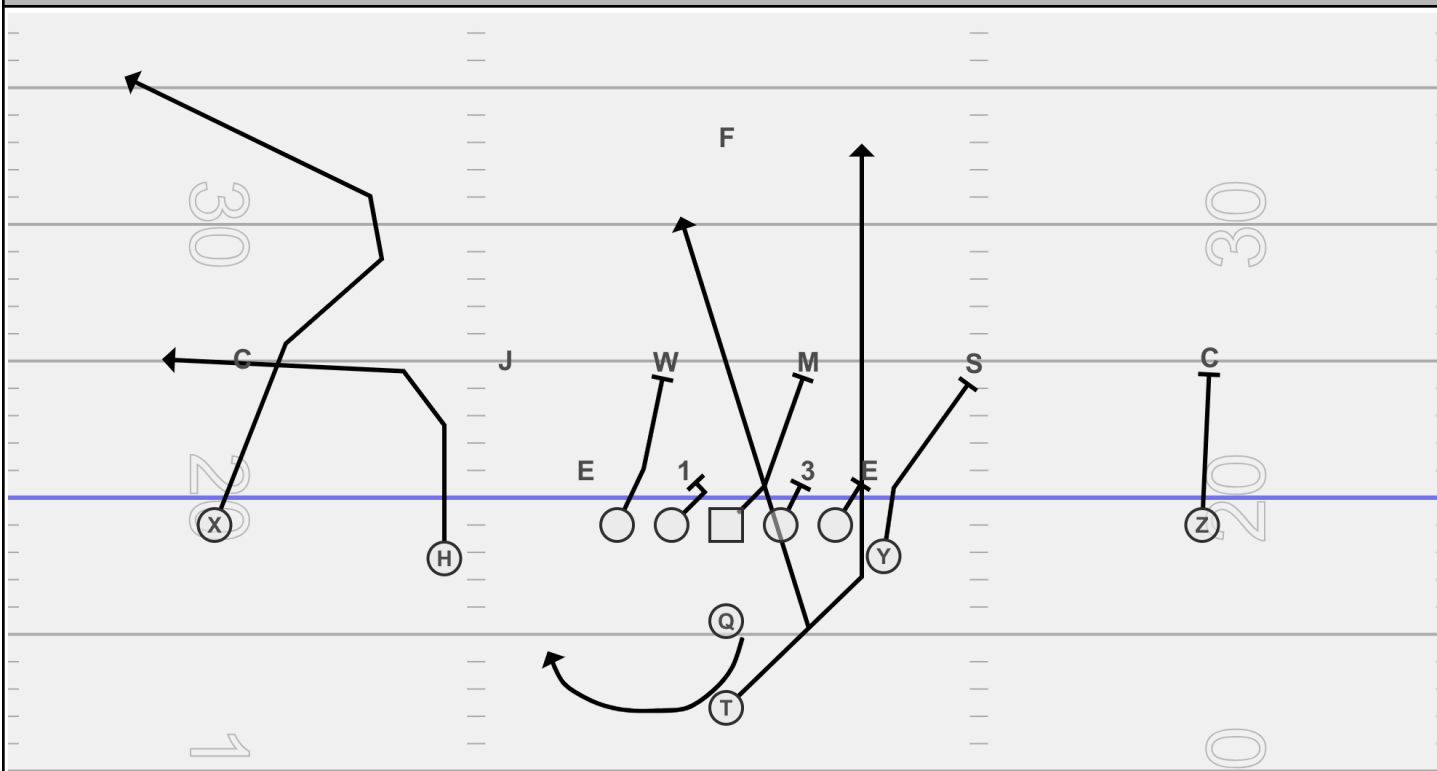


SEATTLE (28/29)



Playside Assignment	Position	Backside Assignment
<p>Covered = PS Armpitt. Work to PS armpit of the defender, then wait for the knock climb.</p> <p>Uncovered = Knock Climb. Either knock the down lineman onto the other lineman or climb up to 2nd level. Decision should be made by third step.</p>	Center	
Same for All	Guard	Same for All
Same for All	Tackle	Same for All
<p>Aiming point is the butt of the TE (Y). Read is the EMOL. If EMOL stays outside = puncture. 2nd read is next down lineman. If going outside = cutback</p>	T	
X- PS = Run Block, BS = Screen or Quick Game		Y- PS = Run Block, BS = Screen or Quick Game
H- PS = Run Block, BS = Screen or Quick Game		Z- PS = Run Block, BS = Screen or Quick Game
<p>QB- Footwork: Catch ball and open to meet T at mesh point. Mesh point parallel to the LOS. Should be 2 steps from snap to mesh point. After mesh, boot away from play call with depth to attract EMOL BS.</p>		

