



**WITH ORGANIZATION
COMES SUCCESS**

**WITH SUCCESS COMES
CONFIDENCE**

**WITH CONFIDENCE
COMES LEADERSHIP**



CLEMSON DEFENSE 2017

OBJECTIVES AND GOALS 2017 SPRING BALL

- 1 DEVELOP TRUST COHESION AND UNITY AS A DEFENSE
- 2 IDENTIFY AND DEVELOP OUR LEADERS
- 3 RELENTLESS PURSUIT OF THE FUNDAMENTALS AND TECHNIQUES OF OUR DEFENSE
- 4 DEVELOP OUR DEPTH AT ALL 3 LEVELS
- 5 DEVELOP A SELFLESS RELENTLESS PUNISHING PHYSICAL AGGRESSIVE AND CONFIDENT ATTITUDE
- 6 BECOME A BETTER TACKLING DEFENSE
- 7 IMPROVE OUR ABILITY TO PLAY THE BALL IN THE AIR IMPROVE OUR PRESS AND MAN TECHNIQUES
- 8 CREATE MORE TURNOVERS & 2 PER DAY &
- 9 NO EXCUSES FOR FAILURE
- 10 DECREASE BIG PLAYS
- 11 IMPROVE EVERYDAY
- 12 OVERALL SPRING CPA OF 2.5 OR BETTER
- 13 BE A FAMILY TAKE CARE OF EACH OTHER AND BE ACCOUNTABLE TO EACH OTHER

CLEMSON DEFENSE 2017



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- 1 **WE WILL HAVE NO TOURISTS ON DEFENSE**
NOBODY GETS ON THE BUS FOR A FREE RIDE YOU ARE EITHER IN OR OUT WE NEED MEN WITH AMBITIOUS PURSUITS
- 2 **PHYSICAL AND MENTAL DISCIPLINE PROCEDES ALL ELSE**
YOU MUST BE ON TIME PLAY AGGRESSIVELY WITHIN THE SCHEME AND EXHIBIT GREAT CHARACTER IN YOUR SOCIAL LIFE
- 3 **CONDITIONING PROCEDES MENTAL TOUGHNESS**
CONDITIONING GIVES YOU A CHANCE TO PLAY HARD FOR 4 QUARTERS WE WILL NOT SACRIFICE SPEED AND CONDITIONING THIS IS PARAMOUNT IN OUR THINKING
- 4 **WE WILL HAVE SIMPLICITY BUILT INTO OUR PACKAGE**
BECAUSE IT ALSO GIVES US A CHANCE TO PLAY FAST HOWEVER WE WILL CHALLENGE YOU TO LEARN SCHEME
- 5 **WE WANT YOU TO THINK ALONG WITH US CONCEPTUALLY**
DON T BE A ROBOT UNDERSTAND WHAT WE ARE TRYING TO DO SO WE CAN MAKE HALF TIME ADJUSTMENTS MENTAL LEARNING IS CRITICAL HELP US CREATE THE PLAYBOOK BE A STUDENT OF THE GAME
- 6 **INTENSITY WITH AGGRESSION IN EVERYTHING WE DO**
WE WILL DOMINATE OPPONENTS FROM WHISTLE TO WHISTLE
- 7 **MAJOR TEACHING POINT TO LIVE BY 60% OF OUR SUCCESS DEFENSIVELY IS PRE SNAP**
MOST PLAYS ARE WON OR LOST BEFORE THE BALL IS SNAPPED
 - 1 KNOW AND UNDER STAND THE CALL
 - 2 RECOGNIZE FORMATION
 - 3 ALIGN PROPERLY
- 8 **HIGH EMPHASIS IN DEDUCTING WHERE AN OFFENSIVE PLAYER WILL MOVE BY HIS PRE SNAP STANCE AND ALIGNMENT**
- 9 **SEE A LITTLE TO SEE A LOT**
- 10 **WE ARE NOT ON OUR HEELS WE ARE ON OUR TOES AND WE ARE ATTACKING**



CLEMSON DEFENSE 2017

CLEMSON TIGER PLAYER EVALUATION

EFFORT AND ENERGY

THIS IS WHAT OUR SUCCESS WILL BE BUILT ON EACH PLAYER IS EXPECTED TO GIVE EFFORT ON AND OFF THE FIELD TO BECOME AS GOOD AS HE CAN BE MENTAL ENERGY ON ASSIGNMENTS AND STUDY OF OPPONENTS AS WELL AS PHYSICAL ENERGY ON THE FIELD

ATTITUDE

WE BELIEVE EVERYONE WANTS TO HAVE A GREAT ATTITUDE BUT SOME HAVE DIFFICULTY ESTABLISHING THE PERSONAL PLAN AMBITION PERSONAL HABITS AND DETERMINATION THAT REFLECTS A POSITIVE ATTITUDE EVERY PLAYER CAN DEVELOP A GREAT ATTITUDE BY WORKING AT IT AND NEVER GIVING IN

INTELLIGENCE

FOOTBALL SMARTS EACH PLAYER MUST UNDERSTAND HIS ROLE IN THE TOTAL PLAN OF SUCCESS UNDERSTANDING AND CONTROLLING SITUATIONS GIVES EACH PLAYER AN IMPACT ON THE GAME THE MORE A PLAYER LEARNS ABOUT GAME SITUATIONS THE BETTER HE WILL BE ABLE TO TRANSLATE COMPREHEND AND PERFORM

INFLUENCE

EACH PLAYER HAS AN INFLUENCE ON THE TEAM POSITIVE OR NEGATIVE THERE IS NO MIDDLE GROUND EVERY PLAYER CAN BE A POSITIVE INFLUENCE ON THE TEAM IF A PLAYER FEELS NEGATIVE HE SHOULD BE A MAN PACK HIS BAGS AND DO NOT LET THE DOOR HIT HIM ON THE WAY OUT

MAKE SOMETHING HAPPEN

EVERYONE SHOULD TRY TO BE THE DIFFERENCE IN THE GAME IT IS A STATE OF MIND THAT IS DEVELOPED PLAY AFTER PLAY IN PRACTICES AND GAME DAY YOU WANT TO BE COUNTED ON IN CLUTCH SITUATIONS AND BE ABLE TO PERFORM UNDER THE GUN THE REALITY IS YOU MUST HAVE THE WILL TO WIN WE MUST DEVELOP THIS MINDSET WITHIN THE CORE STRUCTURE OF OUR GROUP

CLEMSON DEFENSE 2017

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POINTS TO LIVE BY

- 1 **WE WILL NEVER COMPROMISE OUR STANDARDS**
IT TAKES 100 YEARS TO GROW AN OAK TREE IT TAKES 10 MINUTES TO CHOP IT DOWN
- 2 **YOU CAN NOT FAKE EMOTION**
IF YOU PRACTICE WITH IT YOU WILL PLAY WITH IT
- 3 **PLAY WITH TREMENDOUS ENTHUSIASM 100% OF THE TIME** REMEMBER
100% OF THE BODY AND 100% OF THE MIND
- 4 **CHARACTER**
REMEMBER CHARACTER IS THE ABILITY TO STAND UP FOR THE THINGS THAT ARE RIGHT AND SAY NO TO THE THINGS THAT ARE WRONG
- 5 **PUT THE TEAM FIRST YOUR UNIT SECOND YOUR POSITION GROUP THIRD AND YOURSELF FOURTH**
- 6 **CARBAGE IN → CARBAGE OUT**
- 7 **LIVE IN THE PAST → YOU DIE IN THE PRESENT**
- 8 **MEN EVERY PERSON IS ENTITLED TO MAKE A MISTAKE IT IS PART OF HUMAN NATURE WE WILL STAND BESIDE EVERY ONE OF YOU IF YOU MAKE A MISTAKE WHEN YOU MAKE MULTIPLE MISTAKES IT BECOMES A TREND MEN I HAVE A PROBLEM WITH TRENDSETTERS WE ALLOW A MISTAKE BUT WE DO NOT ALLOW TRENDS BE A CLEMSON MAN**
- 9 **ACADEMIC INTEGRITY ATHLETIC INTEGRITY AND CHARACTER ARE THE KEY INGREDIENTS OF A CLEMSON FOOTBALL PLAYER THE BEST ABILITY IS DEPENDIBILITY**

CLEMSON DEFENSE 2017



WHAT LEADS TO FAILURE — EVERY TIME

- 1 **JEALOUSY**
MUST WIPE OUT SELFISHNESS AND PETTINESS
- 2 **A KNOW IT ALL MENTALITY**
ACCEPT COACHING AND CONSTRUCTIVE CRITICISM CRITIQUE THE PERFORMANCE NOT THE PERFORMER
- 3 **OUTSIDE INFLUENCES CREATE NEGATIVE PERCEPTION**
THEY DO NOT KNOW WHAT GOES ON IN OUR ROOM
- 4 **OFF THE FIELD**
PICK THE TEAM OR PICK YOURSELF & CHOICES &
- 5 **WHAT DIRECTLY LEADS TO LACK OF SUCCESS IS HAVING A CULTURE THAT PERMEATES SENSITIVITY**
MEN DO NOT COMPLAIN WE NEED OUR DEFENSE TO BE PLAYED BY PROUD MEN
- 6 **IMMATURITY**
WHEN YOU UNDERSTAND THAT YOUR TEAMMATES ARE COUNTING ON YOU TO DO A JOB UNDERSTAND IT IS NOT WHAT YOU DO IT IS WHAT YOU ARE SUPPOSE TO DO



DEFENSIVE SUMMARY

GET OFF THE FIELD

FORCED PUNTS PER OPPONENT

2016 - 7.2 PUNTS PER GAME

2015 - 7.4 PUNTS PER GAME

2014 - 8.1 PUNTS PER GAME

* WE FORCED 109 PUNTS IN 2016 WHICH IS 2 SHORT OF 2015'S 111 PUNTS

* OHIO STATE & ALABAMA PUNTED 18 TIMES COMBINED

3 & OUTS PER OPPONENT

2016 - 5.8 PER GAME - 43.1% OF DRIVES (87-202) (ALABAMA 45.5%)

2015 - 6.1 PER GAME - 43.3% OF DRIVES (91-210)

* WE FINISHED 2ND IN THE COUNTRY, LED THE NATION IN 2015

3RD DOWN DEFENSE

2016 - 72.1% DEFENSIVE SUCCESS RATE 222 ATTEMPTS 62 CONVERSIONS

2015 - 72.3% DEFENSIVE SUCCESS RATE 220 ATTEMPTS 61 CONVERSIONS

2014 - 72.6% DEFENSIVE SUCCESS RATE 197 ATTEMPTS 54 CONVERSIONS

* WE FINISHED 4TH IN THE NATION FOR THE 2ND YEAR IN A ROW IN 2014 WE FINISHED 1ST

4TH DOWN DEFENSE

2016 - 58.3% DEFENSIVE SUCCESS RATE 24 ATTEMPTS 10 CONVERSIONS

2015 - 57.1% DEFENSIVE SUCCESS RATE 21 ATTEMPTS 9 CONVERSIONS

2014 - 66.7% DEFENSIVE SUCCESS RATE 15 ATTEMPTS 5 CONVERSIONS

* WE FINISHED 32ND IN THE NATION DOWN FROM 28TH IN 2015

CLEMSON DEFENSE 2017

DEFENSIVE SUMMARY

BIG PLAYS

BIG PLAYS ALLOWED

2016 – 59 PLAYS +20 FOR 1,972 YARDS

2015 – 71 PLAYS +20 FOR 2,448 YARDS

*** WE FINISHED 65TH IN THE NATION, A 37 SPOT IMPROVEMENT**

*** IN 2016 WE GAVE UP 4.0 BIG PLAYS PER GAME, IN 2015 IT WAS 4.7 BIG PLAYS PER GAME**

*** GAVE UP 13 BIG PLAY TD'S – 7 RUSHING 6 PASSING**

*** 21 BIG PLAYS RUSHING AND 36 BIG PLAYS PASSING**

TACKLES FOR LOSS

2016 – 130 TOTAL 1ST IN NATION 1ST IN ACC

2015 – 126 TOTAL 1ST IN NATION 1ST IN ACC

2014 – 131 TOTAL 1ST IN NATION 1ST IN ACC

*** BACK TO BACK TO BACK TO BACK TOP IN THE NATION**

*** THE MAJORITY OF OUR TFLS CAME FROM 4 MAN RUSHES (55)**

SACKS

2016 – 49 TOTAL 3RD IN NATION 2ND IN ACC

2015 – 48 TOTAL 2ND IN NATION 1ST IN ACC

2014 – 45 TOTAL 7TH IN NATION 2ND IN ACC

*** CREATED 8 SACKS OFF DEFENSIVE LINE MOVEMENTS**

*** HOT COVERAGE WAS THE TOP COVERAGE WITH 6 SACKS**

TURNOVERS

2016 – 27 TOTAL 10TH IN NATION 1ST IN ACC

2015 – 25 TOTAL 24TH NATION 3RD IN ACC

2014 – 24 TOTAL 34TH IN NATION 5TH IN ACC

*** TIED 6TH IN THE NATION IN INT – 1ST IN THE ACC**

*** IF YOU ADD THE 10 TURNOVER ON DOWNS AND 7 MISSED OR BLOCKED FG'S WE WERE RESPONSIBLE FOR 44 TURNOVERS**

CLEMSON DEFENSE 2017

DEFENSIVE SUMMARY

SCORING

POINTS PER GAME

2016 - 18.0 POINTS PER GAME

2015 - 21.7 POINTS PER GAME

2014 - 16.7 POINTS PER GAME

• GAVE UP 34 POINTS IN THE 1ST QUARTER - 2.27 P/G

• GAVE UP 75 POINTS IN THE 2ND QUARTER - 5.00 P/G

• GAVE UP 72 POINTS IN THE 3RD QUARTER - 4.80 P/G

• GAVE UP 66 POINTS IN THE 4TH QUARTER - 5.73 P/G

• WE WERE A QUICK STARTING DEFENSE

TURNOVER RESPONSE

WE HAD 39 SUDDEN CHANGE OPPORTUNITIES IN 2016. WE ALLOWED 9 TD'S AND 5 FG'S WHICH EQUATES GIVING UP 2 POINTS PER TURNOVER.

• WE FORCED 14 PUNTS

• WE CREATED 9 TURNOVERS INCLUDING 2 MISSED/BLOCKED FG'S AND 1 TURNOVER ON DOWNS

RED ZONE DEFENSE

2016 - 78.95% - 30TH IN THE NATION (38 ATTEMPTS - 30 SCORES)

2015 - 83.33% - 63RD IN THE NATION (42 ATTEMPTS - 35 SCORES)

2014 - 74.07% - 13TH IN THE NATION (27 ATTEMPTS - 20 SCORES)

• 2016 - 2ND IN ACC • 2015 - 7TH IN ACC • 2014 - 2ND IN ACC •
WE MADE A 4.38% IMPROVEMENT FROM THE 2015 DEFENSE

CLEMSON DEFENSE 2017

DEFENSIVE SUMMARY

SCHEME

COVERAGE/PRESSURE

*** 57% COVERAGE - 4.74 YARDS PER PLAY**

*** 43% PRESSURE - 4.25 YARDS PER PLAY**

*** PLAYED 71% ZONE - 29% MAN**

*** TOP FIVE COVERAGES:**

1 BROWN

2 3

3 BUFFALO

4 LOCK

5 3 ROBBER

*** TOP FIVE PRESSURES:**

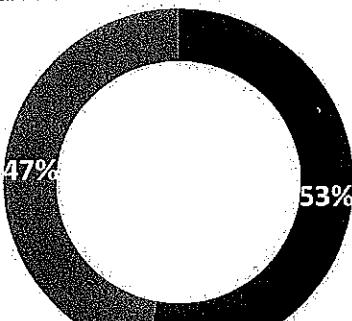
1 SLANT

2 CUB

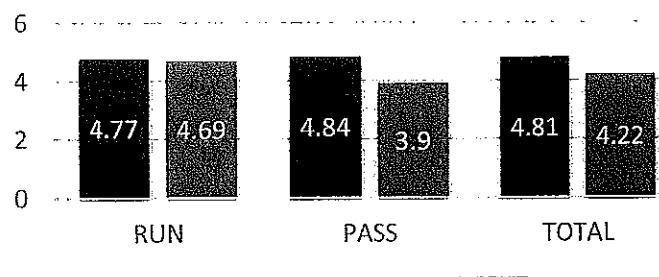
3 SPURS

4 BEAR

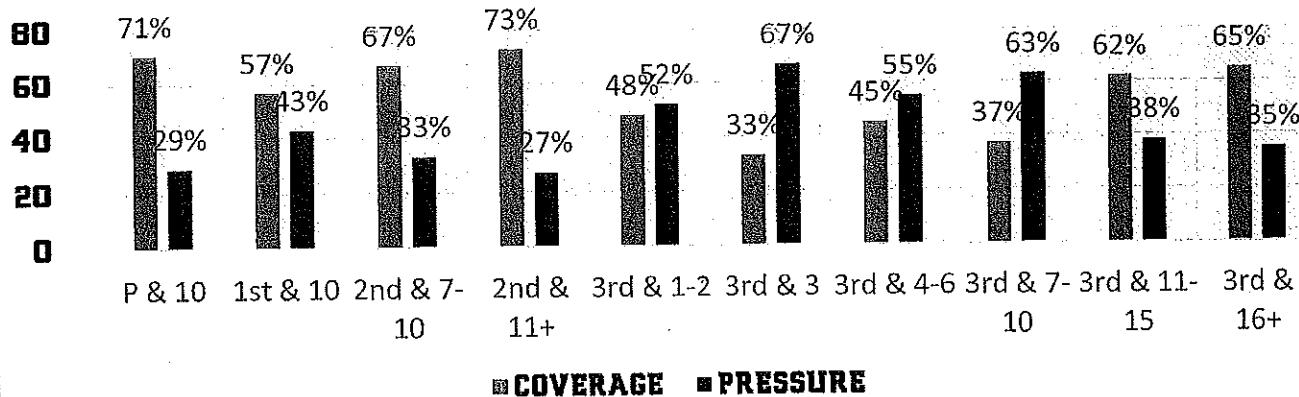
5 CHICAGO



YARDS PER PLAY



COVERAGE PRESSURE BY DOWN AND DISTANCE

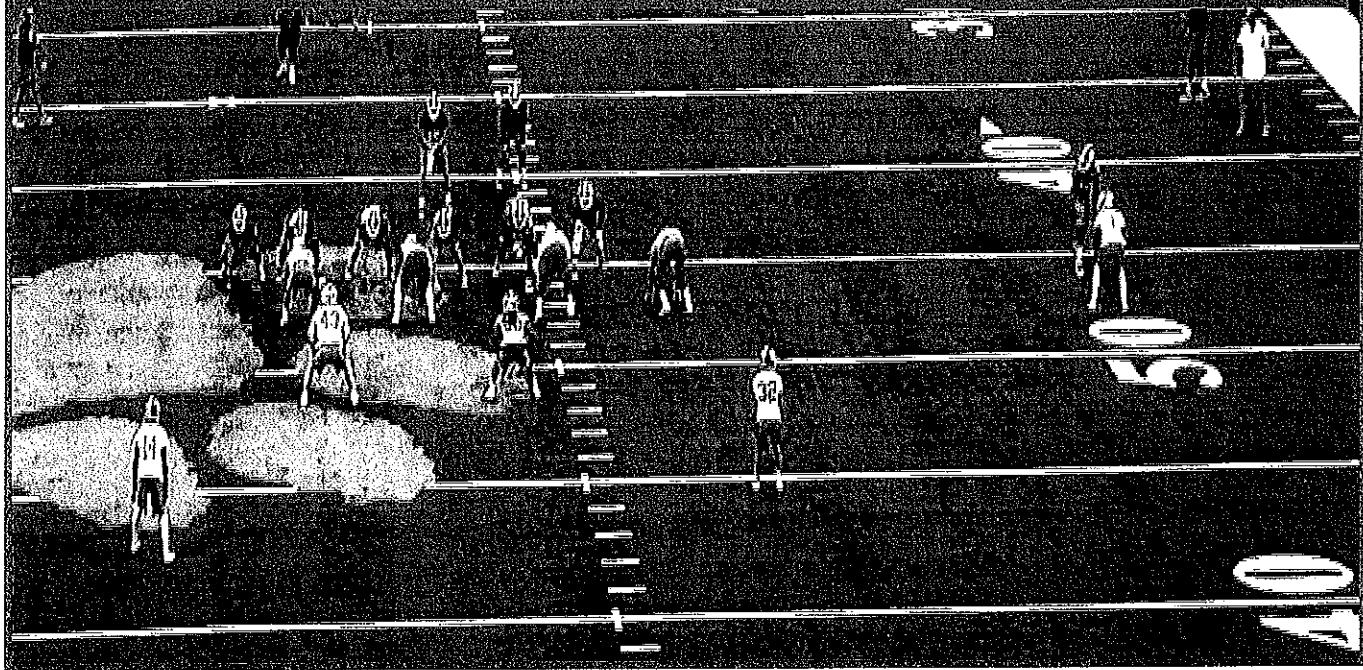


■ COVERAGE ■ PRESSURE

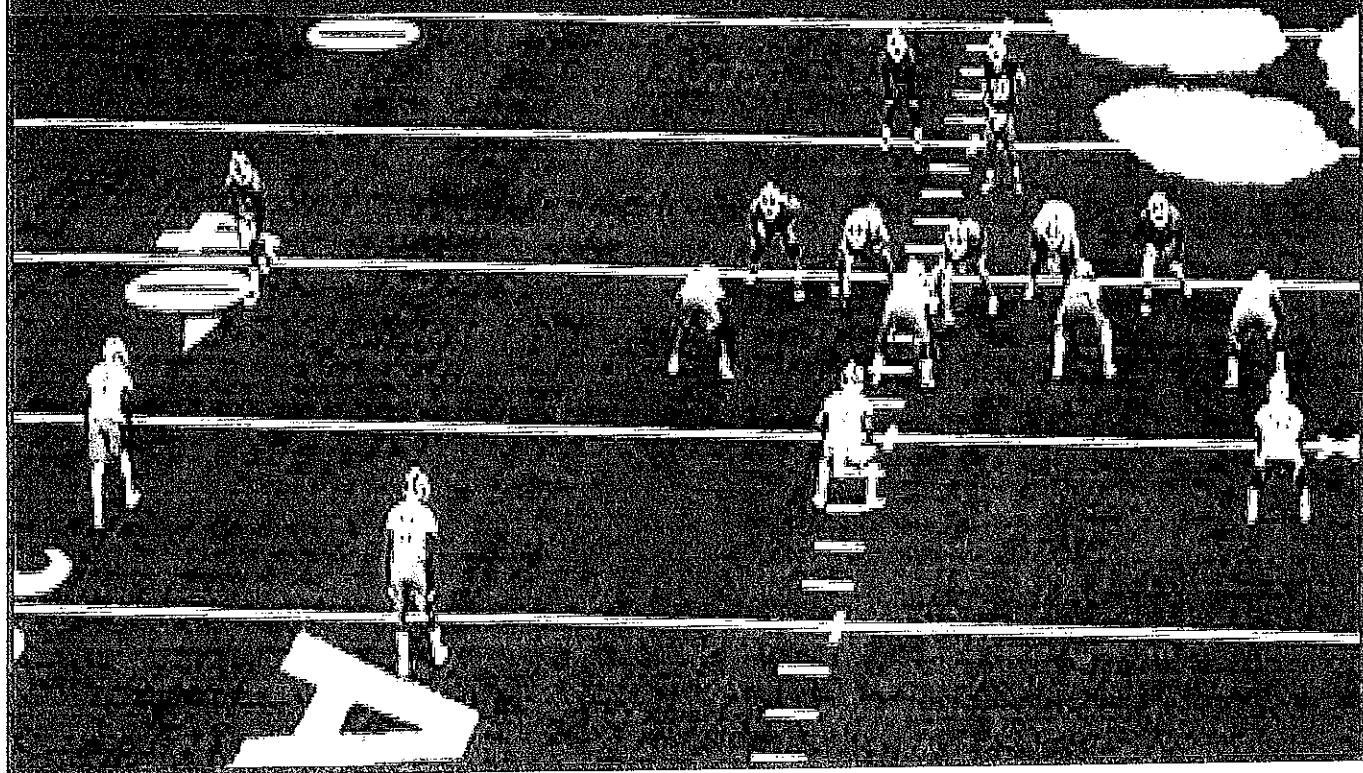
CLEMSON DEFENSE 2017

PALMS RB & WR

BALL OFF THE HASH W/ WIDE SPLIT = NO PALMS



BALL ON HASH W/ CUT SPLIT = PALMS

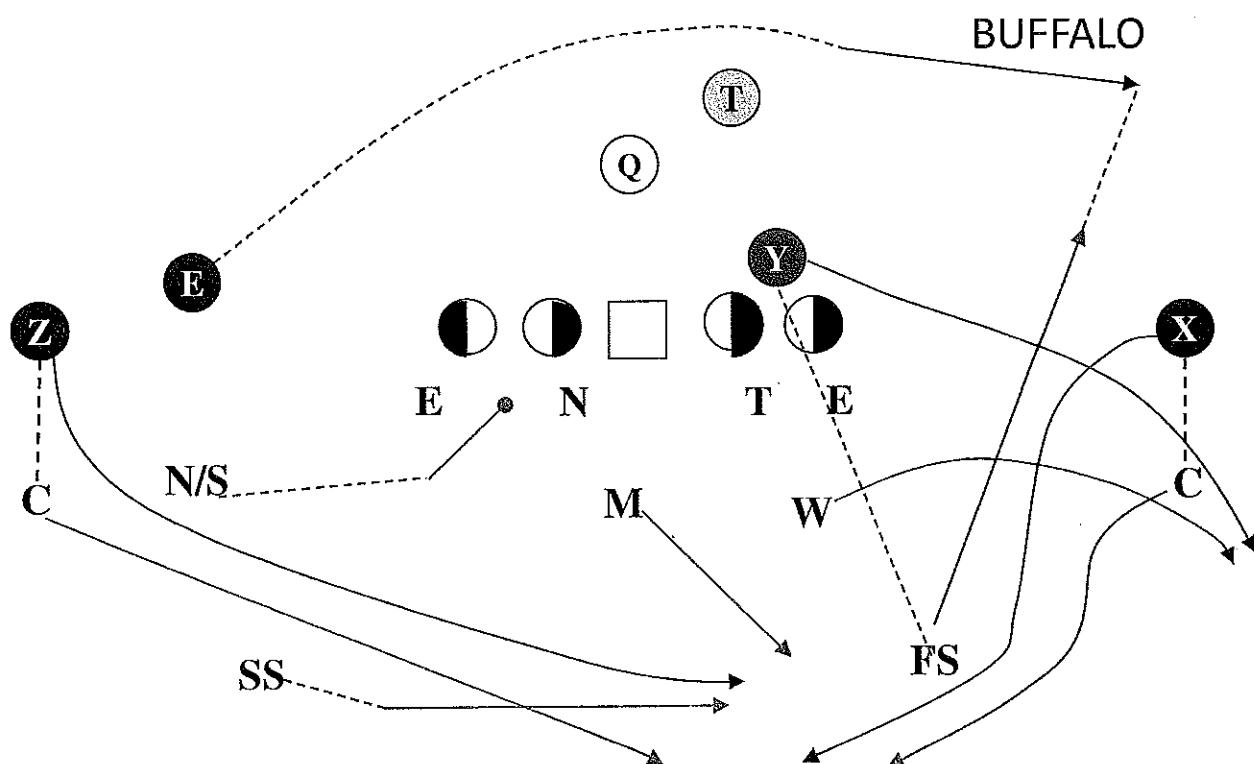
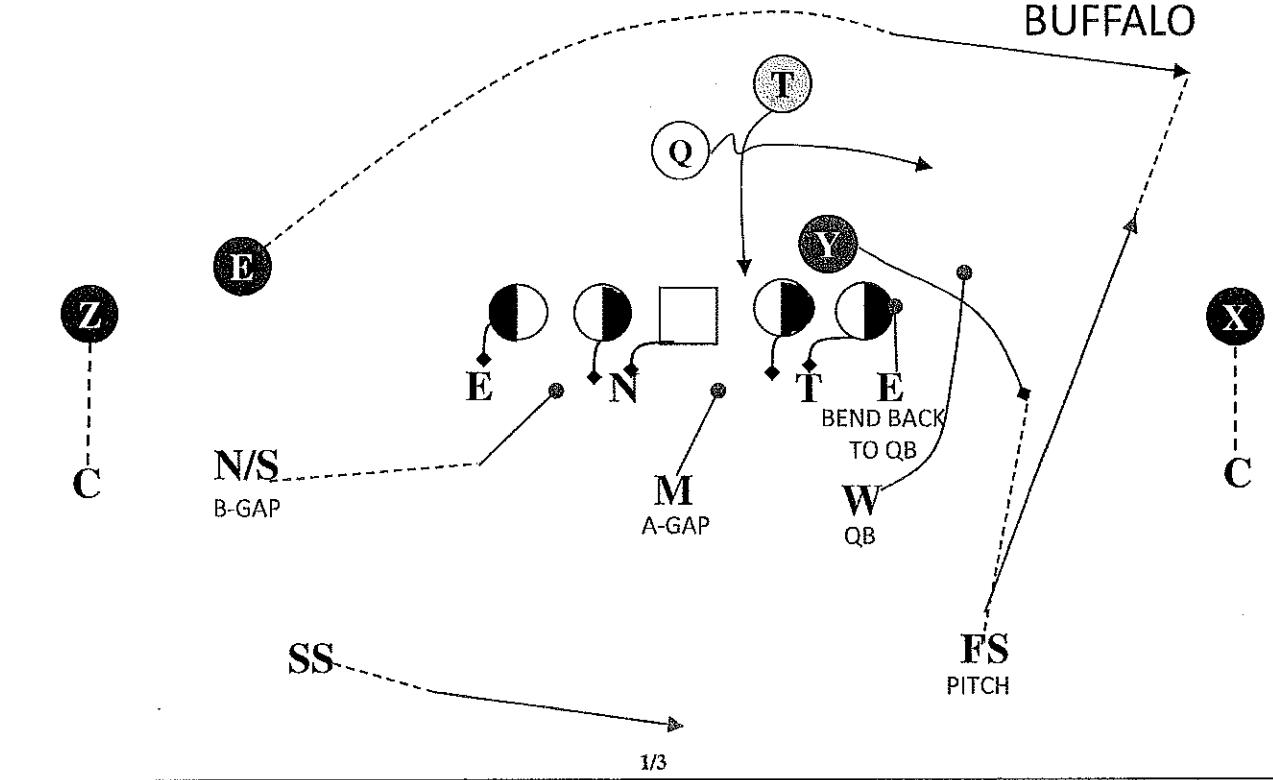


UTAH

- 2 TO 3 BACK MOTION – ROLL TO COVER 3
 - FLAT PLAYER HAS JET
 - WEAK HOOK HAS THE WHEEL
 - BOUNDARY 1/3 HAS THE POST OF #1
 - MOF HAS THE POST OF #2
- IF CORNER IS CLOUD ROLL TO 3 CLOUD

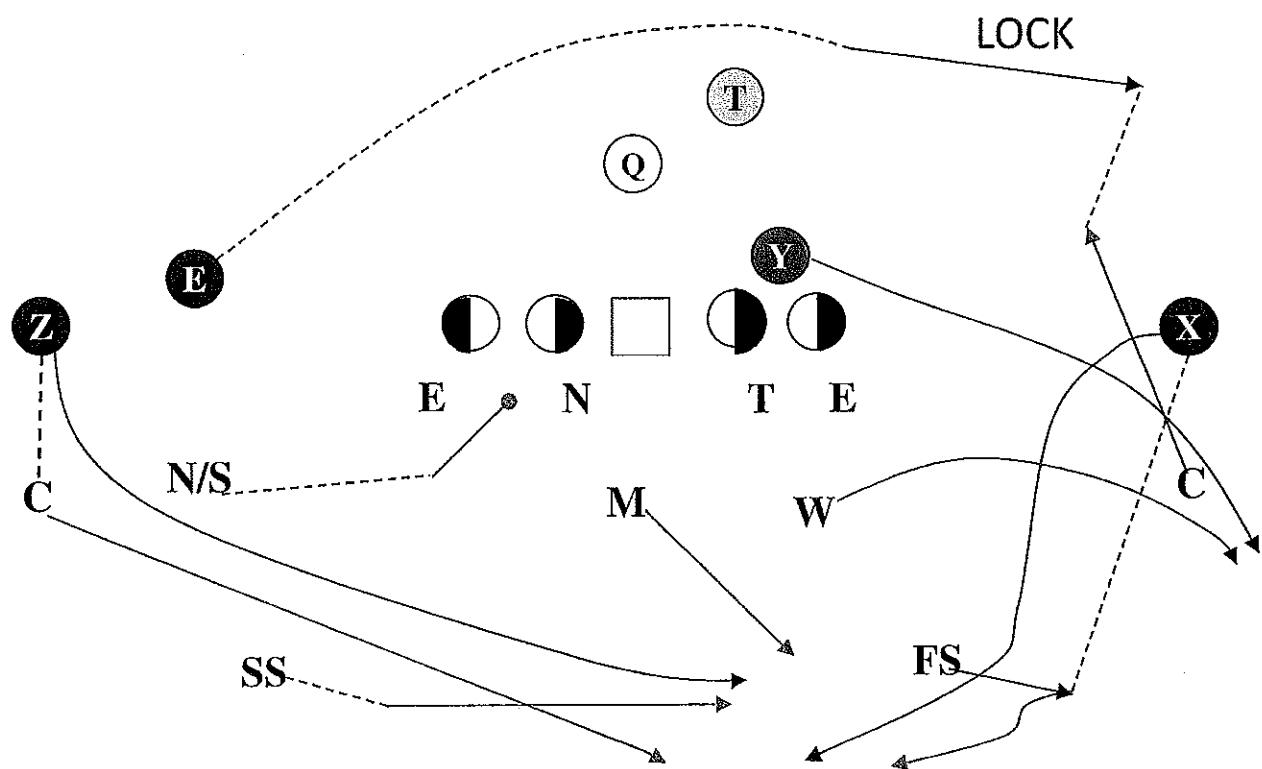
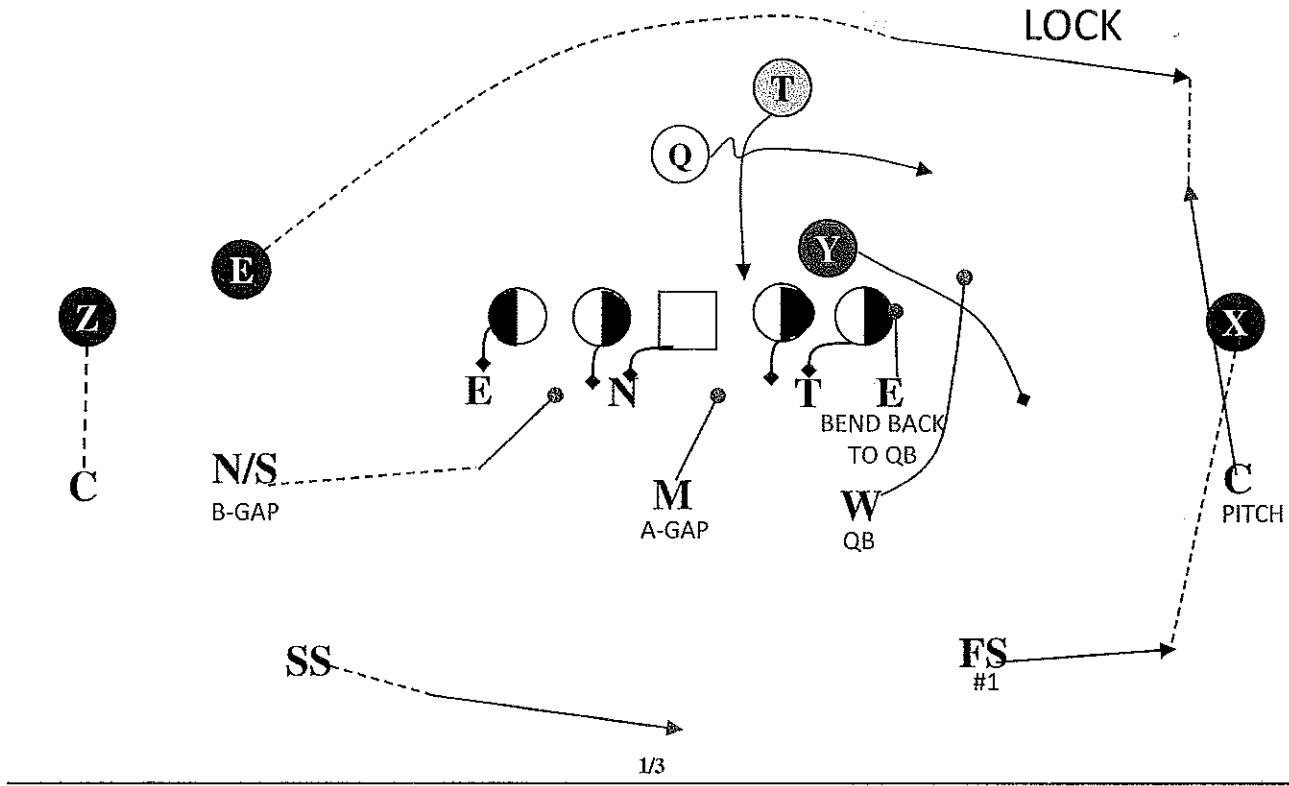
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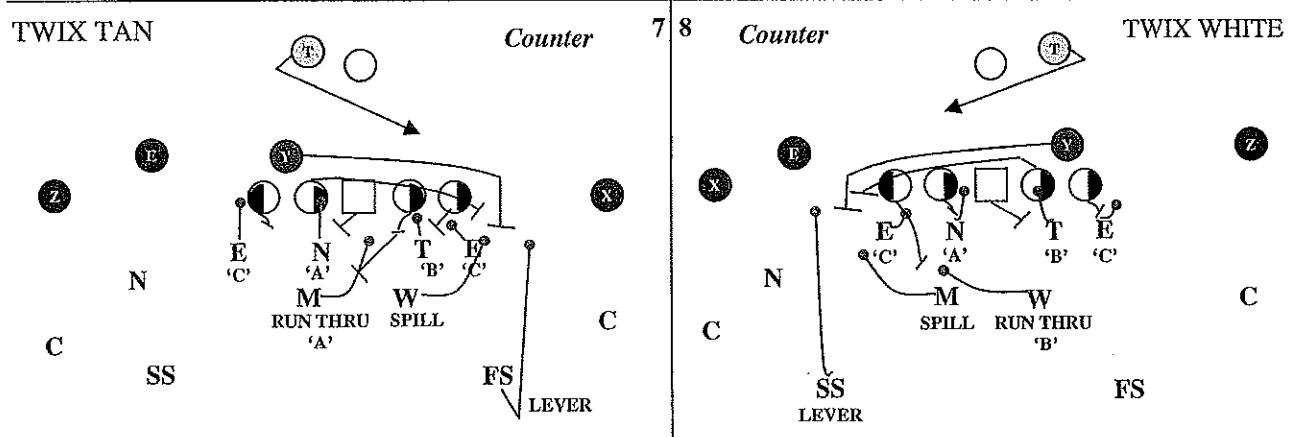
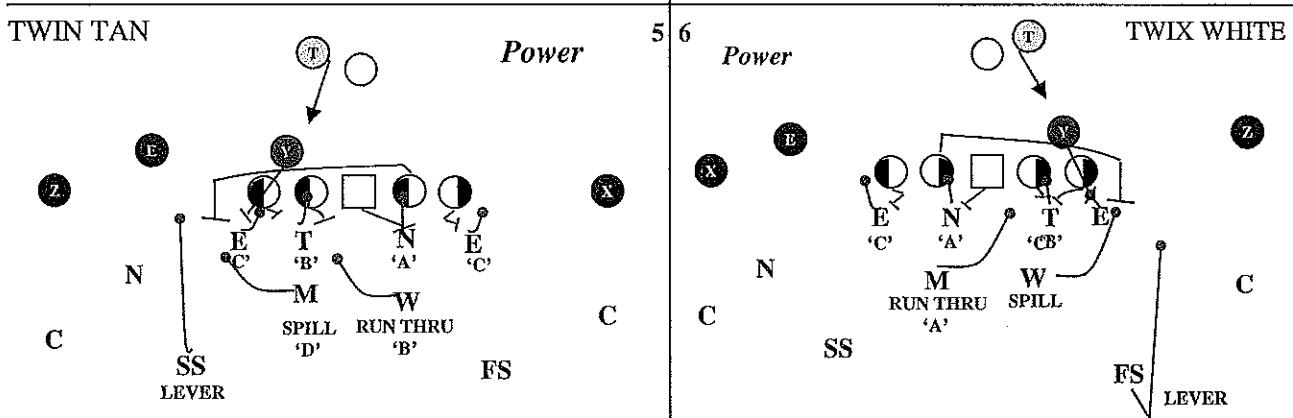
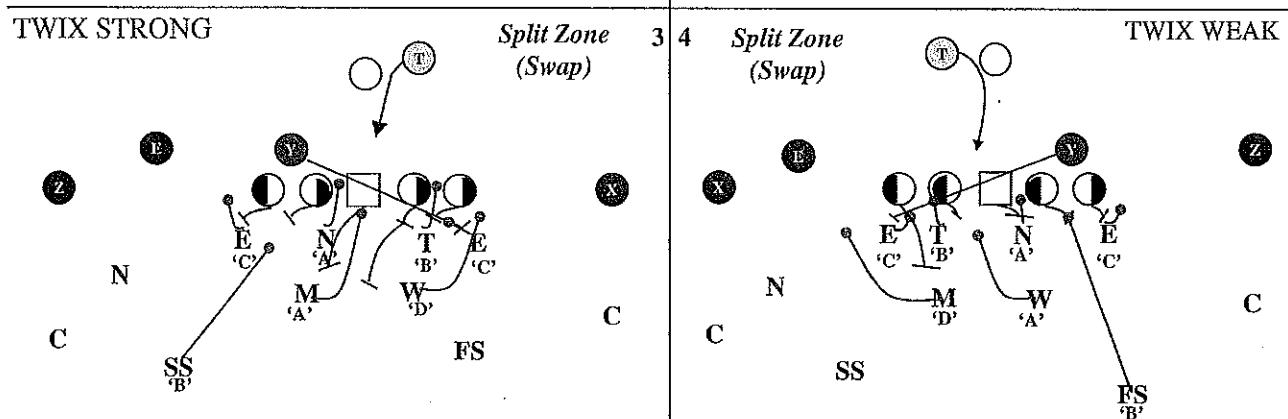
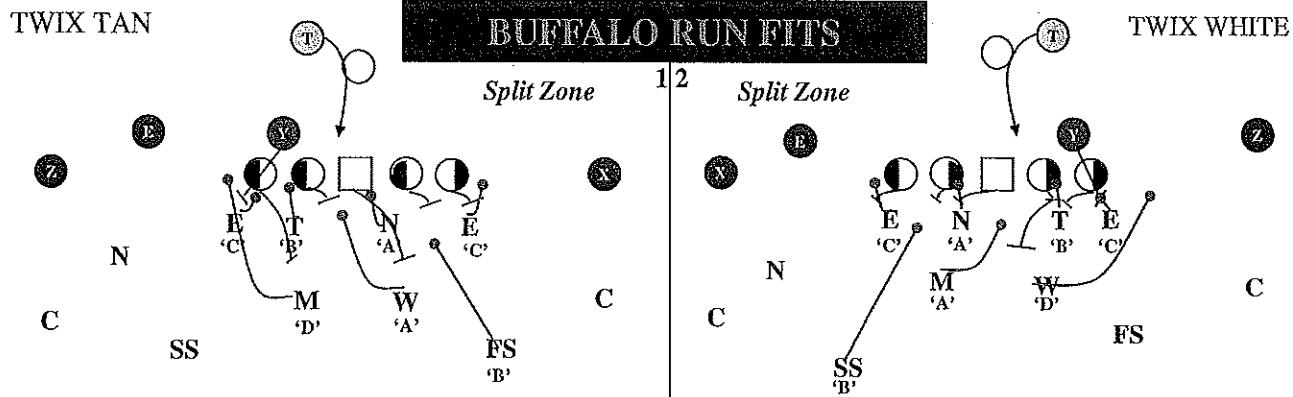
TWIX WHITE
BUFFALO

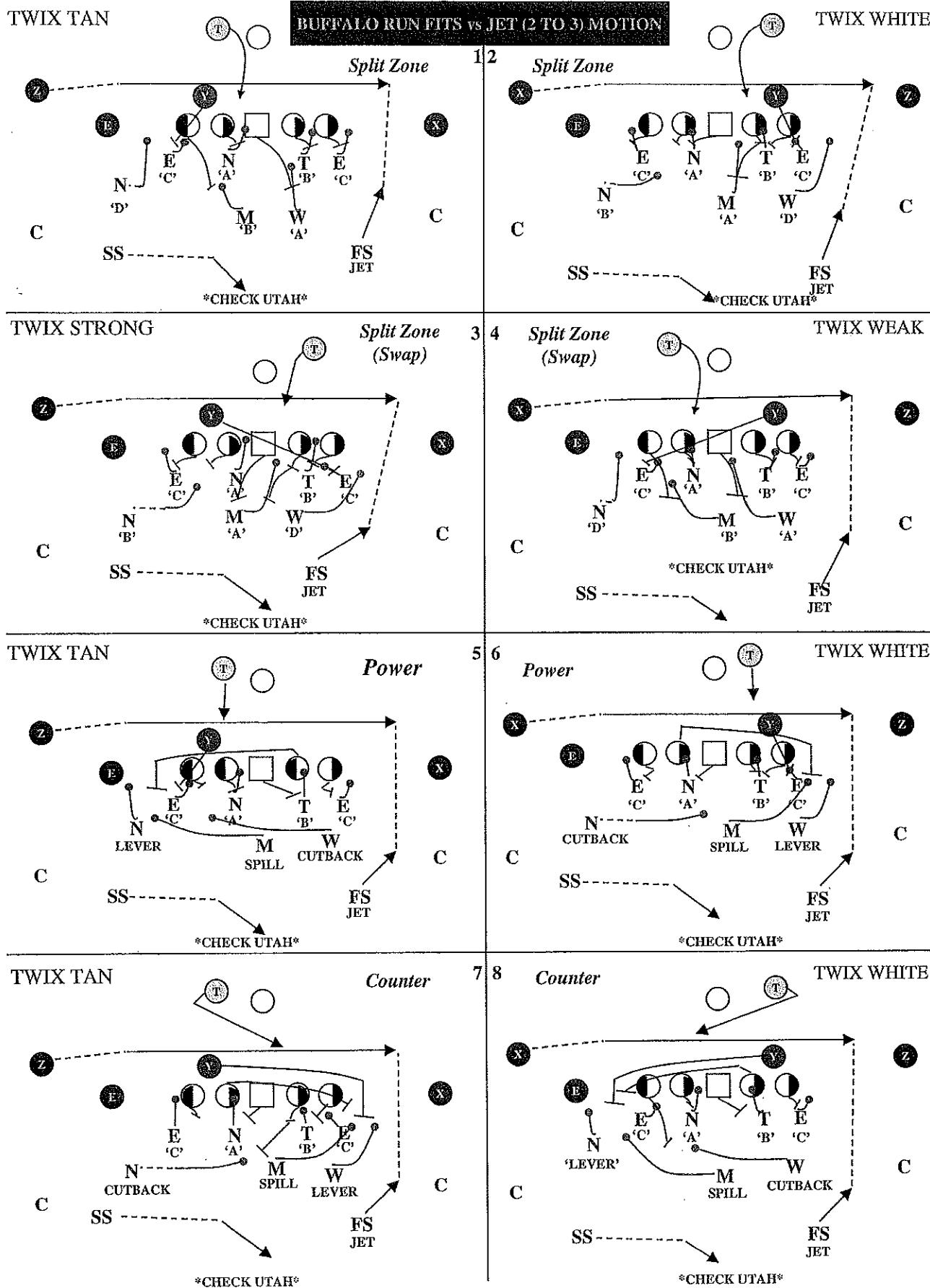


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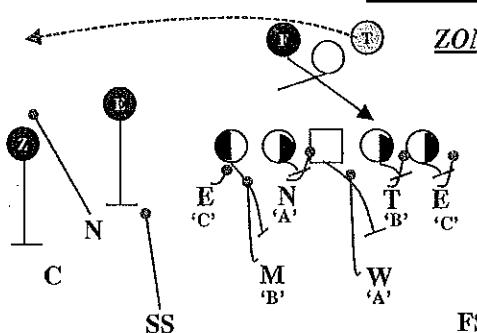
TWIX WHITE
LOCK





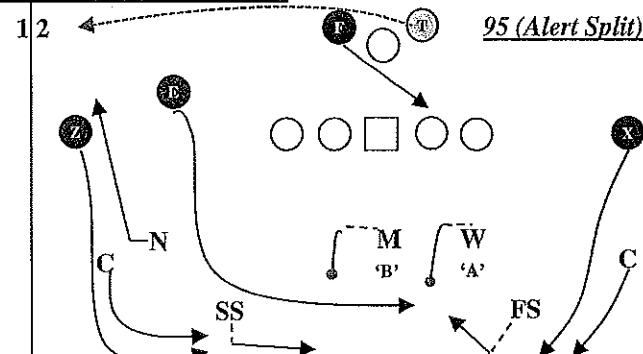


TWIX GUN SPLIT (GSP)

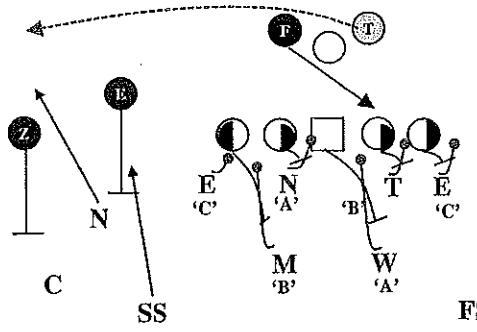


ZONE READ

TWIX GUN SPLIT (GSP)

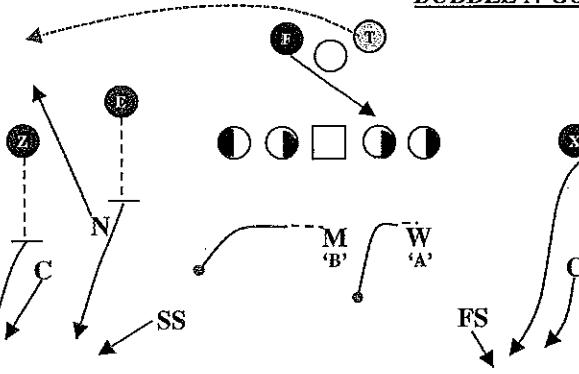


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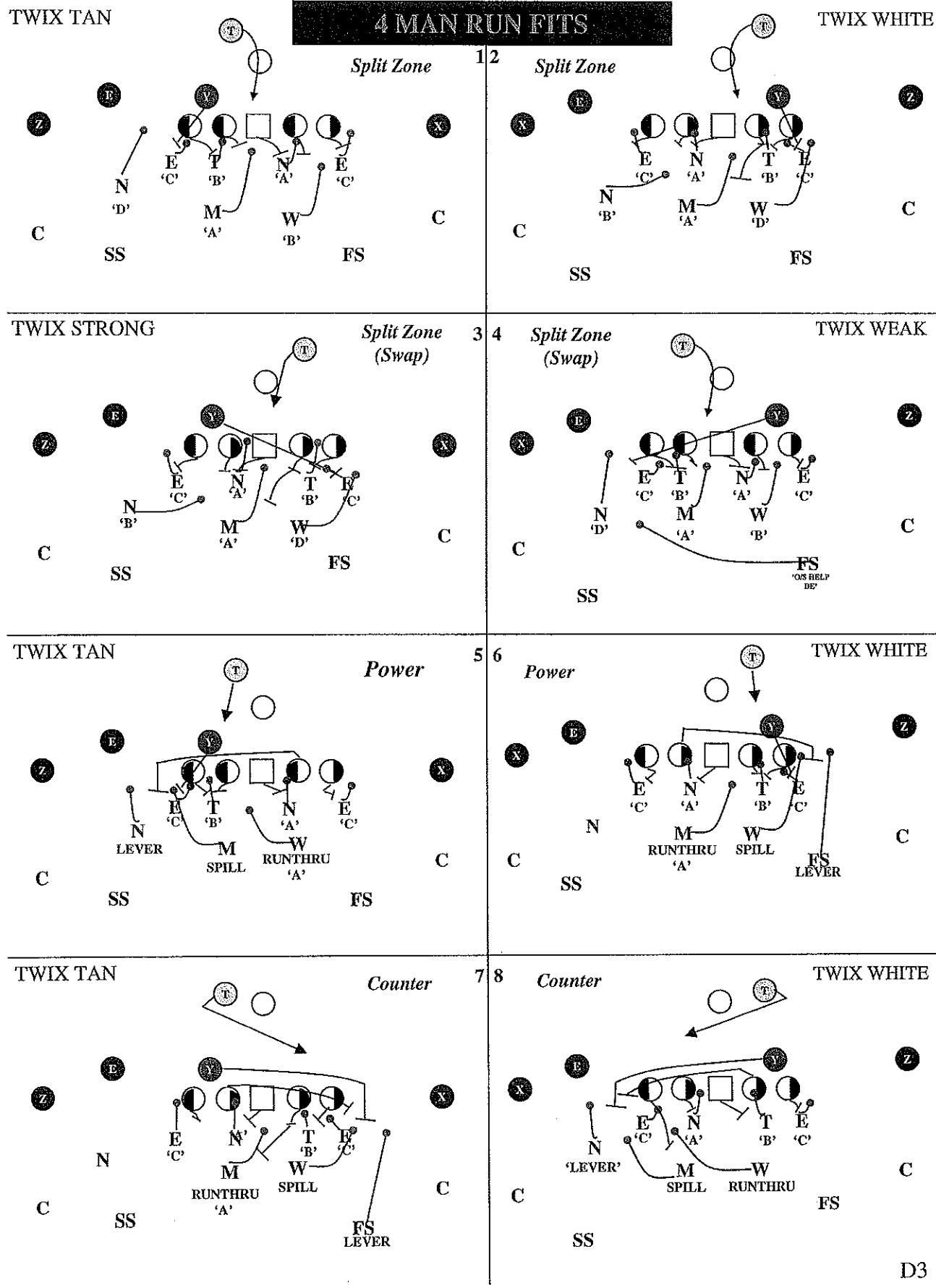
BUBBLE

TWIX GUN SPLIT (GSP)
BUBBLE N GO

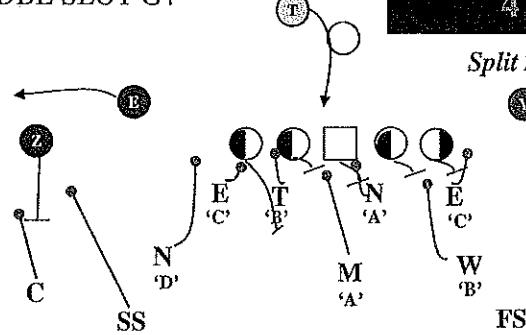


5 6

7 8



DBL SLOT G+



4 MAN RUN FITS

Split Zone

1

Split Zone

2

P

X

C

C

SS

DBL SLOT G-

Z

C

FS

TRIPS OPEN G-

Split Zone
(Swap)

3

T

Y

E

N

M

W

X

C

SS

FS

C

D'

TRIPS OPEN G+

Split Zone
(Swap)

4

T

Y

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D'

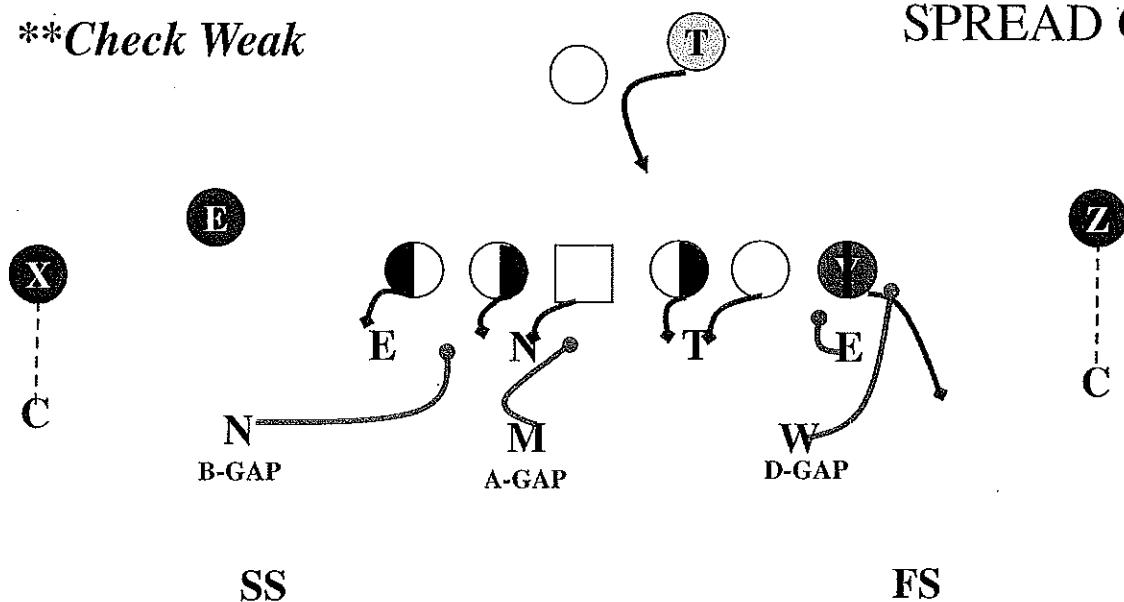
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7 8

4 MAN RUN FITS

***Check Weak*

SPREAD G+

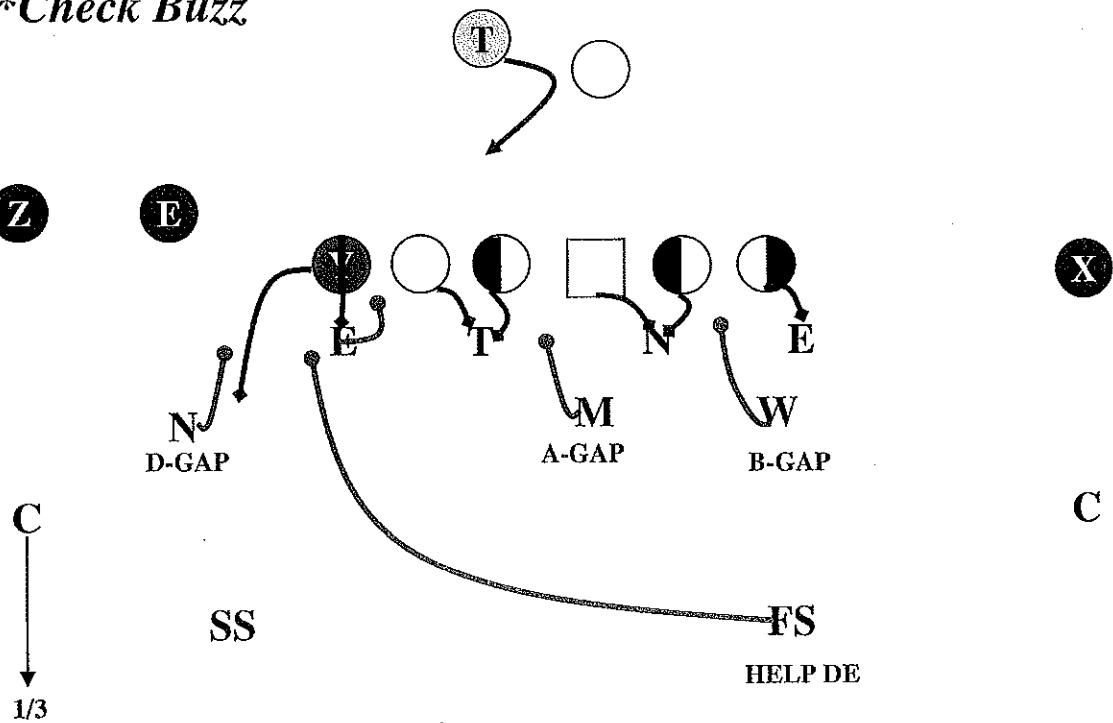


SS

FS

PRO TRIPS G+

***Check Buzz*



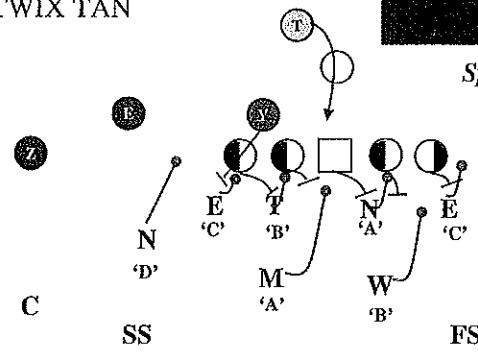
SS

FS

HELP DE

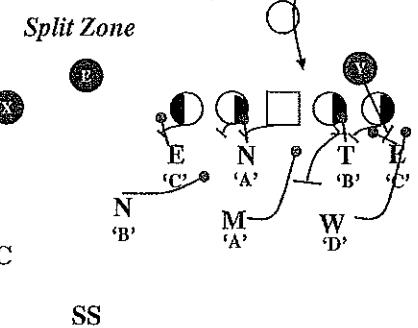
1/3

TWIX TAN

CLAMP RUN FITS

Split Zone

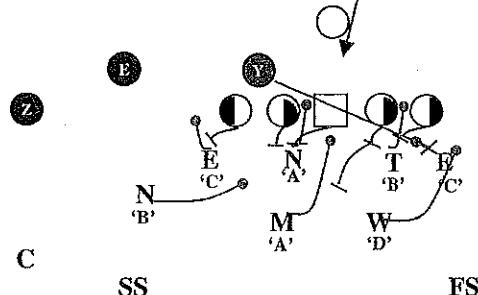
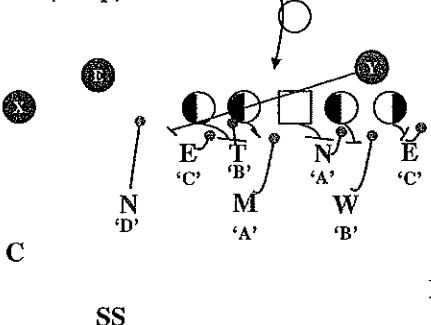
TWIX WHITE



TWIX STRONG

Split Zone
(Swap)

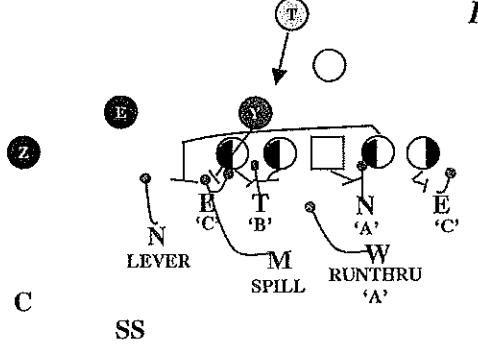
TWIX WEAK

Split Zone
(Swap)

TWIX TAN

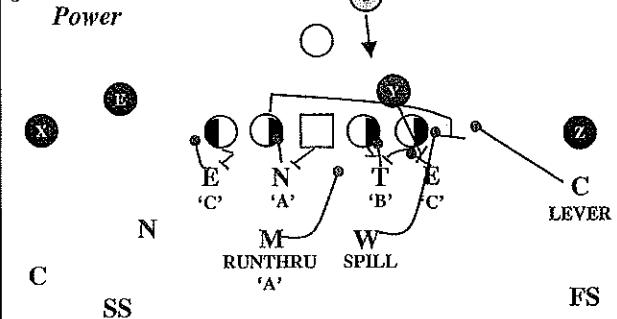
Power

TWIX WHITE



5

Power

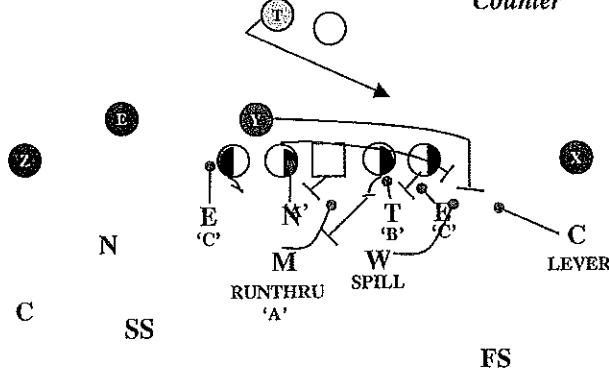


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TWIX TAN

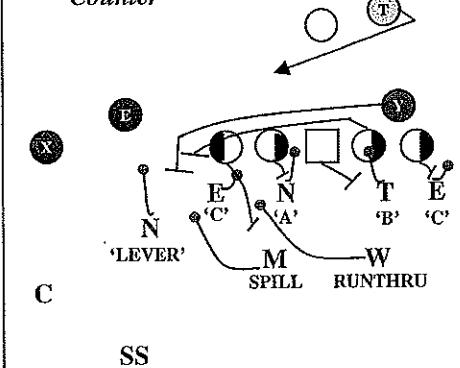
Counter

TWIX WHITE

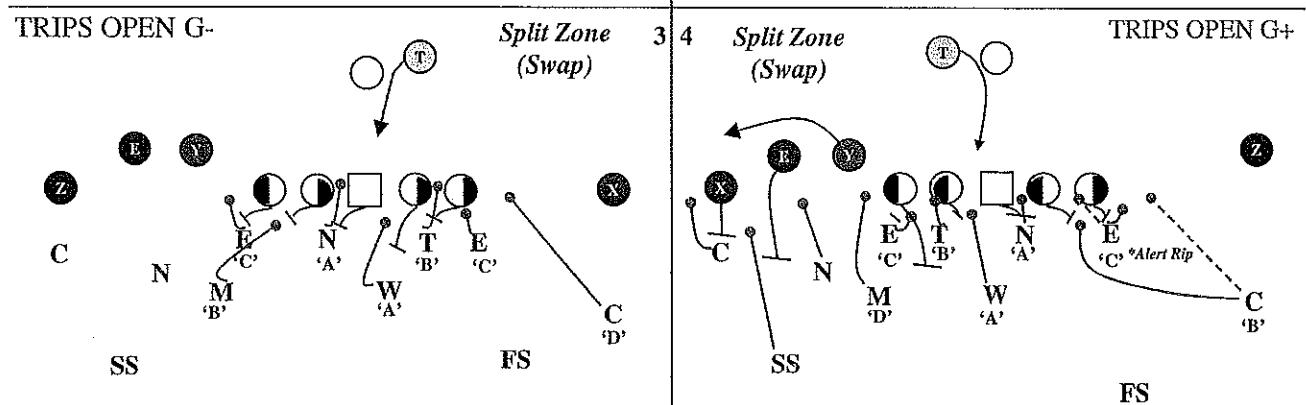
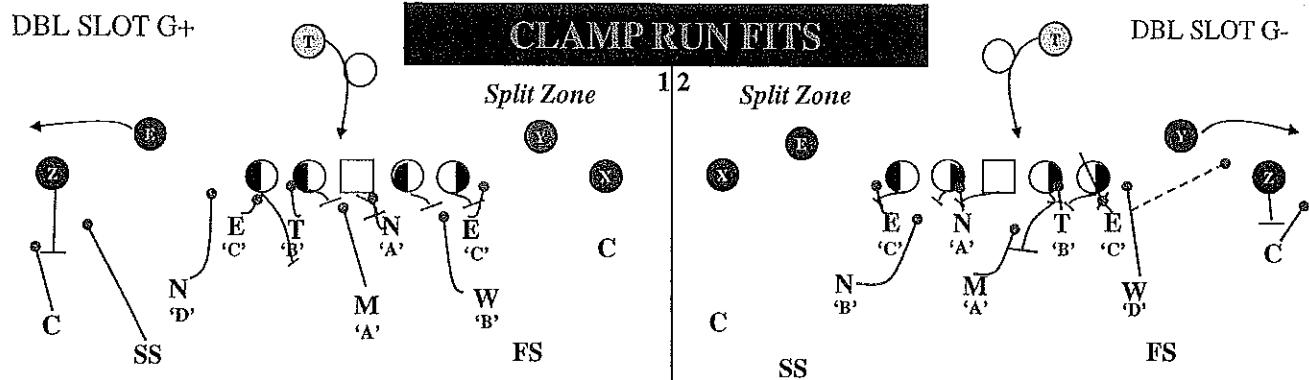


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Counter

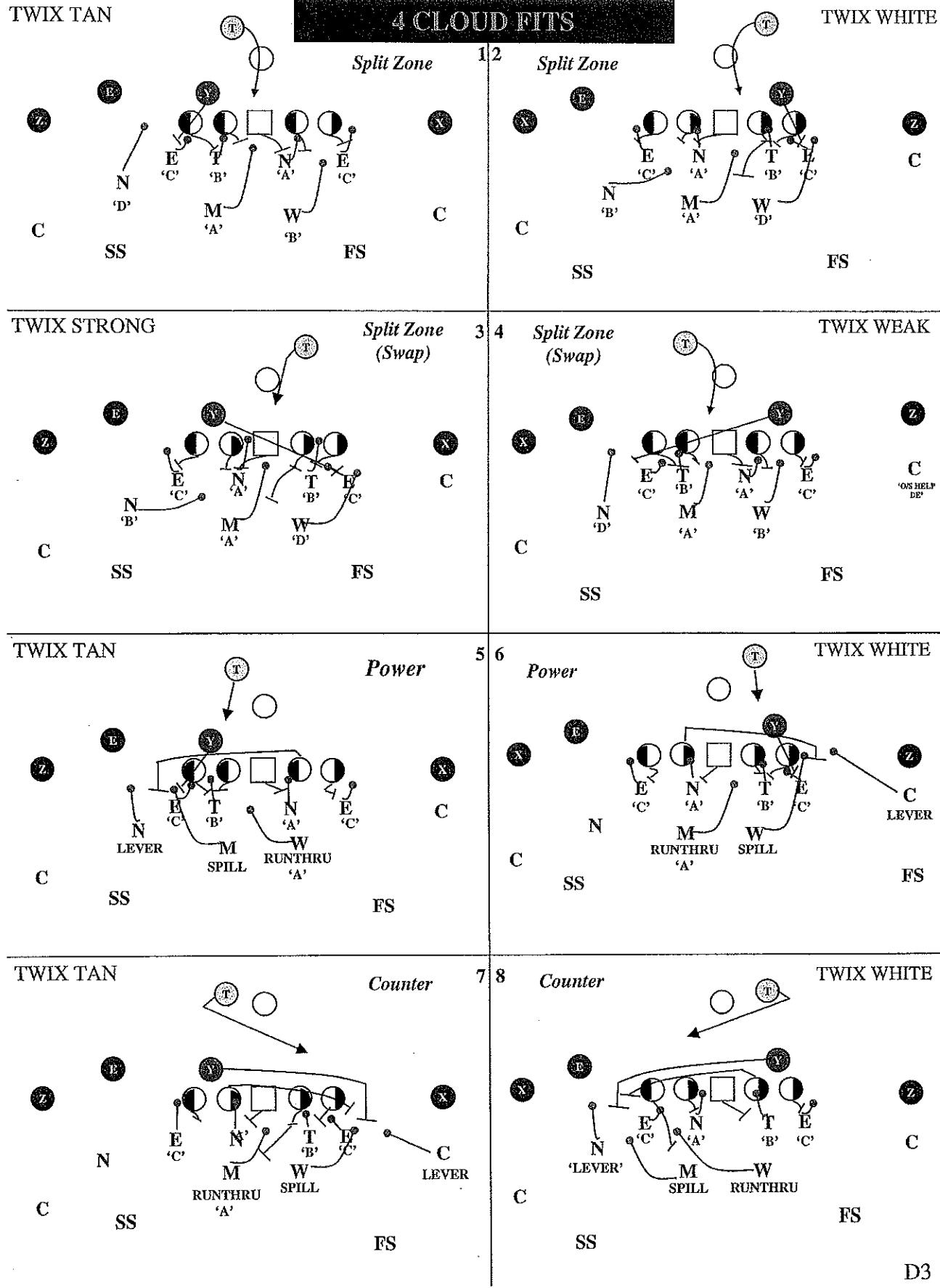


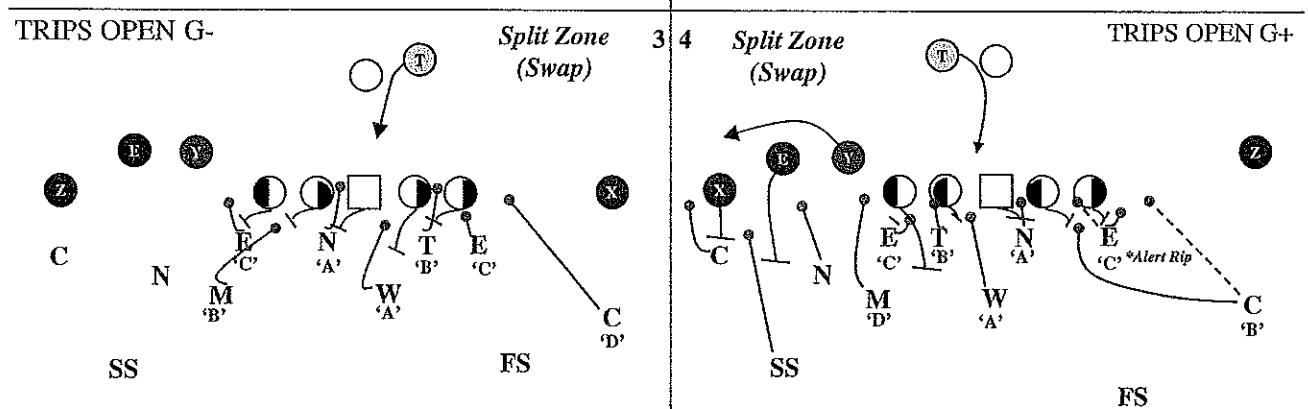
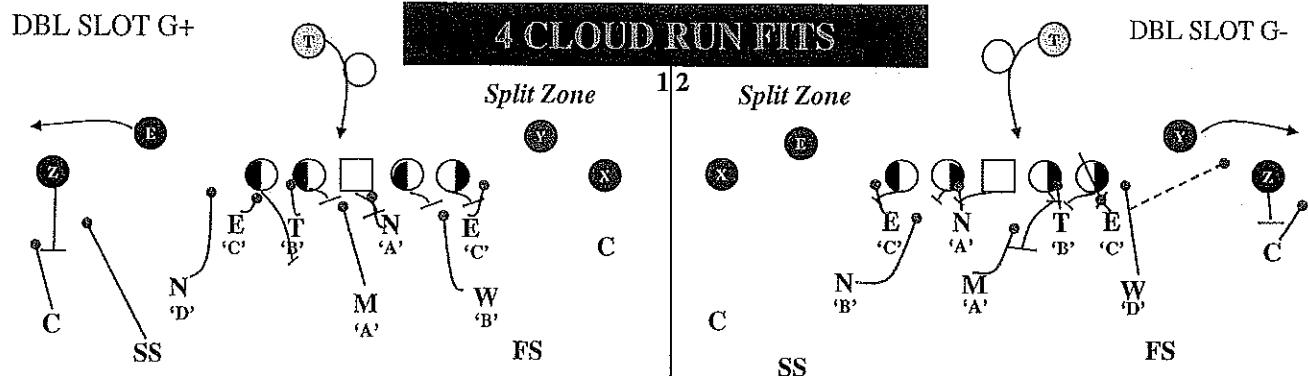
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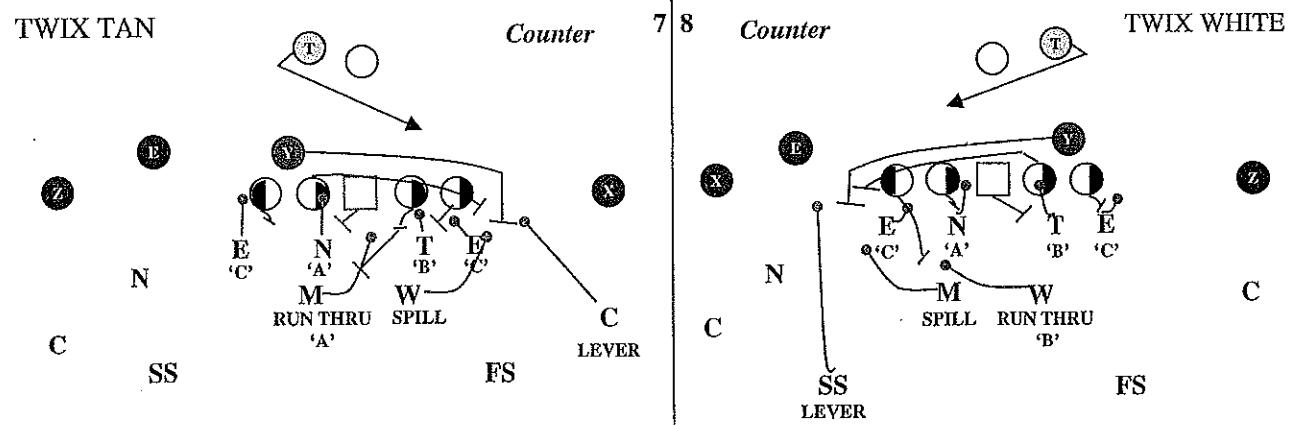
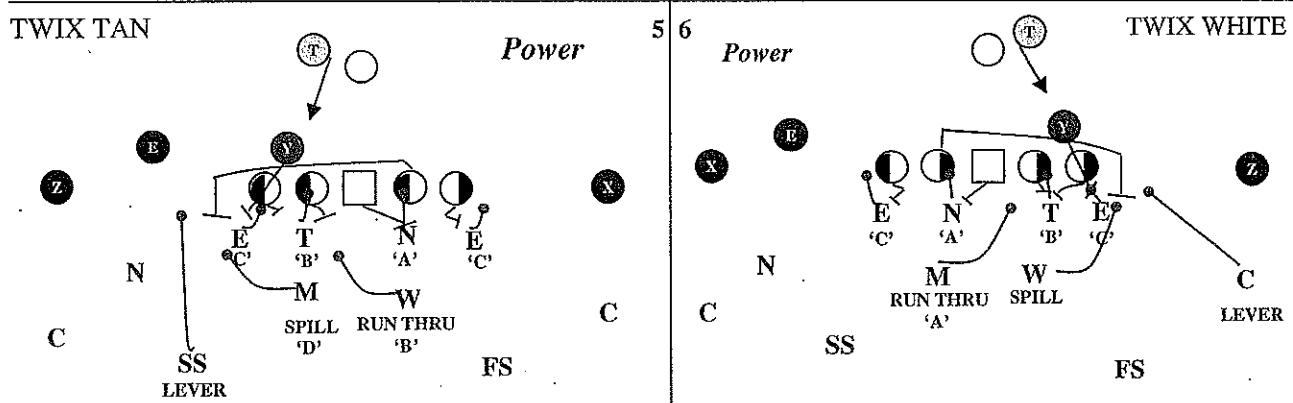
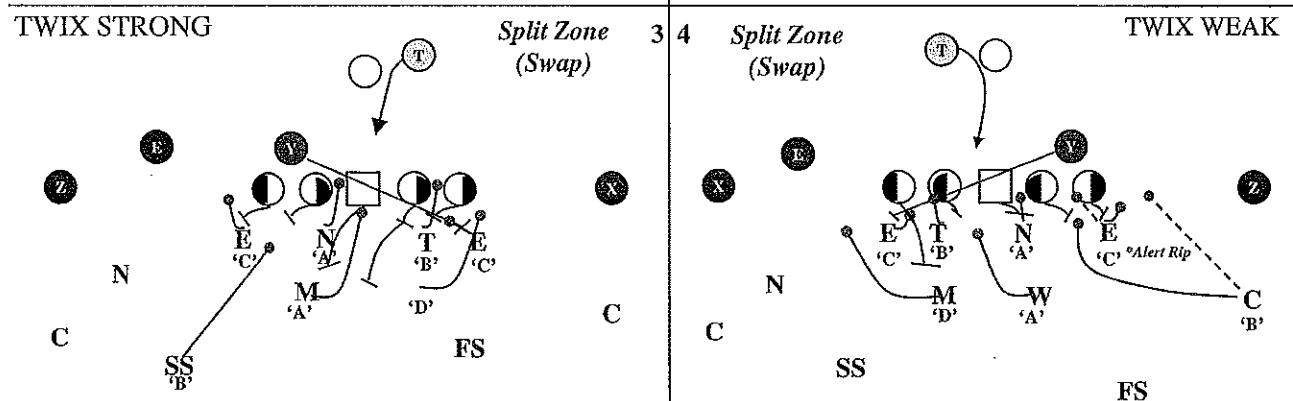
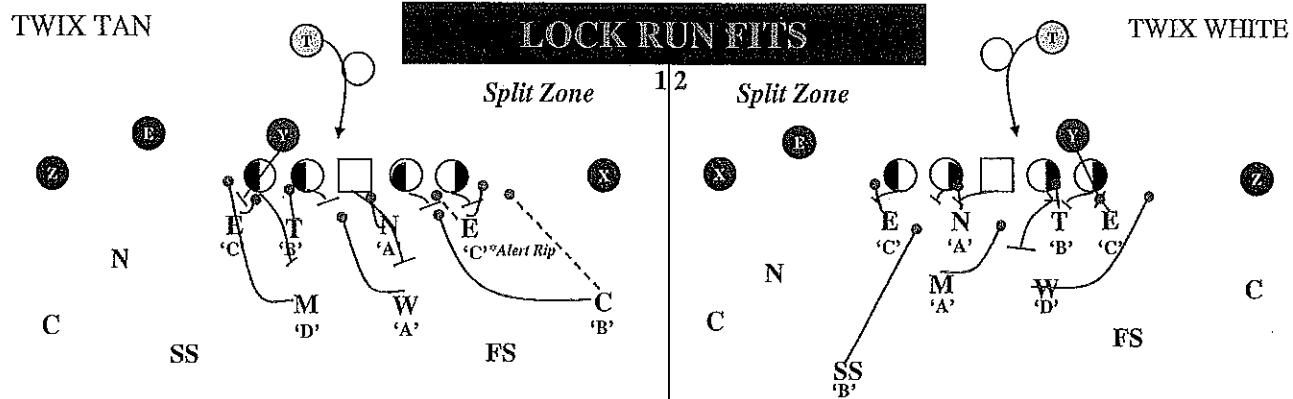
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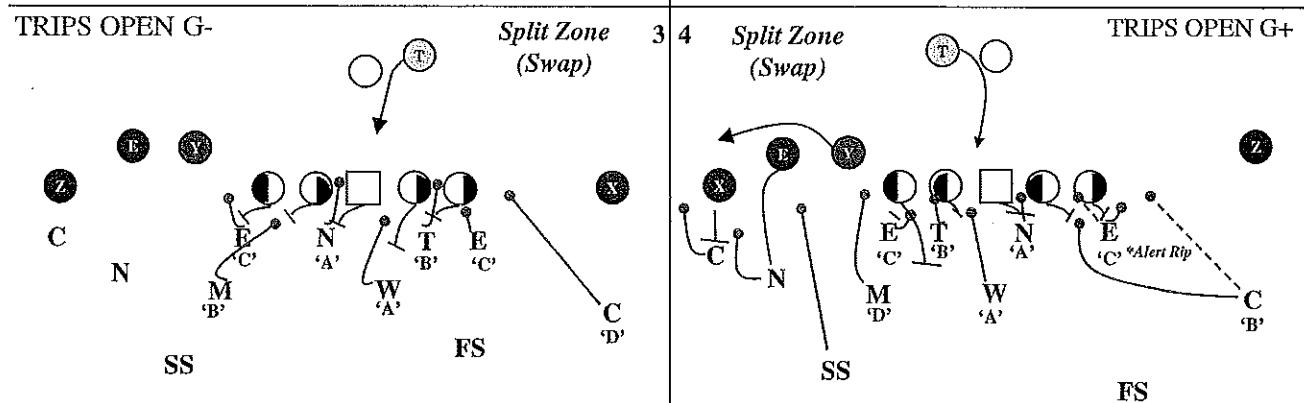
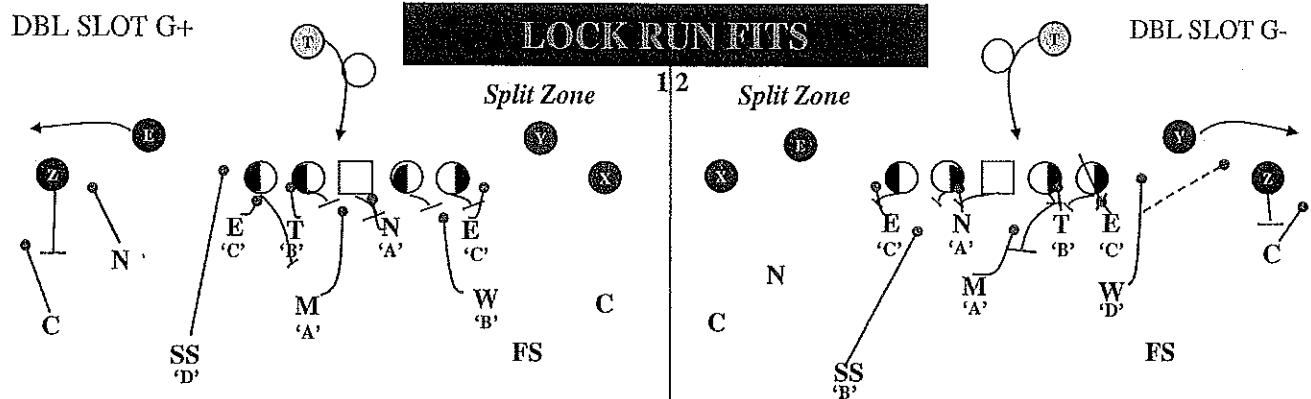




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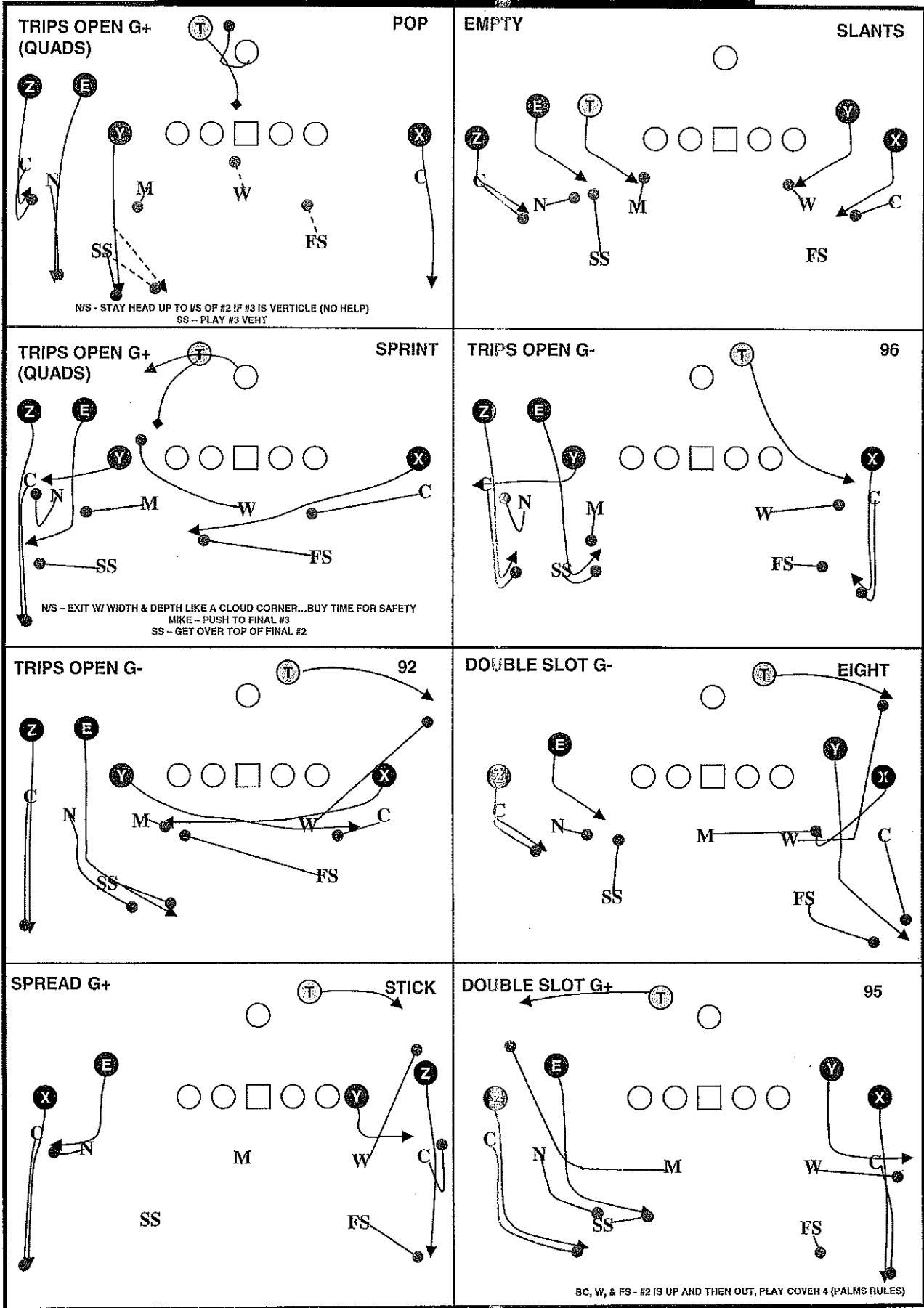




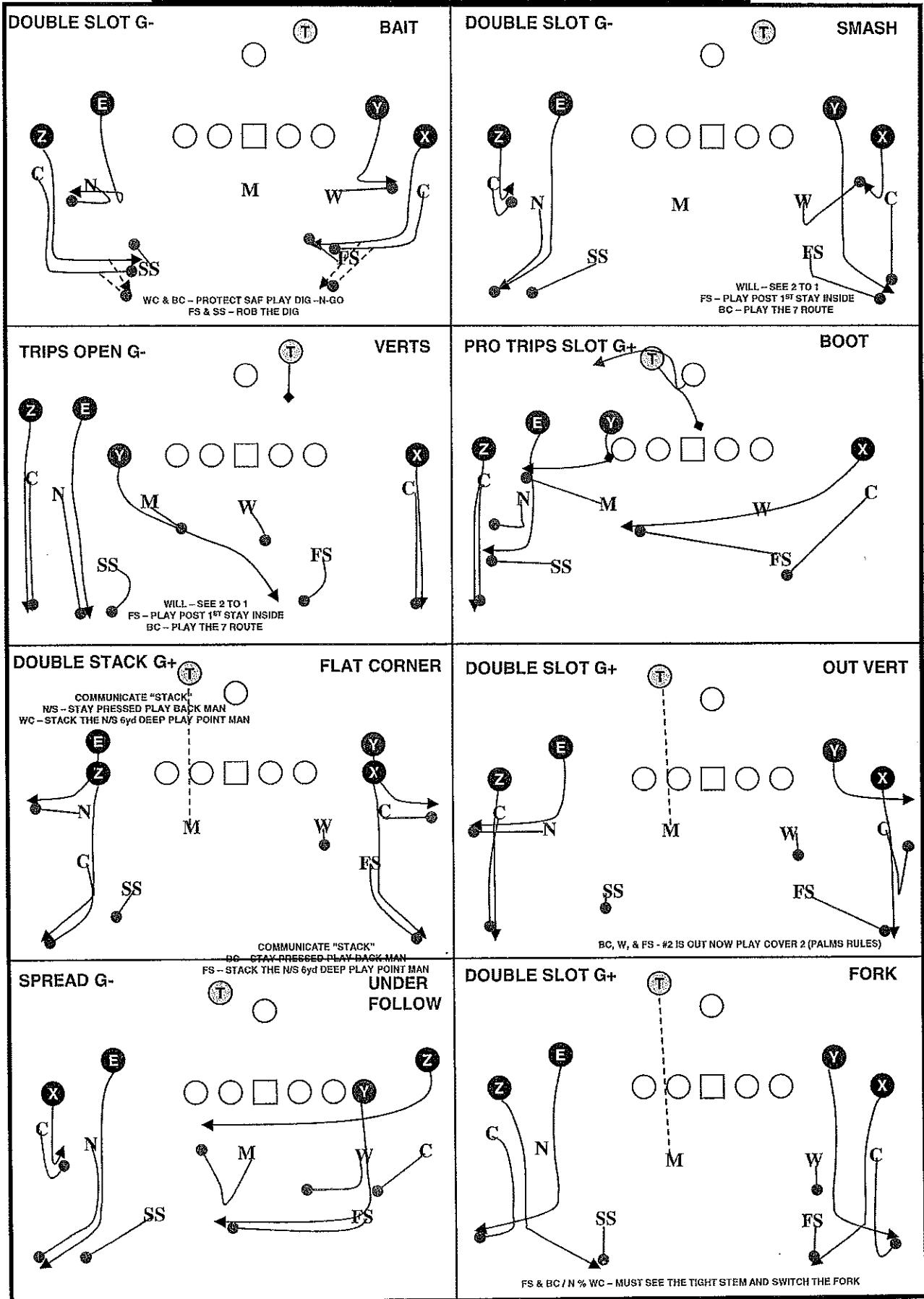
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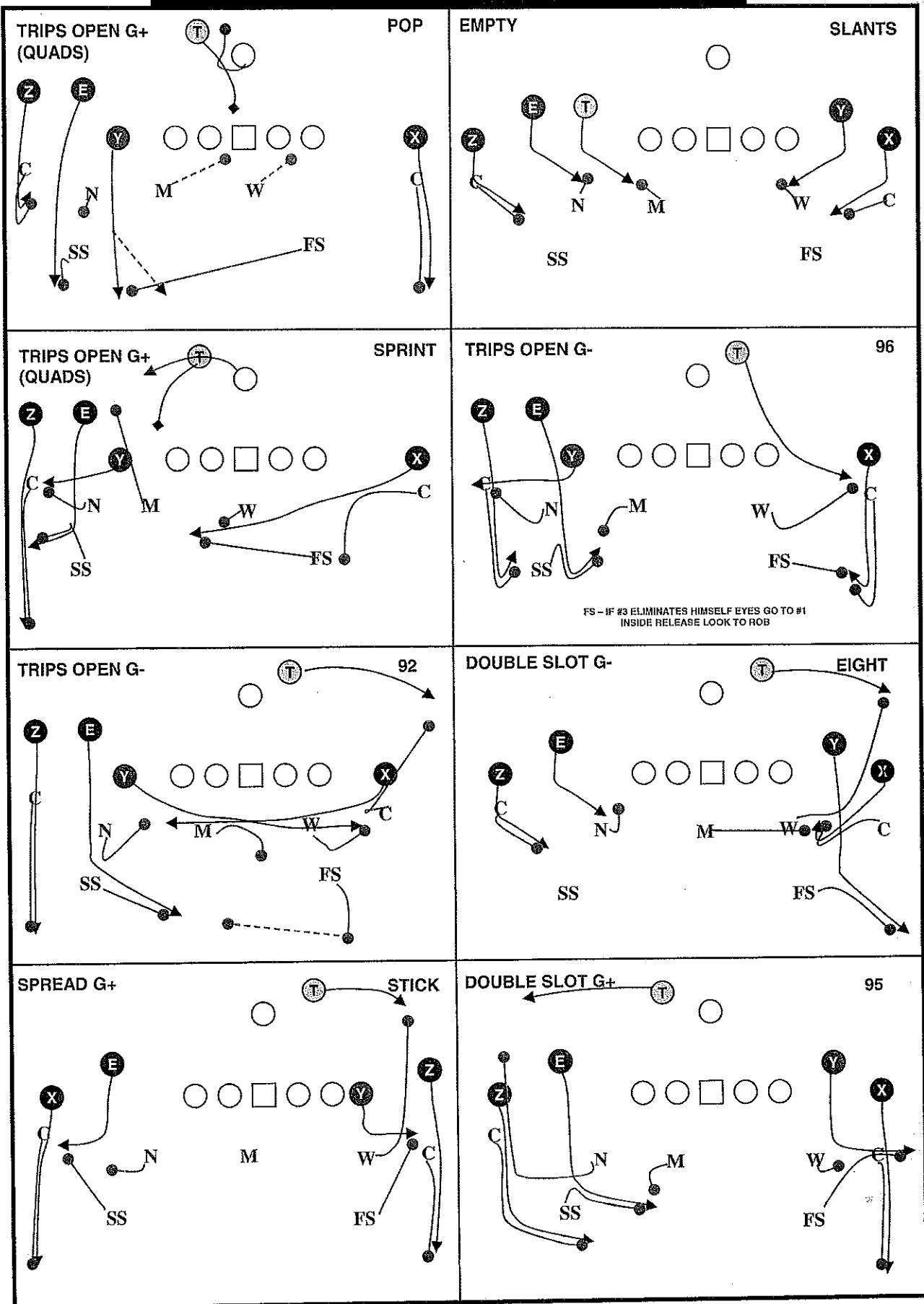
BUFFALO ROUTE MATCH



BUFFALO ROUTE MATCH

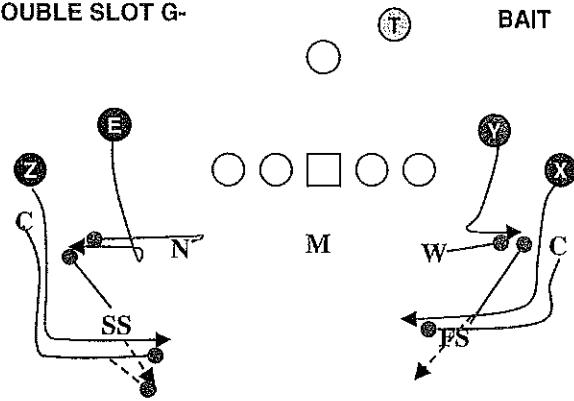


4 MAN ROUTE MATCH

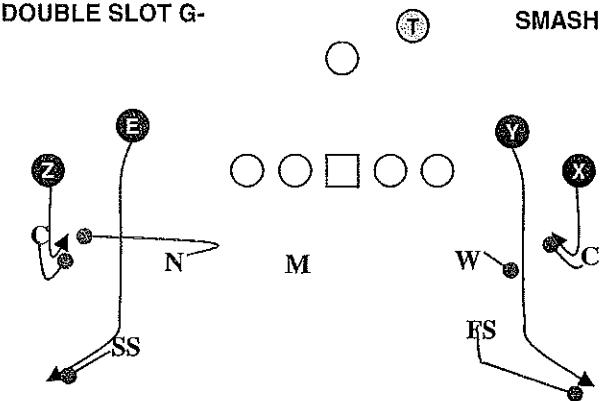


4 MAN ROUTE MATCH

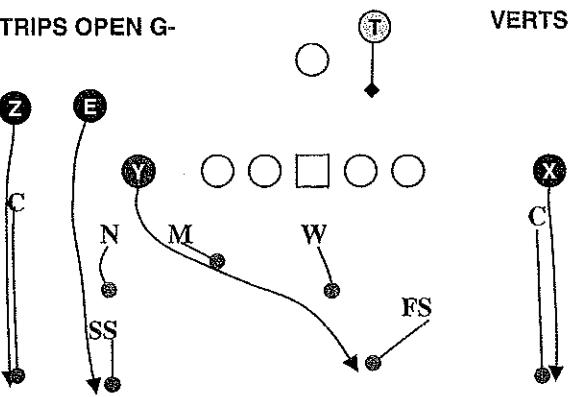
DOUBLE SLOT G-



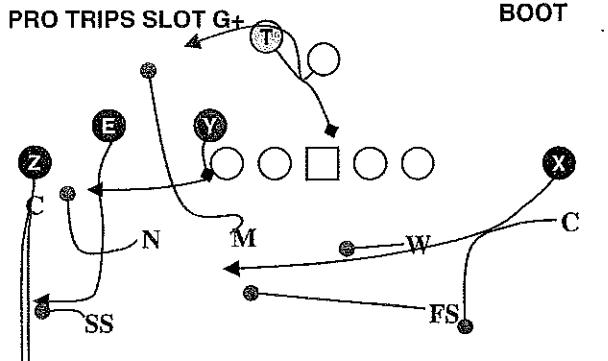
DOUBLE SLOT G-



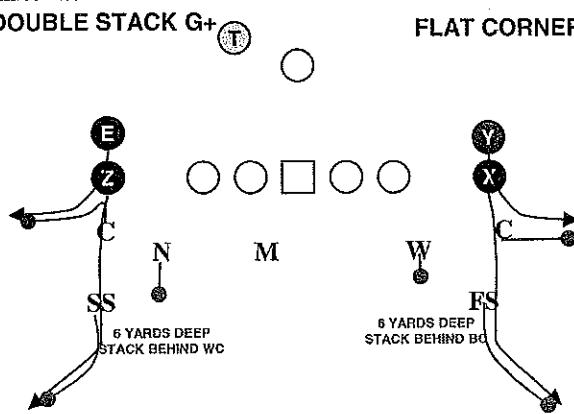
TRIPS OPEN G-



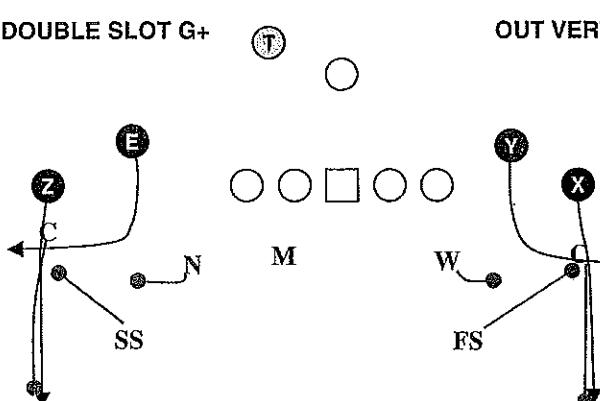
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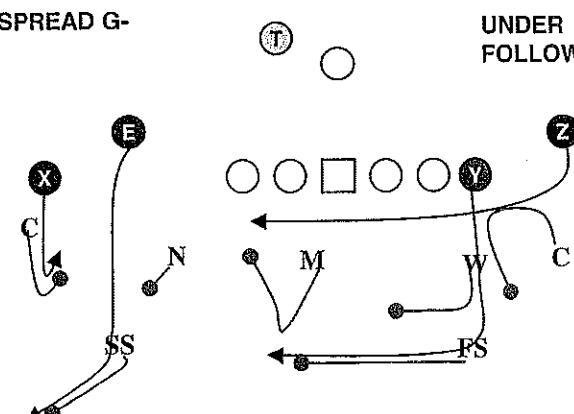
DOUBLE STACK G+



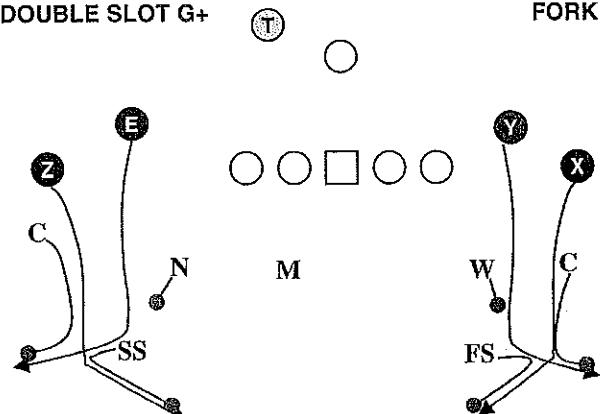
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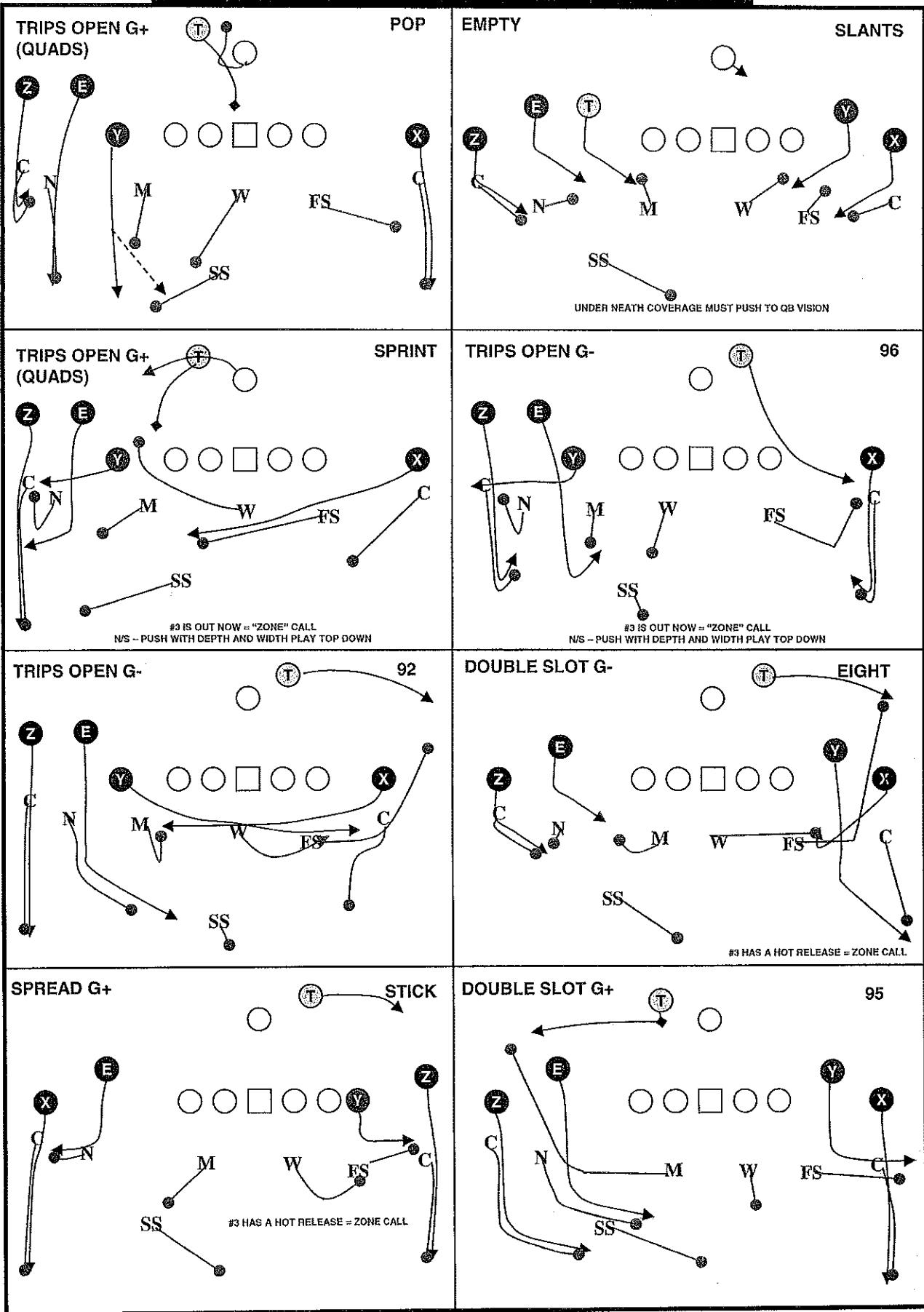
SPREAD G-



DOUBLE SLOT G+

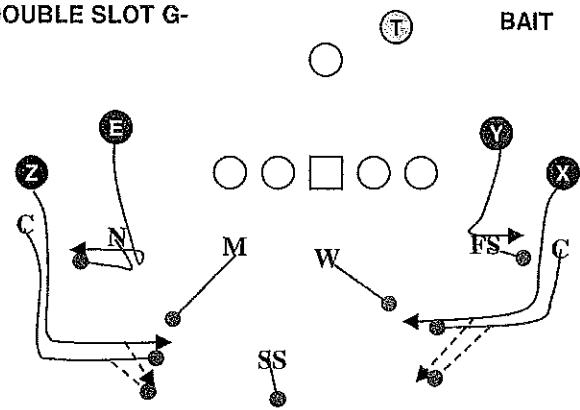


3 (RIP/ LIZ) ROUTE MATCH

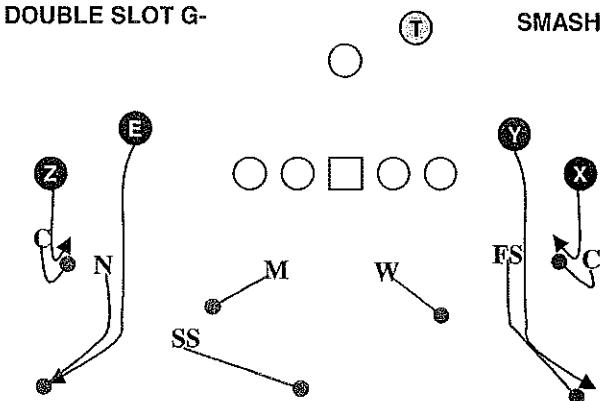


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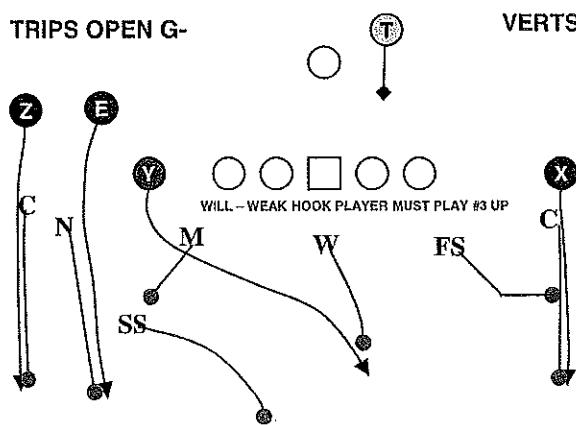
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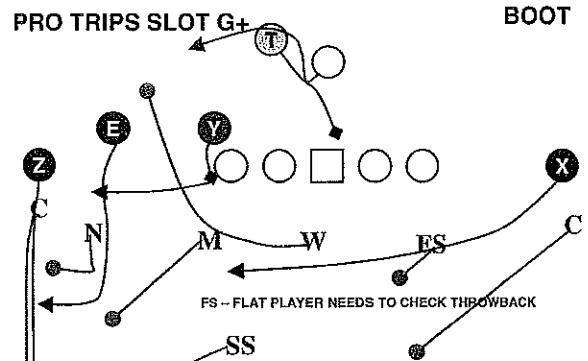
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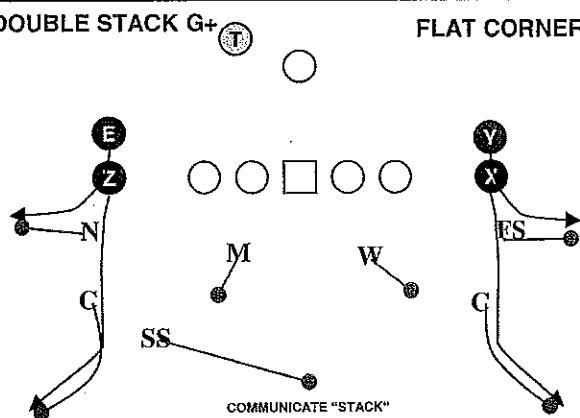
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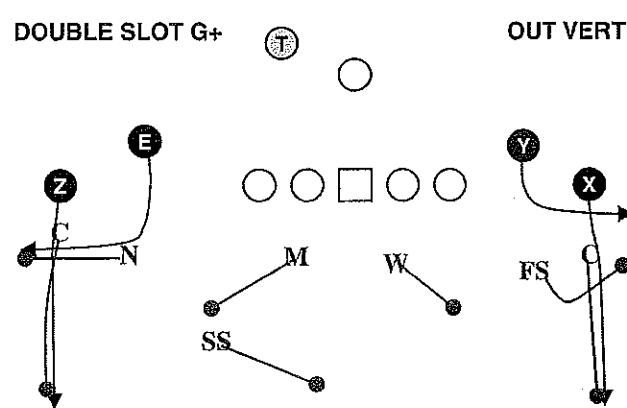
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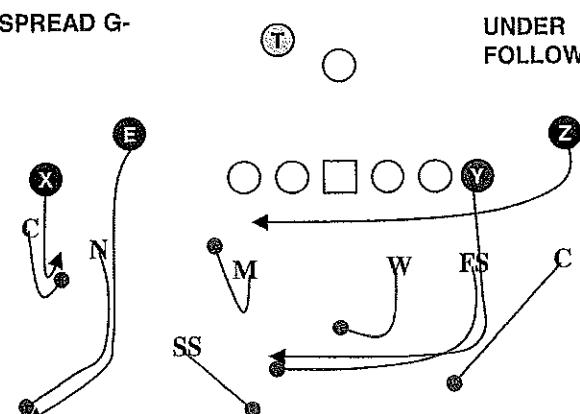
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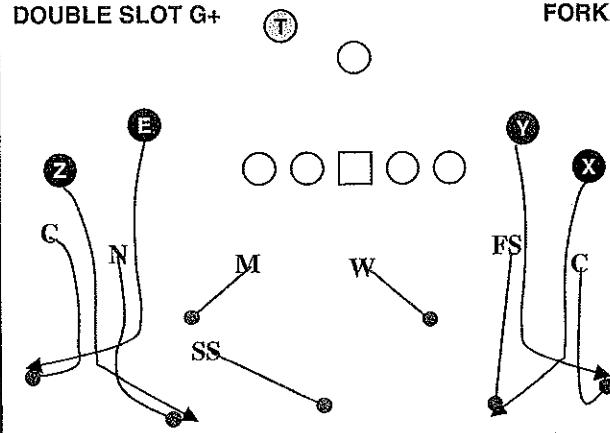
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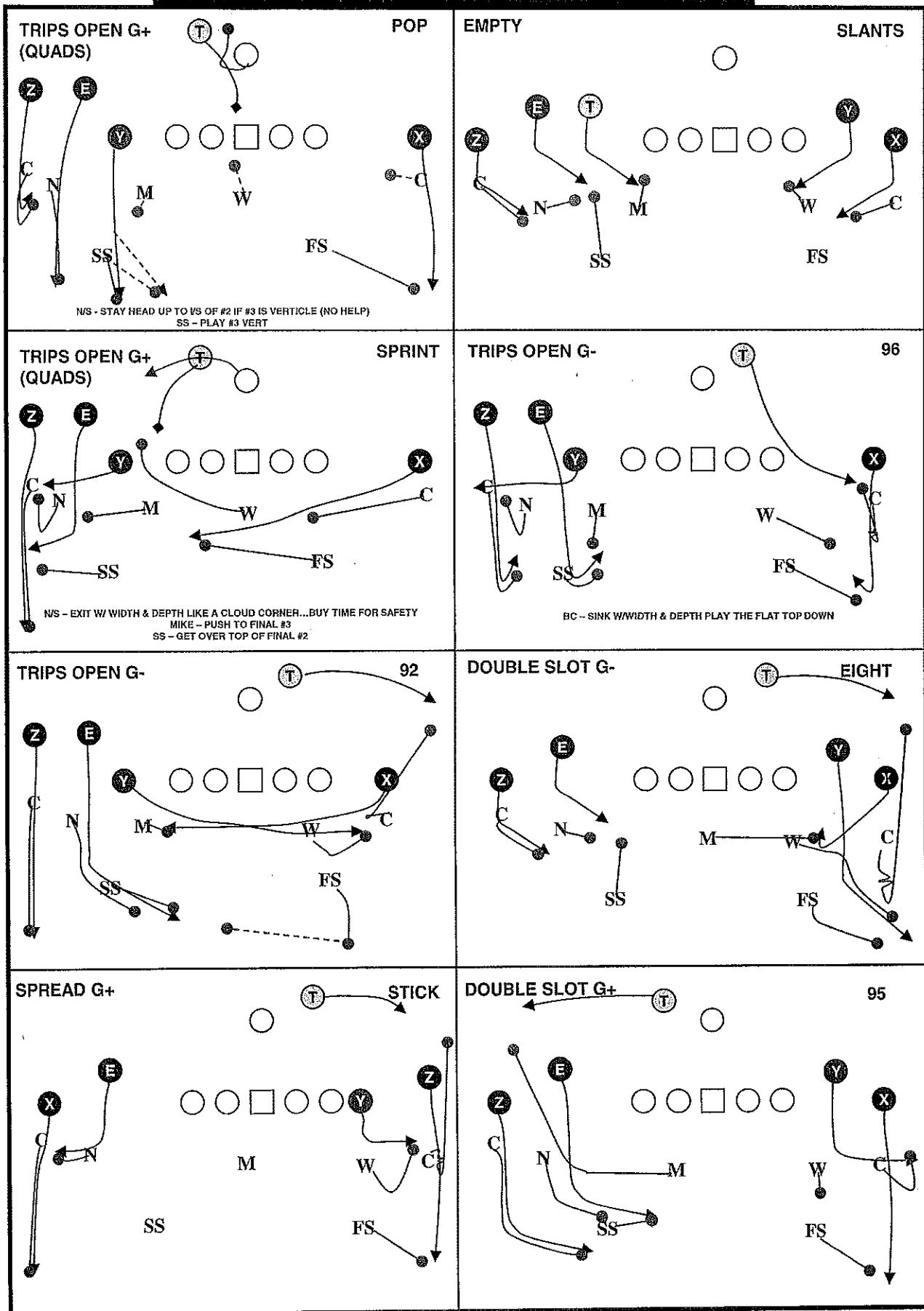
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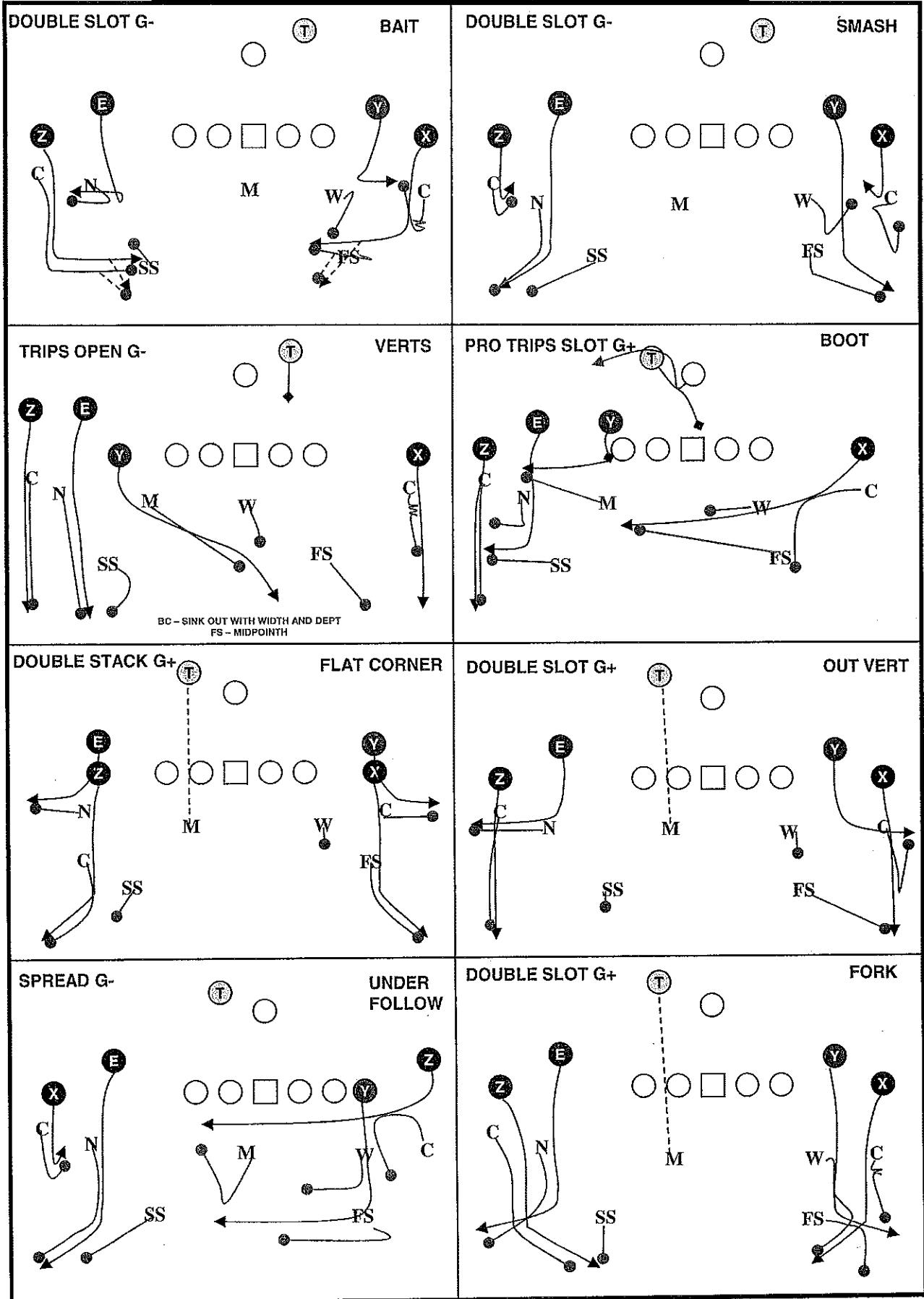
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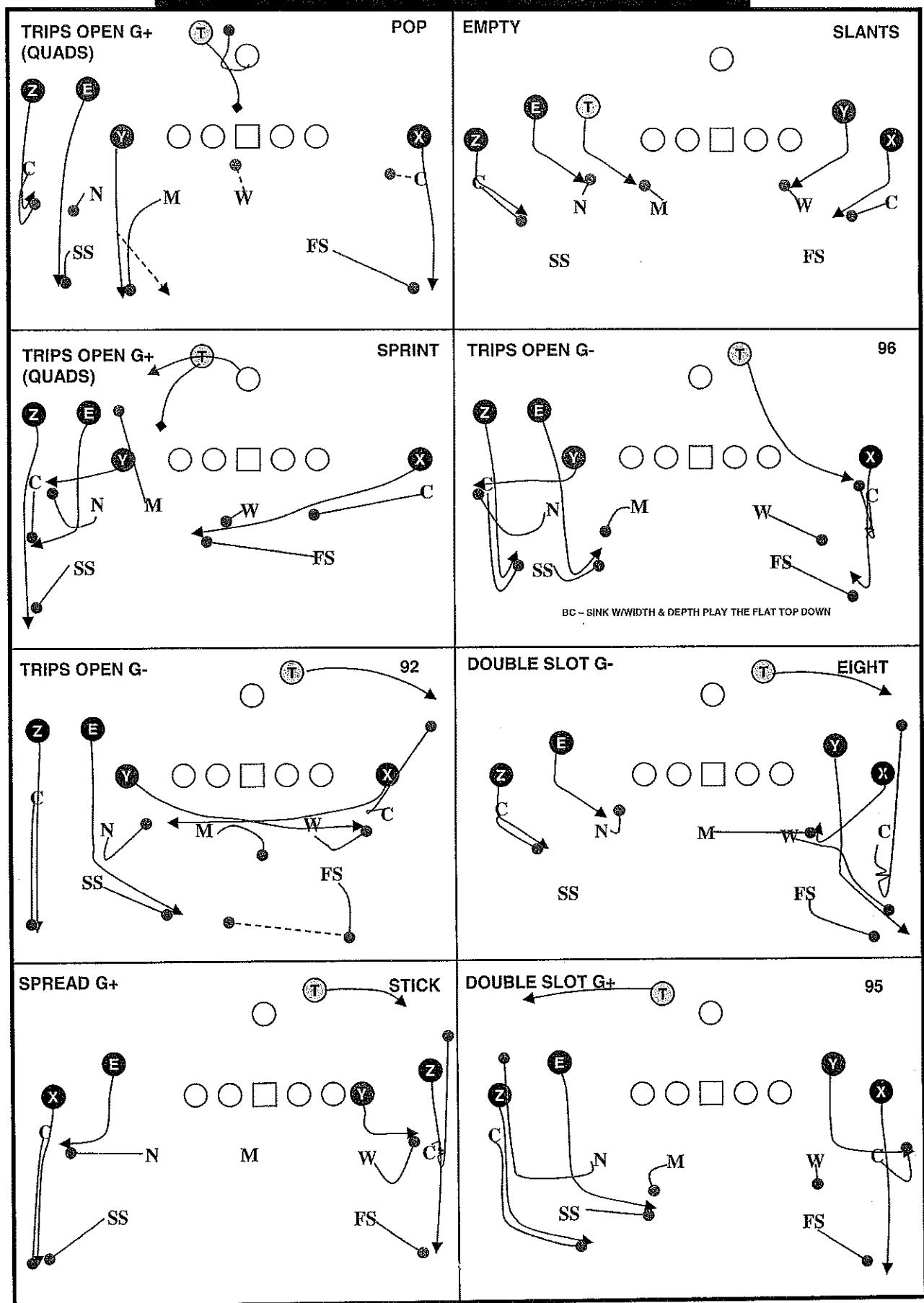
LOCK ROUTE MATCH



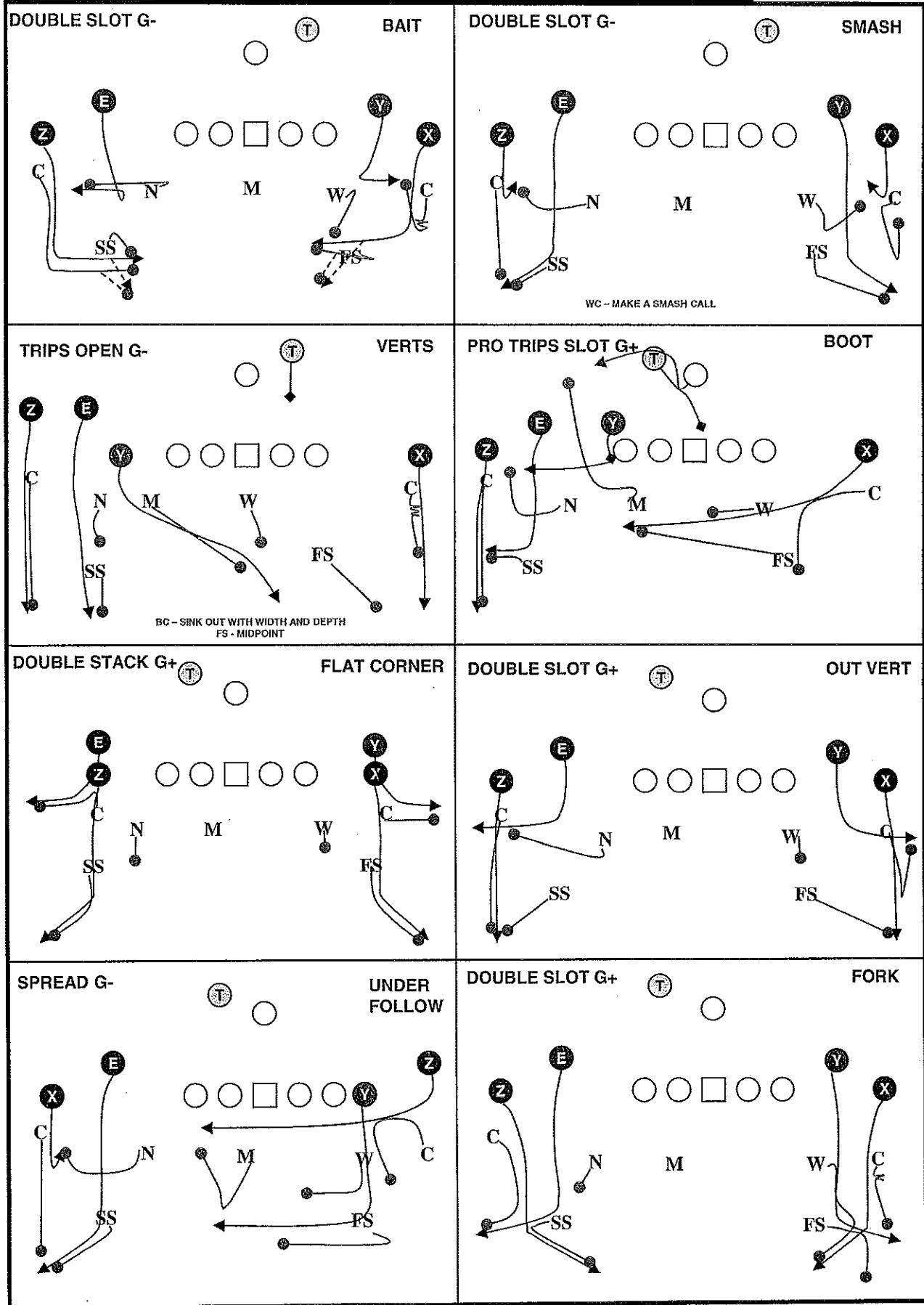
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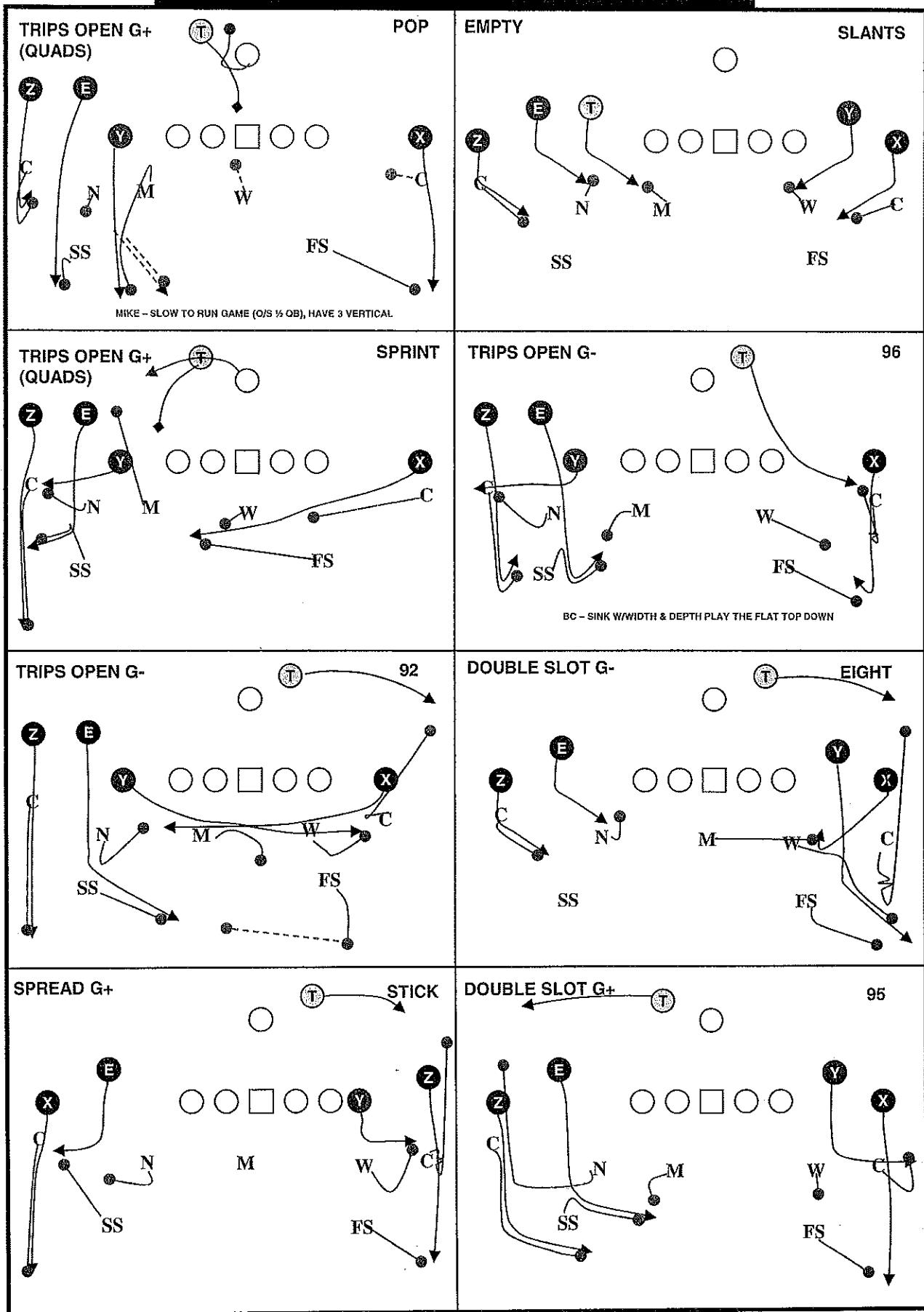
CLAMP ROUTE MATCH



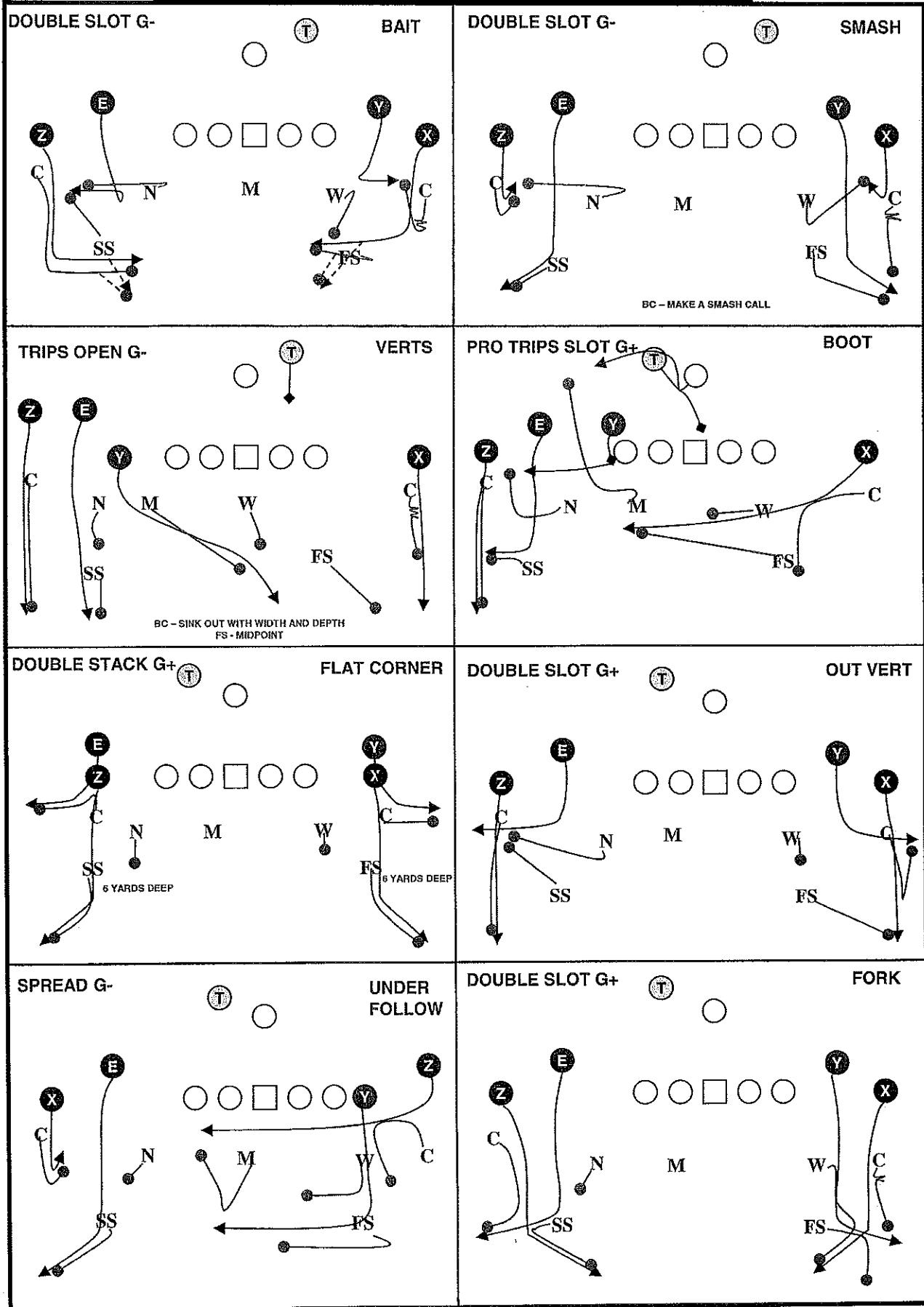
CLAMP ROUTE MATCH



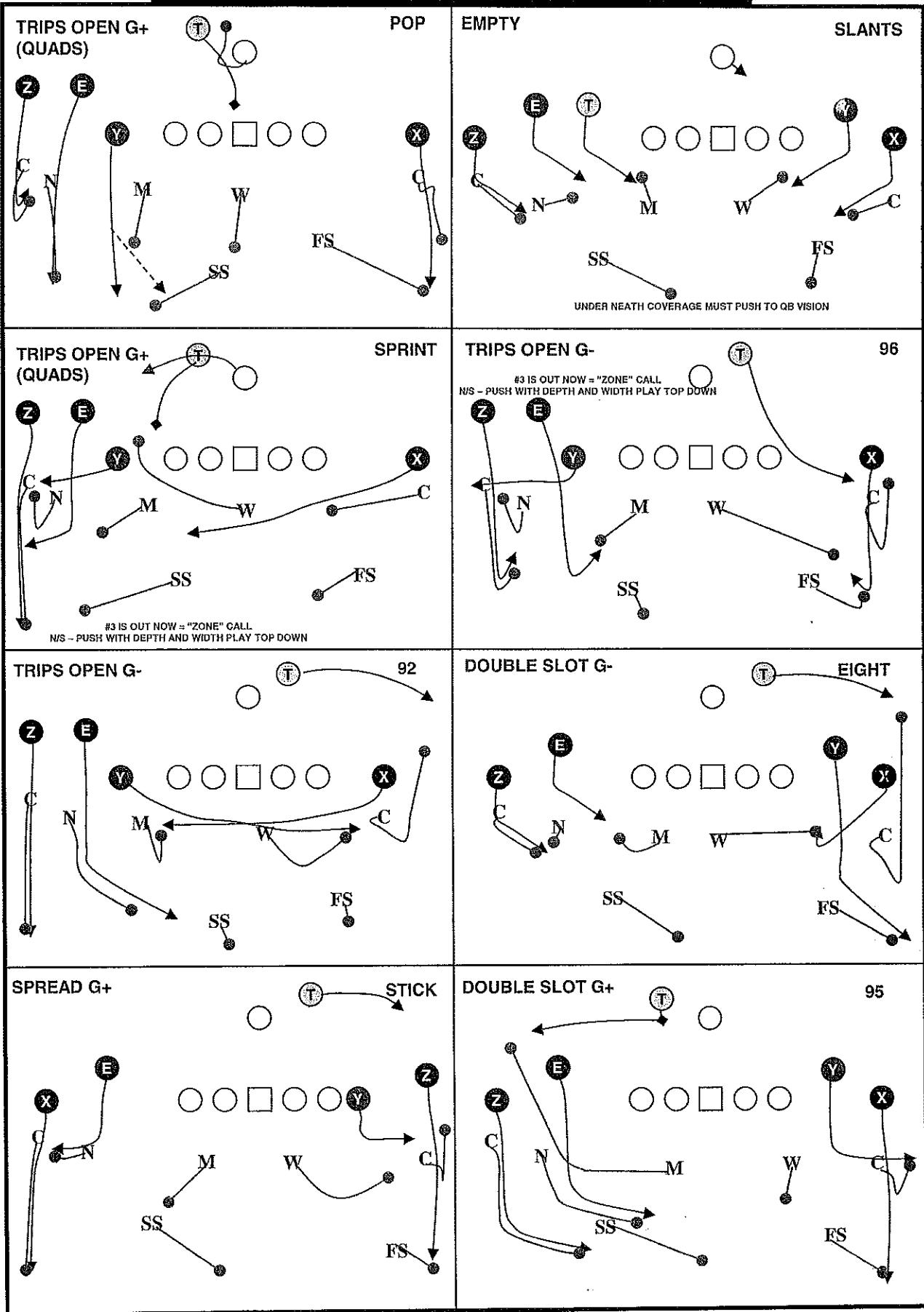
4 CLOUD ROUTE MATCH



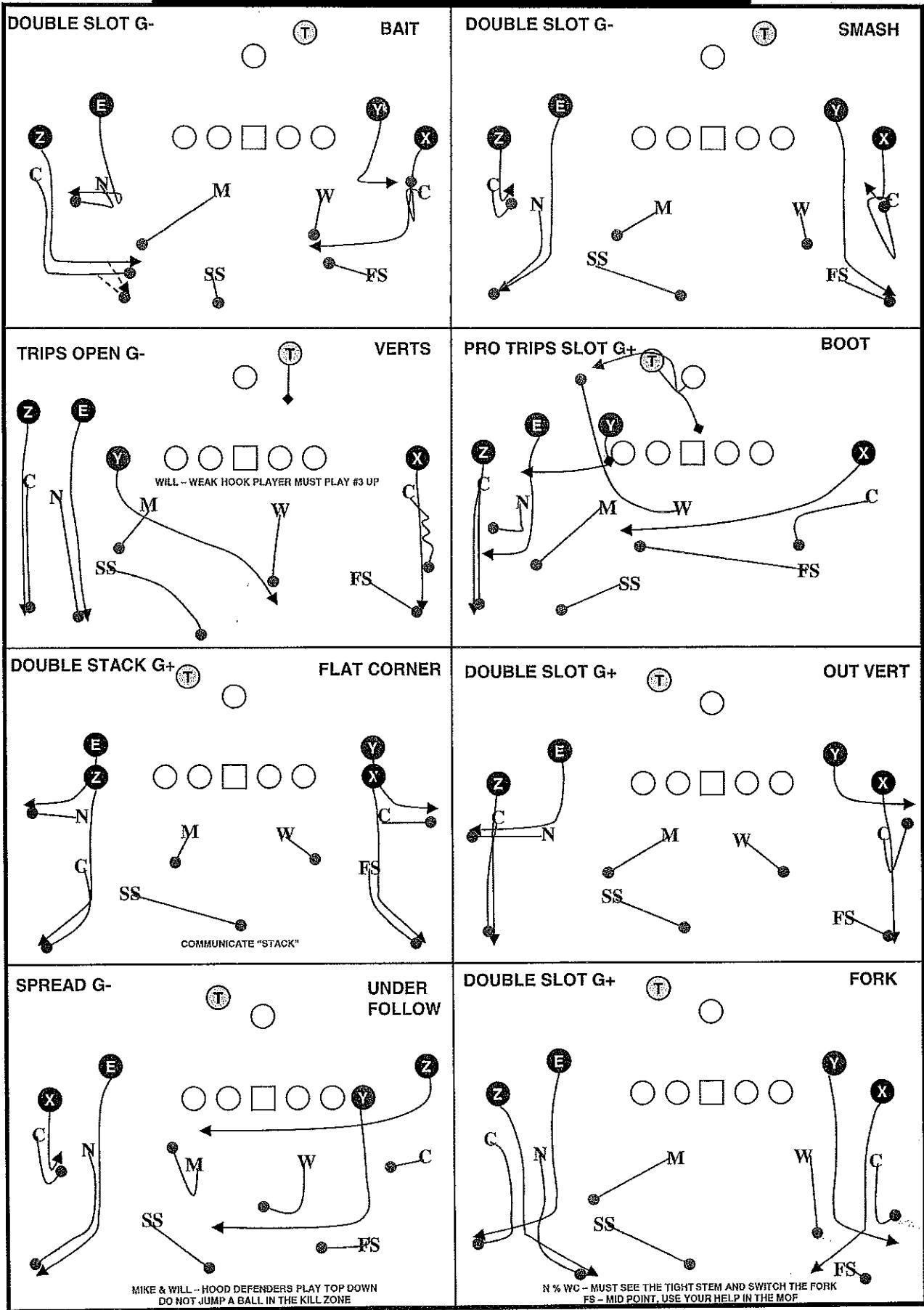
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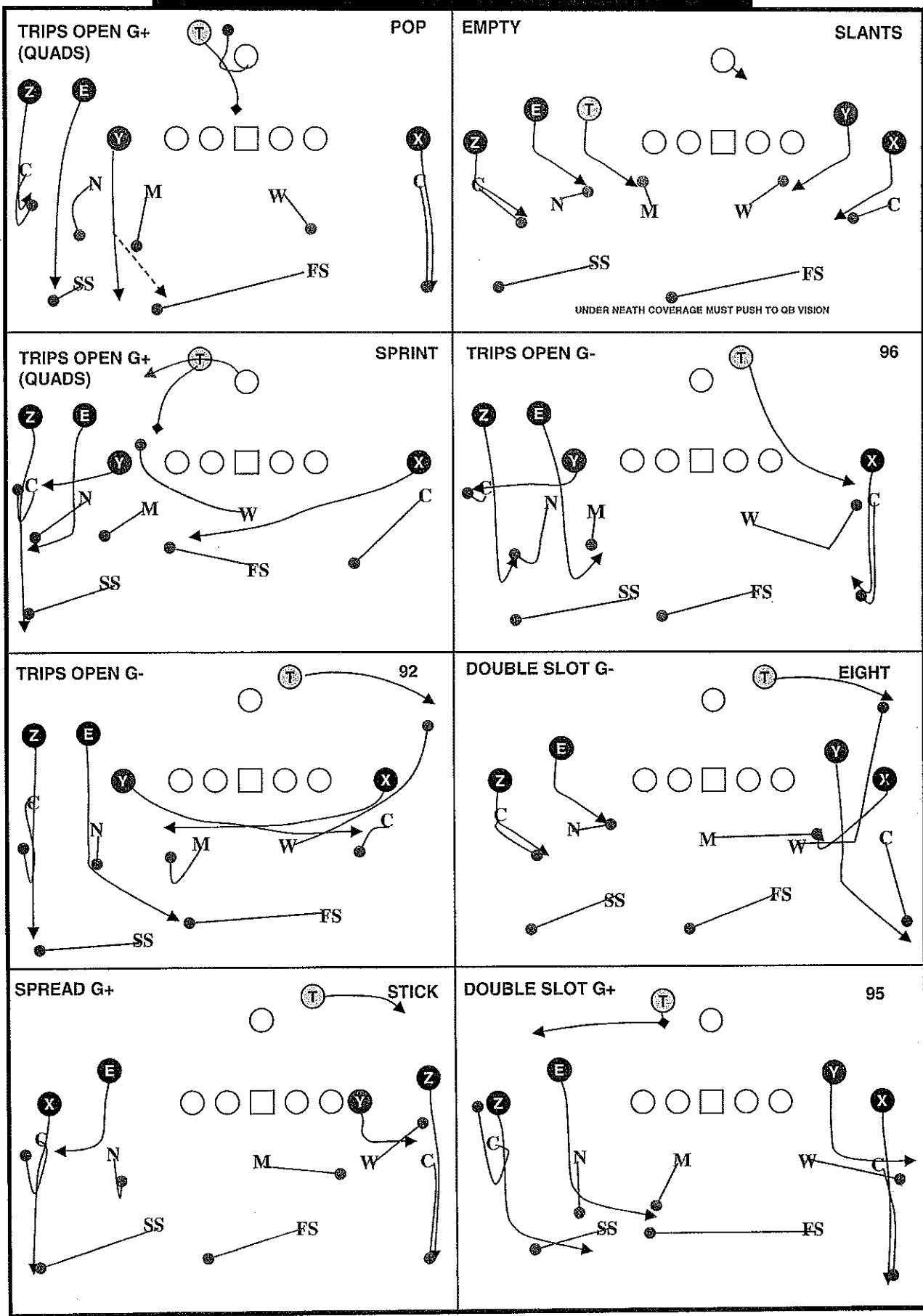
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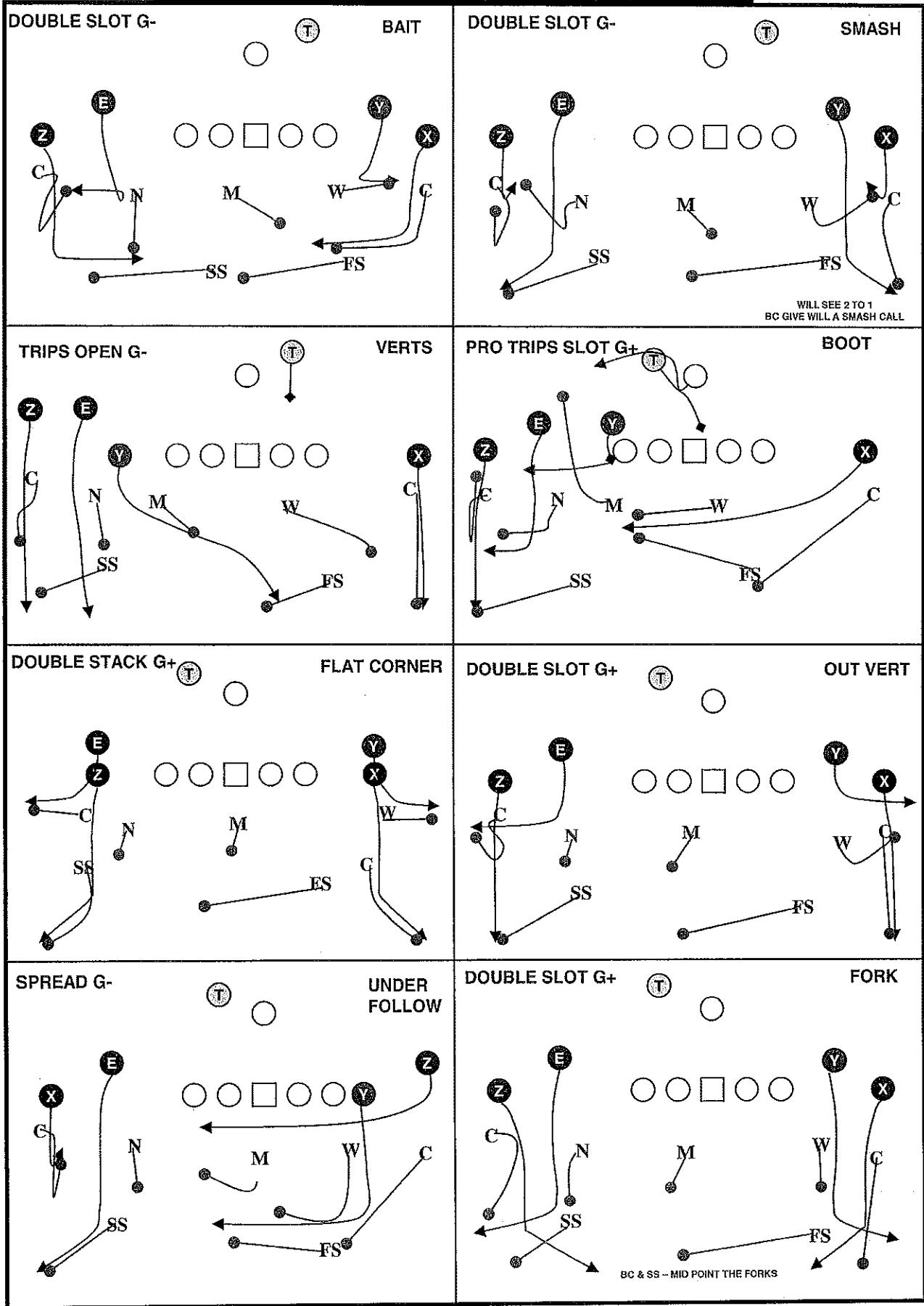
3 CLOUD ROUTE MATCH



SAINT ROUTE MATCH



SAINT ROUTE MATCH

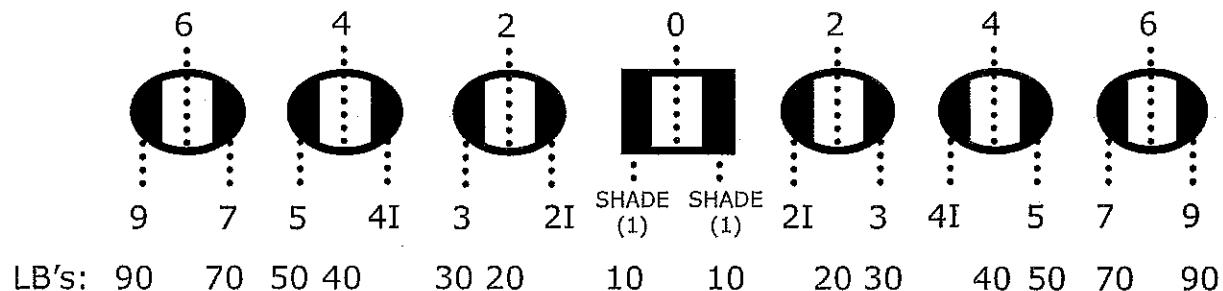


DEFENSIVE TECHNIQUE NUMBERING SYSTEM

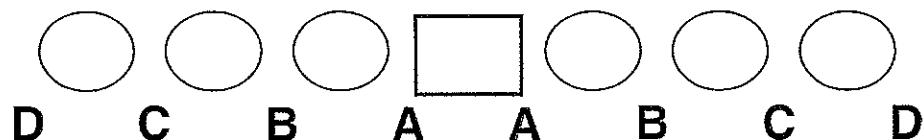
The DEFENSIVE LINE will align using single digit numbers

The LINEBACKERS will align using double digit numbers

- “20” = Head up on Guard
- “30” = Foot to Crotch on Guard
- “40” = Head up on Tackle
- “70” = Foot to Crotch on TE



DEFENSIVE GAP IDENTIFICATION



FRONT TERMINOLOGY

LEFT / RIGHT	MIKE ALWAYS GIVES DIRECTION CALL. THIS CALL TELLS THE NOSE TO ALIGN IN THE "A" TO THE CALL AND THE "3" TECHNIQUE TO LINE AWAY. IN OUR 3-MAN FRONTS, MIKE WILL DECLARE THE CALL TO THE FIELD OR IF THE BALL IS IN THE MIDDLE OF THE FIELD, TO THE FORMATION STRENGTH. BASE ALIGNMENT RULES FOR THE LINEBACKERS AND DEFENSIVE BACKS: <ul style="list-style-type: none">- SAM NICKEL, STRONG SAFETY, & WIDE CORNER = ALIGN TO THE FIELD (BALL IN THE MIDDLE OF THE FIELD = FORMATION STRENGTH)- WILL, FREE SAFETY, & BOUNDARY CORNER = ALIGN TO THE BOUNDARY (BALL IN THE MIDDLE OF THE FIELD = AWAY FROM THE FORMATION STRENGTH)
FIELD	FRONT CALLED TO THE WIDE SIDE OF THE FIELD. NOSE ALIGNS TO THE FIELD AND THE "3" TECHNIQUE ALIGNS TO THE BOUNDARY.
BENCH	FRONT CALLED TO THE SHORT SIDE OF THE FIELD. NOSE ALIGNS TO THE BOUNDARY AND THE "3" TECHNIQUE ALIGNS TO THE FIELD.
OVER	FRONT CALLED AWAY FROM THE TIGHT END. NOSE ALIGNS AWAY FROM THE TIGHT END AND THE "3" TECHNIQUE ALIGNS TO THE TIGHT END.
WIDE	TAGGED WITH THE CALL THAT TELLS THE DEFENSIVE END AWAY FROM THE CALL TO ALIGN IN A "9" TECHNIQUE.
SOLID	TAGGED WITH THE CALL THAT TELLS THE DEFENSIVE END AWAY FROM THE CALL TO ALIGN IN A 5 TECHNIQUE AND THE SAM TO ALIGN IN A 9 TECHNIQUE OVER THE TIGHT END.
TIGER	FRONT CALLED TO HAVE 2 "2i" TECHNIQUE TACKLES. NOSE ALIGNS TO THE CALL AND THE TACKLE ALIGNS AWAY FROM THE CALL.
GUT	FRONT CALLED TO HAVE 2 "2" TECHNIQUE TACKLES. NOSE ALIGNS TO THE CALL AND THE TACKLE ALIGNS AWAY FROM THE CALL.
EVEN	FRONT CALLED TO HAVE 2 "3" TECHNIQUE TACKLES. NOSE ALIGNS TO THE CALL AND THE TACKLE ALIGNS AWAY FROM THE CALL.
EAGLE	TERM TO ALIGN IN UNDER DEFENSE. USED ONLY VS. 21-12-22 PERSONNEL TEAMS. TO THE TIGHT END SIDE, THE NOSE ALIGNS IN A "2i", THE END ALIGNS IN A "5" TECHNIQUE, AND THE SAM ALIGNS IN A "9" TECHNIQUE. IN EAGLE DEFENSE, THE CORNERS MATCH UP WITH THE WIDE RECEIVERS (CORNERS OVER VS. TWIN SETS).
EAGLE CHEAT	TERM TO ALIGN IN EAGLE DEFENSE WITH THE TACKLE AWAY FROM THE CALL ALIGNING IN A "4i" TECHNIQUE. THE NOSE ALIGNS IN A SHADE.
BEAR	FRONT CALLED TO HAVE A "O" NOSE OVER THE CENTER AND 2 "3" TECHNIQUES COVERING THE GUARD, CREATING A 5, 6, OR 7 MAN SURFACE VS. OFFENSIVE SETS. WE CAN CREATE THE BEAR FRONT WITH EITHER OF THE 3 LINEBACKERS ALIGNING ON THE END OF THE LINE OF SCRIMMAGE BASED UPON GAMEPLAN (BENCH = WILL / FIELD = SAM)

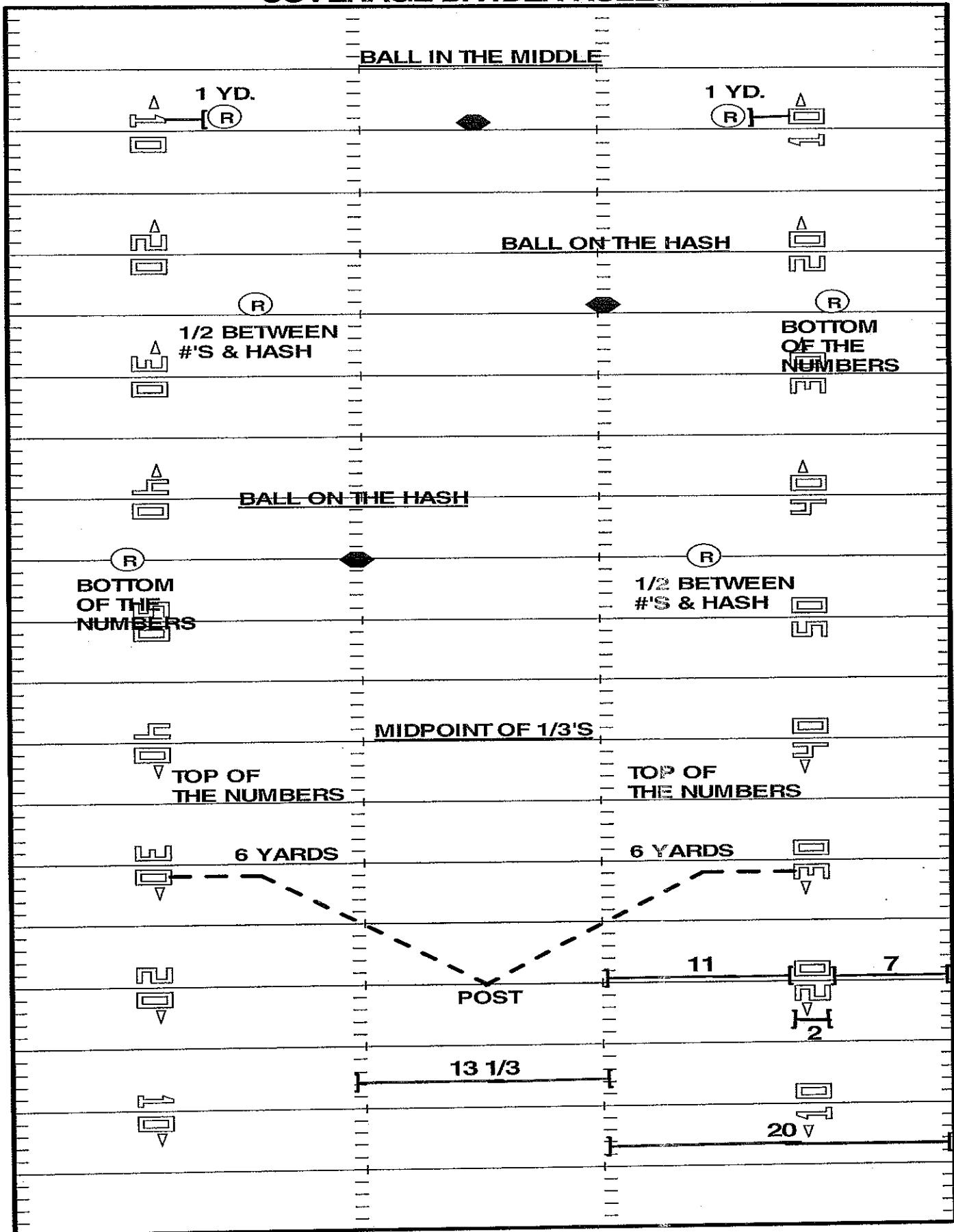
- OKIE** 3-4 DEFENSIVE ALIGNMENT. WE CAN GET TO THIS ALIGNMENT FROM BASE PERSONNEL OR EITHER BY SUBBING A DEFENSIVE LINEMAN FOR A SKILL PLAYER (LB OR DB). THE CALL WILL BE MADE TO THE FIELD OR IF THE BALL IS IN THE MIDDLE OF THE FIELD, TO THE FORMATION STRENGTH. THE DEFENSIVE ENDS (OR TACKLE) ALIGNED OVER THE OT'S WILL PLAY "HEAVY 5" TECHNIQUES (2-GAP). THE JACK ALIGNS INTO THE BOUNDARY AWAY FROM THE CALL.
- DIME** 3-4 DEFENSIVE ALIGNMENT. WE CAN GET TO THIS ALIGNMENT FROM BASE PERSONNEL OR EITHER BY SUBBING A DEFENSIVE LINEMAN FOR A SKILL PLAYER (LB OR DB). THE CALL WILL BE MADE TO THE FIELD OR IF THE BALL IS IN THE MIDDLE OF THE FIELD, TO THE FORMATION STRENGTH. THE DEFENSIVE ENDS (OR TACKLE) ALIGNED OVER THE OT'S WILL PLAY "5" TECHNIQUES. THE JACK ALIGNS INTO THE BOUNDARY AWAY FROM THE CALL.
- GOALLINE TIGER G** A SUBBED GOALLINE FRONT USED VS. 22-23 PERSONNEL. IT IS A "6" MAN SURFACE WITH 2 "2" TECHNIQUE DEFENSIVE TACKLES, 2 "5" TECHNIQUE DEFENSIVE ENDS, AND 2 "9" TECHNIQUE SAM LINEBACKERS.
- CUB** FRONT CALLED TO HAVE A "O" NOSE OVER THE CENTER AND 2 "3" TECHNIQUES COVERING THE GUARD, CREATING A 5, 6, OR 7 MAN SURFACE VS. OFFENSIVE SETS. WE CAN CREATE THE BEAR FRONT WITH EITHER OF THE 3 LINEBACKERS ALIGNING AS ONE OF THE "3" TECHNIQUES BASED UPON GAMEPLAN (BENCH = WILL / FIELD = SAM)
- BOOST** TERM TO TELL THE DEFENSIVE END TO THE CALL SIDE VS. A 3-MAN SURFACE, TO PLAY A "6" TECHNIQUE. DESIGNED TO HELP ON ZONE AND DOWN & AROUND SCHEMES.

FRONT MOVEMENTS & GAMES

- RIP** CALL SIDE END "RIPPING" INTO B-GAP. ONE GAP MOVEMENT TO SPILL THE BALL TO THE C-GAP OR WIDER. VS. PASS = TURNS INTO AN "ED" GAME WITH THE NOSE AS A WRAPPER.
- KNIFE** END AWAY FROM THE CALL "RIPPING" INTO C-GAP. ONE GAP MOVEMENT TO SPILL THE BALL OUTSIDE.
- SWITCH** END AWAY FROM THE CALL SLANT FROM A "6" TECHNIQUE TO A "9" TECHNIQUE ON THE SNAP.
- POP** MOVEMENT AWAY FROM THE CALL. "3" TECHNIQUE RUSH THE B-GAP TO CONTAIN. "6" TECHNIQUE STUNT TO A-GAP "NOW". TYPICALLY CALLED TO PENETRATE INTO ZONE SCHEMES.
- G NOSE** CALL SIDE NOSE TO SLANT INTO B-GAP. ONE GAP MOVEMENT TYPICALLY CALLED TO PENETRATE GAP SCHEMES (POWER & COUNTER).
- OPPOSITE** CALL SIDE NOSE SLANT TO A-GAP AWAY FROM THE CALL. ONE GAP MOVEMENT. VS. PASS = TURNS INTO A "NOT" GAME WITH THE TACKLE AS A WRAPPER.
- TAM** "3" TECHNIQUE SLANT TO THE A-GAP TO THE CALL. ONE GAP MOVEMENT. VS. PASS = TURNS INTO A "TON" GAME WITH THE NOSE AS A WRAPPER.
- BLOOD** DEFENSIVE TACKLES SLANT ONE GAP TO THE CALL. "G NOSE + TAM". TYPICALLY CALLED TO PENETRATE INTO ZONE OR POWER SCHEMES.
- BUC** CALL SIDE STUNT – RIP + OPPOSITE. CALL SIDE DEFENSIVE END CAN "1 STEP" IT TO CREATE MORE PENETRATION. TYPICALLY CALLED TO PENETRATE ZONE SCHEMES. VS. PASS – TACKLE IS THE
- NACHO** STUNT AWAY FROM THE CALL – "3" TECHNIQUE SLANT A-GAP AND DEFENSIVE END SLANT B-GAP. VS. PASS – NOSE WRAP TO CONTAIN AWAY FROM THE CALL.
- DIRECTIONS** FULL LINE SLANT TO THE CALL. TYPICALLY SET WITH A FIELD CALL AND SLANT THE DL BACK TO THE FIELD.
- TON** PASS TWIST BETWEEN THE DEFENSIVE TACKLES. THE "3" TECHNIQUE PENETRATES THE A-GAP AND THE NOSE FLASHES AND WRAPS.
- TOM** RUN DOWN STUNT. TACKLE GOES FIRST (ATTACK THE CENTER). NOSE ATTACK THE CENTER AND LOOPS TO OPPOSITE B-GAP.
- NOT** PASS TWIST BETWEEN THE DEFENSIVE TACKLES. THE NOSE PENETRATES THE A-GAP AND THE "3" TECHNIQUE FLASHES AND WRAPS.
- NUT** RUN DOWN STUNT. THE NOSE GOES FIRST. TACKLE ENGAGES GUARD AND LOOPS TO OPPOSITE B-GAP.

- EX** PASS TWIST TO THE CALL SIDE BETWEEN THE NOSE AND THE DEFENSIVE END. THE DEFENSIVE END SELLS AN UPFIELD RUSH AND RIPS UNDERNEATH TO THE B-GAP. THE NOSE ENGAGES THE GUARD AND THEN WRAPS TO CONTAIN.
- EASY** PASS TWIST AWAY FROM THE CALL SIDE BETWEEN THE "3" TECHNIQUE AND THE DEFENSIVE END. THE DEFENSIVE END KNIFES INTO THE B-GAP. THE "3" TECHNIQUE ENGAGES THE GUARD AND THEN WRAPS TO CONTAIN.
- TEX** PASS TWIST AWAY FROM THE CALL SIDE BETWEEN THE "3" TECHNIQUE AND THE DEFENSIVE END. THE "3" TECHNIQUE RUSHES B-GAP TO CONTAIN AND THE DEFENSIVE END SELLS THE UPFIELD RUSH AND WRAPS A-GAP.
- JACK** CALLED IN OUR 3-4 DEFENSE TO GET A 4-MAN RUSH AND PLAY COVERAGE BEHIND IT. JACK ALIGNS TO THE BOUNDARY AND DEFENSIVE FRONT SLANTS TO THE CALL (AWAY FROM THE JACK). GAMEPLAN VS. 3x1 SETS – CAN MAKE A TRIPS CALL AND BRING THE JACK OVER (DEFENSIVE LINE SLANT AWAY FROM THE CALL).
- PLUG** CALLED IN OUR 3-4 DEFENSE TO GET A 4-MAN RUSH AND PLAY COVERAGE BEHIND IT. JACK RUSHES INSIDE AND THE DEFENSIVE END IS THE CONTAIN RUSHER TO THE SIDE OF THE JACK.
- SPY** CALLED IN OUR 3-4 DEFENSE. 3 MAN RUSH WITH THE DEFENSIVE ENDS HAVING A "2-WAY" GO. SPY PLAYER FOR THE Q.B. COMES FROM A L.B. BASED ON THE STEP OF THE BACK.
- DROP** CALL FOR A DEFENSIVE END TO DROP "FLAT" ON A FIREZONE.
- EDDIE** CALL FOR A DEFENSIVE END TO DROP "HOOK" ON A FIREZONE.

COVERAGE DIVIDER RULES



COVERAGE TERMINOLOGY MIDDLE OF THE FIELD CONCEPTS

<u>ROTATIONS</u>		
	WEAK	ROTATION IN MIDDLE OF THE FIELD COVERAGES WITH THE FREE SAFETY DOWN (AWAY FROM THE SAM). FS IS IN THE WEAK FLAT, WILL IS IN THE WEAK HOOK/CURL, AND MIKE IS IN THE STRONG HOOK/CURL. WEAK ROTATION IS USED AGAINST 2x2 SETS AND 2-BACK SETS. MIKE AND WILL PLUS THEIR ALIGNMENTS AWAY FROM THE FREE SAFETY. PRE-SNAP, WE WILL SHOW A 2-DEEP SHELL AND ROTATE DOWN INTO A SINGLE SAFETY LOOK.
	SKY	ROTATION IN MIDDLE OF THE FIELD COVERAGES WITH THE STRONG SAFETY DOWN (AS A SEAM/FLAT OUTSIDE OF THE SAM). WILL IS IN THE WEAK FLAT, MIKE IS IN THE WEAK HOOK/CURL, AND SAM IS IN THE STRONG HOOK/CURL. SKY ROTATION IS USED AGAINST 3x1 SETS WITH THE TIGHT END ATTACHED IN THE C-AREA. THE LINEBACKERS WILL MINUS THEIR ALIGNMENTS AWAY FROM THE STRONG SAFETY. IT CAN ALSO BE USED AGAINST 2-BACK SETS BY GAMEPLAN. PRE-SNAP, WE WILL SHOW A 2-DEEP SHELL AND ROTATE DOWN INTO A SINGLE SAFETY LOOK.
	BUZZ	ROTATION IN MIDDLE OF THE FIELD COVERAGES WITH THE STRONG SAFETY DOWN (INSIDE OF THE SAM). WILL IS IN THE WEAK FLAT, MIKE IS IN THE WEAK HOOK/CURL, SS IS IN THE STRONG HOOK/CURL. BUZZ ROTATION IS USED AGAINST 3x1 SETS WITH 3-DISPLACED SPEED. IT CAN ALSO BE USED AGAINST 2-BACK SETS BY GAMEPLAN. MIKE AND WILL MINUS THEIR ALIGNMENTS AWAY FROM THE STRONG SAFETY. PRE-SNAP, WE WILL SHOW A 2-DEEP SHELL AND ROTATE DOWN INTO A SINGLE SAFETY LOOK.
	ROBBER	ROTATION IN MIDDLE OF THE FIELD COVERAGES WITH THE FREE SAFETY DOWN (INSIDE OF THE WILL). WILL IS IN THE WEAK FLAT, FREE SAFETY IS WEAK HOOK/CURL, AND MIKE IS STRONG HOOK/CURL. PRE-SNAP, WE WILL SHOW A 2-DEEP SHELL AND ROTATE INTO A SINGLE SAFETY LOOK.
	3	3-DEEP COVERAGE WITH A M.O.F. SAFETY, 3 DEEP PLAYERS, AND 4 UNDERNEATH ZONE DROPPERS. THE M.O.F. SAFETY WILL BE PRE-DETERMINED BY ROTATION. - 2x2 & 2-BACK = WEAK - 3x1 = BUZZ
	RIP/LIZ	RIP/ LIZ CALLS ARE A WAY TO PLAY 3 DEEP ZONE. TO THE SIDE OF A RIP/LIZ CALL THE CORNER PLAYS ALL OF #1 ON ANY VERTICAL ROUTE. CURL FLAT DEFENDER ON #2 TAKES ALL OF #2 ON A VERTICAL OR OUTSIDE ROUTE. VS AN INSIDE ROUTE BY #2 THE CURL FLAT DEFENDER COMMUNICATES "ZONE-ZONE" AND ZONE OFF. IF #3 RELEASES NOW TO THE FLAT COMMUNICATE "ZONE-ZONE" AND ZONE OFF. RIP/LIZ IS COMMUNICATION FOR 3 DEEP PATTERN MATCH- NOT ROTATION OF SAFETIES. HOOK PLAYERS MUST PUSH FOR DEPTH AND PUSH THROUGH THE SLANT WINDOWS TO #3 IF THERE IS NO ZONE CALL.
	3 CLOUD	3-DEEP COVERAGE WHERE WE ARE ROLLING INTO THE BOUNDARY. THE BOUNDARY CORNER IS PLAYING A CLOUD TECHNIQUE, AND WE ARE USING HIM IN THE RUN FIT – LINEBACKERS PLUS TO THE FIELD. SS IS MDF AND FS IS OUTSIDE 1/3 TO THE BOUNDARY.

- SAINT** 3-DEEP COVERAGE WHERE WE ARE ROLLING TO THE FIELD. THE FIELD CORNER IS PLAYING A CLOUD TECHNIQUE, AND WE ARE USING HIM IN THE FIT – LINEBACKERS MINUS TO THE BOUNDARY. TO THE BOUNDARY, THE BOUNDARY CORNER IS PLAYING MAN ON #1 AND THE WILL IS PLAYING MAN ON #2. MIKE INSIDE FINAL #3 WEAK (WEAK HOOK/CURL). FS IS MOF AND SS IS OUTSIDE 1/3 TO THE FIELD.
- BROWN** MAN FREE COVERAGE WITH A M.O.F. SAFETY AND A HOLE PLAYER WITH A 4-MAN RUSH. THE M.O.F. SAFETY WILL BE PRE-DETERMINED BY ROTATION AND THE HOLE PLAYER WILL BE BASED OFF THE STEPS OF THE BACKS.
- VICE** MAN FREE COVERAGE WITH A M.O.F. SAFETY AND A DOUBLE (VICE) ON A WIDE RECEIVER, PRE-DETERMINED BY GAMEPLAN. DESIGNED TO DOUBLE COVER A "STAR" RECEIVER.
- BLUE** MAN FREE COVERAGE WITH A M.O.F. SAFETY AND A SAFETY ROTATING DOWN TO THE BACK (CAN GAMEPLAN AWAY FROM THE BACK).
- HOT** 3 DEEP 2 UNDER COVERAGE THAT IS DEPENDANT ON A GREAT DISGUISE. IT IS PLAYED BEHIND A 6 MAN PRESSURE WITH 2 SEAM DEFENDERS AND READ 1/3RD PLAYERS BEHIND THEM.

COVERAGE TERMINOLOGY SPLIT SAFETY CONCEPTS

- 4** QUARTERS COVERAGE, WHERE WE ARE PLAYING PALMS TO THE FIELD AND QUARTERS TO THE BOUNDARY. VS. 2-OPEN TO THE BOUNDARY, WE WILL PLAY PALMS. WE WILL USE THE NICKEL/SAM IN THE FIT – MIKE & WILL = PALMS ALIGNMENT (STACK A/STACK D). VS. 3x1 SETS, THE FREE SAFETY WILL CROSS-KEY #3 TO THE FIELD (3-TO-X) AND THE BOUNDARY CORNER WILL SOFT BUMP #1.
- PALMS** QUARTERS TECHNIQUE WHERE WE ARE READING #2. IT IS QUARTERS, UNLESS #2 GOES TO THE FLAT. IF #2 GOES TO THE FLAT, THEN IT ROLLS INTO COVER 2 (CORNER – FLAT / SAFETY – HALF / LINEBACKER – CURL). WE WILL USE A PALMS TECHNIQUE WITH SOME FIREZONE COVERAGES.
- CLAMP** THE 1/4-1/4-1/2 COMPANION TO COVER 4. WE WILL PLAY PALMS TO THE FIELD AND HALVES TO THE BOUNDARY. VS. 2x2 SETS – THE WILL LINEBACKER IS A VERTICAL HOOK ON #2. THE BOUNDARY CORNER HAS CHINA OF #2. VS. 3x1 SETS – THE MIKE LINEBACKER IS A VERTICAL HOOK ON #3. THE BOUNDARY CORNER DOESN'T HAVE CHINA WITH NO THREAT OF #2 VERTICAL.
- CLUE** ANY COVERAGE WITH HALVES INTO THE BOUNDARY, WE CAN “CLUE” IT. TYPICALLY USED IN PASSING SITUATIONS VS. 3x1 SETS – CHANGES THE BOUNDARY CORNER FROM A CLOUD TECHNIQUE TO A MAN TECHNIQUE WITH AN INSIDE THOUGHT PROCESS. THE WILL IS MAN-TO-MAN ON ANY #2 TO THE BOUNDARY.
- SLICE** ANY COVERAGE WITH HALVES INTO THE BOUNDARY, WE CAN “SLICE” IT. CHANGES THE COVERAGE TO AN INVERTED HALF WITH THE CORNER BEING THE HALF PLAYER AND THE FREE SAFETY AS THE FLAT DEFENDER. THE WILL IS STILL A VERTICAL HOOK ON #2.
- 4 MAN** QUARTERS COVERAGE WHERE WE ARE PLAYING MAN (TYPICALLY PRESSED) ON THE #1 RECEIVERS AND QUARTERS ON THE BOX. CAN BE USED WITH EAGLE AND OVER FRONTS.

RHINO	THE 1/4-1/4-1/2 COMPANION TO BRONCO. WE WILL PLAY QUARTERS TO THE FIELD AND HALVES TO THE BOUNDARY. VS. 2x2 SETS – THE WILL LINEBACKER IS A VERTICAL HOOK ON #2, THE BOUNDARY CORNER HAS CHINA OF #2. VS. 3x1 SETS – THE MIKE LINEBACKER IS A VERTICAL HOOK ON #3. THE BOUNDARY CORNER DOESN'T HAVE CHINA WITH NO THREAT OF #2 VERTICAL.
BUFFALO	QUARTERS COVERAGE, WHERE WE ARE PLAYING A BRACKET QUARTERS TO THE FIELD AND QUARTERS TO THE BOUNDARY, VS. 2-OPEN TO THE BOUNDARY, WE WILL PLAY PALMS. VS. 3x1 SETS, THE WIDE CORNER HAS ALL OF #1, NICKEL/SAM AND STRONG SAFETY PLAY PALMS ON #2 & #3. TO THE SINGLE RECEIVER SIDE, THE BOUNDARY CORNER HAS ALL OF #1 AND THE FREE SAFETY IS A RUN-TO-X PLAYER. VS. RUN, WE WILL USE THE FREE SAFETY IN THE FIT. VS. PASS, HE WILL READ THE RELEASE OF X.
OPEN	ADJUSTMENT IN A QUARTERS COVERAGE VS. A BUNCH OR STACK FORMATION. THE NICKEL/SAM TAKES THE 1 ST TO THE FLAT, MIKE TAKES THE 1 ST INSIDE, THE CORNER TAKES THE 1 ST UP WITH OUTSIDE LEVERAGE, THE STRONG SAFETY PLAYS THE UPFIELD ROUTE WITH INSIDE LEVERAGE.
LOCK	THE 1/4-1/4-1/2 COMPANION TO BUFFALO. WE WILL PLAY A BRACKET QUARTERS TO THE FIELD AND HALVES TO THE BOUNDARY. VS. 2x2 SETS – THE WILL LINEBACKER IS A VERTICAL HOOK ON #2. THE BOUNDARY CORNER HAS CHINA OF #2. VS. 3x1 SETS – WE WILL PLAY BUFFALO TO THE FIELD AND HALVES TO THE BOUNDARY. THE BOUNDARY CORNER DOESN'T HAVE CHINA WITH NO THREAT OF #2 VERTICAL.
BRACKET	QUARTERS COVERAGE, WHERE WE ARE PLAYING A BRACKET QUARTERS TO THE FIELD AND TO THE BOUNDARY. WE CAN CALL THIS COVERAGE WITH A 4-MAN RUSH OR IN OUR DIME SPY PACKAGE. THE LEVERAGE OF THE UNDERNEATH DEFENDERS WILL BE BASED UPON GAMEPLAN (INSIDE / OUTSIDE).
GREEN	GAMEPLAN COVERAGE THAT ALLOWS US TO DOUBLE RECEIVERS AND GET A SPY ON THE QUARTERBACK. TYPICALLY USED IN OUR DIME PACKAGE.
COLT	5-DEEP & 3-UNDER COVERAGE USED IN OUR DIME PACKAGE IN PASSING SITUATIONS. VS. 2x2 SETS, WE WILL PLAY PALMS ON #1 & #2 WITH DEEP MIDDLE PLAYER. VS. 3x1 SETS, WE WILL PLAY PALMS ON #1 & #2 TO THE FIELD WITH THE DIME TAKING THE VERTICAL OF #3 AND BUFFALO TO THE SINGLE RECEIVER (BOUNDARY) SIDE.
2 BRACKET	SPLIT SAFETY COVERAGE THAT PLAYS 2 TO THE FIELD AND BRACKET TO THE BOUNDARY. SAM IS A VERTICAL HOOK ON #2 AND MIKE IS A VERTICAL HOOK PLAYER ON #3.
2	2-DEEP COVERAGE WHERE THE LINEBACKERS ARE VERTICAL HOOK PLAYERS ON THE #2'S & #3. THE CORNERS HAVE THE CHINA OF THE #1'S.
TAMPA	2-DEEP COVERAGE WITH THE MIKE LINEBACKER BEING A MIDDLE RUN-THRU PLAYER. THE CORNERS <u>DO NOT</u> HAVE THE CHINA OF THE #1'S. THE SAM AND WILL <u>DO NOT</u> HAVE ANY VERTICAL CARRY RESPONSIBILITY.

- 5 ROBBER** 3-DEEP & 5-UNDER COVERAGE USED IN OUR DIME PACKAGE IN PASSING SITUATIONS. THE CORNERS ARE CLOUD AND DO NOT HAVE THE CHINA OF THE #1'S. THE DIME IS THE MIDDLE RUN THRU PLAYER.
- TRAP** FIREZONE COVERAGE TO PLAY A COVER 2 CONCEPT TO A 3x1 SET. TYPICALLY USED VS. PRO TRIPS WITH A T.E. IN THE C-AREA.
- BISON** BUFFALO CONCEPT P TO 3x1 DISPLACED IN OKIE FRONT. N/S TAKES MIKES RESPONSIBILITY, S/S ROLLS DOWN TO N/S RESPONSIBILITY, F/S ROLLS OVER TO TAKE S/S RESPONSIBILITY.

BLITZ TERMINOLOGY FIELD PRESSURES

SLANT	BLITZ TO BRING THE NICKEL/SAM AND PLAY A 3-DEEP & 4-UNDER ZONE COVERAGE BEHIND IT. THE FRONT WILL BE CALLED TO THE FIELD. THE BOUNDARY DEFENSIVE END WILL BUZZ THE FLAT AND THE STRONG SAFETY WILL REPLACE THE NICKEL/SAM'S ZONE.
SEATTLE	BLITZ TO BRING THE SAM PLUS THE 4 DEFENSIVE LINEMEN AND PLAY SILVER COVERAGE BEHIND IT. THE FRONT WILL BE CALLED TO THE FIELD. THE STRONG SAFETY WILL REPLACE THE NICKEL/SAM'S MAN (#2 TO THE FIELD). WE CAN GAMEPLAN TO CHANGE THE PATHS OF THE DEFENSIVE LINEMEN.
SAM	BLITZ TO BRING THE NICKEL/SAM AND PLAY A 2-DEEP & 5-UNDER ZONE COVERAGE BEHIND IT. THE FRONT WILL BE CALLED TO THE FIELD. FOR THE NICKEL/SAM & THE DEFENSIVE FRONT, IT IS EXACTLY LIKE SLANT EXCEPT WE ARE PLAYING 5 OPEN COVERAGE BEHIND IT.
CRASH	BLITZ TO BRING THE BOUNDARY CORNER PLUS THE 4 DEFENSIVE LINEMEN. THE FRONT WILL BE CALLED TO THE FIELD. WE CAN PLAY VARIOUS COVERAGES BEHIND CRASH (3, SILVER, 4, 2, BUFFALO). IF THE CORNER IS TOO FAR REMOVED TO RUN THE BLITZ, MAKE A "ME" CALL AND SWITCH RESPONSIBILITIES WITH THE FREE SAFETY (FREE SAFETY RUN THE BLITZ).
WILL	BLITZ TO SEND THE WILL THROUGH HIS OPEN GAP. TYPICALLY PLAYED WITH WEAK 3 COVERAGE.
WHIP (WILL POP)	BLITZ TO BRING THE WILL OFF THE BOUNDARY EDGE PLUS THE 4 DEFENSIVE LINEMEN. THE FRONT WILL BE CALLED TO THE FIELD. WE CAN PLAY VARIOUS COVERAGES BEHIND WHIP (3, SILVER, 4, 2, BUFFALO). WE CAN GAMEPLAN TO CHANGE THE PATHS OF THE DEFENSIVE LINEMEN.
MUG	BLITZ TO SEND THE MIKE THROUGH HIS OPEN GAP. CAN PLAY VARIOUS COVERAGES BEHIND IT.
MIKE	BLITZ TO BRING THE MIKE OFF THE FIELD EDGE AND PLAY 2-DEEP & 5-UNDER ZONE COVERAGE BEHIND IT. THE FRONT WILL BE CALLED TO THE FIELD.
FOX	BLITZ TO BRING THE FREE SAFETY OFF THE BOUNDARY EDGE PLUS THE 4 DEFENSIVE LINEMEN. THE FRONT WILL BE CALLED TO THE FIELD. WE CAN PLAY VARIOUS COVERAGES BEHIND FOX (3, SILVER, 4, 2, BUFFALO). WE CAN GAMEPLAN TO CHANGE THE PATHS OF THE DEFENSIVE LINEMEN.
CHICAGO	BLITZ TO BRING THE MIKE & WILL IN THE A-A OR A-B GAPS. THE FRONT WILL BE CALLED TO THE FIELD. WE CAN MAKE AN "OPPOSITE" CALL TO THE NOSE TO CHANGE HIS PATH (BASE = "G NOSE"). WE CAN GAMEPLAN TO CHANGE THE PATHS OF THE NOSE, MIKE, & WILL. WE CAN PLAY VARIOUS COVERAGES BEHIND CHICAGO (3, PALMS, TRAP, BISON). THE END AWAY FROM THE CALL IS THE DROPPER (BOUNDARY END).
FRISCO	BLITZ TO BRING THE NICKEL/SAM & MIKE OFF THE FIELD EDGE. THE FRONT WILL BE CALLED TO THE FIELD. THE END AWAY FROM THE CALL IS THE DROPPER (BOUNDARY END). WE CAN PLAY VARIOUS COVERAGES BEHIND FRISCO (3, PALMS, TRAP, BISON).

- RENO** VARIATION OFF FRISCO. NICKEL/SAM IS THE CONTAIN BLITZER. MIKE IS 1ST THROUGH THE B-GAP AND THE END READS THE OFFENSIVE TACKLE (OT OUT = WRAP A-GAP OFF THE MIKE / OT DOWN = OFF HIS ASS).
- VEGAS** VARIATION OFF FRISCO. END TO THE CALL IS THE CONTAIN RUSHER. MIKE BLITZES THE A-GAP. NICKEL/SAM BLITZ THE B-GAP.
- SWITCH** TERM ADDED TO A BLITZ TO CHANGE THE PATHS OF A BLITZ.
- STRIKE** BLITZ TO BRING THE NICKEL/SAM & STRONG SAFETY OFF THE FIELD EDGE. THE FRONT WILL BE CALLED TO THE FIELD. THE END AWAY FROM THE CALL IS THE DROPPER (BOUNDARY END). THE COVERAGE BEHIND STRIKE CAN BE 5 OPEN OR PURPLE.
- PHOENIX** BLITZ TO BRING THE STRONG SAFETY & MIKE INTO THE FIELD A & B GAPS. THE FRONT WILL BE CALLED TO THE FIELD. THE END AWAY FROM THE CALL IS THE DROPPER (BOUNDARY END). THE COVERAGE BEHIND PHOENIX IS 3.
- BOSTON** BLITZ TO BRING THE FREE SAFETY & WILL INTO THE BOUNDARY A & B GAPS. THE FRONT WILL BE CALLED TO THE FIELD. THE END AWAY FROM THE CALL IS THE DROPPER (BOUNDARY END). THE COVERAGE BEHIND BOSTON IS 3.
- SMOKE** BLITZ TO BRING THE NICKEL/SAM & THE BOUNDARY CORNER. THE COVERAGE BEHIND SMOKE WILL BE PURPLE.
- JET** BLITZ TO BRING THE NICKEL/SAM & THE WILL (BOTH OUTSIDE CONTAIN). THE COVERAGE BEHIND JET WILL BE PURPLE.

BLITZ TERMINOLOGY BENCH PRESSURES

- SPEAR (POP)** BLITZ TO BRING THE SAM PLUS THE 4 DEFENSIVE LINEMEN AND PLAY SILVER COVERAGE BEHIND IT. THE FRONT WILL BE CALLED TO THE BENCH. THE STRONG SAFETY WILL REPLACE THE NICKEL/SAM'S MAN (#2 TO THE FIELD). WE CAN GAMEPLAN TO CHANGE THE PATHS OF THE DEFENSIVE LINEMEN.
- JERSEY** BLITZ TO BRING THE BOUNDARY CORNER PLUS THE 4 DEFENSIVE LINEMEN. THE FRONT WILL BE CALLED TO THE BENCH. WE CAN PLAY VARIOUS COVERAGES BEHIND JERSEY (3, SILVER, 4, 2, BUFFALO). IF THE CORNER IS TOO FAR REMOVED TO RUN THE BLITZ, MAKE A "ME" CALL AND SWITCH RESPONSIBILITIES WITH THE FREE SAFETY (FREE SAFETY RUN THE BLITZ).
- L.A.** BLITZ TO BRING THE NICKEL/SAM & MIKE OFF THE FIELD EDGE. THE FRONT WILL BE CALLED TO THE BENCH. THE END TO THE CALL IS THE DROPPER (BOUNDARY END). WE CAN PLAY VARIOUS COVERAGES BEHIND FRISCO (3, PALMS, TRAP, BISON).
- WACO** VARIATION OFF L.A. THE END AWAY FROM THE CALL IS THE CONTAIN BLITZER. THE MIKE BLITZES THE A-GAP. THE NICKEL/SAM BLITZ THE B-GAP.
- SLIDER** BACK BLITZ BRINGING THE SAFETY AND LINEBACKER TO THE RUNNINGBACK. THE FRONT WILL BE CALLED TO THE BENCH. THE COVERAGE BEHIND SLIDER WILL BE 3 OR PALMS. GAMEPLAN VS. 3x1 SETS.
- THUNDER** BENCH BLITZ TO BRING THE SAM OR MIKE & THE WILL THROUGH THE B-GAPS. THE COVERAGE BEHIND THUNDER WILL BE PURPLE. DEFENSIVE ENDS ARE "PEEL" ALERT.
- BEAR** BENCH BLITZ TO BRING THE WILL PLUS THE 4 DEFENSIVE LINEMEN FROM A DOUBLE EAGLE LOOK. CAN STEM TO IT.

BLITZ TERMINOLOGY OTHER 4-3 PRESSURES

- OVER TOLEDO** BLITZ TO BRING TWO LINEBACKERS INTO INSIDE GAPS TO THE TIGHT END SIDE. THE FRONT WILL BE CALLED AWAY FROM THE TIGHT END. THE MIKE IS ALWAYS COMING. NICKEL/SAM OR WILL COMES BASED ON WHO IS ALIGNED TO THE TIGHT END. THE COVERAGE BEHIND TOLEDO WILL BE 3 OR PALMS.
- GO** BLITZ TO BRING THE MIKE & WILL INTO INSIDE GAPS PLUS THE 4 DEFENSIVE LINEMEN AND PLAY SILVER COVERAGE BEHIND IT. THE 6 BLITZERS ARE RESPONSIBLE FOR THE RUNNINGBACK. THE ENDS HAVE PEEL RESPONSIBILITY.
- MIAMI** BLITZ TO BRING THE MIKE (C-GAP) & WILL (C-GAP) PLUS THE 4 DEFENSIVE LINEMEN VS. EMPTY. THE COVERAGE BEHIND MIAMI WILL BE PURPLE. IT IS A READ BLITZ – IF I AM BLOCKED, LOOK TO CUT TO THE HOT OR ANYTHING UNDERNEATH.
- BADGER** BLITZ TO BRING THE MIKE (B-GAP) & WILL (C-GAP) PLUS THE 4 DEFENSIVE LINEMEN VS. EMPTY. THE COVERAGE BEHIND BADGER WILL BE PURPLE.
- BOUNDARY BLITZ** BLITZ TO BRING THE WILL PLUS THE 4 DEFENSIVE LINEMEN VS. EMPTY. THE COVERAGE CAN BE 3 OR BUFFALO.

BLITZ TERMINOLOGY

OKIE / DIME PRESSURES

*****THERE WILL BE SOME FIELD / BENCH PRESSURES
THAT CARRY OVER BETWEEN PACKAGES*****

- OUTSIDE (TWIST)** BLITZ TO BRING DOUBLE EDGE PRESSURE (NICKEL/SAM & JACK). THE COVERAGE BEHIND OUTSIDE WILL BE SILVER OR 3. WE CAN GAMEPLAN TO CHANGE THE PATHS OF THE BLITZ.
- FRISCO** BLITZ TO BRING THE NICKEL/SAM AND MIKE OFF THE FIELD EDGE. THE BLITZ WILL COME TO THE CALL. THE JACK IS THE DROPPER INTO THE BOUNDARY. WE CAN PLAY VARIOUS COVERAGES BEHIND SUGAR (3, PALMS, 5 OPEN).
- RENO** VARIATION OFF FRISCO. NICKEL/SAM IS THE CONTAIN BLITZER. MIKE IS 1ST THROUGH THE B-GAP AND THE END READS THE OFFENSIVE TACKLE (OT OUT = WRAP A-GAP OFF THE MIKE / OT DOWN = OFF HIS ASS).
- VEGAS** VARIATION OFF FRISCO. END TO THE CALL IS THE CONTAIN RUSHER. MIKE BLITZES THE A-GAP. NICKEL/SAM BLITZ THE B-GAP.
- WHISKEY** BLITZ TO BRING THE JACK AND WILL OFF THE BOUNDARY EDGE. THE BLITZ WILL COME AWAY FROM THE CALL. WE CAN PLAY VARIOUS COVERAGES BEHIND WHISKEY (SLICE, 3, SILVER, PALMS, BUFFALO).
- WATER** BLITZ TO BRING THE JACK AND WILL INTO THE A & B GAPS TO THE BOUNDARY. THE BLITZ WILL COME AWAY FROM THE CALL. WE CAN PLAY VARIOUS COVERAGES BEHIND WATER (SLICE, 3, SILVER, PALMS, BUFFALO).
- SEMINOLE** BACK BLITZ BRINGING THE 3 DEFENSIVE LINEMEN PLUG THE MIKE, WILL, & JACK. THE COVERAGE BEHIND SEMINOLE WILL BE: 2x2 = SILVER / 3x1 = TRAP OR BISON (3-DISPLACED SPEED). THE WRAPPER IS RESPONSIBLE FOR THE BACK IF HE COMES OUT AWAY FROM THE BLITZ. WE CAN GAMEPLAN TO CHANGE THE PATHS OF THE BLITZ.
- TIDE** BACK BLITZ BRINGING THE 3 DEFENSIVE LINEMEN PLUS TWO LINEBACKERS OFF THE EDGE TO THE SIDE OF THE BACK. THE INSIDE LINEBACKER THAT'S BLITZING TO THE BACK WILL READ BLITZ OFF THE OFFENSIVE TACKLE (OT OUT = WRAP UNDERNEATH END / OT DOWN = OFF HIS ASS). THE COVERAGE BEHIND TIDE IS SILVER.
- CHICAGO** BLITZ TO BRING THE MIKE & WILL IN THE A-A OR A-B GAPS. WE CAN MAKE AN "OPPOSITE" CALL TO THE NOSE TO CHANGE HIS PATH (BASE = "G NOSE"). WE CAN GAMEPLAN TO CHANGE THE PATHS OF THE NOSE, MIKE, & WILL. WE CAN PLAY VARIOUS COVERAGES BEHIND CHICAGO (3, PALMS, TRAP, BISON).
- CROSSFIRE** BLITZ TO BRING THE MIKE, WILL, & 3 DEFENSIVE LINEMEN. WE CAN GAMEPLAN THE PATH OF THE NOSE, MIKE, & WILL. THE COVERAGE BEHIND CROSSFIRE IS SILVER.
- RAZOR** BLITZ TO BRING THE BOUNDARY CORNER (CONTAIN) & WILL (B-GAP) FROM THE BOUNDARY. JACK ALIGNS TO THE FIELD AND IS THE PALMS DROPPER TO THE FIELD. THE MIKE IS VERTICAL HOOK ON #2 WEAK OR #3 STRONG. THE FS IS THE FLAT PLAYER TO THE BOUNDARY AND THE SS IS THE ½ PLAYER TO THE BOUNDARY. THE COVERAGE BEHIND IT IS CLAMP.

- PACKER** BLITZ TO BRING THE BOUNDARY CORNER, JACK, AND 3 DEFENSIVE LINEMEN OFF THE BOUNDARY EDGE. THE BLITZ WILL BE RUN AWAY FROM THE CALL. WE CAN GAMEPLAN TO CHANGE THE PATHS OF THE BLITZ. THE COVERAGE BEHIND PACKER IS PLAYED AS CLAMP.
- PACKER SWAP** BLITZ TO BRING THE FREE SAFETY, JACK, AND 3 DEFENSIVE LINEMEN OFF THE BOUNDARY EDGE. THE BLITZ WILL BE RUN AWAY FROM THE CALL. WE CAN GAMEPLAN TO CHANGE THE PATHS OF THE BLITZ. THE COVERAGE BEHIND PACKER IS PLAYED AS CLAMP.
- LIGHTNING** BLITZ TO BRING DOUBLE EDGE PRESSURE (NICKEL/SAM & JACK) AND PLAY 2-DEEP & 5-UNDER COVERAGE. BOTH DEFENSIVE ENDS WILL TAG THE OFFENSIVE LINEMEN AND DROP UNDERNEATH FOR THE CROSSERS OR CHECK DOWN.
- STRIKE** BLITZ TO BRING THE NICKEL/SAM & STRONG SAFETY OFF THE FIELD EDGE. THE JACK IS THE FLAT DROPPER INTO THE BOUNDARY. THE COVERAGE BEHIND STRIKE CAN BE 5 OPEN OR PURPLE.
- MADDOG** BLITZ TO BRING THE NICKEL/SAM & MIKE OFF THE FIELD EDGE. THE COVERAGE BEHIND MADDOG IS CLAMP. WILL IS THE PALMS DROPPER TO THE FIELD AND THE JACK IS VERTICAL HOOK ON #2 WEAK OR #3 STRONG.
- PHOENIX** BLITZ TO BRING THE STRONG SAFETY & MIKE INTO THE FIELD A & B GAPS. THE JACK IS THE DROPPER INTO THE BOUNDARY. THE COVERAGE BEHIND PHOENIX IS 3.
- BOSTON** BLITZ TO BRING THE FREE SAFETY & WILL INTO THE BOUNDARY A & B GAPS. THE JACK IS THE DROPPER INTO THE BOUNDARY. THE COVERAGE BEHIND BOSTON IS 3.

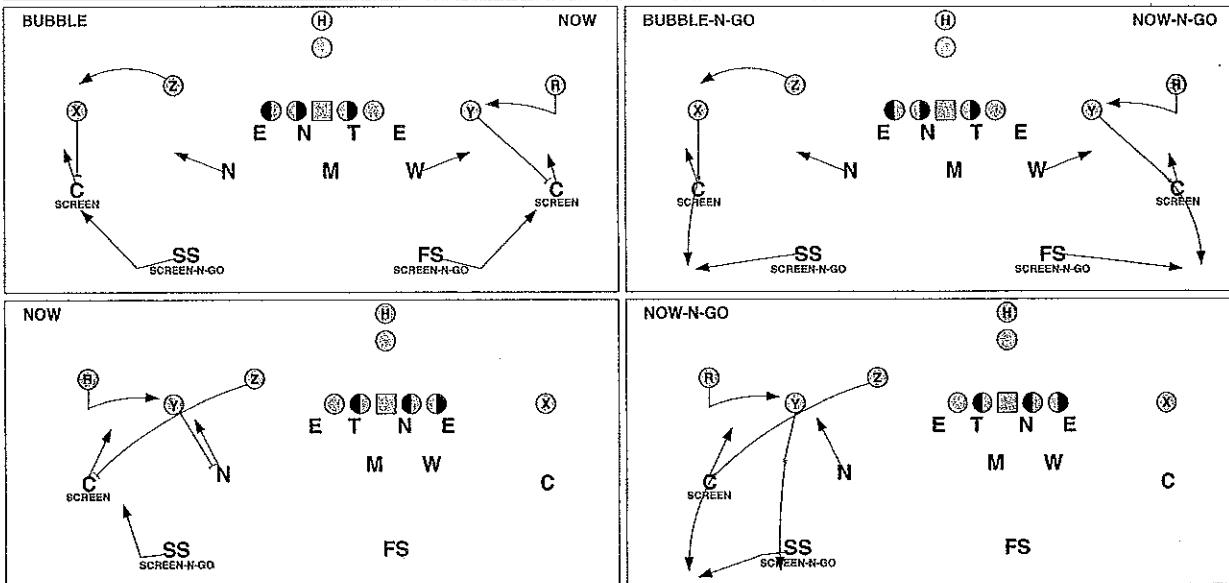


W.R. SCREEN RULES (SPLIT SAFETY)



*****SPLIT SAFETY COVERAGE*****

(CORNER PLAYS THE SCREEN & SAFETY PLAYS THE SCREEN-N-GO)



COACHING POINTS

SCREEN RULES

1. 3 DEEP ZONE COVERAGE
 - FLAT DEFENDER PLAY THE SCREEN
 - 1/3 PLAYER PLAY THE SCREEN-N-GO
2. MAN COVERAGE
 - STAY WITH YOUR DEFENDER
3. SPLIT SAFETY
 - CORNER PLAY THE SCREEN
 - SAFETY PLAY THE SCREEN-N-GO

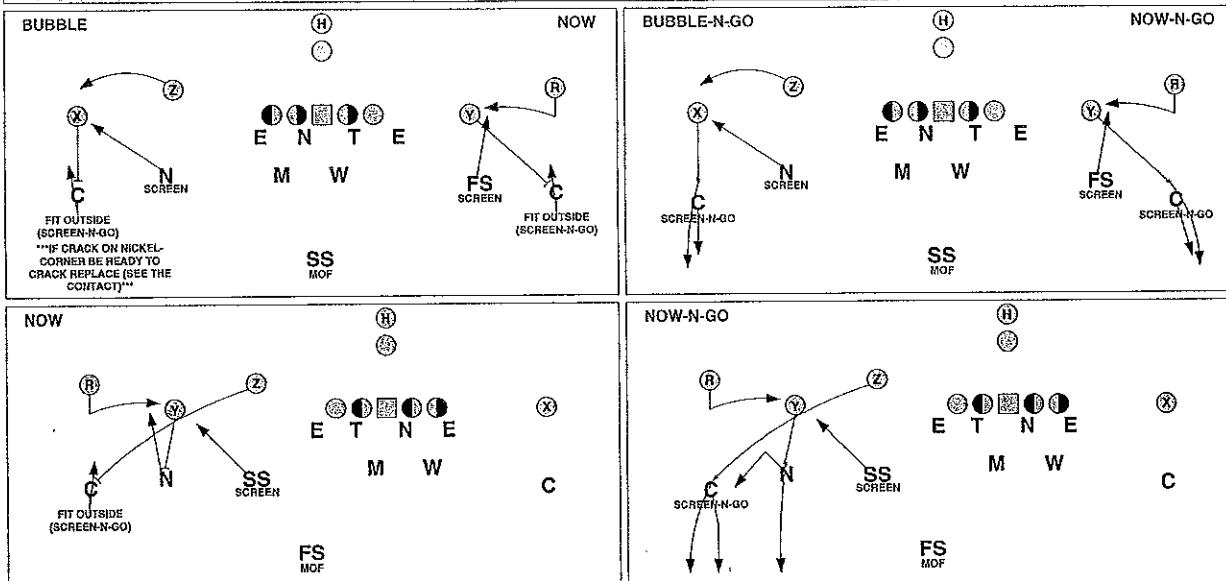


W.R. SCREEN RULES (3 DEEP / MAN)



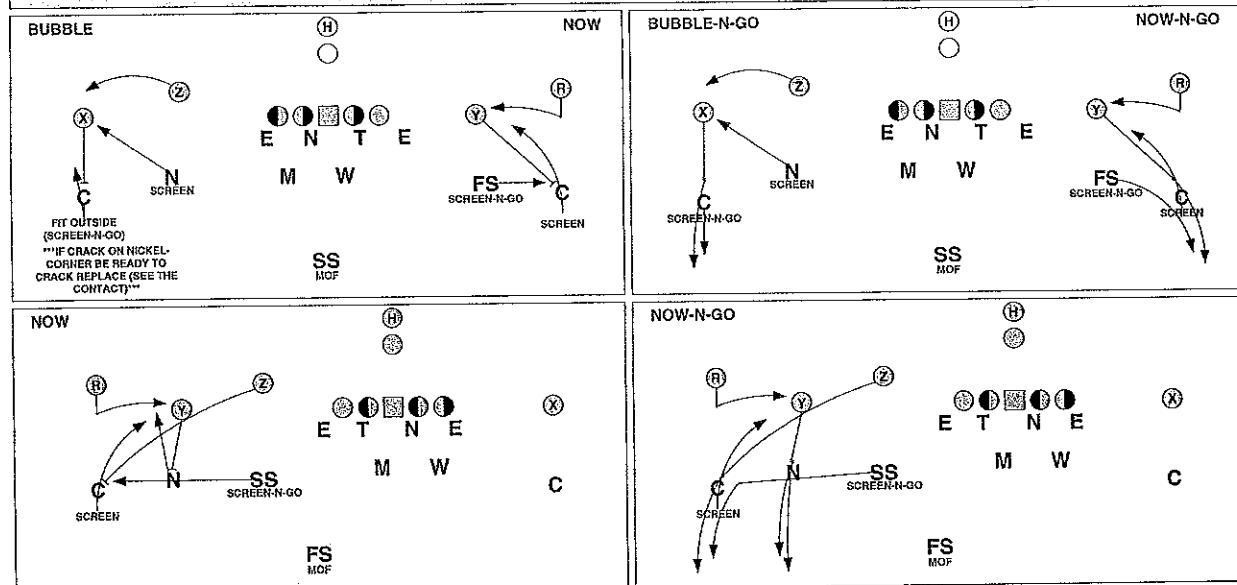
3 DEEP ZONE COVERAGE

(FLAT DEFENDER PLAYS SCREEN & 1/3 PLAYER PLAYS SCREEN-N-GO)



MAN COVERAGE

(STAY WITH YOUR DEFENDER – POSSIBLE BANJO IF TIGHT SPLITS)



COACHING POINTS

SCREEN RULES

1. 3 DEEP ZONE COVERAGE
 - FLAT DEFENDER PLAY THE SCREEN
 - 1/3 PLAYER PLAY THE SCREEN-N-GO
2. MAN COVERAGE
 - STAY WITH YOUR DEFENDER
3. SPLIT SAFETY
 - CORNER PLAY THE SCREEN
 - SAFETY PLAY THE SCREEN-N-GO

BACKFIELD SETS

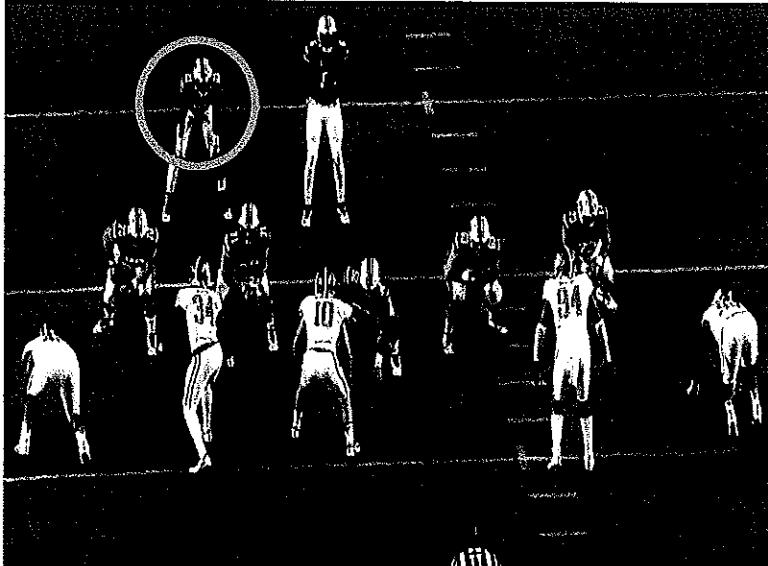
If the RB is on the same side as the WR strength

G- = If the RB is on the opposite side as the WR strength

Pistol = If the QB is in the Gun and the RB is lined up right behind him

***If the WRs are balanced (2x2) then the strength is determined by the where the ball is on the field

- If balanced and the RB is to the boundary = G-
- If balanced and RB is to the wide side of the field = G+

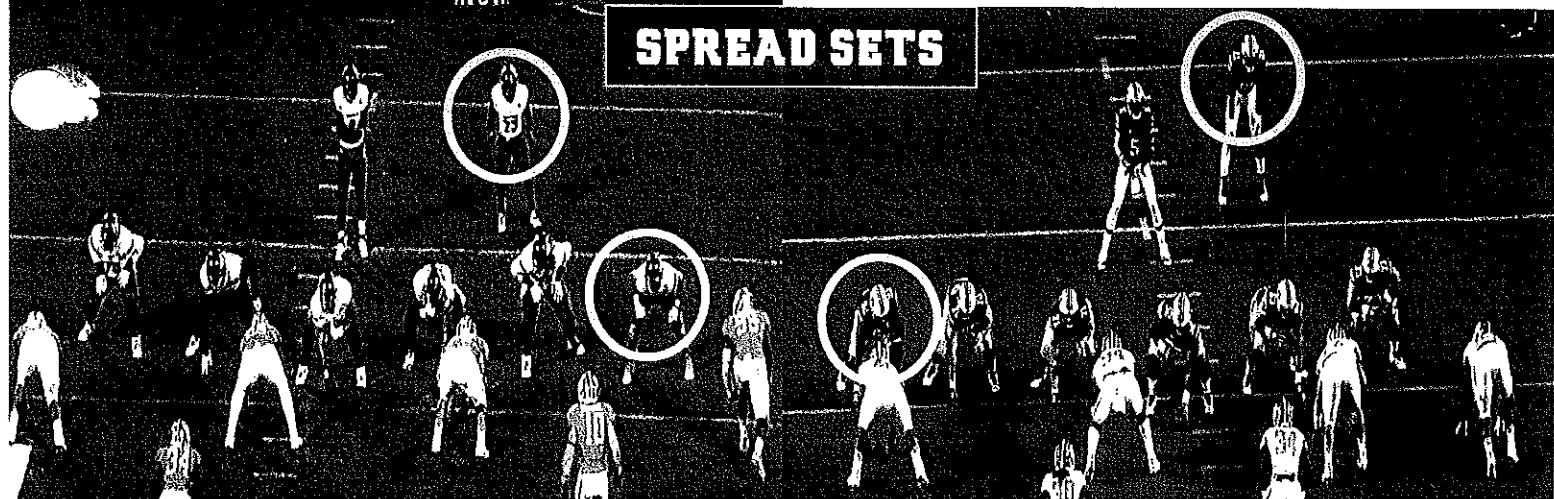


10 Personnel

G+ and G-

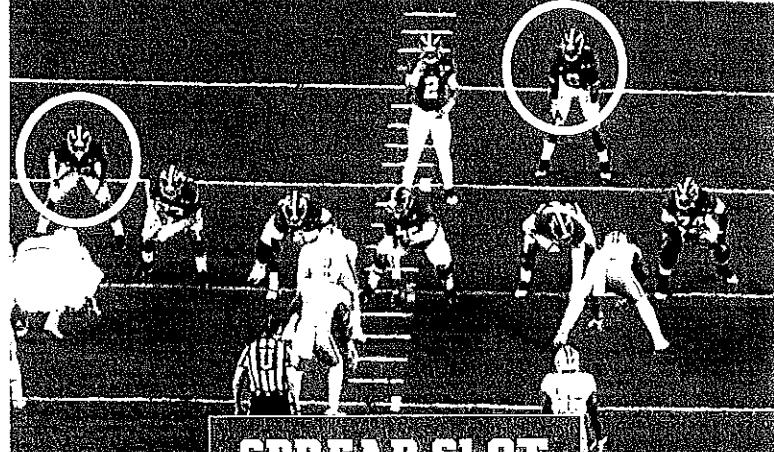
- If WRs are 3x1:
 - RB to the 3 WR side = G+
 - RB to the 1 WR side = G-
- If WRs are 2x2:
 - RB to the Field = G+
 - RB to the Boundary = G-

SPREAD SETS



- **If RB to the attached TE = G+**

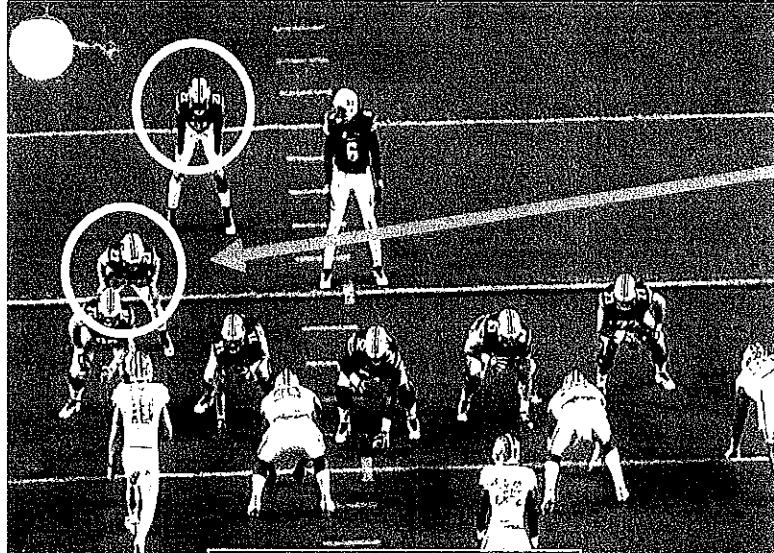
- **If RB away from the attached TE = G-**



Spread Slot = the TE is not attached to the Line of scrimmage, and is aligned in a hip position outside of the OT

- Same G+ and G- rules apply as normal "Spread" sets

TWIX BACKFIELD SETS



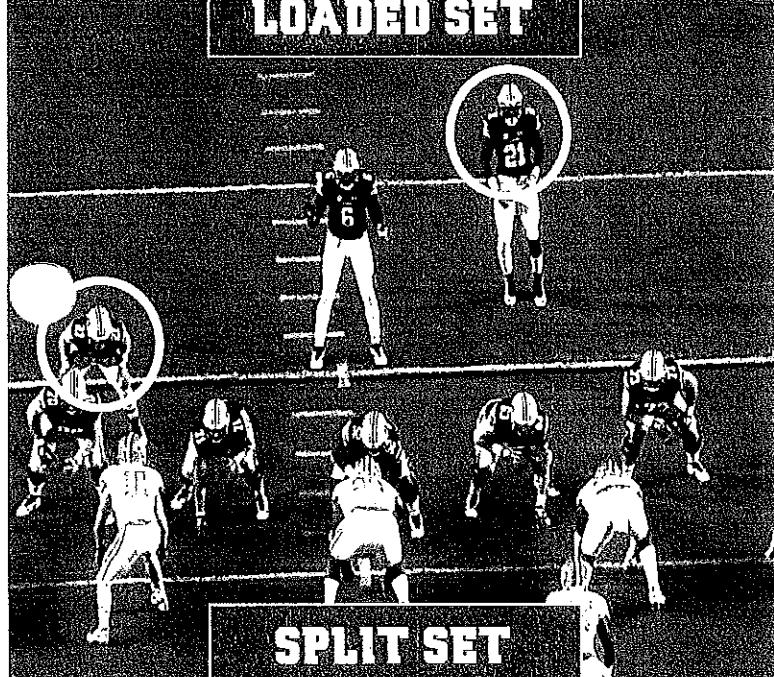
*****Twix Set** = 2 WR split out on one side, 1 WR split out on the other, and 2 backs in the backfield

*****Snifferback "Sniffer"** = A TE/FB that lines up off the ball. Can be either inside or outside of the OT

Loaded Sets

Twix Tan – The _____ and _____ are on the same side aligned to the 2 WR side

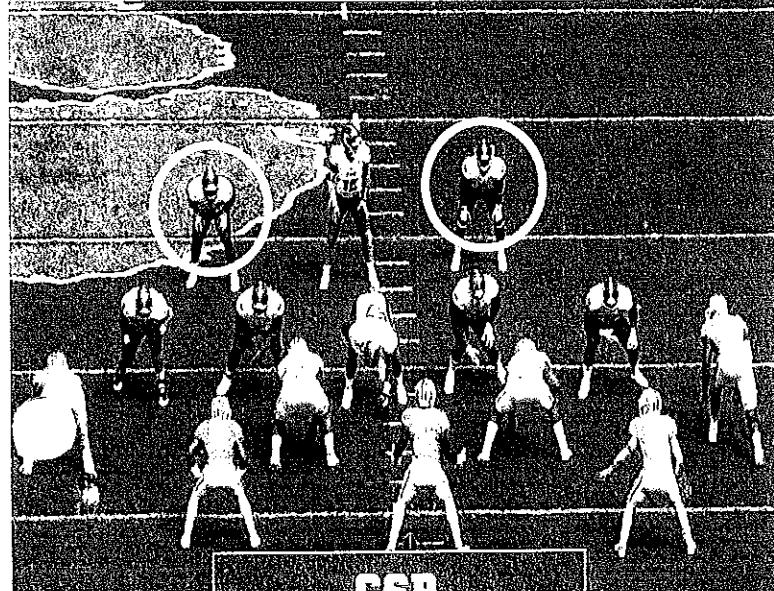
Twix White - The _____ and _____ are on the same side aligned away from the 2 WR side



Split Back Sets

Twix Weak – The _____ and _____ are on opposite sides with the sniffer being to the 2 WR side

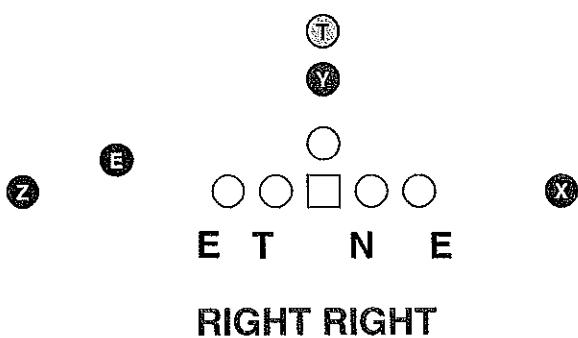
Twix Strong- The _____ and _____ are on opposite sides with the sniffer being away from the 2 WR side.



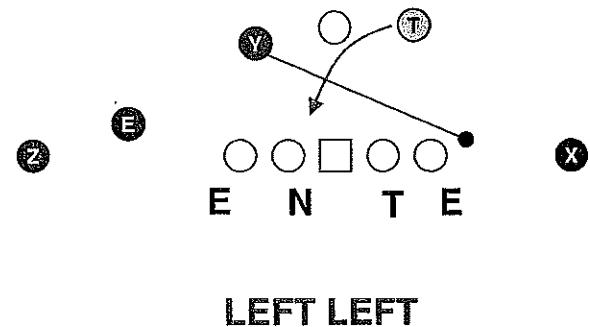
Twix GSP – the same 2x1 WR alignment but the 2 backs in the backfield are aligned at the QB's depth

HOW TO SET THE FRONT (GENERAL)

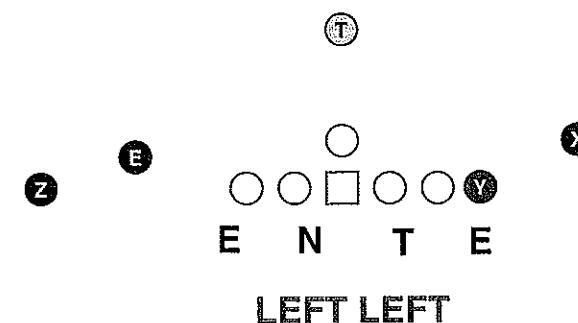
TWIX I



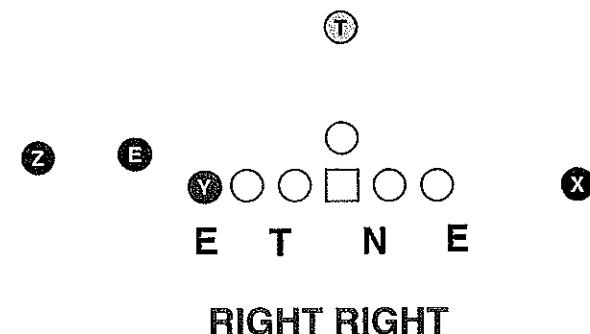
TWIX GSP (GUN SPLIT)



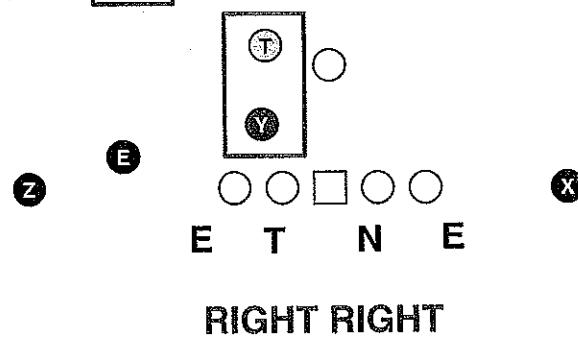
SPREAD



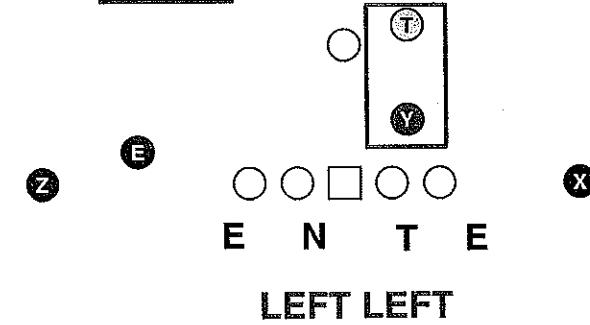
PRO TRIPS



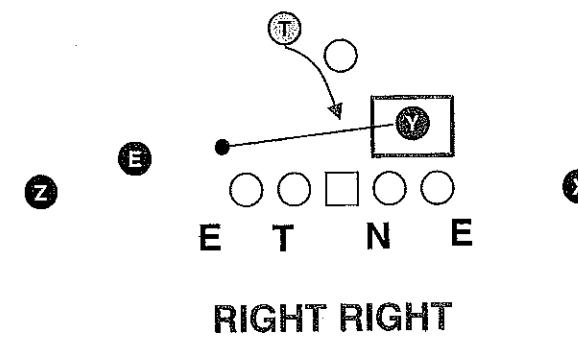
TWIX TAN



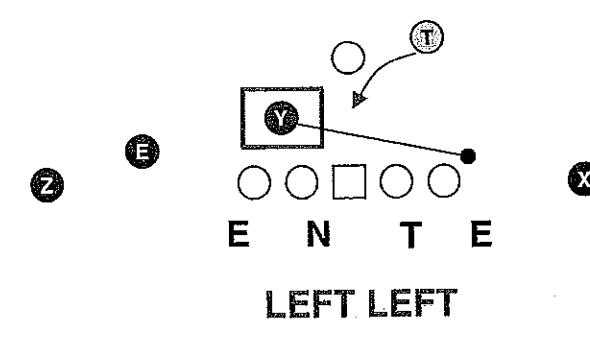
TWIX WHITE



TWIX WEAK

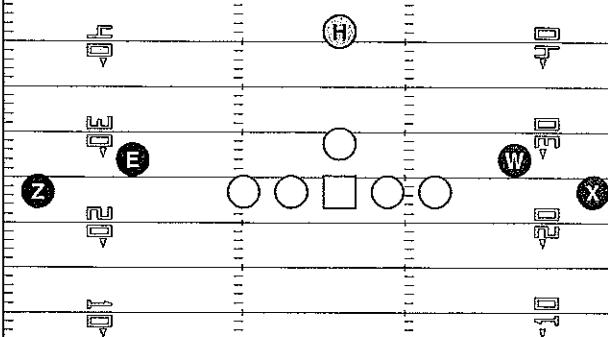


TWIX STRONG

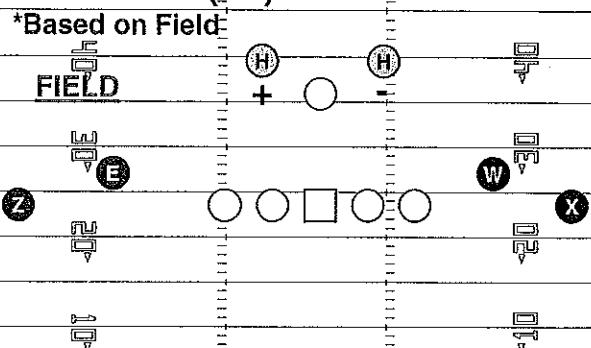


(10) PERSONNEL 1 Back/ 0 TE

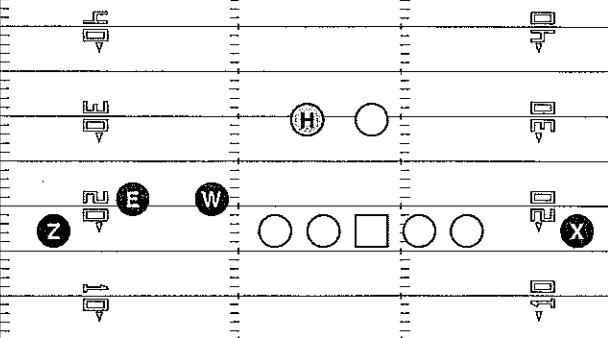
DBL SLOT



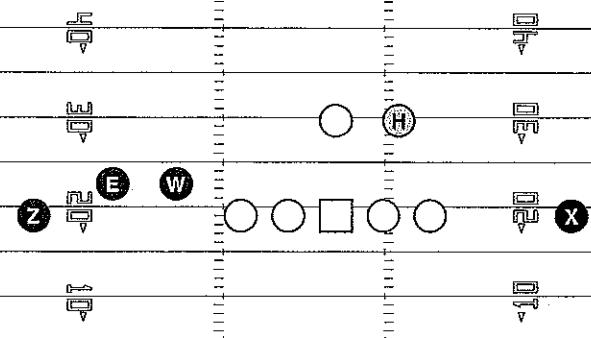
DBL SLOT (+/-)



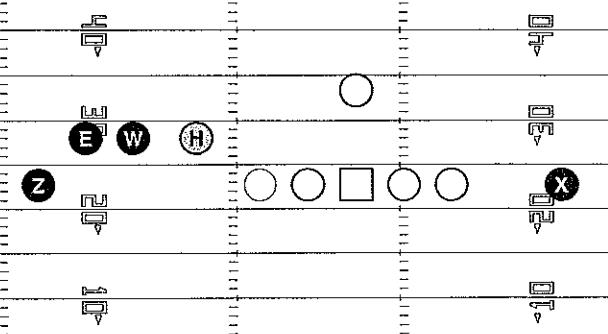
TRIO G+



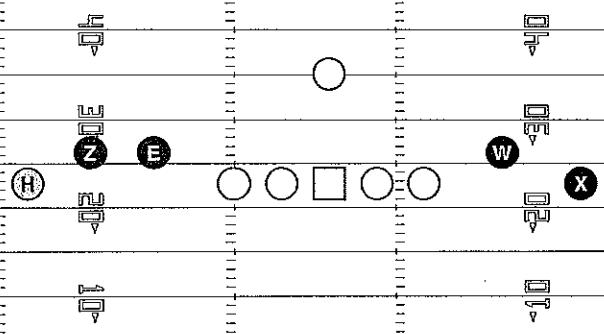
TRIO G-



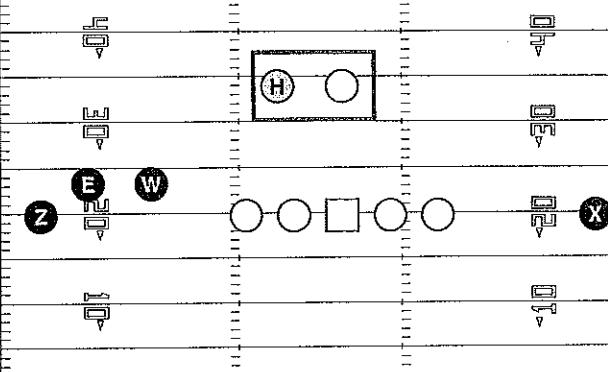
EMPTY QUADS



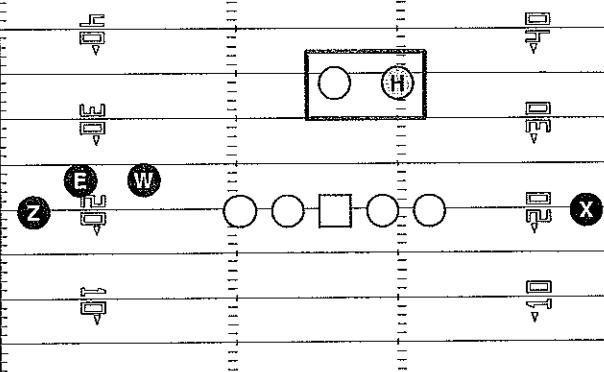
EMPTY



***SHOTGUN +**

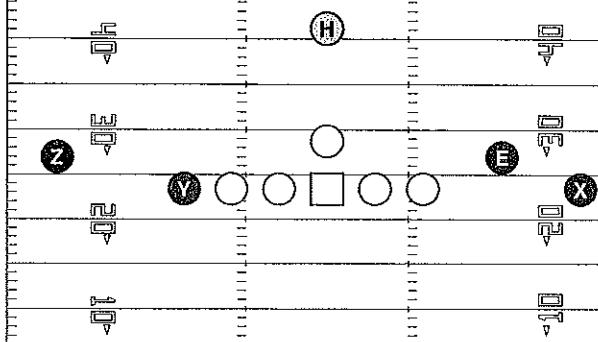


***SHOTGUN -**

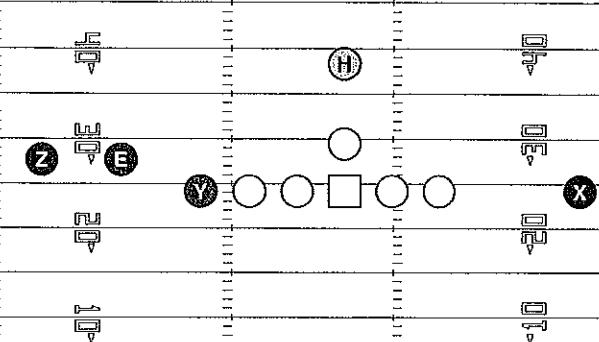


(11) PERSONNEL 1 Back/ 1 TE

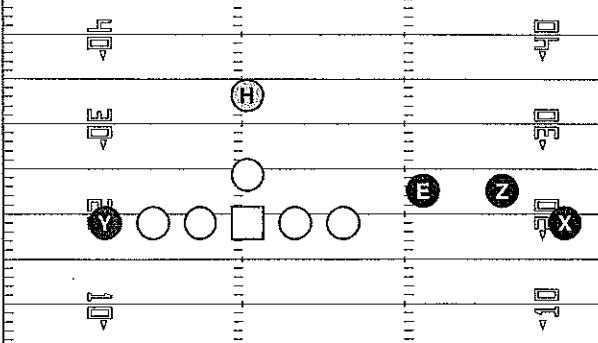
SPREAD



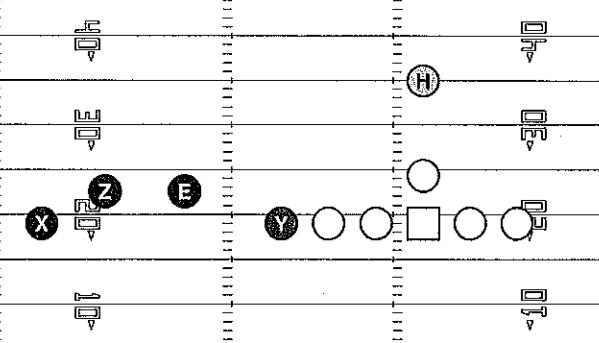
PRO TRIPS



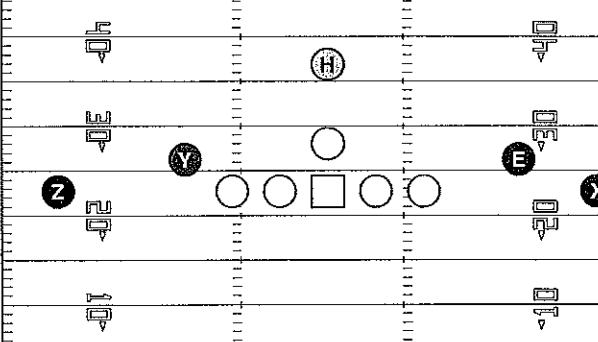
TRIPS



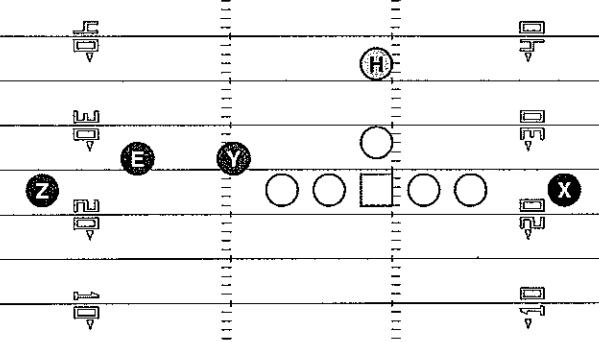
ENDOVER TRIPS



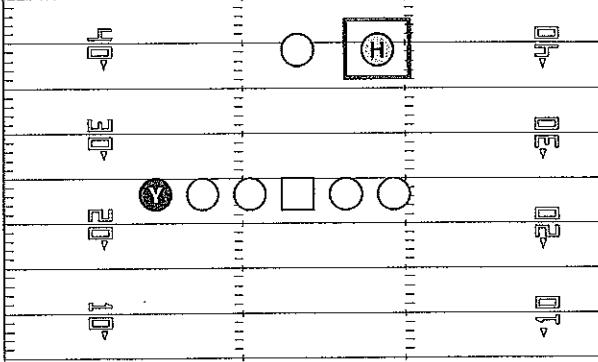
SPREAD SLOT



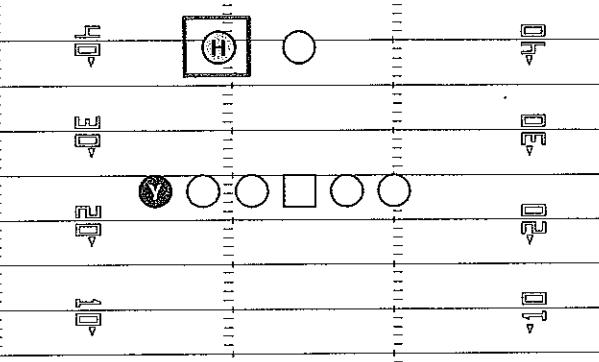
PRO TRIPS SLOT



***SHOTGUN**

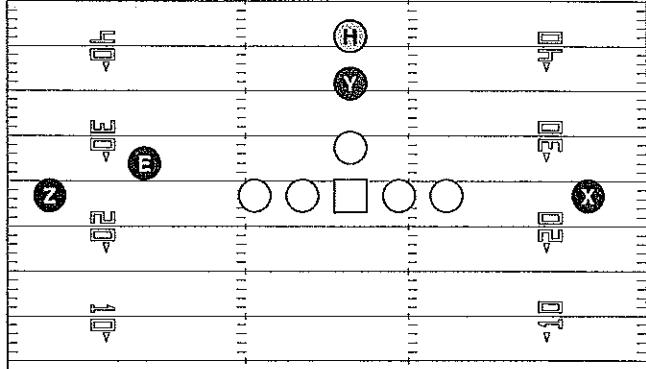


***SHOTGUN +**

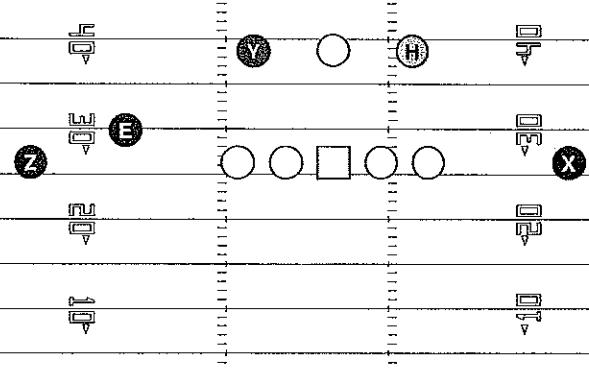


(11) PERSONNEL 2 Back/ 0 TE

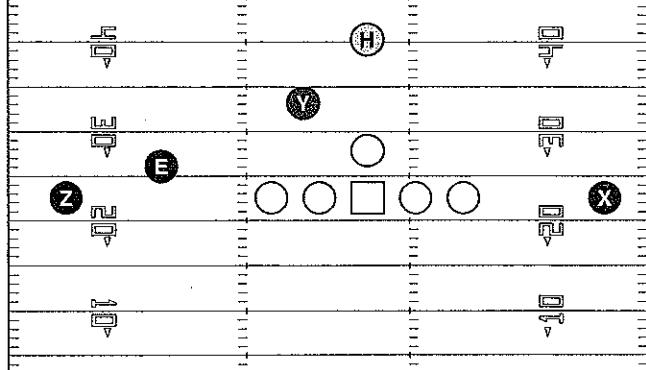
TWIX I



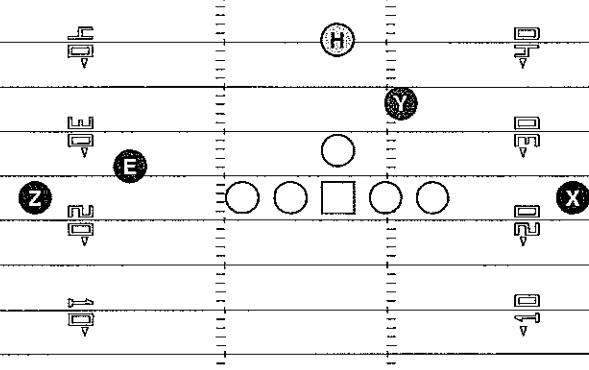
TWIX GSP (GUN SPLIT)



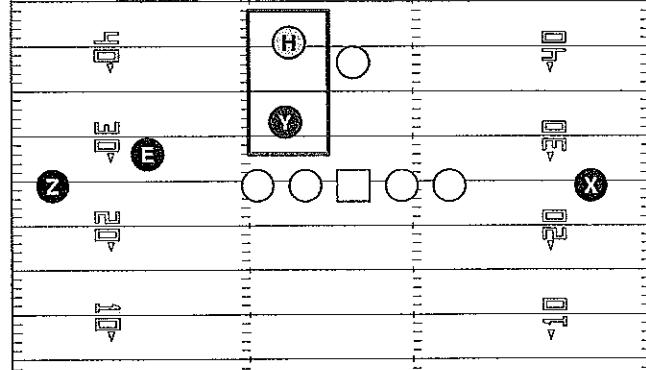
TWIX NEAR



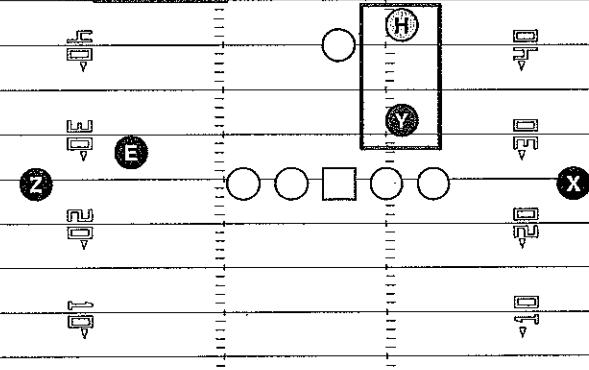
TWIX FAR



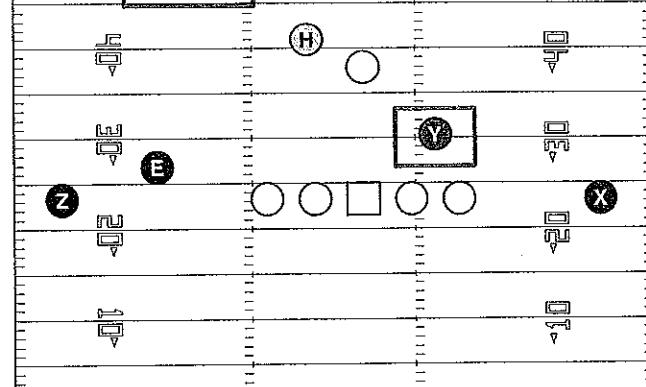
TWIX TAN



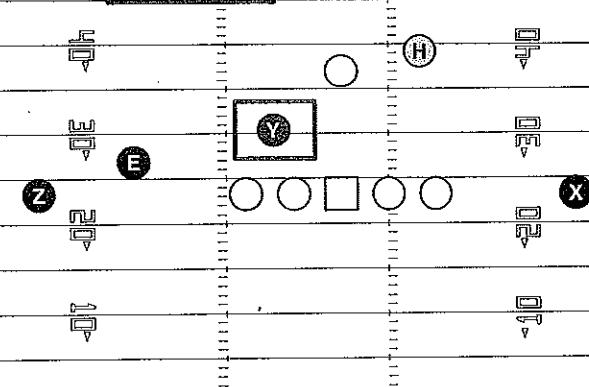
TWIX WHITE



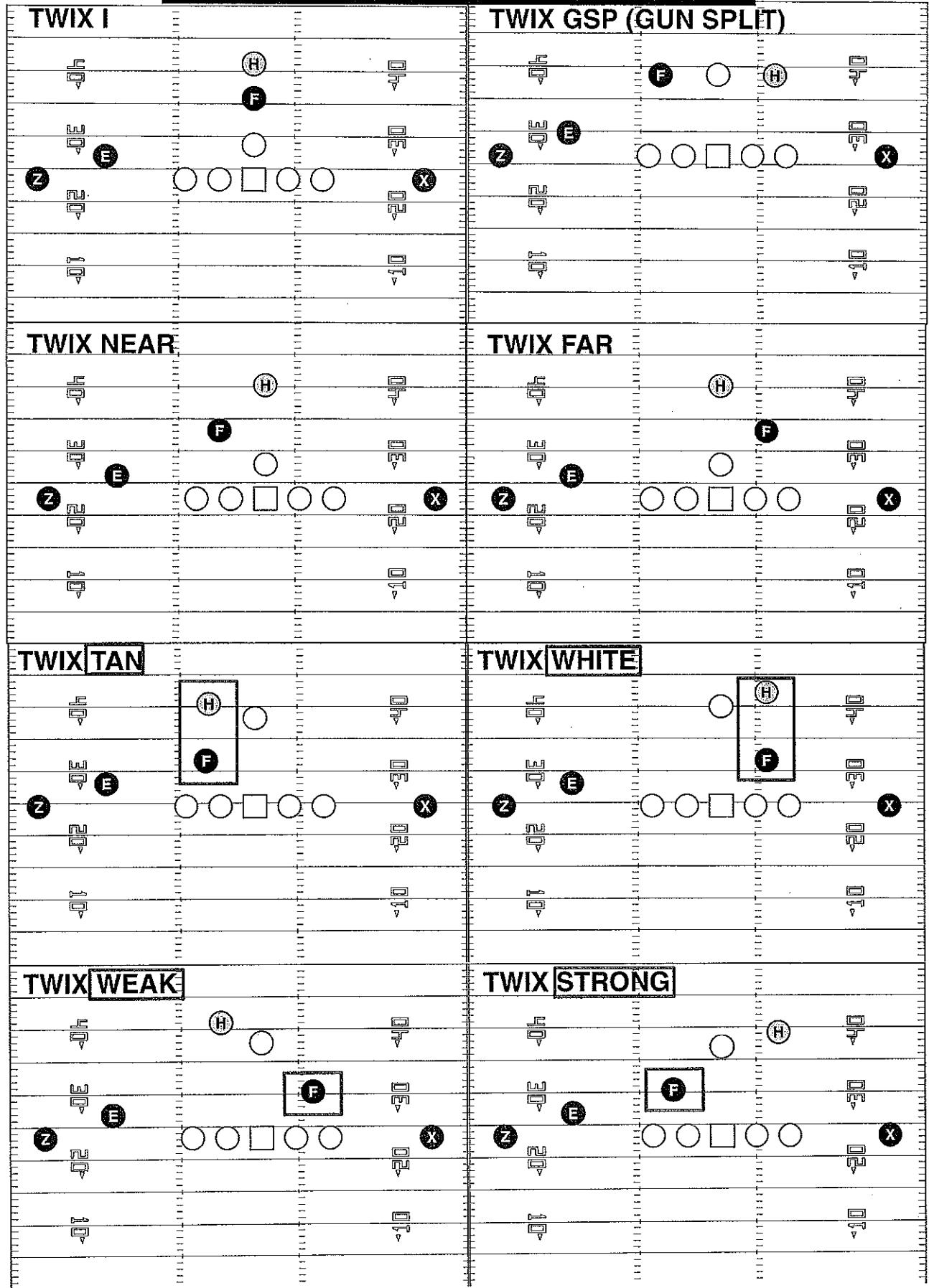
TWIX WEAK



TWIX STRONG

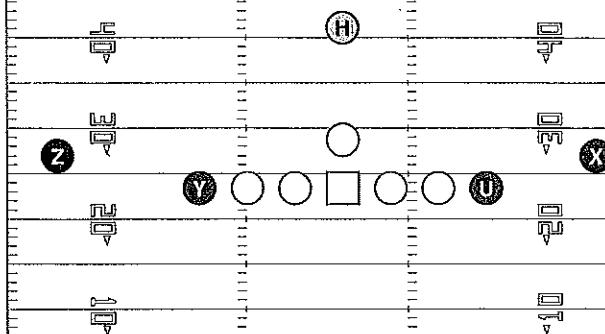


(20) PERSONNEL 2 Back/ 0 TE

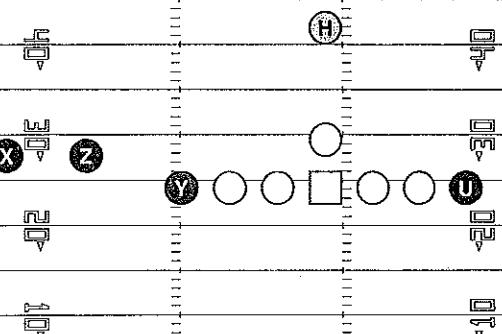


(12) PERSONNEL 1 Back/ 2 TE

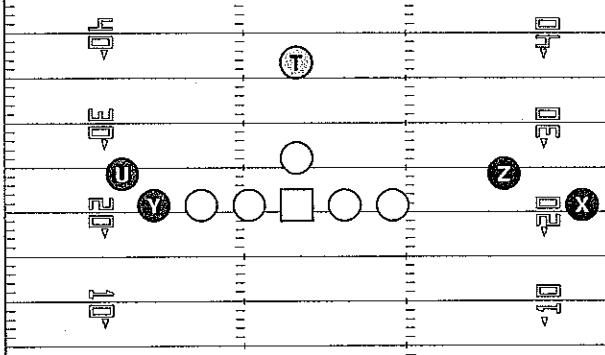
DBL FLANKER



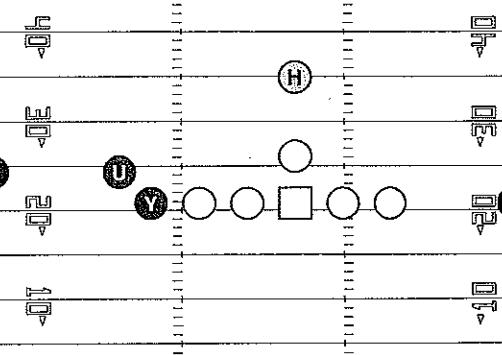
FLANKER TWINS



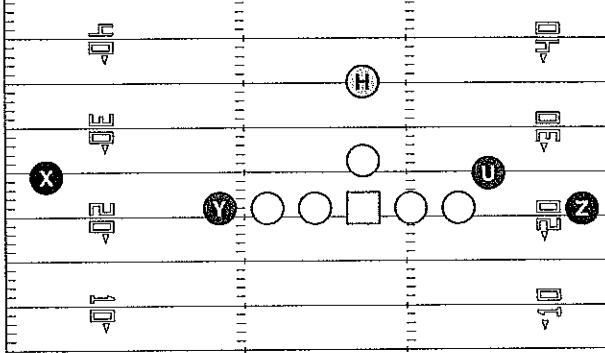
SPREAD WING



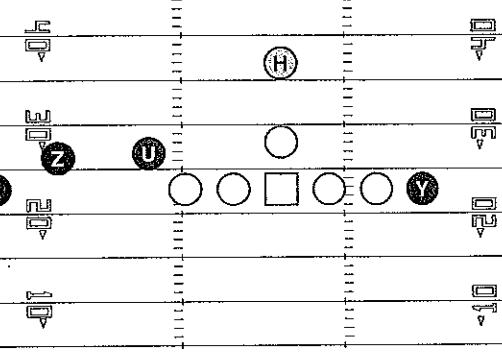
PRO TRIPS WING



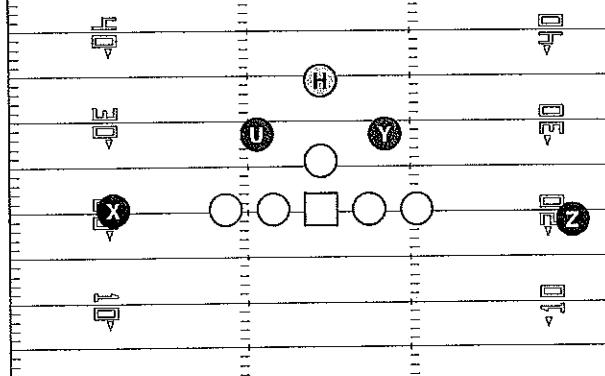
DBL FLANKER SLOT



FLANKER TWINS SLOT

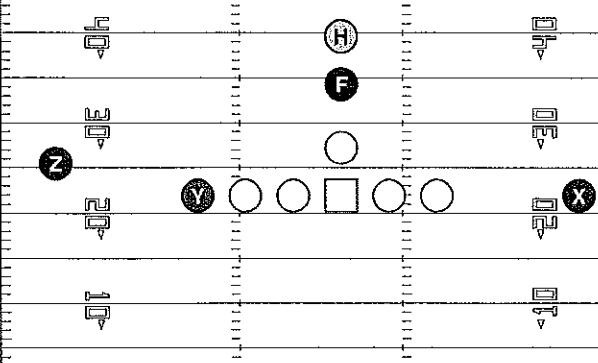


DIAMOND

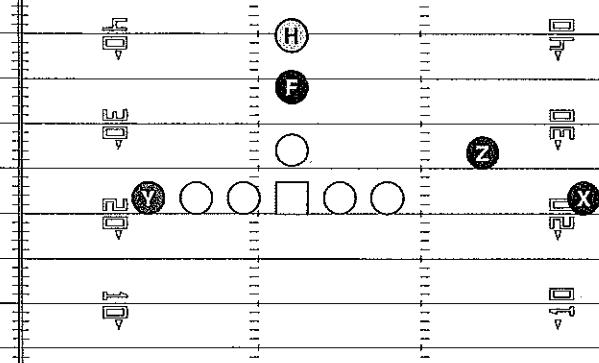


(21) PERSONNEL 2 Back/1 TE

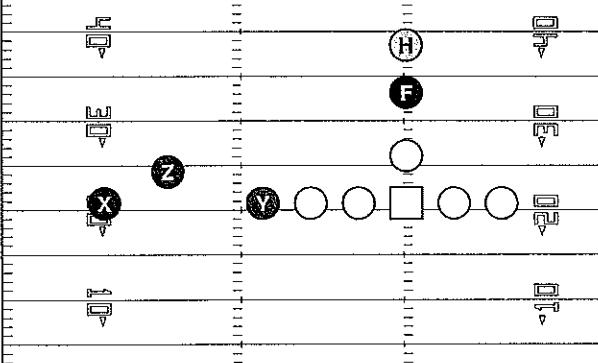
PRO I



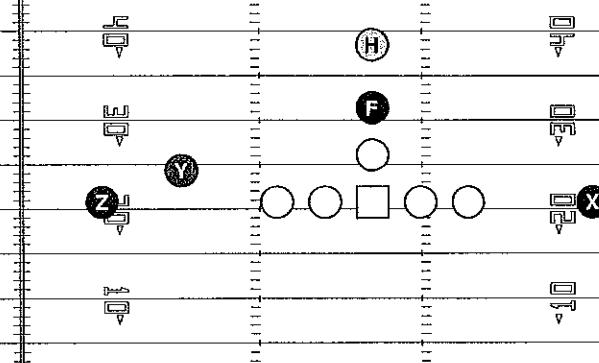
TWIN I



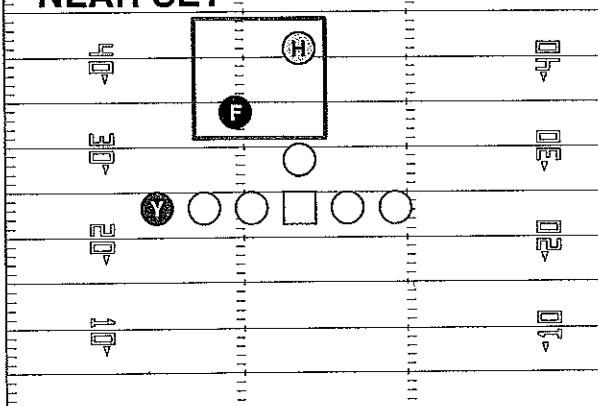
ENDOVER I



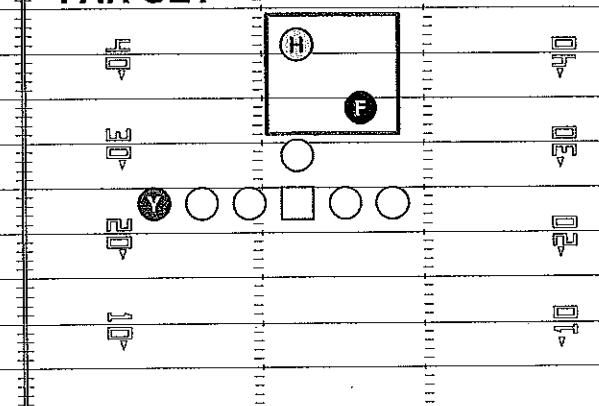
TWIX I



NEAR SET

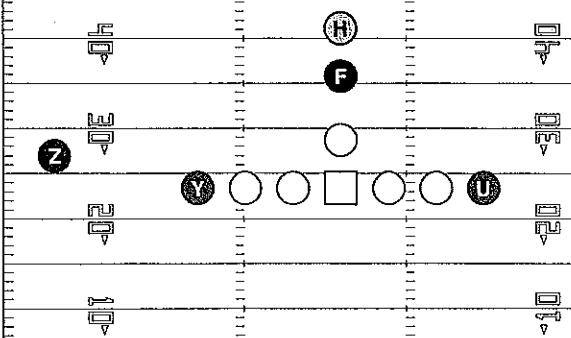


FAR SET

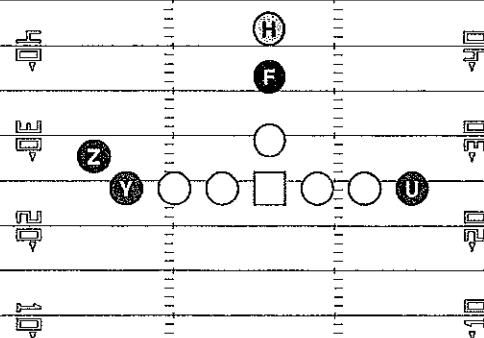


(22) PERSONNEL 2 Back/ 2 TE

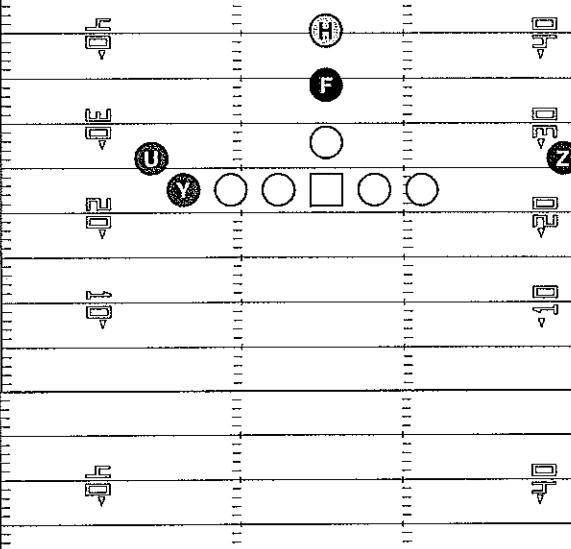
FLANKER I



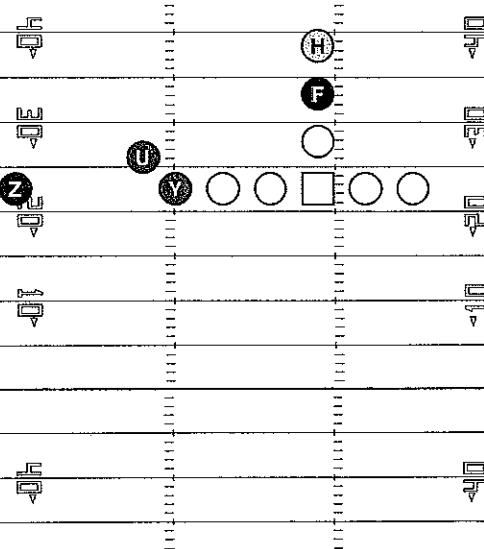
FLANKER WING I



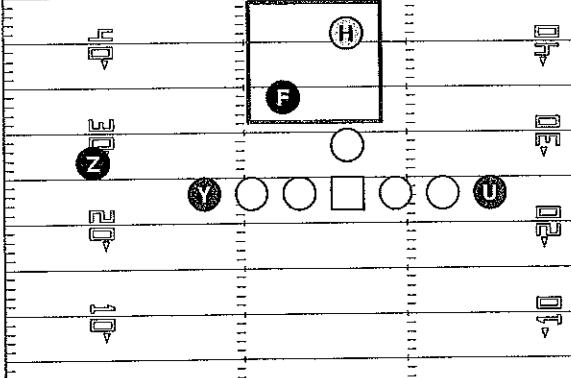
PRO WING I



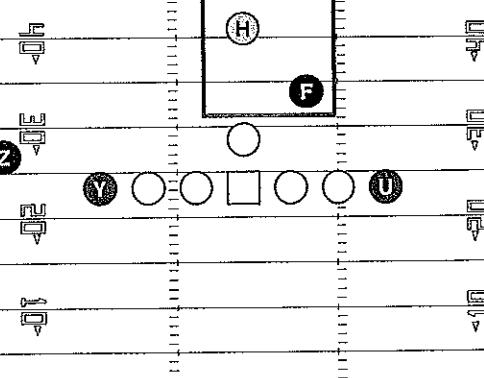
ENDOVER WING I



*NEAR

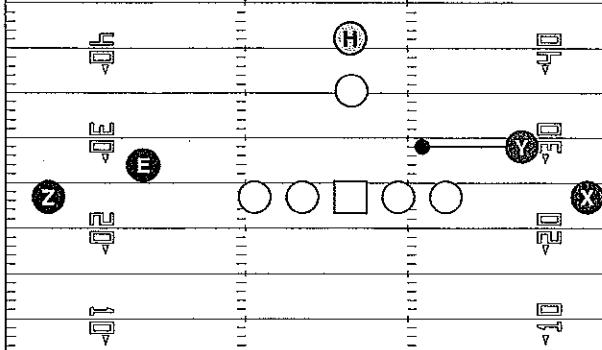


*FAR

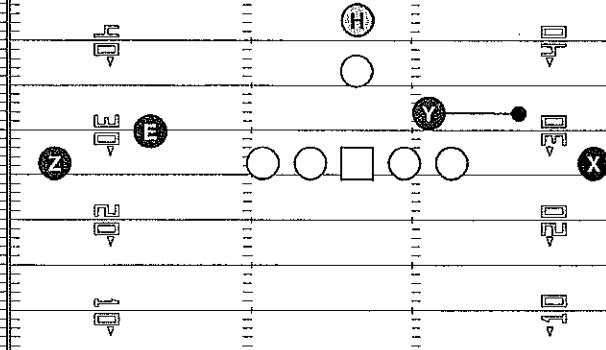


MOTIONS

1 TO 2 BACK

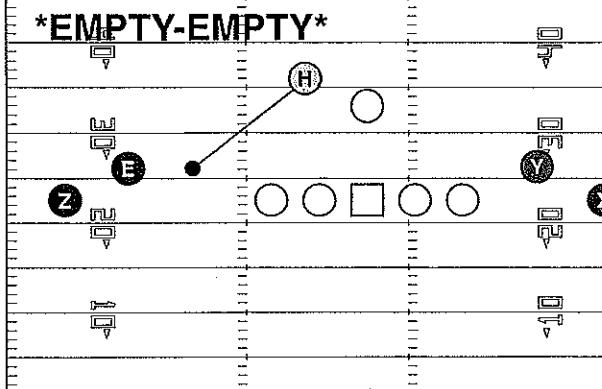


2 TO 1 BACK



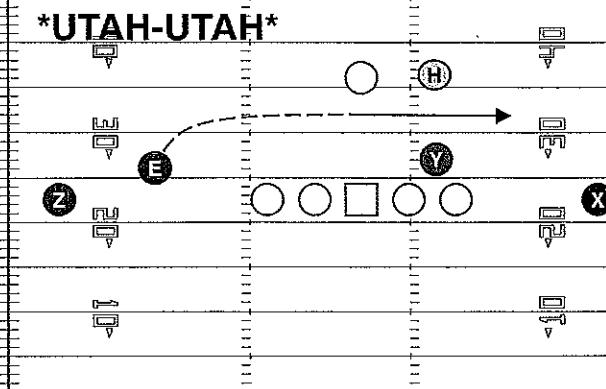
1 TO 0 BACK

EMPTY-EMPTY

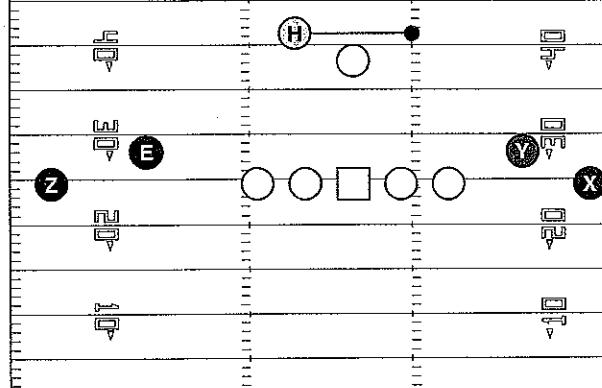


2 TO 3 JET

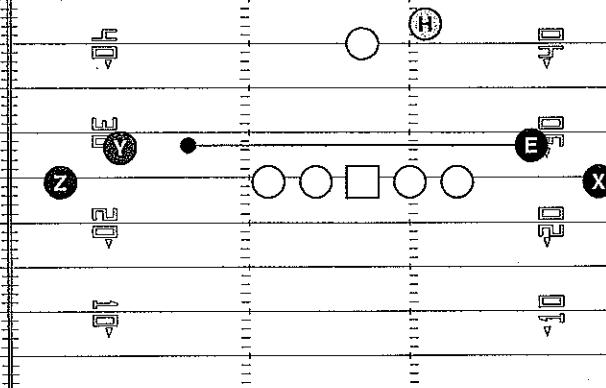
UTAH-UTAH



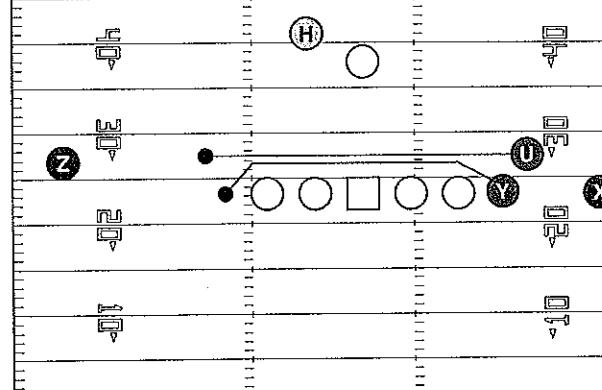
FLIP



ZOOM

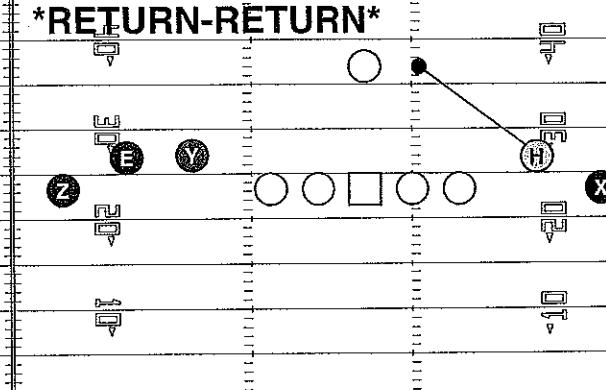


TRADE

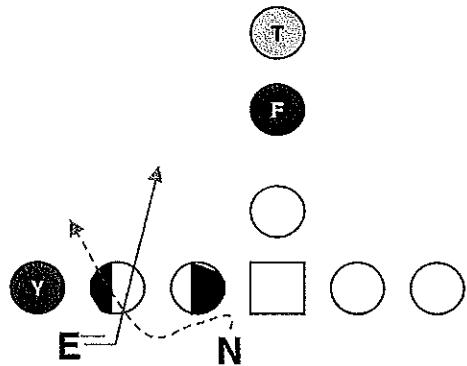


0 TO 1 BACK

RETURN-RETURN



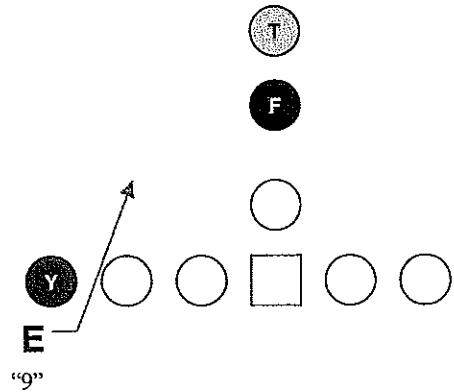
RIP



AN INSIDE MOVE BY THE CALL SIDE END. USING A CHEAT ALIGNMENT,
TAKE A 45 DEGREE STEP ATTACKING TO INSIDE GAP, THEN DIP & RIP

NOSE – WORK TO CONTAIN vs PASS/ Play Run First (A Gap)

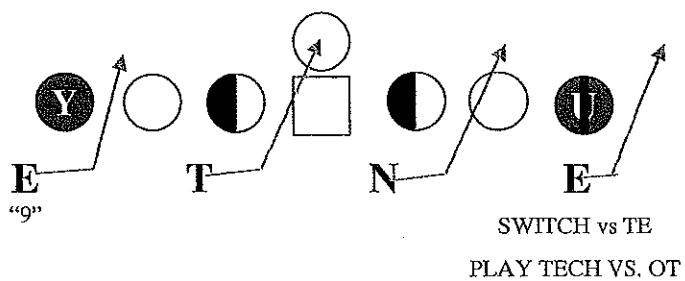
KNIFE



PENETRATION STUNT INTO C GAP BY BACKSIDE END (AWAY FROM CALL), CUT BLOCK STAY IN C GAP

3 MAN SURFACE

DIRECTIONS

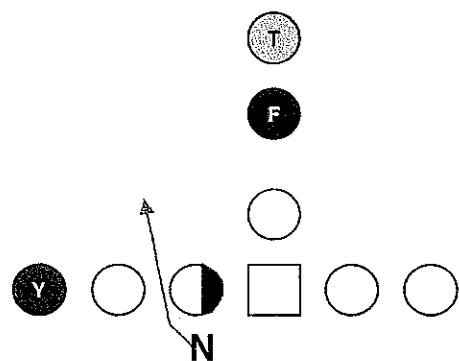


IF NO TE TO THE CALL PLAY TECH!

WE LIKE TO RUN DIRECTION FROM A 9 TECH!

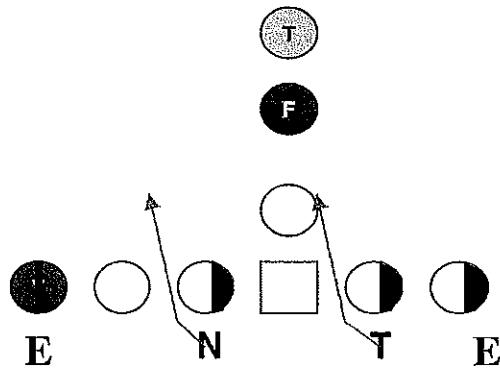
TACKLE - (LIKE BLOOD) - END IN C NOT B

G NOSE

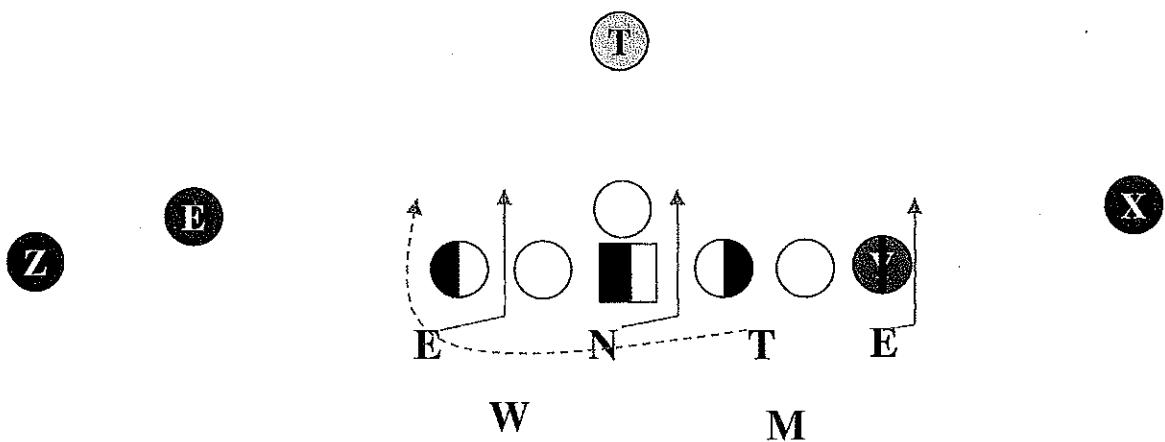


RUN FROM A 2I ALIGNMENT, NOSE STUNTS B GAP TO CALL

BLOOD



NOSE AND TACKLE Movement TO CALL G
Nose/Tam
ENDS PLAY TECHNIQUE



NOSE - OPPOSITE

TACKLE – WRAP TO CALL FOR CONTAIN ON PASS – STEP TO THE HIP OF TACKLE AND PLAY RUN 1ST IN YOUR B-GAP

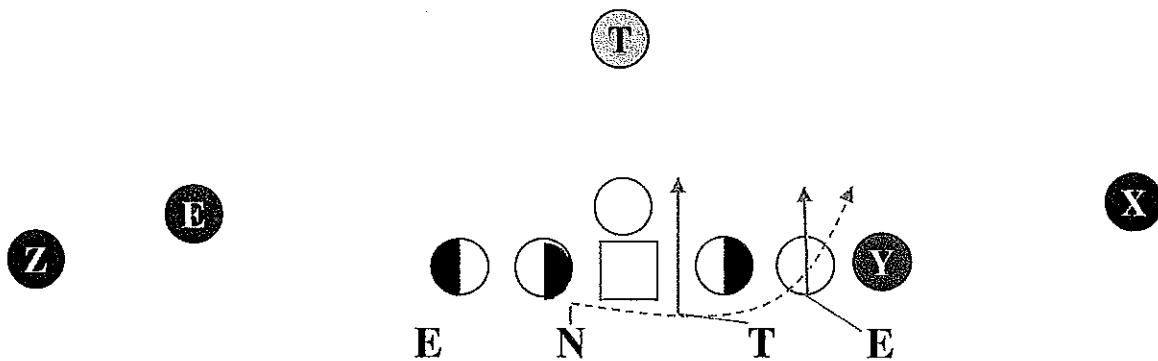
CALL SIDE END – RIP TO B-GAP

BACKSIDE END – RUN SWITCH vs TE – NO TE PLAY TECH.

MIKE – A GAP IN 2X2 FORMATIONS

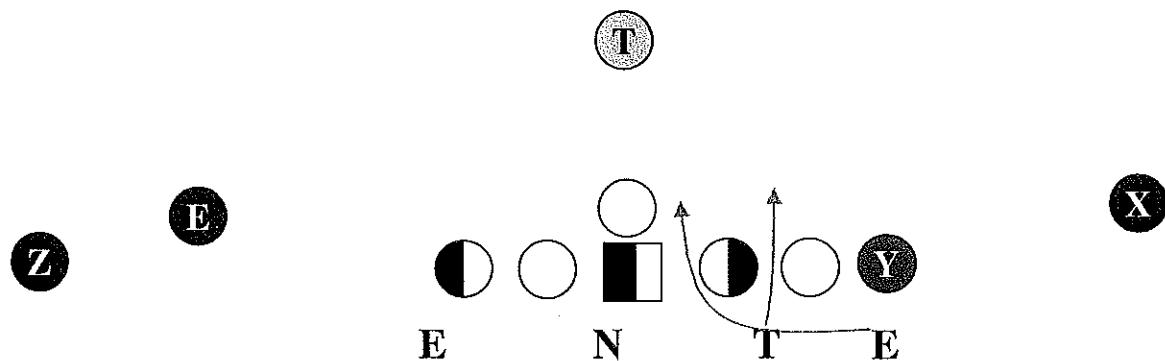
ALWAYS RUN STUNT AWAY FROM BACK

NACHO



- 6 TECH MOVES TO 5 TECH, SUNTS TO B GAP.
- 3 TECH STUNTS A GAP.
- NOSE PLAY RUN 1ST IN YOUR A GAP, THEN LOOP TO CONTAIN ON PASS.

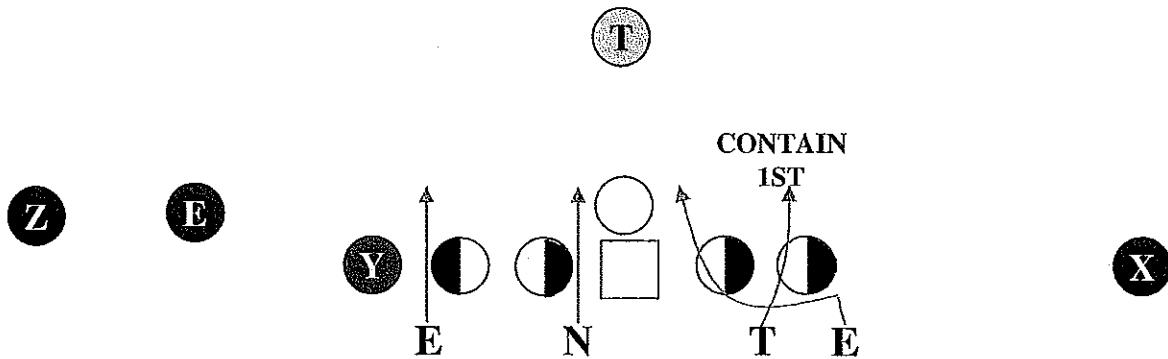
POP



6 TECH END - STUNT TO A GAP "NOW"

TACKLE - RUSH B GAP (PLAY B GAP vs RUN / CONTAIN vs PASS)

TEX

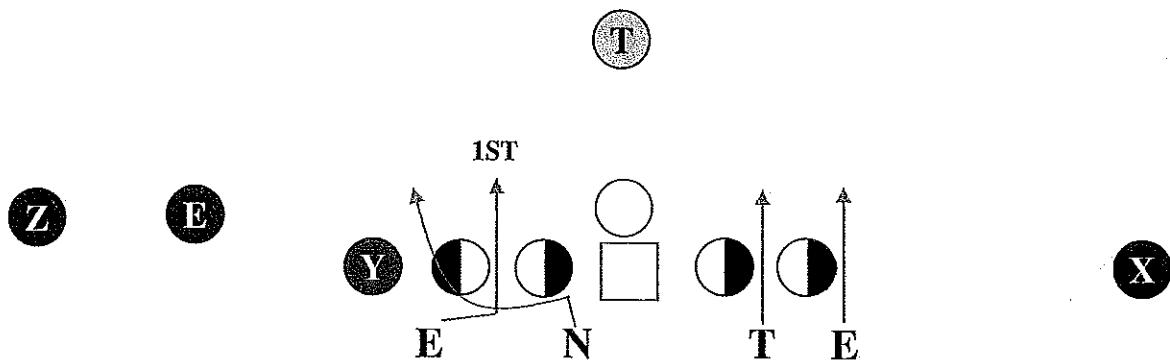


TACKLE – RIP B GAP GET PENETRATION UPFIELD

NOSE – RUSH A GAP TO CALL, STAY IN YOUR LANE

END – RUSH A GAP, STAY IN YOU LANE

EX

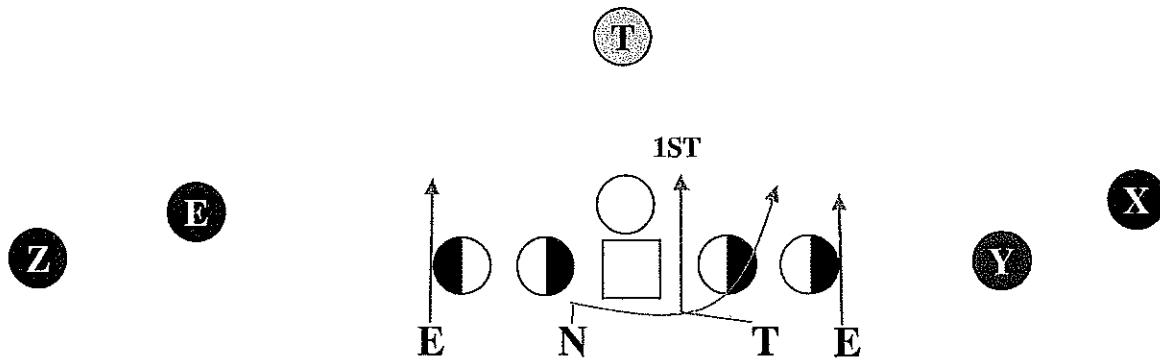


TACKLE - PASS RUSH B GAP, COUNTER LATE

NOSE - ENGAGE, DON'T DRIFT - COME OFF TO CALL (WORK TO CONTAIN)

END - RIP B GAP

TON

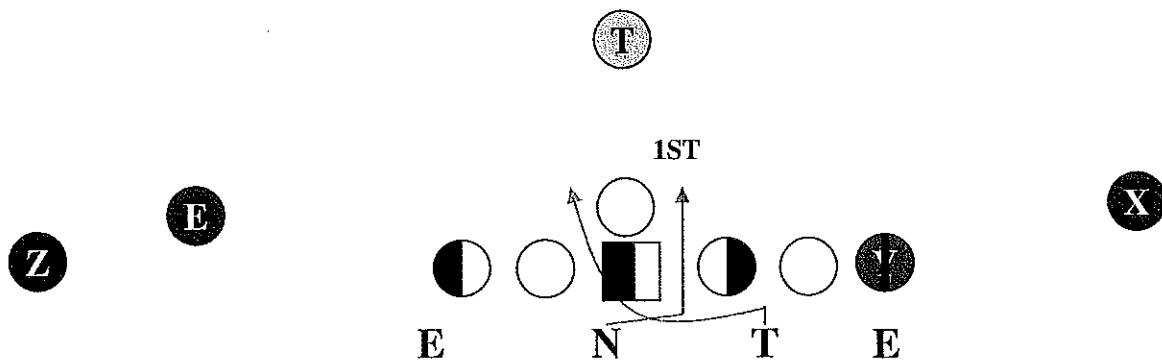


TACKLE - TAM A GAP, WORK OFF HIP OF CENTER

NOSE - ENGAGE TO CALL, THEN GO AWAY ON PASS

END - PASS RUSH OVER, STAY IN YOUR LANE

KNOT

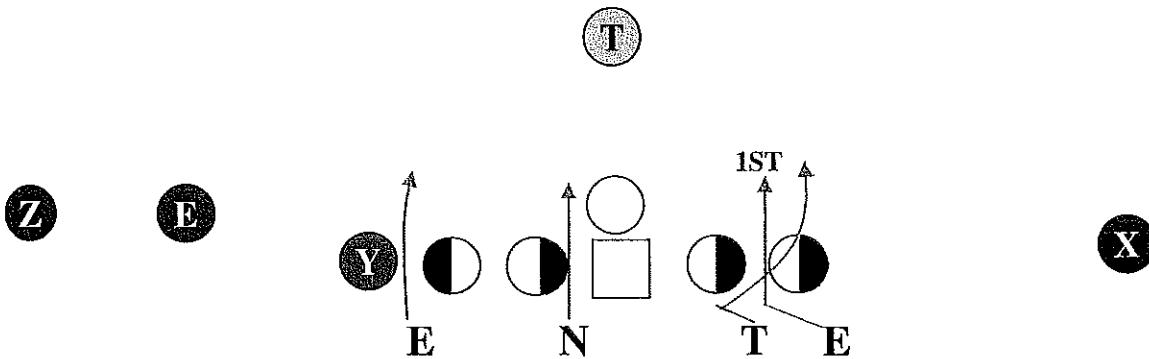


TACKLE – ENGAGE TO CALL – DON'T DRIFT, LOOP TO OPPOSITE RUSH LANE

NOSE – OPPOSITE

END – PASS RUSH STAY IN YOUR LANE

EASY

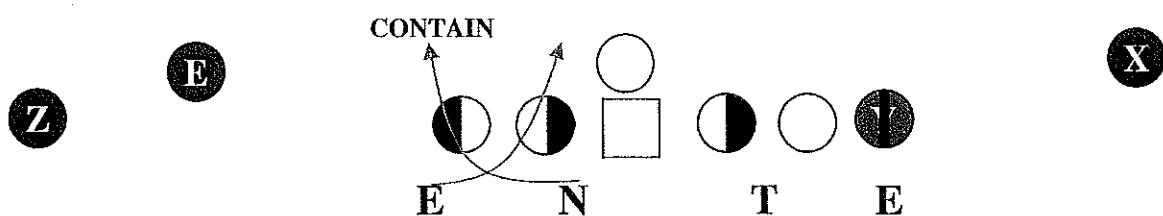


**TACKLE – RUN TAM MOVEMENT (LOOP TO CONTAIN PLAY
A GAP vs RUN)**

END – AWAY FROM CALL TAKE B GAP

ED

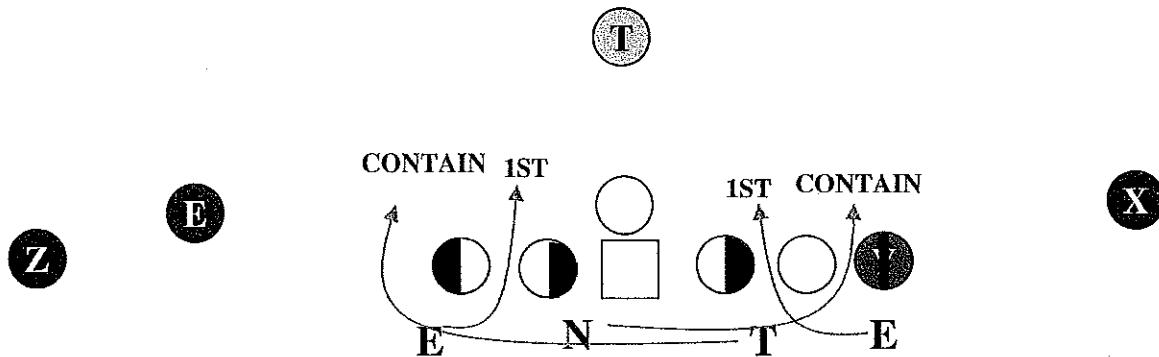
T



NOSE – COME AROUND THE END TO CONTAIN (STEP BEHIND END ON SNAP)

END – GO NOW

SOONER

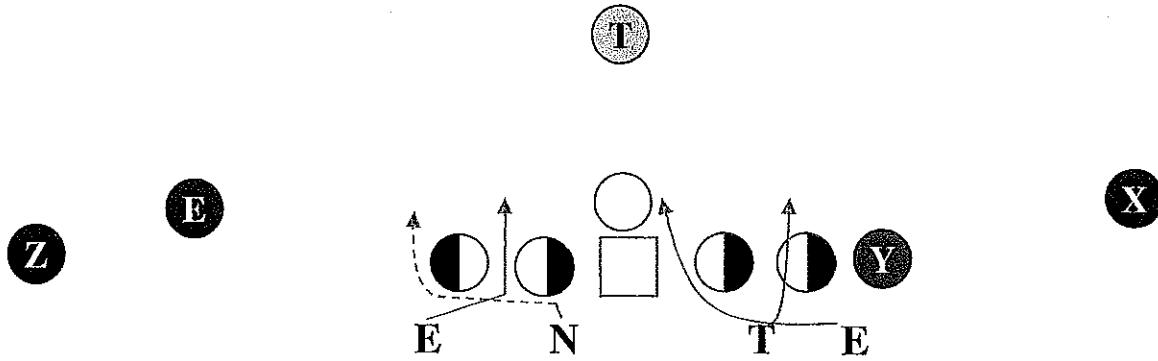


TACKLE - LOOP TO CALL, CONTAIN

NOSE - LOOP AWAY FROM CALL, CONTAIN/GO FIRST

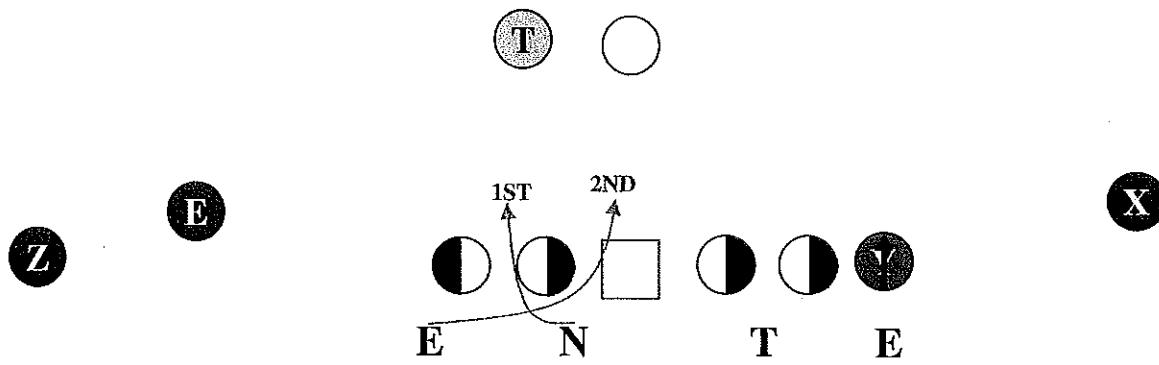
BOTH ENDS - RIP INSIDE B GAP TO A GAP, STAY INSIDE

TANGO



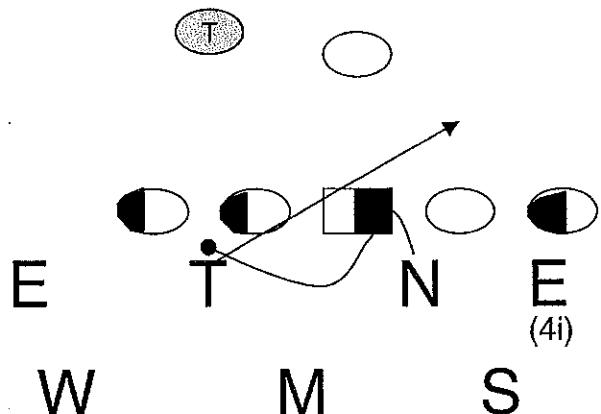
- EXECUTE A POP AND A RIP STUNT

NASTY



-POSSIBLE ZONE BLITZ STUNT

TOM

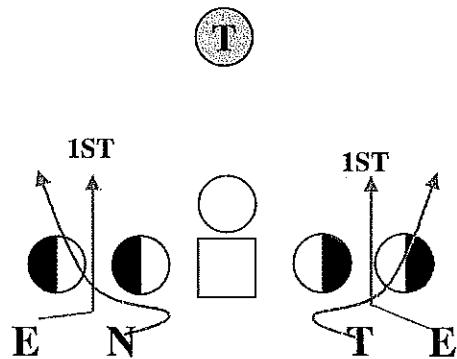


TACKLE – ATTACK THE HIP OF THE CENTER PICK HIM AND PLAY OFF HIM

NOSE – STEM TO 1 TECH, POST CENTER, WHEN TACKLE PICKS, PULL CENTER AND LOOP OVER HIM

END TO CALL – STEM TO 4i TECH

DEALS



NOSE – RUN TAM MOVEMENT

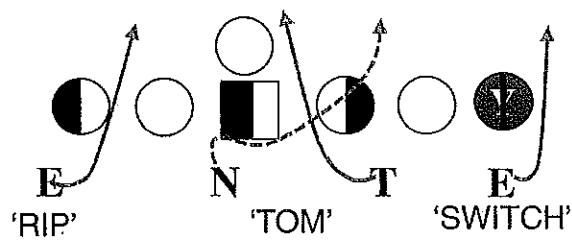
END – RUN AN EX STUNT

TACKLE – RUN TAM MOVEMENT

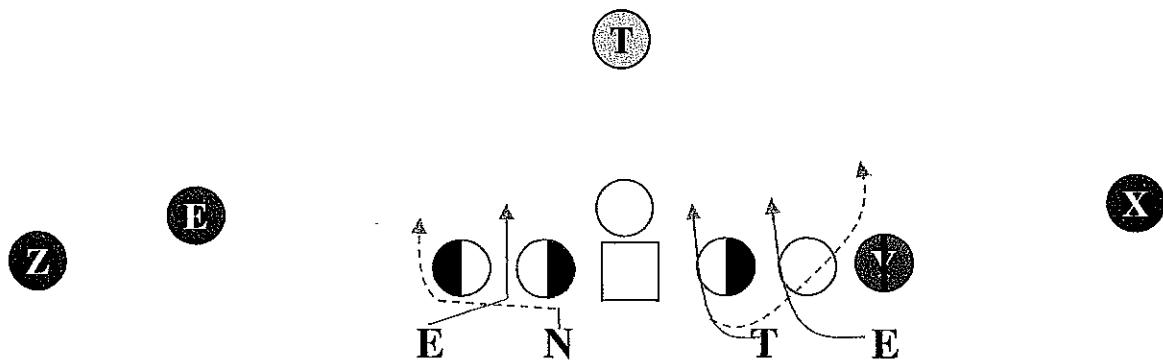
END – RUN AN EASY STUNT

MIX

1

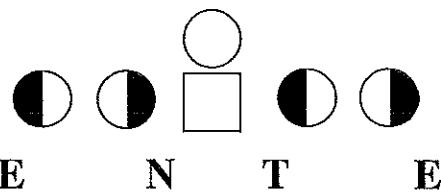


ECHO

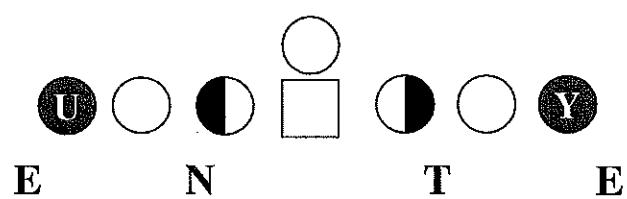
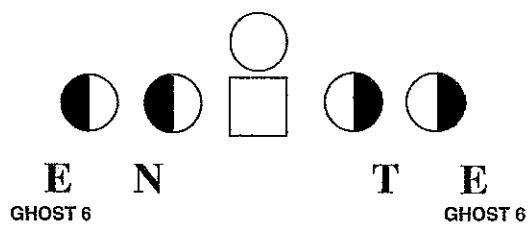


- END TO CALL RUN A RIP
- END AWAY FROM CALL RUN A TAKE STUNT
- 3 TECH RUN A NACHO
- TURNS INTO DEALS vs PASS (EASY-EX)

TIGER



EVEN

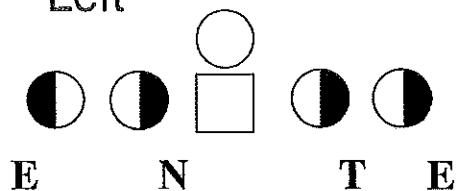


WITH A TE ENDS PLAY 9 TECH... PASS
RUSH MODE

BASE



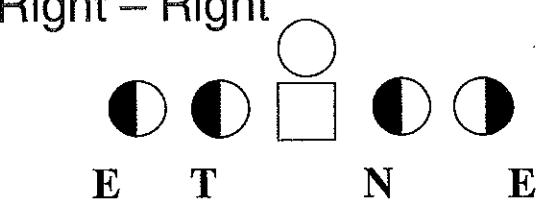
"Left - Left"



GHOST 6

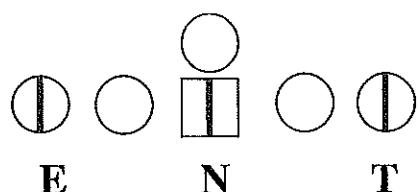


"Right - Right"

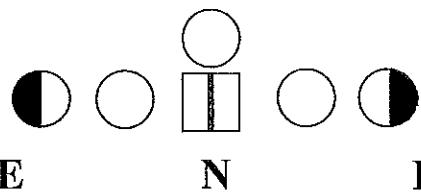


GHOST 6

OKIE



DIME



PASS RUSH MODE

COVER 3 NEED TO WORK

- OUR ROTATION WAS TOO SOON WE NEED TO HOLD OUR DISGUISE
- F/S STRUGGLED WITH DROP WHEN LOW (WOULD DROP DOWN THEN BACK UP)
- F.T.B. – GAVE POOR LINE OF FLIGHT HELP WITH FIELD FLAT DEFENDER.
- LB'S FELL BACK TO QUICKLY
- MIKE HAS TO DO BETTER JOB GETTING DEPTH AND WIDTH TO QUICK GAME.
- MIKE WAS LATE vs EVERY BOOT
- SAM DID A POOR JOB TRIGGERING, POOR JOB FORMATION RECOGNITION WITH SHIFTS AND MOTIONS

3 ROBBER

- QUICK GAME TO #3 IN 3x1 SETS MIKE LB HAS TO BE MORE AGGRESSIVE

RIP/LIZ CALLS FOR COVER 3

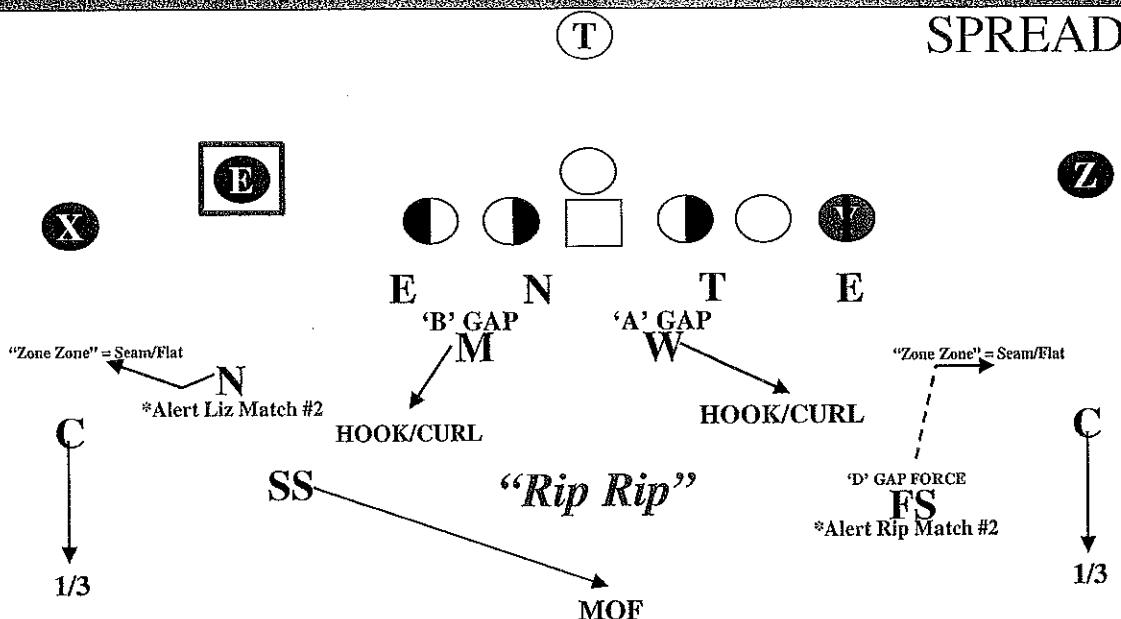
Pattern Match Cover 3 is a mixture between Brown and Cover 3 principles, and based upon the releases of the receivers, can turn into one or the other. There are many benefits to matching routes after the pattern distribution. The first benefit is that it allows you to take the “air” out of the zones. The zones are no longer based upon areas on the field, but are now based upon the pattern distribution and the receivers’ releases and spacing on the field. No Longer are defenders “spot” dropping and covering areas of the field, but now are playing tight coverage on the receiver in their zone. By taking the “air” out of the zone, it now forces the QB to be more accurate and precise with his throws.

- Rip/Liz allows us as defenders to contest more balls and be in better position to play the ball in the air or through the receiver’s hands. Also, it gives us answers to all the different route patterns. Rather than having to drive harder on a throw, or break harder on that route, now we are putting ourselves in a better position to make a play on the ball. Another benefit is that it allows us to handle 4 Verticals or Sail concepts that are typically Cover 3 beaters because we are now running with #2 up the seam.
- If #2 is not up the seam the coverage plays as a normal Cover 3 coverage vs. combination routes. These benefits allow us to gain an extra hat in the box on run or choice downs, and protects us on any vertical routes. It allows us to call MOF coverages in situations where we are afraid of getting beat with receivers running free through the seams.

RIP/LIZ CALLS FOR COVER 3

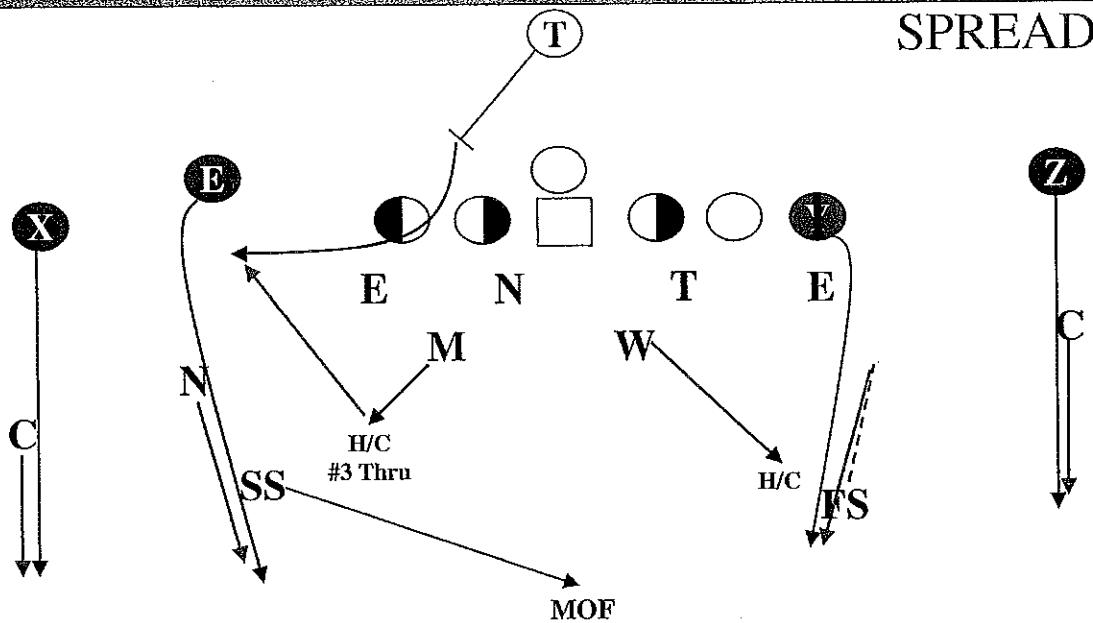
- There are 3 basic releases that a receiver can take: Out, Up, or Back. Everything for us starts from a 2-high look, with Corners pressed on the WRs. Pre-snap, we want to show to hold a 2-high look as long as we can. We move together, so as a safety, when the LB moves I move.
- “Rip/Liz” is the safety’s declaration to the LB to let them know which side he is coming down, so that they can bump their alignment away accordingly. Away from the “Rip/Liz” side, match is the concept played. They are mirrored concepts and the terms “Rip/Liz” and “Match” are for communication purposes. In “Rip/Liz Match,” there is a 5 yard no cover zone in which we will not match routes.

RIP/ LIZ CALLS FOR COVER 3



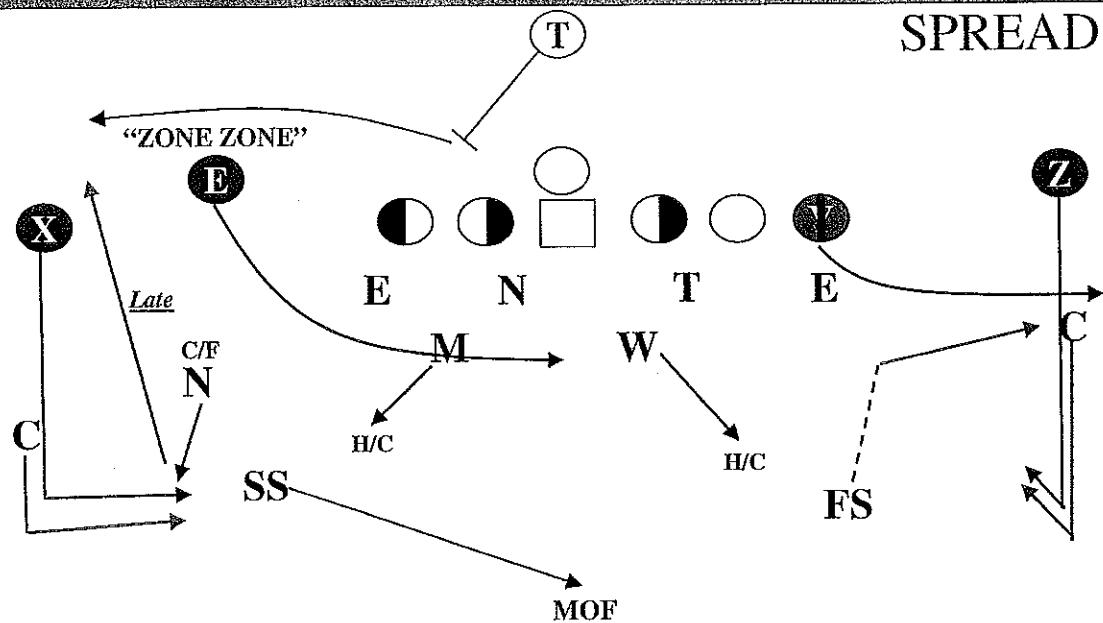
- Starting with the Corners, or Outside 1/3 players, you have all of #1 unless he goes under in the first 5 yards. If #1 goes under, the Corner communicates “Zone, Zone” and zones off. Otherwise, you have all of #1. The Corner’s technique is a Bail 1/3. You can also play it from an “off” alignment. Going back to the pre-snap look, Press Bail is the preferred technique.
- The Curl/Flat defenders have all of #2 up and out. If #2 goes under, the Curl/Flat defender communicates “Zone, Zone” and zones off. The initial drop for the Curl/Flat defender is the seam (2 yards outside the hash), reading the release of #2. You should catch the WR with outside leverage, because your help is inside and deep. With a “Zone” call, the Curl/Flat defender looks to help underneath and inside of #1, or pick up anything carrying you to the flat. The Hook/Curl defenders are true Hook/Curl defenders. However, if #1 and #2 are Vertical, they must take 3 thru the zone. The initial landmark for the Hook/Curl defender is 10-12 yards inside of #2. If you don’t get a “Zone” call, you must take 3 thru the zone. Also, as you are opening up to the Hook, you can read #1 & #2 to see if they are vertical, in case of communication problems. 3 can come from the backfield or a crosser backside. Also, Hook/Curl Defenders have the check-down to the back.

RIP/LIZ CALLS FOR COVER 3



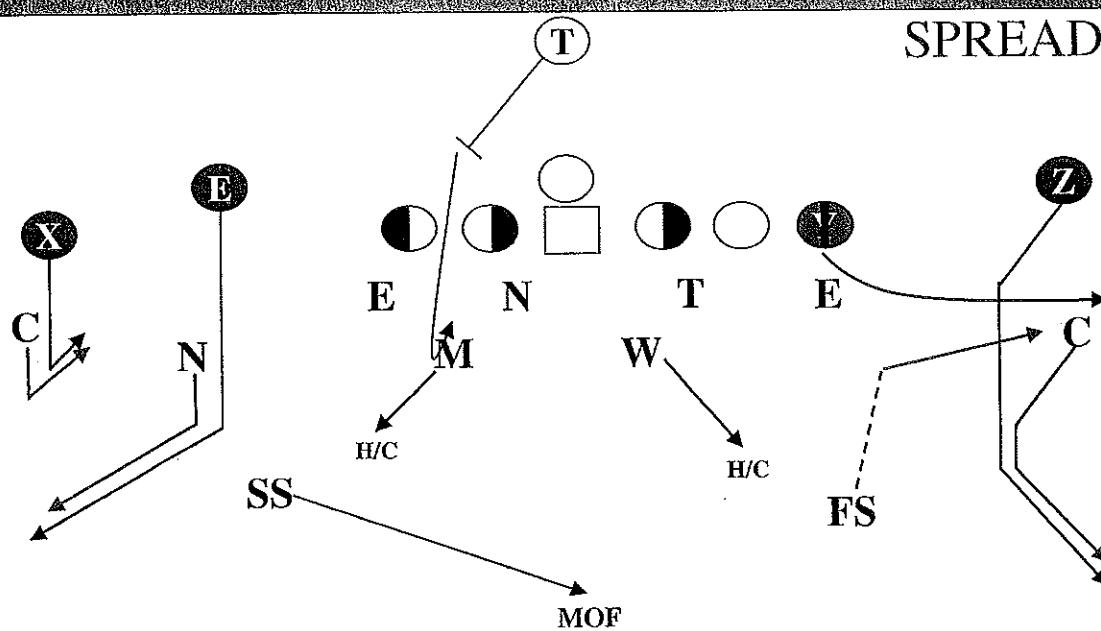
- The route above shows “Rip/Liz Match” vs. 4 verticals. #2 is up the seam so the Curl/Flat defenders (Nickel & FS) carry the verticals. They should catch the receivers at a depth of 8 yards on the outside hip, and play the low shoulder. The Hook/Curl defenders (Mike & Will) open up to the Hook to their side, and must be ready to take 3 thru the zone with no “Zone” call. It is important for the Hook/Curl defenders to work with depth through the hook to give line of flight help and not let the QB attempt a throw up the seam. We want to make the offense beat us by throwing the ball outside and short. We never want to give up anything deep and down the middle of the field.

RIP/LIZ CALLS FOR COVER 3

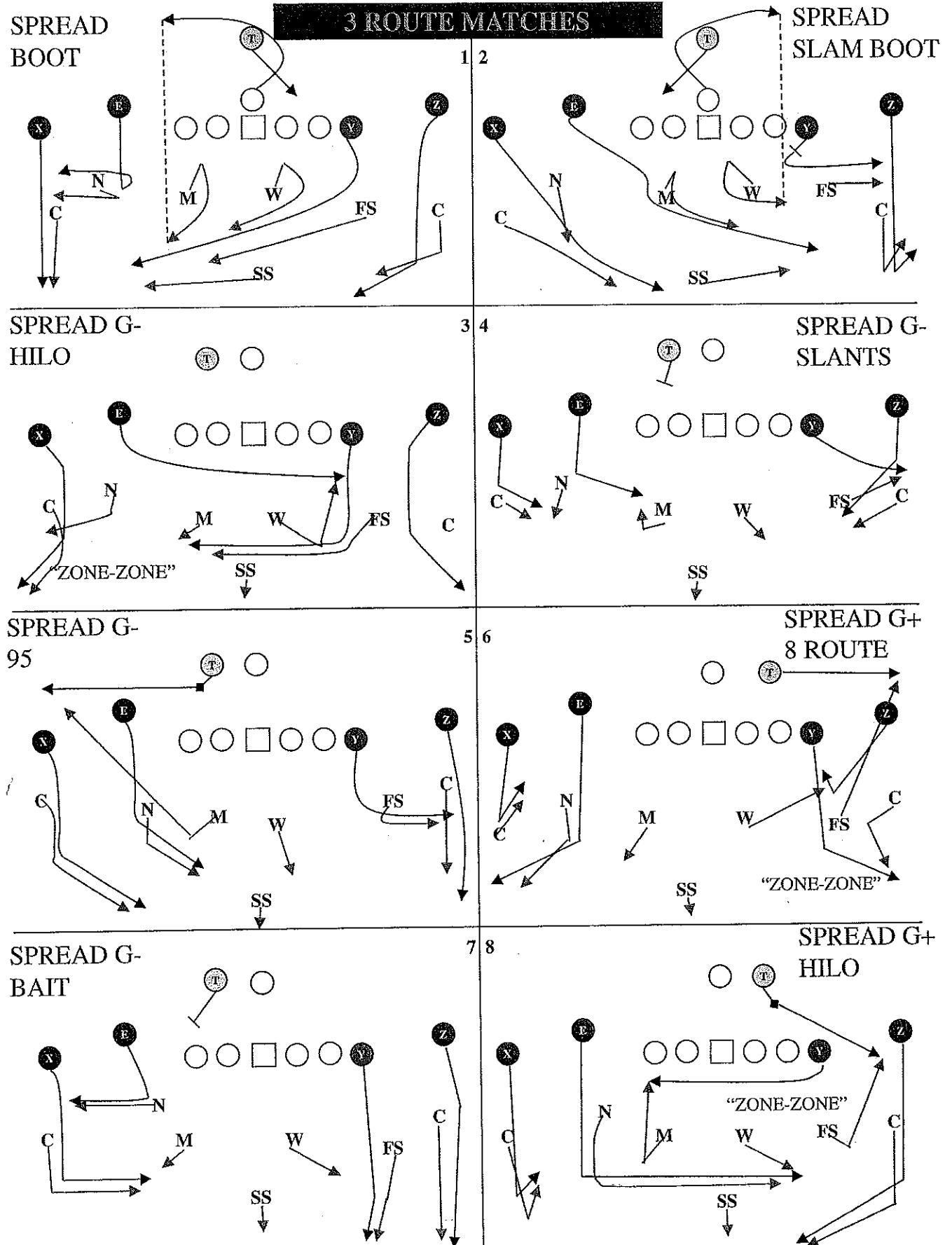


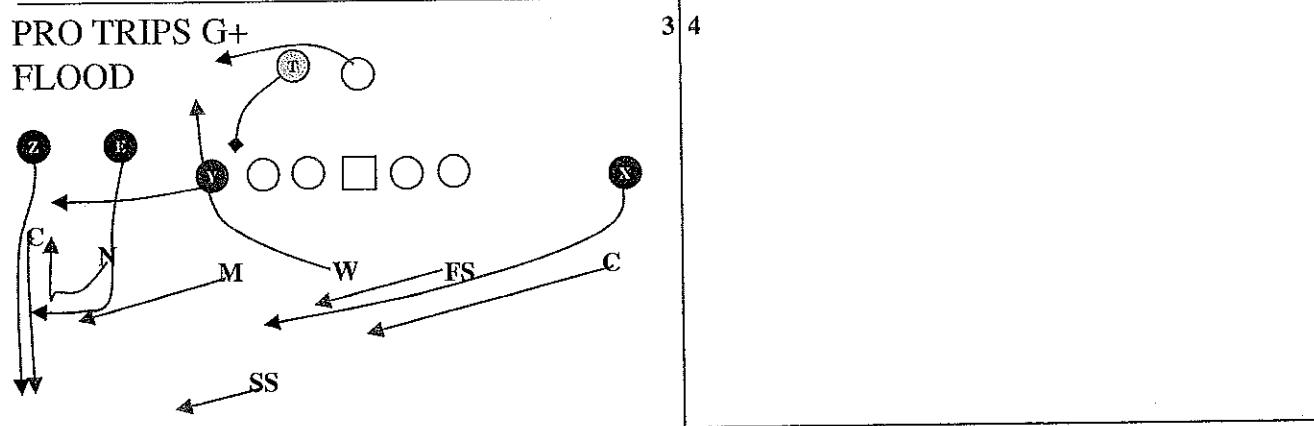
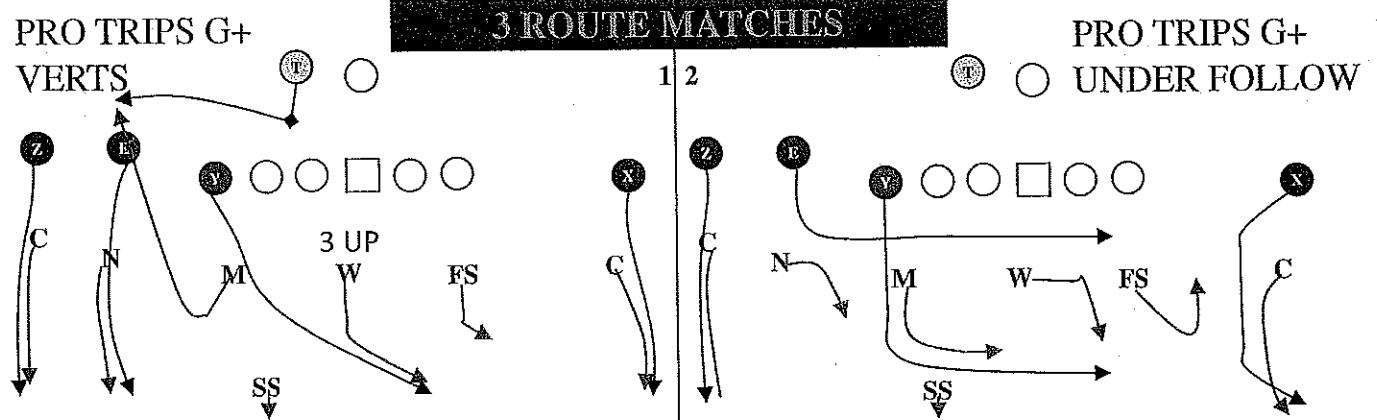
- The route above is an example of #2 under on one side and #2 out on the other. On the strong side route combination, #2 goes under in the first 5 yards of the down, so the Nickel will give a "Zone" call and zone off in the curl, inside and underneath #1. If #2 is in, #1 is in, so it's important to not get too much width when zone dropping. The Nickel will look to hold off the Curl and break on the throw to the flat

RIP/ LIZ CALLS FOR COVER 3



- The route above shows a Smash route to the strong side. The base way to play the smash in "Rip/Liz Match" is without a "Smash" rule. With #2 up, the Nickel matches him with outside leverage and plays underneath the 7 route, forcing the QB to make a perfect throw. It's important for him to not get too high on the receiver and lose leverage, letting the receiver roll his corner route underneath and away from him. The corner plays #1 on the smash route and the Hook/Curl defenders have the check down.



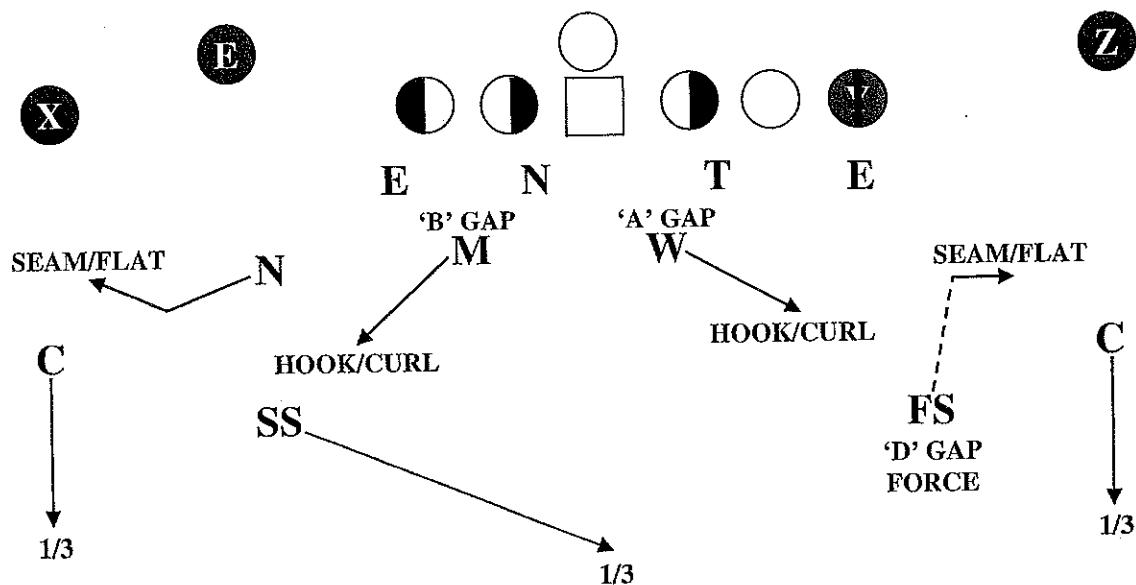


OVER 3

SPREAD

SEAM ALERT****Check Weak**

T



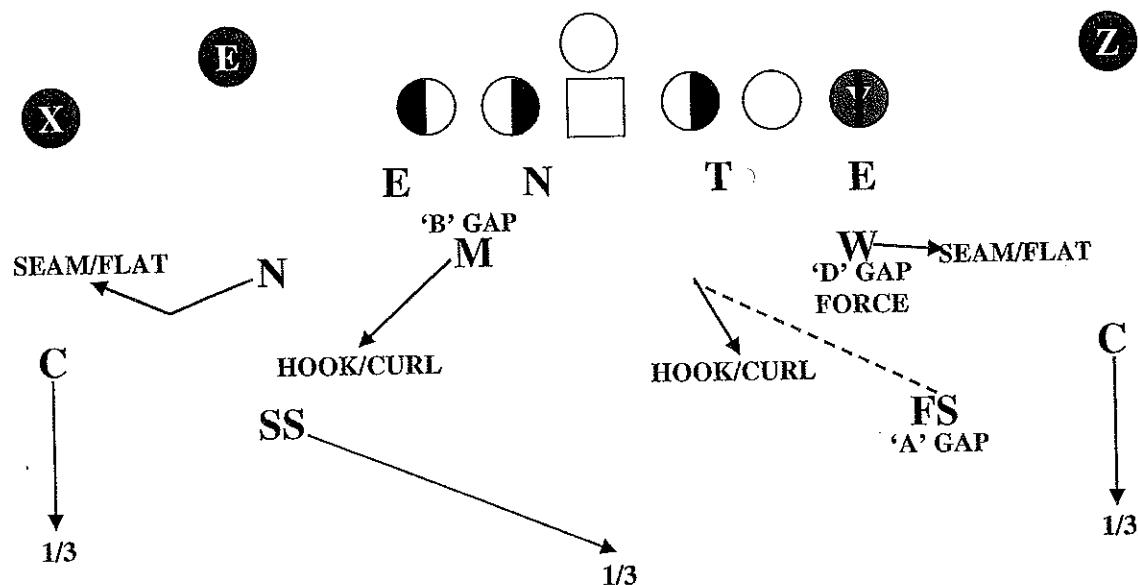
Position	Align	Key	Run To	Run Away	Pass
Left End	5 Tech.	Tackle	C gap	C gap	Contain
Nose	2I Tech.	Guard	A gap	A gap	A to Balance Rush
Tackle	3 Tech.	Guard	B gap	B gap	2-way Go
Right End	6 Tech.	TE	C gap	C gap	Contain
Nickel	1x5 inside #2	QB to #2	Force	Fold	Seam/Flat
Mike	B gap	Triangle	B gap/ Lever	B gap/ Cutback	Hook/Curl (Seam)
Will	A gap	Triangle	A gap/ Spill	A gap/ Cutback	Hook/Curl (Seam)
Strong Safety	12 yds. Deep over ball	Triangle	Cutback	Cutback	Middle 1/3
Free Safety	1x8 outside TE	TE Triangle	D gap/ Lever	D gap/ Cutback	Seam/Flat
Field Corner	Press to 8 inside	QB to #1	Stack	Fold	Deep 1/3
Bdy. Corner D1 10	Press to 8 inside	QB to #1	Stack	Fold	Deep 1/3

OVER 3

SPREAD
SEAM ALERT

****Check Robber**

(T)



Position	Align	Key	Run To	Run Away	Pass
Left End	5 Tech.	Tackle	C gap	C gap	Contain
Nose	2I Tech.	Guard	A gap	A gap	A to Balance Rush
Tackle	3 Tech.	Guard	B gap	B gap	2-way Go
Right End	6 Tech.	TE	C gap	C gap	Contain
Nickel	1x5 inside #2	QB to #2	Force	Fold	Seam/Flat
Mike	B gap	Triangle	B gap/ Lever	B gap/ Cutback	Hook/Curl
Will	Stack End	TE Triangle	D gap/ Force	D gap/ Cutback	Seam/Flat
Strong Safety	12 yds. Deep over ball	Triangle	Cutback	Cutback	Middle 1/3
Free Safety	1x8 outside TE	Triangle	A gap/ Lever	A gap/ Cutback	Hook/Curl
Field Corner	Press to 8 Inside	QB to #1	Stack	Fold	Deep 1/3
Bdy. Corner	Press to 8 inside	QB to #1	Stack	Fold	Deep 1/3

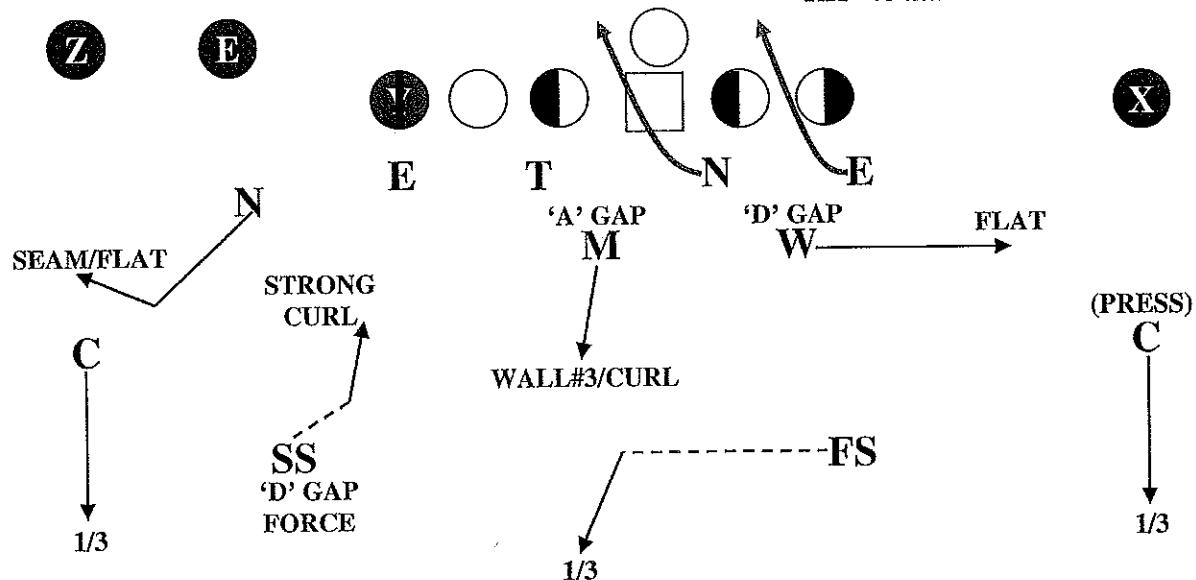
OVER 3

PRO TRIPS

****Check Buzz**



**Check 'BUC' to 3x1 &
'RIP' to 2x2**



<u>Position</u>	<u>Align</u>	<u>Key</u>	<u>Run To</u>	<u>Run Away</u>	<u>Pass</u>
Left End	6 Tech.	TE	C gap	C gap	Contain
Nose	2I Tech.	Guard	A gap	A gap	A to Balance Rush
Tackle	3 Tech.	Guard	B gap	B gap	2-way Go
Right End	5 Tech.	Tackle	C gap	C gap	Contain
Nickel	1x5 inside #2	QB to #2	Secondary Force	Fold	Seam/Flat
Mike	A gap	Triangle	A gap/ Lever	A gap/ Cutback	Wall #3/Curl
Will	B gap	Triangle	B gap/ Lever	B gap/ Cutback	Flat
Strong Safety	5yds Stack TE	TE	Force	Fold	Strong Curl
Free Safety	12 yds. Deep over ball	Triangle	Cutback	Cutback	Middle 1/3
Field Corner	Press to 8 inside	QB to #1	Stack	Fold	Deep 1/3
Bdy. Corner	Press to 8 inside	QB to #1	Stack	Fold	Deep 1/3

OVER 3

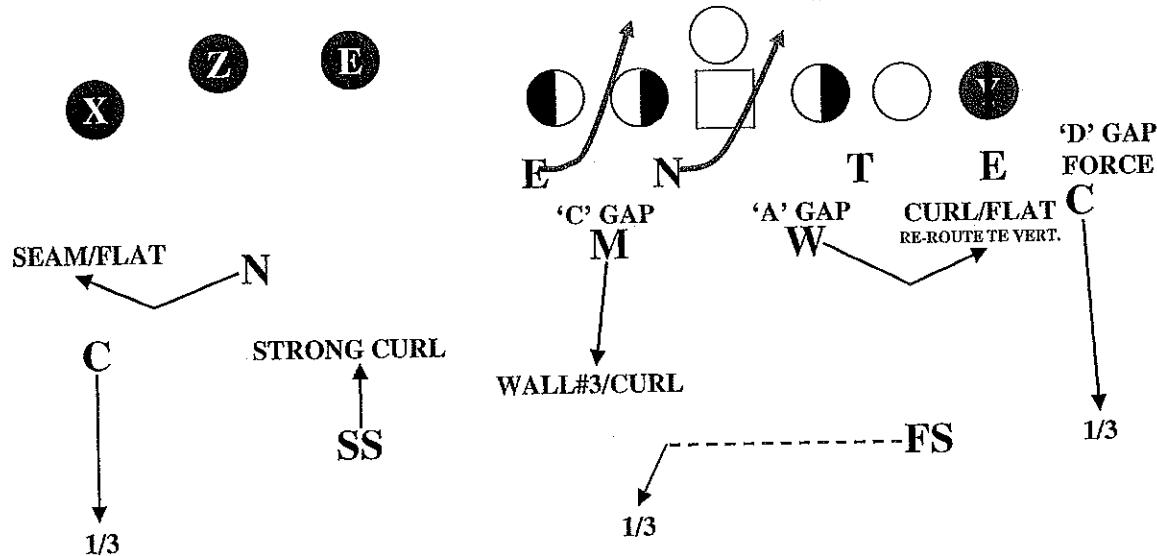
TRIPS

****Check Buzz**



****Check 'BUC' to 3x1 &**

'RIP' to 2x2**



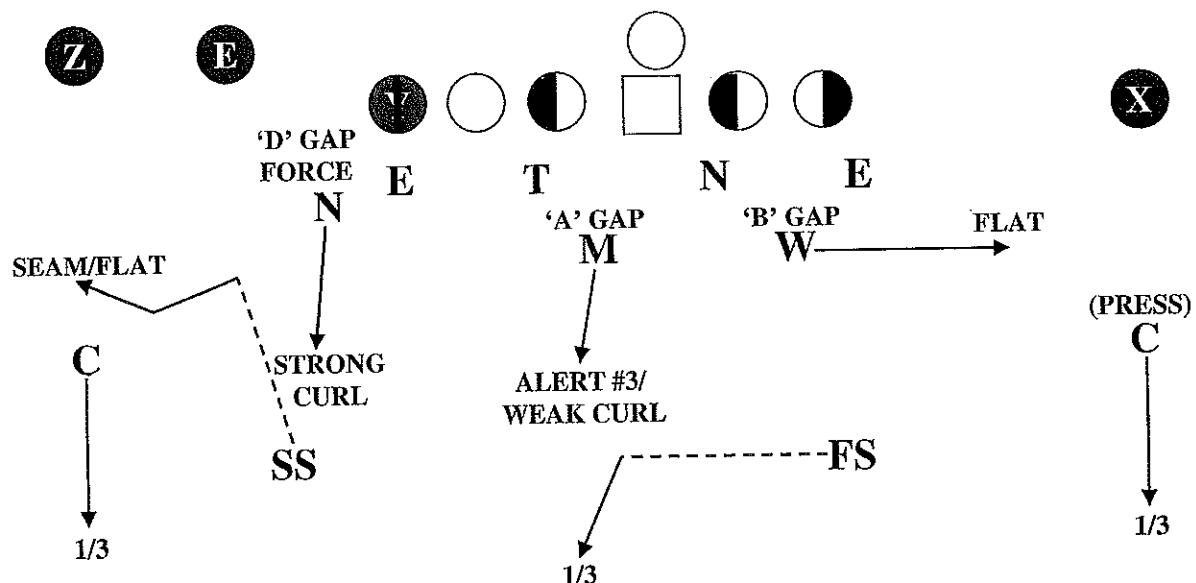
<u>Position</u>	<u>Align</u>	<u>Key</u>	<u>Run To</u>	<u>Run Away</u>	<u>Pass</u>
Left End	5 Tech.	Tackle	C gap	C gap	Contain
Nose	2I Tech.	Guard	A gap	A gap	A to Balance Rush
Tackle	3 Tech.	Guard	B gap	B gap	2-way Go
Right End	6 Tech.	TE	C gap	C gap	Contain
Nickel	1x5 inside #2	QB to #2	Secondary Force	Fold	Seam/Flat
Mike	B gap	Triangle	B gap/ Lever	B gap/ Cutback	Wall #3/Curl
Will	A gap	Triangle	A gap/ Lever	A gap/ Cutback	Curl/Flat (Re-Route TE Vert.)
Strong Safety	1x8 inside #3	QB to #3	Force	Fold	Strong Curl
Free Safety	12 yds. Deep over ball	Triangle	Cutback	Cutback	Middle 1/3
Field Corner	Press to 8 inside	QB to #1	Stack	Fold	Deep 1/3
Bdy. Corner	1x3 outside TE	TE	D gap/Force	D gap/ Cutback	Deep 1/3

OVER 3

**PRO
TRIPS**

****Check Sky**

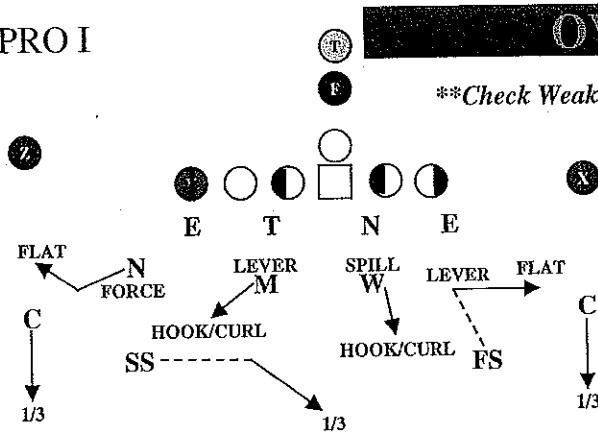
(T)



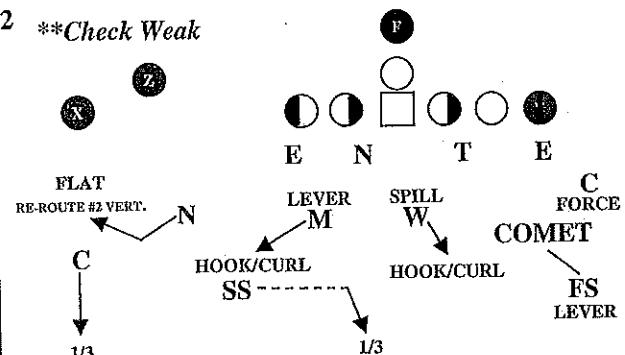
Position	Align	Key	Run To	Run Away	Pass
Left End	6 Tech.	TE	C gap	C gap	Contain
Nose	2I Tech.	Guard	A gap	A gap	A to Balance Rush
Tackle	3 Tech.	Guard	B gap	B gap	2-way Go
Right End	5 Tech.	Tackle	C gap	C gap	Contain
Nickel	1x3 outside TE	TE	D gap/Force	D Gap/Cutback	Strong Curl
Mike	A gap	Triangle	A gap/ Spill	A gap/ Cutback	Alert #3/ Weak Curl
Will	B gap	Triangle	B gap/ Lever	B gap/ Cutback	Flat
Strong Safety	1x5 inside #2	QB to #2	Secondary Force	Fold	Seam/Flat
Free Safety	12 yds. Deep over ball	Triangle	Cutback	Cutback	Middle 1/3
Field Corner	Press to 8 inside	QB to #1	Stack	Fold	Deep 1/3
Bdy. Corner	Press to 8 inside	QB to #1	Stack	Fold	Deep 1/3

PRO I

OVER 3



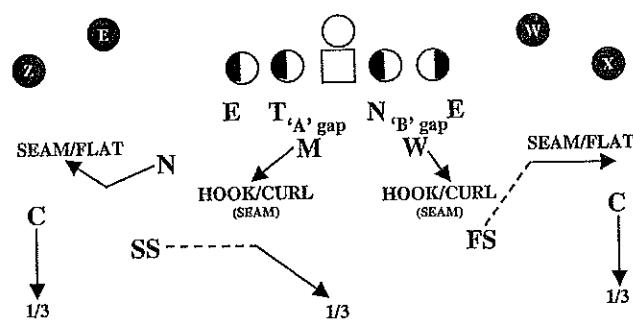
TWIN I



DOUBLE SLOT

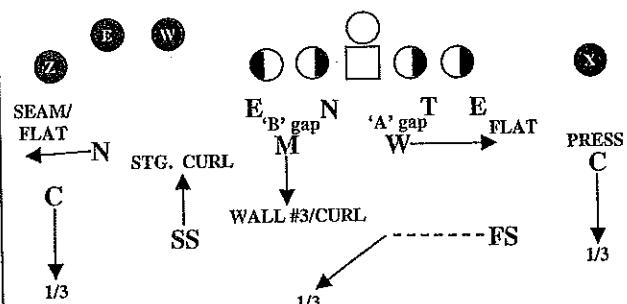
**Check Weak
SEAM ALERT

**Will Bump to B gap late



3 4 **Check Buzz

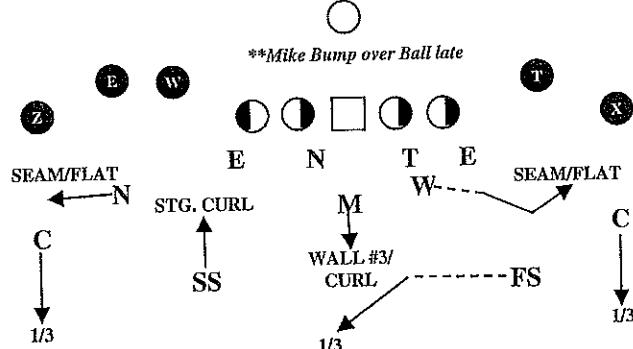
**Mike Bump to B gap late



EMPTY

**Check Buzz

**Mike Bump over Ball late

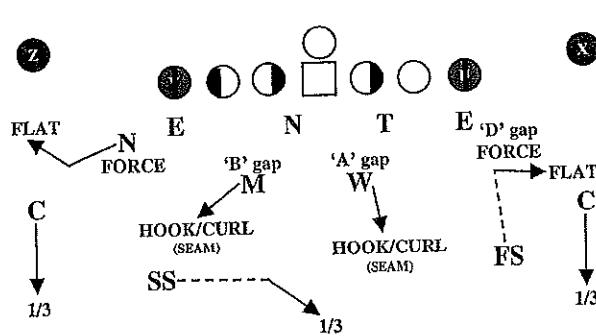


TWIN OPEN

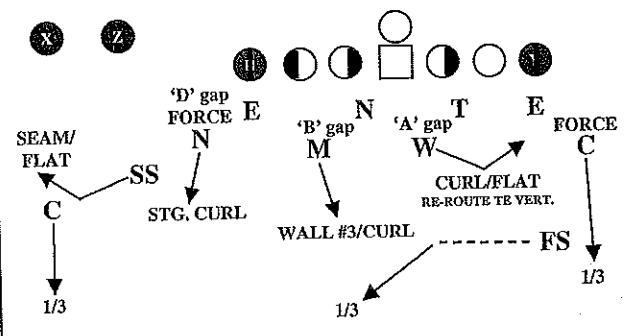
5 6 **Check Weak

DOUBLE FLANKER

**Check Weak



FLANKER TWIN



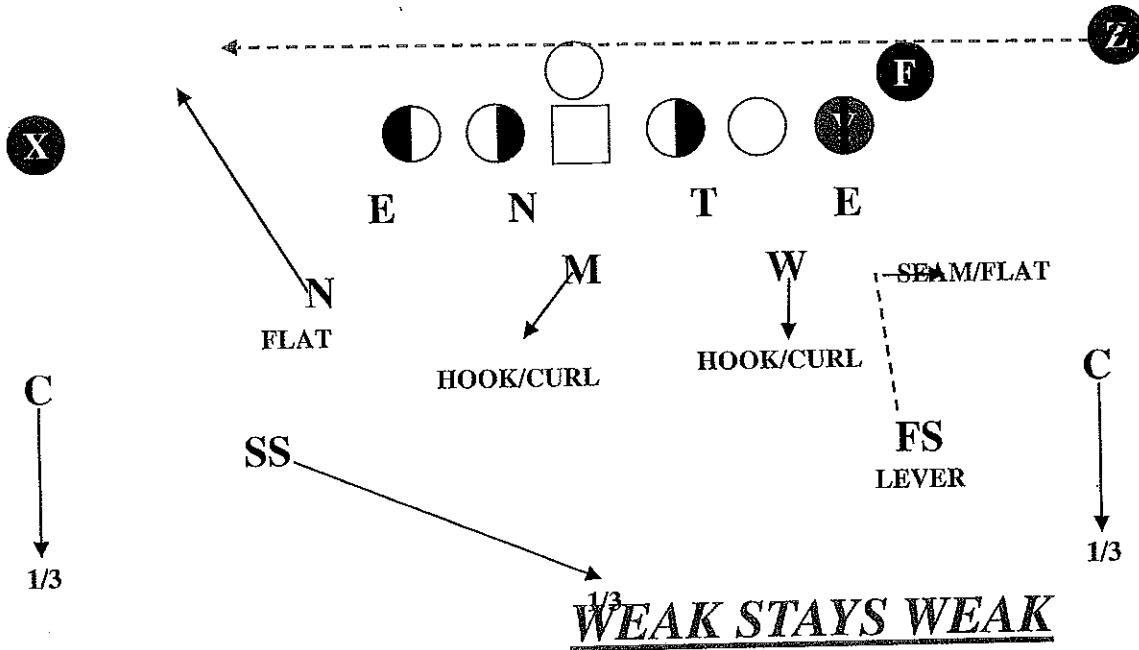
OVER 3

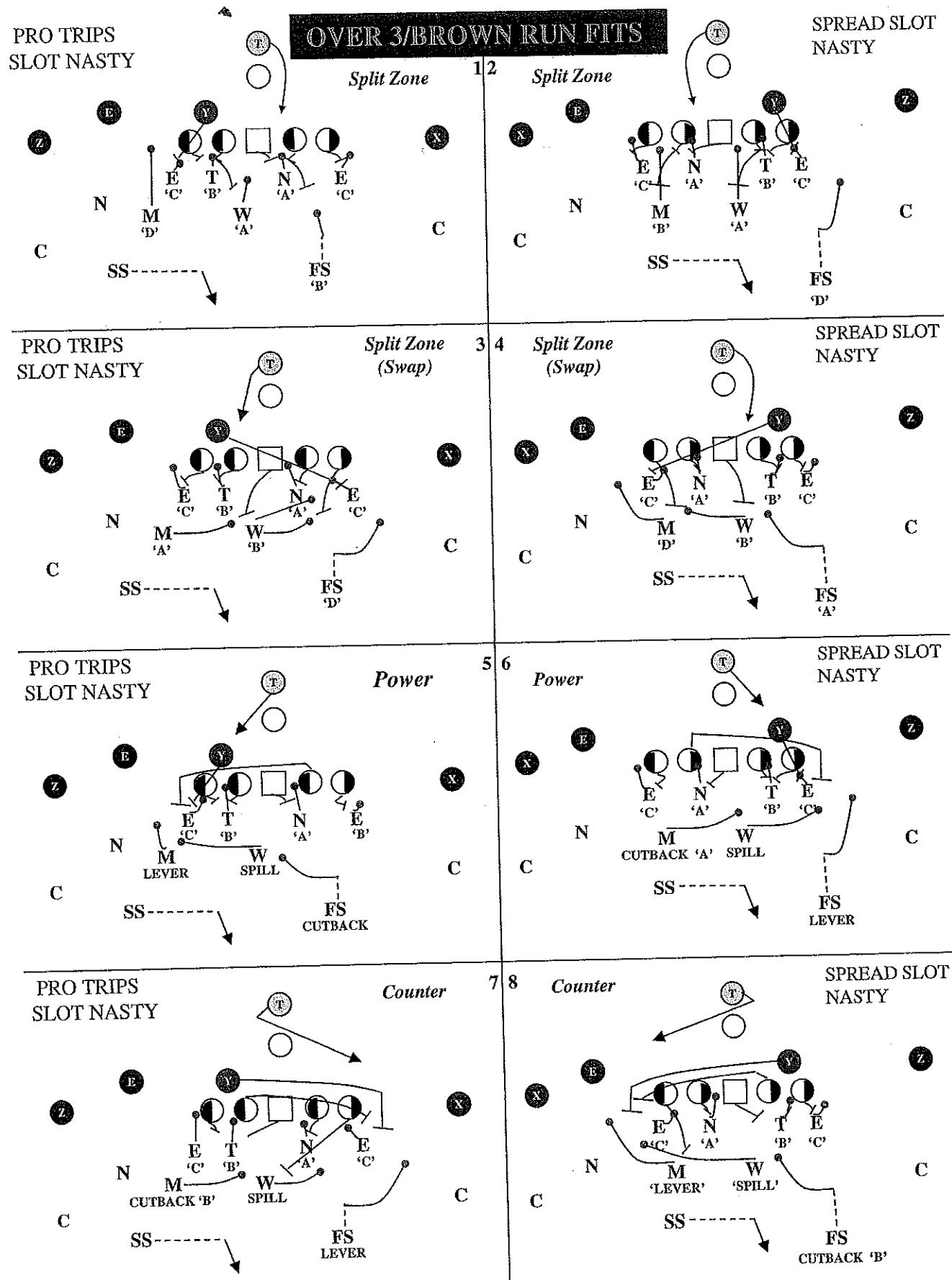
***Check Weak*

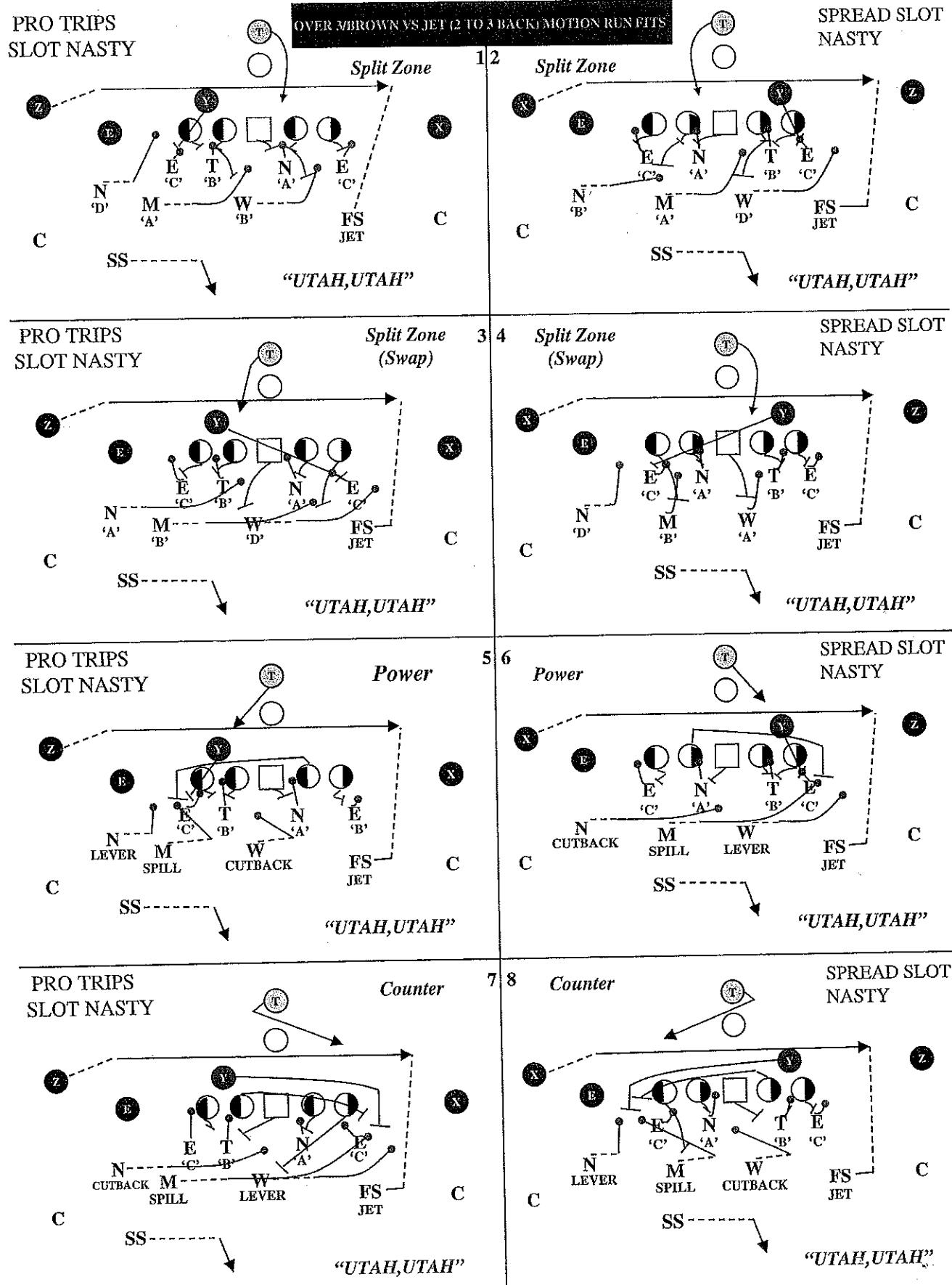


PRO TRIPS WING

ZOOM MOTION





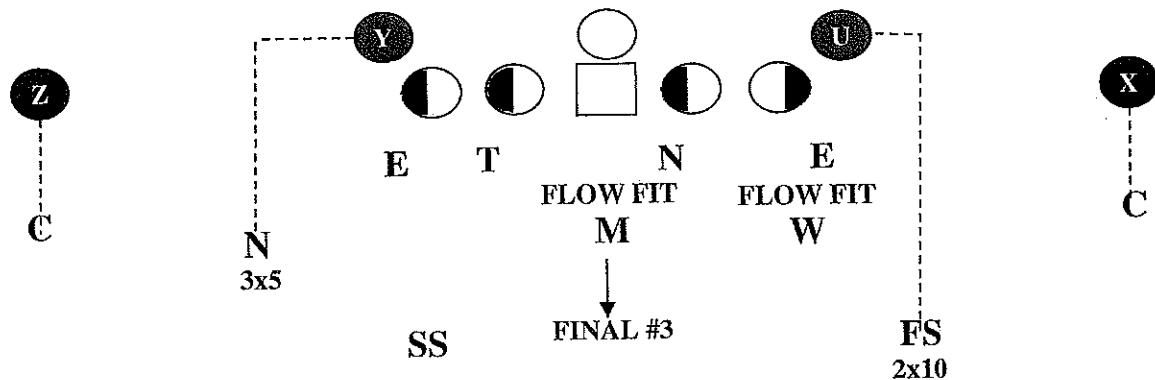


BUFFALO

1. STILL HAD THE ISSUES WITH SCREEN-N-GO'S
2. CLOSED SETS GAVE ISSUES
 1. N/S HAS POOR ALIGNMENT AND TROUBLE SEEING BACK OUT OF THE BACK FIELD



DBL FLANKER SLOTS



BUFFALO

1. COMBINATION MAN / ZONE
2. WC = ALL OF #1 (2x2 / 3x1 / EMPTY)
3. BUNCH = CAN "OPEN" IT = $\frac{1}{4}$'s
4. 2X2
 1. BOUNDARY = PALMS (2 READ)
 1. ATTACHED TE = "4"
 2. FIELD = MAN BRACKET ON DOUBLE SLOT
 1. MIKE HAS BACK
5. 3X1
 1. BOUNDARY
 1. DOUBLE 'X' VS INSIDE RELEASE
 1. CB SOFT BUMP
 2. FS = RUN TO 'X'
 1. TAKE AWAY INSIDE STEM OF 'X' (SLANT CURL)
 2. USING FS IN THE 'FIT'
 3. WILL LB HAS FINAL #2 TO FLAT
 2. FIELD
 1. #3/#2 (PALMS #3/#2 WITH NICKEL, MIKE, SS)
 2. MIKE 'WALL' PLAYER
 1. BE AGGRESSIVE STAY INSIDE OF F-3
 3. WC ALL OF #1
 3. EMPTY
 1. BOUNDARY = PLAY PALMS
 2. FIELD = PLAY LIKE 3x1

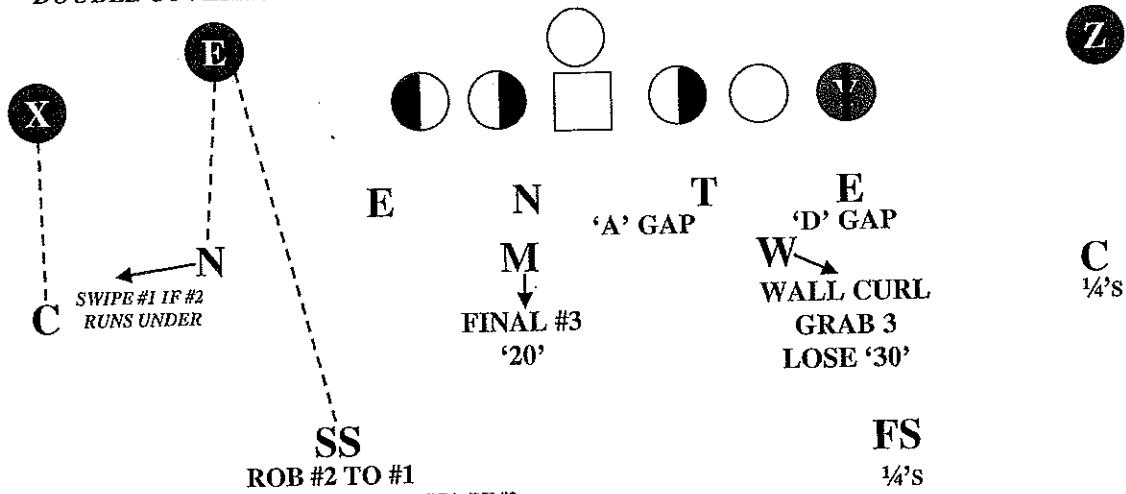
BUFFALO

SPREAD

(T)

***2X2 FRONT SIDE PLAY
DOUBLE COVERAGE ON #2 REC.

***2X2 BACK SIDE PLAY $\frac{1}{4}$ 'S
COVERAGE



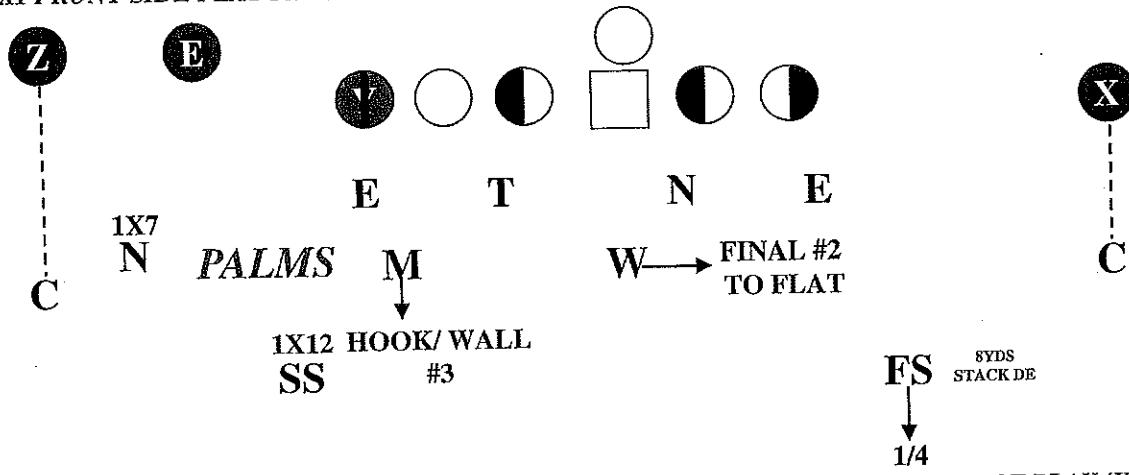
Position	Align	Key	Run To	Run Away	Pass
Left End	5 Tech.	Tackle	C gap	C gap	Contain
Nose	2I Tech.	Guard	A gap	A gap	A to Balance Rush
Tackle	3 Tech.	Guard	B gap	B gap	2-way Go
Right End	6 Tech.	TE	C gap	C gap	Contain
Nickel	1x3 outside #2	QB to #2	Force	Fold	Man/Man #2 (outside Lev.)
Mike	A gap	Triangle	A gap/Spill	A gap/Cutback	Final #3
Will	Stack D gap	TE Triangle	D gap/Force	D gap/Cutback	Palms #1 & #2
Strong Safety	12 yds. Deep midpt #2 & OT	Triangle to #2	Alley	Cutback	Rob #2 to #1 (#2 Vert.)
Free Safety	1x12 outside TE	TE Triangle	D gap/Force	D gap/Cutback	$\frac{1}{4}$'s
Field Corner	Press to 8 inside	QB to #1	Stack	Fold	Man/Man #1
Bdy. Corner	Press to 8 inside	QB to #2	Stack	Fold	$\frac{1}{4}$'s

BUFFALO

PRO TRIP

(T)

*****3X1 FRONT SIDE PLAY PALMS COVERAGE ON #2 & #3**



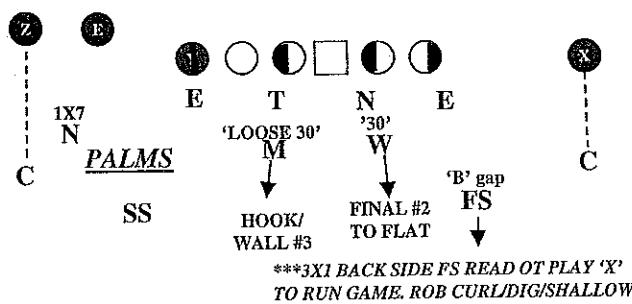
*****3X1 BACK SIDE FS READ OT PLAY 'X' TO
RUN GAME. ROB CURL/DIG/SHALLOW OF #1**

<u>Position</u>	<u>Align</u>	<u>Key</u>	<u>Run To</u>	<u>Run Away</u>	<u>Pass</u>
Left End	6 Tech.	TE	C gap	C gap	Contain
Nose	2I Tech.	Guard	A gap	A gap	A to Balance Rush
Tackle	3 Tech.	Guard	B gap	B gap	2-way Go
Right End	5 Tech.	Tackle	C gap	C gap	Contain
Nickel	1x7 outside #2	Palms Read #3	Force	Fold	Palms #2 & #3
Mike	Stack D	Triangle	Spill	Cutback	Wall Hook Grab 3
Will	20 Tech	Triangle	Spill	Cutback	Final #2 to Flat
Strong Safety	1x12 outside of TE	Palms Read #3	Alley	Cutback	Palms #2 & #3
Free Safety	8 yds. Deep over OT	OT Triangle to #1	Force	Cutback	Rob X Rec. (Curl,Dig,Shall.)
Field Corner	Press to 8 inside	QB to #1	Stack	Fold	Man/Man #1
Bdy. Corner	Press to 8 outside	QB to #1	Stack	Fold	Man/Man #1

PRO TRIP +

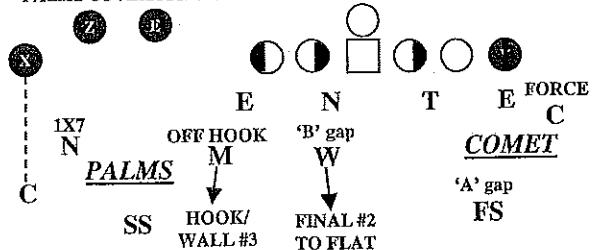
BUFFALO

TRIPS



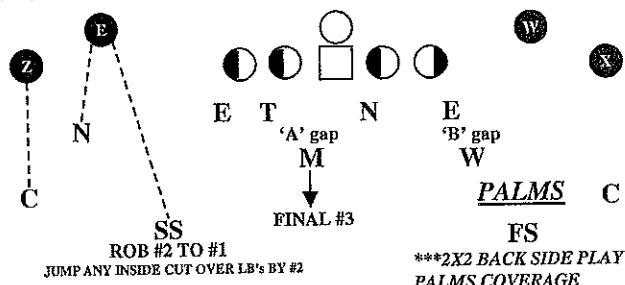
12

***3X1 FRONT SIDE PLAY
PALMS COVERAGE ON #2 & #3



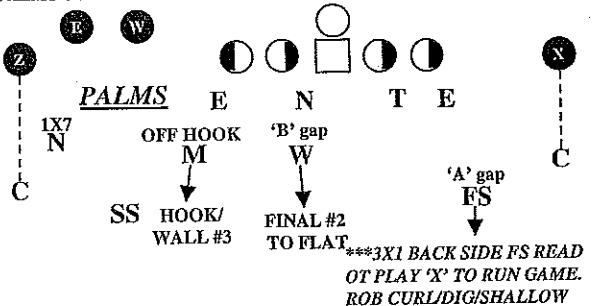
DOUBLE SLOT

***2X2 FRONT SIDE PLAY
DOUBLE COVERAGE ON #2 REC.



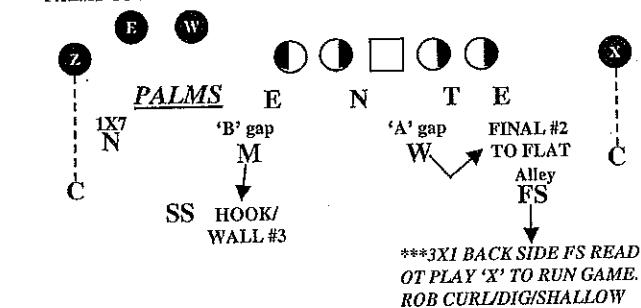
34

***3X1 FRONT SIDE PLAY
PALMS COVERAGE ON #2 & #3



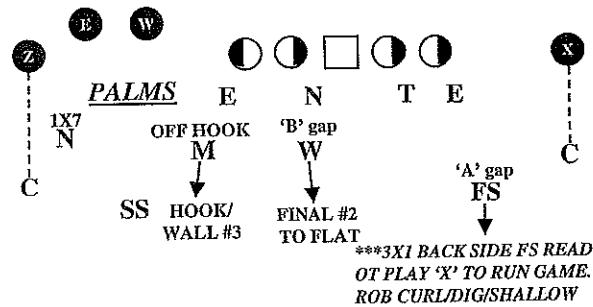
TRIO G-

***3X1 FRONT SIDE PLAY
PALMS COVERAGE ON #2 & #3



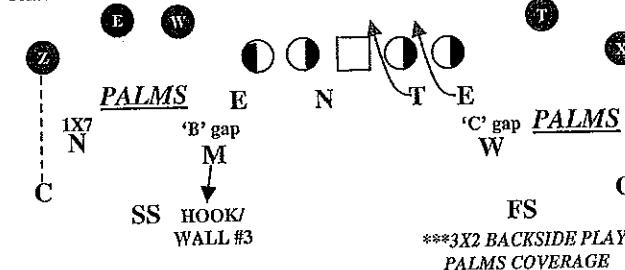
56

***3X1 FRONT SIDE PLAY
PALMS COVERAGE ON #2 & #3



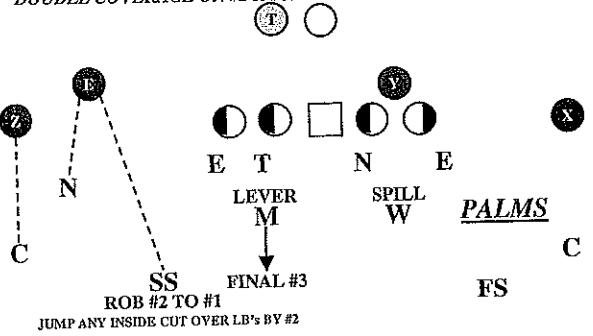
EMPTY

***3X2 FRONT SIDE PLAY
PALMS COVERAGE ON #2 & #3



78

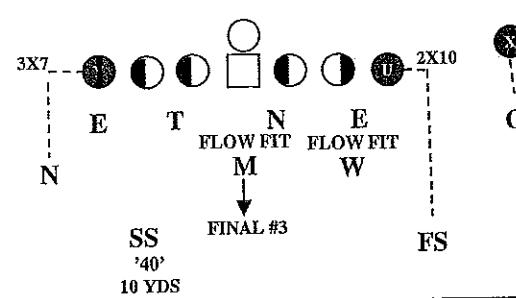
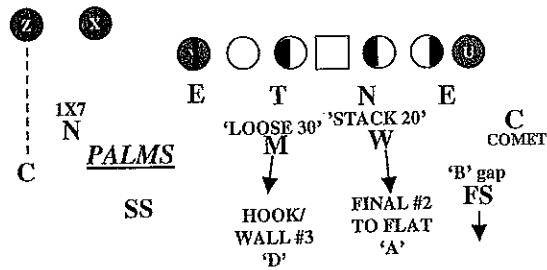
***2X1 FRONT SIDE PLAY
DOUBLE COVERAGE ON #2 REC.



FLANKER
TWINS G+

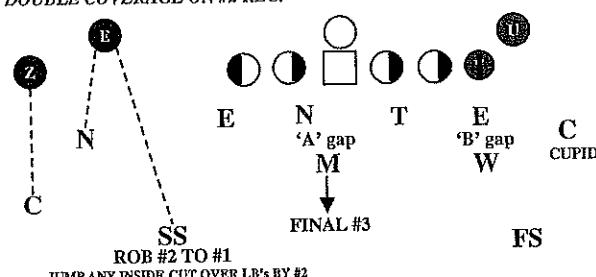
BUFFALO

DBL FLANKER

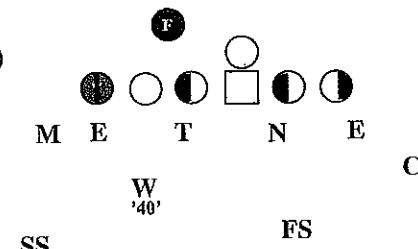


SPREAD WING

***2X2 FRONT SIDE PLAY
DOUBLE COVERAGE ON #2 REC.



ENDOVER



5 6

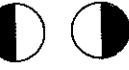
7 8

BUFFALO

BUNCH G-
FTB



✓OPEN



E T

N E

M →
FINAL #3

W → FLAT



C

FLAT

N
SS
ALERT
TO #4 (FTB)

8YDS
STACK DE
FS
1/4

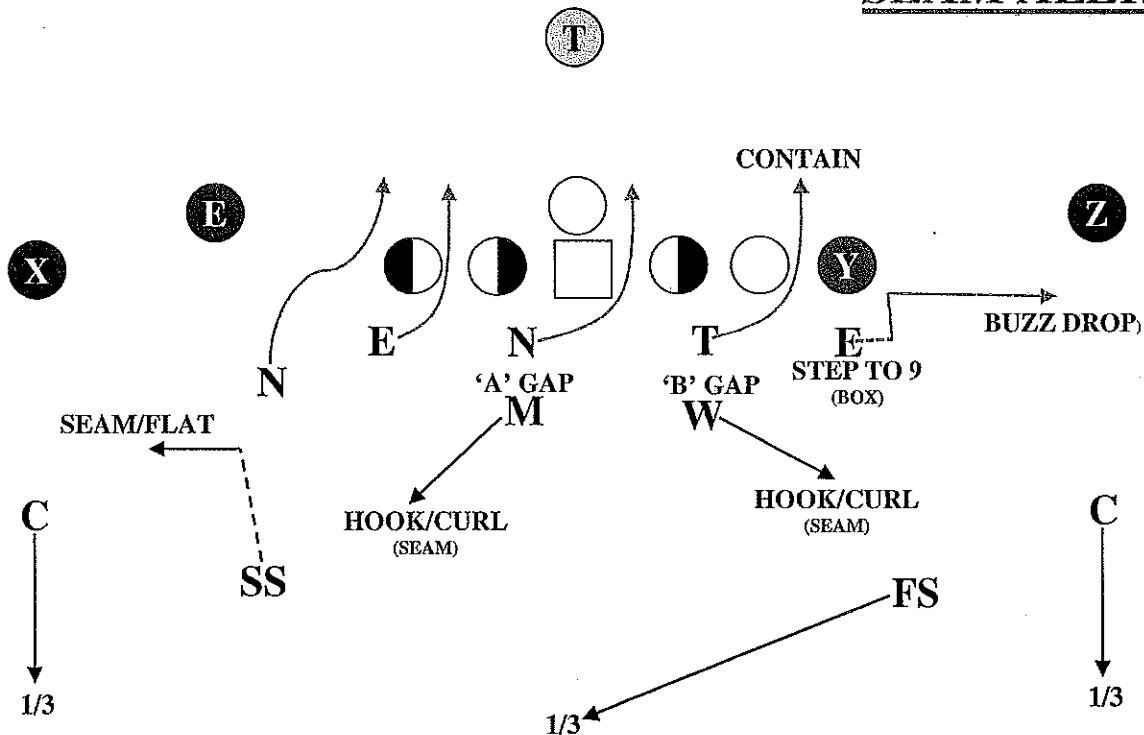
C
1/4

FIELD SLANT 3

- MIKE LINEBACKER DID A POOR JOB vs BOOTS
 - NEEDS TO BE MORE AGGRESSIVE ON FAST FLOW
- SS TOO OFTEN IS TOO TIGHT, MUST MAINTAIN HIS 7-8 YARD DEPTH IN ALIGNMENT

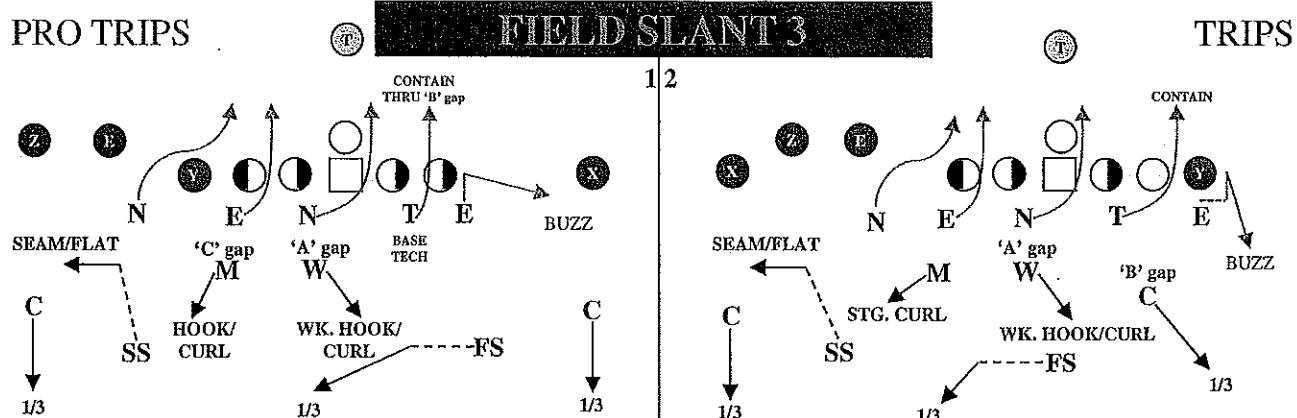
FIELD SLANT 3

SPREAD SEAM ALERT

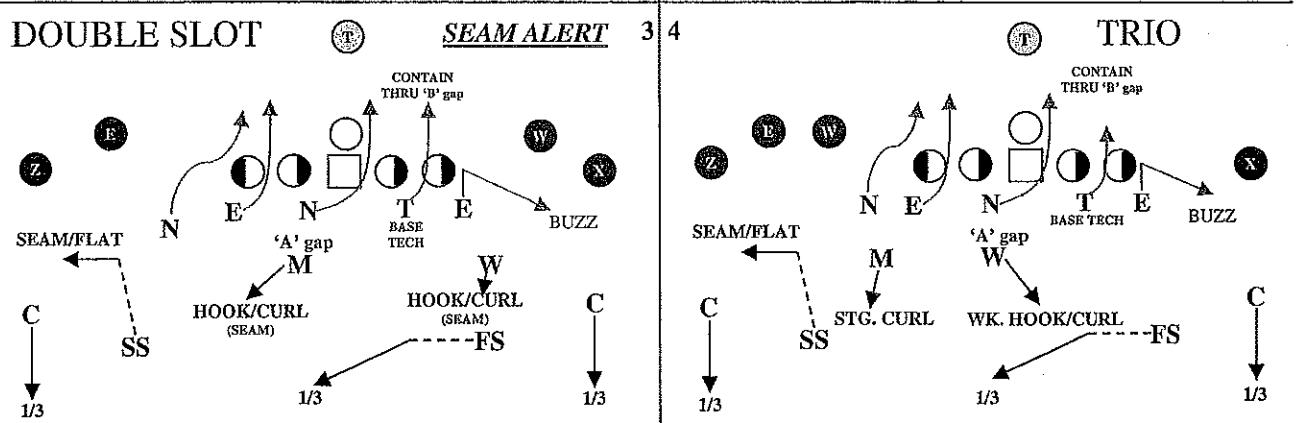


Position	Align	Tech	Key	Run To	Run Away	Pass
Left End	5 Tech.	'B' gap Rip	Guard	B gap	B gap	Work B to A
Nose	2I Tech.	Opposite	Off Guard	A gap	A gap	Work A to B
Tackle	3 Tech.	Out	Tackle / TE	C gap	C gap	Contain
Right End	Step to 9 Tech.	Flat	TE	D gap	D gap	Buzz
Nickel	Gray Area	Blitz	Ball	Force	Cutback	Contain Blitz
Mike	A gap	Hook/Curl (Seam)	Triangle	A gap	A gap	Hook/Curl (Seam)
Will	B gap	Hook/Curl (Seam)	Triangle	B gap	B gap	Hook/Curl (Seam)
Strong Safety	Bluff 1/3's	Seam/Flat	Triangle	Secondary Force	Fold	Seam/Flat
Free Safety	Work over ball 12 Yds. deep	Zone Blitz 1/3's	Triangle	Cutback	Cutback	Middle 1/3
Field Corner	Press to 8 inside	Zone Blitz 1/3's	QB to #1	Stack	Fold	Deep 1/3
Bdy. Corner	Press to 8 inside	Zone Blitz 1/3's	QB to #1	Stack	Fold	Deep 1/3

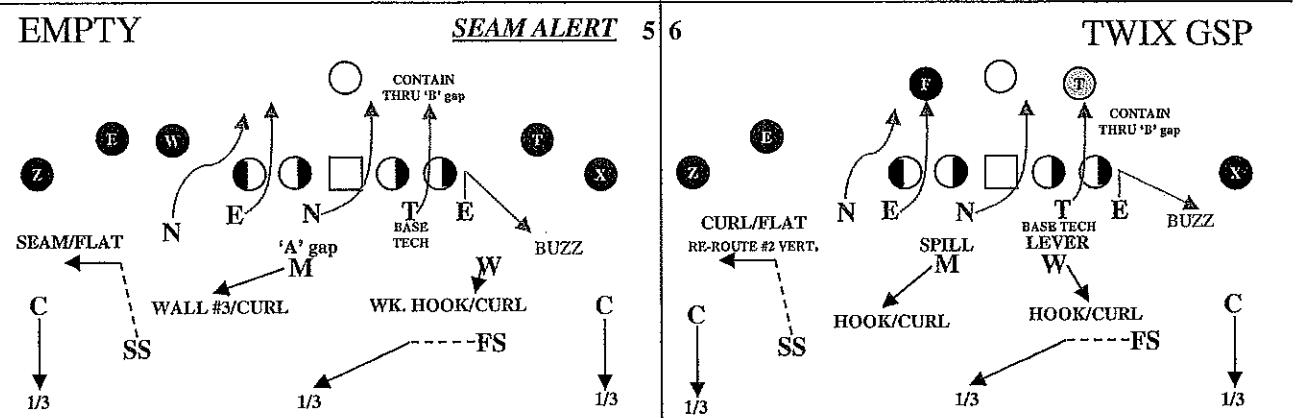
PRO TRIPS



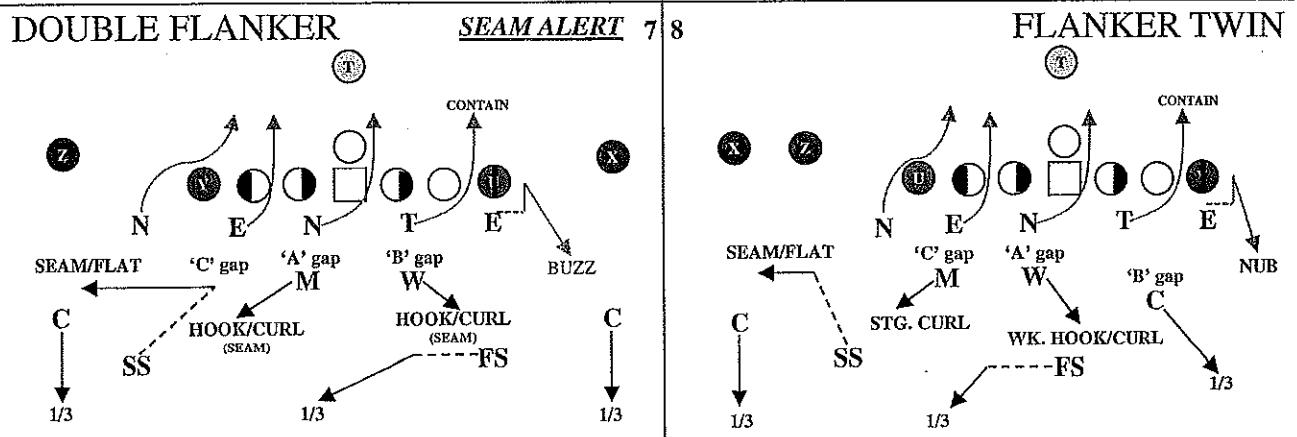
DOUBLE SLOT



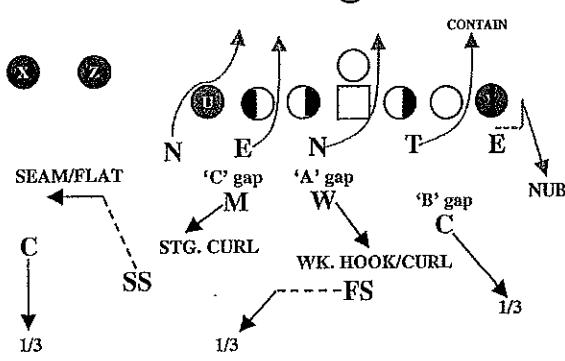
EMPTY



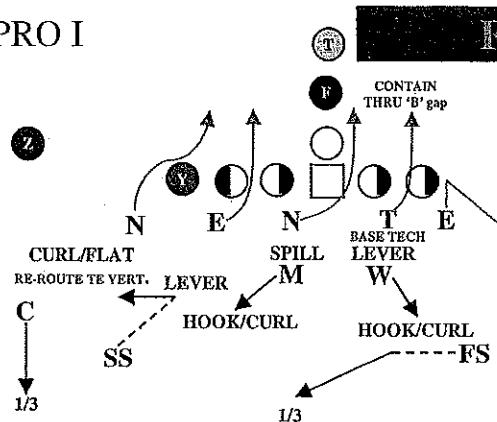
DOUBLE FLANKER



FLANKER TWIN



PRO I

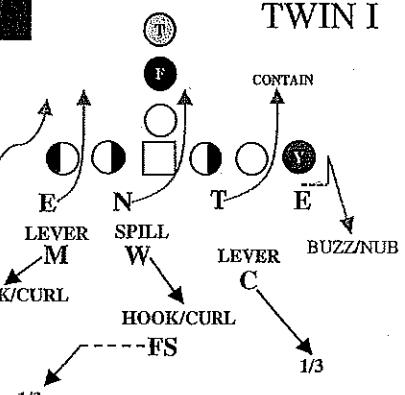


FIELD SLANT 3

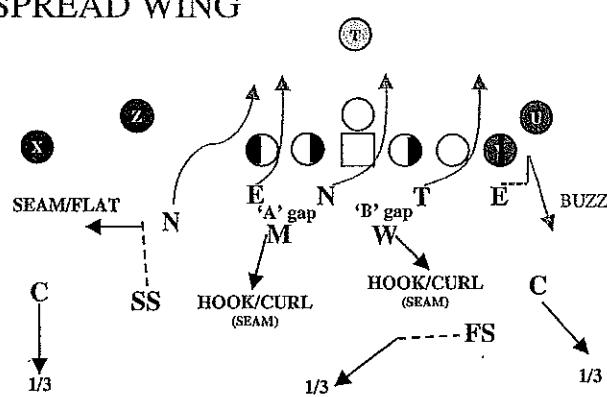
9

10

TWIN I



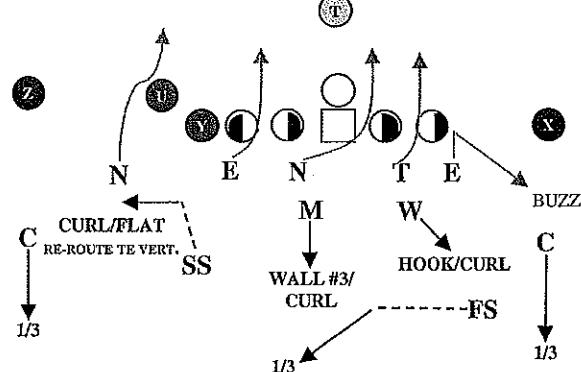
SPREAD WING



11

12

PRO TRIP WING



13

14

15

16

CHICAGO

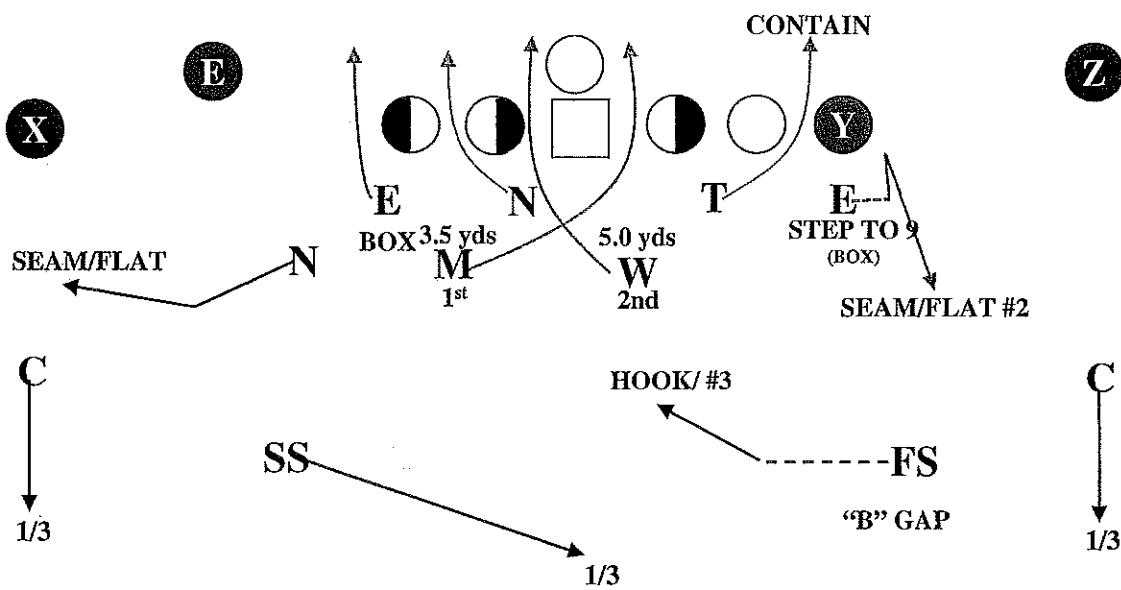
- MIKE HAS TO DO A BETTER JOB OF SHOWING
BUFFALO

CHICAGO 3

WILL= POSSIBLE READ OUT ON BLITZ

T

SPREAD
WEAK

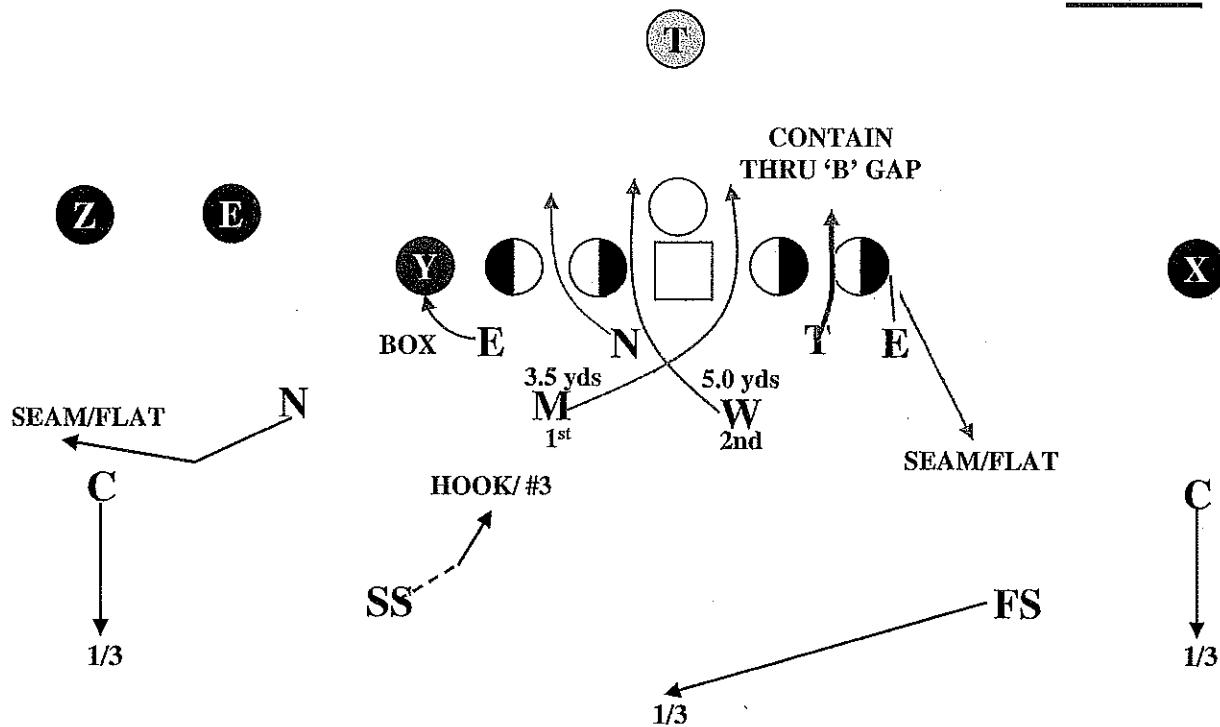


Position	Align	Tech	Key	Run To	Run Away	Pass
Left End	5 Tech.	Base	Tackle	C gap/Box	C gap	Contain
Nose	2I Tech.	G Nose	Tackle	B gap	B gap	Penetrate B
Tackle	3 Tech.	Out	Tackle / TE	B/C gap	C gap	Contain
Right End	Step to 9 Tech.	Box	TE	D gap	D gap	Seam Flat #2
Nickel	Grey Area	Bluff Pressure	#2 to #1	Force	D gap/ Cutback	Curl/Flat
Mike	20 Tech.	Blitz	Ball	Lever	Lever	Blitz A gap
Will	20 Tech.	Blitz	Ball	Lever	Lever	Blitz A gap
Strong Safety	Work over ball 12 Yds. deep	Zone Blitz 1/3's	QB	Triangle	Cutback	Cutback
Free Safety	Work over ball 8 yds. deep	Hook/ #3	QB	Triangle	Bounce	Cutback
Field Corner	Press to 8 inside	Zone Blitz 1/3's	QB	QB to #1	Stack	Fold
Bdy. Corner	Press to 8 inside	Zone Blitz 1/3's	QB	QB to #1	Stack	Fold

CHICAGO 3

WILL= POSSIBLE READ OUT ON BLITZ

PRO TRIP BUZZ

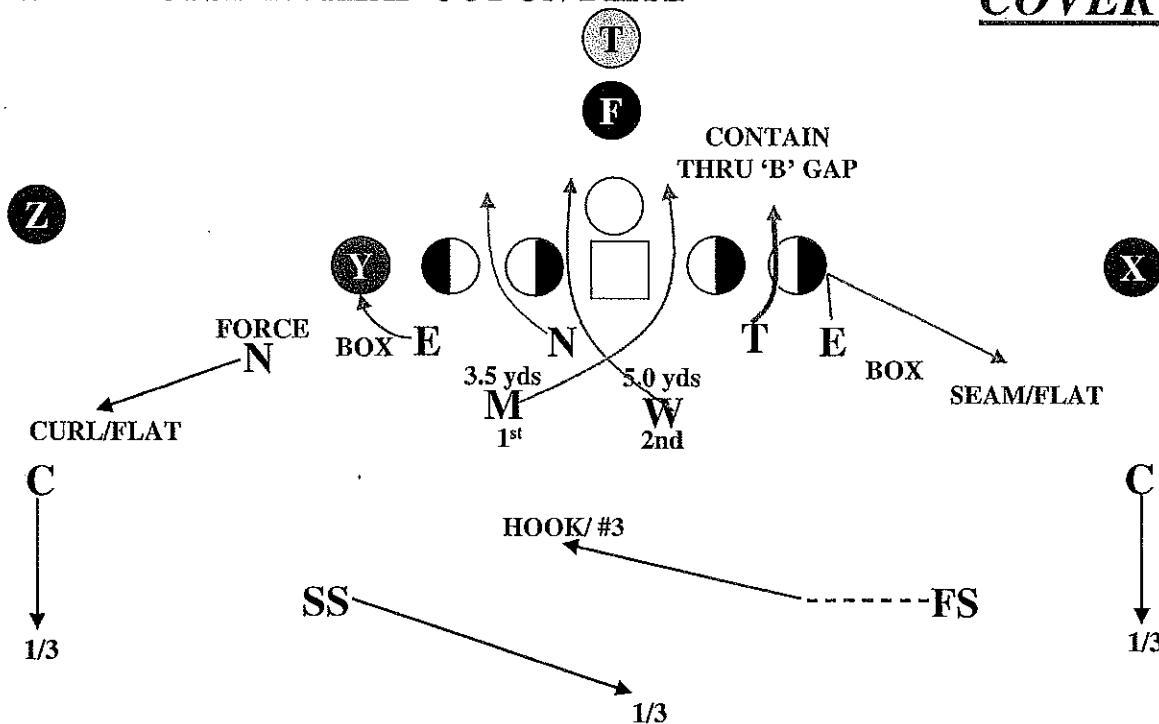


Position	Align	Tech	Key	Run To	Run Away	Pass
Left End	5 Tech.	Base	Tackle	C gap	C gap	Contain
Nose	2I Tech.	G Nose	Tackle	B gap	B gap	Penetrate B
Tackle	3 Tech.	Out	Tackle / TE	B/C gap	C gap	Contain
Right End	Step to 9 Tech.	Palms	TE	D gap	D gap	Seam / Flat
Nickel	Grey Area	Bluff Pressure	#2 to #1	Force	D gap/ Cutback	Curl/Flat
Mike	20 Tech.	Blitz	Ball	Lever	Lever	Blitz A gap
Will	20 Tech.	Blitz	Ball	Lever	Lever	Blitz A gap
Strong Safety	Work over ball 8 yds. deep	Hook/ #3	QB	Triangle	Bounce	Cutback
Free Safety	Work over ball 12 Yds. deep	Zone Blitz 1/3's	QB	Triangle	Cutback	Cutback
Field Corner	Press to 8 inside	Zone Blitz 1/3's	QB	QB to #1	Stack	Fold
Bdy. Corner	Press to 8 inside	Zone Blitz 1/3's	QB	QB to #1	Stack	Fold

CHICAGO 3

PRO I COVER 3

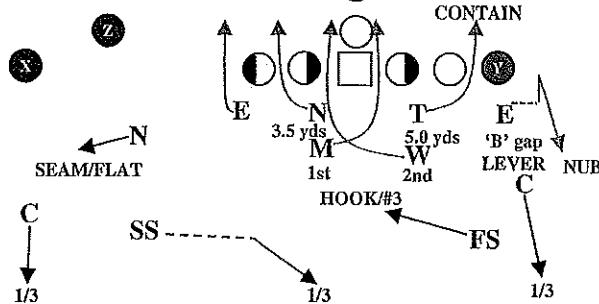
WILL = POSSIBLE READ OUT ON BLITZ



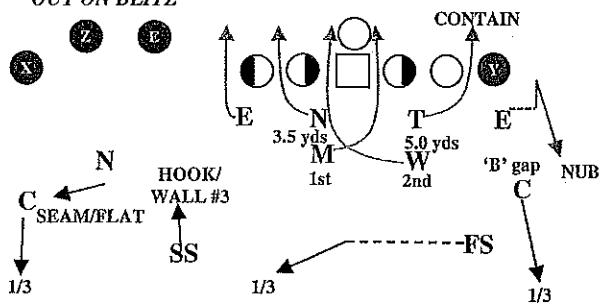
Position	Align	Tech	Key	Run To	Run Away	Pass
Left End	5 Tech.	Base	Tackle	C gap	C gap	Contain
Nose	2I Tech.	Opposite	Guard	B gap	B gap	Penetrate B
Tackle	3 Tech.	Out	Tackle/TE	B/C gap	C gap	Contain
Right End	5 Tech.	Curl/Flat	Tackle	C gap	C gap	Seam/Flat
Nickel	1x3 outside TE	Bluff Pressure	TE Triangle	Force	D gap/Cutback	Curl/Flat
Mike	20 Tech.	Blitz	Ball	Lever	Lever	Blitz A gap
Will	20 Tech.	Blitz	Ball	Lever	Lever	Blitz A gap
Strong Safety	Work over ball 12 Yds. deep	Zone Blitz 1/3's	Triangle	Cutback	Cutback	Middle 1/3
Free Safety	Work over ball 8 yds. deep	Hook/ #3	Triangle	Bounce	Cutback	Hook/ #3
Field Corner	Press to 8 inside	Zone Blitz 1/3's	QB to #1	Stack	Fold	Deep 1/3
Bdy. Corner	Press to 8 inside	Zone Blitz 1/3's	QB to #1	Stack	Fold	Deep 1/3

TWIN I

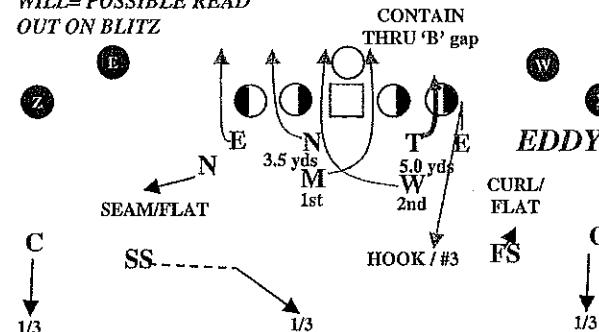
WILL= POSSIBLE READ
OUT ON BLITZ

**CHICAGO 3 / TRAP**

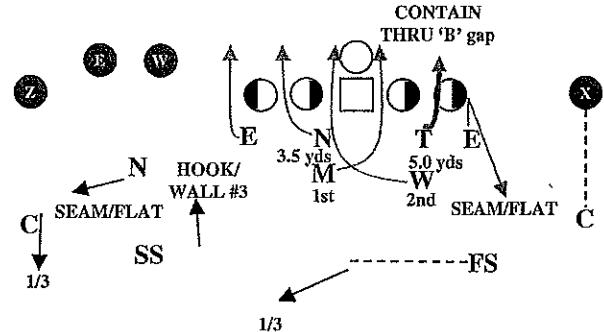
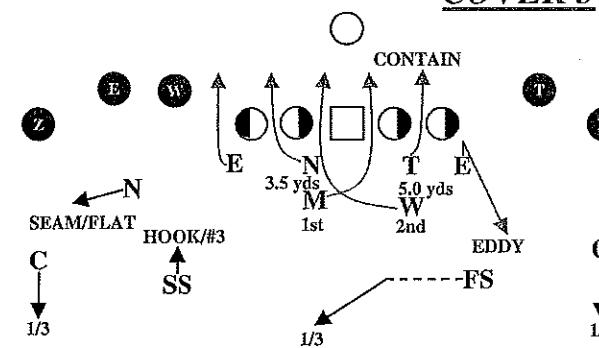
1 2 WILL= POSSIBLE READ
OUT ON BLITZ

**TRIP****DOUBLE SLOT**

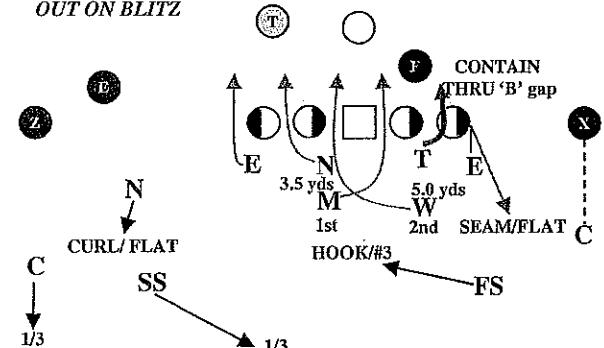
WILL= POSSIBLE READ
OUT ON BLITZ

**TRIO**

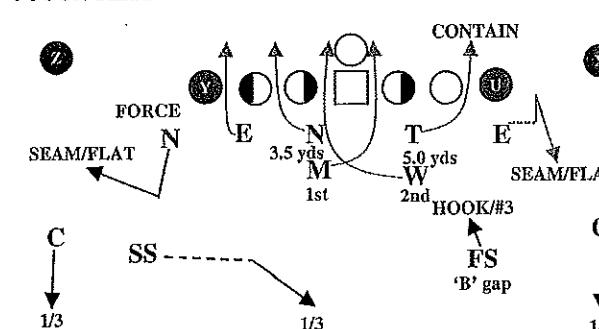
3 4 WILL= POSSIBLE READ
OUT ON BLITZ

**EMPTY****COVER 3****TWIX WEAK**

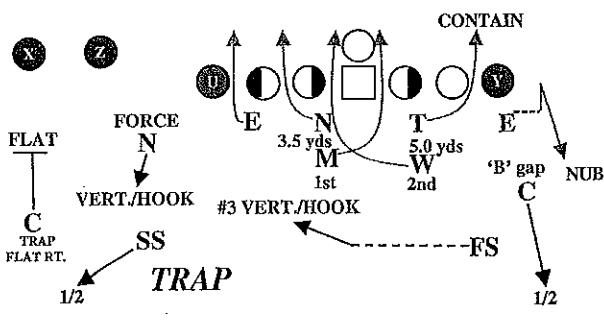
5 6 WILL= POSSIBLE READ
OUT ON BLITZ

**DOUBLE FLANKER**

WILL= POSSIBLE READ
OUT ON BLITZ

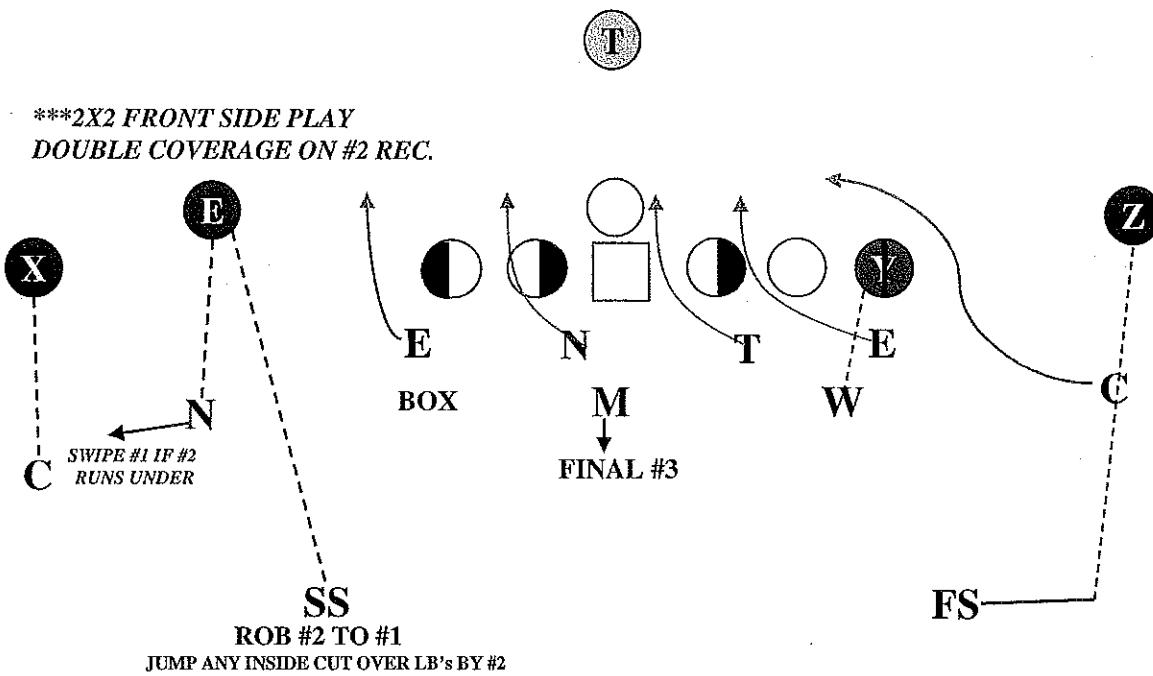
**FLANKER TWIN**

7 8 WILL= POSSIBLE READ
OUT ON BLITZ



FIELD CRASH BUFFALO

SPREAD



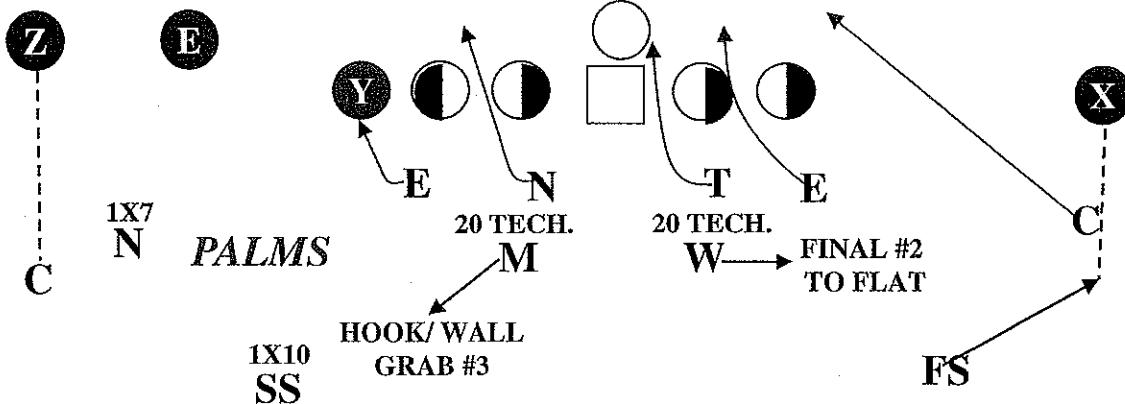
Position	Align	Tech	Key	Run To	Run Away	Pass
Left End	5 Tech.	Base	Tackle	C gap/Box	C gap	Contain
Nose	2I Tech.	G Nose	Tackle	B gap	B gap	2-way Go
Tackle	3 Tech.	Tam	Center	A gap	A gap	Penetrate A
Right End	6 Tech.	Pirate	TE	B gap	B gap	Penetrate B
Nickel	1x3 outside #2		QB to #2	Force	Fold	Man/Man #2 (outside Lev.)
Mike	A gap		Triangle	A gap/Spill	A gap/Cutback	Final #3
Will	Stack D gap	Man/Man #2	#2	C gap	C gap	Man / Man #2
Strong Safety	12 yds. Deep midpt #2 & OT	Rob #2 to #1	Triangle to #2	Alley	Cutback	Rob #2 to #1 (#2 Vert.)
Free Safety	1x8 inside #1	Belly Manj/Man #1	#1	Stack	Fold	Man/ Man #1
Field Corner	Press to 8 inside	Man/ Man #1	QB to #1	Stack	Fold	Man/Man #1
Bdy. Corner	1x4 inside	Blitz Contain	Ball	Force	Cutback	Blitz Contain

FIELD CRASH BUFFALO

PRO TRIP



*****3X1 FRONT SIDE PLAY PALMS COVERAGE ON #2 & #3**

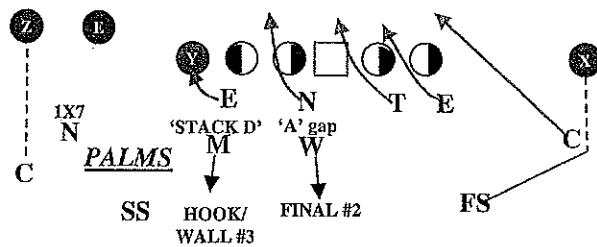


Position	Align	Tech	Key	Run To	Run Away	Pass
Left End	5 Tech.	Base	Tackle	C gap/Box	C gap	Contain
Nose	2I Tech.	G Nose	Tackle	B gap	B gap	2-way Go
Tackle	3 Tech.	Tam	Center	A gap	A gap	Penetrate A
Right End	6 Tech.	Pirate	TE	B gap	B gap	Penetrate B
Nickel	1x7 outside #2	#2 Read	Palms Read #3	Force	Fold	Palms #2 & #3
Mike	20 Tech.	Wall Curl Grab #3	Triangle	Spill	Cutback	Wall Curl Grab 3
Will	20 Tech	Final #2	Triangle	Spill	Cutback	Final #2 to Flat
Strong Safety	1x10 outside of TE	#2 Read	Palms Read #3	Alley	Cutback	Palms #2 & #3
Free Safety	1x8 inside	Belly	#1 WR	#1 Man	#1 Man	Man/ Man#1
Field Corner	Press to inside	Press Man	#1	Stack	Fold	Man/Man #1
Bdy. Corner	1x4 inside	Bluff Press or Cloud	Ball	Force	Cutback	Blitz Contain

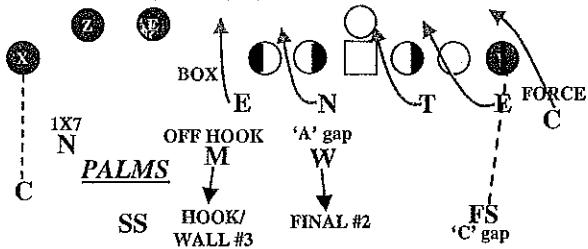
PRO TRIP +

FIELD CRASH BUFFALO

TRIP

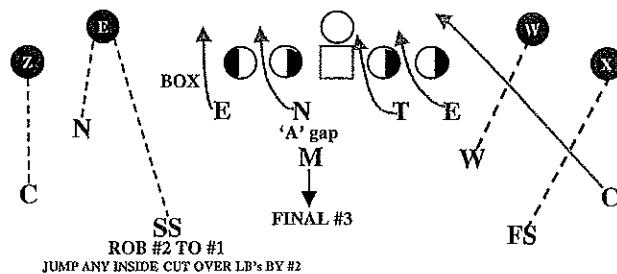


***3XI FRONT SIDE PLAY
PALMS COVERAGE ON #2 & #3



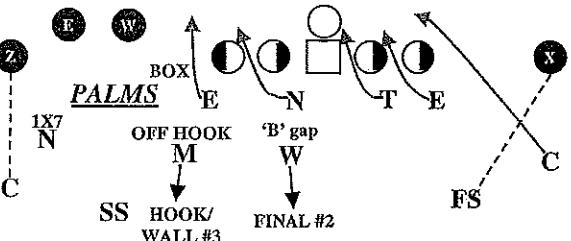
DOUBLE SLOT

***2X2 FRONT SIDE PLAY
DOUBLE COVERAGE ON #2 REC.



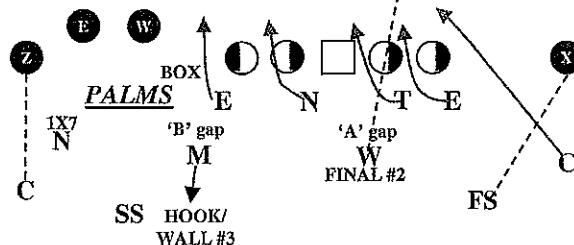
TRIO

***3XI FRONT SIDE PLAY
PALMS COVERAGE ON #2 & #3



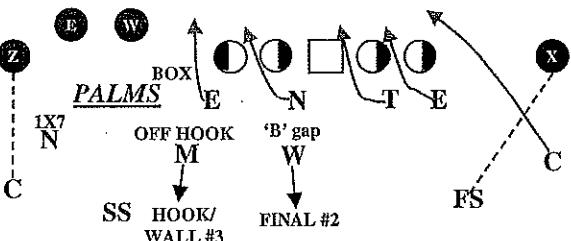
TRIO G-

***3XI FRONT SIDE PLAY
PALMS COVERAGE ON #2 & #3



TRIO G+

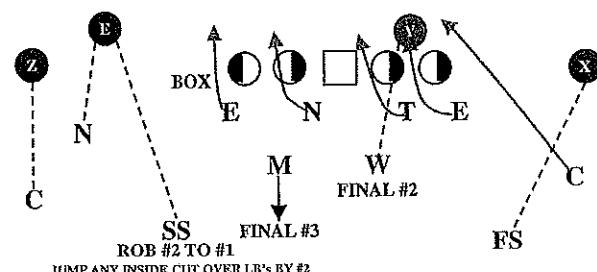
***3XI FRONT SIDE PLAY
PALMS COVERAGE ON #2 & #3



***2X1 FRONT SIDE PLAY
DOUBLE COVERAGE ON #2 REC.

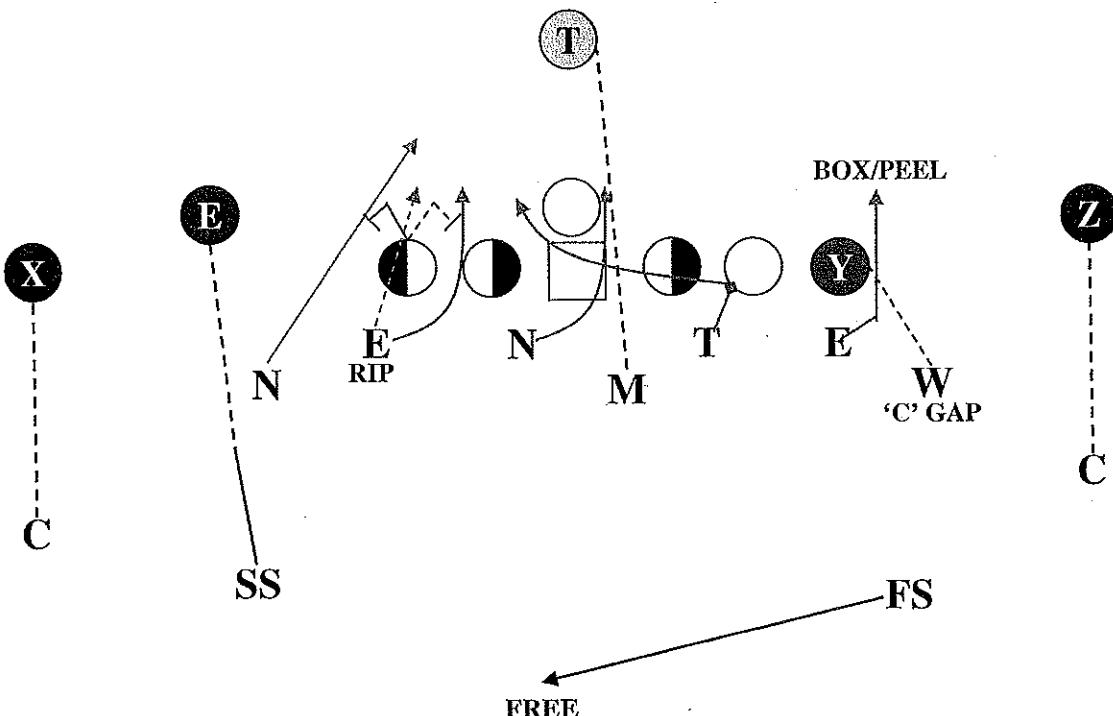
TWIX WEAK

7|8



FIELD SEATTLE SILVER

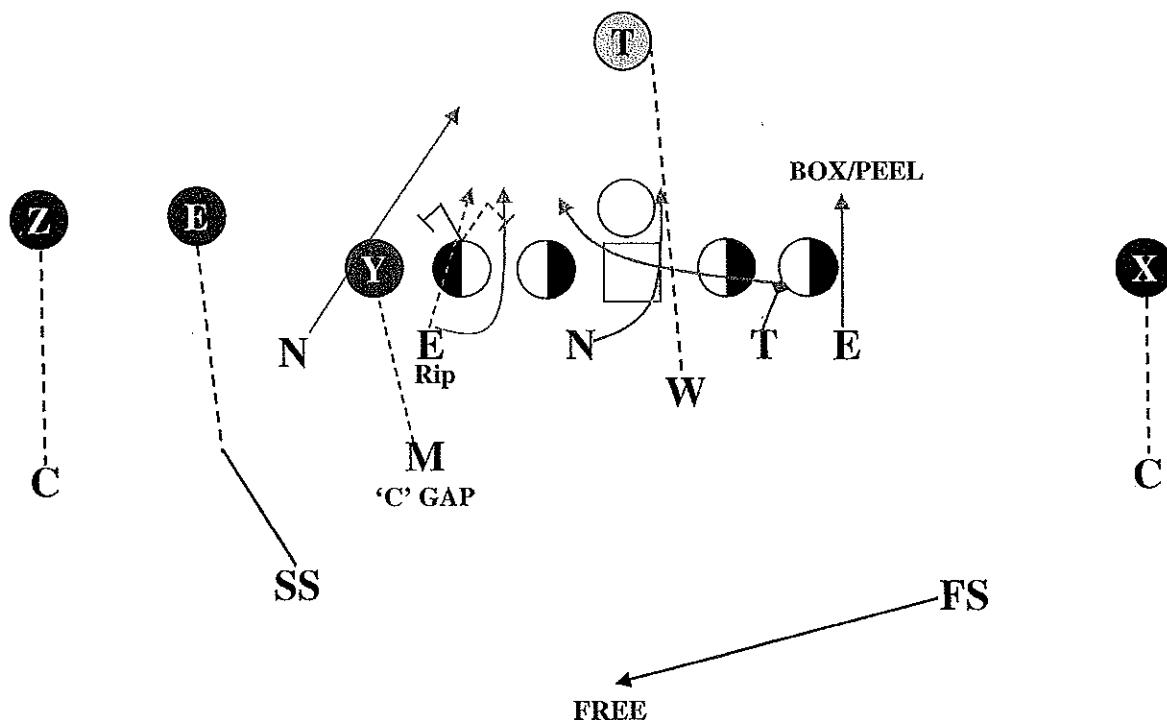
SPREAD



Position	Align	Tech	Key	Run To	Run Away	Pass
Left End	5 Tech.	Read	Guard	B gap	B gap	Bull Rush Guard
Nose	2I Tech.	Opposite	Off Guard	A gap	A gap	Rush
Tackle	3 Tech.	Out	Tackle	B gap	B gap	2-way Go/Wrap
Right End	6 Tech.	Base	TE	D gap	D gap	Box/Peel
Nickel	Gray Area	Blitz	Ball	Force	Cutback	Contain Blitz
Mike	A gap	Man/Man	Back	A gap/Lever	A gap/Cutback	Man/Man Back
Will	D gap	Man/Man	TE Triangle	D gap/Force	D gap/Cutback	Man/Man TE
Strong Safety	1x5 outside #2	Man/Man	QB to #2	Force	Fold	Man/Man #2
Free Safety	Work over ball 12 Yds. deep	Man Blitz Free	Triangle	Cutback	Cutback	Middle 1/3 Free
Field Corner	Press to 8 inside	Man/Man	QB to #1	Stack	Fold	Man/Man #1
Bdy. Corner	Press to 8 inside	Man/Man	QB to #1	Stack	Fold	Man/Man #1

FIELD SEATTLE SILVER

PRO TRIP

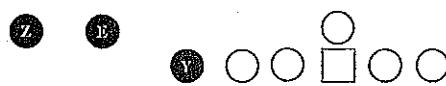


Position	Align	Tech	Key	Run To	Run Away	Pass
Left End	Cheat to 4 tech.	Read	Guard	B Gap	B Gap	Bull Guard
Nose	2I Tech.	Opposite	Off Guard	A gap	A gap	Penetrate A
Tackle	3 Tech.	Out	Tackle	B gap	B gap	2-way Go/Wrap
Right End	5 Tech.	Base	Tackle	C gap	C gap	Box/Peel
Nickel	Gray Area	Blitz	Ball	Force	Cutback	Contain Blitz
Mike	C gap	Man/Man	TE	C gap/Lever	C gap/Cutback	Man/Man TE
Will	A gap	Man/Man	Back	A gap/Lever	A gap/Cutback	Man/Man Back
Strong Safety	1x5 outside #2	Man/Man	QB to #2	Force	Fold	Man/Man #2
Free Safety	Work over ball 12 Yds. deep	Man Blitz Free	Triangle	Cutback	Cutback	Middle 1/3 Free
Field Corner	Press to 8 inside	Man/Man	QB to #1	Stack	Fold	Man/Man #1
Bdy. Corner	Press to 8 inside	Man/Man	QB to #1	Stack	Fold	Man/Man #1

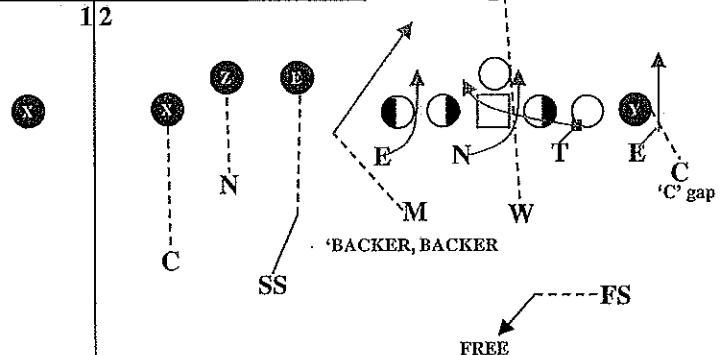
PRO TRIP

FIELD SEATTLE SILVER

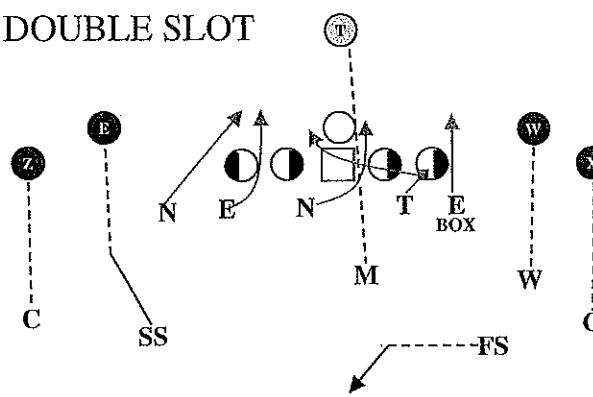
TRIP



***PREVIOUS PAGE

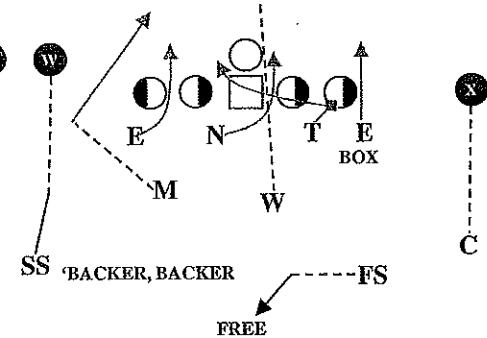


DOUBLE SLOT

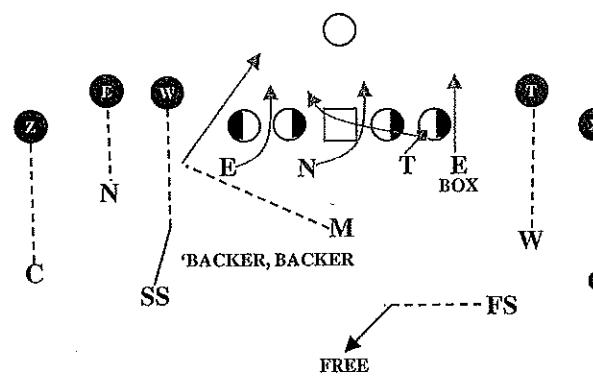


3 4

TRIO

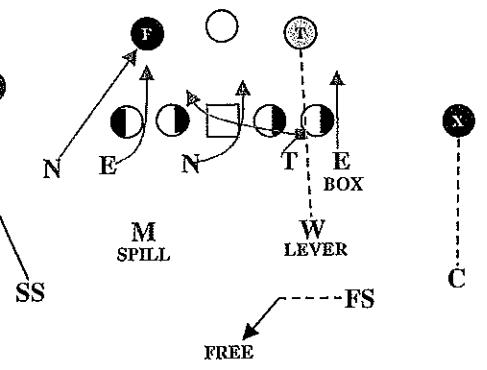


EMPTY

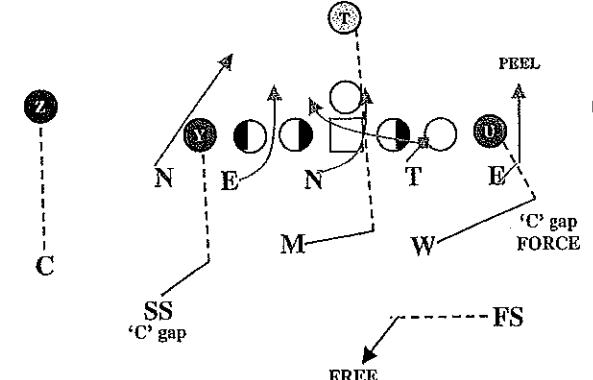


5 6

TWIX GSP

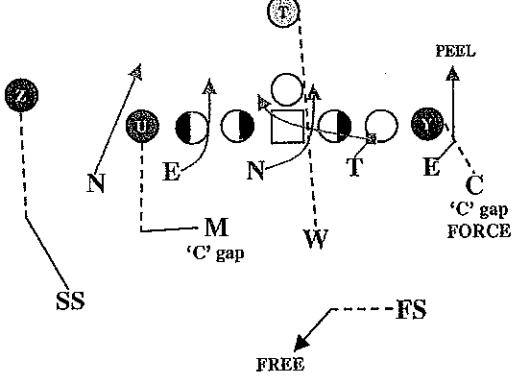


DOUBLE FLANKER



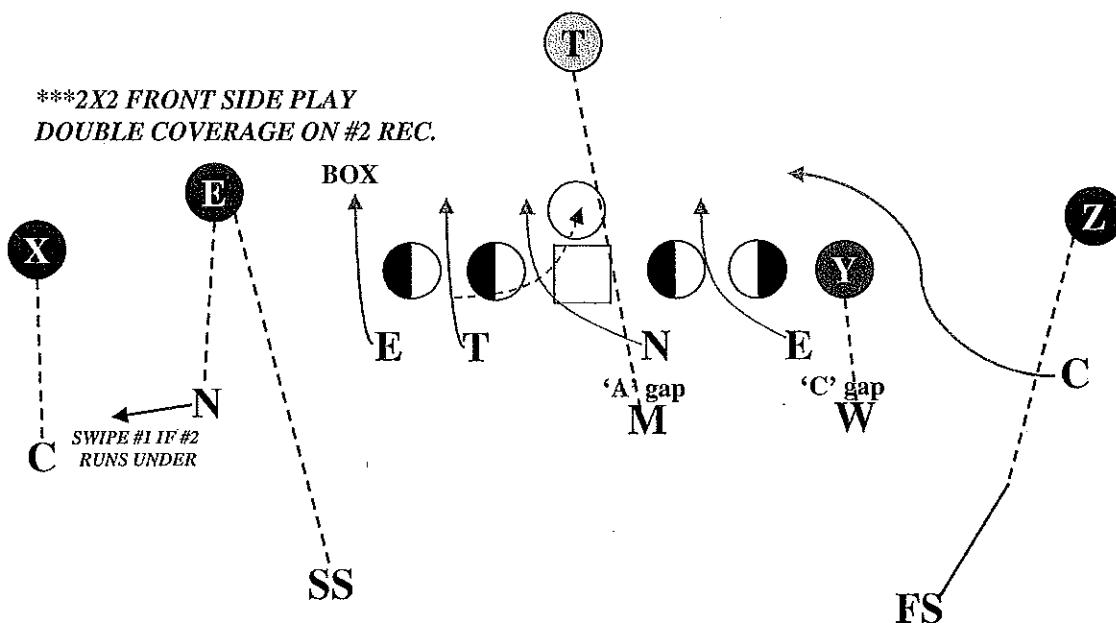
7 8

FLANKER TWIN



BENCH JERSEY BUFFALO

SPREAD



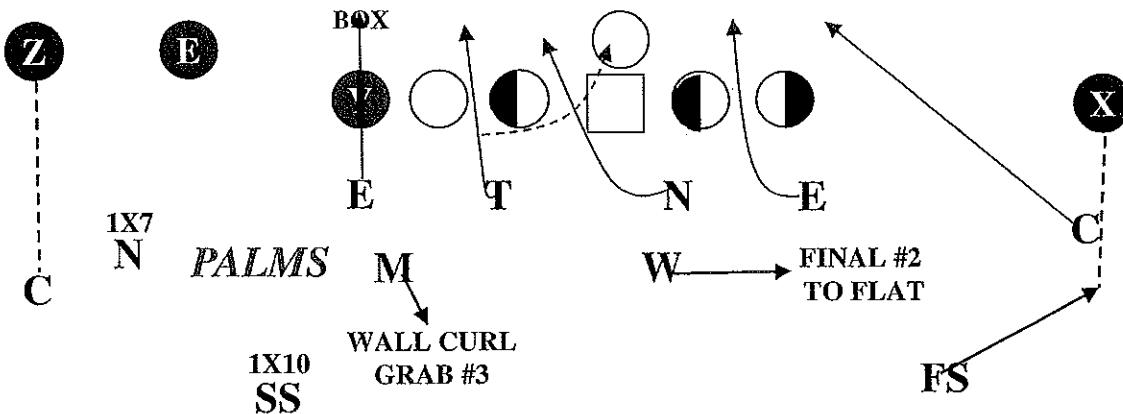
Position	Align	Tech	Key	Run To	Run Away	Pass
Left End	5 Tech.	Base	Tackle	C gap	C gap	Contain
Nose	2I Tech.	Opposite	Off Guard	A gap	A gap	2-way Go
Tackle	3 Tech.	Cut	Guard / Tackle	B gap	B gap	Penetrate B
Right End	5 Tech.	'B' gap Rip	Guard	B gap	B gap	Work B to A
Nickel	1x3 outside #2		QB to #2	Force	Fold	Man/Man #2 (outside Lev.)
Mike	A gap		Triangle	A gap/Spill	A gap/Cutback	Final #3
Will	Stack D gap	Man/Man #2	#2	C gap	C gap	Man / Man #2
Strong Safety	12 yds. Deep midpt #2 & OT	Rob #2 to #1	Triangle to #2	Alley	Cutback	Rob #2 to #1 (#2 Vert.)
Free Safety	1x8 inside #1	Belly Manj/Man #1	#1	Stack	Fold	Man/ Man #1
Field Corner	Press to 8 inside	Man/ Man #1	QB to #1	Stack	Fold	Man/Man #1
Bdy. Corner	1x4 inside	Blitz Contain	Bail	Force	Cutback	Blitz Contain

BENCH JERSEY BUFFALO

PRO TRIP



***3X1 FRONT SIDE PLAY PALMS COVERAGE ON #2 & #3

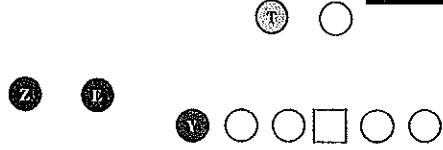


Position	Align	Tech.	Key	Run To	Run Away	Pass
Left End	5 Tech.	Base	Tackle	C gap	C gap	Contain
Nose	2I Tech.	Buc	Off Guard	A gap	A gap	2-way Go
Tackle	3 Tech.	Buc	Guard / Tackle	B gap	B gap	Wrap to Opp. A-Gap to contain
Right End	6 Tech.	Buc	Gaurd	B gap	B gap	Penetrate B
Nickel	1x7 outside #2	#2 Read	Palms Read #3	Force	Fold	Palms #2 & #3
Mike	20 Tech.	Wall Curl Grab #3	Triangle	Spill	Cutback	Wall Curl Grab 3
Will	20 Tech	Final #2	Triangle	Spill	Cutback	Final #2 to Flat
Strong Safety	1x10 outside of TE	#2 Read	Palms Read #3	Alley	Cutback	Palms #2 & #3
Free Safety	1x8 inside	Belly	#1 WR	#1 Man	#1 Man	Man/ Man#1
Field Corner	Press to inside	Press Man	#1	Stack	Fold	Man/Man #1
Bdy. Corner	1x4 inside	Bluff Press or Cloud	Ball	Force	Cutback	Blitz Contain

PRO TRIP +

BENCH JERSEY BUFFALO

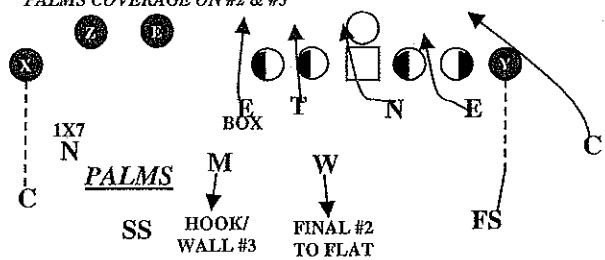
TRIP



***PREVIOUS PAGE

12

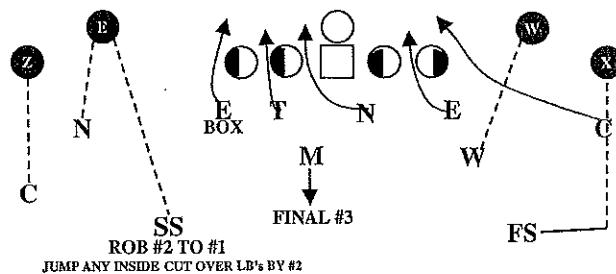
***3XI FRONT SIDE PLAY
PALMS COVERAGE ON #2 & #3



DOUBLE SLOT

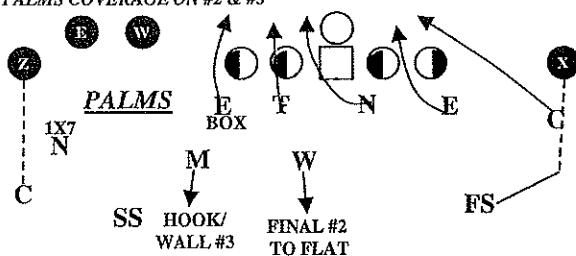
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***2XI FRONT SIDE PLAY
DOUBLE COVERAGE ON #2 REC.



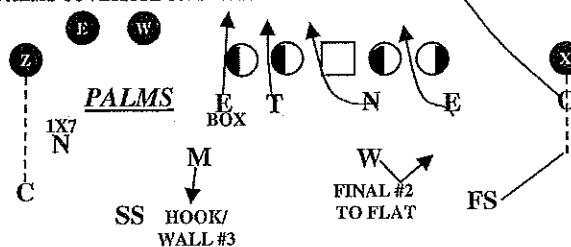
3 4

***3XI FRONT SIDE PLAY
PALMS COVERAGE ON #2 & #3



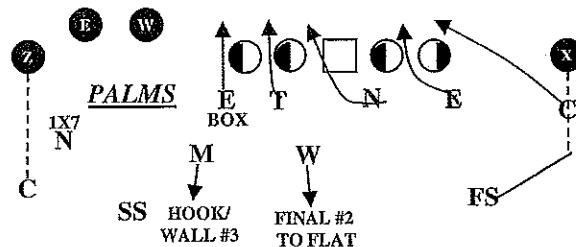
TRIO G -

***3XI FRONT SIDE PLAY
PALMS COVERAGE ON #2 & #3



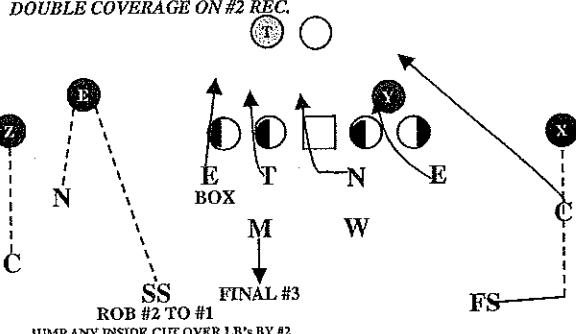
5 6

***3XI FRONT SIDE PLAY
PALMS COVERAGE ON #2 & #3



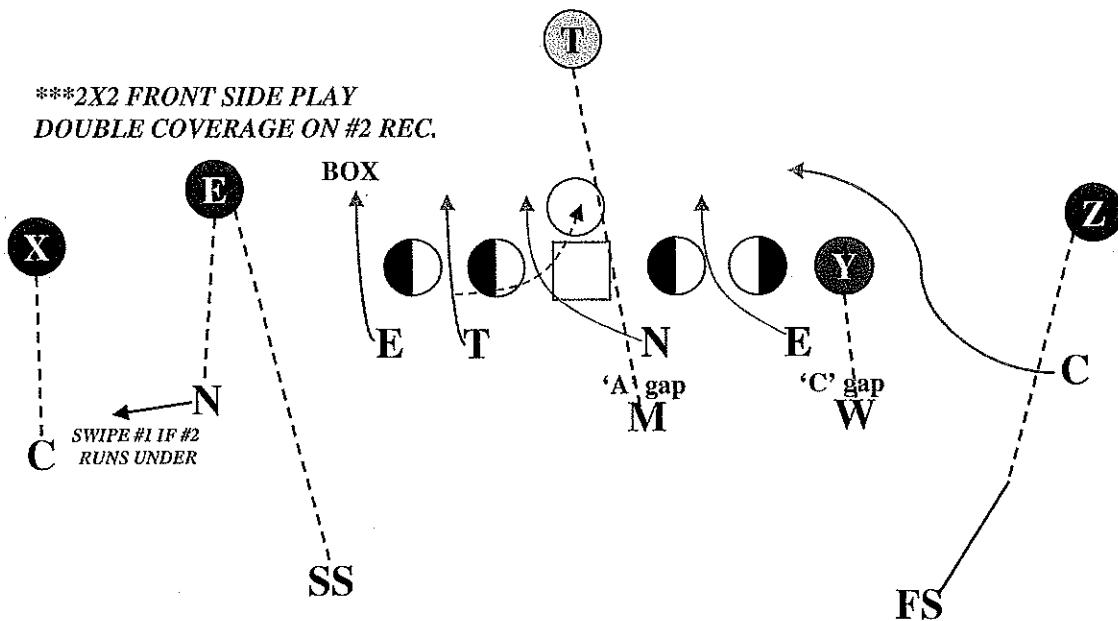
7 8

***2XI FRONT SIDE PLAY
DOUBLE COVERAGE ON #2 REC.



BENCH JERSEY BUFFALO

SPREAD



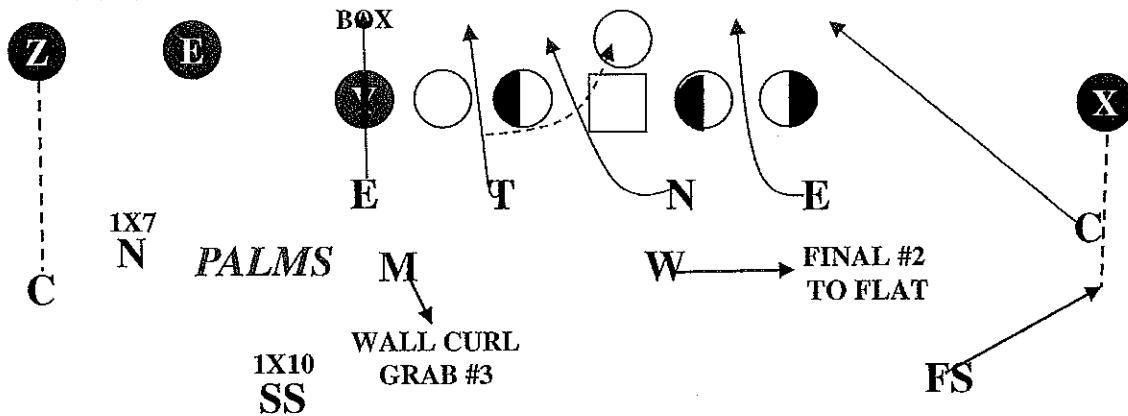
Position	Align	Tech	Key	Run To	Run Away	Pass
Left End	5 Tech.	Base	Tackle	C gap	C gap	Contain
Nose	2I Tech.	Opposite	Off Guard	A gap	A gap	2-way Go
Tackle	3 Tech.	Cut	Guard / Tackle	B gap	B gap	Penetrate B
Right End	5 Tech.	'B' gap Rip	Guard	B gap	B gap	Work B to A
Nickel	1x3 outside #2		QB to #2	Force	Fold	Man/Man #2 (outside Lev.)
Mike	A gap		Triangle	A gap/Spill	A gap/Cutback	Final #3
Will	Stack D gap	Man/Man #2	#2	C gap	C gap	Man / Man #2
Strong Safety	12 yds. Deep midpt #2 & OT	Rob #2 to #1	Triangle to #2	Alley	Cutback	Rob #2 to #1 (#2 Vert.)
Free Safety	1x8 inside #1	Belly Manj/Man #1	#1	Stack	Fold	Man/ Man #1
Field Corner	Press to 8 inside	Man/ Man #1	QB to #1	Stack	Fold	Man/Man #1
Bdy. Corner	1x4 inside	Blitz Contain	Ball	Force	Cutback	Blitz Contain

BENCH JERSEY BUFFALO

PRO TRIP

(T)

***3X1 FRONT SIDE PLAY PALMS COVERAGE ON #2 & #3



<u>Position</u>	<u>Align</u>	<u>Tech.</u>	<u>Key</u>	<u>Run To</u>	<u>Run Away</u>	<u>Pass</u>
Left End	5 Tech.	Base	Tackle	C gap	C gap	Contain
Nose	2I Tech.	Buc	Off Guard	A gap	A gap	2-way Go
Tackle	3 Tech.	Buc	Guard / Tackle	B gap	B gap	Wrap to Opp. A-Gap to contain
Right End	6 Tech.	Buc	Gaurd	B gap	B gap	Penetrate B
Nickel	1x7 outside #2	#2 Read	Palms Read #3	Force	Fold	Palms #2 & #3
Mike	20 Tech.	Wall Curl Grab #3	Triangle	Spill	Cutback	Wall Curl Grab 3
Will	20 Tech	Final #2	Triangle	Spill	Cutback	Final #2 to Flat
Strong Safety	1x10 outside of TE	#2 Read	Palms Read #3	Alley	Cutback	Palms #2 & #3
Free Safety	1x8 inside	Belly	#1 WR	#1 Man	#1 Man	Man/ Man#1
Field Corner	Press to inside	Press Man	#1	Stack	Fold	Man/Man #1
Bdy. Corner	1x4 inside	Bluff Press or Cloud	Ball	Force	Cutback	Blitz Contain

PRO TRIP +

BENCH JERSEY BUFFALO

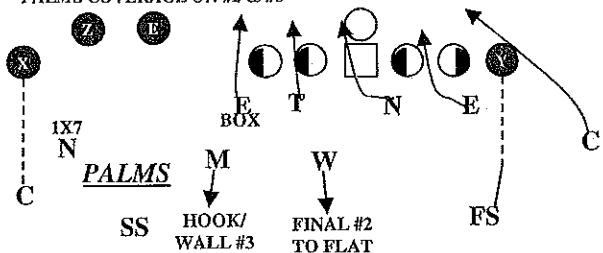
TRIP



***PREVIOUS PAGE

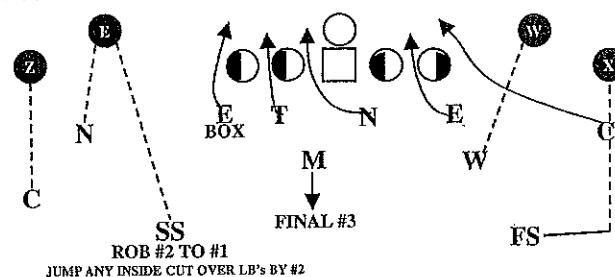
12

***3XI FRONT SIDE PLAY
PALMS COVERAGE ON #2 & #3



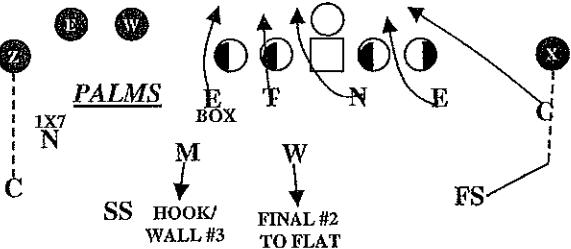
DOUBLE SLOT

***2X2 FRONT SIDE PLAY
DOUBLE COVERAGE ON #2 REC.



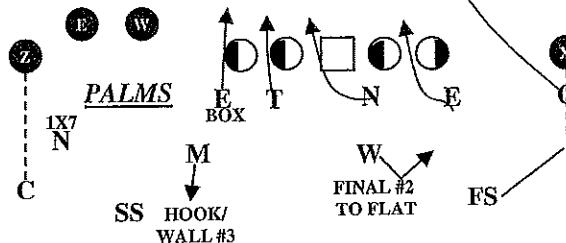
34

***3XI FRONT SIDE PLAY
PALMS COVERAGE ON #2 & #3



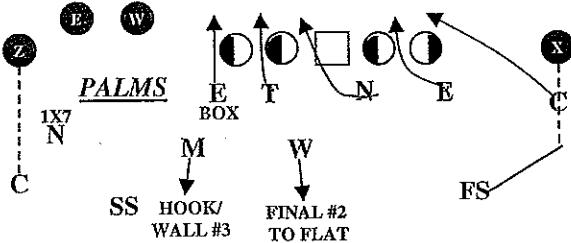
TRIO G -

***3XI FRONT SIDE PLAY
PALMS COVERAGE ON #2 & #3



56

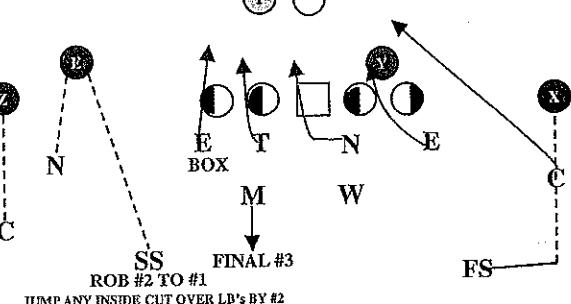
***3XI FRONT SIDE PLAY
PALMS COVERAGE ON #2 & #3



TRIO G+

78

***2X2 FRONT SIDE PLAY
DOUBLE COVERAGE ON #2 REC.



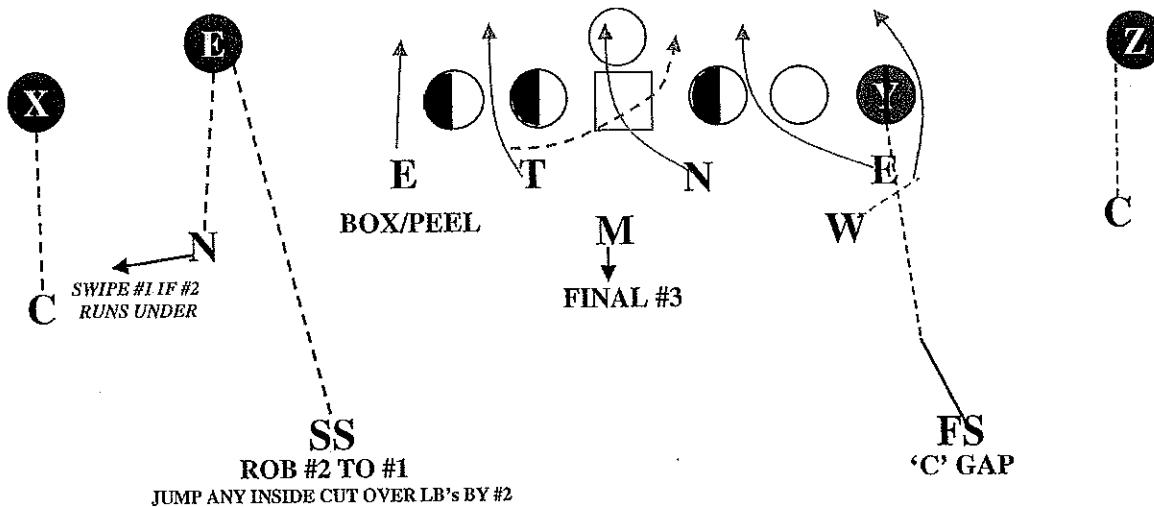
TWIX WEAK

BOUNDARY BLITZ BUFFALO

SPREAD

(T)

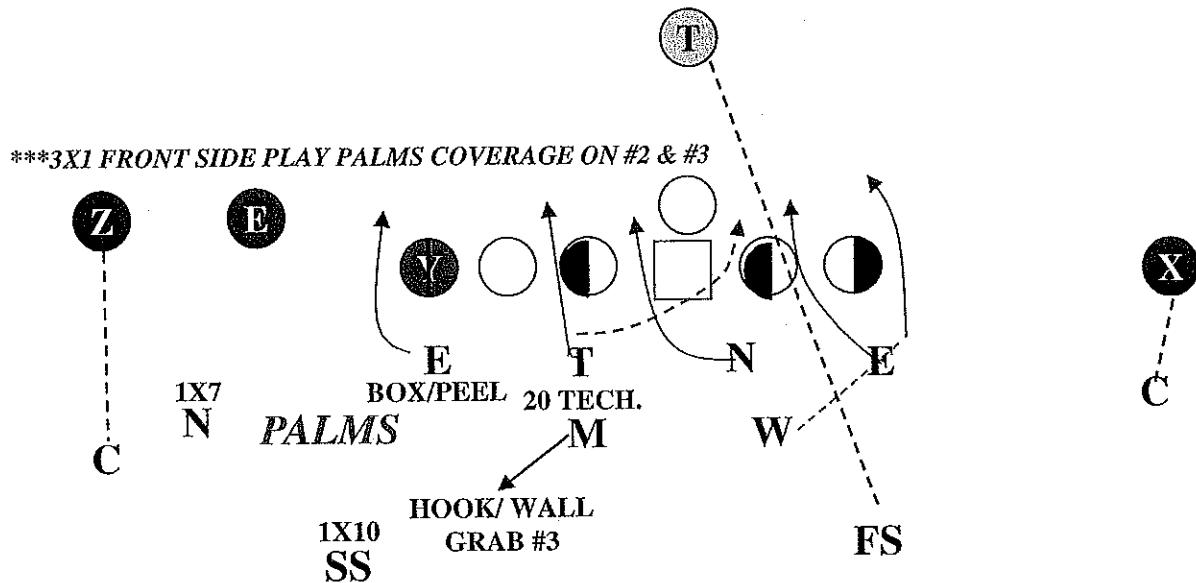
*****2X2 FRONT SIDE PLAY
DOUBLE COVERAGE ON #2 REC.**



Position	Align	Tech	Key	Run To	Run Away	Pass
Left End	5 Tech.	Base/Box	Tackle	C gap	C gap	Contain
Nose	2I Tech.	Opposite	Guard	A gap	A gap	Penetrate A
Tackle	3 Tech.	Out	Tackle	B gap	B gap	Wrap to Play side A Gap
Right End	5 Tech.	Rip	Tackle	B gap	B gap	Penetrate B
Nickel	1x3 outside #2	Buffalo	QB to #2	Force	Fold	Man/Man #2 (outside Lev.)
Mike	A gap	Final #3	Triangle	A gap/Spill	A gap/Cutback	Final #3
Will	Stack D gap	Blitz D-Gap	TE Triangle	D gap/Force	D gap/Cutback	Blitz Contain
Strong Safety	12 yds. Deep midpt #2 & OT	Robber ¼'s	Triangle to #2	Alley	Cutback	Rob #2 to #1 (#2 Vert.)
Free Safety	1x8 o/s TE	Man	TE	C-Gap Spill	C-Gap Cutback	Man/Man TE
Field Corner	Press to 8 inside	Man/ Man #1	QB to #1	Stack	Fold	Man/Man #1
Bdy. Corner	1x4 inside	Bluff Press or Cloud	Ball	Force	Cutback	Man/ Man #1

BOUNDARY BLITZ BUFFALO

PRO TRIP

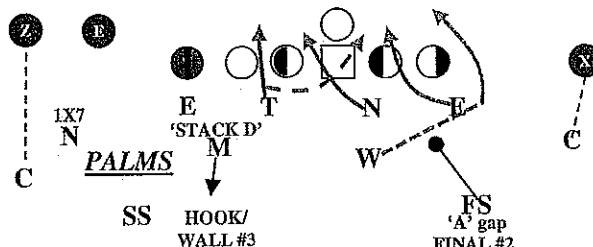


Position	Align	Tech	Key	Run To	Run Away	Pass
Left End	9 Switch/Peel	Base	Tackle	C gap	C gap	Contain
Nose	21 Tech.	Opposite	Guard	A gap	A gap	Penetrate A
Tackle	3 Tech.	Out	Tackle	B gap	B gap	Wrap to Play side A Gap
Right End	5 Tech.	Rip	TE	B gap	B gap	Penetrate B
Nickel	1x7 outside #2	Palms	Palms Read #3	Force	Fold	Palms #2 & #3
Mike	20 Tech.	Wall Hook Grab 3	Triangle	Spill	Cutback	Wall Hook Grab 3
Will	20 Tech to Ghost 5	Blitz C-Gap	TE Triangle	C gap/Force	C gap/ Cutback	Blitz Contain
Strong Safety	1x10 outside of TE	Palms	Palms Read #3	Alley	Cutback	Palms #2 & #3
Free Safety	8 yds deep B-gap	Man Final #2 Weak	Triangle	Stack / Spill	Fold / Cutback	Man Final #2 Weak
Field Corner	Press to 8 inside	Man/ Man #1	QB to #1	Stack	Fold	Man/Man #1
Bdy. Corner	1x4 inside	Bluff Press or Cloud	Ball	Force	Cutback	Man/ Man #1

PRO TRIP +

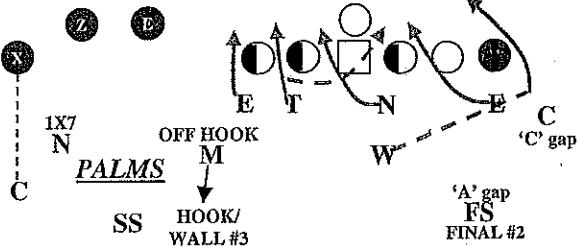
BOUNDARY BLITZ BUFFALO

TRIP



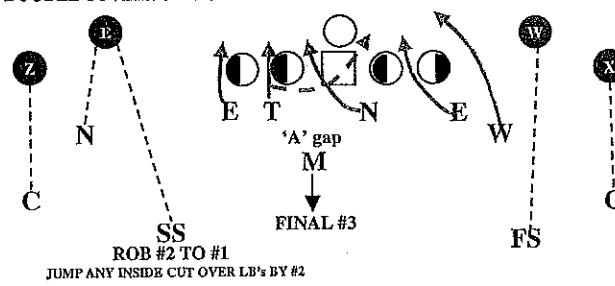
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***3XI FRONT SIDE PLAY
PALMS COVERAGE ON #2 & #3



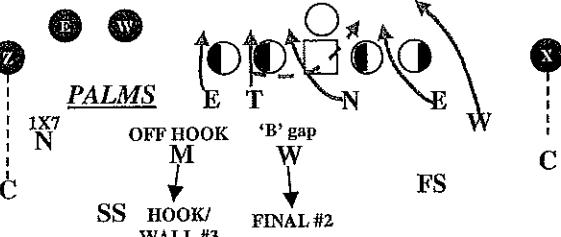
DOUBLE SLOT

***2X2 FRONT SIDE PLAY
DOUBLE COVERAGE ON #2 REC.



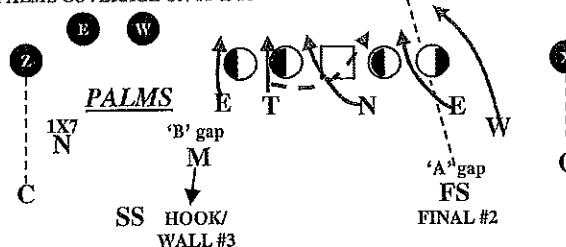
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***3XI FRONT SIDE PLAY
PALMS COVERAGE ON #2 & #3



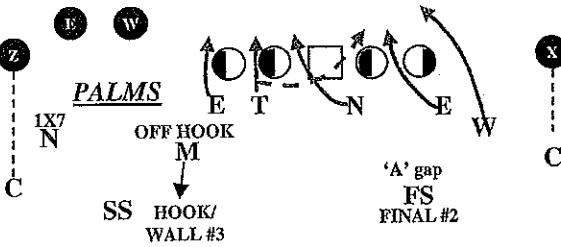
TRIO G-

***3XI FRONT SIDE PLAY
PALMS COVERAGE ON #2 & #3



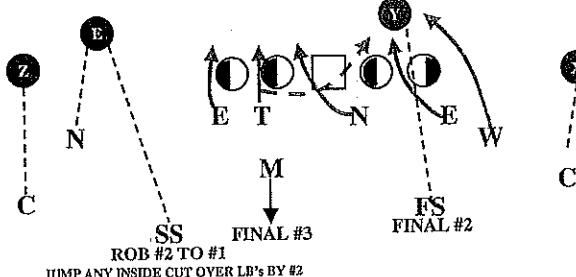
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***3XI FRONT SIDE PLAY
PALMS COVERAGE ON #2 & #3



***2X1 FRONT SIDE PLAY
DOUBLE COVERAGE ON #2 REC.

TWIX WEAK

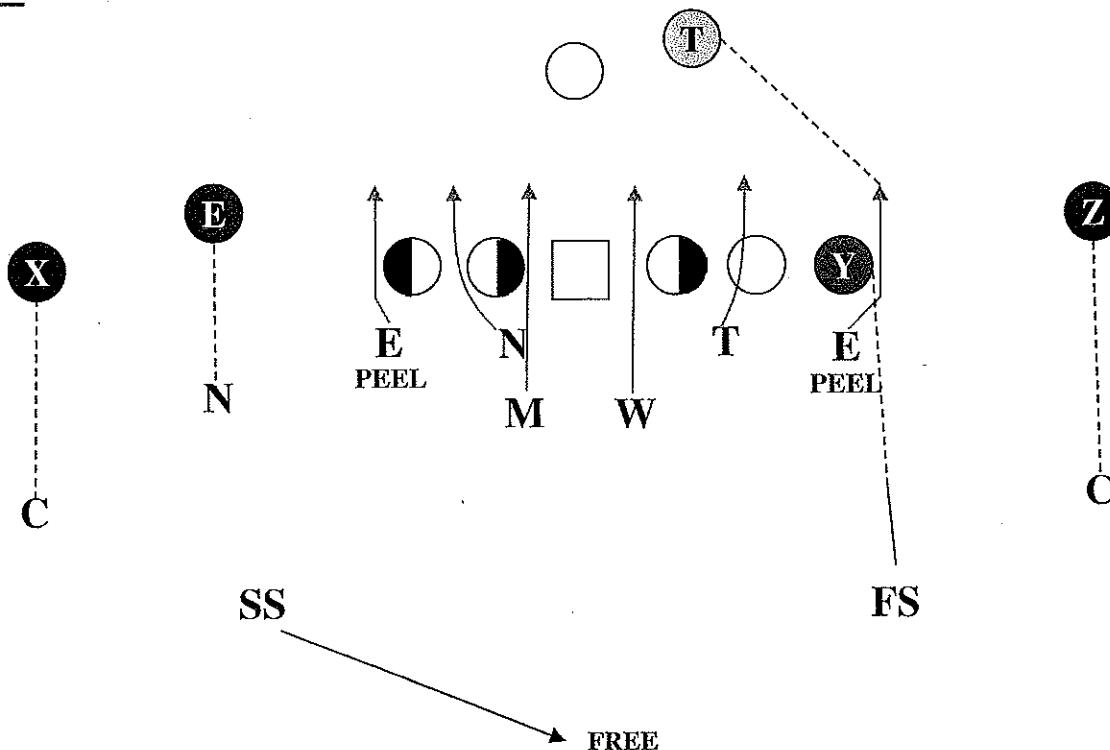


7 8

(G NOSE) GO SILVER

SPREAD

ENDS= TAKE THE BACK IF HE RELEASES TO YOUR SIDE

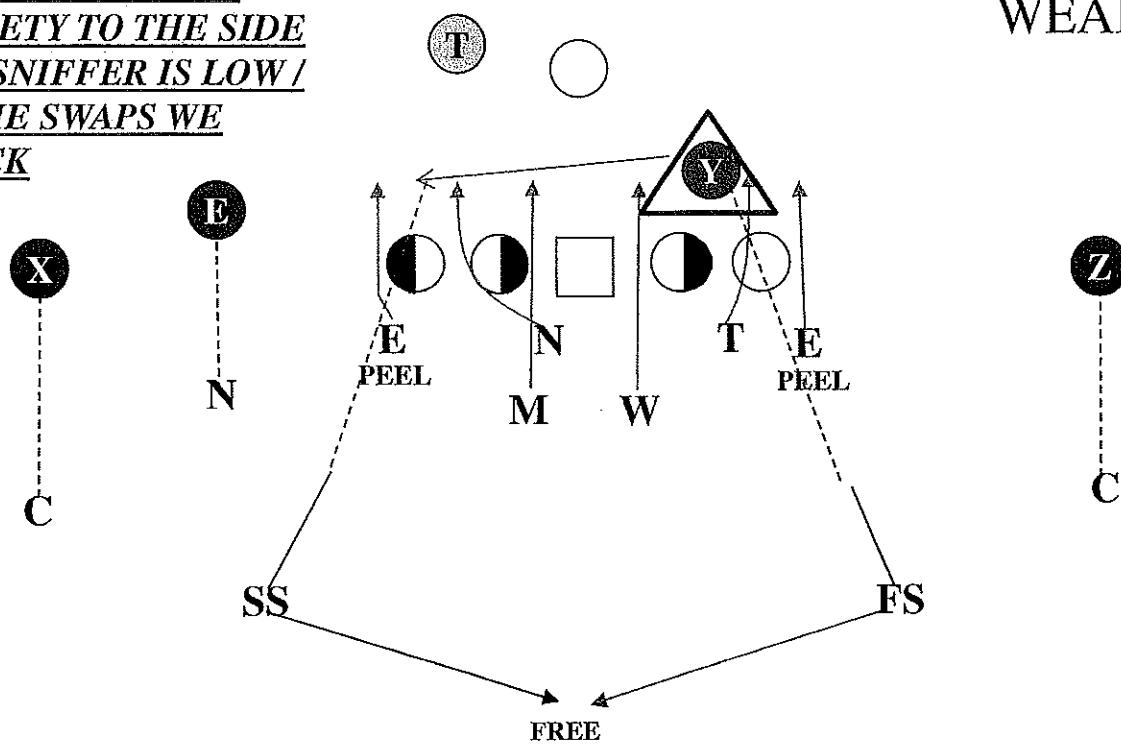


Position	Align	Tech	Key	Run To	Run Away	Pass
Left End	5 Tech.	Base	Tackle	Box	C gap	Box/Peel
Nose	2i Tech.	G NOSE	Tackle	B gap	B gap	Penetrate B
Tackle	3 Tech.	Base	Tackle	B gap	B gap	Penetrate B
Right End	6 Tech/Switch	Base	TE	Force	D gap	Contain/Peel
Nickel	Gray Area	Man/Man	QB to #2	Force	Fold	Man/Man #2
Mike	A gap	Blitz	Ball	A gap	A gap	Blitz
Will	A gap	Blitz	Ball	A gap	A gap	Blitz
Strong Safety	1x5 outside #2	Man Blitz Free	Triangle	Cutback	Cutback	Middle 1/3 Free
Free Safety	1x8 outside TE	Man/Man	TE Triangle	C gap/Lever	C gap/Cutback	Man/Man TE
Field Corner	Press to 8 inside	Man/Man	QB to #1	Stack	Fold	Man/Man #1
Bdy. Corner	Press to 8 inside	Man/Man	QB to #1	Stack	Fold	Man/Man #1

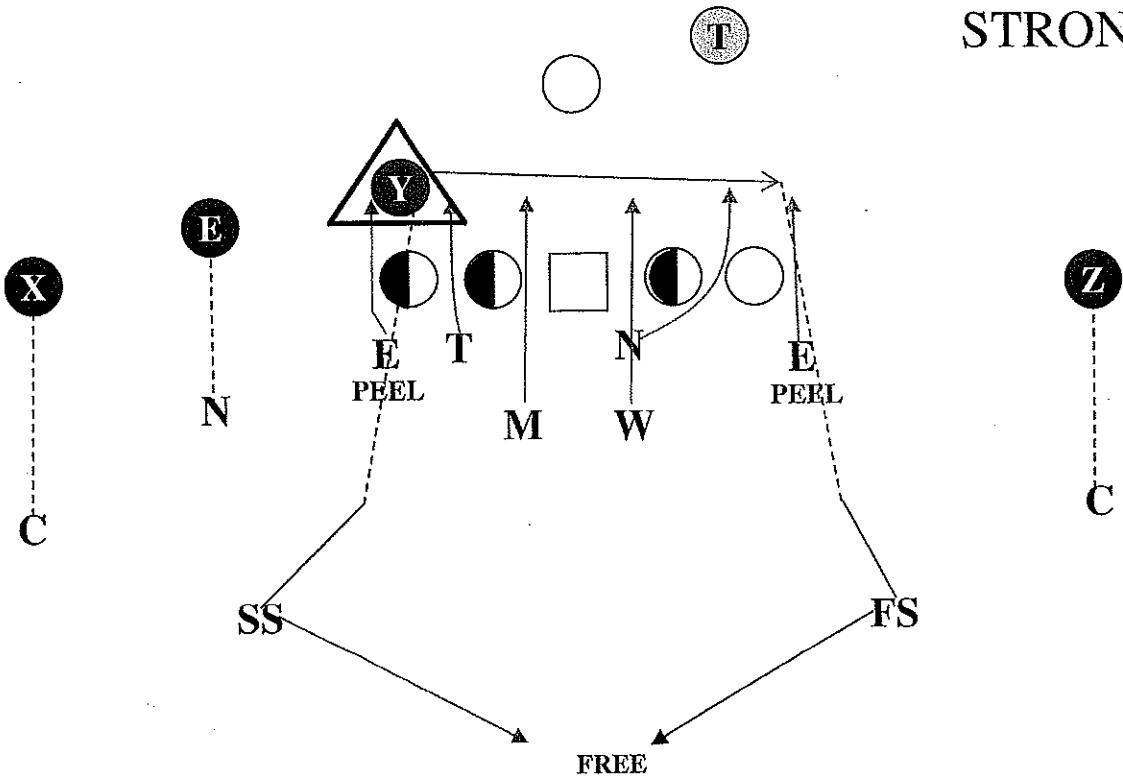
OVER GO KEY

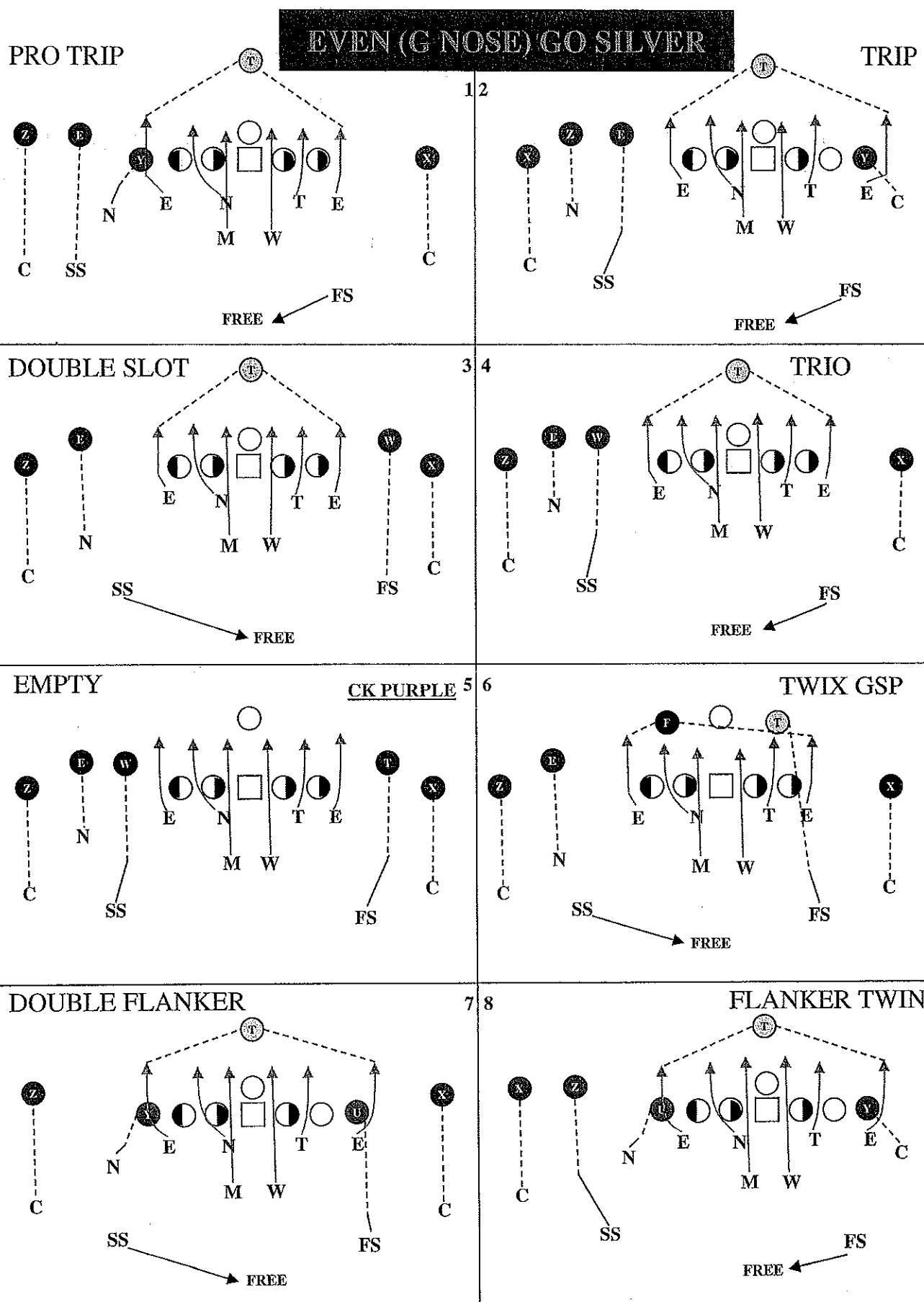
KEY COVERAGE =
SAFETY TO THE SIDE
OF SNIFFER IS LOW /
IF HE SWAPS WE
ROCK

**TWIX
WEAK**



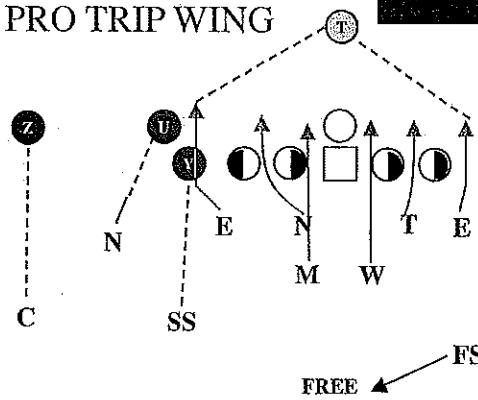
**TWIX
STRONG**



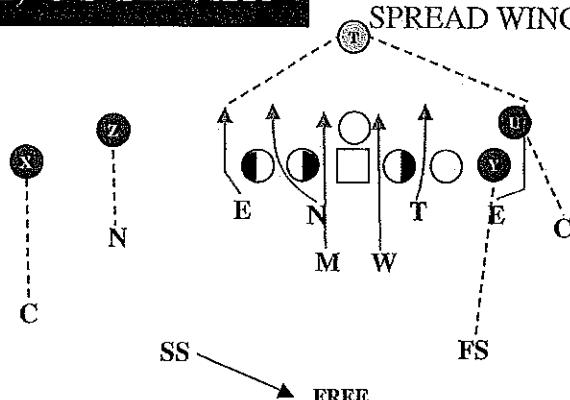


EVEN (G NOSE) GO SILVER

PRO TRIP WING



SPREAD WING



9 10

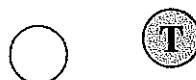
11 12

13 14

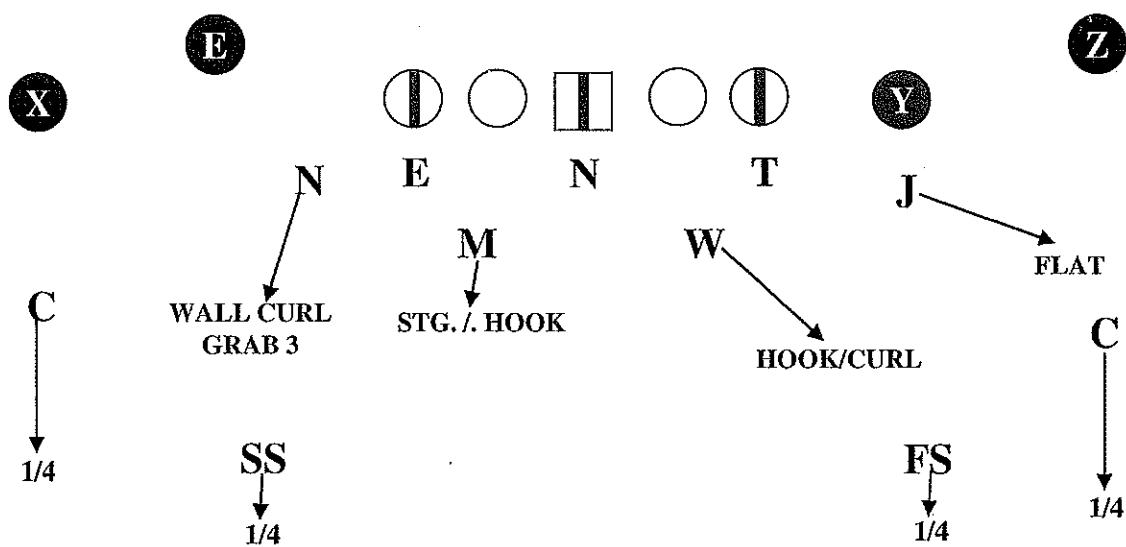
15 16

OKIE 4

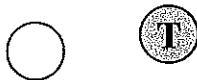
Show Pressure



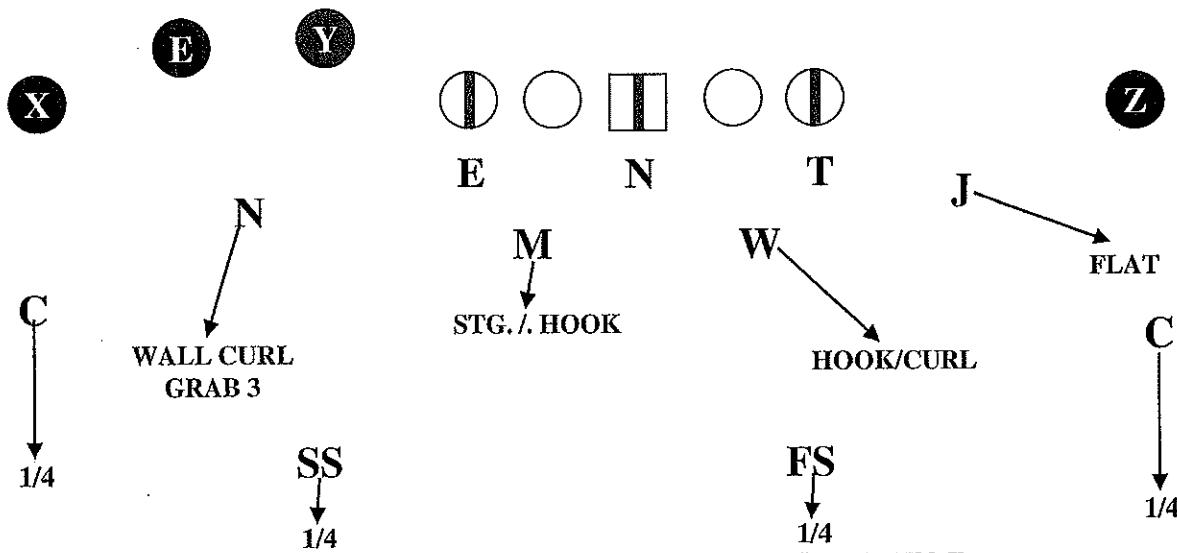
DBL SLOT G-



Show Pressure



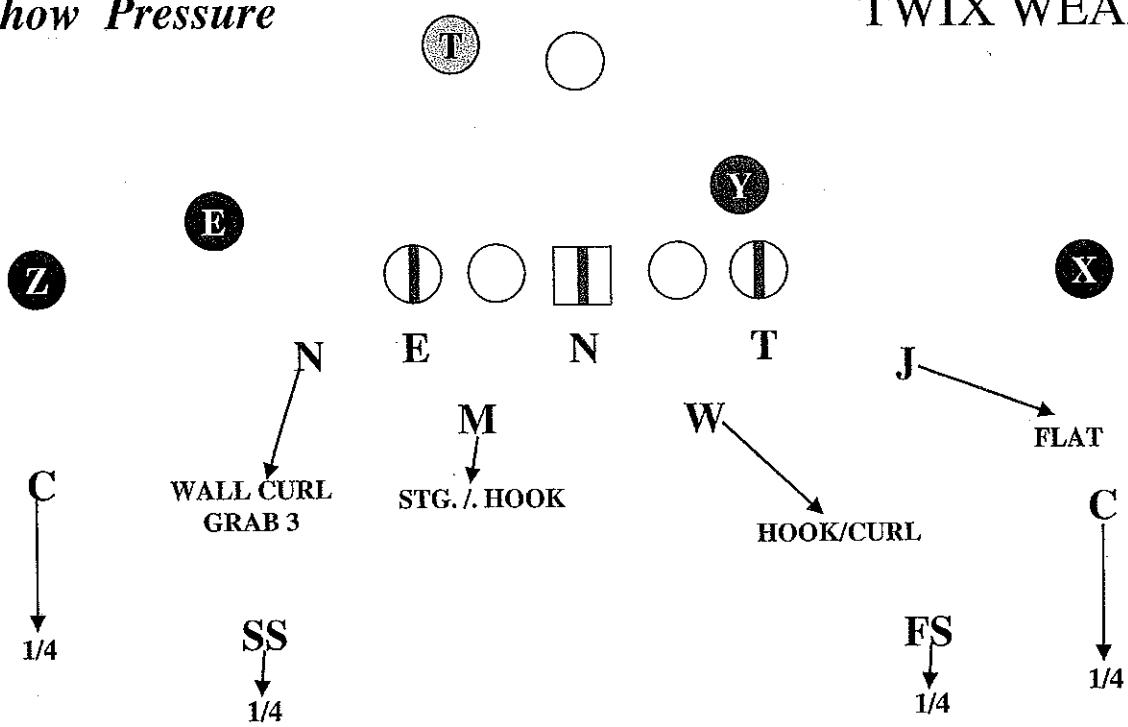
TRIO G-



OKIE 4

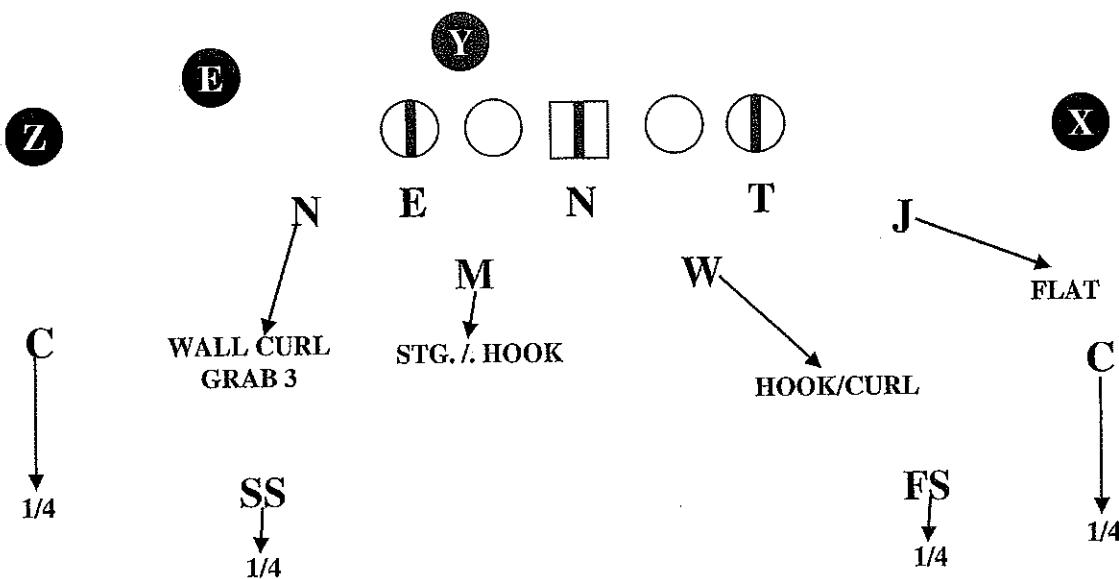
Show Pressure

TWIX WEAK



Show Pressure

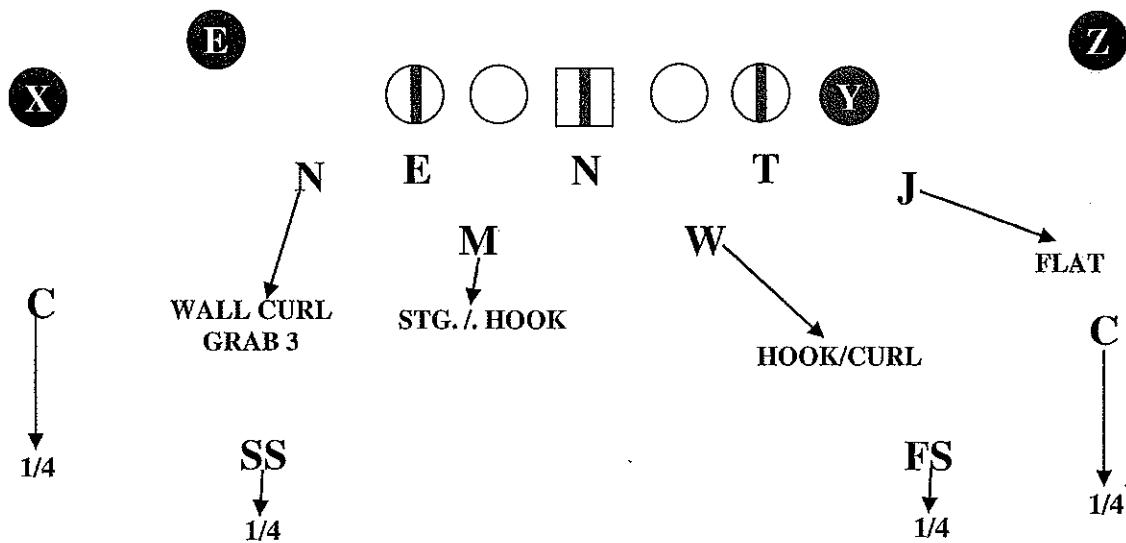
TWIX
STRONG



OKIE 4

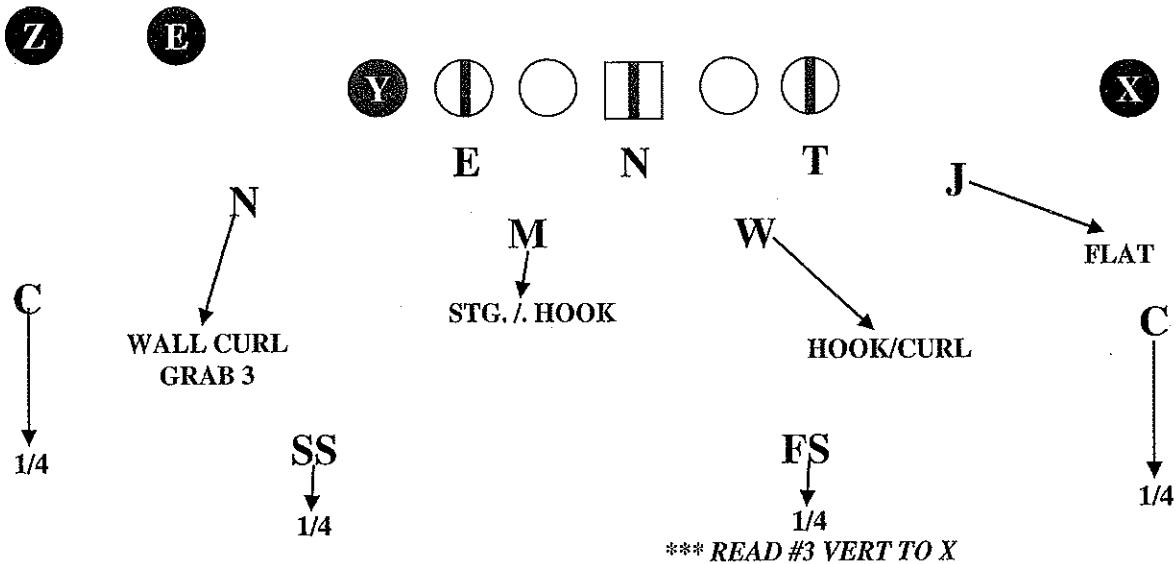
Show Pressure

SPREAD G+



Show Pressure

PRO TRIPS
G-

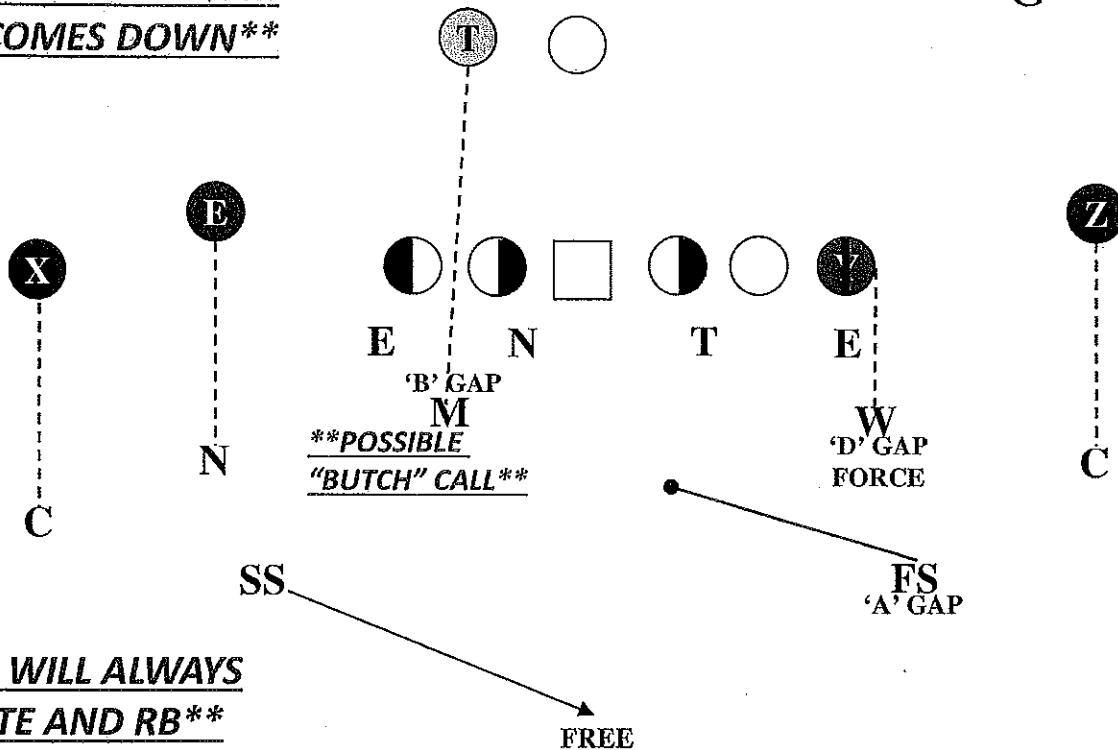


****SAFETY AWAY FROM
BACK COMES DOWN****

OVER BLUE

SPREAD

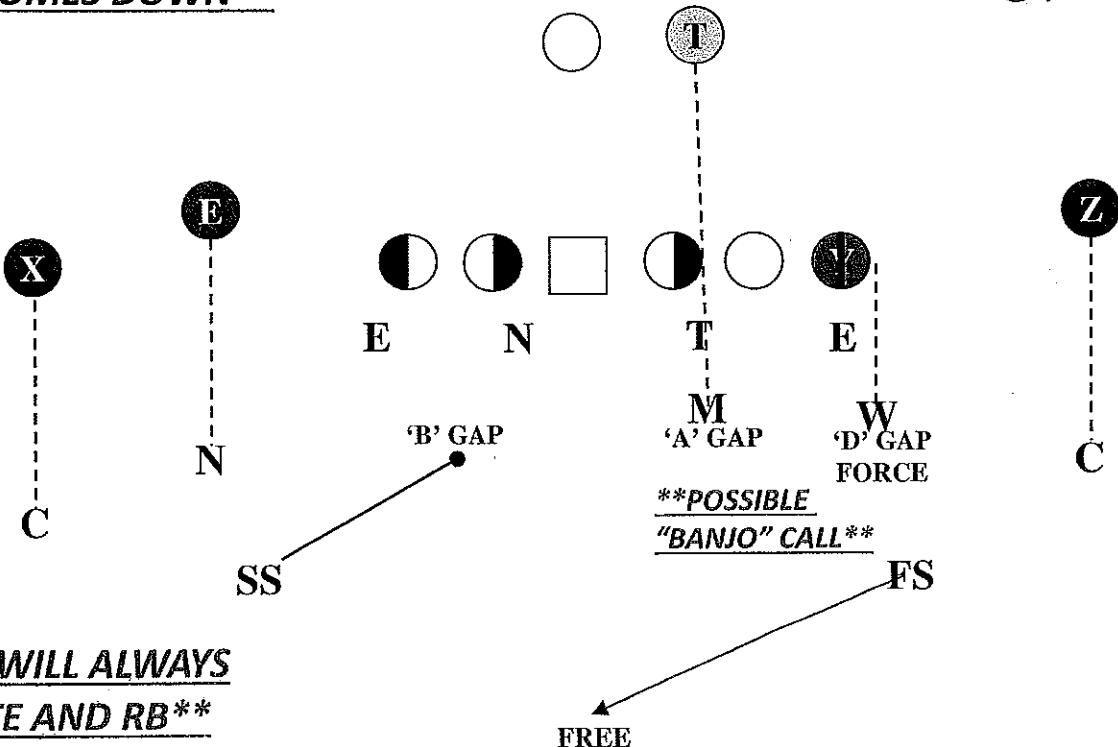
G-



****SAFETY AWAY FROM
BACK COMES DOWN****

SPREAD

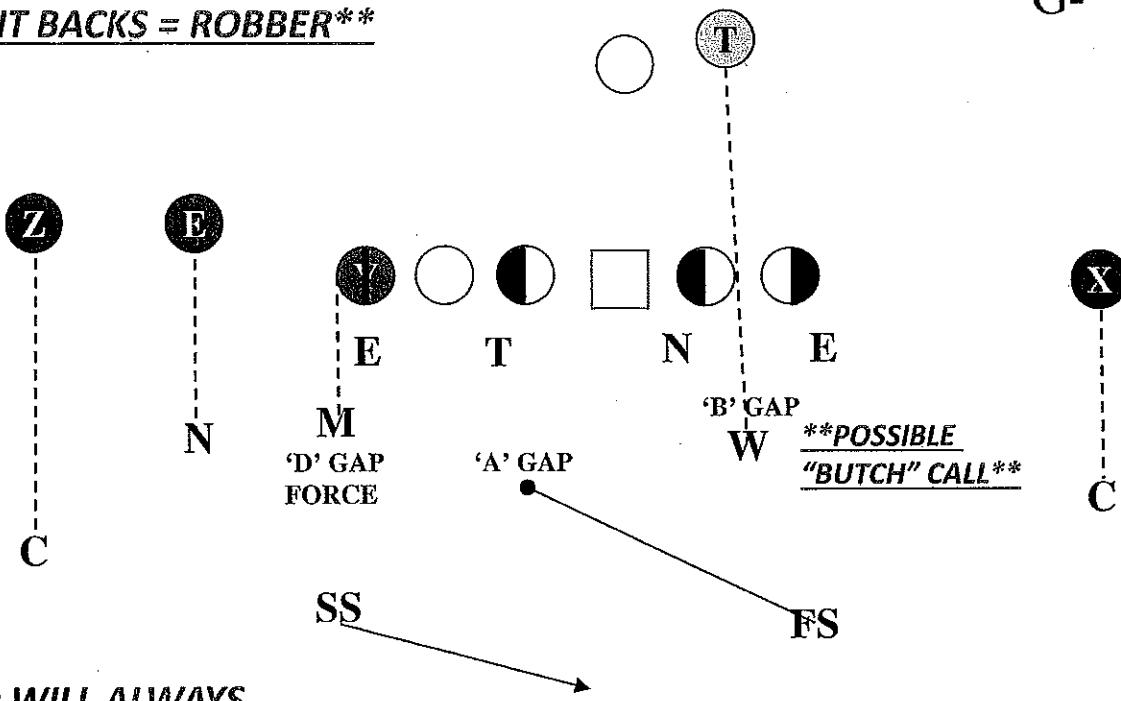
G+



OVER BLUE

PRO TRIP
G-

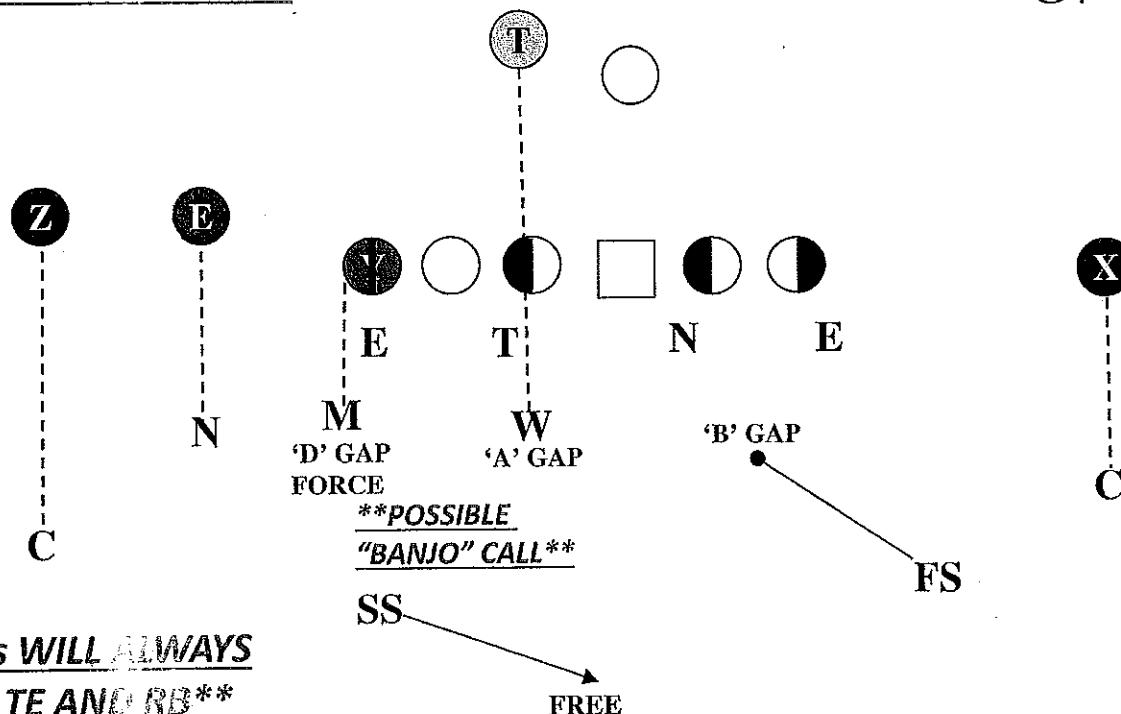
****SPLIT BACKS = ROBBER****



****LB's WILL ALWAYS HAVE TE AND RB****

PRO TRIP
G+

****SAFETY AWAY FROM BACK COMES DOWN****

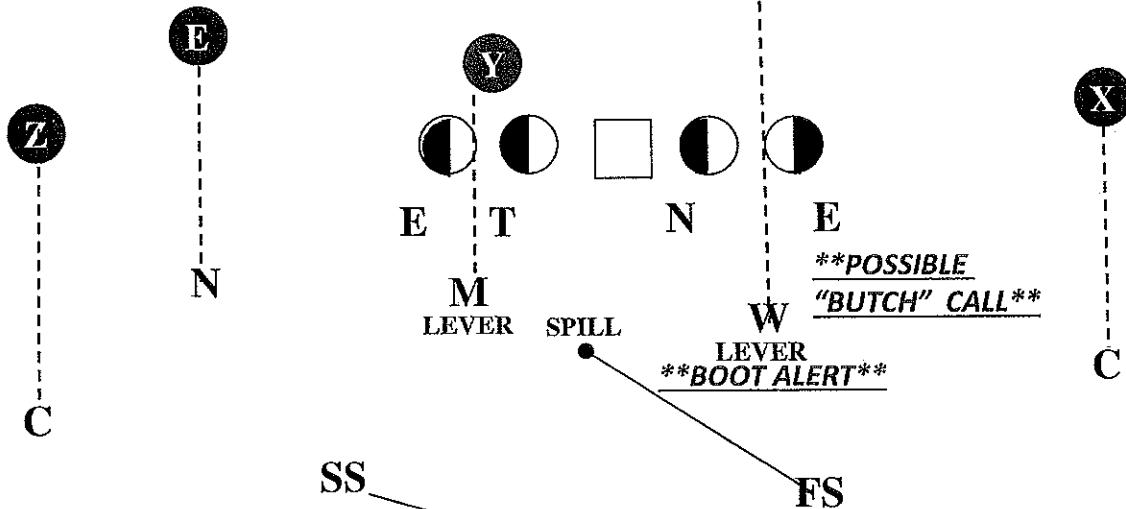


****LB's WILL ALWAYS HAVE TE AND RB****

OVER BLUE

TWIX
STRONG

****SAFETY AWAY FROM
BACK COMES DOWN****

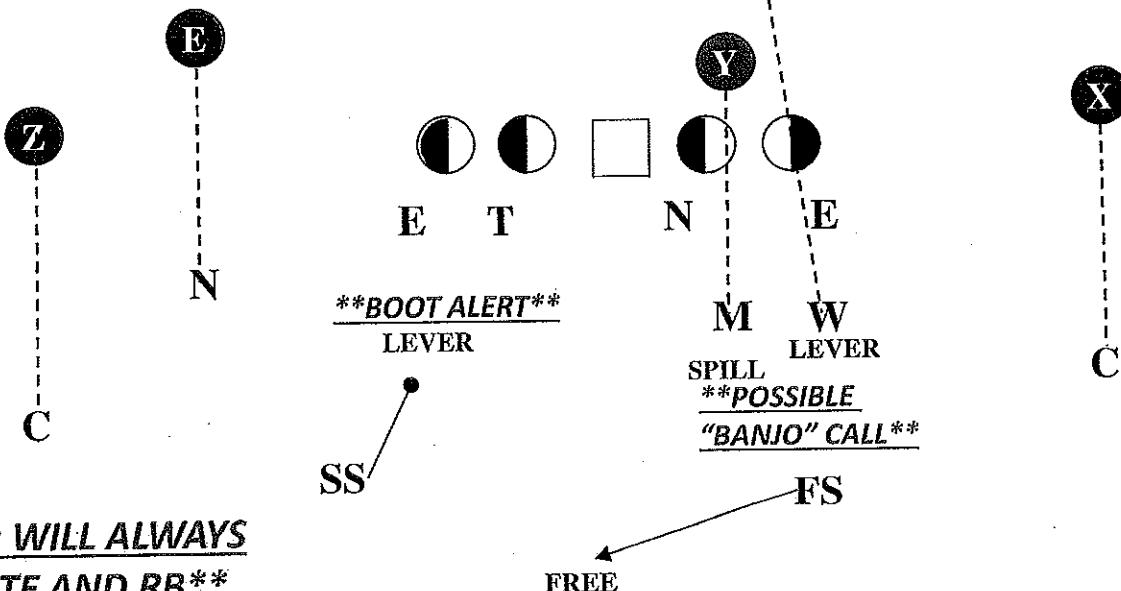


****LB's WILL ALWAYS
HAVE TE AND RB****

****ANY SPLIT BACK
F/S IS DOWN****

****SAFETY AWAY FROM
BACK COMES DOWN****

TWIX
WHITE

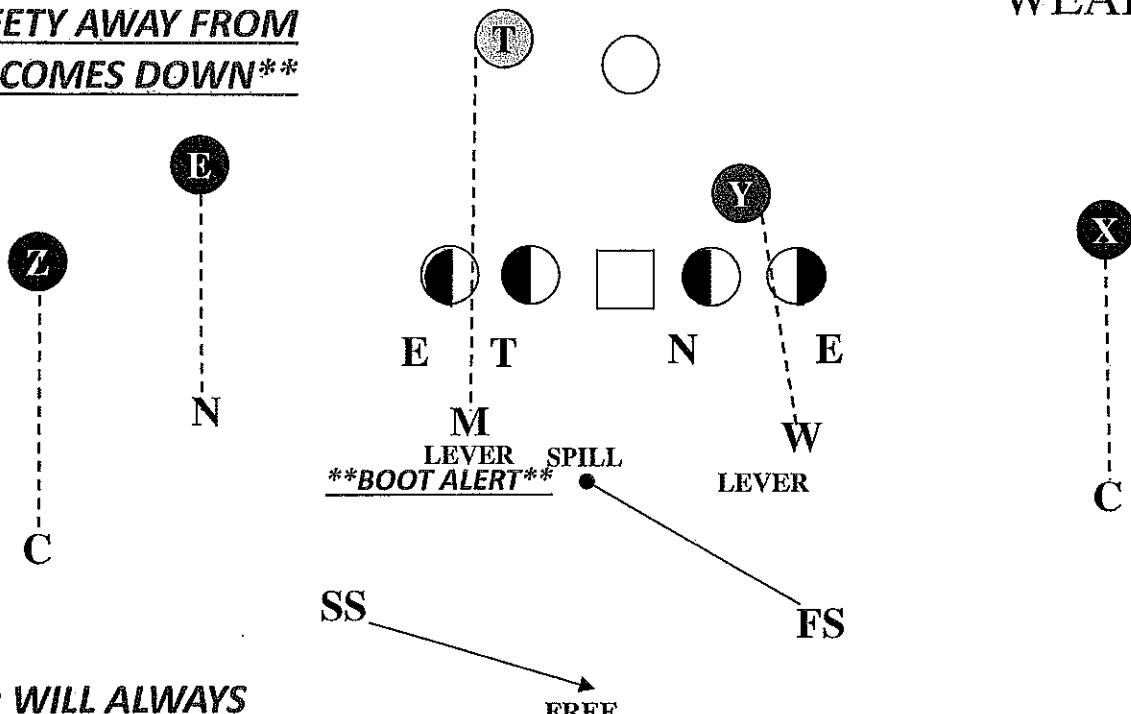


****LB's WILL ALWAYS
HAVE TE AND RB****

OVER BLUE

TWIX
WEAK

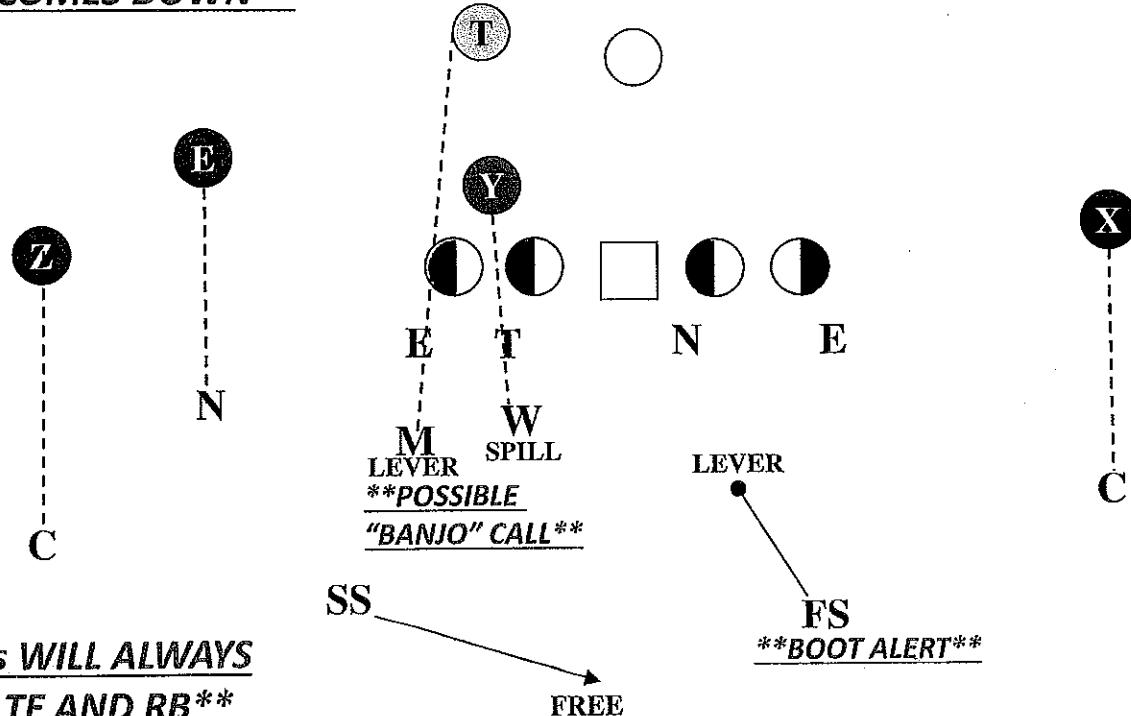
****SAFETY AWAY FROM
BACK COMES DOWN****



****LB's WILL ALWAYS
HAVE TE AND RB****

TWIX TAN

****SAFETY AWAY FROM
BACK COMES DOWN****



****LB's WILL ALWAYS
HAVE TE AND RB****

TAMPA

DESCRIPTION

A 2 deep zone with a deep middle run through player usually accompanied by a 4 man pass rush.

ADDITIONAL INFORMATION

1. Coverage provides a 6 man box vs. 1 back.
2. Mike is the deep middle player vs. 1 back formations. Vs. 2 back, run through player depends on flow of backs.
3. Corners must do a great job of rerouting receivers. Eliminate vertical releases.
4. Corners have “wheel rules”. Run with 2nd man through your zone.
5. Weaknesses of coverage are quick slants, check down, and vertical holes along the sidelines.
6. the #1 receivers vs. scramble. Backside Corners must get depth. Backside Safety must work to inner most part of your zone. Backfield seam player must work to inner most part of your zone to protect the area voided by the middle run through backer. Front side seam player is the secondary contain vs. scramble. Middle Backer is secondary contain vs. sprint and boot pass.
7. “Spy” calls allow the seam players to hold their depth vs. check downs. “Spy” Lineman would take the check downs.

Safety Play

TAMPA

Alignment and Keys

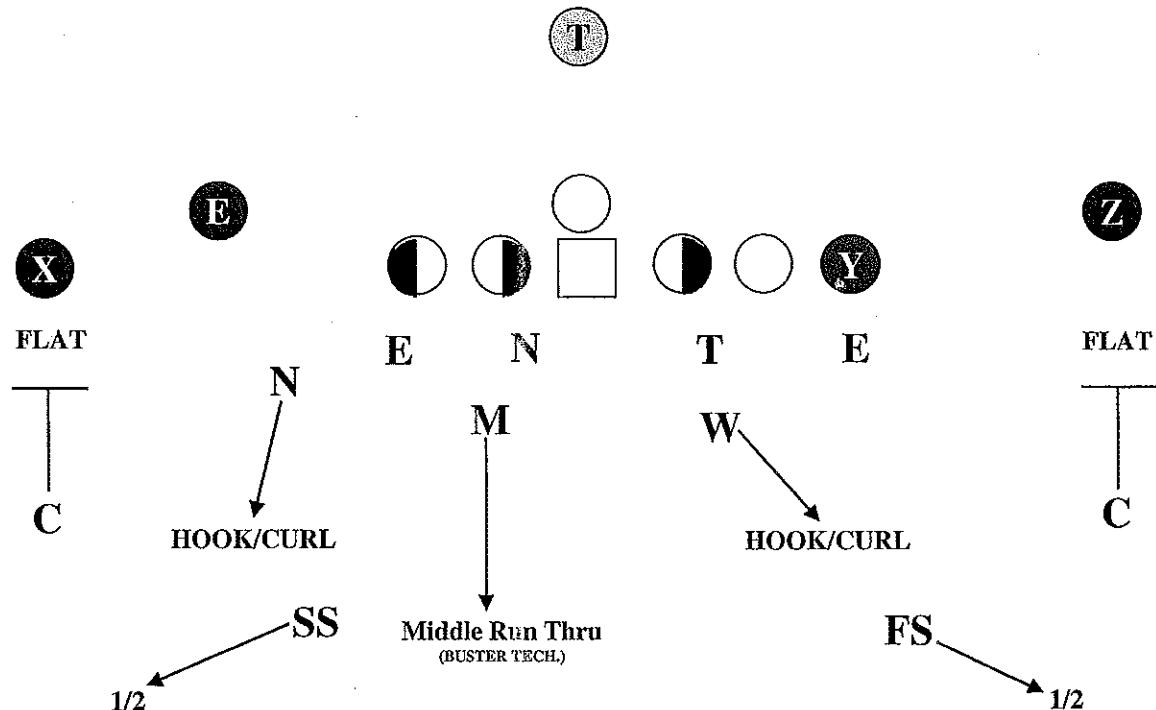
- Alignment is 12 yards deep and 2 yards outside the hash. Can be adjusted due to splits or position of the ball. Key the QB and feel the uncovered linemen.
- C-7 is the dead side alignment for the Safety vs. a single width, two back formation (Twins). This allows you to be a run defender so key the angle of the fullback. You must push back initially to protect vs. play action pass.
- D-8 is the dead side alignment vs. a wing. Key the fullback for run support.
- C-10 is the alignment of a Safety on the dead side of a Twin Trip or Flanker Twin formation.

Coaching Points

- Push in your backpedal to and through your landmark which is three yards inside the numbers until the QB or ball tells you what to do. Remember you are a pass defender first. You must have great footwork, eyes, and knowledge of help.
- You must be patient in that you must break when the ball is thrown. You can cover a lot of ground if you get a great break on the QB. Eyes, Eyes, Eyes!
- We need to disguise as much as possible without jeopardizing the integrity of the coverage. If ever caught in a disguise “turn and run” to your landmark.
- Play side Safety vs. run must keep the cup. At times you may be the fill player, but when in doubt fill outside in to give the backside Safety and Corner in pursuit a chance to make a play.
- You should always fit inside the seam player vs. the screen game.
- Dead side Safeties check for possible reverse.
- Do not allow nasty splits to change your alignment too much. Offenses like to tighten splits to out leverage us after the snap.
- Safeties are responsible for the fake bubble pass and fake jailbreak. Eye discipline is imperative.
- Possible “slant” technique by Corner with wide splits. Think wider landmark at that time. More likely to be needed on single receiver side of a 3x1 formation.
- Important that both Safeties are seeing the same thing to cut down distance between the two.



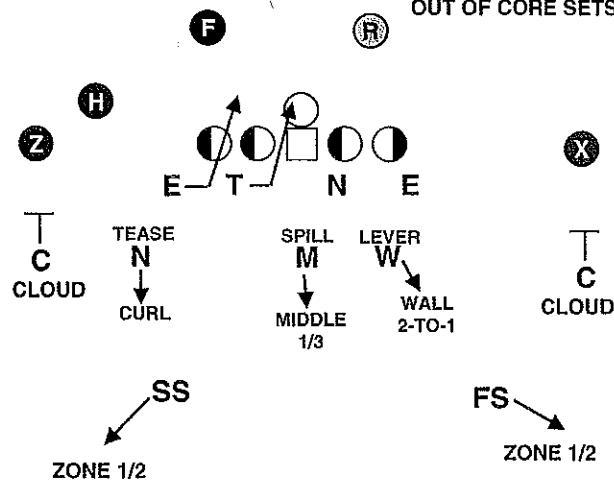
SPREAD



Position	Align	Key	Run To	Run Away	Pass
Left End	5 Tech.	Tackle	B gap	C gap	Contain
Nose	0 Tech.	Center	A gap	A gap	2-way Go
Tackle	3 Tech.	Tackle	B gap	B gap	Contain
Right End	6 Tech.	TE	C gap	C gap	Contain
Nickel	2x5 inside #2	QB to #2	Force	Fold	Hook/Curl
Mike	30 Tech.	Triangle	Spill	Cutback	Middle Run Thru (Buster Tech.)
Will	30 Tech.	Triangle	Spill	Cutback	Hook/Curl
Strong Safety	12 yds. Deep Hash + 2	Triangle to #1	Secondary Force	Fold	Deep 1/2
Free Safety	12 yds. Deep Hash + 2	Triangle to #1	Secondary Force	Fold	Deep 1/2
Field Corner	Press to 7 inside	Ball to #1	Force	Fold	Flat
Bdy. Corner	Press to 7 inside	TE Triangle to #1	Force	Fold	Flat

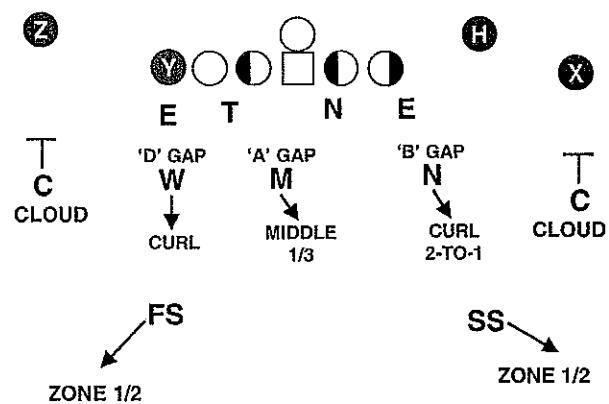
TWIN OPEN SPLIT

**MIKE HAS
VERTICAL VS.
OUT OF CORE SETS



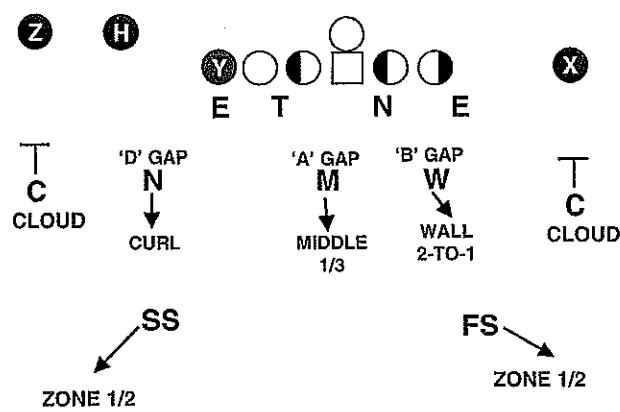
SPREAD

**MIKE HAS
VERTICAL VS.
OUT OF CORE SETS



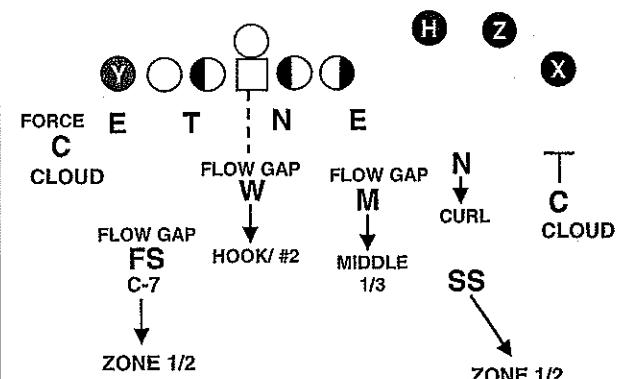
PRO TRIP

**MIKE HAS
VERTICAL
#2 / #3



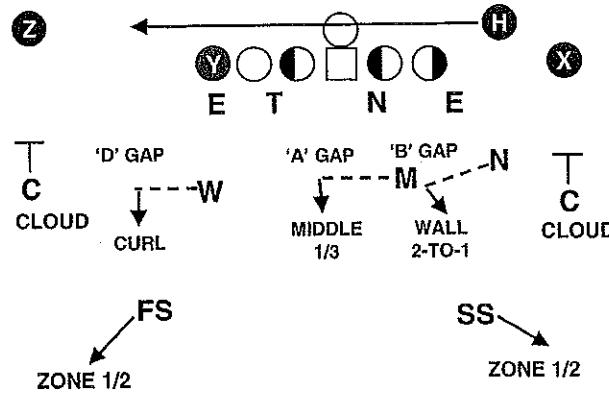
TRIPS

**MIKE HAS
VERTICAL
#2 / #3



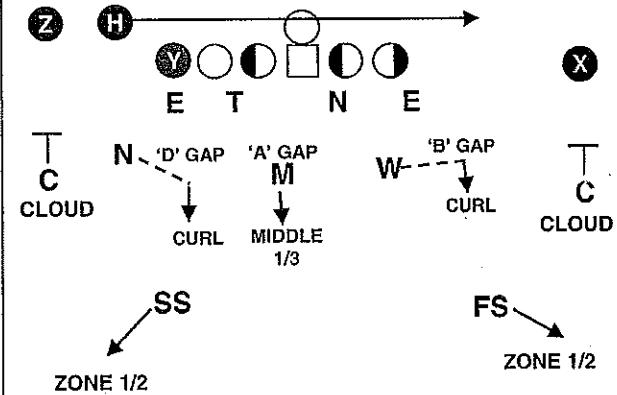
MOT. TO PRO TRIPS

**MIKE HAS
VERTICAL
#2 / #3



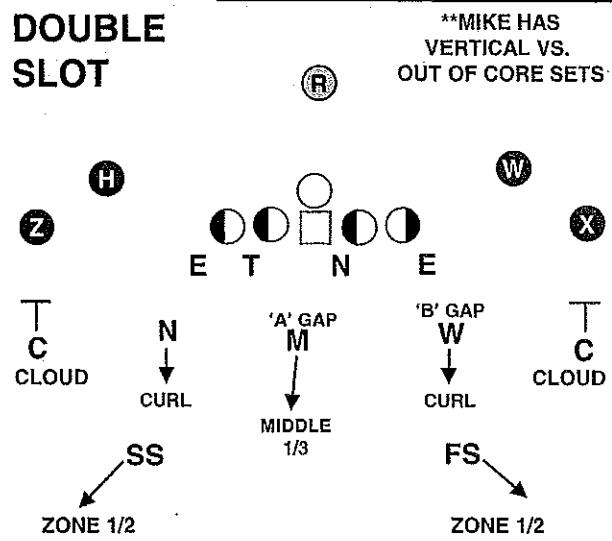
MOT. TO SPREAD

**MIKE HAS
VERTICAL VS.
OUT OF CORE SETS

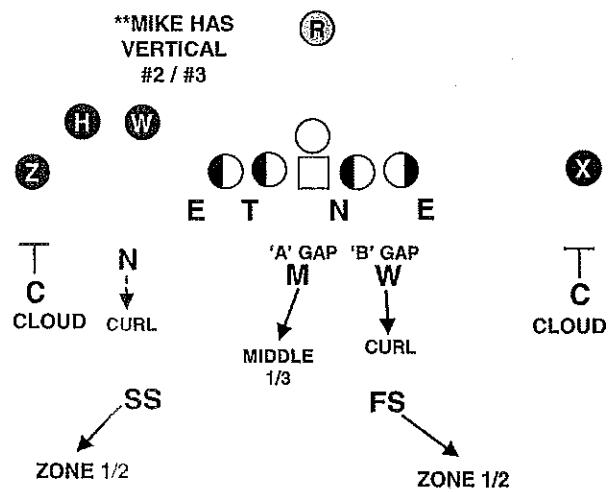


TAMPA

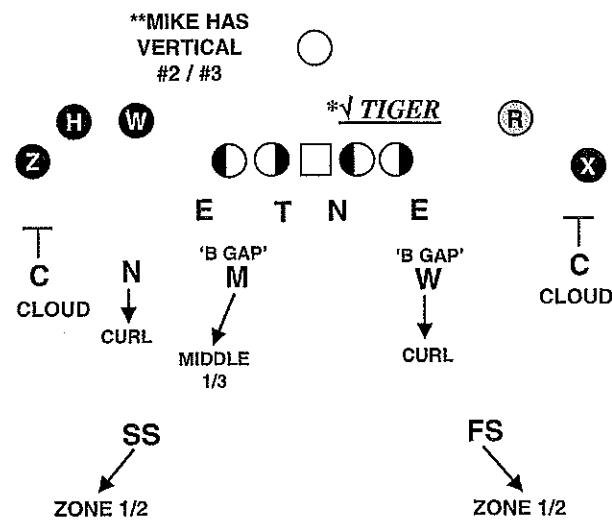
DOUBLE SLOT



TRIO

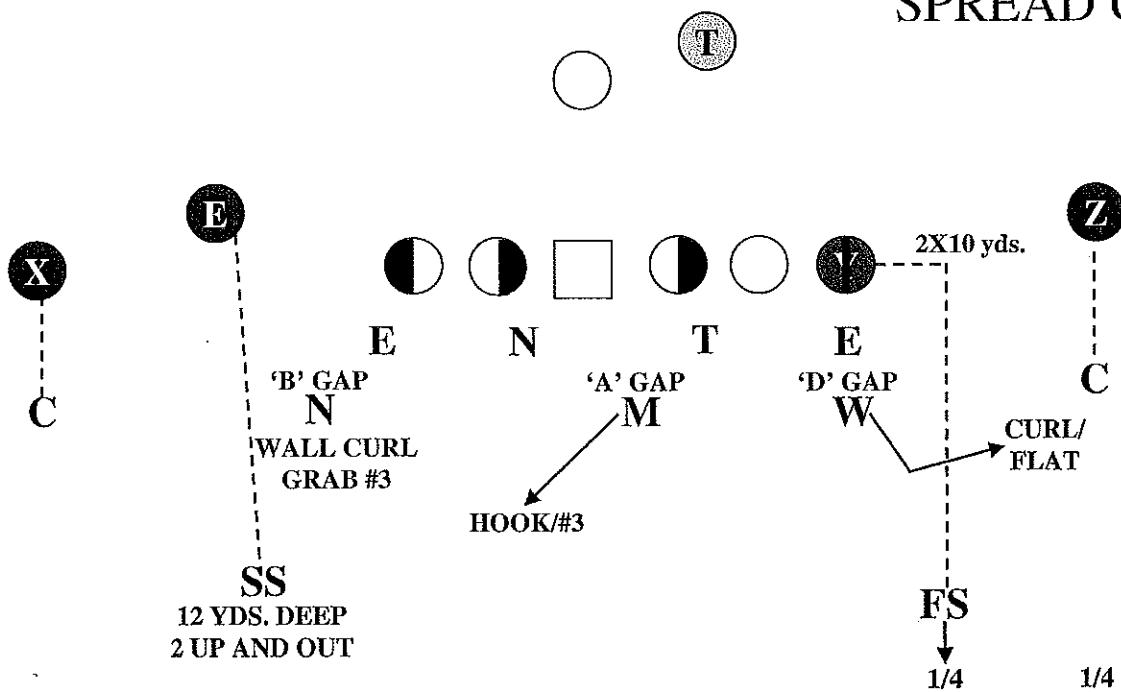


EMPTY

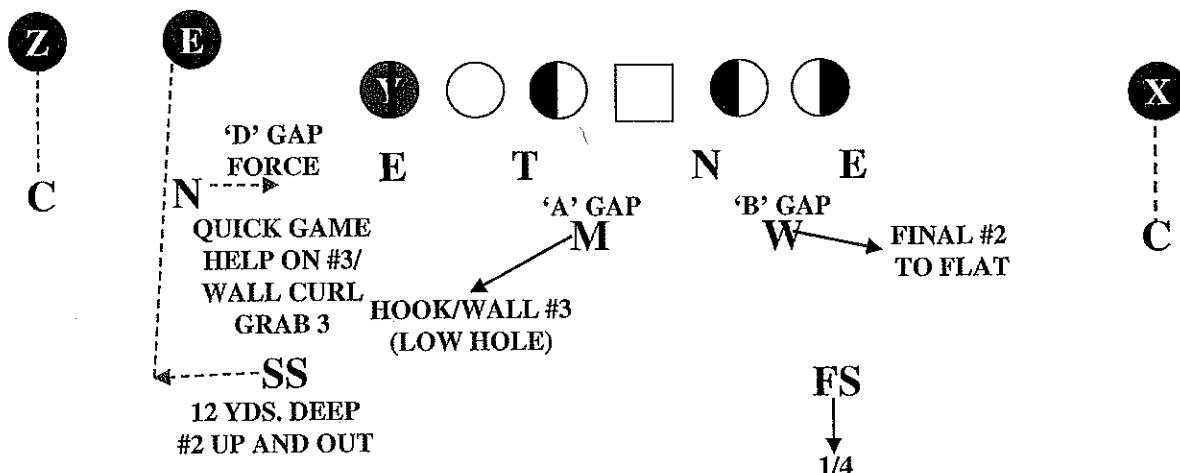


4 MAN

SPREAD G+



PRO TRIPS G-

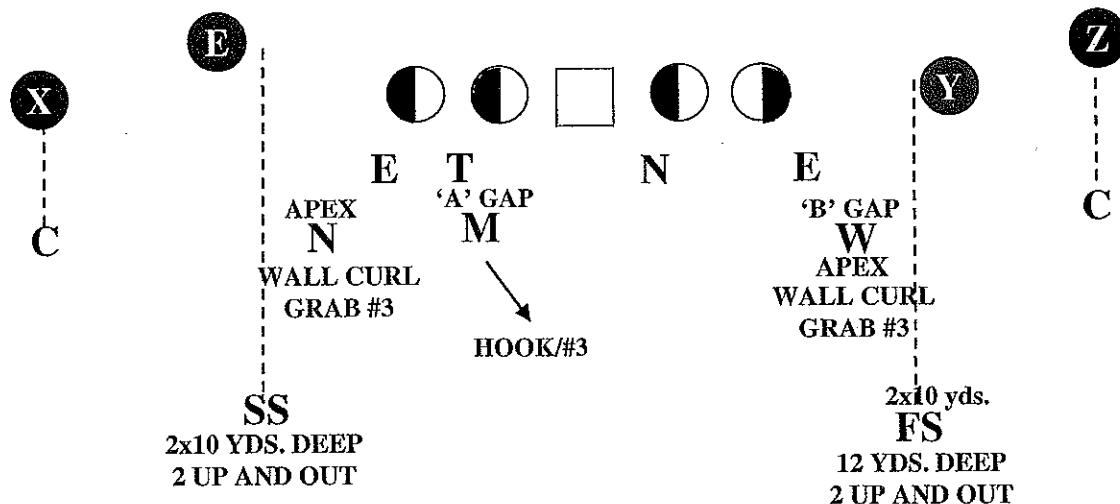


*RUN = BACKDOOR ZONE
 PASS = READ #3 VERT TO X
 B-10 vs BACK TO ME*

4 MAN

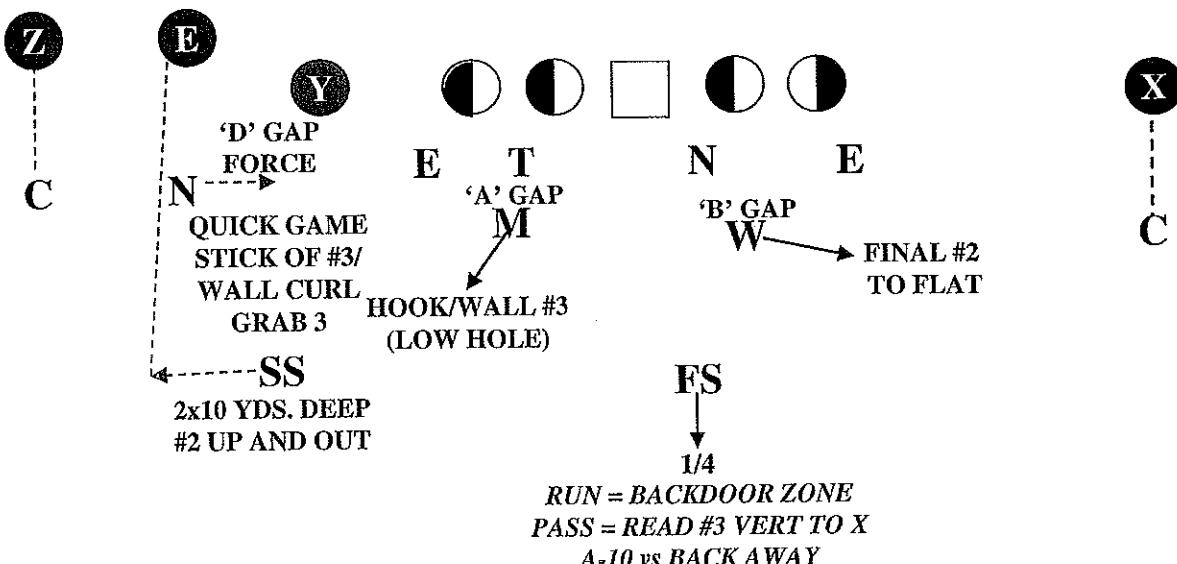
T

DBL SLOT G+



TRIO G+

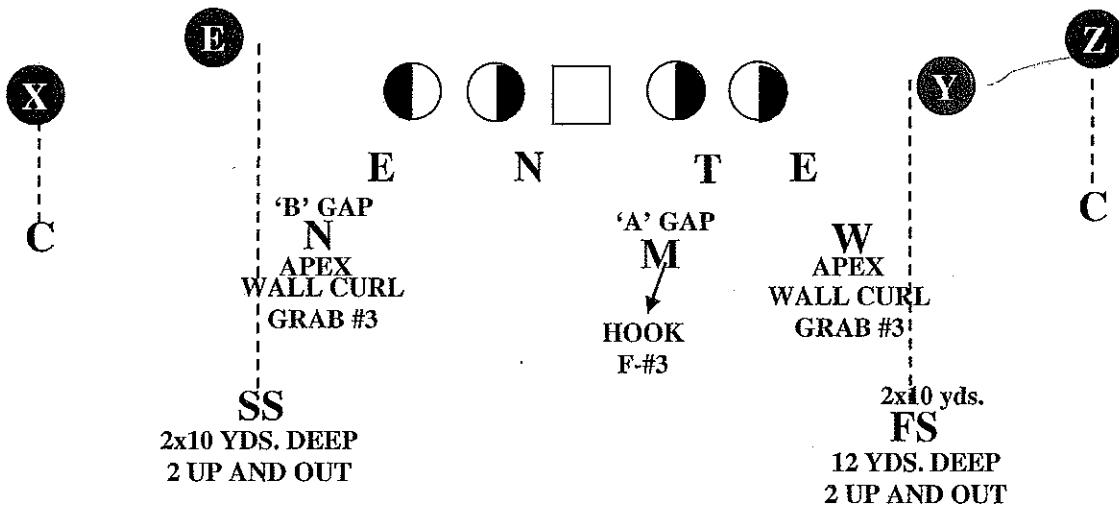
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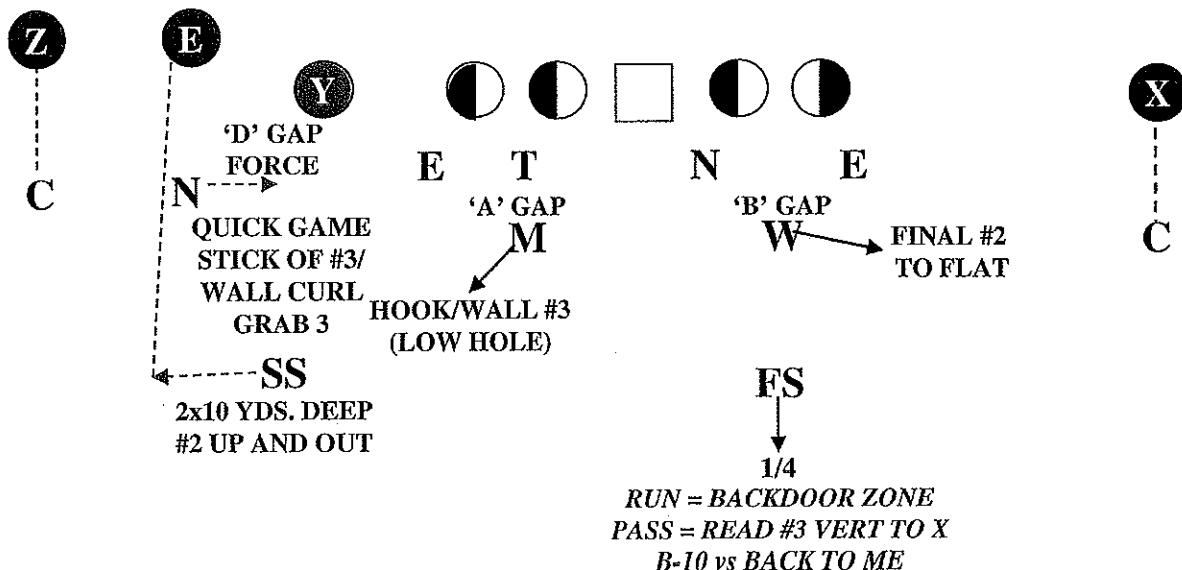
4 MAN



DBL SLOT G-



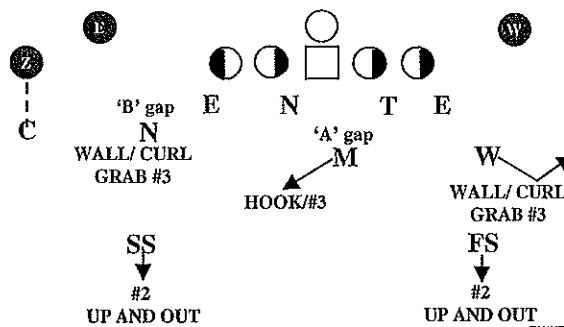
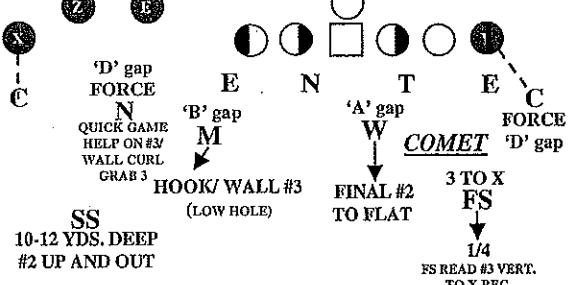
TRIO G-



DOUBLE SLOT

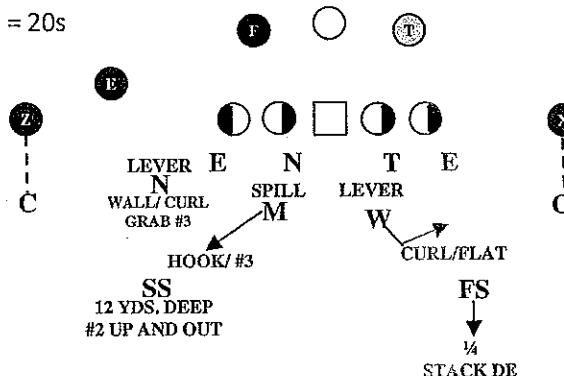
4 MAN

TRIP

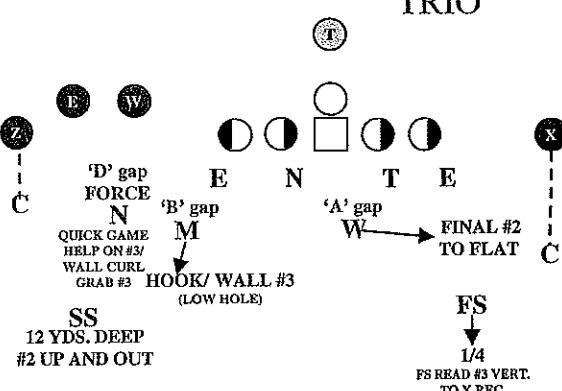
**POSSIBLE - "EYE" CALL*

TWIX

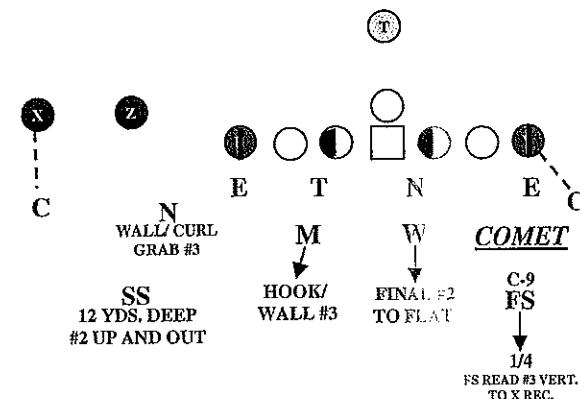
*LB's = 20s



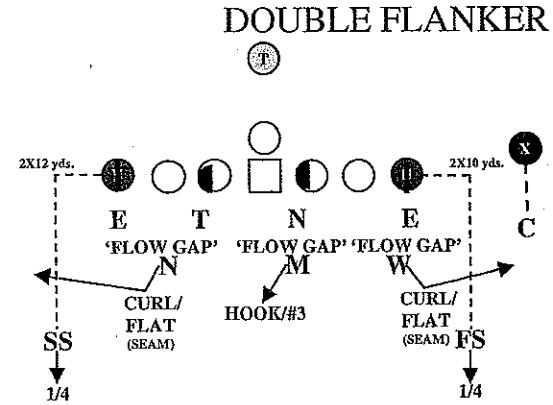
3 4



FLANKER TWIN

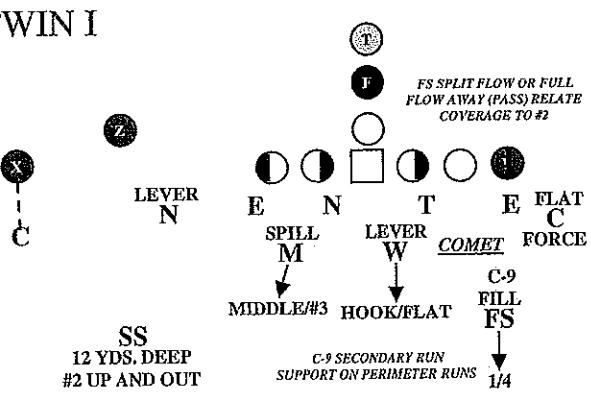
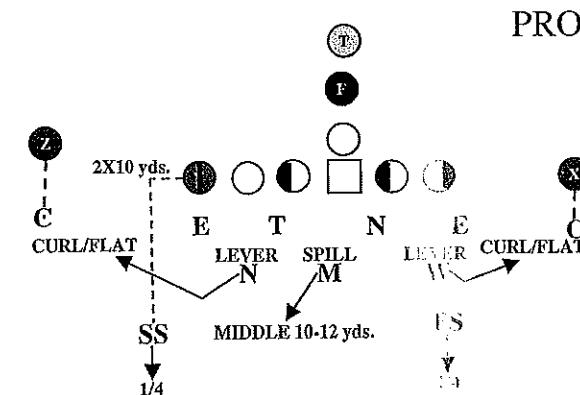


5 6



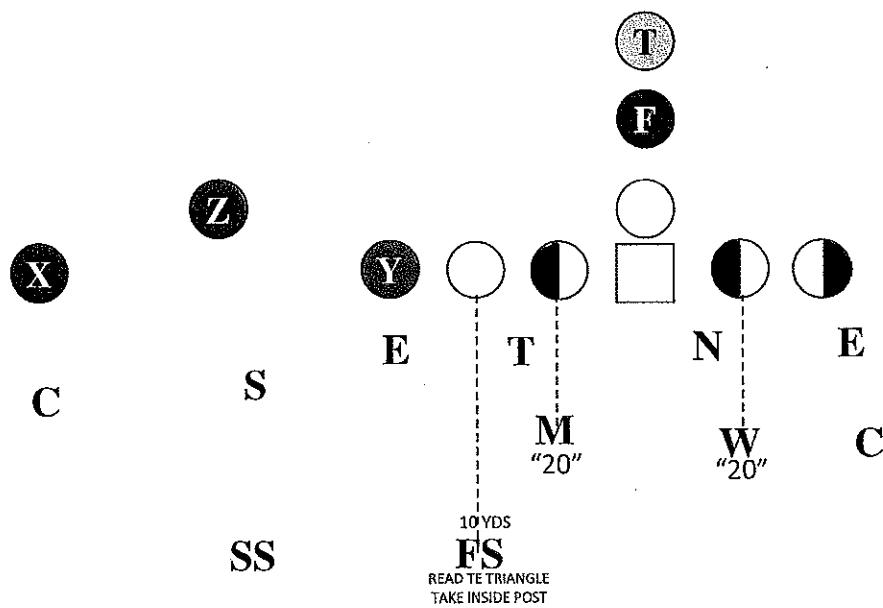
PRO I

7 8 TWIN I



4 MAN

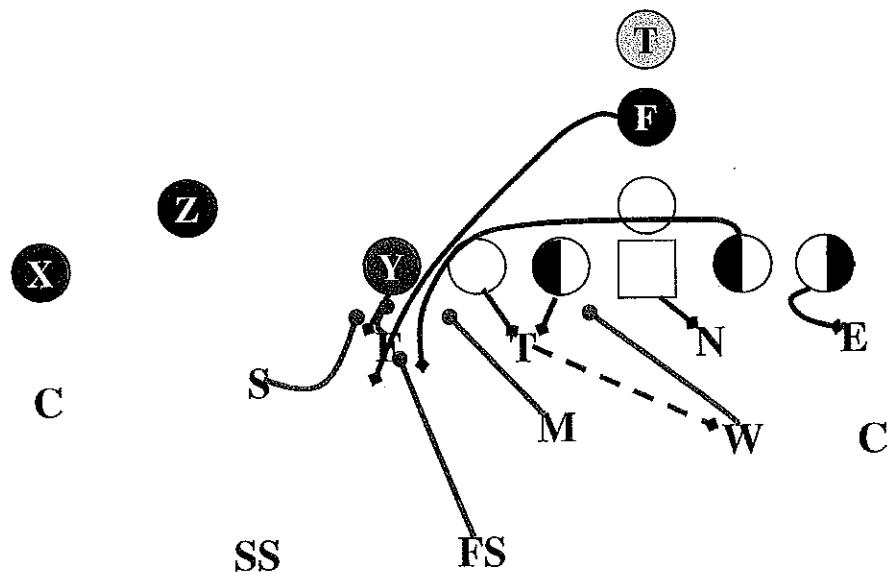
ENDOVER I



4 MAN

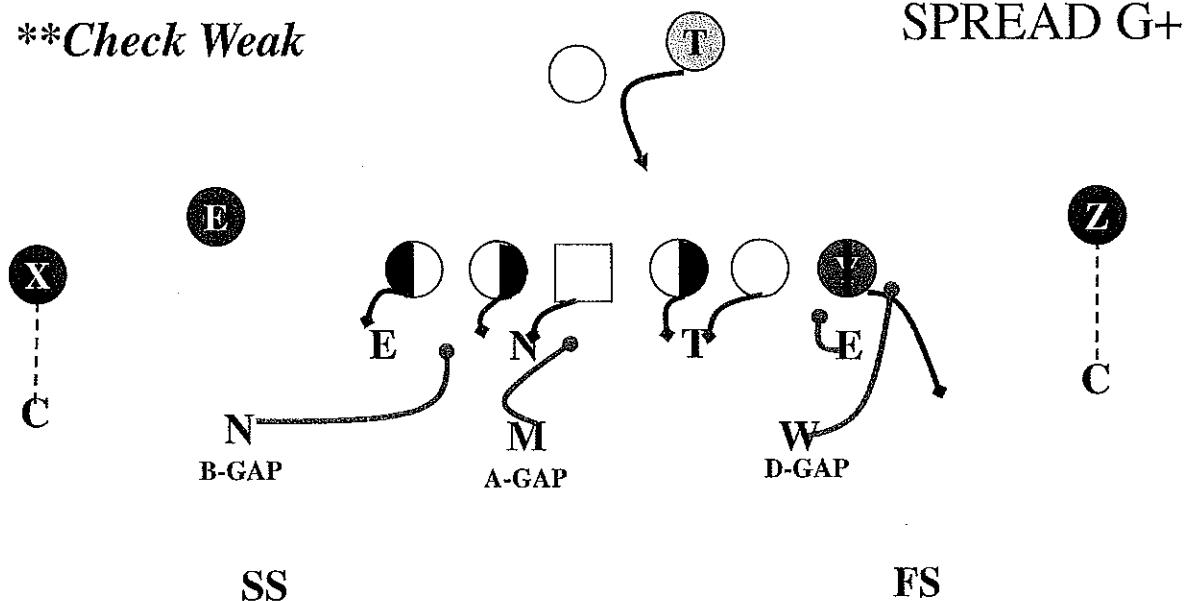
ENDOVER I

POWER



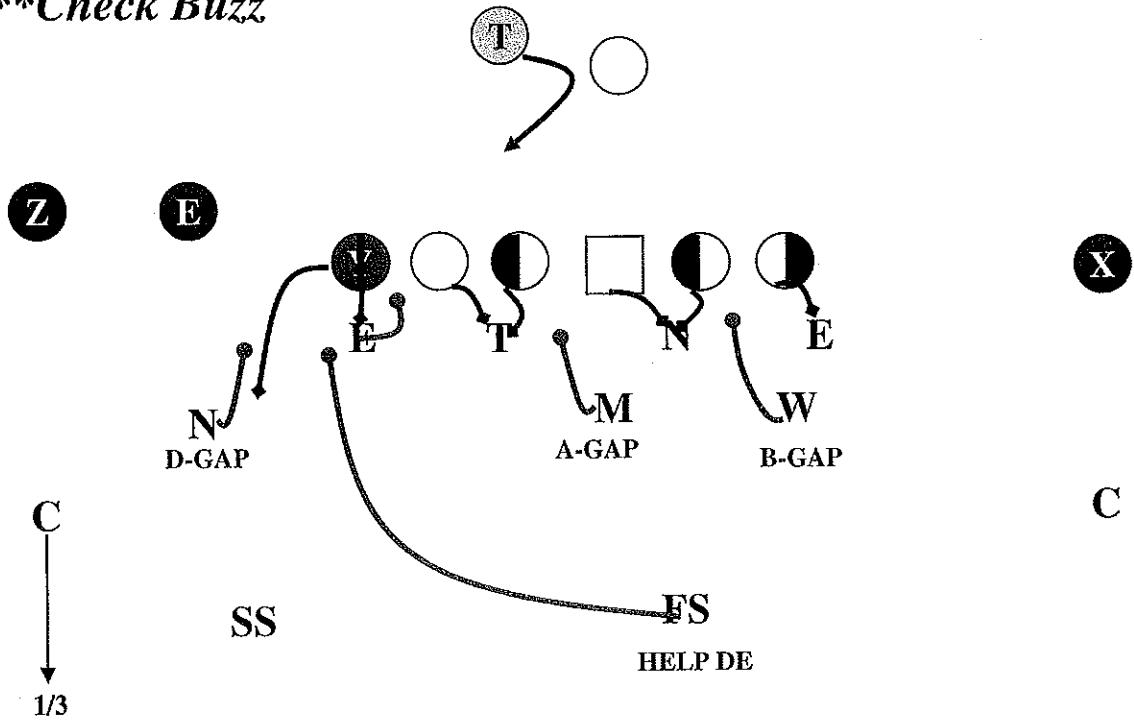
4 MAN RUN FITS

****Check Weak**



PRO TRIPS G+

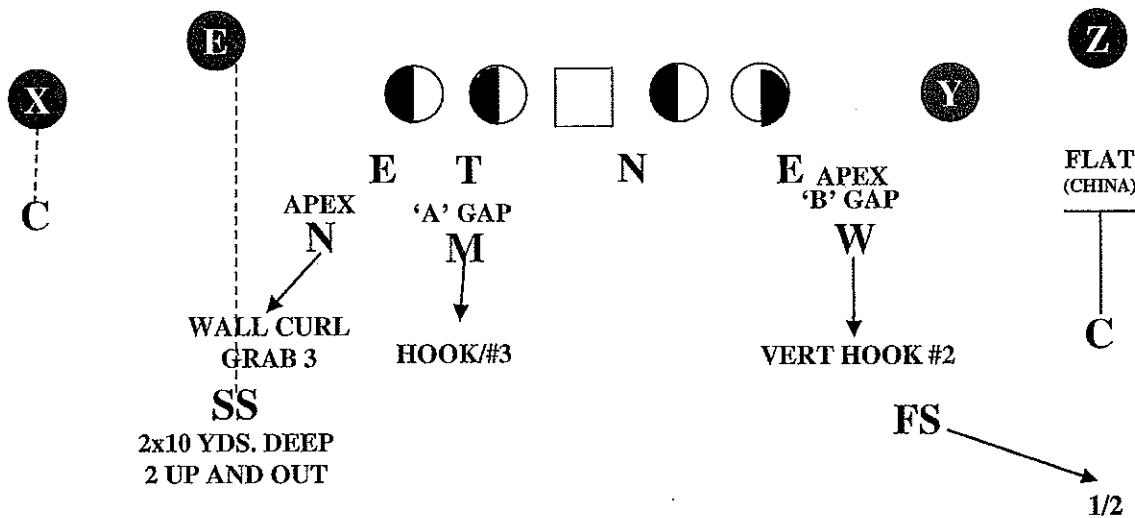
****Check Buzz**



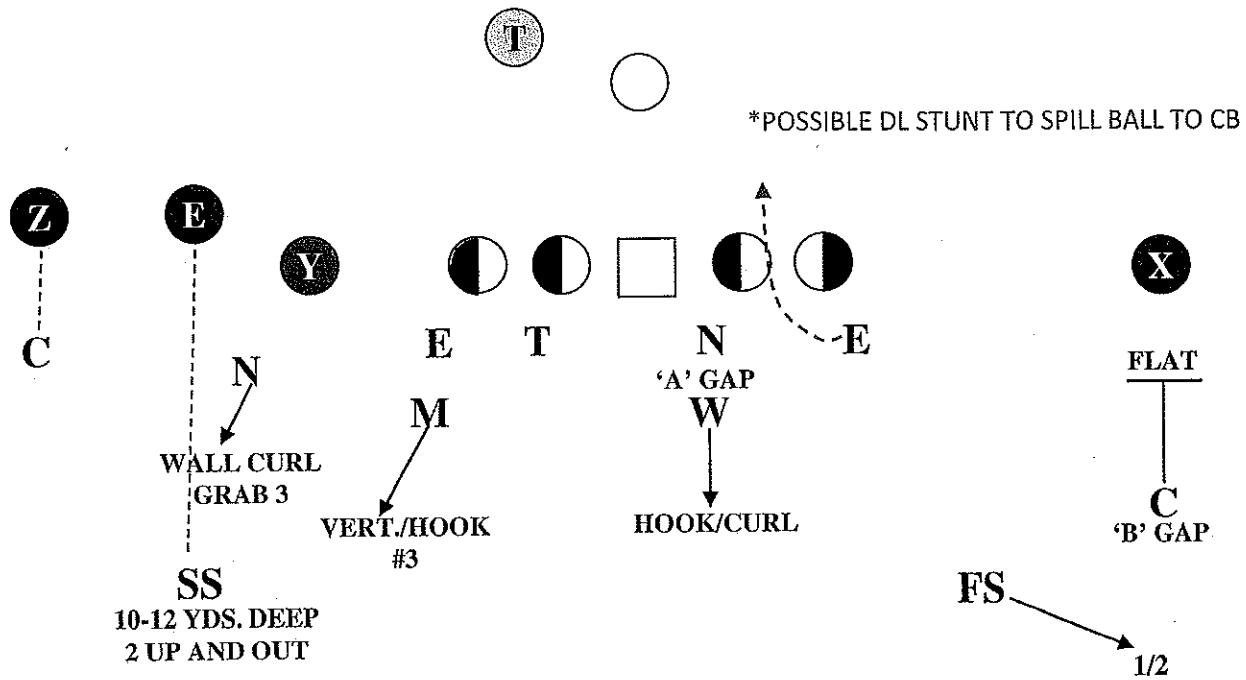
1/3

4 CLOUD

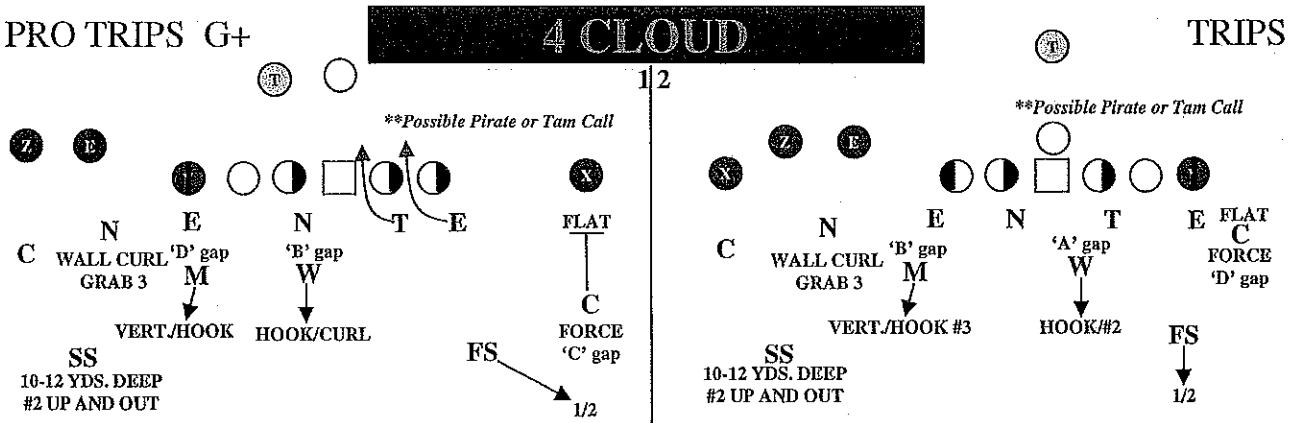
DBL SLOT G+



TRIO G+

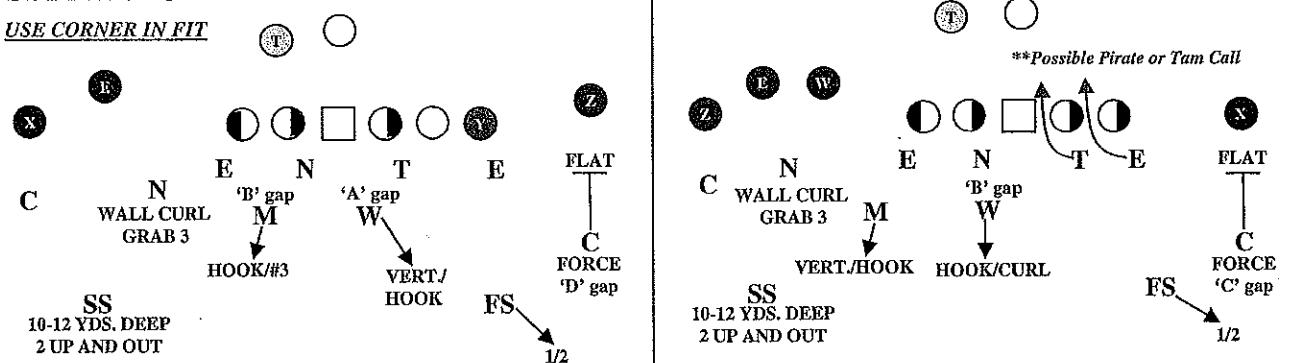


PRO TRIPS G+

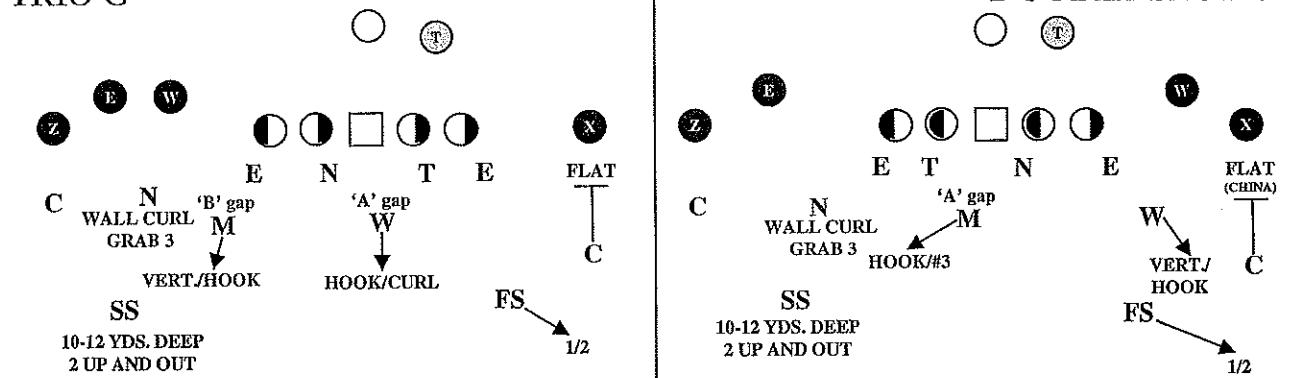


SPREAD G-

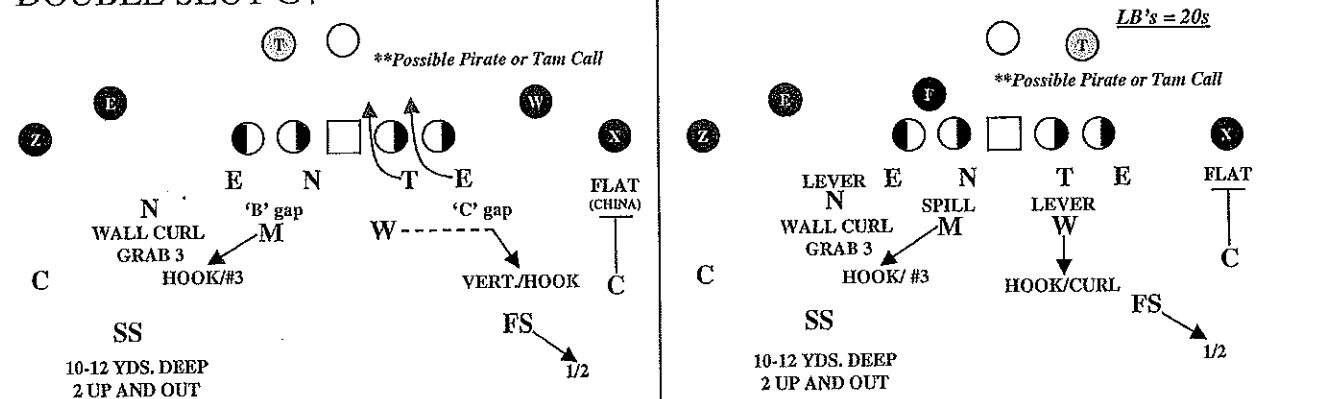
USE CORNER IN FIT



TRIO G-

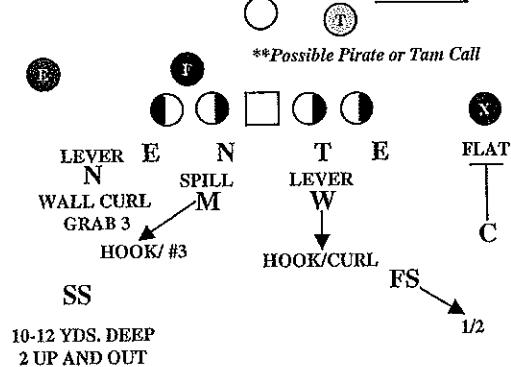


DOUBLE SLOT G+



TWIX STRONG

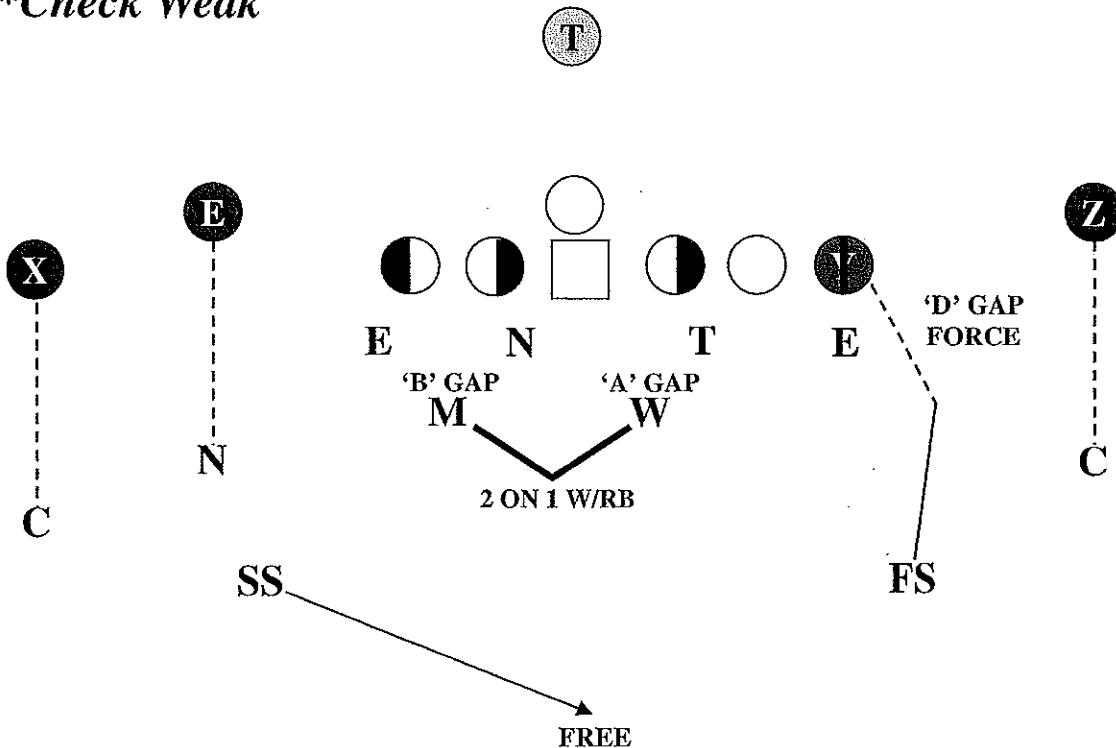
LB's = 20s



OVER BROWN

SPREAD

****Check Weak**

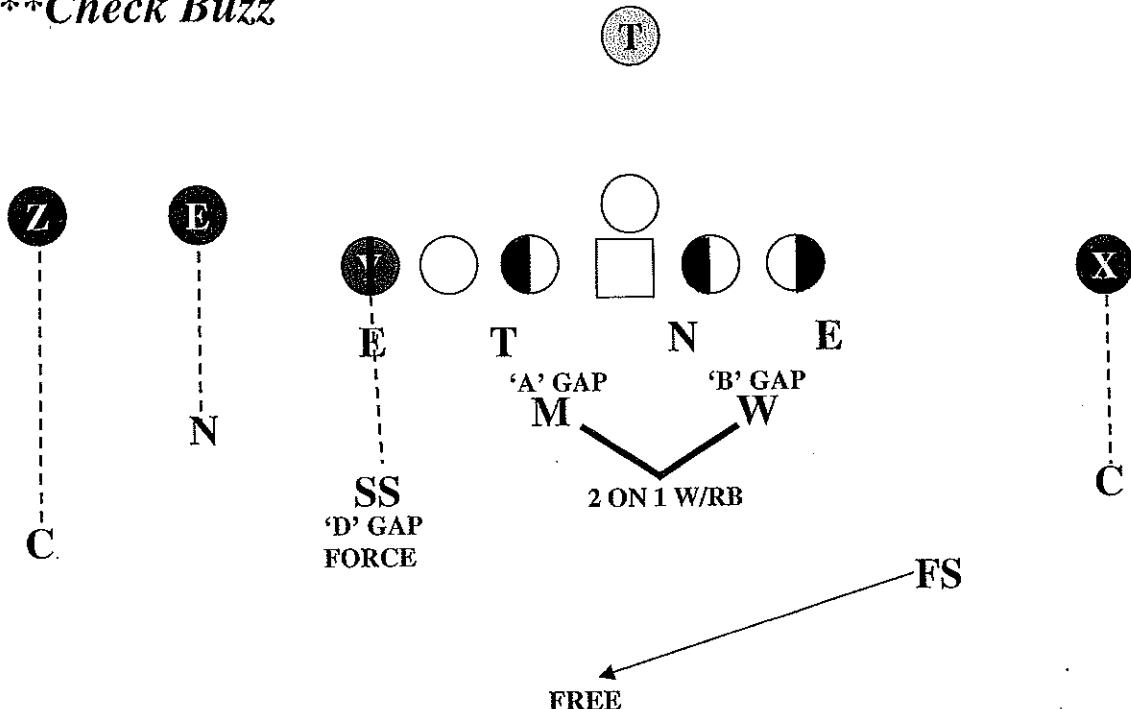


<u>Position</u>	<u>Align</u>	<u>Key</u>	<u>Run To</u>	<u>Run Away</u>	<u>Pass</u>
Left End	5 Tech.	Tackle	C gap	C gap	Contain
Nose	2I Tech.	Guard	A gap	A gap	A to Balance Rush
Tackle	3 Tech.	Guard	B gap	B gap	2-way Go
Right End	6 Tech.	TE	C gap	C gap	Contain
Nickel	1x5 outside #2	QB to #2	Force	Fold	Man/Man #2
Mike	B gap	Back	B gap/ Lever	B gap/ Cutback	Back/Low Hole
Will	A gap	Back	A gap/ Lever	A gap/ Cutback	Back/Low Hole
Strong Safety	12 yds. Deep over ball	Triangle	Cutback	Cutback	Middle 1/3 Free
Free Safety	1x8 outside TE	TE Triangle	D gap/Force	D gap/ Cutback	Man/Man TE
Field Corner	Press to 8 Inside	QB to #1	Stack	Fold	Man/Man #1
Bdy. Corner	Press to 8 inside	QB to #1	Stack	Fold	Man/Man #1

OVER BROWN

PRO TRIP

****Check Buzz**

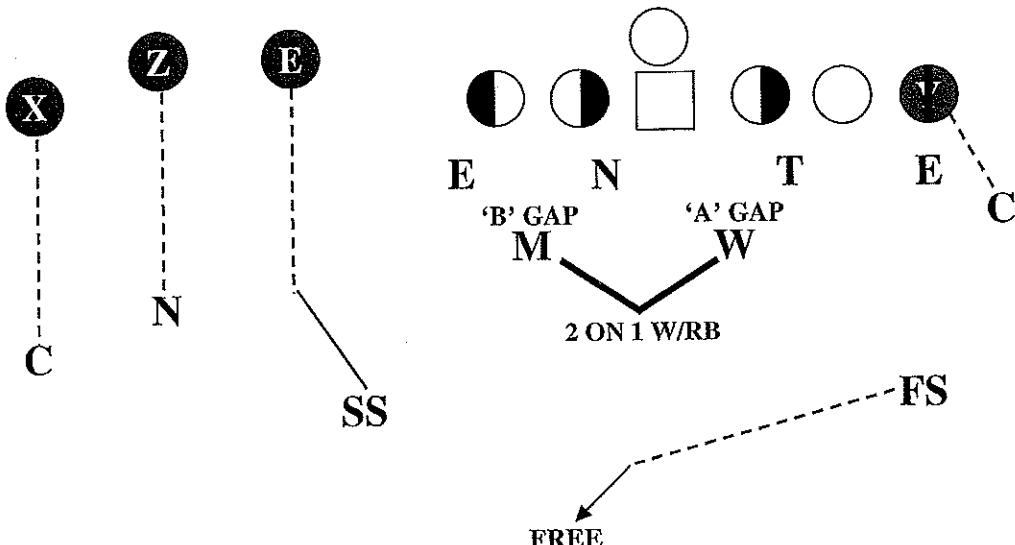


<u>Position</u>	<u>Align</u>	<u>Key</u>	<u>Run To</u>	<u>Run Away</u>	<u>Pass</u>
Left End	6 Tech.	TE	C gap	C gap	Contain
Nose	2I Tech.	Guard	A gap	A gap	A to Balance Rush
Tackle	3 Tech.	Guard	B gap	B gap	2-way Go
Right End	5 Tech.	Tackle	C gap	C gap	Contain
Nickel	1x5 outside #2	QB to #2	Secondary Force	Fold	Man/Man TE
Mike	A gap	Back	A gap/ Lever	A gap/ Cutback	Back/Low Hole
Will	B gap	Back	B gap/ Lever	B gap/ Cutback	Back/Low Hole
Strong Safety	Stack Defensive End 5yd deep	TE	D gap / Force	D gap / Cutback	Man/Man #2
Free Safety	12 yds. Deep over ball	Triangle	Cutback	Cutback	Middle 1/3 Free
Field Corner	Press to 8 inside	QB to #1	Stack	Fold	Man/Man #1
Bdy. Corner	Press to 8 inside	QB to #1	Stack	Fold	Man/Man #1 2

OVER BROWN

TRIP

****Check Buzz**

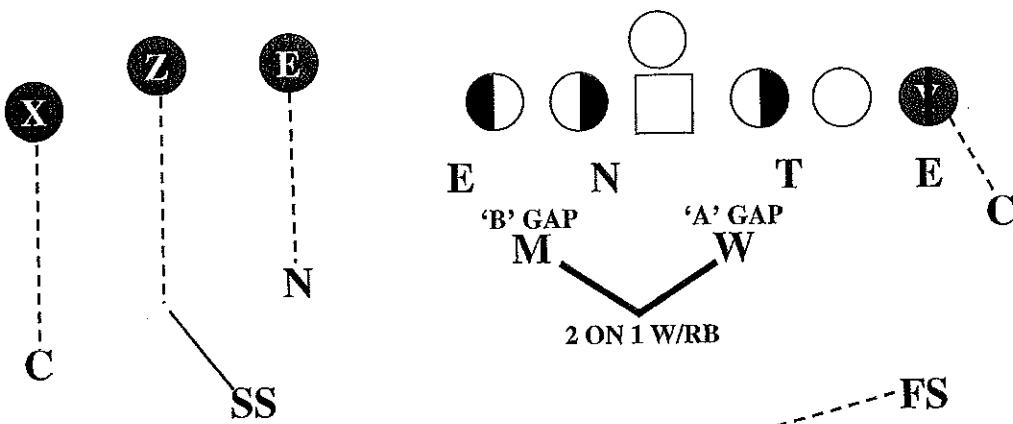


Position	Align	Key	Run To	Run Away	Pass
Left End	5 Tech.	Tackle	C gap	C gap	Contain
Nose	2I Tech.	Guard	A gap	A gap	A to Balance Rush
Tackle	3 Tech.	Guard	B gap	B gap	2-way Go
Right End	6 Tech.	TE	C gap	C gap	Contain
Nickel	1x5 outside #2	QB to #2	Secondary Force	Fold	Man/Man #2
Mike	B gap	Back	B gap/ Lever	B gap/ Cutback	Back/Low Hole
Will	A gap	Back	A gap/ Lever	A gap/ Cutback	Back/Low Hole
Strong Safety	1x5 outside #3	QB to #3	Force	Fold	Man/Man #3
Free Safety	12 yds. Deep over ball	Triangle	Cutback	Cutback	Middle 1/3 Free
Field Corner	Press to 8 inside	QB to #1	Stack	Fold	Man/Man #1
Bdy. Corner	1x3 outside TE	TE	D gap/Force	D gap/ Cutback	Man/Man TE

OVER BROWN

TRIP

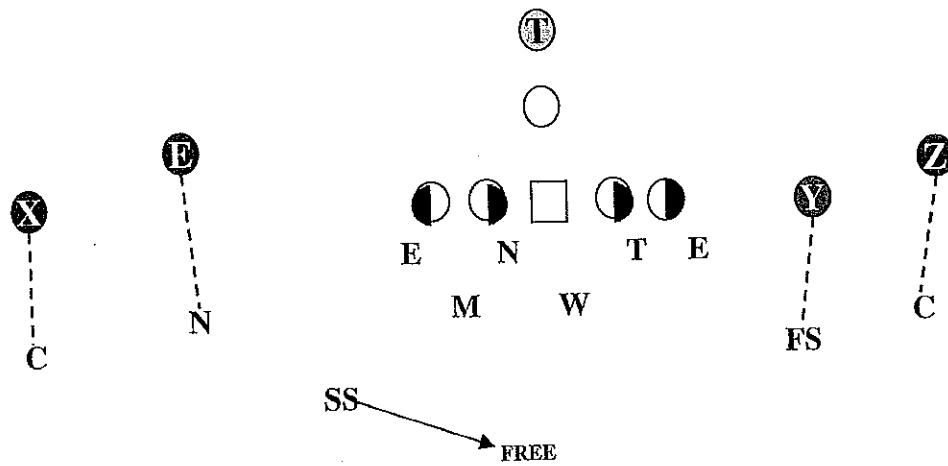
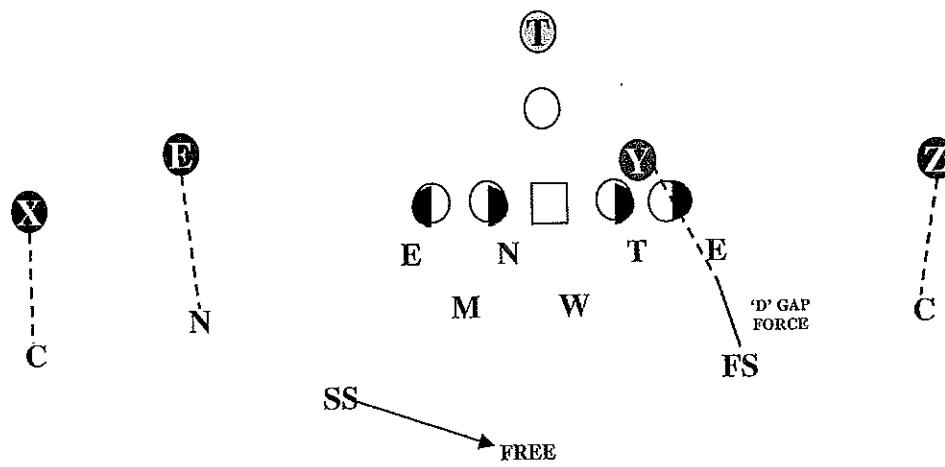
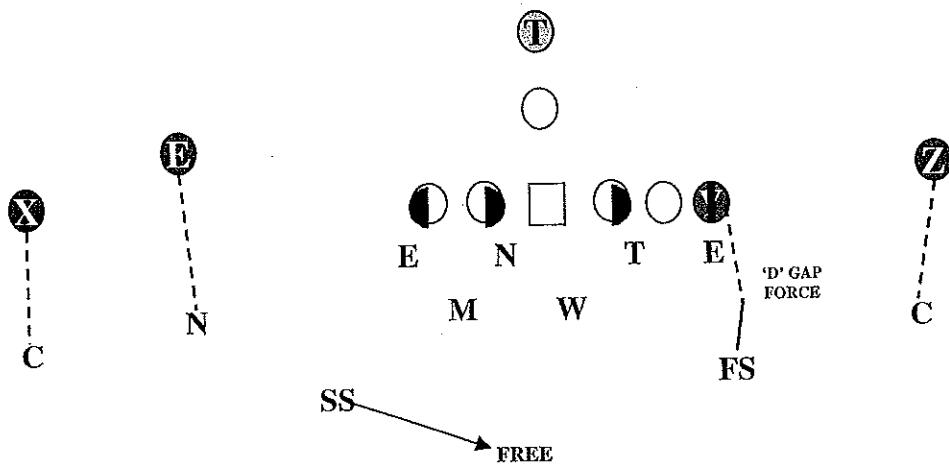
****Check Sky**



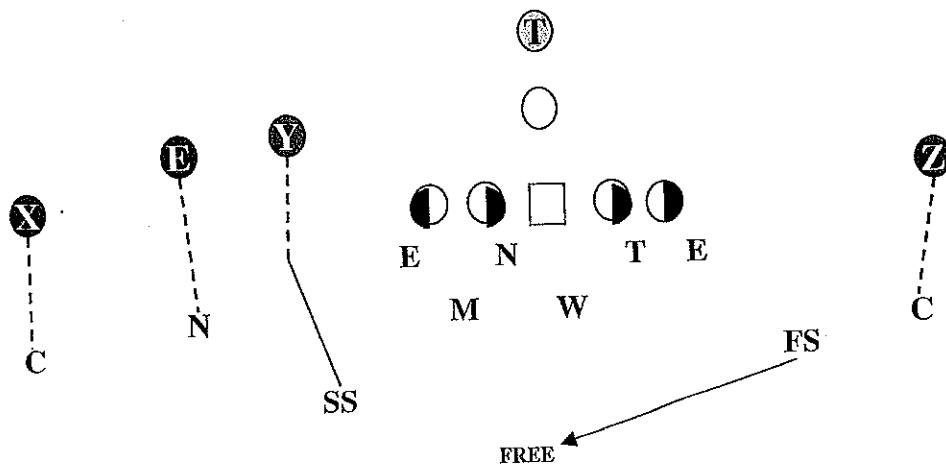
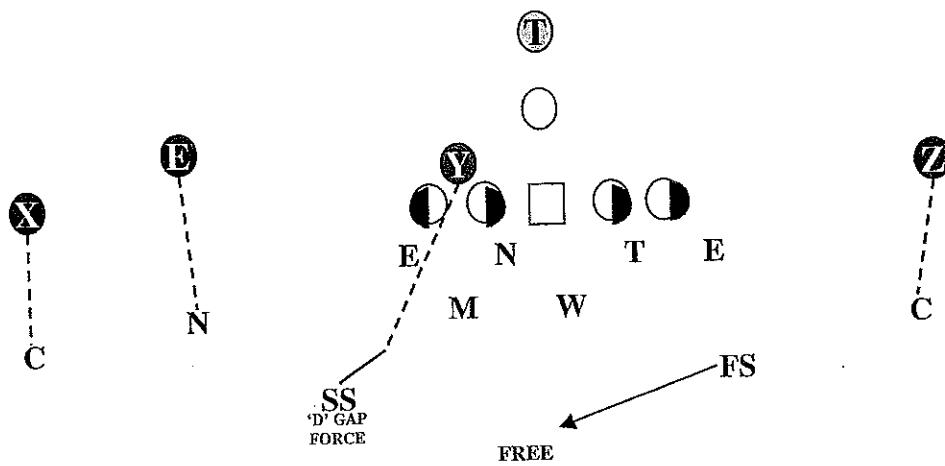
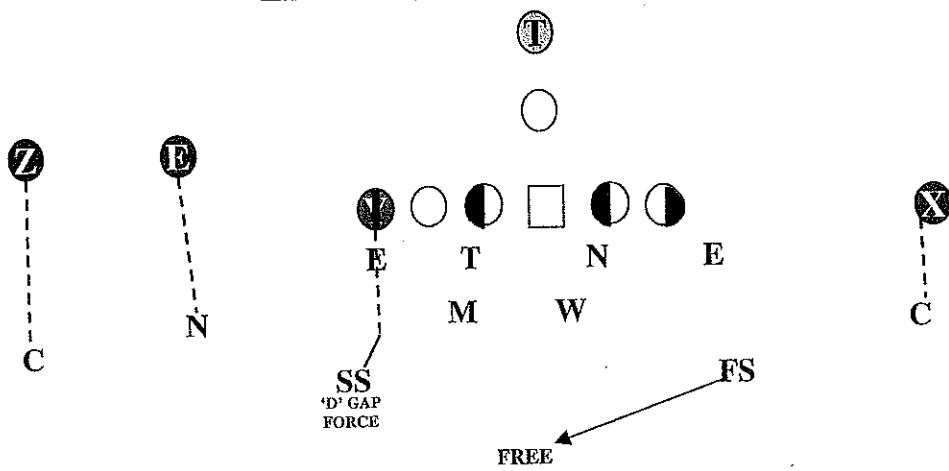
FREE

Position	Align	Key	Run To	Run Away	Pass
Left End	5 Tech.	Tackle	C gap	C gap	Contain
Nose	2I Tech.	Guard	A gap	A gap	A to Balance Rush
Tackle	3 Tech.	Guard	B gap	B gap	2-way Go
Right End	6 Tech.	TE	C gap	C gap	Contain
Nickel	1x5 outside #2	QB to #2	Secondary Force	Fold	Man/Man #2
Mike	B gap	Back	B gap/ Lever	B gap/ Cutback	Back/Low Hole
Will	A gap	Back	A gap/ Lever	A gap/ Cutback	Back/Low Hole
Strong Safety	1x5 outside #3	QB to #3	Force	Fold	Man/Man #3
Free Safety	12 yds. Deep over ball	Triangle	Cutback	Cutback	Middle 1/3 Free
Field Corner	Press to 8 Inside	QB to #1	Stack	Fold	Man/Man #1
Bdy. Corner	1x3 outside TE	TE	D gap/Force	D gap/ Cutback	Man/Man TE

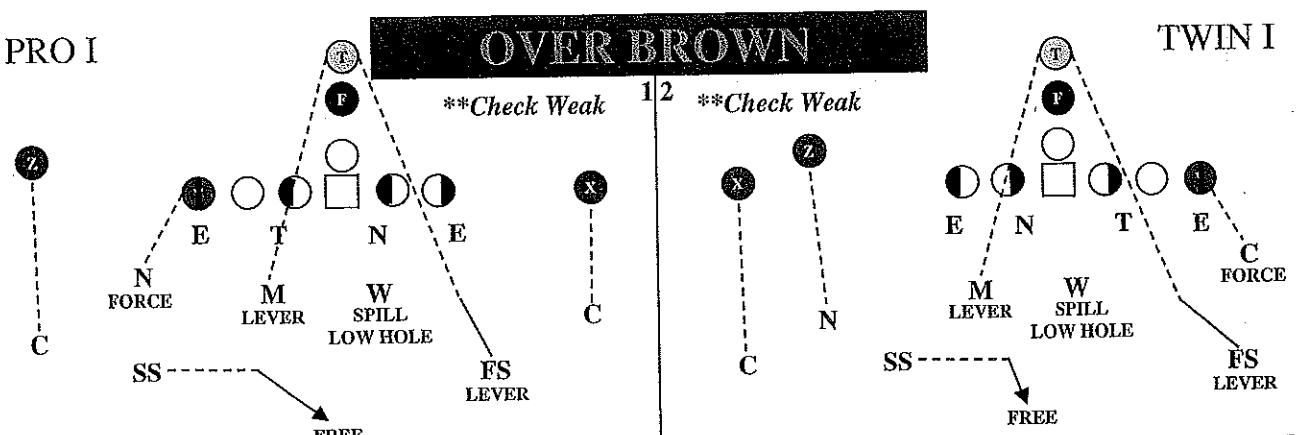
BROWN / 3 CHECK WEAK



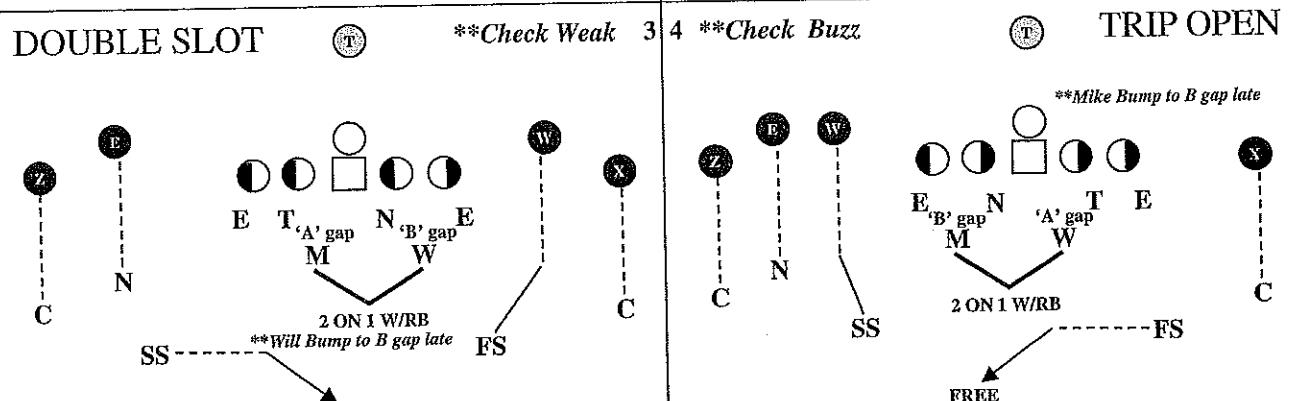
BROWN / 3 CHECK BUZZ



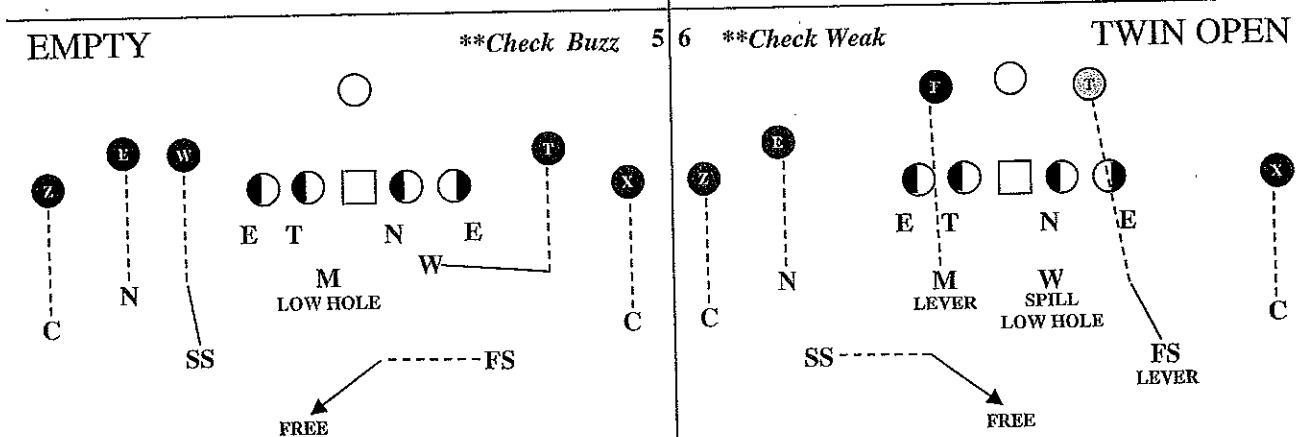
PRO I



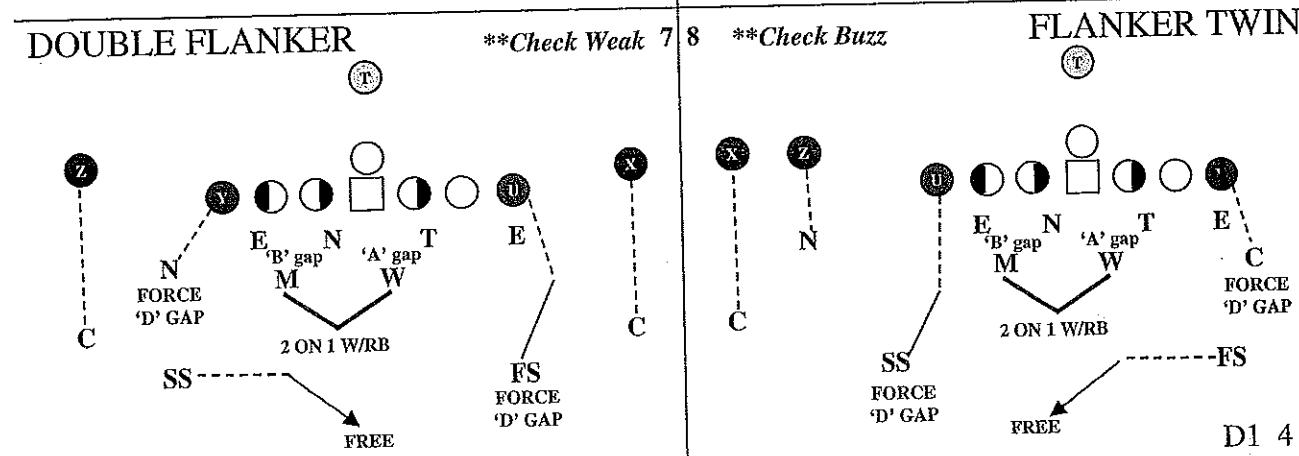
TWIN I

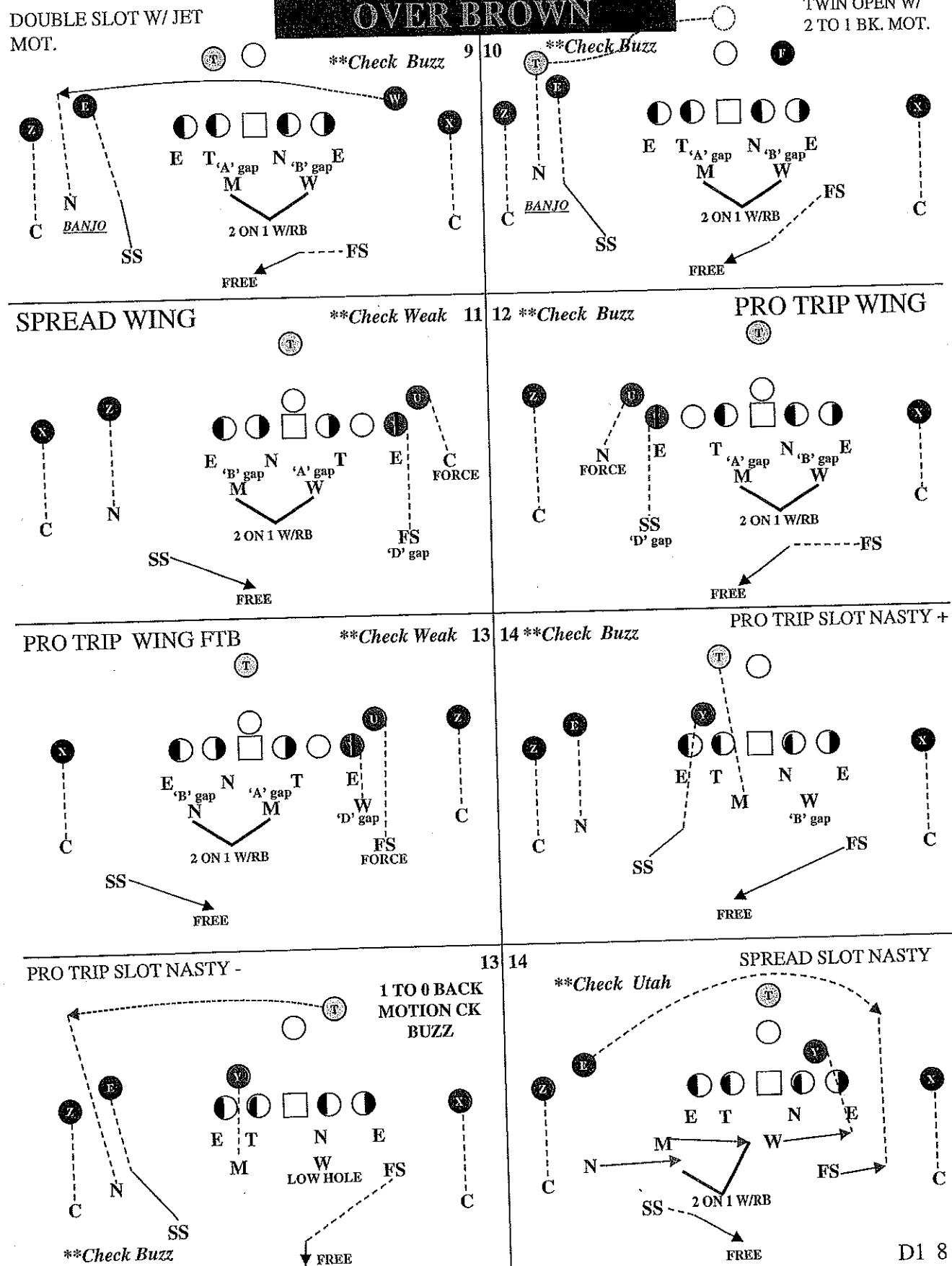


EMPTY



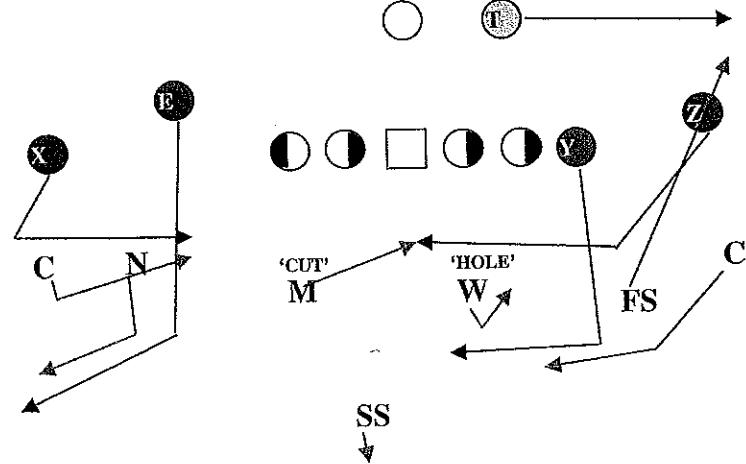
DOUBLE FLANKER



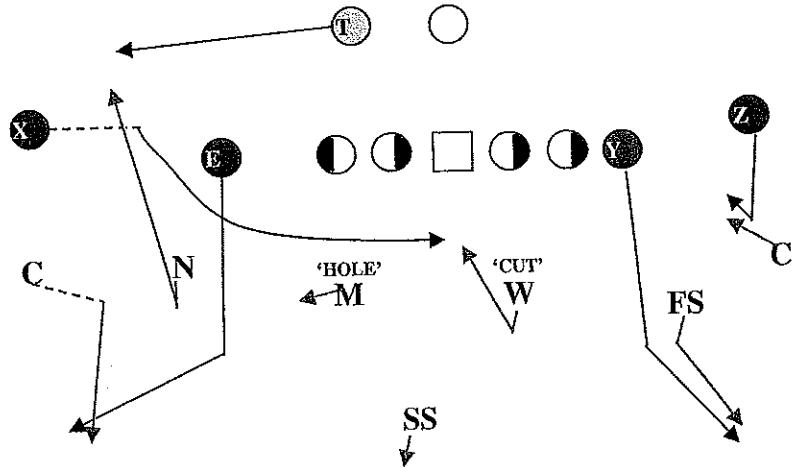


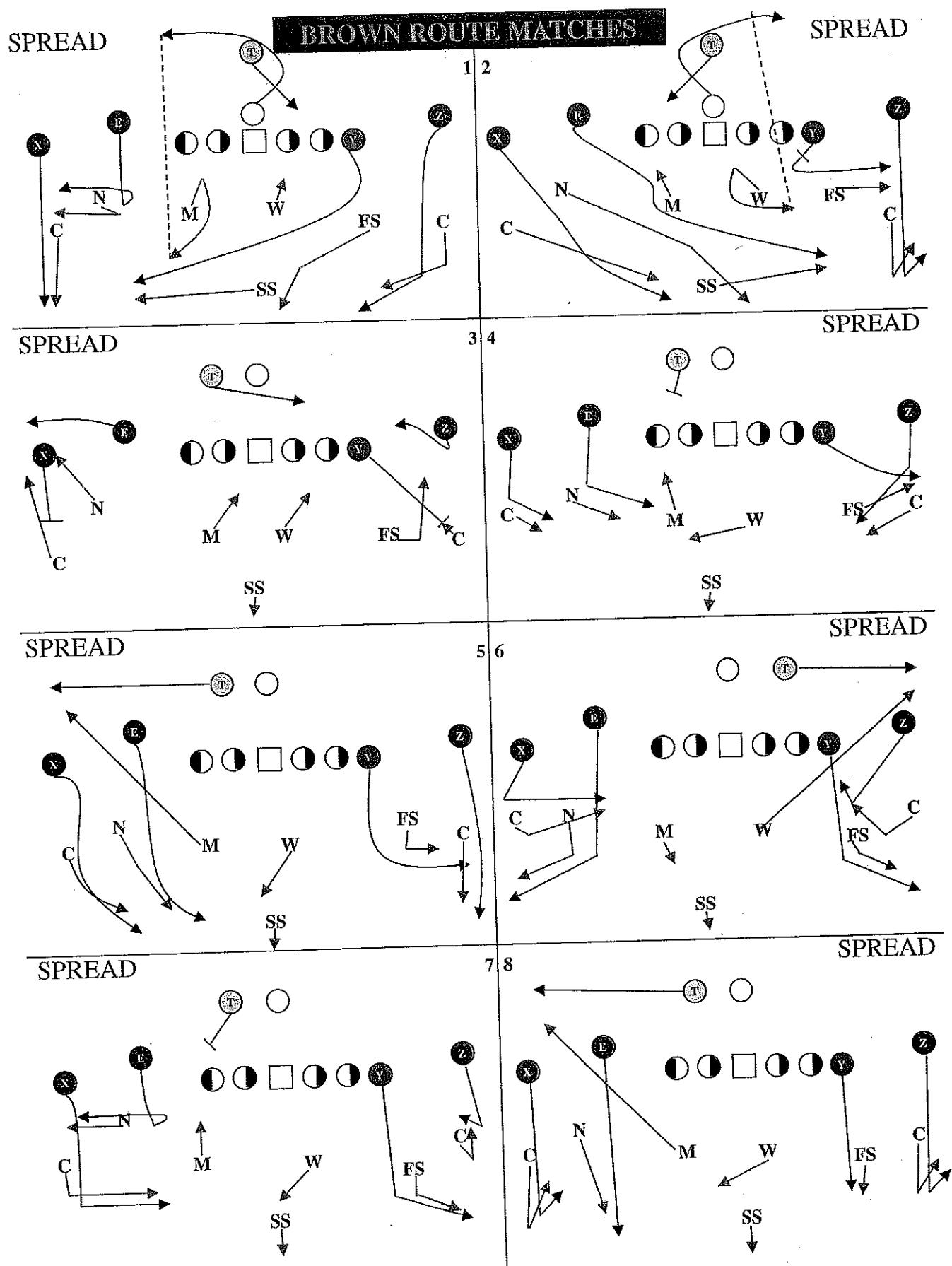
OVER BROWN (RAT)

CHECK RAT
(Alert Split)



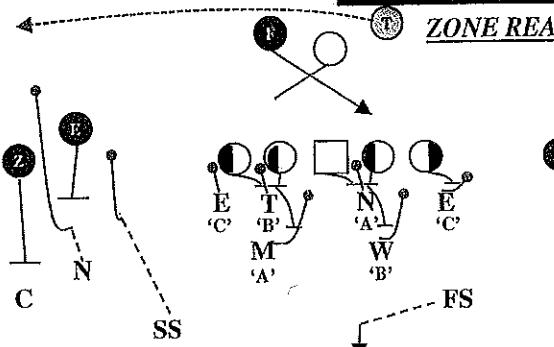
CHECK RAT
(Alert Split)





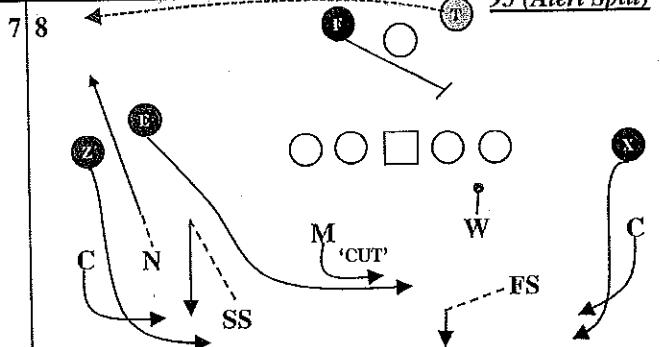
TWIN OPEN GUN SPLIT

OVER BROWN (2 TO 1 BACK FITS)



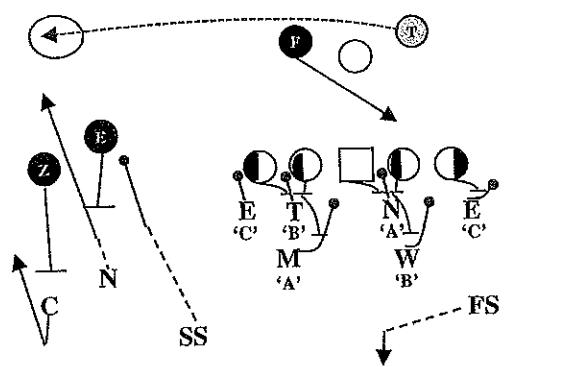
TWIN OPEN GUN SPLIT

95 (Alert Split)



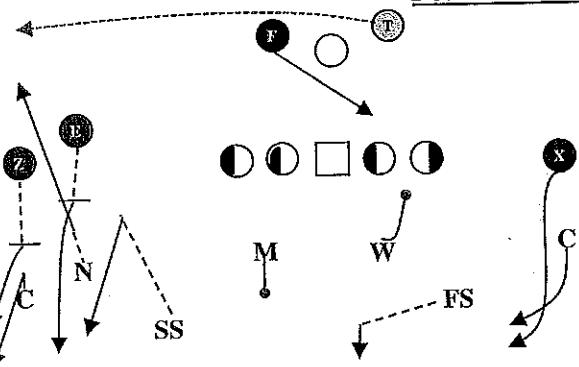
TWIN OPEN GUN SPLIT

BUBBLE



TWIN OPEN GUN SPLIT

BUBBLE N GO

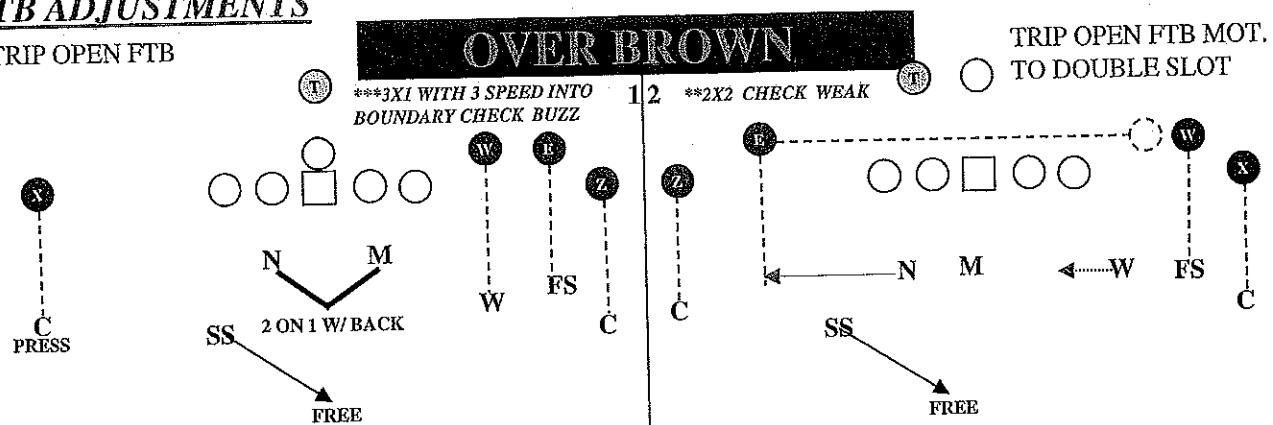


11 12

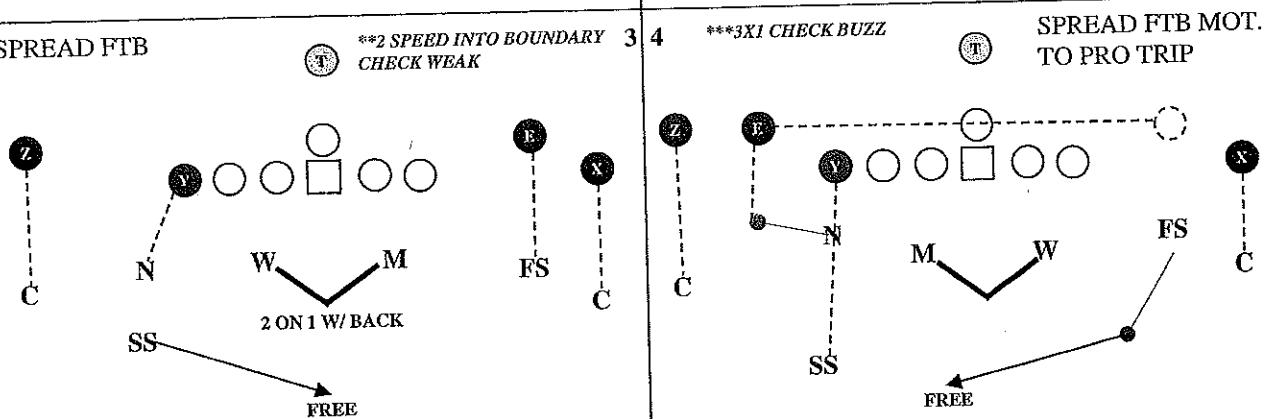
13 14

FTB ADJUSTMENTS

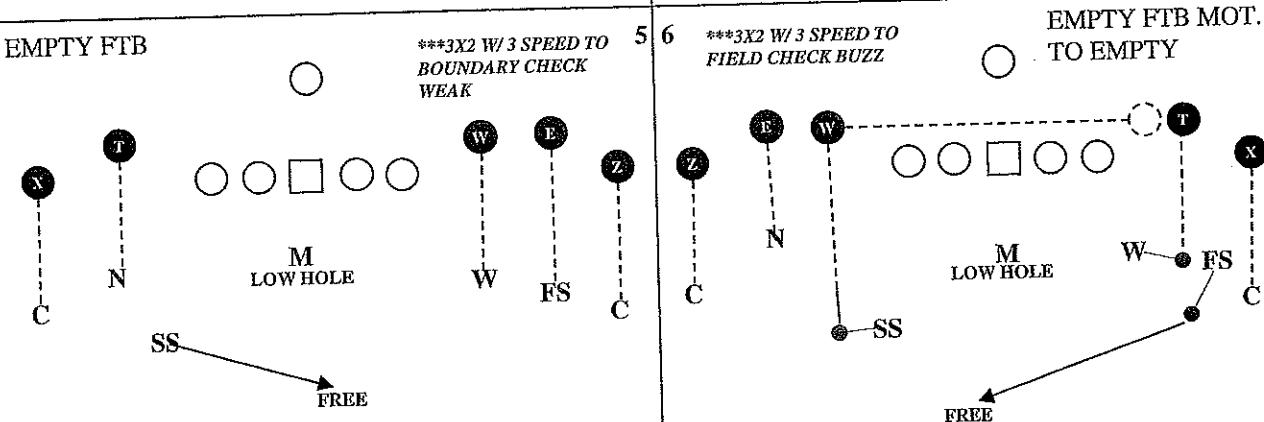
TRIP OPEN FTB



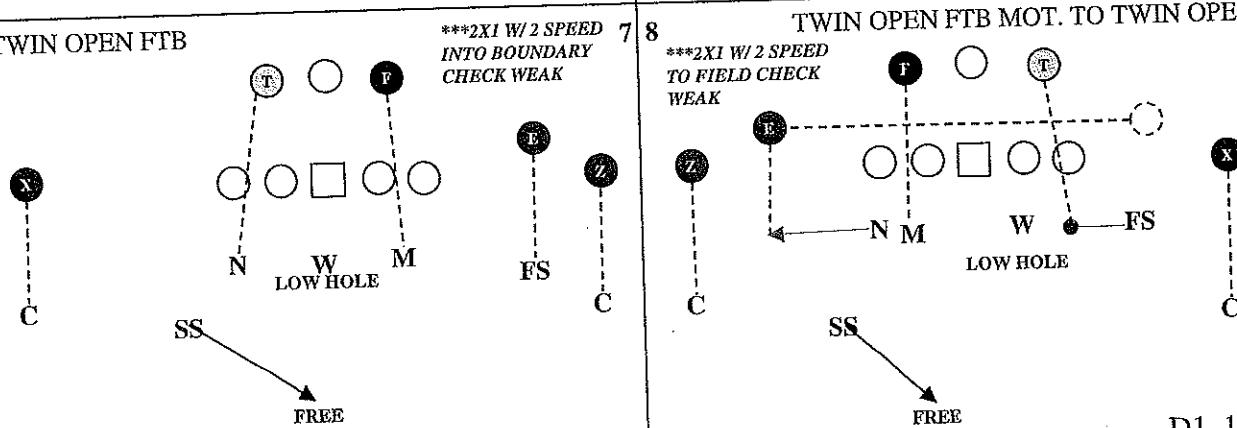
SPREAD FTB



EMPTY FTB

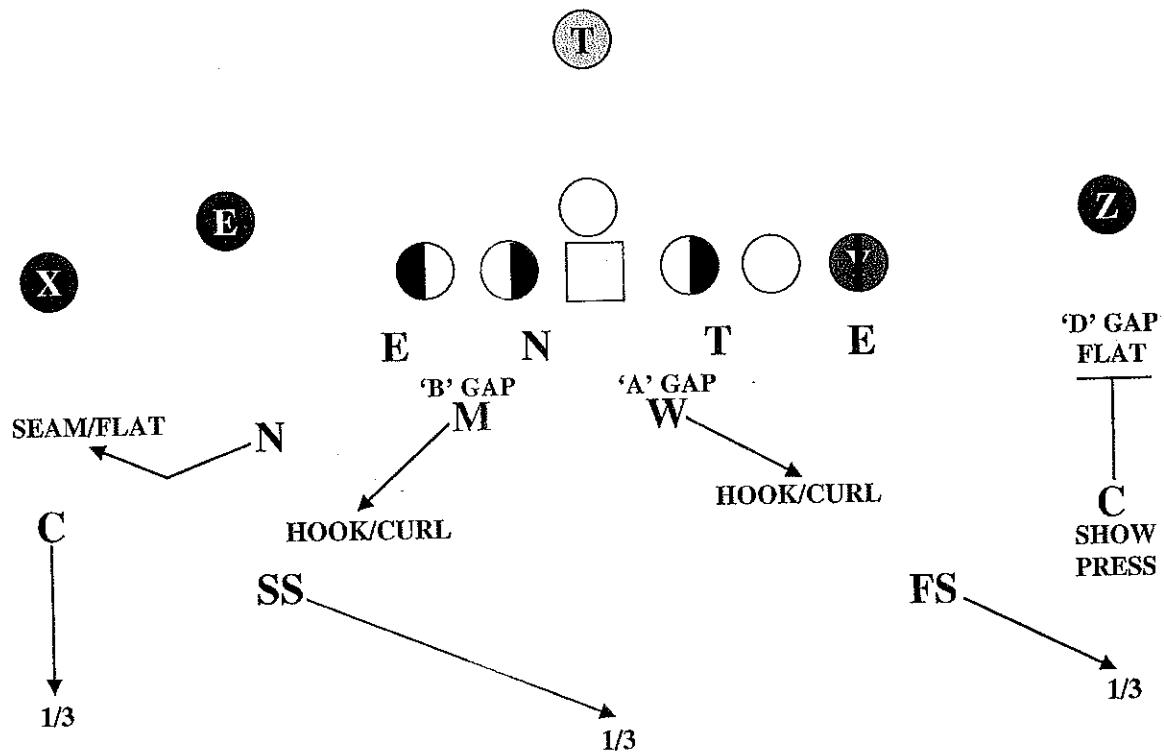


TWIN OPEN FTB



FIELD 3 CLOUD

SPREAD SEAM ALERT

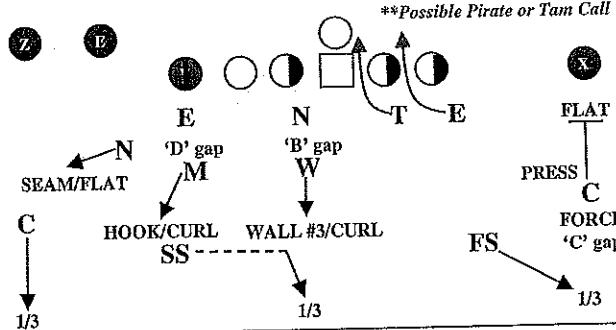


<u>Position</u>	<u>Align</u>	<u>Key</u>	<u>Run To</u>	<u>Run Away</u>	<u>Pass</u>
Left End	5 Tech.	Tackle	C gap	C gap	Contain
Nose	2I Tech.	Guard	A gap	A gap	A to Balance Rush
Tackle	3 Tech.	Guard	B gap	B gap	2-way Go
Right End	6 Tech.	TE	C gap	C gap	Contain
Nickel	1x5 inside #2	QB to #2	Force	Fold	Flat
Mike	B gap	Triangle	B gap/ Lever	B gap/ Cutback	Hook/Curl (Seam)
Will	A gap	Triangle	A gap/ Lever	A gap/ Cutback	Hook/Curl (Seam)
Strong Safety	12 yds. Deep over ball	Triangle	Cutback	Cutback	Middle 1/3
Free Safety	12 yds. Deep Hash + 2	QB to #3	Stack	Fold	Deep 1/3
Field Corner	Press to 8 inside	QB to #1	Stack	Fold	Deep 1/3
Bdy. Corner	Press to 7 inside	TE Triangle	Force	D gap	Flat

PRO TRIP

FIELD 3 CLOUD

TRIP



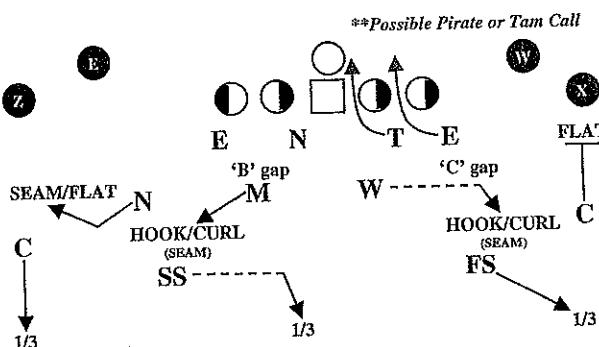
12

3

DOUBLE SLOT

SEAM ALERT

TRIP OPEN

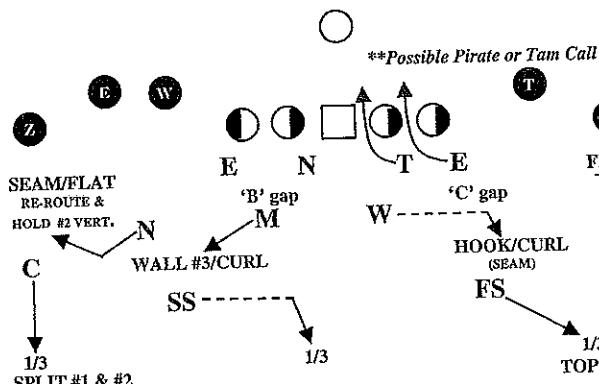


4

5

EMPTY

**Possible Pirate or Tam Call

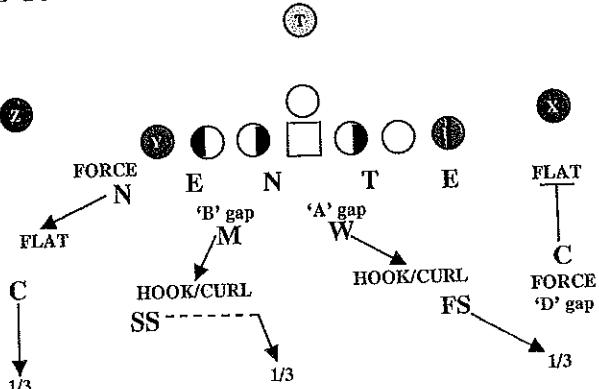


6

7

DOUBLE FLANKER

TWIN OPEN

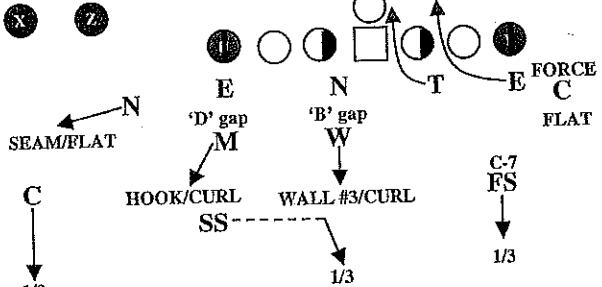


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9

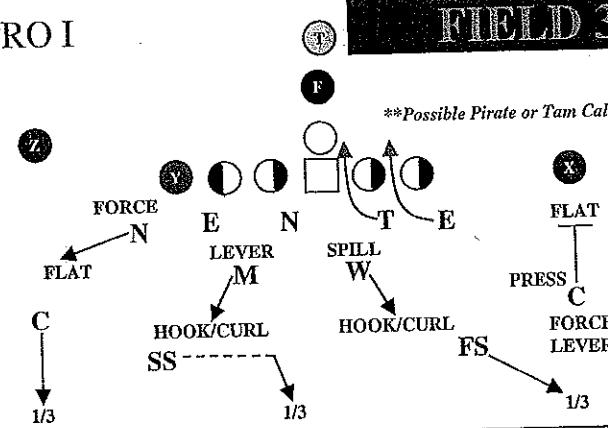
FLANKER TWIN

**Possible Pirate or Tam Call

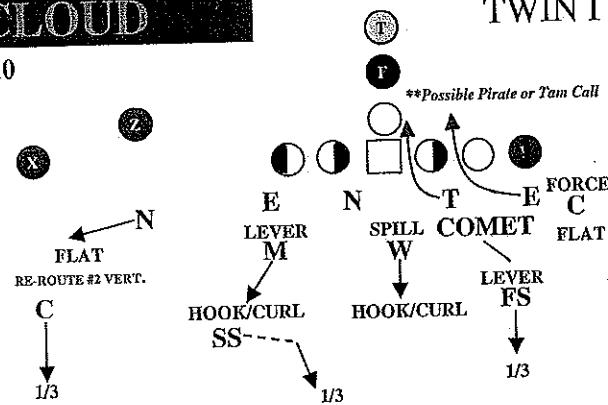


PRO I

FIELD 3 CLOUD



TWIN I

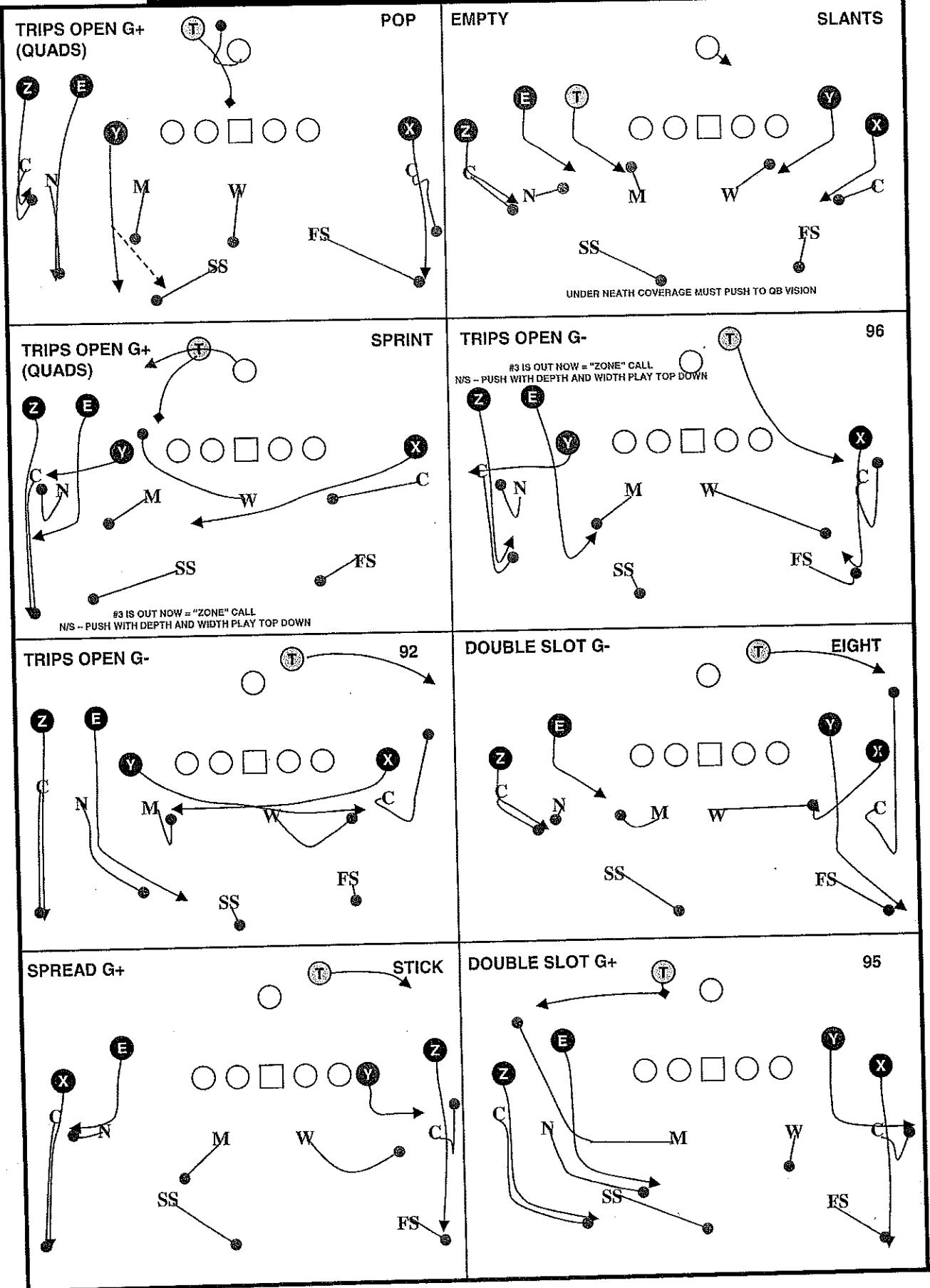


11 12

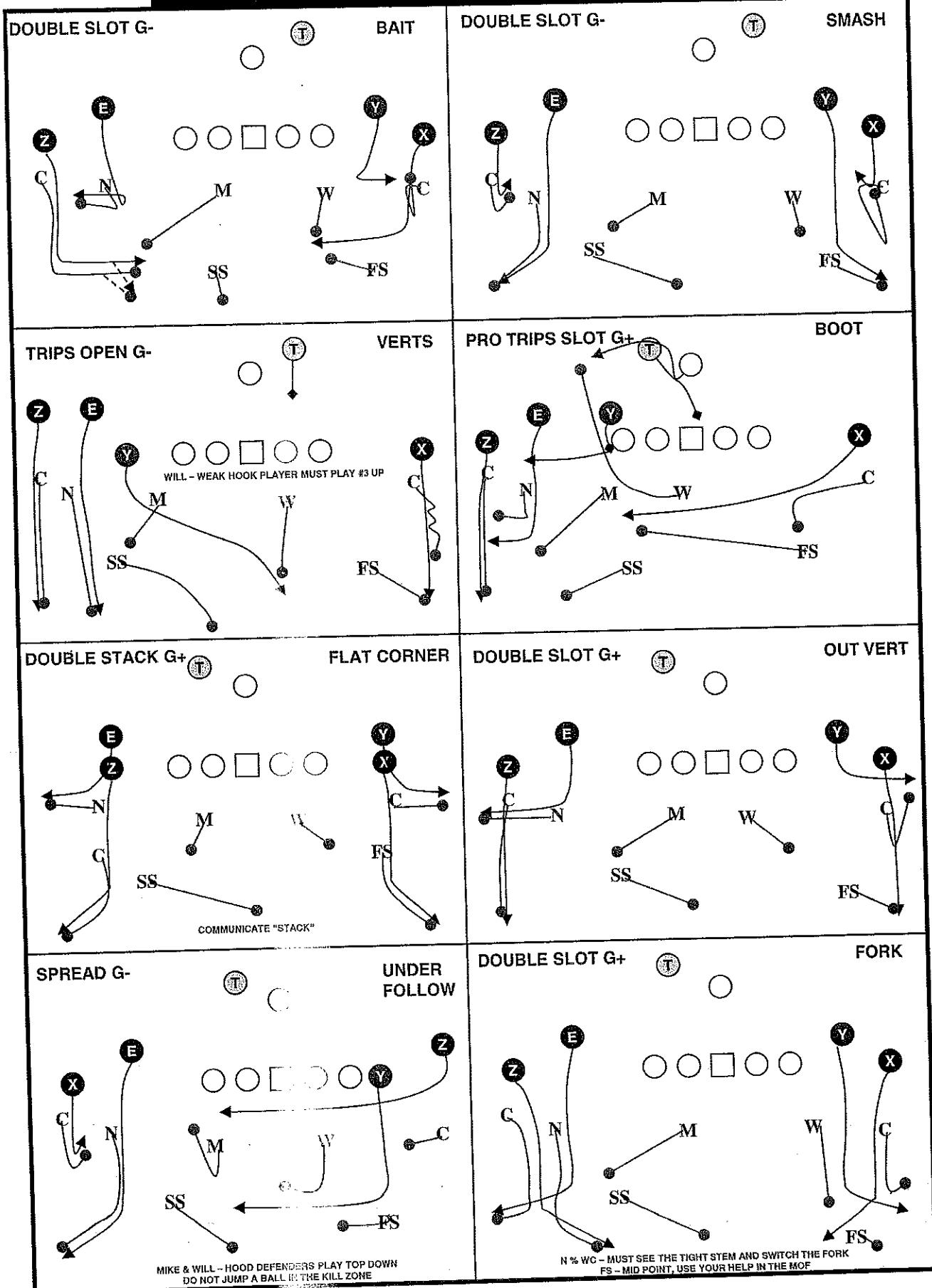
13 14

15 16

3 CLOUD ROUTE MATCH



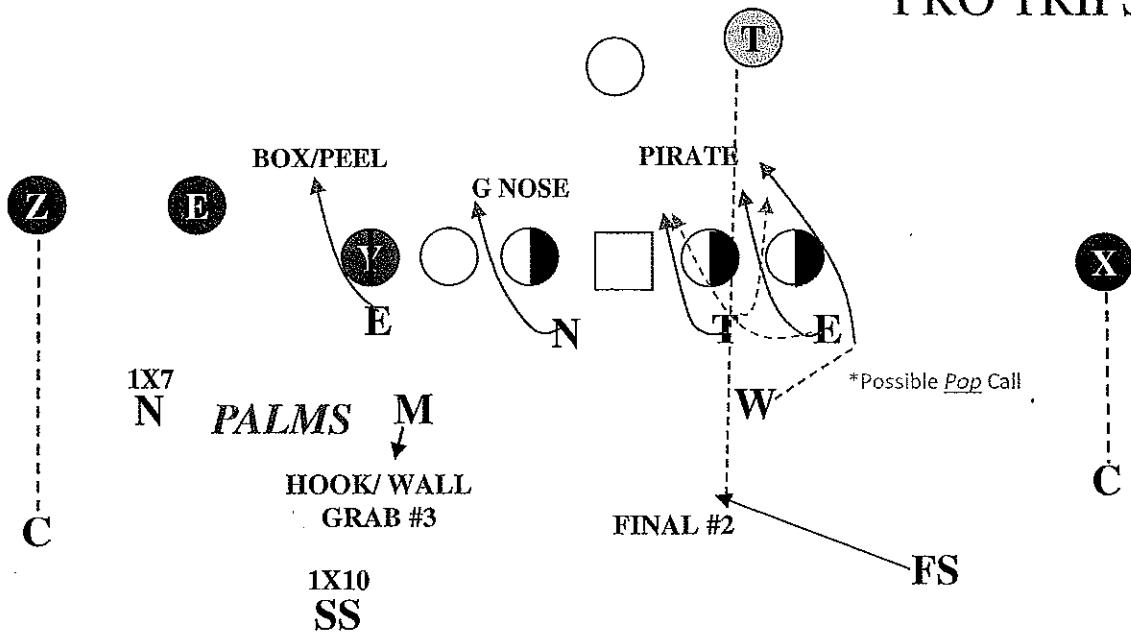
3 CLOUD ROUTE MATCH



FIELD WHIP BUFFALO

***3XI FRONT SIDE PLAY PALMS COVERAGE ON #2 & #3

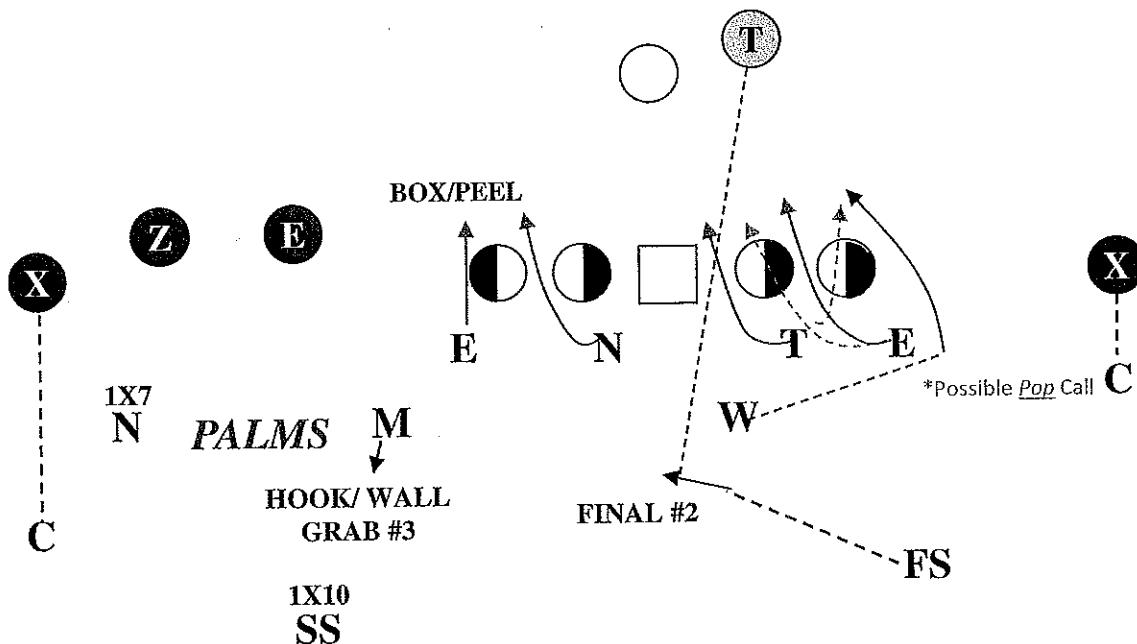
PRO TRIPS G-



Position	Align	Tech.	Key	Run To	Run Away	Pass
Left End	5 Tech.	Box	Tackle	C gap / Box	C gap	Box/Peel
Nose	2I Tech.	G Nose	Tackle	B gap	B gap	B gap
Tackle	3 Tech.	Tam	Center	A gap	A gap	A gap/ Climb
Right End	6 Tech.	Pirate	TE	B gap	B gap	B gap
Nickel	1x7 outside #2	Palms	Palms Read #3	Force	Fold	Palms #2 & #3
Mike	20 Tech.	Wall Hook Grab 3	Triangle	Spill	Cutback	Wall Hook Grab 3
Will	20 Tech to Ghost 5	Blitz C-Gap	TE Triangle	C gap/Force	C gap/ Cutback	Blitz Contain
Strong Safety	1x10 outside of TE	Palms	Palms Read #3	Alley	Cutback	Palms #2 & #3
Free Safety	8 yds deep B-gap	Man Final #2 Weak	Triangle	Stack / Spill	Fold / Cutback	Man Final #2 Weak
Field Corner	Press to 8 inside	Man/ Man #1	QB to #1	Stack	Fold	Man/Man #1
Bdy. Corner	1x4 inside	Bluff Press or Cloud	Ball	Force	Cutback	Man/ Man #1

FIELD WHIP BUFFALO

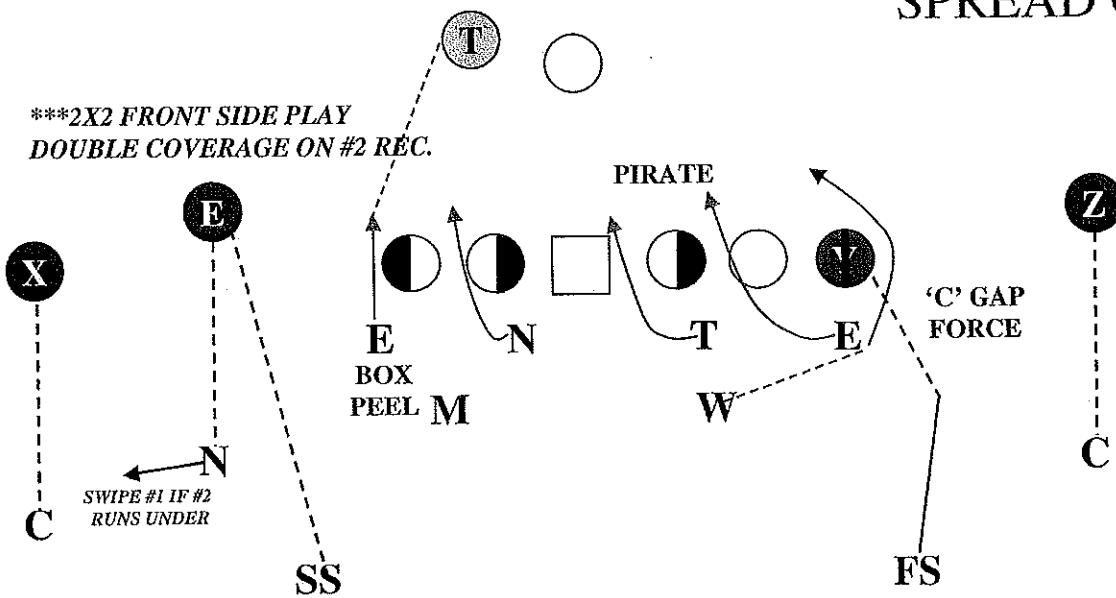
TRIO G-



<u>Position</u>	<u>Align</u>	<u>Tech.</u>	<u>Key</u>	<u>Run To</u>	<u>Run Away</u>	<u>Pass</u>
Left End	5 Tech.	Box	Tackle	C gap / Box	C gap	Box/Peel
Nose	2I Tech.	G Nose	Tackle	B gap	B gap	B gap
Tackle	3 Tech.	Tam	Center	A gap	A gap	A gap/Climb
Right End	6 Tech.	Pirate	TE	B gap	B gap	B gap
Nickel	1x7 outside #2	Palms	Palms Read #3	Force	Fold	Palms #2 & #3
Mike	20 Tech.	Wall Hook Grab 3	Triangle	Spill	Cutback	Wall Hook Grab 3
Will	20 Tech to Ghost 5	Blitz C-Gap	TE Triangle	C gap/Force	C gap/Cutback	Blitz Contain
Strong Safety	1x10 outside of TE	Palms	Palms Read #3	Alley	Cutback	Palms #2 & #3
Free Safety	8 yds deep B-gap	Man Final #2 Weak	Triangle	Stack / Spill	Fold / Cutback	Man Final #2 Weak
Field Corner	Press to 8 inside	Man/ Man #1	QB to #1	Stack	Fold	Man/Man #1
Bdy. Corner	1x4 inside	Bluff Press or Cloud	Ball	Force	Cutback	Man/ Man #1

FIELD WHIP BUFFALO

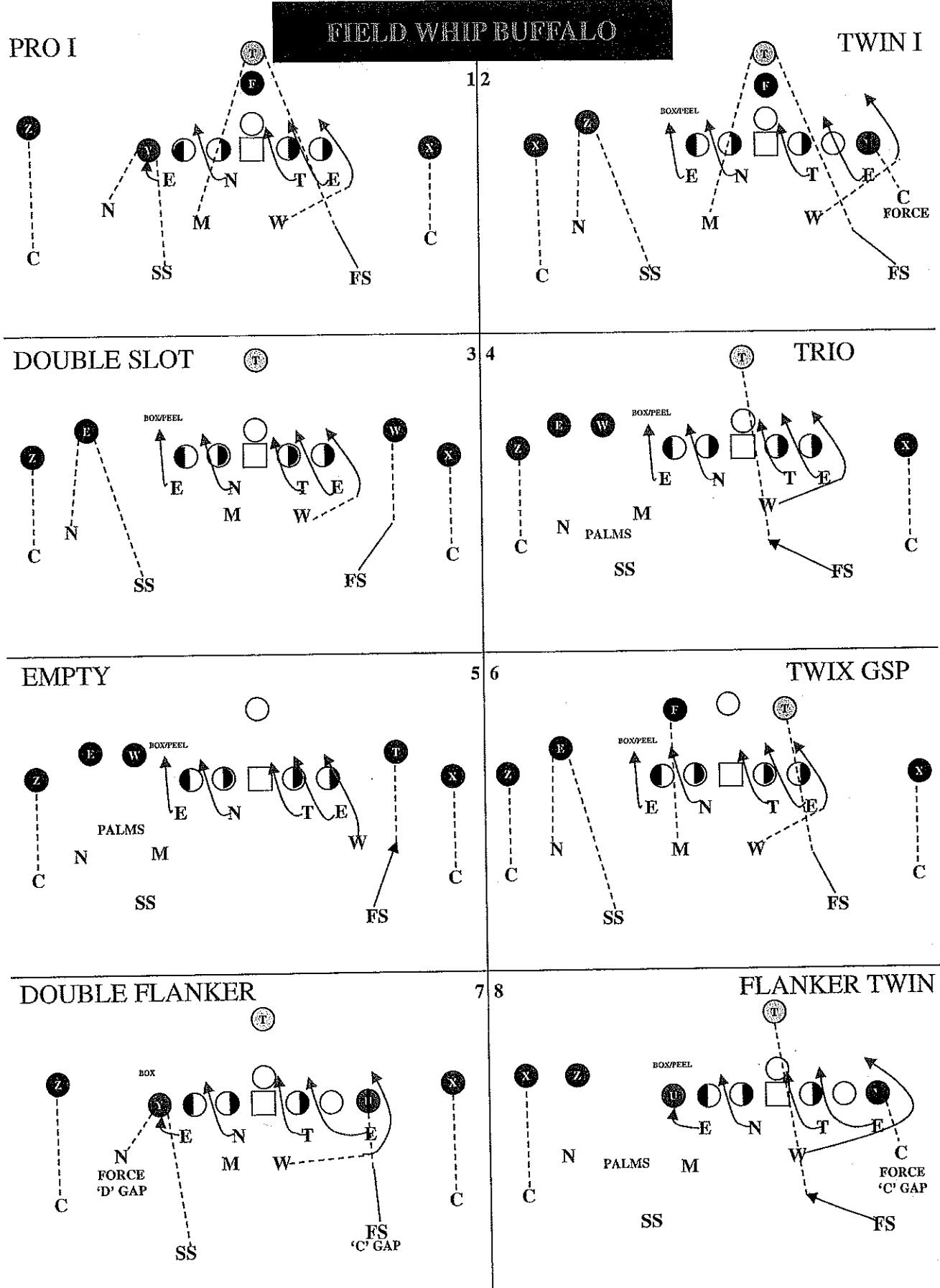
V
SPREAD G-



ROB #2 TO #1

JUMP ANY INSIDE CUT OVER LB's BY #2

Position	Align	Tech.	Key	Run To	Run Away	Pass
Left End	5 Tech.	Box	Tackle	C gap / Box	C gap	Box/Peel
Nose	2I Tech.	G Nose	Tackle	B gap	B gap	B gap
Tackle	3 Tech.	Tam	Center	A gap	A gap	A gap/ Climb
Right End	6 Tech.	Pirate	TE	B gap	B gap	B gap
Nickel	1x3 outside #2	Buffalo	QB to #2	Force	Fold	Man/Man #2 (outside Lev.)
Mike	A gap	Final #3	Triangle	A gap/Spill	A gap/ Cutback	Final #3
Will	Stack D gap	Blitz D-Gap	TE Triangle	D gap/Force	D gap/ Cutback	Blitz Contain
Strong Safety	12 yds. Deep midpt #2 & OT	Robber 1/4's	Triangle to #2	Alley	Cutback	Rob #2 to #1 (#2 Vert.)
Free Safety	1x8 o/s TE	Man	TE	C-Gap Spill	C-Gap Cutback	Man/Man TE
Field Corner	Press to 8 inside	Man/ Man #1	QB to #1	Stack	Fold	Man/Man #1
Bdy. Corner	1x4 inside	Bluff Press or Cloud	Ball	Force	Cutback	Man/ Man #1



HOT COVERAGE

THE KEY IS THE DISQUISE – SHOW 4 MAN

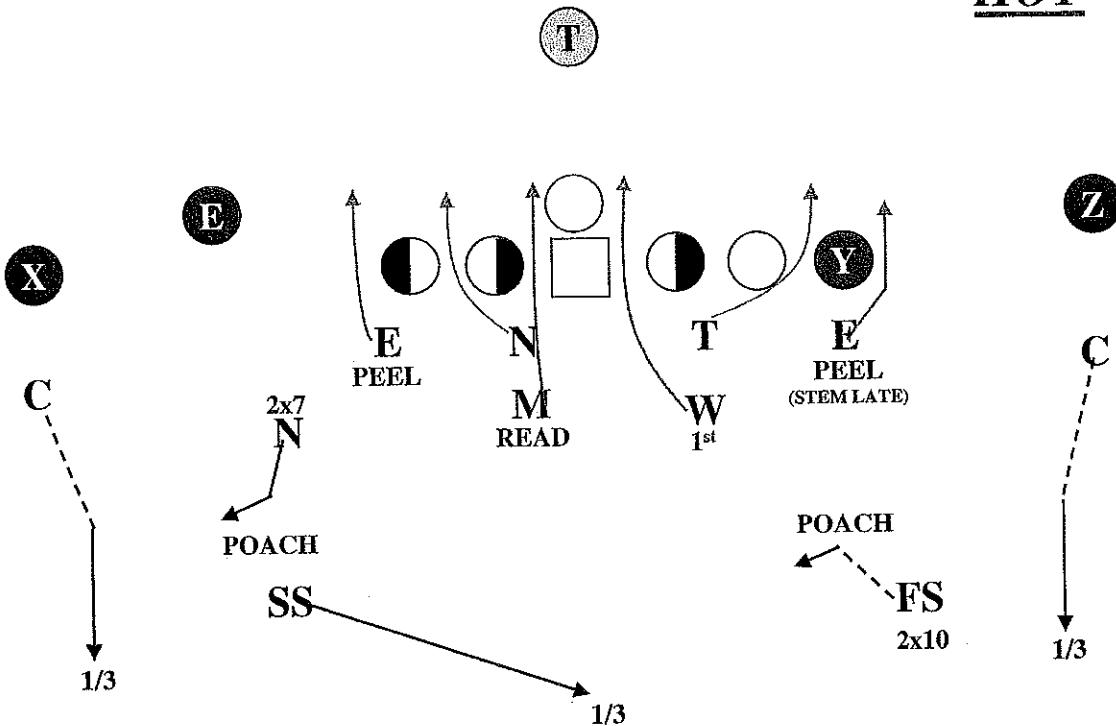
1. BLITZERS MUST GO! “HAIR ON FIRE”
2. DE’S = AUTOMATIC PEEL ALERT
3. 3TECH = LOOP AND SQUEEZE TO A 3 MAN SURFACE OR SNIFFER TO YOUR SIDE (BETTER TO ERROR LOOPING THEN NOT)
4. CB’S
 1. SHOW PRESS
 1. 1 ELIGIBLE = BAIL GET OUT ON SNAP WITH EYES ON QB
 2. 2 ELIGIBLE = BAIT: GET OUT BEFORE SNAP TO BE ABLE TO OVER LAP ON #2 WITH EYES ON QB
 2. READ QB
 1. LOOKS AWAY = OVERLAP ON #2 (QB WILL NOT THROW ALL THE WAY BACK TO BACK SIDE #1)
 2. LOOKS TOO = HEAVY ON #1 (YOU HAVE HELP OF MOF SAFETY)
5. MOF CHEAT 1/3RD SAFETY
 1. 3 SHUFFLE STEPS READING QB FOR RUN PASS READ
 1. RUN = PUT YOUR FOOT IN THE GROUND AND SPILL BALL TO SEAM DEFENDERS
 2. PASS = READ QB – PUSH TO THE #2 IN THE DIRECTION THAT THE QB LOOKS. (STAY INSIDE OF THE INSIDE SEAM)
 1. IF THE QB EYES ARE TO ME ZONE TURN TO THE INSIDE SEAM
 2. IF QB THE QB EYES ARE AWAY FROM ME CROSS OVER RUN. CLOSE THE MOF.
 3. Vs. UTAH – ALIGN OVER THE BALL, IF ENDOVER ALIGN OVER NEW CENTER
 4. IF 3 DISPLACED WR’S PLAY TORCH (CLEAR #3 VERT BEFORE WORKING TO MOF)
6. SEAM DEFENDERS (POACH TECHNIQUE)
 1. LOW END (LB / DIME) SEAM DEFENDER
 1. SHOW 4MAN SHELL AT SNAP – THEN WORK TO 6 TO 8 YARDS DEEP 2 YARDS INSIDE #2 UNLESS IS IN THE BACKFIELD THEN BE 2 YARDS OUTSIDE.
 2. READ QB – NATURALLY FEEL OPPOSITE COLOR
 3. DO NOT RE-ROUTE!
 4. VS RUN KEEP BALL ON INSIDE SHOULDER LEVER TO MOF PLAYER
 2. HIGH END (SAFETY) SEAM DEFENDER
 1. SHOW 4 MAN SHELL AT SNAP – THEN WORK 10 YARDS DEEP 2 YARDS IN SIDE #2 UNLESS IS IN THE BACKFIELD THEN BE 2 YARDS OUTSIDE.
 2. READ THE QB – IF EYES ARE TO ME HOLD LANDMARK – IF EYES ARE AWAY “CHEAT” WITH A SQUARE SHUFFLE
 3. DO NOT RE-ROUTE
 4. VS RUN – KEEP BALL ON INSIDE SHOULDER LEVER TO MOF PLAYER
7. EMPTY
 1. CHEAT SAFETY PLAYS TORCH
 2. BLITZERS ALWAYS HIT IT STRAIGHT

SPURS COACHING POINTS

1. CALL FRONT AWAY FROM RB (LIKE OVER)
2. BLITZER TO THE RB IS 1ST (OPEN A-GAP)
3. 3 TECH – LOOP AND SQUEEZE TO 3 MAN SURFACE AND ALL 2 BACK SETS (ANTICIPATE THE SWAP)
4. CHEAT SAFETY vs 3 DISPLACED SPEED = TORCH (CLEAR THE POP OF #3 BEFORE GETTING TO MOF)
5. CORNER BACKSIDE OF QUADS = PRESS PLAY TOUGH / ON 1 WR SIDE WITH RB TO YOU = PLAY OFF TO MAN
6. SEAM DEFENDER
 1. TO A ONE WR SIDE WITH ATTACHED TE – SHOW COVER 4 TO 1 YARD OUTSIDE EMOLOS (END MAN ON LINE OF SCRIMAGE)
 2. (3x1) 1 WR SIDE (NO #2) = B-10 WITH RB TO YOU / A-10 WITH RB AWAY
 3. 2 DISPLACED RECIEVERS = 10 YARDS INSIDE #2
7. NEED TO RUN FROM A 6 TECH = YOUR DISGUISE WILL ALLOW YOU TO STILL BOX PEEL
8. N/S vs A PRO SET ALIGN IN A “70”
9. 5 TECH, WE CAN NOT GIVE THE PRESSURE AWAY BY WIDENING TO MUCH
10. BUNCH – NOTHING CHANGES – IF WIDE ✓ TORCH
11. N/S IF #2 GIVES YOU A TIGHT SPLIT = ALIGN ON HIS OUTSIDE
12. TRIPS (KNUB SET) – CB ALIGN 3x5 / FS ALIGN B-10 AND DROP OVER BALL
13. JET IS THE DEFENSIVE ENDS!!! YOU MUST BE SMOKIN MAKE A “TEAPEE” ATTACK UP FIELD THRU YOUR LEVERAGE – N/S WILL FIT OFF YOU (INSIDE)
14. FTB – IF #2 IS IN BACKFIELD ALIGN RIGHT OVER THE TOP OF HIM
15. WILL IF YOU ARE REMOVED FROM BOX DO NOT CROSS BLITZ
16. DE's VS GSP DO NOT WORRY ABOUT LEAD BLOCKER LEVERAGE THE BALL CARRIER
17. N/S CHEAT YOUR APEX ALIGNMENT A LITTLE BIT WIDER LATE – DARE TO THROW BUBBLE
18. MIKE – vs 3 DISPLACED RECIEVERS ALIGN INSIDE FOOT ON OUTSIDE FOOT OF DE
19. 2 BACK SETS – NO THREAT OF #3 VERT = FS ALIGN 1x10 OUTSIDE EMOLOS
20. SEAM DEFENDERS USE BOUNCE TECHNIQUE UNTIL QB SETS HIS FEET THEN BREAK ON HIS LOOK
21. WE CAN ALWAYS GAMEPLAN WHICH LB IS 1ST OR HOW WE SET THE FRONT
22. BLITZING LB's STAY SQUARE IT IS A RUN BLITZ

OVER SPURS HOT

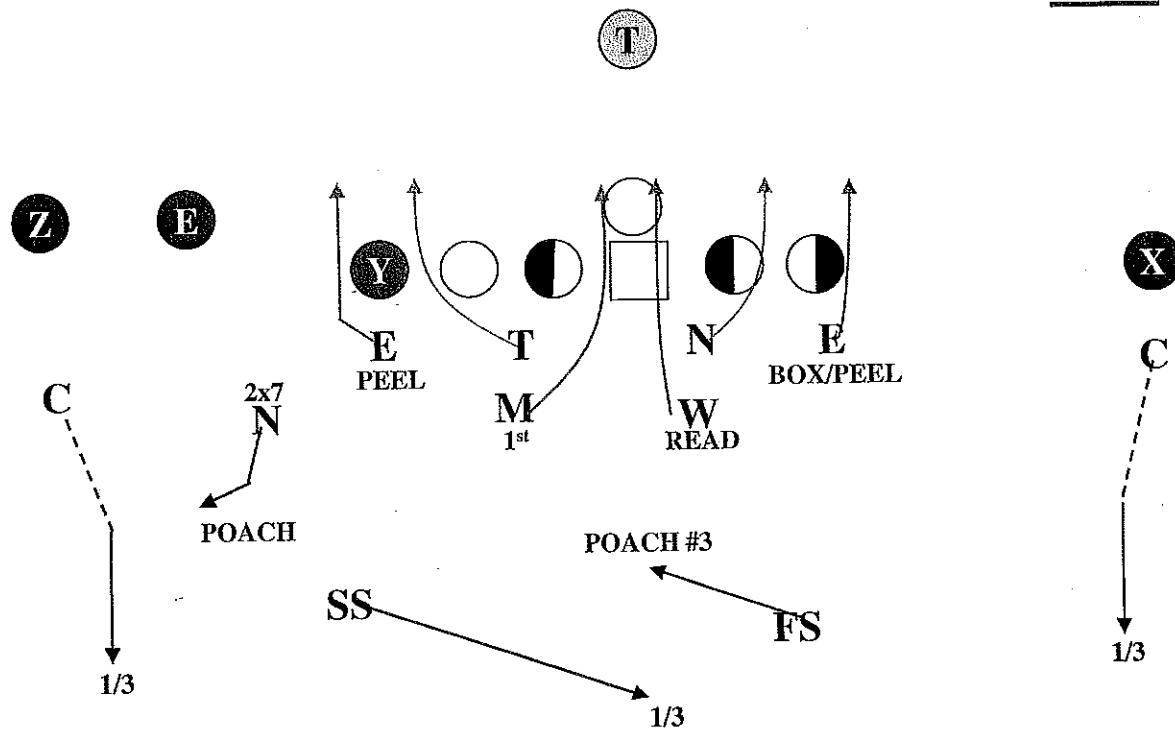
**SPREAD
HOT**



Position	Align	Tech	Key	Run To	Run Away	Pass
Left End	5 TECH	PEEL	TACKLE	C-GAP	C-GAP	PEEL RUSH
Nose	2I TECH	G NOSE	Tackle	B-GAP	B-GAP	PENETRATE B-GAP
Tackle	3 TECH	OUT	Tackle/TE	C GAP vs down block Play Gap vs zone	C-GAP vs down block Play Gap vs zone	PENETRATE C-GAP
Right End	6 TECH	SWITCH/PEEL	T.E.	D-GAP	D-GAP	PEEL RUSH
Nickel	2x7 I/S #2	POUCH	QB	LEVER	LEVER	SEAM DEFENDER
Mike	SPLIT CROTCH OF 3T	Blitz	Ball	Lever	Lever	Blitz A gap
Will	STACK NOSE	Blitz	Ball	Lever	Lever	Blitz A gap
Strong Safety	1x10 I/S #2 (SHOW 4 MAN)	READ 1/3	QB	Cutback	Cutback	READ 1/3
Free Safety	2x10 I/S #2 (SHOW 4 MAN)	POUCH	QB	LEVER	LEVER	POUCH
Field Corner	SHOW 4 MAN	PRESS BAIL	QB	Stack	Fold	READ 1/3
Bdy. Corner	SHOW 4 MAN	PRESS BAIL	QB	Stack	Fold	READ 1/3

OVER SPURS HOT

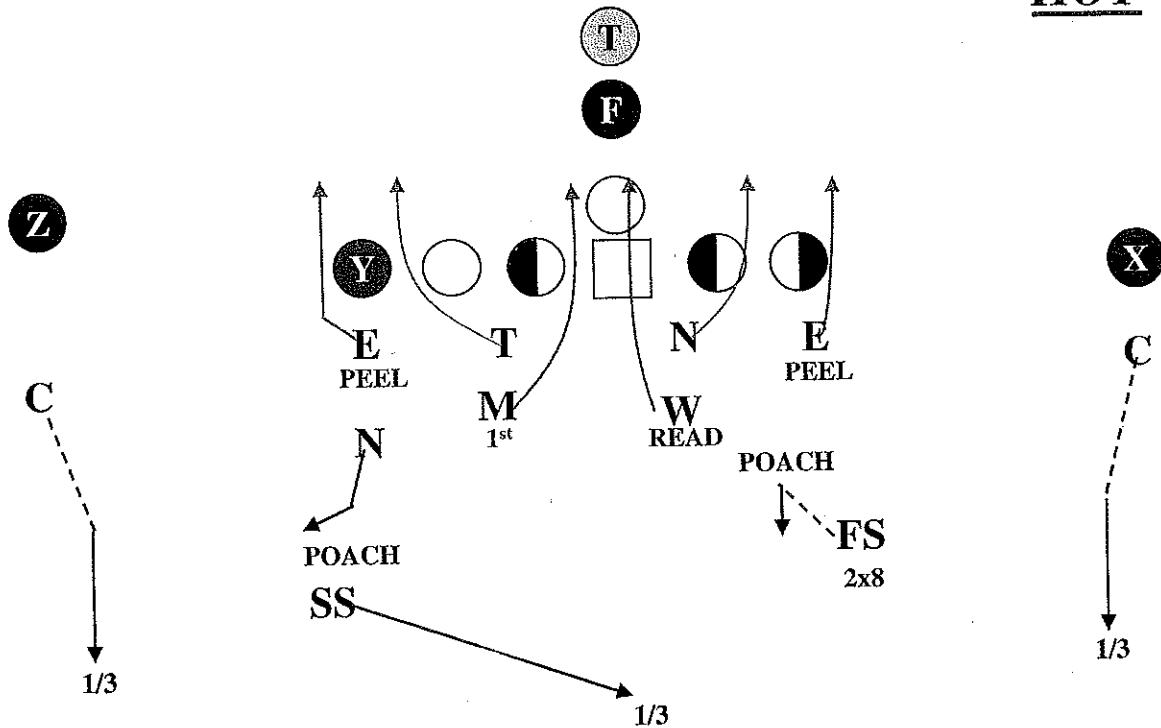
PRO TRIP HOT



Position	Align	Tech	Key	Run To	Run Away	Pass
Left End	5 TECH	PEEL	TACKLE	C-GAP	C-GAP	PEEL RUSH
Nose	2I TECH	G NOSE	Tackle	B-GAP	B-GAP	PENETRATE B-GAP
Tackle	3 TECH	OUT	Tackle/TE	C-GAP vs down block Play gap vs Zone	C-GAP vs down block Play gap vs zone	PENETRATE C-GAP
Right End	6 TECH	SWITCH/PEEL	T.E.	D-GAP	D-GAP	PEEL RUSH
Nickel	2x7 I/S #2	POUCH	QB	LEVER	LEVER	POUCH
Mike	SPLIT CROTCH OF 3T	Blitz	Ball	Lever	Lever	Blitz A gap
Will	STACK NOSE	Blitz	Ball	Lever	Lever	Blitz A gap
Strong Safety	1x10 I/S #2 (SHOW 4 MAN)	READ 1/3	QB	Cutback	Cutback	READ 1/3
Free Safety	SHOW 4 MAN	POUCH #3	QB	LEVER	LEVER	POUCH
Field Corner	SHOW 4 MAN	PRESS BAIL	QB	Stack	Fold	READ 1/3
Bdy. Corner	SHOW 4 MAN	PRESS BAIL	QB	Stack	Fold	READ 1/3

OVER SPURS HOT

PRO I
HOT

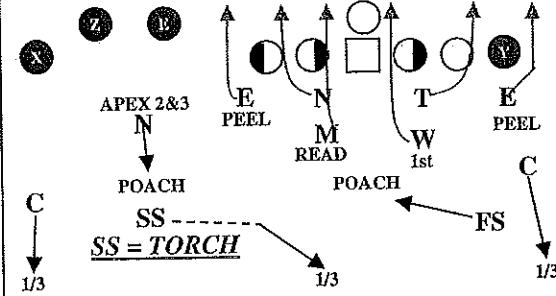
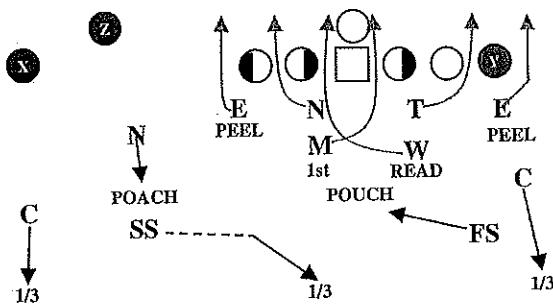


Position	Align	Tech	Key	Run To	Run Away	Pass
Left End	5 TECH	PEEL	TACKLE	C-GAP/BOX	C-GAP	PEEL RUSH
Nose	2I TECH	G NOSE	Tackle	B-GAP	B-GAP	PENETRATE B-GAP
Tackle	3 TECH	OUT	Tackle/TE	C-GAP vs down block Play gap vs zone	C-GAP vs down block Play gap vs zone	PENETRATE C-GAP
Right End	6 TECH	SWITCH PEEL	T.E.	D-GAP/BOX	D-GAP	PEEL RUSH
Nickel	2x7 I/S #2	POUCH	QB	LEVER	LEVER	POUCH
Mike	SPLIT CROTCH OF 3T	Blitz	Ball	Lever	Lever	Blitz A gap
Will	STACK NOSE	Blitz	Ball	Lever	Lever	Blitz A gap
Strong Safety	1x10 I/S #2 (SHOW 4 MAN)	READ 1/3	QB	Cutback	Cutback	READ 1/3
Free Safety	2x10 I/S #2 (SHOW 4 MAN)	POUCH	QB	LEVER	LEVER	POUCH
Field Corner	SHOW 4 MAN	PRESS	QB	Stack	Fold	READ 1/3
Bdy. Corner	SHOW 4 MAN	PRESS	QB	Stack	Fold	READ 1/3

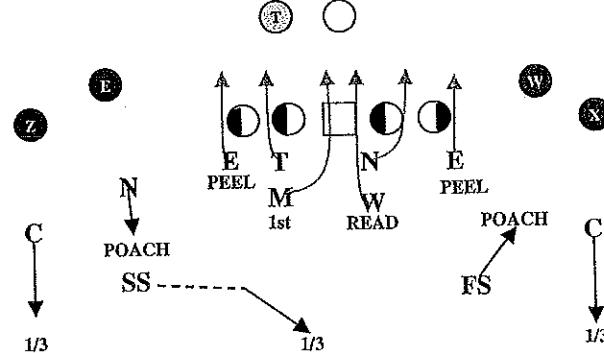
TWIN I

OVER SPURS HOT

TRIPS

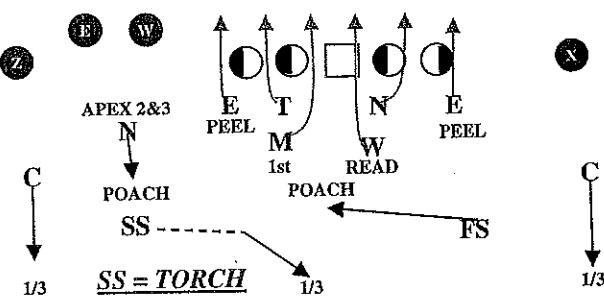


DOUBLE SLOT G+

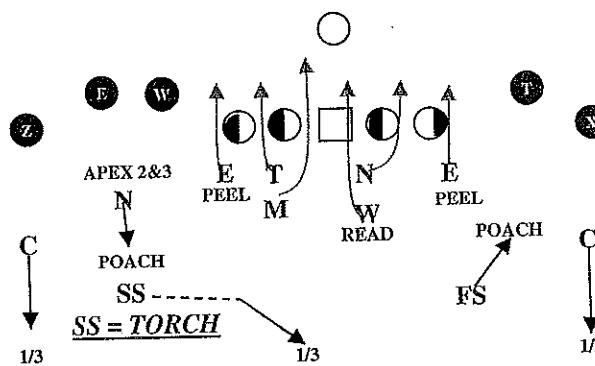


3 4

TRIO G+

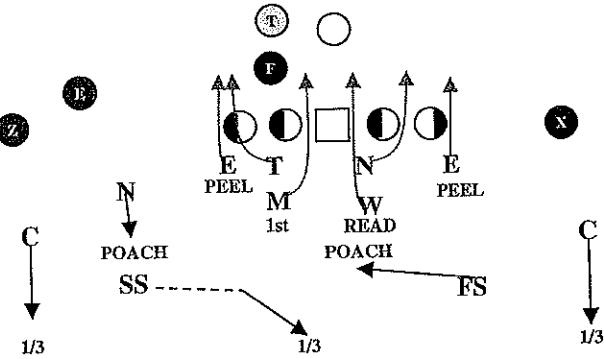


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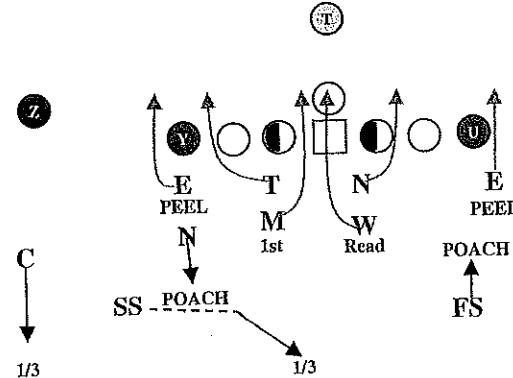


5 6 2 BACK = OVER CALL

TWIX TAN

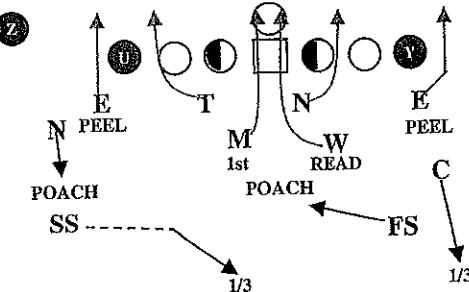


DOUBLE FLANKER



7 8

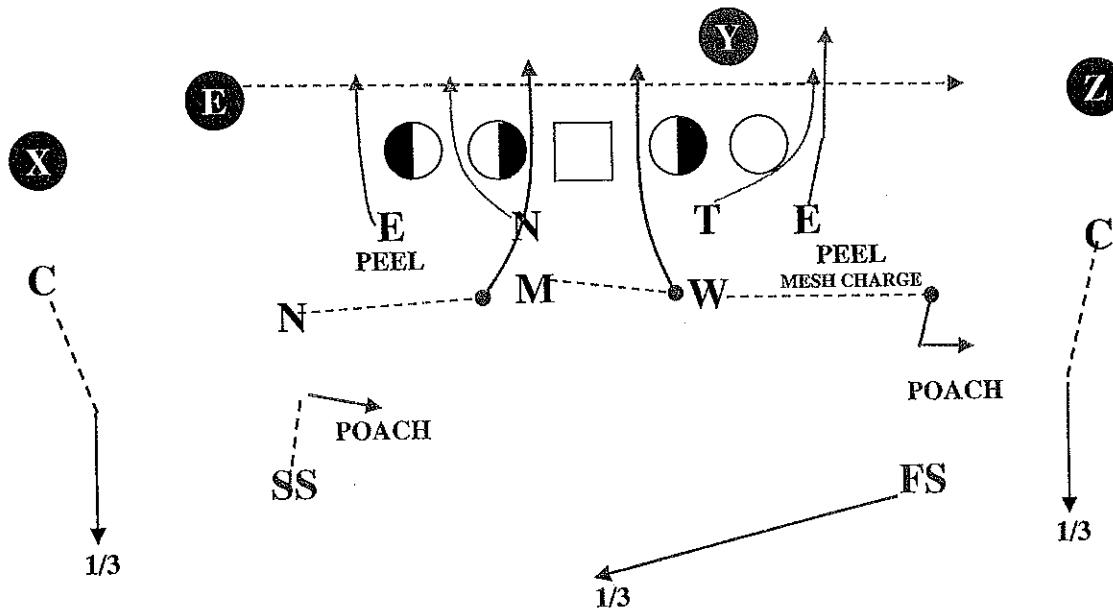
FLANKER TWINS



BLITZ
STRAIGHT ON

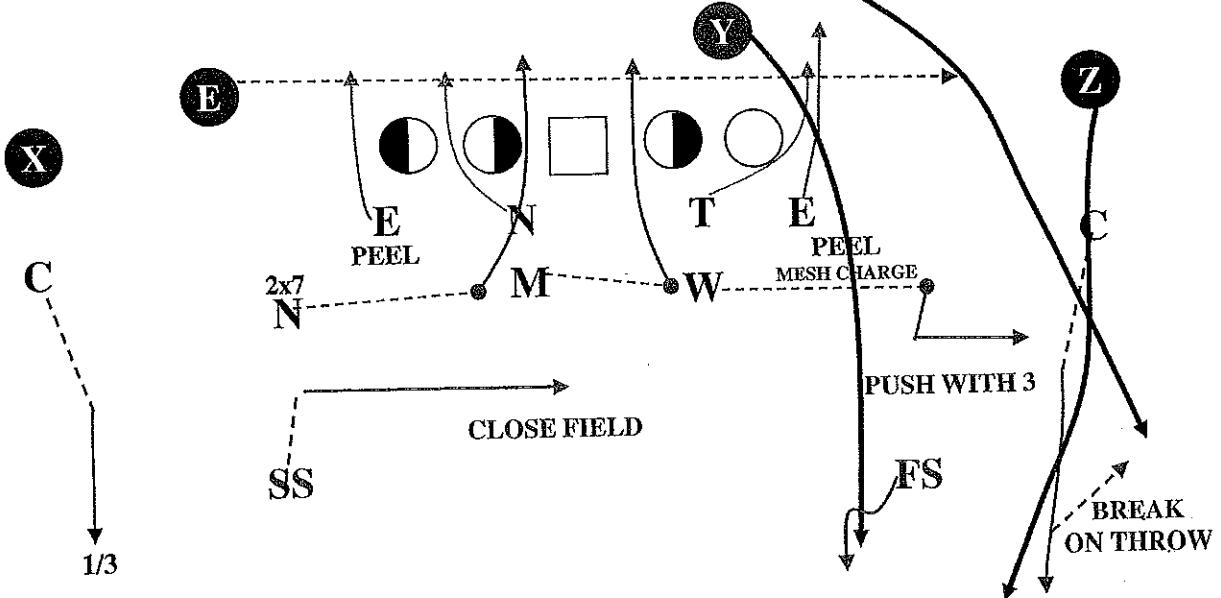
OVER SPURS HOT

TWIX WEAK
ZOOM MOTION
BUMP AND ADJUST



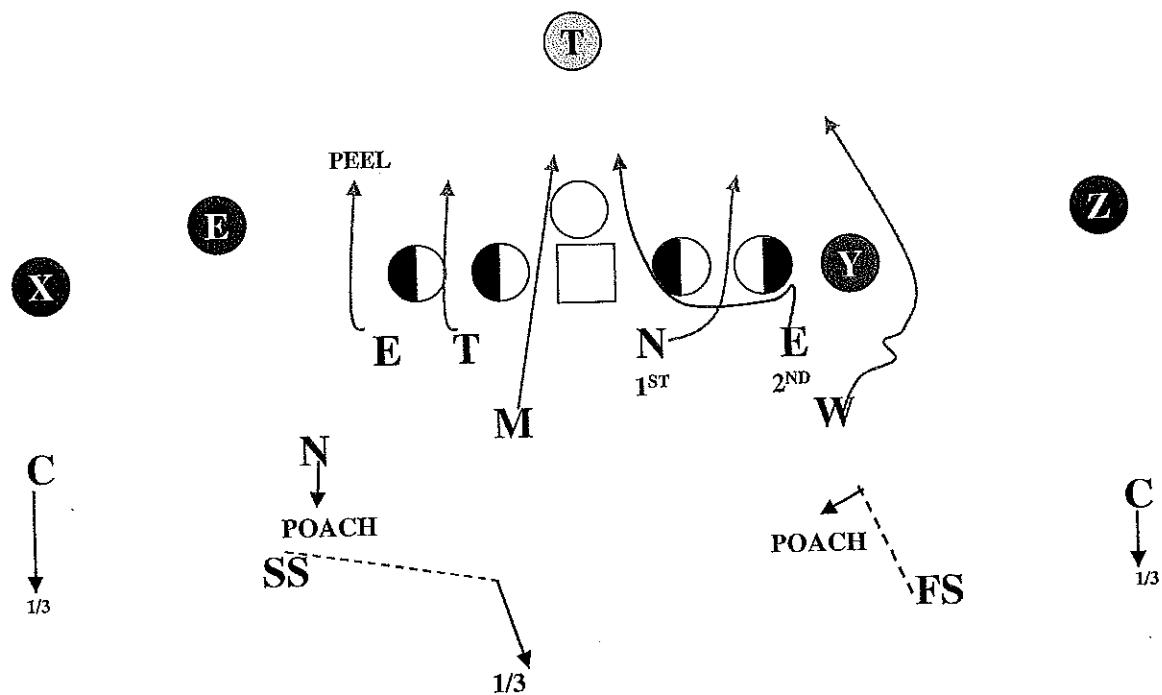
BLITZ
STRAIGHT ON

TWIX WEAK
ZOOM MOTION
BUMP AND ADJUST

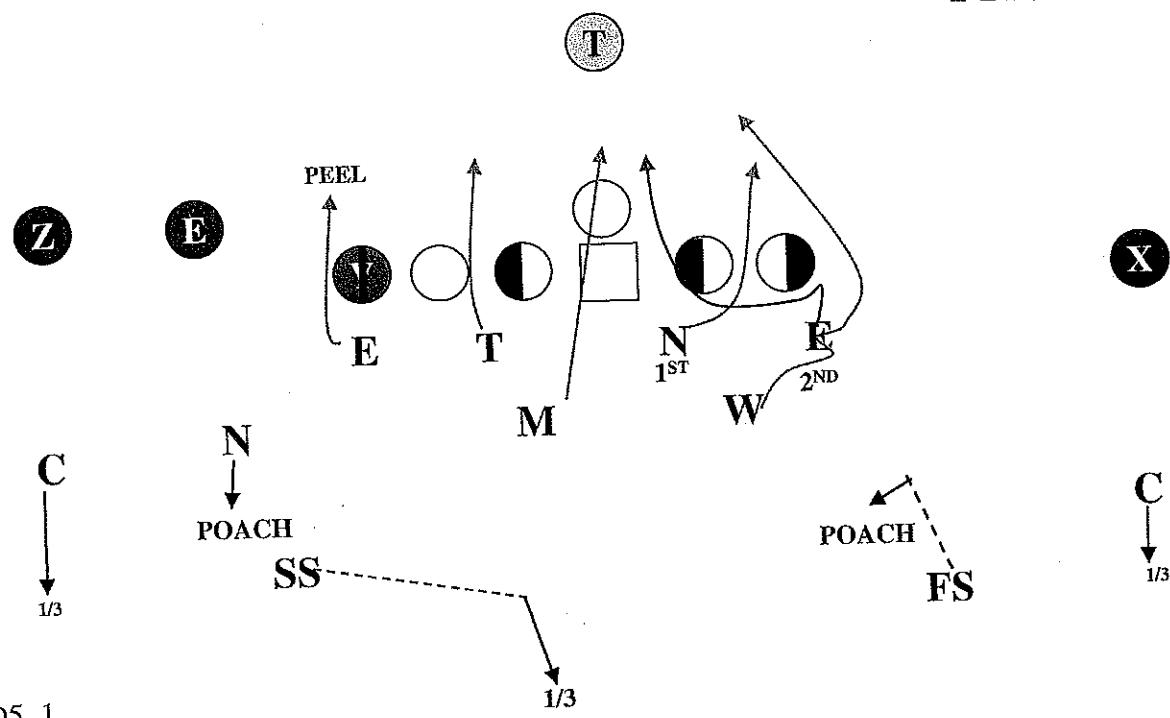


BENCH WIZARD HOT

SPREAD



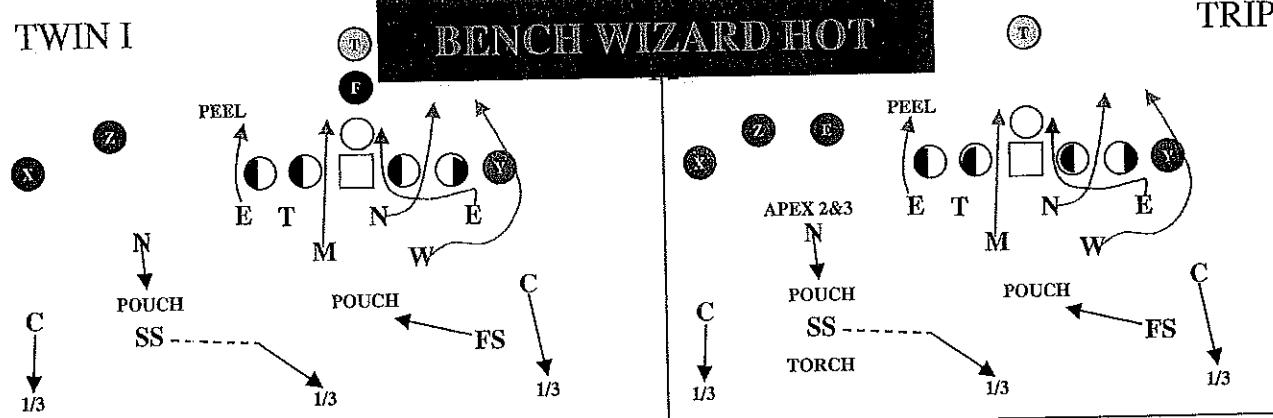
PRO TRIP



TWIN I

BENCH WIZARD HOT

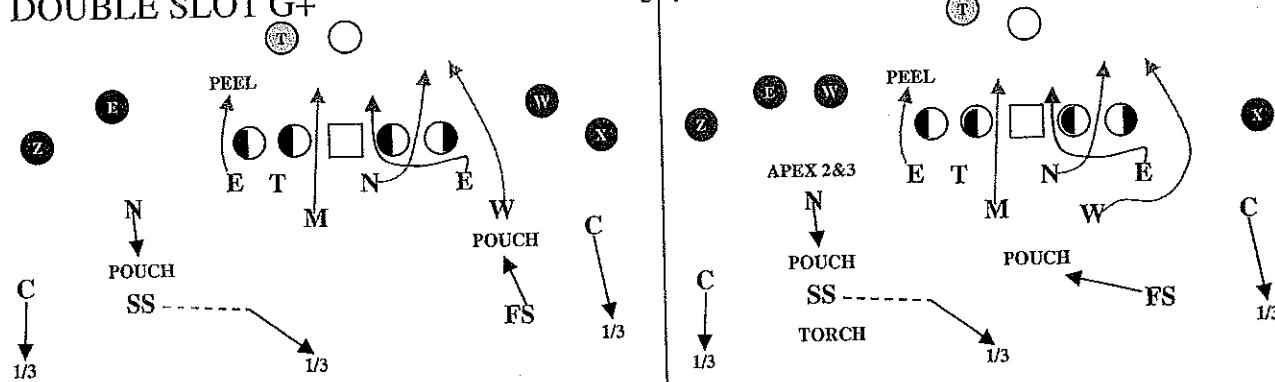
TRIPS



DOUBLE SLOT G+

3 4

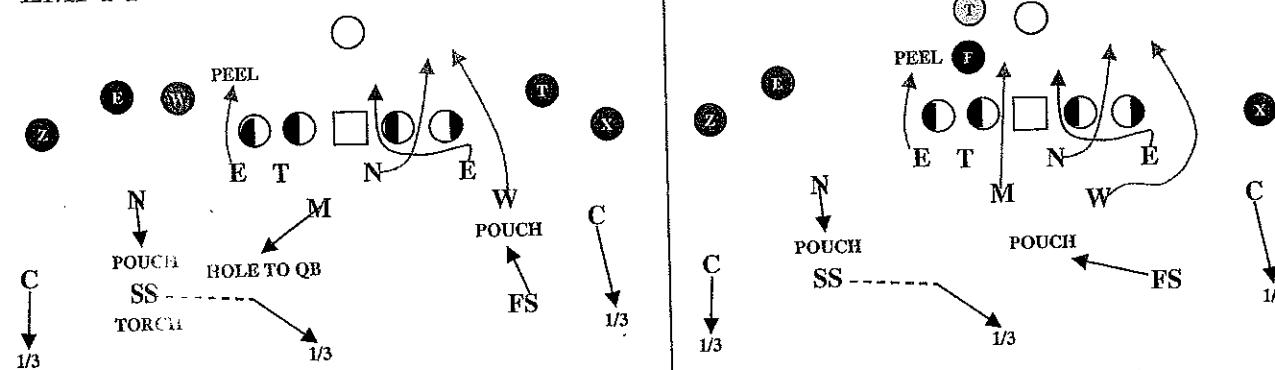
TRIO G+



EMPTY

5 6

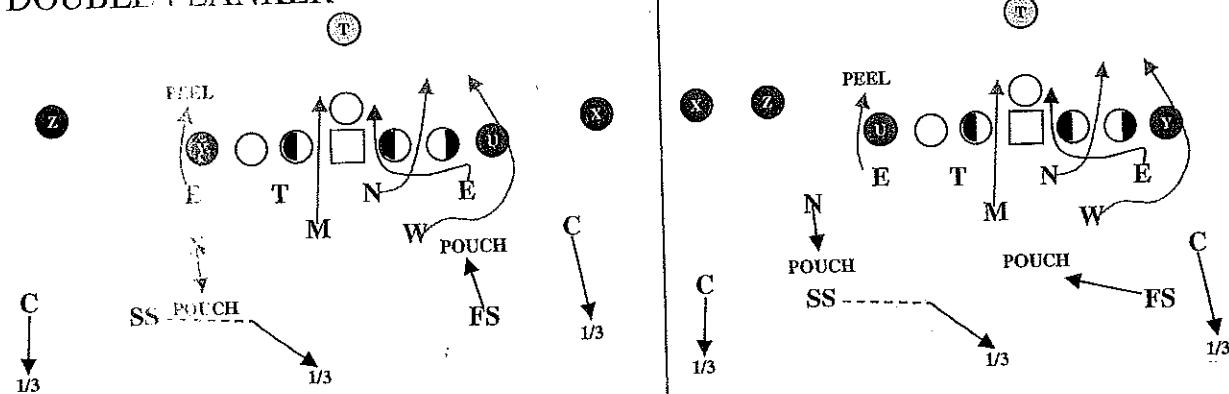
TWIX TAN



DOUBLE FLANKER

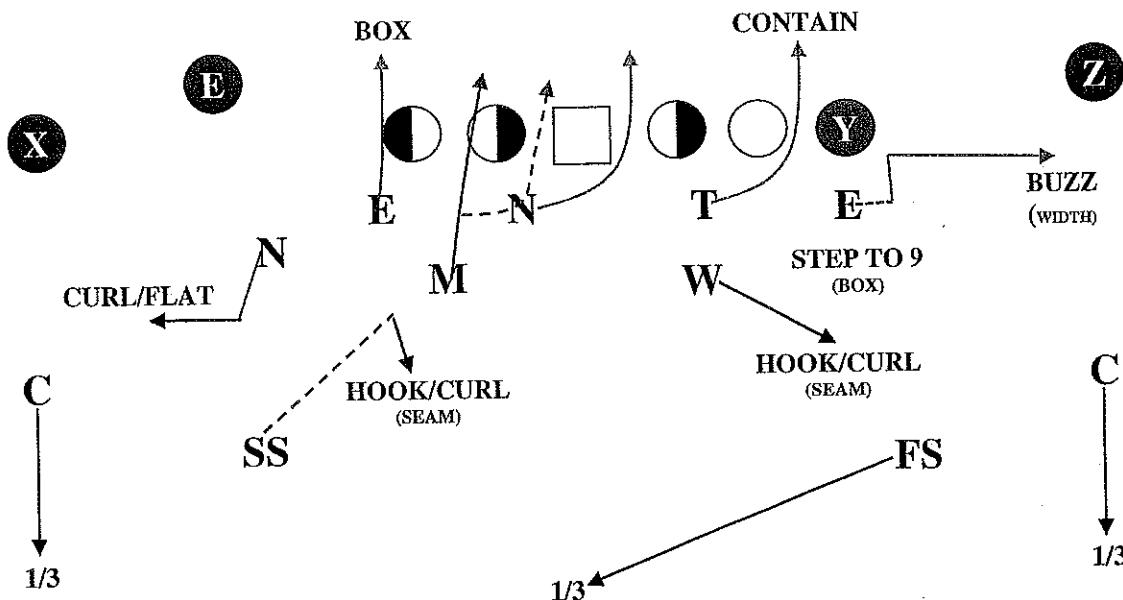
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FLANKER TWINS



FIELD/ MUG 3 (BUZZ)

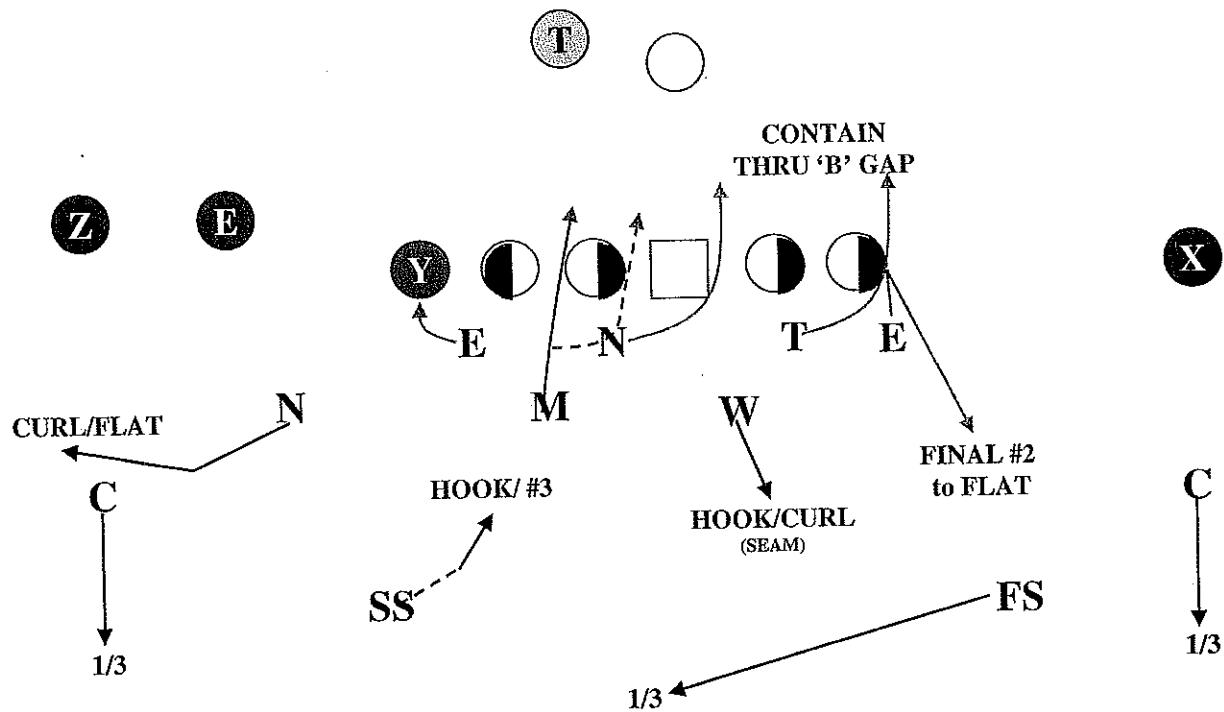
SPREAD G-



Position	Align	Tech	Position Key	Run To	Run Away	Pass
Left End	5 Tech.	Base	Tackle	C gap	C gap	Contain
Nose	21 Tech.	Opposite	Guard	A gap	A gap	Penetrate A
Tackle	3 Tech.	Out	Tackle / TE	B/C gap	C gap	Contain
Right End	Step to 9 Tech.	Buzz	TE	D gap	D gap	Buzz Flat
Nickel	Grey Area	Bluff Pressure	#2 to #1	Force	D gap/ Cutback	Curl/Flat
Mike	B gap	Blitz	Guard	A gap	B gap	Blitz Read Guard if to you come under. If away go off hip
Will	B gap	Hook/Curl (Seam)	Triangle	B gap	B gap	Hook/Curl (Seam)
Strong Safety	Work over ball 8 yds. deep	Hook/ #3	QB	Triangle	Bounce	Cutback
Free Safety	Work over ball 12 Yds. deep	Zone Blitz 1/3's	QB	Triangle	Cutback	Cutback
Field Corner	Press to 8 inside	Zone Blitz 1/3's	QB	QB to #1	Stack	Fold
Bdy. Corner	Press to 8 inside	Zone Blitz 1/3's	QB	QB to #1	Stack	Fold

FIELD MUG 3 (BUZZ)

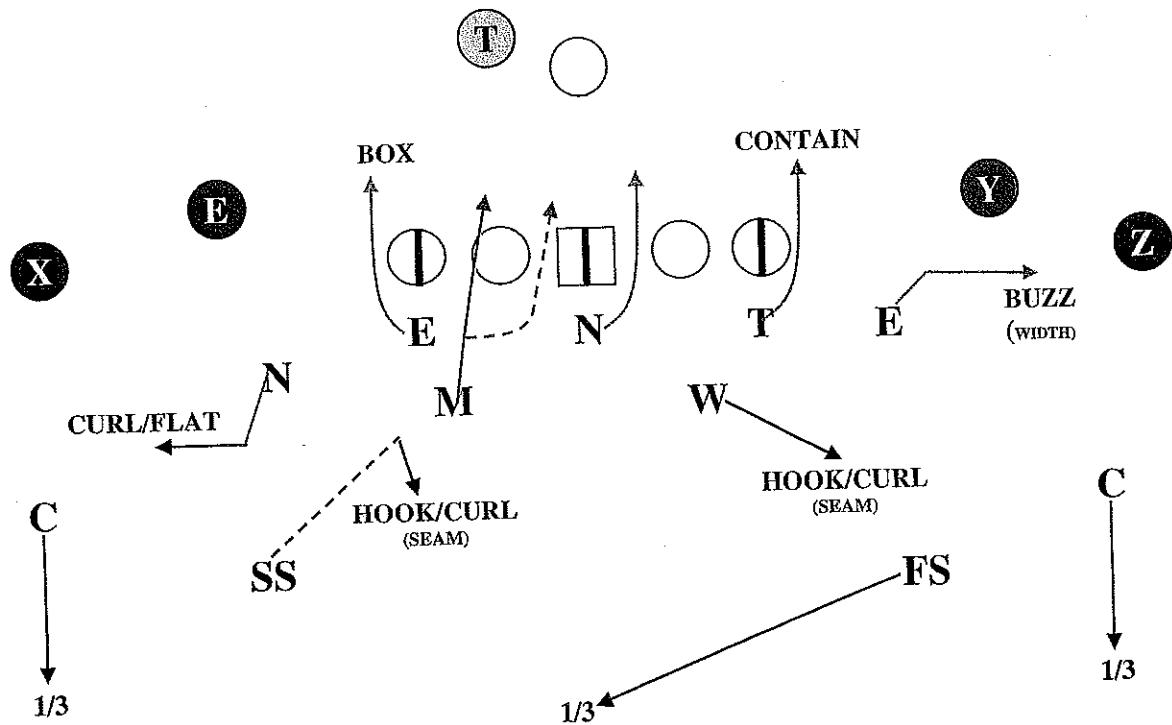
PRO TRIPS G+



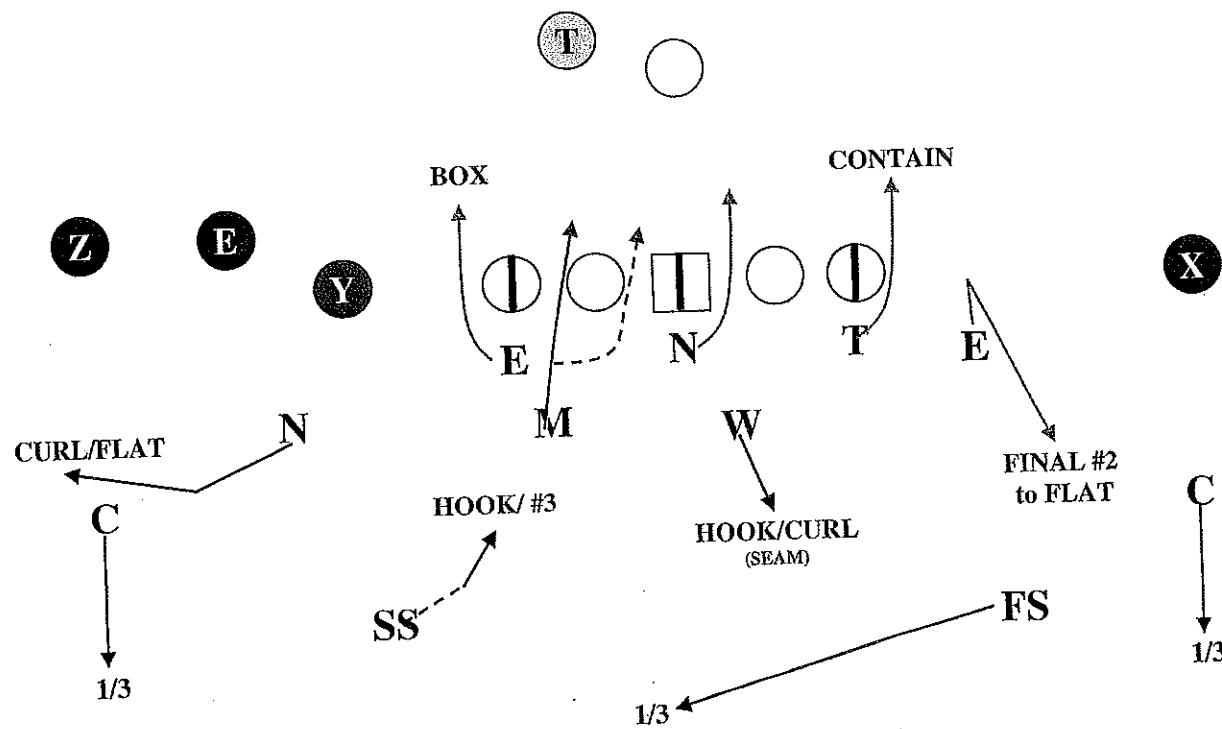
<u>Position</u>	<u>Align</u>	<u>Tech</u>	<u>Key</u>	<u>Run To</u>	<u>Run Away</u>	<u>Pass</u>
Left End	5 Tech.	Base	Tackle	C gap	C gap	Contain
Nose	2I Tech.	Opposite	Guard	A gap	A gap	Penetrate A
Tackle	3 Tech.	Out	Tackle / TE	B/C gap	C gap	Contain
Right End	Step to 9 Tech.	Palms	TE	D gap	D gap	Flat
Nickel	Grey Area	Bluff Pressure	#2 to #1	Force	D gap/ Cutback	Curl/Flat
Mike	B gap	Blitz	Guard	A gap	B gap	Blitz Read Guard if to you come under. If away go off hip
Will	B gap	Hook/Curl (Seam)	Triangle	B gap	B gap	Hook/Curl (Seam)
Strong Safety	Work over ball 8 yds. deep	Hook/ #3	QB	Triangle	Bounce	Cutback
Free Safety	Work over ball 12 Yds. deep	Zone Blitz 1/3's	QB	Triangle	Cutback	Cutback
Field Corner	Press to 8 inside	Zone Blitz 1/3's	QB	QB to #1	Stack	Fold
Bdy. Corner	Press to 8 inside	Zone Blitz 1/3's	QB	QB to #1	Stack	Fold

OKIE MUG 3 (BUZZ)

DBL SLOT G+



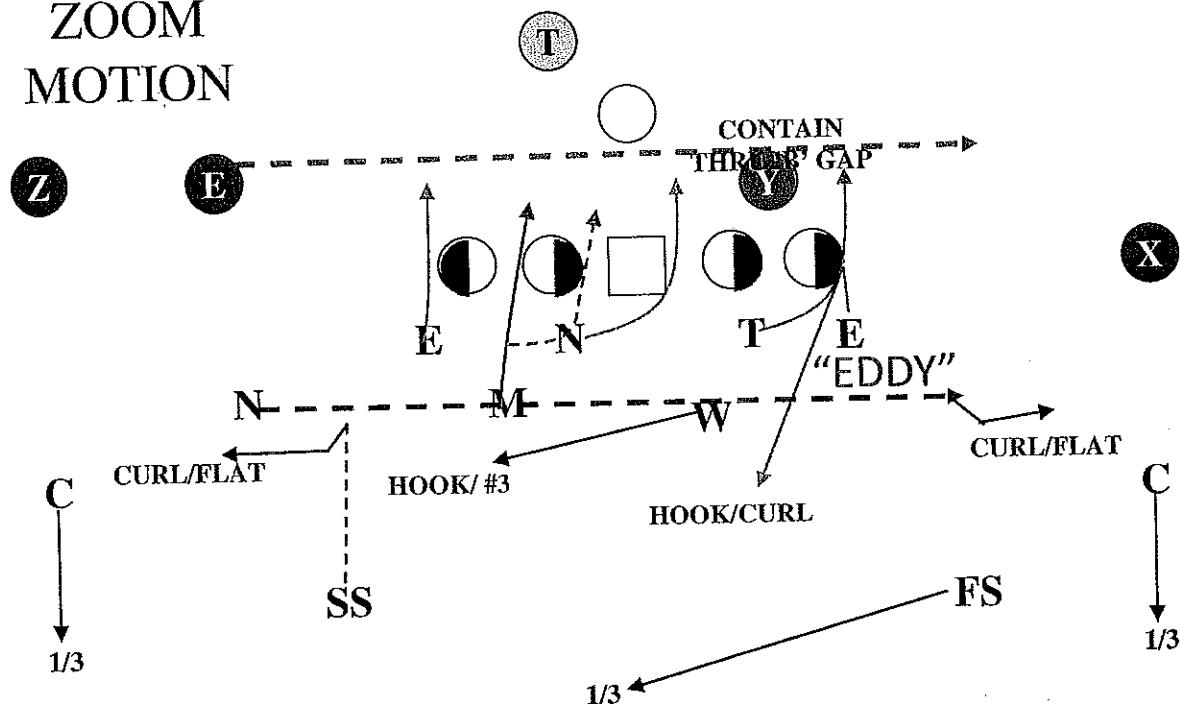
TRIO G+



FIELD MUG 3 (BUZZ)

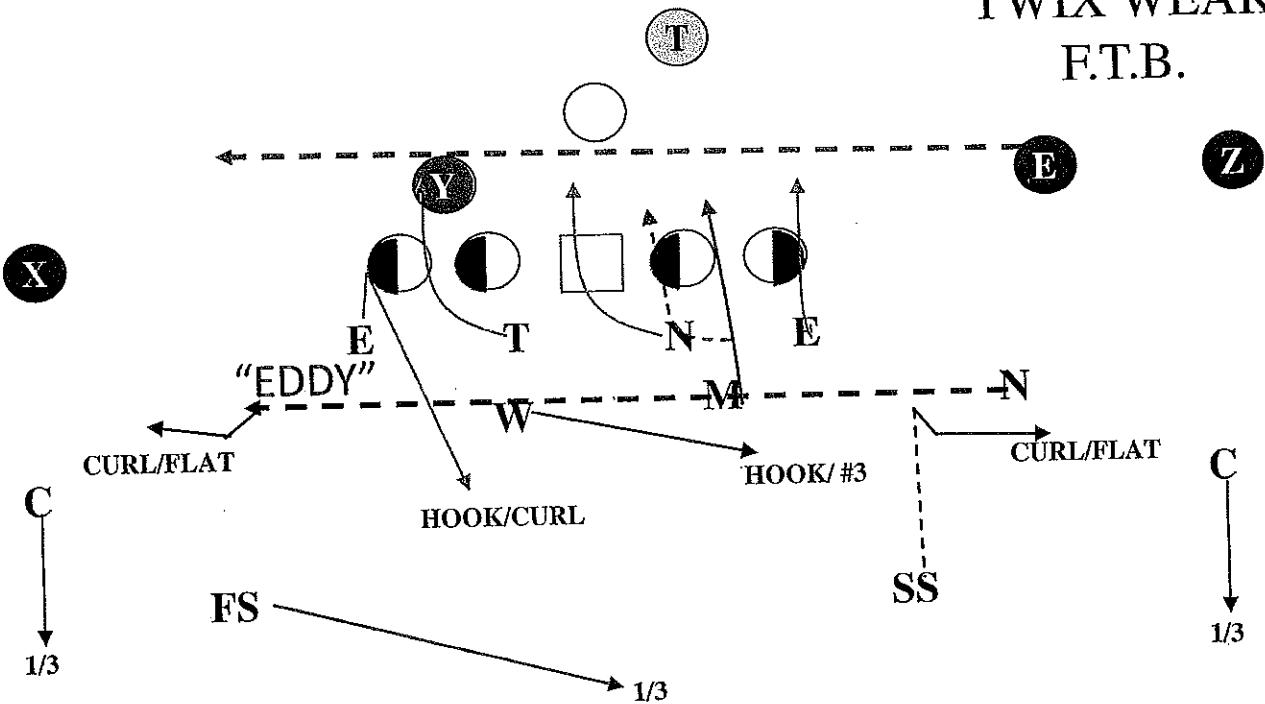
ZOOM
MOTION

TWIX WEAK



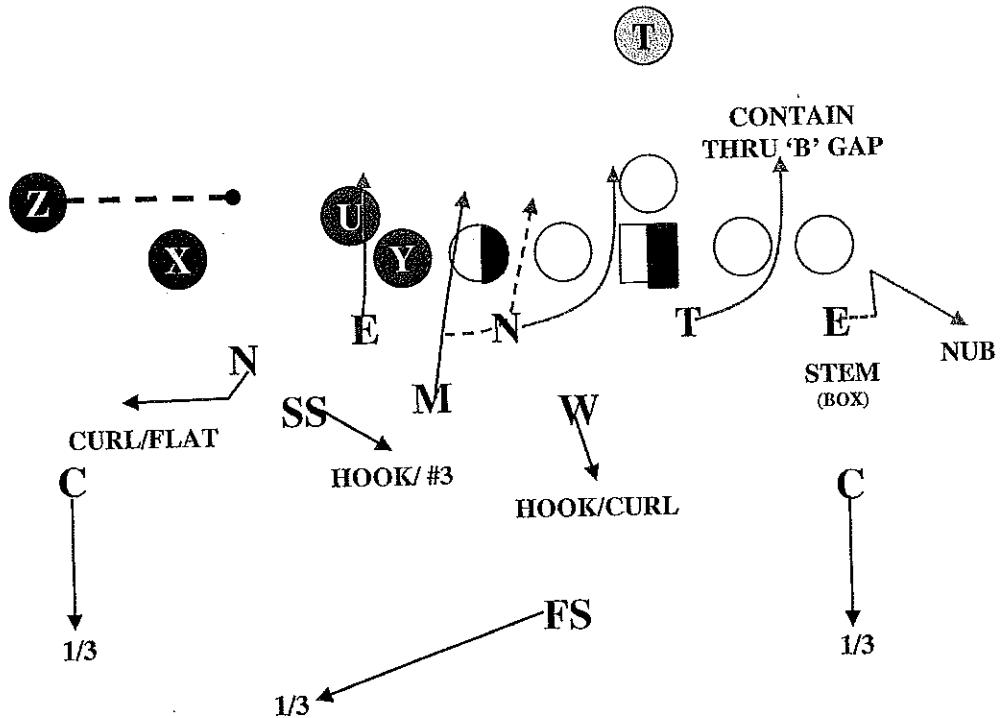
N/S RUN WITH THE ZOOM MOTION AND GIVE THE DE A "EDDY" CALL

TWIX WEAK
F.T.B.



FIELD MUG 3(BUZZ)

ENDOVER TRIPS WING



PRO TRIP

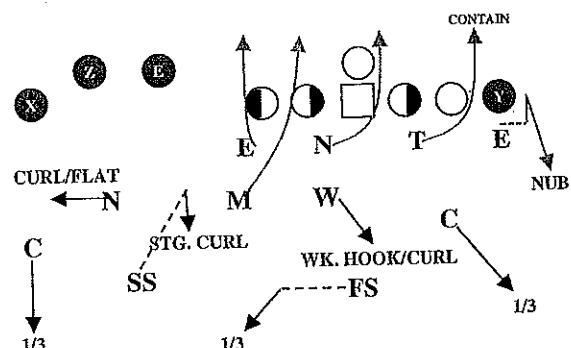
FIELD MUG 3 (BUZZ)

TRIP



PREVIOUS SHEET

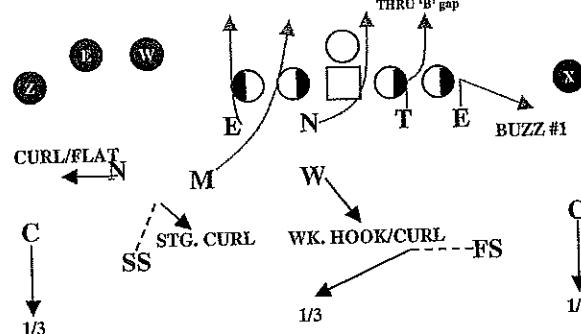
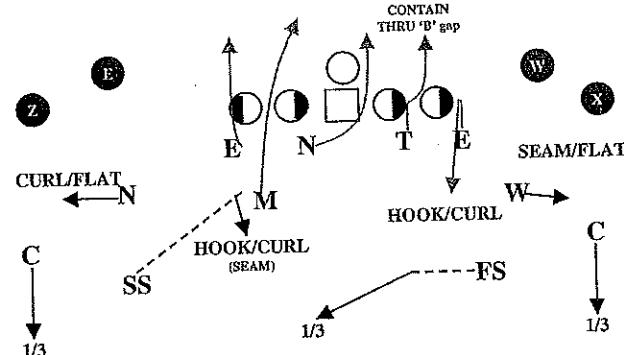
12



DOUBLE SLOT

"EDDY"

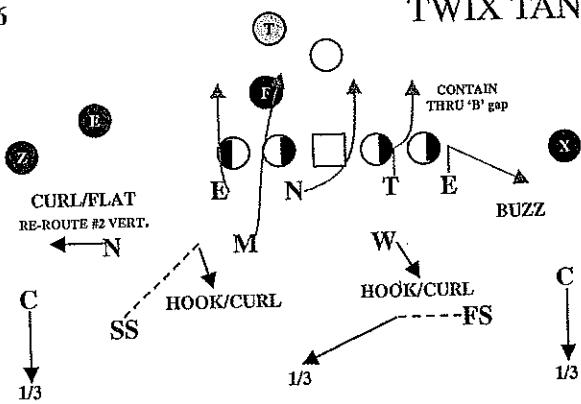
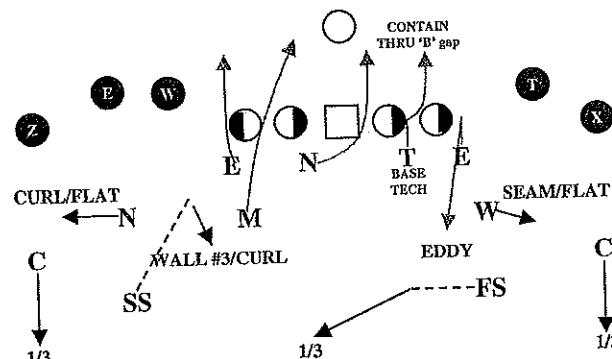
3 4



EMPTY

"EDDY"

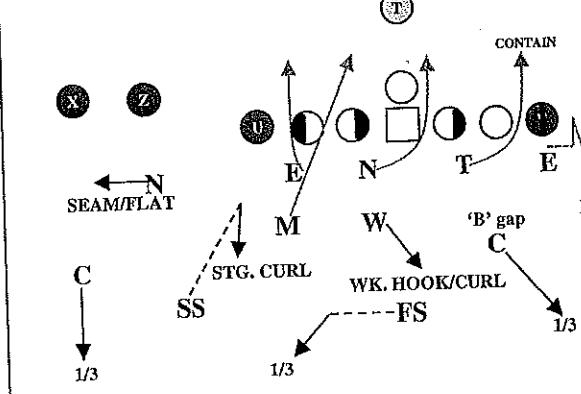
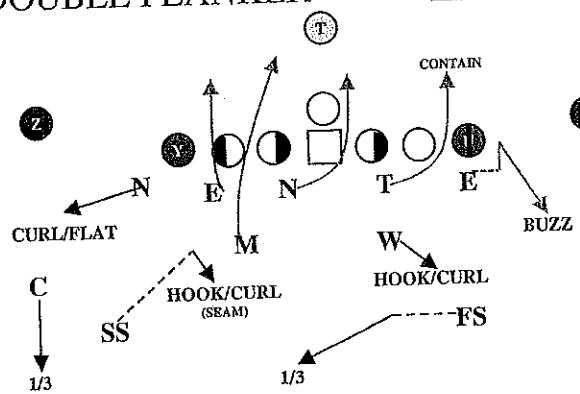
5 6



DOUBLE FLANKER

SEAM ALERT

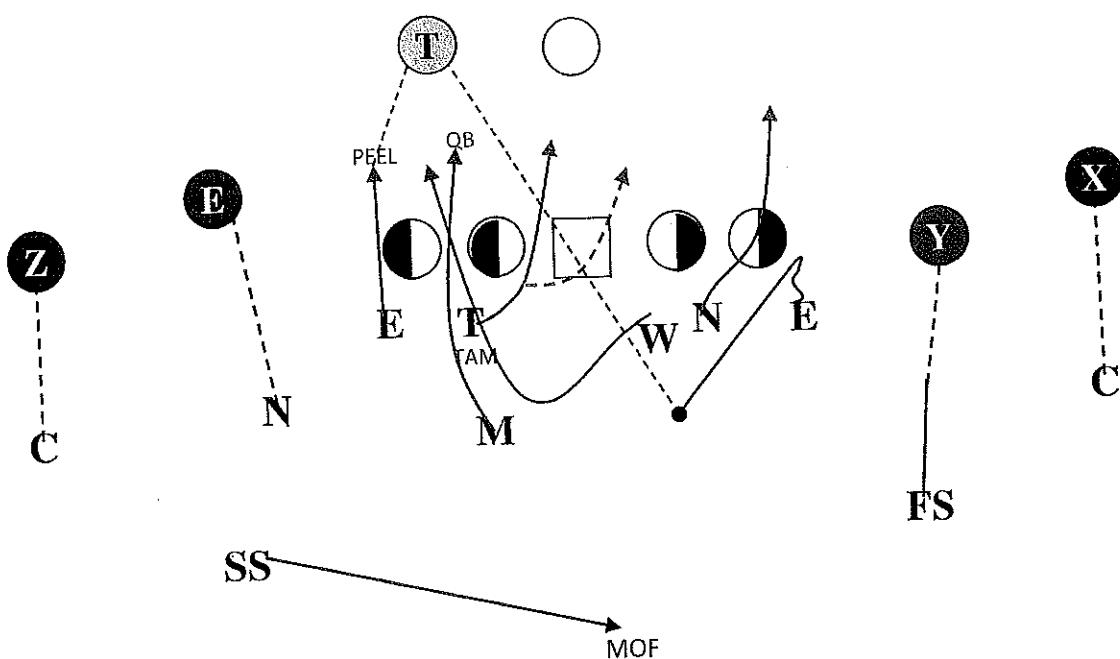
7 8



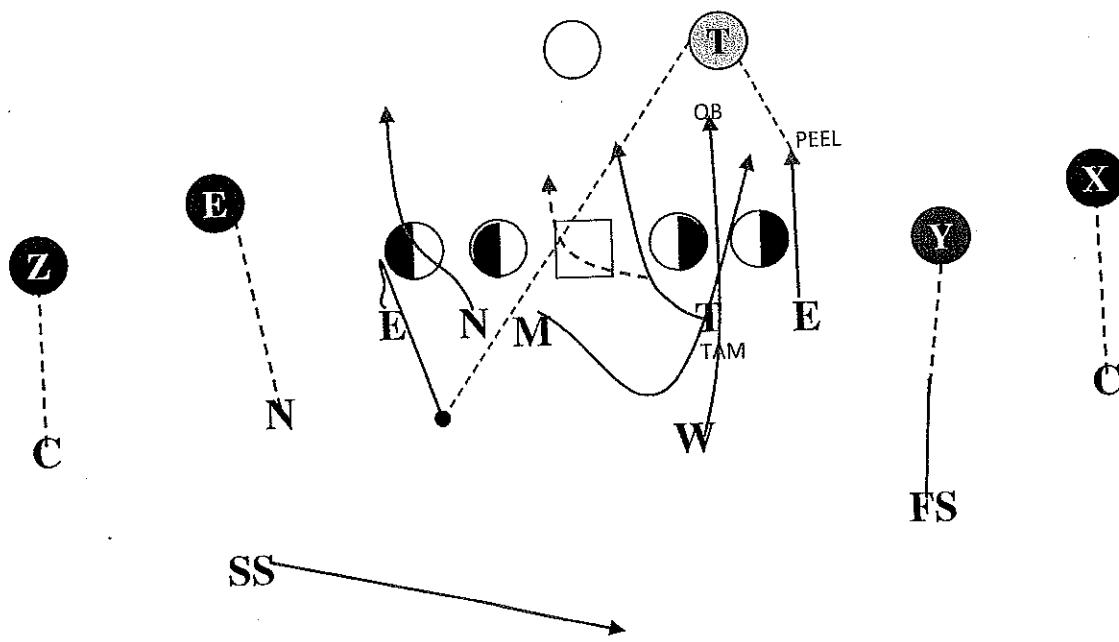
EVEN TOLEDO SILVER

SET FRONT AWAY FROM BACK

DBL SLOT G+



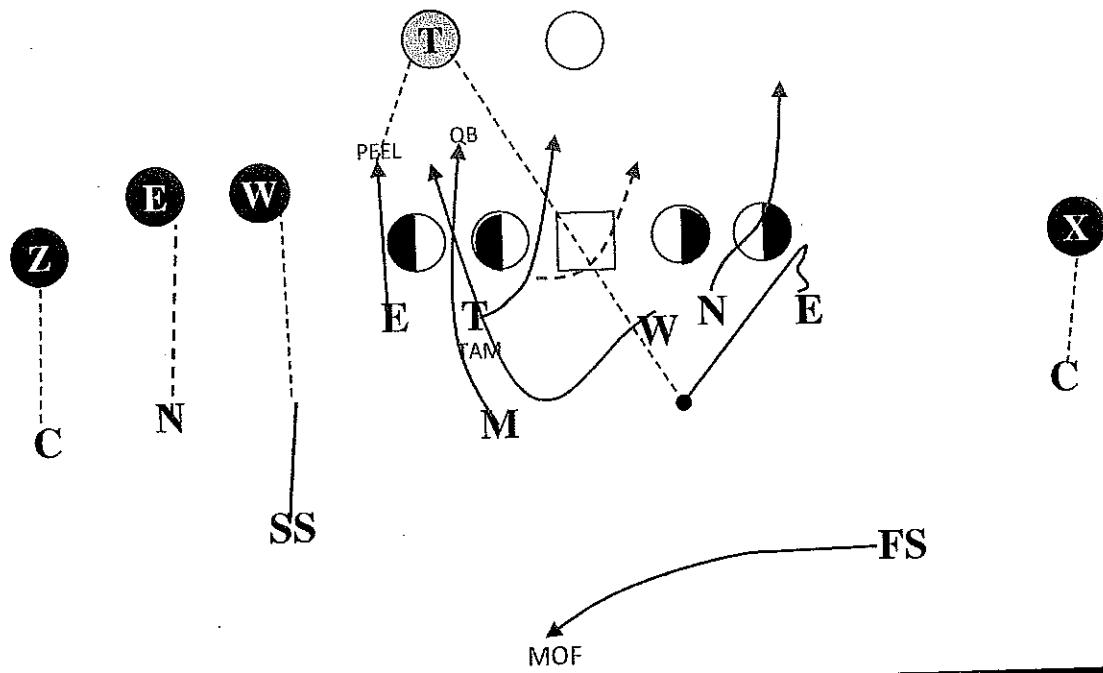
DBL SLOT G-



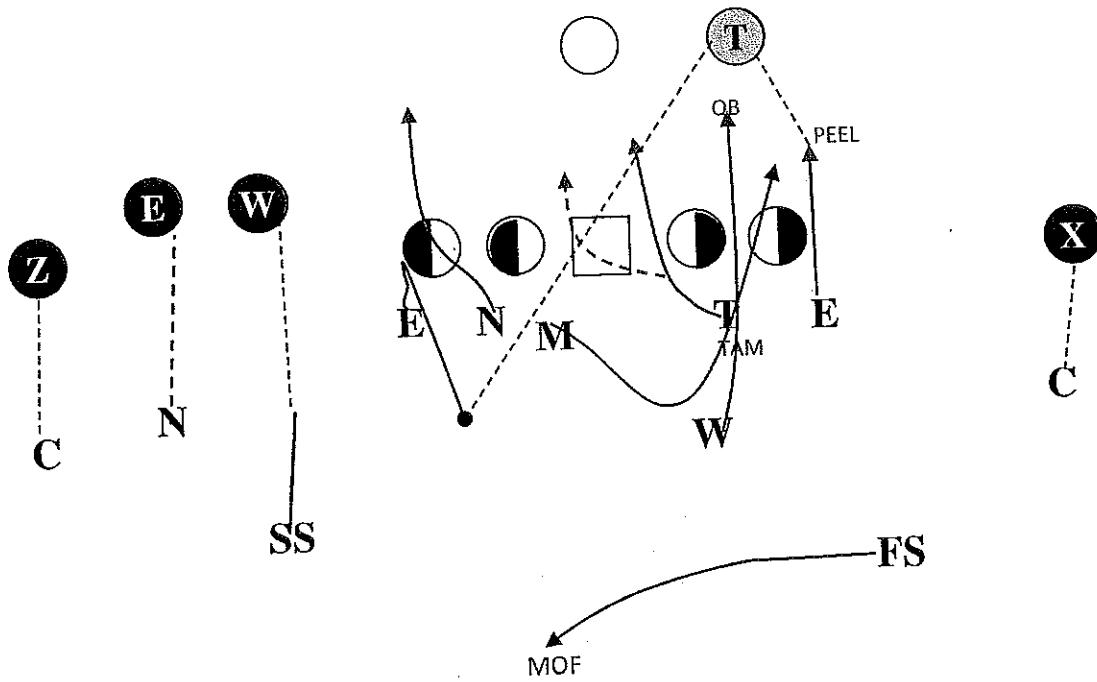
EVEN TOLEDO SILVER

SET FRONT AWAY FROM BACK

TRIO G+



TRIO G-

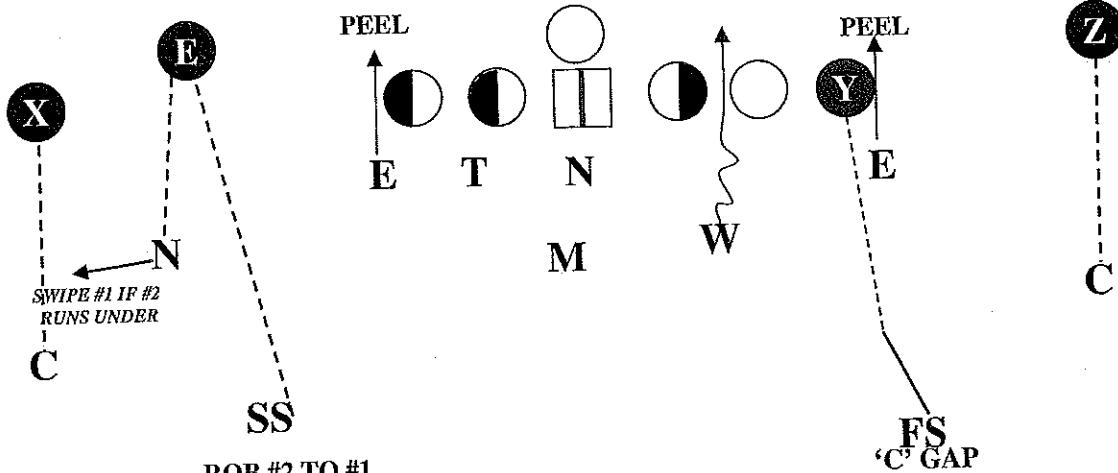


BENCH CUB BUFFALO

SPREAD

(T)

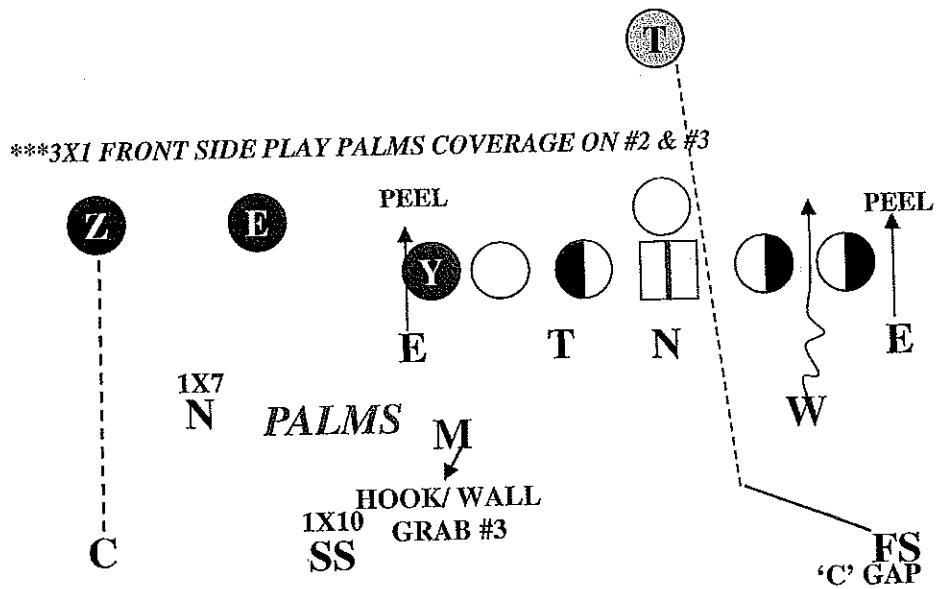
***2X2 FRONT SIDE PLAY
DOUBLE COVERAGE ON #2 REC.



Position	Align	Key	Run To	Run Away	Pass
Left End	5 Tech.	Tackle	C-Gap	C-Gap	Peel Contain
Nose	2i to 0	Center	Backside A-Gap	Backside A-Gap	Rush
Tackle	3 to Wide 3	Guard	B-Gap	B-Gap	Rush
Right End	9 Tech.	TE / Tackle	D-Gap	D-Gap	Peel Contain
Nickel	1X5 o/s #2	QB to #2	Force	Fold	Man/Man #2
Mike	A-Gap	Back	A-Gap	A-Gap	Back
Will	B-Gap	Blitz B-Gap	B-gap	B-Gap	Blitz B-Gap
Strong Safety	12 yds. Deep midpt #2 & OT	Robber 1/3's	Triangle to #2	Alley	Cutback
Free Safety	1x8 o/s TE	Man	TE	C-Gap Spill	C-Gap Cutback
Field Corner	Press to 8 inside	Man/ Man #1	QB to #1	Stack	Fold
Bdy. Corner	1x4 inside	Bluff Press or Cloud	Ball	Force	Cutback

BENCH CUB SILVER

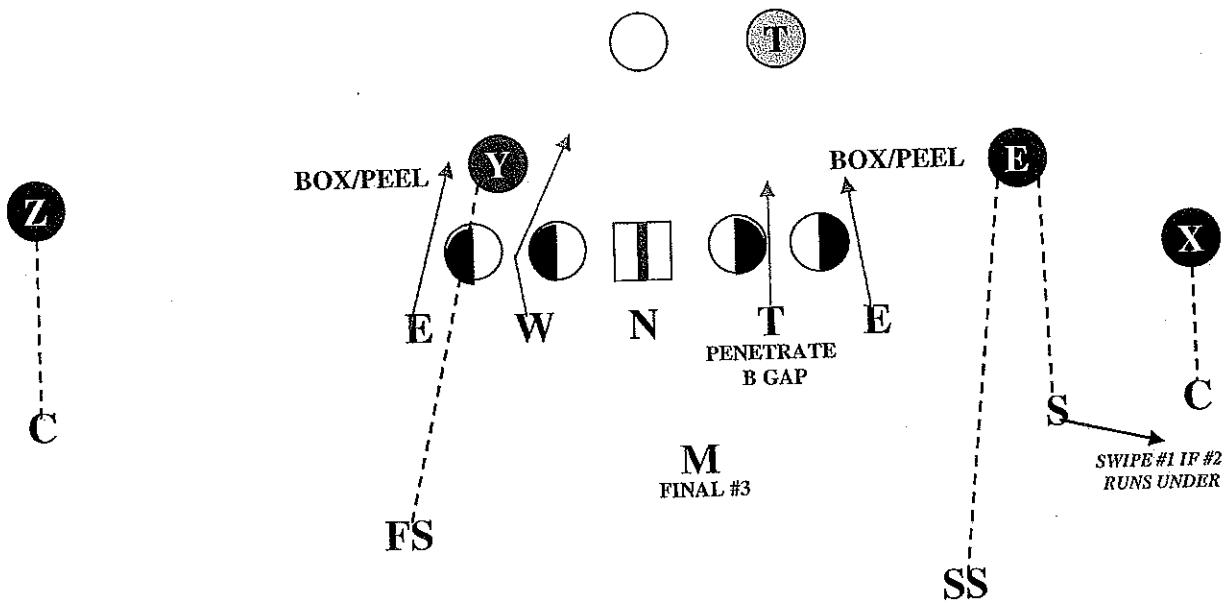
PRO TRIP



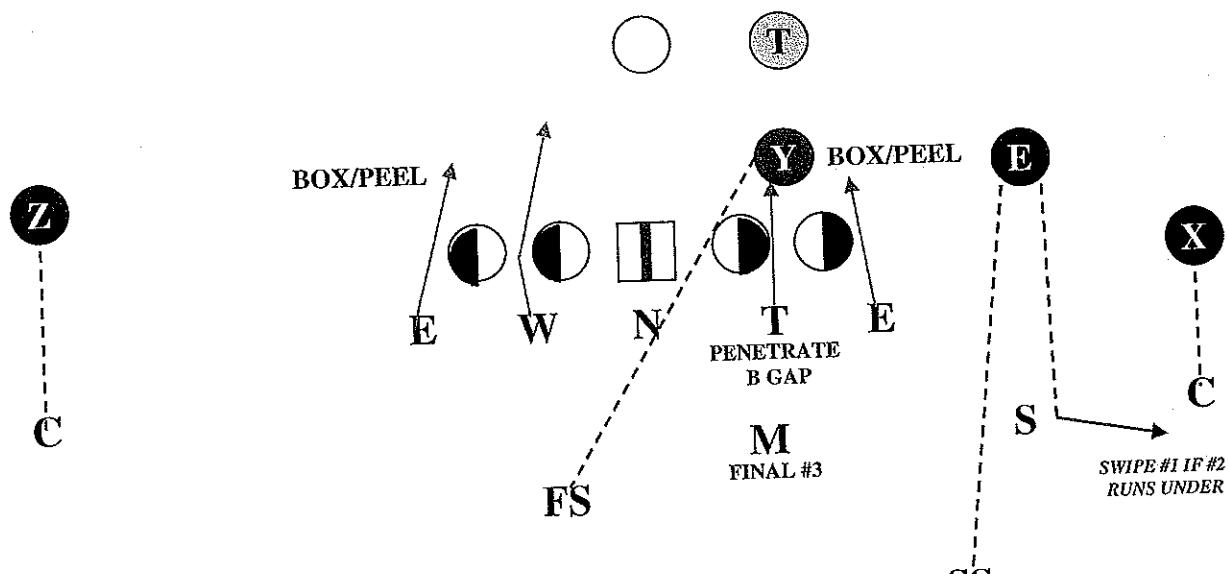
<u>Position</u>	<u>Align</u>	<u>Key</u>	<u>Run To</u>	<u>Run Away</u>	<u>Pass</u>
Left End	9 Tech. / Peel	TE	D-Gap	D-Gap	Peel Contain
Nose	2i to 0	Center	Backside A-Gap	Backside A-Gap	Rush
Tackle	3 to Wide 3	Guard	B-Gap	B-Gap	Rush
Right End	9 Tech.	TE / Tackle	D-Gap	D-Gap	Peel Contain
Nickel	1X5 o/s #2	QB to #2	Force	Fold	Man/Man #2
Mike	STACK D	Back	C-Gap	C-Gap	Wall Curl Grab 3
Will	B-Gap	Blitz B-Gap	B-gap	B-Gap	Blitz B-Gap
Strong Safety	1x10 outside of TE	Palms	Palms Read #3	Alley	Cutback
Free Safety	8 yds deep B-gap	Man Final #2 Weak	A-Gap	A-Gap	2 to Flat
Field Corner	Press to 8 inside	Man/ Man #1	QB to #1	Stack	Fold
Bdy. Corner	1x4 inside	Bluff Press or Cloud	Ball	Force	Cutback

CUB BUFFALO

TWIX WEAK



TWIX TAN



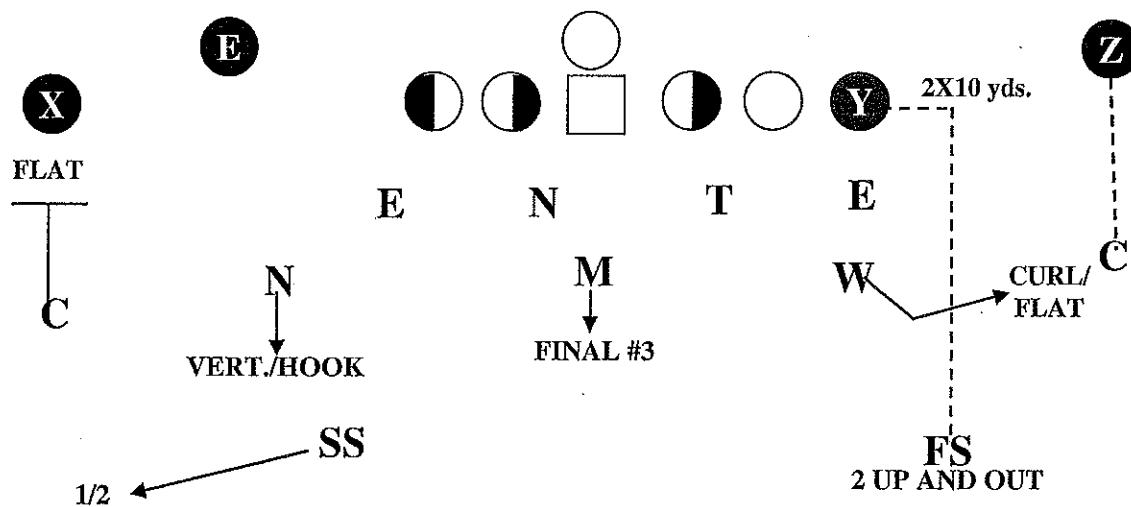
6 MAN

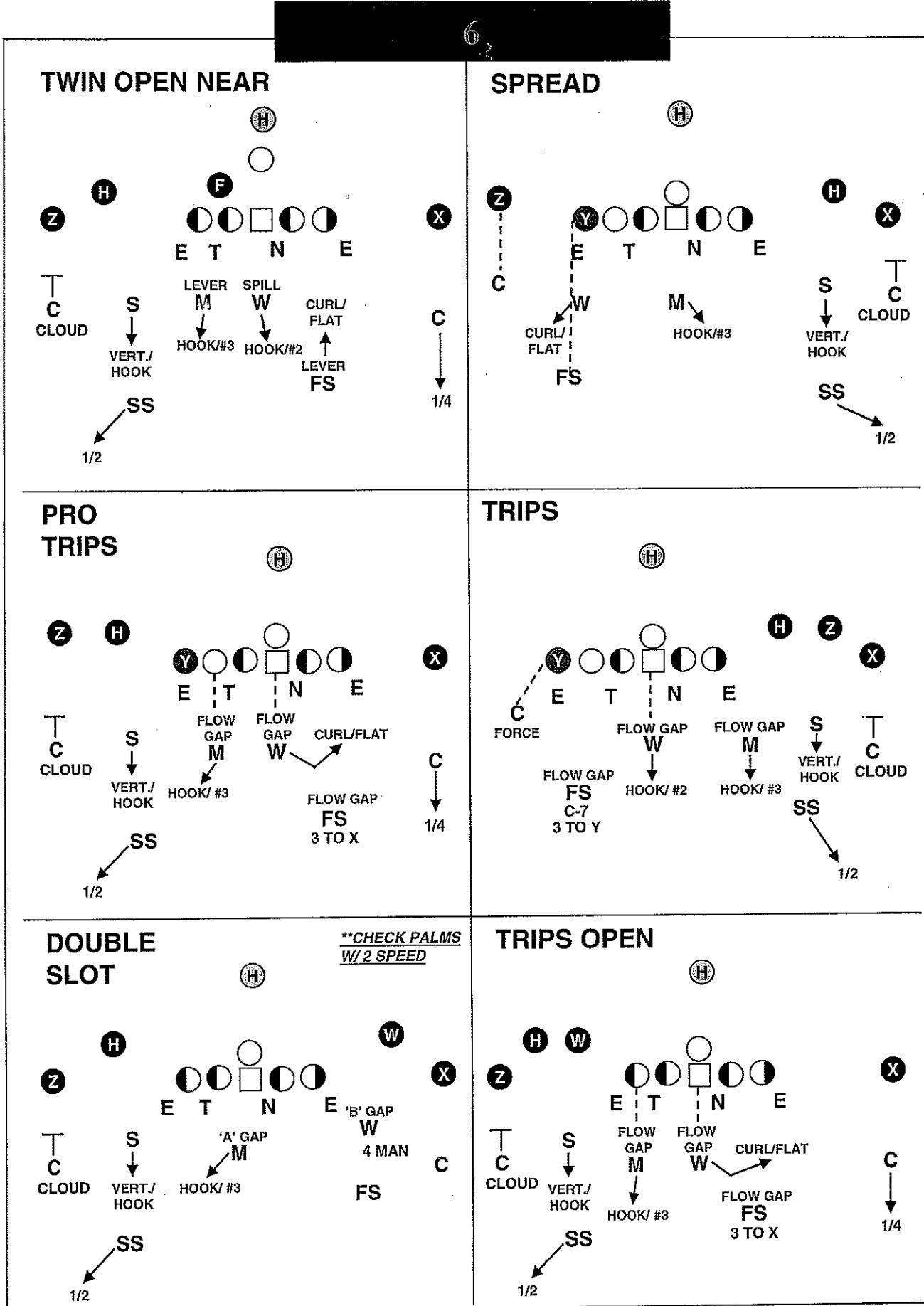
SPREAD



***2X2 FRONT SIDE PLAY
COVER 2.

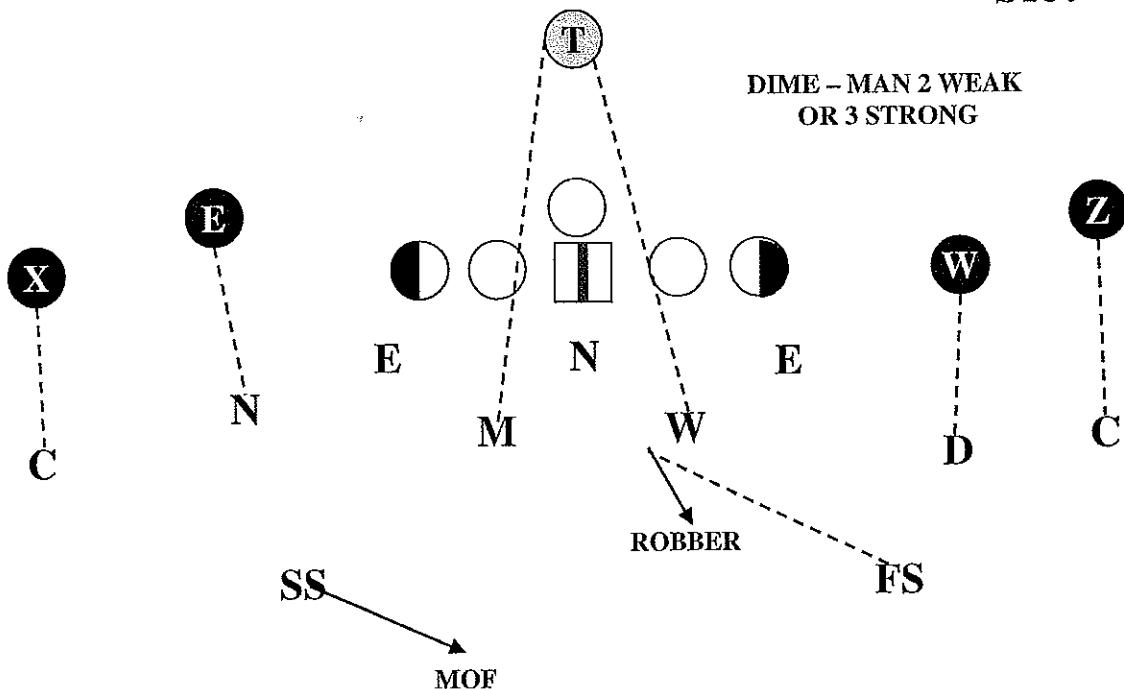
***2X2 BACK SIDE PLAY
COVER 4 MAN COVERAGE



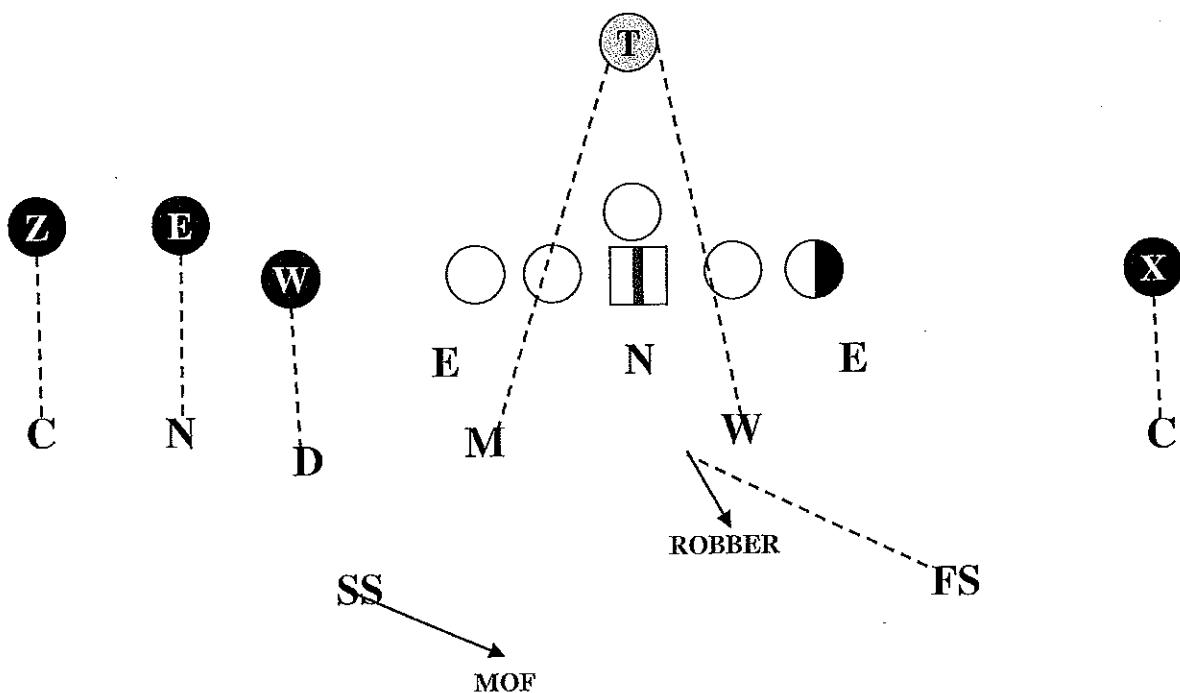


DIME SPY BROWN

Double
Slot

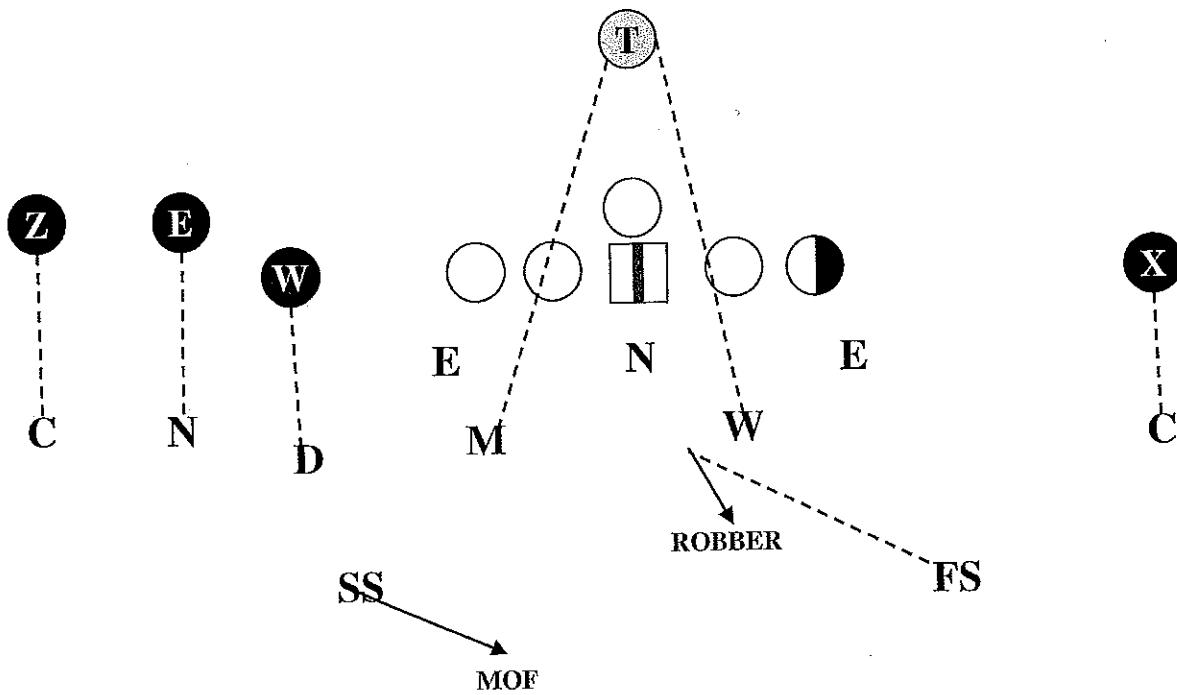


TRIO



DIME SPY BROWN

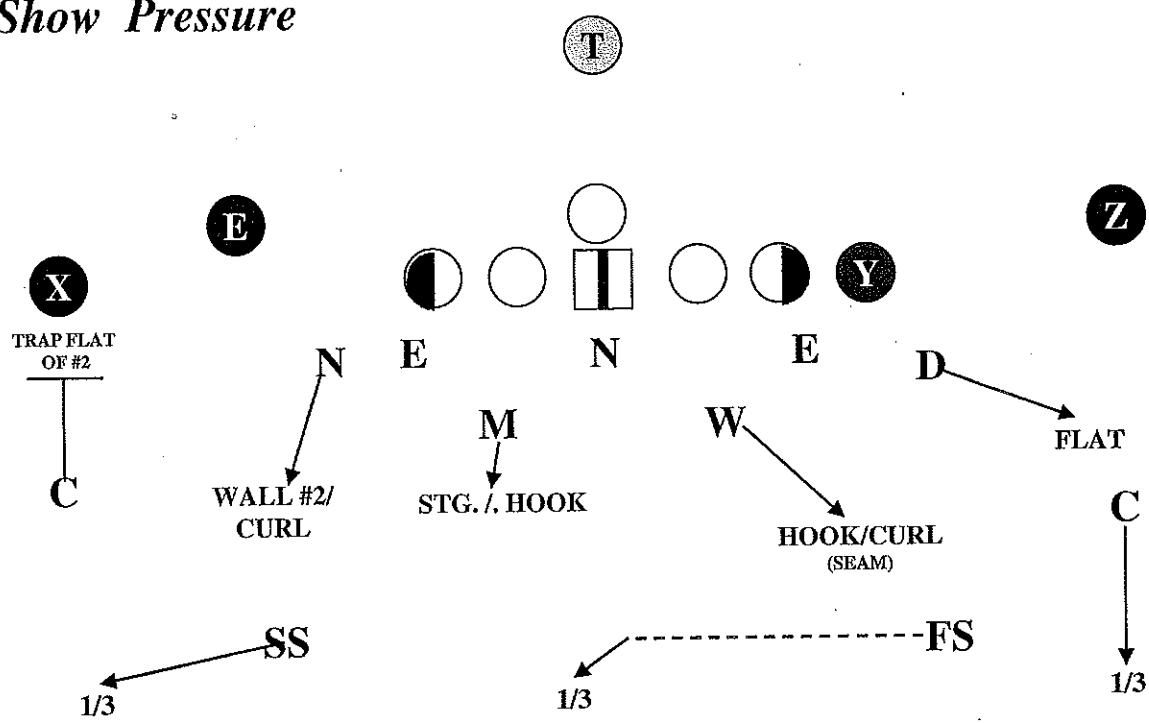
EMPTY



DIME SAINT

SPREAD

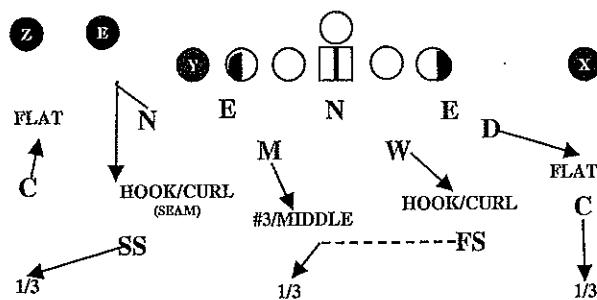
Show Pressure



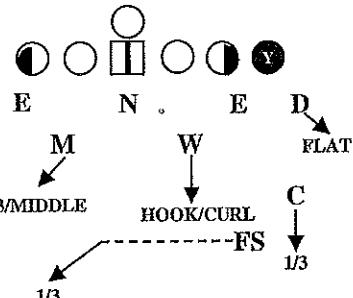


DIME SAINT

Show Pressure

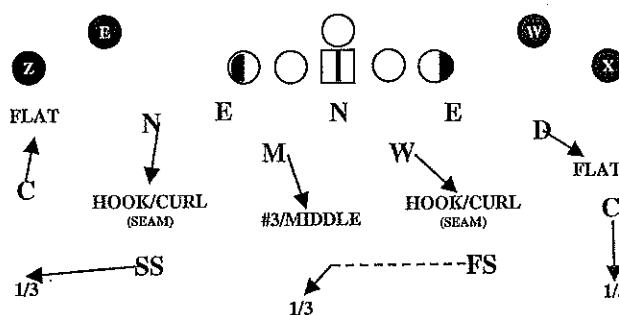


2 Show Pressure



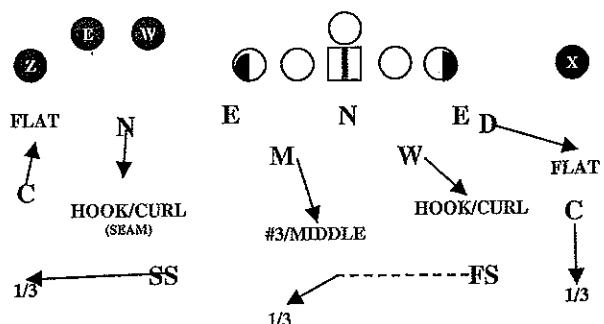
**DOUBLE SLOT
*SEAM ALERT***

Show Pressure



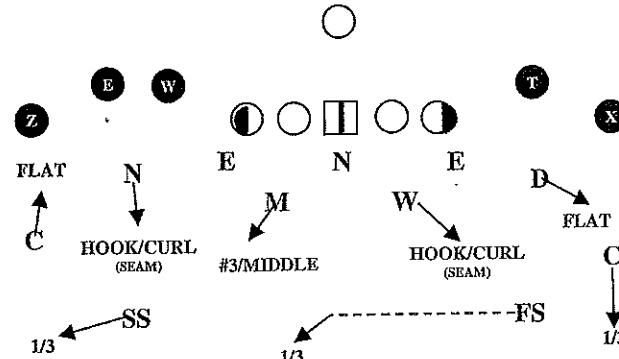
TRIP OPEN

3.4 Show Pressure



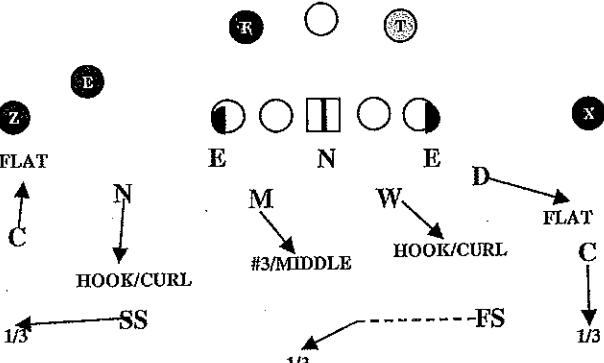
EMPTY

Show Pressure



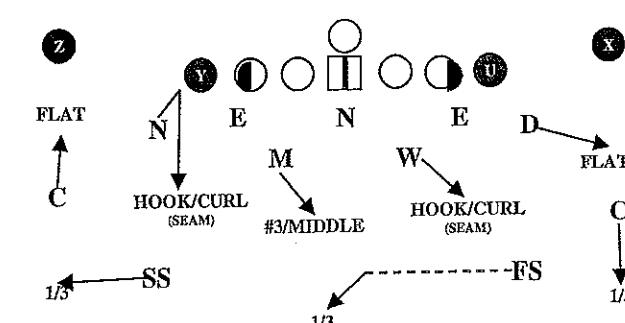
5 | 6 Show Pressure

TWIN OPEN



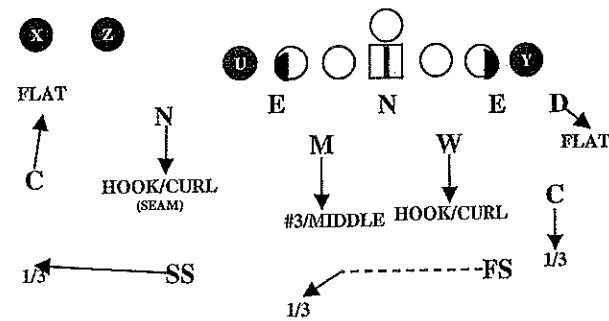
DOUBLE FLANKER

Show Pressure



7.8 Show Pressure

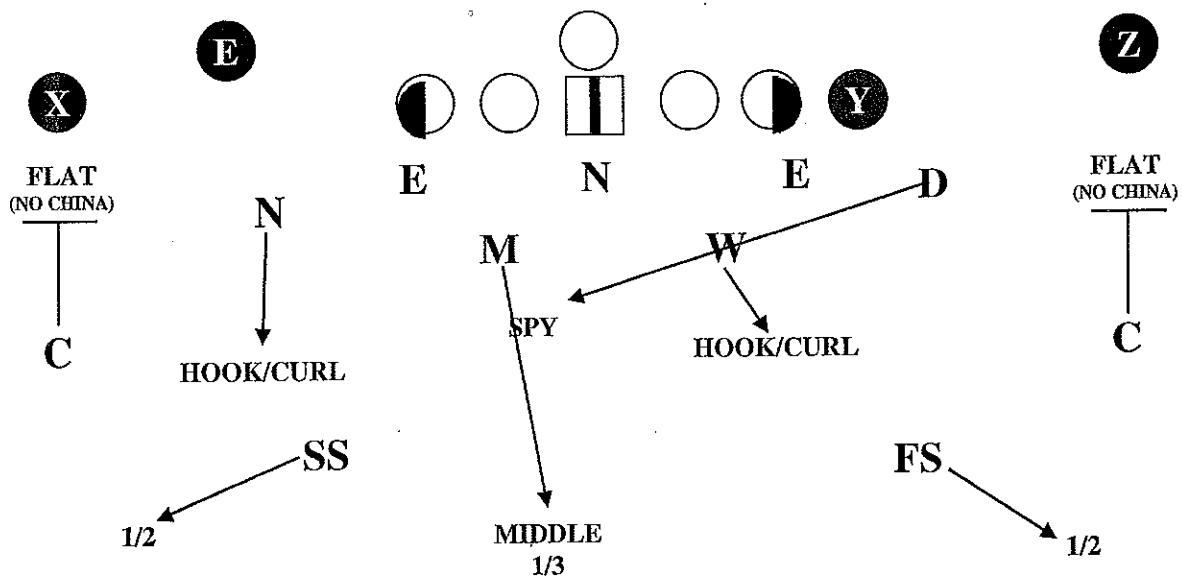
FLANKER TWIN



DIME SPY TAMPA

T

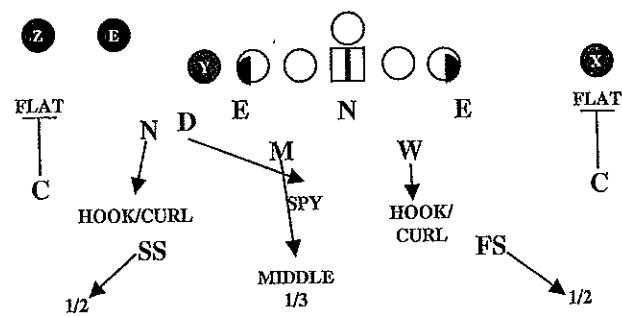
SPREAD



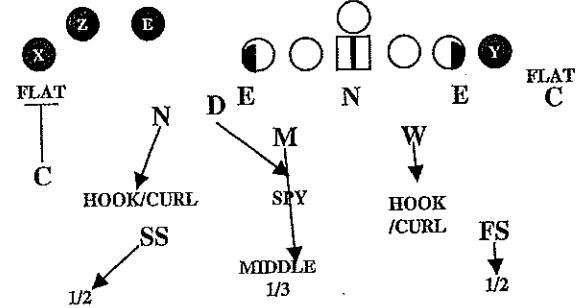
PRO TRIP

DIME SPY TAMPA

TRIP



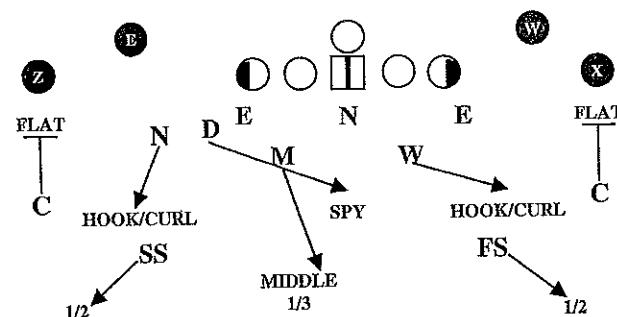
1 2



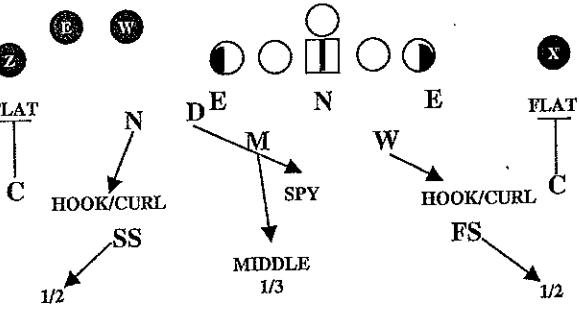
DOUBLE SLOT

T

TRIP OPEN



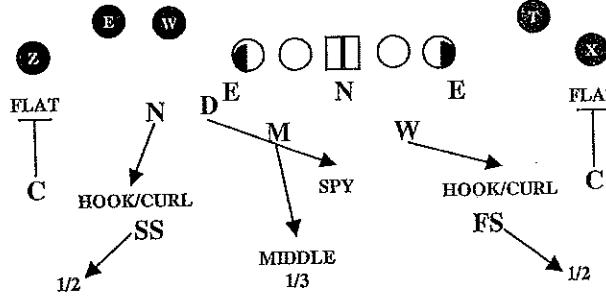
3 4



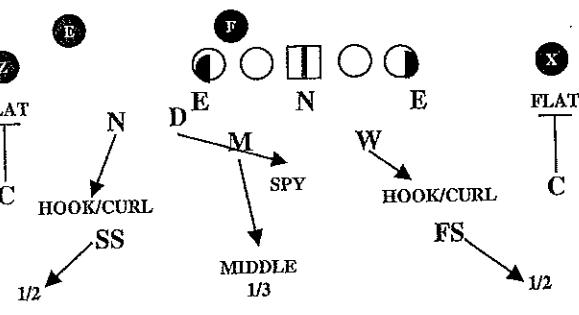
EMPTY

T

TWIN OPEN NEAR
PSTL



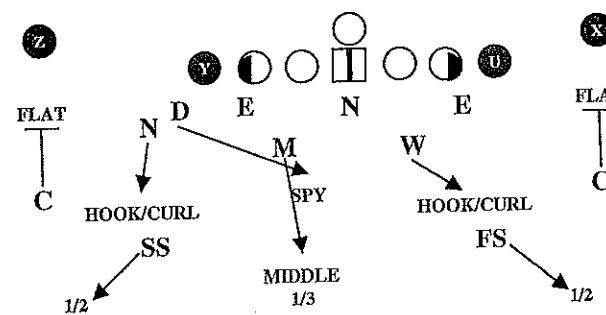
5 6



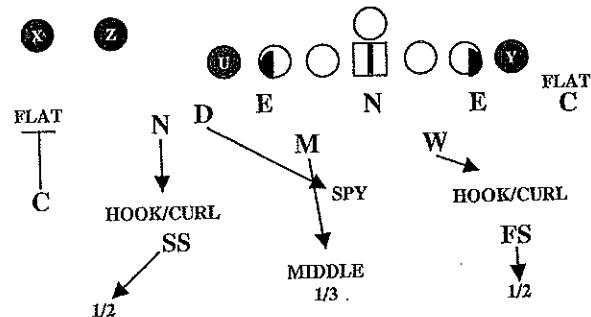
DOUBLE FLANKER

T

FLANKER TWIN

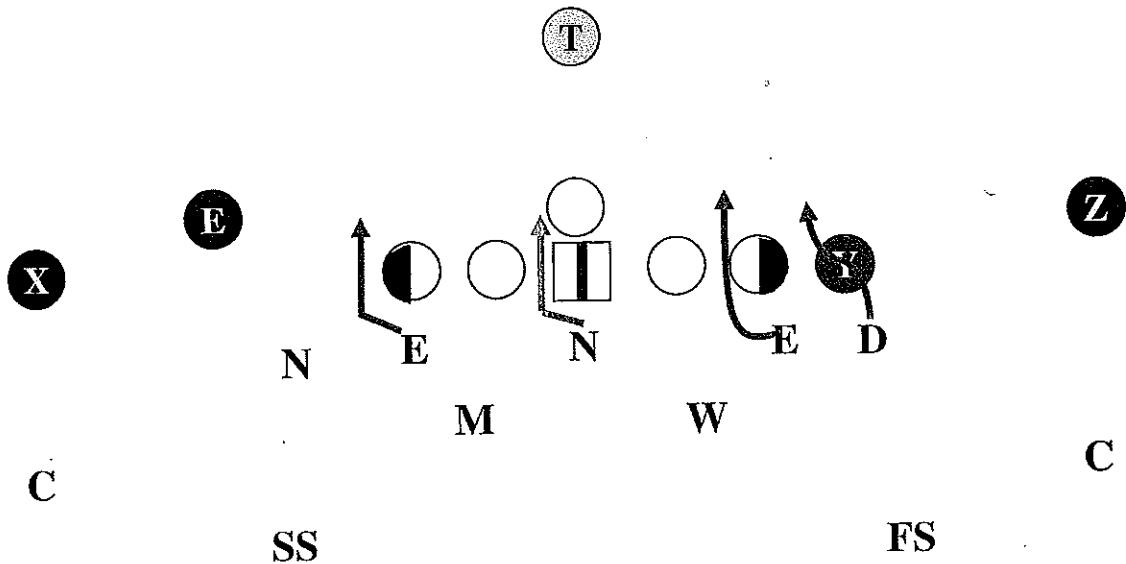


7 8

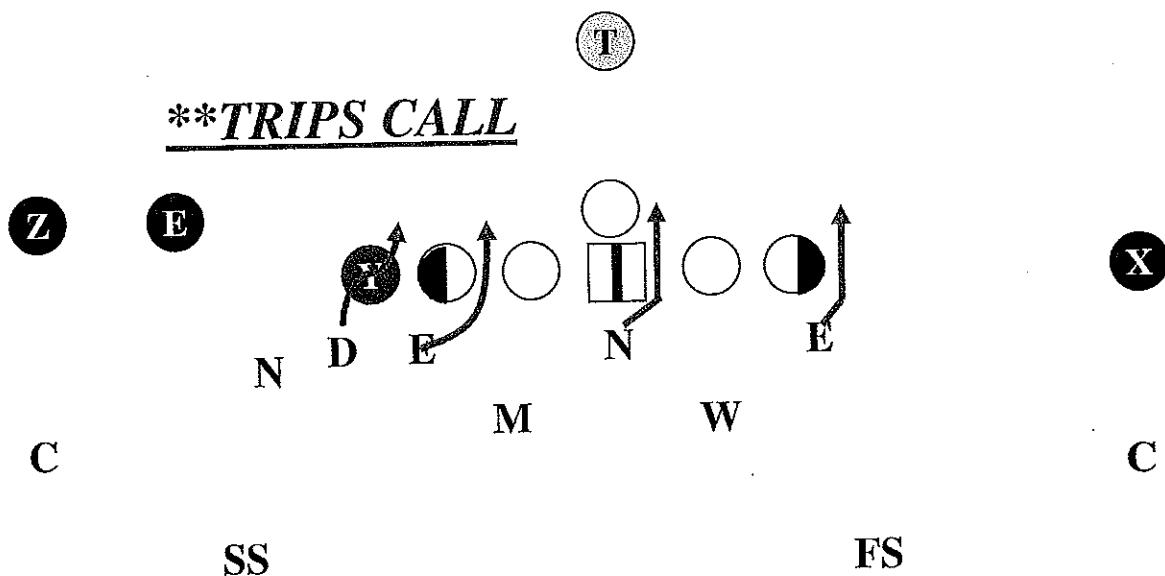


JACK (COVERAGE)

SPREAD

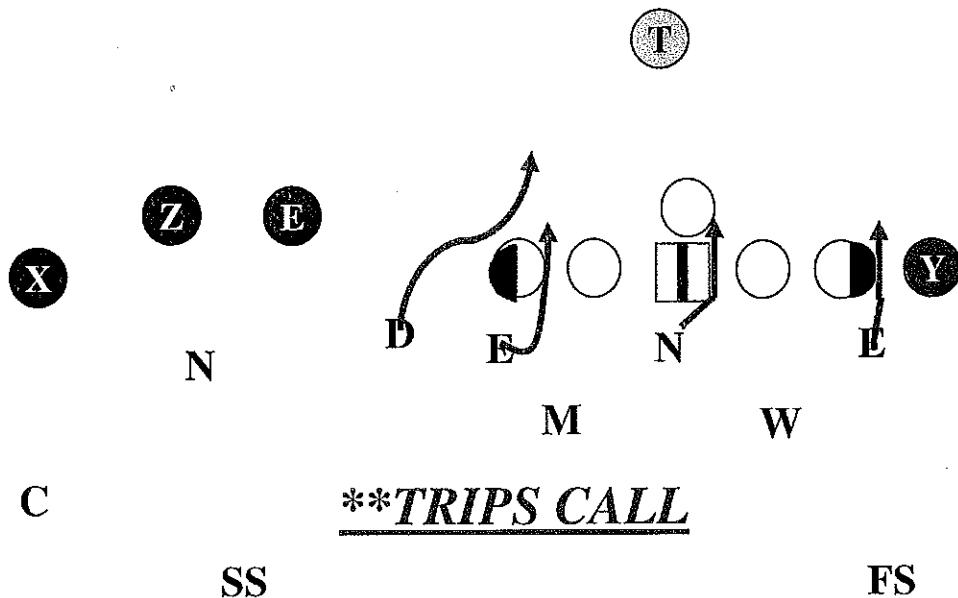


PRO TRIP

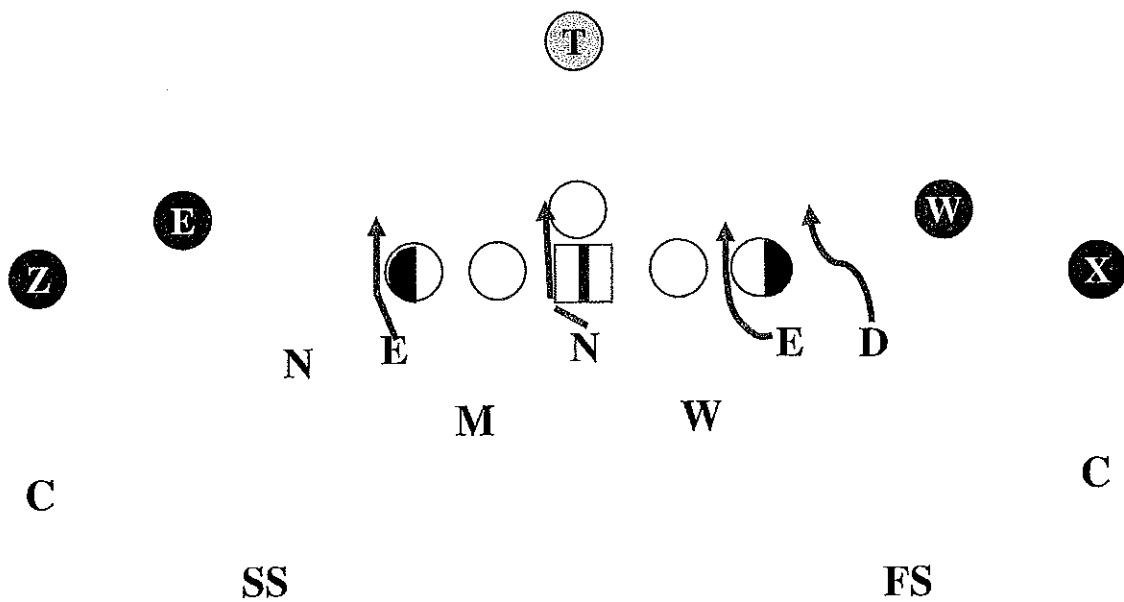


JACK (COVERAGE)

TRIP

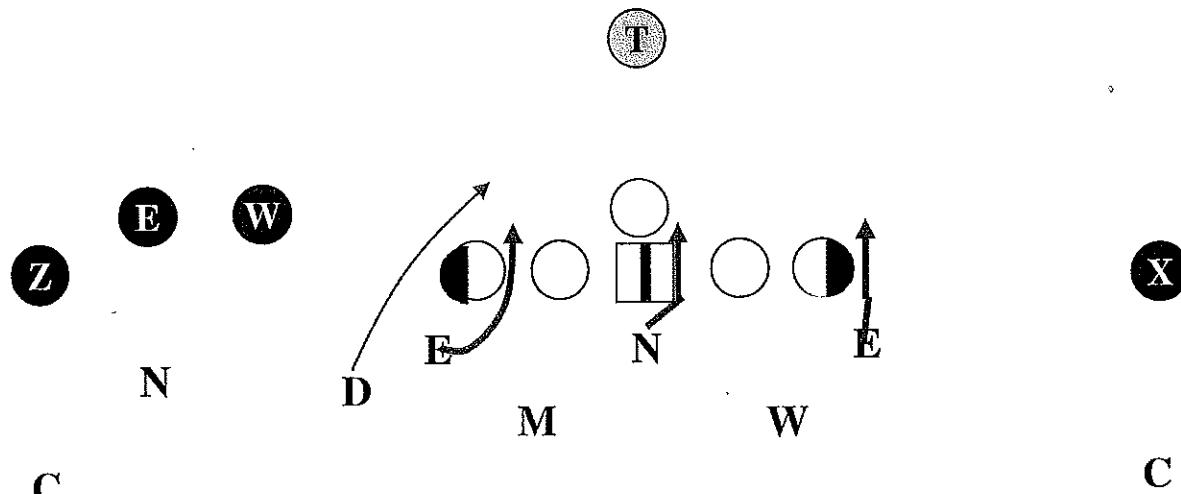


DOUBLE SLOT



JACK (COVERAGE)

TRIP OPEN

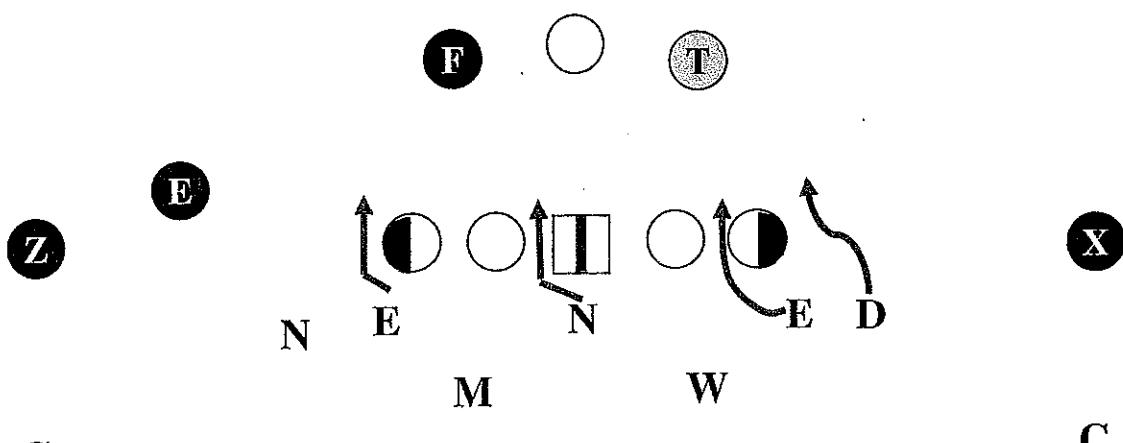


SS

**TRIPS CALL

FS

TWIN OPEN

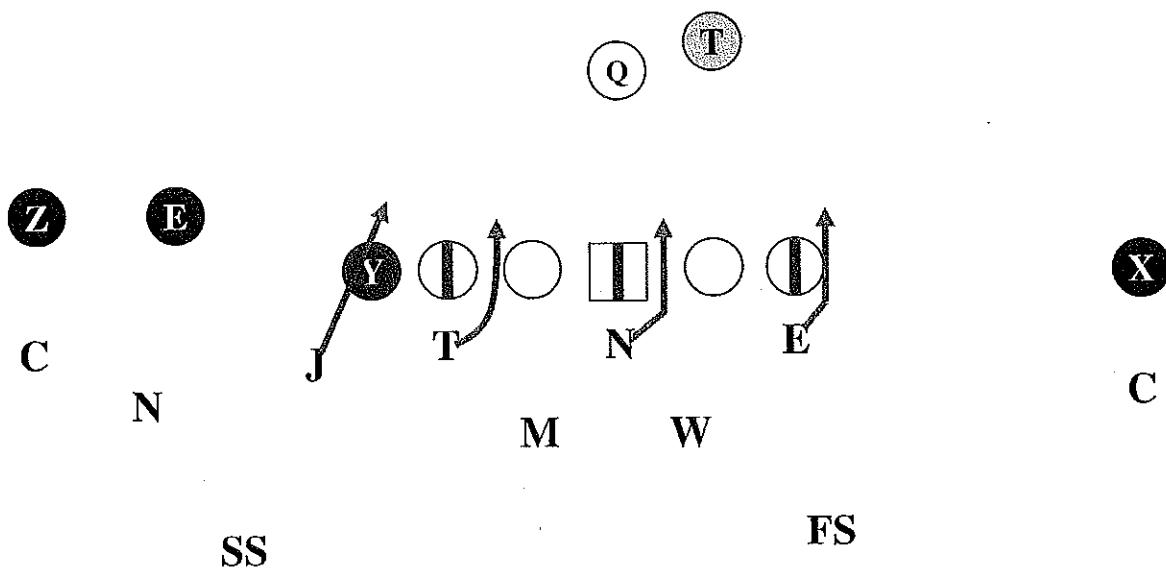


SS

FS

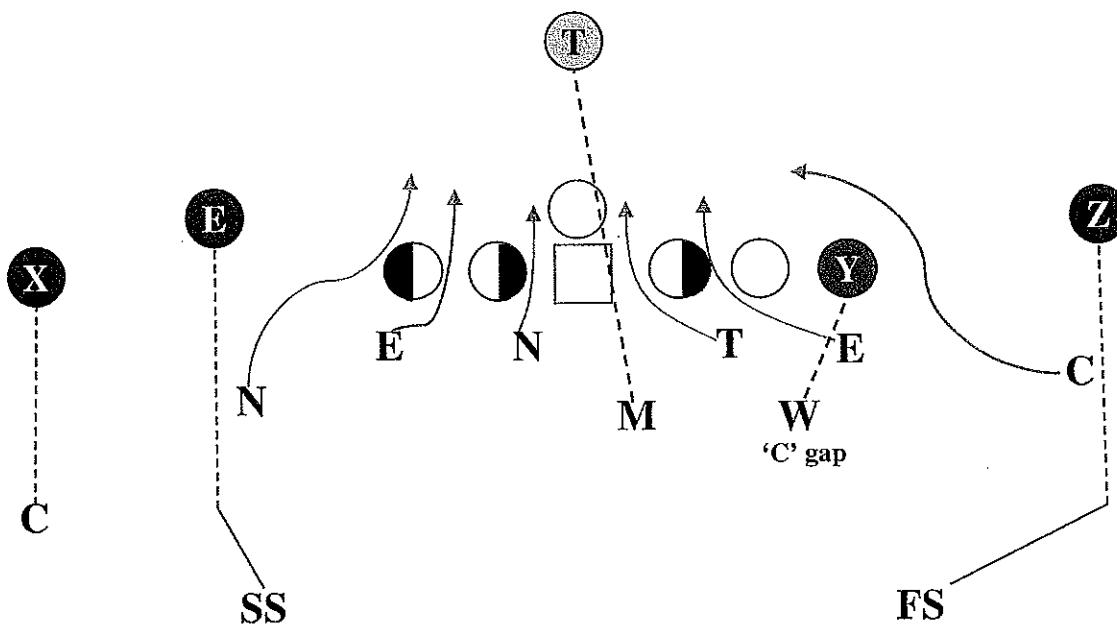
**JOKER
(BENCH OKIE JACK)**

PRO TRIPS G-



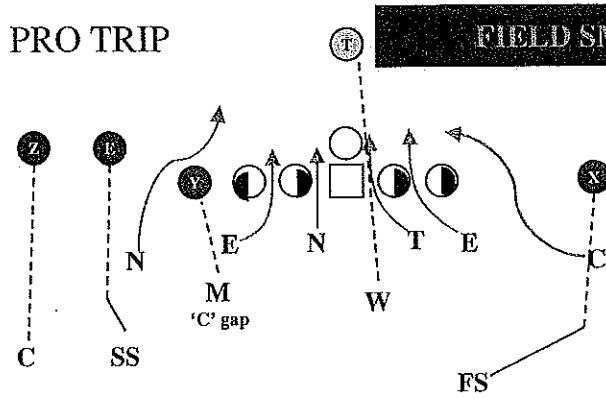
OVER SMOKE PURPLE

SPREAD



<u>Position</u>	<u>Align</u>	<u>Tech</u>	<u>Key</u>	<u>Run To</u>	<u>Run Away</u>	<u>Pass</u>
Left End	5 Tech.	'B' gap Rip	Tackle	B gap	B gap	Penetrate B
Nose	2I Tech.	Cut	Guard	A gap	A gap	Penetrate A
Tackle	3 Tech.	Tam	Center	A gap	A gap	Penetrate A
Right End	6 Tech.	Pirate	Guard	B gap	B gap	Penetrate B
Nickel	Gray Area	Blitz	Ball	Force	Cutback	Contain Blitz
Mike	A gap	Man/Man	Back	A gap	A gap	Man/Man Back
Will	C gap	Man/Man	TE Triangle	C gap	C gap	Man/Man TE
Strong Safety	1x5 outside #2	Man/Man	Triangle	Cutback	Cutback	Man/Man #2
Free Safety	Press to 8 inside	Man/Man	QB to #1	Stack	Fold	Man/Man #1
Field Corner	Press to 8 inside	Man/Man	QB to #1	Stack	Fold	Man/Man #1
Bdy. Corner	1x4 inside	Bluff Press or Cloud	Ball	Force	Cutback	Blitz Contain

PRO TRIP



FIELD SMOKE PURPLE

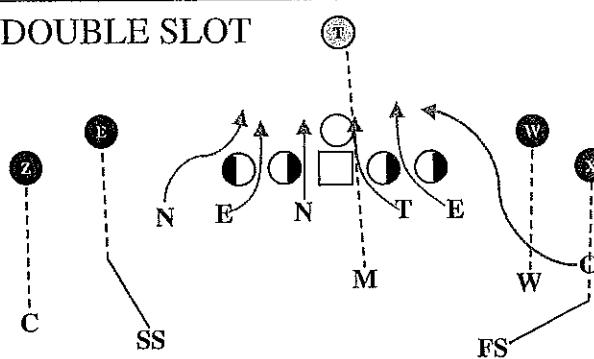
1 2

"BACKER,BACKER"

TRIP

"BACKER,BACKER"

DOUBLE SLOT



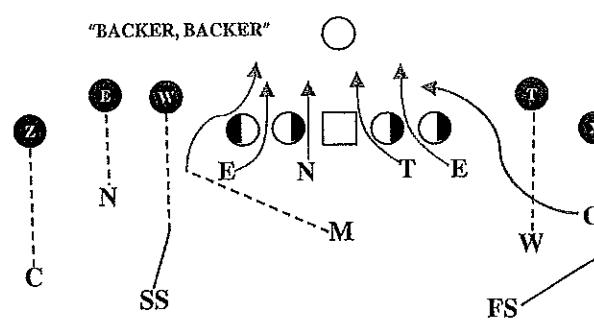
3 4

"BACKER,BACKER"

TRIP OPEN

"BACKER,BACKER"

EMPTY

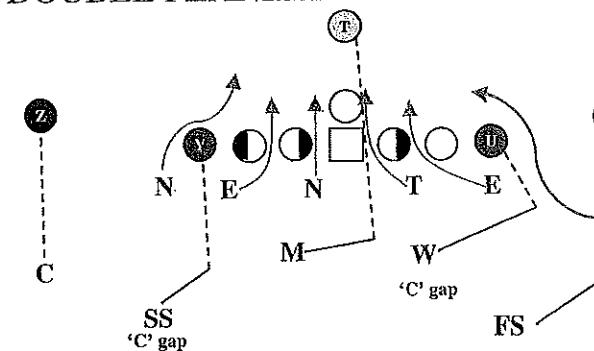


5 6

TWIN OPEN

"BACKER,BACKER"

DOUBLE FLANKER



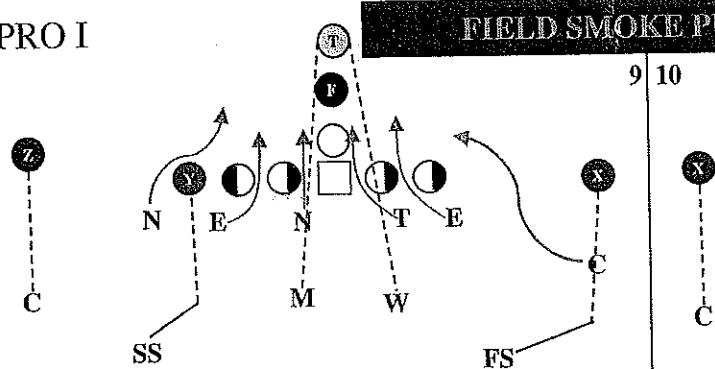
7 8

FLANKER TWIN

"BACKER,BACKER"

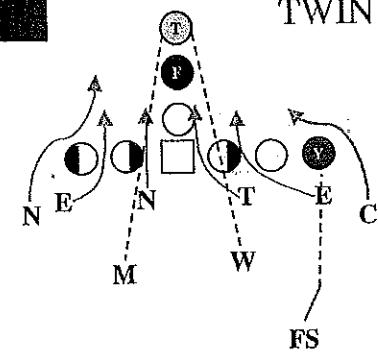


PRO I

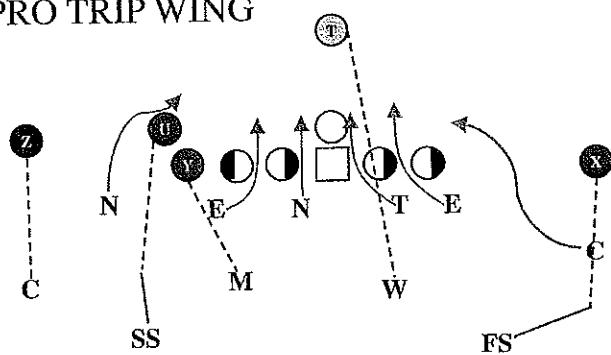


FIELD SMOKE PURPLE

TWIN I

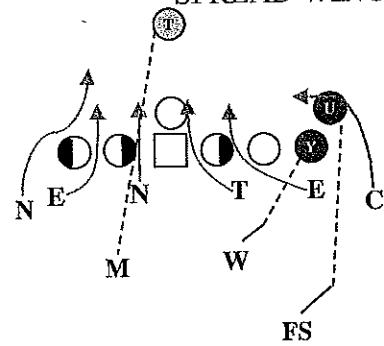


PRO TRIP WING



11 12

SPREAD WING



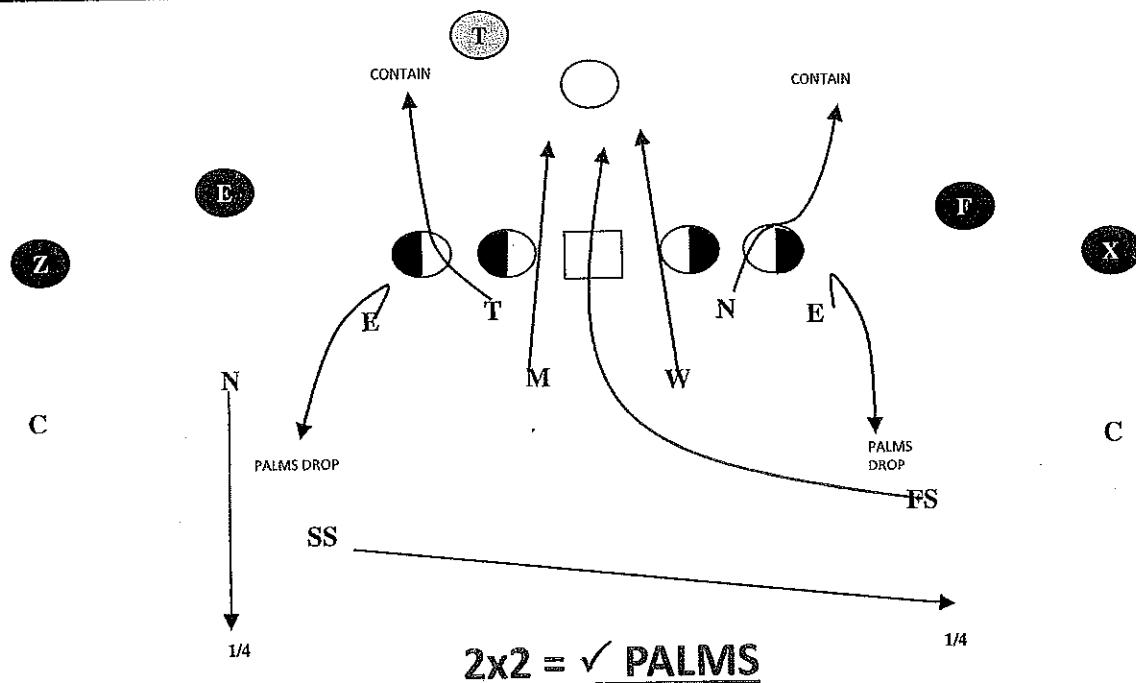
13 14

15 16

EVEN CARDINAL 3 PALMS

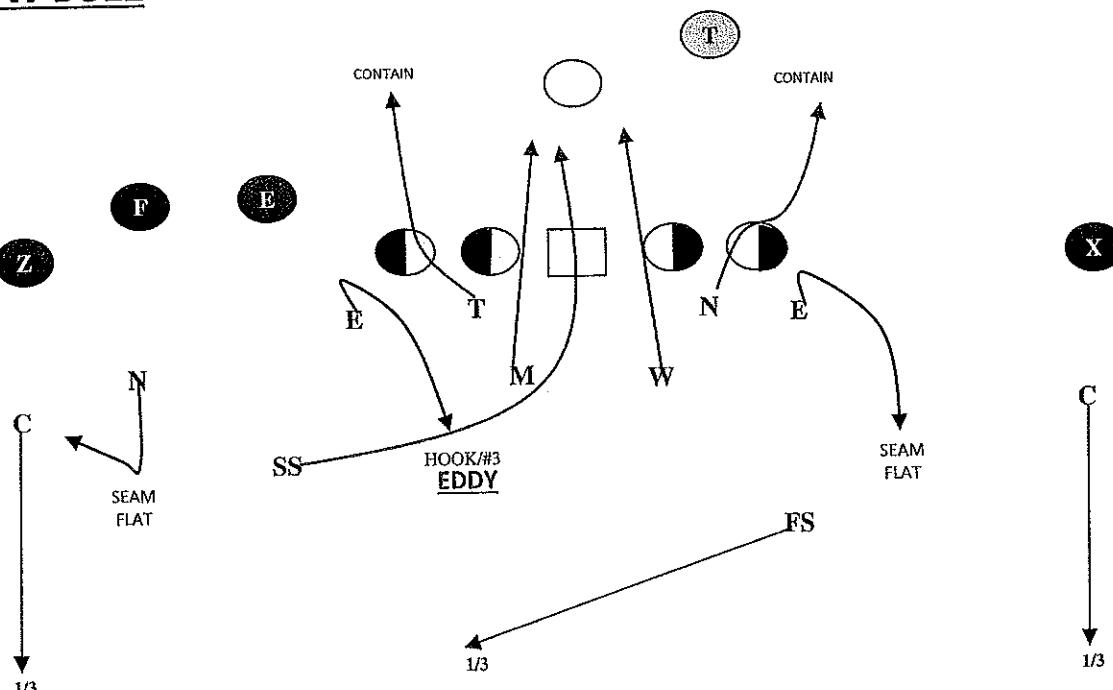
SHOW WEAK

DBL SLOT G+



SHOW BUZZ

TRIO G-

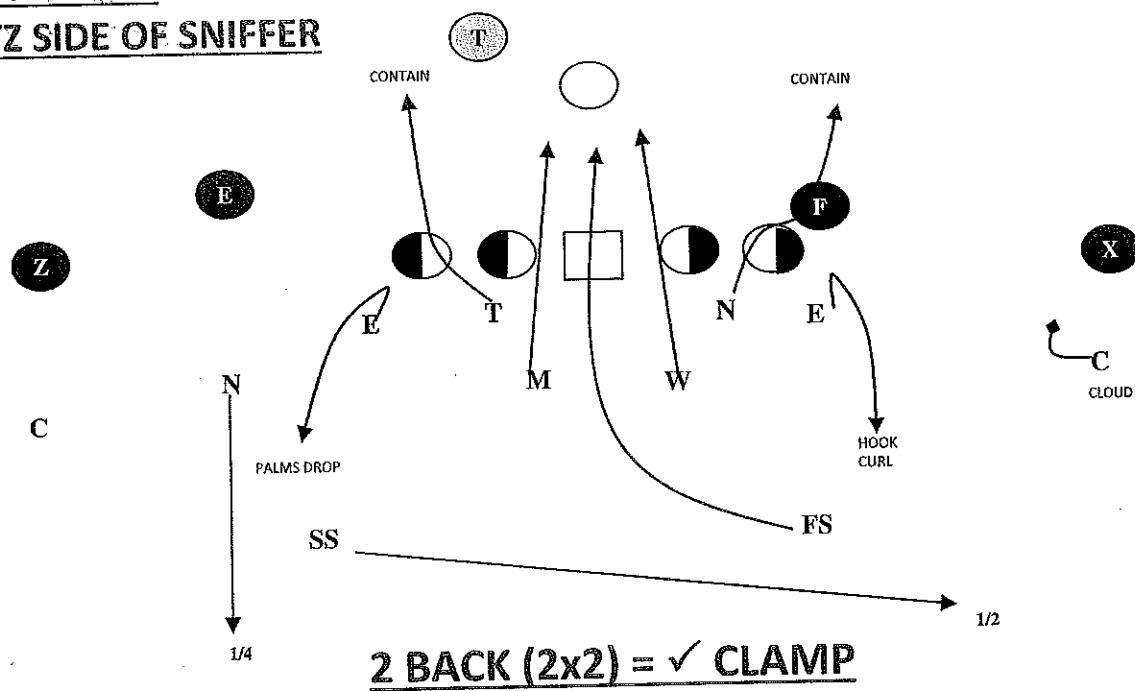


EVEN CARDINAL 3 PALMS

SHOW WEAK

BLITZ SIDE OF SNIFFER

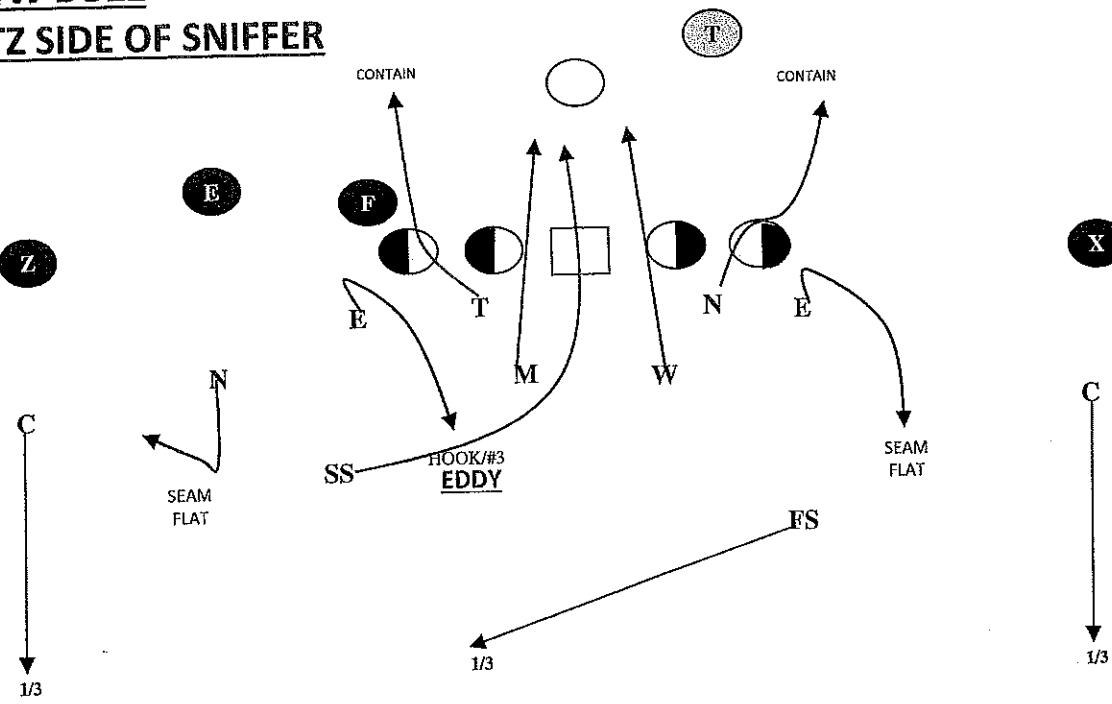
TWIX WEAK



SHOW BUZZ

BLITZ SIDE OF SNIFFER

TWIX STRONG

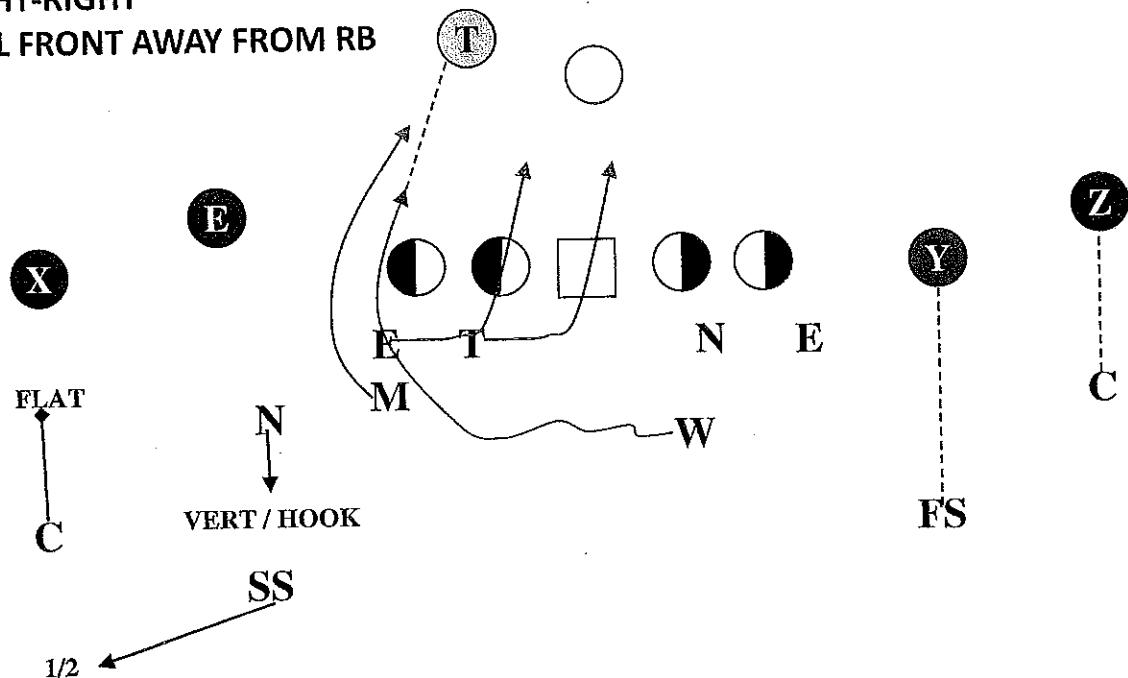


2 BACK (3x1) = ✓ COVER 3

WOLF 6 MAN

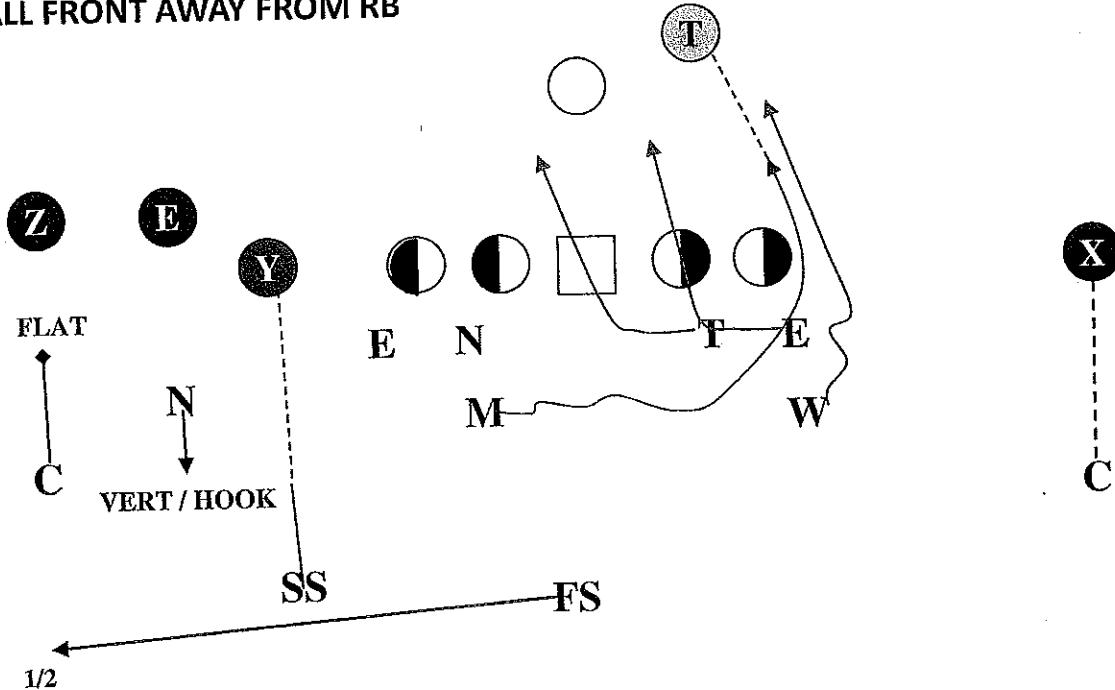
RIGHT-RIGHT
CALL FRONT AWAY FROM RB

DBL SLOT G+



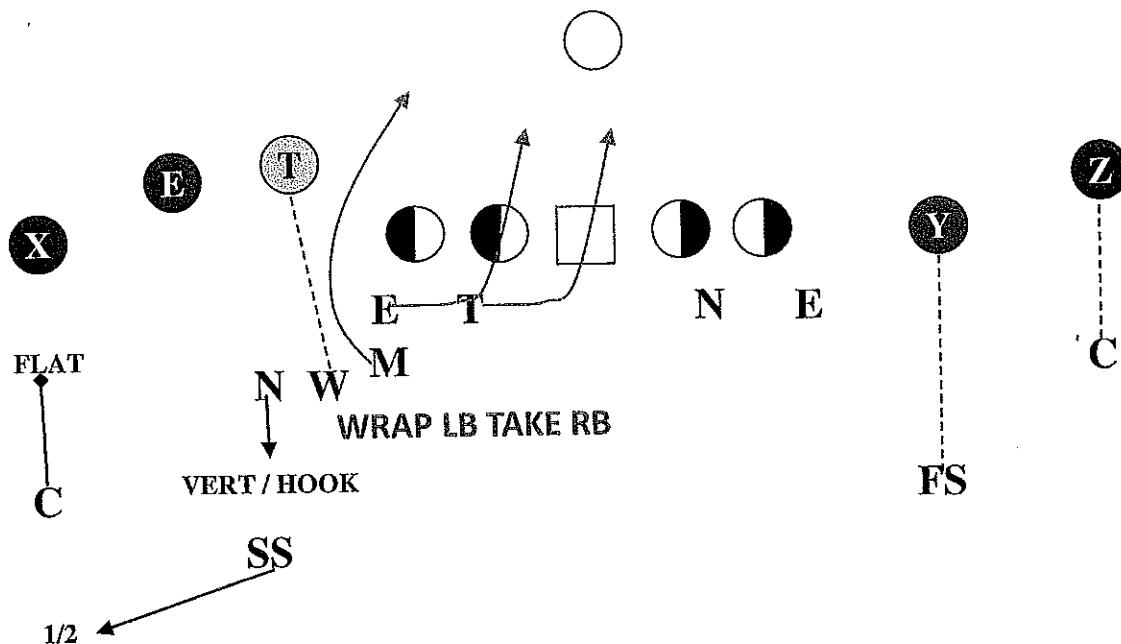
LEFT-LEFT
CALL FRONT AWAY FROM RB

TRIO G-

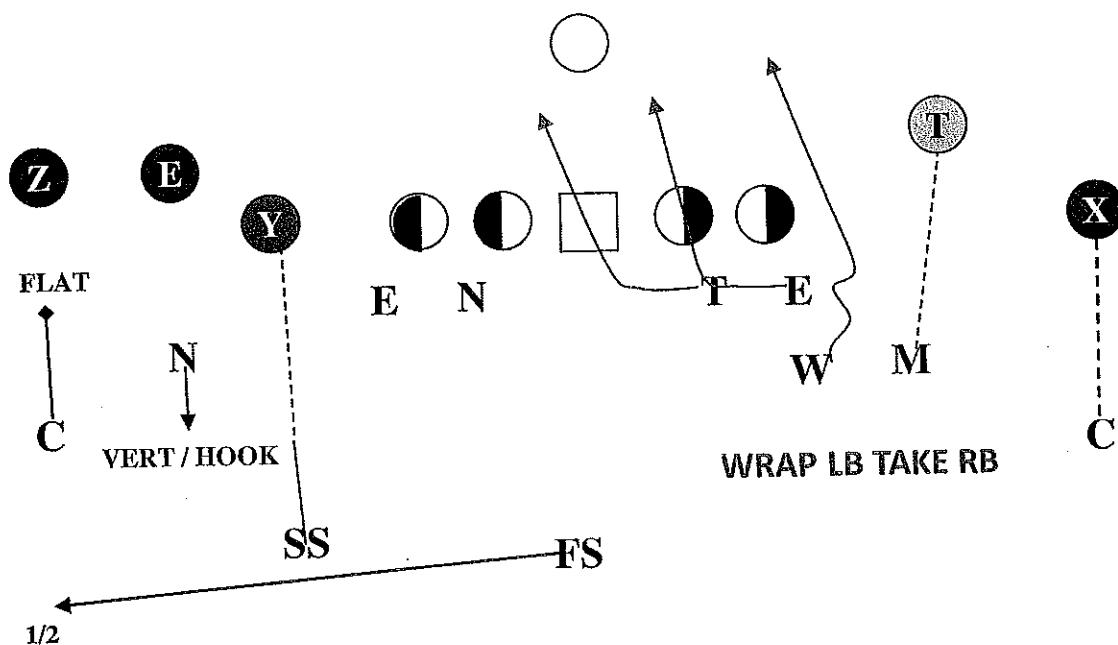


WOLF 6 MAN

EMPTY

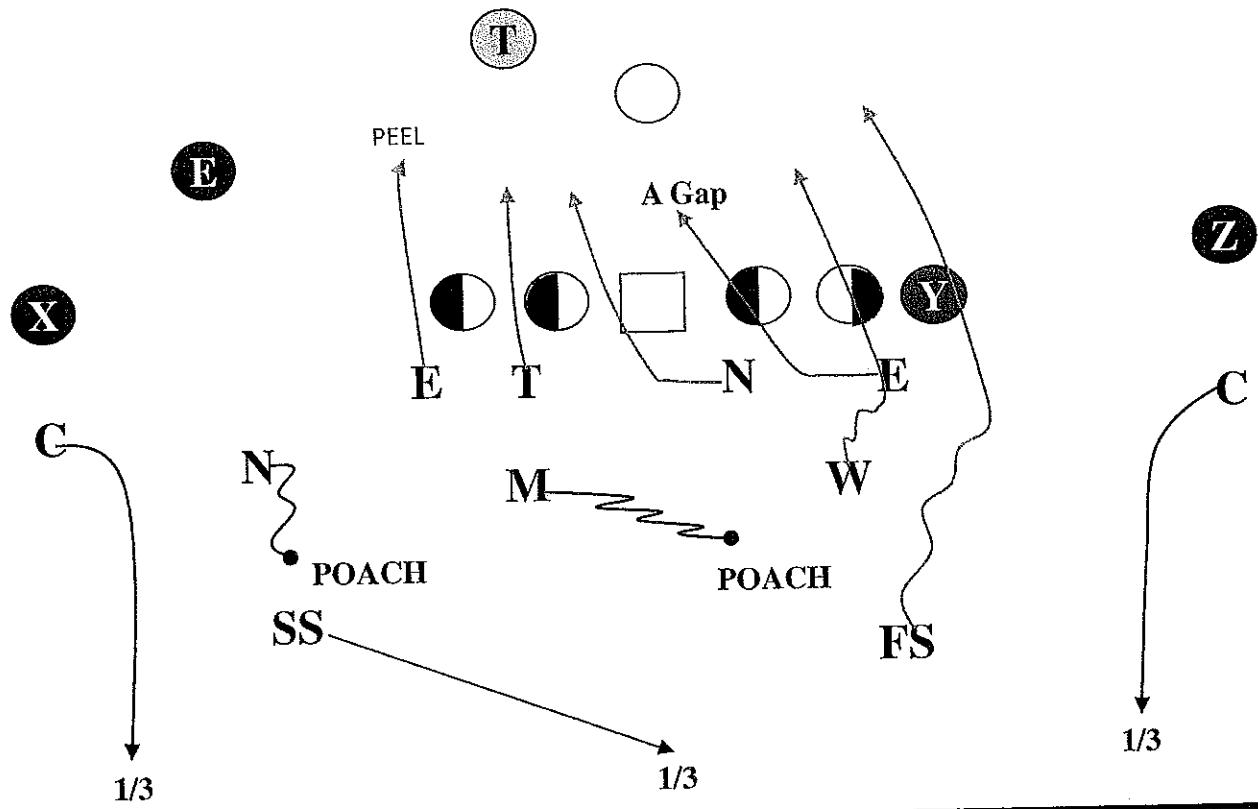


EMPTY



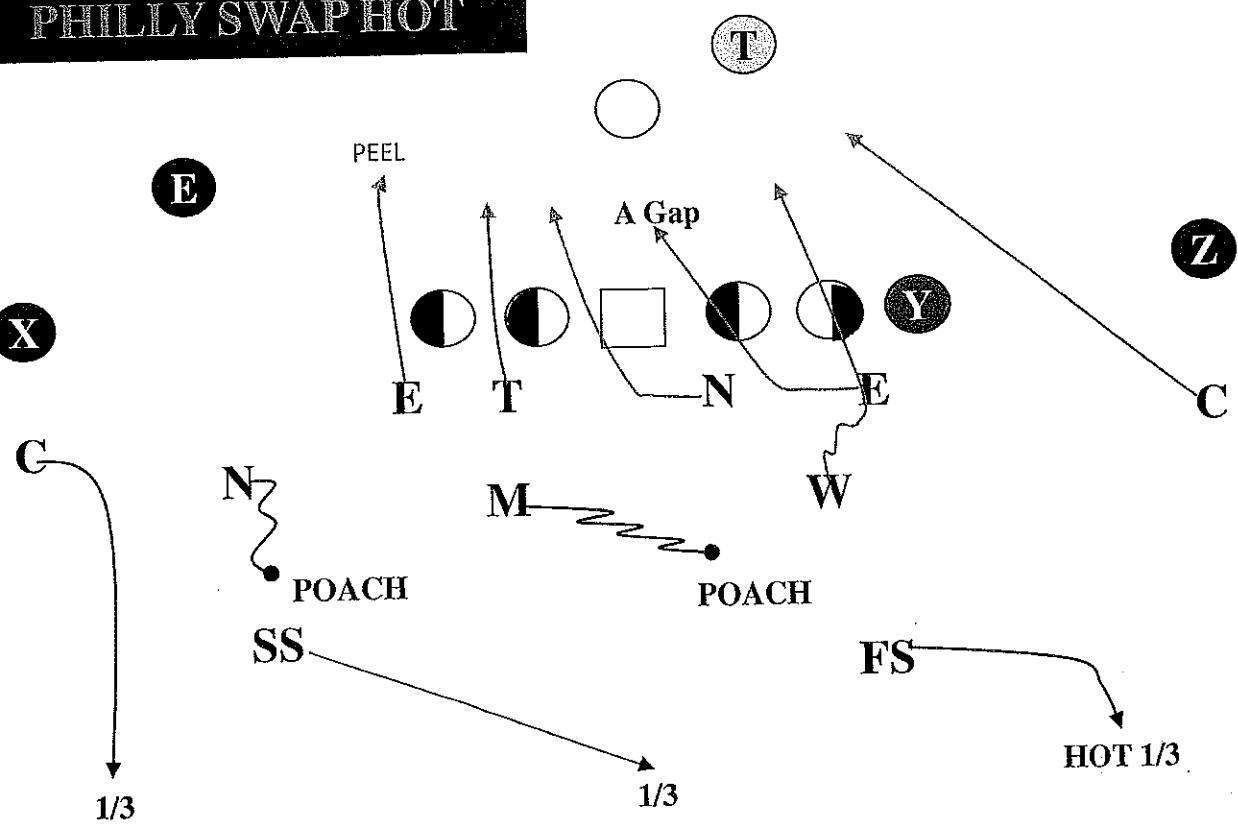
BENCH PHILLY HOT

SPREAD G-



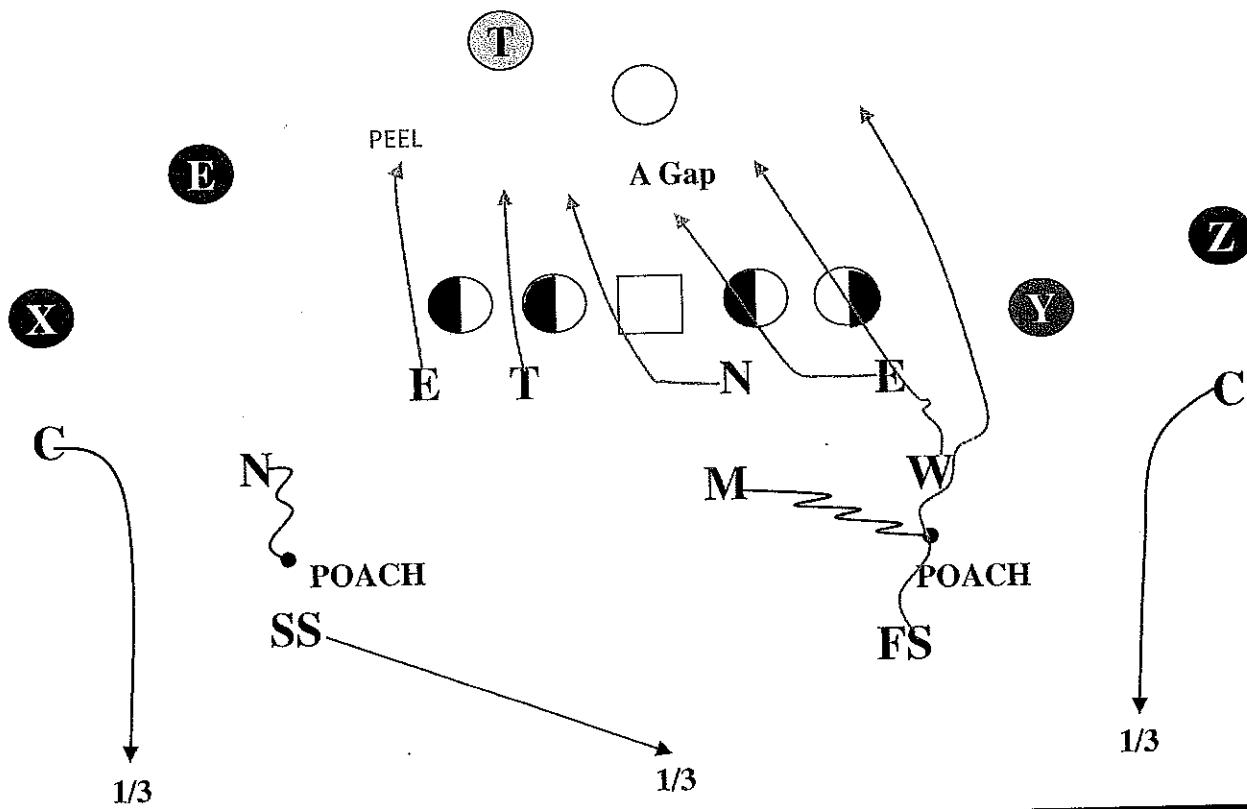
SPREAD G+

PHILLY SWAP HOT



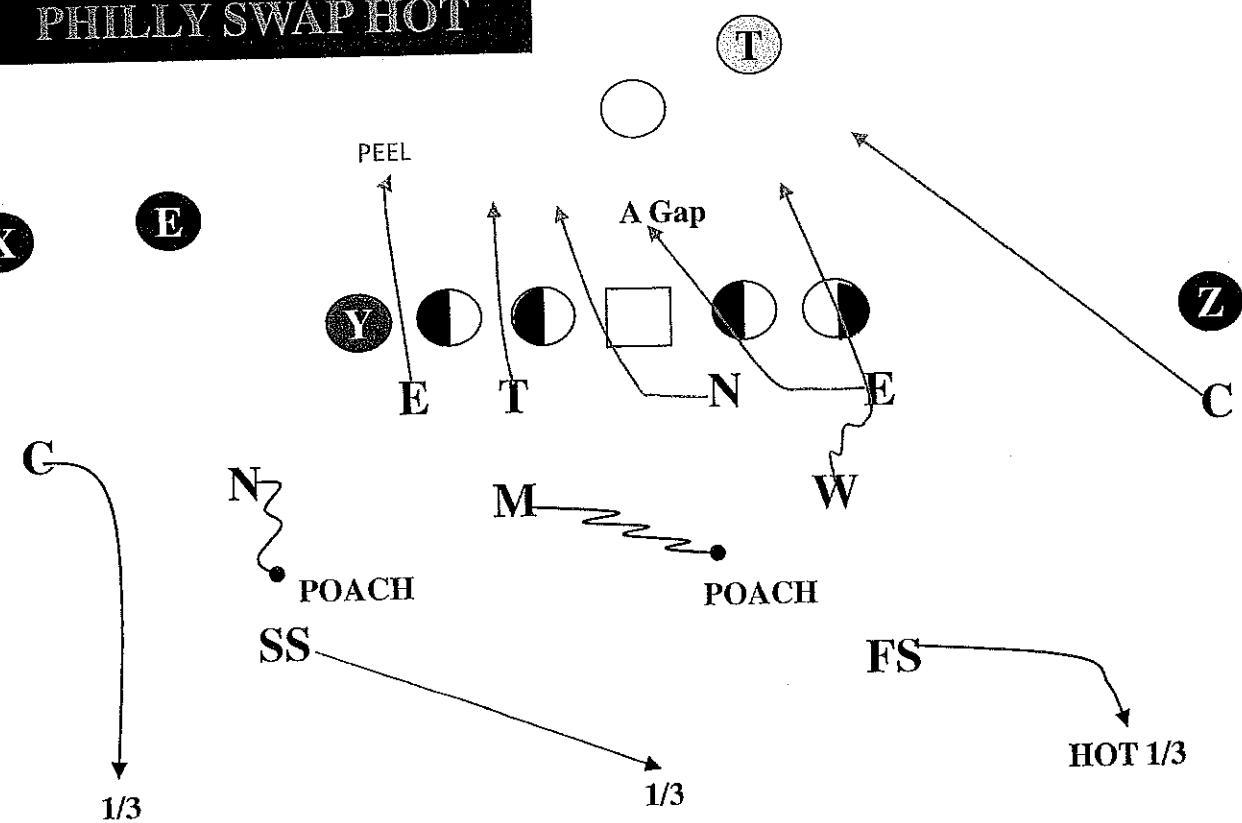
BENCH PHILLY HOT

DBL SLOT G-



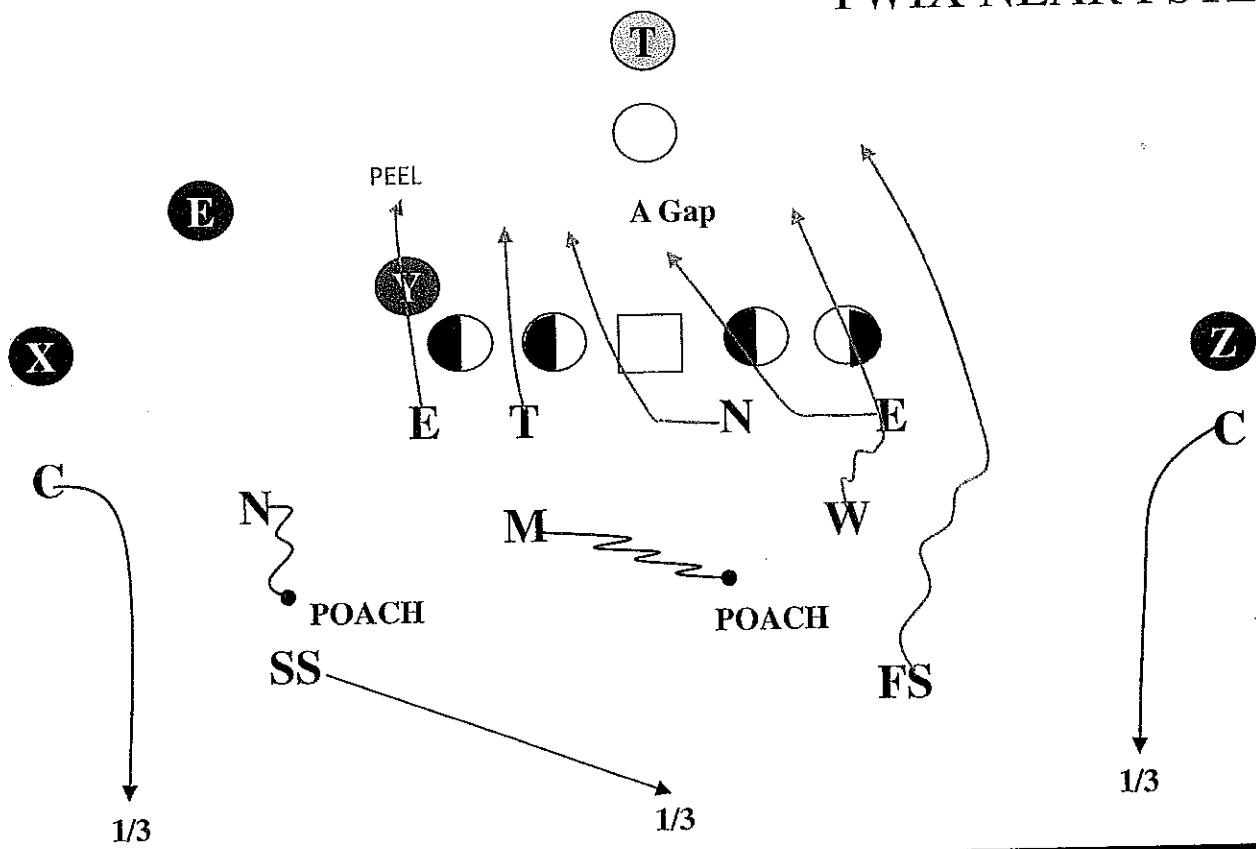
PRO TRIPS G-

PHILLY SWAP HOT



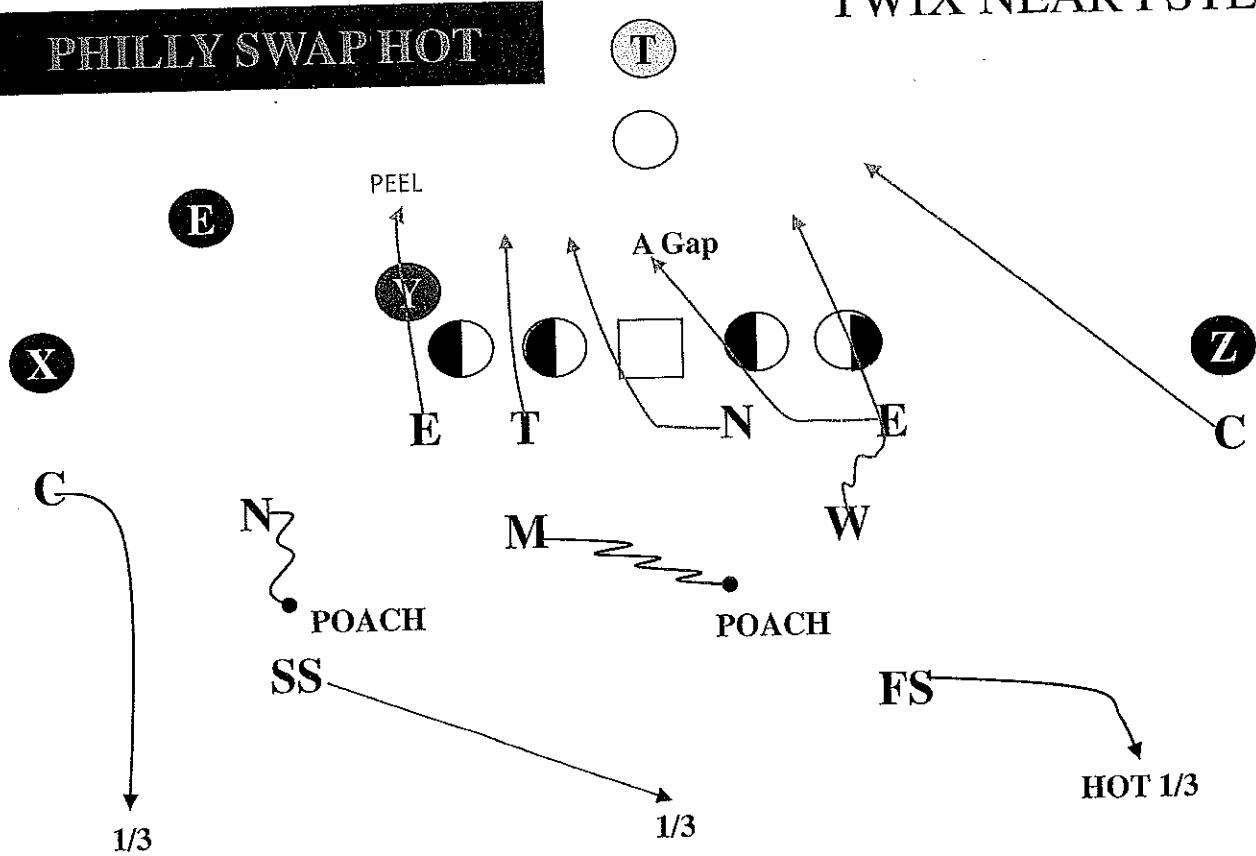
BENCH PHILLY HOT

TWIX NEAR PSTL



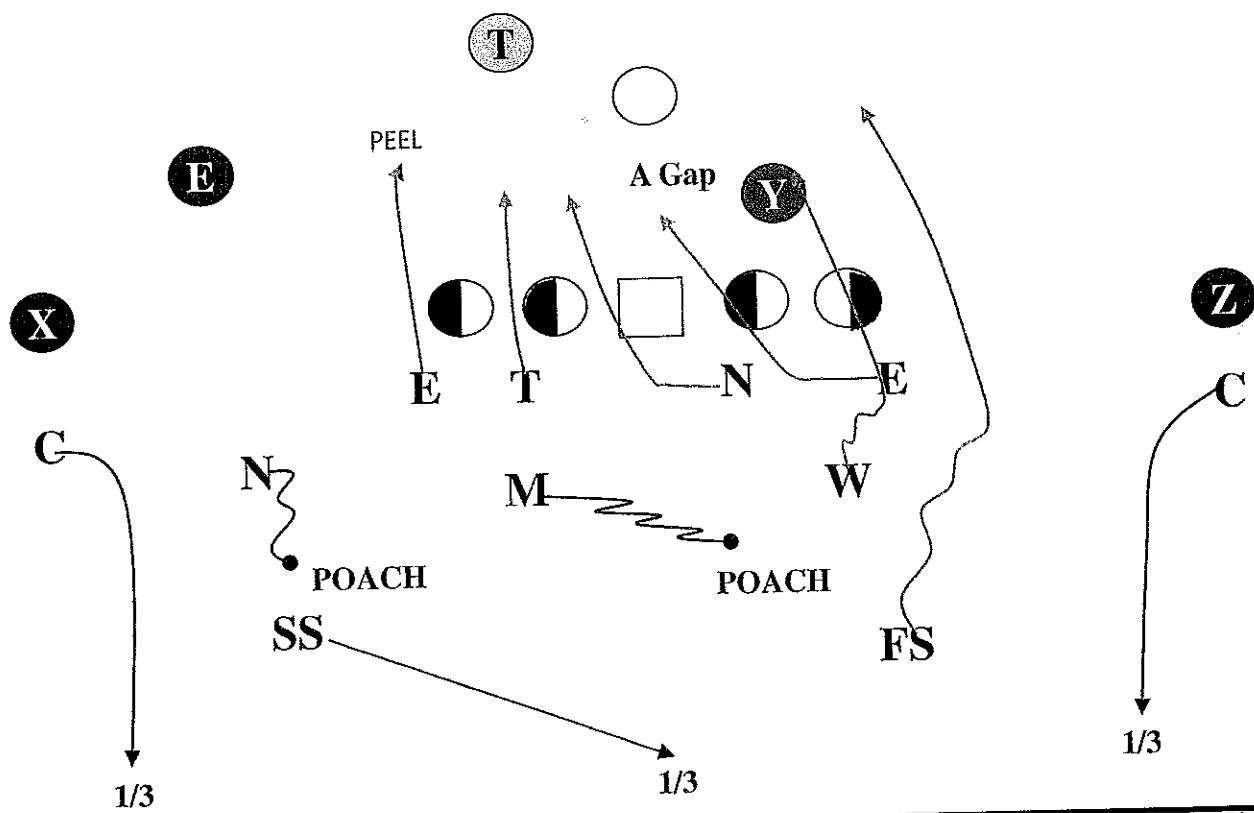
TWIX NEAR PSTL

PHILLY SWAP HOT



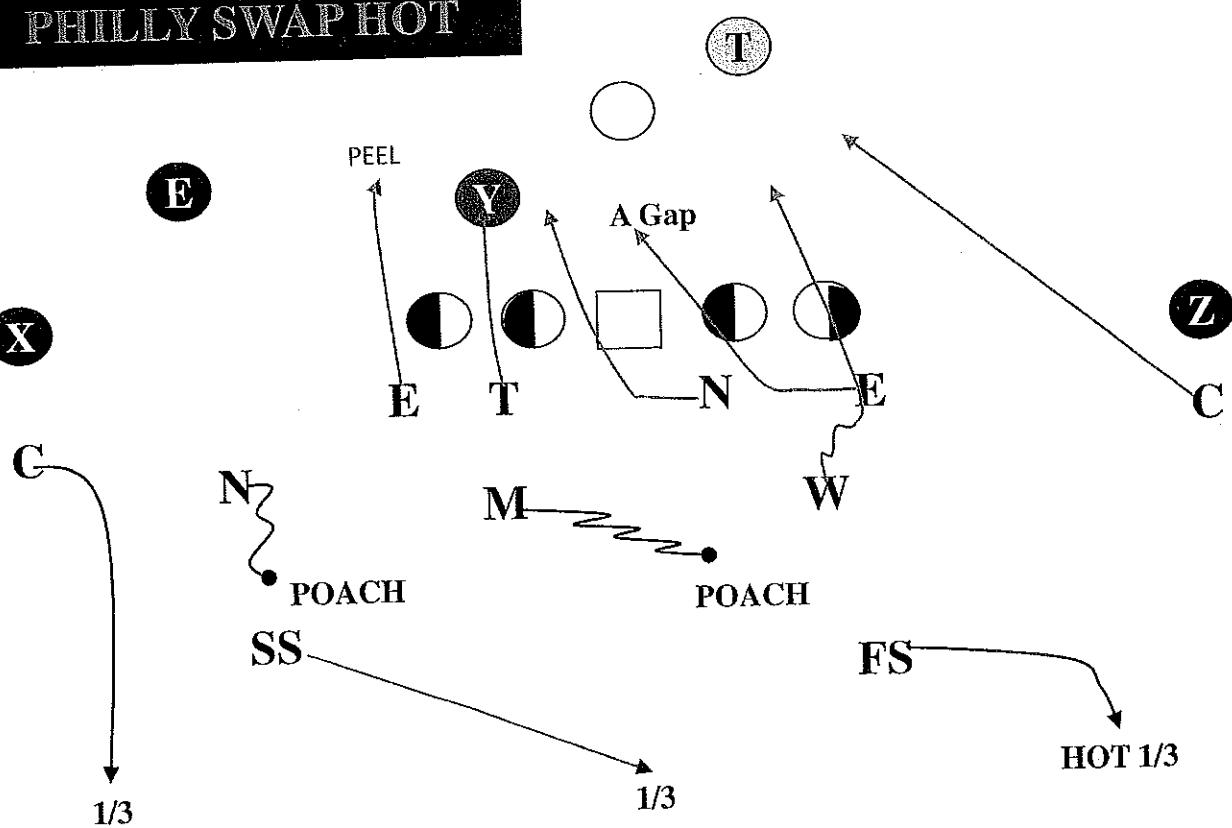
BENCH PHILLY HOT

TWIX WEAK



TWIX STRONG

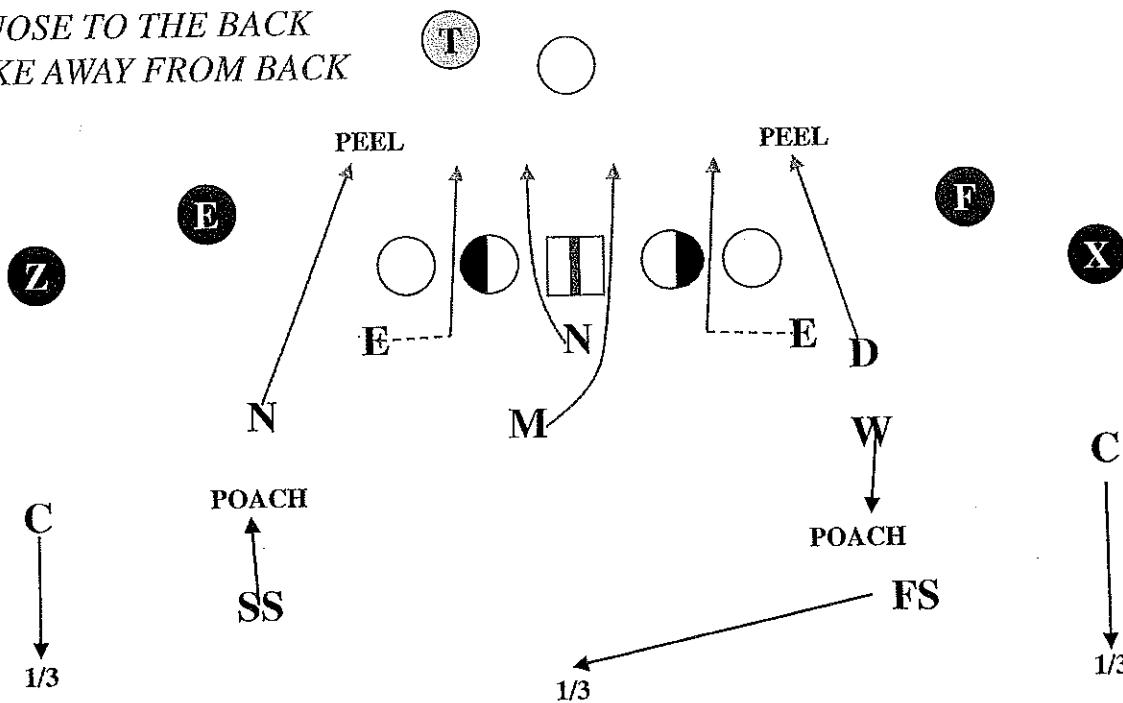
PHILLY SWAP HOT



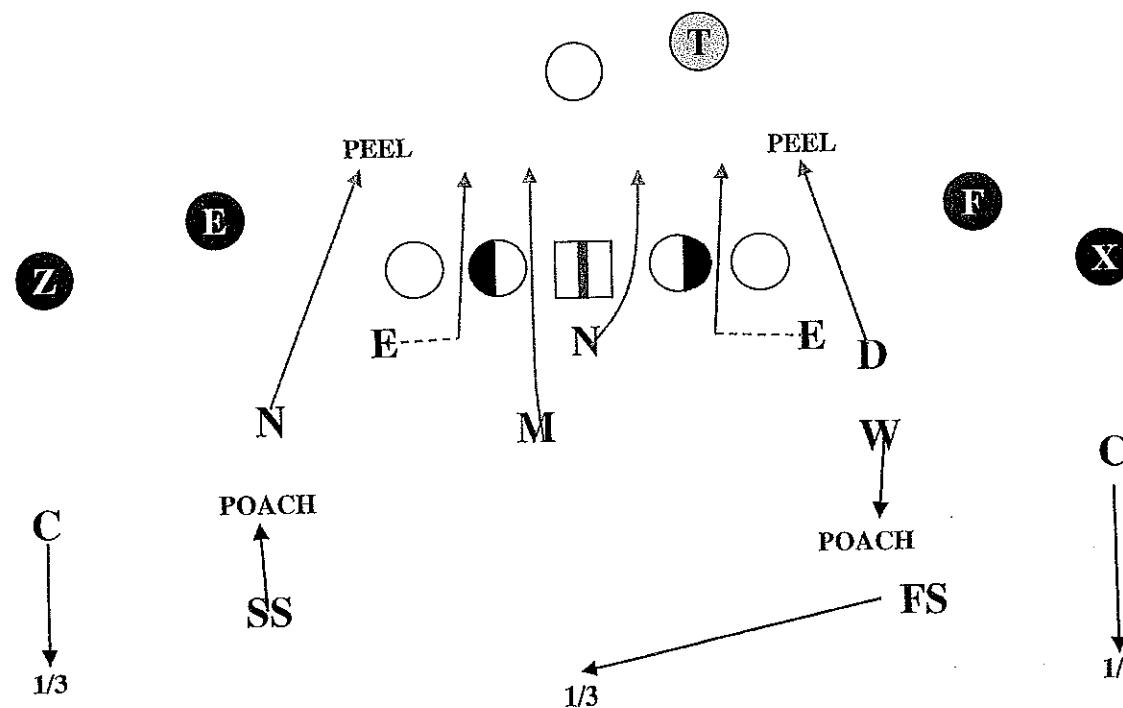
DIME BULLS HOT

STEM TO BLITZ
NOSE TO THE BACK
MIKE AWAY FROM BACK

DBL SLOT G+



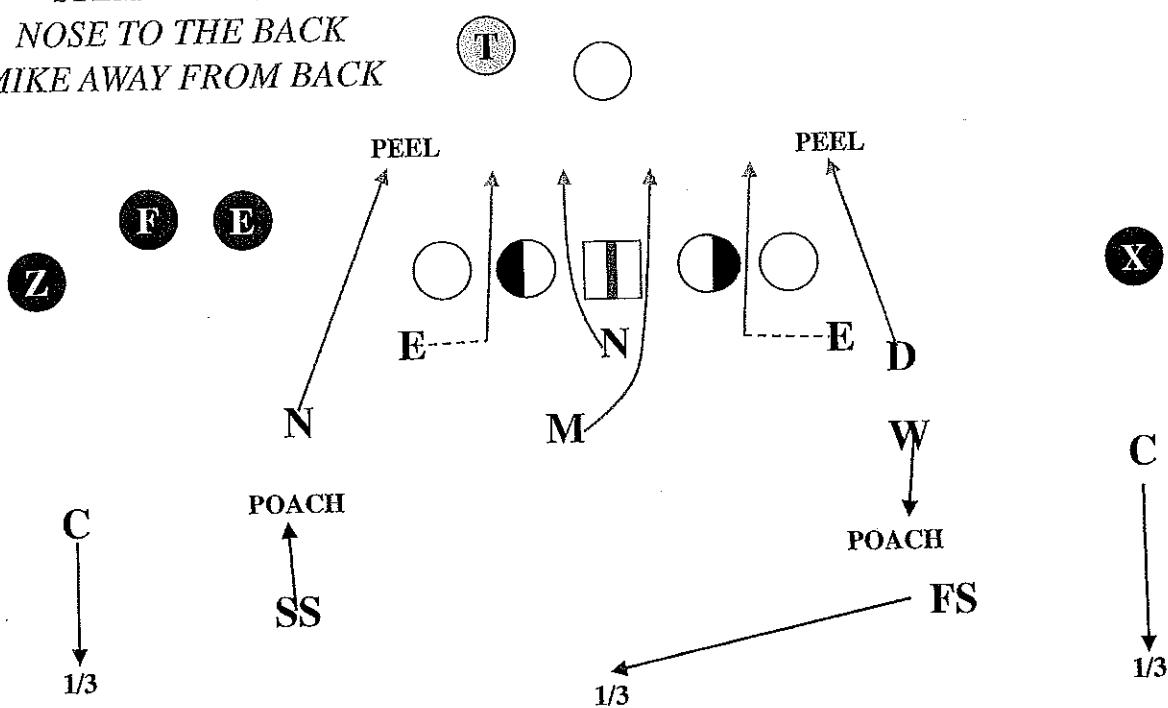
DBL SLOT G-



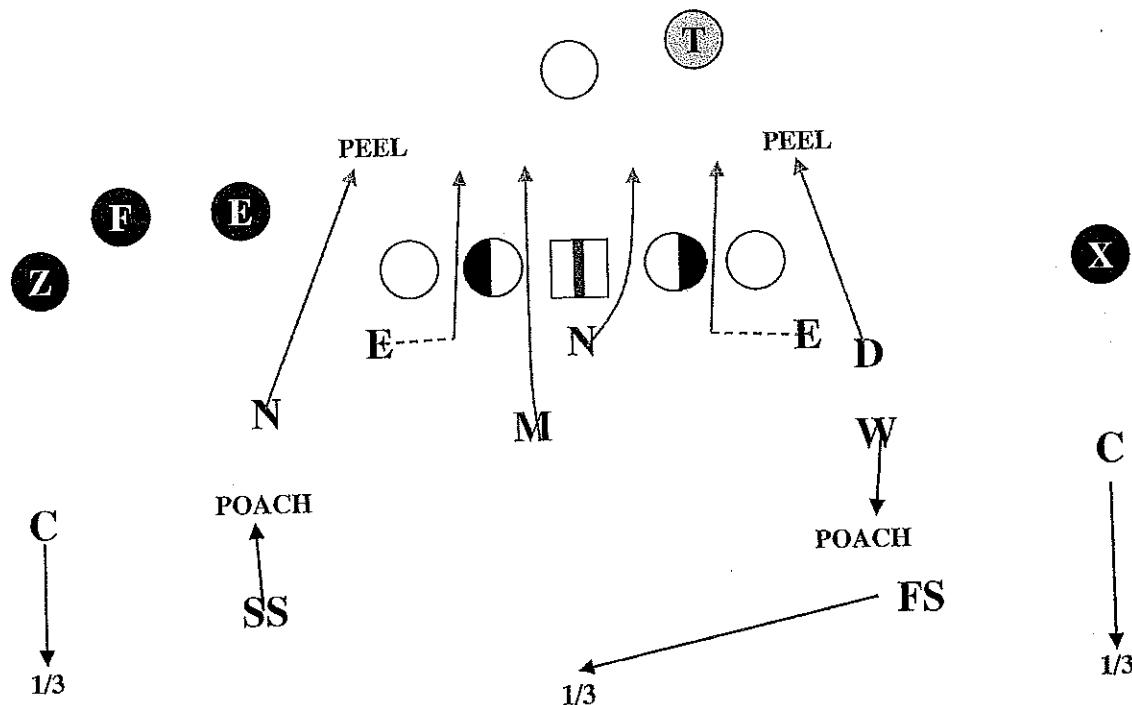
DIME BULLSHOT

TRIO G+

*STEM TO BLITZ
NOSE TO THE BACK
MIKE AWAY FROM BACK*



TRIO G-

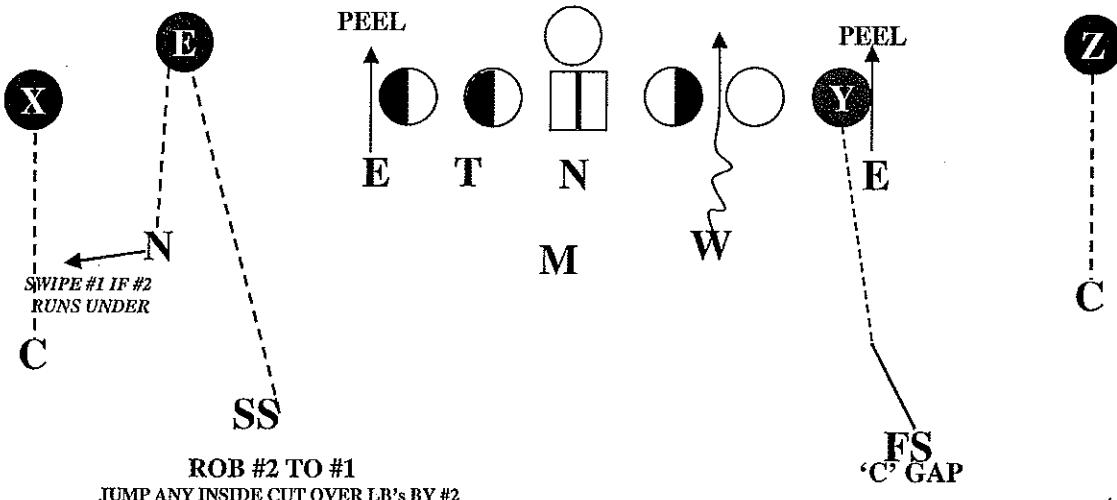


BENCH CUB BUFFALO

SPREAD

(T)

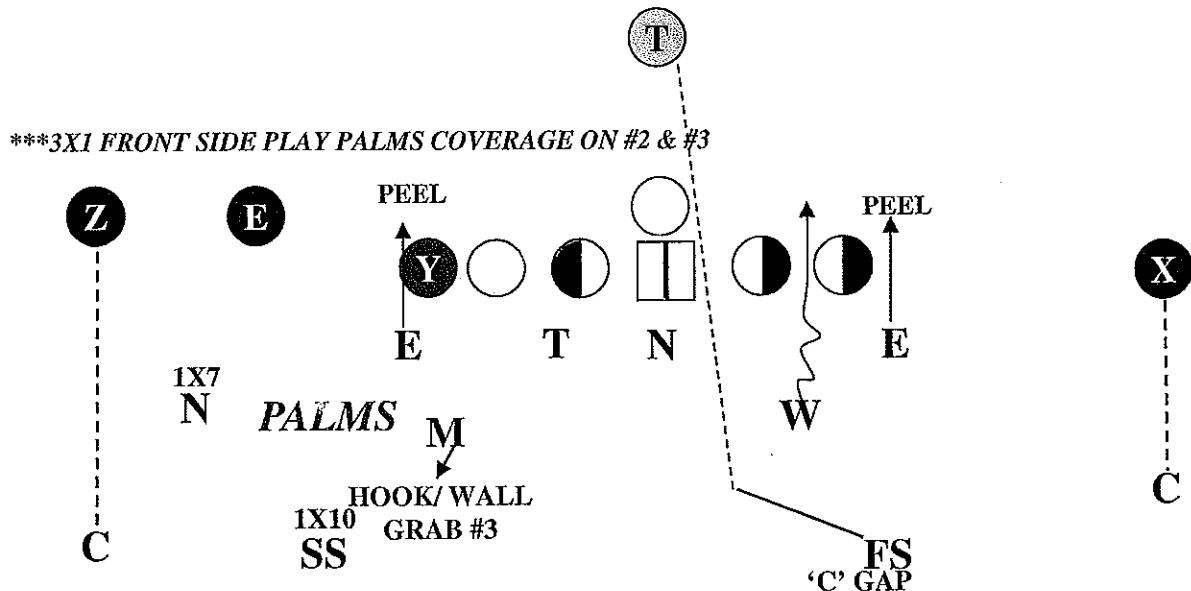
***2X2 FRONT SIDE PLAY
DOUBLE COVERAGE ON #2 REC.



Position	Align	Key	Run To	Run Away	Pass
Left End	5 Tech.	Tackle	C-Gap	C-Gap	Peel Contain
Nose	2i to 0	Center	Backside A-Gap	Backside A-Gap	Rush
Tackle	3 to Wide 3	Guard	B-Gap	B-Gap	Rush
Right End	9 Tech.	TE / Tackle	D-Gap	D-Gap	Peel Contain
Nickel	1X5 o/s #2	QB to #2	Force	Fold	Man/Man #2
Mike	A-Gap	Back	A-Gap	A-Gap	Back
Will	B-Gap	Blitz B-Gap	B-gap	B-Gap	Blitz B-Gap
Strong Safety	12 yds. Deep midpt #2 & OT	Robber ¼'s	Triangle to #2	Alley	Cutback
Free Safety	1x8 o/s TE	Man	TE	C-Gap Spill	C-Gap Cutback
Field Corner	Press to 8 inside	Man/ Man #1	QB to #1	Stack	Fold
Bdy. Corner	1x4 inside	Bluff Press or Cloud	Ball	Force	Cutback

BENCH CUB SILVER

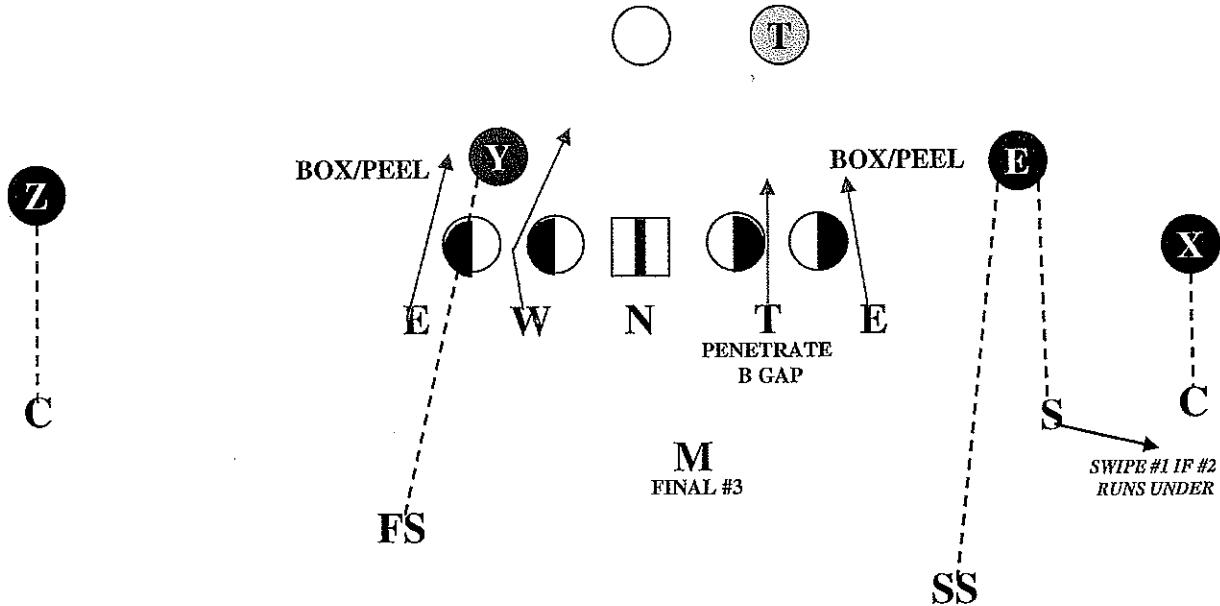
PRO TRIP



Position	Align	Key	Run To	Run Away	Pass
Left End	9 Tech. / Peel	TE	D-Gap	D-Gap	Peel Contain
Nose	2i to 0	Center	Backside A-Gap	Backside A-Gap	Rush
Tackle	3 to Wide 3	Guard	B-Gap	B-Gap	Rush
Right End	9 Tech.	TE / Tackle	D-Gap	D-Gap	Peel Contain
Nickel	1x5 o/s #2	QB to #2	Force	Fold	Man/Man #2
Mike	STACK D	Back	C-Gap	C-Gap	Wall Curl Grab 3
Will	B-Gap	Blitz B-Gap	B-gap	B-Gap	Blitz B-Gap
Strong Safety	1x10 outside of TE	Palms	Palms Read #3	Alley	Cutback
Free Safety	8 yds deep B-gap	Man Final #2 Weak	A-Gap	A-Gap	2 to Flat
Field Corner	Press to 8 inside	Man/ Man #1	QB to #1	Stack	Fold
Bdy. Corner	1x4 inside	Bluff Press or Cloud	Ball	Force	Cutback

CUB BUFFALO

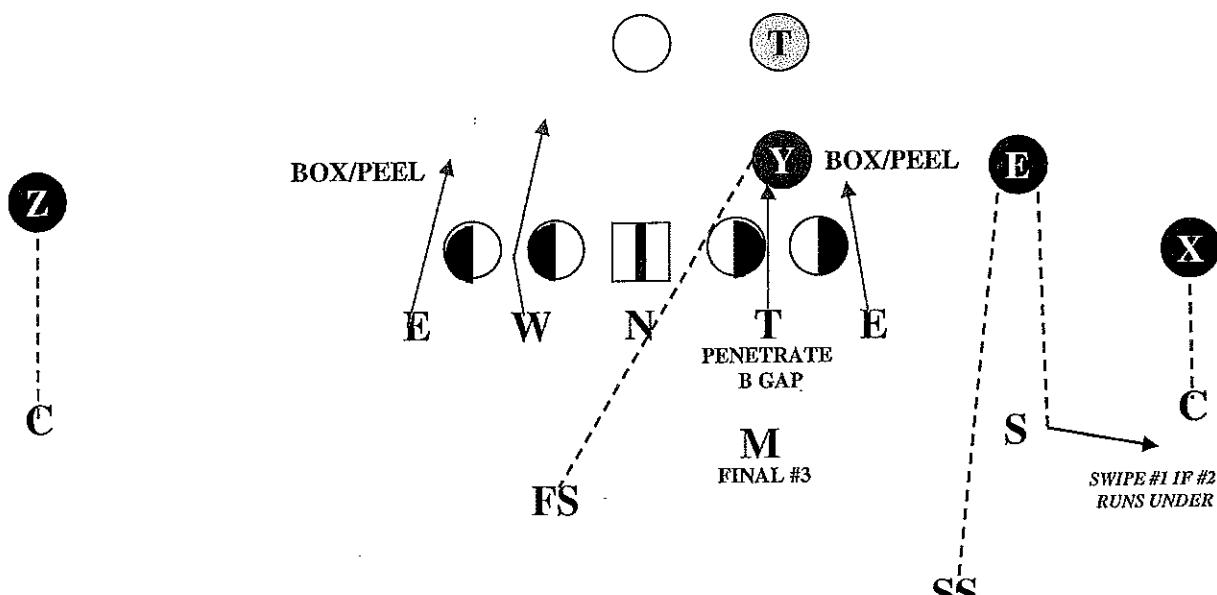
TWIN OPEN FAR G-



ROB #2 TO #1

JUMP ANY INSIDE CUT OVER LB's BY #2

TWIN OPEN NEAR G+



ROB #2 TO #1

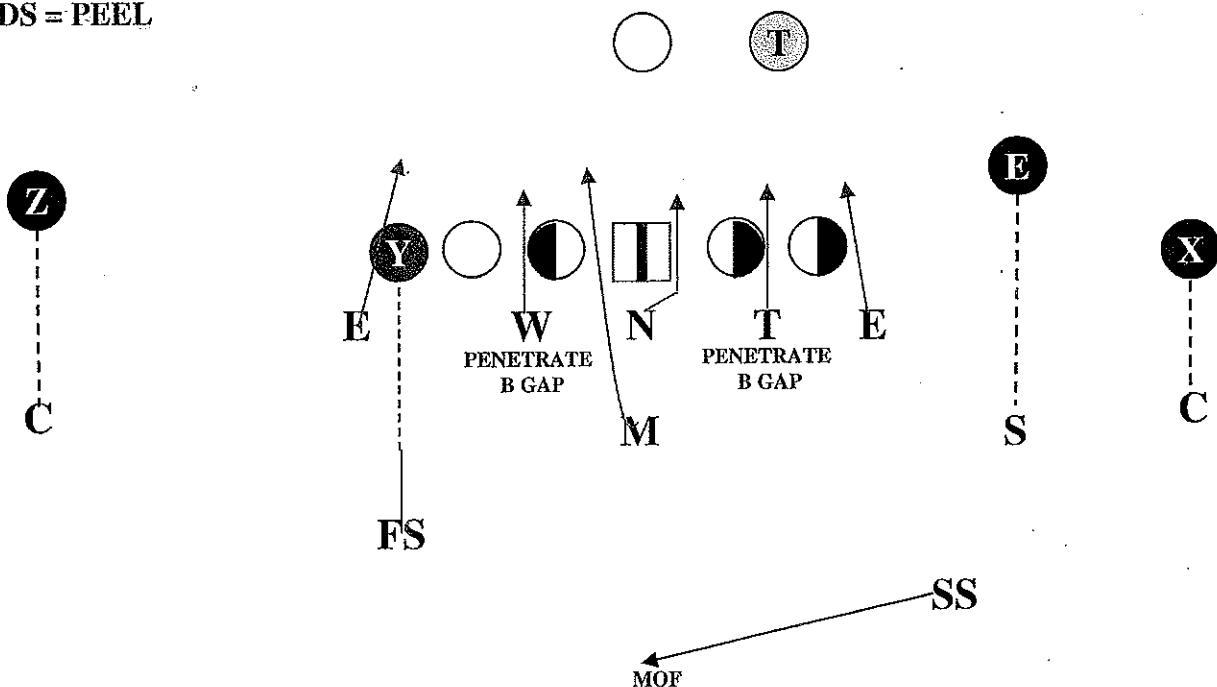
JUMP ANY INSIDE CUT OVER LB's BY #2

CUB MIKE SHOOT

SPREAD G-

NOSE - GOES TO THE BACK.

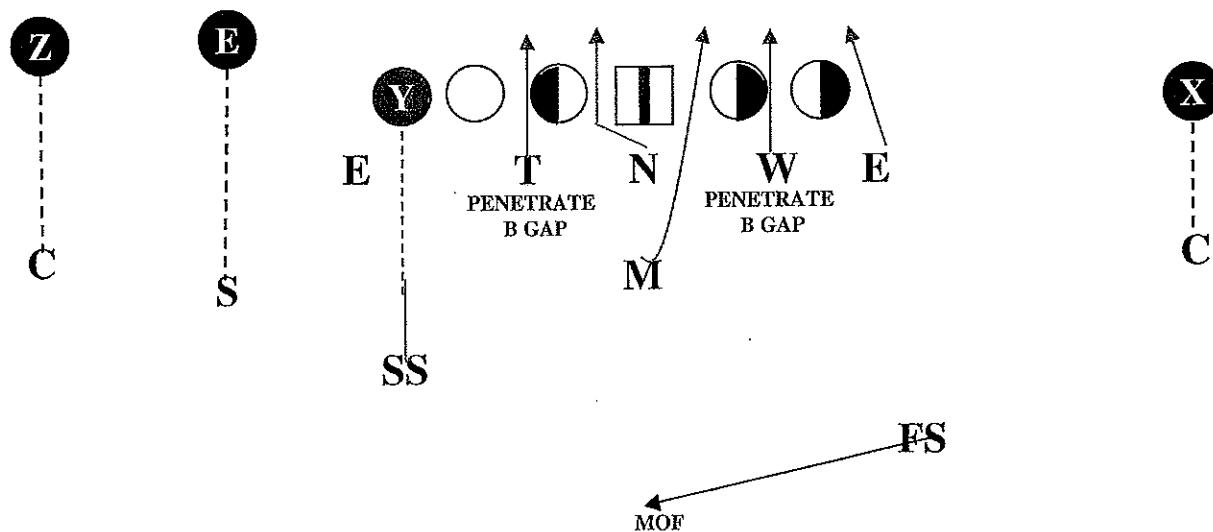
ENDS = PEEL



NOSE - GOES TO THE BACK.

ENDS = PEEL

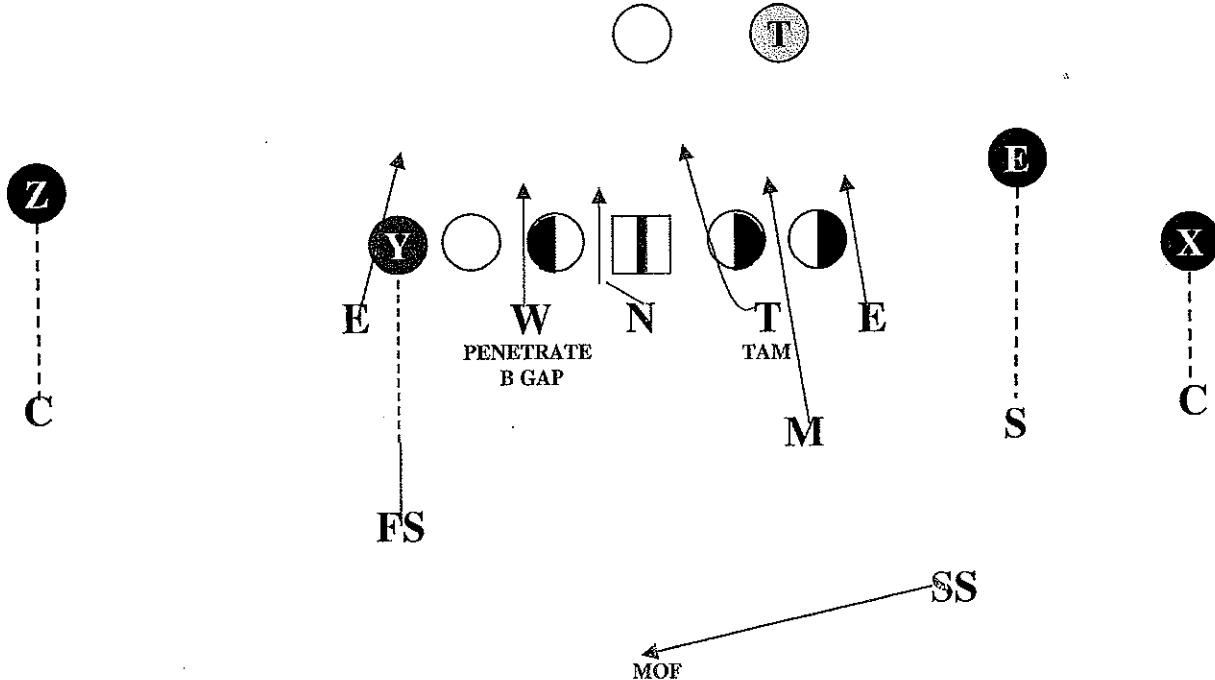
PRO TRIPS G+



CUB TAM SHOOT

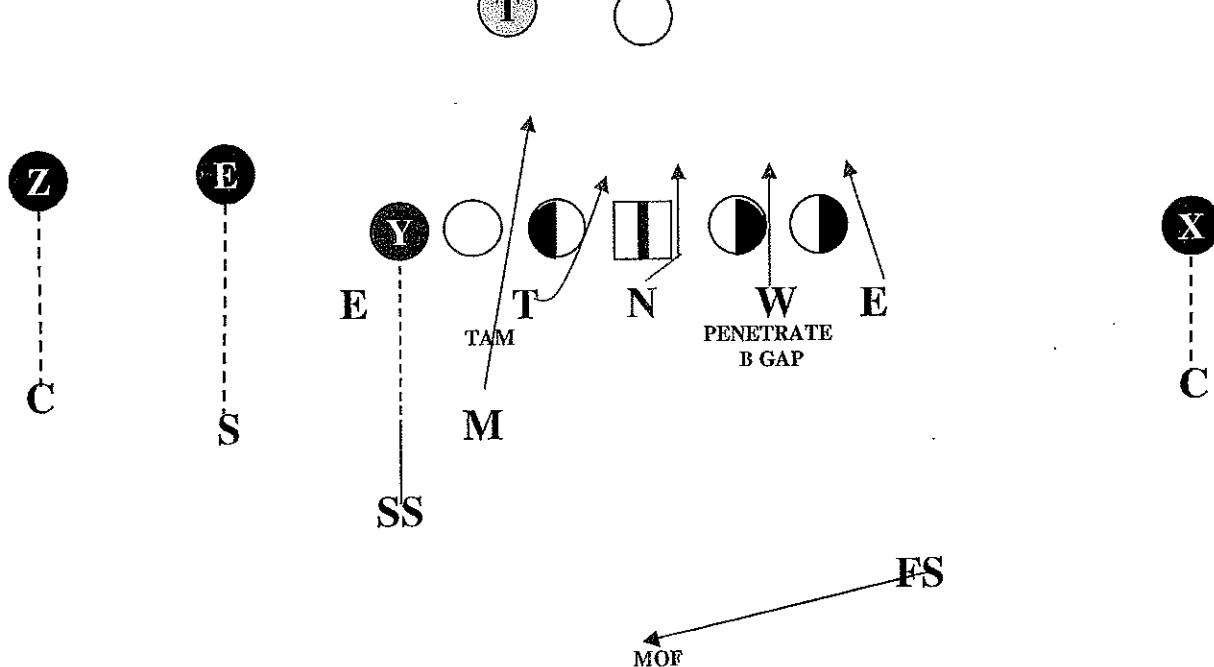
SPREAD G-

NOSE - GOES TO CALL.



NOSE - GOES TO CALL

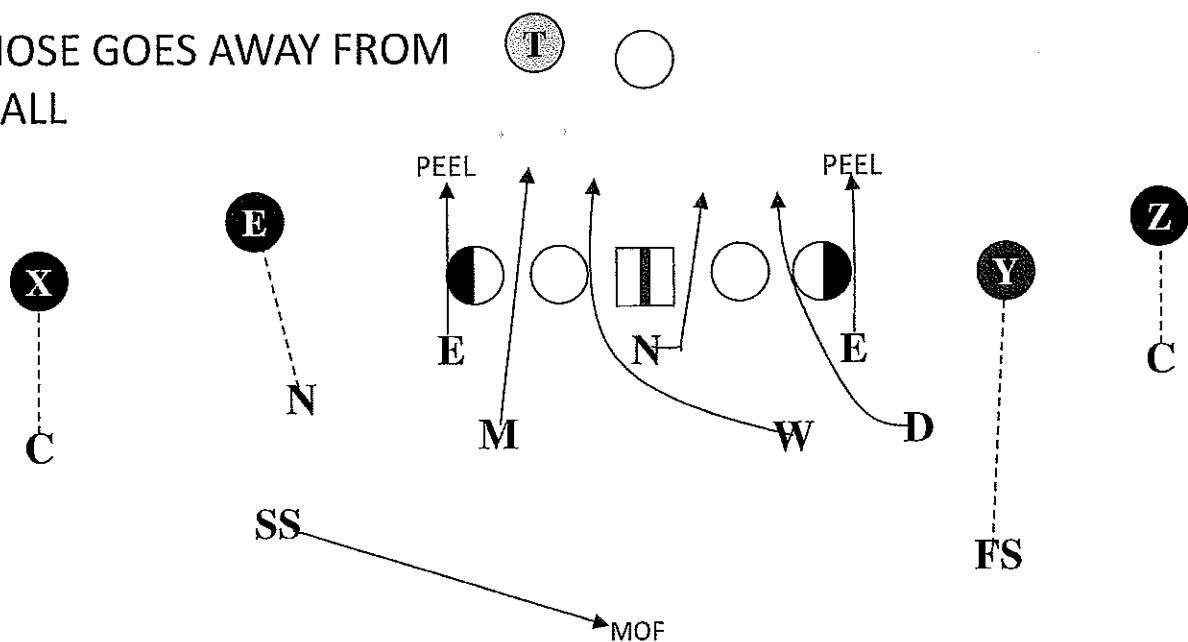
PRO TRIPS G+



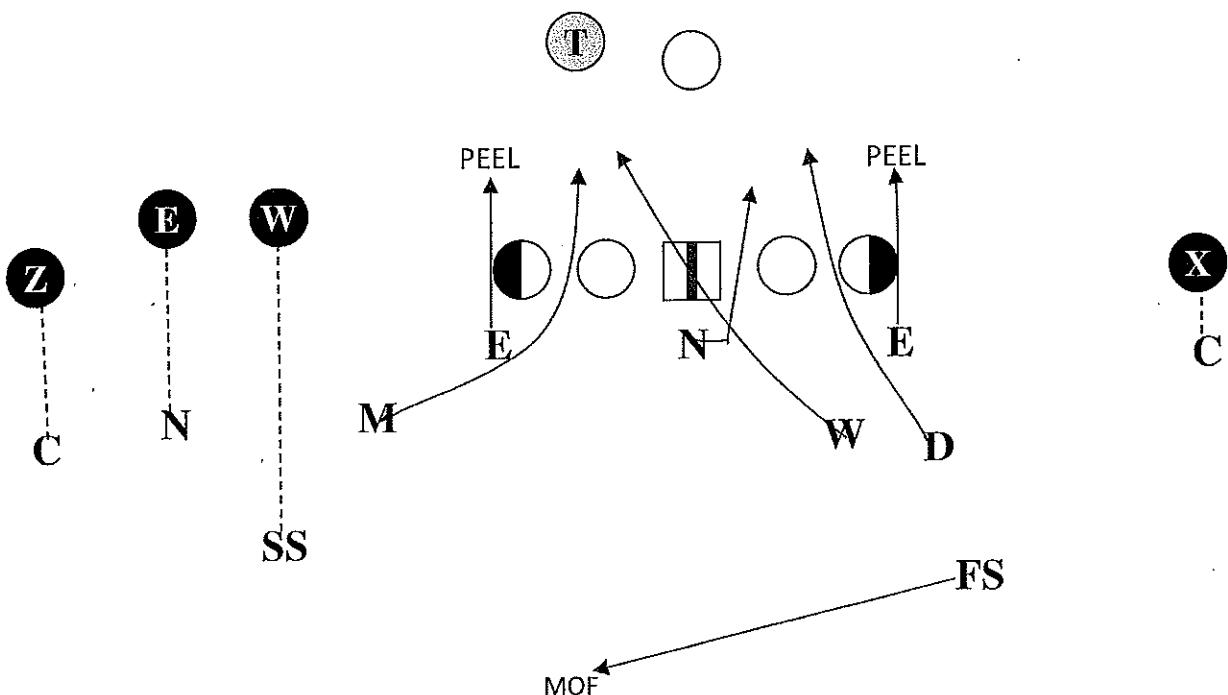
DIME GO SILVER

DBL SLOT G+

NOSE GOES AWAY FROM
CALL



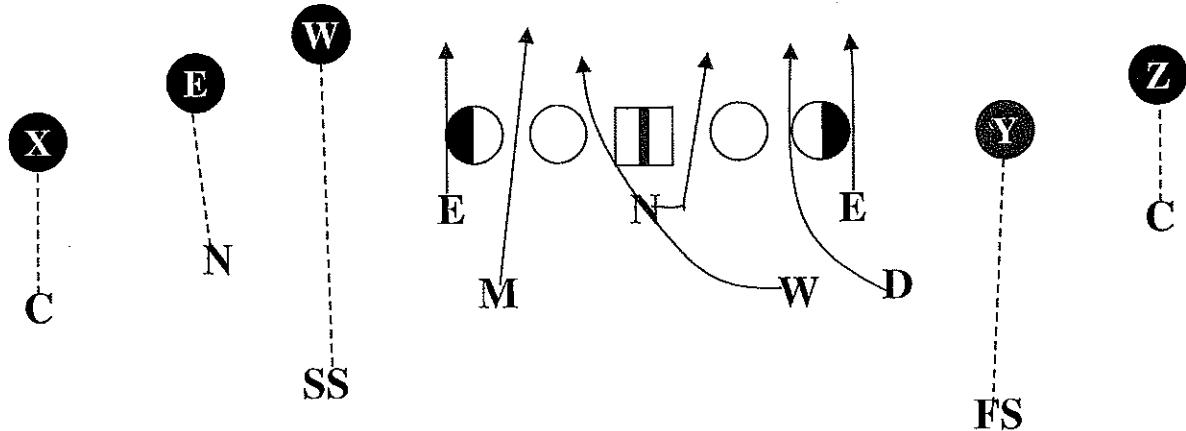
TRIO G+



DIME GO SILVER

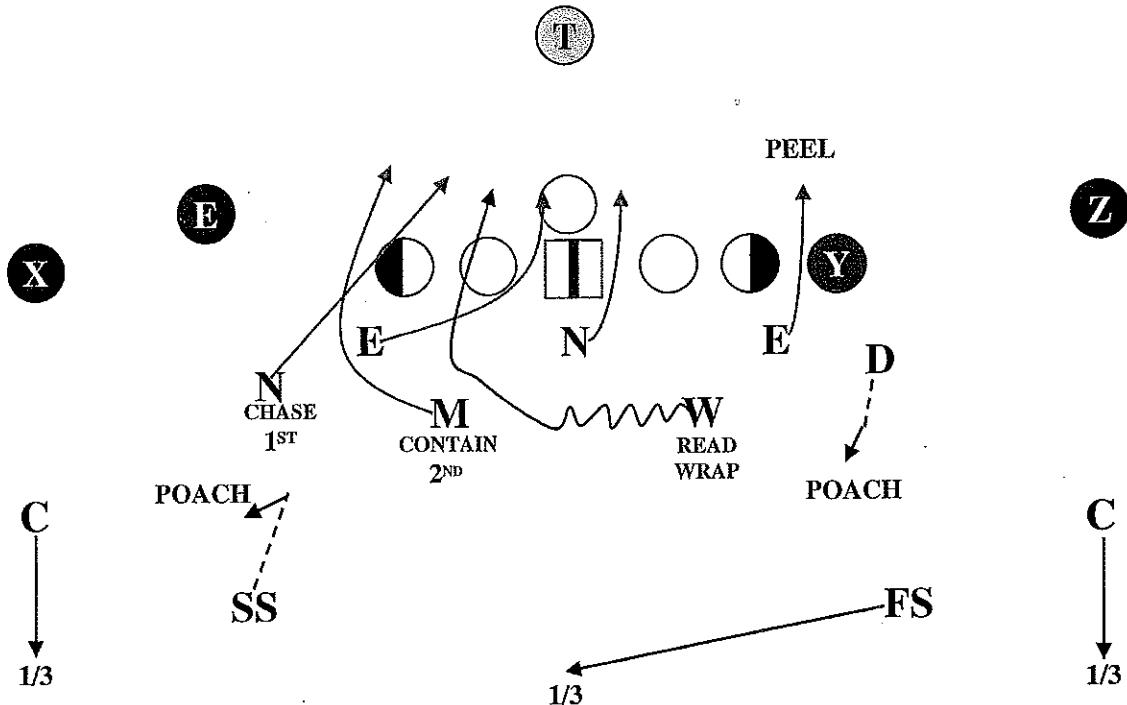
EMPTY

✓ PURPLE



DIME CLIPPERS HOT

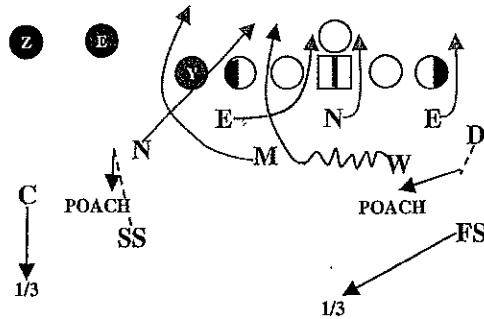
SPREAD



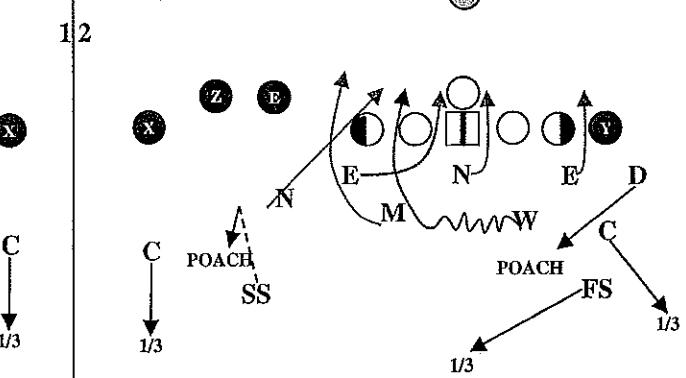
Position	Align	Tech	Key	Run To	Run Away	Pass
Left End	5 Tech.	Long Stick	Tackle	A gap	A gap	Penetrate A
Nose	0 Tech.	Cut	GUARD	A gap	A gap	Work A to B
Right End	5 Tech.	Base	Tackle	C gap	C gap	Contain
Nickel	Gray Area	Blitz	Ball	Spill	Chase	Chase Blitz
Mike	30 Tech.	Blitz Contain	Ball	Lever / Contain	Blitz / Cutback	Contain Blitz
Will	30 Tech.	Wrap To Add On	Triangle	Spill	Spill	Add On Wrap
Jack	Stem 2x7 I/S #2	Poach	QB	Lever	Lever	Seam Defender
Strong Safety	2x10 I/S #2 (SHOW 4 MAN)	Poach	QB	Lever	Lever	Seam Defender
Free Safety	1x10 I/S #2 (SHOW 4 MAN)	Read 1/3	QB	Cutback	Cutback	Read 1/3
Field Corner	Show 4 Man	Press Bail	QB	Stack	Fold	Read 1/3
Bdy. Corner	Show 4 Man	Press Bail	QB	Stack	Fold	Read 1/3

DIME CLIPPERS HOT

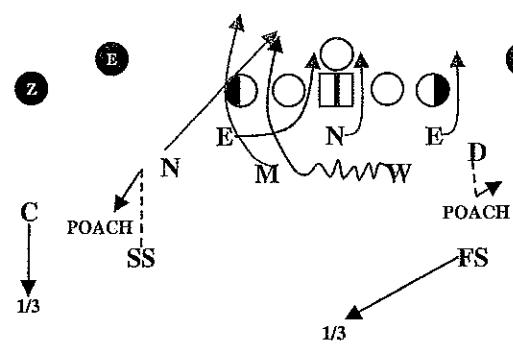
PRO TRIP



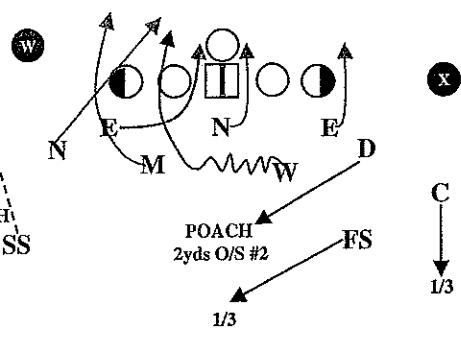
TRIP



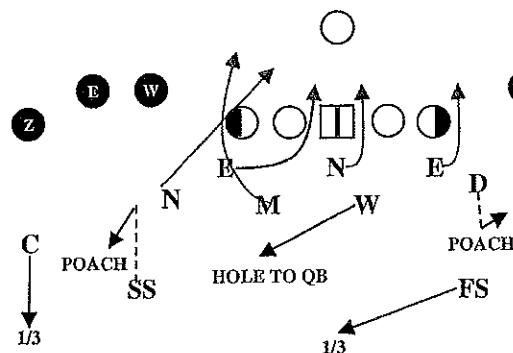
DOUBLE SLOT



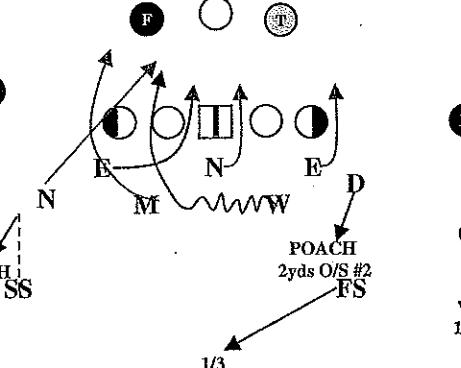
TRIP OPEN



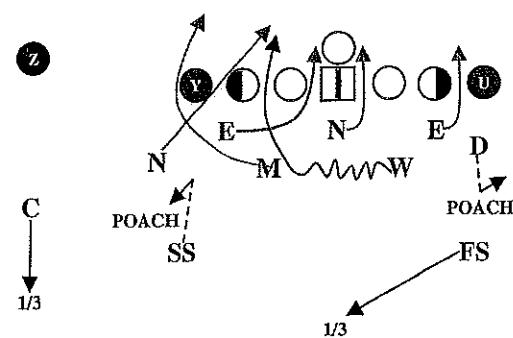
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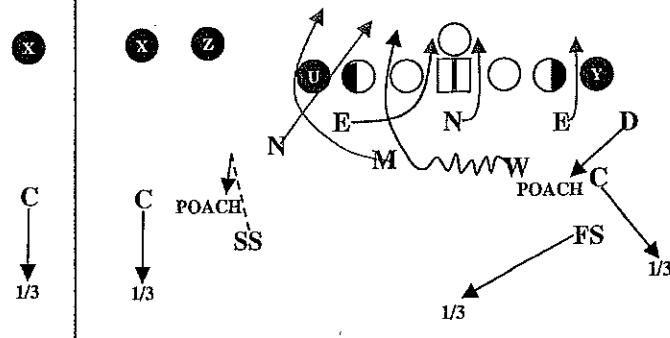
TWIN OPEN



DOUBLE FLANKER

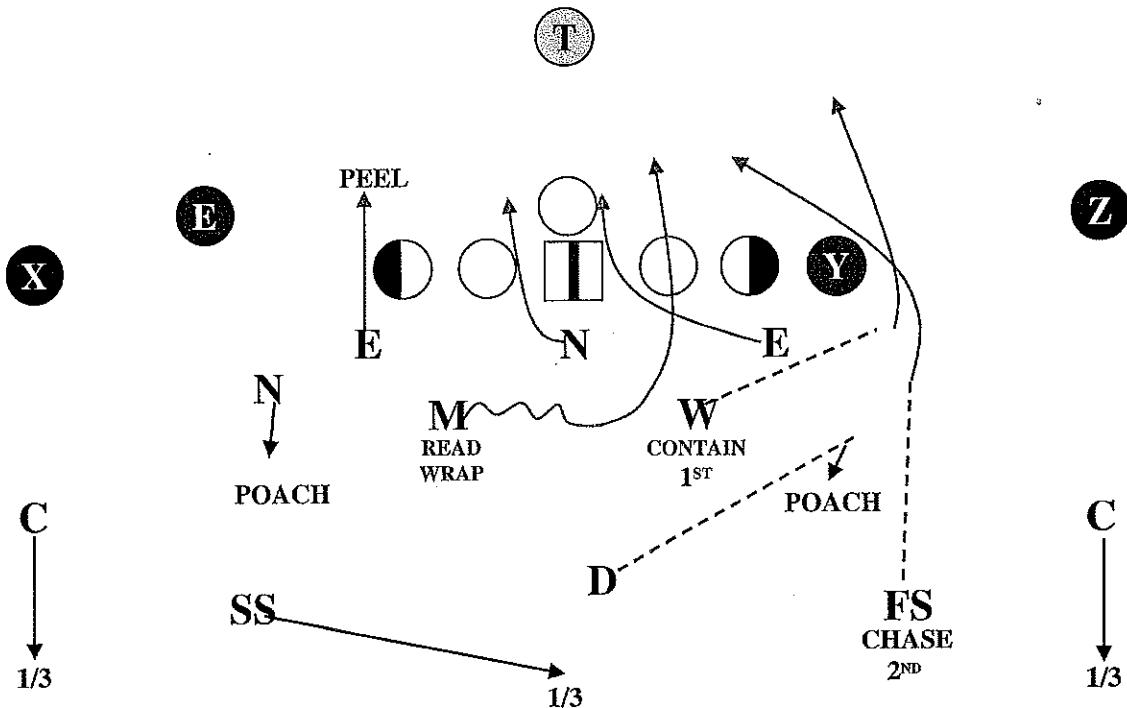


FLANKER TWIN



DIME CELTICS HOT

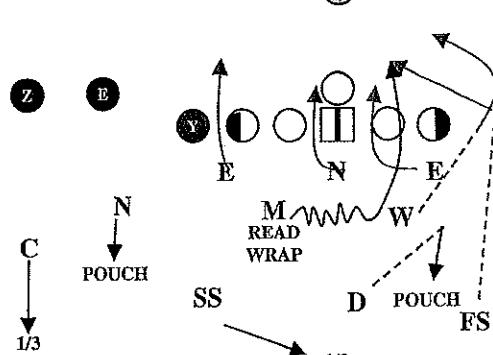
SPREAD



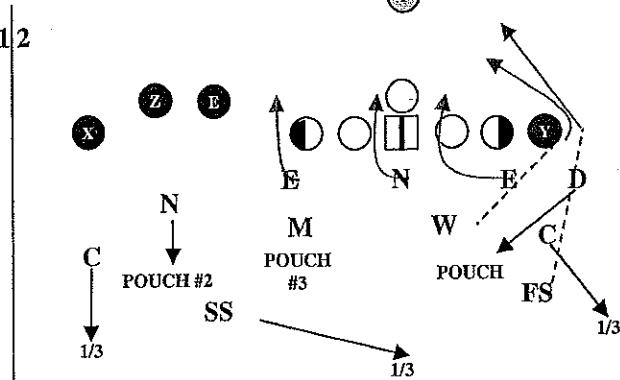
Position	Align	Tech	Key	Run To	Run Away	Pass
Left End	5 Tech.	Base	Tackle	C gap	C gap	Contain
Nose	0 Tech.	Cut	GUARD	A gap	A gap	Work A to B
Right End	5 Tech.	Long Stick	Tackle	A gap	A gap	Penetrate A
Nickel	2x7 I/S #2 (SHOW 4 MAN)	Poach	QB	Lever	Lever	Seam Defender
Mike	30 Tech.	Wrap To Add On	Triangle	Spill	Spill	Add On Wrap
Will	30 Tech.	Blitz	Ball	Spill	Chase	Contain Blitz
DIME	Stem 2x7 I/S #2	Poach	QB	Lever	Lever	Seam Defender
Strong Safety	1x10 I/S #2 (SHOW 4 MAN)	Read 1/3	QB	Cutback	Cutback	Cheat MOF
Free Safety	1x10 I/S #2 (SHOW 4 MAN)	Blitz Contain	Ball	Lever / Contain	Blitz / Cutback	Chase Blitz
Field Corner	Show 4 Man	Press Bail	QB	Stack	Fold	Read 1/3
Bdy. Corner	Show 4 Man	Press Bail	QB	Stack	Fold	Read 1/3

DIME CELTICS HOT

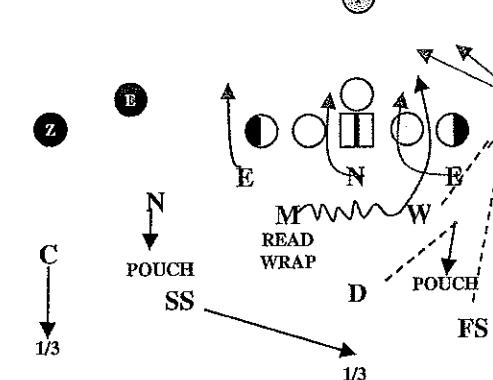
PRO TRIP



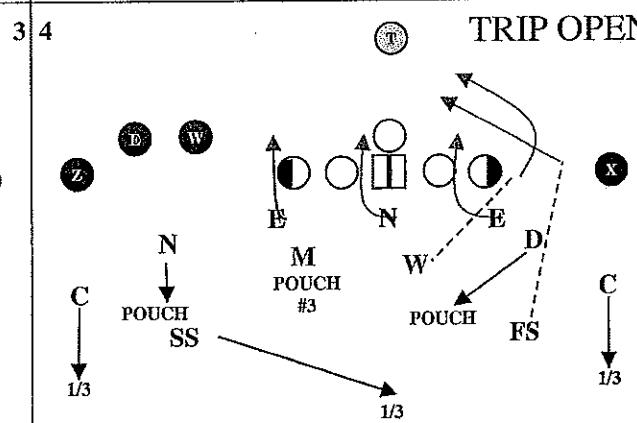
TRIP



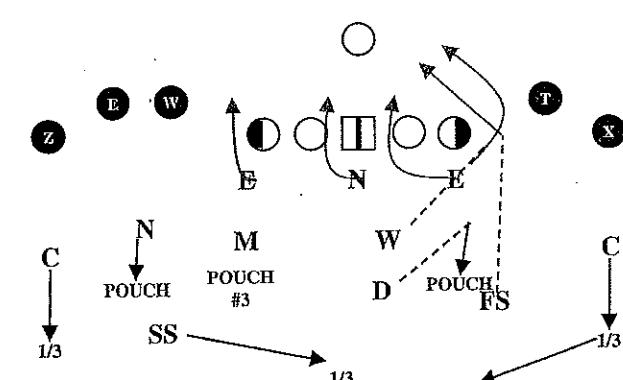
DOUBLE SLOT



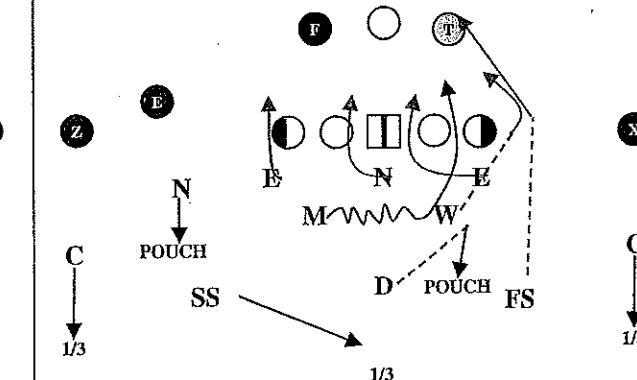
TRIP OPEN



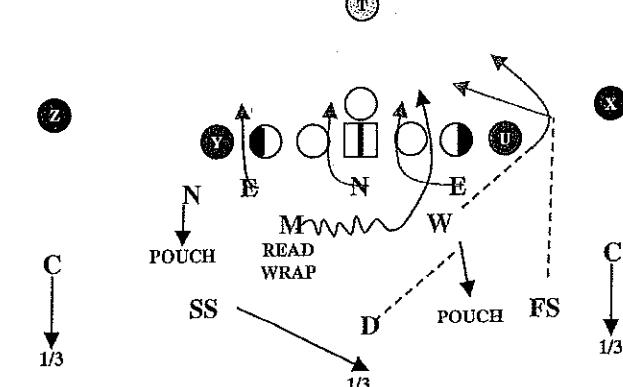
EMPTY



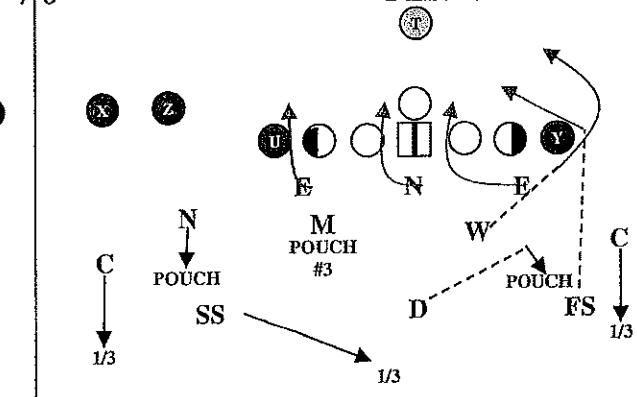
TWIN OPEN



DOUBLE FLANKER

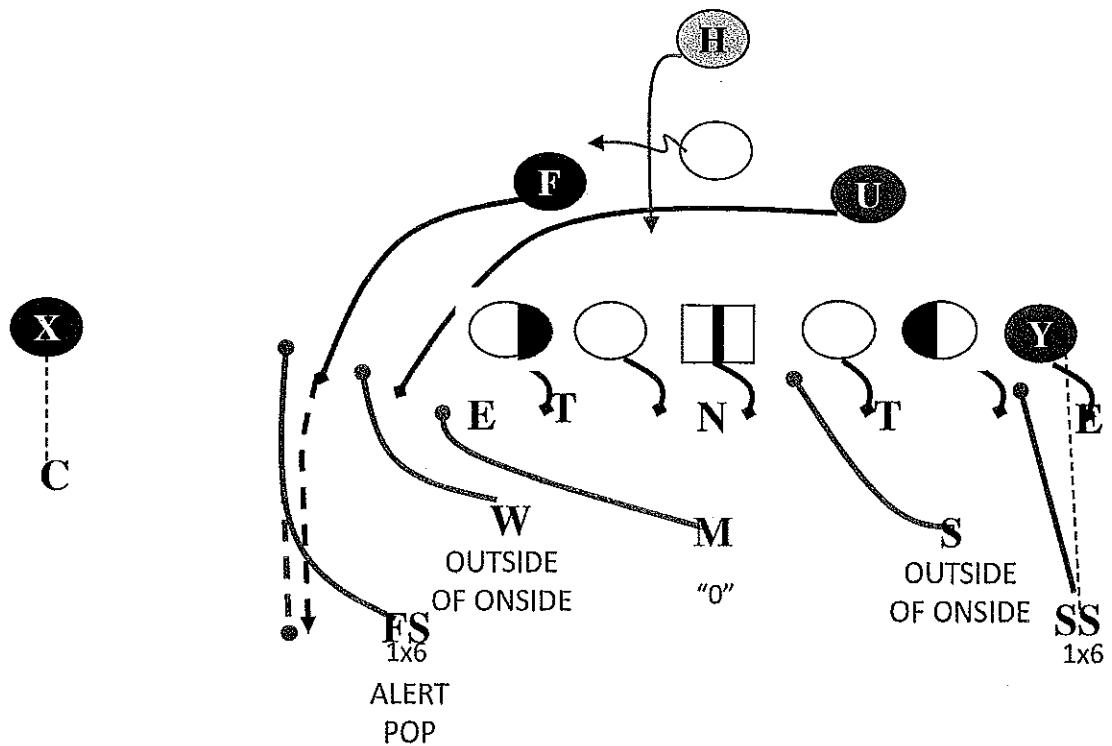
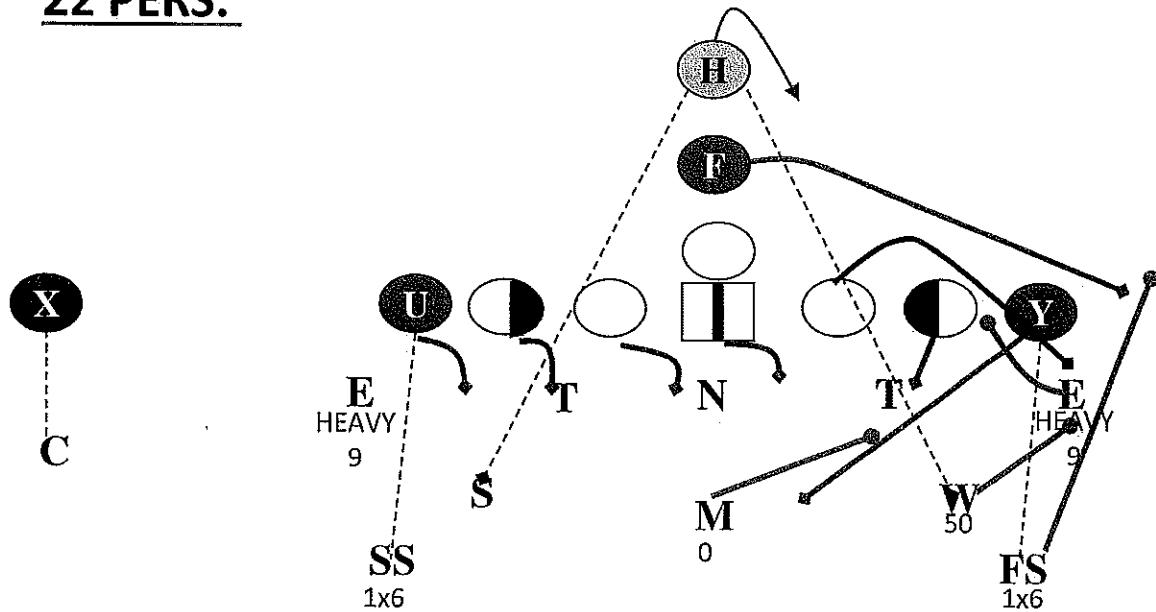


FLANKER TWIN



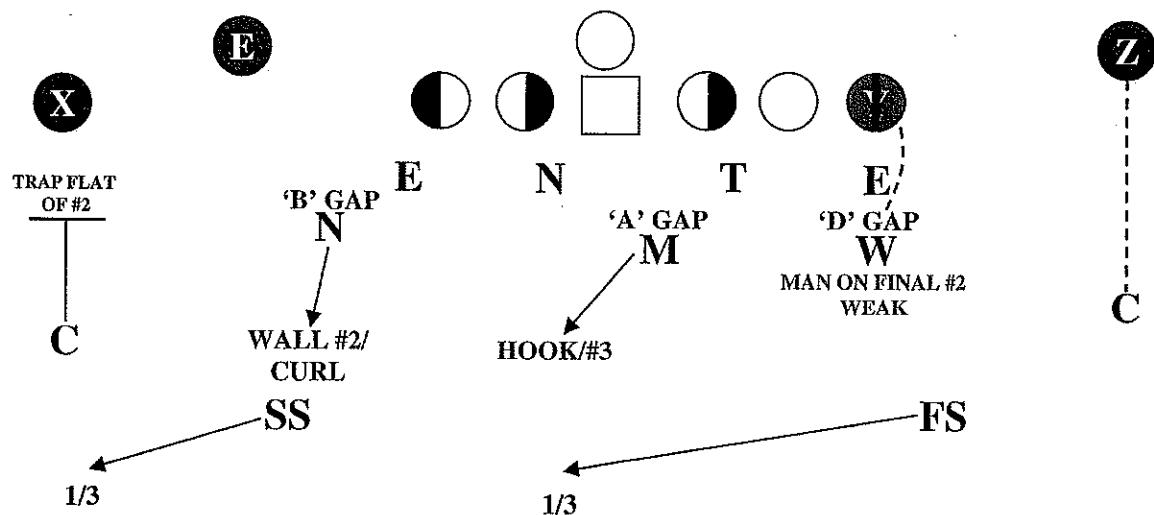
GRIZZLY (CHEAT)

22 PERS.



OVER SAINT

**SPREAD
(SHOW PALMS)**

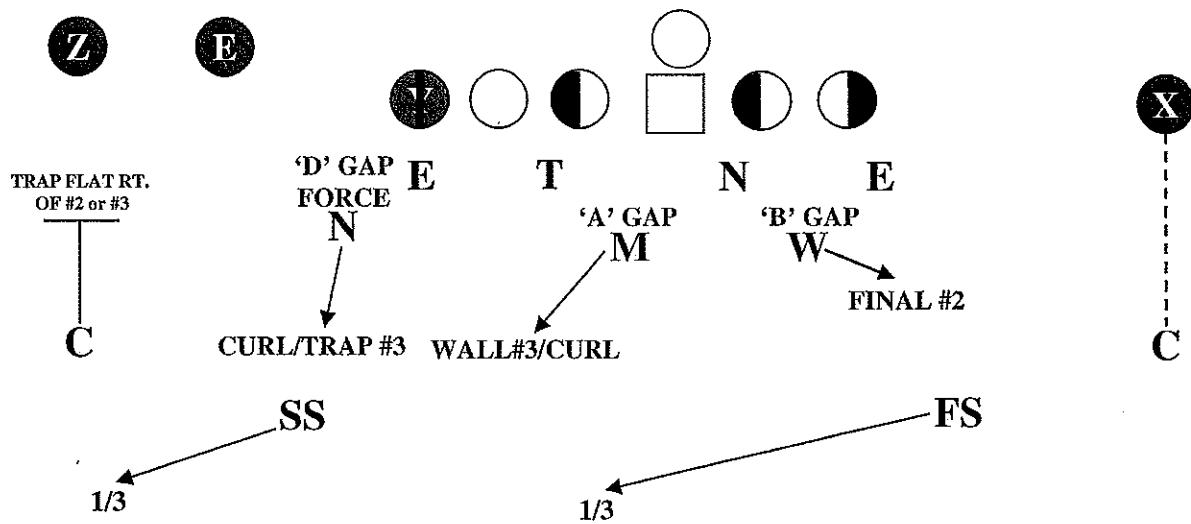


<u>Position</u>	<u>Align</u>	<u>Key</u>	<u>Run To</u>	<u>Run Away</u>	<u>Pass</u>
Left End	5 Tech.	Tackle	C gap	C gap	Contain
Nose	2I Tech.	Guard	A gap	A gap	A to Balance Rush
Tackle	3 Tech.	Guard	B gap	B gap	2-way Go
Right End	6 Tech.	TE	C gap	C gap	Contain
Nickel	Midpt #2 & OT (Pack it In)	OT Triangle	B gap/ Lever	B gap/ Cutback	Wall #2/ Curl
Mike	A gap	Triangle	A gap/ Spill	A gap/ Cutback	Hook/#3
Will	Stack D gap	TE	D gap/Force	D gap/ Cutback	Man/Man TE (Let under go)
Strong Safety	12 yds. Deep Hash + 2	QB to #1	Secondary Force	Fold	Deep 1/3
Free Safety	12 yds. Deep over ball	Triangle	Cutback	Cutback	Middle 1/3
Field Corner	Press to 7 inside	QB to #1	Force	Fold	Flat
Bdy. Corner	Press to 8 inside	QB to #1	Stack	Fold	Deep 1/3

OVER SAINT



**PRO TRIP
(SHOW BUFFALO)**



Position	Align	Key	Run To	Run Away	Pass
Left End	6 Tech.	TE	C gap	C gap	Contain
Nose	2I Tech.	Guard	A gap	A gap	A to Balance Rush
Tackle	3 Tech.	Guard	B gap	B gap	2-way Go
Right End	5 Tech.	Tackle	C gap	C gap	Contain
Nickel	midpt #2 & TE (Pack it In)	TE Triangle	D gap/ Force	D gap/ Cutback	Curl/Trap #3
Mike	A gap	Triangle	A gap/Spill	A gap/ Cutback	Wall #3/Curl
Will	B gap	Triangle	B gap/ Lever	B gap/ Cutback	RB or 1 st Crosser Wk.
Strong Safety	12 yds. Deep Hash + 2	QB to #1	Secondary Force	Fold	Deep 1/3
Free Safety	12 yds. Deep over ball	Triangle	Cutback	Cutback	Middle 1/3
Field Corner	Press to 7 inside	QB to #1	Force	Fold	Flat
Bdy. Corner	Press to 8 inside	QB to #1	Stack	Fold	Man/Man #1

PRO TRIP

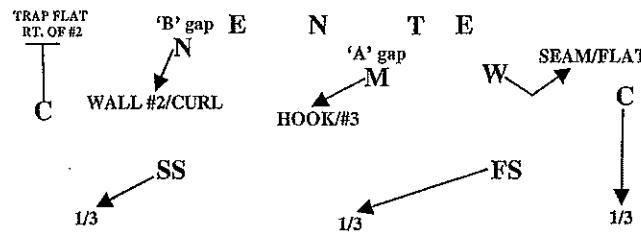
OVER SAINT

TRIP

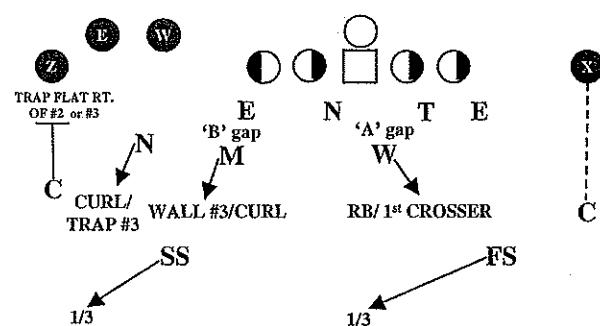
***PREVIOUS PAGE

DOUBLE SLOT

TRIP OPEN

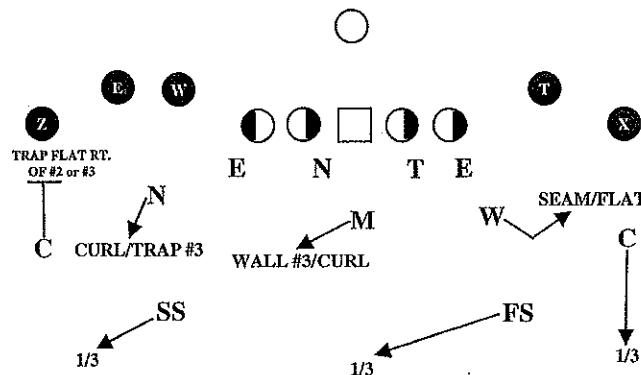


3 4

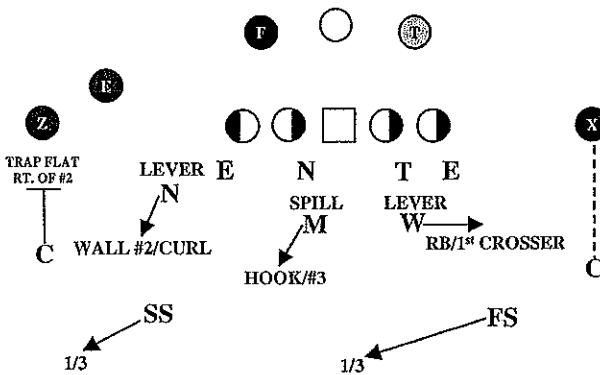


EMPTY

TWIN OPEN

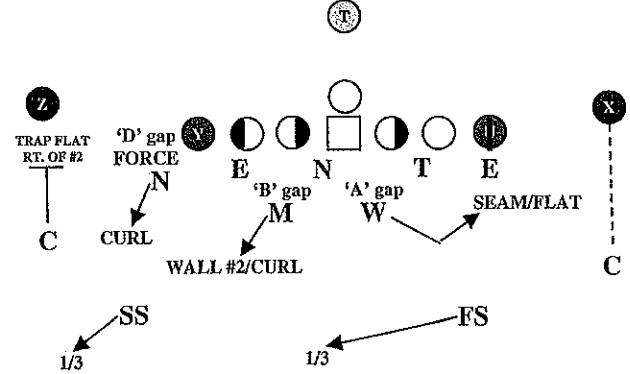


5 6

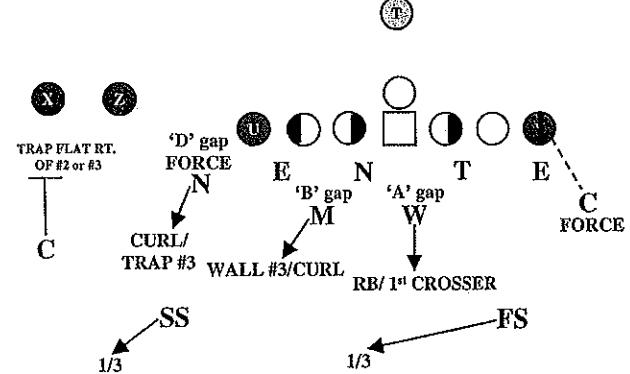


DOUBLE FLANKER

FLANKER TWIN



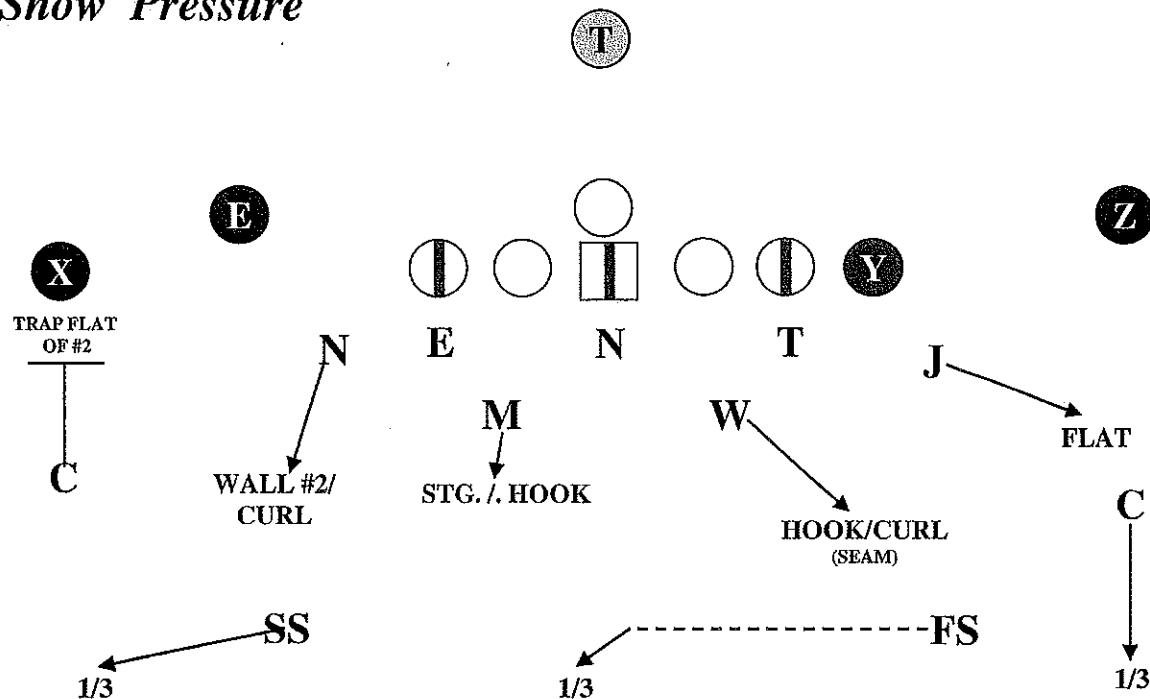
7 8



OKIE SAINT

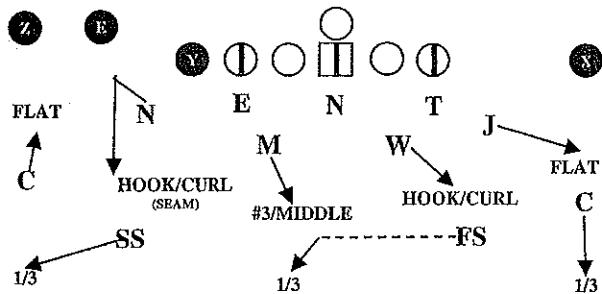
SPREAD

Show Pressure



Position	Align	Key	Run To	Run Away	Pass
End	4 Tech.	Tackle	B gap	B gap	Contain
Nose	0 Tech.	Center	A gap	A gap	2-way Go
Tackle	4 Tech.	Tackle	B gap	B gap	Contain
Nickel	Gray Area	OT Triangle	C gap/Force	C gap/ Cutback	Hook/Curl (Seam)
Mike	30 Tech.	Triangle	A gap/Spill	A gap/ Cutback	Strong Hook
Will	30 Tech.	Triangle	A gap/Spill	A gap/ Cutback	Hook/Curl (Seam)
Jack	9 Tech.	TE Triangle	D gap	D gap	Flat
Strong Safety	12 yds. Deep Hash + 2	QB to #1	Secondary Force	Fold	Deep 1/3
Free Safety	12 yds. Deep over ball	Triangle	Cutback	Cutback	Middle 1/3
Field Corner	Press to 7 inside	QB to #1	Force	Fold	Flat
Bdy. Corner	Press to 8 inside	QB to #1	Stack	Fold	Deep 1/3

PRO TRIP

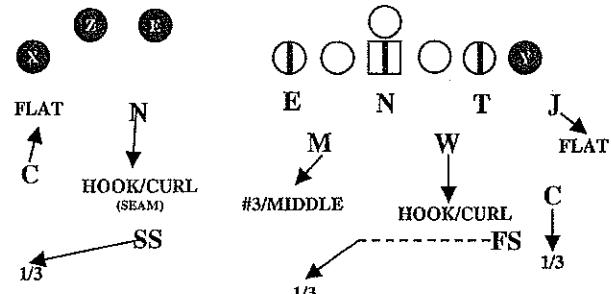


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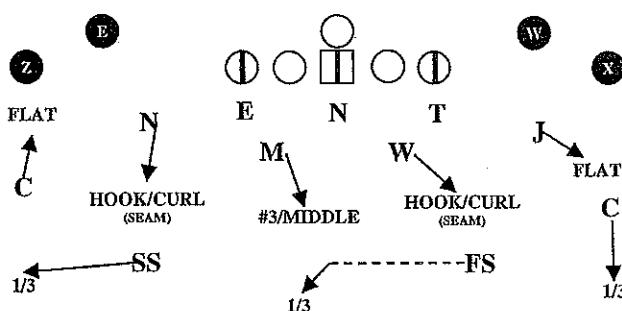
Show Pressure

1 2 Show Pressure

TRIP



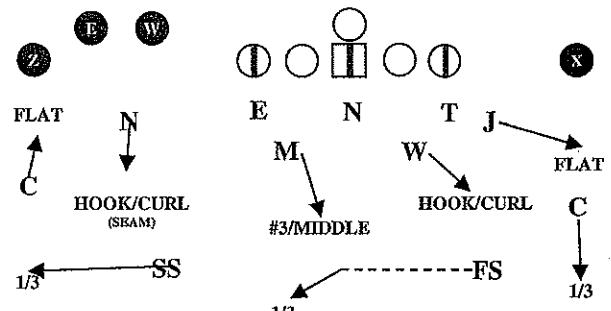
DOUBLE SLOT
SEAM ALERT



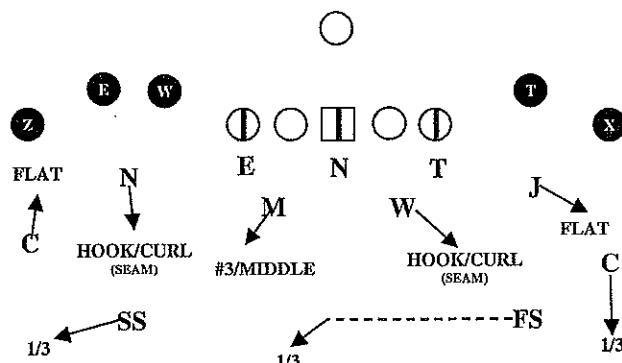
Show Pressure

3 4 Show Pressure

TRIP OPEN



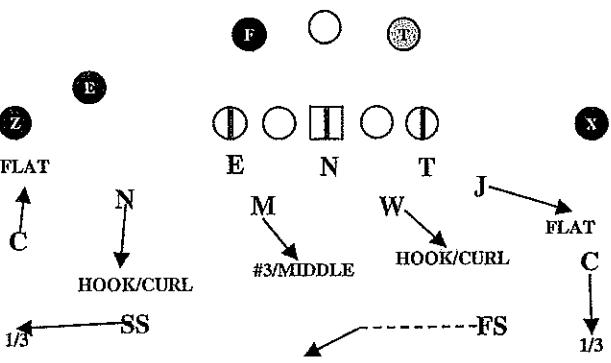
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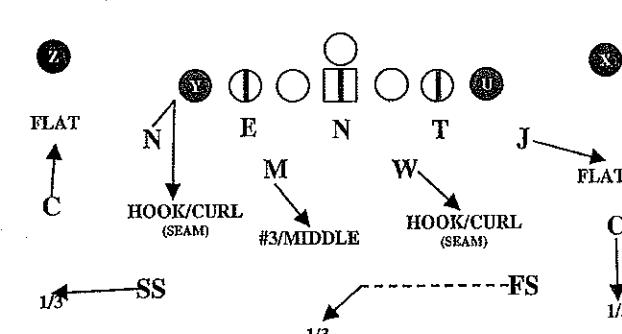
Show Pressure

5 6 Show Pressure

TWIN OPEN



DOUBLE FLANKER
SEAM ALERT



Show Pressure

7 8 Show Pressure

FLANKER TWIN

