampa Bay Buccaneers
Seth Payne	Defensive Tackle	Jacksonville Jaguars
Tony Boselli	Offensive Tackle	Jacksonville Jaguars

COLLEGE DRAFT

The Houston Texans selected Fresno State quarterback David Carr as their first round draft pick in the NFL College Draft. Here's a little info on David Carr.

Personal Info

Height: 6'3"  
Weight: 230  
College: Fresno State  
Birthdate: July 21, 1979  
Hometown: Bakersfield, CA

College Career Stats

Year	Games/								
	Starts	Att.	Comp.	Yds.	%	TDs	Int.	Long	Rating
1997	4/0	11	5	53	45.5	0	1	19	73.1
1998	7/0	41	22	228	53.7	1	1	26	106.1
2000	11/11	318	194	2,338	61	18	11	71	124.2
2001	13/13	477	309	4,308	64.8	42	7	70	148.9
<b>Totals</b>	<b>35/24</b>	<b>847</b>	<b>530</b>	<b>6,927</b>	<b>62.6</b>	<b>61</b>	<b>20</b>	<b>73</b>	<b>141.4</b>

NOTE

David Carr was redshirted for the 1999 season.

Single Game Highs

Attempts – 49, vs. Boise State (2001)  
Completions – 30, vs. Boise State (2001)  
Passing Yards – 432, vs. Utah State (2001)  
Longest Pass – 71, vs. Tulsa (2000)  
TD Passes – 6, vs. Utah State (2001)  
Interceptions – 4, at Ohio State (2000)



## TEXANS COACHING STAFF

Coach	Position
Brian Stewart	Assistant Defensive Backs Coach
Chick Harris	Running Backs Coach
Chris Palmer	Offensive Coordinator
Dan Riley	Strength and Conditioning Coach
Dom Capers	Head Coach
Eric Sutulovich	Assistant Special Teams Coach/ Administrative Assistant
Greg Roman	Tight Ends Coach
Jedd Fisch	Defensive Quality Control Coach
Joe Marciano	Special Teams Coordinator
Jon Hoke	Defensive Backs Coach
Kippy Brown	Wide Receivers Coach
Ray Wright	Assistant Strength and Conditioning Coach
Reggie Herring	Linebackers Coach
Steve Marshall	Assistant Offensive Line Coach
Todd Grantham	Defensive Line Coach
Tony Marciano	Offensive Line Coach
Vic Fangio	Defensive Coordinator

## RELIANT STADIUM

**Location:** Houston, Texas  
**Built:** 2002  
**Seating Capacity:** 69,500  
**Surface:** Natural Grass

## DID YOU KNOW?

Reliant Stadium is the first retractable roof stadium in the NFL. The roof can open or close in 10 minutes.



## OFFENSIVE PLAYBOOK

### I Pro

Strong Isolation  
 Fake Isolation/Z Reverse  
 Weak Outside Zone  
 Strong Lead Draw  
 Weak Toss  
 50 Z Comeback  
 122 Z Motion Seam  
 50 Outs -n- Go's  
 122 TE Dump  
 90 Z Quick Hitch

### I Spread

Weak Counter  
 Strong Isolation  
 Strong Toss  
 Strong Toss/Z Reverse  
 Weak Stretch  
 50 Y Curl In  
 225 Z Corner  
 122 Y/Z Spread  
 90 Y Dig  
 122 Y Streak

### I Jokers

Strong Isolation  
 Strong Power  
 Weak Counter Trap  
 Weak Zone Bounce  
 Weak FB Dive  
 122 X Drag  
 90 X Lob Corner  
 90 T/TE Slam  
 122 TE Rub Out  
 50 Y/TE Corners

### Strong I Pro

Weak F-Motion Isolation  
 Fake Dive/Weak Toss  
 Weak Outside Zone  
 Strong Power  
 Strong Lead Draw  
 90 X/Z Slants  
 90 F Speed Out  
 122 X Slant -n- Go  
 226 X Comeback  
 50 TE Skinny

### Strong I Spread

Fake Dive/Weak Toss  
 Strong Lead Draw  
 Strong FB Dive  
 Weak Outside Zone  
 Strong Outside Zone  
 90 Y Quick Slant  
 50 Z Slip Screen  
 222 Z Stop -n- Go  
 122 Y/Z Comeback  
 50 X Deep Drag

### Strong I Jokers

Weak F-Motion Isolation  
 Strong Isolation  
 Weak Outside Zone  
 Strong Toss  
 Weak Counter Trap  
 90 F Speed Out  
 132 TE Delay Corner  
 50 Jokers X Curl  
 90 X Quick Slant  
 122 TE Rub Out

### I Twins

Weak Toss  
 Weak Lead Draw  
 Weak Isolation  
 Strong Counter Trap  
 Strong Sweep  
 Weak Toss Pass

50 X/Z Cross  
 50 Z Drag  
 90 X/Z Speed Cross  
 132 X Slide

### Split Spread

Strong Sweep  
 Strong FB Belly  
 Weak FB Sweep  
 Weak Outside Zone  
 Strong Lead Draw  
 123 X Out -n- Up  
 50 H Wheel Motion  
 132 Y Rollaway  
 90 Double Out  
 232 Y Stop

### Split Jokers

Fake Dive/Weak Toss  
 Strong Isolation  
 Weak Trap  
 Strong Sweep  
 Weak FB Sweep  
 128 X Streak  
 50 Double Swing  
 50 Y/TE Square In  
 F Speed Out  
 122 TE Rub Out

### Strong I Twins

Strong Lead Draw  
 Strong Counter  
 Weak Outside Zone  
 Strong Toss  
 Weak FB Sweep  
 228 X Out  
 90 Z Speed Under  
 50 TE Streak  
 123 X/Z Cross  
 223 Z Delay Out

### Gun: Split Spread

Strong Sweep  
 Weak Outside Zone  
 Weak FB Sweep  
 Strong Counter  
 Weak Draw  
 50 H/F Replace  
 90 Y Speed Under  
 210 Z In -n- Out  
 50 Z Lob Fade  
 50 Y Curl In

### Split Pro

Strong Sweep  
 Strong Isolation  
 Weak FB Sweep  
 Fake Dive/Weak Toss  
 Strong Lead Draw  
 50 Z Deep Drag  
 132 TE Dump  
 50 Backs Out  
 210 F Dump  
 50 F Middle Screen

### Split Twins

Weak Split Toss  
 Strong FB Toss  
 Strong FB Draw  
 Strong Fold Sweep  
 Weak Outside Zone  
 50 H/F Wheels  
 90 X Slip Screen  
 226 Weak Flow  
 50 H Wheel Motion  
 125 Z Slant

### Ace

Strong Draw  
 Weak Counter

Weak Zone Bounce  
 Strong Toss  
 Strong Zone Cutback  
 50 TE/Y Outs  
 155 X Drag  
 257 Z Rollaway  
 152 Double Rub  
 90 X/Z Outs

### Doubles

Weak Zone Cutback  
 Strong Dive  
 Weak Draw  
 Strong Toss  
 Weak Zone Bounce  
 90 All Hot  
 50 X Deep Comeback  
 211 Y Bubble Cut  
 153 X Out -n- Up  
 50 Double Cross

### Quads

Strong Draw  
 Weak Zone Bounce  
 Strong Toss  
 Strong Zone Cutback  
 Fake Zone Y Reverse  
 50 Y/A Swing  
 152 Z Fade  
 256 X/Y Deep Cross  
 215 Y Speed Out  
 90 X Hot

### Ace Trips

Strong Toss  
 Strong Toss/Z Reverse  
 Strong Draw  
 Weak Zone Cutback  
 Weak Stretch  
 152 TE Seam  
 50 Z Swing Under  
 50 TE Rub Out  
 90 X/Z Slam  
 210 Strong Flow -n- Go

### Gun: Doubles Right

Weak Sweep  
 Weak Counter  
 Strong Dive  
 QB Lead Draw  
 Strong Zone Cutback  
 50 Y Stutter  
 90 H Quick Dump  
 50 TE Screen  
 50 TE Post-Corner  
 153 X Out -n- Up

### Gun: Quads Left

Strong Sweep  
 Strong Counter  
 Weak Dive  
 Weak Draw  
 Strong Zone Cutback  
 50 Y/A Swing  
 50 A Out -n- In  
 50 A Curl In  
 254 X Comeback  
 90 Slants -n- Stop

### Pair Slot

Strong Power  
 Weak Draw  
 Strong Trap  
 Weak Zone Cutback  
 Weak Toss  
 90 Y Speed Out  
 50 X Curl  
 158 Z Slant  
 50 Y Screen Seam  
 254 Z Fade

**OFFENSIVE PLAYBOOK (continued)**

<b>Triple</b> Weak Pop Weak Inside Reverse Strong Counter Strong Draw Weak Zone Bounce 152 Y Stop -n- Go 255 Strong Flow 50 Y Hook -n- Go	50 X Curl In 90 X/Z Outs <b>Gun: Flush Open</b> QB Draw 90 H Speed Under 90 A Screen Fade 210 Y Rub Out 50 Strong Flood 90 Y/A Speed Cross	<b>Tight Triple</b> Strong Y Trap Fake Toss/Y Reverse Fake Dive/QB Strong Bootleg Weak Counter Strong Draw 50 Hi/Low Drags	152 Seam Read 256 TE Delay Out 50 X Out -n- Up 90 Z Quick Screen <b>Gun: Triple Left</b> Weak Draw QB Lead Draw	Strong Sweep Weak Trap Strong Zone Cutback 50 X Curl In 90 H Quick Dump 256 Y Corner 257 Strong Flood 50 X Arrow In	<b>Pair Slot Flex</b> QB Draw H Shovel Strong 90 H Curl 90 All Slam 90 H Speed Under 215 Strong Flood 50 Verticals
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**DEFENSIVE PLAYBOOK**

<b>4-3</b> <b>Fronts</b> Base Contain Fan Pinch Razor Left Razor Right <b>Coverages</b> Weak Fire 1 Middle Fire Zone Blitz All Blitz 0 Weak Go 3 2 Hard	Key Zone 2 Soft 4 Cloud 3 Robber Combo Inside Zone Combo Strong Zone Double Hard 1 Inside Blaze Zone Blitz Force Fire 1 Rocket 0 Double Indian 0 Strong Fire Zone Blitz Weak Crash 3	<b>Nickel</b> <b>Fronts</b> Base Contain Fan Pinch Razor Left Razor Right <b>Coverages</b> Weak Go 3 Spear Sting 1 Middle Blaze 1 Cover 8 2 Hard 2 Man 3 Strong	3 Dog T Spear Weak 3 Cover 4 1 Hang Cover 12 Weak Fire Zone Blitz Middle Fire Zone Blitz Strong Fire Zone Blitz Double Hard 1 Strong Sting 1 All Blitz 0 Rocket Weak 0 Blaze Twist 1 <b>Dime</b> <b>Fronts</b> Base	Contain Fan Pinch Razor Left Razor Right <b>Coverages</b> Force Fire 1 2 Man 4 Cloud 2 Hard 3 Robber Combo Weak Zone Combo Inside Zone Cover 12 Cover 8	All Blitz 0 Double Indian 1 Spear Sting 1 Rocket Strong 0 Middle Blaze 0 Weak Crash Zone Blitz Strong Crash Zone Blitz Double Hard 2 <b>Goal Line</b> <b>Fronts</b> GL Fan GL Pinch	GL Razor Left GL Razor Right GL Twist Left GL Twist Right <b>Coverages</b> GL All Blitz GL Cloud GL Texan Blitz 0 GL Strong Indian 0 GL Strong Zone GL Weak Crash 0 GL Weak Indian 0 GL Weak Zone
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**TIPS & HINTS**



First-round draft pick David Carr takes over the helm of the expansion Texans. He has a solid offensive line in front of him, as the Texans loaded up on offensive linemen in the expansion draft.



Former Bears running back James Allen will lead the ground attack for the Texans. Allen is better suited to a speed running game to the outside than a power running game up the middle.



Rookie Jarrod Baxter should get the starting nod at fullback. When you need to pound the ball inside, give it to Baxter. He should do a good job at picking up the hard yardage.



Former Green Bay Packer Corey Bradford will be the number-one receiver for the Houston Texans. Get Bradford the ball on 90 X/Z Slants, 90 X/Z Speed Cross, and 123 X Out -n- Up.



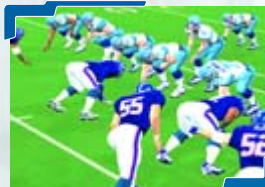
Tight end Rod Rutledge will be an excellent blocker in your running attack as well as a good receiver. Establish a good short passing game with 122 TE Dump, 50 TE Streak, and 132 TE Dump.



Jermaine Lewis fills in at the other wide receiver spot and also plays punt returner. Lewis is a very dangerous punt returner, leading the league in punt return yardage last year (519).



Former Minnesota Viking linebacker Kailee Wong will be the starting outside linebacker for the Texans. The Texans, who normally line up in a 3-4 defense, will utilize Wong's speed to rush the passer. Select Wong when you need to get after the QB.



To stop the run, the Texans will put former Baltimore Raven Jamie Sharper in at one of the inside linebacker positions. Sharper had a career-best 134 tackles last season with the Ravens.



Marcus Coleman will be an integral part of the Texans secondary. The former New York Jets star was third on the team in tackles (86), forced a fumble, recovered a fumble, and intercepted two passes.







**2001 TEAM RECORD** – Won 7, Lost 9

**TEAM RANKING**

Rush Offense: 6th      Pass Offense: 12th  
 Rush Defense: 24th      Pass Defense: 17th



**2001 REGULAR SEASON BREAKDOWN**

Date	Score	Opponent
9-Sep	23-31 L	MIA
23-Sep	6-13 L	at JAC
7-Oct	7-26 L	at BAL
14-Oct	31-28 W	TB
21-Oct	27-24 W	at DET
29-Oct	7-34 L	at PIT
4-Nov	28-24 W	JAC
12-Nov	10-16 L	BAL
18-Nov	20-7 W	at CIN
25-Nov	24-34 L	PIT
2-Dec	31-15 W	at CLE
9-Dec	24-42 L	at MIN
16-Dec	26-20 W	GB
22-Dec	13-10 W	at OAK
30-Dec	38-41 L	CLE
6-Jan	21-23 L	CIN

**TEAM STATS**

Category	Titans	Opponents
TOTAL FIRST DOWNS	288	300
FIRST DOWNS (Rushing-Passing-By Penalty)	87-179-22	79-192-29
THIRD DOWN CONVERSIONS	98/233	74/212
FOURTH DOWN CONVERSIONS	2/15	7/14
TOTAL OFFENSIVE YARDS	5,352	5,515
OFFENSE (Plays-Average Yards)	1,026-5.2	996-5.5
TOTAL RUSHING YARDS	1,794	1,431
RUSHING (Plays-Average Yards)	468-3.8	405-3.5
TOTAL PASSING YARDS	3,558	4,084
PASSING (Comp-Att-Int-Avg)	307-515-17-7.51	328-559-13-7.62
SACKS	32	43
FIELD GOALS	20/28	22/29
TOUCHDOWNS (Rushing-Passing>Returns-Defensive)	12-23-0-1	17-27-1-2
TIME OF POSSESSION	31:29:00	28:31:00

**RUSHING STATS**

Player	Rushes	Yds.	Avg.	Long	TDs
Eddie George	315	939	3	27	5
Steve McNair	75	414	5.5	24	5
Skip Hicks	56	341	6.1	51	1
Mike Green	15	71	4.7	21	1
Neil O'Donnell	6	28	4.7	15	0
Frank Wycheck	1	1	1	1	0

**RECEIVING STATS**

Player	Recpts.	Yds.	Avg.	Long	TDs
Derrick Mason	73	1,128	15.5	71	9
Kevin Dyson	54	825	15.3	68	7
Frank Wycheck	60	672	11.2	30	4
Drew Bennett	24	329	13.7	50	1
Eddie George	37	279	7.5	25	0
Erron Kinney	25	263	10.5	24	1

**PASSING STATS**

Player	Att.	Comp.	Yds.	Comp. %	Yds./Att.	TDs	TD%	Int.	Int. %	Long	Sacks/ Yds. Lost	QB Rating
Steve McNair	431	264	3350	61.3	7.8	21	4.9	12	2.8	71	37/251	90.2
Neil O'Donnell	76	42	496	55.3	6.5	2	2.6	2	2.6	35	6/58	73.1

**DEFENSIVE STATS**

Player	Tack.	Solo	Asst.	Sack	FmbL. Recov.
Perry Phenix	63	55	19	0	0
Randall Godfrey	61	48	16	1	0
Andre Dyson	54	46	4	0	0
Samari Rolle	51	49	4	2	2
Eddie Robinson	49	38	18	1	2
Josh Evans	40	28	12	5.5	0
Daryl Porter	38	27	2	0	2
DeRon Jenkins	36	34	4	0	0
Aric Morris	36	28	15	1.5	0
Greg Favors	32	25	18	1.5	0
Keith Bulluck	30	24	21	1	2
Donald Mitchell	28	26	5	0	0
Kevin Carter	28	18	8	2	0
Jevon Kearse	25	21	11	10	0
Jason Fisk	25	18	16	2.5	1
Blaine Bishop	20	14	4	0	0
Henry Ford	16	10	11	1	0
Joe Walker	14	13	11	0	1
Frank Chamberlin	12	12	5	1	0
Michael Booker	10	9	1	0	0
Peter Sirmon	6	6	1	0	0
Byron Thweatt	6	6	0	0	0
Eddie Berlin	6	6	0	0	0
Drew Bennett	5	5	0	0	0
Robaire Smith	5	5	2	2	0
Mike Green	5	4	0	0	1
Chris Coleman	5	5	0	0	0
Juqua Thomas	4	4	1	0	0
Joe Salave'a	4	3	5	0	0
Joe Nedney	4	4	0	0	0
Eddie George	4	4	0	0	3
Craig Hentrich	3	3	0	0	0
Bobby Myers	2	2	2	0	1
Dan Alexander	2	2	0	0	0
Derrick Mason	2	2	0	0	1
Frank Wycheck	1	1	0	0	0
Dainon Sidney	1	1	0	0	0
Zach Piller	1	1	0	0	0
Steve McNair	1	1	0	0	1
Erron Kinney	1	1	0	0	0
Brad Hopkins	1	1	0	0	0
Kevin Dyson	1	1	0	0	0

**INTERCEPTIONS**

Player	Num.	Yds.	Avg.	Long	TDs
Samari Rolle	3	3	1	3	0
Andre Dyson	3	36	12	36	0
Eddie Robinson	2	13	6	13	0
Keith Bulluck	2	21	10	21	0
Greg Favors	1	0	0	0	0
Randall Godfrey	1	5	5	5	0
Michael Booker	1	0	0	0	0

**OFFENSIVE PLAYBOOK**

<b>Ace</b>	<b>Gun: Quads Left</b>	<b>Gun: Triple Left</b>
Weak Zone Out Bounce	Weak Draw	Weak Draw
Strong T-Toss	QB Draw	QB Lead Draw
Weak Counter	Strong Hand Sweep	Strong Hand Sweep
Strong Toss/Reverse	Strong Dive	50 H Swing Weak
Strong Draw	Strong Dive Tossback	257 Strong Flood
152 H Delay Streak	Strong Y Shovel	50 Y Wheel
50 Curls -n- Corners	90 Slants -n- Stop	90 Y Speed Under
90 X/Z Stops	254 X Comeback/A Corner	153 X Out -n- Up
210 Strong Flow		<b>Tight Triple</b>
50 Y/TE Cross	50 Double Cross	Strong Power
		Fake Toss/Y Reverse
<b>Doubles</b>	<b>Ace Trips</b>	Strong T-Toss
Strong Draw	Strong T-Toss	Strong Draw
Strong T-Toss	Weak Power	Weak Guard Lead Toss
Weak Dive	Fake Strong Dive/QB Naked	90 Z Arrow
Strong Inside Zone	Strong Draw	90 TE/Y Quick Cross
Cutback	Weak Dive	257 Strong Flood
Weak Toss	90 Y/TE Hot	152 Z Out -n- Up
50 Double Cross	H Swing Strong	50 Hi/Low Drags
90 Slants -n- Hitches	50 Y/TE Seams	
253 Z Stop/TE Corner	152 Z Stop -n- Go	<b>Trey</b>
152 X Post-Corner	210 Z Deep Slide	Weak Inside Zone
50 Y Swing Weak		Cutback
		Strong T-Toss
<b>Quads</b>	<b>Triple</b>	Strong Draw
Strong Draw	Strong Outside Zone	Weak Toss
Weak Trap	Strong Draw	90 A Speed Out
Weak Stretch	Weak Dive	50 Z Deep Drag
Strong Toss	Strong T-Toss	152 Slam -n- Go
Weak Zone Out Bounce	Strong Counter	210 Z Deep Slide
90 X Quick Hitch	210 Strong Flow	50 Y/Z In -n- Out
H Screen Strong	50 Y/Z Quick Cross	<b>Gun: Empty Tight</b>
Z Slip Screen	152 TE Seam	QB Draw
50 Y/A Swing	90 H Bubble Strong	H Quick Under
Strong Y Shovel	50 X Opposite Flow	90 Z Quick Hitch
153 X Out -n- Up		50 X Wheel Rub
		210 Z Deep Slide
<b>Ace Right</b>	<b>Trips</b>	50 Verticals -n- Flats
Weak Hand Sweep	Weak Toss	
Strong Inside Zone	Weak Toss/Reverse	<b>I Pro</b>
Cutback	Weak Draw	Strong Speed Option
Strong Draw	Strong Dive	Weak Isolation
Weak Counter	Strong Inside Zone	Weak Counter Trap
Strong T-Toss	Cutback	Strong Lead Draw
50 All Curl	256 X/A Deep Cross	Weak Belly
90 X Quick Hitch	90 Z Quick Slant	215 H Flare
152 TE Seam	50 Y/A Curl -n- Go	50 Z Speed Out -n- Up
50 Verticals -n- Flats	152 Y/A Cross	90 Z Speed Out
210 Strong Flow	50 Y Fade Rub	122 X Out -n- Up
		222 Z Corner
<b>Gun: Doubles Right</b>	<b>Pair Slot</b>	<b>I Jokers</b>
Strong Draw	Weak Toss	Strong Speed Out
QB Lead Draw	Weak Toss/Z Reverse	Weak Toss
Weak Hand Sweep	Strong T-Toss	Weak Counter Trap
50 Double Cross	Weak Y Inside Sweep	Weak Stretch
90 Y Quick Hitch	Strong Draw	Strong Lead Draw
50 X Out/Y Corner	158 Fake Toss/Z Slant	50 Y/TE Zones
253 Z Stop/TE Corner	90 Z Bubble Motion	90 X Lob Fade
152 X Post-Corner	256 Y Corner	122 X Drag
	50 H Wheel	50 Y/TE Corners
	50 Y Curl/TE Hook	



## OFFENSIVE PLAYBOOK (continued)

### Strong I Pro

Strong Toss  
Weak F-Motion Isolation  
Fake Strong  
Dive/Weak Toss  
Strong Hand Sweep  
Strong Lead Draw  
Strong Toss Pass  
50 TE Skinny  
90 X Quick Under

FB Swing Strong  
215 H Flare

### Strong I Jokers

Strong Lead Draw  
Strong Hand Sweep  
Fake Strong  
Dive/Weak Toss  
Strong Speed Option  
Strong FB Dive

90 Y/TE Speed Outs  
132 TE Delay Corner  
50 F Swing Strong  
50 X Comeback

### I Twins

Weak Isolation  
Strong Speed Option  
Strong Counter Trap  
Strong Lead Draw

### Weak Belly

228 X Out/Z Corner  
90 TE Speed Out  
50 X/Z In -n- Out  
223 Z Delay Out  
122 X/Z Verticals

### I Jokers Pair

Strong Speed Option  
Strong Power

### Weak Stretch

Strong Y Trap  
Strong Lead Draw  
122 Y/TE In -n- Out  
50 X Lob Fade  
50 H Swing Strong  
90 Y Speed Out

### Weak I Twins

Weak Outside Zone

### Weak Toss

Weak FB Dive  
Weak Lead Draw  
Fake Weak  
Dive/Strong Toss  
90 Z Speed Out/TE Drag  
50 Weak Flood  
253 Air Option  
90 Z Speed Under  
122 X Out -n- Up

## DEFENSIVE PLAYBOOK

### 4-3

#### Fronts

All In  
Base  
Cross  
Loop  
Mix  
Razor Right  
Razor Left  
Twist

#### Coverages

2 Hard  
4 Cloud  
3 Weak  
3 Strong  
Weak Crash 3  
Key Zone  
Combo Inside Zone  
4 Sky

Force Fire 0  
Weak Indian 1  
Spear 1  
Strong Rocket 0  
Strong Crash 1  
Open Fire 0  
Double Indian 0  
Blaze Twist 0

### Nickel

#### Fronts

All In  
Base  
Cross  
Loop  
Mix  
Razor Right  
Razor Left  
Twist

#### Coverages

Double Indian 0  
Blaze 0  
Sting Blitz 1  
Weak Crash 1  
Weak Blast 1  
Strong Rocket 0  
All Blitz 0  
Force Fire 0  
3 Weak  
Combo Strong Zone  
3 Dog T  
2 Man  
3 Robber  
2 Hard

### Dime

Fronts  
All In  
Base

#### Cross

Loop  
Mix  
Razor Right  
Razor Left  
Twist

#### Coverages

Weak Crash 1  
Greyhound 0  
Double Indian 0  
All Blitz 0  
Combo Strong Zone  
3 Strong  
3 Weak  
2 Man  
2 Hard

### Dime Odd

Fronts  
Razor Right Odd

Razor Left Odd  
Pinch Odd  
Fan Odd  
Contain Odd  
Base Odd

#### Coverages

Cover 8  
Cover 12  
Sting 3 Buzz  
Blaze Twist 1  
Double Hard 1  
Double Hard 2  
Middle Fire 1  
Open Fire 1  
Strong Force Fire 1  
Tight Fire 1

### Goal Line

Fronts  
Ned

#### Submarine

GL Twist  
GL Slam  
GL Razor Right  
GL Razor Left  
GL Mix  
GL Loop

#### Coverages

GL Cloud  
GL Middle Blast 0  
GL Strong Zone  
GL Weak Blast 0  
GL Weak Crash 0  
GL Weak Zone

### Bear

Fronts  
All In

#### Base

Cross  
Loop  
Mix  
Razor Right  
Razor Left  
Twist  
Base Bear

#### Coverages

Combo Inside Zone  
All Blitz 0  
2 Man  
3 Strong  
Man Bear 0  
Bear Stab Strong  
Bear Outside Zone  
Bear Outside Twist  
Bear Cover 3

## TIPS & HINTS



Steve McNair is the number-one quarterback for the Tennessee Titans. McNair threw 21 touchdowns last season and needs more of the same this year for the Titans to return to the playoffs.



The Titans hope Eddie George returns to his 2000-2001 season form at running back. Utilize this powerful runner on the Strong Lead Draw, Strong Counter Trap, and Strong Power.



When the Titans need to get the ball outside, they put in veteran Skip Hicks. Hicks has the speed to turn the corner and break a long run. Get him the ball on the Strong Speed Option, Strong Outside Zone, and the Strong T-Toss.



The Titans have a solid receiver corps, led last season by Derrick Mason. Look for Mason on the 50 X Opposite Flow, 90 X/Z Stop, and 50 X Wheel Rub.



Kevin Dyson is another quality receiver on the Titans. Get Dyson the ball on 50 Verticals -n- Flats, 50 Y/Z In -n- Out, and 50 Hi/Low Drags.



Former Carolina Panther Fred Wychek should provide McNair a good target for the short and medium passing game. Get the tight end involved with the 152 TE Seam, 253 Z Stop/TE Corner, and 50 Y/TE Corners.



When you need a pass rush, turn to Jevon Kearse. He led the team with 10 sacks during the 2001-2002 season.



Inside linebacker Randall Godfrey was the team's second leading tackler last year. Look to Godfrey to stuff the run.



The Titans have one of the best cornerbacks in the league. Samarie Rolle is an awesome pass defender. With Rolle out on one corner, you can gamble a little more and blitz your other defenders—Rolle can hold his own.



# VIKINGS

2001 TEAM RECORD - Won 5, Lost 11



## TEAM RANKING

Rush Offense: 31st      Pass Offense: 3rd  
Rush Defense: 27th      Pass Defense: 28th

## 2001 REGULAR SEASON BREAKDOWN

Date	Score	Opponent
9-Sep	13-24 L	CAR
23-Sep	10-17 L	at CHI
30-Sep	20-16 W	TB
7-Oct	15-28 L	at NO
14-Oct	31-26 W	DET
21-Oct	35-13 W	GB
28-Oct	14-41 L	at TB
11-Nov	17-48 L	at PHI
19-Nov	28-16 W	NYG
25-Nov	6-13 L	CHI
2-Dec	16-21 L	at PIT
9-Dec	42-24 W	TEN
16-Dec	24-27 L	at DET
23-Dec	3-33 L	JAC
30-Dec	13-24 L	at GB
7-Jan	3-19 L	at BAL

## TEAM STATS

Category	Vikings	Opponents
TOTAL FIRST DOWNS	288	312
FIRST DOWNS (Rushing-Passing-By Penalty)	88-179-21	127-166-19
THIRD DOWN CONVERSIONS	88/210	82/204
FOURTH DOWN CONVERSIONS	8/18	6/10
TOTAL OFFENSIVE YARDS	5,185	5,666
OFFENSE (Plays-Average Yards)	978-5.3	985-5.8
TOTAL RUSHING YARDS	1,609	2,299
RUSHING (Plays-Average Yards)	376-4.3	477-4.8
TOTAL PASSING YARDS	3,576	3,367
PASSING (Comp-Att-Int-Avg)	335-555-23-6.94	291-478-8-7.47
SACKS	30	47
FIELD GOALS	15/18	33/38
TOUCHDOWNS (Rushing-Passing>Returns-Defensive)	10-23-1-2	21-16-0-4
TIME OF POSSESSION	29:11:00	30:49:00

## RUSHING STATS

Player	Rushes	Yds.	Avg.	Long	TDs
Michael Bennett	172	682	4	31	2
Daunte Culpepper	71	416	5.9	34	5
Doug Chapman	63	195	3.1	19	0
Jimmy Kleinsasser	23	72	3.1	11	1
Harold Morrow	12	67	5.6	15	0
Spergon Wynn	8	61	7.6	14	0

## RECEIVING STATS

Player	Recpts.	Yds.	Avg.	Long	TDs
Randy Moss	82	1233	15	73	10
Cris Carter	73	871	11.9	52	6
Byron Chamberlain	57	666	11.7	47	3
Jake Reed	27	309	11.4	27	1
Michael Bennett	29	226	7.8	80	1
Jimmy Kleinsasser	24	184	7.7	18	0

## PASSING STATS

Player	Att.	Comp.	Yds.	Comp. %	Yds./Att.	TDs	TD%	Int.	Int. %	Long	Sacks/ Yds. Lost	QB Rating
Daunte Culpepper	366	235	2,612	64.2	7.1	14	3.8	13	3.6	57	33/186	83.3
Todd Bouman	89	51	795	57.3	8.9	8	9	4	4.5	80	4/27	98.3
Spergon Wynn	98	48	418	49	4.3	1	1	6	6.1	47	10/65	38.6



## DEFENSIVE STATS

Player	Tack.	Solo	Asst.	Sack	FmbI. Recov.
Kailee Wong	83	66	15	3	0
Eric Kelly	62	53	17	0	0
Ed McDaniel	55	40	16	1	0
Tyrone Carter	54	48	4	1	1
Robert Griffith	46	38	16	0	0
Lemanski Hall	46	40	16	1	2
Orlando Thomas	45	41	16	0	0
Robert Tate	37	37	7	0	0
Talance Sawyer	34	21	22	5	2
Kenny Wright	33	33	5	0	0
Jim Nelson	30	27	18	0	1
Lance Johnstone	29	25	9	5.5	0
Chris Hovan	29	21	14	6	1
Dale Carter	24	20	9	0	0
Henry Jones	21	17	7	0	0
Fred Robbins	18	11	9	2	0
Don Morgan	14	12	0	0	0
Winfield Garnett	12	9	7	2	0
Harold Morrow	11	10	1	0	3
Stalin Colinet	11	10	2	1	1
Willie Howard	10	9	5	0	0
Patrick Chukwurah	8	7	5	2.5	0
Keith Thibodeaux	8	8	2	0	0
Antonio Wilson	6	5	4	0	0
Chris Walsh	5	5	3	0	1
Wasswa Serwanga	5	4	0	0	0
Mitch Berger	5	5	0	0	0
Cris Carter	4	4	0	0	0
Randy Moss	4	4	0	0	0
Shawn Worthen	3	1	0	0	0
Matt Snider	3	2	1	0	0
Travis Prentice	3	3	2	0	1
Nate Jacquet	3	3	0	0	2
Fearon Wright	2	2	0	0	0
Pete Monty	2	1	0	0	0
Everett Lindsay	2	2	0	0	0
Brody Heffner-Liddiard	2	2	0	0	0
Daunte Culpepper	2	2	0	0	7
Doug Chapman	2	2	0	0	2
Byron Chamberlain	2	2	0	0	1
Spergon Wynn	1	1	0	0	0
Andre O'Neal	1	1	3	0	0
Chris Liwienski	1	1	0	0	0
Jake Reed	1	1	0	0	0
Jimmy Kleinsasser	1	1	0	0	0
Andrew Jordan	1	0	0	0	0
Calvin Collins	1	1	0	0	0
Michael Bennett	1	1	0	0	1
Brad Badger	1	1	0	0	1
Jeff Hazuga	1	1	1	0	0

## INTERCEPTIONS

Player	Num.	Yds.	Avg.	Long	TDs
Eric Kelly	2	-7	-3	2	0
Robert Griffith	2	25	12	14	0
Orlando Thomas	1	0	0	0	0
Kailee Wong	1	27	27	27	1
Talance Sawyer	1	2	2	2	0
Ed McDaniel	1	0	0	0	0

## OFFENSIVE PLAYBOOK

### I Pro

Strong G/Isolation  
Strong Lead Draw  
Weak FB Dive  
Strong Counter  
Weak Inside Zone  
Cutback  
90 Z Quick Hitch  
50 Comebacks  
50 Z Speed Out -n- Up  
222 Z Corner  
122 X Slant -n- Go

### Split Spread

Strong Hand Sweep  
Fake Strong  
Dive/Weak Toss  
Strong Counter  
Strong FB Draw  
Strong Speed Option  
50 Double Swing  
50 Y/Z Cross  
90 F Speed Out  
132 Strong Flood  
232 Y Stop/Z Out

### Ace

Strong Power  
Strong Toss Counter  
Weak Inside Zone  
Cutback  
Fake Dive/QB Naked  
Strong Draw  
90 X/Z Stop  
50 Z Slip Screen  
152 Z Slam -n- Go  
50 Curls -n- Corners  
90 X Quick Hitch

### I Twins

Weak Zone Out Bounce  
Weak G Isolation  
Strong Counter  
Strong Speed Option  
Strong Toss  
50 H Middle Screen  
123 Y/Z Cross  
90 Z Speed Under  
50 Z Comeback/X Post  
50 H Swing Strong

### Gun: Split Spread

QB Lead Draw  
Strong FB Draw  
Strong FB Toss/Fake  
Reverse  
Strong FB Toss/Z Reverse  
Strong Hand Sweep  
50 Double Swing  
Strong FB Toss/Z  
Reverse Pass  
50 H/F Wheels  
90 Y Speed Under  
50 Z Lob Fade

### Gun: Ace Right

Strong Draw  
QB Draw  
Weak Counter  
90 All Stop  
50 Z Slant -n- Go  
210 TE/Z Comeback  
90 Z Speed Out  
50 H Swing Strong

### Split Pro

Weak Dive  
Strong Hand Sweep  
Fake Strong  
Dive/Weak Toss  
Strong FB Toss  
Strong FB Dive  
50 Double Swing  
90 Z Quick Hitch  
50 X Post-Corner  
226 X Deep Comeback  
132 TE Dump

### I Spread

Weak Isolation  
Weak Zone Out Bounce  
Strong Speed Option  
Strong Lead Draw  
Strong Toss  
90 Y Quick Slant  
50 Y/Z In -n- Out  
50 X Out -n- Up  
123 Y Curl/Z Comeback  
222 Z Stop -n- Go

### Pair Slot

Weak Y Inside Sweep  
Strong Power  
Strong T-Toss  
Weak Draw  
Weak Trap  
90 Y/TE Speed Cross  
50 Y Curl/TE Hook  
152 Z Slam -n- Go  
256 X Comeback/Z  
Corner  
50 X/Z Deep Cross

### Gun: Split Pro

QB Lead Draw  
Strong FB Draw  
H Direct Snap  
Strong Hand Sweep  
50 Double Swing  
50 H/F Wheels  
90 All Hot  
226 X Deep Comeback  
H Lead Shovel

### Split Bunch

Weak Toss  
Strong FB Draw  
Strong FB Toss  
Weak Dive  
Strong Hand Sweep  
50 Double Swing  
50 Jumble  
232 Comebacks  
90 X Bubble Screen  
50 Z Slide

### Tight Triple

Strong Toss  
Strong Counter  
Weak Dive  
Weak Draw  
Strong Toss/Y Reverse  
90 Y/TE Speed Cross  
50 H Swing Strong  
90 Y Speed Out  
152 Z Slide -n- Go  
257 Strong Flood

### Split Twins

Strong Hand Sweep  
Weak Dive/Fake Z  
Reverse  
Fake Dive/Z Reverse  
Strong FB Dive  
Weak Inside Zone  
Cutback  
50 Double Swing  
50 Frisco Flow  
90 X/Z Speed Cross  
226 Weak Flow  
125 Z Slant

### Gun: Split Twins

QB Lead Draw  
Strong FB Toss  
Strong FB Draw  
Strong Hand Sweep  
Fake Dive/QB Bootleg  
50 Frisco Flow  
50 Double Swing  
90 All Hot  
225 X Stop/Z Corner  
H Lead Shovel

### Empty Open

QB Center Follow  
QB Draw  
215 Strong Flood  
50 X/A In -n- Out  
90 All Slam  
90 A Screen Stop  
50 Verticals

### Gun: Empty Open

QB Draw  
50 Verticals  
90 A Screen Stop  
90 All Slam  
210 Z Stop -n- Go  
215 Strong Flood

### Doubles

Strong Dive/Fake Z  
Reverse  
Strong Dive/Z Reverse  
Strong Dive/Z Reverse  
Option  
Weak Toss  
Weak Draw  
215 Y Bubble Cut  
50 Y Swing Weak  
90 Y Speed Out  
152 Z/TE Cross  
50 Double Cross

### Trips

Weak Trap  
Weak Zone Out Bounce  
Strong Power  
Strong Draw  
90 All Stop  
50 Y Fade Rub  
152 Y/A Cross  
256 Strong Flow  
50 H Swing Weak

### I Jokers

Strong Speed Option  
Strong Counter Trap  
Weak Stretch  
Weak Isolation  
Strong Toss  
90 X Speed Under  
90 X Lob Fade  
50 Y/TE Comebacks  
50 Y/TE Zones

### Gun: Doubles Right

QB Draw  
Strong Draw  
Weak Dive  
50 H Swing Strong  
210 Z Deep Slide  
90 Z/TE Quick Outs  
50 X Out/Y Corner  
H Screen Strong

### Gun: Trips Left

QB Draw  
Weak Draw  
Strong Hand Sweep  
Weak Toss  
H Direct Snap  
50 Y Fade Rub  
50 X Deep Comeback  
90 A Under  
50 A/X Cross  
256 Strong Flow

### I Jokers Pair

Strong Counter Trap  
Strong Y Trap  
Weak Toss  
Strong Speed Option  
Strong Inside Zone  
Cutback  
90 TE/Y Speed Cross  
50 Y Swing Strong  
122 Y/TE In -n- Out  
90 X Lob Fade

**OFFENSIVE PLAYBOOK (continued)**

<b>Triple</b> Strong T-Toss Weak Dive Strong Draw Weak Inside Zone Cutback Weak Trap 90 Y/Z Speed Cross 50 X Opposite Flow 50 H Swing Strong	210 Z Deep Slide 152 TE Seam <b>Quads</b> Strong Inside Zone Cutback Strong Toss Weak Outside Zone Weak Dive Weak Draw Strong Y Shovel	50 Double Cross 50 X Slant -n- Go 90 Slants -n- Stop 50 Y/A Swing <b>Split Jokers</b> Strong Speed Out Strong FB Toss Fake Strong Dive/Weak Toss Strong Counter	Weak Dive 50 Double Swing 90 X Speed Under 50 Y/TE Comebacks 50 H/F Wheels <b>Gun: Triple Left</b> Strong Counter QB Draw Strong Hand Sweep	Weak Dive Weak Draw 90 Y/Z Speed Cross 50 Y Wheel 153 Y Slant 257 Strong Flood 50 All Go <b>Gun: Quads Left</b> Weak Dive Weak Draw	QB Draw Strong Hand Sweep H Direct Snap 90 Slants -n- Stop 50 Double Cross 152 Z Slide -n- Go 50 Y/A Swing 50 Posts -n- Comebacks
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**DEFENSIVE PLAYBOOK**

<b>4-3</b> <b>Fronts</b> Base Fan Pinch Double Twist Twist Right Twist Left Gap Right Gap Left <b>Coverages</b> 2 Man Weak Indian I	Force Fire 0 Strong Blast I Weak Crash I Open Fire 0 Weak Fire 0 All Blitz 0 Spear I 4 Sky Spear 3 2 Soft Cover 3 4 Cloud 2 Hard Key Zone 3 Weak	<b>Nickel</b> <b>Fronts</b> Base Fan Pinch Double Twist Twist Right Twist Left Gap Right Gap Left <b>Coverages</b> Rocket Blitz 0 Weak Crash I Open Fire 0 Strong Indian I All Blitz 0	Sting Blitz I Blaze Twist 0 Weak Blast I 2 Man 3 Buzz Combo Strong Zone Key Zone 3 Weak 4 Cloud Combo Inside Zone 2 Hard <b>Dime</b> <b>Fronts</b> Base	Fan Pinch Double Twist Twist Right Twist Left Gap Right Gap Left <b>Coverages</b> Weak Crash I Strong Indian I Sting Fire 0 Open Fire 0 Middle Blast I Weak Sting I All Blitz 0	Greyhound 0 Cover 12 Weak Sting 2 Hard 3 Buzz 2 Man 4 Cloud Combo Inside Zone Middle Blast 3 Robber 2 Hard <b>Goal Line</b> <b>Fronts</b> GL Fan GL Pinch	GL Razor Right GL Razor Left GL Twist Left GL Twist Right <b>Coverages</b> GL Cloud GL Middle Blast 0 GL Steeler Blitz 0 GL Strong Indian 0 GL Strong Zone GL Weak Crash 0 GL Weak Indian I
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**TIPS & HINTS**



Daunte Culpepper is one of a new breed of NFL quarterback. He is an accurate passer who can run with the football. On third and long, the defense might think they've got everything covered by locking down the receivers, but Culpepper is a very elusive runner and has the size to take a hit.



Michael Bennett leads the ground attack for the Vikings. He had 172 carries in 13 games last year.



Doug Chapman is Bennett's backup at halfback. Switch Chapman in when Bennett needs a rest, then pound the ball inside.



The Minnesota Vikings have an impressive wide receiver in Randy Moss. Some analysts thought Moss had a down year, but he caught 82 passes for 1,233 yards.



Byron Chamberlain is another good receiver. The big tight end is featured in the 152 Z/TE Cross, 50 Y/TE Comebacks, and 90 Y/TE Speed Cross.



With Moss on one side, newcomer Derrick Alexander should have no problem getting open. Look for Alexander to break away from his defender on 123 Y Curl/Z Comeback, 257 Strong Flood, and 50 Curls -n- Corners.



The Vikings need a better pass rush this season. They had only 30 sacks last year. Blitz frequently to get to the quarterback.



Defensive tackle Chris Hovan was their sack leader in 2001-2002 with six sacks. Use this big body in the middle to cut through the offensive lineman and get the quarterback.



The Vikings need cornerback Eric Kelly and the rest of the secondary to get more turnovers. As a team, the Vikings had eight interceptions last year while the Vikings' offense threw 23.





# 2001-2002 SEASON STAT LEADERS

## 2001 PASSING YARDS LEADERS

								QB												QB			
Player	Team	Yds.	Att.	Comp.	TDs	Int.	Long	Rating	Player	Team	Yds.	Att.	Comp.	TDs	Int.	Long	Rating						
Kurt Warner	STL	4,830	546	375	36	22	65	101.4	Jay Fiedler	MIA	3,290	450	273	20	19	74	80.3						
Peyton Manning	IND	4,131	547	343	26	23	86	84.1	Donovan McNabb	PHI	3,233	493	285	25	12	64	84.3						
Brett Favre	GB	3,921	510	314	32	15	67	94.1	Jon Kitna	CIN	3,216	581	313	12	22	49	61.1						
Aaron Brooks	NO	3,832	558	312	26	22	63	76.4	Kordell Stewart	PIT	3,109	442	266	14	11	90	81.7						
Rich Gannon	OAK	3,828	549	361	27	9	49	95.5	Tim Couch	CLE	3,040	454	272	17	21	78	73.1						
Trent Green	KC	3,783	523	296	17	24	67	71.1	Elvis Grbac	BAL	3,033	467	265	15	18	77	71.1						
Kerry Collins	NYG	3,764	568	327	19	16	76	77.1	Chris Weinke	CAR	2,931	540	293	11	19	48	62						
Jake Plummer	ARI	3,653	525	304	18	14	68	79.6	Chris Chandler	ATL	2,847	365	223	16	14	94	84.1						
Jeff Garcia	SF	3,538	504	316	32	12	61	94.8	Tom Brady	NE	2,843	413	264	18	12	91	86.5						
Doug Flutie	SD	3,464	521	294	15	18	78	72	Brian Griese	DEN	2,827	451	275	23	19	65	78.5						
Brad Johnson	TB	3,406	559	340	13	11	47	77.7	Vinny Testaverde	NYJ	2,752	441	260	15	14	40	75.3						
Steve McNair	TEN	3,350	431	264	21	12	71	90.2	Daunte Culpepper	MIN	2,612	366	235	14	13	57	83.3						
Mark Brunell	JAC	3,309	473	289	19	13	44	84.1															

## 2001 RECEIVING YARDAGE LEADERS

Player	Team	Yds.	Rec.	Avg.	TDs	Long	Player	Team	Yds.	Rec.	Avg.	TDs	Long
David Boston	ARI	1,598	98	16.3	8	61	Derrick Mason	TEN	1,128	73	15.5	9	71
Marvin Harrison	IND	1,524	109	14	15	68	Curtis Conway	SD	1,125	71	15.8	6	72
Terrell Owens	SF	1,412	93	15.2	16	60	Keenan McCardell	JAC	1,110	93	11.9	6	45
Jimmy Smith	JAC	1,373	112	12.3	8	35	Isaac Bruce	STL	1,106	64	17.3	6	51
Torry Holt	STL	1,363	81	16.8	7	51	Kevin Johnson	CLE	1,097	84	13.1	9	55
Rod Smith	DEN	1,343	113	11.9	11	65	Darrell Jackson	SEA	1,081	70	15.4	8	64
Keyshawn Johnson	TB	1,266	106	11.9	1	47	Marty Booker	CHI	1,071	100	10.7	8	66
Joe Horn	NO	1,265	83	15.2	9	56	Qadry Ismail	BAL	1,059	74	14.3	7	77
Randy Moss	MIN	1,233	82	15	10	73	Amani Toomer	NYG	1,054	72	14.6	5	60
Troy Brown	NE	1,199	101	11.9	5	60	Willie Jackson	NO	1,046	81	12.9	5	63
Tim Brown	OAK	1,165	91	12.8	9	46	Plaxico Burress	PIT	1,008	66	15.3	6	43
Johnnie Morton	DET	1,154	77	15	4	76	Hines Ward	PIT	1,003	94	10.7	4	34
Jerry Rice	OAK	1,139	83	13.7	9	40							

## 2001 RUSHING YARDAGE LEADERS

Player	Team	Yds.	Att.	Avg.	TDs	Long	Player	Team	Yds.	Att.	Avg.	TDs	Long
Priest Holmes	KC	1,555	327	4.8	8	41	Jerome Bettis	PIT	1,072	225	4.8	4	48
Curtis Martin	NYJ	1,513	333	4.5	10	47	Emmitt Smith	DAL	1,021	261	3.9	3	44
Stephen Davis	WAS	1,432	356	4	5	32	Lamar Smith	MIA	968	313	3.1	6	25
Ahman Green	GB	1,387	304	4.6	9	83	Eddie George	TEN	939	315	3	5	27
Marshall Faulk	STL	1,382	260	5.3	12	71	Stacey Mack	JAC	877	213	4.1	9	54
Shaun Alexander	SEA	1,318	309	4.3	14	88	Tiki Barber	NYG	865	166	5.2	4	36
Corey Dillon	CIN	1,315	340	3.9	10	96	Michael Pittman	ARI	846	241	3.5	5	42
Ricky Williams	NO	1,245	313	4	6	46	Charlie Garner	OAK	839	211	4	1	38
LaDainian Tomlinson	SD	1,236	339	3.6	10	54	Maurice Smith	ATL	760	237	3.2	5	58
Garrison Hearst	SF	1,206	252	4.8	4	43	Travis Henry	BUF	729	213	3.4	4	25
Anthony Thomas	CHI	1,183	278	4.3	7	46	Terrell Davis	DEN	701	167	4.2	0	57
Antowain Smith	NE	1,157	287	4	12	44	Ron Dayne	NYG	690	180	3.8	7	61
Dominic Rhodes	IND	1,104	233	4.7	9	77							

2001 TOTAL TOUCHDOWN LEADERS

Player	Team	TDs	Rush. TDs	Rec. TDs	Kick/Punt Returns
Marshall Faulk	STL	21	12	9	0, 0
Terrell Owens	SF	16	0	16	0, 0
Shaun Alexander	SEA	16	14	2	0, 0
Marvin Harrison	IND	15	0	15	0, 0
Corey Dillon	CIN	13	10	3	0, 0
Antowain Smith	NE	13	12	1	0, 0
Rod Smith	DEN	11	0	11	0, 0
Ahman Green	GB	11	9	2	0, 0
Mike Alstott	TB	11	10	1	0, 0
Tim Brown	OAK	10	0	9	1, 0

FIELD GOAL LEADERS

Player	Team	Field Goals Made	Field Goals Att.	Long	Extra Points Made	Extra Points Att.	Points
Jason Elam	DEN	31	36	50	31	31	124
Matt Stover	BAL	30	35	49	25	25	115
Kris Brown	PIT	30	44	55	34	37	124
Jay Feely	ATL	29	37	55	28	28	115
Mike Vanderjagt	IND	28	34	52	41	42	125
John Carney	NO	27	31	50	32	32	113
Todd Peterson	KC	27	35	51	27	28	108
David Akers	PHI	26	31	50	37	38	115
Brett Conway	WAS	26	33	55	22	22	100
Paul Edinger	CHI	26	31	48	34	34	112

PUNT AVERAGE LEADERS

Player	Team	Punts	Yards	Gross Average	Net Average	Long	Touch Backs	Blocks	Inside the 20	Returns	Return Average	Returned for TD
Todd Sauerbrun	CAR	93	4,419	47.5	38.9	73	17	0	35	42	26.6	1
Shane Lechler	OAK	73	3,375	46.2	35.6	65	12	0	23	34	31.4	0
Tom Rouen	DEN	81	3,668	45.3	36.5	64	8	0	25	48	32.3	1
Hunter Smith	IND	68	3,023	44.5	33.8	65	12	0	12	35	30.4	1
Jeff Feagles	SEA	85	3,730	43.9	36.4	68	7	0	26	43	28.9	1
Chris Hanson	JAC	82	3,577	43.6	37.1	59	12	0	24	38	18.4	0
Mitch Berger	MIN	47	2,046	43.5	32.9	67	10	0	10	25	25.2	0
Sean Landeta	PHI	97	4,221	43.5	36.4	64	10	0	26	56	30.5	0
John Jett	DET	58	2,512	43.3	35.5	62	6	0	16	30	25.5	1
Rodney Williams	NYG	91	3,905	42.9	35.4	90	8	0	25	43	34.7	1

KICKOFF RETURN LEADERS

Player	Team	Ret.	Yds.	Avg.	Long	TDs
Ronney Jenkins	SD	58	1,541	26.6	93	2
Steve Smith	CAR	56	1,431	25.6	99	2
Desmond Howard	DET	57	1,446	25.4	91	0
Brian Mitchell	PHI	41	1,025	25	94	1
Jermaine Lewis	BAL	42	1,039	24.7	76	0
Darrick Vaughn	ATL	61	1,491	24.4	96	1
Deuce McAllister	NO	45	1,091	24.2	63	0
Michael Lewis	NO	32	762	23.8	68	0
Reggie Swinton	DAL	56	1,327	23.7	77	0
Michael Bates	WAS	49	1,150	23.5	41	0

PUNT RETURN LEADERS

Player	Team	Ret.	Yds.	Avg.	Long	TDs	Fair Catches
Troy Brown	NE	29	413	14.2	85	2	15
Darrien Gordon	ATL	31	437	14.1	74	0	6
Reggie Swinton	DAL	31	414	13.4	65	1	8
Deltha O'Neal	DEN	31	405	13.1	86	1	9
Eric Metcalf	WAS	33	412	12.5	89	1	5
Jermaine Lewis	BAL	42	519	12.4	62	0	9
Brian Mitchell	PHI	39	467	12	54	0	22
Jeff Ogden	MIA	32	377	11.8	48	0	11
Arnold Jackson	ARI	40	461	11.5	55	0	0
Tim Dwight	SD	24	271	11.3	84	1	12



# 2002-2003 SEASON SCHEDULE

Note - All times are Eastern.

## WEEK 1

### Thursday, Sept. 5

San Francisco at N.Y. Giants, 8:30 p.m.

### Sunday, Sept. 8

Arizona at Washington, 1:00 p.m.

Atlanta at Green Bay, 1:00 p.m.

Baltimore at Carolina, 1:00 p.m.

Detroit at Miami, 1:00 p.m.

Indianapolis at Jacksonville, 1:00 p.m.

Kansas City at Cleveland, 1:00 p.m.

Minnesota at Chicago, 1:00 p.m.

N.Y. Jets at Buffalo, 1:00 p.m.

Philadelphia at Tennessee, 1:00 p.m.

San Diego at Cincinnati, 1:00 p.m.

New Orleans at Tampa Bay, 4:15 p.m.

Seattle at Oakland, 4:15 p.m.

St. Louis at Denver, 4:15 p.m.

Dallas at Houston, 8:30 p.m.

### Monday, Sept. 9

Pittsburgh at New England, 9:00 p.m.

## WEEK 2

### Sunday, Sept. 15

Chicago at Atlanta, 1:00 p.m.

Cincinnati at Cleveland, 1:00 p.m.

Detroit at Carolina, 1:00 p.m.

Green Bay at New Orleans, 1:00 p.m.

Jacksonville at Kansas City, 1:00 p.m.

Miami at Indianapolis, 1:00 p.m.

New England at N.Y. Jets, 1:00 p.m.

Tampa Bay at Baltimore, 1:00 p.m.

Tennessee at Dallas, 1:00 p.m.

Arizona at Seattle, 4:05 p.m.

N.Y. Giants at St. Louis, 4:05 p.m.

Buffalo at Minnesota, 4:15 p.m.

Denver at San Francisco, 4:15 p.m.

Houston at San Diego, 4:15 p.m.

Oakland at Pittsburgh, 8:30 p.m.

### Monday, Sept. 16

Philadelphia at Washington, 9:00 p.m.

## WEEK 3

### Sunday, Sept. 22

Carolina at Minnesota, 1:00 p.m.

Cleveland at Tennessee, 1:00 p.m.

Dallas at Philadelphia, 1:00 p.m.

Indianapolis at Houston, 1:00 p.m.

Kansas City at New England, 1:00 p.m.

New Orleans at Chicago, 1:00 p.m.

N.Y. Jets at Miami, 1:00 p.m.

Buffalo at Denver, 4:05 p.m.

San Diego at Arizona, 4:05 p.m.

Green Bay at Detroit, 4:15 p.m.

Seattle at N.Y. Giants, 4:15 p.m.

Washington at San Francisco, 4:15 p.m.

Cincinnati at Atlanta, 8:30 p.m.

### Monday, Sept. 23

St. Louis at Tampa Bay, 9:00 p.m.

### Open Date

Baltimore Jacksonville

Oakland Pittsburgh

## WEEK 4

### Sunday, Sept. 29

Carolina at Green Bay, 1:00 p.m.

Chicago at Buffalo, 1:00 p.m.

Cleveland at Pittsburgh, 1:00 p.m.

Dallas at St. Louis, 1:00 p.m.

Houston at Philadelphia, 1:00 p.m.

Miami at Kansas City, 1:00 p.m.

New Orleans at Detroit, 1:00 p.m.

N.Y. Jets at Jacksonville, 1:00 p.m.

N.Y. Giants at Arizona, 4:05 p.m.

Tampa Bay at Cincinnati, 4:05 p.m.

New England at San Diego, 4:15 p.m.

Tennessee at Oakland, 4:15 p.m.

Minnesota at Seattle, 8:30 p.m.

### Monday, Sept. 30

Denver at Baltimore, 9:00 p.m.

### Open Date

Atlanta Indianapolis

San Francisco Washington

## WEEK 5

### Sunday, Oct. 6

Arizona at Carolina, 1:00 p.m.

Cincinnati at Indianapolis, 1:00 p.m.

New England at Miami, 1:00 p.m.

N.Y. Giants at Dallas, 1:00 p.m.

Oakland at Buffalo, 1:00 p.m.

Pittsburgh at New Orleans, 1:00 p.m.

Tampa Bay at Atlanta, 1:00 p.m.

Washington at Tennessee, 1:00 p.m.

Kansas City at N.Y. Jets, 4:05 p.m.

San Diego at Denver, 4:05 p.m.

Philadelphia at Jacksonville, 4:15 p.m.

St. Louis at San Francisco, 4:15 p.m.

Baltimore at Cleveland, 8:30 p.m.

### Monday, Oct. 7

Green Bay at Chicago, 9:00 p.m.

### Open Date

Detroit Houston

Minnesota Seattle

## WEEK 6

### Sunday, Oct. 13

Atlanta at N.Y. Giants, 1:00 p.m.

Baltimore at Indianapolis, 1:00 p.m.

Buffalo at Houston, 1:00 p.m.

Carolina at Dallas, 1:00 p.m.

Detroit at Minnesota, 1:00 p.m.

Green Bay at New England, 1:00 p.m.

Jacksonville at Tennessee, 1:00 p.m.

New Orleans at Washington, 1:00 p.m.

Pittsburgh at Cincinnati, 1:00 p.m.

Cleveland at Tampa Bay, 4:15 p.m.

Kansas City at San Diego, 4:15 p.m.

Oakland at St. Louis, 4:15 p.m.

Miami at Denver, 8:30 p.m.

### Monday, Oct. 14

San Francisco at Seattle, 9:00 p.m.

### Open Date

Arizona Chicago

N.Y. Jets Philadelphia

## WEEK 7

### Sunday, Oct. 20

Buffalo at Miami, 1:00 p.m.

Carolina at Atlanta, 1:00 p.m.

Chicago at Detroit, 1:00 p.m.

Denver at Kansas City, 1:00 p.m.

Jacksonville at Baltimore, 1:00 p.m.

Minnesota at N.Y. Jets, 1:00 p.m.

Seattle at St. Louis, 1:00 p.m.

San Francisco at New Orleans, 1:00 p.m.

Tampa Bay at Philadelphia, 1:00 p.m.

Houston at Cleveland, 4:05 p.m.

San Diego at Oakland, 4:05 p.m.

Dallas at Arizona, 4:15 p.m.

Washington at Green Bay, 4:15 p.m.

### Monday, Oct. 21

Indianapolis at Pittsburgh, 9:00 p.m.

### Open Date

Cincinnati New England

N.Y. Giants Tennessee

## WEEK 8

### Sunday, Oct. 27

Atlanta at New Orleans, 1:00 p.m.

Chicago at Minnesota, 1:00 p.m.

Cleveland at N.Y. Jets, 1:00 p.m.

Detroit at Buffalo, 1:00 p.m.

Oakland at Kansas City, 1:00 p.m.

Pittsburgh at Baltimore, 1:00 p.m.

Seattle at Dallas, 1:00 p.m.

Tampa Bay at Carolina, 1:00 p.m.

Tennessee at Cincinnati, 1:00 p.m.

Arizona at San Francisco, 4:05 p.m.

Denver at New England, 4:15 p.m.

Houston at Jacksonville, 4:15 p.m.

Indianapolis at Washington, 8:30 p.m.

### Monday, Oct. 28

N.Y. Giants at Philadelphia, 9:00 p.m.

### Open Date

Green Bay Miami

San Diego St. Louis

## WEEK 9

### Sunday, Nov. 3

Baltimore at Atlanta, 1:00 p.m.

Cincinnati at Houston, 1:00 p.m.

Dallas at Detroit, 1:00 p.m.

Minnesota at Tampa Bay, 1:00 p.m.

New England at Buffalo, 1:00 p.m.

Philadelphia at Chicago, 1:00 p.m.

Pittsburgh at Cleveland, 1:00 p.m.

Tennessee at Indianapolis, 1:00 p.m.

N.Y. Jets at San Diego, 4:05 p.m.

San Francisco at Oakland, 4:15 p.m.

St. Louis at Arizona, 4:15 p.m.

Washington at Seattle, 4:15 p.m.

Jacksonville at N.Y. Giants, 8:30 p.m.

### Monday, Nov. 4

Miami at Green Bay, 9:00 p.m.

### Open Date

Carolina Denver

Kansas City New Orleans

**WEEK 10**

**Sunday, Nov. 10**

Atlanta at Pittsburgh, 1:00 p.m.  
Cincinnati at Baltimore, 1:00 p.m.  
Detroit at Green Bay, 1:00 p.m.  
Houston at Tennessee, 1:00 p.m.  
Indianapolis at Philadelphia, 1:00 p.m.  
New Orleans at Carolina, 1:00 p.m.  
N.Y. Giants at Minnesota, 1:00 p.m.  
San Diego at St. Louis, 1:00 p.m.  
Seattle at Arizona, 4:05 p.m.  
Washington at Jacksonville, 4:05 p.m.  
Kansas City at San Francisco, 4:15 p.m.  
New England at Chicago, 4:15 p.m.  
Miami at N.Y. Jets, 8:30 p.m.

**Monday, Nov. 11**

Oakland at Denver, 9:00 p.m.

**Open Date**

Buffalo	Cleveland
Dallas	Tampa Bay

**WEEK 11**

**Sunday, Nov. 17**

Arizona at Philadelphia, 1:00 p.m.  
Baltimore at Miami, 1:00 p.m.  
Buffalo at Kansas City, 1:00 p.m.  
Cleveland at Cincinnati, 1:00 p.m.  
Dallas at Indianapolis, 1:00 p.m.  
Green Bay at Minnesota, 1:00 p.m.  
New Orleans at Atlanta, 1:00 p.m.  
Pittsburgh at Tennessee, 1:00 p.m.  
Washington at N.Y. Giants, 1:00 p.m.  
Carolina at Tampa Bay, 4:05 p.m.  
San Francisco at San Diego, 4:05 p.m.  
Denver at Seattle, 4:15 p.m.  
Jacksonville at Houston, 4:15 p.m.  
N.Y. Jets at Detroit, 4:15 p.m.  
New England at Oakland, 8:30 p.m.

**Monday, Nov. 18**

Chicago at St. Louis, 9:00 p.m.

**WEEK 12**

**Sunday, Nov. 24**

Atlanta at Carolina, 1:00 p.m.  
Buffalo at N.Y. Jets, 1:00 p.m.  
Cincinnati at Pittsburgh, 1:00 p.m.  
Cleveland at New Orleans, 1:00 p.m.  
Detroit at Chicago, 1:00 p.m.  
Green Bay at Tampa Bay, 1:00 p.m.  
Jacksonville at Dallas, 1:00 p.m.  
Minnesota at New England, 1:00 p.m.  
San Diego at Miami, 1:00 p.m.  
Tennessee at Baltimore, 1:00 p.m.  
Kansas City at Seattle, 4:05 p.m.  
Oakland at Arizona, 4:05 p.m.  
N.Y. Giants at Houston, 4:15 p.m.  
St. Louis at Washington, 4:15 p.m.  
Indianapolis at Denver, 8:30 p.m.

**Monday, Nov. 25**

Philadelphia at San Francisco, 9:00 p.m.

**WEEK 13**

**Thursday, Nov. 28**

New England at Detroit, 12:30 p.m.  
Washington at Dallas, 4:05 p.m.

**Sunday, Dec. 1**

Arizona at Kansas City, 1:00 p.m.  
Atlanta at Minnesota, 1:00 p.m.  
Baltimore at Cincinnati, 1:00 p.m.  
Carolina at Cleveland, 1:00 p.m.  
Chicago at Green Bay, 1:00 p.m.  
Miami at Buffalo, 1:00 p.m.  
Pittsburgh at Jacksonville, 1:00 p.m.  
Tennessee at N.Y. Giants, 1:00 p.m.  
Denver at San Diego, 4:05 p.m.  
Houston at Indianapolis, 4:05 p.m.  
Seattle at San Francisco, 4:15 p.m.  
St. Louis at Philadelphia, 4:15 p.m.  
Tampa Bay at New Orleans, 8:30 p.m.

**Monday, Dec. 2**

N.Y. Jets at Oakland, 9:00 p.m.

**WEEK 14**

**Sunday, Dec. 8**

Atlanta at Tampa Bay, 1:00 p.m.  
Buffalo at New England, 1:00 p.m.  
Cincinnati at Carolina, 1:00 p.m.  
Cleveland at Jacksonville, 1:00 p.m.  
Houston at Pittsburgh, 1:00 p.m.  
Indianapolis at Tennessee, 1:00 p.m.  
N.Y. Giants at Washington, 1:00 p.m.  
San Francisco at Dallas, 1:00 p.m.  
St. Louis at Kansas City, 1:00 p.m.  
Detroit at Arizona, 4:05 p.m.  
New Orleans at Baltimore, 4:05 p.m.  
Philadelphia at Seattle, 4:05 p.m.  
Denver at N.Y. Jets, 4:15 p.m.  
Oakland at San Diego, 4:15 p.m.  
Minnesota at Green Bay, 8:30 p.m.

**Monday, Dec. 9**

Chicago at Miami, 9:00 p.m.

**WEEK 15**

**Sunday, Dec. 15**

Baltimore at Houston, 1:00 p.m.  
Carolina at Pittsburgh, 1:00 p.m.  
Indianapolis at Cleveland, 1:00 p.m.  
Jacksonville at Cincinnati, 1:00 p.m.  
Minnesota at New Orleans, 1:00 p.m.  
N.Y. Jets at Chicago, 1:00 p.m.  
Oakland at Miami, 1:00 p.m.  
San Diego at Buffalo, 1:00 p.m.  
Seattle at Atlanta, 1:00 p.m.  
Tampa Bay at Detroit, 1:00 p.m.  
Washington at Philadelphia, 1:00 p.m.  
Kansas City at Denver, 4:05 p.m.  
Dallas at N.Y. Giants, 4:15 p.m.  
Green Bay at San Francisco, 4:15 p.m.  
Arizona at St. Louis, 8:30 p.m.

**Monday, Dec. 16**

New England at Tennessee, 9:00 p.m.

**WEEK 16**

**Saturday, Dec. 21**

Miami at Minnesota, 1:30 p.m.  
San Francisco at Arizona, 5:00 p.m.  
Philadelphia at Dallas, 8:30 p.m.

**Sunday, Dec. 22**

Buffalo at Green Bay, 1:00 p.m.  
Chicago at Carolina, 1:00 p.m.  
Detroit at Atlanta, 1:00 p.m.  
Houston at Washington, 1:00 p.m.  
New Orleans at Cincinnati, 1:00 p.m.  
N.Y. Giants at Indianapolis, 1:00 p.m.  
San Diego at Kansas City, 1:00 p.m.  
Tennessee at Jacksonville, 1:00 p.m.  
St. Louis at Seattle, 4:05 p.m.  
Cleveland at Baltimore, 4:15 p.m.  
Denver at Oakland, 4:15 p.m.  
N.Y. Jets at New England, 8:30 p.m.

**Monday, Dec. 23**

Pittsburgh at Tampa Bay, 9:00 p.m.

**WEEK 17**

**Saturday, Dec. 28**

Philadelphia at N.Y. Giants, 1:30 p.m.  
Kansas City at Oakland, 5:00 p.m.

**Sunday, Dec. 29**

Atlanta at Cleveland, 1:00 p.m.  
Baltimore at Pittsburgh, 1:00 p.m.  
Carolina at New Orleans, 1:00 p.m.  
Cincinnati at Buffalo, 1:00 p.m.  
Dallas at Washington, 1:00 p.m.  
Miami at New England, 1:00 p.m.  
Minnesota at Detroit, 1:00 p.m.  
Tennessee at Houston, 1:00 p.m.  
Jacksonville at Indianapolis, 4:05 p.m.  
Arizona at Denver, 4:15 p.m.  
Green Bay at N.Y. Jets, 4:15 p.m.  
Seattle at San Diego, 4:15 p.m.  
Tampa Bay at Chicago, 8:30 p.m.

**Monday, Dec. 30**

San Francisco at St. Louis, 9:00 p.m.