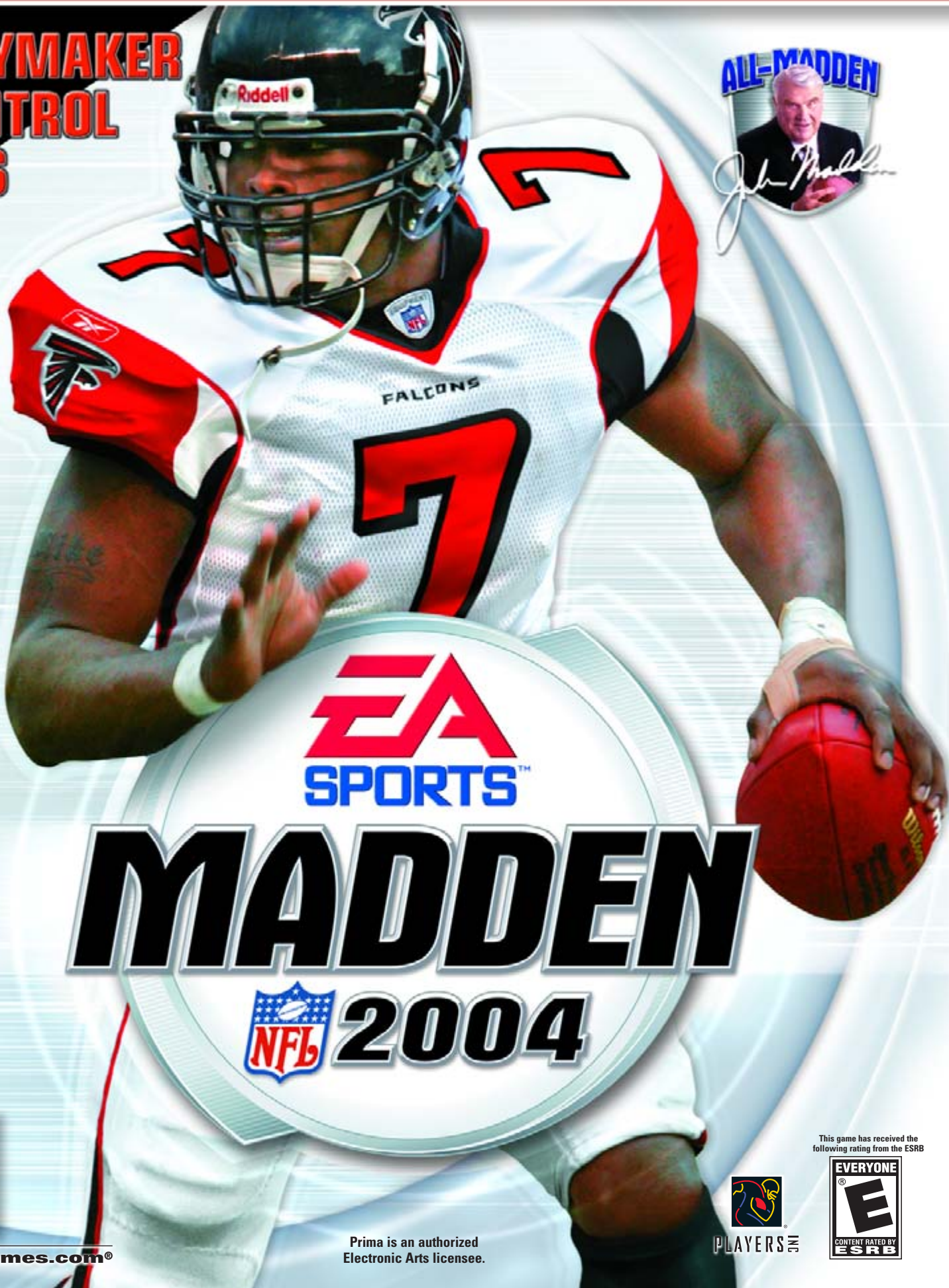
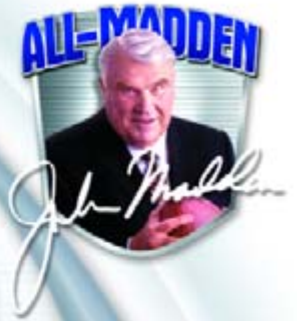


# PRIMA'S OFFICIAL STRATEGY GUIDE

## PLAYMAKER CONTROL TIPS



**EA**  
SPORTS™

# MADDEN

**NFL** 2004



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## Prima's Official Strategy Guide

Mark Cohen

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## Contents

WELCOME TO MADDEN NFL 2004	2
GAME MODES AND FEATURES	3
OFFENSIVE TUTORIAL	10
DEFENSIVE TUTORIAL	21
TEAM STATS	30

BEARS	30	CHIEFS	32	JAGUARS	34	RAVENS	37
BENGALS	30	COLTS	32	JETS	35	REDSKINS	37
BILLS	30	COWBOYS	33	LIONS	35	SAINTS	38
BRONCOS	31	DOLPHINS	33	PACKERS	35	SEAHAWKS	38
BROWNS	31	EAGLES	33	PANTHERS	36	STEELERS	38
BUCCANEERS	31	FALCONS	33	PATRIOTS	36	TEXANS	39
CARDINALS	31	49ERS	34	RAIDERS	36	TITANS	39
CHARGERS	32	GIANTS	34	RAMS	37	VIKINGS	39

## TEAM STRATEGY 40

BEARS	40	CHIEFS	56	JAGUARS	72	RAVENS	88
BENGALS	42	COLTS	58	JETS	74	REDSKINS	90
BILLS	44	COWBOYS	60	LIONS	76	SAINTS	92
BRONCOS	46	DOLPHINS	62	PACKERS	78	SEAHAWKS	94
BROWNS	48	EAGLES	64	PANTHERS	80	STEELERS	96
BUCCANEERS	50	FALCONS	66	PATRIOTS	82	TEXANS	98
CARDINALS	52	49ERS	68	RAIDERS	84	TITANS	100
CHARGERS	54	GIANTS	70	RAMS	86	VIKINGS	102

FRANCHISE MODE	104
MADDEN CARDS	118
DRAFT TABLES	124
MADDEN NFL 2004 ONLINE STRATEGY	142
TWO-MINUTE DRILL SCOREBOOK	144

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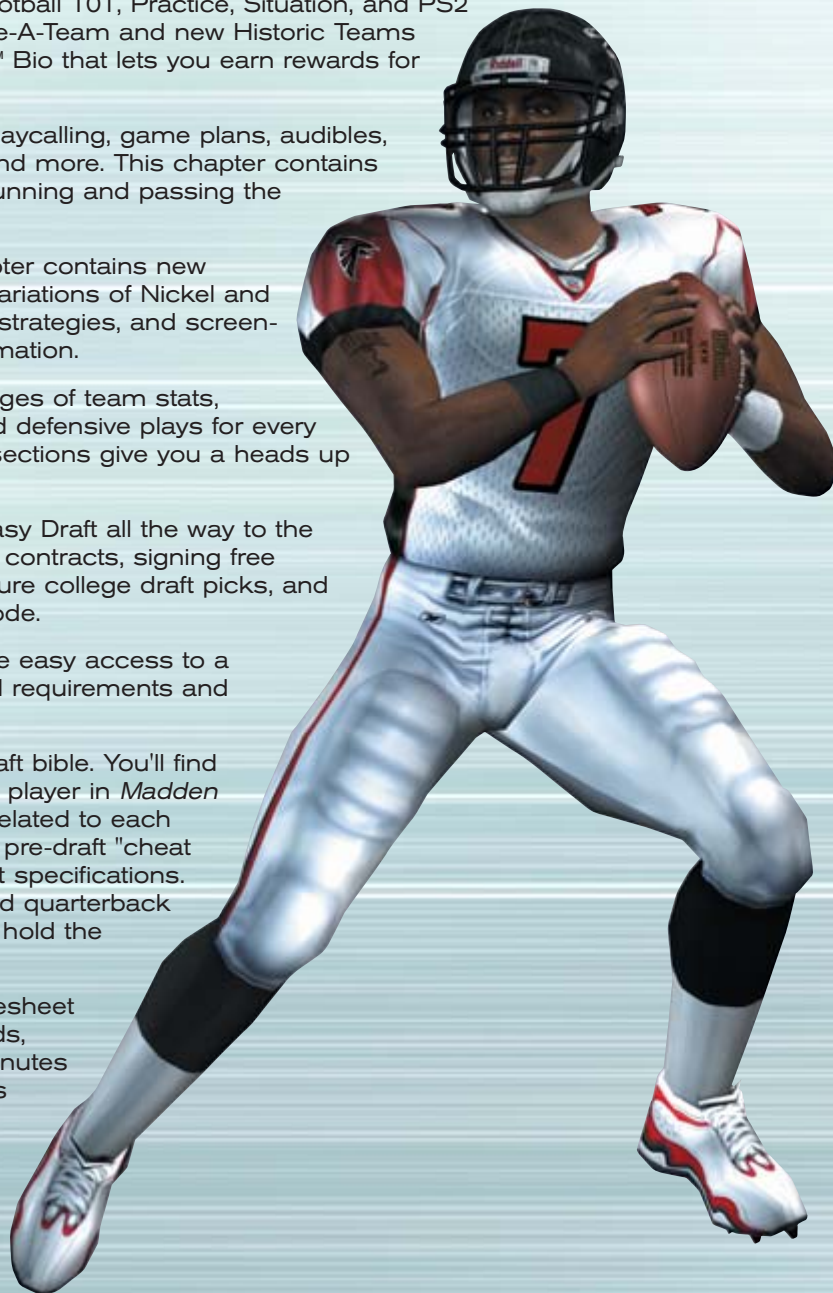


# WELCOME TO MADDEN NFL 2004

It's Madden time, and your life is about to simplify. All you need to worry about between now and Super Bowl Sunday is food, sleep, and football. Wait, we can do better than that. Food and football should cover it. Have you heard about the new Owner Mode where you control everything from the price of hot dogs to raising millions of dollars to build a new stadium? Or, how about Playmaker Control, a new feature that lets you change the direction of the play before the snap, without tipping off the defense? Maybe we should rethink your priorities. Football—specifically *Madden NFL 2004*—is more than enough to occupy your life for the next six months.

Prima Games is back with the Official Strategy Guide to *Madden NFL 2004*. We've torn this one down and rebuilt it from the ground up with all new team stats and plays, draft charts, a detailed walkthrough of Owner Mode, updated Madden Card lists, and revised strategies for offense and defense. Here is a preview of what you can expect.

- Game Modes and Features: In this chapter we cover new aspects of gameplay, and other issues that deserve more detailed analysis. Keep your game manual handy, because we don't cover basic controller commands and game functions. However, you'll find valuable information on new Franchise mode, Tournament, Mini-Camp, Two Minute Drill, Football 101, Practice, Situation, and PS2 Online Play. We also cover the revised Create-A-Team and new Historic Teams section, along with the exciting EA SPORTS™ Bio that lets you earn rewards for playing all of your favorite EA SPORTS™.
- Offensive Tutorial: We're talking formations, playcalling, game plans, audibles, two-minute offenses, controller techniques and more. This chapter contains everything you ever wanted to know about running and passing the football, with dozens of screenshots.
- Defensive Tutorial: This year's defensive chapter contains new formations like the 46-Bear and "Pressure" variations of Nickel and Dime defenses. We offer detailed playcalling strategies, and screenshots outlining game situations for every formation.
- Teams: This year we have more than 100 pages of team stats, ratings, and strategies, with key offensive and defensive plays for every team. The Scouting Reports and Coaching sections give you a heads up on what to expect from your favorite team.
- Franchise Mode: We take you from the Fantasy Draft all the way to the Super Bowl, with tips on drafting, negotiating contracts, signing free agents, arranging depth charts, analyzing future college draft picks, and managing your team's finances in Owner Mode.
- Madden Cards (console only): Here, you have easy access to a Madden Card checklist, complete with award requirements and descriptions of every card in the game.
- Draft Tables: This chapter is your Fantasy Draft bible. You'll find individual tables sorted by position, for **every** player in *Madden NFL 2004*, including key ratings specifically related to each position. The tables make it easy to create a pre-draft "cheat sheet" so you can build a team to your exact specifications. So, whether you're looking for a strong-armed quarterback or a blitz-happy defensive end, our draft lists hold the answer.
- Two-Minute Drill Scorebook: Our handy scoresheet lets you track your points as you pile up yards, touchdowns, and field goals in two frantic minutes on the field. It's great fun, but it also improves your ability to run a successful two-minute offense during a game.



# GAME MODES AND FEATURES

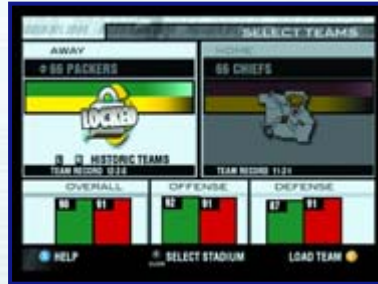
## Note

In this chapter, we cover the Game Modes and special Features in *Madden NFL 2004*, while offering additional information and tips on some of the game's more familiar options.

This chapter 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 2004*, and other options that may require additional explanation.

## Play Now

What's not to love about Play Now? If you want to get on the field quickly, select this option, choose your teams, and get ready for the coin flip. Choose from this year's teams, NFL Europe, or historic and All-Time teams from each NFL franchise. Unlock additional historic teams by earning tokens in Madden Challenge. After choosing your teams, you can select from any NFL or NFL Europe stadium.



## Note

Although the results and statistics of Exhibition Games are not saved, your accomplishments can still earn tokens for expanding your Madden Card collection. See the Madden Cards chapter for a complete breakdown of challenges and rewards.

## Game Modes

Aside from Play Now, the Game Modes screen lets you select from eight different types of play: Tournament, Mini-Camp, Two Minute Drill, Football 101, Practice, and Situation. The following sections describe each one, except for Franchise mode, which is covered in depth in the Franchise Mode chapter.

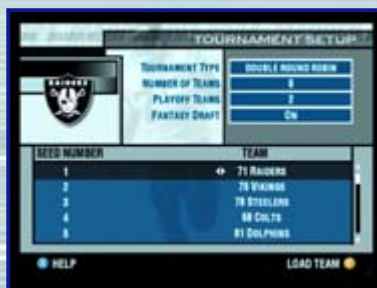


## Madden NFL 2004 Online (PS2 Only)

Playing *Madden NFL 2004* against the CPU is a challenge, but taking on a live opponent introduces the human element, which means you can expect the unexpected on every play. You'll need a PlayStation®2 Network Adaptor (ethernet/modem), an active Internet Service Provider account, and at least 256KB free space on your memory card. After you install the necessary hardware, check the game manual for complete information on creating an account and logging into the *Madden NFL 2004* server.

## Tournament

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, or round robin/double round robin for up to 16 players. After setting the number of teams, number of playoff teams, and arranging the seeds (initial rankings), you start the tournament. If you selected Fantasy Draft, you go first to the draft board for 49 rounds of player selections. You can also opt for the CPU to handle the draft, in which case the teams are randomly stocked with players.



## Mini-Camp

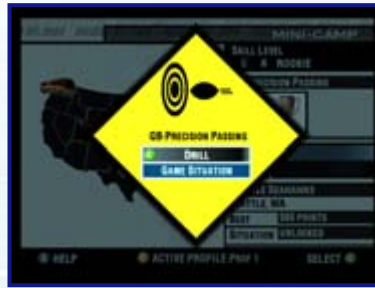
Mini-Camp is a great way to improve your playing skills while earning points for completing various football drills. You earn more points as you graduate to the higher skill levels (just like the game, you can play at Rookie, Pro, All-Pro, or All-Madden setting, but you must complete one level before advancing to the next).



## Note

You'll find all of the Mini-Camp events in Training Camp (see the Franchise Mode chapter for more information). However, in Training Camp, you can participate in each event only once per season. In Mini-Camp, you can repeat each drill an unlimited number of times, even after you complete it successfully.

Each Mini-Camp includes two parts: Drill and Game Situation. When you accumulate the minimum points necessary for a Bronze Trophy, you unlock the Game Situation for that drill.



As a bonus, you earn a new Madden Card every time you successfully complete the Game Situation.

**Note**

The following sections take you through the Rookie level of each Mini-Camp. When you begin Mini-Camp, the Madden Cruiser is parked in Seattle, Washington, the location of the "Rookie" QB-Precision Passing camp. For additional tips and screenshots, see "Training Camp" in the Franchise Mode chapter).

### QB PRECISION PASSING

This camp teaches you how to time the release and intensity of a pass so you hit a receiver at the optimal point in his route. Your goal is to throw the ball through the golden hoop when the receiver is in the proper position. You receive points for passing the ball through each hoop, and a bonus if the receiver also catches the ball. During the first round of passes, the routes are displayed on the screen as the receiver makes his cuts. In the next two sessions, the routes are not displayed, so you must remember when and where the receiver makes his cuts so you can gauge the proper release point.

### POCKET PRESENCE

This is one of the toughest drills in Mini-Camp. Your job is to avoid being hit by the yellow tennis balls firing at you from the four ball machines set up around your "pocket." While avoiding the balls, which simulate sacks, you must throw the ball to one of the targets as the appropriate letter flashes on the screen. And, you cannot leave the pocket, or you'll be disqualified.

It sounds impossible, but with a little practice, you'll get the hang of it. Here are some important tips for improving your performance.

- Don't move around in the pocket. Wait until a "sack" ball is fired at you, move out of its path, and then throw the ball to the target.
- Each target does not keep the same letter for an entire session, so don't get locked into "A" being in one spot, or you'll lose your rhythm.
- Above all, don't get happy feet. Avoiding the balls is not as difficult as it looks. Make short quick movements, set your feet, and throw.

### P-COFFIN CORNER PUNT

The punting drill teaches you to bury a punt inside the 20-yard line, without having it roll into the end zone for a touchback. Ideally, your kick should hit and go out of bounds inside the 20. A semicircular bull's-eye with three sections is painted on the field in each "coffin corner." The closer your kick lands to the goal line, the more points you earn. A green flag marks where each successful punt lands or goes out of bounds. Use height, power, and direction to guide your punts to either corner. There is no wind to contend with at the Rookie level, but you need to consider the wind as you advance through the levels.

### LB-CHASE AND TACKLE

In this drill your goal is to bring down the ballcarrier as quickly as possible. Use the Sprint button to close quickly, but watch out for the barriers, because the ballcarrier will use them to his advantage. You still earn points if your partner makes a tackle, but to rack up a big score, make most of the hits yourself. Above all, don't let the ballcarrier reach the end zone, or you suffer a touchdown penalty. For a nice bonus, try using the Strip button to cause a fumble.

## DL-TRENCH FIGHT

The Trench Fight camp teaches you how to spin, rip, and shove your way past offensive linemen. Your job is to capture all three flags in a limited amount of time. At most, you have 13 seconds to capture the flags if you want to earn a Bronze Trophy and unlock the Game Situation.

## RB-GROUND ATTACK

The RB-Ground Attack teaches you how to use jukes, spins, stiff arms, and sprints to avoid would-be tacklers and score as many touchdowns as possible. Avoid the barriers also, because they slow you down and allow the two defenders to catch up to you. To master this drill:

- Position yourself strategically so that your blocker shields you from the first tackler
- After you get through or around the tackling dummies, run toward the far corner of the end zone. This forces the tacklers to run farther to reach you. Also, it is easier to juke and cut back against a tackler running at you from an angle.
- If you must run straight into a tackler, use the Sprint button at the point of impact to improve your chances of breaking the tackle.
- Use a stiff arm against a tackler approaching you from the side.

## K-CLUTCH KICKING

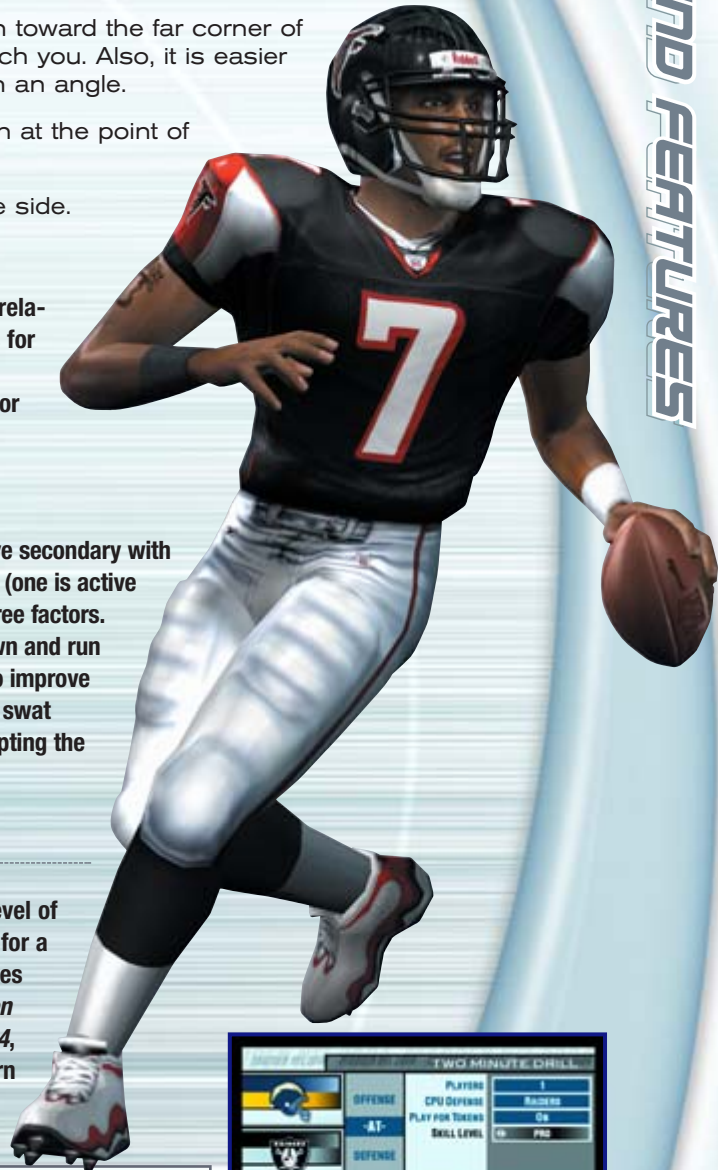
After Pocket Presence, you deserve a break. The Clutch Kicking camp is relatively easy. Just keep kicking field goals until you rack up enough points for a trophy. As you advance through the levels, you have to contend with strong winds, and of course, the kicking meter moves much faster. But, for now, relax, stretch out your leg and knock it through the uprights.

## DB-SWAT BALL

This is another tough camp, but you need these skills to roam the defensive secondary with confidence. With the clock ticking, you must run to three different stations (one is active at a time) to knock down or intercept a pass. Success here depends on three factors. First, get to the designated location quickly. This means put your head down and run as fast as you can. Second, after you arrive, square your body to the ball to improve your chances of swatting or intercepting the pass. Third, time your leap or swat movement so you don't miss the pass. To improve your chances of intercepting the pass, position yourself in front of the barrier, but not too close.

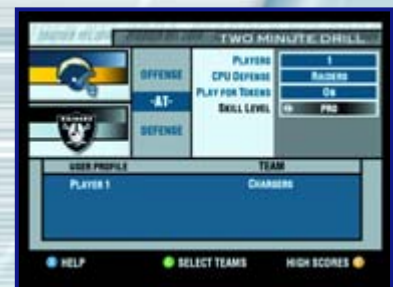
## Two-Minute Drill

Nothing quite matches the last two minutes of a close game, when the level of energy on both sides of the ball is beyond intense. The offense searches for a rhythm that will take it quickly down the field, 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. In *Madden NFL 2004*, you can practice your game-winning offense in Two-Minute Drill, and earn tokens to use for obtaining player cards, cheats, special teams, and stadiums in Madden Cards mode (see the Options section below for more details).



**Caution**

You must load a User Profile prior to starting Two-Minute Drill, to make sure the tokens earned are added to your Madden Cards total.



After setting the options on the opening screen (don't forget to load or create a User Profile), press the Start Game button to take you 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.

We'll have tips on running a two-minute offense in the Offensive Tutorial chapter, but 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.

## Note

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

### Here's how to maximize your two minutes and pile up the points:

- Never take a sack. It is better to throw an incompletion 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 are planning to call a timeout.
- Remember that a penalty stops the clock, so don't waste a timeout.
- It's relatively easy to pick up a two-point conversion after a touchdown.
- Always snap the ball immediately. A long snap count just needlessly burns seconds off the clock.

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



## Football 101



In Football 101, you select offensive and defensive teams, and then work on specific plays. Begin by selecting an offensive formation, and then one of three plays. First, John Madden provides a chalk-board explanation of the play, which may include blocking assignments, running paths, or pass routes.

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 execute the play to the coach's satisfaction, the play is marked "completed," and you move on to the next selection. Upon completion, you see how many points you earned for the last play, and for the current Football 101 session.



## Note

If you select a User Profile (or create a new one) in the Training Setup screen, you earn tokens that can be redeemed for Madden Cards. Points are awarded for Play Completion, Yards Gained, and Special Moves.

## Practice

A Practice session is similar to Football 101, except that you have immediate access to a team's complete playbook. You select the offensive and defensive plays, and run them as many times as you like. The beauty of a Practice session is that you can recreate an unlimited number of game situations by selecting various offenses and defenses, and analyzing the effects of blitzes, zones, man coverages, and other strategies. This is your training camp, so try anything and everything. Just as the pros do during the week before a game, you can run your plays over and over again until perfect execution becomes second nature.

Setting up a Practice session is just like starting a game, with one exception: You choose how to run the plays. In Normal mode, the offense and defense are on the field and each play runs to its completion. If you select Kickoff, you practice only kickoffs and kick returns. Finally, you can set the practice type to Offense Only. This allows you to concentrate on each player's assignment, without the distraction of the defense.

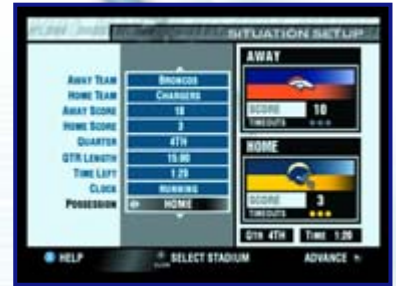




During a Practice session you have access to Coaching Strategies, where you can adjust your Depth Chart, make Substitutions, view and edit your Audibles, and review your team's current Injury Report.

## Situation

The last playing mode lets you recreate your favorite football drama by customizing the quarter, score, location on the field, time remaining, and other variables. When everything is to your liking, click Start to play out the Situation to its exciting conclusion.

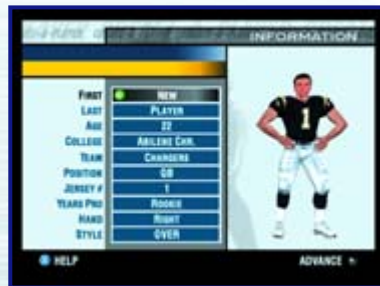


# Features

In this section we cover four unique features of *Madden NFL 2004*: Create-A-Player, Create-A-Team, Create-A-Playbook, and Historic Teams. The Rosters feature is covered extensively in the Franchise Mode chapter.

## Create-A-Player

The first step in creating a player is to fill in the Information and Appearance screens. This is where you mold your player into the prototype football star. Create a monster linemen, lanky receiver, or muscular fullback. It's all up to you.



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 the 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 and an inflated salary to match.

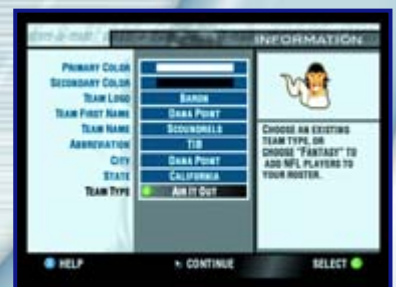


### Note

After saving your player, he becomes available, either as a Free Agent or on the roster of your choice. You can sign him, but don't forget, if you make him into a superman, it may put his team over the salary cap.

## Create-A-Team

You can create an original team for *Madden NFL 2004*, or edit an existing one, with the Create-A-Team feature. Select New Team to open the Team Information screen. Here, you can choose a Logo, Nickname, City, State, Abbreviation, Team Roster (from the 32 current NFL teams), and Climate.





In the Design Stadium screen, you can build your stadium from the ground up. First, customize every angle of your stadium from the end zone all the way around and back again, adding features such as tunnels, seats, and open or closed scoreboards to all three decks. Next, choose your grass type and field art.



When the stadium is finished, advance to the Uniform Editor and design your team's threads, from helmet to socks. Find out if your calling is running the power sweep or designing clothes. Either way, it's great fun, and the color combinations are endless. After taking the time to create a team, don't forget to save it so you can load it in any Madden NFL 2004 game mode.

## Create-A-Playbook

This feature lets you create an Offensive or Defensive Playbook from scratch, or edit an existing team's playbook.

### Caution

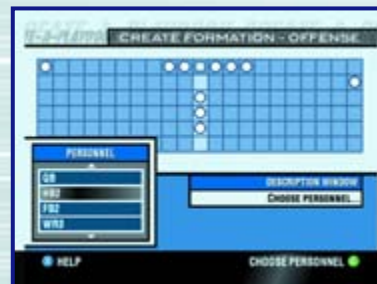
Be careful not to overwrite an existing playbook when you save your creation. Make sure you create a new file with a unique name.

The first step is to create a formation, and you have complete control over the placement of each player. Using the grid pictured above, place each player in his starting point for the formation. When you are satisfied with the formation, you are prompted to rename it (by default, each play is named Form 0, Form 1, etc.).



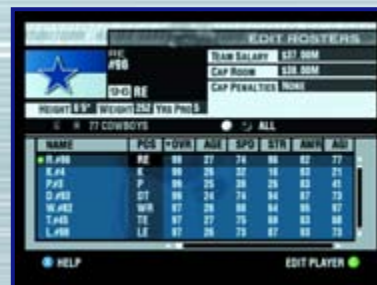
You can design a play from any existing or created formation. The Edit Play screen lets you select each player and assign movement related to the position. On offense you set blocking, run type and direction, and pass route (including custom waypoints). On defense you select zone or man coverage, QB Spy, or blitz for every player. You have further control over zone, man, and blitz, where you select sub-routes, such as blitz middle or flat zone right.

When you are finished with a play, you can test it against randomly selected offensive or defensive formations. This lets you check for weaknesses. If you see a linebacker shooting the gap or a receiver finding an opening in an open field on every play, simply go back to the drawing board and move your players around to plug the leaks.



## Historic Teams

Madden NFL 2004 includes a new Historic Teams section where you can edit the name and attributes of every player on 32 All-Time franchise teams, and dozens of historic teams from 1957 to 2002.

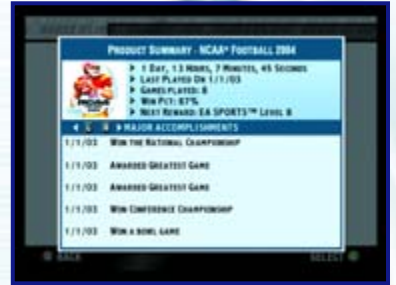


# My Madden

The My Madden section is a central reference point for gameplay and system settings, stats, Madden Cards, and the all-new EA SPORTS™ Bio. In the following sections we provide detailed information on EA SPORTS™ Bio and Madden Cards. Consult your game manual for basic information on game settings.

## EA SPORTS™ Bio

This is where you go for bragging rights on all of your EA SPORTS™ titles (a memory card is required for PS2 and Nintendo GameCube). All of your playing time and achievements are tracked in separate game files. Your combined playing time also entitles you to move up in levels as an EA SPORTS™ gamer.



## Madden Cards

The Madden Cards are back in *Madden NFL 2004*, and 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 5 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.



## WHAT YOU CAN DO WITH MADDEN CARDS (console only)

- 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)

Of course, the faster you accumulate tokens, the sooner you can fill out your Card Book with every current player, historic player, cheat, team, and stadium. Find a list of Madden Card Challenges, Token Scales for all difficulty settings, and a complete Madden Card checklist in the Madden Card chapter.

You can also trade cards with other users, as long as both players have User Profiles. First, select Trade on the Madden Cards menu, and then select up to three cards to include in a transaction.

**Note**

An often-overlooked feature of *Madden NFL 2004* is critical for saving team information, game settings, and career stats, and for earning tokens. 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 access the Profile Manager from the main menu screen.

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 select New Profile and create one.



## Madden 101

In this all-new feature, AI Michaels narrates five demonstration sections covering both new and existing features of *Madden NFL 2004*: Playmaker Offense, Playmaker Defense, Owner Mode, Defensive Control, and Advanced Gameplay. Whether you are a Madden rookie or veteran, we recommend watching all of the films to become familiar with the powerful new features in *Madden NFL 2004*.



# OFFENSIVE TUTORIAL

In this chapter we break down the offense into running, passing, and special teams components. The *Madden NFL 2004* 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 basic strategies, we finish up with special sections on Audibles, Two-Minute Offense, Reading Defenses, and Beating the Blitz.

## The Running Game

### Introduction

Moving the ball on the ground is probably the most difficult, and at the same time, the most important offensive skill in *Madden NFL 2004*. A good running attack allows you physically beat up your opponent, control the clock, and keep the opposing offense off the field. In this section we show you how to run effectively, whether pounding the ball inside or sprinting around the corner.

### Blocking Assignments

In *Madden NFL 2004*, 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. A lineman may abandon his pull block 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 a 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, enlist an emergency replacement by sending a tight end, running back, or wide receiver in motion ahead of the ballcarrier. If no one is available, use Playmaker Control to send the play in the opposite direction, or change the play completely with an audible. If you must run the original play, tuck your runner in behind a big tackle, rather than run around the corner for a big loss. When you are overmatched at the corners, there is simply no way to outrun the pursuit.

### Running Inside

There are two basic types of inside running plays in *Madden NFL 2004*. 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 (unless an unbelievable hole opens up). In fact, it is often a detriment to sprint too early in a play that depends on a tackle or guard to create an opening. It takes time for an offensive lineman to get the upper hand on a defensive tackle and move him to one side. If you hit the hole too quickly, you'll simply run into a mass of bodies.



The Singleback HB Lead goes between the center and left guard, right behind the fullback. That is a lot of beef up front, so it makes no sense to bounce outside. If you patiently tuck in behind the fullback and let the offensive surge move the defensive line backward, you can almost bank on 5 yards. Don't hit the Sprint button until you make contact with a defensive player, at which time sprinting may help you break a tackle.

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 or pulling lineman leading the way. Like the HB Lead, the interior linemen still provide the initial thrust into the line. However, running behind the tackle puts the runner closer to the outside, where it is easier to turn the corner with one juke.

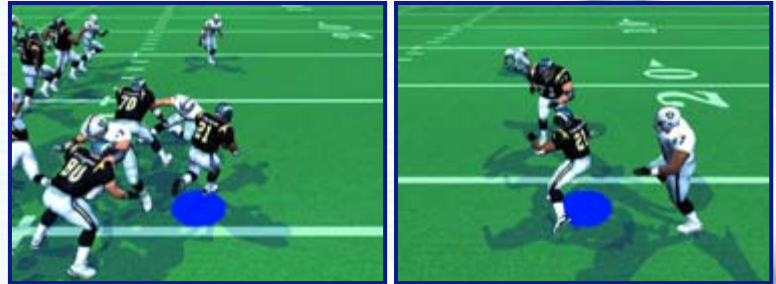
This Off Tackle runs between the right tackle and tight end, and behind the fullback. Despite the blocking, the defensive tackle gets underneath the offensive tackle and forces him up and back. By the time the runner hits the line, the blocking is broken down, and he is stopped for a short gain.





This time, the offensive tackle gets underneath the defensive tackle and pushes him back, and to the left, creating a hole big enough to drive a truck through.

If you have an explosive running back who can accelerate quickly to the outside, you can turn an Off Tackle play into a sweep by juking hard to the right and continuing around the corner. This is a judgment call, and one that you must make in a split second when you see the position of the offensive tackle. If he is surging forward and the defensive tackle is back on his heels, go through the hole. However, if the offensive tackle is standing upright and moving backward, bounce outside.



## INSIDE RUNNING TECHNIQUES

A running back in *Madden NFL 2004* 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 steps on the controller. The following screens show some of our favorite inside moves.

Don't get too carried away with the Juke move when running between the tackles. It has its place, especially in the open field when a single tackler is angling in on you. But, in traffic, you are better off cutting back and forth while moving forward through the hole. If you juke in a crowd, you are spending too much time moving sideways, rather than forward, and this rarely produces positive yardage.



First cut to the left

Second cut to the right

Third cut back to the left:  
net gain of 6 yards, without a juke



When running inside and there's no place to go but straight ahead, press Sprint to run with speed and power. You'll be surprised how often you can run over a single tackler.

It is especially important to keep those legs churning when trying to pound the ball into the end zone.



At first glance, this fourth down plunge to the end zone appears doomed to failure.

The runner is not moving forward, but he is still on his feet when a defensive player comes in from behind.



With a mighty shove from the defense, our runner is pushed into the end zone for the touchdown. We needed a little help, but the Sprint button kept us going long enough for something good to happen.



## Running Outside

Just like the inside runs, there are two types of outside running plays in *Madden NFL 2004*. The first is a quick toss, followed by a sharp path brushing close to the tackle or tight end's right hip. This is a pure outside run, but unlike a wide sweep that develops more slowly with a fullback or pulling guard leading the way, your success depends on taking a hard angle to the corner, staying close behind your blocking.



As the HB Power develops, we stay close to the tight end, trying to use the block for as long as possible.



Just when the defensive end is about to break free, we cut hard to the outside.



Downfield we find another block by our hard-working tackle.

A sweep is the second type of outside play. Unlike the toss or pitch, the 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.

The I Form Big-Priest Toss features a pulling guard, leading fullback, and tight end. As the convoy of blockers pulls out, the runner must take a wide path to the outside. Using the Sprint button too early gets you to the corner before your blocking.



Now it's time to turn the corner and sprint down the sideline. Because we didn't outpace the blocking, we can even take advantage of the wide receiver's downfield block.



## 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 abort the outside run and cut back as soon as you reach the corner. This has devastating effects

on the pursuit, and you can often pick up a blocker and find an open lane along the hash mark.



This HB Toss, and other outside running plays to the weakside, usually has excellent cutback opportunities. When you turn the corner and find yourself all alone against the pursuit, jam on the brakes, and spin or juke back toward the middle of the field. This quick change in direction can turn a 3-yard loss into a 5-yard gain.

**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.

## Timing/Misdirection Plays

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 jump 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 gains a step on the defense. Often, a Counter opens big holes in the line as the lineman and linebackers react and then adjust to the runner's actual direction.



The Strong I: Counter Weak, steps to the right, and then slashes to the left behind the fullback and pulling right guard. In the play pictured above, the runner hides behind the fullback as the play unfolds. At this point, you have two choices: go through the hole to the left, between the fullback and right guard, or cut back sharply to the right and pick your way through the off-balance defense.



On this play, we cut back to the right and fly through the opening for a 7-yard gain.

Same hole, but this time, we break to the outside. Look at the cornerback. He's still running toward the middle of the field, responding to the early movement. By the time the cornerback responds to the outside move it is too late. All he can do is launch a desperation dive. We turn the corner and outrun the pursuit for nearly 15 yards.



### DRAW PLAY

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

The HB Mid Draw is a delayed handoff to the halfback. The play is designed to go straight ahead, into the teeth of the defensive push.

It works, because the defense pushes too far ahead, enabling the halfback to slip through the line. In the first screen, the halfback is still motionless, but the lines are already engaged, and a hole is open between the center and left guard. We run directly to the hole and clear the line before the defensive linemen can adjust.



Moving at top speed, we blow by the linebackers and into the secondary, where the cornerback and safety make the stop, after a gain of 8 yards.

## DELAY

The HB Delay is similar to a draw play, in that the handoff does not take place immediately. However, the difference is that the halfback is moving off the snap. The idea is to make the defense think he is going out for a pass. Instead, he grabs the handoff as the quarterback is dropping back.



The result is an explosive play that puts the ballcarrier closer to the line of scrimmage when he receives the ball. The defense better have a cornerback waiting to make the tackle, or this little handoff could go the distance.

## REVERSE

This is without question the lowest percentage play in *Madden NFL 2004*. Although this play has several variations, the basic concept has the first ballcarrier running toward the second ballcarrier, with the handoff taking place as the runners pass. We do not recommend this play against the CPU because it is all but impossible to gain positive yardage.

You'll have slightly more success against a human opponent, but the problem is that you can see this play coming from the cheap seats. By the time the wide receiver sprints to the other side of the field, half of the defense is waiting for him. Sorry, reverse fans, there are at least 50 plays in the playbooks we'd rather run when we want to surprise the defense.



# The Passing Game

It takes a variety of skills to run a successful passing attack in *Madden NFL 2004*, 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.

**TIP**

Resist the urge to use intricate, multi-move patterns. They take far too long to complete (usually more time than you have in the pocket), and with so many moves, it's hard to figure out where the route will end up. To consistently move your team down the field through the air, keep your patterns simple, vary their lengths, and look for seams in the coverage.

## 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. The following pictures show various types of short passes and include notes on proper execution.

### OUT

We are always amazed at how easy it is for an experienced *Madden* player to pick off a poorly thrown out pass. The reason for virtually every interception is the same: the pass is thrown late.

The first screen shows the quarterback setting up as his wide receiver sprints toward the sideline. The cornerback has already read the pass, and he is breaking with the receiver. If this pass is not thrown in the next half second, the cornerback will be in perfect position to pick it off.





The pass is thrown just in time. Look how close the cornerback is to the ball. If you wait to throw this pass until the receiver is almost to the sideline, you are inviting trouble. The second screen shows the outcome when the quarterback waits just a split second too long to release the pass.

## CURL

The out pass is certainly a good high percentage choice; especially when you need to step out of bounds to stop the clock. But, when you need 5–6 yards for a first down, the absolute highest percentage pass in the playbook is the short curl. What makes this pass so dependable is that you can throw the ball before the receiver turns around.



The ball is on the way and the receiver's back is still facing the quarterback.



The pass is complete, with no chance for a deflection or interception.

Because the defender reads the receiver, there is simply no way that he can respond quickly enough to even deflect the pass. So, your biggest concern here is to avoid the pass rush, set up quickly, and fire the ball in for an easy completion. When we need a first down to keep a critical drive going, we always throw a curl.

## SAFETY VALVE/FLARE

By the very nature of its name, the safety valve pass sounds like a last resort to avoid a sack. Sometimes it is. However, anyone who has played *Madden* for any length of time knows that the safety valve almost always has big play potential. The key to success is to make sure your other routes clear out the defenders, so the halfback has room to move.



The HB Flare shown here is a classic halfback safety valve. It works almost like a screen, in that you want to wait as long as possible before dumping the ball off. The quarterback should also use a pump fake to make the defense think the pass is going downfield. The defenders are so far off the play that you can lead the halfback nicely without worrying about an interception.



Don't throw a HB Flare if a linebacker shadows your halfback to the sideline. If you complete the pass at all, it likely will be for no gain.

However, if the linebacker is tardy at getting over to the sideline, fire the ball in quickly, and then chuckle as you watch the linebacker try to catch your halfback as he streaks down the sideline.





**DRAG**

Although not for the faint of heart, the drag route is a great weapon, especially if you have a sure-handed tight end who can fight his way across the middle of the field. Stay away from this pass if the linebackers are in tight man coverage. However, if you see any separation in coverage as your tight end slides across the middle, throw the pass for an easy completion.



A drag route to your tight end has another bonus after the catch. If you complete the pass in stride, your tight end should have some serious momentum coming across the middle. Don't be surprised to see him shrug off the first linebacker who tries to bring him down.



When throwing to a wide receiver on a drag route, make sure the other routes take the defenders deep, so as to clear plenty of running room after the catch.

**Medium Passes**

These are the passes you throw for first downs on third and long. 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 you need to find an open receiver.

**SLANTS**

The medium slant toward the middle of the field is one of the most exciting plays in football. If you time the pass perfectly so the receiver catches it in stride, he has the chance to cut across to the sideline and go all the way. The key point 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 in this textbook pass to the king of slants, Jerry Rice.



And then, it's off to the races!

**Caution**

Stay away from slants that converge with other patterns in the middle of the field. The idea is to create a running lane for the receiver, and with multiple routes coming together, the lanes will be filled with cornerbacks. For this reason, we advise against using the Slants Middle pass, which has four slant patterns converging on the hash marks.

**MEDIUM DRAG**

Most drag routes work best when the receiver runs across the field just past the line of scrimmage, and then turns quickly up field after catching the ball, gaining most of the yards after the catch. The medium drag route drives deeper up the field before running across the field. If a cornerback does not pick up the receiver at the line of scrimmage, either a linebacker or a deeper defender has to chase the play, rather than run shoulder to shoulder. This leaves the receiver with nice cushion, and the opportunity to gain more yards after the reception.



**TIP**

You can turn a long pass into a medium pass by throwing the ball before the receiver reaches the end of his route. This is very effective when you "read" a deep zone. Why wait until the receiver runs into double or triple coverage? Throw the ball early for an easy completion.

**MEDIUM CURL**



Like the short curl, the medium curl is very difficult to defend, if you time the throw while the receiver is still moving. Hold the button down longer to put more zip on the pass (never float a curl or you can almost guarantee an interception).

**Long Passes**

The *Madden NFL 2004* playbooks are filled with long pass plays, including posts, flies, flags, and deep slants. You will achieve very little success by simply calling a long pass play and heaving the ball down the field, unless you first identify the single coverage. Select a play that has multiple medium and deep routes. The most effective blend has two or more receivers running side-by-side for 10 yards or more (we love trips), and then splitting off into three different directions. Something has to give for the defense at the point of the split, and this is where you can identify single coverage.

**POST CORNER**

This is one of our favorite deep passes, because it forces the defensive backs to commit double coverage to one receiver. The two receivers split wide to the left and drive down the field against two cornerbacks and a safety. The coverage is tight until the outside receiver suddenly breaks toward the middle.



After a couple of steps, the receiver then resumes his post pattern to the corner of the end zone, while the inside receiver draws double coverage. By the time the safety comes over to help, the receiver has separation, and the quarterback can lay the ball in with plenty of room for error.



**Play Action**

Play action is one of the most effective—and overused—strategies in football. It is a pass play, but the quarterback fakes a handoff, with the intent of freezing 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 (third and long). 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.

**PA ROLLOUT**



Combining play action with a rollout is very effective, especially if the defense likes to stack the play to one side. The first step is to sell the defense on the fake. Note the left end as he continues toward the ballcarrier even after the quarterback pulls away with the ball.

In an instant, the quarterback has the cushion he needs to make this play work. The defensive end finally realizes his mistake, but by the time he reaches the quarterback, the receiver is coming across the field with a step on his defender, and the pass is on the way.



## Rolling Out

Although we like the PA Rollout described above, we are not generally fond of planned rollouts, especially if your opponent likes to blitz. If you take the snap and immediately roll in a predetermined direction, you have a good chance of rolling right into the arms of a linebacker. We prefer a straight drop, step up (if the blocking is breaking down on the side), and a quick release. If you need more time for a long pass to develop, drift out to either side, but only if the pressure demands it. Remember, unless you are Michael Vick or Donovan McNabb, your job is to complete passes, not run around the field.

## 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 the Shotgun Normal: Quick INS, the quarterback can take the snap, pivot, and release the ball quickly, hitting the receiver before the linebacker or cornerback can react. For best results, do not hesitate after the snap, even if it is high.

## 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 keep 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
- Short Out or Curl pass
- Deep Slant or Fly
- Toss or Pitch
- HB Slam or other quick-hitting inside run

### Note

In last year's guide, we recommended storing two sweeps, one to the left and another to the right. Thanks to Playmaker Control, this is no longer necessary, because you can simply switch the direction of the play before the snap.

### Tip

You can also use a Hot Route to change a pass pattern before the snap. After pressing the Hot Route button, select the receiver by pushing his button. Then, push the directional pad up for a fly, down for a curl, or left/right for an in/out pattern.

# Special Teams

## Kicking

The kicking game in *Madden NFL 2004* is easy to master, but you'll be surprised at how often 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. It's important to 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.

**TIP**

The biggest mistake in kicking the ball is over-correcting the directional arrow. Use small adjustments for wind, or when you're trying to land a coffin-corner punt. Master the increments with a few sessions in Mini-Camp.

### The Kickings Meter

After you press the button to initiate the kick, the meter moves from bottom to top around the circle. For best results, press the button 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 you don't want to miss this marker by much, especially on a field goal attempt.



**TIP**

Field goals require additional pre-kick adjustments. As your attempt stretches beyond 30-yards, you need to begin lowering the trajectory of the kick. Don't worry about it being blocked. You need the lower angle if you want to consistently make field goals of 40+ yards.

## Kickoff Returns

You'll have the best results on kickoff returns if you start toward the middle, look for a block, and then sprint to the outside as quickly as possible. Use right or left return plays to set up the best blocking. It's much easier to outrun the coverage team if you streak down the sidelines after first drawing the coverage toward the middle of the field.



After receiving the kick, we start running up the middle as the blocking takes shape.

After the blockers are engaged, we break sharply to the left and accelerate toward the sideline.



Streaking down the sideline, we watch for the fastest coverage players breaking out of the pack and angling toward the returner.

We need one juke to clear the way.



Only the kicker remains...he can't be serious.

Six points!





## 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 will dictate 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's better to lose a down with an incomplete pass than to 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 5-7 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 using curls and outs. If you're getting a first down every two plays, you'll drive the length of the field in less than two minutes.
- Run inside only 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.
- Read the blitz immediately and roll away from the pressure before it arrives in your quarterback's face.

### 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.

## Reading Defenses

The art of reading defenses is often lost in the frenzy of a game. But, don't let the speed, graphics, and sound effects of *Madden NFL 2004* fool you; real football strategy is going on, and when you start to see it, you'll become a better player.

### DEFENSIVE TIPOFFS BEFORE THE SNAP

What the Defense Is Doing	What It Means	Adjustment
Linebacker(s) move back and forth toward the line over the blitzing linebacker	Blitz likely	Run: Stay between the tackles, on outside run, start man in motion toward the linebacker; Pass: Roll to the other side, or dump the ball to the halfback
Both cornerbacks lined up directly opposite and within 5 yards of wide receivers	Bump and Run	Abandon deep routes, Hot Route to drag or slant over the middle
Linebackers creep up closer to the line	Blitz is likely	If MLB is coming, look for receivers short and over the middle
10 men in the box (within 5 yards of LOS, tight)	46 defense, blitz is likely	Abandon outside run; Audible to medium or deep slant; take short, straight drop and release quickly
10 men in the box (within 5 yards of LOS, spread)	Quarter formation: Only 1 linebacker, 7 defensive backs	Run: Pound it up the middle; Pass: Look for tight end over the middle, or slant underneath the deep zone
3 linemen	3-4 defense	Pound the ball up the middle or between the tackles
Interior linemen are bunched tight	Double-teaming center and/or guards	Audible to sweep or toss
Interior linemen are spread	Trying to defend outside run	Keep run between the tackles
Linemen shift to one side	Mismatch	Run: Counter play with fake to same side as defensive strength; Pass: Roll to opposite side
Both safeties are deep	Deep zone, strong safety not in run support	Run power toss or sweep to either side
Strong safety 5 yards closer than free safety	Strong safety in run support	If running outside without lead blocker, add tight end or fullback in motion

## Beating the Blitz

Every pass play you call should have at least one 5-yard curl or out pattern. This is the single best weapon against even the most torrid blitz. Identify the pattern before the snap and be prepared to set up and fire the ball immediately if you see the blitz. Don't even think about backpedaling to avoid the blitz; it is simply not possible.

No time to think; just drop, set, and fire.



The receiver plants, spins, and takes in the pass, with the cornerback safely behind him.



**TIP**

If you have the halfback staying in to block, he's also available as a safety valve. However, don't throw the ball too early or a blitzing linebacker may step in front of the pass and pick it off. If you've decided to throw to your halfback, let the defenders get as close as you dare before releasing the pass.

# DEFENSIVE TUTORIAL

Playing winning defense in *Madden NFL 2004* is all about containment. Sure, you can spend your time running all over the field chasing the ball, and occasionally you'll come up with a highlight film tackle. But, unless you put your entire team to work on every play, reaching the Super Bowl will be an unrealized dream. In this chapter, we teach you how to analyze the situation, select the right play, and then make adjustments before the snap. You have dozens of plays to choose from when trying to stop the offense, but you can accomplish your goals with a core selection of proven plays. Let's begin with some defensive fundamentals, followed by examples of the formations in action.

## Defensive Fundamentals Against the Run

- A defensive player should cover his zone first. Do not pursue the play until you establish that your zone is not involved. In other words: read, then react.
- Don't depend on the cornerbacks to stop the outside run. This is the responsibility of your outside linebackers. If the outside linebackers lead the pursuit, the cornerbacks will always finish the job.
- Finish your tackles; don't assume that a ballcarrier is down just because he takes a hit.
- Avoid defensive formations that concentrate the flow in one direction (strong or weak). These formations are susceptible to counter plays.
- Your middle linebacker is a run defender first, and a pass defender second. Do not abandon the middle of the field until you are sure the offense is not running up the gut.
- Read the offense, and then shift your linemen and linebackers to match up better with the strong side of the offensive line.
- Whenever possible, keep your defensive linemen nose-to-nose with the offensive linemen. An offensive lineman who is directly challenged across the line will abandon his pulling assignment on an outside run.
- If your linebackers are unable to contain the run, keep the strong safety up close in run support, and use him as an extra linebacker.

## Defensive Fundamentals Against the Pass

- Let the quality of your secondary dictate the style of pass defense. Fast corners require more man to man; slow corners require more zones.
- Avoid blitzing more than one linebacker if your cornerbacks are weak.
- Use only man coverages when the opposing team is inside the red zone (within the 20-yard line).
- When multiple receivers line up on the same side, use Playmaker to cheat your secondary to the stacked side.
- Shift your linemen and linebackers to create pass rush gaps.

# 4-3 Defense

## 4-3 Vs. the Run

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).

The 4-3: Under Man depends on the linebackers and cornerbacks to pursue laterally and stop the outside run.



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 weakside sweeps or pitches.

The 4-3: Double X hammers the strong side, with the right side of the line slanting toward the center. The left side of the line double-teams the tight end, and just in case any blocking remains after the initial charge, the LOLB takes a tight blitz route around the end. Even the Singleback Big, with two tight ends, has a tough time handling the Double X.



The 4-3: Fire Man sends two linebackers into the middle of the line, sending a six-man surge up the middle. It is almost impossible to run up the middle against this formation.

## 4-3 Vs. The Pass



The 4-3: Man Cover 1 pinches the tackles, double-teaming the center and pressuring the pocket up the middle, causing the quarterback to escape into the waiting arms of the left end.



In the 4-3: Edge Sting, the tackle and end on each side swing out and rush the quarterback from the outside. This leaves a gap in the middle, but the outside pressure is too much for most pockets.



The 4-3: Double QB Spy uses bump and run to pressure the receivers at the line. The outside linebackers stay tight while the middle linebacker drops back into coverage. This is a great call against short outs and slants, or drag routes over the middle.

When you're feeling aggressive, nothing releases frustration better than the 4-3: Thunder Smoke. But, you must be certain you can get to the quarterback, because with seven men committed to the pass rush, the defensive secondary is seriously stressed.



The 4-3 Over: Man Flats adds another pass rusher to the mix, turning the 4-3 into a 5-2. The linebackers flare out to the sides, leaving the four defensive backs in man coverage. This requires skilled corners and a strong safety who can come up fast to challenge the tight end, or drag down a scrambling quarterback.

## 46

The 46 can overwhelm an inexperienced coach who simply cannot deal with 10 men at the line of scrimmage. Most variations of the 46 use man defense, and at least two blitzes. The pressure comes from all directions at once, making it difficult for a sweep to gather steam, or a quarterback to take a four or five step drop. Despite the aggressive, gambling style of the 46, you also have more conservative versions to choose from when defending the pass, including alignments with two and three deep zones.

The 46 Bear: Man Cover 1 is a run stuff defense with six men on the line, two linebackers playing tight, and two cornerbacks very tight. This formation gives outstanding coverage across the line, which makes up for only two linebackers. This formation frequently forces a runner to reverse directions, at which time he is swarmed under.



The 46 Bear: Outside Blitz attacks the right side of the offense with a pair of blitzing linebackers, while five defenders drop into a combination of man and zone coverage. This is about as conservative as the 46 Bear gets on a blitz, so it's a good way to test the waters.



**46 Bear:** Safe blankets the middle of the field, making it impossible for a tight end to find any room on a drag route. Three linebackers and a cornerback cover the short and medium zones, while two more corners and the free safety drop deep. This is one of the few 46s without a blitz, although the ends loop around, making it difficult for the tackles to keep them contained.



**The 46 Normal:** Zone Stretch places a dome of pass coverage over the field, protecting the sidelines, middle, and deep corners, while the free safety plays center field. The four-man rush is very effective, especially the ends looping wide.

## 3-4 Defense

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 VS. THE RUN

**The 3-4 Normal: Man Cover 1** sends both outside linebackers on wide looping blitzes around the ends, while the down linemen slant toward the weakside. This is an excellent call against weakside sweeps or tosses, and it holds its own against strongside runs if you shift the linemen and linebackers.



**The 3-4 Pressure: Man Lock** is almost a 46 Bear, with six men on the line. If your opponent is used to more typical 3-4 alignments, this one will definitely have shock value. There is only one linebacker behind the line, so make sure your linemen pursue laterally to contain the outside run.



**The 3-4 Normal: Double Man** is as close to a 4-3 as you can get. One of the linebackers sets up tight to the line on the left, while another backer blitzes on the right. The five-man push up front is a good counter for big offensive sets, without committing too many players to the run. You still have a pair of linebackers behind the line, and the cornerbacks play man coverage to stop the run. Even the strong safety cheats toward the line to add even more muscle against the tight end.



The 3-4 Pressure: Double Z brings six men to the line, with linebacker, strong safety, and cornerbacks in man coverage. Only the free safety rotates over into a deep zone. This is yet another play to call against someone who is convinced that you can't stop the run with the 3-4.



## 3-4 VS. THE PASS

The 3-4 Normal: Drop Zone blankets the middle of the field with linebackers, all but taking away the short and medium zones. Any receiver brave enough to catch a short pass over the middle will pay the price. The outside receivers are usually double covered, so the quarterback will not fare much better there. The tradeoff is that there is virtually no pass rush from the three down linemen, and this is especially dangerous against a running quarterback.



The 3-4 Pressure: Safe starts with six on the line, but ends up looking like a 4-3 as the outside linebackers drop back into coverage. The middle linebacker drops into coverage, and the four DBs drop into deep zones. This is a good call on third and long. If the opposing quarterback looks for slant receivers over the middle, he is likely to throw to the wrong team.



If you have complete confidence in your defensive secondary's ability to play man coverage, the 3-4 Normal: Pinch is the perfect call on third and 8 against a two or three wide receiver set (not recommended against Shotgun four or five WR sets). Two outside linebackers take wide rush paths around either end, while another linebacker pounds up the middle.



The 3-4 Pressure: Man Under covers the flats extremely well, while the cornerbacks play deep zones on either sideline. The strong safety helps out the linebacker in the middle of the field, while the free safety roams deep. The other linebacker checks in on the right side of the line, providing a true four-man pass rush. This is an excellent choice when you want to boost your pass rush without sacrificing deep coverage.

## Nickel Defense

The Nickel package is one of three 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 some formations that are designed to pressure the quarterback use man coverage.

One of our favorite Nickel packages is the Cover 2. This formation keeps the safeties in a two-deep zone while sending the cornerbacks up on the line to bump the wide receivers. All three linebackers drop into pass coverage, with the middle linebacker taking a shallow drop (all the better to discourage tight ends from coming over the middle). This is a great third down defense that shuts down the quick



out pass to either sideline, or medium slants over the middle. The four-man front puts surprising pressure on the quarterback. However, if your front four cannot pressure the quarterback, you may be susceptible to medium sideline slants.



The Nickel Strong: Under 7 Slice carves up the pass coverage into five different zones. Only the left cornerback plays tight man coverage. The outside linebackers set up shop on either end of the line, with the LOLB dropping back into short zone coverage. The coverage is excellent between each hash mark and the sideline. However, your cornerback must be equal to the task of playing man-to-man, because there is no one to help out with deep coverage down the right sideline.

The Nickel 3-3-5: Corner Blitz is a creative blend of pressure and coverage for third and very long. The corners come very wide on a blitz, and because of their angle, they usually circumvent the pass blocking completely. Even with the double blitz, six defenders drop into zone coverage, and cover the field from sideline to sideline.

## **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, while 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 Normal: 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.



As the name suggests, the Dime Flat: Cover 2 Edge flattens the Dime into 20 yards of zone coverage with no fewer than seven defenders. The sidelines are double-covered, and the safeties guard the deep zone. There could be a hole over the middle, but on third and long, you should be able to contain a completion.



If you prefer man defense, try the Dime Flat: Strike. Only the free safety drops into a deep zone, while four defensive backs play man. A linebacker and cornerback blitz around either end to augment the four-man pass rush. If you have talented cornerbacks, this formation will frustrate even the best quarterbacks in the league, with a devastating combination of tight coverage and outside pressure.



## Quarter

When everyone within 100 miles of the stadium knows it's going to be a pass, that's when you send out the Quarter formation. With seven defensive backs, your goal is to blanket the field with speed. One linebacker and three linemen are mostly window dressing, but they inevitably get to the quarterback in desperate situations when the quarterback cannot find an open receiver.



Try calling the Quarter Normal: Cover 2 Man 1 early in a two-minute drive when the opposing quarterback is trying to work the sidelines with short out patterns. Five defensive backs play up tight to the line, with two in a short zone, two in bump and run, and one in man coverage on the strong side. It is very difficult to find a receiver within 10 yards of the line of scrimmage.



When things start getting a little more frantic for the opposing quarterback, try the Quarter Normal: 3 Deep for a broader depth of coverage. The mix includes two corners in bump and run, two in short zone, and three in deep zone coverage. The middle linebacker abandons the pass rush in favor of a short zone drop.

Now you can taste the victory. When the quarterback's only hope is a Hail Mary, send out the Prevent, with all seven defensive backs in deep zone coverage. The quarterback will have all the time in the world to complete 10-yard passes as the defensive backs keep the play in front of them at all costs.



## Goal Line

The Goal Line defense is usually set aside for short yardage stands at the goal line, when it makes complete sense for the offense to stay on the ground and punch the ball in the end zone. However, you can also use a Goal Line defense at the 50-yard line to stop a one-yard plunge for a first down. Unfortunately, there is no disguising this defensive formation, and an alert quarterback will probably 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: Jam Middle stacks nine men between the hash marks, including two linebackers who rush right behind the ends. Two corners also play up on the line, but they drop back just in case a halfback or tight end releases to the end zone. It's not uncommon for a dive play to start inside, but then move sideways when the hole does not materialize.





## Audibles

You have the same capability for audibles on defense that you have on offense. You can store five plays on the defensive Audible page for recall during a game. Here is a typical mix of play types.

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

## 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. Remember, you want to keep the clock moving. Use strong sideline coverage formations such as: Dime: Double Wide, Quarter Cover 2: Man 1, Dime Flat: Cover 2, 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 use Playmaker to keep double coverage where it belongs.

## Playing "Down and Distance" Defense

Playing effective defense depends on sending the proper formation on the field for each situation. The idea is that defending the field on first and 10 is dramatically different than stopping the offense on third and 7. The following list includes tips for selecting your formation in typical "down and distance" situations.

- First and 10: Your goal here is to make sure the offense faces second and long. This requires holding the advance to three yards or less. Accomplish this throughout the game by mixing your defensive fronts and coverages, so the offense does not see a first down pattern. It is important to defend both the run and pass, but always favor the run with man coverages, and the strong safety in run support. Use your shifts to pressure the strong side.
- Second and 7+: This is usually a passing down, but the quarterback can't afford to gamble, so you can stay with mostly man coverage. If you use line stunts, try not to leave any wide gaps that cannot be adequately covered by the linebackers. Blitz conservatively (one outside linebacker is perfect). Watch out for the sweep, especially if the offense features a back with breakaway speed.
- Third and 5+: You've almost won the battle. Play the pass exclusively, but blanket the field close to the first down marker. A good offense will get what it needs, and not much more. Abandon the bump and run, and use your outside linebackers to cover the wide areas of the field. A completion is okay, as long as your defenders are close enough to swarm to the receiver and stop him in his tracks. Don't try for the interception unless your defender is squared up and has a good chance of making the play. An awkward miss could result in a big gain for the offense.
- Fourth and 2: You'll have at least a couple challenges on fourth and short. Don't become too preoccupied with "fourth down." It's just another short yardage situation, so use the defense that has worked for you during the game. Don't commit everyone to the run. Make sure you have some zone coverage to protect against the unexpected long pass.

# Defensive Techniques

Even with a strong strategic plan, sometimes you need a game-saving play to stop the opposing team. The *Madden NFL 2004* manual includes complete instructions for every defensive controller move, and you can find expert advice in Madden 101. Here are a few of our favorites, with tips on proper execution.

## Doing the Swim

If you're tired of seeing your pass-rushing defensive ends play patty cake with the offensive tackles, use the swim move to shove them aside. Try to position your player slightly to the side, and on an angle to the offensive lineman, and then keep tapping the Swim button to finesse your way to the quarterback.



## Swat



When you are controlling a big defensive lineman, it's easy to become preoccupied with getting to the quarterback, and forget how effective you can be swatting down a pass. Keep one eye on the quarterback while you are wrestling with that big tackle, and jump as the quarterback releases the ball.

## Strip



When your offense needs the ball late in the game, your defense needs to strip... the ball, that is. Use the Strip button, especially when you are gang tackling the ballcarrier. When the ball squirts loose, jump on it quickly, before the offense can grab it back.



# TEAM STATS AND STRATEGY

## CHICAGO BEARS TEAM STATS

TEAM RATINGS	
Overall:	82
Offense:	81
Defense:	84
NFL RANKINGS	
Scoring:	27th
Pass Offense:	24th
Rushing Offense:	32nd
Pass Defense:	24th
Rushing Defense:	26th
Turnovers:	23rd

CATEGORY	BEARS	OPPONENTS
Total First Downs	260	328
First Downs (Rushing-Passing-By Penalty)	79-156-25	110-185-33
Third Down Conversions/Attempts	71/210	85/230
Fourth Down Conversions/Attempts	10/21	9/15
Total Offensive Yards	4,395	5,606
Offense (Plays-Avg. Yards)	969-4.5	1,086-5.2
Total Rushing Yards	1,344	2,076
Rushing (Plays-Avg. Yards)	382-3.5	504-4.1
Total Passing Yards	3,051	3,530
Passing (Comp-Att-Int-Avg. per Completion)	310-543-18-6.11	335-547-9-6.91
Sacks	35	44
Int./Ret. for TD	0	1
Field Goals Made/Attempts	22/28	37/44
Touchdowns	31	38
Touchdowns (Rushing-Passing>Returns-Defensive)	8-22-0-1	13-24-0-1
Time of Possession	27:42	32:18

## CINCINNATI BENGALS TEAM STATS

TEAM RATINGS	
Overall:	72
Offense:	75
Defense:	69
NFL RANKINGS	
Scoring:	28th
Pass Offense:	13th
Rushing Offense:	21st
Pass Defense:	13th
Rushing Defense:	22nd
Turnovers:	30th

CATEGORY	BENGALS	OPPONENTS
Total First Downs	315	315
First Downs (Rushing-Passing-By Penalty)	105-186-24	104-182-29
Third Down Conversions/Attempts	87/223	83/199
Fourth Down Conversions/Attempts	11/30	7/14
Total Offensive Yards	5,206	5,265
Offense (Plays-Avg. Yards)	1,054-4.9	976-5.4
Total Rushing Yards	1,730	2,003
Rushing (Plays-Avg. Yards)	426-4.1	498-4.0
Total Passing Yards	3,476	3,262
Passing (Comp-Att-Int-Avg. per Completion)	350-591-22-6.31	287-454-9-7.52
Sacks	24	37
Int./Ret. for TD	9/2	22/3
Field Goals Made/Attempts	15/18	23/31
Touchdowns	34	55
Touchdowns (Rushing-Passing>Returns-Defensive)	13-17-1-3	16-30-4-4
Time of Possession	28:55	31:06

## BUFFALO BILLS TEAM STATS

TEAM RATINGS	
Overall:	83
Offense:	82
Defense:	79
NFL RANKINGS	
Scoring:	11th
Pass Offense:	5th
Rushing Offense:	24th
Pass Defense:	6th
Rushing Defense:	29th
Turnovers:	28th

CATEGORY	BILLS	OPPONENTS
Total First Downs	355	303
First Downs (Rushing-Passing-By Penalty)	90-218-47	107-160-36
Third Down Conversions/Attempts	90/212	76/207
Fourth Down Conversions/Attempts	7/12	10/23
Total Offensive Yards	5,591	5,189
Offense (Plays-Avg. Yards)	1,054-5.3	999-5.2
Total Rushing Yards	1,596	2,122
Rushing (Plays-Avg. Yards)	388-4.1	473-4.5
Total Passing Yards	3,995	3,067
Passing (Comp-Att-Int-Avg. per Completion)	377-612-15-7.13	281-495-10-6.62
Sacks	31	54
Int./Ret. for TD	10/1	15/1
Field Goals Made/Attempts	25/33	19/26
Touchdowns	44	49
Touchdowns (Rushing-Passing>Returns-Defensive)	17-24-2-2	20-24-1-3
Time of Possession	30:56	29:04

## DENVER BRONCOS TEAM STATS

TEAM RATINGS	
Overall:	80
Offense:	82
Defense:	77
NFL RANKINGS	
Scoring:	7th
Pass Offense:	8th
Rushing Offense:	5th
Pass Defense:	17th
Rushing Defense:	4th
Turnovers:	20th

CATEGORY	BRONCOS	OPPONENTS
Total First Downs	357	298
First Downs (Rushing-Passing-By Penalty)	125-199-33	100-176-22
Third Down Conversions/Attempts	77/202	97/220
Fourth Down Conversions/Attempts	16/23	3/6
Total Offensive Yards	6,090	4,826
Offense (Plays-Avg. Yards)	1,057-5.8	985-4.9
Total Rushing Yards	2,266	1,489
Rushing (Plays-Avg. Yards)	457-5.0	379-3.9
Total Passing Yards	3,824	3,337
Passing (Comp-Att-Int-Avg. per Completion)	359-554-20-7.47	360-566-9-6.34
Sacks	40	46
Int./Ret. for TD	9/2	20/2
Field Goals Made/Attempts	26/36	25/32
Touchdowns	45	39
Touchdowns (Rushing-Passing>Returns-Defensive)	21-21-0-3	21-15-0-2
Time of Possession	30:29	29:31

## CLEVELAND BROWNS TEAM STATS

TEAM RATINGS	
Overall:	67
Offense:	67
Defense:	67
NFL RANKINGS	
Scoring:	24th
Pass Offense:	28th
Rushing Offense:	31st
Pass Defense:	15th
Rushing Defense:	27th
Turnovers:	18th

CATEGORY	BROWNS	OPPONENTS
Total First Downs	279	291
First Downs (Rushing-Passing-By Penalty)	77-171-31	107-164-20
Third Down Conversions/Attempts	90/222	91/226
Fourth Down Conversions/Attempts	8/10	7/14
Total Offensive Yards	5,027	5,348
Offense (Plays-Avg. Yards)	993-5.1	1,024-5.2
Total Rushing Yards	1,615	2,079
Rushing (Plays-Avg. Yards)	406-4.0	483-4.3
Total Passing Yards	3,412	3,269
Passing (Comp-Att-Int-Avg. per Completion)	338-552-22-6.64	299-513-17-6.71
Sacks	28	35
Int./Ret. for TD	17/0	22/1
Field Goals Made/Attempts	22/28	28/37
Touchdowns	40	34
Touchdowns (Rushing-Passing>Returns-Defensive)	10-27-2-0	12-20-2-1
Time of Possession	29:45	30:15

## TAMPA BAY BUCCANEERS TEAM STATS

TEAM RATINGS	
Overall:	91
Offense:	80
Defense:	97
NFL RANKINGS	
Scoring:	18th
Pass Offense:	15th
Rushing Offense:	27th
Pass Defense:	1st
Rushing Defense:	5th
Turnovers:	1st

CATEGORY	BUCCANEERS	OPPONENTS
Total First Downs	287	236
First Downs (Rushing-Passing-By Penalty)	90-172-25	79-131-26
Third Down Conversions/Attempts	79/222	75/223
Fourth Down Conversions/Attempts	6/9	8/13
Total Offensive Yards	5,002	4,044
Offense (Plays-Avg. Yards)	1,022-4.9	963-4.2
Total Rushing Yards	1,557	1,554
Rushing (Plays-Avg. Yards)	414-3.8	410-3.8
Total Passing Yards	3,445	2,490
Passing (Comp-Att-Int-Avg. per Completion)	348-567-10-6.46	259-510-31-5.46
Sacks	43	41
Int./Ret. for TD	31/4	10/3
Field Goals Made/Attempts	32/39	17/23
Touchdowns	35	21
Touchdowns (Rushing-Passing>Returns-Defensive)	6-23-1-5	8-10-0-3
Time of Possession	31:43	28:17

## ARIZONA CARDINALS TEAM STATS

TEAM RATINGS	
Overall:	65
Offense:	65
Defense:	67
NFL RANKINGS	
Scoring:	29th
Pass Offense:	29th
Rushing Offense:	15th
Pass Defense:	28th
Rushing Defense:	30th
Turnovers:	27th

CATEGORY	CARDINALS	OPPONENTS
Total First Downs	274	335
First Downs (Rushing-Passing-By Penalty)	94-148-32	117-196-22
Third Down Conversions/Attempts	99/230	90/212
Fourth Down Conversions/Attempts	4/13	7/15
Total Offensive Yards	4,563	6,020
Offense (Plays-Avg. Yards)	1,003-4.5	1,046-5.8
Total Rushing Yards	1,823	2,146
Rushing (Plays-Avg. Yards)	414-4.4	490-4.4
Total Passing Yards	2,740	3,874
Passing (Comp-Att-Int-Avg. per Completion)	291-548-22-5.54	335-535-17-7.49
Sacks	21	41
Int./Ret. for TD	17/2	22/1
Field Goals Made/Attempts	15/21	22/29
Touchdowns	31	50
Touchdowns (Rushing-Passing>Returns-Defensive)	10-18-0-2	17-29-4-1
Time of Possession	28:41	31:19



**SAN DIEGO CHARGERS TEAM STATS**

TEAM RATINGS	
Overall:	78
Offense:	77
Defense:	77
NFL RANKINGS	
Scoring:	20th
Pass Offense:	22nd
Rushing Offense:	8th
Pass Defense:	32nd
Rushing Defense:	11th
Turnovers:	13th

CATEGORY	CHARGERS	OPPONENTS
Total First Downs	313	326
First Downs (Rushing-Passing-By Penalty)	117-166-30	91-205-30
Third Down Conversions/Attempts	78/210	83/218
Fourth Down Conversions/Attempts	4/12	7/11
Total Offensive Yards	5,325	6,034
Offense (Plays-Avg. Yards)	1,028-5.2	1,056-5.7
Total Rushing Yards	2,137	1,739
Rushing (Plays-Avg. Yards)	466-4.6	410-4.2
Total Passing Yards	3,188	4,295
Passing (Comp-Att-Int-Avg. per Completion)	324-538-16-6.26	375-607-17-7.46
Sacks	39	24
Int./Ret. for TD	17/1	16/1
Field Goals Made/Attempts	18/26	21/31
Touchdowns	40	43
Touchdowns (Rushing-Passing>Returns-Defensive)	19-17-0-4	15-26-1-1
Time of Possession	29:57	30:03

**KANSAS CITY CHIEFS TEAM STATS**

TEAM RATINGS	
Overall:	83
Offense:	90
Defense:	71
NFL RANKINGS	
Scoring:	1st
Pass Offense:	11th
Rushing Offense:	3rd
Pass Defense:	31st
Rushing Defense:	24th
Turnovers:	3rd

CATEGORY	CHIEFS	OPPONENTS
Total First Downs	343	367
First Downs (Rushing-Passing-By Penalty)	140-179-24	120-227-20
Third Down Conversions/Attempts	77/185	87/205
Fourth Down Conversions/Attempts	6/10	10/17
Total Offensive Yards	6,000	6,248
Offense (Plays-Avg. Yards)	965-6.2	1,081-5.8
Total Rushing Yards	2,378	2,067
Rushing (Plays-Avg. Yards)	462-5.1	431-4.8
Total Passing Yards	3,622	4,181
Passing (Comp-Att-Int-Avg. per Completion)	292-477-13-7.89	403-616-18-7.14
Sacks	34	26
Int./Ret. for TD	18/0	13/0
Field Goals Made/Attempts	23/27	26/32
Touchdowns	57	46
Touchdowns (Rushing-Passing>Returns-Defensive)	26-27-2-1	17-27-1-0
Time of Possession	28:57	31:03

**INDIANAPOLIS COLTS TEAM STATS**

TEAM RATINGS	
Overall:	75
Offense:	87
Defense:	65
NFL RANKINGS	
Scoring:	17th
Pass Offense:	4th
Rushing Offense:	26th
Pass Defense:	2nd
Rushing Defense:	20th
Turnovers:	20th

CATEGORY	COLTS	OPPONENTS
Total First Downs	324	279
First Downs (Rushing-Passing-By Penalty)	93-213-18	114-148-17
Third Down Conversions/Attempts	102/227	74/198
Fourth Down Conversions/Attempts	13/17	10/21
Total Offensive Yards	5,616	4,909
Offense (Plays-Avg. Yards)	1,048-5.4	963-5.1
Total Rushing Yards	1,561	1,992
Rushing (Plays-Avg. Yards)	434-3.6	459-4.3
Total Passing Yards	4,055	2,917
Passing (Comp-Att-Int-Avg. per Completion)	392-591-19-7.11	288-468-10-6.75
Sacks	36	23
Int./Ret. for TD	10/1	19/0
Field Goals Made/Attempts	23/31	21/26
Touchdowns	40	36
Touchdowns (Rushing-Passing>Returns-Defensive)	12-27-0-1	19-16-0-1
Time of Possession	30:52	29:08

## DALLAS COWBOYS TEAM STATS

TEAM RATINGS	
Overall:	75
Offense:	65
Defense:	82
NFL RANKINGS	
Scoring:	31st
Pass Offense:	31st
Rushing Offense:	19th
Pass Defense:	19th
Rushing Defense:	15th
Turnovers:	20th

CATEGORY	COWBOYS	OPPONENTS
Total First Downs	237	291
First Downs (Rushing-Passing-By Penalty)	87-129-21	90-178-23
Third Down Conversions/Attempts	50/208	92/246
Fourth Down Conversions/Attempts	4/12	9/11
Total Offensive Yards	4,375	5,267
Offense (Plays-Avg. Yards)	948-4.6	1,079-4.9
Total Rushing Yards	1,754	1,818
Rushing (Plays-Avg. Yards)	423-4.1	481-3.8
Total Passing Yards	2,621	3,449
Passing (Comp-Att-Int-Avg. per Completion)	252-471-16-6.41	334-574-19-6.25
Sacks	24	54
Int./Ret. for TD	19/3	16/1
Field Goals Made/Attempts	12/19	27/38
Touchdowns	26	35
Touchdowns (Rushing-Passing>Returns-Defensive)	7-14-0-3	10-22-2-3
Time of Possession	28:04	31:56

## MIAMI DOLPHINS TEAM STATS

TEAM RATINGS	
Overall:	91
Offense:	82
Defense:	94
NFL RANKINGS	
Scoring:	12th
Pass Offense:	26th
Rushing Offense:	2nd
Pass Defense:	8th
Rushing Defense:	5th
Turnovers:	15th

CATEGORY	DOLPHINS	OPPONENTS
Total First Downs	318	285
First Downs (Rushing-Passing-By Penalty)	139-155-24	86-162-37
Third Down Conversions/Attempts	76/199	68/201
Fourth Down Conversions/Attempts	3/10	4/13
Total Offensive Yards	5,392	4,656
Offense (Plays-Avg. Yards)	1,010-5.3	974-4.8
Total Rushing Yards	2,502	1,554
Rushing (Plays-Avg. Yards)	530-4.7	407-3.8
Total Passing Yards	2,890	3,102
Passing (Comp-Att-Int-Avg. per Completion)	271-455-15-6.75	294-520-21-6.59
Sacks	47	25
Int./Ret. for TD	21/1	15/2
Field Goals Made/Attempts	24/31	28/30
Touchdowns	44	31
Touchdowns (Rushing-Passing>Returns-Defensive)	24-18-0-2	9-20-0-2
Time of Possession	31:24	28:36

## PHILADELPHIA EAGLES TEAM STATS

TEAM RATINGS	
Overall:	91
Offense:	87
Defense:	86
NFL RANKINGS	
Scoring:	4th
Pass Offense:	19th
Rushing Offense:	7th
Pass Defense:	7th
Rushing Defense:	9th
Turnovers:	4th

CATEGORY	EAGLES	OPPONENTS
Total First Downs	311	272
First Downs (Rushing-Passing-By Penalty)	124-164-23	88-160-29
Third Down Conversions/Attempts	90/231	66/213
Fourth Down Conversions/Attempts	8/16	9/23
Total Offensive Yards	5,604	4,754
Offense (Plays-Avg. Yards)	1,073-5.2	1,009-4.7
Total Rushing Yards	2,220	1,660
Rushing (Plays-Avg. Yards)	489-4.5	390-4.3
Total Passing Yards	3,384	3,094
Passing (Comp-Att-Int-Avg. per Completion)	318-548-11-6.58	333-563-15-6.11
Sacks	56	36
Int./Ret. for TD	15/2	11/0
Field Goals Made/Attempts	30/34	17/21
Touchdowns	46	27
Touchdowns (Rushing-Passing>Returns-Defensive)	15-27-2-3	5-18-2-1
Time of Possession	31:10	28:50

## ATLANTA FALCONS TEAM STATS

TEAM RATINGS	
Overall:	83
Offense:	85
Defense:	79
NFL RANKINGS	
Scoring:	5th
Pass Offense:	23rd
Rushing Offense:	4th
Pass Defense:	16th
Rushing Defense:	23rd
Turnovers:	5th

CATEGORY	FALCONS	OPPONENTS
Total First Downs	316	288
First Downs (Rushing-Passing-By Penalty)	123-163-30	97-171-20
Third Down Conversions/Attempts	90/215	85/214
Fourth Down Conversions/Attempts	6/10	9/21
Total Offensive Yards	5,535	5,334
Offense (Plays-Avg. Yards)	1,038-5.3	1,002-5.3
Total Rushing Yards	2,368	2,047
Rushing (Plays-Avg. Yards)	523-4.5	441-4.6
Total Passing Yards	3,167	3,287
Passing (Comp-Att-Int-Avg. per Completion)	268-479-12-7.06	285-514-24-6.97
Sacks	47	36
Int./Ret. for TD	24/1	12/1
Field Goals Made/Attempts	32/40	18/24
Touchdowns	44	37
Touchdowns (Rushing-Passing>Returns-Defensive)	23-18-0-2	12-23-1-2
Time of Possession	32:02	27:58



## SAN FRANCISCO 49ERS TEAM STATS

TEAM RATINGS	
Overall:	88
Offense:	90
Defense:	84
NFL RANKINGS	
Scoring:	13th
Pass Offense:	14th
Rushing Offense:	6th
Pass Defense:	22nd
Rushing Defense:	7th
Turnovers:	8th

CATEGORY	49ERS	OPPONENTS
Total First Downs	342	307
First Downs (Rushing-Passing-By Penalty)	141-182-19	96-188-23
Third Down Conversions/Attempts	127/243	99/211
Fourth Down Conversions/Attempts	8/13	8/11
Total Offensive Yards	5,701	5,158
Offense (Plays-Avg. Yards)	1,082-5.3	978-5.3
Total Rushing Yards	2,244	1,652
Rushing (Plays-Avg. Yards)	489-4.6	394-4.2
Total Passing Yards	3,457	3,506
Passing (Comp-Att-Int-Avg. per Completion)	354-571-10-6.26	340-552-19-6.70
Sacks	32	22
Int./Ret. for TD	19/1	10/0
Field Goals Made/Attempts	26/36	22/30
Touchdowns	41	41
Touchdowns (Rushing-Passing>Returns-Defensive)	16-23-2-1	14-23-2-1
Time of Possession	32:00	28:00

## NEW YORK GIANTS TEAM STATS

TEAM RATINGS	
Overall:	83
Offense:	80
Defense:	79
NFL RANKINGS	
Scoring:	22nd
Pass Offense:	6th
Rushing Offense:	14th
Pass Defense:	9th
Rushing Defense:	16th
Turnovers:	18th

CATEGORY	GIANTS	OPPONENTS
Total First Downs	323	266
First Downs (Rushing-Passing-By Penalty)	95-195-33	87-162-17
Third Down Conversions/Attempts	84/213	81/222
Fourth Down Conversions/Attempts	5/14	8/21
Total Offensive Yards	5,826	4,949
Offense (Plays-Avg. Yards)	1,059-5.5	985-5.0
Total Rushing Yards	1,875	1,830
Rushing (Plays-Avg. Yards)	486-3.9	407-4.5
Total Passing Yards	3,951	3,119
Passing (Comp-Att-Int-Avg. per Completion)	338-549-14-7.47	311-541-11-6.23
Sacks	37	24
Int./Ret. for TD	11/1	14/1
Field Goals Made/Attempts	26/32	21/31
Touchdowns	35	30
Touchdowns (Rushing-Passing>Returns-Defensive)	14-19-0-2	12-17-0-1
Time of Possession	31:26	28:34

## JACKSONVILLE JAGUARS TEAM STATS

TEAM RATINGS	
Overall:	75
Offense:	75
Defense:	75
NFL RANKINGS	
Scoring:	21st
Pass Offense:	28th
Rushing Offense:	10th
Pass Defense:	14th
Rushing Defense:	25th
Turnovers:	5th

CATEGORY	JAGUARS	OPPONENTS
Total First Downs	275	324
First Downs (Rushing-Passing-By Penalty)	105-156-14	112-188-24
Third Down Conversions/Attempts	71/207	83/212
Fourth Down Conversions/Attempts	18/26	11/20
Total Offensive Yards	4,851	5,335
Offense (Plays-Avg. Yards)	959-5.1	1,042-5.1
Total Rushing Yards	2,089	2,071
Rushing (Plays-Avg. Yards)	455-4.6	487-4.3
Total Passing Yards	2,762	3,264
Passing (Comp-Att-Int-Avg. per Completion)	268-462-9-6.53	314-519-14-6.72
Sacks	36	42
Int./Ret. for TD	14/0	9/2
Field Goals Made/Attempts	19/27	23/34
Touchdowns	38	35
Touchdowns (Rushing-Passing>Returns-Defensive)	19-18-1-0	14-19-0-2
Time of Possession	28:39	31:21

## NEW YORK JETS TEAM STATS

TEAM RATINGS	
Overall:	83
Offense:	85
Defense:	75
NFL RANKINGS	
Scoring:	15th
Pass Offense:	17th
Rushing Offense:	22nd
Pass Defense:	21st
Rushing Defense:	18th
Turnovers:	11th

CATEGORY	JETS	OPPONENTS
Total First Downs	300	313
First Downs (Rushing-Passing-By Penalty)	86-190-24	116-178-19
Third Down Conversions/Attempts	76/188	93/211
Fourth Down Conversions/Attempts	4/12	9/16
Total Offensive Yards	5,036	5,463
Offense (Plays-Avg. Yards)	917-5.5	1,008-5.4
Total Rushing Yards	1,618	1,973
Rushing (Plays-Avg. Yards)	400-4.0	427-4.6
Total Passing Yards	3,418	3,490
Passing (Comp-Att-Int-Avg. per Completion)	329-485-10-7.46	359-551-15-6.69
Sacks	30	32
Int./Ret. for TD	15/0	10/1
Field Goals Made/Attempts	24/31	26/31
Touchdowns	41	37
Touchdowns (Rushing-Passing>Returns-Defensive)	12-25-3-0	17-17-2-2
Time of Possession	28:52	31:08

## DETROIT LIONS TEAM STATS

TEAM RATINGS	
Overall:	70
Offense:	65
Defense:	73
NFL RANKINGS	
Scoring:	26th
Pass Offense:	25th
Rushing Offense:	29th
Pass Defense:	30th
Rushing Defense:	17th
Turnovers:	23rd

CATEGORY	LIONS	OPPONENTS
Total First Downs	242	360
First Downs (Rushing-Passing-By Penalty)	36-150-23	111-221-28
Third Down Conversions/Attempts	64/216	105/233
Fourth Down Conversions/Attempts	8/20	8/11
Total Offensive Yards	4,471	6,117
Offense (Plays-Avg. Yards)	955-4.7	1,119-5.5
Total Rushing Yards	1,477	1,967
Rushing (Plays-Avg. Yards)	358-4.1	495-4.0
Total Passing Yards	2,994	4,150
Passing (Comp-Att-Int-Avg. per Completion)	277-577-25-5.49	371-591-10-7.45
Sacks	33	20
Int./Ret. for TD	10/1	25/5
Field Goals Made/Attempts	23/28	29/33
Touchdowns	34	52
Touchdowns (Rushing-Passing>Returns-Defensive)	9-19-2-3	19-27-0-6
Time of Possession	25:44	34:16

## GREEN BAY PACKERS TEAM STATS

TEAM RATINGS	
Overall:	83
Offense:	92
Defense:	71
NFL RANKINGS	
Scoring:	6th
Pass Offense:	10th
Rushing Offense:	12th
Pass Defense:	3rd
Rushing Defense:	21st
Turnovers:	1st

CATEGORY	PACKERS	OPPONENTS
Total First Downs	318	294
First Downs (Rushing-Passing-By Penalty)	94-197-27	122-143-29
Third Down Conversions/Attempts	87/225	65/192
Fourth Down Conversions/Attempts	7/13	6/16
Total Offensive Yards	5,560	4,985
Offense (Plays-Avg. Yards)	1,058-5.3	987-5.1
Total Rushing Yards	1,933	1,998
Rushing (Plays-Avg. Yards)	451-4.3	413-4.8
Total Passing Yards	3,627	2,987
Passing (Comp-Att-Int-Avg. per Completion)	361-580-16-6.59	287-531-24-6.08
Sacks	43	27
Int./Ret. for TD	24/4	16/0
Field Goals Made/Attempts	28/34	16/22
Touchdowns	45	40
Touchdowns (Rushing-Passing>Returns-Defensive)	12-29-0-4	14-24-1-1
Time of Possession	31:50	28:10



## CAROLINA PANTHERS TEAM STATS

TEAM RATINGS	
Overall:	75
Offense:	72
Defense:	77
NFL RANKINGS	
Scoring:	30th
Pass Offense:	30th
Rushing Offense:	25th
Pass Defense:	4th
Rushing Defense:	8th
Turnovers:	23rd

CATEGORY	PANTHERS	OPPONENTS
Total First Downs	238	271
First Downs (Rushing-Passing-By Penalty)	82-133-23	95-155-21
Third Down Conversions/Attempts	64/224	77/234
Fourth Down Conversions/Attempts	4/12	5/13
Total Offensive Yards	4,280	4,646
Offense (Plays-Avg. Yards)	960-4.5	1,022-4.5
Total Rushing Yards	1,586	1,653
Rushing (Plays-Avg. Yards)	452-3.5	448-3.7
Total Passing Yards	2,694	2,993
Passing (Comp-Att-Int-Avg. per Completion)	255-464-22-6.42	293-522-17-6.38
Sacks	52	44
Int./Ret. for TD	17/1	22/1
Field Goals Made/Attempts	15/25	24/29
Touchdowns	30	33
Touchdowns (Rushing-Passing>Returns-Defensive)	11-15-2-2	12-18-0-3
Time of Possession	29:20	30:40

## NEW ENGLAND PATRIOTS TEAM STATS

TEAM RATINGS	
Overall:	88
Offense:	82
Defense:	88
NFL RANKINGS	
Scoring:	10th
Pass Offense:	12th
Rushing Offense:	28th
Pass Defense:	11th
Rushing Defense:	31st
Turnovers:	10th

CATEGORY	PATRIOTS	OPPONENTS
Total First Downs	304	315
First Downs (Rushing-Passing-By Penalty)	99-184-21	129-158-28
Third Down Conversions/Attempts	94/220	95/221
Fourth Down Conversions/Attempts	9/20	10/16
Total Offensive Yards	5,085	5,377
Offense (Plays-Avg. Yards)	1,031-4.9	1,032-5.2
Total Rushing Yards	1,508	2,198
Rushing (Plays-Avg. Yards)	395-3.8	467-4.7
Total Passing Yards	3,577	3,179
Passing (Comp-Att-Int-Avg. per Completion)	374-605-14-6.23	314-531-18-6.36
Sacks	34	31
Int./Ret. for TD	25/2	14/1
Field Goals Made/Attempts	27/30	20/34
Touchdowns	43	41
Touchdowns (Rushing-Passing>Returns-Defensive)	9-28-0-4	17-23-2-1
Time of Possession	29:11	30:49

## OAKLAND RAIDERS TEAM STATS

TEAM RATINGS	
Overall:	94
Offense:	98
Defense:	82
NFL RANKINGS	
Scoring:	2nd
Pass Offense:	1st
Rushing Offense:	18th
Pass Defense:	23rd
Rushing Defense:	3rd
Turnovers:	5th

CATEGORY	RAIDERS	OPPONENTS
Total First Downs	366	319
First Downs (Rushing-Passing-By Penalty)	113-226-27	96-189-34
Third Down Conversions/Attempts	92/203	75/196
Fourth Down Conversions/Attempts	7/10	9/20
Total Offensive Yards	6,237	4,979
Offense (Plays-Avg. Yards)	1,069-5.8	997-5.0
Total Rushing Yards	1,762	1,453
Rushing (Plays-Avg. Yards)	414-4.3	384-3.8
Total Passing Yards	4,475	3,526
Passing (Comp-Att-Int-Avg. per Completion)	418-619-10-7.58	346-570-21-6.64
Sacks	43	36
Int./Ret. for TD	21/3	10/1
Field Goals Made/Attempts	26/33	17/23
Touchdowns	53	37
Touchdowns (Rushing-Passing>Returns-Defensive)	21-26-3-3	14-21-1-1
Time of Possession	31:22	28:38

## ST. LOUIS RAMS TEAM STATS

TEAM RATINGS	
Overall:	88
Offense:	98
Defense:	75
NFL RANKINGS	
Scoring:	23rd
Pass Offense:	2nd
Rushing Offense:	30th
Pass Defense:	12th
Rushing Defense:	14th
Turnovers:	32nd

CATEGORY	RAMS	OPPONENTS
Total First Downs	315	282
First Downs (Rushing-Passing-By Penalty)	76-219-20	105-148-29
Third Down Conversions/Attempts	81/206	71/197
Fourth Down Conversions/Attempts	6/10	5/13
Total Offensive Yards	5,559	5,025
Offense (Plays-Avg. Yards)	1,024-5.4	944-5.3
Total Rushing Yards	1,405	1,816
Rushing (Plays-Avg. Yards)	343-4.1	445-4.1
Total Passing Yards	4,154	3,209
Passing (Comp-Att-Int-Avg. per Completion)	408-635-27-7.06	292-461-12-7.48
Sacks	38	46
Int./Ret. for TD	12/0	27/5
Field Goals Made/Attempts	19/25	26/30
Touchdowns	37	42
Touchdowns (Rushing-Passing>Returns-Defensive)	11-24-3-1	15-15-1-8
Time of Possession	30:38	29:22

## BALTIMORE RAVENS TEAM STATS

TEAM RATINGS	
Overall:	75
Offense:	70
Defense:	75
NFL RANKINGS	
Scoring:	23rd
Pass Offense:	27th
Rushing Offense:	16th
Pass Defense:	26th
Rushing Defense:	13th
Turnovers:	17th

CATEGORY	RAVENS	OPPONENTS
Total First Downs	261	316
First Downs (Rushing-Passing-By Penalty)	90-145-26	95-190-31
Third Down Conversions/Attempts	81/215	95/236
Fourth Down Conversions/Attempts	7/13	15/21
Total Offensive Yards	4,639	5,353
Offense (Plays-Avg. Yards)	947-4.9	1,077-5.0
Total Rushing Yards	1,792	1,762
Rushing (Plays-Avg. Yards)	427-4.2	471-3.7
Total Passing Yards	2,847	3,591
Passing (Comp-Att-Int-Avg. per Completion)	262-479-14-6.51	360-573-25-6.67
Sacks	33	41
Int./Ret. for TD	25/2	14/1
Field Goals Made/Attempts	21/26	29/33
Touchdowns	36	38
Touchdowns (Rushing-Passing>Returns-Defensive)	9-20-2-2	17-16-2-2
Time of Possession	27:47	32:13

## WASHINGTON REDSKINS TEAM STATS

TEAM RATINGS	
Overall:	75
Offense:	67
Defense:	82
NFL RANKINGS	
Scoring:	25th
Pass Offense:	21st
Rushing Offense:	13th
Pass Defense:	5th
Rushing Defense:	12th
Turnovers:	29th

CATEGORY	REDSKINS	OPPONENTS
Total First Downs	303	281
First Downs (Rushing-Passing-By Penalty)	107-165-31	96-155-30
Third Down Conversions/Attempts	88/221	79/225
Fourth Down Conversions/Attempts	13/25	4/11
Total Offensive Yards	5,143	4,787
Offense (Plays-Avg. Yards)	1,039-4.9	1,006-4.8
Total Rushing Yards	1,889	1,754
Rushing (Plays-Avg. Yards)	442-4.3	435-4.0
Total Passing Yards	3,254	3,033
Passing (Comp-Att-Int-Avg. per Completion)	300-559-20-6.30	304-531-14-6.18
Sacks	40	38
Int./Ret. for TD	14/1	20/2
Field Goals Made/Attempts	16/25	31/34
Touchdowns	37	39
Touchdowns (Rushing-Passing>Returns-Defensive)	10-24-2-2	14-19-1-3
Time of Possession	29:36	30:24



## NEW ORLEANS SAINTS TEAM STATS

TEAM RATINGS	
Overall:	78
Offense:	87
Defense:	65
NFL RANKINGS	
Scoring:	3rd
Pass Offense:	16th
Rushing Offense:	17th
Pass Defense:	27th
Rushing Defense:	19th
Turnovers:	9th

CATEGORY	SAINTS	OPPONENTS
Total First Downs	291	327
First Downs (Rushing-Passing-By Penalty)	91-169-31	108-191-28
Third Down Conversions/Attempts	92/224	87/223
Fourth Down Conversions/Attempts	8/13	12/20
Total Offensive Yards	5,205	5,796
Offense (Plays-Avg. Yards)	1,001-5.2	1,071-5.4
Total Rushing Yards	1,764	1,991
Rushing (Plays-Avg. Yards)	426-4.1	439-4.5
Total Passing Yards	3,441	3,805
Passing (Comp-Att-Int-Avg. per Completion)	291-538-15-6.85	343-593-20-6.84
Sacks	39	37
Int./Ret. for TD	20/1	15/1
Field Goals Made/Attempts	31/35	23/28
Touchdowns	49	45
Touchdowns (Rushing-Passing>Returns-Defensive)	16-27-1-3	18-25-2-2
Time of Possession	28:44	31:16

## SEATTLE SEAHAWKS TEAM STATS

TEAM RATINGS	
Overall:	83
Offense:	82
Defense:	79
NFL RANKINGS	
Scoring:	16th
Pass Offense:	3rd
Rushing Offense:	20th
Pass Defense:	18th
Rushing Defense:	32nd
Turnovers:	14th

CATEGORY	SEAHAWKS	OPPONENTS
Total First Downs	347	356
First Downs (Rushing-Passing-By Penalty)	104-208-35	140-191-25
Third Down Conversions/Attempts	93/216	100/215
Fourth Down Conversions/Attempts	6/21	6/13
Total Offensive Yards	5,818	5,852
Offense (Plays-Avg. Yards)	1,050-5.5	1,083-5.4
Total Rushing Yards	1,740	2,441
Rushing (Plays-Avg. Yards)	430-4.0	500-4.9
Total Passing Yards	4,078	3,411
Passing (Comp-Att-Int-Avg. per Completion)	361-587-16-7.25	321-555-19-6.48
Sacks	28	33
Int./Ret. for TD	19/1	16/1
Field Goals Made/Attempts	23/29	22/26
Touchdowns	41	43
Touchdowns (Rushing-Passing>Returns-Defensive)	17-19-3-2	18-21-2-1
Time of Possession	28:55	31:05

## PITTSBURGH STEELERS TEAM STATS

TEAM RATINGS	
Overall:	86
Offense:	85
Defense:	84
NFL RANKINGS	
Scoring:	8th
Pass Offense:	7th
Rushing Offense:	9th
Pass Defense:	20th
Rushing Defense:	1st
Turnovers:	15th

CATEGORY	STEELERS	OPPONENTS
Total First Downs	343	279
First Downs (Rushing-Passing-By Penalty)	119-200-24	77-178-24
Third Down Conversions/Attempts	94/223	98/225
Fourth Down Conversions/Attempts	14/23	7/13
Total Offensive Yards	5,952	4,835
Offense (Plays-Avg. Yards)	1,097-5.4	982-4.9
Total Rushing Yards	2,120	1,375
Rushing (Plays-Avg. Yards)	512-4.1	359-3.8
Total Passing Yards	3,832	3,460
Passing (Comp-Att-Int-Avg. per Completion)	350-551-22-7.32	336-573-19-6.58
Sacks	50	34
Int./Ret. for TD	19/1	22/1
Field Goals Made/Attempts	29/40	20/26
Touchdowns	43	41
Touchdowns (Rushing-Passing>Returns-Defensive)	15-26-1-1	16-19-2-3
Time of Possession	32:47	27:13

## HOUSTON TEXANS TEAM STATS

TEAM RATINGS	
Overall:	72
Offense:	70
Defense:	73
NFL RANKINGS	
Scoring:	32nd
Pass Offense:	32nd
Rushing Offense:	31st
Pass Defense:	10th
Rushing Defense:	28th
Turnovers:	26th

CATEGORY	TEXANS	OPPONENTS
Total First Downs	208	291
First Downs (Rushing-Passing-By Penalty)	59-119-30	116-155-20
Third Down Conversions/Attempts	59/229	83/234
Fourth Down Conversions/Attempts	5/14	6/12
Total Offensive Yards	3,572	5,230
Offense (Plays-Avg. Yards)	947-3.8	1,056-5.0
Total Rushing Yards	1,347	2,089
Rushing (Plays-Avg. Yards)	424-3.2	509-4.1
Total Passing Yards	2,225	3,141
Passing (Comp-Att-Int-Avg. per Completion)	235-447-15-5.90	281-512-10-6.60
Sacks	35	76
Int./Ret. for TD	10/2	15/1
Field Goals Made/Attempts	17/24	24/34
Touchdowns	22	40
Touchdowns (Rushing-Passing>Returns-Defensive)	6-11-2-3	14-23-0-2
Time of Possession	28:06	31:54

## TENNESSEE TITANS TEAM STATS

TEAM RATINGS	
Overall:	88
Offense:	82
Defense:	84
NFL RANKINGS	
Scoring:	13th
Pass Offense:	20th
Rushing Offense:	11th
Pass Defense:	25th
Rushing Defense:	2nd
Turnovers:	11th

CATEGORY	TITANS	OPPONENTS
Total First Downs	312	297
First Downs (Rushing-Passing-By Penalty)	112-182-18	75-197-25
Third Down Conversions/Attempts	94/216	76/202
Fourth Down Conversions/Attempts	9/16	9/18
Total Offensive Yards	5,272	4,964
Offense (Plays-Avg. Yards)	1,032-5.1	974-5.1
Total Rushing Yards	1,952	1,424
Rushing (Plays-Avg. Yards)	511-3.8	372-3.8
Total Passing Yards	3,320	3,540
Passing (Comp-Att-Int-Avg. per Completion)	306-500-15-6.88	339-562-18-6.68
Sacks	40	21
Int./Ret. for TD	18/3	15/2
Field Goals Made/Attempts	25/31	14/21
Touchdowns	42	40
Touchdowns (Rushing-Passing>Returns-Defensive)	16-22-0-4	7-27-3-2
Time of Possession	32:47	27:13

## MINNESOTA VIKINGS TEAM STATS

TEAM RATINGS	
Overall:	78
Offense:	82
Defense:	71
NFL RANKINGS	
Scoring:	8th
Pass Offense:	9th
Rushing Offense:	1st
Pass Defense:	29th
Rushing Defense:	10th
Turnovers:	31st

CATEGORY	VIKINGS	OPPONENTS
Total First Downs	350	315
First Downs (Rushing-Passing-By Penalty)	139-191-20	83-198-34
Third Down Conversions/Attempts	92/209	75/193
Fourth Down Conversions/Attempts	8/17	5/15
Total Offensive Yards	6,192	5,769
Offense (Plays-Avg. Yards)	1,080-5.7	963-6.0
Total Rushing Yards	2,507	1,666
Rushing (Plays-Avg. Yards)	473-5.3	394-4.2
Total Passing Yards	3,685	4,103
Passing (Comp-Att-Int-Avg. per Completion)	337-558-23-7.08	335-542-16-7.93
Sacks	27	49
Int./Ret. for TD	16/1	23/2
Field Goals Made/Attempts	23/29	21/28
Touchdowns	46	55
Touchdowns (Rushing-Passing>Returns-Defensive)	26-19-2-1	15-33-0-4
Time of Possession	31:30	28:30





# CHICAGO BEARS

HOME FIELD: NEW SOLDIER FIELD LOCATION: CHICAGO, ILLINOIS TYPE: OPEN CAPACITY: 63,000 SURFACE: GRASS

## ★ STAR PLAYERS ★

### Marty Booker

Wide Receiver


**#86**

Entering his fifth season out of obscure Louisiana-Monroe, Booker enjoyed a breakout 2002, catching 97 balls for 1,189 yards with 6 touchdowns, and was rewarded with a trip to his first Pro Bowl. He has good size at 6', 210 lbs., and great speed leading the Bears with 20 receptions that went for 20 yards or more. He's fearless going over the middle and strong enough to strike fear in defensive backs trying to make the tackle in the open field.

#### KEY ATTRIBUTES

**Speed:** 91  
**Acceleration:** 90  
**Catching:** 92  
**Awareness:** 89

### Brian Urlacher

Middle Linebacker


**#54**

Last year, Urlacher earned his third trip to the Pro Bowl in as many pro seasons, leading the Bears with 152 tackles, while logging 5 sacks. A 4-year starter at New Mexico, Urlacher led all college defenders with 178 tackles, and he proceeded to lead the Bears in his rookie season. His 380-pound power clean lift is still a record at New Mexico, and he can run stride-for-stride with most wide receivers.

#### KEY ATTRIBUTES

**Speed:** 91  
**Acceleration:** 90  
**Catching:** 92  
**Awareness:** 89

## ✓ SCOUTING REPORT

The Bears will look to put a disappointing 2002 behind them with a new look on offense. The addition of versatile Kordell Stewart gives the unit another dimension with his speed and propensity to run when the pocket collapses. Anthony Thomas is a durable, reliable back who will establish the Chicago run, while receivers Booker and Dez White, plus free agent acquisition tight end Desmond Clark are good downfield targets. The Bears offensive line is anchored by Olin Kreutz, who played in his second straight Pro Bowl following the 2002 season.

Brian Urlacher leads a defense that will have to deal with the free agent loss of Roosevelt Colvins. Second year man Bryan Knight will be called upon to fill his shoes. Ted Washington stuffs the run and provides pressure up the middle. Paul Edinger returns as the most accurate kicker in Bears' history making 80.2 percent of his field goals, including 5-8 from 50 yards and beyond.

## C Key Plays



### Running ▶▶ Singleback Normal: HB Sprint

The HB Sprint showcases Anthony Thomas's strength running "up the gut." The play is designed to go left. Watch as the right guard pulls. Follow his lead and hit the hole opened up on the left side of the line. For an extra blocker, send the tight end in motion prior to the snap.



### Running ▶▶ I Form Normal: HB Lead Toss

When running the HB Lead Toss, make a quick decision whether or not to break the play to the outside or continue up the field following your fullback. For an extra blocker, send either the tight end or the receiver on the right side in motion. As the ball is snapped, your fullback leads the way left side and is joined by a pulling left guard. From there, it's up to you.

## C 2002 STANDINGS

W	L	TIES	PF	PA	HOME	ROAD	vs AFC	vs NFC	vs DIV
4	12	0	281	379	3-5	1-7	1-3	3-9	2-4

### MEET THE COACH: DICK JAURON

- ▶ **NFL Head Coaching Record:** Chicago Bears 28-36 (1999 to present)
- ▶ **Prior Coaching Experience:** Defensive Backs Coach, Green Bay (1986-94); Defensive Coordinator, Jacksonville (1995-98)
- ▶ **College Playing Career:** Yale (1970-72); holds career rushing mark of 2,947 yards
- ▶ **NFL Playing Career:** Defensive back-Detroit Lions 1973-77, Cincinnati Bengals 1978-80; named to Pro Bowl in 1974

## C 2003 DRAFT PICKS

ROUND	PLAYER SELECTED	POSITION	SCHOOL
1	Michael Haynes	DE	Penn State
1	Rex Grossman	QB	Florida
2	Charles Tillman	DB	UL-Lafayette
3	Lance Briggs	LB	Arizona
4	Todd Johnson	FS	Florida
4	Ian Scott	DT	Florida
5	Bobby Wade	WR	Arizona
5	Justin Gage	WR	Missouri
5	Tron LaFavor	DT	Florida
6	Joe Odom	OLB	Purdue
6	Brock Forsey	HB	Boise State
7	Bryan Anderson	G	Pittsburgh

### Coaching the Bears

Establish the run with Anthony Thomas. He's most effective running between the tackles. With Kordell Stewart, you have several options. Get the ball to Marty Booker as often as you can, especially when he's in single coverage. When the defense lines up in a nickel or dime (depending on the situation), consider running the ball with Stewart. Get through the line and you'll have open field in front of you.

On defense, Brian Urlacher anchors the middle of the field at linebacker, where his Speed and Awareness allow him to play effectively from sideline to sideline, and if need be, as an extra defensive back. Ted Washington controls the middle of the field, so you can cheat to the outside.



**Passing >>>**



**Split Back 3WR: Slot Cross**

Kordell Stewart will see the receivers in the slot slant to the middle of the field. David Terrell going from right to left is a great option, but keep your eye on Marty Booker, who will run an 8-yard route and simply turn around. His size and strength make him very difficult to defend. If your receivers are covered, Thomas is your safety valve. He'll run a screen from out of the backfield to the left side and may find himself all alone as the defense is occupied with the 3-receiver set.

**Passing >>>**



**Shotgun 2RB 3WR: HB Fly**

This is a great play when you need to get the ball downfield. Thomas is the streaking halfback and races down the left hash mark. If he's in single coverage against a linebacker, get him the ball. Your secondary receiver may be a better choice, especially against a deep zone. Terrell starts out on the right and slants left while Booker runs about 8 yards before faking in and breaking out. If you need to stop the clock, look in Booker's direction as he can get out of bounds after making the catch. Just remember to read your coverages. If the defense has extra DBs in a drop zone, loft the ball over the short coverage. A bullet pass might feel good here, but it's likely to be picked off.

**Defending the Run >>>**



**4-3 Normal: Double TE**

With Brian Urlacher in the middle, this is a classic run-stuff play between the tackles. Seven men "in the box" puts pressure on the offensive line, even with a tight end on the field. The blocking back takes aim at Urlacher here, but the Bears' All-Pro middle linebacker still jams up the play.

**Defending the Pass >>>**



**Nickel Normal: McMillon Blitz**

This play is a perfect blend of pressure and coverage for those critical third and 8 calls. If you sprint with McMillon, you'll get to the quarterback untouched against all but the biggest offensive sets. You may not get the sack, but the pressure is likely to produce an errant pass.

**Blitzing with the Bears >>>**



**4-3 Over: Sam Blitz**

In third and long situations, when you can afford to give up some yardage and still prevent a first down, the Sam Blitz brings a balanced rush that stretches the pocket. Against a 5-man offensive front, the LOLB should have a clear path to the quarterback, making it difficult to complete a deep pass. Be advised that a quick release from a cool quarterback will probably net some yardage underneath the coverage. Just make sure you swarm to the ball to prevent a big play.



## ★ STAR PLAYERS ★

### Corey Dillon

Halfback



While the Bengals have had their difficulties in recent years, it hasn't stopped Corey Dillon from becoming one of the better backs in the league. 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. This 3-time Pro Bowler is 1 of just 4 players in NFL history to surpass 1,000 yards rushing in each of his first 6 seasons.

#### KEY ATTRIBUTES

**Speed:** 92

**Agility:** 87

**Breaking Tackles:** 95

**Awareness:** 97

### Brian Simmons

Outside Linebacker



Entering his fifth season out of North Carolina, Brian Simmons brings versatility to the Bengals' defense. After manning the middle linebacker spot last year, Simmons moves to the outside to utilize his speed. He can cover tight ends, stops the run, and has the ability to get to the quarterback. He was a first Team All-America performer while wearing Tar Heel blue.

#### KEY ATTRIBUTES

**Speed:** 77

**Strength:** 79

**Tackling:** 92

**Awareness:** 85

## ✓ SCOUTING REPORT

Carson Palmer is the heir apparent, but Jon Kitna remains the starting quarterback and will look to Chad Johnson and the top overall pick from 2000, Peter Warrick to stretch defenses. Warrick is the speedster, but Johnson has emerged as the "go-to" guy for Kitna. Corey Dillon is a workhorse equally adept at running inside the tackles or to the outside and he will keep the chains and the clock moving.

The defense has been completely revamped with the addition of middle linebacker Kevin Hardy, tackle John Thornton, end Carl Powell, and cornerback Tory James. Hardy will be expected to fill the void left by Takeo Spikes (signed with Buffalo) and he teams up with Brian Simmons and veteran Steve Foley as the Bengals switch back to a 4-3 alignment. Justin Smith anchors the line while James, who played in the Super Bowl last season with the Raiders, will be counted on to stop the opposition's primary receiver.

## Key Plays



### Running ▶▶▶ Strong | Normal: Quick Toss

The Quick Toss is all about getting Corey Dillon the ball and letting him do his thing. Follow the lead of the fullback and pulling right tackle to bounce quickly to the outside. This play is all about executing one quick move to turn the corner and race upfield.

## 2002 STANDINGS

W	L	TIES	PF	PA	HOME	ROAD	vs AFC	vs NFC	vs DIV
2	14	0	279	456	1-7	1-7	1-11	1-3	0-6

### MEET THE COACH: MARVIN LEWIS

- ▶ **NFL Head Coaching Record:** First Head Coaching job
- ▶ **Prior Coaching Experience:** Defensive Coordinator Washington Redskins (2002); Defensive Coordinator Baltimore Ravens (1996-01); Assistant Coach Pittsburgh Steelers (1992-95); Assistant Coach University of Pittsburgh (1990-91); Assistant Coach New Mexico (1987-89); Assistant Coach Idaho State (1981-86)
- ▶ **College Playing Career:** Idaho State (1978-80) played linebacker, safety, and quarterback.
- ▶ **NFL Playing Career:** N/A

## 2003 DRAFT PICKS

ROUND	PLAYER SELECTED	POSITION	SCHOOL
1	Carson Palmer	QB	USC
2	Eric Steinbach	G	Iowa
3	Kelley Washington	WR	Tennessee
4	Dennis Weathersby	CB	Oregon State
4	Jeremi Johnson	FB	Western Kentucky
5	Khalid Abdullah	LB	Mars Hill
6	Langston Moore	T	South Carolina
7	Scott Kooistra	T	NC State
7	Elton Patterson	DE	UCF

### Coaching the Bengals

This squad has the tools to score. Establish Corey Dillon and the run. This will allow you to control the pace of the game. Chad Johnson has sure hands and runs precise routes. Look for him over the middle and in short yardage situations when you throw the ball. Peter Warrick has blazing speed, and if he winds up in single coverage deep, don't hesitate to throw it his way. On defense, Tory James will cover the best the opposition has to offer, but the rest of the secondary is suspect. Consider zone defenses in passing situations. A blitzing linebacker forces the opposing quarterback to make quicker decisions, which should help mask deficiencies in the secondary.



### Running ▶▶▶ Weak | Normal: HB Lead

This is a pretty straightforward play. The HB Lead gives Dillon the ball and develops to the right side. Position the tight end using motion further right if need be. The hole materializes between the right tackle and the tight end. The fullback lines up on the left side, creating the illusion to the defense that the play is headed left.



**Passing >>>**



**Shotgun 2RB 3WR:  
WR Slant**

This play is a nightmare for defenses with 5 guys running routes. Peter Warrick streaks downfield toward the end zone. Watch the safety. Will he follow Warrick, leaving Chad Johnson in single coverage slanting right to left? If so, make Johnson your target. If Warrick is in single coverage, you may want take a shot deep. If you're being blitzed and need to get rid of the ball pronto, Dillon leaks out left and should be open.

**Passing >>>**



**Singleback 4WR: PA Drop In**

When you have a back as good as Dillon, play action can be just the ticket to momentarily freeze the defense. The PA Drop In appears to be a running play to Dillon. That's just what you want the defense to think. Instead, slot man Ron Dugans goes about 10 yards up the field before slanting left. Warrick goes up the field about 8 yards before turning toward the sideline. This play has the potential to break down under a heavy blitz. If you feel immediate pressure, forget all the other routes and fire the ball to Dugans. He is always open early in the route.

**Defending the Run >>>**



**4-3 Over: Double Z**

Shutting down a strong running game is no easy task, especially when the offense features a big set with 2 tight ends. The Double Z does an excellent job of shutting off the outside while still clogging the middle. The ROLB comes hard on an inside blitz, and with the LOLB playing on the line, the offense must contend with 6 men at the point of attack. We recommend staying back with the remaining linebacker, to help out in the event of a short pass or weakside counter.

**Defending the Pass >>>**



**Nickel Strong: Strong Zone**

This man/zone combo provides balanced coverage across the middle, and a 2-deep zone to guard against the home run ball. The cornerback on the right plays bump and run against the outside receiver. The 4-man rush is just enough to squeeze the pocket against a 5-man offensive front. If you can pressure the quarterback into a hurried pass, you should have interception opportunities over the middle.

**Blitzing with the Bengals >>>**



**Nickel 3-3-5: Overload Blitz**

With a 3-man front, this formation can lull the quarterback into a false sense of security. But fantasy gives way to reality when the pocket collapses. With 2 linebackers blitzing on the right, the back side pressure is intense. We also like the right to left slant of the RE, which contributes to the "overload" rush. Despite the double linebacker blitz, pass coverage is solid, with a 2-deep zone, cornerbacks in tight-man on the outside, and 2 more DBs dropping back over the middle.

## ★ STAR PLAYERS ★

### Eric Moulds

Wide Receiver

#80

Eric Moulds is one of the AFC's best receivers. After catching a team record 94 passes in 2000, his reception total dwindled in 2001 to 67, but that had everything to do with Buffalo's instability at quarterback. With Drew Bledsoe directing the offense, Moulds was back on track in 2002 with a 100 catches for 1,292 yards and 10 touchdowns. Blessed with great speed yet considered one of the more physical receivers in the game, Moulds will do whatever is necessary to catch the ball in a crowd.

#### KEY ATTRIBUTES

Speed:	93
Acceleration:	95
Catching:	91
Awareness:	92

### Takeo Spikes

Outside Linebacker

#51

In his sixth year out of Auburn, Takeo Spikes joins the Bills after spending his entire career with the Bengals. He displays great instinct and is always around the ball. In 1999, Spikes emerged as a star, setting the team record with 8 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 more versatile linebackers in the league and also one of the most durable, having never missed an NFL game due to injury.

#### KEY ATTRIBUTES

Speed:	80
Strength:	80
Tackling:	93
Awareness:	90

## ✓ SCOUTING REPORT

The Bills offense is potentially one of the more potent units in the AFC. Travis Henry is coming off a season in which he gained 1,438 yards and scored 13 touchdowns, running behind an outstanding blocking fullback, Sam Gash. With defenses forced to key on the run, the passing game should flourish this year. Drew Bledsoe had a great first year for the Bills, setting 10 team passing records, and going to the Pro Bowl. Peerless Price has departed (signed with the Falcons), but Bledsoe still has Eric Moulds and converted halfback Josh Reed, plus dependable tight end Dave Moore. The offensive line, anchored by 7-time Pro Bowl guard Ruben Brown returns intact.

The additions of Takeo Spikes and Sam Adams should bolster a defensive unit that finished 25th in total sacks and 29th against the run in 2002.

## 2002 STANDINGS

W	L	TIES	PF	PA	HOME	ROAD	vs AFC	vs NFC	vs DIV
8	8	0	379	397	5-3	3-5	5-7	3-1	2-4

### MEET THE COACH: GREGG WILLIAMS

- ▶ *NFL Head Coaching Record: Buffalo Bills 11-21 (2001-present)*
- ▶ *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*

## 2003 DRAFT PICKS

ROUND	PLAYER SELECTED	POSITION	SCHOOL
1	Willis McGahee	HB	Miami
2	Chris Kelsay	DE	Nebraska
3	Angelo Crowell	LB	Virginia
4	Terrence McGee	CB	Northwestern State
4	Sam Aiken	WR	North Carolina
5	Ben Sobieski	G	Iowa
6	Lauvale Sape	DT	Utah
7	Mario Haggan	LB	Mississippi State

### Coaching the Bills

Guard Ruben Brown is coming off his seventh straight Pro Bowl season and opens up gaping holes on the left side of the line. Keep this in mind when running the football. Eric Moulds is the complete package and will catch nearly anything he can get his hands on. The strength of your defense is up the middle. Sam Adams and Pat Williams stuff the run and apply pressure "up the gut." This gives you great versatility with linebackers Takeo Spikes, London Fletcher, and Jeff Posey.

## Key Plays



### Running ►► I Form Normal: HB Toss

Travis Henry loves running to his right and this play should give him some daylight. Follow your fullback—he'll lead the way along with the pulling right guard—and you should be able to turn the corner. Prior to the snap, try sending Eric Moulds in motion from right to left. If the defense is in man coverage, the corner will follow, further opening up the right side.

### Running ►► Strong I Normal: Counter Trap

This play appears to the defense to be going left. The fullback is lined up on the left side and the momentum of Henry initially begins left but then counters right. The right guard will pull, and you must make a split-second decision whether to hit the hole between the tackle and tight end, or break to the outside.

**Passing >>>**



**Shotgun Trips: Slot Curl**

The Slot Curl lines up with 3 receivers on the left side. Charles Johnson is your primary receiver, and he'll race 10 yards up the field from the slot and curl in. Johnson has excellent speed, and if he doesn't get bumped on the line, he'll complete the route in a heartbeat, making this an excellent call against a blitz up the middle. Bobby Shaw, also in the slot, slants left toward the sideline as Johnson curls. Josh Reed is the third receiver and he stays underneath Johnson and

Shaw. Reed is often open as he turns around after going out about 6 yards. If you don't like how this play is developing, look at Eric Moulds slanting right to left toward the middle of the field. Also, Henry leaks out of the right side of the backfield, and if you wait (time permitting, of course), he takes off down the right sideline.

**Passing >>>**



**Weak I Normal: Flat Pressure**

Decide who to throw to depending on what the safety does. If he joins the corner and chases Eric Moulds streaking downfield, your tight end turns out toward the right sideline in single coverage versus a linebacker. If it winds up being just Moulds and a corner, look deep. Henry leaks out to the left on this play and begins down the sideline while Reed, lined up on the left, slants in 8 yards and simply turns around.

**Defending the Run >>>**



**4-3: Double TE**

This is an excellent call against a power running attack that likes to pound between the tackles. The interior of the Bills' defensive line is rock-solid, and the linebackers are agile enough to pursue in either direction if the play bounces outside.

**Defending the Pass >>>**



**4-3: Man Buzz**

With the Bills' linebackers, you don't have to immediately jump to a Nickel formation on third and long. The Man Buzz does a great job of shutting off the middle of the field, while the LOLB comes hard on a blitz. The corners drop into zone coverage, while the free safety roams the middle of the field looking for an early Christmas present. The short-medium coverage on the right side of the field is a little light, but if you focus on applying pressure with the LOLB, the opposing quarterback will have a hard time finding the open receiver.

**Blitzing with the Bills >>>**



**Dime: Strike**

This play brings serious outside pressure, and without a tight end or blocking back, the quarterback has very little time to wait for long routes to develop. On third and long, this call often produces a sack or an interception, especially against a trigger-happy quarterback.



# DENVER BRONCOS

HOME FIELD: INVESCO FIELD AT MILE HIGH LOCATION: DENVER, COLORADO TYPE: OPEN CAPACITY: 76,082 SURFACE: GRASS

## ★ STAR PLAYERS ★

### Clinton Portis

Halfback



Clinton Portis took the NFL by storm in 2002, and he did it as a rookie, running for 1,508 yards with 17 touchdowns. He also had 33 receptions out of the backfield. From the University of Miami, where he won a National Championship, Portis has blazing speed and great elusiveness. Voted the AP's Offensive Rookie of the Year.

#### KEY ATTRIBUTES

Speed:	95
Acceleration:	97
Catching:	87
Awareness:	83

### Trevor Pryce

End



Trevor Pryce was drafted out of Clemson in the first round of the 1997 draft and has become an anchor on the Denver defensive line. After leading the Broncos with 9 sacks in 2002, he was rewarded with his fourth trip to Hawaii and the Pro Bowl. With natural pass rushing abilities, Pryce is capable of fighting through double teams and getting to the quarterback or stuffing the run.

#### KEY ATTRIBUTES

Speed:	64
Strength:	91
Tackling:	93
Awareness:	90

## ✓ SCOUTING REPORT

The Broncos sport a new look in 2002. Gone is John Elway's replacement Brian Griese and in comes Jake Plummer to lead the offense. Plummer brings mobility to the quarterback spot, not seen in Denver since the days of Elway. In recent years though, the Broncos have become a running team. Following in the footsteps of other good Bronco backs is second-year man Clinton Portis, who has the potential to be great. The offense will center around Portis, but Mike Anderson is a good blocker and he can run the ball from the fullback position. Center Tom Nalen, back for a 10th season, is the leader of an offensive line responsible for protecting Plummer and opening holes for Portis. When the Broncos air it out, Plummer has Rod Smith, Ed McCaffrey, and Shannon Sharpe as downfield targets.

The defense adds 8-year veteran tackle Daryl Gardener and is led by Trevor Pryce on the line and linebacker Al Wilson. The linebacking trio of Wilson, John Mobley, and Ian Gold dominate the middle of the field.

## 2002 STANDINGS

W	L	TIES	PF	PA	HOME	ROAD	vs AFC	vs NFC	vs DIV
9	7	0	392	344	5-3	4-4	5-7	4-0	3-3

### MEET THE COACH: MIKE SHANAHAN

- ▶ NFL Head Coaching Record: Denver Broncos 87-49 (1995-present); Oakland Raiders 9-12 (1988-89)
- ▶ Prior Coaching Experience: Offensive Coordinator, San Francisco (1992-94)
- ▶ College Playing Career: Eastern Illinois (1972)
- ▶ NFL Playing Career: N/A

## 2003 DRAFT PICKS

ROUND	PLAYER SELECTED	POSITION	SCHOOL
1	George Foster	T	Georgia
2	Terry Pierce	LB	Kansas State
4	Quentin Griffin	HB	Oklahoma
4	Nick Eason	DT	Clemson
4	Bryant McNeal	DE	Clemson
5	Ben Claxton	C	Ole Miss
5	Adrian Madise	WR	TCU
6	Aaron Hunt	DE	Texas Tech
7	Clint Mitchell	DE	Florida
7	Ahmaad Galloway	HB	Alabama

### Coaching the Broncos

Mix up the run. Clinton Portis is a workhorse, but be careful not to overuse him. Mike Anderson is a great option up the middle from the fullback spot. Use Rod Smith to stretch the defense and Ed McCaffrey and Shannon Sharpe more as possession receivers. And remember, Jake Plummer is a mobile quarterback. If the pocket collapses and no one is open, run, especially when the defense applies pressure up the gut. On defense, the Broncos pass rush is greatly aided with linebacker Ian Gold lining up on the end and blitzing.

## Key Plays



### Running ▶▶ I Form Normal: Portis Blast

You know you've arrived when there's a play named after you. The Portis Blast sends speedy Clinton Portis into the left side of the line. Fullback Mike Anderson leads the way. The defense dictates whether or not to break inside or outside of the left tackle. If you go outside, direct the blockers in front of you with Playmaker, sprint toward the sideline, and then turn the corner upfield.



### Running ▶▶ Strong I Twins: HB Power

This is a sweep to the right side for Portis. Your right guard, Dan Neil, pulls right. Follow him as well as Anderson and look for the hole. Send Rod Smith in motion from right to left. If the corner doesn't follow, revert to the original position.



**Passing >>>**



**Strong I Twins: Quick Drag**

Ed McCaffrey is the primary receiver, dragging across the field right to left. He's a big target and this is a great way to consistently pick up 6–8 yards. The key to maximizing yardage is to hit McCaffrey as he crosses the left hash mark. If you wait too long, the cornerback will be on the receiver's hip, making it difficult to turn upfield for critical yards after the catch. Speedy Rod Smith starts from the right side, streaks forward 12 yards and slants into the middle of the field. A pump Smith's slant. Shannon Sharpe lines up on the left side

fake to McCaffrey can often result in the safety biting, which opens up the middle for of the line and turns in after running 15 yards down the field.

**Passing >>>**



**Shotgun Trips TE: WR Corner**

McCaffrey circles in and then out from the left side. A perfect Jake Plummer pass over McCaffrey's shoulder is virtually impossible to defend, even against double coverage. Smith starts out in the slot and drifts left before heading up field, while Ashley Lelie from the slot (next to Smith) goes up a few yards and slants to the middle of the field. The defense will be preoccupied with McCaffrey and Smith, and you might find Lelie in a favorable matchup.

**Defending the Run >>>**



**4-3: Man Cover 1**

This versatile formation puts 5 men in the box (including the LOLB), while still providing excellent lateral pursuit from the 2 remaining linebackers and the strong safety. On some outside running plays, it may appear that your linebackers are overmatched. However, the spread formation allows the defensive front to string out the play long enough for the linebackers and defensive backs to make the stop.

**Defending the Pass >>>**



**Nickel: Double Slot**

Most offenses set 2 or 3 receivers on one side in passing situations, and this is where the Double Slot is at its best. You can flip this play before the snap to select the best matchup, and if you guess wrong, you still have time to use Playmaker and reinforce your deep zone coverage. If the offense comes out with a 5-man front, take control of Trevor Pryce and go quarterback hunting.

**Blitzing with the Broncos >>>**



**4-3 Over: Zone Blitz**

This package punishes the right side of the offensive line, forcing the quarterback into a frantic release. Despite the pressure, the zone coverage downfield is more than adequate, and you should have plenty of opportunities for easy picks. If the offense lines up only a single receiver on the right side, take over the outside backer Mobley and come hard around the end (as pictured here).





# CLEVELAND BROWNS

HOME FIELD: CLEVELAND BROWNS STADIUM LOCATION: CLEVELAND, OHIO TYPE: OPEN CAPACITY: 73,200 SURFACE: GRASS

## ★ STAR PLAYERS ★

### Quincy Morgan

Wide Receiver



Entering his third season out of Kansas State, Quincy Morgan emerged as the Browns' number-1 receiver in 2002 after posting 56 receptions for 964 yards, averaging 17.2 yards per catch. At 6'1" and 209 lbs. with blazing speed, he creates mismatches with most corners. Morgan set the school record while at K-State, averaging 20.5 yards per catch as a 2-year starter. Aside from his receiving talents, Morgan is especially dangerous after catching the ball.

#### KEY ATTRIBUTES

**Speed: 93**
**Acceleration: 92**
**Catching: 84**
**Awareness: 75**

### Gerard Warren

Defensive Tackle



Gerard Warren comes into his third NFL season after establishing himself as a presence on the Browns line. A relentless pursuer of the ball who excels against a single blocker, Warren is equally adept at stuffing the run or chasing down the opposing quarterback. He is a durable player who has started all 31 career games he's played in.

#### KEY ATTRIBUTES

**Speed: 64**
**Strength: 91**
**Tackling: 88**
**Awareness: 67**

## 2002 STANDINGS

W	L	TIES	PF	PA	HOME	ROAD	vs AFC	vs NFC	vs DIV
9	7	0	344	320	3-5	6-2	7-5	2-2	3-3

### MEET THE COACH: BUTCH DAVIS

- ▶ *NFL Head Coaching Record: Cleveland Browns 16-16 (2001-present)*
- ▶ *Prior Coaching Experience: Head Coach, University of Miami (1995-00); Defensive Coordinator, Dallas Cowboys (1993-94)*
- ▶ *College Playing Career: University of Arkansas, defensive end (1971-72)*
- ▶ *NFL Playing Career: N/A*

## 2003 DRAFT PICKS

ROUND	PLAYER SELECTED	POSITION	SCHOOL
1	Jeff Faine	C	Notre Dame
2	Chaun Thompson	LB	West Texas A&M
3	Chris Crocker	S	Marshall
4	Lee Suggs	RB	Virginia Tech
5	Ryan Pontbriand	S	Rice
5	Michael Lehan	CB	Minnesota
6	Antonio Garay	DE	Boston College

## ✓ SCOUTING REPORT

The big question surrounding the Browns offense is who will play quarterback. Kelly Holcomb did a great job filling in for the injured Tim Couch in 2002, and they'll battle all season for the starting spot. It may be a case of coach Butch Davis going with the "hot hand." Regardless of who lines up behind the center, the weapons are there for a strong aerial attack. Receivers Kevin Johnson, Quincy Morgan, and Dennis Northcutt all have dependable hands and run good routes. William Green emerged as the starter at halfback as a rookie and looks to improve in his second year in the league after averaging over 100 yards per game his final 7 games.

This could be the year that Courtney Brown and Gerard Warren live up to their great potential. Gone are veteran linebackers Jamir Miller, Earl Homes, and Dwayne Rudd meaning youngsters Ben Taylor, Andra Davis, and Kevin Bentley will get "on the job" training. Robert Griffith is the leader of a secondary still in search of a true cover corner.

### Coaching the Browns

This team can score points. Establish the run with William Green. He's not really a threat to break off huge runs, but he's consistent and doesn't fumble. A steady running game will open up the passing attack. With the blazing speed of Dennis Northcutt stretching defenses, Kevin Johnson and Quincy Morgan often find themselves in single coverage. Take advantage of this.

On defense, your inexperienced linebackers put all the more pressure on Gerard Warren and Courtney Brown up front. Mix up the blitz; above all, don't become predictable with this team or a good coach will exploit your weaknesses.

## Key Plays



### Running ►► Singleback Normal: HB Belly Weak

William Green gets the ball and heads left following the block of the pulling right guard. Watch what the defense does, and break the play inside or out. For an additional blocker, send the tight end in motion prior to the snap, or send receiver Andre Davis from left to right and see if he'll take a defender with him. If no one follows, send him back.

### Running ►► I Form Normal: HB Toss

Green is tossed the ball as your pulling right guard and fullback pave the way. Consider sending your fullback in motion, placing him near the line when the ball is snapped. Sprint to the outside and turn that corner.



## Passing >>>



### **Shotgun Normal: Post Flag**

Lined up on the right side, Quincy Morgan starts to slant in, but abruptly slants out. Kevin Johnson runs the exact same pattern on the left side. Andre Davis is lined up next to Johnson and, after running 7 yards straight up field, fakes a slant to the middle of the field and then turns out toward the left sideline. Look for Kevin Johnson if he draws man coverage off the line. The key here is to release the ball before Johnson catches up to the deep zone. He slants hard toward the sideline, so don't wait too long to

release the ball or he will run out of room. If all of the medium and deep routes are blanketed, look for tight end Steve Heiden running a quick 5-yard turn-around.

## Passing >>>



### **Shotgun 4WR: HB Flare**

William Green is the primary on this play leaking out on the right side. He should draw single coverage from a linebacker (or no coverage at all). Draw the pressure toward you and then loft the ball down the sideline to Green. If the halfback draws double coverage out of the backfield (not likely), you have other attractive options. Speedy Dennis Northcutt, lined up in the slot on the right side slants into the middle of the field. On the left side, Kevin Johnson sprints toward the goal line. Davis is lined up next to him and after 10 yards, he turns the pattern out toward the sideline. Johnson can often "pick" Davis's man. On the right side, Morgan runs 8 yards and turns around.

## Defending the Run >>>



### **4-3: Under Man**

It takes a team effort for the Browns' defense to stop the run, and the Under Man is perfect for the current defensive personnel. With tight man coverage from sideline to sideline, everyone can join the pursuit, which is critical when facing a back such as Marshall Faulk. Note how quickly the defensive backs get to the line of scrimmage.

## Defending the Pass >>>



### **Nickel Normal: Man Cover 2**

This man/zone combo formation provides solid coverage, especially against quick slants across the middle. The 4-man front can exert surprising pressure, especially if you are adept at the swim move from either end. The combination of pressure and blanket coverage makes it difficult for the opposing quarterback to throw an accurate pass.

## Blitzing with the Browns >>>



### **Nickel Normal: Under Smoke**

There's nothing subtle about this play. With all 3 linebackers coming hard, it's feast or famine. Hence, you need to pick your spots for this one. We recommend storing this play as an audible, and use it freely when the opposing QB is all alone behind a 5-man front. A 7-man rush should overpower the pass blocking at the line, but you had better make sure you finish the play, because your defensive backs are in man coverage.



# TAMPA BAY BUCCANEERS

HOME FIELD: RAYMOND JAMES STADIUM LOCATION: TAMPA, FLORIDA TYPE: OPEN CAPACITY: 66,321 SURFACE: GRASS

## ★ STAR PLAYERS ★

**Keyshawn Johnson**  
Wide Receiver



The top overall pick in the 1996 draft from USC, Keyshawn Johnson caught 76 passes for 1,088 yards and 5 touchdowns in 2002, after leading the NFC with a career high 106 receptions in 2001. Johnson doesn't have blinding speed, but runs precise routes, knows how to get open, has outstanding hands and is always a threat to dominate a game. Standing 6'4" and weighing 212 pounds, Keyshawn is a tough match-up for smaller corners and usually demands a double team. He had 6 catches for 69 yards in the Super Bowl.

**KEY ATTRIBUTES**

**Speed:** 86

**Acceleration:** 89

**Catching:** 95

**Awareness:** 93

**Derrick Brooks**  
Outside Linebacker



Derrick Brooks was the NFL's Defensive Player of the Year following a stellar 2002. With a team-leading 118 tackles, the 8-year veteran also had 5 interceptions, 3 of which he returned for scores, plus a fumble recovery returned the distance. The former Florida State All-American has exceeded 100 tackles in 7 consecutive seasons. Brooks returned an interception for a touchdown in the Bucs' Super Bowl victory.

**KEY ATTRIBUTES**

**Speed:** 86

**Strength:** 73

**Tackling:** 94

**Awareness:** 97

## ✓ SCOUTING REPORT

The Bucs enter the 2003 campaign hoping to do something that no NFC team has done since the Cowboys nearly a decade ago: win back-to-back Super Bowl titles. The offense isn't flashy, but it gets the job done. Brad Johnson threw 22 touchdowns versus only 6 interceptions. He'll throw to Keyshawn Johnson and Keenan McCardell. Neither are deep threats, but both have dependable hands and the ability to get open. Michael Pittman and Mike Alstott will run the football and keep the pressure off Johnson. In close games, the Bucs can count on Martin Gramatica, who has become one of the best clutch kickers in the NFL.

The offense is adequate, but it's the Tampa Bay defense that wins football games. Simeon Rice recorded 15.5 sacks last year and, along with Warren Sapp, anchors the best defensive front in the NFL. Derrick Brooks is the league's best linebacker and gives the Bucs great versatility.

## 2002 STANDINGS

W	L	TIES	PF	PA	HOME	ROAD	vs AFC	vs NFC	vs DIV
12	4	0	346	196	6-2	6-2	3-1	9-3	4-2

## MEET THE COACH: JON GRUDEN

- ▶ *NFL Head Coaching Record: Oakland Raiders 51-31 (1998-2001)*
- ▶ *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*

## 2003 DRAFT PICKS

ROUND	PLAYER SELECTED	POSITION	SCHOOL
2	Dewayne White	DE	Louisville
3	Chris Simms	QB	Texas
4	Lance Nimmo	T	West Virginia
4	Austin King	C	Northwestern
5	Sean Mahan	G	Notre Dame
6	Torrie Cox	DB	Pittsburgh

## Coaching the Bucs

On offense, use your size advantage at wide receiver and tight end. You don't have the speed to really stretch defenses, but you can move the chains by staying conservative and moving downfield in small chunks. Remember, the longer you have the ball, the more it frustrates the opposition. You can afford this game plan because the defense never allows you to fall too far behind. They stuff the run and pressure the quarterback. Mix up zones and man-to-man coverages. This will confuse the already hurried opposition. Martin Gramatica has one of the league's strongest legs. When in range, go for the sure 3.

## Key Plays



### Running ▶▶ I Form 3 WR: Alstott Dive

This play looks to the defense as if it will be a toss to the halfback on the right side, but Brad Johnson gives big Mike Alstott the ball and he can either plunge through the hole between the right guard and tackle, or break it the outside, depending on how the defense reacts.

### Running ▶▶ I Form Normal: HB Toss

After the snap, the right guard pulls right. Follow Alstott to the right and watch your blockers. Prior to the snap, bring Keyshawn Johnson in motion from right to left, and snap the ball as he is even with the tight end. This creates a greater "wall" for the halfback to run around.



**Passing >>>**



**Singleback Normal:  
WR Deep Hook**

When you need to pick up some serious yardage, this is the play to get you downfield. Keenan McCardell lines up on the left and slants inside underneath Joe Jurevicius, who slants left toward the sideline. Take a straight drop, step up, and hit McCardell as he comes across the middle. If the linebackers are clogging the field, look for Keyshawn Johnson who runs a 15-yard pattern and then simply turns around.

**Passing >>>**



**Singleback Empty 4WR:  
WR Clearouts**

McCardell and Johnson race down the left and right sidelines respectively, as Jurevicius and Williams run toward the middle of the field and then slant toward their respective sidelines. This balanced play lets you quickly scan the deep coverage. If the safety helps out on Johnson, look deep to McCardell, or vice versa (if you throw to Keyshawn, remember to loft the ball and take advantage of his height). If both deep receivers find double coverage, look underneath to the sideline routes. The WR Clearouts is also an excellent call for a 2-minute offense. The wideouts

attract deep coverage, opening up the sideline routes, and enabling the receivers to run out of bounds and stop the clock.

**Defending the Run >>>**



**46: Man Cover 1**

The Bucs' defensive front is good enough to stop most running attacks with a standard 4-3. However, when you are giving up chunks of yardage to a quick, cutback style running runner like Charlie Garner, throw in the 46 now and then to swarm the backfield and drop the ballcarrier for a loss. Just don't overuse this formation or an observant coach will exploit the single coverage underneath with quick slants and comebacks.

**Defending the Pass >>>**



**Dime Normal: Cover 2 Edge**

Warren Sapp is such a dominant pass rusher, you can use 6 DBs, drop the linebackers into pass coverage, and still get in the quarterback's face. Seemingly, every pass is thrown under some level of pressure, so even if the quarterback gets the throw off, chances are it will be knocked down.

**Blitzing with the Bucs >>>**



**Nickel: Brooks Blitz**

Although Derrick Brooks is the only blitzing linebacker on this play, you'll record sacks from anyone on the line, due to the combined effect of the 5-man pass rush. If you keep pushing toward the quarterback, someone will break down, so take your pick and get your best swim move on.



# ARIZONA CARDINALS

HOME FIELD: SUN DEVIL STADIUM LOCATION: TEMPE, ARIZONA TYPE: OPEN CAPACITY: 73,273 SURFACE: GRASS

## ★ STAR PLAYERS ★

### Emmitt Smith

Halfback



Emmitt Smith joins the Cardinals in hopes of putting his all-time yardage record (17,162 yards) permanently out of reach. In addition to the rushing record, the 13-year veteran has also won 4 rushing titles, 3 Super Bowl titles and a league (1993) and Super Bowl (XXVIII) MVP award. Smith was an All-America performer at the University of Florida, and even at this stage of his career, he is a master at following his blocking and running between the tackles.

#### KEY ATTRIBUTES

**Speed: 81**
**Agility: 79**
**Breaking Tackles: 81**
**Awareness: 99**

### Adrian Wilson

Strong Safety



Adrian Wilson has all the tools to be a great strong safety. Entering his third season from N.C. State, Wilson is equally adept at defending the pass or coming up and helping out against the run. He loves the opportunity to blitz the quarterback. Drafted in the third round, Wilson made an immediate impact in the Cardinals' secondary.

#### KEY ATTRIBUTES

**Speed: 88**
**Jumping: 88**
**Tackling: 79**
**Awareness: 75**

## 2002 STANDINGS

W	L	TIES	PF	PA	HOME	ROAD	vs AFC	vs NFC	vs DIV
5	11	0	262	417	3-5	2-6	0-4	5-7	1-5

### MEET THE COACH: DAVE MCGINNIS

- ▶ *NFL Head Coaching Record: Arizona Cardinals 13-26 (2000-present)*
- ▶ *Prior Coaching Experience: Defensive Coordinator, Arizona Cardinals (1996-00); Linebackers Coach, Chicago (1986-95)*
- ▶ *College Playing Career: TCU (1970-72); academic All-Southwest Conference (1971-72), tied for conference lead with 5 interceptions (1971).*
- ▶ *NFL Playing Career: N/A*

## 2003 DRAFT PICKS

ROUND	PLAYER SELECTED	POSITION	SCHOOL
1	Bryant Johnson	WR	Penn State
1	Calvin Pace	DE	Wake Forest
2	Anquan Boldin	WR	Florida State
3	Gerald Hayes	LB	Pittsburgh
5	Kenny King	DE	Alabama
6	Reggie Wells	OL	Clarion
6	Tony Golbert	LB	Georgia

## ✓ SCOUTING REPORT

The Cardinals appeared to be on the verge of turning the corner, but after an off-season that saw them lose their franchise quarterback (Jake Plummer) and best receiver (David Boston), 2003 may be another rebuilding year in the desert. Journeyman Jeff Blake replaces Plummer, while Kevin Kasper, Jason McAddley, and Bryan Gilmore are the squad's 3 top receivers. The trio has a combined 49 career receptions. The Cardinals should be able to run the football. Emmitt Smith is eager to prove he can defy time, and he should have a better year than he did in Dallas in 2002, running behind the "Big Red Line" led by 6'6", 370 lbs. Leonard Davis.

For the second straight season, Arizona finished dead last in sacks. First-round draft choice Calvin Pace will be expected to remedy this situation immediately. The addition of free agents Duane Starks and Super Bowl MVP Dexter Jackson are a dramatic upgrade in the secondary.

### Coaching the Cardinals

Jeff Blake has a strong arm. The question is, who among the inexperienced batch of receivers can get downfield to utilize Blake's tools? Your best approach is to run the football. Use sets that feature 270 lb. fullback James Hodgins. He'll open holes for the future Hall of Famer, Smith. On defense, your corners are good enough to handle one-on-one coverage. This frees up your safeties to help out with the pass rush.

## Key Plays



### Running ▶▶ I Form Normal: HB Slam

Emmitt Smith still knows what to do when he sees a hole in the line. When running the HB Slam, Smith follows hefty fullback James Hodgins, who creates a hole between the right tackle and the tight end. If you see no daylight, break the run outside the tight end, but be patient, as monster guard Leonard Davis and tackle Anthony Clement will keep the line from collapsing.



### Running ▶▶ Singleback Twin TE: HB Power

When James Hodgins leaves the game, the defense might assume that Smith is only in the backfield as a decoy. This play runs behind the tight end to the right. Smith may not possess breakaway speed, but he can still break tackles, so pick your spots as you run behind, and then around the tight end. Keep your finger on the Sprint button to push defenders backward and break tackles.



**Passing >>>**



**Shotgun Slot Strong: Posts**

McAddley lines up on the right with Kevin Kasper in the slot. McAddley's pattern takes him underneath Kasper and into the middle of the field, while Kasper slants out. Watch how the defense responds. If the play doesn't develop on the right side, Emmitt Smith leaks out to the left and heads up the sideline, while Gilmore starts left and slants to the middle. If the defense appears back in a zone, send the tight end in motion right to left, and throw quickly to Smith out of the backfield. However, do not force the ball to Smith into double-man coverage, or you will hand the defense an easy pick.

**Passing >>>**



**Shotgun 4WR: FL Hook**

McAddley hooks in from the right side after running 6 yards down the field, while Kasper makes a quick slant in from the slot on the left. Neither of these patterns take long to develop. The most attractive option though (and one the defense will not be looking for) is Emmitt Smith coming out of the backfield and slanting right toward the sideline. Chances are good a linebacker will be covering him, which could easily result in 6 points for you. However, release the ball quickly, because when Emmitt leaves, so does your blocking.

**Defending the Run >>>**



**4-3 Over: Double X**

Stopping the run with the Cardinals' defense is not an easy task. You need to bring more defenders into the box, and the Double X fills the bill nicely. With 5 men on the line and 2 linebackers playing tight, you can swarm to the ballcarrier inside. Take control of the strongside linebacker and be prepared to race to the outside and help out the cornerbacks if the ballcarrier turns the corner.

**Defending the Pass >>>**



**Nickel Normal: Man Cover 2**

The addition of Dexter Jackson and Duane Starks in the secondary allows you to play more aggressively when defending the pass. The Man Cover 2 brings 2 DBs up tight to bump the wide receivers coming off the line, and frequently busting up the routes. This, in turn, sets the stage for an interception when the quarterback fires the ball on a timing play. With a combination man/zone, the Man Cover 2 also does a good job of policing the middle of the field.

**Blitzing with the Cardinals >>>**



**Nickel Normal: Middle Blitz**

The Middle Blitz usually creates a mismatch somewhere along the line. Maximize the pressure by jumping to the player who appears to have a clean path to the quarterback, and then sprinting into the backfield.



# SAN DIEGO CHARGERS

HOME FIELD: QUALCOMM STADIUM LOCATION: SAN DIEGO, CALIFORNIA TYPE: OPEN CAPACITY: 71,500 SURFACE: GRASS

## ★ STAR PLAYERS ★

### LaDainian Tomlinson #21

After a rookie season in which he ran for 1,236 yards and 10 touchdowns, LaDainian Tomlinson showed no signs of the sophomore slump, leading the Chargers with 1,683 yards rushing, 14 touchdowns, and 79 receptions. He can run between the tackles with the power to shed defenders or turn on the jets and race around the corner. He is already mentioned among the league's best backs after just 2 pro seasons.

#### KEY ATTRIBUTES

Speed:	93
Agility:	96
Breaking Tackles:	97
Awareness:	87

### Donnie Edwards #59

With the loss of Junior Seau, Donnie Edwards is now the leader of the Charger "D." He had a great 2002, leading the team with 129 tackles and 5 interceptions. Edwards can man the middle or play outside, which he may do more of now that Seau is gone. In his eighth season out of UCLA, Edwards has great pursuit to the football, plus the speed to cover tight ends.

#### KEY ATTRIBUTES

Speed:	85
Strength:	69
Tackling:	88
Awareness:	94

## ✓ SCOUTING REPORT

Draft day 2001 will be looked back upon as a great day in the history of the Chargers. They picked up their starting quarterback (Drew Brees) in the second round, and a superstar in the backfield (LaDainian Tomlinson) with their top pick. These 2 players will be instrumental in turning around this franchise, and after an 8-8 2002, this may just be the year. Brees is dependable, but he must cut down on his interceptions (16). David Boston greatly bolsters the receiving corps, and Tomlinson is on the fast track to stardom. The running game should be even better with big Lorenzo Neal assuming the fullback duties and paving the way for Tomlinson.

The defense will miss Junior Seau, but not as much as you might think. Donnie Edwards is a vocal leader on the field, and up front, Marcellus Wiley and Rayley Johnson have the skill to apply some serious pressure on the quarterback.

## Key Plays



### Running ▶▶▶ I Form Normal: Off Tackle

LaDainian Tomlinson has the size and moves to start a play inside and then work it for extra yards, leaving would-be tacklers on the ground. The Off Tackle play works best when you cut quickly to the outside, staying close to the tight end, and then slash back to the inside. Take advantage of Tomlinson's quick feet to make linebackers miss the mark as you "bolt" into the secondary.



### Running ▶▶▶ Strong I Normal: HB Blast

Fullback Lorenzo Neal leads the way through the hole between the right guard and the right tackle. Follow his lead or break the play outside. Bringing Boston in motion from right to left may bring the corner with him, further opening up the right side. There's a fine line between being patient and waiting too long, but watch for the hole and avoid breaking outside too soon.

## 2002 STANDINGS

W	L	TIES	PF	PA	HOME	ROAD	vs AFC	vs NFC	vs DIV
8	8	0	333	367	5-3	3-5	6-6	2-2	3-3

## MEET THE COACH: MARTY SCHOTTENHEIMER

- ▶ *NFL Head Coaching Record: San Diego Chargers 8-8 (2002-present); Washington Redskins 8-8 (2001); Kansas City Chiefs 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*
- ▶ *Playing Career: Linebacker—Buffalo Bills 1965-68, Boston Patriots 1969-70, Pittsburgh Steelers 1971*

## 2003 DRAFT PICKS

ROUND	PLAYER SELECTED	POSITION	SCHOOL
1	Sammy Davis	CB	Texas A&M
2	Drayton Florence	CB	Tuskegee
2	Terrance Kiel	S	Texas A&M
3	Courtney Van Buren	T	Arkansas-Pine Bluff
4	Matt Wilhelm	LB	Ohio State
5	Mike Scifres	P	Western Illinois
6	Hanik Milligan	S	Houston
7	Andrew Pinnock	RB	South Carolina

## Coaching the Chargers

Your offense centers around Tomlinson. Get him the football and let him do his thing. Remember that he can catch the ball. Use him on screens or send him down the field. No linebacker can cover him as a receiver. The strength of the running game really opens it up for the pass. David Boston is just 2 years removed from a 98-reception season and runs great routes. Always look his way in passing situations. Edwards gives you options on defense. His versatility as run stopper and a defender of the pass allows you to blitz your safeties more than usual.



**Passing >>>**



**I Form Normal: Play Action**

With the great running of Tomlinson, a little play action really keeps the defense off-balance. This play appears to be a Tomlinson run, but wait, Brees has the ball and several open receivers to choose from. Neal leaks out right and is routinely wide open, while David Boston runs 8 yards and simply turns around. Speedy Tim Dwight starts left and slants into the middle of the field. If the safeties bite on the play action, he's in single coverage at best. Even Tomlinson squirts through the line and is

open in the middle of the field. But, Boston is your best bet, and this seemingly innocent 6-8 yard pass has big play potential. Release the ball immediately after the play fake, while Boston has a yard or two to maneuver after the catch. Slant back across the middle and knock over a DB or two on your way to the goal line.

**Passing >>>**



**Shotgun Normal: TE Protect**

The name of this play can be a bit misleading, as the only job of the tight end is to help out against the rush. This is a great play to get Tomlinson the ball. He lines up right but heads left after the snap, or you can send him in motion left or right. Once you get the ball in his hands, juke like crazy to rack up big yardage down the sideline. If you need to stop the clock, Boston and Dwight run outs on the right and left respectively. If time is not a problem, look for Reche Caldwell slanting across the middle.

**Defending the Run >>>**



**4-3: Leber Blitz**

When you think blitz, you normally think of a quarterback flat on his back. But, a well-designed blitz can have the same devastating effect on the running game. The Leber Blitz sends the LOLB between the left end and tackle, while the tackles double down on the center, clogging the middle. The end result is a balanced push all along the line that is equally effective against inside and outside runs.

**Defending the Pass >>>**



**Nickel Normal: Cover 2**

This man/zone combo blankets the field so well that you can expect to pick up a few coverage sacks. All 3 linebackers drop into pass coverage, while the cornerbacks play tight bump and run at the line. The safeties handle the deep zone, but with Marcellus Wiley and Raylee Johnson rushing the passer, you can still cause havoc in the opposing backfield.

**Blitzing with the Chargers >>>**



**Dime Normal: Moreno Blitz**

Junior Seau is gone, but another USC grad takes his place. Zeke Moreno is still learning the position, but he possesses the necessary skills to be a force at outside linebacker. On this play, Moreno blitzes on the same side that Marcellus Wiley works, and this poses a serious problem for the right side of the offensive line. If Moreno doesn't reach the quarterback, Wiley usually does.

**TEAM STRATEGY**



## ★ STAR PLAYERS ★

### Tony Gonzalez

Tight End

#88

Since arriving in the NFL from the University of California, Tony Gonzalez has developed into the league's best tight end. He earned a fourth Pro Bowl invitation after tallying 63 catches for 7 scores during the 2002 campaign. 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. He played basketball at Cal and harbors aspirations of an NBA career.

**KEY ATTRIBUTES**
**Speed:** 80

**Acceleration:** 90

**Catching:** 90

**Awareness:** 97

### Eric Hicks

End

#98

Eric Hicks possesses the lethal combination of speed, power and agility; and he continues to add new moves and techniques to his pass-rushing repertoire. He has enjoyed a remarkable rise to his present status as one of the league's most promising young pass rushers after initially coming to the Chiefs as a relatively obscure and undersized rookie free agent from Maryland. Hicks led the team with 9 sacks in 2002 despite constantly being double-teamed.

**KEY ATTRIBUTES**
**Speed:** 67

**Strength:** 82

**Tackling:** 84

**Awareness:** 80

## ✓ SCOUTING REPORT

The Chiefs showcased one of the league's more potent offenses in 2002 led by Priest Holmes. After leading the team with 1,615 yards rushing plus 70 receptions and a combined 24 touchdowns, it was a bit of a surprise the team drafted halfback Larry Johnson with their first pick, considering their problems on defense. Trent Green threw for 3,690 yards and 26 touchdowns and limited his interceptions to 13. Johnnie Morton and Eddie Kennison are the starting receivers, but Tony Gonzalez is the "go-to" guy for Green, with Holmes a close second.

How about that defense? It all starts up front, where the Chiefs got virtually no pass rush a season ago. That should change with the addition of Vonnie Holliday and the development of Ryan Sims. Morten Anderson, back for a 22nd NFL season, will handle the place-kicking duties.

## 2002 STANDINGS

W	L	TIES	PF	PA	HOME	ROAD	vs AFC	vs NFC	vs DIV
8	8	0	467	399	6-2	2-6	6-6	2-2	2-4

### MEET THE COACH: DICK VERMEIL

- ▶ *NFL Head Coaching Record: Kansas City Chiefs 14-20 (2001-present); St. Louis 22-26 (1997-99); Philadelphia 54-47 (1976-82); Vermeil has been named Coach of the Year at 4 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*

## 2003 DRAFT PICKS

ROUND	PLAYER SELECTED	POSITION	SCHOOL
1	Larry Johnson	RB	Penn State
2	Kawika Mitchell	LB	South Florida
3	Julian Battle	CB	Tennessee
4	Brett Williams	T	Florida State
5	Jordan Black	T	Notre Dame
6	Jimmy Wilkerson	DE	Oklahoma
7	Montique Sharpe	DT	Wake Forest
7	Willie Pile	S	Virginia Tech

## Coaching the Chiefs

Priest Holmes is the focal point of this offense. Use him as a runner and as a receiver, and mix in a few plays for rookie Larry Johnson. Defenses won't key on the run when Holmes is off the field. Gonzalez is the best at his position. Get him the ball, especially if the opposition is foolish enough to try to guard him with a linebacker. When you're on defense, because of the deficient pass rush, be creative with your blitzing. Mix it up between the safeties and linebackers.

## Key Plays



### Running ▶▶ Singleback Normal: HB Pitch

Running plays to the left side of the Kansas City line are made easier by the presence of tackle Willie Roaf. During the HB Pitch, Roaf holds his ground while the guard, Brian Waters, pulls left. Holmes gets the ball on the toss and is off to the races. Bringing Tony Gonzalez in motion prior to the snap gives you another blocker in the direction of the play.

### Running ▶▶ Singleback Slot Strong: HB Sweep

This is a great call when you want to spring Holmes to the outside as quickly as possible. Both the right guard and right tackle pull right. This play has big play potential when the slot receiver holds his block and the right side of the offensive line screens out the linebackers. Swing wide and take a sharp angle toward the sideline as you outrun the pursuit.



**Passing >>>**



**Singleback Normal:  
Priest Release**

As Trent Green drops back to throw, he sees Eddie Kennison on the left streaking down the field, while Johnnie Morton on the right slants toward the middle. The slot receiver goes up and in across the middle. That's where Priest Holmes comes into the equation. As the play begins, it appears as if Holmes will stay in the backfield and block, but suddenly, he leaks out of the pocket on the right side and is wide open, matched up against a linebacker if anyone at all. There is always a chance that Holmes will get hung up in the pass rush as he moves through the line. If this happens, roll to the right and avoid the rush long enough for Boerigter, the left slot receiver, to come all the way across the field. He is usually wide open.

**Passing >>>**



**Shotgun Normal: Gonzalez Flag**

What do you do with a big tight end with speed and great hands? You send him deep, as often as possible. On this play, Gonzalez runs a deep slant toward the right corner, and with his size, even double coverage puts the defense at a disadvantage. Put enough air under the ball for Gonzalez to use his height.

**Defending the Run >>>**



**4-3 Normal: Man QB Spy**

You need a strong presence at the line, especially against a "Big" set, and the QB Spy brings the linebackers in tight where they can support the defensive line against the run. The cornerbacks respond quickly to the run if the ballcarrier turns the play outside. We like taking control of Holliday and punishing the tight end with our best inside swim move.

**Defending the Pass >>>**



**Nickel Normal: Double Z**

The Chiefs' improved pass rush should produce more cover sacks this year, and the Double Z does an especially good job at shadowing the short and medium routes. You'll have some fun spearheading the pass rush with left end Eric Hicks, who is strong enough to shove big offensive linemen out of the way.

**Blitzing with the Chiefs >>>**



**Dime Flat: Zone Blitz**

This play brings the cornerback on a blitz from the left side, and the rush develops so quickly that the quarterback usually hurries his pass, even with a blocking back picking up the blitz. Look for interception opportunities when the quarterback forces the ball into coverage.

## ★ STAR PLAYERS ★

### Marvin Harrison

Wide Receiver

#88

Marvin Harrison made history in 2002 with an NFL record 143 receptions for 1,722 yards and 11 touchdowns, earning him another Pro Bowl selection. Harrison wows fans and opponents alike with blazing speed. He runs precise routes, changes directions well, and displays amazing strength despite his 178-pound frame. Harrison still holds the record at Syracuse for most career receiving yards.

**KEY ATTRIBUTES**

<b>Speed:</b>	<b>96</b>
<b>Acceleration:</b>	<b>97</b>
<b>Catching:</b>	<b>99</b>
<b>Awareness:</b>	<b>97</b>

### Dwight Freeney

Defensive End

#93

It's rare that a player has as immediate an impact in his rookie season as Dwight Freeney did for the 2002 Colts. The team's top pick out of Syracuse, Freeney came in and gave the Colts one of the league's best pass rushes. He finished second in the AFC with 13 sacks, and was commanding double teams by the end of the season, thanks to superb open field quickness and great footwork.

**KEY ATTRIBUTES**

<b>Speed:</b>	<b>83</b>
<b>Strength:</b>	<b>71</b>
<b>Tackling:</b>	<b>74</b>
<b>Awareness:</b>	<b>67</b>

## ✓ SCOUTING REPORT

The Colts can score with the best of them. Marvin Harrison is coming off a record-setting 143-reception season, and teams up with Reggie Wayne and tight end Marcus Pollard, to give Peyton Manning several weapons when airing it out. Manning threw for 4,200 yards, but is still plagued by a tendency to throw interceptions (19). This is really the only weakness in his game. The passing game is successful because of the personnel, but also because of the running game that defenses are forced to key on. Edgerrin James had a good 2002 following surgery to repair a torn ACL in 2001. He should be 100 percent this season, but if he's not, the Colts do have the deepest offensive backfield in the league with Dominic Rhodes and James Mungro both capable of being featured backs.

The Colts transformed defensively in their first season under Tony Dungy. Dwight Freeney and Chad Bratzke are ferocious ends who get to the quarterback, while Walt Harris leads a secondary greatly aided by the tremendous pass rush. Special teams is another Indianapolis strength, thanks to Mike Vanderjagt, the most consistent kicker in NFL history. He's converted on 137-161 career field goal attempts and is 187-188 on extra points.

## Key Plays



### Running >>> Singleback Dice: Edgerrin Draw

This play is effective because the Colt passing game is so good. When the defenders see Manning drop back, their only thought is covering the receivers. So when the ball is handed to Edgerrin James, the defense is already leaning the wrong way. If you can get through the line, there's nothing but open field in front of you. Pick your hole carefully, running either between the center and right guard, or the guard and tackle.

### Running >>> I Form Normal: Colt Gut

This tough-yards, smash-mouth running play has the potential for big yardage up the middle. Follow your fullback through the hole and look for gaps. A juke or two can get James out of the pack and into the secondary. At the very least, this power play will produce a consistent 4-5 yards.

## 2002 STANDINGS

W	L	TIES	PF	PA	HOME	ROAD	vs AFC	vs NFC	vs DIV
10	6	0	349	313	5-3	5-3	8-4	2-2	4-2

### MEET THE COACH: TONY DUNGY

- ▶ *NFL Head Coaching Record: Indianapolis Colts 10-6 (2002-present); Tampa Bay Buccaneers 56-45 (1996-2001)*
- ▶ *Prior Coaching Experience: Defensive Coordinator, Minnesota Vikings (1992-95); Defensive Backs Coach, Kansas City Chiefs (1989-91)*
- ▶ *College Playing Career: Minnesota (1973-76)*
- ▶ *NFL Playing Career: Safety-Pittsburgh Steelers 1977-78, San Francisco 49ers (1979), New York Giants (1980)*

## 2003 DRAFT PICKS

ROUND	PLAYER SELECTED	POSITION	SCHOOL
1	Dallas Clark	TE	Iowa
2	Michael Doss	S	Ohio State
3	Donald Strickland	CB	Colorado
4	Steve Sciuillo	G	Marshall
5	Robert Mathis	DE	Alabama A&M
5	Keyon Whiteside	LB	Tennessee
6	Cato June	S	Michigan
6	Makoa Freitas	T	Arizona

### Coaching the Colts

There's really no way to stop this offense. A steady dose of James running the ball will wear any defense down. Harrison and Wayne can get deep seemingly at will, and the tight end Pollard is a dependable possession receiver. Defenses have to key on the speedy receivers and James out of the backfield, so Pollard usually finds himself going up against a slower linebacker. On defense, your pass rush forces opponents to make quick decisions. Mix up zone and man coverage to further confuse the quarterback.



## Passing >>>



### *Singleback Dice: Quick Hits*

If all goes accordingly, Peyton Manning delivers the pass almost upon completing his drop. Marvin Harrison is on the right side. He runs 8 yards and turns in. Get him the ball, and he'll make the play from there. Reggie Wayne runs the same pattern on the left side while slot man Brandon Stokley streaks down the left side of the field. Tight end Marcus Pollard starts out on the right side of the line and slants in to the middle of the field.

This play really spreads the field, and it materializes so quickly that it's difficult for the defense to double any of the receivers.

## Passing >>>



### *Shotgun Normal: Corner Threat*

Marcus Pollard has quietly emerged as one of the best tight ends in the league. He is too fast for most linebackers, which makes him invaluable on third and long when the defense must also key on the wide receivers. On this play, Pollard drives 5 yards up the field and then drives hard to the outside on a slant. Time your release and lob the ball over the linebacker for a big gain.

## Defending the Run >>>



### *46 Bear: Man Cover 1*

The 46 is not for the faint of heart, but if used strategically, it can put a serious crimp into your opponent's running game. It's fun to watch 6 men on the line intimidate and then dominate the offensive blocking, as they stop a slowly developing sweep in the backfield.

## Defending the Pass >>>



### *Dime Normal: Cover 2*

If your opponent is riddling your pass defense with sideline slants, try the Cover 2 to concentrate more coverage around the hash marks. This sideline coverage comes at the expense of the middle, so mix in the 3-4: Man Under to discourage your opponent from switching gears.

## Blitzing with the Colts >>>



### *Dime Normal: Thornton Blitz*

This play pushes hard up the middle, which often opens up sack opportunities for the left end. This is a conservative blitz that maintains excellent downfield coverage. If you've been having your way with the offensive line, try the Nickel Normal: Engage Eight on third and long to really demoralize your opponent with an 8-man pass rush.

# ★ DALLAS COWBOYS

HOME FIELD: TEXAS STADIUM LOCATION: IRVING, TEXAS TYPE: PARTIALLY OPEN CAPACITY: 65,675 SURFACE: TURF

## ★ STAR PLAYERS ★

### Larry Allen

Guard

#73

A team's success running the football is usually attributed to the guy carrying the ball, but for the past 9 seasons, Larry Allen has been instrumental in the Cowboy's ground attack. With 7 trips to the Pro Bowl during those 9 years, Allen is widely considered one of the best offensive linemen in league history. A 325-pound behemoth, Allen's position on the line is nearly impenetrable, and he has outstanding footwork. Allen played collegiate ball at tiny Sonoma State University in Northern California.

**KEY ATTRIBUTES**
**Run Blocking: 97**
**Pass Blocking: 90**
**Strength: 99**
**Awareness: 97**

### Darren Woodson

Strong Safety

#28

Entering his 12th season from Arizona State University, Darren Woodson has played in 5 Pro Bowls and collected 3 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 lbs.) and speed (4.4 in the 40-yard dash) with great football instincts and hitting ability. Known for his aggressiveness and always being near the ball, Woodson has great quickness to the play.

**KEY ATTRIBUTES**
**Speed: 86**
**Catching: 63**
**Tackling: 84**
**Awareness: 96**

## ✓ SCOUTING REPORT

With Emmitt Smith and the Cowboys parting ways, very little remains from "what was once great" on Sundays in Texas Stadium. For the first time in 13 years, the Cowboys will have someone other than number 22 starting at halfback. Troy Hambrick has the unenviable position of replacing a legend, but he should have a decent season behind a still above-average offensive line. Larry Allen and Flozell Adams make the left side of the line dominating. The past 2 seasons, Dallas has used 6 different starting quarterbacks. Former St. Louis baseball Cardinal Chad Hutchinson should stabilize the position, and with Joey Galloway and Terry Glenn lining up at receiver, the Cowboys will have legitimate weapons down the field. Defensively, this team should do a good job of getting to the quarterback. La'Roi Glover and Greg Ellis will provide pressure from the left and right respectively, while linebackers Dat Nguyen and Dexter Coakley are adept at stopping the run or dropping back against the pass. The Cowboys may have the best pair of safeties in the league with Darren Woodson, who is back for a 12th season, and second-year man Roy Williams, who recorded 92 tackles, with 5 interceptions and 3 forced fumbles.

## ★ Key Plays



### Running >>> I Form Twin TE: HB Blast

The HB Blast carves out plenty of room for Troy Hambrick, with the fullback leading the way between the left guard and tackle. Sealing off the outside pursuit are 2 tight ends, one in a tight slot position. This power run almost always produces 5 yards.



### Running >>> I Form Twin TE: HB Lead Toss

When you want to take the road show to the outside, call the HB Lead Toss and run behind the fullback, pulling left guard, and tight ends. Hambrick has the speed to turn the corner, and don't forget to use the stiff arm, or spin to avoid the first defender.

## ★ 2002 STANDINGS

W	L	TIES	PF	PA	HOME	ROAD	vs AFC	vs NFC	vs DIV
5	11	0	217	329	4-4	1-7	2-2	3-9	1-5

### MEET THE COACH: BILL PARCELLS

- ▶ **NFL Head Coaching Record:** New York Jets 29-19 (1997-99); New England Patriots 32-32 (1993-96); New York Giants 77-49-1 (1983-90)
- ▶ **Prior Coaching Experience:** Assistant Coach New York Giants (1981-82); Assistant Coach New England Patriots (1980)
- ▶ **College Playing Career:** Colgate and Wichita State (1960-62)
- ▶ **NFL Playing Career:** N/A

## ★ 2003 DRAFT PICKS

ROUND	PLAYER SELECTED	POSITION	SCHOOL
1	Terrance Newman	CB	Kansas State
2	Al Johnson	C	Wisconsin
3	Jason Witten	TE	Tennessee
4	Bradie James	LB	LSU
6	B.J. Tucker	CB	Wisconsin
6	Zuriel Smith	WR	Hampton (VA)
7	Justin Bates	G	Colorado

### Coaching the Cowboys

Don't be afraid to run the ball just because Emmitt Smith is sporting a Cardinal's uniform now. Troy Hambrick is capable and with the likes of Larry Allen and Flozell Adams clearing the way, establishing the run shouldn't be too difficult. Terry Glenn is a great possession receiver who has a knack for getting open, while Joey Galloway is one of the fastest receivers in the league. Get Galloway the ball on quick slants and watch him run. On defense, the strength of your safeties presents you with many options. Both guys excel at blitzing the quarterback, but don't get predictable.



**Passing >>>**



**Singleback Twin TE:  
Triple Outs**

It's important to protect Chad Hutchinson, and the Twin TE does an excellent job of slowing down the pass rush. The Triple Outs features short out patterns for both tight ends, but we like Joey Galloway's sneaky drag pattern across the field from right to left, especially against a zone defense. He often gets lost as the linebackers scramble to cover the tight ends, and if you time it right, you can hit him in full stride.

**Passing >>>**



**Shotgun 4WR: Post Flags**

Galloway and Glenn run mirrored 15-yard slants toward either sideline. With the defense preoccupied with the dangerous Galloway, this is a perfect time to look for Glenn on the other side. Roll to the left and release the ball as soon as he makes his cut to the sideline.

**Defending the Run >>>**



**4-3 Over: Man Flats**

The Cowboys' defense sometimes struggles against a strong outside running attack. If your linebackers are a step slow in getting to the corner, try the Man Flats for better lateral pursuit. Try the 4-3 Normal: Double X when your opponent pounds the ball up the gut.

**Defending the Pass >>>**



**Nickel Normal: Cover 2**

This man/zone defense brings just enough pressure to force some hurried throws, and the bump and run from the cornerbacks makes it difficult to complete timing patterns. When the ball is in the air, free safety Roy Williams knows just what to do.

**Blitzing with the Cowboys >>>**



**Nickel 3-3-5: Corner Blitz**

With only 3 linemen, the offense has a tough time figuring out what's coming here, but after the snap, the quarterback will know all too quickly. Relentless pressure from the outside forces the quarterback out of the pocket, where he is an easy target. A word of warning: keep an eye on the middle of the field if you are facing McNabb, Plummer, or another mobile quarterback. With all the movement from the linebackers, there is plenty of room between the hash marks.



# MIAMI DOLPHINS

HOME FIELD: PRO PLAYER STADIUM LOCATION: MIAMI, FLORIDA TYPE: OPEN CAPACITY: 75,540 SURFACE: GRASS

## ★ STAR PLAYERS ★

### Ricky Williams

Halfback



Ricky Williams capped a remarkable career at Texas winning the 1999 Heisman Trophy. Last season (his first with the Dolphins), he led the league with 1,853 yards and 16 touchdowns. In 2000, he became the first Saints running back since 1989 to rush for 1,000 yards hitting 1,000 on the dot, following up the effort with 1,245 yards and 6 scores in 2001. Williams has the combination of speed and power all scouts look for in a running back and he has developed into a good receiver out of the backfield.

#### KEY ATTRIBUTES

Speed:	91
Agility:	93
Breaking Tackles:	97
Awareness:	93

### Jason Taylor

Defensive End



Few defensive players have the ability to single-handedly take over a game, but Jason Taylor made it a routine practice in 2002, finishing the season with an NFL-leading 18.5 sacks. At 6'6", 260 lbs., he has great athleticism that forces the opposition to regularly assign 2 blockers to him, or simply run plays the opposite way. Taylor has 58 career sacks in just 6 pro seasons. He was a 3-year starter at Akron, where he also played basketball.

#### KEY ATTRIBUTES

Speed:	82
Strength:	78
Tackling:	83
Awareness:	85

## ✓ SCOUTING REPORT

Quarterback Jay Fiedler has faced adversity from the fans and the press, but the numbers don't lie. He's 27-11 as a starter and while he may not be the fastest guy out there, or have the strongest arm, he has the intangibles of a winner. It also helps that he has Ricky Williams to hand the ball to. Williams is coming off a season in which he led the league in rushing (1,853 yards) and developed into a fine receiver out of the backfield, and one of Fiedler's favorite targets. When Fiedler doesn't throw to the former Heisman Trophy winner, he looks downfield to Chris Chambers, Derrius Thompson, and James McKnight.

The Dolphins defense is full of playmakers, led by right defensive end Jason Taylor. Coming off an 18.5 sack season, Taylor knows how to get to the quarterback, and he isn't too shabby against the run. Zach Thomas is the man in the middle anchoring the linebackers and once again was the team's leader in tackles. He'll be even better this year with Junior Seau on his wing. The secondary boasts 2 great playmakers in Patrick Surtain and Sam Madison, arguably the best pair of corners in the AFC.

## Key Plays



### Running ►► I Form Big: HB Blast

Although Ricky Williams is capable of making his own holes, you'll do better running behind left guard Jamie Nails. With the addition of the tight end, this play delivers a good surge, and you have many opportunities to cut to the outside. Williams runs extremely well in a crowd, so never give up on the play until he is flat on the ground.



### Running ►► Singleback Big: HB Off Tackle

Although this isn't a classic sweep, the big set allows Williams to bounce quickly to the outside and outrun the linebackers. Once into the open field he can use his moves to cut back and forth for double figure yardage. Bring the receiver on the right in motion and see if the corner follows further, opening up the right side.

## 2002 STANDINGS

W	L	TIES	PF	PA	HOME	ROAD	vs AFC	vs NFC	vs DIV
9	7	0	378	301	7-1	2-6	7-5	2-2	2-4

### MEET THE COACH: DAVE WANNSTEDT

- NFL Head Coaching Record: Miami Dolphins 31-18 (2000–present); Chicago Bears 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 Packers, 1974

## 2003 DRAFT PICKS

ROUND	PLAYER SELECTED	POSITION	SCHOOL
2	Eddie Moore	LB	Tennessee
3	Wade Smith	T	Memphis
3	Taylor Whitley	G	Texas A&M
5	Donald Lee	TE	Mississippi State
5	J.R. Tolver	WR	San Diego State
6	Corey Jenkins	LB	South Carolina
6	Tim Provost	T	San Jose State
6	Yeremiah Bell	S	Eastern Kentucky
7	Davern Williams	DT	Troy State

### Coaching the Dolphins

When you have the ball, it all starts with Ricky Williams. He's strong enough to run between the tackles, yet fast enough to turn the corner, and difficult to bring down in the open field. Make sure you get him his touches and use him as a receiver out of the backfield. When passing the ball, a conservative approach is your best bet, which means throwing underneath to Williams and your tight end Randy McMichael. This defense won't let you fall too far behind and the strength of your corners and linebackers allows you to blitz often with the safeties.



**Passing >>>**



**I Form Normal: PA FB Flat**

With the defense expecting a steady dose of Ricky Williams, using play action gives the receivers a split-second advantage against most defensive sets. This play sends Chris Chambers streaking down the right side, and if the defense bites hard on the play fake, he should have single coverage. Fullback Rob Konrad leaks out to the right and is usually wide open. Derrius Thompson goes up the field 10 yards before slanting to the middle. Williams is also an option. The play action fake is to him, and he'll continue through the line and turn around in the flat.

**Passing >>>**



**Singleback 4WR: Slant Overload**

Gadsden and Chambers, split wide right, run parallel slants toward the middle of the field. With Ricky Williams drifting out to the right, the defense runs out of bodies, and Gadsden usually has single coverage over the middle. Deliver the ball crisply before the safeties converge. If the middle of the field looks too dangerous, loft the ball to the left sideline where McKnight is running a deep slant. And of course, there is always Ricky Williams flaring out to the right.

**Defending the Run >>>**



**4-3: Under Man**

With Seau and Thomas behind the line, there is no need to get fancy on run defense. Take control of Seau and head up to the gap between the right end and tackle. You don't have to attack at the snap, but your presence is very unsettling to the opposing quarterback. When the play unfolds, plug the gap, or pursue laterally to stop the outside run.

**Defending the Pass >>>**



**Nickel 3-3-5: Under 7 Slice**

This formation takes full advantage of the athletic Dolphin defense. Junior Seau drops back and drifts toward the sideline, while Jason Taylor leads the 3 down linemen against the offensive line, with the help of Zach Thomas blitzing straight up the gut. The remaining pass coverage is nearly impregnable, with a 3-deep zone and a combination of man and short zone coverage on the sidelines. If the opposition finds an open man against this formation, they've earned it.

**Blitzing with the Dolphins >>>**



**Dime Normal: Seau Blitz**

This is one of several choices for pressuring the quarterback. Seau blitzes around the left end, and although he may not get through the offensive line, his rush usually frees Jason Taylor or Tim Bowens to wreak havoc on the pocket.





## ★ STAR PLAYERS ★

**Donovan McNabb**  
Quarterback


**#5**

Entering his fifth season as starting quarterback, Donovan McNabb may have the best long-term potential of any signal caller in the NFL. He's a great runner who frustrates defenses with his elusiveness. Although still improving as a passer and closer to fully understanding the intricacies of the West Coast offense, McNabb returns from an injury-torn 2002, 100 percent healthy and ready to lead the Eagles.

**KEY ATTRIBUTES**

**Speed:** 81  
**Throw Power:** 96  
**Throw Accuracy:** 84  
**Awareness:** 88

**Brian Dawkins**

Free Safety


**#21**

Brian Dawkins is the best player and inspirational leader on a great Philadelphia defense. He has a reputation of being a ruthless blitzler on a team that blitzes as much as any other in the league. The 2002 Pro Bowler covers as well as any corner in the league, allowing the Eagles to match up with teams that have a speedy third receiver. Dawkins possesses great strength, is a sure tackler in the open field, and will be a huge defensive key for Philadelphia.

**KEY ATTRIBUTES**

**Speed:** 91  
**Acceleration:** 97  
**Catching:** 71  
**Awareness:** 94

## ✓ SCOUTING REPORT

Philadelphia proved last season that they can succeed without Donovan McNabb, who missed much of the second half with a broken ankle. This bolstered the confidence of the rest of the offense. McNabb is healthy now, with hopes of getting the Eagles to their first Super Bowl in more than 20 years. Duce Staley's running makes it difficult for opposing defenses to key solely on McNabb. Former Raider fullback Jon Ritchie joins the backfield to block for Staley and give McNabb a good throwing option. The receiving corps features Todd Pinkston and James Thrash with Antonio Freeman entering games in 3 receiver sets. Whether throwing or running, the offensive line gets the job done with Tra Thomas, Jon Runyan, and Orlando Pace.

The strength of the Eagle's defense lies within its secondary. Brian Dawkins, Bobby Taylor, and Troy Vincent (3 of the 4 starters) went to the Pro Bowl last season. On special teams, David Akers has established himself as one of the top place kickers in the game.

## 2002 STANDINGS

W	L	TIES	PF	PA	HOME	ROAD	vs AFC	vs NFC	vs DIV
12	4	0	415	241	7-1	5-3	1-3	11-1	5-1

### MEET THE COACH: ANDY REID

- ▶ *NFL Head Coaching Record: Philadelphia Eagles 40-9 (1999-present)*
- ▶ *Prior Coaching Experience: Assistant Coach, Green Bay (1993-98)*
- ▶ *College Playing Career: BYU (1979-81)*
- ▶ *NFL Playing Career: N/A*

## 2003 DRAFT PICKS

ROUND	PLAYER SELECTED	POSITION	SCHOOL
1	Jerome McDougle	DE	Miami
2	L.J. Smith	TE	Rutgers
3	Billy McMullen	WR	Virginia
4	Jamaal Green	DE	Miami
6	Jeremy Bridges	T	Southern Miss
7	Norman Lejeune	S	LSU

### Coaching the Eagles

Donovan McNabb is one of the greatest weapons in the NFL. Roll him out, drop him back, or use the QB Draw. The facets of his game keep defenses off balance, and this really opens things up for your running game. Duce Staley will put up huge numbers while defenses worry about how to stop McNabb. When you do throw the ball, Antonio Freeman is a great option in the slot. His size and experience will overmatch most teams' third best corner or a safety. On defense, let the secondary set the tone. You'll be able to blitz your corners because of the cover strength of the safeties.

## Key Plays



### Running ▶▶ Singleback Big: HB Counter

When you support left tackle Tra Thomas with a tight end and a pulling right guard, Duce Staley usually finds gaping holes when he hits the line on this misdirection play. Get through the hole quickly and use the stiff arm liberally to push cornerbacks out of the way. Bring the receiver on the left in motion to the right. This tricks the defense into thinking the play is going in that direction, and they'll be leaning.



### Running ▶▶ Singleback Slot Strong: PA Rollout

This is a designed pass play, but it's also the perfect way to use Donovan McNabb's speed as a runner. Tuck the ball away after the play-action fake and take off downfield for big yardage, but don't run too early in the play. You want the receivers to take the linebackers and defensive backs downfield to clear your path. Don't be afraid to use this on third and long, but be careful not to overuse McNabb as a ballcarrier or the defense will start keying on him.



Passing >>>



**Singleback 4WR:  
Slot Cross Ins**

This play has 3 wide receivers moving laterally, which blends perfectly with McNabb's ability as a rollout quarterback. Pinkston, split far to the left, runs 10 yards straight downfield, and then angles sharply back toward the sideline. This route shields Pinkston from the coverage, making an interception all but impossible. If you absolutely, positively need a first down completion, this is it.

toward the middle, and then races all the way across the field to the right. On the other side, McMullen runs a slightly deeper slant and then crosses the field to the left. Finally, James Thrash runs a deep down and in, ending up in the middle of the field 10-15 yards out. All of the movement is very confusing for the defense, and you should find at least 2 open receivers. If you decide not to hit Pinkston right away, roll out to either side and look for one of the slot receivers cutting across the middle.

The left slot receiver, Mitchell, takes a very short slant

Passing >>>



**Near Normal: Center Pass**

This play exploits tight end Chad Lewis's abilities downfield as he blows by the linebackers and gives the defensive backs more than they can handle. If Lewis is picked up by a safety, or if the defense is in a zone, Duce Staley leaks out to the left and is a good target on the move. Thrash runs a hard 12 yards from the right and curls in.

Defending the Run >>>



**46 Bear: Plug Cover 1**

The philosophy of the 46 defense against the run is to stay outside the blocking and force the play to the middle. The Plug Cover 1 does just that, thanks to a spread of 6 men along the line of scrimmage. Even against 2 tight ends, the Plug Cover 1 overwhelms the point of attack. Against a counter, as pictured here, there are simply too many attackers for the fake to have much of an effect, resulting in a tackle in the backfield.

Defending the Pass >>>



**46 Bear: Hero Stunt**

About the only pass you can complete with any consistency against this defense is a 5-yard out pattern. That is of course, dependent upon having enough time to throw an accurate pass. The Hero Stunt sends the LOLB looping around between the left end and tackle, as 2 more linebackers flare out to cover the short zones on either side of the line. The cornerbacks and safeties drop into medium and deep zones, making it very difficult for the receivers to complete anything more than the shortest, and most simple routes.

Blitzing with the Eagles >>>



**46 Normal: Storm Blitz**

As we pointed out in Coaching the Eagles, the defensive secondary dictates the aggressiveness of this defense. Hence, you should blitz at some level on every passing down. The Storm Blitz features 2 linebackers who loop around, joining together in a powerful attack aimed at the right side of the offensive line. The left end slides outside just enough to accommodate the linebackers, while the right end

takes a wide rush, looking to run down the quarterback from behind. You'll be amazed at how quickly opposing quarterbacks get rid of the ball when facing this defense. Thanks to the Eagles' All-Pro defensive backs, completions are few and far between.



# ATLANTA FALCONS

HOME FIELD: GEORGIA DOME LOCATION: ATLANTA, GEORGIA TYPE: DOME CAPACITY: 71,149 SURFACE: TURF

## ★ STAR PLAYERS ★

### Michael Vick

Quarterback



Entering his third NFL season out of Virginia Tech, Michael Vick has quickly established himself as one of the game's most exciting players. He went to the Pro Bowl last year after his first season as a starter, after throwing for 2,938 yards with 16 TDs and only 8 interceptions. He should improve as a thrower in his second year as a starter. Vick was referred to by most analysts last year as the best athlete ever to play the position. He had an amazing 20-1 record as a starter while at Virginia Tech.

#### KEY ATTRIBUTES

Speed:	97
Throw Power:	97
Throw Accuracy:	84
Awareness:	80

### Keith Brooking

Middle Linebacker



Five-year veteran and 2-time Pro Bowler Keith Brooking is a monster against the run. He looks for openings in the line and shoots the gap. Brooking has started 50 consecutive games for a Falcons team that pulled off a playoff upset against the Packers at Lambeau Field. A first-round draft choice back in 1998, he is the leading tackler in the history of Georgia Tech football with 467.

#### KEY ATTRIBUTES

Speed:	72
Strength:	85
Tackling:	88
Awareness:	90

## ✓ SCOUTING REPORT

The Falcons proved in 2002 they were ready to compete with the top dogs of the NFC, thanks almost entirely to the playmaking abilities of Michael Vick. The second-year quarterback elevated the Falcons without the benefit of a top tier receiver, but that will change this season with the addition of wide receiver Peerless Price, who caught 94 balls last year in Buffalo. He'll join Brian Finneran and tight end Alge Crumpler as Vick's downfield targets. Warrick Dunn starts at halfback and is often more effective coming out of the backfield as a receiver, than he is as a runner.

The defense is led by linebacker Keith Brooking who stuffs the run, and can cover the opposition's tight end. Ends Patrick Kerney and Brady Smith provide good pressure from the outside, while Ray Buchanan and Tyrone Williams are effective in single coverage against most of the league's receivers. Place kicker Jay Feely (32-40 field goals) eclipsed Morten Anderson's franchise record with 138 points in 2002.

## Key Plays



### Running ►► Singleback Big: HB Toss Strong

Warrick Dunn has the speed and moves to take this play in 2 different directions. A sharp cutback just past the tight end often catches the defense over-pursuing; so don't be surprised if you rack up 7-10 yards. Of course, you can also get Dunn quickly to the corner where he can turn up field and leave the linebackers behind. Take whatever the defense gives you on this play. Bring big tight end Brian Kozlowski in motion from left to right for an additional blocker.



### Running ►► Full House Normal: Fake Pitch Boot

This play is designed exclusively to use Michael Vick's exceptional running ability. The Full House backfield features 3 backs. Vick fakes a pitch to the right, and in a split-second, a hole opens on the left as the defensive surge moves toward the suspected ballcarrier. Act quickly and dart through the hole. Remember, Vick is not a fullback, so don't try to run anyone over. Keep juking until you get outside and then take the play as far as you can without risking injury. Remember, Vick is the franchise!

## 2002 STANDINGS

W	L	TIES	PF	PA	HOME	ROAD	vs AFC	vs NFC	vs DIV
9	6	1	402	314	5-3	4-3-1	2-1-1	7-5	4-2

## MEET THE COACH: DAN REEVES

- NFL Head Coaching Record: Atlanta Falcons 48-45-1 (1997-present); New York Giants 31-33 (1993-96); Denver Broncos 110-73-1 (1981-92)
- Prior Coaching Experience: Offensive Coordinator, Dallas (1977-80)
- College Playing Career: South Carolina (1962-64)
- NFL Playing Career: Halfback—Dallas Cowboys (1965-72)

## 2003 DRAFT PICKS

ROUND	PLAYER SELECTED	POSITION	SCHOOL
2	Bryan Scott	CB	Penn State
4	Justin Griffith	FB	Mississippi State
5	Jon Olinger	WR	Cincinnati
6	LaTarence Dunbar	WR	TCU
6	Waine Bacon	S	Alabama
7	Demetris Veal	DL	Tennessee

## Coaching the Falcons

Michael Vick is the most versatile quarterback in the NFL. He's the team's best runner and has a rocket for an arm. Use his speed by calling plenty of rollouts. This gives you the option of running if no one is open. Dunn needs to be used with care, because he is more effective running to the outside as opposed to between the tackles. Don't forget he is a great receiver out of the backfield.

Mix it up on defense. What you lack in talent you can make up for in schemes. Above all, don't be predictable. Cheat your safeties toward the middle of the line on running downs.

**Passing >>>**



toward Crumpler, there is no way that he can turn around and catch up with Jenkins

**Shotgun Trips Bunch: Vert Pressure**

This unique formation sends 5 receivers down the field. Your primary is tight end Alge Crumpler, who lines up in the slot just off the right side of the line and slants toward the right sideline. He runs 10 yards alongside receiver MarTay Jenkins, until Jenkins slants toward the middle of the field. Watch both receivers as they make their cuts and base your decision on how the coverage reacts. Look at the deep defender. If he is running

**Passing >>>**



**Shotgun Trips Bunch: Slot Wheel**

Two of the 3 receivers on the right side run deep routes, Jenkins runs a fly straight down the field, and Price takes a deep slant from right to left. With so much speed moving down the field, the cornerback and safety usually forget about tight end Crumpler, who runs a 5 and out. Not only is he ignored, but there is usually a 3-5 yard separation from the closest defender, a linebacker. If you turn upfield immediately, you can tack on some serious yardage after the catch.

**Defending the Run >>>**



**3-4 Pressure: Man Lock**

This formation transforms a 3-4 into a 6-1 by bringing 3 linebackers into the box. On most teams, you wouldn't leave a single linebacker to cover the field. But, most teams don't have Keith Brooking in the middle. This formation gives a big set all that it can handle, while Brooking follows the play if it turns outside.

**Defending the Pass >>>**



**Dime Flat: Under Man**

With man coverage across the field, the short and medium zones are nicely clogged, while a 2-deep zone picks up the deep threats. The 4-man front must pressure the quarterback without a blitzing linebacker, so you might want to grab hold of Patrick Kerney at left end and go quarterback hunting.

**Blitzing with the Falcons >>>**



**Nickel Normal: McBride Blitz**

The McBride Blitz features a 2-deep zone, so you shouldn't get burned with the home run ball. But, this play is all about stopping the offense on third and 7, when a savvy quarterback is looking underneath the coverage for first-down yardage. With the exception of McBride blitzing from his right cornerback position, 2 corners and 2 linebackers are in man coverage from sideline to sideline. But, the middle zone can

be exploited if you don't put some pressure on the quarterback. So, take control of McBride and get in the passer's face before his receivers have the time to shake the linebackers.

## ★ STAR PLAYERS ★

### Terrell Owens

Wide Receiver

#81

In his seventh season out of Tennessee-Chattanooga, Terrell Owens turned in an outstanding 2002 with 100 catches for 1,300 yards, and 8 touchdowns. Not surprisingly, he was rewarded with a trip to the Pro Bowl. 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 in 2000. 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.

#### KEY ATTRIBUTES

**Speed:** 97  
**Acceleration:** 98  
**Catching:** 97  
**Awareness:** 95

### Bryant Youngs

Defensive Tackle

#97

Entering his 10th season, Bryant Young is one of the most dominant and disruptive forces in the NFL and the leader of the 49ers defense. Known for putting pressure on the quarterback, Young is actually underrated when it comes to stopping the run. He has recorded 3 career safeties, tying him for third all-time in NFL history. He has 63 career sacks. Young earned All-America honors as a senior at Notre Dame, posting 67 tackles and leading the Irish with 6.5 sacks.

#### KEY ATTRIBUTES

**Speed:** 61  
**Strength:** 90  
**Tackling:** 92  
**Awareness:** 92

## ✓ SCOUTING REPORT

The 49ers enjoyed a 10-6 2002 before bowing out of the playoffs to eventual champion Tampa Bay. Jeff Garcia had another huge season, throwing for 3,344 yards with 21 TDs and just 10 interceptions. Tai Streets emerged last year as a legitimate complement to Owens, grabbing 72 balls. Kevan Barlow and Garrison Hearst are equally talented and should both see significant time carrying the ball.

Defensively, Andre Carter emerged in 2002 as a serious threat to the opposing quarterback, and along with Bryant Young, gives the Niners a great pass rush, taking the pressure off the rest of the defense. Linebacker Julian Peterson had the finest season of his 3-year career and played in his first Pro Bowl. This will be a big year for fourth-year cornerbacks Ahmed Plummer and Jason Webster. A good season from this duo could spell a deep trip into the playoffs for San Francisco.

## Key Plays



### Running ▶▶▶ I Form Normal: HB Blast

This is a good play to utilize Garrison Hearst's shiftiness running either inside or out. Follow fullback Fred Beasley paving the way left side around the tackle. Bringing the tight end in motion right to left gives you another blocker. If you use this option, let the defense dictate whether you run through the hole between the tackle and the tight end or break the run off to the outside.



### Running ▶▶▶ Split Backs Normal: HB Counter

On the HB Counter, Hearst starts to the left, and then follows Beasley back to the right. However, unlike a power sweep, your best path may be up the middle or behind the tackle. This play is all about going against the grain, and if you can dance your way through the soup, you can rack up 5-10 yards.

## 2002 STANDINGS

W	L	TIES	PF	PA	HOME	ROAD	vs AFC	vs NFC	vs DIV
10	6	0	367	351	5-3	5-3	2-2	8-4	5-1

## MEET THE COACH: DENNIS ERICKSON

- ▶ *NFL Head Coaching Record: Seattle Seahawks 31-33 (1995-98)*
- ▶ *Prior Coaching Experience: Head Coach, Oregon State (1999-02); Head Coach, Miami (1989-94); Head Coach Washington State (1987-88); Head Coach, Wyoming (1986); Head Coach, Idaho 1982-85*
- ▶ *College Playing Career: Montana State (1966-68), 3-year starter at quarterback*
- ▶ *NFL Playing Career: N/A*

## 2003 DRAFT PICKS

ROUND	PLAYER SELECTED	POSITION	SCHOOL
1	Kwame Harris	T	Stanford
2	Anthony Adams	DT	Penn State
3	Andrew Williams	DE	Miami
4	Brandon Lloyd	WR	Illinois
5	Aaron Walker	TE	Florida
6	Arnaz Battle	WR	Notre Dame
7	Ken Dorsey	QB	Miami

## Coaching the 49ers

With Terrell Owens to throw to, it's sometimes easy to forget about the running game, but both Kevan Barlow and Garrison Hearst have the skills to establish the run, and both are good receivers out of the backfield. Owens is definitely the man to look for when you need to get down the field, but Tai Streets does have a knack for getting open and is often ignored by defenses keying on Owens. The push of the front 4 keeps the opposition's quarterback off balance and allows linebacker Julian Peterson to roam the middle of the field waiting for the QB to make a mistake. Safety Tony Parrish can come up and stuff the run, as well as cover a receiver, giving you options in terms of blitzing one of your corners.



**Passing >>>**



***I Form 3 WR: Pump N Go***

The Pump N Go sends Terrell Owens 4 yards down the field. He then turns, at which point you pump fake. Owens turns back up the field, leaving the cornerback behind. Cedric Wilson lines up in the slot next to Owens and slants in before turning out. If the defense is sitting back in a zone, this may be where you want to deliver the ball. Tai Streets runs the same route as Owens on the left side of the field.

**Passing >>>**



***Split Backs Normal: WR Screen***

This screen gets Owens the ball on the right side with blockers in front of him. Deliver him the "pigskin," survey the blockers, and watch as the cornerback tries to bring him down in the open field. If the defense is cheating forward, Hearst runs a pattern down the left sideline and Streets runs 7 yards forward from where he lines up on the left and slants into the middle of the field.

**Defending the Run >>>**



***4-3 Over: Mike Fire***

The Mike Fire is geared up for the inside run, with the tackles double-teaming the center, and a linebacker blitzing up the middle. However, there is lateral coverage as well, with a linebacker lined up alongside the left end, and 2 cornerbacks in tight man coverage. Another linebacker is positioned behind the right end. There is only a single safety in a deep zone, but because this formation is designed to stuff the run, you needn't commit 2 or 3 defensive backs to zone coverage.

**Defending the Pass >>>**



***4-3: Man Cover 1***

Effective pass defense does not always mean a Nickel or Dime package. In the Man Cover 1, the 49ers bring 5 in the pass rush, and this is required when facing an upper echelon quarterback such as Brett Favre. It is the pressure that forces mistakes, and in this case, middle linebacker Derek Smith is there to make the play. Using a man defense on third and long may seem to be a gamble, but safety Tony Parrish and cornerback Ahmed Plummer are 2 of the best cover men in the league, and they'll keep the opposing offense from completing a big play.

**Blitzing with the 49ers >>>**



***Nickel Normal: Ulbrich Blitz***

The ROLB blitzes hard between the right tackle and end, while 4 linebackers and cornerbacks play tight man coverage across the field. Ulbrich may not get to the quarterback, but the added pressure frees up right end Andre Carter (pictured here). If you can't get to the quarterback, stellar free safety Tony Parrish leads a 2-deep zone that guards against the long ball.

# NY NEW YORK GIANTS

HOME FIELD: GIANTS STADIUM    LOCATION: EAST RUTHERFORD, NEW JERSEY    TYPE: OPEN    CAPACITY: 79,469    SURFACE: GRASS

## ★ STAR PLAYERS ★

### Amani Toomer

Wide Receiver

#81

Entering his eighth year out of Michigan, Amani Toomer is the leader of a productive and largely unsung group of Giants' receivers. The 2002 season marked his fourth consecutive 1,000-yard receiving season in which he tallied 82 catches for 1,378 yards and 8 touchdowns. Used primarily as a punt return man and third and fourth wide receiver in his first 3 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.

**KEY ATTRIBUTES**
**Speed:** 91

**Acceleration:** 92

**Catching:** 91

**Awareness:** 89

### Michael Strahan

End

#92

Michael Strahan is coming off an 11-sack season after one of the most dominant individual seasons in NFL history, breaking the league's sack record recording of 22.5 in 2001.

Entering his 11th season from Texas

Southern, Strahan is a tireless worker who seems to improve each year developing new moves by which to reach the quarterback. The future Hall of Famer is happy with the sack record, but takes more pride in his improvement against the run. He is one of the most dominating defensive forces in the game.

**KEY ATTRIBUTES**
**Speed:** 73

**Strength:** 86

**Tackling:** 87

**Awareness:** 95

## ✓ SCOUTING REPORT

The Giants bounced back from a 7-9 2001 campaign to go 10-6 in 2002 and earn a trip to the postseason. Quarterback Kerry Collins had the best season statistically of his career, throwing for just over 4,000 yards with a completion rate of 61.5 percent. Amani Toomer had a club record for receiving yards and was greatly aided by the presence of tight end Jeremy Shockey. The dynamic passing attack is assisted by the emergence of Ike Hilliard and Ron Dixon, who join Toomer in the Giant's 3-wide receiver set. On the ground, Tiki Barber, Dorsey Levens, and Ron Dayne are all capable, but Barber will see most of the action.

On defense, Michael Strahan strikes fear in the mind of opposing quarterbacks. Micheal Barrow leads the linebackers, while Will Peterson and Will Allen are both excellent cover corners. Veteran Mike Hollis handles the place-kicking and Jeff Feagles is the punter.

## ny Key Plays



### Running ▶▶ Singleback Normal: HB Smash

Tiki Barber is given the ball on the HB Smash and surveys where the hole is. You'll usually find an opening between the right guard and tackle, but depending on how the defense reacts, you may want to break the run outside right around tight end Jeremy Shockey. Bringing Amani Toomer in motion right to left will bring the cornerback with him if the defense is in man coverage. This opens up the sideline even more.



### Running ▶▶ Singleback Big: Giants 25 Counter

This signature running play uses misdirection behind a 2-tight end set to punch holes in the defensive line. Look for opportunities inside behind the guard, and outside, just past the tight end. If you spot this play when the passing play is clicking, you can expect 5-7 yards every time.

## ny 2002 STANDINGS

W	L	TIES	PF	PA	HOME	ROAD	vs AFC	vs NFC	vs DIV
10	6	0	320	279	5-3	5-3	2-2	8-4	5-1

### MEET THE COACH: JIM FASSEL

- ▶ *NFL Head Coaching Record: New York Giants 56-43-1 (1997-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*

## ny 2003 DRAFT PICKS

ROUND	PLAYER SELECTED	POSITION	SCHOOL
1	William Joseph	DT	Miami
2	Osi Umenyiora	DE	Troy State
3	Vishante Shiancoe	TE	Morgan State
4	Roderick Babers	CB	Texas
5	Dave Diehl	G	Illinois
6	Willie Ponder	WR	SE Missouri
6	Frank Walker	CB	Tuskegee
6	David Tyree	WR	Syracuse
7	Charles Drake	S	Michigan
7	Wayne Lucier	C	Colorado
7	Kevin Walter	WR	Eastern Michigan

### Coaching the Giants

Tiki Barber is a proven commodity and will establish the run. Bring Ron Dayne in for short yardage situations and use Dorsey Levens as a receiver out of the backfield. This may be the deepest backfield in the NFL. An established run makes it easier to throw the football. Kerry Collins has the arm strength to get the ball deep and both Ike Hilliard and Amani Toomer have the speed to get past the secondary. Your corners are good enough to handle single coverage, and the pass rush is strong, creating options for safeties Shaun Williams and Omar Stoutmire.

**Passing >>>**



**Singleback Normal: Shockey Screen**

Your 3 receivers are all going to run straight down the field. Toomer sprints deep from the right side and hopefully attract the attention of the safety. Tight end Shockey delays as if he is setting up to block, but then leaks off to the right. Ideally you get him the ball with only a linebacker defending. From there, Shockey has the power to bowl over cornerbacks and the speed to turn upfield. When Shockey first receives the pass, look for the center and guard, and take advantage of their blocks if they are still in front of the play.

**Passing >>>**



**Shotgun Normal: Post Flags**

Amani Toomer slants in and then out from the right side, while Ike Hilliard runs the same route on the left. If you need to stop the clock, this is a good play to gain yards, but get out of bounds. Ron Dixon runs underneath Hilliard on the left and is another good sideline target. If the outside is well defended, and stopping the clock isn't a priority, Shockey runs about 5 yards downfield on the right, and turns around.

**Defending the Run >>>**



**4-3 Over: Double TE**

The extra linebacker up front presents a 5-man line, making it easier to handle a big offensive set. Michael Strahan is an immovable object on the left. Use a line shift to gain a favorable angle against the tight end. If the play goes away from Strahan (which it often does if the opposing coach has any smarts), you can count on excellent run coverage from right corner Will Peterson.

**Defending the Pass >>>**



**Nickel Normal: Robber**

With Michael Strahan up front, you don't need a blitz to put pressure on the quarterback. This keeps an extra defensive back in coverage, allowing the blend of short and medium zones, plus man coverage, to confuse and delay the routes.

**Blitzing with the Giants >>>**



**Quarter Normal: Strong Blitz**

This 3-man front puts an amazing amount of pressure on the quarterback, without sacrificing pass coverage. The middle and left outside linebackers blitz hard, collapsing the pocket backward and forcing an early throw. On third and long, faith in your secondary on deep coverage will be rewarded.





## ★ STAR PLAYERS ★

### Fred Taylor

Halfback


**#28**

In his sixth year out of Florida, Fred Taylor is a threat to score every time he touches the ball. Boasting the great combination of size and speed, Taylor had his best pro season in 2002, staying healthy for the duration of the year, and running for 1,314 yards, while catching 49 passes for 408 yards. He is the Jaguars' career, single season, and single game rushing leader.

**KEY ATTRIBUTES**

Speed:	92
Agility:	89
Breaking Tackles:	90
Awareness:	85

### Hugh Douglas

Defensive End


**#58**

Hugh Douglas joins the Jaguars after a 5-year stint with the Eagles, including a 12.5 sack campaign in 2002. A relentless pass rusher, and a constant "chatter box" on the field, the one-time Jet is often double-teamed. A 2-time NAIA Division I All-American from Central State in Ohio, Douglas would line up against Erik Williams, the Cowboys former all-pro tackle, in practice each day. That experience, Douglas insists, made him a better player.

**KEY ATTRIBUTES**

Speed:	75
Strength:	86
Tackling:	87
Awareness:	94

## ✓ SCOUTING REPORT

After a second consecutive 6-10 campaign, the Jaguars decided it was time for a change. Out was Tom Coughlin, the only coach in the history of the franchise, and in came Jack Del Rio, a former player and widely regarded as a "player's coach." Byron Leftwich was the Jags' top draft choice, but Mark Brunell will still be the starting quarterback, at least for 2003. Fred Taylor managed to remain healthy for all of 2002 and is a devastating force as both a runner and a receiver. Newly signed fullback Marc Edwards will open holes for Taylor. The receiving corps is still led by veteran Jimmy Smith, coming off an 80-reception season a year ago with Donald Hayes serving in the role of second receiver and Kyle Brady lining up at tight end.

On defense, the line looks solid. Hugh Douglas and Marco Coleman on the ends with Marcus Stroud and John Henderson in the middle should provide a fearsome pass rush, as well as stop the run. Safety Donovan Darius is the leader of an unsung secondary. Punter Chris Hanson represented the AFC in the Pro Bowl with a 37.6 net-average in 2002.

## Key Plays



### Running >>> I Form Normal: HB Slam

The HB Slam is designed for Fred Taylor to follow fullback Marc Edwards through the hole between the tight end and the left tackle. Taylor has the speed to break the play to the outside if the hole doesn't materialize. You also can plan to go outside by sending Edwards in motion prior to the snap.



### Running >>> Weak I Normal: Quick Pitch

The Quick Pitch gives Taylor the ball moving right. Both the right guard and tackle pull out to lead the play and it's up to you to turn the corner. Customize this play with motion. Sending Jimmy Smith from left to right prior to the snap exposes the coverage (man or zone). If the corner follows, you have one less man to beat when you turn the corner. You can also move the tight end off the line and to the right, if you trust that your guard and tackle can withstand the pressure up the middle.

## 2002 STANDINGS

W	L	TIES	PF	PA	HOME	ROAD	vs AFC	vs NFC	vs DIV
6	10	0	328	315	3-5	3-5	4-8	2-2	1-5

### MEET THE COACH: JACK DEL RIO

- ▶ *NFL Head Coaching Record: First NFL Head Coaching job*
- ▶ *Prior Coaching Experience: Assistant Coach, Carolina Panthers (2002); Assistant Coach, Baltimore Ravens (1999-01); New Orleans Saints (1997-98)*
- ▶ *College Playing Career: USC (1981-84)*
- ▶ *NFL Playing Career: Linebacker; New Orleans Saints (1985-86), Kansas City Chiefs (1987-88), Dallas Cowboys (1989-91), Minnesota Vikings (1992-95)*

## 2003 DRAFT PICKS

ROUND	PLAYER SELECTED	POSITION	SCHOOL
1	Byron Leftwich	QB	Marshall
2	Rashean Mathis	S	Bethune-Cookman
3	Vincent Manuwai	G	Hawaii
4	George Wrihster	TE	Oregon
4	LaBrandon Toefield	HB	LSU
6	Brandon Green	DE	Rice
6	David Young	S	Georgia Southern
6	Marques Ogden	T	Howard
7	Malaefou MacKenzie	RB	USC

### Coaching the Jaguars

Lean on Fred Taylor. He can change the outcome of a game. Let him run and throw him the ball as a receiver. Keep the clock moving. When you need to throw deep, look in the direction of Jimmy Smith. He runs great routes and isn't afraid to go over the middle. On defense, the front 4 will force the opposing quarterback to make quick (and often, ill-advised) decisions, so you can sit back in a zone and get your fair share of picks. Cheat your safeties forward against the run.



## Passing >>>



sideline. If Smith and Lockett are blanketed, then Stokes is probably in single coverage. Loft the ball way downfield and you just might put 6 points on the board.

### **Singleback Trips WR: PA Streak**

You have to see how the defense reacts to the play action before deciding where to throw the ball. If Jimmy Smith's man bites, Smith will leave him behind as he sprints down the field all alone, or with the safety desperately trying to catch up. If Smith draws double coverage despite the play fake, look for Kevin Lockett in the right slot slanting across the middle, or Stokes running straight up field on the left and then slanting toward the

## Passing >>>



### **Shotgun 5 WR: Outs**

Four of the 5 receivers run routes that put them near the sideline. This is smart play if time is of the essence. The primary receiver is Kevin Lockett who lines up in the right slot, runs 10 yards, and then quickly turns out. Seldom used Micah Ross is next to Lockett in the slot and also runs 10 yards down the field before slanting right, while Jimmy Smith runs about 5 yards and turns in. We like Ross's route, because the defensive backs peel away as Lockett turns out and Smith turns in, leaving Ross in single coverage.

## Defending the Run >>>



### **4-3: Double TE**

Few offensive lines in the league can consistently push the Jaguars' front 4 out of the way. This allows the linebackers and cornerbacks to sprint quickly to the sideline to follow any run to the outside.

## Defending the Pass >>>



### **Dime Normal: Cover 2 Pinch**

This alignment has a little bit of everything: deep zone, shallow zone, man coverage, and bump and run. The tackles key on the center, so you might have a breakthrough up the middle. In the meantime, the blended coverage should manhandle the wideouts and frustrate other receivers coming over the middle.

## Blitzing with the Jaguars >>>



### **Nickel Strong: NB Blitz**

This play brings a serious rush from the right side, and it usually outruns the pocket to deliver backside pressure to the quarterback. With only one man blitzing, the pass defense is still very strong, so don't worry if your rush doesn't produce a sack. If the opposing team seems more susceptible to the inside rush, try the Dime Normal: Westmoreland Blitz.

## ★ STAR PLAYERS ★

### Curtis Martin

Halfback

#28

**KEY ATTRIBUTES**

<b>Speed:</b>	<b>88</b>
<b>Agility:</b>	<b>86</b>
<b>Breaking Tackles:</b>	<b>89</b>
<b>Awareness:</b>	<b>93</b>

Curtis Martin is one of the NFL's elite running backs. Last year, the 4-time Pro Bowler ran for 1,094 yards and 7 touchdowns. 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 8 consecutive seasons, which is the duration of his career. He starred at the University of Pittsburgh.

### John Abraham

Defensive End

#94

**KEY ATTRIBUTES**

<b>Speed:</b>	<b>78</b>
<b>Strength:</b>	<b>80</b>
<b>Tackling:</b>	<b>83</b>
<b>Awareness:</b>	<b>79</b>

John Abraham has emerged as a star after just 3 seasons in the league. The elusive, relentless defender was named to the Pro Bowl in 2002 for a second consecutive season after recording 10 sacks. He is effective anywhere on the line, which keeps offenses on their toes. Abraham never gives up on a play. A first-round draft choice from South Carolina, he has the talent, desire, and poise to be a dominant player for years to come.

## ✓ SCOUTING REPORT

The Jets offense quietly emerged in 2002 as a force in the AFC. Chad Pennington finished the season as the league's highest-rated passer, throwing for 3,120 yards, completing nearly 70 percent of his passes with 22 touchdowns to just 6 interceptions. Pennington will miss his favorite receiver from a year ago (Laveranues Coles signed with the Redskins), but Jets management signed Curtis Conway to fill his shoes and he'll join Wayne Chrebet and Santana Moss to provide downfield targets. Curtis Martin controls the tempo of games, having surpassed the 1,000-yard plateau for 8 straight years.

The defense is anchored by big John Abraham, who had 10 sacks in 2002, but is capable of more. Top draft choice Dewayne Robertson should start immediately at right tackle. The trio of linebackers (Marvin Jones, Mo Lewis, and Sam Cowart) gets the job done, while Donnie Abraham and Aaron Beasley are good cover corners. Jamie Henderson makes the switch from corner to safety and plays with an intense passion for the game.

## Key Plays



### Running >>> Strong I Normal: Quick Toss

Curtis Martin is the recipient of the Quick Toss and looks to turn the corner as the pulling right guard and tackle, tight end, fullback Jerald Sowell, and receiver Curtis Conway create the wall. Sending Conway in motion right to left prior to the snap may bring the cornerback along and out of the play. If the corner doesn't follow, revert Conway to his original position.



### Running >>> Split Backs 3WR: Off Tackle

Martin lines up on the left, but then heads right as Chad Pennington hands him the ball. You don't necessarily want to break this play to the outside. Look for the hole between the right tackle and the fullback and cut up field.

## 2002 STANDINGS

W	L	TIES	PF	PA	HOME	ROAD	vs AFC	vs NFC	vs DIV
9	7	0	359	336	5-3	4-4	6-6	3-1	4-2

## MEET THE COACH: HERMAN EDWARDS

- ▶ *NFL Head Coaching Record: New York Jets 19-13 (2001-present)*
- ▶ *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 Eagles 1977-85, Los Angeles Rams, 1986; Atlanta Falcons, 1986*

## 2003 DRAFT PICKS

ROUND	PLAYER SELECTED	POSITION	SCHOOL
1	Dewayne Robertson	DT	Kentucky
2	Victor Hobson	LB	Michigan
3	B.J. Askew	HB	Michigan
5	Derek Pagel	FS	Iowa
5	Matt Walters	DE	Miami
6	Brooks Bollinger	QB	Wisconsin
7	Dave Yovanovits	T	Temple

## Coaching the Jets

Use Curtis Martin as both a runner and a receiver. This guy is devastating in the open field. Use slants and screens to get him the ball. Pennington has a great arm, but other than Santana Moss, your receivers aren't really defense stretchers. Think of Chrebet and Conway as possession types. Be patient with this offense and you should have no trouble moving the ball. Your defensive front 4 gets a good push, meaning you can drop your linebackers back into pass coverage limiting the open spaces on the field. Safety Jamie Henderson can really shut down the opposition's tight end.



**Passing >>>**



**Singleback Normal:  
SE Quick Hit**

Wayne Chrebet is the primary receiver, lined up left for a quick out. Curtis Conway runs the same route on the right. Santana Moss starts left and slants into the middle of the field and crosses paths with tight end Anthony Becht who runs the same pattern from the right. With the defense focused on the deep cross and Chrebet/Conway outs, deliver a pump fake and then hit Martin who delays in coming off the line and then leaks out to the right with room to run.

**Passing >>>**



**Split Backs 3WR: WR Corners**

The right side features Conway going up, faking the slant in and slanting out. Moss lines up in the slot, goes up and slants in. Watch the safety to determine where to deliver the ball (you're looking for single coverage). Chrebet runs the Conway pattern on the opposite side of the field with Martin lining up left and delaying before releasing into the flat.

**Defending the Run >>>**



**4-3: Under Man**

John Abraham is a notorious pass rush specialist, but he is also solid as a rock against the run. The Under Man is classic run defense, with linemen and linebackers forming an impenetrable web around the middle of the field. Cornerbacks play tight to help out on runs to the outside.

**Defending the Pass >>>**



**46 Bear: Safe**

This formation uses a 4-man front, with Abraham looping outside the offensive tackle on a wide rush. The pass coverage is especially tight up the middle and to the quarterback's right, where it is difficult to complete a pass within 10 yards of the line of scrimmage. Deep zones on either sideline prevent speedy flankers from outrunning the coverage. The only minor hole is to the quarterback's left, so you might want to roam with a linebacker. But, for most quarterbacks, completing a pass requires throwing across the body, which produces more than a few floaters. Of course, all of this is moot if Abraham puts the QB on his backside.

**Blitzing with the Jets >>>**



**Nickel Normal: Cowart Blitz**

A linebacker blitzing alongside John Abraham presents quite a load for the left side of the offensive line. We like taking a wide path with Abraham, while Cowart pounds straight ahead. The defense can't handle both blitzes, so one or the other will get a hand on the quarterback.

## ★ STAR PLAYERS ★

### James Stewart #34

Entering his ninth season from Tennessee, James Stewart ran for 1,021 yards averaging 4.4 yards per carry in 2002. A strong runner between the tackles, he rarely tries to get to the outside. Stewart is also a good blocker in passing situations. He's still Tennessee's all-time leading rusher.

#### KEY ATTRIBUTES

<b>Speed:</b>	<b>85</b>
<b>Agility:</b>	<b>80</b>
<b>Breaking Tackles:</b>	<b>87</b>
<b>Awareness:</b>	<b>86</b>

### Robert Porcher #91

Robert Porcher begins his 12th season in the league, all with Detroit. He played in 3 straight Pro Bowls (1999-01) following an 11-sack season, and is the Lions' all-time leader with 91 career sacks. Considering Detroit's deficiencies the past couple seasons, it's a testament to Porcher's talent that he's been among the league leaders in sacks. Opposing coaches routinely double-team him.

#### KEY ATTRIBUTES

<b>Speed:</b>	<b>63</b>
<b>Strength:</b>	<b>87</b>
<b>Tackling:</b>	<b>86</b>
<b>Awareness:</b>	<b>89</b>

## ✓ SCOUTING REPORT

The good news in Detroit is that it can't get any worse. After winning a combined 5 games the past 2 seasons, including 0-16 on the road, management decided Steve Mariucci would be the man to lead the Lions back to the land of the living. The former 49ers coach does have some weapons at his disposal. Last season's top draft choice Joey Harrington was named the starting quarterback in Week 3 and ended up throwing for nearly 2,300 yards and 12 touchdowns in 12 starts. This year's top draft pick, Charles Rogers, will start from day one at wide receiver and is the target Harrington needs to further develop. Bill Schroeder and Az-Zahir Hakim round out the receiving corps, and both these guys have some serious speed. James Stewart isn't your prototypical back for the West Coast offense that Mariucci will implement, but he averages more than 4 yards per carry and will see the bulk of the workload in 2003. The offensive line, led by Ray Brown, gave up only 20 sacks in 2002, after allowing 66 the previous year.

Robert Porcher and Luther Elliss make the left side of the line one that opposing offenses would rather avoid. Place kicker Jason Hanson returns for a 12th season in the Motor City.

## Key Plays



### Running ▶▶▶ Singleback Normal: HB Sprint

James Stewart is an in-between-the-tackles, north-south runner. The HB Sprint develops with the right guard pulling left and sealing the pursuit from the outside. The hole usually opens between the left guard and left tackle. Don't dance around in the backfield. Success depends on getting through the hole quickly. Bring the tight end in motion from right to left to provide an additional man to seal the outside.



### Running ▶▶▶ I Form Normal: HB Slam

On the HB Slam, Stewart takes the ball into the right side of the line following his fullback. The hole opens up between the tight end and the right tackle, although depending on the reaction of the defense, you may find daylight between the tackle and the guard. Once past the line, make a sharp cutback to the center of the field and power forward for extra yards.

## 2002 STANDINGS

W	L	TIES	PF	PA	HOME	ROAD	vs AFC	vs NFC	vs DIV
<b>3</b>	<b>13</b>	<b>0</b>	<b>306</b>	<b>451</b>	<b>3-5</b>	<b>0-8</b>	<b>0-4</b>	<b>3-9</b>	<b>1-5</b>

## MEET THE COACH: STEVE MARIUCCI

- ▶ *NFL Head Coaching Record: San Francisco 49ers 59-41 (1997-2002)*
- ▶ *Prior Coaching Experience: Head Coach, University of California (1996); Quarterbacks Coach, Green Bay (1992-95)*
- ▶ *College Playing Career: Northern Michigan (1975-77); 2-time All-American quarterback*
- ▶ *NFL Playing Career: N/A*

## 2003 DRAFT PICKS

ROUND	PLAYER SELECTED	POSITION	SCHOOL
1	Charles Rogers	WR	Michigan State
2	Boss Bailey	LB	Georgia
3	Cory Redding	DE	Texas
4	Artose Pinner	HB	Kentucky
5	Terrence Holt	S	N.C. State
5	James Davis	LB	West Virginia
6	David Kircus	WR	Grand Valley State (MI)
7	Ben Johnson	T	Wisconsin
7	Blue Adams	CB	Cincinnati
7	Brandon Drumm	FB	Colorado
7	Travis Anglin	WR	Memphis

## Coaching the Lions

The offense has great speed at wide receiver. Take advantage of this by running plays that will spread the field. Isolate Shroeder and Hakim into one-on-one situations. James Stewart isn't flashy, but give him the ball and he'll gain yards. Mix up your defensive sets. Porcher and Elliss are intimidating, but the secondary has holes.



**Passing >>>**



**Shotgun Normal Offset Wk: WR Post Corner**

Bill Schroeder, split wide left, runs up and in, and then slants deep to the sideline. Az-Zahir Hakim, the slot receiver on the same side, takes the play across the field to the right, where the tight end Ricks and wide out Rogers run deep fly routes. With all the activity on the right, Schroeder might draw single coverage. If he does, avoid the rush long enough for him to reach the sideline, and then throw the ball where only the receiver can catch it. If you're looking at

double coverage (the safety will be waiting for him), throw the pass when Schroeder makes his quick slant toward the middle "before" he slants to the outside.

**Passing >>>**



**Split Backs Twin WR: HB Out**

James Stewart lines up on the left behind Joey Harrington and runs a simple out in that direction. Bill Schroeder goes up 8 yards and turns out while Charles Rogers, in the left slot, goes up, out and slants right. Rolling Harrington out to the right on this play puts him in good position to deliver the ball to Rogers. See if the defense ignores tight end Mikhael Ricks as he streaks up the field. If it's just him and a linebacker, throw over the top.

**Defending the Run >>>**



**4-3: Double Z**

The Double Z showcases the strengths of Porcher and Ellis on the defensive front. While unsung, the Lions' linebackers are more than capable of stringing out the blocking, or chasing down speedy backs. For balanced defense against the run, stay with the Double Z, rather than guessing where the play is going.

**Defending the Pass >>>**



**Nickel Back Normal: Man Under**

A combination of deep zone and man coverage in the Man Under is one of the best ways to get maximum production from the Lions' pass defense on third and long. Your cornerbacks have above-average speed, and they should be able to cover the field. Dropping into deep zones, they will be available to help out the safeties when they are overmatched by multiple speed receivers. If your opponent challenges this formation by throwing short sideline routes, adjust to the Nickel: Man Cover 2 or QB Spy. Mix in blitzes to keep the offense guessing. Remember, this is not a great pass defense, so be creative.

**Blitzing with the Lions >>>**



**Dime Flat: Strike**

This play blitzes both outside linebackers, but the key player is Robert Porcher, applying pressure from his right end position. Let the tackle or tight end worry about the linebacker, as you use Porcher's speed and strength to bore into the pocket.

## ★ STAR PLAYERS ★

### Brett Favre

Quarterback



Coming into his 12th NFL season, Brett Favre continues to reign as one of the NFL's best quarterbacks. The 3-time NFL MVP has started 173 consecutive games and has streaks of 11 straight 3,000-yard passing seasons and 9 straight years with 20 or more touchdown passes. Favre threw for 3,658 yards and 27 touchdowns in 2002. He led the Pack to the Super Bowl title following the 1996 season.

#### KEY ATTRIBUTES

<b>Speed:</b>	<b>53</b>
<b>Throw Power:</b>	<b>99</b>
<b>Throw Accuracy:</b>	<b>94</b>
<b>Awareness:</b>	<b>98</b>

### Darren Sharper

Strong Safety



Darren Sharper has more interceptions the past 3 seasons (22) than anyone else in the NFL. He is one of the best at reading the quarterback's eyes. Sharper possesses good speed, but is noted more for being one of the league's smartest players. He creates turnovers and can stop the run when necessary. Sharper's versatility allows him to make plays as a stunt and blitz man, and he has great range in the open field. He was voted All-Pro following a stellar 2000 season in which he led the league with 9 interceptions.

#### KEY ATTRIBUTES

<b>Speed:</b>	<b>87</b>
<b>Catching:</b>	<b>75</b>
<b>Tackling:</b>	<b>76</b>
<b>Awareness:</b>	<b>90</b>

## ✓ SCOUTING REPORT

The Packers have been a perennial power in the NFC for nearly a decade, and that doesn't look to change in 2003. Brett Favre has one of the strongest arms in the league and he uses it with precision accuracy. He has developed excellent rapport with his favorite receiver, Donald Driver, who emerged as the Pack's "go-to" guy, catching 70 balls for 1,064 yards in 2002. Bubba Franks is a dependable tight end who can stay in as an extra blocker when necessary. Ahman Green is a versatile man coming out of the offensive backfield, excelling as a runner, but also punishing defenses foolish enough to try to cover him with a linebacker when he goes out as a receiver. Guard Marco Rivera anchors the offensive line and his fine play was rewarded last year with a trip to the Pro Bowl.

Gilbert Brown is the senior member of the Packer's defensive line and is still a 340-pound force stopping the run. Na'il Diggs is the only returning starter at linebacker, and will be joined by top draft choice Nick Barnett. The secondary is the real strength of the defense led by Darren Sharper.

## Key Plays



### Running ▶▶▶ Strong | Normal: HB Power

The HB Power features the right tackle and guard pulling right, with your fullback leading the way. The toss goes to Ahman Green. Stay to the outside of the fullback, but look for cutback opportunities. If the outside receiver can hold his block, you'll be off to the races. Consider sending that receiver in motion right to left prior to the snap to see he can take the cornerback out of the play.



### Running ▶▶▶ Singleback Normal: Ahman 22 Dive

The offensive line pushes forward on this play. It's up to you (Ahman) to pick the hole. Be patient, but decisive when you see the opening. It most likely will be between the right tackle and guard, but if nothing opens up, break right to the outside. Send left slot man Robert Ferguson in motion left to right. If the defender doesn't follow, you'll have an extra blocker on the right side.

## 2002 STANDINGS

W	L	TIES	PF	PA	HOME	ROAD	vs AFC	vs NFC	vs DIV
12	4	0	398	328	8-0	4-4	3-1	9-3	5-1

## MEET THE COACH: MIKE SHERMAN

- ▶ *NFL Head Coaching Record: Green Bay Packers 33-15 (2000-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*

## 2003 DRAFT PICKS

ROUND	PLAYER SELECTED	POSITION	SCHOOL
1	Nick Barnett	LB	Oregon State
3	Kenny Peterson	DE	Ohio State
5	James Lee	DT	Oregon State
5	Hunter Hillenmeyer	LB	Vanderbilt
6	Brennan Curtin	T	Notre Dame
7	Chris Johnson	CB	Louisville
7	Deandrew Rubin	WR	South Florida
7	Carl Ford	WR	Toledo
7	Steve Josue	LB	Carson-Newman

## Coaching the Packers

The tendency is to want to throw the football every down, but avoid the temptation. A steady dose of running back Ahman Green establishes the run and makes Brett Favre even more dangerous when he does air it out. Bubba Franks is a big target for short yardage situations, and Green is a dangerous receiver coming out of the backfield. The strength of your secondary allows you to gamble with blitz packages on passing plays.



**Passing >>>**



**I Form Normal: PA Clearout**

Brett Favre fakes the handoff to Green, momentarily freezing the defense, as Ferguson, Donald Driver, and tight end Bubba Franks streak downfield. Look for single coverage, which is most likely on Franks. Pump fake to one of the sideline routes and then drill the ball into Franks. If the deep routes are covered, fullback William Henderson leaks out to the right, often wide open. Or, look to Green turning around in the flat, with yards of open field in front of him.

**Passing >>>**



**Singleback 4WR: Packers Attack**

Driver lines up on the right and runs a deep fly, while the slot receiver on the same side runs a short down and out. On the far left, Ferguson runs a drag route across the field. This is an excellent possession play, but it only nets 4–5 yards, so use this pass carefully. We like Javon Walker's route—he completes a 10-yard slant to the middle, and then sprints to the right sideline. Walker moves in and out of coverage as he crosses the field, so wait for an opening and then fire.

**Defending the Run >>>**



**4-3 Over: Mike Fire**

With 2 new linebackers in the mix, including a rookie, you need to lean heavily on your front 4 to stop the run. The 4-3 Over puts another body on the line, which takes the heat off the linebackers. The Packer cornerbacks are swift, and free safety Darren Sharper is outstanding at stopping the run, so you should have sufficient pursuit to either side. On runs up the middle, the ballcarrier also has to contend with a blitzing middle linebacker, Mike Barnett.

**Defending the Pass >>>**



**Nickel Normal: Diggs Blitz**

As we mentioned in the Scouting Report, the Packers' outstanding cornerbacks give you the freedom to blitz on most, if not all passing downs. The Diggs Blitz sends the ROLB on an inside rush, and the added pressure often creates sack opportunities for the linemen. As pictured here, tackle Cletidus Hunt makes the most of the opportunity.

**Blitzing with the Packers >>>**



**Nickel: Brooks Blitz**

This is a very aggressive blitz that sends no fewer than 7 men to the quarterback. Even the best offensive wall will crumble against this onslaught. Look for most breakdowns over center or on the right side of the offensive line.



# CAROLINA PANTHERS

HOME FIELD: ERICSSON STADIUM LOCATION: CHARLOTTE, NORTH CAROLINA TYPE: OPEN CAPACITY: 73,250 SURFACE: GRASS

## ★ STAR PLAYERS ★

### Muhsin Muhammad

Wide Receiver



Muhsin Muhammad enters his eighth season out of Michigan State. He grabbed 63 balls for 823 yards and 3 touchdowns in 2002. Muhammad is a big, physical receiver who runs great routes and can overpower defensive backs in a fight for the ball. He led the NFC with a career-high 102 receptions in 2000.

#### KEY ATTRIBUTES

**Speed: 86**
**Acceleration: 86**
**Catching: 90**
**Awareness: 85**

### Julius Peppers

End



Julius Peppers was Carolina's top draft choice in 2002 and despite just one season in the NFL, he is the dominant player on the Panthers' defense after posting a 12-sack 2002. Standing 6'6" and weighing in at 283 lbs., the former All-American from North Carolina terrorized offensive linemen in the ACC and that trend should continue in the NFL. He also played basketball at North Carolina.

#### KEY ATTRIBUTES

**Speed: 86**
**Strength: 86**
**Tackling: 90**
**Awareness: 85**

## ✓ SCOUTING REPORT

The Panthers bounced back from a 1-15 2001 with a respectable 7-9 a year ago under new coach John Fox. Surprisingly, it was veteran journeyman Rodney Peete who had a lot to do with the turnaround, going 7-7 as a starter. The running game—or more specifically the lack of a running game—has been a problem in recent years. That will most certainly change with the acquisition of Stephen Davis, who should get the ball more than 25 times per game. The offensive line is a fairly stable unit led by Todd Steussie, but they must provide protection for Peete to get the ball down the field. When the ball is thrown, it will usually go toward Muhsin Muhammad, who led the Panthers with 63 receptions. The team should run more 3-receiver sets with the additions of Kevin Dyson and Ricky Proehl.

Julius Peppers had 12 sacks as a rookie and leads the defensive line, with linebackers Dan Morgan and Mark Fields stifling both the run and the pass. Todd Sauerbrun became the first punter in NFL history to be labeled a team's "franchise player."

## Key Plays



### Running ►► I Form Normal: HB Blast

Stephen Davis follows fullback Brad Hoover and takes advantage of the gaping hole created on the left side of the line between Todd Steussie and Doug Brzezinski. Be patient and wait for the opening. Once you get through the line, bounce to the outside or continue straight up the field. Do not try to get outside before going through the line, as Steussie will be pushing the end in your direction. Finally, don't give up in a crowd, because Davis is outstanding at breaking tackles.



### Running ►► Singleback Normal: HB Toss Strong

The HB Toss Strong goes to the right with Davis receiving the toss. Your right guard will pull, and it's up to you whether or not to break inside or outside Muhsin Muhammad's block. Try sending Muhammad in motion prior to the snap and see if he'll take the cornerback with him and out of the play.

## 2002 STANDINGS

W	L	TIES	PF	PA	HOME	ROAD	vs AFC	vs NFC	vs DIV
7	9	0	258	302	4-4	3-5	3-1	4-8	1-5

## MEET THE COACH: JOHN FOX

- *NFL Head Coaching Record: Carolina Panthers 7-9 (2002–present)*
- *Prior Coaching Experience: Defensive Coordinator, New York Giants (1997–01); Consultant, St. Louis Rams (1996); Defensive Coordinator, Los Angeles/Oakland Raiders (1994–95)*
- *College Playing Career: San Diego State (1976–77)*
- *NFL Playing Career: N/A*

## 2003 DRAFT PICKS

ROUND	PLAYER SELECTED	POSITION	SCHOOL
1	Jordan Gross	T	Utah
2	Bruce Nelson	G	Iowa
3	Mike Seidman	TE	UCLA
3	Ricky Manning Jr.	CB	UCLA
4	Colin Branch	S	Stanford
5	Kindal Moorehead	DE	Alabama
7	Walter Young	WR	Illinois
7	Casey Moore	FB	Stanford

## Coaching the Panthers

You've got a good offensive line, and now you have a very good halfback in Stephen Davis. Give him the ball, establish the run, and keep yourself out of long passing situations. When you do throw, keep it simple. On defense, your secondary isn't the strongest, so keeping up the pass rush is imperative. Peppers takes care of that from the left side. Consider blitzing a linebacker from the right, but keep your safeties back to help out the corners.



**Passing >>>**



**I Form Normal: WR Post**

Muhammad, your primary receiver, drives upfield before slanting in from the right side. On the left side, wideout Steve Smith runs straight for 5 yards and then cuts across the middle of the field. If Peete comes under heavy pressure off the snap, roll to the left, where you'll have an excellent angle for Smith as he crosses the left hashmark. If Smith runs into a crowd, look for Stephen Davis flaring out to the left. You may be shocked to find him all alone, jogging down the sideline.

Finally, if all else fails, look for the tight end Mangum who releases from the line on a delay, and then turns around after a quick 5-yard route.

**Passing >>>**



**Split Backs Twins WR: SS Pressure**

The tight end, Mangum, is the primary here, as he drives straight at the strong safety, and then veers off on a deep slant to the sideline. Mangum may not be a household name, but by the time he burns the strong safety, he will be, at least to your opponent. This play had one of the highest degrees of success against a wide variety of pass defenses. On the rare occasion that Mangum is covered, look for the fullback Hoover, flaring out to the right.

**Defending the Run >>>**



**Quarter-Normal: Man Cover 2**

If your opponent is running wild around the corners, this is a sure-fire solution. It takes a squad of blockers to clear any running room near the sideline. With 6 men just behind the 3-man front, lateral pursuit takes on a new meaning. A word of warning: the 3-man front is not sufficient against a power inside running attack. Switch to the 4-3 Over: Double X to clog the middle.

**Defending the Pass >>>**



**Nickel Normal: Wesley Blitz**

Pressure from the cornerback makes the front 4 much more effective. Take control of Wesley at right cornerback and swing wide, around the offensive tackle or tight end. He has enough speed to sprint past the line and around the fullback (if he finds one). Attack the quarterback from his blindside, rather than trying to slip in between the tackles.

**Blitzing with the Panthers >>>**



**Dime Normal: DB Blitz**

With 6 DBs in the dime, you can afford to send one on a blitz. Like the previous play, you must use your cornerback's speed to blow by the blocking. Don't line up too close to the line or you'll tip your hand.



## ★ STAR PLAYERS ★

### Tom Brady

Quarterback



Tom Brady proved he was much more than a one-year wonder, backing up the Super Bowl winning season of 2001 with a fine 2002. The former sixth-round draft choice from Michigan came back in 2002 to lead the AFC in touchdown passes (28) and finish fourth in yards (3,764). He may not be the most mobile of quarterbacks, but Brady shows great leadership and is seemingly unflappable in the pockets.

#### KEY ATTRIBUTES

Speed:	54
Throw Power:	92
Throw Accuracy:	93
Awareness:	88

### Lawyer Milloy

Strong Safety



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 8-year pro from the University of Washington has led the team in tackles 4 times in his career. He has played in the Pro Bowl for 4 straight seasons. The leader of the Patriots' defense, Milloy is equally adept at playing the run or pass.

#### KEY ATTRIBUTES

Speed:	85
Catching:	67
Tackling:	88
Awareness:	93

## ✓ SCOUTING REPORT

The Patriots finished 2002 at 9-7 and missed out on the post-season just one year after winning it all. Tom Brady certainly wasn't to blame, as he put up good stats, and gained another season of experience. The Pats' top 3 receivers, Troy Brown (97 catches, 890 yards, 3 touchdowns), David Patten, and Deion Branch all stand 5'10" or shorter, and none exceed 195 pounds. The coaching staff devised a scheme featuring short, quick passes, but ultimately, in today's NFL you need at least one big guy to throw to, and this may be a recurring problem in 2003. Antowain Smith will see the bulk of the action at halfback after a 982-yard 2002.

The Patriots' defense will switch from the standard 4-3 to a 3-4 this year. The front 3 is led by pass rusher extraordinaire Richard Seymour who played in the Pro Bowl following a 5.5 sack season. Newly acquired Roosevelt Colvin will infuse some youth in the linebacking corps, while the secondary is one of the best in the league. Lawyer Milloy and Ty Law are both coming off Pro Bowl seasons, again. Super Bowl hero Adam Vinatieri had another great year, hitting 90 percent of his field goals, including a 57-yarder against the Bears.

## Key Plays



### Running ▶▶ Weak | Normal: HB Lead

The stock play has fullback Fred McCrary set up on the weak side, where he runs a decoy block straight into the line. He is better used on the strong side. Set him in motion to reposition the fullback on the right. At the snap, McCrary plows into the line behind the tackle, adding considerable push up front. Follow him into the line and then cut hard right to find a nice hole.



### Running ▶▶ Singleback Normal: HB Belly Strong

The offensive line surges forward as Smith, who initially fakes left, is handed the ball headed to his right. The hole is between the right guard and tackle. If you can make the linebacker miss, it's off to the races. Bringing Troy Brown in motion right to left often results in the cornerback following out of the play.

## 2002 STANDINGS

W	L	TIES	PF	PA	HOME	ROAD	vs AFC	vs NFC	vs DIV
9	7	0	381	346	5-3	4-4	6-6	3-1	4-2

### MEET THE COACH: BILL BELICHICK

- ▶ *NFL Head Coaching Record: New England Patriots 25-23 (2000-present); Cleveland Browns 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*

## 2003 DRAFT PICKS

ROUND	PLAYER SELECTED	POSITION	SCHOOL
1	Ty Warren	DT	Texas A&M
2	Eugene Wilson	CB	Illinois
2	Bethel Johnson	WR	Texas A&M
4	Dan Klecko	T	Temple
4	Asante Samuel	CB	Central Florida
5	Dan Koppen	C	Boston College
6	Kliff Kingsbury	QB	Texas Tech
7	Spencer Nead	TE	BYU
7	Tully Banta-Cain	DE	California
7	Ethan Kelley	T	Baylor

### Coaching the Patriots

Keep things simple on offense. Antowain Smith should see plenty of touches as you establish the run to set up the short-medium passing game. Use the speed of your receivers by throwing screens and slants. The secondary is so good that you can focus most of your efforts pressuring the opposing quarterback in passing situations with the linebackers and a safety. Against the run, cheat the safeties forward, daring the opposition to audible.



**Passing >>>**



**Singleback Empty 5 WR: Slot Outs**

This is a great formation for spreading the field and ensuring that one of your receivers winds up in single coverage. David Patten lines up left, goes up, in, and slants back out. Dedric Ward streaks down the field from the right, while Troy Brown goes up 10 yards from the right and turns in across the field. See how the defense reacts. If Ward is in single coverage, he has the speed to beat the defense long (as pictured here). Deion Branch and rookie Bethel Johnson

are your left and right slot men and run 5-yard outs. If your men down the field aren't open, either option is safe and puts the receiver near the sideline to stop the clock, if necessary.

**Passing >>>**



**Split Backs 3WR: Out N Ups**

Running a formation with 3 receivers can offset a nickel defense. In the Out N Ups, speedy Troy Brown and David Patten run quick out patterns, before racing deep down either sideline. Check both receivers and select the one in single coverage. If both men are covered, Antowain Smith, who appears to be staying in the backfield as a blocker, releases very late into the middle of the field. If you are still dancing around in the pocket, Smith should be wide open, as shown here. Finally, Deion Branch runs a 15-yard pattern from the right slot straight up the field before turning around.

**Defending the Run >>>**



**3-4 Normal: Man Cover 1**

Playing effective run defense in the 3-4 depends on filling the gaps with blitzes and stunts. That is why we recommend the Man Cover 1. The alignment looks like a typical 3-4, hiding the fact that the ROLB is coming wide on a blitz, and the inside linebacker is pounding up the middle. The 2 linemen on the right pinch the offensive tackle. With 2 linebackers blitzing, and a double team on the tackle, it is almost a certainty that someone will break through and stop or sweep or toss in the backfield. As the game wears on, you can flip this play to match your pressure with the offense's favorite direction. If the play runs to the opposite side, the Pats' cornerbacks, and of course, All-Pro strong safety Lawyer Milloy, are ready to shut it down.

**Defending the Pass >>>**



**Nickel: Malloy Blitz**

We love this call on 2nd and 10, when the offense is usually thinking about throwing the ball. The good news is that Milloy is a serious run stopper, so if the play stays on the ground, he's in position to clog the line or pursue to the outside. Expect lots of hurried throws against this defense, and the man coverage by the cornerbacks and linebackers is usually right on the money.

**Blitzing with the Patriots >>>**



**Nickel 3-3-5: Monster Blitz**

Take advantage of an excellent secondary, and blitz 3. There is so much activity around the pocket, that even if the opposing QB escapes the sack, there is a good chance his pass will be knocked to the ground.



## ★ STAR PLAYERS ★

### Rich Gannon

Quarterback

#12

Rich Gannon put it all together in 2002 and was named the NFL's MVP, completing 418-618 passes (68 percent), for 4,689 yards and 26 touchdowns versus just 10 interceptions. Entering his 16th season from Delaware, Gannon has started every game the past 4 seasons in Oakland. He completed an NFL record 21 straight passes against the Broncos on Monday Night Football™ (11/11/02).

#### KEY ATTRIBUTES

**Speed:** 69

**Throw Power:** 86

**Throw Accuracy:** 98

**Awareness:** 96

### Charles Woodson

Cornerback

#25

With blazing speed and outstanding footwork, there isn't a receiver in the league Charles Woodson can't cover. The sixth year pro and former Heisman Trophy winner from Michigan shuts down his side of the field. Opposing quarterbacks think twice before throwing in his direction. He is solid against the run and excels in blitz packages. Woodson can also return kicks and play halfback or wide receiver.

#### KEY ATTRIBUTES

**Speed:** 95

**Acceleration:** 94

**Jumping:** 90

**Awareness:** 91

## ✓ SCOUTING REPORT

The Raiders proved there was life after Jon Gruden, going all the way to the Super Bowl in 2002 before succumbing to Tampa Bay. As good as Rich Gannon is (and he was the league's MVP), it's the men around him that make this offense tick. Charlie Garner was the definition of versatility last season with 962 yards rushing plus 91 receptions for 941 yards. At 40 years old, Jerry Rice (he'll turn 41 during the 2003 season) continues to defy time. He wound up with 92 catches for 1,211 yards and 7 touchdowns with Tim Brown not too far behind (81-930-2). Big Lincoln Kennedy anchors a good offensive line.

The secondary makes the Raider defense what it is. Charles Woodson and Phillip Buchanon are great cover corners, while future Hall of Famer Rod Woodson led the squad in 2002 with 8 interceptions, including 225 return yards and 2 touchdowns. The trio of linebackers (Eric Barton, Napoleon Harris, and Bill Romanowski) played better than expected last year, but must create more of a pass rush in 2003. Sebastian Janikowski is among the NFL's kicking elite, hitting 26/33 attempts including 2/2 from 50 yards and beyond.

## Key Plays



### Running ▶▶▶ Singleback Normal: Garner Slash

With the line surging, Charlie Garner takes the ball from Rich Gannon and slashes to the right. The hole should open between the right tackle and guard. If you see daylight, hit the hole. If you don't, it's okay. Garner has the speed to break the play off to the outside.



### Running ▶▶▶ Split Backs Normal: HB Blast

Running the HB Blast is a good play to use in a short-yardage situation for the Raiders, but it has potential to be a big gainer if you can jump quickly to the outside. Charlie Garner takes the ball and looks for the hole, either between left guard Frank Middleton and center Barret Robbins, or between the guard and tackle Barry Sims. For added push, shift the fullback to the left, where he will lead the way into the line, or add the tight end to the mix.

## 2002 STANDINGS

W	L	TIES	PF	PA	HOME	ROAD	vs AFC	vs NFC	vs DIV
11	5	0	450	304	6-2	5-3	9-3	2-2	4-2

### MEET THE COACH: BILL CALLAHAN

- ▶ **NFL Head Coaching Record:** Oakland Raiders 11-5 (2002-present)
- ▶ **Prior Coaching Experience:** Offensive Coordinator, Oakland (1998-01); Offensive Line Coach, Philadelphia (1995-97); Offensive Line Coach, University of Wisconsin (1990-94)
- ▶ **College Playing Career:** Illinois Benedictine (1977-79); 3-year starter at quarterback, 2-time NAIA Honorable Mention All-American
- ▶ **NFL Playing Career:** N/A

## 2003 DRAFT PICKS

ROUND	PLAYER SELECTED	POSITION	SCHOOL
1	Nnamdi Asomugha	CB	California
1	Tyler Brayton	DE	Colorado
2	Teyo Johnson	WR	Stanford
3	Sam Williams	LB	Fresno State
3	Justin Fargas	HB	USC
4	Shurron Pierson	DE	South Florida
5	Doug Gabriel	WR	UCF
6	Dustin Rykert	T	BYU
7	Jeremy Shabazz	S	New Mexico State
7	Ryan Hoag	WR	Gustavus Adolphus

### Coaching the Raiders

It's hard not to move the ball with the Raider's offense. Short passes almost serve as an extended running game, but establish a legitimate ground game to make Gannon even more effective. Use Charlie Garner's speed and Tyrone Wheatley's power depending on the situation. Rice and Brown don't really stretch defenses anymore (use Jerry Porter for that), but they are sure-handed, so get them the ball on slants and quick outs when you need a first down. On defense, the lack of a strong pass rush can be alleviated by mixing up the blitz packages and zone coverages. Derrick Gibson is a ferocious blitzer from the strong safety spot.



**Passing >>>**



**Weak 1 3WR: Quick Slants**

With Jerry Porter and Tim Brown crossing the field on deep slants, the defense reacts to Porter's blazing speed and operates under the delusion that single coverage on Brown is sufficient. The veteran makes them pay as he gets a yard or 2 on the cornerback, and that's all he needs. Roll slightly to the left for a better angle, and then air it out toward the corner when Brown pulls away.

**Passing >>>**



**Shotgun 5 WR: Corner Threat**

Despite 3 wide receivers split wide right, this play is all about Tim Brown and Jerry Porter on the left. Porter drives upfield about 5 yards before running a deep slant across the middle. Brown slants across Porter's path and abruptly plants his feet, waiting for a seemingly conservative 5-yard pass. The trick is to take a quick drop, pump fake to the right, and then fire the ball to Brown. He should have enough room to spin and race upfield for a big gain. If the defense is playing tight man, and they stick to Brown like glue, look for Jerry Porter, who just might be all alone, working against the safety.

**Defending the Run >>>**



**4-3: Double TE**

The Double TE provides plenty of bulk up the middle to stop the power running game, and ageless linebacker Bill Romanowski can still run to the ball from sideline to sideline. Here, MLB Napoleon Harris and free safety Rod Woodson chase down LaDainian Tomlinson before he can turn the corner.

**Defending the Pass >>>**



**Dime Normal: Inside Blitz**

Strong safety Derrick Gibson blitzes up the middle, right behind ROLB Eric Barton. This inside rush is strong enough to inspire a quick release by the opposing quarterback, and the Raiders' defensive backs are ready to pounce on a mistake. Here, the ball bounces off the receiver's helmet into the hands of cornerback Phillip Buchanon.

**Blitzing with the Raiders >>>**



**Dime Normal: Strike**

This play pinches the opposing quarterback with wide blitzes on both sides from the dime backs. On a passing down, most backfields have at most one blocking back (if any), so this formation puts serious pressure on the quarterback.



## ★ STAR PLAYERS ★

### Marshall Faulk

Halfback

#28

When healthy, Marshall Faulk is the best all-purpose back in the NFL. Slowed by injuries in 2002, he still managed to run for 953 yards with 8 touchdowns. He was named the NFL's Offensive Player of the Year 2 seasons ago. From San Diego State and in his 10th season, Faulk scored 21 touchdowns in 2001 after setting the NFL mark of 26 in 2000. He surpassed 2,000 total yards for 4 straight seasons (1998-01). Marshall is equally dangerous as a halfback or as a receiver out of the backfield.

**KEY ATTRIBUTES**

**Speed:** 94  
**Agility:** 96  
**Breaking Tackles:** 86  
**Awareness:** 98

### Aeneas Williams

Cornerback

#35

A 7-time Pro Bowler out of Southern University, Aeneas Williams provides not only great coverage ability, but also leadership. Felled by injuries in the second half of 2002, he led the Rams defense back to respectability after joining the team in 2001, helping them to their second Super Bowl in 3 years. Williams has 51 career interceptions and 12 touchdowns.

**KEY ATTRIBUTES**

**Speed:** 94  
**Acceleration:** 92  
**Jumping:** 84  
**Awareness:** 96

## ✓ SCOUTING REPORT

If the Rams' trend of the past 4 years continues (a great year, followed by a disappointing season), 2003 should be a season to remember. Marshall Faulk is 100 percent after suffering through an injury-plagued 2002. Marc Bulger did a great job filling in for the injured Kurt Warner, but Warner is healthy and ready to retake the reins of the mighty Rams offense. He'll have one of the best receiving tandems in the league to throw to in Torry Holt (91 catches-1,302 yards-4 touchdowns) and Isaac Bruce (79-1075-7). Newly acquired Kyle Turley and David Loverne join Adam Timmerman on what should be a greatly improved offensive line.

The front 4 on defense (Leonard Little, Damione Lewis, Ryan Pickett, and Grant Wistrom) get to the quarterback and do a nice job against the run. The linebacking corps was the weakness of the defense in 2002, forcing the Rams to use an unorthodox 4-1-6 formation much of the season. Little was done in the off-season to improve this area. Aeneas Williams, who missed the second half of 2002, is back and anchors a secondary that must do better in the interception category (only 12 in 2002).

## Key Plays



### Running ▶▶ Singleback Normal: Rams 27 Counter

As the ball is snapped on the Rams 27 Counter, Marshall Faulk starts right, and then counters left. The right guard pulls left. Look for the hole and stay to the outside of the pulling guard, yet inside of receiver Troy Edwards. Bring Isaac Bruce in motion prior to the play. If the defense is in a zone, you'll have another blocker on the left side of the field.

### Running ▶▶ Singleback Normal: HB Delay

The Rams are known for their aerial attack, so confuse the opposition with the HB Delay. Marshall Faulk looks as if he'll stay in and provide extra protection for Kurt Warner, when unbeknownst to the defense, he's handed the ball. Slip between the right guard and tackle. In short passing situations, the delay is very effective.

## 2002 STANDINGS

W	L	TIES	PF	PA	HOME	ROAD	vs AFC	vs NFC	vs DIV
7	9	0	316	369	6-2	1-7	2-2	5-7	43-2

### MEET THE COACH: MIKE MARTZ

- ▶ *NFL Head Coaching Record: St. Louis Rams 31-18 (2000-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*

## 2003 DRAFT PICKS

ROUND	PLAYER SELECTED	POSITION	SCHOOL
1	Jimmy Kennedy	DT	Penn State
2	Pisa Tinoisomoa	LB	Hawaii
3	Kevin Curtis	WR	Utah State
4	Shaun McDonald	WR	Arizona State
4	DeJuan Groce	CB	Nebraska
5	Dan Curley	TE	Eastern Washington
5	Shane Walton	CB	Notre Dame
5	Kevin Garrett	CB	SMU
6	Scott Tercero	G	California
7	Scott Shanle	LB	Nebraska
7	Richard Angulo	TE	W. New Mexico

### Coaching the Rams

Marshall Faulk may be the league's ultimate weapon. He's a great running back and you should let him run the ball. Safeties and linebackers can't cover him as a receiver, so get him involved in the passing game as well. Your defensive front 4 will get to the quarterback and stuff the run, so consider using nickel and dime defenses (even in running situations), to mask the deficiencies of your linebackers.



**Passing >>>**



**Split Backs 3WR:  
Deep Cross**

On the right side, Isaac Bruce runs 15 yards up the field and slants left. Troy Edwards lines up in the right slot, runs 15 yards up the field, and turns out, crossing paths with Bruce. Edwards should draw single coverage, and he has a strong inside position as he breaks toward the sideline. Torry Holt runs the same pattern as Edwards from the left, but turns in across the field. If the defense has all routes covered, look to your fullback, J.R. Niklos, running a delayed screen to the right.

**Passing >>>**



**Shotgun 4WR: WR Post Corner**

Torry Holt is the primary receiver in the WR Post Corner, lining up left and running up the field, then slanting toward the left sideline. Troy Edwards is also on the left side, but to the right of Holt, and runs 10 yards down the field before crossing right. One of these guys will be in single coverage (Edwards pictured here). Isaac Bruce and rookie Kevin Curtis streak down the right side of the field. If Bruce draws single coverage, go for the home run.

**Defending the Run >>>**



**46 Bear: Man Cover 1**

A 6-man front takes some of the pursuit pressure off the linebackers, and the cornerbacks tight to the line provide even more help against the outside run. For a more aggressive version, try the 46 Mid Blitz, another 6-man front that includes 2 blitzing linebackers.

**Defending the Pass >>>**



**46 Bear: Cover 4**

With 6 men up front and a 4-deep zone, this play is designed to apply maximum pressure to the offensive line without giving up medium-deep coverage. Although this alignment does not include a blitz, the mere presence of 6 men on the line (sometimes against 5) produces a surprising number of sacks. A good quarterback will throw underneath the zones, so be prepared to introduce more man coverage if you start giving up small chunks of yardage.

**Blitzing with the Rams >>>**



**3-4 Normal: Strong Blitz**

The right side of the offensive line usually cracks under the Strong Blitz, thanks to the LOLB rushing around the end, and the MLB pounding up the middle. The outside linebacker has the best angle, so he is usually first into the backfield.





## ★ STAR PLAYERS ★

### Jamal Lewis

Halfback



Despite missing all of the 2001 season with a knee injury, Jamal Lewis, the 5th pick in the 2000 NFL Draft, bounced back with a 2002 season in which he ran for 1,327 yards and 6 touchdowns. During his first season, Lewis finished second among rookies with 1,364 yards and surpassed the 100-yard mark 5 times. He gained 102 yards on 27 carries as the Ravens won the Super Bowl.

#### KEY ATTRIBUTES

<b>Speed:</b>	<b>87</b>
<b>Agility:</b>	<b>88</b>
<b>Breaking Tackles:</b>	<b>95</b>
<b>Awareness:</b>	<b>86</b>

### Ray Lewis

Middle Linebacker



Ray Lewis is a tackling machine. He missed 11 games last year due to injuries, but returns 100 percent for the 2003 season. Named the NFL's Defensive Player of the Year after the 2000 season, the 8-year pro out of Miami is just the seventh defensive player to be crowned MVP of the Super Bowl. He's brilliant at shedding blockers, hard-hitting, and a tremendous pass defender. Lewis's game just keeps getting better.

#### KEY ATTRIBUTES

<b>Speed:</b>	<b>85</b>
<b>Strength:</b>	<b>81</b>
<b>Tackling:</b>	<b>99</b>
<b>Awareness:</b>	<b>99</b>

## ✓ SCOUTING REPORT

The Ravens drafted quarterback Kyle Boller with one of their first round picks, but Chris Redman should be the starter. He'll help his cause greatly by giving the ball to workhorse Jamal Lewis. Lewis has great ability running the football, and must establish a ground game for the aerial attack to be successful. When Redman does go the air, he'll look first to tight end Todd Heap, who led the 2002 Ravens with 68 receptions for 836 yards and 6 touchdowns. Travis Taylor and newly signed Frank Sanders are the starters, with speedy Marcus Robinson serving as the third receiver. Jonathan Ogden is a monster at left tackle leading the offensive line.

Ray Lewis is back and ready to lead the Ravens defense after injuries ended his 2002 season prematurely. Edgerton Hartwell led the squad in tackles in Lewis's absence and will line up next to the perennial Pro Bowler at linebacker in the middle of the 3-4 set. Top draft choice Terrell Suggs will start as a rookie on the outside. Chris McAlister and the rest of the secondary must play better than they did in 2002. Matt Stover is the model of consistency after connecting on 21/25 field goals.

## Key Plays



### Running >>> Singleback Normal: HB Pitch

The HB Pitch is a straightforward play. Chris Redmond pitches the ball to the left side for Jamal Lewis. Left tackle Jonathan Ogden and left guard Edwin Mulitalo clear the path and the halfback does the rest. Sending a receiver in motion from left to right when the defense is in a man-to-man set will force the opposing defensive back to follow, further opening the left side. For added bulk, you can also send the tight end from right to left, but it may tip off the defense to the direction of the play.

## 2002 STANDINGS

W	L	TIES	PF	PA	HOME	ROAD	vs AFC	vs NFC	vs DIV
7	9	0	316	354	4-4	3-5	7-5	0-4	3-3

### MEET THE COACH: BRIAN BILLICK

- ▶ *NFL Head Coaching Record: Baltimore Ravens 41-27 (1999-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*

## 2003 DRAFT PICKS

ROUND	PLAYER SELECTED	POSITION	SCHOOL
1	Terrell Suggs	LB	Arizona State
1	Kyle Boller	QB	California
3	Musa Smith	HB	Georgia
4	Jarret Johnson	DL	Alabama
4	Ovie Mughelli	FB	Wake Forest
5	Aubrayo Franklin	DT	Tennessee
5	Anthony Pashos	G	Illinois
6	Gerome Sapp	S	Notre Dame
7	Trent Smith	TE	Oklahoma
7	Mike Mabry	C	UCF
7	Antwoine Sanders	S	Utah

### Coaching the Ravens

Run, run, and then run some more. Lean on Jamal Lewis. Give him the ball 25 times a game, making defenses adjust to stop the run. That's about the only way the passing game will be a success. When you do go to the air, Todd Heap is sure-handed and knows how to find the seam in the defense. Your defense will keep you in most games. Ray Lewis and Edgerton Hartwell control the middle of the field. Use your outside linebackers to put more pressure on the quarterback and to take pressure of your secondary.



### Running >>> Singleback Normal: HB Smash

The HB Smash takes advantage of Lewis's inside running skills, as the right side of the line (tackle and guard) provide the key blocks. Look for the opening between them and hit the hole. Once thru the line, Lewis is tough for a defensive back to bring down in the open field.



**Passing >>>**



**Singleback Normal: Middle Hook**

The Middle Hook develops on the left side. It's a simple route that takes advantage of Frank Sanders's ability to spin up field and avoid the first tackler. He sprints 5 yards off the line and then turns around. Get him the ball quickly for best results. Other options on the play include the speedy Marcus Robinson who races up the field from the left side and then slants toward the sideline, while Jamal Lewis releases to the middle about 5 yards beyond the line of scrimmage.

**Passing >>>**



**Shotgun 2 RB 3WR: Quick Slants**

Running the Quick Slants from a shotgun formation spreads the field and gives Chris Redman several options. The 2 running backs run screen patterns in opposite directions, with Sanders lining up left and slanting right. On the right side, Robinson is in the slot and runs a pattern to the outside underneath Travis Taylor, who runs a deep slant into the middle of the field. But, the sleeper of this play is fullback Alan Ricard, who drifts off to the right, unattended. Avoid the first defender and you can rack up 10-15 yards without breaking a sweat.

**Defending the Run >>>**



**3-4 Normal: Double TE**

Shutting down the opposition's running attack is all about getting Ray Lewis and Peter Boulware involved in the play from their linebacker positions. The Double TE blitzes the ROLB, which herds the ballcarrier toward the other linebackers. The final ingredient is the strong safety, Ed Reed, up close in run support. The front 3 move as a unit on a right-to-left slant, so be aware of any counter moves that cut back against the flow.

**Defending the Pass >>>**



**Nickel Normal: Cover 2**

There is just enough man coverage here to protect the sidelines, and with the linebackers' help, it is very difficult for the quarterback to find receivers underneath the zone. If you want to help out your defensive backs, control one of the linemen and use every trick in your repertoire to get into the pocket. The longer this play lasts, the tougher it is for your secondary to maintain coverage. On third and long, stay with deep zones and add at least one blitz to ratchet up the pressure.

**Blitzing with the Broncos >>>**



**Nickel 3-3-5: Corner Blitz**

When your secondary lacks speed, an all-out blitz is always a gamble, but must include pressure in your pass defense scheme. The Corner Blitz comes at the quarterback from either side, and unless the tight end and fullback are staying home to block, you should at the very least, force some hurried throws.



# WASHINGTON REDSKINS

HOME FIELD: REDSKINS STADIUM LOCATION: LANDOVER, MARYLAND TYPE: OPEN CAPACITY: 80,116 SURFACE: GRASS

## ★ STAR PLAYERS ★

### Laveranues Coles

Wide Receiver



Laveranues Coles defines the term "speedster" and stretches defenses and makes plays for Steve Spurrier's offense. Entering his fourth season from Florida State, Coles had a breakout year with the Jets in 2002, catching 89 passes for 1,264 yards. He will draw the opposition's best cornerback and force defenses to leave a safety back because of his ability to run past that cornerback.

#### KEY ATTRIBUTES

**Speed: 97**
**Acceleration: 96**
**Catching: 88**
**Awareness: 82**

### Champ Bailey

Cornerback



Entering his 5th season, Champ Bailey is regarded as a great cover cornerback. He recorded 3 interceptions in 2002, but that number would likely be higher if quarterbacks did not avoid throwing his way. Bailey has blinding speed, sometimes greater than that of the receiver he's covering. He can be effective as a kick return man or a wide receiver. Bailey was a standout track star at the University of Georgia, and had 3 interceptions in one game during his rookie season. He has never missed a contest, starting all 64 games of his pro career.

#### KEY ATTRIBUTES

**Speed: 99**
**Acceleration: 99**
**Jumping: 92**
**Awareness: 94**

## 2002 STANDINGS

W	L	TIES	PF	PA	HOME	ROAD	vs AFC	vs NFC	vs DIV
7	9	0	307	365	5-3	2-6	3-1	4-8	1-5

### MEET THE COACH: STEVE SPURRIER

- ▶ *NFL Head Coaching Record: Washington Redskins 7-9 (2002-present)*
- ▶ *Prior Coaching Experience: Head Coach, University of Florida (1990-01); Head Coach, Duke (1987-89); Head Coach, Tampa Bay-USFL (1983-85)*
- ▶ *College Playing Career: Florida (1964-66); Three-year starter at quarterback, won the 1966 Heisman Trophy*
- ▶ *NFL Playing Career: Quarterback-San Francisco 49ers (1967-75), Tampa Bay Buccaneers (1976)*

## 2003 DRAFT PICKS

ROUND	PLAYER SELECTED	POSITION	SCHOOL
2	Taylor Jacobs	WR	Florida
3	Derrick Dockery	G	Texas
7	Gibran Hamdan	QB	Indiana

### Coaching the Redskins

You must attempt to establish a run with Trung Canidate, but if that proves difficult, throwing short passes (screens, slants, and outs) can be just as effective and forces the defense to drop back more into pass coverage. This would be a case of the pass setting up the run. Your trio of linebackers will dominate the field. Move them around to different spots on the line when going after the quarterback. Smoot and Bailey can handle single coverage against anyone.

## ✓ SCOUTING REPORT

An optimistic Steve Spurrier will go with Patrick Ramsey as his starting quarterback. The second year man from Tulane started just 5 games last season and had a passer rating of 71.6. Despite his inexperience, he does have some great weapons down the field. Laveranues Coles is ridiculously fast and has learned to run great routes. Rod Gardner is a big possession receiver who goes over the middle and usually pulls down any ball he can get his hands on. Former Ram Trung Canidate starts at halfback and should fit well into Spurrier's offense. Newly acquired Dave Fiore and Randy Thomas will help solidify a line that gave up 40 sacks in 2002.

The Redskins defense could really limit the opposition in 2003 and help the team build on their win total (7). Champ Bailey and Fred Smoot are the best duo of cover cornerbacks in the league. The linebacking trio of Jessie Armstead, Jeremiah Trotter, and (#51) does it all, from stuffing the run, to pressuring the quarterback, to dropping back in pass defense.

## Key Plays



### Running ▶▶ Singleback Normal: HB Sprint

The HB Sprint gives Trung Canidate the ball headed into the left side of the line. Follow the pulling right guard thru the hole on the left. Gain momentum by sprinting toward the line as you receive the handoff. If the defensive front shifts over to your right, there will be plenty of room to the outside. Beat the linebacker to the corner and you can pile up the yards.

### Running ▶▶ Singleback Normal: HB Sweep

Canidate has the speed to get around the corner when running the HB Sweep. The center, right guard, and right tackle all pull hard right. Watch the reaction of the defense, but you'll usually want to stay inside of Laveranues Coles when you swing out. Prior to the snap you may want to bring Coles in motion from the right to the left and see if the corner follows.



**Passing >>>**



**Singleback 4WR:  
PA HB Streak**

On the right side, Coles runs 5 yards and turns around while slot man Patrick Johnson goes 10 yards up and slants out. Rod Gardner and rookie Taylor Jacobs do the same on the left. The play action fake goes to Candidate, who then streaks up the middle of the field. This formation effectively spreads the field and you'll most certainly find a receiver in a favorable match up. Coles is the most exciting target because of his ability to accelerate after the catch.

**Passing >>>**



**Shotgun 4WR: Corner Threat**

The Corner Threat features Patrick Johnson as the primary receiver. He sprints 8 yards up the field on the right side and then slants toward the sideline. Coles lines up on the right side as well and simply runs 5 yards before turning around. See who the safety helps and hit the receiver in single coverage. Jacobs and Gardner do the same thing on the left. If a linebacker picks up Jacobs, loft the ball down the sidelines before the safety arrives.

**Defending the Run >>>**



**4-3 Normal: Man QB Spy**

Excellent linebacking and 2 outstanding cornerbacks make this a very difficult defense to run against. This basic 4-3 set allows corner Fred Smoot to react quickly to the outside run.

**Defending the Pass >>>**



**Nickel Normal: Double Slot**

The offense has to rethink its short passing game when up against the Redskins' Double Slot. This formation blankets the middle and seals off the sidelines, making it difficult to complete possession passes for first downs. Eventually, the offense has to go vertical, but until then, enjoy watching your cornerbacks play old fashioned man-to-man defense. Don't be surprised to pick up coverage sacks with the Double Slot.

**Blitzing with the Redskins >>>**



**4-3 Over: Free Fire**

When you have great cornerbacks, you can blitz with abandon, and this really expands your playbook. We like the Free Fire for its pressure up the middle. This creates opportunities for the ends to sweep around and level the quarterback.

# NEW ORLEANS SAINTS

HOME FIELD: LOUISIANA SUPERDOME LOCATION: NEW ORLEANS, LOUISIANA TYPE: DOME CAPACITY: 72,675 SURFACE: TURF

## ★ STAR PLAYERS ★

### Joe Horn

Wide Receiver

#87

Heading into his fourth season with the Saints, and eighth overall, Joe Horn has established himself as one of the NFC's top targets. He finished 2002 with 88 catches for 1,312 yards and 7 touchdowns. Horn has blazing speed that will stretch any defense, and he is very difficult to contain in single coverage. He spent 2 years at tiny Itawamba Community College in Mississippi before coming to the NFL.

#### KEY ATTRIBUTES

**Speed:** 92  
**Agility:** 94  
**Catching:** 92  
**Awareness:** 90

### Tebucky Jones

Free Safety

#34

In his sixth season from Syracuse, Tebucky Jones joins the Saints defense after spending his first 5 pro seasons in New England. A ferocious hitter, equally effective assisting against the run or dropping back in pass coverage, Jones is at his best patrolling the middle of the field. He made the transition from running back to defensive back prior to his senior year at Syracuse.

#### KEY ATTRIBUTES

**Speed:** 90  
**Acceleration:** 88  
**Tackling:** 69  
**Awareness:** 81

## ✓ SCOUTING REPORT

The Saints enjoyed a decent 2002, finishing 9-7, but missing out on the playoffs. Expectations are much higher going into this year. Deuce McAllister returns after going to the Pro Bowl in his first season as a starter following 1,388 yards running the ball with 13 touchdowns. Quarterback Aaron Brooks (Michael Vick's cousin) set a club record with 27 touchdown passes and possesses one of the strongest arms in the NFL. He also benefits from a tremendous receiving duo in Joe Horn and Donte Stallworth. Horn is the only Saints receiver to have 3 straight 1,000-yard receiving seasons, and he has played in 3 straight Pro Bowls. Second year man Donte Stallworth impressed as a rookie with 42 receptions and 8 touchdowns. Up front, Kyle Turley (traded to the Rams) will be missed at left tackle, but Wayne Gandy should be able to fill his shoes.

The strength of the defense is the secondary with corners Dale Carter and Fred Thomas (led the squad with 5 interceptions in 2002), plus hard-hitting Tebucky Jones. Veteran kicker John Carney set a club record with 130 points last year, ranking him third in the NFC.

## Key Plays



### Running ▶▶▶ I Form Normal: HB Lead Toss

Deuce McAllister has blazing speed and is very shifty running to the outside. This makes the HB Lead Toss the "bread and butter" of the Saints running attack. Send the fullback in motion, and then follow him around the outside of the line, and then decide whether to break the run inside or outside of your receiver's block.



### Running ▶▶▶ Weak I Normal: Saints Pitch

The Saints Pitch is very similar to the HB Lead Toss, sending McAllister to the left side of the line. The left guard pulls, and you follow the lead of your fullback. After turning the corner, it's up to you whether or not to run straight up the field or head toward the sideline. Remember, this is not a sweep, so don't break to the outside too soon. In fact, after the fullback seals off the linebacker, cut back to the middle to find a surprising amount of running room.

## 2002 STANDINGS

W	L	TIES	PF	PA	HOME	ROAD	vs AFC	vs NFC	vs DIV
9	7	0	432	388	4-4	5-3	2-2	7-5	3-3

## MEET THE COACH: JIM HASLETT

- ▶ *NFL Head Coaching Record: New Orleans Saints 27-23 (2000–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-American Defensive End*
- ▶ *NFL Playing Career: Linebacker–Buffalo Bills (1979–86), New York Jets (1987); played in 2 Pro Bowls*

## 2003 DRAFT PICKS

ROUND	PLAYER SELECTED	POSITION	SCHOOL
1	Johnathan Sullivan	T	Georgia
2	Jon Stinchcomb	T	Georgia
3	Cie Grant	LB	Ohio State
4	Montrae Holland	G	Florida State
5	Melvin Williams	DE	Kansas State
6	Kareem Kelly	WR	USC
7	Talman Gardner	WR	Florida State

## Coaching the Saints

McAllister is the versatile back all teams covet. He's a bruising runner, who can run between the tackles or to the outside. Establish the run, but also bring him out of the backfield and throw him the ball. Brooks is mobile, so don't be afraid to run if the coverage is blanketing your receivers. Joe Horn often attracts double teams, leaving Stallworth in single coverage. On defense, the secondary is solid, but mix up your defensive schemes to mask a poor pass rush.



**Passing >>>**



**Singleback Normal: Posse Slants**

From the right, Joe Horn and tight end Ernie Conwell go up 5 yards and slant in, while Donte Stallworth runs the same pattern (up and slant in) on the right. Jerome Pathon lines up inside of Stallworth and leaks underneath to the sideline. Try bringing Stallworth in motion to cross with Horn. This stacks the right side and momentarily scrambles the coverage, giving Horn a seam over the middle.

**Passing >>>**



**Shotgun 4WR: Slot Flags**

Jerome Pathon and Michael Lewis run up about 7 yards and then slant to their respective sidelines (Pathon left and Lewis right). If Lewis draws single coverage, this is a perfect opportunity to showcase his blazing speed. Drop the ball in before the safety comes up to join the party. If Lewis is smothered, look underneath for Horn running a drag from right to left.

**Defending the Run >>>**



**4-3 Normal: Under Man**

Darren Howard is your best outside lineman (RE), and with the linebackers' help, he should be able to make some big stops against sweeps and tosses. Stay away from stunts and blitzes and you should be able to contain your opponent's ground attack.

**Defending the Pass >>>**



**Nickel Normal: Cover 2**

The Saints' corners are solid, led by veteran Dale Carter on the right, so the Cover 2 is a logical pass defense for third and more than 5. We like the tight man coverage at the line because it takes away the short possession passes. Work in more zone coverage on third and very long, so as not to overburden your safeties.

**Blitzing with the Saints >>>**



**Dime Normal: Rodgers Blitz**

Getting to the opposing quarterback is the biggest challenge for the Saints' front 4. The Rodgers Blitz plugs the middle gap with the ROLB, giving the Saints a good push without over committing to one side. The middle blitz is also a good strategy against a mobile quarterback like Michael Vick, who has been known to sprint right up the middle and turn a potential sack into a long gain.



## ★ STAR PLAYERS ★

### Shaun Alexander

Halfback



Shaun Alexander enters his fourth pro season after a great 2002, when he ran for 1,175 yards and 16 touchdowns, and caught 59 passes for 460 yards and 2 more scores. He is a great receiver out of the backfield, as his 2002 stats reflect. A great open field runner, Alexander is Alabama's all-time rushing leader, with 3,565 yards.

**KEY ATTRIBUTES**

<b>Speed:</b>	<b>89</b>
<b>Agility:</b>	<b>90</b>
<b>Breaking Tackles:</b>	<b>92</b>
<b>Awareness:</b>	<b>85</b>

### John Randle

Tackle



John Randle begins his 14th season out of Texas A&M-Kingville, coming off a 7-sack 2002 in Seattle. He has 132 career sacks, including 8 straight 10-sack seasons from 1992-99. Randle applies tremendous pressure up the middle, often forcing the opposition to double team him, and opening opportunities for teammates. He uses a variety of moves to beat the blocking and get into the pocket.

**KEY ATTRIBUTES**

<b>Speed:</b>	<b>71</b>
<b>Strength:</b>	<b>86</b>
<b>Tackling:</b>	<b>85</b>
<b>Awareness:</b>	<b>90</b>

## ✓ SCOUTING REPORT

Seattle won their final 3 games in 2002, the highlight of an otherwise disappointing season. The emergence of quarterback Matt Hasselbeck, who averaged 340 yards over the final 6 games, creates great hope for the Seahawks in 2003. The offensive line, led by Pro Bowl left tackle Walter Jones, did a great job protecting Hasselbeck, and a trio of talented receivers stretched defenses. Koren Robinson lived up to his potential, emerging as the number-one receiver with Darrell Jackson and Bobby Engram taking advantage of the attention defenses began giving Robinson. Shaun Alexander gives the Seahawks a formidable ground game and provides another dependable target for Hasselbeck.

The Seahawks defense is solid up the middle with John Randle and Chad Eaton pressuring the quarterback and stopping the run, but they must get more from ends Antonio Cochran and Chike Okefor. Linebacker Anthony Simmons is starting to emerge as the leader of the defense, while Chad Brown hopes to regain his form after recovering from a foot injury. Speedy corner Shawn Springs works the left side effectively, but Ken Lucas will need some help from safety Damien Robinson.

## Key Plays



### Running ▶▶ I Form Normal: HB Lead Toss

Shaun Alexander is one of the most versatile halfbacks in the game today. On the HB Lead Toss, you can put your fullback in motion left where he'll provide the key block, or simply follow him when the play begins. Big left tackle Walter Jones is a dominant run blocker. Alexander has amazing speed to the outside.



### Running ▶▶ I Form Normal: HB Counter Weak

The right guard leads the charge pulling left in the HB Counter Weak. Alexander is given the ball and counters left behind the block of his fullback, but you must decide whether or not to run inside the block of the pulling right guard, or to the outside. The defense will dictate. Bringing the tight end in motion right to left before the snap puts another blocker on the left side of the field.

## 2002 STANDINGS

W	L	TIES	PF	PA	HOME	ROAD	vs AFC	vs NFC	vs DIV
7	9	0	355	369	3-5	4-4	2-2	5-7	2-4

## MEET THE COACH: MIKE HOLMGREN

- ▶ *NFL Head Coaching Record: Seattle Seahawks 31-24 (1999-present); Green Bay Packers 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*

## 2003 DRAFT PICKS

ROUND	PLAYER SELECTED	POSITION	SCHOOL
1	Marcus Trufant	CB	Washington State
2	Ken Hamlin	S	Arkansas
3	Wayne Hunter	T	Hawaii
4	Seneca Wallace	QB	Iowa State
4	Soloman Bates	LB	Arizona State
5	Chris Davis	FB	Syracuse
6	Rashad Moore	T	Tennessee
7	Josh Brown	P/K	Nebraska
7	Taco Wallace	WR	Kansas State
7	Jeff Kelly	QB	Southern Mississippi

## Coaching the Seahawks

This is a great offense. Shaun Alexander sets up the run and burns defenses as a receiver. Matt Hasselbeck has Robinson, Jackson, and Engram at his disposal. Use 3 wide receiver sets to take advantage of this tremendous trio. On defense, cheat the linebackers and safeties to the outside to compensate for a lack of pressure from your ends. Avoid leaving Ken Lucas in single coverage.



**Passing >>>**



**I Form Normal: Short Slants**

Matt Hasselbeck has 3 good options in the Short Slants formation. Darrell Jackson starts out on the left and winds up slanting to the right. He crosses tight end Jerramy Stevens who slants left, while Koren Robinson starts right and slants left about 8 yards before turning around. As always, look for single coverage as you check off the routes. If your receivers are covered, Shaun Alexander runs a delayed screen route to the left side, and is wide open against most pass coverage formations.

**Passing >>>**



**Singleback 4WR: Zig Zags**

Robinson and Jackson run identical up, in, and out patterns on the right and left side respectively. Jackson is the most natural target, as Ingram takes the cornerback deep, leaving single (or zero) coverage on Jackson. You find a similar situation with Robinson on the right, but it is easier for Hasselbeck to set up and throw to the left. Shaun Alexander streaks down the middle of the field and might find himself in a favorable match up with a secondary more concerned with the 4 receivers on the outside.

**Defending the Run >>>**



**4-3 Normal: Simmons Blitz**

The Simmons Blitz throws off the offensive surge just enough to give the linebackers an extra step to the ball, which is critical against the league's best runners. The cornerbacks set up near the line of scrimmage to provide additional support on the edges.

**Defending the Pass >>>**



**Dime Normal: Cover 2 Pinch**

The Seahawks get decent pressure from their front 4 without a lot of stunts and blitzes, so you can concentrate on balanced coverage. The corners bump the receivers off the line, while the outside linebackers drop into a short zone. This scheme really clogs the short outs and slants. The safeties drop into deep zone, leaving the middle of the field to Chad Brown. Watch this area. If the offense exploits the single coverage, bring the cornerbacks off the line to help out.

**Blitzing with the Seahawks >>>**



**Nickel Normal: Brown Blitz**

With Chad Brown blitzing from ROLB and John Randle pounding away at left tackle, the Seahawks get a good push from both sides of the line. Opposing quarterbacks are "inspired" to get rid of the ball earlier than they have to when the pocket gets too cozy. With the cornerbacks in tight man coverage, they are usually in good position to break up the play.





# PITTSBURGH STEELERS

HOME FIELD: HEINZ FIELD LOCATION: PITTSBURGH, PENNSYLVANIA TYPE: OPEN CAPACITY: 64,450 SURFACE: GRASS

## ★ STAR PLAYERS ★

### Hines Ward

Wide Receiver



Hines Ward has quietly become one of the top receivers in the AFC. In his 6th season from Georgia, Ward caught a career-high 112 balls in 2002 for 1,329 yards and 12 touchdowns. He has 206 catches the past 2 seasons. Widely considered the best blocking receiver in the NFL, Ward has great hands and will catch anything he can reach.

#### KEY ATTRIBUTES

**Speed:** 89  
**Acceleration:** 90  
**Catching:** 95  
**Awareness:** 92

### Jason Gildon

Outside Linebacker



Jason Gildon made his third straight Pro Bowl after leading the team with 9 sacks. Entering his ninth season from Oklahoma State, he is a physical, aggressive outside linebacker who has emerged as a high-caliber player. Gildon is a playmaker, earning his reputation early in his career as one of the Steelers top special team players.

#### KEY ATTRIBUTES

**Speed:** 92  
**Strength:** 78  
**Tackling:** 90  
**Awareness:** 91

## ✓ SCOUTING REPORT

The Kordell Stewart era is over in Pittsburgh, and former XFL'er Tommy Maddox is the new quarterback. Last year in his first season with the Steelers, Maddox threw for 2,836 yards and 20 touchdowns while splitting time with Stewart. Jerome Bettis and Amos Zereoue will be counted upon to run the football. Bettis can still be effective as a straight-ahead runner while Zereoue is shifter, with speed to the outside, and he is an excellent receiver out of the backfield. The former West Virginia star led the Steelers in 2002 with 762 yards rushing and also caught 42 passes. Maddox has a great set of receivers in Hines Ward and big Plaxico Burress (6'5", 228 lbs.). They complement each other nicely, as Ward makes the tough catches in traffic while Burress has emerged as a deep threat (17 yards per catch).

The Steeler's defense was the best in the NFL against the run, but it needs to do a better job when the opposition goes to the air. They used their top draft choice to select Troy Polamalu from USC and he's expected to start at safety. Pittsburgh uses a 3-4 formation and has the best 4 linebackers in the league. Outside linebackers Jason Gildon and Joey Porter played in the Pro Bowl following their fine 2002 seasons, with Kendrell Bell and James Farrior dominating the middle. Antwaan Randle El proved to be one of the league's most exciting return men in his rookie season of 2002.

## Key Plays



### Running ▶▶▶ I Form Normal: HB Draw

The Steelers are now more of a throwing team, with defenses keyed on stopping the aerial attack. Use the HB Draw to fool the defense and give big Jerome Bettis the ball headed toward the right side of the line. The hole will either be between the center and right guard, or between the guard and tackle. The defense will dictate your cuts.



### Running ▶▶▶ Strong I Normal: HB Power

The HB Power gives Bettis the ball going right. The right side of the line will pull right. Follow the lead of your fullback Dan Kreider. See how Hines Ward handles the corner. If he holds his block, stay inside. Sending Ward in motion sometimes brings the corner with him and out of the play. If the corner doesn't follow, send Ward back to his original position.

## 2002 STANDINGS

W	L	TIES	PF	PA	HOME	ROAD	vs AFC	vs NFC	vs DIV
10	5	1	390	345	5-2-1	5-3	8-4	2-1-1	6-0

### MEET THE COACH: BILL COWHER

- ▶ **NFL Head Coaching Record:** Pittsburgh Steelers 114-72-1 (1992-present)
- ▶ **Prior Coaching Experience:** Defensive Coordinator, Kansas City (1989-91); Assistant Coach, Cleveland (1985-88)
- ▶ **College Playing Career:** North Carolina State (1976-79); 3-year starter at linebacker
- ▶ **NFL Playing Career:** Linebacker-Philadelphia Eagles (1979), Cleveland Browns (1980-82), Philadelphia Eagles (1983-84)

## 2003 DRAFT PICKS

ROUND	PLAYER SELECTED	POSITION	SCHOOL
1	Troy Polamalu	S	USC
2	Alonzo Jackson	DE	Florida State
4	Ivan Taylor	CB	UL-Lafayette
5	Brian St. Pierre	QB	Boston College
7	J.T. Wall	FB	Georgia

### Coaching the Steelers

The Steelers evolved from a running team to one that airs it out in 2002 and that should continue this season. Tommy Maddox has Hines and Plaxico Burress, but use 3-receiver sets that also utilize the speed of Antwaan Randle El. Split up the running duties between Jerome Bettis and Amos Zereoue. Your defense stuffs the run, but use your linebackers to go after the quarterback to increase the pass rush.



**Passing >>>**



***1 Form 3WR: Slot 2 Out***

Hines Ward drives up field for 8 yards and then runs a deep slant to the middle. Just before the slant, Randle El crosses Ward's path after going up, in, and then across to the sideline. Time your release to hit Randle El after he passes Ward, while the cornerback and linebacker adjust their assignments. Burress's job on the other side is to run a deep fly, taking the coverage out of the picture. He is rarely open, but it is worth a look if you have the time. Jerome Bettis is the safety valve to the left, and he usually has some room to run thanks to Burress's deep route.

**Passing >>>**



***Shotgun 4WR: Post Flags***

The Post Flag features Ward on the right and Plaxico Burress on the left. Both run the same pattern starting up before faking the slant in and slanting out. In the slot, Randle El is on the left and goes up, in, and out. Bring the right slot man in motion in hopes of leaving Ward in a one-on-one situation. If the rush is intense, a pump fake makes the defensive end leave his feet, giving you an extra second to release the pass.

**Defending the Run >>>**



***3-4: Man QB Spy***

It is a joy to watch the Steelers' linebackers at work, that is, unless you are trying to run the football. This formation gives the linebackers perfect vision inside and outside, and that is bad news for the opposing running back.

**Defending the Pass >>>**



***Dime Normal: Porter Blitz***

In all but the longest passing situations, the Steelers can adequately defend the field with the 3-4. When you feel the need for extra DBs, the Porter Blitz lets you beef up the coverage while bringing Joey Porter on an all-out blitz up the middle. The opposing quarterback will have a tough time getting comfortable under the pressure, and when he throws the ball into coverage, he'll feel even worse.

**Blitzing with the Steelers >>>**



***3-4: Stud***

There are so many great blitz plays to run with the Steelers' pass defense that it's hard to pick just one. But, after witnessing the fastest sack on record with the aptly named 3-4: Stud, we were sold. What makes this play work so well is the tight angle taken by the outside linebacker. In the play pictured here, Gildon sliced between the tackle and guard almost before the linemen were out of their 3-point stances! You gotta love those Steeler linebackers.

## ★ STAR PLAYERS ★

### Tony Boselli

Tackle

#71

A healthy Tony Boselli is the best tackle in the NFL. After playing 7 seasons with Jacksonville (he was an original Jaguar), he missed all of 2002 with injuries. Boselli holds his ground well when pass blocking and opens up holes for the halfbacks in the ground attack. He has the responsibility of protecting the quarterback's blind side, which is good news for David Carr. On Boselli's watch, the left side of the line will be under control.

**KEY ATTRIBUTES**
**Run Blocking:** 90

**Pass Blocking:** 93

**Strength:** 96

**Awareness:** 97

### Aaron Glenn

Cornerback

#31

Aaron Glenn played in the Pro Bowl after a fine 2002 in which he led the expansion Texans with 5 interceptions, 2 of which he ran back for touchdowns. In his 10th year out of Texas A&M, he has returned 7 of his 29 career interceptions for scores. Glenn is one of the league's best cover men, combining blazing speed, excellent instincts, athleticism, and great understanding of the game.

**KEY ATTRIBUTES**
**Speed:** 96

**Acceleration:** 96

**Jumping:** 91

**Awareness:** 92

## ✓ SCOUTING REPORT

The Texans completed their first year of existence 4-12, but showed signs of a bright future. The top pick in the 2002 draft, quarterback David Carr, threw for 2,592 yards and 9 touchdowns, but was picked off 16 times and sacked a league record 76 times. The sack total can be attributed to a lack of healthy bodies on the offensive line. Tony Boselli never played and Ryan Young was never 100 percent. The health problems don't figure to be as big a problem in 2003 allowing Carr more time to throw, and the running game more time to materialize. Stacey Mack will start at halfback, but should split time with James Allen. Jabar Gaffney, rookie Andre Johnson, and Corey Bradford will all see significant time at the receiver spots.

The defense for the expansion Texans had some real bright spots. Left end Gary Walker, a one-time Houston Oiler, had a solid season and played in the Pro Bowl, as did cornerback Aaron Glenn. The Texans use the 3-4 formation and will start Kailee Wong and Charlie Clemons on the outside with Jamie Sharper and Jay Foreman manning the inside linebacker spots.

## Key Plays



### Running ▶▶ Singleback Normal: HB Sprint

The Texans can run the football because of the strength of their offensive line. Run the HB Sprint to the left side. Stacey Mack carries the ball behind the punishing run blocking of Tony Boselli. Your right guard pulls slowly to the left. Wait a split second until he arrives and then look for a hole straight ahead. You'll be amazed to see big Tony Boselli still blocking downfield.



### Running ▶▶ Singleback Normal: HB Cutback

The HB Cutback shows off the skill of the Texans' offensive line. The right guard pulls left and blocks the ROLB opening a gaping hole. Mack runs between the guard and Boselli. For an extra blocker on the left side, send the tight end in motion from right to left prior to the snap.

## 2002 STANDINGS

W	L	TIES	PF	PA	HOME	ROAD	vs AFC	vs NFC	vs DIV
4	12	0	213	356	2-6	2-6	2-10	2-2	1-5

### MEET THE COACH: DOM CAPERS

- ▶ *NFL Head Coaching Record: Houston Texans 4-12 (2002-present); Carolina Panthers 30-34 (1995-1998)*
- ▶ *Prior Coaching Experience: Defensive Coordinator, Jacksonville (1999-2000); Defensive Coordinator, Pittsburgh (1992-94); Defensive Backs Coach, New Orleans (1986-91)*
- ▶ *College Playing Career: Mount Union College (1968-71)*
- ▶ *NFL Playing Career: N/A*

## 2003 DRAFT PICKS

ROUND	PLAYER SELECTED	POSITION	SCHOOL
1	Andre Johnson	WR	Miami
2	Bennie Joppru	TE	Michigan
3	Antwan Peek	DE	Cincinnati
3	Seth Wand	T	NE Missouri State
3	Dave Ragone	QB	Louisville
4	Domanick Davis	HB	LSU
6	Drew Henson	QB	Michigan
6	Keith Wright	DT	Missouri
7	Curry Burns	S	Louisville
7	Chance Pearce	C	Texas A&M

### Coaching the Texans

The left side of your offensive line will open holes for the running game and protect David Carr's blind side. Establish the run in that direction and force the defense to stack that side. This will open things up for you on the right side. On defense, Aaron Glenn can handle single coverage, but you may want to cheat a safety or use a zone to help out Marcus Coleman on the other side. Move linebacker Kailee Wong around and blitz him from different spots on the line.



**Passing >>>**



**Singleback Normal:  
Double Outs**

The Double Outs gives David Carr safe options on both sides of the field. Corey Bradford sprints down the field from the right side. See how the defense reacts. If it's just him and the corner, air it out. If the safety drifts over to help out on Bradford, or if the cornerback is sticking to him like glue, look for the tight end Billy Miller (pictured here). He will be loosely covered by a linebacker as he goes up and out. Rookie Andre Johnson starts out left and drags across the

middle, with Jabar Gaffney going up and out from the left side. Stacey Mack delays and then leaks out to the right. If you're in trouble and have the

**Passing >>>**



**Shotgun Trips: FL Go**

Bradford uses his speed and races straight down the right sideline. This is a straight fly, so if the deep safety helps out, he will be well-covered. On the left, you've got 3 options, and our favorite is the slot receiver, Gaffney. He goes up, fakes in, and then slants out, where he's almost always open. He runs underneath a streaking Johnson, while JaJuan Dawson, who is also in the left slot runs 8 yards and then turns around.

**Defending the Run >>>**



**3-4: Double QB Spy**

The Texans' linebackers do a good job pursuing the play to the sidelines, and the Double QB Spy provides excellent visibility and angles for stopping the run. The ROLB takes a wide blitz, putting him in the backfield to disrupt the sweep. On the left, the outside linebacker plays tight to the line, almost next to the tackle, and he is backed up by the cornerback. A 2-deep zone guards against the unexpected deep pass.

**Defending the Pass >>>**



**Nickel Normal: Double X**

A combination of zone and man coverage works best for the Texans' personnel. The front 4 is capable of pushing back the pocket, while the secondary is led by Pro Bowl cornerback Aaron Glenn, who can play man-to-man against any receiver in the league.

**Blitzing with the Texans >>>**



**3-4 Pressure: OLB Blitz**

With 6 men on the line, it's tough for the defense to pickup their blocking assignments against the OLB Blitz. LOLB Kailee Wong is the key man as he takes a tight path around the right side of the offensive line. He has excellent speed, and his arrival in the offensive backfield will trigger plenty of hurried passes that may not reach their targets.



# TENNESSEE TITANS

HOME FIELD: TITANS STADIUM    LOCATION: NASHVILLE TENNESSEE    TYPE: OPEN    CAPACITY: 67,000    SURFACE: GRASS

## ★ STAR PLAYERS ★

### Steve McNair

Quarterback


**#9**

Steve McNair enters his ninth season out of Alcorn State. A double threat, he can give opposing defenses headaches with a strong arm or explosive running ability. Unlike many scrambling quarterbacks, McNair is also an excellent pocket passer. He is coming off a 2002 in which he threw for 3,387 yards with 22 touchdowns, and was the team's second leading rusher with 440 yards. McNair's clutch playmaking ability is legendary around the league. He is still the only player in NCAA history to gain over 16,000 yards (16,823) in total offense during his college career.

#### KEY ATTRIBUTES

Speed:	76
Throw Power:	93
Throw Accuracy:	87
Awareness:	86

### Jevon Kearse

Defensive End


**#90**

Just 4 years into his pro career, Jevon Kearse, from Florida, has become one of the most feared and dominating pass rushers in the league. He earned Pro Bowl honors in each of his first 3 seasons, 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; he routinely overcomes bigger and heavier tackles. He often gets double-teamed by opponents. He got to the quarterback 10 times in 2001. He missed much of 2002 with nagging injuries, but he's 100 percent and ready to return to form.

#### KEY ATTRIBUTES

Speed:	85
Strength:	75
Tackling:	76
Awareness:	65

## ✓ SCOUTING REPORT

The Titans started 2002 1-4, yet heated up and finished 11-5, just one game shy of the Super Bowl. Steve McNair at times seemed to will his team to victory, coming up with a big play when his team needed it the most. McNair can beat you running the ball, but when he goes to the air, he looks first in the direction of steady Derrick Mason (79 catches-1,012 yards-12 touchdowns). Drew Bennett is the other starting receiver, while tight end Frank Wycheck remains dependable. Eddie George racked up 1,165 yards and scored 12 touchdowns, but with the emergence of McNair, the Titans don't have to lean as hard on George as they've done in the past.

The Titans' defense had an outstanding year in 2002 and was a big reason for the turnaround following the 1-4 start. Jevon Kearse and Kevin Carter provide a fierce pass rush from both sides of the line. Linebacker Keith Bulluck was the emotional leader of this unit and led the team in tackles. All 4 starters from the secondary return, and they figure to be even better in 2003.

## Key Plays



### Running ►► Singleback Big: HB Pitch

Eddie George is equally dangerous running to the outside or between the tackles. The HB Power gets him the ball going toward the right sideline and provides an opportunity to show off his speed to the outside, or power on a cutback to the inside. The pulling right tackle and tight end are the key blockers, sealing off the outside linebacker so George can turn the corner. If the cornerbacks overpursue, cut back toward the middle, past your blockers, and pick up additional yardage.



### Running ►► Singleback Normal: Titans Slash

The Titans Slash shows off George's ability to run in between the tackles. Right tackle Fred Miller makes running to the right side of the line an attractive option. Wait for the hole between the tackle and the guard to open and then slam forward for positive yards. In short yardage situations, this play consistently gets the job done.

## 2002 STANDINGS

W	L	TIES	PF	PA	HOME	ROAD	vs AFC	vs NFC	vs DIV
11	5	0	367	324	6-2	5-3	9-3	2-2	6-0

### MEET THE COACH: JEFF FISHER

- NFL Head Coaching Record: Tennessee Titans 79-60 (1995-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)

## 2003 DRAFT PICKS

ROUND	PLAYER SELECTED	POSITION	SCHOOL
1	Andre Woolfolk	CB	Oklahoma
2	Tyrone Calico	WR	Middle Tennessee
3	Chris Brown	HB	Colorado
4	Rien Long	T	Washington State
5	Donnie Nickey	S	Ohio State
7	Todd Williams	G	Florida State

### Coaching the Titans

As versatile as Steve McNair is, you still want to establish the run with Eddie George. If defenses feel they need to key on George, this opens it up for the air attack. When you do throw, get the ball to Derrick Mason. The former kick returner knows how to make defenders miss in the open field. Get him the ball on slants and screens. The pressure from your defensive ends will be fierce. Blitzing a linebacker up the middle really collapses the pocket on the opposing quarterback, forcing him to throw before he wants to, often ending up in interceptions.



## Passing >>>



### **Singleback Normal: McNair PA Roll**

Play action momentarily freezes the defense, as they react to what looks like a running play. Steve McNair is a master at selling the run fake, which makes him a great play-action quarterback. After the fake, McNair rolls out to the right (you'll be amazed at how much time you have after the rollout). Set up and hit Justin McCareins slanting toward the sideline. You have time to check Derrick Mason streaking down the right

sideline. If he has decent separation from the safety, let it fly for 6. Drew Bennett's slant on the left is not a good choice, due to the right-hand rollout. If everything breaks down, look for Frank Wycheck who runs a short slant (more like an out) after delaying as a blocker. After pausing in the backfield, the defensive coverage forgets about the big tight end, so he is always open.

## Passing >>>



### **Shotgun 5 WR: Parallel Slants**

When you need to beat a zone defense, the Parallel Slants is a great play to call. Three receivers line up on the right. Mason and rookie Tyrone Calico run the same patterns going up and slanting in. Darrell Hill lines up in between them and starts up before turning around after just 5 yards. On the left, Bennett and McCareins cross paths, with Bennett ending up slanting in and McCareins slanting out. With 5 guys going out, you will find a hole in the zone. During practice, Drew Bennett was the receiver who always seemed to get a step on the coverage.

## Defending the Run >>>



### **4-3 Normal: Edge Sting**

There just isn't enough sideline to get away from the Titans' linebackers, as Curtis Martin finds out here. If you're facing a team that likes to pound it up the middle, switch to the 4-3 Normal: Under Man to close up the gap over center.

## Defending the Pass >>>



### **Nickel Normal: Cover 2**

Jevon Kearse and Kevin Carter routinely brush tackles and tight ends on their way to the quarterback. Hence, you can stick with a 4-man rush and drop everyone else into coverage where they can smother even a 5-receiver set. The Cover 2 brings the cornerbacks up tight where they can harass receivers coming off the line. The linebackers drop into coverage while the safeties handle the deep zones. It is a package tailor-made for the Titans' personnel.

## Blitzing with the Titans >>>



### **Nickel Normal: Middle Blitz**

It hardly seems fair to blitz the linebackers when you have Kearse and Carter at the ends, but you might as well flaunt your talent. Keith Bulluck and Peter Sirmon come in between the ends and tackles, giving the Titans an intense 6-man front. Something has to give, and it's usually the quarterback. Do you recognize him? He's the one in the middle of the sandwich.



## ★ STAR PLAYERS ★

### Randy Moss

Wide Receiver


**#84**

Randy Moss enters his sixth season out of Marshall. The 5-time Pro Bowler had 106 receptions for 1,347 yards and 7 touchdowns in 2001. He has blazing speed, incredible acceleration off the line, and great hands. At 6'4", he can leap over smaller cornerbacks for balls. Moss has scored 60 touchdowns in just 5 pro seasons. Widely considered the most talented receiver ever to play the game, he added 10-pounds of muscle in the off-season.

**KEY ATTRIBUTES**
**Speed: 99**
**Acceleration: 99**
**Catching: 94**
**Awareness: 88**

### Chris Hovan

Tackle


**#99**

Chris Hovan enters his fourth year in a Vikings' uniform still hopeful for a Pro Bowl season. He might have been the league's best player not invited to Hawaii last year. Hovan is a powerful player known for his non-stop motor—he never gives up on a play. For this reason, he is routinely double-teamed. He stuffs the run up the middle, and his aggressive style makes him a candidate for multiple positions on the defensive line. Hovan has shown special adeptness at tipping balls at the line of scrimmage.

**KEY ATTRIBUTES**
**Speed: 68**
**Strength: 87**
**Tackling: 89**
**Awareness: 78**

## ✓ SCOUTING REPORT

Daunte Culpepper threw for 3,853 yards with 18 touchdowns, but he will have to cut down on the turnovers. The fifth year pro threw 23 interceptions last season and fumbled 24 times, losing 9. He is still a threat to run the ball when no one is open down the field, although Randy Moss usually finds a way to get open. Moss is the team's "go-to" guy, and he's always a threat to beat the coverage long. Michael Bennett went to the Pro Bowl after running for 1,296 yards with 5 touchdowns and catching 37 balls out of the backfield. Hard-running Moe Williams is a great short yardage/goal line option scoring 11 touchdowns on just 85 carries.

The addition of cornerback Denard Walker immediately makes the Vikings secondary a better unit. Chris Hovan provides the pass rush, but he must get some help from ends Kenny Mixon and Lance Johnstone to avoid the constant double teams he endured in 2002. Newly acquired Chris Claibourne, who joins Greg Biekert and Henri Crockett, gives the Vikings 3 playmakers at linebacker.

## Key Plays



### Running >>> Singleback Normal: HB Pitch

Michael Bennett's speed makes him more suited for plays that go to the outside. The HB Pitch goes to the left side of the field. Wait for the pulling left guard to turn the corner. If the defense looks stacked, send your tight end in motion prior to the play for an additional blocker.



### Running >>> Strong I Big: Vikings Blast

The fullback leads the way in a play designed to run behind the right guard and tackle. Although Bennett prefers running outside the tackles, the right side of the Minnesota line does an outstanding job of making some room inside.



## 2002 STANDINGS

W	L	TIES	PF	PA	HOME	ROAD	vs AFC	vs NFC	vs DIV
6	10	0	390	442	4-4	2-6	1-3	5-7	4-2

### MEET THE COACH: MIKE TICE

- ▶ NFL Head Coaching Record: Minnesota Vikings 6-10 (2002–present)
- ▶ Prior Coaching Experience: Assistant Coach, Minnesota (1996–2001)
- ▶ College Playing Career: Maryland (1977–80); starting quarterback for 2 seasons
- ▶ NFL Playing Career: Tight End—Seattle Seahawks (1981–88, 1990–91); Washington Redskins (1989); Minnesota Vikings (1992–93, 1995)



## 2003 DRAFT PICKS

ROUND	PLAYER SELECTED	POSITION	SCHOOL
1	Kevin Williams	DE	Oklahoma State
2	E.J. Henderson	LB	Maryland
3	Nate Burleson	WR	Nevada
4	Onterio Smith	HB	Oregon
6	Eddie Johnson	P	Idaho State
6	Mike Nattiel	LB	Florida
7	Keenan Howry	WR	Oregon

### Coaching the Vikings

You have a great running game, so make sure you use it. Michael Bennett should see the bulk of the carries, but Moe Williams and Daunte Culpepper are both capable and should be used instead of Bennett when you only need a yard or so. This seems pretty obvious, but get the ball to Randy Moss. He can go deep, or simply take a screen or slant and turn it into a big gain. Tight end Byron Chamberlain has sure hands and gives you a big target when the defense is keying on Moss. Use your linebackers as part of the pass rush. This is the only way to free up Chris Hovan on the line to make plays.



**Passing >>>**



**Singleback 4WR:  
Slots Clearout**

Randy Moss may be the most dangerous receiver in the game, and this route is a perfect example of why. The slot receivers on either side run deep, wavy patterns 30+ yards downfield. On the left, D'Wayne Bates takes a short drag route across the field to the right. Finally, Randy Moss runs a similar drag route on the right, although his is just a little deeper. The trick here is to sell the defense that you want to go deep to one of the

slot receivers. Scramble and pump fake to buy as much time as possible to let the receivers clear out the middle of the field. When Moss reaches the left hashmark, fire the ball and watch Randy run.

**Passing >>>**



**Shotgun Normal: Moss Fly**

The Moss Fly sends Randy Moss streaking down the right side of the field. Lob him the ball and watch him go over the top to bring it in. Alexander starts on the left side and runs up the field 15 yards before slanting out, while Bates and Chamberlain run short outs. The key to success on this play is putting some loft on your throw. Moss has the jumping ability to go over the top of double coverage.

**Defending the Run >>>**



**4-3 Normal: Under Man**

Linebackers and cornerbacks working side by side is what makes this formation so successful. The interior linemen double-team the center, making it difficult to establish a surge up the middle. Going outside is even tougher, with cornerbacks in tight man coverage, ready to react to the run.

**Defending the Pass >>>**



**Dime Flat: Cover 2 Edge**

The coverage is so evenly balanced in this formation that the Vikings' front 4 will steal a few sacks without the help of a single blitz. What makes the Cover 2 Edge so unique is the positioning of the cornerbacks. Rather than start tight and drop back, they start 8-yards out and move up to meet the receivers. Two more "dime" backs set up 3-yards from the line and drop back into medium zone coverage. It leaves very few holes, and thus sets the stage for coverage sacks.

**Blitzing with the Vikings >>>**



**Nickel Normal: Middle Blitz**

The linebackers team with Chris Hovan to force even the most fearless quarterbacks out of the pocket. Throwing on the run dramatically reduces accuracy, and the Vikings' secondary is ready to accept the gift.



# FRANCHISE MODE

Franchise mode is back in *Madden NFL 2004*, but as you've come to expect over the years, there are a few new wrinkles. This year's game adds Owner mode. Turn it on in the Franchise Setup screen, and you get to handle the business side of owning a professional football team. No, we're not just talking about player contracts and free agent signings. You have to manage your bank account like a real owner, by monitoring ticket prices, special events, coaches' salaries, concessions, and much more. Watch your pennies, and you'll have cash for signing bonuses, contract extensions, and eventually, a new stadium.

In this chapter, we take you through Franchise mode, from the start of your franchise, all the way through training camp, preseason, regular schedule, playoffs (you hope) and finally to the college draft. Then, it's back to the drawing board, as you prepare for another season. It's a long haul from doormat to dynasty, and we'll show you how to make your football dreams come true in 30 years or less!

## Setting Up a Franchise



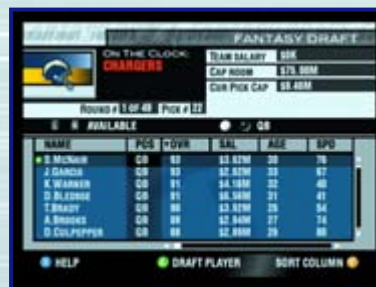
The first step in creating a franchise is to select the options that govern the league. You can set any number of Users (Owners) from 1 to 32. If you activate Owner mode, the Coaching Changes and Salary Cap options are automatically activated. As team owner, you no longer have control over the decision to fire you (too bad), or the amount of your team salary cap. If you turn on Fantasy Draft, every player in the game is released into a pool, and you take part in an original draft with 31 other user- or CPU-controlled teams. Find more on this in the Fantasy Draft section below. Finally, you select a coach and the associated team/playbook.

**Note**

When Fantasy Draft is turned on, you go immediately to the draft screen. If you opt to turn Fantasy Draft off, you begin with the actual roster of the team you selected.

## Fantasy Draft

Now, it's time to draft our team. Our franchise is based on the Chargers, so we pick 22nd (determined by the CPU). The CPU handles the first 21 picks, and we're on the clock in round #1 (of 49). The Fantasy Draft screen includes 24 sortable ratings columns, so we can arrange the players to suit our priorities.



## Draft Day Strategies

You can arrive at the Fantasy Draft without a plan or a clue, and you might even end up with a competitive team. But, thanks to the almighty salary cap, you need a financial plan or you will end up out of money and out of quality players before the last round. Here are some thoughts on planning your draft strategies.

- ▶ *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 before the beginning of next season.*
- ▶ *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.*
- ▶ *You should also keep some money on hand for signing free agents and handing out signing bonuses. It's a jungle out there, and he (or she) with the most coconuts gets to play the game longest.*

## Note

It's difficult to decide how much money to devote to each position. The following list ranks the highest paid salaries by position during the 2002 NFL season (the salary in parentheses represents an actual salary paid to a position player in 2002). Obviously, you cannot afford to pay these salaries across the board. In fact, if you duplicated the salaries displayed below, you would use up the entire team salary cap of \$75 million for just 11 players! However, this list gives you an idea of how NFL teams value each position. So, if you are about to sign a punter for \$5,000,000, you may want to reconsider.

1. Defensive End (\$11,478,285)
2. Quarterback (\$10,331,333)
3. Running Back (\$10,306,600)
4. Cornerback (\$9,079,843)
5. Offensive Lineman (\$7,549,998)
6. Defensive Tackle (\$6,980,000)
7. Linebacker (\$6,258,333)
8. Wide Receiver (\$6,061,235)
9. Tight End (\$3,897,000)
10. Safety (\$3,300,000)
11. Punter/Kicker (\$1,916,666)

FANTASY DRAFT  
On The Clock: 03:30  
DRAFT SUMMARY

PICK	PLAYER	TEAM	POS	OWN
17	JONATHAN OGden	IND	T	98
18	HIGH DOUGLAS	TEN	DE	87
19	BRYANT YOUNG	CAR	OT	96
20	RAY LEVINS	CIN	MLB	99
21	WALTERS DAPP	NYJ	DT	95
22	<b>TOM BRADY</b>	IND	QB	99
23	PATRICK BURTON	MIA	CB	94

We decide to draft a quarterback in the first round, picking Tom Brady (the author's Michigan roots are too strong to overcome). After confirming our selection, the CPU handles the remaining teams, and a recap screen lists every player taken in the first round. Interestingly, Brady is only the 6th quarterback selected in the first 22 picks.

We have the 11th pick in round two, and we select LaDainian Tomlinson. Other offensive stars are being taken, but it's obvious that many teams in the league are more concerned about building a strong defense or offensive line.

FANTASY DRAFT  
On The Clock: 03:30  
DRAFT SUMMARY

PICK	PLAYER	TEAM	POS	OWN
7	RANDY MOSE	STL	WR	98
8	RICHARD STEINBUR	DAL	DE	93
9	JOHN ABRAHAM	GB	DE	93
10	CHARLES THOMSON	MIA	CB	94
11	<b>LaDainian Tomlinson</b>	IND	RB	99
12	DREW BILSON	NYJ	QB	97
13	LOLLA PFI	CIN	OLB	87

FANTASY DRAFT  
On The Clock: 03:30  
DRAFT SUMMARY

PICK	PLAYER	TEAM	POS	OWN
3	JASON GILSON	JAX	OLB	94
4	TRANG BRUNS	WAS	WR	92
5	ROBBY TAYLOR	NYG	CB	92
6	TONY MOLT	KC	WR	92
7	CHRIS SANDOLE	MIN	T	94
8	JANEY PAPPEN	PIT	OLB	95
9	KENRICK BELL	IND	MLB	91

It's back to the 22nd pick in round three, and we focus on the offensive line. Counting our dollars, we select Damien Woody, a young center from New England. We note with interest that 7 of the first 10 players taken in the third round are defensive players.

Shifting to defense, we select left end Eric Hicks, a "steal" at \$650,000. Defensive selections continue to dominate the draft, so we decide to stay on the other side of the ball and select middle linebacker London Fletcher in round five.

PLAYER INFORMATION  
ERIC HICKS  
DRAFT LE

YEAR	TEAM	TACK	BACK	INT
1999	KC	28	1	0
2000	KC	42	18	0
2001	KC	62	2	0
2002	KC	54	1	0

CAREER: 228 28 0

## 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, each player's actual position is noted on the screen.

## Note

One of the more challenging aspects of the Fantasy Draft is the Current Pick Cap, which limits who you can select in a given round. The Current Pick Cap changes, depending on how much you spend from round to round, so it's a good idea to watch your spending. If you take the top-rated player available (they are often the most expensive) in each of the first several rounds, you are likely to be strapped for cash while still trying to fill important roster spots. So, think value for your dollar, especially during the first 10 rounds.

The thought of L.T. running behind a wall of papier-mâché has us very worried, so we devote rounds 6 and 7 to the offensive line, drafting right tackle John Tait and left guard Edwin Mulitalo.

FANTASY DRAFT  
On The Clock: 03:30  
DRAFT SUMMARY

NAME	POS	VAL	WORTH	WAGE	OWN
B. BRUNN	LT	98	\$5,810	28	98
T. BOWELL	LT	98	\$5,510	31	94
M. GANDY	LT	98	\$3,150	32	98
B. SIMS	LT	98	\$3,300	28	98
L. FLETCHER	DT	97	\$2,900	28	98
J. PAPPEN	DT	97	\$3,300	28	98
J. TAIT	RT	97	\$1,210	28	98

Before making our eighth round selection, we review our draft picks. We still have not selected a receiver, but the offensive line is still a concern, so we look for a left tackle. The Steelers' Marvel Smith is young, talented, and under a million dollars.

FANTASY DRAFT  
On The Clock: 03:30  
DRAFT SUMMARY

NAME	POS	VAL	WORTH	WAGE	OWN
B. BRUNN	LT	98	\$5,810	28	98
L. TOMLINSON	RB	99	\$2,510	34	99
E. MULITALO	LG	98	\$1,210	28	98
B. WAINW	C	98	\$1,210	28	98
J. TAIT	RT	97	\$1,210	28	98
E. HICKS	LE	98	\$650	27	97
L. FLETCHER	MLB	99	\$2,150	28	98

**TIP**

It's easy to get wrapped up with skill ratings such as Speed, Awareness, Catching, etc., as you peruse the draft lists. However, don't overlook the INJ rating. All the talent in the world won't do you any good if your player is on injured reserve for most of the season.

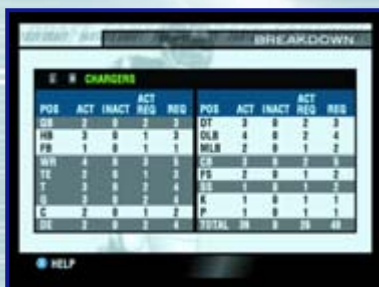
We jump back to offense with round 9, selecting speedy Corey Bradford, and then back to defense for Eagles right end Ndukwe Kalu in round 10.



## Draft Priority List

The following Draft Priority List will help you draft an entire starting team with your first 25 picks. With your core in place, concentrate on wide receivers and interior line backups (offense and defense) with your next several picks. After that, it's best player available as you select backups for every position. Use reserve wide receivers as punt and kick returners.

1. Quarterback: The leader of the offense
2. Halfback: We value Speed, Awareness, Acceleration, and Breaking Tackles
3. Center: Strength up the middle—it works for baseball and football
4. Defensive End: An unstoppable pass rusher and run stuffer
5. Middle Linebacker: An anchor for our run and pass defense
6. Offensive Tackle: Our star quarterback needs protection, and our future running back needs a few holes to run through
7. Offensive Guard: Strength, pass blocking, run blocking, and a little speed for pulling
8. Offensive Tackle: A strong tandem is critical
9. Wide Receiver: Speed, Acceleration, and Catching ability are the keys
10. Defensive End: Another quick, strong defender who hates quarterbacks
11. Cornerback: A good cover man with enough speed to play man defense
12. Outside Linebacker: Speed, Strength, Awareness, and Tackling ability
13. Defensive Tackle: An immovable object for the defensive front; we also like at least one strong pass rusher (Speed, Awareness, Tackling) at tackle
14. Strong Safety: A run stopper who can blitz and intimidate receivers over the middle
15. Wide Receiver: Another great pair of hands for the defense to worry about
16. Outside Linebacker: Defense wins championships, and this pick rounds our trio
17. Tight End: Run blocking is important, but we want our tight end to catch the ball. Speed here is a bonus
18. Cornerback: It takes two. If our first cornerback has blazing speed, we look for run stopping ability here
19. Free Safety: A ball hawk with speed to play center field
20. Offensive Guard: With studs at the tackles and one outstanding guard, an average quality #2 guard is okay.
21. Fullback: Run blocking and the ability to catch an occasional pass
22. Halfback: A good backup is critical over a long season
23. Kicker: Obviously, we are more interested in scoring touchdowns than kicking field goals
24. Punter: Controller technique is more important than punter ratings
25. Cornerback: Speed, Awareness, and Catching ability for the extra defensive back



As you move into the latter stages of the draft, check the Breakdown screen to see which roster spots need filling. The draft will not let you take more than what you need for a position, until the required number of players is drafted. However, it is important to track the distribution of players or you may end up with poor quality at positions that have been overlooked.

## The Draft Continues

Using our priority list, we move through the next 39 rounds of the draft. With an eye toward our bankbook, we complete the draft with just over \$17 million left under the salary cap. We certainly could have spent more money, especially during the early rounds. But, the idea of building our team through the draft is more exciting. And, with cash on hand, we can sign a free agent to replace an injured player. Here is a look at our roster, by position.

### ROSTER

Player	Position	Overall Rating	Age	Player	Position	Overall Rating	Age	Player	Position	Overall Rating	Age
Tom Brady	QB	90	26	Jeremy McKinney	LT	59	27	Keith Mitchell	LOLB	66	29
Chris Redman	QB	75	26	Edwin Mulitalo	LG	88	28	London Fletcher	MLB	89	28
Ray Lucas	QB	65	31	Matt Campbell	LG	72	31	Mike Maslowski	MLB	79	29
LaDainian Tomlinson	HB	95	24	Ryan Schau	LG	63	27	Zeke Moreno	ROLB	70	24
Jamel White	HB	79	26	Damien Woody	C	90	25	Don Davis	ROLB	68	30
Chris Fuamatu-Ma'afala	HB	72	26	Cory Raymer	C	76	30	Jerry Azumah	CB	79	24
Dan Kreider	FB	77	26	Tony Semple	RG	75	32	Terry Cousin	CB	77	28
Kevin Johnson	WR	83	28	John Tait	RT	87	28	Dale Carter	CB	77	33
Corey Bradford	WR	80	27	Eric Hicks	LE	86	27	Tod McBride	CB	66	27
James Thrash	WR	79	28	Willie Whitehead	LE	67	30	Jason Bostic	CB	65	27
Terry Glenn	WR	79	29	Ndukwe Kalu	RE	81	28	Keion Carpenter	FS	77	25
Isaac Byrd	WR	70	28	James Hall	RE	68	26	Brent Alexander	FS	74	32
Jeremy Shockey	TE	92	23	Cornelius Griffin	DT	86	26	Reggie Tongue	SS	85	30
Pete Mitchell	DT	73	31	John Thornton	DT	82	26	Jay Bellamy	SS	70	31
Jason Dunn	TE	57	29	Larry Smith	DT	75	28	Todd Peterson	K	66	33
Marvel Smith	LT	84	25	Mike Vrabel	LOLB	80	28	Bill LaFleur	P	73	27

## Training Camp

New to *Madden NFL 2004* is Training Camp. Here, you can hone your playing skills, while at the same time earning attribute points for the players who complete their training successfully. There is a limit of one player per drill, and the same player cannot compete in more than one drill. However, after completing a drill successfully, you can double your points by repeating the drill at a higher skill level. The attribute awards are based on the level of trophy that you earn (three levels). The following sections give you overviews of all nine training events, with tips on improving your skills.



**Note**

Training Camp is not mandatory. You can skip it and move on to Preseason.

## Pocket Presence

This is one of the toughest drills. Your job is to avoid being hit by the yellow tennis balls firing at you from the four ball machines set up around your "pocket." While avoiding the balls, which simulate sacks, you must throw the ball to one of the targets as the appropriate letter flashes on the screen. And, you cannot leave the pocket, or your throw will be discounted. Here are some important tips for improving your performance.



- Don't jump around in the pocket. Wait until a "sack" ball is fired at you, move out of its path, and then throw the ball to the target.
- Each target does not keep the same letter for an entire session, so don't get locked into "A" being in one spot, or you'll lose your rhythm.
- Above all, don't get happy feet. Avoiding the balls is not as difficult as it looks. Make short quick movements, set your feet, and throw.

## Swat Ball



This is another tough camp, but you need these skills to roam the defensive secondary with confidence. With the clock ticking, you must run to three different stations (one is active at a time) to knock down or intercept a pass. Success here depends on three factors. First, get to the designated location quickly. This means put your head down and run as fast as you can. Second, after you arrive, square your body to the ball to improve your chances of swatting or intercepting the pass. Third, time your leap or swat movement so you don't miss the pass. To improve your chances of intercepting the pass, position yourself in front of the barrier, but not too close.

## Trench Fight



The Trench Fight camp teaches you how to spin, rip, and shove your way past offensive linemen. Your job is to capture all three flags in a limited amount of time. At most, you have 13 seconds to capture the flags.

## Clutch Kicking

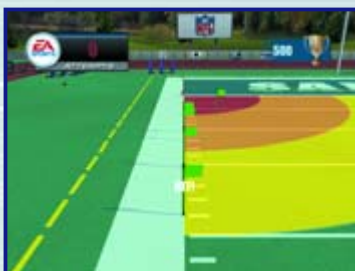


The Clutch Kicking drill is relatively easy. Just keep kicking field goals until you rack up enough points for a trophy. As you advance through the levels, you have to contend with strong winds, and of course, the kicking meter moves much faster. But, for now, relax, stretch out your leg and knock it through the uprights.

### Note

A punter or kicker can compete in either of the kicking drills to improve his skills.

## Corner Punt



The punting drill teaches you to bury a punt inside the 20-yard line, without having it roll into the end zone for a touchback. Ideally, your kick should hit and go out of bounds inside the 20. A semicircular bull's-eye with three sections is painted on the field in each "coffin corner." The closer your kick lands to the goal line, the more points you earn. A green flag marks where each successful punt lands or goes out of bounds. Use height, power, and direction to guide your punts to either corner. There is no wind to contend with at the Rookie level, but you need to consider the wind as you advance through the levels.

## QB Precision Passing



This camp teaches you how to time the release and intensity of a pass so you hit a receiver at the optimal point in his route. Your goal is to throw the ball through the golden hoop when the receiver is in the proper position. You receive points for passing the ball through each hoop, and a bonus if the receiver also catches the ball.

## Ground Attack



The RB Ground Attack teaches halfbacks, fullback, tight ends, and wide receivers how to use jukes, spins, stiff arms, and sprints to avoid would-be tacklers and score as many touchdowns as possible. Avoid the barriers also, because they slow you down and allow the two defenders to catch up to you. To master this drill:

- Position yourself strategically so that your blocker shields you from the first tackler
- After you get through or around the tackling dummies, run toward the far corner of the end zone. This forces the tacklers to run farther to reach you. Also, it is easier to juke and cut back against a tackler running at you from an angle.

- If you must run straight into a tackler, use the Sprint button at the point of impact to improve your chances of breaking the tackle.
- Use a stiff arm against a tackler approaching you from the side.

## Catch Ball

The key to mastering this drill is to time your "route" so that you arrive at the same time as the ball. If your timing is a little off, you can leap or dive to make the catch, and earn extra points.

## Chase and Tackle



In this drill your goal is to bring down the ballcarrier as quickly as possible. Use the Sprint button to close quickly, but watch out for the barriers, because the ballcarrier will use them to his advantage. You still earn points if your partner makes a tackle, but to rack up a big score, make most of the hits yourself. Above all, don't let the ballcarrier reach the end zone, or you suffer a touchdown penalty. For a nice bonus, try using the Strip button to cause a fumble.

# Preseason

After sweating through Training Camp, the next step is Preseason, where you begin the long grind toward the playoffs. If you select Play Week, you go to the preseason schedule, where you get your first glimpse of the team you drafted. We'll cover preseason shortly, but for now, let's spend a little time with the Franchise Rosters screen. For now, we'll cover only the options that have relevance for preseason. Later, as we move through the schedule we will revisit other report screens as needed.



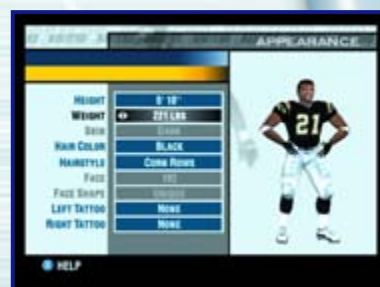
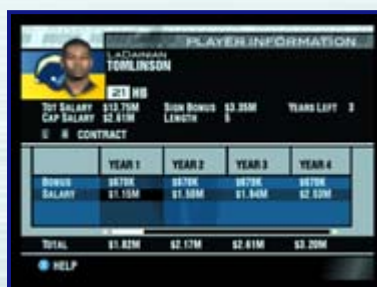
## Franchise Rosters



Under the Roster heading of the Preseason screen you find several ways to view and manipulate your roster, beginning with View Roster. As pictured above, this screen lets you sort your players by one of 24 columns.



You can also view Contract, Attribute, Career, and Award screens for each player. And, you can edit Information (Name, College, Jersey #, and Right/Left), Appearance, Build, and Equipment). For details on editing and creating players see the Game Modes and Features chapter.



## DEPTH CHART

This is where you make the tough decisions on whom to start at each position. Before the first game, you can only make "paper" decisions, arranging the Depth Chart according to each player's history and potential. After playing a few games, reality steps in and dictates additional changes due to poor performance, injuries, or changes in your coaching schemes. You can select Auto Reorder and let the CPU set your Depth Chart according to player attributes. However, this should be a hands-on experience. The process of arranging your Depth Chart reveals your team's strengths and weaknesses. To give you an idea of what to look for, the following lists include observations on our preseason roster.



## Offense

- **Quarterback:** Obviously there is a big drop-off between Tom Brady and Ray Lucas, but that is to be expected. This might be an area we look to shore up with a trade, or in next year's college draft.
- **Halfback:** Tomlinson is the package at halfback, and since we are running primarily a single back offense, Jamel White is more than adequate to occasionally spell L.T., and he has above average speed. If we need to go three deep, Fuamatu-Ma'afala is solid, but lacks the speed of Tomlinson or White.
- **Fullback:** Dan Kreider is an above-average run blocker, but unproven as a runner and receiver. We thought about drafting Alstott for his explosiveness, but the price tag was a bit high. We might check out the free agent market if Kreider cannot provide occasional offense.
- **Wide Receivers:** We're very pleased with our quartet of Kevin Johnson, Corey Bradford, James Thrash, and Terry Glenn. Bradford and Thrash have explosive speed, but we are a little concerned about Bradford and Glenn's tendency toward getting hurt. We plan to rotate this group quite a bit, and possibly look for a free agent acquisition.
- **Tight End:** When you draft the best young tight end in the NFL, it's all good. Jeremy Shockey has it all: size, strength, speed, and catching ability. Pete Mitchell provides extra beef in the big set, and he can catch the ball.
- **Offensive Tackles:** John Tait and Marvel Smith are solid at tackle, but there is a considerable drop-off with Barrett Brooks and Jeremy McKinney. An injury would force us to make a trade or sign a free agent.

## Offense cont.

– Offensive Guards: Edwin Mulitalo at left guard is a horse, and veteran Tony Semple is solid on the other side. Reserves are better than at tackle, with Matt Campbell and Ryan Schau.

– Center: Damien Woody is one of the best young centers in the NFL, with excellent pass and run blocking skills. Backup Cory Raymer is a proven performer. This is probably our deepest offensive line position.

## Defense

- \* **Left End:** Eric Hicks does not possess great speed, but he has excellent awareness of the field and he is equally capable of stopping the run and pressuring the quarterback.
- \* **Right End:** Ndukwe Kalu had eight sacks last year and anchors the right side. We are counting on our ends to blitz frequently this year. Time will tell whether or not we need to upgrade this position.
- \* **Tackles:** Cornelius Griffin and John Thornton are loads in the middle, and backup Larry Smith has solid skills.
- \* **Left Outside Linebacker:** Mike Vrabel is a run-stopper who can also blitz effectively.
- \* **Middle Linebacker:** London Fletcher is the quarterback on defense. He has excellent awareness of the field, and his acceleration enables him to be among the team leaders in tackles. Backup Mike Maslowski is a tireless worker who picked off three passes last year.
- \* **Right Outside Linebacker:** Zeke Moreno is the heir apparent to Junior Seau's job. He is young, with great potential, but he has yet to put up big numbers. This is an important position, and Moreno will need to step up.

- \* **Cornerbacks:** Dale Carter is the veteran leader in a secondary that has above average speed. Only four interceptions from Carter, Azumah, Cousin, and McBride last year, so we need to step up our performance with the controller.
- \* **Free Safety:** Keion Carpenter has excellent speed, while Brent Alexander provides a solid, veteran presence.
- \* **Strong Safety:** Reggie Tongue has good overall speed and strength, and above average awareness skills. Acceleration is question mark, so we will probably run deep zones.
- \* **Special Teams:** We didn't select a punter or kicker until the late rounds, so this is an area of weakness. Punter Bill LaFleur is adequate, but Todd Peterson's accuracy is a question mark.
- \* **Kick Returners:** Corey Bradford and James Thrash provide the blazing speed on kick-offs.
- \* **Punt Returners:** James Thrash will handle the punts. He has more than enough speed and good hands.

## SUBSTITUTIONS

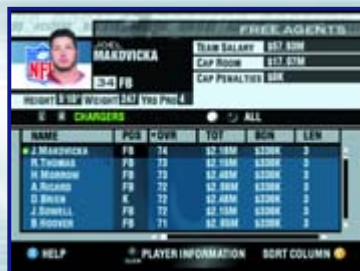


Adjusting the Depth Chart should align most of your players properly in every formation. But, you can fine-tune each offensive and defensive set in the Substitutions screen. This a great tool lets you visualize your team as it will appear in a game. The subtleties of your players' abilities may escape you in the businesslike format of the Depth Chart, but when you see players in their positions on the field, you may be inspired to make a few changes.



We decide to use Pete Mitchell as a run blocker in one of our two-back sets, spelling fullback Dan Kreider.

## FREE AGENTS



If you finish the draft and then notice some glaring holes on your roster, the Free Agents screen may hold the

answers to your problems. But, don't get your hopes up. Remember that 32 teams passed on these players after 49 rounds. However, as we scan the list we notice Joel Makovicka, a run-blocking fullback. With only one fullback on the roster, we decide to tender an offer. Always looking for a bargain, we offer less than the \$2.18 million he is looking for.



Our first offer is rejected, so we drop down to a one-year deal with a signing bonus. Makovicka's agent accepts the deal, and we sign the fullback for one year at \$1.32 million, considerably less than the \$2.18 million/three-year contract he was looking for. We have a backup fullback, and the good news is, our salary cap cushion is still well over \$15 million. After sealing the deal, we make a quick stop at the Substitution screen to work Makovicka into a couple of sets, lightening Kreider's workload.

## Note

Signing a free agent before your first season is painless. However, after the season, the process becomes much more difficult as big name players decide to test the free agent market. You need to open your wallet and compete aggressively to sign the players you covet. More on this later in the chapter.

## TRADE BLOCK



It is tough enough to stock a balanced roster for your first season, so you probably will not have extra players for trades. However, you can jump in and attempt a blockbuster if you covet a particular player who eluded you in the draft. This is also a good way to find a little more cap room by dealing a player with a fat contract. You can also trade future draft picks, although we do not recommend it unless you are trying to win the Super Bowl right now.

Just for grins, we decide to offer speedy Terry Glenn (and his 5YR/\$9.05M contract), hoping to find a big, durable, possession receiver. We enter WR for our target position, and a minimum Overall Rating of 80. No takers; these owners are smart. We throw in a fifth round draft pick and resubmit the deal. Still no interest. We decide to take the offer off the table and concentrate on preseason. Other teams' needs may change dramatically when the injuries pile up.

## TRADE PLAYER



The concept is the same, except this time, you make a specific trade offer to another team. When you assemble a proposed transaction, you get an immediate analysis of how the other team values their player and yours, so you get an indication of your chances. With Terry Glenn rated as an "F" and Tai Streets as a "C+", our chances aren't even on the scale. Even the addition of a third round pick did little

to inspire any interest. Sadly, we are trying to get something for nothing, so rather than add to our frustration, we back out of the trade market for now.

## RELEASE PLAYER

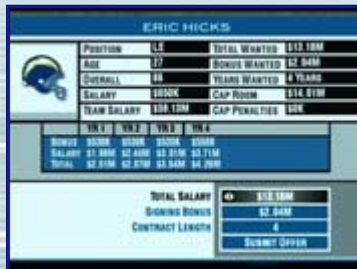


Unless you sign a bushel of free agents after the draft, it's unlikely you'll be releasing players before the season starts. However, after playing a few games, you may make adjustments, especially to the last several spots on the roster.

### Note

Before you trade or release players, review the transaction as it pertains to Salary Cap penalties. You are liable for any signing bonus money that is distributed over the length of a contract. Hence, if you trade a player who is promised \$500,000 per year over the next four years, you take a \$2,000,000 million cap penalty.

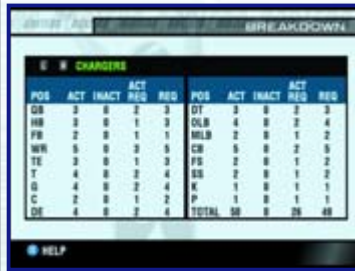
## RE-SIGN PLAYER



Our last stop in the Rosters section is at the Re-Sign Player screen. This is an optional exercise where we can make contract extension offers to lock up any number of players with multi-year deals (within the limitation of our Cap Room). We recommend getting through one season before immediately signing up too many

players, but we notice that defensive end Eric Hicks is in the last year of his contract. With an Overall Rating of 86, he is a bargain at \$650,000, and he knows it. If we want to re-sign him, we need to pony up \$13.18 million over the next four years. We decide to wait, with the understanding that he might want much more if he has a great year.

## ROSTER BREAKDOWN



A final check of our roster shows 50 players, with all positions adequately filled (when a roster is missing players at any position, that position is boxed on the Roster Breakdown screen). Note there are two requirements for each position: Active Required and Required (Total).

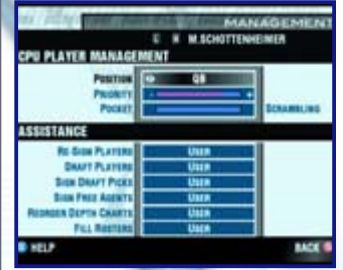
## Coach Options

### GAMEPLAN



Before starting the season, it's a good idea to visit Coach Options, especially if you plan to let the CPU take over your team at any time during the schedule. On the Gameplan screen, you can select a defense type (4-3, 3-4), and set offensive and defensive strategy percentages for running and passing. You can also adjust the bar between Conservative and Aggressive play. The following sections describe the Gameplan and Management options that control how the CPU coaches and manages your team.

## MANAGEMENT



Even if you are a hands-on player, you can control only one player at a time on the field. However, *Madden NFL 2004* lets you set tendencies for every position in the CPU Player Management section. First you can set the priority (how much effort the CPU puts into managing the player on the field). The default settings are fine. You can fine-tune them, but rather than set every player to maximum, it's a good idea to isolate the players who are most important to the success of your team.

Additionally, each player has a special tendency bar that relates to his position. The categories are as follows:

**Quarterback:**  
Pocket/Scrambling

**Halfback:**  
Power/Speed

**Fullback:**  
Blocking/Receiving

**Wide Receiver:**  
Speed/Possession

**Tight End:**  
Blocking/Receiving

**Tackle, Guard, & Center:**  
Pass Blocking/Run Blocking

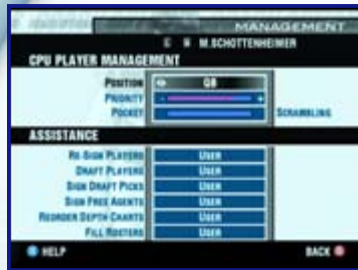
**Defensive End, Tackle:**  
Pass Rushing/Run Stopping

**Linebacker:**  
Run Stopping/Coverage

**Cornerback, Free Safety, Strong Safety:**  
Coverage/Hard Hitting

**Kicker & Punter:**  
Accurate/Power





Although we think managing player contracts and the draft are the main reasons for playing in Franchise Mode, you may want a little assistance from the CPU. You can let the CPU handle any combination of player management duties (see picture above).

## RATINGS



Finally, you can go to the Ratings screen to see how many Coaching Points you've accumulated. The Front Office also includes comments about your performance, so you can bask in the glory of your accomplishments (or quit before they fire you).

**Note**

We'll preview Stat Book and League News after the season is underway and information is available.

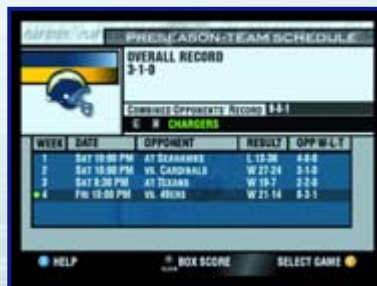
## Play Week: Preseason

Now, it's time to begin the exhibition season. We launch our inaugural season with a loss, followed by three straight victories. With the regular season ready to start, we go back to the Rosters menu and check the Injury Report. Unlike some teams that have several players on the shelf, we make it through the preseason with injuries only to reserve linebacker Don Davis, and starting tackle John Tait. Fortunately, Tait's PCL sprain is not serious and he is listed as "probable" for the season opener.

**Note**

If a player suffers a serious injury that sidelines him for all or most of the season, you can place him on Injured Reserve and free up a roster spot. However, once you designate a player for this list, he is unavailable for the entire season. The decision cannot be reversed.

Before advancing to the regular season schedule, we select View Progression, to check the progress of our players (and others around the league). Most players stay the same, but those who work the hardest, receive the biggest payoffs. LaDainian Tomlinson goes into the regular season with positive increases in four attribute categories. Even more impressive is the progress made by Zeke Moreno, who we're counting on at outside linebacker.



## Play Week: Regular Season

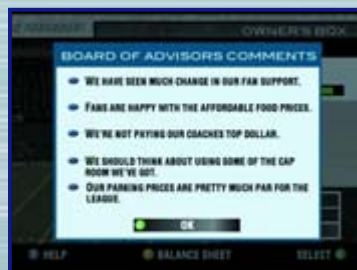
We win our first four games, and then facing a winless Ravens team, we lose. One of our starting receivers, James Thrash is out for two weeks, so we look to the free agent pool for another receiver. Veteran Shawn Jefferson is available. His agent wants two years at \$1.96 million, but we offer one year at \$950,000 with a \$150,000 signing bonus. Shawn is eager for work, so his agent accepts without a second thought.



## Owner's Box

With the season almost one third over, it's time to step into the Owner's Box and shuffle some papers. Our team is off to a fast start, so this might be a good time to raise a few prices.

A quick look at the Balance Sheet shows that we are \$3.65 million in the red, which is actually a dramatic improvement from the beginning of the season, when we were on the wrong side of the ledger by more than \$12 million.



Before making any financial decisions we check in with the Board of Advisors. They suggest using our Cap Room, but the team is winning, so we'd rather keep things as they are and look forward to the draft and off-season free agent market. Perhaps we'll bump the parking and concession prices just enough to offset some of the deficit.



We begin with raising ticket prices, applying most of the increases to the most expensive seats and luxury boxes. This affects only about 30 percent of the seats, so the backlash should be acceptable.



Not wanting to give the fans too much bad news at one time, we raise the Concession prices to the high end of acceptable (the Vs. Expected arrow is still green).



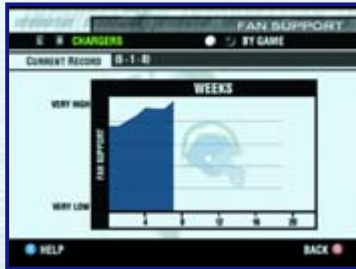
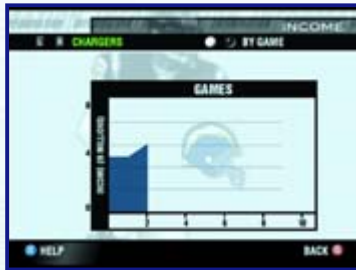
We do the same with Merchandise, boosting only the price of jerseys over the expected level.



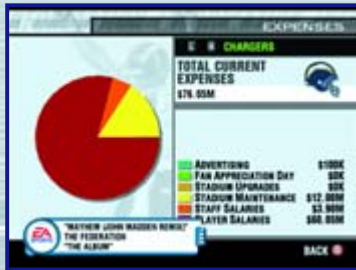
Keeping with our policy of sticking it to our wealthiest fans, we boost the Valet parking price to \$50, while keeping the other prices in the green.



After raising prices, we put a little back into Advertising, buying some billboard space for \$50,000.



After raising prices, we win the next two games, and the fans don't seem to mind that their wallets are lighter. Our Income has taken a nice jump and the team is still winning, although our advisors say that some fans are staying away because of the increased parking prices. We feel bad...not really.



You find many different ways to view your financial and team data in the Owner's Box.

## Stat Book

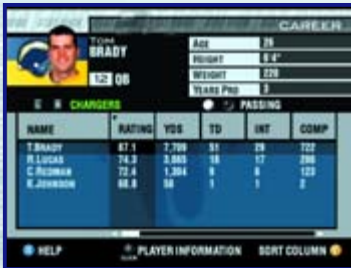
The game tracks Individual, Career, Team, Rankings, and Coach statistics for every team, player, and coach in the game. You'll want to spend hours scrolling through the pages, but for now, here are a few screens to whet your statistical appetite.



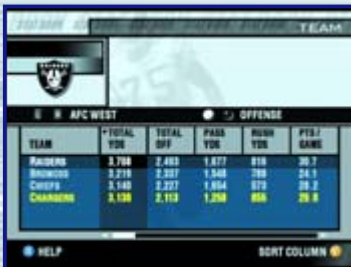
### Individual stats



### Individual defensive stats



### Career stats



### Team Offensive stats



### Team Rankings

## League News

This section is a great place to admire your players' most memorable performances. You can view Weekly Awards, and see weekly updates to Yearly Awards and Pro Bowl team selections (after week 8). The following screens include samples of the award reports. Finally, the Horse Trailer features a Player of the Week for each week of the season.



### Weekly Awards



### Yearly Awards



### Pro Bowl voting

## Post Season Highlights



### Horse Trailer

The Updates screens include weekly reports on the following:

- Coach
- Signing
- Re-Signings
- Holdouts
- Releases
- Trades
- Injured Reserve
- Retirements

## A Mid-Season Update



After nine games, our Chargers are sitting atop the AFC West with a 7-1-1 record. As for those controversial price increases, well, everyone loves a winner. Our \$3+ million deficit has turned into nearly \$10 million in positive cash flow. So much for our advisors!



We finish the regular season with a record of 12-3-1, and after watching the Wild Card games, we prepare for our first playoff game against Miami. The injury report is not good. Corey Bradford is out for the season with a hip fracture, and starting offensive tackle Marvel Smith is out for the duration of the playoffs with a torn tricep. We sign a journeyman tackle to take Smith's spot, and reorder our depth chart, moving backup Barrett Robbins into the starting slot. We had already picked up Shawn Jefferson, and he has contributed positively to our playoff run. Now, if only the offensive line can hold together for a few more games.



Despite our patchwork offensive line, we survive the Division Championship Game against Miami, and advance to the Conference Championship Game, where we beat Houston 20-10. We're going to the Super Bowl!

## THE SUPER BOWL



The long, hard, season comes to an exciting finale in Houston, Texas, where our Chargers take on the Seattle Seahawks in the Super Bowl. A bad case of the controller jitters leads to four and out on our first possession, and Seattle marches down the field for the first score. But, we come right back down the field to tie it on a pass from Tom Brady to Kevin Johnson.



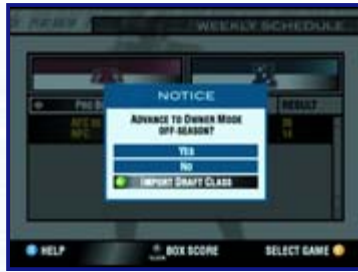
Just two plays after the kickoff, Zeke Moreno intercepts a Rich Gannon pass to give the Chargers the ball deep in Seattle territory. On the very next play, we connect again, this time Brady to Jeremy Shockey to make the score 14-7.



After Eric Hicks smothered Rich Gannon on third and long (I should have signed him to a new contract when I had the chance), the Chargers get the ball and march right back down the field. Brady's third touchdown pass finds James Thrash in the corner of the end zone.

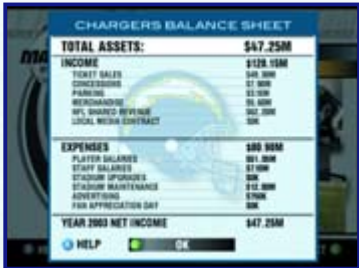


LaDainian Tomlinson is on the receiving end of soon-to-be-named Super Bowl MVP Tom Brady's fourth touchdown pass as the Chargers put this game away late in the fourth quarter. The Seahawks score a consolation touchdown and the game ends 28-14 as we bring a Super Bowl Championship to San Diego in our first year.



After a well-deserved celebration, we return home to San Diego to bask in the glory of an amazing year. After simulating the Pro Bowl, we have the option to import a Draft Class from *NCAA Football 2003*. If you don't have a completed college season, you can proceed to Owner Mode Off-Season.

## Owner Mode Off-Season



What a difference a Super Bowl championship makes! We review our season end financial statement, which shows a whopping \$47.25 million in net income.

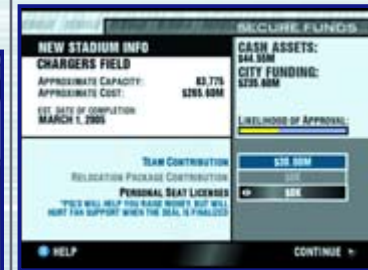
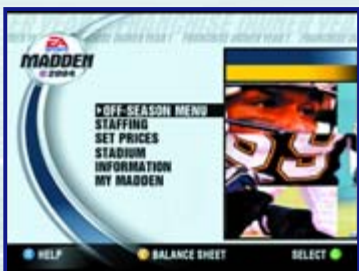


After handling our staffing transition, we review the Coach Progression screen to see what we learned during our Super Bowl season. We improved in almost every category.

that the old ball yard is still in good shape. A few upgrades may be in order, but we certainly aren't ready to build a new stadium. So, we opt for a new EA Arcade.

### Note

Don't forget that every stadium upgrade comes with yearly maintenance fees; so don't overstress your current cash flow.



Building a new stadium takes upward of \$250 million, and at least half of the money should come from your bank account if you want to sell the city on the idea. Five or six successful years should put enough money in the coffers to put a reasonable plan on the table. Until you have the cash, don't waste our time.



After a successful season, both on the field and off, we decide to bring our concession and ticket prices back into the green level. We wouldn't want to be perceived as greedy.

Before moving to the Off-Season menu, we review Staffing, Prices, and the Stadium. Our current Training Staff, Health Consulting, obviously did a few things right, as we survived some key injuries. However, Elite Health Co. has much more experience in the areas of Prevention and Knowledge. So, we reward Health Consulting for winning the Super Bowl by giving them their walking papers. With \$47 million lying around, we don't hesitate to pay Elite Health Co. \$2.72 million, more than double the salary of Health Consulting. Hey, it's a business, remember?



On the Stadium Central screen, we review our current stadium and find

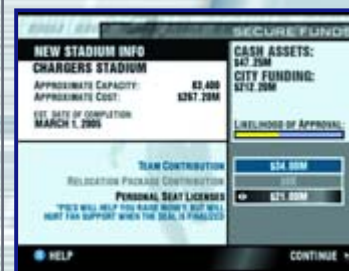


Design three decks all around the stadium, including: end zones, sidelines, and corners. You can place stairs, indent the seating, add scoreboards, and select a closed or open design. Choose lights, wall patterns, field composition, and roof style. Many of the options are cosmetic, but your choices for seating (open or closed) have a direct impact on the stadium's capacity, so keep in mind whether aesthetics are more important than ticket sales.

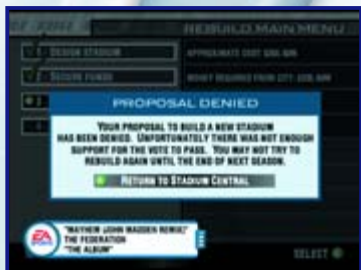
## Building a Stadium



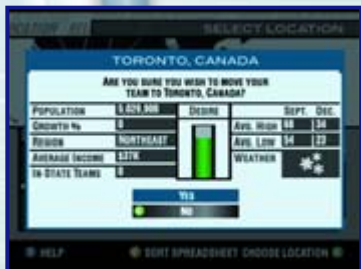
The process of building a stadium includes four parts: Design Stadium, Secure Funds, Submit Proposal, and Finalize.



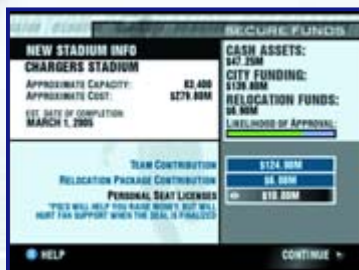
Step two is the nitty gritty of finding a substantial amount of cash to build your new stadium. The more cash you contribute as an owner, the more likely it is that the voters will endorse your plan. Watch the Likelihood of Approval bar to monitor the feasibility of your proposal (it takes almost half the money to make the bar turn green).



Step three (and the last step if you are turned down) is to submit your proposal. Unless you are prepared to pay for at least half of the cost, you can expect a refusal from the voters. Once turned down, you cannot attempt to rebuild the stadium until next year.



Building a new stadium as part of a relocation package is a little easier, but you need to receive an offer from another city. You can move on your own, but the new city will contribute far less to your efforts. During the city selection process, pay special attention to the weather (it affects the style of stadium you should build) and the per capita income (it takes disposable income to buy luxury boxes).



If your proposal is accepted, you receive a schedule for building the new stadium. It generally takes a year to complete, so you need to stay put as a lame duck team for one year. This is not a pleasant experience; get ready to lose a bundle as you play before sparse crowds of angry fans.

The off-season is very busy in *Madden NFL 2004*, 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.

## Note

If you haven't already done so, you're prompted to fill any coaching vacancies before moving to the Off-Season menu. You can make the hire yourself, or let the CPU handle all of the vacancies.

## Schedule



The off-season schedule is packed with important tasks, and you must complete each one to advance to your next season. The following sections take you through each step.

## RETIRED PLAYERS



Our draft day strategy of putting together a young team pays dividends during our first off-season. Our Retired Players list contains only four players. The most notable name is cornerback Dale Carter. The good news is, he also retires a hefty contract, so we have more money to sign a top draft pick or free agent.

## RE-SIGN PLAYERS



Unfortunately, our list of players to re-sign is long, and it includes some key players from our championship team including Pro Bowl center Damien Woody, linebackers Eric Hicks and Zeke Moreno, and offensive tackle Marvel Smith. The harsh realities of pro football tell us that we can't sign everyone and still have enough money for the draft.

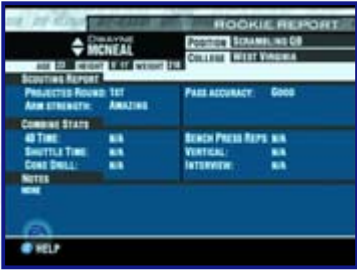
## Note

If you're willing to take the time, you can save money during negotiations by starting low, and working your way up. However, your deal should be reasonable. If you make several ridiculously low offers, the player's agent may shut the door and test the free agent market. If you have to compete against other teams, the price to sign your former player will be much higher. Try shortening the length of the contract. This reduces the signing bonus payout, which affects your salary cap.



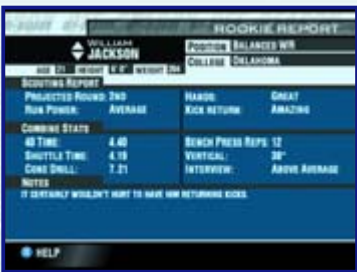
We sign Woody, Hicks, and Moreno for a combined \$24 million. It's a big chunk, so we study the remaining free agents carefully. After tough negotiations, we re-sign Keion Carpenter, a young free safety. We let the remaining 11 free agents pack their bags. After the CPU completes negotiations for the other 31 teams, we advance to Rookie Scouting.

## ROOKIE SCOUTING



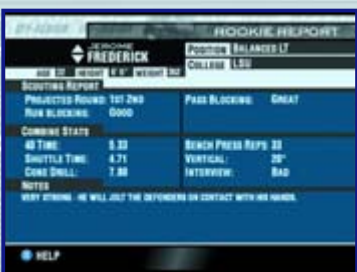
The Rookie Report is our first look at the draft pool. We can designate up to 15 players for scouting. After checking off our players, we advance to the Scouting Combine.

## SCOUTING COMBINE



In the second round, the Scouting Combine, we review the class again, paying special attention to the 15 players we designated for special scouting. Each player has notes from the scouts: some are promising, while others suggest that we look elsewhere.

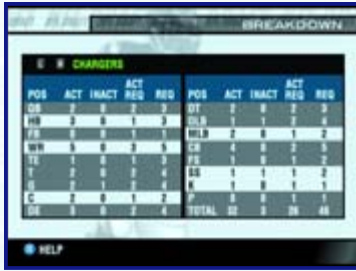
## SCOUTING WORKOUT



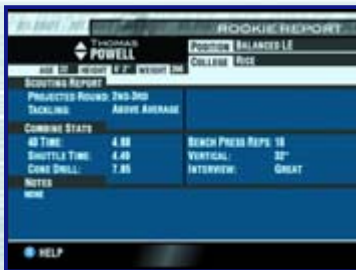
The process continues in the Scouting Workout, as the reports become more detailed and more emphatic about each player's abilities and future potential. We start to weed out the

players who are disappointing our scouts, and adding new players who seem to be excelling in the workouts.

## NFL DRAFT



Before starting the draft, we check the Roster Breakdown screen to see if we have any holes on our roster. As Super Bowl Champion, we have the 32nd pick in the first round, so our options are limited. Amazingly, some of our "scouted" players are still on the board. We select cornerback William Wyatt out of N.C. State. If he lives up to the scouting reports, he should be able to fill Dale Carter's shoes and add more speed to our defensive secondary.



We draft a defensive end and defensive tackle with our next two picks. Unfortunately, that's it for our scouted players. Now, we're flying blind. We check the basic scouting information as the draft continues through seven rounds.

## SIGN DRAFT PICKS



Our first round pick, cornerback William Wyatt, is the most difficult draftee to sign, but we think he has the potential to be a star in this league. As we move down the list, the deals get smaller and smaller as the talent level decreases. We finish the signing period with almost \$15 million left under the cap. We'll need every penny to sign free agents.

## Note

The process of signing draft picks has a different atmosphere than signing established NFL free agents. You can afford to start low, because you have negotiating rights to the players. Also, the players usually make reasonable demands. If you guess right and lock up a future star to a multi-year deal, it's money in the bank.

## FREE AGENT SIGNING



This is where we fill the remaining holes on our roster. The free agent signing period is 30 days, and it is a no-holds barred bidding war. There are no allegiances here, so be prepared to fight hard to get the players you want. After tendering offers, you can advance the period one day at a time, or any number of

days up to 30. As you move through the free agent signing period, you receive news about signings and/or rejections. If an offer is refused, you find out who else is interested in the player, and the amount of their offer.

## RE-ORDER DEPTH CHART



After signing free agents to fill our roster, our last task before starting a new season is to reorder our Depth Chart. Considering our contract demands, we make it through the off-season in pretty good shape. Our Super Bowl team is largely intact; although we lost backup quarterback Chris Redman. Our replacement, Shaun King, is considerably less skilled, so we need to make sure Tom Brady stays healthy. We are excited about our #1 pick, cornerback William Wyatt. If he is a fast learner, our defensive secondary should be improved. Finally, we upgraded our offensive linemen and linebackers, two areas that were problematic last season when injuries thinned the ranks. All in all, it was a good off-season. Now, all we have to do is win back-to-back Super Bowls!



# MADDEN CARDS

This chapter includes all the information you need to keep track of your Madden Card Book.

## MADDEN CHALLENGE TOKEN SCALE

	Level 1	Level 2	Level 3	Level 4	Level 5
<b>Rookie</b>	2	3	4	5	6
<b>Pro</b>	4	6	8	10	12
<b>All-Pro</b>	6	9	12	15	18
<b>All-Madden</b>	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 one 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)
- Score 35 pts on the Bucs at Tampa Bay (max quarter = 6)
- Hold Raiders to 21 pts in Oakland
- Recover a fumble on defense
- Intercept a pass on defense
- Sack the opposing quarterback
- Record 3 tackles with one player

### Level 2

- 30-yard KR avg for one player (min returns = 2)
- 30-yard PR avg for one 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 one player (min attempts = 5)
- Gain 100 receiving yards with one player
- Catch 2 TD passes with one player
- 20-yard rec avg for one player (min receptions = 3)
- Score 3 rushing TD's with one player
- Throw for 300 yards with one player
- Throw 4 TD passes with one player
- Complete 80% of your passes (min attempts = 5)
- Complete 10 consecutive passes
- Commit no penalties in a game (min quarter = 4)
- Defeat the '90 Giants with a regular team
- Record 2 sacks with one player
- Force 3 turnovers in one game on defense
- Record 5 tackles with two different players
- Hold CPU under 150 total off yards (min quarter = 4)
- Gain 100 rushing yards with one 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 one player
- 10 rushing attempts by two different players
- Gain 100 rushing & 50 receiving yds with one player
- Gain 150 receiving yards with one player
- Gain 150 rushing yards with one 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 yds of total offense against the Eagles
- Gain 150 rush yds vs. '75 Vikings (max quarter = 6)
- Recover 2 fumbles on defense with one player
- Intercept 2 passes with one player
- Record 3 sacks with one player
- Deflect 4 passes with one player
- Record 8 tackles with one player

## Level 4

- Make a 50+ yard field goal
- Punt the ball 65+ yards
- Make 6 two-point conversions in one game
- Defeat the CPU by 56 points (max quarter = 6)
- Gain 100 rushing yards with two different players
- Gain 100 receiving yards with two different players
- Gain 200 receiving yards with one player
- Gain 200 rushing yards with one player
- Complete 25 passes with one player
- 40 rushing att by one player (max quarter = 6)
- Throw for 500 yards with one player
- Gain 650 yards of total offense (max quarter = 6)
- Achieve 20 first downs (max quarter = 6)
- Complete one 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 one player
- Record a safety on defense
- Return an interception for a touchdown

## Level 5

- Gain 200 KR yards with one player
- Gain 200 PR yards with one player
- Return a kickoff for a touchdown
- Return a punt for a touchdown
- Score 84 points in a game (max quarter = 6)
- Complete 100% of your passes (min attempts = 5)
- 100 receiving yards by three different players
- Gain 100 rushing & 100 passing yds with one player
- Gain 100 rushing & 150 passing yds with one player
- 20 yard rush avg for one player (min attempts = 3)
- 200 passing yards by two different players
- Gain 250 rushing yards with one player
- Break 10 tackles with one 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 off yards (min quarter = 4)
- Record two safeties in one game

# Madden Card Checklist

The following tables list each Madden Card in *Madden NFL 2004*, with one exception. We list only one card per player (1-160), although every regular player card has three versions: Bronze, Silver, and Gold. Each version supplies a different boost, as explained in the list below.

**Bronze Card:** Playing this card gives a 25% ratings boost for one play.

**Silver Card:** Playing this card gives a 25% ratings boost until the end of the current quarter.

**Gold:** Playing this card gives a 25% ratings boost until the end of the current half.

Similarly, the Coach cards (161-192) include Bronze, Silver, and Gold versions. Each version supplies a different boost, as explained in the list below.

**Bronze Card:** Playing this card gives a 25% awareness boost for one play.

**Silver Card:** Playing this card gives a 25% awareness boost until the end of the current quarter.

**Gold:** Playing this card gives a 25% awareness boost until the end of the current half.

## MADDEN CARDS: PLAYER CHECKLIST

Card #	Type	Name	Card #	Type	Name	Card #	Type	Name
1	Player	Marty Booker	13	Player	Travis Henry	25	Player	Quincy Morgan
2	Player	Mike Brown	14	Player	Eric Moulds	26	Player	Ronde Barber
3	Player	Mike Green	15	Player	Mike Williams	27	Player	Derrick Brooks
4	Player	Anthony Thomas	16	Player	Mike Anderson	28	Player	John Lynch
5	Player	Brian Urlacher	17	Player	Dan Neil	29	Player	Simeon Rice
6	Player	Corey Dillon	18	Player	Clinton Portis	30	Player	Warren Sapp
7	Player	Chad Johnson	19	Player	Trevor Pryce	31	Player	Leonard Davis
8	Player	Brian Simmons	20	Player	Rod Smith	32	Player	Leonard McKinnon
9	Player	Justin Smith	21	Player	Courtney Brown	33	Player	Marcel Shipp
10	Player	Peter Warrick	22	Player	Tim Couch	34	Player	Raynoch Thompson
11	Player	Drew Bledsoe	23	Player	William Green	35	Player	Adrian Wilson
12	Player	Ruben Brown	24	Player	Kevin Johnson	36	Player	Drew Brees





## MADDEN CARDS: PLAYER CHECKLIST CONT.

Card #	Type	Name
37	Player	Donnie Edwards
38	Player	Quentin Jammer
39	Player	LaDainian Tomlinson
40	Player	Marcellus Wiley
41	Player	Tony Gonzalez
42	Player	Trent Green
43	Player	Eric Hicks
45	Player	Will Shields
46	Player	Dwight Freeney
47	Player	Marvin Harrison
48	Player	Edgerrin James
49	Player	Peyton Manning
50	Player	Adam Meadows
51	Player	Larry Allen
52	Player	Antonio Bryant
53	Player	Greg Ellis
54	Player	Roy Williams
55	Player	Darren Woodson
56	Player	Chris Chambers
57	Player	Sam Madison
58	Player	Brock Marion
50	Player	Jason Taylor
60	Player	Ricky Williams
61	Player	Brian Dawkins
62	Player	Donovan McNabb
63	Player	Duce Staley
64	Player	Troy Vincent
65	Player	Darwin Walker
66	Player	Keith Brooking
67	Player	Ray Buchanan
68	Player	Warrick Dunn
69	Player	Michael Vick
70	Player	Bob Whitfield
71	Player	Jeff Garcia
72	Player	Terrell Owens
73	Player	Ahmed Plummer
74	Player	Ron Stone
75	Player	Bryant Young
76	Player	Tiki Barber
77	Player	Kerry Collins
78	Player	Jeremy Shockey
79	Player	Michael Strahan
80	Player	Amani Toomer
81	Player	Mark Brunell
82	Player	Donovin Darius
83	Player	Marlon McCree
84	Player	Jimmy Smith
85	Player	Fred Taylor
86	Player	John Abraham
87	Player	Wayne Chrebet
88	Player	Curtis Martin

Card #	Type	Name
89	Player	Kevin Mawae
90	Player	Chad Pennington
91	Player	Kalimba Edwards
92	Player	Az-Zahir Hakim
93	Player	Joey Harrington
94	Player	Robert Porcher
95	Player	James Stewart
96	Player	Donald Driver
97	Player	Brett Favre
98	Player	Bubba Franks
99	Player	Ahman Green
100	Player	Darren Sharper
101	Player	Mark Fields
102	Player	Dan Morgan
103	Player	Rodney Peete
104	Player	Julius Peppers
105	Player	Steve Smith
106	Player	Tom Brady
107	Player	Troy Brown
108	Player	Ty Law
109	Player	Lawyer Milloy
110	Player	Antowain Smith
111	Player	Rich Gannon
112	Player	Charlie Garner
113	Player	Jerry Porter
114	Player	Jerry Rice
115	Player	Charles Woodson
116	Player	Marc Bulger
117	Player	Marshall Faulk
118	Player	Torry Holt
119	Player	Kurt Warner
120	Player	Grant Wistrom
121	Player	Peter Boulware
122	Player	Todd Heap
123	Player	Ray Lewis
124	Player	Jamal Lewis
125	Player	Ed Read
126	Player	Champ Bailey
127	Player	Rod Gardner
128	Player	Patrick Ramsey
129	Player	Chris Samuels
130	Player	Fred Smoot
131	Player	Aaron Brooks
132	Player	Charles Grant
133	Player	Joe Horn
134	Player	Deuce McAllister
135	Player	Donte Stallworth
136	Player	Shaun Alexander
137	Player	Matt Hasselbeck
138	Player	Darrell Jackson
139	Player	John Randle
140	Player	Koren Robinson

Card #	Type	Name
141	Player	Kendrell Bell
142	Player	Jerome Bettis
143	Player	Plaxico Burress
144	Player	Tommy Maddox
145	Player	Hines Ward
146	Player	David Carr
147	Player	Marcus Coleman
148	Player	Jabar Gaffney
149	Player	Aaron Glenn
150	Player	Jamie Sharper
151	Player	Eddie George
152	Player	Jevon Kearse
153	Player	Derrick Mason
154	Player	Steve McNair
155	Player	Frank Wycheck
156	Player	Michael Bennett
157	Player	Matt Birk
158	Player	Daunte Culpepper
159	Player	Chris Hovan
160	Player	Randy Moss
161	Bears Coach	Dick Jauron
162	Bengals Coach	Marvin Lewis
163	Bills Coach	Gregg Williams
164	Broncos Coach	Mike Shanahan
165	Browns Coach	Butch Davis
166	Buccaneers Coach	Jon Gruden
167	Cardinals Coach	Dave McGinnis
168	Chargers Coach	Marty Shottenheimer
169	Chiefs Coach	Dick Vermeil
170	Colts Coach	Tony Dungy
171	Cowboys Coach	Dallas Coach
172	Dolphins Coach	Dave Wannstedt
173	Eagles Coach	Andy Reid
174	Falcons Coach	Dan Reeves
175	49ers Coach	Dennis Erickson
176	Giants Coach	Jim Fassel
177	Jaguars Coach	Jack Del Rio
178	Jets Coach	Herman Edwards
179	Lions Coach	Steve Mariucci
180	Packers Coach	Mike Sherman
181	Panthers Coach	John Fox
182	Patriots Coach	Bill Belichick
183	Raiders Coach	Bill Callahan
184	Rams Coach	Mike Martz
185	Ravens Coach	Brian Billick
186	Redskins Coach	Steve Spurrier
187	Saints Coach	Jim Haslett
188	Seahawks Coach	Mike Holmgren
189	Steelers Coach	Bill Cowher
190	Texans Coach	Dom Capers
191	Titans Coach	Jeff Fisher
192	Vikings Coach	Mike Tice

## MADDEN CARDS: SPECIAL

Card #	Type	Name	Variation	Description
193	Free Agent	Kevin Baker	Gold	Kevin Baker is added to Free Agent team
194	Cheat	1st and 15	Bronze	This card requires your opponent to get 15 yards to reach a first down for one drive
194	Cheat	1st and 15	Silver	This card requires your opponent to get 15 yards to reach a first down for the quarter
194	Cheat	1st and 15	Gold	This card requires your opponent to get 15 yards to reach a first down for the half
195	Cheat	5th Down	Bronze	You will get 5 downs to make a first (one use)
195	Cheat	5th Down	Silver	You will get 5 downs to make a first for the quarter
195	Cheat	5th Down	Gold	You will get 5 downs to make a first for the half
196	Cheat	3rd Down	Silver	Your opponent will only get 3 downs to make a first for the quarter
196	Cheat	3rd Down	Bronze	Your opponent will only get 3 downs to make a first
196	Cheat	3rd Down	Gold	Your opponent will only get 3 downs to make a first for the half
197	Cheat	Human Plow	Bronze	Your Broken Tackles will increase by 25% for the game
197	Cheat	Human Plow	Silver	Your Broken Tackles will increase by 50% for the game
197	Cheat	Human Plow	Gold	Your Broken Tackles will increase by 75% for the game
198	Cheat	Super Dive	Gold	Your defensive diving distance increases by 75% for the game
198	Cheat	Super Dive	Bronze	Your defensive diving distance increases by 25% for the game
198	Cheat	Super Dive	Silver	Your defensive diving distance increases by 50% for the game
199	Cheat	Da Boot	Bronze	You will receive unlimited field goal range for 1 play
199	Cheat	Da Boot	Silver	You will receive unlimited field goal range for the quarter
199	Cheat	Da Boot	Gold	You will receive unlimited field goal range for the half
200	Cheat	Da Bomb	Bronze	You will receive unlimited pass range for 1 play
200	Cheat	Da Bomb	Silver	You will receive unlimited pass range for the quarter
200	Cheat	Da Bomb	Gold	You will receive unlimited pass range for the half
201	Cheat	Lame Duck	Bronze	Your opponent will throw a lob pass for 1 play
201	Cheat	Lame Duck	Silver	Your opponent will throw lob passes for the quarter
201	Cheat	Lame Duck	Gold	Your opponent will throw lob passes for the half
202	Cheat	Mistake Free	Bronze	You can't fumble or throw an interception for 1 play
202	Cheat	Mistake Free	Gold	You can't fumble or throw an interception for the half
202	Cheat	Mistake Free	Silver	You can't fumble or throw an interception for the quarter
203	Cheat	Fumblitis	Bronze	Your opponent's fumbles will increase by 25% for the game
203	Cheat	Fumblitis	Silver	Your opponent's fumbles will increase by 50% for the game
203	Cheat	Fumblitis	Gold	Your opponent's fumbles will increase by 75% for the game
204	Cheat	BINGO!	Bronze	Your defensive interceptions will increase by 25% for the game
204	Cheat	BINGO!	Silver	Your defensive interceptions will increase by 50% for the game
204	Cheat	BINGO!	Gold	Your defensive interceptions will increase by 75% for the game
205	Cheat	Mr. Mobility	Bronze	Your QB can't be sacked for 1 play
205	Cheat	Mr. Mobility	Silver	Your QB can't be sacked for the quarter
205	Cheat	Mr. Mobility	Gold	Your QB can't be sacked for the half
206	Cheat	Touchy	Bronze	Your opponent's penalties will increase by 50% for 1 play
206	Cheat	Touchy	Silver	Your opponent's penalties will increase by 50% for the quarter
206	Cheat	Touchy	Gold	Your opponent's penalties will increase by 50% for the half
207	Cheat	Bad Spot	Bronze	The ref will spot the ball 1-2 yards short for 1 play
207	Cheat	Bad Spot	Gold	The ref will spot the ball 1-2 yards short for the half
207	Cheat	Bad Spot	Silver	The ref will spot the ball 1-2 yards short for the quarter
208	Cheat	Toast	Bronze	Your ability to burn a DB will increase by 25% for the game
208	Cheat	Toast	Silver	Your ability to burn a DB will increase by 50% for the game
208	Cheat	Toast	Gold	Your ability to burn a DB will increase by 75% for the game
209	Cheat	Jam	Bronze	Your ability to jam a WR will increase by 25% for the game
209	Cheat	Jam	Silver	Your ability to jam a WR will increase by 50% for the game
209	Cheat	Jam	Gold	Your ability to jam a WR will increase by 75% for the game
210	Cheat	Pocket Protectors	Bronze	Your pass blocking effectiveness will increase by 25% for the game
210	Cheat	Pocket Protectors	Silver	Your pass blocking effectiveness will increase by 50% for the game
210	Cheat	Pocket Protectors	Gold	Your pass blocking effectiveness will increase by 75% for the game
211	Cheat	Penetration	Bronze	Your line penetration will increase by 25% for the game
211	Cheat	Penetration	Silver	Your line penetration will increase by 50% for the game
211	Cheat	Penetration	Gold	Your line penetration will increase by 75% for the game
212	Cheat	QB On Target	Bronze	Your QB Accuracy will be 100% for 1 play
212	Cheat	QB On Target	Silver	Your QB Accuracy will be 100% for the quarter
212	Cheat	QB On Target	Gold	Your QB Accuracy will be 100% for the half
213	Cheat	Coffin Corner	Bronze	Your punt will go out of bounds at the max distance for 1 play



MADDEN CARDS: SPECIAL CONT.

Card #	Type	Name	Variation	Description
213	Cheat	Coffin Corner	Gold	Your punt will go out of bounds at the max distance for the half
213	Cheat	Coffin Corner	Silver	Your punt will go out of bounds at the max distance for the quarter
214	Cheat	Wind Gust	Bronze	Your field goal kicks will receive a gust in your favor for 1 play
214	Cheat	Wind Gust	Silver	Your field goal kicks will receive a gust in your favor for the quarter
214	Cheat	Wind Gust	Gold	Your field goal kicks will receive a gust in your favor for the half
215	Cheat	Hands of Glue	Bronze	Your catching ability will increase by 25% for the game
215	Cheat	Hands of Glue	Silver	Your catching ability will increase by 50% for the game
215	Cheat	Hands of Glue	Gold	Your catching ability will increase by 75% for the game
216	Cheat	Hands of Stone	Bronze	Your opponent's catching ability will decrease by 25% for the game
216	Cheat	Hands of Stone	Silver	Your opponent's catching ability will decrease by 50% for the game.
216	Cheat	Hands of Stone	Gold	Your opponent's catching ability will decrease by 75% for the game
217	Cheat	Couch Potato	Bronze	Your opponent's fatigue will increase by 25% for the game
217	Cheat	Couch Potato	Silver	Your opponent's fatigue will increase by 50% for the game
217	Cheat	Couch Potato	Gold	Your opponent's fatigue will increase by 75% for the game
218	Cheat	Time Out	Bronze	You will get unlimited timeouts for the current quarter
218	Cheat	Time Out	Silver	You will get unlimited timeouts for the current half
218	Cheat	Time Out	Gold	You will get unlimited timeouts for the current game
219	Cheat	Ouch!	Bronze	Your opponent's injuries will increase by 25% for the game
219	Cheat	Ouch!	Silver	Your opponent's injuries will increase by 50% for the game
219	Cheat	Ouch!	Gold	Your opponent's injuries will increase by 75% for the game
220	Cheat	Worker's Comp	Bronze	Awards points (based on severity) whenever a player gets injured this quarter
220	Cheat	Worker's Comp	Silver	Awards points (based on severity) whenever a player gets injured this half
220	Cheat	Worker's Comp	Gold	Awards points (based on severity) whenever a player gets injured this game
221	Cheat	Passerby	Bronze	Your QB can throw past the line of scrimmage for 1 play
221	Cheat	Passerby	Silver	Your QB can throw past the line of scrimmage for the quarter
221	Cheat	Passerby	Gold	Your QB can throw past the line of scrimmage for the half
222	Stadium	Super Bowl XXXVIII	Gold	Unlock Super Bowl XXXVIII Stadium at Stadium Select
223	Stadium	Super Bowl XXXIX	Gold	Unlock Super Bowl XXXIX Stadium at Stadium Select
224	Stadium	Super Bowl XL	Gold	Unlock the Super Bowl XL Stadium at Stadium Select
225	Stadium	Super Bowl SBXLI	Gold	Unlock the Super Bowl SBXLI stadium at Stadium Select
226	Stadium	Aloha Stadium	Gold	Unlock Aloha Stadium (Pro Bowl) at Stadium Select
227	Stadium	Tiburon Sports Complex	Gold	Unlock Tiburon Sports Complex at Stadium Select
228	Stadium	EA SPORTS Stadium	Gold	Unlock EA SPORTS Stadium at Stadium Select
229	Team	'58 Colts	Gold	If you have this card, the '58 Colts will be unlocked at Team Select
230	Team	'66 Packers	Gold	Unlock '66 Packers
231	Team	'68 Jets	Gold	Unlock '68 Jets
232	Team	'70 Browns	Gold	Unlock '70 Browns
233	Team	'72 Dolphins	Gold	Unlock '72 Dolphins
234	Team	'74 Steelers	Gold	Unlock '74 Steelers
235	Team	'76 Raiders	Gold	Unlock '76 Raiders
236	Team	'77 Broncos	Gold	Unlock '77 Broncos
237	Team	'78 Dolphins	Gold	Unlock '78 Dolphins
238	Team	'80 Raiders	Gold	Unlock '80 Raiders
239	Team	'81 Chargers	Gold	Unlock '81 Chargers
240	Team	'82 Redskins	Gold	Unlock '82 Redskins
241	Team	'83 Raiders	Gold	Unlock '83 Raiders
242	Team	'84 Dolphins	Gold	Unlock '84 Dolphins
243	Team	'85 Bears	Gold	Unlock '85 Bears
244	Team	'86 Giants	Gold	Unlock '86 Giants
245	Team	'88 49ers	Gold	Unlock '88 49ers
246	Team	'90 Eagles	Gold	Unlock '90 Eagles
247	Team	'91 Lions	Gold	Unlock '91 Lions
248	Team	'92 Cowboys	Gold	Unlock '92 Cowboys
249	Team	'93 Bills	Gold	Unlock '93 Bills
250	Team	'94 49ers	Gold	Unlock '94 49ers

Card #	Type	Name	Variation	Description
251	Team	'96 Packers	Gold	Unlock '96 Packers
252	Team	'98 Broncos	Gold	Unlock '98 Broncos
253	Team	'99 Rams	Gold	Unlock '99 Rams
254	Cheerleader	Pump Up the Crowd	Gold	Pump up the crowd for the Bears
255	Cheerleader	Cheerleader Card	Gold	Pump up the crowd for the Bengals
256	Cheerleader	Cheerleader Card	Gold	Pump up the crowd for the Bills
257	Cheerleader	Cheerleader Card	Gold	Pump up the crowd for the Broncos
258	Cheerleader	Pump Up the Crowd	Gold	Pump up the crowd for the Browns
259	Cheerleader	Cheerleader Card	Gold	Pump up the crowd for the Buccaneers
260	Cheerleader	Cheerleader Card	Gold	Pump up the crowd for the Cardinals
261	Cheerleader	Cheerleader Card	Gold	Pump up the crowd for the Chargers
262	Cheerleader	Cheerleader Card	Gold	Pump up the crowd for the Chiefs
263	Cheerleader	Cheerleader Card	Gold	Pump up the crowd for the Colts
264	Cheerleader	Cheerleader Card	Gold	Pump up the crowd for the Cowboys
265	Cheerleader	Cheerleader Card	Gold	Pump up the crowd for the Dolphins
266	Cheerleader	Cheerleader Card	Gold	Pump up the crowd for the Eagles
267	Cheerleader	Cheerleader Card	Gold	Pump up the crowd for the Falcons
268	Cheerleader	Cheerleader Card	Gold	Pump up the crowd for the 49ers
269	Cheerleader	Pump Up the Crowd	Gold	Pump up the crowd for the Giants
270	Cheerleader	Cheerleader Card	Gold	Pump up the crowd for the Jaguars
271	Cheerleader	Pump Up the Crowd	Gold	Pump up the crowd for the Jets
272	Cheerleader	Pump Up the Crowd	Gold	Pump up the crowd for the Lions
273	Cheerleader	Pump Up the Crowd	Gold	Pump up the crowd for the Packers
274	Cheerleader	Cheerleader Card	Gold	Pump up the crowd for the Panthers
275	Cheerleader	Cheerleader Card	Gold	Pump up the crowd for the Patriots
276	Cheerleader	Cheerleader Card	Gold	Pump up the crowd for the Raiders
277	Cheerleader	Cheerleader Card	Gold	Pump up the crowd for the Rams
278	Cheerleader	Cheerleader Card	Gold	Pump up the crowd for the Ravens
279	Cheerleader	Cheerleader Card	Gold	Pump up the crowd for the Redskins
280	Cheerleader	Cheerleader Card	Gold	Pump up the crowd for the Saints
281	Cheerleader	Cheerleader Card	Gold	Pump the crowd for the Seahawks
282	Cheerleader	Pump Up the Crowd	Gold	Pump the crowd for the Steelers
283	Cheerleader	Cheerleader Card	Gold	Pump up the crowd for the Titans
284	Cheerleader	Cheerleader Card	Gold	Pump up the crowd for the Texans
285	Cheerleader	Cheerleader Card	Gold	Pump up the crowd for the Vikings
286	Cheat	Land 5	Bronze	When this card is played, your first down yards to go will be set to 5 for one play (applicable on first down only)
286	Cheat	Land 5	Silver	When this card is played, your first down yards to go will be set to 5 until the end of the current quarter (1st downs only)
286	Cheat	Land 5	Gold	When this card is played, your first down yards to go will be set to 5 until the end of the current half (1st downs only)
287	Cheat	Unforced	Bronze	When this card is played, your opponent will fumble every time he tries to juke for 1 play
287	Cheat	Unforced	Silver	When this card is played, your opponent will fumble every time he jukes until the end of the current quarter
287	Cheat	Unforced	Gold	When this card is played, your opponent will fumble every time he tries to juke until the end of the current half
288	Cheat	Extra Credit	Bronze	This card awards 2 points for every interception and 1 point for every sack for the entire game
288	Cheat	Extra Credit	Silver	This card awards 3 points for every interception and 2 points for every sack for the entire game
288	Cheat	Extra Credit	Gold	This card awards 4 points for every interception and 3 points for every sack for the entire game
289	Cheat	Tight Fit	Bronze	When this card is played, your opponent's uprights will be made very narrow for 1 FG attempt
289	Cheat	Tight Fit	Silver	When this card is played, your opponent's uprights will be made very narrow for the remainder of the quarter
289	Cheat	Tight Fit	Gold	When this card is played, your opponent's uprights will be made very narrow for the remainder of the half
290	Team	Marshals	Gold	Garbed from head to toe in cowboy attire, these peace keepers are ready to play
291	Team	Mummies	Gold	These bandage wrapped bodies are here to wreak havoc on the field
292	Team	Sugar Buzz	Gold	These masked superheroes hit the field after eating a few too many bowls of cereal
293	Team	Monsters	Gold	A group of misshapen creatures gang together to form one of the ugliest teams to play
294	Stadium	Dodge City	Gold	Dodge City Stadium is unlocked at Stadium Select
295	Stadium	Nile High	Gold	Nile High Stadium is unlocked at Stadium Select
296	Stadium	Alpha Blitz	Gold	Alpha Blitz Stadium is unlocked at Stadium Select
297	Stadium	Maddenstein Stadium	Gold	Maddenstein Stadium is unlocked at Stadium Select



# DRAFT TABLES

## Introduction

The following Offensive, Defensive, and Special Teams lists include every player in *Madden NFL 2004*, sorted by Overall Rating. However, the Overall Rating is just a starting point. Each list includes additional attributes related to the position. Be sure to consult these attributes when you search for the perfect player to complement your team. For example, the highest rated tight end is Tony Gonzalez at 97. However, if blocking is more important to you than receiving ability, you might want to select Mark Breuner, whose 77 Run Blocking rating is considerably higher than Gonzalez's 57.

## Offensive Players

### CENTERS

Name	Overall Rating	Awareness	Strength	Pass Blocking	Run Blocking
Kevin Mawae	97	90	95	92	94
Olin Kreutz	96	92	95	94	91
Matt Birk	93	93	91	93	90
Tom Nalen	92	92	87	88	95
Jeremy Newberry	91	89	92	93	93
Damien Woody	90	84	91	88	90
Casey Wiegmann	87	89	90	89	85
Jeff Hartings	87	92	92	85	95
Hank Fraley	86	83	93	87	88
Jeff Mitchell	85	85	86	88	87
Barret Robbins	85	76	90	95	92
Steve McKinney	83	87	89	86	83
Mike Flanagan	82	82	86	86	83
Tim Ruddy	81	83	84	87	84
Brad Meester	81	78	87	86	87
Mike Goff	79	80	87	79	88
Todd McClure	79	74	88	84	89
Roberto Garza	79	72	88	83	87
Chris Bober	78	74	90	88	88
Adam Treu	78	75	86	87	85
Kendyl Jacox	78	77	93	80	84
Dominic Raiola	77	62	92	85	84
Robbie Tobeck	77	79	88	82	83
Center #55	76	64	85	82	83
Cory Raymer	76	77	85	85	85
Jeff Saturday	76	80	84	88	81
Dave Wohlabaugh	76	78	85	89	78
Trey Teague	75	74	84	81	85
John Wade	75	70	88	84	84
Tom Ackerman	75	73	85	83	83
Jason Ball	73	65	86	84	85
Mike Flynn	73	72	90	82	85
Melvin Fowler	72	68	80	80	80

Name	Overall Rating	Awareness	Strength	Pass Blocking	Run Blocking
Jerry Fontenot	72	89	81	76	79
Larry Moore	71	72	87	85	80
Matt Lehr	70	67	85	78	78
Tyson Walter	70	65	85	80	82
Frank Winters	70	80	82	80	77
Casey Rabach	70	65	86	77	79
Rich Braham	69	75	90	74	83
Heath Irwin	68	60	88	81	75
Al Johnson	68	55	84	78	82
Bruce Nelson	68	55	84	80	80
Todd Washington	68	63	88	79	79
Frank Garcia	67	76	85	80	76
Jason Starkey	65	65	85	76	82
Rob Murphy	65	63	85	78	79
Chukky Okobi	64	62	80	75	77
Cory Withrow	64	62	83	78	79
J.P. Machado	63	52	83	79	83
Scott Peters	61	49	81	73	74
Jason Andersen	60	66	83	73	72
Frank Romero	60	52	79	79	73
Center #50	57	46	82	76	79
Louis Williams	57	54	79	76	76
Mike Clare	57	51	86	75	76
Andy Eby	57	46	82	76	79
Dennis Norman	57	48	83	74	77
Jamal Powell	55	41	83	73	72
Troy Andrew	54	59	86	68	70
Milford Stephenson	54	54	83	72	70
Jason Scukanec	52	44	82	70	75
Drew Inzer	52	44	82	70	75
Patrick Mannelly	50	46	82	74	70
Jon Dorenbos	50	50	80	63	60
Wilbert Brown	49	54	81	68	67
Terance Wagner	42	48	77	66	60

## FULLBACKS

Name	Overall Rating	Speed	Awareness	Catching	Run Blocking
Mike Alstott	93	81	90	69	52
Lorenzo Neal	92	55	90	54	85
Jimmy Kleinsasser	90	70	65	65	78
Fred Beasley	89	68	82	70	61
Tony Richardson	87	72	70	70	56
William Henderson	87	62	79	65	70
Rob Konrad	86	70	66	68	63
Jon Ritchie	86	62	75	74	61
Cory Schlesinger	86	62	69	74	61
James Hodgins	85	67	78	63	68
Mike Anderson	83	83	72	63	50
Richie Anderson	82	70	75	78	53
Marc Edwards	82	60	67	66	64
Fred McCrary	81	56	69	62	77
Terrelle Smith	80	62	65	56	74
Zack Crockett	79	80	70	55	51
Heath Evans	79	71	56	68	58
Greg Comella	78	61	71	68	58
Cecil Martin	77	62	56	65	67
Bryan Johnson	77	65	64	64	65
Dan Kreider	77	61	68	45	79
Daimon Shelton	76	62	68	57	64
Sam Gash	76	53	82	48	77
Deon Dyer	75	59	45	56	74
Charles Stackhouse	75	60	62	63	65
Mack Strong	75	56	70	55	68
Verron Haynes	74	71	60	72	54

Name	Overall Rating	Speed	Awareness	Catching	Run Blocking
Phillip Crosby	73	68	70	60	58
Harold Morrow	73	60	58	58	67
Jameel Cook	72	67	47	68	59
Jerald Sowell	72	60	60	62	65
Alan Ricard	72	62	59	55	67
Nicolas Luchey	71	75	56	63	54
Brad Hoover	71	65	57	65	53
Reuben Droughns	70	83	55	59	52
Aaron Shea	70	65	60	68	57
Jarrod Baxter	70	67	54	59	57
Stanley Pritchett	69	65	55	64	57
Jamar Martin	69	61	47	54	69
Paul Smith	68	80	60	61	47
B.J. Askew	68	79	55	63	50
Patrick Pass	68	81	50	55	56
Leon Johnson	68	80	65	64	44
J.R. Niklos	67	62	60	61	60
Moran Norris	67	70	48	62	50
Detron Smith	66	60	62	59	59
Jim Finn	66	63	60	60	57
Jeremi Johnson	65	64	41	69	54
Justin Griffith	65	61	52	60	58
George Layne	65	61	58	45	69
Chris Edmonds	63	65	55	62	56
Nick Goings	61	81	52	53	44
Rock Cartwright	60	75	48	50	58
Joey Goodspeed	56	54	50	58	54
R.J. Bowers	52	70	30	62	53

## HALFBACKS

Name	Overall Rating	Speed	Awareness	Agility	Breaking Tackles
Priest Holmes	97	92	91	94	91
Ricky Williams	97	91	94	93	97
Marshall Faulk	97	94	98	96	86
LaDainian Tomlinson	95	93	81	96	91
Corey Dillon	93	92	91	87	95
Clinton Portis	92	95	83	97	87
Ahman Green	92	95	88	93	89
Deuce McAllister	92	92	82	93	91
Curtis Martin	91	88	93	86	89
Shaun Alexander	91	89	85	90	92
Fred Taylor	90	92	85	89	90
Charlie Garner	90	89	87	91	84
Edgerrin James	88	89	86	87	87
Tiki Barber	88	92	89	92	81
Jamal Lewis	88	87	86	88	95
Eddie George	88	86	88	86	91
Stephen Davis	87	87	88	82	93
Travis Henry	86	90	83	89	93
Duce Staley	86	85	84	87	84
Garrison Hearst	86	85	87	85	88
Michael Bennett	86	98	84	89	79
Warrick Dunn	85	94	85	96	66

Name	Overall Rating	Speed	Awareness	Agility	Breaking Tackles
Amos Zereoue	84	89	72	92	85
Jerome Bettis	84	81	94	74	92
William Green	83	90	69	88	86
James Stewart	83	85	86	80	87
Kevan Barlow	82	87	73	84	89
Antowain Smith	82	83	84	80	90
Anthony Thomas	81	85	80	81	90
Michael Pittman	81	87	80	85	82
Emmitt Smith	81	81	99	79	81
T.J. Duckett	80	86	68	81	91
Stacey Mack	80	84	77	78	90
Jamel White	79	90	74	86	74
LaMont Jordan	79	86	69	87	87
Marcel Shipp	78	85	68	85	88
Larry Johnson	77	86	65	80	83
Troy Hambrick	77	82	68	76	88
Dorsey Levens	77	84	81	78	81
Willis McGahee	76	90	62	85	77
Olandis Gary	76	83	74	80	81
Najeh Davenport	76	84	66	79	85
Trung Canidate	76	96	69	90	64
Correll Buckhalter	75	85	64	82	85



HALFBACKS CONT.

Name	Overall Rating	Speed	Awareness	Agility	Breaking Tackles
Lamar Smith	75	80	76	80	83
Lamar Gordon	75	88	64	85	82
Robert Holcombe	75	87	67	80	78
Terrell Davis	74	75	95	72	84
Dominic Rhodes	74	86	60	84	80
Brian Westbrook	74	90	55	85	79
Tyrone Wheatley	74	75	82	73	90
Moe Williams	74	80	60	81	91
Thomas Jones	73	87	63	84	75
Travis Minor	73	88	66	88	67
Robert Edwards	72	82	72	79	75
Ron Dayne	72	76	67	73	89
Shawn Bryson	72	87	57	76	80
Kenny Watson	72	86	67	83	74
Maurice Morris	72	89	56	88	73
Chris Fuamatu-Ma'afala	72	77	66	75	90
Sammy Morris	71	83	58	74	82
Skip Hicks	71	85	71	85	66
Kevin Faulk	71	88	68	87	62
Chad Morton	70	92	59	90	54
Ladell Betts	70	84	64	83	77
Jonathan Wells	70	84	60	82	77
John Simon	69	87	65	88	60
Brandon Bennett	68	78	65	78	80
Aaron Stecker	68	87	60	86	70
James Mungro	68	87	60	86	70
Tony Fisher	68	84	57	79	78
DeShaun Foster	68	86	50	85	75
Justin Fargas	68	91	42	88	68
Chris Brown	68	84	54	78	80
Adrian Peterson	67	83	52	82	79
Michael Wiley	67	87	60	85	60
Brian Mitchell	67	86	63	84	61
Musa Smith	67	83	53	78	77
Curtis Keaton	67	91	57	82	66
Onterio Smith	67	92	45	92	61

Name	Overall Rating	Speed	Awareness	Agility	Breaking Tackles
James Allen	67	79	68	81	67
KaRon Coleman	66	82	64	81	70
Lee Suggs	66	88	50	76	73
LaBrandon Toefield	66	84	42	85	74
Luke Staley	66	84	49	83	74
Artose Pinner	66	82	56	75	73
Dee Brown	66	85	58	83	69
Domanick Davis	66	85	46	88	65
Antwoine Womack	65	85	54	84	70
James Fenderson	65	86	56	83	66
Doug Chapman	65	83	62	79	66
Rudi Johnson	64	78	49	75	83
Quentin Griffin	64	91	47	90	58
James Jackson	64	84	53	83	70
Derrick Blaylock	64	90	63	79	59
Jamal Robertson	64	81	52	77	74
Elvis Joseph	64	82	56	81	70
Chester Taylor	64	86	57	80	63
Rashaan Salaam	63	82	60	79	68
Damien Anderson	62	86	45	79	62
Aveion Cason	62	82	57	81	67
J.R. Redmond	62	80	60	78	62
Ronney Jenkins	62	87	62	80	54
Dameon Hunter	62	76	54	72	74
Fred McAfee	62	83	53	80	66
Travis Stephens	61	84	46	82	66
Travis Prentice	61	75	44	73	76
Joffrey Reynolds	61	84	49	80	66
Tellis Redmon	59	82	43	81	61
Rabih Abdullah	58	82	61	74	58
Ricky Williams	58	86	48	82	60
Sean Bennett	57	78	54	79	60
Jesse Chatman	56	83	40	76	64
Dahrran Diedreck	55	82	42	73	67
Travis Jervey	54	86	52	69	52
James Wofford	53	80	35	77	62

LEFT GUARDS

Name	Overall Rating	Strength	Awareness	Pass Blocking	Run Blocking
Larry Allen	98	99	97	90	97
Ruben Brown	97	97	93	91	94
Alan Faneca	97	94	92	92	98
Brian Waters	90	90	83	91	91
Kerry Jenkins	88	87	86	88	92
Pete Kendall	88	93	89	89	86
Edwin Mulitalo	88	93	84	86	92
John Welbourn	87	90	80	90	87
Ray Brown	86	90	89	93	89
Mike Wahle	86	91	80	88	87
Rex Tucker	85	90	84	89	87

Name	Overall Rating	Strength	Awareness	Pass Blocking	Run Blocking
Donald Willis	85	91	77	90	91
Frank Middleton	85	95	85	94	87
Dave Fiore	85	95	79	89	91
Steve Hutchinson	85	89	77	89	88
Mike Compton	83	86	88	81	85
Zach Piller	83	89	78	86	88
Dave Szott	82	92	86	85	85
Spencer Folau	81	90	74	86	88
Matt Stinchcomb	80	88	70	88	84
Toniu Fonoti	79	91	68	77	90
Doug Brzezinski	79	91	71	85	86

Name	Overall Rating	Strength	Awareness	Pass Blocking	Run Blocking
Chris Liwinski	79	91	81	86	85
Eric Steinbach	78	85	70	86	81
Travis Claridge	77	89	72	84	88
Everett Lindsay	77	88	82	82	84
Barry Stokes	76	88	79	85	80
Rich Seubert	75	88	68	84	84
Bob Hallen	74	85	77	79	81
Jamie Nails	74	94	70	85	83
Andy McCollum	74	87	79	84	81
Eric Heitmann	73	89	64	84	86
Ben Hamilton	72	86	65	79	84
Martin Bibla	72	88	63	80	84
Vince Manuwai	71	85	64	85	75
Tyrone Hopson	71	90	68	85	79
Grey Ruegamer	71	89	67	80	82
Keydrick Vincent	71	89	59	80	85
Chester Pitts	70	89	58	78	81
Rick DeMulling	69	86	66	82	76
Jamar Nesbit	69	89	66	79	79
David Loverne	69	84	66	81	81
Terrence Metcalf	68	86	56	76	81

Name	Overall Rating	Strength	Awareness	Pass Blocking	Run Blocking
Seth McKinney	68	82	62	74	79
Derrick Dockery	68	90	60	77	84
Scott Rehberg	67	89	70	75	79
Montrae Holland	66	90	56	79	84
Lennie Friedman	65	84	59	76	82
Justin Hartwig	65	83	57	80	81
Cameron Spikes	63	88	54	80	75
Ryan Schau	63	85	65	76	77
Steve Herndon	62	84	54	73	80
Ben Sobieski	59	82	48	70	79
Left Guard #75	59	79	49	73	78
Pete Campion	59	87	46	80	82
Chad Ward	57	82	53	72	75
Left Guard #73	57	84	48	79	70
Marques McFadden	56	75	68	70	74
Left Guard #62	56	84	47	73	75
Hans Olsen	55	78	49	77	75
Omar Smith	52	83	50	69	73
Craig Osika	51	74	45	64	69
Tutan Reyes	51	85	45	72	75
Jason Thomas	50	84	48	66	68

## LEFT TACKLES

Name	Overall Rating	Strength	Awareness	Pass Blocking	Run Blocking
Orlando Pace	98	96	95	98	93
Jonathan Ogden	98	98	95	94	98
Tra Thomas	95	94	90	96	96
Walter Jones	95	93	92	96	95
Chris Samuels	94	95	87	95	94
Willie Roaf	92	94	95	90	94
Tarik Glenn	90	93	85	96	91
Bob Whitfield	90	92	92	91	95
Luke Petitgout	90	88	86	93	94
Derrick Deese	89	90	92	92	92
Jason Fabini	89	92	84	91	93
Barry Sims	88	87	87	94	88
Wayne Gandy	88	92	90	90	89
Brad Hopkins	88	90	88	89	94
Tony Boselli	88	96	91	93	90
Mark Dixon	87	94	82	90	90
Flozell Adams	86	95	85	87	93
Chad Clifton	84	90	84	89	87
Marvel Smith	84	92	78	87	91
Jeff Backus	83	89	78	89	89
Todd Steussie	83	92	87	82	89
Bryant McKinnie	83	91	70	92	87
Levi Jones	82	91	70	88	89
Roman Oben	82	89	87	86	84
L.J. Shelton	81	95	80	83	90
Matt Light	81	88	74	92	85
Ross Verba	80	87	87	85	86
Jonas Jennings	77	89	70	85	84
Ephraim Salaam	76	86	75	82	86
Mike Pearson	75	85	69	87	79
Langston Walker	75	90	66	87	84
Marcus Spears	74	88	75	80	84

Name	Overall Rating	Strength	Awareness	Pass Blocking	Run Blocking
Bernard Robertson	73	89	69	80	82
Mike Gandy	73	88	68	81	83
Damion McIntosh	73	89	73	80	87
Kwame Harris	72	87	58	84	84
Grant Williams	70	91	68	82	79
Brent Smith	69	86	70	80	80
Floyd Womack	67	95	57	77	82
Jason Mathews	67	83	68	77	84
Left Tackle #74	66	88	53	79	86
Left Tackle #77	66	84	53	83	78
Jerry Wisne	66	89	63	83	76
Ethan Brooks	66	86	70	75	79
Ed Ellis	65	87	59	77	81
Mathias Nkweni	65	87	60	75	79
Left Tackle #79	63	85	51	77	82
Jeff Hatch	63	84	60	75	79
Matt Hill	61	83	47	80	80
Jimmy Herndon	61	88	58	76	76
Kevin Shaffer	60	78	60	72	77
Scott Kooistra	59	85	51	80	74
Mike Houghton	59	78	55	78	77
Greg Jerman	59	87	60	71	72
Victor Rogers	59	86	54	75	77
Artis Hicks	57	81	51	74	78
Kendrick Rogers	56	78	51	78	74
Left Tackle #60	56	77	45	78	75
Adam Haayer	56	82	54	70	74
Leander Jordan	55	86	48	71	77
Kurt Vollers	53	89	48	68	72
Left Tackle #76	51	75	44	75	72
Alex Sulsted	48	77	50	67	67
Scott Sanderson	47	78	33	72	75





QUARTERBACKS

Name	Overall Rating	Speed	Awareness	Throwing Power	Throwing Accuracy
Brett Favre	98	53	98	99	94
Rich Gannon	97	69	96	86	98
Donovan McNabb	95	81	88	96	84
Michael Vick	95	95	80	97	84
Jeff Garcia	93	67	92	88	93
Steve McNair	93	76	86	93	87
Peyton Manning	92	47	94	96	92
Drew Bledsoe	91	41	95	98	93
Kurt Warner	91	40	94	94	97
Tom Brady	90	54	88	92	93
Aaron Brooks	89	74	80	92	86
Chad Pennington	88	55	86	86	96
Daunte Culpepper	88	80	74	97	81
Brad Johnson	87	45	93	88	94
Trent Green	87	49	89	88	92
Kerry Collins	87	44	88	95	90
Mark Brunell	86	62	87	87	89
Jay Fiedler	84	63	85	85	87
Tommy Maddox	84	49	85	89	90
Marc Bulger	83	58	76	92	90
Matt Hasselbeck	83	51	82	88	90
David Carr	83	60	75	93	87
Jake Plummer	82	67	79	86	84
Kelly Holcomb	81	52	80	87	90
Tim Couch	81	53	79	89	88
Brian Griese	81	48	80	88	89
Drew Brees	80	58	78	84	88
Kordell Stewart	79	79	72	85	78
Jon Kitna	79	50	77	88	87
Carson Palmer	79	58	71	91	86
Joey Harrington	79	58	73	89	85
Jeff Blake	78	60	79	88	79
Byron Leftwich	78	47	69	94	88
Trent Dilfer	78	41	86	87	86
Steve Beuerlein	77	37	87	82	89
Vinny Testaverde	77	38	87	89	85
Jim Miller	76	41	84	84	86
Doug Flutie	76	65	83	78	80
Patrick Ramsey	76	49	71	91	84
Rodney Peete	75	54	78	84	83
Jake Delhomme	75	66	70	84	82
Chris Redman	75	42	78	87	85
Kyle Boller	75	67	60	93	82
Chris Chandler	74	33	87	85	85
Mike McMahon	74	71	70	85	76
Marques Tuiasosopo	74	70	67	83	80
Rex Grossman	73	52	66	87	85
Chad Hutchinson	73	55	67	88	83
Koy Detmer	73	52	79	80	84
Shane Matthews	72	45	77	84	83
Shaun King	72	64	67	80	84

Name	Overall Rating	Speed	Awareness	Throwing Power	Throwing Accuracy
Quincy Carter	72	70	64	88	74
Gus Frerotte	71	42	75	85	82
A.J. Feeley	70	48	66	86	82
Doug Johnson	70	47	71	85	82
Tim Rattay	70	50	66	83	84
Todd Bouman	70	49	68	90	78
Charlie Batch	70	45	70	84	82
Alex Van Pelt	69	46	72	83	83
Rob Johnson	69	66	60	88	78
David Garrard	68	70	56	86	74
Akili Smith	67	63	58	89	73
Chris Weinke	67	52	63	87	77
Tony Banks	67	49	70	87	72
Dave Ragone	67	58	57	88	78
Chris Simms	66	60	55	86	79
Todd Collins	66	48	72	81	78
Brock Huard	66	56	65	85	74
Doug Pederson	66	39	70	80	82
Anthony Wright	66	61	62	86	72
Jonathan Quinn	65	56	65	85	73
Brandon Doman	65	55	60	80	81
Jesse Palmer	65	54	60	86	77
Damon Huard	65	53	67	77	79
Rohan Davey	65	61	53	90	72
Josh McCown	64	54	54	88	77
Ty Detmer	64	50	76	73	77
Craig Nall	64	45	56	87	80
Billy Volek	64	50	62	83	78
Clint Stoerner	63	54	69	75	76
Sage Rosenfels	63	57	61	84	73
Ken Dorsey	63	50	64	78	82
Rick Mirer	63	57	58	82	76
Kurt Kittner	62	46	66	77	79
Seneca Wallace	62	82	41	80	75
Brian St.Pierre	62	46	58	82	80
Mike Quinn	62	48	64	81	77
Brooks Bollinger	61	64	46	78	80
Jeff Kelly	60	54	56	79	76
Jason Garrett	59	49	67	75	72
Tim Levcik	59	55	50	79	80
Jason Gesser	59	50	54	76	82
Jarious Jackson	58	67	52	79	68
Scott Covington	56	45	51	87	72
Gibran Hamdan	55	46	50	81	75
Travis Brown	54	41	56	72	78
Josh Booty	53	48	45	85	70
Seth Burford	53	48	45	85	71
J.T. O'Sullivan	53	47	46	80	75
Jim Kubiak	52	62	44	74	72
Shaun Hill	50	55	41	74	75
Preston Parsons	48	52	39	79	69

## RIGHT GUARDS

Name	Overall Rating	Strength	Awareness	Pass Blocking	Run Blocking
Will Shields	98	95	95	93	95
Ron Stone	96	92	90	90	98
Leonard Davis	95	97	85	92	93
Dan Neil	92	89	89	86	94
Jermane Mayberry	91	93	84	92	91
Marco Rivera	90	91	87	92	90
Randy Thomas	90	93	79	95	91
Adam Timmerman	89	91	82	91	89
LeCharles Bentley	89	90	77	89	91
Mo Collins	85	89	80	94	86
Joseph Andruzzi	84	91	84	85	87
Benji Olson	84	90	80	87	91
David Dixon	83	93	88	84	84
Cosey Coleman	82	90	77	86	87
Tom Nutten	81	92	75	92	87
Kendall Simmons	80	90	70	81	86
Lewis Kelly	80	92	72	82	86
Chris Naeole	78	86	80	86	87
Zach Wiegert	77	88	75	80	81
Chris Villarrial	76	91	77	74	88
Kelvin Garmon	76	88	74	80	87
Ryan Diem	75	89	67	86	82
Tony Semple	75	87	77	87	81
Kevin Donnalley	75	88	80	82	81
Tre' Johnson	75	91	85	74	88
Shaun O'Hara	74	83	70	81	83
Jason Whittle	74	87	72	83	82
Todd Perry	74	87	74	80	81
Eric Beverly	74	88	70	89	79
Kynan Forney	73	90	64	84	86
Matt O'Dwyer	72	86	76	77	85
Chris Gray	72	86	78	79	79

Name	Overall Rating	Strength	Awareness	Pass Blocking	Run Blocking
Andre Gurode	71	87	57	77	82
Michael Keathley	69	87	67	75	74
Marques Sullivan	68	87	60	80	78
Brad Badger	68	85	69	82	80
Bennie Anderson	68	87	67	77	83
DeMingo Graham	67	87	65	78	78
Jerry Wunsch	67	88	66	74	86
Calvin Collins	66	84	60	80	80
Fred Weary	66	85	54	80	79
Aaron Gibson	65	90	62	75	85
Chris Dishman	65	85	68	77	78
Bobbie Williams	65	88	52	80	81
Tam Hopkins	65	90	60	74	80
Right Guard #70	64	86	56	78	76
Jonathan Goodwin	62	86	60	75	77
Derrick Fletcher	61	93	58	70	74
Travis Scott	61	84	49	79	75
Victor Allotey	60	84	55	75	78
David Diehl	60	83	44	79	76
Melvin Paige	60	81	43	74	76
Right Guard #74	59	87	50	74	80
Bill Ferrario	58	83	49	70	75
Mike Pucillo	57	82	47	79	76
Cooper Carlisle	57	82	52	73	79
Steve Neal	57	84	47	74	75
Paul Zukauskas	56	84	55	73	76
Dave Kadela	56	79	60	70	72
Situpe Peko	54	82	40	74	72
Justin Bates	54	79	43	68	80
Kevin Dogins	50	84	55	64	67
Mike Collins	50	80	50	70	67
Thatcher Szalay	49	77	42	70	75

## RIGHT TACKLES

Name	Overall Rating	Strength	Awareness	Pass Blocking	Run Blocking
Lincoln Kennedy	96	92	95	96	95
Kyle Turley	92	90	92	93	92
Jon Jansen	91	95	87	90	94
Willie Anderson	90	94	92	88	95
Mike Williams	88	97	77	91	93
Mark Tauscher	88	91	87	93	89
John Tait	87	90	85	93	88
Jon Runyan	87	92	88	88	92
Adam Meadows	86	90	86	90	88
Scott Gragg	84	94	86	88	88
Vaughn Parker	83	91	87	85	89
Chris Terry	83	91	79	88	87
Ryan Young	82	90	82	88	90
Todd Wade	82	91	78	87	89
Todd Weiner	82	90	82	87	87
Ryan Tucker	81	92	81	88	84
Victor Riley	81	93	82	84	88
Matt Lepsis	80	89	83	80	89
Kenyatta Walker	80	90	70	89	85

Name	Overall Rating	Strength	Awareness	Pass Blocking	Run Blocking
Kareem McKenzie	80	91	70	86	91
Fred Miller	80	89	77	88	88
Solomon Page	78	87	78	82	89
Maurice Williams	78	90	74	87	88
Stockar McDougle	78	94	70	89	89
Greg Randall	78	92	72	84	89
Anthony Clement	77	92	75	84	86
Rod Jones	77	90	82	85	84
Matt Joyce	76	89	72	87	79
Jordan Gross	76	88	64	85	87
Adrian Klemm	76	87	72	87	82
Kenyatta Jones	75	91	70	83	84
Marc Colombo	74	88	65	82	84
Cornell Green	73	87	70	83	84
Mike Rosenthal	73	87	68	85	83
Right Tackle #70	72	88	61	82	86
Ian Allen	72	89	64	83	84
Orlando Brown	72	89	80	76	82
Todd Fordham	71	89	79	78	79

**RIGHT TACKLES CONT.**

Name	Overall Rating	Strength	Awareness	Pass Blocking	Run Blocking
Melvin Tuten	70	86	70	80	82
Barrett Brooks	68	88	70	77	79
Jonathan Stinchcomb	68	82	55	85	80
Michael Thompson	68	87	55	80	82
Oliver Ross	67	86	68	73	84
Jeno James	66	83	65	78	78
Joaquin Gonzalez	64	81	62	78	75
Raleigh Roundtree	63	88	66	75	78
Brett Williams	63	84	50	79	83
Char-ron Dorsey	63	90	57	78	82
Willie Jones	62	85	57	77	79
Victor Leyva	61	74	68	76	75
Kyle Kosier	59	84	51	75	78
John St. Clair	59	85	55	72	78

Name	Overall Rating	Strength	Awareness	Pass Blocking	Run Blocking
Tony Pashos	58	89	49	70	81
Matt Martin	58	82	50	77	70
Steve Edwards	56	82	45	75	78
Steve Sciuillo	56	86	50	72	75
Right Tackle #70	56	82	48	75	74
Right Tackle #74	56	86	50	72	75
Javiar Collins	55	83	62	68	70
Chad Slaughter	53	78	34	81	71
Chris Smith	52	77	47	74	74
Kevin Barry	51	85	60	63	66
Tom Ashworth	51	81	40	72	71
Kris Farris	49	79	50	69	69
Jon Carman	48	80	40	71	70
Marcus Price	47	83	44	69	67
Jay Humphrey	44	82	43	67	64

**TIGHT ENDS**

Name	Overall Rating	Speed	Awareness	Catching	Run Blocking
Tony Gonzalez	97	80	91	90	57
Jeremy Shockey	92	84	77	88	52
Shannon Sharpe	90	70	94	85	56
Todd Heap	90	78	83	87	56
Marcus Pollard	87	72	80	76	63
Bubba Franks	86	67	83	76	65
Chad Lewis	84	65	78	80	64
Frank Wycheck	84	66	89	78	59
Freddie Jones	82	63	78	74	66
Randy McMichael	82	79	70	75	55
Alge Crumpler	82	74	67	77	59
Ken Dilger	81	65	80	78	62
Kyle Brady	81	56	82	70	73
Byron Chamberlain	81	72	75	76	60
Billy Miller	81	75	78	77	59
Dwayne Carswell	80	62	67	69	74
Anthony Becht	79	65	68	69	67
Christian Fauria	79	63	79	74	63
Ernie Conwell	79	66	75	72	67
Jerramy Stevens	79	73	64	76	58
Mark Bruener	79	56	82	60	77
Daniel Graham	76	72	64	74	56
Doug Jolley	76	74	65	76	58
Desmond Clark	75	71	74	75	54
Matt Schobel	75	70	65	74	59
Dan Campbell	75	66	72	73	62
Eric Johnson	75	64	70	73	60
David Sloan	75	59	78	70	67
Itula Mili	75	67	72	73	60
Reggie Kelly	74	66	68	73	58
Steve Heiden	74	66	74	66	64
Dallas Clark	74	75	60	77	55

Name	Overall Rating	Speed	Awareness	Catching	Run Blocking
Roland Williams	74	59	75	70	65
Stephen Alexander	73	68	72	74	57
Tony McGee	72	56	76	66	65
Jay Riemersma	71	57	77	69	63
Erron Kinney	71	65	53	68	61
Bennie Joppru	71	70	62	74	57
John Davis	70	66	65	69	59
Rickey Dudley	70	69	55	70	60
Jason Witten	70	77	55	75	53
Brian Kozlowski	70	55	70	67	65
Cameron Cleeland	70	57	67	72	63
Dave Moore	69	59	72	68	61
L.J. Smith	69	74	60	73	52
Mikhael Ricks	69	72	70	73	50
Mark Campbell	68	63	70	67	60
Chris Baker	68	70	62	70	55
Kris Mangum	68	61	64	68	61
Teyo Johnson	68	82	46	75	48
Brandon Manumaleuna	66	59	58	64	59
Terry Jones	66	65	62	63	59
Jerame Tuman	66	57	56	63	67
Hunter Goodwin	65	53	57	61	68
Darnell Sanders	64	63	50	67	59
Justin Peelle	64	73	59	67	52
Marcellus Rivers	64	65	52	69	58
John Jones	64	64	67	64	54
Sean Brewer	63	60	59	60	64
Visanthe Shiancoe	63	72	42	72	52
Steve Bush	62	59	63	65	60
Joe Dean Davenport	62	53	47	60	69
Marco Battaglia	62	57	62	62	60
Mike Bartrum	62	54	51	61	67

Name	Overall Rating	Speed	Awareness	Catching	Run Blocking
Jed Weaver	62	63	59	66	55
Chris Luzar	62	58	53	61	62
Keith Heinrich	62	62	56	61	60
Josh Norman	61	79	57	66	45
George Wrihster	61	66	49	69	53
Fred Baxter	61	52	60	64	61
Zeron Flemister	61	63	57	66	56
Boo Williams	61	63	55	70	53
John Gilmore	60	68	59	65	50
Patrick Hape	60	54	54	58	67
Matt Murphy	60	66	55	60	59
Tyrone Davis	60	60	64	55	59
Mike Roberg	59	55	50	56	67
Aaron Walker	59	71	49	64	56
David Martin	59	66	52	60	59
Jermaine Wiggins	58	59	52	64	55
Jason Dunn	57	61	50	58	60

Name	Overall Rating	Speed	Awareness	Catching	Run Blocking
Lamont Hall	57	55	47	59	64
Dan Curley	57	72	40	72	45
Dustin Lyman	55	64	62	55	51
Todd Yoder	55	52	60	55	62
Leonard Stephens	55	58	52	60	61
Mike Banks	54	57	55	62	57
Ed Perry	54	50	46	62	62
John Owens	54	65	54	64	49
Robert Royal	54	65	52	66	49
James Dearth	53	50	47	56	64
Shad Meier	52	59	42	65	52
Ryan Hannam	51	69	50	64	44
Jabari Holloway	51	59	50	60	49
Jeff Kostrewa	49	64	45	58	50
Chad Mustard	46	54	40	55	58
Billy Baber	45	63	45	60	46
Brady McDonnell	44	55	45	58	50

## WIDE RECEIVERS

Name	Overall Rating	Speed	Awareness	Acceleration	Catching
Marvin Harrison	99	96	97	97	99
Terrell Owens	99	97	95	98	97
Randy Moss	98	99	88	99	94
Eric Moulds	93	93	92	95	91
Hines Ward	93	89	92	90	95
Isaac Bruce	92	93	92	93	93
Torry Holt	92	97	91	96	91
Joe Horn	92	92	90	94	92
Keyshawn Johnson	91	86	93	89	95
Peerless Price	91	97	84	96	89
Amani Toomer	91	91	89	92	91
Marty Booker	90	91	89	90	92
Rod Smith	90	91	92	95	92
David Boston	90	94	83	95	89
Jerry Rice	90	87	99	88	95
Plaxico Burress	90	91	81	92	88
Jimmy Smith	89	87	94	89	93
Donald Driver	88	92	84	90	90
Troy Brown	88	91	92	93	94
Laveranues Coles	88	97	82	96	88
Derrick Mason	87	89	88	88	92
Tim Brown	86	85	97	87	93
Rod Gardner	86	89	79	89	87
Koren Robinson	86	92	79	94	86
Chad Johnson	85	93	77	92	86
Curtis Conway	85	87	86	89	88
Muhsin Muhammad	85	86	85	86	90
Jerry Porter	85	91	76	93	85
Quincy Morgan	84	93	75	92	84
Joey Galloway	84	94	82	92	86
Chris Chambers	84	93	71	90	85
Charles Rogers	84	93	70	92	86
Donte' Stallworth	84	97	70	96	85
Kevin Johnson	83	87	85	88	88

Name	Overall Rating	Speed	Awareness	Acceleration	Catching
Keenan McCardell	83	84	91	79	92
Darrell Jackson	83	85	84	87	88
Ed McCaffrey	82	83	86	82	90
Todd Pinkston	82	91	78	93	85
Ike Hilliard	82	88	79	89	87
Andre Johnson	82	95	65	95	82
David Patten	81	92	78	92	85
Peter Warrick	80	87	72	92	83
Ashley Lelie	80	92	69	91	85
Tai Streets	80	84	80	85	85
Santana Moss	80	95	67	98	82
Wayne Chrebet	80	83	87	84	89
Antwaan Randle El	80	95	67	97	75
Corey Bradford	80	94	74	91	84
Josh Reed	79	85	77	90	86
Dennis Northcutt	79	95	70	95	78
Joe Jurevicius	79	83	80	84	85
Eddie Kennison	79	92	79	92	80
Johnnie Morton	79	85	83	86	86
Antonio Bryant	79	91	67	90	81
Terry Glenn	79	89	70	88	87
Oronde Gadsden	79	79	81	79	88
James Thrash	79	92	78	91	79
Kevin Dyson	79	87	75	88	84
Steve Smith	79	93	77	93	80
Travis Taylor	79	87	72	88	84
Dez White	78	90	71	89	80
David Terrell	78	87	68	87	81
Andre Davis	78	95	66	93	79
Reggie Wayne	78	85	70	88	85
Tim Dwight	77	91	70	97	75
Brian Finneran	77	84	80	82	79
Az-Zahir Hakim	77	96	70	94	78
Deion Branch	77	89	66	89	82



WIDE RECEIVERS CONT.

Name	Overall Rating	Speed	Awareness	Acceleration	Catching
Jabar Gaffney	77	85	66	89	86
Robert Ferguson	76	92	63	92	77
Ricky Proehl	76	80	85	82	87
Marcus Robinson	76	87	74	86	81
Jerome Pathon	76	86	77	84	82
Bobby Engram	76	84	80	87	80
Bryant Johnson	75	89	63	89	80
Derrius Thompson	75	86	70	85	80
Javon Walker	75	91	57	91	76
Frank Sanders	75	82	78	83	84
Bobby Shaw	74	84	67	89	83
Reche Caldwell	74	87	66	87	80
James McKnight	74	92	67	87	77
Taylor Jacobs	74	90	64	91	79
Drew Bennett	74	85	70	84	79
D'Wayne Bates	74	86	70	84	77
Marc Boerigter	73	88	62	90	75
Trevor Gaylor	73	88	68	88	78
Bill Schroeder	73	85	72	84	78
Ron Dugans	72	87	70	82	79
Kelley Washington	72	90	54	90	73
Freddie Mitchell	72	88	50	88	82
Ron Dixon	72	93	64	90	72
J.J. Stokes	72	82	75	80	78
Patrick Johnson	72	93	63	89	72
Kevin Kasper	71	88	66	86	78
Anquan Boldin	71	87	54	89	75
MarTay Jenkins	71	90	62	88	73
Bethel Johnson	71	97	57	94	71
Jason McAddley	70	87	65	85	77
Terrence Wilkins	70	88	70	89	75
Tyrone Calico	70	92	52	88	72
Bryan Gilmore	69	91	65	87	73
Snoop Minnis	69	81	62	86	77
Dante Hall	69	93	60	96	65
Donald Hayes	69	81	72	79	77
Justin McCareins	69	87	58	88	73
Nate Burleson	69	85	60	90	73
Kelly Campbell	69	89	56	90	74
T.J. Houshmandzadeh	68	84	60	86	75
Charles Johnson	68	82	70	80	75
Eric Parker	68	89	55	90	73
Quentin McCord	68	87	57	87	74
Troy Edwards	68	84	59	85	74
Shaun McDonald	68	90	54	89	74
Eddie Berlin	68	90	54	90	70
Ahmed Merritt	67	87	60	87	73
Chris Cole	67	90	64	85	67
Jacquez Green	67	90	65	88	72
Karl Williams	67	87	64	87	69

Name	Overall Rating	Speed	Awareness	Acceleration	Catching
Sylvester Morris	67	83	60	78	76
Brandon Stokley	67	84	63	85	72
Shawn Jefferson	67	84	70	82	72
Kevin Curtis	67	90	58	85	73
Derrick Alexander	67	84	70	83	74
Danny Farmer	66	82	64	76	74
Ken-Yon Rambo	66	85	54	87	72
Tim Carter	66	93	46	92	69
Kevin Lockett	66	84	64	85	73
Marcus Knight	66	84	57	84	75
Michael Lewis	66	97	59	97	60
Darrell Hill	66	90	57	89	62
Jamin Elliott	65	88	56	84	71
Larry Foster	65	84	60	86	70
Charlie Rogers	65	87	59	85	66
Sam Simmons	65	86	49	88	71
Billy McMullen	65	84	50	84	73
Brandon Lloyd	65	85	49	89	69
Micah Ross	65	89	46	88	70
Scotty Anderson	65	86	50	85	72
Jake Schifino	65	91	52	90	64
JaJuan Dawson	65	83	50	76	84
Bobby Wade	64	85	52	88	72
Sam Aiken	64	83	48	82	74
Troy Walters	64	84	52	85	73
J.R. Tolver	64	83	50	83	72
Cedrick Wilson	64	89	52	85	70
Jermaine Lewis	64	90	62	88	67
Travis Williams	64	84	52	84	70
James Williams	64	87	62	82	70
Charles Lee	63	88	55	86	67
Dondre Gilliam	63	83	56	85	67
Randal Williams	63	94	40	88	69
Dedric Ward	63	85	60	85	68
David Givens	63	83	57	80	69
Ron Johnson	63	82	53	84	70
Justin Skaggs	63	85	55	82	73
Darnerien McCants	63	83	38	82	72
Cliff Russell	63	91	43	90	66
Adrian Madise	62	88	45	85	68
Daryl Jones	62	90	54	88	65
Karsten Bailey	62	84	55	80	73
Walter Young	62	83	50	79	70
Doug Gabriel	62	87	41	83	66
Dane Looker	62	80	59	82	70
Kareem Kelly	62	90	46	89	64
Talman Gardner	62	87	45	91	61
Alex Bannister	62	82	48	86	68
Chris Doering	62	75	65	77	75
Herb Haygood	61	89	50	86	64

Name	Overall Rating	Speed	Awareness	Acceleration	Catching
Marquise Walker	61	81	47	82	67
Reggie Swinton	61	88	47	89	66
Freddie Milons	61	86	42	86	68
Jonathan Carter	61	96	50	94	60
Karl Hankton	61	84	62	83	67
Alvis Whitted	61	90	51	85	61
LaTarence Dunbar	60	90	44	85	64
Kevin Swayne	60	80	59	79	69
DeAndrew Rubin	60	90	40	88	66
Andre King	59	84	51	80	67
Arnaz Battle	59	83	42	82	65
Eddie Drummond	59	89	41	90	66
Derrick Lewis	59	85	50	85	64

Name	Overall Rating	Speed	Awareness	Acceleration	Catching
Andre Rone	58	85	44	83	62
Frisman Jackson	58	84	45	80	65
Lee Mays	57	87	40	87	64
Terry Charles	56	83	30	82	64
Robert Baker	56	82	50	78	62
Cedric James	56	82	43	84	64
Avion Black	56	86	45	85	61
Albert Johnson	54	83	34	82	64
Javin Hunter	54	83	45	80	66
Nick Davis	54	84	37	85	63
Jimmy Redmond	53	84	40	79	65
Drew Haddad	52	79	44	77	65
Milton Wynn	52	82	23	80	58
Tory Woodbury	50	78	42	80	62

## Defensive Players

### CORNERBACKS

Name	Overall Rating	Speed	Awareness	Acceleration	Catching
Champ Bailey	98	99	94	99	74
Sam Madison	97	92	98	97	73
Patrick Surtain	96	94	93	95	72
Ty Law	95	95	96	95	70
Ronde Barber	94	92	91	93	74
Charles Woodson	94	95	91	94	74
Aaron Glenn	94	96	92	96	70
Troy Vincent	93	90	97	91	73
Bobby Taylor	93	92	96	92	70
Chris McAlister	93	95	91	96	67
Aeneas Williams	91	94	96	92	67
Brian Kelly	90	91	85	92	72
Mike McKenzie	90	91	89	91	66
Shawn Springs	88	94	87	92	66
Antoine Winfield	87	91	83	92	67
Samari Rolle	87	93	88	94	71
R.W. McQuarters	86	92	82	93	69
Nate Clements	86	92	78	93	68
Deltha O'Neal	86	95	75	95	70
Ahmed Plummer	86	90	82	95	66
Chad Scott	86	90	86	89	64
Marcus Coleman	86	88	86	88	67
Duane Starks	85	89	84	90	67
Donnie Abraham	85	87	85	88	74
Quentin Jammer	84	92	69	93	72
Will Allen	84	98	72	93	66
Al Harris	84	90	78	90	66
Fred Smoot	84	93	80	93	70
Dre' Bly	83	94	74	92	71
Dewayne Washington	83	91	83	88	64
Derek Ross	82	92	70	92	69
Terence Newman	82	97	66	96	74
Tyrone Williams	82	88	83	89	62
Fernando Bryant	82	90	76	92	64

Name	Overall Rating	Speed	Awareness	Acceleration	Catching
Phillip Buchanon	82	96	68	97	67
Fred Thomas	82	87	85	87	67
Andre Dyson	82	95	72	90	69
Will Peterson	81	91	70	90	66
Aaron Beasley	81	88	81	84	69
Otis Smith	81	86	89	84	65
Daylon McCutcheon	80	88	80	85	63
Mario Edwards	80	92	72	92	68
Jamar Fletcher	80	88	73	92	72
Ray Buchanan	80	88	86	88	62
Gary Baxter	80	89	72	91	63
Ashley Ambrose	80	87	86	88	61
Jerry Azumah	79	89	73	90	66
Eric Warfield	79	87	79	87	64
Ken Lucas	79	91	70	89	65
Denard Walker	79	91	79	87	62
Artrell Hawkins	78	90	72	92	61
Anthony Henry	78	87	70	86	73
Marcus Trufant	78	91	67	91	71
Tory James	77	88	72	86	65
Jason Webster	77	87	72	87	62
Terry Cousin	77	88	73	90	60
Alex Molden	77	87	73	86	64
Dale Carter	77	88	75	86	63
Dexter McCleon	76	85	77	88	61
Walt Harris	76	87	78	89	59
Terrell Buckley	76	88	76	88	65
Sheldon Brown	76	91	68	90	63
Ray Mickens	76	90	76	85	58
Bryant Westbrook	76	85	80	81	62
William Bartee	75	86	75	85	63
Lito Sheppard	75	92	65	92	64
Terrance Shaw	75	89	69	85	64
Deshea Townsend	75	87	75	88	60



CORNERBACKS CONT.

Name	Overall Rating	Speed	Awareness	Acceleration	Catching
Tay Cody	74	88	64	87	65
Reggie Howard	74	88	68	84	62
Andre Woolfolk	74	92	55	90	72
David Barrett	73	88	69	86	61
Jason Craft	73	87	67	88	63
Tom Knight	73	92	67	86	55
Jeff Burris	72	85	78	82	60
Cornerback #25	72	88	64	90	64
Chris Cash	72	87	62	85	64
Doug Evans	72	83	80	80	60
Ken Irvin	72	84	73	84	57
Tyrone Poole	71	89	77	82	52
Travis Fisher	71	91	55	90	63
Lewis Sanders	70	86	64	84	60
Kiwauke Thomas	70	85	69	84	56
James Trapp	70	82	76	83	58
Eugene Wilson	70	86	62	90	68
Cornerback #29	70	89	53	88	62
David Macklin	69	86	62	85	61
Donald Mitchell	69	85	64	83	61
Ike Charlton	69	85	60	88	60
Cornerback #33	68	90	50	90	60
Andre' Goodman	68	88	59	86	61
Chris Watson	68	87	61	84	61
Willie Williams	68	83	75	79	55
Brian Williams	68	88	56	88	58
Dainon Sidney	67	85	65	84	58
Jimmy Spencer	67	84	64	76	60
Corey Ivy	67	90	59	87	58
Renaldo Hill	67	85	59	85	60
Pete Hunter	67	88	55	87	58
Kevin Mathis	67	81	73	77	60
Rashean Mathis	67	91	45	88	64
Ricky Manning	67	87	56	90	65
Roosevelt Williams	66	86	55	87	59
Dennis Weathersby	66	88	45	92	64
Kelly Herndon	66	88	54	86	60
Corey Harris	66	85	60	80	58
Tod McBride	66	83	64	75	57
Cornerback #21	66	84	55	84	62
Mike Rumph	66	88	51	87	55
Fred Weary	66	83	65	82	58
Ralph Brown	66	88	60	82	58
Bhawoh Jue	66	86	50	82	60
Alvin Porter	66	83	64	83	61
Eric Kelly	66	91	57	91	50
Charles Tillman	65	90	49	88	56
Kevin Thomas	65	86	55	85	60
Jason Bostic	65	85	60	82	50
Tim Wansley	65	87	54	87	62
Cornerback #26	65	85	54	88	58

Name	Overall Rating	Speed	Awareness	Acceleration	Catching
Joseph Jefferson	65	92	50	93	56
Jimmy Williams	65	89	51	87	56
Brad Franklin	65	87	60	82	50
DeJuan Groce	65	86	52	90	62
Jerametrious Butler	65	89	49	87	62
Kevin House	64	84	57	85	60
Allen Rossum	64	93	55	86	60
Rashad Holman	64	85	49	82	62
Tyrone Carter	64	82	57	82	61
Dante Wesley	64	87	55	88	52
Leonard Myers	64	83	60	84	55
Shane Walton	64	84	53	82	66
Kenny Wright	64	83	57	82	55
Raymond Walls	63	87	53	84	59
Julian Battle	63	86	51	87	55
Nick Harper	63	83	55	82	58
Cornerback #38	63	89	52	89	56
Clarence Love	63	84	64	81	56
Keyuo Craver	63	86	47	85	57
Carey Scott	63	85	58	84	55
Cornerback #28	62	85	55	85	54
Coby Rhinehart	62	87	60	82	51
Kato Serwanga	62	83	56	88	55
Jimmy Wyrick	62	83	60	79	54
Rashad Bauman	62	88	49	88	57
Ike Taylor	62	91	40	91	53
Mike Echols	62	87	47	88	54
DeMarcus Faggins	62	87	46	85	60
Jason Simmons	62	85	51	84	57
Todd McMillon	61	80	72	73	50
Lenny Walls	61	82	50	84	59
Tony Okanlawon	61	85	49	81	60
Cornerback #35	61	96	38	92	62
Hank Poteat	61	90	48	88	53
Lavar Glover	60	83	49	88	57
Clifton Crosby	60	83	53	79	56
Todd Howard	60	88	50	84	55
James Whitley	60	85	51	86	56
Tony Beckham	59	89	45	83	50
Cornerback #22	58	86	45	89	54
Omare Lowe	58	91	35	90	51
Jacoby Shepherd	58	84	45	82	56
Jeff Harris	57	85	47	83	52
Fakhir Brown	57	84	54	82	51
David Hinton	55	85	44	88	48
Bruce Branch	55	82	55	80	47
Robert Cromartie	53	83	40	83	52
Kalvin Pearson	52	85	40	86	45
Lamont Brightful	52	88	32	87	61
Andrew Davison	51	81	42	81	51
Chidi Iwuoma	50	80	45	72	52

## DEFENSIVE TACKLES

Name	Overall Rating	Speed	Strength	Awareness	Tackling
Warren Sapp	98	65	87	92	88
La'Roi Glover	97	64	90	89	94
Bryant Young	96	61	90	92	92
Corey Simon	95	65	91	80	89
Pat Williams	94	57	94	87	94
Chris Hovan	94	68	87	78	89
Kris Jenkins	93	64	92	74	88
Tim Bowens	91	52	93	89	92
Keith Traylor	90	52	93	88	91
Daryl Gardener	90	60	90	88	88
Anthony McFarland	90	62	89	78	87
Luther Elliss	90	52	93	88	92
John Randle	90	61	86	90	85
Casey Hampton	90	55	95	76	93
Ted Washington	89	46	96	89	94
Darwin Walker	89	65	87	78	86
Norman Hand	89	49	95	88	91
Jamal Williams	88	53	92	79	91
Gerard Warren	88	64	91	67	88
Ellis Johnson	87	60	88	85	87
Cletidus Hunt	87	64	86	74	86
John Parrella	87	48	93	86	91
Jason Fisk	86	53	88	83	89
Cornelius Griffin	86	61	87	78	85
Roderick Coleman	86	66	85	74	84
Albert Haynesworth	86	66	89	65	85
Tony Williams	85	64	86	79	84
Sam Adams	85	49	91	88	90
John Henderson	85	65	90	65	84
Shaun Rogers	85	61	89	72	87
Chad Eaton	85	58	87	80	89
Larry Chester	84	52	91	79	87
Ed Jasper	84	53	91	76	89
Marcus Stroud	84	64	88	67	84
Dana Stubblefield	84	55	89	85	87
Keith Hamilton	83	55	89	81	87
Dan Wilkinson	83	48	94	83	86
John Thornton	82	56	89	75	87
Brentson Buckner	82	55	90	77	85
Grady Jackson	82	52	82	85	84
Jeff Zgonina	81	55	88	74	84
Paul Grasmanis	81	53	88	77	89
Josh Evans	81	58	88	70	82
Bryan Robinson	80	60	83	77	82
Brad Scioli	80	65	78	78	82
Jason Ferguson	80	47	89	74	88
Dewayne Robertson	80	65	86	58	82
Ryan Pickett	80	65	85	62	83
Damione Lewis	80	64	85	66	80
Orpheus Roye	78	54	84	72	86
Larry Trippllett	78	62	84	67	78
Chartric Darby	77	64	86	62	80
Ryan Sims	77	64	88	54	77
Kendrick Clancy	77	55	86	70	82
Seth Payne	77	52	86	73	87

Name	Overall Rating	Speed	Strength	Awareness	Tackling
Alfonso Boone	76	56	88	64	82
Wendell Bryant	76	62	84	62	77
Jimmy Kennedy	76	56	89	63	81
Johnathan Sullivan	76	63	80	62	82
Lional Dalton	75	47	88	72	85
Josh Williams	75	62	85	70	74
Larry Smith	75	62	85	67	78
Brian Young	75	54	87	67	83
Kevin Williams	75	62	82	65	79
John Browning	74	62	81	64	79
Jim Flanigan	74	49	86	75	84
William Joseph	74	64	81	63	78
Ty Warren	74	62	80	64	78
Kelly Gregg	74	49	85	70	84
Brandon Noble	74	50	86	68	84
Jermaine Haley	74	59	84	63	81
Monsanto Pope	73	65	78	61	77
Shane Burton	73	54	87	67	80
Rocky Bernard	73	60	82	57	80
Oliver Gibson	72	49	87	70	83
Kenny Smith	72	62	80	68	77
Robaire Smith	72	58	81	56	80
Ellis Wyms	71	65	78	60	77
Russell Davis	71	54	82	64	80
Leonardo Carson	71	58	83	61	77
Montae Reagor	71	62	78	64	79
Hollis Thomas	71	49	83	70	84
Michael Myers	70	50	85	65	82
Fred Robbins	70	47	87	63	84
Ron Edwards	69	55	86	61	73
Derrick Ransom	69	55	84	63	75
Defensive Tackle #73	69	54	83	64	73
Martin Chase	69	50	80	68	76
Rod Walker	68	52	86	68	74
Kenny Peterson	66	60	74	60	73
Marcus Bell	65	48	86	57	75
Kelvin Pritchett	65	51	79	67	78
Defensive Tackle #77	64	62	81	47	72
Defensive Tackle #90	64	51	88	48	72
Barron Tanner	64	54	88	56	77
Eric Downing	64	54	82	55	75
Travis Kirschke	64	49	84	60	77
Buck Gurley	63	62	78	52	75
Junior Ioane	63	58	77	60	75
Delbert Cowsette	63	55	83	46	76
Rien Long	63	64	78	48	70
Cedric Killings	63	50	78	66	75
Charles Hill	63	49	84	55	75
Steve Warren	62	53	81	60	74
Kemoeatu Ma'ake	62	47	81	58	77
Glen Steele	61	55	80	55	71
Defensive Tackle #79	61	60	78	50	67
Aubrayo Franklin	61	52	84	44	79
Kenny King	60	55	75	49	71
Lance Legree	60	50	80	53	79



**DEFENSIVE TACKLES CONT.**

Name	Overall Rating	Speed	Strength	Awareness	Tackling
Alan Harper	60	60	82	37	70
James Reed	60	49	79	56	74
Justin Bannan	59	53	84	47	69
John Nix	59	52	80	49	75
DeQuincy Scott	58	54	82	46	73
Jeremy Slechta	58	56	78	50	67

Name	Overall Rating	Speed	Strength	Awareness	Tackling
Howard Green	58	56	82	50	68
Alvin McKinley	56	50	82	46	76
Ryan Watson	55	52	77	45	74
Mario Fatafehi	55	53	84	37	67
Ken Kocher	54	48	78	45	75
Defensive Tackle #74	53	49	79	42	73
Chris Hoke	47	46	79	37	71

**FREE SAFETIES**

Name	Overall Rating	Speed	Awareness	Catching	Tackling
Brian Dawkins	99	91	94	71	84
Darren Sharper	98	87	90	75	76
Rod Woodson	96	86	98	75	72
Rodney Harrison	94	82	94	60	91
Mike Brown	91	90	84	69	71
Lance Schulters	91	86	88	67	77
Ryan McNeil	90	90	85	67	72
Roy Williams	90	90	75	68	82
Brock Marion	89	85	93	68	69
Tebucky Jones	87	90	81	65	69
Dwight Smith	85	90	71	70	65
Dexter Jackson	83	86	76	70	66
Jason Sehorn	82	85	84	62	60
Kim Herring	82	84	80	64	70
Corey Fuller	82	84	85	59	65
Zack Bronson	81	85	80	60	74
Marlon McCree	81	84	72	67	70
Deon Grant	80	87	66	65	69
Idrees Bashir	79	87	69	62	67
Ronnie Heard	79	83	75	68	66
Pierson Prioleau	78	84	70	64	78
Izell Reese	78	87	69	66	70
Matt Bowen	78	84	74	58	72
Mark Roman	77	88	67	63	64
Keion Carpenter	77	87	68	67	63
Omar Stoutmire	75	81	68	62	68
Kevin Kaesviharn	74	87	62	62	65
Sam Brandon	74	88	67	63	69
Brent Alexander	74	81	69	63	67
Willie Middlebrooks	73	88	58	60	66
Jerome Woods	73	84	66	60	73
Damien Robinson	73	80	68	60	66
Earl Little	72	84	67	65	61
David Terrell	72	81	67	63	68

Name	Overall Rating	Speed	Awareness	Catching	Tackling
Shaunard Harts	71	82	67	54	70
Shawn Wooden	71	79	69	60	64
Anthony Mitchell	71	83	69	49	64
Chris Hope	71	84	64	57	62
Matt Stevens	71	81	70	56	71
Brian Walker	70	78	63	66	62
Will Demps	70	84	59	57	72
Jon McGraw	69	83	61	57	60
Willie Offord	69	84	59	60	68
Michael Hawthorne	68	84	60	60	59
Jermaine Phillips	67	84	54	59	63
Jamie Henderson	67	86	58	56	55
Kevin McCadam	66	85	53	60	60
Lamont Thompson	65	83	57	66	53
Michael Stone	65	90	50	55	57
Ainsley Battles	65	80	60	55	67
Curtis Fuller	65	81	59	59	60
Free Safety #38	64	82	54	48	74
Jason Doering	64	79	57	55	69
Lynn Scott	63	81	62	49	60
Terrence Holt	63	80	55	63	55
Free Safety #28	63	83	50	60	59
Michael Jameson	62	80	54	53	60
Jerry Wilson	61	82	54	68	47
Lamar Campbell	60	83	55	53	56
Jack Brewer	60	82	51	50	61
Pat Dennis	60	85	50	54	49
Damien Richardson	59	75	57	53	65
Keyon Nash	57	80	49	47	74
Jeremy Unertl	55	77	54	55	55
Woody Dantzler	54	87	41	55	36
Clinton Hart	52	80	42	50	63
Clarence LeBlanc	47	74	42	48	70
Chris Akins	46	75	39	50	61

## LEFT DEFENSIVE ENDS

Name	Overall Rating	Speed	Strength	Awareness	Tackling
Michael Strahan	98	73	86	95	87
Trevor Pryce	94	64	91	90	93
Julius Peppers	93	83	78	70	79
Richard Seymour	93	67	88	80	87
Marcellus Wiley	92	69	85	86	84
Patrick Kerney	92	72	85	84	88
Robert Porcher	90	63	87	89	86
Leonard Little	89	77	73	77	79
Joe Johnson	88	68	84	90	84
Kevin Carter	88	67	86	82	84
Greg Ellis	87	64	86	80	84
Gary Walker	87	59	92	87	92
Eric Hicks	86	67	82	80	84
Aaron Smith	84	67	84	79	82
Chad Bratzke	83	65	80	88	81
Adewale Ogunleye	82	78	70	67	74
Brandon Whiting	80	62	85	73	84
Marco Coleman	80	66	78	82	81
Phillip Daniels	79	62	85	77	84
Kenard Lang	79	67	79	75	78
Shaun Ellis	79	64	83	69	78
Charles Grant	79	75	72	66	73
Antonio Cochran	79	63	82	70	82
Tony Weaver	78	67	76	69	77
Kenny Mixon	78	65	78	75	79
Greg Spires	77	70	74	67	75
Bobby Hamilton	76	64	79	77	79
Carl Powell	74	63	84	65	79
Derrick Burgess	74	66	78	63	74
Kavika Pittman	74	65	76	67	78
Renaldo Wynn	74	59	80	78	81
Brandon Mitchell	74	60	83	71	80
Trace Armstrong	73	62	76	84	75
Marcus Jones	72	60	81	71	74
Rob Burnett	71	61	78	77	75

Name	Overall Rating	Speed	Strength	Awareness	Tackling
Fred Wakefield	70	66	76	57	74
John Engelberger	70	62	76	54	71
Left End #98	70	61	76	58	74
Ryan Denney	69	64	74	63	70
Chris Kelsay	68	67	70	67	70
Adrian Dingle	68	62	77	56	75
Eddie Freeman	67	62	78	55	70
Travis Hall	67	50	86	75	82
Kenyon Coleman	67	70	73	55	65
Willie Whitehead	67	62	76	68	74
Dewayne White	66	64	69	60	66
Dennis Johnson	66	72	67	44	64
Frank Ferrara	66	54	80	57	79
Dorsett Davis	65	53	87	49	74
Andrew Williams	65	71	68	44	66
Jared DeVries	65	59	75	70	69
Cory Redding	65	63	74	48	67
Peppi Zellner	65	60	76	56	74
Tyrone Rogers	64	62	76	54	74
Bryce Fisher	64	61	76	67	74
Jamaal Green	63	69	69	45	68
Matthew Walters	63	64	74	50	75
Riddick Parker	63	48	74	67	80
Raheem Brock	62	69	67	48	68
Anton Palepoi	62	64	70	42	74
Chuck Wiley	62	60	71	50	71
Left End #69	61	58	72	38	69
Aaron Kampman	61	54	84	55	72
Brett Keisel	61	62	70	57	71
Joe Tafoya	58	55	73	48	73
Demetris Veal	58	65	73	37	68
Corey Sears	57	53	79	65	72
Demetric Evans	54	57	73	45	66
Juqua Thomas	54	56	69	44	69
David Bowens	52	62	69	41	65

## LEFT OUTSIDE LINEBACKERS

Name	Overall Rating	Speed	Strength	Awareness	Tackling
LOLB #51	97	87	81	88	89
Jason Gildon	94	82	78	91	90
Julian Peterson	92	85	74	81	88
Anthony Simmons	92	82	77	88	91
Rosevelt Colvin	90	82	81	83	87
Dwayne Rudd	87	82	73	84	87
John Mobley	86	82	72	83	84
Mark Fields	85	83	71	82	84
Bill Romanowski	85	74	79	92	85
Chris Claiborne	85	79	74	78	87
Carlos Emmons	84	79	75	81	84
Mo Lewis	84	71	72	90	87
Steve Foley	81	75	75	78	87
Keith Newman	80	75	69	80	84
Mike Vrabel	80	72	75	80	86
Jeff Posey	79	76	71	75	86

Name	Overall Rating	Speed	Strength	Awareness	Tackling
Peter Sirmon	79	74	74	75	84
Marcus Washington	78	79	72	70	83
Matt Stewart	78	73	76	77	83
Alshermund Singleton	77	77	71	72	82
Terrell Suggs	77	82	75	66	81
Raynoch Thompson	75	77	69	72	83
Ben Leber	75	75	73	73	81
Sedrick Hodge	75	81	66	68	78
Brandon Short	74	77	72	66	79
Boss Bailey	74	85	64	62	72
Kailee Wong	74	71	75	72	86
Mike Caldwell	73	74	75	68	78
Akin Ayodele	73	78	73	67	75
Clark Haggans	73	76	72	68	77
Morlon Greenwood	72	82	68	67	74
Danny Clark	72	74	70	67	80



**LEFT OUTSIDE LINEBACKERS CONT.**

Name	Overall Rating	Speed	Strength	Awareness	Tackling
Victor Hobson	71	70	76	60	84
LOLB #47	71	79	69	60	73
Bryan Knight	70	75	70	64	77
Hannibal Navies	70	76	69	65	76
LOLB #56	69	79	68	54	75
Saleem Rasheed	69	79	63	55	79
Donte Curry	69	74	68	68	76
LOLB #45	68	74	75	63	77
Alonzo Jackson	68	75	70	60	75
Lewis Bush	67	72	69	68	75
Markus Steele	67	78	66	52	81
Ike Reese	67	71	68	63	79
Cornell Brown	67	71	69	66	76
Scott Fujita	66	82	71	58	67
Keith Mitchell	66	67	65	70	77
Greg Favors	66	70	70	69	73
Tim Johnson	66	73	60	55	79
Marcus Bell	66	76	72	54	76

Name	Overall Rating	Speed	Strength	Awareness	Tackling
Riall Johnson	65	80	70	60	70
Ben Taylor	65	70	68	65	74
Jeff Gooch	65	74	65	65	72
LOLB #55	63	69	70	49	80
Courtland Bullard	63	80	63	51	73
Matt Wilhelm	62	73	72	55	73
Rocky Calmus	62	72	68	59	71
LOLB #92	61	66	68	60	75
Nick Rogers	61	67	79	53	75
Jason Glenn	60	73	69	54	74
Shannon Taylor	60	72	65	66	73
Ryan Nece	55	72	64	54	64
DaShon Polk	54	64	59	43	76
Kevin Lewis	54	74	68	40	73
Roger Knight	54	66	65	56	73
Jack Golden	53	70	66	55	64
Donnie Spragan	52	65	69	46	70
Michael Josiah	48	66	60	45	66
Orantes Grant	48	67	67	43	65

**MIDDLE LINEBACKERS**

Name	Overall Rating	Speed	Strength	Awareness	Tackling
Ray Lewis	99	85	81	99	99
Brian Urlacher	98	89	82	89	95
Zach Thomas	95	75	80	93	95
Keith Brooking	94	78	80	90	93
Donnie Edwards	91	85	69	94	88
Kendrell Bell	91	81	80	84	90
Jamie Sharper	91	80	76	89	92
Micheal Barrow	90	72	77	89	93
London Fletcher	89	78	81	82	94
Mike Peterson	89	80	77	85	91
Earl Holmes	89	75	81	83	93
Al Wilson	88	84	78	82	90
Jeremiah Trotter	87	75	78	85	90
Shelton Quarles	86	78	77	81	91
Marvin Jones	86	68	76	89	89
Tedy Bruschi	86	77	79	85	87
Rob Morris	85	76	82	79	90
Dan Morgan	85	80	76	78	88
Derek Smith	83	70	79	82	90
Ted Johnson	83	69	77	87	87
Napoleon Harris	83	81	76	74	89
Greg Biekert	82	69	75	85	90
Dat Nguyen	81	74	74	80	88
Edgerton Hartwell	81	75	80	75	88
Isaiah Kacyvenski	81	73	79	79	88
Kevin Hardy	80	74	74	84	84
Ronald McKinnon	80	74	76	78	90
Darrin Smith	80	74	69	84	86

Name	Overall Rating	Speed	Strength	Awareness	Tackling
Mike Maslowski	79	74	77	77	86
Wali Rainer	78	75	81	69	94
James Farrior	78	75	77	75	84
Jay Foreman	78	70	73	77	88
Barry Gardner	77	74	73	79	84
Marvucs Patton	77	72	76	82	80
Chris Draft	76	76	72	75	84
Bernardo Harris	76	68	78	76	84
Nick Barnett	75	80	73	66	85
Orlando Ruff	75	71	72	74	85
MLB #53	74	72	74	68	87
Jamie Duncan	73	76	75	74	81
Mark Simoneau	72	76	72	72	83
Robert Thomas	72	76	70	70	80
T.J. Slaughter	71	74	76	66	85
Kevin Mitchell	71	64	70	75	83
Travian Smith	70	75	68	70	82
Nate Webster	68	77	75	63	80
James Darling	68	72	72	67	80
Armegis Spearman	67	73	71	64	79
Terry Pierce	67	68	73	63	83
MLB #91	67	75	71	61	82
Andra Davis	66	76	71	63	78
Brant Boyer	65	68	71	67	78
Bradie James	65	73	75	61	78
Torrance Marshall	65	70	69	66	78
Larry Izzo	65	69	69	76	73
MLB #45	65	80	69	60	75

Name	Overall Rating	Speed	Strength	Awareness	Tackling
Larry Foote	65	75	71	62	78
Carlos Polk	63	71	70	60	78
Nick Greisen	63	69	73	60	78
Orlando Huff	63	70	73	58	80
Lester Towns	62	66	76	60	76
Brandon Spoon	61	71	70	57	79
Monty Beisel	61	64	70	67	74
Jim Nelson	61	65	72	60	80
Artie Ulmer	61	63	77	61	78
Frank Chamberlin	61	64	78	60	77
Clint Kriewaldt	59	65	74	60	75

Name	Overall Rating	Speed	Strength	Awareness	Tackling
Tony Gilbert	58	64	75	49	82
Tommy Hendricks	58	63	69	59	76
Kelvin Moses	57	70	70	55	79
Jason Lamar	55	77	69	50	70
Keith Burns	54	64	72	50	76
Max Yates	54	68	64	55	71
Brandon Moore	53	76	60	52	72
Justin Ena	51	62	71	55	68
Twan Russell	50	63	68	54	69
Brad Kassell	50	62	71	50	71
Joe Tuipala	44	63	65	42	69

## RIGHT DEFENSIVE ENDS

Name	Overall Rating	Speed	Strength	Awareness	Tackling
Jason Taylor	98	82	78	85	83
Simeon Rice	97	81	77	92	80
Hugh Douglas	97	73	86	94	87
John Abraham	93	78	80	79	83
Andre Carter	91	78	80	75	82
Jevon Kearse	91	85	75	65	76
Justin Smith	89	74	83	74	80
Vonnie Holliday	88	65	85	85	88
Kabeer Gbaja-Biamila	88	83	75	66	74
Mike Rucker	88	72	85	83	80
Dwight Freeney	87	83	71	67	74
Grant Wistrom	87	70	85	87	81
Courtney Brown	86	73	82	69	78
Willie McGinest	85	70	76	87	84
Darren Howard	85	69	82	75	80
Raylee Johnson	84	67	82	80	84
Bruce Smith	83	65	84	95	82
Brady Smith	82	67	79	79	85
Kenny Holmes	82	68	79	79	80
N.D. Kalu	81	72	79	70	80
Tony Brackens	81	65	81	81	82
Anthony Pleasant	80	65	77	84	81
Aaron Schobel	79	69	79	65	76
Lance Johnstone	79	66	75	80	81
Mark Word	78	68	82	68	77
Kalimba Edwards	78	75	70	67	69
Chike Okeafor	78	66	78	78	80
Carlos Hall	78	78	70	60	72
Alex Brown	77	77	65	64	70
Jerome McDougle	76	77	69	63	70
Regan Upshaw	76	65	78	79	78
Kimo V. Oelhoffen	76	58	87	80	81
Michael Haynes	75	65	77	66	77
Lorenzo Bromell	75	64	77	70	77
Duane Clemons	74	67	76	74	70
Ebenezer Ekuban	74	64	78	65	77
Jay Williams	74	62	82	68	76

Name	Overall Rating	Speed	Strength	Awareness	Tackling
Tony Bryant	74	66	80	68	75
Michael McCrary	74	62	80	88	72
Reinard Wilson	73	69	75	70	70
Bert Berry	73	66	77	66	74
Kyle Vanden Bosch	73	64	78	67	77
Chukie Nwokorie	73	66	79	59	77
Calvin Pace	72	71	74	62	70
Rodney Bailey	72	65	76	63	73
DeLawrence Grant	71	67	73	61	70
Adalius Thomas	71	70	78	60	70
Lamar King	70	61	79	64	76
Paul Spicer	68	60	77	65	78
James Hall	68	59	80	69	74
Jarvis Green	68	66	72	58	73
Right End #59	68	75	68	50	65
Tyoka Jackson	68	66	78	66	69
Osi Umenyiora	67	73	70	44	65
Keith Washington	67	62	77	64	71
Bryan Thomas	67	70	67	55	68
Keith McKenzie	66	61	73	70	71
Ron Warner	66	67	70	60	73
Otis Leverette	66	65	74	61	68
Jamal Reynolds	66	71	70	47	62
Jerry DeLoach	66	52	82	77	78
Reggie Hayward	65	63	72	57	70
Right End #95	63	67	66	46	65
Ronald Flemons	63	64	72	57	68
Al Wallace	62	64	72	55	66
Right End #77	61	65	67	40	71
Gary Stills	60	64	66	56	66
Rob Meier	60	56	82	51	73
Melvin Williams	59	60	65	43	70
Colston Weatherington	58	65	70	44	66
Marques Douglas	58	55	79	50	68
Sean Moran	57	52	72	65	70
John Hilliard	56	49	78	55	72
Shawn Worthen	56	53	85	49	69
Kevin Aldridge	52	62	72	56	55

## RIGHT OUTSIDE LINEBACKERS

Name	Overall Rating	Speed	Strength	Awareness	Tackling
Derrick Brooks	99	86	73	97	94
Junior Seau	96	76	76	98	96
Joey Porter	95	84	77	88	89
Takeo Spikes	94	80	80	90	93
Peter Boulware	92	84	75	87	87
Chad Brown	91	77	77	89	90
Keith Bulluck	90	84	75	78	87
Brian Simmons	89	77	79	85	92
Eric Barton	87	77	75	82	88
Jessie Armstead	87	74	76	91	90
Warrick Holdman	86	79	78	81	87
Dexter Coakley	86	81	74	84	83
Ian Gold	85	84	74	74	85
Shawn Barber	85	77	73	83	87
Nate Wayne	85	78	76	79	85
Sam Cowart	84	72	76	85	88
Roman Phifer	83	74	76	82	88
Na'il Diggs	82	80	73	74	85
Tommy Polley	82	81	69	73	84
Charlie Clemons	81	75	78	80	84
Jeff Ulbrich	80	75	71	79	86
Derrick Rodgers	78	77	70	76	80
Adrian Ross	77	75	70	72	83
Dhani Jones	77	76	73	68	84
Will Witherspoon	76	81	70	65	79
Sam Rogers	74	70	70	75	83
Jamie Winborn	74	77	66	67	84
Levar Fisher	73	81	67	63	77
Barrett Green	72	78	66	67	80
Henri Crockett	71	70	67	70	81
Zeke Moreno	70	73	66	67	79
Will Overstreet	69	72	68	66	78

Name	Overall Rating	Speed	Strength	Awareness	Tackling
Kevin Bentley	68	74	68	64	77
Don Davis	68	74	66	66	78
Chaun Thompson	67	80	68	54	75
Jude Waddy	66	74	67	71	69
Raonall Smith	66	83	64	56	69
Eric Westmoreland	65	71	68	62	76
David Thornton	64	72	65	60	75
Brian Allen	64	76	69	55	75
Anthony Denman	63	70	70	58	76
Angelo Crowell	63	69	70	52	76
Jashon Sykes	63	76	66	53	69
ROLB #99	63	74	70	54	72
Larry Atkins	62	76	60	54	69
James Allen	62	80	65	50	68
Wesly Mallard	61	76	66	50	71
Eric Johnson	61	70	67	52	75
Tim Terry	61	68	68	60	75
Patrick Chukwurah	61	75	68	54	71
Marcus Wilkins	60	69	70	57	69
Hakim Akbar	60	81	60	40	66
Brian Williams	57	67	68	55	80
Rocky Boiman	57	71	65	53	69
Antonio Pierce	56	79	64	44	68
Bobbie Howard	55	70	67	50	68
Donnel Thompson	55	69	63	60	65
Bobby Brooks	54	66	69	52	75
Erik Flowers	54	63	76	51	73
Keith Adams	53	72	56	46	73
LeVar Woods	52	67	60	56	70
Khary Campbell	52	68	68	45	70
Amon Arnold	52	64	70	53	67
Louis Mackey	45	66	66	42	69
Justin Seaverns	43	60	64	50	60

## STRONG SAFETIES

Name	Overall Rating	Speed	Strength	Awareness	Tackling
Lawyer Milloy	98	85	69	93	88
John Lynch	96	81	69	95	89
Darren Woodson	94	86	65	96	84
Shaun Williams	92	87	60	87	81
Robert Griffith	91	84	63	88	82
Tony Parrish	90	85	64	82	84
Ed Reed	90	91	60	79	74
Sammy Knight	88	81	66	85	86
Adam Archuleta	88	82	70	78	88
Adrian Wilson	87	88	64	75	79
Kwamie Lassiter	87	85	65	84	68
Donovin Darius	87	88	64	79	81
Mike Minter	85	87	55	85	80
Reggie Tongue	85	85	60	79	84
Arturo Freeman	84	85	61	76	79

Name	Overall Rating	Speed	Strength	Awareness	Tackling
Greg Wesley	82	82	58	77	74
Michael Lewis	82	84	63	70	83
Tank Williams	82	88	66	69	77
Corey Chavous	80	86	57	77	65
Coy Wire	79	85	67	63	83
Kenoy Kennedy	78	84	55	68	86
Marques Anderson	78	85	61	64	71
Derrick Gibson	78	85	64	67	75
Ifeanyi Ohalete	78	85	62	68	75
SS #41	78	91	66	65	81
Michael Green	77	84	59	69	77
Lee Flowers	76	78	65	78	82
Cory Hall	76	85	57	73	65
Sam Garnes	76	76	63	78	82
Corey Harris	75	79	59	76	74

Name	Overall Rating	Speed	Strength	Awareness	Tackling
Rogers Beckett	74	86	60	67	68
Michael Doss	74	86	55	65	68
Antuan Edwards	74	84	55	70	64
Gerald McBurrows	73	82	55	68	74
John Keith	72	85	60	60	71
Eric Brown	71	84	58	66	70
SS #46	70	83	64	60	77
Jay Bellamy	70	78	56	74	66
Mel Mitchell	69	82	55	62	66
Mike Logan	69	83	66	69	60
Ken Hamlin	68	83	62	45	82
John Howell	67	80	59	59	77
Tony Dixon	67	80	56	59	72
Marquand Manuel	66	82	60	57	73
Justin Lucas	66	83	48	58	66
David Gibson	66	79	56	62	74
Johndale Carty	66	82	55	61	70
Jarrood Cooper	64	79	59	53	72

Name	Overall Rating	Speed	Strength	Awareness	Tackling
Ramon Walker	64	82	58	57	69
JoJuan Armour	63	77	61	62	71
Johnnie Harris	63	78	55	62	66
Antwan Harris	63	89	49	55	61
Bobby Gray	62	82	60	51	64
Cory Bird	61	82	55	54	64
SS #37	60	86	60	50	64
Chad Williams	60	80	49	49	63
Norman LeJeune	58	83	45	47	64
Bracy Walker	56	74	55	55	66
Andre Lott	56	87	44	48	53
Thomas Wright	56	79	59	40	73
Tony Driver	55	80	55	45	63
Jeremy Shabazz	55	83	50	38	66
Nick Sorensen	55	83	56	49	56
Brian Russell	53	78	58	44	62
Lyle West	50	79	51	50	59
Jason Moore	48	74	55	44	64

## Special Teams

### KICKERS

Name	Overall Rating	Awareness	Kicking Power	Kicking Accuracy
Adam Vinatieri	99	90	94	95
David Akers	98	87	92	94
Martin Gramatica	95	85	95	90
Oiindo Mare	95	86	91	93
Mike Vanderjagt	93	83	92	91
Matt Stover	93	88	89	93
Jason Elam	92	92	97	85
John Carney	91	84	88	93
Paul Edinger	90	82	89	92
Sebastian Janikowski	90	78	98	85
Joe Nedney	89	77	91	90
Ryan Longwell	88	87	88	91
Jason Hanson	87	90	89	89
John Hall	86	80	94	85
Morten Andersen	84	93	84	91
Jay Feely	84	75	90	88
Phil Dawson	83	82	86	90
Jeff Wilkins	83	83	86	90
Mike Hollis	81	84	85	89
Jeff Reed	80	57	88	90
Bill Gramatica	79	75	90	85
John Kasay	77	77	87	86
Kris Brown	77	78	90	83
Neil Rackers	74	58	90	84
Rian Lindell	74	72	85	86
Doug Brien	72	74	86	84
Steve Christie	71	84	82	85
Jeff Chandler	71	62	88	83
Billy Cundiff	70	58	89	82
Josh Brown	70	58	89	82
Danny Boyd	59	65	82	80
Hayden Epstein	57	60	88	74

### PUNTERS

Name	Overall Rating	Awareness	Kicking Power	Kicking Accuracy
Todd Sauerbrun	98	88	93	92
Brad Maynard	95	86	91	92
Chris Hanson	95	76	92	93
Scott Player	94	90	90	92
Shane Lechler	94	79	95	88
Brian Moorman	93	70	93	91
Chris Gardocki	92	85	90	91
Darren Bennett	91	81	96	84
Sean Landeta	89	93	86	92
Mitch Berger	89	80	91	89
Craig Hentrich	88	90	86	92
Jeff Feagles	87	83	87	91
Josh Miller	87	78	89	90
John Jett	84	84	88	88
Toby Gowin	83	68	91	86
Rodney Williams	83	75	92	84
Hunter Smith	82	73	88	88
Ken Walter	82	80	85	90
Tom Tupa	81	85	87	86
Chris Mohr	81	79	87	87
Dave Zastudil	80	67	89	86
Kyle Richardson	79	69	88	86
Dan Stryzinski	76	75	86	85
Mark Royals	74	75	83	87
Bill LaFleur	73	69	86	84
Nick Harris	72	55	89	82
Leo Araguz	72	79	83	85
Josh Bidwell	72	63	87	83
Bryan Barker	71	80	83	84
Chad Stanley	70	68	87	81
Micah Knorr	68	55	85	84
Dirk Johnson	66	70	82	83
Nick Murphy	57	40	83	80

# MADDEN NFL 2004 ONLINE STRATEGIES

## Introduction

Logging onto *Madden NFL 2004 Online* is the ultimate test of your football skills, because your opponent is playing in the safety of another zip code, or for that matter, around the country. The plays come from nowhere, and there is no way to get a feel for how your opponent handles the controller. Your first few experiences online may be less than encouraging. But, don't break camp just yet. We've tapped into the EA SPORTS™ brain trust to bring you field-tested strategies for online play. The following sections include tips for selecting the right team, utilizing key players, and reading offenses and defenses.

### Note

Your online ranking in *Madden NFL 2004* depends on the quality of your opponents (their rankings) and the quality of your team. You'll earn more points and move up the ladder by using weaker teams against highly ranked opponents. You may win more games using a Super Bowl champion, but it will add more points to your ego than your ranking.

## Selecting Your Team

It is certainly possible to win with any team if you know your players, and develop a game plan that utilizes their strengths. However, you might want to focus on certain attributes when you choose a team for your first few online games. Here are some factors to keep in mind when scrolling through the team list.

- A fast, elusive quarterback gives your team an added, and sometimes unstoppable dimension
- Establish a ground control offense with an elite running back
- Speed at defensive end will enable you to pressure the quarterback with your front four
- A dominant defensive tackle will usually shut down the running game on that side
- Fast cornerbacks will strengthen your pass coverage, and enable you to blitz effectively from the outside

## While On Offense

### Introduction

Effective playcalling is critical to a successful offense. But, beyond your play selection, winning consistently depends on your ability to read the defense and make the necessary adjustments. The following sections show you what to look for, and how to respond.



## Combating Cheap Play

While concentrating on play calling and executing, it is easy to overlook the defense's pre-snap adjustments. Some players like to abuse the audible and substitution features in Madden to give you strange matchups you'd never seen in the NFL. Here are some ideas on how to counter this kind of play:

### Defensive Package

Quarter coverage, followed by audible to a 4-3, putting fast cornerbacks at linebacker

Quarter coverage followed by audible to a Nickel package, setting up for an all-out blitz

Quarter coverage with an all-linebacker package

Stacked blitz, with linebacker directly behind the defensive end

Defense shows up in Field Goal block in goal line situation

### Offensive Audible

Audible to I-Formation and run it up the middle

Audible to short curl or out pattern

Audible to 3 or more receivers in deep routes

Audible to short pass and dump the ball over the blitz to the halfback

Audible to 4 or 5-wide set and hit a slant receiver in full

## Running the Ball

Forcing the defense to prepare for the run is the best way to open up your passing game. Here are some tips for moving the football on the ground.

- Use Playmaker Control (on every play if necessary) to switch the flow of the play to the defense's weak side
- Put a WR in motion to clear out the cornerback (if he is in man coverage)
- Know the opposing players, and never run against the best tackle
- If the defense cheats to one side (watch the safeties), use Playmaker Control and switch to the other side



## Passing the Ball

There's nothing like a 75-yard touchdown pass to improve your online mood. But, if you think throwing deep on every play is your path to success, you'll be looking at the wrong end of a 28-0 score faster than you can say scoreboard. The following strategies will help you establish a passing attack that moves the chains, and recognizes opportunities to go deep.



### BEFORE THE SNAP

- If you think the blitz is coming, Hot Route your running backs to block
- Look at the safeties and see how they match up to your receivers. Then, concentrate on the side that is likely to produce a one-on-one matchup
- Audible to 4 or 5 wide receivers when the defense comes out in a 46
- Put a man in motion to find out if the defense is in zone or man coverage



### AFTER THE SNAP

- If the linebackers are coming hard, forget about the deep routes, and dump the ball off to the halfback, or short out
- If the linebackers drop into coverage and the safeties stay deep, look for your short and medium receivers
- Don't hesitate to throw the ball away if you are outside the tackles and all the receivers are covered. Losing a down is better than losing the ball on an interception
- If you don't have a mobile quarterback, stay in the pocket and step up away from the pressure
- If you have a scrambler, roll out and use Playmaker Control to guide your best receiver to the open spot, or to direct the blockers on a quarterback run

## Fair Play Settings

This year, *Madden NFL 2004* features online Fair Play settings. When you play a ranked game you will be limited to what you can do in certain situations. You may not be able to go for it on fourth down if you are already ahead by a big margin. Also, you will have a limit on the number of pauses you can take per half. If you go over the limit, you'll be kicked from the game, and receive an automatic loss.



# While on Defense

Your two biggest challenges on defense will be containing a great running back or a fast, mobile quarterback. If you have to deal with both, then you really have your hands full. The following strategies will point you in the right direction.



- Use corner blitzes against scrambling quarterbacks. This will discourage and disrupt the roll out (stay away from QB Spy unless you have a fast middle linebacker)
- Use a 46 or 3-4 Pressure if you expect the run. Pinch the line and spread the linebackers to handle the run inside or outside
- If the opposing team's best receiver is beating your pass defenses, add "manual" double coverage
- Support your blitz by pressing ▲, then ↓ for press coverage
- For even tighter coverage, press ▲ and then → to check the wide receivers at the line (keep in mind you'll be giving away your coverage)

## Special Teams Tip

If the opposing team is in Punt Block, audible into Max Protect or the punt is likely to be blocked.

# 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	
<b>Subtotal</b>		
+15%	Score 15 or more points	
+30%	Score 22 or more points	
+50%	Play at Pro Skill Level	
+100%	Play at All-Pro Skill Level	
+200%	Play at All-Madden Skill Level	
<b>Total Two-Minute Drill Score</b>		