This game has received the following rating from the ESRB.
Foreword .............................................4
Welcome to NCAA® Football 2004 .......5
Playing The Game ................................6
  Your Favorite Team .........................6
  Play Now ........................................6
  Game Modes ....................................6
    Online Mode (PS2 Only) .................6
    Dynasty Mode™ ..............................7
    College Classics ............................8
    Rivalry Game ................................9
    Mascot Game ................................9
    Practice ......................................9
Features .............................................9
  Create-A-School ..............................9
  Create-A-Player ..............................10
  Rosters ........................................10
  Audibles .......................................10
  My NCAA® .....................................11
  NCAA® 101 ....................................11
School Spirit ......................................12
2002: The Year in Review .................12
Air Force ..........................................13
Akron ..............................................13
Alabama ..........................................13
Alabama A&M .................................14
Alabama State .................................14
Alcorn State ....................................14
Appalachian State .............................15
Arizona ............................................15
Arizona State ..................................15
Arkansas Pine-Bluff ..........................16
Arkansas ..........................................16
Arkansas State ..................................16
Army ..............................................17
Auburn ............................................17
Ball State ........................................17
Baylor .............................................18
Bethune-Cookman ..............................18
Boise State ......................................18
Boston College ..................................19
Bowling Green ..................................19
Brown .............................................19
Buffalo ...........................................20
BYU ................................................20
Cal ..................................................20
Central Michigan ..............................21
Chattanooga ......................................21
Cincinnati ........................................21
Clemson ..........................................22
Colorado ..........................................22
Colorado State ..................................22
Columbia ..........................................23
Cornell ...........................................23
Dartmouth ........................................23
Delaware ..........................................24
Delaware State ..................................24
Duke ................................................24
East Carolina University ....................25
Eastern Michigan ...............................25
Eastern Washington ............................25
East Tenn State ..................................26
Elon ...............................................26
Florida ............................................26
Florida A&M .....................................27
Florida State .....................................27
Fresno State ......................................27
Furman ............................................28
Georgia ............................................28
Georgia Southern ..............................28
Georgia Tech .....................................29
Grambling State ................................29
Hampton ..........................................29
Harvard ..........................................30
Hawaii .............................................30
Hofstra ...........................................30
Houston ..........................................31
Howard ............................................31
Idaho ..............................................31
Idaho State ......................................32
Illinois ............................................32
Illinois State .....................................32
Indiana ............................................33
Indiana State .....................................33
Iowa ...............................................33
Iowa State .......................................34
Jackson State ....................................34
James Madison ..................................34
Kansas ............................................35
Kansas State .....................................35
Kent State ........................................35
Kentucky ..........................................36
Louisiana Tech .................................36
Louisville ........................................36
LSU ..................................................37
Maine .............................................37
Marshall .........................................37
Maryland .........................................38
Memphis ..........................................38
Miami ..............................................38
Miami-Ohio .......................................39
Michigan ..........................................39
Michigan State ..................................39
Middle Tenn State ..............................40
Minnesota .........................................40
Mississippi State ...............................40
Mississippi Valley State .....................41
Missouri ..........................................41
Montana ..........................................41
Montana State ...................................42
Morgan State .....................................42
Navy ...............................................42
Nebraska ..........................................43
Nevada ............................................43
New Hampshire ..................................43
New Mexico .......................................44
New Mexico State ..............................44
Norfolk State ....................................44
North Carolina .................................45
North Carolina State ..........................45
North Carolina A&T ............................45
North Texas ......................................46
There are a lot of abused words in our language, and perhaps none more so than "classic." Usually reserved for something historically important or traditionally memorable, "classic" is now used to describe everything from laundry detergent to dog food. We don't think "classic" should ever be used to describe a first annual golf tournament and we certainly don't think there's such a thing as a classic sell-a-thon at your local car dealer.

There are some things that are truly "classic," and college football rivalries are one of them. Football as a sport was born on college campuses, with the first game played between students from Rutgers and Princeton in 1869. Since then colleges throughout the nation have developed rivalries and traditions that date back in some cases more than 100 years. For more than a decade, EA SPORTS™ has been capturing that feeling and putting it into our college football games. Our games may not be as classic as the ones on the field, but we're getting there.

Football as we know it today (the rules, the grid, and the style of play) was first refined on college football fields across America. Along the way, schools played each other dozens of times, forging annual rivalries that mix pageantry, trophies, passions, and a healthy dose of old-fashioned competition.

Some of those rivalries have lasted more than 100 years, and a few of them even pre-date the existence of the States they are played in! With NCAA® Football 2004, EA SPORTS™ has poured all that color, tradition, and pride into a football game like no other. You'll get a chance to be a part of some of these historic match-ups in the game, but let's learn a little bit more about the history, and in some cases humor, behind some truly classic rivalries.

The Iron Bowl: The Iron Bowl isn't so much a football game as it is the most important day in Alabama. Every year friendships, allegiances, and sometimes even marriages are tested in the annual battle between the Alabama Crimson Tide and the Auburn Tigers. The first game took place in February 1892, in front of a crowd of less than 1,000 fans. In 1907, a dispute over $34 between the two athletic departments shelved the rivalry for more than 40 years. It took an act of the Alabama State Legislature to force the resumption of the games in 1948, but all the passion and intensity was still intact. Since then, the rivalry has grown to one of the most intense in the nation, with Alabama's hardcore football fans beginning the tailgating the Tuesday before the game.

Ohio State vs. Michigan: The mandate for any Ohio State or Michigan coach is clear: win this game or be fired. Sure, National Championships are great, but this game is huge by every measure of the word. More than 100,000 fans show up annually for a rivalry that often has more than its share of Heisman Trophy candidates and big bowl-game implications. In the last decade, there have been seven times when one of these two teams has entered this season-capping game with an undefeated record. It's a match-up of the best and biggest and neither of these schools can stomach losing.

The Army-Navy Game: Every year, the big college games get glitzier, the bowls sponsorships get pricier, and the rankings debates get ranker. But one game stands out and above the money and hype of big time college football. The Army-Navy game embodies all the ideals of amateur athletics: service to others, pure competition, sportsmanship, and valor. When the Cadets and the Midshipmen meet, it is not for bowl game sponsorship money or for individuals to showcase their talents for big league scouts. Since the first game in 1899, these two service academies have played for the glory of the gridiron and to remind us that not everything is for sale.

The Red River Shootout: The rivalry between the Texas Longhorns and the Oklahoma Sooners is so intense that these two teams have been playing at a neutral site since 1922. Held every year during the Texas State Fair in Dallas, the mid-October game has grown as the rest of the nation figures out what all the shouting is about. Some compare it to a bowl game in the middle of the season, and it's not hard to see why, as these two teams are usually ranked in the top 10.

Battle for the Governor's Cup: When the Florida Gators march onto the field to battle the Florida State Seminoles, the whole nation watches, not just the southeast. These two powerhouse schools have sent dozens of players to the pro ranks in recent years, and every game always has bowl implications. Not only is this one of the most intense interconference rivalries, but the depth of dislike between the two schools extends to ruthless recruiting, with each school trying to snatch the other's best prospects.

The Game: Think rivalries are only strong in Division I-A? Think Ivy League games are for nerds and baby stock brokers? Then you haven't been to the Harvard–Yale game. It ranks as one of the oldest football rivalries in the nation, and while there aren't bowl implications and Heisman hopefuls showcasing their talents, there are true student athletes and plenty of drama. And while the competition is perhaps more genteel, it is no less genuine. In 1968, Harvard scored 16 points in the last minute of the game to earn a tie on the very last play. The next day, the school newspaper's headline read: "Harvard beats Yale 29-29."

These are just some of the great games you can relive in NCAA® Football 2004. This year the team at EA SPORTS™ has added even more of the college football passion, with over 175 rivalry games for you to take part in. They've packed in everything from "The Rocky Mountain Showdown" to "The Holy War," "The Egg Bowl," and even "The World's Largest Outdoor Cocktail Party." Thirty-eight of the most prestigious trophies in college football have been recreated, so you can battle with your friends for old spitoons, boots, cannons, victory bells, axes and other symbols of football's greatest rivalries. Only NCAA® Football 2004 brings you the complete experience and all the emotion that make these great rivalries classic.
Clear your schedule, college football fans, because it's time for *NCAA® Football 2004*. Can you say, N-O-K-I-A S-U-G-A-R B-O-W-L? You are about to become obsessed all over again with the world's best college football game for your console system.

This year's team selection is bigger, with new Division 1-AA, Classic, Mascot, and All-Time Teams. You'll find new game features at every turn, including more statistics, expanded play-by-play commentary, hundreds of new crowd chants, and an expanded Dynasty Mode™. And, for those of you who enjoy the thrill of live competition, this year's game introduces online play.

*NCAA® Football 2004: Prima’s Official Strategy Guide* is packed with team profiles, strategies, action controller tips, and much more. Here is a summary of what we came up with, how we did it, and how you can get the most out of it.

**Playing the Game**: If you want to get right to the console, give this section a quick read for a review of playing modes and features.

**School Spirit**: Your favorite college team is in here. Scan the 180 schools to check out your favorite school, including School Profile, Team Ratings (by position), Offensive Sets, Key Offensive Plays, and Defensive Strategy. Because there are so many teams, we picked out two plays for each team that demonstrate its strength, but of course, a good coach can run just about anything to perfection. Be sure to check out our "2002 Year in Review" section for last year's Top 25, Bowl Championship Series results, and scores from all of last year's bowl games.

**Building a Dynasty**: This is where you want to be, at the helm of your favorite school and fighting your way through a long season to the National Championship Game. It may take a few (game) years, but you can do it with our help. Follow our Coach's Diary as we take you through a miraculous unbeaten season (really, it was legitimate!), and our first year of recruiting. We came back down to earth very quickly in the second year, thanks to the departure of our quarterback, game-breaking halfback, and big-play cornerback (9 picks). We provide extensive recruiting tips, while previewing the many statistical and report screens on the all-new *Sports Illustrated®* pages. This is a great ride, and probably where you'll spend most of your game time.

**Offensive and Defensive Sets**: When you take the field against the CPU or another player, you've got to be at your best. This chapter includes notes on every offensive and defensive set, with strengths, weaknesses, and game-day tips.

**Strategies and Play-Calling**: This is the result of hundreds of plays—and countless days at the controller—with in-depth strategies for putting your best 22 feet forward on offense and defense. We've included dozens of action screens to show you how it's done and how not to have it done to you.

**Campus Challenges**: Along with great gameplay, you can earn bonus credits for completing a variety of challenges. This chapter describes the Campus Challenge system and includes a complete list of challenges and credit rewards, so you can track your progress along the way.

That's it; time to take the field and start your drive for the National Championship. It's a long, difficult journey, so we leave you with the inspirational words of legendary USC Coach John McKay:

"When I went duck hunting with Bear Bryant, he shot at one, but it kept flying. 'John,' he said, 'there flies a dead duck.' Now, that's confidence."
Prima’s Official Strategy Guide

Playing The Game

In this chapter we take you through the gameplay, controls, and special features of NCAA® Football 2004. The information in these sections provides a game overview, play-calling tips, and tips on player control. Consult your game manual for basic gameplay instructions.

Your Favorite Team

Whether it's your alma mater or hometown university, one school probably evokes a fire in your gut every time you hear the fight song. When your school crashes the Top 25, it is cause for celebration. If the regular season ends with a postseason invitation, well, let's just say that you've found the true meaning of life.

When you power up NCAA® Football 2004 for the first time (with a memory card), you can select your Favorite Team. In all future play sessions, this team will appear on the menu screens and as the default team for Play Now, Dynasty, and Rivalry games.

Online Mode (PS2 Only)

Playing NCAA® Football 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 Adapter (ethernet/modem), an active Internet service provider account, and at least 256KB of 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 on to the NCAA® Football 2004 server.

Play Now

After you select your Favorite Team (or stay neutral), you can go straight to the 50-yard line by selecting Play Now. Here, you can select from 117 Division 1-A and 63 Division 1-AA schools, and 66 Classic Teams. You can also unlock 32 additional Classic Teams, 25 All-Time Teams, and 12 All-American Teams (see the "Campus Challenge" section for more information).
Dynasty Mode™

Select Dynasty Mode™ if you’re ready to take over the reigns of your favorite school and get serious about building a winning program. You can designate up to 12 teams as active, player-controlled dynasties, and if you want to really put your money where your coaching talent is, turn on the Coach Contracts option. This way, the university can send you packing if you embarrass the alumni with too many losing seasons.

After inputting your name and personal characteristics, it’s time to begin Preseason. Before playing your first game, select Preseason Options, where you can customize the schedule or check your roster for potential “redshirt” players.

In NCAA® football, a college athlete can play a total of four years. However, by "redshirting," or sitting out of competition for an entire year, a player can actually attend a university for five years, playing every year but one. This allows a player to mature, both physically and emotionally, without losing a year of eligibility. If you are playing only one season, there is no need to redshirt a player. Although it is difficult to make decisions before watching your players perform on the field, you may want to look at your roster and redshirt a younger player who can help you in the future, especially if there is a logjam of juniors and seniors at his position. See the "Building a Dynasty" section for redshirt strategies.

If you plan on letting the CPU play your games, go to Coach Options and select Strategy. Here, you can set offensive and defensive tendencies for Run/Pass Percentage, Conservative/Aggressive play-calling, and Substitution (More/Less). You can also activate Recruiting Assistance if you’d like the CPU to handle the search for the best high school football players in the nation.

Do you have serious job regrets? No problem; you can resign your position before the first game by going to Coach Options, and then Positions. After you join the ranks of the unemployed, you can immediately look for a new job by scrolling through the available schools to find a program more suited to your unique talents.

Your previously selected Playbook follows you to your new job, so if you want to match the Playbook to the school or select a completely different one, go to Coach Strategy and select Playbook to make the change.
The Coach Report Card provides an overview of your coaching accomplishments (or struggles). It is a blank slate at the beginning, but as the season progresses, you can monitor important areas like Job Security, Fan Base, Average Attendance, and of course your record and ranking.

Playbooks
You can choose from 117 unique Playbooks: one for every Division 1-A school. Additionally, you can select from the following blended Playbooks:

- Balanced Pass
- Pass Heavy
- Run And Gun
- Balanced Run
- Option Run
- West Coast

For more information on the offensive sets in a particular school's Playbook, see the corresponding team page in the "School Spirit" section.

When you are ready to take the field, select Play Week, then review the Weekly or Team Schedule to see the upcoming games. By default, your school's games are set for you to play, but you can uncheck any game and have the CPU simulate the results.

College Classics
In College Classics, you get a chance to turn back the clock and change the outcomes of 20 great college matchups from 1980–2002. You take over one of the teams in a pressure-packed situation near the end of the game.

If you can pull off some last-second heroics, you'll earn a pennant that unlocks both Classic Teams for Play Now. This accomplishment is duly noted in your EA SPORTS® Bio.

For the latest news and rankings, check out the Sports Illustrated® section for weekly highlights and detailed reports on the Top 25 Poll, Heisman Watch, Players of the Week (by conference), and Conference Standings.

As the season advances, each week's Sports Illustrated® cover page is saved in the Archived Covers section.

Note
You can use the Weekly Schedule to play any game, regardless of whether you are the coach.
Rivalry Game

Over the course of a season, you'll play many exciting games within your conference schedule. But, let's face it; some of them will be laughers (with your team on both sides of the joke). If you want to ratchet up the intensity level, select Rivalry where you can choose from the most competitive matchups in college football.

On the list of 180 Division 1-A and 1-AA schools, each school has one or more Rivalry Games. If the game includes a special prize that goes to the victor (like the Paul Bunyan Trophy in the Michigan–Michigan State game, or the Battle for the Golden Boot in the Arkansas-LSU matchup, it is noted on the selection screen.

Mascot Game

For pure fun, nothing beats a Mascot game, where you can beat the tar out of overgrown and overstuffed birds, beavers, bears, bumblebees, and various other man-made creations. After all, where else can you see the Notre Dame Leprechaun clothesline Oklahoma State's Pistol Pete!

Practice

The Practice field is a great place to learn your Playbook and try various coaching schemes. You can run the plays on an empty field, or you can select your next opponent and try your strategy "before" taking the field for the big game. You can also access your Depth Chart and experiment with new players. Whether you spend time getting to know your personnel better or testing out a new audible, the Practice field will pay dividends during the season.

Create-A-School

After you've conquered the NCAA®, you might want to try your hand at creating a school from scratch. In the School Information screen you'll input basic data such as team colors, logo, name, and location. You can also create your team's playing style and select one of 123 Playbooks in the game.
In the Stadium Information screen, you can customize your playing field by designing the press box, adding field logos, positioning the scoreboard, choosing a playing surface, and much more. You can even choose from five different stadium backgrounds to set the proper mood for your institution of higher football.

The Uniform Information screen lets you get creative with jerseys, pants, socks, and helmets. You can add special touches like stripes, shoulder numbers, logos, and pride stickers. When your creation is finished, you are prompted to place your new school in one of the NCAA® conferences, where it will take the place of another team. When you take the field for the first time, you won't believe the details. Even the cheerleaders will have your new team logo painted on their cheeks!

Create-A-Player

You can also create players for your new team (or add them to an existing team). You control every aspect of the player’s personal appearance and football abilities. This allows you to build a team of gods or replicate your favorite team, player by player. You can use your new players just for a day or save them to your roster permanently.

Rosters

In addition to creating players from a lump of clay, you can go into the Rosters screen and tweak the talents or appearance of any player in the game.

Open the Depth Chart screen to adjust your roster, promoting or demoting players to get the most out of your starting lineup. You can also delete any of your created players (but you cannot delete existing players on the roster).

Audibles

After designating a playbook, you can select five offensive and five defensive plays to save as Audibles. Every stock play in your Playbook is available, and you can also flip any play (offense or defense) before storing it to your Audible page.
As your NCAA® Football 2004 career progresses, the game stores your history in My NCAA®. EA SPORTS™ Bio is a new feature that compiles your playing time and accomplishments for various EA SPORTS titles.

The Trophy Room stores awards earned in Rivalry Games and Dynasty Mode™ play, and Greatest Games records the 10 best NCAA® Football 2004 games of all time. The Records section tracks team and individual bests, school and Dynasty Mode™ records, and extensive user vs. user stats.

The Pennant Collection lets you view your pennants earned, and the Campus Challenge includes an updated list of tasks for all five levels.

The Settings section rounds out My NCAA® with separate categories that let you customize the level of CPU play, tweak your own team proficiencies, and set various game features such as Penalty, Visual, Sound, and System.

Rounding out our "Game Features" section is another new addition to NCAA® Football 2004. NCAA® 101 uses actual game films and narration to demonstrate Play Calling, Running and Passing Controls, Running the Option, Defensive Controls, and Special Teams. This is the place to start if you have never played the game, and it isn't a bad idea to revisit this section for a skills tune-up if you're having trouble cracking the Top 25 or beating your least-favorite human opponent.
NCAA® Football 2004 includes 117 Division 1-A schools, complete with thousands of screaming fans filling the college stadiums, and the rhythmic fight songs. NCAA® Football 2004 adds 63 Division 1-AA teams to the mix, doubling last year's count. We'll profile each team, including offensive sets and rating breakdowns for all offensive and defensive positions. Also, check out the key offensive plays for each school. Scan the ratings and select your favorite team, or take lesser-known program from a small conference and grind your way to the national championship at the Nokia Sugar Bowl.

2002: The Year in Review

Final Top-25 Rankings

1. Ohio State Buckeyes (14-0)
2. Miami Hurricanes (12-1)
3. Georgia Bulldogs (13-1)
4. USC Trojans (11-2)
5. Oklahoma Sooners (12-1)
6. Kansas State Wildcats (11-2)
7. Texas Longhorns (11-2)
8. Iowa Hawkeyes (11-2)
9. Michigan Wolverines (10-3)
10. Washington State Cougars (10-3)
11. N.C. State Wolfpack (11-3)
12. Boise State Broncos (12-1)
13. Maryland Terrapins (11-3)
14. Virginia Tech Hokies (10-4)
15. Penn State Nittany Lions (9-4)
16. Auburn Tigers (9-4)
17. Notre Dame Fighting Irish (10-3)
18. Pittsburgh Panthers (9-4)
19. Marshall Thundering Herd (11-2)
20. West Virginia Mountaineers (9-4)
21. Colorado Buffaloes (9-5)
22. TCU Horned Frogs (10-2)
23. Florida State Seminoles (9-5)
24. Florida Gators (8-5)
25. Virginia Cavaliers (9-5)

Bowl Championship Series Results

- Tostitos Fiesta Bowl ........... Ohio State 31, Miami 24
- Rose Bowl .................. Oklahoma 34, Washington State 14
- FedEx Orange Bowl ................. USC 38, Iowa 17
- Nokia Sugar Bowl .............. Georgia 26, Florida State 13

Other 2002 Bowl Games

- New Orleans Bowl ........ North Texas 24, Cincinnati 19
- GMAC Bowl ................ Marshall 38, Louisville 15
- Tangerine Bowl ........ Texas Tech 55, Clemson 15
- Holiday Bowl ........ Kansas State 40, Arkansas State 24
- Insight.com Bowl ........ Pittsburgh 38, Oregon State 13
- Alamo Bowl ................ Wisconsin 31, Colorado 28
- Outback Bowl ............. Michigan 38, Florida 30
- Continental Tire Bowl .... Virginia 48, West Virginia 22
- Houston Bowl .......... Oklahoma State 33, Southern Miss 23
- Sun Bowl .................. Purdue 34, Washington 24
- Peach Bowl .................. Maryland 30, Tennessee 3
- Silicon Valley Classic . Fresno State 30, Georgia Tech 21
- Humanitarian Bowl ........ Boise State 34, Iowa State 16
- Liberty Bowl ............... TCU 17, Colorado State 3
- Sun Bowl .................. Purdue 34, Washington 24
- Cotton Bowl ................ Texas 35, LSU 20
- Gator Bowl ................. N.C. State, 28 Notre Dame 6
- Outback Bowl ............... Michigan 38, Florida 30
- Continental Tire Bowl .... Virginia 48, West Virginia 22
- Houston Bowl .......... Oklahoma State 33, Southern Miss 23
- San Francisco Bowl .... Virginia Tech, 20 Air Force 13
- Capital One Bowl ........... Auburn 13, Penn State 9
## Air Force

**Team Profile**
- **Nickname:** Falcons
- **Conference:** Mountain West
- **Division:** 1-A
- **Location:** Colorado Springs, CO
- **Team Colors:** Blue/Silver
- **’02 Record (W-L, PF-PA):** 8-5, 440-303

### Offensive Sets
- Flexbone-Normal
- Flexbone-Slot
- Flexbone-Wide
- Flexbone-Twins
- I Form-Slot
- I Form-Twins
- Power T-Normal
- Power T-Normal: FB Fly

### Key Offensive Plays
- Flexbone-Normal: Quick Option
- I Form-Slot: Lead Toss
- Flexbone-Normal: PA Roll Right
- Power T-Normal: FB Fly

### Defensive Strategy
- Run Defense: 4-3
- Pass Defense: Nickel
- Blitz Frequency: Moderate

<table>
<thead>
<tr>
<th>Team Ratings</th>
<th>All</th>
<th>QB</th>
<th>RB</th>
<th>WR</th>
<th>OL</th>
<th>DL</th>
<th>LB</th>
<th>DB</th>
<th>ST</th>
</tr>
</thead>
<tbody>
<tr>
<td>Air Force</td>
<td>82</td>
<td>87</td>
<td>79</td>
<td>80</td>
<td>85</td>
<td>80</td>
<td>81</td>
<td>84</td>
<td>90</td>
</tr>
</tbody>
</table>

## Akron

**Team Profile**
- **Nickname:** Zips
- **Conference:** Mid-American
- **Division:** 1-A
- **Location:** Akron, OH
- **Team Colors:** Blue/Gold
- **’02 Record (W-L, PF-PA):** 4-8, 325-379

### Offensive Sets
- Ace-Big
- Ace-Y-Trips
- Shotgun-Ace Twins
- Strong-Normal
- Strong-Slot
- Weak-Normal
- Weak-Slot
- Weak-Twins
- Goal Line

### Key Offensive Plays
- Ace Big: HB Sprint
- Ace-Y-Trips: Toss Weak
- Shotgun-Ace Twins: Post Under
- Strong-Slot: Quick Outs

### Defensive Strategy
- Run Defense: 4-3
- Pass Defense: Nickel
- Blitz Frequency: Moderate

<table>
<thead>
<tr>
<th>Team Ratings</th>
<th>All</th>
<th>QB</th>
<th>RB</th>
<th>WR</th>
<th>OL</th>
<th>DL</th>
<th>LB</th>
<th>DB</th>
<th>ST</th>
</tr>
</thead>
<tbody>
<tr>
<td>Akron</td>
<td>75</td>
<td>85</td>
<td>87</td>
<td>78</td>
<td>80</td>
<td>72</td>
<td>79</td>
<td>78</td>
<td>77</td>
</tr>
</tbody>
</table>

## Alabama

**Team Profile**
- **Nickname:** Crimson Tide
- **Conference:** Southeastern
- **Division:** 1-A
- **Location:** Tuscaloosa, AL
- **Team Colors:** Crimson/White
- **’02 Record (W-L, PF-PA):** 10-3, 367-200

### Offensive Sets
- Ace-Empty
- Ace-Normal
- Ace-Slot
- Ace-Spread
- Ace-Trips
- Ace-Y-Trips
- I Form-Slot
- No Back
- Shotgun-Trips

### Key Offensive Plays
- Ace-Normal: HB Sting
- Ace-Empty: QB Draw
- Ace-Trips: Rollout
- No Back: Curl Flats

### Defensive Strategy
- Run Defense: 4-4
- Pass Defense: Nickel
- Blitz Frequency: Aggressive

<table>
<thead>
<tr>
<th>Team Ratings</th>
<th>All</th>
<th>QB</th>
<th>RB</th>
<th>WR</th>
<th>OL</th>
<th>DL</th>
<th>LB</th>
<th>DB</th>
<th>ST</th>
</tr>
</thead>
<tbody>
<tr>
<td>Alabama</td>
<td>90</td>
<td>88</td>
<td>88</td>
<td>80</td>
<td>91</td>
<td>91</td>
<td>89</td>
<td>85</td>
<td>84</td>
</tr>
</tbody>
</table>
Alabama A&M

Team Profile
Nickname: Bulldogs
Conference: Southwestern Athletic
Division: 1-AA
Location: Normal, AL
Team Colors: Red/White
‘02 Record (W-L, PF-PA): 8-5, 280-248

Team Ratings
<table>
<thead>
<tr>
<th>Team</th>
<th>All</th>
<th>QB</th>
<th>RB</th>
<th>WR</th>
<th>OL</th>
<th>DL</th>
<th>LB</th>
<th>DB</th>
<th>ST</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ratings</td>
<td>57</td>
<td>72</td>
<td>69</td>
<td>72</td>
<td>66</td>
<td>67</td>
<td>69</td>
<td>70</td>
<td>75</td>
</tr>
</tbody>
</table>

Key Offensive Plays
- 1 Form-Normal: Lead Toss
- Flexbone-Split: QB Sweep
- Flexbone-Wide: WB Lead
- Shotgun-Split: Deep Hitches

Defensive Strategy
- Run Defense: 5-2
- Pass Defense: Nickel
- Blitz Frequency: Rarely

Offensive Sets
- Ace-Big
- Ace-Normal
- I Form-Normal
- Shotgun-Split

Alabama State

Team Profile
Nickname: Hornets
Conference: Southwestern Athletic
Division: 1-AA
Location: Montgomery, AL
Team Colors: Black/Gold
‘02 Record (W-L, PF-PA): 6-6, 337-276

Team Ratings
<table>
<thead>
<tr>
<th>Team</th>
<th>All</th>
<th>QB</th>
<th>RB</th>
<th>WR</th>
<th>OL</th>
<th>DL</th>
<th>LB</th>
<th>DB</th>
<th>ST</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ratings</td>
<td>57</td>
<td>70</td>
<td>70</td>
<td>70</td>
<td>66</td>
<td>65</td>
<td>70</td>
<td>71</td>
<td>75</td>
</tr>
</tbody>
</table>

Key Offensive Plays
- Ace-Bunch: Out or Up
- Ace-Spread: Quick Outs
- Ace-Spread: HB Option
- Shotgun-5 Wide: Assault

Defensive Strategy
- Run Defense: 5-2
- Pass Defense: Nickel
- Blitz Frequency: Moderate

Offensive Sets
- Ace-Bunch
- Ace-Spread
- Ace-Trips

Alcorn State

Team Profile
Nickname: Braves
Conference: Southwestern Athletic
Division: 1-AA
Location: Lorman, MS
Team Colors: Purple/Gold
‘02 Record (W-L, PF-PA): 6-5, 280-283

Team Ratings
<table>
<thead>
<tr>
<th>Team</th>
<th>All</th>
<th>QB</th>
<th>RB</th>
<th>WR</th>
<th>OL</th>
<th>DL</th>
<th>LB</th>
<th>DB</th>
<th>ST</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ratings</td>
<td>59</td>
<td>74</td>
<td>73</td>
<td>71</td>
<td>67</td>
<td>66</td>
<td>71</td>
<td>72</td>
<td>66</td>
</tr>
</tbody>
</table>

Key Offensive Plays
- Ace-Normal: Rollout
- Shotgun-5 Wide: Zig
- Shotgun-Bunch: Inside Seam
- Ace-Bunch: WR Toss

Defensive Strategy
- Run Defense: 4-4
- Pass Defense: Nickel
- Blitz Frequency: Moderate

Offensive Sets
- Ace-Bunch
- Ace-Normal
- Ace-Y-Trips

Shotgun-5 Wide: Zig
Shotgun-Bunch: Inside Seam
Appalachian State

**Team Profile**

- **Nickname:** Mountaineers
- **Conference:** Southern
- **Division:** 1-AA
- **Location:** Boone, NC
- **Team Colors:** Black/Gold
- **'02 Record (W-L, PF-PA):** 8-4, 314-273

### Offensive Sets

- Ace-Normal
- Ace-Y-Trips
- Shotgun-Ace Twins
- No Back
- Strong-Twins
- Weak-Slot

### Key Offensive Plays

- **Ace-Normal:** Hitch ‘N Go
- **Ace-Y-Trips:** PA Cross Out
- **Shotgun-Ace Twins:** Angle Drag
- **Weak-Slot:** Lead Toss

### Defensive Strategy

- Run Defense: 5-2
- Pass Defense: Nickel
- Blitz Frequency: Moderate

---

Arizona

**Team Profile**

- **Nickname:** Wildcats
- **Conference:** Pac-10
- **Division:** 1-A
- **Location:** Tucson, AZ
- **Team Colors:** Cardinal/Navy
- **'02 Record (W-L, PF-PA):** 4-8, 227-310

### Offensive Sets

- Ace-Bunch
- Ace-Twins
- Ace-Y-Trips
- Shotgun-Twins
- Shotgun-S Wide

### Key Offensive Plays

- **Ace-Twins:** Outs
- **I Form-Twins:** Counter Lead
- **Shotgun-Trips:** HB Streak
- **Strong-Twins:** Misdirection

### Defensive Strategy

- Run Defense: 4-4
- Pass Defense: Nickel
- Blitz Frequency: Moderate

---

Arizona State

**Team Profile**

- **Nickname:** Sun Devils
- **Conference:** Pac-10
- **Division:** 1-A
- **Location:** Tempe, AZ
- **Team Colors:** Maroon/Gold
- **'02 Record (W-L, PF-PA):** 8-6, 452-407

### Offensive Sets

- Ace-Normal
- Ace-Trips
- Ace-Y-Trips
- I Form-Trips
- I Form-Tight
- No Back
- Pro Form-Normal
- Strong-Slot
- Weak-Slot

### Key Offensive Plays

- **Ace-Normal:** HB Sting
- **Ace-Trips:** TE Drag
- **No Back:** Curl Flats
- **Pro Form-Normal:** PA Lead

### Defensive Strategy

- Run Defense: 4-3
- Pass Defense: Nickel
- Blitz Frequency: Moderate
Arkansas Pine-Bluff

Team Profile
Nickname: Golden Lions
Conference: Southwestern Athletic
Division: 1-AA
Location: Pine Bluff, AR
Team Colors: Black/Gold
’02 Record (W-L, PF-PA): 3-8, 284-368

Key Offensive Plays
- Ace-Normal: HB Option
- I Form-Normal: Option Pass
- Flexbone-Twins: PA FB Out
- Maryland I: QB FB Option

Defensive Strategy
- Run Defense: 5-2
- Pass Defense: Dime
- Blitz Frequency: Rarely

Arkansas

Team Profile
Nickname: Razorbacks
Conference: Southeastern—West
Division: 1-A
Location: Fayetteville, AK
Team Colors: Cardinal/White
’02 Record (W-L, PF-PA): 9-5, 370-277

Key Offensive Plays
- I Form-Normal: Vertical
- I Form-Tight: Triple Option
- Shotgun-Spread: Slot Wheels
- Shotgun-Split: WR Across

Defensive Strategy
- Run Defense: 4-4
- Pass Defense: 3-4
- Blitz Frequency: Aggressive

Arkansas State

Team Profile
Nickname: Indians
Conference: Sunbelt
Division: 1-A
Location: State University, AK
Team Colors: Scarlet/Black
’02 Record (W-L, PF-PA): 6-7, 259-361

Key Offensive Plays
- Ace-Spread: HB Clearout
- Strong-Normal: Misdirection
- Shotgun-Normal: Slot Drag
- Shotgun-Trips: Triple Shield

Defensive Strategy
- Run Defense: 5-2
- Pass Defense: Nickel
- Blitz Frequency: Moderate

Offensive Sets
- Ace-Normal
- Flexbone-Twins
- Power I
- I Form-Normal
- Flexbone-Wide
- Strong-Slot
- I Form-Y -Trips
- Maryland I
- Wishbone-Wide

Offensive Sets
- I Form-Normal
- Power I
- I Form-Twins
- Shotgun-Spread
- Shotgun-Split
- Shotgun-2B Slot
- Shotgun-Trips
- Weak-Slot

Offensive Sets
- Ace-Spread
- I Form-Normal
- I Form-Y -Trips
- Strong-Normal
- Shotgun-Trips
- Strong-Slot
- I Form-Twins
- Shotgun-Normal
- Weak-Slot

Offensive Sets
- Ace-Spread
- I Form-Normal
- I Form-Y -Trips
- Strong-Normal
- Shotgun-Trips
- Strong-Slot
- I Form-Twins
- Shotgun-Normal
- Weak-Slot
### Army

**Team Profile**
- **Nickname:** Cadets (Black Knights)
- **Conference:** USA
- **Division:** 1-A
- **Location:** West Point, NY
- **Team Colors:** Black/Gold/Gray

**'02 Record (W-L, PF-PA):**
- 1-11, 226-491

**Key Offensive Plays**
- Ace-Spread: PA Dive
- Ace-Normal: Rollout
- Ace-Slot: Toss Strong
- Shotgun-Spread: Outside Posts

**Defensive Strategy**
- Run Defense: 4-4
- Pass Defense: Dime
- Blitz Frequency: Moderate

### Auburn

**Team Profile**
- **Nickname:** Tigers
- **Conference:** Southeastern—West
- **Division:** 1-A
- **Location:** Auburn, AL
- **Team Colors:** Orange/Blue

**'02 Record (W-L, PF-PA):**
- 9-4, 388-231

**Key Offensive Plays**
- Ace-Normal: HB Toss
- I Form-Normal: HB Lead
- Shotgun-Normal: TE Cross
- Shotgun-Trips: Inside Out

**Defensive Strategy**
- Run Defense: 4-4
- Pass Defense: Nickel
- Blitz Frequency: Aggressive

### Ball State

**Team Profile**
- **Nickname:** Cardinals
- **Conference:** Mid-American—West
- **Division:** 1-A
- **Location:** Muncie, IN
- **Team Colors:** Cardinal/White

**'02 Record (W-L, PF-PA):**
- 6-6, 278-333

**Key Offensive Plays**
- Ace-Normal: HB Sting
- Ace-Twins: Counter Option
- Shotgun-Spread: All Hooks
- Strong-Normal: PA Post

**Defensive Strategy**
- Run Defense: 5-2
- Pass Defense: Nickel
- Blitz Frequency: Moderate
Baylor

Team Ratings
All | QB | RB | WR | OL | DL | LB | DB | ST
--- | --- | --- | --- | --- | --- | --- | --- | ---
66 | 78 | 77 | 77 | 74 | 69 | 78 | 76 | 69

Team Profile
Nickname: Bears
Conference: Big 12-South
Division: 1-A
Location: Waco, TX
Team Colors: Green/Gold

Offensive Sets
I Form-Slot: HB Iso
Pro Form-Slot: PA Fly
I Form-Slot: No Back
Shotgun-Split: HB Shovel
Shotgun-Spread: Double Cross

Key Offensive Plays
- I Form-Slot: HB Iso
- Pro Form-Slot: PA Fly
- I Form-Slot: No Back
- Shotgun-Split: HB Shovel
- Shotgun-Spread: Double Cross

Defensive Strategy
- Run Defense: 4-4
- Pass Defense: Nickel
- Blitz Frequency: Moderate

Bethune-Cookman

Team Ratings
All | QB | RB | WR | OL | DL | LB | DB | ST
--- | --- | --- | --- | --- | --- | --- | --- | ---
56 | 80 | 75 | 70 | 66 | 63 | 65 | 71 | 62

Team Profile
Nickname: Wildcats
Conference: Mid-Eastern Athletic
Division: 1-AA
Location: Daytona Beach, FL
Team Colors: Maroon/Gold

Offensive Sets
Ace-Normal: Scan
I Form-Normal: PA FB
Flexbone-Wide: FB Trap
Power I: Triple Option

Key Offensive Plays
- Ace-Normal: Scan
- I Form-Normal: PA FB
- Flexbone-Wide: FB Trap
- Power I: Triple Option

Defensive Strategy
- Run Defense: 4-4
- Pass Defense: Dime
- Blitz Frequency: Rarely

Boise State

Team Ratings
All | QB | RB | WR | OL | DL | LB | DB | ST
--- | --- | --- | --- | --- | --- | --- | --- | ---
82 | 89 | 89 | 78 | 84 | 78 | 81 | 83 | 84

Team Profile
Nickname: Broncos
Conference: Western Athletic
Division: 1-A
Location: Boise, ID
Team Colors: Orange/Blue

Offensive Sets
Ace-Spread: HB Toss
Ace-Twins: WR Post
Ace-Spread: Slot Drag
Ace-Twins: HB Circle

Key Offensive Plays
- Ace-Spread: HB Toss
- Ace-Twins: WR Post
- Ace-Spread: Slot Drag
- Ace-Twins: HB Circle

Defensive Strategy
- Run Defense: 4-4
- Pass Defense: Nickel
- Blitz Frequency: Moderate
**Boston College**

**Team Profile**
- **Nickname:** Eagles
- **Conference:** Big East
- **Division:** 1-A
- **Location:** Chestnut Hill, MA
- **Team Colors:** Maroon/Gold
- **'02 Record (W-L, PF-PA):** 9-4, 392-253

**Team Ratings**

<table>
<thead>
<tr>
<th>Team</th>
<th>All</th>
<th>QB</th>
<th>RB</th>
<th>WR</th>
<th>OL</th>
<th>DL</th>
<th>LB</th>
<th>DB</th>
<th>ST</th>
</tr>
</thead>
<tbody>
<tr>
<td>Eagles</td>
<td>84</td>
<td>81</td>
<td>91</td>
<td>83</td>
<td>85</td>
<td>86</td>
<td>83</td>
<td>80</td>
<td>87</td>
</tr>
</tbody>
</table>

**Offensive Sets**
- Ace-Empty
- Ace-Normal
- Ace-Slot
- Ace-Twins
- Ace-Y-Twins
- I Form-Twins
- Shotgun-Ace
- Shotgun-Ace Twins

**Key Offensive Plays**
- Ace-Normal: HB Draw
- Ace-Slot: HB Tackle
- I Form-Twins: Slot Reverse
- Shotgun-Ace: HB Deep Corner

**Defensive Strategy**
- Run Defense: 5-2
- Pass Defense: Nickel
- Blitz Frequency: Moderate

**Boston College**

**Bowling Green**

**Team Profile**
- **Nickname:** Falcons
- **Conference:** Mid-American—East
- **Division:** 1-A
- **Location:** Bowling Green, OH
- **Team Colors:** Orange/Brown
- **'02 Record (W-L, PF-PA):** 9-3, 490-304

**Team Ratings**

<table>
<thead>
<tr>
<th>Team</th>
<th>All</th>
<th>QB</th>
<th>RB</th>
<th>WR</th>
<th>OL</th>
<th>DL</th>
<th>LB</th>
<th>DB</th>
<th>ST</th>
</tr>
</thead>
<tbody>
<tr>
<td>Falcons</td>
<td>75</td>
<td>92</td>
<td>78</td>
<td>75</td>
<td>80</td>
<td>71</td>
<td>79</td>
<td>81</td>
<td>77</td>
</tr>
</tbody>
</table>

**Offensive Sets**
- Ace-Y-Trips
- Ace-Y-Twins
- Shotgun-5 Wide
- Shotgun-Ace Twins
- Shotgun-Bunch
- Shotgun-Normal
- Shotgun-Trips
- Strong-Normal

**Key Offensive Plays**
- Ace-Y-Trips: Toss Weak
- Ace-Y-Twins: Slot Post
- Shotgun-5 Wide: Slot Outs
- Shotgun-Bunch: Open Drag

**Defensive Strategy**
- Run Defense: 5-2
- Pass Defense: Nickel
- Blitz Frequency: Moderate

**Brown**

**Team Profile**
- **Nickname:** Bears
- **Conference:** Ivy
- **Division:** 1-AA
- **Location:** Providence, RI
- **Team Colors:** Brown/Red/White
- **'02 Record (W-L, PF-PA):** 2-8, 222-278

**Team Ratings**

<table>
<thead>
<tr>
<th>Team</th>
<th>All</th>
<th>QB</th>
<th>RB</th>
<th>WR</th>
<th>OL</th>
<th>DL</th>
<th>LB</th>
<th>DB</th>
<th>ST</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bears</td>
<td>51</td>
<td>68</td>
<td>68</td>
<td>67</td>
<td>68</td>
<td>65</td>
<td>65</td>
<td>72</td>
<td>70</td>
</tr>
</tbody>
</table>

**Offensive Sets**
- Ace-Bunch
- Ace-Spread
- Ace-Trips
- I Form-Normal
- I Form-Slot
- Shotgun-2 & Slot
- Shotgun-5 Wide
- Shotgun-Ace
- Shotgun-Spread

**Key Offensive Plays**
- Ace-Bunch: HB Toss
- Ace-Trips: Counter Trap
- Shotgun-Spread: WR Post
- Shotgun-Spread: Quick Slants

**Defensive Strategy**
- Run Defense: 5-2
- Pass Defense: Dime
- Blitz Frequency: Moderate
Buffalo Team Ratings

<table>
<thead>
<tr>
<th>Team</th>
<th>All</th>
<th>QB</th>
<th>RB</th>
<th>WR</th>
<th>OL</th>
<th>DL</th>
<th>LB</th>
<th>DB</th>
<th>ST</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>70</td>
<td>77</td>
<td>79</td>
<td>72</td>
<td>79</td>
<td>80</td>
<td>78</td>
<td>72</td>
<td>82</td>
</tr>
</tbody>
</table>

Team Profile
Nickname: Bulls
Conference: Mid-American—East
Division: 1-A
Location: Buffalo, NY
Team Colors: Blue/White
‘02 Record (W-L, PF-PA): 1-11, 214-416

Key Offensive Plays
- Ace-Y-Twins: Counter Trap
- Flexbone-Normal: HB Screen
- Shotgun-2B Slot: HB Draw
- Shotgun-Normal: Quick Outs

Defensive Strategy
- Run Defense: 4-4
- Pass Defense: Dime
- Blitz Frequency: Moderate

BYU Team Ratings

<table>
<thead>
<tr>
<th>Team</th>
<th>All</th>
<th>QB</th>
<th>RB</th>
<th>WR</th>
<th>OL</th>
<th>DL</th>
<th>LB</th>
<th>DB</th>
<th>ST</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>75</td>
<td>76</td>
<td>72</td>
<td>80</td>
<td>85</td>
<td>77</td>
<td>75</td>
<td>82</td>
<td>90</td>
</tr>
</tbody>
</table>

Team Profile
Nickname: Cougars
Conference: Mountain West
Division: 1-A
Location: Provo, UT
Team Colors: Royal Blue/White
‘02 Record (W-L, PF-PA): 5-7, 272-333

Key Offensive Plays
- Ace-Slot: Toss Weak
- I Form-Tight: Quick Slant
- Shotgun-Wide: Quick Crosses
- Shotgun-Normal: WR Under

Defensive Strategy
- Run Defense: 4-4
- Pass Defense: Nickel
- Blitz Frequency: Moderate

Cal Team Ratings

<table>
<thead>
<tr>
<th>Team</th>
<th>All</th>
<th>QB</th>
<th>RB</th>
<th>WR</th>
<th>OL</th>
<th>DL</th>
<th>LB</th>
<th>DB</th>
<th>ST</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>75</td>
<td>81</td>
<td>81</td>
<td>81</td>
<td>81</td>
<td>73</td>
<td>79</td>
<td>77</td>
<td>78</td>
</tr>
</tbody>
</table>

Team Profile
Nickname: Golden Bears
Conference: Pac-10
Division: 1-A
Location: Berkeley, CA
Team Colors: Blue/Gold
‘02 Record (W-L, PF-PA): 7-5, 427-318

Key Offensive Plays
- Ace-Big: Speed Option
- Ace-Slot: Toss Weak
- I Form-Normal: WR Post
- Weak-Twins: Slot Curl

Defensive Strategy
- Run Defense: 4-4
- Pass Defense: Nickel
- Blitz Frequency: Moderate
Central Michigan

Team Profile
Nickname: Chippewas
Conference: Mid-American—West
Division: 1-A
Location: Mt. Pleasant, MI
Team Colors: Maroon/Gold
'02 Record (W-L, PF-PA): 4-8, 267-384

Offensive Sets
Ace-Bunch
Ace-Twins
Shotgun-Ace Twins
Strong-Normal
Strong-Tight
Weak-Twins

Key Offensive Plays
• Ace-Bunch: Fade Delay
• Ace-Twins: HB Slam
• Shotgun-Ace Twins: Angle Drag
• Strong-Normal: PA Post

Defensive Strategy
• Run Defense: 5-2
• Pass Defense: Nickel
• Blitz Frequency: Moderate

Team Ratings
<table>
<thead>
<tr>
<th>All</th>
<th>QB</th>
<th>RB</th>
<th>WR</th>
<th>OL</th>
<th>DL</th>
<th>LB</th>
<th>DB</th>
<th>ST</th>
</tr>
</thead>
<tbody>
<tr>
<td>66</td>
<td>79</td>
<td>79</td>
<td>74</td>
<td>76</td>
<td>70</td>
<td>71</td>
<td>76</td>
<td>79</td>
</tr>
</tbody>
</table>

Chattanooga

Team Profile
Nickname: Mocs
Conference: Southern
Division: 1-AA
Location: Chattanooga, TN
Team Colors: Navy Blue/Old Gold
'02 Record (W-L, PF-PA): 2-10, 232-377

Offensive Sets
Ace-Bunch
Ace-Normal
Ace-Y-Trips
Shotgun-5 Wide
Shotgun-Bunch
Shotgun-Spread
Shotgun-Normal
Shotgun-Spread
Shotgun-Y-Trips
No Back
Strong-Twins

Key Offensive Plays
• Ace-Bunch: HB Dive
• Ace-Normal: HB Toss
• Ace-Y-Trips: B Quick Scan
• Shotgun-Spread: Slot Wheels

Defensive Strategy
• Run Defense: 4-4
• Pass Defense: Nickel
• Blitz Frequency: Moderate

Team Ratings
<table>
<thead>
<tr>
<th>All</th>
<th>QB</th>
<th>RB</th>
<th>WR</th>
<th>OL</th>
<th>DL</th>
<th>LB</th>
<th>DB</th>
<th>ST</th>
</tr>
</thead>
<tbody>
<tr>
<td>61</td>
<td>74</td>
<td>74</td>
<td>80</td>
<td>64</td>
<td>66</td>
<td>70</td>
<td>68</td>
<td>86</td>
</tr>
</tbody>
</table>

Cincinnati

Team Profile
Nickname: Bearcats
Conference: USA
Division: 1-A
Location: Cincinnati, OH
Team Colors: Red/Black
'02 Record (W-L, PF-PA): 7-7, 409-329

Offensive Sets
Ace-Trips
Ace-Y-Trips
Ace-Y-Twins
Ace-2B Slot
Ace-5 Wide
Ace-Normal
Ace-Trips
Ace-2B Slot
Ace-Y-Trips

Key Offensive Plays
• Ace-Trips: Rollout
• Ace-Y-Trips: HB Toss
• Shotgun-2B Slot: QB Draw Sweep
• Shotgun-Spread: Flood

Defensive Strategy
• Run Defense: 4-4
• Pass Defense: Nickel
• Blitz Frequency: Moderate

Team Ratings
<table>
<thead>
<tr>
<th>All</th>
<th>QB</th>
<th>RB</th>
<th>WR</th>
<th>OL</th>
<th>DL</th>
<th>LB</th>
<th>DB</th>
<th>ST</th>
</tr>
</thead>
<tbody>
<tr>
<td>81</td>
<td>89</td>
<td>81</td>
<td>79</td>
<td>87</td>
<td>79</td>
<td>81</td>
<td>84</td>
<td>80</td>
</tr>
</tbody>
</table>
**Clemson**

**Team Ratings**

<table>
<thead>
<tr>
<th>Team</th>
<th>All</th>
<th>QB</th>
<th>RB</th>
<th>WR</th>
<th>OL</th>
<th>DL</th>
<th>LB</th>
<th>DB</th>
<th>ST</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>84</td>
<td>84</td>
<td>83</td>
<td>84</td>
<td>80</td>
<td>82</td>
<td>85</td>
<td>82</td>
<td>95</td>
</tr>
</tbody>
</table>

**Team Profile**

- **Nickname:** Tigers
- **Conference:** Atlantic Coast
- **Division:** 1-A
- **Location:** Clemson, SC
- **Team Colors:** Purple/Orange
- **’02 Record (W-L, PF-PA):** 7-6, 330-349

**Key Offensive Plays**

- Ace-Y-Trips: HB Toss
- I Form-Twins: HB Iso
- No Back: Curl Flats
- Shotgun Ace: Out and Ups

**Defensive Strategy**

- Run Defense: 4-4
- Pass Defense: Nickel
- Blitz Frequency: Aggressive

**Offensive Sets**

- Ace-Y-Trips
- I Form-Tight
- Shotgun-Ace
- Shotgun-Trips
- Shotgun-Spread

**Colorado**

**Team Ratings**

<table>
<thead>
<tr>
<th>Team</th>
<th>All</th>
<th>QB</th>
<th>RB</th>
<th>WR</th>
<th>OL</th>
<th>DL</th>
<th>LB</th>
<th>DB</th>
<th>ST</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>82</td>
<td>70</td>
<td>90</td>
<td>81</td>
<td>88</td>
<td>82</td>
<td>83</td>
<td>85</td>
<td>87</td>
</tr>
</tbody>
</table>

**Team Profile**

- **Nickname:** Buffaloes
- **Conference:** Big 12-North
- **Division:** 1-A
- **Location:** Boulder, CO
- **Team Colors:** Silver/Gold/Black
- **’02 Record (W-L, PF-PA):** 9-5, 398-325

**Key Offensive Plays**

- Ace-Bunch: Weak Toss
- Ace-Slot: HB Tackle
- Ace-Spread: HB Lead
- Shotgun-5 Wide: Middle Clear

**Defensive Strategy**

- Run Defense: 4-4
- Pass Defense: Nickel
- Blitz Frequency: Aggressive

**Offensive Sets**

- Ace-Bunch
- Ace-Slot
- Ace-Spread
- I Form-Normal
- I Form-Tight
- Shotgun-5 Wide
- Shotgun-Normal

**Colorado State**

**Team Ratings**

<table>
<thead>
<tr>
<th>Team</th>
<th>All</th>
<th>QB</th>
<th>RB</th>
<th>WR</th>
<th>OL</th>
<th>DL</th>
<th>LB</th>
<th>DB</th>
<th>ST</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>90</td>
<td>89</td>
<td>83</td>
<td>83</td>
<td>87</td>
<td>80</td>
<td>90</td>
<td>85</td>
<td>98</td>
</tr>
</tbody>
</table>

**Team Profile**

- **Nickname:** Rams
- **Conference:** Mountain West
- **Division:** 1-A
- **Location:** Ft. Collins, CO
- **Team Colors:** Green/Gold
- **’02 Record (W-L, PF-PA):** 10-4, 418-332

**Key Offensive Plays**

- Ace-Slot: HB Draw
- Ace-Trips: Rollout
- Weak-Normal: Slants
- Weak-Twins: Slot Curl

**Defensive Strategy**

- Run Defense: 4-4
- Pass Defense: Nickel
- Blitz Frequency: Aggressive

**Offensive Sets**

- Ace-Slot
- Ace-Trips
- Ace-Y-Trips
- Weak-Slot
- Weak-Twins
- Weak-Y-Trips

- Ace-Slot: HB Draw
- Weak-Normal: Slants
Team Profile
Nickname: Lions
Conference: Ivy
Division: 1-AA
Location: New York, NY
Team Colors: Light Blue/White
'02 Record (W-L, PF-PA): 1-9, 161-295

Team Ratings
All  | QB  | RB  | WR  | OL  | DL  | LB  | DB  | ST  
-----|-----|-----|-----|-----|-----|-----|-----|-----
56   | 71  | 60  | 70  | 71  | 65  | 67  | 74  | 74  

Key Offensive Plays
• Ace-Normal: HB Slam
• Ace-Y-Trips: Quick Posts
• Shotgun-Ace Twins: Post Under
• No Back: WR Under

Defensive Strategy
• Run Defense: 4-4
• Pass Defense: Dime
• Blitz Frequency: Moderate

Offensive Sets
Ace-Normal
Ace-Y-Trips
Shotgun-Ace Twins
Shotgun Spread
Shotgun-Y-Trips
I-Form Twins

Ace-Y-Trips: Quick Posts
No Back: WR Under


Team Profile
Nickname: Big Red
Conference: Ivy
Division: 1-AA
Location: Ithaca, NY
Team Colors: Carnelian/White
'02 Record (W-L, PF-PA): 4-6, 169-292

Team Ratings
All  | QB  | RB  | WR  | OL  | DL  | LB  | DB  | ST  
-----|-----|-----|-----|-----|-----|-----|-----|-----
53   | 65  | 70  | 72  | 69  | 69  | 65  | 70  | 65  

Key Offensive Plays
• Ace-Big: FL Dig
• Ace-Normal: Hitch 'N Go
• Strong-Slot: Quick Outs
• No Back: Deep Flood

Defensive Strategy
• Run Defense: 5-2
• Pass Defense: Dime
• Blitz Frequency: Rarely

Offensive Sets
Ace-Big
Ace-Bunch
Ace-Normal
Ace-Y-Trips
I-Form-Normal

Ace-Big: FL Dig
Strong-Slot: Quick Outs


Team Profile
Nickname: Big Green
Conference: Ivy
Division: 1-AA
Location: Hanover, NH
Team Colors: Green/White
'02 Record (W-L, PF-PA): 3-7, 247-295

Team Ratings
All  | QB  | RB  | WR  | OL  | DL  | LB  | DB  | ST  
-----|-----|-----|-----|-----|-----|-----|-----|-----
56   | 68  | 68  | 70  | 68  | 63  | 69  | 71  | 75  

Key Offensive Plays
• Ace-Y-Trips: Toss Weak
• Shotgun-Spread: Outside Posts
• I-Form-Twins: Option Pass
• No Back: PA Slot Cross

Defensive Strategy
• Run Defense: 4-4
• Pass Defense: Dime
• Blitz Frequency: Moderate

Offensive Sets
Ace-Normal
Ace-Y-Trips
Shotgun-Ace Twins
Shotgun Spread
Shotgun-Y-Trips
I-Form Twins

Ace-Y-Trips: Toss Weak
I-Form-Twins: Option Pass


## Delaware

<table>
<thead>
<tr>
<th>Team Ratings</th>
<th>All</th>
<th>QB</th>
<th>RB</th>
<th>WR</th>
<th>OL</th>
<th>DL</th>
<th>LB</th>
<th>DB</th>
<th>ST</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>67</td>
<td>83</td>
<td>75</td>
<td>77</td>
<td>78</td>
<td>71</td>
<td>71</td>
<td>76</td>
<td>73</td>
</tr>
</tbody>
</table>

**Team Profile**
- **Nickname:** Blue Hens
- **Conference:** Atlantic 10
- **Division:** 1-AA
- **Location:** Newark, DE
- **Team Colors:** Blue/Gold
- **'02 Record (W-L, PF-PA):** 6-6, 291-227

**Key Offensive Plays**
- Ace-Big: Strong Sweep
- Ace-Trips: Cross
- Strong-Slot: HB Circle
- Weak-Twins: PA Read

**Defensive Strategy**
- Run Defense: 4-4
- Pass Defense: Dime
- Blitz Frequency: Moderate

**Offensive Sets**
- Ace-Big
- Ace-Trips
- Strong-Slot
- Ace-Bunch
- Ace-Y-Trips
- No Back
- Ace-Normal
- 1 Form-Normal
- Weak-Twins

---

## Delaware State

<table>
<thead>
<tr>
<th>Team Ratings</th>
<th>All</th>
<th>QB</th>
<th>RB</th>
<th>WR</th>
<th>OL</th>
<th>DL</th>
<th>LB</th>
<th>DB</th>
<th>ST</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>53</td>
<td>74</td>
<td>66</td>
<td>74</td>
<td>67</td>
<td>65</td>
<td>69</td>
<td>70</td>
<td>61</td>
</tr>
</tbody>
</table>

**Team Profile**
- **Nickname:** Hornets
- **Conference:** Mid-Eastern Athletic
- **Division:** 1-AA
- **Location:** Dover, DE
- **Team Colors:** Red/Blue
- **'02 Record (W-L, PF-PA):** 4-8, 218-313

**Key Offensive Plays**
- Ace-Bunch: Fade Delay
- Ace-Spread: Triangle
- Ace-Trips: Counter Trap
- Shotgun-2B Slot: Slants

**Defensive Strategy**
- Run Defense: 4-4
- Pass Defense: Dime
- Blitz Frequency: Moderate

**Offensive Sets**
- Ace-Bunch
- Ace-Spread
- Ace-Trips
- I Form-Normal
- I Form-Slot
- Shotgun-5 Wide
- Shotgun-Ace
- Shotgun-Spread

---

## Duke

<table>
<thead>
<tr>
<th>Team Ratings</th>
<th>All</th>
<th>QB</th>
<th>RB</th>
<th>WR</th>
<th>OL</th>
<th>DL</th>
<th>LB</th>
<th>DB</th>
<th>ST</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>70</td>
<td>71</td>
<td>86</td>
<td>75</td>
<td>75</td>
<td>79</td>
<td>78</td>
<td>74</td>
<td>77</td>
</tr>
</tbody>
</table>

**Team Profile**
- **Nickname:** Blue Devils
- **Conference:** Atlantic Coast
- **Division:** 1-A
- **Location:** Durham, NC
- **Team Colors:** Royal Blue/White
- **'02 Record (W-L, PF-PA):** 2-10, 227-353

**Key Offensive Plays**
- Ace-Bunch: Weak Toss
- Ace-Slot: Toss Strong
- Ace-Trips: HB Toss
- Shotgun-Bunch: Open Drag

**Defensive Strategy**
- Run Defense: 5-2
- Pass Defense: Nickel
- Blitz Frequency: Moderate

**Offensive Sets**
- Ace-Bunch
- Ace-Empty
- Ace-Slot
- Ace-Trips
- Ace-Y-Trips
- Shotgun-5 Wide
- Shotgun-Bunch
- Shotgun-Spread
- Shotgun-Trips
### East Carolina University

**Nickname:** Pirates  
**Conference:** USA  
**Division:** 1-A  
**Location:** Greenville, NC  
**Team Colors:** Purple/Gold  
**'02 Record (W-L, PF-PA):** 4-8, 335-399

<table>
<thead>
<tr>
<th>Team Profile</th>
<th>All</th>
<th>QB</th>
<th>RB</th>
<th>WR</th>
<th>OL</th>
<th>DL</th>
<th>LB</th>
<th>DB</th>
<th>ST</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>79</td>
<td>80</td>
<td>90</td>
<td>80</td>
<td>86</td>
<td>73</td>
<td>82</td>
<td>76</td>
<td>80</td>
</tr>
</tbody>
</table>

#### Offensive Sets
- Ace-Slot  
- Ace-Spread  
- Ace-Trips  
- Ace-Y-Trips  
- I Form-Normal  
- I Form-Twins  
- Shotgun-Spread  
- Shotgun-Y-Trips  
- No Back  
- Shotgun-Y-Trips  

#### Key Offensive Plays
- **Ace-Slot:** Toss Weak  
- **Ace-Spread:** HB Sting  
- **I Form-Normal:** HB Iso  
- **Shotgun-Spread:** Double Cross  

#### Defensive Strategy
- Run Defense: 4-4  
- Pass Defense: Nickel  
- Blitz Frequency: Moderate

---

### Eastern Michigan

**Nickname:** Eagles  
**Conference:** Mid-American—West  
**Division:** 1-A  
**Location:** Ypsilanti, MI  
**Team Colors:** Green/White  
**'02 Record (W-L, PF-PA):** 3-9, 286-566

<table>
<thead>
<tr>
<th>Team Profile</th>
<th>All</th>
<th>QB</th>
<th>RB</th>
<th>WR</th>
<th>OL</th>
<th>DL</th>
<th>LB</th>
<th>DB</th>
<th>ST</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>67</td>
<td>74</td>
<td>80</td>
<td>79</td>
<td>69</td>
<td>67</td>
<td>79</td>
<td>72</td>
<td>84</td>
</tr>
</tbody>
</table>

#### Offensive Sets
- Ace-Empty  
- Ace-Normal  
- Ace-Slot  
- Ace-Y-Trips  
- Maryland 1  
- Shotgun-Ace  
- Shotgun-Bunch  
- Shotgun-Normal  
- Ace-Empty: HB Shovel

#### Key Offensive Plays
- **Ace-Empty:** HB Shovel  
- **Ace-Normal:** HB Toss  
- **Ace-Y-Trips:** HB Draw  
- **Shotgun-Normal:** Slot Drag  

#### Defensive Strategy
- Run Defense: 4-4  
- Pass Defense: Dime  
- Blitz Frequency: Moderate

---

### Eastern Washington

**Nickname:** Eagles  
**Conference:** Big Sky  
**Division:** 1-AA  
**Location:** Cheney, WA  
**Team Colors:** Red/White  
**'02 Record (W-L, PF-PA):** 6-5, 365-276

<table>
<thead>
<tr>
<th>Team Profile</th>
<th>All</th>
<th>QB</th>
<th>RB</th>
<th>WR</th>
<th>OL</th>
<th>DL</th>
<th>LB</th>
<th>DB</th>
<th>ST</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>64</td>
<td>70</td>
<td>69</td>
<td>77</td>
<td>77</td>
<td>67</td>
<td>72</td>
<td>76</td>
<td>78</td>
</tr>
</tbody>
</table>

#### Offensive Sets
- Ace-Big  
- Ace-Bunch  
- Ace-Normal  
- Ace-Y-Trips  
- I Form-Normal  
- Strong-Slot  
- No Back  
- Weak-Twins  
- Ace-Bunch: LB Bait

#### Key Offensive Plays
- **Ace-Bunch:** LB Bait  
- **Ace-Normal:** HB Toss  
- **I From-Normal:** Angle  
- **Weak-Twins:** PA FB Wheel  

#### Defensive Strategy
- Run Defense: 4-4  
- Pass Defense: Dime  
- Blitz Frequency: Moderate
**East Tenn State**

**Team Ratings**

<table>
<thead>
<tr>
<th>Team</th>
<th>All</th>
<th>QB</th>
<th>RB</th>
<th>WR</th>
<th>OL</th>
<th>DL</th>
<th>LB</th>
<th>DB</th>
<th>ST</th>
</tr>
</thead>
<tbody>
<tr>
<td>All</td>
<td>64</td>
<td>67</td>
<td>76</td>
<td>74</td>
<td>72</td>
<td>67</td>
<td>73</td>
<td>78</td>
<td>80</td>
</tr>
</tbody>
</table>

**Team Profile**

- **Nickname:** Buccaneers
- **Conference:** Southern
- **Division:** 1-AA
- **Location:** Johnson City, TN
- **Team Colors:** Blue/Gold
- **'02 Record (W-L, PF-PA):** 4-8, 167-286

**Key Offensive Plays**

- Ace-Bunch: HB Counter
- Ace-Spread: Counter Option
- I Form-Slot: Slot Corner
- Shotgun-Ace: Underneath

**Defensive Strategy**

- Run Defense: 4-4
- Pass Defense: Dime
- Blitz Frequency: Aggressive

---

**Elon**

**Team Ratings**

<table>
<thead>
<tr>
<th>Team</th>
<th>All</th>
<th>QB</th>
<th>RB</th>
<th>WR</th>
<th>OL</th>
<th>DL</th>
<th>LB</th>
<th>DB</th>
<th>ST</th>
</tr>
</thead>
<tbody>
<tr>
<td>All</td>
<td>61</td>
<td>69</td>
<td>75</td>
<td>69</td>
<td>69</td>
<td>71</td>
<td>77</td>
<td>72</td>
<td>75</td>
</tr>
</tbody>
</table>

**Team Profile**

- **Nickname:** Phoenix
- **Conference:** Southern
- **Division:** 1-AA
- **Location:** Elon, NC
- **Team Colors:** Maroon/Gold
- **'02 Record (W-L, PF-PA):** 4-7, 249-352

**Key Offensive Plays**

- Ace-Normal: HB Tackle
- Ace-Y-Trips: HB Swing
- Shotgun-Y-Trips: PA WR In
- Shotgun-Y-Trips: Slot In

**Defensive Strategy**

- Run Defense: 4-4
- Pass Defense: Nickel
- Blitz Frequency: Moderate

---

**Florida**

**Team Ratings**

<table>
<thead>
<tr>
<th>Team</th>
<th>All</th>
<th>QB</th>
<th>RB</th>
<th>WR</th>
<th>OL</th>
<th>DL</th>
<th>LB</th>
<th>DB</th>
<th>ST</th>
</tr>
</thead>
<tbody>
<tr>
<td>All</td>
<td>91</td>
<td>84</td>
<td>88</td>
<td>89</td>
<td>97</td>
<td>85</td>
<td>81</td>
<td>87</td>
<td>94</td>
</tr>
</tbody>
</table>

**Team Profile**

- **Nickname:** Gators
- **Conference:** Southeastern—East
- **Division:** 1-A
- **Location:** Gainesville, FL
- **Team Colors:** Orange/Blue
- **'02 Record (W-L, PF-PA):** 8-5, 336-279

**Key Offensive Plays**

- Ace-Normal: HB Sting
- No Back: QB Draw
- Shotgun-5 Wide: Middle Clear
- Shotgun-Spread: Double Cross

**Defensive Strategy**

- Run Defense: 5-2
- Pass Defense: Nickel
- Blitz Frequency: Aggressive
Florida A&M

**Team Profile**
- **Nickname:** Rattlers
- **Conference:** Mid-Eastern Athletic
- **Division:** 1-AA
- **Location:** Tallahassee, FL
- **Team Colors:** Orange/Green
- **'02 Record (W-L, PF-PA):** 7-5, 321-319

**Ratings**

<table>
<thead>
<tr>
<th>All</th>
<th>QB</th>
<th>RB</th>
<th>WR</th>
<th>OL</th>
<th>DL</th>
<th>LB</th>
<th>DB</th>
<th>ST</th>
</tr>
</thead>
<tbody>
<tr>
<td>59</td>
<td>89</td>
<td>71</td>
<td>68</td>
<td>69</td>
<td>63</td>
<td>67</td>
<td>70</td>
<td>73</td>
</tr>
</tbody>
</table>

**Key Offensive Plays**
- Ace-Bunch: HB Counter
- Ace-Normal: PA Strike
- Shotgun-Bunch: Quick Outs
- Shotgun-Y-Trips: Z Cross

**Defensive Strategy**
- Run Defense: 4-3
- Pass Defense: Nickel
- Blitz Frequency: Aggressive

**Offensive Sets**

- Ace-Bunch
- Ace-Normal
- Ace-Y-Trips
- Shotgun-5 Wide
- Shotgun-Bunch
- Shotgun-Spread
- Shotgun-Y Trips
- No Back
- Strong-Twins

---

Florida State

**Team Profile**
- **Nickname:** Seminoles
- **Conference:** Atlantic Coast
- **Division:** 1-A
- **Location:** Tallahassee, FL
- **Team Colors:** Garnet/Gold
- **'02 Record (W-L, PF-PA):** 9-5, 428-301

**Ratings**

<table>
<thead>
<tr>
<th>All</th>
<th>QB</th>
<th>RB</th>
<th>WR</th>
<th>OL</th>
<th>DL</th>
<th>LB</th>
<th>DB</th>
<th>ST</th>
</tr>
</thead>
<tbody>
<tr>
<td>94</td>
<td>89</td>
<td>92</td>
<td>85</td>
<td>90</td>
<td>88</td>
<td>92</td>
<td>84</td>
<td>94</td>
</tr>
</tbody>
</table>

**Key Offensive Plays**
- Ace-Normal: HB Toss
- Ace-Twins: Counter Trap
- I Form-Normal: TE Drag
- Shotgun-2B Slot: Zig Outs

**Defensive Strategy**
- Run Defense: 4-4
- Pass Defense: Nickel
- Blitz Frequency: Aggressive

**Offensive Sets**

- Ace-Normal
- Ace-Twins
- I Form-Normal
- I Form-Slot
- I Form-T wins
- Shotgun-5 Wide
- Shotgun-Spread
- Shotgun-Trips

---

Fresno State

**Team Profile**
- **Nickname:** Bulldogs
- **Conference:** Western Athletic
- **Division:** 1-A
- **Location:** Fresno, CA
- **Team Colors:** Cardinal/White
- **'02 Record (W-L, PF-PA):** 9-5, 378-379

**Ratings**

<table>
<thead>
<tr>
<th>All</th>
<th>QB</th>
<th>RB</th>
<th>WR</th>
<th>OL</th>
<th>DL</th>
<th>LB</th>
<th>DB</th>
<th>ST</th>
</tr>
</thead>
<tbody>
<tr>
<td>90</td>
<td>85</td>
<td>86</td>
<td>88</td>
<td>88</td>
<td>79</td>
<td>85</td>
<td>85</td>
<td>95</td>
</tr>
</tbody>
</table>

**Key Offensive Plays**
- Ace-Normal: HB Toss
- Ace-Slots: Toss Weak
- I Form-Normal: WR Post
- Shotgun-Normal: WR Under

**Defensive Strategy**
- Run Defense: 4-4
- Pass Defense: Nickel
- Blitz Frequency: Aggressive

**Offensive Sets**

- Ace-Normal
- Ace-Slots
- Ace-Trips
- Ace-Y-Trips
- Shotgun-Normal
- Shotgun-Spread
- Shotgun-Trips
- Strong-Tight

---

27

primagames.com
Prima’s Official Strategy Guide

Furman

Team Profile
Nickname: Paladins
Conference: Southern
Division: 1-AA
Location: Greenville, SC
Team Colors: Purple/White
‘02 Record (W-L, PF-PA): 8-4, 365-255

Team Ratings
<table>
<thead>
<tr>
<th>All</th>
<th>QB</th>
<th>RB</th>
<th>WR</th>
<th>OL</th>
<th>DL</th>
<th>LB</th>
<th>DB</th>
<th>ST</th>
</tr>
</thead>
<tbody>
<tr>
<td>66</td>
<td>72</td>
<td>76</td>
<td>77</td>
<td>70</td>
<td>74</td>
<td>72</td>
<td>72</td>
<td>84</td>
</tr>
</tbody>
</table>

Key Offensive Plays
- Ace-Big: Option Strong
- Ace-Normal: PA Strike
- Flexbone-Split: FB Trap
- Shotgun-Split: HB Shovel

Defensive Strategy
- Run Defense: 5-2
- Pass Defense: Dime
- Blitz Frequency: Moderate

Offensive Sets
- Ace-Big
- Ace-Normal
- I Form-Normal
- Flexbone-Split
- Flexbone-Wide
- Shotgun-Split
- Weak-Twins
- Weak-Y-Trips

Georgia

Team Profile
Nickname: Bulldogs
Conference: Southeastern—East
Division: 1-A
Location: Athens, GA
Team Colors: Red/Black
‘02 Record (W-L, PF-PA): 13-1, 450-212

Team Ratings
<table>
<thead>
<tr>
<th>All</th>
<th>QB</th>
<th>RB</th>
<th>WR</th>
<th>OL</th>
<th>DL</th>
<th>LB</th>
<th>DB</th>
<th>ST</th>
</tr>
</thead>
<tbody>
<tr>
<td>94</td>
<td>90</td>
<td>87</td>
<td>91</td>
<td>85</td>
<td>90</td>
<td>85</td>
<td>87</td>
<td>98</td>
</tr>
</tbody>
</table>

Key Offensive Plays
- I Form-Normal: Counter Lead
- I Form-Slot: HB Swing
- Power I: PA Fly
- Shotgun-Normal: WR under

Defensive Strategy
- Run Defense: 4-4
- Pass Defense: Nickel
- Blitz Frequency: Aggressive

Offensive Sets
- I Form-Normal
- I Form-Slot
- I Form-Tight
- Power I
- Shotgun-2B Slot
- Shotgun-Normal
- Weak-Slot

Georgia Southern

Team Profile
Nickname: Eagles
Conference: Southern
Division: 1-AA
Location: Statesboro, GA
Team Colors: Blue/White
‘02 Record (W-L, PF-PA): 11-3, 493-190

Team Ratings
<table>
<thead>
<tr>
<th>All</th>
<th>QB</th>
<th>RB</th>
<th>WR</th>
<th>OL</th>
<th>DL</th>
<th>LB</th>
<th>DB</th>
<th>ST</th>
</tr>
</thead>
<tbody>
<tr>
<td>70</td>
<td>81</td>
<td>79</td>
<td>75</td>
<td>81</td>
<td>71</td>
<td>74</td>
<td>80</td>
<td>74</td>
</tr>
</tbody>
</table>

Key Offensive Plays
- Ace-Normal: HB Option
- I Form-Normal: HB Option Pass
- Flexbone-Twins: Triple Option
- Maryland I: PA Counter

Defensive Strategy
- Run Defense: 5-2
- Pass Defense: Nickel
- Blitz Frequency: Aggressive

Offensive Sets
- Ace-Normal
- I Form-Normal
- I Form-Y-Trips
- Power I
- Flexbone-Twins
- Flexbone-Wide
- Maryland I
- Strong-Slot
- Wishbone-Wide

I Form-Normal: HB Option Pass
Maryland I: PA Counter
Georgia Tech

Team Profile
Nickname: Yellow Jackets
Conference: Atlantic Coast
Division: 1-A
Location: Atlanta, GA
Team Colors: Old Gold/White

'02 Record (W-L, PF-PA): 7-6, 280-267

Offensive Sets
- Ace-Sig
- Ace-Normal
- Ace-Spread
- Flexbone-Normal
- I Form-Slot
- Shotgun-Normal
- Shotgun-Spread
- Shotgun-Bunch
- Shotgun-Y-Trips

Key Offensive Plays
- Ace-Normal: HB Tackle
- Ace-Spread: HB Toss
- Flexbone-Normal: PA Roll Right
- Shotgun-Bunch: Deep Crossup

Defensive Strategy
- Run Defense: 5-2
- Pass Defense: Dime
- Blitz Frequency: Aggressive

Team Ratings

<table>
<thead>
<tr>
<th></th>
<th>All</th>
<th>QB</th>
<th>RB</th>
<th>WR</th>
<th>OL</th>
<th>DL</th>
<th>LB</th>
<th>DB</th>
<th>ST</th>
</tr>
</thead>
<tbody>
<tr>
<td>Georgia Tech</td>
<td>84</td>
<td>84</td>
<td>86</td>
<td>76</td>
<td>91</td>
<td>85</td>
<td>89</td>
<td>77</td>
<td>83</td>
</tr>
</tbody>
</table>

Grambling State

Team Profile
Nickname: Tigers
Conference: Southwestern Athletic
Division: 1-AA
Location: Grambling, LA
Team Colors: Black/Gold

'02 Record (W-L, PF-PA): 12-2, 537-374

Offensive Sets
- Ace-Bunch
- Ace-Normal
- Ace-Y-Trips
- Shotgun-5 Wide
- Shotgun-Bunch
- Shotgun-Spread
- Shotgun-Y Trips
- No Back
- Strong-Twins

Key Offensive Plays
- Ace-Bunch: HB Toss
- Ace-Normal: Rollout
- Shotgun-5 Wide: Deep Post
- Shotgun-Spread: Slot Wheels

Defensive Strategy
- Run Defense: 4-4
- Pass Defense: Nickel
- Blitz Frequency: Moderate

Team Ratings

<table>
<thead>
<tr>
<th></th>
<th>All</th>
<th>QB</th>
<th>RB</th>
<th>WR</th>
<th>OL</th>
<th>DL</th>
<th>LB</th>
<th>DB</th>
<th>ST</th>
</tr>
</thead>
<tbody>
<tr>
<td>Grambling State</td>
<td>57</td>
<td>68</td>
<td>73</td>
<td>70</td>
<td>65</td>
<td>67</td>
<td>68</td>
<td>74</td>
<td>71</td>
</tr>
</tbody>
</table>

Hampton

Team Profile
Nickname: Pirates
Conference: Mid-Eastern Athletic
Division: 1-AA
Location: Hampton, VA
Team Colors: Royal Blue/White

'02 Record (W-L, PF-PA): 7-5, 405-250

Offensive Sets
- Ace-Sig
- Ace-Bunch
- Ace-Normal
- Ace-Trips
- Ace-Y-Trips
- I Form-Normal
- Strong-Slot
- No Back
- Weak-Twins

Key Offensive Plays
- Ace-Normal: Counter Trap
- Ace-Trips: HB Screen
- Strong-Slot: Quick Outs
- No Back: Outside Attack

Defensive Strategy
- Run Defense: 5-2
- Pass Defense: Dime
- Blitz Frequency: Rarely

Team Ratings

<table>
<thead>
<tr>
<th></th>
<th>All</th>
<th>QB</th>
<th>RB</th>
<th>WR</th>
<th>OL</th>
<th>DL</th>
<th>LB</th>
<th>DB</th>
<th>ST</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hampton</td>
<td>56</td>
<td>73</td>
<td>71</td>
<td>70</td>
<td>70</td>
<td>65</td>
<td>65</td>
<td>70</td>
<td>65</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th></th>
<th>All</th>
<th>QB</th>
<th>RB</th>
<th>WR</th>
<th>OL</th>
<th>DL</th>
<th>LB</th>
<th>DB</th>
<th>ST</th>
</tr>
</thead>
<tbody>
<tr>
<td>Georgia Tech</td>
<td>84</td>
<td>84</td>
<td>86</td>
<td>76</td>
<td>91</td>
<td>85</td>
<td>89</td>
<td>77</td>
<td>83</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th></th>
<th>All</th>
<th>QB</th>
<th>RB</th>
<th>WR</th>
<th>OL</th>
<th>DL</th>
<th>LB</th>
<th>DB</th>
<th>ST</th>
</tr>
</thead>
<tbody>
<tr>
<td>Grambling State</td>
<td>57</td>
<td>68</td>
<td>73</td>
<td>70</td>
<td>65</td>
<td>67</td>
<td>68</td>
<td>74</td>
<td>71</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th></th>
<th>All</th>
<th>QB</th>
<th>RB</th>
<th>WR</th>
<th>OL</th>
<th>DL</th>
<th>LB</th>
<th>DB</th>
<th>ST</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hampton</td>
<td>56</td>
<td>73</td>
<td>71</td>
<td>70</td>
<td>70</td>
<td>65</td>
<td>65</td>
<td>70</td>
<td>65</td>
</tr>
</tbody>
</table>
**Harvard**

Team Ratings

<table>
<thead>
<tr>
<th></th>
<th>All</th>
<th>QB</th>
<th>RB</th>
<th>WR</th>
<th>OL</th>
<th>DL</th>
<th>LB</th>
<th>DB</th>
<th>ST</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>61</td>
<td>69</td>
<td>72</td>
<td>73</td>
<td>71</td>
<td>67</td>
<td>76</td>
<td>73</td>
<td>78</td>
</tr>
</tbody>
</table>

Team Profile

Nickname: Crimson

Conference: Ivy

Division: 1-AA

Location: Cambridge, MA

Team Colors: Crimson/Black/White

'02 Record (W-L, PF-PA): 7-3, 267-230

**Key Offensive Plays**

- Ace-Bunch: Slot Screen
- Ace-Trips: Rollout
- Shotgun-Ace: TE Delay Deep

**Defensive Strategy**

- Run Defense: 4-4
- Pass Defense: Dime
- Blitz Frequency: Moderate

**Hawaii**

Team Ratings

<table>
<thead>
<tr>
<th></th>
<th>All</th>
<th>QB</th>
<th>RB</th>
<th>WR</th>
<th>OL</th>
<th>DL</th>
<th>LB</th>
<th>DB</th>
<th>ST</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>84</td>
<td>88</td>
<td>79</td>
<td>82</td>
<td>86</td>
<td>84</td>
<td>77</td>
<td>84</td>
<td>90</td>
</tr>
</tbody>
</table>

Team Profile

Nickname: Rainbow Warriors

Conference: Western Athletic

Division: 1-A

Location: Honolulu, HI

Team Colors: Green/White

'02 Record (W-L, PF-PA): 10-4, 502-389

**Key Offensive Plays**

- Ace-Trips: Destroy
- No Back: Post Flag
- Shotgun-2B Slot: RB Streaks
- Shotgun-Bunch: Scatter

**Defensive Strategy**

- Run Defense: 4-4
- Pass Defense: Dime
- Blitz Frequency: Moderate

**Hofstra**

Team Ratings

<table>
<thead>
<tr>
<th></th>
<th>All</th>
<th>QB</th>
<th>RB</th>
<th>WR</th>
<th>OL</th>
<th>DL</th>
<th>LB</th>
<th>DB</th>
<th>ST</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>57</td>
<td>67</td>
<td>72</td>
<td>71</td>
<td>70</td>
<td>66</td>
<td>71</td>
<td>70</td>
<td>71</td>
</tr>
</tbody>
</table>

Team Profile

Nickname: Flying Dutchmen

Conference: Atlantic 10

Division: 1-AA

Location: Hampstead, NY

Team Colors: Gray/White/Gold

'02 Record (W-L, PF-PA): 6-6, 270-255

**Key Offensive Plays**

- Ace-Y-Trips: HB Draw
- Shotgun-Ace Twins: Slot In

**Defensive Strategy**

- Run Defense: 4-4
- Pass Defense: Nickel
- Blitz Frequency: Moderate
### Team Profile: Houston

**Nickname:** Cougars  
**Conference:** USA  
**Division:** 1-A  
**Location:** Houston, TX  
**Team Colors:** Scarlet/White  
**'02 Record (W-L, PF-PA):** 5-7, 320-393

### Key Offensive Plays
- Ace-Normal: HB Draw  
- Shotgun-Ace: TE Wheel  
- Shotgun-Normal: Comeback  
- Shotgun-Trips: Angle

### Defensive Strategy
- Run Defense: 4-4  
- Pass Defense: Nickel  
- Blitz Frequency: Moderate

### Offensive Sets
- Ace-Normal  
- Ace-Y-Trips  
- Shotgun-Ace Twins  
- Shotgun-Normal  
- Shotgun-Trips

### Key Offensive Plays
- Ace-Normal: Counter Trap  
- Ace-Y-Trips: Fork  
- Shotgun-Ace Twins: Tunnel Screen  
- Shotgun-Y-Trips: PA FL Zig Out

### Defensive Strategy
- Run Defense: 4-4  
- Pass Defense: Nickel  
- Blitz Frequency: Moderate

### Offensive Sets
- Ace-Normal  
- Ace-Spread  
- Ace-Trips

### Key Offensive Plays
- Ace-Spread: PA Fake Toss  
- Ace-Trips: HB Draw  
- Pro Form-Normal: WR Corners  
- Pro Form-Slot: Slants

### Defensive Strategy
- Run Defense: 4-4  
- Pass Defense: Dime  
- Blitz Frequency: Moderate

### Offensive Sets
- Ace-Spread  
- Ace-Trips

### Key Offensive Plays
- Ace-Spread: PA Fake Toss  
- Ace-Trips: HB Draw  
- Pro Form-Normal: WR Corners  
- Pro Form-Slot: Slants

### Defensive Strategy
- Run Defense: 4-4  
- Pass Defense: Dime  
- Blitz Frequency: Moderate
**Idaho State**

**Team Profile**
- **Nickname:** Bengals
- **Conference:** Big Sky
- **Division:** 1-AA
- **Location:** Pocatello, ID
- **Team Colors:** Orange/Black
- **'02 Record (W-L, PF-PA):** 8-3, 331-188

**Team Ratings**

<table>
<thead>
<tr>
<th></th>
<th>All</th>
<th>QB</th>
<th>RB</th>
<th>WR</th>
<th>OL</th>
<th>DL</th>
<th>LB</th>
<th>DB</th>
<th>ST</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>63</td>
<td>73</td>
<td>74</td>
<td>74</td>
<td>76</td>
<td>67</td>
<td>71</td>
<td>72</td>
<td>75</td>
</tr>
</tbody>
</table>

**Key Offensive Plays**
- Ace-Big: HB Sprint
- Ace-Normal: HB Toss
- I Form-Normal: PA Fade
- Flexbone-Split: WR Quick Post

**Defensive Strategy**
- Run Defense: 5-2
- Pass Defense: Nickel
- Blitz Frequency: Moderate

**Offensive Sets**

- Ace-Big
- Ace-Normal
- I Form-Normal
- Flexbone-Split
- Flexbone-Wide
- Shotgun-Split
- Weak-T wins
- Weak-Y -Trips

---

**Illinois**

**Team Profile**
- **Nickname:** Fighting Illini
- **Conference:** Big 10
- **Division:** 1-A
- **Location:** Champaign, IL
- **Team Colors:** Orange/Blue
- **'02 Record (W-L, PF-PA):** 5-7, 346-307

**Team Ratings**

<table>
<thead>
<tr>
<th></th>
<th>All</th>
<th>QB</th>
<th>RB</th>
<th>WR</th>
<th>OL</th>
<th>DL</th>
<th>LB</th>
<th>DB</th>
<th>ST</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>81</td>
<td>84</td>
<td>88</td>
<td>77</td>
<td>86</td>
<td>77</td>
<td>78</td>
<td>83</td>
<td>90</td>
</tr>
</tbody>
</table>

**Key Offensive Plays**
- Ace-Bunch: HB Toss
- Ace-Slot: Toss Strong
- Ace-Spread: Pro Form-Normal: HB Draw
- Ace-Trips: Pro Form-Slot: Flares

**Defensive Strategy**
- Run Defense: 4-4
- Pass Defense: Nickel
- Blitz Frequency: Moderate

**Offensive Sets**

- Ace-Bunch
- Ace-Slot
- Ace-Spread
- Ace-Trips
- Pro Form-Slot
- Pro Form-Normal
- Shotgun-Bunch
- Shotgun-Spread

---

**Illinois State**

**Team Profile**
- **Nickname:** Redbirds
- **Conference:** Gateway
- **Division:** 1-AA
- **Location:** Normal, IL
- **Team Colors:** Red/White
- **'02 Record (W-L, PF-PA):** 6-5, 249-250

**Team Ratings**

<table>
<thead>
<tr>
<th></th>
<th>All</th>
<th>QB</th>
<th>RB</th>
<th>WR</th>
<th>OL</th>
<th>DL</th>
<th>LB</th>
<th>DB</th>
<th>ST</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>61</td>
<td>73</td>
<td>77</td>
<td>76</td>
<td>69</td>
<td>66</td>
<td>71</td>
<td>70</td>
<td>78</td>
</tr>
</tbody>
</table>

**Key Offensive Plays**
- Ace-Bunch: HB Toss
- Ace-Spread: Slot Quick In
- Ace-Trips: Shotgun-2 B Slot
- I Form-Normal: TE Cross
- Shotgun-5 Wide
- Shotgun-Ace

**Defensive Strategy**
- Run Defense: 4-4
- Pass Defense: Nickel
- Blitz Frequency: Moderate

**Offensive Sets**

- Ace-Bunch
- Ace-Spread
- Ace-Trips
- I Form-Normal
- I Form-Slot
- Shotgun-Slot
- Shotgun-2 B Slot
- Shotgun-Ace
- Shotgun-Spread
### Indiana

**Team Profile**
- **Nickname:** Hoosiers
- **Conference:** Big Ten
- **Division:** 1-A
- **Location:** Bloomington, IN
- **Team Colors:** Cream/Crimson
- **'02 Record (W-L, PF-PA):** 3-9, 258-445

**Offensive Sets**
- Ace-Slot
- Ace-Y-Twins
- Pro Form-Normal
- Shotgun-Normal
- Maryland I
- Pro Form-Normal
- Strong-Normal
- Weak-Normal

**Key Offensive Plays**
- Ace-Slot: Toss Weak
- Maryland I: FB Blast
- Pro Form-Normal: Counter Wide
- Shotgun-Normal: WR Arrow

**Defensive Strategy**
- Run Defense: 4-4
- Pass Defense: Nickel
- Blitz Frequency: Moderate

### Indiana State

**Team Profile**
- **Nickname:** Sycamores
- **Conference:** Gateway
- **Division:** 1-AA
- **Location:** Terra Haute, IN
- **Team Colors:** Royal Blue/White
- **'02 Record (W-L, PF-PA):** 5-7, 226-318

**Offensive Sets**
- Ace-Big
- Ace-Bunch
- Ace-Normal
- Ace-Trips
- Ace-Y-Trips
- Ace-Y-Twins
- I Form-Normal
- Strong-Slot
- Weak-T wins

**Key Offensive Plays**
- Ace-Big: Over Under
- Ace-Bunch: Safety Divide
- Ace-Y-Trips: PA Cross Out
- No Back: Deep Post

**Defensive Strategy**
- Run Defense: 4-4
- Pass Defense: Nickel
- Blitz Frequency: Moderate

### Iowa

**Team Profile**
- **Nickname:** Hawkeyes
- **Conference:** Big Ten
- **Division:** 1-A
- **Location:** Iowa City, IA
- **Team Colors:** Old Gold/Black
- **'02 Record (W-L, PF-PA):** 11-2, 484-256

**Offensive Sets**
- Ace-Normal
- Ace-Slot
- Ace-Twins
- Ace-Y-Twins
- I Form-Tight
- I Form-Twins
- Shotgun-Y-Trips
- Strong-Normal

**Key Offensive Plays**
- Ace-Normal: HB Toss
- Ace-Slot: Toss Strong
- I Form-Tight: Counter Trey
- Shotgun-Y-Trips: Z Cross

**Defensive Strategy**
- Run Defense: 5-2
- Pass Defense: Nickel
- Blitz Frequency: Aggressive
Iowa State

Team Profile

Nickname: Cyclones
Conference: Big 12—North
Division: 1-A
Location: Ames, IA
Team Colors: Cardinal/Gold
'02 Record (W-L, PF-PA): 7-7, 404-396

Key Offensive Plays
- Ace-Normal: HB Sting
- I Form-Tight: HB Iso
- Shotgun-Spread: Quick Outs
- Shotgun-Trips: Fork

Defensive Strategy
- Run Defense: 5-2
- Pass Defense: Nickel
- Blitz Frequency: Moderate

Jackson State

Team Profile

Nickname: Tigers
Conference: Southwestern Athletic
Division: 1-AA
Location: Jackson, MS
Team Colors: Blue/White
'02 Record (W-L, PF-PA): 7-4, 330-267

Key Offensive Plays
- Ace-Normal: PA TE
- Shotgun-5 Wide: Slot Outs
- Shotgun-Bunch: Inside Seam
- Shotgun-Spread: Slot Wheels

Defensive Strategy
- Run Defense: 4-4
- Pass Defense: Dime
- Blitz Frequency: Moderate

James Madison

Team Profile

Nickname: Dukes
Conference: Atlantic 10
Division: 1-AA
Location: Harrisonburg, VA
Team Colors: Purple/Gold
'02 Record (W-L, PF-PA): 5-7, 196-272

Key Offensive Plays
- Ace-Y-Trips: HB Toss
- Shotgun-Ace Twins: Drag Special
- Shotgun-Spread: Double Flag
- Shotgun-Y-Trips: Inside Draw

Defensive Strategy
- Run Defense: 5-2
- Pass Defense: Dime
- Blitz Frequency: Moderate
Kansas

<table>
<thead>
<tr>
<th>Team Profile</th>
<th>Nickname: Jayhawks</th>
<th>Conference: Big 12—North</th>
<th>Division: 1-A</th>
<th>Location: Lawrence, KS</th>
<th>Team Colors: Crimson/Blue</th>
<th>'02 Record (W-L, PF-PA): 2-10, 248-507</th>
</tr>
</thead>
</table>

<table>
<thead>
<tr>
<th>Offensive Sets</th>
<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>Ace-Normal</td>
<td>I Form-Slot: HB Weak</td>
<td>Shotgun-Trips: Hook Outs</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Ace-Spread</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Ace-Y-Trips</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Key Offensive Plays</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>• Ace-Normal: HB Sting</td>
<td></td>
</tr>
<tr>
<td>• I Form-Slot: HB Weak</td>
<td></td>
</tr>
<tr>
<td>• Shotgun-Split: WR Post</td>
<td></td>
</tr>
<tr>
<td>• Shotgun Trips: Hook Outs</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Defensive Strategy</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>• Run Defense: 4-4</td>
<td></td>
</tr>
<tr>
<td>• Pass Defense: Nickel</td>
<td></td>
</tr>
<tr>
<td>• Blitz Frequency: Moderate</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Team Ratings</th>
<th>All</th>
<th>QB</th>
<th>RB</th>
<th>WR</th>
<th>OL</th>
<th>DL</th>
<th>LB</th>
<th>DB</th>
<th>ST</th>
</tr>
</thead>
<tbody>
<tr>
<td>Kansas</td>
<td>73</td>
<td>85</td>
<td>79</td>
<td>72</td>
<td>74</td>
<td>74</td>
<td>80</td>
<td>77</td>
<td>84</td>
</tr>
</tbody>
</table>

Kansas State

<table>
<thead>
<tr>
<th>Team Profile</th>
<th>Nickname: Wildcats</th>
<th>Conference: Big 12—North</th>
<th>Division: 1-A</th>
<th>Location: Manhattan, KS</th>
<th>Team Colors: Purple/White</th>
<th>'02 Record (W-L, PF-PA): 11-2, 582-154</th>
</tr>
</thead>
</table>

<table>
<thead>
<tr>
<th>Offensive Sets</th>
<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>Ace-Slot</td>
<td>I Form-Tight: Lead Toss</td>
<td>Shotgun-Trips: Inside Out</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Ace-Trips</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Ace-Y-Trips</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Key Offensive Plays</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>• Ace-Slot: Option Weak</td>
<td></td>
</tr>
<tr>
<td>• I Form-Tight: Lead Toss</td>
<td></td>
</tr>
<tr>
<td>• Shotgun-Normal: WR Arrow</td>
<td></td>
</tr>
<tr>
<td>• Shotgun-Trips: Inside Out</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Defensive Strategy</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>• Run Defense: 4-4</td>
<td></td>
</tr>
<tr>
<td>• Pass Defense: Nickel</td>
<td></td>
</tr>
<tr>
<td>• Blitz Frequency: Aggressive</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Team Ratings</th>
<th>All</th>
<th>QB</th>
<th>RB</th>
<th>WR</th>
<th>OL</th>
<th>DL</th>
<th>LB</th>
<th>DB</th>
<th>ST</th>
</tr>
</thead>
<tbody>
<tr>
<td>Kansas State</td>
<td>98</td>
<td>94</td>
<td>96</td>
<td>87</td>
<td>88</td>
<td>88</td>
<td>89</td>
<td>86</td>
<td>94</td>
</tr>
</tbody>
</table>

Kent State

<table>
<thead>
<tr>
<th>Team Profile</th>
<th>Nickname: Golden Flashes</th>
<th>Conference: Mid-American—East</th>
<th>Division: 1-A</th>
<th>Location: Kent, OH</th>
<th>Team Colors: Navy Blue/Gold</th>
<th>'02 Record (W-L, PF-PA): 3-9, 202-424</th>
</tr>
</thead>
</table>

<table>
<thead>
<tr>
<th>Offensive Sets</th>
<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>Ace-Normal</td>
<td>I Form-Y-Trips: Speed Option</td>
<td>Shotgun-Normal: WR Under</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Ace-Slot</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Ace-Y-Trips</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Key Offensive Plays</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>• Ace-Normal: HB Tackle</td>
<td></td>
</tr>
<tr>
<td>• I Form-Y-Trips: Speed Option</td>
<td></td>
</tr>
<tr>
<td>• Shotgun-2B Slot: Slants</td>
<td></td>
</tr>
<tr>
<td>• Shotgun-Normal: WR Under</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Defensive Strategy</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>• Run Defense: 4-4</td>
<td></td>
</tr>
<tr>
<td>• Pass Defense: Dime</td>
<td></td>
</tr>
<tr>
<td>• Blitz Frequency: Moderate</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Team Ratings</th>
<th>All</th>
<th>QB</th>
<th>RB</th>
<th>WR</th>
<th>OL</th>
<th>DL</th>
<th>LB</th>
<th>DB</th>
<th>ST</th>
</tr>
</thead>
<tbody>
<tr>
<td>Kent State</td>
<td>72</td>
<td>85</td>
<td>81</td>
<td>73</td>
<td>80</td>
<td>71</td>
<td>78</td>
<td>78</td>
<td>78</td>
</tr>
</tbody>
</table>
Kentucky

Team Profile
Nickname: Wildcats
Conference: Southeastern-East
Division: 1-A
Location: Lexington, KY
Team Colors: Blue/White
'02 Record (W-L, PF-PA): 7-5, 385-301

Team Ratings
<table>
<thead>
<tr>
<th>Team</th>
<th>All</th>
<th>QB</th>
<th>RB</th>
<th>WR</th>
<th>OL</th>
<th>DL</th>
<th>LB</th>
<th>DB</th>
<th>ST</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>79</td>
<td>90</td>
<td>77</td>
<td>83</td>
<td>87</td>
<td>78</td>
<td>73</td>
<td>78</td>
<td>88</td>
</tr>
</tbody>
</table>

Key Offensive Plays
- I Form-Tight: Lead Toss
- I Form-Tight: PA Streak
- Shotgun-Split: Quick Outs
- Shotgun-Trips: Angle

Defensive Strategy
- Run Defense: 4-4
- Pass Defense: Nickel
- Blitz Frequency: Moderate

Louisiana Tech

Team Profile
Nickname: Bulldogs
Conference: Western Athletic
Division: 1-A
Location: Ruston, LA
Team Colors: Red/Blue
'02 Record (W-L, PF-PA): 4-8, 320-426

Team Ratings
<table>
<thead>
<tr>
<th>Team</th>
<th>All</th>
<th>QB</th>
<th>RB</th>
<th>WR</th>
<th>OL</th>
<th>DL</th>
<th>LB</th>
<th>DB</th>
<th>ST</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>75</td>
<td>89</td>
<td>76</td>
<td>83</td>
<td>79</td>
<td>73</td>
<td>75</td>
<td>75</td>
<td>92</td>
</tr>
</tbody>
</table>

Key Offensive Plays
- Ace-Slot: HB Sting
- No Back: Rollout
- Shotgun-5 Wide: Middle Attack
- Shotgun-Normal: Corners

Defensive Strategy
- Run Defense: 4-4
- Pass Defense: Nickel
- Blitz Frequency: Moderate

Louisville

Team Profile
Nickname: Cardinals
Conference: USA
Division: 1-A
Location: Louisville, KY
Team Colors: Red/Black/White
'02 Record (W-L, PF-PA): 7-6, 374-319

Team Ratings
<table>
<thead>
<tr>
<th>Team</th>
<th>All</th>
<th>QB</th>
<th>RB</th>
<th>WR</th>
<th>OL</th>
<th>DL</th>
<th>LB</th>
<th>DB</th>
<th>ST</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>84</td>
<td>83</td>
<td>83</td>
<td>83</td>
<td>80</td>
<td>77</td>
<td>85</td>
<td>87</td>
<td>88</td>
</tr>
</tbody>
</table>

Key Offensive Plays
- Ace-Slot: Toss Weak
- Ace-Spread: HB Toss
- No Back: WR Under
- Shotgun-Spread: All Hooks

Defensive Strategy
- Run Defense: 4-4
- Pass Defense: Nickel
- Blitz Frequency: Aggressive
**Team Profile**

**Nickname:** Fighting Tigers  
**Conference:** Southeastern—West  
**Division:** 1-A  
**Location:** Baton Rouge, LA  
**Team Colors:** Purple/Gold  
**'02 Record (W-L, PF-PA):** 8-5, 323-238

---

**Team Profile**

**Nickname:** Black Bears  
**Conference:** Atlantic 10  
**Division:** 1-AA  
**Location:** Orono, ME  
**Team Colors:** Blue/White  
**'02 Record (W-L, PF-PA):** 11-3, 343-216

---

**Team Profile**

**Nickname:** Thundering Herd  
**Conference:** Mid-American—East  
**Division:** 1-A  
**Location:** Huntington, WV  
**Team Colors:** Green/White  
**'02 Record (W-L, PF-PA):** 11-2, 457-315
### Maryland

**Team Ratings**

<table>
<thead>
<tr>
<th>Team</th>
<th>All</th>
<th>QB</th>
<th>RB</th>
<th>WR</th>
<th>OL</th>
<th>DL</th>
<th>LB</th>
<th>DB</th>
<th>ST</th>
</tr>
</thead>
<tbody>
<tr>
<td>Maryland</td>
<td></td>
<td>93</td>
<td>86</td>
<td>93</td>
<td>86</td>
<td>92</td>
<td>86</td>
<td>86</td>
<td>94</td>
</tr>
</tbody>
</table>

**Nickname:** Terrapins (Terps)

**Conference:** Atlantic Coast

**Division:** 1-A

**Location:** College Park, MD

**Team Colors:** Red/White/Black/Gold

'02 Record (W-L, PF-PA): 11-3, 451-228

**Key Offensive Plays**

- I Form-Normal: HB Lead
- I Form-Twins: Slot Reverse
- Shotgun-2B Slot: Slot Corner
- Shotgun-Split: Read

**Defensive Strategy**

- Run Defense: 4-4
- Pass Defense: Nickel
- Blitz Frequency: Aggressive

### Memphis

**Team Ratings**

<table>
<thead>
<tr>
<th>Team</th>
<th>All</th>
<th>QB</th>
<th>RB</th>
<th>WR</th>
<th>OL</th>
<th>DL</th>
<th>LB</th>
<th>DB</th>
<th>ST</th>
</tr>
</thead>
<tbody>
<tr>
<td>Memphis</td>
<td></td>
<td>72</td>
<td>84</td>
<td>81</td>
<td>76</td>
<td>73</td>
<td>72</td>
<td>77</td>
<td>76</td>
</tr>
</tbody>
</table>

**Nickname:** Tigers

**Conference:** USA

**Division:** 1-A

**Location:** Memphis, TN

**Team Colors:** Blue/Gray

'02 Record (W-L, PF-PA): 3-9, 303-327

**Key Offensive Plays**

- I Form-Normal: Lead Toss
- I Form-Twins: Counter Lead
- Shotgun-Ace: Double Hitch
- Shotgun-Bunch: Clearout

**Defensive Strategy**

- Run Defense: 4-4
- Pass Defense: Nickel
- Blitz Frequency: Moderate

### Miami

**Team Ratings**

<table>
<thead>
<tr>
<th>Team</th>
<th>All</th>
<th>QB</th>
<th>RB</th>
<th>WR</th>
<th>OL</th>
<th>DL</th>
<th>LB</th>
<th>DB</th>
<th>ST</th>
</tr>
</thead>
<tbody>
<tr>
<td>Miami</td>
<td></td>
<td>99</td>
<td>89</td>
<td>96</td>
<td>94</td>
<td>97</td>
<td>88</td>
<td>95</td>
<td>92</td>
</tr>
</tbody>
</table>

**Nickname:** Hurricanes

**Conference:** Big East

**Division:** 1-A

**Location:** Coral Gables, FL

**Team Colors:** Orange/Green/White

'02 Record (W-L, PF-PA): 12-1, 527-248

**Key Offensive Plays**

- Ace-Bunch: HB Toss
- Ace-Trips: Counter Trap
- I Form-Tight: PA Streak
- Shotgun-Normal: Corners

**Defensive Strategy**

- Run Defense: 5-2
- Pass Defense: 3-4
- Blitz Frequency: Aggressive
### Miami-Ohio

**Team Profile**
- **Nickname:** Red Hawks
- **Conference:** Mid-American—East
- **Division:** 1-A
- **Location:** Oxford, OH
- **Team Colors:** Red/White
- **’02 Record (W-L, PF-PA):** 7-5, 384-325

**Offensive Sets**
- Ace-Normal
- Ace-Twins
- Ace-Y-Trips
- Pro Form-Slot
- Power T-Normal
- Shotgun-Spread
- Shotgun-Trips
- Shotgun-ZB Slot
- Shotgun-Y-Trips

**Team Ratings**

<table>
<thead>
<tr>
<th></th>
<th>All</th>
<th>QB</th>
<th>RB</th>
<th>WR</th>
<th>OL</th>
<th>DL</th>
<th>LB</th>
<th>DB</th>
<th>ST</th>
</tr>
</thead>
<tbody>
<tr>
<td>Miami-Ohio</td>
<td>79</td>
<td>90</td>
<td>82</td>
<td>80</td>
<td>83</td>
<td>73</td>
<td>80</td>
<td>76</td>
<td>87</td>
</tr>
</tbody>
</table>

**Key Offensive Plays**
- Shotgun-Spread: All Hooks
- Ace-Normal: HB Sting
- Ace-Twins: HB Dive
- Pro Form-Slot: Post Corner

**Defensive Strategy**
- Run Defense: 5-2
- Pass Defense: Nickel
- Blitz Frequency: Moderate

---

### Michigan

**Team Profile**
- **Nickname:** Wolverines
- **Conference:** Big Ten
- **Division:** 1-A
- **Location:** Ann Arbor, MI
- **Team Colors:** Maize/Blue
- **’02 Record (W-L, PF-PA):** 10-3, 361-265

**Offensive Sets**
- Ace-Bunch
- Ace-Slot
- Ace-Trips
- Ace-Bunch: Weak Toss
- Ace-Slot: Toss Weak
- Ace-Twins: Outs
- Ace-Y-Trips: Outs
- Ace-Twins: HB Dive
- Ace-Bunch: HB Toss
- Ace-Slot: Toss Weak
- Ace-Twins: Weak Toss
- Ace-Y-Trips: Weak Toss
- Ace-Twins: Outs
- Ace-Bunch: HB Toss
- Ace-Slot: Toss Weak
- Ace-Twins: Weak Toss
- Ace-Y-Trips: Weak Toss

**Team Ratings**

<table>
<thead>
<tr>
<th></th>
<th>All</th>
<th>QB</th>
<th>RB</th>
<th>WR</th>
<th>OL</th>
<th>DL</th>
<th>LB</th>
<th>DB</th>
<th>ST</th>
</tr>
</thead>
<tbody>
<tr>
<td>Michigan</td>
<td>90</td>
<td>89</td>
<td>92</td>
<td>85</td>
<td>95</td>
<td>87</td>
<td>83</td>
<td>87</td>
<td>79</td>
</tr>
</tbody>
</table>

**Key Offensive Plays**
- Ace-Bunch: Weak Toss
- Ace-Slot: Toss Weak
- Ace-Twins: Outs
- Ace-Y-Trips: Weak Toss
- Shotgun-Spread: Quick Slants

**Defensive Strategy**
- Run Defense: 5-2
- Pass Defense: Dime
- Blitz Frequency: Aggressive

---

### Michigan State

**Team Profile**
- **Nickname:** Spartans
- **Conference:** Big Ten
- **Division:** 1-A
- **Location:** East Lansing, MI
- **Team Colors:** Green/White
- **’02 Record (W-L, PF-PA):** 4-8, 316-398

**Offensive Sets**
- Ace-Bunch
- Ace-Spread
- Ace-Twins
- Ace-Bunch: HB Toss
- Ace-Spread: Inside Wheel
- Ace-Twins: Outs
- Maryland I: PA Counter
- Shotgun-Bunch: Inside Wheel

**Team Ratings**

<table>
<thead>
<tr>
<th></th>
<th>All</th>
<th>QB</th>
<th>RB</th>
<th>WR</th>
<th>OL</th>
<th>DL</th>
<th>LB</th>
<th>DB</th>
<th>ST</th>
</tr>
</thead>
<tbody>
<tr>
<td>Michigan State</td>
<td>75</td>
<td>84</td>
<td>78</td>
<td>79</td>
<td>85</td>
<td>75</td>
<td>74</td>
<td>80</td>
<td>79</td>
</tr>
</tbody>
</table>

**Key Offensive Plays**
- Ace-Bunch: HB Toss
- Ace-Spread: Inside Wheel
- Ace-Twins: Outs
- Maryland I: PA Counter
- Shotgun-Bunch: Inside Wheel

**Defensive Strategy**
- Run Defense: 5-2
- Pass Defense: Nickel
- Blitz Frequency: Moderate
Middle Tenn State

Team Profile
Nickname: Blue Raiders
Conference: Sunbelt
Division: 1-A
Location: Murfreesboro, TN
Team Colors: Blue/White
'02 Record (W-L, PF-PA): 4-8, 297-332

Key Offensive Plays
- Ace-Slot: HB Tackle
- I Form-Normal: Lead Toss
- Shotgun-Split: Double Flats
- Shotgun Spread: Stretch

Defensive Strategy
- Run Defense: 4-4
- Pass Defense: Nickel
- Blitz Frequency: Moderate

Minnesota

Team Profile
Nickname: Golden Gophers
Conference: Big Ten
Division: 1-A
Location: Minneapolis, MN
Team Colors: Maroon/Gold
'02 Record (W-L, PF-PA): 8-5, 376-319

Key Offensive Plays
- Ace-Twins: HB Toss
- No Back: Arrow
- Strong-Slot: HB Circle

Defensive Strategy
- Run Defense: 5-2
- Pass Defense: Nickel
- Blitz Frequency: Moderate

Mississippi State

Team Profile
Nickname: Bulldogs
Conference: Southeastern—West
Division: 1-A
Location: Starkville, MS
Team Colors: Maroon/White
'02 Record (W-L, PF-PA): 3-9, 227-339

Key Offensive Plays
- I Form-Normal: HB Lead
- I Form-Twins: PA Corner
- Shotgun-Normal: Inside Draw
- Shotgun-Y-Trips: Z Cross

Defensive Strategy
- Run Defense: 5-2
- Pass Defense: Dime
- Blitz Frequency: Moderate
**Mississippi Valley State**

**Team Profile**
- **Nickname:** Delta Devils
- **Conference:** Southwestern Athletic
- **Division:** 1-AA
- **Location:** Itta Bena, MS
- **Team Colors:** Green/White
- **'02 Record (W-L, PF-PA):** 5-6, 241-260

**Offensive Sets**
- Ace-Normal
- I Form-Normal
- I Form-Y-Trips
- Power I
- Strong Slot
- Wishbone-Wide

**Key Offensive Plays**
- I Form-Normal: Lead Toss
- I Form-Y-Trips: Strong Toss
- Flexbone-Twins: PA Read
- Maryland I: QB FB Option

**Defensive Strategy**
- Run Defense: 4-4
- Pass Defense: Nickel
- Blitz Frequency: Moderate

**Team Ratings**
- All: 53
- QB: 71
- RB: 68
- WR: 74
- OL: 70
- DL: 66
- LB: 70
- DB: 71
- ST: 57

**Missouri**

**Team Profile**
- **Nickname:** Tigers
- **Conference:** Big 12—North
- **Division:** 1-A
- **Location:** Columbia, MO
- **Team Colors:** Old Gold/Black
- **'02 Record (W-L, PF-PA):** 5-7, 360-352

**Offensive Sets**
- Ace-Slot
- Ace-Trips
- Ace-Y-Trips
- Flexbone-Split
- Shotgun-Normal
- Shotgun-Split
- Shotgun-Y-Trips

**Key Offensive Plays**
- Flexbone-Split: Triple Option
- Shotgun-Normal: Slot Drag
- Shotgun-Split: HB Flat
- Shotgun-Trips: Inside Out

**Defensive Strategy**
- Run Defense: 4-4
- Pass Defense: Dime
- Blitz Frequency: Moderate

**Team Ratings**
- All: 84
- QB: 93
- RB: 87
- WR: 81
- OL: 89
- DL: 80
- LB: 81
- DB: 79
- ST: 82

**Montana**

**Team Profile**
- **Nickname:** Grizzlies
- **Conference:** Big Sky
- **Division:** 1-AA
- **Location:** Missoula, MT
- **Team Colors:** Maroon/Gray
- **'02 Record (W-L, PF-PA):** 11-3, 441-260

**Offensive Sets**
- Ace-Bunch
- Ace-Normal
- Ace-Y-Trips
- Shotgun-5 Wide
- Shotgun-Bunch
- Shotgun-Spread
- Shotgun-Y Trips

**Key Offensive Plays**
- Ace-Bunch: Backside Post
- Ace-Normal: PA TE
- Ace-Y-Trips: Quick Posts
- Shotgun Spread: Slot Wheels

**Defensive Strategy**
- Run Defense: 5-2
- Pass Defense: Dime
- Blitz Frequency: Moderate

**Team Ratings**
- All: 72
- QB: 82
- RB: 78
- WR: 77
- OL: 86
- DL: 75
- LB: 75
- DB: 73
- ST: 82
Montana State

Montana State Team Ratings

<table>
<thead>
<tr>
<th>Team</th>
<th>All</th>
<th>QB</th>
<th>RB</th>
<th>WR</th>
<th>OL</th>
<th>DL</th>
<th>LB</th>
<th>DB</th>
<th>ST</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>60</td>
<td>71</td>
<td>71</td>
<td>72</td>
<td>76</td>
<td>67</td>
<td>69</td>
<td>77</td>
<td>73</td>
</tr>
</tbody>
</table>

Team Profile

Nickname: Bobcats
Conference: Big Sky
Division: 1-AA
Location: Bozeman, MT
Team Colors: Blue/Gold
'02 Record (W-L, PF-PA): 7-6, 298-282

Key Offensive Plays
- Ace-Normal: PA Curl
- Ace-Trips: Cross
- I Form-Normal: HB Iso
- No Back: Deep Flood

Defensive Strategy
- Run Defense: 4-4
- Pass Defense: Nickel
- Blitz Frequency: Moderate

Morgan State

Morgan State Team Ratings

<table>
<thead>
<tr>
<th>Team</th>
<th>All</th>
<th>QB</th>
<th>RB</th>
<th>WR</th>
<th>OL</th>
<th>DL</th>
<th>LB</th>
<th>DB</th>
<th>ST</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>53</td>
<td>71</td>
<td>68</td>
<td>71</td>
<td>69</td>
<td>66</td>
<td>67</td>
<td>70</td>
<td>61</td>
</tr>
</tbody>
</table>

Team Profile

Nickname: Bears
Conference: Mid-Eastern Athletic
Division: 1-AA
Location: Baltimore, MD
Team Colors: Blue/Orange
'02 Record (W-L, PF-PA): 7-5, 364-345

Key Offensive Plays
- Ace-Bunch: Weak Toss
- Ace-Trips: Vertical
- Shotgun-2B Slot: Slants
- Shotgun-5 Wide: Inside Out

Defensive Strategy
- Run Defense: 5-2
- Pass Defense: Nickel
- Blitz Frequency: Rarely

Navy

Navy Team Ratings

<table>
<thead>
<tr>
<th>Team</th>
<th>All</th>
<th>QB</th>
<th>RB</th>
<th>WR</th>
<th>OL</th>
<th>DL</th>
<th>LB</th>
<th>DB</th>
<th>ST</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>66</td>
<td>79</td>
<td>78</td>
<td>70</td>
<td>73</td>
<td>67</td>
<td>77</td>
<td>72</td>
<td>82</td>
</tr>
</tbody>
</table>

Team Profile

Nickname: Midshipmen
Conference: Independent
Division: 1-A
Location: Annapolis, MD
Team Colors: Navy Blue/Gold
'02 Record (W-L, PF-PA): 2-10, 290-436

Key Offensive Plays
- Flexbone-Normal: FB Option
- Flexbone-Slot: Triple Option
- Flexbone-Split: PA TE Drag
- Power I: PA Fly

Defensive Strategy
- Run Defense: 5-2
- Pass Defense: Nickel
- Blitz Frequency: Moderate
**Nebraska**

**Team Profile**
- **Nickname:** Cornhuskers
- **Conference:** Big 12—North
- **Division:** 1-A
- **Location:** Lincoln, NE
- **Team Colors:** Scarlet/Cream
- **'02 Record (W-L, PF-PA):** 7-7, 383-335

**Offensive Sets**
- Ace-Bunch
- Ace-Slot
- Ace-Y-Trips
- I Form-Normal
- I Form-Slot
- I Form-Tight
- Maryland I
- Shotgun-Spread

**Key Offensive Plays**
- Ace-Slot: HB Sting
- I Form-Normal: Power Option
- I Form-Slot: Option Pass
- Maryland I: PA Counter

**Defensive Strategy**
- Run Defense: 3-4
- Pass Defense: Nickel
- Blitz Frequency: Aggressive

---

**Nevada**

**Team Profile**
- **Nickname:** Wolf Pack
- **Conference:** Western Athletic
- **Division:** 1-A
- **Location:** NV
- **Team Colors:** Reno
- **'02 Record (W-L, PF-PA):** 5-7, 331-371

**Offensive Sets**
- Ace-Normal
- Ace-Slot
- Ace-Twins
- Ace-Y-Trips
- Shotgun-Spread
- Shotgun-Trips
- Shotgun-2B Slot
- Shotgun-5 Wide

**Key Offensive Plays**
- Ace-Normal: HB Toss
- Ace-Twins: HB Sting
- Shotgun-Trips: HB Draw
- Shotgun-5 Wide: Assault

**Defensive Strategy**
- Run Defense: 4-4
- Pass Defense: Nickel
- Blitz Frequency: Moderate

---

**New Hampshire**

**Team Profile**
- **Nickname:** Wildcats
- **Conference:** Atlantic 10
- **Division:** 1-AA
- **Location:** Durham, NH
- **Team Colors:** Blue/White
- **'02 Record (W-L, PF-PA):** 3-8, 199-345

**Offensive Sets**
- Ace-Normal
- Ace-Y-Trips
- Shotguns-Ace T wins
- Shotguns-Spread
- Shotguns-Y-Trips
- I-Form T wins
- No Back
- Strong Twins
- Weak-Slot

**Key Offensive Plays**
- Ace-Normal: HB Draw
- Ace-Y-Trips: PA Wheel
- No Back: In 'N Out
- Strong Twins: Slot Post

**Defensive Strategy**
- Run Defense: 5-2
- Pass Defense: Nickel
- Blitz Frequency: Moderate
### New Mexico

**Team Ratings**

<table>
<thead>
<tr>
<th>Team</th>
<th>All</th>
<th>QB</th>
<th>RB</th>
<th>WR</th>
<th>OL</th>
<th>DL</th>
<th>LB</th>
<th>DB</th>
<th>ST</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>81</td>
<td>84</td>
<td>89</td>
<td>82</td>
<td>84</td>
<td>79</td>
<td>83</td>
<td>78</td>
<td>80</td>
</tr>
</tbody>
</table>

**Team Profile**

- **Nickname:** Lobos
- **Conference:** Mountain West
- **Division:** Division: 1-A
- **Location:** Albuquerque, NM
- **Team Colors:** Cherry/Silver
- **'02 Record (W-L, PF-PA):** 7-7, 341-358

**Key Offensive Plays**

- Ace-Normal: HB Tackle
- Ace-Slot: Toss Weak
- Shotgun-5 Wide: Middle Clear
- Shotgun-Spread: Stretch

**Defensive Strategy**

- Run Defense: 4-4
- Pass Defense: Nickel
- Blitz Frequency: Moderate

### New Mexico State

**Team Ratings**

<table>
<thead>
<tr>
<th>Team</th>
<th>All</th>
<th>QB</th>
<th>RB</th>
<th>WR</th>
<th>OL</th>
<th>DL</th>
<th>LB</th>
<th>DB</th>
<th>ST</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>73</td>
<td>86</td>
<td>82</td>
<td>79</td>
<td>81</td>
<td>67</td>
<td>80</td>
<td>74</td>
<td>83</td>
</tr>
</tbody>
</table>

**Team Profile**

- **Nickname:** Aggies
- **Conference:** Sunbelt
- **Division:** 1-A
- **Location:** Las Cruces, NM
- **Team Colors:** Crimson/White
- **'02 Record (W-L, PF-PA):** 7-5, 327-328

**Key Offensive Plays**

- Ace-Slot: HB Dive Weak
- Ace-Twins: QB Draw
- I Form-Twins: PA Screen
- Shotgun-Split: Double Flats

**Defensive Strategy**

- Run Defense: 5-2
- Pass Defense: Dime
- Blitz Frequency: Moderate

### Norfolk State

**Team Ratings**

<table>
<thead>
<tr>
<th>Team</th>
<th>All</th>
<th>QB</th>
<th>RB</th>
<th>WR</th>
<th>OL</th>
<th>DL</th>
<th>LB</th>
<th>DB</th>
<th>ST</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>50</td>
<td>64</td>
<td>64</td>
<td>66</td>
<td>66</td>
<td>61</td>
<td>65</td>
<td>72</td>
<td>71</td>
</tr>
</tbody>
</table>

**Team Profile**

- **Nickname:** Spartans
- **Conference:** Mid-Eastern Athletic
- **Division:** 1-AA
- **Location:** Norfolk, VA
- **Team Colors:** Green/Gold
- **'02 Record (W-L, PF-PA):** 5-6, 209-286

**Key Offensive Plays**

- Ace-Big: HB Sprint
- Ace-Normal: Speed Option
- I Form-Normal: TE Cross
- Shotgun-Split: Quick Outs

**Defensive Strategy**

- Run Defense: 4-4
- Pass Defense: Dime
- Blitz Frequency: Rarely
## North Carolina

**Team Profile**
- **Nickname:** Tar Heels
- **Conference:** Atlantic Coast
- **Division:** 1-A
- **Location:** Chapel Hill, NC
- **Team Colors:** Carolina Blue/White
- **’02 Record (W-L, PF-PA):** 3-9, 223-421

### Ratings

<table>
<thead>
<tr>
<th></th>
<th>All</th>
<th>QB</th>
<th>RB</th>
<th>WR</th>
<th>OL</th>
<th>DL</th>
<th>LB</th>
<th>DB</th>
<th>ST</th>
</tr>
</thead>
<tbody>
<tr>
<td>NC</td>
<td>76</td>
<td>84</td>
<td>81</td>
<td>80</td>
<td>82</td>
<td>69</td>
<td>76</td>
<td>83</td>
<td>87</td>
</tr>
</tbody>
</table>

### Key Offensive Plays
- Ace-Bunch: PA Toss Across
- Ace-Slot: Toss Weak
- I Form-Twins: Lead Toss
- Shotgun-Spread: Double Flag

### Defensive Strategy
- Run Defense: 4-4
- Pass Defense: Dime
- Blitz Frequency: Moderate

### Offensive Sets
- Ace-Bunch
- Ace-Empty
- Ace-Slot
- I Form-Normal
- I Form-Twins
- Shotgun-2B Slot
- Shotgun-5 Wide
- Shotgun-Spread
- Shotgun-Trips

## North Carolina A&T

**Team Profile**
- **Nickname:** Aggies
- **Conference:** Mid-Eastern Athletic
- **Division:** 1-AA
- **Location:** Greensboro, NC
- **Team Colors:** Blue/Gold
- **’02 Record (W-L, PF-PA):** 4-8, 281-271

### Ratings

<table>
<thead>
<tr>
<th></th>
<th>All</th>
<th>QB</th>
<th>RB</th>
<th>WR</th>
<th>OL</th>
<th>DL</th>
<th>LB</th>
<th>DB</th>
<th>ST</th>
</tr>
</thead>
<tbody>
<tr>
<td>NC</td>
<td>53</td>
<td>69</td>
<td>68</td>
<td>70</td>
<td>71</td>
<td>64</td>
<td>65</td>
<td>69</td>
<td>73</td>
</tr>
</tbody>
</table>

### Key Offensive Plays
- I Form-Normal: Lead Toss
- I Form-Y-Trips: PA Stop and Go
- Flexbone-Twins: FB Option
- Wishbone-Wide: Tr Option Rev

### Defensive Strategy
- Run Defense: 5-2
- Pass Defense: Dime
- Blitz Frequency: Rarely

### Offensive Sets
- Ace-Normal
- Ace-Y-Twins
- I Form-Tight
- Flexbone-Twins
- Flexbone-Wide
- Maryland I
- Power I
- Strong-Slot
- Wishbone-Wide

## North Carolina State

**Team Profile**
- **Nickname:** Wolfpack
- **Conference:** Atlantic Coast
- **Division:** 1-A
- **Location:** Raleigh, NC
- **Team Colors:** Red/White
- **’02 Record (W-L, PF-PA):** 11-3, 460-238

### Ratings

<table>
<thead>
<tr>
<th></th>
<th>All</th>
<th>QB</th>
<th>RB</th>
<th>WR</th>
<th>OL</th>
<th>DL</th>
<th>LB</th>
<th>DB</th>
<th>ST</th>
</tr>
</thead>
<tbody>
<tr>
<td>NC</td>
<td>91</td>
<td>95</td>
<td>92</td>
<td>85</td>
<td>89</td>
<td>78</td>
<td>86</td>
<td>88</td>
<td>87</td>
</tr>
</tbody>
</table>

### Key Offensive Plays
- Ace-Normal: HB Toss
- I Form-Tight: Rollout
- Shotgun-5 Wide: Deep Post
- Shotgun-Trips: Hookouts

### Defensive Strategy
- Run Defense: 4-4
- Pass Defense: Dime
- Blitz Frequency: Moderate

### Offensive Sets
- Ace-Normal
- Ace-Y-Twins
- I Form-Tight
- Shotgun-2B Slot
- Shotgun-5 Wide
- Shotgun-Ace Twins
- Shotgun-Trips
- Strong-Twins

- Ace-Normal: FB Option
- I Form-Normal: Lead Toss
- I Form-Y-Trips: PA Stop and Go
- Flexbone-Twins: FB Option
- Wishbone-Wide: Tr Option Rev

- Flexbone-Twins: FB Option
- Wishbone-Wide: Tr Option Rev
### North Texas

**Team Profile**
- **Nickname:** Eagles
- **Conference:** Sunbelt
- **Division:** 1-A
- **Location:** Denton, TX
- **Team Colors:** Green/White
- **'02 Record (W-L, PF-PA):** 8-5, 249-192

**Team Ratings**

<table>
<thead>
<tr>
<th>Team</th>
<th>All</th>
<th>QB</th>
<th>RB</th>
<th>WR</th>
<th>OL</th>
<th>DL</th>
<th>LB</th>
<th>DB</th>
<th>ST</th>
</tr>
</thead>
<tbody>
<tr>
<td>North Texas</td>
<td>76</td>
<td>77</td>
<td>80</td>
<td>75</td>
<td>78</td>
<td>82</td>
<td>86</td>
<td>82</td>
<td>84</td>
</tr>
</tbody>
</table>

**Offensive Sets**
- Ace-Big
- Ace-Empty
- Ace-Slot
- Ace-Twins

**Key Offensive Plays**
- Ace-Big: HB Counter
- Ace-Slot: Seam Post
- Ace-Twins: PA TE Cross
- No Back: Outside Attack

**Defensive Strategy**
- Run Defense: 4-4
- Pass Defense: Nickel
- Blitz Frequency: Aggressive

### Northeastern

**Team Profile**
- **Nickname:** Huskies
- **Conference:** Atlantic 10
- **Division:** 1-AA
- **Location:** Boston, MA
- **Team Colors:** Red/Black
- **'02 Record (W-L, PF-PA):** 10-3, 403-208

**Team Ratings**

<table>
<thead>
<tr>
<th>Team</th>
<th>All</th>
<th>QB</th>
<th>RB</th>
<th>WR</th>
<th>OL</th>
<th>DL</th>
<th>LB</th>
<th>DB</th>
<th>ST</th>
</tr>
</thead>
<tbody>
<tr>
<td>Northeastern</td>
<td>63</td>
<td>75</td>
<td>74</td>
<td>70</td>
<td>72</td>
<td>68</td>
<td>72</td>
<td>73</td>
<td>78</td>
</tr>
</tbody>
</table>

**Offensive Sets**
- Ace-Big
- Ace-Bunch
- Ace-Normal
- Ace-Trips

**Key Offensive Plays**
- Ace-Big: QB Rollout
- Ace-Bunch: Safety Divide
- Ace-Normal: PA Counter
- No Back: Post Flag

**Defensive Strategy**
- Run Defense: 4-4
- Pass Defense: Dime
- Blitz Frequency: Moderate

### Northern Illinois

**Team Profile**
- **Nickname:** Huskies
- **Conference:** Mid-American—West
- **Division:** 1-A
- **Location:** De Kalb, IL
- **Team Colors:** Cardinal/Black
- **'02 Record (W-L, PF-PA):** 8-4, 375-298

**Team Ratings**

<table>
<thead>
<tr>
<th>Team</th>
<th>All</th>
<th>QB</th>
<th>RB</th>
<th>WR</th>
<th>OL</th>
<th>DL</th>
<th>LB</th>
<th>DB</th>
<th>ST</th>
</tr>
</thead>
<tbody>
<tr>
<td>Northern Illinois</td>
<td>81</td>
<td>77</td>
<td>91</td>
<td>78</td>
<td>83</td>
<td>79</td>
<td>76</td>
<td>83</td>
<td>94</td>
</tr>
</tbody>
</table>

**Offensive Sets**
- Ace-Big
- Ace-Normal
- Ace-Slot
- Shotgun-Y-Trips

**Key Offensive Plays**
- Ace-Big: HB Counter
- Ace-Slot: Toss Weak
- Shotgun-Normal: Comeback
- Shotgun-Y-Trips: Slot In

**Defensive Strategy**
- Run Defense: 5-2
- Pass Defense: Nickel
- Blitz Frequency: Moderate
Northern Arizona

**Team Profile**
- **Nickname:** Lumberjacks
- **Conference:** Big Sky
- **Division:** 1-AA
- **Location:** Flagstaff, AZ
- **Team Colors:** Blue/Gold
- **'02 Record (W-L, PF-PA):** 6-5, 252-284

### Offensive Sets
- **Ace-Big**
- **Ace-Bunch**
- **Ace-Normal**
- **Ace-Trips**
- **Ace-2 Y-Trips**
- **Strong-Slot**
- **No Back**
- **Weak-Twins**

**Key Offensive Plays**
- Ace-Normal: WR Shovel
- Ace-Trips: Quick Slants
- Strong-Slot: Misdirection
- Weak-Twins: PA Read

**Defensive Strategy**
- Run Defense: 5-2
- Pass Defense: Dime
- Blitz Frequency: Moderate

---

Northern Iowa

**Team Profile**
- **Nickname:** Panthers
- **Conference:** Gateway
- **Division:** 1-AA
- **Location:** Cedar Falls, IA
- **Team Colors:** Purple/Old Gold
- **'02 Record (W-L, PF-PA):** 5-6, 227-286

### Offensive Sets
- **Ace-Bunch**
- **Ace-Spread**
- **Ace-Trips**
- **Ace-2 Y-Trips**
- **I Form-Normal**
- **I Form-Slot**
- **Shotgun-2 Slot**
- **Shotgun-5 Wide**
- **Shotgun-Ace**
- **Shotgun-Spread**

**Key Offensive Plays**
- Ace-Bunch: HB Draw
- Ace-Trips: Rollout
- I Form-Slot: Deep Hitches
- Shotgun-Spread: Outside Posts

**Defensive Strategy**
- Run Defense: 5-2
- Pass Defense: Dime
- Blitz Frequency: Moderate

---

Northwestern

**Team Profile**
- **Nickname:** Wildcats
- **Conference:** Big Ten
- **Division:** 1-A
- **Location:** Evanston, IL
- **Team Colors:** Purple/White
- **'02 Record (W-L, PF-PA):** 3-9, 272-493

### Offensive Sets
- **Ace-Slot**
- **No Back**
- **Shotgun-2B Slot**
- **Shotgun-Ace**
- **Shotgun-Ace Twins**
- **Shotgun-Normal**
- **Shotgun-Spread**
- **Shotgun-Trips**
- **Shotgun-Y-Trips**

**Key Offensive Plays**
- Ace-Slot: HB Tackle
- No Back: Rollout
- Shotgun-Ace: Double Hitch
- Shotgun-Normal: HB Direct

**Defensive Strategy**
- Run Defense: 4-4
- Pass Defense: Dime
- Blitz Frequency: Moderate
## Notre Dame

### Team Profile
- **Nickname:** Fighting Irish
- **Conference:** Independent
- **Division:** 1-A
- **Location:** Notre Dame, IN
- **Team Colors:** Gold/Blue
- **'02 Record (W-L, PF-PA):** 10-3, 290-217

### Offensive Sets
- **Ace-Slot**
- **Ace-Trips**
- **Ace-Y-Trips**
- **I Form-Tight**
- **Power I**
- **Shotgun-Spread**
- **Strong-Twins**
- **Weak-Twins**

### Key Offensive Plays
- **Ace-Slot:** Toss Strong
- **Power I:** HB Power Slam
- **Strong-Twins:** PA Slot Cross
- **Weak-Twins:** Slot Wheel

### Defensive Strategy
- **Run Defense:** 3-4
- **Pass Defense:** Nickel
- **Blitz Frequency:** Aggressive

### Ratings

<table>
<thead>
<tr>
<th>Team</th>
<th>All</th>
<th>QB</th>
<th>RB</th>
<th>WR</th>
<th>OL</th>
<th>DL</th>
<th>LB</th>
<th>DB</th>
<th>ST</th>
</tr>
</thead>
<tbody>
<tr>
<td>Notre Dame</td>
<td>94</td>
<td>89</td>
<td>91</td>
<td>87</td>
<td>85</td>
<td>89</td>
<td>87</td>
<td>89</td>
<td>99</td>
</tr>
</tbody>
</table>

## Ohio

### Team Profile
- **Nickname:** Bobcats
- **Conference:** Mid-American: East
- **Division:** 1-A
- **Location:** Athens, OH
- **Team Colors:** Ohio Green/White
- **'02 Record (W-L, PF-PA):** 4-8, 299-374

### Offensive Sets
- **Ace-Y-Trips**
- **Flexbone-Normal**
- **Flexbone-Slot**
- **Flexbone-Wide**
- **I Form-Twins**
- **Power I**
- **Shotgun-5 Wide**
- **Power T-Normal**

### Key Offensive Plays
- **Flexbone-Wide:** Triple Option
- **I Form-Twins:** PA Screen
- **Power I:** Option Pass
- **Power T-Normal:** Speed Option

### Defensive Strategy
- **Run Defense:** 4-4
- **Pass Defense:** Nickel
- **Blitz Frequency:** Moderate

### Ratings

<table>
<thead>
<tr>
<th>Team</th>
<th>All</th>
<th>QB</th>
<th>RB</th>
<th>WR</th>
<th>OL</th>
<th>DL</th>
<th>LB</th>
<th>DB</th>
<th>ST</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ohio</td>
<td>67</td>
<td>76</td>
<td>81</td>
<td>70</td>
<td>73</td>
<td>71</td>
<td>78</td>
<td>76</td>
<td>75</td>
</tr>
</tbody>
</table>

## Ohio State

### Team Profile
- **Nickname:** Buckeyes
- **Conference:** Big Ten
- **Division:** 1-A
- **Location:** Columbus, OH
- **Team Colors:** Scarlet/Gray
- **'02 Record (W-L, PF-PA):** 14-0, 410-183

### Offensive Sets
- **Ace-Big**
- **Ace-Normal**
- **Ace-Slot**
- **I Form-Slot**
- **I Form-Twins**
- **Pro Form-Normal**
- **Shotgun-5 Wide**
- **Strong-Twins**

### Key Offensive Plays
- **Ace-Normal:** HB Toss
- **Shotgun-5 Wide:** Curl Flats
- **Strong-Normal:** HB Swing
- **Weak-Twins:** Slot Wheel

### Defensive Strategy
- **Run Defense:** 4-4
- **Pass Defense:** Nickel
- **Blitz Frequency:** Aggressive

### Ratings

<table>
<thead>
<tr>
<th>Team</th>
<th>All</th>
<th>QB</th>
<th>RB</th>
<th>WR</th>
<th>OL</th>
<th>DL</th>
<th>LB</th>
<th>DB</th>
<th>ST</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ohio State</td>
<td>99</td>
<td>89</td>
<td>97</td>
<td>96</td>
<td>99</td>
<td>96</td>
<td>90</td>
<td>90</td>
<td>99</td>
</tr>
</tbody>
</table>
Oklahoma

Team Profile
Nickname: Sooners
Conference: Big 12—South
Division: 1-A
Location: Norman, OK
Team Colors: Crimson/Cream
'02 Record (W-L, PF-PA): 12-2, 541-216

Offensive Sets
Ace-Spread
Ace-Trips
I Form-Tight

Shotgun-Bunch
Shotgun-Spread
Shotgun-Y-Trips

I Form-Y-Trips: Strong Toss
Shotgun-5 Wide: Sidelines

Team Ratings
All | QB | RB | WR | OL | DL | LB | DB | ST
---|----|----|----|----|----|----|----|----
99 | 87 | 90 | 86 | 97 | 95 | 96 | 96 | 95

Key Offensive Plays
- Ace-Spread: HB Clearout
- I Form-Y-Trips: Strong Toss
- Shotgun-5 Wide: Sidelines
- Shotgun-Bunch: Post Clear

Defensive Strategy
- Run Defense: 5-2
- Pass Defense: Nickel
- Blitz Frequency: Aggressive

Oklahoma State

Team Profile
Nickname: Cowboys
Conference: Big 12—South
Division: 1-A
Location: Stillwater, OK
Team Colors: Orange/Black

Offensive Sets
Ace-Bunch
Ace-Normal
Ace-Slot

Ace-Twins
I Form-Normal
I Form-Twins

Shotgun-Normal
Shotgun-V-Trips
Weak-Y-Trips

Ace-Slot: HB Draw
Weak-Y-Trips: Post Vertical

Team Ratings
All | QB | RB | WR | OL | DL | LB | DB | ST
---|----|----|----|----|----|----|----|----
85 | 89 | 89 | 87 | 79 | 76 | 79 | 85 | 95

Key Offensive Plays
- Ace-Slot: HB Draw
- I Form-Twins: PA Screen
- Shotgun-Y-Trips: Slot In
- Weak-Y-Trips: Post Vertical

Defensive Strategy
- Run Defense: 4-4
- Pass Defense: Dime
- Blitz Frequency: Moderate

Ole Miss

Team Profile
Nickname: Rebels
Conference: Southeastern—West
Division: 1-A
Location: Oxford, MS
Team Colors: Cardinal/Navy Blue

Offensive Sets
Ace-Slot
I Form-Normal
I Form-Slot

Ace-Twins
No Back
Shotgun-2B Slot

Shotgun-5 Wide
Shotgun-Spread
Shotgun-Trips

No Back: In 'N Out
Shotgun-Trips: Post

Team Ratings
All | QB | RB | WR | OL | DL | LB | DB | ST
---|----|----|----|----|----|----|----|----
90 | 95 | 86 | 86 | 85 | 80 | 82 | 83 | 96

Key Offensive Plays
- Ace-Slot: Toss Weak
- I Form-Twins: Slants
- No Back: In 'N Out
- Shotgun-Trips: Post

Defensive Strategy
- Run Defense: 4-4
- Pass Defense: Nickel
- Blitz Frequency: Moderate

'02 Record (W-L, PF-PA): 7-6, 351-331
### Oregon

#### Team Ratings
<table>
<thead>
<tr>
<th></th>
<th>All</th>
<th>QB</th>
<th>RB</th>
<th>WR</th>
<th>OL</th>
<th>DL</th>
<th>LB</th>
<th>DB</th>
<th>ST</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>85</td>
<td>86</td>
<td>86</td>
<td>83</td>
<td>93</td>
<td>82</td>
<td>86</td>
<td>81</td>
<td>87</td>
</tr>
</tbody>
</table>

#### Team Profile
- **Nickname:** Ducks
- **Conference:** Pac-10
- **Division:** 1-A
- **Location:** Eugene, OR
- **Team Colors:** Green/Yellow
- **’02 Record (W-L, PF-PA):** 7-6, 417-362

#### Key Offensive Plays
- Ace-Slot: HB Sting
- I Form-Y-Trips: Man Flow
- I Form-Y-Trips: Slot Quick
- Shotgun-Y-Trips: Read

#### Offensive Sets
- Ace-Normal
- Ace-Slot
- Ace-Trips
- Ace-Y-Trips
- Ace-Y-Trips
- I Form-Slot
- I Form-Y-Trips
- Shotgun-Y-Trips

#### Defensive Strategy
- Run Defense: 4-4
- Pass Defense: Dime
- Blitz Frequency: Moderate

### Oregon State

#### Team Ratings
<table>
<thead>
<tr>
<th></th>
<th>All</th>
<th>QB</th>
<th>RB</th>
<th>WR</th>
<th>OL</th>
<th>DL</th>
<th>LB</th>
<th>DB</th>
<th>ST</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>94</td>
<td>89</td>
<td>93</td>
<td>87</td>
<td>86</td>
<td>88</td>
<td>86</td>
<td>95</td>
<td></td>
</tr>
</tbody>
</table>

#### Team Profile
- **Nickname:** Beavers
- **Conference:** Pac-10
- **Division:** 1-A
- **Location:** Corvallis, OR
- **Team Colors:** Orange/Black
- **’02 Record (W-L, PF-PA):** 8-5, 414-267

#### Key Offensive Plays
- Ace-Normal: HB Sting
- Ace-Trips: HB Toss
- Shotgun-Trips: Hook Outs
- Strong-Twins: Slot Post

#### Offensive Sets
- Ace-Normal
- Ace-Slot
- Ace-Trips
- Ace-Y-Trips
- Shotgun-Trips
- Strong-Twins

#### Defensive Strategy
- Run Defense: 4-4
- Pass Defense: Nickel
- Blitz Frequency: Aggressive

### Penn

#### Team Ratings
<table>
<thead>
<tr>
<th></th>
<th>All</th>
<th>QB</th>
<th>RB</th>
<th>WR</th>
<th>OL</th>
<th>DL</th>
<th>LB</th>
<th>DB</th>
<th>ST</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>60</td>
<td>77</td>
<td>68</td>
<td>70</td>
<td>68</td>
<td>65</td>
<td>71</td>
<td>72</td>
<td>78</td>
</tr>
</tbody>
</table>

#### Team Profile
- **Nickname:** Quakers
- **Conference:** Ivy
- **Division:** 1-AA
- **Location:** Philadelphia, PA
- **Team Colors:** Red/Blue
- **’02 Record (W-L, PF-PA):** 9-1, 363-132

#### Key Offensive Plays
- Ace-Y-Trips: HB Toss
- Shotgun-Spread: Stretch
- Shotgun-Y-Trips: FL Screen
- No Back: Clearout

#### Offensive Sets
- Ace-Normal
- Ace-Y-Trips
- Shotgun-Ace
- Shotgun-Spread
- Strong-Twins
- No Back

#### Defensive Strategy
- Run Defense: 4-4
- Pass Defense: Dime
- Blitz Frequency: Moderate

### Other Teams

#### Team Ratings
- Ace-Normal
- Ace-Slot
- Ace-Trips
- Ace-Y-Trips
- Ace-Y-Trips
- I Form-Slot
- I Form-Y-Trips
- Shotgun-Y-Trips
- Shotgun-Spread
- Shotgun-Y-Trips: FL Screen
- No Back
- Strong-Twins
- Weak-Slot
## Penn State

**Team Profile**
- **Nickname:** Nittany Lions
- **Conference:** Big Ten
- **Division:** 1-A
- **Location:** University Park, PA
- **Team Colors:** Blue/White
- **'02 Record (W-L, PF-PA):** 9-4, 446-227

### Offensive Sets
- **Ace-Slot**
- **I Form-Tight**
- **I Form-Slot**
- **Pro Form-Normal**
- **Shotgun-Split**
- **Shotgun-Spread**

### Key Offensive Plays
- Ace-Slot: HB Tackle
- I Form-Slot: Slot Shovel
- Pro Form-Normal: WR Hitch
- Shotgun-Split: Double Flats

### Defensive Strategy
- Run Defense: 4-4
- Pass Defense: Dime
- Blitz Frequency: Aggressive

### Ratings
- **All:** 88
- **QB:** 89
- **RB:** 87
- **WR:** 87
- **OL:** 86
- **DL:** 78
- **LB:** 90
- **DB:** 81
- **ST:** 91

### Team Ratings

<table>
<thead>
<tr>
<th></th>
<th>All</th>
<th>QB</th>
<th>RB</th>
<th>WR</th>
<th>OL</th>
<th>DL</th>
<th>LB</th>
<th>DB</th>
<th>ST</th>
</tr>
</thead>
<tbody>
<tr>
<td>Penn State</td>
<td>88</td>
<td>89</td>
<td>87</td>
<td>87</td>
<td>86</td>
<td>78</td>
<td>90</td>
<td>81</td>
<td>91</td>
</tr>
</tbody>
</table>

## Pittsburgh

**Team Profile**
- **Nickname:** Panthers
- **Conference:** Big East
- **Division:** 1-A
- **Location:** Pittsburgh, PA
- **Team Colors:** Blue/Gold
- **'02 Record (W-L, PF-PA):** 9-4, 331-232

### Offensive Sets
- **Ace-Normal**
- **Ace-Slot**
- **Ace-Spread**
- **I Form-Normal**
- **Pro Form-Normal**
- **Shotgun-Normal**
- **Shotgun-Split**
- **Shotgun-Spread**

### Key Offensive Plays
- Ace-Spread: HB Sting
- Ace-Y-Trips: HB Swing
- Pro Form-Normal: Hitch 'N Go
- Shotgun-Spread: All Hooks

### Defensive Strategy
- Run Defense: 4-4
- Pass Defense: Nickel
- Blitz Frequency: Aggressive

### Ratings
- **All:** 94
- **QB:** 89
- **RB:** 94
- **WR:** 89
- **OL:** 88
- **DL:** 83
- **LB:** 86
- **DB:** 85
- **ST:** 99

### Team Ratings

<table>
<thead>
<tr>
<th></th>
<th>All</th>
<th>QB</th>
<th>RB</th>
<th>WR</th>
<th>OL</th>
<th>DL</th>
<th>LB</th>
<th>DB</th>
<th>ST</th>
</tr>
</thead>
<tbody>
<tr>
<td>Pittsburgh</td>
<td>94</td>
<td>89</td>
<td>94</td>
<td>89</td>
<td>88</td>
<td>83</td>
<td>86</td>
<td>85</td>
<td>99</td>
</tr>
</tbody>
</table>

## Portland State

**Team Profile**
- **Nickname:** Vikings
- **Conference:** Big Sky
- **Division:** 1-AA
- **Location:** Portland, OR
- **Team Colors:** Green/Gray
- **'02 Record (W-L, PF-PA):** 6-5, 236-245

### Offensive Sets
- **Ace-Big**
- **Ace-Normal**
- **I Form-Normal**
- **Flexbone-Split**
- **Flexbone-Wide**
- **Shotgun-Normal**
- **Weak-Twins**
- **Weak-Y-Trips**

### Key Offensive Plays
- Ace-Normal: HB Slam
- I Form-Normal: Lead Toss
- Flexbone-Wide: FB Sting
- Shotgun-Split: Double Flats

### Defensive Strategy
- Run Defense: 5-2
- Pass Defense: Dime
- Blitz Frequency: Moderate

### Ratings
- **All:** 64
- **QB:** 71
- **RB:** 78
- **WR:** 79
- **OL:** 79
- **DL:** 73
- **LB:** 72
- **DB:** 75
- **ST:** 65

### Team Ratings

<table>
<thead>
<tr>
<th></th>
<th>All</th>
<th>QB</th>
<th>RB</th>
<th>WR</th>
<th>OL</th>
<th>DL</th>
<th>LB</th>
<th>DB</th>
<th>ST</th>
</tr>
</thead>
<tbody>
<tr>
<td>Portland State</td>
<td>64</td>
<td>71</td>
<td>78</td>
<td>79</td>
<td>79</td>
<td>73</td>
<td>72</td>
<td>75</td>
<td>65</td>
</tr>
</tbody>
</table>
### Prairie View A&M

**Team Ratings**

<table>
<thead>
<tr>
<th>Team</th>
<th>All</th>
<th>QB</th>
<th>RB</th>
<th>WR</th>
<th>OL</th>
<th>DL</th>
<th>LB</th>
<th>DB</th>
<th>ST</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>51</td>
<td>64</td>
<td>66</td>
<td>69</td>
<td>69</td>
<td>64</td>
<td>69</td>
<td>70</td>
<td>70</td>
</tr>
</tbody>
</table>

**Team Profile**
- **Nickname:** Panthers
- **Conference:** Southwestern Athletic
- **Division:** 1-AA
- **Location:** Prairie View, TX
- **Team Colors:** Purple/Gold
- **'02 Record (W-L, PF-PA):** 1-10, 123-413

**Key Offensive Plays**
- Ace-Bunch: HB Draw
- Ace-Spread: PA Dive
- I Form-Normal: HB Option Pass
- Shotgun-2B Slot: HB Circle

**Defensive Strategy**
- Run Defense: 5-2
- Pass Defense: Nickel
- Blitz Frequency: Moderate

### Princeton

**Team Ratings**

<table>
<thead>
<tr>
<th>Team</th>
<th>All</th>
<th>QB</th>
<th>RB</th>
<th>WR</th>
<th>OL</th>
<th>DL</th>
<th>LB</th>
<th>DB</th>
<th>ST</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>57</td>
<td>74</td>
<td>70</td>
<td>70</td>
<td>66</td>
<td>65</td>
<td>69</td>
<td>75</td>
<td>73</td>
</tr>
</tbody>
</table>

**Team Profile**
- **Nickname:** Tigers
- **Conference:** Ivy
- **Division:** 1-AA
- **Location:** Princeton, NJ
- **Team Colors:** Orange/Black
- **'02 Record (W-L, PF-PA):** 6-4, 226-236

**Key Offensive Plays**
- Ace-Big: Option Strong
- Ace-Normal: HB Toss
- Flexbone-Split: PA Slot Cross
- Shotgun-Split: Double Flats

**Defensive Strategy**
- Run Defense: 4-4
- Pass Defense: Dime
- Blitz Frequency: Moderate

### Purdue

**Team Ratings**

<table>
<thead>
<tr>
<th>Team</th>
<th>All</th>
<th>QB</th>
<th>RB</th>
<th>WR</th>
<th>OL</th>
<th>DL</th>
<th>LB</th>
<th>DB</th>
<th>ST</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>88</td>
<td>86</td>
<td>85</td>
<td>84</td>
<td>84</td>
<td>86</td>
<td>86</td>
<td>88</td>
<td>80</td>
</tr>
</tbody>
</table>

**Team Profile**
- **Nickname:** Boilermakers
- **Conference:** Big Ten
- **Division:** 1-A
- **Location:** West Lafayette, IN
- **Team Colors:** Old Gold/Black
- **'02 Record (W-L, PF-PA):** 7-6, 386-288

**Key Offensive Plays**
- Ace-Bunch: HB Counter
- Ace-Empty: Double Bubble
- No Back: Rollout
- Shotgun-Spread: WR Under

**Defensive Strategy**
- Run Defense: 5-2
- Pass Defense: Dime
- Blitz Frequency: Aggressive
Rhode Island

### Team Profile
- **Nickname:** Rams
- **Conference:** Atlantic 10
- **Division:** 1-AA
- **Location:** Kingston, RI
- **Team Colors:** Light Blue/Navy/White
- **'02 Record (W-L, PF-PA):** 3-9, 187-389

### Offensive Sets
- **Ace-Bunch**
- **Shotgun-Bunch**
- **Shotgun-Spread**
- **Ace-Normal**
- **Shotgun-5 Wide**
- **Shotgun-Y Trips**
- **No Back**
- **Strong-Twins**

### Key Offensive Plays
- Ace-Bunch: Double Outs Drag
- Ace-Normal: WR outs
- Shotgun-Bunch: Flares
- Shotgun-Spread: Slot Wheels

### Defensive Strategy
- Run Defense: 4-4
- Pass Defense: Dime
- Blitz Frequency: Moderate

### Team Ratings
<table>
<thead>
<tr>
<th>All</th>
<th>QB</th>
<th>RB</th>
<th>WR</th>
<th>OL</th>
<th>DL</th>
<th>LB</th>
<th>DB</th>
<th>ST</th>
</tr>
</thead>
<tbody>
<tr>
<td>64</td>
<td>73</td>
<td>77</td>
<td>75</td>
<td>73</td>
<td>67</td>
<td>70</td>
<td>73</td>
<td>84</td>
</tr>
</tbody>
</table>

---

Rice

### Team Profile
- **Nickname:** Owls
- **Conference:** Western Athletic
- **Division:** 1-A
- **Location:** Houston, TX
- **Team Colors:** Blue/Gray
- **'02 Record (W-L, PF-PA):** 4-7, 253-296

### Offensive Sets
- **Flexbone-Normal**
- **Power I**
- **Wishbone-Normal**
- **Wishbone-Wide**
- **Flexbone-Twins**
- **Shotgun-Spread**
- **Shotgun-Y Trips**
- **Wishbone-Tight**

### Key Offensive Plays
- Flexbone-Twins: FB Sting
- Flexbone-Wide: Triple Option
- Power I: PA Fly
- Wishbone-Normal: HB Over

### Defensive Strategy
- Run Defense: 4-4
- Pass Defense: Nickel
- Blitz Frequency: Moderate

### Team Ratings
<table>
<thead>
<tr>
<th>All</th>
<th>QB</th>
<th>RB</th>
<th>WR</th>
<th>OL</th>
<th>DL</th>
<th>LB</th>
<th>DB</th>
<th>ST</th>
</tr>
</thead>
<tbody>
<tr>
<td>61</td>
<td>69</td>
<td>81</td>
<td>70</td>
<td>74</td>
<td>69</td>
<td>71</td>
<td>70</td>
<td>77</td>
</tr>
</tbody>
</table>

---

Richmond

### Team Profile
- **Nickname:** Spiders
- **Conference:** Atlantic 10
- **Division:** 1-AA
- **Location:** Richmond, VA
- **Team Colors:** Red/Blue
- **'02 Record (W-L, PF-PA):** 4-7, 199-202

### Offensive Sets
- **Ace-Normal**
- **I Form-Normal**
- **Power I**
- **I Form-Y-Trips**
- **Flexbone-Twins**
- **Flexbone-Wide**
- **Maryland I**
- **Strong-Slot**
- **Wishbone-Wide**

### Key Offensive Plays
- Ace-Normal: HB Sting
- I Form-Normal: Triple Option
- Flexbone-Twins: FB Option
- Maryland I: PA Counter

### Defensive Strategy
- Run Defense: 4-4
- Pass Defense: Dime
- Blitz Frequency: Moderate

### Team Ratings
<table>
<thead>
<tr>
<th>All</th>
<th>QB</th>
<th>RB</th>
<th>WR</th>
<th>OL</th>
<th>DL</th>
<th>LB</th>
<th>DB</th>
<th>ST</th>
</tr>
</thead>
<tbody>
<tr>
<td>66</td>
<td>84</td>
<td>77</td>
<td>72</td>
<td>76</td>
<td>71</td>
<td>73</td>
<td>72</td>
<td>73</td>
</tr>
</tbody>
</table>
### Rutgers

#### Team Ratings

<table>
<thead>
<tr>
<th>Team</th>
<th>All</th>
<th>QB</th>
<th>RB</th>
<th>WR</th>
<th>OL</th>
<th>DL</th>
<th>LB</th>
<th>DB</th>
<th>ST</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>66</td>
<td>75</td>
<td>70</td>
<td>72</td>
<td>75</td>
<td>75</td>
<td>77</td>
<td>77</td>
<td>79</td>
</tr>
</tbody>
</table>

#### Team Profile

- **Nickname:** Scarlet Knights
- **Conference:** Big East
- **Division:** 1-A
- **Location:** New Brunswick, NJ
- **Team Colors:** Scarlet
- **'02 Record (W-L, PF-PA):** 1-11, 167-397

#### Key Offensive Plays

- Ace-Slot: Toss Weak
- I Form-Normal: PA FB
- Shotgun-2B Slot: HB Draw
- Weak-Twins: Slot Wheel

#### Defensive Strategy

- Run Defense: 4-4
- Pass Defense: Nickel
- Blitz Frequency: Moderate

### Sacramento State

#### Team Ratings

<table>
<thead>
<tr>
<th>Team</th>
<th>All</th>
<th>QB</th>
<th>RB</th>
<th>WR</th>
<th>OL</th>
<th>DL</th>
<th>LB</th>
<th>DB</th>
<th>ST</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>64</td>
<td>79</td>
<td>75</td>
<td>75</td>
<td>76</td>
<td>66</td>
<td>76</td>
<td>77</td>
<td>70</td>
</tr>
</tbody>
</table>

#### Team Profile

- **Nickname:** Hornets
- **Conference:** Big Sky
- **Division:** 1-AA
- **Location:** Sacramento, CA
- **Team Colors:** Green/Gold
- **'02 Record (W-L, PF-PA):** 5-8, 346-418

#### Key Offensive Plays

- Ace-Normal: HB Toss
- Ace-Y-Trips: Quick Posts
- I Form-Normal: Vertical
- Weak-Twins: Slot Wheel

#### Defensive Strategy

- Run Defense: 4-4
- Pass Defense: Dime
- Blitz Frequency: Moderate

### San Diego State

#### Team Ratings

<table>
<thead>
<tr>
<th>Team</th>
<th>All</th>
<th>QB</th>
<th>RB</th>
<th>WR</th>
<th>OL</th>
<th>DL</th>
<th>LB</th>
<th>DB</th>
<th>ST</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>81</td>
<td>85</td>
<td>82</td>
<td>79</td>
<td>82</td>
<td>77</td>
<td>84</td>
<td>82</td>
<td>82</td>
</tr>
</tbody>
</table>

#### Team Profile

- **Nickname:** Aztecs
- **Conference:** Mountain West
- **Division:** 1-A
- **Location:** San Diego, CA
- **Team Colors:** Scarlet/Black
- **'02 Record (W-L, PF-PA):** 4-9, 309-411

#### Key Offensive Plays

- Ace-Slot: Seam Post
- Ace-Trips: HB Sting
- Shotgun-Trips: Angle
- Shotgun-Y-Trips: Slot In

#### Defensive Strategy

- Run Defense: 5-2
- Pass Defense: Nickel
- Blitz Frequency: Moderate
San Jose State

Team Profile
Nickname: Spartans
Conference: Western Athletic
Division: 1-A
Location: San Jose, CA
Team Colors: Gold/White/Blue
'02 Record (W-L, PF-PA): 6-7, 376-467

Key Offensive Plays
- Ace-Normal: WR Shovel
- Ace-Slot: Toss Strong
- Shotgun-Spread: PA Out
- Shotgun-2B Slot: Slants

Defensive Strategy
- Run Defense: 4-4
- Pass Defense: Nickel
- Blitz Frequency: Moderate

South Carolina

Team Profile
Nickname: Gamecocks
Conference: SEC-East
Division: 1-A
Location: Columbia, SC
Team Colors: Garnet/Black
'02 Record (W-L, PF-PA): 5-7, 225-262

Key Offensive Plays
- I Form-Normal: Power Option
- Power T-Normal: Quick Toss
- Wishbone-Tight: Tr Option Pass
- Wishbone-Tight: PA Post

Defensive Strategy
- Run Defense: 4-4
- Pass Defense: Nickel
- Blitz Frequency: Moderate

South Carolina State

Team Profile
Nickname: Bulldogs
Conference: Mid-Eastern Athletic
Division: 1-AA
Location: Orangeburg, SC
Team Colors: Garnet/Blue
'02 Record (W-L, PF-PA): 7-5, 321-212

Key Offensive Plays
- I Form-Normal: Counter Lead
- Flexbone-Twins: FB Option
- Maryland I: Triple Option
- Power I: PA Fly

Defensive Strategy
- Run Defense: 5-2
- Pass Defense: Nickel
- Blitz Frequency: Moderate
**Southern**

<table>
<thead>
<tr>
<th>Team Ratings</th>
<th>All</th>
<th>QB</th>
<th>RB</th>
<th>WR</th>
<th>OL</th>
<th>DL</th>
<th>LB</th>
<th>DB</th>
<th>ST</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>53</td>
<td>65</td>
<td>81</td>
<td>69</td>
<td>65</td>
<td>66</td>
<td>69</td>
<td>71</td>
<td>59</td>
</tr>
</tbody>
</table>

**Team Profile**

- **Nickname:** Jaguars
- **Conference:** Southwestern Athletic
- **Division:** 1-AA
- **Location:** Baton Rouge, LA
- **Team Colors:** Blue/Gold
- **'02 Record (W-L, PF-PA):** 6-6, 279-296

**Key Offensive Plays**
- Ace-Normal: Counter Trap
- Shotgun-Spread: Double Flag
- I-Form-Twins: Option Pass
- Strong-Twins: Slot Post

**Defensive Strategy**
- Run Defense: 4-4
- Pass Defense: Dime
- Blitz Frequency: Moderate

**Defensive Strategy**

**Offensive Sets**

- Ace-Normal
- Shotgun-Ace T wins
- No Back

- Ace-Y-Trips
- Shotgun-Ace Twins
- Strong-Twins

- Shotguns-Spread
- Strong-Twins: Slot Post

**Southern Illinois**

<table>
<thead>
<tr>
<th>Team Ratings</th>
<th>All</th>
<th>QB</th>
<th>RB</th>
<th>WR</th>
<th>OL</th>
<th>DL</th>
<th>LB</th>
<th>DB</th>
<th>ST</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>61</td>
<td>68</td>
<td>72</td>
<td>72</td>
<td>76</td>
<td>70</td>
<td>71</td>
<td>74</td>
<td>77</td>
</tr>
</tbody>
</table>

**Team Profile**

- **Nickname:** Salukis
- **Conference:** Gateway
- **Division:** 1-AA
- **Location:** Carbondale, IL
- **Team Colors:** Maroon/White
- **'02 Record (W-L, PF-PA):** 4-8, 414-360

**Key Offensive Plays**
- Ace-Big: Weak Sweep
- Ace-Normal: Speed Option
- Flexbone-Wide: FB Delay
- Shotgun-Split: Double Flats

**Defensive Strategy**
- Run Defense: 5-2
- Pass Defense: Dime
- Blitz Frequency: Moderate

**Offensive Sets**

- Ace-Big
- Ace-Normal
- Flexbone-Split
- Shotgun-Split

- Ace-Slot
- Flexbone-Wide
- Shotgun-Split

- Weak-T wins
- Weak-Y-Trips

**Southern Methodist University**

<table>
<thead>
<tr>
<th>Team Ratings</th>
<th>All</th>
<th>QB</th>
<th>RB</th>
<th>WR</th>
<th>OL</th>
<th>DL</th>
<th>LB</th>
<th>DB</th>
<th>ST</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>66</td>
<td>72</td>
<td>87</td>
<td>75</td>
<td>71</td>
<td>73</td>
<td>73</td>
<td>74</td>
<td>75</td>
</tr>
</tbody>
</table>

**Team Profile**

- **Nickname:** Mustangs
- **Conference:** Western Athletic
- **Division:** 1-A
- **Location:** Dallas, TX
- **Team Colors:** Red/Blue
- **'02 Record (W-L, PF-PA):** 3-9, 207-378

**Key Offensive Plays**
- Ace-Big: HB Sprint
- Ace-Slot: HB Sting
- Weak-Normal: Quick Pitch
- Strong-Slot: PA Post

**Defensive Strategy**
- Run Defense: 5-2
- Pass Defense: Dime
- Blitz Frequency: Moderate

**Offensive Sets**

- Ace-Big
- Ace-Slot
- Ace-Trips
- Ace-Y-Trips

- Ace-Spread
- Ace-Big: HB Sprint
- Weak-Normal: Quick Pitch
**Southern Miss**

- **Team Profile**
  - **Nickname:** Golden Eagles
  - **Conference:** USA
  - **Division:** 1-A
  - **Location:** Hattiesburg, MS
  - **Team Colors:** Black/Gold
  - **'02 Record (W-L, PF-PA):** 7-6, 282-238

- **Offensive Sets**
  - Ace-Ace-Slot
  - Ace-Y-Trips
  - I Form-Twins
  - Shotgun-Bunch
  - Shotgun-Spread
  - Shotgun-Ace
  - Shotgun-Ace Twins

- **Key Offensive Plays**
  - Ace-Y-Trips: HB Toss
  - I Form-Twins: Counter Lead
  - Shotgun-Ace: Slant Outs
  - Shotgun-Bunch: Open Drag

- **Defensive Strategy**
  - Run Defense: 4-4
  - Pass Defense: Nickel
  - Blitz Frequency: Aggressive

---

**Stanford**

- **Team Profile**
  - **Nickname:** Cardinals
  - **Conference:** Pac-10
  - **Division:** 1-A
  - **Location:** Stanford, CA
  - **Team Colors:** Cardinal/White
  - **'02 Record (W-L, PF-PA):** 2-9, 225-377

- **Offensive Sets**
  - Ace-Normal
  - Ace-Twins
  - Ace-Y-Trips
  - I Form-Tight
  - No Back
  - Shotgun-Normal
  - Shotgun-Split
  - Shotgun-V-Tips

- **Key Offensive Plays**
  - Ace-Normal: HB Sting
  - I Form-Tight: Lead Toss
  - No Back: Outs
  - Shotgun-Split: WR In

- **Defensive Strategy**
  - Run Defense: 5-2
  - Pass Defense: Nickel
  - Blitz Frequency: Moderate

---

**SW Missouri State**

- **Team Profile**
  - **Nickname:** Bears
  - **Conference:** Gateway
  - **Division:** 1-AA
  - **Location:** Springfield, MO
  - **Team Colors:** Maroon/White
  - **'02 Record (W-L, PF-PA):** 4-7, 255-294

- **Offensive Sets**
  - Ace-Bunch
  - Ace-Spread
  - Ace-Trips
  - I Form-Normal
  - I Form-Slot
  - Shotgun-2 & Slot

- **Key Offensive Plays**
  - I Form-Normal: Lead Toss
  - I Form-Slot: PA In
  - Shotgun-Ace: TE Delay Deep
  - Shotgun-Spread: Slot Wheels

- **Defensive Strategy**
  - Run Defense: 4-4
  - Pass Defense: Dime
  - Blitz Frequency: Moderate
## Syracuse

### Team Ratings

<table>
<thead>
<tr>
<th>Team</th>
<th>Ratings</th>
<th>All</th>
<th>QB</th>
<th>RB</th>
<th>WR</th>
<th>OL</th>
<th>DL</th>
<th>LB</th>
<th>DB</th>
<th>ST</th>
</tr>
</thead>
<tbody>
<tr>
<td>Syracuse</td>
<td></td>
<td>81</td>
<td>83</td>
<td>91</td>
<td>82</td>
<td>84</td>
<td>81</td>
<td>79</td>
<td>78</td>
<td>80</td>
</tr>
</tbody>
</table>

### Team Profile

- **Nickname:** Orangemen
- **Conference:** Big East
- **Division:** 1-A
- **Location:** Syracuse, NY
- **Team Colors:** Orange

### Key Offensive Plays

- **Ace-Spread:** HB Draw
- **I Form-Normal:** HB Iso
- **Pro Form-Normal:** Lead Toss
- **Shotgun-Split:** WR In

### Defensive Strategy

- Run Defense: 4-4
- Pass Defense: Nickel
- Blitz Frequency: Moderate

### Offensive Sets

- Ace-Spread
- Ace-Y-Twins
- I Form-Normal
- Pro Form-Slot
- Shotgun-2B Slot
- Shotgun-Split

### Temple

### Team Ratings

<table>
<thead>
<tr>
<th>Team</th>
<th>Ratings</th>
<th>All</th>
<th>QB</th>
<th>RB</th>
<th>WR</th>
<th>OL</th>
<th>DL</th>
<th>LB</th>
<th>DB</th>
<th>ST</th>
</tr>
</thead>
<tbody>
<tr>
<td>Temple</td>
<td></td>
<td>72</td>
<td>75</td>
<td>85</td>
<td>79</td>
<td>77</td>
<td>71</td>
<td>76</td>
<td>76</td>
<td>83</td>
</tr>
</tbody>
</table>

### Team Profile

- **Nickname:** Owls
- **Conference:** Big East
- **Division:** 1-A
- **Location:** Philadelphia, PA
- **Team Colors:** Cherry/White

### Key Offensive Plays

- **Ace-Slot:** HB Tackle
- **Ace-Spread:** HB Sting
- **No Back:** WR Screen
- **Shotgun-Trips:** PA Inside

### Defensive Strategy

- Run Defense: 4-4
- Pass Defense: Nickel
- Blitz Frequency: Moderate

### Offensive Sets

- Ace-Empty
- Ace-Slot
- Ace-Spread
- Ace-Trips
- No Back
- Shotgun-5 Wide
- Shotgun-Y-Trips

### Tennessee

### Team Ratings

<table>
<thead>
<tr>
<th>Team</th>
<th>Ratings</th>
<th>All</th>
<th>QB</th>
<th>RB</th>
<th>WR</th>
<th>OL</th>
<th>DL</th>
<th>LB</th>
<th>DB</th>
<th>ST</th>
</tr>
</thead>
<tbody>
<tr>
<td>Tennessee</td>
<td></td>
<td>94</td>
<td>90</td>
<td>93</td>
<td>85</td>
<td>92</td>
<td>87</td>
<td>89</td>
<td>87</td>
<td>91</td>
</tr>
</tbody>
</table>

### Team Profile

- **Nickname:** Volunteers
- **Conference:** Southeastern—East
- **Division:** 1-A
- **Location:** Knoxville, TN
- **Team Colors:** Orange/White

### Key Offensive Plays

- **I Form-Normal:** HB Lead
- **I Form-Twins:** PA Corner
- **Shotgun-Trips:** Flood
- **Weak-Slot:** Slot Corner

### Defensive Strategy

- Run Defense: 4-4
- Pass Defense: Nickel
- Blitz Frequency: Aggressive

### Offensive Sets

- I Form-Normal
- I Form-Twins
- Shotgun-Spread
- Weak-Normal
- Weak-Slot
- Weak-Twins

### Temple

### Team Profile

- **Nickname:** Owls
- **Conference:** Big East
- **Division:** 1-A
- **Location:** Philadelphia, PA
- **Team Colors:** Cherry/White

### Key Offensive Plays

- **Ace-Slot:** HB Tackle
- **Ace-Spread:** HB Sting
- **No Back:** WR Screen
- **Shotgun-Trips:** PA Inside

### Defensive Strategy

- Run Defense: 4-4
- Pass Defense: Nickel
- Blitz Frequency: Moderate

### Offensive Sets

- Ace-Empty
- Ace-Slot
- Ace-Spread
- Ace-Trips
- No Back
- Shotgun-5 Wide
- Shotgun-Y-Trips

### Tennessee

### Team Profile

- **Nickname:** Volunteers
- **Conference:** Southeastern—East
- **Division:** 1-A
- **Location:** Knoxville, TN
- **Team Colors:** Orange/White

### Key Offensive Plays

- **I Form-Normal:** HB Lead
- **I Form-Twins:** PA Corner
- **Shotgun-Trips:** Flood
- **Weak-Slot:** Slot Corner

### Defensive Strategy

- Run Defense: 4-4
- Pass Defense: Nickel
- Blitz Frequency: Aggressive

### Offensive Sets

- I Form-Normal
- I Form-Twins
- Shotgun-Spread
- Weak-Normal
- Weak-Slot
- Weak-Twins
Texas

**Team Profile**
- **Nickname:** Longhorns
- **Conference:** Big 12—South
- **Division:** 1-A
- **Location:** Austin, TX
- **Team Colors:** Burnt Orange/White
- **’02 Record (W-L, PF-PA):** 11-2, 439-212

**Offensive Sets**
- Ace-Empty
- Ace-Slot
- Ace-Spread

**Team Ratings**
<table>
<thead>
<tr>
<th>All</th>
<th>QB</th>
<th>RB</th>
<th>WR</th>
<th>OL</th>
<th>DL</th>
<th>LB</th>
<th>DB</th>
<th>ST</th>
</tr>
</thead>
<tbody>
<tr>
<td>99</td>
<td>86</td>
<td>94</td>
<td>96</td>
<td>91</td>
<td>90</td>
<td>91</td>
<td>86</td>
<td>99</td>
</tr>
</tbody>
</table>

**Key Offensive Plays**
- Ace-Empty: Tunnel Screens
- I Form-Normal: HB Lead
- No Back: Outside Attack
- Strong-Twins: Misdirection

**Defensive Strategy**
- Run Defense: 4-4
- Pass Defense: Nickel
- Blitz Frequency: Aggressive

Texas A&M

**Team Profile**
- **Nickname:** Aggies
- **Conference:** Big 12—South
- **Division:** 1-A
- **Location:** College Station, TX
- **Team Colors:** Maroon/White
- **’02 Record (W-L, PF-PA):** 6-6, 345-280

**Offensive Sets**
- Ace-Normal
- Ace-Slot
- Ace-Spread

**Team Ratings**
<table>
<thead>
<tr>
<th>All</th>
<th>QB</th>
<th>RB</th>
<th>WR</th>
<th>OL</th>
<th>DL</th>
<th>LB</th>
<th>DB</th>
<th>ST</th>
</tr>
</thead>
<tbody>
<tr>
<td>90</td>
<td>88</td>
<td>91</td>
<td>85</td>
<td>85</td>
<td>78</td>
<td>83</td>
<td>87</td>
<td>95</td>
</tr>
</tbody>
</table>

**Key Offensive Plays**
- Ace-Normal: HB Dive
- I Form-Tight: Lead Toss
- Shotgun-Ace: Slant Outs
- Shotgun-Spread: Double Flag

**Defensive Strategy**
- Run Defense: 4-4
- Pass Defense: Nickel
- Blitz Frequency: Moderate

Texas Christian University

**Team Profile**
- **Nickname:** Horned Frogs
- **Conference:** USA
- **Division:** 1-A
- **Location:** Ft. Worth, TX
- **Team Colors:** Purple/White
- **’02 Record (W-L, PF-PA):** 10-2, 361-222

**Offensive Sets**
- Ace-Bunch
- Ace-Y-Trips
- I Form-Normal

**Team Ratings**
<table>
<thead>
<tr>
<th>All</th>
<th>QB</th>
<th>RB</th>
<th>WR</th>
<th>OL</th>
<th>DL</th>
<th>LB</th>
<th>DB</th>
<th>ST</th>
</tr>
</thead>
<tbody>
<tr>
<td>81</td>
<td>81</td>
<td>87</td>
<td>76</td>
<td>86</td>
<td>87</td>
<td>81</td>
<td>76</td>
<td>90</td>
</tr>
</tbody>
</table>

**Key Offensive Plays**
- Ace-Bunch: HB Counter
- I Form-Tight: FB Blast
- Shotgun-Ace: PA Opt Choice
- Shotgun-Normal: Weak-Twins

**Defensive Strategy**
- Run Defense: 4-4
- Pass Defense: Nickel
- Blitz Frequency: Aggressive
### Texas Southern

**Team Profile**
- **Nickname:** Tigers
- **Conference:** Southwestern Athletic
- **Division:** 1-AA
- **Location:** Houston, TX
- **Team Colors:** Maroon/Gray
- **’02 Record (W-L, PF-PA):** 4-7, 314-277

**Key Offensive Plays**
- Ace-Normal: Speed Option
- Flexbone-Twins: FB Option
- Maryland I: Double Iso
- Strong-Slot: Option Pass

**Defensive Strategy**
- Run Defense: 4-4
- Pass Defense: Dime
- Blitz Frequency: Moderate

### Texas Tech

**Team Profile**
- **Nickname:** Red Raiders
- **Conference:** Big 12—South
- **Division:** 1-A
- **Location:** Lubbock, TX
- **Team Colors:** Scarlet/Black
- **’02 Record (W-L, PF-PA):** 9-5, 537-439

**Key Offensive Plays**
- Ace-Trips: Counter Trap
- Shotgun-2B Slot: Lead Draw
- Shotgun-Spread: Double Flag
- Strong-Normal: PA Post

**Defensive Strategy**
- Run Defense: 4-4
- Pass Defense: Dime
- Blitz Frequency: Moderate

### The Citadel

**Team Profile**
- **Nickname:** Bulldogs
- **Conference:** Southern
- **Division:** 1-AA
- **Location:** Charleston, SC
- **Team Colors:** Blue/White
- **’02 Record (W-L, PF-PA):** 3-9, 305-338

**Key Offensive Plays**
- Flexbone-Twins: Tr Option Cntr
- Flexbone-Wide: Quick Option
- Power I: PA Fly
- Wishbone-Wide: QB FB Option

**Defensive Strategy**
- Run Defense: 4-4
- Pass Defense: Dime
- Blitz Frequency: Moderate
### Toledo

**Team Profile**
- **Nickname:** Rockets
- **Conference:** Mid-American: West
- **Division:** 1-A
- **Location:** Toledo, OH
- **Team Colors:** Blue/Gold
- **'02 Record:** 9-5, 495-378

**Offensive Sets**
- Ace-Normal
- Ace-Slot
- Ace-Spread
- Shotgun-Spread
- Shotgun-Trips
- Shotgun-Y-Trips

**Key Offensive Plays**
- Ace-Slot: Toss Weak
- Ace-Trips: HB Toss
- Shotgun-Bunch: Inside Seam
- Shotgun-Trips: Weak Screen

**Defensive Strategy**
- Run Defense: 5-2
- Pass Defense: Nickel
- Blitz Frequency: Moderate

### Troy State

**Team Profile**
- **Nickname:** Trojans
- **Conference:** Independent
- **Division:** 1-A
- **Location:** Troy, AL
- **Team Colors:** Cardinal/Gray/Black
- **'02 Record:** 4-8, 218-252

**Offensive Sets**
- Shotgun-Normal
- Shotgun-Spread
- Shotgun-Trips
- Shotgun-2B Slot
- Ace-Slot
- Ace-Spread
- I Form-Normal
- Power I

**Key Offensive Plays**
- Shotgun-Normal: Quick Outs
- Shotgun-2B Slot: HB Draw
- Ace-Slot: PA Cross Post
- Power I: Option Pass

**Defensive Strategy**
- Run Defense: 4-4
- Pass Defense: Nickel
- Blitz Frequency: Moderate

### Tulane

**Team Profile**
- **Nickname:** Green Wave
- **Conference:** USA
- **Division:** 1-A
- **Location:** New Orleans, LA
- **Team Colors:** Olive Green/Sky Blue
- **'02 Record:** 8-5, 361-282

**Offensive Sets**
- Ace-Bunch
- Ace-Y-Trips
- I Form-Y-Trips
- Shotgun-5 Wide
- Shotgun-Bunch
- Shotgun-Spread

**Key Offensive Plays**
- Ace-Y-Trips: Quick Posts
- I Form-Y-Trips: Weak Counter
- Shotgun-Spread: Stretch
- Strong-Twins: Slot Post

**Defensive Strategy**
- Run Defense: 4-4
- Pass Defense: Nickel
- Blitz Frequency: Moderate
Team Profile: Tulsa
Nickname: Golden Hurricane
Conference: Western Athletic
Division: 1-A
Location: Tulsa, OK
Team Colors: Blue/Gold
'02 Record (W-L, PF-PA): 1-11, 233-417

Summary:
- Offensive Sets:
  - Ace-Normal
  - Ace-Slot
  - Ace-Spread
  - Pro Form-Normal
  - Shotgun-2B Slot
  - Strong-Normal
  - Strong-Twins

Key Offensive Plays:
- Ace-Normal: HB Sting
- Ace-Slot
- Ace-Spread
- I Form-Normal: Angle
- Shotgun-2B Slot: Lead Draw
- Strong-Twins: PA Slot Cross

Defensive Strategy:
- Run Defense: 5-2
- Pass Defense: Dime
- Blitz Frequency: Moderate

Team Profile: University of Alabama–Birmingham
Nickname: Blazers
Conference: USA
Division: 1-A
Location: Birmingham, AL
Team Colors: Green/Gold/White
'02 Record (W-L, PF-PA): 5-7, 268-370

Summary:
- Offensive Sets:
  - Flexbone-Normal
  - Ace-Trips
  - I Form-Twins
  - No Back
  - Shotgun-Trips

Key Offensive Plays:
- Flexbone-Normal: Quick Option
- Ace-Trips: HB Toss
- I Form-Twins: Lead Toss
- No Back: In 'N Out
- Shotgun-Trips: Triple Shield

Defensive Strategy:
- Run Defense: 4-4
- Pass Defense: Dime
- Blitz Frequency: Moderate

Team Profile: University of Central Florida
Nickname: Golden Knights
Conference: Mid-American—East
Division: 1-A
Location: Orlando, FL
Team Colors: Black/Gold
'02 Record (W-L, PF-PA): 7-5, 391-315

Summary:
- Offensive Sets:
  - Ace-Slot
  - Ace-Trips
  - I Form-Twins
  - No Back
  - Shotgun-Trips

Key Offensive Plays:
- Ace-Trips: HB Toss
- I Form-Twins: Lead Toss
- No Back: In 'N Out
- Shotgun-Trips: Triple Shield

Defensive Strategy:
- Run Defense: 4-4
- Pass Defense: Nickel
- Blitz Frequency: Moderate
**UCLA**

**Team Profile**
- **Nickname:** Bruins
- **Conference:** Pac-10
- **Division:** 1-A
- **Location:** Westwood, CA
- **Team Colors:** Blue/Gold
- **'02 Record (W-L, PF-PA):** 8-5, 387-326

<table>
<thead>
<tr>
<th>Team Ratings</th>
<th>All</th>
<th>QB</th>
<th>RB</th>
<th>WR</th>
<th>OL</th>
<th>DL</th>
<th>LB</th>
<th>DB</th>
<th>ST</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>91</td>
<td>79</td>
<td>90</td>
<td>88</td>
<td>87</td>
<td>91</td>
<td>87</td>
<td>87</td>
<td>90</td>
</tr>
</tbody>
</table>

**Key Offensive Plays**
- Ace-Y-Twins: PA Seam
- Pro Form-Slot: Lead Toss
- Shotgun-Normal: HB Streak
- Shotgun-Y-Trips: Read

**Defensive Strategy**
- Run Defense: 4-4
- Pass Defense: Nickel
- Blitz Frequency: Aggressive

**Offensive Sets**
- Ace-Bunch
- Ace-Normal
- Ace-Y-Trips
- Ace-Slot
- I Form-Tight
- I Form-Twins
- Shotgun-Normal
- Shotgun-Trips: Read

**University of Connecticut**

**Team Profile**
- **Nickname:** Huskies
- **Conference:** Independent
- **Division:** 1-A
- **Location:** Storrs, CT
- **Team Colors:** Blue/White
- **'02 Record (W-L, PF-PA):** 6-6, 373-270

<table>
<thead>
<tr>
<th>Team Ratings</th>
<th>All</th>
<th>QB</th>
<th>RB</th>
<th>WR</th>
<th>OL</th>
<th>DL</th>
<th>LB</th>
<th>DB</th>
<th>ST</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>75</td>
<td>81</td>
<td>87</td>
<td>75</td>
<td>77</td>
<td>77</td>
<td>81</td>
<td>80</td>
<td>75</td>
</tr>
</tbody>
</table>

**Key Offensive Plays**
- Ace-Slot: Toss Weak
- Ace-Y-Trips: HB Swing
- Shotgun-Trips: Flood
- Strong-Tight: PA Corner

**Defensive Strategy**
- Run Defense: 5-2
- Pass Defense: Nickel
- Blitz Frequency: Moderate

**Offensive Sets**
- Ace-Normal
- I Form-Normal
- Ace-Slot
- I Form-Slot
- I Form-Twins
- Shotgun-Normal
- Shotgun-Trips
- Strong-Tight

**University of Louisiana–Lafayette**

**Team Profile**
- **Nickname:** Ragin Cajuns
- **Conference:** Sunbelt
- **Division:** 1-A
- **Location:** Lafayette, LA
- **Team Colors:** Vermilion/White
- **'02 Record (W-L, PF-PA):** 3-9, 203-352

<table>
<thead>
<tr>
<th>Team Ratings</th>
<th>All</th>
<th>QB</th>
<th>RB</th>
<th>WR</th>
<th>OL</th>
<th>DL</th>
<th>LB</th>
<th>DB</th>
<th>ST</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>67</td>
<td>73</td>
<td>72</td>
<td>86</td>
<td>72</td>
<td>68</td>
<td>75</td>
<td>76</td>
<td>78</td>
</tr>
</tbody>
</table>

**Key Offensive Plays**
- I Form-Normal: PA Fade
- I Form-Slot: HB Lead
- Shotgun-Split: HB Shovel
- Strong-Twins: Slot Post

**Defensive Strategy**
- Run Defense: 5-2
- Pass Defense: Nickel
- Blitz Frequency: Moderate

**Offensive Sets**
- Ace-Big
- I Form-Normal
- I Form-Slot
- I Form-Twins
- No Back
- Shotgun-2B Slot
- Shotgun-Split
- Strong-Tight
- Strong-Twins

Shotgun-Split: HB Shovel
Strong-Twins: Slot Post
### Team Profile

**Nickname:** Indians  
**Conference:** Sunbelt  
**Division:** 1-A  
**Location:** Monroe, LA  
**Team Colors:** Burgundy/Gold  
**’02 Record (W-L, PF-PA):** 3-9, 236-451

#### Team Ratings

<table>
<thead>
<tr>
<th>Team</th>
<th>All</th>
<th>QB</th>
<th>RB</th>
<th>WR</th>
<th>OL</th>
<th>DL</th>
<th>LB</th>
<th>DB</th>
<th>ST</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>70</td>
<td>82</td>
<td>70</td>
<td>81</td>
<td>76</td>
<td>72</td>
<td>81</td>
<td>77</td>
<td>73</td>
</tr>
</tbody>
</table>

#### Key Offensive Plays
- Maryland I: Tr Option Pass  
- Power T-Normal: PA Lead  
- Power T-Normal: TE Across  
- Shotgun-Bunch: Middle Slant  

#### Defensive Strategy
- Run Defense: 4-4  
- Pass Defense: Nickel  
- Blitz Frequency: Moderate

---

### UMass

**Team Profile**

**Nickname:** Minutemen  
**Conference:** Atlantic 10  
**Division:** 1-AA  
**Location:** Amherst, MA  
**Team Colors:** Maroon/White  
**’02 Record (W-L, PF-PA):** 8-4, 327-250

#### Team Ratings

<table>
<thead>
<tr>
<th>Team</th>
<th>All</th>
<th>QB</th>
<th>RB</th>
<th>WR</th>
<th>OL</th>
<th>DL</th>
<th>LB</th>
<th>DB</th>
<th>ST</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>61</td>
<td>74</td>
<td>77</td>
<td>76</td>
<td>76</td>
<td>67</td>
<td>70</td>
<td>70</td>
<td>73</td>
</tr>
</tbody>
</table>

#### Key Offensive Plays
- Ace-Big: HB Sprint  
- Flexbone-Split: Double Slants  
- Flexbone-Wide: FB Sting  
- Shotgun-Split: Double Flats  

#### Defensive Strategy
- Run Defense: 4-4  
- Pass Defense: Nickel  
- Blitz Frequency: Moderate

---

### University of Nevada–Las Vegas

**Team Profile**

**Nickname:** Rebels  
**Conference:** Mountain West  
**Division:** 1-A  
**Location:** Las Vegas, NV  
**Team Colors:** Scarlet/Gray  
**’02 Record (W-L, PF-PA):** 5-7, 292-366

#### Team Ratings

<table>
<thead>
<tr>
<th>Team</th>
<th>All</th>
<th>QB</th>
<th>RB</th>
<th>WR</th>
<th>OL</th>
<th>DL</th>
<th>LB</th>
<th>DB</th>
<th>ST</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>81</td>
<td>78</td>
<td>87</td>
<td>83</td>
<td>81</td>
<td>79</td>
<td>82</td>
<td>82</td>
<td>88</td>
</tr>
</tbody>
</table>

#### Key Offensive Plays
- Ace-Big: HB Counter  
- Ace-Trips: HB Sting  
- I Form-Normal: PA Fade  
- Strong-Twins: Slot Post  

#### Defensive Strategy
- Run Defense: 4-4  
- Pass Defense: Nickel  
- Blitz Frequency: Moderate
**USC**

**Team Profile**
- **Nickname:** Trojans
- **Conference:** Pac-10
- **Division:** 1-A
- **Location:** Los Angeles, CA
- **Team Colors:** Cardinal/Gold
- **’02 Record (W-L, PF-PA):** 11-2, 465-240

<table>
<thead>
<tr>
<th>Team Ratings</th>
<th>All</th>
<th>QB</th>
<th>RB</th>
<th>WR</th>
<th>OL</th>
<th>DL</th>
<th>LB</th>
<th>DB</th>
<th>ST</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>98</td>
<td>82</td>
<td>88</td>
<td>94</td>
<td>91</td>
<td>93</td>
<td>91</td>
<td>87</td>
<td>95</td>
</tr>
</tbody>
</table>

**Offensive Sets**
- Ace-Bunch
- Ace-Empty
- I Form-Twins
- Ace-Slot
- Pro Form-Normal
- Shotgun-Bunch
- Strong-Slot
- Weak-Normal

**Key Offensive Plays**
- Ace-Empty: HB Option
- I Form-Twins: RB Flats
- Strong-Slot: Around
- Weak-Normal: Quick Pitch

**Defensive Strategy**
- Run Defense: 4-4
- Pass Defense: Nickel
- Blitz Frequency: Aggressive

**USF (University of South Florida)**

**Team Profile**
- **Nickname:** Bulls
- **Conference:** USA
- **Division:** 1-A
- **Location:** Tampa, FL
- **Team Colors:** Green/Gold
- **’02 Record (W-L, PF-PA):** 9-2, 339-204

<table>
<thead>
<tr>
<th>Team Ratings</th>
<th>All</th>
<th>QB</th>
<th>RB</th>
<th>WR</th>
<th>OL</th>
<th>DL</th>
<th>LB</th>
<th>DB</th>
<th>ST</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>73</td>
<td>74</td>
<td>86</td>
<td>81</td>
<td>76</td>
<td>73</td>
<td>78</td>
<td>79</td>
<td>83</td>
</tr>
</tbody>
</table>

**Offensive Sets**
- Ace-Sig
- Ace-Normal
- I Form-Normal
- Shotgun-2B Slot
- Shotgun-Ace
- Shotgun-Ace Twins
- Shotgun-Spread
- Shotgun-Trips
- Shotgun-Y-Trips

**Key Offensive Plays**
- Ace-Normal: HB Slam
- Shotgun-2B Slot: Zig Outs
- Shotgun-Ace-Fly Mid Check
- Shotgun-Ace Twins: X Special

**Defensive Strategy**
- Run Defense: 4-4
- Pass Defense: Dime
- Blitz Frequency: Moderate

**Utah**

**Team Profile**
- **Nickname:** Utes
- **Conference:** Mountain West
- **Division:** 1-A
- **Location:** Salt Lake City, UT
- **Team Colors:** Crimson/White
- **’02 Record (W-L, PF-PA):** 5-6, 249-226

<table>
<thead>
<tr>
<th>Team Ratings</th>
<th>All</th>
<th>QB</th>
<th>RB</th>
<th>WR</th>
<th>OL</th>
<th>DL</th>
<th>LB</th>
<th>DB</th>
<th>ST</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>79</td>
<td>76</td>
<td>87</td>
<td>74</td>
<td>84</td>
<td>84</td>
<td>81</td>
<td>84</td>
<td>78</td>
</tr>
</tbody>
</table>

**Offensive Sets**
- Ace-Y-Trips
- Ace-Y Twins
- Shotgun-5 Wide
- Shotgun-Ace Twins
- Shotgun-Bunch
- Shotgun-Normal
- Shotgun-Spread
- Shotgun-Trips

**Key Offensive Plays**
- Ace-Y-Trips: HB Sting
- Shotgun-Ace-Twins: HB Draw
- Shotgun-Bunch: PA QB Choice
- Strong-Normal: Option Pass

**Defensive Strategy**
- Run Defense: 5-2
- Pass Defense: Nickel
- Blitz Frequency: Moderate
### Utah State

#### Team Ratings

<table>
<thead>
<tr>
<th>Team</th>
<th>All</th>
<th>QB</th>
<th>RB</th>
<th>WR</th>
<th>OL</th>
<th>DL</th>
<th>LB</th>
<th>DB</th>
<th>ST</th>
</tr>
</thead>
<tbody>
<tr>
<td>Utah State</td>
<td>70</td>
<td>76</td>
<td>76</td>
<td>80</td>
<td>77</td>
<td>79</td>
<td>78</td>
<td>80</td>
<td>69</td>
</tr>
</tbody>
</table>

#### Team Profile
- **Nickname:** Aggies
- **Conference:** Sunbelt
- **Division:** 1-A
- **Location:** Logan, UT
- **Team Colors:** Navy Blue/White
- **‘02 Record (W-L, PF-PA):** 4-7, 305-432

#### Key Offensive Plays
- Ace-Empty: Flat Combo
- Maryland I: Rollout
- Power T-Normal: FB Toss
- Wishbone-Tight: PA Post

#### Defensive Strategy
- Run Defense: 4-4
- Pass Defense: Nickel
- Blitz Frequency: Moderate

### UTEP

#### Team Ratings

<table>
<thead>
<tr>
<th>Team</th>
<th>All</th>
<th>QB</th>
<th>RB</th>
<th>WR</th>
<th>OL</th>
<th>DL</th>
<th>LB</th>
<th>DB</th>
<th>ST</th>
</tr>
</thead>
<tbody>
<tr>
<td>UTEP</td>
<td>64</td>
<td>69</td>
<td>69</td>
<td>72</td>
<td>83</td>
<td>68</td>
<td>81</td>
<td>75</td>
<td>77</td>
</tr>
</tbody>
</table>

#### Team Profile
- **Nickname:** Miners
- **Conference:** Western Athletic
- **Division:** 1-A
- **Location:** El Paso, TX
- **Team Colors:** Orange/Blue/White
- **‘02 Record (W-L, PF-PA):** 2-10, 220-511

#### Key Offensive Plays
- Ace-Spread: PA Dive
- I Form-Twins: Lead Toss
- Shotgun-Normal: WR Under
- Strong-Slot: PA Post

#### Defensive Strategy
- Run Defense: 4-4
- Pass Defense: Nickel
- Blitz Frequency: Moderate

### Vanderbilt

#### Team Ratings

<table>
<thead>
<tr>
<th>Team</th>
<th>All</th>
<th>QB</th>
<th>RB</th>
<th>WR</th>
<th>OL</th>
<th>DL</th>
<th>LB</th>
<th>DB</th>
<th>ST</th>
</tr>
</thead>
<tbody>
<tr>
<td>Vanderbilt</td>
<td>70</td>
<td>71</td>
<td>81</td>
<td>74</td>
<td>80</td>
<td>74</td>
<td>76</td>
<td>76</td>
<td>83</td>
</tr>
</tbody>
</table>

#### Team Profile
- **Nickname:** Commodores
- **Conference:** Southeastern—East
- **Division:** 1-A
- **Location:** Nashville, TN
- **Team Colors:** Black/Gold
- **‘02 Record (W-L, PF-PA):** 2-10, 221-368

#### Key Offensive Plays
- Ace-Spread: HB Toss
- I Form-Normal: Option Pass
- Shotgun-Normal: Angle
- Shotgun-Spread: Quick Slants

#### Defensive Strategy
- Run Defense: 4-4
- Pass Defense: Nickel
- Blitz Frequency: Moderate
### Villanova

**Team Profile**
- **Nickname:** Wildcats
- **Conference:** Atlantic 10
- **Division:** 1-AA
- **Location:** Philadelphia, PA
- **Team Colors:** Blue/White
- **'02 Record (W-L, PF-PA):** 11-4, 448-278

**Team Ratings**

<table>
<thead>
<tr>
<th></th>
<th>All</th>
<th>QB</th>
<th>RB</th>
<th>WR</th>
<th>OL</th>
<th>DL</th>
<th>LB</th>
<th>DB</th>
<th>ST</th>
</tr>
</thead>
<tbody>
<tr>
<td>Rating</td>
<td>57</td>
<td>71</td>
<td>73</td>
<td>72</td>
<td>73</td>
<td>66</td>
<td>69</td>
<td>73</td>
<td>61</td>
</tr>
</tbody>
</table>

**Offensive Sets**
- Ace-Normal
- Ace-Y-Trips
- Shotgun Spread
- I-Form Twins

**Key Offensive Plays**
- Ace-Y-Trips: Cross In
- Shotgun-Ace Twins: Slant HB Read
- Shotgun-Y-Trips: Inside Draw
- No Back: In 'N Out

**Defensive Strategy**
- Run Defense: 5-2
- Pass Defense: Nickel
- Blitz Frequency: Moderate

---

### Virginia

**Team Profile**
- **Nickname:** Cavaliers
- **Conference:** Atlantic Coast
- **Division:** 1-A
- **Location:** Charlottesville, VA
- **Team Colors:** Orange/Blue
- **'02 Record (W-L, PF-PA):** 9-5, 402-348

**Team Ratings**

<table>
<thead>
<tr>
<th></th>
<th>All</th>
<th>QB</th>
<th>RB</th>
<th>WR</th>
<th>OL</th>
<th>DL</th>
<th>LB</th>
<th>DB</th>
<th>ST</th>
</tr>
</thead>
<tbody>
<tr>
<td>Rating</td>
<td>88</td>
<td>92</td>
<td>90</td>
<td>85</td>
<td>86</td>
<td>88</td>
<td>86</td>
<td>79</td>
<td>86</td>
</tr>
</tbody>
</table>

**Offensive Sets**
- Ace-Big
- Ace-Bunch
- Ace-Trips

**Key Offensive Plays**
- Ace-Big: HB Counter
- I-Form-Twins: HB Iso
- Shotgun-Ace Twins: X Special
- Strong-Twins: Slot Post

**Defensive Strategy**
- Run Defense: 5-2
- Pass Defense: Nickel
- Blitz Frequency: Moderate

---

### Virginia Tech

**Team Profile**
- **Nickname:** Hokies (Gobblers)
- **Conference:** Big East
- **Division:** 1-A
- **Location:** Blacksburg, VA
- **Team Colors:** Orange/Maroon
- **'02 Record (W-L, PF-PA):** 10-4, 429-263

**Team Ratings**

<table>
<thead>
<tr>
<th></th>
<th>All</th>
<th>QB</th>
<th>RB</th>
<th>WR</th>
<th>OL</th>
<th>DL</th>
<th>LB</th>
<th>DB</th>
<th>ST</th>
</tr>
</thead>
<tbody>
<tr>
<td>Rating</td>
<td>98</td>
<td>88</td>
<td>98</td>
<td>85</td>
<td>90</td>
<td>91</td>
<td>90</td>
<td>87</td>
<td>99</td>
</tr>
</tbody>
</table>

**Offensive Sets**
- Ace-Big
- Ace-Normal
- Ace-Trips

**Key Offensive Plays**
- Ace-Trips: HB Sting
- I-Form-Twins: Lead Toss
- Shotgun-Split: Double Flats
- Shotgun-Y-Trips: FL Screen

**Defensive Strategy**
- Run Defense: 4-4
- Pass Defense: Nickel
- Blitz Frequency: Aggressive
Wake Forest

Team Ratings

<table>
<thead>
<tr>
<th>Team</th>
<th>All</th>
<th>QB</th>
<th>RB</th>
<th>WR</th>
<th>OL</th>
<th>DL</th>
<th>LB</th>
<th>DB</th>
<th>ST</th>
</tr>
</thead>
<tbody>
<tr>
<td>Wake Forest</td>
<td>79</td>
<td>77</td>
<td>87</td>
<td>83</td>
<td>85</td>
<td>72</td>
<td>85</td>
<td>81</td>
<td>80</td>
</tr>
</tbody>
</table>

Team Profile

Nickname: Demon Deacons
Conference: Atlantic Coast
Division: 1-A
Location: Winston-Salem, NC
Team Colors: Old Gold/Black
'02 Record (W-L, PF-PA): 7-6, 356-327

Key Offensive Plays
- Flexbone-Normal: Quick Option
- Maryland I: PA Flag
- Shotgun-2B Slot: HB Draw
- Shotgun-Ace Twins: Out & Up

Defensive Strategy
- Run Defense: 4-4
- Pass Defense: Nickel
- Blitz Frequency: Moderate

Washington

Team Ratings

<table>
<thead>
<tr>
<th>Team</th>
<th>All</th>
<th>QB</th>
<th>RB</th>
<th>WR</th>
<th>OL</th>
<th>DL</th>
<th>LB</th>
<th>DB</th>
<th>ST</th>
</tr>
</thead>
<tbody>
<tr>
<td>Washington</td>
<td>90</td>
<td>94</td>
<td>90</td>
<td>87</td>
<td>90</td>
<td>78</td>
<td>87</td>
<td>82</td>
<td>88</td>
</tr>
</tbody>
</table>

Team Profile

Nickname: Huskies
Conference: Pac-10
Division: 1-A
Location: Seattle, WA
Team Colors: Purple/Gold
'02 Record (W-L, PF-PA): 7-6, 398-342

Key Offensive Plays
- Ace-Normal: PA Counter
- Ace-Slot: Toss Strong
- Ace-Trips: HB Draw
- Ace-Spread: No Back

Defensive Strategy
- Run Defense: 5-2
- Pass Defense: Dime
- Blitz Frequency: Moderate

Washington State

Team Ratings

<table>
<thead>
<tr>
<th>Team</th>
<th>All</th>
<th>QB</th>
<th>RB</th>
<th>WR</th>
<th>OL</th>
<th>DL</th>
<th>LB</th>
<th>DB</th>
<th>ST</th>
</tr>
</thead>
<tbody>
<tr>
<td>Washington State</td>
<td>91</td>
<td>79</td>
<td>88</td>
<td>85</td>
<td>92</td>
<td>91</td>
<td>83</td>
<td>85</td>
<td>95</td>
</tr>
</tbody>
</table>

Team Profile

Nickname: Cougars
Conference: Pac-10
Division: 1-A
Location: Pullman, WA
Team Colors: Crimson/Gray
'02 Record (W-L, PF-PA): 10-3, 431-296

Key Offensive Plays
- Ace-Slot: Toss Strong
- Ace-Trips: HB Draw
- Ace-Spread: No Back

Defensive Strategy
- Run Defense: 4-4
- Pass Defense: Nickel
- Blitz Frequency: Moderate
**Weber State**

**Team Profile**
- **Nickname:** Wildcats
- **Conference:** Big Sky
- **Division:** 1-AA
- **Location:** Ogden, UT
- **Team Colors:** Royal Purple/White
- **’02 Record (W-L, PF-PA):** 3-8, 266-309

**Team Ratings**
- **All:** 69
- **QB:** 59
- **RB:** 74
- **WR:** 73
- **OL:** 70
- **DL:** 65
- **LB:** 71
- **DB:** 70
- **ST:**

**Offensive Sets**
- Ace-Big
- Ace-Normal
- I Form-Normal
- Flexbone-Split
- Flexbone-Wide
- Shotgun-Normal
- Weak-Twins
- Weak-Y-Trips

**Key Offensive Plays**
- Ace-Normal: HB Dive
- Flexbone-Split: FB Option
- Shotgun Split: HB Shovel
- Weak-Y-Trips: LB Read

**Defensive Strategy**
- Run Defense: 5-2
- Pass Defense: Dime
- Blitz Frequency: Moderate

---

**West Virginia**

**Team Profile**
- **Nickname:** Mountaineers
- **Conference:** Big East
- **Division:** 1-A
- **Location:** Morgantown, WV
- **Team Colors:** Old Gold/Blue
- **’02 Record (W-L, PF-PA):** 9-4, 396-302

**Team Ratings**
- **All:** 88
- **QB:** 88
- **RB:** 94
- **WR:** 81
- **OL:** 89
- **DL:** 76
- **LB:** 87
- **DB:** 85
- **ST:**

**Offensive Sets**
- Ace-Big
- I Form-Tight
- I Form-Y-Trips
- Shotgun-2B Slot
- Shotgun-5 Wide
- Shotgun-Spread
- Shotgun-Y-Trips

**Key Offensive Plays**
- Ace-Big: HB Counter
- I Form-Y-Trips: Sprint Option
- Shotgun-2B Slot: Slants
- Shotgun-Spread: PA Read

**Defensive Strategy**
- Run Defense: 4-3
- Pass Defense: Nickel
- Blitz Frequency: Aggressive

---

**Western Carolina**

**Team Profile**
- **Nickname:** Catamounts
- **Conference:** Southern
- **Division:** 1-AA
- **Location:** Cullowhee, NC
- **Team Colors:** Purple/Gold
- **’02 Record (W-L, PF-PA):** 5-6, 279-294

**Team Ratings**
- **All:** 78
- **QB:** 67
- **RB:** 75
- **WR:** 74
- **OL:** 81
- **DL:** 74
- **LB:** 77
- **DB:** 76
- **ST:**

**Offensive Sets**
- Ace-Bunch
- Ace-Normal
- Ace-Y-Trips
- Shotgun-5 Wide
- Shotgun-Bunch
- Shotgun-Spread
- Shotgun-Y Trips
- No Back
- Strong-Twins

**Key Offensive Plays**
- Ace-Y-Trips: PA Wheel
- Shotgun-Bunch: Inside Seam
- Shotgun-Spread: WR Under
- Shotgun-Y-Trips: PA WR In

**Defensive Strategy**
- Run Defense: 4-4
- Pass Defense: Dime
- Blitz Frequency: Moderate
### Western Illinois

#### Team Ratings

<table>
<thead>
<tr>
<th></th>
<th>All</th>
<th>QB</th>
<th>RB</th>
<th>WR</th>
<th>OL</th>
<th>DL</th>
<th>LB</th>
<th>DB</th>
<th>ST</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>60</td>
<td>69</td>
<td>73</td>
<td>72</td>
<td>74</td>
<td>68</td>
<td>71</td>
<td>74</td>
<td>71</td>
</tr>
</tbody>
</table>

#### Team Profile

- **Nickname:** Leathernecks
- **Conference:** Gateway
- **Division:** 1-AA
- **Location:** Macomb, IL
- **Team Colors:** Purple/Gold
- **'02 Record (W-L, PF-PA):** 11-2, 470-241

#### Key Offensive Plays
- I Form-Normal: HB Lead
- I From-Slot: WR Cross
- Shotgun-Ace: Speed Option
- Shotgun-Spread: Outside Posts

#### Defensive Strategy
- Run Defense: 4-4
- Pass Defense: Dime
- Blitz Frequency: Moderate

### Western Kentucky

#### Team Ratings

<table>
<thead>
<tr>
<th></th>
<th>All</th>
<th>QB</th>
<th>RB</th>
<th>WR</th>
<th>OL</th>
<th>DL</th>
<th>LB</th>
<th>DB</th>
<th>ST</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>82</td>
<td>64</td>
<td>71</td>
<td>76</td>
<td>80</td>
<td>67</td>
<td>71</td>
<td>74</td>
<td>67</td>
</tr>
</tbody>
</table>

#### Team Profile

- **Nickname:** Hilltoppers
- **Conference:** Gateway
- **Division:** 1-AA
- **Location:** Bowling Green, KY
- **Team Colors:** Red/White
- **'02 Record (W-L, PF-PA):** 12-3, 432-246

#### Key Offensive Plays
- Ace-Normal: HB Option
- Flexbone-Wide: WR Screen
- Maryland I: TR Option Rev
- Power I: PA Fly

#### Defensive Strategy
- Run Defense: 3-4
- Pass Defense: Nickel
- Blitz Frequency: Moderate

### Western Michigan

#### Team Ratings

<table>
<thead>
<tr>
<th></th>
<th>All</th>
<th>QB</th>
<th>RB</th>
<th>WR</th>
<th>OL</th>
<th>DL</th>
<th>LB</th>
<th>DB</th>
<th>ST</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>82</td>
<td>73</td>
<td>80</td>
<td>79</td>
<td>79</td>
<td>73</td>
<td>80</td>
<td>78</td>
<td>75</td>
</tr>
</tbody>
</table>

#### Team Profile

- **Nickname:** Broncos
- **Conference:** Mid-American—West
- **Division:** 1-A
- **Location:** Kalamazoo
- **Team Colors:** Brown/Gold
- **'02 Record (W-L, PF-PA):** 4-8, 303-330

#### Key Offensive Plays
- Ace-Slot: HB Clearout
- Ace-Y-Trips: HB Dive
- Maryland I: HB Lead Toss
- Shotgun-Trips: Hook Outs

#### Defensive Strategy
- Run Defense: 5-2
- Pass Defense: Nickel
- Blitz Frequency: Moderate
William and Mary

Team Profile
Nickname: Tribe
Conference: Atlantic 10
Division: 1-AA
Location: Williamsburg, VA
Team Colors: Green/Gold/Silver
'02 Record (W-L, PF-PA): 6-5, 326-284

Offensive Sets
- Flexbone-Wide: FB Delay
- Weak-Y-Trips: Post Vertical

Key Offensive Plays
- Flexbone-Wide: FB Delay
- Strong-Normal: Quick Outs
- Weak Twins: Lead Toss
- Weak-Y-Trips: Post Vertical

Defensive Strategy
- Run Defense: 4-4
- Pass Defense: Dime
- Blitz Frequency: Moderate

Wisconsin

Team Profile
Nickname: Badgers
Conference: Big Ten
Division: 1-A
Location: Madison, WI
Team Colors: Cardinal/White
'02 Record (W-L, PF-PA): 8-6, 372-322

Offensive Sets
- Ace-Twins: Counter Trap
- I Form-Normal: HB Lead
- Strong-Tight: PA Flat
- Strong-Twins: Slot Post

Key Offensive Plays
- Ace-Twins: Counter Trap
- I Form-Normal: HB Lead
- Strong-Tight: PA Flat
- Strong-Twins: Slot Post

Defensive Strategy
- Run Defense: 4-4
- Pass Defense: Dime
- Blitz Frequency: Moderate

Wofford

Team Profile
Nickname: Terriers
Conference: Southern
Division: 1-AA
Location: Spartanburg, SC
Team Colors: Old Gold/Black
'02 Record (W-L, PF-PA): 9-3, 298-197

Offensive Sets
- Maryland I: QB FB Option
- Power I: Triple Option
- Strong-Slot: Power Option
- Wishbone-Wide: PA Post

Key Offensive Plays
- Maryland I: QB FB Option
- Power I: Triple Option
- Strong-Slot: Power Option
- Wishbone-Wide: PA Post

Defensive Strategy
- Run Defense: 4-4
- Pass Defense: Nickel
- Blitz Frequency: Moderate
### Wyoming

#### Team Ratings

<table>
<thead>
<tr>
<th>Team</th>
<th>All</th>
<th>QB</th>
<th>RB</th>
<th>WR</th>
<th>OL</th>
<th>DL</th>
<th>LB</th>
<th>DB</th>
<th>ST</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>67</td>
<td>84</td>
<td>72</td>
<td>82</td>
<td>72</td>
<td>68</td>
<td>73</td>
<td>70</td>
<td>86</td>
</tr>
</tbody>
</table>

#### Team Profile
- **Nickname:** Cowboys
- **Conference:** Mountain West
- **Division:** 1-A
- **Location:** Laramie, WY
- **Team Colors:** Brown/Yellow
- **’02 Record (W-L, PF-PA):** 2-10, 288-432

#### Key Offensive Plays
- Ace-Bunch: HB Toss
- Ace-Spread: Inside Out
- I Form-Slot: HB Weak
- Shotgun-Trips: Post

#### Defensive Strategy
- Run Defense: 4-4
- Pass Defense: Nickel
- Blitz Frequency: Moderate

### Yale

#### Team Ratings

<table>
<thead>
<tr>
<th>Team</th>
<th>All</th>
<th>QB</th>
<th>RB</th>
<th>WR</th>
<th>OL</th>
<th>DL</th>
<th>LB</th>
<th>DB</th>
<th>ST</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>64</td>
<td>77</td>
<td>77</td>
<td>75</td>
<td>74</td>
<td>65</td>
<td>72</td>
<td>76</td>
<td>75</td>
</tr>
</tbody>
</table>

#### Team Profile
- **Nickname:** Bulldogs (Elis)
- **Conference:** Ivy
- **Division:** 1-AA
- **Location:** New Haven, CT
- **Team Colors:** Yale Blue/White
- **’02 Record (W-L, PF-PA):** 6-4, 257-188

#### Key Offensive Plays
- Ace-Normal: HB Draw
- Flexbone-Split: FB Trap
- Shotgun-Split: Double Flats
- Weak-Twins: Slot Wheel

#### Defensive Strategy
- Run Defense: 4-4
- Pass Defense: Dime
- Blitz Frequency: Moderate

### Youngstown State

#### Team Ratings

<table>
<thead>
<tr>
<th>Team</th>
<th>All</th>
<th>QB</th>
<th>RB</th>
<th>WR</th>
<th>OL</th>
<th>DL</th>
<th>LB</th>
<th>DB</th>
<th>ST</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>67</td>
<td>77</td>
<td>84</td>
<td>77</td>
<td>82</td>
<td>68</td>
<td>72</td>
<td>73</td>
<td>79</td>
</tr>
</tbody>
</table>

#### Team Profile
- **Nickname:** Penguins
- **Conference:** Gateway
- **Division:** 1-AA
- **Location:** Youngstown, OH
- **Team Colors:** Red/White
- **’02 Record (W-L, PF-PA):** 7-4, 215-201

#### Key Offensive Plays
- Ace-Trips: HB Tackle
- Ace-Bunch: I Form-Normal: Hitch ‘N Go
- Ace-Normal: No Back: Clearout
- Weak-Twins: WR In

#### Defensive Strategy
- Run Defense: 5-2
- Pass Defense: Dime
- Blitz Frequency: Moderate
Building A Dynasty

In Dynasty Mode™, you can coach your Favorite School through years of NCAA® competition, assuming of course, you win enough games to keep your job. (Don't worry; you can guarantee your contract by turning off the Coach Contracts option.) But, even with job security, you must do your homework if you want to bring the hometown fans a National Championship. It takes great coaching on game day, a knack for managing your Depth Chart, and a bit of a crystal ball when recruiting high school players from around the country.

In this section we take you through Dynasty Mode™ from Preseason redshirt decisions to post-season recruiting visits. Our Coach’s Diary includes a two-season journey through the ranks of Division 1-A football as we offer tips on roster management, coaching strategies, and recruiting.

We’ll highlight the new Sports Illustrated® Covers feature, where you can see your accomplishments, or failures, chronicled on the pages of one of the most celebrated sports publications in the world.

Preseason

The Redshirt Players screen lists the current roster, and thanks to a powerful sort option, we can easily view our players by position to see how our depth looks for the upcoming season. Only highlighted players are eligible for redshirting. As we scan the positions, we notice a big sophomore defensive tackle who ranks third overall. We decide to redshirt him, which means he will still have three years of eligibility after this season.

Note

If you choose a Preseason Top 25 team for your first coaching job, you have a fairly good chance of going all the way to the National Championship game in your first year. However, you can plan on a dramatic drop-off in your second year after key seniors graduate. If you’d rather work for your trophy, start with a lower-ranked program and work your way to the top the old-fashioned way: with tireless recruiting.

Our First Season

The season opener against Northern Illinois produces a lopsided victory, but our first real test is a tough 20-14 victory at #12 Florida State. It was anything but a laugh, because we needed a last-minute interception to stop a Florida State drive.

Tip

Don’t feel compelled to redshirt too many players during your first preseason. This task will be more meaningful after your first recruiting class.
As the season progresses, we identify key players, including an explosive senior halfback who spearheads our rushing attack. He is leading the way now, but he'll leave a big void on graduation day.

With five games to go, Maryland is still undefeated, but we trail Miami and Virginia Tech in the Top 25 rankings. Our schedule is tougher than Miami's, so reaching #1 during the regular season is a possibility if both schools finish undefeated. Virginia Tech is easily within reach, so we set out sights on #2.

A narrow victory against North Carolina State includes a shocker; we throw an ill-advised pass into the end zone, triggering a 100-yard interception return for a touchdown.

Our undefeated record is intact going into the final game of the season against Wake Forest. Life is good.

A final victory caps off an undefeated 12-0 season as we earn the ACC Championship and look forward to a Nokia Sugar Bowl bid to face Miami for the National Championship!
National Championship Game

Miami is led by a Heisman-candidate quarterback who threw for almost a thousand yards more than our passer. But our defense is ranked #3 in the NCAA®, and our halfback is on a roll, so we look forward to a low-scoring ball-control game.

I know it’s just a game, but when the teams come out of the tunnel, it raises more than a few goose bumps.

We take an early lead on a 51-yard run by our senior halfback, but Miami ties it up on a plunge into the end zone.

But, our tenacious defense dominates the second half, and we eke out a 14-10 victory.

Our Sugar Bowl victory qualifies as a Greatest Game, which is added to our EA SPORTS® Bio and logged for posterity in My NCAA®.

After storing our trophies, the first coaching offer comes in as Notre Dame puts a three-year contract on the table. But we decide to stay put and go through the challenges of maintaining a winning program for one more year.
One last trip to *Sports Illustrated*® to bask in the glory of our National Championship!

We made it to #1, but now it's time to look toward the future as we move into Off-Season.

**Off-Season**

**Players Leaving**

Now the real work begins. As graduating seniors move on to the NFL Draft (you can export your class to *Madden NFL Football 2004*), it's time to hit the road for some serious recruiting.

As we expected, Maryland will take a big hit, losing our starting quarterback and halfback. But the news gets worse as our junior cornerback, who led the defense with nine picks, has decided to leave school early.

We decide to show up at his door to convince him to stay for his senior year, but to no avail.

**Recruiting**

After advancing to the Recruiting phase we arrive at Recruiting Central. The United States map allows us to target any state and check the available high school players. We can also pull up a report that includes all players considering the University of Maryland among their top three college destinations. We decide to start here, hoping to sign the top players already leaning toward our school.

A quick glance at our roster shows the biggest holes at cornerback and strong safety, but our sophomore quarterbacks are rated only C-, so we will also look for a young passer.

**Tip**

The competition is brutal, especially when going up against other successful programs. We recommend going heavily and early for the best players who are interested in your school. Keep hammering away, especially in the first two rounds, because the list starts to thin out by the end of the first three rounds.
We work through the list, planning personal visits to our most coveted prospects.

Our first pass at the state prospects produces two signings: a good-looking junior college (JUCO) cornerback and a halfback whose leg strength was a bit inflated.

During week two, we receive two more commitments, landing a big-time wide receiver and a Blue Chip fullback.

After working through the state prospects, we go national with our search, looking for five-star athletes around the country. We gradually work our way north and west, because the farther we get from Maryland, the tougher it is to recruit. It's a stretch because we're not on his short list, but we go after the top-rated passer in the country.

Our list is growing by week five, but we are still unsuccessful in our attempts to land a quarterback.

Our list is growing by week five, but we are still unsuccessful in our attempts to land a quarterback.

After recruiting season winds down, we check the board to see how Maryland ranked against other schools. We finish in the top ten with five Blue Chips, but USC and Auburn had twice as many four-star recruits.

Note
You can withdraw an offer at any time before advancing to the next week, so don't worry if you run out of points during the initial recruiting process.

Note
It is possible to use up your Scholarships before your Recruiting Points, so watch both totals as you tender your offers.

Note
Remember to use up all of your points, because you get a fresh supply at the start of each recruiting week. Don't be conservative; the recruits sign up quickly. By the end of the third week, the Top 100 list will be reduced by around two-thirds.
The last step is to fill out our roster with walk-ons. Don't expect too much here, but you never know when the next "water boy" will turn out to be a Heisman candidate.

Training Results

After the signings are finalized, it's on to Training Camp. The reports show each player's progress, and this information is critical for deciding who stays with the team and who is cut loose.

Cut Players

The maximum roster size is 55.

Set Depth Chart

Now it is time to shape the squad for the upcoming season. The Depth Chart screen shows each player and his ratings. We can sort each position manually, or use the Auto-Reorder option to rearrange the players according to Overall rating. That's it; it's time to start the new season and try to live up to our 13-0 record of last year.

Start New Season

Before our first game we check our contract to reaffirm our goals. We're in the second year of a three-year contract, and unfortunately the alumni will be happy with nothing less than another National Championship.

We are projected at #2, but our coaching staff knows the truth. With an inexperienced sophomore quarterback and the hole in the backfield left by our senior halfback, another undefeated season is highly unlikely.

We struggle to a disappointing but still respectable 8-4 record, earning a Tangerine Bowl invitation. Oh well, it's not the Nokia Sugar Bowl, but at least we're still playing. Nebraska kicks our butt, 27-14, and we start dreaming wistfully about the Notre Dame offer.

Rather than stick around for the slow rebuilding process, we decide to jump ship and head for the University of Washington. It looks like they have already hit bottom, so we look forward to coming in and turning things around. At least our Coach Prestige level is still high, but this is a pivotal year; our laurels will certainly fade if the Huskies have another losing season.

Note

Don't forget to adjust your Playbook when you change schools!
This section introduces the offensive formations and sets used in NCAA® Football 2004. Thousands of different plays are possible if you consider the potential combinations, but all offensive plays in the game come from the following core formations.

Understanding the strengths and weaknesses of each formation will help you to select plays on the fly, especially in pressure situations. You can make up for some deficiencies with a great move or burst of speed, but your play-calling is always affected by the limitations of the formation. We begin with a key to help you better understand the abbreviations and terms used in the NCAA® Football 2004 Playbooks. Defensive formations are covered in the next section.

### Abbreviations and Definitions

- **Blitz:** A defensive play with a linebacker or defensive back (or both) penetrating beyond the line of scrimmage
- **CB:** Cornerback
- **Counter:** Ball carrier runs back against the blocking flow
- **Cross:** Two receivers run cross routes
- **Curl:** Pass route that finishes with a quick turn back toward the quarterback
- **Dime:** Defensive alignment with six defensive backs
- **Double:** On defense, two defenders cover one receiver usually in/out
- **Drag:** Short, delayed pass route that slides toward the middle of the field
- **Draw:** Quarterback drops back to pass, but instead of setting up to throw, hands the ball off to a running back or keeps it himself on a delayed run
- **FB:** Fullback
- **FG:** Field goal
- **FL:** Flanker
- **Flats:** Either side of the field within 5 yards of the line of scrimmage and 10 yards from the sideline
- **Fly:** Deep pass route that runs straight downfield
- **Flood:** Pass pattern that sends more receivers into a zone than there are defenders to handle them
- **FS:** Free safety
- **HB:** Halfback
- **Hail Mary:** All eligible receivers run deep patterns to the same area of the field, and the quarterback launches a high, deep desperation pass into the crowd
- **Hitch:** Short pass route where the receiver drives off the line of scrimmage and then stops to receive the ball.
- **Hook:** Pass route that runs straight downfield, and then reverses direction, coming back toward the quarterback
- **ILB:** Inside linebacker
- **ISO:** A single player is "isolated" as the ball carrier
- **Man:** Assigns a single defender to cover a specific receiver
- **Misdirection:** Offensive play that goes against the blocking flow
- **Nickel:** Defensive alignment with five defensive backs
- **OLB:** Outside linebacker
- **Option:** A play where the quarterback can run with the ball, hand it off, or pitch out
- **Out:** Pass route that breaks directly to either sideline
- **PA:** Play action
- **Play action:** Quarterback fakes a handoff run and then sets up to pass
- **Post:** Deep pass route that breaks toward the middle of the field at the end of the route
- **QB:** Quarterback
- **Rollout:** Quarterback sprints wide to one side before throwing the ball
- **Reverse:** Ball carrier runs to side of field opposite initial ball flow
- **SCN:** Screen
- **Screen:** Pass thrown to receiver behind the line of scrimmage with blockers ahead
- **SE:** Split end
- **Seam:** Area between two defensive zones that is more likely to be open
- **SL:** Slot
- **Slant:** Angling toward middle or sideline
- **Slot:** Area between the tackle and wide receiver
- **SS:** Strong safety
- **Streak:** Pass pattern with the receiver running fast and deep
- **Strong side:** Same side as tight end
- **TE:** Tight end
- **Tr:** Triple
- **Trap:** Offensive lineman moves laterally to block a defensive lineman, leaving an opening in the offense
- **Trips:** 3 split receivers on one side
- **Twins:** 2 split receivers on one side
- **Waggle:** Quarterback takes a handoff and moves out wide and deep to either side
- **Weak:** Side of the offense opposite the tight end
- **Wingback:** Offensive player positioned just outside and behind the tight end
- **WB:** Wingback
- **WR:** Wide receiver
Offensive Sets

Play diagrams and definitions of every offensive set and formation in NCAA® Football 2004 are provided here.

Ace
As the name implies, this is a single-back set. By trading an extra running back for a receiver, you give your quarterback more route choices. You can still run effectively out of an Ace set, but without a lead blocker, it requires an excellent offensive line and a few shifty moves with the controller.

Ace Empty
Ace Empty is a single-back set, without the back. The alignment is similar to the No Back formation, except for the two slot receivers on one side. They line up alongside each other instead of one ahead of the other. This is primarily a passing formation (no tight ends, no blocking backs), although you can run the option with one of the slot receivers.

Ace Big
You can chew up yards in the middle of the field by throwing to the tight ends out of this formation. Use the wide receivers to take the coverage deep, and then throw underneath to the big guys. If you are blessed with speed at that position, try going deep to really surprise the secondary.

Ace Bunch
Similar to Ace Trips, this alignment leaves only one of the three receivers on the line, flanked by a slot receiver behind and to either side. Use this formation to flood one side of the field with receivers, but keep one eye on your safety valve if the blocking breaks down. You are better off setting up outside the tackles so you can throw the ball away if you are about to be sacked.

Ace Normal
This "big" set includes two tight ends, so it offers more flexibility for calling sweeps, pitchouts, and rollouts.

Ace Slot
By dropping one of the tight ends, this set is better for speed routes with the addition of a wide receiver in the slot. Watch for a weak-side pass rush.

Ace Twins
This well-balanced set has two wide receivers on the left and a tight end on either side. This is a great set for unveiling your tight end on a deep route.

Ace Spread
This pass-oriented set features four wide receivers, including a slot man on either side. A single back is the only extra protection for the quarterback, so this set is susceptible to the blitz.

Ace Trips
With three wide receivers on the left, the Ace Trips is a great call for attacking one side of the defense. A tight end on the right anchors the line, and a single back provides a little extra protection for the quarterback. This set almost always produces an open man against the 4-3 or 3-4.
Ace Y Trips

This versatile set features size and speed on the right with a tight end and two wide receivers. Geared for the run or pass, this is a tough set to defend.

Ace Y Twins

With a running back behind the quarterback, a tight end and slot receiver on one side, and a wideout and slot receiver on the other, this formation presents a balanced threat on both sides. The best feature of this formation is the ability of the tight end and slot receiver to run quick crossing patterns off the line, presenting a coverage problem for the linebackers. If your offensive line is suspect, the extra blocking back provides some security while still keeping four receivers in the play.

Flexbone

The Flexbone introduces one or more wingbacks positioned just behind the tackles or tight ends. They are close enough to the quarterback to become involved in the run offense, and they can slip out of the backfield quickly on a pass play. Without the tight end, a well-timed outside blitz can overwhelm this set. However, a quarterback with a quick release can still neutralize the pressure.

Flexbone Normal

The key to success is to involve all three backs in the offense. Keep the defense guessing by calling quick-hitting runs to the fullback, sweeps, and short, slashing pass routes for the wingbacks.

Flexbone Slot

With a wide slot receiver on the left, this set presents a deep threat for the defense. However, if you have great speed in the backfield, you can still run the Triple Option to the other side for big yardage.

Flexbone Split

This is the "big" version of the Flexbone, with a tight end and wingback on the right. Try running power sweeps behind the tight end or, against a hyper-active defense, setting up a screen to the halfback.

Flexbone Twins

With three receivers angled toward the left sideline, this is another great set for flooding one side of the pass defense. While the defensive backs scramble to cover the wide receivers, you'll be able to "drag" your tight end from right to left, slipping underneath the coverage.

Flexbone Wide

The wingbacks are spread wider in this set, so you might as well send them deeper downfield on slants or out patterns. For a complete change of pace, try running a WB Around, but be ready to cut inside the tackles if the offensive line opens a hole.

Goal Line

This is a classic, short-yardage run set, and it is very effective. Don't hesitate to use it in the middle of the field if the defense stays in a 3-4 or Nickel. You can also pass from this set, which can really confuse the defense on 3rd and short.
Hail Mary
Nothing fancy here as everyone but the water boy goes deep. You’ll have better success if you throw while the receivers are still moving; don’t wait until the receivers and defenders are standing together waiting for a gift from the heavens.

I Form
The I Form has two running backs lined up directly behind the quarterback. This set allows you to break off a run in either direction without tipping off the defense before the snap. With both backs lined up together, the blocking back can easily sprint outside in front of the ball carrier on a sweep.

I Form Normal
This is the most flexible I Form, with a tight end, wide receiver, and slot receiver. You can run or pass very effectively out of this formation in short- or medium-yardage situations.

I Form Slot
When you need a little more speed, the I Form Slot trades a tight end for a slot receiver. Without a tight end on either side, it’s a good idea to keep at least one running back in the pocket to protect your quarterback.

I Form Tight
With two backs and two tight ends, this is an excellent power set for running between the tackles or using the Triple Option. If you pass out of this formation, try rolling out and looking for the tight end on a sideline route. The lone wide receiver likely will draw two defenders, so don’t force the ball into coverage.

I Form Twins
Two wide receivers open up this variation, but you should use plenty of play action to keep the defense geared to the run. Use quick crossing routes and don’t forget your running backs as they slip out into the flats.

I Form Y-Trips
The best feature of this formation is that the defense simply cannot lean toward the run or the pass. With two running backs and a tight end, you can run power plays straight ahead, or you can call options and tosses to the outside. We prefer running to the outside and looking for downfield blocks from the wide receivers. Counter plays work very well to the strong side.

Maryland I
This unusual set looks like a perfect "T" from the overhead view. It features three running backs behind the quarterback, so the defense must prepare for the option to either side. The option works beautifully out of the Maryland I, but don’t forget to mix in traditional Tackle, Toss, and Blast plays to the fullback and halfback. For ball control, try quick outs to the tight ends.
No Back

As the name implies, this is a pure passing set featuring five wide receivers. You must know the capabilities of your offensive line before calling this set. If the defense is consistently penetrating, stick with quick routes or screens. However, you can really get creative if your offensive line is providing dependable protection. If your quarterback is safe, go deep, and go often!

Power I

This is a great power running set for the fullback. Run Blasts, Traps, and Dives, and when the defense starts favoring the run, send your fullback deep downfield on a Streak.

Power T

This formidable alignment shows straight-ahead power, with two tight ends and a full T backfield (three backs) behind the quarterback. This is an outstanding formation for power sweeps, lead tosses, and options of all kinds.

Pro Form

This well-balanced set offers equal opportunities for passing and running plays. Keep the defense off-balance when using the Pro Form by throwing to multiple receivers (including the running backs) as you drive downfield. Use play action sparingly. Instead, vary your pace with a mix of running and passing plays, short and long, outside and inside.

Pro Form Normal

As we mentioned in the Pro Form introduction, take advantage of this balanced set by using all the weapons in your arsenal.

Pro Form Slot

The tight end is gone in favor of a slot receiver. With three wideouts, you can stretch the defense a little more, but watch out for the outside blitz. Without tight ends, your corners are vulnerable.

Shotgun

The obvious benefit of using the Shotgun is to give your quarterback a head start against the rush. So, most defenses usually (if not always) think pass against the Shotgun. For this reason, you must mix in a draw or delay to the running back to keep the defense honest.

Shotgun Ace

This could easily be called a "big" Shotgun. With two tight ends and a running back, the defense cannot afford to just think pass. Two tight ends mixing into the patterns with two wide receivers presents serious matchup problems for a man defense. This is extremely effective with tight end drag routes or short comeback routes.

Shotgun Ace-Twins

Similar to the Shotgun Ace, this formation places both wide receivers on one side with one of the tight ends. Try running crossing and flood routes with this formation. It is also very effective when the three receivers on one side run patterns of varying depths.

Shotgun Bunch

As the name implies, the Bunch describes three wide receivers on one side in an inverted V, with the outside receivers in the slot. There are no tight ends here, but a running back offers some flexibility for the quarterback. An occasional draw play will be effective here, but don’t get carried away without a big line up front. You’re better off flooding one side with routes and using the lone running back as a safety valve.
**Shotgun 2B Slot**

This is the most conservative of the Shotgun sets, with a running back on either side of the quarterback. Play action is very effective in this set, but be aware of the rush at all times. Know your safety-valve receivers and dump the ball off quickly to avoid a big loss.

**Shotgun 5 Wide**

Like the No Back, this is a pass play all the way. We like plays that include varying route depths and angles so the defensive secondary cannot clog one small area of the field. Without a blocking back, you can count on a heavy rush most of the time. But don't get happy feet, and above all, do not throw into double or triple coverage.

**Shotgun Normal**

This is a great set for learning the Shotgun. You have two wide receivers on each side, and the slot receiver on the right acts as a tight end if you want to run the Speed Option.

**Shotgun Split**

Similar to the Shotgun 2B Slot, this set loses the slot receiver and adds a tight end who lines up as a wingback on the right. This is a great set for throwing a variety of short and medium passes (under 10 yards) to either side of the field. The defensive pass coverage often ignores at least one of the backs coming out of the backfield.

**Shotgun Spread**

When you need to throw downfield, but your offensive line is overmatched, the Shotgun Spread is a perfect call. If the blitz is making your life miserable, stick with patterns that keep the halfback in pass protection.

**Shotgun Y Trips**

You have options-a-plenty in this set. Use play action to delay the rush and use crossing routes like HB Out, PA WR In, or PA FL Zig Out to tie the defensive backs in knots.

**Strong**

The Strong sets use two backs and a tight end to present an excellent environment for a strong running game. Use these sets to control the ball and punish the defense with hard running inside.

**Strong Normal**

We like featuring the halfback in this set, either running around the tackle or flaring out for a short pass. But don't forget your fullback. After running outside with the halfback, use the upback on quick-hitting blasts into the line to keep the defense off balance.

**Strong Slot**

After running in the Strong Normal set, mix in the Strong Slot to really confuse the pass coverage. You can run effectively, but the extra slot receiver poses a coverage problem for the defense.
### Strong Tight

This is an outstanding power running set. Pound away at the defense, and when the linebackers start to creep up, hit your tight end on a drag or crossing pattern for a first down.

### Strong Twins

Loosen up your running scheme a little with Strong Twins. Try a Misdirection or Counter Trap, and then come right back with a deep pass.

### Weak

The Weak sets feature two running backs leaning toward the weak side of the line (away from the tight end or slot receiver). Do not run tosses or sweeps to the weak side unless you plan to cut back quickly into the line. Instead, stay between the tackles on the run, and keep the pass routes short and crisp.

### Weak Normal

Run behind your strongest tackle, or call quick out patterns for best results.

### Weak Slot

You can throw effectively from this set, but you must let the pass rush dictate your route selection. Don't force the ball deep unless you see single coverage. Instead, look for medium routes like Waggle, WR Corner, or Hitch 'N Go.

### Weak Twins

Use play action and then look deep downfield for one of your wide receivers. We like the PA Slot Cross or PA Read.

### Weak Y Trips

The defense sees everything moving to the strong side, with a tight end and two wide receivers. However, the offset-I throws a little wrinkle into the mix that the linebackers cannot ignore. We like strong-side running plays and short to medium play-action passes that freeze the linebackers and open up the middle of the field.

### Wishbone

Running the "Bone" is pure adrenaline. This is a mirrored set that poses a threat to both sides of the defense. When the quarterback and running backs all start moving in the triple option, it is a defensive nightmare. The only problem is in overusing it, which allows the defense to run outside blitzes and derail the blocking flow.

### Wishbone Normal

Although the Triple Option is tailor-made for the Wishbone, you can also run the HB Tackle play with great success. Don't forget the QB FB Option, especially against the 3-4.

### Wishbone Tight

A pair of tight ends makes this set a running juggernaut for the Triple Option. Don't turn the corner too soon, or you'll get hung up with the tight end before he can slow down the pursuing linebackers.

### Wishbone Wide

Without the tight ends, the Wishbone loses a great deal of its effectiveness as an option formation. Instead of forcing the issue, attack the defense with the HB Streaks or escape the pass rush with the Rollout. If you must run in the Wishbone Wide, try the Inside Smash or HB Over.
Every school has the same 134 defensive plays in NCAA® Football 2004, but a wide variety of personnel, matchups, and game situations, makes defensive strategies anything but predictable. First we break down the defensive plays by formation, with a separate table describing each variation. Then we review strengths and weaknesses, with suggestions for using various alignments against the run and pass.

**Defensive Key**

**Man:** This is one-on-one pass coverage, and it is the best choice for short- to medium-yardage situations. The speed of the secondary and the ability of the linebackers to drop into pass coverage determine how well man coverage works in long-yardage situations. If your defensive backs lack the speed to cover deep routes, use Combination or Zone coverage in long-yardage situations.

**Zone:** The linebackers and defensive backs cover areas of the field rather than specific receivers. Broad coverage of the field is excellent, although a good quarterback will find seams between the short, medium, and deep zones.

**Man/Zone:** This is a combination package that usually has two or more defensive backs in man coverage, and one or more linebackers playing zone. These formations are very versatile and can be tailored to match the opposing receivers.

**Blitz:** This is always risky business, so handle with care. Pick your spots and think twice about releasing two or more linebackers and/or defensive backs. An alert quarterback can pick up the blitz and burn the defense with quick passes over the middle.

**Key For Defensive Tables**

**Blitz Package**
- **Inside blitz:** goes between the defensive ends.
- **Outside blitz:** circles around a defensive end.

**Pass Coverage**
- **Double bump wide:** denotes two defenders coming up to the line to challenge a wide receiver.
- **Double bump tight:** two defenders challenging a tight end.
- **Drop:** denotes a defender who starts closer to the line and then drops back into the designated coverage. For example, a 3 deep (2 drop) zone has one defender staying deep while two defenders start closer to the line before dropping back into a deep zone.

**Defensive Formations**

**4-3**

The 4-3 defense does a good job of handling inside power running plays between the offensive tackles. Three linebackers are enough to handle the outside runs, unless your team lacks speed at this position. In this case, you might want to favor the 3-4. Ultimately, if the opposing team is grinding out yardage up the middle, you need to stick with the 4-3.

<table>
<thead>
<tr>
<th>Play</th>
<th>Blitz Package</th>
<th>Pass Coverage</th>
</tr>
</thead>
<tbody>
<tr>
<td>Gold Double X</td>
<td>OLB inside</td>
<td>Man: double bump wide</td>
</tr>
<tr>
<td>Gold Double Y</td>
<td>MLB inside</td>
<td>Man: double bump wide</td>
</tr>
<tr>
<td>Gold Double Z</td>
<td>MLB inside</td>
<td>Man: double bump wide</td>
</tr>
<tr>
<td>Storm Red</td>
<td>OLB, FS inside</td>
<td>Man</td>
</tr>
<tr>
<td>Sack Red</td>
<td>FS inside, SS outside</td>
<td>Man</td>
</tr>
<tr>
<td>Fire Green</td>
<td>(2) OLB outside</td>
<td>Man</td>
</tr>
<tr>
<td>Thunder Green</td>
<td>(2) OLB inside</td>
<td>Man</td>
</tr>
<tr>
<td>Monster Green</td>
<td>MLB inside, OLB outside</td>
<td>Man</td>
</tr>
</tbody>
</table>

**Recommendations**

- Against inside run: Gold Double Y
- Against outside run: Gold Double X, Fire Green
- Against short pass: Gold Double X, Y, Z
- Against medium pass: Storm Red
- Against long pass: Thunder Green, Monster Green
- Against option: Fire Green
### Defensive Formations

#### 4-3 Combo (Zone/Man)

<table>
<thead>
<tr>
<th>Play</th>
<th>Blitz Package</th>
<th>Pass Coverage</th>
</tr>
</thead>
<tbody>
<tr>
<td>Lightning Gold</td>
<td>OLB inside</td>
<td>1 deep zone/man</td>
</tr>
<tr>
<td>Dog Gold</td>
<td>MLB inside</td>
<td>1 deep zone/man</td>
</tr>
<tr>
<td>Crash Gold</td>
<td>OLB outside</td>
<td>1 deep zone/man</td>
</tr>
<tr>
<td>Spy Gold</td>
<td>None</td>
<td>1 deep zone/man</td>
</tr>
<tr>
<td>Cover 2 Man</td>
<td>None</td>
<td>2 deep zone/man</td>
</tr>
</tbody>
</table>

#### Recommendations
- Against inside run: Dog Gold
- Against outside run: Crash Gold
- Against short pass: Spy Gold
- Against medium pass: Dog Gold
- Against long pass: Cover 2 Man
- Against option: Spy Gold

#### 4-3 Zone

<table>
<thead>
<tr>
<th>Play</th>
<th>Blitz Package</th>
<th>Pass Coverage</th>
</tr>
</thead>
<tbody>
<tr>
<td>Cover 2</td>
<td>None</td>
<td>2 deep, 5 medium zone</td>
</tr>
<tr>
<td>Spy 2</td>
<td>None</td>
<td>2 deep, 4 medium zone</td>
</tr>
<tr>
<td>Lightning 2</td>
<td>OLB inside</td>
<td>2 deep, 4 medium zone</td>
</tr>
<tr>
<td>Dog 2</td>
<td>MLB inside</td>
<td>2 deep, 4 medium zone</td>
</tr>
<tr>
<td>Crash 2</td>
<td>OLB outside</td>
<td>2 deep, 4 medium zone</td>
</tr>
<tr>
<td>Fire 2</td>
<td>(2) OLB outside</td>
<td>2 deep, 3 medium zone</td>
</tr>
<tr>
<td>Thunder 2</td>
<td>(2) OLB inside</td>
<td>2 deep, 3 medium zone</td>
</tr>
<tr>
<td>Monster 2</td>
<td>(2) OLB inside/outside</td>
<td>2 deep 3 medium zone</td>
</tr>
<tr>
<td>Raider 2</td>
<td>MLB inside, (2) OLB outside</td>
<td>2 deep, 4 medium zone</td>
</tr>
<tr>
<td>Cover 3</td>
<td>None</td>
<td>3 deep (2 drop), 4 medium zone</td>
</tr>
<tr>
<td>Cover 3 Cloud</td>
<td>None</td>
<td>3 deep (2 drop), 4 medium zone</td>
</tr>
<tr>
<td>Cover 3 Switch</td>
<td>None</td>
<td>3 deep (2 drop), 4 medium zone</td>
</tr>
<tr>
<td>Dog 3</td>
<td>MLB inside</td>
<td>3 deep (2 drop), 3 medium zone</td>
</tr>
<tr>
<td>Spy 3</td>
<td>None</td>
<td>3 deep (2 drop), 3 medium zone</td>
</tr>
<tr>
<td>Hulk 3</td>
<td>CB wide</td>
<td>3 deep (1 drop), 3 medium zone</td>
</tr>
<tr>
<td>Monster 3</td>
<td>MLB inside, OLB outside</td>
<td>3 deep (2 drop), 2 medium zone</td>
</tr>
<tr>
<td>Cover 4</td>
<td>None</td>
<td>4 deep (2 drop), 3 medium (3 drop) zone</td>
</tr>
</tbody>
</table>

#### Recommendations
- Against inside run: Monster 3
- Against outside run: Fire 2
- Against short pass: Spy 2
- Against medium pass: Cover 2, Cover 3 Switch
- Against long pass: Dog 3
- Against option: Cover 4

#### 3-4

Four linebackers provide excellent pursuit against sweeps and options, and they tangle up the short pass routes, especially against the tight ends coming over the middle. If you love to blitz, you'll have more options in the 3-4. However, a good inside running team will punish your three lonely linemen. Also, if you want to apply any pressure on the quarterback, you must blitz at least one linebacker in passing situations. The 3-4 is never recommended against a two-tight-end offense.

#### 3-4 Man

<table>
<thead>
<tr>
<th>Play</th>
<th>Blitz Package</th>
<th>Pass Coverage</th>
</tr>
</thead>
<tbody>
<tr>
<td>Gold Double X</td>
<td>OLB inside, OLB outside</td>
<td>Man: double bump wide</td>
</tr>
<tr>
<td>Gold Double Y</td>
<td>ILB inside, OLB outside</td>
<td>Man: double bump tight</td>
</tr>
<tr>
<td>Gold Double Z</td>
<td>ILB inside, OLB outside</td>
<td>Man: double bump tight</td>
</tr>
<tr>
<td>Fire Green</td>
<td>(2) OLB outside, ILB inside</td>
<td>Man</td>
</tr>
<tr>
<td>Thunder Green</td>
<td>(2) OLB outside, ILB inside (tight alignment)</td>
<td>Man</td>
</tr>
<tr>
<td>Monster Green</td>
<td>(2) OLB outside, ILB inside (spread alignment)</td>
<td>Man</td>
</tr>
<tr>
<td>Double Outs</td>
<td>ILB inside</td>
<td>Man: double bump tight, double bump wide</td>
</tr>
</tbody>
</table>

#### Recommendations
- Against inside run: Thunder Green, Gold Double Y, Z
- Against outside run: Double Outs
- Against short pass: Spy 2, Double Outs
- Against medium pass: Gold Double X
- Against long pass: Fire Green
- Against option: Gold Double X, Monster Green
### Prima's Official Strategy Guide

#### 3-4 Combo (Zone/Man)

<table>
<thead>
<tr>
<th>Play</th>
<th>Blitz Package</th>
<th>Pass Coverage</th>
</tr>
</thead>
<tbody>
<tr>
<td>Dog Gold</td>
<td>ILB inside, OLB outside</td>
<td>1 deep zone/man</td>
</tr>
<tr>
<td>Crash Gold</td>
<td>(2) OLB outside</td>
<td>1 deep zone/man</td>
</tr>
<tr>
<td>Spy Gold</td>
<td>OLB outside</td>
<td>1 deep zone/man</td>
</tr>
<tr>
<td>Cover 2 Man</td>
<td>ILB inside</td>
<td>2 deep zone/man</td>
</tr>
<tr>
<td>Spy 2 Man</td>
<td>None</td>
<td>2 deep zone/man</td>
</tr>
</tbody>
</table>

**Recommendations**
- Against inside run: Cover 2 Man
- Against outside run: Crash Gold
- Against short pass: Cover 2 Man
- Against medium pass: Dog Gold
- Against long pass: Not recommended
- Against option: Spy Gold

#### 3-4 Zone

<table>
<thead>
<tr>
<th>Play</th>
<th>Blitz Package</th>
<th>Pass Coverage</th>
</tr>
</thead>
<tbody>
<tr>
<td>Cover 2</td>
<td>ILB inside</td>
<td>2 deep, 5 medium zone</td>
</tr>
<tr>
<td>Cover 2 Max</td>
<td>None</td>
<td>2 deep, 6 medium zone</td>
</tr>
<tr>
<td>Spy 2</td>
<td>ILB inside</td>
<td>2 deep, 4 medium (2 drop) zone; 1 man (LB)</td>
</tr>
<tr>
<td>Crash 2</td>
<td>ILB inside, OLB outside</td>
<td>2 deep, 4 medium zone</td>
</tr>
<tr>
<td>Fire 2</td>
<td>(2) OLB outside, ILB inside</td>
<td>2 deep, 3 medium zone</td>
</tr>
<tr>
<td>Thunder 2</td>
<td>(2) OLB outside, ILB inside</td>
<td>2 deep, 3 medium zone</td>
</tr>
<tr>
<td>Cover 3</td>
<td>OLB outside</td>
<td>3 deep (2 drop), 4 medium zone</td>
</tr>
<tr>
<td>Cover 3 Cloud</td>
<td>OLB outside</td>
<td>3 deep (2 drop), 4 medium zone</td>
</tr>
<tr>
<td>Cover 3 Switch</td>
<td>ILB inside</td>
<td>3 deep (2 drop), 4 medium zone</td>
</tr>
<tr>
<td>Cover 3 Max</td>
<td>None</td>
<td>3 deep (2 drop), 5 medium zone</td>
</tr>
<tr>
<td>Spy 3</td>
<td>OLB outside</td>
<td>3 deep (2 drop), 3 medium zone; 1 man (LB)</td>
</tr>
<tr>
<td>Cover 4 Max</td>
<td>None</td>
<td>4 deep (2 drop), 4 medium (2 drop) zone</td>
</tr>
</tbody>
</table>

**Recommendations**
- Against inside run: Cover 3 Switch
- Against outside run: Cover 3 Switch, Cover 3 Max
- Against short pass: Spy 2
- Against medium pass: Cover 2 Max, Cover 2
- Against long pass: Cover 4 Max

#### Nickel

This is a good call on 3rd and more than 6. The extra DB does not completely weaken your defense against the run, and it provides valuable speed when the offense shows three wide receivers.

#### Nickel Man

<table>
<thead>
<tr>
<th>Play</th>
<th>Blitz Package</th>
<th>Pass Coverage</th>
</tr>
</thead>
<tbody>
<tr>
<td>Double Outs</td>
<td>None</td>
<td>Man: double bump tight, double bump wide</td>
</tr>
<tr>
<td>Sack Red</td>
<td>FS, SS, inside/outside</td>
<td>Man</td>
</tr>
<tr>
<td>Storm Red</td>
<td>FS, SS, inside</td>
<td>Man</td>
</tr>
<tr>
<td>Fire Green</td>
<td>(2) OLB outside (tackles wide)</td>
<td>Man</td>
</tr>
<tr>
<td>Thunder Green</td>
<td>(2) OLB inside (tackles tight)</td>
<td>Man</td>
</tr>
<tr>
<td>Monster Green</td>
<td>ILB inside, OLB outside</td>
<td>Man</td>
</tr>
</tbody>
</table>

**Recommendations**
- Against inside run: Thunder Green
- Against outside run: Fire Green
- Against short pass: Double Outs
- Against medium pass: Monster Green, Sack Red
- Against long pass: Not recommended
- Against option: Double Outs
### Defensive Formations

#### Nickel Combo (Man/Zone)

<table>
<thead>
<tr>
<th>Play</th>
<th>Blitz Package</th>
<th>Pass Coverage</th>
</tr>
</thead>
<tbody>
<tr>
<td>Cover 2 Man</td>
<td>None</td>
<td>2 deep zone/man</td>
</tr>
<tr>
<td>Dog Gold</td>
<td>ILB inside</td>
<td>1 deep zone/man</td>
</tr>
<tr>
<td>Crash Gold</td>
<td>OLB outside</td>
<td>1 deep zone/man</td>
</tr>
<tr>
<td>Spy Gold</td>
<td>None</td>
<td>1 deep zone/man</td>
</tr>
</tbody>
</table>

**Recommendations**
- Against inside run: Dog Gold
- Against outside run: Spy Gold
- Against short pass: Spy Gold
- Against medium pass: Cover 2 Man
- Against long pass: Cover 2 Man (only if you have speedy CBs)
- Against option: Crash Gold, Spy Gold

#### Nickel Zone

<table>
<thead>
<tr>
<th>Play</th>
<th>Blitz Package</th>
<th>Pass Coverage</th>
</tr>
</thead>
<tbody>
<tr>
<td>Cover 2</td>
<td>None</td>
<td>2 deep, 5 medium zone</td>
</tr>
<tr>
<td>Cover 2 Max</td>
<td>None</td>
<td>2 deep, 6 medium zone</td>
</tr>
<tr>
<td>Crash 2</td>
<td>OLB outside</td>
<td>2 deep, 4 medium zone</td>
</tr>
<tr>
<td>Monster 2</td>
<td>OLB outside, ILB inside</td>
<td>2 deep, 3 medium zone</td>
</tr>
<tr>
<td>Spy 2 Robber</td>
<td>None</td>
<td>2 deep, 4 medium zone, 1 man (LB)</td>
</tr>
<tr>
<td>Cover 3</td>
<td>None</td>
<td>3 deep (2 drop), 4 medium zone</td>
</tr>
<tr>
<td>Cover 3 Cloud</td>
<td>None</td>
<td>3 deep (1 drop), 4 medium zone</td>
</tr>
<tr>
<td>Cover 3 Switch</td>
<td>None</td>
<td>3 deep (2 drop), 4 medium zone</td>
</tr>
<tr>
<td>Crash 3</td>
<td>OLB outside</td>
<td>3 deep (2 drop), 3 medium zone</td>
</tr>
<tr>
<td>Cover 4</td>
<td>None</td>
<td>4 deep (2 drop), 3 medium zone</td>
</tr>
<tr>
<td>Prevent 4</td>
<td>None</td>
<td>4 deep (2 drop), 3 medium zone</td>
</tr>
<tr>
<td>Cover 4 Max</td>
<td>None</td>
<td>4 deep (2 drop), 3 medium (2 drop) zone</td>
</tr>
</tbody>
</table>

**Recommendations**
- Against inside run: Cover 3 Switch, Monster 2
- Against outside run: Crash 2, Fire Green
- Against short pass: Spy 2 Robber, Cover 2 Max
- Against medium pass: Cover 2 Max, Cover 2, Monster 2
- Against long pass: Prevent 4, Cover 4
- Against option: Spy 2 Robber, Cover 3 Switch

#### Dime

When everyone in the stadium knows a pass is coming (3rd and a ton), it makes sense to bring in the Dime package. You're down to only one linebacker, but you can still blitz a safety or cornerback. However, unless your lead is very safe, we recommend keeping the defensive backs in pass coverage.

<table>
<thead>
<tr>
<th>Play</th>
<th>Blitz Package</th>
<th>Pass Coverage</th>
</tr>
</thead>
<tbody>
<tr>
<td>Fire Green</td>
<td>(2) OLB outside</td>
<td>Man</td>
</tr>
<tr>
<td>Double Slots</td>
<td>None</td>
<td>Double bump tight, Man</td>
</tr>
<tr>
<td>Monster Green</td>
<td>ILB inside, OLB outside</td>
<td>Man</td>
</tr>
</tbody>
</table>

**Recommendations**
- Against inside run: Monster Green
- Against outside run: Fire Green
- Against short pass: Double Slots
- Against medium pass: Fire Green
- Against long pass: Not recommended
- Against option: Double Slots

#### Dime Combo (Man/Zone)

<table>
<thead>
<tr>
<th>Play</th>
<th>Blitz Package</th>
<th>Pass Coverage</th>
</tr>
</thead>
<tbody>
<tr>
<td>Cover 2 Man</td>
<td>None</td>
<td>2 deep zone/man</td>
</tr>
<tr>
<td>Dog Gold</td>
<td>ILB inside</td>
<td>1 deep zone/man</td>
</tr>
<tr>
<td>Crash Gold</td>
<td>OLB outside</td>
<td>1 deep zone/man</td>
</tr>
<tr>
<td>Spy Gold</td>
<td>None</td>
<td>1 deep zone/man</td>
</tr>
</tbody>
</table>

**Recommendations**
- Against inside run: Not recommended
- Against outside run: Spy Gold
- Against short pass: Spy Gold
- Against medium pass: Dog Gold, Cover 2 Man
- Against long pass: Cover 2 Man (only if you have speedy CBs)
- Against option: Crash Gold, Spy Gold
4-4

This is an aggressive, attacking defense that places eight or sometimes nine players close to the line of scrimmage. The alignment succeeds against the run because it seals off the gaps in the middle of the defense and allows the linebackers to spread out quickly and respond to outside runs. And, it is a perfect blitz alignment, because you can send two or three men and still have adequate run coverage. But, as you might expect, there is a tradeoff when most of your defenders are bunched up on the line. Be careful not to overuse the 4-4, especially against a team that likes to use trips, twins, or spread formations with a single back (or no back).

### 4-4 Man

<table>
<thead>
<tr>
<th>Play</th>
<th>Blitz Package</th>
<th>Pass Coverage</th>
</tr>
</thead>
<tbody>
<tr>
<td>Spy Green</td>
<td>ILB inside</td>
<td>Tight man</td>
</tr>
<tr>
<td>Fire Green</td>
<td>(2) OLB outside</td>
<td>Tight man</td>
</tr>
<tr>
<td>Thunder Green</td>
<td>(2) ILB inside</td>
<td>Tight man</td>
</tr>
<tr>
<td>Monster Green</td>
<td>ILB inside, OLB outside</td>
<td>Tight man</td>
</tr>
</tbody>
</table>

#### Recommendations

- Against inside run: Thunder Green, Spy Green
- Against outside run: Fire Green
- Against short pass: Monster Green
- Against medium pass: Not recommended
- Against long pass: Not recommended
- Against option: Fire Green

### 4-4 Combo (Man/Zone)

<table>
<thead>
<tr>
<th>Play</th>
<th>Blitz Package</th>
<th>Pass Coverage</th>
</tr>
</thead>
<tbody>
<tr>
<td>Crash Gold</td>
<td>OLB outside</td>
<td>1 deep zone/man</td>
</tr>
<tr>
<td>Spy Gold</td>
<td>None</td>
<td>1 deep zone/man</td>
</tr>
</tbody>
</table>

#### Recommendations

- Against inside run: Crash Gold, Spy Gold
- Against outside run: Crash Gold, Spy Gold
- Against short pass: Spy Gold
- Against medium pass: Spy Gold (speedy defensive backs required)
- Against long pass: Not recommended
- Against option: Spy Gold
### 4-4 Zone

<table>
<thead>
<tr>
<th>Play</th>
<th>Blitz Package</th>
<th>Pass Coverage</th>
</tr>
</thead>
<tbody>
<tr>
<td>Cover 3</td>
<td>None</td>
<td>3 deep (2 drop), 4 medium zone</td>
</tr>
<tr>
<td>Dog 3</td>
<td>ILB inside</td>
<td>3 deep (2 drop), 3 medium zone</td>
</tr>
<tr>
<td>Mad Robber</td>
<td>(2)ILB inside, (2)OLB outside</td>
<td>2 deep (2 drop), 1 medium zone</td>
</tr>
</tbody>
</table>

**Recommendations**
- Against inside run: Mad Robber
- Against outside run: Not recommended
- Against short pass: Cover 3
- Against medium pass: Dog 3, Cover 3
- Against long pass: Dog 3
- Against option: Not recommended

This is another run-stuffing defense that puts tremendous pressure on the offensive line. It is also very effective for attacking the quarterback in short to medium yardage situations. However, the 5-2 provides less of a cushion for the defensive backs, so it is imperative to hurry or sack the quarterback. The deep coverage is weak, and if the quarterback has time, the defensive secondary is almost always overmatched.

### 5-2

<table>
<thead>
<tr>
<th>Play</th>
<th>Blitz Package</th>
<th>Pass Coverage</th>
</tr>
</thead>
<tbody>
<tr>
<td>Fire Green</td>
<td>ILB inside</td>
<td>Man</td>
</tr>
<tr>
<td>Spy Green</td>
<td>None</td>
<td>Man</td>
</tr>
<tr>
<td>Crash Gold</td>
<td>None</td>
<td>1 deep zone/man</td>
</tr>
<tr>
<td>Cover 2</td>
<td>None</td>
<td>2 deep, 4 medium zone</td>
</tr>
<tr>
<td>Cover 3</td>
<td>None</td>
<td>3 deep (2 drop), 3 medium zone</td>
</tr>
<tr>
<td>Monster 3</td>
<td>CB outside</td>
<td>3 deep (2 drop), 2 medium zone</td>
</tr>
</tbody>
</table>

**Recommendations**
- Against inside run: Fire Green
- Against outside run: Fire Green, Spy Green
- Against short pass: Spy Green
- Against medium pass: Cover 2, Cover 3
- Against long pass: Monster 3
- Against option: Spy Green

There is no masking your intention with a Goal Line defense. Using a six-man front, most variations have two more linebackers on or close to the line, and the deepest defender is only 5 yards back. Obviously, you do not want to use this defense in the middle of the field unless you enjoy giving up quick touchdowns. Risks aside, this call is excellent on 1st or 2nd and goal from inside the 5. You might want to consider a more flexible defense on 3rd down if the offense is still 5 yards away from the end zone.

### Goal Line

<table>
<thead>
<tr>
<th>Play</th>
<th>Blitz Package</th>
<th>Pass Coverage</th>
</tr>
</thead>
<tbody>
<tr>
<td>Man Lock</td>
<td>None</td>
<td>Man</td>
</tr>
<tr>
<td>Fire Gaps</td>
<td>(3)ILB</td>
<td>Man</td>
</tr>
<tr>
<td>Blitz All</td>
<td>(3)ILB, (2)OLB</td>
<td>None</td>
</tr>
<tr>
<td>Slide</td>
<td>(2)OLB outside</td>
<td>3 medium zone (2 drop)</td>
</tr>
<tr>
<td>5-Under</td>
<td>None</td>
<td>2 short (outside), 3 medium zone</td>
</tr>
</tbody>
</table>
In the early days of console football games, playcalling took a distant back seat to the ability to slam a joystick around faster than your opponent could. Some games still favor controls over playcalling, but they lack the statistical depth and pure college football theory you find in NCAA® Football 2004. I'm sure you can still find some poor sap who's never played the game and pummel him with jukes, spins, swims, and pump fakes on your way to a 73-0 victory. But what is the reward in doing that?

Actually, it feels pretty good, but we don't have time to explore those issues here. Instead, we have devoted the following chapter to an exhaustive study of football strategy as it applies to NCAA® Football 2004. Here, we break down the offense and defense, giving you a roadmap for developing an effective coaching style. After all, with the introduction of online play this year (PlayStation® 2 version only), you will need to ratchet up your coaching skills to survive the highly competitive game rooms of Online Central.

Offensive Strategy

Football purists have argued long and hard about the importance of establishing the running game. We even talked about it in last year's guide. But, to be honest, it's all sounding as stale as an old leather helmet. The fact is, you can "establish" anything that works, and if that means throwing first and running later, then go for it. With 123 revamped Playbooks (117 Division 1-A schools and 6 blended Playbooks), you have at your disposal virtually thousands of different plays for confusing the defense. It's all about reading the field and keeping your opponent off-balance. Here is our take on running and passing, followed by tips for designing a winning game plan.

Running the Football

Between The Tackles

Picking up three yards is hardly the most exciting event in NCAA® Football 2004 (unless you need 2 1/2 yards for a 1st down). Making consistent yardage between the tackles depends on 1) controlling the defensive line and 2) neutralizing the linebackers. A simple inside running play like a dive or blast, hits the line so quickly that you need not worry about outside pressure.

In this play, the running back is alone in the backfield, but he has two tight ends to provide extra push up front. Without a lead blocker, you must get to the line quickly, then make one critical cut to find the hole. Don't start dancing in the backfield; it is counterproductive and it has no effect on the defense.

It's what you do at the line of scrimmage that determines your success. Remember, you are running behind seven linemen blocking down on a four-man defensive front. The linebackers will respond, but if you hit the line quickly, you'll be through the hole before you take the first hit. Result: 3 to 5 yards.
**Counter Plays**

If your opponent overpursues and blitzes on almost every play, you need to run counters and misdirections to force the defense out of position to make the tackle. A strongside counter runs behind a blocking back and/or tight end, and is best if your offensive line is overmatched. Even so, mix in an occasional weakside counter to catch the defense moving the wrong way.

The key to a successful counter play is making the defense bite on the ball carrier's first step. Don't be tempted to turn this counter move into two or three steps, or the defense will beat you to the other side when you finally reverse directions. After the counter move, sprint hard to the outside and look for room around the corner. By this time, the blocking back should be wrestling with a linebacker, giving you the necessary room to turn upfield.

If your counter play catches the defense playing tight man-to-man, the corner should be wide open. This play has the potential to go the distance, so make sure you add it to your arsenal and use it several times per game to experience the joys of a sideline touchdown run.

**Caution**

Use the counter often against man defenses, but don't overuse it against a defense that favors spreading out the linebackers and using medium drop zones in the middle of the field. This creates a swarm of linebackers and defensive backs that usually clogs the corner. Also, if you see a cornerback and/or linebacker doubling down on the side you're running to, call an audible to avoid a big loss.

**Tosses and Sprints**

If your offense is blessed with a speedy halfback, try to get him outside at every opportunity. One of our favorite plays is the Lead Toss (we love pulling linemen) out of the I Formation. The Twins variation pictured here adds a tight end who helps seal off the outside linebacker.

We recommend running this play away from the “twins” (wide receivers), because they often draw man coverage at the line. Although wide receivers occasionally throw key blocks, they are often overwhelmed at the point of attack, so it's best to use them as decoys. However, wide receivers perform brilliantly on option plays, as you will see later.

The right tackle pulls out ahead of the blocking back as the quarterback completes the toss. The linebacker and safety respond immediately, but they are no match for our tackle and fullback.

As would-be tacklers fall to the ground, our halfback turns on the afterburners and streaks down the sideline.
Off Tackle
A sprint or toss does not disguise its intentions. From the snap, the play is designed to get outside, as indicated by the pulling lineman, fullback, and of course the ball carrier. If you love to run outside, but want to keep the defense guessing, use the HB Tackle play pictured here.

This play is designed to run between the tackle and tight end, with the blocking back leading the way. You’ll achieve the best results by running toward the tackle and waiting until the last second to either slide to the outside or cut back toward the middle. Note the hole inside. If this play call needed only 3 to 4 yards, we would have turned upfield for solid yards.

Looking for more yardage, we turn to the outside where we can utilize outback’s speed and agility.

Running the Option
The biggest mistake most players make in running the option is not to move the quarterback quickly to the outside to maintain a good angle and distance with the option back. If the quarterback just lopes to the outside, you give the defense too much time to swarm. By the time you decide to flip the ball, your quarterback is surrounded or too far from the option back to complete an accurate pitch. It is true that you should wait until the last possible second to release the ball, but that doesn’t mean you can leisurely make your way to the outside.

Tip
Don’t rely on speed alone to make consistent gains on the option. We prefer option formations that include at least a tight end and two receivers on the option side.

Our quarterback is sprinting to the outside as the tight end and both downfield receivers complete their blocks. Note the position of the quarterback relative to the option back. He is in perfect position, about 2 yards ahead and 3 yards to the side. There is running room for the quarterback, so we turn and run hard upfield, making the defense focus on the ball, rather than the option back.

We’ve already made substantial yardage here, but there is more to come. As the tackler zeroes in on the quarterback, the option back is in full stride at the sideline. We release the ball while in the grasp (it is critical to lead the option back with the pitch), and guess what? There is no one downfield with an angle on the option back.
This play nets another 10 yards, all because of the quarterback’s positioning at the time of the pitch. Remember: 1) run (don’t jog) to the corner, 2) turn upfield and run as though you are the featured back, and 3) pitch to the outside when you are in the grasp.

Tip
At the risk of stating the obvious, the out pattern is your pass of choice when you need to gain a few yards and then step out of bounds to stop the clock. Just don’t overdo it, or you’ll lose the element of surprise.

Triple Option

When working at perfecting the option, stay with power or speed options that involve only the quarterback and a single option back. After you perfect your timing, advance to the triple option. The play pictured here includes a fake to the fullback followed by a sprint to the outside, then a pitch to the halfback. Obviously, this play takes some time to develop. But, if you execute the fake smoothly, the outside linebacker or cornerback will bite just long enough for the halfback to make it to the corner (note the cornerback, #47, following the fullback into the line).

By the time the cornerback adjusts to the ball, the damage is done; all he can do is tackle the quarterback. A quick flip to the halfback, and then it’s clear sailing down the sideline.

Note
A word about trick plays: Don’t use them. With rare exception, a trick play, such as a wide receiver reverse, is very difficult to disguise. Everyone on the defense, and for that matter, everyone in the stands, knows what you’re up to. If you want to trick your opponent, perfect various forms of the option.

Passing the Football

Short Passes

The classic short pass we’ve all grown to know and love is the simple 5-yard out pattern. If thrown properly, it is virtually impossible to defend. But this is only one of many types of short passes you can throw in NCAA® Football 2004. If you keep running simple out patterns when you need a few yards, the defense will eventually wise up and shut you down by using tight man, bump-and-run, and doubling up on your wide receivers. But if you pick from a deep bag of tricks that includes screens, outs, flares, and comebacks, your short game will be just fine. This section contains some of our favorites.

The classic out pattern has two requirements: throw early and throw hard. Don’t gingerly float this pass out to your receiver unless you enjoy watching your opponent run back an interception the length of the field. Drop straight back, turn, and fire.
Our personal favorite short pass is the circle route to the fullback or halfback. What makes this pattern so successful is that the back usually gets lost in the sea of humanity around the line of scrimmage. When he finally circles around to the middle of the field, he usually receives little attention from a linebacker.

Although this is a short pass, the play takes time to develop as the halfback circles slowly around the line of scrimmage. If your blocking holds together (as pictured here), it is as close to a guaranteed completion as you will find.

Another great short pass is a drag route to the tight end or wide receiver. Similar to the circle route, a drag pattern takes the receiver to the other side of the field, usually underneath the coverage. If you are satisfied with 5 to 7 yards, this is another high-percentage pass.

If the pocket breaks down, as pictured here, sprint in the same direction as the receiver and throw the ball as soon as he clears the middle of the field.

The short comeback route is another excellent possession pass. The key here is to release the ball just as the receiver turns around, or else he will keep coming back toward the quarterback. If you wait too long, the play will net only 1 or 2 yards, or even a loss. Another positive feature of this route is that the receiver almost always catches the ball squared up to the quarterback and with his back to the defender.

Our last short pass is the screen. This pass is relatively easy to complete, but hard to turn into a substantial gain. This is because of the crowd around the receiver when he catches the ball. However, he should also be surrounded by blockers, and this is where you can turn what seems to be a loss into a big play.
Use the confusion around the ball to your advantage and make an immediate sharp cut past the blockers as you race downfield. The defenders are then "screened" by the bevy of blockers. Remember, a screen receiver is literally standing still waiting for the ball, and the defenders are doing the same. It's what you do after the catch that will determine the outcome.

Medium Passes
When a 5-yard completion won't deliver a 1st down, you must look beyond the outs and flares for more creative passing schemes. It is tougher to complete the longer routes, because your quarterback needs more time and your receivers need room to operate. So, you must think beyond individual routes and select a play where the receivers are working together to confuse the defense. Welcome to the world of clear outs, crosses, and double crosses.

Our first route of organized confusion is Destroy, a play that shows three kinds of movement on the left side. The wideout is the primary receiver here. While the slot and inside receivers cross, the wideout comes back for what looks like a screen, and then brushes the left side of the line in a slant toward the middle of the field. He is usually wide open when he raises a hand.

When the receiver breaks free across the middle, take a second to scan the field ahead of him. If the seam is small, release the pass immediately for a 7- or 8-yard gain. But, if he has room to run (and you have time to throw), wait another second for him to go deeper and then make the connection for 10 to 15 yards.

The Double Cross is another great call that gives you two receivers cutting to the sidelines and two more slanting toward the middle. The only downside to this play is the lack of pass blocking, with just five men up front. You must make a quick decision here and release the ball before the receivers get too close to the sideline.

Timing is everything here. Look for the widest separation between the wide receiver and the cornerback, and throw the ball before the defender adjusts.

If getting out-of-bounds is not the priority, look for the receiver coming back across the middle. Watch how the coverage develops. If one of the defenders is in a deep zone, that is your cue to look across the middle, where your receiver will be wide open.
The Inside Out is another deception, in which two receivers run parallel slants across the middle until the outside receiver breaks off toward the sideline. The key here is your release point. Throw the ball as soon as the receiver plants his feet for the cut.

The defender is still going the other way and he will be unable to catch up to the ball by the time it arrives. However, if you wait a split second longer, a good cornerback can pick off this one.

We love drag routes for short gains, but some of the drag patterns in NCAA® Football 2004 take a slight angle downfield. In the play pictured here, a little play action freezes the blitzing outside linebacker on the left as he turns toward the fullback.

The fake buys just enough time to release the pass, and thanks to the blitzing linebacker, the big tight end is roaming freely across the middle.

Going Deep

One of the best plays for going deep over the middle is the Flood. As the name suggests, three of the four receivers end up on the right side of the field, leaving one receiver to run deep down the sideline and then slant across the middle, usually against single coverage.

If the receiver finds a deep zone, he will likely split the defenders as he moves over the middle.
Creating an Offensive Game Plan

Now that you have some play-calling ideas, it’s time to think about putting it all together in a cohesive game plan. Here are some important points to keep in mind as you flip through the Playbook.

**Know your players:** It makes perfect sense to go with your strengths. Review your team’s ratings at each position and pattern your game plan accordingly. For example, if your running backs lack Speed but possess good Strength, feature an inside running game (between the tackles) and use power controller techniques. If your backs have blazing speed, look for opportunities to get outside. Likewise, if your quarterback has low Overall and Accuracy ratings, use simple, high-percentage routes that allow your receivers to get inside positions on the defenders. You can overcome some deficiencies with fancy controller moves, but there’s no reason to take unnecessary chances.

**Use a balanced attack:** Avoid calling the same type of plays over and over on the same down. Vary the distance, pace, and location of your pass routes, going from quick outs to crosses to comebacks, as you utilize both sides of the field.

Note

Note the formation used in the FB Streak. It is not the typical no back or single back formation with four or five receivers. You will have more success going deep if you give the defense something else to think about. This play could be a counter or strongside toss, so your opponent is just as likely to focus on the linebackers as the cornerbacks.

Our absolute favorite time to throw deep is on 2nd and short when the defense is likely to be in man or combo man/zone coverage. Use play action to freeze the linebackers and attract the attention of any defensive backs playing close to the line.

Then, look downfield for a receiver racing toward single coverage. You’ll be amazed at the separation. If you need a quick touchdown, this is your play.

Another favorite of ours is a deep pass to the halfback or fullback coming out of the pack and driving straight downfield. The FB Streak has the fullback sneaking past the left tackle and running along the hashmarks, while the wide receiver on the same side takes the cornerback toward the sideline. This should leave single coverage on the fullback.
the ground, mix in counters and misdirection. Don't let your opponent key on your "favorite" side of the field.

**Call Hot Routes to exploit mismatches:** When you see single coverage or a defensive alignment that is heavy on one side or jammed up close to the line of scrimmage, use the Hot Route button to quickly change a receiver's route. On the other hand, if you see a deep zone defense and you have mostly long routes, use a Hot Route to go short, beneath the coverage.

**Read the blitz:** Look at the action of the linebackers and defensive backs. If they are crowding the line of scrimmage, get ready for the blitz. Check your safety valve and short out patterns, and prepare to release the ball quickly after the snap. If you can avoid the initial rush, look for your tight end, because if the linebackers are blitzing, the middle of the field is probably wide open. If you recognize the blitz but you don't have a short pass in the selected play, audible to a flare or circle route (you'll need to make sure one of these plays is in your audible collection) and take a deep drop, waiting until the last second before throwing the ball.

**Don't forget to Flip-Flop:** A quick and easy way to vary your attack is to use the Flip-Flop button on the playcalling screen.

**Use motion to confuse the defense:** Motion forces the defense to change its opening scheme. Just make sure you are aware of the new position of your receiver. Try snapping the ball at various points in the motion path.

### Making Adjustments

The following list offers counter strategies to areas where the defense is dominating the game.

<table>
<thead>
<tr>
<th>Def. Scheme</th>
<th>Counter</th>
</tr>
</thead>
<tbody>
<tr>
<td>3-4</td>
<td>Attack the defensive front by running between the tackles with big sets.</td>
</tr>
<tr>
<td>4-3</td>
<td>Pressure the linebackers with short passes and option runs.</td>
</tr>
<tr>
<td><strong>Inside Blitz</strong></td>
<td>Sprint or roll out away from the pressure and then throw back over the middle to the area vacated by the linebackers.</td>
</tr>
<tr>
<td>4-4</td>
<td>This formation clusters eight defenders in the box, so look for medium to deep slants over the middle where you can overmatch the remaining three pass defenders.</td>
</tr>
<tr>
<td><strong>Outside Blitz</strong></td>
<td>Use draw plays, delayed runs up the middle, screen passes, or short outs to either sideline. Don't forget to step up into the pocket, or sprint to the side before the blocking collapses.</td>
</tr>
<tr>
<td><strong>Man-to-Man Coverage</strong></td>
<td>Use crossing patterns, especially in the red zone, or clearing patterns with long and short/medium routes on the same side of the field.</td>
</tr>
<tr>
<td><strong>Zone Coverage</strong></td>
<td>Use slant patterns that allow the receivers to find seams in the coverage, or use hooks (comebacks) that drive into the zone and then come back to the quarterback. The key to success is your release point. Don't wait too long, or the next zone defender will have time to react to the ball.</td>
</tr>
</tbody>
</table>
Consult NCAA® 101 in the game for a complete control tutorial. We’ve included a few screenshots here to demonstrate some of our favorite techniques and plays that require quick reactions. The most important point to remember is not to do too much. It is easy to use one too many fakes or moves and end up losing yards or missing a pitch. Remember, you can’t score touchdowns going east to west, and they don’t award points for style.

**Audibles**

There are times when your quarterback approaches the center and everything looks wrong. You can always call a timeout and change your play, but this can come back to haunt you during the final minutes of a game. Instead, create a group of audibles to help you counter the defense quickly and keep your team moving downfield. Every school in NCAA® Football 2004 comes with five predesigned audibles, and you can use them to establish counters for most of the situations described earlier. Here are some audible suggestions:

**Game situation:** Time on the clock; you should have at least one possession pass to the sideline

**Beat the zone:** A good seam or crossing pattern for splitting the medium and deep zones

**Beat man-to-man:** A deep streak pass to your halfback or fullback coming out of the backfield

**Run against a pass defense:** A quick-hitting inside play or toss to the outside when the defense shows deep zone pass coverage

**Option play:** When the defensive backs are in deep coverage and the linebackers and linemen are tight, call an option and run wild around either end

**Hurdle**

Why go around when you can go over the top?

**Spin**

If there’s no room to juke, try a spin to get away from a would-be tackler who is closing fast.
**Juke**

If you have room to move, a juke move provides a quick lateral change of direction. This move is especially effective when your ball carrier is running straight and a defensive player is angling in at full speed. Be careful not to spend too much time moving side-to-side; resume your forward path as soon as the move is complete.

**Stiff Arm/Switch Ball Hand**

This can be a tough move when you are concentrating on speed and direction, but if you can see the next tackler clearly, a well-timed stiff arm will put him on the ground.

**Use Your Head**

Actually, this isn't an official technique, but a reminder to watch for deflections on offense, even when the ball bounces off your player's helmet.
The Kicking Game
Kicking the ball on a punt or field goal attempt in NCAA® Football 2004 is deceptively simple. Nevertheless, the subtleties of height and direction require careful fine-tuning. Here are some tips for getting the most out of your punts and field goal attempts.

Punts
The directional arrow has an extreme effect on the angle of your punt, so be very conservative. All it takes to find the sideline is a slight move of the arrow to either side. If you overdo it, the ball will sail out-of-bounds too quickly and you'll have to deal with a 20-yard punt.

When you punt from your opponent's side of the 50-yard line, remember to add height to your kick by raising the directional arrow. Aside from shortening the kick, the extra height gives the ball more backspin, so it is more likely to hit, stick, or even roll backward. Don't forget to control your cover man so you can down the point before it trickles into the end zone.

Field Goals
Don't overcorrect for the wind. It has a definite effect, but unless it is gale force, you are better off using a slight adjustment and using the second click on the Kicking Meter to guide your kick in the right direction.

Don't forget to add height "before" the kick on field goal attempts greater than 35 yards.

When you line up your kick, don't be confused by the net posts behind the goal posts. Focus in on the yellow posts, which are considerably narrower.

Kickoff Returns
The best way to maximize yardage on a kickoff return is to have an idea before the kick, and then follow through with a two-stage strategy on the field. Here's the way it works:

1. Select a return formation that favors one side of the field.
2. Begin your return in the middle of the field to draw the oncoming tacklers away from your ultimate destination.
3. When you make your move, jam on the Sprint button and head for the sidelines. It usually takes only one or two jukes to turn the corner and head up the field for big yardage.

Of course, the kicking team does not always cooperate by kicking off in the middle of the field. If you are unable to setup properly for your original strategy, stick with the concept of a two-stage runback. First, draw as many coverage players as possible to one side, then move quickly to the other.

Caution
It is dangerous to juke wildly in traffic because the likelihood of a fumble increases dramatically. When you see you are about to be gang-tackled, lower your head and run straight ahead.
Defensive Strategy

In the "Defensive Formations" section, we broke down all 134 plays, giving you an overview of their strengths and weaknesses. Now we provide a roadmap for making defensive adjustments that will keep you in the game.

It is very easy to lose control of your defensive timing, and then your composure, if the opposing team is pushing you up and down the field. Remember that winning a game is not about making big plays. Resist the urge to fly around the field looking to make a bone-jarring tackle. You control only one player at a time, but that player is part of a computer-controlled scheme designed to contain the offense. If you take a key player out of position, you can sabotage the play.

Defending the Run

Four linemen can only do so much against the run, especially when the offense throws two tight ends, a blocking back, and five linemen into the mix. So, you need to use your linebackers and defensive backs to provide run support. Here is a checklist for shoring up your run defense.

**Use man or man/zone combo formations to make more defensive backs available for run support.**

**If you use zone defense, use drop zones to bring your cornerbacks and/or safeties up closer to the line at the start of the play.**

**Check the line gaps** on the Playbook screen. Some defensive formations split the tackles and linemen, leaving a gaping hole in the middle. This is fine if you want to cheat to the outside to stop the option or sweep, but who is watching the middle? This is a good time take over your middle linebacker and stuff the run if it comes straight at you.

**Use the blitz** to stop the run inside or outside. For the widest coverage, select a play that features one blitz between the tackles and another to the outside.

**Attack the strong side** of the offensive line. Most players run behind the tight end, and for good reason. You need to help out your linemen, or the opposing offense will run wild around the corners. Try the 4-4 occasionally to improve your lateral run pursuit, but don't overuse this formation; it leaves you vulnerable to the pass.

**If the offense is running** wild making cuts in the middle of the field, jam the middle and concentrate on turning the run to the outside. A runner is more productive when his shoulders are squared to the defender. By forcing the run to the outside, you give your defense more time to pursue and limit your opponent's ability to shake and bake.

Defending the Option

Stopping the option is all about getting to the quarterback before he has room to operate. He is most vulnerable immediately after the snap, especially if he is faking to the fullback. Use outside blitzes, the 4-4, and man defenses, to improve your coverage from sideline to sideline.

If you can swarm to the quarterback, you have a good chance of triggering an errant pitch…

…and causing a fumble when the option back is unable to reach the ball.
Defending the Pass

Our formula for defending the pass is to alternate aggressive blitzes with strong medium zone defenses. On 3rd and long (8 to 12 yards), we always blitz at least one player, while still keeping strong zone coverage. On 3rd and very long (15 yards or more), we bring the house. Our favorite is the Mad Robber (pictured here).

It is impossible for a five-man front to withstand an all-out blitz, especially in a long-yardage situation where the short or medium pass is not an option.

The pass blocking usually collapses on the corners. Take over the first defensive player to clear the blockers and sprint to the quarterback. Your reaction time here is critical, because you don't want to give the quarterback time to recognize the pressure and complete a last-second pass.

Medium and deep zones are likely to produce double and triple teams in long-yardage situations. This is where you can accumulate a bushel of picks.

Another reason we like to blitz heavily, even on second down, is that it disrupts play action passes. You can log an easy sack by overwhelming the quarterback as he initiates the run fake.

The 4-4 is an excellent pressure formation to use on 3rd and very long. The rush is almost guaranteed to produce a sack against a five-man front.
Punt Returns

Returning a punt is similar to fielding a kickoff, except that everything is compressed into a smaller window. Reaching the outside is still a priority, but it takes more than speed. You must execute a couple of quick jukes to avoid the initial coverage, then streak toward the corner. If you can turn upfield, you have a good chance of going all the way, or at least finishing a 20+ yard return.

Defensive Audibles

Just like on offense, the defensive coach can store up to five audibles. By default, every school Playbook has two full zone defenses, and two single deep/man zone formations. The last audible is a punt return. We advise not to waste a defensive audible on a punt return, because if the offense surprises you with a punt, you need only take control of a defensive back and scurry downfield to receive the kick. We also recommend adding one all-out blitz to the collection.

Aside from the five custom audible plays, NCAA® Football 2004 provides the defensive coach with 12 additional defensive line, linebacker, and coverage audibles. Consult your game manual for these valuable adjustments. It’s a good idea to keep a “cheat sheet” in front of you during a game so you can respond quickly to an offensive threat without completely changing the play.

Defensive Player Controls and Special Plays

Once again, we highly recommend spending time with NCAA® 101 to learn how to implement all of the defensive moves. Here are a few of our favorites to get you started.

Dive

This is a last-ditch defensive move that we never recommend unless the ball carrier is about to burn you for a big gain. Under normal circumstances, a good defender should never leave his feet to make a tackle.
### Catch/Defend Pass

After the quarterback releases the ball, switch to the defender closest to the receiver and tap the Catch/Defend Pass button just as the ball arrives. If your man is in the right position, he’ll tip the pass or make a clean interception.

### Strip Ball

Use the strip move to go after the ball, but keep in mind that the defender is no longer focusing on making the tackle. A strip works best when two or more defenders are converging on the ball carrier or receiver.

### Swim Move/Rip

Maximize your defensive rush with a swim move to brush an offensive lineman out of the way so you can get to the quarterback.
Winning has its obvious rewards, but thanks to Campus Challenge, you can lose a game and still earn valuable credits by completing a variety of offensive and defensive tasks. *NCAA® Football 2004* sweetens the deal by increasing the credits earned in relation to the difficulty level of the game. You can redeem 25 credits for pennants that unlock Team Boosts, Game Cheats, Stadiums, All-Time Teams, Mascot Teams, and College Classics. You start with 125 credits. In this section we review the Campus Challenge system, including challenges and credit rewards for each level, and a summary of the reward categories mentioned above.

### How the System Works

During a game, you receive a special message across the bottom of the screen every time you fulfill a Campus Challenge. At the end of the game, you can review your rewards go to the Campus Challenge screen to check the credits you've earned at each level, number of credits used to date, and the current balance. It also lists the challenges for all five levels and displays credits earned for each one.

If you have at least 25 credits available on the Campus Challenge screen, go back to the My NCAA® menu screen and select Pennant Collection. Here, you can select a category of pennants, then press the New Pennant button to acquire a new one. You can select the reward category when you redeem credits for pennants, but the pennants are randomly awarded.

### Credits Earned by Level/Difficulty Setting

<table>
<thead>
<tr>
<th>Difficulty Setting</th>
<th>Lvl. 1</th>
<th>Lvl. 2</th>
<th>Lvl. 3</th>
<th>Lvl. 4</th>
<th>Lvl. 5</th>
</tr>
</thead>
<tbody>
<tr>
<td>Junior Varsity</td>
<td>2</td>
<td>3</td>
<td>4</td>
<td>5</td>
<td>6</td>
</tr>
<tr>
<td>Varsity</td>
<td>4</td>
<td>6</td>
<td>8</td>
<td>10</td>
<td>12</td>
</tr>
<tr>
<td>All-American</td>
<td>6</td>
<td>9</td>
<td>12</td>
<td>15</td>
<td>18</td>
</tr>
<tr>
<td>Heisman</td>
<td>8</td>
<td>12</td>
<td>16</td>
<td>20</td>
<td>24</td>
</tr>
</tbody>
</table>

### Campus Challenge Tasks

The following sections list all of the Campus Challenges at each difficulty level.

#### Level 1 Challenges

- Kick a 40+ yard field goal
- Punt the ball 50+ yards
- Hold opponent under 7 points (min qtr = 4)
- Score 21 points in a game (max qtr = 6)
- One reception by 3 different players
- Recover a fumble on defense
- Sack the opposing QB
- 30 yard KR avg for one player (min ret = 2)
- Intercept a pass on defense
- Record 4 tackles with one player
- Throw 2 TD passes with one player
- Gain 200 yards of total offense (max qtr = 6)
- Break a 20 yard run
- Complete 5 consecutive passes
- Complete a 30 yard pass
Level 2 Challenges

- No incomplete passes all game (min qtr = 4, att = 1)
- No offensive fumbles all game (min qtr = 4)
- No interceptions thrown all game (min qtr = 4)

- No sacks allowed all game (min qtr = 4)
- Hold opp under 150 total off yards (min qtr = 4)

30+ punt return average by one player (PR >= 2)
Win by 28+ points (qtr <= 6 min)
100+ yards receiving by one player
20+ receiving average by one player (rec >= 3)
300+ yards passing by one player
80%+ passing percentage by one player (att >= 5)
Commit no penalties in a game (qtr >= 4 min)
2+ sacks by one player
5+ tackles by two different players
Score 42 points in a game (max qtr = 6)

Level 3 Challenges

- 10+ yard rush avg for one player (min att = 5)
- Catch 2 TD passes with one player
- Score 3 rushing touchdowns with one player
- Throw 4 TD passes with one player
- Complete 8 consecutive passes
- Force 3 turnovers in one game on defense

- Hold opp under 125 total off yards (min qtr = 4)
- Punt the ball out of bounds inside the 5 yard line
- Gain 75 rush & 75 rec yds with one player
- Gain 100 rushing yards with one player

Level 4 Challenges

- Gain 100 rush yards with two different players
- Gain 200 rec yards with one player
- Complete 25 passes with one player
- Throw for 500 yards with one player
- Achieve 20 first downs (max qtr = 6)
- Score a touchdown on defense
- Cause 6 turnovers on defense
- Hold opp under 75 total off yards (min qtr = 4)
- Defeat opponent by 56 points (max qtr = 6)

Level 5 Challenges

- Score 84 points in a game (max qtr = 6)
- 100 receiving yards by three different players
- Gain 100 rush & 150 pass yds with one player
- 200 passing yards by two different players
- Break 10 tackles with one player
- Complete 14 consecutive passes
- Complete a 90 yard pass
- 20 yard rush avg for one player (min att = 5)
- Gain 250 rushing yards with one player

Pennant Categories

The following sections describe the type and number of Pennants.

Team Boosts

There is a Team Boost Pennant for each of the 180 schools in NCAA® Football 2004.
Game Cheats

There are 31 Game Cheats, as described in the following list.

1st & 15: Forces your opponent to gain 15 yards for a first down
1st & 5: Gives you 1st and 5 instead of 1st and 10 for one game
Blink: Causes the ref to spot the ball short for your opponent
Boing: Increases your opponent's chances of dropping passes
Brakes: The Nike Air Max Specialist shoe helps you angle punts deep into your opponent's territory
Butter Fingers: Increases your opponent's chances of fumbling for one game
Crossed The Line: Allows your QB to throw the ball past the line of scrimmage
Cuffed: Prevents your team from fumbling or throwing interceptions
Diesel: The Nike Dri-FIT One Mesh Long Sleeve Top increases your ability to break tackles for one game
Extra Credit: Gives your team 4 points for each INT and 3 for each sack
Get a Grip: The Nike Magnigrip Elite II Glove increases your players' chances of intercepting a pass
Hurricane: The Nike Air Zoom Torque shoe improves your team's pass rush on defense for one game
Instant Freestyle: Gives your team 5 downs instead of 4 to make a first down
Jumbalaya: Adds points to your score when your player is injured
Long Range: The Nike Mercurial Vapor increases your kicker's kicking range for one game
Molasses: Increases your opponent's fatigue factor for one game
Pitch It: Causes your opponent to fumble every time they try to juke
Protection: The Nike Protective Neo Sleeve improves your players' pass blocking on offense for one game

QB Dud: Causes your opponent's passes to be high and wobbly
QB Rocket: The Nike Dri-FIT One Mesh Sleeveless Top increases your quarterback's passing range for one game
Stiffed: Doubles your opponent's penalty yardage for one game
Super Bullet: The Nike 3005 NFHS Football improves your quarterback's passing accuracy for one game
Super Dive: The Nike Air Speed Pro Bowl shoe increases your players' ability to dive for one game
Take your time: Gives your team unlimited timeouts for one game
The Glove: The Nike Z-Tack Glove improves your players' ability to catch the ball for one game
Thread & Needle: Narrows the uprights when your opponent tries a field goal
Toast: The Nike Vapor TD shoe increases your receivers' chances of burning the coverage deep
Tough as Nails: Makes your QB almost impossible to sack for one game
Trip: Increases your DB's chance of jamming his man at the line
What a Hit: Increases your opponent's chances of getting injured
Wind at My Back: The Nike Laminate Wind Jacket causes the wind to be in your favor on field goals

Stadiums
You can unlock 30 stadiums for use in Play Now.

Mascot Teams
Seventy Mascot Team Pennants unlock various fuzzy creatures for use in Play Now.

Historic Teams
Collect 37 Pennants to unlock All-Time Teams for use in Play Now.

College Classics
Every time you win a College Classics game, you unlock both teams for use in Play Now, for a total of 40 teams.