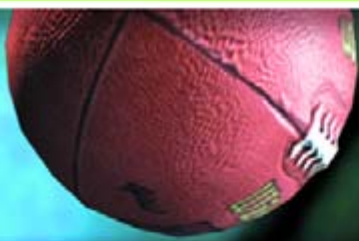


PRIMA'S OFFICIAL



STRATEGY GUIDE



# NFL 2002 FEVER

GILLILA



Keith M. Kolmos

primagames.com

Microsoft



PLAYERS INC

This game has received the following rating from the ESRB



# NFL 2002 FEVER

## Prima's Official Strategy Guide

Keith M. Kolmos

**Prima Games**  
A Division of Random House, Inc.

3000 Lava Ridge Court  
Roseville, CA 95661  
800-733-3000  
www.primagames.com



The Prima Games logo is a registered trademark of Random House, Inc., registered in the United States and other countries. Primagames.com is a registered trademark of Random House, Inc., registered in the United States.

© 2004 by Prima Games. All rights reserved. No part of this book may be reproduced or transmitted in any form or by any means, electronic or mechanical, including photocopying, recording, or by any information storage or retrieval system without written permission from Prima Games. Prima Games is a division of Random House, Inc.

**Product Manager:** Jennifer Crotteau  
**Project Editor:** Terri Stewart  
**Book Designer:** Debbie Wells  
**Production Designer:** Jackaline White

©2004 Microsoft Corporation. All rights reserved. Microsoft, Xbox, and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the United States and/or other countries/regions.

©2004 National Football League trademarks and copyrights used with permission of the National Football League and National Football League Properties, Inc.

Officially licensed product of PLAYERS INC. The PLAYERS INC logo is a registered trademark of the NFL players. www.nflplayers.com ©2001-2004 PLAYERS INC.

All products and characters mentioned in this book are trademarks of their respective companies.

Ericsson Stadium™	RCA Dome
Husky Stadium®	Texas Stadium™
Louisiana Superdome™	Pro Player Stadium
Network Associates Coliseum™	Veterans Stadium
Dome in St. Louis	Georgia Dome®
PSINet Stadium™	3COM® Park
Adelphia Coliseum	Giants Stadium
H. H. H. Metrodome™	ALLTEL Stadium™
Reliant Stadium™	Pontiac Silverdome®
Paul Brown Stadium™	Aloha Stadium™
Ralph Wilson Stadium™	New Seattle Stadium
INVESCO Field at Mile High®	Foxboro Stadium®
Cleveland Browns Stadium™	Soldier Field
Raymond James Stadium™	Lambeau Field
Sun Devil® Stadium	FedExField™
QUALCOMM Stadium™	Heinz Field
Arrowhead Stadium™	

Please be advised that the ESRB rating icons, "EC", "K-A", "E", "T", "M", "AO" and "RP" are copyrighted works and certification marks owned by the Entertainment Software Association and the Entertainment Software Rating Board and may only be used with their permission and authority. Under no circumstances may the rating icons be self-applied or used in connection with any product that has not been rated by the ESRB. For information regarding whether a product has been rated by the ESRB, please call the ESRB at 1-800-771-3772 or visit www.esrb.org. For information regarding licensing issues, please call the ESA at (212) 223-8936. Please note that ESRB ratings only apply to the content of the game itself and does NOT apply to the content of this book.

**Important:** Prima Games has made every effort to determine that the information contained in this book is accurate. However, the publisher makes no warranty, either expressed or implied, as to the accuracy, effectiveness, or completeness of the material in this book; nor does the publisher assume liability for damages, either incidental or consequential, that may result from using the information in this book. The publisher cannot provide information regarding game play, hints and strategies, or problems with hardware or software. Questions should be directed to the support numbers provided by the game and device manufacturers in their documentation. Some game tricks require precise timing and may require repeated attempts before the desired result is achieved.

**Acknowledgements:** *NFL Fever 2002* has been a lot of fun to work on, and the process was made enjoyable by the team of people that helped me. Jennifer, Terri and Scott did a great job for me at Prima. Jeremy, David, John, and Kathie helped out at Microsoft by answering all of my questions and getting me all the things I needed.

Congratulations go out to all of the members of the Elgin Youth Football League Heavy Weight Bears on their undefeated regular season. Good luck to the Bears in the playoffs!

But the biggest help always comes from my family. Lisa, Michelle, and Michael are the most special people in my life.

**ISBN:** 0-7615-3739-2  
Library of Congress Catalog Card Number: 200196803

# contents

<b>We've Got You Covered</b>	<b>4</b>
<b>Training Camp</b>	<b>5</b>
<b>Understanding Offense</b>	<b>7</b>
<b>Understanding Defense</b>	<b>15</b>
<b>Understanding Special Teams</b>	<b>23</b>
<b>Dynasty Play and Fantasy Challenge</b>	<b>25</b>
<b>Offensive Playbook</b>	<b>27</b>
<b>Defensive Playbook</b>	<b>40</b>
<b>The Teams</b>	<b>47</b>
San Francisco 49ers	<b>48</b>
Chicago Bears	<b>50</b>
Cincinnati Bengals	<b>52</b>
Buffalo Bills	<b>54</b>
Denver Broncos	<b>56</b>
Cleveland Browns	<b>58</b>
Tampa Bay Buccaneers	<b>60</b>
Arizona Cardinals	<b>62</b>
San Diego Chargers	<b>64</b>
Kansas City Chiefs	<b>66</b>
Indianapolis Colts	<b>68</b>
Dallas Cowboys	<b>70</b>
Miami Dolphins	<b>72</b>
Philadelphia Eagles	<b>74</b>
Atlanta Falcons	<b>76</b>
New York Giants	<b>78</b>
Jacksonville Jaguars	<b>80</b>
New York Jets	<b>82</b>
Detroit Lions	<b>84</b>
Green Bay Packers	<b>86</b>
Carolina Panthers	<b>88</b>
New England Patriots	<b>90</b>
Oakland Raiders	<b>92</b>
St. Louis Rams	<b>94</b>
Baltimore Ravens	<b>96</b>
Washington Redskins	<b>98</b>
New Orleans Saints	<b>100</b>
Seattle Seahawks	<b>102</b>
Pittsburgh Steelers	<b>104</b>
Tennessee Titans	<b>106</b>
Minnesota Vikings	<b>108</b>
<b>Player Rosters</b>	<b>110</b>
<b>Secrets Unlocked</b>	<b>118</b>
<b>Final 2000 Standings</b>	<b>119</b>
<b>2001 Regular Season Schedule</b>	<b>120</b>

# We've Got You Covered

Are you ready for Xbox football? *NFL Fever 2002* is set to take the Xbox by storm, and we've got it all covered for you in this strategy guide. Want to know how to maneuver through Training Camp? We've got you covered. Want in-depth analysis of every play in the game? We've got you covered there, too. Need help with Dynasty play? We're here to help. Every tip, trick, and piece of information we could find has been crammed into this guide. So, practice up and get ready to dominate your friends.



You are in total control of the game. When the pass is in the air, switch to the nearest defender and leap for the ball. With the instant control that *NFL Fever 2002* provides, you'll be there to make the key interception.



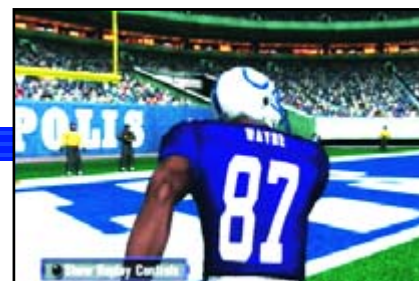
When running the ball, lower your shoulder and blow right through the tackler. Or, use a Spin Move, Stiff Arm, or Juke to elude the defender.



Then, when you're on offense, air it out with a quick strike down the field. With *NFL Fever 2002* you can make spectacular leaping and one-handed grabs. You'll have the best shot at coming down with the ball, because you're in total control.



But what you really want to do is score, right? Well, select from one of more than 400 offensive plays at your fingertips and go to work. Take the snap, roll out to the left, and air the ball out to the receiver who got behind the defenders. Perfect pass! You're in the end zone for the score. Now it's time to celebrate.



Need a quick refresher on football? Check out *NFL Fever's* exclusive Chalk Talk. You'll get tips and pointers straight from the developers of the game.



If Chalk Talk isn't enough, and you need something a little more "hands-on," try out Training Camp. *NFL Fever 2002* has a series of drills you can run to improve your skills.



# Training CAMP

Do you need to brush up on your football skills? If so, *NFL Fever 2002* has the perfect setup for you. Select Practice mode from the main menu and then pick Training Camp. Just like in the real NFL, Training Camp is where the players brush up on their skills before the season begins. But Practice mode isn't just for players who are new to console football games. It will help any player learn the ins and outs of the control setup in *NFL Fever 2002*. You can complete drills in running, passing, tackling, and kicking—everything you must know how to do to compete with the rest of the teams in the league.

## Running

The first drill in the running portion of Training Camp is simple. You must run through the series of cones in 15 seconds or fewer. Use the analog stick to follow the on-field arrows through the series of cones.

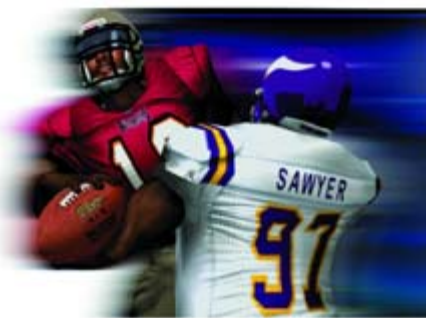


The second drill, Turbo, teaches you how to use your runner's speed burst capability. When you press and hold the Turbo button, a small lightning bolt icon appears above your player. This tells you that the player is moving faster than normal.

Watch how the color of the lightning bolt fades the longer you hold it down. As in real life, your players can give you a little boost from time to time, but they cannot sustain the extra energy output. Follow the same path through the cones, this time tapping the Turbo button to finish in the required 12 seconds.



The third drill is called Spin Move. As you run through the now-familiar series of cones, a defender comes out and tries to stop you. To get past your opponent, you must execute a Spin Move. As you see him coming toward you, hit the Spin Move; your runner will slip right through the defender's fingertips.



Practice knocking over the defender with the Shoulder drill. Again you run through the cones, and once again the defender comes out to stop you. But this time, you must execute a Shoulder Charge to knock the defender over and keep on running. If you time it right, you'll knock the defender on his back.



If you are too late in your Shoulder hit, the defender knocks you over. This costs you precious time, and you fail the drill because there is no time to spare.

The last running drill is called Mixed. In it you will use a combination of all the four previous drills to reach the end zone. Now that you have the running game under control, head on over to the passing drills.

## Passing



As with the running drills, there are five passing drills, but they essentially are the same. Press the A button to hike the ball, then press the corresponding button on the controller (A, B, X, Y, or Z) to complete the pass. Don't worry about leading your receivers. Just follow the onscreen instructions before each drill, and you will know which receiver you must throw the ball to.

## Kicking



The kicking drill is trickier than you might think. You must line up the kicking arrow with the zone you want to hit and then make the kick by using just the right amount of power. This is a perfect drill, and we recommend practicing this drill often. Field position is very critical in the game of football, and the ability to punt the ball into the corner (so the other team can't get a run back) is a very important skill to learn. So is the ability to kick the ball shallow in an attempt to pick up an onside kick. Practice this drill until you can peg each of the six zones in six tries.

## Tackling

You've exploded through the line of scrimmage on the blitz and the quarterback is in your sights. You dive to make the sack but come up with air. This situation has happened to you before, right? Well, *NFL Fever 2002* has tackling drills to help ensure you won't let that offensive player out of your grasp again.



## Inside the NFL



In the NFL, teams practice off and on throughout the off-season through minicamps that focus on the fundamentals of football and the basics of that team's offense and defense. Then, as the summer heat builds, the teams open up the full-blown training camp that prepares players for the preseason and regular season. Training camp in the NFL can be grueling, with two practices a day mixed in with videotape sessions where players look over their own performances and that of their opponents.

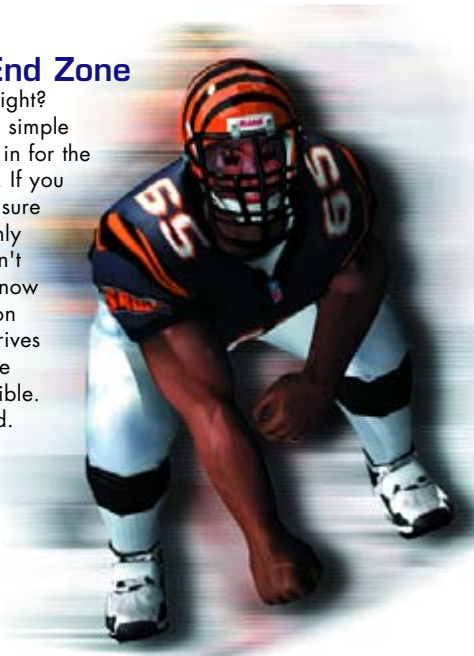


The first couple of drills have stationary targets. At first you simply run up and tackle the offensive player. In the next drill you must dive at the player to bring him down. But the last drill is the big one: You must bring down offensive players that run away as you approach. Use the Turbo button to get a boost of speed and the Dive command to trip up the offense. This drill will help give you the edge to ace out the computer opponent or your friends in multiplayer action.

# Understanding OFFENSE

## Getting the Ball into the End Zone

That's what the goal on offense is about, right? Getting the ball into the end zone. Sounds simple enough. Drive the ball down the field and in for the score. But just getting it there isn't enough. If you like to chuck the ball downfield 80 yards, sure you'll still score a touchdown. But you'll only take 10 seconds off the clock, which doesn't do you any good because the other team now has the ball and has lots of time to score on their own. You need to learn how to put drives together that control the clock and keep the other offense off the field as much as possible. They can't score if they are not on the field.



## Play Selection

The developers of *NFL Fever 2002* have put hundreds of plays into the game. You should try out a good portion of them. If you keep calling the same play over and over again, your offense will become predictable; you won't be able to do this against an opponent for long—especially a human opponent. They'll eat you alive by picking off all your passes and hitting the ball carriers in the backfield for losses.



Vary your play selection. It's a good way to spread the ball around and keep the defense guessing. *NFL Fever 2002* has hundreds of plays.



Continue trying out new ones. If you call the same play over and over again, the defense will key in on it and block the pass or come up with the interception.



By trying new plays and striking a balance between the run and the pass, you keep the defense guessing.



Sure you can throw it 80 yards down the field for the quick touchdown.



But you only take seconds off of the clock.



It's better to have an offense that controls the clock and keeps the other team's offense off the field.



In this chapter we'll give you the skills to put long drives like this together. You still get the ball in the end zone, but you take more time off the clock.

## Running the Ball

You must be able to run the football. If you just keep passing, the defense will eventually start calling lots of dime defenses that double cover every receiver. You'll start throwing incompletions at best, or interceptions at worst. You'll also limit the amount of time you have the ball, because the clock stops with each incomplete pass. Run the ball to take time off the clock and keep the defenders close to the line of scrimmage, opening up the deep passing game.

## Running Inside

To run the ball inside effectively, you must get to the hole quickly and follow your blockers. On run plays when you have a blocking fullback, make sure you stick with him. He can take out the linebacker and give you a chance for a big gain. Use the Turbo button **A** to explode through the hole. If there is a tackler in front of you, use the Shoulder Charge **X** to run right through him. Don't bother with a Spin Move **B** because there isn't enough room to complete the maneuver. Frequently, there are knocked-down linemen in front of you on an inside run. Hurdle over them **⇨** to get through the hole.



When you have a fullback as a lead blocker, stick close to him. He can take out the linebacker and open up the hole for you.



Use the Turbo button **A** to explode through the hole. With a run inside, it's all about getting to the hole before the linebacker can get there and close it.

If there is a tackler in front of you, try a Shoulder Charge **X** to run him over.



Don't bother with a Spin Move **B** here. There isn't enough room and you'll spin into either one of your blockers or another tackler.



On inside runs, linemen may lay on the ground in front of you. Hurdle over them **⬆** to get through the hole.



Make sure the defense isn't stacked up on the line of scrimmage when you call a run play inside.

Ideally, call a run play when the defense is spread out, such as when you are running the play out of a four or five wide receiver set.







### Running Outside

Running the ball outside is all about getting to the corner as quickly as possible. Get the ball on a quick handoff or toss, and use the Turbo button **A** to reach the outside. Then turn the ball downfield right away. The longer you run left and right, the better chance the defense has to catch you in the backfield. Once you are outside, the key is to make the first tackler miss. Use the Spin Move **B** to leave the tackler grasping at air, try a Stiff Arm **V** to knock him back, or a Juke move **⬅** or **➡** to shake him. Hurdle **⬆** over a diving tackler to make him miss. And watch downfield for blocks from the wide receivers.



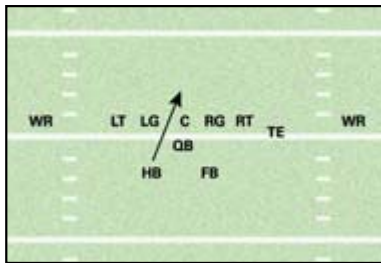
Use the Turbo button **A** to get outside quickly, then turn downfield.



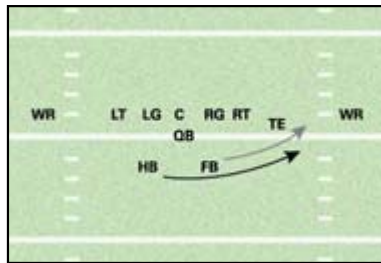
Once you're charging downfield, your goal is to make the first tackler miss. Use all the special moves to turn this run into a big gainer. Try the Spin Move , Stiff Arm , Juke  or , Shoulder Charge , or Hurdle .



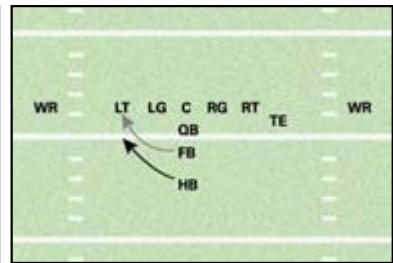
## Know Your Running Plays



**Dive:** The QB quickly hands the ball off to the running back. The running back hits the hole as fast as possible. A variant of the dive play is the lead. It's basically the same play, except the running back has a lead blocker through the hole.



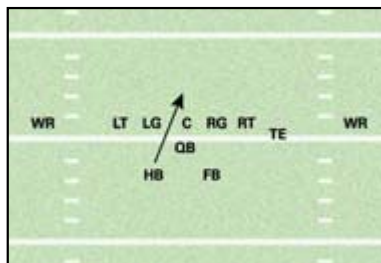
**Sweep:** The Sweep is a power running play to the outside. Get the ball around the corner as fast as you can. Speed, and making the first tackler miss are the keys to this play.



**Off-Tackle:** The running back goes for the outside of the line just behind the tackle at the end of the offensive line. The lead blocker helps to clear the way as this running play attacks the outside linebacker and the defensive end.



**Counter:** This is a misdirection play. While one back runs one way, the other back takes the ball and goes the other way. The linemen and running back must run as if the ball is going in that direction. The success of this play depends on the willingness of the defense to believe in the initial fake.



**Draw/Delay:** Instead of attacking the defense, the linemen drop back into pass protection. The draw or delay play deceives the defense into thinking it's a pass play, but it's not. After a moment's delay, the QB hands off the ball to the running back. Draw the linemen upfield as the running back explodes through the middle.





## Passing Plays

After you've got the running game established, air the ball out to pick up yards in large bunches. The running plays draw the safeties in, leaving the cornerbacks in single coverage on your receivers. Drop back and send the ball through the air. Vary your targets. If you keep passing to the same receiver, the defense will keep that receiver double-covered, leading to interceptions.



After you've successfully established the running game...

## Know Your Running Back

You must know your players and utilize their strengths when you select offensive plays. Do you have a big running back? Then plow him over the defense on inside plays. Or do you have a small, speedy running back? If you do, run the ball outside. His speed will get him around the corner and out of the grasp of defenders.



If you have a big, powerful running back like Ron Dayne of the New York Giants, run the ball inside and bowl over the defense.



If you have a speedy running back like Tiki Barber of the New York Giants, run the ball outside. If you're blessed with a complimentary pair of backs like the Giants are, substitute them in and out and use their abilities to maximum effect.



...drop back to pass and air it out to your receivers.



You'll pick up yards in bunches.

### Find the Open Man

You've selected the pass play, but now you must get the ball to the receiver. Each play has a primary receiver. He's the receiver with the green route. But he's not the only receiver you can pass to; he's just the receiver the play is designed for. If he's covered, look for the other receivers and find an open man. *NFL Fever 2002* lets you know when a receiver is open. As the receiver races through his passing route, the icon above him indicates which button to press when you want to throw him the ball. The icon also changes color. When it's faded, the receiver is well covered. You can still throw him the ball, but odds are that the pass will be incomplete. If the icon is bright, the receiver is open. Get him the ball right away; sometimes, receivers are only open for a moment.



The primary receiver is the one with the green route on the play selection screen.



Icons appear over the receivers as they run their routes.



When the player's icon is dull, the receiver is covered.



If the color is bright, the receiver is open. Quickly throw to him.

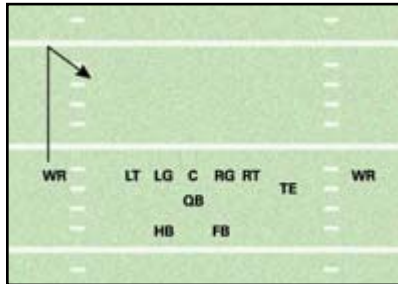


If you repeatedly pass the ball to the same receiver, the defense will double-cover your receiver and come up with the interception.

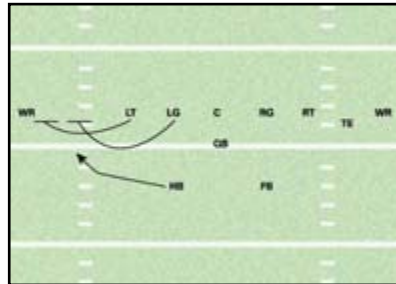


Call plays for all of your receivers; this helps prevent the defense from doubling your players.

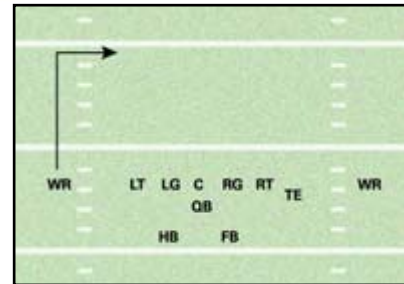
## Know Your Passing Plays



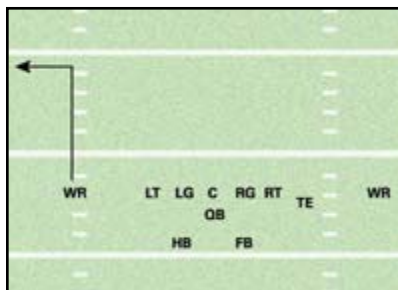
**Comeback:** On the comeback route, the receiver charges downfield and turns inside back to the line of scrimmage. Get the ball to the receiver as soon as he turns back. Otherwise, the receiver runs too far back to the line and you won't pick up many yards. A variation of this play is the **Hitch**; rather than turn inside, the receiver running the hitch play turns *outside* toward the sideline when returning to the line of scrimmage. The same strategy applies: get the ball to him as he turns.



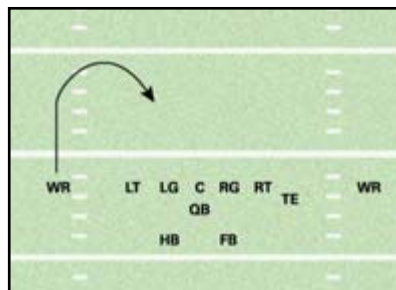
**Screen:** The running back is almost always an option for the quarterback. When the receivers are covered downfield, the running back acts like a safety valve for the quarterback. Just dump the ball off and let him run. But you can also call designed passing plays for the running back. These plays are called screen passes. On the screen, the linemen will pull to the outside and form a wall that will run and block downfield for the ball carrier. These short passes can be used like an extension of your running game. Get the ball outside and then run it like a normal outside running game—read your blocks and get downfield."



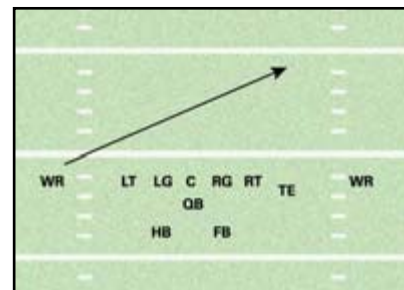
**In:** The receiver runs downfield and makes a sharp cut to the middle. If the defense has a safety playing a zone in the middle, get the ball to the receiver *before* he makes his cut. If the defense is playing deep in man-to-man coverage, hit him across the middle *after* he makes his cut.



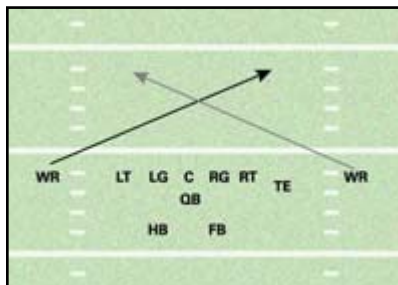
**Out:** The out play is the opposite of the in route. Instead of cutting to the middle of the field, the receiver makes a cut to the sideline. This kind of route is great for getting the ball to the receiver and then getting him out-of-bounds to stop the clock. This also works well when the defense is playing deep rather than up close.



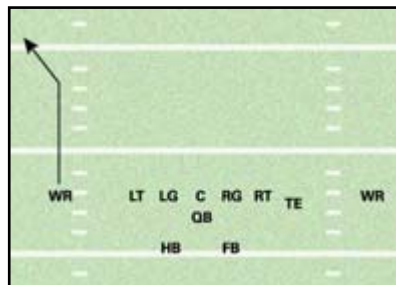
**Curl:** On the curl route, the receiver runs downfield and then slowly loops back to the line of scrimmage. The longer you wait, the closer the receiver returns to the line of scrimmage.



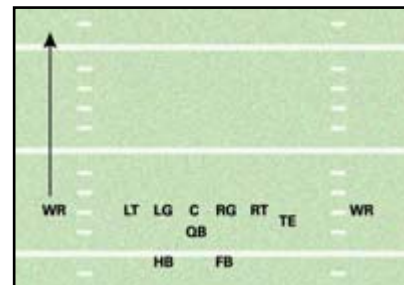
**Slant:** This route is very popular in the West Coast offense. The receiver runs a quick diagonal line across the middle of the field. The idea is to get the ball to the receiver in stride and let him run with the ball after the catch. Make the first tackler miss and you pick up a lot of extra yards.



**Cross:** The crossing route uses the defense against each other much like a pick play in basketball. By having two receivers cross paths, you rely on the defenders getting tangled up in each other. Wait for the receivers to cross before delivering the ball to the open one.



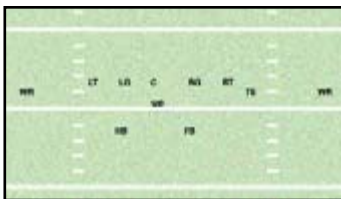
**Corner:** This is a little bit like the out route, but instead of sharply cutting to the sideline, the receiver takes a slant route to the sideline. Like the out play, this is good for getting the ball to the receiver, and then getting him out-of-bounds to stop the clock.



**Streaks:** On the streaks play, the receiver runs straight down the field. This is a great way to stretch the defense and pick up a quick touchdown. The only trick is to keep the defense away from the quarterback until the receiver can get open deep down the field.



### Who's Who on Offense



Here's the basic Pro Set formation of the offense and who's who on the field. In multiple-receiver formations, the offense takes out the running backs or tight end and substitute extra slot and wide receivers.

- LT = left tackle
- LG = left guard
- C = center
- RG = right guard
- RT = right tackle
- TE = tight end
- WR = wide receiver
- SR = slot receiver
- QB = quarterback
- HB = halfback
- FB = fullback

### Hot Routes

You break from the huddle and approach the line of scrimmage. A quick check of the defense reveals a problem—the area your primary receiver is running to is blanketed by defenders. You could burn a time-out and call another play, but a better idea is to call a hot route. Press **W** to bring up the Hot Routes menu. Then press the button of the receiver whose route you want to change. Follow the onscreen menus and set up a new route for your receiver to send him away from the strength of the defense. Press the receiver's button again, and his route is changed.

Remember that the 45-second clock continues to count down as you select a hot route; make sure you have enough time to make the modification before you try so you don't get called for a delay-of-game penalty.



You break from the huddle and approach the line of scrimmage. There is a problem, though—the defense is set up to stuff your play cold.



Press the White button **W** to bring up the Hot Routes menu.



Press the receiver's button and edit his route. Press the receiver's button again to lock in the change.



Instead of running the risk of an interception or an incomplete pass, you've beaten the defense with the modified play.



Be careful; the 45-second clock continues to tick while you assign the hot route. Don't draw a delay-of-game penalty.

# Understanding DEFENSE

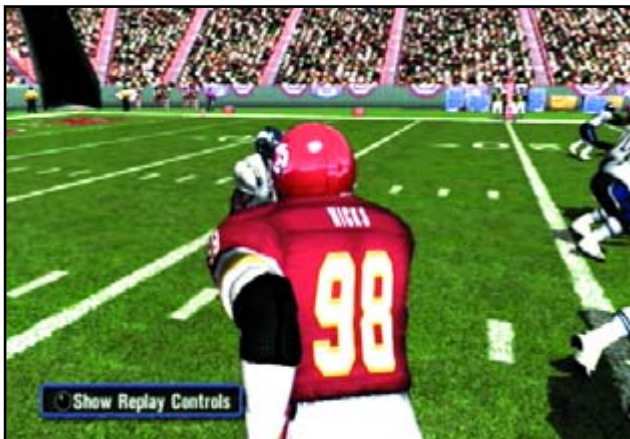
Sure you can score all the points in the world, but all that matters is to score one more point than the other team. So how do you stop the opposition? There are four things you have to do to be successful on defense: stop the run, pressure the quarterback, tackle well, and defend the pass. Do these four things and your offense is in position to win the game.



You can score all the points in the world you want.



But the only thing that matters is to score one more point than your opponent.



Pressure the quarterback.



Stuff the run.



Defend the Pass. If their QB gets the ball off you can still stop the play. Switch to the player closest to the ball and get in between the receiver and the ball. Jump up and swat it away.



Tackle well. Do those four things to put your offense in position to win the game.

## The Formations

Before we go anywhere on defense, you need an understanding of the different formations. Here is an overview of them so you'll know which defense to call in any given situations.

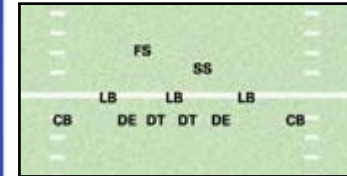
### 4-3



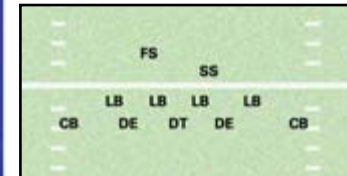
The 4-3 defense is the basic defense used by most of the teams in the NFL. There are four down linemen, three linebackers, two cornerbacks, and two safeties. This formation is equally suited to stopping the run and the pass. Call the 4-3 on first and second down, or third down when the offense is likely to run the ball.

## Who's Who on the Defense

### 4-3 Defense



### 3-4 Defense

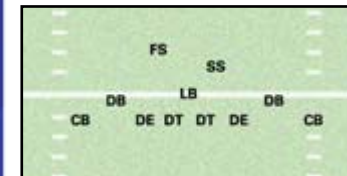


### 3-4

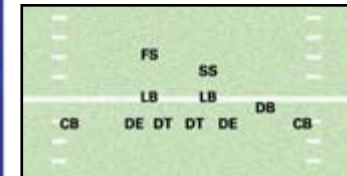


The 3-4 is also a basic defensive front in the NFL. Three down linemen, four linebackers, two cornerbacks, and two safeties are equally prepared to stop the run or the pass. Few teams use this formation in the NFL because it requires a strong group of linebackers to execute well. Call this defense to give the offense a different look or when you have a good blitzing linebacker.

### Dime defense



### Nickel defense



### Nickel



The nickel package features four linemen, two linebackers and five defensive backs. The extra defensive back is used to help cover the pass on second- or third-and-long. Make sure you select a lineman or a blitzing linebacker on this play. Everyone else has pass coverage responsibilities, and you may leave a receiver open if you select one of these other players.

### Goal-line defense



- DT = defensive tackle
- DE = defensive end
- LB = strong-side line backer
- MLB = middle line backer
- WLB = weak-side line backer
- ILB = inside line backer
- OLB = outside line backer
- FS = free safety
- SS = strong safety
- CB = cornerback
- DB = defensive back (usually an extra cornerback in the nickel and dime packages)

## Sam, Will and Mike?

When you read the defensive play-book or watch the game on television, sometimes you see a reference to the Sam, Will, or Mike linebacker. Who are these guys? They are abbreviations for the *strong-side* linebacker, *weak-side* linebacker, and the *middle* linebacker.



## Dime



You've got four linemen, one linebacker and six defensive backs in the dime formation. This setup is used exclusively to stop the pass. Use this formation against teams with a strong group of receivers that call lots of four-and five-receiver sets.

## Goal Line



Your back is to the wall and you must stop the offense from gaining one yard or less. That's when you need to call the goal line defense. Everyone is up and on the line of scrimmage. While the goal line defense is great for stuffing the run, the offense can find holes in the pass coverage. So when you call a goal line defense, be ready to switch to the defender closest to the ball when the pass is in the air—knocking the ball down is your best option.

## Switching Players

After the play has started, you can switch to the player closest to the ball by pressing **X**. Be careful when you switch though; make sure you release the analog stick momentarily before you press **X** to allow it to center. The problem? If the player you are controlling is running left and the player you are switching to is running right, he'll turn around when you switch players—which takes him out of position.

## Stopping the Run

Your first task on defense is to stop the run. The offense will likely run the ball on first down and in short yardage situations. Selection of the correct defense is the first step in stuffing the run. Your best bet is picking one of the non-blitzing 4-3 or 3-4 defenses. Before the snap, make sure you are playing one of the defensive tackles or an inside linebacker. Your job in these positions is to plug up the middle. If the run is straight ahead, flow to the ball and tackle the runner. If the back is heading to the outside, quickly switch to the player nearest the ball and get the running back—either an outside linebacker or a defensive end will be closer to the ball than your man in the middle.



On first down or in short yardage situations, call a 3-4 or 4-3 defense and select either an inside linebacker or a defensive tackle. A blitz play can work as you'll have defenders in the backfield to stuff runs outside, but you can get burned so be careful. Zone defenses help out against runs to the outside as the linebackers will stay home in their spots. With man-to-man coverage the linebackers and safeties will lock in on one player, meaning at least one defender will be keying in on the ball carrier.



After the ball is snapped, clog up the middle; the running back will have nowhere to go.



If the run goes outside, switch to the player nearest the ball carrier and hit the runner.

## Filling the Gap

When you control a linebacker, your job is to come up and fill the gap between your defensive linemen. Before rushing upfield, read the situation, look for the gap, then fill it. This denies the running back a lane to blast through and gain yardage.



As a linebacker, your job is to fill the gap. Take a second to read the situation and look for the gap to develop.



When you see the gap, fill it.



## Stunting

In the defensive play section, you'll see references to line stunting—but what is it? Normally, the defensive linemen rush straight upfield to get to the quarterback. On a line stunt, however, the linemen crisscross with each other. The tackles rush outside and the ends rush inside. This confuses the offensive linemen and enables a rusher slip through.

## Pressuring the Quarterback

A good passing game is all about timing. The quarterback must get the ball to the receiver in stride just as he becomes open. Your job on the defense is to disrupt that timing and make the quarterback throw the ball before he wants to. You can do that with good pressure from your linemen on normal defenses, or by blitzing with a linebacker. You don't always have to sack the quarterback to be successful on the blitz; simply making the quarterback throw the ball early is often good enough.



Apply pressure to the quarterback.



As a defensive lineman, your job is to get through the offensive line. You can do this in a variety of ways.



Use the Turbo button **A** to rush in past the offensive lineman from the corner.



Or try a Swim Move **CD** or **CB** to get through the line.



Once you are through the line, get up into the quarterback's face to pressure him.



If he's already throwing the ball, jump up. Sometimes you can tip the ball at the line of scrimmage.



If he's in your sights, dive for the QB and wrap him up with a sack.



## Dive Tackling

Diving at the ball carrier can get you big results. You may stop the runner in the backfield or stuff the receiver as he catches the ball. But diving has drawbacks, too. If you dive too late, if the ball carrier is out of range, or if the offensive player Hurdles over your outstretched arms, you'll be in big trouble. Now the ball carrier can run free, and you're on the ground watching him run in for the touchdown.

## Tackling

The ball carrier is right there, but how do you bring him down? Good tackling can mean the difference between throwing the running back for a loss or letting him slip through your fingers for a 20-yard gain. There are two tackling techniques. You can either simply guide your defender into the ballcarrier, or press **Ⓜ** as your defender approaches the ballcarrier to make a spectacular dive. Brush up on your tackling before you hit the field. There are a couple of excellent drills in Training Camp, and you can always work on your tackling skills out on the practice field.

You've broken into the backfield and now you need to wrap up the ball carrier.



When you are close to the ball carrier, dive to make a spectacular tackle.



Close the distance and let him have it.



If you miss, it could mean a big gain for the offense.



But if you miss, you'll be watching the runner go downfield while you lie on the ground.



Gang tackling is the way to go. Make sure that when you hit the ball carrier, you hang on for dear life.



The rest of your team comes up and helps finish him off.

## Pass Defense

You did your best pressuring the QB, but he got the ball off in time. Now what? You must know how to defend the pass if you want to prevent the completion, so read this section to get some tips.



Once the ball is up in the air, switch to the defender closest to the receiver. See the previous tip under "Stopping the Run" about switching players on defense.



When you gain control of the closest player, you must make a choice: go for the ball, or go for the receiver?



Go for the ball when another defender is in the area to help if you miss the ball and the receiver completes the pass. When the safety is playing a deep zone, you're covered, so go for the ball.



Remember to turn toward the quarterback if you are trying for an interception. Just before the ball gets to you, leap to catch the ball or swat it away.



When you intercept, the camera pans around, and you will be running the ball just like a receiver. Apply all of your moves and get the ball downfield. Usually the intended receiver gets you just after you come down with the ball, but if you make him miss, you can run the ball for a touchdown.



When you can't get between the receiver and the ball, go for the receiver. Time it so you arrive at exactly the same moment as the ball does.



If you time it right, the shock of the hit dislodges the ball from the receiver and causes an incomplete pass.



Be careful, though; if you arrive too early, it's a penalty.



And if you arrive too late, the receiver makes a move and burns you down the field.

## Offensive Styles

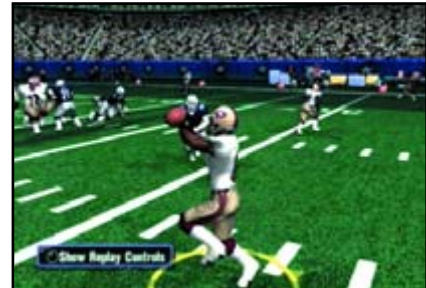
"The Teams" section of this guide contains a lot of great information about each of the 31 NFL teams. One piece of information is offensive style. Here is a description of those styles and how to defend against each.

### West Coast

The West Coast offense, one of the most popular offensive sets in the NFL, originated with San Francisco 49er coach Bill Walsh. It features a lot of plays out of the pro set formation and short, well-timed passing plays. Look for lots of really quick passes out of this offense. The main idea is to quickly get the ball to the receivers and let them make a move to get big RAC (Run After Catch).

Another big target in the West Coast offense is the tight end. To defend against this offense, get the cornerbacks up on the line of scrimmage and blitz a linebacker. You are trying to disrupt that delicate timing. Play the cornerbacks at the line of scrimmage to be right there on the quick pass, rather than five or ten yards downfield. And by blitzing a linebacker, you make the QB throw the ball before he wants to.

Another good idea is to take control of the defensive end lined up over the tight end. Your goal is to chuck the tight end (lock up with him to keep him from going downfield into the pass pattern). The longer you delay him on the line, the better chance you have to disrupt the timing.



The West Coast offense features a lot of quick, short, well-timed passes.



Your job on the defense is to disrupt that timing. Blitz a linebacker to pressure the QB.



Get the cornerbacks up on the line of scrimmage in man-to-man coverage so they are right there when the quarterback gets the pass off.



Take control of the defensive end lined up over the tight end. Lock up with him as long as you can to keep him from getting downfield.

### Smash Mouth

Smash mouth offenses love to run the ball. They pound the ball early and often, attempting to wear out the defense by the end of the fourth quarter, when big gains are possible. By running the ball constantly, the defense starts to cheat by bringing the safeties up to stuff the run. This allows the offense to switch gears and get the ball deep to a receiver streaking up the sideline.

To defend against a smash mouth team, stick with the basic 4-3 defense. Take control of a defensive tackle or the middle linebacker. Get upfield and clog the middle of the field. But call defenses that keep at least one safety deep to ensure that the cornerbacks have help in case the offense tries to stretch the field with a big pass play.



The smash mouth offense likes to run the football early and often.



Call a lot of 4-3 defenses and stuff the run.



Keep at least one safety playing a deep zone to protect the cornerbacks in case the offense goes for a deep pass.

**Balanced**

The balanced offense strikes a middle ground between passing and running the ball. Sometimes on first down you'll see some passes when you'd expect runs, and when you expect runs, you'll see a pass. They'll keep you on your toes.

Call the 3-4 defense more often than usual to attack the balanced team. The extra linebacker allows you to keep a man back to read the offense. If it's a run, he runs up and fills a gap. If it's a pass, he hangs back and picks up a tight end in pass coverage.



The balanced offense likes to mix up running and passing plays.



Call the 3-4 defense more often than usual. The extra linebacker will allow you to fill the gap on a run...



...or pick up a tight end going out for a pass.

**Pass to Run**

Teams normally run the ball to set up the pass, but there are a few that do the reverse—pass to set up the run. When the offense passes early and often, the defense puts in extra defensive backs to smother the passing game. When that happens, the offense switches over to the ground game, and the running back runs over the lighter defensive backs with much success. You also see a lot of screen passes to the running backs, which spreads the linebackers outside and opens up the middle of the field.

To defend against a team that employs this kind of offense, stick with the nickel defense, but make sure you take the middle linebacker as your player. Rather than rush into the backfield to generate a pass rush or drop back to cover the receivers, you should wait. Read the offense. If it's a pass, drop straight back and pick up a receiver coming across the middle. If it's a run, flow to the ball and stuff the running back.



The pass to run offense will feature a lot of passing plays to the running backs in the flat.



In order to combat it, call a Nickel defense. Then select the middle linebacker. He drops back into coverage...



...or flows to the ball to stop the run.

# UNDERSTANDING SPECIAL TEAMS

Many people concentrate on offense and defense, but there is a third aspect to the game of football: special teams. Special teams net you extra points after touchdowns, get you field goals when you can't get into the end zone, earn you good field position with a strong kick or punt return, and pin your opponent back with a strong kicking game of your own. This chapter shares some tips for improving this very important part of your game.

## Field Goals



Watch the aim indicator and the wind. Put the aim indicator in the center of the uprights when the wind is low. When the wind is strong, put the indicator to the opposite side of the wind direction.

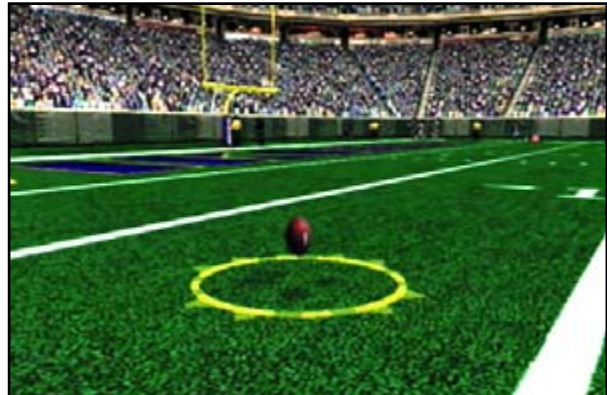


On longer field goals, lower the trajectory to give the ball more distance. But remember, you sacrifice height for distance, so the linemen may be able to swat down the kick.

## Punts and Kickoffs



Make sure you practice punting. Head out to the practice field and run through several punts. In fact, you should practice your punting each time you turn on *NFL Fever 2002*.



Practice punting the ball out of bounds inside the 5-yard line. If it goes into the end zone, your opponent gets to take the ball at the 20-yard line.



Pinning the defense up against their end zone is a big help to your defense. You may even come up with a safety from time to time.



On kickoffs, boom the ball downfield. The higher it goes, the more time your team has to run down the field and cover the kick return.



Be careful! If your kickoff goes out of bounds before it is touched by a player on the receiving team, a penalty will be called and your opponent will get the ball in favorable field position.



### Punt and Kickoff Returns



On kickoff returns, don't run side-to-side too much. Always try to gain yards.



The key to a good runback is to make the first tackler miss. If you get past him, you usually break off a nice 15- to 20-yard return.



Get the ball and explode up the opposite sideline (if you catch the ball on the right, run up and to the left; if you catch the ball on the left, run up and to the right).

### Going for Two

Once you've scored a touchdown, you face a decision. Should you kick the extra point, or should you go for two? Kicking the extra point is a no-brainer for your kicker, so it's almost always a guaranteed point to add to your score. Going for two has a higher reward (two points instead of one), but it assumes more risk—you must get the ball into the end zone in one play. Consult this table for some tips on when to kick the extra point and when you should go for two.

If you decide to go for two, you must decide which play to call. You can select any play in the playbook. Pass plays are risky, but if you want to throw the ball, look for short plays to the tight end or screens to the running back. Running plays are a little more certain; call a play that develops quickly. Avoid draws, delays, or reverses; they are a bad idea for the two-point conversion attempt because of time constraints.

To prevent a two-point conversion when you are on defense, take control of an outside linebacker. Get outside and hold your ground to prevent the sweep, a quick pass to the tight end, or a screen pass to the running back. Sure, you're gambling that the offense will run to your side of the field, but it's your best shot on defense.

### 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



Going for one is an easy call. Most kickers nail this one every time.



To go for two, look for short passes to the tight end or the running back on a screen.



On running plays, stick to plays that develop quickly. Draws, delays, and reverses take too long to get going.

# DYNASTY PLAY AND FANTASY CHALLENGE

NFL Fever 2002 offers Practice mode to improve your game, and Single Game mode to quickly get you on the field, but if you really want the total NFL experience, check out Season mode. In Season mode, choose from Fantasy Challenge, where you unlock special teams, and Dynasty play, where you build and lead your own franchise through multiple seasons.

## Dynasty Play

Do you have what it takes to build a dynasty? Can you run a team that can consistently make it to the playoffs? Building a winner in Dynasty is harder than just playing the game every Sunday. As the general manager, you have to worry about players retiring, re-signing your own free agents, signing other team's free agents, managing the salary cap, and drafting new players. When you do your job right, you wind up building a dynasty that lasts for 25 seasons. You bring home division, conference, and Super Bowl titles, and your players go to the Pro Bowl and eventually the Pro Football Hall of Fame.



Building a dynasty that lasts requires much more than just playing the game every Sunday.



During the season, you must replace injured or underperforming players, and tweak your line-ups. During the offseason, you must release players, sign free agents, replace retiring players, and draft players out of college.



The salary cap goes up every year, but so do the players' salaries.



The salary cap makes it difficult to have tons of stars on your team. You have only so much money to pay all your players. Build a team with one or two outstanding players and a lot of good players; this kind of balance keeps you in good shape with the salary cap.



Having many good players (rather than a few really outstanding players) has another side benefit: individual player injuries won't ruin your team. By having a lot of good players on your depth chart, you can withstand an injury or two.



At the end of the season, the NFL passes out its yearly awards. A powerhouse football program has players that bring home the hardware.



The top dynasties also send a lot of players to the Pro Bowl year after year.



When you build a successful dynasty, you win games, your players win lots of post-season awards, and your players make the Pro Bowl each year. You get another reward too: As your players retire, the best of them are inducted into the Hall of Fame.



## Fantasy Challenge

Have you made it through the best of the NFL? Then check out Fantasy Challenge. Pick any team in the NFL and then go against the seven Fantasy Challenge teams. You must beat the seven teams in order of increasing difficulty. As you beat each team, you unlock that team for your use in any game mode. Want to take control of the Gladiators and see how they would do against the NFC Pro Bowlers? You can after you beat the Gladiators in the Fantasy Challenge.

### The Teams of Fantasy Challenge

1. Crocs    2. Skeletons    3. Commandos    4. DaRulahs    5. Monks    6. Pansies    7. Gladiators



Select any NFL team and take it up against the seven fantasy teams in Fantasy Challenge mode.



When you beat a team, you can then play as that team in other game modes.



The competition becomes harder as you advance through Fantasy Challenge mode. Stick to the basics and you can beat them all.



Run the ball, execute a balanced passing attack, stop your opponent's running game, pressure his quarterback, and tackle well.



# OFFENSIVE PLAYBOOK

## Formations

Shotgun	Form	Pro Form	Single Back	Goal Line
Gun 3 WR	Weak I	Pro Normal	Big Single	Bull Gun
Gun 3 WR Trips	I Normal	Pro Slot	Single 3 WR	Bull Weak I
Gun 4 WR	I Twins	Pro Wing	Single Slot	Bull I
Gun 4 WR Trips	Strong I	Pro 3 WR	Single Trips	Bull Strong I
Gun 5 WR	Spread Weak I	Big Pro	Single 4 WR	-
Split Shotgun	Spread I	-	Single Split 4	-

## Shotgun

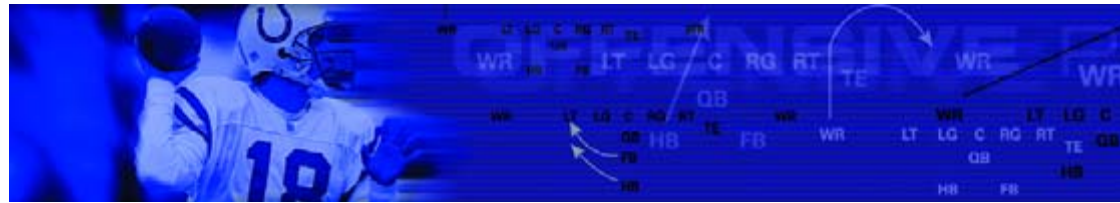
Gun 3 WR	Gun 3 WR Trips	Gun 4 WR	Gun 4 WR Trips	Gun 5 WR	Split Shotgun
All Comebacks	Blue Cross	4 WR Draw	Clear Dig	Clear Seam	Angle Fade
Arrow In	Deep Out Weak	All Vertical	Clear and Go	Corner Go	Crossed Up
Chaos Strong	Gun Spread	Blue Fly Slants	Confusion Hooks	Deep Hookup	Hitch X Dino
Curl Post Wing	HB Swing	Double Fly	Cross Slants	Double Glory	Inside Slant
Deep Strike	Inside Hitch	Double Slants	Down Under	Double Trouble	Iso Streak
Dino Weak	Motion TE Under	Fake Flag	Fade Slot	Empty Go	Lightning Slants
Double Post	Post Wheel	HB Over Easy	Flat Release	Empty Y Corner	Naked Slot Post
Focus Middle	Quick Pivot	Mid Short Post	Flood Hitch	Flat and Go	Sail Out
HB Flag	Strong Double	Out Dig	Fly Outs	Gun Clearout	Short and Go
Motion Cross	Strong Sluggo	Slot Out	Gun Draw	Gun Fadeout	Shotgun Draw
Motion Draw	TE Flag	Sluggo Jr.	Indigo Safely	Heavy Middle	Split Comeback
Motion Flood	TE Flat	Swing Cross	Out Sluggo	Middle Over Out	Split Post
Motion Quick	Trips Draw	Triple Cross	Post Flag	Out-Post	Split Quick
Post Hook	Weak Curl	Under Post	Slant Under	Over Flex	Stretch Deep
Scissor Dig	Weak Swing Up	Wide Drag	Strong Hook	Over Steam Go	Thunder Wide
Wheel Flat	Wide Clear	-	Trips Deep	Tight Pop	-

## I Form

Weak I	Normal	Twins	Strong I	Spread Weak I	Spread I
All Out Cross	All Crossout	Bench Iso	All Quick Hit	Clean Counter	2 Over Out
Doggo Swing	Full I Plunge	Dive Offcenter	Double Go	Cross I	Reep RB Split
FB Short Power	HB Dive Lead	FB Motion Dive	FB Sweep	Deep Surprise	Full I Dive
FB Weak I Dive	HB Weak Toss	FB Power Weak	FB Thrust	FB Iso Weak	HB I Plunge
Half Plunge	Half Bounce	HB Flare Strong	HB Offtackle	HB Spread Dive	HB Pass
I Power	I Counter	HB Iso Power	I Reverse	HB Spread Toss	I Motion Power
Lead Smash	Motion Shovel	I All Out	Iso Chaos	In and Out	I Slot Out
Motion Angle	Normal HB Belly	Motion Jolt	M Cross Hook	Lead Plunge	I Sweep Strong
PAP Hook-Up	Normal Hook Z	PAP In and Out	Motion HB Go	Motion Corner	Lead Power
PAP Post Arrow	PAP Circle	PAP Seam Clear	Offguard Smash	Motion Mislead	M Post-Flag
Quick X Hit	PAP FB Go Out	PAP Twins Hitch	PAP Short Out	Motion Power	Motion FB Belly
Spread Seam	PAP Go Flat	QB Plunge	Shallow Angle	PAP Seams Out	Motion I Toss
Tight Fade	PAP Motion Flare	Twins Bounce	Strong Corner	Release and Go	Sluggo Release
Weak I Blast	PAP Weak Wave	Twins HB Pitch	Strong HB Toss	Spread Outs	Spread Flat
Weak I Sweep	TE Spread	Twins I Fly	Strong Outpost	Spread Post	Spread Punch
-	Twin Slant Out	Twins Plunge	TE Clear Post	Weak Comeback	Twin Thunder
-	Underdog	-	TE Quick Slant	-	Twins In Go
-	Weak Smash	-	Weak HB Crash	-	-

## Pro Form

Pro Normal	Pro Slot	Pro Wing	Pro 3 WR	Big Pro
All Crossed Up	Corner Shot	Flood Over Out	Chaos Flag	Big Arrow In
Angle X Pro	Corners In	HB Slice	Deep Slot Seam	Big HB Dive
Crash Strong	Cross Slot Go	Heavy Toss	Double Hook Out	Big Iso Toss
Empty Crosses	Double Ups	Iso Flat Deep	FB Split Dive	Big Pro Belly
FB Off-Tackle	HB Knife	Over Double Out	FB Toss Sweep	Dive Waggle
FB Pro Toss	HB Slot Dive	Pro FB Draw	Out Over Up	FB Iso Big
Motion Drag	HB Slot Punch	Pro FB Flare	Outside Deep	FB Quick Hit
Offcenter Dive	HB Toss Sweep	Pro Weak Slant	PAP Twin Over	HB FB Seams
PAP Big Boot	Half Wing Toss	Quick Outs Hook	Pro Confusion	Heavy Release
Post V-Stretch	Lead Pro Punch	Short HB Toss	Quick Toss	PAP Big Hitch
Pro HB Trap	Motion Out	Split HB Smash	Slot Cross Out	Split Big Screen
Pro Strong Flood	Post Over Go	TE Crossover	Soda Jerk	TE Double In
Quick Hits Out	Pro Chaos	Thunder Pass	Split HB Sweep	X Protect
Settle and Go	Slot Normal Belly	Tidal Wave	Split Pro Plunge	-
Split Direct	Slot Splash	Twins Cross	Swing Out	-
Split FB Dive	Slot X Flag	Twins Screen	Triple Deke	-
Split Strong All	Split Slot Screen	Wide Empty Hook	-	-
Super Back Outs	WR In and Out	-	-	-
TE Fire Out	-	-	-	-
Thunder Dump	-	-	-	-
Weak HB Pitch	-	-	-	-
Wild Slant	-	-	-	-
Z Double Hook	-	-	-	-



**Goal Line**

<b>Bull Gun</b>	<b>Bull Weak I</b>	<b>Bull I</b>	<b>Bull Strong I</b>
Curly Cross	Big Lead Smash	Big Blast	Bull Strong I
E-Motion Slant	Bull Counter	Big I Toss	Chaos Flat
Flat Comeback	Clear Flare	Bull I Dive	Empty Over
Goal Spread	Crossout Slant	Bull Power	FB Punch
Quick Protect	Curves Weak	Bull Slant	Half Smash
TE Cross Up	Full Blast	HB Hammer	Half Splash
Twin Z Out	Lonely Slant	I Wide	Lead HB Bounce
Wide Isolation	Motion Punch	Mirror Z	Middle Dink
-	Over Swing	Motion Sweep	PAP Crosses
-	PAP Strong Flat	PAP Corner	PAP Isolations
-	Pivot Flood	PAP Z In	PAP Twins Out
-	Shovel Weak	QB Sneak	Slant Dump
-	Spread Slant	Quick Slant	Split Flats
-	Weak Release	Release Flare	Stretch Out
-	-	-	Strong HB Iso
-	-	-	Weak Counter



**Single Back**

<b>Big Single</b>	<b>Single 3 WR</b>	<b>Single Slot</b>	<b>Single Trips</b>	<b>Single 4 WR</b>	<b>Single Split 4</b>
Ace Quick Posts	3WR Crisscross	Double Dump	Ace Trips Bounce	4 Wide Smash	4 WR Half Sweep
Action Boots	3 WR X Fly	Half Wing Belly	Deep Options	4 WR HB Dive	4 WR Inside Dive
Big Counter	Ace Punch	Icy Flag Post	Double In-Out	4 WR HB Sweep	4 WR Z Out
Big HB Iso	All Deep	Motion Chaos	HB Shovel Trips	4 WR Wheel	All Inside Out
Big Quick Hit	Blue Down In	Motion Seam Go	Half Dive	Ace All Go	Backside Flare
Big Single Crack	Buckle Out	Motion Under	Half Weak Blast	Angle Hook In	Balanced Power
Double Delay	Come Back Flat	Motion Z Out	Iso Slant Cross	Chaos Motion	Cross Back Post
Flea Flicker	Curl Swing	PAP Strike	Motion Shorts	Cross Flank	Deep Thunder
Four Quicks	Double In	PAP Under Wing	Out Protect	Cross In Out	Deep and Out
HB Draw Belly	Double Slant In	Shallow Wheel	PAP Buttons	Cross M Out	Inside 4 WR Belly
Motion Toss Big	Half Hammer	Star Post	PAP Double In	Fly Slants	Inside Hook
PAP Confusion	Over Flat	Wing Counter	PAP Trips Pass	Middle Flood	Inside Stretch
PAP Post In	PAP Crossover	Wing Out Hook	PAP and Go	Middle Trouble	Streak Cross
PAP TE Cross	PAP Wheel	Wing Posts Out	Power Knife	Quick Slants	Stretch Middle
Single Big Dive	Project X	Wing Power	Red Thunder	Red Angles	Wide Hooks Out
Single Big Toss	Red Toss Weak	Wing Toss Weak	TE Seam	Red Corners	X Deep Out
Single Quick	Shovel Reverse	-	Trips Hammer	Slant Wave	-
Straight Outs	Single Draw	-	Trips Motion	Undercut	-
TE Curl	Twins Action	-	Trips Slants	-	-
-	Wide Counter	-	-	-	-

**Offensive Play Analysis**

**Shotgun**

**Gun 3 WR**

<b>Play</b>	<b>Analysis</b>
<b>All Comebacks</b>	Three receivers and the tight end go out for the pass. About 10 yards downfield, they all cut back toward the QB and the line of scrimmage. This works well against defenders who are playing deep.
<b>Arrow In</b>	Your primary target is the slot receiver. Wait for him to cross the path of the tight end, then get him the ball.
<b>Chaos Strong</b>	Chaos Strong overloads the right-hand side of the field, particularly useful against zone defenses. If the defense is in man-to-man coverage, you don't need to send the slot receiver in motion.
<b>Curl Post Wing</b>	A pass designed for the slot receiver. Wait for him to make his turn before delivering the ball. This works well against zone or soft defenses.
<b>Deep Strike</b>	A pass to the left-side receiver. If the safeties are playing in the center, deliver the ball before the receiver makes his cut inside.
<b>Dino Weak</b>	This pattern works well against man-to-man coverage. The cutting back and forth by the receiver turns around most defenders. Wait for your man to get open, then get him the ball.
<b>Double Post</b>	Both receivers on the left side of the field run post patterns. If neither is open, look for the halfback coming out of the backfield.
<b>Focus Middle</b>	While three of the four receivers come back to the QB on the left side, the slot receiver runs a post pattern. This works well if you can pull the safeties in to cover the receivers running the comeback.
<b>HB Flag</b>	Get the ball to your halfback, who runs a post pattern along the right side of the field.
<b>Motion Cross</b>	Bring the motion receiver inside the tight end before hiking the ball. This causes confusion between the defenders and leaves your receiver open for a few seconds.
<b>Motion Draw</b>	With three wide receivers, the defense thinks pass—the perfect time for a draw play up the middle.
<b>Motion Flood</b>	Send the tight end in motion to the left. This overloads a zone on that side of the field. Then get the ball to the tight end as he crosses the center of the field returning to the right.
<b>Motion Quick</b>	Send the slot receiver in motion to the right and get him the ball early. This works well against defenders playing off the line of scrimmage.
<b>Post Hook</b>	While the left side receiver runs the deep post, the primary receiver runs a comeback route along the right. Time it so the ball reaches the receiver just as he makes his turn back to the QB.
<b>Scissor Dig</b>	Get the ball to the halfback, who goes into the flats on the left side.
<b>Wheel Flat</b>	A reverse of the Scissor Dig, the halfback goes into the flats on the right. You can substitute short throws like this one for a running game.



### Gun 3 WR Trips

**Play**                      **Analysis**

- Blue Cross**                      Your primary target runs across the middle of the field. Make sure the intended receiver has good hands, because he gets clobbered going across the middle like this.
- Deep Out Weak**                      The primary receiver runs deep up the left side and then cuts for the sideline. A good play when you want to stop the clock.
- Gun Spread**                      While the right side of the field is overloaded with receivers, the primary target runs a deep route up the left side. Hopefully, the extra receivers on the right draw the safeties, leaving the primary target in single coverage with no help.
- HB Swing**                      Short passes like this one to the halfback can be a substitute for a running game. Get the ball outside and turn it upfield for bigger gains.
- Inside Hitch**                      This is a quick screen to your slot receiver on the right. The key is to throw him the ball as soon as your QB gets it.
- Motion TE Under**                      Get the slot receiver in motion, then get the ball to your tight end who crosses the field. This works great against zone defenses as the tight end runs between the linemen and the linebackers.
- Post Wheel**                      The tight end works in behind the two receivers who run deep routes. This play works well when you have established a good deep-passing game.
- Quick Pivot**                      Another good pass play for the tight end. Get him the ball as he crosses the middle of the field.
- Strong Double**                      The two outside receivers run comeback routes on this play. Time it so that the receivers catch the ball just as they turn around.
- Strong Sluggo**                      The slot receiver runs a crisscross with the tight end. This works well when trying to shed man-to-man coverage on the line of scrimmage.
- TE Flag**                      The tight end runs a deep-passing route. If he draws a linebacker for a defender, he does well. Linebackers aren't used to covering receivers this deep downfield.
- TE Flat**                      Quickly get the ball to the tight end, then turn him downfield for bigger gains. This short pass can be used in substitution for an outside running game.
- Trips Draw**                      With all of the receivers on the field, the defense thinks pass. A good time for a running play up the middle.
- Weak Curl**                      Get the ball to your receiver as he makes his cut back to the line of scrimmage.
- Weak Swing Up**                      The receiver starts to run an out, but turns back downfield halfway to the sideline. This is a great way to burn the defender for a big score.
- Wide Clear**                      The slot receiver gets clobbered as he goes across the middle for this pass. Make sure you throw to someone with good hands.

### Gun 4 WR

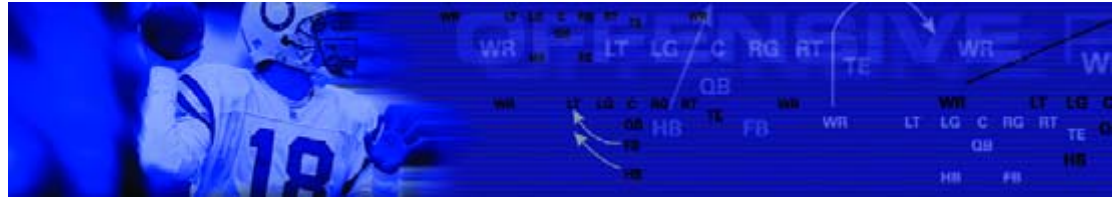
**Play**                      **Analysis**

- 4 WR Draw**                      Four receivers spread the defense thin. This draw play up the middle can catch them off guard.
- All Vertical**                      Everyone is running a deep passing route. Use it when you need the big play. Someone is bound to be open.
- Blue Fly Slants**                      The left side wideout cuts across the middle on this play. Wait for him to shed his defender before getting him the ball. This is a short-pass play that can turn into bigger things with a long run after the catch.
- Double Fly**                      Two receivers run deep. Throw the ball up and have your primary target run underneath it. The perfect play if you have a speedy receiver.
- Double Slants**                      Another play with potential for a long run after the catch. Wait for the receiver to cut to the center before getting him the ball.
- Fake Flag**                      When the receiver cuts to the sideline, he draws the defender in. That's when the cut back to the inside is most effective. Wait for the second cut before throwing the ball.
- HB Over Easy**                      The primary target is the halfback who goes out into the passing lanes, but only throw him the ball if your receivers running downfield are covered.
- Mid Short Post**                      Wait for your receiver to cross the middle of the field before delivering the ball.
- Out Dig**                      Get the ball to the receiver when he makes his cut to the sideline. This works well when you want to get the receiver out of bounds to stop the clock.
- Slot Out**                      A quick screen to the slot receiver. As soon as you hike the ball, start pressing the button to throw the pass to this receiver.
- Sluggo Jr.**                      Another double-move pass play; wait for the second cut (to the sideline) before delivering the ball.
- Swing Cross**                      Get the ball to the receiver when he makes his cut to the sideline. This works well when you want to get the receiver out-of-bounds to stop the clock.
- Triple Cross**                      Unlike other crossing patterns, this one happens deeper downfield—the receiver is behind the linebackers and in front of the safeties if they're playing a zone.
- Under Post**                      The left side of the field should be pretty open as the other receivers flood the right side of the defense. Read the defenders; if the safeties help in the middle, get the ball to the receiver before he makes his cut.
- Wide Drag**                      This is very similar to Triple Cross above. The cut happens farther downfield.

### Gun 4 WR Trips

**Play**                      **Analysis**

- Clear Dig**                      The slot receiver cuts across the heart of the defense. Wait for him to get open.
- Clear and Go**                      While four receivers run deep passing routes, the slot man on the right runs a slant across the middle. The defense can't cover everyone, so someone will be in single coverage.
- Confusion Hooks**                      Get the ball to the slot receiver as he turns around on his comeback route.
- Cross Slants**                      The tight end runs a very short pass pattern between the linebackers and linemen. To turn this play into a big gainer, turn him downfield.
- Down Under**                      Send the tight end in motion to the left. He runs an identical route to Cross Slants above.
- Fade Slot**                      A double move. Wait for him to make his second cut outside before getting him the ball.
- Flat Release**                      If the defenders are locking down your deep passing plays, dump off the ball to your halfback who runs to the flats on the left.
- Flood Hitch**                      This is a quick screen to the wide receiver. Get him the ball as quickly as you can. This works well when the defender is off of the line of scrimmage.
- Fly Outs**                      Look for the tight end (your primary target) who runs a deep pattern straight up the field.
- Gun Draw**                      With the defense spread thin, run a draw play to keep them on their toes.
- Indigo Safely**                      The wideout on the left side starts running a post pattern, then cuts it back downfield. Read the defender; if he's playing underneath your man, wait for the receiver to go deep before getting him the ball.
- Out Sluggo**                      The right side receiver runs a cross with the tight end. This gives you a brief moment to get him the ball before the defenders adjust.
- Post Flag**                      The tight end and the slot receiver run nearly identical routes. Read the defense and get one of them the ball.
- Slant Under**                      The tight end runs a short passing route across the field. Wait for him to break out on the other side of the field before getting him the ball.
- Strong Hook**                      Timing is everything on the Strong Hook. You must deliver the ball as soon as the receiver makes his turn back to the QB.
- Trips Deep**                      Reading the defense is key to the success of this play. If the defenders play deep, get the receiver the ball before he makes his second cut up the field.



### Gun 5 WR

**Play**

**Clear Seam**

**Analysis**

Look for the far-left receiver to run a slant route across the center of the field. The other receivers draw away the safeties and he'll be open in the middle of a zone defense.

**Corner Go**

The right-side slot receiver does a double move. Read the defenders. If the corner or safety is covering inside, wait until the receiver makes his cut to the outside.

**Deep Hookup**

The left slot receiver runs a huge comeback route. The longer you hold on to the ball, the closer he gets to the original line of scrimmage. If you wait too long, get the ball to another receiver.

**Double Glory**

Your main target runs a corner pass up the left sideline. This works well when you want to stop the clock by having the receiver step out-of-bounds after the catch.

**Double Trouble**

The slot receivers run comeback routes while the outside receivers run deep slant patterns. Wait for the receivers to make their cuts before delivering the ball.

**Empty Go**

The primary receiver runs a fly pattern up the right side. If the receiver runs behind the cornerback, throw deep. If the receiver is in front of the defender, throw short.

**Empty Y Corner**

The primary receiver comes out of the left slot. If the defenders play deep, throw early before he makes the cut to the sideline.

**Flat and Go**

The right slot receiver flares out into the flats before cutting up the field. If the defenders play deep, throw early. If they play in close, freeze the defender by rolling out and waiting until the receiver makes the cut up the sideline.

**Gun Clearout**

The receivers scatter. Your primary target is the left side receiver, who runs a short slant pattern.

**Gun Fadeout**

Your primary target runs downfield briefly before cutting to the sideline. This works well against deep zones, because the other receivers race downfield.

**Heavy Middle**

The receivers clog up the middle, while the right slot receiver slips down the right sideline. Let the defense get all jumbled up before making your pass.

**Middle Over Out**

Against zone defenses, wait for the primary receiver to reach the middle of the field before getting him the ball.

**Out-Post**

Your primary target runs a deep post pattern. If his defender has inside help from a safety, get him the ball before he makes the cut to the center of the field.

**Over Flex**

Everyone cuts to the right side of the field. Wait for the left slot receiver to cross the middle before getting him the ball.

**Over Steam Go**

The right receiver runs a go pattern up the right sideline. If he's well covered, look to the left sideline for the receiver running the out-and-up.

**Tight Pop**

Release the ball quickly on this play. It works best when the defenders play off of the line of scrimmage.

### Split Shotgun

**Play**

**Angle Fade**

This play relies on defenders becoming confused as the outside receiver runs in and the inside receiver (your primary target) runs outside. This works well to get the receiver out of bounds to stop the clock.

**Crossed Up**

The slot receiver runs a deep crossing pattern with the halfback. Wait for the two receivers to cross before delivering the ball.

**Hitch X Dino**

Nearly identical to Crossed Up, the slot receiver runs a deep crossing route with the halfback. Also, a wideout running close to the point where the halfback and slot receiver cross adds confusion.

**Inside Slant**

The slot receiver runs a quick slant. Wait for him to make the cut to the center of the field.

**Iso Streak**

The primary receiver runs a deep slant pattern, while a lone receiver races up the left sideline.

**Lightning Slants**

The slot receiver and the fullback run a pair of slant patterns close to the line of scrimmage. Wait for both to cross before delivering the ball to either.

**Naked Slot Post**

Both running backs go out into the pattern, so the QB has no extra blockers to withstand a blitz. Quickly get the ball to the slot receiver running the post pattern.

**Sail Out**

Get the ball to the primary target after he crosses with the slot receiver. He races up the right sideline, so this play works well as a deep threat.

**Short and Go**

The primary target first cuts in, then goes upfield on a go route. Wait for him to get open, or dump it off to one of the running backs.

**Shotgun Draw**

With two ball carriers in the backfield, the QB hands it off on a draw play. This works well if you've been throwing deep from this formation.

**Split Comeback**

The primary target runs a comeback route. Get the ball to him as soon as he turns around. Don't let him gain momentum back to the line of scrimmage because this minimizes extra yards after the catch.

**Split Post**

This pass play overloads the right side while your primary target runs a deep post pattern. If the defender has help inside, get the ball to your primary receiver before he makes the cut.

**Split Quick**

Your primary target runs a short post route. Quickly get him the ball and rack up the extra yards with a strong run after the catch.

**Stretch Deep**

The outside receivers run go patterns deep downfield while the slot receiver runs a deep slant. Wait for someone to get open; both running backs stay in to protect the QB from blitzing linebackers.

**Thunder Wide**

Both running backs go out into the pattern, while your primary target runs a comeback pattern to the outside. This works great to get the receiver out of bounds and stop the clock.



## I-Form

### Weak I

Play	Analysis
<b>All Out Cross</b>	Wait for your primary target to get across the middle of the field before delivering him the ball.
<b>Doggo Swing</b>	Your primary receiver runs an out-and-go route. If the defender has deep help from the safety, throw the ball on the out portion of the receiver's route before he cuts it back downfield on the go.
<b>FB Short Power</b>	The fullback takes a quick handoff and runs outside of the tackle on this running play. Follow your blockers, but don't be afraid to bounce it farther outside if the linebacker comes up to fill the hole.
<b>FB Weak I Dive</b>	The fullback takes the handoff and runs between the center and the guard. Keep an eye open for alternative holes to run through if that one isn't available.
<b>Half Plunge</b>	The halfback runs between the guard and tackle on the right side while the fullback fakes a run to the left. Use a Turbo burst in the backfield to quickly reach the hole.
<b>I Power</b>	I Power runs the ball behind the right tackle and tight end. Follow your blockers and bounce it outside if the hole is there.
<b>Lead Smash</b>	The halfback gets the ball and follows the block from his fullback. Get behind him, let him take out the linebacker, then charge for extra yardage.
<b>Motion Angle</b>	The receiver goes in motion and runs a quick slant route. This works well when the linebacker is blitzing; the receiver is open right away when you hike the ball—perfect for short passing situations.
<b>PAP Hook-Up</b>	If you have a strong running game, the PAP Hook-up works well. The linebackers bite on the fake handoff to the fullback and leave the halfback open in the flat.
<b>PAP Post Arrow</b>	Another play-action pass, this time the tight end runs a quick little corner route to the right sideline. If the linebackers bought the fake, he'll be open for a 5- to 7-yard gain.
<b>Quick X Hit</b>	The tight end and the receiver run a quick crossing route. Wait for the two to cross paths before delivering the football.
<b>Spread Seam</b>	Designed for the tight end, this pass play sends two receivers deep on the right side, leaving either the tight end or the fullback open.
<b>Tight Fade</b>	The tight end runs a quick corner route deep while the other receivers stay in close to the line. Call this play near the end zone; the tight end should be open in the back corner for the score.
<b>Weak I Blast</b>	The fullback blocks to the outside while the halfback hits the hole between the fullback and the left tackle.
<b>Weak I Sweep</b>	Get the ball outside in a hurry and follow your blockers. To be effective, get to the outside edge and cut downfield in a hurry. This play works best when your receiver keeps the cornerback blocked.

### I Normal

Play	Analysis
<b>All Crossout</b>	Look for the tight end in the flat on the right side. With the receiver running an out-and-go, he is open for a couple of quick yards.
<b>Full I Plunge</b>	The fullback takes the ball and dives up the middle between the center and the guard on the left. This is good in short-yardage situations.
<b>HB Dive Lead</b>	Very similar to the Full I Plunge, but the halfback takes the ball and follows the fullback into the line. This is good for a few extra yards because the extra blocker clears the linebacker out of the hole.
<b>HB Weak Toss</b>	The success of this play depends on how fast you and your blockers can get outside. The guard pulls out to block with your fullback. Get behind them and let them clear the way.
<b>Half Bounce</b>	A running play to the strong side of the line, follow your fullback and the tight end to gain yards. Quickly get outside and turn downfield.
<b>I Counter</b>	The linemen force the defenders right while you run to the left. Take the ball and quickly get outside. The fullback and a pulling guard lead the charge. If they nail their blocks and you make the first tackler miss with a Spin Move, you turn this into a big gainer.
<b>Motion Shovel</b>	Send the receiver in motion to the left. If the defense is in man-to-man coverage, you just sent an extra tackler away from the play. If nobody follows the man in motion, bring him back to the right and use him as an extra blocker.
<b>Normal HB Belly</b>	Follow the fullback to the hole between the tight end and the right tackle. Be prepared to Hurdle over any fallen linemen that litter your path.
<b>Normal Hook Z</b>	The primary receiver on this pass play runs a comeback route. Quickly get him the ball before his momentum carries him all the way back to the line of scrimmage. Time it so the ball arrives as he turns back to you.
<b>PAP Circle</b>	This play-action pass has two good targets. The primary receiver is the tight end, who runs a short curl route. Your secondary target is the halfback who goes out into the flats on the right side.
<b>PAP FB Go Out</b>	The fake handoff goes to the halfback while the pass is designed for the fullback. Wait for him to get through the line before passing him the ball.
<b>PAP Go Flat</b>	This fake handoff is the same as the previous play, but this time the target is the tight end running deep on a go pattern.
<b>PAP Motion Flare</b>	Your primary target on this play-action pass is the halfback who runs out into the flats on the left side. Short passes like this substitute for a running game or allow a slower runner to get outside more easily.
<b>PAP Weak Wave</b>	After faking the ball to the halfback, look for the receiver running the deep post. Wait for him to cross the center of the field before passing the ball.
<b>TE Spread</b>	The center of the field is left to the tight end. If the defense is sitting down in a zone across the middle, don't force it; throw to one of your other receivers.
<b>Twin Slant Out</b>	Two receivers run outside slant patterns while the fullback and halfback go into the flats on either side of the field. If your primary target is covered, get the ball to one of these running backs.
<b>Underdog</b>	The halfback goes out into the pass pattern and runs a little deeper than most pass plays to the flat. Get him the ball before he turns back toward the QB.
<b>Weak Smash</b>	The fullback blocks down on the outside behind the left tackle. Cut the ball downfield with the halfback between the tackle and guard.



## Twins

Play	Analysis
<b>Bench Iso</b>	The tight end runs into the flats on the left side, while the receivers stack up on the right. Get him the ball as he runs parallel to the line of scrimmage, then turn it downfield.
<b>Dive Offcenter</b>	Once the fullback has the ball, it's up to him to find the hole between the center and guard on the left. Take whatever the defense gives you.
<b>FB Motion Dive</b>	Put the receiver in motion to the left side and hike the ball just before he gets to the QB; the receiver acts as an extra blocker.
<b>FB Power Weak</b>	The fullback takes the ball and runs it to the outside. Let the halfback get there before you; he acts as your blocker in a reversal of roles.
<b>HB Flare Strong</b>	The receivers run deep routes while the halfback runs into the flat on the left. Get him the ball and turn it downfield. Make the first tackler miss and this short pass play turns into a big gain.
<b>HB Iso Power</b>	The halfback runs into the line between the tight end and the left tackle. Bring the slot receiver in motion to the left and hike the ball when he reaches the tight end.
<b>I All Out</b>	All the receivers run out patterns. Your primary target is the slot receiver. This works well when you need only a couple of yards and want to get the receiver out of bounds to stop the clock.
<b>Motion Jolt</b>	Send a defender away from the direction of the play by bringing the slot receiver in motion to the right side of the line. Then get the ball and hurry to the line of scrimmage.
<b>PAP In and Out</b>	The slot receiver and wide receiver run a crisscross right near the line of scrimmage. Your target is the wide receiver running the in-pattern.
<b>PAP Seam Clear</b>	After the fake handoff to the halfback, look for the slot receiver running the deep in-pattern.
<b>PAP Twins Hitch</b>	For this to work, throw the ball immediately after the fake handoff. Otherwise, the defender sniffs it out and is ready to drill the receiver as he catches the ball.
<b>QB Plunge</b>	This is a QB sneak, perfect for when you need less than a couple of yards.
<b>Twins Bounce</b>	The fullback runs to the outside of the right tackle. After you get there, either cut it inside or bounce it farther outside, depending on what the defense gives you.
<b>Twins HB Pitch</b>	Rather than hand the ball off, the QB pitches it outside to the halfback. This helps the halfback get outside quicker than with a traditional handoff.
<b>Twins I Fly</b>	Look for the wide receiver who runs the fly pattern up the right side. If he isn't open, look for the halfback who went into the flats on the left side.
<b>Twins Plunge</b>	Let the halfback follow his fullback into the hole between the right tackle and right guard. This is a run to the weak side as the tight end lines up on the left side of the line.

## Strong I

Play	Analysis
<b>All Quick Hit</b>	Look for your primary target as he runs the quick slant. Get him the ball as soon as he opens up, and gain extra yardage with a run after the catch.
<b>Double Go</b>	Two receivers run deep while the tight end makes a beeline for the sideline. Get him the ball, then turn downfield or step out of bounds if you need to stop the clock.
<b>FB Sweep</b>	You need a speedy fullback to make this sweep. Substitute your backup halfback for this play; the extra speed helps you turn the corner for a big gain.
<b>FB Thrust</b>	The fullback dives into the line between the tackle and the tight end.
<b>HB Offtackle</b>	The halfback runs it between the tackle and tight end on the right side. Watch for the hole; if it's not developing where it's supposed to, run to the opening instead.
<b>Reverse</b>	The QB gets the ball to the halfback, who in turn hands the ball to the wide receiver running in the opposite direction. This occasionally works against the computer, but most NFL offenses don't call this play often because a blitzing linebacker or lineman can easily step in to catch the receiver in the backfield.
<b>Iso Chaos</b>	While the right side of the field is flooded, the primary target starts out left and works his way right. Get him the ball before he reaches the middle of the field and let him turn it downfield for yardage.
<b>M Cross Hook</b>	Your target is the fullback, who runs a quick hook route. Time it so the ball arrives just as he's turning back to the QB.
<b>Motion HB Go</b>	Send the receiver in motion, then get the ball to the halfback, who runs up the left side. You overload a zone defense with this play.
<b>Offguard Smash</b>	Follow the fullback's block as your halfback runs the ball between the guard and tackle.
<b>PAP Short Out</b>	Get the ball to the receiver in the flats. This works well when the defenders play off the line of scrimmage.
<b>Shallow Angle</b>	The receiver doesn't run far before he cuts in to the middle of the field. Get him the ball as soon as he is open and rack up yardage after the catch.
<b>Strong Corner</b>	The wide receiver runs a deep pattern, which turns into an in, but quickly changes to an out. When to throw the ball depends on defensive coverage. If the corner has help inside, wait for him to cut back outside before throwing.
<b>Strong HB Toss</b>	The QB pitches the ball to the halfback, allowing him to build speed as he attacks the line of scrimmage.
<b>Strong Outpost</b>	Another comeback pattern to the outside. Don't wait too long, or the defender steps between you and the receiver and intercepts.
<b>TE Clear Post</b>	The tight end runs a short post pattern. Get him the ball around the center of the field. Make the first tackler miss to gain a lot of yards.
<b>TE Quick Slant</b>	The tight end runs a very short route just on the other side of the line of scrimmage. This works well against linebackers who like to play deep.
<b>Weak HB Crash</b>	This halfback run goes between the left tackle and the guard.



### Spread Weak I

Play	Analysis
------	----------

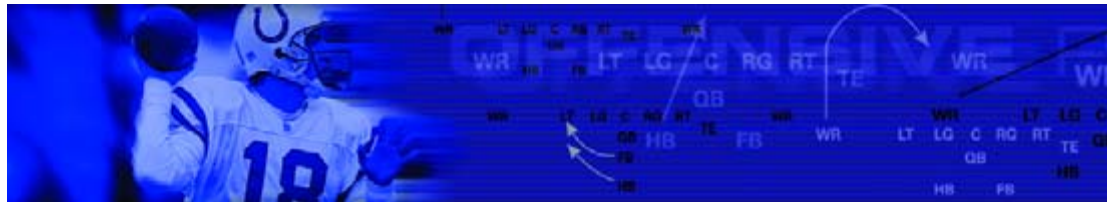
<b>Clean Counter</b>	You've got extra blocking on this play; the left guard and left tackle pull to lead the way on this sweep to the right. Follow your blocker and pick your hole.
<b>Cross I</b>	The primary target runs a crossing route. If the cornerback has inside help, throw the ball before your receiver makes his cut.
<b>Deep Surprise</b>	The primary target runs a quick out pattern before turning on the afterburners on the go pattern. Stay in the pocket long enough and you find your receiver deep and in the open.
<b>FB Iso Weak</b>	The fullback takes the handoff and runs outside of the left tackle, while the halfback fakes a run to the right.
<b>HB Spread Dive</b>	The halfback gets the handoff and runs between the left tackle and the left guard. Use the motion man as an extra blocker.
<b>HB Spread Toss</b>	This is a quick pitch to the halfback, who takes the ball outside. Getting to the corner quickly is essential on outside runs. Once there, turn upfield and get through the holes.
<b>In and Out</b>	The slot receiver runs an out while the primary target runs an in. Wait for the receiver to come across the center before getting him the ball.
<b>Lead Plunge</b>	The halfback follows the fullback in this run to the outside. The extra block from the fullback springs this run for bigger gains.
<b>Motion Corner</b>	The receivers spread out the defense and scatter all over the field. The primary target comes in motion and runs a quick in-and-out pattern. Read the defense; if the defender has help inside, wait until he makes his run to the outside.
<b>Motion Mislead</b>	This play has the same look as the one above; the slot receiver comes in motion to the right, but this time handoff to the halfback. If the linebackers are stacked at the line of scrimmage, hike the ball so that the motion receiver becomes an extra blocker on the left side of the line.
<b>Motion Power</b>	The tight end comes in motion to the left to lead the halfback and fullback. Get to the hole quickly and follow your blockers.
<b>PAP Seams Out</b>	The play-action pass starts with a fake to the fullback, but your primary target is the halfback who enters the pass pattern and runs an out.
<b>Release and Go</b>	The fullback looks like he's going to stay in and block, but releases and heads into the flats. If the linebackers play deep, pass it to him quickly. If not, wait for his cut up the left sideline.
<b>Spread Outs</b>	The primary target runs an out pattern to the right sideline. This play works well to get the receiver out-of-bounds and stop the clock.
<b>Spread Post</b>	The middle of the field is open for the primary target. Wait for him to make his cut in; he should be behind the linebackers but short of the safeties. This works well against zone defenses.
<b>Weak Comeback</b>	The primary receiver runs a comeback route. Practice your timing; get him the ball as soon as he turns back toward the line of scrimmage. If the defender is plays off the receiver, this play works well.

### Spread I

Play	Analysis
------	----------

<b>2 Over Out</b>	A lot of receivers crowd the right side on this pass play. Your primary target runs an out pattern to the right sideline. Make the catch and step out of bounds.
<b>Reep RB Split</b>	Get the ball to the back in the right flat. A short passing game makes up for the lack of a strong running game.
<b>Full I Dive</b>	The fullback gets the ball and plows into the line between the center and the right guard. This play is useful for picking up a couple of yards in short yardage situations.
<b>HB I Plunge</b>	The halfback takes the ball and runs through the line on the left side between the tackle and the guard.
<b>HB Pass</b>	The QB gets the ball to the halfback, who has to make a decision. If the receiver is open, pass the ball downfield. If not, turn the corner like a normal sweep play. Your halfback doesn't have the same arm your QB does; a deep pass tends to float, allowing the defense to close on the receiver and swat the ball away.
<b>I Motion Power</b>	The tight end goes in motion to the left while the run comes to the right side. Look for the hole and follow your blockers.
<b>I Slot Out</b>	The slot receiver runs a short out pattern. Quickly get him the ball and let him turn it upfield.
<b>I Sweep Strong</b>	Pulling linemen and a fullback block for you on this play.
<b>Lead Power</b>	Let the halfback follow his blocking fullback. The run is to the outside, so get there in a hurry.
<b>M Post-Flag</b>	The tight end comes in motion, then runs a flag pattern up the left side. If the defender gives the receiver the outside, get the ball to the receiver after he cuts to the sideline.
<b>Motion FB Belly</b>	The tight end comes in motion to the right and the halfback fakes a run in that same direction. But the ball goes to the fullback on the left side of the line. Hopefully, the misdirection gets a few yards.
<b>Motion I Toss</b>	The tight end goes in motion to the right, but the toss is to the left. Quickly get outside and follow your blockers.
<b>Sluggo Release</b>	A quick screen pass gets the ball to the primary receiver quickly. This play works best when the defenders play off of the line of scrimmage.
<b>Spread Flat</b>	Your primary target is the halfback running into the flat on the left. Get him the ball once he's in the open, then turn it downfield.
<b>Spread Punch</b>	The halfback follows the lead block from his fullback on this play. Run into the hole between the center and the left guard.
<b>Twin Thunder</b>	Your primary target runs an in pattern. If the defender plays deep, throw the ball before the receiver makes his cut.
<b>Twins In Go</b>	The receiver runs a short pattern across the middle of the field. He'll run behind the linemen but in front of the linebackers. Get him the ball when he crosses the middle.





## Pro Form

### Pro Normal

#### Play

##### All Crossed Up

#### Analysis

The middle of the field is a jumbled mass of receivers on this play. Get the ball to your primary target as he crosses the middle underneath the linebackers.

##### Angle X Pro

On this crossing pattern, get the ball to the halfback, who runs from left to right.

##### Crash Strong

Your fullback leads the halfback into the hole between the right tackle and tight end. If the hole isn't there, bounce it farther outside.

##### Empty Crosses

Two receivers run crossing patterns, one short and one deep. Your primary target is the deep man, but throw to the short receiver if he is more open.

##### FB Off-Tackle

The fullback takes the handoff and runs outside. Get there quickly, because the hole won't be open for long.

##### FB Pro Toss

The halfback fakes a run to the left while the fullback takes the ball and runs outside to the right on this toss play. The misdirection confuses the linebackers and gives you room to run.

##### Motion Drag

The wide receiver comes in motion all the way across the field to the left, and the left side wide receiver runs a short slant pattern. Hit the receiver in stride to gain extra yardage after the catch.

##### Offcenter Dive

The halfback takes the handoff and runs between the left guard and the center. This short running play is good for a couple of yards. It works especially well when you need short yardage for a first down.

##### PAP Big Boot

The first step in this play-action pass is a fake handoff left, while your primary receiver is the running back in the flat on the right. Catch the ball and turn it upfield.

##### Post V-Stretch

Hit the primary target in stride and you gain extra yardage with a strong run.

##### Pro HB Trap

The halfback takes the handoff and runs between the center and the right guard, while the fullback fakes the run to the right. The misdirection draws off a few defenders.

##### Pro Strong Flood

The right side of the field is well populated with receivers. Get the ball to the tight end—he runs an out pattern to the sideline.

##### Quick Hits Out

To make this pass play work, quickly get rid of the ball. This play works best when the defenders play off the line of scrimmage.

##### Settle and Go

Two players run deep on the right side while the fullback goes out into the flat and waits for the pass. Get him the ball before he turns around to gain extra yardage after the catch.

##### Split Direct

The halfback runs to the left while the fullback runs right. With both players running symmetrical routes, half the defense picks the wrong way to go. If the hole isn't immediately open between the left tackle and left guard, bounce it outside.

##### Split FB Dive

The fullback takes the ball and blasts through the hole between the center and the right guard.

##### Split Strong All

On this deep passing play, both running backs go out into the passing lanes, so you have no extra blockers if the defense blitzes. If they do, check off to one of your other receivers.

##### Super Back Outs

Everyone runs a comeback route on this play. Your primary target is the receiver who runs the comeback on the left sideline. This passing play works well to get the receiver out of bounds after the catch.

##### TE Fire Out

The tight end runs downfield, then cuts sharply to the left sideline. Get him the ball after his cut. After he catches the ball, turn him downfield and take the safety on one-on-one. Make him miss to gain serious yardage.

##### Thunder Dump

Look for the tight end entering the flats on the right side. Get him the ball once he's made his cut downfield.

##### Weak HB Pitch

The halfback takes the pitch and runs to the weak side of the line. Get out there in a hurry and turn the ball downfield for a big gainer.

##### Wild Slant

On this short slant pattern, wait for the receiver to cut across the center of the field.

##### Z Double Hook

The wide receiver runs a comeback pattern. Time it so the ball arrives just as he turns around to look for it.

### Pro Slot

#### Play

##### Corner Shot

#### Analysis

The primary receiver comes in motion to the left, then runs a corner pass to the left sideline. Get him the ball, then turn him downfield for extra yards.

##### Corners In

The primary receiver runs an in that immediately changes to a corner. If the defender has help inside, wait for the receiver to make his cut to the sideline before passing.

##### Cross Slot Go

The halfback goes out for a pass and runs a crossing route. Wait for him to clear the middle before getting him the ball. Crossing routes work well against zone defenses.

##### Double Ups

Two receivers run the deep passing route. Wait for your primary target to cross paths with the wideout before delivering him the ball.

##### HB Knife

The halfback takes the ball and dives into the line behind the left tackle. Read the defense and look for the hole. If there is nothing inside, bounce it farther outside.

##### HB Slot Dive

The halfback dives into the line between the left guard and the center.

##### HB Slot Punch

This run is to the same spot as HB Slot Dive, but the fullback's blocking assignment changes; he comes up through the hole to the right of the center and clears out the middle linebacker for you.

##### HB Toss Sweep

The halfback takes the toss and runs to the left side. Don't wait too long before turning it downfield.

##### Half Wing Toss

The halfback takes the quick toss to the left and heads outside. The fullback doesn't block for you, but the play develops more quickly to compensate.

##### Lead Pro Punch

The halfback follows the lead of his fullback between the right tackle and the tight end.

##### Motion Out

The tight end comes in motion to the left and runs a short out pattern. Quickly get him the ball so there's time to turn downfield and pick up more yardage.

##### Post Over Go

The wide receiver runs an in route at medium depth. Get him the ball as he comes even with the left side of your line.

##### Pro Chaos

The primary receiver runs a medium slant in route on this play. If he's not open, look for the halfback in the left flat.

##### Slot Normal Belly

Get the handoff and head for the left tackle. Then read the defense and make your cut—inside or outside.

##### Slot Splash

The running back takes the ball and runs to the hole on the right side of the line between the tackle and the tight end.

##### Slot X Flag

The tight end and the slot receiver run a deep crossing pattern. Get the ball to your primary target and he can step out of bounds right away if you need to stop the clock.

##### Split Slot Screen

Complete this pass to your running back quickly and turn him downfield for additional yardage.

##### WR In and Out

The wide receiver changes his route from an in to an out. If the defenders have help inside, wait for him to cut back outside before attempting the pass.



**Pro Wing**

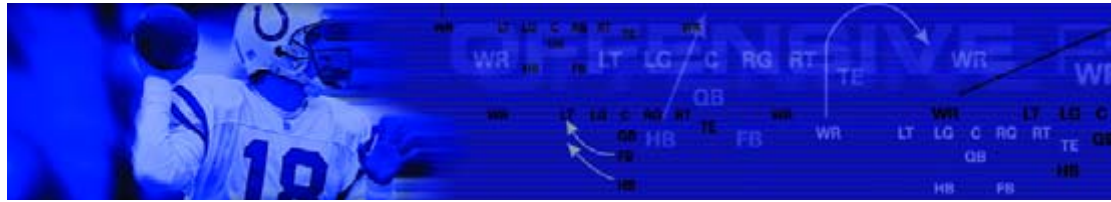
**Play Analysis**

<b>Flood Over Out</b>	Everybody heads left on passing routes. Your primary target runs a deep in route from the right side of the field. Read the defense. If the defender plays deep, throw the ball before he makes his cut.
<b>HB Slice</b>	The halfback takes the ball and runs downfield between the right tackle and the tight end.
<b>Heavy Toss</b>	The heavy toss gives you three blockers to follow—the two wide receivers and a pulling guard. Get outside and around the corner as quickly as you can.
<b>Iso Flat Deep</b>	The receivers flood the right side while the halfback goes out into the flat on the left. After the catch, turn the ball downfield right away.
<b>Over Double Out</b>	The tight end makes a beeline for the left sideline. The longer you hold the ball, the closer he gets to the sideline. To run after the catch, throw it early so he can turn downfield.
<b>Pro FB Draw</b>	This delayed run goes to the fullback. Look for the hole before you get the handoff.
<b>Pro FB Flare</b>	This short pass to the fullback coming out of the backfield is like a quick toss play to the outside. Once you've got the ball, turn it downfield.
<b>Pro Weak Slant</b>	The slot receiver runs a quick slant pattern. The key to yardage on this short pass is how the linebackers play and your ability to hit the receiver in stride. When the receiver has enough room, he catches the ball and fakes the linebacker into missing the initial tackle.
<b>Quick Outs Hook</b>	The slot receiver quickly cuts to the outside on this short pass. This play works well when the cornerback plays on the line of scrimmage, or to get the receiver out of bounds to stop the clock.
<b>Short HB Toss</b>	The halfback runs a quick toss play to the left of the line. Quickly get to the outside and turn it downfield.
<b>Split HB Smash</b>	The fullback fakes a run outside while the halfback takes the ball and quickly dives into the line between the center and the right tackle.
<b>TE Crossover</b>	The tight end runs a crossing pattern from left to right while the slot receiver runs one right to left. One is open, because the linebackers must decide whether to play deep or shallow. Read the defenders and complete the pass.
<b>Thunder Pass</b>	The slot receiver runs an out-and-up. A running back stays in to protect the passer; you must wait for the receiver to get downfield.
<b>Tidal Wave</b>	Everybody runs left on this pass play. Hit the back coming into the flats and quickly turn him downfield. The receivers run deep patterns to draw the defenders away from the back.
<b>Twins Cross</b>	This is very similar to the TE Crossover play, but the primary target is the slot receiver running the deeper of the two crossing routes.
<b>Twins Screen</b>	The back goes out for a screen pass to the left. The guard pulls to give you an extra blocker, so follow his lead.
<b>Wide Empty Hook</b>	The left side is clogged with receivers. Time it so the ball arrives on target when the receiver turns back to the line of scrimmage.

**Pro 3 WR**

**Play Analysis**

<b>Chaos Flag</b>	Your primary target runs an in-and-out. The defense determines when to throw the pass. If the defender plays inside, throw to the receiver after he starts the out pattern. If the defender plays outside, throw on the in part of the pattern.
<b>Deep Slot Seam</b>	All three receivers run deep patterns on this play. Even if both safeties hang back to help the cornerbacks, someone should be in man-to-man coverage. Read the defense and find the right receiver.
<b>Double Hook Out</b>	The primary target runs an out pattern that angles back to the line of scrimmage. Get him the ball as soon as he turns back, and you can get him out of bounds.
<b>FB Split Dive</b>	The fullback takes the handoff and dives into the line between the center and the right guard.
<b>B Toss Sweep</b>	The fullback takes the toss and heads out on the sweep to the left. The slot receiver in motion to the left provides extra blocking.
<b>Out Over Up</b>	The primary target runs a short out pattern. This play works better if the defenders play off of the ball.
<b>Outside Deep</b>	The primary target runs a deep route. It starts as a short out to the outside, but the receiver turns downfield to burn the cornerback. If you've got a speedy receiver, this play works well.
<b>PAP Twin Over</b>	If you have a strong running game, run this play-action pass. The defense freezes when they see the run, giving your receivers time to get open. The primary target here is the tight end, who runs a quick slant from left to right.
<b>Pro Confusion</b>	The primary target runs an in-and-out pattern. Both running backs go into the pass pattern, so stay from rushing linemen until the receiver gets open downfield.
<b>Quick Toss</b>	The halfback takes a quick toss and runs outside. Success depends on the block you get from your receiver and the pulling guard. Look for the hole and follow it.
<b>Slot Cross Out</b>	The slot receiver runs an out pattern that intersects with another receiver running a deep slant in. Throw to your primary target after the receivers cross, then turn downfield and run.
<b>Soda Jerk</b>	You have five targets. Your primary is the slot receiver running a deep crossing pattern. Wait for him to cross the middle before delivering the ball.
<b>Split HB Sweep</b>	You have a lead block from your fullback and the pulling guard. Follow them and pick your hole on this sweep to the right.
<b>Split Pro Plunge</b>	A quick handoff to the halfback, who takes the ball between the center and the right guard. Follow your blockers and look for the hole.
<b>Swing Out</b>	A screen play to your fullback, who runs to the left. Quickly get outside and run the ball downfield. The quicker you cut downfield, the quicker you gain yardage.
<b>Triple Deke</b>	Everyone floods the left side of the field. The primary target runs a comeback route toward the left sideline. Quickly get him the ball, then get the receiver out of bounds to stop the clock.



## Big Pro

### Play

### Analysis

**Big Arrow In**

The tight end on the right side runs a quick slant. Hit him in stride, then turn him downfield to pick up extra yardage.

**Big HB Dive**

The halfback dives into the line of scrimmage between the left guard and the center from this double tight end formation.

**Big Iso Toss**

The halfback takes the toss and heads to the outside corner on this play. Follow the block of the tight end and the pulling guard.

**Big Pro Belly**

The halfback takes the handoff and crashes into the line between the right guard and right tackle. The fullback is nearby; watch for him to open a hole for you.

**Dive Waggle**

A play-action pass. After the fake handoff, look for your running back heading to the right. Get him the ball once he's outside the tackle, then turn him downfield.

**FB Iso Big**

Let the fullback take the handoff and move him into the line at full speed. Crash through the hole between the right guard and right tackle. The halfback runs to the left, drawing away some of the linebackers.

**FB Quick Hit**

The fullback must quickly get through the hole between the center and the right guard.

**HB FB Seams**

There's not much time for this play to develop. Both running backs go out for a pass, so you won't have extra blockers for a blitz. Get the ball to the fullback, who cuts up the right side.

**Heavy Release**

The tight end on the right side is your primary target. Quickly get him the ball and turn him downfield for a nice gain. This play works best when the defenders play off the line of scrimmage.

**PAP Big Hitch**

This play-action pass is intended for the halfback, who runs a quick hitch route. Time it so he gets the ball as soon as he turns around. Waiting too long brings him back to the line for little or no gain.

**Split Big Screen**

This screen play features a lot of blockers; the receiver coming in motion leads them. Look for the hole and get downfield as quickly as you can.

**TE Double In**

The tight end runs a medium-range in pattern. Wait for him to cross the middle before getting him the ball.

**X Protect**

Both running backs stay in to protect the QB in case of a blitz. Bring the receiver in motion, then hit the tight end who runs the fade to the left sideline. Wait until he crosses paths with the receiver before delivering the ball.

## Single Back

### Big Single

### Play

### Analysis

**Ace Quick Posts**

Look for your primary target as he cuts in from the right side. Watch for the tight ends; one of them is open if your receiver is covered.

**Action Boots**

This play starts out with a fake to the running back. Look for your tight end running a quick slant across the middle.

**Big Counter**

Both the left tackle and the left guard pull to block for the running back, who runs to the right. Follow your blockers and look for the hole.

**Big HB Iso**

The receiver comes in motion, drawing defenders away from the intended play area. If the defender isn't drawn (because defense is playing zone), bring the receiver back in motion to the right and use him as an extra blocker on this running play.

**Big Quick Hit**

The receiver runs a quick slant route. Quickly get him the ball and let him be creative as he runs downfield. If the first tackler misses, this is a big gainer.

**Big Single Crack**

A sweep play to the left. Quickly get outside before the linebackers step up to stop you.

**Double Delay**

Both tight ends start out running to the middle, but then cut to the outside. Your primary target is on the left, but you can easily throw it to the other tight end if he is open instead.

**Flea Flicker**

Occasionally, you must call on a trick play to fool the defense. After the handoff, the running back starts running into the line, but then pitches the ball back to the QB. Throw it downfield to the tight end on the right.

**Four Quicks**

Four receivers go into passing routes and they all run crossing patterns. Get the ball to the receiver after he crosses paths with the tight end.

**HB Draw Belly**

In this delayed running play, the QB drops back, looks for a receiver, then hands off to the running back. Quickly run downfield. If you try to bounce it outside instead of hitting the hole, you will be clobbered in the backfield.

**Motion Toss Big**

The receiver comes in motion to the left and is the lead blocker on this toss play to the outside. Follow your blockers and get downfield in a hurry.

**PAP Confusion**

This starts with the fake handoff and then proceeds to the pass to the tight end. Wait for him to cut across the middle before throwing.

**PAP Post In**

The motion receiver and the wide receiver intertwine down the right sideline. Wait for them to separate, then get the ball to the wideout as he comes across the middle.

**PAP TE Cross**

Another play-action pass, get the ball to the left tight end as he runs the medium-depth in pattern. Wait for him to cross the middle of the field before delivering the ball.

**Single Big Dive**

The running back takes the handoff and blasts through the center of the line. Get through the hole and downfield as quickly as you can.

**Single Big Toss**

A tight end and a pulling guard block for you on this toss play to the right.

**Single Quick**

Your primary target runs a quick comeback route to the sideline, so don't waste any time making up your mind. Quickly drop back and release the ball.

**Straight Outs**

The tight end runs a quick out pattern to the right sideline. This play works well to get the receiver out of bounds to stop the clock.

**TE Curl**

The tight end runs a quick curl pattern. Quickly get the ball to him; the longer you wait, the closer he gets back to the original line of scrimmage.



### Single 4 WR

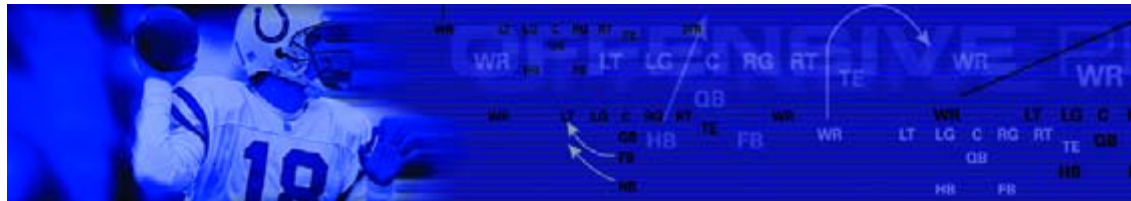
**Play**                      **Analysis**

- 4 Wide Smash**                      Bring the receiver in motion to the right as an extra blocker on this running play. Look for the hole and follow your blockers.
- 4 WR HB Dive**                      This running play is straight up the middle. With four wide receivers spreading out the defense, this play works well.
- 4 WR HB Sweep**                      A pulling guard leads the way on this play. Follow the block of the slot receiver and cut downfield as quickly as you can.
- 4 WR Wheel**                      Your primary target runs a medium-range in pattern. Wait for him to make his cut and come across the middle of the field before throwing.
- Ace All Go**                      This is a nice symmetrical play—what the receivers do on the left side of the field is mirrored on the right. Both wideouts run the out-and-up pattern, while the slot receivers run straight fly patterns downfield.
- Angle Hook In**                      The primary target runs a comeback route. Time it so you deliver the ball just as he makes his cut in.
- Chaos Motion**                      Three receivers start their routes on the left side of the field. Get the ball to the receiver running the out pattern, but if he's covered look for the receiver on the right running the deep slant.
- Cross Flank**                      Everyone heads to the right side. Your primary target runs a quick in-and-out. Get him the ball and he can step out of bounds to stop the clock.
- Cross In Out**                      The left slot receiver runs across the route of the left wide receiver. Get him the ball after their paths meet, and you can pick up extra yards after the catch.
- Cross M Out**                      The slot receiver comes in motion to the left and runs a short out pattern. Before you get the ball to the primary receiver, look downfield. Another receiver is running a deep out pattern.
- Fly Slants**                      Both slot receivers run fly patterns. Roll out to the right and buy time for the receiver to get open.
- Middle Flood**                      As the play name states, the middle of the field is flooded with receivers while your primary target runs an in-and-out up the left sideline. Get him the ball and turn downfield for extra yards.
- Middle Trouble**                      The primary target is the slot receiver on the right side. He runs a comeback pattern, so get him the ball as soon as he turns around.
- Quick Slants**                      The primary target runs a deep slant pattern. Without a running back to block for you, you must roll around to buy some time for the receiver to get downfield.
- Red Angles**                      This time the running back gets involved with the passing game. After he dives through the line, he runs a quick out pattern to the right sideline.
- Red Corners**                      The primary receiver runs a deep in-and-out pattern. If the safeties cover the inside, then get him the ball after he's made his cut outside.
- Slant Wave**                      The wide receiver runs a very short route on this passing play. It works best when the defensive backs play off of the line of scrimmage.
- Undercut**                      Your primary target runs the reverse of the Slant Wave play. Wait for the receiver to cross midfield before you deliver the ball.

### Single Split 4

**Play**                      **Analysis**

- 4 WR Half Sweep**                      Bring the receiver in motion and use him as an extra blocker on this sweep to the outside.
- 4 WR Inside Dive**                      This is a quick run to the inside. With four receivers stretching out the defense, you can catch the defense off guard and pick up a couple of yards.
- 4 WR Z Out**                      The right wide receiver runs a medium-depth out pattern. Get him the ball as he makes his cut outside, then turn downfield once he has the ball.
- All Inside Out**                      This time it is the slot receiver who runs the medium-depth out pattern. If the receiver makes it past the defender, get him the ball before he makes his cut to burn the defense deep.
- Backside Flare**                      All the receivers run deep routes while the running back slips into the flats on the left side of the field. Get him the ball and quickly turn downfield.
- Balanced Power**                      Another run inside. Get to the hole between the right guard and the right tackle.
- Cross Back Post**                      Bring the man in motion all the way to the right to overload the defenders. Your target is the far-right receiver who runs a comeback route to the sideline. This play works best when the defenders concede the short pass.
- Deep Thunder**                      The slot receiver runs an out-and-up pattern. If the defender has help from a deep safety, get him the ball on the out part of the pattern.
- Deep and Out**                      The primary target runs an out pattern. He should be open, because two other receivers are running deep patterns.
- Inside 4 WR Belly**                      This is a run to the left side of the line between the left guard and the left tackle. Quickly get to the hole; it won't be there long, and you don't have a lead blocker to clear out linebackers.
- Inside Hook**                      Your primary target runs a comeback pattern. Time it so you deliver the ball as he turns around. Wait too long, and the receiver comes back too close to the line of scrimmage.
- Inside Stretch**                      This play tries to flood the left side of the field while the far-right wide receiver runs up the sideline and slants in. If the defender has help from a safety playing inside, deliver the ball before he makes his cut to the inside.
- Streak Cross**                      Your primary target runs an in pattern that crosses paths with the slot receiver. Get him the ball just after their paths intersect.
- Stretch Middle**                      Everyone pushes the defense deep, but your target is the running back, who does a quick button hook after getting through the line.
- Wide Hooks Out**                      Get the ball to your primary receiver as he is cutting back to the line of scrimmage.
- X Deep Out**                      The primary target is the slot receiver running the out pattern to the sideline. If he is well covered, look for the running back in the flat on the left side of the field.



## Goal Line

### Bull Gun

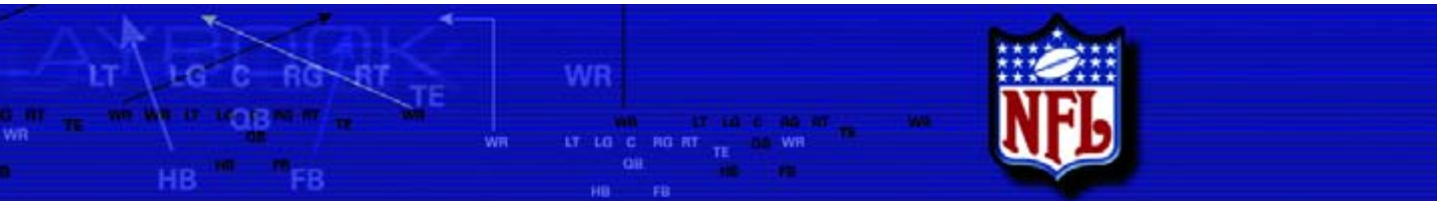
Play	Analysis
<b>Curly Cross</b>	This is a quick pass play to the running back, who blasts through the line and then turns around for the ball.
<b>E-Motion Slant</b>	Your target runs a shallow slant pattern across the line of scrimmage. Get him the ball as he moves between the linebackers, then turn the ball downfield.
<b>Flat Comeback</b>	On this comeback route, let the receiver work his way to the corner on the right side. Throw him the ball and then turn him back down field to pick up extra yards.
<b>Goal Spread</b>	The primary target runs a slant pattern to the left sideline. Let him cross paths with the left wideout before getting him the ball.
<b>Quick Protect</b>	The receiver starts to run downfield, then makes a quick cut on a slant pattern. Get him the ball as he makes his cut to pick up the yardage you need.
<b>TE Cross Up</b>	The tight end runs a medium-depth in route. Get him the ball as he crosses the center of the field.
<b>Twin Z Out</b>	The primary receiver starts running a slant in but makes a cut to reverse his route and starts running to the right sideline. If the defender gets caught off guard you can make the pass play to a wide open man.
<b>Wide Isolation</b>	The middle of the field is wide open for your primary target.

### Bull Weak I

Play	Analysis
<b>Big Lead Smash</b>	From this offset I formation, get the ball to the halfback and have him follow his blockers through the left side of the line. There's no time to maneuver in the backfield, just take the ball and run as fast as you can behind your blocker.
<b>Bull Counter</b>	A pulling tackle and a pulling guard block from the left side of the line as you run this play to the right. Follow your blockers to make it through the first wave of defenders.
<b>Clear Flare</b>	The receivers flood the left side of the field, but your primary target is the halfback running to the flats on the right side of the field. Get him the ball and quickly turn him downfield.
<b>Crossout Slant</b>	The tight end runs a very shallow in pattern on this play—just beyond the defensive line. Get him the ball as soon as he opens up and then turn him downfield.
<b>Curves Weak</b>	This passing play is intended for your fullback who is in the left slot. If he's covered, look to the halfback, who runs a shallower route in the same area. One of them should be open.
<b>Full Blast</b>	While the halfback fakes a run outside to the right, the fullback takes the quick handoff and plows through the line between the left guard and the left tackle.
<b>Lonely Slant</b>	Everyone runs his routes to the left except for your primary target, who runs to the right. It's a very shallow pattern just beyond the defensive line. Get him the ball when he opens up and turn him downfield.
<b>Motion Punch</b>	Bring the receiver in motion to the left to sell the fake run to the left. Your real goal is a quick run between the center and the right guard.
<b>Over Swing</b>	If the fullback is covered on this play, get the ball to your halfback in the left flat.
<b>PAP Strong Flat</b>	This play starts with a fake to the halfback, but your real target is the fullback who goes through the line of scrimmage and then cuts to the right sideline.
<b>Pivot Flood</b>	This pass play is intended for the tight end, who starts running a slant in but changes pace and turns the route into a cut to the left sideline. He should be alone as the other receivers run to the right side of the field.
<b>Shovel Weak</b>	On this run to the left, you have two pulling linemen and the fullback to lead your way. Follow your blockers and get downfield in a hurry.
<b>Spread Slant</b>	The primary target runs a very shallow in pattern. Get him the ball and turn him downfield immediately. Make the first tackler miss to turn this play into a bigger gain.
<b>Weak Release</b>	Your primary receiver runs a quick out pattern to the right sideline. He catches the ball at the line of scrimmage, so turn downfield right away. This play works better when the defender plays off of the line of scrimmage.

### Bull I

Play	Analysis
<b>Big Blast</b>	The fullback takes the ball on quick handoff and plows through the line between the left tackle and the left guard.
<b>Big I Toss</b>	Follow your blocker on this sweep to the right side of the line.
<b>Bull I Dive</b>	On this fullback run, get the ball and speed straight ahead. The hole won't be there for long, so move as fast as you can.
<b>Bull Power</b>	The left guard and the left tackle pull to lead the way on this run to the right. Added to the fullback (who is charging in front of you), you have enough blockers to explode through the defensive line.
<b>Bull Slant</b>	Read the defense. If the cornerback covering your primary receiver plays off of the line of scrimmage, pass as you hike. If the corner plays up tight, let your receiver work his way open with the cut to the middle.
<b>HB Hammer</b>	In this power run into the middle of the line, the fullback clears out the hole for the halfback.
<b>I Wide</b>	The halfback runs through the line, then makes his cut to the right sideline. Get him the ball with the short pass.
<b>Mirror Z</b>	Two receivers run for the left sideline on this play—one short and one deep. Read the defense and pick the one who is more open.
<b>Motion Sweep</b>	Bring the receiver in motion to the left as an extra blocker on this play.
<b>PAP Corner</b>	This play-action pass starts out with a fake to the halfback, but the intended target is the receiver who runs a quick in-and-out up the right sideline.
<b>PAP Z In</b>	Your primary receiver runs a comeback route to the right sideline. Time it so the ball arrives as he turns back toward the line of scrimmage.
<b>QB Sneak</b>	Read the defense before the snap, because you have little time after you hike the ball. Let the QB keep the ball and run to the side of the line that looks weaker, right or left.
<b>Quick Slant</b>	Bring the receiver in motion and let him run the quick slant to the right sideline. If he's covered, get the ball to the halfback in the right flat.
<b>Release Flare</b>	The running back's route goes into the left flat. If he's not open, look for either tight running a quick out on each side of the field.



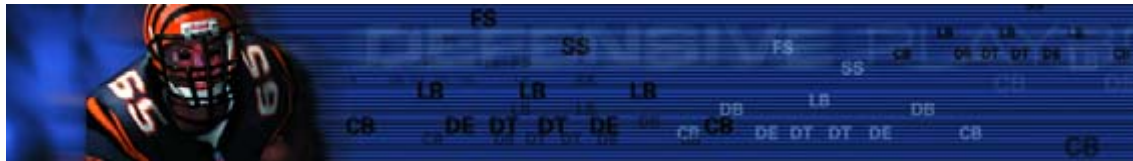
**Bull Strong I**

**Play**

**Analysis**

<b>Chaos Flat</b>	Almost all the receivers run deep routes on this play. But your primary target is the halfback, who runs a shallow out play. Once he makes the catch, turn him downfield.
<b>Empty Over</b>	This is a pass to the fullback, but his route is an out pattern behind the line of scrimmage. After the catch, you must turn downfield right away to pick up yards.
<b>FB Punch</b>	The full back takes the handoff and runs to the left between the center and the right tackle.
<b>Half Smash</b>	The halfback takes the handoff and runs between the right guard and the right tackle. Don't waste time with maneuvers in the backfield—get through the hole in a hurry.
<b>Half Splash</b>	The fullback runs right while the halfback takes the handoff and runs left. Look for the hole; if it's not there, bounce farther outside. But run at top speed so you don't get caught in the backfield.
<b>Lead HB Bounce</b>	Bring the wide receiver in motion to the left to draw a defender away from the right side. Get the ball to the halfback and have him follow the fullback through the line.
<b>Middle Dink</b>	The halfback releases and runs through the center of the line and button hooks once he is through the defensive line.
<b>PAP Crosses</b>	This play-action pass starts with a fake to the halfback, who runs a sweep to the left. Your primary target is the tight end running a deep in pattern. Get him the ball as he crosses the middle of the field.
<b>PAP Isolations</b>	The play begins with a fake to the fullback, then the QB looks for the halfback running to the flat on the left. Pass him the ball and turn down field to pick up the yards.
<b>PAP Twins Out</b>	Your primary target is the tight end running a slant pattern to the right sideline. After you complete the fake handoff to the fullback, wait for the tight end to get open and then pass him the ball.
<b>Slant Dump</b>	Get the ball to the receiver who is running a slant pattern to the right sideline. If he isn't open, look for the tight end on the left side.
<b>Split Flats</b>	Both running backs run into the flats on this play. The primary receiver is the halfback on the left side, but if he's covered, look to the fullback on the right.
<b>Stretch Out</b>	The left side of the defense gets flooded on this play, leaving the entire right side of the field to your primary target. Get him the ball as he turns back toward the line of scrimmage.
<b>Strong HB Iso</b>	Bring the receiver in motion to the left side to draw away a defender, then run the ball to the right with your halfback following the blocks set by your fullback.
<b>Weak Counter</b>	On this counter play, a pulling right guard and right tackle will lead the way on this run to the left. Don't run this play too far outside or you can't take advantage of your blockers. Run it just outside the left tight end.





# DEFENSIVE PLAYBOOK

## Formations

<b>3-4</b>	<b>4-3</b>	<b>Dime</b>	<b>Nickel</b>	<b>Goal Line</b>
3-4 Bear	4-3 Over	Dime 40	Nickel 40	Goal Line
3-4 50	4-3 Under	Dime Strong	Nickel Strong	Goal Line Fin
3-4 Sink Weak	4-3 Hawk	Dime Weak	Nickel Weak	Jumbo Fin
3-4 Sink Strong	4-3 4-3	Dime KC	Nickel KC	-
3-4 Double Sink	4-3 Bear	-	-	-

## 3-4

<b>3-4 Bear</b>	<b>3-4 50</b>	<b>3-4 Sink Weak</b>	<b>Sink Strong</b>	<b>Double Sink</b>
34 Split Cover 3	34 Weak Blitz	34 Sink Blitz	34 Weak Tex	34 Weak Flame
Bear Cover 3	Middle Fire	Flame Cover 4	Buck Dog Cover	34 Weak Plug
Bear Knife Blitz	Pow Cover 1	Middle Blitz	Empty Cover 3	Buck Cover 3
Panther Blitz	Tornado Blitz	Sink Cover 2	Fire Cover 3	Corner Blitz
Panther Stunt	Twist Cover 3	Sink Weak Fire	Strong Buck Dog	Double Cover 2
Plug Cover 3	Weak Cover 2	Twist Cover 1	Strong Knife	Flame Fin Cove
Star Shade	-	-	-	Tornado Cover

## 4-3

<b>4-3 Over</b>	<b>4-3 Under</b>	<b>4-3 Hawk</b>	<b>4-3 4-3</b>	<b>4-3 Bear</b>
43 Over Cover 2	Eagle Cover	43 Cover 3	43 Blitz Peel	43 Bear Cover 1
Over Blitz Peel	Flame Cover 3	Double Blitz	43 Cover Heavy	43 Bear Zone
Over Cover 1	Loop Cover 3	Cover Mid Blitz	43 Shift Blitz	43 Saw Blitz
Over Cover 5	Under Blitz	Hawk Cover 3	Even Stunt	43 Storm Blitz
Over Drop Cover	Will Dog Cover	Sam Will Blitz	Sam Cross Blitz	Bear Blitz Peel
Wash Blitz	-	Slam Cover 1	Sam Dog Cover 1	Bear Cover 2
-	-	Stack Cover 2	Shift Cover 2	Bear Cover Weak
-	-	Will Knife Blitz	Will Storm Blitz	Bear Strong



**Goal Line**

Goal Line	Goal Line Fin	Jumbo Fin
GL Short Cover	Desperation Blitz	GL Double Flame
GL Short Cover 3	Double Flame	GL Jumbo Stunt
Goal Line Crash	Fin Cover 3	GL Middle Plug
Goal Line Smoke	GL Double Smoke	GL Middle Zone
Goal Line Plug	GL Mike Plug	GL Wide Blitz
Smoke Man	GL Stunt Man	Goal Line Napalm
-	Goal line Punch	Jumbo Cover 3

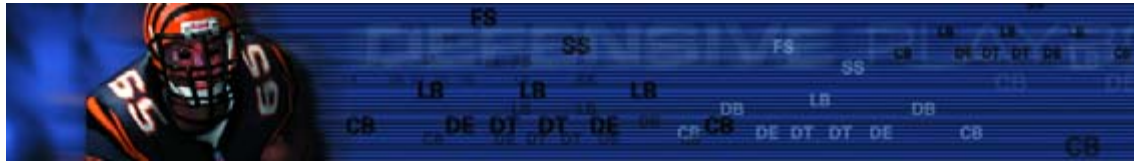
**Dime**

Dime 40	Dime Strong	Dime Weak	Dime KC
Dime Cyclone	D Strong Cover 3	10 Cover Cheat	10 KC Balanced
Dime Mike Pick	Dime Bracket	10 Double Smoke	10 KC Cover 3
Dime Roll Zone	Dime Empty Zone	10 Weak Zone	Dime Blitz
Dime Smoke	Dime Roll	D Cover Cheat	Dime Corner In
Dime Storm	Double Blitz	Dime Middle Blitz	Dime Cover Man
Dime Tornado	Toro Bracket	Dime Robber	Dime Double Plug
Dime Twist	-	Dime Sam Blitz	Dime KC Zone
Dime Twist Man	-	Dime Weak Man	Dime Thunder
Smoke Blitz	-	Slide Weak Zone	Even Cross Blitz

**Nickel**

Nickel 40	Nickel Strong	Nickel Weak	Nickel KC
5 Mac Dog	40 Slide Cover	5 Base Cover 2	5 Wham Blitz
5 Mike Dog	5 Slam Dog 2	5 Rock Blitz	Base KC Zone
5 Stud Dog 1	5 Slide Strong	Nickel FS Cheat	Nickel Rob Cover
5 Stud Dog 2	Nickel Dagger	Nickel Line Plug	Nickel Cheat
Base 40 Cover	Nickel Dagger 2	Nickel Man 2	Nickel Cover 2
Napalm Blitz	Nickel Stud	Nickel Mike Dog	Nickel Dog
Nickel Base Blitz	-	-	Nickel KC Zone
Nickel Cover 3	-	-	Nickel Slam Dog
Nickel G Blitz	-	-	Nickel Solid
Nickel Mac Dog	-	-	-





## Defensive Play Analysis

### 3-4

#### 3-4 Bear

Play	Analysis
<b>34 Split Cover 3</b>	Your defenders play a deep zone. Pressure comes from the right side of the line, so select the blitzing linebacker.
<b>Bear Cover 3</b>	Again the defenders drop back into a deep zone. This time select your defensive lineman on the right side; he provides the push to the QB.
<b>Bear Knife Blitz</b>	The left defensive lineman stunts to the outside while both outside linebackers blitz. This defense stuffs an outside run well, but the middle is more open.
<b>Panther Blitz</b>	Pick either the left outside linebacker or the right inside linebacker on this play. Both of them come on the blitz to pressure the QB.
<b>Panther Stunt</b>	The defensive line stunts to confuse the offensive line. Pick the right outside linebacker because he is the one blitzing to pressure the QB.
<b>Plug Cover 3</b>	The linebackers step up to fill all the holes on this play. A good defense when you think the offense is going to be running the ball—especially to the right.
<b>Star Shade</b>	This is a short zone defense, good in short yardage passing situations when the offense might run the ball instead.

#### 3-4 50

Play	Analysis
<b>34 Weak Blitz</b>	The defensive backs play man-to-man. Select either the left outside or left inside linebacker; both will blitz.
<b>Middle Fire</b>	This is a deep zone defense. Select the right outside linebacker; he steps up to rush the QB.
<b>Pow Cover 1</b>	This defense overloads the right side of the line while the defensive backs are in man-to-man coverage with a safety helping with a deep zone.
<b>Tornado Blitz</b>	This defense is very similar to Pow Cover 1, except the defenders blitz on the right. Select one of those players and bring the pressure to the QB.
<b>Twist Cover 3</b>	Be careful with this zone defense; it leaves the middle of the line susceptible to runs inside.
<b>Weak Cover 2</b>	This is a two deep zone. Both safeties drop back deep to aid the cornerbacks.

#### 3-4 Sink Weak

Play	Analysis
<b>34 Sink Blitz</b>	With the defensive backs playing a zone, select one of the left side linebackers; they bring the pressure on the blitz.
<b>Flame Cover 4</b>	This is three-deep zone, good for guarding against a deep pass play. Select the left defensive end to bring the pressure to the QB.
<b>Middle Blitz</b>	The defensive backs are locked in man-to-man coverage on this blitz, with help from a safety playing a deep zone. Select one of the middle linebackers and rush the QB.
<b>Sink Cover 2</b>	Select the right inside linebacker; he blitzes on this play while the other defensive backs play a two-deep zone.
<b>Sink Weak Fire</b>	This three-deep zone guards the flats to the left side of the field, so call this play to stuff sweeps or short passes to the left.
<b>Twist Cover 1</b>	The defensive line stunts confuse the offensive line while the defensive backs play man-to-man coverage with a safety playing a deep zone.

#### Sink Strong

Play	Analysis
<b>34 Weak Tex</b>	This two-deep zone covers both flats well. It's good for stopping sweeps and short passes to the outside. The middle of the defense is left a little open, though.
<b>Buck Dog Cover</b>	On this zone defense, select the left outside linebacker; he brings the pressure on the QB.
<b>Empty Cover 3</b>	The defensive line attempts to overload the outside of the line. This leaves the middle of the line susceptible to runs inside.
<b>Fire Cover 3</b>	This is a three-deep zone. Pressure comes to the QB via three-man rush and the right inside linebacker. This pass defense works well against deep plays.
<b>Strong Buck Dog</b>	Another three-deep zone, but the right outside linebacker blitzes.
<b>Strong Knife</b>	Both outside linebackers blitz while the rest of the defense plays man-to-man. Get to the QB early because the defensive backs don't have any deep help if they are beat.

#### Double Sink

Play	Analysis
<b>34 Weak Flame</b>	This two-deep zone features a strong push on the left side of the line. This is a good run stuffer as well as a good pass defense.
<b>34 Weak Plug</b>	The defensive backs cover the receivers man-to-man while the weak inside linebacker comes in on the blitz.
<b>Buck Cover 3</b>	The defenders drop back into a three-deep zone on this coverage. Select the weak outside linebacker to apply pressure on the QB. Work straight upfield, then make your cut in toward the QB.
<b>Corner Blitz</b>	Select the strong-side cornerback; you'll be blitzing. If the QB reads the blitz, he quickly dumps off the ball to the receiver you should have been covering. But the safeties are playing deep zone and the linebacker should provide help close to the line.
<b>Double Cover 2</b>	This defense provides double coverage against a normal two-receiver offense. The left defensive end and outside linebacker stunt to pressure the QB. Look out for runs between the center and the left guard; your line is thin here.
<b>Flame Fin Cover</b>	This pure zone defense dares the QB to throw the ball. When the ball is in the air, quickly switch to the nearest defender. There should always be a defender close to the intended receiver.
<b>Tornado Cover</b>	The free safety hangs back in a deep zone while the other backs play man-to-man coverage. Pressure comes from the strong-side linebackers; select one of these and go get the QB.



4-3

4-3 Over

Play	Analysis
<b>43 Over Cover 2</b>	A great multipurpose defense, the four defensive linemen rush while everyone plays zone. The linebackers hang tight to the line of scrimmage, providing good run support. Select a tackle and rush the QB.
<b>Over Blitz Peel</b>	All three linebackers blitz, so you have your pick. Quickly get to the QB. The defensive backs have no deep help; they're all in man-to-man coverage.
<b>Over Cover 1</b>	The defensive ends crisscross, the left end rushes the right side while the right end rushes left side. The defensive backs play man-to-man, but the safety plays deep to cover anyone who gets beat.
<b>Over Cover 5</b>	This is a pure zone defense with both safeties playing deep. Select the middle linebacker and read the offense. If it's a run, flow to the ball. If it's a pass, drop back to swat the ball.
<b>Over Drop Cover</b>	Select the weak-side linebacker on this blitz play. Use the stunt from the left end and get upfield to the quarterback.
<b>Wash Blitz</b>	You have your pick on this blitz play; the strong safety and the weak-side linebacker come in on the blitz.

4-3 Under

Play	Analysis
<b>Eagle Cover</b>	Eagle Cover is a zone defense that favors the right side of the field. This is good for stopping short passes there. But this defense works well against deep passes too, with three backs dropping into a deep zone.
<b>Flame Cover 3</b>	Nearly identical to Eagle Cover. The major difference is the linemen use a stunt to apply pressure to the QB. Watch out for runs up the middle.
<b>Loop Cover 3</b>	This defense is another three-deep zone. The defense attempts to overload the middle of the line to stop the run and get to the QB.
<b>Under Blitz</b>	This defense rushes seven men in an attempt to get to the QB. Select any of the linemen or linebackers to apply pressure.
<b>Will Dog Cover</b>	Select the middle linebacker; his responsibility is to read the offense on this two-deep zone defense. If it's a run, he flows to the ball, and on the pass, he covers the middle.

4-3 Hawk

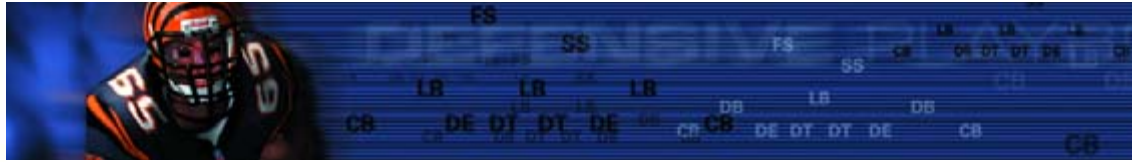
Play	Analysis
<b>43 Cover 3</b>	The defensive line cheats and rushes to the left while the backs play a three-deep zone. This works great against offenses that like to run to the left.
<b>Double Blitz</b>	Pick any linebacker; they all rush the quarterback.
<b>Cover Mid Blitz</b>	This defense blitzes the middle linebacker and overloads the right side of the line. Get to the QB and let the two-deep zone cover all the receivers.
<b>Hawk Cover 3</b>	Pick one of the linemen; all the other defenders play zone to safeguard against the pass.
<b>Sam Will Blitz</b>	Like the name of the play suggests, both the strong-side and weak-side linebackers blitz. To cover the pass, the backs play man-to-man.
<b>Slam Cover 1</b>	The line rushes left while the strong-side linebacker steps up to fill the line on the right. This is an excellent run defense that safeguards the pass with man-to-man coverage and a deep safety for help.
<b>Stack Cover 2</b>	Take the middle linebacker; he reads the offense and reacts to the run or the pass. This two-deep zone is set up to guard against the short pass; the linebackers play a shallow zone at each end of the line.
<b>Will Knife Blitz</b>	Will Knife Blitz means the weak-side linebacker brings the pressure. Select him as your player before the snap.

4-3

Play	Analysis
<b>43 Blitz Peel</b>	This is a great run defense; all three linebackers step up to fill a hole. If the QB passes, your man-to-man coverage denies him an open target.
<b>43 Cover Heavy</b>	This defense overloads the middle of the line while the backs play a deep zone defense.
<b>43 Shift Blitz</b>	Everyone rushes to the left, so don't call this defense if you think a run to the right is a possibility.
<b>Even Stunt</b>	The tackles stunt and rush from the outside. Select one of the ends; their responsibility is simpler because they just rush the QB straight ahead.
<b>Sam Cross Blitz</b>	The defensive line pulls a stunt while the strong-side linebacker comes in on the blitz. Select him before the snap and get to the QB quickly.
<b>Sam Dog Cover 1</b>	This man-to-man defense features safety help deep and a blitzing linebacker. Take the linebacker and get to the QB.
<b>Shift Cover 2</b>	This setup denies the offense a short passing game. Take one of the linemen and pressure the quarterback.
<b>Will Storm Blitz</b>	The weak-side linebacker blitzes on this man-to-man play. Get upfield in a hurry and flush the quarterback out of the pocket and into the hands of one of your other defenders.

4-3 Bear

Play	Analysis
<b>43 Bear Cover 1</b>	The strong-side linebacker blitzes. The backers have help with the presence of a deep safety.
<b>43 Bear Zone</b>	While the cornerbacks and the free safety play a deep zone, the linebackers and strong safety lock down the middle of the field. Select a lineman and pressure the QB to throw before he's ready.
<b>43 Saw Blitz</b>	This defense features a lot of stunting on the line and blitzing from the linebackers. With seven rushers, one should get through to the QB.
<b>43 Storm Blitz</b>	The blitz comes from the right side of the line. Select one of the blitzers and get upfield to rush the quarterback.
<b>Bear Blitz Peel</b>	Only three defenders are in pass coverage. The other eight players rush the QB and clog up the line. This stuffs any run and gets to the QB quickly enough to prevent a big pass play.
<b>Bear Cover 2</b>	On this zone play, the pressure comes from the strong-side linebacker. Select him before the snap and get upfield.
<b>Bear Cover Weak</b>	This two-deep zone is a good all-purpose defense on second-and-long when you expect the pass.
<b>Bear Strong</b>	This is a lot like the 43 Storm Blitz. The difference is the stunting on the line.



## Dime

### Dime KC

Play	Analysis
<b>10 KC Balanced</b>	This floods the left side of the offensive line. Watch out for runs to the right, or you may be caught off guard.
<b>10 KC Cover 3</b>	This three-deep zone has you covered against the pass. Take a lineman, rush upfield, and get after the quarterback.
<b>Dime Blitz</b>	The blitz comes from the right side. Select one of those defenders before the snap and rush the quarterback.
<b>Dime Corner In</b>	The cornerback blitzes. This is dangerous because if the QB reads it, he finds the man who was supposed to be covered by the cornerback and burns the defense for a big gain.
<b>Dime Cover Man</b>	This man-to-man defense features a pair of safeties playing a deep zone. The line performs a stunt to get free and to apply pressure.
<b>Dime Double Plug</b>	The safeties come up on the blitz. This play is a big gamble because you won't have any help deep if the cornerbacks get beat.
<b>Dime KC Zone</b>	A standard 2 deep, 4 short zone defense, one linebacker (not a part of the pass coverage) blitzes from the left side of the line.
<b>Dime Thunder</b>	Four backs are in man-to-man coverage while four linemen rush the quarterback.
<b>Even Cross Blitz</b>	Two defensive backs come in on the blitz; select one and go get the quarterback.

### Dime 40

Play	Analysis
<b>Dime Cyclone</b>	A blitz package from the Dime formation, select either the middle or outside linebacker and rush the passer. Your defensive backs are in man-to-man coverage.
<b>Dime Mike Pick</b>	The defensive linemen rush to the outside, and the middle linebacker steps up to fill the middle. Get to the QB while your man-to-man coverage smothers the receivers.
<b>Dime Roll Zone</b>	This clears out the middle of the field as the linemen rush to the outside. This is dangerous if the offense calls a quick run up the middle or a QB Sneak.
<b>Dime Smoke</b>	Another man-to-man defense with a deep safety for help. Select one of the linemen or the weak-side linebacker and rush the passer.
<b>Dime Storm</b>	To apply pressure to the QB on Dime Storm, select the right defensive end and quickly get upfield.
<b>Dime Tornado</b>	Six defenders rush the QB. Select the middle linebacker and get in there.
<b>Dime Twist</b>	This two-deep zone covers the pass really well. You have two deep safeties and two defenders shallow on each side of the field. Select the middle linebacker and read the play. On a run, flow to the ball. On a pass, hold your ground in the center.
<b>Dime Twist Man</b>	This man-to-man defense has both safeties providing help with a two-deep zone. Select one of the linemen and get to the quarterback.
<b>Smoke Blitz</b>	Six defenders rush the QB. Quickly get to the quarterback; the defenders are locked in man-to-man coverage with no deep help.

### Dime Strong

Play	Analysis
<b>D Strong Cover 3</b>	Three deep defenders and four short defenders all play a zone. Your only pass rush comes from the four linemen; select one and get to the QB.
<b>Dime Bracket</b>	Four backs play man-to-man while two backs cover a zone at either end of the line. Select the middle linebacker and be prepared for any crossing routes or runs up the middle.
<b>Dime Empty Zone</b>	A pass rush from both ends of the line. Get to the quarterback early before the receivers get into the seams of your zone coverage.
<b>Dime Roll</b>	Two deep defenders on the left side of the field. Call this play when the offense is set on the right hash mark—the right sideline is your "other defender" on the right side of the field.
<b>Double Blitz</b>	Three of the seven defensive backs blitz on this play. Select one and get upfield in a hurry.
<b>Toro Bracket</b>	This play has man-to-man coverage with two-deep zone help from the safeties. Select a lineman and rush the QB on your own.

### Dime Weak

Play	Analysis
<b>10 Cover Cheat</b>	A mixture between zone and man-to-man coverage; select the middle linebacker and rush the QB.
<b>10 Double Smoke</b>	Only four defenders drop back into man-to-man coverage on this play. Everyone else rushes the QB. This is a great way to come up with the sack, so select one of the rushers and go.
<b>10 Weak Zone</b>	This floods the strong side of the line in an attempt to overload the offensive linemen. It is susceptible to runs to the middle and left because of gaping holes the running back can exploit.
<b>D Cover Cheat</b>	This defense cheats to the left side of the line of scrimmage. Watch out for a sweep to the right.
<b>Dime Middle Blitz</b>	Choose the middle linebacker on this play and rush the quarterback.
<b>Dime Robber</b>	This defense features man-to-man coverage with a zone over and under the middle of the field. Pick one of the linemen and rush the QB; the backs cover all the receivers.
<b>Dime Sam Blitz</b>	This is a blitz from the strong-side linebacker. Pick him before the play starts and hurry upfield.
<b>Dime Weak Man</b>	This man-to-man defense has deep help with a safety in zone coverage. Select the middle linebacker; his job is to read and react. On a run, flow to the ball. On a pass, drop back into coverage.
<b>Slide Weak Zone</b>	Downfield is well covered by the zone defense pattern, and the line cheats and rushes to the right of the offense. Watch out for a run to the left, where you are weak.



Nickel

Nickel 40

Play	Analysis
<b>5 Mac Dog</b>	5 Man-to-man defense with the safety playing a deep zone. Select the linebacker coming on the blitz from the left side. This is good against a mobile quarterback because the ends rush outside to contain him in the pocket.
<b>5 Mike Dog</b>	Very similar to the previous play, the main difference is the line stunt on the left side of the line. Select the middle linebacker and get the quarterback.
<b>5 Stud Dog 1</b>	Offers the same pass coverage as the previous two plays. The linemen all rush to the left in an attempt to overload that side. If the offense runs right, a linebacker or cornerback must come up and make the tackle.
<b>5 Stud Dog 2</b>	This defense has a two-deep zone for extra protection against the deep pass. Use this when the opposing team has a very good, speedy receiver corps.
<b>Base 40 Cover</b>	Pure zone defense with the two safeties playing deep. Use this when you know it's a pass and your front four linemen are pressuring the QB on their own without a blitz.
<b>Napalm Blitz</b>	Everyone brings pressure to the quarterback. Quickly get to him because the cornerbacks have no deep help.
<b>Nickel Base Blitz</b>	A lot safer than the Napalm Blitz. Only the two outside defensive backs come in on the blitz and the free safety hangs back in a deep zone.
<b>Nickel Cover 3</b>	This strikes a good balance between pass rush and pass defense. Select the left outside defensive back; he comes in on the blitz. The other defensive backs play zone coverage.
<b>Nickel G Blitz</b>	Very similar to Napalm Blitz—a lot of guys pass rush (four linemen, two linebackers and one defensive back). Quickly get to the quarterback; the cornerbacks have no deep help.
<b>Nickel Mac Dog</b>	This play exposes the right side of the line because the end rushes to the inside. If the offense runs right, the linebacker or defensive back must come up and stop the ball carrier. Select the middle linebacker and pressure the quarterback.

Nickel Strong

Play	Analysis
<b>40 Slide Cover</b>	A three-deep zone that exposes the right side to the run as the defensive line overloads on the left. Select a lineman and bust through the offensive line and into the backfield.
<b>5 Slam Dog 2</b>	This features the same overloaded line play, but this time the outside linebacker comes up on the blitz. This covers the hole on the right in the event of a run.
<b>5 Slide Strong</b>	A reverse of 40 Slide Cover; instead of pushing to the left, the defensive line pushes to the right and your weakness on defense is a run to the left.
<b>Nickel Dagger</b>	Similar to 5 Slam Dog 2, but there is no deep help from the safety, and two defensive backs blitz. Select a blitzer and go after the quarterback.
<b>Nickel Dagger 2</b>	Identical to Nickel Dagger except for the line play. Instead of overloading the left, this defense features a balanced push up the field by your linemen.
<b>Nickel Stud</b>	Two players blitz: the right cornerback and the left defensive back. Select the left DB and watch out for the run left; the linemen push right and leave a hole on this side.

Nickel Weak

Play	Analysis
<b>5 Base Cover 2</b>	A standard two-deep zone defense that provides good pass protection short and deep. The linemen stunt to get to the QB. Use this defense when you get good pressure on the quarterback without blitzing.
<b>5 Rock Blitz</b>	Another zone defense, but the line overloads the right and a defensive back comes up to fill in the left side. Select this player and watch out for a run or a QB scramble.
<b>Nickel FS Cheat</b>	An over-under zone, the strong safety plays deep middle while the free safety plays short middle. The safety playing short is in good position to make interceptions against passing plays across the middle.
<b>Nickel Line Plug</b>	The free safety plays deep zone and the strong safety watches the middle. Again, the safety is in a good spot to make interceptions against plays over the middle.
<b>Nickel Man 2</b>	The defensive backs are in man-to-man coverage and the safeties play deep zones. Watch out for the run to the right as your defense makes a strong push left.
<b>Nickel Mike Dog</b>	Another over-under zone by the safeties. Again the free safety plays deep while the strong safety covers the short zone. The difference is in line play: two linemen try to penetrate the right outside portion of the line.

Nickel KC

Play	Analysis
<b>5 Wham Blitz</b>	On this two-deep zone, there are two blitzing defensive backs. Be careful about runs up the middle, the defense is weak there.
<b>Base KC Zone</b>	Weak against runs to the right, but otherwise this play is a solid pass defender.
<b>Nickel Rob Cover</b>	The defensive line performs a massive stunt. Pressure comes from the middle linebacker, and a free safety plays a deep zone. This defense smothers the receivers with man-to-man coverage.
<b>Nickel Cheat</b>	The defense plays man-to-man on the strong side of the line but zone on the weak. Select a lineman, push up the middle, and pressure the quarterback.
<b>Nickel Cover 2</b>	A mixture of man-to-man on the strong side and zone on the weak side. Watch out for runs up the middle as the linemen rush to the outside.
<b>Nickel Dog</b>	Pick the weak-side linebacker on this play, he comes in on the blitz and gets to the quarterback.
<b>Nickel KC Zone</b>	This play is pure zone defense that covers all areas of the field well. Call this defense when you get good pressure up front from your four down linemen.
<b>Nickel Slam Dog</b>	Select the middle linebacker and plug up the middle. The defensive backs are playing man-to-man, and the free safety provides help by playing a deep zone.
<b>Nickel Solid</b>	This defense is pure man-to-man. Select one of the blitzers to get pressure on the quarterback. Get to him quickly, because the defensive backs are playing man-to-man and there is no deep help from the safety.



## Goal Line

### Goal Line

Play	Analysis
<b>GL Short Cover</b>	This play provides zone defense with the safeties dropping back to cover a deep threat. Select the middle linebacker and stay put. When the QB hikes, read the direction of the play and flow to the ball.
<b>GL Short Cover 3</b>	Zone defense is from the goal line set. The cornerbacks and the outside linebackers play in close to the line. It is up to the safeties and the middle linebacker to cover any deep threat.
<b>Goal Line Crash</b>	The pressure is on with this defense. It works well against the run, but beware the pass to the strong-side wide receiver; that cornerback blitzes.
<b>Goal Line Smoke</b>	Even the safeties get in on the action with this blitz. Watch out for the pass; the cornerbacks are left all alone on this play.
<b>Goal Line Plug</b>	This is perfect for stuffing the run. With the linebackers stepping up to fill the holes, there is nowhere for the ball carrier to run.
<b>Smoke Man</b>	This puts the safeties in a short zone while the outside linebackers pass rush. Select the middle linebacker and read the offense. Flow to the ball on a run, and watch the center of the field on a pass.

### Goal Line Fin

Play	Analysis
<b>Desperation Blitz</b>	This brings all but three defenders in on the blitz. It's a good defense for a sack or to nail the ball carrier in the backfield. Just pray you get to the QB in time on a pass; pass coverage is pretty thin.
<b>Double Flame</b>	The outside linebackers blitz. Select one and get to the QB. You have good pass protection, so there isn't as much urgency in reaching the QB as in the previous defense.
<b>Fin Cover 3</b>	Pure zone defense, even if you select the middle linebacker, you are very vulnerable to the run. Call this only if you are <i>positive</i> the offense will pass.
<b>GL Double Smoke</b>	With everyone up on the line of scrimmage, this defense is good against the run and the pass. Call this play when you want to run the Goal Line defense.
<b>GL Mike Plug</b>	The linebackers come up to stuff the run. Select one of them and fill in any hole you find. The running back can't go anywhere if there are no gaps.
<b>GL Stunt Man</b>	Similar to the last play, the linemen and linebackers come in to pound the offensive line. The major difference is the line stunt to free up the defensive ends.
<b>Goal Line Punch</b>	This is an outside blitz with an overloaded middle, as the middle linebacker looks to fill the hole.

### Jumbo Fin

Play	Analysis
<b>GL Double Flame</b>	This play guards against a run to the strong side of the field. Call this when you think the offense will run this way. If you guess wrong, you give up a lot of yards. If you guess right, the offense is thrown for a big loss.
<b>GL Jumbo Stunt</b>	This defense overplays the middle, so call it when you expect an inside run. It does have at least one defender at each side of the line, so you are not totally defenseless against an outside run.
<b>GL Middle Plug</b>	This play puts up a wall at the line of scrimmage. Select the middle linebacker and come through the middle of the line to stop any runs between the two guards.
<b>GL Middle Zone</b>	Similar to GL Middle Plug, but the middle linebacker plays a short zone rather than attacking the line of scrimmage.
<b>GL Wide Blitz</b>	This covers you when you want to stop the run from going outside. If it's a pass play, your defenders are there to get the QB.
<b>Goal Line Napalm</b>	A big risk, with 8 defenders rushing the QB. This puts up a very strong wall to stop the run or pressure the QB. But it leaves the short passing game open.
<b>Jumbo Cover 3</b>	Another pure zone defense. Call this only when you are <i>positive</i> the offense will pass.



# The Teams

*NFL Fever 2002* lets you control all of the action. Take charge of your favorite team and take on the competition in Practice, Single Game, and Season (including Dynasty and Fantasy Challenge play) modes. But to be successful, you need to know everything about your team—the stats, the players, and the plays. So check out this section for all of the information you need. We've got statistical breakdowns of each team and highlights on their standout players. You'll also find strategies that make the most of your players. So before you pick up that controller, read up on your favorite team. And before you hit the field, check out your opponent as well. Learn who their standouts are and you'll know whom to stop.

## American Football Conference



### AFC EAST

- Bills
- Colts
- Dolphins
- Jets
- Patriots

### AFC CENTRAL

- Bengals
- Browns
- Jaguars
- Ravens
- Steelers
- Titans

### AFC WEST

- Broncos
- Chargers
- Chiefs
- Raiders
- Seahawks

## National Football Conference

### NFC EAST

- Cardinals
- Cowboys
- Eagles
- Giants
- Redskins

### NFC CENTRAL

- Bears
- Buccaneers
- Lions
- Packers
- Vikings

### NFC WEST

- 49ers
- Falcons
- Panthers
- Rams
- Saints



NFC



## Team Stats

Category	49ers	Opponent
<b>TOTAL FIRST DOWNS</b>	334	347
<b>FIRST DOWNS</b> (Rushing-Passing-By Penalty)	98 - 211 - 25	110 - 194 - 43
<b>THIRD DOWN CONVERSIONS</b>	84 / 202	80 / 204
<b>FOURTH DOWN CONVERSIONS</b>	11 / 20	12 / 18
<b>TOTAL OFFENSIVE YARDS</b>	6,201	5,979
<b>OFFENSE</b> (Plays-Average Yards)	999 - 6.0	993 - 6.0
<b>TOTAL RUSHING YARDS</b>	1,801	1,794
<b>RUSHING</b> (Plays-Average Yards)	416 - 4.3	435 - 4.1
<b>TOTAL PASSING YARDS</b>	4,400	4,185
<b>PASSING</b> (Comp-Att-Int-Avg)	366 - 583 - 10 - 12.0	320 - 558 - 13 - 13.1
<b>SACKS</b>	38	25
<b>FIELD GOALS</b>	15 / 22	26 / 31
<b>TOUCHDOWNS</b>	49	49
(Rushing-Passing>Returns-Defensive)	15 - 32 - 0 - 2	22 - 25 - 0 - 2
<b>TIME OF POSSESSION</b>	29:38:00	30:22:00

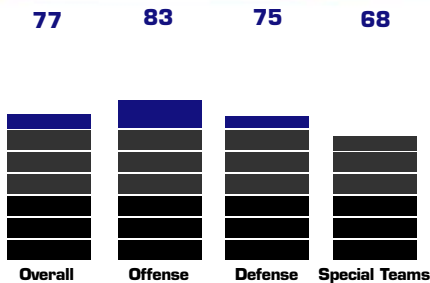
## Stadium Info

<b>Field:</b>	3COM® Park
<b>Built:</b>	1960
<b>Surface:</b>	Grass
<b>Capacity:</b>	69,734

## Coaching Info

<b>Coach:</b>	Steve Mariucci
<b>Offensive Style:</b>	West Coast
<b>Defensive Style:</b>	Conservative

## Team Ratings



## 2000 Passing Stats

Player	ATT	Comp	Yds	Comp %	Yds/ATT	TD	Int	Rating
Jeff Garcia	561	355	4,278	63.3	7.6	31	10	97.6
Rick Mirer	20	10	126	50	6.3	1	0	86.7
Jerry Rice	1	0	0	0	0	0	0	39.6

## 2000 Results

Date	Score	Opponent	Date	Score	Opponent
3-Sept.	28-36 L	at Atlanta	29-Oct.	24-34 L	St. Louis
10-Sept.	22-38 L	Carolina	5-Nov.	15-31 L	at New Orleans
17-Sept.	24-41 L	at St. Louis	12-Nov.	21-7 W	Kansas City
24-Sept.	41-24 W	at Dallas	19-Nov.	16-6 W	Atlanta
1-Oct.	27-20 W	Arizona	3-Dec.	45-17 W	at San Diego
8-Oct.	28-34 L	Oakland	10-Dec.	27-31 L	New Orleans
15-Oct.	28-31 L	at Green Bay	17-Dec.	17-0 W	Chicago
22-Oct.	16-34 L	at Carolina	23-Dec.	9-38 L	at Denver

## Offensive Standout

### Jeff Garcia

Steve who? After the retirement of a future hall-of-famer at the quarterback position, the 49ers were looking for the next great QB to take the helm of their franchise for years to come. In stepped Jeff Garcia, and the search was over. Last season, Jeff piled up more than 4,000 yards through the air, gobbled up more than 400 yards on the ground, and had one of the highest completion ratios ever: 63.3 percent of all passes found their man.

## Defensive Standouts

### Bryant Young and Dana Stubblefield

The big tackles are back together again to shore up the 49er defense. After departing San Francisco in free agency several years ago, Stubblefield has been reunited with Young. Earlier in their careers, both of these tackles had some of their best years when they played together. The 49ers hope to recapture that magic in 2001.

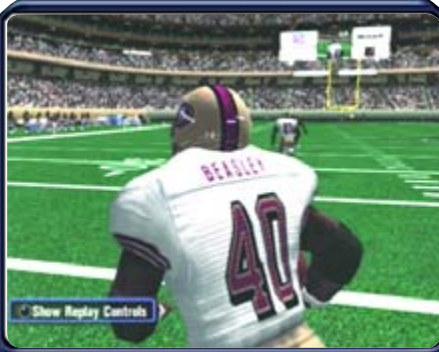
## Top 3 Rushing Leaders in 2000

Player	Carries	Yards	Average	Long	TD
Charlie Garner	258	1,142	4.4	42	7
Jeff Garcia	72	414	5.8	33	4
Fred Beasley	50	147	2.9	9	3

## Top 5 Receivers in 2000

Player	Receptions	Yards	Average	Long	TD
Terrell Owens	97	1,451	15	69t	13
Jerry Rice	75	805	10.7	68t	7
Charlie Garner	68	647	9.5	62	3
J.J. Stokes	30	524	17.5	53	3
Greg Clark	38	342	9.0	34	2

The t stands for touchdown; it means the longest reception was a touchdown as well.



Take the ball outside on the Pro Form, Pro Wing, Heavy Toss. Use Turbo to get to the corner as quickly as you can, and then turn downfield.



On the Pro Form, Pro Wing, HB Slice, you have an option; run the ball inside, or bounce it outside if the hole isn't there.



Garcia runs with the ball, too. If the receivers are covered downfield, roll Garcia out and pick up the first down on foot.



On Curl Post Wing, Streets (the tight end) turns around and sits underneath a deep linebacker zone. Get him the ball as he turns around, but don't let him sit out there too long, or he'll get creamed.



On the Deep Strike play, Owens runs a medium fly route, then cuts across the field. Wait for him to cross the center of the field, then deliver the ball.



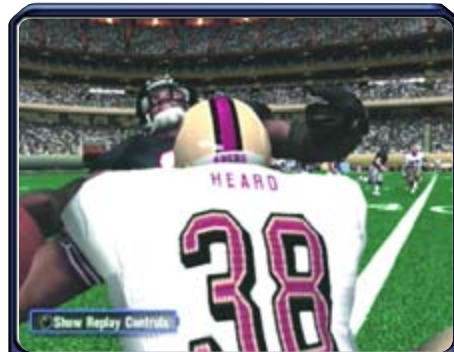
J.J. Stokes is your other big play receiver. Pass evenly between Stokes and Owens to find a balance. The defense can't double-team both of them.



When you see a hole open in the line, fill the gap with a linebacker or one of your linemen. The running back will come through soon, so step into the hole and meet the running back in the backfield.



Young and Stubblefield provide an excellent push up the middle. When it's second- or third-and-long, select one of these powerful tackles. Use a swim move to cut through the lineman and into the backfield.



On passing plays, let the receiver catch—then nail him with a powerful hit. If you hit him before he catches, you get called for defensive pass interference.





## Team Stats

Category	Bears	Opponent
<b>TOTAL FIRST DOWNS</b>	239	297
<b>FIRST DOWNS</b> (Rushing-Passing-By Penalty)	89 - 143 - 7	106 - 172 - 19
<b>THIRD DOWN CONVERSIONS</b>	67 / 222	82 / 223
<b>FOURTH DOWN CONVERSIONS</b>	11 / 25	12 / 17
<b>TOTAL OFFENSIVE YARDS</b>	4,741	5,464
<b>OFFENSE</b> (Plays-Average Yards)	959 - 4.0	999 - 5.0
<b>TOTAL RUSHING YARDS</b>	1,736	1,827
<b>RUSHING</b> (Plays-Average Yards)	417 - 4.2	469 - 3.9
<b>TOTAL PASSING YARDS</b>	3,005	3,637
<b>PASSING</b> (Comp-Att-Int-Avg)	304 - 542 - 16 - 9.9	332 - 530 - 11 - 11.0
<b>SACKS</b>	36	34
<b>FIELD GOALS</b>	21 / 27	18 / 26
<b>TOUCHDOWNS</b>	22	43
(Rushing-Passing>Returns-Defensive)	6 - 12 - 0 - 4	15 - 25 - 0 - 3
<b>TIME OF POSSESSION</b>	28:30:00	31:30:00

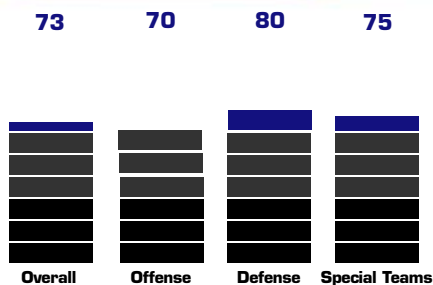
## Stadium Info

<b>Field:</b>	Soldier Field
<b>Built:</b>	1924
<b>Surface:</b>	Grass
<b>Capacity:</b>	66,944

## Coaching Info

<b>Coach:</b>	Dick Jauron
<b>Offensive Style:</b>	Smash Mouth
<b>Defensive Style:</b>	Aggressive

## Team Ratings



## 2000 Passing Stats

Player	ATT	Comp	Yds	Comp %	Yds/ATT	TD	Int	Rating
Cade McNown	280	154	1,646	55	5.9	8	9	68.5
Shane Matthews	178	102	964	57.3	5.4	3	6	64
Jim Miller	82	47	382	57.3	4.7	1	1	68.2

## 2000 Results

Date	Score	Opponent	Date	Score	Opponent
3-Sept.	27-30 L	at Minnesota	5-Nov.	27-24 W	Indianapolis
10-Sept.	0-41 L	at Tampa Bay	12-Nov.	3-20 L	at Buffalo
17-Sept.	7-14 L	New York	19-Nov.	13-10 W	Tampa Bay
24-Sept.	14-21 L	Detroit	26-Nov.	10-17 L	at New York
1-Oct.	27-24 W	at Green Bay	3-Dec.	6-28 L	Green Bay
8-Oct.	10-31 L	New Orleans	10-Dec.	24-17 W	New England
15-Oct.	16-28 L	Minnesota	17-Dec.	0-17 L	at San Francisco
22-Oct.	9-13 L	at Philadelphia	24-Dec.	23-20 W	at Detroit

## Offensive Standout Marcus Robinson

Marcus Robinson almost didn't make the team a couple of years ago. Good thing the Bears figured out what they had. This big-play receiver came up with only 758 yards in 2000, but he missed the last few games of the season with injury. He's back and healthy for 2001 and leads the Bears' passing attack.

## Defensive Standout Brian Urlacher

The Chicago Bears have a tradition of great linebackers, and Brian Urlacher looks like he's ready to add to that tradition. As a rookie, he led the defense with 124 tackles in 2000 and also came up with eight sacks. Look for big things on defense in 2001 with the Bears and Urlacher.

## Top 3 Rushing Leaders in 2000

Player	Carries	Yards	Average	Long	TD
James Allen	290	1,120	3.9	29	2
Cade McNown	50	326	6.5	30	3
Curtis Enis	36	84	2.3	11t	1

## Top 3 Receivers in 2000

Player	Receptions	Yards	Average	Long	TD
Marcus Robinson	55	738	13.4	68t	5
Eddie Kennison	55	549	10	26	2
Marty Booker	47	490	10.4	41	2

The t stands for touchdown; it means the longest reception was a touchdown as well.



On Crash Strong, get Allen outside the offensive tackles and around the corner as quickly as possible.



Substitute rookie Anthony Thomas. His nickname is the "A-Train" because he runs defenders over just like a freight train. Use this powerful back on inside runs like the HB Dive Lead.



Spring Allen and Thomas outside with the HB Swing Pass. It's like an outside running play where you get a head start. Usually the running back is covered by a linebacker; get a full head of steam and run right over him.



On Gun Spread, wait for Robinson to make his cut to the outside. He's a tall receiver and can go up and get any ball thrown his way.



On Icy Flag Post, wait for the tight end Baxter to make his cut to the sideline—then deliver the ball.



Look for Dez White on Strong Sluggo. Wait for him to make his cut in and then turn on the fly pattern. This is a huge gainer for your offense.



The centerpiece of the defense is middle linebacker Brian Urlacher. Select him before the play and read the offense. If it's a run, flow to the ball to make the tackle. If it's a pass, drop back into coverage in a soft middle zone.



Safety Mike Brown is a big hitter. When he makes a stick, the receiver feels it, and the ball has a tendency to pop out. As soon as the pass goes up in the air, switch to Brown, close on the ball, and be ready to make the big hit.



Walt Harris is a good cornerback. When the ball is going at his receiver, select him on defense and step between the quarterback and the receiver. He has the hands to come up with the interception.



## Team Stats

Category	Bengals	Opponent
<b>TOTAL FIRST DOWNS</b>	254	307
<b>FIRST DOWNS</b> (Rushing-Passing-By Penalty)	119 - 109 - 26	101 - 182 - 24
<b>THIRD DOWN CONVERSIONS</b>	77 / 227	102 / 239
<b>FOURTH DOWN CONVERSIONS</b>	10 / 25	4 / 13
<b>TOTAL OFFENSIVE YARDS</b>	4,533	5,655
<b>OFFENSE</b> (Plays-Average Yards)	949 - 4.0	1,042 - 5.0
<b>TOTAL RUSHING YARDS</b>	2,314	1,925
<b>RUSHING</b> (Plays-Average Yards)	495 - 4.7	504 - 3.8
<b>TOTAL PASSING YARDS</b>	2,219	3,730
<b>PASSING</b> (Comp-Att-Int-Avg)	207 - 454 - 14 - 10.7	318 - 538 - 9 - 11.7
<b>SACKS</b>	26	52
<b>FIELD GOALS</b>	12 / 21	26 / 36
<b>TOUCHDOWNS</b>	21	40
(Rushing-Passing>Returns-Defensive)	13 - 6 - 1 - 1	12 - 26 - 0 - 2
<b>TIME OF POSSESSION</b>	27:13:00	32:47:00

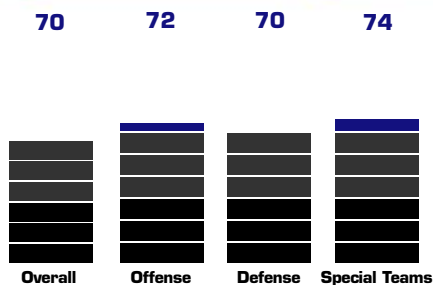
## Stadium Info

<b>Field:</b>	Paul Brown Stadium™
<b>Built:</b>	2000
<b>Surface:</b>	Grass
<b>Capacity:</b>	65,393

## Coaching Info

<b>Coach:</b>	Dick LeBeau
<b>Offensive Style:</b>	Smash Mouth
<b>Defensive Style:</b>	Aggressive

## Team Ratings



## 2000 Passing Stats

Player	ATT	Comp	Yds	Comp %	Yds/ATT	TD	Int	Rating
Akili Smith	267	118	1,253	44.2	4.7	3	6	52.8
Scott Mitchell	187	89	966	47.6	5.2	3	8	50.8

## 2000 Results

Date	Score	Opponent	Date	Score	Opponent
10-Sept.	7-24 L	Cleveland	5-Nov.	7-27 L	Baltimore
17-Sept.	0-13 L	at Jacksonville	12-Nov.	6-23 L	at Dallas
24-Sept.	0-37 L	at Baltimore	19-Nov.	13-16 L	at New England
1-Oct.	16-31 L	Miami	26-Nov.	28-48 L	Pittsburgh
8-Oct.	14-23 L	Tennessee	3-Dec.	24-13 W	Arizona
15-Oct.	0-15 L	at Pittsburgh	10-Dec.	3-35 L	at Tennessee
22-Oct.	31-21 W	Denver	17-Dec.	17-14 W	Jacksonville
29-Oct.	12-3 W	at Cleveland	24-Dec.	7-16 L	at Philadelphia

## Offensive Standout Corey Dillon

Running back Corey Dillon had an awesome 2000 season. He racked up over 1,400 yards on the ground with a 4.6 yards-per-carry average. Dillon also set the NFL record for rushing yards in a game against the Denver Broncos. He racked up 278 yards with two touchdowns.

## Defensive Standout Takeo Spikes

Outside linebacker Takeo Spikes led the team with 128 tackles, 109 of them solo. He also added two sacks and three fumble recoveries to his season totals. Select this player on defense to make the big tackle.

## Top 3 Rushing Leaders in 2000

Player	Carries	Yards	Average	Long	TD
Corey Dillon	315	1,435	4.6	80t	7
Brandon Bennett	90	324	3.6	37t	3
Akili Smith	41	232	5.7	21	0

## Top 3 Receivers in 2000

Player	Receptions	Yards	Average	Long	TD
Peter Warrick	51	592	11.6	46	4
Tony McGee	26	309	11.9	39	1
Craig Yeast	24	301	12.5	27	0

The t stands for touchdown; it means the longest reception was a touchdown as well.



On the HB Weak Toss, get Dillon around the corner as quickly as possible. Use a burst of speed and turn downfield.



With the I Reverse, you count on misdirection to confuse the defense. Once you've completed the reverse and the receiver has the ball, watch for the hole. It might be sooner (into the line) or later (outside of the line).



HB Dive Lead is a power run straight up the gut of the defense. Have Dillon follow his blocker and get through the hole between the center and the left guard as quickly as he can.



When the defense starts keying in on Dillon, start handing the ball off to Neal, your fullback. He'll pick up some good yardage for you on the FB Dive.



On Double In Out, look for the tight end to cross the center of the field before getting McGee the ball.



On Gun Spread, look for Darnay Scott to make his cut to the outside. Then loft the ball into the air and let him go up for—and come down with—the ball.



You must blitz to get an effective pass rush with the Bengals' defense. Blitz the linebackers and get to the quarterback.



Cory Hall is a big help to the cornerbacks. He comes up and helps inside to pick off the pass. Once the ball is in the air, switch to the nearest defender. When you use Hall you can make the pick.



Mix up your blitz packages, select either Simmons or Foley, and rush the passer. When your corners keep the receivers covered, you get enough time to close in and make the sack.



### Team Stats

Category	Bills	Opponent
<b>TOTAL FIRST DOWNS</b>	309	252
<b>FIRST DOWNS</b> (Rushing-Passing-By Penalty)	111 - 174 - 24	76 - 153 - 23
<b>THIRD DOWN CONVERSIONS</b>	92 / 247	81 / 219
<b>FOURTH DOWN CONVERSIONS</b>	9 / 12	7 / 11
<b>TOTAL OFFENSIVE YARDS</b>	5,858	4,734
<b>OFFENSE</b> (Plays-Average Yards)	1,021 - 5.0	924 - 5.0
<b>TOTAL RUSHING YARDS</b>	1,922	1,559
<b>RUSHING</b> (Plays-Average Yards)	475 - 4.0	444 - 3.5
<b>TOTAL PASSING YARDS</b>	3,936	3,175
<b>PASSING</b> (Comp-Att-Int-Avg)	312 - 546 - 10 - 12.6	283 - 480 - 16 - 11.2
<b>SACKS</b>	42	59
<b>FIELD GOALS</b>	26 / 35	29 / 33
<b>TOUCHDOWNS</b>	34	37
(Rushing-Passing>Returns-Defensive)	11 - 20 - 0 - 3	13 - 18 - 3 - 3
<b>TIME OF POSSESSION</b>	31:25:00	28:35:00

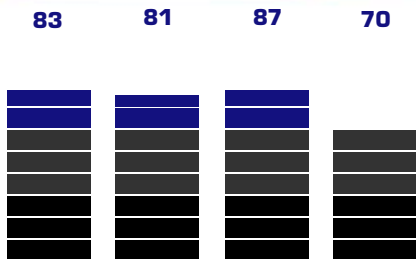
### Stadium Info

<b>Field:</b>	Ralph Wilson Stadium™
<b>Built:</b>	1973
<b>Surface:</b>	Turf
<b>Capacity:</b>	75,339

### Coaching Info

<b>Coach:</b>	Greg Williams
<b>Offensive Style:</b>	West Coast
<b>Defensive Style:</b>	Aggressive

### Team Ratings



### 2000 Passing Stats

Player	ATT	Comp	Yds	Comp %	Yds/ATT	TD	Int	Rating
Rob Johnson	306	175	2,125	57.2	6.9	12	7	82.2
Doug Flutie	231	132	1,700	57.1	7.4	8	3	86.5
Alex Van Pelt	8	4	67	50	8.4	0	0	78.6
Chris Mohr	1	1	44	100	44	0	0	118.8

### 2000 Results

Date	Score	Opponent	Date	Score	Opponent
3-Sept.	16-13 W	Tennessee	5-Nov.	16-13 W	at New England
10-Sept.	27-18 W	Green Bay	12-Nov.	20-3 W	Chicago
17-Sept.	14-27 L	at New York	19-Nov.	21-17 W	at Kansas City
1-Oct.	16-18 L	Indianapolis	26-Nov.	17-31 L	at Tampa Bay
8-Oct.	13-22 L	at Miami	3-Dec.	6-33 L	Miami
15-Oct.	27-24 W	San Diego	11-Dec.	20-44 L	at Indianapolis
22-Oct.	27-31 L	at Minnesota	17-Dec.	10-13 L	New England
29-Oct.	23-20 W	New York	23-Dec.	42-23 W	at Seattle

### Offensive Standout Eric Moulds

Buffalo Bills wide receiver Eric Moulds leads the offensive attack in 2001. In 2000, Moulds pulled down 94 receptions for 1,326 yards and five touchdowns. The free agent signed a big contract in the off-season and will be the centerpiece of the Bills offense for a long time to come.

### Defensive Standout Keion Carpenter

Free safety Keion Carpenter anchors the defense. He's got a nose for the ball; he came up with five interceptions in 2000. When the ball is in the air, control Carpenter and flow to the ball. Get in the right position and time your jump just so; you'll come down with the ball.

### Top 3 Rushing Leaders in 2000

Player	Carries	Yards	Average	Long	TD
Shawn Bryson	161	591	3.7	24	0
Antowain Smith	101	354	3.5	59	4
Sammy Morris	93	341	3.7	32t	5

### Top 3 Receivers in 2000

Player	Receptions	Yards	Average	Long	TD
Eric Moulds	94	1,326	14.1	52	5
Peerless Price	52	762	14.7	42	3
Jeremy McDaniel	43	697	16.2	74t	2

The t stands for touchdown; it means the longest reception was a touchdown as well.



On HB Iso Power, the hole is to the inside of the line, so don't bounce it outside. If you do, you get hammered in the backfield.



But on the Heavy Toss, get the ball outside of your blockers and turn it up the sideline.



Rob Johnson has the QB duties all to himself this year because of Doug Flutie's departure to the San Diego Chargers in free agency. Spread the ball around on short and medium passes to make the offense click.



Occasionally you need to stretch the field. Look for Eric Moulds on Gun Spread, and wait for him to turn to the sideline.



Look for Henry on the Empty Y Corner. Give him a chance to get downfield for the deep pass. Just make sure you don't get sacked.



Don't forget about the tight end. Get Riemersma on the TE Flag.



Call blitz packages to get a pass rush with the Bills. Once you have a lineman selected (like Hansen here), use a Spin Move to get into the backfield and at the quarterback.



Just be careful when you blitz. The longer you hang back, the longer the offense has to pick apart your coverage and find the open receiver.



Time your hit just right, and you can dislodge the ball as soon as it arrives.



## Team Stats

Category	Broncos	Opponent
<b>TOTAL FIRST DOWNS</b>	383	294
<b>FIRST DOWNS</b> (Rushing-Passing-By Penalty)	124 - 223 - 36	80 - 189 - 25
<b>THIRD DOWN CONVERSIONS</b>	97 / 218	66 / 191
<b>FOURTH DOWN CONVERSIONS</b>	12 / 17	6 / 18
<b>TOTAL OFFENSIVE YARDS</b>	6,788	5,795
<b>OFFENSE</b> (Plays-Average Yards)	1,085 - 6.0	918 - 6.0
<b>TOTAL RUSHING YARDS</b>	2,324	1,598
<b>RUSHING</b> (Plays-Average Yards)	516 - 4.5	344 - 4.6
<b>TOTAL PASSING YARDS</b>	4,464	4,197
<b>PASSING</b> (Comp-Att-Int-Avg)	354 - 569 - 12 - 12.6	310 - 574 - 27 - 13.5
<b>SACKS</b>	44	30
<b>FIELD GOALS</b>	26 / 34	19 / 23
<b>TOUCHDOWNS</b>	57	44
(Rushing-Passing>Returns-Defensive)	21 - 28 - 1 - 7	13 - 26 - 2 - 3
<b>TIME OF POSSESSION</b>	33:15:00	26:45:00

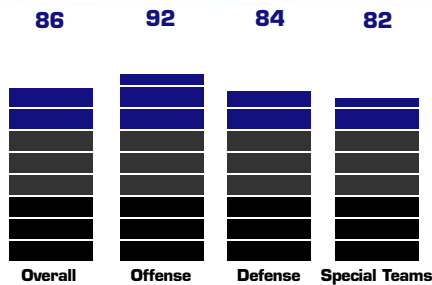
## Stadium Info

<b>Field:</b>	INVESCO Field at Mile High®
<b>Built:</b>	2001
<b>Surface:</b>	Grass
<b>Capacity:</b>	76,125

## Coaching Info

<b>Coach:</b>	Mike Shanahan
<b>Offensive Style:</b>	West Coast
<b>Defensive Style:</b>	Aggressive

## Team Ratings



## 2000 Passing Stats

Player	ATT	Comp	Yds	Comp %	Yds/ATT	TD	Int	Rating
Brian Griese	336	216	2,688	64.3	8	19	4	102.9
Gus Frerotte	232	138	1,776	59.5	7.7	9	8	82.1
Jarrius Jackson	1	0	0	0	0	0	0	39.6

## 2000 Results

Date	Score	Opponent	Date	Score	Opponent
4-Sept.	36-41 L	at St. Louis	5-Nov.	30-23 W	at New York Jets
10-Sept.	42-14 W	Atlanta	13-Nov.	27-24 W	Oakland
17-Sept.	33-24 W	at Oakland	19-Nov.	38-37 W	San Diego
24-Sept.	22-23 L	Kansas City	26-Nov.	38-31 W	at Seattle
1-Oct.	19-28 L	New England	3-Dec.	38-23 W	at New Orleans
8-Oct.	21-7 W	at San Diego	10-Dec.	31-24 W	Seattle
15-Oct.	44-10 W	Cleveland	17-Dec.	7-20 L	at Kansas City
22-Oct.	21-31 L	at Cincinnati	23-Dec.	38-9 W	San Francisco

## Offensive Standout Brian Griese

Although Brian started only ten games in 2000, he still had an impressive year. He set a franchise record for completion percentage (.643): an impressive feat, considering the future hall-of-famer who preceded him at QB for so many years in Denver. Griese capped his impressive season by being named to the AFC Pro Bowl team.

## Defensive Standout Trevor Pryce

Defensive tackle Trevor Pryce led the team with 12 sacks in 2000. The four-year veteran is looking for even more in 2001. Select this pass-rusher on second- and third-and-long to get to the quarterback.

## Top 3 Rushing Leaders in 2000

Player	Carries	Yards	Average	Long	TD
Mike Anderson	297	1,500	5.1	80t	15
Terrell Davis	78	282	3.6	24	2
KaRon Coleman	54	183	3.4	24t	1

## Top 5 Receivers in 2000

Player	Receptions	Yards	Average	Long	TD
Rod Smith	100	1,602	16	49	8
Ed McCaffrey	101	1,317	13	61	9
Dwayne Carswell	49	495	10.1	43t	3
Desmond Clark	27	339	12.6	44	3
Byron Chamberlain	22	283	12.9	38	1

*The t stands for touchdown; it means the longest reception was a touchdown as well.*



Fullback Patrick Hape takes the ball on Heavy Toss. Get him to the corner and turn him downfield. He's a big runner, so lower your shoulder and run over the outside linebacker.



On HB Motion Toss, don't cut too far outside. The hole is just to the left of your left tackle. Cut it downfield and use a Turbo to shoot through the hole. Terrell Davis picks up lots of yards on this play.



On Ace Punch, get through the hole on the right side of the line, then follow the block of your tight end. Make the linebacker miss and you go far on this play.



On Flood Over Out, wait for McCaffrey to make his cut. As soon as he turns to the middle of the field, throw the ball.



Brian Griese is doing great in Denver. Last year he threw for nearly 2,700 yards. The 2001 season looks to be even better. Use your QB's arm to deliver the ball downfield.



McGriff is wide open down the middle of the field on the Deep Slant. Get him the ball quickly before the defense realizes he's wide open.



Denver has a good core of linebackers. Select Mobley, rush into the backfield, and get the runner before he cuts downfield.



Chester McGlockton provides your big push up the middle. When it's likely a pass play or a run inside, take control of McGlockton.



When the ball is in the air, switch to the nearest player. O'Neal provides excellent coverage downfield.





AFC



## Team Stats

Category	Browns	Opponent
<b>TOTAL FIRST DOWNS</b>	176	343
<b>FIRST DOWNS</b> (Rushing-Passing-By Penalty)	53 - 110 - 13	147 - 169 - 27
<b>THIRD DOWN CONVERSIONS</b>	58 / 210	98 / 227
<b>FOURTH DOWN CONVERSIONS</b>	6 / 19	11 / 17
<b>TOTAL OFFENSIVE YARDS</b>	3,813	5,913
<b>OFFENSE</b> (Plays-Average Yards)	819 - 4.0	1,080 - 5.0
<b>TOTAL RUSHING YARDS</b>	1085	2505
<b>RUSHING</b> (Plays-Average Yards)	336 - 3.2	594 - 4.2
<b>TOTAL PASSING YARDS</b>	2,728	3,408
<b>PASSING</b> (Comp-Att-Int-Avg)	278 - 483 - 19 - 9.8	262 - 486 - 12 - 13.0
<b>SACKS</b>	42	40
<b>FIELD GOALS</b>	14 / 17	31 / 34
<b>TOUCHDOWNS</b>	17	46
(Rushing-Passing>Returns-Defensive)	7 - 9 - 0 - 1	26 - 18 - 0 - 2
<b>TIME OF POSSESSION</b>	25:59:00	34:01:00

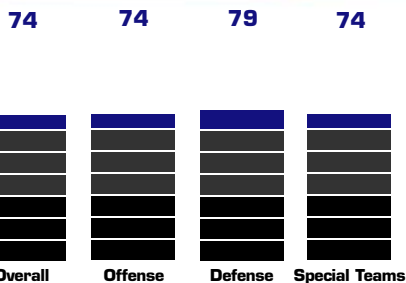
## Stadium Info

<b>Field:</b>	Cleveland Browns Stadium™
<b>Built:</b>	1999
<b>Surface:</b>	Grass
<b>Capacity:</b>	73,200

## Coaching Info

<b>Coach:</b>	Butch Davis
<b>Offensive Style:</b>	Balanced
<b>Defensive Style:</b>	Aggressive

## Team Ratings



## 2000 Passing Stats

Player	ATT	Comp	Yds	Comp %	Yds/ATT	TD	Int	Rating
Tim Couch	215	137	1,483	63.7	6.9	7	9	77.3
Doug Pederson	210	117	1,047	55.7	5	2	8	56.6
Sperguson Wynn	54	22	167	40.7	3.1	0	1	41.2

## 2000 Results

Date	Score	Opponent	Date	Score	Opponent
3-Sept.	7-27 L	Jacksonville	29-Oct.	3-12 L	Cincinnati
10-Sept.	24-7 W	at Cincinnati	5-Nov.	3-24 L	New York Giants
17-Sept.	23-20 W	Pittsburgh	12-Nov.	19-11 W	New England
24-Sept.	10-36 L	at Oakland	19-Nov.	10-24 L	at Tennessee
1-Oct.	0-12 L	Baltimore	26-Nov.	7-44 L	at Baltimore
8-Oct.	21-29 L	at Arizona	3-Dec.	0-48 L	at Jacksonville
15-Oct.	10-44 L	at Denver	10-Dec.	24-35 L	Philadelphia
22-Oct.	0-22 L	at Pittsburgh	17-Dec.	0-24 L	Tennessee

## Offensive Standout Tim Couch

Quarterback Tim Couch split the starting time with Doug Pederson due to injury, but comes into 2001 as the starter. The second-year player looks to establish himself as one of the top quarterbacks in the league this season.

## Defensive Standout Wali Rainer

Linebacker Wali Rainer led the defense with 118 tackles, 1 sack, 1 fumble recovery, and 1 interception. Select Rainer and hang back for a moment at the snap to read the offense, then flow to the ball on a running play or drop back into coverage on a pass play.

## Top 3 Rushing Leaders in 2000

Player	Carries	Yards	Average	Long	TD
Travis Prentice	173	512	3	17	7
Errict Rhett	71	258	3.6	42	0
Jamel White	47	145	3.1	14	0

## Top 5 Receivers in 2000

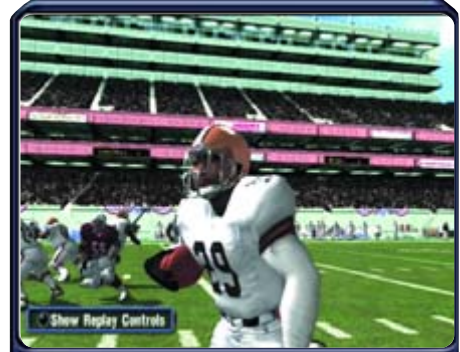
Player	Receptions	Yards	Average	Long	TD
Kevin Johnson	57	669	11.7	79	0
David Patten	38	546	14.4	65	1
Dennis Northcutt	39	422	10.8	37	0
Aaron Shea	30	302	10.1	37	2
Travis Prentice	37	191	5.2	13	1



Jackson takes the handoff on Big Pro Belly and follows his fullback through the hole in the right side of the line. Once through the hole, make the cut to the inside or the outside depending upon where the tacklers are.



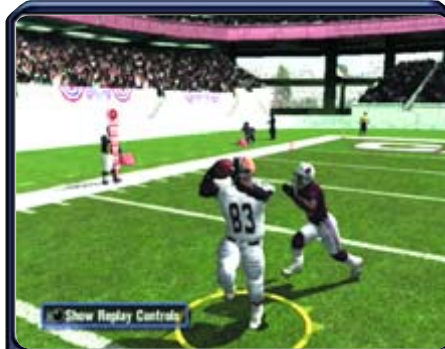
From the Shotgun formation, call Motion Draw to throw a running play at the defense. Look out though; if the receiver is taken out by the defensive end, you might need to hurdle over him.



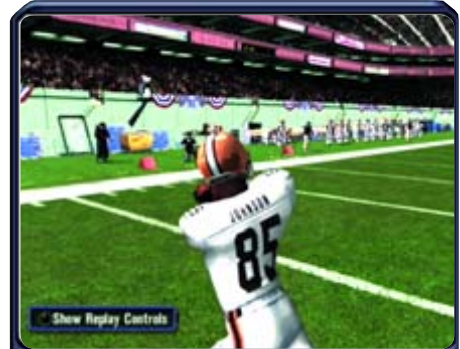
On HB Wing Toss, quickly get Jackson outside.



Second-year quarterback Tim Couch returns to lead the team in 2001. Keep a running back in the backfield to pick up blitzing defenders; although Couch runs a little, escaping the blitz is not his best skill.



On Double Over Out, get the ball to Dudley running the outside slant pattern to the left sideline. This works well when the defender is playing deep, like shown here.



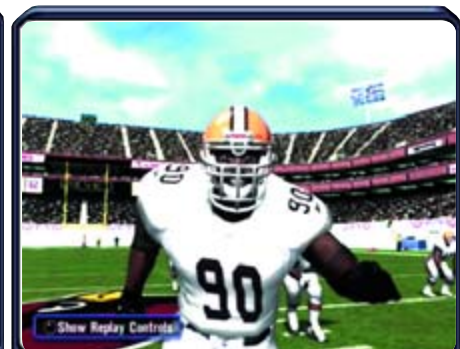
On Blue Down In, make your pass as Johnson cuts to the sideline. This is a great play to run the receiver out of bounds after the reception to stop the clock.



With Rainer, stay put to read the offense when the ball is snapped. If it's a running play, flow to the ball and make the tackle. If it's a passing play, drop back into a middle zone and go for the ball if it's across the middle.



While Rainer is stuffing the middle, let Brown cover the outside runs. When the run play bounces to the outside, switch to Brown and get to the ball carrier in the backfield.



McKenzie is your pass rusher. On passing downs, select the left end and get through the offensive line with a Turbo boost or a swim move.



NFC



## Team Stats

Category	Buccaneers	Opponent
<b>TOTAL FIRST DOWNS</b>	275	283
<b>FIRST DOWNS</b> (Rushing-Passing-By Penalty)	111 - 144 - 20	84 - 180 - 19
<b>THIRD DOWN CONVERSIONS</b>	66 / 198	74 / 225
<b>FOURTH DOWN CONVERSIONS</b>	5 / 12	12 / 20
<b>TOTAL OFFENSIVE YARDS</b>	4,890	5,132
<b>OFFENSE</b> (Plays-Average Yards)	923 - 5.0	992 - 5.0
<b>TOTAL RUSHING YARDS</b>	2,066	1,648
<b>RUSHING</b> (Plays-Average Yards)	490 - 4.2	398 - 4.1
<b>TOTAL PASSING YARDS</b>	2,824	3,484
<b>PASSING</b> (Comp-Att-Int-Avg)	237 - 433 - 13 - 11.9	339 - 594 - 25 - 10.3
<b>SACKS</b>	55	38
<b>FIELD GOALS</b>	28 / 34	22 / 32
<b>TOUCHDOWNS</b>	42	29
(Rushing-Passing>Returns-Defensive)	18 - 18 - 1 - 5	12 - 15 - 1 - 1
<b>TIME OF POSSESSION</b>	29:38:00	30:22:00

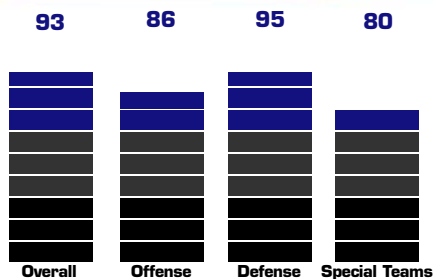
## Stadium Info

<b>Field:</b>	Raymond James Stadium™
<b>Built:</b>	1998
<b>Surface:</b>	Grass
<b>Capacity:</b>	65,699

## Coaching Info

<b>Coach:</b>	Tony Dungy
<b>Offensive Style:</b>	Smash Mouth
<b>Defensive Style:</b>	Aggressive

## Team Ratings



## 2000 Passing Stats

Player	ATT	Comp	Yds	Comp %	Yds/ATT	TD	Int	Rating
Shaun King	428	233	2,769	54.4	6.5	18	13	75.8
Mark Royals	1	1	36	100	36	0	0	118.8
Eric Zeier	3	3	19	100	6.3	0	0	93.1
Mike Alstott	1	0	0	0	0	0	0	39.6

## 2000 Results

Date	Score	Opponent	Date	Score	Opponent
3-Sept.	21-16 W	at New England	5-Nov.	27-14 W	at Atlanta
10-Sept.	41-0 W	Chicago	12-Nov.	20-15 W	Green Bay
17-Sept.	31-10 W	at Detroit	19-Nov.	10-13 L	at Chicago
24-Sept.	17-21 L	New York Jets	26-Nov.	31-17 W	Buffalo
1-Oct.	17-20 L	at Washington	3-Dec.	27-7 W	Dallas
9-Oct.	23-30 L	at Minnesota	10-Dec.	16-13 W	at Miami
19-Oct.	14-28 L	Detroit	18-Dec.	38-35 W	St. Louis
29-Oct.	41-13 W	Minnesota	24-Dec.	14-17 L	at Green Bay

## Offensive Standout Warrick Dunn

Warrick Dunn is the speedy side of the dual-edged running attack of the Tampa Bay Buccaneers. While fullback Mike Alstott is pounding the ball inside, Dunn takes the ball outside and down the field. In 2000, Dunn came up with 1,133 yards and a 4.6-yard average.

## Defensive Standout Warren Sapp

Warren Sapp leads the defense up the middle. This Pro Bowl defensive tackle often draws a double team and still makes the tackle on the running back. Offenses run away from Sapp.

## Top 3 Rushing Leaders in 2000

Player	Carries	Yards	Average	Long	TD
Warrick Dunn	248	1,133	4.6	70t	8
Mike Alstott	131	465	3.5	20t	5
Shaun King	73	353	4.8	19	5

## Top 5 Receivers in 2000

Player	Receptions	Yards	Average	Long	TD
Keyshawn Johnson	71	874	12.3	38	8
Jacquez Green	51	773	15.2	75	1
Warrick Dunn	44	422	9.6	45	1
Dave Moore	29	288	9.9	28	3
Reidel Anthony	15	232	15.5	46t	4

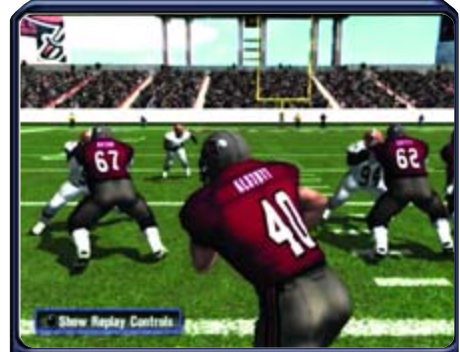
*The t stands for touchdown; it means the longest reception was a touchdown as well.*



On Big Counter, cut the ball downfield before you go too far outside. Running left to right for too long will get you hit in the backfield.



On HB Spread Dive, Dunn has a choice: follow the block through the center of the line, or cut it outside. Read the defense and make the right choice.



Alstott takes the ball and crashes into the left side of the line on FB Short Power. Get to the hole quickly with a Turbo boost.



The Buccaneers have a new quarterback in 2001. Brad Johnson opens up the passing game in Tampa Bay.



Keyshawn Johnson is the leading receiver for Tampa Bay. On Blue Cross, get him the ball early. On crossing routes, the receivers are hung out to dry if you wait too long on the pass.



When Johnson is well covered, look for Jacquez Green on Twin Slant Out.



Cornerback Ronde Barber delivers the big hit. Here he causes a fumble.



Although Warren Sapp provides the big push up the middle, select another player on the line. Sapp draws the double team, and it's hard to shed the extra blocker. Let the AI take the double team while you select another lineman to get at the quarterback.



The Buccaneers added free agent Simeon Rice to help improve their pass rush. In passing situations, select Rice and get through the line with a swim move.



NFC



## Team Stats

Category	Cardinals	Opponent
<b>TOTAL FIRST DOWNS</b>	253	345
<b>FIRST DOWNS</b> (Rushing-Passing-By Penalty)	71 - 156 - 26	149 - 175 - 21
<b>THIRD DOWN CONVERSIONS</b>	75 / 199	105 / 222
<b>FOURTH DOWN CONVERSIONS</b>	8 / 27	10 / 15
<b>TOTAL OFFENSIVE YARDS</b>	4,756	5,872
<b>OFFENSE</b> (Plays-Average Yards)	897 - 5.0	1037 - 5.0
<b>TOTAL RUSHING YARDS</b>	1,278	2,609
<b>RUSHING</b> (Plays-Average Yards)	343 - 3.7	578 - 4.5
<b>TOTAL PASSING YARDS</b>	3,478	3,263
<b>PASSING</b> (Comp-Att-Int-Avg)	316 - 554 - 24 - 11.0	296 - 459 - 10 - 11.0
<b>SACKS</b>	25	35
<b>FIELD GOALS</b>	16 / 23	27 / 34
<b>TOUCHDOWNS</b>	24	52
(Rushing-Passing>Returns-Defensive)	6 - 16 - 1 - 1	29 - 19 - 2 - 2
<b>TIME OF POSSESSION</b>	26:32:00	33:28:00

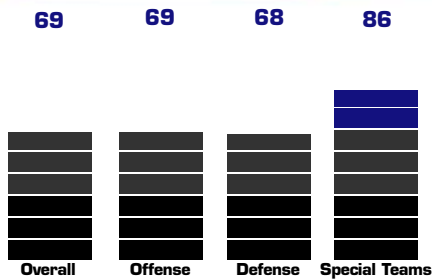
## Stadium Info

<b>Field:</b>	Sun Devil® Stadium
<b>Built:</b>	1958
<b>Surface:</b>	Grass
<b>Capacity:</b>	72,994

## Coaching Info

<b>Coach:</b>	Dave McGinnis
<b>Offensive Style:</b>	Smash Mouth
<b>Defensive Style:</b>	Conservative

## Team Ratings



## 2000 Passing Stats

Player	ATT	Comp	Yds	Comp %	Yds/ATT	TD	Int	Rating
Jake Plummer	475	270	2,946	56.8	6.2	13	21	66
Dave Brown	69	40	467	58	6.8	2	3	70.1
Chris Greisen	10	6	65	60	6.5	1	0	112.5

## 2000 Results

Date	Score	Opponent	Date	Score	Opponent
3-Sept.	16-21 L	at New York Giants	5-Nov.	16-15 W	Washington
10-Sept.	32-31 W	Dallas	12-Nov.	14-31 L	at Minnesota
24-Sept.	3-29 L	Green Bay	19-Nov.	9-34 L	at Philadelphia
1-Oct.	20-27 L	at San Francisco	26-Nov.	7-31 L	New York Giants
8-Oct.	29-21 W	Cleveland	3-Dec.	13-24 L	at Cincinnati
15-Oct.	14-33 L	Philadelphia	10-Dec.	10-44 L	at Jacksonville
22-Oct.	7-48 L	at Dallas	17-Dec.	7-13 L	Baltimore
29-Oct.	10-21 L	New Orleans	24-Dec.	3-20 L	at Washington

## Offensive Standout David Boston

Arizona Cardinals wide receiver David Boston leads the offense. A popular target for quarterback Jake Plummer, Boston caught 71 passes for 1,156 yards and 7 touchdowns in 2000. Get him involved in your offense when you play as the Arizona Cardinals.

## Defensive Standout Ronald McKinnon

Ronald McKinnon anchored the defense in 2000. He led the team with 155 tackles, 4 sacks, and 1 fumble recovery. When you have the chance, select this standout linebacker and step up to stuff the run or rush the quarterback.

## Top 3 Rushing Leaders in 2000

Player	Carries	Yards	Average	Long	TD
Michael Pittman	184	719	3.9	29	4
Thomas Jones	112	373	3.3	29	2
Jake Plummer	37	183	4.9	24	0

## Top 5 Receivers in 2000

Player	Receptions	Yards	Average	Long	TD
David Boston	71	1,156	16.3	70t	7
Frank Sanders	54	749	13.9	53t	6
Michael Pittman	73	579	7.9	36t	2
MarTay Jenkins	17	219	12.9	34	0
Mac Cody	17	212	12.5	24	0

The t stands for touchdown; it means the longest reception was a touchdown as well.



Fullback Joel Makovicka runs the ball to the outside on FB Short Power.



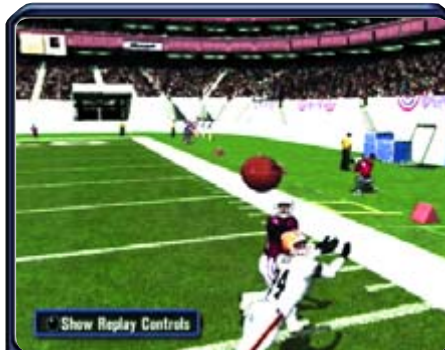
Take the handoff on HB Plunge and get running back Michael Pittman through the hole between the right guard and the right tackle. Keep cutting it outside until you reach the linebackers.



Pittman runs to the outside again on Crash Strong. Don't use your Turbo boost until you see the hole develop.



On Flood Over Out, either hit Moore coming across the middle of the field, or Boston running the same route deeper. Look for the open man and get him the ball.



On Double Hook Out, the primary receiver is Rob Moore. But make sure you read the defense. If the cornerback plays shallow (between you and the receiver, as shown here), don't throw the pass; you'll be intercepted.



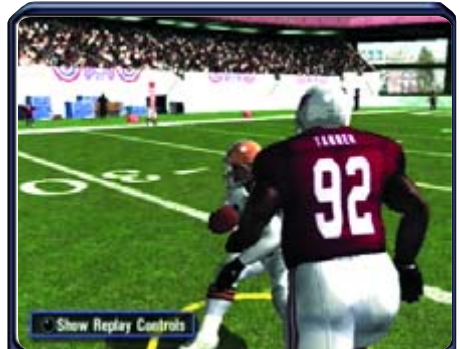
QB Jake Plummer leads the team to victory if the defense keeps it close. In his career, he led the team to several come-from-behind victories. He has a strong arm that zips the ball to the open receiver.



Hang back across the middle with Ronald McKinnon. When the pass is in the air, close to the ball and make the interception.



Use Thompson when you are blitzing. He comes off of the corner and gets into the backfield.



Tanner plugs up the middle. When you suspect it's an inside run, pick Tanner and jam as many linemen as you can to clog up the running lanes.



AFC



## Team Stats

Category	Chargers	Opponent
<b>TOTAL FIRST DOWNS</b>	251	312
<b>FIRST DOWNS</b> (Rushing-Passing-By Penalty)	63 - 156 - 32	76 - 195 - 41
<b>THIRD DOWN CONVERSIONS</b>	72 / 219	91 / 242
<b>FOURTH DOWN CONVERSIONS</b>	3 / 14	5 / 9
<b>TOTAL OFFENSIVE YARDS</b>	4,602	5,208
<b>OFFENSE</b> (Plays-Average Yards)	929 - 4.0	1,022 - 5.0
<b>TOTAL RUSHING YARDS</b>	1,062	1,422
<b>RUSHING</b> (Plays-Average Yards)	351 - 3.0	470 - 3.0
<b>TOTAL PASSING YARDS</b>	3,540	3,786
<b>PASSING</b> (Comp-Att-Int-Avg)	311 - 578 - 30 - 11.4	326 - 552 - 16 - 11.6
<b>SACKS</b>	39	53
<b>FIELD GOALS</b>	18 / 25	30 / 34
<b>TOUCHDOWNS</b>	31	49
(Rushing-Passing>Returns-Defensive)	7 - 19 - 1 - 4	10 - 33 - 2 - 4
<b>TIME OF POSSESSION</b>	28:08:00	31:52:00

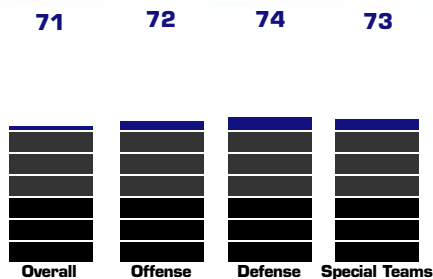
## Stadium Info

<b>Field:</b>	QUALCOMM Stadium™
<b>Built:</b>	1967
<b>Surface:</b>	Grass
<b>Capacity:</b>	71,000

## Coaching Info

<b>Coach:</b>	Mike Riley
<b>Offensive Style:</b>	Smash Mouth
<b>Defensive Style:</b>	Balanced

## Team Ratings



## 2000 Passing Stats

Player	ATT	Comp	Yds	Comp %	Yds/ATT	TD	Int	Rating
Ryan Leaf	322	161	1,883	50	5.8	11	18	56.2
Jim Harbaugh	202	123	1,416	60.9	7	8	10	74.6

## 2000 Results

Date	Score	Opponent	Date	Score	Opponent
10-Sept.	27-28 L	New Orleans	12-Nov.	7-17 L	Miami
17-Sept.	10-42 L	at Kansas City	19-Nov.	37-38 L	at Denver
24-Sept.	12-20 L	Seattle	26-Nov.	17-16 W	Kansas City
1-Oct.	31-57 L	at St. Louis	3-Dec.	17-45 L	San Francisco
8-Oct.	7-21 L	Denver	10-Dec.	3-24 L	at Baltimore
15-Oct.	24-27 L	at Buffalo	17-Dec.	22-30 L	at Carolina
29-Oct.	13-15 L	Oakland	24-Dec.	21-34 L	Pittsburgh
5-Nov.	15-17 L	at Seattle			

## Offensive Standout Doug Flutie

The San Diego Chargers signed free agent quarterback Doug Flutie to guide the offense in 2001. Flutie had split time in 2000 with Rob Johnson in New England, racking up 1,700 yards and 8 touchdowns. Flutie is a natural leader who, at age thirty-nine, is still at the top of his game.

## Defensive Standout Rodney Harrison

Defensive back Rodney Harrison led the defense with 126 tackles, 6 sacks, and 6 interceptions in 2000. He even ran back one interception 63 yards for a touchdown. Call defenses where Harrison (a safety) hangs in the middle of the field playing a zone. Control Harrison on passing plays, and once the ball is in the air, close on the receiver and make the interception or the big hit.

## Top 3 Rushing Leaders in 2000

Player	Carries	Yards	Average	Long	TD
Terrell Fletcher	116	384	3.3	21	3
Jermaine Fazande	119	368	3.1	26	2
Robert Chancey	42	141	3.4	14	2

## Top 5 Receivers in 2000

Player	Receptions	Yards	Average	Long	TD
Jeff Graham	55	907	16.5	83t	4
Freddie Jones	71	766	10.8	44	5
Curtis Conway	53	712	13.4	68t	5
Terrell Fletcher	48	355	7.4	26	1
Reggie Jones	22	253	11.5	34	0

*The t stands for touchdown; it means the longest reception was a touchdown as well.*



McCrary takes the handoff on Dive Offcenter. This play is great to pick up one or two yards when you really need them.



LaDainian Tomlinson takes over the running game in his rookie season, 2001. Get him outside with the Wing Counter play. He's got tons of blockers on this play, so pick up yards in bunches.



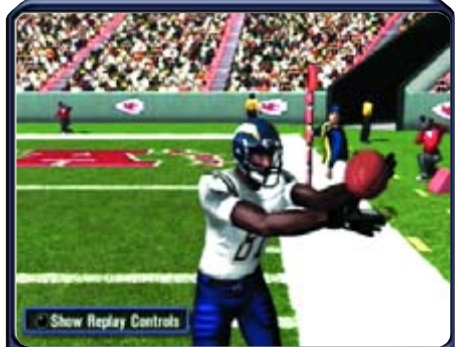
Wing Toss has the same number of blockers as Wing Counter. The difference is that the blockers are hitting the linebackers farther downfield. Get outside and follow them for big gains.



The Chargers signed free agent quarterback Doug Flutie to lead their offense in 2001. Be patient and don't force the ball into double coverage—that only leads to sacks and losses.



Look for wide receiver Curtis Conway on Deep Out Weak. Wait for him to cut to the sideline before delivering the pass.



Look for Jeff Graham on I All Out. This is a great play to get the ball to the receiver, who then steps out of bounds to stop the clock. Just don't wait too long, or the receiver has trouble getting two feet in bounds after the catch.



Rodney Harrison has a nose for the ball. Get him between the QB and the receiver, and he comes down with the interception.



Junior Seau is always in position to make the tackle. Control someone else on the defense, and let the AI get this All-Pro linebacker into the right spot.



Holocek is another good linebacker on the Chargers defense. Control him on blitz plays and get him into the backfield as soon as you can. There's nothing like a sack to inspire the defense and the crowd.





AFC



## Team Stats

Category	Chiefs	Opponent
<b>TOTAL FIRST DOWNS</b>	321	330
<b>FIRST DOWNS</b> (Rushing-Passing-By Penalty)	84 - 207 - 30	103 - 201 - 26
<b>THIRD DOWN CONVERSIONS</b>	75 / 204	84 / 207
<b>FOURTH DOWN CONVERSIONS</b>	4 / 13	8 / 11
<b>TOTAL OFFENSIVE YARDS</b>	5,873	5,559
<b>OFFENSE</b> (Plays-Average Yards)	965 - 6.0	990 - 5.0
<b>TOTAL RUSHING YARDS</b>	1,465	1,822
<b>RUSHING</b> (Plays-Average Yards)	383 - 3.8	441 - 4.1
<b>TOTAL PASSING YARDS</b>	4,408	3,737
<b>PASSING</b> (Comp-Att-Int-Avg)	342 - 583 - 10 - 12.0	320 - 558 - 13 - 13.1
<b>SACKS</b>	51	34
<b>FIELD GOALS</b>	17 / 24	21 / 30
<b>TOUCHDOWNS</b>	43	42
(Rushing-Passing>Returns-Defensive)	12 - 29 - 0 - 2	13 - 25 - 0 - 4
<b>TIME OF POSSESSION</b>	27:36:00	32:24:00

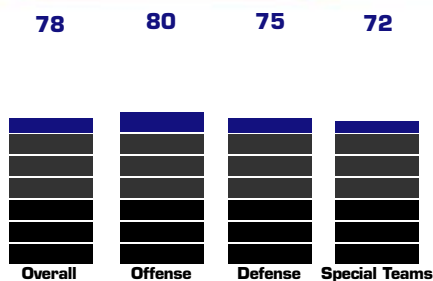
## Stadium Info

<b>Field:</b>	Arrowhead Stadium™
<b>Built:</b>	1972
<b>Surface:</b>	Grass
<b>Capacity:</b>	79,451

## Coaching Info

<b>Coach:</b>	Dick Vermeil
<b>Offensive Style:</b>	Pass to Run
<b>Defensive Style:</b>	Balanced

## Team Ratings



## 2000 Passing Stats

Player	ATT	Comp	Yds	Comp %	Yds/ATT	TD	Int	Rating
Elvis Grbac	547	326	4,169	59.6	7.6	28	14	89.9
Warren Moon	34	15	208	44.1	6.1	1	1	61.9

## 2000 Results

Date	Score	Opponent	Date	Score	Opponent
3-Sept.	14-27 L	Indianapolis	5-Nov.	31-49 L	at Oakland
10-Sept.	14-17 L	at Tennessee	12-Nov.	7-21 L	at San Francisco
17-Sept.	42-10 W	San Diego	19-Nov.	17-21 L	Buffalo
24-Sept.	23-22 W	at Denver	26-Nov.	16-17 L	at San Diego
2-Oct.	24-17 W	Seattle	4-Dec.	24-30 L	at New England
15-Oct.	17-20 L	Oakland	10-Dec.	15-14 W	Carolina
22-Oct.	54-34 W	St. Louis	17-Dec.	20-7 W	Denver
29-Oct.	24-19 W	at Seattle	24-Dec.	13-29 L	at Atlanta

## Offensive Standout Tony Gonzalez

Tight end Tony Gonzalez not only led the Chiefs in receptions in 2000, but he was the league's number-one pass-catching tight end, too. He piled up 1,203 yards on 93 catches with 9 touchdowns and a 12.9 yards per reception average. Feature Gonzalez in your offense.

## Defensive Standout Eric Hicks

Do you need a pass rush? Then look no further than left end Eric Hicks. In 2000 he got to the quarterback 14 times, ranking third in the AFC. Get through the right tackle and into the backfield on passing situations.

## Top 3 Rushing Leaders in 2000

Player	Carries	Yards	Average	Long	TD
Tony Richardson	147	697	4.7	33	3
Kimble Anders	76	331	4.4	69	2
Frank Moreau	67	179	2.7	22	4

## Top 5 Receivers in 2000

Player	Receptions	Yards	Average	Long	TD
Derrick Alexander	78	1,391	17.8	81t	10
Tony Gonzalez	93	1,203	12.9	39	9
Sylvester Morris	48	678	14.1	47	3
Tony Richardson	58	468	8.1	24	3
Kevin Lockett	33	422	12.8	34t	2

*The t stands for touchdown; it means the longest reception was a touchdown as well.*



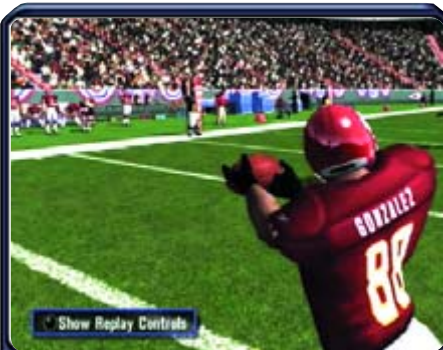
Priest Holmes cuts to the outside on I Power. Use your Turbo boost early to get around the corner and across the line of scrimmage.



Fullback Tony Richardson led the running attack in 2000. With the addition of Priest Holmes, the Chiefs have the potential for a powerful running attack. Get Richardson the ball on FB Short Power.



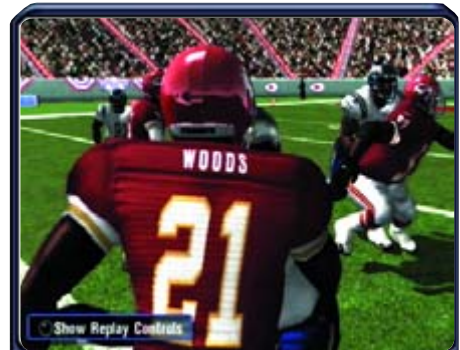
Holmes has pretty good hands and is an effective tool in your passing attack. Try him out on Settle and Go.



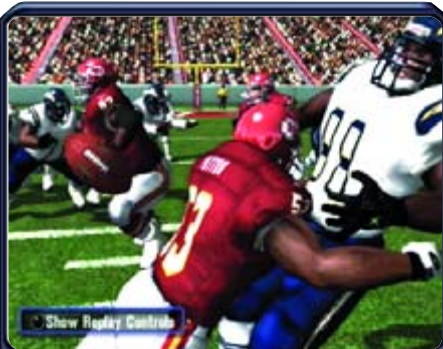
Get the ball to league-leading tight end Tony Gonzalez on Pro Strong Flood. Wait for him to make his cut to the sideline before delivering the ball.



Wide receiver Dexter Alexander stretches out the defense on Gun Spread. Let him make the second cut before passing the ball.



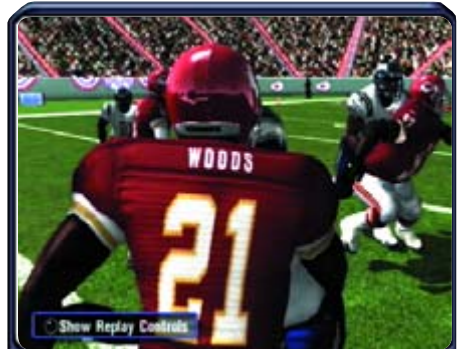
Quickly get the ball to Marvin Minnis on Strong Double. If you wait too long, Minnis runs back too close to the line of scrimmage to make the play worthwhile.



The offense will have to look out when they pass it over the middle. Here line-backer Marcus Patton levels the receiver, causing him to cough up the football.



Besides getting after the quarterback, a blitzing end messes up the timing of a running back. Take Eric Hicks and rush from the outside, then close to the ball.



The Chiefs are filled with big hitters. Here Jerome Woods levels the ball carrier and causes a fumble.



AFC



## Team Stats

Category	Colts	Opponent
<b>TOTAL FIRST DOWNS</b>	357	310
<b>FIRST DOWNS</b> (Rushing-Passing-By Penalty)	111 - 213 - 33	109 - 177 - 24
<b>THIRD DOWN CONVERSIONS</b>	94 / 201	84 / 217
<b>FOURTH DOWN CONVERSIONS</b>	9 / 10	10 / 14
<b>TOTAL OFFENSIVE YARDS</b>	6,272	5,609
<b>OFFENSE</b> (Plays-Average Yards)	1,006 - 6.0	976 - 5.0
<b>TOTAL RUSHING YARDS</b>	1,859	1,935
<b>RUSHING</b> (Plays-Average Yards)	435 - 4.3	446 - 4.3
<b>TOTAL PASSING YARDS</b>	4,413	3,674
<b>PASSING</b> (Comp-Att-Int-Avg)	357 - 571 - 15 - 12.4	317 - 530 - 14 - 11.6
<b>SACKS</b>	42	20
<b>FIELD GOALS</b>	25 / 27	21 / 28
<b>TOUCHDOWNS</b>	50	37
(Rushing-Passing>Returns-Defensive)	14 - 33 - 0 - 3	13 - 22 - 1 - 1
<b>TIME OF POSSESSION</b>	29:33:00	30:27:00

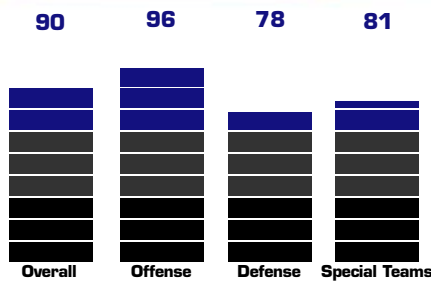
## Stadium Info

<b>Field:</b>	RCA Dome
<b>Built:</b>	1984
<b>Surface:</b>	Turf
<b>Capacity:</b>	56,127

## Coaching Info

<b>Coach:</b>	Jim Mora
<b>Offensive Style:</b>	Balanced
<b>Defensive Style:</b>	Balanced

## Team Ratings



## 2000 Passing Stats

Player	ATT	Comp	Yds	Comp %	Yds/ATT	TD	Int	Rating
<b>Peyton Manning</b>	571	357	4,413	62.5	7.7	33	15	94.7

## 2000 Results

Date	Score	Opponent	Date	Score	Opponent
3-Sept.	27-14 W	at Kansas City	5-Nov.	24-27 L	at Chicago
10-Sept.	31-38 L	Oakland	12-Nov.	23-15 W	New York
25-Sept.	43-14 W	Jacksonville	19-Nov.	24-26 L	at Green Bay
1-Oct.	18-16 W	at Buffalo	26-Nov.	14-17 L	Miami
8-Oct.	16-24 L	at New England	3-Dec.	17-27 L	at New York Jets
15-Oct.	37-24 W	at Seattle	11-Dec.	44-20 W	Buffalo
22-Oct.	30-23 W	New England	17-Dec.	20-13 W	at Miami
29-Oct.	30-18 W	Detroit	24-Dec.	31-10 W	Minnesota

## Offensive Standout Peyton Manning

Peyton Manning was one of the few quarterbacks who took every snap for a team in 2000. With all those snaps, Manning piled up some impressive stats—4,413 yards passing and 33 touchdowns. Stay in the pocket with Manning and pick apart the defense with pinpoint accuracy.

## Defensive Standout Mike Peterson

Weak-side linebacker Mike Peterson led the team with 159 tackles in 2000. He also came up with two interceptions. Make sure you select Peterson on defense and flow to the ball to make the big hit and the tackle.

## Top 3 Rushing Leaders in 2000

Player	Carries	Yards	Average	Long	TD
<b>Edgerrin James</b>	387	1,709	4.4	30	13
<b>Peyton Manning</b>	37	116	3.1	14	1
<b>Lennox Gordon</b>	4	13	3.2	6	0

## Top 5 Receivers in 2000

Player	Receptions	Yards	Average	Long	TD
<b>Marvin Harrison</b>	102	1,413	13.9	78t	14
<b>Jerome Pathon</b>	50	646	12.9	38	3
<b>Edgerrin James</b>	63	594	9.4	60	5
<b>Terrence Wilkins</b>	43	569	13.2	43t	3
<b>Ken Dilger</b>	47	538	11.4	32	3

*The t stands for touchdown; it means the longest reception was a touchdown as well.*



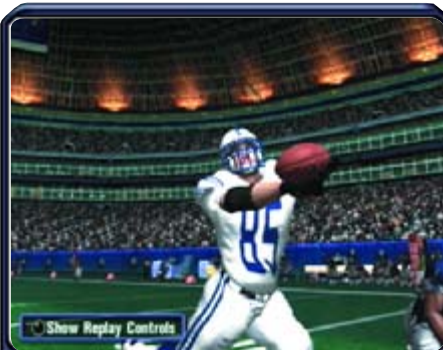
On Ace Trips Bounce, James can either follow the blockers and run through the hole inside, or bounce it outside. Look at the defense and go where the opening is.



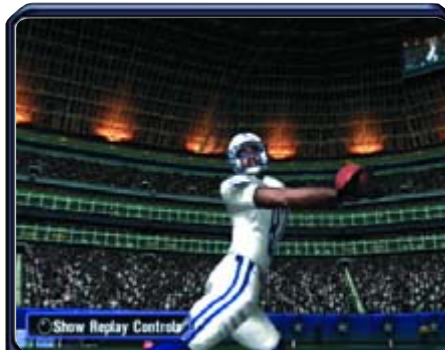
On Red Toss Weak, cut the ball inside the block set by your wide receiver. Don't go outside that block, or the other defenders catch up to you as you run farther outside.



Get the ball to Finn on the FB Off-Tackle. Finn doesn't have James's speed, so keep the run inside.



On Motion TE Under, wait for Dilger to cross the center of the field. Then get him the ball and turn him downfield.



Use Deep Slot Seam to bust open a zone defense. Get the ball to Wayne once he's made his cut to the middle of the field.



Throw the ball to Marvin Harrison on Double Slants. Wait for him to make the cut to the center of the field, then deliver the ball to him for a good chunk of yardage.



Call a lot of blitz packages to get to the quarterback. Rush as either outside linebacker Washington or middle linebacker Morris.



Irees Bashir helps out, stepping up to stuff the run or swat down the pass.



Cornerback Thomas Smith provides coverage on the right side of the field. After the ball is in the air, switch to Smith, and bring down the receiver.



NFC



## Team Stats

Category	Cowboys	Opponent
<b>TOTAL FIRST DOWNS</b>	276	309
<b>FIRST DOWNS</b> (Rushing-Passing-By Penalty)	116 - 128 - 32	137 - 145 - 27
<b>THIRD DOWN CONVERSIONS</b>	70 / 195	84 / 208
<b>FOURTH DOWN CONVERSIONS</b>	10 / 18	8 / 18
<b>TOTAL OFFENSIVE YARDS</b>	4,724	5,518
<b>OFFENSE</b> (Plays-Average Yards)	908 - 5.0	996 - 5.0
<b>TOTAL RUSHING YARDS</b>	1,953	2,636
<b>RUSHING</b> (Plays-Average Yards)	463 - 4.2	538 - 4.9
<b>TOTAL PASSING YARDS</b>	2,771	2,882
<b>PASSING</b> (Comp-Att-Int-Avg)	255 - 445 - 21 - 10.9	277 - 458 - 16 - 10.4
<b>SACKS</b>	25	35
<b>FIELD GOALS</b>	25 / 33	26 / 31
<b>TOUCHDOWNS</b>	31	41
(Rushing-Passing>Returns-Defensive)	15 - 14 - 2 - 0	17 - 20 - 0 - 4
<b>TIME OF POSSESSION</b>	28:40:00	31:20:00

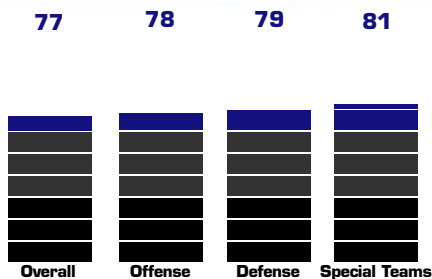
## Stadium Info

<b>Field:</b>	Texas Stadium™
<b>Built:</b>	1971
<b>Surface:</b>	Turf
<b>Capacity:</b>	65,675

## Coaching Info

<b>Coach:</b>	Dave Campo
<b>Offensive Style:</b>	Pass to Run
<b>Defensive Style:</b>	Conservative

## Team Ratings



## 2000 Passing Stats

Player	ATT	Comp	Yds	Comp %	Yds/ATT	TD	Int	Rating
Troy Aikman	262	156	1,632	59.5	6.2	7	14	64.3
Randall Cunningham	125	74	849	59.2	6.8	6	4	82.4
Anthony Wright	53	22	237	41.5	4.5	0	3	31.7

## 2000 Results

Date	Score	Opponent	Date	Score	Opponent
3-Sept.	14-41 L	Philadelphia	5-Nov.	13-16 L	at Philadelphia
10-Sept.	31-32 L	at Arizona	12-Nov.	23-6 W	Cincinnati
18-Sept.	27-21 W	at Washington	19-Nov.	0-27 L	at Baltimore
24-Sept.	24-41 L	San Francisco	23-Nov.	15-27 L	Minnesota
1-Oct.	16-13 W	at Carolina	3-Dec.	7-27 L	at Tampa Bay
15-Oct.	14-19 L	at New York Giants	10-Dec.	32-13 W	Washington
22-Oct.	48-7 W	Arizona	17-Dec.	13-17 L	New York Giants
29-Oct.	17-23 L	Jacksonville	25-Dec.	0-31 L	at Tennessee

## Offensive Standout Emmitt Smith

Emmitt Smith returns for another season with his quest to set the all-time rushing yardage record. For years Smith has blasted through the line and piled up the yards on the ground. Emmitt's also got pretty good hands, so make sure you swing the ball out to him.

## Defensive Standout Darren Woodson

This 6'1" safety has had a pretty good career with the Cowboys—five Pro Bowls and three Super Bowl rings. As a former college linebacker, Woodson knows how to close to the ball and deliver the big hits that make receivers pay when they come across the middle.

## Top 3 Rushing Leaders in 2000

Player	Carries	Yards	Average	Long	TD
Emmitt Smith	294	1,203	4.1	52	9
Chris Warren	59	254	4.3	32t	2
Randall Cunningham	23	89	3.9	19	1

## Top 5 Receivers in 2000

Player	Receptions	Yards	Average	Long	TD
James McKnight	52	926	17.8	48	2
Raghib Ismail	25	350	14	44	1
Jackie Harris	39	306	7.8	21	5
Chris Warren	31	302	9.7	76t	1
Wane McGarity	25	250	10	25	0

*The t stands for touchdown; it means the longest reception was a touchdown as well.*



Ⓞ Show Replay Controls

Pound the ball inside with Emmitt on plays like the Offcenter Dive.



Ⓞ Show Replay Controls

When the running game is clicking, try PA Big Boot. It's a fake toss to Smith left, and a quick little pass to Thomas, the fullback, on the right side.



Ⓞ Show Replay Controls

On Lead Smash, follow your blockers as you run to the left.



Ⓞ Show Replay Controls

Get the ball to Joey Galloway on Blue Cross. Throw him the ball after he's cut to the center of the field.



Ⓞ Show Replay Controls

Get the ball to Harris, the tight end on PAP Post Arrow. When the linebackers play deep, Harris picks up eight to ten yards.



Ⓞ Show Replay Controls

Get the ball to Ismail on Blue Down In after he makes the cut to the outside. This is a perfect pass to get the receiver out-of-bounds after the catch to stop the clock.



Ⓞ Show Replay Controls

Middle linebacker Day Nguyen steps up to fill the hole on running plays. Select him when the run is coming up the middle.



Ⓞ Show Replay Controls

Ebenezar Ekuban is your big pass rusher. He had 6.5 sacks in 2000. On Blitz plays, select Ekuban to meet at the quarterback with your blitzing linebackers at the end of the play.



Ⓞ Show Replay Controls

Darren Woodson is your big player in passing situations. As the safety, Woodson plays back and swats the ball away.



## Team Stats

Category	Dolphins	Opponent
<b>TOTAL FIRST DOWNS</b>	251	289
<b>FIRST DOWNS</b> (Rushing-Passing-By Penalty)	104 - 122 - 25	92 - 156 - 41
<b>THIRD DOWN CONVERSIONS</b>	75 / 214	70 / 211
<b>FOURTH DOWN CONVERSIONS</b>	4 / 6	8 / 15
<b>TOTAL OFFENSIVE YARDS</b>	4,614	4,906
<b>OFFENSE</b> (Plays-Average Yards)	917 - 5.0	947 - 5.0
<b>TOTAL RUSHING YARDS</b>	1,894	1,736
<b>RUSHING</b> (Plays-Average Yards)	496 - 3.8	417 - 4.2
<b>TOTAL PASSING YARDS</b>	2,720	3,170
<b>PASSING</b> (Comp-Att-Int-Avg)	243 - 421 - 17 - 11.2	282 - 530 - 28 - 11.2
<b>SACKS</b>	48	28
<b>FIELD GOALS</b>	28 / 31	22 / 30
<b>TOUCHDOWNS</b>	34	23
(Rushing-Passing>Returns-Defensive)	16 - 15 - 1 - 2	9 - 13 - 0 - 1
<b>TIME OF POSSESSION</b>	30:43:00	29:17:00

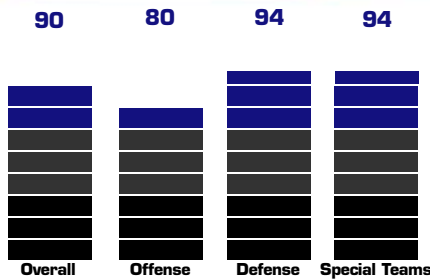
## Stadium Info

<b>Field:</b>	Pro Player Stadium
<b>Built:</b>	1987
<b>Surface:</b>	Grass
<b>Capacity:</b>	75,192

## Coaching Info

<b>Coach:</b>	Dave Wannstedt
<b>Offensive Style:</b>	Smash Mouth
<b>Defensive Style:</b>	Aggressive

## Team Ratings



## 2000 Passing Stats

Player	ATT	Comp	Yds	Comp %	Yds/ATT	TD	Int	Rating
Jay Fiedler	357	204	2,402	57.1	6.7	14	14	74.5
Damon Huard	63	39	318	61.9	5	1	3	60.2

## 2000 Results

Date	Score	Opponent	Date	Score	Opponent
3-Sept.	23-0 W	Seattle	5-Nov.	23-8 W	at Detroit
10-Sept.	7-13 L	at Minnesota	12-Nov.	17-7 W	at San Diego
17-Sept.	19-6 W	Baltimore	19-Nov.	3-20 L	New York Jets
24-Sept.	10-3 W	New England	26-Nov.	17-14 W	at Indianapolis
1-Oct.	31-16 W	at Cincinnati	3-Dec.	33-6 W	at Buffalo
8-Oct.	22-13 W	Buffalo	10-Dec.	13-16 L	Tampa Bay
23-Oct.	37-40 L	at New York	17-Dec.	13-20 L	Indianapolis
29-Oct.	28-20 W	Green Bay	24-Dec.	27-24 W	at New England

## Offensive Standout Lamar Smith

The Dolphins running attack is led by running back Lamar Smith. He rushed for over 1,100 yards last season and scored 14 touchdowns. Keep the ball inside with this bruising runner.

## Defensive Standout Zach Thomas

Middle Linebacker Zach Thomas returns after an impressive 2000 campaign. He led the team in tackles (99), came up with 1.5 sacks, picked up a fumble recovery, and made an interception. Thomas is looking to turn in an even better performance in 2001 so he can return to the Pro Bowl (he was elected to the Pro Bowl in 1999).

## Top 3 Rushing Leaders in 2000

Player	Carries	Yards	Average	Long	TD
Lamar Smith	309	1,139	3.7	68t	14
Jay Fiedler	54	267	4.9	30	1
J.J. Johnson	50	168	3.4	16	1

## Top 5 Receivers in 2000

Player	Receptions	Yards	Average	Long	TD
Oronde Gadsden	56	786	14	61	6
Leslie Shepherd	35	446	12.7	46t	4
Tony Martin	26	393	15.1	44	0
Lamar Smith	31	201	6.5	28	2
Jed Weaver	10	179	17.9	41	0

*The t stands for touchdown; it means the longest reception was a touchdown as well.*



Pound the ball inside with Smith on Twins Plunge. Follow your fullback through the hole on the right side of the line.



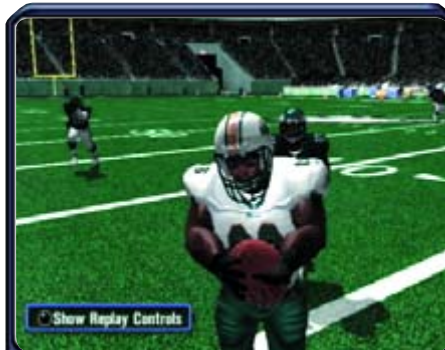
HB Slot Dive is a quick run to the hole between the center and the left guard. Get there fast and blast through the hole to run for five or six yards.



Don't forget about Rob Konrad. Swing the ball outside on FB Pro Toss. Follow your blocker downfield and pick up a nice chunk of yardage.



On Bench Iso, wait for Hunter Goodwin to cut to the outside. Then get him the ball for the completion.



Get the ball to Oronde Gadsden on All Comebacks. Just don't wait too long, or he comes back too near the line of scrimmage when he catches the ball.



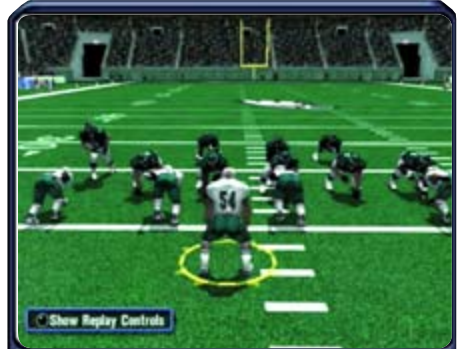
Look for James McKnight on Chaos Flag. Let him get downfield a little, then deliver the ball.



With the departure of free agent Trace Armstrong, the Dolphins need people to step up and get to the quarterback. Blitz with outside linebacker Twan Russell.



Cornerback Patrick Surtain is a big help in pass coverage. He came up with five interceptions in 2000, so he's got a nose for the football. When the ball is thrown his way, try for the interception if you have help from a safety in case you miss.



Select middle linebacker Zach Thomas and read the offense. If it's a run, flow to the ball. If it's a pass, drop back into a middle zone and watch the QB.





Team Stats

Category	Eagles	Opponent
<b>TOTAL FIRST DOWNS</b>	295	295
<b>FIRST DOWNS</b> (Rushing-Passing-By Penalty)	88 - 182 - 25	105 - 159 - 31
<b>THIRD DOWN CONVERSIONS</b>	90 / 224	72 / 221
<b>FOURTH DOWN CONVERSIONS</b>	7 / 11	14 / 24
<b>TOTAL OFFENSIVE YARDS</b>	5,268	5,111
<b>OFFENSE</b> (Plays-Average Yards)	972 - 5.0	1005 - 5.0
<b>TOTAL RUSHING YARDS</b>	1,882	1,830
<b>RUSHING</b> (Plays-Average Yards)	397 - 4.7	453 - 4.0
<b>TOTAL PASSING YARDS</b>	3,386	3,281
<b>PASSING</b> (Comp-Att-Int-Avg)	331 - 575 - 15 - 10.2	314 - 552 - 19 - 10.4
<b>SACKS</b>	50	45
<b>FIELD GOALS</b>	29 / 33	28 / 33
<b>TOUCHDOWNS</b>	38	23
(Rushing-Passing>Returns-Defensive)	13 - 21 - 2 - 2	10 - 11 - 1 - 1
<b>TIME OF POSSESSION</b>	29:01:00	30:59:00

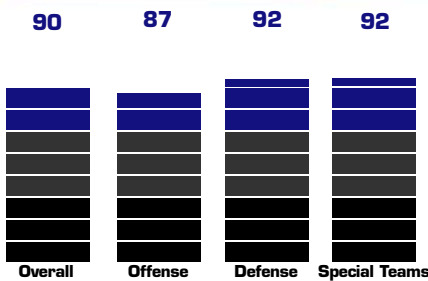
Stadium Info

<b>Field:</b>	Veterans Stadium
<b>Built:</b>	1971
<b>Surface:</b>	Turf
<b>Capacity:</b>	65,352

Coaching Info

<b>Coach:</b>	Andy Reid
<b>Offensive Style:</b>	West Coast
<b>Defensive Style:</b>	Aggressive

Team Ratings



2000 Passing Stats

Player	ATT	Comp	Yds	Comp %	Yds/ATT	TD	Int	Rating
Donovan McNabb	569	330	3,365	58	5.9	21	13	77.8
Brian Mitchell	4	1	21	25	5.2	0	0	49
Koy Detmer	1	0	0	0	0	0	1	0
Torrance Small	1	0	0	0	0	0	1	0

2000 Results

Date	Score	Opponent	Date	Score	Opponent
3-Sept.	41-14 W	at Dallas	29-Oct.	7-24 L	at New York Giants
10-Sept.	18-33 L	New York Giants	5-Nov.	16-13 W	Dallas
17-Sept.	3-6 L	at Green Bay	12-Nov.	26-23 W	at Pittsburgh
24-Sept.	21-7 W	at New Orleans	19-Nov.	34-9 W	Arizona
1-Oct.	38-10 W	Atlanta	26-Nov.	23-20 W	at Washington
8-Oct.	14-17 L	Washington	3-Dec.	13-15 L	Tennessee
15-Oct.	33-14 W	at Arizona	10-Dec.	35-24 W	at Cleveland
22-Oct.	13-9 W	Chicago	24-Dec.	16-7 W	Cincinnati

Offensive Standout  
Donovan McNabb

When running back Duce Staley went down to injury in 2000, the offensive burden lay squarely upon McNabb, and he led the team to the playoffs. This big quarterback has a good arm and is dangerous when he rolls out and runs down the field. Roll him outside to keep the defense honest; if they stay back to cover the pass, tuck the ball under your arm and run downfield.

Defensive Standout  
Jeremiah Trotter

Middle linebacker Jeremiah Trotter returns to lead the defense in 2001. During the 2000 campaign, he piled up 120 tackles and 3 sacks. Select Trotter and read the offense. On a run, flow to the ball and deliver a devastating hit. On a pass, drop back into pass coverage and drill the receiver.

Top 3 Rushing Leaders in 2000

Player	Carries	Yards	Average	Long	TD
Donovan McNabb	86	629	7.3	54	6
Duce Staley	79	344	4.4	60	1
Darnell Autry	112	334	3	15	3

Top 5 Receivers in 2000

Player	Receptions	Yards	Average	Long	TD
Chad Lewis	69	735	10.7	52	3
Charles Johnson	56	642	11.5	59	7
Torrance Small	40	569	14.2	70t	3
Darnell Autry	24	275	11.5	37	1
Cecil Martin	31	219	7.1	26	0

The t stands for touchdown; it means the longest reception was a touchdown as well.



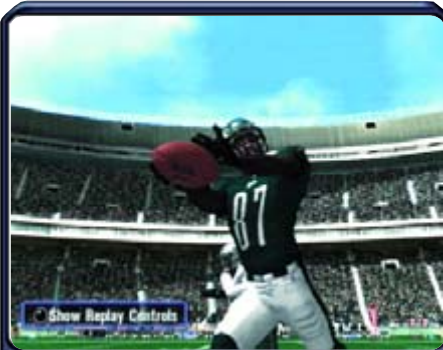
Deliver the ball to Duce Staley on the Quick Toss. Quickly get to the outside, then turn it downfield inside of your blocker running with you.



On HB Iso Power, follow the blockers and go through the hole to the left of the left guard. Get through with a Turbo boost and run right over a linebacker.



When the defense has the receivers well covered downfield, run the ball. McNabb is a big quarterback and holds his own on the run.



Get the ball to Pinkston on Double Slants. Wait for him to reach the right hash mark, then pass the ball.



On Out Over Up, get the ball to Thrash as he makes his cut to the sideline. This is a great play to get him out of bounds to stop the clock after the reception.



Look for tight end Chad Lewis on the Spread Seam Play. This works really well against zone defenses.



Trotter has the speed to chase down the outside run from his middle linebacker position. He's an excellent choice for your player on defense.



Hugh Douglas is your big pass rusher. In 2000 he came up with 15 sacks. Select him and use a swim move to get through the line and to the quarterback.



If the running back pushes the ball farther and farther outside, you wind up making the tackle with Moore, your safety, who has time to cover the distance from his deep position. Moore is also good against the pass (two interceptions in 2000).



## Team Stats

Category	Falcons	Opponent
<b>TOTAL FIRST DOWNS</b>	256	308
<b>FIRST DOWNS</b> (Rushing-Passing-By Penalty)	65 - 156 - 35	113 - 175 - 20
<b>THIRD DOWN CONVERSIONS</b>	57 / 197	71 / 198
<b>FOURTH DOWN CONVERSIONS</b>	6 / 13	11 / 18
<b>TOTAL OFFENSIVE YARDS</b>	4,380	5,749
<b>OFFENSE</b> (Plays-Average Yards)	864 - 5.0	968 - 5.0
<b>TOTAL RUSHING YARDS</b>	1,214	1,983
<b>RUSHING</b> (Plays-Average Yards)	350 - 3.5	453 - 4.4
<b>TOTAL PASSING YARDS</b>	3,166	3,766
<b>PASSING</b> (Comp-Att-Int-Avg)	285 - 514 - 20 - 11.1	306 - 515 - 15 - 12.3
<b>SACKS</b>	31	61
<b>FIELD GOALS</b>	25 / 31	29 / 31
<b>TOUCHDOWNS</b>	25	46
(Rushing-Passing>Returns-Defensive)	6 - 14 - 4 - 1	16 - 23 - 3 - 4
<b>TIME OF POSSESSION</b>	29:35:00	30:25:00

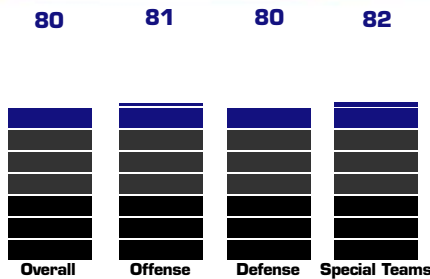
## Stadium Info

<b>Field:</b>	Georgia Dome®
<b>Built:</b>	1992
<b>Surface:</b>	Turf
<b>Capacity:</b>	71,288

## Coaching Info

<b>Coach:</b>	Dan Reeves
<b>Offensive Style:</b>	Smash Mouth
<b>Defensive Style:</b>	Conservative

## Team Ratings



## 2000 Passing Stats

Player	ATT	Comp	Yds	Comp %	Yds/ATT	TD	Int	Rating
Chris Chandler	331	192	2,236	58	6.8	10	12	73.5
Danny Kanell	116	57	524	49.1	4.5	2	5	49.6
Doug Johnson	67	36	406	53.7	6.1	2	3	63.4

## 2000 Results

Date	Score	Opponent	Date	Score	Opponent
3-Sept.	36-28 W	San Francisco	29-Oct.	13-12 W	Carolina
10-Sept.	14-42 L	at Denver	5-Nov.	14-27 L	Tampa Bay
17-Sept.	15-10 W	at Carolina	12-Nov.	10-13 L	at Detroit
24-Sept.	20-41 L	St. Louis	19-Nov.	6-16 L	at San Francisco
1-Oct.	10-38 L	at Philadelphia	26-Nov.	14-41 L	at Oakland
8-Oct.	6-13 L	New York Giants	3-Dec.	10-30 L	Seattle
15-Oct.	29-45 L	at St. Louis	17-Dec.	7-23 L	at New Orleans
22-Oct.	19-21 L	New Orleans	24-Dec.	29-13 W	Kansas City

## Offensive Standout Jamal Anderson

Jamal Anderson had a big year in 2000. He ran for 1,024 yards and six touchdowns. For the Falcons to succeed, Anderson must have a big day on offense. This eight-year veteran looks to return to the form that got him over 1,800 yards during the 1998 Super Bowl season.

## Defensive Standout Ray Buchanan

Cornerback Ray Buchanan is the Falcons primary defense against the pass. In 2000 he came up with a team-leading six interceptions with a 19-yard average runback. When the ball is in the air, go for the pick with this great cornerback.

## Top 3 Rushing Leaders in 2000

Player	Carries	Yards	Average	Long	TD
Jamal Anderson	282	1,024	3.6	42	6
Maurice Smith	19	69	3.6	16	0
Chris Chandler	21	60	2.9	16	0

## Top 5 Receivers in 2000

Player	Receptions	Yards	Average	Long	TD
Shawn Jefferson	60	822	13.7	49	2
Terance Mathis	57	679	11.9	44t	5
Tim Dwight	26	406	15.6	52t	3
Jamal Anderson	42	382	9.1	55	0
Reggie Kelly	31	340	11	37t	2

*The t stands for touchdown; it means the longest reception was a touchdown as well.*



Show Replay Controls

HB Off-tackle is a good way to spring Anderson for a big gain. There is a huge hole on the right side of the line. Follow your blockers through the hole and run over any opposing linebackers.



Show Replay Controls

Get Anderson outside with Motion Jett. Clear the way by bringing the tight end in motion to the other side of the field.



Show Replay Controls

Roll QB Michael Vick outside. When the receivers are well covered, Vick runs the ball effectively.



Show Replay Controls

Get the ball to Terance Mathis on All Comebacks. Time it so the ball arrives just as he turns around; otherwise, he comes back too close to the line of scrimmage.



Show Replay Controls

A good short pass play is Curl Post Wing. Look for Tony Martin just behind the defensive line. This works great when you only need to pick up a couple of yards.



Show Replay Controls

Anderson is a pretty good receiver coming out of the backfield, too. Look for him across the middle on Cross Slot Go.



Show Replay Controls

The pass rush comes from Brady Smith and Travis Hall. In passing situations, select one of these players and go get the quarterback.



Show Replay Controls

Ray Buchanan leads the secondary. He came up big in 2000 with 6 interceptions. Switch to him and either swat the ball away or go for the pick.



Show Replay Controls

On running plays, take control of outside linebacker Chris Draft. Read the offense and charge into the backfield to hit the ball carrier.



NFC



## Team Stats

Category	Giants	Opponent
<b>TOTAL FIRST DOWNS</b>	310	274
<b>FIRST DOWNS</b> (Rushing-Passing-By Penalty)	100 - 195 - 15	62 - 181 - 31
<b>THIRD DOWN CONVERSIONS</b>	92 / 229	78 / 219
<b>FOURTH DOWN CONVERSIONS</b>	7 / 15	2 / 18
<b>TOTAL OFFENSIVE YARDS</b>	5,619	4,825
<b>OFFENSE</b> (Plays-Average Yards)	1036 - 5.0	944 - 5.0
<b>TOTAL RUSHING YARDS</b>	2,009	1,156
<b>RUSHING</b> (Plays-Average Yards)	507 - 4.0	359 - 3.2
<b>TOTAL PASSING YARDS</b>	3,610	3,669
<b>PASSING</b> (Comp-Att-Int-Avg)	311 - 529 - 13 - 11.6	327 - 585 - 20 - 11.2
<b>SACKS</b>	44	28
<b>FIELD GOALS</b>	19 / 25	13 / 24
<b>TOUCHDOWNS</b>	39	30
(Rushing-Passing>Returns-Defensive)	16 - 22 - 1 - 0	7 - 23 - 0 - 0
<b>TIME OF POSSESSION</b>	31:39:00	28:21:00

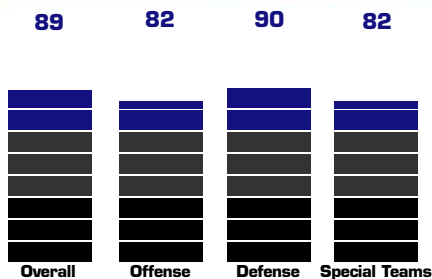
## Stadium Info

<b>Field:</b>	Giants Stadium at the Meadowlands
<b>Built:</b>	1976
<b>Surface:</b>	Grass
<b>Capacity:</b>	79,466

## Coaching Info

<b>Coach:</b>	Jim Fassel
<b>Offensive Style:</b>	Smash Mouth
<b>Defensive Style:</b>	Aggressive

## Team Ratings



## 2000 Passing Stats

Player	ATT	Comp	Yds	Comp %	Yds/ATT	TD	Int	Rating
Kerry Collins	529	311	3,610	58.8	6.8	22	13	83.1

## 2000 Results

Date	Score	Opponent	Date	Score	Opponent
3-Sept.	21-16 W	Arizona	5-Nov.	24-3 W	at Cleveland
10-Sept.	33-18 W	at Philadelphia	12-Nov.	24-38 L	St. Louis
17-Sept.	14-7 W	at Chicago	19-Nov.	21-31 L	Detroit
24-Sept.	6-16 L	Washington	26-Nov.	31-7 W	at Arizona
1-Oct.	14-28 L	at Tennessee	3-Dec.	9-7 W	at Washington
8-Oct.	13-6 W	at Atlanta	10-Dec.	30-10 W	Pittsburgh
15-Oct.	19-14 W	Dallas	17-Dec.	17-13 W	at Dallas
29-Oct.	24-7 W	Philadelphia	23-Dec.	28-25 W	Jacksonville

## Offensive Standout Kerry Collins

Kerry Collins led his team to the Super Bowl in 2000 with 3,610 passing yards and 22 touchdowns. Take your time when he drops back to pass; the Giants line gives you time to find the open receiver.

## Defensive Standout Jessie Armstead

Outside linebacker Jessie Armstead led the Super Bowl-bound defense in 2000. He piled up 102 tackles, 5 sacks, and an interception—stats good enough to get him elected to his fourth consecutive Pro Bowl.

## Top 3 Rushing Leaders in 2000

Player	Carries	Yards	Average	Long	TD
Tiki Barber	213	1,006	4.7	78t	8
Ron Dayne	228	770	3.4	50	5
Amani Toomer	5	91	18.2	28	1

## Top 5 Receivers in 2000

Player	Receptions	Yards	Average	Long	TD
Amani Toomer	78	1,094	14	54t	7
Ike Hilliard	55	787	14.3	59	8
Tiki Barber	70	719	10.3	36	1
Greg Comella	36	274	7.6	25	0
Joe Jurevicius	24	272	11.3	43	1

*The t stands for touchdown; it means the longest reception was a touchdown as well.*



The Giants have a two-pronged running attack. Use speedy Tiki Barber on outside runs like Weak Counter.



Then pound the ball inside with Ron Dayne on plays like Half Plunge. Dayne has the size to blast through the line and run over linebackers.



Keep the defense guessing by putting Dayne in at fullback and having both runners in the backfield at the same time.



On Flood Over Out, don't throw the ball if Hilliard is double-covered, like here. Check off to another receiver instead.



Look for Toomer deep on All Quick Hit. Throw the ball when he makes his cut to the middle of the field.



Look for tight end Howard Cross on 3WR X Fly. Wait for him to turn in to the middle, then deliver the ball.



Outside linebacker Jessie Armstead rushes the passer or stuffs the outside run from this position. Select Armstead when the ball is coming his way.



Pressure on the quarterback comes from defensive tackle Keith Hamilton. He came up with 10 sacks in 2000. This big lineman also helps clog up the middle.



Cornerback Jason Sehorn helps lock down the offense's passing game. He had two interceptions in 2000.



AFC



## Team Stats

Category	Jaguars	Opponent
<b>TOTAL FIRST DOWNS</b>	318	252
<b>FIRST DOWNS</b> (Rushing-Passing-By Penalty)	109 - 193 - 16	85 - 144 - 23
<b>THIRD DOWN CONVERSIONS</b>	100 / 235	74 / 203
<b>FOURTH DOWN CONVERSIONS</b>	5 / 14	4 / 8
<b>TOTAL OFFENSIVE YARDS</b>	5,979	5,092
<b>OFFENSE</b> (Plays-Average Yards)	1,026 - 5.0	894 - 5.0
<b>TOTAL RUSHING YARDS</b>	2,032	1,685
<b>RUSHING</b> (Plays-Average Yards)	481 - 4.2	436 - 3.9
<b>TOTAL PASSING YARDS</b>	3,947	3,407
<b>PASSING</b> (Comp-Att-Int-Avg)	333 - 545 - 15 - 11.9	258 - 458 - 12 - 13.2
<b>SACKS</b>	40	54
<b>FIELD GOALS</b>	29 / 33	17 / 24
<b>TOUCHDOWNS</b>	40	39
(Rushing-Passing>Returns-Defensive)	18 - 22 - 0 - 0	14 - 23 - 2 - 0
<b>TIME OF POSSESSION</b>	31:32:00	28:28:00

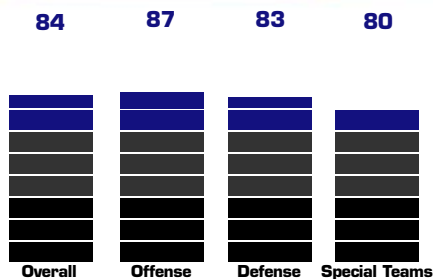
## Stadium Info

<b>Field:</b>	ALLTEL Stadium™
<b>Built:</b>	1995
<b>Surface:</b>	Grass
<b>Capacity:</b>	73,000

## Coaching Info

<b>Coach:</b>	Tom Coughlin
<b>Offensive Style:</b>	Balanced
<b>Defensive Style:</b>	Aggressive

## Team Ratings



## 2000 Passing Stats

Player	ATT	Comp	Yds	Comp %	Yds/ATT	TD	Int	Rating
Mark Brunell	512	311	3,640	60.7	7.1	20	14	84
Jamie Martin	33	22	307	66.7	9.3	2	1	104

## 2000 Results

Date	Score	Opponent	Date	Score	Opponent
3-Sept.	27-7 W	at Cleveland	29-Oct.	23-17 W	at Dallas
10-Sept.	36-39 L	at Baltimore	12-Nov.	21-28 L	Seattle
17-Sept.	13-0 W	Cincinnati	19-Nov.	34-24 W	at Pittsburgh
25-Sept.	14-43 L	at Indianapolis	26-Nov.	16-13 W	Tennessee
1-Oct.	13-24 L	Pittsburgh	3-Dec.	48-0 W	Cleveland
8-Oct.	10-15 L	Baltimore	10-Dec.	44-10 W	Arizona
16-Oct.	13-27 L	at Tennessee	17-Dec.	14-17 L	at Cincinnati
22-Oct.	16-35 L	Washington	23-Dec.	25-28 L	at New York Giants

## Offensive Standout Fred Taylor

The ground game features fourth-year running back Fred Taylor. He's got explosive speed and is a threat to score on every carry. Even though he missed three games to injury in 2000, he still piled up 1,399 yards and 12 touchdowns.

## Defensive Standout Hardy Nickerson

Fifteen-year veteran Hardy Nickerson is a perennial Pro Bowler and one of the toughest middle linebackers in the game. Look for him to fill the gaps on running plays and drop into pass coverage on second- or third-and-long.

## Top 3 Rushing Leaders in 2000

Player	Carries	Yards	Average	Long	TD
Fred Taylor	292	1,399	4.8	71	12
Mark Brunell	48	236	4.9	16	2
Stacey Mack	54	145	2.7	14	1

## Top 5 Receivers in 2000

Player	Receptions	Yards	Average	Long	TD
Jimmy Smith	91	1,213	13.3	65t	8
Keenan McCardell	94	1,207	12.8	67t	5
Kyle Brady	64	729	11.4	36	3
Fred Taylor	36	240	6.7	19	2
R. Jay Soward	14	154	11	45	1

The t stands for touchdown; it means the longest reception was a touchdown as well.



Tony Boselli anchors the offensive line for the Jaguars at left tackle. When you run the ball, run it in his direction. He clears the way for the runner.



Let Washington carry the ball outside on FB Short Power. Get to the corner in a hurry and turn it downfield.



The key to springing Taylor for a long run on HB Toss Sweep is to follow your blockers downfield. Let the linemen and receivers clear the way for you.



On Motion TE Under, let Brady cross the middle of the field before delivering the ball to him. Once he's got it, turn downfield and pick up the first down.



On Strong Double, look for Keenan McCardell on the right side of the field. Time it so you deliver the ball just as he's turning around to the line of scrimmage.



Get the ball to Smith on the Triple Deke. To break this play for big yards, the first tackler must miss when you turn back to the line of scrimmage.



Strong safety Donovan Darius has the speed to pick up the running back outside. Use the Turbo boost to close the distance and hit the ball carrier.



If it's likely to be a running play, select middle linebacker Hardy Nickerson. When you see the gap, flow to the ball and stuff the ball carrier.



Your pass rush comes from defensive end Tony Brackens. He led the team in 2000 with 7.5 sacks.





## Team Stats

Category	Jets	Opponent
<b>TOTAL FIRST DOWNS</b>	308	267
<b>FIRST DOWNS</b> (Rushing-Passing-By Penalty)	84 - 192 - 32	98 - 152 - 17
<b>THIRD DOWN CONVERSIONS</b>	89 / 233	93 / 238
<b>FOURTH DOWN CONVERSIONS</b>	11 / 17	7 / 17
<b>TOTAL OFFENSIVE YARDS</b>	5,494	5,054
<b>OFFENSE</b> (Plays-Average Yards)	1,055 - 5.0	993 - 5.0
<b>TOTAL RUSHING YARDS</b>	1,471	1,888
<b>RUSHING</b> (Plays-Average Yards)	418 - 3.5	476 - 4.0
<b>TOTAL PASSING YARDS</b>	4,023	3,166
<b>PASSING</b> (Comp-Att-Int-Avg)	352 - 637 - 29 - 11.4	265 - 517 - 21 - 11.1
<b>SACKS</b>	40	20
<b>FIELD GOALS</b>	23 / 34	29 / 34
<b>TOUCHDOWNS</b>	36	33
(Rushing-Passing>Returns-Defensive)	11 - 23 - 1 - 1	9 - 17 - 2 - 5
<b>TIME OF POSSESSION</b>	30:20:00	29:40:00

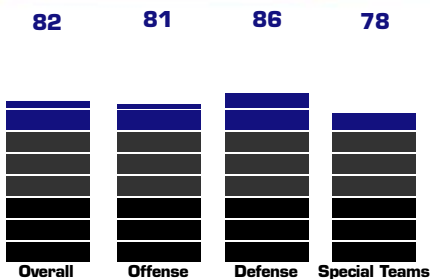
## Stadium Info

<b>Field:</b>	Giants Stadium at the Meadowlands
<b>Built:</b>	1976
<b>Surface:</b>	Grass
<b>Capacity:</b>	79,466

## Coaching Info

<b>Coach:</b>	Herman Edwards
<b>Offensive Style:</b>	West Coast
<b>Defensive Style:</b>	Balanced

## Team Ratings



## 2000 Passing Stats

Player	ATT	Comp	Yds	Comp %	Yds/ATT	TD	Int	Rating
Vinny Testaverde	590	328	3,732	55.6	6.3	21	25	69
Ray Lucas	41	21	206	51.2	5	0	4	26.1

## 2000 Results

Date	Score	Opponent	Date	Score	Opponent
3-Sept.	20-16 W	at Green Bay	5-Nov.	23-30 L	Denver
11-Sept.	20-19 W	New England	12-Nov.	15-23 L	at Indianapolis
17-Sept.	27-14 W	Buffalo	19-Nov.	20-3 W	at Miami
24-Sept.	21-17 W	at Tampa Bay	26-Nov.	17-10 W	Chicago
8-Oct.	3-20 L	Pittsburgh	3-Dec.	27-17 W	Indianapolis
15-Oct.	34-17 W	at New England	10-Dec.	7-31 L	at Oakland
23-Oct.	40-37 W	Miami	17-Dec.	7-10 L	Detroit
29-Oct.	20-23 L	at Buffalo	24-Dec.	20-34 L	at Baltimore

## Offensive Standout Wayne Chrebet

Wayne Chrebet is a big-time receiver for the New York Jets. In 2000 he came down with 69 catches for 937 yards and 8 touchdowns. Get the ball to Chrebet when you need to pick up a first down.

## Defensive Standout Mo Lewis

2001 marks outside linebacker Mo Lewis's 11th NFL season. In 2000, he recorded 88 tackles and 10 sacks. His performance led him to his third-straight Pro Bowl. When you want a pass rush, select this standout linebacker.

## Top 3 Rushing Leaders in 2000

Player	Carries	Yards	Average	Long	TD
Curtis Martin	316	1,204	3.8	55	9
Bernie Parmalee	27	87	3.2	18t	2
Richie Anderson	27	63	2.3	9	0

## Top 5 Receivers in 2000

Player	Receptions	Yards	Average	Long	TD
Wayne Chrebet	69	937	13.6	50	8
Richie Anderson	88	853	9.7	41	2
Dedric Ward	54	801	14.8	61	3
Curtis Martin	70	508	7.3	31	2
Laveranues Coles	22	370	16.8	63	1

The t stands for touchdown; it means the longest reception was a touchdown as well.



Take the ball outside with running back Curtis Martin on HB Iso Power. To help make the linebacker miss, use a short Turbo boost to accelerate across the line of scrimmage.



On Ace Punch, hit the hole at full speed on the right side of the line. Then read the block downfield and make the appropriate cut. Martin is your mainstay on the ground, and for good reason. He has six consecutive 1,000-yard seasons.



Run the ball outside with fullback Richie Anderson on FB Pro Toss. Anderson is also a big threat as a pass catcher.



Quickly get the ball to tight end Anthony Becht on Over Double Out.



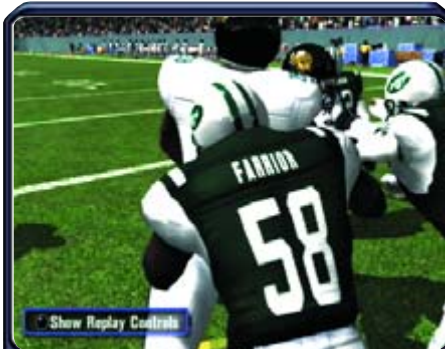
Throw the ball to Wayne Chrebet on Deep Options. Wait for his little out-and-up move before releasing the ball.



Look for Mathew Hatchette on Strong Sluggo. He makes a quick move in, then turns downfield; that's when you should make the pass.



Linebacker Mo Lewis is your big pass rusher. Let him go after the quarterback in passing situations.



James Farrow is a big hitter. On running plays, look for the gap and flow to the ball, then lower your shoulder and make the big hit.



Shaun Ellis is a big run stuffer up the middle. He sheds the double team and hits the running back on inside runs.



## Team Stats

Category	Lions	Opponent
<b>TOTAL FIRST DOWNS</b>	264	279
<b>FIRST DOWNS</b> (Rushing-Passing-By Penalty)	101 - 143 - 20	96 - 159 - 24
<b>THIRD DOWN CONVERSIONS</b>	72 / 224	80 / 215
<b>FOURTH DOWN CONVERSIONS</b>	6 / 13	9 / 16
<b>TOTAL OFFENSIVE YARDS</b>	4,739	5,195
<b>OFFENSE</b> (Plays-Average Yards)	951 - 4.0	965 - 5.0
<b>TOTAL RUSHING YARDS</b>	1,747	1,823
<b>RUSHING</b> (Plays-Average Yards)	448 - 3.9	421 - 4.3
<b>TOTAL PASSING YARDS</b>	2,992	3,372
<b>PASSING</b> (Comp-Att-Int-Avg)	277 - 503 - 19 - 10.8	311 - 544 - 25 - 10.8
<b>SACKS</b>	28	53
<b>FIELD GOALS</b>	24 / 30	26 / 31
<b>TOUCHDOWNS</b>	33	32
(Rushing-Passing>Returns-Defensive)	15 - 14 - 1 - 3	14 - 16 - 0 - 2
<b>TIME OF POSSESSION</b>	30:10:00	29:50:00

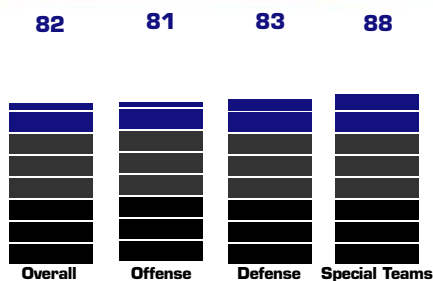
## Stadium Info

<b>Field:</b>	Pontiac Silverdome®
<b>Built:</b>	1975
<b>Surface:</b>	Turf
<b>Capacity:</b>	80,311

## Coaching Info

<b>Coach:</b>	Marty Mornhinweg
<b>Offensive Style:</b>	West Coast
<b>Defensive Style:</b>	Balanced

## Team Ratings



## 2000 Passing Stats

Player	ATT	Comp	Yds	Comp %	Yds/ATT	TD	Int	Rating
Charlie Batch	412	221	2,489	53.6	6	13	15	67.3
Stoney Case	91	56	503	61.5	5.5	1	4	61.7

## 2000 Results

Date	Score	Opponent	Date	Score	Opponent
3-Sept.	14-10 W	at New Orleans	5-Nov.	8-23 L	Miami
10-Sept.	15-10 W	Washington	12-Nov.	13-10 W	Atlanta
17-Sept.	10-31 L	Tampa Bay	19-Nov.	31-21 W	at New York Giants
24-Sept.	21-14 W	at Chicago	23-Nov.	34-9 W	New England
1-Oct.	24-31 L	Minnesota	30-Nov.	17-24 L	at Minnesota
8-Oct.	31-24 W	Green Bay	10-Dec.	13-26 L	at Green Bay
19-Oct.	28-14 W	at Tampa Bay	17-Dec.	10-7 W	at New York Jets
29-Oct.	18-30 L	at Indianapolis	24-Dec.	20-23 L	Chicago

## Offensive Standout James Stewart

This seven-year veteran of the league controls the ground game for the Lions. In 2000, he picked up 1,184 yards on 339 carries for a 3.5-yards-per-carry average and 10 touchdowns. Pound the ball inside with Stewart.

## Defensive Standout Robert Porcher

Detroit Lion free agent Robert Porcher was one of the top pass rushers available during the off-season two years ago. But the Lions hung on to their defensive end. In 2000, he came up big with eight sacks. Select him in passing situations and get to the quarterback.

## Top 3 Rushing Leaders in 2000

Player	Carries	Yards	Average	Long	TD
James Stewart	339	1,184	3.5	34	10
Charlie Batch	44	199	4.5	19	2
Mario Bates	31	127	4.1	23	2

## Top 5 Receivers in 2000

Player	Receptions	Yards	Average	Long	TD
Johnnie Morton	61	788	12.9	42t	3
Herman Moore	40	434	10.9	30t	3
Germane Crowell	34	430	12.6	50t	3
David Sloan	32	379	11.8	59	2
James Stewart	32	287	9	32	1

The t stands for touchdown; it means the longest reception was a touchdown as well.



On Twins Plunge, let Stewart follow his blocker through the hole.



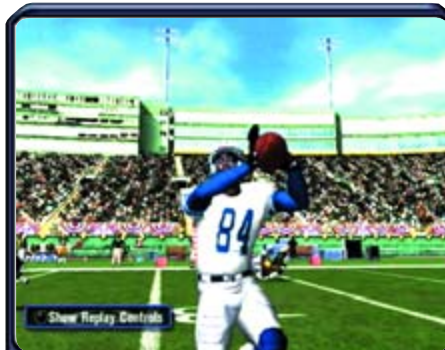
When the defense is thinking pass, throw an HB Draw Belly into the mix. A big hole develops in the middle of the line as your receivers draw away the linebackers.



Don't forget to mix things up with the fullback. Get Schlesinger the ball inside on FB Split Dive.



James Stewart has decent hands, too. Toss the ball to him on Deep Hook Ups. Wait for him to make his cut back to the line of scrimmage, but don't wait too long, or you wind up making the pass for little or no gain.



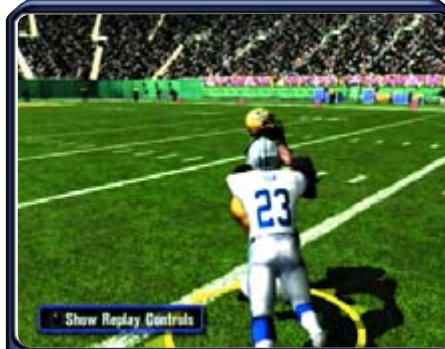
Look for Moore cutting across the middle of the field on Motion Chaos. Throw the ball as he crosses the center of the field.



The little hitch route run by Crowell on Strong Double is perfect for when the defense plays the receivers deep. After running right at the defenders, Crowell stops and turns around for the ball.



Defensive Standout Robert Porcher rushes the passer from the left defensive end position. Select him when it's a pass play, and go get the quarterback.



Cornerback Terry Fair provides the coverage downfield. When you see the receiver ready to make the catch, time it so you drill him just as he catches the ball. You get the receiver to drop the pass for an incompletion.



While Porcher rushes from the left, Tracy Scroggins rushes from the right. Meet in the middle for the sack, or pancake the running back in the backfield.



NFC



## Team Stats

Category	Packers	Opponent
<b>TOTAL FIRST DOWNS</b>	315	284
<b>FIRST DOWNS</b> (Rushing-Passing-By Penalty)	88 - 197 - 30	84 - 186 - 14
<b>THIRD DOWN CONVERSIONS</b>	85 / 218	82 / 224
<b>FOURTH DOWN CONVERSIONS</b>	7 / 12	7 / 11
<b>TOTAL OFFENSIVE YARDS</b>	5,559	5,313
<b>OFFENSE</b> (Plays-Average Yards)	1,004 - 5.0	974 - 5.0
<b>TOTAL RUSHING YARDS</b>	1,643	1,618
<b>RUSHING</b> (Plays-Average Yards)	404 - 4.1	417 - 3.9
<b>TOTAL PASSING YARDS</b>	3,916	3,695
<b>PASSING</b> (Comp-Att-Int-Avg)	348 - 600 - 16 - 11.3	307 - 557 - 21 - 12.0
<b>SACKS</b>	38	34
<b>FIELD GOALS</b>	33 / 38	21 / 25
<b>TOUCHDOWNS</b>	36	37
(Rushing-Passing>Returns-Defensive)	13 - 21 - 1 - 1	7 - 28 - 1 - 1
<b>TIME OF POSSESSION</b>	30:45:00	29:15:00

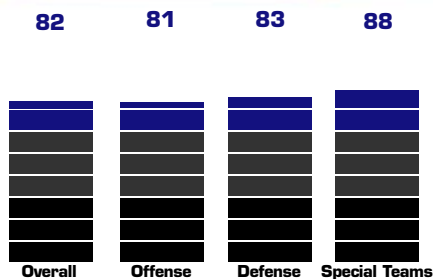
## Stadium Info

<b>Field:</b>	Lambeau Field
<b>Built:</b>	1957
<b>Surface:</b>	Grass
<b>Capacity:</b>	60,890

## Coaching Info

<b>Coach:</b>	Mike Sherman
<b>Offensive Style:</b>	West Coast
<b>Defensive Style:</b>	Conservative

## Team Ratings



## 2000 Passing Stats

Player	ATT	Comp	Yds	Comp %	Yds/ATT	TD	Int	Rating
Brett Favre	580	338	3,812	58.3	6.6	20	16	78
Matt Hasselbeck	19	10	104	52.6	5.5	1	0	86.3

## 2000 Results

Date	Score	Opponent	Date	Score	Opponent
3-Sept.	16-20 L	New York Jets	6-Nov.	26-20 W	Minnesota
10-Sept.	18-27 L	at Buffalo	12-Nov.	15-20 L	at Tampa Bay
17-Sept.	6-3 W	Philadelphia	19-Nov.	26-24 W	Indianapolis
24-Sept.	29-3 W	at Arizona	27-Nov.	14-31 L	at Carolina
1-Oct.	24-27 L	Chicago	3-Dec.	28-6 W	at Chicago
8-Oct.	24-31 L	at Detroit	10-Dec.	26-13 W	Detroit
15-Oct.	31-28 W	San Francisco	17-Dec.	33-28 W	at Minnesota
29-Oct.	20-28 L	at Miami	24-Dec.	17-14 W	Tampa Bay

## Offensive Standout Brett Favre

Brett Favre is one of the league's top passers. In 2000, he completed 58.3 percent of his passes for 3,812 yards and 20 touchdowns. Buy time for the receivers to get open, then drill the ball into their waiting hands.

## Defensive Standout Darren Sharper

Strong safety Darren Sharper is a key member of the defensive secondary. In 2000 he had 92 tackles and 1 sack. But the really impressive statistic is his 9 interceptions with an average return of 12.9 yards. When the football is in the air near this defensive back, go for it.

## Top 3 Rushing Leaders in 2000

Player	Carries	Yards	Average	Long	TD
Ahman Green	263	1,175	4.5	39t	10
Dorsey Levens	77	224	2.9	17	3
Brett Favre	27	108	4	18	0

## Top 5 Receivers in 2000

Player	Receptions	Yards	Average	Long	TD
Bill Schroeder	65	999	15.4	55t	4
Antonio Freeman	62	912	14.7	67t	9
Ahman Green	73	559	7.7	31	3
Bubba Franks	34	363	10.7	27t	1
Donald Driver	21	322	15.3	49	1

The t stands for touchdown; it means the longest reception was a touchdown as well.



Running back Ahman Green leads the ground game for the Packers. Get him outside with HB Offtackle.



Don't forget about Henderson the fullback either. He effectively runs the ball outside on FB Short Power.



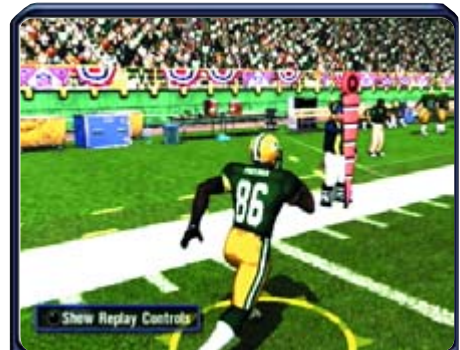
Henderson is a good pass catcher, too. Hit him coming out of the backfield with Split Slot Screen.



But number four is really what moves the offense. Give Brett Favre the time to find the open receiver, and he gets the ball there in time.



Look for wide receiver Donald Driver on Angle Fade. Wait for him to make his cut down the field on the out route.



Get the ball to veteran wide receiver Antonio Freeman on Quick Hits Out. After he makes the catch, turn him downfield and down the sideline.



On passing plays, generate a good pass rush with a blitz call. Select outside linebacker Na'il Diggs and drill the QB.



When you're not blitzing, select right defensive end John Thierry and get into the backfield with a swim move.



Safety Darren Sharper led the team with nine interceptions. But he delivers the big hit, too. When the ball comes across the middle, close on the receiver and drill him.



NFC



## Team Stats

Category	Panthers	Opponent
<b>TOTAL FIRST DOWNS</b>	304	304
<b>FIRST DOWNS</b> (Rushing-Passing-By Penalty)	63 - 201 - 40	107 - 184 - 13
<b>THIRD DOWN CONVERSIONS</b>	78 / 198	90 / 208
<b>FOURTH DOWN CONVERSIONS</b>	8 / 14	6 / 19
<b>TOTAL OFFENSIVE YARDS</b>	5,036	5,882
<b>OFFENSE</b> (Plays-Average Yards)	929 - 5.0	978 - 6.0
<b>TOTAL RUSHING YARDS</b>	1,186	1,944
<b>RUSHING</b> (Plays-Average Yards)	363 - 3.3	426 - 4.6
<b>TOTAL PASSING YARDS</b>	3,850	3,938
<b>PASSING</b> (Comp-Att-Int-Avg)	340 - 566 - 19 - 11.3	352 - 552 - 17 - 11.2
<b>SACKS</b>	27	69
<b>FIELD GOALS</b>	31 / 35	20 / 30
<b>TOUCHDOWNS</b>	30	35
(Rushing-Passing>Returns-Defensive)	7 - 19 - 2 - 2	12 - 19 - 0 - 4
<b>TIME OF POSSESSION</b>	29:54:00	30:06:00

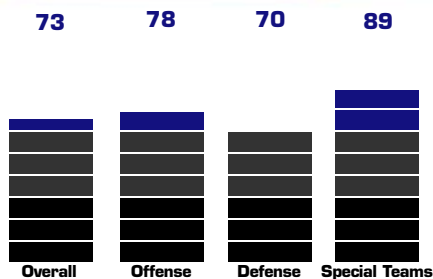
## Stadium Info

<b>Field:</b>	Ericsson Stadium™
<b>Built:</b>	1996
<b>Surface:</b>	Grass
<b>Capacity:</b>	73,248

## Coaching Info

<b>Coach:</b>	George Seifert
<b>Offensive Style:</b>	West Coast
<b>Defensive Style:</b>	Balanced

## Team Ratings



## 2000 Passing Stats

Player	ATT	Comp	Yds	Comp %	Yds/ATT	TD	Int	Rating
Steve Beuerlein	533	324	3,730	60.8	7	19	18	79.7
Jeff Lewis	32	16	120	50	3.8	0	1	46.4

## 2000 Results

Date	Score	Opponent	Date	Score	Opponent
3-Sept.	17-20 L	at Washington	5-Nov.	27-24 W	at St. Louis
10-Sept.	38-22 W	at San Francisco	12-Nov.	10-20 L	New Orleans
17-Sept.	10-15 L	Atlanta	19-Nov.	17-31 L	at Minnesota
1-Oct.	13-16 L	Dallas	27-Nov.	31-14 W	Green Bay
8-Oct.	26-3 W	Seattle	3-Dec.	16-3 W	St. Louis
15-Oct.	6-24 L	at New Orleans	10-Dec.	14-15 L	at Kansas City
22-Oct.	34-16 W	San Francisco	17-Dec.	30-22 W	San Diego
29-Oct.	12-13 L	at Atlanta	24-Dec.	9-52 L	at Oakland

## Offensive Standout Muhsin Muhammad

Wide receiver Muhsin Muhammad is the big key to the Panthers passing game. He led the team in receptions (102), yards (1,183), and touchdowns (6). Get the ball to him early and often.

## Defensive Standout Mike Minter

Strong safety Mike Minter is your leading tackler: During the 2000 season, Minter came up with 123 tackles (92 of them solos) and 2 sacks. When the offense is running, step up and fill the hole with Minter to make the big hit.

## Top 3 Rushing Leaders in 2000

Player	Carries	Yards	Average	Long	TD
Tim Biakabutuka	173	627	3.6	43	2
Brad Hoover	89	290	3.3	35	1
Steve Beuerlein	44	106	2.4	15	1

## Top 5 Receivers in 2000

Player	Receptions	Yards	Average	Long	TD
Muhsin Muhammad	102	1,183	11.6	36	6
Donald Hayes	66	926	14	43t	3
Wesley Walls	31	422	13.6	54	2
Tim Biakabutuka	34	341	10	25	2
Isaac Byrd	22	241	11	34t	2

The t stands for touchdown; it means the longest reception was a touchdown as well.



Show Replay Controls

Panther veteran Tim Biakabutuka leads the running game. Get him outside on Lead Smash. Run just wide of the tackle and get downfield.



Show Replay Controls

On HB Slot Punch, run the ball inside between the left guard and the center. Look for the hole and blast through with a Turbo boost.



Show Replay Controls

Take the ball outside on Heavy Toss; Weinke does a quick pitch to the fullback Hetherington.



Show Replay Controls

The Carolina Panthers play 28-year-old rookie Chris Weinke at quarterback.



Show Replay Controls

Look for Donald Hayes on the Double Seam route. Wait for him to cut to the center of the field.



Show Replay Controls

Get the ball to your star wide receiver Muhsin Muhammad on Deep Weak Out. Wait for him to turn around, then deliver the ball to him with a good throw.



Show Replay Controls

The Panthers first-round pick was middle linebacker Dan Morgan. Don't blitz with this rookie; have him hang back and stuff the run. Let your pass rushers go after the quarterback.



Show Replay Controls

Mike Rucker starts at left defensive end. When the run bounces outside, shed your blocker and go get the running back.



Show Replay Controls

Hang back for a moment when you play safety Mike Minter. Read the play and flow to the ball. If the run is bouncing outside, chase the runner down.





AFC



## Team Stats

Category	Patriots	Opponent
<b>TOTAL FIRST DOWNS</b>	283	326
<b>FIRST DOWNS</b> (Rushing-Passing-By Penalty)	80 - 172 - 31	108 - 184 - 34
<b>THIRD DOWN CONVERSIONS</b>	82 / 234	103 / 237
<b>FOURTH DOWN CONVERSIONS</b>	13 / 26	9 / 10
<b>TOTAL OFFENSIVE YARDS</b>	4,851	5,525
<b>OFFENSE</b> (Plays-Average Yards)	989 - 4.0	1039 - 5.0
<b>TOTAL RUSHING YARDS</b>	1,390	1,831
<b>RUSHING</b> (Plays-Average Yards)	424 - 3.3	495 - 3.7
<b>TOTAL PASSING YARDS</b>	3,461	3,694
<b>PASSING</b> (Comp-Att-Int-Avg)	328 - 565 - 15 - 10.6	321 - 544 - 10 - 11.5
<b>SACKS</b>	29	48
<b>FIELD GOALS</b>	27 / 33	24 / 32
<b>TOUCHDOWNS</b>	28	38
(Rushing-Passing>Returns-Defensive)	9 - 18 - 1 - 0	12 - 23 - 1 - 2
<b>TIME OF POSSESSION</b>	28:56:00	31:04:00

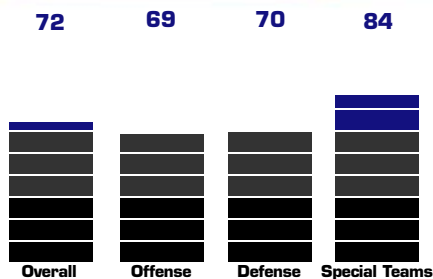
## Stadium Info

<b>Field:</b>	Foxboro Stadium®
<b>Built:</b>	1971
<b>Surface:</b>	Grass
<b>Capacity:</b>	60,292

## Coaching Info

<b>Coach:</b>	Bill Belichick
<b>Offensive Style:</b>	Balanced
<b>Defensive Style:</b>	Conservative

## Team Ratings



## 2000 Passing Stats

Player	ATT	Comp	Yds	Comp %	Yds/ATT	TD	Int	Rating
Drew Bledsoe	531	312	3,291	58.8	6.2	17	13	77.3
Michael Bishop	9	3	80	33.3	8.9	1	1	64.4
John Friesz	21	11	66	52.4	3.1	0	1	39

## 2000 Results

Date	Score	Opponent	Date	Score	Opponent
3-Sept.	16-21 L	Tampa Bay	5-Nov.	13-16 L	Buffalo
11-Sept.	19-20 L	at New York Jets	12-Nov.	11-19 L	at Cleveland
17-Sept.	13-21 L	Minnesota	19-Nov.	16-13 W	Cincinnati
24-Sept.	3-10 L	at Miami	23-Nov.	9-34 L	at Detroit
1-Oct.	28-19 W	at Denver	4-Dec.	30-24 W	Kansas City
8-Oct.	24-16 W	Indianapolis	10-Dec.	17-24 L	at Chicago
15-Oct.	17-34 L	New York Jets	17-Dec.	13-10 W	at Buffalo
22-Oct.	23-30 L	at Indianapolis	24-Dec.	24-27 L	Miami

## Offensive Standout Drew Bledsoe

Quarterback Drew Bledsoe has been tearing it up in New England for a long time now. This league veteran has a very strong arm and a good stable of receivers to throw to. Use him to get the ball to Troy Brown, Bert Emanuel, and Torrance Small.

## Defensive Standout Lawyer Milloy

Strong safety Lawyer Milloy leads the defense. In 2000, he came up with 117 tackles and 2 interceptions. Play a middle zone with Milloy, and he picks up any receivers across the middle. When the ball is in the air, switch to him and deliver the big hit.

## Top 3 Rushing Leaders in 2000

Player	Carries	Yards	Average	Long	TD
Kevin Faulk	164	570	3.5	18	4
J.R. Redmond	125	406	3.2	20	1
Drew Bledsoe	47	158	3.4	16	2

## Top 5 Receivers in 2000

Player	Receptions	Yards	Average	Long	TD
Terry Glenn	79	963	12.2	39t	6
Troy Brown	83	944	11.4	44t	4
Kevin Faulk	51	465	9.1	52t	1
Tony Simmons	14	231	16.5	46	1
Jermaine Wiggins	16	203	12.7	59	1

*The t stands for touchdown; it means the longest reception was a touchdown as well.*



Show Replay Controls

Your biggest task as the Patriots offensive coordinator is to establish a solid ground game. Get Antowain Smith outside on Crash Strong. When the hole is there, cut it up the middle. Otherwise, bounce it outside and run for the first-down marker.



Show Replay Controls

Get the ball into the hands of fullback Marc Edwards on the FB Off-Tackle play. Lower your shoulder and blast through the linebacker.



Show Replay Controls

To establish a strong running game, run from all of the formations. Keep the defense guessing, and you have a much better chance of racking up yards on the ground.



Show Replay Controls

Hit Bert Emanuel as he makes his cut across the field on Flood Over Out.



Show Replay Controls

Get the ball to Small when he cuts to the sideline on All Inside Out.



Show Replay Controls

Don't forget about the tight end, either. Hit Rod Rutledge on the Corner Shot play.



Show Replay Controls

Establish a strong pass rush with Bobby Hamilton coming in from the left side. Select him in passing situations.



Show Replay Controls

Strong safety Lawyer Milloy covers the middle of the field. When the receiver comes across the middle, deliver a big hit; the ball comes out if you time it just right.



Show Replay Controls

Cornerback Ty Law covers the left side of the field. Lock your cornerbacks in man-to-man coverage. Your talent at cornerback and sufficient pressure up front deny the offense a good passing game.



## Team Stats

Category	Raiders	Opponent
<b>TOTAL FIRST DOWNS</b>	337	320
<b>FIRST DOWNS</b> (Rushing-Passing-By Penalty)	128 - 177 - 32	85 - 202 - 33
<b>THIRD DOWN CONVERSIONS</b>	89 / 206	81 / 205
<b>FOURTH DOWN CONVERSIONS</b>	3 / 8	4 / 14
<b>TOTAL OFFENSIVE YARDS</b>	5,900	5,527
<b>OFFENSE</b> (Plays-Average Yards)	995 - 5.0	971 - 5.0
<b>TOTAL RUSHING YARDS</b>	2,470	1,551
<b>RUSHING</b> (Plays-Average Yards)	520 - 4.8	383 - 4.0
<b>TOTAL PASSING YARDS</b>	3,430	3,976
<b>PASSING</b> (Comp-Att-Int-Avg)	284 - 475 - 11 - 12.1	359 - 588 - 21 - 11.1
<b>SACKS</b>	43	28
<b>FIELD GOALS</b>	23 / 34	19 / 25
<b>TOUCHDOWNS</b>	57	34
(Rushing-Passing>Returns-Defensive)	23 - 28 - 1 - 5	8 - 25 - 0 - 1
<b>TIME OF POSSESSION</b>	31:53:00	28:07:00

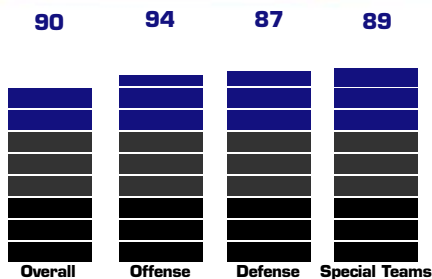
## Stadium Info

<b>Field:</b>	Network Associates Coliseum™
<b>Built:</b>	1966
<b>Surface:</b>	Grass
<b>Capacity:</b>	62,695

## Coaching Info

<b>Coach:</b>	Jon Gruden
<b>Offensive Style:</b>	West Coast
<b>Defensive Style:</b>	Aggressive

## Team Ratings



## 2000 Passing Stats

Player	ATT	Comp	Yds	Comp %	Yds/ATT	TD	Int	Rating
Rich Gannon	473	284	3,430	60	7.3	28	11	92.4

## 2000 Results

Date	Score	Opponent	Date	Score	Opponent
3-Sept.	9-6 W	San Diego	5-Nov.	49-31 W	Kansas City
10-Sept.	38-31 W	at Indianapolis	13-Nov.	24-27 L	at Denver
17-Sept.	24-33 L	Denver	19-Nov.	31-22 W	at New Orleans
24-Sept.	36-10 W	Cleveland	26-Nov.	41-14 W	Atlanta
8-Oct.	34-28 W	at San Francisco	3-Dec.	20-21 L	at Pittsburgh
15-Oct.	20-17 W	at Kansas City	10-Dec.	31-7 W	New York Jets
22-Oct.	31-3 W	Seattle	16-Dec.	24-27 L	at Seattle
29-Oct.	15-13 W	at San Diego	24-Dec.	52-9 W	Carolina

## Offensive Standout Tim Brown

Veteran Raiders receiver Tim Brown returns to lead the offense in 2001. In his 15th NFL season, this 1987 Heisman Trophy winner still makes the big plays. In 2000, he came up with 11 touchdowns on 76 catches for 1,128 yards.

## Defensive Standout Eric Allen

Eric Allen provides veteran leadership in the secondary. Entering his 14th season, this cornerback looks to do better than even his standout year in 2000, during which he came up with six interceptions—three of which he returned for touchdowns!

## Top 3 Rushing Leaders in 2000

Player	Carries	Yards	Average	Long	TD
Tyrone Wheatley	232	1,046	4.5	80t	9
Rich Gannon	89	529	5.9	23	4
Napoleon Kaufman	93	499	5.4	60	0

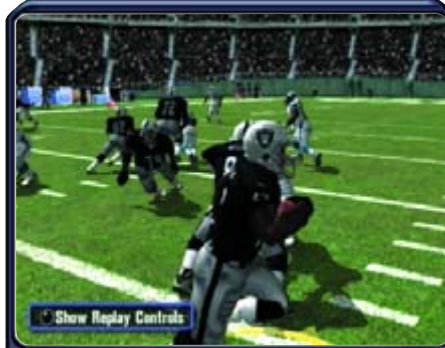
## Top 5 Receivers in 2000

Player	Receptions	Yards	Average	Long	TD
Tim Brown	76	1,128	14.8	45	11
Andre Rison	41	606	14.8	49	6
James Jett	20	356	17.8	84t	2
Rickey Dudley	29	350	12.1	30	4
Randy Jordan	27	299	11.1	55	1

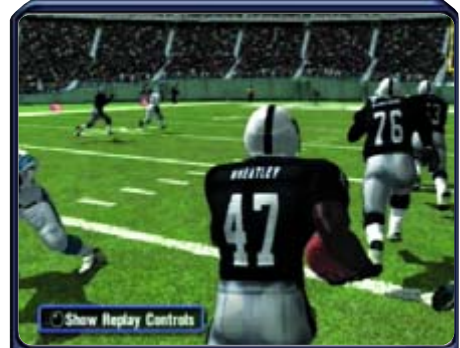
The t stands for touchdown; it means the longest reception was a touchdown as well.



Tyrone Wheatley is a big part of the passing game. Give the ball to him on PAP Seams Out.



When you're running with Wheatley, get him outside with runs like Half Hammer. Bring the man in motion to the right side as an extra blocker.



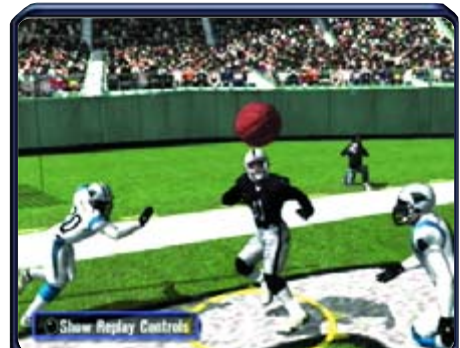
Pound the ball into the heart of the defense with HB Dive Lead to establish a strong running game with the Raiders.



Quickly get the ball to tight end Roland Williams on Chaos Strong. Let him catch the ball and then turn it downfield for a big gainer.



Free agent signee Jerry Rice still has some game left in him. Throw him the ball as he crosses the field on Empty Crosses.



Look for Tim Brown cutting to the center of the field on Split Post. Time it so you pass the ball just after he cuts to the middle.



The defense should improve a lot in 2001. During the off-season the Raiders signed veteran defensive end Trace Armstrong away from the Miami Dolphins. Armstrong recorded 16.5 sacks for the Dolphins in 2000 and looks to have another monster year in 2001. Select this pass rush specialist when you need to get to the quarterback.



Even though Allen comes away with a lot of interceptions, play smart. Go for the pick only when you have help from a safety. That way, you have backup in case you miss and the pass is completed.



Select outside linebacker Elijah Alexander when the run is coming outside. He delivers the big hit to stuff any run to his side of the field.



## Team Stats

Category	Rams	Opponent
<b>TOTAL FIRST DOWNS</b>	380	321
<b>FIRST DOWNS</b> (Rushing-Passing-By Penalty)	112 - 247 - 21	95 - 195 - 31
<b>THIRD DOWN CONVERSIONS</b>	86 / 181	74 / 192
<b>FOURTH DOWN CONVERSIONS</b>	8 / 13	6 / 12
<b>TOTAL OFFENSIVE YARDS</b>	7,335	5,782
<b>OFFENSE</b> (Plays-Average Yards)	970 - 7.0	917 - 6.0
<b>TOTAL RUSHING YARDS</b>	1,843	1,697
<b>RUSHING</b> (Plays-Average Yards)	383 - 4.8	383 - 4.4
<b>TOTAL PASSING YARDS</b>	5,492	4,085
<b>PASSING</b> (Comp-Att-Int-Avg)	380 - 587 - 23 - 14.5	323 - 534 - 19 - 12.6
<b>SACKS</b>	51	44
<b>FIELD GOALS</b>	24 / 27	26 / 31
<b>TOUCHDOWNS</b>	67	55
(Rushing-Passing>Returns-Defensive)	26 - 37 - 2 - 2	18 - 32 - 1 - 4
<b>TIME OF POSSESSION</b>	30:54:00	29:06:00

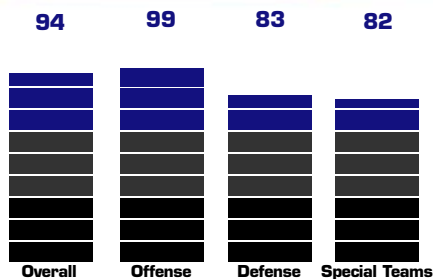
## Stadium Info

<b>Field:</b>	Dome in St. Louis
<b>Built:</b>	1995
<b>Surface:</b>	Turf
<b>Capacity:</b>	66,000

## Coaching Info

<b>Coach:</b>	Mike Martz
<b>Offensive Style:</b>	Pass to Run
<b>Defensive Style:</b>	Aggressive

## Team Ratings



## 2000 Passing Stats

Player	ATT	Comp	Yds	Comp %	Yds/ATT	TD	Int	Rating
Kurt Warner	347	235	3,429	67.7	9.9	21	18	98.3
Trent Green	240	145	2,063	60.4	8.6	16	5	101.8

## 2000 Results

Date	Score	Opponent	Date	Score	Opponent
4-Sept.	41-36 W	Denver	5-Nov.	24-27 L	Carolina
10-Sept.	37-34 W	at Seattle	12-Nov.	38-24 W	at New York Giants
17-Sept.	41-24 W	San Francisco	20-Nov.	20-33 L	Washington
24-Sept.	41-20 W	at Atlanta	26-Nov.	24-31 L	New Orleans
1-Oct.	57-31 W	San Diego	3-Dec.	3-16 L	at Carolina
15-Oct.	45-29 W	Atlanta	10-Dec.	40-29 W	Minnesota
22-Oct.	34-54 L	at Kansas City	18-Dec.	35-38 L	at Tampa Bay
29-Oct.	34-24 W	at San Francisco	24-Dec.	26-21 W	at New Orleans

## Offensive Standout

### Kurt Warner

This former Arena Football League quarterback has taken the NFL by storm. After a Super Bowl win in 1999, the Rams were sidetracked in 2000. Even though he was hurt in 2000, Warner still came up with over 3,400 yards passing and 21 touchdowns. He's back in full health for 2001, so look for Warner to lead the team back to prominence.

## Defensive Standout

### Aeneas Williams

The Rams defense looked to improve by picking up free agent cornerback Aeneas Williams. In 2000, he had five interceptions for the Cardinals, and will certainly bolster the Rams defense. When the ball is thrown his way, go for the interception if you have backup from a safety.

## Top 3 Rushing Leaders in 2000

Player	Carries	Yards	Average	Long	TD
Marshall Faulk	253	1,359	5.4	36	18
Justin Watson	54	249	4.6	49	4
Robert Holcombe	21	70	3.3	11	3

## Top 5 Receivers in 2000

Player	Receptions	Yards	Average	Long	TD
Torry Holt	82	1,635	19.9	85t	6
Isaac Bruce	87	1,471	16.9	78t	9
Marshall Faulk	81	830	10.2	72t	8
Az-Zahir Hakim	53	734	13.8	80t	4
Ricky Proehl	31	441	14.2	29	4

*The t stands for touchdown; it means the longest reception was a touchdown as well.*



Get the ball outside with Marshall Faulk on the HB Weak Toss. Faulk is a big part of the Rams offense, having gained 1,359 yards on the ground and 830 yards receiving in 2000.



On Twins Bounce you must decide—take it inside or bounce it outside. It depends on what the defense is giving you. Find the hole and get downfield.



On HB Knife, keep the ball more inside right down the lane formed by your blockers. Get downfield in a hurry with a Turbo burst.



Look for Bruce racing up the left sideline on Double Fly. If he gets behind the cornerback, he scores a touchdown on this deep passing play. This is a great play for a quick score.



What makes Warner such a good quarterback is his willingness to take the hit. He holds on to the ball until the absolute last second, then completes the pass. His only problem is winding up on his back after he releases the ball.



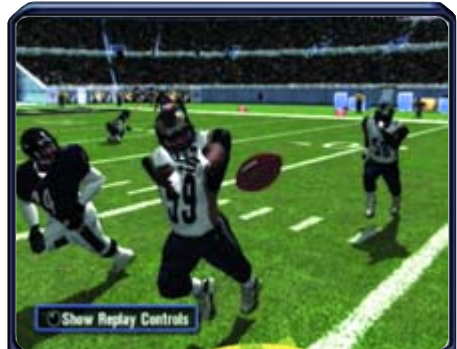
Look for Holt on Double Slant, but wait for him to make his cut to the center of the field.



The Rams defense added Tampa Bay defensive tackle Chidi Ahanotu to their lineup via free agency. His presence in the middle helps against the run. Select this big tackle to clog up the middle in running situations.



The secondary was also bolstered via free agency. Cornerback Aeneas Williams and his five interceptions from 2000 are a welcome improvement to the Rams defense.



Middle linebacker London Fletcher was the leading tackler for the Rams defense in 2000. Stay back for a moment and read the offense when you are controlling Fletcher. If it is a pass, drop back into the middle and step in front of any passes that come his way.



AFC



## Team Stats

Category	Ravens	Opponent
<b>TOTAL FIRST DOWNS</b>	288	216
<b>FIRST DOWNS</b> (Rushing-Passing-By Penalty)	116 - 156 - 16	59 - 135 - 22
<b>THIRD DOWN CONVERSIONS</b>	95 / 236	72 / 211
<b>FOURTH DOWN CONVERSIONS</b>	2 / 6	4 / 19
<b>TOTAL OFFENSIVE YARDS</b>	5,301	4,145
<b>OFFENSE</b> (Plays-Average Yards)	1,015 - 5.0	889 - 4.0
<b>TOTAL RUSHING YARDS</b>	2,199	970
<b>RUSHING</b> (Plays-Average Yards)	511 - 4.3	361 - 2.7
<b>TOTAL PASSING YARDS</b>	3,102	3,175
<b>PASSING</b> (Comp-Att-Int-Avg)	287 - 504 - 19 - 10.8	295 - 528 - 23 - 10.8
<b>SACKS</b>	35	43
<b>FIELD GOALS</b>	35 / 39	14 / 19
<b>TOUCHDOWNS</b>	32	18
(Rushing-Passing>Returns-Defensive)	9 - 20 - 2 - 1	5 - 11 - 0 - 2
<b>TIME OF POSSESSION</b>	33:19:00	26:41:00

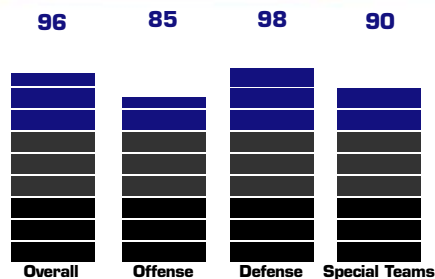
## Stadium Info

<b>Field:</b>	PSINet Stadium™
<b>Built:</b>	1998
<b>Surface:</b>	Grass
<b>Capacity:</b>	69,084

## Coaching Info

<b>Coach:</b>	Brian Billick
<b>Offensive Style:</b>	Balanced
<b>Defensive Style:</b>	Aggressive

## Team Ratings



## 2000 Passing Stats

Player	ATT	Comp	Yds	Comp %	Yds/ATT	TD	Int	Rating
Tony Banks	274	150	1,578	54.7	5.8	8	8	69.3
Trent Dilfer	226	134	1,502	59.3	6.6	12	11	76.6

## 2000 Results

Date	Score	Opponent	Date	Score	Opponent
3-Sept.	16-0 W	at Pittsburgh	29-Oct.	6-9 L	Pittsburgh
10-Sept.	39-36 W	Jacksonville	5-Nov.	27-7 W	at Cincinnati
17-Sept.	6-19 L	at Miami	12-Nov.	24-23 W	at Tennessee
24-Sept.	37-0 W	Cincinnati	19-Nov.	27-0 W	Dallas
1-Oct.	12-0 W	at Cleveland	26-Nov.	44-7 W	Cleveland
8-Oct.	15-10 W	at Jacksonville	10-Dec.	24-3 W	San Diego
15-Oct.	3-10 L	at Washington	17-Dec.	13-7 W	at Arizona
22-Oct.	6-14 L	Tennessee	24-Dec.	34-20 W	New York Jets

## Offensive Standout Shannon Sharpe

Every offense needs a clutch receiver, and for the Baltimore Ravens, it's tight end Shannon Sharpe. The veteran pass catcher was a big part of their offense with 67 catches, 810 yards receiving, and 5 touchdowns in 2000. The former Denver Bronco is looking to get to the Super Bowl yet again with the Ravens in 2001.

## Defensive Standout Ray Lewis

The defense led the Ravens all the way to the Super Bowl in 2000, and Ray Lewis led that defense. He came up with an impressive 137 tackles, 3 sacks, and 2 interceptions in 2000. The performance was good enough to get him to the Pro Bowl and earn him Defensive Player of the Year, and then he capped the year off by being named the MVP of the Super Bowl.

## Top 3 Rushing Leaders in 2000

Player	Carries	Yards	Average	Long	TD
Jamal Lewis	309	1,364	4.4	45	6
Priest Holmes	137	588	4.3	21	2
Trent Dilfer	20	75	3.8	19	0

## Top 5 Receivers in 2000

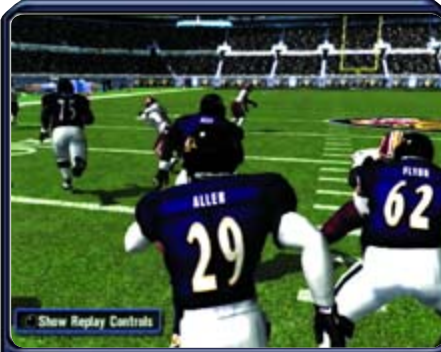
Player	Receptions	Yards	Average	Long	TD
Shannon Sharpe	67	810	12.1	59t	5
Qadry Ismail	49	655	13.4	53t	5
Jamal Lewis	27	296	11	45	0
Travis Taylor	28	276	9.9	40	3
Priest Holmes	32	221	6.9	27	0

The t stands for touchdown; it means the longest reception was a touchdown as well.



Show Replay Controls

Get the ball outside with a quick pitch on HB Weak Toss. Use a Turbo boost to quickly get Allen to the corner, then turn him downfield.



Show Replay Controls

To pick up a couple of yards, try the HB Hammer. Follow the fullback through the hole between the center and the left guard.



Show Replay Controls

To keep the defense on their toes, call some running plays for fullback Sam Gash. Blast him into the center of the line on FB Off-tackle.



Show Replay Controls

The Ravens have a new quarterback in 2001. Use Elvis Grbac to open things up a bit, and throw the ball down the field.



Show Replay Controls

Look for Ismail across the middle on All Crossed Up. Wait for him to make his way across the center of the field before making the pass.



Show Replay Controls

Look for tight end Shannon Sharpe on Pro Strong Flood. Throw the pass as he cuts to the sideline. This works well to get him out of bounds to stop the clock.



Show Replay Controls

When the pass comes across the middle and Ray Lewis is playing pass coverage, switch to him and drill the receiver.



Show Replay Controls

Your pass rush comes from Rob Burnett; he had 10.5 sacks in 2000. To get to the quarterback, select Burnett and use a Swim Move to get through the line.



Show Replay Controls

Tony Siragusa and Sam Adams clog up the middle on running plays. When it's a run, select one of these defenders and close down the running lanes.





NFC



## Team Stats

Category	Redskins	Opponent
<b>TOTAL FIRST DOWNS</b>	308	254
<b>FIRST DOWNS</b> (Rushing-Passing-By Penalty)	98 - 185 - 25	97 - 134 - 23
<b>THIRD DOWN CONVERSIONS</b>	84 / 213	72 / 205
<b>FOURTH DOWN CONVERSIONS</b>	5 / 10	5 / 10
<b>TOTAL OFFENSIVE YARDS</b>	5,640	4,757
<b>OFFENSE</b> (Plays-Average Yards)	1,006 - 5.0	892 - 5.0
<b>TOTAL RUSHING YARDS</b>	1,748	1,853
<b>RUSHING</b> (Plays-Average Yards)	445 - 3.9	430 - 4.3
<b>TOTAL PASSING YARDS</b>	3,892	2,904
<b>PASSING</b> (Comp-Att-Int-Avg)	343 - 561 - 21 - 11.3	254 - 462 - 17 - 11.4
<b>SACKS</b>	45	32
<b>FIELD GOALS</b>	20 / 30	30 / 34
<b>TOUCHDOWNS</b>	32	26
(Rushing-Passing>Returns-Defensive)	14 - 18 - 0 - 0	9 - 12 - 3 - 2
<b>TIME OF POSSESSION</b>	31:27:00	28:33:00

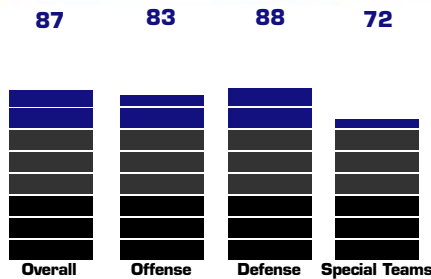
## Stadium Info

<b>Field:</b>	FedExField™
<b>Built:</b>	1997
<b>Surface:</b>	Grass
<b>Capacity:</b>	85,407

## Coaching Info

<b>Coach:</b>	Marty Shottenheimer
<b>Offensive Style:</b>	Smash Mouth
<b>Defensive Style:</b>	Balanced

## Team Ratings



## 2000 Passing Stats

Player	ATT	Comp	Yds	Comp %	Yds/ATT	TD	Int	Rating
Brad Johnson	365	228	2,505	62.5	6.9	11	15	75.7
Jeff George	194	113	1,389	58.2	7.2	7	6	79.6

## 2000 Results

Date	Score	Opponent	Date	Score	Opponent
3-Sept.	20-17 W	Carolina	30-Oct.	21-27 L	Tennessee
10-Sept.	10-15 L	at Detroit	5-Nov.	15-16 L	at Arizona
18-Sept.	21-27 L	Dallas	20-Nov.	33-20 W	at St. Louis
24-Sept.	16-6 W	at New York Giants	26-Nov.	20-23 L	Philadelphia
1-Oct.	20-17 W	Tampa Bay	3-Dec.	7-9 L	New York Giants
8-Oct.	17-14 W	at Philadelphia	10-Dec.	13-32 L	at Dallas
15-Oct.	10-3 W	Baltimore	16-Dec.	3-24 L	at Pittsburgh
22-Oct.	35-16 W	at Jacksonville	24-Dec.	20-3 W	Arizona

## Offensive Standout Stephen Davis

When you want to run the ball, give it to running back Stephen Davis. In 2000 he came up with 1,318 yards on 332 carries for an even 4 yards-per-carry average. This speedy running back came up with 11 touchdowns, including one he broke for a 50-yard score.

## Defensive Standout Marco Coleman

Defensive ends Marco Coleman and Bruce Smith teamed up for a combined 22 tackles in 2000. Coleman was the leader with 12, so pick him when you want to rush the passer.

## Top 3 Rushing Leaders in 2000

Player	Carries	Yards	Average	Long	TD
Stephen Davis	332	1,318	4	50t	11
Larry Centers	19	103	5.4	14	0
James Thrash	10	82	8.2	34	0

## Top 5 Receivers in 2000

Player	Receptions	Yards	Average	Long	TD
Albert Connell	39	762	19.5	77t	3
James Thrash	50	653	13.1	50	2
Larry Centers	81	600	7.4	26	3
Irving Fryar	41	548	13.4	34t	5
Stephen Alexander	47	510	10.9	30	2

The t stands for touchdown; it means the longest reception was a touchdown as well.



You have a choice on Crash Strong. If the hole is there, cut it inside and follow your blocker through the offensive line. If it's not, bounce it outside and cut downfield.



On HB Iso Power, quickly get the ball through the hole. As soon as you have control of the runner, use a Turbo burst to get Davis to the hole and through it.



Get the ball to the fullback Bennett on FB Weak I Dive. Blast through the line and use a Turbo boost to run over a linebacker and bust this run open.



Look for Rod Gardner on Empty Crosses. Throw the ball as he cuts across the center of the field. Watch out; if the middle line backer or safety is playing a middle zone, he gets drilled after making the catch.



Get the ball deep to wide receiver Michael Westbrook on plays like Gun Spread. Wait for Westbrook to cut to the outside before making the pass.



The Redskins have a new quarterback in 2001. Use George's strong arm to throw the ball deep down the field to your receivers.



When you need a pass rush, select Bruce Smith and get through the line with a Turbo or Spin Move.



Your other big pass rusher is Marco Coleman. You won't need to blitz much with these two big pass rushers.



The Redskins have a good group of cornerbacks. They benefit from the strong pass rush you get from Coleman and Smith. Stick with man-to-man coverage with your defensive backs.



NFC



## Team Stats

Category	Saints	Opponent
<b>TOTAL FIRST DOWNS</b>	312	279
<b>FIRST DOWNS</b> (Rushing-Passing-By Penalty)	117 - 169 - 26	95 - 159 - 25
<b>THIRD DOWN CONVERSIONS</b>	97 / 227	80 / 204
<b>FOURTH DOWN CONVERSIONS</b>	10 / 17	4 / 14
<b>TOTAL OFFENSIVE YARDS</b>	5,641	5,121
<b>OFFENSE</b> (Plays-Average Yards)	1,002 - 5.0	883 - 5.0
<b>TOTAL RUSHING YARDS</b>	2,068	1,672
<b>RUSHING</b> (Plays-Average Yards)	505 - 4.1	395 - 4.2
<b>TOTAL PASSING YARDS</b>	3,573	3,449
<b>PASSING</b> (Comp-Att-Int-Avg)	298 - 497 - 15 - 12.0	285 - 488 - 20 - 12.1
<b>SACKS</b>	66	39
<b>FIELD GOALS</b>	23 / 29	18 / 24
<b>TOUCHDOWNS</b>	41	36
(Rushing-Passing>Returns-Defensive)	14 - 22 - 0 - 5	14 - 17 - 4 - 1
<b>TIME OF POSSESSION</b>	31:27:00	28:33:00

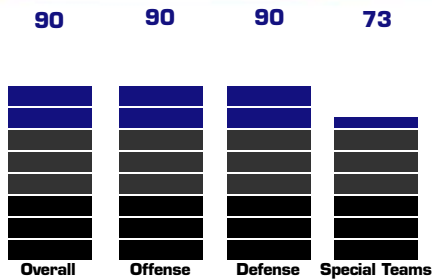
## Stadium Info

<b>Field:</b>	Louisiana Superdome™
<b>Built:</b>	1975
<b>Surface:</b>	Turf
<b>Capacity:</b>	70,200

## Coaching Info

<b>Coach:</b>	Jim Haslett
<b>Offensive Style:</b>	Balanced
<b>Defensive Style:</b>	Aggressive

## Team Ratings



## 2000 Passing Stats

Player	ATT	Comp	Yds	Comp %	Yds/ATT	TD	Int	Rating
Jeff Blake	302	184	2,025	60.9	6.7	13	9	82.7
Aaron Brooks	194	113	1,514	58.2	7.8	9	6	85.7

## 2000 Results

Date	Score	Opponent	Date	Score	Opponent
3-Sept.	10-14 L	Detroit	5-Nov.	31-15 W	San Francisco
10-Sept.	28-27 W	at San Diego	12-Nov.	20-10 W	at Carolina
17-Sept.	10-20 L	at Seattle	19-Nov.	22-31 L	Oakland
24-Sept.	7-21 L	Philadelphia	26-Nov.	31-24 W	at St. Louis
8-Oct.	31-10 W	at Chicago	3-Dec.	23-38 L	Denver
15-Oct.	24-6 W	Carolina	10-Dec.	31-27 W	at San Francisco
22-Oct.	21-19 W	at Atlanta	17-Dec.	23-7 W	Atlanta
29-Oct.	21-10 W	at Arizona	24-Dec.	21-26 L	St. Louis

## Offensive Standout Ricky Williams

1998 Heisman Trophy winner Ricky Williams leads the ground game. His season was cut short in 2000 by a broken ankle, but he still came up with 1,000 yards rushing and caught 44 passes for 409 yards.

## Defensive Standout La'Roi Glover

Need a sack? Then La'Roi Glover is your man. The 2000 Pro Bowler came up with an amazing 17 sacks—the highest total by a defensive tackle in the history of the NFL.

## Top 3 Rushing Leaders in 2000

Player	Carries	Yards	Average	Long	TD
Ricky Williams	248	1,000	4	26t	8
Jeff Blake	57	243	4.3	20	1
Terry Allen	46	179	3.9	18	2

## Top 5 Receivers in 2000

Player	Receptions	Yards	Average	Long	TD
Joe Horn	94	1,340	14.3	52	8
Willie Jackson	37	523	14.1	53t	6
Ricky Williams	44	409	9.3	24	1
Keith Poole	21	293	14	49t	1
Andrew Glover	21	281	13.4	39	4

The t stands for touchdown; it means the longest reception was a touchdown as well.



Run the ball through the line with Ricky Williams on HB Knife for a big gain. Get to the hole and use your Turbo boost to blast through to daylight on this great running play.



Use the HB Short Toss to get the ball outside with Williams. He has a unique blend of size and speed that allows him to run the ball outside and inside.



Williams has good hands and comes up with some big receptions for your offense. Give the ball to him on Split Big Screen.



Look for the tight end on TE Double In. Wait for Cameron Cleeland to cross the middle of the field before passing the ball.



Get the ball to wide receiver Joe Horn on Mid Short Post. Look for Horn to get open once he's cut to the center of the field. Watch out for the other receiver running the crossing pattern, though. Horn occasionally gets tangled up with the other receiver.



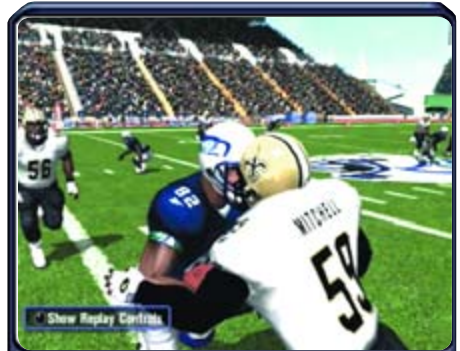
Albert Connell is open on Cross Flank. Wait for him to cut to the outside, then deliver the ball.



The pass rush comes from up the middle for the Saints. Select defensive tackle Norman Hand, because La'Roi Glover draws away the double team.



Darren Howard is a big player on the run, too. When the offense is running to his side of the field, select Howard, and stuff the ball carrier in the backfield.



The Saints have a good group of linebackers. When the ball comes over the middle, let Keith Mitchell deliver the big hit.



AFC



## Team Stats

Category	Seahawks	Opponent
<b>TOTAL FIRST DOWNS</b>	281	331
<b>FIRST DOWNS</b> (Rushing-Passing-By Penalty)	98 - 168 - 15	126 - 185 - 20
<b>THIRD DOWN CONVERSIONS</b>	83 / 205	89 / 201
<b>FOURTH DOWN CONVERSIONS</b>	7 / 14	1 / 7
<b>TOTAL OFFENSIVE YARDS</b>	4,918	6,543
<b>OFFENSE</b> (Plays-Average Yards)	910 - 5.0	992 - 6.0
<b>TOTAL RUSHING YARDS</b>	1,720	2,454
<b>RUSHING</b> (Plays-Average Yards)	403 - 4.3	503 - 4.9
<b>TOTAL PASSING YARDS</b>	3,198	4,089
<b>PASSING</b> (Comp-Att-Int-Avg)	308 - 507 - 21 - 10.4	309 - 489 - 17 - 13.2
<b>SACKS</b>	27	46
<b>FIELD GOALS</b>	21 / 26	28 / 33
<b>TOUCHDOWNS</b>	37	46
(Rushing-Passing>Returns-Defensive)	10 - 21 - 1 - 5	20 - 23 - 0 - 3
<b>TIME OF POSSESSION</b>	27:31:00	32:29:00

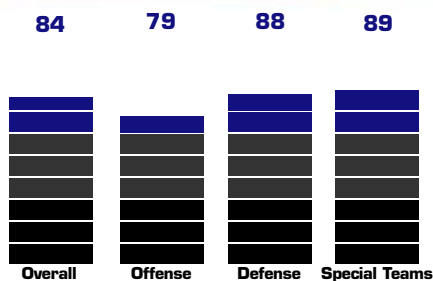
## Stadium Info

<b>Field:</b>	Husky Stadium®
<b>Built:</b>	1920
<b>Surface:</b>	Turf
<b>Capacity:</b>	68,589

## Coaching Info

<b>Coach:</b>	Mike Holmgren
<b>Offensive Style:</b>	West Coast
<b>Defensive Style:</b>	Conservative

## Team Ratings



## 2000 Passing Stats

Player	ATT	Comp	Yds	Comp %	Yds/ATT	TD	Int	Rating
Jon Kitna	418	259	2,658	62	6.4	18	19	75.6
Brock Huard	87	49	540	56.3	6.2	3	2	76.8

## 2000 Results

Date	Score	Opponent	Date	Score	Opponent
3-Sept.	0-23 L	at Miami	29-Oct.	19-24 L	Kansas City
10-Sept.	34-37 L	St. Louis	5-Nov.	17-15 W	San Diego
17-Sept.	20-10 W	New Orleans	12-Nov.	28-21 W	at Jacksonville
24-Sept.	20-12 W	at San Diego	26-Nov.	31-38 L	Denver
2-Oct.	17-24 L	at Kansas City	3-Dec.	30-10 W	at Atlanta
8-Oct.	3-26 L	at Carolina	10-Dec.	24-31 L	at Denver
15-Oct.	24-37 L	Indianapolis	16-Dec.	27-24 W	Oakland
22-Oct.	3-31 L	at Oakland	23-Dec.	23-42 L	Buffalo

## Offensive Standout Ricky Watters

Running back Ricky Watters is a big part of the Seahawks offense. Not only was he the leading rusher in 2000 with 1,242 yards and 7 touchdowns, but he also tied the team for the most catches (63). Keep Watters involved in all aspects of the Seahawks' offensive attack.

## Top 3 Rushing Leaders in 2000

Player	Carries	Yards	Average	Long	TD
Ricky Watters	278	1,242	4.5	55	7
Shaun Alexander	64	313	4.9	50	2
Jon Kitna	48	127	2.6	13	1

## Defensive Standout Levon Kirkland

Ten-year veteran Levon Kirkland is a newcomer to Seattle after spending nine years as a Steeler. When you want to stuff the run, Kirkland is your man.

## Top 5 Receivers in 2000

Player	Receptions	Yards	Average	Long	TD
Sean Dawkins	63	731	11.6	40	5
Darrell Jackson	53	713	13.5	71	6
Ricky Watters	63	613	9.7	59	2
Itula Mili	28	288	10.3	34	3
Derrick Mayes	29	264	9.1	40	1

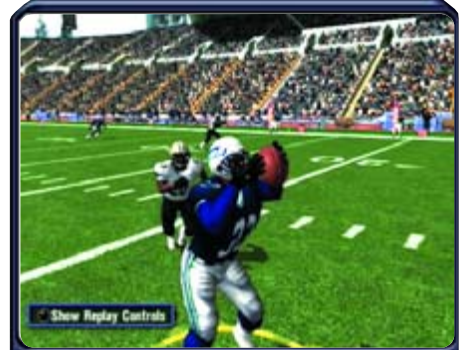
*The t stands for touchdown; it means the longest reception was a touchdown as well.*



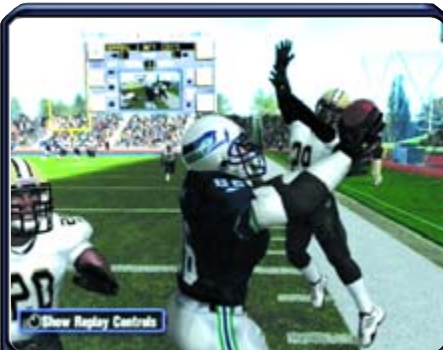
Follow your blockers, and cut downfield with Ricky Watters on Strong HB Toss.



Follow the pulling guard through the hole on HB I Power. Use a Turbo boost to make it through the hole, then concentrate on making the linebacker miss to break this run open for a big gain.



Look for Watters to come out of the backfield and go out for the pass, too. He's open on Cross Slot Go. Give the ball to him as he makes his cut across the center of the field.



Include the tight end in your passing game. Look for Fauria on Corner Shot. Let him cut to the sideline before delivering the football. This play works well to get the receiver out of bounds after the catch to stop the clock.



Wide receiver Darrell Jackson is open along the sideline on Deep Weak Out. Wait for him to make the cut to the outside, then make the pass.



Get the ball to newcomer Bobby Engram on Deep Slot Seam. Throw the ball as he makes his move to the inside. This play is a big gainer for you.



Strong safety Reggie Tongue comes up with the key pass defense on this play. When the ball is in the air, close on it and go for the interception if you have help from another defender. If Tongue had missed this interception, Robertson could have made the tackle.



Use big defensive tackle John Randle when you want to get a big push up the middle. He stuffs the run or gets to the quarterback.



Levon Kirkland is your big run stuffer. Hang back and read the offense. When they are running the ball, have Kirkland flow to the ball to make the big hit.



Team Stats

Category	Steelers	Opponent
<b>TOTAL FIRST DOWNS</b>	283	252
<b>FIRST DOWNS</b> (Rushing-Passing-By Penalty)	124 - 128 - 31	82 - 153 - 17
<b>THIRD DOWN CONVERSIONS</b>	86 / 229	78 / 222
<b>FOURTH DOWN CONVERSIONS</b>	5 / 10	8 / 17
<b>TOTAL OFFENSIVE YARDS</b>	4,986	4,942
<b>OFFENSE</b> (Plays-Average Yards)	966 - 5.0	946 - 5.0
<b>TOTAL RUSHING YARDS</b>	2,248	1,693
<b>RUSHING</b> (Plays-Average Yards)	527 - 4.3	425 - 4.0
<b>TOTAL PASSING YARDS</b>	2,738	3,249
<b>PASSING</b> (Comp-Att-Int-Avg)	217 - 439 - 10 - 12.6	280 - 521 - 17 - 11.6
<b>SACKS</b>	39	43
<b>FIELD GOALS</b>	25 / 30	29 / 34
<b>TOUCHDOWNS</b>	35	24
(Rushing-Passing>Returns-Defensive)	19 - 12 - 2 - 2	9 - 13 - 0 - 2
<b>TIME OF POSSESSION</b>	31:27:00	28:33:00

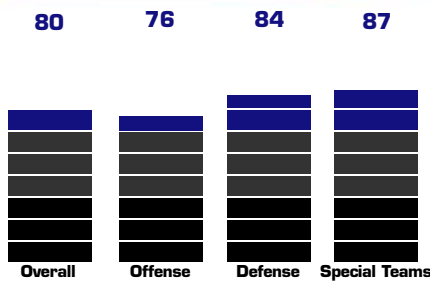
Stadium Info

<b>Field:</b>	Heinz Field
<b>Built:</b>	2001
<b>Surface:</b>	Grass
<b>Capacity:</b>	65,000

Coaching Info

<b>Coach:</b>	Bill Cowher
<b>Offensive Style:</b>	Smash Mouth
<b>Defensive Style:</b>	Balanced

Team Ratings



2000 Passing Stats

Player	ATT	Comp	Yds	Comp %	Yds/ATT	TD	Int	Rating
Kordell Stewart	289	151	1,860	52.2	6.4	11	8	73.6
Kent Graham	148	66	878	44.6	5.9	1	1	63.4

2000 Results

Date	Score	Opponent	Date	Score	Opponent
3-Sep	0-16 L	Baltimore	5-Nov	7-9 L	at Tennessee
17-Sep	20-23 L	at Cleveland	12-Nov	23-26 L	Philadelphia
24-Sep	20-23 L	Tennessee	19-Nov	24-34 L	Jacksonville
1-Oct	24-13 W	at Jacksonville	26-Nov	48-28 W	at Cincinnati
8-Oct	20-3 W	at New York Jets	3-Dec	21-20 W	Oakland
15-Oct	15-0 W	Cincinnati	10-Dec	10-30 L	at New York Giants
22-Oct	22-0 W	Cleveland	16-Dec	24-3 W	Washington
29-Oct	9-6 W	at Baltimore	24-Dec	34-21 W	at San Diego

Offensive Standout  
Jerome Bettis

Jerome Bettis is a powerful running back who loves to run the ball inside. Give him the ball consistently, and he gets stronger as the game wears on. Watch him explode through the hole and level the first tackler who tries to grab him. The opposition needs to gang tackle to bring down Bettis.

Defensive Standout  
Earl Holmes

Middle linebacker Earl Holmes led the defense in 2000 with 127 tackles. When you think the offense will run the ball, select Holmes and read the line. Find the hole and fill the gap—the back has nowhere to run.

Top 3 Rushing Leaders in 2000

Player	Carries	Yards	Average	Long	TD
Jerome Bettis	355	1,341	3.8	30	8
Kordell Stewart	78	436	5.6	45t	7
Richard Huntley	46	215	4.7	30t	3

Top 5 Receivers in 2000

Player	Receptions	Yards	Average	Long	TD
Bobby Shaw	40	672	16.8	45t	4
Hines Ward	48	672	14	77t	4
Plaxico Burress	22	273	12.4	39	0
Courtney Hawkins	19	238	12.5	33	1
Troy Edwards	18	215	11.9	27	0

The t stands for touchdown; it means the longest reception was a touchdown as well.



Give the ball to Bettis on Big HB Iso. This big runner likes to pound the ball inside.



Another good run inside for Jerome Bettis is the Split HB Smash. Look for the hole and use a Turbo boost to get through the line and through the first linebacker.



To get the ball outside, give it to your fullback on FB Toss Sweep.



Quarterback Kordell Stewart likes to run the ball. When the receivers are covered downfield, take off with Stewart and pick up the first down.



Look for Shaw as he comes in with a slant pattern on Clear and Go. Pass as soon as he gets open in the middle. When he makes the catch, turn him downfield.



Get Hines Ward the ball on Deep Out Weak. Wait for him to cut to the sideline. This play works well to get out of bounds after the completion to stop the clock.



When you need to get to the quarterback, blitz with Jason Gildon. In 2000, he came up with 13.5 sacks.



To stuff the run, select Earl Holmes, and read the offense. Find the running lanes and clog up the hole.



When the ball is in the air and Dewayne Washington is nearby, close on the ball and go for the interception. Washington came up with five picks in 2000.





AFC



## Team Stats

Category	Titans	Opponent
<b>TOTAL FIRST DOWNS</b>	299	215
<b>FIRST DOWNS</b> (Rushing-Passing-By Penalty)	107 - 167 - 25	62 - 134 - 19
<b>THIRD DOWN CONVERSIONS</b>	97 / 228	68 / 221
<b>FOURTH DOWN CONVERSIONS</b>	11/04	12/01
<b>TOTAL OFFENSIVE YARDS</b>	5,514	4,151
<b>OFFENSE</b> (Plays-Average Yards)	1,009 - 5.0	853 - 4.0
<b>TOTAL RUSHING YARDS</b>	2,084	1,390
<b>RUSHING</b> (Plays-Average Yards)	547 - 3.8	387 - 3.6
<b>TOTAL PASSING YARDS</b>	3,430	2,761
<b>PASSING</b> (Comp-Att-Int-Avg)	286 - 462 - 16 - 12.0	242 - 466 - 17 - 11.4
<b>SACKS</b>	55	27
<b>FIELD GOALS</b>	27 / 34	17 / 22
<b>TOUCHDOWNS</b>	38	20
(Rushing-Passing>Returns-Defensive)	14 - 18 - 1 - 5	7 - 10 - 0 - 3
<b>TIME OF POSSESSION</b>	33:48:00	26:12:00

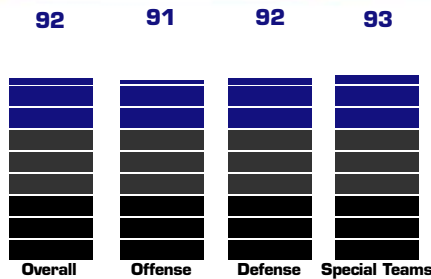
## Stadium Info

<b>Field:</b>	Adephia Coliseum
<b>Built:</b>	1999
<b>Surface:</b>	Grass
<b>Capacity:</b>	68,498

## Coaching Info

<b>Coach:</b>	Jeff Fisher
<b>Offensive Style:</b>	Balanced
<b>Defensive Style:</b>	Aggressive

## Team Ratings



## 2000 Passing Stats

Player	ATT	Comp	Yds	Comp %	Yds/ATT	TD	Int	Rating
Steve McNair	396	248	2,847	62.6	7.2	15	13	83.2
Neil O'Donnell	64	36	530	56.2	8.3	2	3	74.3
Frank Wycheck	2	2	53	100	26.5	1	0	158.3

## 2000 Results

Date	Score	Opponent	Date	Score	Opponent
3-Sept.	13-16 L	at Buffalo	5-Nov.	9-7 W	Pittsburgh
10-Sept.	17-14 W	Kansas City	12-Nov.	23-24 L	Baltimore
24-Sept.	23-20 W	at Pittsburgh	19-Nov.	24-10 W	Cleveland
1-Oct.	28-14 W	New York Giants	26-Nov.	13-16 L	at Jacksonville
8-Oct.	23-14 W	at Cincinnati	3-Dec.	15-13 W	at Philadelphia
16-Oct.	27-13 W	Jacksonville	10-Dec.	35-3 W	Cincinnati
22-Oct.	14-6 W	at Baltimore	17-Dec.	24-0 W	at Cleveland
30-Oct.	27-21 W	at Washington	25-Dec.	31-0 W	Dallas

## Offensive Standout Eddie George

Running back Eddie George set a record in 2000; he became the first running back to carry the ball at least 300 times in his first five seasons. And 2000 was a pretty good season. He rushed for 1,509 yards and ran in 14 touchdowns. The 1996 Heisman Trophy winner has good hands, too. In 2000, he came down with 50 catches for 453 yards and 2 touchdowns.

## Defensive Standout Jevon Kearse

In 1999, this rookie defensive lineman had a great year—he led the conference in sacks with 14.5, and earned a spot in the Pro Bowl. The following season was good, too; he got to the quarterback 11.5 times and made it to the Pro Bowl again. Look for this guy to get to the quarterback for you when you need to rush the passer.

## Top 3 Rushing Leaders in 2000

Player	Carries	Yards	Average	Long	TD
Eddie George	403	1,509	3.7	35t	14
Steve McNair	72	403	5.6	25	0
Rodney Thomas	61	175	2.9	20	0

## Top 5 Receivers in 2000

Player	Receptions	Yards	Average	Long	TD
Derrick Mason	63	895	14.2	34	5
Frank Wycheck	70	636	9.1	26	4
Chris Sanders	33	536	16.2	54	0
Eddie George	50	453	9.1	24	2
Yancey Thigpen	15	289	19.3	56t	2

The t stands for touchdown; it means the longest reception was a touchdown as well.



Eddie George runs the ball inside on plays like HB Slot Dive...



...and takes the ball outside on runs like Twins HB Pitch. Keep George's record running by giving him 300 carries over the season to get him another 1,000-yard season and Pro Bowl selection.



Make sure you include George in the passing game, too. Look for him on Twins Screen. Once he's got the ball, turn it downfield and pick up yards in bunches.



Throw the ball to Derrick Mason as he makes his cut to the outside on PAP Strike.



Look for tight end Fred Wycheck as he comes across the middle on Motion TE Under.



Kevin Dyson is open on Strong Double. Look for him up the right sideline.



Select Jevon Kearse when you want to rush the passer. Use a Swim Move to get through the line, and add to the third-year player's 26 career sacks.



When you want to stuff the run, select Randall Godfrey and make the big hit. Randall led the team with 118 tackles in 2000.



When it comes to pass coverage, the discussion about the Titans begins and ends with standout cornerback Samari Rolle. In 2000, he came up with an amazing 7 interceptions and even ran one back 81 yards for the score.



## Team Stats

Category	Vikings	Opponent
<b>TOTAL FIRST DOWNS</b>	319	344
<b>FIRST DOWNS</b> (Rushing-Passing-By Penalty)	107 - 193 - 19	110 - 208 - 26
<b>THIRD DOWN CONVERSIONS</b>	86 / 188	92 / 202
<b>FOURTH DOWN CONVERSIONS</b>	8 / 13	4 / 14
<b>TOTAL OFFENSIVE YARDS</b>	6,148	5,915
<b>OFFENSE</b> (Plays-Average Yards)	923 - 6.0	980 - 6.0
<b>TOTAL RUSHING YARDS</b>	2,129	1,788
<b>RUSHING</b> (Plays-Average Yards)	428 - 5.0	396 - 4.5
<b>TOTAL PASSING YARDS</b>	4,019	4,127
<b>PASSING</b> (Comp-Att-Int-Avg)	307 - 495 - 18 - 13.1	369 - 584 - 8 - 11.2
<b>SACKS</b>	31	35
<b>FIELD GOALS</b>	22 / 23	25 / 29
<b>TOUCHDOWNS</b>	47	42
(Rushing-Passing>Returns-Defensive)	14 - 33 - 0 - 0	17 - 23 - 1 - 1
<b>TIME OF POSSESSION</b>	29:28:00	30:32:00

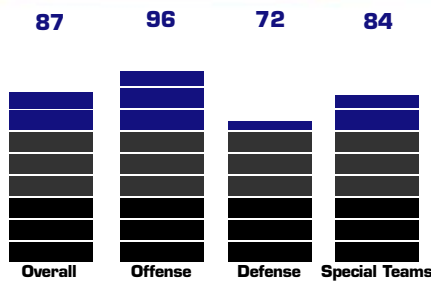
## Stadium Info

<b>Field:</b>	Hubert H. Humphrey Metrodome™
<b>Built:</b>	1982
<b>Surface:</b>	Turf
<b>Capacity:</b>	64,121

## Coaching Info

<b>Coach:</b>	Dennis Green
<b>Offensive Style:</b>	Pass to Run
<b>Defensive Style:</b>	Balanced

## Team Ratings



## 2000 Passing Stats

Player	ATT	Comp	Yds	Comp %	Yds/ATT	TD	Int	Rating
Daunte Culpepper	474	297	3,937	62.7	8.3	33	16	98
Bubby Brister	20	10	82	50	4.1	0	1	40

## 2000 Results

Date	Score	Opponent	Date	Score	Opponent
3-Sept.	30-27 W	Chicago	6-Nov.	20-26 L	at Green Bay
10-Sept.	13-7 W	Miami	12-Nov.	31-14 W	Arizona
17-Sept.	21-13 W	at New England	19-Nov.	31-17 W	Carolina
1-Oct.	31-24 W	at Detroit	23-Nov.	27-15 W	at Dallas
9-Oct.	30-23 W	Tampa Bay	30-Nov.	24-17 W	Detroit
15-Oct.	28-16 W	at Chicago	10-Dec.	29-40 L	at St. Louis
22-Oct.	31-27 W	Buffalo	17-Dec.	28-33 L	Green Bay
29-Oct.	13-41 L	at Tampa Bay	24-Dec.	10-31 L	at Indianapolis

## Offensive Standout Daunte Culpepper

Daunte Culpepper is a big quarterback; at 6'4" and 260 pounds, he's the biggest QB in the league. He's got a great set of tools to work with in receivers like Moss, Carter, and tight end Chamberlain. When they're all covered, look out for this QB to turn into a running back and pop the ball outside for the first down. In 2000, he ran 89 times for 470 yards.

## Defensive Standout Kailee Wong

Middle linebacker Kailee Wong anchors the defense. He finished second in tackles (112), got to the passer with sacks (2), and even came up with interceptions (2). Select this player on defense, and flow to the ball to make the big hit.

## Top 3 Rushing Leaders in 2000

Player	Carries	Yards	Average	Long	TD
Robert Smith	295	1,521	5.2	72t	7
Daunte Culpepper	89	470	5.3	27t	7
Moe Williams	23	67	2.9	10	0

## Top 5 Receivers in 2000

Player	Receptions	Yards	Average	Long	TD
Randy Moss	77	1,437	18.7	78t	15
Cris Carter	96	1,274	13.3	53	9
Robert Smith	36	348	9.7	53t	3
John Davis	17	202	11.9	37	1
Chris Walsh	18	191	10.6	21	0

*The t stands for touchdown; it means the longest reception was a touchdown as well.*



The Vikings have a new running back in 2001. Get the ball to Michael Bennett outside on plays like Short HB Toss.



Mix things up by getting the ball to fullback Jimmy Kleinsasser. Crash into the line and through the hole on FB Short Power.



Another threat on the ground is quarterback Daunte Culpepper. Roll him outside on pass plays, and if everyone is covered downfield, keep the ball and pick up the first down.



Deliver the ball to veteran wide receiver Cris Carter as he cuts across the field on Empty Crosses. Wait for him to get to the middle of the field before passing the ball. Take care; you have to dodge the pass rush by waiting this long.



Speedy wide receiver Randy Moss is the primary receiver on All Quick Hit. Let him get to the middle of the field, then deliver the ball. To do well on this play, you must make the first tackler miss.



Byron Chamberlain comes to the Vikings from the Denver Broncos via free agency. He provides Culpepper with a big target in the middle. Look for him on TE Curl.



Pressure on the quarterback is provided by Talance Sawyer. Select this defensive end when you want to get into the backfield and to get after the QB.



Kailee Wong is your big run stuffer. Read the offense and flow to the ball to make the big tackle. Wong came up with 112 tackles in 2000.



Your other big tackler is linebacker Ed McDaniel. When you think the offense is going to run outside, select McDaniel to get into the backfield and go after the ball carrier.

# Player Rosters



49ERS

Position	Name	Rating
C	Lynch, B.	71
C	Newberry, J.	76
DLE	Engelberger, J.	73
DLE	Milem, J.	62
DLT	Bryant, J.	73
DLT	Killings, C.	53
DLT	Young, B.	88
DRE	Carter, A.	75
DRE	Okefor, C.	70
DRT	McGrew, R.	68
DRT	Stubblefield, D.	82
FB	Beasley, E.	75
FB	Jackson, T.	68
FB	Lewis, J.	63
FS	Bronson, Z.	75
FS	Keith, J.	73
HB	Allen, D.	9
HB	Barlow, K.	75
HB	Hearst, G.	79
HB	Smith, P.	72
K	Cortez, J.	83
LCB	Holman, R.	74
LCB	Plummer, A.	83
LCB	Prigoleau, P.	72
LG	Brown, R.	80
LG	Hopson, T.	59
LLB	Peterson, J.	76
LLB	Rice, A.	69
LLB	Winborn, J.	73
LT	Ashworth, T.	51
LT	Deese, D.	78
MLB	Smith, D.	76
P	Baker, J.	75
QB	Daft, K.	65
QB	Garcia, J.	85
QB	Rattay, T.	69
RCB	Parker, A.	71
RCB	Webster, J.	75
RG	Costa, D.	70
RG	Fiore, D.	78
RLB	Killens, T.	72
RLB	Ulbrich, J.	74
RT	Gragg, S.	78
RT	Willig, M.	75
SS	Heard, R.	77
SS	Hill, M.	59
SS	Schulters, L.	84
TE	Clark, G.	79
TE	Jennings, B.	61
TE	Swift, J.	61
WR	Owens, T.	91
WR	Stokes, J.	75
WR	Streets, T.	72
WR	Sutherland, V.	72
WR	Wilson, C.	72



BEARS

Position	Name	Rating
C	Dogins, K.	65
C	Kreutz, O.	77
C	Mannelly, P.	59
DLE	Riley, K.	67
DLE	Robinson, B.	77
DLE	Tuinei, V.	70
DLT	Boone, A.	64
DLT	Washington, T.	86
DRE	Daniels, P.	77
DRE	Simmons, C.	76
DRT	Newkirk, R.	67
DRT	Traylor, K.	75
FB	Dragos, S.	63
FB	Shelton, D.	75
FS	Brown, M.	75
FS	Green, M.	69
HB	Allen, J.	78
HB	Denson, A.	72
HB	Milburn, G.	75
HB	Thomas, A.	77
K	Edinger, P.	81
LCB	Azumah, J.	75
LCB	Harris, W.	78
LCB	Gandy, M.	71
LG	Tucker, R.	74
LLB	Colvin, R.	77
LLB	Jones, G.	76
LT	Brockmeyer, B.	79
LT	Herndon, J.	66
MLB	Samuel, K.	62
MLB	Urlacher, B.	85
P	Maynard, B.	85
QB	Matthews, S.	74
QB	Miller, J.	73
QB	Wuerffel, D.	61
RCB	Austin, R.	66
RCB	McMillon, T.	59
RCB	McQuarters, R.	74
RG	Villarrial, C.	79
RLB	Holdman, W.	75
RLB	Howard, B.	71
RT	Robertson, B.	71
RT	Williams, J.	80
SS	Merrill, T.	72
SS	Parrish, T.	80
SS	Smith, E.	76
SS	Whigham, L.	75
TE	Baxter, E.	73
TE	Davis, J.	71
TE	Lyman, D.	61
WR	Bates, D.	71
WR	Booker, M.	72
WR	Robinson, M.	82
WR	Terrell, D.	76
WR	White, D.	73



BENGALS

Position	Name	Rating
C	Braham, R.	77
C	Gutierrez, B.	71
DLE	Booker, V.	77
DLE	Whittington, B.	74
DLT	Gibson, O.	76
DLT	Monds, M.	73
DRE	Langford, J.	68
DRE	Smith, J.	78
DRE	Wilson, R.	73
DRT	Steele, G.	70
DRT	Williams, T.	77
FB	Neal, L.	80
FB	Williams, N.	66
FS	Carter, C.	79
FS	Williams, D.	78
HB	Bennett, B.	76
HB	Dillon, C.	93
HB	Johnson, R.	69
HB	Keaton, C.	72
K	Rackers, N.	78
LCB	Bean, R.	74
LCB	Carter, T.	72
LCB	Heath, R.	76
LG	O'Dwyer, M.	75
LG	Rehberg, S.	65
LLB	Curtis, C.	73
LLB	Foley, S.	75
LT	Jackson, J.	75
LT	Webb, R.	85
MLB	Ross, A.	74
MLB	Simmons, B.	79
P	Harris, N.	78
QB	Covington, S.	64
QB	Kitna, J.	73
QB	Mitchell, S.	72
QB	Smith, A.	72
RCB	Hawkins, A.	74
RCB	Roman, M.	73
RG	Goff, M.	76
RG	Leyva, V.	71
RLB	Johnson, R.	76
RLB	Spikes, T.	82
RT	Anderson, W.	84
RT	Stephens, J.	72
SS	Armour, J.	69
SS	Hall, C.	76
TE	Battaglia, M.	72
TE	McGee, T.	76
TE	St. Louis, B.	61
WR	Dugans, R.	74
WR	Farmer, D.	73
WR	Houshmandzadeh, T.	72
WR	Johnson, C.	74
WR	Scott, D.	80
WR	Warrick, P.	79



BILLS

Position	Name	Rating
C	Conaty, B.	76
C	Early, M.	67
DLE	Hansen, P.	87
DLE	Schobel, A.	74
DLT	Larsen, L.	73
DLT	Price, S.	74
DLT	Robertson, T.	70
DRE	Fisher, B.	66
DRE	Flowers, E.	73
DRE	Office, K.	70
DRT	Edwards, R.	72
DRT	Williams, P.	78
FB	Centers, L.	76
FB	Crosby, P.	74
FS	Carpenter, K.	86
FS	Driver, T.	73
FS	Tillman, T.	72
HB	Bryson, S.	76
HB	Henry, T.	79
HB	Morris, S.	77
K	Arians, J.	72
LCB	Brown, L.	75
LCB	Winfield, A.	81
LG	Brown, R.	89
LLB	Jones, E.	74
LLB	Newman, K.	82
LLB	Polk, D.	74
LT	Carman, J.	70
LT	Farris, K.	75
LT	Fina, J.	83
MLB	Cowart, S.	87
MLB	Spoon, B.	75
P	Moorman, B.	77
QB	Brown, T.	71
QB	Johnson, R.	83
QB	Van Pelt, A.	74
RCB	Clements, N.	73
RCB	Irvin, K.	78
RCB	Watson, C.	74
RG	Heimburger, C.	74
RG	Hulsey, C.	75
RG	Ostroski, J.	74
RLB	Foreman, J.	76
RLB	Wright, K.	70
RT	Jennings, J.	73
RT	Sullivan, M.	72
SS	Hill, R.	71
SS	Jackson, S.	76
TE	O'Leary, D.	74
TE	Riemersma, J.	85
WR	Black, A.	72
WR	Germany, R.	73
WR	McDaniel, J.	74
WR	Moulds, E.	93
WR	Price, P.	78



BRONCOS

Position	Name	Rating
C	Hamilton, B.	69
C	Nalen, T.	87
DLE	Berry, B.	67
DLE	Washington, K.	76
DLT	Brown, C.	61
DLT	Johnson, J.	61
DLT	McGlockton, C.	76
DRE	Hayward, R.	71
DRE	Pittman, K.	73
DRT	Lett, L.	75
DRT	Pryce, T.	85
DRT	Reagor, M.	69
FB	Carter, T.	75
FB	Hape, P.	76
FB	Smith, D.	74
FS	Brown, E.	75
FS	Coghill, G.	65
HB	Anderson, M.	81
HB	Davis, T.	87
HB	Gary, D.	76
K	Elam, J.	88
LCB	Davis, E.	78
LCB	Middlebrooks, W.	73
LCB	O'Neal, D.	79
LG	Diaz-Infante, D.	73
LG	Friedman, L.	77
LLB	Gold, I.	74
LLB	Romanowski, B.	81
LT	Carlisle, C.	73
LT	Teague, T.	74
MLB	Burns, K.	71
MLB	Wilson, A.	76
P	Rouen, T.	81
QB	Beuerlein, S.	74
QB	Frerotte, G.	74
QB	Griese, B.	87
QB	Jackson, J.	67
RCB	Spencer, J.	72
RCB	Walker, R.	81
RG	Herndon, S.	71
RG	Neil, D.	83
RLB	Mobley, J.	82
RLB	Woodall, L.	76
RT	Lepis, M.	78
SS	Clark, D.	66
SS	Jenkins, B.	77
SS	Kennedy, K.	78
TE	Carswell, D.	76
TE	Clark, D.	70
WR	Cole, C.	73
WR	Kasper, K.	72
WR	Kennison, E.	73
WR	McCaffrey, E.	85
WR	McGriff, T.	74
WR	Smith, R.	87



BROWNS

Position	Name	Rating
C	O'Hara, S.	56
C	Wohlabaugh, D.	78
DLE	Colinet, S.	73
DLE	McKenzie, K.	75
DLT	Roye, O.	76
DLT	Spriggs, M.	64
DLT	Warren, C.	77
DRE	Brown, G.	85
DRE	Rogers, T.	67
DRE	Spires, G.	70
DRT	Kuehl, R.	66
DRT	Smith, M.	73
FB	Sellers, M.	73
FB	Shea, A.	66
FS	Ellsworth, P.	77
FS	Frost, S.	73
HB	Gay, B.	70
HB	Jackson, J.	72
HB	White, J.	66
K	Dawson, P.	80
LCB	Fuller, C.	77
LCB	Henry, A.	74
LCB	Jackson, R.	71
LG	Bedell, D.	63
LLB	Boyer, B.	71
LLB	Miller, J.	79
LT	Chanoine, R.	70
LT	Oben, R.	81
MLB	Minter, B.	72
MLB	Rainer, W.	73
MLB	Saleh, T.	67
P	Gardocki, C.	94
QB	Booty, J.	68
QB	Couch, T.	82
QB	Holcomb, K.	70
RCB	Chapman, L.	61
RCB	McCutcheon, D.	75
RCB	Sanders, L.	70
RG	Johnson, T.	72
RG	McKinney, J.	68
RLB	Abdullah, R.	70
RLB	Rudd, D.	82
RT	Brooks, B.	72
RT	Verba, R.	77
SS	Bush, D.	77
SS	Little, E.	71
SS	Poindexter, A.	75
SS	Smith, M.	76
TE	Dudley, R.	82
TE	Santiago, D.	74
WR	Dawson, J.	82
WR	Johnson, K.	81
WR	Morgan, B.	73
WR	Northcutt, D.	75
WR	Simmons, T.	76



BUCCANEERS

Position	Name	Rating
C	Christy, J.	84
C	Washington, T.	70
DLE	Jones, M.	78
DLE	McLaughlin, J.	69
DLT	Cannida, J.	74
DLT	McFarland, A.	79
DLT	Wyms, E.	69
DRE	Rice, S.	84
DRE	White, S.	50
DRT	Sapp, W.	92
FB	Alstott, M.	80
FB	Cook, J.	71
FB	Kirby, C.	61
FS	Howell, J.	76
FS	Jackson, D.	77
HB	Abdullah, R.	64
HB	Dunn, W.	83
HB	Stecker, A.	66
K	Gramatica, M.	90
LCB	Abraham, D.	84
LCB	Smith, D.	72
LG	Brown, W.	71
LG	Hochstein, R.	69
LG	McDaniel, R.	87
LLB	Quarles, S.	78
LLB	Singleton, A.	74
LT	Hegamin, G.	70
LT	Pierson, P.	70
LT	Walker, K.	76
MLB	Duncan, J.	80
MLB	Webster, N.	75
P	Royals, M.	81
QB	Hamilton, J.	59
QB	Johnson, B.	84
QB	King, S.	76
RCB	Barber, R.	78
RCB	Kelly, B.	74
RG	Coleman, C.	75
RLB	Brooks, D.	93
RLB	Gooch, J.	72
RLB	Waddy, J.	64
RT	Curry, D.	68
RT	Wunsch, J.	76
SS	Gibson, D.	69
SS	Lynch, J.	90
SS	Vance, E.	69
TE	McDermott, S.	66
TE	Moore, D.	76
TE	Yoder, T.	61
WR	Anthony, R.	78
WR	Green, J.	74
WR	Johnson, K.	86
WR	Murphy, E.	73
WR	Williams, K.	73
WR	Wynn, M.	72



CARDINALS

Position	Name	Rating
C	Gruttadauria, M.	77
C	Starkey, J.	57
DLE	Issa, J.	70
DLE	Wakefield, E.	69
DLT	Bell, M.	71
DLT	Davis, R.	72
DLT	Tosi, M.	67
DRE	Burke, T.	63
DRE	Vanden Bosch, K.	71
DRT	Fatafeh, M.	67
DRT	Tanner, B.	68
FB	Makovicka, J.	70
FB	McKinley, D.	60
FS	Lassiter, K.	75
FS	Wilson, A.	73
HB	Jones, T.	76
HB	Pittman, M.	78
HB	Shipp, M.	70
K	Gramatica, B.	79
LCB	Knight, T.	77
LCB	Rhinehart, C.	69
LCB	Stone, M.	76
LG	Kendall, P.	81
LG	Scott, Y.	65
LLB	Sanyika, S.	67
LLB	Thompson, R.	74
LT	Shelton, L.	81
MLB	McKinnon, R.	75
MLB	Rutledge, J.	69
P	Player, S.	84
QB	Brown, D.	72
QB	Greisen, C.	67
QB	Plummer, J.	78
RCB	Barrett, D.	68
RCB	Chavous, C.	80
RCB	Hill, R.	68
RG	Davis, L.	80
RG	Dishman, C.	73
RLB	Fredrickson, R.	77
RLB	Walz, Z.	67
RLB	Woods, L.	64
RT	Borum, J.	70
RT	Clement, A.	73
SS	Lucas, J.	66
SS	Tillman, P.	83
TE	Hardy, T.	77
TE	Junkin, T.	61
TE	Mitchell, T.	69
TE	Ofahengaue, T.	64
WR	Boston, D.	81
WR	Gilmore, B.	73
WR	Jackson, A.	73
WR	Jenkins, M.	75
WR	Moore, R.	79
WR	Sanders, E.	76



CHARGERS

Position	Name	Rating
C	Binn, D.	58
C	Clayton, C.	68
C	Jacox, K.	73
DLE	Fontenot, A.	72
DLE	Wiley, M.	86
DLT	Carson, L.	65
DLT	Williams, J.	77
DRE	Dingle, A.	67
DRE	Johnson, R.	77
DRE	Pringley, M.	70
DRT	Mohring, M.	64
DRT	Parrella, J.	80
DRT	Scott, D.	69
FB	Harris, D.	70
FB	McCrary, E.	72
FS	Beckett, R.	62
FS	Perry, J.	60
HB	Fletcher, T.	74
HB	Jenkins, R.	72
HB	Tomlinson, L.	81
K	Richey, W.	83
LCB	Harrison, L.	71
LCB	Molden, A.	77
LCB	Sanchez, D.	71
LG	Roundtree, R.	71
LLB	Dixon, G.	74
LLB	Rogers, S.	77
LT	McIntosh, D.	57
LT	Parker, V.	75
MLB	Holecek, J.	85
MLB	Polk, C.	71
MLB	Ruff, D.	73
P	Bennett, D.	92
QB	Brees, D.	73
QB	Dickenson, D.	70
QB	Flutie, D.	80
RCB	Cody, T.	73
RCB	McNeil, R.	76
RG	Graham, D.	70
RG	Keathley, M.	67
RLB	Humphrey, D.	71
RLB	Moreno, Z.	72
RLB	Seau, J.	94
RT	Ellis, E.	70
RT	Gorin, B.	61
RT	Silvers, E.	64
SS	Carswell, R.	78
SS	Harrison, R.	92
TE	Heiden, S.	70
TE	Jones, E.	87
WR	Conway, C.	79
WR	Dwight, T.	71
WR	Gaylor, T.	73
WR	Graham, J.	74
WR	Jones, R.	73



CHIEFS

Position	Name	Rating
C	Waters, B.	69
C	Wiegmann, C.	78
DLE	Hicks, E.	78
DLE	Owens, R.	75
DLT	Browning, J.	73
DLT	Hobgood-Chittick, N.	64
DLT	Ransom, D.	65
DRE	Beisel, M.	70
DRE	Clemons, D.	75
DRE	Williams, D.	78
DRT	Downing, E.	68
DRT	McCleary, N.	64
FB	Richardson, T.	75
FB	Williams, J.	70
FS	Belser, J.	81
FS	Woods, J.	87
HB	Blaylock, D.	71
HB	Cloud, M.	68
HB	Holmes, P.	78
K	Peterson, T.	80
LCB	Allen, T.	67
LCB	Crockett, R.	75
LG	Spears, M.	71
LLB	Atkins, L.	70
LLB	Bush, L.	75
LLB	Cadrez, G.	71
LLB	Stills, G.	74
LT	Alford, D.	68
LT	Tait, J.	80
MLB	Maslowski, M.	74
MLB	Patton, M.	75
P	Stryzinski, D.	93
QB	Collins, T.	76
QB	Germaine, J.	75
QB	Green, T.	85
RCB	Bartee, W.	67
RCB	Warfield, E.	74
RG	Shields, W.	86
RG	Willis, D.	51
RLB	Edwards, D.	79
RLB	O'Neal, A.	66
RT	Jones, W.	62
RT	Riley, V.	71
SS	Walker, B.	72
SS	Wesley, G.	76
TE	Dunn, J.	67
TE	Gammon, K.	67
TE	Gonzalez, T.	96
WR	Alexander, D.	86
WR	Hall, D.	66
WR	Minnis, M.	73
WR	Morris, S.	76
WR	Parker, J.	70
WR	Thomas, C.	68



COLTS

Position	Name	Rating
C	DeMulling, R.	70
C	Saturday, J.	82
DLE	Nwokorie, C.	71
DLE	Scioli, B.	77
DLE	Thomas, M.	70
DLT	Wells, M.	74
DLT	Williams, J.	72
DRE	Barnes, L.	69
DRE	Bratzke, C.	85
DRT	Johnson, E.	82
DRT	Peter, C.	75
FB	Finn, J.	76
FB	Ours, W.	72
FS	Bashir, I.	74
FS	Doering, J.	71
HB	James, E.	93
HB	McDougal, K.	69
HB	Rhodes, D.	71
K	Vanderjagt, M.	95
LCB	Brooks, R.	70
LCB	Burris, J.	78
LG	Diem, R.	68
LG	McKinney, S.	86
LLB	Harris, S.	74
LLB	Washington, M.	78
LT	Glenn, T.	88
MLB	Morris, R.	75
MLB	Sword, S.	73
P	Smith, H.	93
QB	Manning, P.	93
QB	Robinson, R.	70
QB	Rypien, M.	75
RCB	Crosby, C.	68
RCB	Harper, N.	69
RCB	Macklin, D.	77
RCB	Smith, T.	82
RG	Moore, L.	77
RLB	Morton, M.	67
RLB	Peterson, M.	83
RLB	Thompson, D.	65
RT	Jackson, W.	77
RT	Meadows, A.	83
SS	Bird, C.	73
SS	Cota, C.	85
SS	Hampton, J.	71
TE	Davenport, J.	72
TE	Dilger, K.	88
TE	Pollard, M.	87
TE	Snow, J.	70
WR	Haddad, D.	73
WR	Harrison, M.	93
WR	Insley, T.	73
WR	Pathon, J.	78
WR	Wayne, R.	77
WR	Wilkins, T.	77



COWBOYS

Position	Name	Rating
C	Fricke, B.	73
C	Stepnoski, M.	78
DLE	Ellis, G.	77
DLE	Weatherington, C.	69
DLE	Zellner, P.	72
DLT	Chevrier, R.	67
DLT	Myers, M.	71
DLT	Underwood, D.	69
DRE	Ekuban, E.	78
DRE	Evans, D.	72
DRT	Collins, J.	67
DRT	Nix, J.	68
DRT	Noble, B.	71
FB	Hambrick, T.	70
FB	Thomas, R.	72
FS	Scott, L.	73
FS	Teague, G.	77
HB	Smith, E.	85
HB	Wiley, M.	74
K	Seder, T.	79
LCB	Hawthorne, D.	72
LCB	Larrimore, K.	72
LCB	Reese, I.	75
LG	Allen, L.	90
LG	Lehr, M.	69
LLB	Hambrick, D.	77
LLB	Steele, M.	73
LT	Adams, F.	78
LT	Wagstaff, J.	72
MLB	Brooks, J.	71
MLB	Nguyen, D.	74
P	Knorr, M.	84
QB	Carter, C.	72
QB	Stoerner, C.	66
QB	Wright, A.	67
RCB	Bell, J.	73
RCB	Edwards, M.	74
RG	Garmon, K.	74
RG	Jackson, A.	73
RLB	Coakley, D.	80
RLB	Grant, O.	71
RT	Dorsey, C.	70
RT	Page, S.	78
SS	Dixon, T.	70
SS	Woodson, D.	94
TE	Harris, J.	77
TE	Huggins, J.	71
TE	Lucky, M.	71
TE	Whalen, J.	60
WR	Chiaverini, D.	74
WR	Galloway, J.	84
WR	Ismail, R.	76
WR	McGarity, W.	74
WR	Rambo, K.	72
WR	Swinton, R.	71



DOLPHINS

Position	Name	Rating
C	Andrew, T.	72
C	Ruddy, T.	86
DLE	Bromell, L.	78
DLE	Mixon, K.	80
DLT	Bowens, T.	86
DLT	Gregory, D.	72
DLT	Haley, J.	76
DRE	Ogunleye, A.	70
DRE	Taylor, J.	87
DRT	Gardener, D.	85
DRT	Grant, E.	68
FB	Dyer, D.	72
FB	Konrad, R.	76
FS	Freeman, A.	74
FS	Marion, B.	85
FS	Wooden, S.	74
HB	Johnson, J.	71
HB	Minor, T.	69
HB	Smith, L.	83
K	Mare, O.	91
LCB	Fletcher, J.	75
LCB	Kelly, B.	73
LCB	Surtain, P.	88
LG	Dixon, M.	84
LLB	Greenwood, M.	74
LLB	Russell, T.	76
LT	Folau, S.	73
LT	Spriggs, M.	76
MLB	Hendricks, T.	68
MLB	Thomas, Z.	89
P	Turk, M.	87
QB	Fiedler, J.	80
QB	Lucas, R.	77
QB	McNown, C.	72
RCB	Cousin, T.	71
RCB	Madison, S.	92
RG	Irwin, H.	76
RG	Perry, T.	78
RLB	Galyon, S.	70
RLB	Rodgers, D.	84
RT	Wade, J.	82
SS	Gamble, T.	73
SS	McGarrahan, S.	68
SS	Walker, B.	82
TE	Draper, S.	73
TE	Goodwin, H.	78
TE	Mayes, A.	73
TE	Perry, E.	74
TE	Weaver, J.	74
WR	Chambers, C.	76
WR	Gadsden, O.	80
WR	McDuffie, O.	74
WR	McKnight, J.	77
WR	Ogden, J.	74
WR	Ward, D.	75



EAGLES

Position	Name	Rating
C	Fraley, H.	63
C	Pyne, J.	78
DLE	Frank, J.	72
DLE	Kalu, N.	77
DLE	Whiting, B.	75
DLT	Grasmanis, P.	70
DLT	Simon, C.	84
DRE	Burgess, D.	70
DRE	Douglas, H.	82
DRT	Thomas, H.	80
DRT	Walker, D.	64
FB	Martin, C.	72
FB	Reader, J.	70
FS	Dawkins, B.	85
FS	Hauck, T.	71
HB	Buckhalter, C.	69
HB	Gray, A.	67
HB	Mitchell, B.	75
HB	Staley, D.	79
K	Akers, D.	83
LCB	Hampton, W.	75
LCB	Vincent, T.	81
LG	Brzezinski, D.	67
LG	Welbourn, J.	76
LLB	Caldwell, M.	74
LLB	Emmons, C.	78
LT	Schau, R.	69
LT	Thomas, T.	80
MLB	Gardner, B.	76
MLB	Trotter, J.	83
P	Landeta, S.	84
QB	Detmer, K.	70
QB	Feeley, A.	69
QB	McNabb, D.	86
RCB	Crutchfield, D.	71
RCB	Harris, A.	78
RCB	Taylor, B.	84
RG	Mayberry, J.	77
RG	Williams, B.	70
RLB	Caver, O.	72
RLB	Reese, I.	75
RT	Runyan, J.	77
SS	Carroll, T.	68
SS	Cook, R.	69
SS	Moore, D.	70
TE	Bartrum, M.	59
TE	Lewis, C.	84
TE	Stewart, T.	73
TE	Thomason, J.	76
WR	Brown, N.	70
WR	Douglas, D.	68
WR	Mitchell, E.	74
WR	Pinkston, T.	75
WR	Scott, G.	73
WR	Thrash, J.	76



FALCONS

Position	Name	Rating
C	Garza, R.	59
C	McClure, T.	76
DLE	Kerney, P.	76
DLE	Wiley, C.	75
DLT	Hall, T.	81
DLT	Swayda, S.	71
DRE	Smith, B.	70
DRT	Dronett, S.	78
DRT	Jasper, E.	70
FB	Christian, B.	77
FB	Jervey, T.	71
FS	Bradford, R.	75
FS	Hudson, C.	71
FS	McBurrows, G.	70
HB	Anderson, J.	86
HB	Smith, M.	74
HB	Thomas, R.	74
K	Feely, J.	74
LCB	Buchanan, R.	86
LCB	Hamilton, C.	77
LG	Banks, C.	69
LG	Collins, C.	75
LG	Hallen, B.	76
LLB	Jordan, A.	75
LLB	Stewart, M.	72
LT	Salaam, E.	73
LT	Whitfield, B.	84
MLB	Brooking, K.	80
MLB	Crockett, H.	75
MLB	Kelly, J.	70
MLB	Ulmer, A.	69
P	Mohr, C.	88
QB	Chandler, C.	79
QB	Johnson, D.	66
QB	Vick, M.	83
RCB	Ambrose, A.	83
RCB	Gordon, D.	80
RCB	Vaughn, D.	56
RG	Forney, K.	73
RG	Redmon, A.	69
RLB	Draft, C.	75
RLB	Simoneau, M.	74
RT	Claridge, T.	73
RT	Shivers, W.	68
RT	Thompson, M.	72
SS	Carter, M.	79
SS	Carty, J.	72
TE	Crumpler, A.	75
TE	Kelly, R.	65
TE	Kozlowski, B.	63
WR	Baker, E.	73
WR	Fineran, B.	71
WR	Jefferson, S.	78
WR	Martin, T.	78
WR	Mathis, T.	82



GIANTS

Position	Name	Rating
C	Whittle, J.	50
C	Zeigler, D.	78
DLE	Ferrara, E.	71
DLE	Strahan, M.	88
DLT	Griffin, C.	78
DLT	Legree, L.	67
DRE	Holmes, K.	85
DRE	Scott, C.	71
DRT	Hamilton, K.	78
DRT	Kolodziej, R.	71
FB	Comella, G.	74
FB	Green, A.	63
FS	Patmon, D.	72
FS	Williams, S.	85
HB	Barber, T.	78
HB	Dayne, R.	75
HB	Washington, D.	66
K	Andersen, M.	86
K	Pochman, O.	79
LCB	Allen, W.	74
LCB	Brown, R.	68
LCB	Thomas, D.	75
LG	Parker, G.	80
LG	Rosenthal, M.	73
LLB	Golden, J.	71
LLB	Short, B.	75
LT	Bober, C.	66
LT	Brown, L.	83
MLB	Barrow, M.	80
MLB	Jones, D.	58
P	Williams, R.	79
QB	Collins, K.	85
QB	Garrett, J.	74
QB	Palmer, J.	71
RCB	McDaniel, E.	72
RCB	Peterson, W.	72
RCB	Sehorn, J.	87
RG	Seubert, R.	71
RG	Stone, R.	85
RLB	Armstead, J.	88
RLB	Lewis, K.	71
RLB	White, C.	72
RT	Petitgout, L.	79
RT	Ziemann, C.	68
SS	Garnes, S.	80
SS	Stoutmire, O.	71
TE	Campbell, D.	70
TE	Cross, H.	79
TE	Rivers, M.	71
WR	Davis, T.	73
WR	Dixon, R.	73
WR	Hilliard, I.	82
WR	Jurevicius, J.	78
WR	Toomer, A.	83
WR	Woodcock, P.	69





JAGUARS

Position	Name	Rating
C	Smith, J.	76
C	Wade, J.	75
DLE	Meier, R.	75
DLE	Wynn, R.	78
DLT	Payne, S.	75
DLT	Stroud, M.	74
DRE	Brackens, T.	85
DRE	Spicer, P.	66
DRT	Smith, L.	76
DRT	Walker, G.	80
FB	Mack, S.	71
FB	Washington, P.	72
FS	Boyd, J.	70
FS	McCree, M.	72
HB	Joseph, E.	74
HB	Moreau, F.	73
HB	Taylor, F.	92
K	Hollis, M.	94
K	Tarlie, J.	72
LCB	Bryant, E.	82
LCB	Craft, J.	66
LG	Koch, A.	70
LG	Meester, B.	75
LLB	Clark, D.	73
LLB	Hardy, K.	82
LT	Boselli, T.	94
LT	Shepherd, G.	69
MLB	Nickerson, H.	82
MLB	Tuipala, J.	71
P	Hanson, C.	74
QB	Brunell, M.	85
QB	Quinn, J.	72
QB	Stambaugh, P.	69
RCB	Beasley, A.	79
RCB	Moreland, E.	70
RCB	Thomas, K.	70
RG	Ward, C.	72
RG	Wiegert, Z.	75
RLB	Slaughter, T.	75
RLB	Thomas, E.	71
RLB	Westmoreland, E.	71
RT	Williams, M.	73
RT	Zahursky, S.	72
SS	Battles, A.	70
SS	Darius, D.	84
TE	Brady, K.	84
TE	Jones, D.	78
TE	Zelenka, J.	69
WR	Dawkins, S.	76
WR	Gibson, D.	70
WR	McCardell, K.	84
WR	Smith, J.	92
WR	Soward, R.	76
WR	Whitted, A.	72
WR	Williams, R.	70



JETS

Position	Name	Rating
C	Machado, J.	69
C	Mawae, K.	86
DLE	Abraham, J.	76
DLE	Cecere, M.	62
DLE	Ogbogu, E.	69
DLT	Ellis, S.	74
DLT	Martin, S.	73
DRE	Burton, S.	75
DRE	Lyle, R.	76
DRT	Mercer, G.	64
DRT	Reed, J.	73
FB	Anderson, R.	80
FB	Sowell, J.	71
FS	Hayes, C.	74
FS	Robinson, D.	78
HB	Jordan, L.	74
HB	Martin, C.	83
HB	Morton, C.	73
K	Hall, J.	83
LCB	Glenn, A.	83
LCB	Henderson, J.	74
LCB	Mickens, R.	76
LG	Jenkins, K.	77
LG	Loverne, D.	70
LLB	Glenn, J.	69
LLB	Lewis, M.	85
LT	Elliott, J.	77
LT	Fabini, J.	80
LT	McKenzie, K.	72
MLB	Jones, M.	81
MLB	Ledyard, C.	59
MLB	Moses, K.	69
P	Parks, T.	75
P	Tupa, T.	85
QB	Pennington, C.	74
QB	Testaverde, V.	82
RCB	Coleman, M.	86
RCB	Scott, T.	70
RG	Thomas, R.	78
RLB	Darling, J.	71
RLB	Farrior, J.	77
RLB	Todd, J.	67
RT	Green, C.	68
RT	Young, R.	80
SS	Ferguson, N.	69
SS	Green, V.	84
TE	Becht, A.	76
TE	Dearth, J.	71
TE	Moreland, J.	68
WR	Chrebet, W.	85
WR	Coles, L.	76
WR	Hatchette, M.	75
WR	Hayes, W.	74
WR	Moss, S.	74
WR	Swayne, K.	74



LIONS

Position	Name	Rating
C	Beverly, E.	76
C	Raiola, D.	70
DLE	Hall, J.	70
DLE	Porcher, R.	85
DLE	Spellman, A.	75
DLT	Jones, J.	78
DLT	Pritchett, K.	72
DRE	DeVries, J.	70
DRE	Scroggins, T.	77
DRT	Elliss, L.	81
DRT	Kirschke, T.	63
DRT	Rogers, S.	73
FB	Olivo, B.	58
FB	Schlesinger, C.	70
FS	Bennett, T.	72
FS	Schulz, K.	79
HB	Droughns, R.	69
HB	Irvin, S.	69
HB	Stewart, J.	79
K	Hanson, J.	87
LCB	Campbell, L.	68
LCB	Lyght, T.	74
LCB	Westbrook, B.	80
LG	Joyce, M.	68
LG	McDougle, S.	75
LG	Semple, T.	69
LLB	Aldridge, A.	78
LLB	Kriewaldt, C.	62
LT	Backus, J.	78
LT	Roberts, R.	76
MLB	Boyd, S.	84
MLB	O'Neill, K.	59
P	Jett, J.	81
QB	Batch, C.	77
QB	Detmer, T.	73
QB	McMahon, M.	72
RCB	Bailey, R.	74
RCB	Fair, T.	76
RCB	Wyrick, J.	55
RG	Blaise, K.	73
RG	Stai, B.	77
RLB	Claiborne, C.	84
RLB	Green, B.	71
RLB	Kowalkowski, S.	73
RT	Gibson, A.	74
RT	Vincent, A.	68
SS	Rice, R.	77
TE	Banta, B.	60
TE	Mitchell, P.	75
TE	Sloan, D.	76
WR	Crowell, G.	79
WR	Foster, L.	73
WR	Howard, D.	75
WR	Moore, H.	79
WR	Morton, J.	83



PACKERS

Position	Name	Rating
C	Davis, R.	69
C	Flanagan, M.	74
C	Winters, E.	73
DLE	Holiday, V.	79
DLE	Reynolds, J.	75
DLT	Brown, G.	75
DLT	Walker, R.	70
DLT	Warren, S.	67
DRE	Ghaja-Biamila, K.	58
DRE	Thierry, J.	70
DRT	Dotson, S.	78
DRT	Flanigan, J.	79
DRT	Hunt, C.	74
FB	Henderson, W.	76
FB	Mealey, R.	61
FS	Akins, C.	56
FS	Butler, L.	86
HB	Goodman, H.	57
HB	Green, A.	79
HB	Levens, D.	78
HB	Parker, D.	66
K	Longwell, R.	89
LCB	Jue, B.	74
LCB	McBride, T.	68
LCB	McKenzie, M.	79
LG	Ferrario, B.	70
LG	Wahle, M.	75
LLB	Diggs, N.	75
LLB	Williams, K.	62
LT	Clifton, C.	72
MLB	Harris, B.	75
MLB	Marshall, T.	72
P	Bidwell, J.	78
QB	Favre, B.	85
QB	Pederson, D.	71
QB	Tolliver, B.	72
RCB	Rossum, A.	72
RCB	Williams, T.	80
RCB	Rivera, M.	78
RLB	Gizzi, C.	71
RLB	Wayne, N.	78
RT	Dotson, E.	79
RT	Tauscher, M.	74
SS	Edwards, A.	75
SS	Sharper, D.	89
TE	Collins, B.	75
TE	Davis, T.	74
TE	Franks, B.	77
TE	Martin, D.	76
WR	Bradford, C.	70
WR	Driver, D.	75
WR	Ferguson, R.	71
WR	Freeman, A.	84
WR	Lee, C.	73
WR	Schroeder, B.	77



PANTHERS

Position	Name	Rating
C	Mitchell, J.	85
C	Williams, L.	71
DLE	Peter, J.	72
DLE	Williams, J.	78
DLT	Buckner, B.	74
DLT	Gilbert, S.	80
DRE	Rucker, M.	78
DRE	Slade, C.	77
DRT	Chester, L.	67
DRT	Jenkins, K.	72
FB	Hetherington, C.	70
FB	Hoover, B.	61
FS	Grant, D.	71
FS	Green, R.	66
FS	Richardson, D.	68
HB	Biakabutuka, T.	73
HB	Goings, N.	72
HB	Huntley, R.	72
K	Kasay, J.	86
LCB	Anderson, R.	78
LCB	Booth, T.	68
LCB	Hitchcock, J.	77
LG	Jordan, J.	63
LG	Nesbit, J.	68
LLB	Minor, K.	75
LLB	Navies, H.	76
LT	Steussie, T.	90
MLB	Towns, L.	73
MLB	Wells, D.	72
P	Sauerbrun, T.	81
QB	Craig, D.	67
QB	Lytle, M.	65
QB	Weinke, C.	73
RCB	Evans, D.	82
RCB	Harper, D.	68
RG	Donnalley, K.	82
RG	James, J.	69
RLB	Hawkes, M.	70
RLB	Kyle, J.	70
RLB	Morgan, D.	76
RT	Terry, C.	72
RT	Tuten, M.	68
SS	Cooper, J.	71
SS	Minter, M.	83
SS	Phenix, P.	73
TE	Broughton, L.	70
TE	Crawford, C.	68
TE	Mangum, K.	75
TE	Walls, W.	84
WR	Byrd, I.	60
WR	Hankton, K.	73
WR	Hayes, D.	76
WR	Jeffers, P.	79
WR	Muhammad, M.	89
WR	Smith, S.	74



PATRIOTS

Position	Name	Rating
C	Paxton, L.	67
C	Ruegamer, G.	69
C	Woody, D.	78
DLE	Hamilton, B.	76
DLE	Parker, R.	65
DLT	Saylor, J.	71
DLT	Seymour, R.	76
DRE	McGinest, W.	81
DRE	Phiifer, R.	79
DRT	Mitchell, B.	78
DRT	Pleasant, A.	79
FB	Edwards, M.	73
FB	Pass, P.	70
FB	Cherry, J.	72
FB	Harris, A.	72
FB	Jones, T.	72
FB	Stevens, M.	72
HB	Faulk, K.	76
HB	Redmond, J.	74
HB	Smith, A.	78
K	Vinatieri, A.	86
LCB	Buckley, T.	84
LCB	Law, T.	87
LCB	Compton, M.	75
LG	Jones, K.	74
LLB	Turner, T.	71
LLB	Vrabel, M.	72
LT	Klemm, A.	74
LT	Light, M.	75
MLB	Cox, B.	74
MLB	Johnson, T.	81
P	Johnson, L.	79
QB	Bledsoe, D.	83
QB	Brady, T.	74
QB	Huard, D.	74
RCB	Myers, L.	72
RCB	Shaw, T.	74
RCB	Smith, D.	75
RG	Andruzzi, J.	65
RLB	Bruschi, T.	78
RLB	Izzo, L.	74
RLB	Moore, M.	72
RT	Robinson-Randall, G.	77
RT	Williams, G.	66
SS	Akbar, H.	73
SS	Milloy, L.	89
TE	Love, A.	74
TE	Rutledge, R.	78
TE	Wiggins, J.	75
WR	Brown, T.	81
WR	Emanuel, B.	73
WR	Jackson, C.	72
WR	Johnson, C.	72
WR	Patten, D.	72
WR	Small, T.	73



RAIDERS

Position	Name	Rating
C	Robbins, B.	88
C	Treu, A.	71
DLE	Armstrong, T.	81
DLE	Bryant, T.	83
DLE	Grant, D.	71
DLT	Ioane, J.	74
DLT	Russell, D.	82
DRE	Taves, J.	72
DRE	Upshaw, R.	79
DRT	Coleman, R.	72
DRT	Cooper, C.	70
DRT	Jackson, G.	77
FB	Crockett, Z.	76
FB	Ritchie, J.	77
FB	Dorsett, A.	75
FB	Perryman, R.	68
HB	Garner, C.	81
HB	Jordan, R.	73
HB	Kirby, T.	72
HB	Wheatley, T.	85
K	Janikowski, S.	87
LCB	Jennings, B.	65
LCB	Woodson, C.	86
LG	Wisniewski, S.	86
LLB	Alexander, E.	75
LLB	Smith, T.	68
LT	Sims, B.	76
LT	Stinchcomb, M.	77
MLB	Biekert, G.	81
MLB	Brooks, B.	57
P	Lechler, S.	89
QB	Gannon, R.	89
QB	Hoying, B.	72
QB	Tuiasosopo, M.	71
RCB	Allen, E.	83
RCB	James, T.	74
RCB	Johnson, E.	66
RG	Collins, M.	78
RG	Middleton, E.	73
RLB	Barton, E.	70
RLB	Thomas, W.	83
RT	Ashmore, D.	74
RT	Kennedy, L.	82
SS	Gibson, D.	74
SS	Harris, J.	75
SS	Pope, M.	76
TE	Brigham, J.	74
TE	Fulcher, M.	68
TE	Williams, R.	78
WR	Brown, T.	91
WR	Dunn, D.	73
WR	Jett, J.	76
WR	Knight, M.	73
WR	Porter, J.	73
WR	Rice, J.	90



RAMS

Position	Name	Rating
C	Garcia, E.	75
C	McCollum, A.	79
DLE	Ahanotu, C.	82
DLE	Little, L.	75
DLT	Jackson, T.	72
DLT	Lewis, D.	75
DLT	Young, B.	72
DRE	Moran, S.	73
DRE	Wistrom, G.	84
DRT	Pickett, R.	72
DRT	Zgonina, J.	75
FB	Hodgins, J.	77
FB	Watson, J.	75
FS	Coady, R.	73
FS	Herring, K.	78
HB	Canidate, T.	75
HB	Faulk, M.	98
HB	Holcombe, R.	74
K	Wilkins, J.	91
LCB	Butler, J.	73
LCB	Shepherd, J.	74
LCB	Williams, A.	90
LG	Noa, K.	71
LG	Nutten, T.	80
LLB	Davis, D.	74
LLB	Polley, T.	73
LT	Jones, R.	75
LT	Pace, O.	95
MLB	Allen, B.	70
MLB	Fletcher, L.	80
P	Baker, J.	77
QB	Bulger, M.	73
QB	Martin, J.	77
QB	Warner, K.	90
RCB	Bly, D.	75
RCB	McCleon, D.	79
RG	Spikes, C.	72
RG	Timmerman, A.	86
RLB	Ayi, K.	74
RLB	Cohen, D.	73
RLB	Fields, M.	84
RT	St. Clair, J.	70
RT	Tucker, R.	83
SS	Archuleta, A.	80
SS	Bowen, M.	70
TE	Conwell, E.	79
TE	Manumaleuna, B.	74
TE	Robinson, J.	78
WR	Bruce, I.	94
WR	Cason, A.	74
WR	Gideon, S.	74
WR	Hakim, A.	83
WR	Holt, T.	91
WR	Murphy, Y.	75
WR	Proehl, R.	78



**RAVENS**

Position	Name	Rating
C	Flynn, M.	80
C	Maese, J.	70
C	Rabach, C.	72
DLE	Burnett, R.	85
DLE	Missouri, D.	64
DLT	Adams, S.	85
DLT	Gregg, K.	63
DLT	Webster, L.	77
DRE	McCrary, M.	87
DRE	Thomas, A.	70
DRT	Dalton, L.	77
DRT	Siraqusa, T.	83
FB	Ayanbadejo, O.	74
FB	Gash, S.	78
FB	Ricard, A.	71
FS	Baxter, G.	74
FS	Woodson, R.	90
HB	Allen, T.	78
HB	Brookins, J.	70
K	Stover, M.	93
LCB	Porter, A.	74
LCB	Starks, D.	86
LCB	Waddell, R.	73
LG	Bobo, O.	70
LG	Mulitalo, E.	82
LLB	Boulware, P.	88
LLB	Brown, C.	78
LLB	Johnson, T.	74
LT	Ogden, J.	94
MLB	Hartwell, E.	72
MLB	Lewis, R.	96
P	Richardson, K.	90
QB	Cunningham, R.	83
QB	Grbac, E.	84
QB	Redman, C.	75
RCB	McAlister, C.	88
RCB	Trapp, J.	75
RG	Anderson, B.	70
RG	Vickers, K.	78
RLB	Jackson, B.	74
RLB	Sharper, J.	86
RT	Searcy, L.	79
RT	Williams, E.	80
RT	Williams, S.	72
SS	Harris, C.	81
SS	Mitchell, A.	73
TE	Heap, T.	75
TE	Jones, J.	69
TE	Sharpe, S.	90
WR	Ismail, O.	80
WR	Johnson, P.	76
WR	Lewis, J.	78
WR	Stokley, B.	79
WR	Taylor, T.	81



**REDSKINS**

Position	Name	Rating
C	Albright, E.	70
C	Fischer, M.	74
C	Raymer, C.	79
DLE	Boose, D.	72
DLE	Coleman, M.	81
DLE	Leverette, O.	69
DLT	Cowsette, D.	65
DLT	Wilkinson, D.	76
DRE	Bowens, D.	72
DRE	Smith, B.	85
DRT	DeLoach, J.	71
DRT	Lang, K.	75
FB	Bennett, D.	73
FB	Johnson, B.	56
FS	Lyle, K.	77
FS	Ohalete, I.	73
FS	Terrell, D.	78
HB	Bates, M.	74
HB	Carter, K.	77
HB	Davis, S.	86
HB	Watson, K.	64
K	Conway, B.	78
LCB	Bailey, C.	90
LCB	Greer, D.	77
LG	Campbell, M.	76
LG	Szott, D.	81
LLB	Arrington, L.	84
LLB	Pierce, A.	74
LT	Samuels, C.	91
MLB	Jones, R.	77
MLB	Mitchell, K.	78
P	Barker, B.	87
QB	Banks, T.	74
QB	George, J.	75
QB	Rosenfels, S.	70
RCB	Green, D.	80
RCB	McClellion, C.	73
RCB	Smoot, F.	81
RG	Brandt, D.	74
RG	Coleman, B.	73
RLB	Barber, S.	77
RLB	Green, D.	72
RT	Jansen, J.	80
RT	Tucker, R.	64
SS	Houston, M.	76
SS	Shade, S.	80
TE	Alexander, S.	78
TE	Flemister, Z.	61
TE	Rasby, W.	62
WR	Gardner, R.	76
WR	Lockett, K.	75
WR	McCants, D.	72
WR	Skaggs, J.	69
WR	Thompson, D.	70
WR	Westbrook, M.	81



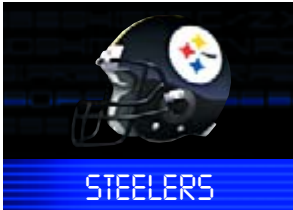
**SAINTS**

Position	Name	Rating
C	Ackerman, T.	74
C	Fontenot, J.	79
DLE	Douglas, M.	68
DLE	Howard, D.	77
DLT	Davis, E.	70
DLT	Hand, N.	89
DRE	Johnson, J.	85
DRE	Whitehead, W.	68
DRT	Glover, L.	90
DRT	Smith, K.	71
FB	Houser, K.	56
FB	Norris, M.	73
FB	Smith, T.	76
FS	Bellamy, J.	76
FS	Oldham, C.	70
HB	McAfee, E.	69
HB	McAlister, D.	79
HB	Williams, R.	86
K	Carney, J.	83
LCB	Israel, S.	75
LCB	Mathis, K.	76
LCB	Weary, E.	73
LG	Williams, W.	78
LLB	Mitchell, K.	78
LLB	Myles, D.	71
LLB	Williams, B.	71
LT	Reyes, T.	50
LT	Roaf, W.	89
LT	Terrell, D.	59
MLB	Clarke, P.	56
MLB	Clemons, C.	74
P	Gowin, T.	84
QB	Blake, J.	80
QB	Brooks, A.	83
QB	Delhomme, J.	72
RCB	Hawthorne, M.	68
RCB	Thomas, F.	70
RG	Naeole, C.	78
RG	O'Brien, N.	57
RLB	Hodge, S.	75
RLB	Smith, D.	78
RT	Price, M.	66
RT	Turley, K.	84
SS	Gleason, S.	69
SS	Knight, S.	83
TE	Clelland, C.	75
TE	Hall, L.	69
TE	Stachelski, D.	67
TE	Wheatley, A.	59
WR	Connell, A.	77
WR	Horn, J.	85
WR	Jackson, W.	76
WR	Lewis, M.	73
WR	Onome, O.	73
WR	Wilson, R.	73



**SEAHAWKS**

Position	Name	Rating
C	Darche, J.	63
C	Tobeck, R.	75
C	Wiggins, B.	64
DLE	Sinclair, M.	82
DLT	Eaton, C.	81
DLT	Woodard, C.	65
DRE	Hilliard, J.	68
DRE	King, L.	77
DRT	Brown, J.	69
DRT	Cochran, A.	72
DRT	Randle, J.	84
FB	Evans, H.	72
FB	Strong, M.	76
FS	Kelly, M.	73
FS	Robertson, M.	88
HB	Alexander, S.	77
HB	Rogers, C.	72
HB	Watters, R.	83
K	Lindell, R.	83
LCB	Charlton, I.	75
LCB	Miranda, P.	70
LCB	Springs, S.	86
LG	Hutchinson, S.	73
LLB	Bell, M.	70
LLB	Simmons, A.	78
LT	Jones, W.	86
LT	Norman, D.	69
MLB	Kacywenski, I.	64
MLB	Kirkland, L.	87
P	Feagles, J.	81
QB	Differ, T.	75
QB	Hasselbeck, M.	76
QB	Huard, B.	72
RCB	Blackmon, H.	71
RCB	Lucas, K.	73
RCB	Williams, W.	75
RG	Gray, C.	73
RG	Womack, F.	72
RLB	Brown, C.	90
RLB	Huff, O.	65
RLB	Terry, T.	65
RT	McIntosh, C.	88
RT	Wedderburn, E.	74
RT	Weiner, T.	67
SS	Fuller, C.	79
SS	Tongue, R.	87
TE	Fauria, C.	77
TE	Mili, I.	76
TE	Stewart, R.	72
WR	Bannister, A.	69
WR	Bowmes, E.	61
WR	Engram, B.	76
WR	Jackson, D.	79
WR	Robinson, K.	76
WR	Williams, J.	73



STEELERS

Position	Name	Rating
C	Hartings, J.	77
C	Okobi, C.	72
C	Schneck, M.	69
DLE	Hoke, C.	71
DLE	Smith, A.	72
DLT	Combs, C.	68
DRE	Bailey, R.	71
DRE	Von Oelhoffen, K.	75
DRT	Clancy, K.	73
DRT	Hampton, C.	76
FB	Bowers, R.	69
FB	Kreider, D.	73
FB	Witman, J.	71
FS	Alexander, B.	76
FS	Logan, M.	77
HB	Bettis, J.	85
HB	Fuamatu Ma'afala, C.	71
HB	Zereoue, A.	73
K	Brown, K.	87
LCB	Scott, C.	78
LCB	Townsend, D.	72
LG	Faneca, A.	80
LG	Vincent, K.	72
LLB	Gildon, J.	84
LLB	Haggans, C.	69
LT	Gandy, W.	77
MLB	Bell, K.	78
MLB	Fiala, J.	67
MLB	Holmes, E.	79
MLB	Jones, M.	77
P	Miller, J.	89
QB	Maddox, T.	76
QB	Martin, T.	60
QB	Stewart, K.	83
RCB	Poteat, H.	57
RCB	Simmons, J.	69
RCB	Washington, D.	81
RG	Duffy, R.	73
RG	Tylski, R.	76
RLB	Kurpekis, J.	74
RLB	Porter, J.	78
RT	Ross, O.	65
RT	Smith, M.	78
SS	Bell, M.	73
SS	Flowers, L.	82
TE	Bruener, M.	80
TE	Cushing, M.	61
TE	Tuman, J.	66
WR	Blackwell, W.	73
WR	Brown, D.	69
WR	Burress, P.	76
WR	Edwards, I.	74
WR	Shaw, B.	74
WR	Ward, H.	80



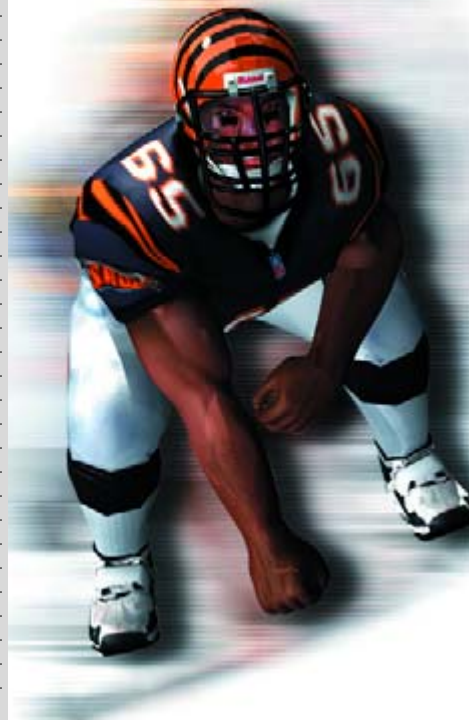
TITANS

Position	Name	Rating
C	Long, K.	77
C	Mathews, J.	70
DLE	Carter, K.	83
DLE	Thomas, J.	72
DLT	Evans, J.	75
DLT	Smith, R.	73
DLT	Thornton, J.	78
DRE	Ford, H.	74
DRE	Kearse, J.	89
DRT	Arp, D.	69
DRT	Fisk, J.	77
DRT	Salave'a, J.	73
FB	Leach, M.	66
FB	Wycheck, E.	86
FS	Myers, B.	75
FS	Walker, J.	71
HB	Alexander, D.	70
HB	George, E.	94
HB	Green, M.	72
HB	Hicks, S.	75
K	Nedney, J.	86
LCB	Dyson, A.	72
LCB	Jenkins, D.	78
LCB	Mitchell, D.	75
LG	Mathews, B.	92
LG	Piller, Z.	74
LLB	Bulluck, K.	75
LLB	Favors, G.	77
LT	Hall, B.	72
LT	Hopkins, B.	89
MLB	Chamberlain, E.	73
MLB	Godfrey, R.	86
P	Hentrich, C.	96
QB	McNair, S.	91
QB	O'Donnell, N.	78
QB	Volek, B.	72
RCB	Booker, M.	74
RCB	Rolle, S.	87
RCB	Sidney, D.	79
RG	DiNapoli, G.	74
RG	Olson, B.	81
RLB	Robinson, E.	84
RLB	Sirmon, P.	74
RT	Miller, F.	73
SS	Bishop, B.	93
SS	Morris, A.	77
TE	Kinney, E.	75
TE	Meier, S.	73
WR	Bennett, D.	70
WR	Berlin, E.	72
WR	Coleman, C.	76
WR	Dyson, K.	82
WR	Mason, D.	88
WR	McCareins, J.	74
WR	Sanders, C.	77



VIKINGS

Position	Name	Rating
C	Birk, M.	80
C	Malano, M.	72
C	Withrow, C.	72
DLE	Sawyer, T.	75
DLE	Smith, E.	74
DLT	Hovan, C.	77
DLT	Worthen, S.	72
DRE	Johnstone, L.	76
DRT	Howard, W.	74
DRT	Robbins, E.	76
FB	Kleinsasser, J.	75
FB	Morrow, H.	73
FB	Snider, M.	58
FS	Carter, T.	74
FS	Thomas, O.	75
HB	Bennett, M.	74
HB	Chapman, D.	69
HB	Prentice, T.	69
K	Anderson, G.	90
LCB	Kelly, E.	74
LCB	Scott, C.	70
LCB	Serwanga, W.	73
LCB	Wright, K.	75
LG	Lacina, C.	77
LG	Wisne, J.	72
LLB	Chukwurah, P.	67
LLB	Hall, L.	76
LT	Badger, B.	77
LT	Kelly, L.	71
MLB	Nelson, J.	73
MLB	Wong, K.	83
P	Berger, M.	89
QB	Bouman, T.	71
QB	Culpepper, D.	91
QB	Wynn, S.	66
RCB	Kidd, C.	73
RCB	Tate, R.	74
RCB	Thibodeaux, K.	72
RG	Dixon, D.	83
RG	Lindsay, E.	74
RLB	McDaniel, E.	83
RLB	Wilson, A.	71
RT	Crawford, B.	71
RT	Liwienski, C.	78
SS	Griffith, R.	93
SS	Morgan, D.	74
TE	Chamberlain, B.	77
TE	Heffner-Liddiard, B.	68
TE	Jordan, A.	72
WR	Carter, C.	94
WR	Jacquet, N.	77
WR	Moss, R.	95
WR	Reed, J.	79
WR	Walsh, C.	74
WR	Walters, T.	77



PLAYERS ROSTERS

Do you want secrets? We've got them right here for you. There are three different sets of secrets inside *NFL Fever 2002*; here's what you can unlock.

### The Fantasy Challenge

Under the Season menu, complete Fantasy Challenge mode to unlock seven fantasy teams. After you unlock a team, you can use it in regular games against the computer or your friends. See the "Dynasty mode and Fantasy Challenge" section of this guide for more information.

#### Fantasy Challenge Teams

1. Crocs
2. Skeletons
3. Commandos
4. DaRulahs
5. Monks
6. Pansies
7. Gladiators



Are you ready to do battle? Unlock the Gladiators and you're set.



By completing the Fantasy Challenges under Season mode, you unlock seven fantasy teams.

### Training Camp

Seven fantasy teams aren't enough for you? Well, *NFL Fever 2002* has four more for you to unlock. To get these teams, you must complete the tasks in Training Camp. After you unlock each team, you can use it in regular games against the computer or your friends.

#### Training Camp Teams

Drill	Unlocked Team
Running	Cows
Passing	War Elephants
Kicking	Wildcats
Tackling	Hackers



Head on out to Training Camp and complete the running drills...



...to unlock the Cows! Complete the other training drills to hone your game and unlock the three other Training Camp teams.

### Dynasty Mode

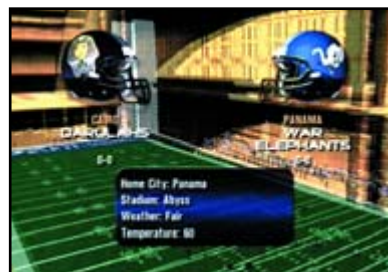
*NFL Fever 2002* rewards players who complete successive seasons in Dynasty mode. By making it through season after season, you unlock hidden stadiums to play in. Here's a list of the hidden stadiums and how many seasons you must complete to unlock each of them.

#### Dynasty Mode Stadiums

Seasons	Stadium
5	New Seahawks Stadium
10	Abyss
15	Roman Coliseum
20	Practice Stadium
24	Millennium



As you continue to build your own NFL powerhouse in Dynasty mode, you unlock new stadiums. After five completed seasons, you unlock this one, New Seahawks Stadium.

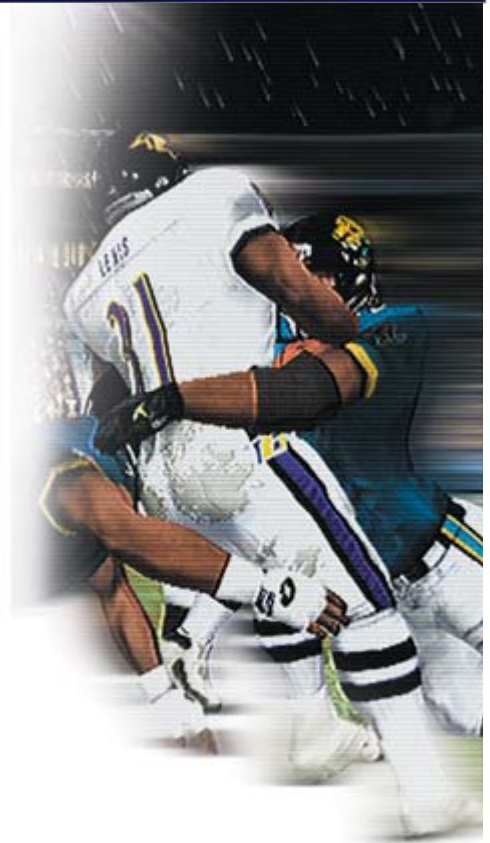


And as you complete 25 years, you unlock the other four stadiums, such as Millennium shown here.

# Final 2000 Standings

## Regular Season

Team	W	L	T	PCT	Points For	Points Against
<b>AFC East</b>						
Miami	11	5	0	.688	323	226
Indianapolis	10	6	0	.625	429	326
New York Jets	9	7	0	.562	321	321
Buffalo	8	8	0	.500	315	350
New England	5	11	0	.312	276	338
<b>AFC Central</b>						
Tennessee	13	3	0	.812	346	191
Baltimore	12	4	0	.750	333	165
Pittsburgh	9	7	0	.562	321	255
Jacksonville	7	9	0	.438	367	327
Cincinnati	4	12	0	.250	185	359
Cleveland	3	13	0	.188	161	419
<b>AFC West</b>						
Oakland	12	4	0	.750	479	299
Denver	11	5	0	.688	485	369
Kansas City	7	9	0	.438	355	354
Seattle	6	10	0	.375	320	405
San Diego	1	15	0	.062	269	440
<b>NFC East</b>						
New York Giants	12	4	0	.750	328	246
Philadelphia	11	5	0	.688	351	245
Washington	8	8	0	.500	281	269
Dallas	5	11	0	.312	294	361
Arizona	3	13	0	.188	210	443
<b>NFC Central</b>						
Minnesota	11	5	0	.688	397	371
Tampa Bay	10	6	0	.625	388	269
Green Bay	9	7	0	.562	353	323
Detroit	9	7	0	.562	307	307
Chicago	5	11	0	.312	216	355
<b>NFC West</b>						
New Orleans	10	6	0	.625	354	305
St. Louis	10	6	0	.625	540	471
Carolina	7	9	0	.438	310	310
San Francisco	6	10	0	.375	388	422
Atlanta	4	12	0	.250	252	413



## Playoffs

### Wild Card Games

- Miami defeated Indianapolis 23-17 in overtime
- New Orleans defeated St. Louis 31-28
- Baltimore defeated Denver 21-3
- Philadelphia defeated Tampa Bay 21-3

### Divisional Playoffs

- Minnesota defeated New Orleans 34-16
- Oakland defeated Miami 27-0
- Baltimore defeated Tennessee 24-10
- New York Giants defeated Philadelphia 20-10

### Conference Playoffs

- New York Giants defeated Minnesota 41-0
- Baltimore defeated Oakland 16-3

### Super Bowl XXXV

- Baltimore defeated New York Giants 34-7

# 2001 Season Schedule

## Week 1

**Sunday**  
**September 9, 2001**

Carolina at Minnesota  
Chicago at Baltimore  
Detroit at Green Bay  
Indianapolis at N.Y. Jets  
New England at Cincinnati  
New Orleans at Buffalo  
Oakland at Kansas City  
Pittsburgh at Jacksonville  
Seattle at Cleveland  
Tampa Bay at Dallas  
Atlanta at San Francisco  
St. Louis at Philadelphia  
Washington at San Diego  
Miami at Tennessee

**Monday**  
**September 10, 2001**  
N.Y. Giants at Denver

**Open Date**  
Arizona

## Week 2

**Sunday**  
**September 16, 2001**

Arizona at Washington  
Buffalo at Miami  
Cincinnati at Tennessee  
Dallas at Detroit  
Denver at Indianapolis  
Green Bay at N.Y. Giants  
New England at Carolina  
Philadelphia at Tampa Bay  
San Francisco at New Orleans  
Atlanta at St. Louis  
Jacksonville at Chicago  
Kansas City at Seattle  
N.Y. Jets at Oakland  
Cleveland at Pittsburgh

**Monday**  
**September 17, 2001**  
Minnesota at Baltimore

**Open Date**  
San Diego

## Week 3

**Sunday**  
**September 23, 2001**

Baltimore at Cincinnati  
Buffalo at Indianapolis  
Carolina at Atlanta  
Detroit at Cleveland  
Minnesota at Chicago  
N.Y. Giants at Kansas City  
Oakland at Miami  
San Diego at Dallas  
Tennessee at Jacksonville  
N.Y. Jets at New England  
Philadelphia at Seattle  
St. Louis at San Francisco  
Denver at Arizona

**Monday**  
**September 24, 2001**  
Washington at Green Bay

**Open Date**  
New Orleans,  
Pittsburgh  
Tampa Bay

## Week 4

**Sunday**  
**September 30, 2001**

Green Bay at Carolina  
Indianapolis at New England  
Kansas City at Washington  
Miami at St. Louis  
New Orleans at N.Y. Giants  
Pittsburgh at Buffalo  
Tampa Bay at Minnesota  
Atlanta at Arizona  
Baltimore at Denver  
Cincinnati at San Diego  
Cleveland at Jacksonville  
Seattle at Oakland  
Dallas at Philadelphia

**Monday**  
**October 1, 2001**  
San Francisco at N.Y. Jets

**Open Date**  
Chicago  
Detroit  
Tennessee

## Week 5

**Sunday**  
**October 7, 2001**

Arizona at Philadelphia  
Chicago at Atlanta  
Cincinnati at Pittsburgh  
Minnesota at New Orleans  
New England at Miami  
San Diego at Cleveland  
Tennessee at Baltimore  
Washington at N.Y. Giants  
Jacksonville at Seattle  
Kansas City at Denver  
N.Y. Jets at Buffalo  
Green Bay at Tampa Bay  
Carolina at San Francisco

**Monday**  
**October 8, 2001**  
St. Louis at Detroit

**Open Date**  
Indianapolis

## Week 6

**Sunday**  
**October 14, 2001**

Arizona at Chicago  
Baltimore at Green Bay  
Cleveland at Cincinnati  
Detroit at Minnesota  
New Orleans at Carolina  
N.Y. Giants at St. Louis  
Pittsburgh at Kansas City  
San Diego at New England  
San Francisco at Atlanta  
Tampa Bay at Tennessee  
Denver at Seattle  
Miami at N.Y. Jets  
Oakland at Indianapolis

**Monday**  
**September 15, 2001**  
Washington at Dallas

**Open Date**  
Buffalo  
Jacksonville  
Philadelphia

## Week 7

**Thursday**  
**October 18, 2001**

Buffalo at Jacksonville

**Sunday**  
**October 21, 2001**

Atlanta at New Orleans  
Baltimore at Cleveland  
Carolina at Washington  
Chicago at Cincinnati  
Dallas at Oakland  
New England at Indianapolis  
Pittsburgh at Tampa Bay  
St. Louis at N.Y. Jets  
Tennessee at Detroit  
Denver at San Diego  
Kansas City at Arizona  
Green Bay at Minnesota

**Monday**  
**October 22, 2001**  
Philadelphia at N.Y. Giants

**Open Dates**  
Miami  
Seattle  
San Francisco

## Week 8

**Sunday**  
**October 28, 2001**

Cincinnati at Detroit  
Indianapolis at Kansas City  
Jacksonville at Baltimore  
Minnesota at Tampa Bay  
New Orleans at St. Louis  
N.Y. Jets at Carolina  
San Francisco at Chicago  
Arizona at Dallas  
Buffalo at San Diego  
Miami at Seattle  
New England at Denver  
Oakland at Philadelphia  
N.Y. Giants at Washington

**Monday**  
**October 29, 2001**  
Tennessee at Pittsburgh

**Open Dates**  
Atlanta  
Cleveland  
Green Bay



Week 9
<p><b>Sunday</b>  <b>November 4, 2001</b>                      Baltimore at Pittsburgh                      Carolina at Miami                      Cleveland at Chicago                      Dallas at N.Y. Giants                      Jacksonville at Tennessee                      New England at Atlanta                      Tampa Bay at Green Bay                      Detroit at San Francisco                      Philadelphia at Arizona                      Indianapolis at Buffalo                      Kansas City at San Diego                      Seattle at Washington                      N.Y. Jets at New Orleans</p> <p><b>Monday</b>  <b>November 5, 2001</b>                      Denver at Oakland</p> <p><b>Open Dates</b>                      Cincinnati                      Minnesota                      St. Louis</p>

Week 10
<p><b>Sunday</b>  <b>November 11, 2001</b>                      Buffalo at New England                      Carolina at St. Louis                      Cincinnati at Jacksonville                      Dallas at Atlanta                      Green Bay at Chicago                      Kansas City at N.Y. Jets                      Miami at Indianapolis                      Pittsburgh at Cleveland                      Tampa Bay at Detroit                      San Diego at Denver                      Minnesota at Philadelphia                      New Orleans at San Francisco                      N.Y. Giants at Arizona                      Oakland at Seattle</p> <p><b>Monday</b>  <b>November 12, 2001</b>                      Baltimore at Tennessee</p> <p><b>Open Date</b>                      Washington</p>

Week 11
<p><b>Sunday</b>  <b>November 18, 2001</b>                      Atlanta at Green Bay                      Chicago at Tampa Bay                      Cleveland at Baltimore                      Indianapolis at New Orleans                      N.Y. Jets at Miami                      Philadelphia at Dallas                      Seattle at Buffalo                      San Francisco at Carolina                      Tennessee at Cincinnati                      Jacksonville at Pittsburgh                      San Diego at Oakland                      Detroit at Arizona                      Washington at Denver                      St. Louis at New England</p> <p><b>Monday</b>  <b>November 19, 2001</b>                      N.Y. Giants at Minnesota</p> <p><b>Open Date</b>                      Kansas City</p>

Week 12
<p><b>Thursday</b>  <b>November 22, 2001</b>                      Green Bay at Detroit                      Denver at Dallas</p> <p><b>Sunday</b>  <b>November 25, 2001</b>                      Atlanta at Carolina                      Baltimore at Jacksonville                      Cincinnati at Cleveland                      Miami at Buffalo                      Pittsburgh at Tennessee                      Seattle at Kansas City                      San Francisco at Indianapolis                      Washington at Philadelphia                      Arizona at San Diego                      New Orleans at New England                      Oakland at N.Y. Giants                      Chicago at Minnesota</p> <p><b>Monday</b>  <b>November 26, 2001</b>                      Tampa Bay at St. Louis</p> <p><b>Open Date</b>                      N.Y. Jets</p>

Week 13
<p><b>Thursday</b>  <b>Nov. 29, 2001</b>                      Philadelphia at Kansas City</p> <p><b>Sunday</b>  <b>Dec. 2, 2001</b>                      Carolina at New Orleans                      Denver at Miami                      Detroit at Chicago                      Indianapolis at Baltimore                      Minnesota at Pittsburgh                      New England at N.Y. Jets                      St. Louis at Atlanta                      Tampa Bay at Cincinnati                      Tennessee at Cleveland                      San Diego at Seattle                      Arizona at Oakland                      Dallas at Washington                      Buffalo at San Francisco</p> <p><b>Monday</b>  <b>Dec. 3, 2001</b>                      Green Bay at Jacksonville</p> <p><b>Open Date</b>                      N.Y. Giants</p>

Week 14
<p><b>Sunday</b>  <b>Dec. 9, 2001</b>                      Carolina at Buffalo                      Chicago at Green Bay                      Cleveland at New England                      Detroit at Tampa Bay                      Jacksonville at Cincinnati                      New Orleans at Atlanta                      N.Y. Giants at Dallas                      San Diego at Philadelphia                      San Francisco at St. Louis                      Tennessee at Minnesota                      Washington at Arizona                      Kansas City at Oakland                      N.Y. Jets at Pittsburgh                      Seattle at Denver</p> <p><b>Monday</b>  <b>Dec. 10, 2001</b>                      Indianapolis at Miami</p> <p><b>Open Date</b>                      Baltimore</p>

Week 15
<p><b>Saturday</b>  <b>Dec. 15, 2001</b>                      Arizona at N.Y. Giants                      Oakland at San Diego</p> <p><b>Sunday</b>  <b>Dec. 16, 2001</b>                      Atlanta at Indianapolis                      Cincinnati at N.Y. Jets                      Denver at Kansas City                      Jacksonville at Cleveland                      Minnesota at Detroit                      New England at Buffalo                      Philadelphia at Washington                      Tampa Bay at Chicago                      Miami at San Francisco                      Dallas at Seattle                      Green Bay at Tennessee                      Pittsburgh at Baltimore</p> <p><b>Monday</b>  <b>Dec. 17, 2001</b>                      St. Louis at New Orleans</p> <p><b>Open Date</b>                      Carolina</p>

Week 16
<p><b>Saturday</b>  <b>Dec. 22, 2001</b>                      Miami at New England                      Philadelphia at San Francisco                      Tennessee at Oakland</p> <p><b>Sunday</b>  <b>Dec. 23, 2001</b>                      Buffalo at Atlanta                      Chicago at Washington                      Cincinnati at Baltimore                      Cleveland at Green Bay                      Detroit at Pittsburgh                      New Orleans at Tampa Bay                      San Diego at Kansas City                      Seattle at N.Y. Giants                      St. Louis at Carolina                      Dallas at Arizona                      Jacksonville at Minnesota                      N.Y. Jets at Indianapolis</p> <p><b>Open Date</b>                      Denver</p>

Week 17
<p><b>Saturday</b>  <b>Dec. 29, 2001</b>                      Baltimore at Tampa Bay</p> <p><b>Sunday</b>  <b>Dec. 30, 2001</b>                      Arizona at Carolina                      Atlanta at Miami                      Buffalo at N.Y. Jets                      Chicago at Detroit                      Cleveland at Tennessee                      Indianapolis at St. Louis                      Kansas City at Jacksonville                      Minnesota at Green Bay                      Pittsburgh at Cincinnati                      San Francisco at Dallas                      N.Y. Giants at Philadelphia                      Oakland at Denver                      Seattle at San Diego                      Washington at New Orleans</p> <p><b>Open Date</b>                      New England</p>