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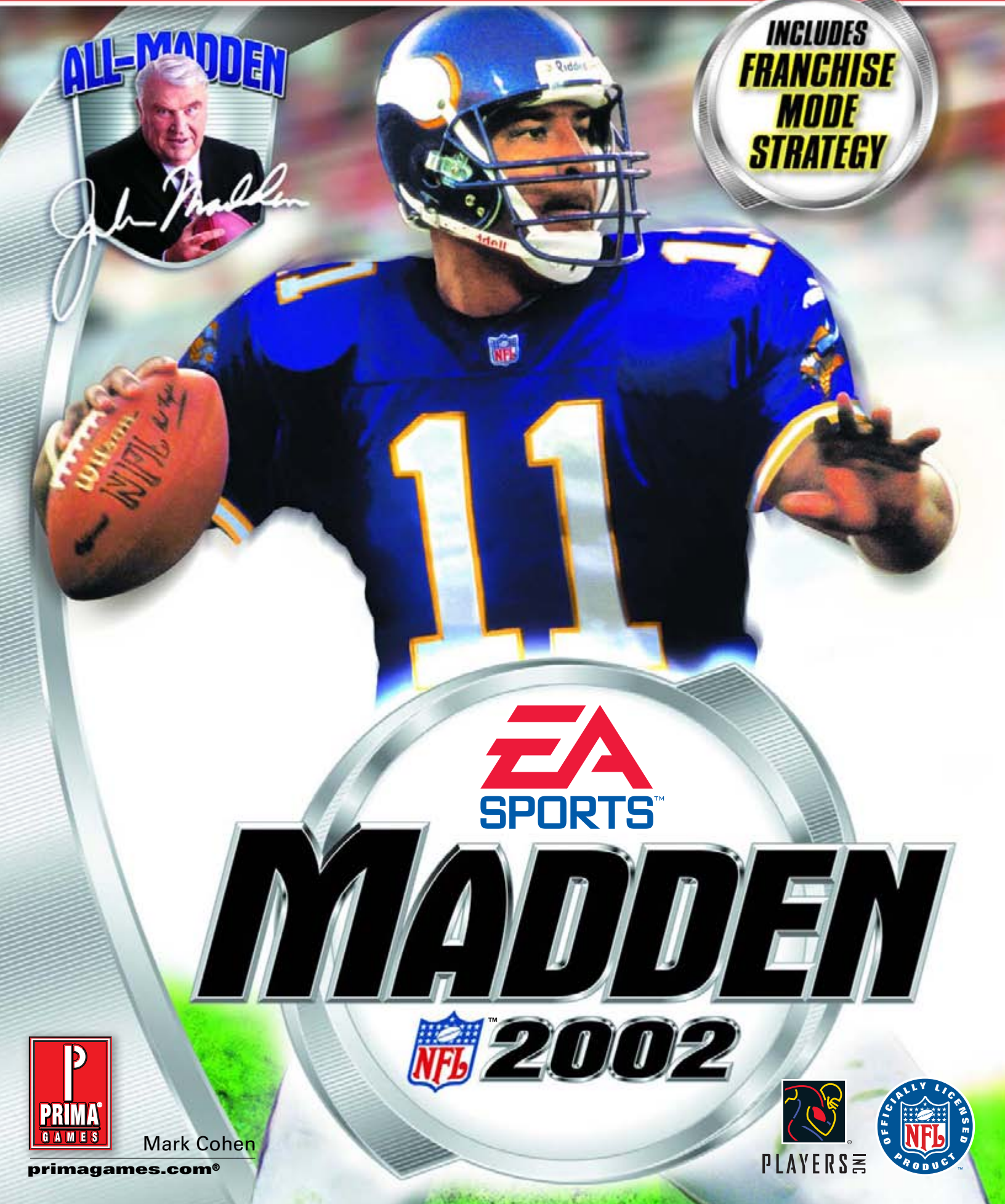

Mark Cohen

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Prima's Official Strategy Guide

Mark Cohen

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Husky Stadium® (Univ. of Washington)
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Louisiana Superdome™
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Welcome to *Madden NFL 2002*

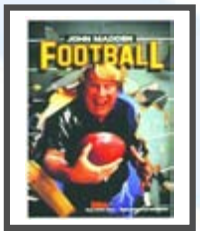
Introduction

When the coach burst through a chalkboard on the box cover of the first *John Madden Football* in 1989, it not only signaled the release of a new game, it heralded the beginning of an era. This was the first graphical computer game to use full 11-man teams, actual NFL players, and most importantly, authentic pro football coaching strategies. Twelve years and more than 14 million copies later, *Madden NFL 2002* arrives on the scene with all the energy and excitement of a first-round draft pick.

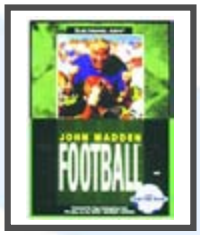
We said it last year in Prima's Official Strategy Guide to *Madden NFL 2001*, and we'll say it again in 2002—this is the best football game ever made. In fact, the toughest part of creating this year's guide was putting down the controller long enough to start writing. The list of enhancements and additions includes all-new player and coach faces, hundreds of new player animations, additional camera angles, and new play features such as Two-Minute Drill, Training Mode, Create-a-Team, and Expansion Draft.

If you're like us, you'd rather be playing than reading this introduction. However, we implore you to stay with us for a brief history lesson on the Madden franchise, a pictorial scrapbook of last year's Madden Bowl, and finally an important section on How to Use This Guide. This year's book has all new strategies, statistics, ratings, and playing tips, and our brief roadmap will help you find the information you need to enhance your playing experience.

The Birth of Madden Football



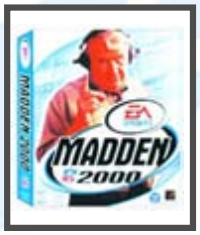
1989



1990

1996

1998



1999

2000

2001

In 1986, the CEO of Electronic Arts met with John Madden as he was traveling by train to broadcast an NFL game. Of course, Madden doesn't fly and the Madden Cruiser had yet to be born. So, on the train the CEO and various EA programmers spoke to Madden about collaborating on the first PC football game. Madden liked the ideas he was hearing, but when EA suggested that the game feature two teams of seven players, Madden wouldn't hear of it. "If it's not 11 on 11, it's not real football," he said. "I won't put my name on it if it's not real."

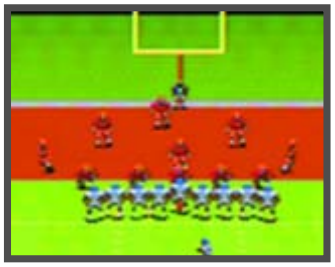
At that historic moment, the direction for the Madden franchise was set—even though it sent EA back to the drawing board for another two years before they could perfect a game with 22 players.

Every year, that Madden mandate has motivated the EA team to produce the most realistic and authentic football game possible.

Madden is known as the best there is at communicating what is happening on a football field. During his NFL broadcasts, he becomes a teacher. As a Super Bowl–winning coach, he knows the Xs and Os, but what sets him apart is that he can communicate advanced football theory in easy-to-understand language. EA wanted to tap into that knowledge to make the video game extremely deep in gameplay and artificial intelligence, yet easy and fun to play.

The History of Madden Football

1989—John Madden Football for the Apple II



1990—John Madden Football for the Sega Genesis

1996—Madden NFL 97 for the Sony PlayStation

1998—Madden NFL 99 for the PC

1999—Madden NFL 2000 for the PC

2000—Madden NFL 2001 for the Sony PlayStation

The first Madden football game ever made was *John Madden Football* and it ran on the Apple II computer. The game shipped in 1989 and was an instant success. Since then, EA has made the game available on numerous other gaming platforms, including an assortment of Apple computers and PCs, the Commodore® 64, Sega® Genesis, Super Nintendo®, Amiga®, 3DO® Multiplayer, Sony PlayStation®, and PlayStation® 2, Sega® Saturn, and Nintendo® 64. This year, the game comes to the Microsoft® Xbox™ and NINTENDO GAMECUBE™.

Madden Bowl 2001

On January 25, 2001, EA Sports™ hosted the seventh annual Madden Bowl Football Videogame Tournament. Using the PlayStation®2, top NFL players and Hollywood celebrities competed for the coveted title of Madden Bowl Champion. Comedian Jay Mohr hosted the competition that included a long list of NFL players. Here is a partial list of competitors:

Sam Garnes (Giants)
Travis Taylor (Ravens)
Brandon Stokley (Ravens)
Terrell Owens (49ers)
La'Roi Glover (Saints)
Tony Gonzalez (Chiefs)
Jerry Rice (49ers)
William Floyd (Panthers)
Jacquez Green (Buccaneers)
Jamal Anderson (Falcons)
Charlie Batch (Lions)
Jeff Garcia (49ers)
Tyrone Wheatley (Raiders)
Mike Anderson (Broncos)
Jason Taylor (Dolphins)
Corey Dillon (Bengals)
Derrick Alexander (Chiefs)
Darrell Russell (Raiders)
Levon Kirkland (Steelers)
Ricky Williams (Saints)
Michael Vick (Virginia Tech QB and first round pick of the Atlanta Falcons).

The competition was fierce as the single-elimination tournament produced classic video battles and plenty of trash-talking. When the dust cleared, Tampa Bay Buccaneers wide receiver Jacquez Green emerged victorious. Here is a pictorial scrapbook of the Madden Bowl in all of its frenzy.

Terrell Owens and Aaron Brooks

Brandon Stokley and Sam Garnes

Jacquez Green (background) and Corey Dillon

Tony Gonzalez (foreground) and Charlie Batch

The crowd anticipates a new champion.

Jay Mohr introduces the 2001 Madden Bowl Champion, Jacquez Green.

How to Use This Guide

In the following sections we describe not only the content of our guide, but how we arrived at the information. We know there's more than one way to beat a blitz. However, it's important for you to understand how we came to our conclusions. This will help you to blend your own football knowledge with our on-field experiences, to take your *Madden NFL 2002* performance to new levels.

The Key Plays and Madden Cards featured in this guide are accurate for the PS2, NINTENDO GAMECUBE, and Xbox versions of *Madden NFL 2002*. The playbooks and Madden Cards included in the Nintendo 64, PlayStation, and PC versions are different. (The Madden Card feature is not available in the PC version).

Special Gameplay Features

Two-Minute Drill

In this chapter we concentrate on new aspects of gameplay and other issues that deserve more detailed analysis. Keep your game manual handy, because we don't cover the basics. However, you'll find valuable information on Madden Cards, Create-a-Team, Tournament play, and the all-new Training and Two-Minute Drill modes.

Offensive Tutorial

Offensive Play Calling

This chapter focuses on the offensive formations and strategies that make up a Madden NFL 2002 playbook. We define the different types of running and passing plays, complete with explanations of blocking assignments and suggestions on how to mix your play calling to keep those long drives going. And, along the way, we offer tips on special controller moves that will enhance the performance of your players.

Defensive Tutorial

Defensive Play Calling

Here we jump to the other side of the football, taking a close-up look at the basic defensive formations, and explaining the best way to employ variations such as man coverage, zones, blitzes, and stunts. We'll also tell you how to use special controller moves to give your personal defensive player a competitive edge.

Teams

Making a Substitution on the Coaching Strategies Screen

This is the heart of our guide, with a hundred pages devoted to all 31 NFL teams. Here you'll find player and team statistics, ratings, scouting reports, key players, coaching tips, and of course, play-calling strategies. Every team has a vast playbook, so it's not possible to analyze every play against every type of defense. However, we isolate several offensive and defensive plays for each team, break the plays down with notes on key personnel, and also show you how the opposition is most likely to shut them down. It's all designed to give you a feel for each team's strengths and weaknesses and to explain the factors that cause a play to succeed or fail.

Franchise Mode

Reviewing Last Season's Stats in Franchise Mode

Playing a game of Madden NFL 2002 is great fun, but to really experience the depth of this game, you need to play in Franchise Mode. Here you take over a team and move through several seasons (up to 30!), taking part in drafts, contract negotiations, trades, free-agent signings, and more. It's a long journey, and this chapter shares our experiences, with special tips on draft-day strategies, fine-tuning your depth chart, negotiating contracts, and planning for the future.

Madden Cards, Draft Tables, and Two-Minute Drill Scorebook

Sorting the Eligible Players on the Draft Preview Screen

We finish our guide with three chapters packed with tables, checklists, and scoresheets. Here, you have easy access to a Madden Card checklist, complete with award requirements and descriptions of every card in the game. The Draft Tables chapter is your draft-day bible. You'll find individual tables sorted by position, for every player in Madden NFL 2002. This allows you to do a little homework before you face the pressure of the clock on draft day. Finally, we've included a Two-Minute Drill scorebook. You can make copies of this page and use it to track your scores as you try to pile up yards, touchdowns, and field goals in two minutes. It's great fun, but it also improves your ability to run a successful two-minute offense during a game.

Special Gameplay Features

Introduction

This section covers the new playing modes and options in *Madden NFL 2002* and offers additional information and tips on some of the game's more familiar features. For easy reference, we've separated the topics into the same headings you will see on the opening game screen: Play Now, Game Modes, and Options.

Caution **This section is not intended to replace your game manual. Rather than cover every option in the game, we have included features that are new in *Madden NFL 2002* plus other options that may require additional explanation.**

Play Now

This is where to go when you don't want to wade through options screens on your way to the 50-yard line. Select Quick Game and go straight to the Team Selection screen. Pick your teams, assign the controllers, press Start Game, and you're on

the field in a matter of seconds. This year's game also has two new options that not only get you on the field in a hurry, they let you pile up valuable points toward the purchase of Madden cards. The following sections introduce the two newest playing modes of *Madden NFL 2002*: Two-Minute Drill and Training Mode.

Two-Minute Drill

Nothing quite matches the last two minutes of a close game, when the energy level on both sides of the ball is beyond intense. The offense searches for a rhythm that will move the ball downfield, while the defense pressures the quarterback into making a game-ending mistake. If you are a Madden veteran, you've faced many two-minute showdowns. However, for the first time in *Madden NFL 2002*, you can practice your game-winning offense in Two-Minute Drill, and earn tokens to purchase player cards, cheats, special teams, and stadiums in Madden Cards mode (see "Options" in this section for more details).

Caution **Load a User Profile before starting Two-Minute Drill to make sure the tokens earned get added to your Madden Cards total.**

Two-Minute Drill options screen

After setting the options on the opening screen (don't forget to load or create a User Profile), press the Start Game button to go to the field, where you take over with 2:00 on the clock and the ball on your 20-yard line. The game clock does not start counting down until the first snap, but the 40-second play clock starts ticking immediately, so pick your opening play and start your drive down the field.

For tips on running a Two-Minute offense, see the "Offensive Tutorial" section of this guide. For now, let's focus on maximizing your points in the Two-Minute Drill. Unlike the final minutes of a real game, your goal here is not to win, but to accumulate points while burning as little time as possible off the clock. When you score a touchdown, your team returns to the 20-yard line to start a new drive.

Two-Minute Drill play-calling screen

Note **See the Two-Minute Drill Scorebook at the back of this guide for a complete list of point awards.**

Here are some tips for maximizing your two minutes and piling up the points:

- *Never take a sack. It is better to throw an incomplete pass and stop the clock. If you can't avoid the sack, call a timeout immediately.*
- *Always run to the outside, unless you are running inside for a touchdown. End every running play by stepping out of bounds at the last second.*
- *Alternate the lengths of your pass routes, mixing in short out passes and longer slants, and always look for the sideline after the catch. Avoid passes that end over the middle unless you plan to call a timeout.*
- *Remember that a penalty stops the clock, so don't waste a timeout.*
- *It is relatively easy to pick up a two-point conversion after a touchdown.*
- *Always snap the ball immediately. There is no advantage to a long snap count, as it needlessly burns seconds off the clock.*

Scoring summary after a successful play

Training Mode

In Training Mode, you select offensive and defensive teams, and then work on specific plays. You begin by selecting an offensive formation and then one of three plays. First, John Madden provides a chalkboard explanation of the play, which may include blocking assignments, running paths, or pass routes.

Pick up as many yards as you can, but when the defenders close in, step outside to stop the clock.

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John Madden explains how to run the play on the Preview screen.

Now, it's your turn. After you run the play, Madden critiques your efforts, and then you have an opportunity to try it again. When you've executed the play to the coach's satisfaction, the play is marked "completed," and you move on to the next selection.

Note **Select a User Profile (or create a new one) in the Training Setup screen so you earn tokens that can be used to purchase Madden Cards. Points are awarded for Play Completion, Yards Gained, and Special Moves.**

Upon completion, you'll see how many points you earned for the last play and for the current Training Mode session.

Game Modes

Tournament

Tournament setup screen

When you want intense competition, but don't want to play out an entire season, Tournament mode lets you customize a single or double elimination playoff for up to 16 players. After selecting the teams and arranging the seeds (initial rankings), you can start the tournament. If you selected Fantasy Draft, you go first to the draft board for 47 rounds of player selections. You can also opt for the CPU to handle the draft, in which case the teams will be randomly stocked with players.

As the tournament progresses, you can review your progress on the Tournament Tree screen, or check individual and team stats on the Stats/Info screen.

Tournament Tree

Fantasy Draft screen

Stats/Info screen

Custom League

The Custom League mode lets you create a personal league with 4–16 teams. You select the Format: Round Robin (play every other team once) or Double Round Robin (play every other team twice, home/away), the number of Playoff teams, and whether or not you will use the Fantasy Draft system. If you decline the Fantasy Draft, the teams use their default rosters.

Custom League setup screen

Options

EAsy Play settings

EAsy Play

EASports adds a new mode for beginning *Madden NFL 2002* players, called EAsy Play. You can select this option when you first boot up *Madden NFL 2002*, or you can go to Options on the main menu screen, choose Settings, and then activate the EAsy Play menu. When you select EAsy Play, the CPU cuts you a little slack when running, passing, catching, and kicking. So, even though your runner isn't quite hitting the hole, or your quarterback is overthrowing his receivers, you'll be competitive against the CPU opponent. You still make the calls in the huddle, but the playbooks are smaller and plays are easier to identify.

Tip It's a good idea to work through Training Mode while you play the game using EAsy Play. By the time you finish training on all of the offensive plays, you'll be ready to switch to Normal mode and take over full control of your team.

User Profiles

This often-overlooked feature of *Madden NFL 2002* is critical for saving team information, game settings, and career stats; and for earning tokens during game play, Two-Minute Drill, and Training. Whenever a setup screen includes a User Profile, it is important to create or load a User Profile, so the game will store the information properly. You can also select Options from the main menu screen, and then choose User Profiles to create or edit a profile.

The Load File screen displays a list of stored files that you can load or unload at any time.

Tip You can verify the current User Profile by selecting Game Mode from the main menu screen, and then Load, to bring up a list of Season, Franchise, or Profile files.

Caution In Two-Minute Drill, your User Profile is not loaded by default. You must press the Select Teams button, choose a team, and then press the button again to display the Select Profile screen. Press the left/right directional buttons until you find the desired file. If you don't have a User Profile, you can also select New Profile and create one.

Two Minute Drill, Select Profile screen

Caution In Training Mode, the default User Profile is called Train. Use the up/down directional buttons to highlight the Profile arrows in the middle of the screen (between the two team icons). Then, use the left/right directional buttons to select an existing User Profile, or Create New to make a new one.

Training Mode setup screen

Create-A-Team

If you want to create an original team for *Madden NFL 2002*, open the Options screen and highlight Create-A-Team. Select New Team to open the Team Information screen. Here, you can choose a Logo, Nickname, City, State, Abbreviation, Team Roster (from the 31 current NFL teams), and Climate.

Create-A-Team: Team Information

Uniform Editor

Don't forget to save your team!

After you input the basic information, go to the Stadium Editor screen, choose a stadium, and change the profile (name, capacity, type, surface, and logos). Finally, press the Edit Uniform button and design your team's gear, from helmet to socks. This is where you find out if your calling is running the power sweep or designing clothes. Either way, it's great fun, and the possible color combinations are endless.

After creating a team, don't forget to save it. Once it is safely stored, you'll be able to load it in Tournament, Custom League, Season, Franchise, and Exhibition modes.

Madden Cards

The Madden Cards are back in *Madden NFL 2002*, and with the addition of Two-Minute Drill and Training Mode, you have more ways to fill your Card Book than ever before. As in last year's game, you earn tokens by completing various Madden Challenge tasks during a game. The tasks are separated into five different levels (Level 5 is the toughest). You can complete these tasks at any game difficulty setting from Rookie to All-Madden, but the rewards are much higher at All-Madden. For example, completing a Level 5 task at the Rookie setting earns 6 tokens, but the same task earns 24 tokens if you do it at All-Madden.

Card Book view

What You Can Do with Madden Cards

- *Play cards to activate their cheat values*
- *Sell cards back to the game for tokens*
- *Trade cards with other users*
- *Buy cards with tokens (100 tokens per pack of 15)*
- *Risk a Madden Card in a game against another user (both players must have User Profiles)*

Flip a card, and then select Sell Card to return the card to the game for its value in tokens.

Of course, the faster you accumulate tokens, the sooner you'll be able to fill out your Card Book with every current player, historic player, cheat, team, and stadium. You'll find a list of Madden Card Challenges, Token Scales for all four difficulty settings, and a complete Madden Card checklist in the "Madden Cards" section of this guide.

Trading Madden Cards

You can trade cards with other users, as long as both players have User Profiles. First, select Trade on the Madden Cards menu, and then select a card you'd like to trade.

After selecting a card, press the Flip Card button to reveal the reverse side of the card. Press the Add button to add the card to the current trade. You can include up to three cards in a trade.

View the trade to compare card values, and if you decide to go ahead with the transaction, press Make This Trade to exchange cards.

Rosters: Create-A-Player

You can create a player in *Madden NFL 2002* in much the same way as you create a uniform for a new team. Open the Options menu, select Rosters, and then Create Player to open the Information screen. Next stop is the Appearance screen where you can create the perfect football body and select a face that will attract loads of endorsements.

In the Build screen, you can fine-tune your body so that your player looks good in a uniform. All the way to the right on the Overall bar pumps up your muscles. Of course, a narrow waist makes your player's shoulders look bigger, so keep that bar all the way to the left. Dragging the Muscle bar all the way to the right broadens the player's lat spread (back) and pumps out his chest, further accentuating his physique. Finally, unless you want to create a weekend athlete, keep the Fat bar to the left.

The Equipment screen lets you customize your player's appearance with different facemasks, eye paint, mouthpiece, ankle tape etc. You know what they say—it's the accessories that make the player!

Finally, you get to set your player's Attributes in 19 categories (the 20th category, Overall, is automatically calculated). If you push every value to the max, your player will come out looking pretty good on draft day, with an Overall rating of 99.

After saving your player, he will be available, either as a Free Agent or on the roster of your choice. You'll be able to sign him, but don't forget, if you make him into a superman, he'll be expensive to keep under contract.

Information screen

Appearance screen

Build screen

Equipment screen

Attributes screen

Roster player screen

Offensive Tutorial

Introduction

It's time to take the field and break down the offense into running, passing, and special teams components. The *Madden NFL 2002* game manual contains complete descriptions of controller buttons and functions, so we do not duplicate that here. However, when appropriate, we highlight special controls and techniques that can enhance your productivity on offense. After moving through the basics of running, passing, and kicking, we finish up with special clinics on the use of Audibles, Two-Minute Offense, and No-Huddle Offense.

Note **In order to see more of the field, we used Practice Mode, with the Zoom camera for the running play screenshots in this chapter, and then switched back to Madden view for the passing screens.**

Offensive Formations

Whether on offense or defense, every play in *Madden NFL 2002* begins with a basic formation. Within the formation, the variations are endless. For example, a Weak Flood pass looks one way in the I Form-Normal formation, and another way in the Far Big formation. Slight differences in the blocking scheme, personnel, or routes; or the addition of play action, motion, or counter moves, can produce dramatically different results.

However, before you add in all the wrinkles that coaches love to throw in, you have basic formations. Before we get into specific offensive plays, we thought it would be helpful to include playbook drawings of each formation. This makes it easy for you to select the formations you like to run, and then find the team playbook that best suits your style. (All offensive plays in *Madden NFL 2002* are listed by formation at the beginning of the Teams and Strategies section).

Far

Far-Normal

Goal Line

Goal Line-Normal

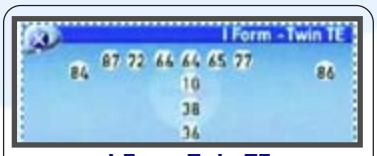
I Form

I Form-3 WR

I Form-Big

I Form-Normal

I Form cont.



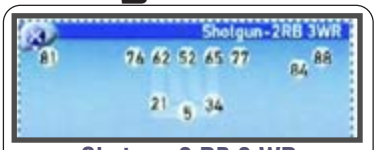
I Form-Twin TE

I Form-Twin WR

Near

Near-Normal

Shotgun



Shotgun-2 RB 3 WR

Shotgun-4 WR

Shotgun cont.

Shotgun-5 WR

Shotgun-Normal

Shotgun-Normal Offset Wk

Shotgun-Slot Strong

Shotgun-Trips

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Singleback

Singleback-4 WR

Singleback-Big

Singleback-Big Twin WR

Singleback-Empty 5 WR

Singleback-Normal

Singleback-Slot Strong

Singleback-Trips

Singleback-Trips WR

Singleback cont.

Singleback-Twin TE

Singleback-Twin TE WR

Split Backs

Split Backs-3 WR

Split Backs-Big

Split Backs-Normal

Split Backs-Twins WR

Strong I

Strong I-3 WR

Strong I-Big

Strong I-Normal

Weak I

Weak I-3 WR

Weak I-Big

Weak I-Normal

Weak I-Twins TE

Weak I-Twins WR

The Running Game

Introduction

Madden NFL 2002 features a greatly improved running AI. Moving the ball on the ground is still difficult, as it should be, but after playing a few games it becomes very clear why your ground game is either working like a well-oiled machine or sputtering to a halt. In the following sections, we show you how to run inside, outside, and all around the field.

Blocking Assignments

In *Madden NFL 2002*, offensive linemen read and react to the opposing defense. They respond to linebackers or safeties who are playing up close to the line, and each lineman checks out a defensive lineman who is positioned directly in front of him. These situations may cause a lineman to abandon his blocking assignment on a sweep or screen if he feels that an opposing player is too great a threat.

So, while your quarterback is barking out the signals, take a look at the matchups across the line. If you're depending on a guard to lead the way on an HB Toss, but he is nose-to-nose with a defensive tackle, chances are he'll stay put and protect his quarterback. When you see a situation that might take one of your key blockers out of the flow, get ready to use all of your best moves. The ballcarrier will come under more pressure than you expected when you selected the play.

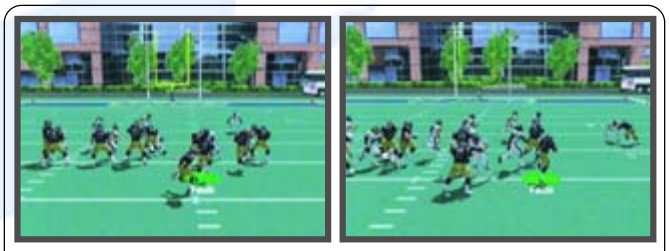
Running Inside

There are two basic types of inside running plays in *Madden NFL 2002*. First, you have the straight-ahead, no-nonsense power plays that run up the middle or between the guard and tackle. For best results, follow the interior linemen on these plays, resisting the urge to escape to the outside.

The second type of play is still an inside run, but it has outside possibilities. This play usually runs behind a tackle, and may have a blocking back leading the way. As with the first type of inside run, the interior linemen provide the initial thrust into the line. However, with the involvement of a blocking back and tight end (in a Big set), there is a moment of decision at the line, when you can decide whether or not to bounce outside for more yardage.

There are other inside running plays, such as Draws, Counters, or Delays, but we elected to group them in the Timing/Misdirection Plays, later in this section. These runs can also be very successful inside, but they depend on deception and timing, rather than simply looking for a hole.

The I Form-Normal: FB Dive goes between the right guard and tackle. The fullback is the upback in this play, so there is no blocking back. Success depends on hitting the hole the linemen give you and running as hard and as straight as possible.

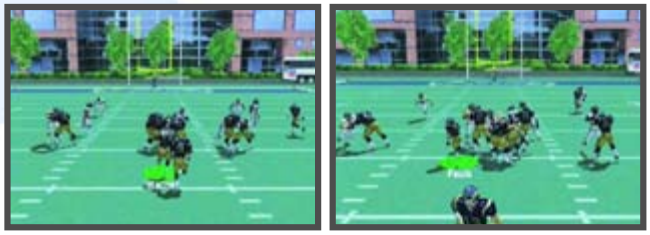


The I Form-Bg: HB Off Tackle runs between the tackle and tight end. If the tackle and tight end seal off the defensive end and the running back neutralizes the outside linebacker, there is usually an opportunity outside.

Inside Running Techniques

A running back in *Madden NFL 2002* is limited to a certain extent by his physical abilities. In most cases, you'll do better with a faster, stronger runner who also has great agility and acceleration. However, you can make up for a lack of physical skills with some fancy finger skills. The following screens demonstrate some of our favorite inside moves.

Use two jukes to sharply cut away from a tackler, and then back to the hole. Juking is faster than simply changing direction, and the quick, slashing movements usually produce extra yards.

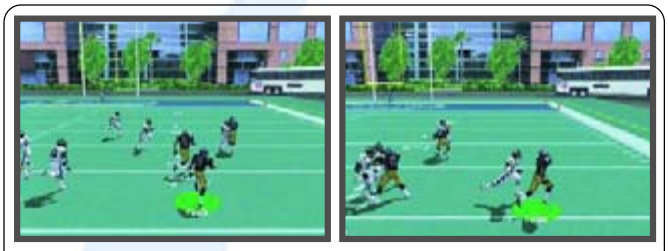


This move takes a lightning-quick response. When a gaping hole opens up on the other side of the line, lay on the Juke command and cut hard to the other side. If you move quickly, you'll still be running against the flow when you reach the secondary, and you can steal big yardage.

Running Outside

As with the inside runs, there are two types of outside running plays in *Madden NFL 2002*. The first is a quick pitch, or toss, followed by a sharp curve around the tackle or tight end. There may be a blocking back or pulling lineman involved. This is a pure outside run, but unlike a sweep that develops more slowly, in this play you should take a hard angle to the corner, staying close behind your blocking. Often, your best opportunities are inside, when you cut back against the pursuit.

The I Form-Big: HB Toss runs behind a pulling right guard, blocking back, and tight end. Resist the urge to outrun your blocking. Instead, take advantage of the momentum and hide behind your protection until the outside clearly opens up; or, cut back inside against the flow.



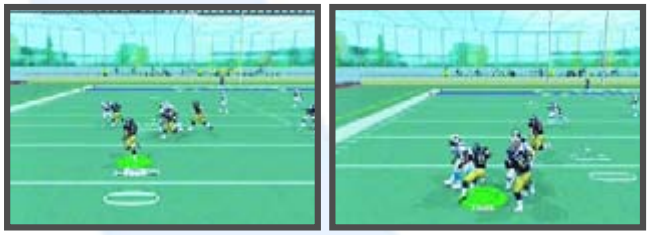
The I Form-Big: HB Sweep features a pulling guard, blocking back, and tight end. The runner takes a long route to the corner, stringing out the pursuit until he can turn and streak up the sideline. We like to wait to use the Sprint command until our runner is ready to turn the corner.

The Sweep is the second type of outside play. Unlike the Toss or Pitch, your runner takes a wide arc to the outside, allowing the blocking to gather steam and overwhelm the pursuit. Ideally, the blocking takes care of not only the ends and linebackers, but the cornerback and safety as well.

Outside Running Techniques

Without speed and acceleration it's tough for a runner to consistently make positive yardage to the outside. However, if your running back lacks blazing speed, you can cut back once you reach the corner. This has devastating effects on the pursuit, and you can often find a wide-open lane along the hashmark, or even back in the middle of the field.

Tip **Your runner should be facing straight ahead to get maximum effect from a juke move. If he is running on an angle, the juke will slow him down, and a defensive player can easily read it.**



The I Form-Big: HB Lead Toss, and other outside running plays to the weak side, usually have excellent cutback opportunities. When the pursuit arrives, change gears, cut back toward the middle of the field, and continue your run.

Timing/Misdirection

Outrunning the defense is great fun, but outsmarting them is even better. All of the plays in this section use deception, delays, or counter moves to make the defense commit one way while the play goes the other.

Counter

The Counter, as the name implies, is based on the initial movement of the running back, which is "counter" to the flow of the blocking. After getting the defense to react to the opening move, the runner cuts back behind the blocking where he hopefully has a step on the defense. Often, a Counter opens big holes in the line as the linemen and linebackers react and then adjust to the runner's actual direction.

The I Form-Normal: HB Counter steps to the left, and then back to the right as the halfback follows the fullback into the line, between the right guard and tackle. However, another cutback to the left often produces the best opportunity, as pictured here.

Delay

As with the Counter, a Delay throws off the rhythm of the defense by delaying movement toward the line. This play is most effective in passing situations, so run it out of a passing formation.

In the Singleback-4 WR: HB Delay, the defense responds to the pair of wide receivers split to either side. After the snap, the pass rush surges forward, while the quarterback drops back as if to pass. In that split second, the linebackers fade back as the pass rush gathers steam. If the play is timed just right, the running back will slip by the onrushing linemen and often find an open field, especially if the linebackers drop back into pass coverage. It is best to cut to one side or the other after emerging from the line.

Draw Play

Similar to the Delay, the Draw Play looks like a pass. However, the quarterback takes an even deeper drop, so the penetration advances further into the backfield. This play usually produces a sizable gain against an aggressive, blitzing defense; but a loss against a more conservative defense in man coverage.

The best way to pick up yardage on the Singleback-Slot Strong: HB Draw is to run just outside the right tackle and Sprint to the outside as quickly as possible. The longer you stay in the middle, the greater likelihood the defense will recover and smother the runner.

Reverse

This is without question the lowest percentage play in *Madden NFL 2002*. Although there are several variations of the play, the basic concept has the first ballcarrier running toward the second ballcarrier, with the handoff taking place as the runners pass. The CPU is usually very quick to respond to a Reverse, and it's all but impossible to follow the play to its natural end and gain positive yardage. However, against a human opponent, there is always the element of surprise, and if you pick your spots, this play can be very successful. After many frustrating attempts to beat the CPU with the reverse, we came up with a somewhat bizarre alternative, as pictured and described below.

What if you called a Reverse and then changed your mind in the middle of the play? We tried it a couple dozen times against various defenses, and we were able to break off a few substantial gains. In the HB Reverse pictured here, we cut back to the right, immediately after the handoff. Amazingly, the halfback knows what to do, and he often executes a critical block that springs the wide receiver down the sideline.

The Passing Game

It takes a variety of skills to run a successful passing attack in *Madden NFL 2002*, and those skills are amazingly similar to what is required of a real NFL quarterback. In the following sections, we break down the passing game into Short, Medium, and Long passes. We pay special attention to quarterback mechanics, covering where, when, and how to throw each type of pass. Finally, we take a look at the effects of different variations such as Play Action, Rolling Out, and Throwing from the Shotgun.

Short Passes

In simple terms, the shorter the pass, the higher your chances for success. However, you won't win many football games if you just throw 5-yard outs all day long. The following screenshots show various types of short passes, including notes on proper execution.

The Outs pattern pictured here has a short sideline route on each side of the field. There are two formidable obstacles to completing this seemingly simple pass. First, if the cornerback is playing man coverage, he'll be close to the receiver. If you throw the pass late, and without enough pace, the defender can step in front of the receiver and get an easy pick. Second, the receiver runs out of room quickly. You must put the ball in the air just as the receiver makes his cut to the outside. If you wait until he takes a couple of steps, it will be too late.

A short pass that is often overlooked is the safety valve to the halfback. This is rarely a primary route, but depending on the coverage, it can be a very productive weapon. The key here is to wait as long as possible before dumping the ball off in the backfield. You don't want the halfback to run smack into a linebacker. Also, remember that the receiver is very close, so don't throw it too hard. When the halfback takes off across the line of scrimmage, watch for a seam in the coverage. The defense rarely assigns a man to the halfback, so he is often wide open for the first 10 yards out.

When thrown correctly, the short Curl is almost impossible to defend. The receiver runs straight downfield for 8–10 yards, then whirls and comes back toward the quarterback, receiving the pass about 5 yards out. Release the ball just as the receiver makes his turn. Do not wait until he is already moving back, or he'll keep coming and your net gain will hardly be worth the down. Also, be careful of double coverage, with a defender slipping in between the receiver and quarterback. If you foresee this coverage, abandon the pass or you risk an interception.

Although not for the faint of heart, the short Drag route over the middle is a great weapon, especially if you have a sure-handed tight end. Stay away from this pass if the linebackers are in man coverage. However, if you see them drop back, look for your tight end over the middle for an easy completion.

Medium Passes

These are the passes you throw for first downs. They require a little more time to complete, so you must be more aware of the pass rush. Don't be afraid to step up in the pocket against an outside blitz. Sometimes it buys you the extra second to find your receiver.

The medium Slant toward the middle of the field is one of the most exciting passes you can throw. If you time the pass perfectly so the receiver catches it in stride, he may cut across to the sideline and go all the way. The key point to remember is not to wait too long. Ignore the length of the route arrow. Hit the receiver at the mid-point in his route, as pictured here, before he runs into heavy coverage. Don't be afraid to make your receiver stretch for the ball.

The medium In-N-Out is an example of a multi-move pass. It is extremely effective when run by a very fast receiver who can accelerate away from the coverage on his last move. It is a good idea to use Route-Based passing on this play because the receiver makes three different moves: up, in, and out. With Route-Based passing activated, the receiver follows his route, rather than his momentum. Without it, the receiver may break off his route and follow the ball to the middle of the field if you release the pass too early.

Madden NFL 2002 **has two passing systems. The Standard system lets you select a specific eligible receiver. When you are ready to release the pass, simply press the appropriate button or keyboard command that matches the receiver to whom you want to throw. Route-Based passing works in a similiar fashion, but with potentially different results. When you invoke Route-Based passing, you can still select a receiver, but he will follow his route to completion, no matter when the quarterback releases the ball.**

Long Passes

Unless you are throwing long on first down, the defense usually knows when you have to go deep. They load up the pass coverage with Nickel or Dime defenders and blanket the field. When you are throwing against this type of dense coverage, you must throw the ball early and let the receiver outrace the coverage. The last thing you want to do is throw the ball up for grabs, unless it's Hail Mary time.

In the Deep Post pictured here, it's important to release the ball as the receiver begins his deep slant to the middle, 15 yards downfield. He'll travel another 15 yards on the slant, so he should have plenty of time to outrun the ball.

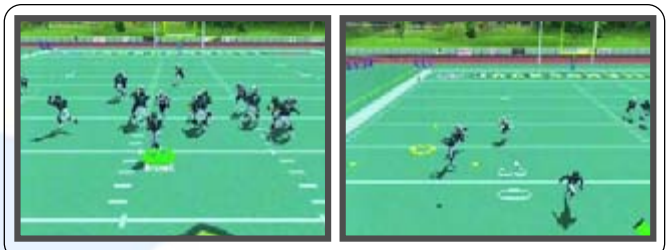
Play Action

Play Action is one of the most effective but overused strategies in football. It is a pass play, but the quarterback fakes a handoff to freeze the pass rush. This is very effective on first down, or second and short, but never use Play Action when everyone in the stadium knows you have to pass. All this does is slow the quarterback down, making it easier for the blitz to nail him. Play Action is most effective when you use it in a running formation because it makes the fake more believable.

In the I Form-Normal: Play Action pictured here, the running back dives into the right side of the line, momentarily attracting the attention of the left outside linebacker. After a quick roll to the right, we hit the tight end on a slant to the outside. The pass blocking on Play Action usually breaks down quickly, so we recommend releasing the pass early, unless the receiver is sandwiched by deep and shallow coverage. Buy a little extra time by rolling out to the right after the fake.

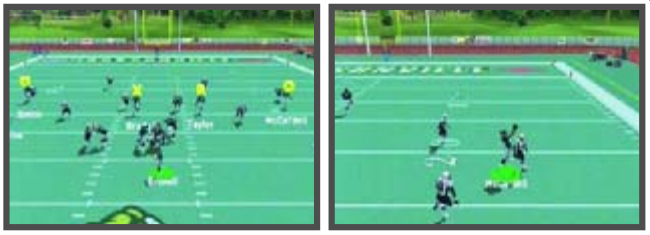
Rolling Out

Rolling out of the pocket in *Madden NFL 2002* is highly overrated, especially if the opposing team likes to blitz the outside linebackers. We prefer a quick drop and release. However, if the defense likes to blitz up the middle, you can frustrate the pressure by rolling out, preferably to the side your quarterback throws from, so he doesn't have to throw across his body. Although there are designed rollout plays in *Madden NFL 2002*, you can roll out at any time. We recommend saving it for short passes, especially to the halfback circling out of the backfield.



Throwing from the Shotgun

If your offensive line is having a tough time handling the pass rush, the Shotgun can be a good, if only temporary, solution. The quarterback receives the snap 5 yards back from center, so he gets a jump on the rush. The tradeoff is the dreaded high snap, which dramatically increases the likelihood of a sack. We like to use the Shotgun with short to medium slants, because the quarterback can stand his ground after the snap and still have time to deliver the pass before the blocking breaks down.



On this Slant Out pattern, the quarterback can stand in place and release the ball quickly, allowing the receiver to run under the pass. For best results, do not hesitate after the snap, even if it is high. Invoke passing immediately, use the Route-Based button or command, and release the ball.

Audibles

When your team sets up at the line of scrimmage, you may not like what you see, especially if the linebackers are showing blitz, and you're planning to go deep. The Audible feature lets you save up to five plays that you can invoke by first pressing the Audible button, and then the corresponding button for the new play. It's a good idea to have a cheat sheet with your Audible plays, so you can quickly change gears. A good Audible selection should include the following plays:

Draw Play or Delay
Screen Pass
Short Out Pass
Deep Slant or Fly
Sweep or Pitch Right

After you press the command, the Audible announcement appears on the screen.

After the new play is called, the wide receiver takes up a new position in the backfield.

Tip **You can also use a Hot Route to change a pass pattern before the snap. After activating Hot Route, select a receiver by using the appropriate button or keystroke. Then, select the type of route: Fly, Curl, or In/Out.**

Special Teams

The kicking game in *Madden NFL 2002* is easy to master, but you'll be surprised at how many times you'll miss a kick. The concept is the same, whether you are kicking off, trying a field goal, or punting. The directional arrow comes up before the kick. Use only small adjustments with the arrow on kickoffs and punts or the kick will sail out of bounds sooner than you would like. Of course, if you send the kickoff out of bounds, the opposing team takes over on their own 40-yard line, so be extra careful when teeing it up.

After you press the command to initiate the kick, the meter moves from bottom to top around the circle. For best results, press the command again when the meter reaches the marker at the top of the circle. This is the power swing, so you can let it go past the marker for extra distance, but the farther it goes, the faster it comes back down. The bottom marker is for accuracy, so don't miss this marker by much, especially on a field goal attempt.

Tip **Let the meter go past the power marker if you want to consistently nail your punts or put kickoffs into the end zone.**

Kick Returns

You'll have the best results on kick returns if you get to the outside as quickly as possible. We recommend selecting the right or left return plays. It's much easier to outrun the coverage team if you streak down the sidelines.

Two-Minute Offense

Unless the game is a blowout, at some point you'll be called upon to direct your team down the field in two minutes or less. Accomplishing this requires the offense to get into a rhythm where every down produces positive yardage and the defense grows more frustrated with each play. The following list contains guidelines for designing and implementing your two-minute offense.

- *Decide whether your goal is to score or get into position for a field goal. This dictates your sequence of plays and their locations on the field.*
- *It sounds elementary, but you must get out of bounds at the end of a play. The lure of extra yardage can be strong, but it's not worth losing another 20 seconds off the clock.*
- *Never, never, never take a sack. It is better to lose a down with an incomplete pass than lose yardage. If you take a sack, use a timeout to stop the clock.*
- *Unless you are down to a Hail Mary pass, your goal should be to gain 6–7 yards on every play. Take the chance on a deep pass if you see a breakdown in coverage, but for the most part, keep a sustained drive going. If you're getting a first down every two plays, you'll drive the length of the field in less than two minutes.*
- *Only run inside for a first down. Otherwise, keep your runs to the outside where the ballcarrier can step out of bounds.*
- *If you're out of time outs and you just made a first down inbounds, spike the ball to stop the clock.*
- *Don't use Play Action passes.*
- *Try to read the blitz and roll out away from the pressure.*

No-Huddle Offense

The Audible buttons allow you to store up to five plays that can be immediately called by pressing the corresponding buttons. You can fill these plays with high-percentage passes and outside runs, or any other combination of plays that will accomplish your goals for a No-Huddle Offense. When you get to the playbook screen, select any play to get on the field immediately, and then call your Audible.

Defensive Tutorial

Introduction

They say the best defense is a good offense. Well, "they" never played football. Sure, it's important to put points on the board, but at some point, you need to break service and hold the opposing team to 3 and out. In this chapter we examine the defensive formations in *Madden NFL 2002*, giving you tips on how to best utilize their strengths while covering up their weaknesses. Along the way we provide guidelines for stuffing the run, defending the pass, and pressuring the quarterback.

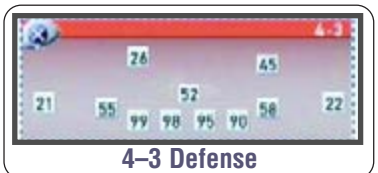
Defensive Fundamentals

- *Don't let the running game beat you outside; play east-west defense, eliminating cutback opportunities for the ballcarrier.*
- *Disrupt the offense with different formations; don't be predictable.*
- *Finish your tackles; don't assume that a ballcarrier is down because he takes a hit.*
- *Pressure the weakest link in the offensive line.*
- *Shift your linemen and linebackers to match up better with the offensive line.*

The Formations

4–3

This is the bread-and-butter defensive formation used by most NFL teams. It consists of four down linemen, three linebackers, and four defensive backs (two cornerbacks, a strong safety, and free safety).



4–3 Defense

Strengths

- *Better than the 3–4 at pressuring gaps or weak spots in the offensive line*
- *Less susceptible to double-teams by the offensive linemen*
- *Stronger against the inside run*
- *Generates more pressure on the quarterback*

Weaknesses

- *Puts more pressure on the linebackers to cover short pass routes*
- *Unless your linemen are very quick, less efficient than the 3–4 at stopping the sweep*

4–3 Vs. the Run

The 4–3: Man Lock is especially tough on the inside run, and the blitzing ROLB pressures the weak side. Cornerbacks play tight to the line in man coverage, so they are in good position to defend the run.

The 4–3 Crash Blitz sends all four linemen slanting toward the weak side. The ROLB comes hard around the left end, while the other linebackers and cornerbacks play up close in man coverage. This defense does an excellent job of handling a strong-side run behind the tackle.

The 4–3: Double TE sends the linemen on a wide path across the line, while the ROLB comes on a straight blitz around the right end. The remaining linebackers and defensive backs are in man coverage. This defense responds well to weak-side sweeps or pitches.

The 4–3: Whip Man sends the linemen and linebackers slanting toward the weak side of the offense. If the offense lines up with a tight end and/or slot receivers, shift the line and linebackers to the left for better response to the strong-side sweep.

4–3 Vs. the Pass

The 4–3: Double Zone leaves the pass rush to the front four, and drops all three linebackers, and of course, the defensive backs, into pass coverage. This formation does an adequate job over the middle, but an excellent job outside, where the linebackers help out against short sideline routes.

The 4–3: Strong Zone sends three of four defensive backs toward the strong side, while the linebackers drop back and fan out in pass coverage. This formation works very well against teams that like to load up receivers on the strong side.

When you want to pressure the quarterback from the outside, the 4–3: Sweet Blitz sends both outside linebackers around the ends. Even if the double blitz doesn't produce a sack, the intense rush pressures the quarterback into an early release.

The 4–3: Fire Man sends both outside linebackers on tight routes around the ends. The left end stunts to the outside to allow a better path for the LOLB. This is a good choice on 3rd and long, but if the quarterback escapes the rush, you could get burned with a short slant to either side. It's a good idea to shift the linemen and linebackers toward the strong side to improve the blitz.

3–4

The 3–4 is the defense of choice for teams that feature athletic linebackers. This defense thrives on its ability to pursue laterally against the run or drop back quickly into pass coverage. The "extra" linebacker becomes a swing defender, able to support your play choice, either by blitzing, defending the pass, or stopping the run.

3–4 Defense

Strengths

- *Excellent lateral pursuit against the outside run*
- *Four linebackers provide good coverage against short passes, making it tough for the tight end to catch balls over the middle*
- *More blitz variations*
- *Better at containing running quarterbacks*
- *A good choice for teams short on quality defensive linemen*

Weaknesses

- *Struggles against the inside run, especially against big sets*
- *Three linemen have a tough time consistently getting to the quarterback*
- *Unable to efficiently handle a double tight end offense*

3–4 Vs. the Run

The 3–4: Weak Blitz tries its best to duplicate the 4–3 against the inside run by sending the LOLB and left inside linebacker on straight blitz routes, filling the usual 3–4 gaps. Although this play favors the weak side, you can shift the linemen and linebackers if the offense lines up in a strong-side set.

The 3–4: Stud sends both outside linebackers on wide looping blitzes around the ends, while the down linemen slant toward the weak side. This is an excellent call against weak-side sweeps or tosses, and it holds its own against strong-side runs if you shift the linemen and linebackers.

The 3–4: Double Blitz is a high-pressure formation that sends three linebackers on straight blitz routes. This formation stuffs outside runs to the strong side (don't forget to shift). Only the ROLB remains in pass coverage, so if the offense Audibles to the pass, you could be in trouble. However, the pressure may be enough to sack the quarterback, or at least hurry his throw.

3–4 Vs. the Pass

The 3–4: Drop Zone blankets the middle of the field with linebackers, all but taking away the middle of the field. The outside receivers are usually double covered, so the quarterback will not fare much better there. However, it is dangerous to use this formation against a running quarterback, because the three down linemen are alone in containment.

The 3–4: Double Man puts the outside linebackers into pass coverage with the cornerbacks, where they can double up on wide receivers running short to medium routes, making this an excellent call on 3rd and 5. What makes this play so versatile is that the outside linebacker rushes the quarterback if he is not needed in pass coverage. If you have fast, athletic cornerbacks, this formation will stifle the outside passes, but you could get burned with medium passes up the middle.

For pure quarterback pressure, nothing beats the 3–4: Storm. This formation blitzes three linebackers, while the other two linebackers drop back with the cornerbacks and safeties in zone coverage. The best part is that you get an intense rush without sacrificing your coverage.

Note The Nickel and Dime formations are specially designed to stop the pass, so we don't include Strengths and Weaknesses in the following sections.

Nickel

The Nickel package is one of two defensive formations designed to stop the pass. One of the linebackers is replaced by a defensive back, giving you more speed and better deep coverage. The Nickel allows you to maintain adequate, but not excellent run coverage with two linebackers. Most Nickel defenses use some form of zone pass coverage, although three formations designed to pressure the quarterback use man coverage.

One of our favorite Nickel packages is the Double Slot. This formation doubles up the coverage against the strong-side slot, while using man coverage everywhere else except at free safety. This is a great 3rd down defense that shuts down the quick out pass to the strong side. Don't use this defense against offenses that frequently load up the weak side, although you can flip the coverage before selecting the play, if you anticipate a weak-side flood. The four-man front puts surprising pressure on the quarterback.

The Nickel: Cover 4 is perfect for long yardage situations, thanks to a four-deep zone. The coverage takes away the deep routes, forcing the quarterback to dump the ball off short. Three linebackers play tight man coverage to protect the middle, and the front four pressures the quarterback.

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We like the Nickel: Under Smoke for getting serious pressure on the quarterback. All three linebackers blitz, sending seven men across the line. Obviously, pass coverage suffers a bit, but if your corners and safeties are up to the task, the man coverage should be sufficient, as long as your pass rush gets in the quarterback's face.

Dime

The Dime formation is the ultimate pass coverage package, with four down linemen, one linebacker, and six defensive backs. Although you lose another linebacker, you have the flexibility of blitzing your strong safety and one cornerback and still having four men in pass coverage. If the game is close, we don't recommend gambling too much on the blitz with the Dime, but if your lead is safe, send 'em all!

The Dime: Double Wide makes it very tough for the quarterback to work the sidelines during the final two minutes of the game. The middle linebacker is alone, protecting the short zone over the middle, but that's not where the quarterback wants to be when he's trying to play catch-up.

When your opponent has to go deep but is not quite ready to throw up a prayer, try the Dime: Over 2. The safeties and dime backs play a deep zone, while the middle linebacker drops back in pass coverage. The cornerbacks play up close in man coverage. This blend of man/zone defense blankets the field from 15 yards to infinity. You'll give up some short passes, but they won't beat you. It's more likely you'll pick up a few coverage sacks.

When it's time to send a message to the quarterback, try the Zone Blitz. You have five defensive backs in criss-crossing zones all over the field, while the linebacker stays home in the middle. The strong-side cornerback comes hard in a blitz around the end, where he picks up his share of sacks and causes a few turnovers.

Goal Line

The Goal Line defense usually is used only for short yardage stands at the goal line or when everyone in the stadium knows the offense is going to run the ball. However, there's no disguising this defensive formation, and an alert quarterback will likely Audible to a pass. If you use a Goal Line defense in the middle of the field, be prepared to counter the offense's Audible with one of your own.

The Goal Line: Blitz C stacks up the middle of the line while getting penetration outside the tackles. If the offense cooperates and runs the ball between the tackles, you're rewarded with a big pile and no gain, or better yet, a busted play.

Audibles

While we're on the subject of Audibles, you have the same capability on defense that you have on offense. You can store five plays on the defensive Audible page that you can call during a game. Here is a typical mix of play types.

- *Inside blitz*
- *Outside blitz*
- *Dime deep zone*
- *Short man coverage*
- *Medium man, or man/zone coverage*

Caution

Some players like to include punt formation, so that you can approach 4th down ready to defend a regular play, and then drop back quickly into punt formation if the offense is playing it straight.

Stalling a Two-Minute Offense

If you've ever experienced the opposing team snatching victory from the jaws of defeat with a last-minute march through your defense, you know the ultimate coach's agony. But, the truth is, the two-minute offense is very fragile, and although it can wreak havoc with your defensive play calling if you don't respond decisively, it is relatively easy to defuse. Here are some tips for slowing down the two-minute offense.

- *Use the 4–3 for maximum pressure on the quarterback, without the blitz. If you want to mix in the blitz, take control of a cornerback or linebacker and find a gap to penetrate, or call a conservative play such as the Dime: LB Blitz. This is not the time for the 3–4 or a wild Nickel blitz; you cannot compromise your pass coverage.*
- *You own the sidelines during crunch time. You want to keep the clock moving. Use strong sideline coverage formations such as Dime: Double Wide, Dime: Double Slot, Dime: Under 4, or Dime: Under Man.*
- *Don't be too quick to use the Prevent defense, especially if the opposing quarterback has time to engineer a long drive. You need excellent coverage 10–20 yards from the line of scrimmage.*
- *Watch where the opposing team's best receivers line up, and call an Audible to keep double coverage where it belongs.*

Teams and Strategies

Introduction

Now that you've learned how to play the game, it's time to meet the teams, players, and coaches of *Madden NFL 2002*. In this chapter, you'll find detailed profiles of all 31 NFL teams, including: a full recap of the 2000 season, bios of coaches and key players, and scouting reports.

Every team has strengths and weaknesses, and we provide key offensive and defensive strategies to help you get the most from your personnel. We analyze the plays from both sides of the football, first telling you how to run them to perfection, and then showing you how the opposing team is most likely to shut you down.

We begin the section with a complete listing of *Madden NFL 2002* Offensive and Defensive plays. The default team playbooks contain various combinations of these plays.

Abbreviations and Definitions

Att:	Attempts (rushing or passing)
Blitz:	A defensive play with a linebacker or defensive back (or both) attacking beyond the line of scrimmage
CB:	Cornerback
Comp:	Pass completions
Counter:	Ball carrier runs back against the blocking flow
Cross:	Two receivers cross routes
Curl:	Pass route that finishes with a quick turn back toward the quarterback
Dbl:	Double
Dime:	Defensive alignment with six defensive backs
Double:	Two defenders cover one receiver
Drag:	Short, delayed pass route that slides toward the middle of the field
Draw:	Quarterback drops back to pass, but instead of setting up to throw, hands the ball off to running back or receiver
FB:	Fullback
FG:	Field goal
FL:	Flanker
Fly:	Deep pass route that runs straight downfield
Flood:	Pass pattern that sends more receivers into a zone than there are defenders to handle them
FS:	Free safety
HB:	Halfback
Hail Mary:	All eligible receivers run deep patterns to the same area of the field, and quarterback launches a high, deep pass into the crowd.
Hitch:	Short pass route where the receiver drives off the line of scrimmage and then stops to receive the ball
Hk:	Hook
Hook:	Pass route that runs straight downfield, and then reverses direction, coming back toward the quarterback
ILB:	Inside linebacker
Int:	Interception
Lft:	Left
LOLB:	Left outside linebacker
Man:	Assigns a single defender to cover a specific receiver
Max:	Maximum
Mid:	Middle
Middl:	Middle
Misdirection:	Offensive play that goes against the blocking flow
MLB:	Middle linebacker
Mn:	Motion
Nickel:	Defensive alignment with five defensive backs
NB:	Nickel back (fifth defensive back)
OLB:	Outside linebacker
Opt:	Option
Out:	Pass route that breaks directly to either sideline
Overloa:	Overload
PA:	Play action (statistical: points against)
Pct:	Percentage
PF:	Points for
Play Action:	Quarterback fakes a handoff and then sets up to pass
Post:	Deep pass route that breaks toward the middle of the field at the end of the route
PR:	Punt return
QB:	Quarterback
Qk:	Quick
Reverse:	A player set wide to one side runs back against the flow of the ballcarrier, takes a handoff, and runs up the opposite sideline
Rollout:	Quarterback sprints wide to either side before throwing the ball
Rt:	Right
Scrn:	Screen
SE:	Split end
Sky:	Pass defense with the deep safety covering a short, flat zone
Sl:	Slot
Slant:	Angling toward middle or sideline
Slot:	Area between the tackle and wide receiver
SS:	Strong safety
Strong side:	Same side as tight end
TD:	Touchdown
TE:	Tight end
Trips:	Three split receivers on one side
Waggle:	Quarterback fakes a handoff and moves out wide and deep to either side
Weak:	Side of the offense opposite the tight end
Wk:	Weak
WR:	Wide receiver

Key Attributes: The Star Players for each team are listed with ratings in the areas critical to their positions. These ratings represent 4 of the 20 categories used for each player in *Madden NFL 2002*. The rating scale is 1–100 (higher is better).

Offensive Plays

RUNNING

FAR

Normal
FB Dive Weak
FB Lead
HB Counter
HB Sweep

SHOTGUN

2 RB 3 WR	4 WR	5 WR	Normal	Normal Offset Wk	Slot Strong	Trips
FB Off Tackle	HB Delay	QB Draw	HB Delay	HB Delay	—	—
HB Delay	HB Draw	—	HB Direct Snap	HB Mid Draw	—	—
HB Draw	HB Mid Draw	—	HB Mid Draw	HB Sweep	—	—
HB Mid Draw	HB Sweep	—	HB Off Tackle	QB Draw	—	—
QB Draw	QB Draw	—	HB Toss	—	—	—
—	—	—	QB Draw	—	—	—

NEAR

Normal
FB Dive Strong
FB Dive Weak
HB Counter
HB Inside
HB Toss

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SINGLEBACK

4 WR	Big	Big Twin WR	Empty 5 WR	Normal	Slot Strong	Trips	Trips WR	Twin TE	Twin TE WR
HB Counter	Ace WR Reverse	Counter Weak	QB Draw	HB Belly Strong	HB Belly Strong	HB Counter	HB Slam	HB Belly Weak	Counter Weak
HB Cutback	Bandit Reverse	HB Belly Strong	—	HB Belly Weak	HB Belly Weak	HB Counter Strong	HB Sprint	HB Counter	HB Belly Strong
HB Delay	Counter Weak	HB Delay	—	HB Counter	HB Counter	HB Delay	Mn Slot Reverse	HB Counter Weak	HB Counter
HB Dive	HB Belly Strong	HB Dive	—	HB Counter Weak	HB Delay	HB Dive	QB Draw	HB Cutback	HB Delay
HB Draw	HB Belly Weak	HB Pitch	—	HB Cutback	HB Dive	HB Off Tackle	—	HB Delay	HB Dive
HB Pitch	HB Blast	HB Power	—	HB Delay	HB Draw	HB Pitch	—	HB Dive	HB Pitch
HB Power	HB Counter	Off Tackle Weak	—	HB Dive	HB Pitch	HB Slam	—	HB Draw	HB Power
HB Slash	HB Delay	—	—	HB Draw	HB Plunge	HB Sprint	—	HB Off Tackle	HB Toss Strong
HB Smash	HB Dive	—	—	HB Pitch	HB Power	HB Toss	—	HB Pitch	Off Tackle
HB Sprint	HB Draw	—	—	HB Plunge	HB Slam	Slot Reverse	—	HB Plunge	—
HB Sweep	HB Off Tackle	—	—	HB Power	HB Smash	—	—	HB Power	—
HB Toss	HB Pitch	—	—	HB Slash	HB Sprint	—	—	HB Smash	—
Mn Slot Reverse	HB Power	—	—	HB Smash	HB Sweep	—	—	HB Sprint	—
Off Tackle	HB Slam	—	—	HB Sprint	HB Toss Strong	—	—	HB Sweep	—
QB Draw	HB Smash	—	—	HB Sweep	Off Tackle	—	—	HB Toss Strong	—
Split Belly	HB Sprint	—	—	HB Sweep Strong	Split Belly	—	—	Split Belly	—
Trap Reverse	HB Toss Strg	—	—	HB Toss Strong	Toss Sweep	—	—	Weak Toss	—
—	Off Tackle	—	—	Off Tackle	—	—	—	—	—
—	QB Sneak	—	—	QB Draw	—	—	—	—	—
—	Split Belly	—	—	Split Belly	—	—	—	—	—
—	—	—	—	Toss Sweep	—	—	—	—	—
—	—	—	—	WR Reverse	—	—	—	—	—

SPLIT BACKS

3 WR	Big	Normal	Twins WR
FB Blast	FB Belly	FB Belly	Counter Strong
FB Dive	Quick Toss	FB Blast	HB Inside
FB Dive Strg	—	FB Counter Weak	HB Sweep
HB Blast	—	FB Dive	—
HB Dive	—	FB Lead	—
HB Draw	—	HB Blast	—
HB Smash	—	HB Counter	—
HB Sweep	—	HB Dive	—
Off Tackle	—	HB Draw	—
Quick Toss	—	HB Inside	—
—	—	HB Off Tackle	—
—	—	HB Sweep	—
—	—	Motion Belly	—
—	—	Quick Toss	—

STRONG I

3 WR	Big	Normal
Counter Lead	Counter Lead	Counter Trap
Counter Weak	Counter Strong	Counter Weak
FB Dive	FB Trap	FB Dive
HB Counter	HB Counter	FB Trap
HB Crash	HB Crash	HB Blast
HB Dive	HB Dive	HB Dive
HB Toss Weak	HB Lead	HB Dive Weak
Off Tackle	HB Lead Blast	HB Off Tackle
Split Belly	HB Power	HB Power
—	HB Sweep	HB Sweep
—	HB Toss	HB Toss Weak
—	Off Tackle	Quick Toss
—	Quick Toss	Split Belly
—	Split Belly	Toss Sweep
—	Toss Sweep	—

I FORM

3 WR	Big	Normal	Twin TE	Twin WR
FB Dive	FB Dive	End Around	FB Dive	FB Dive
FB Dive Strong	FB Dive Strong	Fake End Around	FB Dive Strong	FB Dive Strong
HB Blast	HB Blast	FB Dive	HB Blast	HB Blast
HB Draw	HB Counter	FB Dive Strong	HB Counter	HB Counter
HB Lead	HB Lead	HB Blast	HB Lead Dive	HB Dive
HB Lead Toss	HB Lead Dive	HB Counter	HB Lead Toss	HB Draw
HB Toss	HB Lead Toss	HB Counter Wk	HB Off Tackle	HB Lead Dive
Split Belly	HB Off Tackle	HB Dive	HB Sweep	HB Lead Toss
—	HB Sweep	HB Draw	HB Toss	HB Toss
—	HB Toss	HB Lead Dive	—	Misdirection
—	—	HB Lead Toss	—	Off Tackle
—	—	HB Slam	—	—
—	—	HB Sweep	—	—
—	—	HB Sweep Strong	—	—
—	—	HB Toss	—	—
—	—	Misdirection	—	—
—	—	Off Tackle	—	—
—	—	WR Reverse	—	—

WEAK I

3 WR	Big	Normal	Twins TE	Twins WR
FB Dive	Counter Trap	Counter Weak	—	FB Dive
FB Power	HB Counter	FB Counter	—	FB Power
FB Quick Hit	HB Dive	FB Dive	—	HB Counter
HB Lead	HB Lead	FB Power	—	HB Dive
HB Wham	HB Lead Toss	FB Quick Hit	—	HB Gut
Lead Toss Weak	HB Off Tackle	HB Counter	—	HB Lead
Off Tackle	HB Wham	HB Dive	—	HB Trap
Power Toss	Off Tackle Weak	HB Gut	—	HB Wham

3 WR	Big	Normal	Twins TE	Twins WR
—	Power Toss	HB Inside	—	Power Toss
—	—	HB Lead	—	Toss Weak
—	—	HB Off Tackle	—	—
—	—	HB Wham	—	—
—	—	Off Tackle Weak	—	—
—	—	Power Toss	—	—
—	—	Quick Pitch	—	—
—	—	Toss Weak	—	—

I FORM

3 WR	Big	Normal	Twin TE	Twin WR
Cross In	Cross In	Cross In	Curl N Post	Center Pass
Curls	Curl N Post	Curl N Post	Curls	Cross In
Deep Cross	Curls	Curls	FL Drag	Curl N Post
FB Flare	Deep Cross	Deep Cross	HB Screen	Curls
FB Screen	FB Curl	FB Flare	Hook Outs	FB Circle
FB Under	FB Flare	FB Flat	PA Split	FB Flare
FL Post	FB Screen	FB Middle	Play Action	FB Screen
Flats	FB Stretch	FB Stretch	Quick Outs	Flats
HB Screen	FL Drag	FB Under	Short Slants	HB Screen
Hook Outs	FL Post	FL Hitch	TE Curl	Hook Ins
Mid Attack	Flag	FL Hook	TE Flag	Hook Outs
PA HB Curl	Flats	FL Out	TE In	Max Protect
PA Split	HB Middle	FL Post	WR Post	Out N Ups
Post Flags	HB Screen	Flats	—	PA Split
Pump N Go	Max Protect	HB Middle	—	Play Action
Quick Outs	PA Split	HB Screen	—	Quick Outs
Quick Slant	Play Action	Hook Ins	—	Quick Slant
SE Flag	Pump N Go	Hook Outs	—	Short Hooks
SE Post	Quick Outs	Max Protect	—	Short Slants
Short Slants	Slants	Mid Attack	—	Slant Posts
Slants	TE Curl	Out N Ups	—	Slants
Slot Chair	TE Flag	PA HB Curl	—	Slot Curl
Slot Corner	TE Flat	PA Split	—	Slot Hitch
Slot Curl	TE Out	Play Action	—	Strikeout
Slot Flag	TE Out N Up	Post Flags	—	Strong Flood
Slot Flat	TE Post	Pump N Go	—	TE Deep In

3 WR	Big	Normal	Twin TE	Twin WR
Slot Post	TE Quick Out	Quick Outs	—	TE Flat
Slot Z Out	TE Z Out	SE Post Flag	—	TE Out
Weak Flood	Weak Flood	Short Hooks	—	TE Post
WR Drag	WR Post	Short Slants	—	TE Z Out
WR Post	—	Slants	—	Weak Flood
WR Streaks	—	Strikeout	—	WR Corner
—	—	Strong Flood	—	WR Streaks
—	—	TE Corner	—	—
—	—	TE Curl	—	—
—	—	TE Deep In	—	—
—	—	TE Flag	—	—
—	—	TE Flat	—	—
—	—	TE N FL In	—	—
—	—	TE Out	—	—
—	—	TE Out N Up	—	—
—	—	TE Post	—	—
—	—	TE Quick Hit	—	—
—	—	TE Slant	—	—
—	—	TE Slant Up	—	—
—	—	TE Z Out	—	—
—	—	Triple Slants	—	—
—	—	Weak Flood	—	—
—	—	WR Post	—	—
—	—	WR Reverse	—	—
—	—	WR Streaks	—	—

SINGLEBACK

4 WR	Big	Big Twin WR	Empty 5 WR	Normal	Slot Strong	Trips	Trips WR	Twin TE	Twin TE WR
Ace Curls	Ace Curls In	Button Hook	Ace TE Drag	Ace TE Drag	Ace HB Clear Out	Comebacks	Ace TE Drag	Corners	Ace WR Out
Criss Cross	Ace Deep Threats	Circle	Curl - Drag	Ace WR Qk Drop	Cross Up	Deep Stings	Comebacks	Cross Ins	All Streaks
Cross Up	Ace HB Clear Out	Counter Weak	Deep Post	Comebacks	Deep Attack	Deep Threats	Corners	Double Hitch	Back Circles
Curls	Ace Left Overloa	Cross Up	Double Slant	Corner Post	Deep Posts	Double Hook	Cross Up	Double Hook	Cross Up
Deep Attack	Ace Options	Double Hitch	FL Curl	Corners	Deep Slants	HB Screen	Double Slant	FL In	Double Hitch
Deep Mid Iso	Ace Play Action	Double Outs	FL Drag	Cross Up	Double Hitch	Medium Ins	Play Action Pass	FL Quick In	Double Outs
Deep Posts	Ace Slants N Out	FL Drag	FL Fly	Deep Attack	Double Hook	Middle Cross	SE Hook In	HB Flat	FL Drag
Deep Stings	Ace TE Drag	HB Belly Strong	FL Hook	Deep Corners	Double Ins	Out N Ups	Slot Middle	HB Screen	HB Clearout
Double Hitch	Ace TE Out	HB Clearout	Hail Mary	Deep Slants	FL Clearout	PA Drop Ins	WR Hook Out	PA Drop Ins	HB Screen
Double Hook	Ace TE Post	HB Delay	Middle Curls	Double Hitch	FL Drag	PA HB Curl	WR Post Corner	PA FL Stretch	Out N Ups
Double Outs	Ace WR Hitch	HB Dive	Out N Up	Double Hook	FL Go	Play Action	—	PA Rollout	PA FL Stretch
Double Slant	Ace WR Long	HB Pitch	Outs	Double Ins	FL Hook Out	Slot In-N-Out	—	Play Action	PA Rollout
FL Corner	Ace WR Out	HB Power	Parallel Slants	Double Outs	FL Post	Slot Post	—	Post Out	Posts
Flare Pass	Ace WR Qk Drop	HB Screen	QB Draw	Dual Drag	FL Streak	TE Corner	—	Posts	TE Hook
Free Middle	Ace WR Stretch	Off Tackle Weak	Quick Outs	FL Clearout	HB Screen	TE Flat	—	Rollout Slant	TE Streak
Isolation	Corners	Out N Ups	SE Curl In	FL Drag	Ins N Ups	TE Quick Out	—	Safety Bait	Weak Flood
Out N Ups	Cross Up	PA FL Stretch	Short Attack	FL Go	Middle Hook	WR Screen	—	Slot Cross Middl	WR Quick Screen
PA Drop In	Deep Slants	PA Rollout	Short Crosses	FL Hook Out	Outs	—	—	Slot Middle	—
PA FL Stretch	Deep Threats	Posts	Slants Middle	FL In	PA HB Curl	—	—	Square In	—
Post Drag	Double Drag	Strong Flood	Slot Drag	FL Post	PA Rollout	—	—	TE Middle	—
Posts	Double Hitch	TE Hook	Slot Flats	FL Streak	Play Action	—	—	TE Slot Out	—
Quick Hits	Double Hook	TE Streak	Slot Fly	HB Clearout	Posse Slants	—	—	TE Under	—
Quick Hitter	Double Outs	WR Quick Screen	Slot Outs	HB Curl	Post Corner	—	—	Triple Outs	—
Quick Hooks	FL Corner	—	WR Drag	HB Flat	Posts	—	—	Waggle	—

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SINGLEBACK cont.

4 WR	Big	Big Twin WR	Empty 5 WR	Normal	Slot Strong	Trips	Trips WR	Twin TE	Twin TE WR
Rollout Slant	FL Hook	—	—	HB Screen	Posts N Zags	—	—	WR Flats	—
SE Hook In	FL Quick In	—	—	In-N-Out	QB Waggle	—	—	WR Fly	—
Short Ins N Outs	FL Stretch	—	—	Left Drag	Quick Hits	—	—	WR Screen	—
Slant Overload	HB Screen	—	—	Left Drags	Quick Looks	—	—	Zig-Zags	—
Slot Clearout	HB Swing	—	—	Medium Ins	Quick Slant	—	—	—	—
Slot Cross Ins	Out N Ups	—	—	Middle Hook	Safety Bait	—	—	—	—
Slot Cross Middl	Outs	—	—	Outs	SE Quick Hit	—	—	—	—
Slot Hook Out	PA Deep Threat	—	—	PA HB Curl	SE Slant	—	—	—	—
Slot In	PA Drop Ins	—	—	PA Rollout	Short N Deep	—	—	—	—
Slot Loop	PA HB Curl	—	—	Parallel Posts	Slot Cross	—	—	—	—
Slot Middle	PA Rollout	—	—	Play Action	Slot Hook	—	—	—	—
Slot Sidelines	PA Waggle	—	—	Play Action Pass	Slot Out	—	—	—	—
Slot Up N Go	Play Action	—	—	Posse Slants	Slot Streak	—	—	—	—
Triple Posts Up	Post Flags	—	—	Post Corner	Strong Overload	—	—	—	—
Weak Pressure	SE Post	—	—	Posts	TE Corner	—	—	—	—
WR Bail Out	Slants	—	—	Posts N Zags	TE Drag	—	—	—	—
WR Break Out	TE Corner	—	—	QB Waggle	TE Middle	—	—	—	—
WR Dash	TE Cross	—	—	Quick Hits	TE Post	—	—	—	—
WR Hook Out	TE Drag	—	—	Quick Looks	TE Streak	—	—	—	—
WR Post Flags	TE Flat	—	—	Safety Bait	Twin Outs	—	—	—	—
WR Screen	TE In	—	—	SE Quick Hit	WR Deep Hook	—	—	—	—
WR Streaks	TE Out	—	—	SE Slant	WR Drag	—	—	—	—
WR Wide	TE Outs	—	—	Short N Deep	WR Fade	—	—	—	—
Zig-Zags	TE Post	—	—	Slant Corner	WR Fly	—	—	—	—
—	TE Quick Out	—	—	Slot Clearout	WR Hooks	—	—	—	—
—	TE Slant	—	—	Slot Cross	WR Options	—	—	—	—
—	TE Streak	—	—	Slot Drag	WR Post	—	—	—	—
—	TE Under	—	—	Slot Hook	WR Quick In	—	—	—	—
—	TE Zoom	—	—	Slot Out	WR Quick Screen	—	—	—	—
—	Waggle Post	—	—	Slot Out N Up	—	—	—	—	—
—	Weak Flood	—	—	Slot Pivot	—	—	—	—	—
—	WR Ace Hitch	—	—	Slot Post	—	—	—	—	—
—	WR Go	—	—	Slot Streak	—	—	—	—	—
—	WR Out	—	—	Strong Overload	—	—	—	—	—
—	WR Quick Slant	—	—	TE Corner	—	—	—	—	—
—	WR Screen	—	—	TE Drag	—	—	—	—	—
—	WR Streaks	—	—	TE Flat	—	—	—	—	—
—	—	—	—	TE Hook	—	—	—	—	—
—	—	—	—	TE Middle	—	—	—	—	—
—	—	—	—	TE Post	—	—	—	—	—
—	—	—	—	TE Quick Out	—	—	—	—	—
—	—	—	—	TE Streak	—	—	—	—	—
—	—	—	—	Twin Outs	—	—	—	—	—
—	—	—	—	WR Deep Hook	—	—	—	—	—
—	—	—	—	WR Drag	—	—	—	—	—
—	—	—	—	WR Fade	—	—	—	—	—
—	—	—	—	WR Fly	—	—	—	—	—
—	—	—	—	WR Hooks	—	—	—	—	—
—	—	—	—	WR Options	—	—	—	—	—
—	—	—	—	WR Post	—	—	—	—	—
—	—	—	—	WR Quick In	—	—	—	—	—
—	—	—	—	WR Quick Screen	—	—	—	—	—
—	—	—	—	WR Reverse	—	—	—	—	—

FAR

Normal
Double Swing
HB Screen
Hitch
Slant N Go
TE Curl
TE Post
Weak Flood
WR Post Corner

NEAR

Normal
Circles
FB Flat
HB Screen
Play Action
Post Drag
Strong Flood

SPLIT BACKS

3 WR	Big	Normal	Twins WR
All Streaks	All Streaks	FB Deep	Deep Cross
Curls	Curls	FB Go	Double Flares
Deep Slants	Mid Split	FB Lead	HB Out
Drag In	Play Action	FB Streak	Play Action
FB Deep	Quick Toss	FL Clearout	Slot Curl
FB Go	TE Out	FL Go	SS Pressure
FB Hook	Zig Zag	Flats	WR Streak
FL Clearout	—	HB Circle	—
Flats	—	HB Flat	—
HB Circle	—	HB Out	—
HB Flat	—	Overload Strong	—

3 WR	Big	Normal	Twins WR
HB Middle	—	Play Action	—
HB Out	—	Post Corner	—
Hook	—	Quick Outs	—
Mid Split	—	Quick Screen	—
Out N Ups	—	SE Streak	—
Quick Screen	—	Slants	—
RB Cross	—	SS Pressure	—
Slants	—	TE Go	—
Slot Cross	—	TE Out	—
Slot Drag	—	TE Post	—
Slot Out	—	WR Quick Out	—

3 WR	Big	Normal	Twins WR
Slot Z Out	—	Zig Zag	—
Streaks	—	—	—
Strong Flood	—	—	—
WR Corners	—	—	—
WR Go	—	—	—
WR Hook Outs	—	—	—
WR Post	—	—	—
WR Post Middle		—	—
—			
WR Quick Out	—	—	—
Zig Zag	—	—	—

STRONG I

3 WR	Big	Normal
FL Flat	FB Out N Up	Bunch
Flats Attack	FB Short Curl	Cross Under
In-N-Out	FB Streak	Deep Cross
PA Rollout	Flats Attack	Double Flares
Post Drag	HB Swing	FB Flat
QB Rollout	PA Rollout	FB Middle
Quick Hooks	QB Rollout	FB Out
Short Attack	Quick Drag	FB Out N Up
Short Curls	Quick Hooks	FB Short Curl
Slot Streak	Quick Toss	FL Curl
WR Middle Drag	Short Attack	FL Drag
WR Post	Slant Hook	FL Flat
WR Streaks	TE Curl	FL Out
—	TE Drag	Flats Attack
—	TE Out	HB Streak
—	TE Post	HB Swing
—	WR Hitch	In-N-Out
—	WR Hook Out	PA Flood
—	WR Quick In	PA Rollout
—	WR Streak	PA Streaks
—	—	Play Action
—	—	Quick Hooks
—	—	SE Curl
—	—	SE In
—	—	SE Streak
—	—	Short Attack
—	—	Short Curls
—	—	Slant Hook
—	—	Strong Flood
—	—	TE Drag
—	—	TE Out
—	—	TE Slant In
—	—	Twin Posts
—	—	Weak Attack
—	—	WR Hookout
—	—	WR Middle Cross
—	—	WR Out N Up
—	—	WR Slant Post
—	—	WR Streak

SHOTGUN

2 RB 3 WR	4 WR	5 WR	Normal	Normal Offset Wk	Slot Strong	Trips
Circle	Button Hook	Circle	Circle	Deep Attack	Curl - Drag	Comebacks
Corner - Threat	Circle	Corner Threat	Corner Threat	Deep Corner	Deep Cross	Corners
Curl - Drag	Corner - Threat	Curl - Drag	Curl - Drag	Deep Outs	FL Fly	FL Fly
Deep Corner	Curl - Drag	Deep Outs	Deep Corner	Double Hook	WR Quick In	FL Go
Deep Outs	Deep Corner	Deep Post	Deep Post	Double Outs	WR Quick Screen	HB Screen
Double Flares	Deep Cross	Double Slant	Double Outs	Double Slant	—	Mid Slants
Double Slant	Deep Outs	FL Curl	Double Slant	FL Curl	—	Short Attack
FB Screen	Deep Post	FL Drag	FL Curl	FL Drag	—	Slants Middle
FL Drag	FL Drag	FL Fly	FL Drag	FL Go	—	Slot Curl
FL Fly	FL Fly	FL Hook	FL Fly	FL Hook	—	—
FL Go	FL Go	Hail Mary	FL Hook	HB Flare	—	—
HB Deep	FL Hook	In-N-Out	HB Flare	HB Flat	—	—
HB Fly	Hail Mary	Mid Cross	HB Flat	HB Fly	—	—
HB Screen	HB Flare	Out N Up	HB Fly	HB Go	—	—
In-N-Out	HB Flat	Outs	HB Screen	HB Screen	—	—
Parallel Slants	HB Fly	Parallel Slants	In N Out	In N Out	—	—
Post Flags	HB Go	Quick Outs	Post Flags	Post Flags	—	—
Quick Slants	HB Screen	Safety Split	Quick In	QB Waggle	—	—
Short Crosses	In-N-Out	SE Curl In	Quick Ins	Quick Hits	—	—
Slants Middle	Out N Up	Short Attack	Quick Slant	Quick In	—	—
Slot Drag	Post Flags	Short Crosses	Short Attack	Quick Ins	—	—
Slot Out N Up	Short Attack	Slants Middle	Short Ins	Quick Slant	—	—
Slot Post	Short Hook	Slot Drag	Slants Middle	Short Attack	—	—
Streaks	Slant Drag	Slot Flats	Slot Drag	Short Ins	—	—
Triple Posts	Slants Middle	Slot Fly	Slot Z Chair	Slants Middle	—	—
WR Hooks	Slot Curl	Slot Go	Streaks	Slot Deep Post	—	—
WR Post	Slot Drag	Slot Long Middle	TE Out	Slot Drag	—	—
WR Quick In	Slot Flags	Slot Outs	TE Out N Up	Slot In N Up	—	—
WR Slant	Slot Out	Slot Pick Flats	TE Protect	Slot Z Chair	—	—
—	Slot Out N Up	Streaks	WR Curl	Streaks	—	—
—	Slot Post	WR Comebacks	WR Drag	TE Curl	—	—
—	WR Drag	WR Drag	WR Post Corner	TE Drag	—	—
—	WR Hooks	WR Post	—	TE Flag	—	—
—	WR Post	WR Post Corner	—	TE Out	—	—
—	WR Post Corner	WR Sink Under	—	TE Out N Up	—	—
—	—	—	—	TE Protect	—	—
—	—	—	—	WR Drag	—	—
—	—	—	—	WR Fade	—	—
—	—	—	—	WR Hooks	—	—
—	—	—	—	WR Post Corner	—	—

WEAK I

3 WR	Big	Normal	Twins TE	Twins WR
FB Screen	Bunch	Cross Under	Cross Under	Cross Under
FB Slant Out	FL Out	Double Under	Double Outs	Double Under
FL Out	HB Fly	FB Curl	TE Corner	FB Curl
HB Fly	HB Screen	FB Go Weak	WR Streak	FB Screen
Hook Ins	Mid Cross	FB Quick In	—	Flat Pressure
Quick Screen	Play Action	FB Screen	—	Hook Ins
Quick Slants	Post Corner	FB Slant Out	—	Play Action
Short Flood	RB Outs	FL Hook	—	Post Corner
Slot Post Corner	Short Cross	FL Out	—	Quick Screen
Triple Outs	Short Flood	Flat Pressure	—	Rollout Strong
WR Drag	Slants	HB Fly	—	Short Out N Up
WR Quick Out	TE In	HB Screen	—	Slants
WR Streak	TE Short	HB Screen Weak	—	Slot Drag
—	TE Slant Out	Hook Ins	—	Slot Out
—	Triple Outs	PA Rollout	—	Strong Screen

3 WR	Big	Normal	Twins TE	Twins WR
—	WR Deep Posts	Play Action	—	TE Corner
—	—	QB Waggle	—	TE Flat
—	—	Quick Screen	—	TE Slant Out
—	—	Quick Slants	—	WR Cross
—	—	RB Outs	—	WR Streak
—	—	Screen	—	—
—	—	SE Quick Out	—	—
—	—	Short Cross	—	—
—	—	Short Out N Up	—	—
—	—	Slants	—	—
—	—	Slot Drag	—	—
—	—	Streaks	—	—
—	—	TE Curl	—	—
—	—	TE Fade	—	—

Defense

DEFENSIVE PLAYS

4–3	3–4	Nickel	Dime	Goal Line	Special Teams
CB Blitz	CB Blitz	Cover 2	DB Blitz	Base	Onside Recover
Crash Blitz	Cover 2	Cover 4	Double Slot	Blitz A	Return Left
Double TE	Double Blitz	Double Slot	Double Wide	Blitz B	Return Middle
Double X	Double Man	Double X	Double X	Blitz C	Return Right
Double Z	Double Out	Double Z	Double Z	Free	Return Left
Double Zone	Double TE	Inside Blitz	FS Blitz	Gaps Fire	Return Middle
Fire Man	Double X	LB Blitz	Inside Blitz	Inside Man	Return Right
Gut Blitz	Double Z	Man-QB Spy	LB Blitz	Jam Middle	—
Lightning	Drop Zone	Man Lock	Man Lock	Man Over	—
Man QB Spy	Exchange	Man Under	Over 2	Man Wedge	—
Man Lock	Fox	Man Zone	Pinch	Pinch	—
Man Zone	FS Blitz	NB Blitz	Prevent	Slant Strong	—
Mike Blitz	ILB Blitz	Robber	Safe	Slide	—
Rush Zone	Man QB Spy	Safe	Under 2	Stack	—
Safe	Man Lock	Silver	Under 4	Take	—
Safety Blitz	Man Under	SS Blitz	Under Man	—	—
Sam Blitz	OLB Blitz	Under 4	Zone Blitz	—	—
Sky	Pinch	Under Smoke	Zone Man X	—	—
SS Blitz	Quarters	—	—	—	—
Storm Blitz	Safe	—	—	—	—
Strong Zone	SS Blitz	—	—	—	—
Sweet Blitz	Storm	—	—	—	—
Tango	Strong Blitz	—	—	—	—
Thunder	Stud	—	—	—	—
Under 4	Weak 3	—	—	—	—
Under Man	Weak Blitz	—	—	—	—
Whip Man	Zone Blitz	—	—	—	—

SPECIAL PLAYS

GOAL LINE

Running	Passing
QB Sneak	Double Hitch
HB Off Tackle	Play Action
HB Dive	Flat Pressure
HB Smash	—
FB Dive	—
HB Wham	—

SPECIAL TEAMS

Punt	Field Goal	Clock
Fake Punt Pass	Fake FG - Pass	Spike Ball
Punt	Field Goal	QB Kneel
Max Protect Punt	Fake FG - Run	Fake Spike
RB Direct Snap	—	—
Max Cover Punt	—	—

Chicago Bears

Star Players

WR 88 Marcus Robinson

Speed	Acceleration	Catching	Awareness
90	91	85	82

Drafted in the fourth round in 1997 out of South Carolina, Marcus Robinson emerged in 1999 with 84 receptions and a 16.7 yard average, tops in the NFC. He earned All-American honors in his third year at South Carolina, where he also set the school indoor record for 200 meters (21.14), and finished second in 100 and 200 meters at the SEC Outdoor Championships. Robinson's breakaway speed and outstanding jumping ability make him one of the most dangerous receivers in the NFL.

MLB 54 Brian Urlacher

Speed	Strength	Tackling	Awareness
85	79	91	80

Although Brian Urlacher played free safety for his last two seasons with the New Mexico Lobos, he returned to middle linebacker when he was drafted in the first round by the Bears last year. Urlacher, a four-year starter at New Mexico, played the position in his first two years of college. In 1998, he led all college defenders with 178 tackles, and he proceeded to lead the Bears in his rookie season. Urlacher has the rare combination of strength and speed. His 380-pound power clean lift is still a record at New Mexico, and he can run stride-for-stride with most wide receivers.

Team Ratings

Overall Rating:	77
Offense:	64
Defense:	76
Special Teams:	96
Quarterback:	71
Featured Running Back:	75
Receivers:	75

Home Field: Chicago Football Stadium
Built: 1924 **Type: Open**
Capacity: 66,944 **Surface: Grass**

2001 Draft Picks

Round	Player Selected	Position	School
One	David Terrell	WR	Michigan
Two	Anthony Thomas	RB	Michigan
Three	Mike Gandy	G	Notre Dame
Four	Karon Riley	DE	Minnesota
Five	Bernard Robertson	OL	Tulane
Six	None (pick traded to 49ers for R.W. McQuarters)		
Seven	John Capel	WR	Florida

2000 Recap

NFL Team Rankings

Scoring: 28th
Pass Offense: 24th
Rushing Offense: 21st
Pass Defense: 16th
Rushing Defense: 21st
Turnovers: 24th

2000 Standings

W	L	Tie	PF	PA	Home	Road	VS AFC	VS NFC	VS DIV
5	11	0	216	355	3–5	2–6	2–2	3–9	3–5

Team Stats

Category	Bears	Opponents
Total First Downs	239	297
First Downs (Rushing–Passing–By Penalty)	89–143–7	106–172–19
Third Down Conversions/Attempts	67/222	82/223
Fourth Down Conversions/Attempts	11/25	12/17
Total Offensive Yards	4,741	5,464
Offense (Plays–Avg. Yards)	959–4.0	999–5.0
Total Rushing Yards	1,736	1,827
Rushing (Plays–Avg. Yards)	417–4.2	469–3.9
Total Passing Yards	3,005	3,637
Passing (Comp–Att–Int–Avg. Per Completion)	304–542–16–9.9	332–530–11–11.0
Sacks	36	34
Int/Returned for TD	11/4	16/1
Field Goals Made/Attempts	21/27	18/26
Touchdowns	22	43
Touchdowns (Rushing–Passing–Returns–Defensive)	6–12–0–4	15–25–0–3
Time of Possession	28:30	31:30

Individual Leaders

Quarterbacks

PLAYER	ATT	COMP	PCT	YARDS	TD	INT	INT%	SACKED	RATING
Cade McNown	280	154	55.0	1,646	8	9	3.2	28	68.5
Shane Matthews	178	102	57.3	964	3	6	3.4	5	64.0

Running Backs

PLAYER	RUSHES	YARDS	PER CARRY	TD	FUMBLES	LONG
James Allen	290	1,120	3.9	2	5	29
Cade McNown	49	326	6.7	3	9	30

Receivers

PLAYER	REC	YARDS	YDS PER CATCH	TD
Marcus Robinson	55	738	13.4	5
Eddie Kennison	55	549	10.0	2
Marty Booker	47	490	10.4	2

Defensive Leaders

Tackles: Brian Urlacher, 125 Sacks: Brian Urlacher, 9 Interceptions: Tony Parrish, 3

Scouting Report

After fielding the 25th-ranked offense in the NFL last year, it's no wonder that the Bears' best player is middle linebacker Brian Urlacher. Last year's first-round draft pick led the Bears with 123 tackles and 8 sacks, and this year he should have plenty of help with the arrival of veteran tackles Ted Washington and Keith Traylor. The young defensive secondary led by interception leader Tony Parrish and second-year safety Mike Brown should be even better this year, as the Bears look to improve on their 16th-ranked defense.

Talented wide receiver Marcus Robinson will be the number-one target of quarterbacks Cade McNown and Shane Matthews, although first-round draft pick David Terrell should make an immediate impact. On the ground, James Allen comes off an 1,100-yard season, but his longest run last year was only 29 yards. Second-round draft pick Anthony Thomas could see considerable playing time.

Coaching the Bears: You'll earn every touchdown with this offense, but thanks to an athletic defensive secondary, your pass defense will keep you in the game. Be careful how you use Urlacher. He is a force in the middle, but his outside linebacking is only average. If you blitz too often up the middle, your opponent will eat you up on the ground.

Meet the Coach: Dick Jauron

NFL Head Coaching Record:

Prior Coaching Experience:
Defensive Coordinator, Jacksonville (1995–98)
Defensive Backs Coach, Green Bay (1986–94);

College Playing Career:
Yale (1970–72); holds career rushing mark of 2,947 yards

NFL Playing Career:
Defensive back—Detroit (1973–77), Cincinnati (1978–80); named to Pro Bowl (1974)

KEY PLAYS

Running

Singleback-Big: HB Power

Although James Allen does not possess blazing speed to the outside, he is quick enough to turn the corner if you run him wide in a big set. This play gains dependable yardage against the 4–3 (as shown), but it requires excellent timing when turning the corner. The tight end usually does an adequate job of delaying the defensive end or outside linebacker, and when he accomplishes his task, you can count on 5 yards.

However, to stretch this to a 10-yard gain or longer, use the wide receiver block and cut to the outside at just the right time. If you escape the first cornerback, you can scamper down the sidelines for big yardage.

Singleback-Slot Strong: HB Draw

The Bears' offensive line is a little better than last year's, but it still isn't strong enough to consistently gain yardage up the middle against a good run defense. As a result, you'll be passing the ball more. When the opposing defense starts teeing off on your quarterback with 3–4 blitz packages, throw in the HB Draw. The delayed handoff provides just enough time for your offensive line to scatter the (three) defensive linemen. If the linebackers are blitzing, they'll run themselves out of the play, and you'll have just enough room to grab 4–6 yards up the middle.

If you are facing a 4–3, it's considerably more difficult to run this play behind the guard. Instead, step outside around the tight end and wide receiver. During our practice sessions, we were amazed at how often this play produced 10 or more yards (to the outside), even against the Ravens' 4–3 juggernaut.

Stopping the HB Power

Your opponent can shut down the HB Power using a 3–4 defense that brings the outside linebackers and cornerbacks up tight (like the 3–4 Double TE). This alignment overwhelms the tight end. If the play is not stopped at the line of scrimmage, the defensive backs will swarm your running back, cutting off the corner. Note the ineffective position of the wide receiver #81 in the lower left corner of the screen. The pressure at the line prevents him from blocking downfield, leaving the running back to fend for himself.

Stopping the HB Draw

A patient, methodical defense usually devours the draw play. If you start enjoying too much success, a smart coach will stop blitzing and drop into a 4–3 with man coverage, like the 4–3 Safe or Under Man.

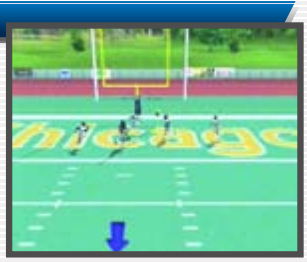
Passing

Shotgun-5WR: FL Drag

Slant patterns are the order of the day, with a special priority on getting the ball to Marcus Robinson. One of our favorites, especially 30 yards from the opposing goal line, is the FL Drag. This formation creates a lot of confusion on the right side of the field, with three wide receivers running completely different routes. Your secondary receiver is in this mix, but for now let's concentrate on the other side of the field where Marcus Robinson runs a 15-yard slant pattern. He's joined by a slot receiver who runs a short out pattern, taking a defender with him.

With everyone in the pattern, your quarterback has nary a blocker, so you have precious little time in the pocket. Take a 3–4 step drop and be prepared to step up if you feel outside pressure. You want to "lead" Robinson, rather than hit him in the numbers. Deliver the ball to the middle of the goal post and let the big guy stretch. If Robinson draws double coverage, do not force it! Immediately dump the ball to the slot receiver running an out pattern. You may not complete the pass, but the coverage is very loose, and the pass has little chance of being intercepted.

Stopping the FL Drag



Slant patterns work best against straight man, or combination man/zone defenses. However, a deep zone can spell disaster, especially in a Dime formation when multiple defenders can collapse on the receiver. With so many defenders around the ball, anything less than a perfectly thrown pass will likely be intercepted.

Passing

Single Back-4 WR: Zig-Zags

One of the toughest passes to defend against is the out pattern. The ideal route is 6–10 yards, which is just long enough to keep moving the chains, but short enough to frustrate even the tightest coverage. Our favorite "out" is Zig-Zags, which has four routes, two on either side of the field. The key is to throw the ball early, just when the receiver makes his cut to the outside. Don't wait until the receiver reaches the sideline.

After catching the ball on the dead run toward the sideline, you can step out of bounds to stop the clock, or lower your shoulder and squeeze out a couple of extra yards.

Stopping Zig-Zags

When thrown correctly, this pass is virtually unstoppable. So, the defense has only one alternative: blitz. The best way for the defense to take away short out patterns is to bring extreme pressure from the outside, such as in the 3–4 OLB Blitz. This takes away the outside passing lanes and makes the quarterback rush his throw. Sometimes, the halfback is free up the middle, but usually the pressure forces a deflection, or at least an errant throw.

Defending the Pass

3-4 Cover 2

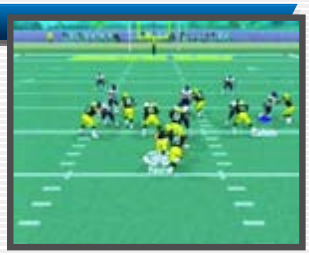
This is a great call on third and long against a team with a dominant running back. Pass coverage on medium and long routes is very good, without trading a linebacker for an extra defensive back. And, you are less susceptible to getting burned on a sweep.

Beating the 3-4 Cover 2

With strong pursuit to the outside and man coverage underneath, this alignment is susceptible to secondary receivers running slants over the middle. These routes are especially effective if the quarterback buys enough time for his other receivers to clear out the linebackers, leaving the middle wide open.

Defending the Run

4-3 Under Man



The Bears have run the 4–3 defense for years, and with the addition of two big tackles, Washington and Traylor, this year's team should improve dramatically against the run. The Under Man stops the run, especially from tackle to tackle, without giving up short or deep pass coverage.

This alignment works best if you shift the linemen and linebackers toward the strong side (where the tight end is lined up) before the snap. Then, take control of Urlacher and key on the ballcarrier. Abandon the shift if your opponent starts running counter plays (to the weak side).

Beating the 4-3 Under Man

While strong between the tackles, 4–3 Under Man is susceptible to sweeps, especially when a tight end and pulling guard are in the blocking scheme. The I Form: HB Toss (pictured above), includes a pulling guard, tight end, lead blocking back, and downfield receiver. With this much protection out front, a quick running back can reach the secondary in a heartbeat.

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Cincinnati Bengals

Star Players

HB 28 Corey Dillon

Speed	Acceleration	Catching	Awareness
89	91	94	90

He may play for a low-profile team, but Corey Dillon is definitely a "prime-time player." Drafted out of the University of Washington where he set single season records for both rushing yards (1,555) and touchdowns (22), Dillon made an immediate impact in the NFL, setting the single game rookie rushing mark with a 246 yard outburst against the Titans. A year ago, the Bengal back ran for 278 yards versus the Denver Broncos, breaking Walter Payton's single game record. Dillon blends a tough, cutback style of running with the ability to run away from the competition once he hits the hole.

ROLB 51 Takeo Spikes

Speed	Strength	Tackling	Awareness
81	77	85	85

In his fourth year out of Auburn, Takeo Spikes is the leader of the Bengals defense. Coming off his third straight season with 100-plus tackles, he shows great instinct and is always around the ball. In 1999, Spikes emerged as a star, setting the team record with eight fumbles either forced or recovered. With the ability to stop the run, pursue the quarterback, or defend against the pass, Spikes is one of the league's more versatile linebackers.

Team Ratings

Overall Rating:	70
Offense:	71
Defense:	69
Special Teams:	68
Quarterback:	64
Featured Running Back:	92
Receivers:	80

Home Field: Paul Brown Stadium™
Built: 2000 Type: Open
Capacity: 65,393 Surface: Heated Natural Grass

2001 Draft Picks

Round	Player Selected	Position	School
One	Justin Smith	DE	Missouri
Two	Chad Johnson	WR	Oregon State
Three	Sean Brewer	TE	San Jose State
Four	Rudi Johnson	RB	Auburn
Five	Victor Leyva	OL	Arizona State
Six	Riall Johnson	DE	Stanford
Seven	T.J. Houshmandzadeh	WR	Oregon State

2000 Recap

NFL Team Rankings

Scoring: 30th
Pass Offense: 31st
Rushing Offense: 3rd
Pass Defense: 23rd
Rushing Defense: 24th
Turnovers: 29th

2000 Standings

W	L	Tie	PF	PA	Home	Road	VS AFC	VS NFC	VS DIV
4	12	0	185	359	3–5	1–7	3–10	1–2	2–8

Team Stats

Category	Bengals	Opponents
Total First Downs	254	307
First Downs (Rushing–Passing–By Penalty)	119–109–26	101–182–24
Third Down Conversions/Attempts	77/227	102/239
Fourth Down Conversions/Attempts	10/25	4/13
Total Offensive Yards	4,533	5,655
Offense (Plays–Avg. Yards)	949–4.0	1,042–5.0
Total Rushing Yards	2,314	1,925
Rushing (Plays–Avg. Yards)	495–4.7	504–3.8
Total Passing Yards	2,219	3,730
Passing (Comp–Att–Int–Avg.)	207–454–14–9.9	332–530–11–11.0
Sacks	26	52
Int/Returned for TD	9/1	14/0
Field Goals Made/Attempts	12/21	26/36
Touchdowns	21	40
Touchdowns (Rushing–Passing–Returns–Defensive)	13–6–1–1	12–26–0–2
Time of Possession	27:13	32:47

Individual Leaders

Quarterbacks

PLAYER	ATT	COMP	PCT	YARDS	TD	INT	INT%	SACKED	RATING
Akili Smith	267	118	44.2	1,253	3	6	2.2	36	52.8
Scott Mitchell	187	89	47.6	966	3	8	4.3	16	50.8

Running Backs

PLAYER	RUSHES	YARDS	PER CARRY	TD	FUMBLES	LONG
Corey Dillon	315	1,435	4.6	7	4	80t
Brandon Bennett	90	324	3.6	3	2	37t

Receivers

PLAYER	REC	YARDS	YDS PER CATCH	TD
Peter Warrick	51	592	11.6	4
Tony McGee	26	309	11.9	1
Craig Yeast	24	301	12.5	0

Defensive Leaders

Tackles: Takeo Spikes, 128 Sacks: Corey Hall, Oliver Gibson, Steve Foley, 4
Interceptions: Takeo Spikes and Tom Carter, 2

Scouting Report

The Cincinnati Bengals will lean on their strength this season: running the football. Corey Dillon has posted 1,000 yard seasons his first four years in the league and should be involved in a large percentage of the offensive plays. Newly acquired quarterback Jon Kitna should push incumbent Akili Smith for the starting job. Wide receiver Peter Warrick will stretch defenses while the Bengals hope Darnay Scott is fully recovered from the broken leg that cost him all of the 2000 season. If Scott has trouble blending back into the offense, look for second-round draft choice Chad Johnson to get some serious playing time.

Defensively, the Bengals should be greatly improved on the line with the addition of top draft choice Justin Smith. With 11 sacks last season at Missouri, the rookie carries the pass-rushing hopes of this franchise on his shoulders.

Coaching the Bengals: The inclination is to lean on the running game, but don't overuse Corey Dillon. Mix in some screen passes and quick slants to keep the opposing defense honest. On defense, realize that pass coverage is not your strength, meaning that pressuring the quarterback is of utmost importance for success.

Meet the Coach: Dick LeBeau

NFL Head Coaching Record:
Cincinnati 4–9 (2000 to present)

Prior Coaching Experience:
Assistant Head-Coach, Cincinnati (1997–99); Defensive Coordinator, Pittsburgh (1995–96); Assistant Coach, Pittsburgh (1992–94); Defensive Coordinator, Cincinnati (1984–91);Assistant Coach, Cincinnati (1980–83); Assistant Coach, Green Bay (1976–79); Assistant Coach, Philadelphia (1973–75).

College Playing Career:
Ohio State (1954–57); played offensive and defensive back.

NFL Playing Career:
Defensive back, Detroit (1959–72)

KEY PLAYS

Running

Weak I-Twins WR: HB Counter

Halfback Corey Dillon has the moves and breakaway speed that coaches dream of, so it makes perfect sense to feature him in the Bengals' rushing attack. He can find daylight anywhere on the field, but he'll find even more room running behind massive left tackle Richmond Webb. The HB Counter sends Dillon to the left, but the initial counter motion to the right invites the defense to over-commit. This sets up potential holes in the left slot as the wide receivers seal off the outside linebacker. The cornerback comes up to make the tackle, and Dillon is strong enough to run through the defender or juke around him.

When you step around the wide receiver blocks, you must make the decision to go inside or outside. Don't be afraid to take on the cornerback. You might lose your helmet, but a well-timed stiff arm leaves the would-be tackler grabbing air.

Stopping the HB Counter

The HB Counter works best against tight defenses where interior linemen and linebackers get tangled up in the line movement, and by the halfbacks fake. However, when you spread the defense, there is less of a chance that everyone will buy the counter move. The 3–4 Man Lock, pictured here, sends the ROLB on a looping blitz, placing him right in the middle of the run blocking. This usually creates enough outside pressure to stop the runner after a short gain, or sometimes in the backfield for a loss.

Singleback-Big: HB Slam

If the opposing defense is quick enough to shut down your outside running game, use a big set and pound Dillon between the left guard and tackle. With the tight end in the mix, there is usually enough push to open a sizable hole at the line of scrimmage. The key to success is to stay behind the guard or tackle until the hole opens. If you jump too quickly to the outside, you run away from the strength of the big alignment. Dillon is quick enough to sprint through even a small hole and cut to the outside.

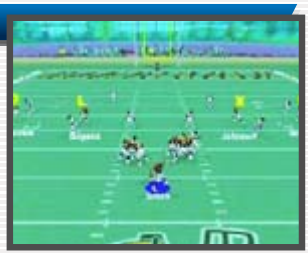
After jumping through the hole, it's all up to you. A quick juke will have you in the secondary, with the linebackers in futile pursuit. If you pick up one more outside block, you can turn this inside power play into a long run down the sidelines.

Stopping the HB Slam

The HB Slam depends on a strong push by the strong (left) side of the offensive line. Hence, a loose 3–4 has little chance of stuffing the play. When the offense repeatedly gains yards behind the tackle in a "big" set, the defense must apply diagonal pressure across the line, jamming the blockers back toward the middle of the field, while cutting inside the blocking tight end. The 4–3: Whip Man brings the ROLB on a looping blitz, while the MLB slashes across the middle. The defensive interior linemen angle toward the ball from right to left. The combined effect creates a traffic jam that closes the interior holes quickly, forcing the running back to look outside. The defensive push is usually strong enough to drop the ballcarrier before he can escape.

Passing

Shotgun-4 WR: Slant Drag



The Bengals' offensive line has a difficult time containing a strong pass rush, so be creative with quarterback Akili Smith. Rather than throw deep downfield from the beginning of a game, use short to medium passes to bring the defense up closer to the point of attack. The best way to do this is with the Slant Drag. From the shotgun position, take the snap and throw the pass immediately; there's no need to drop back.

The out pattern on the right takes the receiver very close to the sideline, so if you hesitate, there is little chance of making the completion inbounds. Also, this route frequently draws double or triple coverage as the receiver approaches the sideline. If you release the pass on time, you can just tap the controller to lead the receiver as he angles to the right. This play has the added benefit of slowing down the inside blitz, because it is virtually impossible to reach the quarterback up the middle.

Stopping the Slant Drag

With the quarterback safely positioned in the shotgun, it's useless to blitz up the middle. However, you can apply pressure from the outside with the 3–4: OLB Blitz, causing the quarterback to hurry his throw. If the snap is high, which is always a possibility in the shotgun, you have an excellent chance of recording a sack. Even with the blitz, the cornerback plays up close to the line, so pass coverage is tight. And, by the time the receiver makes his cut, the safety arrives to provide double coverage.

Passing

I Form-Twin WR: Tight End Post

This deceptive play draws most of the coverage to the left side of the field where the wide receivers are running medium out and deep button hook patterns. Meanwhile, the tight end runs straight downfield and then cuts toward the middle. He almost always draws single coverage from the free safety, who has to come up to meet the play.

The Bengals' Tony McGee has excellent hands, and if you release the ball with good pace just as he makes his cut to the inside, the big tight end will have his body between the ball and the oncoming safety. This is definitely not a lob pass, because the secondary will converge on the play when the ball is in the air, so put a little Dijon on it.

Stopping the Tight End Post

If the defensive secondary cheats to the outside, you can throw this pass all day long. However, once the defense responds by bunching up the deep coverage in the middle of the field, this becomes a very dangerous pass. The Nickel: Robber spells certain failure for the Tight End Post, because the route almost always draws triple coverage.

Defending the Run

4-3: Double TE

The strength of the Bengals' defense is the linebacking corps, led by ROLB Takeo Spikes and middle backer Brian Simmons. The Double TE alignment is a run-stuff defense that gives the linebackers excellent visibility inside and the ability to move laterally against the sweep. With four men up front, you can shift to either side before the snap to overload the strong side. You can leave the linebackers in the middle or shift them along with the linemen to load up on one side.

Take advantage of the Bengals' athletic linebackers and look for opportunities to strip the ball, especially when you have two or three tacklers ganging up on the ballcarrier.

Beating the 4-3: Double TE

The I Form-3 WR: Cross In sends the wide receiver on the left across the field about 8 yards deep, just far enough to draw linebacker coverage. Meanwhile, on the other side of the field, the slot receiver runs an out pattern, and the wide receiver runs a 15-yard slant toward the middle. This slant route usually draws single coverage, and it's relatively easy for the receiver to get behind the coverage. Without blocking tight ends, the 4–3 linebackers can still apply pressure, but if the quarterback releases quickly, it's almost a guaranteed completion.

Defending the Pass

4-3: Sweet Blitz

The Sweet Blitz brings the outside linebackers, while the interior linemen swing toward the outside. The middle linebacker holds his ground and responds quickly to passes over the middle or short slants from either side. The linebackers exert tremendous pressure from the outside, forcing the quarterback to release very quickly. This is an excellent call on third and long, especially against a pocket passer.

The quarterback might be able to connect with a receiver running a short out pattern, but the cornerbacks are usually able to come up quickly and hold the gain to under 10 yards.

Beating the 4-3: Sweet Blitz

A team with speedy wide receivers can beat this defense deep, because the safeties are in single coverage on either side. Of course, the quarterback must release the ball almost immediately, because of the outside pressure, and the receiver must have the speed to run under the ball. This weakness is magnified if the offense has multiple receivers on one side, like the Shotgun Trips: Mid Slants formation.

Buffalo Bills

Star Players

WR 80 Eric Moulds

Speed	Acceleration	Catching	Awareness
90	91	89	91

Eric Moulds has quietly developed into one of the AFC's best receivers. After catching a team record 94 passes in 2000, the former Mississippi State Bulldog was rewarded with a trip to the Pro Bowl and a new contract. Blessed with great speed, yet considered one of the more physical receivers in the game, Moulds will do whatever's needed to come up with the catch and should flourish in the Bills' new "West Coast" offense.

SS 20 Henry Jones

Speed	Strength	Tackling	Awareness
82	54	77	90

Henry Jones is as versatile a safety as you will find. Now in his 11th season out of the University of Illinois, Jones is coming off a career year with 109 tackles and 11 pass breakups. He has recorded at least 100 tackles in four straight seasons. Jones had a career high eight interceptions in 1992. He is adept at sitting back and reading the quarterback's eyes, while still able to defend the run at the line of scrimmage.

Team Ratings

Overall Rating:	77
Offense:	66
Defense:	79
Special Teams:	73
Quarterback:	71
Featured Running Back:	92
Receivers:	81

Home Field: Ralph Wilson Stadium™
Built: 1973 **Type: Open**
Capacity: 75,339 **Surface: AstroTurf**

2001 Draft Picks

Round	Player Selected	Position	School
One	Nate Clements	CB	Ohio State
Two	Aaron Schobel	DE	TCU
Two	Travis Henry	RB	Tennessee
Three	Ron Edwards	DT	Texas A&M
Three	Jonas Jennings	T	Georgia
Four	Brandon Spoon	LB	North Carolina
Five	Marques Sullivan	T	Illinois
Six	Tony Driver	S	Notre Dame
Six	Dan O'Leary	TE	Notre Dame
Six	Jimmy Williams	CB	Vanderbilt
Seven	Reggie Germany	WR	Ohio State
Seven	Tyrone Robertson	DT	Hinds (MS) J.C.

2000 Recap

NFL Team Rankings

Scoring: 20th
Pass Offense: 9th
Rushing Offense: 13th
Pass Defense: 4th
Rushing Defense: 6th
Turnovers: 10th

2000 Standings

W	L	Tie	PF	PA	Home	Road	VS AFC	VS NFC	VS DIV
8	8	0	315	350	5–3	3–5	6–6	2–2	2–6

Team Stats

Category	Bills	Opponents
Total First Downs	309	252
First Downs (Rushing–Passing–By Penalty)	111–174–224	76–153–23
Third Down Conversions/Attempts	92/247	81/219
Fourth Down Conversions/Attempts	9/12	7/11
Total Offensive Yards	5,858	4,734
Offense (Plays–Avg. Yards)	1,021–5.0	924–5.0
Total Rushing Yards	1,922	1,559
Rushing (Plays–Avg. Yards)	475–4.0	444–3.5
Total Passing Yards	3,936	3,175
Passing (Comp–Att–Int–Avg.)	312–546–10–12.6	283–480–16–11.2
Sacks	42	59
Int/Returned for TD	16/1	10/1
Field Goals Made/Attempts	26/35	29/33
Touchdowns	34	37
Touchdowns (Rushing–Passing–Returns–Defensive)	11–20–0–3	13–18–3–3
Time of Possession	31:25	28:35

Individual Leaders

Quarterbacks

PLAYER	ATT	COMP	PCT	YARDS	TD	INT	INT%	SACKED	RATING
Rob Johnson	306	175	57.2	2,125	12	7	2.3	49	82.2
Doug Flutie	231	132	57.1	1,700	8	3	1.3	10	86.5

Running Backs

PLAYER	RUSHES	YARDS	PER CARRY	TD	FUMBLES	LONG
Shawn Bryson	161	591	3.7	0	1	24
Antowain Smith	101	354	3.5	4	1	59

Receivers

PLAYER	REC	YARDS	YDS PER CATCH	TD
Eric Moulds	94	1,326	14.1	5
Peerless Price	52	762	14.7	3
Jeremy McDaniel	43	697	16.2	2

Defensive Leaders

Tackles: Sam Cowart, 181 Sacks: Marcellus Wiley, 10.5 Interceptions: Keion Carpenter, 5

Scouting Report

Now that Doug Flutie has signed with the Chargers, the Bills' starting quarterback job belongs to Rob Johnson, who should flourish in the new "West Coast" offense. Rookie Travis Henry will see considerable time at running back, while receivers Eric Moulds and Peerless Price and tight end Jay Riemersma give Johnson the weapons to succeed. With 12 draft choices coming into camp, there may be some growing pains for the 2001 Bills.

On defense, this team must cope with the loss of both Marcellus Wiley and Ted Washington, meaning Pat Williams, and last season's top draft choice Erik Flowers, will be expected to make an immediate impact. Sam Cowart was underrated for a couple years, but he finally made an impact in 2000 when he was named to the Pro Bowl. Special teams plagued the Bills in 2000 when they ranked last in the league in all four special teams categories. This is the number-one priority for new coach Gregg Williams.

Coaching the Bills: With an inexperienced running game, depend on Johnson to move the ball. Although Moulds has considerable talent, spread the wealth when airing it out, including your tight end and running backs. Defensively, Buffalo's secondary is fast, hard-hitting, and able to handle single coverage. With this in mind, don't hesitate to blitz the quarterback with your safeties.

Meet the Coach: Gregg Williams

NFL Head Coaching Record:
First Head Coaching job

Prior Coaching Experience:
Defensive Coordinator, Tennessee (1997–00); Linebackers Coach, Houston (1994–96)

College Playing Career:
Played baseball and football (quarterback) at Northeast Missouri State

NFL Playing Career:
N/A

KEY PLAYS

Running

Singleback-Slot Strong: HB Belly Strong

When the "West Coast" offense is running to perfection, the defense looks for the pass first and is usually right. However, this does not mean that the running game is not a factor. Keep the defense back on their heels by running the ball out of passing formations. The HB Belly Strong takes advantage of two wide receivers and a tight end on the right side of the line. Look for opportunities to bust outside around the tight end block, but keep your eye on the outside linebacker, especially if the defense is playing tight man coverage.

Unlike most outside running plays, this one works best if it develops slowly, allowing the tight end to execute his block, and giving the linebacker a chance to take a step or two backward into pass coverage. Follow a diagonal course toward the sideline, rather than turning upfield at the corner. This forces the linebackers to run laterally while your halfback picks up extra yards. When you reach the sideline and the pursuing linebackers are at your shoulder, cut back sharply to pick up a few extra yards.

Singleback-Big: HB Blast

The inside running game is not a Bills' strong suit, but sometimes you need a couple of yards for a big first down. The HB Blast runs behind Buffalo's best lineman, left guard Ruben Brown, who blocks to the inside. Helping on the push is right guard Jerry Ostroski, who pulls and follows the left tackle. Run right up the back of the pulling guard, not in the hole to the right (which is where the CPU will run, if you don't control the ballcarrier).

After you hit the soup, keep your legs churning, and look for a hole to your right. Although you might think you're going down, there is simply too much friendly beef moving the pile, and you'll be surprised at how often you break out on the other side. As an added bonus, this play is almost always a 5–6 yard gain against on OLB Blitz, so you may want to throw this in the mix if your opponent likes to blitz his or her outside linebackers on third down.

Stopping the HB Belly Strong

An outside blitz, such as the 3–4: Stud, puts extreme pressure on the strong side, often overwhelming the tight end and allowing the linebacker to arrive in the backfield to greet the handoff. Turning inside is not an option, because the middle linebacker stays home to play the run. On rare occasions, the tight end holds his block on the linebacker, allowing the halfback to cut inside for some yardage, but this happened only once every 10 plays on the practice field.

Stopping the HB Blast

The 4–3: Whip Man really slows down the HB Blast. With seven men playing the run, there is just too much humanity to move out of the way. The only possible means of escape is to the outside, but the defensive push usually prevents the halfback from making this move.

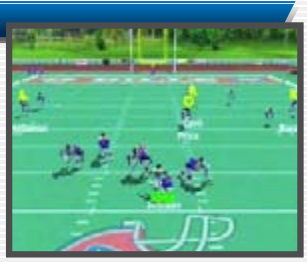
Passing

Shotgun-5 WR: Outs

Rob Johnson is an outstanding quarterback whose accurate arm fits in well with the new Buffalo offense. He is best utilized with a variety of short to medium, high-percentage routes, involving every potential receiver. This play has so many out patterns that the middle of the field is usually wide open for the inside slot receiver on the right. Take a straight drop and release the ball as the receiver breaks toward the middle.

This route develops quickly, so you should have plenty of time in the pocket, provided you don't have to struggle with a high snap. Watch the coverage as the receiver breaks toward the middle. If it's loose, you can lead the receiver with an easy lob, but if the defenders are closing ground quickly, put some zip on the ball.

Stopping the Shotgun-5 WR: Outs



The Dime: Zone Blitz blankets the middle of the field as the middle linebacker drops back quickly into pass coverage. The blitzing outside linebacker makes it difficult to stand in the pocket, so the quarterback is forced to release the ball before the receiver cuts to the middle. If you feel pressure from the right, look immediately for Eric Moulds running an out pattern on the left. But, the corners are in man coverage and the sideline comes up in a hurry, so don't dawdle.

Passing

Singleback-Trips WR: SE Hook In

This 10-yard drag route over the middle is almost impossible to defend, as three receivers briefly converge on the right side. Drop back and drift to the right (not too far), setting up behind your blocking back. This buys time if a linebacker or defensive end breaks through on the left. Your target is the far wide receiver on the right, who drives 10 yards straight downfield and then slides across the middle.

On a passing down, you should have plenty of time unless the defense is coming in an all-out blitz. Check the coverage before you throw and hit the receiver anywhere across the middle, but don't lob the ball. Although the receiver will be open, the coverage collapses to the ball quickly, and a soft toss likely will be intercepted.

Stopping the SE Hook In

The Dime: Double Slot puts extra coverage on the slot receivers, making it difficult for them to run clean routes. Don't be surprised to find five defenders in the middle of the field, forcing you to thread the needle.

Defending the Pass

3-4: SS Blitz

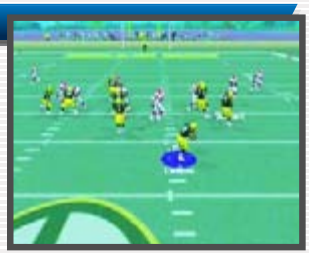
Talk about serious pressure. Sending strong safety Henry Jones on an outside blitz almost always causes a hurried pass, and sometimes produces a coverage sack. This is an excellent call on third and very long. Sometimes, the outside pressure forces the quarterback up in the pocket, where the interior defensive linemen are more than willing to pick up a sack.

Beating the SS Blitz

The best way to slow down a SS Blitz is with an extra blocker, so the Singleback-Twin TE is a good choice. With the strong safety leaving the secondary, you'll have single coverage downfield. The Safety Bait, pictured here, has the wide receiver in single coverage on a deep out pattern. Piece of cake!

Defending the Run

3-4: Double Out



The inside linebackers slide toward the outside, getting to the corners quickly and stuffing the sweep. The added benefit is to provide additional pass coverage on short out patterns or screens. This alignment is geared to stopping the outside run, so be prepared to get burned up the middle after the offense figures out what you're doing.

Beating the 3-4: Double Out

The middle of the field is fair game, and that's where the offense needs to work against the Double Out. Even a simple Dive play can produce big holes over center. But the best way to exploit the Double Out is to run a deep slant to your tight end, like the Singleback-Big: Ace Play Action pictured here. Seeing a linebacker in man coverage on a big receiver will make any quarterback's mouth water.

BILLS

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Denver Broncos

Star Players

WR 87 Ed McCaffrey

Speed	Acceleration	Catching	Awareness
85	88	90	92

Ed McCaffrey is making a habit of compiling Pro Bowl–caliber numbers, although he may be best known as a late bloomer. An All-American performer at Stanford, McCaffrey played sparingly for the Giants and 49ers before finding a home in Denver and Mike Shanahan's offense. Last season he compiled a franchise record and career high with 101 receptions (1,317 yards receiving and nine TDs). McCaffrey is durable, and has what many scouts say are the best hands in football.

OLB 53 Bill Romanowski

Speed	Strength	Tackling	Awareness
79	74	83	92

Bill Romanowski is one of the NFL's true iron men, with a current streak of 208 consecutive games (fifth longest in NFL history). Romanowski played at Boston College with Doug Flutie, and he shows no signs of slowing down. Since arriving in Denver, he has picked up two more Super Bowl rings ('98 and '99) to go with the pair he earned with the 49ers in the 1980s. Last year he recorded 121 tackles to anchor the Denver defense, and he still excels against the run.

Team Ratings

Overall Rating:	90
Offense:	82
Defense:	79
Special Teams:	99
Quarterback:	85
Featured Running Back:	86
Receivers:	83

Home Field: INVESCO Field at Mile High®
Built: 2001 **Type: Open**
Capacity: 76,125 **Surface: Grass**

2001 Draft Picks

Round	Player Selected	Position	School
One	Willie Middlebrooks	CB	Minnesota
Two	Paul Toviessi	DE	Marshall
Three	Reggie Hayward	DE	Iowa State
Four	Ben Hamilton	C	Minnesota
Four	Nick Harris	P	Cal
Six	Kevin Kasper	WR	Iowa

2000 Recap

NFL Team Rankings

Scoring: 2nd
Pass Offense: 2nd
Rushing Offense: 2nd
Pass Defense: 31st
Rushing Defense: 7th
Turnovers: 2nd

2000 Standings

W	L	Tie	PF	PA	Home	Road	VS AFC	VS NFC	VS DIV
11	5	0	485	369	6–2	5–3	8–4	3–1	6–2

Team Stats

Category	Broncos	Opponents
Total First Downs	383	294
First Downs (Rushing–Passing–By Penalty)	124–223–36	80–189–25
Third Down Conversions/Attempts	97/218	66/191
Fourth Down Conversions/Attempts	9/17	6/18
Total Offensive Yards	6,788	5,795
Offense (Plays–Avg. Yards)	1,085–6.0	918–6.0
Total Rushing Yards	2,324	1,598
Rushing (Plays–Avg. Yards)	516–4.5	344–4.6
Total Passing Yards	4,464	4,197
Passing (Comp–Att–Int–Avg.)	354–569–12–12.6	310–574–27–13.5
Sacks	44	30
Int/Returned for TD	27/5	12/1
Field Goals Made/Attempts	26/34	19/23
Touchdowns	57	44
Touchdowns (Rushing–Passing–Returns–Defensive)	21–28–1–7	13–26–2–3
Time of Possession	33:15	26:45

Individual Leaders

Quarterbacks

PLAYER	ATT	COMP	PCT	YARDS	TD	INT	INT%	SACKED	RATING
Brian Griese	336	216	64.3	2,688	19	4	1.2	17	102.9
Gus Frerotte	232	138	59.5	1,776	9	8	3.4	12	82.1

Running Backs

PLAYER	RUSHES	YARDS	PER CARRY	TD	FUMBLES	LONG
Mike Anderson	297	1,500	5.1	15	4	80t
Terrell Davis	78	282	3.6	2	1	24

Receivers

PLAYER	REC	YARDS	YDS PER CATCH	TD
Ed McCaffrey	101	1,317	13.0	9
Rod Smith	100	1,602	16.0	8
Dwayne Carswell	49	495	10.1	3

Defensive Leaders

Tackles: John Mobley, 133 Sacks: Trevor Pryce, 12 Interceptions: Terrell Buckley, 6

Scouting Report

The Broncos ranked second in scoring, passing, and rushing last year and offense will continue to be the strength of this team. Brian Griese has sustained injuries in each of his first three seasons, so his durability will be of utmost importance. Ed McCaffrey and Rod Smith each hit 100 receptions in 2000 marking only the second time in NFL history that teammates have cracked triple digits in receptions. The ground game sets up Denver's success through the air. Terrell Davis, Olandis Gary, and rookie-of-the-year Mike Anderson are all capable of 1,000-yard seasons.

Defensively, the Broncos are solid against the run, but their Achilles heel is stopping the pass, where they ranked last a year ago. Free agent Denard Walker should solidify the secondary while veteran newcomers Chester McGlockton and Leon Lett will add strength to the defensive line.

Coaching the Broncos: Scoring won't be a problem when you take the reins of Denver's offense. Mix the pass with the run and you will move the ball. Defensively, John Mobley will stuff the run and drop back into pass coverage. However, the pass rush is suspect, so pick your spots carefully when blitzing.

Meet the Coach: Mike Shanahan

NFL Head Coaching Record:
Denver 70–34 (1995 to present); Los Angeles Raiders 9–12 (1988–89)

Prior Coaching Experience:
Offensive Coordinator, San Francisco (1992–94); Head Coach, Los Angeles Raiders (1988–89); Wide Receivers Coach, Denver (1984); Offensive Coordinator, Denver (1985–87)

College Playing Career:
Eastern Illinois (1972)

NFL Playing Career:
N/A

KEY PLAYS

Running

I Form-Big: HB Toss

Terrell Davis can find running room anywhere on the field, but you might want to take advantage of the solid play of RG Dan Neil. The HB Toss runs right, behind a blocking back and tight end, and you'll have plenty of room to cut back against the pursuing linebackers or turn the corner and utilize Davis' speed. This play is designed to get Davis to the outside quickly, and the rest is up to you.

Aside from speed and power, Davis has great agility, so don't give up on this play too soon. When the cornerbacks angle in, time your cutback to the inside to pick up extra yards, and don't be surprised if Davis breaks a tackle or two and goes all the way.

I Form-Normal: HB Slam

Davis is also adept at running inside with power, and he has the acceleration to pop through the hole and turn a short run into a big gainer. Nothing fancy here, just tuck in behind the right guard and look for daylight.

Usually, the right guard flares out to the right, which creates a hole to the left against the 4–3. A quick cutback toward the middle of the field should net 5 yards. When the linebackers grab hold, keep plowing forward for a few extra yards.

Stopping the HB Toss

It takes outstanding pursuit to keep an all-pro halfback from turning the corner. Of course, a little luck doesn't hurt either. Calling the 3–4: OLB Blitz is a calculated gamble that allows you to pressure the strong side and overwhelms the tight end with a blitzing linebacker. If all goes well, the OLB will end up in the offensive backfield more often than not. You have the added bonus of pressuring the quarterback. Don't overuse this call, but it's a good decision when your conservative run defense isn't working.

Stopping the HB Slam

The best way to stop a quick, powerful runner inside is to fill the gaps. You can gamble with a Gut Blitz and stop the runner in his tracks, but this only works about half the time. A more conservative, high percentage call is the 4–3: Double TE. This alignment provides an excellent push that usually controls the point of attack. This call also produced an above-average number of fumbles during our practice sessions.

Passing

I Form-Twin WR: Slants

It's tough not to throw to McCaffery on every play. He is big and fast, and he catches just about everything thrown within a mile of the stadium. This slant runs from left to right, and against most pass defenses, you'll be throwing the ball into traffic. This is where McCaffery is at his best.

One word of caution: This is not a route for every wide receiver. It requires toughness and great hands, because the contact at the point of reception is monstrous. However, after you complete several slants to McCaffery, you'll find Rod Smith open on deep outs and corner patterns while the pass defense swarms to the middle of the field.

Stopping the Slant

This is a deep slant pattern, so it's important to pressure the quarterback, without giving up deep coverage. The Dime: DB Blitz is a confusing alignment that effectively hides the cornerback blitz coming from the quarterback's right side. The cornerback often has a clear path around the tight end, forcing the passer to release early, before the slant pattern has time to develop. A hurried throw to the middle of the field often results in an easy pick for the secondary.

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Passing

Shotgun-5 WR: Slot Fly

This very deceptive route almost always frees Rod Smith to the outside, even against a Nickel defense. The two inside slot receivers run deep routes clear across the field, resulting in single coverage on Smith. Not only is Smith open, but the defensive back is often 5 yards away after Smith makes his cut to the outside.

Don't be afraid to throw this ball early in the route, because the receiver has plenty of room to work. The defensive coverage is so loose that you have an excellent chance to elude the nearest defender after making the catch. Make a quick cutback to the inside and then step back to the sideline and take it all the way.

Stopping the Slot Fly

The best way to stop this route is to double team the wide receiver with the Dime: Double Wide. The receiver still has the advantage of inside position, but two defenders increase the opportunity for an interception, especially against a lob pass.

Defending the Run

4-3: Thunder

This one is a gem, especially against a team that likes to run wide left, which is usually the weak side of the offensive line. With Mobley on the outside, it is nearly impossible for a halfback to turn the corner for positive yardage.

Increase your chances of getting to the runner quickly by shifting Mobley farther out to the weak side. The beauty of this alignment is that the cornerbacks are in run coverage, so if you cheat with Mobley on one side, you are still protected against running plays to the strong side.

Beating the 4-3: Thunder

This is predominantly a run defense, so the pass coverage is strictly single-man. An audible to QB Waggle gives the quarterback two medium and two deep targets, spreading the pass defense even further. With only a moderate pass rush, the quarterback has time to wait for an open receiver.

Defending the Pass

Nickel: LB Blitz

This play produced an amazing average of three sacks for every 10 plays on the practice field against medium to deep routes. A great call on third and long, this alignment gives the linebacker an excellent chance of coming in clean on the quarterback's left side. When he is picked up by the blocking back (if there is one) it leaves the quarterback wide open to pressure from the right. This usually forces the quarterback to abandon the deep routes and look short.

Beating the Nickel: LB Blitz

Even a tight end and slot receivers can do little to slow down a blitzing linebacker. The best way to beat this defense is to roll out away from the pressure, preferably with a blocking back running a short route on the same side. The I Form-3 WR: Cross In includes a blocking back to take care of the backside pressure from the linebacker, while the quarterback sprints out to the right.

Cleveland Browns

Star Players

WR 85 Kevin Johnson

Speed	Acceleration	Catching	Awareness
87	85	78	72

A second-round draft choice out of Syracuse, Kevin Johnson epitomizes the term "deep threat." He burst onto the scene in 1999 when he led all rookies with 66 receptions and eight touchdowns. Productivity slipped a year ago, but that can be attributed to the fact that quarterback Tim Couch missed the last nine games with a broken thumb. Johnson isn't afraid to go up for the ball in traffic or fight for balls over the middle. He has the talent to be one of the AFC's best receivers.

OLB 95 Jamir Miller

Speed	Strength	Tackling	Awareness
73	69	89	84

After a stellar college career at UCLA, Jamir Miller took over as playmaker of the Browns defense. He made the league take notice in 1997 when he finished with 139.5 tackles and 5.5 sacks. Miller is a hard hitter who defends the pass and run equally as well. He can cut off a play to the outside, but he shines when allowed to "freelance" within the defense, thanks to an uncanny nose for the ball. Miller recorded 86 tackles in 2000.

Team Ratings

Overall Rating:	77
Offense:	64
Defense:	78
Special Teams:	86
Quarterback:	79
Featured Running Back:	71
Receivers:	72

Home Field: Cleveland Browns Stadium™
Built: 1999 Type: Open
Capacity: 73,200 Surface: Grass

2001 Draft Picks

Round	Player Selected	Position	School
One	Gerard Warren	DT	Florida
Two	Quincy Morgan	WR	Kansas State
Three	James Jackson	RB	Miami
Four	Anthony Henry	CB	South Florida
Five	Jeremiah Pharms	LB	Washington
Six	Michael Jameson	CB	Texas A&M
Seven	Paul Zukauskas	G	Boston College
Seven	Andre King	WR	Miami

2000 Recap

NFL Team Rankings

Scoring: 31st
Pass Offense: 29th
Rushing Offense: 30th
Pass Defense: 12th
Rushing Defense: 29th
Turnovers: 19th

2000 Standings

W	L	Tie	PF	PA	Home	Road	VS AFC	VS NFC	VS DIV
3	13	0	161	419	2–6	1–7	3–10	0–3	2–8

Team Stats

Category	Bronws	Opponents
Total First Downs	176	343
First Downs (Rushing–Passing–By Penalty)	53–110–13	147–169–27
Third Down Conversions/Attempts	58/210	98/227
Fourth Down Conversions/Attempts	6/19	11/17
Total Offensive Yards	3,813	5,913
Offense (Plays–Avg. Yards)	819–4.0	1,080–5.0
Total Rushing Yards	1,085	2,505
Rushing (Plays–Avg. Yards)	336–3.2	594–4.2
Total Passing Yards	2,728	3,408
Passing (Comp–Att–Int–Avg.)	278–483–19–9.8	262–486–12–13.0
Sacks	42	40
Int/Returned for TD	12/1	19/2
Field Goals Made/Attempts	14/17	31/34
Touchdowns	17	46
Touchdowns (Rushing–Passing–Returns–Defensive)	7–9–0–1	26–18–0–2
Time of Possession	25:59	34:01

Individual Leaders

Quarterbacks

PLAYER	ATT	COMP	PCT	YARDS	TD	INT	INT%	SACKED	RATING
Tim Couch	215	137	63.7	1,483	7	9	4.2	10	77.3
Doug Pederson	210	117	55.7	1,047	2	8	3.8	17	56.6

Running Backs

PLAYER	RUSHES	YARDS	PER CARRY	TD	FUMBLES	LONG
Travis Prentice	173	512	3.0	7	2	17
Errict Rhett	71	258	3.6	0	0	42

Receivers

PLAYER	REC	YARDS	YDS PER CATCH	TD
Kevin Johnson	57	669	11.7	0
Dennis Northcutt	39	422	10.8	0
David Patten	38	546	14.4	1

Defensive Leaders

Tackles: Wali Rainer, 154 **Sacks:** Keith McKenzie, 8 **Interceptions:** Corey Fuller, 3

Scouting Report

The Browns got off to a good start in 2000, winning 2 of their first 3, only to finish 3–13. The bright side of such futility is the draft, and Cleveland did a nice job on draft day of laying the groundwork for the future. Defensive tackle Gerard Warren will step in immediately and should improve a run defense that ranked last in 2000. Courtney Brown, Dwayne Rudd, and Jamir Miller are all playmakers on this defense.

Offensively, the return of quarterback Tim Couch from a broken thumb will bolster the offense. Couch's return will help Kevin Johnson return to the form of his rookie year. JaJuan Dawson is expected to make a full recovery from injuries, and he gives Couch another big target.

Second year man Dennis Northcutt and second-round draft choice Quincy Morgan will battle for the third receiver spot. On the ground, Errict Rhett will get the majority of carries early, but look for third-round draft choice James Jackson to push him.

Coaching the Browns: When you look at the skill positions for Cleveland, you'd think this team could move the ball, but the offensive line has been a problem. You need to establish the running game and mix in some screens to keep the defense from teeing off on Couch. When passing the ball, use plays that develop quickly. Against a big rush, you may not have time to wait for Johnson or Northcutt to race 40 yards downfield.

Meet the Coach: Butch Davis

NFL Head Coaching Record:
First Head Coaching job

Prior Coaching Experience:
Head Coach, University of Miami (1995–00); Defensive Coordinator, Dallas (1993–94)

College Playing Career:
University of Arkansas, defensive end (1971–72)

NFL Playing Career:
N/A

KEY PLAYS

Running

I Form-Normal: HB Slam

The Browns rushing attack won't scare anyone, but there is enough talent to establish a consistent running game, which is critical to this offense's success. Keep your inside runs to the right side of the offensive line. Don't expect to break a lot of big gainers, but it's just as important to consistently pick up 3–4 yards. The HB Slam runs behind the right tackle. With the tight end, there are occasional opportunities to pop outside, but you better get used to earning yards the hard way—up the middle.

This is a methodical play that works best without a lot of east-west movement. See the hole, run straight ahead, and then take what the defense gives you. A 5-yard gain is a major victory here.

Strong I-Normal: Quick Toss

Without breakaway speed in the backfield, the Browns need to beef up their outside running plays with extra blocking and pulling linemen. In the Quick Toss, the right guard pulls, sealing off the pursuit just outside the tight end. With the help of a blocking back, the halfback can usually find some running room outside, although the yardage will not be easy.

String the pursuit out for as long as possible before cutting back. The worst thing you can do here is outrun your blockers. If the blocks are not holding ahead of you, and the linebackers are over-pursuing, consider a severe cutback toward the middle of the field.

Stopping the HB Slam

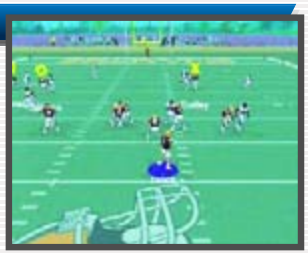
The 4–3: Double Z does a good job of pinching the offensive line together, thereby slowing down inside running plays. The ROLB loops around on a blitz, providing insurance in case the halfback tries to go back to the left. The other outside linebacker tucks in behind the defensive end, with the cornerback up close as well, so there is little chance of the play breaking to the outside.

Stopping the Quick Toss

The goal of the defense is to beat the running back to the outside, while cutting off his ability to go back inside. This is best accomplished with the 3–4: Exchange. Against this defense in practice, the Quick Toss gained positive yardage only 20 percent of the time. The linebackers provide lateral pressure, allowing the cornerbacks to make their share of stops.

Passing

I Form-Twin WR: Slant Posts



This play really pressures the defensive secondary with crossing slants in the middle of the field. The goal is to isolate Kevin Johnson in man coverage as he runs up, in, and then slants to the sideline on a deep route. This play takes a little while to unfold, so be aware of the rush. Drift to the right where you can settle in behind your tight end and blocking back.

The defensive backs seem to stay behind Johnson on this route, so don't overthrow this pass. Release the ball just as Johnson makes his final cut to the sideline.

Stopping the Slant Posts

The Dime: Zone Blitz overwhelms the pass blocking, either finishing with a sack or forcing the quarterback to throw before the primary receiver finishes his route. Amazingly, Johnson still has a high percentage of receptions if you get the ball to him before he breaks outside. However, the coverage is much tighter in the middle of the field, and the risk of interception is far greater.

Passing

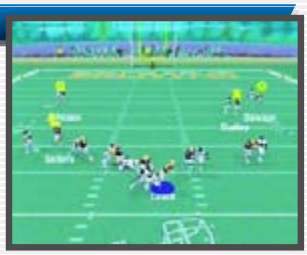
Strong I-Normal: In-N-Out

This play offers a wide variety of routes for Tim Couch, including a deep slant to the middle by the wide receiver, medium out by the tight end, and a sneaky circle pattern by the up-back. Let the pressure dictate your primary receiver. Our favorite is the out to tight end Rickey Dudley, which you can complete even against a heavy rush.

This crisp route only takes a couple of seconds, which is a good thing, especially against the blitz. Wait until the last possible second before releasing the ball.

Stopping the In-N-Out

The Nickel: Silver defense pounds the quarterback with tremendous pressure from the outside and up the middle. It is extremely difficult for the quarterback to even find the time to hit the tight end early in his route. This call often results in a quick sack.



Defending the Pass

Nickel: Robber

This third and long pass defense provides pressure from the front four without giving up medium and deep coverage. The two linebackers drop into pass coverage, giving the Browns' defense excellent coverage across the field. Any completions against this alignment are likely to gain only short yardage.

Beating the Nickel: Robber

Solve the Nickel: Robber by loading up one side of the field, as in the Shotgun Trips: Mid Slants. The shotgun buys a little time for the quarterback, and the routes pull the zone coverage to the middle of the field, leaving single coverage on either side.

Defending the Run

4-3: Storm Blitz

The left side of the Cleveland defensive line is so good that it takes a tight end just to keep them in check. This allows the linebackers to pursue laterally and seal off the sweep. The Browns' cornerbacks are also very adept at defending the run, and in practice against big sets, they made the tackles 80 percent of the time, holding the ballcarrier to no gain (or a loss) on every play.

Beating the 4-3: Storm Blitz

Because of the blitzing middle linebacker, the tight end is usually all alone, or at worst, facing single coverage. The I Form: Cross In sends the tight end up and out on a short slant to the sideline. Release the ball quickly to beat the blitz easily and pick up 8–10 yards.

BROWNS

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Tampa Bay Buccaneers

Star Players

FB 40 Mike Alstott

Speed	Acceleration	Catching	Awareness
79	68	57	95

At 6'1", 248 pounds, Mike Alstott is an imposing figure compared to most of the guys around the league who carry the football. In his sixth season out of Purdue, Alstott is a short yardage specialist who excels around the goal line. The Bucs are 27–5 in games in which he scores a touchdown. Alstott caught a career-high 65 passes as a rookie and Tampa Bay plans on using him more in the passing game this season. He played in three straight Pro Bowls 1997–99.

OLB 55 Derrick Brooks

Speed	Strength	Tackling	Awareness
86	73	92	94

Derrick Brooks is the best outside linebacker in the game today. He topped the Bucs in tackles a year ago for a third straight season when he tallied 179. Brooks roams the gridiron at a blistering pace, utilizing tremendous speed and instincts to seemingly cover every inch of the field. Out of Florida State, Brooks is perhaps the best open field tackler in the league. He has played in four Pro Bowls and has been the Tampa Bay MVP the past two years.

Team Ratings

Overall Rating:	92
Offense:	80
Defense:	90
Special Teams:	99
Quarterback:	82
Featured Running Back:	85
Receivers:	81

Home Field: Raymond James Stadium™
Built: 1998 Type: Open
Capacity: 65,699 Surface: Grass

2001 Draft Picks

Round	Player Selected	Position	School
One	Kenyatta Walker	T	Florida
Three	Dwight Smith	CB	Akron
Four	John Howell	S	Colorado State
Five	Russ Hochstein	G	Nebraska
Six	Jameel Cook	FB	Illinois
Six	Ellis Wyms	DL	Mississippi State
Seven	Dauntae Finger	TE	North Carolina
Seven	Than Merrill	S	Yale
Seven	Joe Tafoya	DL	Arizona

2000 Recap

NFL Team Rankings

Scoring: 6th
Pass Offense: 26th
Rushing Offense: 9th
Pass Defense: 13th
Rushing Defense: 9th
Turnovers: 3rd

2000 Standings

W	L	Tie	PF	PA	Home	Road	VS AFC	VS NFC	VS DIV
10	6	0	388	269	6–2	4–4	3–1	7–5	4–4

Team Stats

Category	Buccaneers	Opponents
Total First Downs	275	283
First Downs (Rushing–Passing–By Penalty)	111–144–20	84–180–19
Third Down Conversions/Attempts	66/198	74/225
Fourth Down Conversions/Attempts	5/12	12/20
Total Offensive Yards	4,890	5,132
Offense (Plays–Avg. Yards)	923–5.0	992–5.0
Total Rushing Yards	2,066	1,648
Rushing (Plays–Avg. Yards)	490–4.2	398–4.1
Total Passing Yards	2,824	3,484
Passing (Comp–Att–Int–Avg.)	237–433–13–11.9	339–594–25–10.3
Sacks	55	38
Int/Returned for TD	25/4	13/1
Field Goals Made/Attempts	28/34	22/32
Touchdowns	42	29
Touchdowns (Rushing–Passing–Returns–Defensive)	18–18–1–5	12–15–1–1
Time of Possession	29:38	30:22

Individual Leaders

Quarterbacks

PLAYER	ATT	COMP	PCT	YARDS	TD	INT	INT%	SACKED	RATING
Shaun King	428	233	54.4	2,769	18	13	3.0	37	75.8

Running Backs

PLAYER	RUSHES	YARDS	PER CARRY	TD	FUMBLES	LONG
Warrick Dunn	248	1,133	4.6	8	1	70t
Mike Alstott	131	465	3.5	5	3	20t

Receivers

PLAYER	REC	YARDS	YDS PER CATCH	TD
Keyshawn Johnson	71	874	12.3	8
Jacquez Green	51	773	15.2	1
Warrick Dunn	44	422	9.6	1

Defensive Leaders

Tackles: Derrick Brooks, 179 Sacks: Warren Sapp, 16.5 Interceptions: Donnie Abraham, 7

Scouting Report

The knock against the Bucs the past few years has been their inability to move the ball through the air. A year ago, the addition of receiver Keyshawn Johnson was supposed to remedy that problem, but that only solved half of the problem. So, in the off-season, Tampa Bay went out and got a proven commodity in quarterback Brad Johnson. Johnson is a precision passer who has a career 61 percent completion rate and the ability to read defenses. He'll throw to Johnson as well as Mike Alstott and Warrick Dunn coming out of the backfield. No worries on the ground, as the one-two punch of Alstott and Dunn gives Tampa a formidable running game.

Defensively, this team got even better. Anchored by Pro Bowlers Warren Sapp and Derrick Brooks, the Bucs produced a club record 55 sacks in 2000 and may improve on that number with the addition of defensive end Simeon Rice. Cornerback Donnie Abraham had seven interceptions a year ago and played in the Pro Bowl.

Coaching the Bucaneers: This defense always keeps you in games. They stuff the run and pressure the quarterback. You don't need to blitz much with this unit. On offense, you can take chances because your defense is that good. Alstott and Dunn work inside and outside on the ground, but they also enhance your passing game.

Meet the Coach: Tony Dungy

NFL Head Coaching Record:
Tampa Bay 47–38 (1996 to present)

Prior Coaching Experience:
Defensive Coordinator, Minnesota (1992–95);
Defensive Backs Coach, Kansas City (1989–91)

College Playing Career:
Minnesota (1973–76)

NFL Playing Career:
Safety—Pittsburgh (1977–78), San Francisco (1979), New York (1980)

KEY PLAYS

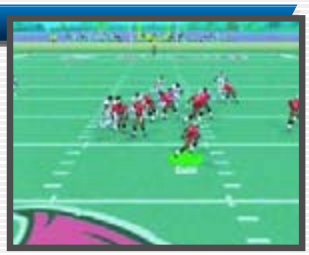
Running

I Form-Normal: FB Dive

Every NFL team wishes they had Tampa Bay's problem in the backfield. With Mr. Inside, Mike Alstott, and Mr. Outside, Warrick Dunn, the Bucs can punish even the best run defense. Although the FB Dive Strong would seem to be a better play, with the addition of a tight end, the FB Dive is even more productive, thanks to left guard Randall McDaniel. He blows big holes in even the best defensive line, and once Alstott hits the line, he is more than a match for the closest linebacker.

This battering ram of a play nets a consistent 5 yards per carry. Alstott is strong enough to move the pile, so don't hesitate to plow straight into the line behind the left guard. The fullback is first man through, so don't expect any blocking from Dunn, who is strictly a decoy on this play.

Split Backs-Normal: HB Sweep



Now, it's Dunn's turn. Left guard Randall McDaniel pulls out and leads the way behind the tight end, where he is joined by the pulling right tackle. There's a lot of beef on the right side, making it relatively easy for Dunn to turn the corner. Alstott moves wide and downfield, so if you get beyond the initial rush, he's there to make at least one key block.

This play unfolds in two parts, beginning with the pulling linemen. After they clear the line, Dunn still has the tight end and fullback out front. Survey the field and decide how to best use these blockers, rather than just blindly racing upfield. It could make the difference between a 5-yard run or a 20-yard jaunt.

Stopping the FB Dive

The thought of picking a defensive play that will stop Alstott from gaining yards inside is almost silly. Stopping him takes a defensive team effort, especially from the linebackers. Our suggestion in the 4–3: Fire Man, which has everyone, including the defensive backs, looking for the run. The outside linebackers pressure the line of scrimmage, and if the defensive front gets a good push, they might get lucky and trip up Alstott in the backfield.

Stopping the HB Sweep

Stopping this play requires linebackers with great lateral speed. If you run the 3–4: Double Out, you can blitz the strong-side linebacker, who just might break up the blockers early in the play. It's tough to stop this play cold, but the blitzing linebacker creates a disruption that allows the other linebackers and cornerbacks to come up quickly on the ballcarrier.

Passing

Shotgun-Normal Offset Weak: HB Flat

The addition of Brad Johnson should change the personality of the Tampa Bay passing attack. He can throw downfield with accuracy to the wide receivers, but you can bet that he won't forget about the excellent receivers in his backfield. The HB Flat pass allows Dunn to drift out of the backfield undetected, where he is usually wide open about 15 yards downfield.

The beauty of this play is that it can succeed as a flare pass or a long route. Keep your eye on Dunn and watch for a seam in the coverage. Time the release so that your pass reaches Dunn as he hits the open zone.

Stopping the HB Flat

With all the other receivers to shadow, this one is tough to defend, because the halfback route does not seem that important. Making it even more difficult on the defense, the quarterback can throw this pass on any down, so the best hope is to stay in a 3–4: Drop Zone, which gives balanced coverage across the field. With any luck, the defense will record a sack if the deep routes are blanketed.

Passing

Weak I-Twins WR: WR Cross

This play gives Brad Johnson two excellent options. The first is a long slant pattern by Keyshawn Johnson. We watched the big receiver routinely make fingertip catches in the middle of the field, splitting the zones with ease. As in most passes over the middle, timing and pace are important, but Brad Johnson has the arm and accuracy to make this play work.

The other option is a corner route by Mike Alstott (that's right, the fullback). After coming out of the backfield, he runs about 7 yards downfield, and then slants left, running deep toward the sideline. Alstott is usually wide open between 10–15 yards downfield. However, don't wait too long to deliver the ball, or the defensive backs will sandwich him and probably steal the ball.

Stopping the WR Cross

This play presents a Catch-22 for the defense. Slant patterns are successful because they split the zones, so you need man coverage to effectively shadow a receiver. However, how many defensive backs have the size to cover Keyshawn Johnson one-one-one? For a fast, talented secondary, our recommendation is the 3–4: Double Man. Johnson's route routinely attracted 2–3 defenders during our practice sessions.

Defending the Run

4-3: Double TE

When it comes to stopping the run, you have a wide variety of options, thanks to Tampa Bay's dominant front four. Any of the 4–3 man coverages will work, but our favorite is the 4–3: Double TE. With the ROLB coming hard, it provides an extra measure of defense against the sweep, while still jamming up the middle. This defense often treats great running backs like billiard balls, bouncing them from the outside to the inside, where the 300-pound tackles, Sapp and McFarland finish the job.

Beating the 4-3: Double TE

The only way to beat a dominant front four is to stay away from them. In other words, run fast and hard to the outside. In this Singleback-Slot Strong: HB Power, the halfback runs behind a pulling guard, tight end, and slot receiver. A defense must spread out and involve the linebackers if they get repeatedly burned to the outside.

Defending the Pass

4-3: Rush Zone

It's hard to believe, but after setting a team record with 55 sacks last year, the 2001 Tampa Bay pass rush will be even better, with the addition of defensive end Simeon Rice. Although the front four will get their share of sacks no matter which play you choose, you can turn up the heat a little with the Rush Zone. This play features a lot of movement, with the middle linebacker criss-crossing with the right tackle on the pass rush. The ROLB comes hard on a blitz while the left tackle drops back. The LOLB drops back into coverage, and three of the four DBs are in zone coverage.

Beating the Rush Zone

The best way to beat this defense is with short slants over the middle, or quick turnarounds, as in the I Form-Twin WR: PA Split. The quarterback rarely has time to wait for long routes, so the inside slot receiver, halfback, or tight end are the best candidates.

Arizona Cardinals

Star Players

WR 89 David Boston

Speed	Acceleration	Catching	Awareness
90	93	86	82

David Boston emerged in 2000 as a big play receiver, displaying the speed to beat anyone, in any secondary. Out of Ohio State, Boston set the single season Buckeye record with 85 receptions in 1998. The first-round draft choice caught 71 balls in 2000 for 1,156 yards and 7 touchdowns, averaging 16.3 yards per catch (good for sixth in the NFC) in just his second season. Boston has all the tools to be one of the best receivers in the league.

MLB 57 Ronald McKinnon

Speed	Strength	Tackling	Awareness
72	78	94	77

Ronald McKinnon may be an undersized middle linebacker, but he hits like a truck and stuffs the run. Playing in his sixth NFL season from North Alabama, McKinnon is the leader of the Cardinal defense, and he holds the franchise season record for tackles with 223 in 1999. He became the first defensive player to win the Harlon Hill Trophy, the NCAA Division II equivalent of the Heisman Trophy, in 1995.

Team Ratings

Overall Rating:	70
Offense:	66
Defense:	60
Special Teams:	92
Quarterback:	73
Featured Running Back:	75
Receivers:	78

Home Field: Sun Devil® Stadium
Built: 1958 **Type: Open**
Capacity: 72,994 **Surface: Grass**

2001 Draft Picks

Round	Player Selected	Position	School
One	Leonard Davis	T	Texas
Two	Kyle Vanden Bosch	DE	Nebraska
Two	Michael Stone	CB	Memphis
Three	Adrian Wilson	S	N.C. State
Four	Bill Gramatica	K	South Florida
Four	Marcus Bell	DT	Memphis
Five	Mario Fatafehi	DT	Kansas State
Six	Bobby Newcombe	WR	Nebraska
Seven	Renaldo Hill	CB	Michigan State
Seven	Tevita Ofahengaue	TE	BYU

2000 Recap

NFL Team Rankings

Scoring: 29th
Pass Offense: 16th
Rushing Offense: 27th
Pass Defense: 11th
Rushing Defense: 30th
Turnovers: 30th

2000 Standings

W	L	Tie	PF	PA	Home	Road	VS AFC	VS NFC	VS DIV
3	13	0	210	443	3–5	0–8	1–3	2–10	2–6

Team Stats

Category	Cardinals	Opponents
Total First Downs	253	345
First Downs (Rushing–Passing–By Penalty)	71–156–26	149–175–21
Third Down Conversions/Attempts	75/199	105/222
Fourth Down Conversions/Attempts	8/27	10/15
Total Offensive Yards	4,756	5,872
Offense (Plays–Avg. Yards)	897–5.0	1,037–5.0
Total Rushing Yards	1,278	2,609
Rushing (Plays–Avg. Yards)	343–3.7	578–4.5
Total Passing Yards	3,478	3,263
Passing (Comp–Att–Int–Avg.)	316–554–24–11.0	296–459–10–11.0
Sacks	25	35
Int/Returned for TD	10/0	24/2
Field Goals Made/Attempts	16/23	27/34
Touchdowns	24	52
Touchdowns (Rushing–Passing–Returns–Defensive)	6–16–1–1	29–19–2–2
Time of Possession	26:32	33:28

Individual Leaders

Quarterbacks

PLAYER	ATT	COMP	PCT	YARDS	TD	INT	INT%	SACKED	RATING
Jake Plummer	475	270	56.8	2,946	13	21	4.4	22	66.0
Dave Brown	69	40	58.0	467	2	3	4.3	10	70.1

Running Backs

PLAYER	RUSHES	YARDS	PER CARRY	TD	FUMBLES	LONG
Michael Pittman	184	719	3.9	4	5	29
Thomas Jones	112	373	3.3	2	4	29

Receivers

PLAYER	REC	YARDS	YDS PER CATCH	TD
Michael Pittman	73	579	7.9	2
David Boston	71	1,156	16.3	7
Frank Sanders	54	749	13.9	6

Defensive Leaders

Tackles: Pat Tillman, 224 **Sacks:** Simeon Rice, 7.5 **Interceptions:** Aeneas Williams, 5

Scouting Report

The inability to protect the football was one of the contributing factors to a dismal 2000 for Arizona. The team ranked second to last in turnover differential and a shaky offensive line never gave this offense a chance to succeed. Free agent acquisition Pete Kendall and top draft choice Leonard Davis will improve the line. Quarterback Jake Plummer has the weapons in David Boston, Rob Moore, and Frank Sanders to succeed through the air. Of paramount importance to the passing game is a running attack that will keep the defense honest. Second year running back Thomas Jones has the skill but needs experience and will share time with Michael Pittman.

Defensively, the Cardinals lost their best player in cornerback Aeneas Williams, placing heavy expectations on replacement Corey Chavous. The defensive line is full of new faces and must learn on the job. Veteran Ronald McKinnon will be counted on heavily to lead this inexperienced group.

Coaching the Cardinals: The best way to move the ball is to use the speed of your wide receivers. Quick outs or slants to Boston and Moore will result in positive yardage. Stopping the opposition will be a challenge for the Arizona defense. Take some of the pressure off your defensive line by using the linebackers to stop the run and pressure the quarterback.

Meet the Coach: Dave McGinnis

NFL Head Coaching Record:
Arizona Cardinals 1–8 (2000 to present)

Prior Coaching Experience:
Defensive Coordinator, Arizona (1996–00); Linebackers Coach, Chicago (1986–95)

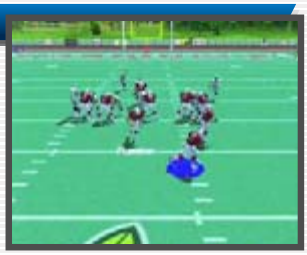
College Playing Career:
TCU (1970–72); academic All-Southwest Conference (1971–72), tied for conference lead with five interceptions (1971).

NFL Playing Career:
N/A

KEY PLAYS

Running

I Form: HB Toss



The Cardinals are likely to have a rotation of halfbacks in 2001, but regardless of who is behind the quarterback, this play will deliver consistent yardage, thanks to "The Big Red Line" leading the way. The key blocks that spring the halfback to the outside come from the tight end and blocking back.

The ability of wide receiver David Boston to throw a good downfield block determines just how far this play can go. As pictured here, Boston's block delays the pursuit long enough for the ballcarrier to run deep into the secondary.

Singleback-Twin TE: HB Counter

The right side of the offensive line does a nice job of creating opportunities for the halfback on this play. The HB Counter is designed to run behind the right tackle, but, very often at the point of attack, there is more running room outside. The end result is really an Off Tackle play, but the little counter step is a good decoy, and it allows the tackle and tight end to push the defense back a little more.

This is an excellent call on third and short, when the defense expects a dive up the middle. If there is room in the middle, the halfback can still follow the tackle, but it's nice to have another option.

Stopping the HB Toss

The key to stopping this play is to beat the halfback to the corner, which is tough when the downfield blockers do their job. The 3–4: CB Blitz puts the responsibility for stopping this play squarely on the shoulders of the strong-side cornerback. If you choose this play to stop an outside run, be prepared to make a textbook open field tackle.

Stopping the HB Counter

The defense needs to spread out a bit if the offense enjoys repeated success with this play. The 4–3: Fire Man does the trick, sending both outside linebackers around the tackles. The corner and safety play up close to the strong side for added run coverage. The strong side doesn't seem so strong with these six men attacking the line of scrimmage.

Passing

Singleback-4 WR: WR Hook Out

With speed at both wide receiver spots, Jake Plummer can go to either side and move his team down the field. The key is to select high percentage patterns that give the receiver an opportunity to pick up yards after the catch. The WR Hook Out has Boston and Moore set up wide right and wide left respectively. Moore's route is the home run ball, a deep slant over the middle, while Boston runs a very tight down and back pattern, cutting toward the sideline. In that split second when you assess the pass rush, look for Boston if you feel immediate pressure.

When the pocket is setting up nicely, watch Moore and hit him in stride as he gallops toward the middle of the field. He'll be flying when he comes across, and he generally gets great separation from the defensive backs. If you let him run to the ball, he just might go all the way.

Stopping the WR Hook Out

How do you stop speedy receivers with great hands? You don't. But, you can make life miserable for the quarterback. The Nickel: LB Blitz sends the outside linebacker on a backside blitz that makes the QB very nervous, even if the blitz is picked up by the blocking back. During one stretch of 25 practice snaps against the LB Blitz, Plummer completed only four passes, only one of which was longer than 10 yards.

Passing

Shotgun-2 RB 3 WR: WR Hooks

A great ball-control passing attack uses comeback patterns with great success. The WR Hooks play includes button hooks for the far receivers on each side, and a comeback slant for the slot receiver on the right, Frank Sanders. The comeback slant is almost impossible to defend, especially when you throw a fastball. Sanders has good hands, but he must make this catch in heavy traffic, so time it properly.

If your primary receiver is Boston on the right, drift over a bit after the snap to get a better line of sight. He comes back to the ball (and he keeps coming the longer it takes to throw the ball), so don't wait too long.

Stopping the WR Hooks

Probably the most difficult maneuver for a defensive back is to come back to the ball after the receiver drives down the field. He almost always arrives after the ball, so you must get him some help up front. The Man QB Spy has single coverage all over the field, except for the free safety. The ROLB drives hard around the weak side, while the other linebackers and cornerbacks drop into man coverage. This formation requires a very quick secondary, but if they are up to the task, the pass routes will be well covered, and you'll pick up an occasional sack.

Defending the Run

4-3: Double X

Free agency has left some big holes in the Cardinals' defense, and this will be a transition year. Without a dominant player up front, you need to use sound, conservative alignments that give you good coverage from sideline to sideline. The 4–3: Double X brings the cornerbacks up close, giving you nine players ready to stuff the run. The LOLB loops around on a strong-side blitz, but this is more of a run stop move than a pass rush, designed to break up a sweep. The safeties play man coverage, and of course the linebackers and corners still pick up receivers as needed. But, in a running situation, the 4–3: Double X puts the maximum number of players within striking distance of the ball. Don't expect to consistently stop plays at the line of scrimmage, but at least you won't give away too many game breakers.

Beating the 4-3: Double X

With so many defensive players clustered around the ball, an alert quarterback should call an audible for a rollout and medium slant. The short pass coverage is very good in the Double X, but when the wide receivers get 10 yards out, they start losing the coverage. Look for slants over the middle.

Defending the Pass

Nickel: Under Smoke

The Cardinals' secondary does not have the overall speed to match up well with the league's best receivers, so get creative with your pass rush and hope to pressure the quarterback into throwing early. The Under Smoke sends all three linebackers, giving you a seven-man pass rush. The tradeoff is weakness in defending the short pass, so limit this call to third and 8 or longer. If the opposing team picks up the blitz easily after a few tries, abandon the Under Smoke until later in the game, and let the linebackers drop back into coverage, such as in the Nickel: Man Under.

Beating the Nickel: Under Smoke

You can derail the Under Smoke with a well-timed screen or flat pass. If the rush is so intense that your quarterback can't even dump the ball off, call a Quick Toss to the halfback. The linebackers pursue the quarterback so aggressively that they are often behind the run blocking as the play unfolds, allowing your halfback to find big yardage down the sideline.

CARDINALS

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San Diego Chargers

Star Players

TE 88 Freddie Jones

Speed	Acceleration	Catching	Awareness
67	81	64	84

In his fifth year out of North Carolina, Freddie Jones emerged as one of the game's top tight ends after recording 71 catches for 766 yards and 5 touchdowns in 2000. The reception total was a career high and ranked him second in the NFL among tight ends. He is effective as an extra blocker, but Jones' strength is going one-on-one against a linebacker. At 6'5", 270 pounds, just get him the ball in the open field and watch him run.

OLB 55 Junior Seau

Speed	Strength	Tackling	Awareness
77	78	94	99

Junior Seau is one of the best linebackers in NFL history and has been the emotional leader of the Charger defense the past 11 years. Out of USC, Seau played in his 10th straight Pro Bowl following the 2000 season. A member of the 1990's All-Decade Team, Seau continues to assault the opposition with his aggressive, sideline-to-sideline style. He loves to patrol the line looking for a gap to shoot.

Team Ratings

Overall Rating:	79
Offense:	69
Defense:	74
Special Teams:	99
Quarterback:	83
Featured Running Back:	81
Receivers:	80

Home Field: QUALCOMM Stadium™
Built: 1967 **Type: Open**
Capacity: 71,000 **Surface: Grass**

2001 Draft Picks

Round	Player Selected	Position	School
One	LaDainian Tomlinson	RB	TCU
Two	Drew Brees	QB	Purdue
Three	Tay Cody	CB	Florida State
Four	Carlos Polk	LB	Nebraska
Five	Elliot Silvers	T	Washington
Five	Zeke Moreno	LB	USC
Seven	Brandon Gorin	T	Purdue
Seven	Robert Carswell	S	Clemson

2000 Recap

NFL Team Rankings

Scoring: 26th
Pass Offense: 15th
Rushing Offense: 31st
Pass Defense: 22nd
Rushing Defense: 4th
Turnovers: 31st

2000 Standings

W	L	Tie	PF	PA	Home	Road	VS AFC	VS NFC	VS DIV
1	15	0	269	440	1–7	0–8	1–11	0–4	1–7

Team Stats

Category	Chargers	Opponents
Total First Downs	251	312
First Downs (Rushing–Passing–By Penalty)	63–156–32	76–195–41
Third Down Conversions/Attempts	72/219	91/242
Fourth Down Conversions/Attempts	3/14	5/9
Total Offensive Yards	4,602	5,208
Offense (Plays–Avg. Yards)	929–4.0	1,022–5.0
Total Rushing Yards	1,062	1,422
Rushing (Plays–Avg. Yards)	351–3.0	470–3.0
Total Passing Yards	3,540	3,786
Passing (Comp–Att–Int–Avg.)	311–578–30–11.4	326–552–16–11.6
Sacks	39	53
Int/Returned for TD	16/4	30/3
Field Goals Made/Attempts	18/25	30/34
Touchdowns	31	49
Touchdowns (Rushing–Passing–Returns–Defensive)	7–19–1–4	10–33–2–4
Time of Possession	28:08	31:52

Individual Leaders

Quarterbacks

PLAYER	ATT	COMP	PCT	YARDS	TD	INT	INT%	SACKED	RATING
Ryan Leaf	322	161	50.0	1,883	11	18	5.6	31	56.2
Jim Harbaugh	202	123	60.9	1,416	8	10	5.0	14	74.6

Running Backs

PLAYER	RUSHES	YARDS	PER CARRY	TD	FUMBLES	LONG
Terrell Fletcher	116	384	3.3	3	2	21
Jermaine Fazande	119	368	3.1	2	1	26

Receivers

PLAYER	REC	YARDS	YDS PER CATCH	TD
Freddie Jones	71	766	10.8	5
Jeff Graham	55	907	16.5	4
Curtis Conway	53	712	13.4	5

Defensive Leaders

Tackles: Rodney Harrison, 127 Sacks: John Parrella, 7 Interceptions: Rodney Harrison, 6

Scouting Report

The Chargers suffered through a dismal 1–15 campaign in 2000, but the future looks extremely bright for this franchise. The draft netted them a starting running back in LaDainian Tomlinson. Considering San Diego ranked dead last in rushing offense, the first-round draft choice will be expected to contribute immediately. Purdue quarterback Drew Brees also arrived via the draft, but he'll learn the ropes under free agent acquisition Doug Flutie. The former Bill, with his ability to scramble, should ignite the offense. Curtis Conway and Tim Dwight will stretch the defense while possession guys such as Jeff Graham and Freddie Jones give Flutie several capable targets.

On defense, Junior Seau is back as the heart and soul of this franchise, and he'll have more help than last year. Like Flutie, defensive end Marcellus Wiley signs as a free agent from Buffalo and Raylee Johnson returns after missing 2000 with a knee injury. Coming off a career year (127 tackles, 6 interceptions, and 6 sacks) Rodney Harrison anchors the secondary.

Coaching the Chargers:Tomlinson gives this team a steady runner, but beware of deficiencies on the offensive line. Flutie's elusiveness is the key. Let him scramble and then look for big targets Jones and Graham. On defense, there's enough talent to play most teams straight up. The front four will do its job creating opportunities to blitz Seau and Harrison.

Meet the Coach: Mike Riley

NFL Head Coaching Record:
San Diego 9–23 (1999 to present)

Prior Coaching Experience:
Head Coach, Oregon State University (1997–98);
Head Coach Winnipeg—CFL (1987–90)

College Playing Career:
Alabama (1971–74); played for Paul "Bear" Bryant

NFL Playing Career:
N/A

KEY PLAYS

Running

I Form-Normal: Off Tackle

With the selection of LaDainian Tomlinson, coach Mike Riley can finally envision a running game in 2001, something the Bolts have not had since Natrone Means was running with abandon. The Off Tackle play has the halfback running behind right tackle, or sprinting outside around the block of tight end Freddie Jones. Tomlinson has plenty of speed and excellent acceleration, so you have the flexibility of going either way.

The fun starts when you get Tomlinson one-on-one against a cornerback, or even a linebacker. At 221 pounds he is big enough to run over people, and his "Breaking Tackles" attribute in *Madden NFL 2002* is 83 (out of 100), so don't give up on him until he's on the ground.

Singleback-Big: HB Sprint

With a tight end on either side, you have a good offensive push to run behind. The play is designed to go between the left guard and tackle, but sometimes a cutback over center can be even more productive. It's important to take a different approach to this play than you would to a Dive. A Dive play should get you to the line as quickly as possible, making it the right call when you absolutely, positively need one or two yards. However, the Sprint has more potential for 5 yards and up if you stutter back and forth through the hole.

Stopping the Off Tackle

The tight end is the key blocker in the Off Tackle, because his block springs the halfback to the outside. If the Chargers are beating you with this play, use a strong-side blitz with the cornerbacks playing tight to the line of scrimmage. The Crash Blitz does an excellent job of disrupting the blocking flow, which keeps the halfback from turning the corner. The strong-side defensive linemen block toward the center, with the middle linebacker filling the gap. The halfback might see a momentary opening, but he'll soon feel the wrath of a middle linebacker's helmet on his chest.

Stopping the HB Sprint

On third and short, the best defensive call (if you've got the guts) is the Goal Line defense. The problem is, the formation is very recognizable, and a quick audible to a medium slant pass will ruin your day. However, when playing against the CPU, send in the Goal Line: Jam Middle or Gaps Fire when you expect a run up the middle on a critical third down. The Gaps Fire formation includes a wide blitz from either side, which protects against the runner trying to escape to the outside. A Goal Line defense frequently rewards you with a stop in the backfield. However, don't overuse this play, even against the CPU, because you will eventually get burned.

Passing

Singleback-Slot Strong: Posts and Zags

This play is tailor-made for a rollout quarterback. With three receivers on the right, Flutie can roll out and take his pick from tight end Freddie Jones's hard out pattern to the sideline, Tim Dwight's long slant to the sideline, or Jeff Graham's out pattern that runs just inside Jones's route. While the defense bears down on Flutie, they have to track three receivers, two of whom are running similar patterns on the same side of the field. Dwight's deep slant should be your primary, with a quick toss to Jones if you're under a lot of pressure.

Don't throw the pass while you are still sprinting toward the sideline. Roll out, plant your feet, and then pick your target. Although you can sometimes make it work while on the run, your completion percentage takes a dramatic leap if you have both feet on the ground.

Stopping the Posts and Zags

The best way to stop a rollout quarterback is to let him roll right into a blitz. The 3–4: Double Blitz surrounds the quarterback with immediate pressure. Of course, if the passer eludes the pressure, your short to medium pass coverage over the middle is a little light. However, this blitz package is so intense, it's unlikely your prisoner will escape.

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Passing

Split Backs-3 WR: FL Clearout

With Tomlinson in the backfield, Terrell Fletcher will carry the ball less than in recent years. However, don't relegate Fletcher to the bench, because he is still an outstanding receiver. Keep the defenses guessing with this formation. Your primary receivers are Conway on the left and Graham on the right. They run deep slants toward the middle of the field. Meanwhile, Tim Dwight runs a little out pattern on the right and Fletcher drifts out for the safety valve. If you have the time, watch Conway and Graham and hit them deep down the middle.

However, if your deep routes are covered, Terrell Fletcher can get creative. Most of the time he floats out to the right looking for a safety valve, but if the play unfolds slowly, he goes across the middle or even streaks downfield. If he does, hit him in stride and have him run like crazy after the catch.

Stopping the FL Clearout

With the combination of deep and short routes, this play is very difficult to defend. You need a man/zone pass defense, such as in the Nickel: Man Lock. The safeties play a deep zone, so they handle Graham and Conway. Meanwhile, the cornerback and nickel back on the right drop into pass coverage, where they share the load against Dwight's out pattern, and Fletcher's freelancing. The LOLB drops into pass coverage, and the ROLB executes a delayed blitz. It all adds up to a perfect blend of pressure and coverage.

Defending the Run

4-3: Thunder

The Chargers ranked third in the NFL against the run last year, spearheaded by John Parella and Jamal Williams up front, Junior Seau at middle linebacker, and Rodney Harrison wreaking havoc at strong safety. This year's squad should be even better, so you'll have loads of fun stuffing the run. The 4–3: Thunder throws a blanket over the line of scrimmage, with all linemen and linebackers standing firm against the run. Going inside is all but impossible, and the Chargers' linebackers are quick enough to fill the gaps or go sideline to sideline.

Beating the 4-3: Thunder

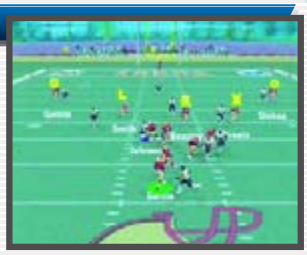
Against some teams, you can run wide to beat the 4–3: Thunder. However, the Chargers' linebackers and safeties are so quick that it's hard to keep your blocking intact, much less get around the corner. Instead of trying to outrun the defense, use misdirection to get the linebackers to over-run the play. The Singleback-Big: HB Belly Weak entices the linebackers to follow the halfback's first move. When the ballcarrier changes direction, he can scoot through a hole straight ahead, or turn the corner for positive yardage.

Defending the Pass

4-3: SS Blitz

The Chargers' defense was made to blitz, which is why you'll find so many pressure formations in coach Mike Riley's defensive playbook. The SS Blitz takes advantage of the best strong safety in football, Rodney Harrison. Two of the three linebackers drop back into coverage, so it really isn't much of a gamble to send Harrison. With an Awareness rating of 95, he is always around the football, which in this case, will be attached to the quarterback. Even if Harrison doesn't get the sack, his all-out rush will inspire more than a few errant passes.

Beating the SS Blitz



Seeing Rodney Harrison inch up to the line is a good reason to look for the short routes, or roll out to the other side. We recommend a quick drop and a pass to the receiver running the shortest out pattern. You might only net a few yards, but it's better than a sack. If you absolutely need more yardage, stay away from the middle of the field, where an interception is most likely to occur on a hurried pass.

Kansas City Chiefs

Star Players

TE 88 Tony Gonzalez

Speed	Acceleration	Catching	Awareness
80	90	63	93

Since arriving in the NFL from the University of California, Tony Gonzalez has developed into the best tight end in all of football. He just missed setting the record for most catches by a tight end in 2000 when he tallied 93 for 1,203 yards and 9 touchdowns. An effective blocker who isn't afraid to go over the middle for a ball, Gonzalez punishes those trying to tackle him, often carrying multiple defenders before being brought to the ground. As a collegian he also starred on the basketball court for Cal.

OLB 59 Donnie Edwards

Speed	Strength	Tackling	Awareness
80	69	89	84

Donnie Edwards is in his sixth season out of UCLA and adds versatility to the Chief defense. Despite playing back in pass coverage for much of the 2000 season, he still led the team in tackles with 151. Edwards can play middle linebacker, rush the quarterback, or defend the tight end. He has the quickness to beat running backs to the outside, and his blazing speed allows him to make plays from sideline to sideline. Look for his sack total (only one in 2000) to go up dramatically this season.

Team Ratings

Overall Rating:	74
Offense:	69
Defense:	70
Special Teams:	87
Quarterback:	80
Featured Running Back:	87
Receivers:	85

Home Field: Arrowhead Stadium™
Built: 1972 **Type: Open**
Capacity: 79,451 **Surface: Grass**

2001 Draft Picks

Round	Player Selected	Position	School
Three	Eric Downing	DT	Syracuse
Three	Marvin Minnis	WR	Florida State
Four	Monty Beisel	DE	Kansas State
Four	George Layne	FB	TCU
Five	Billy Baber	TE	Virginia
Five	Derrick Blaylock	RB	Stephen F. Austin
Six	Alex Sulfsted	G	Miami (Ohio)
Seven	Shaunard Harts	S	Boise State
Seven	Terdell Sands	DT	Chattanooga

2000 Recap

NFL Team Rankings

Scoring: 9th
Pass Offense: 4th
Rushing Offense: 25th
Pass Defense: 20th
Rushing Defense: 17th
Turnovers: 11th

2000 Standings

W	L	Tie	PF	PA	Home	Road	VS AFC	VS NFC	VS DIV
7	9	0	355	354	5–3	2–6	5–7	2–2	5–3

Team Stats

Category	Chiefs	Opponents
Total First Downs	321	330
First Downs (Rushing–Passing–By Penalty)	84–207–30	103–201–26
Third Down Conversions/Attempts	75/204	84/207
Fourth Down Conversions/Attempts	4/13	8/11
Total Offensive Yards	5,873	5,559
Offense (Plays–Avg. Yards)	965–6.0	990–5.0
Total Rushing Yards	1,465	1,822
Rushing (Plays–Avg. Yards)	383–3.8	441–4.1
Total Passing Yards	4,408	3,737
Passing (Comp–Att–Int–Avg.)	342–582–15–12.9	358–549–15–10.4
Sacks	51	34
Int/Returned for TD	15/2	15/3
Field Goals Made/Attempts	17/24	21/30
Touchdowns	43	42
Touchdowns (Rushing–Passing–Returns–Defensive)	12–29–0–2	13–25–0–4
Time of Possession	27:36	32:24

Individual Leaders

Quarterbacks

PLAYER	ATT	COMP	PCT	YARDS	TD	INT	INT%	SACKED	RATING
Elvis Grbac	547	326	59.6	4,169	28	14	2.6	29	89.9
Warren Moon	34	15	44.1	208	1	1	2.9	5	61.9

Running Backs

PLAYER	RUSHES	YARDS	PER CARRY	TD	FUMBLES	LONG
Tony Richardson	147	697	4.7	3	1	33
Kimble Anders	76	331	4.4	2	1	69

Receivers

PLAYER	REC	YARDS	YDS PER CATCH	TD
Tony Gonzalez	93	1,203	12.9	9
Derrick Alexander	78	1,391	17.8	10
Sylvester Morris	48	678	14.1	3

Defensive Leaders

Tackles: Donnie Edwards, 151 **Sacks:** Eric Hicks, 14 **Interceptions:** James Hasty, 4

Scouting Report

The Chiefs' aerial attack ranked fourth in the league a year ago, but gone is quarterback Elvis Grbac who gets most of the credit for those numbers. Replacing him will be free agent acquisition Trent Green. Green enjoyed some success in St. Louis last season playing in eight games and completing 60 percent of his passes. He'll count on tight end Tony Gonzalez and receivers Derrick Alexander and Sylvester Morris to get open. Fullback Tony Richardson will get plenty of touches as both a runner and a receiver out of the backfield.

The defensive side of the football is where the Chiefs need to focus. Donnie Edwards is their best defensive player and will again be counted on heavily, but he should be used more to pressure the football this season. There is a lack of depth on the defensive line. This unit needs to force more turnovers this year—only three times in franchise history have they forced fewer than the 29 takeaways they had in 2000.

Coaching the Chiefs: Tony Gonzalez is the best in the game at his position, so get him the ball often. Fortunately, the offensive line gives Green time to look downfield. Because of some holes on defense, consider a conservative offensive approach that keeps the clock moving. Edwards is a superstar, but the less the defense is on the field, the better.

Meet the Coach: Dick Vermeil

NFL Head Coaching Record:
First year with Kansas City; St. Louis 22–26 (1997–99); Philadelphia 54–47 (1976–82); Vermeil has been named Coach of the Year at four competitive levels: high school, junior college, NCAA Division I, and the NFL

Prior Coaching Experience:
Head Coach, UCLA (1975–76)

College Playing Career:
San Jose State (1956–58)

NFL Playing Career:
N/A

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KEY PLAYS

Running

I Form-Big: HB Lead

The right side of the Kansas City offensive line is the best place to direct running plays, thanks to 321-pound guard Will Shields, and 334-pound Victor Riley. Newly acquired Priest Holmes takes over as the featured back, although Tony Richardson was very productive as a blocking back (4.7 yards per carry) and should see the ball more often (see next play).

The HB Lead is designed to run behind the right guard, and that is exactly where you want to be. Forget about the holes you might see immediately after taking the handoff. Just tuck in behind big #68, keep running forward, and daylight will find you. This is as close to a guaranteed 5 yards as you can get.

I Form-Big: FB Dive Strong

We promised Tony Richardson a few more snaps, and this is our favorite play for the talented runner/blocker/receiver. The halfback takes a decoy route to the outside, hopefully taking a linebacker with him.

Meanwhile, the fullback barrels up the middle between the guard and tackle. The big tight end Tony Gonzalez provides some added push, making this a classic power play. The beauty of this play is that Richardson also has the acceleration (83) to break outside for a big gain if the middle is clogged.

Stopping the HB Lead

Keeping a big offensive line from moving forward is no easy task. The 4–3: Fire Man does a good job of squeezing the line by sending both outside linebackers toward the middle of the offensive backfield. The left end actually veers to the left, giving the LOLB room to knife across the line. The attack angles give your defense a better chance of interrupting the flow and getting to the ball carrier.

Stopping the FB Dive Strong

This play is similar to the HB Lead, so the defensive approach should be the same. You want the linebackers aggressively involved in stopping this play before it gathers momentum. The 4–3: Fire Man (used against the HB Lead) is a good call, or the 4–3: Double X (pictured here). This play sends the LOLB blitzing the strong side, which is a good idea when Tony Gonzalez is leading the way.

Passing

Strong I-Normal: TE Out

When you have the league's best tight end on your team, you need to get the ball to him at least six or seven times per game. We like this route because Gonzalez runs parallel to the wide receiver for about 10 yards, then turns to the sideline as the wide receiver slants inside. It creates a moment of confusion that the big tight end can exploit to his advantage, especially when he's going against a cornerback in man coverage. With Gonzalez's ability to run after the catch, having one defender between him and the goal line is like having no one there at all.

Stopping the TE Out

It takes extra bodies to keep Tony Gonzalez in check, so our pick for the defensive solution is the Dime: Zone Man X. This formation has two defenders backpedaling from the line of scrimmage, which means that the tight end draws double or even triple coverage. Coverage is more than adequate on the other side of the field, although the middle is vulnerable.

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Passing

Singleback-4 WR: PA FI Stretch

Derrick Alexander is the Chiefs' deep threat, and the play-action fake in the PA FI Stretch allows just enough cushion for him to complete his long slant route. The left slot receiver takes his slant route toward the middle, clearing the way for Alexander, who trails behind. Time your pass to hit the receiver as he crosses the right hashmark. This takes a little time, but the Kansas City offensive line should be up to the challenge.

Stopping the PA FI Stretch

This long slant takes time to develop, so turn up the heat on quarterback Trent Green. If you have great confidence in your secondary (which means they can play man coverage with anyone), call an inside/outside blitz, such as the Nickel: Under Smoke. Trent Green will feel pressure from both sides and up the middle, making it impossible to wait for the deep routes. He may find an open receiver underneath, but at least you've prevented the home run ball.

Defending the Pass

Nickel: Inside Blitz

The Kansas City secondary is not strong enough to regularly blitz the safeties or cornerbacks, so look to Pro-Bowl linebacker Donnie Edwards to supply the pressure. The Nickel: Inside Blitz is an excellent third and long call. Edwards is quick enough to blow by a five-man offensive front, and once he's in the backfield, few quarterbacks in the league are nimble enough to escape.

Beating the Nickel: Inside Blitz

The old adage that the screen pass beats the blitz is becoming less applicable in today's NFL, thanks to linebackers, safeties, and cornerbacks who get to quarterbacks in record time. Rather than wait the precious extra second for the screen blocking to develop, look for your safety valve receiver. In the Singleback-4 WR: Double Hitch, the halfback plays in the left slot, where he runs 5 yards downfield and then drives back toward the quarterback. You'll be throwing over (or around) the blitzing linebacker on this one, but don't worry, you have enough room to complete the pass if you do it quickly.

Defending the Run

4-3: Whip Man

With Marvcus Patton in the middle, and Donnie Edwards on the right, opposing teams would do well to focus on a strong-side running attack. However, this doesn't mean that your two best linebackers are out of the action.

The 4–3: Whip Man has the ROLB and MLB moving toward the left, along with the four-man front. This creates excellent push against the strong side of the offense, cutting off the inside running lanes. The corner and strong safety play up tight, ready to react to a sweep.

Beating the Whip Man

If the Chiefs' defense makes a habit of cheating to the strong side on running downs, throw in a HB Counter to the weak side. This play is especially effective in a big set (two tight ends). After breaking a few big plays to the weak side, the Kansas City defense will have to play straight up if they want to protect the entire field.

CHIEFS

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Indianapolis Colts

Star Players

WR 88 Marvin Harrison

Speed	Acceleration	Catching	Awareness
92	93	97	96

Marvin Harrison entered the league as the Colts' first-round draft pick in 1996, after setting a new record for career receiving yards at Syracuse. He also finished second with 22 TDs, and third in career receptions. Harrison has emerged as one of the most prolific receivers in the NFL, and one of the highest-rated wide receivers in *Madden NFL 2002*. In 1999 his 1,663 yards (115 receptions) was the fifth highest yardage total in NFL history, and he became only the 14th player ever to accumulate nine 100+ yard games in a single season. Last season he "slipped" to 102 catches, 1,413 yards, and 14 TDs, earning him another Pro Bowl selection.

SS 37 Chad Cota

Speed	Strength	Tackling	Awareness
82	49	79	85

Chad Cota started all 16 games in 2000 and emerged as the vocal leader of the Colts' defense. He is a hard hitter with a nose for the ball, and he can read a quarterback's eyes, taking him to the action on almost every down. Cota can come up and play the run or help out in pass coverage. In his seventh season out of the University of Oregon, his greatest strengths are experience and leadership.

Team Ratings

Overall Rating:	83
Offense:	89
Defense:	65
Special Teams:	99
Quarterback:	97
Featured Running Back:	95
Receivers:	83

Home Field: RCA Dome
Built: 1984 **Type: Dome**
Capacity: 56,127 **Surface: AstroTurf**

2001 Draft Picks

Round	Player Selected	Position	School
One	Reggie Wayne	WR	Miami
Two	Idrees Bashir	S	Memphis
Three	Cory Bird	S	Virginia Tech
Four	Ryan Diem	G	Northern Illinois
Five	Raymond Walls	CB	Southern Mississippi
Six	Jason Doering	S	Wisconsin
Six	Rick DeMulling	T	Idaho State

2000 Recap

NFL Team Rankings

Scoring: 4th
Pass Offense: 3rd
Rushing Offense: 16th
Pass Defense: 18th
Rushing Defense: 25th
Turnovers: 22nd

2000 Standings

W	L	Tie	PF	PA	Home	Road	VS AFC	VS NFC	VS DIV
10	6	0	429	326	6–2	4–4	8–4	2–2	5–3

Team Stats

Category	Colts	Opponents
Total First Downs	357	310
First Downs (Rushing–Passing–By Penalty)	111–213–33	109–177–24
Third Down Conversions/Attempts	94/201	84/217
Fourth Down Conversions/Attempts	9/10	10/14
Total Offensive Yards	6,272	5,609
Offense (Plays–Avg. Yards)	1,006–6.0	976–5.0
Total Rushing Yards	1,859	1,935
Rushing (Plays–Avg. Yards)	435–4.3	446–4.3
Total Passing Yards	4,413	3,674
Passing (Comp–Att–Int–Avg.)	357–571–15–12.4	317–530–14–11.6
Sacks	42	20
Int/Returned for TD	14/2	15/1
Field Goals Made/Attempts	25/27	21/28
Touchdowns	50	37
Touchdowns (Rushing–Passing–Returns–Defensive)	14–33–0–3	13–22–1–1
Time of Possession	29:33	30:27

Individual Leaders

Quarterbacks

PLAYER	ATT	COMP	PCT	YARDS	TD	INT	INT%	SACKED	RATING
Peyton Manning	571	357	62.5	4,413	33	15	2.6	20	94.7

Running Backs

PLAYER	RUSHES	YARDS	PER CARRY	TD	FUMBLES	LONG
Edgerrin James	387	1,709	4.4	13	5	30
Peyton Manning	37	116	3.1	1	5	14

Receivers

PLAYER	REC	YARDS	YDS PER CATCH	TD
Marvin Harrison	102	1,413	13.9	14
Edgerrin James	63	594	9.4	5
Jerome Pathon	50	646	12.9	3

Defensive Leaders

Tackles: Mike Peterson, 160 **Sacks:** Chad Bratzke, 7.5 **Interceptions:** Jeff Burris, 4

Scouting Report

The Indianapolis Colts have an explosive offense, led by one of the best quarterbacks in the NFL. With an outstanding halfback, wide receiver Marvin Harrison, and two big tight ends Ken Dilger and Marcus Pollard, this unit is packed with Pro Bowl–caliber athletes. First-round draft choice Reggie Wayne, a wide receiver out of Miami, should develop into yet another passing weapon.

An area of concern is the defensive line, which is undersized and had difficulty stopping the run in 2000. The addition of 300-pound Christian Peter should help. The Colt's used their second-round draft choice on safety Idrees Bashir, who should find his way into the starting lineup.

Special teams is another Indianapolis strength, thanks to Mike Vanderjagt, one of the more consistent kickers in the league. He converted on 25 of 27 field goals and displayed the ability to connect from beyond 50 yards.

Coaching the Colts: You should have no problems on offense, with one of the best running backs in the NFL and an outstanding passing attack. After pounding it inside and outside, you can air it out and Harrison will come down with it more times than not. Scoring points is relatively easy, but you need help from the linebackers and secondary to stop the opposing team from running the ball down your throat.

Meet the Coach: Jim Mora

NFL Head Coaching Record:
Indianapolis 26–24 (1998 to present); New Orleans 93–74 (1986–96)

Prior Coaching Experience:
Head Coach, Philadelphia/Baltimore-USFL (1983–85)

College Playing Career:
Occidental College (1954–57)

NFL Playing Career:
N/A

KEY PLAYS

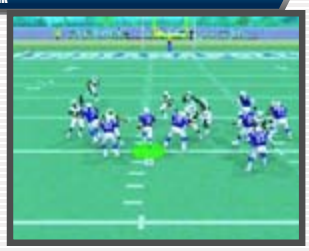
Running

Strong I-Normal: HB Lead Toss

When you have a halfback who possesses outstanding speed, agility, and acceleration, you want to run outside the tackles as much as possible. And, thanks to 335-pound tackle Tarik Glenn, you don't even need a tight end to shore up the run blocking. This presents a nightmare for the defense, because they cannot assume the running play will be to the strong side of the offensive line.

The HB Lead Toss is a quick bounce to the outside. The left guard pulls, and the fullback provides a seal block on the outside linebacker, which occurs at the line of scrimmage. So, the responsibility for gaining extra yardage is with the running back, and of course, the person holding the controller. Fortunately, you have the pleasure of directing one of the best running backs in the game, so you should be eating up real estate in big chunks.

Singleback-Twin TE: HB Counter Weak



This formation is hard to figure out. With two tight ends on the right and a wide receiver on either side, the quarterback has a variety of passing options. Yet, the load on the right indicates a strong-side running play. Wrong on both counts. Instead of running behind the tight ends, our halfback is going to fake right, and then run back to the left behind the pulling right guard.

There is so much movement going on here, the defense needs a couple of minutes just to sort things out. Just as in the first running play, you have the option to pick your way inside the block or skip to the outside.

Stopping the HB Lead Toss

When you encounter a Pro-Bowl halfback, you must cover both sides of the field. The 4–3: Under Man provides excellent coverage across the line of scrimmage. The cornerbacks are your insurance policy. They are positioned wide and close to the line, so they can pursue the sweep to either side.

Stopping the HB Counter Weak

Your best bet is to stop this play before it gets started. If the Colts are beating you consistently with counter running plays, you need to blitz, which basically tells the linebackers to ignore the counter move and head for the backfield. The 4–3: Sweet Blitz sends both linebackers, which is usually enough to disrupt most counters or delays.

Passing

Shotgun-Normal Offset Wk: WR Post Corner

Get the ball to Marvin Harrison and the rest of the passing game will take care of itself. That may be a bit oversimplified, but when you can stretch the field with a wide receiver whose attributes are off the chart in nearly every category, the short and medium passes are that much easier to complete.

This is the ultimate deep route, with the tight end and two wide receivers racing downfield. The halfback sets up in the left slot, alongside Harrison who runs straight, in, and then out toward the sideline. Once you demonstrate that you can go deep successfully, you open up the ball control passing that will let you dominate the game and devour the clock.

Stopping the WR Post Corner

When you face a Pro Bowl wide receiver and a quarterback who threw for more than 4,400 yards, you must decide whether to pressure the passer, the receiver, or both. We recommend leaning toward increasing the receiver coverage, but to be honest, we didn't come up with a single package that consistently shut Harrison down.

The Dime: Prevent puts seven men into pass coverage, which usually puts three defenders on Harrison. But, he is so quick that he can still leave everyone behind on his final cut to the outside. We suggest that you control one of the safeties and try to force the receiver to the sideline. If you're lucky, the quarterback will run out of room and throw the ball out of bounds.

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Passing

Shotgun: Corner Threat

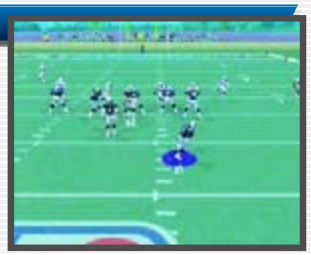
This play looks like a deep route to the wide receiver until the tight end crosses and slants toward the right sideline. Two receivers split wide left and draw two or three defenders, so you may have the added bonus of single coverage on the right. This is a very fast route, so take the snap, hold your ground, and throw the ball as soon as the tight end makes his cut to the outside. If you can't throw this pass quickly, look to your secondary receivers. This becomes a very low percentage pass if you miss the cut.

Stopping the Corner Threat

The quarterback will lose this pass if he waits too long, so your best defense is a heavy rush. Our choice is the 3–4: OLB Blitz, which sends both outside linebackers looping around the ends. After testing several different pressure packages, we found that blitzing from the outside was more effective against shotgun quarterbacks than blitzing up the middle. This defense caused several hurried throws and only one successful connection with the tight end in 10 attempts.

Defending the Run

4-3: Double X



The 4–3: Double X includes a blitz by the LOLB, and it showcases the run-stop talents of strong safety Chad Cota. By positioning himself close to the line, Cota responds quickly to any strong side run. If he can't make the play himself, his initial hit gives the pursuit a chance to finish the job.

Beating the 4-3: Double X

Unlike a safety blitz package, the Double X does not give itself away. The strong safety doesn't make a move until the run comes his way, so there's no way to predict what's coming. However, if the Colts continue blitzing a strong-side linebacker and positioning the strong safety close to the line of scrimmage, your best counter is to call running plays to the weak side, such as the Singleback-Twin TE: HB Cutback. This keeps Cota out of the play. After you establish the run on the weak side, the defense will probably abandon the Double X and go back to covering the entire field.

Defending the Pass

4-3: SS Blitz

Chad Cota gets into the backfield very quickly on this strong safety blitz. He may not record a lot of sacks, but his rush hurries the quarterback into one bad throw after another. Save this call for third and long, but don't overuse it, or the offense will make adjustments.

Beating the 4-3: SS Blitz

When the offense expects a strong safety blitz, a good quarterback will look for any receiver whose route takes him to the area vacated by the strong safety. With the safety coming hard, you'll need to release this pass early, before the receiver finishes his route.

Dallas Cowboys

Star Players

RB 32 Emmitt Smith

Speed	Acceleration	Catching	Awareness
81	85	83	97

For the 10th consecutive season, Emmitt Smith surpassed 1,000 yards rushing after gaining 1,203 with 9 touchdowns in 2000. In his 12th season out of Florida, Smith finds himself just 1,560 yards shy of Walter Payton as the NFL's all-time leading rusher. Still a punishing runner, Smith was the NFL's MVP in 1993, he has accumulated four rushing titles and three Super Bowl rings, and he was chosen MVP of Super Bowl XXVIII. His 147 career touchdowns rank second all-time, and he still holds the single season record with 25 touchdowns in (1995).

SS 28 Darren Woodson

Speed	Strength	Tackling	Awareness
84	58	85	95

From Arizona State University, Darren Woodson has played in five Pro Bowls and collected three Super Bowl rings while wearing a Cowboy uniform. A converted college linebacker, Woodson is the complete NFL package at safety. He combines size (6'1", 219 pounds) and speed (4.4 in the 40-yard dash) with great football instincts and hitting ability. He has maintained the aggressive nature that he displayed as a college linebacker, but has used his quickness and speed to make a very smooth transition to the secondary.

Team Ratings

Overall Rating:	72
Offense:	69
Defense:	69
Special Teams:	61
Quarterback:	71
Featured Running Back:	84
Receivers:	81

Home Field: Texas Stadium™
Built: 1971 **Type: Partially Open**
Capacity: 65,675 **Surface: Texas Turf**

2001 Draft Picks

Round	Player Selected	Position	School
Two	Quincy Carter	QB	Georgia
Two	Tony Dixon	S	Alabama
Three	Willie Blade	DT	Mississippi State
Four	Markus Steele	LB	USC
Five	Matt Lehr	G	Virginia Tech
Six	Daleroy Stewart	DT	Southern Mississippi
Seven	Colston Weatherington	DE	Central Missouri State
Seven	John Nix	DT	Southern Mississippi
Seven	Char-ron Dorsey	T	Florida State

2000 Recap

NFL Team Rankings

Scoring: 23rd
Pass Offense: 27th
Rushing Offense: 12th
Pass Defense: 3rd
Rushing Defense: 31st
Turnovers: 28th

2000 Standings

W	L	Tie	PF	PA	Home	Road	VS AFC	VS NFC	VS DIV
5	11	0	294	361	3–5	2–6	1–3	4–8	3–5

Team Stats

Category	Cowboys	Opponents
Total First Downs	276	309
First Downs (Rushing–Passing–By Penalty)	116–128–32	137–145–27
Third Down Conversions/Attempts	70/195	84/208
Fourth Down Conversions/Attempts	10/18	8/18
Total Offensive Yards	4,724	5,518
Offense (Plays–Avg. Yards)	908–5.0	996–5.0
Total Rushing Yards	1,953	2,636
Rushing (Plays–Avg. Yards)	463–4.2	538–4.9
Total Passing Yards	2,771	2,882
Passing (Comp–Att–Int–Avg.)	255–445–21–10.9	277–458–16–10.4
Sacks	25	35
Int/Returned for TD	16/0	21/3
Field Goals Made/Attempts	25/33	26/31
Touchdowns	31	41
Touchdowns (Rushing–Passing–Returns–Defensive)	15–14–2–0	17–20–0–4
Time of Possession	28:40	31:20

Individual Leaders

Quarterbacks

PLAYER	ATT	COMP	PCT	YARDS	TD	INT	INT%	SACKED	RATING
Troy Aikman	262	156	59.5	1,632	7	14	5.3	13	64.3
Randall Cunningham	125	74	59.2	849	6	4	3.2	8	82.4

Running Backs

PLAYER	RUSHES	YARDS	PER CARRY	TD	FUMBLES	LONG
Emmitt Smith	294	1,203	4.1	9	6	52
Chris Warren	59	254	4.3	2	1	32t

Receivers

PLAYER	REC	YARDS	YDS PER CATCH	TD
James McKnight	52	926	17.8	2
Jackie Harris	39	306	7.8	5
Raghib Ismail	25	350	14.0	1

Defensive Leaders

Tackles: Darren Hambrick, 154 Sacks: Ebenezer Ekuban, 6.5 Interceptions: Phillippi Sparks, 5

Scouting Report

For the first time in 12 years, the Cowboys begin the season without quarterback Troy Aikman. Tony Banks will be given the starting job, but athletic rookie Quincy Carter may challenge him. Whoever quarterbacks the team should to hand the ball off to Emmitt Smith, who will look to surpass 1,000 yards for an 11th straight season. When the Cowboys do pass the ball, they have some speedy targets capable of stretching the defense. Joey Galloway was the fastest man in the NFL before tearing his ACL in the season opener. Raghib Ismail also tore his ACL, doing it in the 10th week of the season against the Eagles. If both receivers fully recover, the Cowboys will field the fastest tandem in the league.

On defense, stopping the run is a real problem, as Dallas became the first team in league history to give up 200 yards to three different backs in the same season. Dimitrius Underwood must continue to develop and Dexter Coakley needs to regain his '99 form when he played in the Pro Bowl.

Coaching the Cowboys: When you have the ball, give Smith plenty of carries. He is a proven commodity who gets the job done behind what is still one of the league's best offensive lines. Get the ball to Galloway and Ismail in the flats and use their speed. On defense, use your safeties to help out against the run.

Meet the Coach: Dave Campo

NFL Head Coaching Record:
Dallas 5–11 (2000 to present)

Prior Coaching Experience:
Defensive Coordinator, Dallas (1995–99);
Secondary Coach, Dallas (1989–94)

College Playing Career:
Central Connecticut State (1967–70)

NFL Playing Career:
N/A

KEY PLAYS

Running

I Form-Twin TE: HB Lead Toss

Career records that once seemed unreachable are now just around the corner for Emmitt Smith. Although he has seen a complete turnover in his offensive line, left guard Larry Allen could be the best ever.

The HB Lead Toss takes advantage of a strong-side left formation, and with Allen pulling out to lead the charge, Smith doesn't have to move a mountain, he just has to run behind one. For good measure, the fullback, Robert Thomas, escorts Smith around left end. The key block is on the LOLB or cornerback, whomever comes up first to challenge the run. Let your fullback execute the block and then cut in or out to get maximum yardage.

I Form-Normal: HB Counter

After you establish the weak-side running attack, throw in a HB Counter to the strong side to keep the defense guessing. This play has excellent potential to break outside for big yardage.

The tight end usually seals the outside tackle in a 4–3, and he often attracts the attention of the LOLB. When this happens, it's Emmitt Smith against the cornerback, and that matchup favors the offense. It is usually too crowded to turn this play inside for more than a couple of yards, but occasionally the fullback clears a lane between the guard and tackle, and you can scoot by the linebackers.

Stopping the HB Lead Toss

With the ROLB coming on a blitz, the 3–4: Man Lock is an excellent call against a weak-side running attack. The cornerbacks play up tight, giving you nine men in sideline-to-sideline run coverage. Obviously, your pass coverage is thin here, but your blitzing linebackers may be able to apply enough pressure if the offense audibles a pass. Remember to gang-tackle Smith. He is rated at 85 for breaking tackles, and if you give him an inch, he'll take 20 yards.

Stopping the HB Counter

The 4–3 is the defense of choice against the counter, unless you have an exceptional linebacking corps. One of our favorites is the 4–3: Thunder, which brings the cornerbacks in tight and positions the strong safety up close to defend the run.

Running up the middle is all but impossible against this formation, but there is room outside if the tight end clogs the corner. You can offset this by shifting the linebackers over to the strong side.

Passing

Shotgun-4 WR: Corner - Threat

It has been 12 years since the Cowboys started a season without Troy Aikman on the roster. Tony Banks is the heir apparent, and although he has big shoes to fill, the talented receiving corps stands ready to ease the transition.

Corner - Threat includes three deep patterns, with the long ball going to Raghib Ismail on the right. Slot receiver Wane McGarrity runs straight downfield ahead of Ismail, and then breaks off toward the sideline as Ismail races downfield. Depending on the coverage, you can hit Ismail immediately after McGarrity makes his cut, or give him a few more steps and lead him deep downfield. Ismail routinely carves up pass defenses 20 yards at a time with this play, but be careful not to overthrow the ball or the deep coverage will end with an easy interception. You'll need to put more pace on the ball than you normally do on long lead passes.

Stopping the Corner - Threat

Against a Nickel zone defense, Ismail always seems to find an open seam about 15 yards out. You need to crunch the coverage a little, without giving up the deep zone. The Dime: Zone Blitz has one man deep and three defenders covering the medium zone on the right side of the field. The LOLB comes hard on a blitz, forcing the quarterback into an early release or producing a surprising number of sacks. Ismail is double-teamed within 10 yards of the line of scrimmage, and by the time he reaches the deep zone, three or four defenders shadow him.

Passing

Split Backs-3 WR: Streaks

This formation still features the wide receivers, but it also forces the defense to think about Emmitt Smith, an outstanding receiver coming out of the backfield. Joey Galloway runs a deep route down the left sideline, while Ismail runs a short drag pattern across the middle. Smith runs between the left guard and tackle and flies downfield. Hit him early in his route, because he eventually picks up double or triple coverage against most Nickel or Dime defenses. Jason Tucker, the slot receiver on the right, is usually well covered on his deep route.

This play is extremely versatile because it looks like a deep pass all the way. Your two best options are to hit Smith early (5–8 yards out), or Ismail as he cuts over the middle. However, if you catch the defense in man coverage, look for Galloway as he streaks down the left sideline.

Stopping the Streaks

The 3–4: Drop Zone does a good job of picking up deep routes across the field, and it provides excellent coverage over the middle. The one possible weakness is single coverage on Galloway streaking down the left sideline. However, if you want to stop the 5–8 yard ball control passes over the middle, this is the ticket.

Defending the Pass

3-4: OLB Blitz

The Cowboys' pass defense was not among the NFL leaders in sacks, completion percentage against, or interceptions, but they had the second lowest average passing yards allowed per game (180.1).

The OLB Blitz gets both outside linebackers into the pass rush, and with Dexter Coakley coming from the weak side, the quarterback is in trouble. This is an excellent call on 3rd and 7. Two linebackers blitz, two stay in pass coverage, the cornerbacks patrol the medium zone, and the safeties are ready for the deep routes.

Beating the 3-4: OLB Blitz

Somehow, you must "feel" the outside blitz coming. When you see the linebackers inch up the line on either side, take a quick look at your short routes. They will be on your quarterback in a heartbeat, so take a two-step drop and fire. The Double Ins pictured here includes a tight end drag across the middle that is a high percentage, albeit short yardage solution. Hey, it's better than a sack.

Defending the Run

4-3: Double Z

When it comes to stopping the run, the Cowboys' defense is more efficient if strong safety Darren Woodson and outside linebacker Dexter Coakley are involved in the play. In the Double Z, Woodson plays up close, right behind the outside linebacker, where he can stuff the run or drop back in pass coverage. With a rating of 95, Woodson has excellent awareness, and he makes near-perfect reads on every play.

On the opposite side, Coakley comes hard on a blitz, cutting off weakside runs, meeting the draw play in the backfield, or pressuring the quarterback. Depending on the offensive line blocks, Coakley takes a wide approach, or sometimes knifes between the tight end and tackle to meet the ballcarrier in the backfield. Opposing teams will have a very difficult time running against a formation that features the Cowboys' two best defensive players.

Beating the Double Z

The best way to beat the Dallas Double Z is to load up the strong side with a tight end, pulling guard, and blocking back, and overpower the strong safety, Woodson. Running around the strong side will keep the play away from the weak-side linebacker Coakley—although he has been known to travel sideline to sideline to make a tackle.

The I Form-Big: HB Toss entices the defense to over-pursue, which then sets up an opportunity for the halfback to cut back inside for positive yardage.

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Miami Dolphins

Star Players

HB 26 Lamar Smith

Speed	Acceleration	Catching	Awareness
81	84	86	86

The 2000 season was a breakout year for Lamar Smith as he recorded career highs with 1,139 yards and 14 touchdowns. Smith played his college ball at Houston and brought a tough, "between-the-tackles" rushing style that produced the best season by a Dolphin running back in 22 years. Primarily a backup for most of his six previous seasons in the NFL, Smith's rugged running has made him the focal point of the Miami offensive attack.

MLB 54 Zach Thomas

Speed	Strength	Tackling	Awareness
78	80	96	95

Zach Thomas, in his sixth season out of Texas Tech where he was a consensus All-American, is one of the AFC's best linebackers. He absolutely stuffs the run, chases the opposing quarterback, and cuts off short passes to running backs. In his career, Thomas has returned three interceptions for touchdowns, tied with Dick Anderson for the most in Dolphins' history. He played in the Pro Bowl following the 1999 season.

Team Ratings

Overall Rating:	81
Offense:	62
Defense:	85
Special Teams:	90
Quarterback:	69
Featured Running Back:	79
Receivers:	76

Home Field: Pro Player Stadium
Built: 1987 **Type: Open**
Capacity: 75,192 **Surface: Grass**

2001 Draft Picks

Round	Player Selected	Position	School
One	Jamar Fletcher	CB	Wisconsin
Two	Chris Chambers	WR	Wisconsin
Three	Travis Minor	RB	Florida State
Three	Morlon Greenwood	LB	Syracuse
Five	Shawn Draper	T	Alabama
Six	Brandon Winey	T	LSU
Six	Josh Heupel	QB	Oklahoma
Six	Otis Leverette	DE	Alabama-Birmingham
Six	Rick Crowell	LB	Colorado State

2000 Recap

NFL Team Rankings

Scoring: 16th
Pass Offense: 30th
Rushing Offense: 14th
Pass Defense: 5th
Rushing Defense: 14th
Turnovers: 5th

2000 Standings

W	L	Tie	PF	PA	Home	Road	VS AFC	VS NFC	VS DIV
11	5	0	323	226	5–3	6–2	9–3	2–2	5–3

Team Stats

Category	Dolphins	Opponents
Total First Downs	251	289
First Downs (Rushing–Passing–By Penalty)	104–122–25	92–156–41
Third Down Conversions/Attempts	75/214	70/211
Fourth Down Conversions/Attempts	4/6	8/15
Total Offensive Yards	4,614	4,906
Offense (Plays–Avg. Yards)	917–5.0	947–5.0
Total Rushing Yards	1,894	1,736
Rushing (Plays–Avg. Yards)	496–3.8	417–4.2
Total Passing Yards	2,720	3,170
Passing (Comp–Att–Int–Avg.)	243–421–17–11.2	282–530–28–11.2
Sacks	48	23
Int/Returned for TD	28/0	17/1
Field Goals Made/Attempts	28/31	22/30
Touchdowns	34	23
Touchdowns (Rushing–Passing–Returns–Defensive)	16–15–1–2	9–13–0–1
Time of Possession	30:43	29:17

Individual Leaders

Quarterbacks

PLAYER	ATT	COMP	PCT	YARDS	TD	INT	INT%	SACKED	RATING
Jay Fiedler	357	204	57.1	2,402	14	14	3.9	23	74.5
Damon Huard	63	39	61.9	318	1	3	4.8	4	60.2

Running Backs

PLAYER	RUSHES	YARDS	PER CARRY	TD	FUMBLES	LONG
Lamar Smith	309	1,139	3.7	14	3	68t
Jay Fiedler	54	267	4.9	1	2	30

Receivers

PLAYER	REC	YARDS	YDS PER CATCH	TD
Oronde Gadsden	56	786	14.0	6
Leslie Shepherd	35	446	12.7	4
Tony Martin	26	393	15.1	0

Defensive Leaders

Tackles: Brock Marion, 109 **Sacks:** Trace Armstrong, 16.5 **Interceptions:** Brian Walker, 7

Scouting Report

The Dolphins are built on defense. With Jason Taylor and Daryl Gardner up front, Zach Thomas patrolling the middle of the field, and corners Patrick Surtain and Sam Madison, it's no wonder this team proved to be one of the toughest to move the ball against in 2000.

Offense is a different story though. Lamar Smith was a pleasant surprise in 2000 and will continue to get most of the carries this season. The problem was the passing game, where new quarterback Jay Fiedler struggled with injuries in his first full season. Miami was second to last in passing offense in 2000, and they are looking for a healthy Fiedler and second-round draft choice, wide receiver Chris Chambers to improve those numbers this year. Olindo Mare is the best kicker in the NFL right now. Not only is he the second most accurate kicker in NFL history, his kickoffs usually result in touchbacks, and he succeeds at making onside kicks.

Coaching the Dolphins: Use a conservative approach on offense. Give the ball to Smith. Try to avoid long 3rd down situations because "airing it out" is not this team's strength. Your defense will punish the opposition and always keep you in games. If you're in range, use Mare for the sure three points.

Meet the Coach: Dave Wannstedt

NFL Head Coaching Record:
Miami 12–6 (2000 to present); Chicago 41–55 (1993–98)

Prior Coaching Experience:
Assistant Head Coach, Miami (1999);
Defensive Coordinator, Dallas (1989–92)

College Playing Career:
Pittsburgh (1970–73)

NFL Playing Career:
Offensive Tackle—Green Bay (1974)

KEY PLAYS

Running

I Form-Normal: HB Slam

The Dolphins' offensive line won't blow people away, so we recommend using a two-back set with Lamar Smith. The HB Slam sends the halfback behind 255-pound fullback Rob Konrad. This is a punishing play, especially late in the game, so it's important to establish your ability to run inside early.

With the tight end in the set, Smith has the option to move outside if the line closes up. However, take your cues from the defensive alignment. If the strong safety is in tight run coverage, or if the defense likes to blitz wide with the linebackers, it will be tough to find room outside. Stay behind your blockers and earn the tough yardage inside.

Weak-I Normal: Power Toss

This play runs beautifully out of a strong-side right formation. The right tackle pulls, joining forces with the fullback to clear the way for Smith. For best results, swing wide and make your cut just inside or outside the wide receiver. If you cut in too soon, or too shallow, you won't be able to utilize the wide receiver's block, which is critical for turning the corner. If the strong-side blocking does its job, you'll be one-on-one with the cornerback when you turn upfield. Don't forget your spin move.

Stopping the HB Slam

This play hits the line quickly, so check for gaps in your defensive front. With a 4–3 (Man Lock or Under Man), shift to the left to put a little extra pressure on the tight end. Then, take control of the middle linebacker and plug the gap between the offensive guard and tackle.

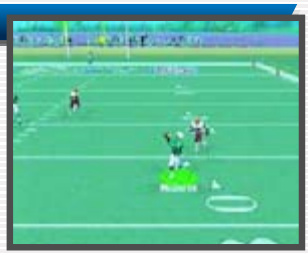
This is a good technique against most strong-side inside runs. Let the LOLB respond to the play, because he will protect the outside if the runner tries to escape. Your job is to clog the inside with the middle linebacker. Hold your ground and don't get tempted to follow the play to the outside.

Stopping the Power Toss

The only way to stop the Power Toss is to split the blockers. It's impossible to beat the tight end to his block, but, with a quick linebacker or strong safety, you can beat the fullback to the outside. This is the key point of attack. If your linebackers are fast and athletic, try the 3–4: OLB Blitz. However, if your strong safety is a stud, go with the 4–3: SS Blitz (pictured here).

Passing

Singleback-Normal: PA HB Curl



As we mentioned in the Scouting Report, you want to control the ball with short, quick passes, mixed in with runs. This is not a passing offense that can go deep on every series. For added effect, we like to run most passing plays out of run formations such as the Singleback-Normal.

There are plenty of options here. The primary receiver is O.J. McDuffie who runs a 5–8 yard comeback slant on the right side. This is a quick pattern that is virtually impossible to defend if you deliver the ball on time. The play action fake should freeze the linebackers long enough for your tight end to run his slant over the middle. However, don't force the ball if the coverage collapses to the middle of the field, or you'll likely throw an interception. A third option is the wide receiver on the left who runs a deeper version of McDuffie's comeback. Forget about McKnight's deep route.

Stopping the PA HB Curl

This play does not hold up well against the 3–4: Weak Blitz. The two outside linebackers on the right come hard inside and outside the defensive tackle. The other backers and cornerbacks play tight man coverage, while the safeties stay deep. The beauty of this play is that you can blitz two linebackers without giving up a big chunk of pass coverage.

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Passing

Shotgun-5 WR: Short Crosses

If the opposing defense does not have much of a blitz, put Fiedler in the gun and let him take his pick of five short routes (including three that cross). There is so much movement by the wide receivers on this play that it is difficult for the defense to stay with everyone. Our favorite receiver is the tight end, who lines up in the right slot and runs up and across the middle on a slant. He emerges from three crossing routes, and often finds an empty field. However, you must hit the tight end early in his route, or he will run into heavier deep coverage. Another good option is the drag route (left to right). With all the activity on the right side of the field, the wide receiver on the left usually draws single coverage.

Stopping the Short Crosses

All it takes is one blitzing linebacker to disrupt this play, which is why the offense should only use it 2–3 times per game. The Nickel: LB Blitz is a good way to cover all of the options. The outside linebacker blitzes on the right while the other backer, cornerbacks, and nickel back play up close in tight man coverage. The safeties play a deep zone. With a five-man offensive line, the linebacker should find a hole and get in the quarterback's face, forcing a hurried pass or grabbing a sack.

Defending the Run

4-3: Double TE

Thanks to middle linebacker Zach Thomas, the Dolphins are strong up the middle, making it easy to defend the run in a wide variety of 4–3: Man defenses. We like the 4–3: Double TE because it includes a blitzing linebacker on the right, and tight run defense by the strong safety on the left. This makes it difficult to run to either side. Running in the middle is even tougher with the big tackles Bowens and Gardener, and of course, Thomas backing them up.

Beating the Double TE

Your only option is to put the ball in the air. The I Form-Normal: Quick Outs is a big set with three short pass routes. The out patterns on either side are quick and tough to defend. They won't gain more than 5 yards, but that is a major victory against the Dolphins' 4–3: Double TE.

Defending the Pass

Nickel: Man Lock

It's great fun to play pass defense with the Dolphins because there is so much talent at every position. Cornerback Sam Madison and free safety Brock Marion could be the best at their positions in the NFL, so you can use man coverage with complete confidence.

The Nickel: Man Lock gives you an extra defensive back without affecting the four-man front. There is consistent pressure on the quarterback without committing a linebacker to the blitz, so you have balanced coverage against short, medium, and long routes. This call dares the opposing quarterback to find an open man.

Beating the Nickel: Man Lock

The quarterback comes under steady fire against the Nickel: Man Lock, so get him out of the pocket. Our recommendation is to load up receivers on one side, drift out to the same side, and complete short, crisp out patterns. The Singleback-Trips WR: WR Hook Out gives you three options on the right. The best route is a turn-out pattern by the far wide receiver.

Philadelphia Eagles

Star Players

TE 89 Chad Lewis

Speed	Acceleration	Catching	Awareness
66	79	60	80

Although Lewis was not drafted out of Brigham Young, where he made the Academic All-WAC squad, the 6'6", 252-pound tight end started every game for Philadelphia last year. In his fourth NFL season, he set personal highs with 69 passes and 735 yards, and he was elected to the Pro Bowl. The leading Eagles receiver, he caught more passes than any other tight end in the NFC.

CB 23 Troy Vincent

Speed	Strength	Tackling	Awareness
90	93	65	93

Troy Vincent is one of the NFC's best cover men. He earned his second consecutive trip to the Pro Bowl in 2000, this time as a starter for the NFC squad. He led the Eagles with five interceptions, tying him for ninth in the NFC. Vincent was sixth on the club with 92 tackles and started all 16 regular season games and both post-season contests. A four-year letterman and three-year starter at Wisconsin, Vincent was one of the most honored defensive backs as a senior, when he garnered first team All-American honors.

Team Ratings

Overall Rating:	88
Offense:	75
Defense:	85
Special Teams:	97
Quarterback:	90
Featured Running Back:	81
Receivers:	79

Home Field: Veterans Stadium
Built: 1971 **Type: Open**
Capacity: 65,352 **Surface: NeXturf**

2001 Draft Picks

Round	Player Selected	Position	School
One	Freddie Mitchell	WR	UCLA
Two	Quinton Caver	LB	Arkansas
Three	Derrick Burgess	DE	Ole Miss
Four	Correll Buckhalter	RB	Nebraska
Five	Tony Stewart	TE	Penn State
Five	A.J. Feeley	QB	Oregon

2000 Recap

NFL Team Rankings

Scoring: 12th
Pass Offense: 20th
Rushing Offense: 15th
Pass Defense: 7th
Rushing Defense: 20th
Turnovers: 14th

2000 Standings

W	L	Tie	PF	PA	Home	Road	VS AFC	VS NFC	VS DIV
11	5	0	351	245	5–3	6–2	3–1	8–4	5–3

Team Stats

Category	Eagles	Opponents
Total First Downs	295	295
First Downs (Rushing–Passing–By Penalty)	88–182–25	105–159–31
Third Down Conversions/Attempts	90/224	72/221
Fourth Down Conversions/Attempts	7/11	14/24
Total Offensive Yards	5,268	5,111
Offense (Plays–Avg. Yards)	972–5.0	1,005–5.0
Total Rushing Yards	1,882	1,830
Rushing (Plays–Avg. Yards)	397–4.7	453–4.0
Total Passing Yards	3,386	3,281
Passing (Comp–Att–Int–Avg.)	331–575–15–10.2	314–552–19–10.4
Sacks	50	45
Int/Returned for TD	19/2	15/0
Field Goals Made/Attempts	29/33	28/33
Touchdowns	38	23
Touchdowns (Rushing–Passing–Returns–Defensive)	13–21–2–2	10–11–1–1
Time of Possession	29:01	30:59

Individual Leaders

Quarterbacks

PLAYER	ATT	COMP	PCT	YARDS	TD	INT	INT%	SACKED	RATING
Donovan McNabb	569	330	58.0	3,365	21	13	2.3	45	77.8

Running Backs

PLAYER	RUSHES	YARDS	PER CARRY	TD	FUMBLES	LONG
Donovan McNabb	86	629	7.3	6	7	54
Duce Staley	79	344	4.4	1	3	60

Receivers

PLAYER	REC	YARDS	YDS PER CATCH	TD
Chad Lewis	69	735	10.7	3
Charles Johnson	56	642	11.5	7
Torrance Small	40	569	14.2	3

Defensive Leaders

Tackles: Jeremiah Trotter, 171 **Sacks:** Hugh Douglas, 15 **Interceptions:** Troy Vincent, 5

Scouting Report

The Eagles were a one-man wrecking crew on offense last season as their quarterback almost singlehandedly carried the squad into the post-season. First-round draft choice Freddie Mitchell and free agent acquisition James Thrash should greatly improve the receiving corp. Halfback Duce Staley was on pace for 1,000 yards before injuring his foot and missing the last 11 games of the season. His return will help diversify the offense.

The Eagles' defense is solid, led by Hugh Douglas and Corey Simon up front and Jeremiah Trotter at middle linebacker. Bobby Taylor and Troy Vincent are such good cover men that opposing quarterbacks will look more to their tight end or running backs than to the wide receivers.

Coaching the Eagles: The defense slows the run and with the quality cornerbacks, you can gamble with your safeties. When you have the ball, run Staley behind the big offensive line and the chains will move. Your quarterback has a strong arm, and opposing defenses must look for him to run at any time. While the opposing defense is protecting the field, tight end Chad Lewis often sneaks unattended into the secondary, making the big tight end a key target.

Meet the Coach: Andy Reid

NFL Head Coaching Record:
Philadelphia 17–17 (1999 to present)

Prior Coaching Experience:
Assistant Coach, Green Bay (1993–98)

College Playing Career:
BYU (1979–81)

NFL Playing Career:
N/A

KEY PLAYS

Running

I Form-Normal: Off Tackle

Duce Staley loves running behind 320-pound right tackle Jon Runyan, so you might as well give the halfback what he wants. The I Form-Normal: Off Tackle starts off behind Runyan's right shoulder. With a blocking back and tight end also in the mix, Staley usually has plenty of running room to the left or right.

Try to keep this play between the tackles. When you establish your ability to run inside, the defense responds with more man coverages, which creates opportunities for the quarterback to go deep.

I Form-Twin WR: HB Toss

This outside run is a perfect complement to the Off Tackle, especially if the opposing defense likes the 3–4. With a pulling guard, tight end, blocking back, and of course, big Jon Runyan, Staley should find plenty of running room. Just don't go too far outside.

The biggest lanes open up just as you clear the tight end's block. You'll have two choices. If the defense is slow to react, turn sharply upfield around the tight end. However, if the linebackers are coming hard, cutback hard against the grain and look for openings in the middle of the field. There is a surprisingly good surge here, and it is not uncommon to move the pile for 5–10 yards.

Stopping the Off Tackle

The best way to disrupt this play is to hit the right tackle, Runyan, from the side. The 4–3: Crash Blitz sends the front four slashing across the line from left to right. This would normally be dangerous against a strong-side run, but the LOLB also comes hard on a blitz, putting him right in the middle of the blocking flow. The slanting movement makes it tougher for everyone on the offensive line, including the tight end.

Stopping the HB Toss

The 4–3: Under Man keeps the pulling guard at home, thereby reducing the effectiveness of the outside blocking. Without the guard leading the way, the linebackers pursue laterally while the strong safety and cornerback come up and finish the job.

Passing

Split Backs-Normal: SS Pressure

Although this is not a designed rollout, it is perfect for the Eagles' mobile quarterback. The tight end and wide receiver run downfield side-by-side, until they cross about 10 yards from the line of scrimmage. At the same time, the fullback floats out into the flat, providing a shield for the rollout. Sprint out to the right, pull up, and release the ball to either receiver immediately after they cross (remember not to throw if you're on the run because the ball will sail well out of bounds). Our favorite is the out pattern to Chad Lewis, the sure-handed tight end. If the play breaks down, you can tuck it in and run, or dump it off to the fullback who should still be in the vicinity.

Stopping the SS Pressure

Against the Eagles, you must defense the quarterback from sideline to sideline. The popular way to shut down the rollout is to blitz the strong safety. However, in this case, a blitzing strong safety would leave a wide-open receiver downfield. Instead, use the 4–3: Man Zone, which sends the LOLB on a straight blitz, leading him directly into the path of the rollout. The best the passer can do in this situation is to dump it off to the fullback, who should be well covered.

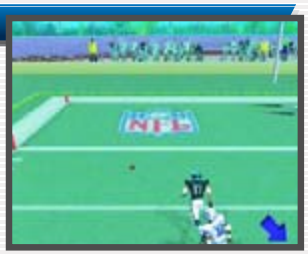
Passing

Split Backs-3 WR: Curls

With this two-back set, you have greater flexibility with your athletic quarterback. The fullback blocks to the right, while the halfback drifts out to the left. With two backs in the backfield, you can settle into the pocket or drift to the right for a better look at two deep curl routes. The wide receiver on the far left runs a similar pattern.

We prefer sprinting out to the right because of the blocking back and the choice of two receivers. The down side is that you pretty much eliminate the possibility of connecting with the deep receiver on the left. After you set yourself, look for the far right receiver, and release the pass immediately when he stops to make his comeback.

Stopping the Curls



It takes a very athletic defensive secondary to play man coverage against multiple receivers running curl patterns. The 4–3: Sky lets you maintain pressure on the quarterback with your front four and a blitzing LOLB, while still dropping six men into zone coverage, blanketing the field. Because of the pressure, the quarterback usually releases the ball while the receivers are still running downfield, rather than waiting for them to make their curl moves. This results in many harmless overthrows or errant passes that can be picked off.

Defending the Run

4-3: Fire Man

This aggressive pressure play stops even the strongest inside running game in its tracks. Both outside linebackers slash toward the quarterback, while the defensive ends show a little fancy footwork to let the backers come through. With six men driving forward, the defensive surge is catastrophic for the quarterback and the runner.

We ran this play in practice against a Singleback-Big formation and it forced the quarterback to abandon the handoff three times in just 10 plays. Additionally, there were three tackles in the backfield. The Eagles' fine cornerback duo of Troy Vincent and Bobby Taylor play up in run coverage, just in case the halfback squirts loose on either side.

Beating the Fire Man

What makes this play so tough is that it not only stuffs the run, but it applies intense pressure on the quarterback up the middle. There is simply no time to drop back in the pocket, so you must throw short out of the shotgun, such as the Shotgun-4 WR: Slant Drag. Don't even move the quarterback; simply take the snap, pick your shortest route, and fire.

Defending the Pass

4-3: Whip Man

As we mentioned earlier, the Eagles' cornerbacks are exceptional defenders, which allows you to blitz more often than most teams. The Whip Man sends the middle and outside right linebackers slashing across the line, while the corners and safeties play man coverage. If the offense comes out without a tight end, the quarterback will have very little time to make an accurate throw.

Beating the Whip Man

Normally, a screen pass would slow down the Whip Man, but the 4–3 forces the pulling guard and tackle to stay home and pass block. We recommend a big set, like the I Form-Twin TE: TE In. Look for the tight end dragging across the middle. Hit him quickly as he arrives where the blitzing linebackers have vacated their positions. This pass rarely gains more than 5 yards, but it keeps the drive moving, and it makes the defense think twice about the next blitz.

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Atlanta Falcons

Star Players

HB 32 Jamal Anderson

Speed	Acceleration	Catching	Awareness
83	85	89	87

In his eighth season out of Utah, Jamal Anderson hopes to regain his Pro Bowl form of 1998 when he became one of the top running backs in the NFL with a club record 1,846 rushing yards on an NFL-record 410 carries with 16 touchdowns and a league-best 12 100-yard games. Despite running behind a less than stellar offensive line, Anderson managed 1,024 yards in 2000. He is a bruising runner, and one of the league's best when playing at 100 percent.

MLB 58 Jessie Tuggle

Speed	Strength	Tackling	Awareness
68	80	90	91

Fully recovered from the knee injury that cost him the last two months of 2000, 14-year veteran Jessie Tuggle, out of Valdosta State, is ready to prove he can still dominate. He is a hard-hitting run stopper who dominates the middle of the field and picks his spots to rush the quarterback. He'll be expected to anchor an inexperienced defense in 2001.

Team Ratings

Overall Rating:	70
Offense:	62
Defense:	72
Special Teams:	79
Quarterback:	69
Featured Running Back:	84
Receivers:	73

Home Field: Georgia Dome®
Built: 1992 **Type: Dome**
Capacity: 71,228 **Surface: Artificial Turf**

2001 Draft Picks

Round	Player Selected	Position	School
One	Michael Vick	QB	Virginia Tech
Two	Alge Crumpler	TE	North Carolina
Four	Robert Garza	C	Texas A&M-Kingsville
Four	Matt Stewart	LB	Vanderbilt
Five	Vinny Sutherland	WR	Purdue
Six	Randy Garner	DE	Arkansas
Seven	Corey Hall	DB	Appalachian State
Seven	Kynan Forney	T	Hawaii
Seven	Ronald Flemons	DE	Texas A&M
Seven	Quentin McCord	WR	Kentucky

2000 Recap

NFL Team Rankings

Scoring: 27th
Pass Offense: 22nd
Rushing Offense: 28th
Pass Defense: 24th
Rushing Defense: 27th
Turnovers: 23rd

2000 Standings

W	L	Tie	PF	PA	Home	Road	VS AFC	VS NFC	VS DIV
4	12	0	252	413	3–5	1–7	1–3	3–9	3–5

Team Stats

Category	Falcons	Opponents
Total First Downs	256	308
First Downs (Rushing–Passing–By Penalty)	65–156–35	113–175–20
Third Down Conversions/Attempts	57/197	71/198
Fourth Down Conversions/Attempts	6/13	11/18
Total Offensive Yards	4,380	5,749
Offense (Plays–Avg. Yards)	864–5.0	968–5.0
Total Rushing Yards	1,214	1,983
Rushing (Plays–Avg. Yards)	350–3.5	453–4.4
Total Passing Yards	3,166	3,766
Passing (Comp–Att–Int–Avg.)	285–514–20–11.1	306–515–15–12.3
Sacks	31	61
Int/Returned for TD	15/1	20/3
Field Goals Made/Attempts	25/31	29/31
Touchdowns	25	46
Touchdowns (Rushing–Passing–Returns–Defensive)	6–14–4–1	16–23–3–4
Time of Possession	29:35	30:25

Individual Leaders

Quarterbacks

PLAYER	ATT	COMP	PCT	YARDS	TD	INT	INT%	SACKED	RATING
Chris Chandler	331	192	58.0	2,236	10	12	3.0	40	73.5
Danny Kanell	116	57	49.1	524	2	5	4.3	8	49.6

Running Backs

PLAYER	RUSHES	YARDS	PER CARRY	TD	FUMBLES	LONG
Jamal Anderson	282	1,024	3.6	6	6	42
Maurice Smith	19	69	3.6	0	0	16

Receivers

PLAYER	REC	YARDS	YDS PER CATCH	TD
Shawn Jefferson	60	822	13.7	2
Terance Mathis	57	679	11.9	5
Tim Dwight	26	406	15.6	3

Defensive Leaders

Tackles: Marty Carter, 86 Sacks: Travis Hall, 4.5 Interceptions: Ray Buchanan, 6

Scouting Report

Expectations are high in Atlanta after the Falcons traded for the top pick in the draft and selected speedy, strong-armed quarterback Michael Vick. The former Virginia Tech Hokie will learn the ropes for a year under Chris Chandler. The 13-year veteran does have some nice targets in Shawn Jefferson and Terence Mathis, one of the more dependable tandems in the league. Jamal Anderson is a real threat on the ground, and Bob Whitfield is a force on the offensive line. However, the rest of the offensive line is inexperienced and that may make moving the ball difficult.

Travis Hall can dominate on the defensive line, but the front four doesn't put enough pressure on the quarterback. As good as Ray Buchanan and Ashley Ambrose are in the secondary, that lack of pressure makes them susceptible to teams with good passing attacks.

Coaching the Falcons: Whatever you do on offense, realize that because of the offensive line, you won't have much time to do it. Anderson can still be effective. Jefferson and Mathis are dependable receivers, but you'll need to use plays with short routes. Defensively, this team has holes, but you can make plays by leaning on your best players: Hall, Brooking, Tuggle, and Buchanan.

Meet the Coach: Dan Reeves

NFL Head Coaching Record:
Atlanta 32–35 (1997 to present); New York Giants 31–33 (1993–96); Denver 110–73–1 (1981–92)

Prior Coaching Experience:
Offensive Coordinator, Dallas (1977–80)

College Playing Career:
South Carolina (1962–64)

NFL Playing Career:
Running back, Dallas (1965–72)

KEY PLAYS

Running

Singleback-Big: HB Pitch

Bob Whitfield is a stud at left tackle and you should send most of your running plays in his direction. The HB Pitch has a pulling guard and tight end leading the way, with Whitfield carving out the middle of the defensive line. This play is designed to run wide, but you may find daylight closer to left tackle. With a rating of 89, Jamal Anderson is adept at breaking tackles, so don't panic if a cornerback comes up fast on the outside.

Strong I-Big: FB Trap

Jamal Anderson is the lead back, but fullback Bob Christian is more than just a blocker. He has excellent vision on the field, and he knows how to get the first down. Anderson, the deep back, cuts in behind the tight end, sealing off the outside pressure, while the fullback plows into the line between the left guard and tackle. Unless he's under fire, the right guard will also pull and lead the play.

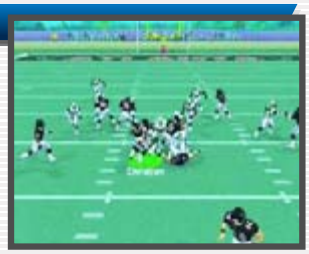
During our practice sessions, this play always seemed to net 3 or more yards, making it a good call for those crucial 3rd and short situations.

Stopping the HB Pitch

The 4–3: Under Man has excellent pursuit on outside running plays, even against a big set. If the linebackers don't make it in time, the cornerback and safety usually arrive on time to keep the positive gain down to a couple of yards.

Stopping the FB Trap

If the opposing team likes to trap, bring the linebackers and cornerbacks in tight where they can see the run developing and help out the front four if they get pulled out of position. The 4–3: Man QB Spy uses the cornerbacks in run coverage, which should be enough to keep the trap from snaring a big gain.

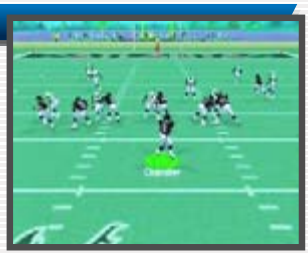


Passing

Shotgun-2 RB 3 WR: Slants Middle

Keeping with our earlier recommendation to keep the passing game short, the Slants Middle has two flat passes, a short slant across the middle by the right slot receiver, and a medium slant on either side by wideouts Mathis and Jefferson.

The right-side receiver, Shawn Jefferson, is your primary target. His route takes him nicely between coverages, if you deliver the ball as he crosses the right hashmark. Unless you are facing a massive blitz, you should have plenty of time to make this play work. Just in case the pressure forces you to abandon the primary receiver, a quick flip to either running back should get you out of trouble.



Stopping the Slants Middle

Although it takes longer to pressure the quarterback in the shotgun, it's still the best way to disrupt the play. We like the 4–3: Sweet Blitz, which sends the outside linebackers looping around toward the quarterback. If the passer gets the ball away, it will be to one of the running backs, and the ball will probably be received behind the line of scrimmage.

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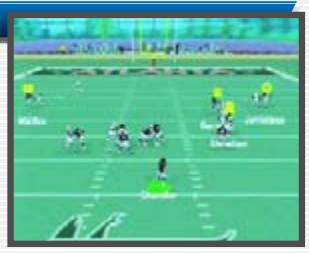
Passing

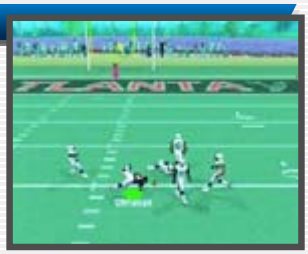
Strong I-3 WR: Quick Hooks

For short, high-percentage passes, look to the right and left outside receivers running short button hooks down the sideline. These passes are easy to complete, but the net yardage gained is usually very low. Two better choices are the tight end running a slant from the right slot, and the fullback, running up and out toward the right sideline. The latter is our favorite, because Christian tends to get lost in traffic early in the route. The defender is usually on his right, so zip the pass inside for a solid 8–10 yard completion.



Stopping the Quick Hooks

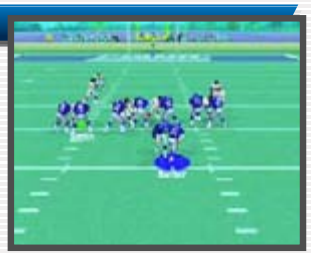
The Nickel: Robber does an excellent job of dropping a blanket of man coverage on receivers coming out of the backfield. The fullback usually draws double (or triple) coverage, which is enough to break up the pass.



Defending the Run

4-3: Mike Blitz

Jessie Tuggle is still a force in the middle, so get him aggressively involved in the run defense. We like the 4–3: Mike Blitz, which sends Tuggle in the gap vacated by the right tackle, who slashes across the center. This movement, combined with Tuggle's blitz, puts a ton of pressure on the center of the line, where most inside runs develop. The outside linebackers play tight run coverage, and you'll get plenty of help from the cornerbacks and strong safety. The Mike Blitz works best against dive and belly plays, while still holding its own against the off tackle.



Beating the 4-3: Mike Blitz

While this play stuffs the inside run, it is susceptible to speed on the outside. In a big set, such as the I Form-Big: HB Toss, the blocking back and tight end provide enough protection to spring the runner around the corner. This play can pick up 10 yards or more before the cornerback and strong safety catch up to the halfback.

Defending the Pass

Dime: Zone Man X

Right cornerback Ray Buchanan has excellent speed and instincts, two attributes that enabled him to grab six interceptions last year. Although not as fast as Buchanan, Ashley Ambrose does the job on the other side. Combined with the steady play of free safety Ronnie Bradford, you should find success with combination man/zone coverage, such as the Dime: Zone Man X. This formation does not pressure the quarterback, but you'll pick up a fair share of coverage sacks, especially on 3rd and very long.

Beating the Dime: Zone Man X

The best way to solve this coverage is to send your tight end on a drag route across the middle. The Singleback-Twin TE: TE Middle sends the tight end about 8 yards out before he cuts left across the middle. By the time he runs this route, most of the coverage has retreated.

San Francisco 49ers

Star Players

WR 81 Terrell Owens

Speed	Acceleration	Catching	Awareness
92	96	91	93

In his sixth season out of Tennessee-Chattanooga, Terrell Owens turned in an outstanding 2000 with 97 catches for 1,451 yards and 13 touchdowns. He was rewarded with a trip to the Pro Bowl. With the departure of Jerry Rice, Owens will be counted on to provide leadership as well as offense. Excellent size, speed, and strength make him a dangerous offensive weapon. He set the NFL record with 20 catches in a game against the Bears last year. With a knack for making big plays, Owens has solidified his place as one of the most dynamic and exciting receivers in the game today.

DT 97 Bryant Young

Speed	Strength	Tackling	Awareness
62	92	93	94

Entering his eighth season, Bryant Young led the 49ers in 2000 with 9.5 sacks. Known for putting pressure on the quarterback, Young is actually underrated when it comes to stopping the run. He has recorded three career safeties, tying him for third all-time in NFL history. Young earned All-America honors as a senior at Notre Dame, posting 67 tackles and leading the Irish with 6.5 sacks.

Team Ratings

Overall Rating:	74
Offense:	71
Defense:	74
Special Teams:	60
Quarterback:	85
Featured Running Back:	68
Receivers:	81

Home Field: 3Com® Park
Built: 1960 Type: Open
Capacity: 69,734 Surface: Grass

2001 Draft Picks

Round	Player Selected	Position	School
One	Andre Carter	DE	Cal
Two	Jamie Winborn	LB	Vanderbilt
Three	Kevan Barlow	RB	Pittsburgh
Six	Cedrick Wilson	WR	Tennessee
Six	Rashad Holman	CB	Louisville
Six	Menson Holloway	DE	UTEP
Seven	Alex Lincoln	LB	Auburn
Seven	Eric Johnson	TE	Yale

2000 Recap

NFL Team Rankings

Scoring: 6th
Pass Offense: 5th
Rushing Offense: 18th
Pass Defense: 29th
Rushing Defense: 16th
Turnovers: 13th

2000 Standings

W	L	Tie	PF	PA	Home	Road	VS AFC	VS NFC	VS DIV
6	10	0	388	422	4–4	2–6	2–2	4–8	1–7

Team Stats

Category	49ers	Opponents
Total First Downs	334	347
First Downs (Rushing–Passing–By Penalty)	96–211–25	110–194–43
Third Down Conversions/Attempts	84/202	80/204
Fourth Down Conversions/Attempts	10/20	12/18
Total Offensive Yards	6,201	5,979
Offense (Plays–Avg. Yards)	999–6.0	993–6.0
Total Rushing Yards	1,801	1,794
Rushing (Plays–Avg. Yards)	416–4.3	435–4.1
Total Passing Yards	4,400	4,185
Passing (Comp–Att–Int–Avg.)	366–583–10–12.0	320–558–13–13.1
Sacks	38	25
Int/Returned for TD	13/2	10/2
Field Goals Made/Attempts	15/22	26/31
Touchdowns	49	49
Touchdowns (Rushing–Passing–Returns–Defensive)	15–32–0–2	22–25–0–2
Time of Possession	29:38	30:22

Individual Leaders

Quarterbacks

PLAYER	ATT	COMP	PCT	YARDS	TD	INT	INT%	SACKED	RATING
Jeff Garcia	561	355	63.3	4,278	31	10	1.8	24	97.6
Rick Mirer	20	10	50.0	126	1	0	0.0	1	86.7

Running Backs

PLAYER	RUSHES	YARDS	PER CARRY	TD	FUMBLES	LONG
Charlie Garner	258	1,142	4.4	7	4	42
Jeff Garcia	72	414	5.8	4	6	33

Receivers

PLAYER	REC	YARDS	YDS PER CATCH	TD
Terrell Owens	97	1,451	15.0	13
Jerry Rice	75	805	10.7	7
Charlie Garner	68	647	9.5	3

Defensive Leaders

Tackles: Winfred Tubbs, 109 **Sacks:** Bryant Young, 9.5
Interceptions: Monty Montgomery and Zack Bronson, 3

Scouting Report

The 49ers finished the 2000 campaign 6–10, but that had very little to do with their offense. Quarterback Jeff Garcia shocked the football world emerging as a Pro Bowl quarterback who set the team record for passing yards with 4,278 yards and 31 touchdowns. And remember, this is the same team with names such as Montana and Young in its record books. The departure of Jerry Rice should have little or no effect on the 49ers offense. Terrell Owens is a star and along with J.J. Stokes and Tai Streets, Garcia has several capable targets. Charlie Garner is gone after two straight 1,000-yard seasons, but third-round draft choice Kevan Barlow and Garrison Hearst should pick up the slack.

Last year's defense couldn't stop the pass because, other than with Bryant Young, they couldn't pressure the quarterback. That will change this season as first-round draft choice Andre Carter will make an immediate impact and Dana Stubblefield returns to the Bay Area after two seasons in Washington. Stubblefield was the 1997 Defensive Player of the Year after recording 15 sacks. Julian Peterson impressed despite being injured for much of his rookie season.

Coaching the 49ers: The 49er air attack will rack up some serious yards and put points on the scoreboard. Be sure to mix in the run. The front four on defense will pressure the quarterback and should do a decent job stopping the run. However, the secondary will be tested against teams with strong passing games.

Meet the Coach: Steve Mariucci

NFL Head Coaching Record:
San Francisco 37–31 (1997 to present)

Prior Coaching Experience:
Head Coach, University of California (1996); Quarterbacks Coach, Green Bay (1992–95)

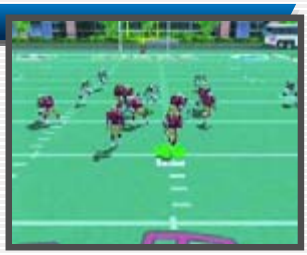
College Playing Career:
Northern Michigan (1975–77); two-time All-American quarterback

NFL Playing Career:
N/A

KEY PLAYS

Running

Strong I-Normal: HB Power



Running Kevan Barlow out of the Strong I-Normal gives him the added security of a blocking back, pulling guard, and tight end. This should enable him to find running room outside. However, keep in mind that as a rookie, Barlow's Awareness rating is still developing, so rely on your dexterity with the controller to help him find the holes.

The left cornerback or strong safety is Barlow's biggest obstacle on the outside. If the wide receiver executes his block and the tight end seals off the outside linebacker, you can gain big yardage outside. However, if the defensive backs come in uncontested, which happens frequently, stay close to the tight end and/or blocking back as you look for running room. Sometimes, the defensive backs will over-pursue to the outside, and you can bounce back to the right. For something different, take a step toward the right, and then cutback over left tackle, angling toward the left sideline. If you don't bump into the quarterback, you can sometimes catch a seam and pick up a quick 5 yards.

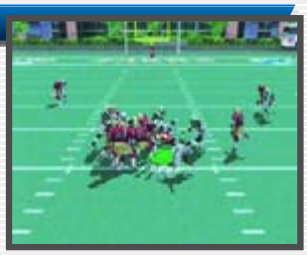
Singleback-Big: HB Counter

When you need to pound out tough yards inside, run Barlow behind big left tackle Derrick Deese, who is the best run blocker on the offensive line. Load up the front line with two tight ends, and throw in a little deceptive movement with the HB Counter. The right guard pulls left and dives into the line alongside or behind the left tackle, Deese. This is a load of humanity, and few defensive lines can handle it. You usually find running room just inside the tackle or by cutting back to the right. Be ready to bounce outside if the lane opens up.

Stopping the HB Power

Attack the strong side of an outside running play, either with tight man coverage or a blitz, or a combination of both. The 4–3: Thunder has both outside linebackers flaring out to sideline, rather than in toward the quarterback. The LOLB should be in perfect position to disrupt the blocking long enough for the cornerback or strong safety to finish the job.

Stopping the HB Counter



The linebackers are counted on heavily to stop the counter, because the defensive line is often neutralized by the offensive line movement and pulling guard. The 4–3: Double TE brings the linebackers and cornerbacks up close in run coverage, and the ROLB comes hard on a blitz. Also, the front four spreads out their attack lanes, which further neutralizes the counter blocking.

Passing

Singleback-Slot Strong: Deep Slants

Jeff Garcia racked up more than 4,200 yards in the air, and this year's 49ers' passing attack should be even better. Terrell Owens, J.J. Stokes, and Tai Streets can catch the ball and score from anywhere on the field.

The Deep Slants gives Garcia three great options on the right side, including Stokes running an out pattern, Streets driving down on a deep slant, and the sleeper, tight end Greg Clark running a comeback slant in the middle of the field. On the left, Terrell Owens hopes for single coverage as he runs a deep slant toward the left hashmark. Owens has great hands, but you must be careful of the free safety rotating over after the ball is thrown. A better choice is the slant out to Tai Streets. This pattern protects the ball as long as you release immediately when Streets makes his cut to the sideline.

Stopping the Deep Slants

The Dime: Double Slot puts at least double man coverage on Streets, making it much tougher for him to make a clean break to the sideline. The tight coverage forces the quarterback to throw the ball harder, and on a lower trajectory, which further impacts the chance for a completion.

Passing

Split Backs-3 WR: RB Cross

This play is a nightmare for the defense, with two receivers coming out of the backfield, two wide deep routes, and a nice little drag out by the right slot receiver, Streets. We like this on first or second down, because the quarterback has two excellent short and deep options. If you go deep to Owens on the left, don't throw the ball too early; let him build up speed and throw the ball when he's at least 30 yards downfield.

The highest percentage route is Streets's out pattern. He makes such a hard break to the sideline that he gets great separation from the defensive back. Look for big yardage after the catch, if you can make a quick turn upfield.

Stopping the RB Cross

When you play the 49ers, expect the pass on any down. However, with Barlow and Hearst in the backfield, you cannot ignore the run. We like the Nickel: Double Slot because it includes man coverage and a deep zone. Also, it doubles up the coverage on one side (you can flip the play to put the double coverage on the side of the opposing team's best receiver). This defense does not pressure the quarterback, but it may provide an occasional cover sack.

Defending the Run

4-3: Sweet Blitz

The 49ers defense is susceptible to off tackle plays, especially when the runner has the speed to turn the corner. Although the 4–3: Man Lock does a good job shutting down the inside lanes, it is slower at getting beyond the tackles. We like the 4–3: Sweet Blitz against teams with speedy halfbacks. The middle linebacker stays home to stuff the inside run, but the outside linebackers come on a tight blitz path close to the defensive end on each side. A good strategy is to start out with the 4–3: Man Lock on running downs, but if the opposing team is pounding you just outside the tackles, call the 4–3: Sweet Blitz to stop the bleeding.

Beating the 4-3: Sweet Blitz

The best way to beat the Sweet Blitz is to call quick tosses to either side. This defense has too much forward motion to consistently cover a "designed" outside running play (not the off tackle mentioned above). In the I Form-Normal: HB Toss, everything moves immediately to the outside, making it difficult for the linebackers to catch up.

Defending the Pass

Nickel: Man Zone

Don't feel the need to blitz on every passing down, because the 49er front four can break down the pass blocking. However, the 49ers' secondary is not equipped for too much man coverage, so mix in zones, and let sack leader Bryant Young pressure the quarterback from his left tackle position.

The Nickel: Man Zone gave up an average of 3 completions per 10 passes during our practice sessions against the Giants. This formation provides excellent coverage on the sidelines, which is important against quick out patterns.

Beating the Nickel: Man Zone

At the expense of blanketing the sidelines, the Nickel: Man Zone has a tough time covering 8–10 yard passes over the middle. The I Form-Twin WR: PA Split includes a tight end route that drives 10 yards upfield before hooking back toward the quarterback. The zone coverage is usually too deep to come back quickly enough for this pass.

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New York Giants

Star Players

WR 81 Amani Toomer

Speed	Acceleration	Catching	Awareness
87	85	89	84

Entering his sixth year out of Michigan, Amani Toomer is the leader of a productive and largely unsung group of Giants' receivers. He's the first Giant with back-to-back 1,000-yard receiving seasons since Homer Jones in the 1960s. Used primarily as a punt return man and third and fourth wide receiver in his first three NFL seasons, he had one of the most productive seasons of any receiver in Giants history in his first year as a starter, finishing the year with 79 receptions.

OLB 98 Jessie Armstead

Speed	Strength	Tackling	Awareness
81	79	91	93

For a guy who weighs 240 pounds, Jessie Armstead has great mobility—just ask opposing quarterbacks. He always seems to be around the ball. Entering his ninth season from Miami, Armstead played in his fourth consecutive Pro Bowl after topping 100 tackles in 2000. He has led the Giants in tackles for five straight years, and has never missed a game in eight professional seasons.

Team Ratings

Overall Rating:	81
Offense:	71
Defense:	85
Special Teams:	78
Quarterback:	81
Featured Running Back:	76
Receivers:	78

Home Field: Giants Stadium at the Meadowlands
Built: 1976 **Type:** Open
Capacity: 79,466 **Surface:** Grass

2001 Draft Picks

Round	Player Selected	Position	School
One	Will Allen	CB	Syracuse
Three	William Peterson	CB	Western Illinois
Four	Cedric Scott	DE	Southern Mississippi
Four	Jesse Palmer	QB	Florida
Five	John Markham	K	Vanderbilt
Five	Jonathan Carter	WR	Troy State
Seven	Ross Kolodziej	DT	Wisconsin

2000 Recap

NFL Team Rankings

Scoring: 15th
Pass Offense: 13th
Rushing Offense: 11th
Pass Defense: 16th
Rushing Defense: 2nd
Turnovers: 9th

2000 Standings

W	L	Tie	PF	PA	Home	Road	VS AFC	VS NFC	VS DIV
12	4	0	328	246	5–3	7–1	3–1	9–3	7–1

Team Stats

Category	Giants	Opponents
Total First Downs	310	274
First Downs (Rushing–Passing–By Penalty)	100–195–15	62–181–31
Third Down Conversions/Attempts	92/229	78/219
Fourth Down Conversions/Attempts	7/15	2/18
Total Offensive Yards	5,619	4,825
Offense (Plays–Avg. Yards)	1,036–5.0	944–5.0
Total Rushing Yards	2,009	1,156
Rushing (Plays–Avg. Yards)	507–4.0	359–3.2
Total Passing Yards	3,610	3,669
Passing (Comp–Att–Int–Avg.)	311–529–13–11.6	327–585–20–11.2
Sacks	44	28
Int/Returned for TD	20/0	13/0
Field Goals Made/Attempts	19/25	13/24
Touchdowns	39	30
Touchdowns (Rushing–Passing–Returns–Defensive)	16–22–1–0	7–23–0–0
Time of Possession	31:39	28:21

Individual Leaders

Quarterbacks

PLAYER	ATT	COMP	PCT	YARDS	TD	INT	INT%	SACKED	RATING
Kerry Collins	529	311	58.8	3,610	22	13	2.5	28	83.1

Running Backs

PLAYER	RUSHES	YARDS	PER CARRY	TD	FUMBLES	LONG
Tiki Barber	213	1,006	4.7	8	6	78t
Ron Dayne	228	770	3.4	5	1	50

Receivers

PLAYER	REC	YARDS	YDS PER CATCH	TD
Amani Toomer	78	1,094	14.0	7
Tiki Barber	70	719	10.3	1
Ike Hilliard	55	787	14.3	8

Defensive Leaders

Tackles: Jessie Armstead, 120 **Sacks:** Keith Hamilton, 10.5 **Interceptions:** Emmanuel McDaniel, 6

Scouting Report

The Giants are coming off a great 2000 campaign that saw them go to the Super Bowl. New York's defense helped them climb to the top of the NFC with great performances by Michael Strahan anchoring the line, Jessie Armsted and Micheal Barrow in the middle of the field, and super secondary play from Jason Sehorn and Shaun Williams. This group should excel again in 2001.

Known primarily as a running team on offense, the Giants are starting to emerge as a squad that can really move the ball with an aerial attack. Quarterback Kerry Collins is the replacement the team has been looking for since Phil Simms retired in 1993. The former Panther/Saint threw for more than 3,600 yards and 22 touchdowns. Instrumental in the success through the air were receivers Ike Hilliard and Amani Toomer. Tiki Barber and Ron Dayne are a formidable one-two punch on the ground.

Coaching the Giants: Give the ball to Barber and Dayne, and they will chew up yards and clock. The passing attack is underrated, but with that running game, there's no reason to get carried away with throwing the ball. The defense will always keep you close.

Meet the Coach: Jim Fassel

NFL Head Coaching Record:
New York Giants 39–28–1 (1997 to present)

Prior Coaching Experience:
Offensive Coordinator, Arizona (1996); Offensive Coordinator, Oakland (1995); Offensive Coordinator, Denver (1993–94); Offensive Coordinator, New York Giants (1991–92)

College Playing Career:
USC (1969)

NFL Playing Career:
N/A

KEY PLAYS

Running

Singleback-Big: HB Toss Strg

What a luxury to have two running backs who gained almost 1,800 yards between them! But, aside from their productivity, it's their contrasting styles that make the Giants' rushing attack so dangerous. Tiki Barber has the moves that can turn any play into a touchdown, while Ron Dayne, at 250 pounds, has speed, power, and the ability to break tackles. So, it makes perfect sense to have a play for each runner.

Our first play, HB Toss Strg, is designed for Dayne, whom we inserted into the Singleback-Big formation. Your first reaction might be to run up the middle with the big guy, but it is his ability to break tackles in the open field that is so exciting.

I Form-Normal: HB Sweep

When Tiki Barber is in the game, you have a runner with outstanding speed, acceleration, and agility, and with that skill package, you need to run the sweep. Fullback Greg Comella makes the key block on the strong safety, and the rest is up to Barber. After you get around the first block, assess the field and determine whether or not you can outrun the pursuit to the corner. Don't force it outside if it looks like you'll fall short. Instead, cut back inside and use Barber's 90 Agility rating to avoid tacklers and find holes.

Stopping the HB Toss Strg

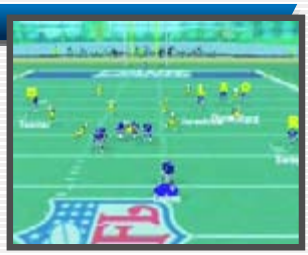
To stop the outside run you need lateral pursuit and penetration. The 4–3: Safe is a good call because the outside linebackers flare out to either side, giving them a jump on plays to the outside. The middle linebacker pursues laterally, and the strong safety comes up quickly to play the sweep. However, you must remember that this defense is geared for the outside run, and it is susceptible to inside power plays. Only use this play when the opposing team is running outside with abandon.

Stopping the HB Sweep

The 3–4: Strong Blitz is a little-used weapon against the sweep. This formation is normally used to pressure the quarterback and shut down the short to medium passing game with tight man coverage. However, because it employs only one deep zone, the cornerbacks and strong safety are very effective in run coverage. The two blitzing linebackers give you five men attacking the line of scrimmage. When you go up against a running back such as Tiki Barber, he is always a threat to break a long run. However, this play brings so much pressure to the offensive strong side that it is difficult to keep the blocking intact long enough for the halfback to reach the corner.

Passing

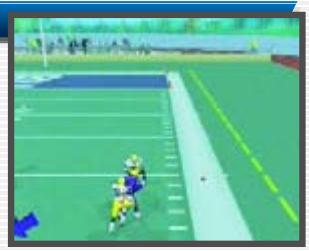
Shotgun-Trips: Slot Curl



Aside from rushing for more than 1,000 yards, halfback Tiki Barber was an integral part of Kerry Collins' passing attack. He caught 70 passes out of the backfield, and the Slot Curl is a great way to use his talents.

With three wide receivers on the right, the defensive backs (especially when in zone coverage) seem confused as to whom should pick up Barber when he heads downfield. Depending on the pass protection, there are several spots along the way when you can connect with Barber. If you have the good fortune to draw man coverage, heave it downfield and watch him go all the way.

Stopping the Slot Curl



Even a Dime: Prevent, with seven men dropping back into coverage, had only spotty success against Barber on this play. Our only suggestion for keeping Collins from connecting with his halfback is to use the Dime: Zone Blitz. This formation pressures the quarterback with a LOLB blitz, without giving up much in the way of pass coverage. Against the Giants' five-man front, the linebacker usually breaks through. However, even under an intense rush, Collins was able to loft it out to Barber for a few completions.

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Passing

Singleback-Twin TE WR: Weak Flood

All the weapons are on the field for the Giants on this play. Barber is back, but this time he runs a decoy pattern in the left flat (although he is there if you need him). Collins needs good protection on this play, so Toomer can run his deep fly down the left sideline. Hilliard runs a comeback pattern alongside Toomer, but his job is simply to draw coverage and keep it in the middle of the field. If you have the time to let Toomer get 30-plus yards downfield, he should draw single coverage, even against a Nickel: Zone. Let the pass go as soon as Toomer passes out of double coverage. He is a good bet to come down with the deep ball one-on-one.

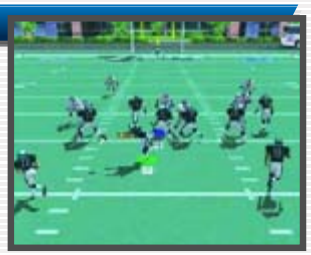
Stopping the Weak Flood

Covering Toomer on the Weak Flood requires that you put maximum deep pass coverage on the field, such as in the Dime: Under 4. Of course, this comes at the expense of your pass rush. If your front four still can pressure the quarterback, so much the better. Regardless of your pass rush, this play gives you the deep double coverage you need against Toomer.

Defending the Run

4-3: Man Lock

The Giants' rushing defense was second in the NFL last year, so this unit need not resort to blitzes, stunts, and other sleight of hand to stop the run. The 4–3: Man Lock is a balanced man defense that does not forsake the pass just to stop the run. The ROLB applies pressure, giving you an advantage against weak side runs. You may find this to be your most effective defensive formation, as long as you don't become too predictable in when you call it.



Beating the 4-3: Man Lock

The best way to beat this defense is to use your tight end as a receiver, as in the I Form-Normal: TE Slant Up. Let the linebackers come hard and then hit the tight end about 8 yards out, where he will be in single coverage. This requires a very quick drop and throw.

Defending the Pass

4-3: Double Zone

The Giants' front four, led by tackle Keith Hamilton, is tough enough to apply pressure without help from the linebackers, so you can expect excellent coverage when you choose the Double Zone. With double coverage all over the field, expect some bone-crushing hits by the secondary. If you can control the pass with this formation early in the game, you can start mixing in the blitz with even greater effectiveness in the second half.

Beating the 4-3: Double Zone

Try using short passes in the flat to a running back, and then picking up blocks from the other receivers. The Split Backs-3 WR: Flats formation has the fullback floating out to the right behind the slot receiver. If you can draw the linebackers into the backfield, the fullback should have single coverage when he clears the line of scrimmage. This isn't for the faint of heart, but if you can survive the rush, this could turn into a big gainer.

Jacksonville Jaguars

Star Players

RB 28 Fred Taylor

Speed	Acceleration	Catching	Awareness
93	92	95	90

In his fourth year out of Florida, Fred Taylor is a threat to score every time he touches the ball. Despite missing three games due to injury, he still managed 1,399 yards in 2000. A great pass catcher coming out of the backfield, Taylor developed into one of the NFL's top backs in his first season of 1998 when he led all rookies with 1,223 rushing yards and 1,644 total yards, despite having fewer than seven carries in a game five times. He has the perfect combination of speed and power.

MLB 56 Hardy Nickerson

Speed	Strength	Tackling	Awareness
73	80	91	94

Hardy Nickerson has become a perennial Pro Bowler and one of the most respected middle linebackers in the NFL. Entering his 15th season out of California, Nickerson has a knack for being in the midst of the action. He is comfortable playing back in pass coverage but prefers to chase the quarterback, and he stuffs the run to the outside. Nickerson played in four straight Pro Bowls (1996–99) as a member of the Tampa Bay Buccaneers.

Team Ratings

Overall Rating:	86
Offense:	80
Defense:	81
Special Teams:	79
Quarterback:	86
Featured Running Back:	93
Receivers:	84

Home Field: ALLTEL Stadium™
Built: 1995 **Type: Open**
Capacity: 73,000 **Surface: Grass**

2001 Draft Picks

Round	Player Selected	Position	School
One	Marcus Stroud	DT	Georgia
Two	Maurice Williams	T	Michigan
Three	Eric Westmoreland	LB	Tennessee
Three	James Boyd	S	Penn State
Five	David Leaverton	P	Tennessee
Six	Chad Ward	G	Washington
Seven	Anthony Denman	LB	Notre Dame
Seven	Marlon McCree	S	Kentucky
Seven	Richmond Flowers	WR	Chattanooga
Seven	Randy Chevrier	DT	McGill

2000 Recap

NFL Team Rankings

Scoring: 8th
Pass Offense: 8th
Rushing Offense: 10th
Pass Defense: 14th
Rushing Defense: 11th
Turnovers: 15th

2000 Standings

W	L	Tie	PF	PA	Home	Road	VS AFC	VS NFC	VS DIV
7	9	0	367	327	4–4	3–5	5–7	2–2	5–5

Team Stats

Category	Jaguars	Opponents
Total First Downs	318	252
First Downs (Rushing–Passing–By Penalty)	109–93–16	85–144–23
Third Down Conversions/Attempts	100/235	74/203
Fourth Down Conversions/Attempts	5/14	4/8
Total Offensive Yards	5,979	5,092
Offense (Plays–Avg. Yards)	1,026–5.0	894–5.0
Total Rushing Yards	2,032	1,685
Rushing (Plays–Avg. Yards)	481–4.2	436–3.9
Total Passing Yards	3,947	3,407
Passing (Comp–Att–Int–Avg.)	333–545–15–11.9	258–458–12–13.2
Sacks	40	39
Int/Returned for TD	12/0	15/0
Field Goals Made/Attempts	29/33	17/24
Touchdowns	40	39
Touchdowns (Rushing–Passing–Returns–Defensive)	18–22–0–0	14–23–2–0
Time of Possession	31:32	28:28

Individual Leaders

Quarterbacks

PLAYER	ATT	COMP	PCT	YARDS	TD	INT	INT%	SACKED	RATING
Mark Brunell	512	311	60.7	3,640	20	14	2.7	54	84.0
Jamie Martin	33	22	66.7	307	2	1	3.0	0	104.0

Running Backs

PLAYER	RUSHES	YARDS	PER CARRY	TD	FUMBLES	LONG
Fred Taylor	292	1,399	4.8	12	4	71
Mark Brunell	48	236	4.9	2	7	16

Receivers

PLAYER	REC	YARDS	YDS PER CATCH	TD
Keenan McCardell	94	1,207	12.8	5
Jimmy Smith	91	1,213	13.3	8
Kyle Brady	64	729	11.4	3

Defensive Leaders

Tackles: Kevin Hardy, 85 **Sacks: Tony Brackens, 7.5**
Interceptions: Donovin Darius, Mike Logan, Rayna Stewart, 2

Scouting Report

Jacksonville's potent offense should have no trouble putting points on the scoreboard. Mark Brunell returns to quarterback this high-powered attack, and the Jags' offensive line will provide the time for Brunell to find Jimmy Smith (four straight Pro Bowls), Keenan McCardell (career high 94 receptions in 2000), and tight end Kyle Brady. The line will also work wonders for Fred Taylor. The former Florida Gator is a force running the football or as a receiver coming out of the backfield.

The Jaguars need to rediscover their pass rush for success in 2001. Tony Brackens must regain his 1999 form when he had 12 sacks, while top draft choice Marcus Stroud will be counted on from day one to anchor the middle of the line. The trio of Hardy Nickerson, Kevin Hardy, and T.J. Slaughter at linebacker is one of the best in the league. Veteran Carnell Lake will lead the secondary, as Jacksonville hopes third year man Fernando Bryant will continue to develop at cornerback.

Coaching the Jaguars: Use Fred Taylor as much as possible. He's unstoppable with the football. Hand it off, throw a screen pass, or go down the field to Taylor and your offense will be healthy. Smith and McCardell make nice targets as well. On defense, mix up your pass coverage, but favor zones on passing downs.

Meet the Coach: Tom Coughlin

NFL Head Coaching Record:
Jacksonville 60–44 (1994 to present)

Prior Coaching Experience:
Head Coach, Boston College (1990–93); Assistant Coach, New York Giants (1988–90); Assistant Coach, Green Bay (1986–87)

College Playing Career:
Syracuse (1965–67)

NFL Playing Career:
N/A

KEY PLAYS

Running

Singleback-Normal: HB Pitch

Tony Boselli could be the best offensive tackle in the NFL, so it makes sense to run Fred Taylor left as much as possible. The HB Pitch runs around Boselli, who takes on the defensive end in a 4–3, and then, hopefully, gets around the wide receiver's block. The second block determines how this play develops. If the block holds, slip by just to the left and turn it upfield before the pursuit catches you. If the wide receiver falls short, cutback hard to the right and fight your way for extra yardage. Fred Taylor can bounce off would-be tacklers, so be ready to change direction and go against the flow if he breaks a tackle.

Singleback-Twin TE: HB Off Tackle

You can't run behind Boselli on every play, but you can load up the strong side with two tight ends and send Fred Taylor Off Tackle with great success. This is another "decision" play, where you can run inside the left tackle or outside the tight end. We recommend turning upfield as close to the first tight end as possible. At 274 pounds, Kyle Brady is a load, and he almost always seals off the left end. The second tight end runs past Brady and takes aim at the outside linebacker. This creates a slot lane where you can pick up at least 5 yards.

If you decide to take it wide, look for the wide receiver blocking downfield. Either way, don't be intimidated when two or even three defenders close in on Taylor. His Strength rating of 96 and Breaking Tackle rating of 95 are as good as you'll find in *Madden NFL 2002*.

Stopping the HB Pitch

Because of Boselli's dominance on the left side of the line, expect plenty of weakside and counter runs from the Jaguars. The 4–3: Crash Blitz sends the front four and LOLB slashing toward the weak side. This angle is tough for the offensive line to handle, but the key to the play is the positioning of the ROLB, just behind the right end. He is in position to stop the HB Pitch about 80 percent of the time. If the CPU is controlling him, he occasionally gets hung up behind Boselli's block. However, if you take control, you can navigate around the block and stop this play in the backfield.

Stopping the Off Tackle

The 4–3: Whip Man is our recommendation for stopping the Off Tackle against Taylor, but you'll need to play an important part. The strong-side surge of the defense, which includes two blitzing linebackers, clogs the inside, making it virtually impossible for Taylor to follow the left tackle. However, when he bounces outside, the strong safety sometimes gets leveled by the wide receiver, leaving an open field for Taylor. It's imperative to take control of the strong safety and move past the wide receiver, taking up position in the outside lane. If Taylor gets to the outside, you'll be waiting. Even if he breaks your tackle, you'll delay him long enough for help to arrive.

Passing

Shotgun 2 RB 3 WR: Corner - Threat

Wide receivers Keenan McCardell and Jimmy Smith caught nearly 190 passes between them, and with Fred Taylor coming out of the backfield, Mark Brunell is loaded with options. The Jaguars like the shotgun, and one of our favorites is the Shotgun 2 RB 3 WR: Corner - Threat. The primary receiver is Smith, who runs in, up, and then a deep slant to the sideline. This is a textbook "lead" pass, and if you air it out, Smith has the speed to go get it. The tight end Kyle Brady is another interesting option. Against some defenses, he may get lost running his deep slant to the right sideline. The main reason he can get open is Keenan McCardell, who runs a fly pattern straight down the right sideline, taking at least two defenders with him.

Stopping the Corner - Threat

Mark Brunell needs time for his receivers to run their deep routes, so to stop this play, you must get to the quarterback. The problem is, Brunell is so accurate that you must get to him quickly, because he can still complete this pass with big linemen in his face. After trying various packages, we settled on the Nickel: Silver, which sends both outside linebackers. The outside rush also causes leaks in the center of the pocket, so your sack percentage is high. The risk here is that if you don't get to Brunell, and at least make him throw too soon, Smith will be in single coverage.

Passing

Singleback-Trips WR: WR Hook Out

Although it's tempting to go deep to Smith or McCardell on every passing down, sometimes you have to mix in ball control passing to keep the chains moving. The primary receiver is McCardell who runs a 10-yard hitch, ending with a hard cut toward the right sideline. Timing is of the utmost importance here. You must release the ball *before* the receiver makes his cut, or the defensive back has an excellent chance of picking it off. If you miss your release point, don't throw the ball. Instead, check the middle of the field, where Dawkins runs a deep slant. Depending on the defensive coverage, he might emerge from the pack without a defender.

Stopping the WR Hook Out

This is another timing pattern that is tough to stop. If the Jaguars are moving down the field with short out patterns, bring your defenders closer to the line of scrimmage and spread the formation. The 3–4: Drop Zone places the LOLB in front of McCardell, where he can get a hand on the ball or even intercept an underthrown pass.

Defending the Pass

4-3: Strong Zone

The Strong Zone provides balanced medium and deep zone coverage across the field, thanks to the linebackers dropping back to help out. Pressuring the quarterback is up to the front four, and right end Tony Brackens should get his share of coverage sacks. The only deficiency in the 4–3: Strong Zone is covering short outs and drag patterns over the middle.

Beating the 4-3: Strong Zone

As we mentioned earlier, the Strong Zone gives up tight coverage on the short out patterns. These plays won't beat the defense deep, but they do force the defense to play more man coverage.

Defending the Run

4-3: Whip Man

Hardy Nickerson and Kevin Hardy are still dominant at the middle and left outside linebacker positions, so use them to help stuff the run. The 4–3: Whip Man is an excellent choice against the inside or outside run. Both Nickerson and Hardy slash across the line, and the man coverage places the cornerbacks up close in run coverage.

Beating the 4-3: Whip Man

The 4–3: Whip Man attacks the strong side with a slashing movement by the linebackers and front four, so it is susceptible to the counter play. The I Form-Normal: HB Counter uses just enough movement to throw off the timing of the defensive rush, creating holes inside.

New York Jets

Star Players

HB 28 Curtis Martin

Speed	Acceleration	Catching	Awareness
86	87	89	92

Curtis Martin is one of the NFL's elite running backs. Last year in his seventh season out of Pittsburgh, the four-time Pro Bowler ran for 1,204 yards and 9 touchdowns while adding 70 receptions. He is a mismatch waiting to happen, as linebackers simply cannot cover this guy as a pass catcher out of the backfield. A model of consistency, Martin has surpassed the 1,000-yard rushing mark for six consecutive seasons.

OLB 57 Mo Lewis

Speed	Strength	Tackling	Awareness
78	74	86	93

Mo Lewis enters his 11th NFL season as the heart and soul of the Jets defense. After recording 88 tackles and leading the team with 10 sacks, Lewis was rewarded with a trip to Hawaii and an appearance in his third straight Pro Bowl. He is a hard hitter, whose 48.5 career sacks are the most ever by a Jets linebacker. He was All-SEC as a senior at Georgia, and he has earned first-degree black belts in both karate and taekwondo.

Team Ratings

Overall Rating:	86
Offense:	80
Defense:	85
Special Teams:	82
Quarterback:	76
Featured Running Back:	91
Receivers:	79

Home Field: Giants Stadium at the Meadowlands
Built: 1976 **Type:** Open
Capacity: 79,466 **Surface:** Grass

2001 Draft Picks

Round	Player Selected	Position	School
One	Santana Moss	WR	Miami (Fl.)
Two	LaMont Jordan	RB	Maryland
Three	Kareem McKenzie	OL	Penn State
Four	Jamie Henderson	CB	Georgia
Seven	James Reed	DT	Iowa State
Seven	Situpe Peko	OL	Michigan State

2000 Recap

NFL Team Rankings

Scoring: 17th
Pass Offense: 6th
Rushing Offense: 24th
Pass Defense: 6th
Rushing Defense: 23rd
Turnovers: 20th

2000 Standings

W	L	Tie	PF	PA	Home	Road	VS AFC	VS NFC	VS DIV
9	7	0	321	321	5–3	4–4	6–6	3–1	6–2

Team Stats

Category	Jets	Opponents
Total First Downs	308	267
First Downs (Rushing–Passing–By Penalty)	84–192–32	98–152–17
Third Down Conversions/Attempts	89/233	93/238
Fourth Down Conversions/Attempts	11/17	7/16
Total Offensive Yards	5,494	5,054
Offense (Plays–Avg. Yards)	1,055–5.0	993–5.0
Total Rushing Yards	1,471	1,888
Rushing (Plays–Avg. Yards)	418–3.5	476–4.0
Total Passing Yards	4,023	3,166
Passing (Comp–Att–Int–Avg.)	352–637–29–11.4	265–517–21–11.9
Sacks	40	20
Int/Returned for TD	21/1	29/4
Field Goals Made/Attempts	23/34	29/34
Touchdowns	36	33
Touchdowns (Rushing–Passing–Returns–Defensive)	11–23–1–1	9–17–2–5
Time of Possession	30:20	29:40

Individual Leaders

Quarterbacks

PLAYER	ATT	COMP	PCT	YARDS	TD	INT	INT%	SACKED	RATING
Vinny Testaverde	590	328	55.6	3,732	21	25	4.2	13	69.0
Ray Lucas	41	21	51.2	206	0	4	9.8	6	26.1

Running Backs

PLAYER	RUSHES	YARDS	PER CARRY	TD	FUMBLES	LONG
Curtis Martin	316	1,204	3.8	9	2	55
Bernie Parmalee	27	87	3.2	2	0	18t

Receivers

PLAYER	REC	YARDS	YDS PER CATCH	TD
Richie Anderson	88	853	9.7	2
Curtis Martin	70	508	7.3	2
Wayne Chrebet	69	937	13.6	8

Defensive Leaders

Tackles: Marvin Jones, 133 Sacks: Mo Lewis, 10 Interceptions: Victor Green, 6

Scouting Report

The Jets have one of the league's great offensive backfields in Curtis Martin and fullback Richie Anderson. Martin is a force who will carry the football and also catch passes coming out of the backfield; and Anderson led the Jets in 2000 with 88 receptions. This duo should once again be the focus of opposing defenses. Quarterback Vinny Testaverde is coming off a career high 25 interceptions and will have to play well or second year man Chad Pennington may be leading the Jets sooner than anticipated. Top draft choice Santana Moss will be expected to make an immediate impact and has the speed to stretch defenses.

The greatest strength of the defense is the secondary. Aaron Glenn and Marcus Coleman are tremendous man-to-man defenders and make quarterbacks think twice before throwing in their direction. Second year defensive end Shaun Ellis, who had 8.5 sacks as a rookie, needs to be even better in 2001.

Coaching the Jets: Your secondary is good enough to gamble with your linebackers. Mo Lewis, coming off a 10-sack season, is very effective blitzing the quarterback. On offense, don't overuse Martin. Throwing the ball to your fullback (Anderson) can have the same effect as running, and it lets you conserve Martin for late in the game.

Meet the Coach: Herman Edwards

NFL Head Coaching Record:
First Head Coaching job

Prior Coaching Experience:
Assistant Head Coach, Tampa Bay (1996–00); Assistant Coach, Kansas City (1990–95)

College Playing Career:
San Diego State (1975–76)

NFL Playing Career:
Defensive back—Philadelphia (1977–85), Los Angeles Rams, (1986); Atlanta, (1986)

KEY PLAYS

Running

Strong I-3 WR: Counter Strong

Curtis Martin carried the ball more than 300 times for 1,200 yards last year. At 210 pounds he may not have the size to pound the ball inside too many times a game, but his agility, acceleration, and awareness of the field make him very dangerous.

Fullback Richie Anderson gets to the line quickly to make a block on the linebacker or help out against the left end. Follow Anderson's block, scoot by on the right, and look for cutback opportunities. This is not a straight-ahead power play or a speed toss to the outside. You need to dance through the blockers and make the defense come to you. Give this play a chance and you'll be surprised how many times you pick up 5–10 yards.

I Form-Normal: HB Slam

After establishing Martin's ability to run outside the tackles, the defense will spread out a bit, which is a perfect time for the HB Slam. Fullback Richie Anderson plows into the line between the right guard and tackle, creating a nice opening for Martin. Stay close to Anderson, but keep an eye on the right tackle. He usually releases his block on the defensive end and slashes toward the center of the field, often leveling the middle linebacker. Just when you think the play is over, this delayed block can spring Martin for extra yards.

Stopping the Counter Strong

The counter movement on this play is designed to pull the strong-side coverage over, giving Martin just enough room to get into the secondary. The 4–3: Double X brings the LOLB on a blitz to the strong side, while the other linebackers and defensive backs play tight man coverage. The right side of the defensive front cheats toward the strong side in their rush. This angled attack up front, along with a blitzing linebacker coming at the offensive right tackle, creates enough penetration to stop the counter at the line.

Stopping the HB Slam

At first glance, the 3–4: Double Blitz looks like a man pass defense with an all-out linebacker blitz. It is. But, it's also a strong-side run stuff. The LOLB meets the fullback head on, pushing him back into the hole, while the strong safety and cornerback stay in run coverage. The surge by the other two linebackers jams the middle, and the strong safety seals off the corner if the play turns outside. The only escape path is to the outside, but it takes big-time speed to get there.

Passing

Singleback-Empty 5 WR: Outs

The Jets' passing attack seems to work better to the outside. This formation has four short routes, which is necessary because of the lack of a blocking back. Our favorite is the 8-yard out pattern run by Coles on the right. The hard break to the sideline usually loses the defender immediately, making this a high percentage throw. Depending on how close Coles is to the sideline when he makes the catch, you might be able to slip between the converging defenders and tack on big yardage.

Stopping the Outs

The Jets' offensive line is very strong up the middle, thanks to center Kevin Mawae, so don't blitz up the middle. However, the 3–4: Strong Blitz sends both the middle and left outside linebackers, and the pressure is intense. We had excellent success getting to Testaverde with this formation, forcing him to give up the out pattern to Coles. However, he was able to connect with the drag route over the middle to Hatchette, but the average gain was less than 5 yards.

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Passing

Split Backs-3 WR: HB Flat

Curtis Martin is a dangerous weapon out of the backfield, especially with short flat passes, where he can freelance. Martin has a nose for the end zone, so if you can avoid the rush, he'll turn on the afterburners and race down the sideline, usually beating man or even double-man coverage. If you can't wait that long, toss it immediately. He is especially adept at stealing the ball away from a single defender. After the catch, use his speed and agility to tack on bonus yards.

Stopping the 3 WR: HB Flat

Covering Curtis Martin out of the backfield is like trying to blanket a ghost. Even with formations such as the 3–4: Drop Zone, which gives the quarterback plenty of time to throw in exchange for double and triple coverage, Martin still has the athletic ability to go up and steal the pass. If the Jets are beating you with Martin coming out of the backfield, your only viable option is to get to Testaverde and hope your other defenders can cover the Jets' wide receivers.

The Nickel: Under Smoke throws seven men at the quarterback. In a practice session against the Eagles, Testaverde completed 7 of 10 passes against the Under Smoke, most of them dumped off to Martin. But the good news is, the average yardage gained per catch was only 3.5.

Defending the Run

3-4: Double Out

This is the call when the opposing team is burning up yards along the hashmarks. The Double Out spreads the defense nicely and gives the linebackers plenty of gaps to shoot. The cornerbacks play tight man coverage, so they can respond quickly to a run on either side.

Beating the 3-4: Double Out

A quick play-action pass over the middle should create an opening for the tight end or halfback coming out of the backfield. In the I Form-Normal: Play Action pictured here, the blitzing linebacker leaves room for the halfback to run a drag pattern from left to right.

Defending the Pass

4-3: Double Blitz

The Jets' pass defense ranked 6th in the NFL last year, due in large part to the excellent play of their secondary. This lets you call more blitz packages for the Jets' linebackers, Marvin Jones and Mo Lewis. With 10 sacks last year, LOLB Lewis should have at least that many in *Madden NFL 2002*. We like to send all three linebackers in the 3–4: Double Blitz. This is serious pressure, and few offensive lines can withstand it.

Beating the Double Blitz

When the Jets bring all three linebackers, load up in the backfield and hit your tight end or halfback with a quick slant or out pass. Anything more involved will probably result in a sack. After you pick up a first down or two with short passes, the defense will have to back off a little.

Detroit Lions

Star Players

HB 34 James Stewart

Speed	Acceleration	Catching	Awareness
79	80	85	84

Entering his seventh season out of Tennessee, James Stewart found himself in the unenviable situation in 2000 of trying to replace a legend, and actually he was successful following in the footsteps of Barry Sanders with 1,184 yards and 10 touchdowns. He is a punishing runner who waltzed into NFL record books back in 1997 against the Eagles when he became the fifth player in league history with five rushing touchdowns in one game.

CB 24 Todd Lyght

Speed	Strength	Tackling	Awareness
87	91	56	85

Todd Lyght joins the Lions after spending the first 10 years of his NFL career as a member of the Rams. He is an excellent cover corner who can stick with the NFL's best wide receivers. Lyght plays a physical "bump and run" pass defense, and he won't hesitate to punish any receiver who dares come across the middle of the field. He was an All-American performer in college at Notre Dame.

Team Ratings

Overall Rating:	86
Offense:	69
Defense:	85
Special Teams:	99
Quarterback:	73
Featured Running Back:	78
Receivers:	80

Home Field: Pontiac Silverdome®
Built: 1975 **Type: Dome**
Capacity: 80,311 **Surface: AstroTurf**

2001 Draft Picks

Round	Player Selected	Position	School
One	Jeff Backus	T	Michigan
Two	Dominic Raiola	C	Nebraska
Two	Shaun Rogers	DT	Texas
Five	Scotty Anderson	WR	Grambling
Five	Mike McMahon	QB	Rutgers
Six	Jason Glenn	LB	Texas A&M

2000 Recap

NFL Team Rankings

Scoring: 22nd
Pass Offense: 25th
Rushing Offense: 20th
Pass Defense: 15th
Rushing Defense: 18th
Turnovers: 7th

2000 Standings

W	L	Tie	PF	PA	Home	Road	VS AFC	VS NFC	VS DIV
9	7	0	307	307	4–4	5–3	2–2	7–5	3–5

Team Stats

Category	Lions	Opponents
Total First Downs	264	279
First Downs (Rushing–Passing–By Penalty)	101–143–20	96–159–24
Third Down Conversions/Attempts	72/224	80/215
Fourth Down Conversions/Attempts	6/13	9/16
Total Offensive Yards	4,739	5,195
Offense (Plays–Avg. Yards)	951–4.0	965–5.0
Total Rushing Yards	1,747	1,823
Rushing (Plays–Avg. Yards)	448–3.9	421–4.3
Total Passing Yards	2,992	3,372
Passing (Comp–Att–Int–Avg.)	277–503–19–10.8	311–544–25–10.8
Sacks	28	53
Int/Returned for TD	25/2	19/2
Field Goals Made/Attempts	24/30	26/31
Touchdowns	33	32
Touchdowns (Rushing–Passing–Returns–Defensive)	15–14–1–3	14–16–0–2
Time of Possession	30:10	29:50

Individual Leaders

Quarterbacks

PLAYER	ATT	COMP	PCT	YARDS	TD	INT	INT%	SACKED	RATING
Charlie Batch	412	221	53.6	2,489	13	15	3.6	41	67.3
Stoney Case	91	56	61.5	503	1	4	4.4	12	61.7

Running Backs

PLAYER	RUSHES	YARDS	PER CARRY	TD	FUMBLES	LONG
James Stewart	339	1,184	3.5	10	4	34
Charlie Batch	44	199	4.5	2	6	19

Receivers

PLAYER	REC	YARDS	YDS PER CATCH	TD
Johnnie Morton	61	788	12.9	3
Herman Moore	40	434	10.9	3
Germane Crowell	34	430	12.6	3

Defensive Leaders

Tackles: Stephen Boyd, 139 **Sacks:** Robert Porcher, 8.0 **Interceptions:** Kurt Schulz, 7

Scouting Report

The Lions will implement the "West Coast" philosophy of offense, meaning quarterback Charlie Batch could be due for a breakout year. The receiving trio of Germane Crowell, Johnnie Morton, and Herman Moore are salivating at the potential number of balls that will be thrown in their direction in the new offense. James Stewart will anchor the ground game and should be productive behind an offensive line that is still trying to gel. Look for first-round draft choice Jeff Backus to step in and start at right tackle.

On defense, the Lions must find a way to pressure the quarterback, especially in the pass-happy NFC Central. Robert Porcher, coming off an eight-sack campaign in 2000, along with the rest of the front four, has to make plays. The linebacking group of Stephen Boyd, Allen Aldridge, and Chris Claiborne plays the run well, but doesn't really get to the quarterback with regularity.

Coaching the Lions: Use the run to set up the pass. Stewart is a workhorse who doesn't fumble. When you go to the air, remember that Moore is as big as a tight end and makes an inviting target. On defense, your pass coverage is great, but you'll need to cheat a little with your linebackers and safeties against the run.

Meet the Coach: Marty Mornhinweg

NFL Head Coaching Record:
First Head Coaching job

Prior Coaching Experience:
Offensive Coordinator, San Francisco (1997–00); Assistant Coach, Green Bay (1995–96); Offensive Coordinator, Northern Arizona University (1994)

College Playing Career:
Montana (1981–84); four-year starter at quarterback

NFL Playing Career:
N/A

KEY PLAYS

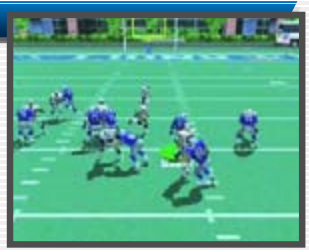
Running

Shotgun-Normal Offset Wk: HB Delay

As the Lions move into their new "West Coast" offense, halfback James Stewart looks to be the perfect fit—a big back who punishes defensive backs and rarely fumbles. In keeping with the style of a passing offense, we selected a shotgun for one of the Lions' key running plays.

This is a perfect play to mix in after you get the defense back on their heels looking for the pass. By default, the CPU takes Stewart to the left, right into the arms of a 3–4 linebacker. Instead of going around left tackle, enter the gap in the defensive line opposite your left guard. With a little opening, Stewart is strong enough to get 3–5 yards every time he touches the ball.

Singleback-Trips: HB Off Tackle



For a big man, James Stewart has astounding acceleration after the handoff. This enables him to pop through holes inside or get outside the tackles in a hurry. The addition of a tight end and the strong blocking of 320-pound right tackle, Ray Roberts, should give Stewart a clear path around the corner. Against a 3–4, you might want to direct Stewart behind Roberts, rather than around him. Either way, stay behind Roberts until the last second before breaking out or in.

Stopping the HB Delay

The HB Delay is very difficult to stop in the 3–4, so give up a linebacker and go back to the 4–3. If the Lions are beating you with their halfback delays and traps, stick with the 4–3 that best uses your pass defenders. The 4–3: Man Lock includes a blitzing ROLB, which is usually the best way to trip up a delayed running play. If the tight end or left tackle demonstrates the ability to pick up the blitz, go to the 4–3: Mike Blitz, which sends pressure just to the right of center. If you're worried about man pass coverage, try the 4–3: Gut Blitz or Man Zone.

Stopping the HB Off Tackle

Always pressure the quarterback when playing against the "West Coast" offense, even on 2nd and short yardage. We had better luck defending the run and the pass in the 4–3 because it puts more pressure on the offensive line. The 4–3: Whip Man sends two linebackers, and entire defensive front slashes toward the strong side of the offensive line. After you line up and confirm the strong-side formation, increase the pressure by shifting over to the left before the snap.

Passing

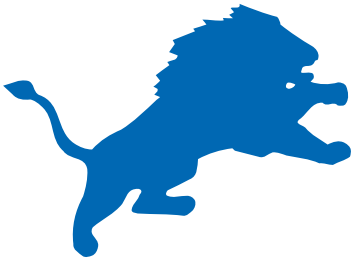
Singleback-Normal: Quick Looks

Now that Charlie Batch is on the loose, the Lions should be very productive with rollouts and out patterns. Although Quick Looks is not a designed rollout, we had great success sending Batch to the right, where he can hook up with his tight end or wide receiver.

The tight end, Sloan, slants toward the sideline, while the wide receiver, Crowell, makes a quick step to the right. If the play breaks down, watch for Herman Moore running a drag route all the way across the field from left to right. Our first choice is Crowell, but when Moore arrives on the sideline, the coverage gets jammed up, and you are likely to find at least two open receivers.

Stopping the Quick Looks

Herman Moore's drag route changes the entire complexion of this play, because at the line of scrimmage, there is nothing to indicate the eventual flood of receivers on the strong side. If your defenders are up to the challenges of man coverage, try the Dime: Double Wide. This formation doubles up the coverage on both sides. Understand that the quarterback will make this completion every time if the release is timed properly. However, the Double Wide gets the defenders closer to the wide receiver, increasing the likelihood of jarring the ball loose or forcing the receiver out of bounds before the catch.



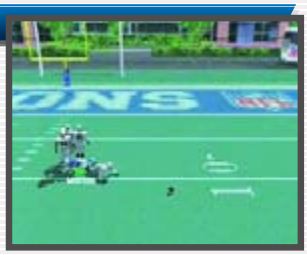
Passing

I Form-Twin WR: Misdirection

After throwing outs to the strong side, this perfect change-of-pace splits two receivers wide left. Johnnie Morton on the far left is the primary target. For best results, hit him just after he crosses the other receiver, Crowell. At that moment, the coverage will be frozen, and Morton will be open underneath.

If the defense is in zone coverage, all of the other receivers will probably draw two defenders each, so your secondary options are much tougher. The tight end runs a deep slant on the right, and you'll need to float the pass in over the defenders. Finally, if all else fails, watch for fullback Cory Schlesinger. He comes out of the backfield and runs straight downfield along the left hashmarks. Wait until he breaks off his route and hit him as he comes across the field from left to right.

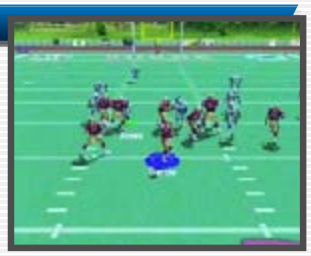
Stopping the Misdirection



This play is designed to pick up 15–20 yards or more, but against this offense, it's anyone's guess when they are going to go deep. A good defensive solution when you "feel" this pass coming is the Dime: Under 4. Obviously, a running play would burn you, but you have excellent zone coverage across the medium and deep zones. If Morton catches the pass over the middle and holds on after getting sandwiched by four defenders, he'll earn the completion.

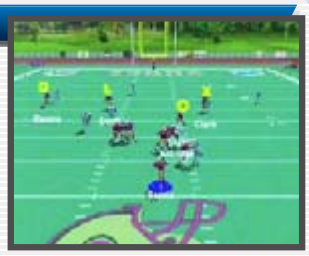
Defending the Pass

4-3: Tango



The Lions did not get to opposing quarterbacks with great regularity last year, although Robert Porcher led the team with eight sacks. The 4–3: Tango includes a lot of movement, with the middle linebacker looping to the left before blitzing, the ROLB coming hard around the left side, and the right end dropping back into coverage. This formation does a good job with medium and deep zone coverage, so it is a perfect choice for 3rd and long. However, you lose short coverage on the strong side when the linebackers pressure the quarterback.

Beating the 4-3: Tango



As we mentioned earlier, this defense is susceptible to 5–8 yard drag routes. The best way to exploit this is to look for the halfback coming out of the backfield, or a wide receiver coming back from right to left. The Singleback-Big: Ace Left Overloa has a right-left drag by the wide receiver. However, the pressure is still intense, and there is no guarantee that the quarterback will have enough time to hit the receiver.

Defending the Run

4-3: Man QB Spy

The Lions' defense has matured into a well-balanced unit. There is talent across the field, including tackle Luther Elliss, left end Robert Porcher, middle linebacker Stephen Boyd, and strong safety Kurt Schulz.

You'll be more successful getting the linebackers involved in run defense. The 4–3: Man QB Spy brings the outside linebackers up close behind the ends, and a stunt between the right end and right tackle adds a little flare to the attack. This defense does not abandon the pass to stop the run. There is zone coverage deep, and the cornerbacks can respond quickly to the run or drop back in coverage. This formation is especially effective against strong-side sweeps. The only missing ingredient is the blitz, but the Lions have enough talent to stop the run without it.

Beating the QB Spy

The stunt on the right side of the defensive line could be a problem against counter plays to the weak side, especially if the runner has breakaway speed to the outside. The Singleback-Big: HB Counter would be a good weapon if the Lions are stopping the running game inside and to the strong side.

LIONS

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Green Bay Packers

Star Players

HB 25 Dorsey Levens

Speed	Acceleration	Catching	Awareness
78	84	83	82

Entering his eighth season from Georgia Tech, Dorsey Levens possesses the rare combination of size and speed. In addition, he is surprisingly elusive and has the ability to wear opponents down as the game progresses. He has proven equally effective running between the tackles or to the outside. Levens is a natural receiver with soft hands, ranking as one of the league's best out of the backfield. Double knee surgery kept Levens out of 11 games last year, but the Packers are looking for him to return to top form in 2001.

SS 36 LeRoy Butler

Speed	Strength	Tackling	Awareness
83	61	83	92

An 11-year veteran out of Florida State, LeRoy Butler is the leader of the Packer defense. He is a hard-hitter who "coaches" on the field because of his experience. Butler has started 107 consecutive games. He originated the "Lambeau Leap," in which Packer players soar into the stands after scoring a touchdown.

Team Ratings

Overall Rating:	86
Offense:	80
Defense:	78
Special Teams:	90
Quarterback:	97
Featured Running Back:	77
Receivers:	80

Home Field: Green Bay Stadium
Built: 1957 **Type: Open**
Capacity: 60,890 **Surface: Grass**

2001 Draft Picks

Round	Player Selected	Position	School
One	Jamal Reynolds	DE	Florida State
Two	Robert Ferguson	WR	Texas A&M
Three	Bhawoh Jue	CB	Penn State
Three	Torrance Marshall	LB	Oklahoma
Four	Bill Ferrario	G	Wisconsin
Six	David Martin	WR	Tennessee

2000 Recap

NFL Team Rankings

Scoring: 11th
Pass Offense: 10th
Rushing Offense: 23rd
Pass Defense: 19th
Rushing Defense: 8th
Turnovers: 21st

2000 Standings

W	L	Tie	PF	PA	Home	Road	VS AFC	VS NFC	VS DIV
9	7	0	353	323	6–2	3–5	1–3	8–4	5–3

Team Stats

Category	Packers	Opponents
Total First Downs	315	284
First Downs (Rushing–Passing–By Penalty)	88–197–30	84–186–14
Third Down Conversions/Attempts	85/218	82/224
Fourth Down Conversions/Attempts	7/12	7/11
Total Offensive Yards	5,559	5,313
Offense (Plays–Avg. Yards)	1,004–5.0	974–5.0
Total Rushing Yards	1,643	1,618
Rushing (Plays–Avg. Yards)	404–4.1	417–3.9
Total Passing Yards	3,916	3,695
Passing (Comp–Att–Int–Avg.)	348–600–16–11.3	307–557–21–12.0
Sacks	38	34
Int./Ret. For TD	21/1	16/1
Field Goals Made/Attempts	33/38	21/25
Touchdowns	36	37
Touchdowns (Rushing–Passing–Returns–Defensive)	13–21–1–1	7–28–1–1
Time of Possession	30:45	29:15

Individual Leaders

Quarterbacks

PLAYER	ATT	COMP	PCT	YARDS	TD	INT	INT%	SACKED	RATING
Brett Favre	580	338	58.3	3,812	20	16	2.8	33	78.0
Matt Hasselbeck	19	10	52.6	104	1	0	0.0	1	86.3

Running Backs

PLAYER	RUSHES	YARDS	PER CARRY	TD	FUMBLES	LONG
Ahman Green	263	1,175	4.5	10	6	39t
Dorsey Levens	77	224	2.9	3	0	17

Receivers

PLAYER	REC	YARDS	YDS PER CATCH	TD
Ahman Green	73	559	7.7	3
Bill Schroeder	65	999	15.4	4
Antonio Freeman	62	912	14.7	9

Defensive Leaders

Tackles: Nate Wayne, 105 **Sacks:** John Thierry, 6.5 **Interceptions:** Darren Sharper, 9

Scouting Report

After a 5–7 start in 2000, the Pack won their final four games and expectations are "sky high" heading into the 2001 season. The Pack's potent aerial attack ranked 10th in the league in 2000, and Green Bay hopes their improved offensive line will produce even better results. Receivers Bill Schroeder and Antonio Freeman will be counted on heavily. The backfield duo of Dorsey Levens and Ahman Green should wreak havoc on the opposition. The 2001 season marks the first time the Pack has ever had two 1,000-yard backs on the same team. Levens was limited in 2000 because of knee problems, but this opened the door for Green who averaged 4.5 yards per carry and ran for 1,175 yards. Both runners will play a major role in the Packers offense.

On defense, first-round draft choice Jamal Reynolds, out of Florida State, is considered the team's best pass rusher and will join Santana Dotson, Vonnie Holliday, and Russell Maryland on the defensive front. The secondary is the strength of the defense. Darren Sharper looks poised to become a perennial All-Pro while LeRoy Butler, headed into his 12th season, continues to shine.

Coaching the Packers: Mixing the run with the pass keeps the opposing defense honest. The inclination is to throw a lot of passes, but keep in mind the strength of your running attack. On defense, your secondary will defend the pass well, but you may need some extra help from your safeties in rushing the quarterback.

Meet the Coach: Mike Sherman

NFL Head Coaching Record:
Green Bay 9–7 (2000 to present)

Prior Coaching Experience:
Assistant Coach, Green Bay (1997–99); Offensive Line Coach, UCLA (1994), Offensive Line Coach, Texas A&M (1989–93)

College Playing Career:
Central Connecticut State (1974–77)

NFL Playing Career:
N/A

KEY PLAYS

Running

I Form-Big: HB Off Tackle

When you run Dorsey Levens inside, you might want to stay behind the right side of the offensive line where 310-pound tackle Earl Dotson leads the way. The HB Off Tackle follows 250-pound fullback William Henderson into the line. Henderson takes aim just to the right of the tight end, sealing off the defensive end and sometimes, the LOLB.

Depending on the result of the block, you can stay behind the fullback or bounce outside. Fortunately, Levens can do either with great success. Remember to stay behind the line blocking for as long as possible if you choose the inside path.

Singleback-Normal: HB Sprint

Dorsey Levens is the featured back in the Packers' playbook, but you might want to get Ahman Green into the mix to keep Levens fresh. Green gained 1,175 yards last year, and he has outstanding speed and acceleration. We like running him in a Singleback-Normal set, especially on 3rd and 5 or 6, when the defense must logically look for the pass.

You'll probably face a 3–4 or Nickel defense in this situation, which allows right guard Marco Rivera to pull out in front of Green as he sprints to the left. Both wide receivers on the left have blocking assignments, so you have a lot of help downfield when you turn the corner. If you choose to stay outside, swing wide before turning upfield for maximum yardage.

Stopping the HB Off Tackle

When you are playing for the run but unwilling to give up all of your pass coverage, the 4–3: Under Man is a good choice. First, you gain the presence of the cornerbacks, who are close enough to stuff the Off Tackle if it moves outside. Second, the outside linebackers play just behind and to the side of the defensive ends, ready to shut down the run if it turns inside the tackles. Finally, the safeties play a deep zone, where they can cover a deep pass audible.

Stopping the HB Sprint

The HB Sprint is especially difficult to stop on 3rd and long, when the defense is torn between defending the run or the pass. We like to cover both with the 3–4: CB Blitz. This formation is unique in that both cornerbacks come hard on a blitz, putting them in perfect position to stop an outside run to either side. If the play is a pass, they can put extreme pressure on the quarterback. However, this is a recommended play for stopping the HB Sprint, not the pass. Giving up both cornerbacks against a short pass can be very dangerous.

Passing

Singleback-Slot Strong: Play Action

Against typical 3rd down and long Nickel coverage, this play draws most of the defensive backs toward the middle of the field, leaving single coverage on wide receiver Bill Schroeder who runs a deep slant toward the right sideline. Throw the ball anytime after Schroeder makes his slant move.

Stopping the Play Action

If this play starts to burn your defense repeatedly, go to the Dime: Double Wide to put two defenders on Schroeder. The tradeoff is that you must rely on your front four to pressure the quarterback.

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Passing

Singleback-4 WR: WR Wide

When you need a home run late in the game, this play sends the wide left receiver, Antonio Freeman, on an up, in, and then deep slant to the sideline. This route takes time to develop, however Freeman has the speed to run under the ball. Release the pass when the receiver makes his "first" cut to the inside. This might seem a little early, but Freeman's second move to the outside comes almost immediately after the first one, so don't hesitate.

Let the quarterback plant his feet and then fire the ball to the sideline. The defender is often tangled up after responding to two quick moves, so be prepared to step inside or outside after the catch and take the ball to the end zone.

Stopping the WR Wide

A good counter for deep sideline slants is the Dime: Zone Man X. This defense rotates the defenders toward the left sideline, creating double coverage on the deep routes. It also adds a man-to-man defender near the line of scrimmage. There is a little more jostling going on, which can slow the wide receiver and allow additional defenders to join the route downfield.

Defending the Run

4-3: Rush Zone

The 4–3: Rush Zone shows the offensive line all kinds of movement. The middle linebacker slashes inside the right tackle, while the ROLB rushes hard over the right end position. The LOLB stays home where he can react to the run, inside or outside.

Although this play is designed to stop the run, the cornerbacks and safeties are ready to drop back into coverage if the quarterback audibles to a pass. This play is especially good at stuffing the Off Tackle, or any other running play between the tackles.

Beating the Rush Zone

You can beat the Rush Zone with a quick slant or out to the tight end, especially when you have two or more receivers clearing out the cornerbacks with deep routes. The Singleback-Big: Ace Slants N Out works well, especially when the quarterback rolls to the right.

Defending the Pass

4-3: SS Blitz

The Packers have two of the best pass defenders in the NFL, with LeRoy Butler at strong safety and Darren Sharper at free safety.

We like sending Butler on the 4–3: SS Blitz. With a headlong rush from the strong safety, who comes right behind big Russell Maryland, the quarterback must deal with strong-side pressure, forcing him to release early.

Beating the 4-3: SS Blitz

Forget about deep routes when Butler is headhunting for your quarterback. Make sure you have a tight end blocking on the right and at least two weakside receivers running short routes. The Singleback-Big: WR Out includes the tight end and halfback running short weakside patterns. Either one can help you avoid the sack.

Carolina Panthers

Star Players

WR 87 Muhsin Muhammad

Speed	Acceleration	Catching	Awareness
87	87	92	90

Muhsin Muhammad enters his sixth season out of Michigan State. Coming off a career year in which he was tied for the NFL lead with 102 receptions, Muhammad is a big, physical receiver who runs great routes and can overpower defensive backs in a fight for the ball. He had 1,183 yards receiving and six touchdowns in 2000, and he has led the NFC in receptions for two straight years.

SS 30 Mike Minter

Speed	Strength	Tackling	Awareness
80	55	74	80

A second-round pick out of Nebraska in 1997, Mike Minter is a big hitter who came into his own last year with a team-best 142 tackles. He also logged two interceptions (one returned for touchdown) and two sacks. His bone-jarring hits also produced five fumbles. At Nebraska, Minter played on the National Championship teams in 1994 and 1995, and he was voted to the All Big-12 team in 1996 after leading the Cornhuskers with five interceptions.

Team Ratings

Overall Rating:	68
Offense:	64
Defense:	63
Special Teams:	78
Quarterback:	69
Featured Running Back:	74
Receivers:	83

Home Field: Ericsson Stadium™
Built: 1996 Type: Open
Capacity: 73,248 Surface: Grass

2001 Draft Picks

Round	Player Selected	Position	School
One	Dan Morgan	LB	Miami (Fl.)
Two	Kris Jenkins	DT	Maryland
Three	Stevonne Smith	WR	Utah
Four	Chris Weinke	QB	Florida State
Five	Jarrod Cooper	S	Kansas State
Six	Dee Brown	RB	Syracuse
Seven	Louis Williams	OL	LSU
Seven	Mike Roberg	TE	Idaho

2000 Recap

NFL Team Rankings

Scoring: 21st
Pass Offense: 12th
Rushing Offense: 29th
Pass Defense: 26th
Rushing Defense: 26th
Turnovers: 12th

2000 Standings

W	L	Tie	PF	PA	Home	Road	VS AFC	VS NFC	VS DIV
7	9	0	310	310	5–3	2–6	2–2	5–7	4–4

Team Stats

Category	Panthers	Opponents
Total First Downs	304	304
First Downs (Rushing–Passing–By Penalty)	63–201–40	107–184–13
Third Down Conversions/Attempts	78/198	90/208
Fourth Down Conversions/Attempts	8/14	6/19
Total Offensive Yards	5,036	5,882
Offense (Plays–Avg. Yards)	929–5.0	978–6.0
Total Rushing Yards	1,186	1,944
Rushing (Plays–Avg. Yards)	363–3.3	426–4.6
Total Passing Yards	3,850	3,938
Passing (Comp–Att–Int–Avg.)	340–566–19–11.3	352–552–17–11.2
Sacks	27	69
Int/Returned for TD	17/2	19/2
Field Goals Made/Attempts	31/35	20/30
Touchdowns	30	35
Touchdowns (Rushing–Passing–Returns–Defensive)	7–19–2–2	12–19–0–4
Time of Possession	29:54	30:06

Individual Leaders

Quarterbacks

PLAYER	ATT	COMP	PCT	YARDS	TD	INT	INT%	SACKED	RATING
Steve Beuerlein	533	324	60.8	3,730	19	18	3.4	62	79.7
Jeff Lewis	32	16	50.0	120	0	1	3.1	7	46.4

Running Backs

PLAYER	RUSHES	YARDS	PER CARRY	TD	FUMBLES	LONG
Tim Biakabutuka	173	627	3.6	2	4	43
Brad Hoover	89	290	3.3	1	1	35

Receivers

PLAYER	REC	YARDS	YDS PER CATCH	TD
Muhsin Muhammad	102	1,183	11.6	6
Donald Hayes	66	926	14.0	3
Wesley Walls	31	422	13.6	2

Defensive Leaders

Tackles: Mike Minter, 142 Sacks: Jay Williams, 6.0 Interceptions: Eric Davis, 5

Scouting Report

After a 2000 season in which the Panthers defense was ranked near the bottom of the league in most categories, management knew they needed a playmaker on that side of the football, and that's exactly what they got with top draft choice Dan Morgan. The linebacker out of Miami steps in at middle linebacker and will provide instant toughness and much needed leadership.

On offense, the Panthers will try Jeff Lewis at quarterback. He's inexperienced, but mobile. If he falters, fourth-round draft choice Chris Weinke will get a chance. The offensive line that gave up 62 sacks (the second highest total ever) in 2000 has been completely revamped. Todd Steussie, Kevin Donnalley, and Jeff Mitchell should do a much better job protecting the quarterback and opening holes for the running game. Tim Biakabutuka will once again be the featured back.

Coaching the Panthers: You should be able to establish the run behind a revamped offensive line. With an inexperienced quarterback, this is a must. When you go to the air, Muhammad is one of the league's best, and tight end Wesley Walls is an underrated pass catcher. Don't blitz too much with Morgan or you'll be susceptible to the run and screen plays.

Meet the Coach: George Seifert

NFL Head Coaching Record:
Carolina 15–17 (1999 to present); San Francisco 108–35 (1989–96)

Prior Coaching Experience:
Assistant Coach, San Francisco (1980–88); Assistant Coach, Stanford (1977–79)

College Playing Career:
Utah (1960–62)

NFL Playing Career:
N/A

KEY PLAYS

Running

Split Backs-Normal: HB Sweep

Tim Biakabatuka is an agile halfback who works best outside the tackles, especially behind a pulling lineman, tight end, and blocking fullback. All of the blockers are in the flow on this play, and you must string out the pursuit as much as possible, giving Biakabatuka the option to turn the corner or cutback to the inside.

Split Backs-Normal: FB Dive

When you need tough yards inside, don't forget about 249-pound fullback Chris Hetherington. The FB Dive is quick and hard, driving right between the right tackle and tight end. The Panthers' fullback is strong enough to shrug off tacklers, and if the tight end holds his block, there could be extra yards outside.

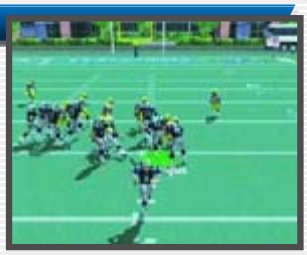
You'll have best results if you keep Hetherington hidden behind the tight end until the last second, then spring out to the right and run straight ahead.

Stopping the HB Sweep

Most teams need to crank up the outside pressure to derail the sweep. The 3–4: Double Out blitzes the strong-side linebacker and keeps the cornerbacks up tight in run coverage. Even with a pulling guard and fullback, it is tough to break through the outside pursuit of the Double Out.

Stopping the FB Dive

If you expect the inside run, but you're not sure enough to send a Goal Line defense onto the field, use the 4–3: Double Z. We like to flip this play so the outside linebacker blitzes on the strong side of the offense. The tackles push straight ahead while the ends surge toward the middle of the field. The blitzing outside linebacker is in position to keep the play from bouncing outside, but if it does, the cornerback is close by.



Passing

Singleback-Twin TE: TE Middle

Veteran Wesley Walls still has the best hands of any tight end in the league, and although he is coming back from injury, new quarterback Jeff Lewis will count on him to make big 3rd down plays.

This play features two tight ends on the right, with Walls on the inside. He runs 10 yards straight out and then cuts straight across to the left sideline. Meanwhile, the other tight end takes the coverage out to the right, while the wide receiver runs a deep fly. Muhammad clears out the zone on the left, so Walls should face single coverage across the middle, just the way he likes it.

Stopping the TE Middle

Walls is a load for any two defensive backs, so you need to collapse the coverage in the middle of the field to muscle him away from the ball. The 3–4: Drop Zone sacrifices quarterback pressure for coverage. All four linebackers drop back into pass coverage, making the middle of the field very dangerous for the receiver and the quarterback. Forcing the ball into this defense would be a big mistake.

Passing

I Form-3 WR: FL Post

Muhsin Muhammad is your go-to guy when you need a big chunk of yardage. Running this deep route out of the I gives Lewis some extra blocking and a safety valve if the pass protection breaks down. However, you can throw this ball early and Muhammad will find it. Against most Nickel Zones he arrives in the middle of the field in front of the deep coverage. Be sure to lead him, so the defenders are not hanging around the ball when it arrives.

If you lose sight of Muhammad, Patrick Jeffers comes over the middle at the same depth, at the same time, and against similar coverage, so you can still connect for big yardage.

Stopping the FL Post

It takes pressure to disrupt a deep pass, and this play is just begging for a blitz. The Dime: LB Blitz lets you bring pressure without giving up deep coverage. Against a five-man front, the blitzing linebacker is usually enough to break down the pocket and force an errant throw.

Defending the Pass

Nickel: Silver

The Panthers' secondary is steady enough to play man defense, but you'll need to find a way to get to the quarterback without blitzing more than two linebackers or defensive backs. The Nickel: Silver seems to be the right blend in most situations.

The right cornerback, Jimmy Hitchcock, comes from the outside and the rookie middle linebacker Dan Morgan barrels right up the middle. The pressure forces the quarterback to look short, and it should produce a few sacks. However, if the initial rush is picked up, the quarterback will find single coverage on the left, which is this formation's only Achilles' heel.

Beating the Nickel: Silver

As we mentioned above, the left flat and short zones are thin on coverage in the Nickel: Silver, so an alert quarterback can complete 5–8 yard passes to the outside if he can avoid the rush.

Defending the Run

4-3: Crash Blitz

You can rely on the Panthers' secondary for steady run coverage. They like to hit, especially strong safety Mike Minter. But, you'll need some movement to bolster the front line, especially against strong rushing attacks.

The 4–3: Crash Blitz sends the front four cutting across the line of scrimmage, with the LOLB blitzing hard. This movement seems to make the defensive line more efficient at stalling, or breaking down the offensive line blocking. The cornerbacks and strong safety stay in tight man coverage, guarding against the sweep.

Beating the 4-3: Crash Blitz

The 4–3: Crash Blitz consistently contains every run except the HB Pitch to the weak side, especially in a trips formation. The Singleback-Trips: HB Pitch has three wide receivers blocking downfield, and this is enough to neutralize the lateral pursuit.

New England Patriots

Star Players

WR 88 Terry Glenn

Speed	Acceleration	Catching	Awareness
90	96	87	85

Terry Glenn is one of the NFL's fastest players. In his sixth season out of Ohio State, Glenn usually commands double coverage, but that didn't stop him from snaring 79 balls for 963 yards in 2000. He made his first Pro Bowl appearance after the 1999 season. Glenn missed the season opener of his rookie campaign, but still established an NFL rookie reception record with 90 catches in 1996.

SS 36 Lawyer Milloy

Speed	Strength	Tackling	Awareness
84	66	87	94

One of the best safeties in the NFL, Lawyer Milloy may be better known by opposing receivers and running backs as the hardest hitter in all of football. The six-year pro from the University of Washington led the team in tackles (121) for the third straight year. He played in the Pro Bowl following the 1998 and 1999 seasons. The leader of the Patriots defense, Malloy is equally adept at playing the run or pass.

Team Ratings

Overall Rating:	74
Offense:	62
Defense:	72
Special Teams:	85
Quarterback:	86
Featured Running Back:	64
Receivers:	75

Home Field: Boston Stadium
Built: 1971 **Type: Open**
Capacity: 60,292 **Surface: Grass**

2001 Draft Picks

Round	Player Selected	Position	School
One	Richard Seymour	DT	Georgia
Two	Matt Light	T	Purdue
Three	Brock Williams	CB	Notre Dame
Four	Kenyatta Jones	T	South Florida
Four	Jabari Holloway	TE	Notre Dame
Five	Hakim Akbar	S	Washington
Six	Arther Love	TE	South Carolina State
Six	Leonard Myers	CB	Miami
Seven	Owen Pochman	K	BYU
Seven	T.J. Turner	LB	Michigan State

2000 Recap

NFL Team Rankings

Scoring: 25th
Pass Offense: 17th
Rushing Offense: 26th
Pass Defense: 21st
Rushing Defense: 21st
Turnovers: 18th

2000 Standings

W	L	Tie	PF	PA	Home	Road	VS AFC	VS NFC	VS DIV
5	11	0	276	338	3–5	2–6	5–7	0–4	2–6

Team Stats

Category	Patriots	Opponents
Total First Downs	283	326
First Downs (Rushing–Passing–By Penalty)	80–172–31	108–184–34
Third Down Conversions/Attempts	82/234	103/237
Fourth Down Conversions/Attempts	13/26	9/10
Total Offensive Yards	4,851	5,525
Offense (Plays–Avg. Yards)	989–4.0	1,039–5.0
Total Rushing Yards	1,390	1,831
Rushing (Plays–Avg. Yards)	424–3.3	495–3.7
Total Passing Yards	3,461	3,694
Passing (Comp–Att–Int–Avg.)	328–565–15–10.6	321–544–10–11.5
Sacks	29	48
Int/Returned for TD	10/0	15/2
Field Goals Made/Attempts	27/33	24/32
Touchdowns	28	38
Touchdowns (Rushing–Passing–Returns–Defensive)	9–18–1–0	12–23–1–2
Time of Possession	28:56	31:04

Individual Leaders

Quarterbacks

PLAYER	ATT	COMP	PCT	YARDS	TD	INT	INT%	SACKED	RATING
Drew Bledsoe	531	312	58.8	3,291	17	13	2.4	45	77.3
Michael Bishop	9	3	33.3	80	1	1	11.1	0	64.4

Running Backs

PLAYER	RUSHES	YARDS	PER CARRY	TD	FUMBLES	LONG
Kevin Faulk	164	570	3.5	4	6	18
J.R. Redmond	125	406	3.2	1	2	20

Receivers

PLAYER	REC	YARDS	YDS PER CATCH	TD
Troy Brown	83	944	11.4	4
Terry Glenn	79	963	12.2	6
Kevin Faulk	51	465	9.1	1

Defensive Leaders

Tackles: Lawyer Milloy, 121 **Sacks:** Willie McGinest, Greg Spires, 6.0
Interceptions: Lawyer Milloy, Ty Law, Tebucky Jones, 2

Scouting Report

Drew Bledsoe is back to quarterback the Pats for a ninth straight season. He's got the weapons to throw to in Terry Glenn and Troy Brown, but does he have a running game or offensive line? Second year running back J.R. Redmond is the starter and will need to learn the ropes quickly. Meanwhile, the offensive line, with several new faces, will need to improve on its 2000 effort when Bledsoe was sacked 45 times.

The secondary is the strength of the defense. Lawyer Milloy and Ty Law are punishing defenders, but need help from the front four and the linebackers. Willie McGinest anchors the line. Top draft choice Richard Seymour will start from day one and should help improve a unit that recorded only 20.5 sacks in 2000.

Coaching the Patriots: Without a proven runner, you'll need to throw the football to move the ball with this offense. Use screen plays in place of running. Glenn is a speedster, so get him the ball in the open field. Stopping the run is an issue for this defense, where the linebackers must "stay home" in running situations.

Meet the Coach: Bill Belichick

NFL Head Coaching Record:
New England 5–11 (2000 to present); Cleveland 37–45 (1991–95)

Prior Coaching Experience:
Assistant Head Coach, New York Jets (1997–99); Assistant Head Coach, New England (1996)

College Playing Career:
Wesleyan (1971–74); also played squash and lacrosse

NFL Playing Career:
N/A

KEY PLAYS

Running

Strong I-Normal: Counter Trap

The Counter Trap sets the defense back on its heels for a split second and that's all J.R. Redmond needs to get outside and pick up a consistent 5 yards. This play seems to freeze the cornerback, allowing Redmond to run hard and grab his yards quickly.

You may find room on the outside, as pictured here. However, on most carries, you are better off taking the hole the counter gives you and running straight upfield or cutting back against the grain.

Weak I-Normal: FB Power

The FB Power is a quick-hitting play that delivers 3 yards when you need it. The defense usually cheats toward the strong side, so the left guard often faces only one defensive lineman. The end result is a surprising hole to the left of the guard, where you can plow ahead for positive yardage.

Stopping the Counter Trap

A big set usually does a good job of picking up a blitzing linebacker, but it's tough to contain the cornerback and strong safety. The 4–3: Man Zone has the LOLB coming hard on a straight blitz. The rush occupies the tight end, allowing the cornerback and strong safety to fly in unchallenged to stop the runner as he turns the corner.

Stopping the FB Power

The 4–3: Under Man provides balanced run coverage across the defensive front, due to the right end flaring out as he attacks the line of scrimmage. The middle linebacker fills the resulting gap quickly, so there is almost immediate response to weakside runs. The bonus is that you don't have to give up strong-side coverage, which makes this a good all-around formation for stopping your opponent from running wild between the tackles.

Passing

Singleback-Twin TE WR: Cross Up

In Cross Up, Terry Glenn sprints across the field from left to right, on what appears to be a simple, conservative 8–10 yard pass. However, whenever Glenn catches a pass in full stride, there's always a chance that he'll outrun the defense.

Watch the defense and try to pick a spot on the route where he will be open. For best results, keep him moving from left to right until you find daylight.

Stopping the Cross Up

Guarding Terry Glenn one-on-one is an exercise in futility. However, you can blanket the middle zone so that he can't run free. It's important to drop linebackers into the coverage because they may be able to hide in the middle and knock down or intercept the pass in mid-flight.

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Passing

Split Backs-3 WR: HB Circle

This play is designed for the halfback, but the slant pattern executed by the right slot receiver draws coverage away from Troy Brown who runs a deep comeback pattern down the sideline. Adding to the defensive confusion is the halfback who circles out of the backfield on the left and ends up on the right side of the field. All of this movement should leave Brown in single coverage. Release the pass before he makes his turn back to the ball.

Stopping the HB Circle

The best way to stop deep comeback routes is to pressure the quarterback and use converging zones. The Dime: Zone Blitz has pressure from the LOLB, while the cornerback, middle linebacker, and strong safety cross each other in zone coverages. There's a good chance that someone will be moving in front of the wide receiver as he comes back to the ball. Even better, the blitz may produce a sack.

Defending the Run

4-3: Under Man

The Patriots' linebackers must perform well as a unit to have consistent success against the run. The 4–3: Under Man is a conservative run-stop defense that keeps the linebackers in position where they can respond inside or outside.

Last year's leading tackler for the Patriots, strong safety Lawyer Milloy, gets the majority of his tackles against sweeps and tosses to the outside, while the cornerbacks help out inside.

Beating the 4-3: Under Man

You must stop the defense "Lawyer" if you're going to gain yardage outside. This can be accomplished by using a Trips formation, where the wide receivers take on the oncoming strong safety and cornerback. Or, you can simply avoid the strong side and run a counter or delay to the weak side. The I Form-Big: HB Counter is our choice. Why run into trouble if you don't have to?

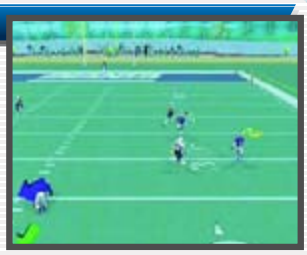
Defending the Pass

Nickel: SS Blitz

On 3rd and long, sending Milloy on a SS Blitz forces the quarterback to look short, where the man coverage is tight. The middle, short, and medium zones are well protected, and the quarterback would be ill advised to force the pass into double coverage.

The only potential weak spot is the right flat, where a halfback could rotate out of the backfield against single coverage or no coverage at all.

Beating the SS Blitz



The aforementioned flat pass is the way to beat the SS Blitz. The Singleback-Normal: WR Quick In includes a halfback route out of the backfield and a comeback pattern that clears the zone for the halfback. If the quarterback can stay on his feet long enough to lob the ball downfield, the strong safety blitz is nullified.

Oakland Raiders

Star Players

WR 81 Tim Brown

Speed	Acceleration	Catching	Awareness
86	90	92	97

Tim Brown continues to defy time. Entering his 15th NFL season, the 1987 Heisman Trophy winner out of Notre Dame is showing no signs of slowing down, coming off a career high 11 touchdowns in 2000 to go along with 76 catches for 1,128 yards. Brown runs precise routes and has soft hands. He is the team's all-time leading receiver and the only Raider to score on a pass reception, a rush, a kickoff return, and punt return.

CB 21 Eric Allen

Speed	Strength	Tackling	Awareness
84	87	66	91

Still regarded as one of the best cover corners in the league, Eric Allen embarks on his 14th NFL season out of Arizona State. He recorded six interceptions in 2000, returning three of those for touchdowns. Allen shares the NFL single-season record for most interceptions returned for a touchdown, with four back in 1993. He also shares the NFL single-game record with two touchdowns off interceptions vs. the Saints in 1993. Allen has great instincts, the speed to "hang" with any receiver, and tremendous tackling ability.

Team Ratings

Overall Rating:	88
Offense:	78
Defense:	81
Special Teams:	90
Quarterback:	92
Featured Running Back:	76
Receivers:	80

Home Field: Network Associates Coliseum™
Built: 1966 Type: Open
Capacity: 62,695 Surface: Grass

2001 Draft Picks

Round	Player Selected	Position	School
One	Derrick Gibson	S	Florida State
Two	Marques Tuiasosopo	QB	Washington
Three	DeLawrence Grant, Jr.	DE	Oregon State
Five	Raymond Perryman	S	Northern Arizona
Six	Chris Cooper	DE	Nebraska-Omaha
Seven	Derek Combs	RB	Ohio State
Seven	Ken-Yon Rambo	WR	Ohio State

2000 Recap

NFL Team Rankings

Scoring: 3rd
Pass Offense: 18th
Rushing Offense: 1st
Pass Defense: 25th
Rushing Defense: 5th
Turnovers: 4th

2000 Standings

W	L	Tie	PF	PA	Home	Road	VS AFC	VS NFC	VS DIV
12	4	0	479	299	7–1	5–3	8–4	4–0	5–3

Team Stats

Category	Raiders	Opponents
Total First Downs	337	320
First Downs (Rushing–Passing–By Penalty)	128–177–32	85–202–33
Third Down Conversions/Attempts	89/206	81/205
Fourth Down Conversions/Attempts	3/8	4/14
Total Offensive Yards	5,900	5,527
Offense (Plays–Avg. Yards)	995–450	971–5.0
Total Rushing Yards	2,470	1,551
Rushing (Plays–Avg. Yards)	520–4.8	383–4.0
Total Passing Yards	3,430	3,976
Passing (Comp–Att–Int–Avg.)	284–475–11–12.1	59–588–21–11.1
Sacks	43	28
Int/Returned for TD	21/4	11/0
Field Goals Made/Attempts	23/34	19/25
Touchdowns	57	34
Touchdowns (Rushing–Passing–Returns–Defensive)	23–28–1–5	8–25–0–1
Time of Possession	31:53	28:07

Individual Leaders

Quarterbacks

PLAYER	ATT	COMP	PCT	YARDS	TD	INT	INT%	SACKED	RATING
Rich Gannon	473	284	60.0	3,430	28	11	2.3	28	92.4

Running Backs

PLAYER	RUSHES	YARDS	PER CARRY	TD	FUMBLES	LONG
Tyrone Wheatley	232	1,046	4.5	9	4	80t
Rich Gannon	89	529	5.9	4	9	23

Receivers

PLAYER	REC	YARDS	YDS PER CATCH	TD
Tim Brown	76	1,128	14.8	11
Andre Rison	41	606	14.8	6
James Jett	20	356	17.8	2

Defensive Leaders

Tackles: Greg Biekert, 134 Sacks: Grady Jackson, 8
Interceptions: Eric Allen and William Thomas,6

Scouting Report

The Raiders are coming off their first AFC West title since 1990, falling one game short of the Super Bowl; and they are not about to rest on the laurels. Tyrone Wheatley was the driving force behind the NFL's top rushing offense running for 1,046 yards and 9 touchdowns, but he will have some company in the backfield with the free agent acquisition of Charlie Garner. The former 49er is a major threat as a receiver coming out of the backfield and will be used in 3rd down situations. The receiving core is set with future Hall of Famers Tim Brown and Jerry Rice. Second year man Jerry Porter has the speed to stretch defenses and get behind the secondary.

The defense got better as well during the off-season. Trace Armstrong signed on and will provide more of a pass rush while the secondary, led by Eric Allen, gets a boost with the addition of first-round draft choice Derrick Gibson.

Coaching the Raiders: The key to succeeding with this offense is running the football and controlling the clock. Wheatley's straight-ahead style combined with Garner's elusiveness make this one of the league's best one-two punches. Keep it simple on defense. Your front four will get to the quarterback; so don't get "blitz happy."

Meet the Coach: Jon Gruden

NFL Head Coaching Record:
Oakland 29–21 (1998 to present)

Prior Coaching Experience:
Offensive Coordinator, Philadelphia (1995–97); Assistant Coach, Green Bay (1992–94)

College Playing Career:
Dayton (1983–85); quarterbacked the Flyers

NFL Playing Career:
N/A

KEY PLAYS

Running

I Form-Normal: HB Slam

The Raiders have the enviable problem of getting enough carries for last season's leading rusher, Tyrone Wheatley and the exciting free agent Charlie Garner. Fortunately, their styles are complimentary; so our featured running plays include an inside play for Wheatley, and an outside run for the elusive Garner. At 235 pounds, Tyrone Wheatley has the size to pound the ball inside and the speed to take advantage of daylight when he knocks would-be tacklers out of the way.

The HB Slam runs behind 250-pound fullback Jon Ritchie, who follows 337-pound guard Mo Collins and 335-pound tackle Lincoln Kennedy. Altogether, that's more than 920 pounds of muscle clearing a path for Wheatley. This play always blasts big holes in the defensive line, so you can go inside or outside. Our pictures show the big yardage potential of both options.

Singleback-Slot Strong: HB Sprint

At 5'7", 187 pounds, Charlie Garner is dynamite in a bottle. He gained more than 1,100 yards last year for the 49ers, and he brings yet another offensive weapon to an already potent Raider team. Like Tyrone Wheatley, he will benefit from one of the biggest, strongest offensive lines in the league.

In the HB Sprint, you can use Garner's quickness, acceleration, and agility by getting to the outside as quickly as possible, and then frustrating the defense with cutbacks and sprints.

Stopping the HB Slam

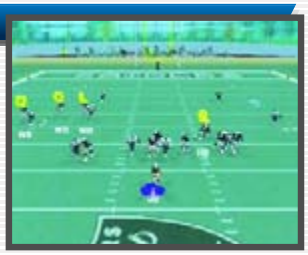
It takes size and strength to stop the Raiders' rushing attack. The 4–3: Fire Man is an aggressive formation that sends two linebackers into the gaps along with the front four. This play is designed to control the line of scrimmage between the tackles. You're never going to shut down the leading rushing team in the NFL on every play, but at least you can make them work for every yard.

Stopping the HB Sprint

You'll need help from the strong safety and cornerbacks to keep Garner contained after he turns the corner. Of course, it's best to stop him in the backfield, but that's tough to do against the Raiders' offensive line. The 3–4: Double Man brings everyone up close. No zone coverages allowed; the cornerbacks and safeties are ready to pursue Garner to the outside and meet him when he turns the corner.

Passing

Singleback-Trips: Double Hook



When you think about trying to stop the Raiders' passing game, you think first about Tim Brown. Then you think about something else. In the Double Hook, Brown runs about 10 yards downfield and then comes back to the ball.

There are two important points to remember. First, don't release the ball until he plants his feet to make the turn. Second, don't fire it in. This is a dangerous area of the field, and if you throw the pass low and hard, you might complete it to a linebacker.

Stopping the Double Hook

The 3–4: Man Lock puts extreme pressure on the quarterback with an outside and inside blitz. You almost always get into the backfield, which at the very least will force an errant pass. Despite the double blitz, the coverage is still solid. The cornerback and free safety play man-to-man, and the strong safety rotates into a deep zone. If this play fails to pressure the passer, abandon the blitz and go to a 3–4: Drop Zone. The quarterback will have more time, but the coverage will be much tighter across the field.

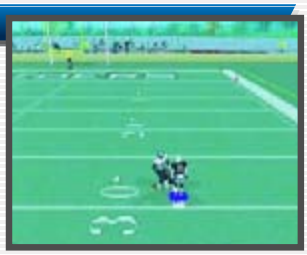
Passing

Singleback-Big Twin WR: Strong Flood

Charlie Garner caught 68 passes last year, and it would be a waste of his talent not to use him on 3rd down. This is a great play to call if you want to sneak Garner into the game.

Two wide receivers and a tight end run medium to deep routes on the left side of the field. The defensive coverage will swarm to the three receivers, leaving light coverage on the other side, where Garner is hiding in the backfield. The tight end stays home to block, so you should have plenty of time to let Garner float out to the right. Throw the pass as soon as he races by the linebacker. He'll be wide open until he reaches the deep zone.

Stopping the Strong Flood



First, you have to notice that Garner is in the backfield. The Dime: Double Wide strengthens the coverage in the short to medium zone, so Garner draws double coverage when he passes the line of scrimmage. The deep coverage is still strong on the other side, if the quarterback looks to his deep receivers. Garner's quickness may still enable him to beat this coverage, but he certainly won't be open for 10 yards after he leaves the backfield.

Defending the Pass

Dime: Zone Blitz

The Raiders were 25th in the league against the pass last year, but this season should be a different story as Trace Armstrong brings his 16.5 sacks to the defensive front. With their new-found pass rush, the Raiders' fine cornerbacks, led by Eric Allen, can do what they do best: cover receivers.

The Dime: Zone Blitz is an excellent 3rd and long call. Trace Armstrong leads the front four against the quarterback, with the help of a blitzing LOLB. The rotating zone coverage is solid from sideline to sideline, so that if the quarterback escapes the rush, his receivers will be blanketed.

Beating the Dime: Zone Blitz

The best way to beat the Zone Blitz is with a short out pattern on the weak side where the coverage is a little thin. The Shotgun-4 WR: Slot Out is a perfect call, with left slot receiver running a short out to the sideline.

Defending the Run

3-4: Double Out

The Raiders had the fifth-best defense against the run last year, and the unit returns intact for another dominant year.

Several 4–3 alignments work well against the inside run, but to contain the outside run, you'll do better with the 3–4: Double Out. This formation has outstanding lateral pursuit by the linebackers, which enables the defense to break down lead blocking on sweeps and tosses.

Beating the 3-4: Double Out

This defense pursues so quickly to the strong side that they sometimes run themselves out of the play. Try a play action pass to the halfback or a short comeback to the wide receiver. The Singleback-Slot Strong: PA HB Curl has two good options: a curl to the halfback coming out on the left, or a short hitch to the wide receiver on the right. We opted for the hitch, because it is easier to complete a pass to a receiver who is coming back to the ball, especially when there is a heavy rush.

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St. Louis Rams

Star Players

HB 28 Marshall Faulk

Speed	Acceleration	Catching	Awareness
93	99	88	99

Marshall Faulk is the best all-purpose back in the NFL and was named the NFL's MVP after the 2000 season. From San Diego State and in his eighth season, Faulk scored an NFL record 26 touchdowns in 2000 despite missing two games because of knee surgery. He had a combined 2,189 yards of total offense (1,359 rushing and 830 receiving). Faulk has surpassed 2,000 total yards for three straight seasons, joining Walter Payton as the only players to ever accomplish this.

CB 35 Aeneas Williams

Speed	Strength	Tackling	Awareness
92	96	62	97

A six-time Pro Bowler out of Southern University, Aeneas Williams provides not only great coverage ability, but also leadership. Last year with the Cardinals he had five interceptions and also returned a fumble 104 yards for a score. Williams hasn't missed a game in 10 seasons, during which he started 159 of 160 contests.

Team Ratings

Overall Rating:	88
Offense:	96
Defense:	74
Special Teams:	89
Quarterback:	95
Featured Running Back:	99
Receivers:	83

Home Field: St. Louis Dome
Built: 1995 Type: Dome
Capacity: 66,000 Surface: Artificial Turf

2001 Draft Picks

Round	Player Selected	Position	School
One	Damione Lewis	DT	Miami (Fl.)
One	Adam Archuleta	S	Arizona State
One	Ryan Pickett	DT	Ohio State
Two	Tommy Polley	LB	Florida State
Three	Brian Allen	LB	Florida State
Four	Milton Wynn	WR	Washington State
Four	Brandon Manumaleuna	TE	Arizona State
Five	Jerametrius Butler	CB	Kansas State
Six	Francis St. Paul	WR	Northern Arizona

2000 Recap

NFL Team Rankings

Scoring: 1st
Pass Offense: 1st
Rushing Offense: 17th
Pass Defense: 27th
Rushing Defense: 13th
Turnovers: 25th

2000 Standings

W	L	Tie	PF	PA	Home	Road	VS AFC	VS NFC	VS DIV
10	6	0	540	471	5–3	5–3	3–1	7–5	5–3

Team Stats

Category	Rams	Opponents
Total First Downs	380	321
First Downs (Rushing–Passing–By Penalty)	112–247–21	95–195–31
Third Down Conversions/Attempts	86/181	74/192
Fourth Down Conversions/Attempts	8/13	6/12
Total Offensive Yards	7,335	5,782
Offense (Plays–Avg. Yards)	970–7.0	917–6.0
Total Rushing Yards	1,843	1,697
Rushing (Plays–Avg. Yards)	383–4.8	383–4.4
Total Passing Yards	5,492	4,085
Passing (Comp–Att–Int–Avg.)	380–587–23–14.5	323–534–19–12.6
Sacks	51	44
Int/Returned for TD	19/0	23/4
Field Goals Made/Attempts	24/27	26/31
Touchdowns	67	55
Touchdowns (Rushing–Passing–Returns–Defensive)	26–37–2–2	18–32–1–4
Time of Possession	30:54	29:06

Individual Leaders

Quarterbacks

PLAYER	ATT	COMP	PCT	YARDS	TD	INT	INT%	SACKED	RATING
Kurt Warner	347	235	67.7	3,429	21	18	5.2	20	98.3
Trent Green	240	145	60.4	2,063	16	5	2.1	24	101.8

Running Backs

PLAYER	RUSHES	YARDS	PER CARRY	TD	FUMBLES	LONG
Marshall Faulk	253	1,359	5.4	18	0	36
Justin Watson	54	249	4.6	4	0	49

Receivers

PLAYER	REC	YARDS	YDS PER CATCH	TD
Isaac Bruce	87	1,471	16.9	9
Torry Holt	82	1,635	19.9	6
Marshall Faulk	81	830	10.2	9

Defensive Leaders

Tackles: London Fletcher, 193 Sacks: Kevin Carter, 10.5 Interceptions: Dexter McCleon, 8

Scouting Report

The Rams are just two seasons removed from winning the Super Bowl. They won 10 games in the regular season in 2000, yet completely revamped their defense during the off-season. And who could blame them? Their pass defense was ranked 27th in the league and as quickly as their offense would score, their defense would allow the opponent to answer. That should change in 2001. Grant Wistrom led the team with 11 sacks and is the only returning starter to the front four. Cedric Jones, who came aboard as a free agent after playing for the NFC Champion Giants in 2000, and rookies Damione Lewis and Ryan Pickett will assume starting roles. London Fletcher will lead the linebackers while the addition of Aeneas Williams and rookie Adam Archuleta makes the secondary a formidable unit.

The offense is a force, led by Kurt Warner, one of the most accurate quarterbacks in the league. With wide receivers Isaac Bruce and Torry Holt, and Marshall Faulk running and catching out of the backfield, the Rams are poised to once again lead the NFL in total offense.

Coaching the Rams: With so many weapons on offense, it's hard to go wrong no matter what you choose. Faulk is the MVP and the most versatile running back in the league, so use him as a runner and a receiver. Kurt Warner has the potential to go deep on every play, so opposing defenses have to defend the pass first. On defense, don't be afraid to use Nickel formations, even on first and second down.

Meet the Coach: Mike Martz

NFL Head Coaching Record:
St. Louis 10–7 (2000 to present)

Prior Coaching Experience:
Assistant Coach, St. Louis (1999); Quarterbacks Coach, Washington (1997–98); Assistant Coach, Los Angeles (1992–96)

College Playing Career:
Fresno State (1972)

NFL Playing Career:
N/A

KEY PLAYS

Running

Singleback-Trips: HB Pitch

Marshall Faulk is the highest rated halfback in *Madden NFL 2002*, so it's hard to pick a bad running play. The offensive line is rock solid from end to end, although left tackle Orlando Pace is the most dominant player. For this reason, we selected the HB Pitch for our first Rams' running play.

This is a weakside run behind Pace, and with Faulk's acceleration and agility, he can move inside or outside to take advantage of what the defense gives him. However, your goal here is to get Marshall to the outside, because once he is, it's a footrace that few defenders can win. As if Faulk needed another edge, the alignment of three wide receivers forces the defense to play the pass, so you could be running against a 3–4 defense with zone coverage, which really opens up the running lanes.

Singleback-Normal: HB Sweep

You can send Marshall Faulk inside the tackles if the opportunity presents itself, but for maximum productivity, he needs to get outside.

This classic sweep runs around the tight end and behind the pulling right tackle. You may want to cutback more on this play than with the HB Pitch, especially against a 3–4, when the pursuit beats you to the corner.

Stopping the HB Pitch

You're not going to shut down Marshall Faulk for an entire game, but to stop him from getting to the outside, you must be aggressive. The 3–4: OLB Blitz sends both outside linebackers around the ends. Even if the ROLB is picked up, it slows the play down just a little, allowing the safety to come up hard and make the stop.

Stopping the HB Sweep

The 3–4: Man Lock does an excellent job of breaking up the sweep, especially if you have quick linebackers and a hard-hitting strong safety. If you slip an outside linebacker in behind the lead blocking, you are in perfect position to make the tackle.

Passing

Singleback-4 WR: PA FL Stretch

All the weapons are here, and with the play action fake to Marshall Faulk, the defense has to respond to the run, even though four wide receivers are driving down the field. Our favorite route is Torry Holt's deep fly down the right sideline.

The defense is drawn toward the two deep slants coming from the left, and the cornerback usually follows Rickey Proehl's short out pattern on the right, leaving single coverage on the speedy Holt. You can air this one out early, because with Holt's Acceleration rating of 96, he can catch up to anything.

Stopping the PA FL Stretch

You need a combination of pressure and coverage to disrupt this play. With only one short route, Warner has few options if he can't connect with a deep receiver. The Nickel: NB Blitz sends the ROLB on a looping rush, and the resulting pressure usually forces Warner to go to Proehl, who is well covered at the sideline. If the pass is complete, the gain will be minimal. If one of the front four breaks through, you should get a sack.

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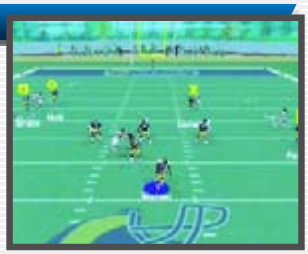
Passing

Singleback-Trips: Ace HB Clear Out

If you want to have some fun, flood one side of the field with three wide receivers, and then watch the frenzy as cornerbacks and safeties try to cover them. Depending on the pass rush you're facing, you can even put Marshall Faulk into the pattern. In the Ace HB Clear Out, three wide receivers and the tight end work toward the left sideline, leaving Faulk alone to flare out to the right. Even with an extra defensive back, it is unlikely that Faulk will draw more than single coverage, and he is often wide open for 10–15 yards when he leaves the backfield.

This is a great call during a two-minute offense, because Faulk can run as far as possible and then step out of bounds. You can throw the ball early and let Faulk work his magic in the open field, or let him get downfield and go up for the ball against single coverage. On the other side of the field, Bruce runs a great out pattern that is indefensible, although you'll need to throw this pass right after the snap.

Stopping the Ace HB Clear Out



Against a quarterback such as Kurt Warner, you are always balancing the need to blitz with the demands of covering four excellent receivers. The Ace HB Clear Out is even more challenging because of Faulk. After trying several combinations, we arrived at the Nickel: Inside Blitz, which sends two linebackers on either side of center. The pressure on Warner's right side is intense, and although you are limited to single coverage on the wide receivers, Warner barely has enough time to step back from center. However, as in most blitzes, this is an all-or-nothing call. If the offensive line picks up the blitz, Warner will have a field day.

Defending the Run

4-3: Fire Man

The 4–3: Man Lock is a basic run defense that any team can use in a short yardage situation. However, the Rams need to mix in a more aggressive formation, one that does a better job of stuffing the outside run. Our suggestion is the 4–3: Fire Man.

The outside linebackers attack the corners, making it easier to pursue and stop the sweep, toss, or pitch. The Fire Man also sends the left end, former Giant Cedric Jones, on a wide path, putting him in good position to confront a run outside the tackles. The outside linebackers attack so quickly that this formation is susceptible to short slants or drags to the weak side (away from the strong safety). If the offense starts dumping passes in the area vacated by the outside linebacker, switch back to the Man Lock and keep the linebackers at home.

Beating the 4-3: Fire Man

As mentioned earlier, you can exploit this defense with quick passes to the weak side. The Singleback-Twin TE: PA Drop Ins freezes the linebackers with play action, and then hits the tight end as he runs a short drag to the left. This is just one of many short routes that can negate the effects of the Fire Man.

Defending the Pass

Nickel: Man Lock

The acquisition of Pro Bowl cornerback Aeneas Williams went a long way to erase the memories of last year's 27th-ranked pass defense. Williams is a complete player and he was the main reason the Arizona Cardinals' pass defense was ranked 11th last year. The rest of the Rams' secondary is young and improving, and they will all benefit from Williams' talent and experience.

The re-designed Rams' pass defense works well in the Nickel: Man Lock. The safeties play a deep zone while the cornerbacks are in man coverage. The linebackers stay home, so the emphasis is on coverage.

Beating the Nickel: Man Lock

The best way to beat the Nickel: Man Lock is with quick turn in routes across the middle. The Singleback-Normal: Double Ins includes two wide receivers cutting across the field from left to right. The medium route is just deep enough to beat the coverage if the pass is thrown quickly.

Baltimore Ravens

Star Players

HB 31 Jamal Lewis

Speed	Acceleration	Catching	Awareness
88	86	95	84

The Ravens selected Jamal Lewis with the fifth pick in the 2000 NFL Draft, and the running back out of Tennessee went on to become one of the league's most punishing runners. Lewis finished second among rookies with 1,364 yards and surpassed the 100-yard mark five times. He gained 102 yards on 27 carries as the Ravens won the Super Bowl. Lewis is on the verge of becoming a perennial Pro Bowler.

MLB 52 Ray Lewis

Speed	Strength	Tackling	Awareness
73	84	99	99

Ray Lewis is a tackling machine. He recorded a team-leading 187 stops in 2000 in route to the NFL's Defensive Player of the Year Award. The six-year pro out of Miami went on to become just the seventh defensive player to be crowned MVP of the Super Bowl. Lewis is brilliant at shedding blockers, hard-hitting, and tremendous at pass defense, and his game just keeps getting better. He leads one of the best defensive units in NFL history.

Team Ratings

Overall Rating:	99
Offense:	78
Defense:	96
Special Teams:	99
Quarterback:	82
Featured Running Back:	86
Receivers:	84

Stadium: PSINet Stadium™
Built: 1998 **Type: Open**
Capacity: 69,084 **Surface: Grass**

2001 Draft Picks

Round	Player Selected	Position	School
One	Todd Heap	TE	Arizona State
Two	Gary Baxter	DB	Baylor
Three	Casey Rabach	C	Wisconsin
Four	Edgerton Hartwell	LB	Western Illinois
Five	Chris Barnes	RB	New Mexico State
Six	Joe Maese	C	New Mexico
Seven	Dwayne Missouri	DE	Northwestern

2000 Recap

NFL Team Rankings

Scoring: 14th
Pass Offense: 23rd
Rushing Offense: 5th
Pass Defense: 8th
Rushing Defense: 1st
Turnovers: 1st

2000 Standings

W	L	Tie	PF	PA	Home	Road	VS AFC	VS NFC	VS DIV
12	4	0	333	165	6–2	6–2	10–3	2–1	–2

Team Stats

Category	Ravens	Opponents
Total First Downs	288	216
First Downs (Rushing–Passing–By Penalty)	116–156–16	59–135–22
Third Down Conversions/Attempts	95/236	72/211
Fourth Down Conversions/Attempts	1/6	4/19
Total Offensive Yards	5,301	4,145
Offense (Plays–Avg. Yards)	1,015–5.0	889–4.0
Total Rushing Yards	2,199	970
Rushing (Plays–Avg. Yards)	511–4.3	361–2.7
Total Passing Yards	3,102	3,175
Passing (Comp–Att–Int–Avg.)	287–504–19–10.8	295–528–23–10.8
Sacks	35	43
Int/Returned for TD	23/1	19/2
Field Goals Made/Attempts	35/39	14/19
Touchdowns	32	18
Touchdowns (Rushing–Passing–Returns–Defensive)	9–20–2–1	5–11–0–2
Time of Possession	33:19	26:41

Individual Leaders

Quarterbacks

PLAYER	ATT	COMP	PCT	YARDS	TD	INT	INT%	SACKED	RATING
Tony Banks	274	150	54.7	1,578	8	8	2.9	20	69.3
Trent Dilfer	226	134	59.3	1,502	12	11	4.9	23	76.6

Running Backs

PLAYER	RUSHES	YARDS	PER CARRY	TD	FUMBLES	LONG
Jamal Lewis	309	1,364	4.4	6	6	45
Priest Holmes	137	588	4.3	2	2	21

Receivers

PLAYER	REC	YARDS	YDS PER CATCH	TD
Shannon Sharpe	67	810	12.1	5
Qadry Ismail	49	655	13.4	5
Jamal Lewis	27	296	11.0	0

Defensive Leaders

Tackles: Ray Lewis, 187 Sacks: Rob Burnett, 10.5 Interceptions: Duane Starks, 6

Scouting Report

The Ravens had a remarkable season in 2000. They finished 12–4 in the regular season and went on to win the Super Bowl. What you may forget is that this squad was offensively challenged for much of the year, going a stretch of five games in which they weren't able to score an offensive touchdown. The strength of that Super Bowl squad was the defense. Ray Lewis, Jamie Sharper, and Peter Boulware are the best linebacking trio in football. The secondary is solid and the front four puts immense pressure on the opposition.

The defense continues to lead this team in the upcoming year, but management took the necessary steps to avoid the offensive embarrassment of a year ago. New to the squad is quarterback Elvis Grbac who threw 28 touchdown passes for the Chiefs in 2000. He'll have future Hall of Famer Shannon Sharpe to throw to as well as speedsters Qadry Ismail and Travis Taylor. Jamal Lewis anchors a potent running attack.

Coaching the Ravens: With that defense, you'll never fall too far behind. The linebackers dominate the action. On offense, run the football to set up short 3rd down situations. Because of the defense, you can take some chances throwing the football. Sharpe is an inviting target who exploits linebackers in one-on-one coverage.

Meet the Coach: Brian Billick

NFL Head Coaching Record:
Baltimore 24–12 (1999 to present)

Prior Coaching Experience:
Offensive Coordinator, Minnesota (1994–98); Tight Ends Coach, Minnesota (1992–93); Assistant Coach, Stanford (1989–91)

College Playing Career:
BYU (1976); honorable mention All–America tight end

NFL Playing Career:
N/A

KEY PLAYS

Running

I Form-Normal: HB Blast

At only 215 pounds, Jamal Lewis surprised opposing teams with his durability, strength, and ability to run through tackles. After gaining more than 1,300 yards as a rookie, he is ready to lead the Ravens' rushing attack in 2001. Lewis can run inside or outside, so we selected one of each.

Our first play, the HB Blast, runs behind fullback Sam Gash and big left tackle Jonathan Ogden. Lewis' acceleration enables him to sprint through the line, and his Breaking Tackles rating of 95 opens up all kinds of possibilities. For best results, stay behind Gash and then veer off slightly to the left, but keep moving forward. Don't force the run to the outside.

Singleback-Big: HB Toss Strg

We like to run Jamal Lewis outside in a big set, because with two tight ends, it's tough for the defense to cheat to either side. Take a wide arc to the corner, but keep an eye on the approaching cornerback and/or strong safety. If they have good angles, cutback hard to the left where you'll tack on positive yards to the run.

4-3: Crash Blitz

The defense needs to pinch the inside run, containing the ball carrier between the tackles. A strong front four can do this on their own, but it helps to send one or two linebackers into the gaps. The 4–3: Crash Blitz commits seven men to the run, with the LOLB coming hard around left end. The front four attacks from left to right, cutting the legs out of the weakside offensive surge. A quick runner can sometimes get to the outside, but the defensive push is usually too tough to overcome.

Stopping the HB Toss Strg

Because the defense cannot cheat to a strong side, the only way to really protect the field is to spread the defense. If you stay in a 4–3, there is a good chance the pulling guard will stay home to block. The 4–3: Thunder flares out the linebackers, giving them better angles to the sidelines. The cornerbacks play tight man coverage, so they are able to respond quickly, before Lewis turns the corner. Don't forget to finish Lewis off if you tackle him one-on-one, because he shrugs off arm tackles or diving grabs with ease.

Passing

I Form-Normal: TE Flag

Despite winning the Super Bowl, the Ravens sought a strong-armed quarterback who could play a vertical game. Elvis Grbac brings strong credentials to Baltimore, and he has an excellent supporting cast of receivers, including the best big play receiver in the league, tight end Shannon Sharpe. Qadry Ismail and Patrick Johnson split wide to either side, but their purpose is to clear the zones for Sharpe, who runs a deep slant to the right sideline.

The slant starts very early, after only a few steps downfield. Depending on the coverage, you can hit Sharpe right after he breaks, or wait until he gets inside position on the deep coverage. Hence, the TE Flag can be a 6-yard ball-control out, or a 20-yard slant downfield. Read, react, and throw, and you can't go wrong.

Stopping the TE Flag

Shannon Sharpe eats up single coverage, so you need double coverage on the strong side, or a combination man/zone formation. The 3–4: Man Under has double coverage on both sides, courtesy of the outside linebackers. If your linebacker has the speed to keep up, the extra size will be a benefit when covering Sharpe.

BALTIMORE RAVENS

Passing

Shotgun-Normal Offset Wk: FL Hook

There are two high-percentage passes on this play, and you can take your pick, depending on the pass rush. The first one is to Shannon Sharpe who runs a similar slant route to the previous TE Flag. He usually gains excellent position on the cornerback, and will win most battles for the ball, even against double coverage.

Your second option is Jamal Lewis, who slips out of the backfield and runs a slant toward the right sideline. Don't be surprised to see Lewis galloping across an open field, moving in and out of coverage. Our recommendation is to drift out to the right with Grbac (not too far) and keep your eyes on the right sideline where you can track Sharpe and Lewis.

Stopping the FL Flood

When the Ravens send five receivers downfield, you need lots of bodies in pass coverage. If your secondary is capable, stick with man coverage and call the Dime: Double Slot. This formation spreads out in pass coverage and does an excellent job covering our two recommended routes. If he eludes the pass rush, Grbac might complete one of the shorter routes; however, this defense takes good care of Sharpe and Lewis.

Defending the Run

4-3: Fire Man

Stopping the run is certainly a lot easier with Ray Lewis as middle linebacker. When you combine his unlimited talents with Peter Boulware and Jamie Sharper, you have the best group of linebackers in the NFL. Of course, most running backs are leveled by the tackles, Sam Adams and Tony Siragusa, allowing the linebackers to roam free.

The 4–3: Fire Man sends both outside linebackers pounding into the line, while Ray Lewis stays home to do what he does best—track down the ballcarrier. You can make this formation more effective by shifting the offensive line in the direction of the tight end.

Beating the 4-3: Fire Man

Your best bet against the Fire Man is to work on the weak side with short hitches. The key word is "short." The Fire Man is tough on the inside run, but it is brutal against the pass, with intense pressure from outside the pocket. The Singleback-Big Twin WR: Double Hitch has three hitch routes on the weak side. Go for the middle receiver who runs a quick up and in. After completing a few possession passes, the Ravens may keep the outside linebackers home, allowing you to resume your running game with a little more success. Of course, you still have to deal with Siragusa in the middle.

Defending the Pass

Nickel: Silver

Defensive ends Michael McCrary (6 sacks) and Rob Burnett (10.5 sacks) are the heart of the Ravens' pass rush. Peter Boulware is the sack leader among the linebackers, and of course, Ray Lewis led the team with 138 tackles. The Ravens are so strong on defense (96 rating) that you can attack the quarterback in many different ways. However, we like to blitz Boulware as much as possible, because he has a built-in homing device that always seems to find the quarterback.

The Nickel: Silver is our recommended call for 3rd and less than 10. It sends Boulware from the left and the nickel back from the right. This play really compresses the pass blocking, resulting in a lot of passes to nowhere.

Beating the Nickel: Silver

The left side of the field has slightly less coverage than the right, so you have an opportunity to hit a sideline slant pattern for decent yardage. We recommend a slant out, like the I Form-Twin WR: Quick Slant. You'll have very little time due to the heavy pass rush, but if you release the ball just as the receiver makes his cut to the outside, it is a tough pass to defend, even for the Ravens.

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Washington Redskins

Star Players

HB 48 Stephen Davis

Speed	Acceleration	Catching	Awareness
85	83	96	89

Stephen Davis is a workhorse who will be counted on even more in 2001. When he gained 1,318 yards in 2000, Davis became just the fifth back in Redskins history to have back-to-back 1,000-yard seasons. He also had 33 receptions and scored 11 touchdowns. Davis led the NFC in rushing in 1999 with 1,405 yards, scored 17 touchdowns and played in the Pro Bowl. A physical, punishing back, he was selected from Auburn in the fourth round of the 1996 draft.

CB 28 Darrell Green

Speed	Strength	Tackling	Awareness
94	89	52	93

Entering his 19th season, Darrell Green is regarded as a great cover cornerback. Playing with an ageless zest for the game, Green is still the fastest man on the Redskins. He has 53 career interceptions including 3 in 2000. Green owns the NFL record with at least one pick in 18 straight seasons. He has played in seven Pro Bowls and is the oldest cornerback ever to play in the NFL. Green is legendary at Texas A&M Kingsville, where he was an All-America performer on the gridiron and a standout on the track. His 10.08, 100-meter time was second behind Carl Lewis as a senior.

Team Ratings

Overall Rating:	79
Offense:	73
Defense:	76
Special Teams:	65
Quarterback:	78
Featured Running Back:	88
Receivers:	76

Home Field: FedExField™
Built: 1997 **Type: Open**
Capacity: 85,407 **Surface: Grass**

2001 Draft Picks

Round	Player Selected	Position	School
One	Rod Gardner	WR	Clemson
Two	Fred Smoot	CB	Mississippi State
Four	Sage Rosenfels	QB	Iowa State
Five	Darnerien McCants	WR	Delaware State
Six	Mario Monds	DT	Cincinnati

2000 Recap

NFL Team Rankings

Scoring: 24th
Pass Offense: 11th
Rushing Offense: 19th
Pass Defense: 2nd
Rushing Defense: 22nd
Turnovers: 17th

2000 Standings

W	L	Tie	PF	PA	Home	Road	VS AFC	VS NFC	VS DIV
8	8	0	281	269	4–4	4–4	2–2	6–6	3–5

Team Stats

Category	Redskins	Opponents
Total First Downs	308	254
First Downs (Rushing–Passing–By Penalty)	98–185–25	97–134–23
Third Down Conversions/Attempts	84/213	72/205
Fourth Down Conversions/Attempts	4/10	4/10
Total Offensive Yards	5,640	4,757
Offense (Plays–Avg. Yards)	1,006–5.0	892–5.0
Total Rushing Yards	1,748	1,853
Rushing (Plays–Avg. Yards)	445–3.9	430–4.3
Total Passing Yards	3,892	2,904
Passing (Comp–Att–Int–Avg.)	343–561–21–11.3	254–462–17–11.4
Sacks	45	32
Int/Returned for TD	17/0	21/1
Field Goals Made/Attempts	20/30	30/34
Touchdowns	32	26
Touchdowns (Rushing–Passing–Returns–Defensive)	14–18–0–0	9–12–3–2
Time of Possession	31:27	28:33

Individual Leaders

Quarterbacks

PLAYER	ATT	COMP	PCT	YARDS	TD	INT	INT%	SACKED	RATING
Brad Johnson	365	228	62.5	2,505	11	15	4.1	20	75.7
Jeff George	194	113	58.2	1,389	7	6	3.1	12	79.6

Running Backs

PLAYER	RUSHES	YARDS	PER CARRY	TD	FUMBLES	LONG
Stephen Davis	332	1,318	4.0	11	4	50t
Larry Centers	19	103	5.4	0	1	14

Receivers

PLAYER	REC	YARDS	YDS PER CATCH	TD
Larry Centers	81	600	7.4	3
James Thrash	50	653	13.1	2
Albert Connell	39	762	19.5	3

Defensive Leaders

Tackles: Sam Shade, 98 **Sacks:** Marco Coleman, 12 **Interceptions:** Champ Bailey, 5

Scouting Report

The Redskins enter the 2001 season with a slightly new look. Jeff George inherits the starting quarterback job and will have to produce to keep the job. George has a cannon for an arm, but will his lack of mobility cost him the position? Stephen Davis will once again be the focal point of the offense and should see even more touches than the past two 1,000-yard seasons. Top draft choice Rod Gardner will step in and start at wide receiver, joining Michael Westbrook and tight end Stephen Alexander. The 'Skins have talent on the offensive line, but inexperience could cost this unit early in the year.

The defense is full of playmakers. The linebacking is solid, and Darrell Green still anchors the secondary in his 19th season. Look for second-round draft choice Fred Smoot, Green's eventual successor, to see considerable time in the defensive backfield.

Coaching the Redskins: The Redskins' defense ranked second in 2000 at stopping the pass, and that shouldn't change this season. With an active pass rush, a skilled secondary, and improved linebacking, you should always be in games. When you have the ball, run Davis. Try to stretch the defense with your speedy receivers, but don't forget to use your tight end. Jeff George has a gun, and he's still a big play quarterback.

Meet the Coach: Marty Schottenheimer

NFL Head Coaching Record:
Kansas City 108–67–1 (1989–98); Cleveland Browns 46–31 (1984–88)

Prior Coaching Experience:
Defensive Coordinator, Cleveland (1980–84); Linebackers Coach, Detroit (1978–79)

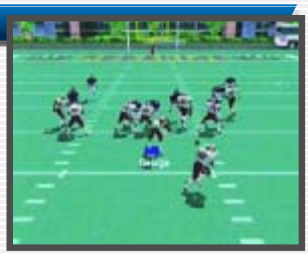
College Playing Career:
Pittsburgh (1961–64); All-America Linebacker

NFL Playing Career:
Linebacker—Buffalo Bills (1965–68), Boston Patriots (1969–70), Pittsburgh Steelers (1971)

KEY PLAYS

Running

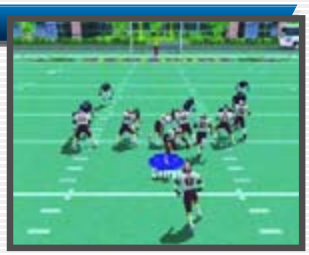
Singleback-Big: HB Power



The Washington offensive line is in transition due to free agency, but right tackle Jon Jansen is a proven run blocker. Our first running play, HB Power, sends Stephen Davis behind Jansen and tight end Stephen Alexander.

Jansen will pull out and lead the play if he doesn't have a defensive lineman or blitzing linebacker in his face. Davis has the acceleration to reach the corner, but he is also adept at breaking tackles (96 rating), so don't be afraid to cutback to the inside.

Strong I-Normal: HB Blast



This play runs between the right guard and tackle, following the fullback, Donnell Bennett. Against a 4–3, you'll find a sizable hole in the defensive front, but it closes quickly.

The trick is to stay as close to the fullback as possible, which is tough, because he flies through the line very fast. There is usually a little more running room to the left of the fullback. Cutback slightly, but don't overdo the juke button or you'll waste valuable seconds traveling sideways instead of straight ahead.

Stopping the HB Power

Attack the strong side of the HB Power, either keeping the runner inside, or turning him back inside after he reaches the corner. The 4–3: Thunder sends both outside linebackers flaring out to the sideline, rather than in toward the quarterback. This puts the LOLB in perfect position to disrupt the blocking long enough for the cornerback or strong safety to come up and finish the job.

Stopping the HB Blast

The 4–3: Whip Man brings seven men bearing down on the middle of the offensive line. The ROLB blitzes around the right end and the middle linebacker charges in between the defensive tackles. The entire unit slashes from right to left, sweeping into an inside or strong-side run. The weakside counter is the only way to run with any consistency against this defense.

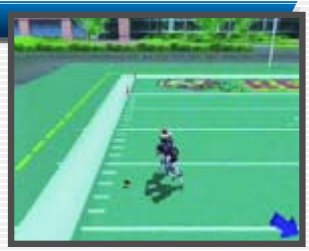
Passing

I Form-Twin WR: Quick Slant

Jeff George brings his strong arm and competitive style to Washington, and it should help an offense that ranked 25th last year in points scored. Talented wide receiver Michael Westbrook looks to rebound from injuries, and tight end Stephen Alexander should see more passes in the new "West Coast" offense.

Our first pass play is a Quick Slant that includes crossing slants by Westbrook and Clemson rookie Rod Gardner on the left side. Alexander runs a slant from the right that eventually crosses Westbrook. If the pass defense clogs the middle zone, Gardner is the receiver of choice on the left. His slant to the sideline is difficult to stop, and George should get him the ball quickly. However, if the defense doubles up on the outside, look for Westbrook open over the middle.

Stopping the Quick Slant



The 3–4: Double Out uses double coverage on both sides to cover the out patterns. If your defense is quick enough to use man coverage, this is an excellent way to take back control of the sidelines. The LOLB blitzes to put a little extra pressure on the quarterback, which makes the defensive backs' jobs a little easier.

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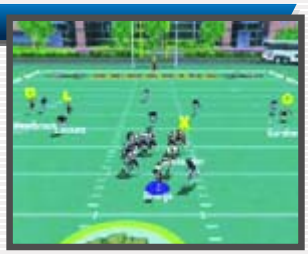
Passing

Singleback-Normal: Ace TE Drag

This is a great possession play that slows down a blitz-crazy defense. The tight end delays slightly at the line and then runs a drag toward the left sideline. Complete a few of these passes for 5–6 yards early in the game, and the defense will start to tighten up, giving you more options for going deep.

Kevin Lockett, the slot receiver on the left, runs a similar route from left to right, but about 8 yards deeper. You can keep the defense guessing by going back and forth to these two receivers throughout the game.

Stopping the Ace TE Drag



The 4–3: Man Zone blitzes the LOLB while the middle linebacker and ROLB drop back into pass coverage. The front four pressures the middle of the offensive line and usually causes a leak in the protection. When George is hurried, he throws the ball too early in the tight end's route, resulting in more coverage and bigger hits if he catches the ball.

Defending the Run

4-3: Double Z

A defensive line in transition requires considerable help from the linebackers and strong safeties to consistently stop the run this year. The Double Z plays tight man coverage at all positions, bringing the safeties and cornerbacks closer to the line. The formation does a consistent job of pursuing strong-side sweeps, and the blitzing ROLB protects against weakside counters.

Beating the 4-3: Double Z

The blitzing ROLB arrives in time to stuff the counter, but he may over pursue against a weakside sweep. The I Form-Normal: HB Lead Toss is a good call if you have a speedy halfback who can get to the corner in a hurry. Without the linebacker to contend with, there should be plenty of running room.

Defending the Pass

4-3: Rush Zone

The Redskins' pass defense was ranked second in the NFL last year, due in large part to the play of cornerback Champ Bailey (5 picks) and left end Marco Coleman (12 sacks). Darrell Green, at 41, is still the master of the secondary at the other corner. This unit is good enough to play man coverage, but don't get too carried away.

The 4–3: Rush Zone sends two linebackers who should herd the quarterback right into Marco Coleman's rush from left end. This formation produces plenty of sacks, while still protecting the middle of the field and the deep zones.

Beating the 4-3: Rush Zone

The middle area of the field, about 8 yards out, is the weakest area of the 4–3: Rush Zone. Look for a tight end slant over the middle, such as the I Form-Twin WR: Curls. But, you still have to survive an intense rush, and you must deliver this pass quickly or the opportunity will be lost.

New Orleans Saints

Star Players

HB 32 Ricky Williams

Speed	Acceleration	Catching	Awareness
86	87	94	88

Ricky Williams capped a remarkable career at Texas winning the 1998 Heisman Trophy. In 2000, he became the first Saints running back since 1989 to rush for 1,000 yards, hitting 1,000 on the dot before suffering a season ending broken ankle in the 10th game of the year. He also caught 44 passes for 409 yards and scored 9 touchdowns. Williams has the combination of speed and power all scouts look for in a running back. He also played minor league baseball in the Texas Rangers organization.

DT 97 La'Roi Glover

Speed	Strength	Tackling	Awareness
64	93	94	92

One of the league's quickest defensive linemen, La'Roi Glover played in the Pro Bowl in 2000 after recording 17 sacks, the second highest total by a tackle in NFL history. He possesses remarkable speed for a guy standing 6'2", and weighing 285 pounds. A fifth round draft choice from San Diego State, Glover has become one of the leagues' most-feared pass rushers.

Team Ratings

Overall Rating:	79
Offense:	73
Defense:	76
Special Teams:	69
Quarterback:	78
Featured Running Back:	84
Receivers:	76

Home Field: Louisiana Superdome™
Built: 1975 Type: Dome
Capacity: 70,200 Surface: AstroTurf

2001 Draft Picks

Round	Player Selected	Position	School
One	Deuce McAllister	RB	Ole Miss
Three	Sedrick Hodge	LB	North Carolina State
Three	Kenny Smith	DT	Alabama
Four	Moran Norris	FB	Kansas
Five	Onome Ojo	WR	California-Davis
Six	Mitch White	T	Oregon State
Seven	Ennis Davis	DT	USC

2000 Recap

NFL Team Rankings

Scoring: 10th
Pass Offense: 14th
Rushing Offense: 8th
Pass Defense: 10th
Rushing Defense: 10th
Turnovers: 8th

2000 Standings

W	L	Tie	PF	PA	Home	Road	VS AFC	VS NFC	VS DIV
10	6	0	354	305	3–5	7–1	1–3	9–3	7–1

Team Stats

Category	Saints	Opponents
Total First Downs	312	279
First Downs (Rushing–Passing–By Penalty)	117–169–26	95–159–25
Third Down Conversions/Attempts	97/227	80/204
Fourth Down Conversions/Attempts	10/17	4/14
Total Offensive Yards	5,641	5,121
Offense (Plays–Avg. Yards)	1,002–5.0	883–5.0
Total Rushing Yards	2,068	1,672
Rushing (Plays–Avg. Yards)	505–4.1	395–4.2
Total Passing Yards	3,573	3,449
Passing (Comp–Att–Int–Avg.)	298–497–15–12.0	285–488–20–12.1
Sacks	66	39
Int/Returned for TD	20/4	15/1
Field Goals Made/Attempts	23/29	18/24
Touchdowns	41	36
Touchdowns (Rushing–Passing–Returns–Defensive)	14–22–0–5	14–17–4–1
Time of Possession	31:27	28:33

Individual Leaders

Quarterbacks

PLAYER	ATT	COMP	PCT	YARDS	TD	INT	INT%	SACKED	RATING
Jeff Blake	302	184	60.9	2,025	13	9	3.0	24	82.7
Aaron Brooks	194	113	58.2	1,514	9	6	3.1	15	85.7

Running Backs

PLAYER	RUSHES	YARDS	PER CARRY	TD	FUMBLES	LONG
Ricky Williams	248	1,000	4.0	8	6	26t
Jeff Blake	57	243	4.3	1	6	20

Receivers

PLAYER	REC	YARDS	YDS PER CATCH	TD
Joe Horn	94	1,340	14.3	8
Willie Jackson	37	523	14.1	6
Ricky Williams	44	409	9.3	1

Defensive Leaders

Tackles: Sammy Knight, 101 **Sacks:** La'Roi Glover, 17 **Interceptions:** Sammy Knight, 5

Scouting Report

The Saints were one of the biggest surprises of the 2000 campaign, winning the NFC West and going to the post-season. The expectation is that such success can be repeated in 2001. Aaron Brooks started the last five games of 2000 after Jeff Blake hurt his foot, and showed flashes of brilliance. His poise, foot speed, and rocket arm guided the Saints into the playoffs, which seemed like a long shot after Blake and Ricky Williams were lost for the year.

Brooks will start in 2001 and throw the ball to the likes of free agent acquisition Albert Connell, Joe Horn, who had a breakout year in 2000 with 94 catches for 1,340 yards, with 8 touchdowns, and tight end Cam Cleeland, who missed all of 2000 with an Achilles injury. Williams is fully recovered and will start at running back, but he may have some competition in top draft choice Deuce McAllister.

The defensive line that produced 66 quarterback sacks in 2000 is back, with La'Roi Glover and Joe Johnson leading the charge. The secondary returns intact, but the Saints have gone through some major changes at linebacker. Darrin Smith and Charlie Clemons are new to the starting lineup and will need to gel early.

Coaching the Saints: The athleticism of Brooks allows him to avoid sacks and run when receivers aren't open. Set up the pass with the running game. Williams is great, but McAllister should see some time too. On defense, the front four stuffs the run and instills fear in opposing quarterbacks. The strength of the front four allows the linebackers to concentrate on pass coverage and stopping the run.

Meet the Coach: Jim Haslett

NFL Head Coaching Record:
New Orleans 11–7 (2000 to present)

Prior Coaching Experience:
Defensive Coordinator, Pittsburgh (1997–99); Defensive Coordinator, New Orleans (1995–96); Linebackers Coach, Oakland (1993)

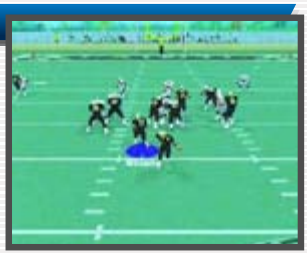
College Playing Career:
Indiana of Pennsylvania (1975–78); All-America Defensive End

NFL Playing Career:
Linebacker—Buffalo Bills (1979–86), New York Jets (1987); played in two Pro Bowls

KEY PLAYS

Running

Singleback-Big: Counter Weak



Last year's eighth-ranked rushing offense should be even better this year, with a healthy Rickey Williams. The former Heisman Trophy winner has great acceleration and the ability to break tackles. The Saints' offensive line spearheads the running attack, and the left side is led by 321-pound guard Wally Williams and 312-pound Pro-Bowl tackle Willie Roaf.

The Counter Weak is a great play to mix into a strong-side running attack, especially when the defense begins to cheat toward the strong side. You'll find a monster hole between the guard and tackle, and although the linebackers fill it up quickly, Williams has great straight-ahead acceleration. If you need 3–4 yards, your goal should be to get through the hole with a minimum of east-west movement. However, if you want more than a few, tuck in behind Roaf, let him move the pile a little, and then jump out quickly to the left. If the cornerback isn't hanging around outside, you should pick up 6–10 yards before the defense catches up.

Singleback-Slot Strong: HB Toss Strong

The HB Toss Strong starts out looking like a sweep, but with the slot receiver blocking to the outside, you have the option to cutback to the left and continue down the sideline. This play depends on the right side of the Saints line, which is anchored by All-Pro tackle Kyle Turley and 313-pound guard Chris Naeole.

As you swing out, you'll have a good view of the downfield receiver blocks. If they are holding, continue to the sideline and then turn on the speed. However, if the cornerback and strong safety are breaking through, juke to the inside and find your way along the hashmarks. This play works exceptionally well against the 3–4, because it allows Naeole to pull out and block.

Stopping the Counter Weak

There are two ways to approach the Counter Weak. As a general precaution, you can protect against the counter by keeping the linebackers "home." This means no blitzes, stunts, or drop-back zones. They read and react to the counter move, rather than jump to one side or the other immediately at the snap. The other, more aggressive strategy is to blitz the weak side. The 4–3: Sweet Blitz sends both linebackers, and the tackles flare to the outside.

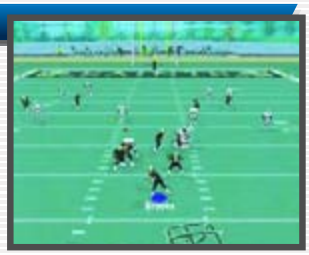
These two movements will disrupt most counters or delays to either side, and you'll get more than a few stops in the backfield. Of course, if the play is up the middle, you could get burned, so use this only when the offense is repeatedly eating up yards with the counter.

Stopping the HB Toss Strong

It takes strength and excellent lateral pursuit to break up the Saints' offensive line blocking. The 4–3: Safe sends the linebackers flaring out to either side, giving them a jump on the HB Toss Strong. The middle linebacker also pursues laterally, and the strong safety comes up quickly to play the run. This defense is specifically tuned for the outside run, so it's not recommended in short yardage situations when the inside run is expected.

Passing

Singleback-4 WR: Slant Overload



Third year quarterback Aaron Brooks has an upgraded wide receiver corps this year, with free agent acquisitions Albert Connell and Willie Jackson joining last year's standout, Joe Horn (94 catches).

The Slant Overload has Horn split wide left and Connell, wide right. They both run slants toward the middle of the field, drawing the coverage away from Jackson, who runs a deep slant to the left sideline. Jackson's route is designed to split zone coverage, and it almost always does the job. Don't wait too long to release the ball or the receiver will run out of sideline.

Stopping the Slant Overload

Either the Nickel: Double Slot or Double X is a good choice against the Slant Overload, although the Double Slot seems to do a better job of getting to the quarterback. Jackson will draw at least two defenders, and the coverage in the middle of the field is very tight. Be careful if you flush Brooks from the pocket; he is a dangerous ballcarrier in the open field.

SAINTS

Passing

Shotgun-4 WR: Slot Post

The Slot Post includes a little bit of everything, and the combined effects are very confusing for the pass defense. On the far right, Connell runs a deep fly down the sideline. He is not the primary receiver, but always sneak a peek in his direction, especially if he draws single coverage. In the right slot, Robert Wilson runs a short curl, keeping at least one defender in the short zone.

On the other side, the slot receiver Jackson runs a deep slant toward the right sideline, clearing out the medium zone. Finally, we have Joe Horn, our primary target, running a 10-yard down and in across the middle. Horn has excellent position as he comes across and when he takes the pass in stride, he has a chance to add big yardage after the catch.

Stopping the Slot Post

The two deep routes in Slot Post tend to absorb a big chunk of coverage, so make sure you have linebackers or nickel backs staying in the middle. The Nickel: Under 4 includes a combination of zone and man coverage, with a linebacker and nickel back helping out in the middle of the field.

Defending the Pass

Nickel: Inside Blitz

La'Roi Glover is a sack machine at left tackle, so make sure he gets plenty of looks at the quarterback. The Nickel: Inside Blitz sends the LOLB on a hard rush alongside Glover, while the middle linebacker comes hard around the right tackle. This is a load of pressure, especially in long yardage situations.

Beating the Nickel: Inside Blitz

When the Saints defense pours up the middle, your quarterback needs a safety valve to either side or it's sack time. The I Form-Normal: Curl N Post has the deep routes necessary to pick up a big first down, but it also has an emergency halfback flare pass. You'll know immediately when the inside blitz is coming, so dump the ball off without hesitation.

Defending the Run

4-3: Sam Blitz

The Saints had the 10th ranked rushing defense in the NFL last year, thanks to tackle Norman Hand's dominance in the middle. The team's leading tackler, Sammy Knight, is also tough against the run.

The Sam Blitz attacks the center with both tackles, while the ends slash toward the strong side. The linebackers and cornerbacks stay close to play the run. The inside push of the tackles clogs the inside of the field, making it impossible for the runner to penetrate the middle, and the linebackers do a great job containing the play between the tackles.

Beating the 4-3: Sam Blitz

You can beat the Sam Blitz by running weakside counters or belly plays. The defense is already leaning to the strong side, so the counter or belly move reinforces their surge. When the runner reverses his field and sprints to the outside, it's difficult for the linebackers to catch up in time to seal the corner. The Singleback-Big: HB Belly Weak is pictured here.

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Seattle Seahawks

Star Players

HB / 32 Ricky Watters

Speed	Acceleration	Catching	Awareness
84	86	87	90

Entering his 11th season out of Notre Dame, Ricky Watters had a banner year in 2000, rushing for 1,242 yards and 7 touchdowns, and catching 63 passes. He has started 113 consecutive games, the longest such streak of any current running back. Watters is the only player in NFL history to rush for 1,000 yards with three different teams (San Francisco, Philadelphia, and Seattle). He won a National Championship at Notre Dame in 1988, and he has been elected to five Pro Bowls.

MLB / 99 Levon Kirkland

Speed	Strength	Tackling	Awareness
68	83	93	91

In his 10th season from Clemson, Levon Kirkland begins his first year as a member of the Seahawks after nine years in Pittsburgh. He absolutely stuffs the run, and is effective "shooting the gaps" opened up by the front four, or pursuing to the outside of the field. Kirkland combines an incredible mix of size and speed that few, if any, at his position possess. He has twice been named to the NFL's All-Pro team.

Team Ratings

Overall Rating:	73
Offense:	66
Defense:	87
Special Teams:	92
Quarterback:	73
Featured Running Back:	84
Receivers:	75

Home Field: Husky Stadium®
Built: 1920 Type: Open
Capacity: 68,589 Surface: FieldTurf

2001 Draft Picks

Round	Player Selected	Position	School
One	Koren Robinson	WR	North Carolina State
One	Steve Hutchinson	G	Michigan
Two	Ken Lucas	CB	Ole Miss
Three	Heath Evans	FB	Auburn
Four	Orlando Huff	LB	Fresno State
Four	Curtis Fuller	S	TCU
Four	Floyd Womack	OL	Mississippi State
Five	Alex Bannister	WR	Eastern Kentucky
Six	Josh Booty	QB	LSU
Seven	Harold Blackmon	CB	Northwestern
Seven	Dennis Norman	T	Princeton
Seven	Kris Kocurek	DT	Texas Tech

2000 Recap

NFL Team Rankings

Scoring: 19th
Pass Offense: 21st
Rushing Offense: 22nd
Pass Defense: 30th
Rushing Defense: 28th
Turnovers: 27th

2000 Standings

W	L	Tie	PF	PA	Home	Road	VS AFC	VS NFC	VS DIV
6	10	0	320	405	3–5	3–5	4–8	2–2	3–5

Team Stats

Category	Seahawks	Opponents
Total First Downs	281	331
First Downs (Rushing–Passing–By Penalty)	98–168–15	126–185–20
Third Down Conversions/Attempts	83/205	89/201
Fourth Down Conversions/Attempts	7/14	1/7
Total Offensive Yards	4,918	6,543
Offense (Plays–Avg. Yards)	910–5.0	992–6.0
Total Rushing Yards	1,720	2,454
Rushing (Plays–Avg. Yards)	403–4.3	503–4.9
Total Passing Yards	3,198	4,089
Passing (Comp–Att–Int–Avg.)	308–507–21–10.4	309–489–17–13.2
Sacks	27	46
Int/Returned for TD	17/3	21/2
Field Goals Made/Attempts	21/26	28/33
Touchdowns	37	46
Touchdowns (Rushing–Passing–Returns–Defensive)	10–21–1–5	20–23–0–3
Time of Possession	27:31	32:29

Individual Leaders

Quarterbacks

PLAYER	ATT	COMP	PCT	YARDS	TD	INT	INT%	SACKED	RATING
Jon Kitna	418	259	62.0	2,658	18	19	4.5	33	75.6
Brock Huard	87	49	56.3	540	3	2	2.3	13	76.8

Running Backs

PLAYER	RUSHES	YARDS	PER CARRY	TD	FUMBLES	LONG
Ricky Watters	278	1,242	4.5	7	5	55
Shaun Alexander	64	313	4.9	2	2	50

Receivers

PLAYER	REC	YARDS	YDS PER CATCH	TD
Sean Dawkins	63	731	11.6	5
Ricky Watters	63	613	9.7	2
Darrell Jackson	53	713	13.5	6

Defensive Leaders

Tackles: Anthony Simmons, 147 Sacks: Lamar King, Chad Brown, 6
Interceptions: Jay Bellamy, Willie Williams, 4

Scouting Report

The Seahawks enter the 2001 season with a new quarterback, Matt Hasselbeck. The former Packer has thrown a total of 29 NFL regular-season passes, but management has confidence in him because both the Pack and Seahawks run the "West Coast" offense. Hasselbeck will be throwing to guys as inexperienced as he is. Darrell Jackson led all rookies in 2000 with 53 receptions. He'll start along with top draft choice Koren Robinson. Ricky Watters is the glue that holds together the offense. He'll be counted on heavily in 2001, but he'll get some help in the backfield from Shaun Alexander, the team's top draft choice in 2000.

On defense, the Seahawks had one of the league's worst teams statistically in 2000, but that will change this season. Added to the roster are future Hall of Famers middle linebacker Levon Kirkland who will alleviate this unit's difficulty in stopping the run, and tackle John Randle who played in the Pro Bowl following the 2000 season.

Coaching the Seahawks: Your offensive line will open up holes for the running game and give you time to scan the field in search of open receivers. Use your running game in hopes of avoiding long 3rd down situations. On defense, your front four and linebackers should be able to handle the run and put the heat on the quarterback, allowing the safeties to concentrate on pass coverage.

Meet the Coach: Mike Holmgren

NFL Head Coaching Record:
Seattle 15–18 (1999 to present); Green Bay 84–42 (1992–98)

Prior Coaching Experience:
Assistant Coach, San Francisco (1986–91); Assistant Coach, BYU (1982–85)

College Playing Career:
USC (1966–69); played quarterback

NFL Playing Career:
N/A

KEY PLAYS

Running

Singleback-Big: HB Off Tackle

After 11 seasons and 113 consecutive games, Ricky Watters is still a potent force in the Seahawks' rushing attack. For our purposes, the Off Tackle is meant to disguise our intention to get Watters outside as quickly as possible.

Although he has outstanding cutback ability, and he has made a career out of making defenders miss tackles, we like his chances when he's away from the mass of bodies between the tackles.

Split Backs-Normal: Quick Toss

This surprising play takes advantage of Watters' awareness of the field and ability to make the first tackler miss.

After taking the toss, run straight upfield, attacking the outside linebacker. He cannot respond fast enough to hit Watters behind the line, so he must tackle the running back one-on-one—advantage Watters. Hit the sprint and juke to either side to get extra yards. Even if the linebacker makes the play, Watters' forward momentum usually nets 5 yards.

Stopping the HB Off Tackle

Several 4–3 defenses work well against the Off Tackle, but one that consistently takes away the outside is the 4–3: Whip Man. The front four slants toward the strong side, while the ROLB and middle linebacker come hard on a similarly angled blitz. The disruption is immediate, and the strong safety has less of a wall to penetrate when making the tackle.

Stopping the Quick Toss

It's hard to focus on the weak side when the offense comes out looking like a strong-side sweep. The 4–3: Man Lock is the perfect solution. The ROLB comes around the tackle on a blitz, putting him right in the path of a weakside toss. Even if Watters gets by the linebacker, he's forced outside sooner than he'd like, making it easier for the safety to come up and finish the play.

Passing

Singleback-4 WR: WR Wide

This pass is to first-round draft pick Koren Robinson. He has outstanding acceleration, which should enable him to get open on this deep slant down the right sideline. The slot receiver, Fabien Bownes, takes some of the defensive traffic with him on a short turn-in.

Both routes on the left side are deep, with Jackson running a slant to the sideline and slot receiver Karsten Bailey slanting over the middle. You might want to drift out to the right before releasing this pass deep into the corner.

Stopping the WR Wide

You need deep coverage to properly defend this pass, especially with Robinson's speed. If you have speed in your secondary, the Dime: Double Wide puts two defenders on Robinson while getting some pressure on the quarterback with the front four. This deep pass is long enough that you can get a few coverage sacks if Robinson doesn't shake the double-team.

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Passing

Singleback-Slot Strong: Strong Overload

As the name suggests, this play loads up the strong side with three different types of routes, including a deep slant out, a short curl, and a medium out.

Darrell Jackson, split wide left, runs a deep slant to the middle of the field. That leaves Ricky Watters, who casually emerges from the backfield in the right flat without drawing much attention. He is open for the first 10 yards, before he runs into triple coverage. Roll to the right, and rifle the pass to Watters while he is still in the clear for an easy 10-yard completion.

Stopping the Strong Overload

If the Seahawks start beating you with short passes to Watters, ratchet up the pressure. This won't be easy, because the Seattle offensive line does a good job of protecting Hasselbeck. Furthermore, with three other receivers on the strong side, you can't thin out your coverage or Watters will have a free ride coming out of the backfield. We like the 3–4: Man Lock for the right mix of weakside pressure and strong-side coverage. Hasselbeck will still complete some passes, but the gains will be limited to 5 yards, and you can expect a sack about 30 percent of the time.

Defending the Run

4-3: Man Lock

You can throw out last year's 28th ranking in rushing defense, now that 10-year veteran Levon Kirkland has taken over at middle linebacker. His presence in the middle will make incumbent outside linebackers Chad Brown and Anthony Simmons even better.

The new Seahawks' defense can now comfortably play a 4–3: Man Lock in most situations, allowing them to play the inside and outside run. We like the Man Lock because of the weakside blitz that guards against counters.

Beating the 4-3: Man Lock

A good way to neutralize this defense is to hit your tight end over the middle, as in the Singleback-Normal: Double Ins. Take a quick drop, let your tight end clear the middle, and hit him on the weak side, where the linebacker has vacated his normal position.

Defending the Pass

4-3: Double Zone

Seattle's redesigned pass defense includes veteran end Michael Sinclair and newly acquired Pro Bowl tackle, John Randle. Combined with three excellent linebackers, they should get to the quarterback more often in 2001.

We like the 4–3: Double Zone for pure coverage across the field. The front four must pressure the quarterback without help, but the coverage is so good, you'll still get some sacks without sending the linebackers.

Beating the 4-3: Double Zone

Try flooding one side of the field with medium/deep routes, and then throw short to the tight end or halfback. The Singleback-Trips: Ace HB Clear Out is a perfect choice. You can throw to the halfback coming out of the backfield on the strong side, or look for the left slot receiver running a short out. The latter takes advantage of the two wide receivers clearing the zone. Either way, you need to let the short zone clear out before hitting your target.

Pittsburgh Steelers

Star Players

HB 36 Jerome Bettis

Speed	Acceleration	Catching	Awareness
78	77	97	92

Out of Notre Dame, Jerome Bettis is considered the best "big back" (more than 250 pounds) to ever play in the NFL. The "bus" has surpassed 1,000 rushing yards in 7 of his 8 pro seasons including 1,341 yards and 8 touchdowns in 2000. He enters the season 14th on the all-time rushing list with 9,804 yards. Maybe the most impressive statistic is the fact that Bettis has not fumbled in his last 528 carries.

MLB 50 Earl Holmes

Speed	Strength:	Tackling:	Awareness
74	77	89	83

Earl Holmes, a fourth-round draft choice from Florida A&M, begins his sixth season in the black and gold. He tallied 141 tackles in 2000 to lead the team for the second straight year. Holmes has played his previous five seasons as an outside backer, but will move to the inside to replace the departed Levon Kirkland. He is a ferocious hitter who is at his best stuffing the run.

Team Ratings

Overall Rating:	77
Offense:	64
Defense:	76
Special Teams:	92
Quarterback:	72
Featured Running Back:	82
Receivers:	73

Home Field: Pittsburgh Stadium
Built: 2001 Type: Open
Capacity: 65,000 Surface: Grass

2001 Draft Picks

Round	Player Selected	Position	School
One	Casey Hampton	T	Texas
Two	Kendrell Bell	LB	Georgia
Four	Mathias Nkwenti	T	Temple
Five	Chukky Okobi	C	Purdue
Six	Rodney Bailey	DE	Ohio State
Six	Roger Knight	LB	Wisconsin
Seven	Chris Taylor	WR	Texas A&M

2000 Recap

NFL Team Rankings

Scoring: 17th
Pass Offense: 28th
Rushing Offense: 4th
Pass Defense: 9th
Rushing Defense: 12th
Turnovers: 6th

2000 Standings

W	L	Tie	PF	PA	Home	Road	VS AFC	VS NFC	VS DIV
9	7	0	321	255	4–4	5–3	8–5	1–2	5–5

Team Stats

Category	Steelers	Opponents
Total First Downs	283	252
First Downs (Rushing–Passing–By Penalty)	124–128–31	82–153–17
Third Down Conversions/Attempts	86/229	78/222
Fourth Down Conversions/Attempts	5/10	8/17
Total Offensive Yards	4,986	4,942
Offense (Plays–Avg. Yards)	966–5.0	946–5.0
Total Rushing Yards	2,248	1,693
Rushing (Plays–Avg. Yards)	527–4.3	425–4.0
Total Passing Yards	2,738	3,249
Passing (Comp–Att–Int–Avg.)	217–439–10–12.6	280–521–17–11.6
Sacks	39	43
Int/Returned for TD	17/0	10/2
Field Goals Made/Attempts	25/30	29/34
Touchdowns	35	24
Touchdowns (Rushing–Passing–Returns–Defensive)	19–12–2–2	9–13–0–2
Time of Possession	31:27	28:33

Individual Leaders

Quarterbacks

PLAYER	ATT	COMP	PCT	YARDS	TD	INT	INT%	SACKED	RATING
Kordell Stewart	289	151	52.2	1,860	11	8	2.8	30	73.6
Kent Graham	148	66	44.6	878	1	1	0.7	13	63.4

Running Backs

PLAYER	RUSHES	YARDS	PER CARRY	TD	FUMBLES	LONG
Jerome Bettis	355	1,341	3.8	8	1	30
Kordell Stewart	78	436	5.6	7	8	45t

Receivers

PLAYER	REC	YARDS	YDS PER CATCH	TD
Hines Ward	48	672	14.0	4
Bobby Shaw	40	672	16.8	4
Plaxico Burress	22	273	12.4	0

Defensive Leaders

Tackles: Earl Holmes, 141 Sacks: Jason Gildon, 13.5
Interceptions: Dewayne Washington, Chad Scott, 5

Scouting Report

Kordell Stewart enters the season as the starting quarterback, but will need strong performances to keep Kent Graham on the sidelines. Fortunately for whomever quarterbacks the team, Jerome Bettis will be running the football. He was the main reason the Steelers ranked fourth in rushing offense in 2000. Hines Ward led the team with 48 receptions in 2000, but he needs help from former first rounders Plaxico Burress and Troy Edwards, who combined for just 40 receptions and no touchdowns.

Despite the loss of Levon Kirkland, the defensive strength for the Steelers is their linebackers. Earl Holmes and Jason Gildon anchor the 3–4 defensive set. Top draft choice Casey Hampton will start at nose tackle. Special Teams is a Pittsburgh strength, due in large part to punter Josh Miller, who may be the best in the league.

Coaching the Steelers: Giving Jerome Bettis the ball chews up chunks of yardage and allows you to control the clock, plus he never fumbles. If the pocket begins to collapse, Stewart is a dangerous runner and one the league's quickest quarterbacks. On defense, your corners can handle one-on-one coverage, which means you can play your safeties closer to the line to stop the run or blitz the quarterback.

Meet the Coach: Bill Cowher

NFL Head Coaching Record:
Pittsburgh 91–64 (1992 to present)

Prior Coaching Experience:
Defensive Coordinator, Kansas City (1989–91); ssistant Coach, Cleveland (1985–88)

College Playing Career:
North Carolina State (1976–79); three-year starter at linebacker

NFL Playing Career:
Linebacker—Philadelphia Eagles 1979, Cleveland Browns 1980–82, Philadelphia Eagles 1983–84

KEY PLAYS

Running

I Form-Normal: HB Lead Dive

After eight seasons, Jerome Bettis is still punishing tacklers in the NFL, and he'll do the same in *Madden NFL 2002*. There's nothing quite like seeing Bettis dive into the middle of the line and come out 7 yards later.

The HB Lead Dive wears out the defensive front. Just follow the fullback and watch Jerome do his thing up and down the backs of linemen and linebackers.

I Form-Twin TE: HB Lead Toss

This play gets Bettis to the outside where he can display his surprising speed. It takes a special linebacker or cornerback to tackle Bettis one-on-one, so you should welcome a single tackler. Try to utilize the tight end and slot receiver blocks, and then just look for lone defenders who are nothing more than brief disturbances on your northbound run.

Stopping the HB Lead Dive

There is little you can do to stop Jerome Bettis from running inside, but you can squeeze the front four and send one or more linebackers into the gaps. The only other option is a Goal Line defense, which is O.K. once in a while, but it doesn't take an offensive genius to burn you big time if you use it once too often. Try the 4–3: Fire Man, which sends two linebackers into the fray. The extra push is tough on the blocking back, and you can sometimes throw him back and then swarm-tackle Bettis.

Stopping the HB Lead Toss

The 3–4: Man Lock takes away a down lineman and adds a linebacker, which is usually not a good idea against the Steelers. However, the ROLB comes hard on a blitz, clogging up the lead blocking. The cornerbacks play up tight, giving you nine men in sideline-to-sideline run coverage. Remember to gang-tackle Bettis; he rarely goes down from one hit.

Passing

I Form-Twin WR: WR Corner

Hines Ward has led the Steelers' receivers the past two years and Kordell Stewart will depend on him this year for big 3rd down plays, such as the WR Corner. Ward drives 8 yards downfield and then across the middle, where he usually holds on to the ball in traffic. Watch out for the middle linebacker dropping back into coverage.

Take a couple steps to the right, rather than throwing directly down the middle of the field. Plaxico Burress, the left slot receiver, runs a deep slant to the left corner, which is a good choice on 2nd and short. If the protection breaks down, look for Bettis coming out of the backfield on your left.

Stopping the WR Corner

The 3–4: Drop Zone does a good job of protecting the middle of the field, forcing Stewart to really thread the needle. With all the receivers on the weak side (except for the tight end), you can make it even tougher by taking control of the strong safety and further clogging the middle, where you can react to the ball.

Steelers

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Passing

Shotgun-5 WR: Shot Pick Flats

In the Shotgun-5WR, Stewart has all of his weapons on the field, including Bobby Shaw, a versatile receiver who has the speed to go deep and the toughness to catch the ball over the middle. Shaw lines up in the middle of three receivers split to the right. He runs straight up and then slants deep toward the middle of the field. Plaxico Burress runs the identical route just to his right. Chris Taylor, the inside receiver of the trio, runs an outside slant that crosses Shaw's and Burress's route.

This play is Shaw's all the way, but the defense has to cover all three deep routes, and Hines Ward's deep slant on the other side. Wait until Shaw makes his break and then fire the pass over the middle. You don't have to worry about shallow coverage, because this pass goes deep downfield.

Stopping the Shot Pick Flats

Your first choice might be a Prevent defense to cover these deep routes efficiently. However, we recommend adding a little pressure to the quarterback, which helps out the coverage as much as an extra defensive back. The Dime: DB Blitz sends the left cornerback hard to the quarterback, while six defenders drop back into coverage. With five wide receivers, no one is home to block the cornerback, so he comes in uncontested, forcing Stewart to throw early or take off running. The blitz doesn't always reach Stewart in time, but at least he can't sit back and pick out a target at his leisure.

Defending the Run

3-4: OLB Blitz

Although Levon Kirkland will be sorely missed, the Steelers still have talent in their linebacking corps, and they should at least maintain their 12th ranked rushing defense. Earl Holmes, the Steelers' leading tackler the past two years, moves inside in the 3–4, along with former Ram, Mike Jones.

The 3–4: OLB Blitz flat out stuffs the outside run. Between the blitzing outside backers and the cornerbacks up tight in run coverage, the sidelines are effectively sealed off. Not only will you contain the run, but you'll frequently chop down running backs in the backfield.

Beating the 3-4: OLB Blitz

The outside may be off limits, but you can have success against this defense inside. The Strong I-Normal: HB Dive explodes up the middle where the OLB Blitz is its weakest. You might try this on 2nd and long, to set up 3rd and short. If you must throw, use quick tosses over the middle, such as the Singleback-Normal: Quick Hits, to the tight end.

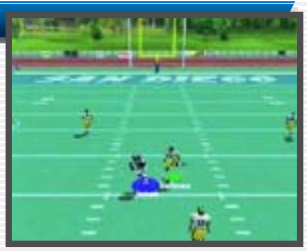
Defending the Pass

3-4: Pinch

Outside linebackers Jason Gildon and Joey Porter combined for 24 sacks last year in leading the Steelers' ninth-rated pass defense. At 6'1", 321 pounds, first-round draft pick Casey Hampton should fill the nose tackle position nicely, giving the Steelers some serious push up the middle.

The 3–4: Pinch is similar to the OLB Blitz, except for the inside linebacker coming hard up the middle. The pass defense is strictly man coverage, but the Steelers have two outstanding cornerbacks in Dewayne Washington and Chad Scott, making this a perfect call on 3rd and 8.

Beating the 3-4: Pinch



When the Steelers start pinching your quarterback on passing downs, it's time to speed up your delivery with quick shots to your tight end. The Singleback-Slot Strong: TE Middle exploits the area of the field where two linebackers are missing. The quarterback has very little time against the 3–4: Pinch, so you must snap, step, and throw.

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Tennessee Titans

Star Players

HB 27 Eddie George

Speed	Acceleration	Catching	Awareness
87	87	97	91

Eddie George continues to stamp his name among the elite running backs in league history. He earned his fourth consecutive trip to the Pro Bowl following the 2000 season after running for 1,509 yards and 14 touchdowns. George also became the first and only running back in league history to carry the ball at least 300 times in each of his first five years. He extended his streak of consecutive starts to 80 games. A first-round pick in 1996, George entered the league out of Ohio State after winning the Heisman Trophy.

DE 90 Jevon Kearse

Speed	Strength	Tackling	Awareness
86	80	80	70

Just two years into his pro career, Jevon Kearse, from Florida, has become one of the most revered and dominating pass rushers in the league. He earned Pro Bowl honors in each of his first two campaigns, becoming the first rookie ever to lead the conference in sacks, setting the single-season rookie record with 14.5 in 1999. Kearse has incredible speed and enormous strength, and he routinely overcomes bigger and heavier tackles. He often gets double-teamed by opponents.

Team Ratings

Overall Rating:	90
Offense:	80
Defense:	85
Special Teams:	99
Quarterback:	83
Featured Running Back:	93
Receivers:	81

Home Field: Adelphia Coliseum
Built: 1999 **Type: Open**
Capacity: 68,498 **Surface: Grass**

2001 Draft Picks

Round	Player Selected	Position	School
Two	Andre Dyson	CB	Utah
Three	Shad Meier	TE	Kansas State
Four	Justin McCareins	WR	Northern Illinois
Five	Eddie Berlin	WR	Northern Iowa
Six	Dan Alexander	RB	Nebraska
Six	Adam Haayer	T	Minnesota
Seven	Keith Adams	LB	Clemson

2000 Recap

NFL Team Rankings

- Scoring: 13th
- Pass Offense: 18th
- Rushing Offense: 7th
- Pass Defense: 1st
- Rushing Defense: 3rd
- Turnovers: 16th

2000 Standings

W	L	Tie	PF	PA	Home	Road	VS AFC	VS NFC	VS DIV
13	3	0	346	191	7–1	6–2	9–3	4–0	8–2

Team Stats

Category	Titans	Opponents
Total First Downs	299	215
First Downs (Rushing–Passing–By Penalty)	107–167–25	62–134–19
Third Down Conversions/Attempts	97/228	68/221
Fourth Down Conversions/Attempts	4/11	1/12
Total Offensive Yards	5,514	4,151
Offense (Plays–Avg. Yards)	1,009–5.0	853–4.0
Total Rushing Yards	2,084	1,390
Rushing (Plays–Avg. Yards)	547–3.8	387–3.6
Total Passing Yards	3,430	2,761
Passing (Comp–Att–Int–Avg.)	286–462–16–12.0	242–466–17–11.4
Sacks	55	27
Int/Returned for TD	17/4	16/3
Field Goals Made/Attempts	27/34	17/22
Touchdowns	38	20
Touchdowns (Rushing–Passing–Returns–Defensive)	14–18–1–5	7–10–0–3
Time of Possession	33:48	26:12

Individual Leaders

Quarterbacks

PLAYER	ATT	COMP	PCT	YARDS	TD	INT	INT%	SACKED	RATING
Steve McNair	396	248	62.6	2,847	15	13	3.3	24	83.2
Neil O'Donnell	64	36	56.2	530	2	3	4.7	3	74.3

Running Backs

PLAYER	RUSHES	YARDS	PER CARRY	TD	FUMBLES	LONG
Eddie George	403	1.509	3.7	14	6	35t
Steve McNair	72	403	5.6	0	11	25

Receivers

PLAYER	REC	YARDS	YDS PER CATCH	TD
Frank Wycheck	70	636	9.1	4
Derrick Mason	63	895	14.2	5
Chris Sanders	33	536	16.2	0

Defensive Leaders

Tackles: Randall Godfrey, 169 **Sacks:** Jevon Kearse, 11.5 **Interceptions:** Samari Rolle, 7

Scouting Report

The Titans' offense once again centers around Pro Bowl running back Eddie George, who should continue to put his team in short 3rd down situations. When the offense does throw the ball, big Frank Wycheck is an inviting target, and speedsters Kevin Dyson and Derrick Mason can slip behind the secondary. Joe Nedney replaces long-time Titan kicker Al Del Greco.

Statistically, the Titan defense was the NFL's best during the 2000 season, and they're poised to be even better. The addition of Kevin Carter will make teams more reluctant to double-team Pro Bowler Jevon Kearse, thereby unleashing his fury on opposing quarterbacks. Linebacker Randall Godfrey, an intimidating force, led the squad in tackles in 2000 with 169. Highly touted second-round draft choice Andre Dyson won't start at cornerback, but he'll see action in the nickel formations.

Coaching the Titans: You must think in terms of "ball-control" with this offense. Get Eddie George the ball and keep the clock moving. The Titans' defense inspires opposing quarterbacks to release the ball early, either over the heads of receivers or into the hands of a defensive back. Linebackers and safeties will have plenty of interception opportunities while in zone coverage.

Meet the Coach: Jeff Fisher

NFL Head Coaching Record:
Tennessee 61–46 (1995 to present)

Prior Coaching Experience:
Defensive Coordinator, Houston (1994); Assistant Coach, San Francisco (1992–93); Defensive Coordinator, Los Angeles (1991)

College Playing Career:
USC (1977–80); teammate of Ronnie Lott

NFL Playing Career:
Defensive back—Chicago Bears 1981–85

KEY PLAYS

Running

Singleback-Big: HB Toss Strg

Eddie George is unquestionably the fastest 240-pound halfback in the league, maybe in the history of the NFL. You can send George to the outside on a pitch, toss, sweep, or power; they're all good.

We like running George out of the Big set, to gain the tight end and a pretty fair wide receiver block downfield. Remember to cutback against the grain for more yardage.

Shotgun-Normal: HB Off Tackle

This play is tough to figure for the defense, especially with two wide receivers split left and another split right. Most 4–3 run defenses seem out of kilter with this play, because there is a slight delay in the handoff. However, once George has the ball, he's off like a shot around the right tackle and tight end. Get ready to juke to the left to avoid the oncoming strong safety.

This play has big yardage potential depending on the defense. Don't hesitate to run this play on 3rd and 7.

Stopping the HB Toss Strg

The outside linebackers in the 4–3: Safe do a good job of containing the HB Toss, as they flare out to the corners. The middle linebacker also pursues laterally, and the strong safety comes up quickly to play the outside run. Remember that what you give up to seal the outside, you lose in the middle. While this formation stops the outside run, it is susceptible to quick hitters up the gut.

Stopping the HB Off Tackle

Short of reading minds and knowing what's coming, there is really no way to prepare for this play, other than selecting a defense that reacts well inside and outside. Our recommendation is the 4–3: Thunder. This formation flares out the linebackers, giving them better angles to the sidelines. The cornerbacks play tight man coverage, so they can respond quickly if George turns the corner.

Passing

Singleback-Slot Strong: Cross Up

Derrick Mason is the deep threat and tight end Frank Wycheck is the go-to possession receiver in a Titans' passing offense that comes off a conservative year.

The Cross Up includes two pairs of crossing routes. Two wide receivers on the right, Chris Sanders and Kevin Dyson, run deep routes, while Wycheck on the right and Derrick Mason on the left run 5-yard drag routes to either side of the field. We like Mason coming across from left to right. If you hit him in the middle of the field, he sometimes finds a seam and can add another 5–10 yards after the catch.

Stopping the Cross Up

The defense faces a dilemma with the Cross Up, because they cannot sacrifice the short zone for the deep zone, or vice versa. If the Titans start alternating short and deep passes, and you can't seem to stop either, try the Nickel: Man Zone. The extra linebacker dropping into pass coverage places himself in the middle of the field where he can knock down a pass to Wycheck or Mason.

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Passing

Singleback-4 WR: Slot Hook Out

This play includes two short out patterns on the right and a hook out (the featured play) on the left. However, we prefer Derrick Mason's long two-step slant toward the right corner. We call it a two-step because the first part is a slant, and the second part is a deeper slant.

This pattern is often ignored by several nickel formations, allowing you to connect for a relatively easy 20-yard reception.

Stopping the Slot Hook Out

Covering Mason as he slants across the middle requires additional coverage deep across the middle. After trying every Nickel and Dime zone, we finally realized that it takes man double coverage to keep up with Mason. The remaining coverage was still solid, although it was easier to hit Sanders running his short hook out on the left. But, it's Mason who will beat you big time on this play, so the tradeoff was worth it. We were still able to complete a few passes to Mason over the middle, but our percentage went down from 70 percent to 30 percent during an extended practice session.

Defending the Run

4-3: Double TE

The Titans had the NFL's third best rushing defense last year, thanks to the stellar play of interior linemen Jason Fisk and John Thornton. Middle linebacker Randall Godfrey, the team's leading tackler (153) solidifies the middle, while strong safety Blaine Bishop is punishing against the run.

The 4–3: Double TE can be flipped to mirror the offensive strong side. The front four flares slightly to stretch coverage beyond the tackles, while the linebackers and cornerbacks play tight man coverage. The ROLB comes hard on a blitz, making it tough on counters and weakside sweeps. This formation does slightly better against outside runs, but it still holds its own inside.

Beating the 4-3: Double TE

Short outs and curls are the best way to loosen up this defense. The Singleback-Twin TE WR: Double Hitch provides two short routes on each side. The 4–3: Double TE plays the short pass almost as well as the outside run, so don't expect more than 5–6 yards from these routes. But, a few completions should inspire the defense to pull back their outside linebacker, giving you a little more room to run.

Defending the Pass

Nickel: Double Slot

As if Jevon Kearse wasn't enough of a demon against the pass, the Titans signed Kevin Carter at left end, enabling Kearse to move back to his preferred side. The pair had 22 sacks between them last season, and together they will give the Titans a dominant pass rush.

The Nickel: Double Slot provides extra man coverage against one slot (you can flip it to match up with the strong side). Carter and Kearse exert provide heavy pressure from the outside, enabling the linebackers to stay in pass coverage, making this a complete pass defense.

Beating the Nickel: Double Slot

The best way to work against a Nickel: Double Slot is to use short out passes, curls, and comebacks. Stay away from patterns that run into the double coverage. The Singleback-Big: Double Hook has a crisp hook out pattern that protects the receiver from the double coverage. The key is to be patient against this defense. Don't try and stretch it until the coverage changes.

Minnesota Vikings

Star Players

WR 80 Cris Carter

Speed	Acceleration	Catching	Awareness
85	88	99	99

Cris Carter continues to build his reputation as one of the NFL's all-time great receivers. In his 15th season from Ohio State, Carter had the second-highest yardage total of his career with 1,274 yards, leading the Vikings with 96 catches. He has led the team in that category for 10 straight seasons. Carter has made eight consecutive trips to the Pro Bowl. He is only the second player in NFL history to catch 1,000 passes, ranking second all-time with 1,020 career receptions, trailing only Jerry Rice (1,281).

SS 24 Robert Griffith

Speed	Strength	Tackling	Awareness
83	65	86	89

Robert Griffith is considered one of the elite safeties in the league and was recognized for his efforts, earning his first trip to the Pro Bowl after the 2000 season. In his eighth year from San Diego State, he has recorded 100-plus tackles in five consecutive campaigns. The Vikings are 13–1 in games that Griffith has an interception, including playoff games. He was named to the All-Madden Team for the third straight season.

Team Ratings

Overall Rating:	86
Offense:	80
Defense:	76
Special Teams:	99
Quarterback:	92
Featured Running Back:	72
Receivers:	87

Home Field: Hubert H. Humphrey Metrodome™
Built: 1982 **Type: Dome**
Capacity: 64,121 **Surface: AstroTurf**

2001 Draft Picks

Round	Player Selected	Position	School
One	Michael Bennett	RB	Wisconsin
Two	Willie Howard	DL	Stanford
Three	Eric Kelly	CB	Kentucky
Four	Shawn Worthen	DL	TCU
Four	Cedric James	WR	TCU
Five	Patrick Chukwurah	LB	Wyoming
Six	Carey Scott	CB	Kentucky State
Seven	Brian Crawford	OL	Western Oregon

2000 Recap

NFL Team Rankings

Scoring: 5th
Pass Offense: 7th
Rushing Offense: 6th
Pass Defense: 28th
Rushing Defense: 15th
Turnovers: 26th

2000 Standings

W	L	Tie	PF	PA	Home	Road	VS AFC	VS NFC	VS DIV
11	5	0	397	371	7–1	4–4	3–1	8–4	5–3

Team Stats

Category	Vikings	Opponents
Total First Downs	319	344
First Downs (Rushing–Passing–By Penalty)	107–193–19	110–208–26
Third Down Conversions/Attempts	86/188	92/202
Fourth Down Conversions/Attempts	8/13	4/14
Total Offensive Yards	6,148	5,915
Offense (Plays–Avg. Yards)	923–6.0	980–6.0
Total Rushing Yards	2,129	1,788
Rushing (Plays–Avg. Yards)	428–5.0	396–4.5
Total Passing Yards	4,019	4,127
Passing (Comp–Att–Int–Avg.)	307–495–18–13.1	369–584–8–11.2
Sacks	31	35
Int/Returned for TD	8/0	18/1
Field Goals Made/Attempts	22/23	25/29
Touchdowns	47	42
Touchdowns (Rushing–Passing–Returns–Defensive)	14–33–0–0	17–23–1–1
Time of Possession	29:28	30:32

Individual Leaders

Quarterbacks

PLAYER	ATT	COMP	PCT	YARDS	TD	INT	INT%	SACKED	RATING
Daunte Culpepper	474	297	62.7	3,937	33	16	3.4	34	98.0
Bubby Brister	20	10	50.0	82	0	1	5.0	1	40.0

Running Backs

PLAYER	RUSHES	YARDS	PER CARRY	TD	FUMBLES	LONG
Robert Smith	295	1,521	5.2	7	4	72t
Daunte Culpepper	89	470	5.3	7	11	27t

Receivers

PLAYER	REC	YARDS	YDS PER CATCH	TD
Cris Carter	96	1,274	13.3	9
Randy Moss	77	1,437	18.7	15
Robert Smith	36	348	9.7	3

Defensive Leaders

Tackles: Kailee Wong, 134 **Sacks:** John Randle, 8 **Interceptions:** Kailee Wong, Robert Tate, 2

Scouting Report

The Vikings offense is in a state of transition with top draft choice Michael Bennett stepping in for the retired Robert Smith at running back, and Brad Badger replacing Todd Steussie at left tackle. Daunte Culpepper went to the Pro Bowl in his first season as a starter, throwing for 33 touchdowns and running for 7 more. He will need another big season for the Vikings to stay competitive. Badger must provide protection or Culpepper will too often find himself on the run. Future Hall of Famer Cris Carter is back for one more season and is the league's premier possession receiver. Jake Reed rejoins the Vikings and will serve as the third receiver.

The defense faces life without John Randle. The perennial Pro Bowler left via free agency, and will be replaced by Lance Johnstone (3.5 sacks for the Raiders in 2000). Kailee Wong led this unit with 134 tackles in 2000, after moving from defensive end to middle linebacker.

Coaching the Vikings: What Bennett lacks in experience, he makes up for in speed. Use him to the outside of the field on runs and screens. Carter outfights defensive backs for balls and should be your primary receiver in short yardage situations. This defense has difficulty stopping the pass. Use zones to compensate for corners' lack of speed.

Meet the Coach: Dennis Green

NFL Head Coaching Record:
Minnesota 96–60 (1992 to present)

Prior Coaching Experience:
Head Coach, Stanford (1989–91); Assistant Coach, San Francisco (1986–88)

College Playing Career:
Iowa (1967–70)

NFL Playing Career:
N/A

KEY PLAYS

Running

I Form-Big: HB Sweep

First-round draft pick Michael Bennett has big shoes to fill after the retirement of Robert Smith, but the Vikings are hoping that his blazing speed will ease the transition. We recommend using Bennett outside the tackles as much as possible and pairing him with blocker extraordinaire Jim Kleinsasser in a two-back set.

The HB Sweep takes Bennett behind his fullback and the right tackle. Just get Bennett to the outside as quickly as possible where he can accelerate (90 rating).

I Form-Normal HB Slam

This is an inside run with outside opportunities. Bennett gets to the line very quickly, and if you keep him tucked in behind the right tackle until the last second, you can bounce outside or cutback inside for consistent positive yardage.

Stopping the HB Sweep

When going up against a runner with great acceleration to the outside, we like using the 3–4: Strong Blitz to stop the sweep. This formation normally is used to pressure the quarterback and shut down the short to medium passing game with tight man coverage. However, because it employs only one deep zone, the cornerbacks and strong safety are also very effective in run coverage. There is so much pressure aimed at the offensive strong side that it is difficult to keep the blocking intact long enough for Bennett to reach top speed.

Stopping the HB Slam

We like the 4–3: Fire Man for shutting down the HB Slam. It sends two linebackers into the gaps along with the front four. This play controls the line of scrimmage between the tackles.

Passing

Singleback-Trips WR: SE Hook In

The SE Hook In floods the right side of the field with a slant and two down-and-in patterns, all of which end up in the middle of the field. The coverage is drawn to the trips receivers, leaving single or at the most, double coverage on the receiver split wide left. This is the featured route, a 10-yard Hook In that is easy to complete if you fire it in as the receiver comes back to the ball.

There is an interesting alternative to this route. If you take a quick drop and then lob the ball downfield, the receiver will abandon his hook and run a deep fly. This receiver is athletic enough to go up in double coverage and still come down with the ball. We completed this "alternative" pass five times in a row against a tough defense. Try it; you'll be pleasantly surprised at the results.

Stopping the SE Hook In

The Dime: Double Slot puts extra coverage on the slot receivers, making it difficult for them to run clean routes. Even with the trips receivers clogging the middle, you should still have double coverage on the Hook In.

Passing

I Form-3WR: Slot Corner

The right slot receiver, Jake Reed, runs a slant to the sideline as the featured route. However, the open receiver is Cris Carter, who cuts across Reed's path on his way to the middle. This is a clean, 10-yard completion that often draws single coverage, if any at all.

The only potential problem is that Carter sometimes gets tied up in a logjam of receivers and defenders as he makes his cut to the middle. Be prepared to leave the pocket to buy a little time if Carter is delayed.

Stopping the Slot Corner

If your linebackers play the pass well, the 3–4: Drop Zone gives you two more defenders who can shadow Carter as he comes across the middle. The tradeoff is that Jake Reed's slant out to the right is a little easier to complete.

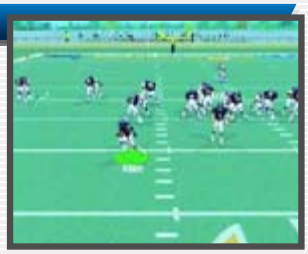
Defending the Run

4-3: Crash Blitz

Free agency has taken its toll on the Vikings' defense and this will be a year of transition. Ed McDaniel is steady at ROLB and Kailee Wong starts his second year at middle linebacker after leading the team in tackles with 134.

We like to involve the fine strong safety, Robert Griffith, in the run defense, so we recommend the 4–3: Crash Blitz. The front line and linebackers move toward the strong side, where they stuff the inside run; and the strong safety and cornerbacks respond well to the outside.

Beating the 4-3: Crash Blitz



The 4–3: Crash Blitz excels against strong-side runs behind the tackle or to the outside. However, it struggles against weakside tosses or sweeps, especially when multiple wide receivers get into the blocking flow. The Singleback-Big Twin WR: HB Pitch has a tight end and two wide receivers blocking downfield, and this is enough to neutralize the lateral pursuit of the Crash Blitz.

Defending the Pass

Nickel: Man Zone

Last year's sack leader John Randle is gone, so the Vikings will look to newly arrived Lance Johnstone (Raiders) to supply the pressure.

We like the Nickel: Man Zone for a good 3rd down pass defense. The combination of deep zone and short man defense should provide balanced coverage across the field. You might want to go to straight Nickel or Dime zone packages in long yardage situations.

Beating the Man Zone

The best place to attack the Nickel: Man Zone is over the middle. The I Form-Twin WR: Quick Outs includes a left slot receiver who breaks across the middle and a tight end out pattern. Either route is a high percentage pass against the Nickel: Man Zone. Complete a few short passes and the defense may have to abandon their deep zone coverages.

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Franchise Mode

Introduction

There are many ways to enjoy *Madden NFL 2002*, from a single exhibition game to a high-intensity session of Two-Minute Drill. But, if you really want to challenge your football mind both on and off the field, you need to spend a year, or two, or maybe 30, in Franchise Mode. That's not a typo—*Madden NFL 2002* lets you take over an NFL franchise and make all the coaching, playing, and management decisions for up to 30 years! In this chapter, we take you deep inside Franchise Mode. But, rather than just tell you about the features, we start a franchise from scratch, take it through Fantasy Draft, a full season of games, and then into the second year where we introduce a brand new *Madden* feature, Expansion Draft. But, for now let's create our franchise and get ready for draft day.

Setting Up a Franchise

The first step in creating a franchise is to select the options that govern the league. We turn everything on, including Coaching Changes (coaches may resign if their coaching points reach zero), Trade Deadline, Salary Cap and Cap Penalties (just like the NFL), Fantasy Draft, and Expansion Draft. If you opt to turn Fantasy Draft off, you begin with the actual roster of the team you selected. The Expansion Draft occurs at the end of our first season, when every team in the league must make players available for the newest NFL franchise, the Houston Texans. The last step is to select a coach (and associated playbook), and modify the coach's name, if desired.

Franchise Setup

Fantasy Draft

Fantasy Draft: Round One

Now, it's time to draft our team. Because our team is based on the Rams, we don't pick until 27th in the first round. We decide to use last year's Super Bowl champions, the Baltimore Ravens, for our draft model. Using the Roster options, we compile a list of Ravens players in descending order, sorted by Overall rating. Then, we erase the names and keep their positions, which we use as a draft priority list. For example, middle linebacker Ray Lewis is the Ravens' highest rated player, so we will select the highest rated middle linebacker with our first pick in the draft.

We continue down the list, duplicating the Ravens profile, position-by-position. It stands to reason that if we duplicate the priorities of the Ravens, pick-by-pick, we should draft a championship team, right? Time will tell. For now, here is our priority list. We're already more than a little concerned that we won't select a quarterback until our 16th pick. Oh well, it's only a game, right?

Our "Ravens Model" Fantasy Draft Priority List

1. MLB	17. WR	33. QB
2. LT	18. LE	34. LE
3. K	19. DT	35. C
4. FS	20. WR	36. QB
5. LOLB	21. LT	37. DT
6. RE	22. WR	38. FS
7. TE	23. WR	39. LG
8. FB	24. CB	40. HB
9. CB	25. TE	41. LOLB
10. P	26. RE	42. RG
11. RT	27. SS	43. ROLB
12. DT	28. LG	44. MLB
13. CB	29. WR	45. HB
14. ROLB	30. SS	46. RT
15. HB	31. CB	47. C
16. QB	32. RG	

Note **As the draft progresses, the game tracks your selections, by position, with a few exceptions. OT (offensive tackles), OG (offensive guards), DE (defensive ends), DT (defensive tackles), and OLB (outside linebackers), are grouped together, rather than tracked by LG, RG, RE, LE, and so on. However, we will follow our Ravens list when making selections.**

Draft Day Considerations

Trying to figure out whom to select from the vast pool of NFL players is a huge task on its own. When you add contracts and salary caps, it becomes even more complicated. It is tempting to choose the "best player available" in any round, writing checks with careless abandon until the account runs dry. However, if you want your franchise to be successful beyond the first couple of years, you must juggle several variables.

- *The game decides when a player hangs up his spikes. Keep in mind, the 38-year-old star you draft today may retire at the end of the year.*
- *Do you sacrifice the future to buy a winning team on draft day? If you spend every dime, there will be no money left to sign college draft picks.*
- *Be careful about drafting an older player with a fat, long-term contract. His Overall Rating will probably erode over the next few years, and if you are forced to release him for a better player, you are stuck paying out the remainder of the contract.*

If you are a *Madden* veteran, you probably have your own battle-tested strategies for draft day. But, if you are struggling for some direction, here is a priority list that should help you survive the draft and field a competitive team on opening day. Our list is arranged by position. The depth of the draft and salary cap limitations have a major effect on when to select additional picks for each position.

1. **Offensive Tackle:** *You will be more productive with an average halfback running behind a great line than the other way around.*
2. **Middle Linebacker:** *A great middle linebacker anchors your run and pass defense.*
3. **Center:** *We like strength up the middle in baseball and football.*
4. **Defensive End:** *Dominant ends enable you to pressure the quarterback without over-using the blitz.*
5. **Cornerback:** *A strong secondary shuts down the passing game and stuffs the run. Look for Speed, Acceleration, Catching Ability, and Awareness.*
6. **Defensive Tackle:** *The mountain in the middle negates the inside running attack.*
7. **Halfback:** *No, we haven't forgotten about the skill positions. Draft for Speed, Agility, Breaking Tackles, and Awareness.*
8. **Quarterback:** *Some will argue that we have pushed this position too far down the list, but we have always had success with second-tier quarterbacks. Look for the future in the college draft.*
9. **Wide Receiver:** *Speed and Acceleration are critical.*
10. **Strong Safety:** *An often-overlooked run stopper.*
11. **Tight End:** *Don't over-emphasize Run Blocking and Strength. We prefer Speed and Catching Ability.*
12. **Outside Linebacker:** *A great front four, which you already have, makes the outside linebacker's job much easier. Look for Speed, Strength, Tackling Ability, and Awareness.*
13. **Free Safety:** *Speed is king.*
14. **Fullback:** *Draft the best blocker available; if he can catch passes, it is a huge bonus.*
15. **Punter:** *Good controller technique is almost as important as your punter's rating.*
16. **Kicker:** *If you're depending on a field goal to save you, your offense needs work.*
17. **Guards:** *We have nothing against them, but someone had to be last. You'll do fine with guards rated in the 60s (Overall Rating).*

It's Draft Day!

Ironically, our first pick in the draft turned out to be the highest rated player on the Baltimore Ravens, last year's Super Bowl MVP, Ray Lewis. We gleefully selected him with our first round pick. Here is our complete draft list.

At the end of each round, you can scroll through a list to see who was selected.

Our Draft List

1. *Ray Lewis, MLB*
2. *Jonathan Ogden, LT*
3. *Matt Stover, K*
4. *Rod Woodson, FS*
5. *Bill Romanowski, LOLB*
6. *Joe Johnson, RE*
7. *Shannon Sharpe, TE*
8. *Mike Alstott, FB*
9. *Aaron Beasley, CB*
10. *Darren Bennett, P*
11. *James Williams, RT*
12. *Chester McGlockton, DT*
13. *Ray Crockett, CB*
14. *Eddie Robinson, ROLB*
15. *Lamar Smith, HB*
16. *Trent Dilfer, QB*
17. *Rickey Proehl, WR*
18. *LE #92*
19. *Cortez Kennedy, DT*
20. *Tim Dwight, WR*
21. *Chad Clifton, LT*
22. *Andre Reed, WR*
23. *Sylvester Morris, WR*
24. *Ryan McNeil, CB*
25. *Byron Chamberlain, TE*
26. *Fernando Smith, RE*
27. *Brian Walker, SS*
28. *Todd Perry, RG*
29. *Yancy Thigpen, WR*
30. *Brian Williams, C*
31. *Kevin Mathis, CB*
32. *Gennaro DiNapoli, RG*
33. *Randall Cunningham, QB*
34. *Andy McCollum, C*
35. *Robert Holcombe, HB*
36. *Wes Shivers, RG*
37. *Chris Draft, MLB*
38. *Jude Waddy, OLB*
39. *Travis Brown, QB*
40. *Grady Jackson, DT*
41. *Clif Groce, FB*
42. *Matt Joyce, LG*
43. *Devin Bush, SS*
44. *George Coghill, SS*
45. *Pete Pierson, LT*
46. *Michael Dumas, FS*
47. *Dennis Northcutt, WR*

Note **It should be noted that Matt Cohen, a player who looks suspiciously like the author's son, was taken 7th in the first round by the Panthers.**

Current Pick Cap

One of the more challenging aspects of the *Madden NFL 2002* Fantasy Draft is the Current Pick Cap, which limits whom you can select in a given round. Our first roadblock came in the 16th round, when we tried to select the highest rated quarterback, Jeff Blake. However, he was above our Current Pick Cap limit, so we had to move down the list until we signed none other than Trent Dilfer, the Ravens' Super Bowl Quarterback.

The Current Pick Cap changes, depending on how much you spend from round to round. For example, after signing wide receiver Tim Dwight for a mere $250,000 in Round 20, our Current Pick Cap went up from $800,000 to $1.45M in Round 21.

Tip **You will find many big-name players on the board as late as the 40th round, because teams simply cannot afford to sign them during the draft (they demand even more money after the draft). By the 41st round, our Current Pick Cap had risen to $2.5M, so we hoped to pick up a gem in the later rounds. However, we were more intrigued at the thought of going into the season with some breathing room under the salary cap, which will come in handy during the NFL draft before the start of next season.**

The Current Pick Cap claims another victim in our Fantasy Draft.

After the Draft

Tweaking Your Roster

If selected in the Coach Profile, *Madden NFL 2002* automatically arranges your players into a depth chart, based on the players' Overall ratings. After making a few changes, we go to the Coach Profile screen, select a new playbook, and adjust our Coaching Strategy. Since we drafted several Ravens, we decide to switch to Brian Billick's playbook.

Coach Profile screen

Our First Season

Now, it's time for opening day. We launch our inaugural season with two tough losses, but rebound to 3–2 after five games. This is a critical week, because of the trading deadline (no trades allowed after week 6). Our receiving corps is thin, so we try in vain to entice the CPU to give us more than what we're offering. No luck. But, with a fat bank account, we look forward to the off-season and draft to plug a few holes.

We finish the season at 9–7, just missing the playoffs; not bad for our first year. We receive news that several coaches have retired. Fortunately, we still have our job.

We just miss the playoffs in our first year.

After the final game of the year, we find out that a few coaches have decided to hang up their clipboards.

After letting the CPU finish out the playoffs and Pro Bowl game, we have the option to advance to the Off-Season. For PlayStation 2, if we had a completed season of *NCAA Football*, we could import the draft class for our upcoming NFL Draft.

Madden NFL 2002 for PlayStation 2 allows you to import a draft class from *NCAA Football*.

Off-Season

The off-season is very busy in *Madden NFL 2002*, so the schedule is very helpful. Although you do not have to follow the order of events on the way to starting a new season, if you skip one, you cannot go back and do it later. The following sections describe each step in the process

An off-season schedule keeps you on task.

Retired Players

This is not good news. Several key veteran players from our first year have decided to retire, leaving us with some giant holes to fill. Retirement is irreversible, so we cannot write checks to entice players back into the fold. We lose Randall Cunningham—backup QB, Andre Reed—starting WR, Ray Crockett—starting CB, Bill Romanowski—starting OLB, and Rod Woodson—starting FS.

Several key players retire in the off-season

Re-Sign Players

Now it's time to play hardball. We have several players with expired contracts, and just to make things interesting, we have two holdouts. Center Brian Williams and tight end Shannon Sharpe both have two years remaining on their contracts, but they want more money. Obviously, their agents told them about five players retiring, leaving us with $31.55M under the salary cap. After tough negotiations, here are the results

The players want our money, but we want to keep a nice bankroll for the upcoming draft.

Contract Negotiations

Player	What They Wanted	What We Gave Them
Brian Williams, C	1 yr, $1.70M	2 yr, $1.50M
Shannon Sharpe, TE	1 yr, 4.10M	2 yr, $3.50M
Michael Dumas, FS	$550K	1 yr, $500K
Clif Groce, FB	$650K	No contract
Lamar Smith, HB	$2.20M	No contract
Matt Joyce, LG	$700K	1 yr, $600K
Grady Jackson, DT	$400K	3 yr, $400K
Robert Holcombe, HB	$700K	No contract
Devin Bush, SS	$700K	3 yr, $650K
Rickey Proehl, WR	$1.85M	No contract
Fernando Smith, RE	$850K	No contract
Byron Chamberlain, TE	$1.20M	4 yr, $1.10M
Gennaro DiNapoli, RG	$700K	4 yr, $650K

Some negotiations go better than others.

We decided not to re-sign any players who had one year left on their contracts. Our hard-line stance with Lamar Smith and Robert Holcombe leaves us without any halfbacks, and our decision not to sign Rickey Proehl leaves a big hole in our receiving corps, especially with the retirement of Andre Reed. But, draft day is coming and we still have more than $27M in the bank.

Expansion Draft

In this new feature, every team in the league must add five players to the Expansion Draft for the purpose of stocking the new Houston Texans franchise. We release Travis Brown, QB; Pete Pierson, LT; George Coghill, SS; Dennis Northcutt, WR; and Jude Waddy, ROLB. After the draft begins, you have the option to withdraw players who were not selected. We take back George Coghill.

After the Expansion Draft begins, you may be able to remove a player from your original list.

Free Agent Signing

Let the bidding begin!

We enter the Free Agent period with $27.50M in the bank. You have 45 days to make offers and sign players, and the clock starts ticking immediately. After the first day, we review the initial wave of offers. You can work through this period day by day, or advance time to get closer to the deadline. After losing Rod Woodson, we decide to tender an offer sheet to Shaun Williams, but the bidding goes too high and we drop out. With six days remaining we make an offer to FS Tremain Mack: $1.35M for three years. Three days later, he accepts our offer. Two days left and we offer run stopper defensive tackle John Parrella a two-year deal worth $1.5M. Although we need him to shore up our run defense, he also had 11 sacks in our league last year. On the last day, he signs, leaving us with $24.65M.

NFL Draft

Our team picks 20th in the first round, and we select the highest rated wide receiver in the draft, Donald Bennett. In the second round, we select speed HB Paul Rogers. He is small, at 5'8", 195, but with big Mike Alstott at fullback, we could use a breakaway threat. We take another speedy wide receiver, Cornell Stanley, in the third round. Next, we find a gem, HB Nate Jones (98-Acceleration Rating). Here is our complete list:

Five of the first six draft picks are defensive players.

NFL Draft Picks

Name/Pos	Overall Rating	Best Individual Rating
Donald Bennett, WR	76	Catching: 94
Paul Rogers, HB	70	Agility: 86
Cornell Stanley, WR	64	Acceleration: 97
Nate Jones, HB	69	Acceleration: 98
Edward Davis, RE	63	Awareness: 89
Ty Warren, SS	55	Acceleration: 80
Robbie Harris, RT	59	Strength: 87

Sign Draft Picks

The process of signing draft picks has a different atmosphere than signing established NFL free agents. Start low and work your way up. We like offering three-year deals to our top prospects. We signed everyone with $18.30M left under the salary cap.

With plenty of money in the bank, we were able to sign all of our draft picks.

Signing Draft Picks

Name/Pos	Overall Rating	Contract
Donald Bennett, WR	76	3 yr/$1.6M
Paul Rogers, HB	70	4 yr/$1.2M
Cornell Stanley, WR	64	3 yr/$900K
Nate Jones, HB	69	3 yr/$950K
Edward Davis, RE	63	3 yr/$850K
Ty Warren, SS	55	1 yr/$400K
Robbie Harris, RT	59	2 yr/$450K

Re-Order Depth Chart

Our last task before starting the season is to rearrange our Depth Chart. We'll be starting the season with two rookie halfbacks; not an ideal situation, but we are high on both guys. Our number-one pick, WR Donald Bennett, is our new go-to receiver. We move Tim Dwight up the charts to number two. We install rookie speedster Nate Jones as our 3DRB (third down running back). This is a new feature in *Madden NFL 2002*, and it gives the offense greater flexibility in passing situations. We enter our second season with optimism, excitement, and extreme nervousness about having only two quarterbacks. *Madden NFL 2002* requires three quarterbacks on the roster, so we need to sign a free agent or make a trade before the season starts. The pickings are slim, but we sign rookie QB Rock Johnson. We also sign an outside linebacker and cornerback to fill the remaining slots on our roster.

Re-working the Depth Chart after signing our draft picks

Madden NFL 2002 adds a third down running back to the Depth Chart.

Madden Cards

This chapter includes all the information you need to keep track of your Madden Card Book.

Madden Challenge Token Scale

Game Setting	Level 1	Level 2	Level 3	Level 4	Level 5
Rookie	2	3	4	5	6
Pro	4	6	8	10	12
All-Pro	6	9	12	15	18
All-Madden	8	12	16	20	24

Madden Challenge Tasks

Level 1

- *Make a 40+ yard field goal*
- *Punt the ball 50+ yards*
- *Hold CPU under 7 points (min quarter = 4)*
- *Score 21 points in a game (max quarter = 6)*
- *One reception by 3 different players*
- *Throw 2 TD passes with 1 player*
- *Gain 200 yards of total offense (max quarter = 6)*
- *Break a 20 yard run*
- *Complete 5 consecutive passes*
- *Complete a 30 yard pass*
- *No dropped passes all game (min quarter = 4)*
- *No offensive fumbles all game (min quarter = 4)*
- *No interceptions thrown all game (min quarter = 4)*
- *No sacks allowed all game (min quarter = 4)*
- *Defeat the '00 Giants at New York in the snow*
- *Defeat the Indianapolis Colts at RCA Dome*
- *Recover a fumble on defense*
- *Intercept a pass on defense*
- *Sack the opposing quarterback*
- *Record 3 tackles with 1 player*

Level 2

- *30 yard KR Avg. for 1 player (min returns = 2)*
- *30 yard PR Avg. for 1 player (min returns = 2)*
- *Score 42 points in a game (max quarter = 6)*
- *Defeat the CPU by 28 points (max quarter = 6)*
- *10 yard Rush Avg. for 1 player (min attempts = 5)*
- *Gain 100 receiving yards with 1 player*
- *Catch 2 TD passes with 1 player*
- *20 yard Rec Avg. for 1 player (min receptions = 3)*
- *Score 3 rushing TDs with 1 player*
- *Throw for 300 yards with 1 player*
- *Throw 4 TD passes with 1 player*
- *Complete 80 percent of your passes (min attempts = 5)*
- *Complete 10 consecutive passes*
- *Commit no penalties in a game (min quarter = 4)*
- *Defeat the '72 Dolphins with a regular team*
- *Record 2 sacks with 1 player*
- *Force 3 turnovers in 1 game on defense*
- *Record 5 tackles with 2 different players*
- *Hold CPU under 150 total offensive yards (min quarter = 4)*
- *Gain 100 rushing yards with 1 player*

Level 3

- *Kick and recover an onside kick*
- *Punt the ball out of bounds inside the 5 yard line*
- *Score 63 points in a game (max quarter = 6)*
- *Shut out the CPU (min quarter = 4)*
- *Make 10 receptions with 1 player*
- *10 Rushing Attempts by 2 different players*
- *Gain 100 rushing & receiving yards with 1 player*
- *Gain 150 receiving yards with 1 player*
- *Gain 150 rushing yards with 1 player*
- *Gain 400 yards of total offense (max quarter = 6)*
- *Break a 40 yard run*
- *Complete 15 consecutive passes*
- *Complete a 60 yard pass*
- *Gain 450 yards of total offense against '00 Ravens*
- *Gain 150 rushing yards vs. '75 Steelers (max quarter = 6)*
- *Recover 2 fumbles on defense with 1 player*
- *Intercept 2 passes with 1 player*
- *Record 3 sacks with 1 player*
- *Deflect 4 passes with 1 player*
- *Record 8 tackles with 1 player*

Level 4

- *Make a 50+ yard field goal*
- *Punt the ball 65+ yards*
- *Make 6 two-point conversions in 1 game*
- *Defeat the CPU by 56 points (max quarter = 6)*
- *Gain 100 rushing yards with 2 different players*
- *Gain 100 receiving yards with 2 different players*
- *Gain 200 receiving yards with 1 player*
- *Gain 200 rushing yards with 1 players*
- *Complete 25 passes with 1 player*
- *40 Rushing Att by 1 player (max quarter = 6)*
- *Throw for 500 yards with 1 player*
- *Gain 650 yards of total offense (max quarter = 6)*
- *Achieve 20 first downs (max quarter = 6)*
- *Complete 1 pass to 7 different receivers*
- *Return a fumble for a touchdown on defense*
- *Break a 60 yard run*
- *Cause 6 turnovers on defense*
- *Record 7 sacks with 1 player*
- *Record a safety on defense*
- *Return an interception for a touchdown*

Level 5

- *Gain 200 KR yards with 1 player*
- *Gain 200 PR yards with 1 player*
- *Return a kickoff for a touchdown*
- *Return a punt for a touchdown*
- *Score 84 points in a game (max quarter = 6)*
- *Complete 100 percent of your passes (min attempts = 5)*
- *100 receiving yards by 3 different players*
- *Gain 100 rushing & 100 passing yards with 1 player*
- *Gain 100 rushing & 150 passing yards with 1 player*
- *20 yard Rush Avg. for 1 player (min attempts = 3)*
- *200 passing yards by 2 different players*
- *Gain 250 rushing yards with 1 player*
- *Break 10 tackles with 1 player*
- *Break an 80 yard run*
- *Complete 20 consecutive passes*
- *Play injured and score a touchdown*
- *Complete a 90 yard pass*
- *Intercept 5 passes on defense*
- *Hold CPU under 0 total offensive yards (min quarter = 4)*
- *Record 2 safeties in 1 game*

Madden Card Checklist

The following tables list each Madden Card in *Madden NFL 2002*, with one exception. We list only one card per player, although every regular player card (1–150) has three versions: Bronze, Silver, and Gold. Each version supplies a different boost, as explained in the list below. All Historic player cards (151–200) are Gold.

Bronze Card: Playing this card gives a 25 percent ratings boost for one play.

Silver Card: Playing this card gives a 25 percent ratings boost until the end of the current quarter.

Gold: Playing this card gives a 25 percent ratings boost until the end of the current half.

Madden Cards: Player Checklist

	Card #	Type	Name		Card #	Type	Name		Card #	Type	Name		Card #	Type	Name
❑	1	Player	James Allen	❑	17	Player	Wali Rainer	❑	33	Player	Donnie Edwards	❑	49	Player	Jason Taylor
❑	2	Player	Marcus Robinson	❑	18	Player	Mike Alstott	❑	34	Player	Tony Gonzalez	❑	50	Player	Zach Thomas
❑	3	Player	Brian Urlacher	❑	19	Player	Derrick Brooks	❑	35	Player	Eric Hicks	❑	51	Player	Hugh Douglas
❑	4	Player	Corey Dillon	❑	20	Player	Warrick Dunn	❑	36	Player	Marvin Harrison	❑	52	Player	Chad Lewis
❑	5	Player	Takeo Spikes	❑	21	Player	John Lynch	❑	37	Player	Edgerrin James	❑	53	Player	Donovan McNabb
❑	6	Player	Peter Warrick	❑	22	Player	Keyshawn Johnson	❑	38	Player	Peyton Manning	❑	54	Player	Corey Simon
❑	7	Player	Sam Cowart	❑	23	Player	Warren Sapp	❑	39	Player	Mike Peterson	❑	55	Player	Jeremiah Trotter
❑	8	Player	Rob Johnson	❑	24	Player	David Boston	❑	40	Player	Mike Vanderjagt	❑	56	Player	Troy Vincent
❑	9	Player	Eric Moulds	❑	25	Player	Jake Plummer	❑	41	Player	Dexter Coakley	❑	57	Player	Jamal Anderson
❑	10	Player	Mike Anderson	❑	26	Player	Frank Sanders	❑	42	Player	Raghib Ismail	❑	58	Player	Ray Buchanan
❑	11	Player	Brian Griese	❑	27	Player	Darren Bennett	❑	43	Player	Emmitt Smith	❑	59	Player	Shawn Jefferson
❑	12	Player	Ed McCaffrey	❑	28	Player	Doug Flutie	❑	44	Player	Jay Fiedler	❑	60	Player	Jessie Tuggle
❑	13	Player	Trevor Pryce	❑	29	Player	Rodney Harrison	❑	45	Player	Oronde Gadsden	❑	61	Player	Jeff Garcia
❑	14	Player	Rod Smith	❑	30	Player	Freddie Jones	❑	46	Player	Sam Madison	❑	62	Player	Terrell Owens
❑	15	Player	Courtney Brown	❑	31	Player	Junior Seau	❑	47	Player	Brock Marion	❑	63	Player	Bryant Young
❑	16	Player	Tim Couch	❑	32	Player	Derrick Alexander	❑	48	Player	Lamar Smith	❑	64	Player	Jessie Armstead

Madden Cards: Player Checklist (Continued)

	Card #	Type	Name
❑	65	Player	Tiki Barber
❑	66	Player	Kerry Collins
❑	67	Player	Ike Hilliard
❑	68	Player	Jason Sehorn
❑	69	Player	Michael Strahan
❑	70	Player	Amani Toomer
❑	71	Player	Tony Boselli
❑	72	Player	Kyle Brady
❑	73	Player	Mark Brunell
❑	74	Player	Kevin Hardy
❑	75	Player	Keenan McCardell
❑	76	Player	Jimmy Smith
❑	77	Player	Fred Taylor
❑	78	Player	Wayne Chrebet
❑	79	Player	Victor Green
❑	80	Player	Mo Lewis
❑	81	Player	Curtis Martin
❑	82	Player	Vinny Testaverde
❑	83	Player	Desmond Howard
❑	84	Player	Johnnie Morton
❑	85	Player	Robert Porcher
❑	86	Player	James Stewart
❑	87	Player	LeRoy Butler
❑	88	Player	Brett Favre
❑	89	Player	Ahman Green
❑	90	Player	Antonio Freeman
❑	91	Player	Darren Sharper
❑	92	Player	Eric Davis
❑	93	Player	Mike Minter
❑	94	Player	Muhsin Muhammad
❑	95	Player	Wesley Walls
❑	96	Player	Drew Bledsoe
❑	97	Player	Terry Glenn
❑	98	Player	Ty Law

	Card #	Type	Name
❑	99	Player	Willie McGinest
❑	100	Player	Lawyer Milloy
❑	101	Player	Greg Biekert
❑	102	Player	Tim Brown
❑	103	Player	Rich Gannon
❑	104	Player	Charlie Garner
❑	105	Player	Andre Rison
❑	106	Player	Tyrone Wheatley
❑	107	Player	Charles Woodson
❑	108	Player	Isaac Bruce
❑	109	Player	Marshall Faulk
❑	110	Player	Torry Holt
❑	111	Player	Orlando Pace
❑	112	Player	Kurt Warner
❑	113	Player	Aeneas Williams
❑	114	Player	Elvis Grbac
❑	115	Player	Qadry Ismail
❑	116	Player	Jamal Lewis
❑	117	Player	Ray Lewis
❑	118	Player	Michael McCrary
❑	119	Player	Jonathan Ogden
❑	120	Player	Shannon Sharpe
❑	121	Player	Matt Stover
❑	122	Player	Rod Woodson
❑	123	Player	Champ Bailey
❑	124	Player	Stephen Davis
❑	125	Player	Bruce Smith
❑	126	Player	Jeff Blake
❑	127	Player	La'Roi Glover
❑	128	Player	Joe Horn
❑	129	Player	Ricky Williams
❑	130	Player	Shaun Alexander
❑	131	Player	Cortez Kennedy
❑	132	Player	Levon Kirkland

	Card #	Type	Name
❑	133	Player	Marcus Robertson
❑	134	Player	Anthony Simmons
❑	135	Player	Shawn Springs
❑	136	Player	Ricky Watters
❑	137	Player	Jerome Bettis
❑	138	Player	Jason Gildon
❑	139	Player	Kordell Stewart
❑	140	Player	Dewayne Washington
❑	141	Player	Blaine Bishop
❑	142	Player	Eddie George
❑	143	Player	Jevon Kearse
❑	144	Player	Steve McNair
❑	145	Player	Samari Rolle
❑	146	Player	Frank Wycheck
❑	147	Player	Cris Carter
❑	148	Player	Daunte Culpepper
❑	149	Player	Robert Griffith
❑	150	Player	Randy Moss
❑	151	Historic	Carl Banks
❑	152	Historic	Bill Bates
❑	153	Historic	Jerome Brown
❑	154	Historic	Jim Burt
❑	155	Historic	Keith Byars
❑	156	Historic	Dwight Clark
❑	157	Historic	Gary Clark
❑	158	Historic	Roger Craig
❑	159	Historic	Richard Dent
❑	160	Historic	John Elway
❑	161	Historic	Boomer Esiason
❑	162	Historic	Jumpy Geathers
❑	163	Historic	Kevin Greene
❑	164	Historic	Dan Hampton
❑	165	Historic	Rodney Hampton
❑	166	Historic	Tim Harris

	Card #	Type	Name
❑	167	Historic	Ken Harvey
❑	168	Historic	Craig Heyward
❑	169	Historic	Jay Hilgenberg
❑	170	Historic	Merril Hoge
❑	171	Historic	Keith Jackson
❑	172	Historic	Rickey Jackson
❑	173	Historic	Joe Jacoby
❑	174	Historic	Pepper Johnson
❑	175	Historic	Brent Jones
❑	176	Historic	Seth Joyner
❑	177	Historic	Jim Kelly
❑	178	Historic	Jim Lachey
❑	179	Historic	Steve Largent
❑	180	Historic	Dexter Manley
❑	181	Historic	Charles Mann
❑	182	Historic	Dan Marino
❑	183	Historic	Wilber Marshall
❑	184	Historic	Clay Matthews
❑	185	Historic	Jim McMahon
❑	186	Historic	Karl Mecklenburg
❑	187	Historic	Matt Millen
❑	188	Historic	Art Monk
❑	189	Historic	Joe Morris
❑	190	Historic	William Perry
❑	191	Historic	Tom Rathman
❑	192	Historic	Barry Sanders
❑	193	Historic	Phil Simms
❑	194	Historic	Mike Singletary
❑	195	Historic	Jackie Slater
❑	196	Historic	Pat Swilling
❑	197	Historic	Steve Tasker
❑	198	Historic	John Taylor
❑	199	Historic	Herschel Walker
❑	200	Historic	Steve Young

Madden Cards: Special

	Card #	Type	Name	Variation	Description
❑	201	Cheat	1st and 5	Bronze	Your first down yards to go are set to 5 for 1 play
❑	201	Cheat	1st and 5	Silver	Your first down yards to go are set to 5 for the quarter
❑	201	Cheat	1st and 5	Gold	Your first down yards to go are set to 5 for the half
❑	202	Cheat	1st and 15	Bronze	Your opponent must get 15 yards to reach a first down for 1 drive
❑	202	Cheat	1st and 15	Silver	Your opponent must get 15 yards to reach a first down for the quarter
❑	202	Cheat	1st and 15	Gold	Your opponent must get 15 yards to reach a first down for the half
❑	203	Cheat	5th Down	Bronze	You get 5 downs to make a first (1 use)
❑	203	Cheat	5th Down	Silver	You get 5 downs to make a first for the quarter
❑	203	Cheat	5th Down	Gold	You get 5 downs to make a first for the half
❑	204	Cheat	3rd Down	Bronze	Your opponent gets only 3 downs to make a first
❑	204	Cheat	3rd Down	Silver	Your opponent gets only 3 downs to make a first for the quarter
❑	204	Cheat	3rd Down	Gold	Your opponent gets only 3 downs to make a first for the half
❑	205	Cheat	Human Plow	Bronze	Your Broken Tackles increase by 25 percent for the game
❑	205	Cheat	Human Plow	Silver	Your Broken Tackles increase by 50 percent for the game
❑	205	Cheat	Human Plow	Gold	Your Broken Tackles increase by 75 percent for the game
❑	206	Cheat	Super Dive	Bronze	Your defensive diving distance increases by 25 percent for the game
❑	206	Cheat	Super Dive	Silver	Your defensive diving distance increases by 50 percent for the game
❑	206	Cheat	Super Dive	Gold	Your defensive diving distance increases by 75 percent for the game
❑	207	Cheat	Da Boot	Bronze	You receive unlimited field goal range for 1 play
❑	207	Cheat	Da Boot	Silver	You receive unlimited field goal range for the quarter
❑	207	Cheat	Da Boot	Gold	You receive unlimited field goal range for the half

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Madden Cards: Special (Continued)

	Card #	Type	Name	Variation	Description
❑	208	Cheat	Tight Fit	Bronze	Your opponent's uprights become very narrow for 1 play
❑	208	Cheat	Tight Fit	Silver	Your opponent's uprights become very narrow for the quarter
❑	208	Cheat	Tight Fit	Gold	Your opponent's uprights become very narrow for the half
❑	209	Cheat	Da Bomb	Bronze	You receive unlimited pass range for 1 play
❑	209	Cheat	Da Bomb	Silver	You receive unlimited pass range for the quarter
❑	209	Cheat	Da Bomb	Gold	You receive unlimited pass range for the half
❑	210	Cheat	Lame Duck	Bronze	Your opponent throws a lob pass for 1 play
❑	210	Cheat	Lame Duck	Silver	Your opponent throws lob passes for the quarter
❑	210	Cheat	Lame Duck	Gold	Your opponent throws lob passes for the half
❑	211	Cheat	Mistake Free	Bronze	You can't fumble or throw an interception for 1 play
❑	211	Cheat	Mistake Free	Silver	You can't fumble or throw an interception for the quarter
❑	211	Cheat	Mistake Free	Gold	You can't fumble or throw an interception for the half
❑	212	Cheat	Fumblitis	Bronze	Your opponent's fumbles increase by 25 percent for the game
❑	212	Cheat	Fumblitis	Silver	Your opponent's fumbles increase by 50 percent for the game
❑	212	Cheat	Fumblitis	Gold	Your opponent's fumbles increase by 75 percent for the game
❑	213	Cheat	BINGO!	Bronze	Your defensive interceptions increase by 25 percent for the game
❑	213	Cheat	BINGO!	Silver	Your defensive interceptions increase by 50 percent for the game
❑	213	Cheat	BINGO!	Gold	Your defensive interceptions increase by 75 percent for the game
❑	214	Cheat	Unforced Errors	Bronze	Your opponent fumbles every time he tries to juke for 1 play
❑	214	Cheat	Unforced Errors	Silver	Your opponent fumbles every time he jukes during the quarter
❑	214	Cheat	Unforced Errors	Gold	Your opponent fumbles every time he tries to juke for the half
❑	215	Cheat	Mr. Mobility	Bronze	Your QB can't be sacked for 1 play
❑	215	Cheat	Mr. Mobility	Silver	Your QB can't be sacked for the quarter
❑	215	Cheat	Mr. Mobility	Gold	Your QB can't be sacked for the half
❑	216	Cheat	Extra Credit	Bronze	Awards 2 points for every interception and 1 point for every sack
❑	216	Cheat	Extra Credit	Silver	Awards 3 points for every interception and 2 points for every sack
❑	216	Cheat	Extra Credit	Gold	Awards 4 points for every interception and 3 points for every sack
❑	217	Cheat	Touchy	Bronze	Your opponent's penalties increase by 50 percent for 1 play
❑	217	Cheat	Touchy	Silver	Your opponent's penalties increase by 50 percent for the quarter
❑	217	Cheat	Touchy	Gold	Your opponent's penalties increase by 50 percent for the half
❑	218	Cheat	Bad Spot	Bronze	The ref spots the ball 1–2 yards short for 1 play
❑	218	Cheat	Bad Spot	Silver	The ref spots the ball 1–2 yards short for the quarter
❑	218	Cheat	Bad Spot	Gold	The ref spots the ball 1–2 yards short for the half
❑	219	Cheat	Toast	Bronze	Your ability to burn a DB increases by 25 percent for the game
❑	219	Cheat	Toast	Silver	Your ability to burn a DB increases by 50 percent for the game
❑	219	Cheat	Toast	Gold	Your ability to burn a DB increases by 75 percent for the game
❑	220	Cheat	Jam	Bronze	Your ability to jam a WR increases by 25 percent for the game
❑	220	Cheat	Jam	Silver	Your ability to jam a WR increases by 50 percent for the game
❑	220	Cheat	Jam	Gold	Your ability to jam a WR increases by 75 percent for the game
❑	221	Cheat	Pocket Protectors	Bronze	Your pass blocking effectiveness increases by 25 percent for the game
❑	221	Cheat	Pocket Protectors	Silver	Your pass blocking effectiveness increases by 50 percent for the game
❑	221	Cheat	Pocket Protectors	Gold	Your pass blocking effectiveness increases by 75 percent for the game
❑	222	Cheat	Penetration	Bronze	Your line penetration increases by 25 percent for the game
❑	222	Cheat	Penetration	Silver	Your line penetration increases by 50 percent for the game
❑	222	Cheat	Penetration	Gold	Your line penetration increases by 75 percent for the game
❑	223	Cheat	QB on Target	Bronze	Your QB Accuracy is 100 percent for 1 play
❑	223	Cheat	QB on Target	Silver	Your QB Accuracy is 100 percent for the quarter
❑	223	Cheat	QB on Target	Gold	Your QB Accuracy is 100 percent for the half
❑	224	Cheat	Coffin Corner	Bronze	Your punt goes out of bounds at the max distance for 1 play
❑	224	Cheat	Coffin Corner	Silver	Your punt goes out of bounds at the max distance for the quarter
❑	224	Cheat	Coffin Corner	Gold	Your punt goes out of bounds at the max distance for the half
❑	225	Cheat	Wind Gust	Bronze	Your field goal kicks receive a gust in your favor for 1 play
❑	225	Cheat	Wind Gust	Silver	Your field goal kicks receive a gust in your favor for the quarter
❑	225	Cheat	Wind Gust	Gold	Your field goal kicks receive a gust in your favor for the half
❑	226	Cheat	Hands of Glue	Bronze	Your catching ability increases by 25 percent for the game
❑	226	Cheat	Hands of Glue	Silver	Your catching ability increases by 50 percent for the game
❑	226	Cheat	Hands of Glue	Gold	Your catching ability increases by 75 percent for the game
❑	227	Cheat	Hands of Stone	Bronze	Your opponent's catching ability decreases by 25 percent for the game
❑	227	Cheat	Hands of Stone	Silver	Your opponent's catching ability decreases by 50 percent for the game
❑	227	Cheat	Hands of Stone	Gold	Your opponent's catching ability decreases by 75 percent for the game
❑	228	Cheat	Couch Potato	Bronze	Your opponent's fatigue increases by 25 percent for the game
❑	228	Cheat	Couch Potato	Silver	Your opponent's fatigue increases by 50 percent for the game

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Madden Cards: Special (Continued)

	Card #	Type	Name	Variation	Description
❑	228	Cheat	Couch Potato	Gold	Your opponent's fatigue increases by 75 percent for the game
❑	229	Cheat	Time Out	Bronze	You get unlimited timeouts for the current quarter
❑	229	Cheat	Time Out	Silver	You get unlimited timeouts for the current half
❑	229	Cheat	Time Out	Gold	You get unlimited timeouts for the current game
❑	230	Cheat	Ouch!	Bronze	Your opponent's injuries increase by 25 percent for the game
❑	230	Cheat	Ouch!	Silver	Your opponent's injuries increase by 50 percent for the game
❑	230	Cheat	Ouch!	Gold	Your opponent's injuries increase by 75 percent for the game
❑	231	Cheat	Worker's Comp	Bronze	Awards points (based on severity) whenever a player gets injured this quarter
❑	231	Cheat	Worker's Comp	Silver	Awards points (based on severity) whenever a player gets injured this half
❑	231	Cheat	Worker's Comp	Gold	Awards points (based on severity) whenever a player gets injured this game
❑	232	Cheat	Passerby	Bronze	Your QB can throw past the line of scrimmage for 1 play
❑	232	Cheat	Passerby	Silver	Your QB can throw past the line of scrimmage for the quarter
❑	232	Cheat	Passerby	Gold	Your QB can throw past the line of scrimmage for the half
❑	233	Stadium	Super Bowl XXXVI	Gold	Unlock Super Bowl XXXVI Stadium at Stadium Select
❑	234	Stadium	Super Bowl XXXVII	Gold	Unlock Super Bowl XXXVII Stadium at Stadium Select
❑	235	Stadium	Super Bowl XXXVIII	Gold	Unlock the Super Bowl XXXVIII Stadium at Stadium Select
❑	236	Stadium	Super Bowl XXXIX	Gold	Unlock the Super Bowl XXXIX Stadium at Stadium Select
❑	237	Stadium	Aloha Stadium	Gold	Unlock Aloha Stadium (Pro Bowl) at Stadium Select
❑	238	Stadium	Old Redskins Stadium	Gold	Unlock Old Redskins Stadium at Stadium Select
❑	239	Stadium	Old Oakland Stadium	Gold	Unlock Old Oakland Stadium at Stadium Select
❑	240	Stadium	Old Houston Stadium	Gold	Unlock Old Houston Stadium at Stadium Select
❑	241	Stadium	Old Pittsburgh Stadium	Gold	Unlock Old Pittsburgh Stadium at Stadium Select
❑	242	Stadium	Old Denver Stadium	Gold	Unlock Old Denver Stadium at Stadium Select
❑	243	Stadium	Tiburon Stadium	Gold	Unlock Tiburon Stadium at Stadium Select
❑	244	Stadium	EA SPORTS Stadium	Gold	Unlock EA SPORTS Stadium at Stadium Select
❑	245	Stadium	Dodge City Stadium	Gold	Unlock Dodge City Stadium at Stadium Select
❑	246	Stadium	Nile High Stadium	Gold	Unlock Nile High Stadium at Stadium Select
❑	247	Stadium	Alpha Blitz Stadium	Gold	Unlock Alpha Blitz Stadium at Stadium Select
❑	248	Stadium	Maddenstein Stadium	Gold	Unlock Maddenstein Stadium at Stadium Select
❑	249	Team	58 Colts	Gold	Unlock '58 Colts at Team Select
❑	250	Team	66 Packers	Gold	Unlock '66 Packers at Team Select
❑	251	Team	68 Jets	Gold	Unlock '68 Jets at Team Select
❑	252	Team	70 Browns	Gold	Unlock '70 Browns at Team Select
❑	253	Team	72 Dolphins	Gold	Unlock '72 Dolphins at Team Select
❑	254	Team	73 Bills	Gold	Unlock '73 Bills at Team Select
❑	255	Team	74 Steelers	Gold	Unlock '74 Steelers at Team Select
❑	256	Team	76 Raiders	Gold	Unlock '76 Raiders at Team Select
❑	257	Team	77 Broncos	Gold	Unlock '77 Broncos at Team Select
❑	258	Team	78 Oilers	Gold	Unlock '78 Oilers at Team Select
❑	259	Team	80 Raiders	Gold	Unlock '80 Raiders at Team Select
❑	260	Team	81 Chargers	Gold	Unlock '81 Chargers at Team Select
❑	261	Team	82 Redskins	Gold	Unlock '82 Redskins at Team Select
❑	262	Team	83 Raiders	Gold	Unlock '83 Raiders at Team Select
❑	263	Team	84 Dolphins	Gold	Unlock '84 Dolphins at Team Select
❑	264	Team	85 Bears	Gold	Unlock '85 Bears at Team Select
❑	265	Team	86 Giants	Gold	Unlock '86 Giants at Team Select
❑	266	Team	88 49ers	Gold	Unlock '88 49ers at Team Select
❑	267	Team	90 Eagles	Gold	Unlock '90 Eagles at Team Select
❑	268	Team	91 Lions	Gold	Unlock '91 Lions at Team Select
❑	269	Team	92 Cowboys	Gold	Unlock '92 Cowboys at Team Select
❑	270	Team	93 Bills	Gold	Unlock '93 Bills at Team Select
❑	271	Team	94 49ers	Gold	Unlock '94 49ers at Team Select
❑	272	Team	96 Packers	Gold	Unlock '96 Packers at Team Select
❑	273	Team	98 Broncos	Gold	Unlock '98 Broncos at Team Select
❑	274	Team	99 Rams	Gold	Unlock '99 Rams at Team Select
❑	275	Team	84 All Madden	Gold	Unlock '84 All Madden Team at Team Select
❑	276	Team	85 All Madden	Gold	Unlock '85 All Madden Team at Team Select
❑	277	Team	86 All Madden	Gold	Unlock '86 All Madden Team at Team Select
❑	278	Team	87 All Madden	Gold	Unlock '87 All Madden Team at Team Select
❑	279	Team	88 All Madden	Gold	Unlock '88 All Madden Team at Team Select
❑	280	Team	89 All Madden	Gold	Unlock '89 All Madden Team at Team Select
❑	281	Team	90 All Madden	Gold	Unlock '90 All Madden Team at Team Select

Madden Cards: Special (Continued)

	Card #	Type	Name	Variation	Description
❑	282	Team	91 All Madden	Gold	Unlock '91 All Madden Team at Team Select
❑	283	Team	92 All Madden	Gold	Unlock '92 All Madden Team at Team Select
❑	284	Team	93 All Madden	Gold	Unlock '93 All Madden Team at Team Select
❑	285	Team	94 All Madden	Gold	Unlock '94 All Madden Team at Team Select
❑	286	Team	95 All Madden	Gold	Unlock '95 All Madden Team at Team Select
❑	287	Team	96 All Madden	Gold	Unlock '96 All Madden Team at Team Select
❑	288	Team	97 All Madden	Gold	Unlock '97 All Madden Team at Team Select
❑	289	Team	98 All Madden	Gold	Unlock '98 All Madden Team at Team Select
❑	290	Team	99 All Madden	Gold	Unlock '99 All Madden Team at Team Select
❑	291	Team	Madden Super Bowl	Gold	John Madden's personal picks of the toughest players to ever see a Super Bowl
❑	292	Team	Marshals	Gold	Garbed from head to toe in cowboy attire, these peacekeepers are ready to play
❑	293	Team	Mummies	Gold	These bandage wrapped bodies wreak havoc on the field
❑	294	Team	Sugar Buzz	Gold	These masked superheroes hit the field after eating a few too many bowls of cereal
❑	295	Team	Monsters	Gold	This group of misshapen creatures forms one of the ugliest teams to play
❑	296	Team	Tiburon	Gold	The Team behind the Teams. The people who bring you Madden NFL 2002
❑	297	Team	EA Sports	Gold	The Team behind the Teams. The people who bring you Madden NFL 2002
❑	298	Team	John Madden	Gold	John Madden brings you his choices of some of the best players to ever put on a helmet
❑	299	Cheerleader	Cheerleader Card	Gold	Pump up the crowd for the Bears
❑	300	Cheerleader	Cheerleader Card	Gold	Pump up the crowd for the Bengals
❑	301	Cheerleader	Cheerleader Card	Gold	Pump up the crowd for the Bills
❑	302	Cheerleader	Cheerleader Card	Gold	Pump up the crowd for the Broncos
❑	303	Cheerleader	Pump Up the Crowd	Gold	Pump up the crowd for the Browns
❑	304	Cheerleader	Cheerleader Card	Gold	Pump up the crowd for the Buccaneers
❑	305	Cheerleader	Cheerleader Card	Gold	Pump up the crowd for the Cardinals
❑	306	Cheerleader	Cheerleader Card	Gold	Pump up the crowd for the Chargers
❑	307	Cheerleader	Cheerleader Card	Gold	Pump up the crowd for the Chiefs
❑	308	Cheerleader	Cheerleader Card	Gold	Pump up the crowd for the Colts
❑	309	Cheerleader	Cheerleader Card	Gold	Pump up the crowd for the Cowboys
❑	310	Cheerleader	Cheerleader Card	Gold	Pump up the crowd for the Dolphins
❑	311	Cheerleader	Cheerleader Card	Gold	Pump up the crowd for the Eagles
❑	312	Cheerleader	Cheerleader Card	Gold	Pump up the crowd for the Falcons
❑	313	Cheerleader	Cheerleader Card	Gold	Pump up the crowd for the 49ers
❑	314	Cheerleader	Pump Up the Crowd	Gold	Pump up the crowd for the Giants
❑	315	Cheerleader	Cheerleader Card	Gold	Pump up the crowd for the Jaguars
❑	316	Cheerleader	Pump Up the Crowd	Gold	Pump up the crowd for the Jets
❑	317	Cheerleader	Pump Up the Crowd	Gold	Pump up the crowd for the Lions
❑	318	Cheerleader	Pump Up the Crowd	Gold	Pump up the crowd for the Packers
❑	319	Cheerleader	Cheerleader Card	Gold	Pump up the crowd for the Panthers
❑	320	Cheerleader	Cheerleader Card	Gold	Pump up the crowd for the Patriots
❑	321	Cheerleader	Cheerleader Card	Gold	Pump up the crowd for the Raiders
❑	322	Cheerleader	Cheerleader Card	Gold	Pump up the crowd for the Rams
❑	323	Cheerleader	Cheerleader Card	Gold	Pump up the crowd for the Ravens
❑	324	Cheerleader	Cheerleader Card	Gold	Pump up the crowd for the Redskins
❑	325	Cheerleader	Cheerleader Card	Gold	Pump up the crowd for the Saints
❑	326	Cheerleader	Cheerleader Card	Gold	Pump the crowd for the Seahawks
❑	327	Cheerleader	Cheerleader Card	Gold	Pump the crowd for the Steelers
❑	328	Cheerleader	Cheerleader Card	Gold	Pump up the crowd for the Titans
❑	329	Cheerleader	Cheerleader Card	Gold	Pump up the crowd for the Vikings

Draft Tables

Introduction

We wouldn't want you to walk into a *Madden NFL 2002* draft without player ratings, so we have prepared several player lists, by position, each one sorted by Overall Rating. Every player in *Madden NFL 2002* is rated in 20 different categories. The Overall Rating is carefully tuned to give you an accurate representation of a player's value. However, during the draft you may want to dig a little deeper into the individual categories as you fill specialized roles on your team. You can view complete ratings onscreen for any player in the draft. The following list presents "key attributes" that may help you compare players without searching through all 20 categories.

KEY ATTRIBUTES BY POSITION: OFFENSE

Quarterback	Halfback	Fullback	Wide Receiver	Tight End	Tackle	Guard	Center	Kicker	Punter
Throw Power	Speed	Speed	Speed	Speed	Run Blocking	Run Blocking	Run Blocking	Kicking Power	Kicking Power
Throw Accuracy	Agility	Catching	Acceleration	Catching	Pass Blocking	Pass Blocking	Pass Blocking	Kicking Accuracy	Kicking Accuracy
Awareness	Breaking Tackles	Run Blocking	Catching	Run Blocking	Strength	Strength	Strength	Awareness	Awareness
Speed	Awareness	Awareness	Awareness	Awareness	Awareness	Awareness	Awareness	—	—

KEY ATTRIBUTES BY POSITION: DEFENSE

End	Tackle	Outside Linebacker	Middle Linebacker	Cornerback	Free Safety	Strong Safety
Speed	Speed	Speed	Speed	Speed	Speed	Speed
Strength	Strength	Strength	Strength	Acceleration	Catching	Catching
Tackling	Tackling	Tackling	Tackling	Catching	Tackling	Tackling
Awareness	Awareness	Awareness	Awareness	Awareness	Awareness	Awareness

Offensive Player Lists

Quarterbacks

Name	#	Ht (")	Wt	Overall Rating
Peyton Manning	18	77	230	97
Brett Favre	4	74	220	97
Kurt Warner	13	74	220	95
Rich Gannon	12	75	210	92
Daunte Culpepper	11	76	255	92
Donovan McNabb	5	74	226	90
Mark Brunell	8	73	216	86
Drew Bledsoe	11	77	233	86
Brian Griese	14	75	215	85
Jeff Garcia	5	73	195	85
Steve Beuerlein	10	75	220	83
Doug Flutie	7	70	178	83
Steve McNair	9	74	225	83
Brad Johnson	14	77	224	82
Elvis Grbac	18	77	237	82
Kerry Collins	5	77	250	81
Trent Green	10	75	215	80
Tim Couch	2	76	227	79
Jeff George	3	76	215	78
Aaron Brooks	2	76	205	78
Jeff Blake	18	72	210	77
Vinny Testaverde	16	77	235	76
Shaun King	10	72	225	74
Jake Plummer	16	74	197	73
Charlie Batch	10	74	220	73
Matt Hasselbeck	8	76	220	73
Neil O'Donnell	14	75	228	73
Rob Johnson	11	76	212	72
Gus Frerotte	12	75	230	72
Michael Vick	7	73	209	72
Kordell Stewart	10	73	212	72
Jon Kitna	3	74	217	71
Drew Brees	9	71	213	71
Tony Banks	3	76	225	71
Cade McNown	8	73	213	70
Chad Pennington	10	75	225	70
Shane Matthews	9	75	196	69
Bubby Brister	6	71	205	69
Jay Fiedler	9	74	217	69
Ray Lucas	6	75	214	69
Chris Chandler	12	76	225	69
Jeff Lewis	8	74	211	69
Jim Miller	15	74	218	67
Chris Weinke	16	76	238	67
Damon Huard	19	75	215	67
Akili Smith	11	75	220	66
Jim Harbaugh	9	75	215	65
Randall Cunningham	1	76	215	63
Michael Bishop	7	73	215	62
Bobby Hoying	14	75	220	62
Dave Brown	17	78	230	61
Eric Zeier	15	73	214	61
Chris Redman	7	75	220	61
Kent Graham	11	77	245	61
Ryan Leaf	16	77	235	60
Billy Joe Hobert	14	75	230	60
Quincy Carter	17	74	217	60
Scott Mitchell	19	78	245	59
Jason Garrett	17	74	198	59
Doug Pederson	18	75	216	59
Joe Hamilton	1	68	190	58
Brock Huard	11	76	228	58
Anthony Wright	2	73	195	57
Jesse Palmer	12	74	218	57
Todd Collins	15	76	228	56
Henry Burris	10	73	190	56
Kelly Holcomb	10	74	212	55
Dave Dickenson	15	71	185	55
Mike McMahon	8	74	212	55
Tee Martin	17	73	220	55
Jonathan Quinn	12	78	240	54
Marques Tuiasosopo	8	73	215	54
Jake Delhomme	12	74	205	54
Josh Heupel	14	74	215	53
Koy Detmer	10	73	195	53
Tim Rattay	13	72	200	53
Tory Woodbury	11	74	208	53
Joe Germaine	9	72	203	53
Ron Powlus	11	74	223	52
Jamie Martin	10	74	206	51
Paul Justin	16	76	211	51
Travis Brown	5	75	218	51
Giovanni Carmazzi	19	75	220	50
Sage Rosenfels	18	76	215	50
Alex Van Pelt	10	72	220	49
Todd Bouman	8	74	211	49
Roderick Robinson	8	74	234	48
Clint Stoerner	5	74	210	47
Billy Volek	12	74	210	46
Mike Quinn	4	76	215	45
A.J. Feeley	12	75	217	45
Rick Mirer	12	74	212	44
Pete Gonzalez	7	73	216	43
Dameyune Craig	2	73	200	43
Billy Cockerham	5	73	203	43
Spergon Wynn	13	76	225	42
Chris Greisen	14	75	223	42
Todd Husak	8	75	215	41

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Halfbacks

Name	#	Ht (")	Wt	Overall Rating
Marshall Faulk	28	70	211	99
Edgerrin James	32	72	216	95
Fred Taylor	28	73	227	93
Eddie George	27	75	240	93
Corey Dillon	28	73	225	92
Curtis Martin	28	71	210	91
Stephen Davis	48	72	234	88
Terrell Davis	30	71	211	86
Jamal Lewis	31	72	215	86
Warrick Dunn	28	68	180	85
Emmitt Smith	22	69	209	84
Jamal Anderson	32	71	235	84
Ricky Williams	34	70	236	84
Ricky Watters	32	73	217	84
Mike Anderson	38	72	230	83
Charlie Garner	25	69	187	83
Jerome Bettis	36	71	251	82
LaDainian Tomlinson	21	70	222	81
Duce Staley	22	71	220	81
Ahman Green	30	72	213	81
Lamar Smith	26	71	225	79
James Stewart	34	73	226	78
Shaun Alexander	37	72	218	78
Dorsey Levens	25	73	228	77
Deuce McAllister	26	73	220	77
James Allen	20	70	215	76
Sammy Morris	33	72	220	76
Tiki Barber	21	70	200	76
Tyrone Wheatley	47	72	235	76
Michael Pittman	32	72	214	75
Priest Holmes	31	69	205	75
Ron Dayne	27	70	255	75
Olandis Gary	22	71	218	74
Tim Biakabutuka	21	72	215	74

Name	#	Ht (")	Wt	Overall Rating
Errict Rhett	23	71	211	73
HB #35	35	71	218	72
Kevin Faulk	33	68	197	72
Michael Bennett	23	70	208	72
Travis Prentice	41	74	225	71
Thomas Jones	20	70	212	71
J.J. Johnson	32	73	230	71
Travis Henry	25	71	220	70
Richard Huntley	32	71	224	70
Brian Mitchell	30	70	221	69
Kevan Barlow	32	73	235	69
Shawn Bryson	38	72	235	68
Garrison Hearst	20	71	219	68
Skip Hicks	36	72	230	67
James Jackson	29	71	207	67
Travis Minor	34	70	193	67
Antowain Smith	22	74	225	67
Robert Holcombe	25	71	220	67
Anthony Thomas	35	73	225	66
Joe Montgomery	33	70	230	66
De'Mond Parker	22	70	188	66
Chad Morton	30	68	185	66
Sedrick Irvin	33	71	226	65
Moe Williams	21	73	200	65
Jermaine Fazande	35	74	262	64
J.R. Redmond	21	71	216	64
Curtis Keaton	29	70	210	63
Rudi Johnson	32	70	225	63
Fred McAfee	27	70	193	63
Charlie Rogers	20	69	179	63
Doug Chapman	34	70	210	63
Correll Buckhalter	28	72	229	62
Trung Canidate	24	70	185	62
Jamel White	30	69	208	61

Name	#	Ht (")	Wt	Overall Rating
Stacey Mack	34	73	237	61
Reuben Droughns	21	71	210	61
Aaron Stecker	22	70	222	60
Mike Cloud	34	70	205	60
Michael Wiley	33	71	185	60
Robert Edwards	47	71	220	60
Derrick Blaylock	29	71	190	59
Rodney Thomas	20	70	210	59
Shyrone Stith	33	68	210	59
Lamont Warren	24	71	202	59
Paul Smith	27	70	225	58
Terrell Fletcher	41	68	196	57
Autry Denson	28	70	193	57
Dee Brown	22	70	208	56
Chris Fuamatu-Ma'afala	45	71	252	56
Chris Barnes	34	72	210	55
Amos Zereoue	21	68	202	55
Marlon Barnes	32	69	215	53
Ronney Jenkins	28	71	188	53
Frank Moreau	46	73	230	53
Chrys Chukwuma	34	72	219	53
John Avery	20	69	190	52
Travis Jervey	36	72	222	51
Jonas Lewis	43	70	210	51
Kenny Watson	45	72	208	50
Ron Rivers	33	68	205	50
Obafemi Ayanbadejo	30	74	235	47
Darnell Autry	24	70	210	46
Randy Jordan	28	71	215	46
Brandon Bennett	36	70	220	45
Rabih Abdullah	27	73	227	45
Lennox Gordon	30	72	201	42

Fullbacks

Name	#	Ht (")	Wt	Overall Rating
Mike Alstott	40	73	251	95
Howard Griffith	29	72	230	94
Sam Gash	32	72	235	93
Larry Centers	37	72	225	92
Richie Anderson	20	74	230	90
William Henderson	33	73	250	90
Lorenzo Neal	41	71	240	88
Bob Christian	44	71	232	88
Tony Richardson	49	73	235	87
Stanley Pritchett	36	73	240	87
Jim Kleinsasser	40	75	272	85
Cory Schlesinger	30	72	246	83
Rob Konrad	44	75	255	82
Fred Beasley	40	72	235	81
Donnell Bennett	30	72	245	79
Reggie Brown	34	72	244	79
Jon Witman	38	74	240	79
Daimon Shelton	31	72	254	78
Jon Ritchie	40	73	250	78

Name	#	Ht (")	Wt	Overall Rating
Greg Comella	34	73	240	77
Tony Carter	37	72	232	75
Mack Strong	38	72	235	75
Marc Edwards	44	72	229	74
Cecil Martin	38	72	235	73
Clif Groce	46	71	245	72
Heath Evans	44	72	241	71
Harold Morrow	33	71	217	71
Joel Makovicka	34	70	247	70
Troy Hambrick	35	73	235	70
Brad Hoover	45	74	225	70
Robert Thomas	44	73	252	69
Chris Hetherington	44	75	249	69
Mike Sellers	45	75	260	68
Kevin McLeod	43	72	252	66
Terry Kirby	42	73	213	64
Deon Dyer	33	71	265	62
Fred McCrary	44	72	235	61
Moran Norris	33	72	235	59

Name	#	Ht (")	Wt	Overall Rating
Scott Dragos	45	74	245	58
Terry Jackson	22	72	218	58
Kevin Clemens	40	73	275	55
Dustin McClintock	40	74	261	55
FB #42	42	71	225	51
Brock Olivo	26	72	232	51
Jim Finn	36	70	240	50
Dan Alexander	36	72	240	50
Justin Watson	36	72	225	47
Terrelle Smith	41	72	240	47
Kevin Houser	47	76	245	47
Dan Kreider	35	71	242	46
Bryan Johnson	47	70	234	44
Jerald Sowell	33	72	245	43
James Hodgins	42	71	230	43
Mike Green	20	71	245	36
Paul Shields	39	73	238	34

Wide Receivers

Name	#	Ht (")	Wt	Overall Rating
Randy Moss	84	76	202	98
Marvin Harrison	88	72	181	96
Terrell Owens	81	75	217	94
Isaac Bruce	80	72	188	93
Keyshawn Johnson	19	76	212	92
Cris Carter	80	75	214	92
Rod Smith	80	72	200	91
Eric Moulds	80	72	204	89
Tim Brown	81	72	195	89
Torry Holt	88	72	190	89
Ed McCaffrey	87	77	215	88
Jimmy Smith	82	73	200	88
Muhsin Muhammad	87	74	217	88
David Boston	89	73	215	86
Marcus Robinson	88	75	215	85
Derrick Alexander	82	74	210	85
Terry Glenn	88	71	185	85
Joe Horn	87	73	206	85
Peter Warrick	80	71	195	84
Ike Hilliard	88	71	195	84
Keenan McCardell	87	73	185	84
Johnnie Morton	87	72	190	84
Antonio Freeman	86	73	198	84
Joey Galloway	84	71	188	83
Raghib Ismail	81	71	190	83
Amani Toomer	81	75	202	82
Germane Crowell	82	75	216	81
Qadry Ismail	87	72	200	81
O.J. McDuffie	81	70	194	80
Wayne Chrebet	80	70	188	80
Jerry Rice	80	74	196	80
Michael Westbrook	82	75	220	80
Darrell Jackson	82	72	195	80
Darnay Scott	86	73	205	79
Jacquez Green	81	69	170	79
Frank Sanders	81	74	197	79
Oronde Gadsden	86	74	215	79
J.J. Stokes	83	76	217	79
Terance Mathis	81	70	185	78
Sean Dawkins	84	76	218	78
Az-Zahir Hakim	81	70	179	78
David Terrell	83	75	213	77
Bobby Engram	81	70	192	77
Jeff Graham	81	74	206	77
James Thrash	80	72	200	77
Herman Moore	84	76	224	77
Derrick Mason	85	70	187	77
Rob Moore	85	75	203	76
Tony Martin	80	73	175	76
Shawn Jefferson	84	71	180	76
Santana Moss	83	70	175	76
Bill Schroeder	84	75	205	76
Charles Johnson	86	72	200	76
Travis Taylor	89	73	195	76
Kevin Johnson	85	70	188	75
Curtis Conway	80	72	194	75
Freddie Mitchell	84	71	187	75
Matthew Hatchette	89	74	198	75

Name	#	Ht (")	Wt	Overall Rating
Patrick Jeffers	83	75	217	75
Donald Hayes	81	76	208	75
Troy Brown	80	70	190	75
Ricky Proehl	87	72	190	75
Hines Ward	86	72	197	75
Kevin Dyson	87	73	201	75
Troy Edwards	81	69	192	74
Reggie Wayne	87	72	195	73
Tim Dwight	85	68	180	72
Kevin Lockett	81	72	187	72
Albert Connell	82	72	179	72
Koren Robinson	81	74	200	72
Reidel Anthony	85	71	180	71
Terrence Wilkins	80	68	179	71
Jermaine Lewis	84	67	175	71
Patrick Johnson	83	70	180	71
Rod Gardner	87	74	216	71
Peerless Price	81	71	180	70
JaJuan Dawson	88	72	190	70
Sylvester Morris	84	75	200	70
Todd Pinkston	87	75	170	70
Plaxico Burress	80	78	225	70
James McKnight	82	73	198	69
Jake Reed	86	75	216	69
Quincy Morgan	5	73	204	68
Desmond Howard	80	70	185	68
Isaac Byrd	82	73	188	68
Chris Sanders	81	73	188	68
Jeremy McDaniel	86	72	197	67
Darrin Chiaverini	84	74	210	67
Jason Tucker	87	73	182	67
Dedric Ward	89	69	184	67
Ron Dixon	86	71	185	67
Willie Jackson	88	73	212	67
Bobby Shaw	82	72	186	67
Chad Johnson	85	74	204	66
Travis McGriff	83	68	185	66
Keith Poole	84	72	193	66
Marvin "Snoop" Minnis	13	72	168	66
Chris Chambers	84	71	209	66
Tai Streets	89	73	193	66
Brandon Stokley	80	71	197	66
Marty Booker	86	71	215	65
Ron Dugans	81	73	200	65
Eddie Kennison	11	72	195	65
Jerome Pathon	86	72	187	65
E.G. Green	84	71	190	65
Na Brown	85	72	187	65
Robert Ferguson	89	74	220	65
Dez White	80	73	215	64
Wane McGarity	83	68	197	64
Jammi German	87	73	192	64
Reggie Barlow	85	72	186	64
Jerry Porter	84	74	220	64
Troy Walters	82	68	170	64
Dennis Northcutt	86	70	175	63
Tony Horne	81	69	173	63
Corey Bradford	85	73	205	63

Name	#	Ht (")	Wt	Overall Rating
Tony Simmons	81	73	206	63
D'Wayne Bates	87	74	215	62
Damon Hodge	16	73	192	62
Joe Jurevicius	84	77	230	62
Eric Metcalf	22	70	188	62
Craig Yeast	84	67	170	61
Trevor Gaylor	82	72	190	61
Charles Lee	82	74	200	61
Bert Emanuel	87	70	176	61
Bobby Newcombe	82	71	189	60
MarTay Jenkins	19	71	180	60
Vinny Sutherland	88	68	187	60
Laveranues Coles	87	71	190	60
David Patten	82	70	190	60
Eugene Baker	82	72	170	59
Justin McCareins	86	73	209	59
Shockmain Davis	84	72	205	58
James Jett	82	70	170	58
Darnerian McCants	19	76	207	58
Karsten Bailey	83	70	201	58
Nate Jacquet	88	72	185	58
Jeff Ogden	85	72	190	57
Windrell Hayes	86	71	200	57
David Dunn	88	75	210	57
Derrius Thompson	13	74	215	57
John Capel	19	71	175	56
Chris Coleman	17	72	202	56
T.J. Houshmandzadeh	16	74	205	55
Dameane Douglas	82	72	195	55
Cedrick Wilson	14	70	180	55
R. Jay Soward	81	69	172	55
Francis St. Paul	82	69	180	55
Eddie Berlin	82	71	190	55
Reggie Germany	40	74	184	54
Rodney Williams	17	72	185	54
Larry Parker	80	73	200	54
James Williams	88	71	185	54
Reggie Jones	87	72	195	53
Jonathan Carter	85	71	180	53
Alvis Whitted	86	72	186	53
Dwight Carter	18	69	185	52
Larry Foster	17	70	196	52
Onome Ojo	83	76	200	52
Chris Taylor	16	70	184	52
Avion Black	89	72	190	51
Karl Williams	86	70	177	51
Donald Driver	80	72	175	51
Fabien Bownes	19	71	192	51
Kwame Cavil	82	74	205	49
Scotty Anderson	18	74	179	49
Frank Murphy	87	71	210	48
Karl Hankton	14	74	205	48
Jim Turner	80	76	212	47
Joey Kent	19	73	191	47
Thabiti Davis	82	74	205	46
Robert Wilson	16	71	176	44

Centers

Name	#	Ht (")	Wt	Overall Rating
Tom Nalen	66	74	286	95
Kevin Mawae	68	76	305	94
Jeff Christy	62	74	285	90
Frank Winters	52	75	305	86
Damien Woody	65	75	319	84
Barret Robbins	63	75	315	84
Olin Kreutz	57	74	295	81
Jeff Mitchell	60	76	300	78
Mike Gruttadauria	60	75	297	77
Roman Fortin	67	77	297	77
Tim Ruddy	61	75	300	77
Frank Garcia	64	74	302	77
Dusty Zeigler	52	77	298	76
Eric Beverly	79	75	294	76
Tom Ackerman	69	75	296	76
Kevin Long	60	77	296	76
Dave Wohlabaugh	64	75	292	75
Mark Stepnoski	53	74	265	75
Jeff Hartings	64	75	295	75
Matt Birk	78	76	310	75
Cory Raymer	52	74	289	73
Robbie Tobeck	61	76	298	72

Name	#	Ht (")	Wt	Overall Rating
Casey Wiegmann	62	75	295	68
Dominic Raiola	51	74	300	68
Andy McCollum	67	76	295	68
Rich Braham	74	76	305	67
Roger Duffy	62	75	299	67
Bubba Miller	65	73	305	66
Jeremy Newberry	62	77	315	66
Brian Waters	54	74	283	65
Shaun O'Hara	60	75	287	64
Randall Cummins	64	74	276	63
Jerry Fontenot	62	75	300	62
Ryan Schau	67	78	300	61
C #60	60	76	296	61
Craig Page	62	75	303	60
John Wade	66	77	294	60
Bryan Stoltenberg	67	73	300	59
Bill Conaty	63	74	300	58
Mike Flanagan	58	77	295	57
Adam Treu	62	77	300	57
Quentin Neujahr	72	76	294	55
Kendall Gammon	83	76	265	55
Jeff Saturday	63	74	298	55

Name	#	Ht (")	Wt	Overall Rating
Robert Garza	63	74	292	55
Kendyl Jacox	64	74	330	54
Derek Engler	69	77	300	53
Chris Gray	62	76	305	53
Grey Ruegamer	62	77	310	52
Jason Starkey	50	77	270	50
John Merandi	57	74	293	50
Mike Malano	69	74	304	50
Todd McClure	62	73	300	49
Patrick Mannelly	65	77	270	48
Chukky Okobi	56	73	318	48
Reed Diehl	52	74	302	48
Mark Fischer	51	75	293	47
Brock Gutierrez	62	75	304	46
Todd Washington	75	75	324	44
Jeff Smith	65	75	316	44
Ben Lynch	60	76	295	43
Jason Andersen	67	78	295	42
Dwayne Ledford	76	75	295	41
J.Philippe Darche	52	72	242	41
Dennis O'Sullivan	60	75	285	37
Joe Maese	59	72	240	37

Left Guards

Name	#	Ht (")	Wt	Overall Rating
Larry Allen	73	75	326	96
Ruben Brown	79	75	304	92
Bruce Matthews	74	77	305	90
Randall McDaniel	64	75	287	89
Steve Wisniewski	76	76	295	89
Wally Williams	63	74	321	86
Mark Dixon	63	76	300	83
Pete Kendall	66	77	292	82
Rod Jones	60	76	325	79
Steve Hutchinson	76	77	305	78
Matt O'Dwyer	72	77	300	77
Ray Brown	65	77	318	77
Matt Campbell	69	76	300	77
Steve McKinney	76	76	302	76
Doug Brzezinski	74	76	305	75
Aaron Gibson	71	77	380	75
Donald Willis	60	75	330	73
Calvin Collins	68	74	305	73
Glenn Parker	62	77	313	73
Tom Nutten	61	77	300	73

Name	#	Ht (")	Wt	Overall Rating
Alan Faneca	66	76	315	73
Kerry Jenkins	71	77	305	71
Heath Irwin	66	76	300	69
Jim Pyne	71	74	297	68
Chris Bober	67	77	305	68
Mike Wahle	68	78	306	68
Raleigh Roundtree	74	76	295	67
Edwin Mulitalo	64	75	340	67
John Welbourn	76	77	318	66
Mike Compton	64	78	298	66
Chris Liwienski	76	77	308	65
Corbin Lacina	63	76	297	65
Craig Heimburger	76	74	318	64
Matt Joyce	75	79	313	64
Rex Tucker	64	77	300	63
Tyrone Hopson	66	74	305	63
Scott Rehberg	79	80	330	62
Zach Piller	69	77	330	62
Phil Ostrowski	69	76	291	61
Yusuf Scott	68	74	324	61

Name	#	Ht (")	Wt	Overall Rating
Jamar Nesbit	63	76	329	61
Kerlin Blaise	65	77	323	60
Joseph Andruzzi	63	75	310	60
Frank Beede	63	76	296	59
Lennie Friedman	64	75	300	57
Marcus Spears	70	76	320	57
Ben Fricke	66	72	295	57
Bob Hallen	64	76	305	57
Brad Meester	63	75	300	57
David Loverne	79	75	299	57
Orlando Bobo	74	75	299	57
LG #68	68	76	315	56
Aaron Koch	64	76	293	54
LG #64	64	74	308	53
Steve Zahursky	75	78	305	51
Jason Thomas	63	75	300	51
Hank Fraley	63	74	300	51
Situpe Peko	64	76	290	49
Tony Hutson	66	75	306	48
Derrick Fletcher	64	78	348	36

Right Guards

Name	#	Ht (")	Wt	Overall Rating
Will Shields	68	75	321	96
Tre' Johnson	76	74	326	91
Adam Timmerman	62	76	300	88
Dan Neil	62	74	281	87
Leonard Davis	75	78	355	82
Ron Stone	65	77	320	81
Marco Rivera	62	76	305	80
Chris Naeole	65	75	313	78
Dave Fiore	74	76	290	77
Brenden Stai	66	76	310	77

Name	#	Ht (")	Wt	Overall Rating
Randy Thomas	77	76	301	76
Chris Villarrial	58	76	310	74
Zach Wiegert	77	77	310	74
Mo Collins	79	76	337	74
Ben Coleman	62	77	323	74
Rich Tylski	65	77	304	74
Jerry Ostroski	60	76	325	73
Joe Panos	72	74	293	73
Benji Olson	75	75	315	73
David Dixon	71	77	352	73

Name	#	Ht (")	Wt	Overall Rating
Floyd Wedderburn	69	77	333	70
Todd Perry	75	77	308	67
Gennaro DiNapoli	64	75	295	67
Jermane Mayberry	71	76	325	66
Larry Moore	50	74	312	65
Frank Middleton	78	75	334	65
Eric King	52	76	299	65
Cosey Coleman	60	76	320	63
DeMingo Graham	71	75	310	63
Mike Flynn	62	75	295	63

Right Guards cont.

Name	#	Ht (")	Wt	Overall Rating
Everett Lindsay	61	76	302	61
J.P. Machado	63	76	300	60
Kevin Donnalley	65	77	310	60
Tom Myslinski	61	75	293	60
Mike Goff	63	77	316	58
Travis Claridge	71	77	300	58
Cameron Spikes	73	74	310	58
Chris Dishman	67	75	320	57
Anthony Redmon	61	77	308	57
Tony Semple	62	77	303	57
Cooper Carlisle	65	77	300	56
Anthony Cesario	64	77	311	56
Chad Ward	62	76	339	56
Leander Jordan	76	76	330	56
RG #73	73	76	301	54
Kelvin Garmon	61	72	330	53
Kipp Vickers	77	74	298	53
Michael Moore	66	75	320	51
Tutan Reyes	72	75	295	51
Lewis Kelly	61	77	285	51
Al Jackson	71	75	306	50
John Romero	64	75	325	50
RG #76	76	75	305	49
Ben Gilbert	65	76	316	48
Barry Stokes	79	75	310	47
RG #66	66	76	290	46
Alex Sulfsted	74	76	305	46
Chad Overhauser	79	76	316	45
Jason Whittle	66	76	300	44

Left Tackles

Name	#	Ht (")	Wt	Overall Rating
Jonathan Ogden	75	80	335	99
Tony Boselli	71	79	318	97
Orlando Pace	76	79	320	97
Willie Roaf	77	77	312	95
Jason Fabini	69	79	312	89
Bob Whitfield	70	77	315	88
Tra Thomas	72	79	349	87
Brad Hopkins	72	75	306	87
Richmond Webb	78	78	315	86
Todd Steussie	73	78	316	85
Walter Jones	71	77	300	85
Tarik Glenn	78	77	335	84
John Fina	70	76	300	82
Derrick Deese	63	75	289	82
Chris Samuels	60	77	308	82
Blake Brockermeyer	78	76	312	81
John Tait	76	78	306	80
Flozell Adams	76	79	335	78
Kenyatta Walker	67	77	311	77
John Jackson	65	78	297	76
Matt Lepsis	78	76	290	76
Roman Oben	72	76	305	76
L.J. Shelton	70	78	341	76
Lomas Brown	76	76	290	76
Wayne Gandy	72	77	310	76
Jumbo Elliott	76	79	308	75
Harry Swayne	70	77	300	75
Matt Stinchcomb	74	77	297	74
Vaughn Parker	70	75	300	73
Adrian Klemm	70	76	298	71
Jeff Backus	76	77	303	70
Andy Vincent	70	76	306	67
Chad Clifton	76	77	330	66
Barry Sims	65	77	295	66
Grant Williams	76	79	323	65
Brad Badger	74	76	298	63
Pete Pierson	69	77	315	61
David Walden	69	77	315	61
Marques Sullivan	74	77	315	59
Noel LaMontagne	79	76	301	59
Damion McIntosh	77	76	310	58
Brent Smith	74	77	315	58
Kaulana Noa	71	76	320	55
Ryan Diem	71	78	334	54
T. Marcus Spriggs	69	75	315	50
Jimmy Herndon	74	80	318	49
Mathias Nkwenti	78	76	279	49
Mark Baniewicz	69	78	307	48
George Hegamin	79	79	331	46
Oliver Ross	60	76	310	46
LT #73	73	78	296	45
Brian Crawford	73	78	301	44
Ethan Brooks	76	78	299	43
Jon Carman	65	79	335	42
Ethan Albright	77	77	278	42
Daryl Terrell	78	77	296	42
Jeno James	78	75	292	39

Right Tackles

Name	#	Ht (")	Wt	Overall Rating
Jon Runyan	69	79	320	93
Adam Meadows	73	77	299	88
Lincoln Kennedy	72	78	335	88
Leon Searcy	72	76	315	88
Willie Anderson	71	77	340	86
Jon Jansen	76	78	302	85
Earl Dotson	72	76	310	84
Kyle Turley	68	77	300	83
Fred Miller	71	79	315	82
James Williams	71	79	340	81
Ryan Young	74	77	320	81
Victor Riley	66	77	334	78
Ross Verba	77	76	308	77
Ray Roberts	72	78	320	77
Chris Terry	70	76	295	76
Stockar McDougle	73	78	350	75
Waverly Jackson	74	74	310	74
Luke Petitgout	77	78	315	74
Chris McIntosh	75	78	315	73
Robert Hicks	77	79	338	72
Scott Gragg	61	80	325	72
Solomon Page	77	76	321	71
Todd Wade	71	80	319	70
Trey Teague	70	77	285	68
Ephraim Salaam	74	79	310	67
Mike Rosenthal	78	79	315	67
Anthony Clement	65	79	355	65
Ryan Tucker	50	77	305	65
Reginald Nelson	79	76	310	64
Jerry Wisne	79	78	308	63
Maurice Williams	74	77	298	63
Jerry Wunsch	71	78	339	62
DeMarcus Curry	76	77	332	62
Edward Ellis	69	79	330	62
Chad Slaughter	70	79	344	62
Marvel Smith	77	77	320	62
Jason Mathews	76	77	304	60
Darnell Alford	72	76	330	58
Bobbie Williams	66	76	330	58
Terrance Simmons	73	77	280	58
Mark Tauscher	65	75	315	57
Matt Willig	77	79	315	56
Darryl Ashmore	73	79	310	56
John St. Clair	70	77	295	56
Brandon Winey	72	78	305	55
Wes Shivers	67	77	320	54
Melvin Tuten	71	78	305	54
Larry Tharpe	79	76	305	54
Michael Thompson	66	76	318	53
RT #66	66	78	320	53
Todd Fordham	67	77	308	52
Norbert D-Garrido	64	77	315	51
Marcus Price	70	78	323	51
Roger Chanoine	69	76	295	50
Greg Robinson-Randall	77	77	320	50
Floyd Womack	77	75	330	50
Todd Weiner	74	76	300	50
Jamain Stephens	75	77	330	49
Mitch White	79	78	310	49
Kris Farris	71	79	322	47
RT #78	78	79	365	47
Jonas Jennings	75	75	302	46
Elliot Silvers	68	78	308	45
Jay Humphrey	67	78	322	41
Sammy Williams	78	77	318	40

Tight Ends

Name	#	Ht (")	Wt	Overall Rating
Tony Gonzalez	88	76	251	99
Shannon Sharpe	82	74	230	94
Freddie Jones	88	77	270	90
Frank Wycheck	89	75	250	90
Wesley Walls	85	77	250	86
Jay Riemersma	85	77	254	84
Chad Lewis	89	78	252	84
Marcus Pollard	81	76	257	83
Ken Dilger	85	77	259	81
Kyle Brady	80	78	274	81
Tony McGee	82	75	250	78
Jackie Harris	88	76	250	78
Bubba Franks	88	78	265	78
Mark Bruener	87	76	261	78
David LaFleur	89	79	272	76
David Sloan	86	78	260	76
Dave Moore	83	74	258	75
Anthony Becht	88	77	265	75
Stephen Alexander	80	76	246	75
Rickey Dudley	81	78	250	74
Pete Mitchell	48	74	245	74
Christian Fauria	86	76	245	72
Erron Kinney	88	77	275	72
Aaron Shea	80	76	250	71
Terry Hardy	80	76	266	71
Greg Clark	85	76	251	71

Name	#	Ht (")	Wt	Overall Rating
Roland Williams	86	77	269	71
Cameron Cleeland	85	76	272	71
Byron Chamberlain	87	73	242	71
Desmond Clark	88	75	255	70
Dwayne Carswell	89	75	260	70
Hunter Goodwin	83	77	270	69
Jake Moreland	37	75	255	69
Todd Heap	86	76	251	69
Howard Cross	87	77	285	68
Tyrone Davis	81	76	255	68
Rod Rutledge	83	77	262	67
Ernie Conwell	84	73	265	67
Fred Baxter	82	75	265	65
Jason Dunn	89	76	259	64
Alge Crumpler	83	74	264	64
Johnny McWilliams	43	76	271	64
Itula Mili	89	76	265	64
Bobby Collins	84	76	249	63
Jeff Thomason	83	77	255	63
Andrew Jordan	85	78	272	63
Sheldon Jackson	88	75	250	61
Reggie Kelly	89	75	250	61
Reggie Davis	84	75	233	60
Jeff Robinson	45	76	275	59
Mikhael Ricks	85	77	237	58
Brian Kozlowski	85	75	250	58

Name	#	Ht (")	Wt	Overall Rating
Damon Jones	88	77	266	57
Pete Chryplewicz	83	77	261	57
Patrick Hape	82	76	262	56
Kaseem Sinceno	85	76	255	55
Justin Swift	88	75	265	55
Ryan Neufeld	83	76	240	54
Zeron Flemister	89	76	249	54
Jerame Tuman	84	75	250	54
TE #83	83	76	255	53
Tywan Mitchell	83	77	245	53
Jed Weaver	87	76	246	52
Tony Stewart	48	76	265	52
Jermaine Wiggins	85	74	255	52
Lamont Hall	84	76	260	52
Jay Tant	87	75	250	51
Josh Keur	83	77	280	51
Shad Meier	84	76	255	51
Steve Heiden	83	76	256	50
TE #84	84	74	230	50
Luther Broughton	84	74	248	50
Walter Rasby	86	75	251	50
Dan Campbell	89	77	265	49
Kris Mangum	86	76	249	47
Scott Slutzker	84	76	240	45
TE #84	84	75	258	42

Defensive Player Lists

Right Ends

Name	#	Ht (")	Wt	Overall Rating
Jevon Kearse	90	76	265	97
Michael McCrary	99	76	260	96
Courtney Brown	92	77	270	94
Jason Taylor	99	78	260	91
Hugh Douglas	53	74	280	90
Tony Brackens	90	76	257	90
Grant Wistrom	98	76	267	89
Willie McGinest	55	77	265	88
Bruce Smith	78	76	273	86
Kenny Holmes	90	76	270	85
John Abraham	94	76	250	84
Joe Johnson	94	76	270	84
Marcus Jones	78	78	278	83
Lance Johnstone	51	76	250	83
Kimo Von Oelhoffen	69	76	305	82
Greg Ellis	98	78	286	80
Phillip Daniels	93	77	263	79
Justin Smith	90	76	275	79
Jamal Reynolds	99	75	254	79
Lamar King	92	75	294	79
Erik Flowers	96	76	266	76
Chad Bratzke	92	77	275	76
Kavika Pittman	95	78	273	75
Andre Carter	96	75	255	75

Name	#	Ht (")	Wt	Overall Rating
Leonard Little	57	75	237	73
Raylee Johnson	99	75	265	72
Rich Owens	97	78	275	72
DeLawrence Grant	95	74	257	70
Fernando Smith	92	78	287	70
Jevon Langford	94	75	290	69
Reinard Wilson	55	74	261	69
Duane Clemons	99	77	272	69
Chike Okeafor	91	76	248	69
John Thierry	91	76	265	69
Adalius Thomas	96	74	265	69
Steve White	94	74	271	68
RE #92	92	76	260	68
Paul Spicer	95	76	269	68
Mike Rucker	93	76	258	68
Karon Riley	67	74	250	67
Tracy Scroggins	97	75	273	67
Aaron Schobel	92	75	254	66
Thomas Burke	95	74	264	66
Henry Ford	92	75	295	66
Quinton Reese	66	76	259	65
Shawn King	95	75	275	65
Regan Upshaw	91	76	262	65
Harald Hasselbach	96	78	285	64

Name	#	Ht (")	Wt	Overall Rating
Brady Smith	91	77	260	64
Derrick Ham	75	76	259	64
Peppi Zellner	93	77	257	63
Chuck Wiley	99	77	282	62
Adrian Dingle	90	75	272	61
Matt Layow	73	76	244	61
Jared DeVries	95	76	280	61
Gillis Wilson	92	74	275	61
Arnold Miller	98	75	239	60
David Bowens	96	74	255	58
Greg Spires	94	73	265	58
John Hilliard	95	74	285	57
Lionel Barnes	93	76	265	56
Josh Taves	99	79	281	56
Clyde Simmons	96	77	292	54
Greg Jefferson	79	75	280	54
Willie Whitehead	98	75	285	54
Eric Ogbogu	99	76	285	53
Brad Ottis	96	77	281	52
Chris Sullivan	74	76	285	50

Left Ends

Name	#	Ht (")	Wt	Overall Rating
Michael Strahan	92	77	275	96
Robert Porcher	91	75	282	91
Kevin Carter	93	77	280	90
Marcellus Wiley	75	77	275	88
Darren Howard	93	75	275	87
Michael Sinclair	70	76	275	87
Leon Lett	94	78	290	85
Simeon Rice	97	77	260	85
Eric Hicks	98	78	291	84
Trace Armstrong	93	76	270	84
Shaun Ellis	92	76	280	83
John Engelberger	95	76	270	80
Marco Coleman	99	75	267	80
Vonnie Holliday	90	77	300	79
Rob Burnett	90	76	270	78
Talance Sawyer	97	74	252	78
Tony Bryant	94	78	275	77
Bryan Robinson	98	76	295	76
Phil Hansen	90	77	278	76
Keith McKenzie	90	75	266	76
Ndukwe Kalu	94	75	246	76
Jason Peter	97	76	295	74

Name	#	Ht (")	Wt	Overall Rating
Ebenezer Ekuban	96	75	265	73
Vaughn Booker	96	77	300	71
Patrick Kerney	97	77	269	70
Cedric Jones	95	76	275	70
Cedric Scott	96	77	274	68
Tyoka Jackson	97	74	280	67
Kevin Henry	97	76	282	66
Chukie Nwokorie	91	74	286	66
Brandon Whiting	98	75	278	66
Cletidus Hunt	97	76	295	65
Anthony Pleasant	98	77	280	65
Aaron Smith	91	77	281	65
Mike Boireau	96	76	260	65
Al Fontenot	95	76	287	64
Lorenzo Bromell	91	78	270	64
Rodney Bailey	94	75	281	64
Kenny Mixon	79	76	282	62
Marques Douglas	95	74	270	62
Damonte McKenzie	76	74	280	61
Jay Williams	96	75	280	61
LE #94	94	76	263	61
Jabari Issa	72	77	296	60

Name	#	Ht (")	Wt	Overall Rating
John Milem	93	79	309	60
Renaldo Wynn	97	75	283	60
Mike Pringley	72	76	277	58
Byron Frisch	99	76	275	58
Keith Washington	97	76	270	57
Brad Scioli	99	75	277	57
James Hall	63	74	271	57
Van Tuinei	90	76	275	56
Stalin Colinet	93	78	288	56
John McLaughlin	95	76	247	56
Bobby Hamilton	91	75	280	56
Sean Moran	77	75	275	56
Tyrone Williams	96	76	292	55
Randy Garner	92	76	271	55
Jeremy Staat	73	77	299	55
Bernard Holsey	79	74	285	52
Rob Meier	92	77	280	52
Matt LaBounty	91	76	275	50
Rick Lyle	95	77	290	48
Keith Embray	96	78	265	44
Shawn Price	91	77	278	42

Tackles

Name	#	Ht (")	Wt	Overall Rating
Warren Sapp	99	74	303	99
Darrell Russell	96	77	320	97
La'Roi Glover	97	74	285	96
Bryant Young	97	75	291	93
Luther Elliss	94	77	305	92
Trevor Pryce	93	76	295	91
Corey Simon	90	74	293	90
Sam Adams	95	75	330	87
Chester McGlockton	75	76	328	86
John Randle	93	73	283	86
Ted Washington	92	76	330	85
Tim Bowens	95	76	315	85
Daryl Gardener	92	78	315	85
Norman Hand	99	75	313	85
Keith Traylor	94	74	304	83
Chris Hovan	99	74	305	83
Anthony McFarland	92	72	300	82
Travis Hall	98	77	300	81
Jason Ferguson	72	75	305	81
Orpheus Roye	99	76	290	80
Ellis Johnson	62	74	292	80
Keith Hamilton	75	78	300	80
Gary Walker	96	74	293	80
Chad Eaton	90	77	300	79
Jason Fisk	97	75	295	79
Russell Maryland	67	73	295	78
Casey Hampton	98	73	314	77
Pat Williams	93	75	310	76
Jim Flanigan	75	74	288	76
Sean Gilbert	94	77	318	76
Tony Siragusa	98	75	340	76
Gerard Warren	70	75	310	76
John Parrella	97	75	300	75
Christian Peter	97	75	302	75

Name	#	Ht (")	Wt	Overall Rating
Shane Dronett	75	78	298	75
Richard Seymour	93	78	295	75
Ray Agnew	99	75	285	75
Dana Stubblefield	94	74	315	74
Dan Williams	92	76	293	72
Junior Bryant	90	76	278	72
Kenard Lang	90	76	277	72
Dan Wilkinson	95	77	313	72
Hollis Thomas	78	72	306	71
James Jones	98	74	295	71
Grady Jackson	90	74	320	71
John Thornton	78	74	304	71
Jamal Williams	76	75	305	70
Cornelius Griffin	97	75	389	70
Larry Smith	94	77	282	70
Damione Lewis	92	74	285	70
Tom Barndt	93	75	293	69
Santana Dotson	71	77	290	69
Tony Williams	91	73	285	68
Marcus Spriggs	91	76	314	68
Pernell Davis	93	74	320	68
Cedric Killings	71	74	290	68
Marcus Stroud	99	77	305	68
Mark Smith	94	76	294	67
Reggie McGrew	92	73	301	67
Shaun Rogers	92	76	331	66
Oliver Gibson	99	74	315	65
Mao Tosi	78	77	300	65
Gilbert Brown	93	74	345	65
Brandon Mitchell	99	75	289	65
Mike Wells	97	75	315	64
Maa Tanuvasa	98	74	270	64
Steve Warren	95	73	307	64
Brentson Buckner	99	74	305	64

Name	#	Ht (")	Wt	Overall Rating
Josh Evans	91	74	288	64
Seth Payne	91	76	289	63
Alvin McKinley	98	75	292	63
Josh Williams	96	75	284	62
Ben Williams	63	74	287	62
Cedric Woodard	98	74	290	62
Antonio Cochran	78	76	297	62
Joe Salave'a	95	75	290	62
Robaire Smith	98	76	270	62
Montae Reagor	99	74	256	61
James Cannida	98	74	291	61
Russell Davis	98	76	295	61
Leonardo Carson	96	74	275	61
Jason Wiltz	91	76	300	61
Shane Burton	98	78	305	61
Jeff Zgonina	90	74	300	61
Alfonso Boone	70	75	305	60
Ron Edwards	98	74	288	60
Mario Fatafehi	79	74	305	60
Eric Downing	79	75	305	60
Edward Jasper	95	74	305	60
Ryan Hale	93	76	299	60
Ryan Pickett	79	74	309	60
Lional Dalton	91	73	320	60
Kenny Smith	90	75	288	60
Kendrick Clancy	96	73	277	60
Steve Martin	90	76	318	59
Ernest Grant	97	77	297	59
Garrett Johnson	60	75	294	59
Willie Howard	91	75	294	59
Shawn Worthen	95	72	306	58
Fred Robbins	98	76	312	58
Marcus Bell (Cardinals)	94	73	319	57
Rashod Swinger	91	74	316	57

Tackles cont.

Name	#	Ht (")	Wt	Overall Rating
Mario Monds	79	74	333	57
Shawn Swayda	93	77	297	56
DT #95	95	74	287	56
Travis Kirschke	67	75	287	56
Leif Larsen	97	76	300	55
Ennis Davis	91	76	293	55
Dimitrius Underwood	91	78	276	54
Billy Lyon	98	77	300	54

Name	#	Ht (")	Wt	Overall Rating
Chuck Osborne	95	74	290	54
Delbert Cowsette	91	73	274	54
Chris Hoke	76	74	295	54
John Browning	93	76	305	53
Willie Blade	99	74	318	53
Larry Chester	64	74	305	53
Daleroy Stewart	64	75	310	52
Brandon Noble	75	74	285	52

Name	#	Ht (")	Wt	Overall Rating
Mike Thompson	96	76	295	51
DT #93	93	75	267	51
Michael Myers	94	74	288	51
Brian Young	66	74	260	51
Paul Grasmanis	96	74	298	50
Martin Chase	92	74	310	50
Roderick Coleman	57	74	260	48
Michael Mohring	98	77	295	45

Left Outside Linebackers

Name	#	Ht (")	Wt	Overall Rating
Peter Boulware	58	76	255	96
Sam Cowart	56	74	245	94
Mo Lewis	57	75	258	90
Bill Romanowski	53	76	245	87
Dwayne Rudd	57	74	238	86
Chad Brown	94	74	240	86
Jason Gildon	92	75	255	86
Kevin Hardy	51	76	247	85
Dan Morgan	55	74	235	79
Sam Rogers	59	75	245	78
Carlos Emmons	51	77	250	78
Henri Crockett	59	74	238	75
Darren Hambrick	54	74	227	75
William Thomas	59	74	223	75
Keith Mitchell	59	74	245	74
Lew Bush	51	74	245	73
Allen Aldridge	55	73	254	73
Keith Bulluck	53	75	232	73
Robert Jones	50	75	245	72
Shelton Quarles	`53	73	230	71
Joe Bowden	58	71	235	71
Shawn Barber	59	74	224	71
Glenn Cadrez	58	75	240	70
Na'il Diggs	59	76	226	70

Name	#	Ht (")	Wt	Overall Rating
Craig Sauer	59	73	235	70
Brandon Short	53	75	252	69
Steve Foley	95	75	260	68
Kory Minor	52	72	247	67
Alshermond Singleton	51	74	228	66
Jamie Winborn	55	72	230	66
Rosevelt Colvin	59	75	270	65
Corey Moore	54	71	213	65
Jay Foreman	55	73	240	65
Ricardo McDonald	57	74	248	65
Raynoch Thompson	55	74	217	65
Mike Vrabel	56	76	250	65
Brian Allen	51	72	233	65
Travian Smith	53	76	240	64
Morlon Greenwood	52	72	231	63
Sean Harris	55	75	252	62
Clint Kriewaldt	58	73	236	62
Mark Simoneau	53	72	233	61
J.J. Syvrud	50	75	255	61
Eric Barton	50	74	245	61
Gabe Northern	90	75	240	61
Gerald Dixon	51	75	250	60
Marcus Washington	53	75	247	60
Scott Galyon	58	74	245	60

Name	#	Ht (")	Wt	Overall Rating
Jason Glenn	59	72	231	60
Don Davis	58	73	234	60
Sederick Hodge	52	75	230	60
Teddy Sims	58	72	234	59
Canute Curtis	98	74	256	58
Brant Boyer	52	73	232	57
Zach Walz	52	76	219	57
Sekou Sanyika	54	75	241	57
Jason Parmer	39	74	230	57
Danny Clark	55	74	230	57
Eric Westmoreland	52	72	235	57
Greg Favors	51	73	236	57
Nate Hemsley	50	73	220	56
Roger Knight	95	72	236	56
Antony Jordan	55	75	239	55
K.D. Williams	45	72	235	55
Antico Dalton	90	73	242	55
Dustin Cohen	56	75	236	55
Mike Caldwell	56	74	237	54
Cornell Brown	51	72	240	53
Lemanski Hall	53	72	235	53
Orlando Huff	57	74	235	52
Doug Colman	59	74	250	51
Alex Lincoln	56	73	233	44

Right Outside Linebackers

Name	#	Ht (")	Wt	Overall Rating
Derrick Brooks	55	72	235	98
Junior Seau	55	75	250	95
Jessie Armstead	98	73	240	92
Donnie Edwards	59	74	235	88
Chris Claiborne	50	75	255	87
Takeo Spikes	51	74	230	86
Jamie Sharper	55	75	240	86
Jamir Miller	95	77	266	84
John Mobley	51	73	236	83
Dexter Coakley	52	70	228	83
Mike Peterson	52	74	229	82
Joey Porter	55	74	240	82
Mark Fields	55	74	244	81
Ed McDaniel	58	71	230	81
ROLB #57	57	75	250	79
Julian Peterson	98	77	233	78
Tedy Bruschi	54	73	245	78
Anthony Simmons	51	72	230	77
Eddie Robinson	55	73	243	77
Rob Fredrickson	59	76	240	76
Warrick Holdman	53	73	238	75
Keith Brooking	56	74	242	74

Name	#	Ht (")	Wt	Overall Rating
Derrick Rodgers	59	73	230	73
Barry Gardner	52	72	248	73
Keith Newman	53	74	243	72
Lee Woodall	58	73	224	70
T.J. Slaughter	53	72	247	70
Dean Wells	95	75	248	70
Darrin Smith	54	73	230	70
Rahim Abdullah	55	77	233	68
Hannibal Navies	53	74	240	66
Ian Gold	52	72	223	65
Jude Waddy	54	74	220	65
Ike Reese	58	74	222	65
Tommy Polley	52	75	225	65
Greg Jones	95	76	238	64
ROLB #50	50	75	225	64
Robert Holmberg	49	74	228	64
Elijah Alexander	58	74	235	63
Ryan Phillips	51	76	252	63
James Farrior	58	74	244	62
Armegis Spearman	59	73	254	61
Marcus Bell (Seahawks)	55	73	237	61
Peter Sirmon	59	74	240	61

Name	#	Ht (")	Wt	Overall Rating
Jeff Gooch	50	71	225	60
Nate Wayne	54	72	230	59
Andre O'Neal	52	73	221	58
Antonio Wilson	54	74	244	58
Barrett Green	54	72	217	57
Keith Adams	50	71	215	57
James Folston	58	75	240	56
Courtney Ledyard	53	74	250	55
Clark Haggans	53	75	250	55
Zeke Moreno	57	74	238	53
Twan Russell	56	73	219	53
Chris Draft	54	71	230	53
Jack Golden	57	73	240	52
Chris Gizzi	57	72	235	52
Brad Jackson	50	72	230	52
Kenyatta Wright	98	72	238	51
Al Rice	52	72	218	51
Chaz Murphy	97	76	252	48
Anthony Denman	50	74	230	45
Patrick Chukwurah	50	74	233	44
Jauron Dailey	96	75	230	41\

Middle Linebackers

Name	#	Ht (")	Wt	Overall Rating
Ray Lewis	52	73	245	99
Zach Thomas	54	71	235	97
Marvin Jones	55	74	250	91
Brian Urlacher	54	75	244	90
Jeremiah Trotter	54	72	261	90
Levon Kirkland	99	73	270	90
Micheal Barrow	58	74	236	89
Randall Godfrey	56	74	235	89
Hardy Nickerson	56	74	236	88
Jessie Tuggle	58	71	230	87
Stephen Boyd	57	72	242	87
Greg Biekert	54	74	252	87
London Fletcher	59	70	241	85
John Holecek	52	74	242	84
Earl Holmes	50	74	250	84
Bernardo Harris	55	74	250	83
Ronald McKinnon	57	72	240	82
Ted Johnson	52	76	250	82
Jamie Duncan	59	72	242	81
Marvcus Patton	53	74	243	81
Wali Rainer	58	74	235	80
Brian Simmons	56	75	240	79
Kailee Wong	52	74	257	75
Dat Nguyen	59	71	231	74

Name	#	Ht (")	Wt	Overall Rating
Al Wilson	56	72	240	73
Rob Morris	94	74	250	73
Mike A. Jones	52	73	240	72
Derek M. Smith	50	74	239	71
Lester Towns	57	73	252	70
Charlie Clemons	56	74	255	69
Andy Katzenmoyer	59	75	255	68
Adrian Ross	57	74	244	65
Mike Morton	46	76	235	65
Kendrell Bell	97	73	240	64
Carlos Polk	52	74	256	63
MLB #57	57	77	230	63
Kevin Mitchell	55	73	250	63
Nate Webster	52	71	225	62
Khari Samuel	91	75	242	61
Jeff Kelly	51	71	245	61
Marty Moore	53	73	245	60
Phil Clarke	51	72	241	60
Sam Sword	98	73	245	59
Isaiah Kacyvenski	58	73	250	59
John Fiala	57	74	235	59
Frank Chamberlin	57	72	244	59
DaShon Polk	51	74	221	58
Johnny Rutledge	51	74	245	58

Name	#	Ht (")	Wt	Overall Rating
Scott Kowalkowski	52	74	220	58
Corey Terry	50	75	246	58
Jeff Ulbrich	53	72	249	57
James Darling	51	72	250	57
Torrance Marshall	51	74	248	57
Larry Izzo	53	70	228	57
Tommy Hendricks	51	74	231	56
Dhani Jones	55	73	237	56
Jim Nelson	57	73	238	56
Chester Burnett	59	70	238	55
Orlando Ruff	56	75	247	55
Troy Pelshak	54	74	242	55
Jason Kyle	56	75	242	55
Bobby Brooks	55	74	235	55
Keith Miller	53	73	238	55
Keith Burns	55	74	245	54
Orantes Grant	46	72	222	53
Eddie Mason	53	70	236	53
Brandon Spoon	50	74	247	52
Mike Maslowski	57	73	246	52
Richard Jordan	91	73	256	52
Edgerton Hartwell	56	73	244	49

Cornerbacks

Name	#	Ht (")	Wt	Overall Rating
Charles Woodson	24	73	200	98
Sam Madison	29	71	185	97
Champ Bailey	24	73	184	96
Shawn Springs	24	72	195	92
Samari Rolle	21	72	175	92
Aeneas Williams	35	71	202	90
Chris McAlister	21	73	206	90
Donnie Abraham	21	70	192	88
Troy Vincent	23	72	194	88
Ty Law	24	71	200	88
Jason Sehorn	31	74	210	86
Duane Starks	22	70	170	86
Patrick Surtain	23	71	190	84
Ray Buchanan	34	69	185	84
Ronde Barber	20	70	184	83
Deion Sanders	21	73	198	83
Bobby Taylor	21	75	216	82
Marcus Coleman	42	74	210	82
Eric Allen	21	70	185	82
Aaron Beasley	21	72	195	81
Aaron Glenn	31	69	185	81
Dewayne Washington	20	71	192	81
Bryant Westbrook	32	72	198	80
Antoine Winfield	26	68	180	79
Todd Lyght	41	72	190	79
Mike McKenzie	34	72	190	79
Darrell Green	28	68	184	79
Fernando Bryant	25	70	174	78
Ahmed Plummer	29	72	190	77
Denard Walker	25	73	190	76
Ray Crockett	39	70	184	76
Deltha O'Neal	24	71	190	75

Name	#	Ht (")	Wt	Overall Rating
Jamar Fletcher	24	69	180	75
Ken Irvin	27	70	186	74
Terry Fair	23	69	184	74
Tyrone Williams	37	71	195	74
Dexter McCleon	21	70	195	74
Steve Israel	21	71	194	74
Nate Clements	22	71	207	73
Ryan McNeil	47	74	192	73
Ashley Ambrose	33	70	185	73
Willie Williams	27	69	180	73
Chad Scott	30	73	192	73
Deshea Townsend	26	69	174	73
Tyrone Poole	36	68	188	72
Daylon McCutcheon	33	68	180	72
Jeff Burris	20	72	190	72
Michael Hawthorne	36	74	195	72
Tom Knight	22	71	196	71
Kareem Larrimore	41	71	190	71
Terry Cousin	21	69	182	71
Antuan Edwards	24	73	205	71
Jimmy Hitchcock	37	70	187	71
Dre' Bly	32	69	185	71
Kenny Wright	20	73	200	71
Alex Molden	22	70	190	70
Al Harris	31	73	185	70
Doug Evans	33	73	190	70
James Trapp	38	72	190	70
Dainon Sidney	37	72	188	70
Thomas Smith	25	71	190	69
Will Allen	25	70	198	69
Rashard Anderson	46	74	205	69
Otis Smith	45	71	195	69

Name	#	Ht (")	Wt	Overall Rating
Terrance Shaw	28	71	190	69
Willie Middlebrooks	23	73	200	68
Corey Fuller	24	70	217	68
Fred Smoot	23	71	180	68
Tom Carter	21	72	190	67
Chris Watson	21	73	192	67
Conrad Hamilton	41	70	195	67
Robert Bailey	35	70	182	67
Tory James	20	73	195	67
Kevin Mathis	23	69	181	67
Ike Charlton	23	71	205	67
Robert Tate	28	70	186	67
R.W. McQuarters	21	69	198	66
Jimmy Spencer	33	70	185	66
Dwayne Goodrich	23	71	190	66
Allen Rossum	20	68	178	66
Corey Chavous	25	72	204	65
Eric Warfield	44	72	195	65
Mustafah Muhammad	21	70	180	65
Izell Reese	43	74	190	65
Kato Serwanga	31	72	198	65
Fred Weary	24	70	181	65
Ken Lucas	26	72	202	65
Andre Dyson	22	70	175	65
Artrell Hawkins	27	70	190	64
Brian Kelly	25	71	193	64
Taje Allen	20	70	185	64
Jerry Azumah	23	70	195	63
Bhawoh Jue	21	72	190	63
Evan Howell	40	71	186	63
Donovan Greer	25	69	178	63
Walt Harris	27	71	195	62

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Cornerbacks cont.

Name	#	Ht (")	Wt	Overall Rating
Tay Cody	27	69	173	62
Patrick Dennis	41	72	190	62
William Peterson	24	73	195	62
Lloyd Harrison	26	70	185	62
CB #24	24	70	200	61
Ray Mickens	24	68	184	61
Wasswa Serwanga	29	70	196	61
Rodney Heath	22	70	170	60
Carlton Gray	24	72	198	60
Mark Roman	20	71	188	60
Daryl Porter	22	69	190	60
Monty Montgomery	25	71	197	60
Dave Thomas	41	75	216	60
Donald Mitchell	29	69	185	60
Mario Edwards	27	72	190	59
Darrick Vaughn	37	71	195	59
CB #25	25	71	190	59

Name	#	Ht (")	Wt	Overall Rating
Anthony Parker	21	73	198	59
Hank Poteat	22	70	190	59
Lewis Sanders	25	72	200	58
Duane Hawthorne	38	70	175	58
Ben Kelly	35	70	191	58
Jason Webster	36	69	180	58
Ralph Brown	22	69	175	58
Brandon Jennings	39	72	190	58
David Barrett	36	70	190	57
William Bartee	24	73	190	57
Elijah Williams	21	70	181	57
Emmanual McDaniel	26	69	190	57
Tod McBride	27	73	208	57
Robert Bean	23	71	175	56
Anthony Henry	22	72	205	56
David Macklin	27	68	195	56
Jacoby Shepherd	22	73	195	56

Name	#	Ht (")	Wt	Overall Rating
Jason Bostic	32	69	181	55
Eric Kelly	25	71	199	55
Lamar Chapman	27	72	175	54
Fakhir Brown	24	71	192	53
Raymond Walls	42	70	175	53
Clifton Crosby	31	69	172	53
Jason Craft	29	70	178	53
Kiwaukee Thomas	41	71	175	53
Tony Booth	31	72	195	53
Jason Simmons	23	68	188	53
Tony Scott	27	71	185	52
Coby Rhinehart	23	70	187	51
Jamie Henderson	23	74	190	51
Fred Thomas	22	69	172	51
Reggie Howard	42	72	190	49
Carey Scott	41	71	205	49

Free Safeties

Name	#	Ht (")	Wt	Overall Rating
Rod Woodson	26	72	205	97
Darren Sharper	42	74	210	94
Brock Marion	31	71	205	92
Brian Dawkins	20	71	200	89
Carnell Lake	37	73	207	88
Kwamie Lassiter	42	72	202	84
Mike Brown	30	69	200	83
Marcus Robertson	31	71	205	83
Orlando Thomas	42	73	214	83
Darryl Williams	31	72	202	79
Shaun Williams	36	74	215	79
Eugene Robinson	41	73	197	79
Anthony Dorsett	33	71	200	79
Damien Robinson	22	74	214	78
Ron Rice	28	73	217	78
Jason Belser	28	69	196	77
Ronnie Bradford	23	70	195	76
Jay Bellamy	20	71	199	76
Keion Carpenter	29	71	205	75
George Teague	31	73	196	75
Calvin Branch	27	71	200	75
Kim Herring	20	72	200	75
Eric Brown	26	72	210	74

Name	#	Ht (")	Wt	Overall Rating
Jerome Woods	21	74	202	74
Tremain Mack	34	72	193	73
Percy Ellsworth	43	74	225	73
Omar Stoutmire	23	71	198	72
Tyrone Carter	37	68	185	72
Michael Dumas	38	72	202	70
Zack Bronson	31	73	195	69
Deon Grant	27	74	205	69
Tebucky Jones	34	74	219	69
Hakim Akbar	29	73	205	69
Kenoy Kennedy	28	72	209	66
FS #29	29	74	205	66
Gerald McBurrows	22	71	205	66
Pierson Prioleau	23	70	191	66
Rogers Beckett	45	74	210	65
Josh Symonette	34	70	180	65
Dexter Jackson	34	72	196	64
James Boyd	42	71	204	64
Tony Dixon	24	73	203	63
Bracy Walker	27	72	204	61
Chris Hudson	47	70	199	61
Travares Tillman	28	73	195	60
Anthony Mitchell	42	73	211	59

Name	#	Ht (")	Wt	Overall Rating
Chris Hayes	30	72	206	58
Chris Oldham	28	69	200	58
Scott Frost	47	75	219	57
Brent Alexander	27	71	196	57
Matt Stevens	26	72	206	56
Matt Bowen	27	73	210	56
Anthony Poindexter	43	72	210	55
Erik Olson	45	73	212	55
Ray Green	29	75	187	55
Curtis Fuller	29	70	187	55
Mike Logan	31	72	211	55
Bobby Myers	32	73	190	55
FS #37	37	71	187	54
Jason Doering	34	71	200	54
Kywin Supernaw	29	73	206	54
Rich Coady	38	72	203	54
Scott McGarrahan	43	73	198	53
Julian Jones	27	72	190	52
Eric Vance	33	72	218	49
Justin Lucas	41	70	187	47
Kevin L. Williams	38	72	190	47

Strong Safeties

Name	#	Ht (")	Wt	Overall Rating
John Lynch	47	74	220	96
Lawyer Milloy	36	72	208	95
Rodney Harrison	37	73	207	93
Darren Woodson	28	73	219	91
Blaine Bishop	23	69	203	90
Robert Griffith	24	71	195	90
Kurt Schulz	45	73	208	89
LeRoy Butler	36	72	203	88
Lance Schulters	30	74	195	87
Victor Green	21	71	210	84
Tony Parrish	37	70	205	83
Sammy Knight	29	72	205	83
Henry Jones	20	72	197	81

Name	#	Ht (")	Wt	Overall Rating
Lethon Flowers	41	72	213	80
Sam Garnes	20	75	225	79
Chad Cota	37	73	198	78
Donovin Darius	20	73	216	78
Sam Shade	29	73	201	77
Reggie Tongue	25	72	206	77
Marty Carter	25	73	210	76
Mike Minter	30	70	188	75
Billy Jenkins	32	70	205	74
Adam Archuleta	31	72	206	74
Derrick Gibson	43	73	211	73
Larry Atkins	35	75	230	71
Chris Carter	42	74	209	70

Name	#	Ht (")	Wt	Overall Rating
Brian Walker	45	73	198	70
Marquez Pope	23	72	200	70
Devin Bush	23	72	210	68
Corey Harris	45	71	200	68
Tommy Bennett	28	74	219	66
Gary Baxter	28	73	198	66
George Coghill	48	72	210	65
Frankie Smith	29	69	182	62
Greg Wesley	25	75	205	62
Sean Key	40	71	185	62
David Terrell	31	73	188	62
Nick Ferguson	25	71	201	61
Marquis Smith	21	74	213	60

Strong Safeties cont.

Name	#	Ht (")	Wt	Overall Rating
Cory Hall	26	72	205	59
Rashidi Barnes	28	72	200	59
Damon Moore	43	71	215	59
Aric Morris	28	70	210	59
Tony Driver	45	73	210	58
SS #36	36	75	220	58
David Gibson	46	73	210	58
Adrian Wilson	22	74	215	58
Cory Bird	41	70	218	58
Johndale Carty	35	72	203	58

Name	#	Ht (")	Wt	Overall Rating
Eugene Clinton	38	73	187	58
Steve Gleason	37	71	215	58
Ainsley Battles	28	70	191	58
Perry Phenix	35	71	210	58
Armon Hatcher	29	72	212	57
Damien Richardson	39	73	210	57
Don Morgan	31	71	190	57
Pat Tillman	40	71	204	56
Michael Green	43	72	190	55
Earl Little	20	72	191	55

Name	#	Ht (")	Wt	Overall Rating
Arturo Freeman	27	72	196	55
John Keith	28	72	210	55
Clarence LeBlanc	35	74	202	55
Maurice Kelly	33	72	176	55
Johnnie Harris	44	74	210	53
Rashard Cook	42	71	197	52
Marlon McCree	32	71	195	52
Tony George	41	71	200	51
Chris Akins	29	71	195	45
Raion Hill	39	72	200	44

Special Teams Lists

Kickers

Name	#	Ht (")	Wt	Overall Rating
Matt Stover	3	71	178	98
Martin Gramatica	7	68	170	97
Olindo Mare	10	70	190	96
Jason Elam	1	71	200	94
Ryan Longwell	8	72	197	94
Mike Vanderjagt	13	77	210	93
Jason Hanson	4	71	182	87
Mike Hollis	1	67	178	85
Joe Nedney	6	77	220	85
Paul Edinger	2	69	170	79
David Akers	2	70	180	79
Jeff Wilkins	14	74	205	78

Name	#	Ht (")	Wt	Overall Rating
Kris Brown	3	70	204	78
Sebastian Janikowski	11	74	255	77
Gary Anderson	1	71	179	77
John Kasay	4	70	198	76
Wade Richey	5	76	200	73
Steve Christie	2	72	190	72
Adam Vinatieri	4	72	200	72
Phil Dawson	4	71	190	70
Rian Lindell	9	75	229	70
Cary Blanchard	15	73	232	69
Brett Conway	1	74	192	66
Todd Peterson	2	70	177	59

Name	#	Ht (")	Wt	Overall Rating
Bill Gramatica	7	69	188	58
Jamie Rheem	2	74	210	57
Jeff Hall	5	71	190	57
Tim Seder	6	69	180	54
Jaret Holmes	19	74	209	52
John Hall	9	75	228	49
Jake Arians	9	71	203	48
Neil Rackers	5	72	195	43
K #1	1	73	212	43
Danny Kight	7	72	214	35

Punters

Name	#	Ht (")	Wt	Overall Rating
Darren Bennett	2	77	235	95
Scott Player	10	72	220	94
Mitch Berger	17	76	217	93
Tom Tupa	7	76	225	89
Kyle Richardson	5	74	210	89
Chris Gardocki	17	73	200	87
Dan Stryzinski	4	74	200	83
Brad Maynard	4	73	190	82
Bryan Barker	4	74	199	82
Craig Hentrich	15	75	205	82
Toby Gowin	4	70	170	79

Name	#	Ht (")	Wt	Overall Rating
Chris Mohr	9	77	215	78
Josh Miller	4	75	219	78
Shane Lechler	9	73	220	76
John Jett	19	72	197	74
Hunter Smith	17	74	212	72
Mark Royals	3	77	215	71
Nick Harris	8	74	217	69
Matt Turk	1	77	237	69
Rodney Williams	8	71	190	69
Micah Knorr	4	74	193	68
Todd Sauerbrun	5	70	209	68

Name	#	Ht (")	Wt	Overall Rating
Sean Landeta	7	72	215	67
Lee Johnson	10	74	200	67
Jeff Feagles	10	73	207	67
Chad Stanley	4	75	205	65
Pat Pidgeon	5	71	200	63
David Leaverton	3	76	210	58
Josh Bidwell	9	75	228	51
John Baker	4	75	223	48
Daniel Pope	13	70	203	47

Two-Minute Drill Scorebook

The following scoresheet will help you track your performance in the Two-Minute Drill.

Two-Minute Drill Awards

Points	Requirement	Points Earned
100	10-yard completion (or more)	
350	21-yard completion (or more)	
100	Special bonus for every 5 yards past 21 on a 30+ yard completion	
100	4-yard run (or more)	
300	15-yard run (or more)	
200	Special bonus for every 5 yards past 16 on a 25+ yard run	
150	Extra Point	
525	Field Goal	
675	Field Goal 31 yards or longer	
850	Field Goal 41 yards or longer	
250	Special bonus for every Field Goal 3 yards past 41 yards	
100	First Down	
375	Two-point conversion	
50	Go out of bounds on a play with positive yards	
375	Fumble recovery	

Subtotal

+15 percent Score 15 or more points	
+30 percent Score 22 or more points	
+50 percent Play at Pro Skill Level	
+100 percent Play at All-Pro Skill Level	
+200 percent Play at All-Madden Skill Level	
Total Two-Minute Drill Score	

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