

3 MAN COMBINATIONS

3 MAN ZONE COMBINATION SCHEME BETWEEN THE OG/C/G

- 1) **OG** MUST PULL TO CUT THE SHADED NOSE 3 STEP MINIMUM.
- 2) **C** MUST ATTACK ANY COLOR SHOWING BY THE 3 TECH ON PATH TO THE MIKE LB
- 3) **G** MUST AGGRESSIVELY REACH THE PLAYSIDE ARMPIT OF THE 3 TECH MOVING THE BACKS KEY.

OFFSIDE GUARD (OG)

CENTER (C)

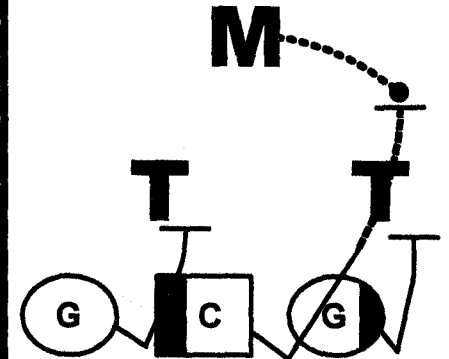
ON SIDE GUARD (G)

DIAGRAM

1. DROP STEP WITH PLAYSIDE FOOT.
2. PULL FOR PLAYSIDE KNEE OF NOSE.
3. CUT NOSE

1. DROP STEP WITH PLAYSIDE FOOT.
2. ATTACK THE 3 TECH.
3. PUSH ANY COLOR HANGING ONTO THE GUARD.
4. CUT PLAYSIDE KNEE- BLOCK PLAYSIDE ARMPIT OF MIKE

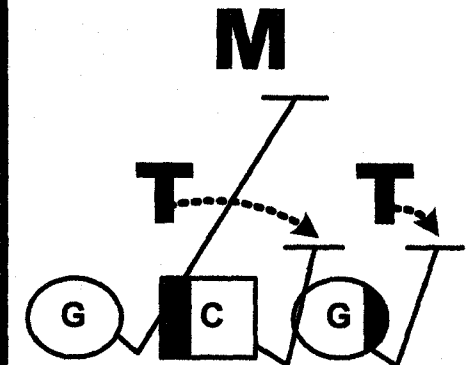
1. POSITION STEP WITH PLAYSIDE FOOT.
2. AIMING POINT IS PLAYSIDE ARMPIT OF THE 3 TECH.
3. PRESS AIMING POINT. GET VERTICAL PUSH
4. IF 3 TECH WIDENS - KEEP INSIDE HAND STRONG



1. DROP STEP WITH PLAYSIDE FOOT.
2. PULL FOR PLAYSIDE KNEE OF NOSE.
3. AS NOSE ROCKS AWAY, STAY ON TRACK TO MIKE LB
4. CUT PLAYSIDE KNEE OR BLOCK PLAYSIDE ARMPIT OF MIKE

1. DROP STEP WITH PLAYSIDE FOOT.
2. ATTACK THE 3 TECH.
3. FEEL "ROCK" OF THE NOSE AND BLOCK THRU PLAYSIDE ARMPIT.
4. PRESS VERTICAL AND DRIVE BACKSIDE KNEE

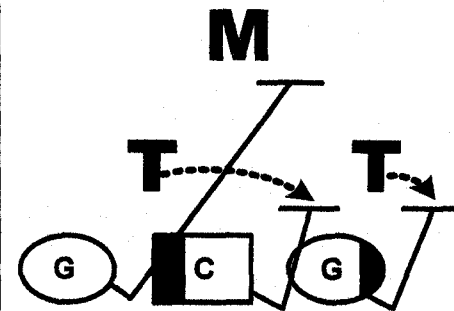
1. POSITION STEP WITH PLAYSIDE FOOT.
2. AIMING POINT IS PLAYSIDE ARMPIT OF THE 3 TECH.
3. PRESS AIMING POINT. GET VERTICAL PUSH
4. IF 3 TECH WIDENS - KEEP INSIDE HAND STRONG



1. DROP STEP WITH PLAYSIDE FOOT.
2. PULL FOR PLAYSIDE KNEE OF NOSE.
3. AS NOSE ROCKS AWAY, STAY ON TRACK TO MIKE LB
4. CUT PLAYSIDE KNEE OR BLOCK PLAYSIDE ARMPIT OF MIKE.

1. DROP STEP WITH PLAYSIDE FOOT.
2. ATTACK THE3 TECH.
3. FEEL "ROCK" OF THE NOSE AND BLOCK THRU PLAYSIDE ARMPIT.
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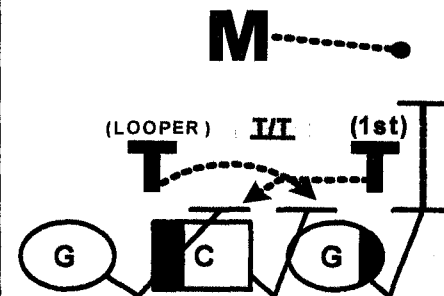
1. POSITION STEP WITH PLAYSIDE FOOT.
2. AIMING POINT IS PLAYSIDE ARMPIT OF THE3 TECH.
3. PRESS AIMING POINT. GET VERTICAL PUSH
4. IF 3 TECH WIDENS - KEEP INSIDE HAND STRONG



1. DROP STEP WITH PLAYSIDE FOOT.
2. PULL FOR PLAYSIDE KNEE OF NOSE.
3. VERSUS PIRATE: PUSH CENTER THRU TO THE LOOPER AND BLOCK THE3 TECH.

1. DROP STEP WITH PLAYSIDE FOOT.
2. ATTACK THE3 TECH.
3. READ "SPIKE" OF 3 TECH. PRESS VERTICAL THRU ARMPIT OF DT.
4. VERSUS PIRATE: THE OG MAY PUSH YOU THRU FOR THE LOOPER.

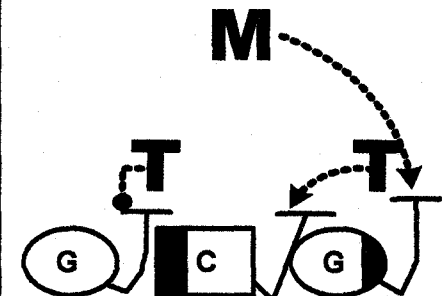
1. POSITION STEP WITH PLAYSIDE FOOT.
2. AIMING POINT IS PLAYSIDE ARMPIT OF THE3 TECH.
3. REDIRECT 2ND STEP & TAKE 'EDGE' OFF THE3 TECH.
4. CONTINUE TO 2ND LEVEL AND BLOCK PLAYSIDE ARMPIT OF MIKE.



1. DROP STEP WITH PLAYSIDE FOOT.
2. PULL FOR PLAYSIDE KNEE OF NOSE.
3. BLOCK NOSE WHO IS ATTACKING A GAP THRU HIS PLAYSIDE ARMPIT.

1. DROP STEP WITH PLAYSIDE FOOT.
2. ATTACK THE3 TECH.
3. READ "SPIKE" OF 3 TECH. PRESS VERTICAL THRU ARMPIT OF DT.

1. POSITION STEP WITH PLAYSIDE FOOT.
2. AIMING POINT IS PLAYSIDE ARMPIT OF THE3 TECH.
3. REDIRECT 2ND STEP AND TAKE "EDGE" OFF THE3 TECH.
4. BLOCK PLAYSIDE ARMPIT OF BLITZING MIKE



1. DROP STEP WITH PLAYSIDE FOOT.
2. PULL FOR PLAYSIDE KNEE OF NOSE.
3. AS NOSE "ROCKS" AWAY GET EYES UP IN 'A' GAP AND BLOCK THE MIKE

1. DROP STEP WITH PLAYSIDE FOOT.
2. ATTACK THE3 TECH.
3. FEEL "ROCK" OF THE NOSE AND BLOCK THRU PLAYSIDE ARMPIT.
4. PRESS VERTICAL AND DRIVE BACKSIDE KNEE

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