

BEAR DEFENCE

**“If you are not living on the edge,
you are taking up too much space!”**

PHILOSOPHY OF THE BAYLOR BEAR DEFENSE

OUR BASIC DEFENSE IS AN ATTACKING STYLE. THE BEAR PHILOSOPHY ON 1ST AND 2ND DOWN IS TO STOP THE RUN AND PLAY GOOD ZONE PASS DEFENSE. WE WILL OCCASIONALLY PLAY MAN TO MAN AND BLITZ IN THIS SITUATION. ON ANY DOWN WE MAY UTILIZE DIFFERENT FRONTS OR DIFFERENT PERSONNEL GROUPS.

IN ALL SITUATIONS, WE WILL DEFEND THE INSIDE OR MIDDLE OF THE FIELD FIRST- DEFEND INSIDE TO OUTSIDE. AGAINST THE RUN, THE BEAR WILL NOT ALLOW THE BALL TO RUN INSIDE. WE WANT TO FORCE THE BALL OUTSIDE. AGAINST THE PASS, THE BEAR WILL NOT ALLOW THE BALL TO BE THROWN DEEP DOWN THE MIDDLE OR INSIDE. WE WANT TO FORCE THE BALL TO BE THROWN SHORT AND/OR OUTSIDE.

THE TRADEMARK OF THE BAYLOR BEAR DEFENSE IS AGGRESSIVENESS AND PHYSICAL PLAY. WE WILL BE PHYSICALLY STRONG AT THE LINE OF SCRIMMAGE AND WILL HUSTLE AND PURSUE RELENTLESSLY. WE WILL BE HARD AND SURE TACKLERS. THE BAYLOR BEAR WILL BE SUCCESSFUL ON DEFENSE IF WE GIVE 100% PHYSICAL EFFORT AND DO NOT MAKE MENTAL MISTAKES. TO ELIMINATE MENTAL ERROR, WE MUST FULLY UNDERSTAND THE CONCEPT OF THE DEFENSE AND BE DISCIPLINED TO PLAY THE DEFENSE CALLED. WE WILL NOT ALLOW BIG PLAYS AGAINST US.

THE BEAR DEFENSE MUST PERFORM EFFICIENTLY INSIDE OUR 20 YARD LINE (RED AREA) AND ON THE GOAL LINE. WE CANNOT ALLOW OUR OPPONENETS TO RUN THE BALL INTO THE END ZONE. WE WILL HAVE A GOOD RUN DEFENSE WITH TIGHT PASS COVERAGE. WE WILL PREVENT TOUCH-DOWNS AND FORCE FIELD GOAL ATTEMPTS BY PLAYING GOOD TEAM DEFENSE.

DEFENSIVELY, WE MUST ADAPT TO EVERY SITUATION THAT PRESENTS ITSELF AND EXECUTE SUCCESSFULLY. THIS REQUIRES GOOD COMMUNICATION, TEAM WORK, AND OFTEN PERSONNEL SUBSTITUTION. DEFENSIVE SITUATIONS THAT OCCUR REGULARLY ARE: 2ND AND LONG, 3RD DOWN, 4TH DOWN, 2 MINUTE, SHORT YARDAGE, CONSERVING TIME, PROTECTING A LEAD, OPPONENT BACKED UP, AND NO HUDDLE. WE WILL PREPARE FOR AND HANDLE THESE CRUCIAL SITUATIONS.

FINALLY, OUR JOB IS TO TAKE THE BALL AWAY FROM THE OPPONENTS' OFFENSE AND SCORE OR SET UP GOOD FIELD POSITION FOR THE BEAR OFFENSE. WE MUST KNOCK THE BALL LOOSE, FORCE MISTAKES, AND CAUSE TURNOVERS. TURNOVERS WIN GAMES! WE WILL BE ALERT AND AGGRESSIVE AND TAKE ADVANTAGE OF EVERY OPPORTUNITY TO COME UP WITH THE BALL.

**- OFFENSE WINS GAMES -
- DEFENSE WINS CHAMPIONSHIPS -**

TERMINOLOGY

AGGIE – ALIGNMENT BY SAM THAT MOVES HIM OUT OF THE BOX ON A # 2 RECEIVER OR A FLANK FORMATION

ANCHOR- CORNER DOES NOT FLIP. STAY SPLIT.

ATTACK – TECHNIQUE USED IN PRESS-MAN WITH A LOCK CALL IN CLOUD (DIRECT SAFETY HELP)

BAIL – SHOW BUMP MAN AND TURN AND RUN OUT AT OR JUST PRIOR TO SNAP

BANJO – DEFENDERS PLAY IN AND OUT ON RECEIVERS

BANJO- COVERAGE TECHNIQUE COVER 4, DICTATES 2 ON 2 COVERAGE (IN AND OUT)

BOSS – BACKERS OVER STRONG IN ALIGNMENT

BOW - BACKERS OVER WEAK IN ALIGNMENT

BRACKET - CALL BY ROVER IN COVER 1, ROVER WILL HELP COVER X-RECEIVER INSIDE AND

BUNCH – 3 RECEIVER ALIGNMENT SPREAD OUT FROM THE FORMATION.

CAP- CONTAIN AND PEEL

CAT – ALIGNMENT BY ROVER THAT MOVES HIM OUT OR BOX ON A # 2 OR # 3 RECEIVER. BACKER ALIGN WEAKS

CATCH – TECHNIQUE WHERE DB IS OFF AND CATCHES THE RECEIVER THEN TRIALS HIM

CLUB – HUDDLE CALL WITH WEAK CB AND WILL BACKER PLAYING MAN UNDERNEATH WITH ROVER OVER THE TOP VS. # 3 REC. WEAK MIKE ADDS IN WITH POSSIBLE READ CALL.

CLOUD – MADE BY ROVER IN PASSING SITUATIONS. ROVER WILL PLAY DEEP HALF COVERAGE. CORNER MUST MAKE A BANJO CALL TO THE WILL BACKER ON TITE-SPLITS.

CLUSTER – 3 RECEIVER ALIGNMENT TIGHT TO THE CORE OF THE FORMATION

COMBO – CALL BY F/S IN COVER 1, ITS 3 ON 2 COVERAGE WITH SAM, MIKE, AND F/S

COP- CORNER ON POST, SAFETY TAKES OVER ROUTE.

CUT - ROVER COVER #2 RECEIVER WEAK MAN TO MAN. IN RUN SITUATIONS.

CUT – CALL BY ROVER IN COVER 1, ROVER WILL COVER #2 RECEIVER MAN AND THE WILL LINEBACKER HELP COVER X-RECEIVER INSIDE AND UNDERNEATH

EAT- EDN HAS TE MAN TO MAN

FIELD CALL – SET THE STRENGTH TO THE FLIED REGARDLESS OF FORMATION.

FIRE – BOTH RB'S FLOW STRONG

FLOOD – BOTH RB'S FLOW WEAK

GAPS – ALL DEFENSIVE LINE MAN GET IN YOUR GAPS AND PASS RUSH.

HEAVY – TERM USED TO DECLARE UNBALANCED FORMATION

INCH – TECHNIQUE USED IN PRESS-MAN

INK – INSIDE LEVERAGE TECH ON RECEIVER.

KEY – MADE BY F/S VERSUS A OPEN SET, SLOT OR FLEX-Y. F/S AND SAM LB READS #2 RECEIVER CORNER MUST PLAY OFF AND INSIDE # 1 RECEIVER – MIKE HAS BACK.

LEVERAGE – POSITION OF DB ON RECEIVER. INSIDE OR OUTSIDE. (INK OR ORK)

LOCK – F/S CALL TO SAM AND MIKE VS. FLANK FORMATION TO MAKE SAM AND MIKE COVER THEM MAN TO MAN. CB CALL TO WILL IN CLOUD OR ANOTHER CORNER VS. TWINS.

MAW – MIKE AND WILL

MAX – ATTACHED TO SIX-MAN PRESSURE TO GET SEVEN. (I.E. STORM MAX)

MOW – MIKE OR WILL

ORK – OUTSIDE LEVERAGE TECH ON RECEIVER.

OSKI – CALL MADE BY DEFENDER AFTER INTERCEPTION

SET – TACKLE TO SIDE OF RB VS. GUN QUEEN AND KING ALIGN IN 3-TECH.

SMASH – SAM AND MIKE

SOLID – SAM LINE BACKER ON THE LINE WITH 5-TECHNIQUE INSIDE BY END

STEP & REPLACE – TECHNIQUE USED IN PRESS-MAN

SWITCH – F/S CALL TO CORNER VS. MOTION. CB TO CB CALL VS. TWINS

TRAIL – MAN TECHNIQUE USED IN CLOUD OR DIRECT SAFETY HELP. DB PLAYS UNDER REC.

TRAVEL – (SUPER CALL) CORNER ADJUST TO MOTION OR FORMATION IN MAN COVERAGE. FLIP UNDERNEATH WITH CB OUTSIDE AND OVER-TOP

UPS – USE, CONTAIN, & PEEL CALL TO ENDS ON PRESSURE STUNTS IN THE MIDDLE OR AWAY FROM THE UPS END.

USE – CALL FOR END TO USE UP TACKLE ON 2ND LEVEL PRESURES

WAR – WILL AND ROVER IN REGULAR PERSONNEL WITH COVER 0

WHIP – TACKLES IN 2-TECHNIQUES, ENDS IN 6-TECH AND SAM & WILL ALIGN IN 8-TECH. THIS CHECK VS. ACE FORMATION.

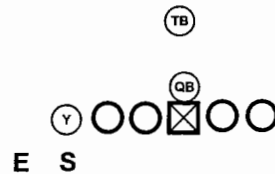
WIDE – CALL SIDE END ALIGN IN A 8-TECHNIQUE WITH THE SAM OVER THE TE

YOU CALL – REMOVED BLITZER PASS THE PRESSURE TO NEXT INSIDE GUY ONCE HE IS REMOVED BY FORMATION

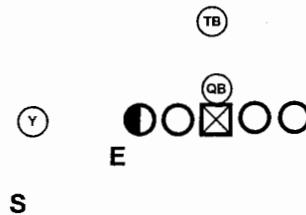
ZORRO – MADE BY ROVER OR NICKEL VS. TREY OR TRIPS. BACKSIDE SAFETY (ROVER) WILL TAKE #3 VERTICAL OR OVER.

31 WIDE - BASE ALIGNMENT & BLOCKS

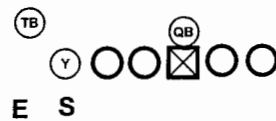
- 1). Strong End - Plays 8-tech 1x1 outside
(Y) TE D-gap Responsible



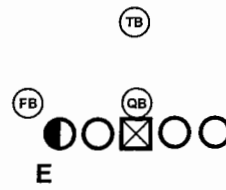
- 2). Strong End - Wide off vs. TE Flex
Play 5-tech.



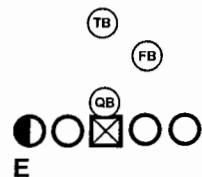
- 3). Strong End- Align as 8-Tech D-gap



- 4). Strong End - Wide is off play 5-tech
C-Gap responsible.



- 5). Strong End- Wide is off play 5-tech



FRONTS

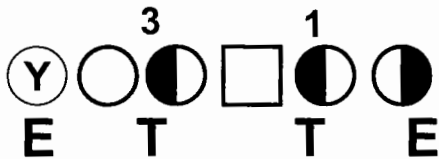
DEFENSIVE FRONTS CALLS

1. The Fronts are called by 2 digit numbers. The 1st number is Tackle alignment. The 2nd digit is Nose alignment. (31, 13, 22, 11)
2. Word attached to fronts are- Defensive Ends (Wide, Solid, & Hammer) (22 WHIP VS. ACE) (Field)
3. Slant or Movements (Army, Tank, Slant, Gaps and Jet)
4. Set Call aligns the 3-Technique to the side of the Running Back in Gun King or Queen.

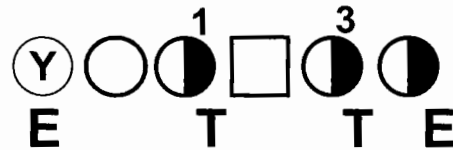
DECLARATION RULES:

1. To TE vs. 1 TE
2. 2 TE to Starting TE
3. No TE to Passing Strength
4. Even formation (i.e. 2x2) to Wideside or Left
5. Ball in Middle of the Field - Declare to the Left

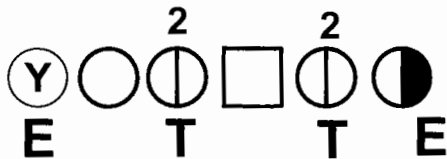
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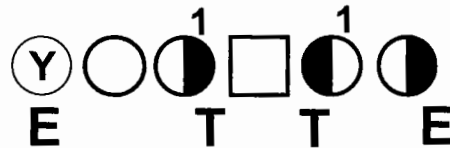
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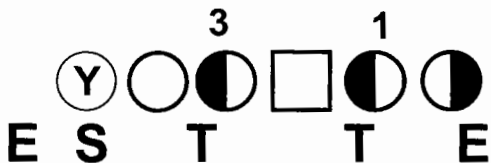
22



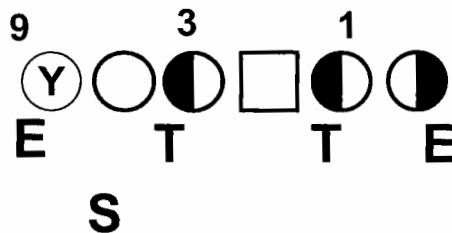
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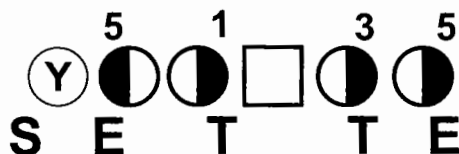
31 WIDE



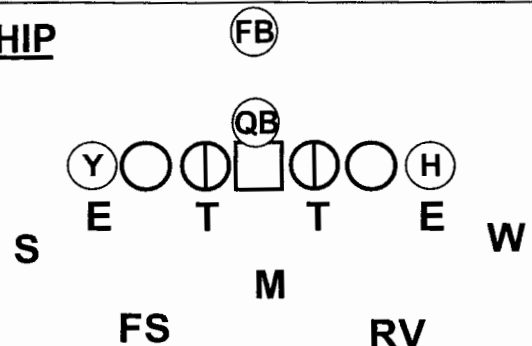
31 HAMMER



13 SOLID

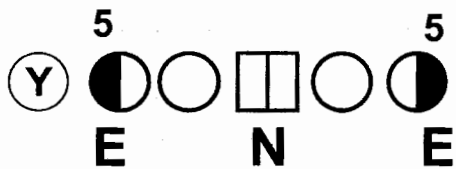


22 WHIP

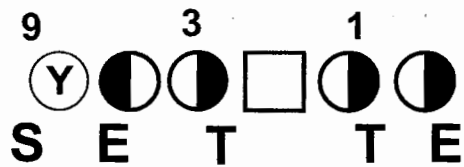


FRONTS CONTINUED:

NICKEL 55



13 SOLID



22 INSIDE TWIST (NOSE TWIST OR TACKLE TWIST)

CONCEPT - A good run stop inside stunt, involving the nose and tackle. Each Lineman will exchange gap responsibilities on the snap.

RUN RESPONSIBILITY -Both A-Gaps



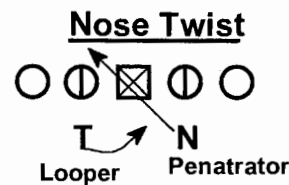
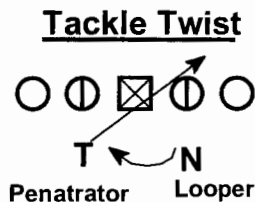
TWIST ASSIGNMENTS:

PENETRATOR = First lineman to Attack

LOOPER = Second lineman to enter into the stunt

Nose Twist = Nose is the penetrator

Tackle Twist Tackle is the penetrator



TECHNIQUES TO BE APPLIED:

1. Blind Technique or Read Technique

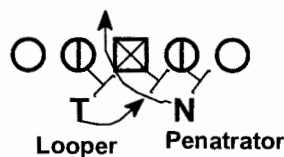
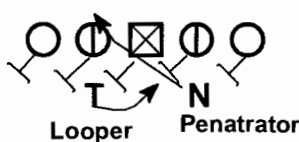
BLIND TECHNIQUE:

- Designated Penetrator
- Designated Looper

COACHING POINTS:

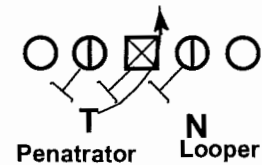
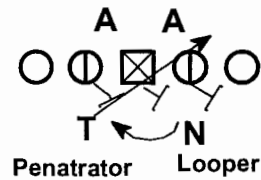
Penetrator- must secure the opposite A-Gap regardless of the Blocking Scheme.

Looper - Fall Behind the penetrator
Nose Twist Blind Technique



**Nose Cross Face The
Center's Block**

Tackle Twist Blind Technique



Tackle Cross Face The
Center's Block

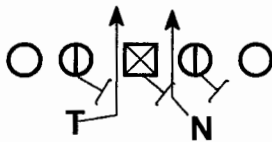
READ TECHNIQUE:

- Designated Penetrator
- Reactive or Read Looper & Penetrator

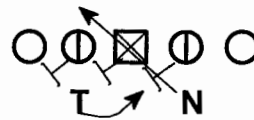
COACHING POINTS:

BOTH LINEMAN READ AND REACT TO THE BLOCK OF THE CENTER, ON THE SNAP OF THE BALL

NOSE TWIST "READ TECHNIQUE"

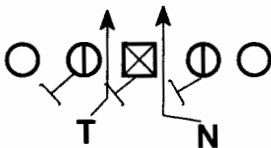


Center Blocks
to the Penetrator
stay in A-Gaps

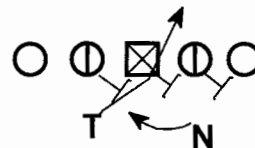


Center Blocks
away from the Penetrator
Continue to run stunt

TACKLE TWIST "READ TECHNIQUE"



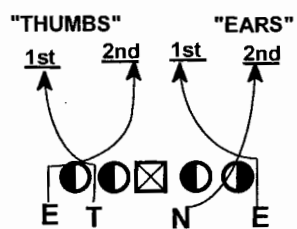
Center Blocks
to the Penetrator
stay in A-Gaps



Center Blocks
away from the Penetrator
Continue to run stunt

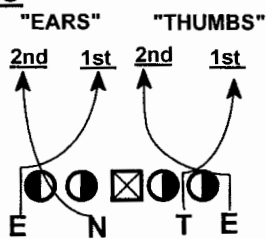
DEFENSIVE FRONT GAMES & STUNTS

31 GAMES



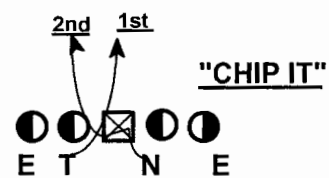
Left Call

31 GAMES



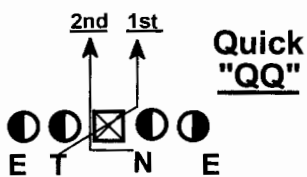
Right Call

31 TWIST



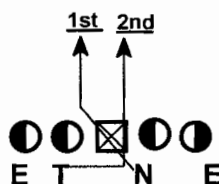
Left Call

31 TWIST



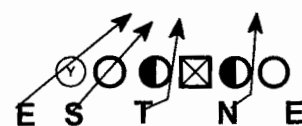
Left Call

31 NOSE



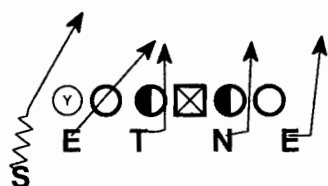
Left Call

31 WIDE SICEM



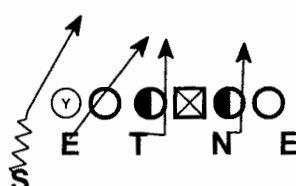
Left Call

31 ARMY SAM



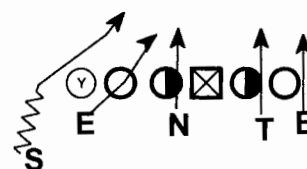
Left Call

31 SAM



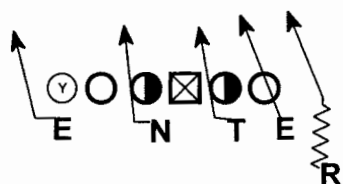
Left Call

13 SAM



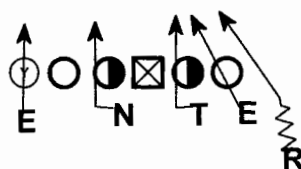
Left Call

13 TANK RAT



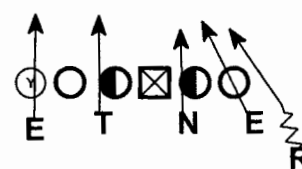
Left Call

13 RAT



Left Call

31 RAT



Left Call

"EARS"-END FIRST

"THUMBS"-TACKLES FIRST

OFFENSIVE PERSONNEL GROUPS

* Personnel groupings will be defined by a two digit number with the first number representing the # of RB's in the game and the second # representing the # of TE's in the game.

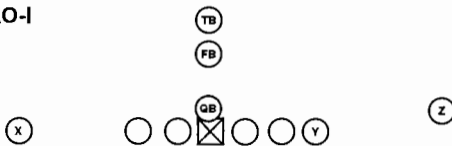
21 = 2 RB, 1 TE
10 = 1 RB, 0 TE
20 = 2 RB, 0 TE
32 = 3 RB, 2 TE
31 = 3 RB, 1 TE
11 = 1 RB, 1 TE

12 = 1 RB, 2 TE
30 = 3 RB, 0 TE
23 = 2 RB, 3 TE
13 = 1 RB, 3 TE
01 = 0 RB, 1 TE
00 = 0 RB, 0 TE

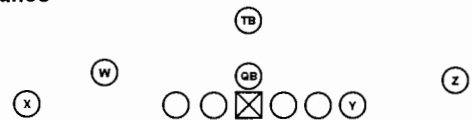
22 = 2 RB, 2 TE

FORMATIONS QB UNDER

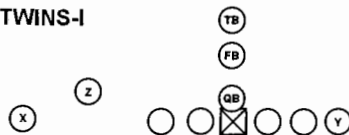
PRO-I



Balance



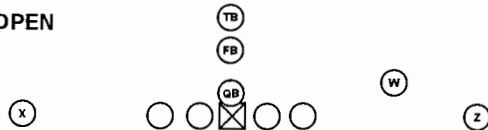
TWINS-I



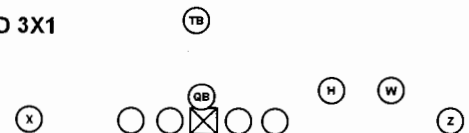
3 TO WILL



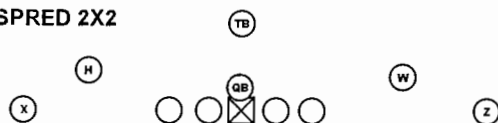
OPEN



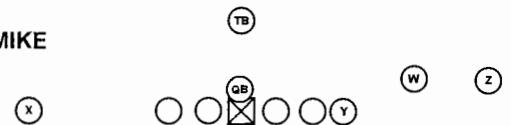
SPREAD 3X1



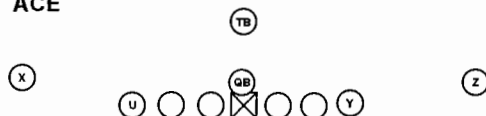
SPRED 2X2



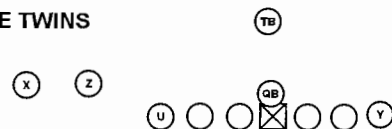
3 TO MIKE



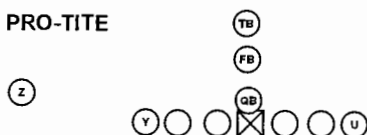
ACE



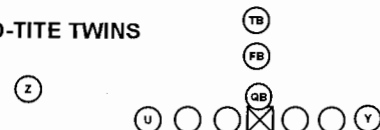
ACE TWINS



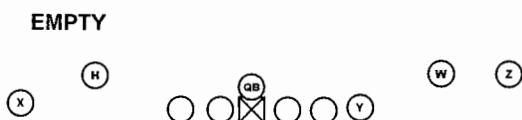
PRO-TITE



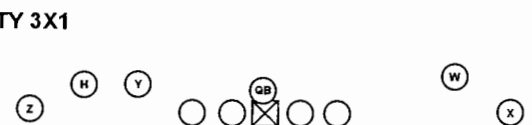
PRO-TITE TWINS



EMPTY

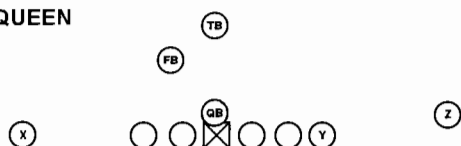


EMPTY 3X1

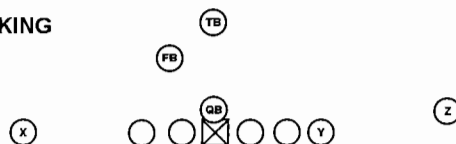


SPLIT, OFF-SET BACKFIELD & GUN FORMATIONS

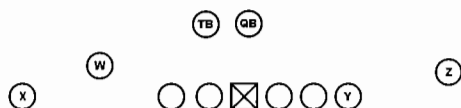
PRO-QUEEN



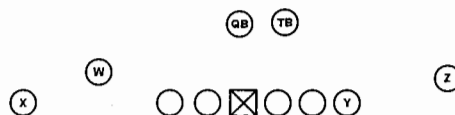
PRO-KING



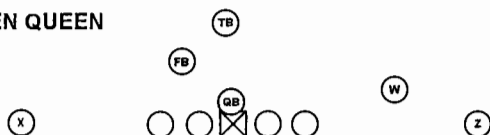
BALANCE GUN QN



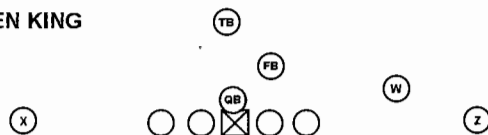
BALANCE GUN KG



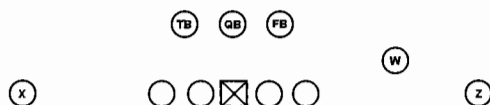
OPEN QUEEN



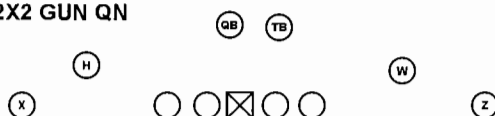
OPEN KING



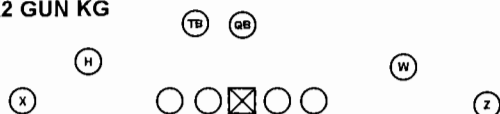
SPLIT GUN OPEN



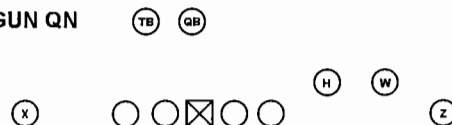
2X2 GUN QN



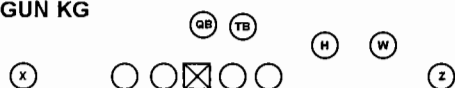
2X2 GUN KG



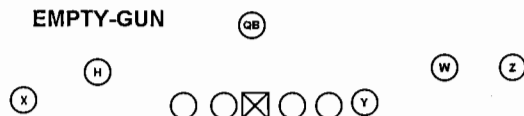
3X1 GUN QN



3X1 GUN KG



EMPTY-GUN



BACK-FIELD TERMINOLOGY

KING - Full Back or Tail Back in Gun off set strong (to the call side)

QUEEN- Full Back or Tail Back in Gunn off set Weak (away from call side)

GUN- Quarterback not under center

SPLIT- Both Backs in the Back-Field and separated

EMPTY- No running backs in the backfield

I-BACKS- Running back behind quarterback when QB is under center.

OFFENSIVE FORMATIONS & PERSONNEL GROUP

21 PERSONNEL = 2 RB 1 TE & 2 REC. (Regular)

21 Personnel Pro I	21 Personnel Twins	21 Personnel Pro Queen
21 Personnel Pro King	21 Personnel Pro Y-Off	21 Personnel Pro Y-Flex

11 PERSONNEL = 1 RB 1 TE & 3 REC. (Miami)

11 Personnel Balance	11 Personnel 3 To Mike	11 Personnel 3 To Will
11 Personnel Balance Gun Qn	11 Personnel Balance Gun Kg	11 Personnel 3 To Will Bunch

10 PERSONNEL = 1 RB 0 TE & 4 REC. (Spread)

10 Personnel 2x2 Gun	10 Personnel 3x1 Gun Queen	10 Personnel 3x1 Bunch
---	---	---

OFFENSIVE FORMATIONS CONTINUED:

20 PERSONNEL = 1 RB 0 TE & 3 REC.(Open)

<p><u>20 Personnel</u> T <u>Open</u></p>	<p><u>20 Personnel</u> T <u>Open Qn</u></p>	<p><u>20 Personnel</u> T <u>Open Kg</u></p>
--	---	---

12 PERSONNEL = 1 RB 2 TE & 2 REC.(Ace)

<p><u>12 Personnel</u> T <u>Ace</u></p>	<p><u>12 Personnel</u> T <u>Ace Twins</u></p>	<p><u>12 Personnel</u> T <u>Ace Flank</u></p>
---	---	---

22PERSONNEL = 2 RB 2 TE & 1 REC.

<p><u>22 Personnel</u> T <u>Pro-Tite</u></p>	<p><u>22 Personnel</u> T <u>Pro-Tite Twins</u></p>	<p><u>22 Personnel</u> T <u>Pro-Tite Flank</u></p>
--	--	--

22 PERSONNEL = 2 RB 2 TE & 1 REC.

<p><u>23 Personnel</u> T <u>Rhino</u></p>	<p><u>23 Personnel</u> T <u>Rhino</u></p>	
---	---	--

00 PERSONNEL = Empty (Empty)

<p><u>00 Personnel</u></p>	<p><u>11 Personnel</u></p>	<p><u>01 Personnel</u> <u>Bunch</u></p>
-----------------------------------	-----------------------------------	--

COVER 1

Scheme: Coverage used with 4-man rush. Strong side and weak side of defense are independent of each other. Versus all trip formations combo will be the called.

Strong side Calls

Combo
Key
Robber
Special
Lock

Weak side Calls

Bracket
Cut
Zorro
Cloud
Club
Lock
Key

Rules:

Free Safety: Align to TE side. Depth and leverage depend on backfield set and down and distance. Possible calls:

Combo- Read # 2 Rec. to Z- Rec.

Key- Versus # 2 Flex. If # 2 vertical or inside play him man. Versus outside release overlap on Z- Receiver

Lock- Sam will lock #2 Man to Man. Look to help Corner with Z-Receiver.

Rover:

Align to the weak side based on backfield set. Away from call Side.

Possible Calls:

Bracket- Look to hold on x-receiver with underneath coverage

Cut- Take weak back man to man attack him on snap. Also #2 Receiver in slot Weak.

Zorro- vs. 3 strong. Drop straight back and look for deep crosser. # 3 deep.

Cloud – Used Primarily vs. Balanced or Twins. Rover plays deep ½ coverage.

Club – Huddle call puts WK Corner and Will in underneath man. # 3 weak Mike adds-in.

Corners:

Play man on all situations except flip/travel corner in combo vs. 3 to will. Most important for you is leverage on # 1 receiver and when to play bump or off-man (**Know Down & Distance**). One general rule for leverage is that any time a WR is split to the bottom of the numbers, the corner will play **ink** – inside leverage.

Possible Calls:

Combo – May bump . Outside leverage could get safety help

Bracket- May bump Outside leverage will get help from RV after short zone (1 to 6 yards)

Cut- May bump. Outside leverage will get late help Will Linebacker on inside cuts.

Key- Must play off and inside # 1 rec. Will get underneath help from Sam or F/S.

In red zone be prepared to play inside leverage to protect against the quick slants.

Sam:

Align to TE side of Call-side. If Combo called get width and depth based on # 2 rec. and #3 rec. Combo is between Sam and Mike backer with F/S over the top.

Possible Calls:

Key- Versus a Flex/Slot receiver. Align inside and back-peddle to outside leverage on snap. If #2 goes flat play him man, if # 2 goes vertical or inside turn and play underneath leverage Z-receiver.

Lock- You will play TE Man or RB that has motioned from the backfield.

Bracket- Play underneath man on Z-Receiver.

CORNER ALIGNMENT AND TECHNIQUES

This is a Man to Man coverage Corners Travel to match-up with receivers.

COVER 1:

COMBO- OUTSIDE LEVERAGE – PRESS MAN OR OFF MAN

CUT- OUTSIDE LEVERAGE – PRESS MAN OR OFF-MAN

BRACKET- OUTSIDE LEVERAGE – PRESS MAN OR OFF-MAN

CLOUD- OUTSIDE LEVERAGE REDIRECT #1 AND SEE #2 RECEIVER

KEY- INSIDE MAN ON # 1 RECEIVER.

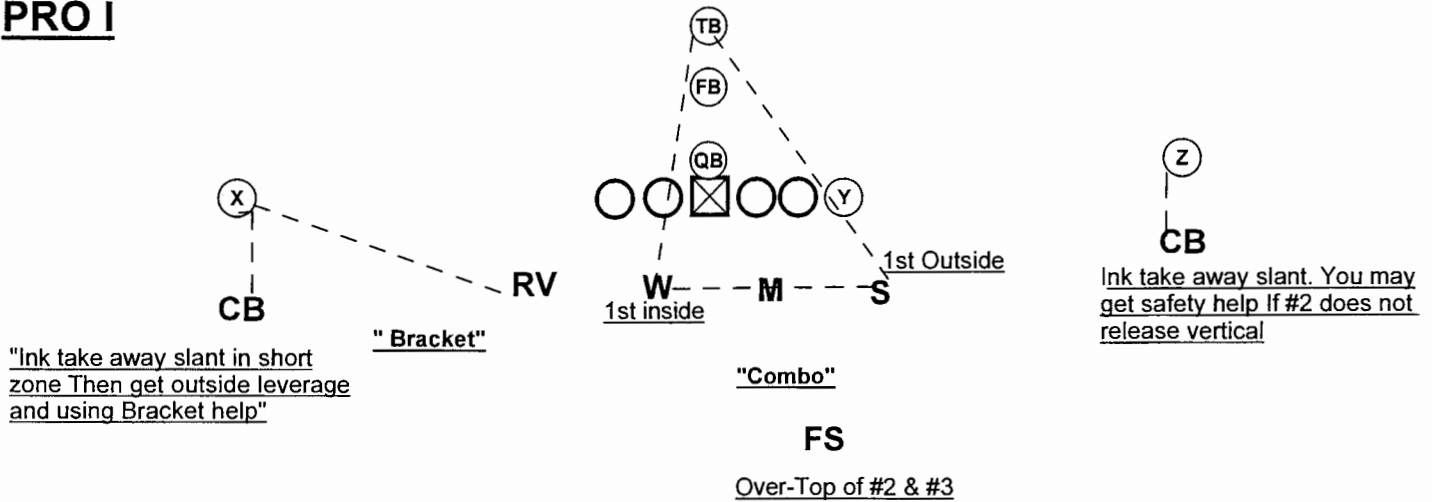
ROBBER- INSIDE MAN ON # 1 RECEIVER

KEY- INSIDE MAN ON # 1 RECEIVER.

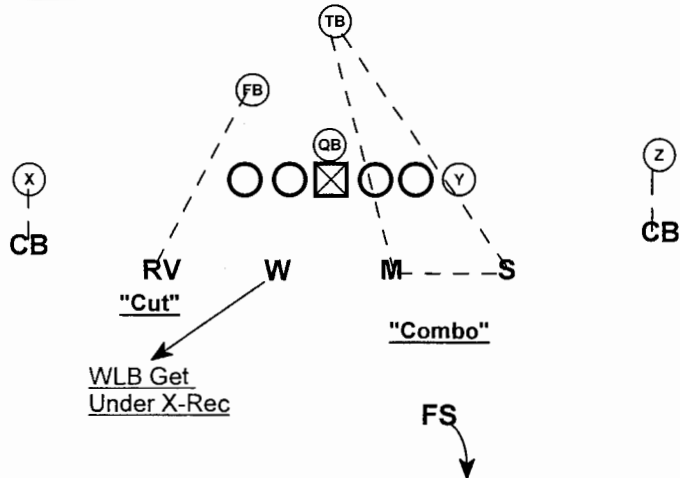
CLUB- UNDERNEATH MAN COVERAGE BY WILL AND CORNER. (WITH POSSIBLE BANJO).

COVER 1- COMBO

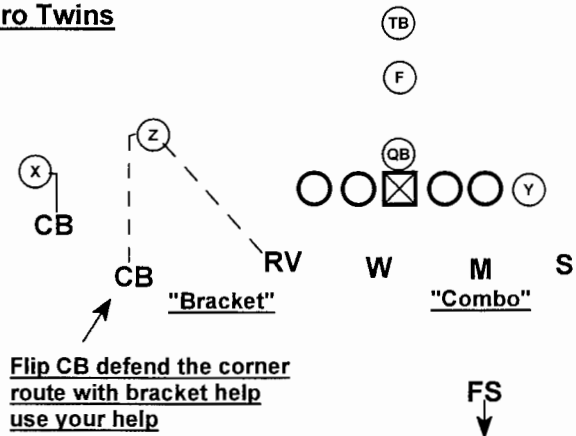
PRO I



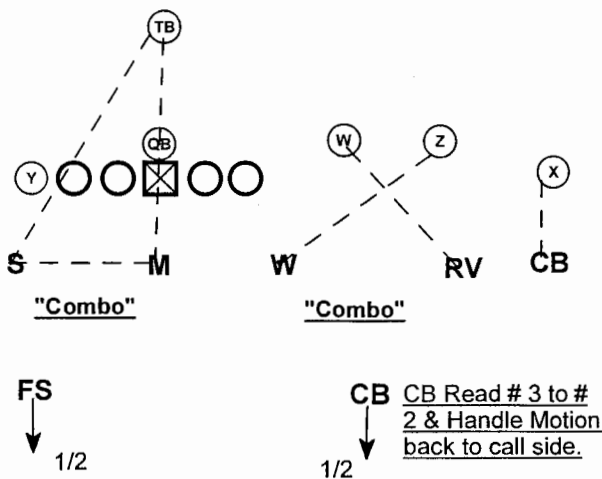
VS. QUEENS



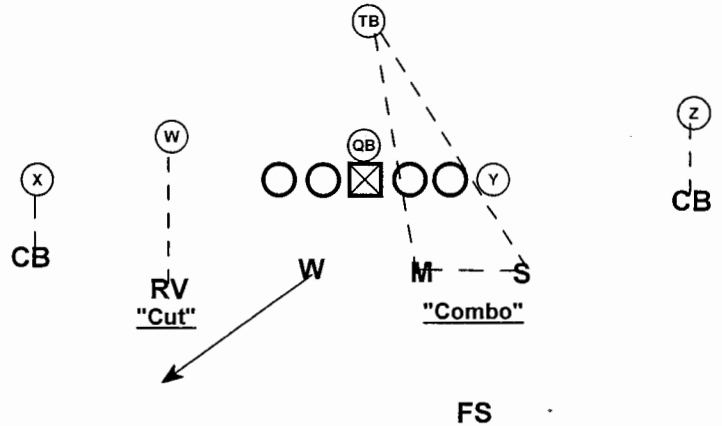
Pro Twins



VS. 3 TO WILL

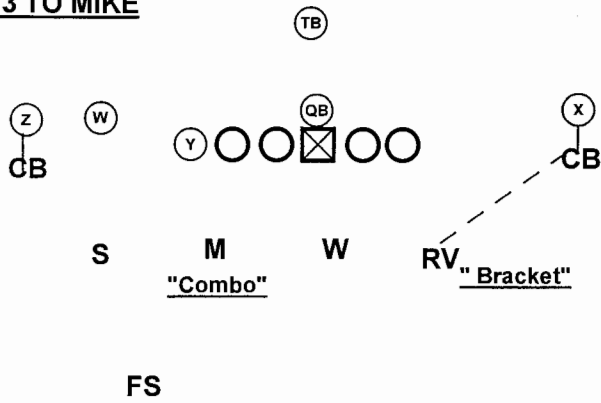


VS. BALANCE

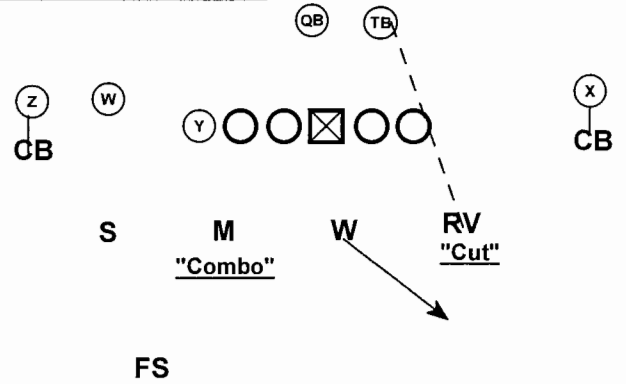


Coaching Points Cover 1 vs. Twins the corners travel and give a "super" call to box players
Versus any motion Corner get in front of receiver after he pass the center. Be ready for return motion.

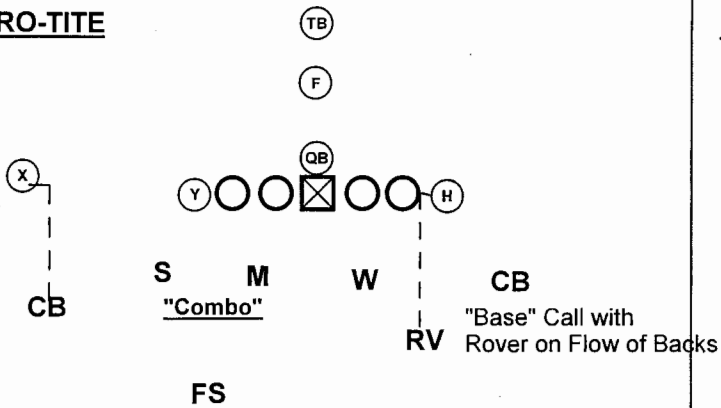
VS. 3 TO MIKE



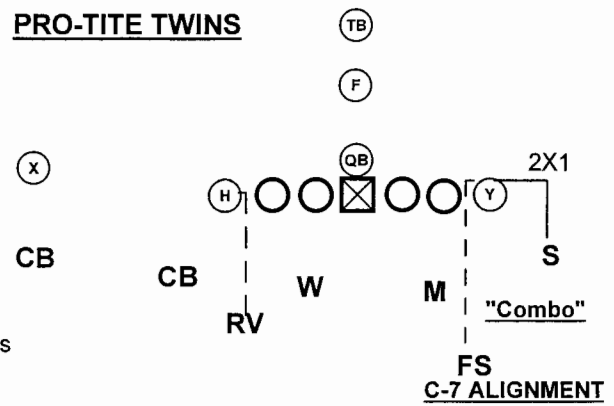
VS. 3 TO MIKE GUN QN



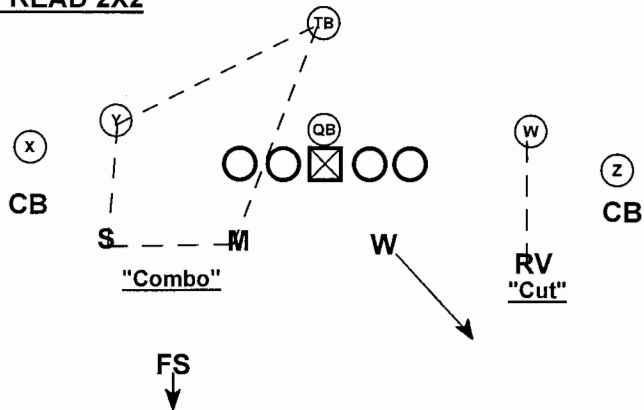
PRO-TITE



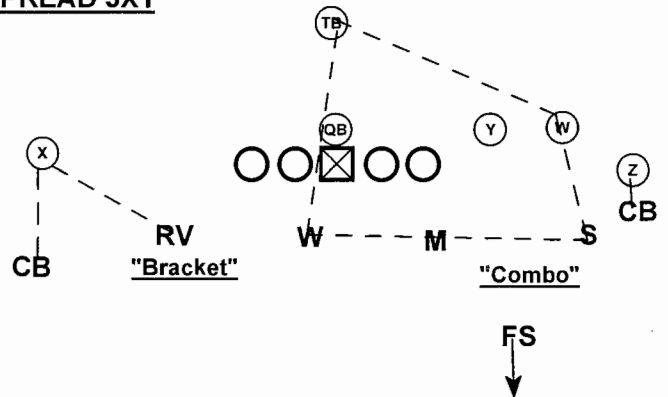
PRO-TITE TWINS



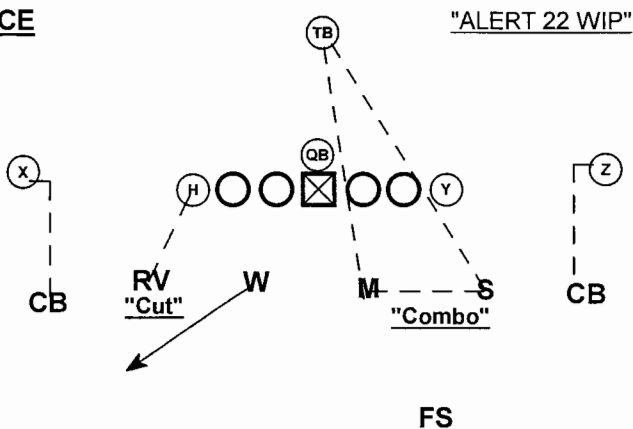
SPREAD 2X2



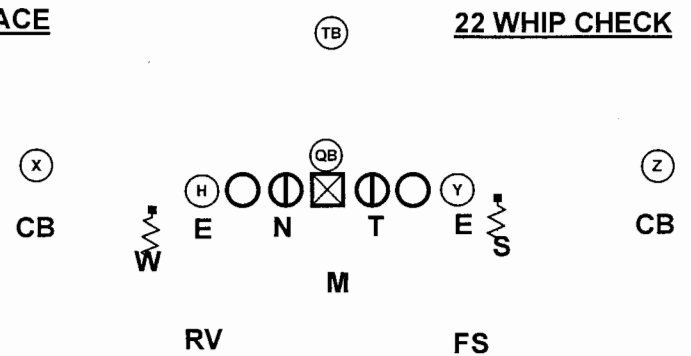
SPREAD 3X1



ACE

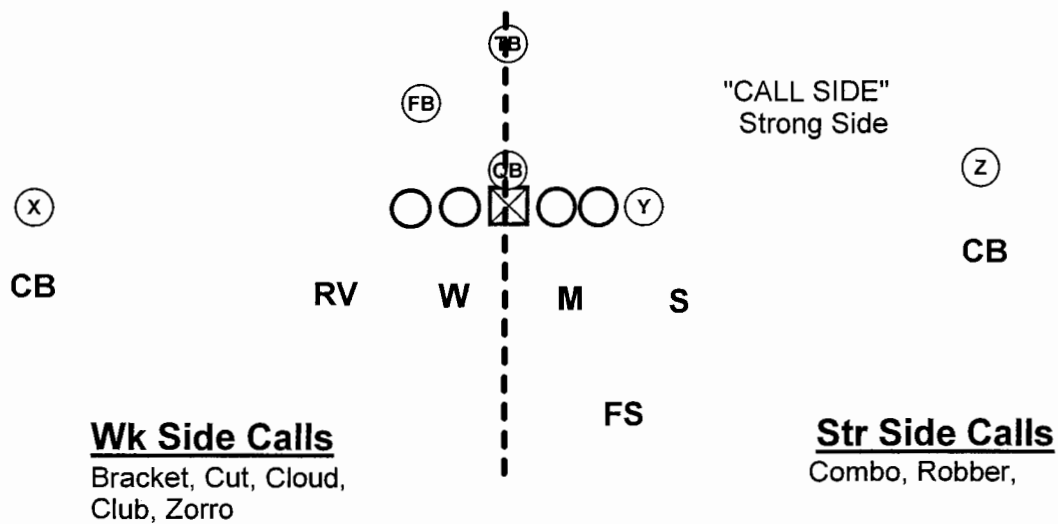


ACE

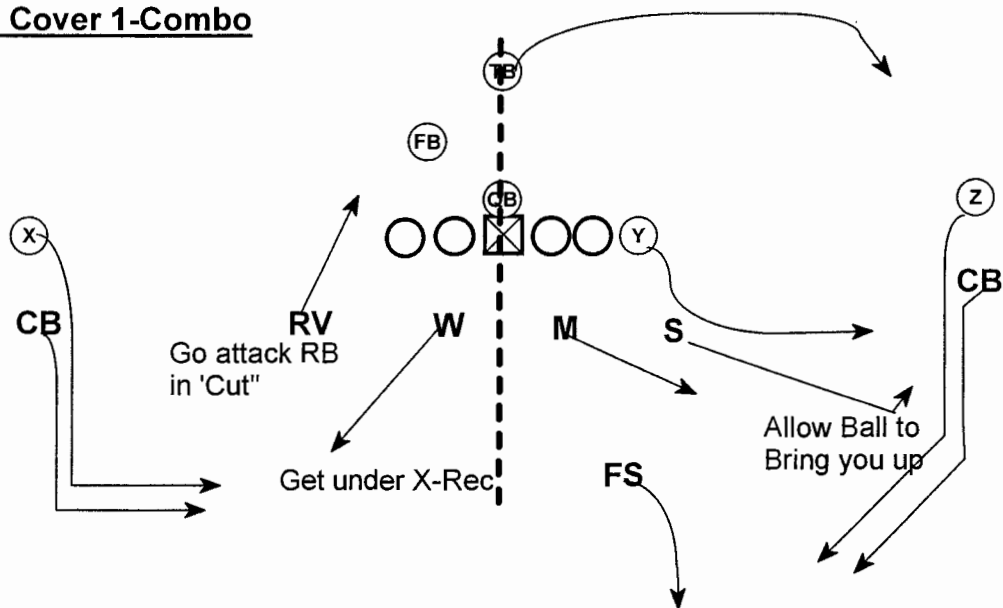


22 Whip is a check vs. Ace it helps vs. option.

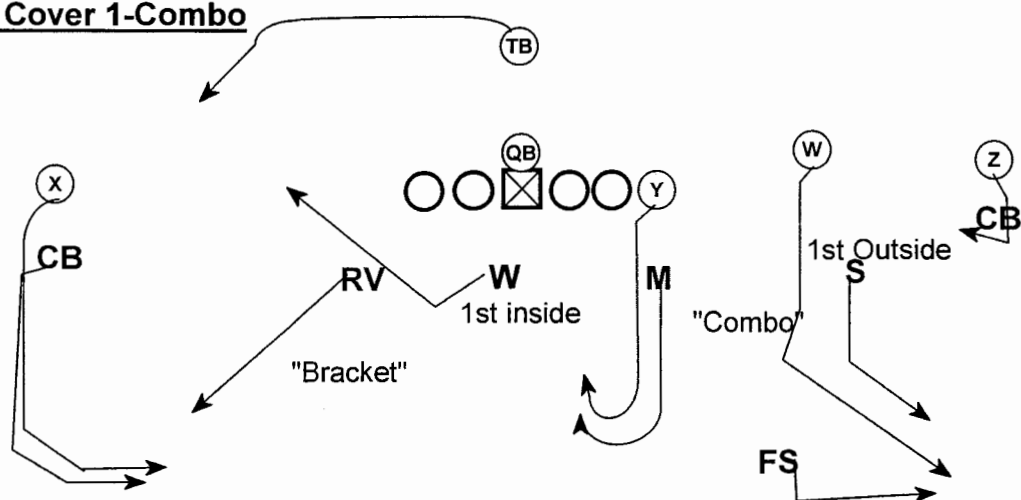
COVER 1- SITUATIONS



Pro Queen vs. Cover 1-Combo

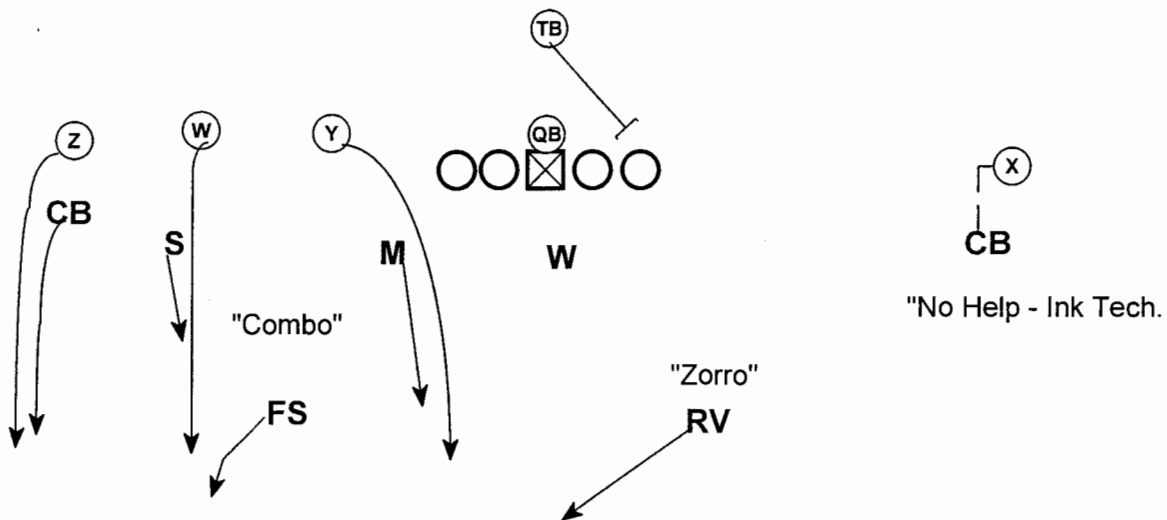


3 To Mike vs. Cover 1-Combo

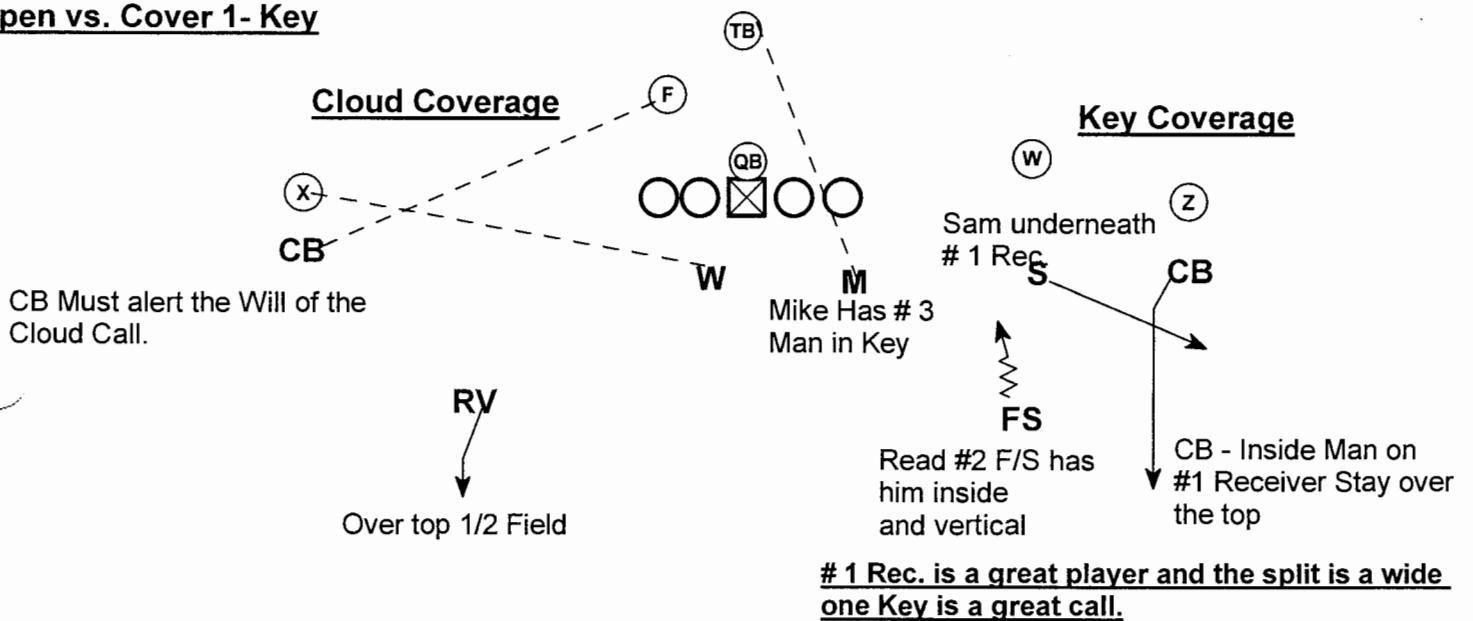


Rover could call "zorro" vs. 3 to mike or Trip to protect the 3 vertical routes to Strong side.

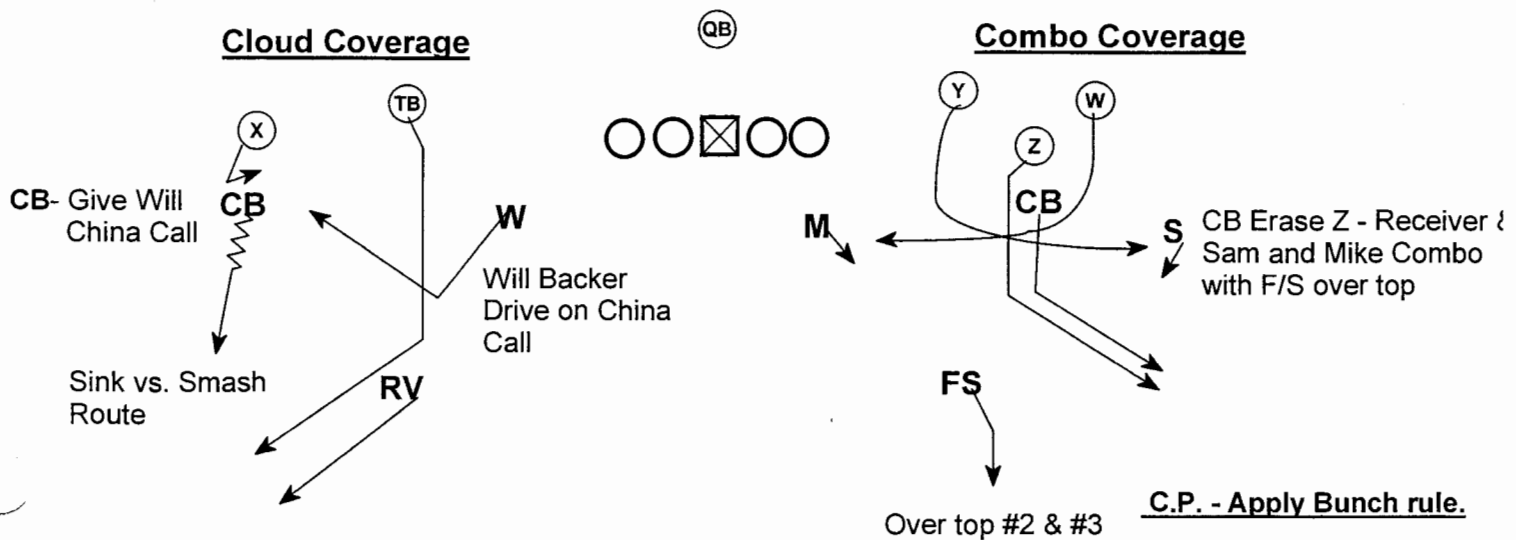
Spread 3x1 vs. Cover 1-Combo



Open vs. Cover 1- Key



Cover 1 Vs. Empty

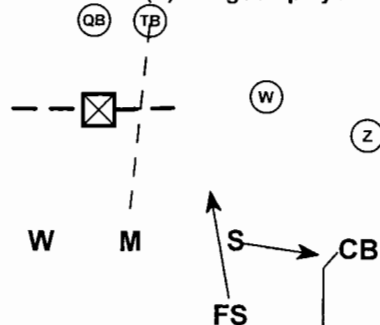


COVER 1 HUDDLE & TAG CALLS

KEY, CLOUD, CLUB, SPECIAL, ROBBER, LOCK, BRACKET

KEY VS. SLOT

Key is a Strong side call Great call vs. slot with wide splits.
When the # 1 receiver (Z) is a good player "Key" is a great call



Mike - Man to Man on RB

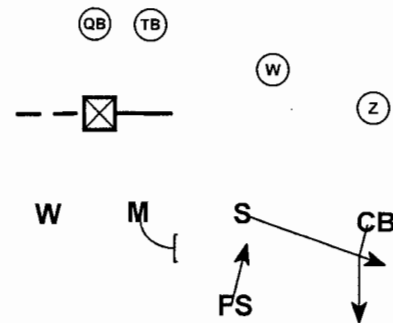
Sam - Underneath man on # 1

CB - Deep Head up to outside Man on #1 Receiver

FS - Has # 2 Rec. Inside & Vertical.

(Rule: If you can see his #'s take him)

ROBBER VS. SLOT



Mike - Wall player to side of # 3 Receiver

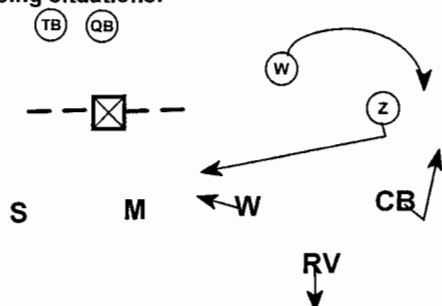
Sam - Zone Dropper set up when QB sets up.

CB - Deep outside Man on #1 Receiver

FS - Has # 2 Rec. Vertical. If he inside or out rob the 1 receiver on an inside cut.

CLOUD VS. SLOT

Cloud is a Weakside Huddle call. We will signal it in.
The Rover alerts the Will and Weak side CB. Great call in passing situations.



Rover - 1/2 Over-top of WLB and CB. STAY DEEP

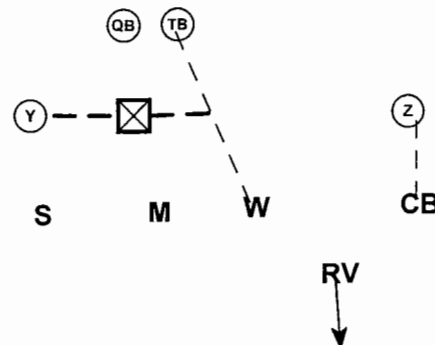
Will - Banjo with the corner on quick switch routes

You have # 2 receiver man to man

CB - Give WLB a cloud Call and play in and out with the Will Backer. You have # 1 Man to Man

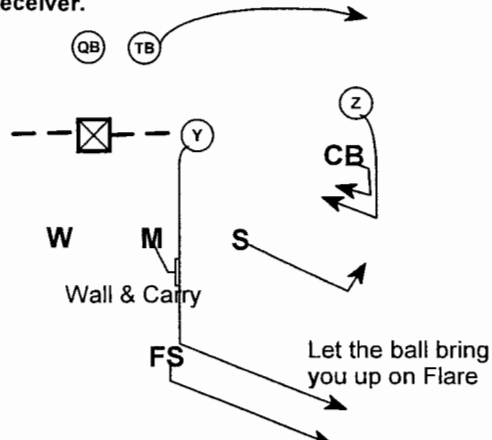
CLUB VS. QUEEN

Lock is a Weakside. The corner call lock when given the cloud call if # 2 receiver is too far away for quick exchange. (There is no pick relationship)



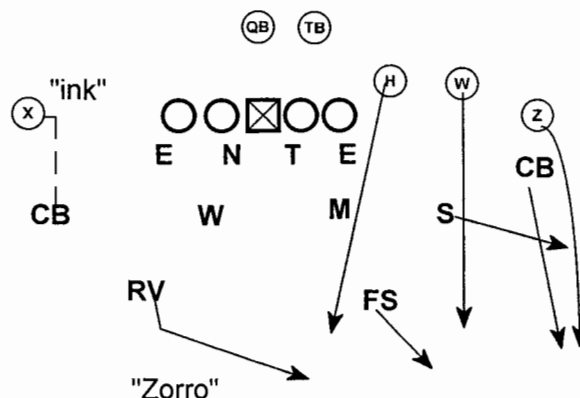
COMBO VS. GUN KING

Combo is a strong side call were the Free is over the top of # 2 & # 3. Sam and Mike will play combo/banjo coverage underneath. Strong CB is Man to Man on # 1 Receiver.



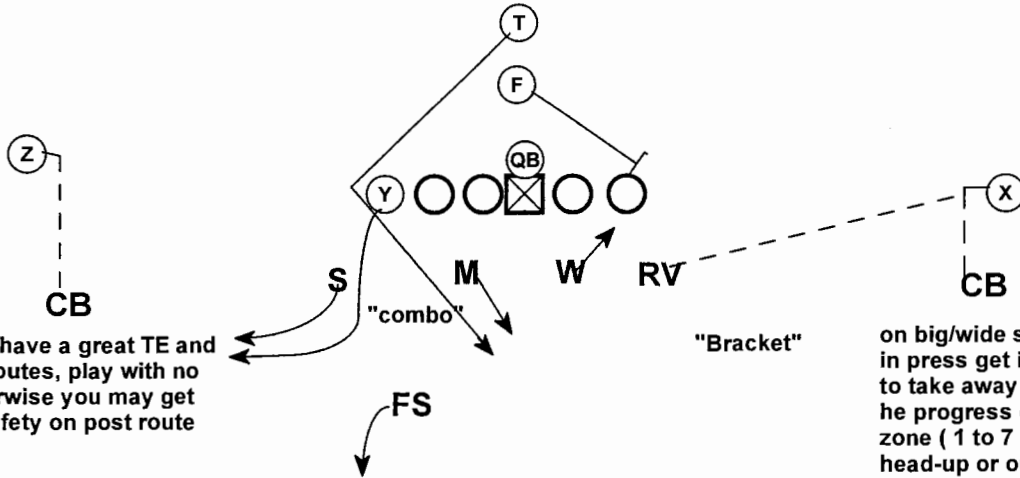
ZORRO VS. 3X1 TRIPS

Zorro allows Rover to play # 3 receiver vs. 3 vertical routes. The backside corner has no help play inside man technique (Ink) on # 1 Receiver.



COVER 1- 21 PERSONNEL (PRO)

PRO-1

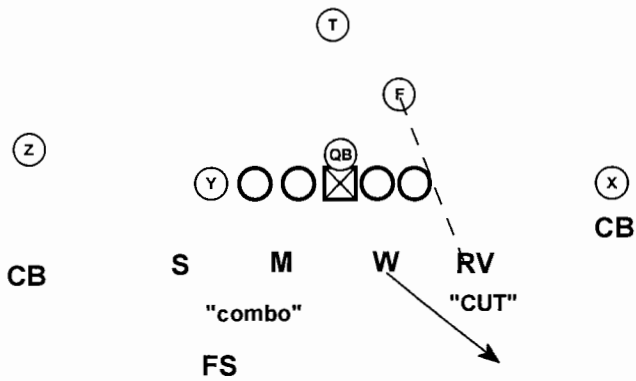


Versus team that have a great TE and he runs vertical routes, play with no Safety help. Otherwise you may get help from Free Safety on post route and dig route.

"Bracket"

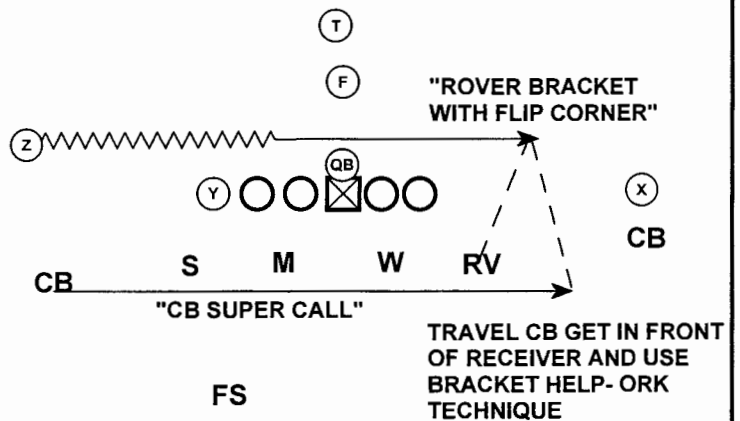
on big/wide split by X-Rec. CB in press get in a ink-alignment to take away slant & Hitch. As he progress out the short zone (1 to 7 yds) climb to head-up or outside and use bracket help from Rover.

PRO-I QUEEN



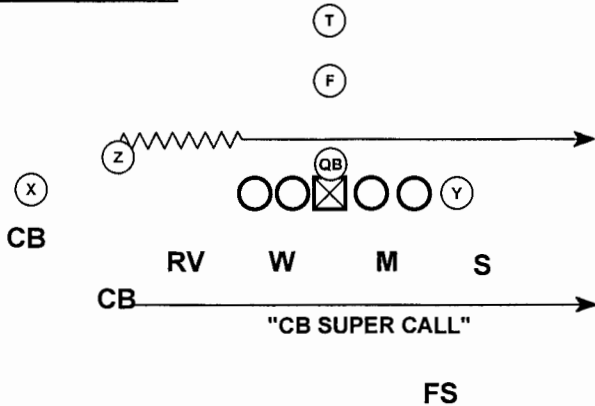
Rover - Run situation play "cut" Pass situation play "cloud"

PRO TO TWINS



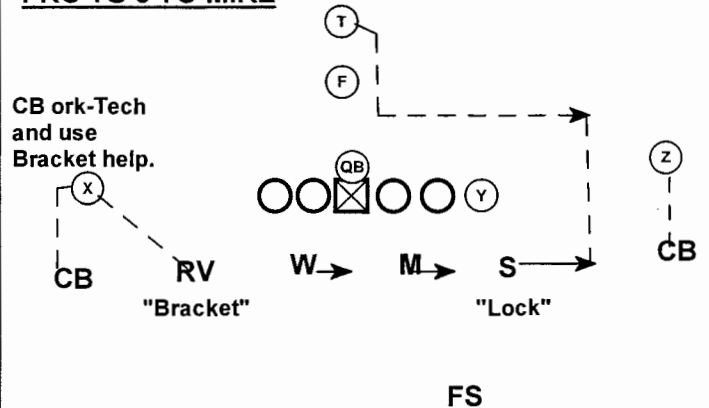
TRAVEL CB GET IN FRONT OF RECEIVER AND USE BRACKET HELP- ORK TECHNIQUE

TWINS TO PRO



**Rover - After motion give home corner a bracket call.
Travel CB give super call as you go to "combo" side.**

PRO TO 3 TO MIKE



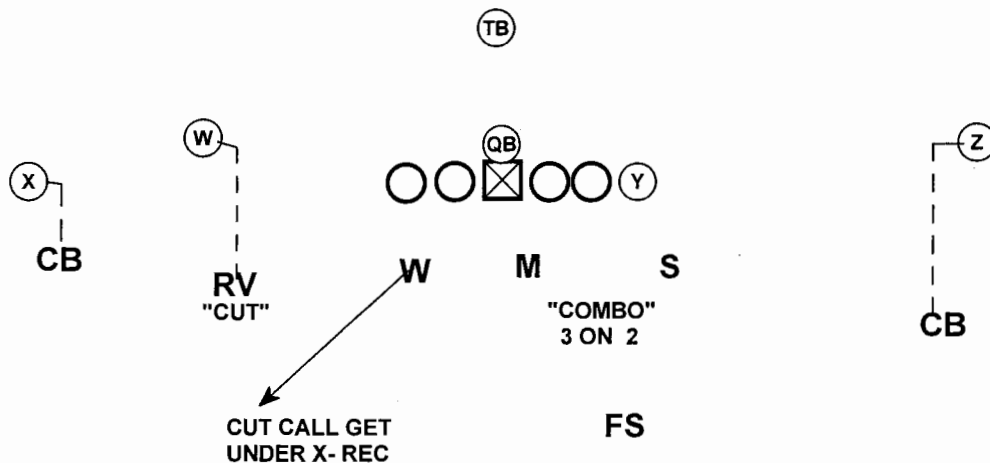
"AGGIE ALIGNMENT"

COACHING POINTS CORNERS GIVE A "SUPER CALL" ANY TIME THEY ADJUST TO MOTION. GET IN FRONT OF RECEIVER ONCE HE PASSES THE CENTER.

BRACKET - WILL BACKER HAS 1ST OUTSIDE WEAK IN COMBO. ON CUT WILL BACKER GET UNDER X-RECEIVER HELPING CORNER

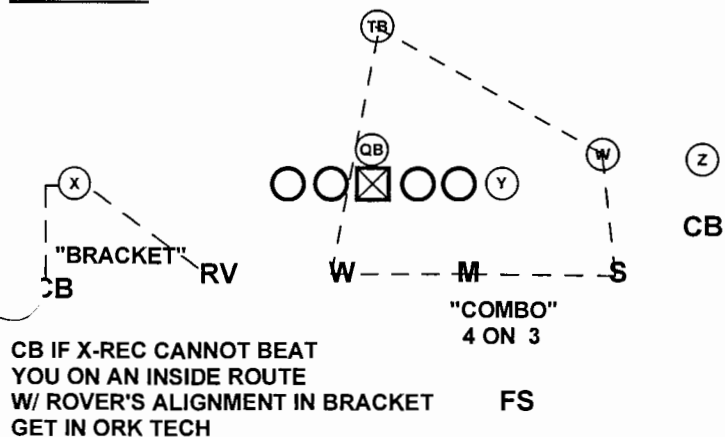
COVER 1- 11 PERSONNEL (MIAMI)

BALANCE

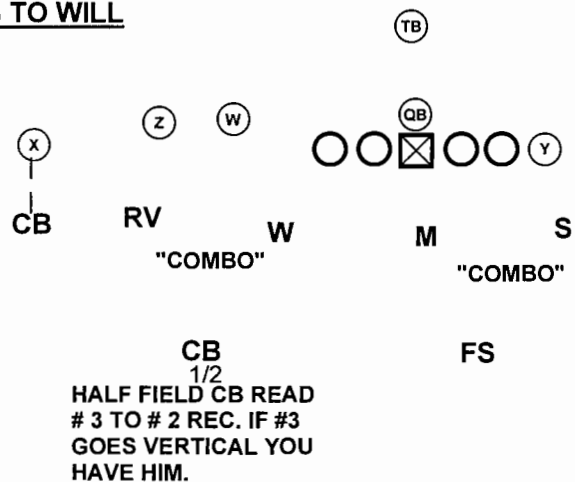


POSSIBLE CLOUD or CLUB CALL IN PASSING SITUATIONS

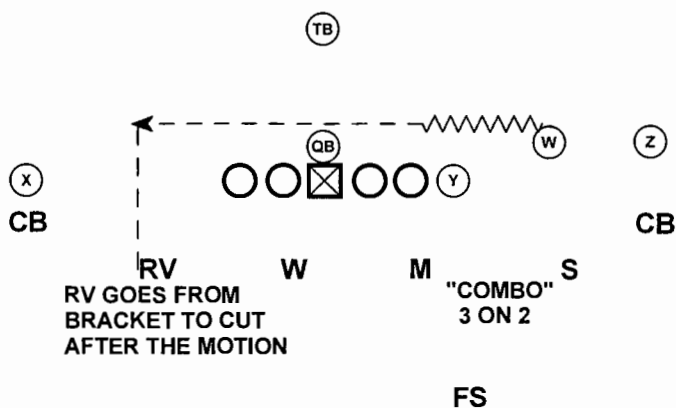
3 TO MIKE



3 TO WILL

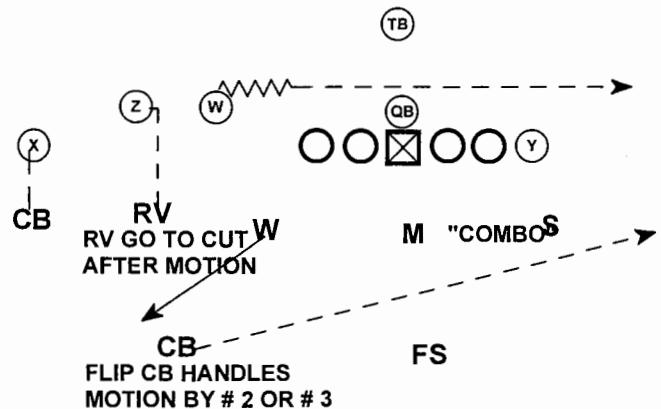


3 TO MIKE TO BALANCE



IF TE IS A VERTICAL THREAT "ZORRO" CALL BY ROVER

3 TO WILL TO BALANCE

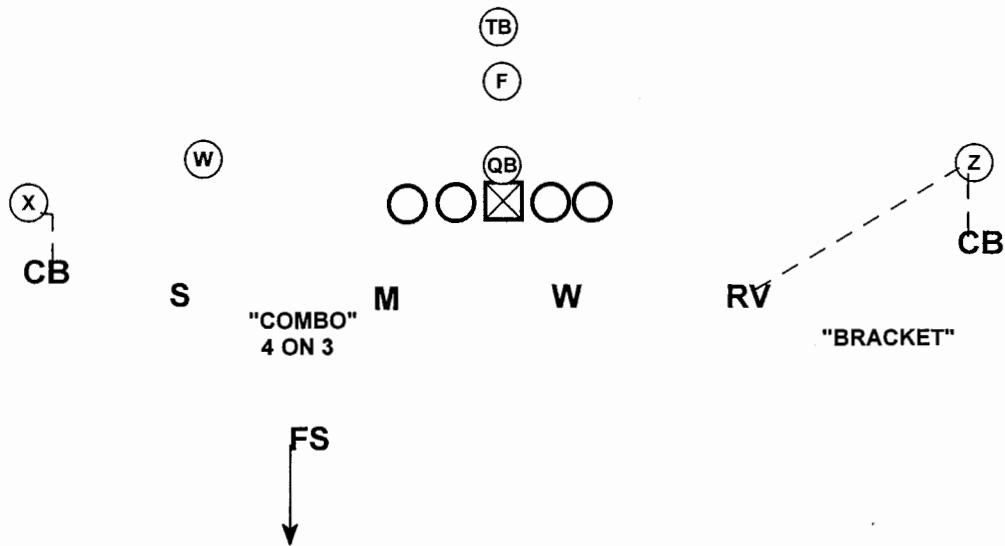


IN PASSING SITUATIONS RV CAN GO TO CLOUD OR CLUB.

aching Points CORNERS VS. 11 PERSONNEL BE READY FOR 3 TO WILL ALIGNMENT. TRAVEL CORNER IS A 1/2 FIELD PLAY READING #2 TO #3 AND STAYING DEEP. ALSO YOU MUST ADJUST TO ANY MOTION BACK TO THE CALL SIDE.

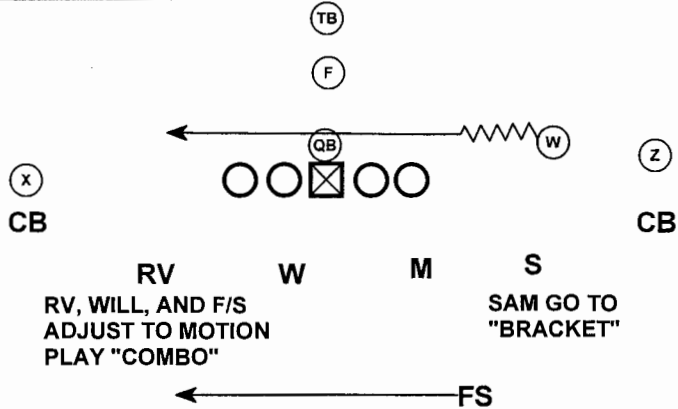
COVER 1- 20 PERSONNEL OPEN

OPEN-I

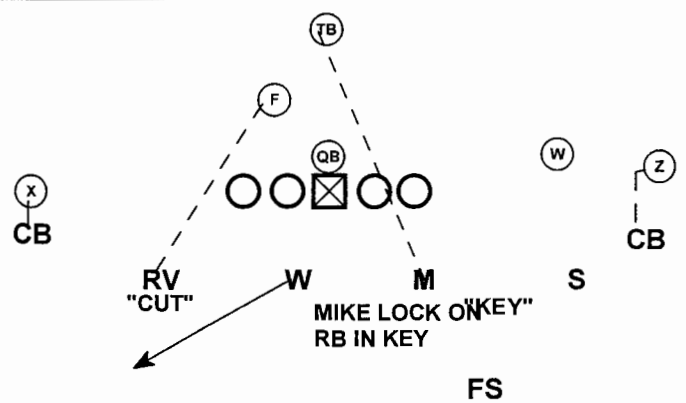


COMBO IS BASE CALL. WE CAN ALSO PLAY KEY VS. THE SLOT.

OPEN I MOTION

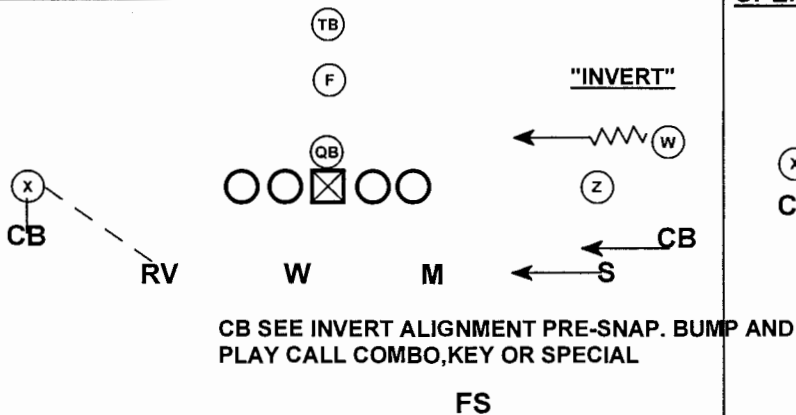


OPEN I QUEEN

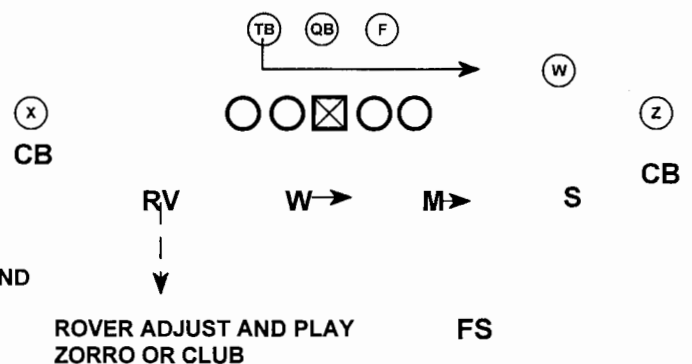


VS. ROBBER STRONG MIKE IS A ZONE PLAYER

OPEN I MOTION



SPLIT GUN OPEN



aching Points:

COVER 1- CLUB

PRO I

"COMBO SIDE"

"CLUB SIDE"

(X)

CB

(W)

S

FS

(TB)

(QB) (Y)

M

W

"Man Underneath"

(Z)

CB

RV

"1/2 Field Player"

VS. QUEENS

"CLUB"

(TB)

(FB)

(QB)

(Y)

(Z)

(X)

CB

W

M

S

CB

RV

over top

FS

VS. 3 TO MIKE

"CLUB"

(TB)

(QB)

(W)

(Z)

(X)

CB

(Y)

W

M

S

CB

"Alert Read" after motion
w/ # 3 weak.

RV

Over-top

FS

Adjust to Motion

VS. BALANCE GUN QUEEN

"CLUB"

(TB)

(QB)

(W)

(Z)

(X)

CB

(Y)

W

M

S

CB

"Alert Read"

RV

FS

VS. BALANCE

(TB)

"CLUB"

(W)

(Z)

(X)

CB

(QB) (Y)

W

M

S

CB

"Banjo"

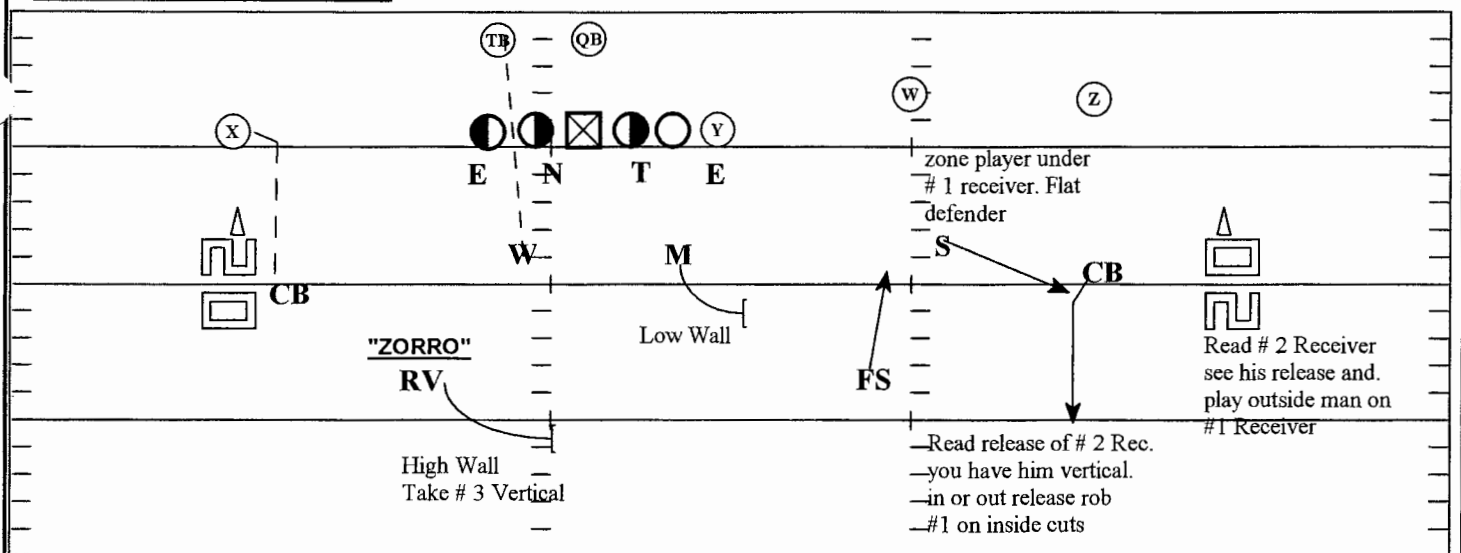
RV

FS

aching Points:

FIELD 31 FIELD COV. 1-ROBBER

3 TO MIKE GUN QUEEN



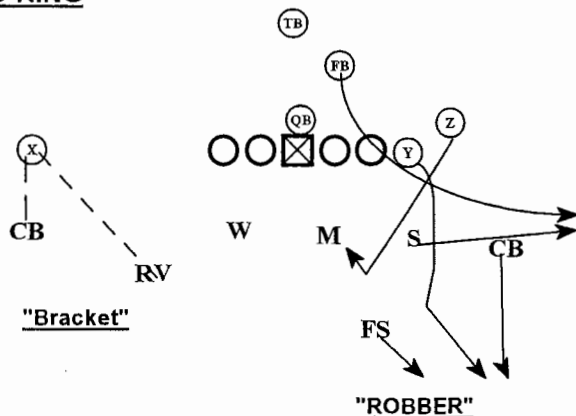
POSITION	ALIGNMENT	KEYS & READ	PASS RESPONSIBILITY	COACHING POINT
STRONG CORNER	Head up- or outside or disguise	Read # 2 Rec. Tell you if you have Safety help	Outside man on # 1 Receiver	Play deep to shallow Give China to Sam on Smash route
WEAK CORNER	Depend on Rovers Call Zorro, Cloud, Club, Cut, Bracket	Cloud # 2 Rec.	Depend on RV Call	Communicate with Rover pre-snap
ROVER	Normal cover 1 alignment	Depend on Calls	Depend on Calls	Zorro vs. 3 to Mike and 3 x1
FREE SAFETY	Flat Foot 8-10yds	Read # 2 receivers	# 2 vertical or rob # 1 on inside cuts curl, dig & posts	vs. motion to robber communicate
MIKE BACKER	Depend on Backfield set	Read # 3 receiver	Zone # 3 to Robber Man on # 3 Away	Align to execute
SAM BACKER	Outside leverage on # 2 Strong	Quarterback	Flat defender in Robber	Expect China Call vs. Slot
WILL BACKER	Depend on Rovers Call Zorro, Cloud, Club, Bracket	Depend on Calls	Depend on Calls	Make sure you get call from Rover

ADJUSTMENTS: Rover play Zorro versus 3 x 1 and 3 to Mike.

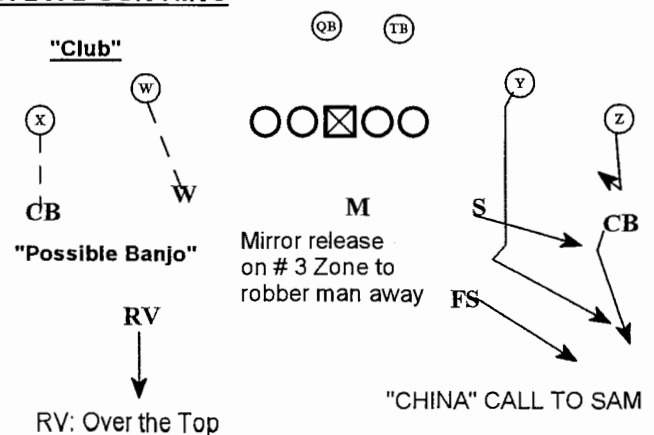
COVERAGE CALLS: Field Cover 1- Robber

COACHING POINTS: Corners do not "Travel with Field Call" Free Safety set Secondary to the Field.

PRO KING



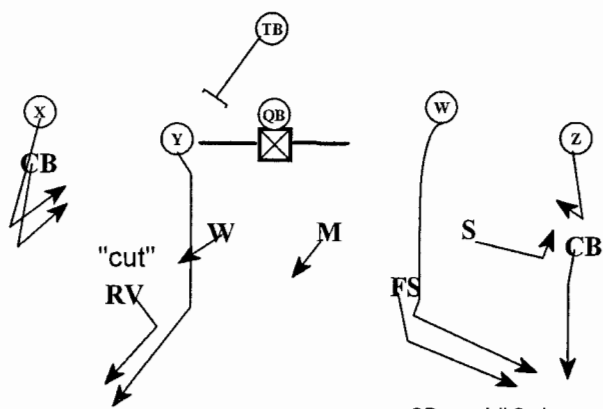
VS. 2 X 2 GUN KING



COVER 1 ROBBER CONTINUED:

1ROBBER VS. BALANCE

Field →

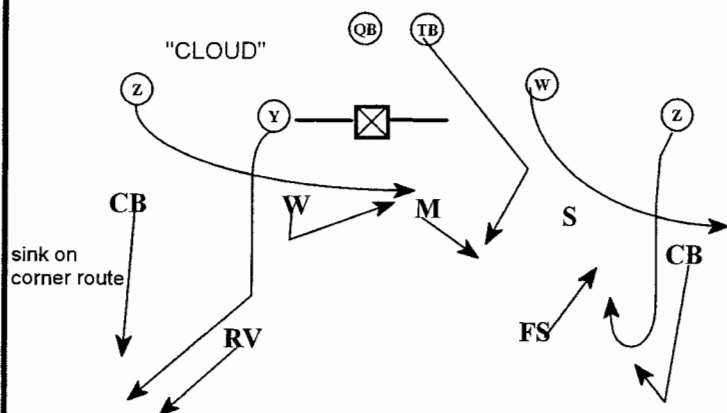


Mike Backer - Man away
From robber call. Wall
player to Robber side.

CB: read # 2 give
the Sam a China
Call vs. Smash route

1ROBBER VS. BALANCE GUN QN

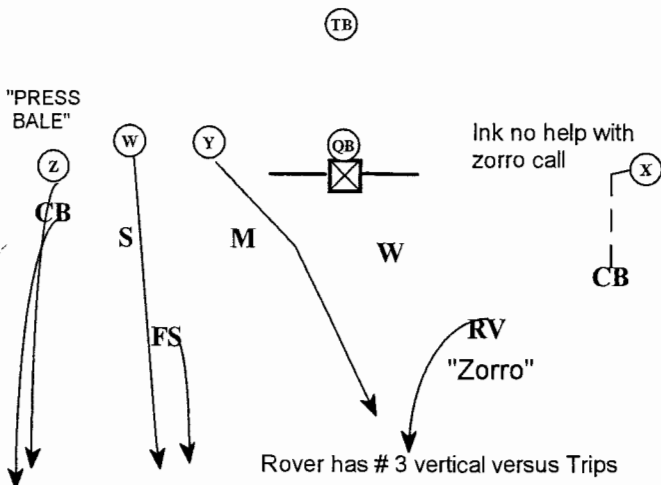
Field →



ROVER: QB IN GUN PLAY CLOUD OR CLUB. CB communicate to
Will Backer and play in and out.

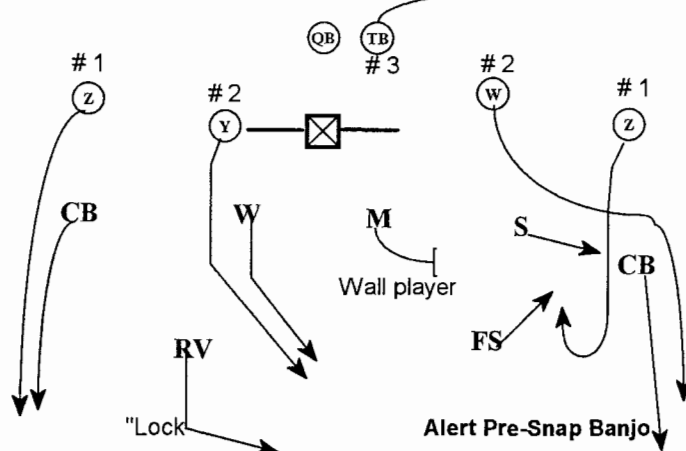
1ROBBER VS. 3X1

"PRESS
BALE"



Rover has # 3 vertical versus Trips

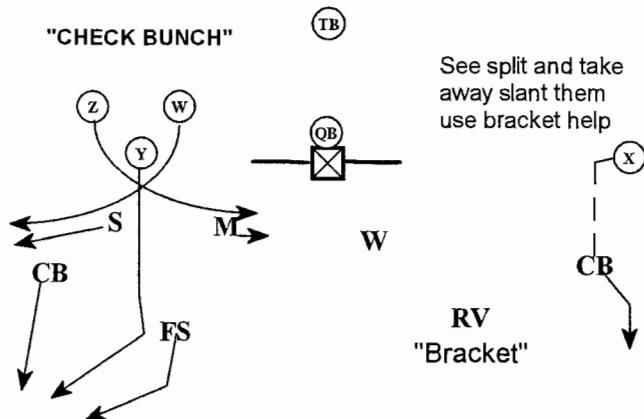
1ROBBER VS. BALANCE GUN QN



F/S: Give the corner a wheel call and corner stay deep and
play the wheel route. Sam will on play flat defender.

1ROBBER VS. 3 To Mike Cluster

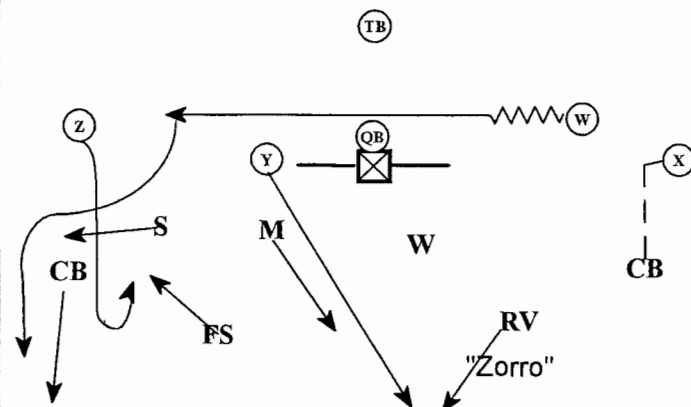
"CHECK BUNCH"



Any Bunch or Cluster to Robber side. Rover play
Bracket backside on X-Receiver.

RV
"Bracket"

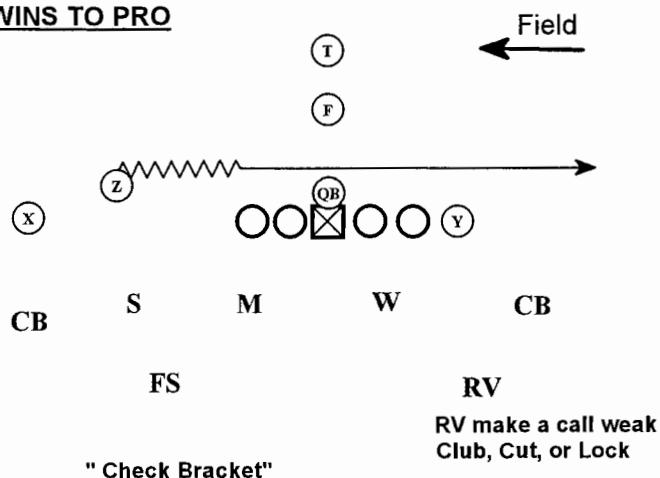
1ROBBER VS. 3 To Mike



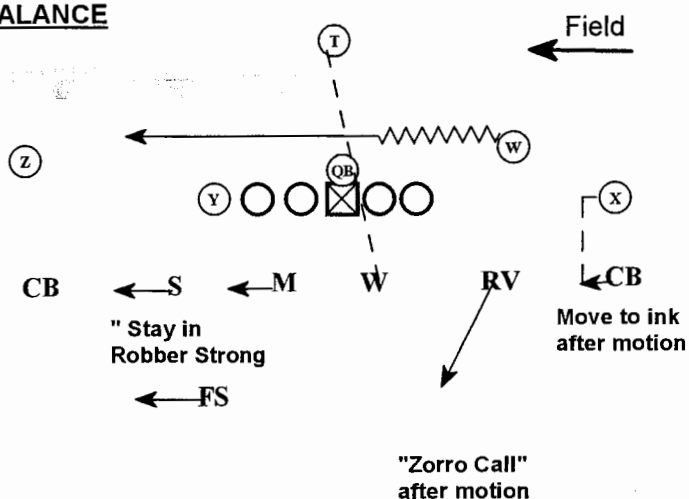
Any 3 receivers spread play to Robber side Rover
play Zorro.

FIELD ROBBER 1 VS. MOTION

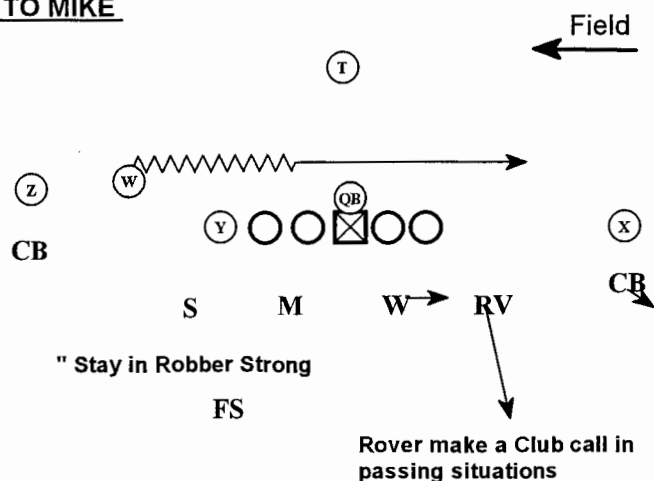
TWINS TO PRO



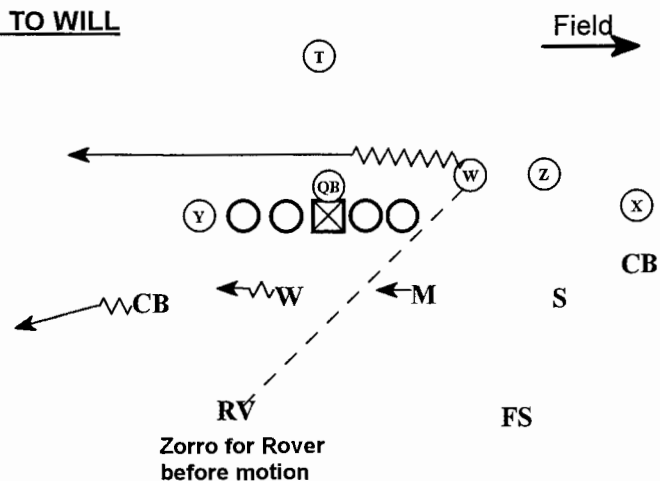
BALANCE



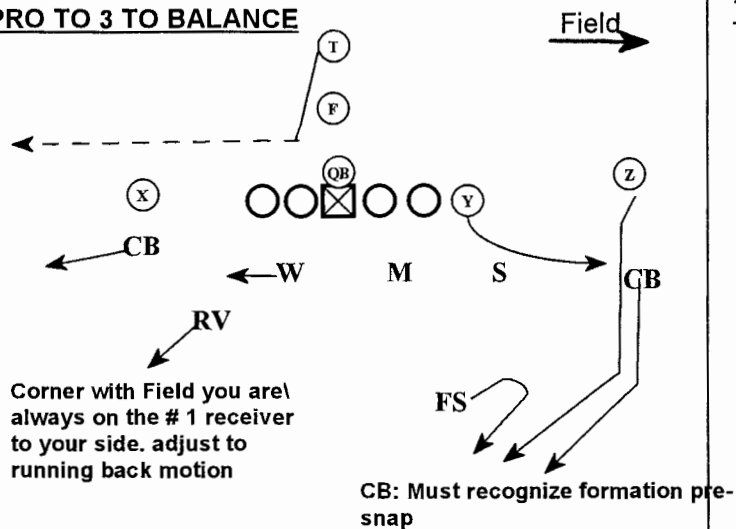
3 TO MIKE



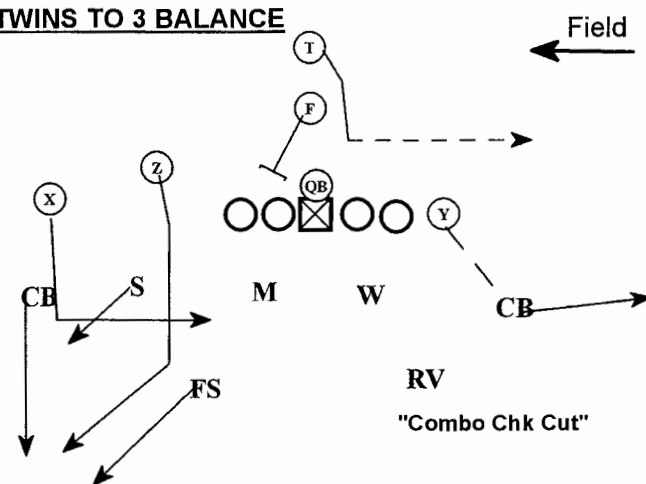
3 TO WILL



PRO TO 3 TO BALANCE



TWINS TO 3 BALANCE

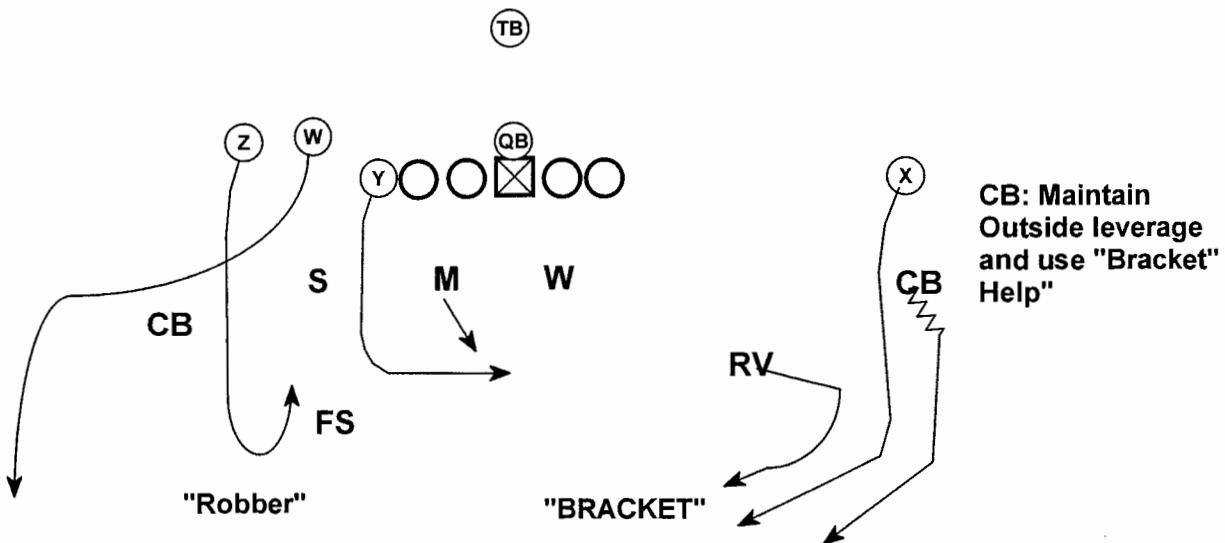


COACHING POINTS:

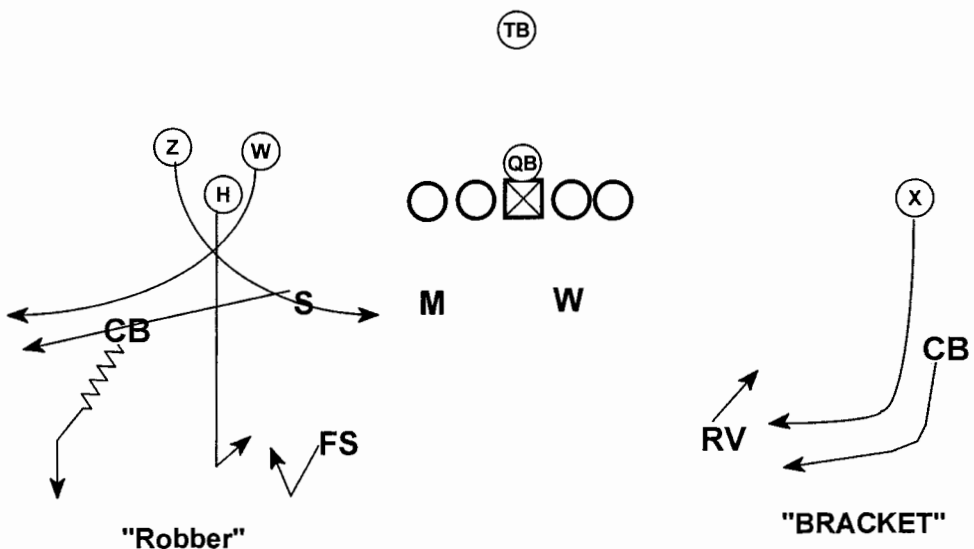
Corners do not "Travel" on any Field calls. You must adjust to any motion Back to your side.

FIELD 1-ROBBER VS. BUNCH/CLUSTER

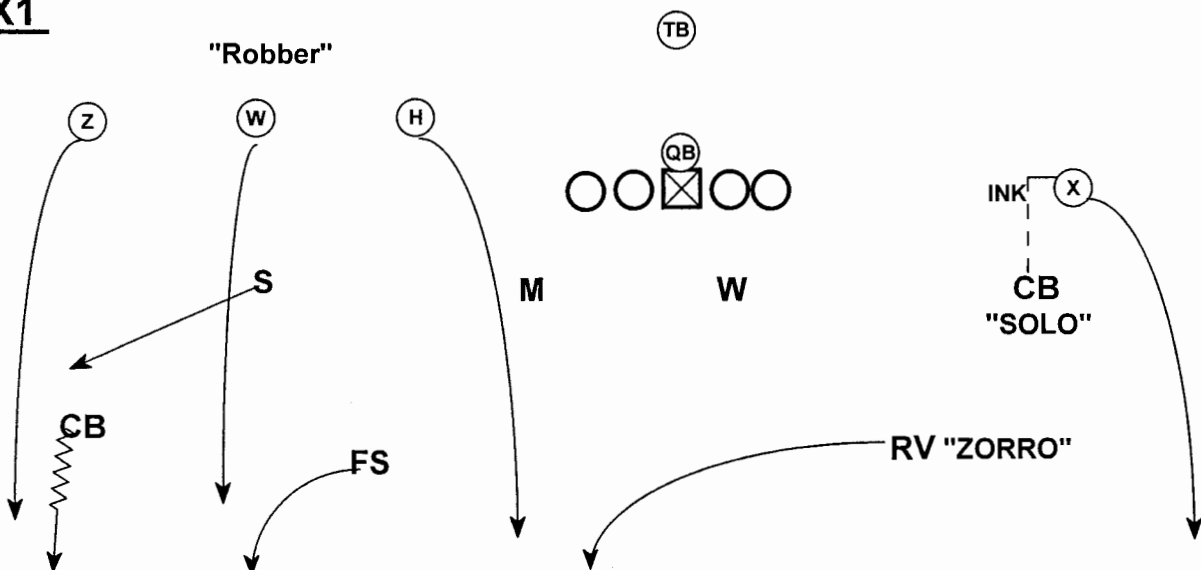
CLUSTER



BUNCH

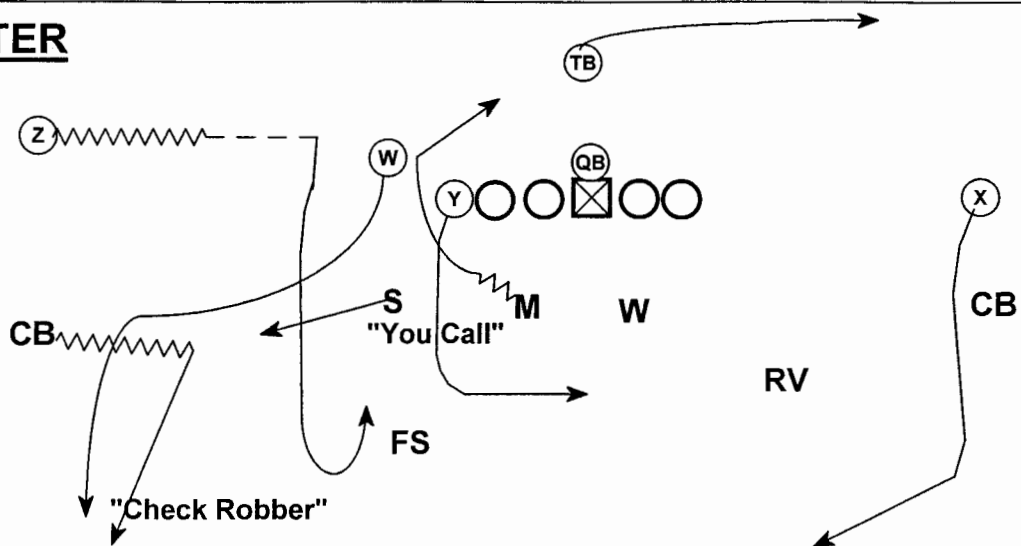


3X1

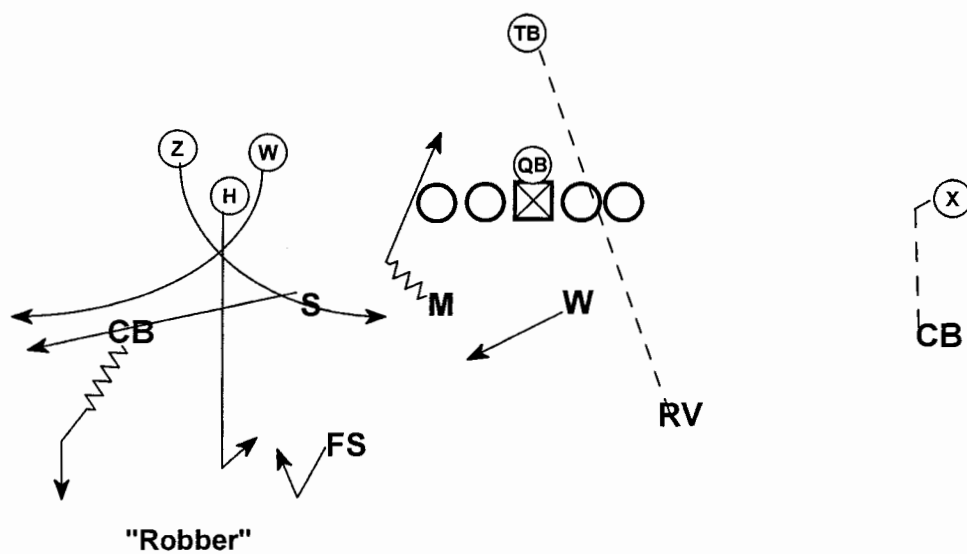


aching Points:

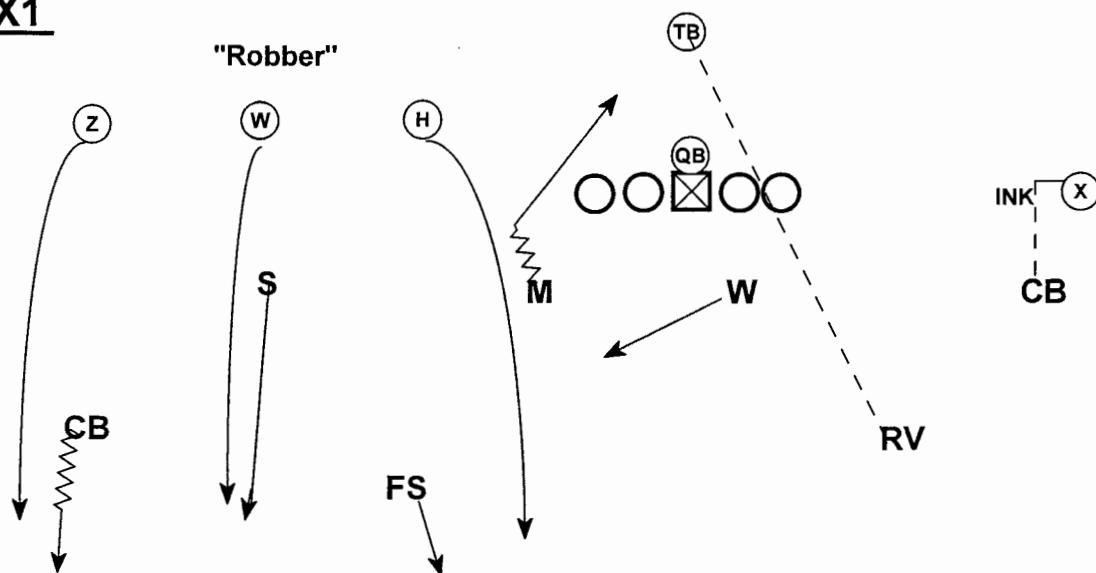
CLUSTER



BUNCH



3X1



aching Points:

FIELD 13 FIELD COVER 2

DESCRIPTION:

THIS IS A TWO DEEP 5 UNDER ZONE DEFENSE. CORNERS ARE ROLLED UP ON THE WIDE RECEIVERS, TWO SAFETIES HAVE HALF-FIELD COVERAGE AND MIKE LB HAS MIDDLE READ.

ADDITIONAL INFORMATION:

1. **Loose** = Corners play Cathy and LB's Loosen up ½ the distance to 1st down.
2. **Corners** – Align 2x2 on NUB Side. Do not Travel.
3. **Rover** – Align C-7 on NUB Side.

HUDDLE CALLS

FIELD 13 FIELD COVER 2
FIELD 31 SLANT FIELD COVER 2

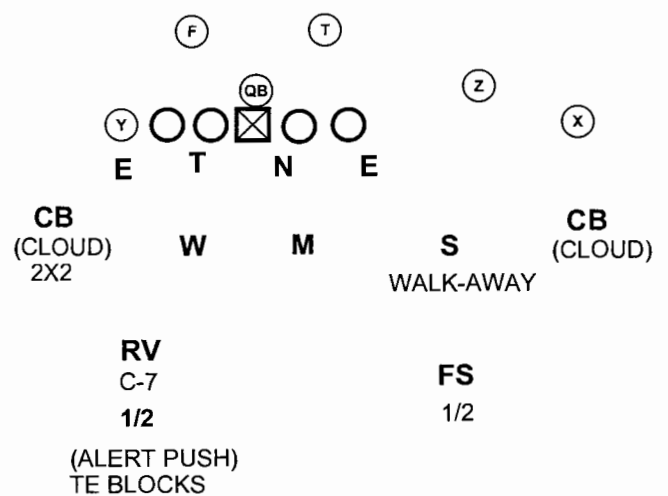
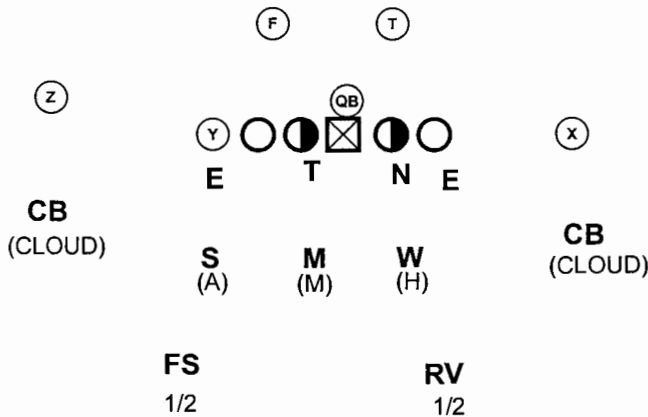
FIELD 13 - FIELD COVER 2

← FIELD

PRO

FIELD →

TWINS



(CP -LB'S ALERT BOS AND BOWBY BACKFIELD SET)

SAM

MIKE

WILL

ALIGN: 2X2

KEY: Thru Tackle to near back and ball

RESP: Alley

C.P. F Trail, See QB

FIRE Y-CROSS: Alley

FIRE: Alley

FLOOD: Y Seam

BOOTLEG: Alley

ALIGN: On Backfield set

KEY: Near Back

RESP: Open to #3 Zone middle

C.P. See QB vs. Pass

FIRE Y-CROSS: Check Down

FIRE: Middle read

FLOOD: Hook

BOOTLEG: zone up, Y-Cross

ALIGN: On Backfield Set

KEY: Thru guard to near back to ball

RESP: Weak Hook off #2 weak maintain inside position

C.P. F trail see QB and help sam

FIRE Y-CROSS: X-Dig

FIRE: Hook

FLOOD: Hook

BOOTLEG: Y-Drag

STRONG CORNER

FREE SAFETY

ROVER

WEAK CORNER

ALIGN: 4 yds from LOS outside eye on #1

KEY: #1, #2, #3, QB

RESP: Flat Zone Strong Side. Re-route #1 and disrupt his pattern. Funnel #1 inside. Keep vision, Locate #2 or crossing receiver as you get depth. Hold off the fade 18- 20 yds. Alert Smash, run with 2nd man thru one

C.P. See QB vs. Pass

ALIGN: 2x12 off TE

KEY: #1, QB

RESP: Deep half POA is 22yds. 2yds outside hash. Read #2 if #2 is upfield maintain position 2 yards inside numbers. If #2 blocks or is out, lean to #1. Alert Smash.

C.P. See QB vs. Pass

ALIGN: 2x10-12 off weak OT

KEY: #1, #2, QB

RESP: Deep half POA is 22yds. deep 4 yds inside top edge of numbers. Read #2, if #2 is up field maintain position 2yds inside numbers. if #2 blocks or is out lean to #1.

C.P. See QB vs. Pass

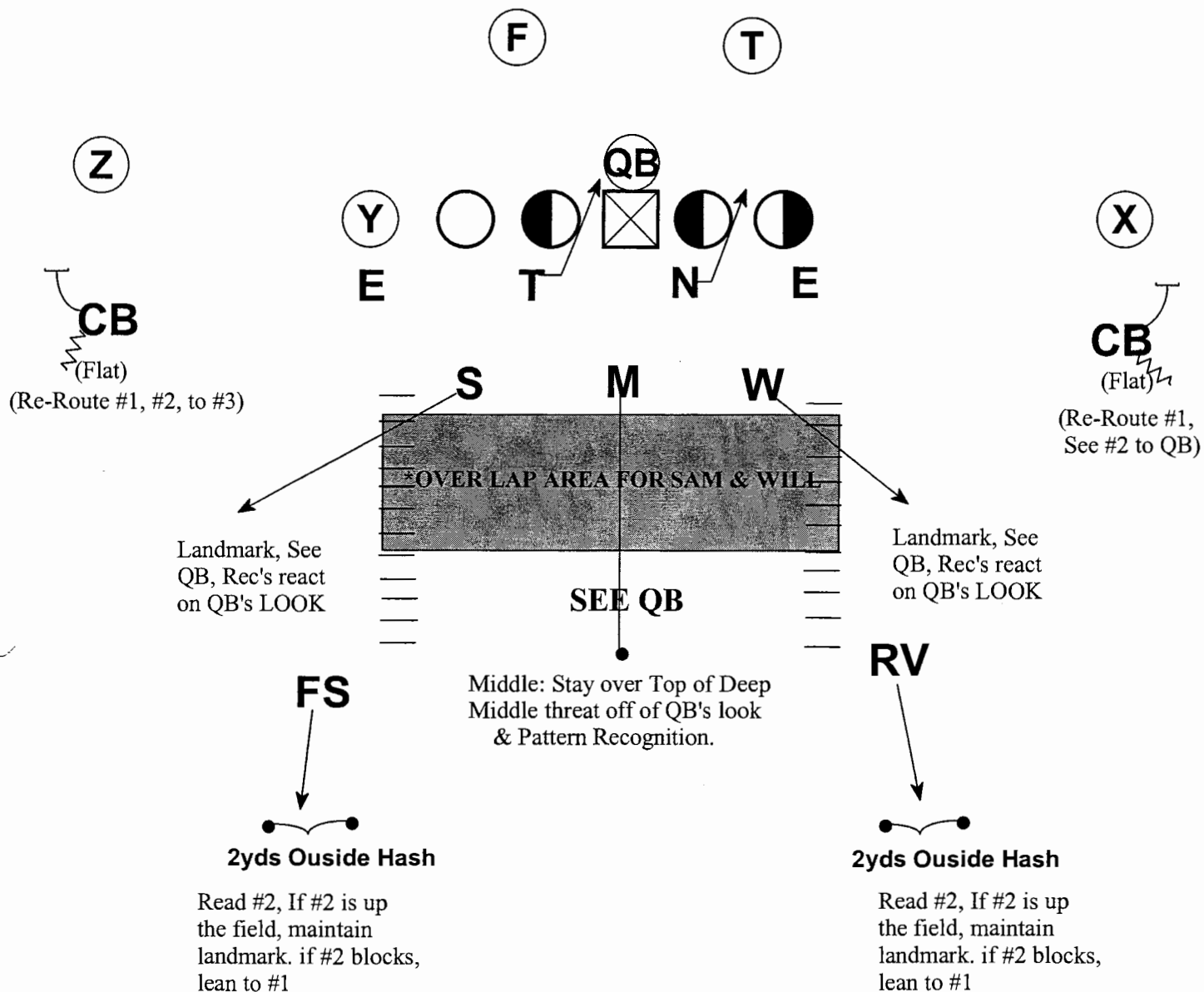
ALIGN: 4 yds from LOS outside eye on #1

KEY: #1, #2, QB

RESP: Flat Zone Weak Side. Re-route #1 and disrupt his pattern. Funnel #1 inside. Keep vision, Locate #2 or crossing receiver as you get depth. Hold off the fade 18- 20 yds. Alert Smash, run with 2nd man thru Zone

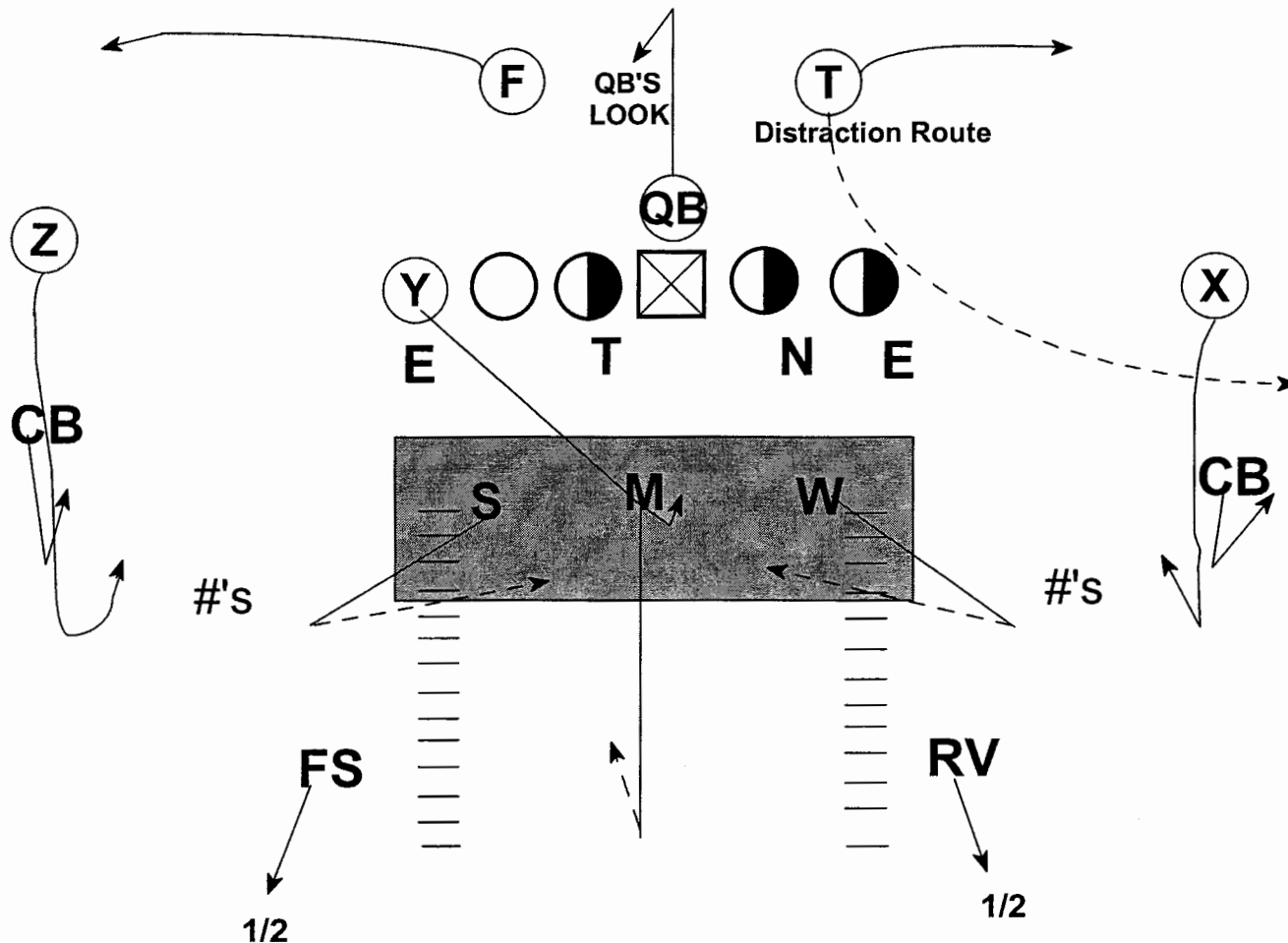
C.P. See QB vs. Pass

FIELD 31 SLANT - FIELD COVER 2



**UNDERNEATH DEFENDERS
VICE-TACKLE THE RECEIVERS**

FIELD 13 FIELD COVER 2



BUC BASE PASS

C.P. = Corners have eyes. Do not turn eyes away from QB. Maintain outside leverage on #1 receiver. Any 2x2 alert to carry #1.

STANDARD

ALLEY=A
MIDDLE READ=M
SEAM RUN THRU=S
WIDE AS WIDEST=WW

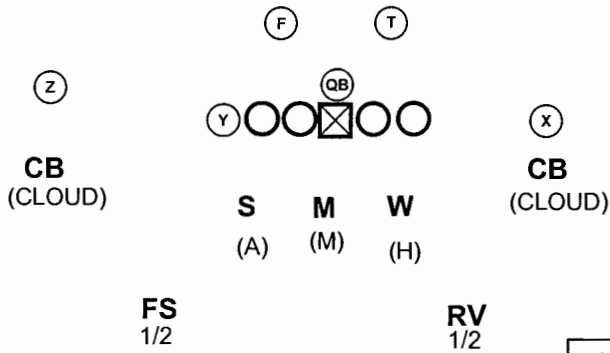
FIELD COVER2 FORMATIONS

B.OS=BACKERS OVER STRONG
B.OW=BACKERS OVER WEAK

SLOT

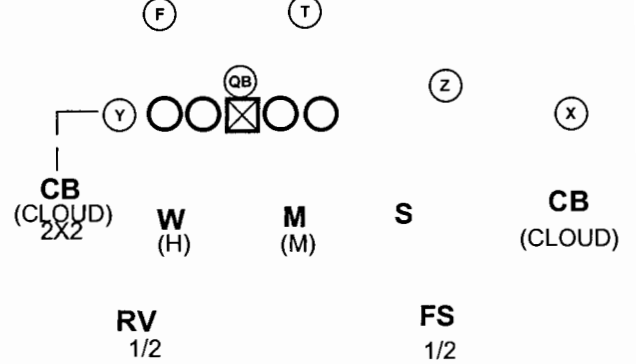
PRO SPLIT

← FIELD



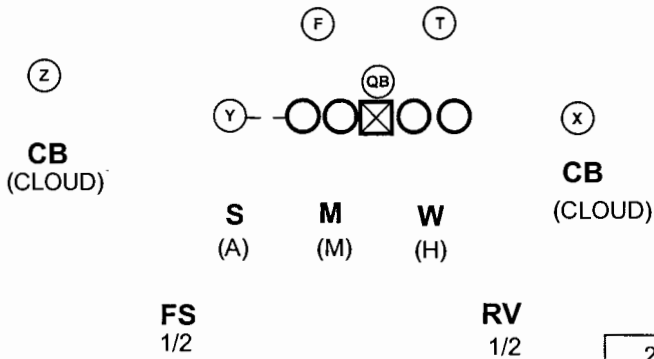
TWINS

FIELD →



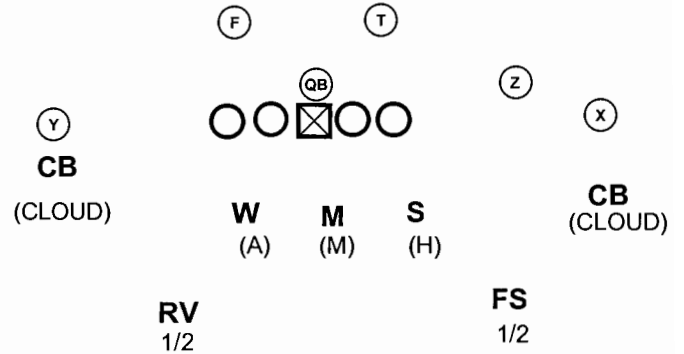
PRO SPLIT Y-FLEX

← FIELD



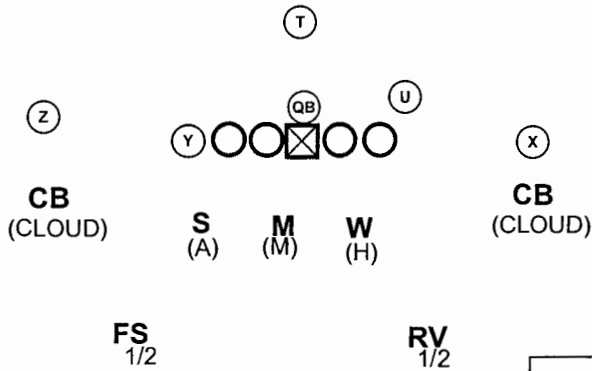
SPLIT OPEN

FIELD →



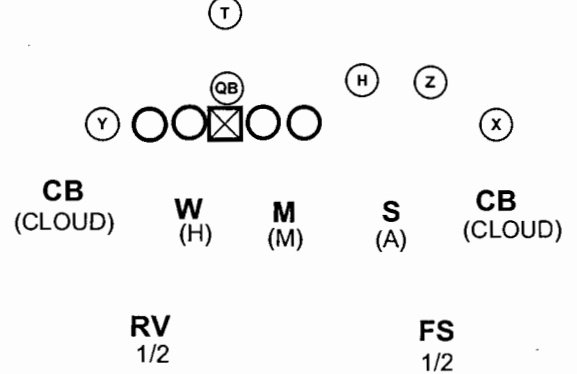
ACE H-OFF

← FIELD



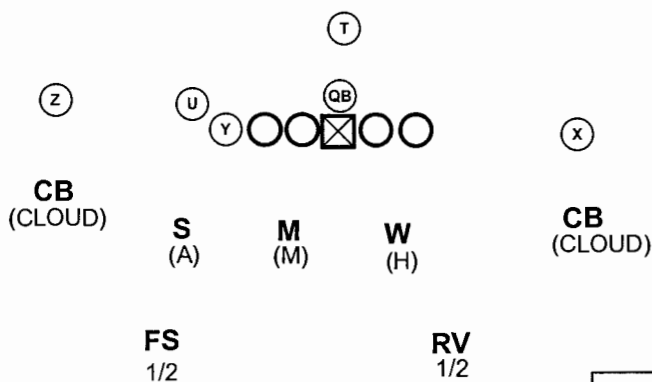
ACE 3 TO MIKE H-FLEX

FIELD →



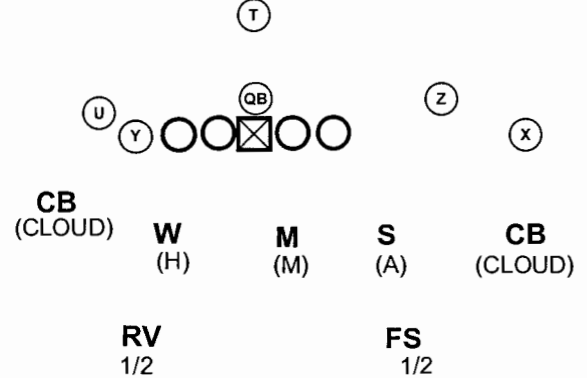
ACE 3 TO MIKE

← FIELD



ACE FLANK

FIELD →



STANDARD

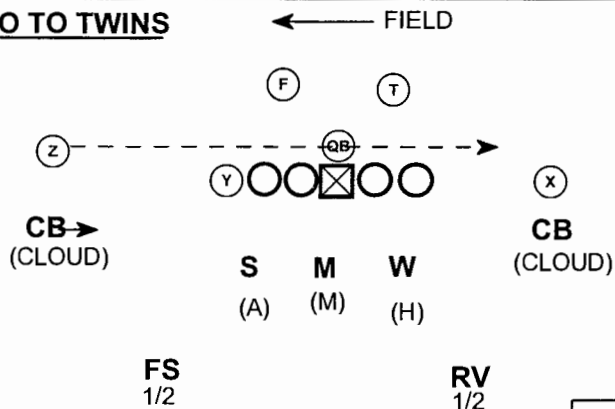
ALLEY=A
MIDDLE READ=M
SEAM RUN THRU=S
WIDE AS WIDEST=WW

FIELD COVER 2 MOVEMENT

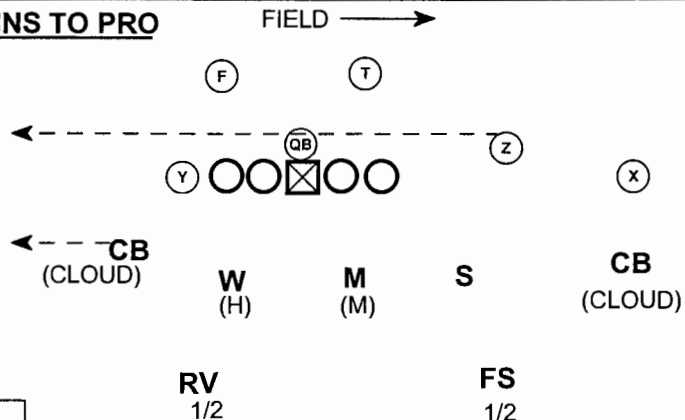
B.OS=BACKERS OVER STRONG
B.OW=BACKERS OVER WEAK

SLOT

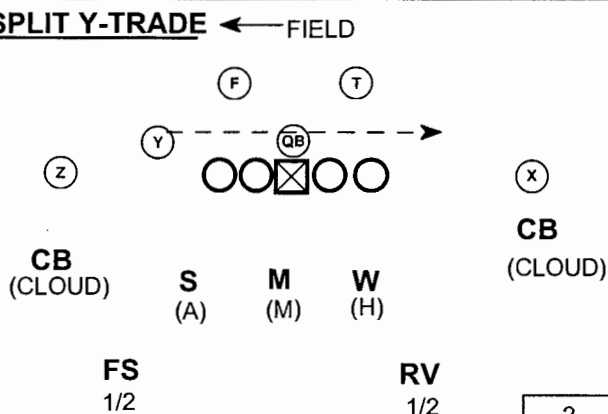
PRO TO TWINS



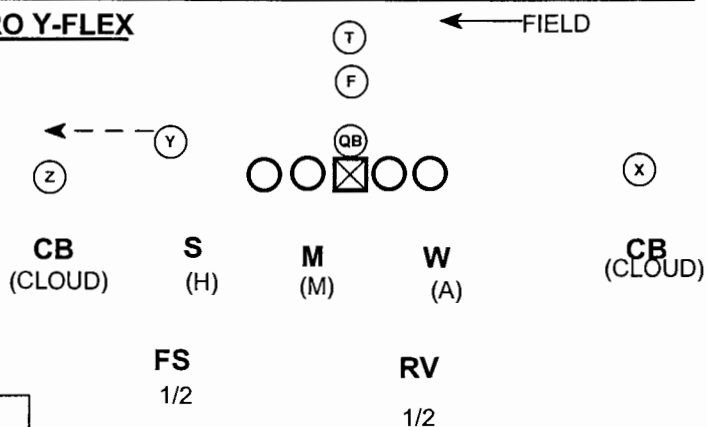
TWINS TO PRO



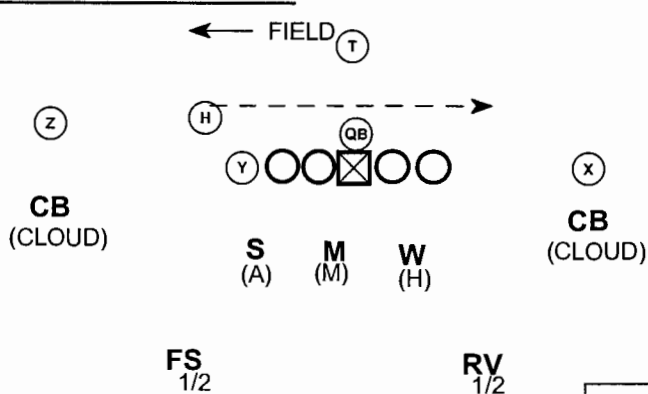
PRO SPLIT Y-TRADE



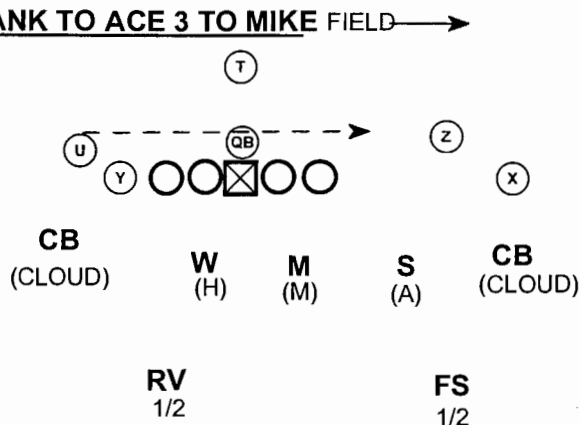
PRO Y-FLEX



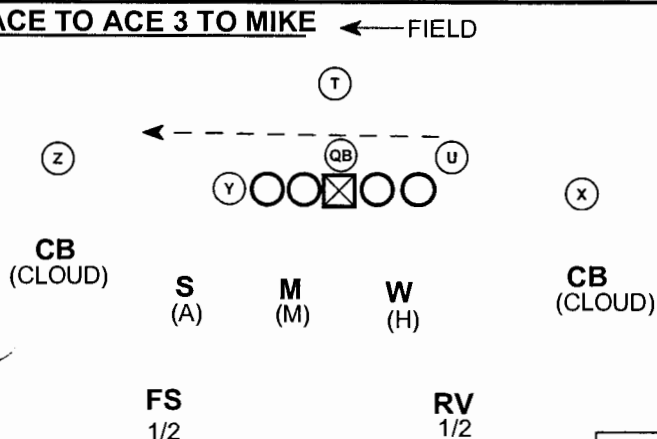
ACE 3 TO MIKE TO ACE



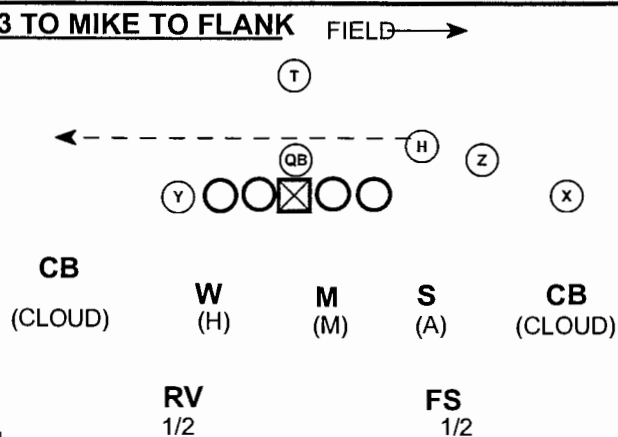
ACE FLANK TO ACE 3 TO MIKE



ACE TO ACE 3 TO MIKE



ACE 3 TO MIKE TO FLANK



STANDARD

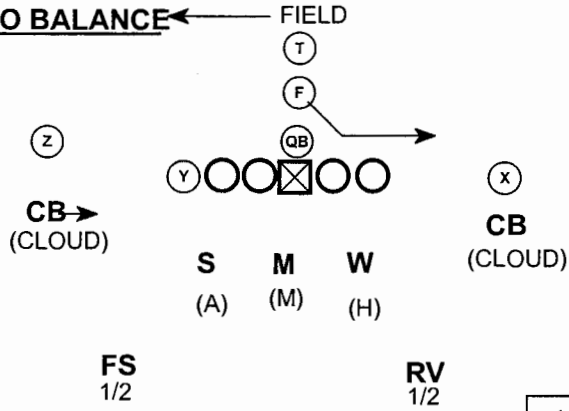
ALLEY=A
MIDDLE READ=M
SEAM RUN THRU=S
WIDE AS WIDEST=WW

FIELD COVER 2 BACK MOVEMENT

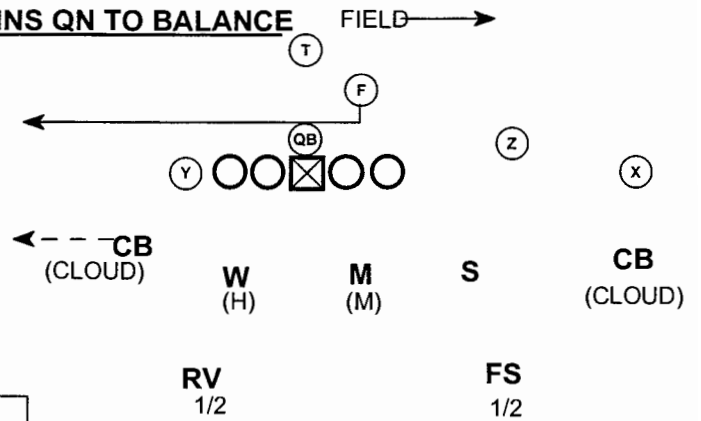
B.OS=BACKERS OVER STRONG
B.OW=BACKERS OVER WEAK

SLOT

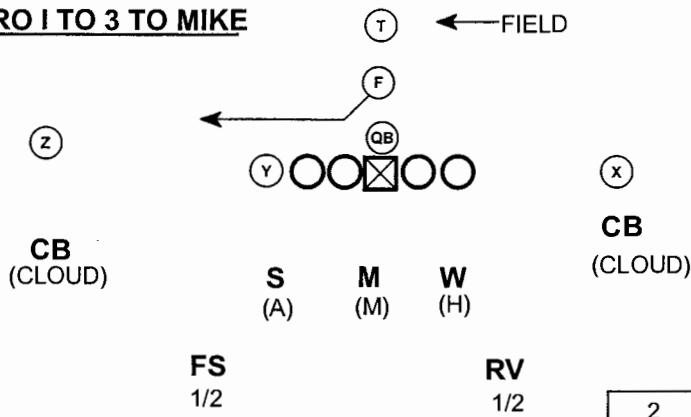
PRO I TO BALANCE



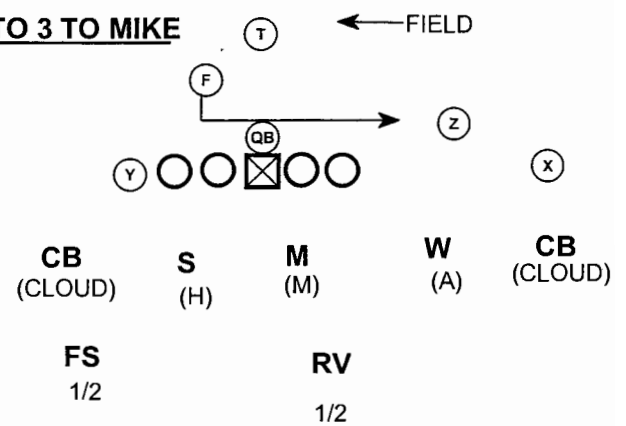
TWINS QN TO BALANCE



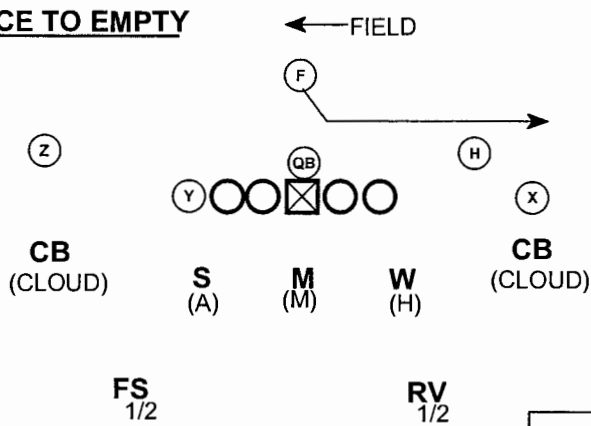
PRO I TO 3 TO MIKE



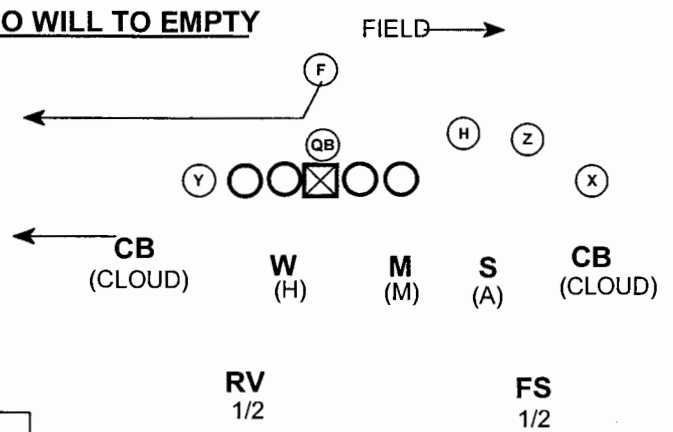
PRO KG TO 3 TO MIKE



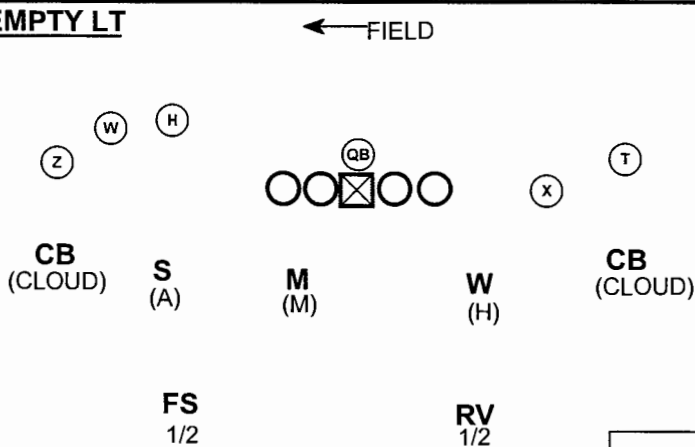
BALANCE TO EMPTY



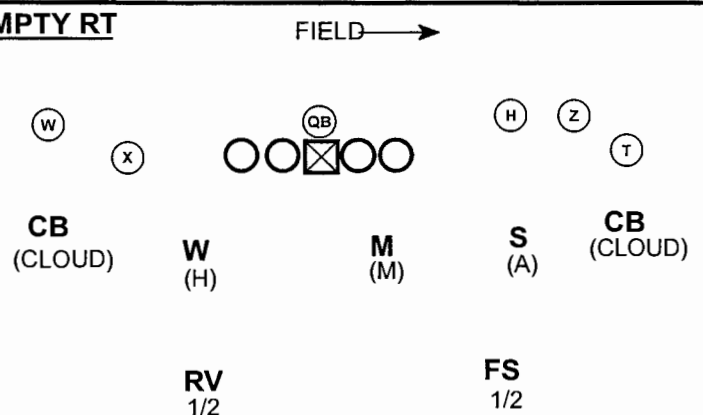
3 TO WILL TO EMPTY



EMPTY LT

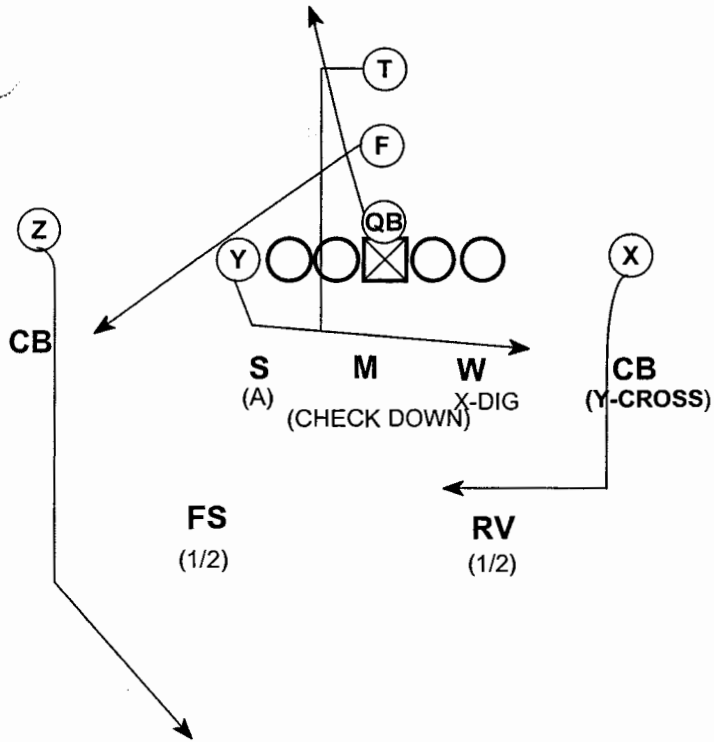


EMPTY RT

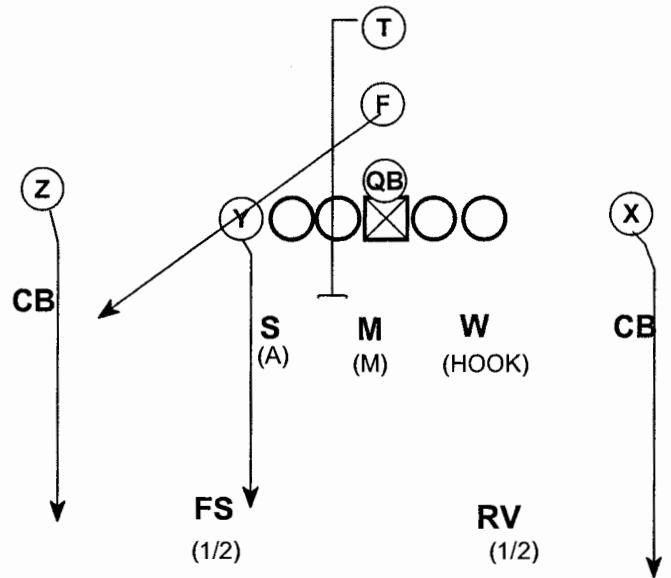


FIELD 13 FIELD COVER 2

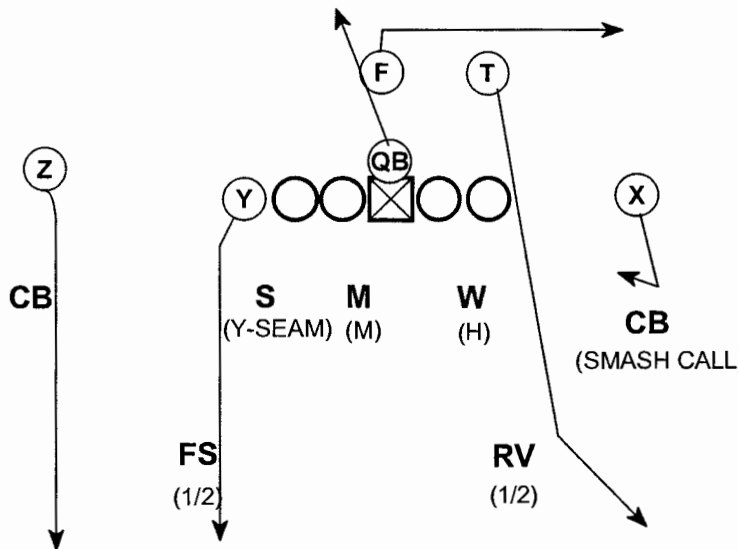
FIRE Y-CROSS



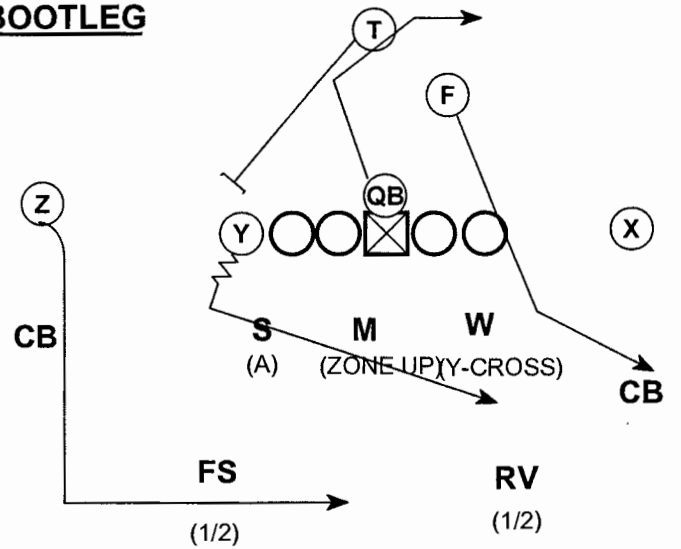
FIRE



OOD

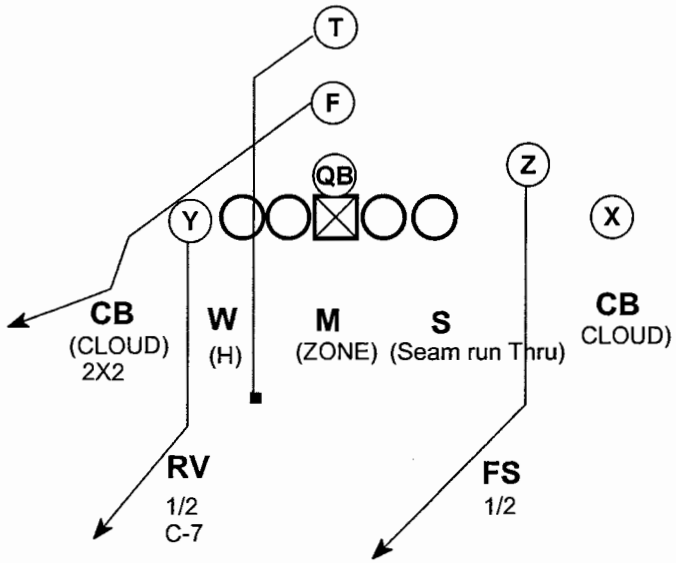


BOOTLEG



FIELD 13 FIELD COVER 2

FLOW



COVER 5

SCHEME:

Coverage played with a 5 Man rush. Huddle calls are: Rat, Sam, Sicem, Star, Mow, Mike, and Will.

RULES:

Cover 5 always has a combo side and a man side. Free safety aligns to the combo side. Versus a balanced set or trips, the combo will be declared based on the release or flow of the backs. Versus 3 to Mike, the combo is declared to the TE side. Play normal combo rules.

ROVER:

If combo is to your side, play with outside leverage on receiver. If "Rat" is the huddle call you are the Blitzzer. When you are not the Blitzzer in Cover 5 you have 1st outside weak receiver.

SAM:

If Sam is the huddle call you are the Blitzzer. If not, listen for the combo call. If combo is to your side, apply combo rules. If combo is away, play inside leverage on # 2 receiver if possible.

CORNERS:

Corners will have #1 and # 2 receivers in Cover 5. If you have predetermined combo call to your side, you can play with outside leverage using Free Safety deep help. If # 2 is vertical threat to occupy the safety play with inside leverage because help is not definite. **KNOW THE DOWN AND DISTANCE PRE-SNAP AND OFFENSIVE PERSONNEL.**

HUDDLE CALLS

31 RAT COVER 5

31 TANK RAT COVER 5

31 SAM COVER 5

31 SAM ARMY COVER 5

31 WIDE SICEM COVER 5

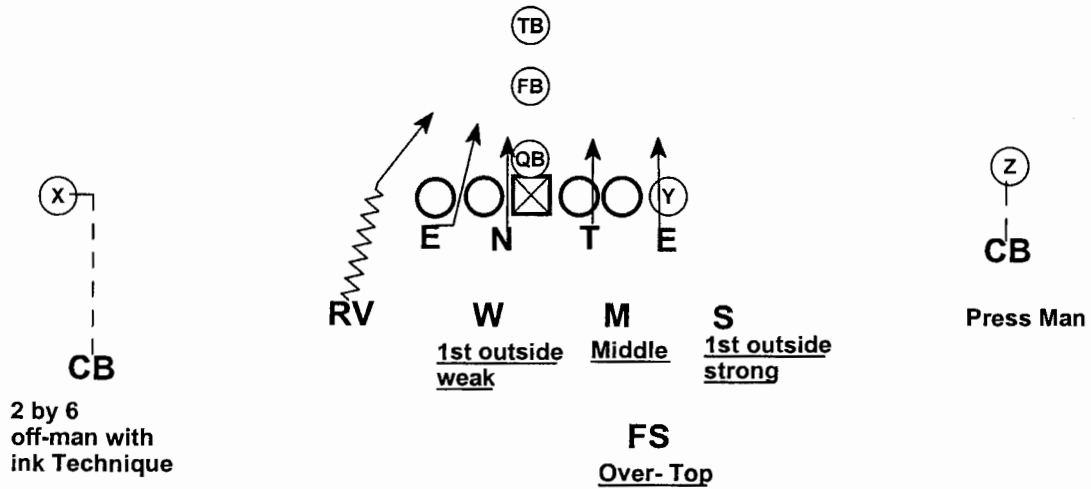
31 STAR COVER 5 - (SAM OR ROVER)

31 MOW COVER 5 - (MIKE OR WILL)

RAT - COVER 5

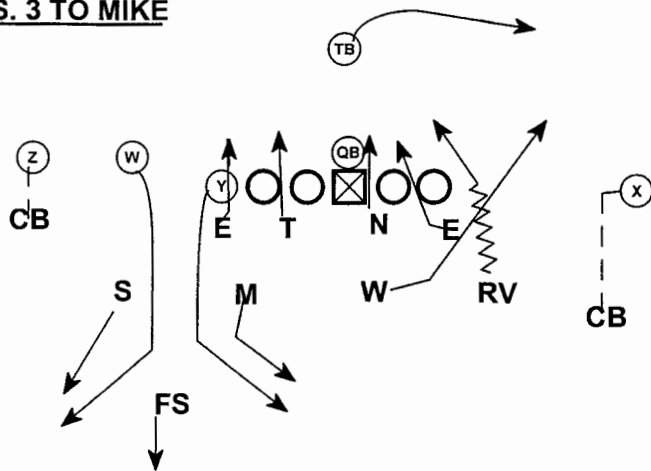
Corners will cover # 1 and # 2 Receivers in Cover 5.

PRO I

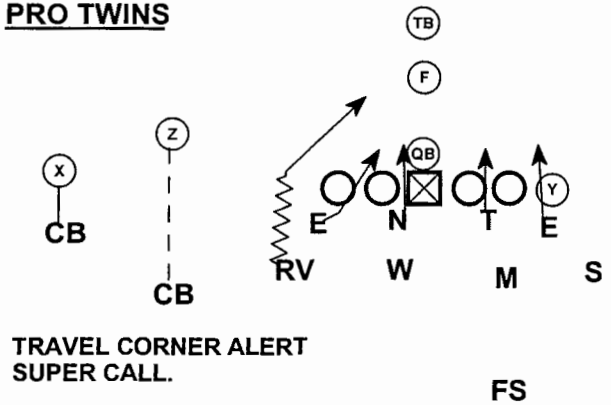


Inside is a 4 on 3 combo with the Free Safety over the top on # 2 or # 3 vertical

VS. 3 TO MIKE

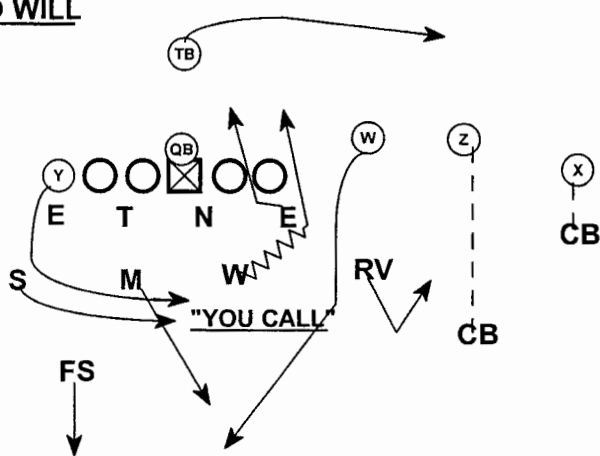


PRO TWINS

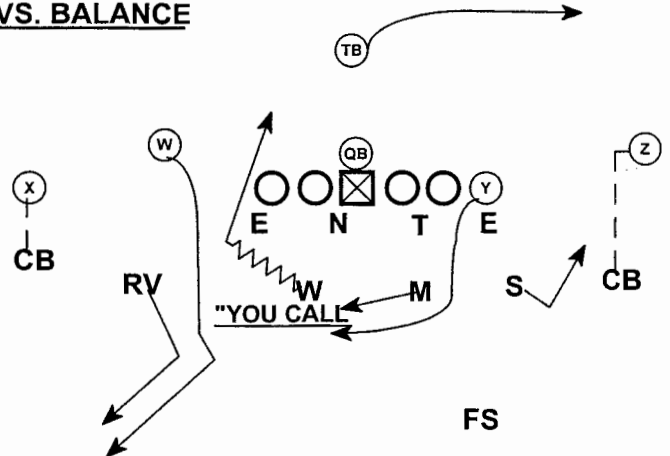


TRAVEL CORNER ALERT
SUPER CALL.

VS. 3 TO WILL



VS. BALANCE



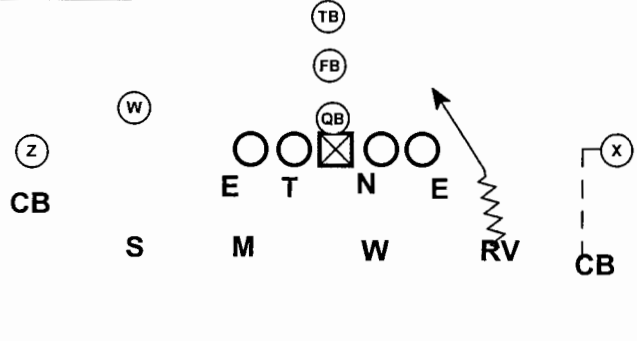
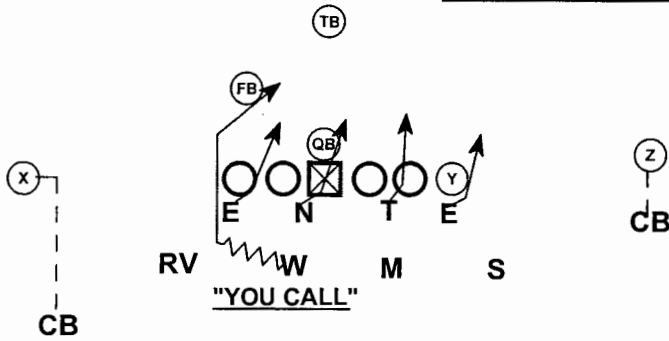
Teaching Points ANYTIME ROVER IS REMOVED GIVE A "YOU CALL TO WILL BACKER.

RAT COVER 5

VS. QUEENS

TANK RAT COV.5

VS. OPEN

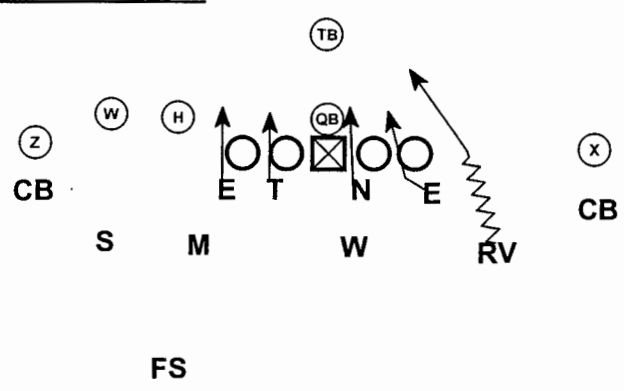
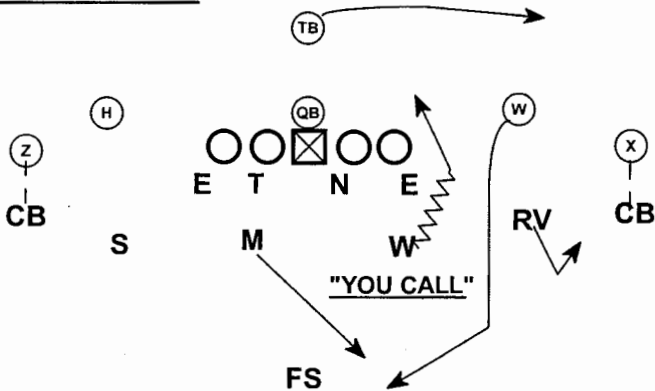


FS

FS

VS. 2X2 SPREAD

VS. 3X1 SPREAD



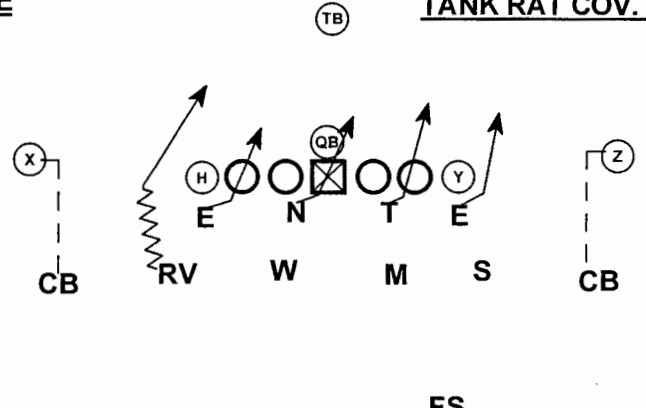
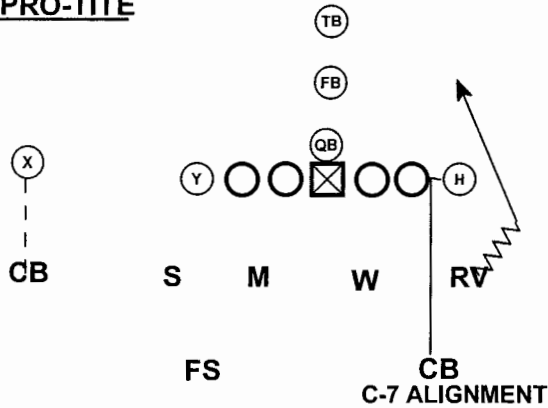
FS

FS

VS. PRO-TITE

ACE

TANK RAT COV. 5



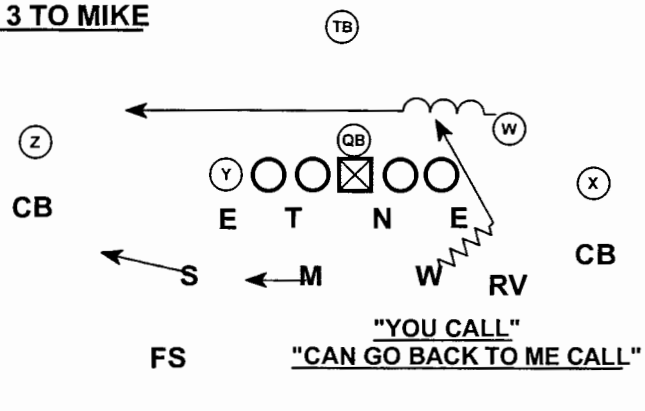
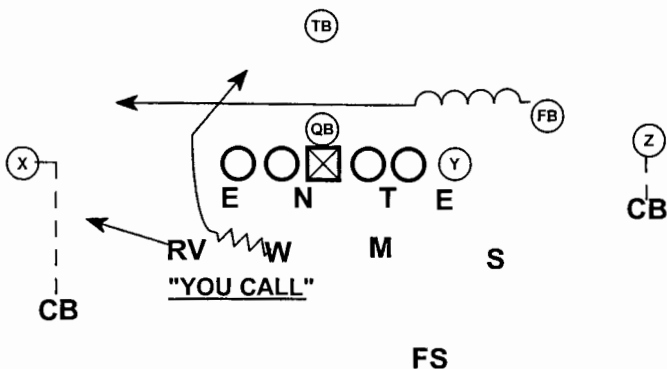
FS

FS

CB
C-7 ALIGNMENT

3 TO MIKE MOTION - BALANCE

VS. 3 TO MIKE



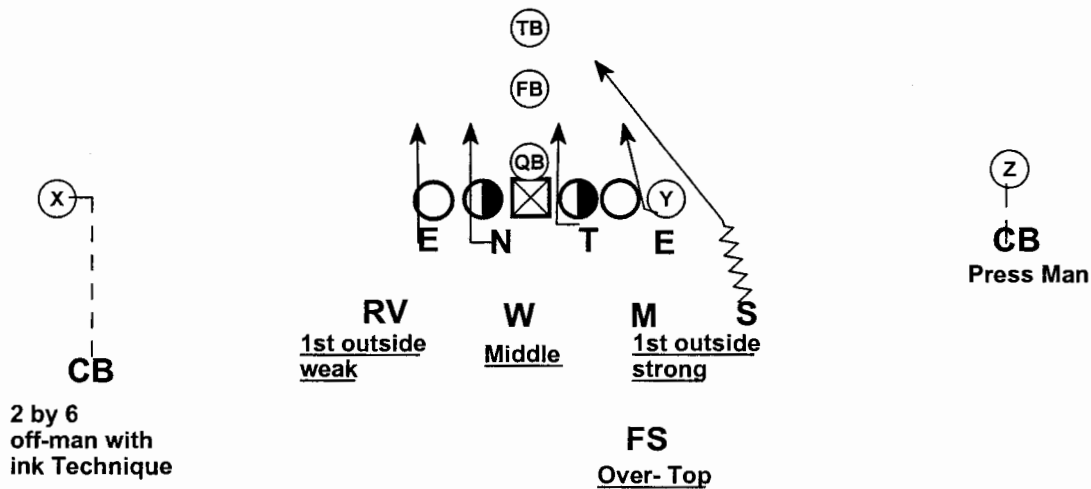
FS

FS

YOU CALL STAY ON WILL CONTINUE ON BLITZ

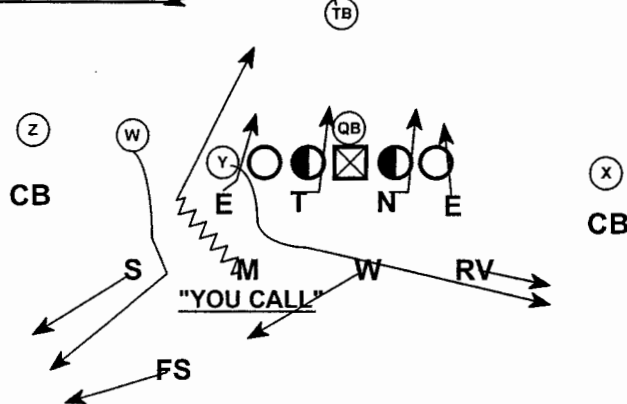
SAM - COVER 5

PRO I



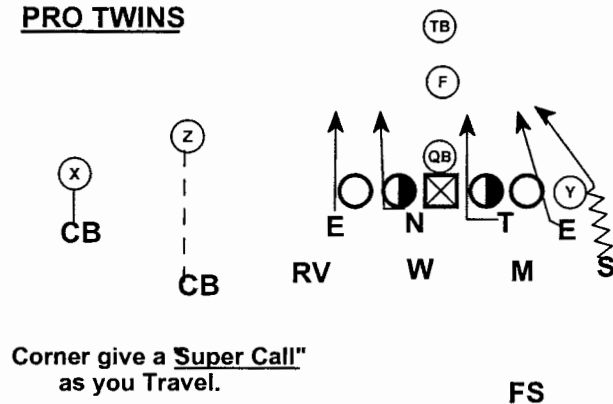
Inside is a 4 on 3 combo with the Free Safety over the top on # 2 or # 3 vertical

VS. 3 TO MIKE

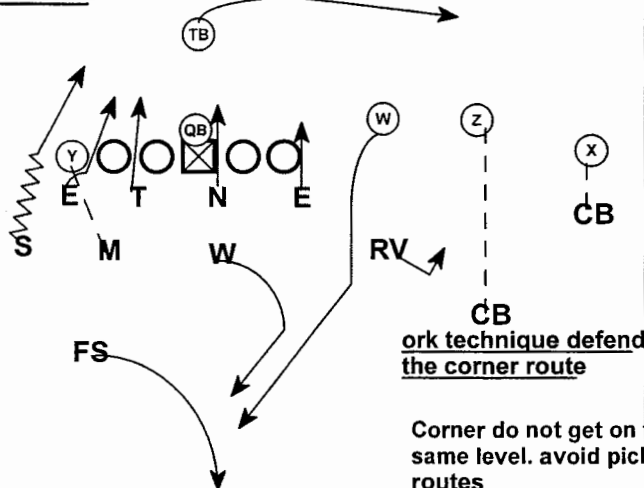


Sam give a you call to mike and then adds into the 4 on 3 combo

PRO TWINS

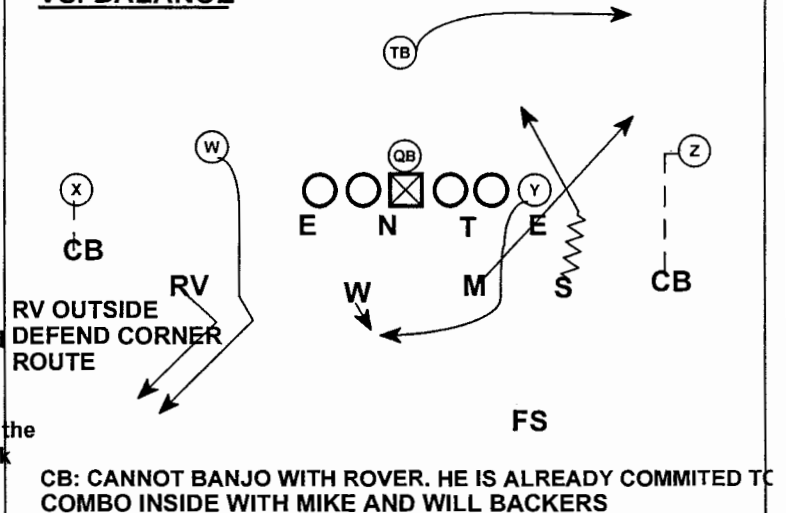


VS. 3 TO WILL



Corner do not get on the same level. avoid pick routes

VS. BALANCE



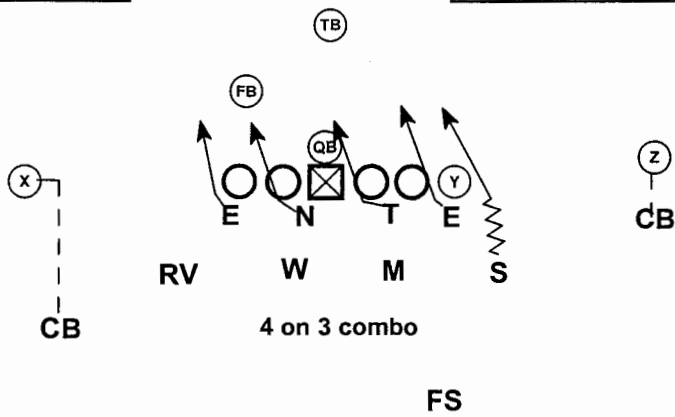
CB: CANNOT BANJO WITH ROVER. HE IS ALREADY COMMITTED TO COMBO INSIDE WITH MIKE AND WILL BACKERS

Teaching Points ANYTIME THE SAM IS REMOVED VS. SAM COVER FIVE HE GIVES A "YOU CALL" TO THE MIKE BACKER.
Strong Side Defensive End read Offensive Tackle as you skin inside. If he flashes for pass get under him. If he blocks down go off his near hip.

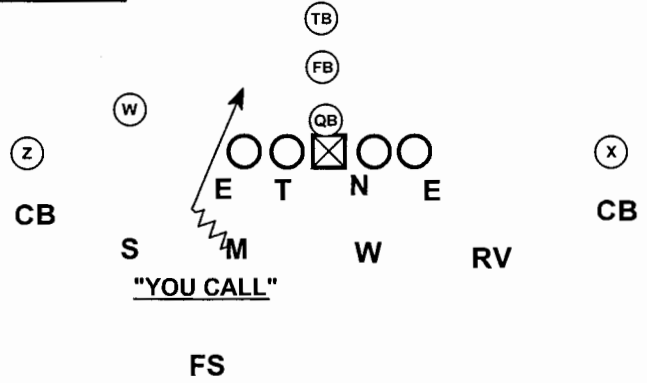
SAM COVER 5

VS. QUEENS

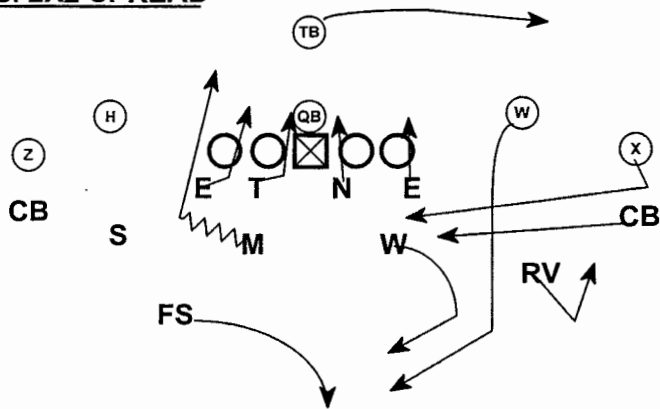
Army Sam Cov. 5



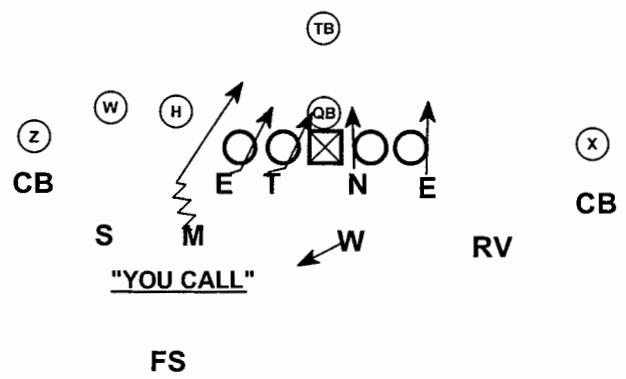
VS. OPEN



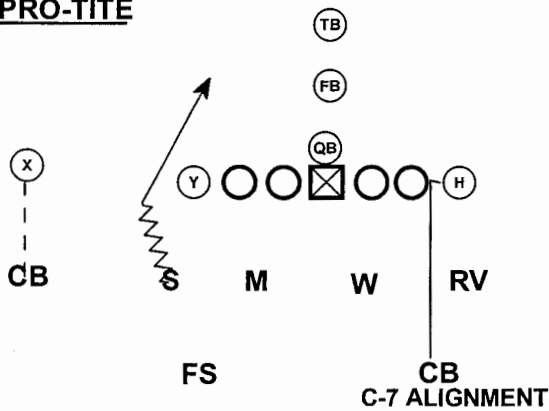
VS. 2X2 SPREAD



VS. 3X1 SPREAD

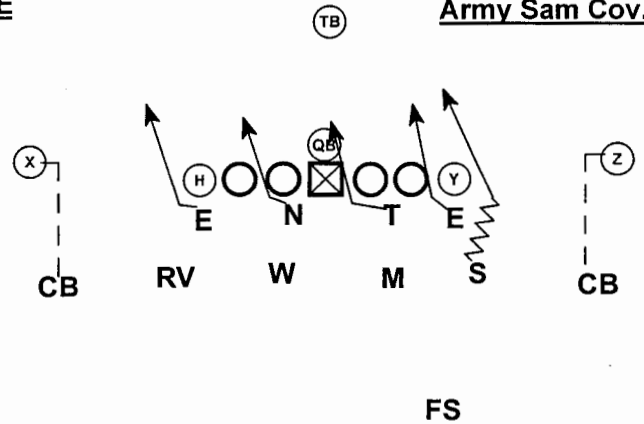


VS. PRO-TITE



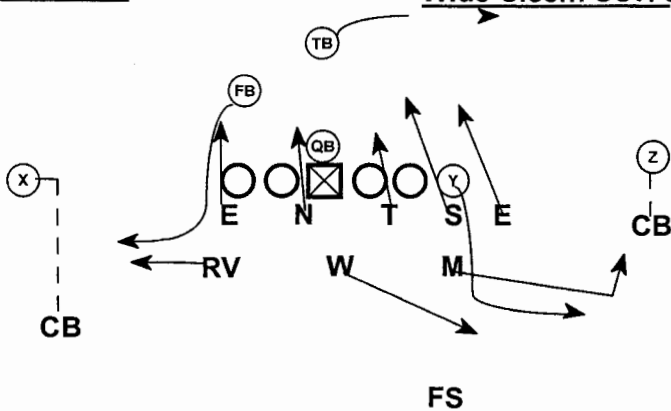
ACE

Army Sam Cov. 5



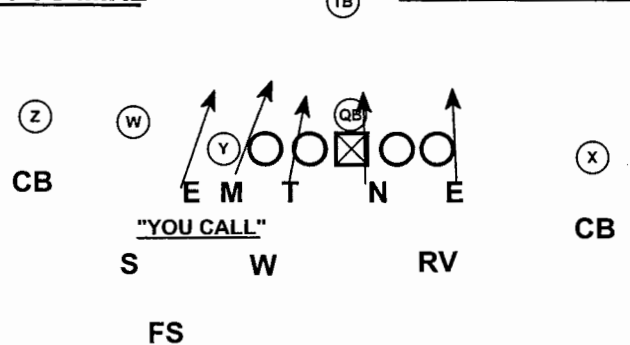
VS. QUEENS

Wide-Sicem Cov. 5



VS. 3 TO MIKE

Wide-Sicem Cov. 5

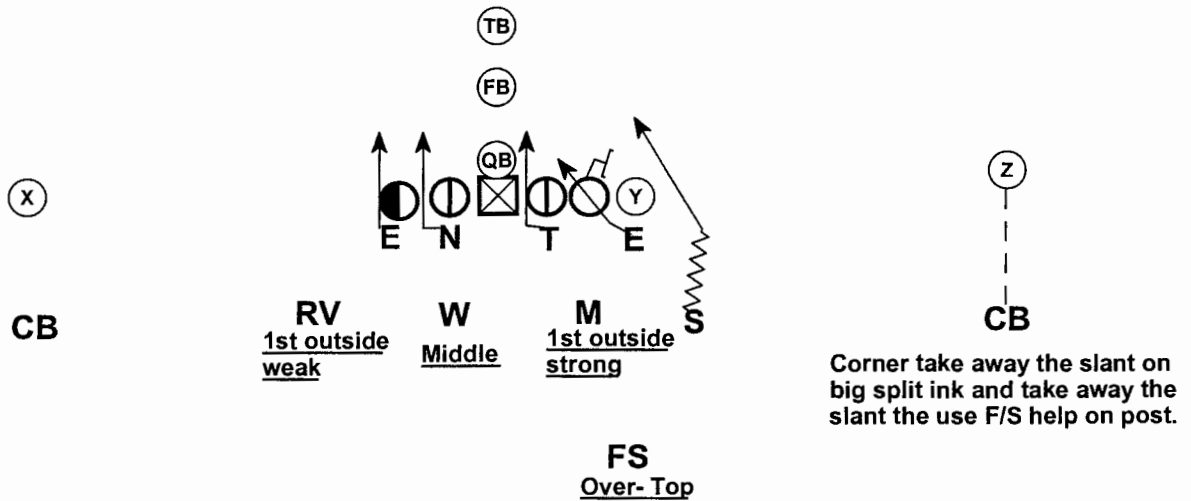


Mike replace Sam on alignment and dog pressure

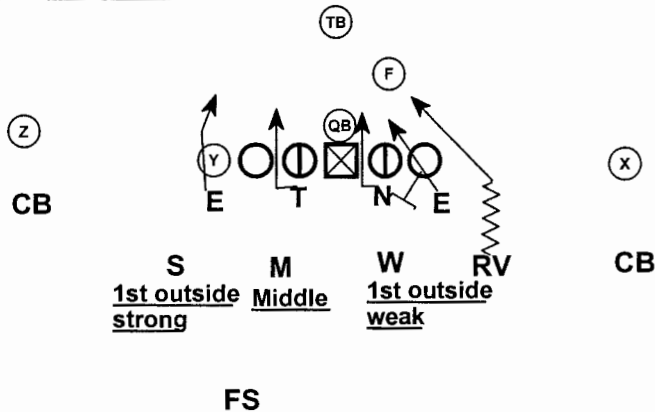
22 STAR COVER 5

Star is a six man pressure blitz for the run. Sam or Rover is going based on formation.

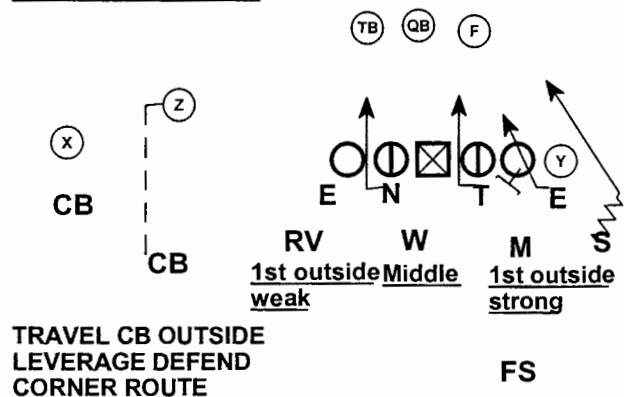
PRO I



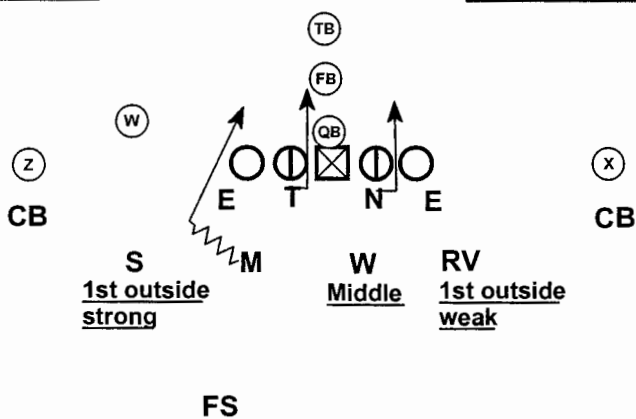
VS. PRO QUEEN



SPLIT GUN TWINS

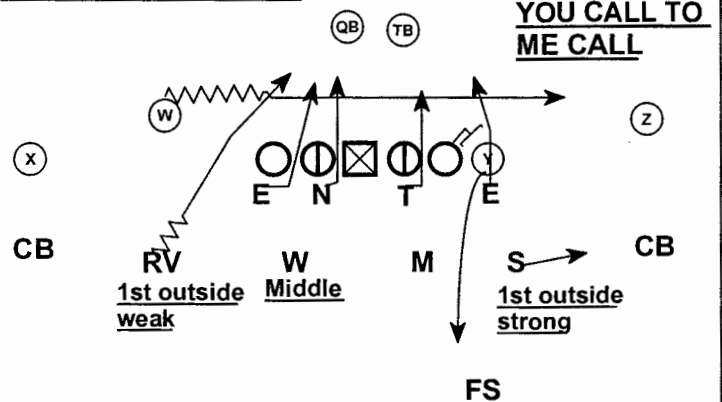


VS. OPEN



SAM- YOU CALL

VS. BALANCE GUN KG



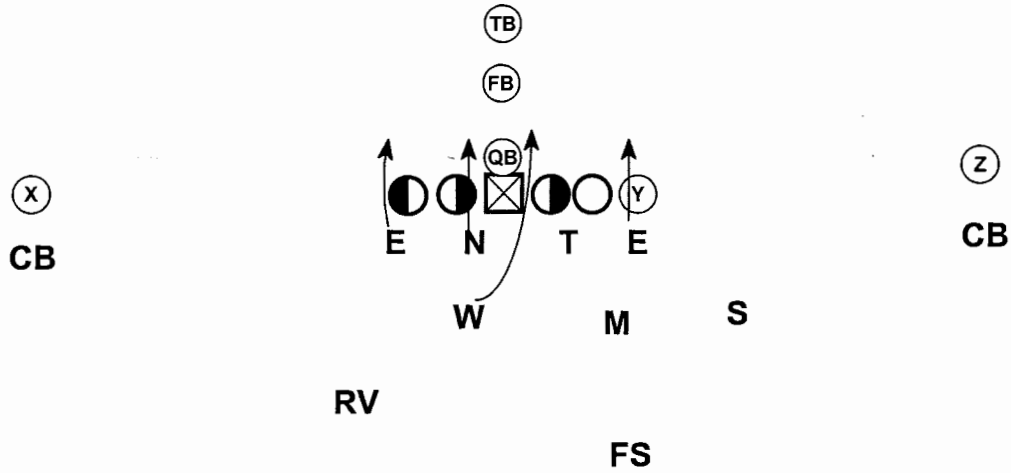
SAM ADJUST TO MOTION AND GIVE A YOU CALL.

Teaching Points Star Blitz - is a run/spill stunt to eliminate the run. We will blitz the run strength of the formation. Sam or Rover if removed give a "YOU" call to next inside player.

This is a great run stunt vs. 21 Personnel to shut down the run.

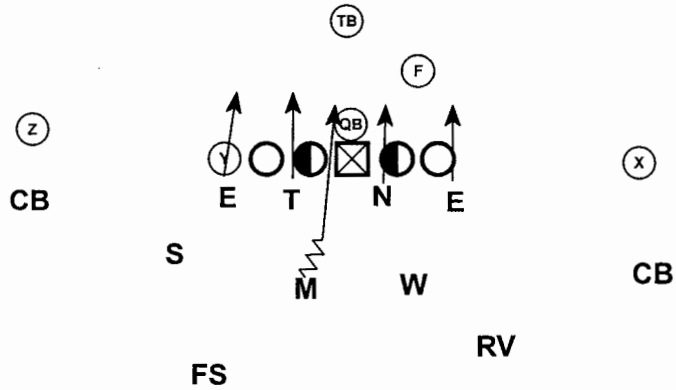
31 MOW COVER 5

PRO I



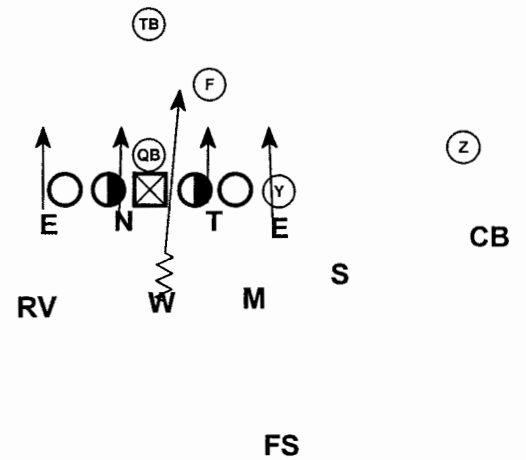
WILL BACKER BLITZ A GAP STRONG IN OVER ALINGNMNENT

QUEEN



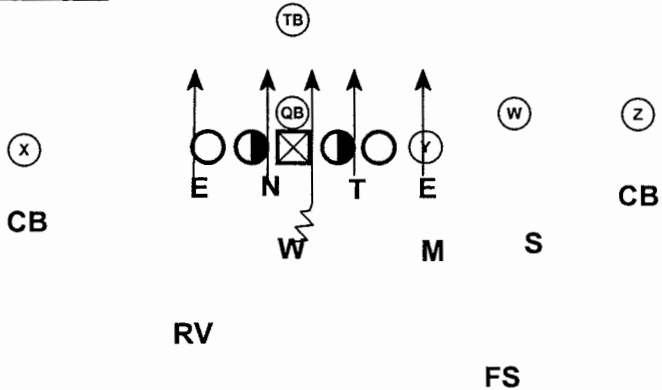
UNDER ALIGNMENT

KING



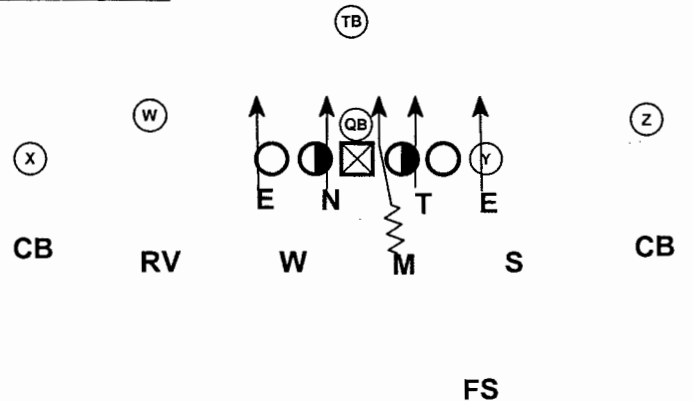
OVER ALIGNMENT

3 TO MIKE



AGGIE ALIGNMENT

VS. BALANCE

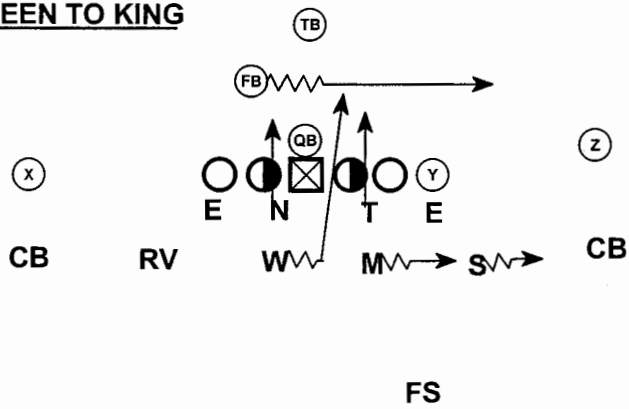


CAT ALIGNMENT

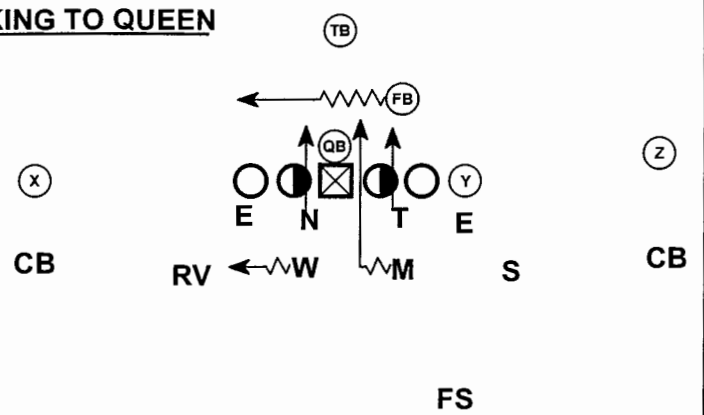
- Teaching Points:
1. VERSUS OVER AND AGGIE ALIGNMENTS - WILL BACKER STUNTS A-GAP STRONG
 2. VERSUS UNDER AND CAT ALIGNMENT - MIKE BACKER STUNTS STRONG A- GAP

MOW COVER 5: VERSUS MOTION

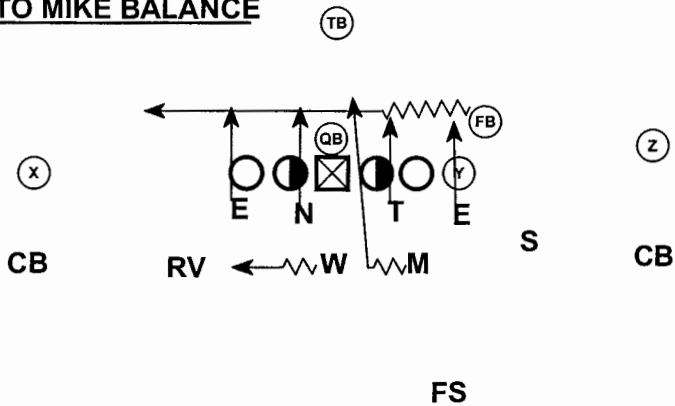
QUEEN TO KING



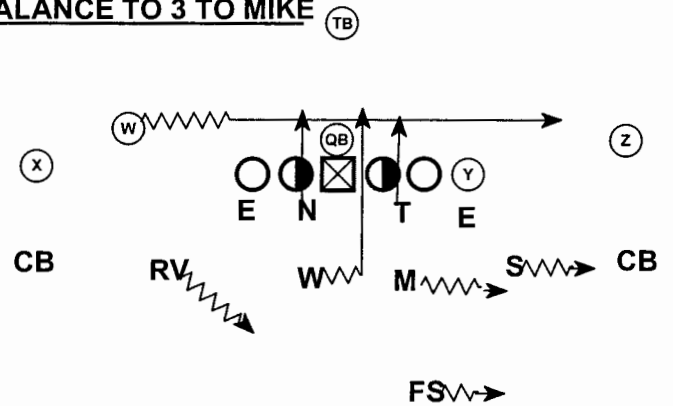
KING TO QUEEN



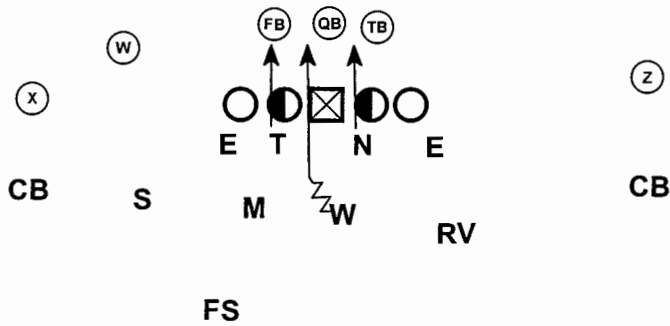
3 TO MIKE BALANCE



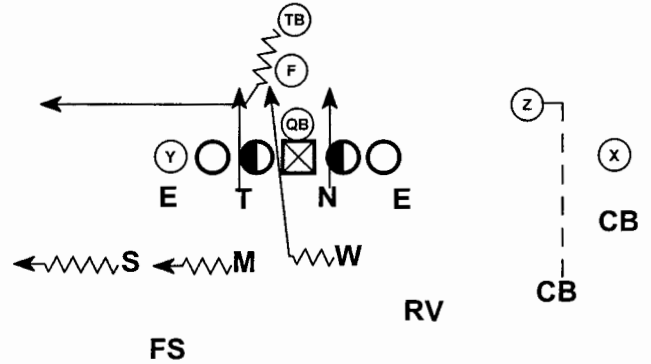
BALANCE TO 3 TO MIKE



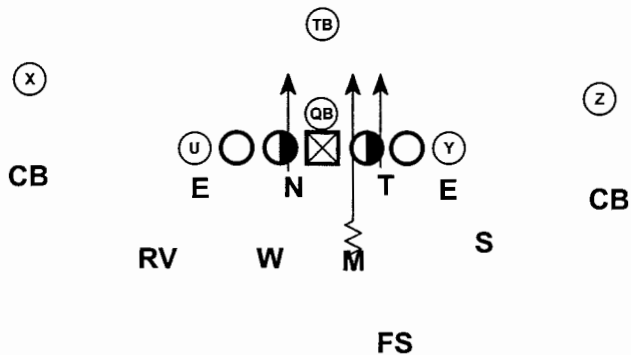
SPLIT OPEN



I-TWINS TO BALANCE

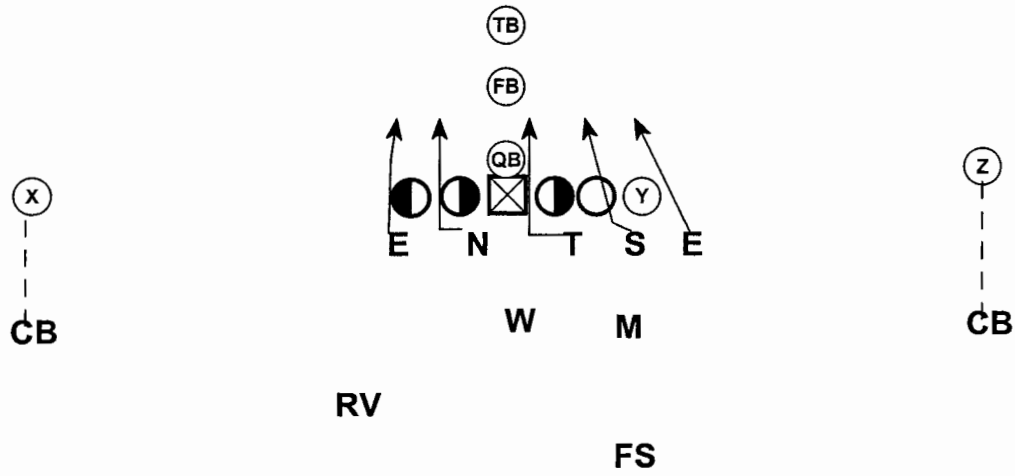


ACE



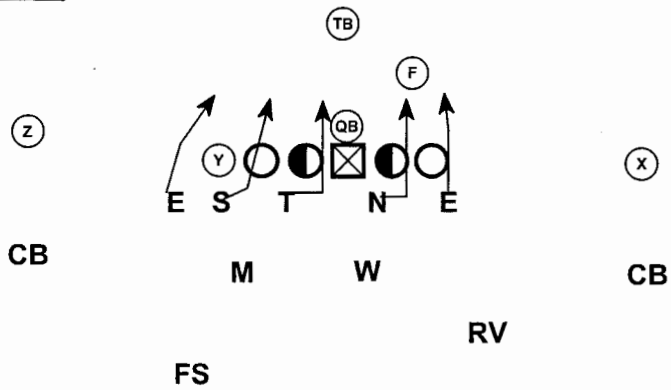
31 WIDE SICEM COVER 5

PRO I

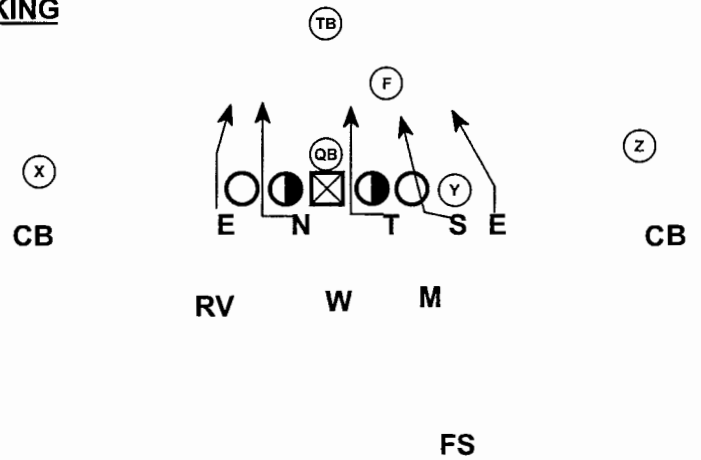


Versus Flood weak- Free Safety has deep Middle

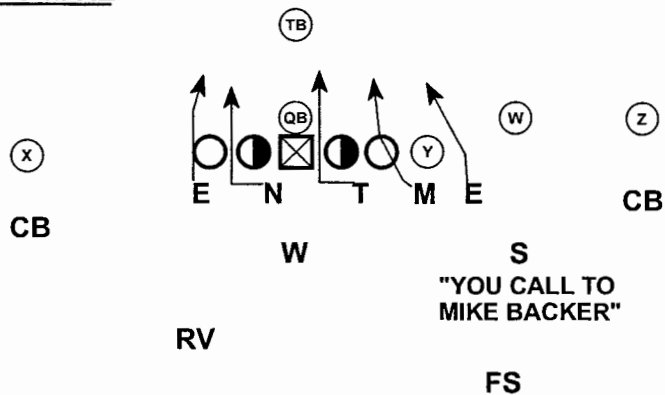
QUEEN



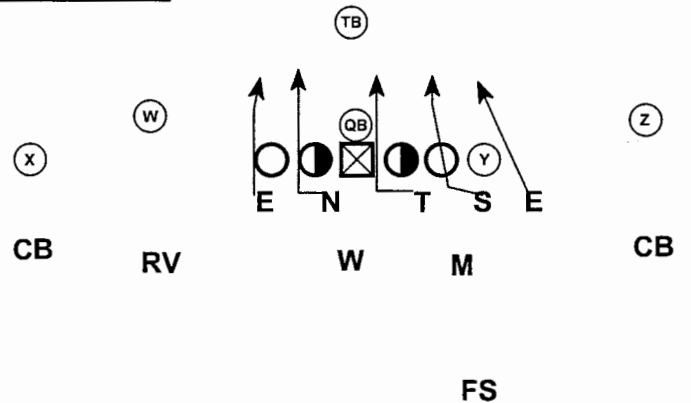
KING



3 TO MIKE



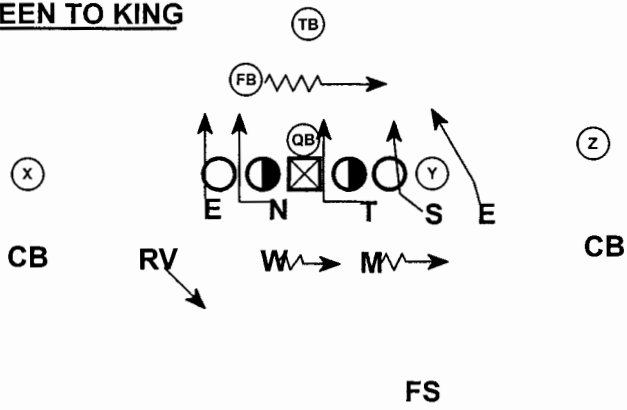
VS. BALANCE



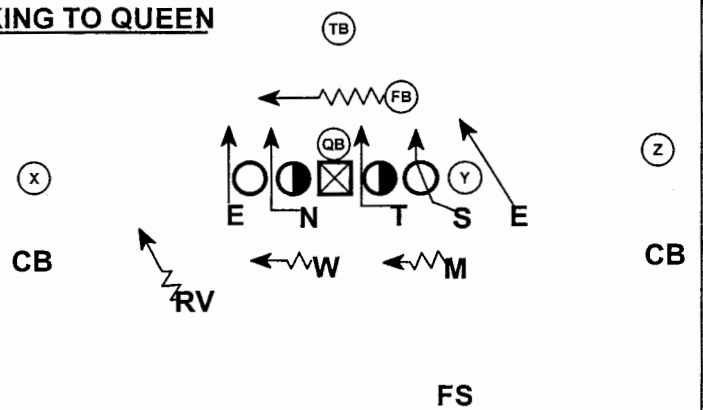
Teaching Points: 1. MIKE & WILL BACKERS ALIGN IN "OVER" REGARDLESS OF THE FORMATION OR BACKFIELD SET

31 WIDE SICEM COVER 5: VERSUS MOTION

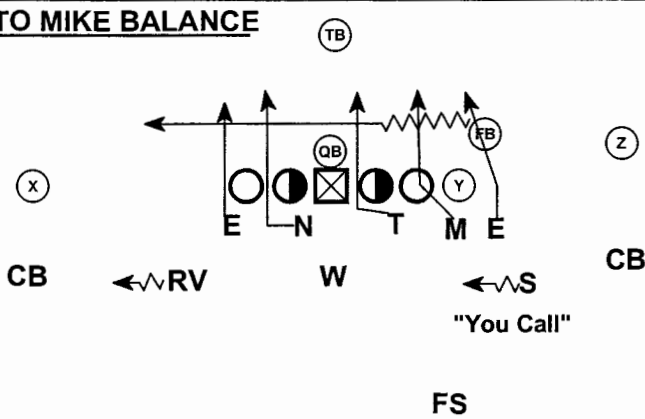
QUEEN TO KING



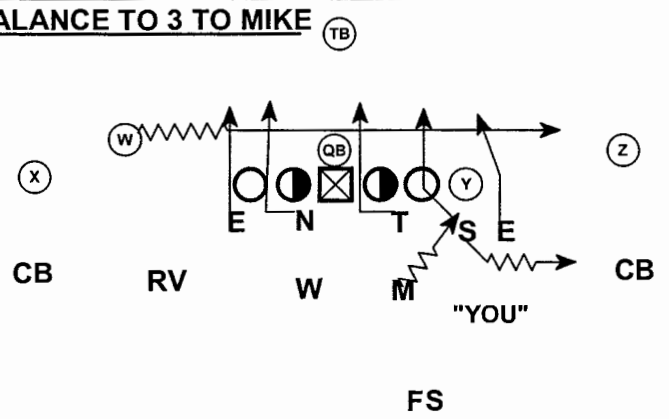
KING TO QUEEN



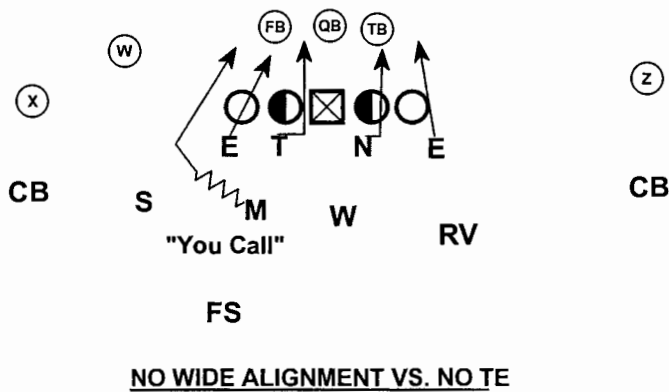
3 TO MIKE BALANCE



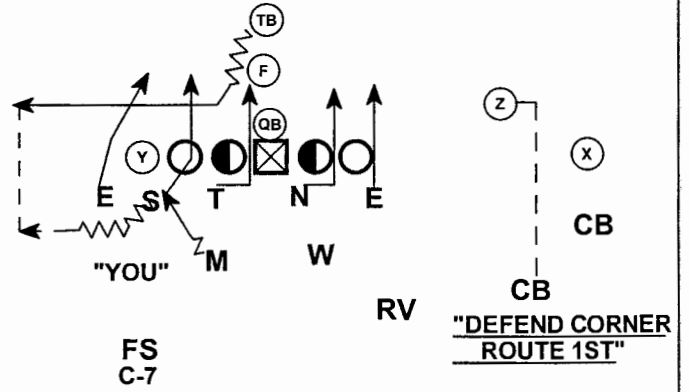
BALANCE TO 3 TO MIKE



SPLIT OPEN



I-TWINS TO BALANCE



COVER 4

SCHEME:

Coverage 4 is used with a 6-Man Pressure or Rush. Huddle calls are strike, Dogs, and MAW. Strike is a spill stunt for the Blitzers.

RULES:

FREE SAFETY you have the middle receiver, # 3 receiver. Versus a balanced formation it may not be determined until the running back declares on the snap of the ball. Versus **3 to Mike**, Banjo is determined to the TE side. Free safety you are responsible for any middle threat.

ROVER/SAM:

If Strike is the huddle call you are the outside Blitzler. The same rule hold up anytime you are removed by formation give a "you" call to the next inside player and now you have the 1st outside potential receiver.

MIKE/WILL:

If **Dog** is called you are the Blitzler. If **Strike** is the Huddle call, Sam and Rover are the Blitzler and you must get aligned to be the 1st outside defenders on the pass. If you get a "YOU" call on strike from SAM or ROVER, replace them as the outside Blitzler.

CORNERS:

Corners play with inside leverage because there is no definite inside help. Expect the ball to be thrown quick with a six-man pressure. Play off-man to see the ball thrown on six-man pressure unless situation dictates otherwise. **KNOW THE DOWN AND DISTANCE PRE-SNAP.**

HUDDLE CALLS

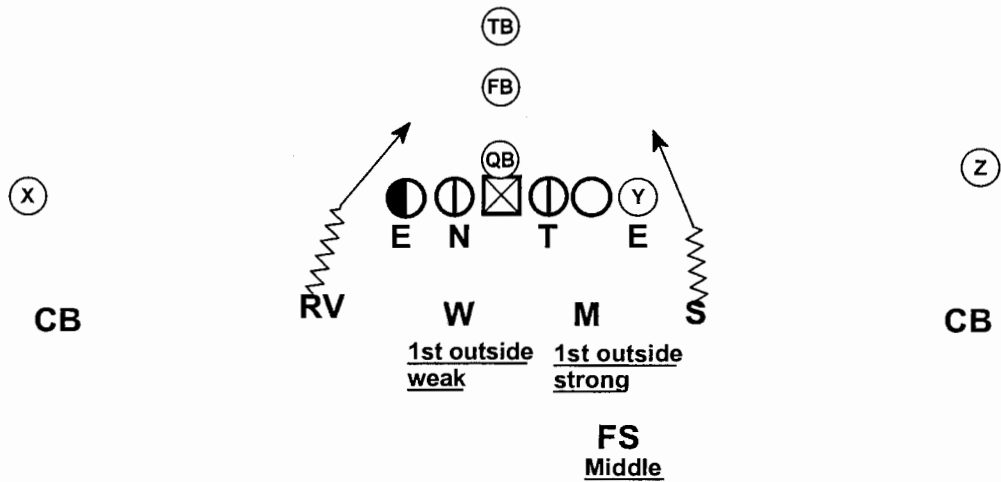
11 STRIKE COVER 4 GOAL-LINE

22 STRIKE COVER 4

31 SAW COVER 4

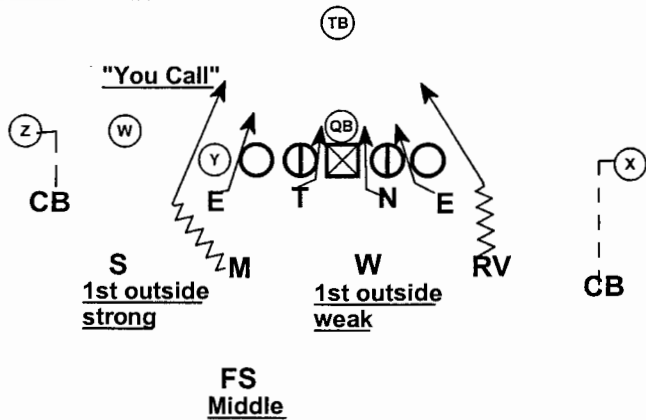
22 STRIKE COVER 4

PRO I



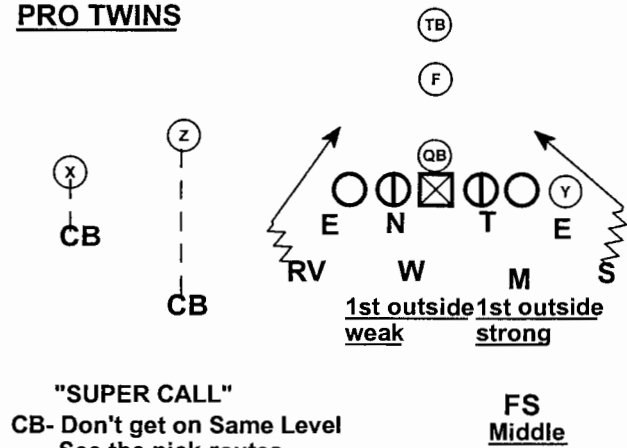
Corners- on Six-Man pressure play off and with inside leverage as much as possible and see the ball thrown. Play press if the situations dictates. Disguise your alignment.

VS. 3 TO MIKE



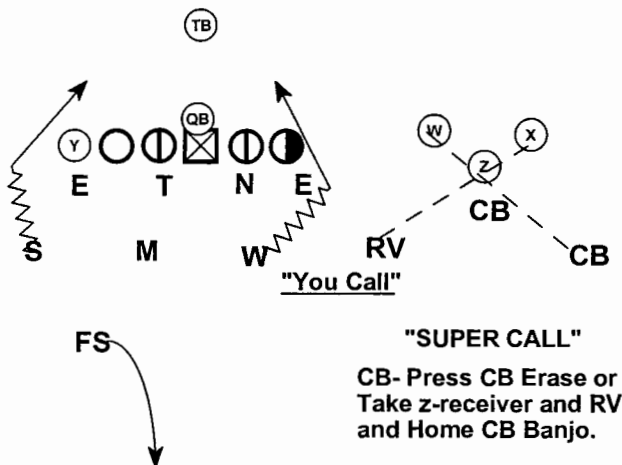
Sam gives Mike a "YOU" Call and add into the Coverage.

PRO TWINS



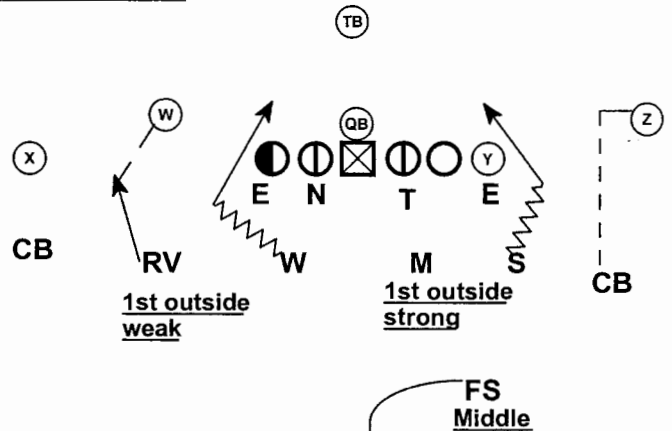
"SUPER CALL"
CB- Don't get on Same Level
See the pick-routes.

VS. 3 TO WILL



"SUPER CALL"
CB- Press CB Erase or
Take z-receiver and RV
and Home CB Banjo.

VS. BALANCE

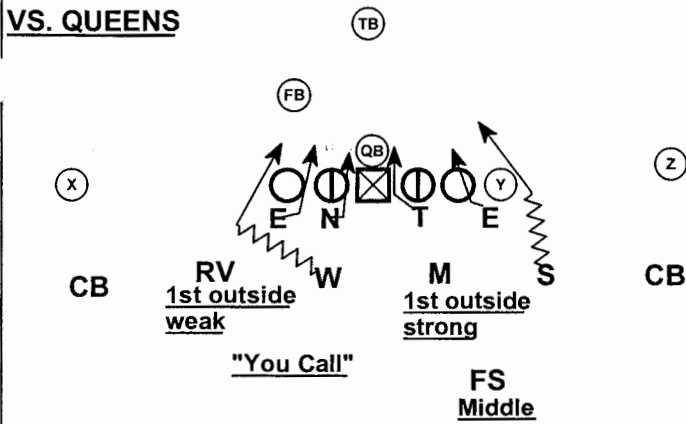


F/S - Read the flow of the RB to determine who becomes the # 3 Rec.

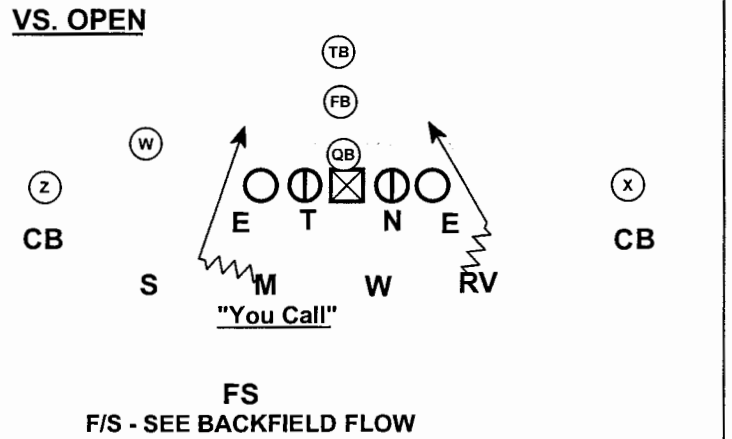
Coaching Points All cover guy must see the release of the backfield to determine who is # 3 Receiver. Anytime the blitzers are removed give a "YOU" call to the next inside defender and add into the coverage.

22 STRIKE COVER 4

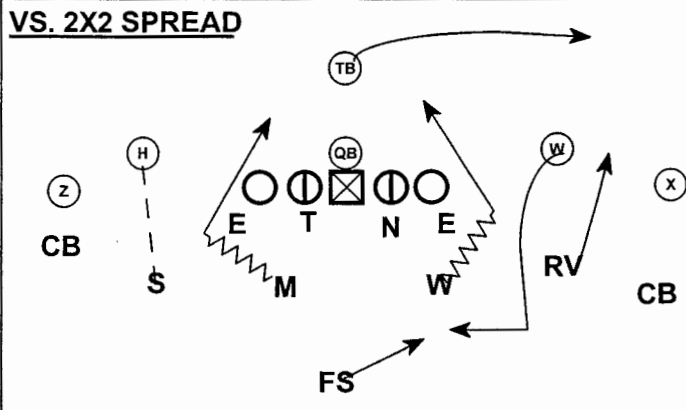
VS. QUEENS



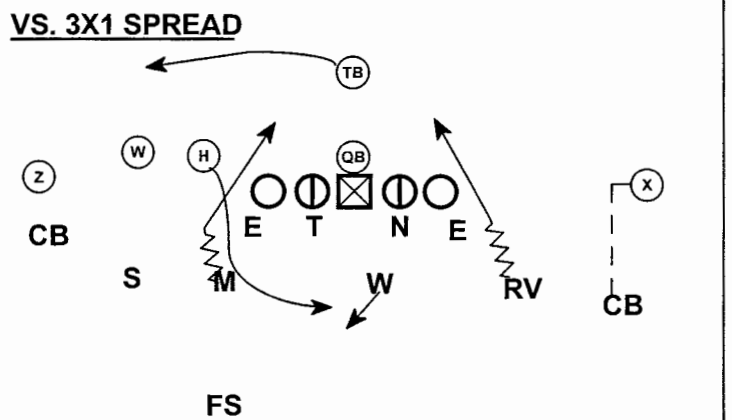
VS. OPEN



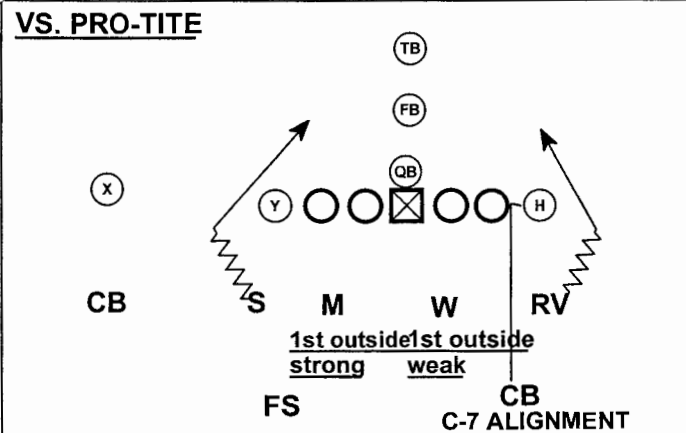
VS. 2X2 SPREAD



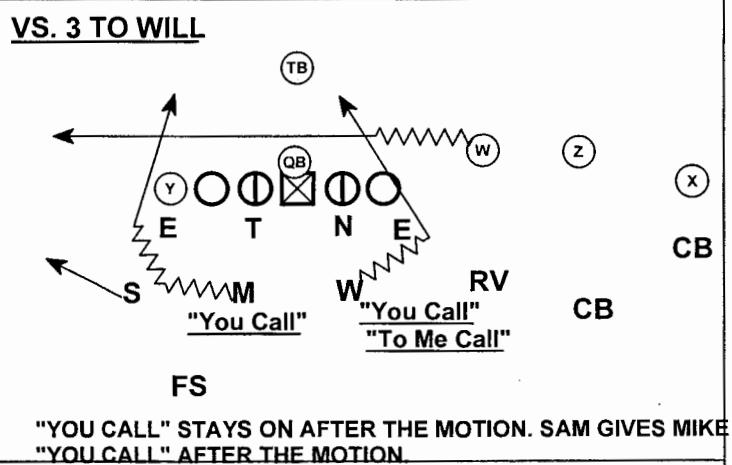
VS. 3X1 SPREAD



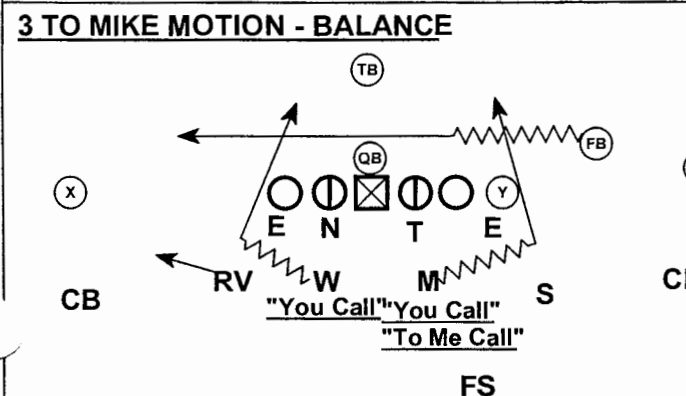
VS. PRO-TITE



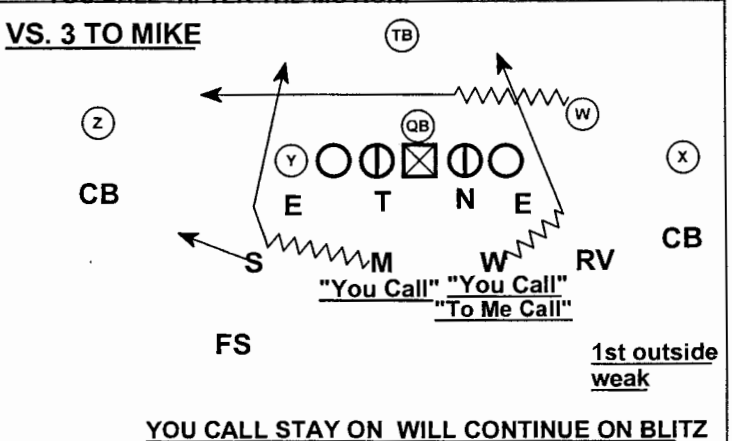
VS. 3 TO WILL



3 TO MIKE MOTION - BALANCE



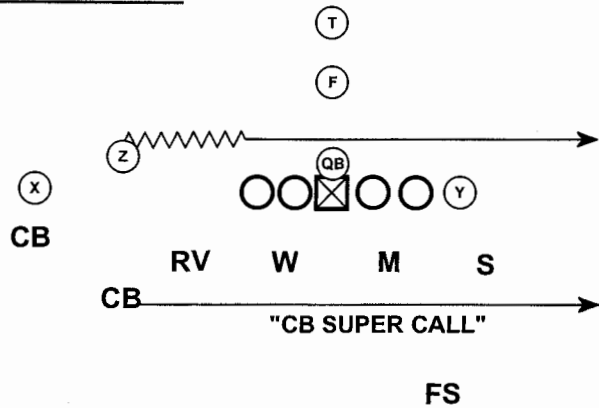
VS. 3 TO MIKE



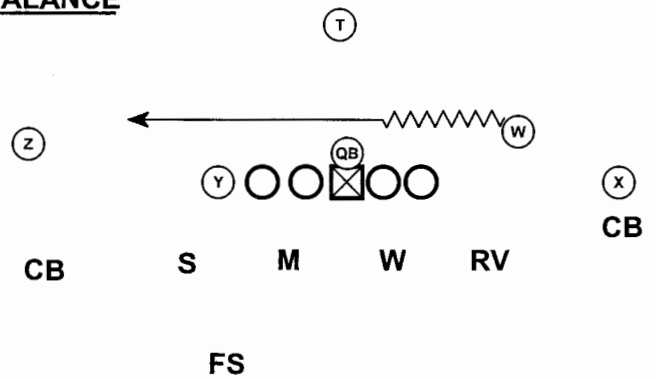
YOU CALL STAY ON WILL CONTINUE ON BLITZ

22 STRIKE VS. MOTION

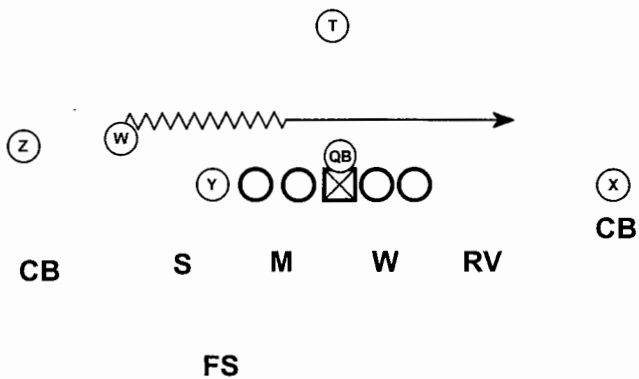
TWINS TO PRO



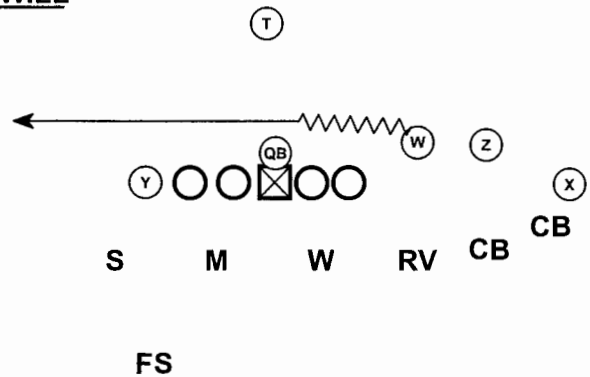
BALANCE



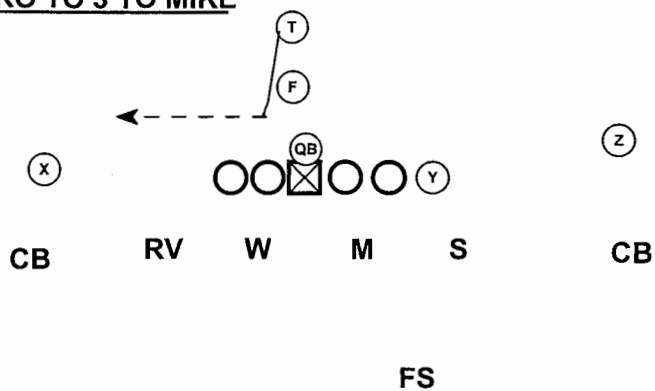
3 TO MIKE



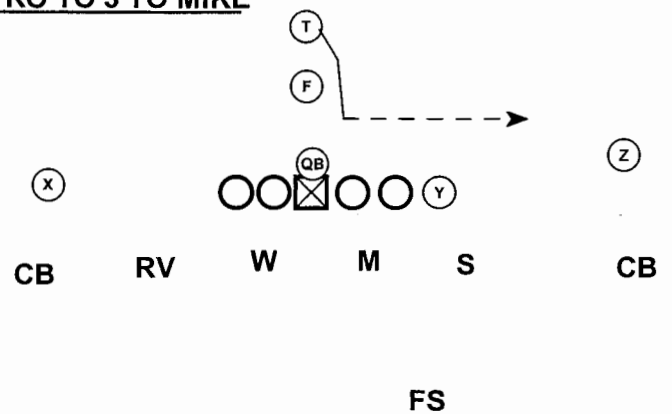
3 TO WILL



PRO TO 3 TO MIKE

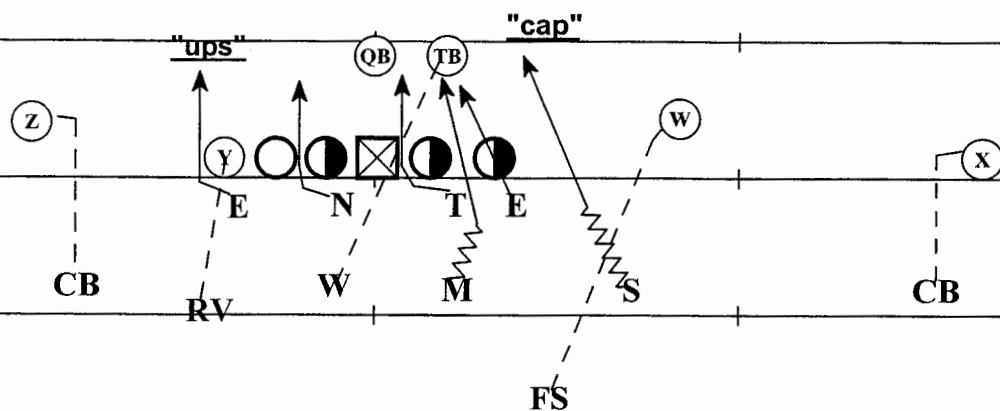


PRO TO 3 TO MIKE



COACHING POINTS:

BRACKET-



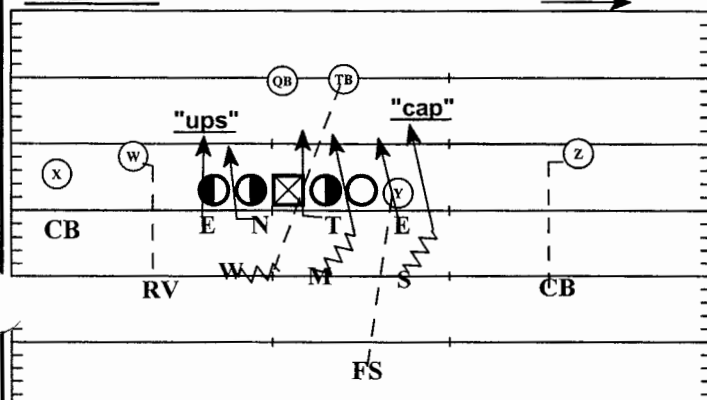
Weakside End: Use up the Offensive Tackle and Peel to flare of rs, drop check screen late to contain.
(UPS= USE, PEEL AND SCREENS)

Strong End: Use up the TE Run you Track. If he disappears stay on your Track.

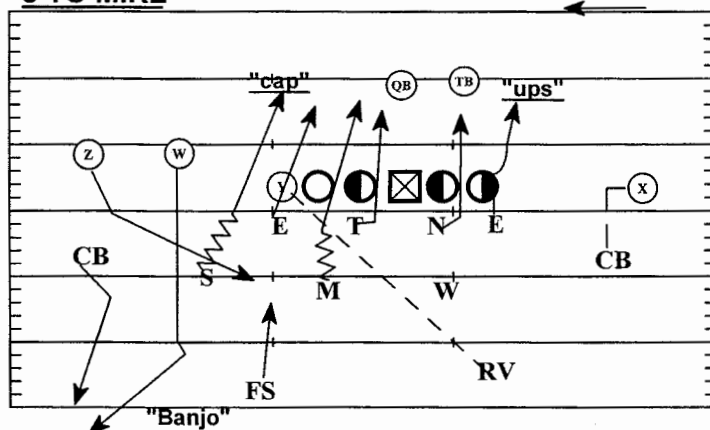
POSITION	ALIGNMENT	KEYS & READ	PASS RESPONSIBILITY	COACHING POINT
STRONG CORNER	Inside leverage	#1 Receiver	Man to Man on #1	You have no help. See the split of the Receiver. Handle Z-Motion
WEAK CORNER	Inside leverage	#1 Receiver	Man to Man on #1	You have no help. See the split of the Receiver.
ROVER	Stem between cut and cloud look	QB to #2 Receiver	Man to Man on #2 Weak	Flat Foot Man. vs. 3 Receivers Strong you have the #3 Receiver
FREE SAFETY	10 yds deep, split #2 and OT	QB to #2 Receiver	Man to Man on #2 Strong	Flat Foot Man. Versus 3 receivers weak you have #3 reciver.
MIKE BACKER	Align to Execute Blitz	B-Gap Strong	B-Gap Blitzzer. Pressure QB	
SAM BACKER	Wide split by W-Rec. Align inside spec. Look Short split head up	Near Back to QB	D-Gap Blitzzer with contain and peel on RB Flare	Must be under control to see RB Flare (CAP)
WILL BACKER	Align to Execute Coverage	Backfield Flow	Man on remain back or 1st back strong	Recognize formations and movements.

BALANCE

FIELD →

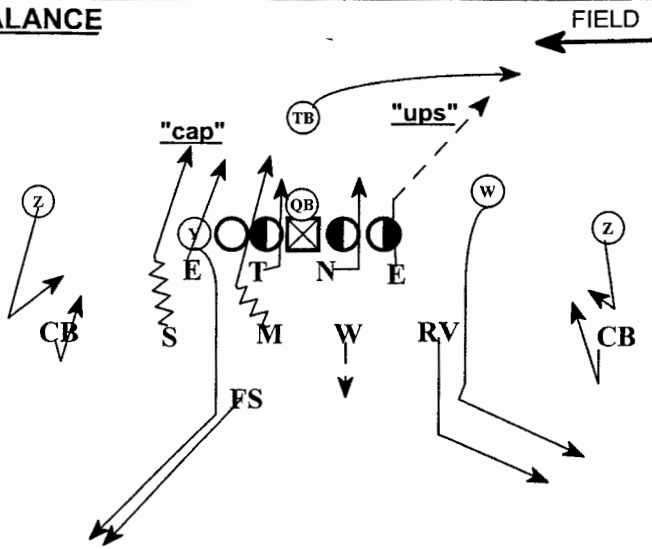
**3 TO MIKE**

FIELD ←

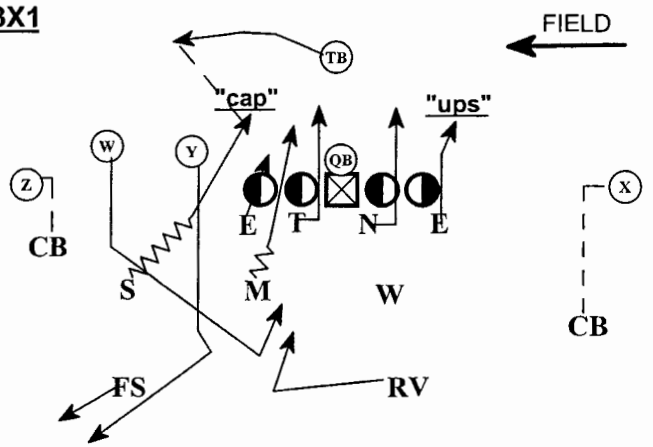


SMASH COV. 0 CONTINUED:

BALANCE

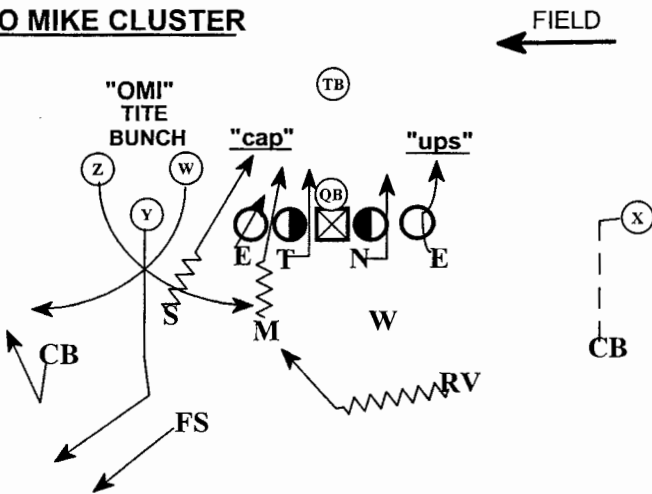


3X1



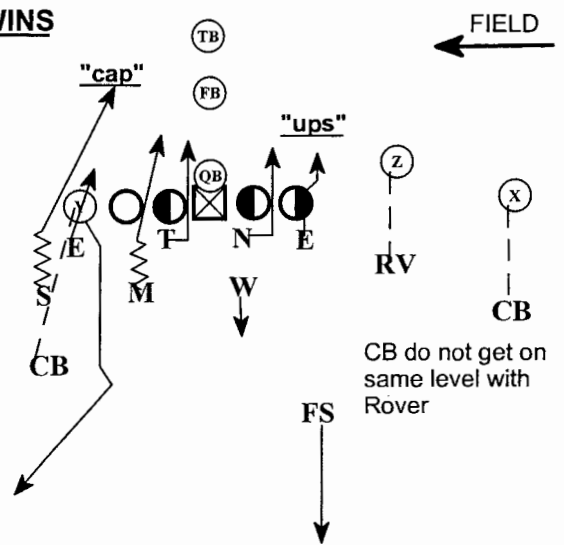
Free & RV Banjo #2 and #3 receivers

3 TO MIKE CLUSTER



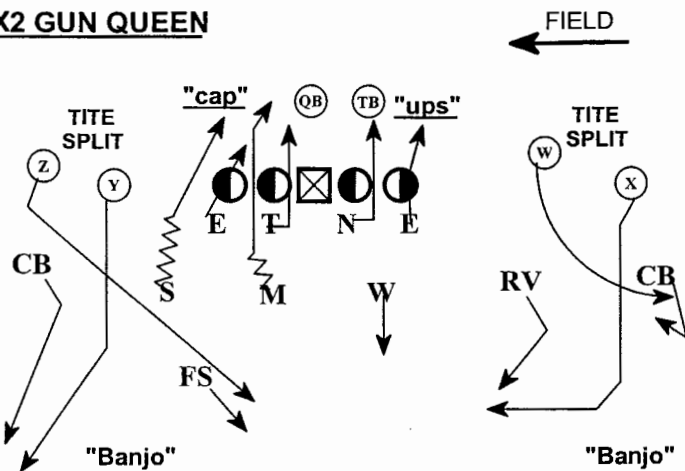
"OMI" -Outside, Middle Inside vs. Bunch and Cluster

PRO TWINS

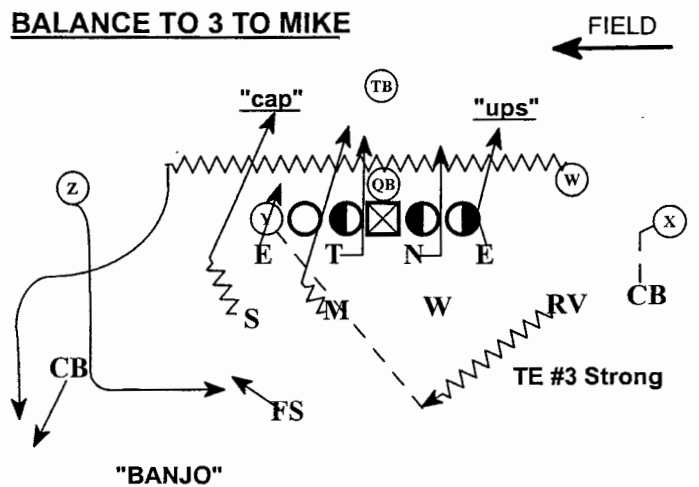


F/S: ADJUST TO RB MOTION

2X2 GUN QUEEN



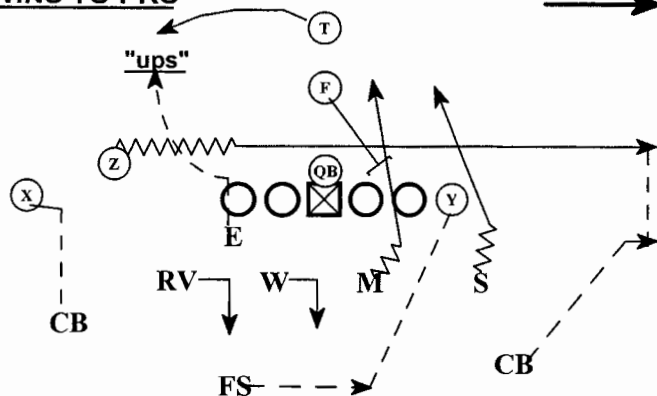
BALANCE TO 3 TO MIKE



FIELD 31 SMASH COVER 0 VS. MOTION

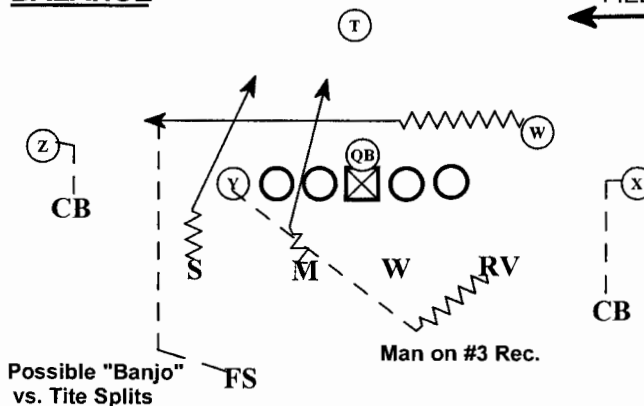
TWINS TO PRO

FIELD →



BALANCE

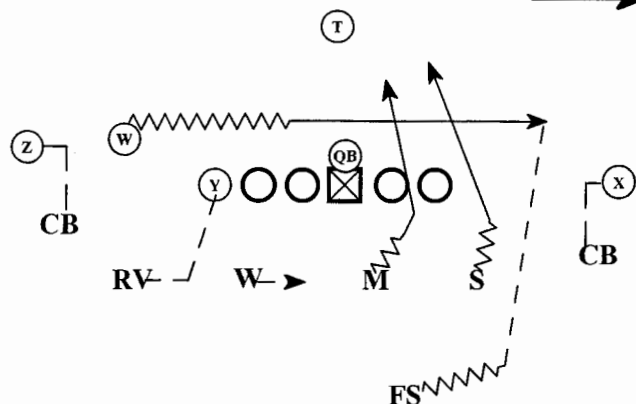
← FIELD



Versus 1 Back Free and RV are the adjusters

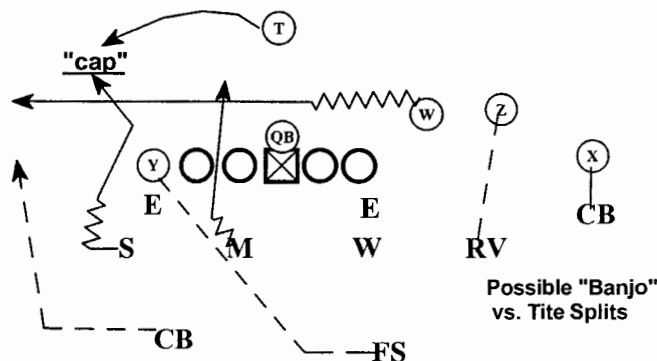
3 TO MIKE

FIELD →



3 TO WILL

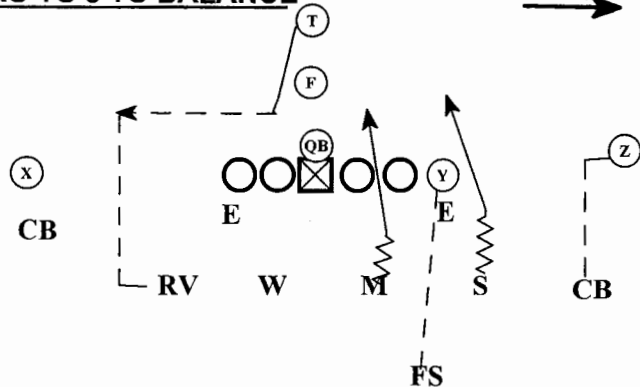
← FIELD



Possible "Banjo" vs. Tite Splits

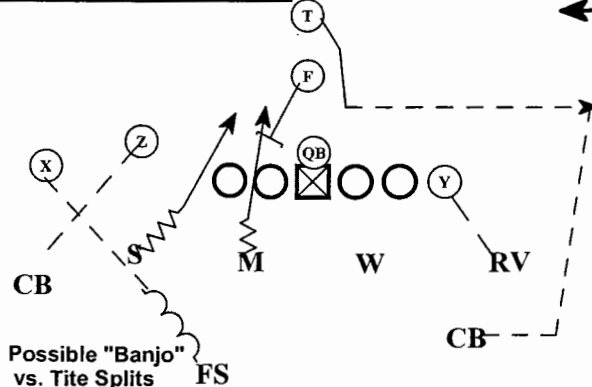
PRO TO 3 TO BALANCE

Field →



TWINS TO 3 BALANCE

← FIELD



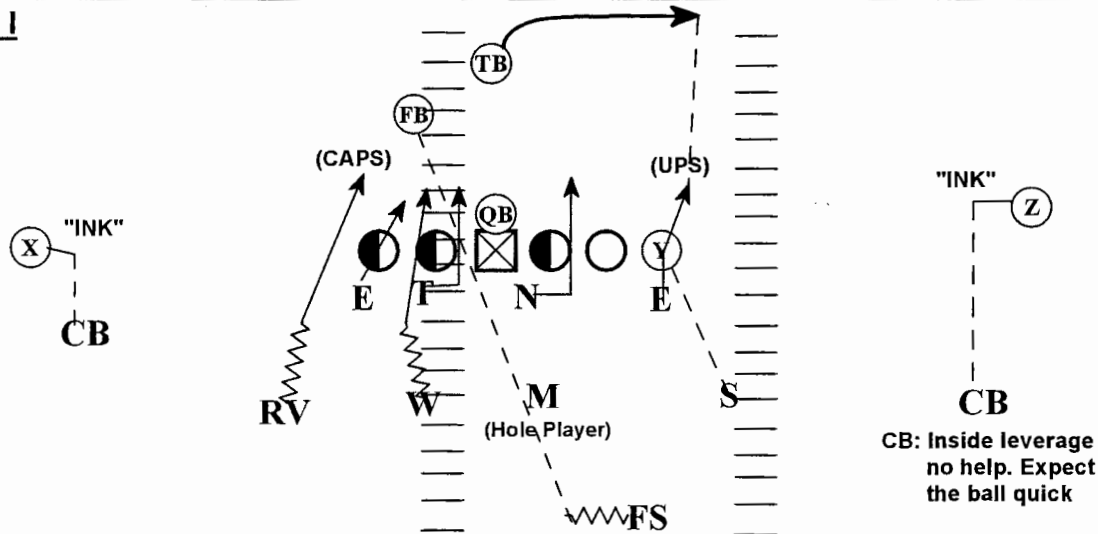
Possible "Banjo" vs. Tite Splits

COACHING POINTS:

Versus 1-Back the Rover and Free Safety are the adjuster to #2 and #3. 2-Back motion (Pre-Snap) Free and Rover also adjust. Sam versus 2-Backs Blitz but alert (CAPS) versus TB flare.

FIELD 31 WAR COVER 0

PRO I

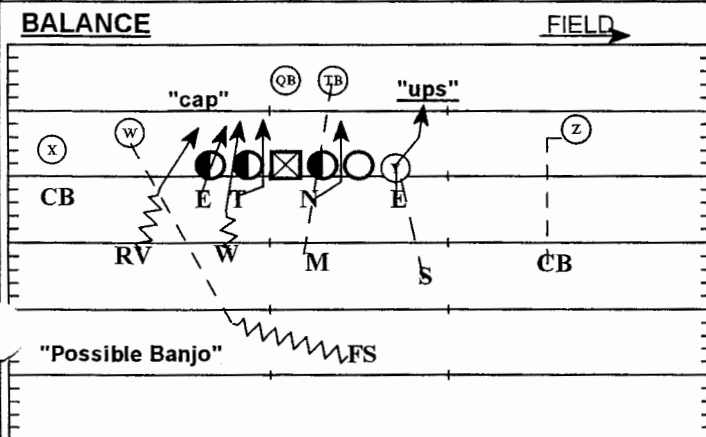


Weakside End: Use up the Offensive Tackle and Peel to flare of rs, drop check screen late to contain.
(UPS= USE,PEEL AND SCREENS)

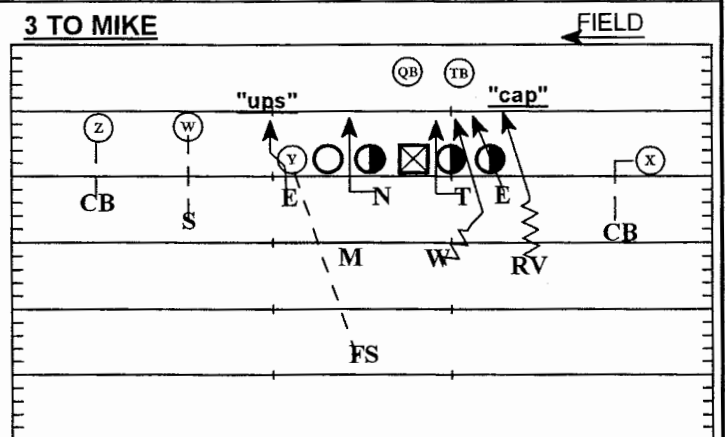
Strong End: Use up the TE Run you Track. If he disappears stay on your Track.

POSITION	ALIGNMENT	KEYS & READ	PASS RESPONSIBILITY	COACHING POINT
STRONG CORNER	Inside leverage	#1 Receiver	Man to Man on #1	You have no help. See the split of the Receiver. Handle Z-Motion
WEAK CORNER	Inside leverage	#1 Receiver	Man to Man on #1	You have no help. See the split of the Receiver.
ROVER	Cut Alignment 2x2	Near Back to QB	Blitz Cor D-Gap Run: Contain Pass: CAP	Cap Stunt
FREE SAFETY	Stem From Normal alignment btwn #2 and OT	QB to #2 Receiver	Man to Man #2	Flat Footed
MIKE BACKER	Align to Execute Coverage	Backfield Flow	Man on remain back or 1st back strong	Recognize formations and movements.
SAM BACKER	Normal 7yds. Off #2 receiver	QB to #2 Receiver	Man to Man #2	Flat Footed
WILL BACKER	Align to Execute Blitz	B-Gap Strong	B-Gap Blitz. Pressure QB	

BALANCE

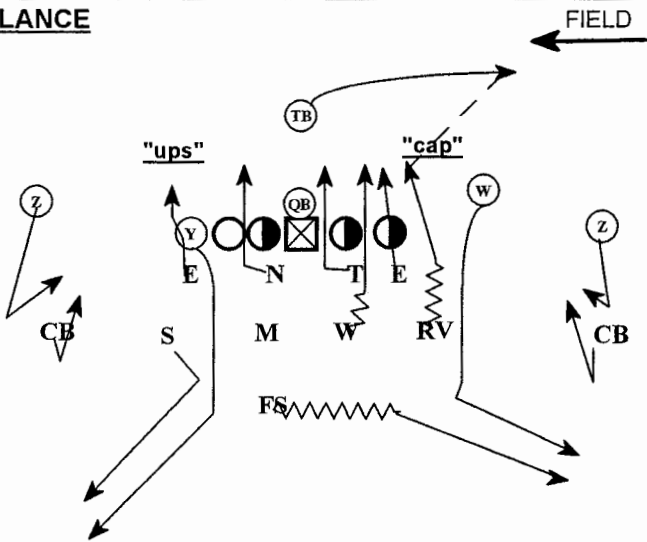


3 TO MIKE

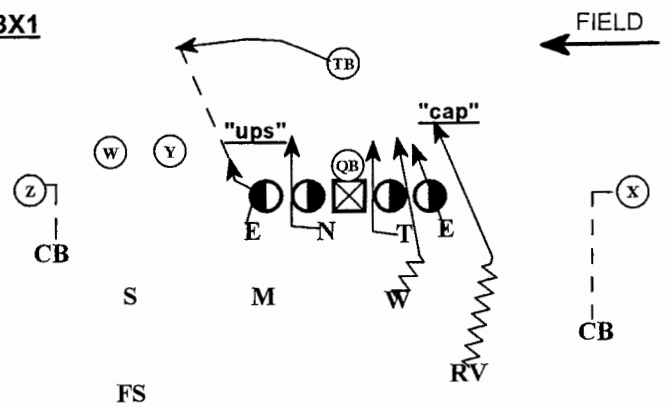


FIELD WAR COV. 0 CONTINUED:

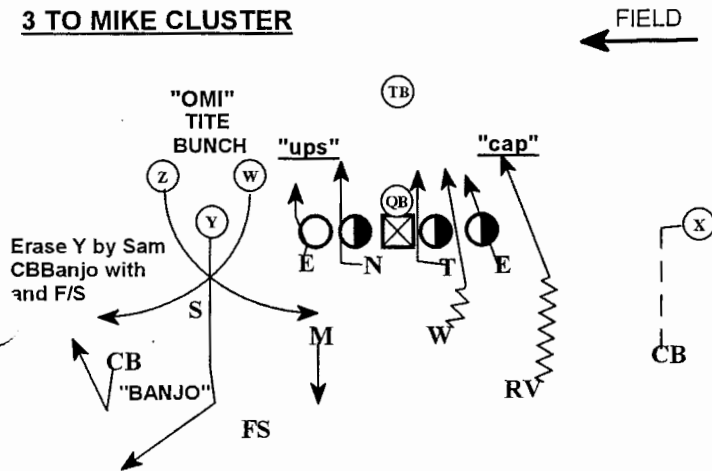
BALANCE



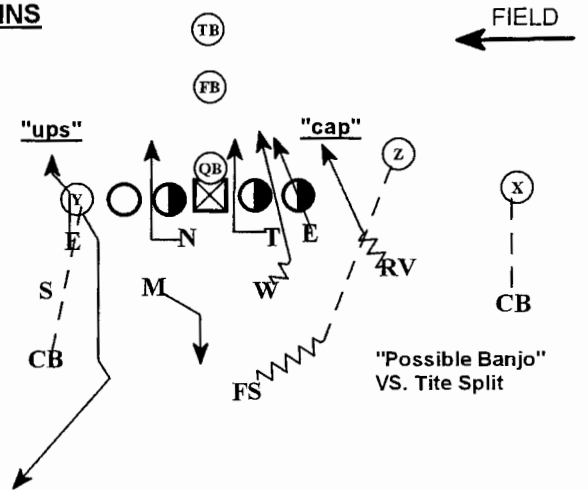
3X1



3 TO MIKE CLUSTER

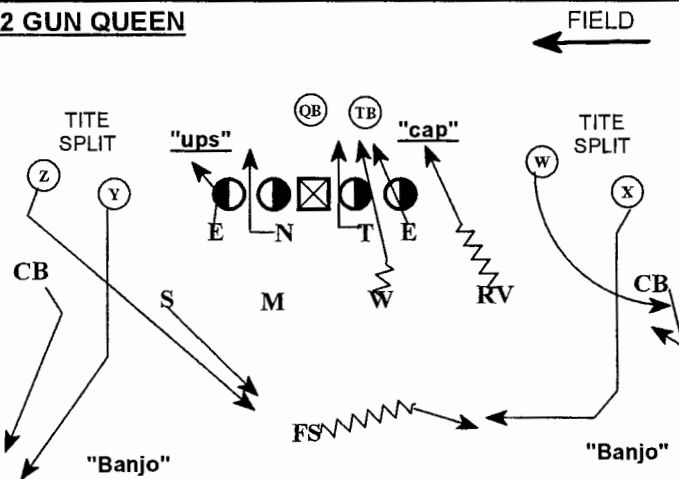


PRO TWINS

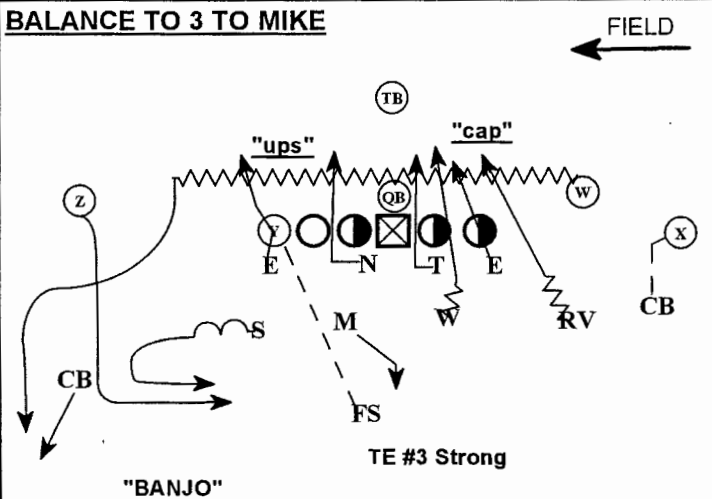


"OMI" -Outside, Middle Inside vs. Bunch and Cluster

2X2 GUN QUEEN



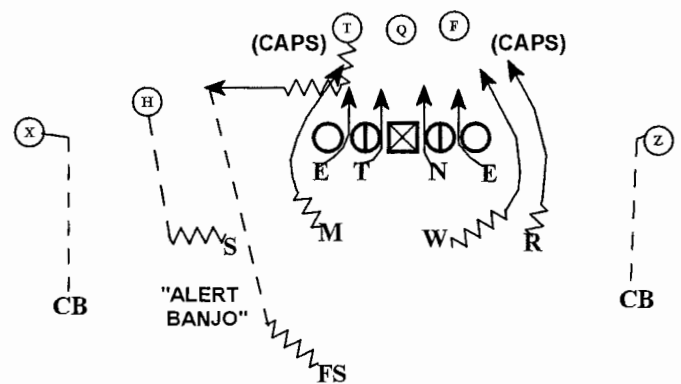
BALANCE TO 3 TO MIKE



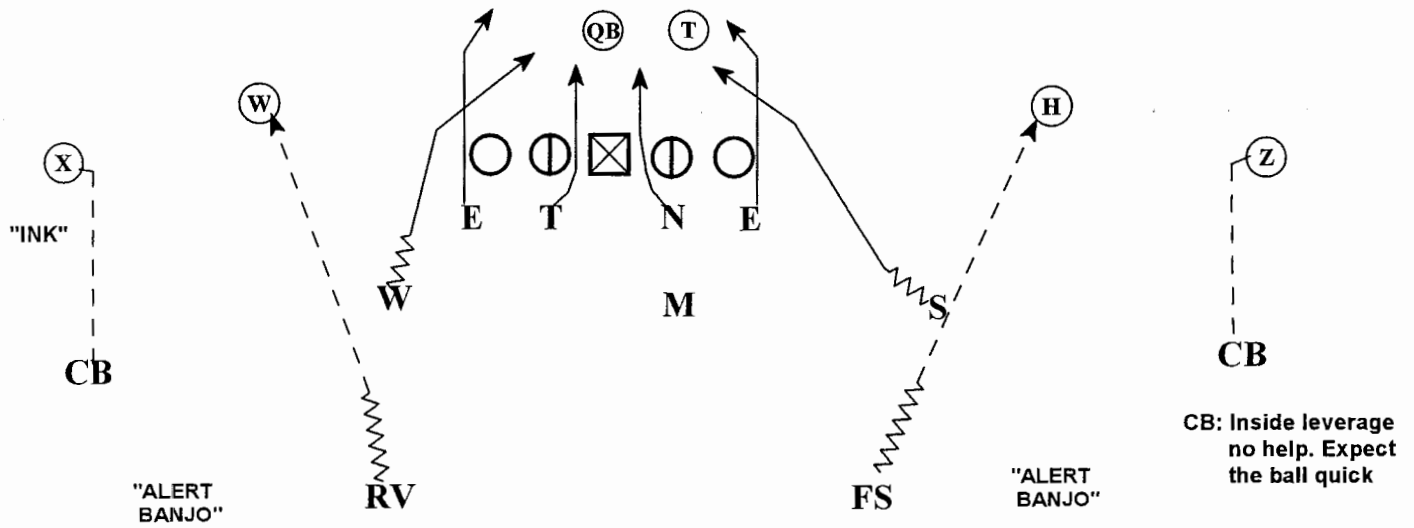
22 SIC'EM COVER O-TRAVEL



VS. OPEN (MOTION STRONG)

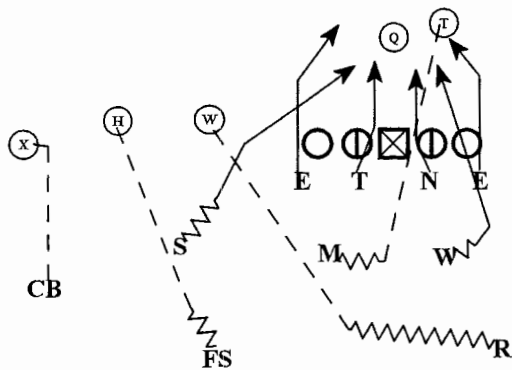


SAM ASJUST TO STRONG MOTION

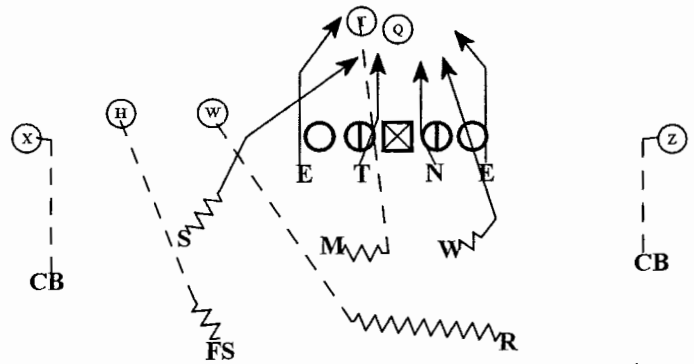


22 SAW DOG VS. 3X1

S. SPREAD 3X1

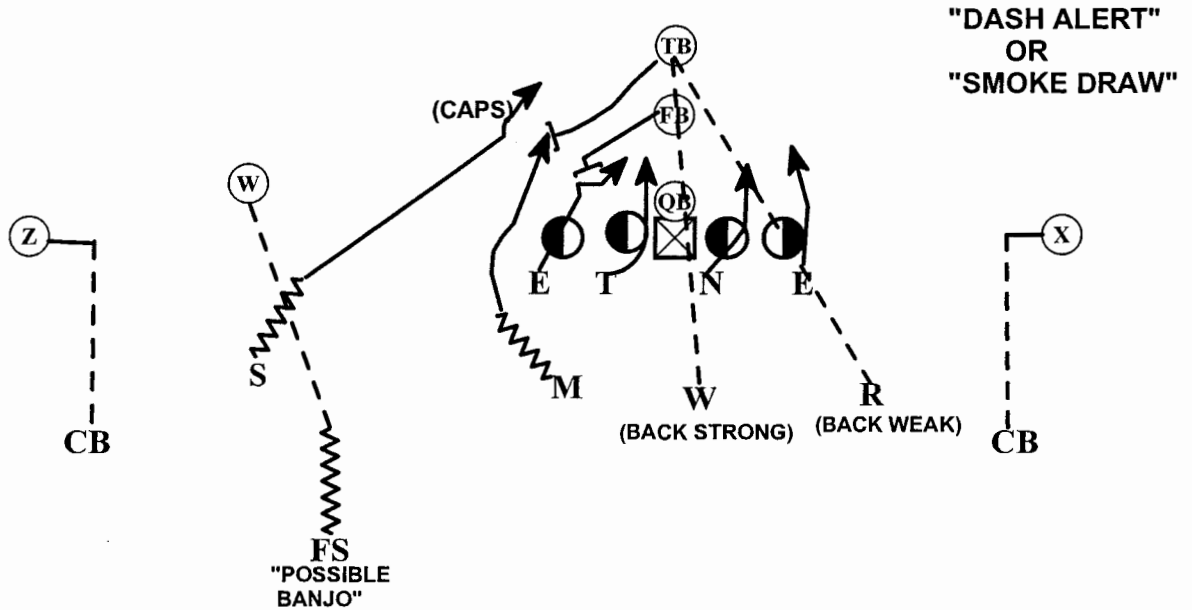


VS. SPREAD 3X1



FIELD 31 SMOKE COVER 0

OPEN I



POSITION	ALIGNMENT	KEYS & READ	PASS RESPONSIBILITY	COACHING POINT
LEFT END	5	TACKLE TO FB	SPILL FB	ALERT DRAW
RIGHT END	5	TACKLE TO FB	BEAT TACKLE	ALERT DRAW
NOSE TACKLE	1	CENTER TO GUARD	SLANT TO "B"	ALERT DRAW
TACKLE	3	GUARD	SLANT TO "A"	ALERT DRAW
MIKE BACKER	B	TB	RUSH QB	ALERT DRAW
SAM BACKER	INSIDE SLOT	TB	RUSH CONTAIN QB	ALERT DRAW
WILL BACKER	WEAK "A"	BACKFIELD	2ND RB OUTSIDE	ALERT DRAW
ROVER	OUTSIDE DE	BACKFIELD	1ST RB WEAK	ALERT DRAW
FREE SAFETY	SHOW ROBBER	BACKFIELD	M/M #2	ALERT DRAW
STRONG CORNER	Inside leverage	#1 Receiver	Man to Man on #1	INK LEVERAGE SEE THE BALL
WEAK CORNER	Inside leverage	#1 Receiver	Man to Man on #1	INK LEVERAGE SEE THE BALL

COACHING POINTS:

FIELD COVER 3

SCHEME: THIS IS A 3-DEEP CONCEPT WITH THE CORNERS AND FREE SAFETY PLAYING THE DEEP 1/3. SLAM AND BUZZ WILL BE TAGS TO THE COVERAGE.

RULES: Deep 1/3 players stay deep in you area. Corners never travel and cross formation. Corners are always aligned to defend the #1 receiver to his side. Adjust to motion by bumping the coverage.

FREE SAFETY: Align 10-12 yards deep. You are a middle 1/3 player. Read the Offensive line and action of running backs. Lean toward the passing threat (i.e. two receiver side).

ROVER: Alley/Flat player. You will read #2 to #3 to QB. Versus a TE-Nub be wider than the widest.

SAM: Read the TE to near back. Versus Slot, align 5 yds. off head up to outside shade on #2 receiver. You are a alley/flat player. Versus a TE-Nub be wider than the widest.

CORNERS: Corners will NEVER "Super" in Field Cover 3. You have Outside 1/3 to your side. Versus a Nub-side (TE) align at C-7 (C-Gap 7yds deep). Formation into boundary, protect the field adjust alignment. You will adjust to any motion to your side (Z-motion and Backfield Motion). Alert "China" versus the Smash route and stay deep.

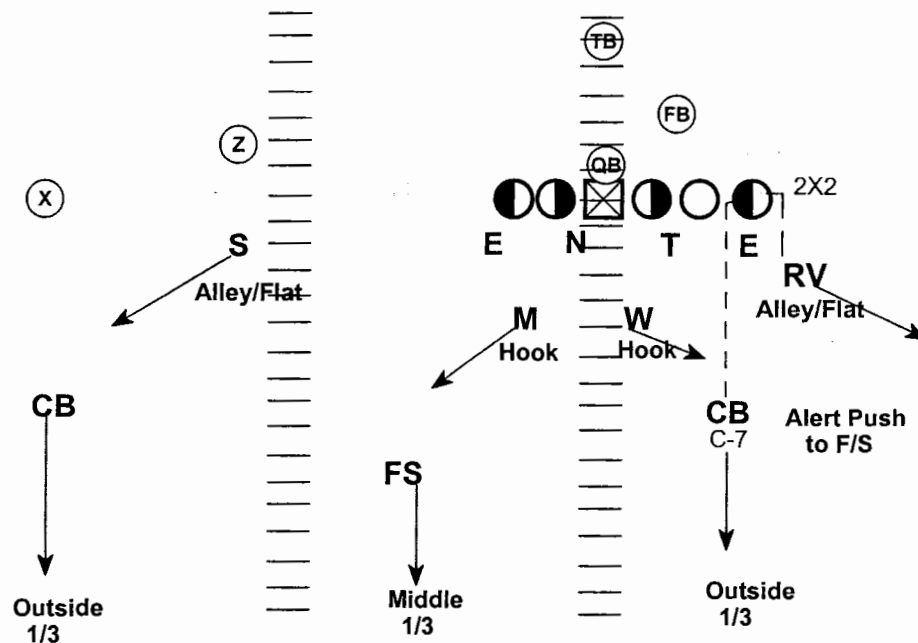
MIKE/WILL: Read thru Offensive Guard to Near back and play the Hook to your side (Mike Backer- Strong Hook and Will Backer Weak Hook). Your reads are #2 receiver to #3. Get depth 10-12 yards and see QB

HUDDLE CALLS

FIELD 13 FIELD COVER 3
COVER 3 TRAVEL

FIELD 13 - FIELD COVER 3

TWINS KING



SAM

MIKE

WILL

ALIGN: 5 yds off head up on slot to shade outside

KEY: # 2, # 3 and QB

RESP: Alley / Flat

C.P. Alert China by Corner
Alert Carry with no # 3 to your side.
Alert Wheel Route

ALIGN: Base

KEY: Thru OG to Near Back

RESP: Strong hook. Read #2 to #3
Get depth 10-12 yds see QB

C.P.

ALIGN: Base Stack "A"

KEY: Thru OG to Near Back

RESP: Weak hook, Read #3 get depth 10-12 yds.

C.P.

TWINS CORNER

FREE SAFETY

ROVER

NUB CORNER

ALIGN: 7- 8 yds deep
apply hash split rules

KEY: #2 to #1 & QB

RESP: Zone drop outside 1/3. Always be in position to cover deepest receiver in your zone.

C.P. See QB 3-step Drop

ALIGN: 10-12 yds deep

KEY: O-Line and RB action

RESP: Deep Middle 1/3

C.P. Lean to 2-receiver side.
Alert push from Nubb CB

ALIGN: 2x2

KEY: TE to Near Back

RESP: Force Alley/Flat

C.P. Wide as widest with depth vs. Flood. Alert wheel route.

ALIGN: C-7

KEY: TE Near Back

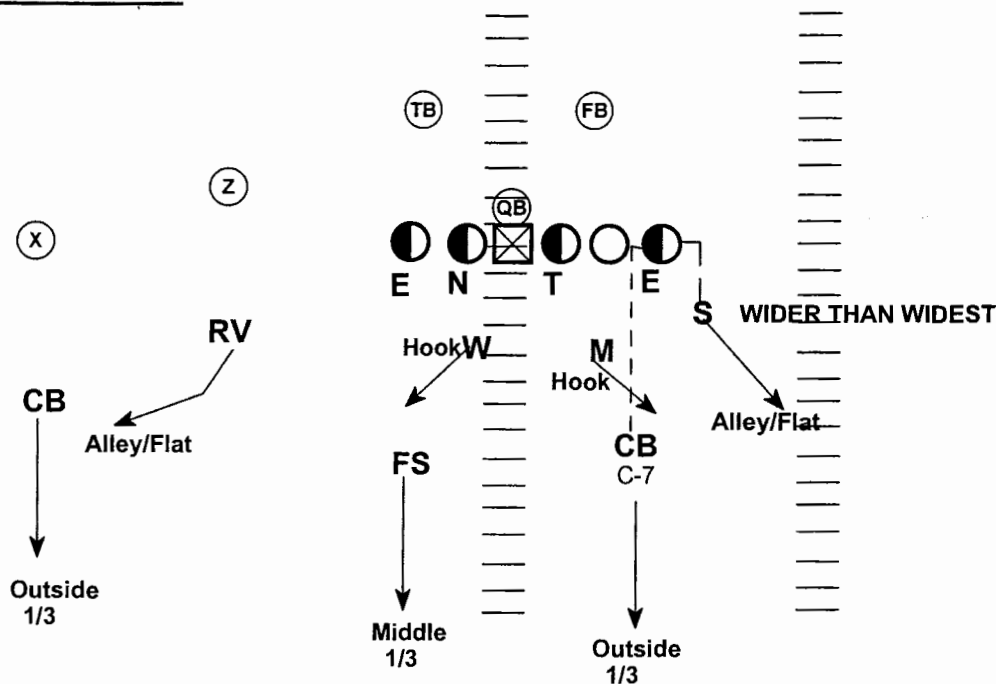
RESP: Deep outside 1/3

C.P. Alert Post by Slot-Recevier. Alert Push. Also, adjust to Z-motion to Pro.

Adjustments:

FIELD 13 - FIELD COVER 3

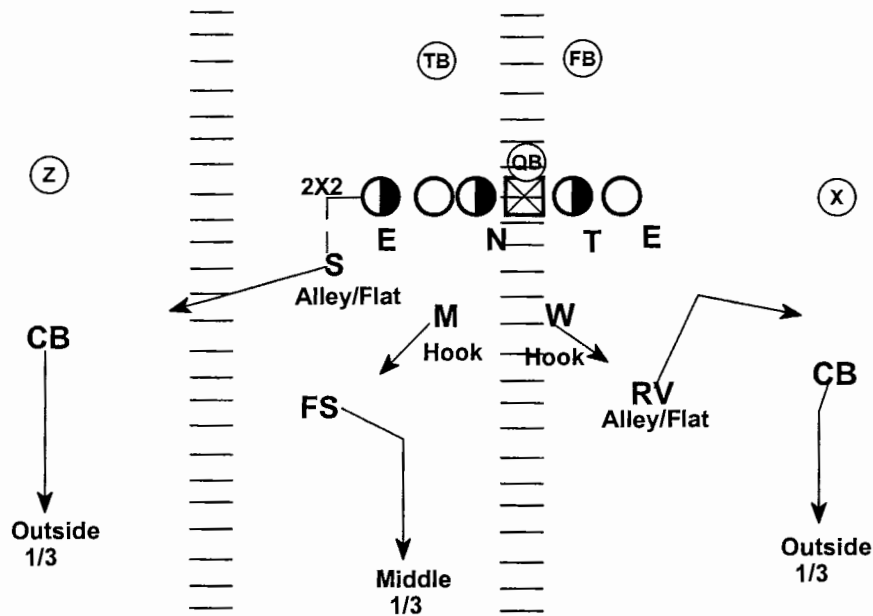
VS. SPLIT TWINS



SAM		MIKE		WILL	
ALIGN: 2x2 KEY: TE to Near Back RESP: Force Alley/Flat C.P. Wide As Widest		ALIGN: Base KEY: Thru OG to Near Back RESP: Strong hook. Read #2 to #3 Get depth 10-12 yds see QB C.P.		ALIGN: Base Stack "A" KEY: Thru OG to Near Back RESP: Weak hook, Read #3 get depth 10-12 yds. C.P.	
TWINS CORNER		FREE SAFETY		ROVER	
ALIGN: 7- 8 yds deep apply hash split rules KEY: #2 to #1 & QB RESP: Zone drop outside 1/3. Always be in positon to cover deepest receiver in your zone. C.P. See QB 3-step Drop		ALIGN: 10-12 yds deep KEY: O-Line and RB action RESP: Deep Middle 1/3 C.P. Lean to 2-receiver side. Alert push from Nubb CB		ALIGN: 5 yds off head-up to outside shade KEY: #2, #3 and QB RESP: Alley/ Flat C.P.	
NUB CORNER					
ALIGN: C-7 KEY: TE Near Back RESP: Deep outside 1/3 C.P. Alert Post by Slot- Recevier. Alert Push. Also, adjust to Z-motion to Pro.					
Adjustments:					

FIELD 13 - FIELD COVER 3

VS. PRO SPLIT



SAM

MIKE

WILL

ALIGN: Norma

KEY: TE Near Back

RESP: Force, Alley/Flat

C.P.

FIRE Y-CROSS: Alley
FIRE: Alley
FLOOD: Alley
BOOTLEG: Alley

ALIGN: Base

KEY: Thru OG to Near Back

RESP: Strong hook. Read #2 to #3
Get depth 10-12 yds see QB

C.P.

FIRE Y-CROSS: Check down
FIRE: Expand Strong Hook
FLOOD: Hook, Pattern Read
BOOTLEG: Strong hook, Second contain

ALIGN: Base Stack "A"

KEY: Thru OG to Near Back

RESP: Weak hook, Read #3 get
depth 10-12 yds.

C.P.

FIRE Y-CROSS: X-Dig
FIRE: Alert Check Down
FLOOD: Hook
BOOTLEG: Y-Cross

FIELD CORNER

FREE SAFETY

ROVER

BOUNDARY CORNER

ALIGN: 7- 8 yds deep
apply hash split rules

KEY: #2 to #1 & QB

RESP: Zone drop outside
1/3. Always be in position
to cover deepest receiver in
your zone.

C.P. See QB 3-step Drop.
Z-Motion go to C-7
Alignment Alert push.

ALIGN: 10-12 yds deep

KEY: O-Line and RB action

RESP: Deep Middle 1/3

C.P. Lean to 2-receiver
side.

ALIGN: 8-10 yards

KEY: O-Line and Back
Field Action

RESP: Force Alley/Flat

C.P.

ALIGN: 7-8 yds deep/press
bale

KEY: #2 to #1 then QB

RESP: Zone drop outside
1/3. Always be in position
to cover deepest receiver in
your zone.

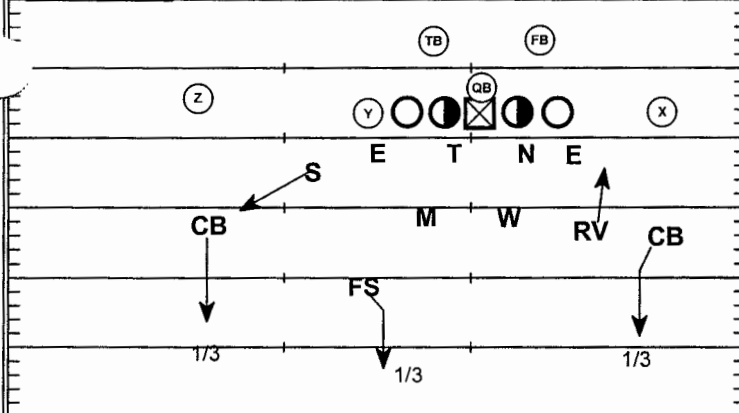
C.P. 2x2 Alert 4 Verts

Adjustments:

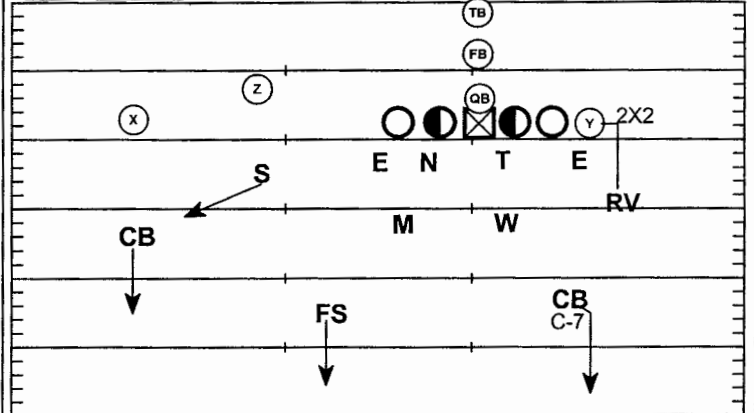
FIELD COVER 3 (ZONE)

FORMATIONS

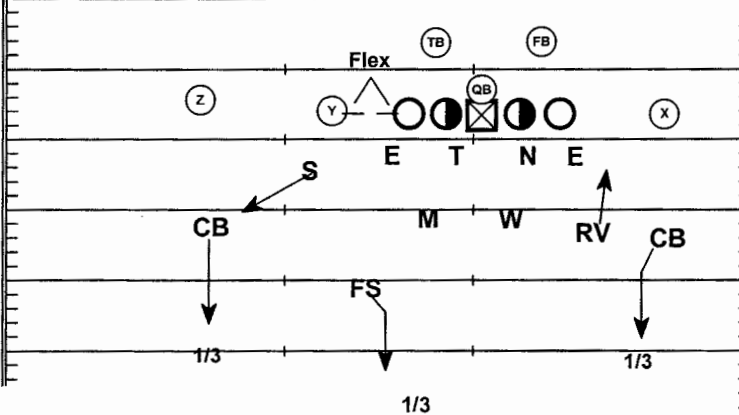
PRO SPLIT



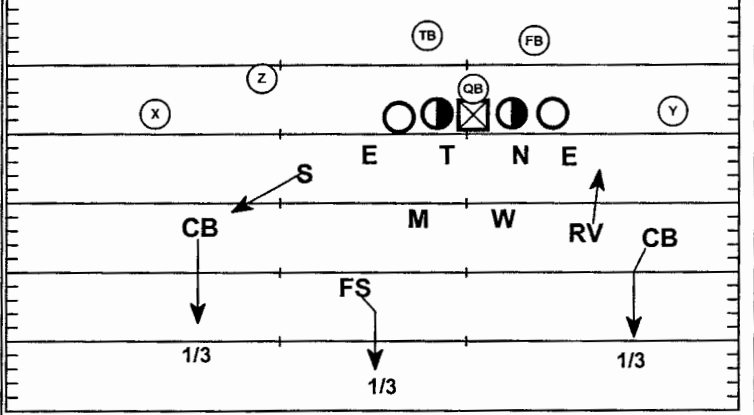
PRO TWINS



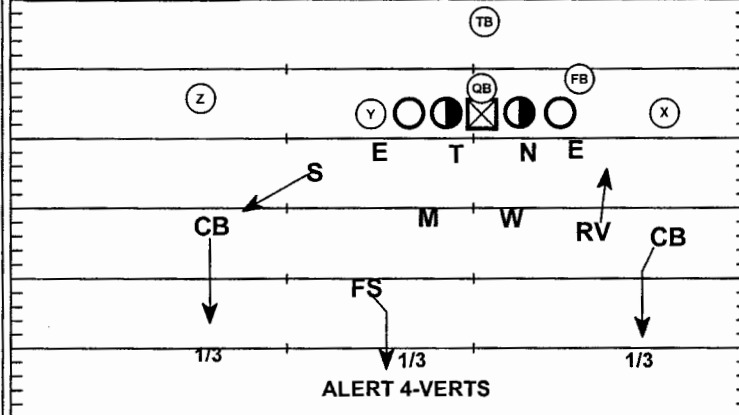
PRO SPLIT Y-FLEX



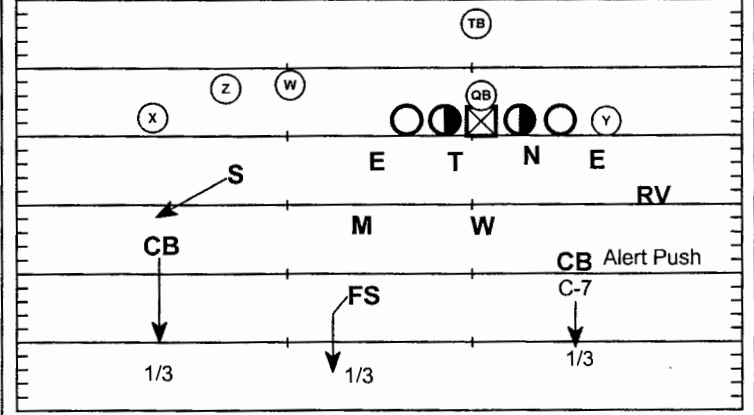
PRO SPLIT TE OPEN



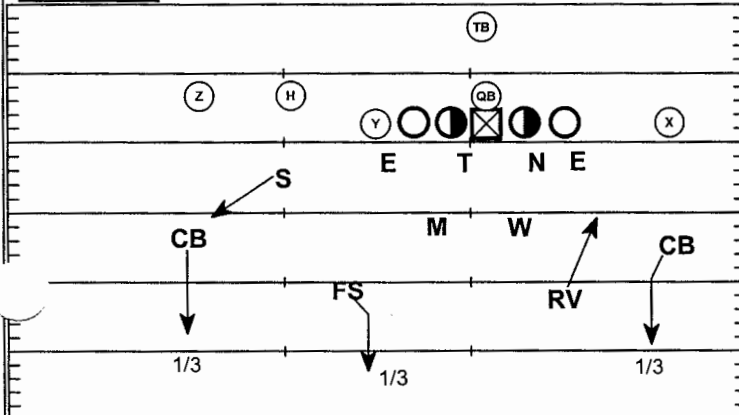
PRO QUEEN-UP



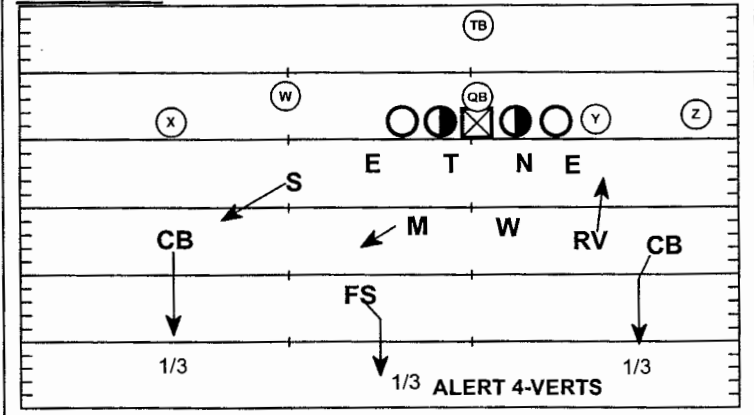
3 TO WILL



3 TO MIKE



PRO SPLIT

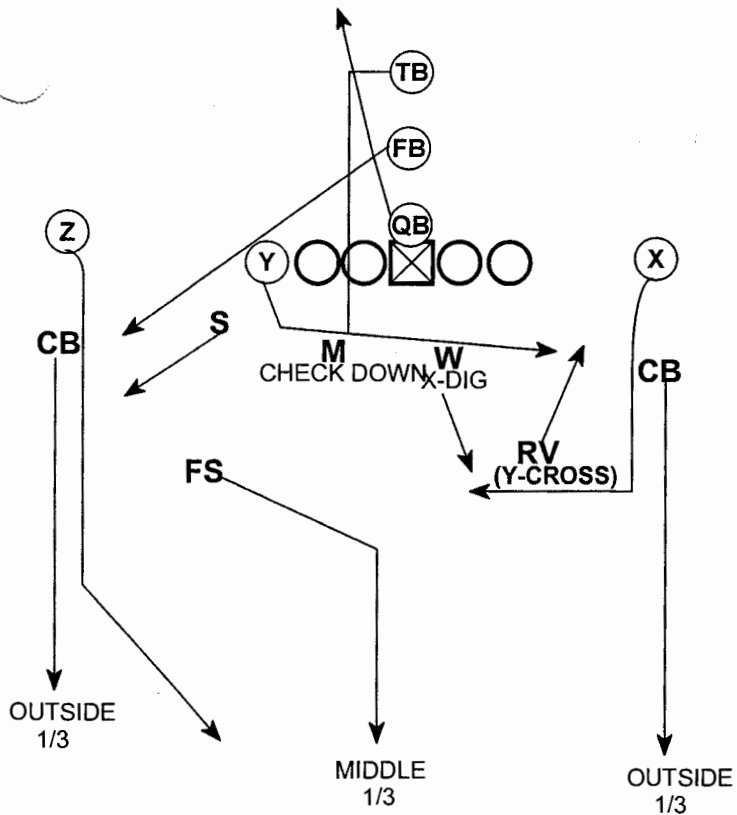


FIELD COVER 3 CONTINUED:

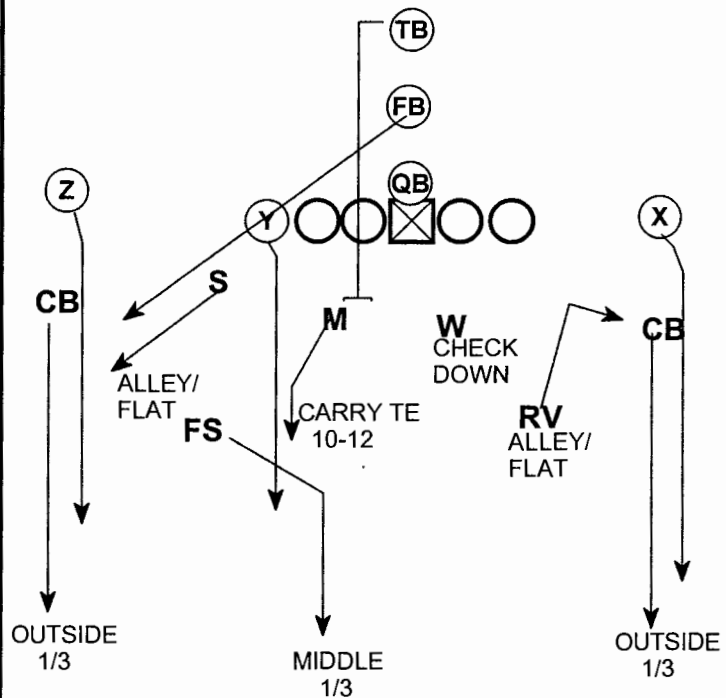
<p>BALANCE (TB)</p> <p>ALERT 4-VERTS</p>	<p>PRO TWINS (TB)</p> <p>ALERT 4-VERTS</p>
<p>BALANCE (TB)</p> <p>ALERT 4-VERTS</p>	<p>3 TO MIKE CLUSTER (TB)</p> <p>ALERT 4-VERTS</p>
<p>BALANCE (TB)</p> <p>ALERT 4-VERTS</p>	<p>ACE FLANK TWINS (TB)</p> <p>ALERT 4-VERTS</p>

FIELD 13 FIELD COVER 3 VS. SITUATIONS

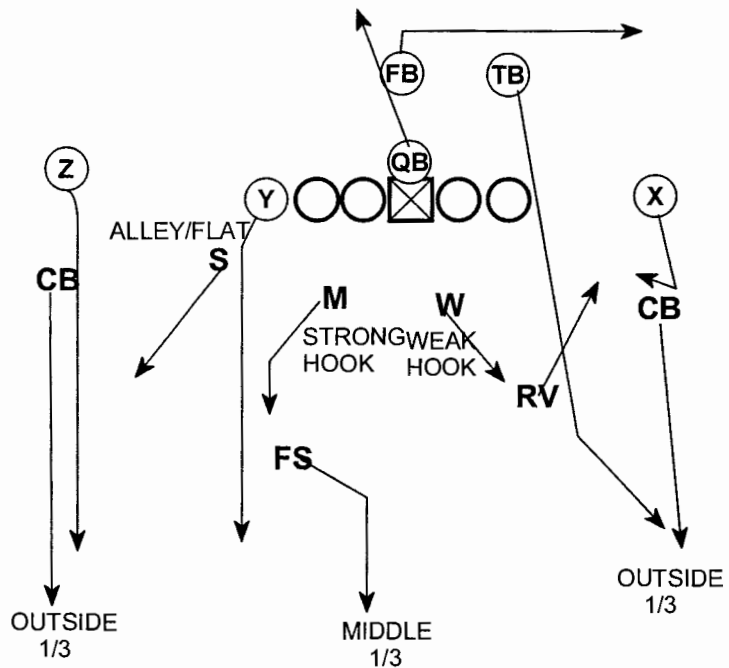
FIRE Y-CROSS



FIRE

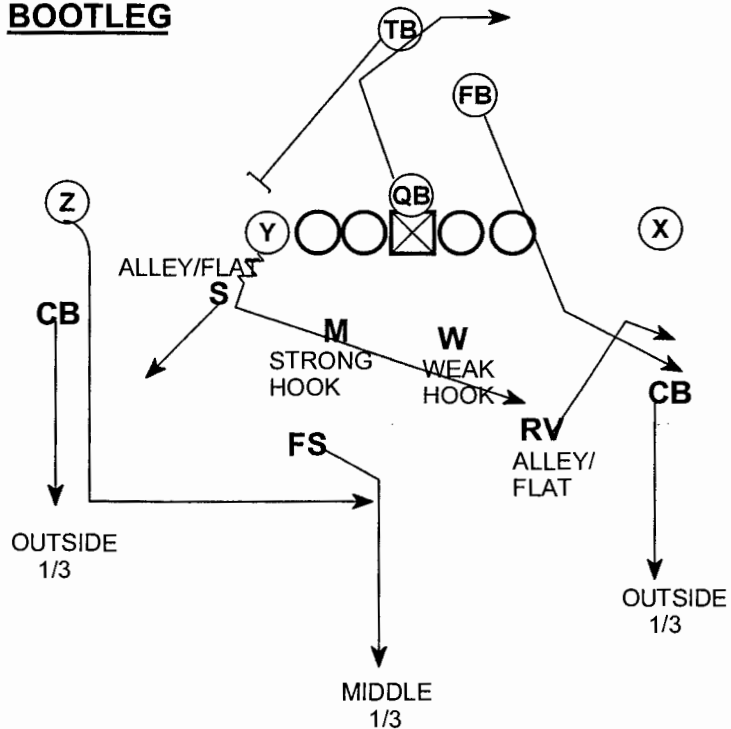


OOD



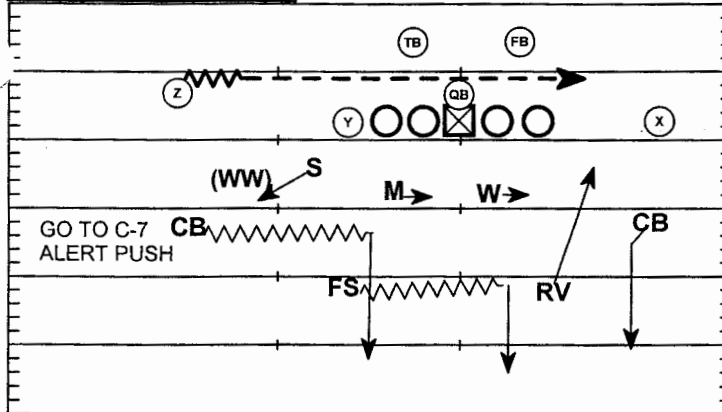
CB; GIVE THE ROVER A "CHINA" CALL

BOOTLEG

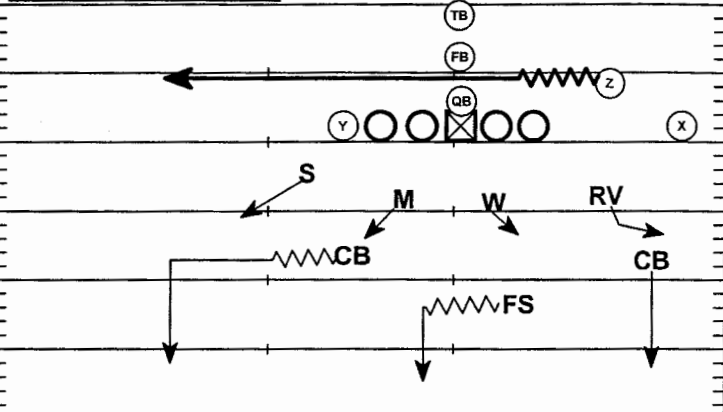


RECEIVER MOVEMENT

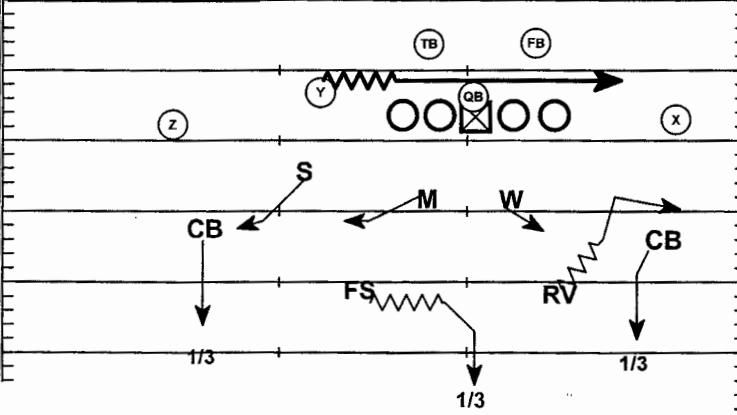
PRO SPLIT TO TWINS



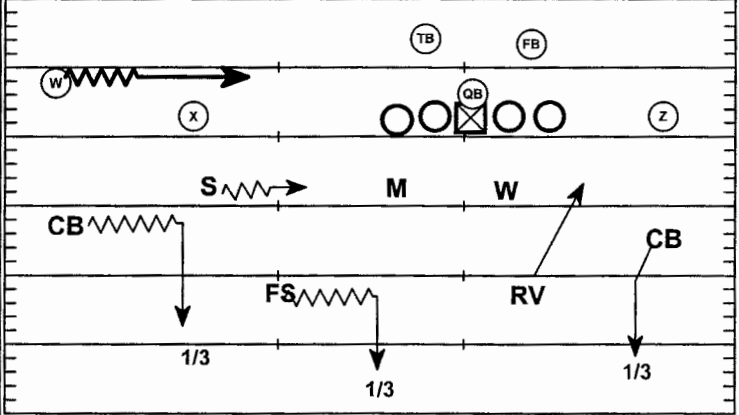
PRO TWINS TO PRO



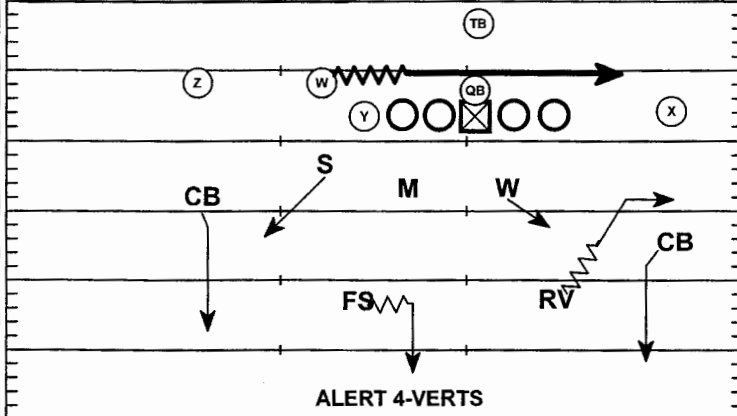
PRO SPLIT Y-FLEX



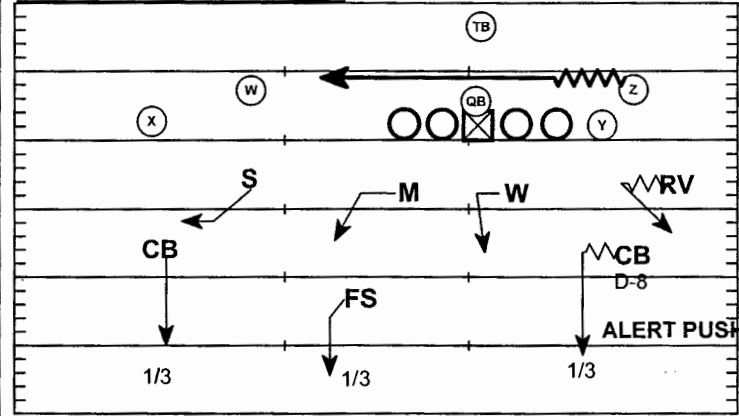
SPLIT OPEN



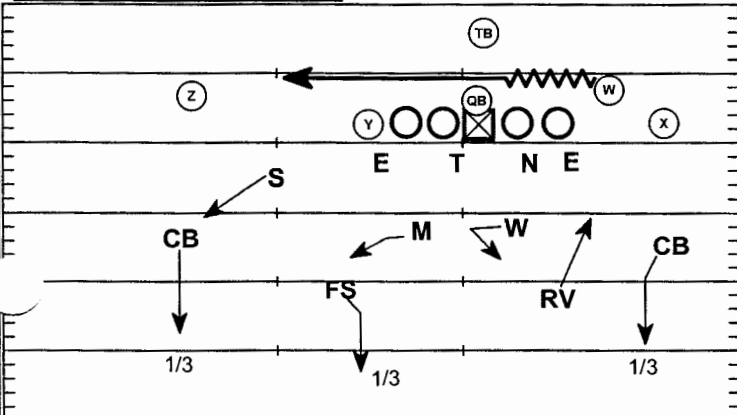
3 TO MIKE TO BALANCE



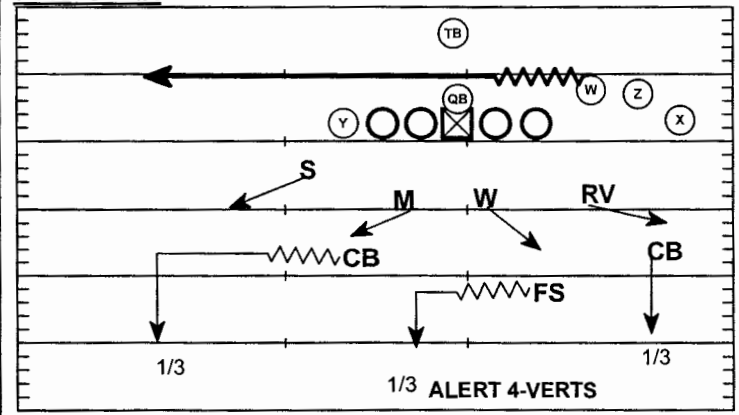
BALANCE TO 3 TO WILL



BALANCE TO 3 TO MIKE



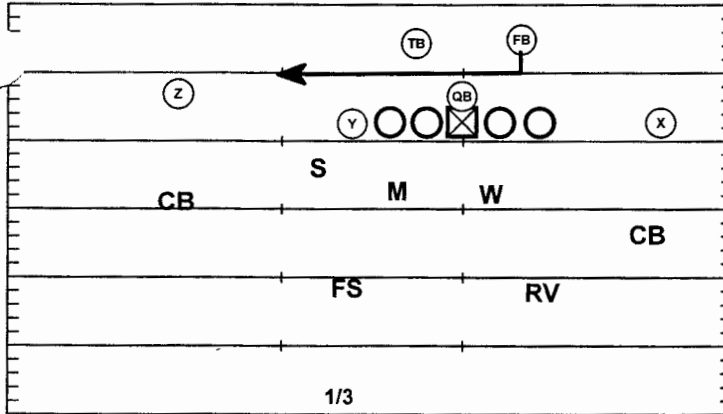
PRO SPLIT



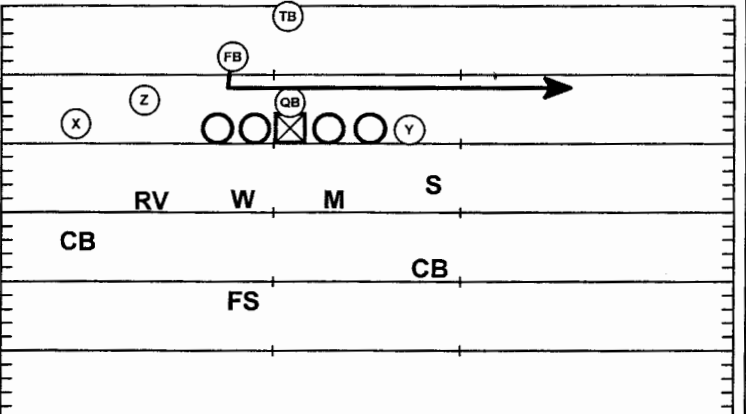
FIELD COVER 3 (ZONE)

BACKFIELD MOVEMENT

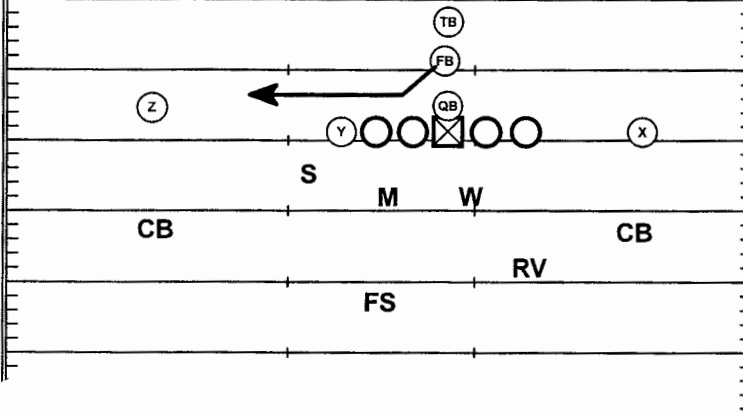
PRO SPLIT TO 3 TO MIKE



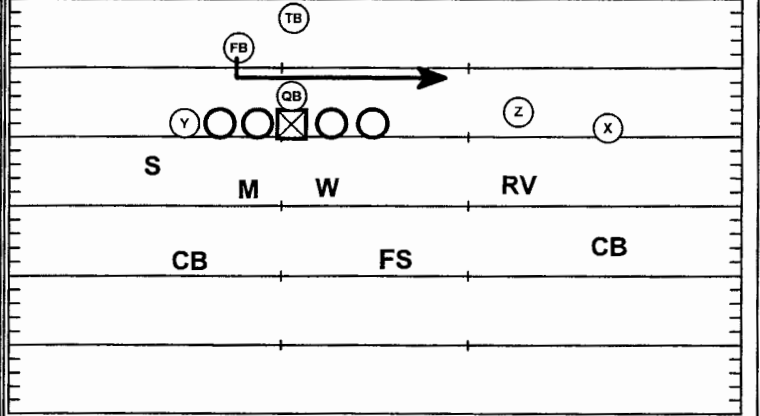
TWINS QN TO BALANCE



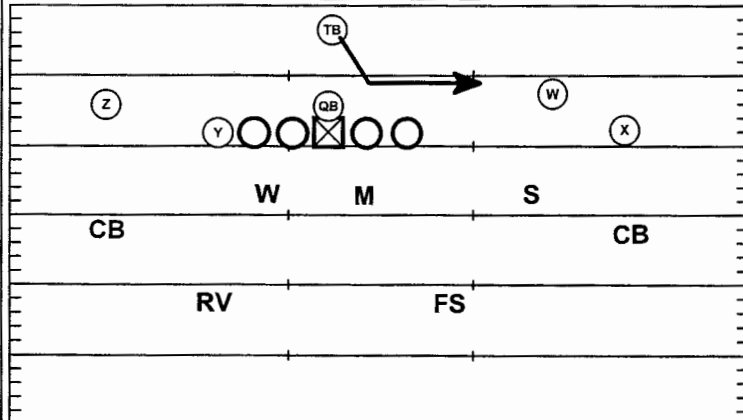
PRO TO 3 TO MIKE



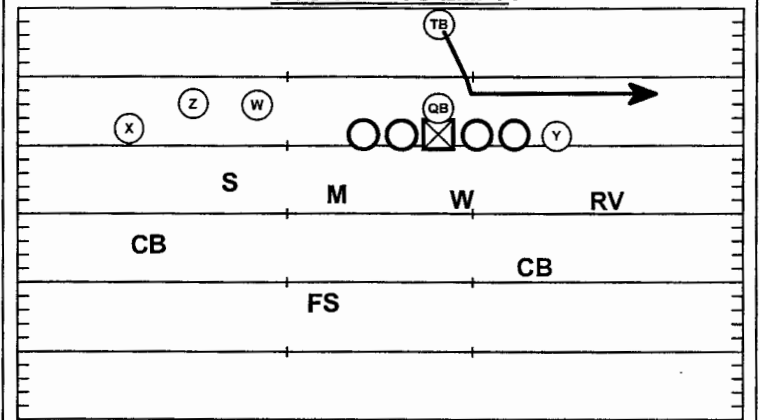
TWINS KING TO 3 TO WILL



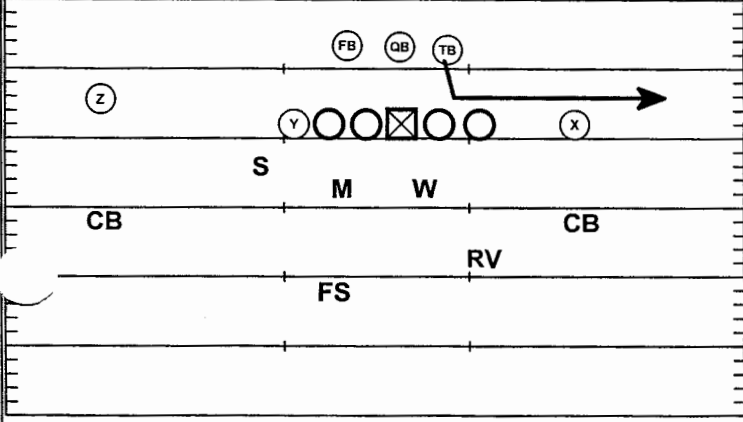
BALANCE TO EMPTY



3 TO WILL TO EMPTY

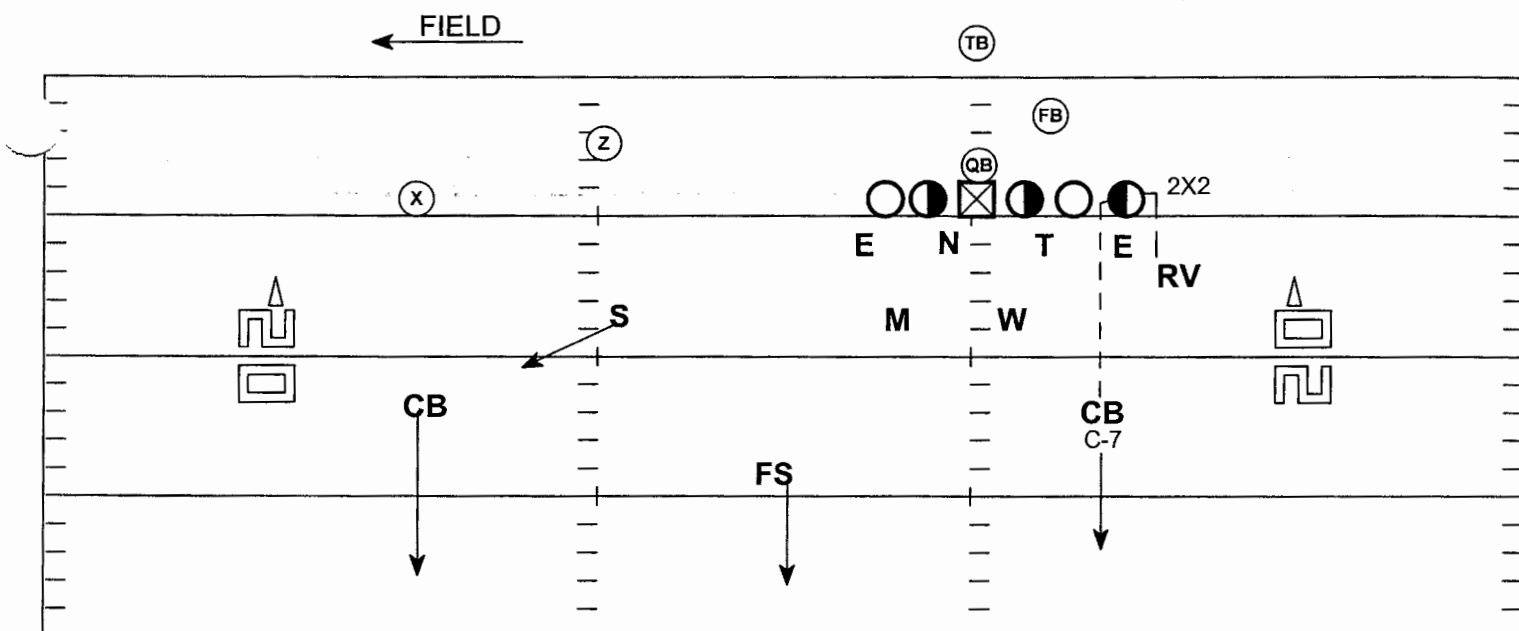


PRO SPLIT TO BALANCE



Coaching Points:

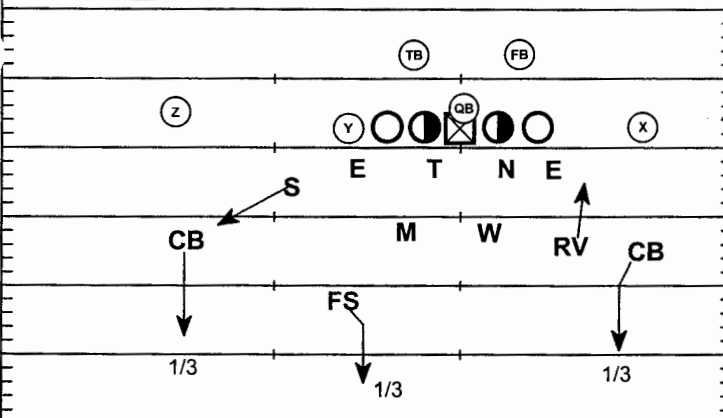
13 FIELD COVER 3



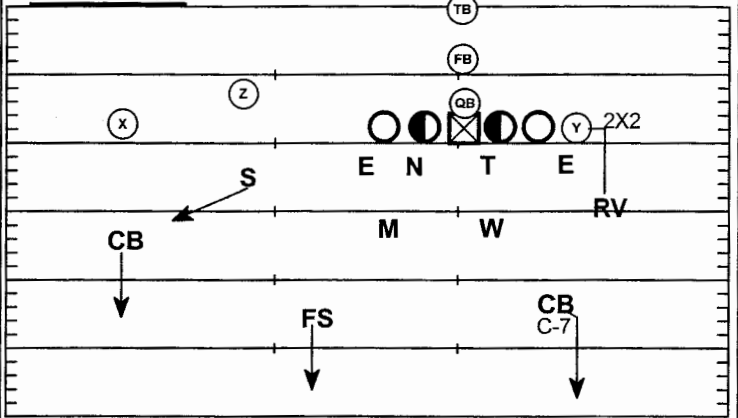
SAM		MIKE		WILL	
ALIGN: 5 yds off head up on slot to shade outside		ALIGN: Base		ALIGN: Base Stack "A"	
KEY: # 2, # 3 and QB		KEY: Thru OG to Near Back		KEY: Thru OG to Near Back	
RESP: Alley / Flat		RESP: Strong hook. Read #2 to #3 Get depth 10-12 yds see QB		RESP: Weak hook, Read #3 get depth 10-12 yds.	
C.P. Alert China by Corner Alert Carry with no # 3 to your side. Alert Wheel Route		C.P.		C.P.	
TWINS CORNER		FREE SAFETY		ROVER	
ALIGN: 7- 8 yds deep apply hash split rules		ALIGN: 10-12 yds deep		ALIGN: 2x2	
KEY: #2 to #1 & QB		KEY: O-Line and RB action		KEY: TE to Near Back	
RESP: Zone drop outside 1/3. Always be in position to cover deepest receiver in your zone.		RESP: Deep Middle 1/3		RESP: Force Alley/Flat	
C.P. See QB 3-step Drop		C.P. Lean to 2-receiver side. Alert push from Nubb CB		C.P. Wide as widest with depth vs. Flood. Alert wheel route.	
				NUB CORNER	
				ALIGN: C-7	
				KEY: TE Near Back	
				RESP: Deep outside 1/3	
				C.P. Alert Post by Slot-Recevier. Alert Push. Also, adjust to Z-motion to Pro.	

FIELD COVER 3 (ZONE)
FORMATIONS

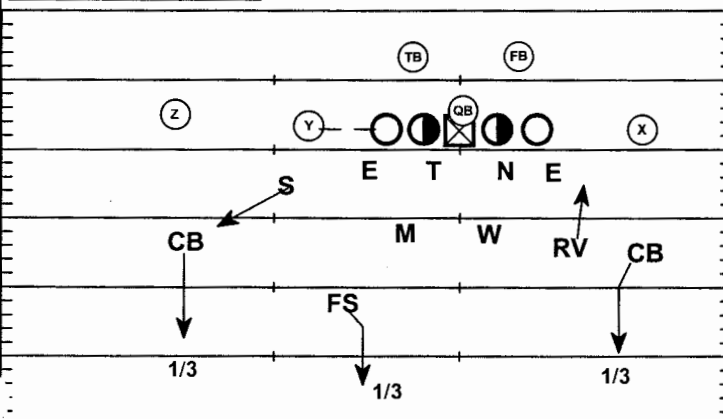
PRO SPLIT



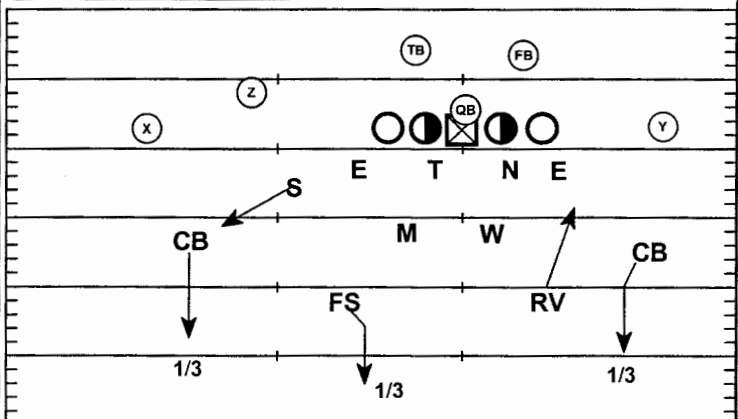
PRO TWINS



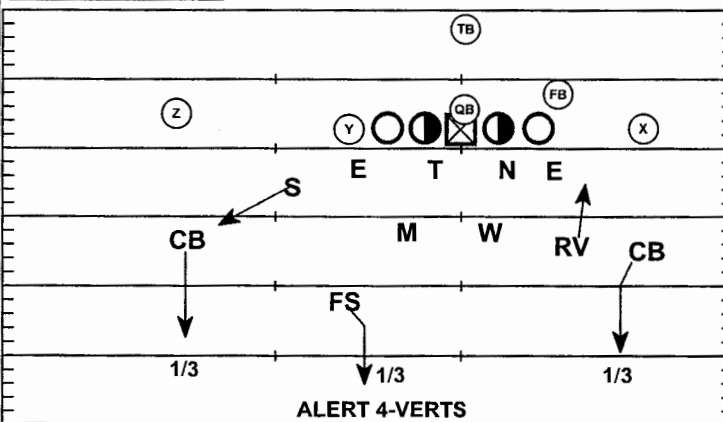
PRO SPLIT Y-FLEX



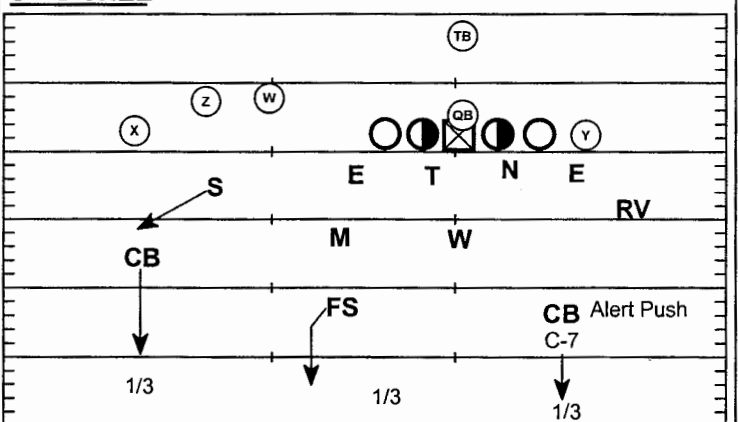
PRO SPLIT TE OPEN



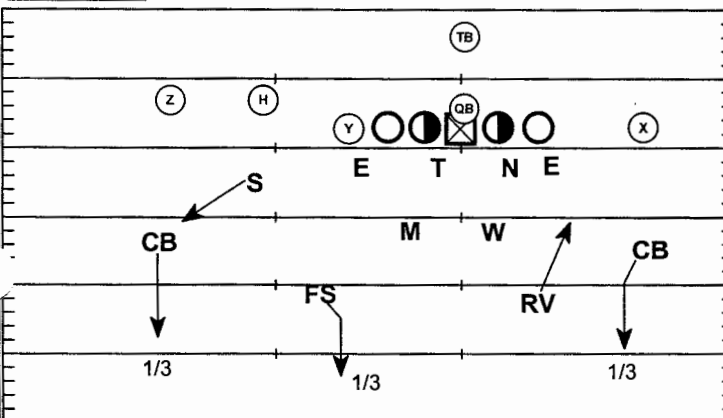
PRO QUEEN-UP



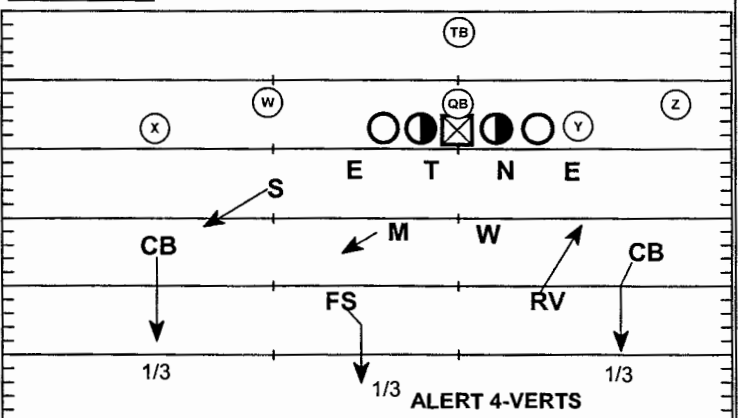
3 TO WILL



3 TO MIKE

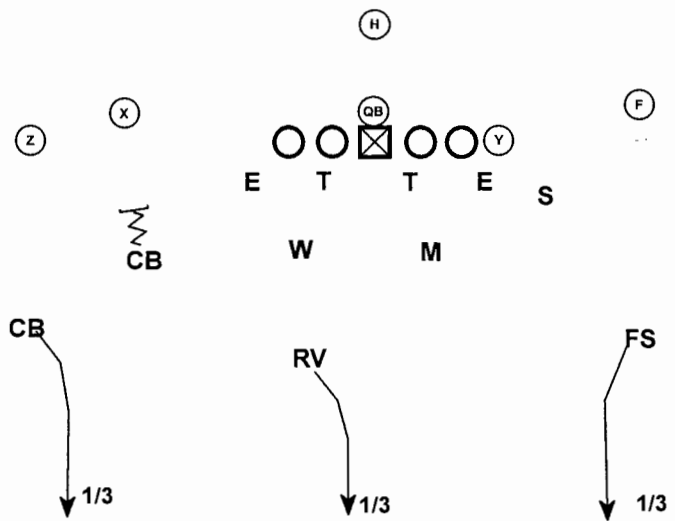
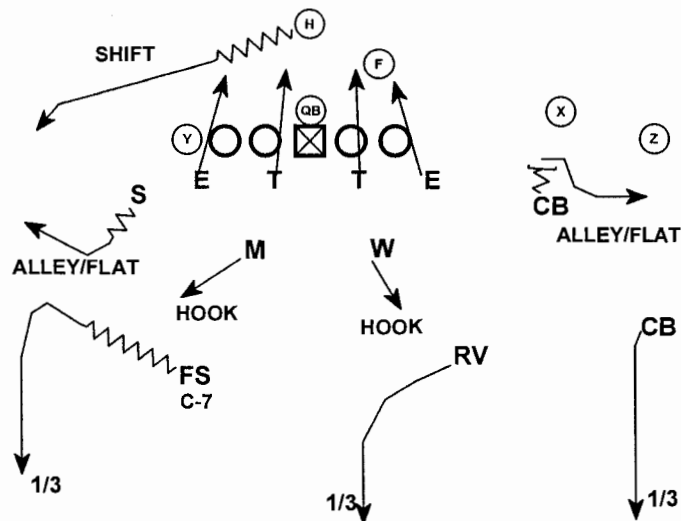
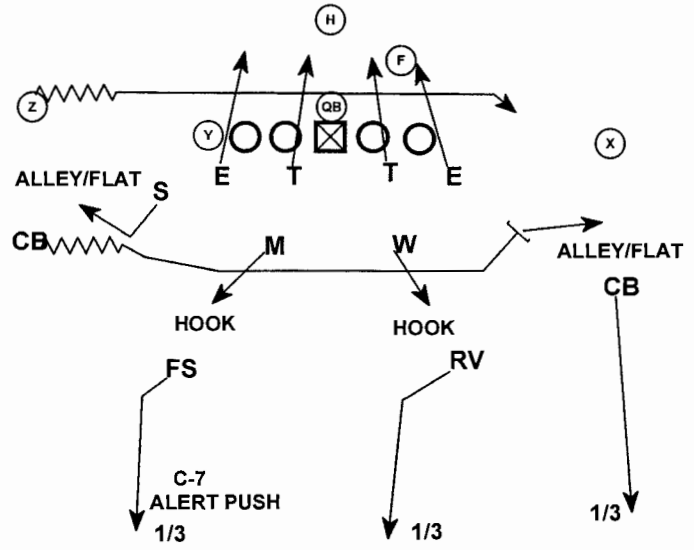
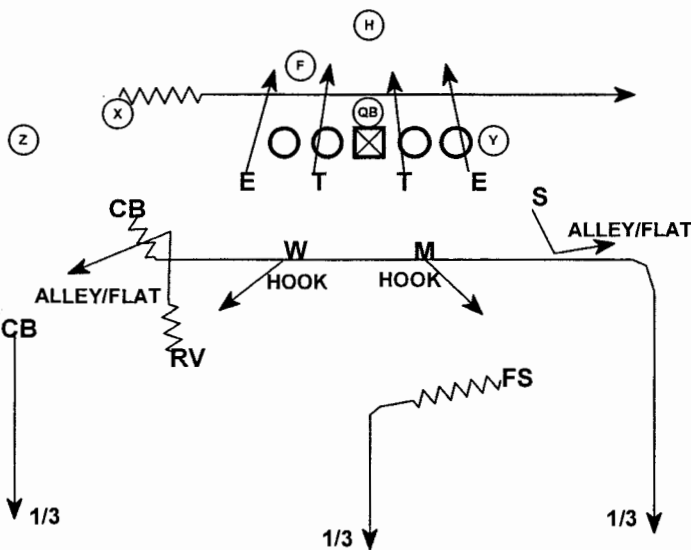
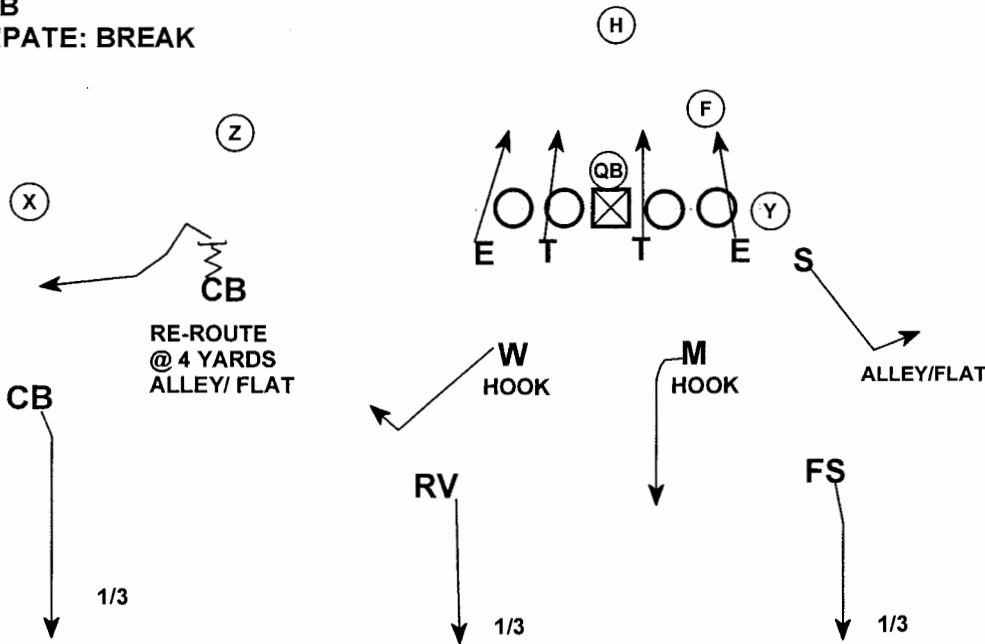


PRO SPLIT



* See QB
ANTICIPATE: BREAK

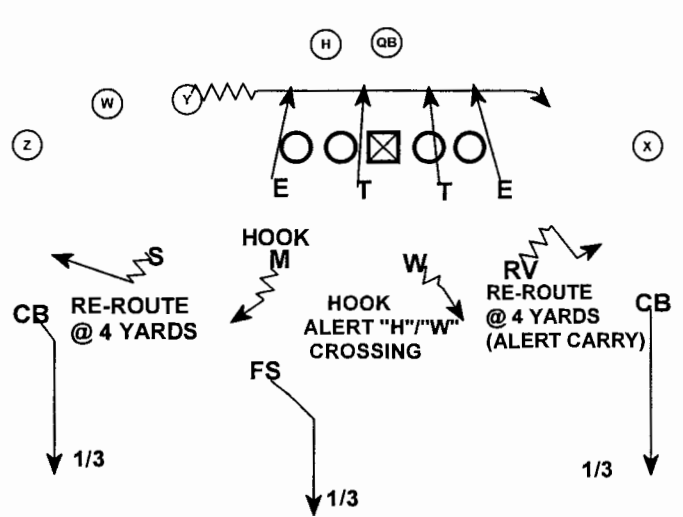
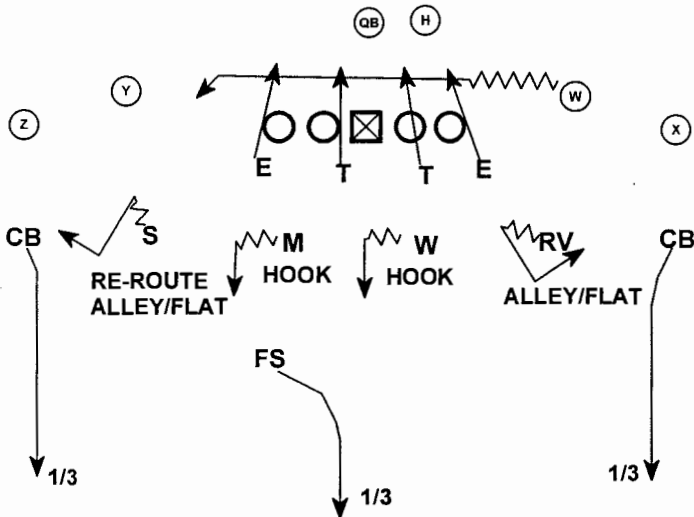
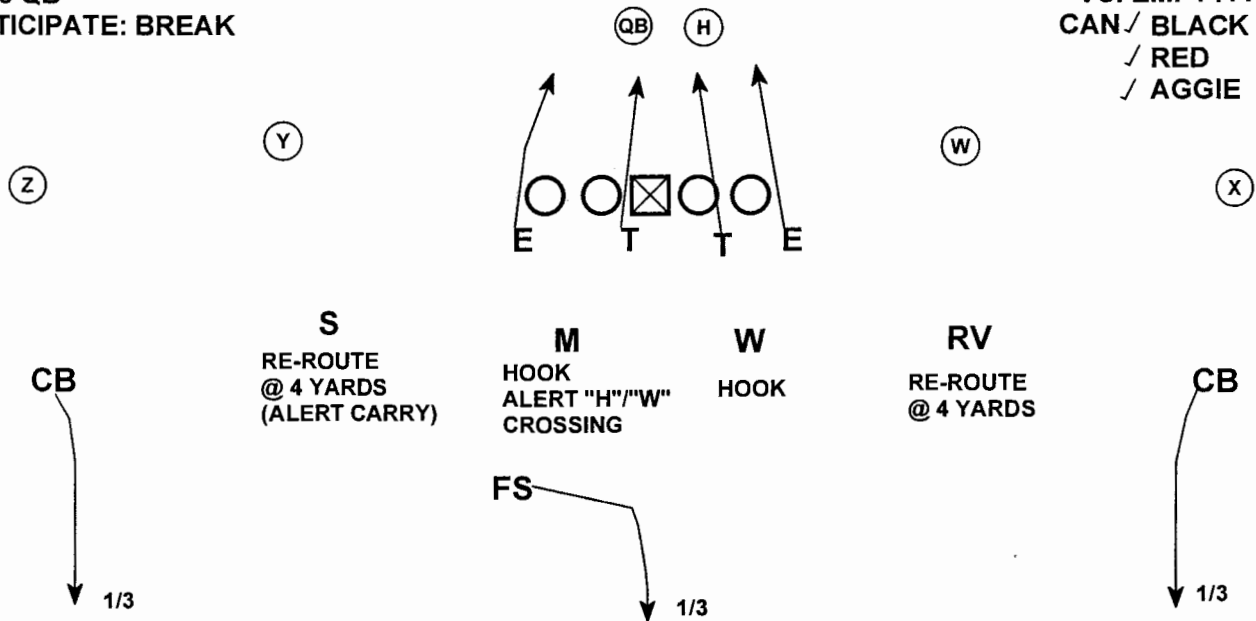
* VS. EMPTY: PLAY IT
CAN / BLACK
/ RED
/ AGGIE



Coaching Points:

* See QB
ANTICIPATE: BREAK

* VS. EMPTY: PLAY IT
CAN / BLACK
/ RED
/ AGGIE



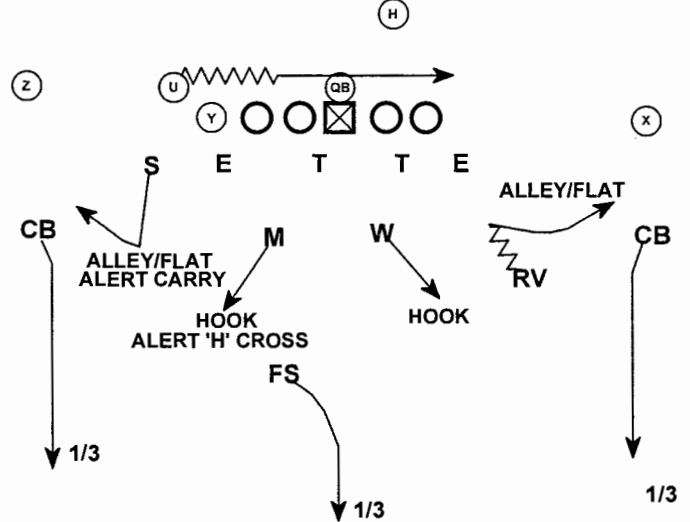
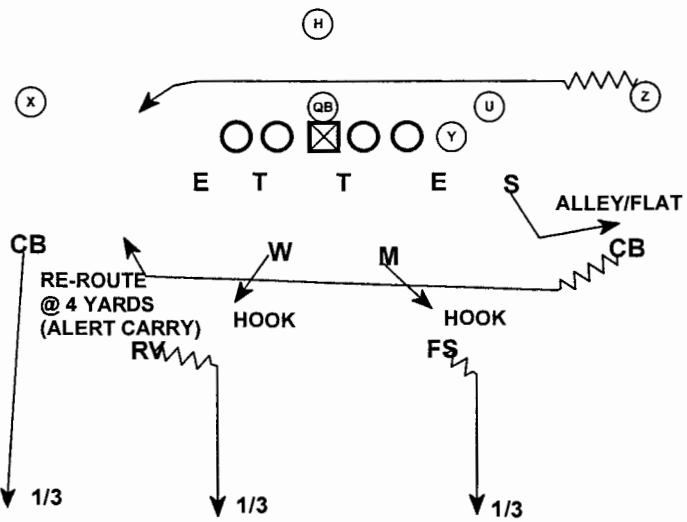
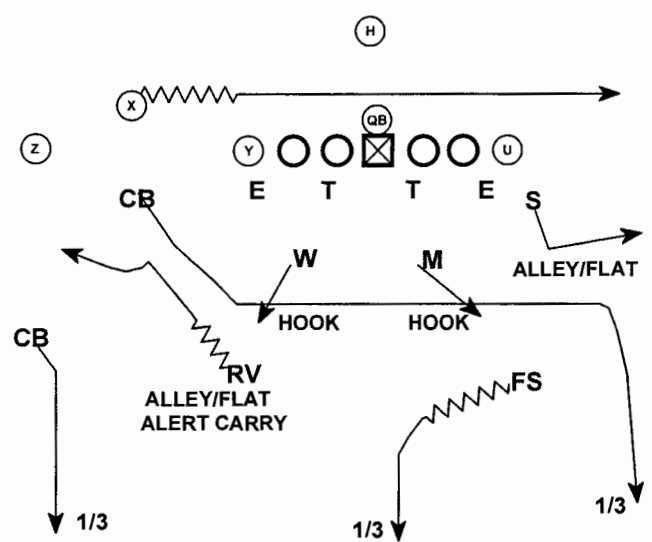
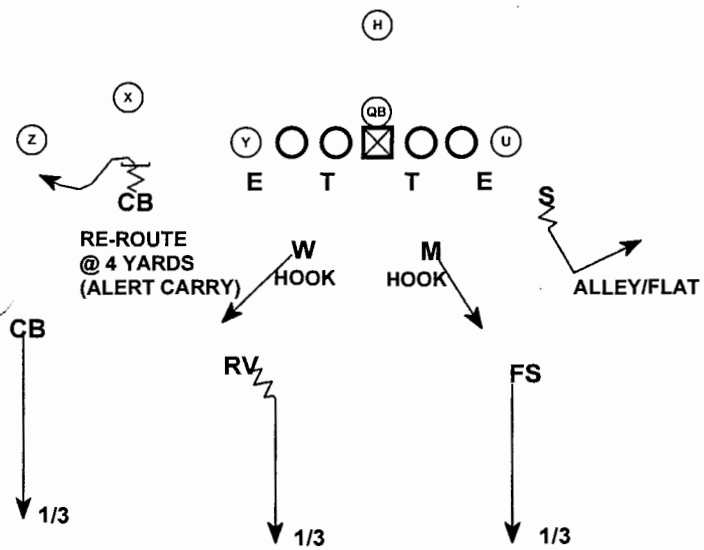
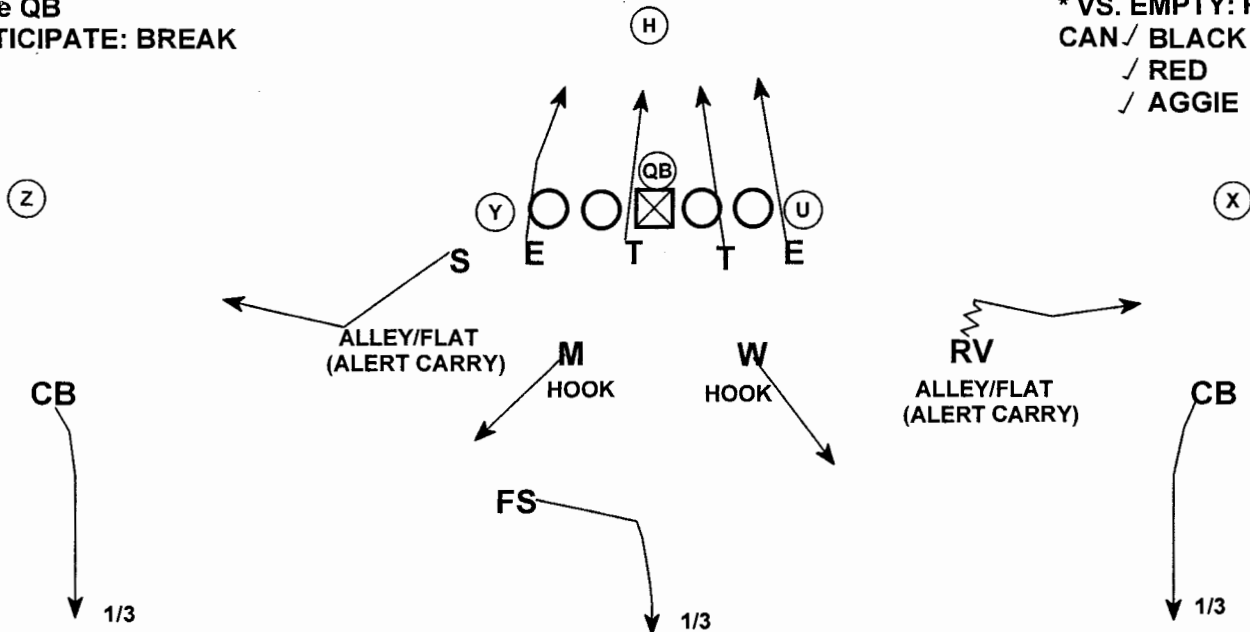
Coaching Points:

13 COVER 3 (TRAVEL)

12 P

*** See QB**
ANTICIPATE: BREAK

*** VS. EMPTY: PLAY IT
CAN / BLACK
/ RED
/ AGGIE**



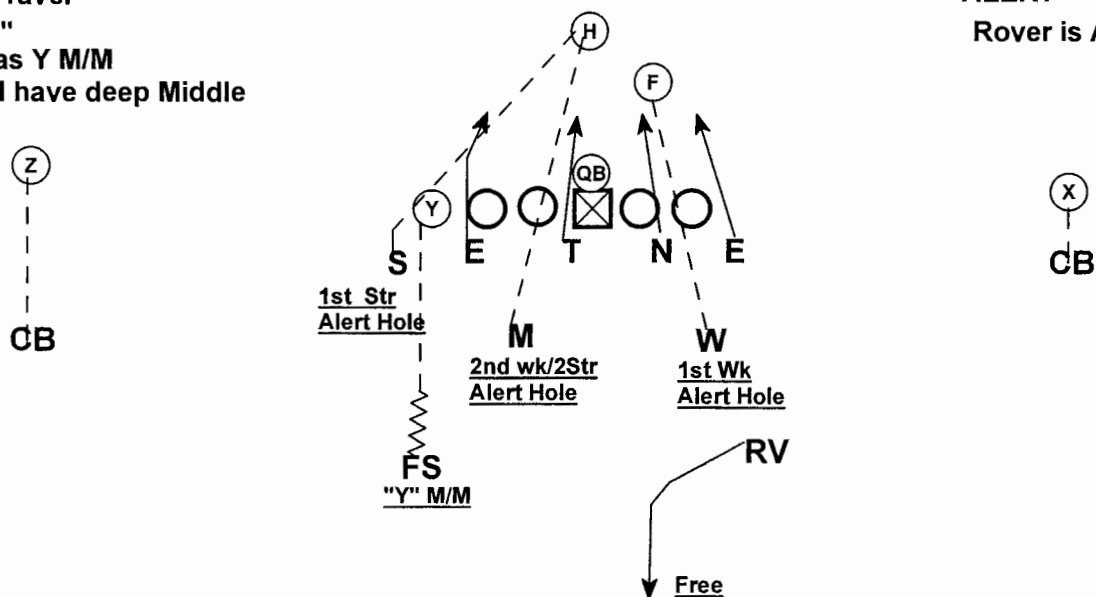
Coaching Points:

13 SOLID COVER 7 (TRAVEL)

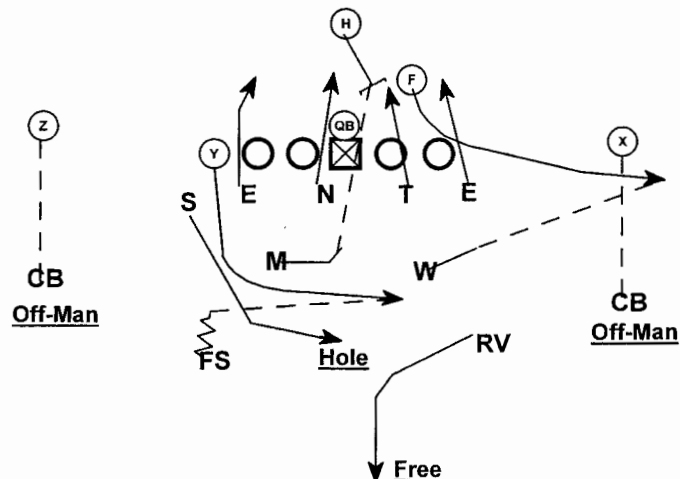
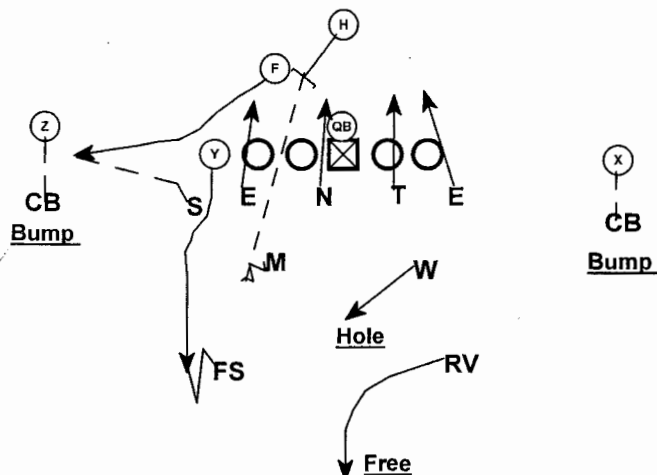
- Scheme:** THIS IS A MAN FREE CONCEPT WITH CORNERS, FS AND LB'S PLAYING MAN TO MAN. THE ROVER WILL BE FREE IN THE DEEP MIDDLE WITH A LB FREE IN THE HOLE.
- Rules:** COVER YOUR GUY MAN TO MAN. CORNERS WILL TRAVEL AND CROSS FORMATION. FREE SAFETY HAS TITE END MAN TO MAN. ROVER IS FREE IN DEEP MIDDLE. LB'S HAVE BACKS MAN TO MAN WITH ONE FREE IN HOLE.
- Corners:** WILL TRAVEL WITH SUPER CALL. ALIGN IN BUMP AND RUN, CATCH, OR OFF TECH. VS TRAVEL OR ALIGNED TWINS , INSIDE CORNER BUMP, OUTSIDE CORNER OFF, ALERT BANJO.
- Free Safety:** ALIGN AT 8 YARDS. YOU HAVE THE TITE END MAN TO MAN, OUTSIDE SHOULDER "ALERT SOLO ✓", YOU NOW HAVE DEEP MIDDLE.
- Rover:** ALIGN AT 8 YARDS OUTSIDE WEAK TACKLE. YOU ROTATE TO FREE DEEP MIDDLE. SEE QUARTER BACK AND GO INTERCEPT THE BALL . ALIGNED OR MOTION TO 1 BACK SET "ALERT SOLO ✓" YOU ARE THE ADJUSTER. COVER HIM MAN TO MAN.
- LB'S** ALIGN TO FRONT CALL. YOU 3 HAVE THEM 2 ACCORDING TO BACKFIELD ACTION. REMAING BACKER WILL BE IN LOW HOLE. "ALERT SOLO ✓" SAM NOW TAKES TITE END MAN TO MAN.
- *VS. EMPTY: PLAY IT**
CAN ✓ BLACK
✓ RED
✓ AGGIE

F/S will have deep Middle

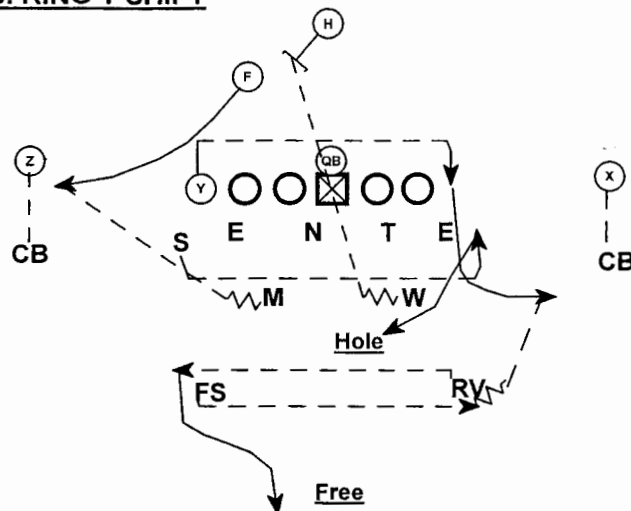
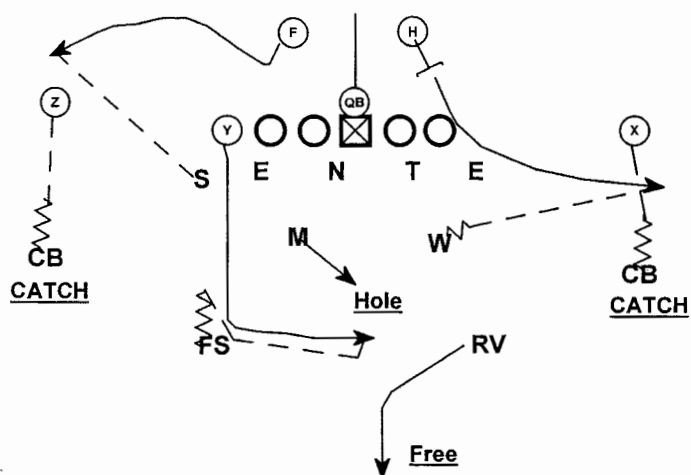
Rover is Adjuster



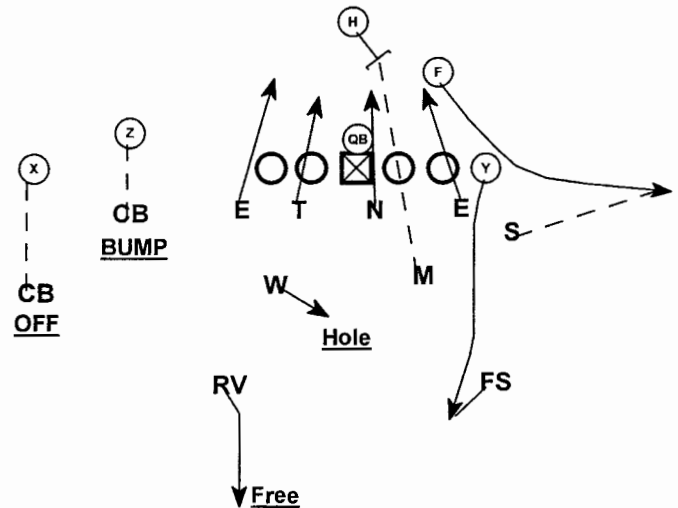
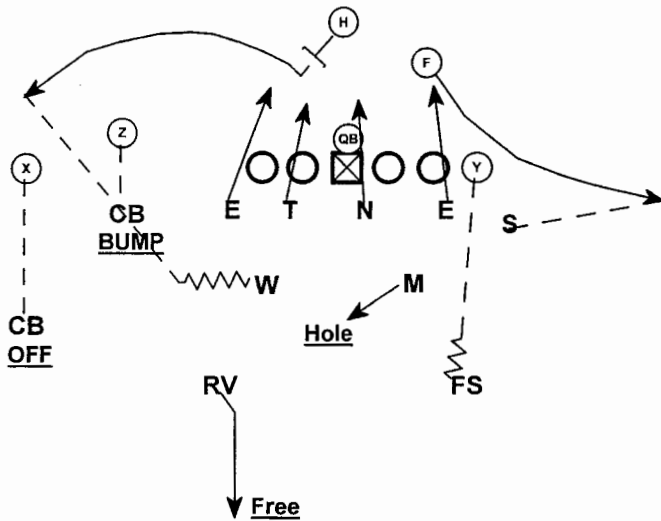
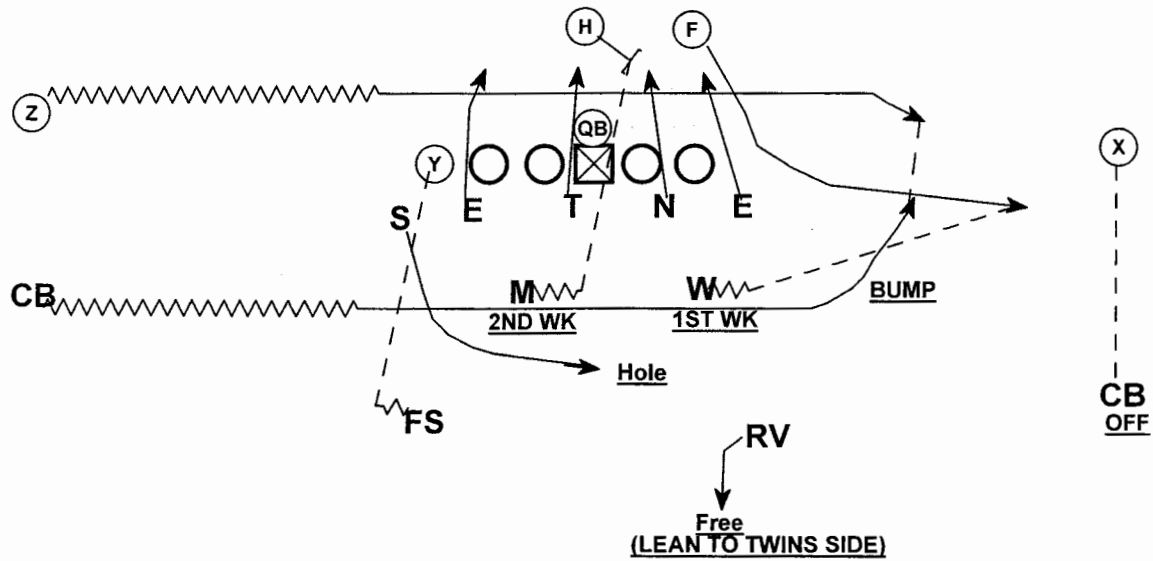
VS. PRO QUEEN



VS. KING Y SHIFT

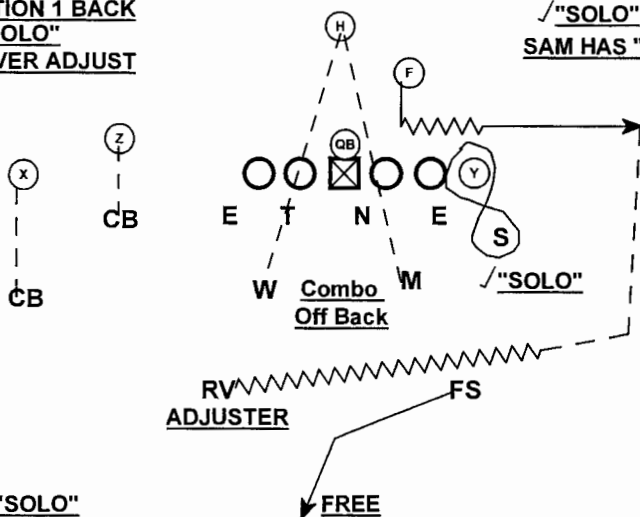


Teaching Points: Corners play with outside position/leverage you have high and low hole help. Your help will come inside the hashes.



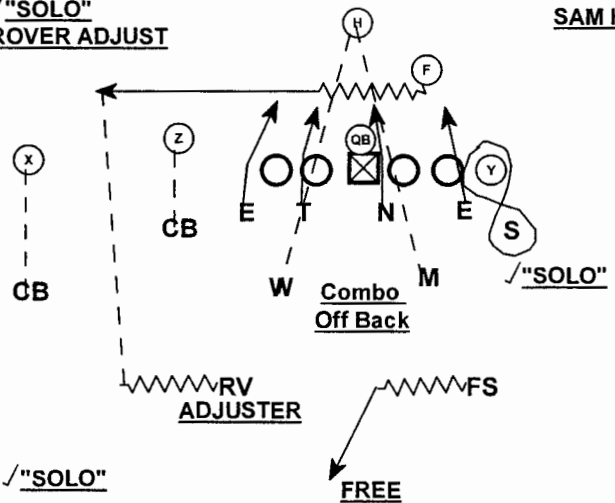
MOTION 1 BACK
✓"SOLO"
ROVER ADJUST

✓"SOLO"
SAM HAS "Y"



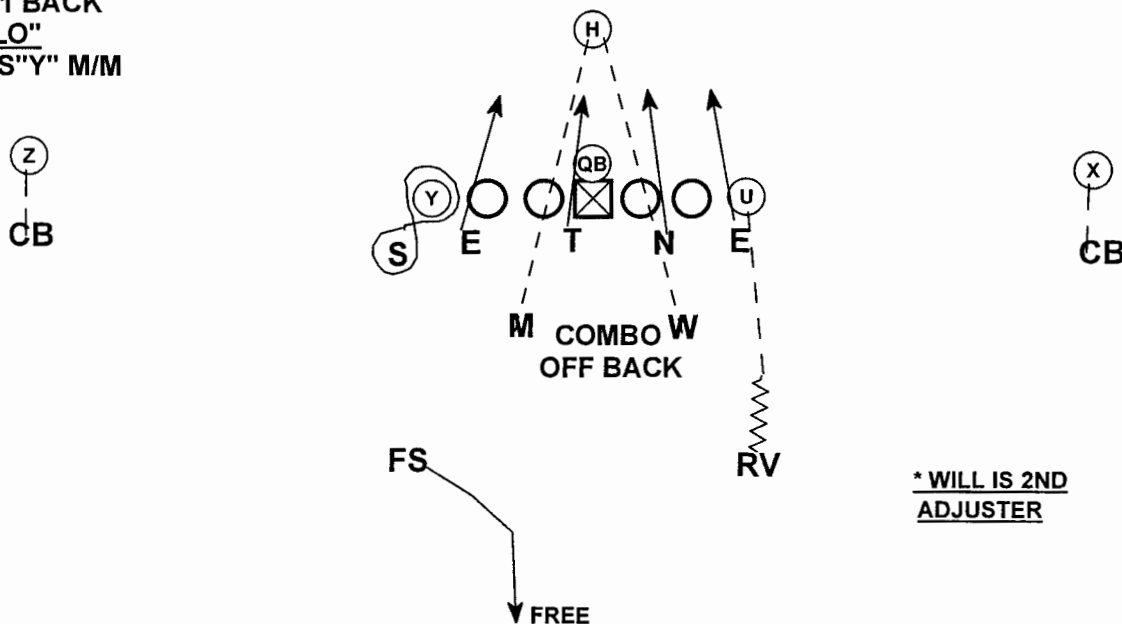
MOTION 1 BACK
✓"SOLO"
ROVER ADJUST

✓"SOLO"
SAM HAS "Y"



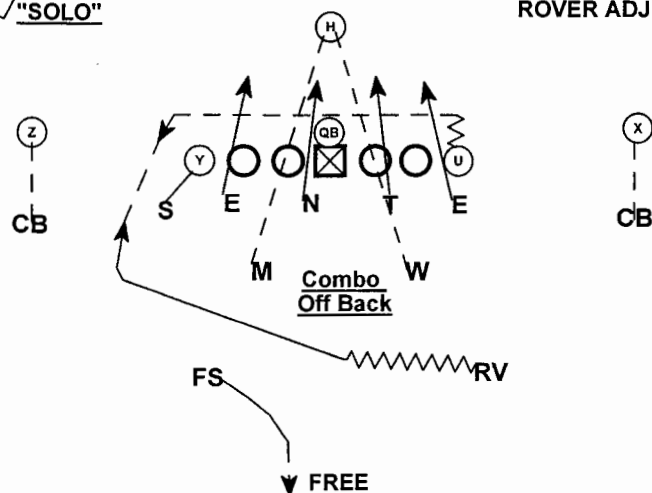
Teaching Points:

✓ "SOLO"
ROVER ADJUST

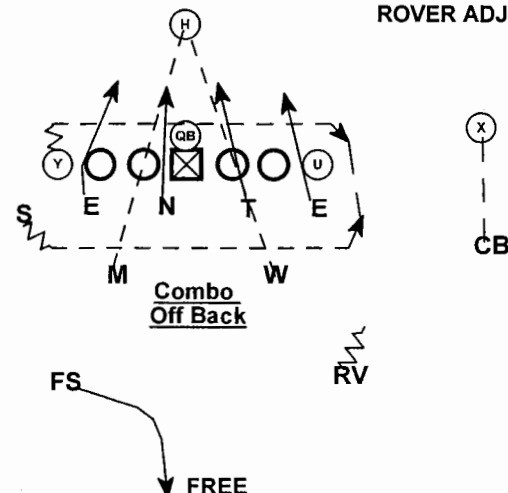


* WILL IS 2ND
ADJUSTER

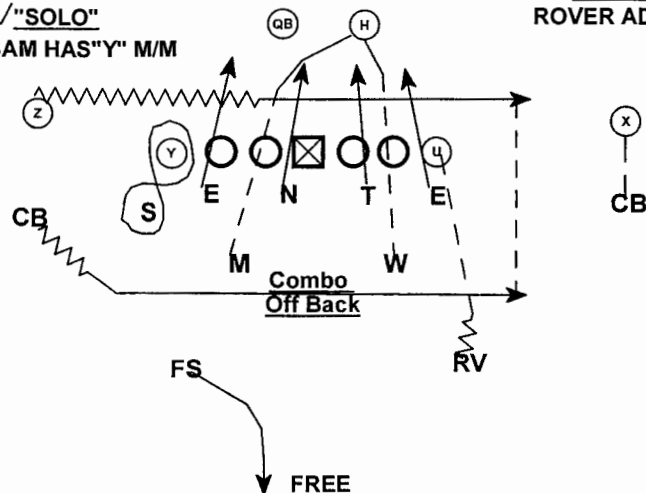
✓"SOLO"
ROVER ADJUST



ALIGN 1 BACK
✓"SOLO"



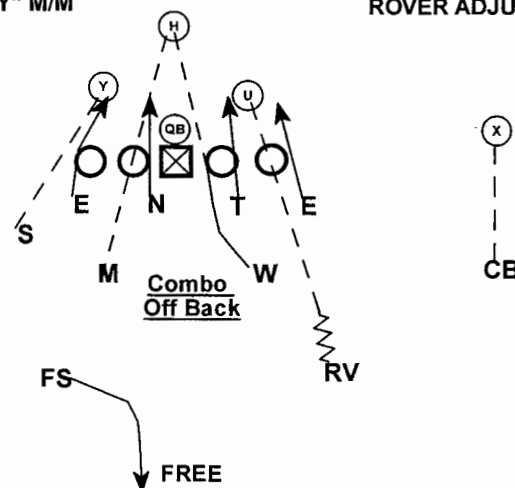
✓ "SOLO"
ROVER ADJUST



✓"SOLO"
SAM HAS "Y" M/M

30 P

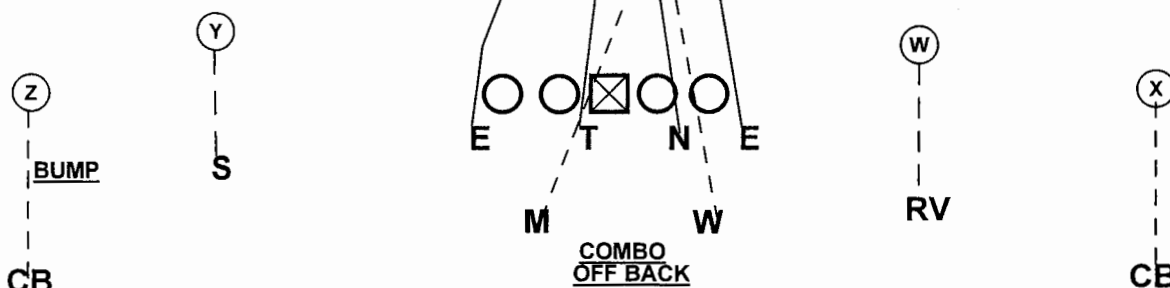
✓"SOLO"
ROVER ADJUST



aching Points:

ALIGN 1 BACK
/ "SOLO"
SAM HAS "Y" M/M

/ "SOLO"
ROVER ADJUST



F/S DEEP MIDDLE FS

* WILL IS 2ND
ADJUSTER

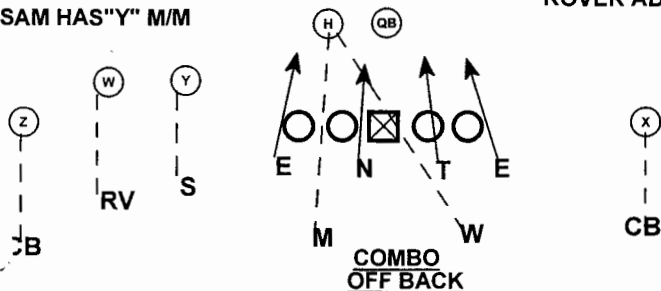
FREE

ALIGN 1 BACK
/ "SOLO"
SAM HAS "Y" M/M

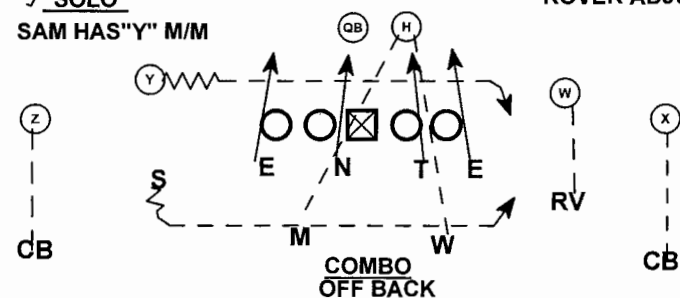
/ "SOLO"
ROVER ADJUST

ALIGN 1 BACK
/ "SOLO"
SAM HAS "Y" M/M

/ "SOLO"
ROVER ADJUST



FS
FREE



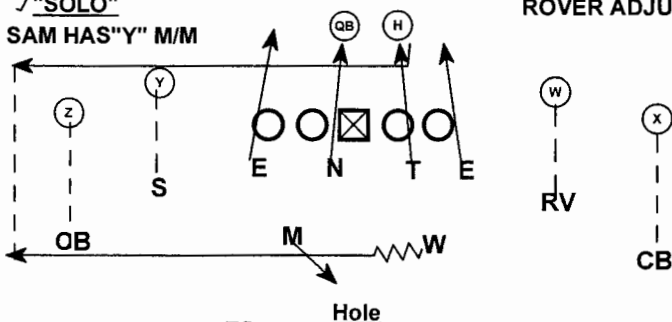
FS
FREE

ALIGN 1 BACK
/ "SOLO"
SAM HAS "Y" M/M

/ "SOLO"
ROVER ADJUST

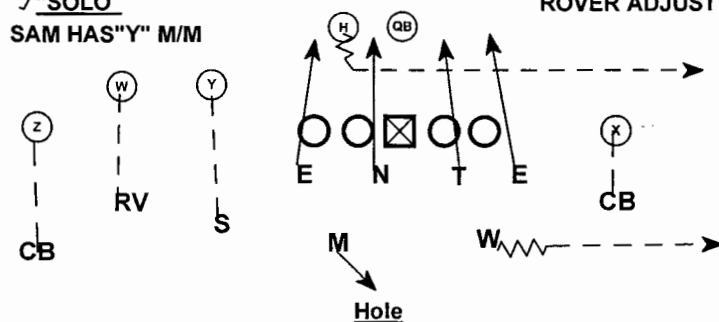
ALIGN 1 BACK
/ "SOLO"
SAM HAS "Y" M/M

/ "SOLO"
ROVER ADJUST



* WILL IS 2ND
ADJUSTER

FS
Hole



FS
Hole

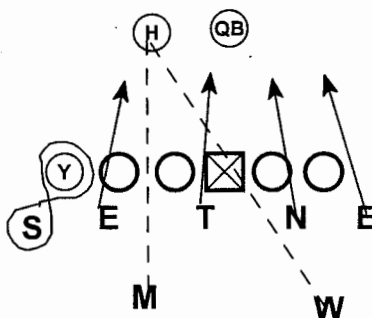
* WILL IS 2ND
ADJUSTER

aching Points:

ALIGN 1 BACK
/ "SOLO"
SAM HAS "Y" M/M

/ "SOLO"
ROVER ADJUST

(Z)
CB
BUMP



(X)
CB

* IF MY MAN MOTIONS
I GO WITH HIM

FS

RV

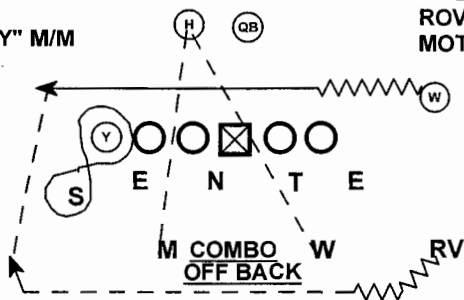
* WILL IS 2ND
ADJUSTER

FREE

ALIGN 1 BACK
/ "SOLO"
SAM HAS "Y" M/M

/ "SOLO"
ROVER GO WITH
MOTION

(Z)
CB



(X)
CB

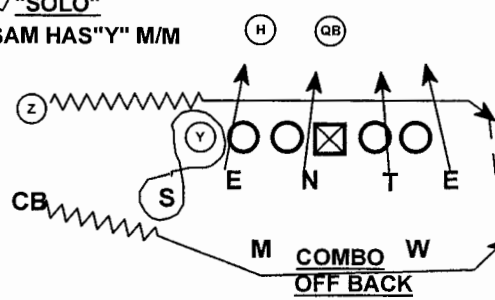
FS

FREE

ALIGN 1 BACK
/ "SOLO"
SAM HAS "Y" M/M

/ "SOLO"
SAM HAS "Y" M/M

(Z)
CB



(X)
CB

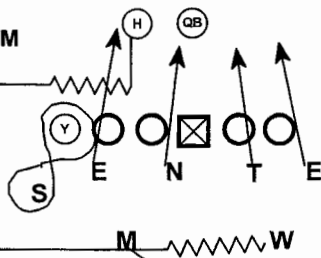
FS

FREE

ALIGN 1 BACK
/ "SOLO"
SAM HAS "Y" M/M

/ "SOLO"
ROVER ADJUST

(Z)
CB



(W)
RV

(X)
CB

FS

HOLE

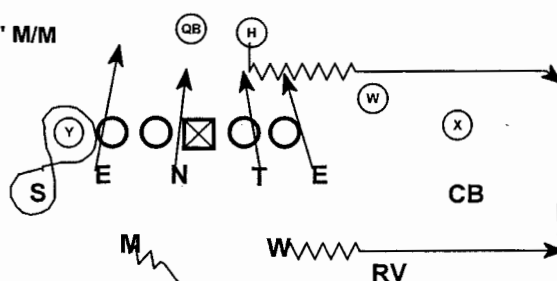
* WILL IS 2ND
ADJUSTER

FREE

ALIGN 1 BACK
/ "SOLO"
SAM HAS "Y" M/M

/ "SOLO"
SAM HAS "Y" M/M

(Z)
CB



(X)
CB

FS

HOLE

* WILL IS 2ND
ADJUSTER

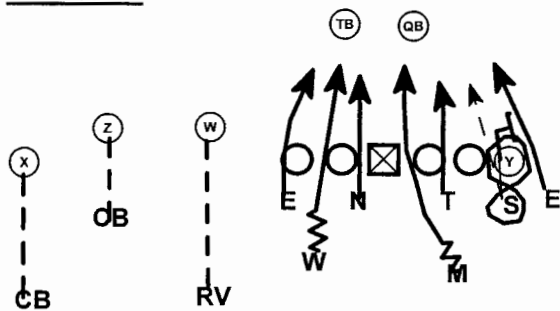
FREE

Teaching Points: Y-TRADE OR MOTION SAM BACKER GOES WITH HIM.

BALANCE

SAM: TE M/M (IF HE BLOCKS OUT, RUSH "C" GAP)

3 TO WILL

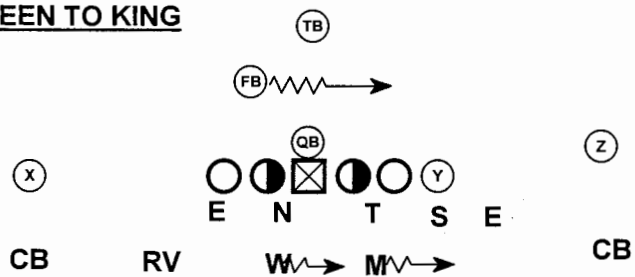


"FS" ADJSUT TO MOTION PLAY COVER 0 ALERT BANJO

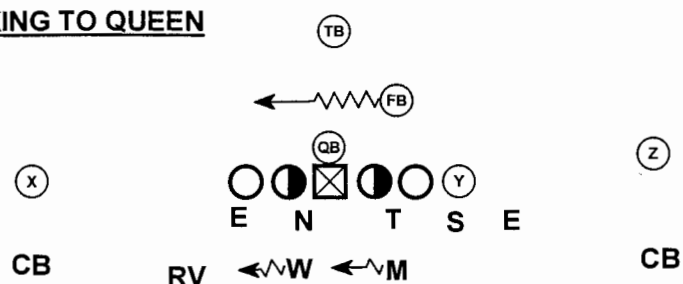
Coaching Points: * SAM: TE M/M (IF TE BLOCKS OUT ON DE, RUSH "C" GAP

31 WIDE COVER 1: VERSUS MOTION

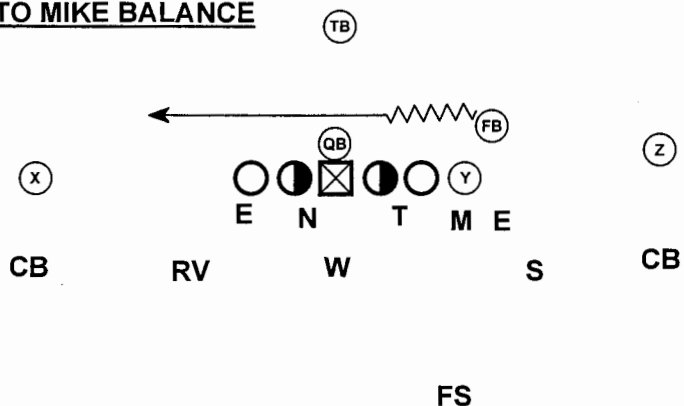
QUEEN TO KING



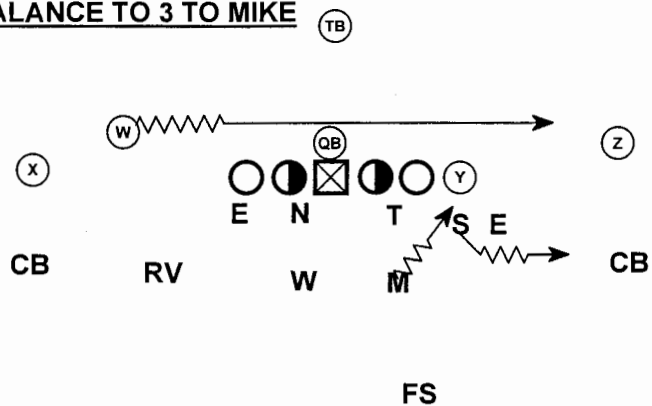
KING TO QUEEN



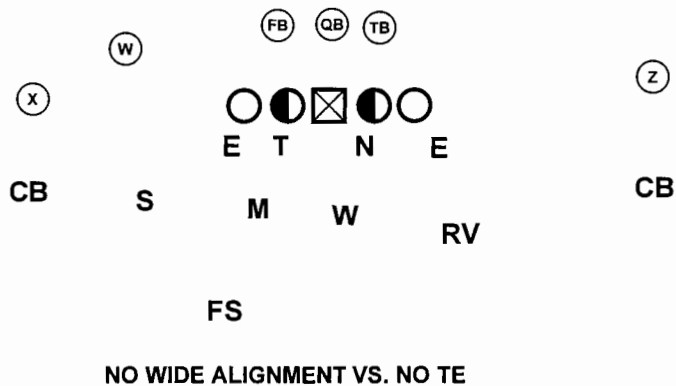
3 TO MIKE BALANCE



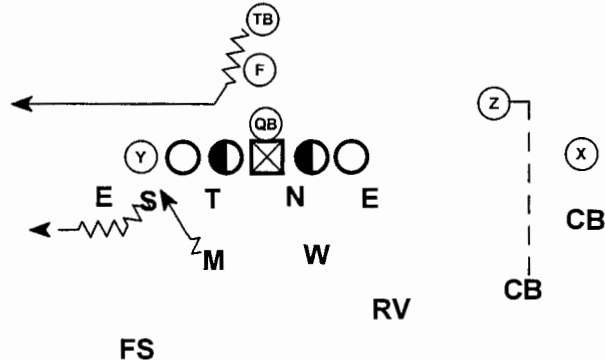
BALANCE TO 3 TO MIKE



SPLIT OPEN

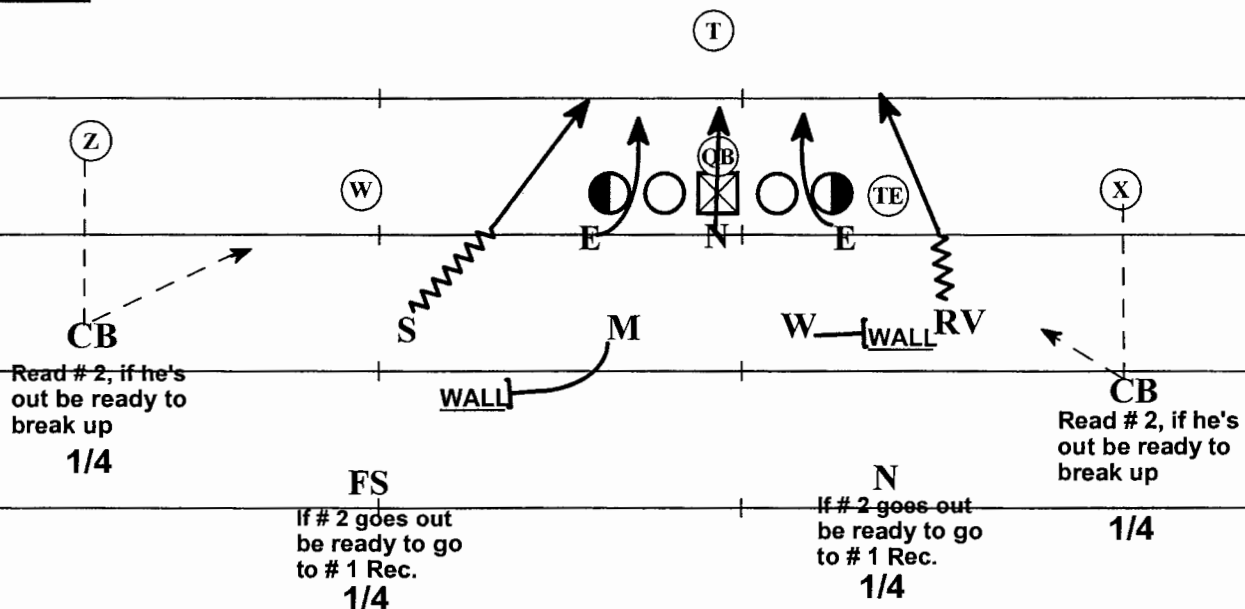


I-TWINS TO BALANCE

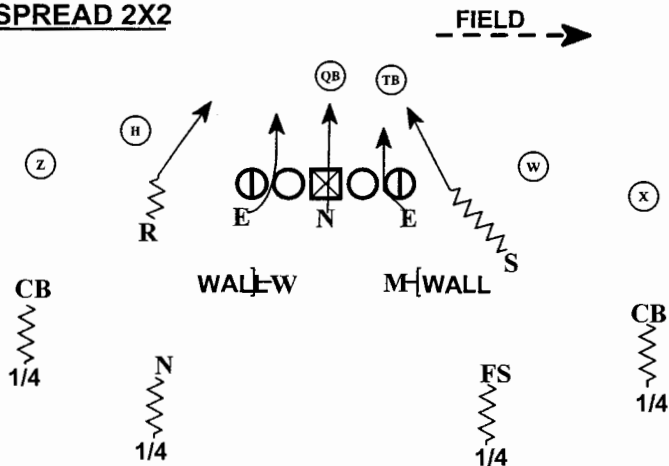


NICKEL FIELD RASOR COV. 8- STAY

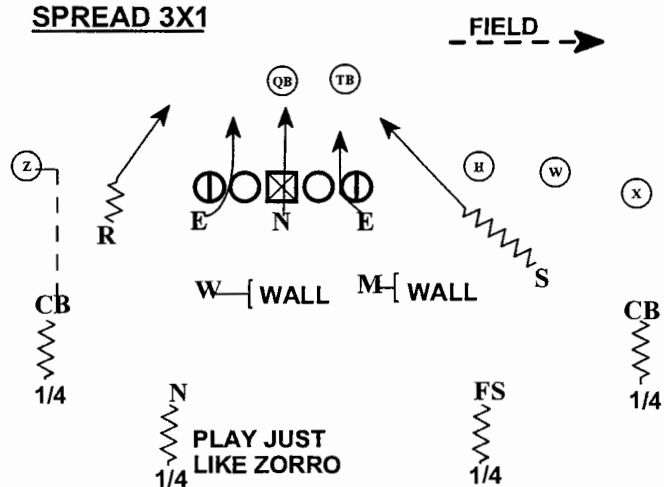
11 PERSONNEL



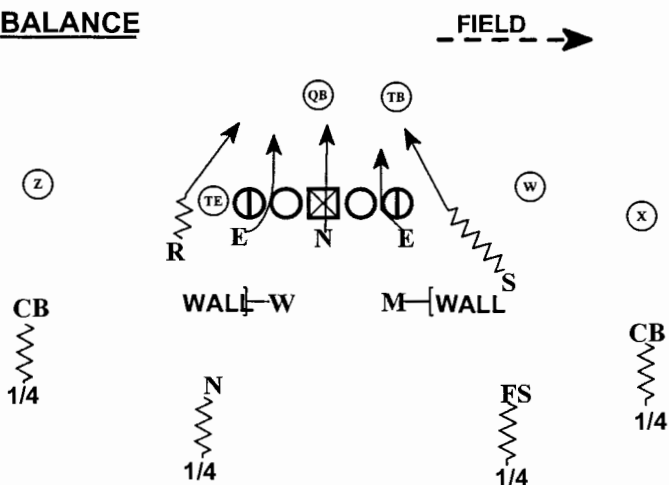
SPREAD 2X2



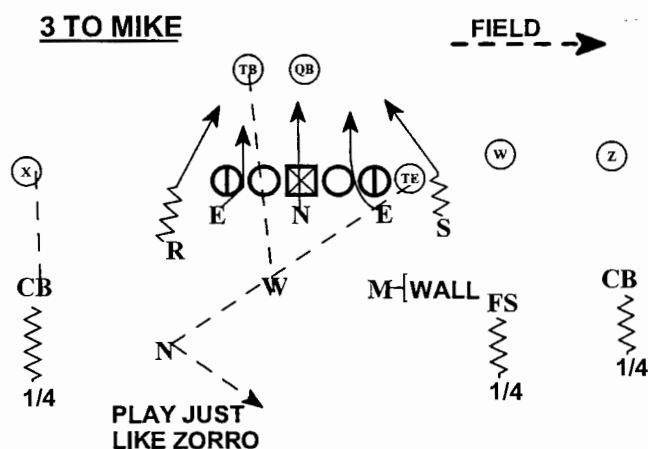
SPREAD 3X1



BALANCE

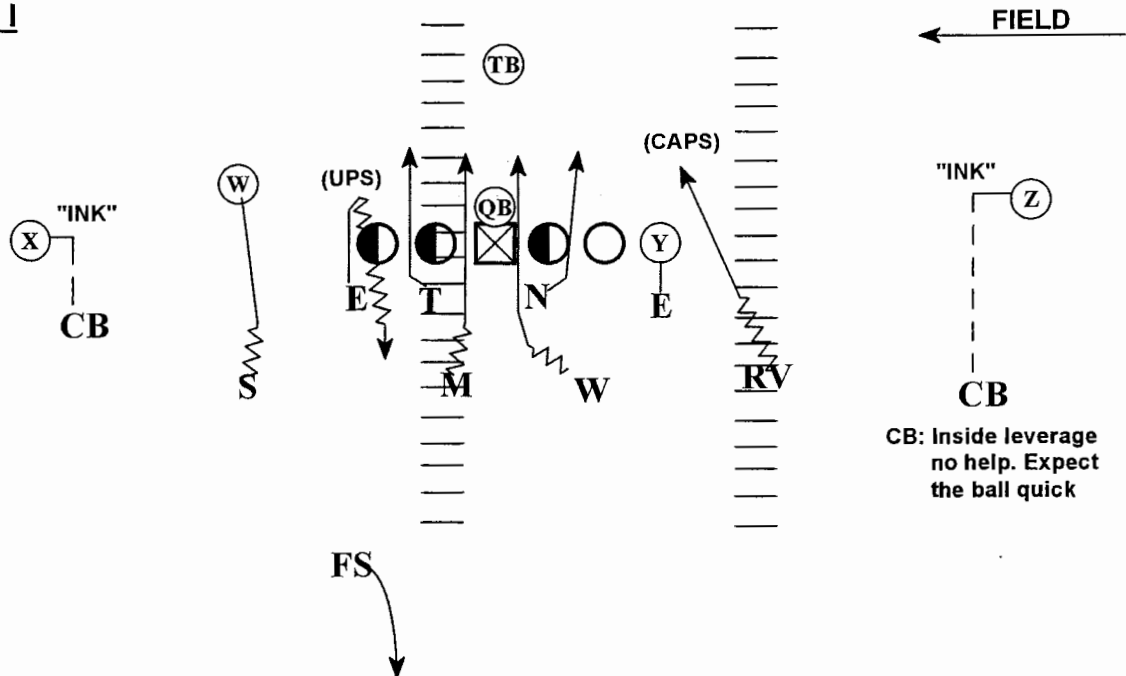


3 TO MIKE



FIELD 31 DOGS FIELD AUTO

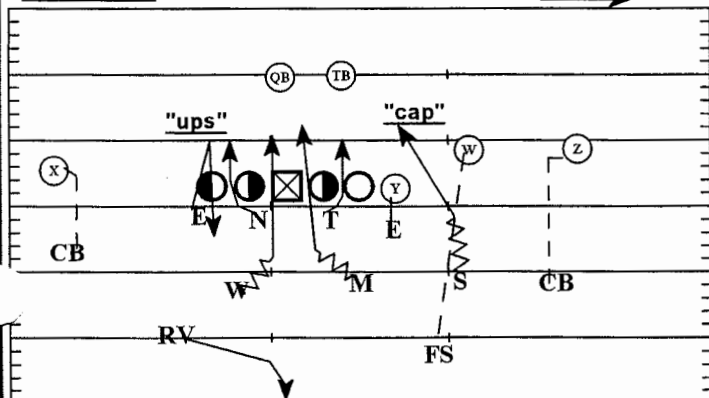
PRO I



POSITION	ALIGNMENT	KEYS & READ	PASS RESPONSIBILITY	COACHING POINT
STRONG CORNER	Inside Leverage	QB of 3Step Drop	Man to Man on # 1 X-Rec	Don't give up Hot or deep ball. Disguise coverage.
WEAK CORNER	Inside Leverage	QB of 3Step Drop	Man to Man on # 1 X-Rec	Don't give up Hot or deep ball. Disguise coverage.
ROVER	Align Like Cover 1 and move if necessary	If "CAP" Key Near Back otherwise ball to man.	vs. TE "CAP" vs. 2 Backs Zorro Vs 2x2 # 2 Man to Man	Treat Y-Off as WR vs. 3x1-Deep Middle
FREE SAFETY	Align Like Cover 1 and move if necessary	Ball to Man	vs. 2 Backs- Deep 1/2 vs. 1 Back MOF vs. 2x2 Banjo w/ Sam vs. Trips	Treat Y-Off as WR
MIKE BACKER	Align Like Cover 1 and move if necessary	Center and Flow	Blitz a-Gap Sack QB	Blitz and Stay in your Gap
SAM BACKER	Align Like Cover 1 and move if necessary	If "CAP" Key Near Back otherwise ball to man.	vs. TE "CAP" vs. 2 Backs Zorro Vs 2x2 # 2 Man to Man	Treat Y-Off as WR
WILL BACKER	Align Like Cover 1 and move if necessary	Near Back to Flow	A-Gap Weak Sack QB	Blitz and Stay in your Gap

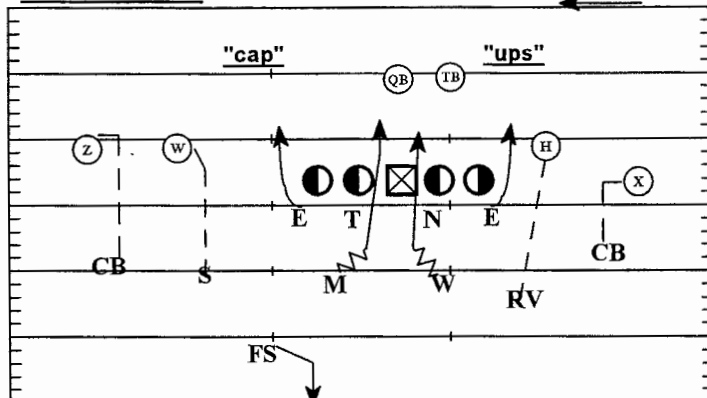
3 TO MIKE

FIELD



SPREAD 2 X 2

FIELD



3 TO WILL



RV

TWINS TO BALANCE



RV

TWINS



RV

BALANCE TO 3 TO WILL



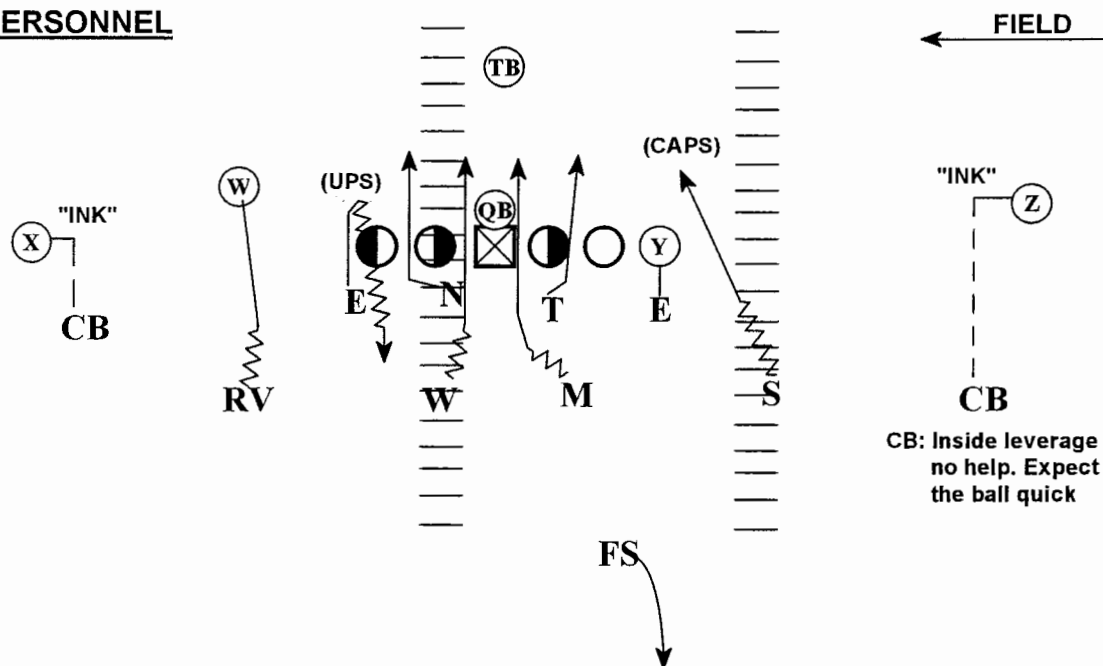
PRO TO TWINS



FS

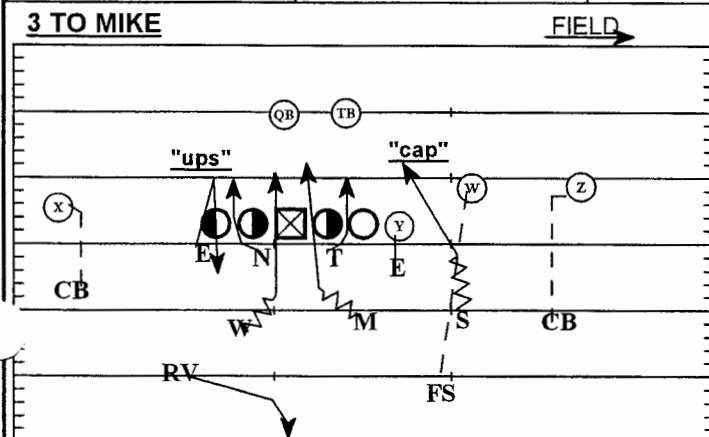
31 DOGS FIELD AUTO

11 PERSONNEL

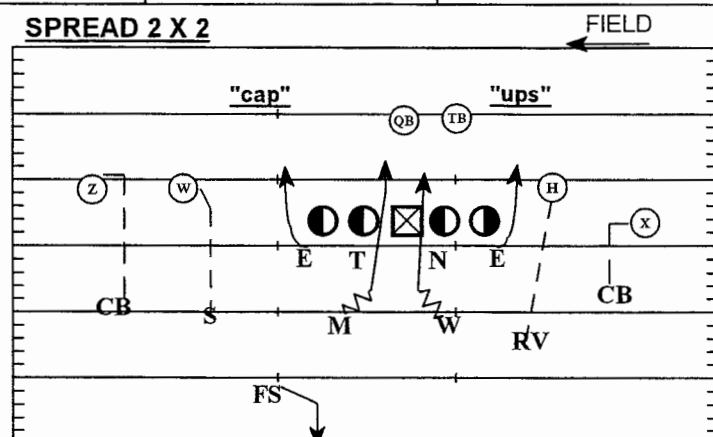


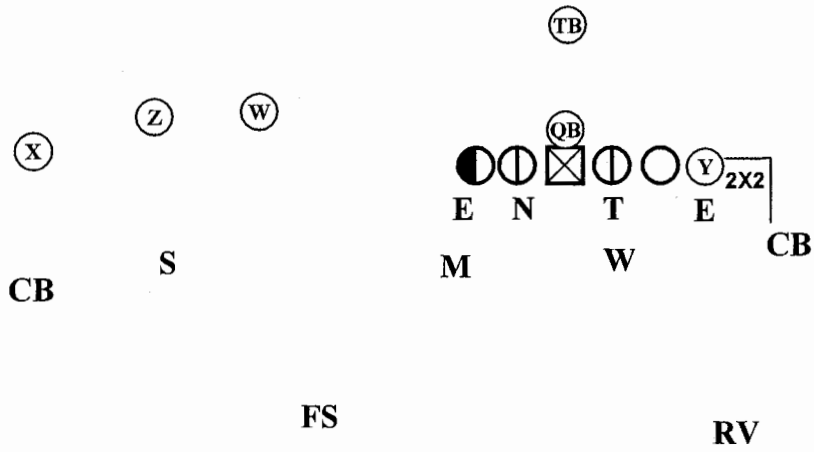
POSITION	ALIGNMENT	KEYS & READ	PASS RESPONSIBILITY	COACHING POINT
STRONG CORNER	Inside Leverage	QB of 3Step Drop	Man to Man on # 1 X-Rec	Don't give up Hot or deep ball. Disguise coverage.
WEAK CORNER	Inside Leverage	QB of 3Step Drop	Man to Man on # 1 X-Rec	Don't give up Hot or deep ball. Disguise coverage.
ROVER	Align Like Cover 1 and move if necessary	If "CAP" Key Near Back otherwise ball to man.	vs. TE "CAP" vs. 2 Backs Zorro Vs 2x2 # 2 Man to Man	Treat Y-Off as WR vs. 3x1-Deep Middle
FREE SAFETY	Align Like Cover 1 and move if necessary	Ball to Man	vs. 2 Backs- Deep 1/2 vs. 1 Back MOF vs. 2x2 Banjo w/ Sam vs. Trips	Treat Y-Off as WR
MIKE BACKER	Align Like Cover 1 and move if necessary	Center and Flow	Blitz a-Gap Sack QB	Blitz and Stay in your Gap
SAM BACKER	Align Like Cover 1 and move if necessary	If "CAP" Key Near Back otherwise ball to man.	vs. TE "CAP" vs. 2 Backs Zorro Vs 2x2 # 2 Man to Man	Treat Y-Off as WR
WILL BACKER	Align Like Cover 1 and move if necessary	Near Back to Flow	A-Gap Weak Sack QB	Blitz and Stay in your Gap

3 TO MIKE



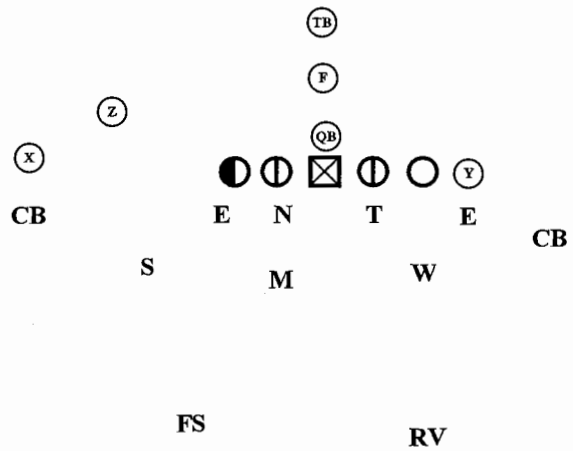
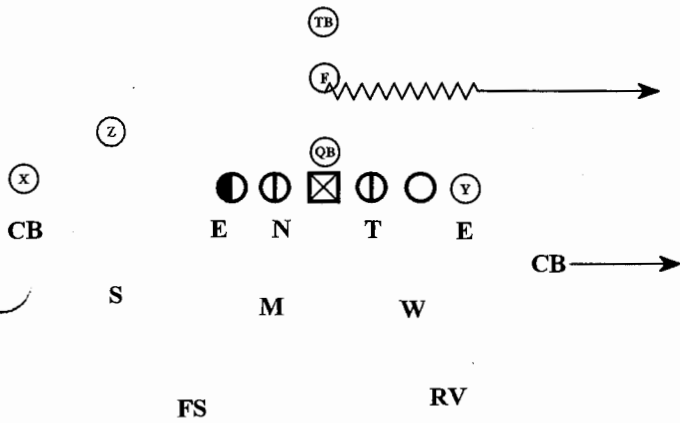
SPREAD 2 X 2





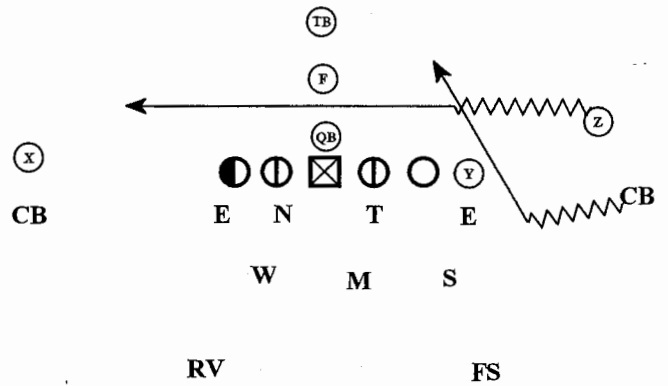
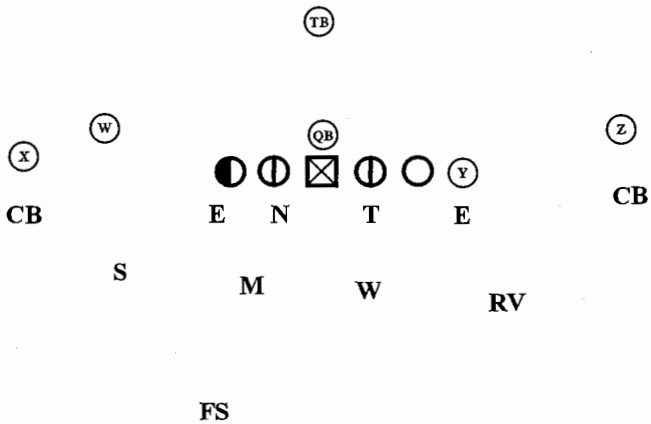
TWINS TO BALANCE

TWINS

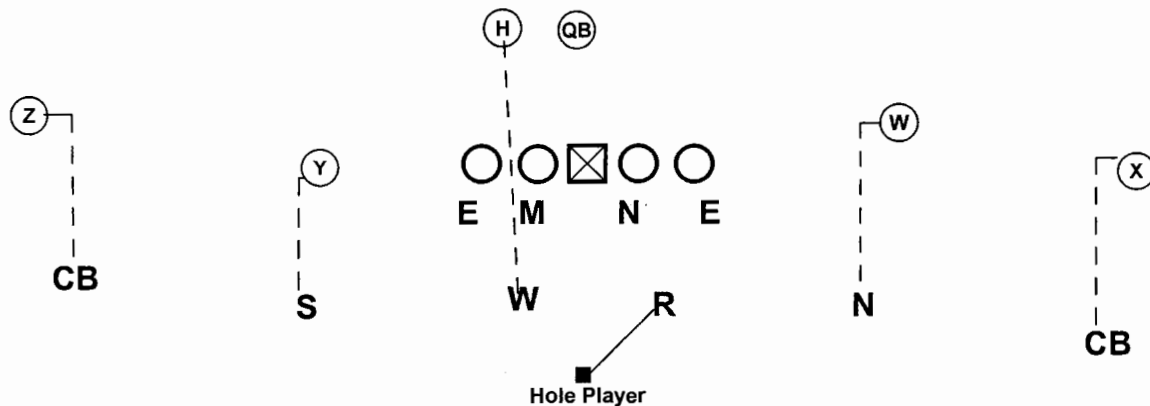


BALANCE TO 3 TO WILL

PRO TO TWINS



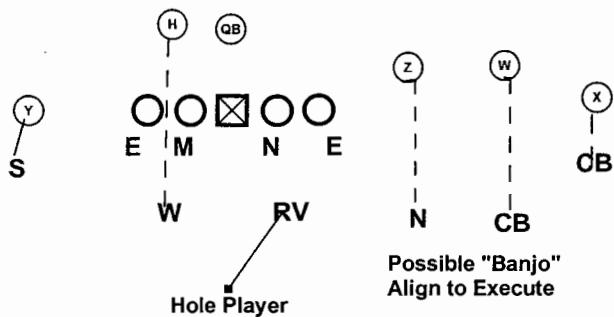
NICKEL 31 COVER 7 (TRAVEL)



Nickel or Sam to Side of RB on Mesh Routes the hole player
Will or Rover Take the shallow and you become the Hole player.
Play with outside leverage.

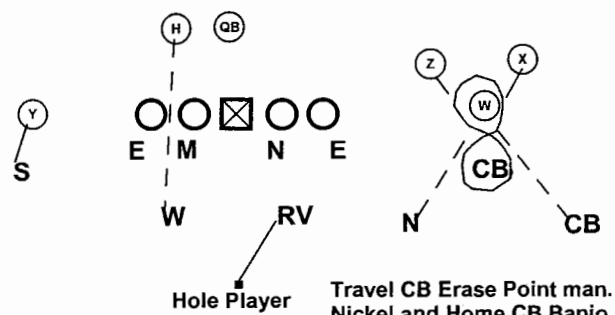
FS
Free

VS. 3X1 Y-FLEX



FS
Free

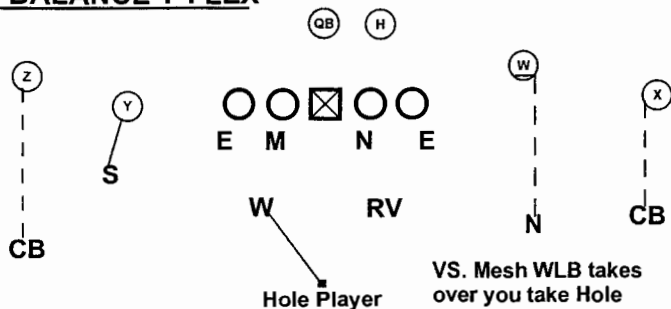
VS. 3X1 BUNCH



Travel CB Erase Point man.
Nickel and Home CB Banjo
vs. Bunch

FS
Free

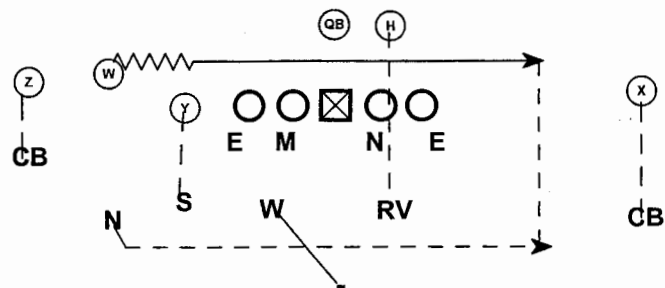
VS. BALANCE Y-FLEX



VS. Mesh WLB takes
over you take Hole

FS
Free

VS. 3TM Y-FLEX TO BALANCE



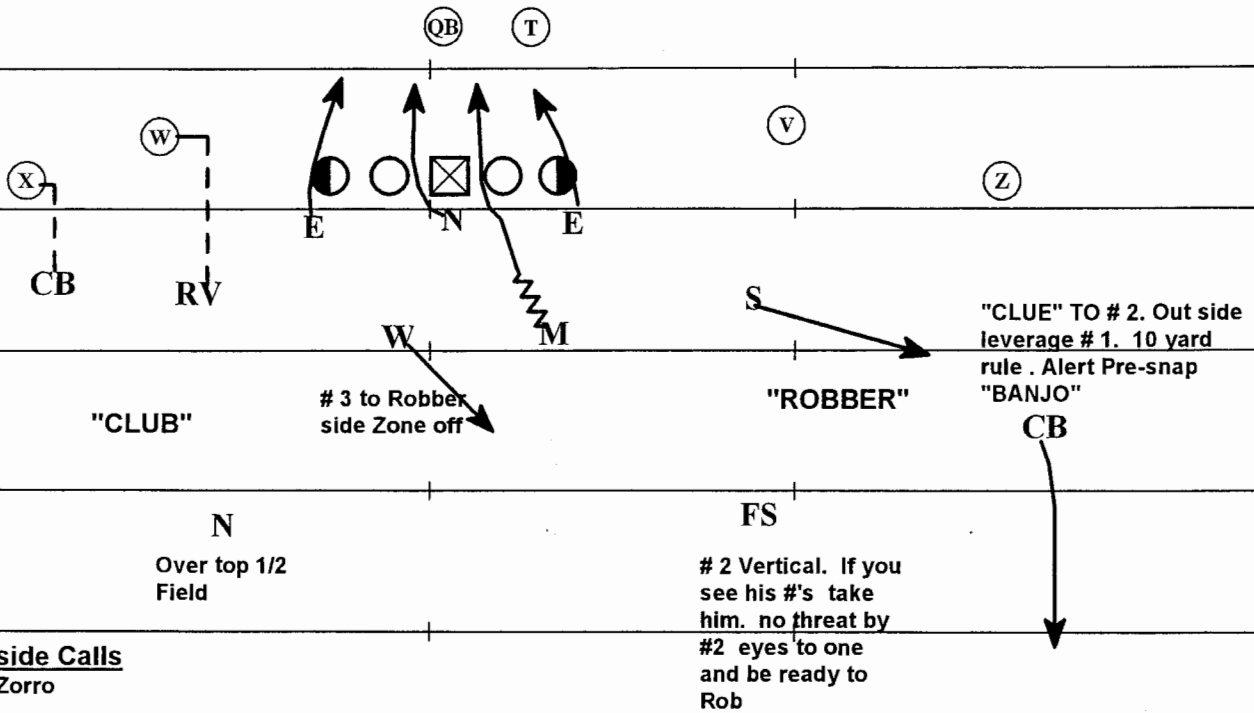
FS

COACHING POINTS:

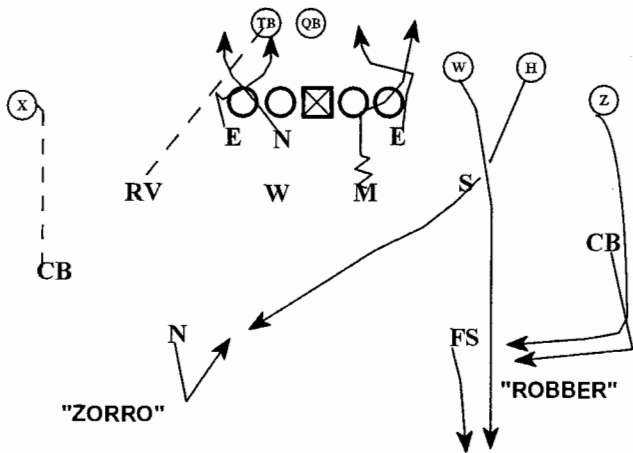
NICKEL COVER 1-ROBBER

SPREAD 2X2

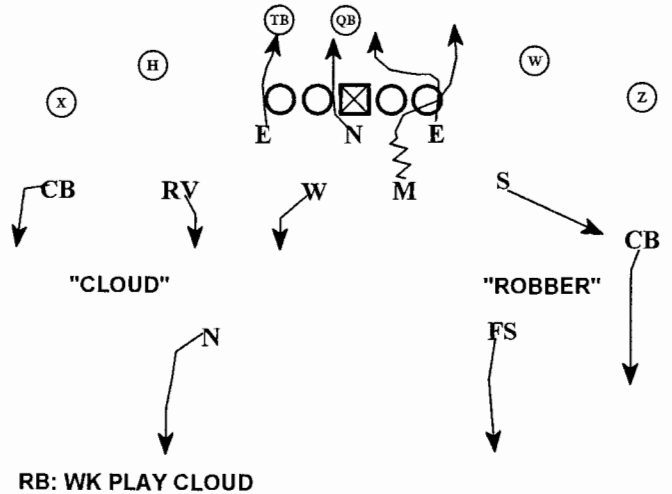
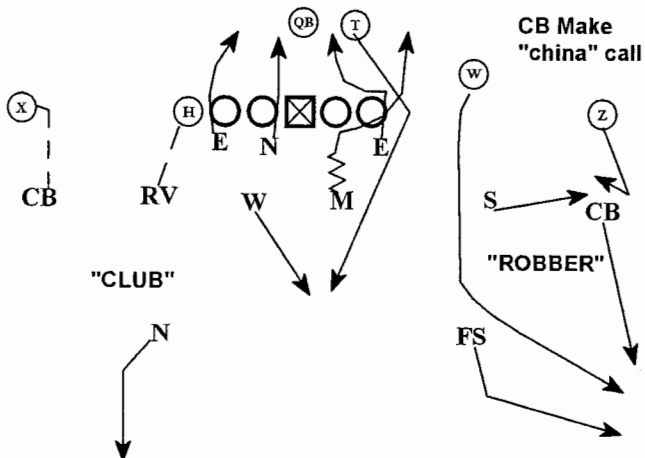
FIELD



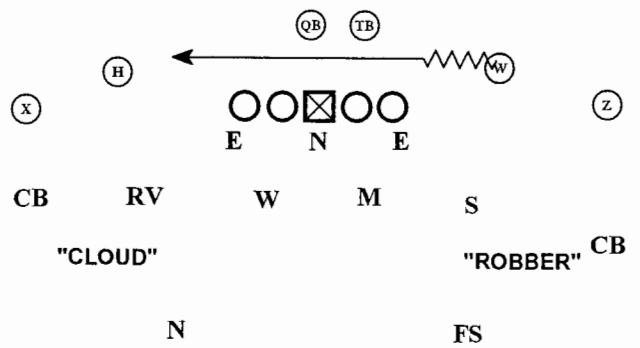
3X1 QUEEN



2x2 QUEEN

**BALANCE**

SPREAD 2X2 TO 3X1

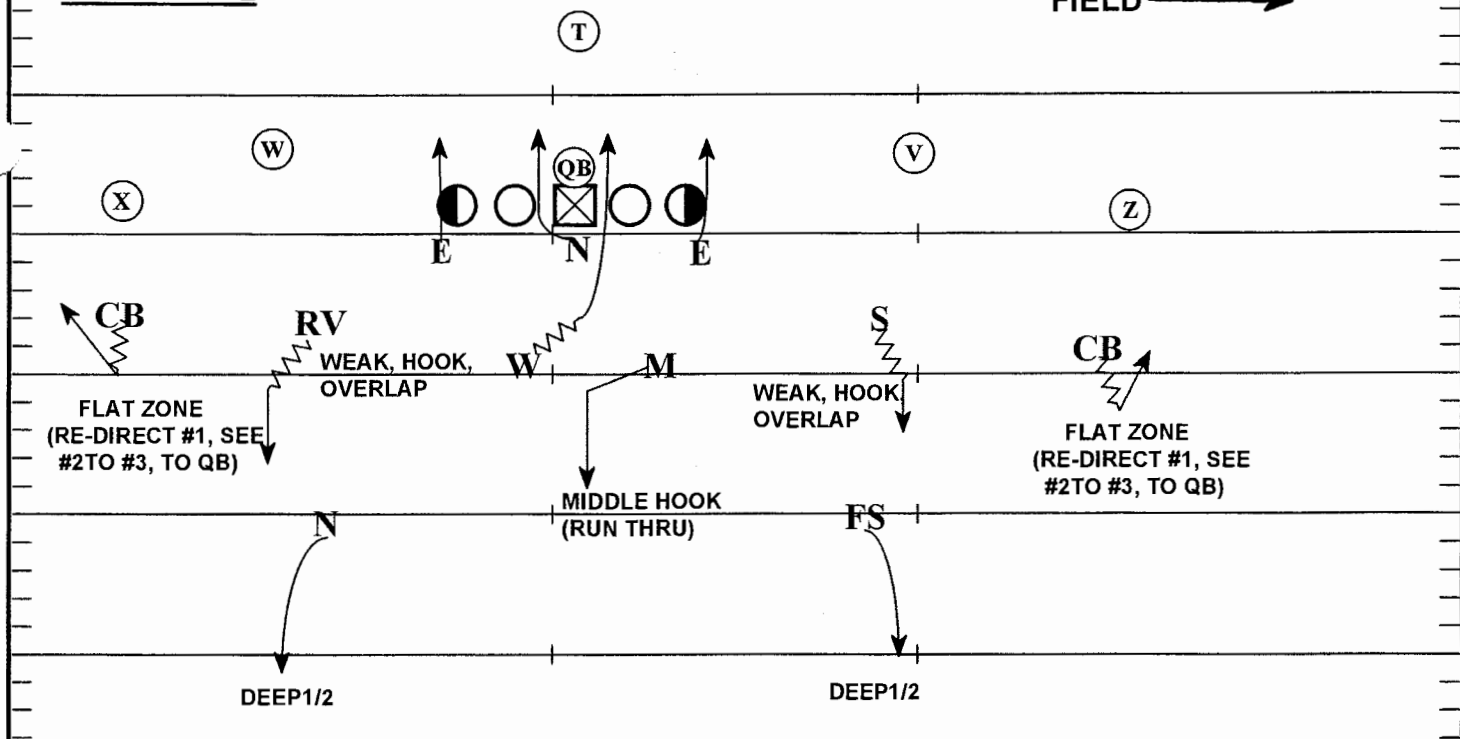


2x2 Motion 3x1 Boundary Nickel chk cloud

FIELD 55 COVER 2

SPREAD 2X2

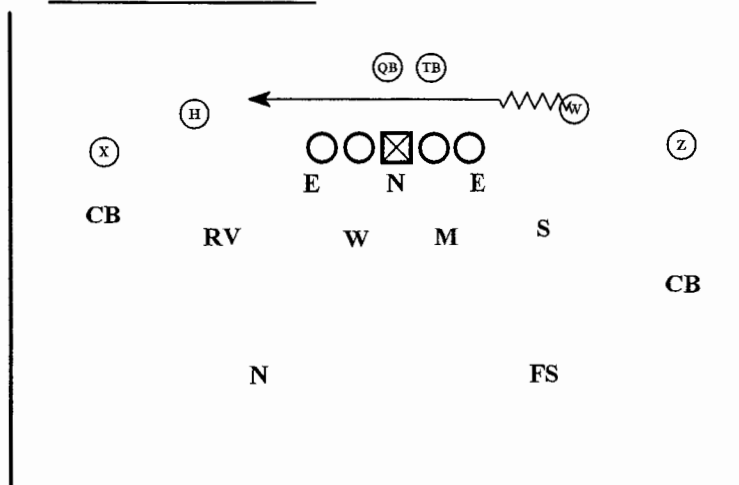
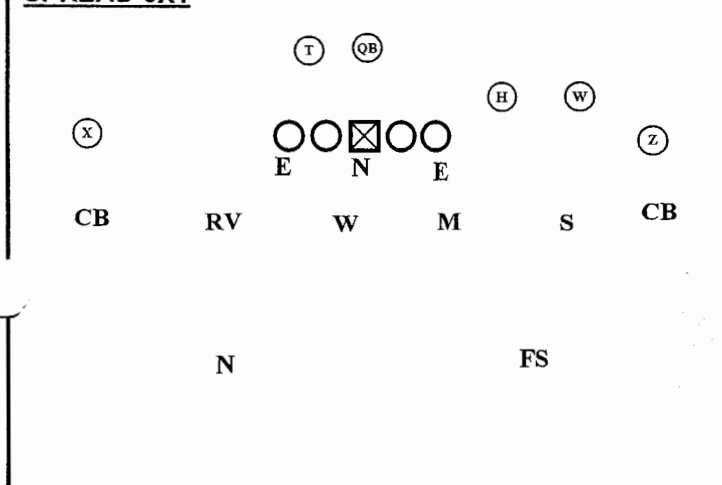
FIELD →



POSITION	ALIGNMENT	KEYS & READ	PASS RESPONSIBILITY	COACHING POINT
STRONG CORNER	Head up to Shade outside z	Re-direct #1 See #2 to #3 to QB	Flat Zone	Funnel #1 inside (Butt to SideLine)
WEAK CORNER	Head up to Shade outside z	Re-direct #1 See #2 to #3 to QB	Flat Zone	Funnel #1 inside (Butt to SideLine)
ROVER	Walk Away 2 to 4 yds of OT/E	Run, to QB	Weak Alley	Alert Overlap
FREE SAFETY	10 to 12 yds inside #2	Read #2 to #1 to QB	Deep 1/2	Read Run / Pass Deep as Deepest
MIKE BACKER	B-Gap Strong	Run, to QB	Middle Hook to Run thru	Alert Middle run thru, see QB.
SAM BACKER	Walk Away, 2 to 4yds off OT/TE	Run, To QB	Strong Alley	Alert Overlap
WILL BACKER	B-Gap Weak	Run, to QB	Blitz Strong A-Gap	Move Around Disguise
NICKEL	10 to 12 yds inside #2	Read #2 to #1 to QB	Deep 1/2	Read Run / Pass Deep as Deepest

SPREAD 3X1

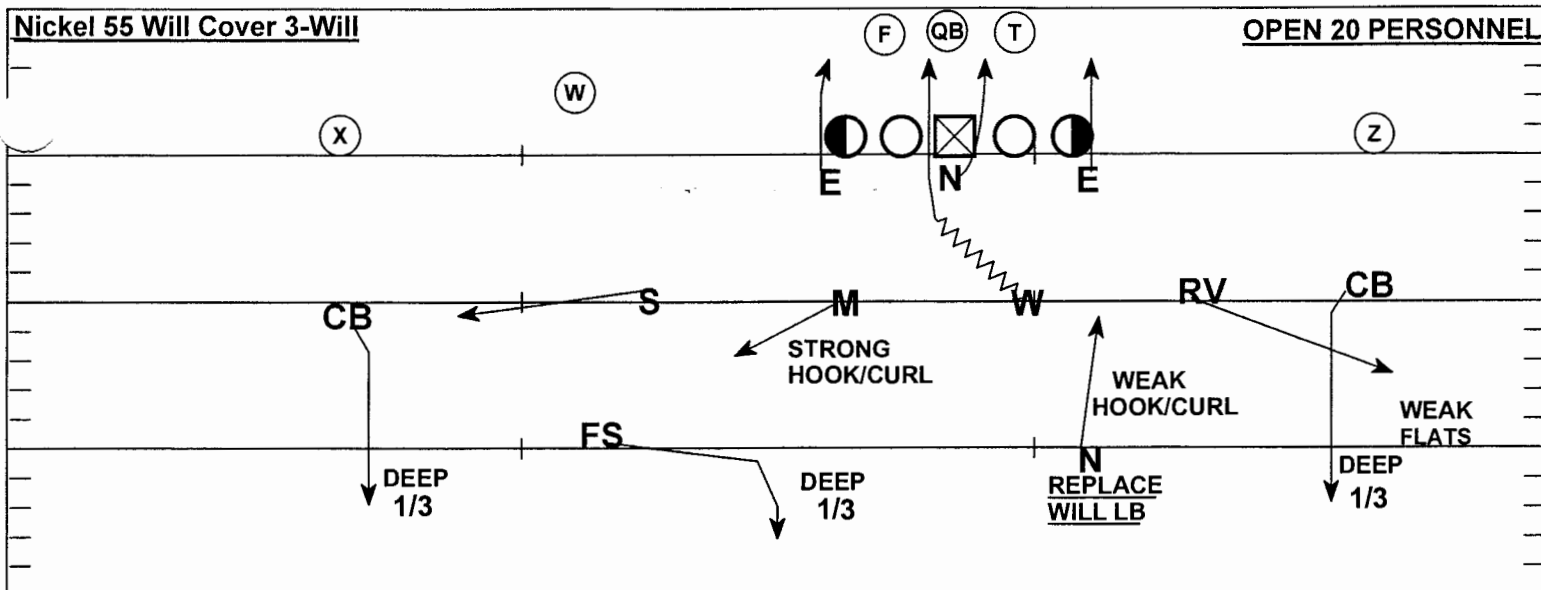
SPREAD 2X2 TO 3X1



FIELD 55 NICKEL WILL COVER 3

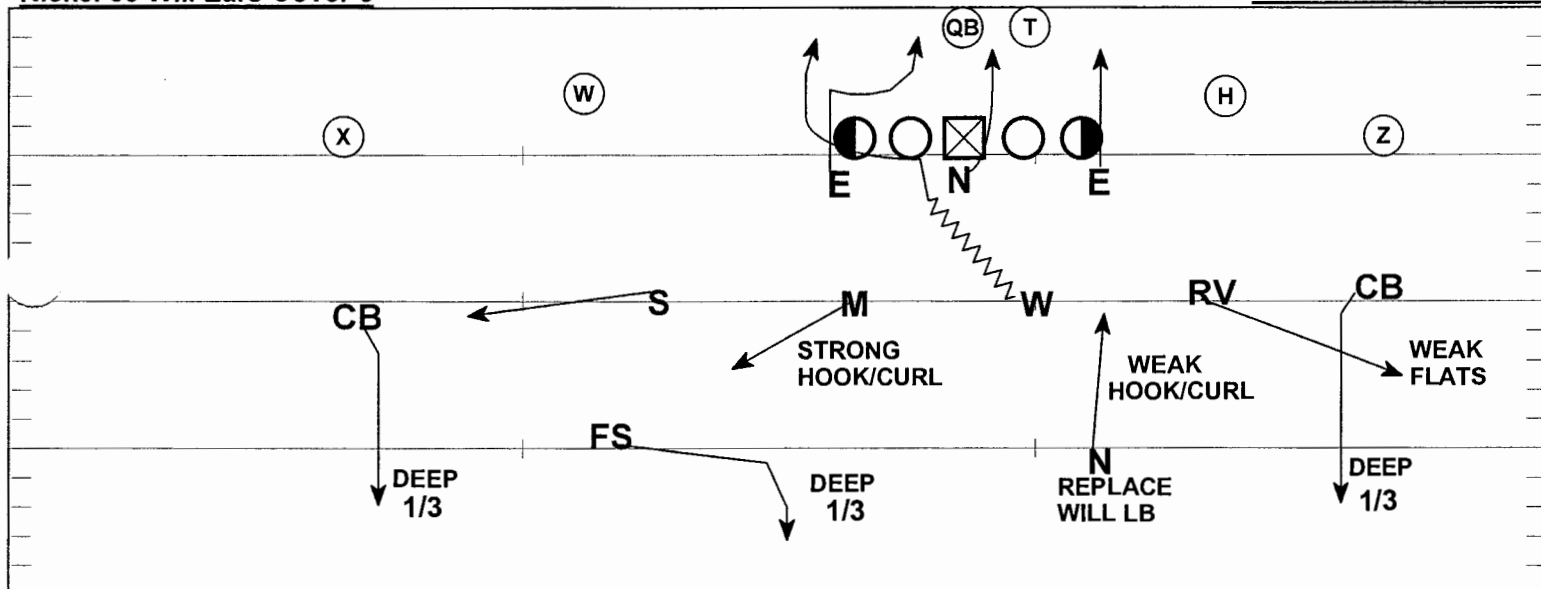
Nickel 55 Will Cover 3-Will

OPEN 20 PERSONNEL



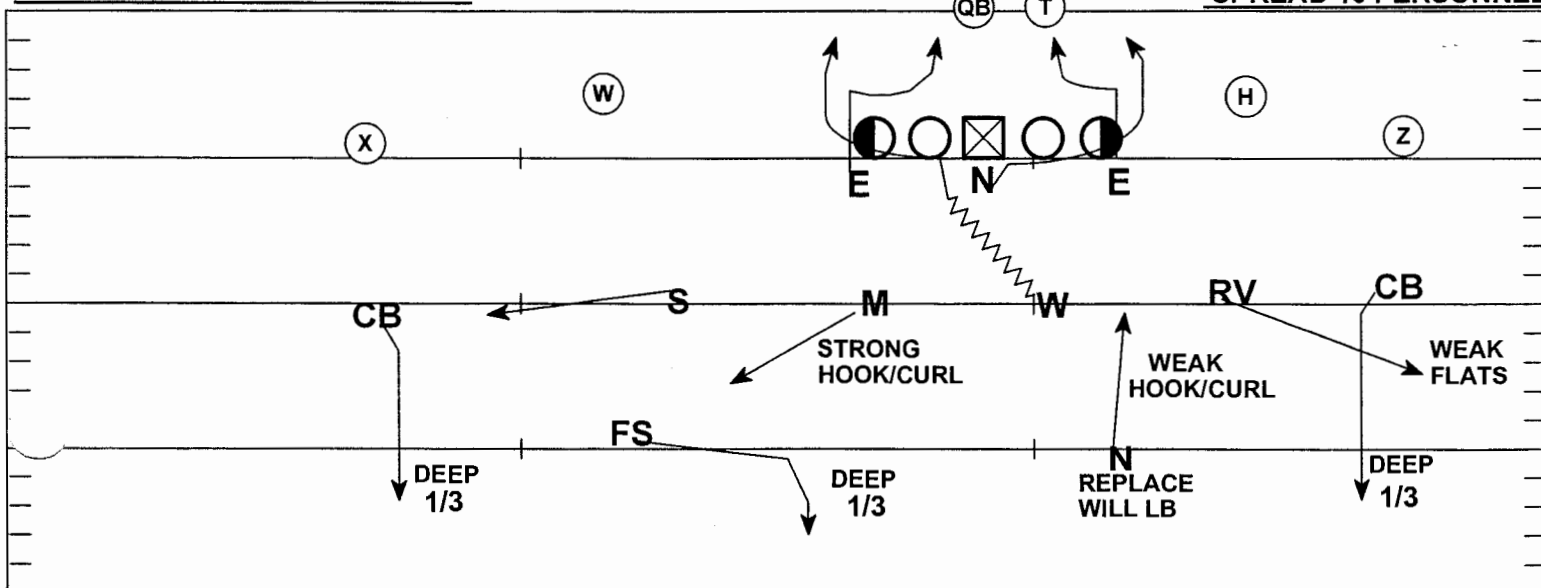
Nickel 55 Will Ears Cover 3

OPEN 10 PERSONNEL



Nickel 55 Will Double Ears Cover 3

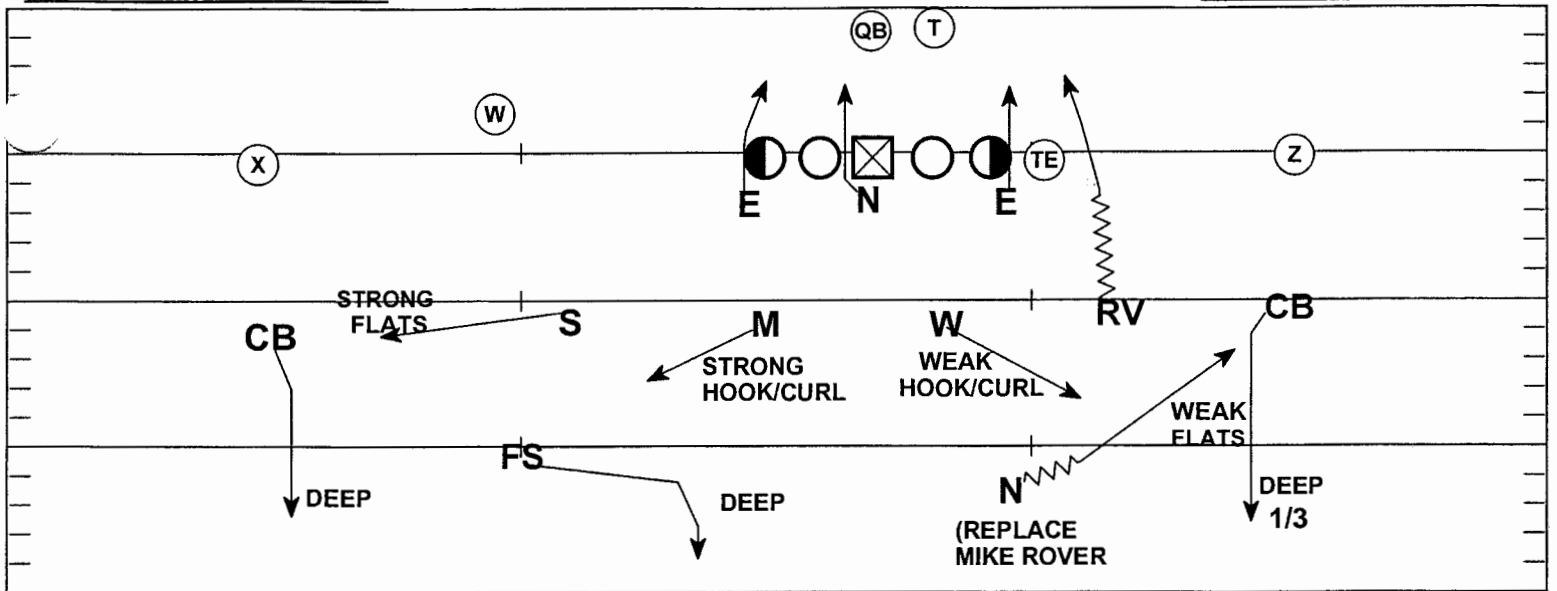
SPREAD 10 PERSONNEL



FIELD 55 NICKEL RAT COVER 3 RAT

Nickel 55 RAT Cover 3-RAT

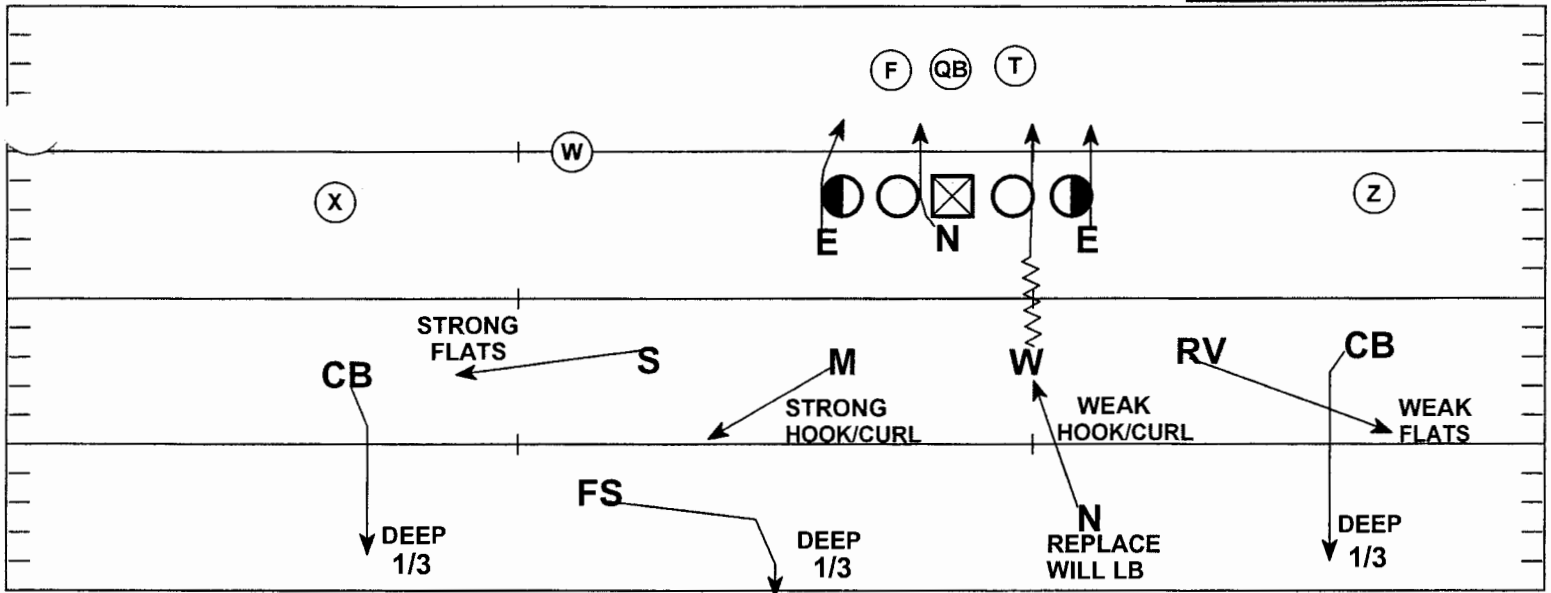
BALANCE 11 PERSONNE

[illegible]This image shows a full page of graph paper. It features three horizontal ruling lines spaced evenly down the page. Along both the left and right edges, there are vertical tick marks corresponding to each of the three horizontal lines, creating a grid-like structure. The paper is otherwise blank, with no text or other markings.

FIELD 55 NICKEL COVER 3 - WILL/MIKE & ROVER

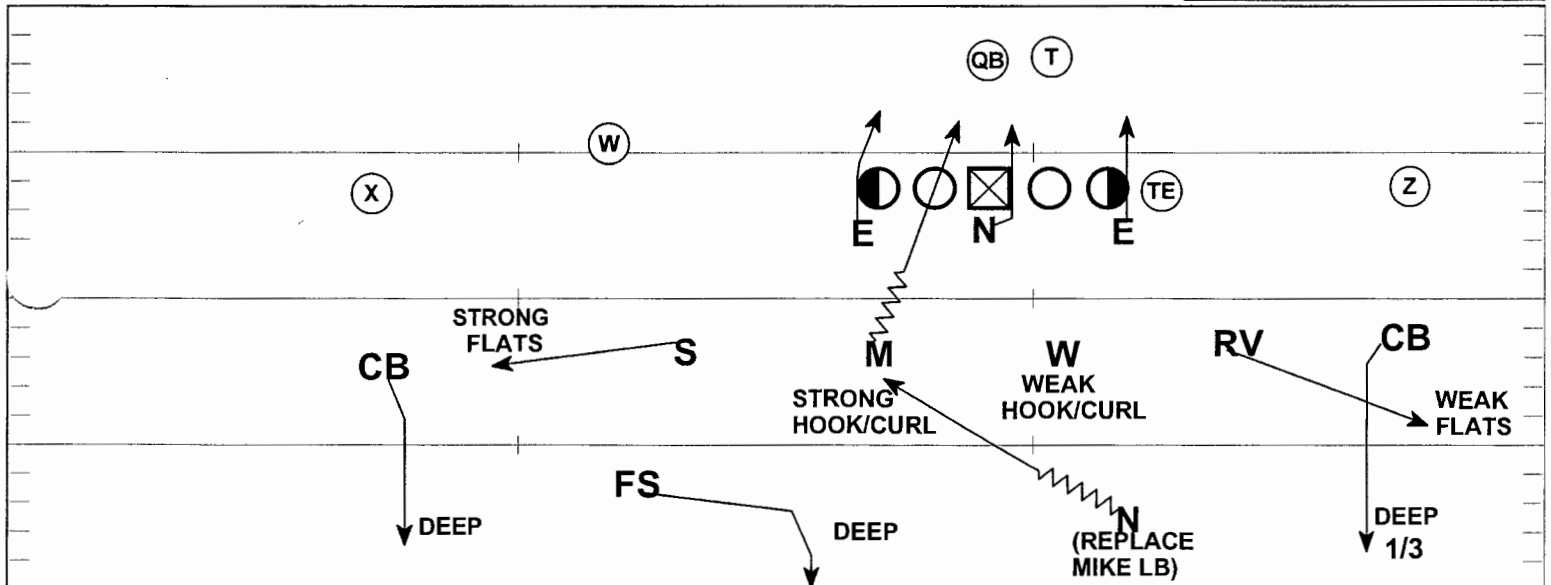
Nickel 55 Will Cover 3-Will

OPEN 10 PERSONNEL



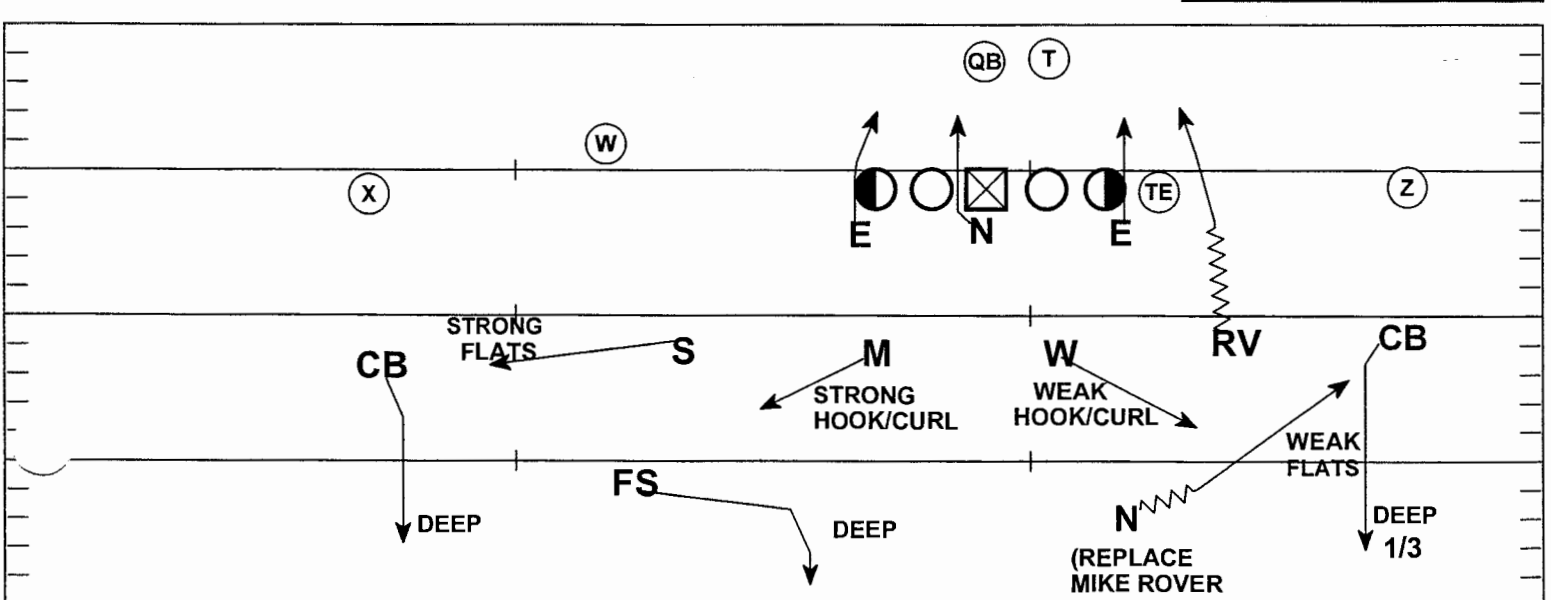
Nickel 55 MIKE Cover 3-MIKE

BALANCE 11 PERSONNEL



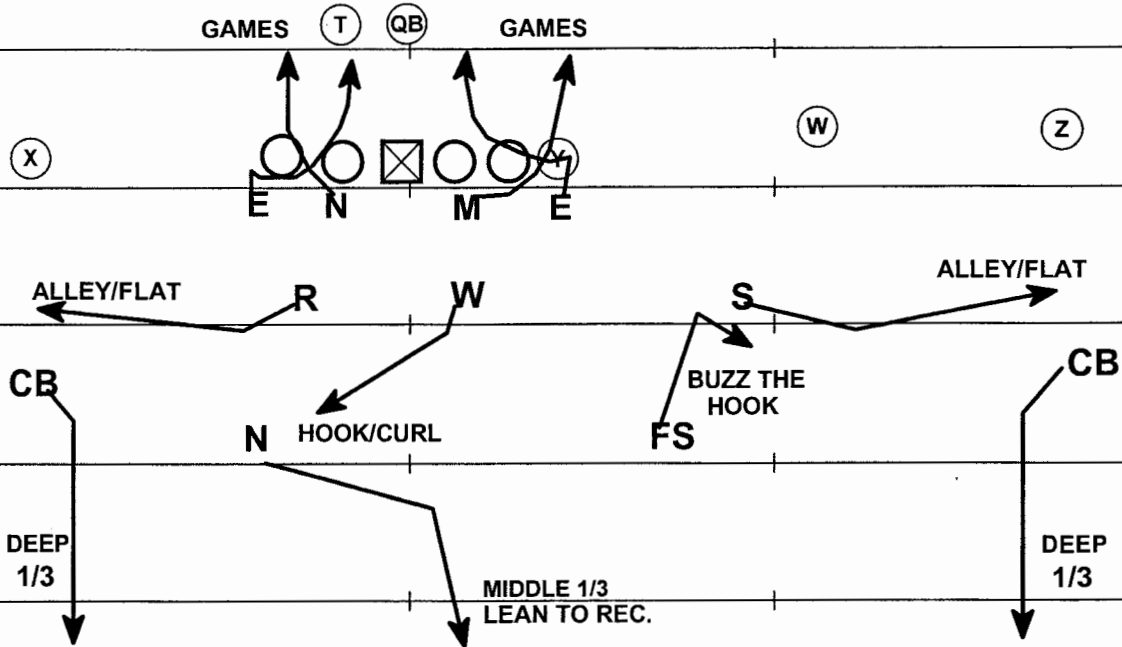
Nickel 55 RAT Cover 3-RAT

BALANCE 11 PERSONNEL



FIELD NICKEL GAMES 3-BUZZ (THE FIELD)

11 PERSONEL

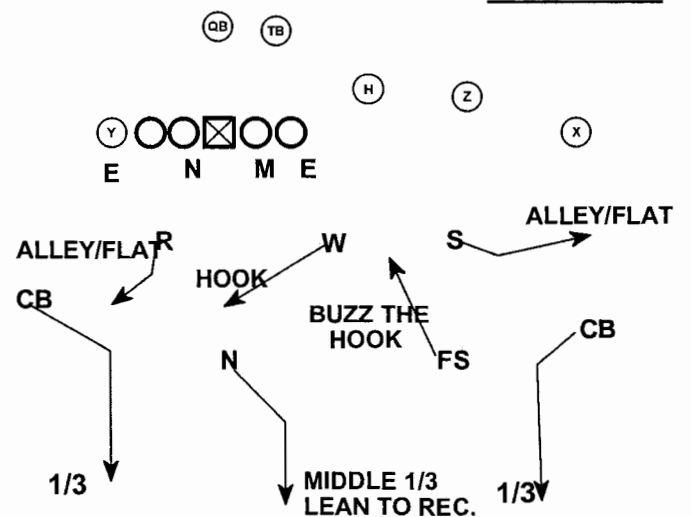
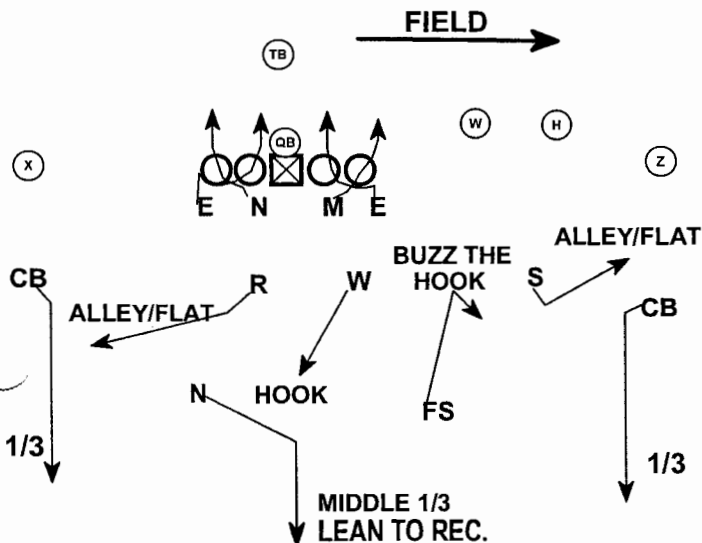


POSITION	ALIGNMENT	KEYS & READ	PASS RESPONSIBILITY	COACHING POINT
LEFT CORNER				
RIGHT CORNER				
ROVER				
FREE SAFETY				
MIKE BACKER				
SAM BACKER				
WILL BACKER				
NICKEL				

10 SPREAD 3X1

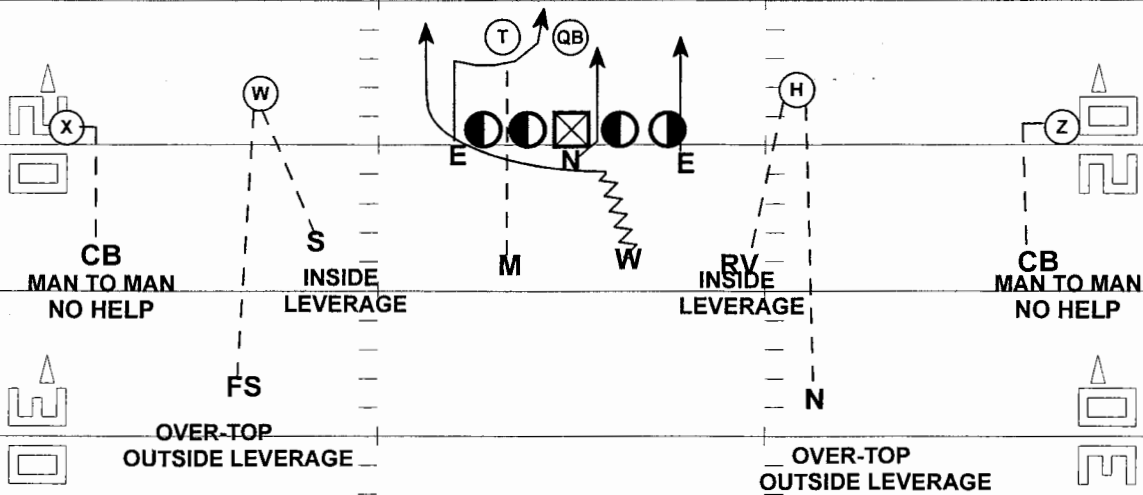
NICKEL 3-BUZZ

11 3 TO WILL



N 55 WILL EARS/ FD DBL SLOTS

VS. 2X2 GUN QUEEN

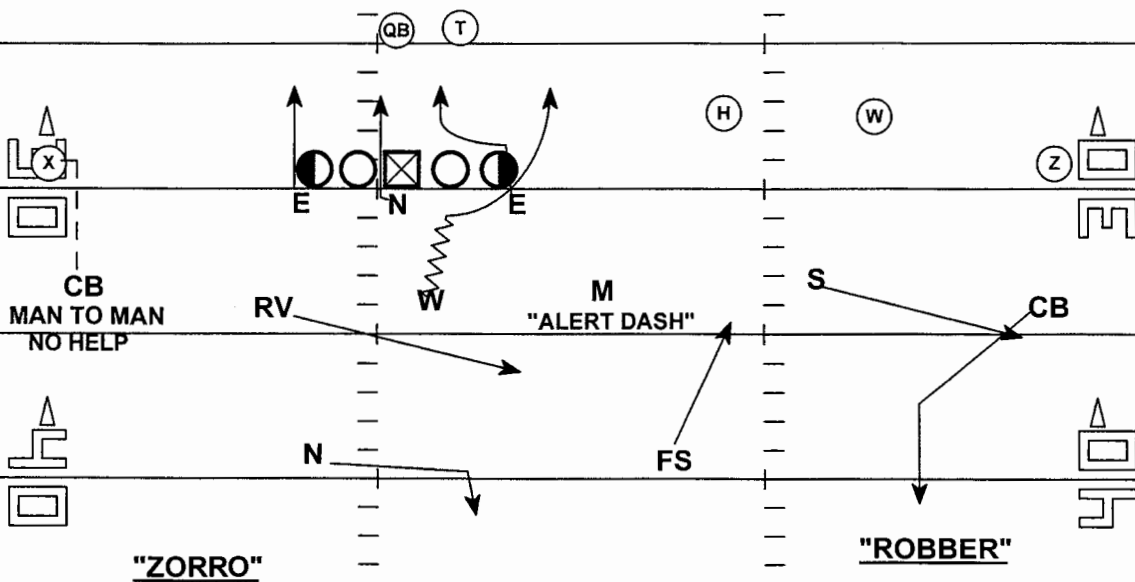


ADJUSTMENT VS. 3X1

Huddle call is nickel 55 ears Field DBL and the offense breaks the huddle or motion to 3x1. F/S check to 'ROBBER' and nickel back side will play 'ZORRO'

C.P.- Vesus Dash Mike Backer is contain and ears is off

VS. 3X1 GUN QUEEN

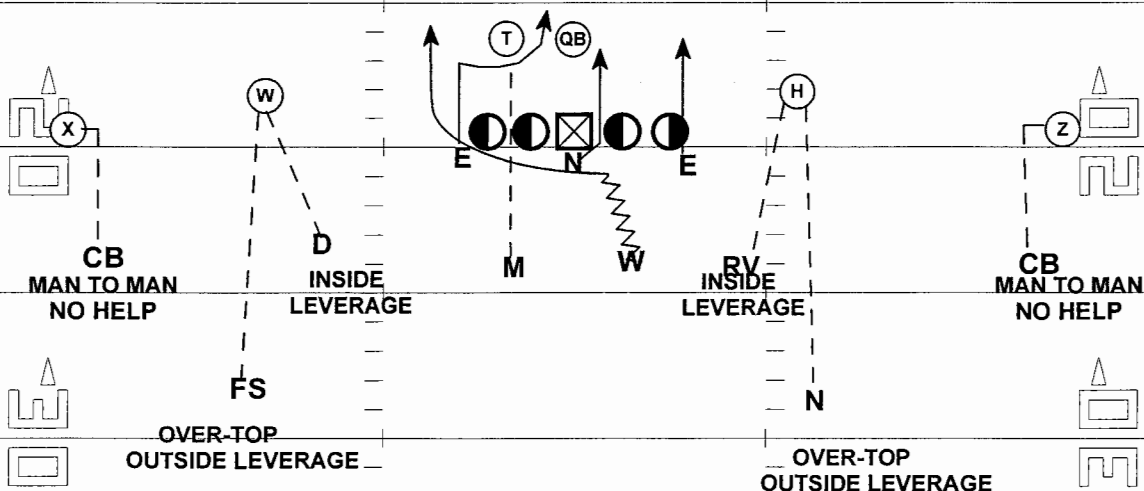


NICKEL- IF # 3 IS NOT VERTICAL-GET YOUR EYES BACK TO X-RECEIVER.
VS. "ZORRO"

"ROBBER"

10-DIME WILL EARS/ FD DBL SLOTS

VS. 2X2 GUN QUEEN

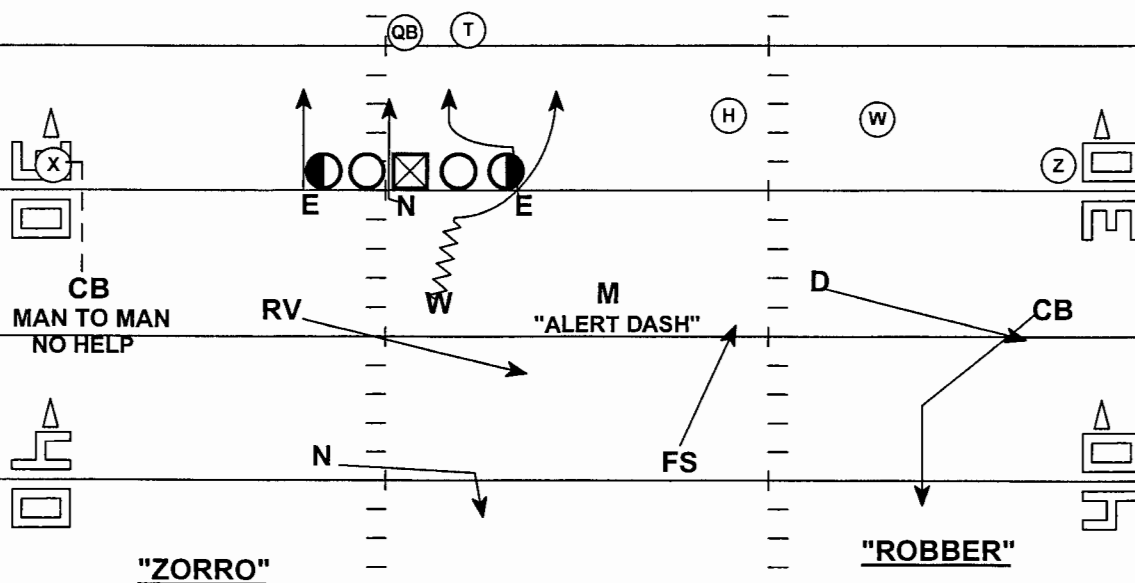


ADJUSTMENT VS. 3X1

Huddle call is Dime 55 ears Field DBL and the offense breaks the huddle or motion to 3x1. F/S check to "ROBBER" and nickel back side will play "ZORRO"

C.P.- Vesus Dash Mike Backer is contain and ears is off

VS. 3X1 GUN QUEEN

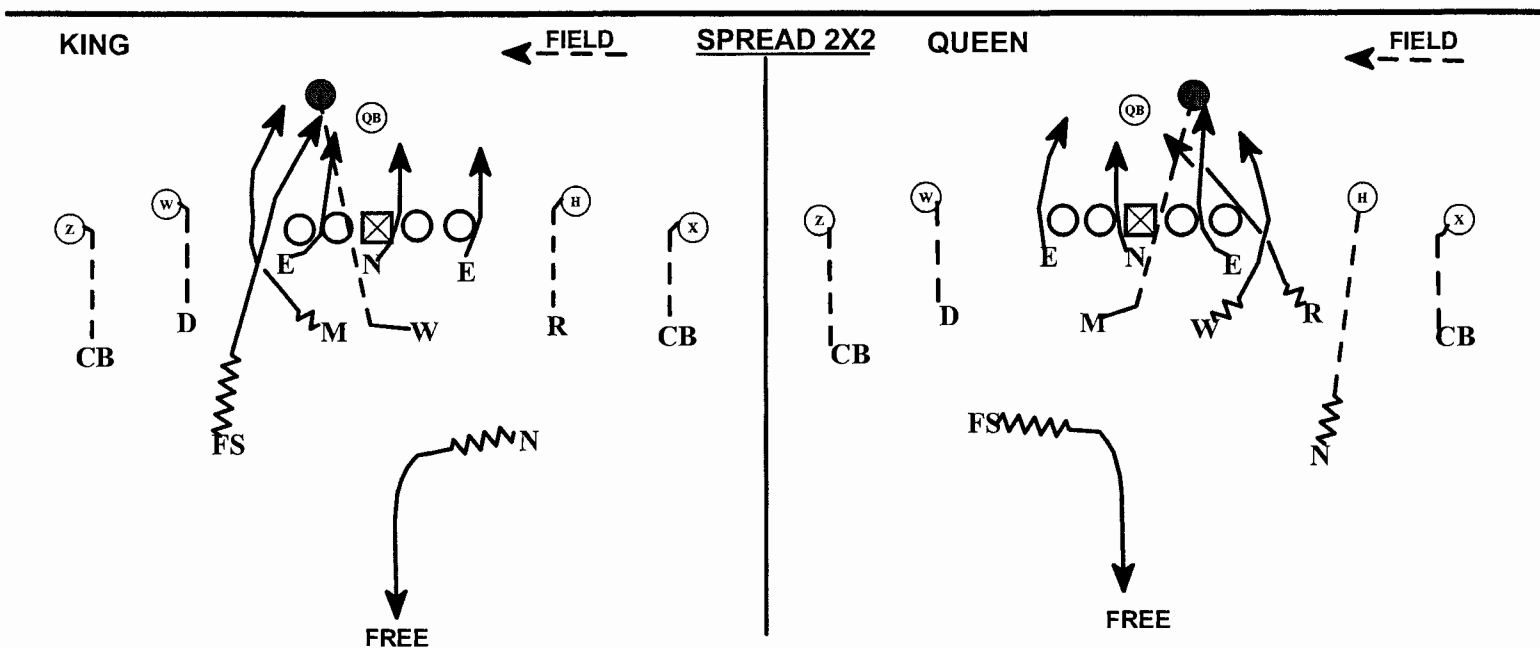


NICKEL- IF # 3 IS NOT VERTICAL-GET YOUR EYES BACK TO X-RECEIVER.
VS. "ZORRO"

NICKEL FD FRISCO (THE BACK) 7-TRAVEL

Fisco is a 10 Personnel call attacking the side of the Running Back. If the RB shifts, Do not re-set or re-call the blitz continue with the pressure.

- Running back set to Field = Mike and Free safety Blitz
- Running back set to Boundary = Will and Rover Blitz



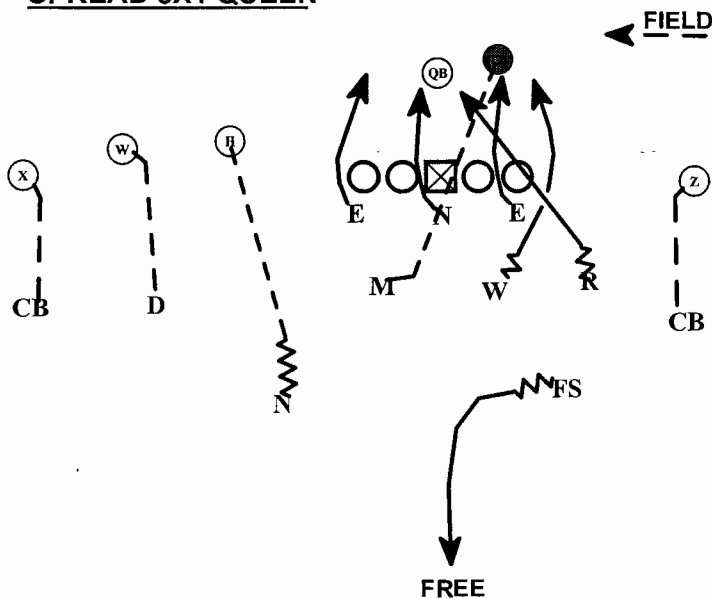
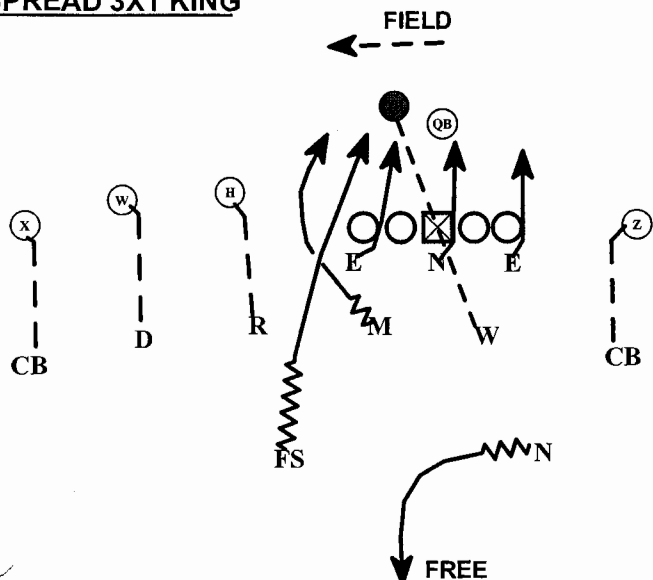
SPREAD 3X1

VS. 3X1 KING--- ROVER ADJUST TO COVER # 3 RECEIVER-- YOUR KEY IS BACK AWAY AND NO RECEIVER TO COVER

VS. 3X1 QUEEN --NICKEL ADJUST TO COVER # 3 RECEIVER-- YOUR KEY BACK TO YOU AND NO RECIVER TO COVER

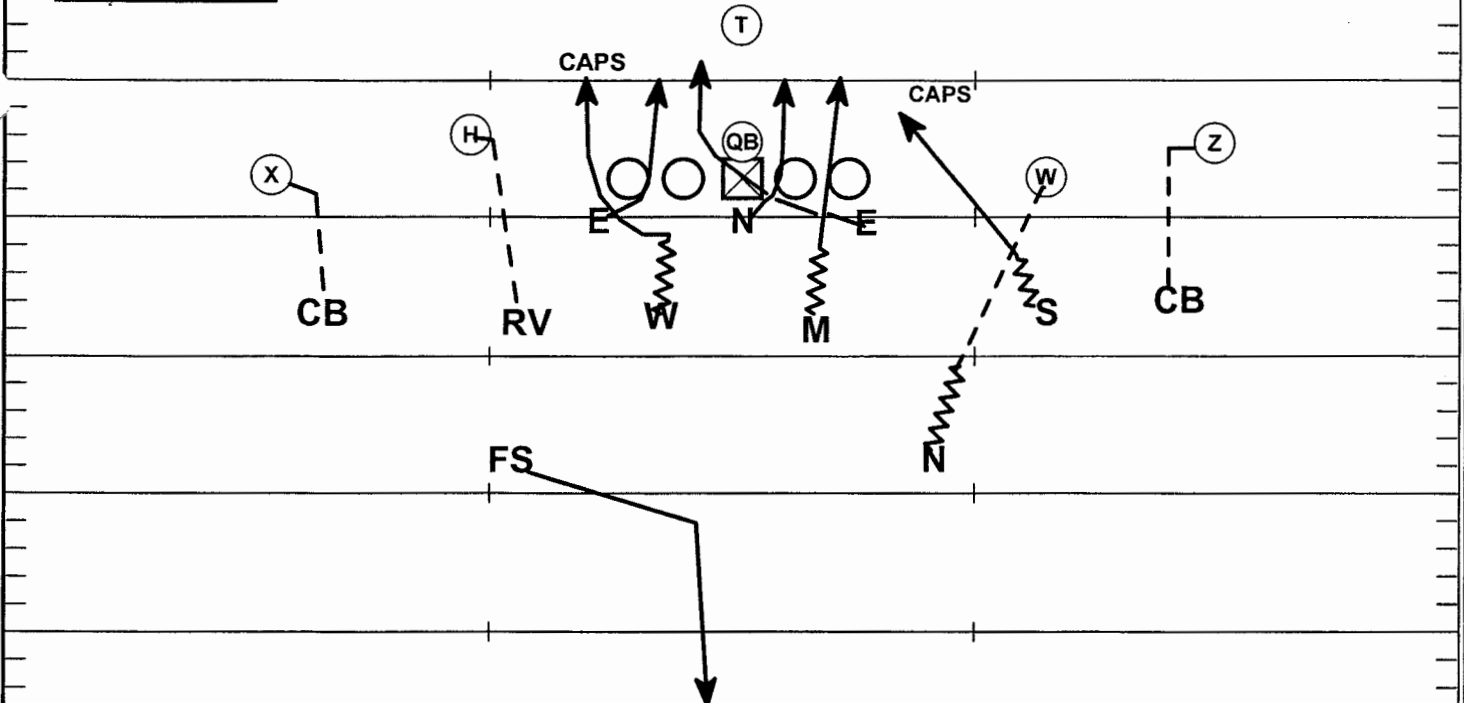
SPREAD 3X1 KING

SPREAD 3X1 QUEEN



NICKEL RAIDER 7- (TRAVEL)

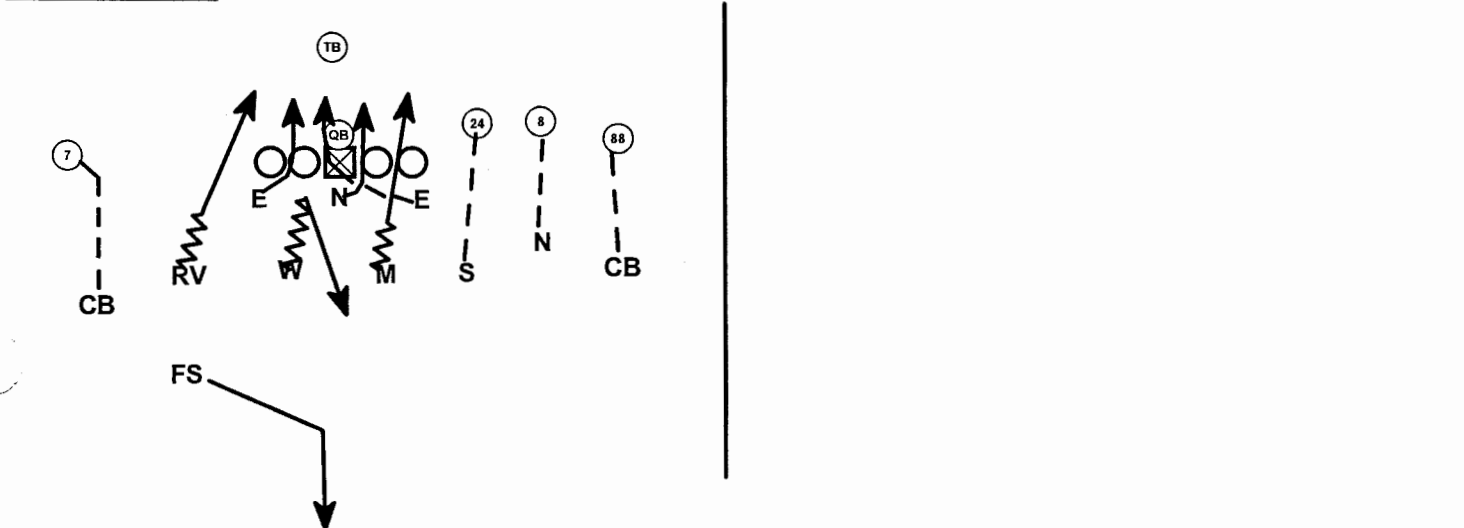
10 PERSONEL



<i>POSITION</i>	<i>ALIGNMENT</i>	<i>KEYS & READ</i>	<i>PASS RESPONSIBILITY</i>	<i>COACHING POINT</i>
LEFT CORNER				
RIGHT CORNER				
ROVER				
FREE SAFETY				
MIKE BACKER				
SAM BACKER				
WILL BACKER				
NICKEL				

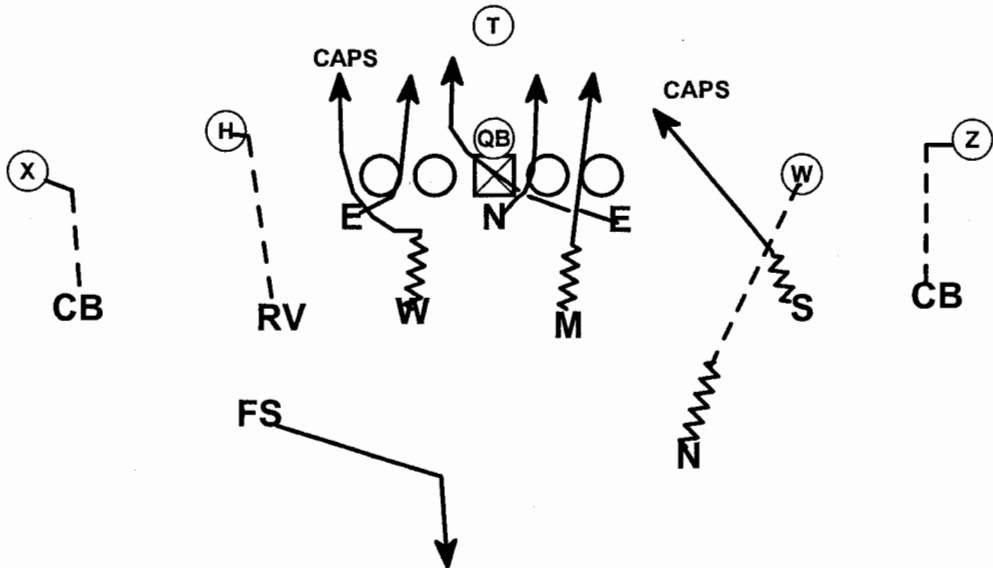
10 SPREAD 3X1 NICKEL RAIDER 7-TRAVEL

10 SPREAD 3X1 NICKEL RAIDER 7-TRAVEL

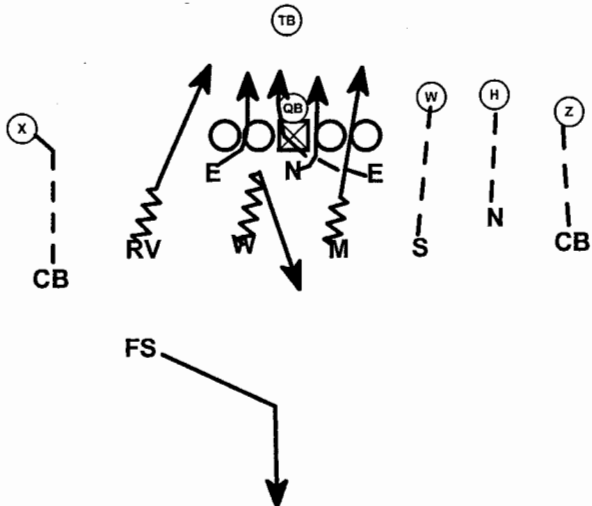


NICKEL RAIDER 7- (TRAVEL)

10 PERSONEL



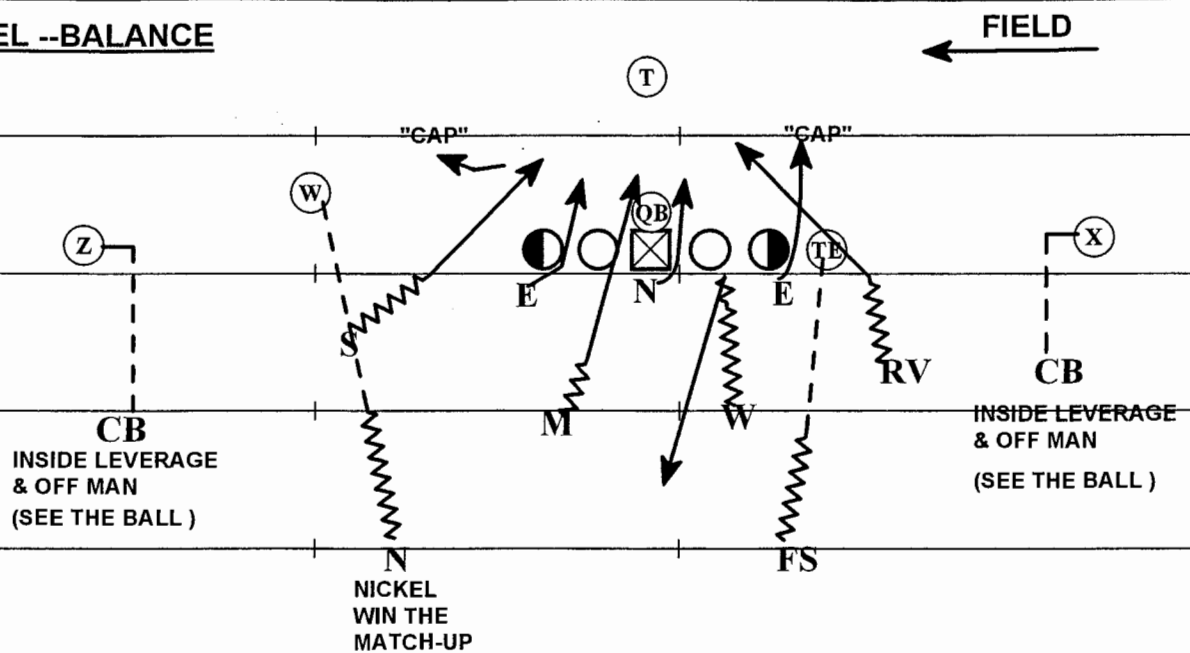
10 PERSONEL



Teaching Points:

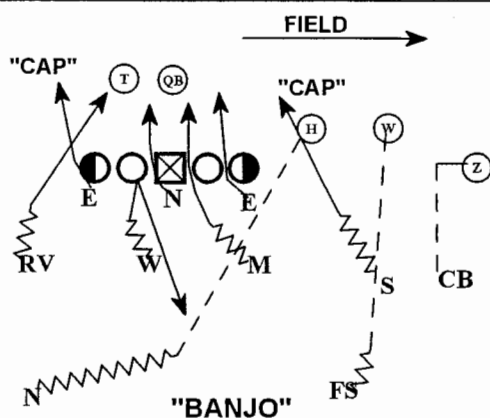
NICKLE-FIELD 55 STINGER COVER -0-

11 PERSONNEL --BALANCE

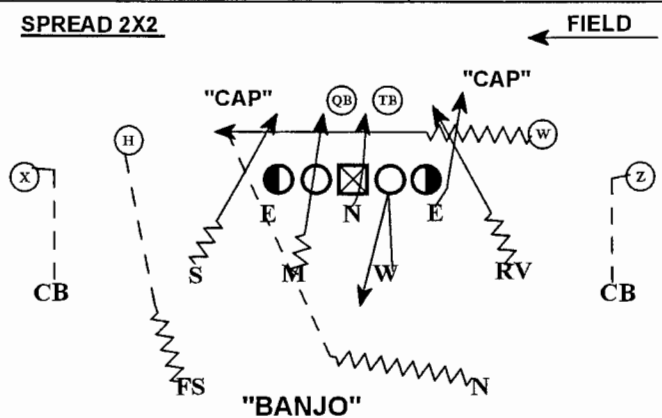


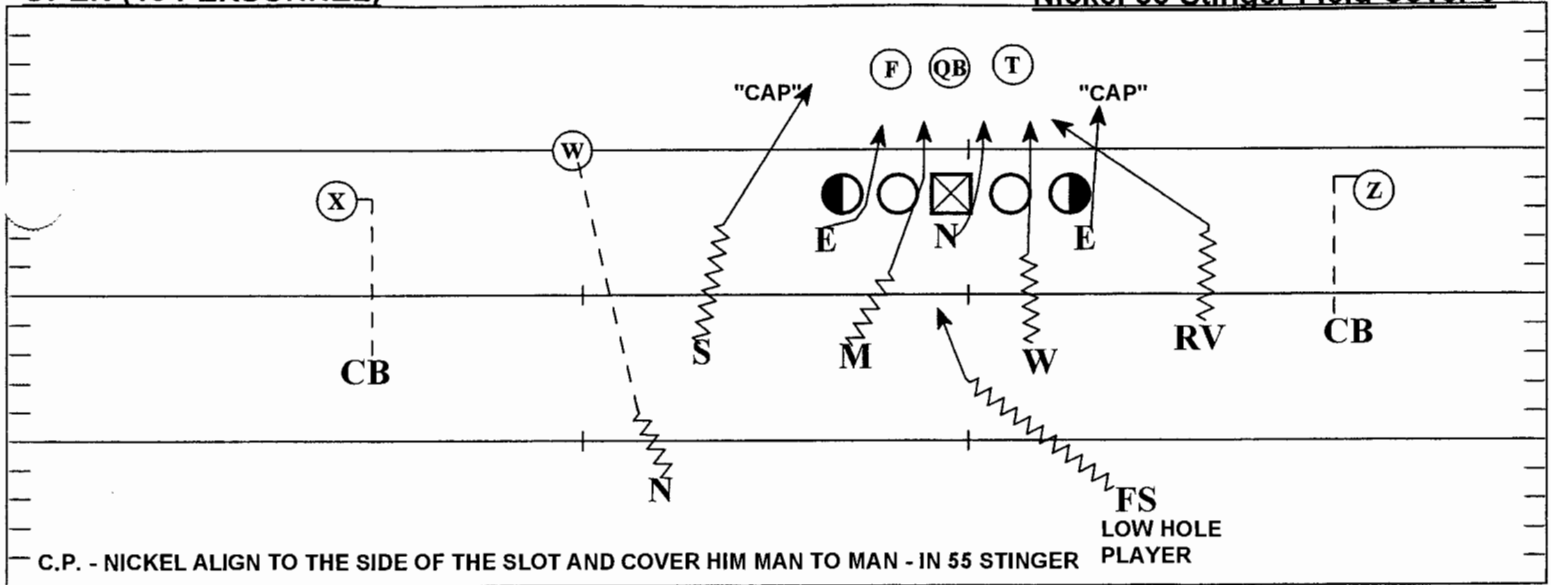
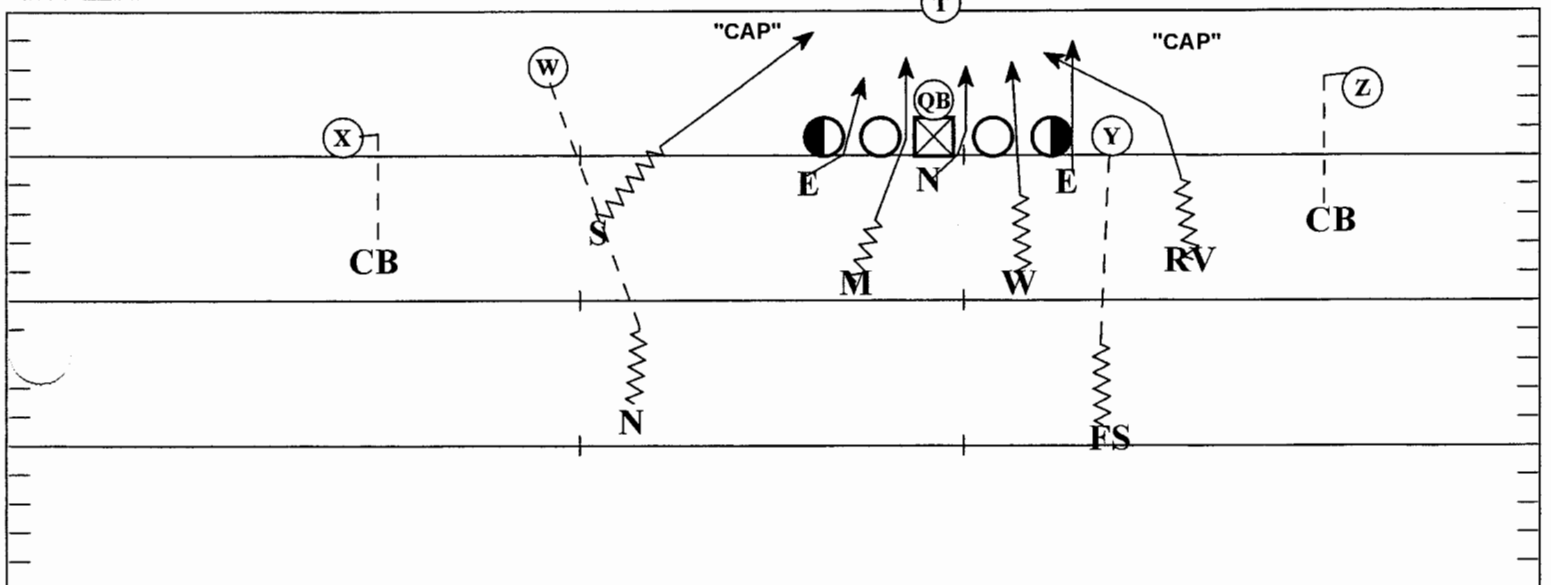
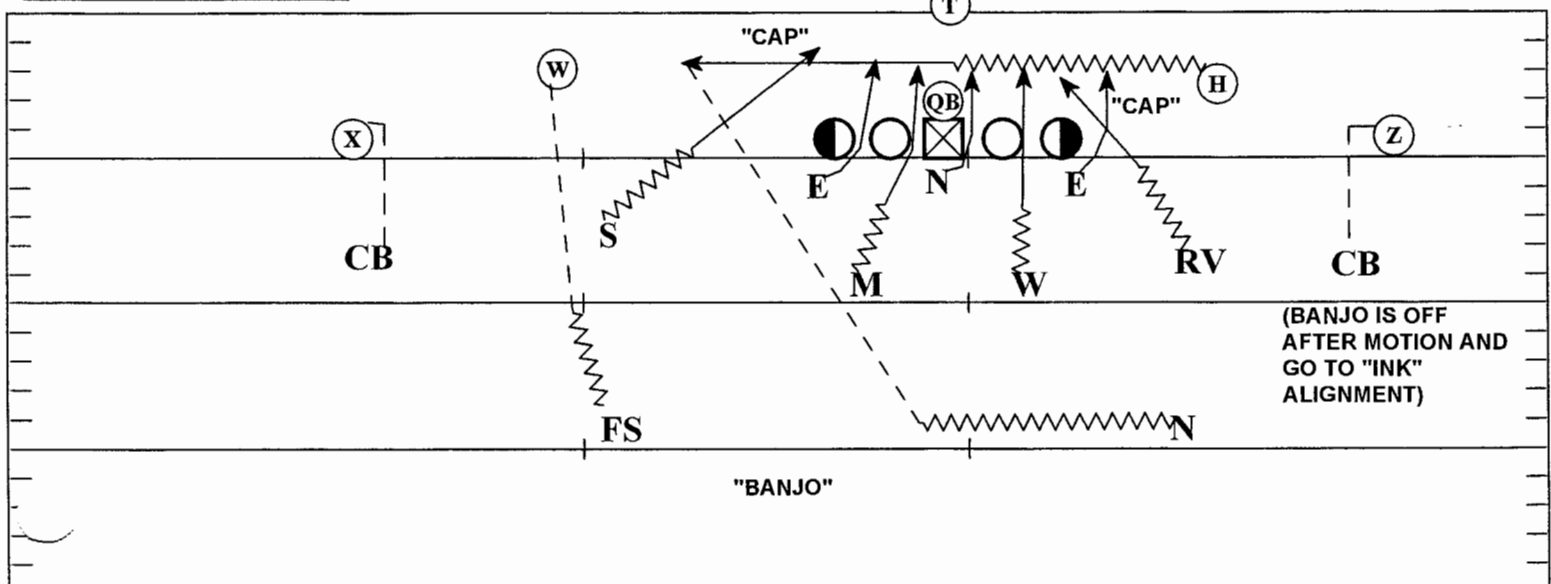
POSITION	ALIGNMENT	KEYS & READ	PASS RESPONSIBILITY	COACHING POINT
STRONG CORNER	Head up to shade inside	QB to # 1 Receiver	#1 (z) Man to Man	See QB's 1st Step
WEAK CORNER	Head up to shade inside	QB to # 1 Receiver	#1 (X) Man to Man	See QB 1st Step
ROVER	Walk Away 2 to 4 yds of OT/E	QB to Back	Blitz "C" Gap	Sack QB
FREE SAFETY	10 Yds Inside # 2	QB to # 2 Receiver	# 2 Man to Man	See QB 's 1st Step
MIKE BACKER	Offensive Guard	QB to Back	Blitz "A" Gap	Alert Run
SAM BACKER	Walk Away 2 to 4 yds off OT/TE	QB to Back	Blitz "C" Gap	Alert Peel
WILL BACKER	Offensive Guard	QB to Back	"sugar up an play middle"	Sack QB
NICKEL	10 yds inside # 2 Reveiver	QB To # 2 Receiver	# 2 Man to Man	See QB 's 1st Step

SPREAD 3X1



SPREAD 2X2



OPEN (10 PERSONNEL)**Nickel 55 Stinger Field Cover 0****BALANCE (11 PERSONNEL)****Nickel 55 Stinger Field Cover 0****2X2 (10 PERSONNEL)****Nickel 55 Stinger Field Cover 0**

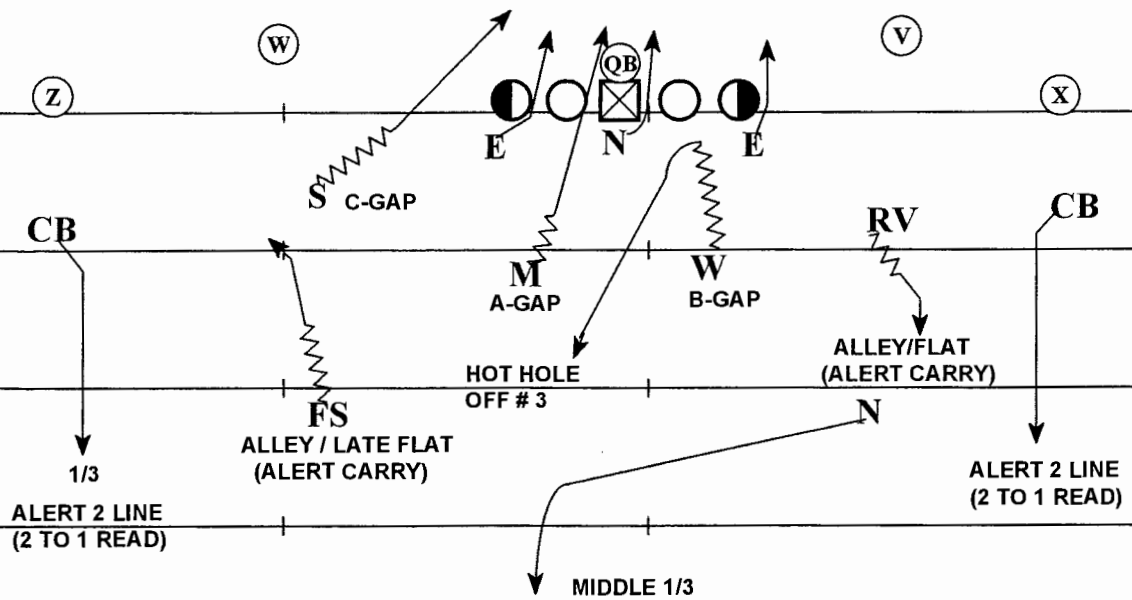
Nickel vs. 20 Personnel & 11 Personnel go to the slot and take him Man to Man vs. Stinger Cover 0

NICKLE-FIELD-55-ZAP SMACK COVER 3 (ROGER/LUCKY)

SPREAD 2X2

← FIELD

"LUCKY"

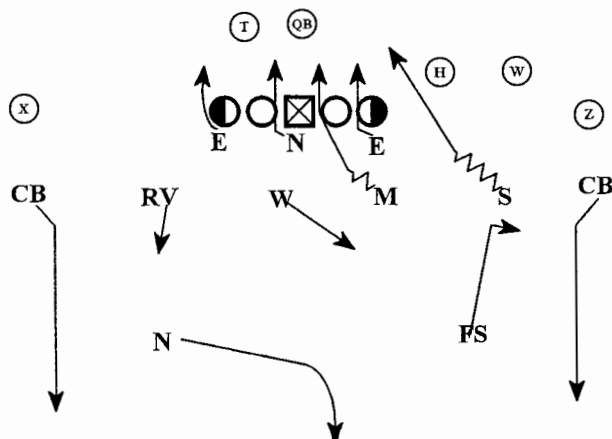


POSITION	ALIGNMENT	KEYS & READ	PASS RESPONSIBILITY	COACHING POINT
STRONG CORNER	CAN VARY FROM OFF TO PRESS BAIL	RUN/PASS #2 TO #1 READ	DEEP OUTSIDE 1/3	SEE QB VS. NUB C-7
WEAK CORNER	CAN VARY FROM OFF TO PRESS BAIL	RUN/PASS #2 TO #1 READ	DEEP OUTSIDE 1/3	SEE QB VS. NUB C-7
ROVER	INSIDE #2	RUN/PASS	ALLEY FLAT (ALERT CARRY #2)	IF # 2 BLOCKS YOU GET OUTSIDE ARM FREE
FREE SAFETY	10 TO 12 YDS INSIDE # 2	RUN/PASS	ALLEY FLAT (ALERT CARRY #2)	IF # 2 BLOCKS YOU GET OUTSIDE ARM FREE
MIKE BACKER	B-GAP	RUN/PASS	BLITZ A-GAP SACK QB	IF BACK BLOCKS YOU TAKE HIM INSIDE
SAM BACKER	4 YDS INSIDE #2	RUN/PASS	BLITZ C-GAP SACK QB	RUN YOUR WAY, CONTAIN THE BALL
WILL BACKER	4 YDS WEAK B-GAP CAN SHOW BLITZ B-GAP	RUN/PASS	HOT, HOLE OFF #3	WEAK B-GAP VS. RUN WEAKSIDE
NICKEL	10 TO 12 YDS INSIDE	RUN/PASS	MIDDLE 1/3	PASS 1ST RUN 2ND

SPREAD 3X1

"ROGER"

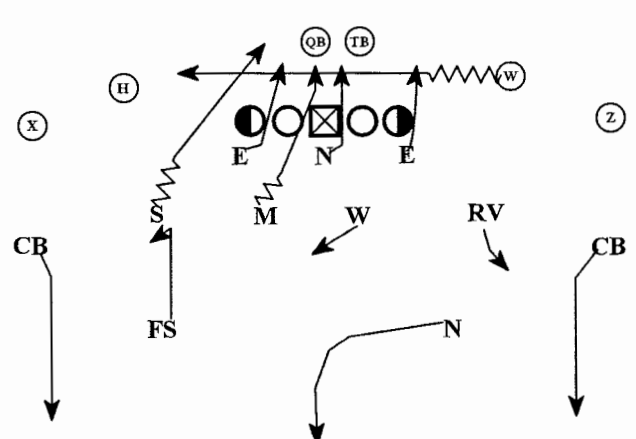
FIELD →



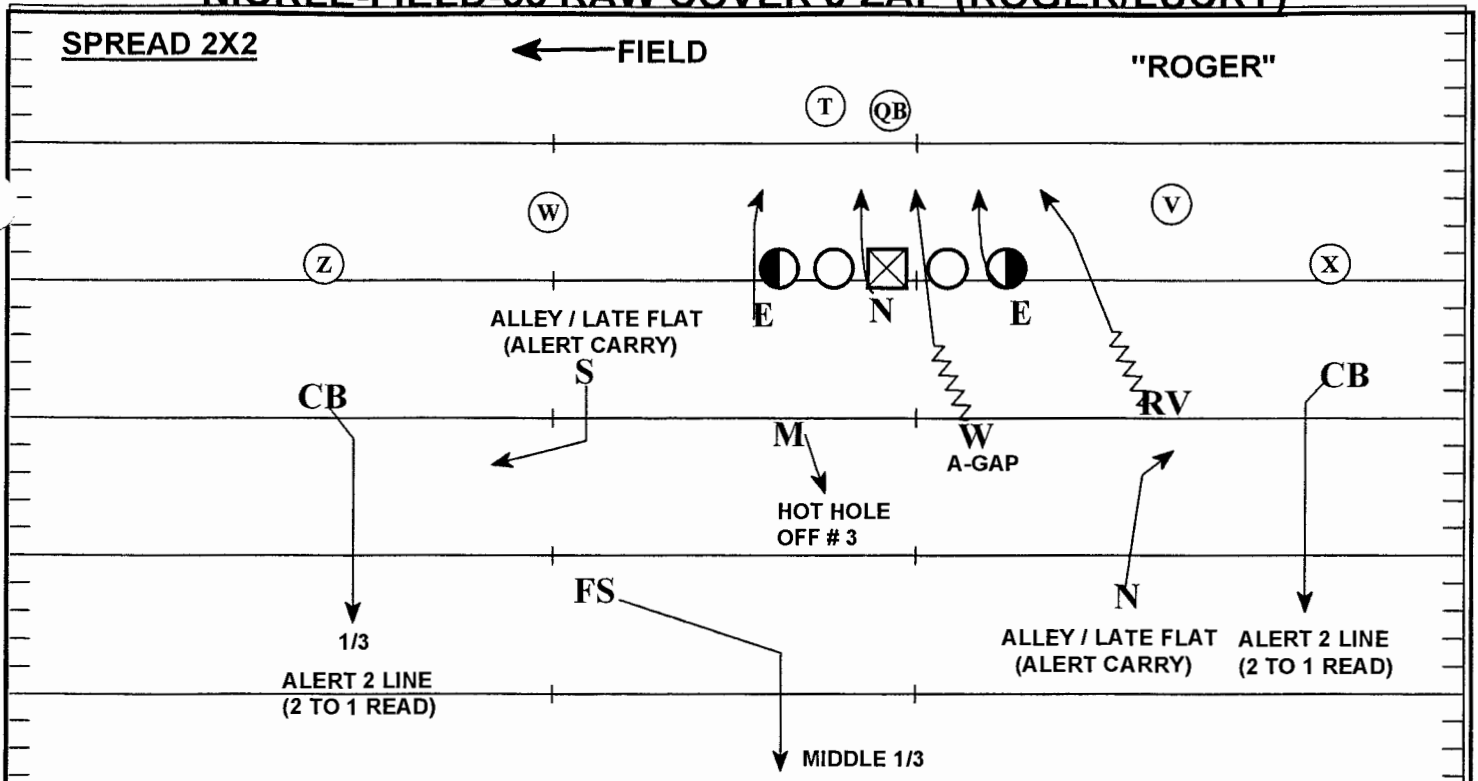
SPREAD 2X2 TO 3X1

"LUCKY"

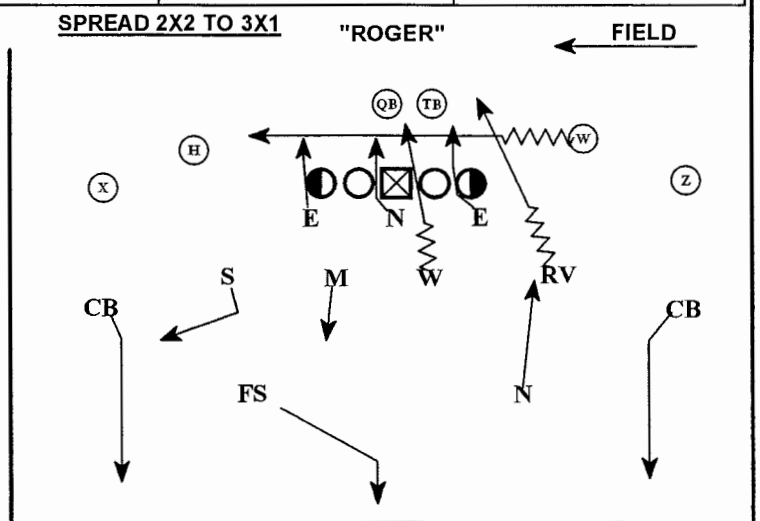
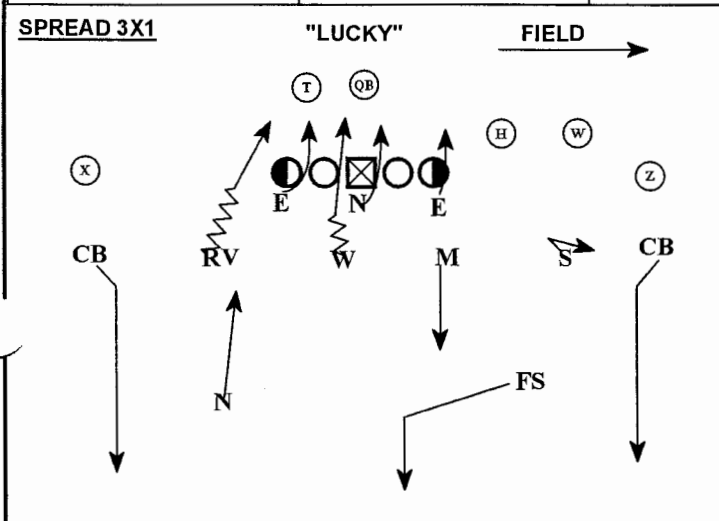
← FIELD



NICKLE-FIELD-55 RAW COVER 3-ZAP (ROGER/LUCKY)



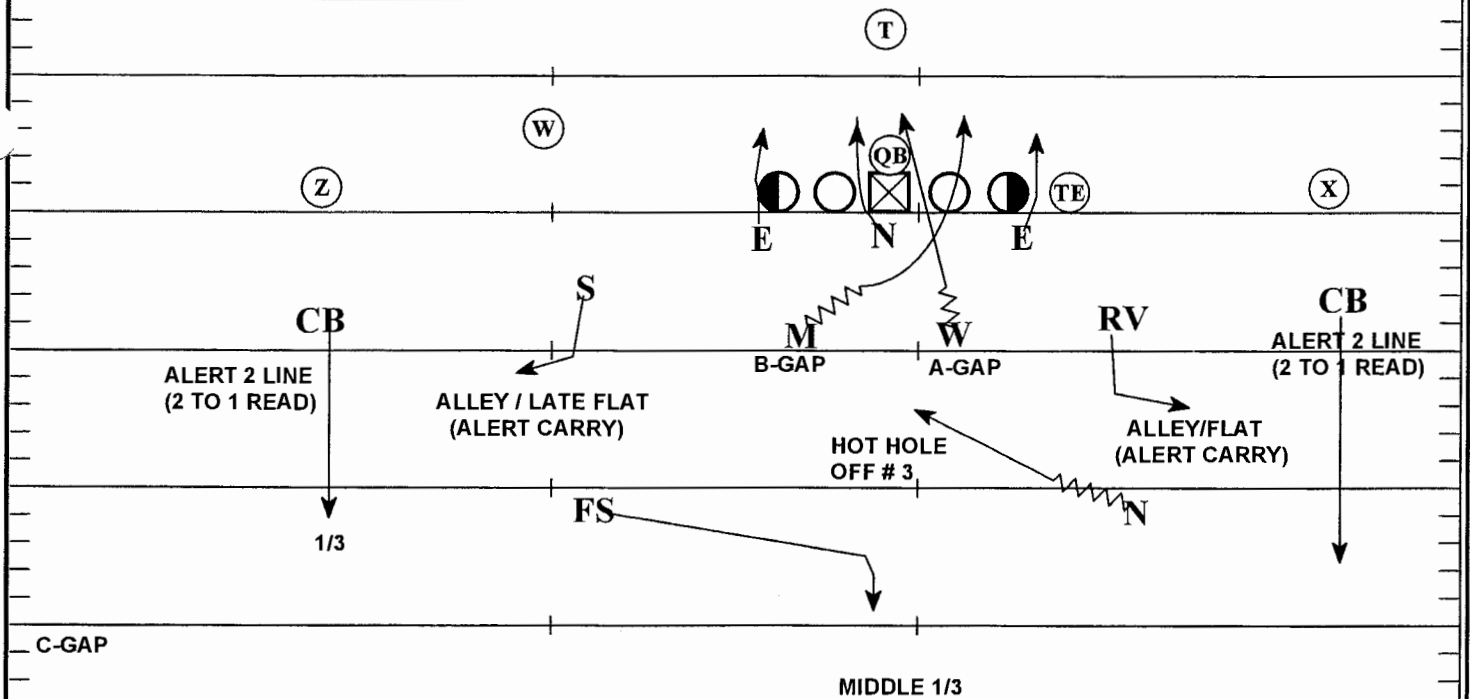
POSITION	ALIGNMENT	KEYS & READ	PASS RESPONSIBILITY	COACHING POINT
STRONG CORNER	CAN VARY FROM OFF TO PRESS BAIL	RUN/PASS #2 TO #1 READ	DEEP OUTSIDE 1/3	SEE QB VS. NUB C-7
WEAK CORNER	CAN VARY FROM OFF TO PRESS BAIL	RUN/PASS #2 TO #1 READ	DEEP OUTSIDE 1/3	SEE QB VS. NUB C-7
ROVER	4 YDS INSIDE #2	RUN/PASS	BLITZ C/D-GAP SACK QB	RUN YOUR WAY, CONTAIN THE BALL
FREE SAFETY	10 TO 12 YDS INSIDE	RUN/PASS	MIDDLE 1/3	PASS 1ST RUN 2ND
MIKE BACKER	4 YDS WEAK B-GAP CAN SHOW BLITZ B-GAP	RUN/PASS	HOT, HOLE OFF #3	STRONG B-GAP VS. RUN
SAM BACKER	10 TO 12 YDS INSIDE # 2	RUN/PASS	ALLEY LATE FLAT (ALERT CARRY #2)	IF # 2 BLOCKS YOU GET OUTSIDE ARM FREE
WILL BACKER	B-GAP	RUN/PASS	BLITZ A-GAP SACK QB	IF BACK BLOCKS YOU TAKE HIM INSIDE
NICKEL	INSIDE #2	RUN/PASS	ALLEY LATE FLAT (ALERT CARRY #2)	IF # 2 BLOCKS YOU GET OUTSIDE ARM FREE



FIELD 55 -WHAM 3-ZAP HOLE (WHAM THE BACK)

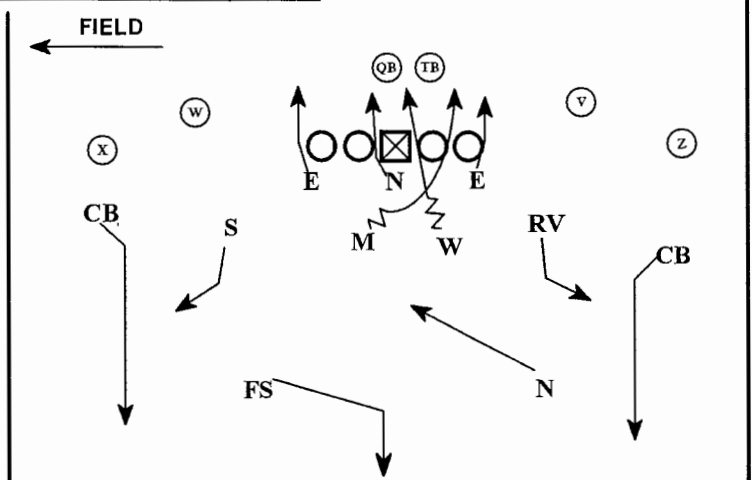
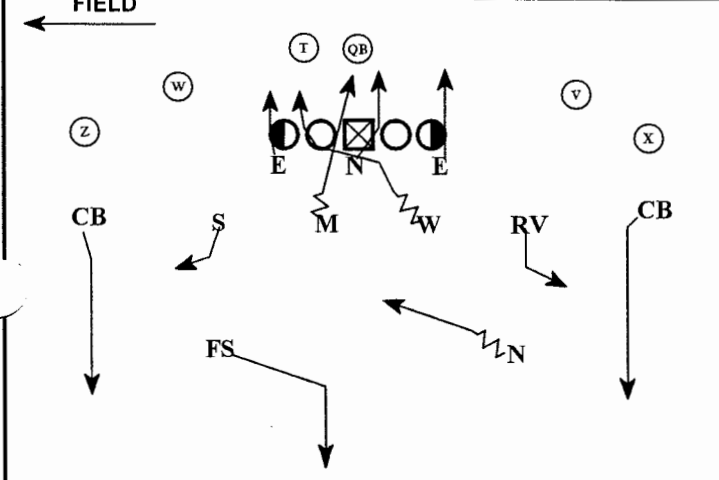
11 PERSONNEL BALANCE

← FIELD



POSITION	ALIGNMENT	KEYS & READ	PASS RESPONSIBILITY	COACHING POINT
STRONG CORNER	CAN VARY FROM OFF TO PRESS BAIL	RUN/PASS #2 TO #1 READ	DEEP OUTSIDE 1/3	SEE QB VS. NUB C-7
WEAK CORNER	CAN VARY FROM OFF TO PRESS BAIL	RUN/PASS #2 TO #1 READ	DEEP OUTSIDE 1/3	SEE QB VS. NUB C-7
ROVER	INSIDE #2	RUN/PASS	ALLEY FLAT (ALERT CARRY #2)	IF # 2 BLOCKS YOU GET OUTSIDE ARM FREE
FREE SAFETY	10 TO 12 YDS INSIDE # 2	RUN/PASS	MIDDLE 1/3 DEEP	PASS 1ST RUN 2ND
MIKE BACKER	B-GAP STRONG	RUN/PASS	BLITZ B-GAP WEAK SACK QB	IF BACK BLOCKS YOU TAKE HIM INSIDE
SAM BACKER	4 YDS INSIDE #2	RUN/PASS	ALLEY FLAT (ALERT CARRY #2)	IF # 2 BLOCKS YOU GET OUTSIDE ARM FREE
WILL BACKER	4 YDS WEAK B-GAP	RUN/PASS	A-GAP BLITZER	IF BACK BLOCKS YOU TAKE HIM INSIDE
NICKEL	10 TO 12 YDS INSIDE	RUN/PASS	HOT, HOLE OFF #3	WEAK B-GAP VS. RUN STRONGSIDE

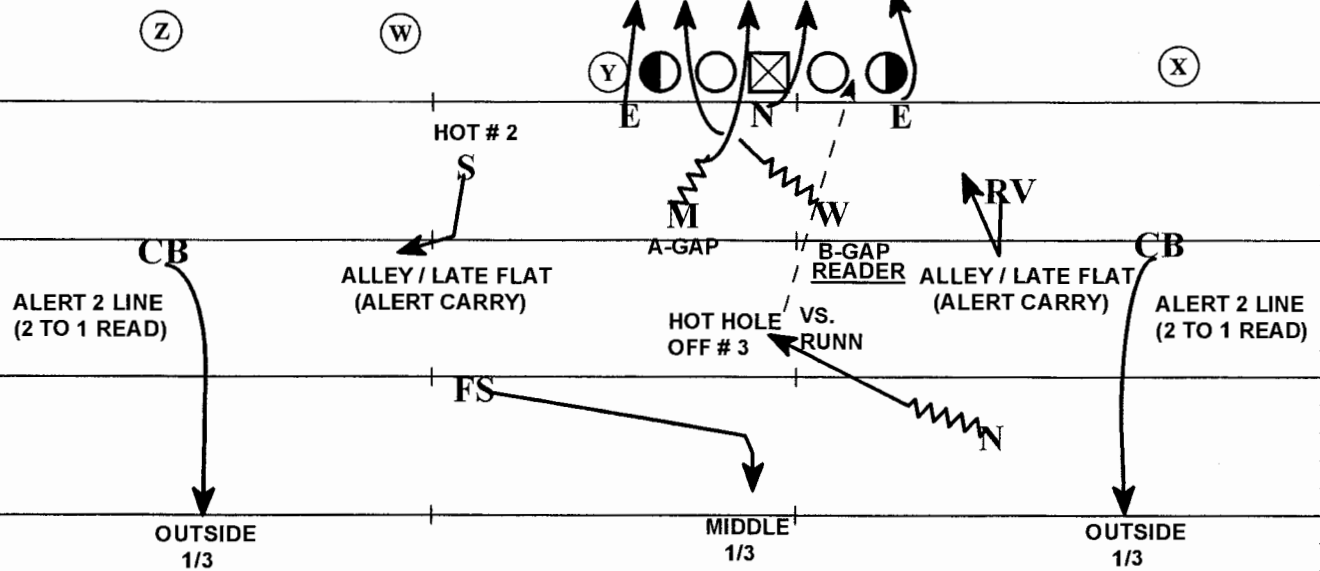
FIELD 55 ZAP-WHAM (THE BACK) COVER 3



FIELD 55 ZAP -WHAM COVER 3 ZAP- HOLE

3 TO MIKE

← **FIELD**

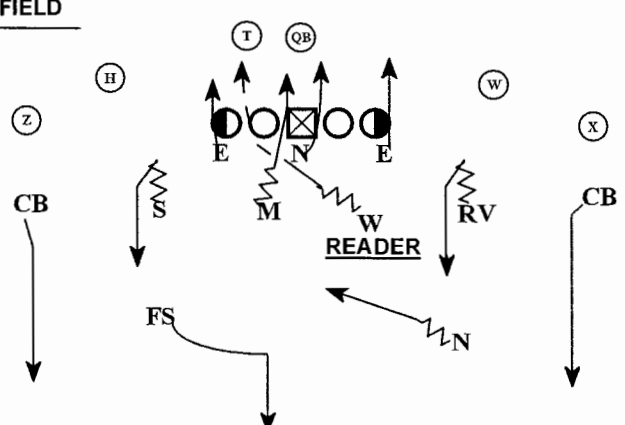
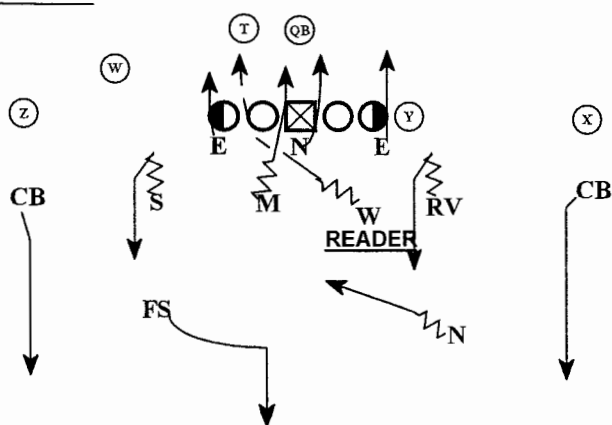


POSITION	ALIGNMENT	KEYS & READ	PASS RESPONSIBILITY	COACHING POINT
STRONG CORNER	CAN VARY FROM OFF TO PRESS BAIL	RUN/PASS #2 TO #1 READ	DEEP OUTSIDE 1/3	SEE QB VS. NUB C-7
WEAK CORNER	CAN VARY FROM OFF TO PRESS BAIL	RUN/PASS #2 TO #1 READ	DEEP OUTSIDE 1/3	SEE QB VS. NUB C-7
ROVER	INSIDE #2	RUN/PASS	ALLEY FLAT (ALERT CARRY #2)	IF # 2 BLOCKS YOU GET OUTSIDE ARM FREE
FREE SAFETY	10 TO 12 YDS INSIDE # 2	RUN/PASS	MIDDLE 1/3 DEEP	PASS 1ST RUN 2ND
MIKE BACKER	A-GAP STRONG	RUN/PASS	BLITZ A-GAP STRONG SACK QB	IF BACK BLOCKS YOU TAKE HIM INSIDE
SAM BACKER	4 YDS INSIDE #2	RUN/PASS	ALLEY FLAT (ALERT CARRY #2)	IF # 2 BLOCKS YOU GET OUTSIDE ARM FREE
WILL BACKER	4 YDS STRONG B-GAP	RUN/PASS	B-GAP BLITZER READER	IF BACK BLOCKS YOU TAKE HIM INSIDE
NICKEL	10 TO 12 YDS INSIDE	RUN/PASS	HOT, HOLE OFF #3	WEAK B-GAP VS. RUN STRONGSIDE

FIELD 55 ZAP-WHAM COVER 3 ZAP HOLE

← **FIELD**

← **FIELD**

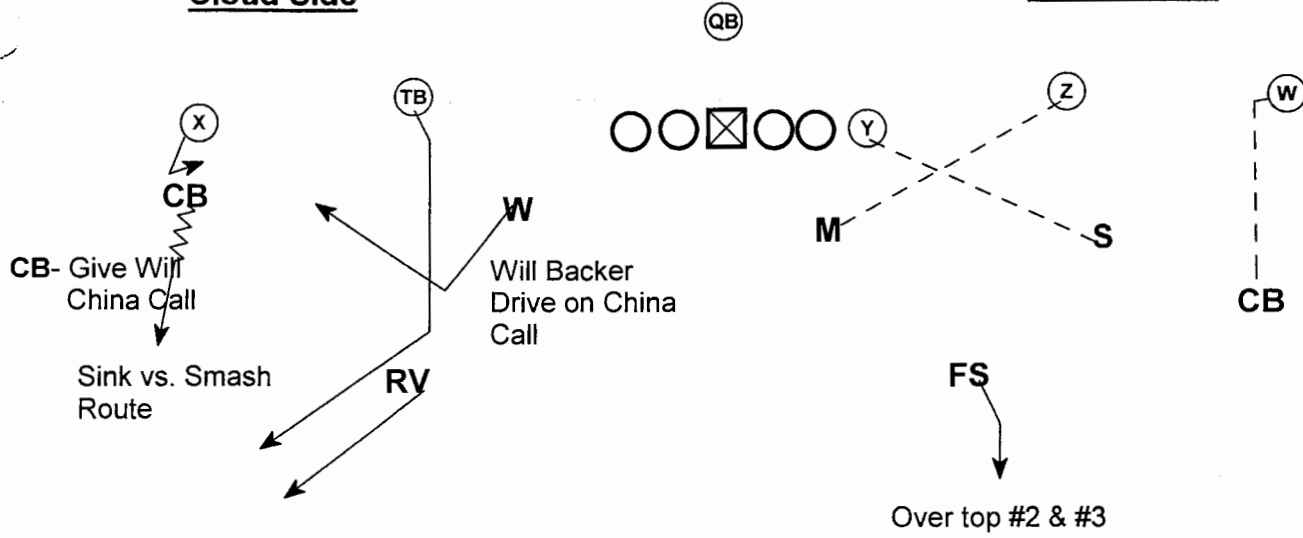


EMPTY ADJUSTMENTS=COVER 1

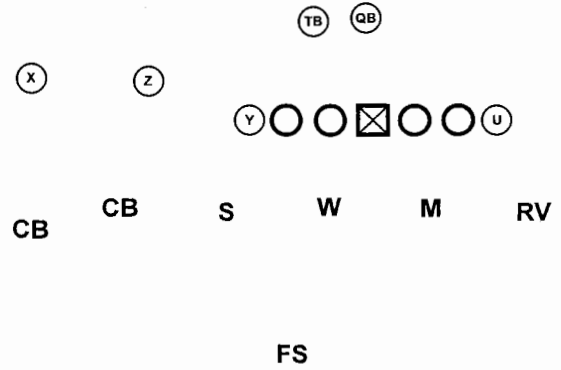
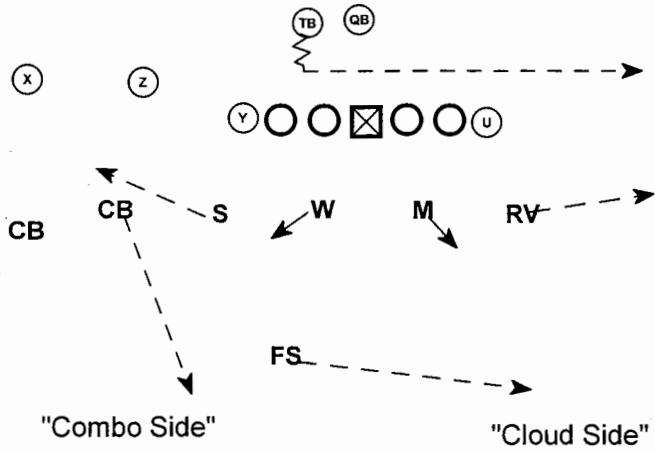
Cover 1 Vs. Empty

Cloud Side

Combo Side



Huddle call is 7-Travel or 3 Travel

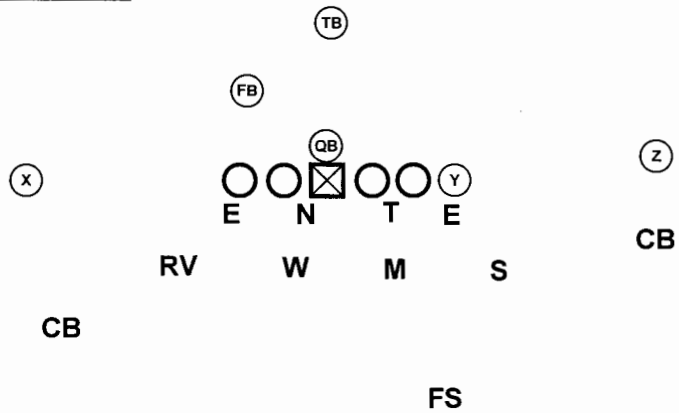


OOXXOO

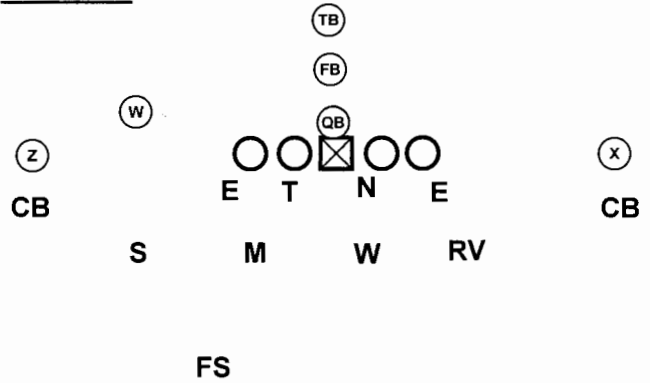
OOXXOO

Coaching Points:

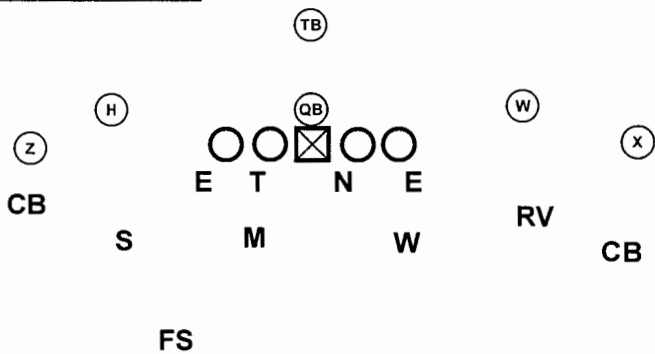
VS. QUEENS



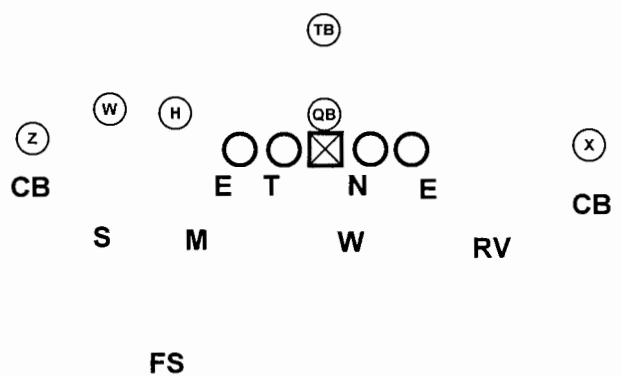
VS. OPEN



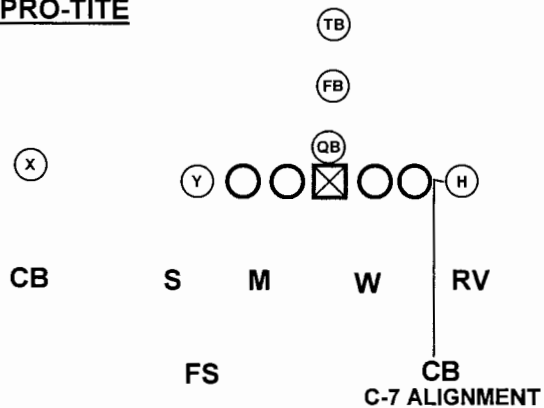
VS. 2X2 SPREAD



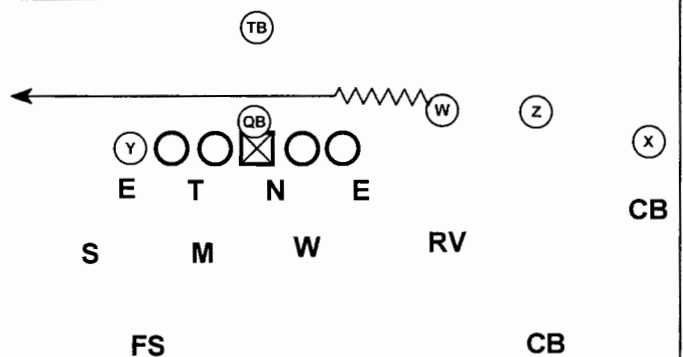
VS. 3X1 SPREAD



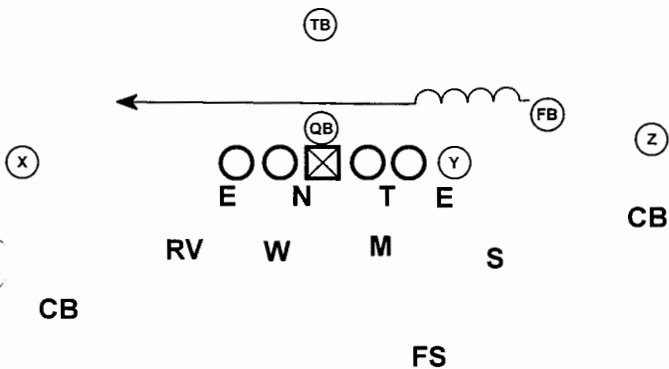
VS. PRO-TITE



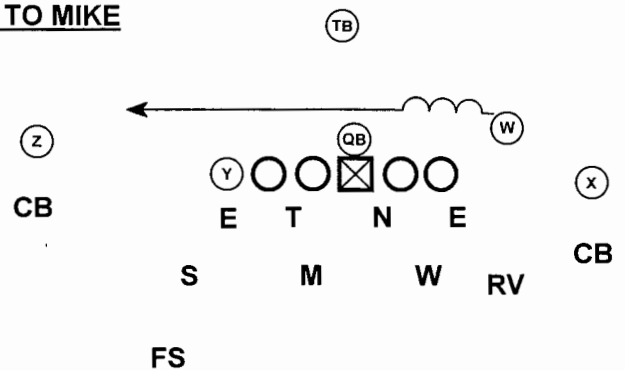
VS. 3 TO WILL



3 TO MIKE MOTION - BALANCE



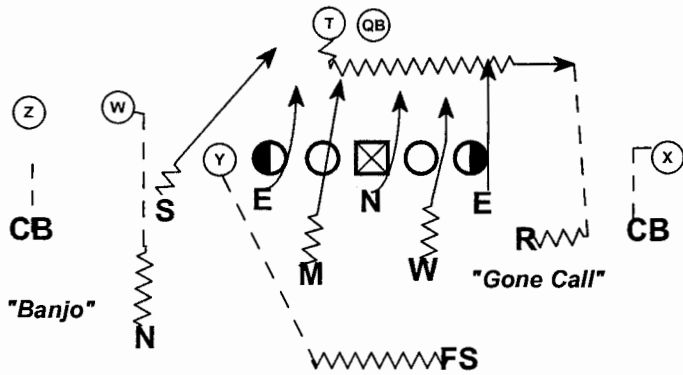
VS. 3 TO MIKE



YOU CALL STAY ON WILL CONTINUE ON BLITZ

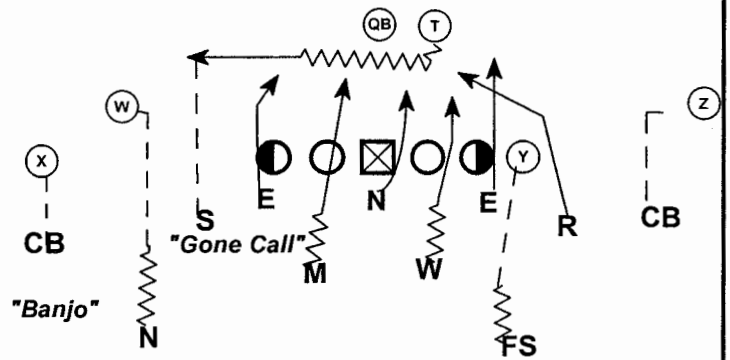
NICKEL 55-STINGER COVER 0 VS. EMPTY

VS. TB MOTION WEAK



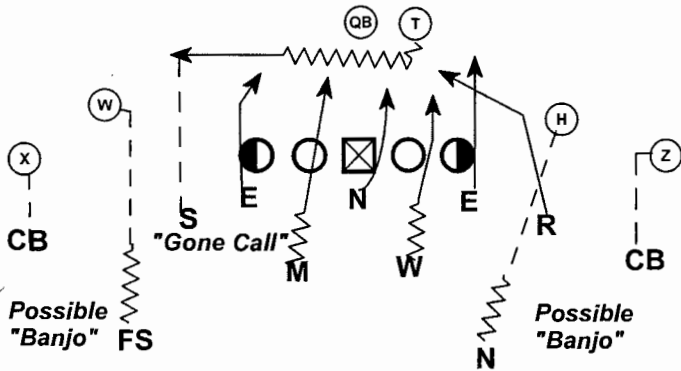
RV- Adjust to motion and give a "Gone Call"

VS. TB MOTION STRONG

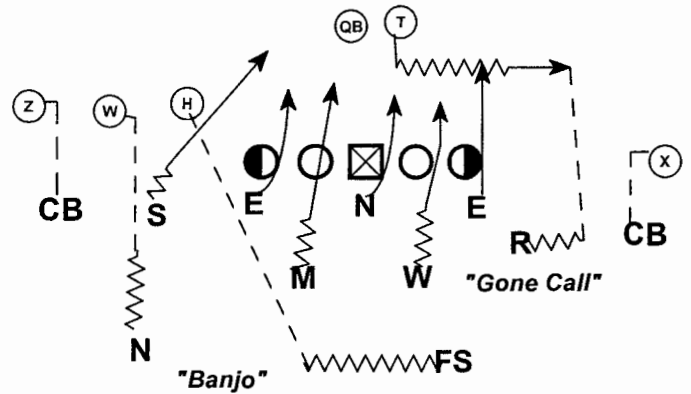


Nickle - adjust to slot vs. 11 Personnel.
Strong End- On "Gone Call" Ypu become contain rusher

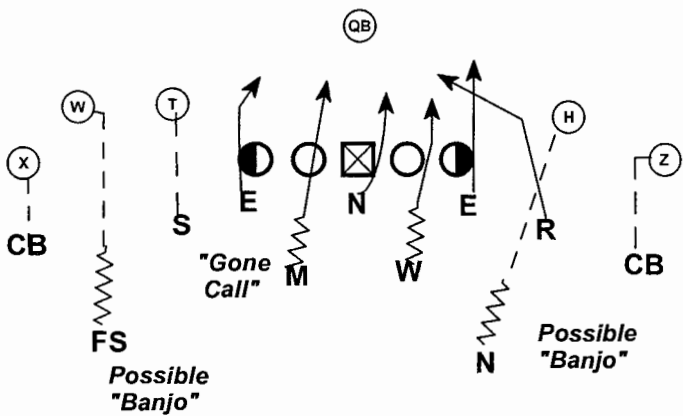
VS. SPREAD TB MOTION STRONG



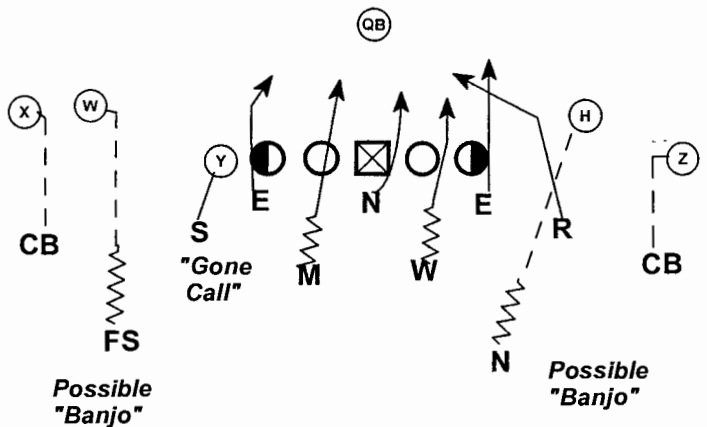
VS. TB MOTION WEAK



VS. 3X2 ALIGN TO EMPTY

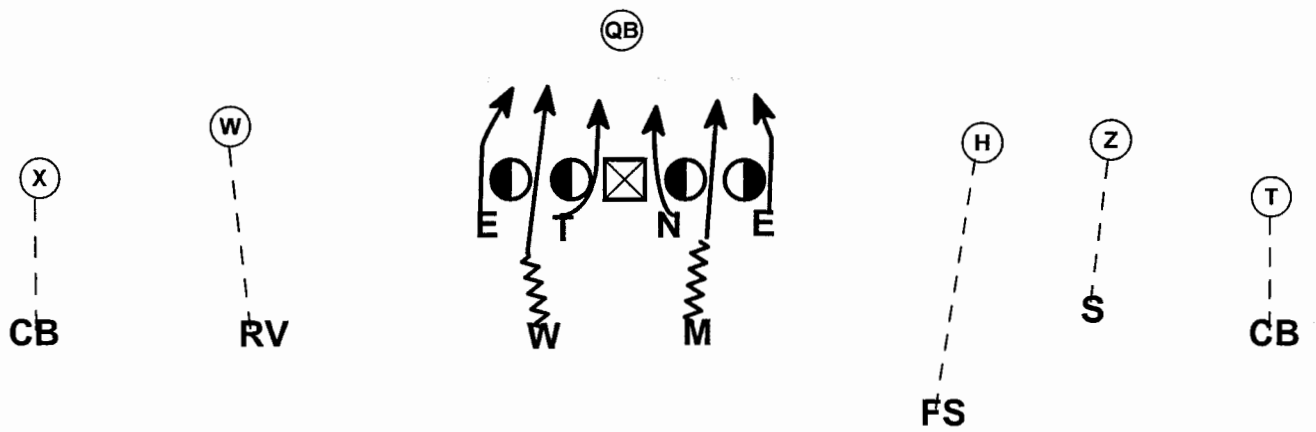


VS. TE 3X2 EMPTY

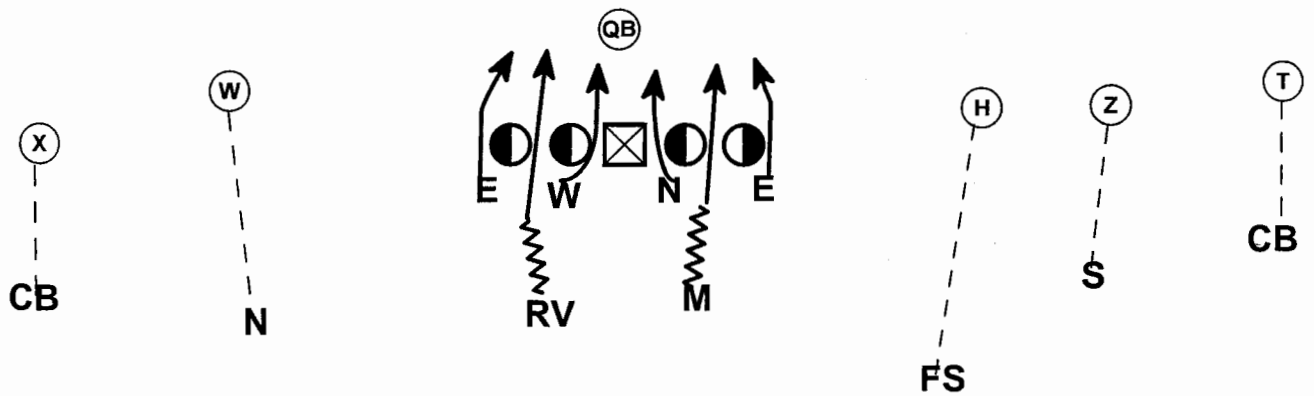


FD AGGIE COVER 0 VS. EMPTY

REGULAR DEFENSE

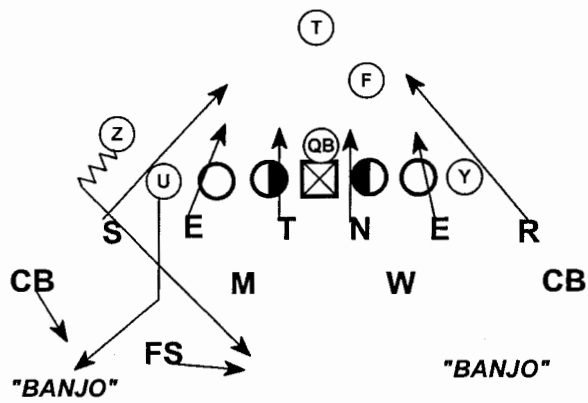


NICKEL DEFENSE



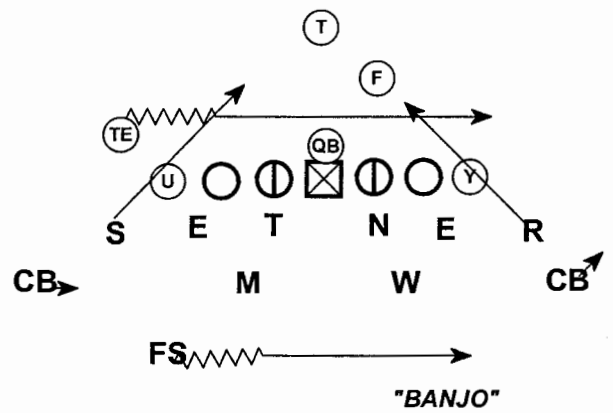
GOAL-LINE DEFENSE

11 STRIKE COVER 4-GOAL-LINE



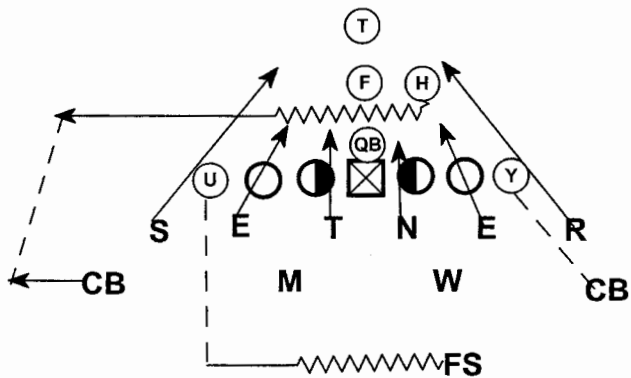
"BOX" - CALL BY CORNERS

22 STRIKE COVER 4-GOAL-LINE

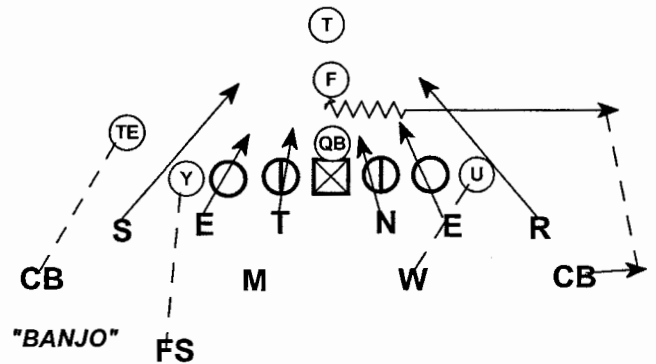


F/S - Makes Banjo as adjusting with motion.

11 STRIKE COVER 4-GOAL-LINE



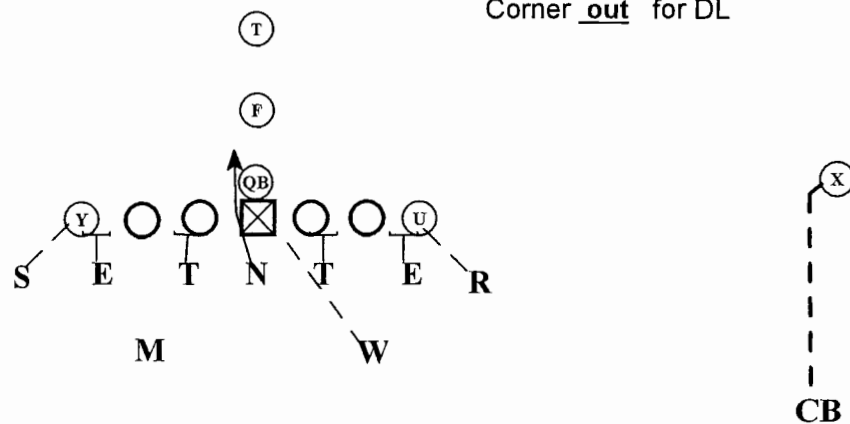
22 STRIKE COVER 4-GOAL-LINE



HAWK 7-TRAVEL VS. 22 PERSONNEL

22 PERSONNEL

Note: In Regular Personnel SUB Defense
Corner out for DL



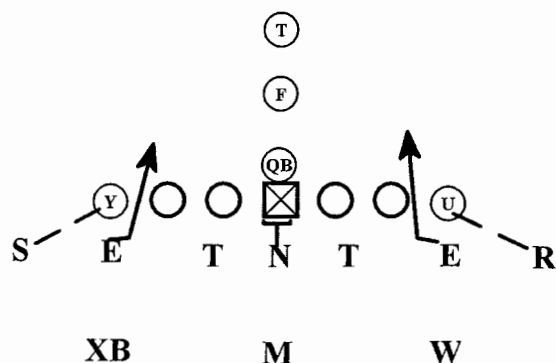
CB: Use F/S Help on in cuts by x-receiver.. Post, Dig routes

POSITION	ALIGNMENT	KEYS & READ	PASS RESPONSIBILITY	COACHING POINT
CORNER	Off Man Tech-Ink leverage	Clue to #1 Rec.	M/M on #1	Take away slant use F/S on Post
SAM	Wide 9-Tech	Ball, Play Flow QB intention	U- TE	
ROVER	Wide 9-Tech	Ball, Play Flow QB intention	Y-TE	
F/S			Deep Middl. Post help on x-rec.	
WILL	Head up on wk side "O" Tackle	Read thru guard to Near Back	1st Back Weak side	Flow away wk side "A" Gap
MAC	Head up on Strong side "O" Tackle	Read thru guard to Near Back	1st Back Strong Side	Flow away wk side "A" Gap
END	7 -Tech	Attack Block of TE		C Gap -Push avoid TE Cut off
END	7 -Tech	Attack Block of TE		C Gap -Push avoid TE Cut off
NOSE	0-Head Up	Spike to # 1		Alert Rip/Liz Get Front side A-Gap
X DT	Wide 3 Tec	low & Hard change vs. all Schemes		Push B-Gap
TACKLE	Wide 3 Tec	low & Hard change vs. all Schemes		Push B-Gap

BIG SPECIAL GOAL-LINE COVER 0 (VARIATIONS)

SPIKE

Sam & Rover Cover TE
M/M End Spike C-Gap

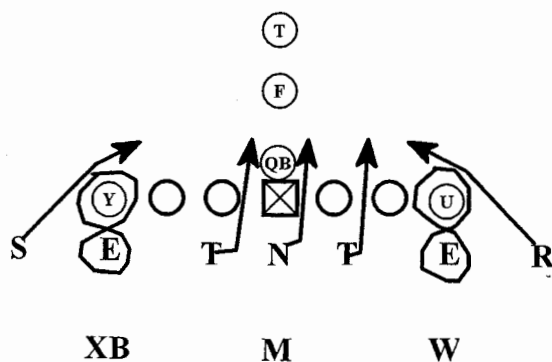


(X)

CB

SLANT KNIFE

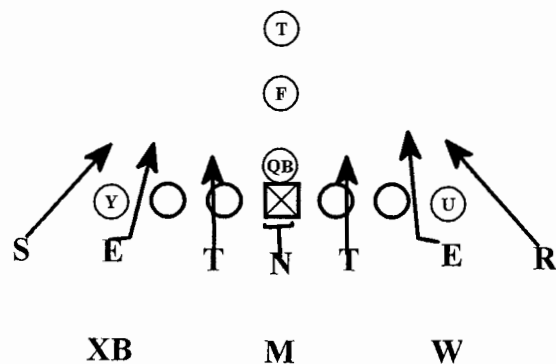
T N T - Spike move Rip/Liz Call



(X)

CB

BON ZAI



(X)

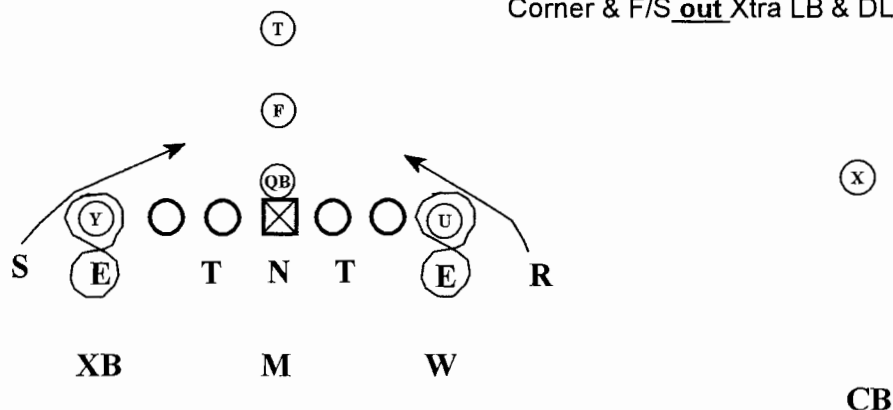
CB

TE are not being covered

BIG SPECIAL GOAL-LINE COVER 0

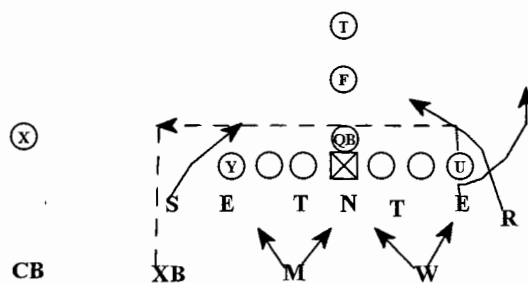
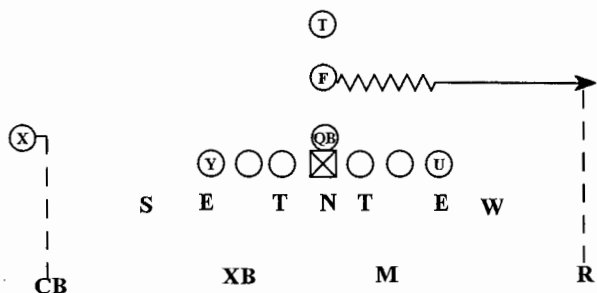
KNIFE

Note: In Regular Personnel SUB Defense
Corner & F/S out Xtra LB & DL in



Note: In Nickel CB, F/S & N is out for
XLB, XDL, & XDT

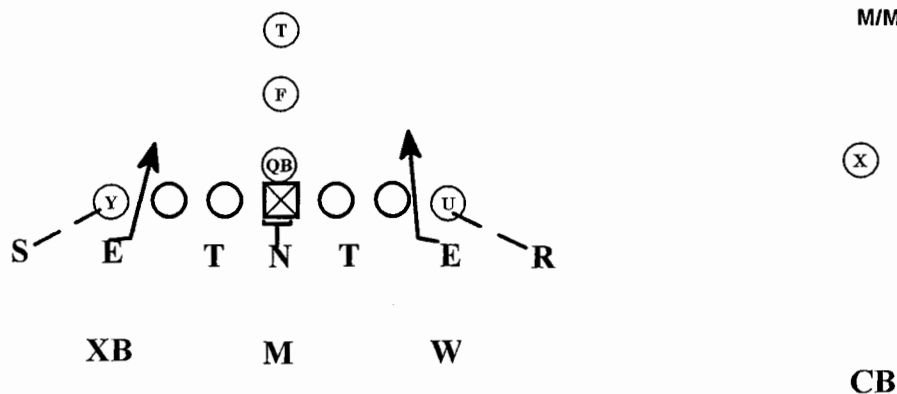
POSITION	ALIGNMENT	KEYS & READ	PASS RESPONSIBILITY	COACHING POINT
CORNER	Off Man Tech-Ink leverage	Clue to #1 Rec.	M/M on #1	No Help. Take away slant
SAM	Wide 9-Tech	Ball, Play Flow QB intention	None	Fast, Hard off the edge, spill all threats
ROVER	Wide 9-Tech	Ball, Play Flow QB intention	None	Fast, Hard off the edge, spill all threats
X LB	Inside # of TE	Ball Flow, Full Back	M/M 1st Back Out your side	Action to, Front side off Tackle. Back side A
WILL	Inside # of TE	Ball Flow, Full Back	M/M 1st Back Out your side	Action to, Front side off Tackle. Back side A
MAC	Head up on center Heels at 5 yards	FB to Ball Flow	None	Attack off-Tackle hole, down hill, inside out
END	2 Pt Stance 9-tech, nose to outside #	eyes on the TE Balanced Stance	M/M on TE, Clamp Him	vs. run drive TE in C-Gap vs. Pass Deny TE Release
END	2 Pt Stance 9-tech, nose to outside #	eyes on the TE Balanced Stance	M/M on TE, Clamp Him	vs. run drive TE in C-Gap vs. Pass Deny TE Release
NOSE	0	Ball Block Of Center	None	Backside of Center Block
X DT	Tight 3 Tilt	Ball	None	B-Gap, low & hard
TACKLE	Tight 3 Tilt	Ball	None	B-Gap, low & hard



BIG SPECIAL GOAL-LINE COVER 0 (VARIATIONS)

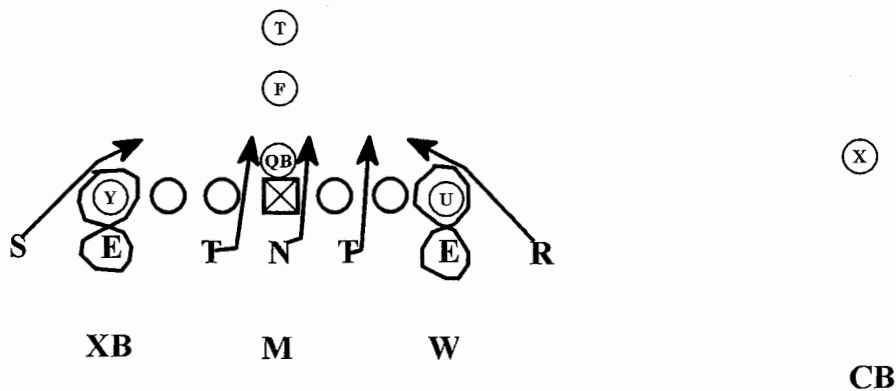
SPIKE

Sam & Rover Cover TE
M/M End Spike C-Gap

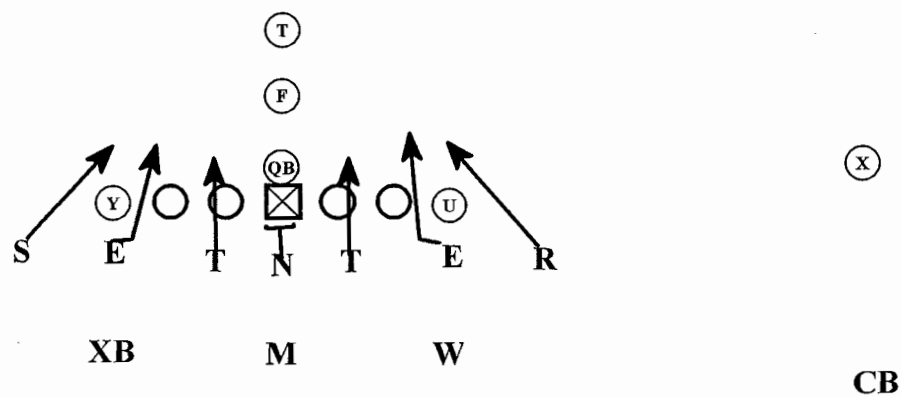


SLANT KNIFE

T N T - Spike move Rip/Liz Call

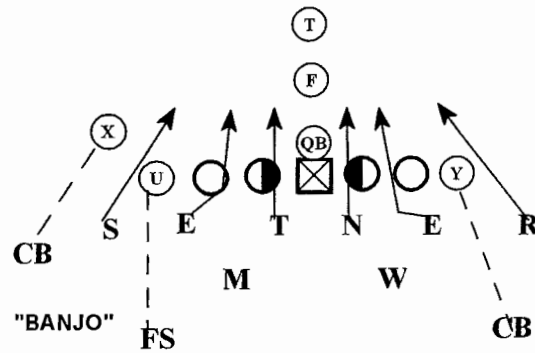


BON ZAI

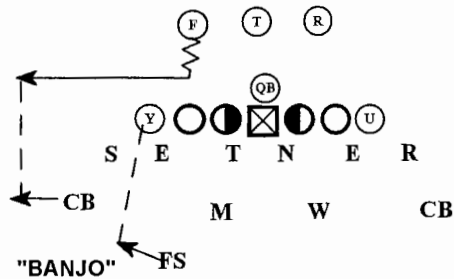


TE are not being covered

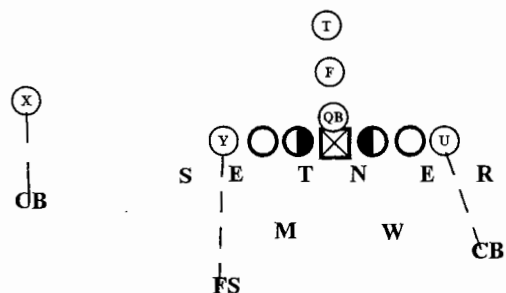
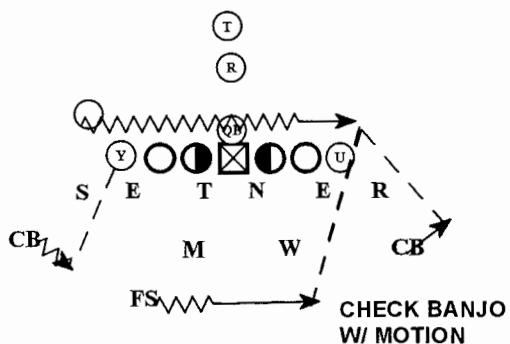
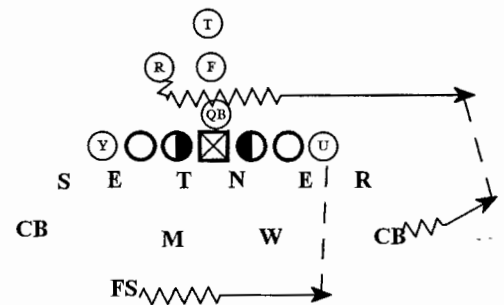
11 STRIKE 4-GOAL-LINE



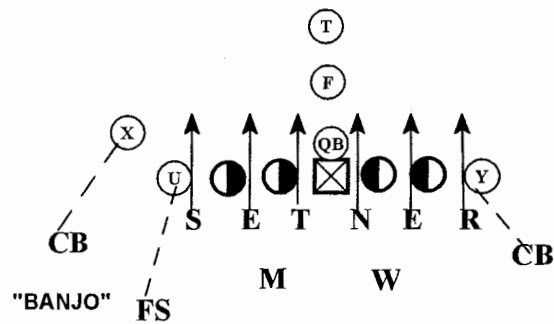
POSITION	ALIGNMENT	RUN RESPONSIBILITY	PASS RESPONSIBILITY	KEY/READ
DEFENSIVE TACKLE	1-TECHNIQUE	A-GAP	RUSH QB	BALL
NOSE TACKLE	1-TECHNIQUE	A-GAP	RUSH QB	BALL
DEFENSIVE END	6 - TECHNIQUE	B-GAP	RUSH QB	OFF. TACKLE
SAM / ROVER	1X1 OFF TE	C-GAP	CONTAIN IF POSSIBLE	TE TO FB/OG TO BALL
MIKE/WILL	3-TECHNIQUE	INSIDE OUT ON BALL	MAN TO MAN ON 1ST RB TO YOUR SIDE	RB'S TO BALL
FREE SAFETY	OVER # 2 RECEIVER	FIT OFF OF # 2'S BLOCK	# 2 MAN TO MAN OR BANJO W/ CORNER	# 2 RECEIVER
CORNERS	1X2 OFF # 1 RECEIVER	CONTAIN IF # 1'S BLOCK	# 1 MAN TO MAN OR BANJO W/ F/S	# 1 RECEIVER



CORNERS GIVE A BOX CALL TO EACH OTHER



11 GAPS 4-GOAL-LINE

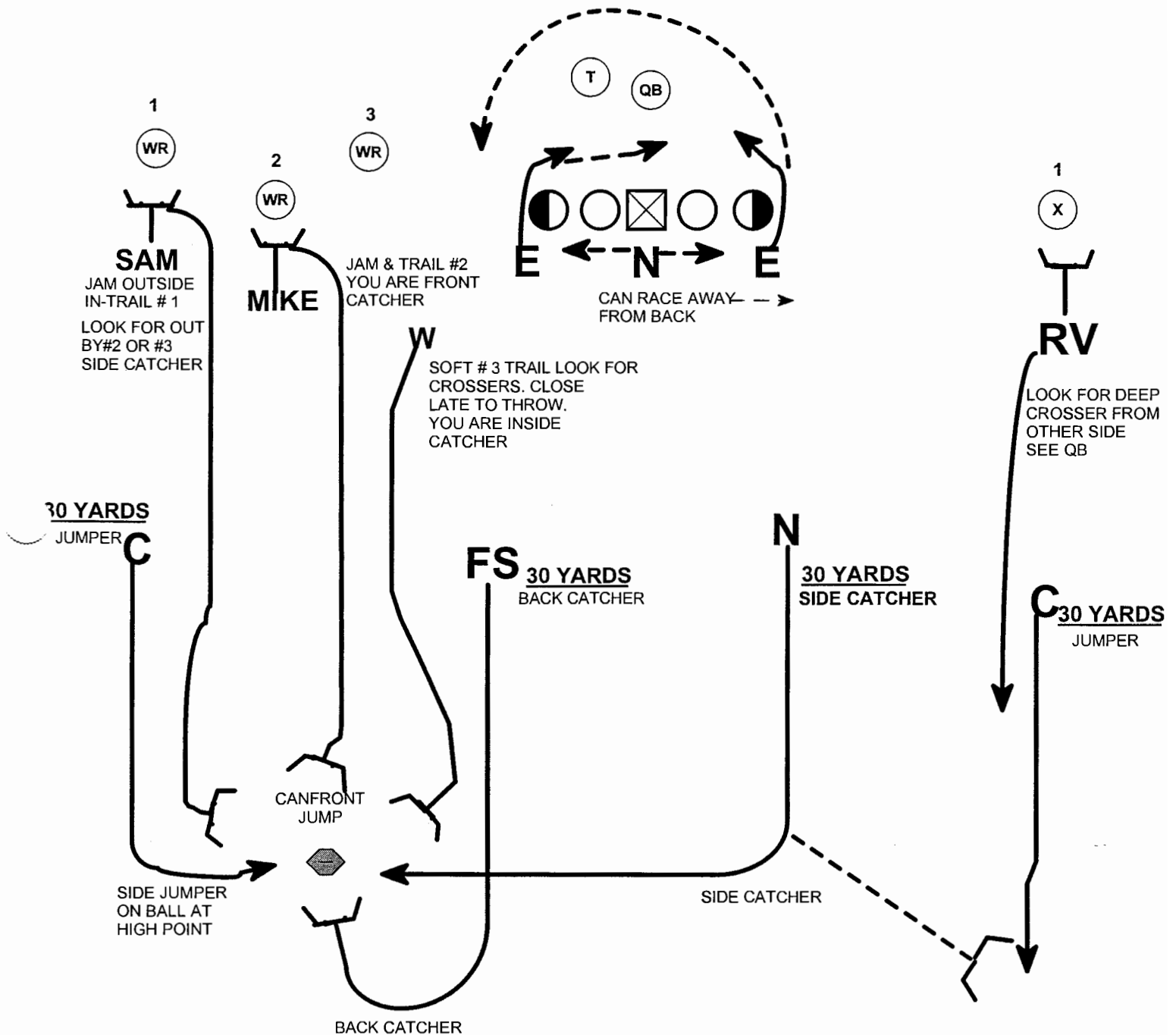


POSITION	ALIGNMENT	RUN RESPONSIBILITY	PASS RESPONSIBILITY	KEY/READ
DEFENSIVE TACKLE	A-GAP	A-GAP	RUSH QB	BALL
NOSE TACKLE	A-GAP	A-GAP	RUSH QB	BALL
DEFENSIVE END	B- GAP	B-GAP	RUSH QB	BALL
SAM / ROVER	C-GAP	C-GAP	RUSH QB	BALL
MIKE/WILL	O/S SHOULDER OG	INSIDE-OUT ON BALL	MAN TO MAN OF BANJO W/ CB	FLOW
FREE SAFETY	OVER # 2 RECEIVER	FIT OFF OF # 2'S BLOCK	# 2 MAN TO MAN OR BANJO W/ CORNER	# 2 RECEIVER
CORNERS	1X2 OFF # 1 RECEIVER	CONTAIN IF # 1'S BLOCK	# 1 MAN TO MAN OR BANJO W/ F/S	# 1 RECEIVER

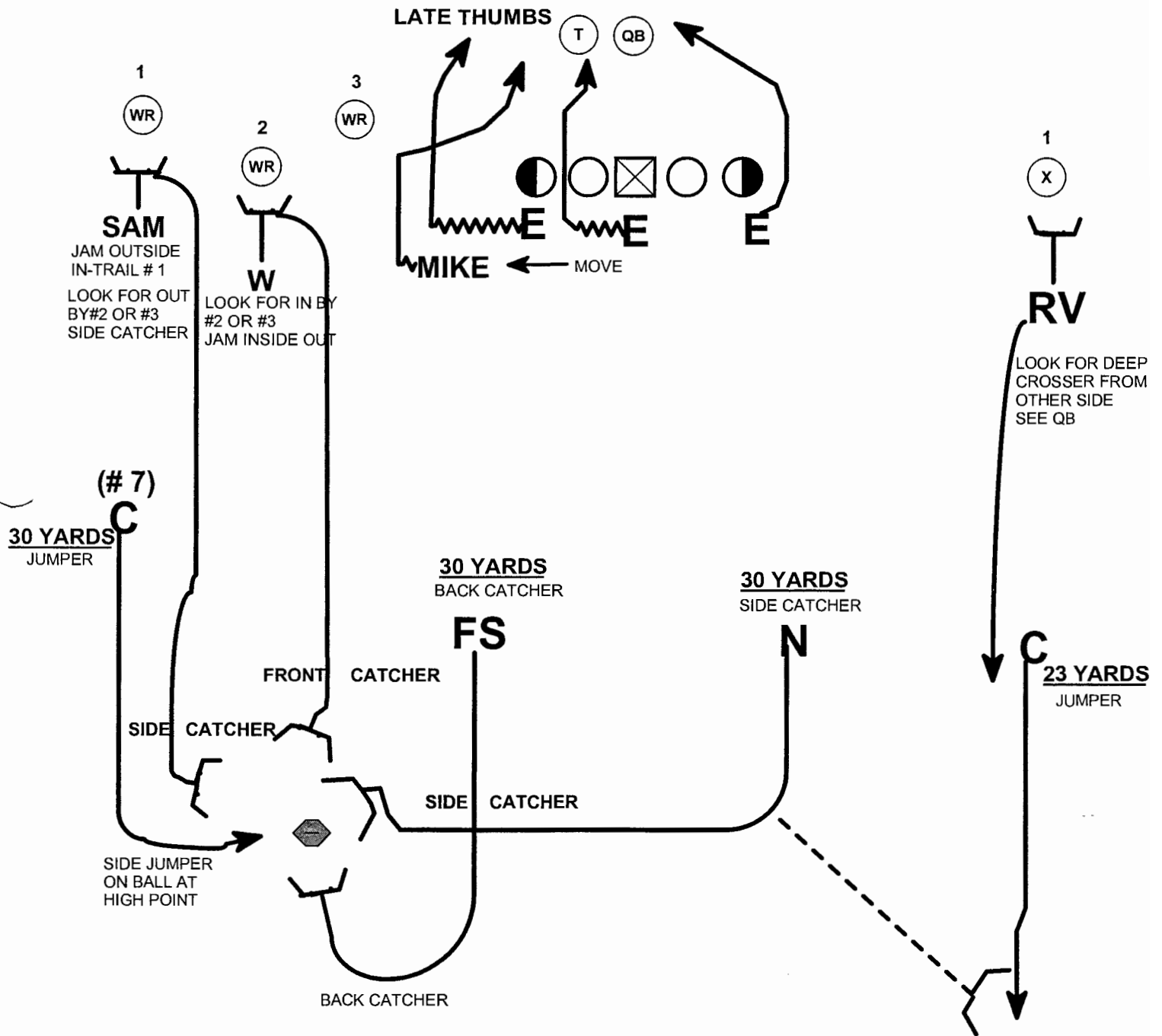
COACHING POINT:

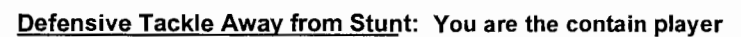
1. COULD SUBSTITUTE DEFENSIVE ENDS FOR SAM OR ROVER IN CERTAIN SITUATIONS.

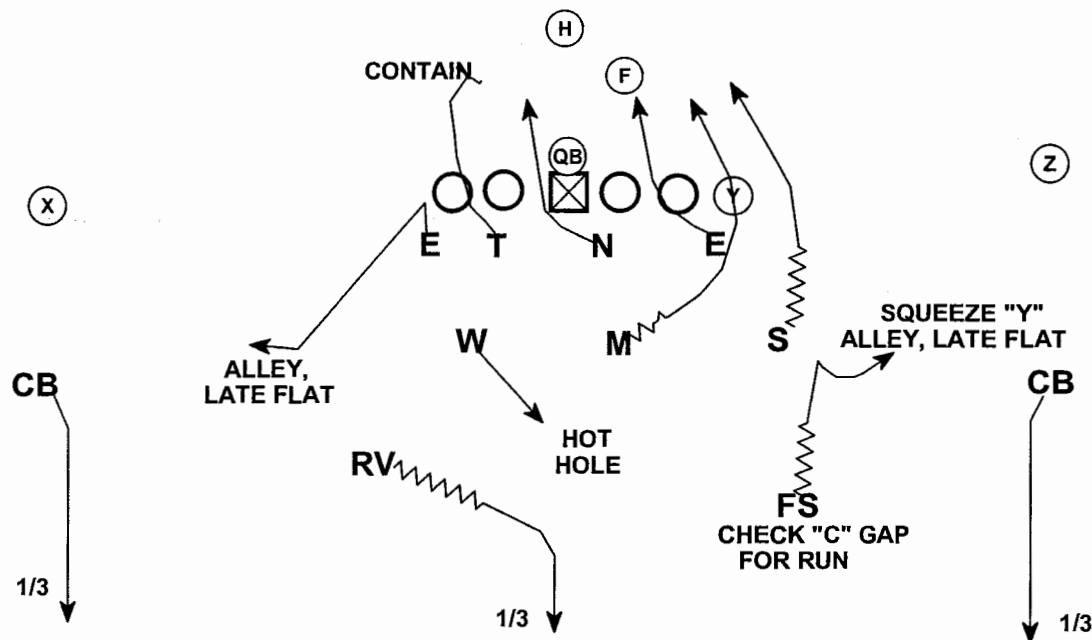
PREVENT VICTORY



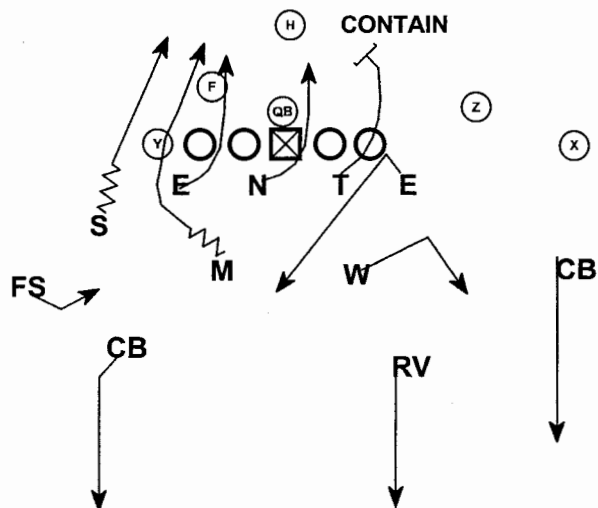
5 PREVENT MIKE





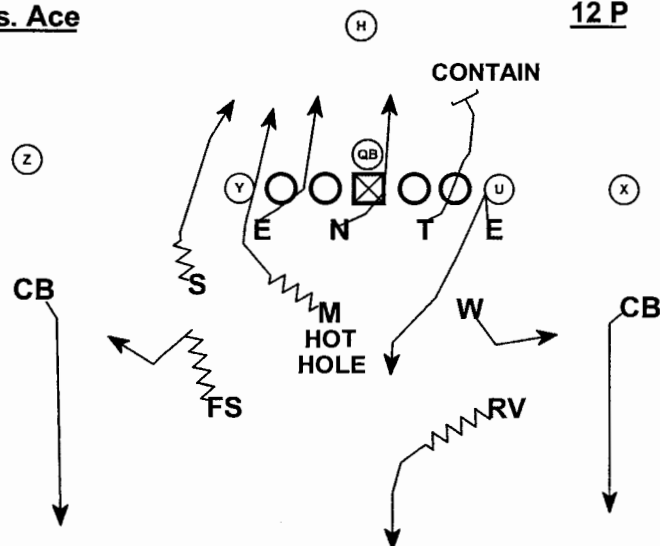


vs. Pro Twins

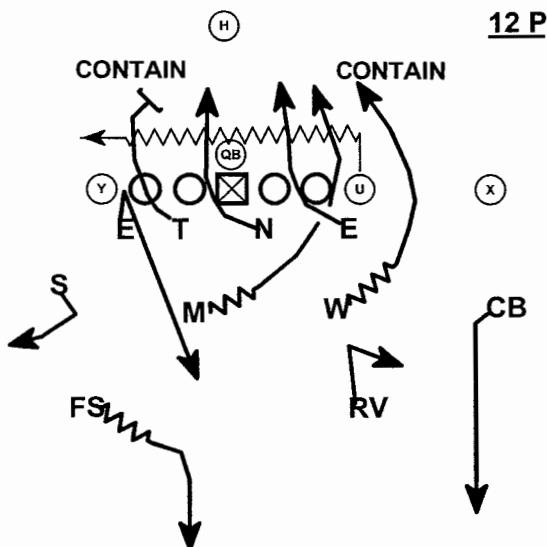
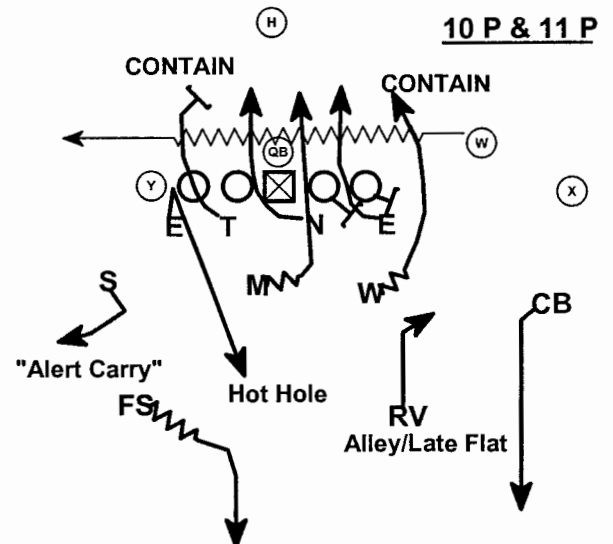
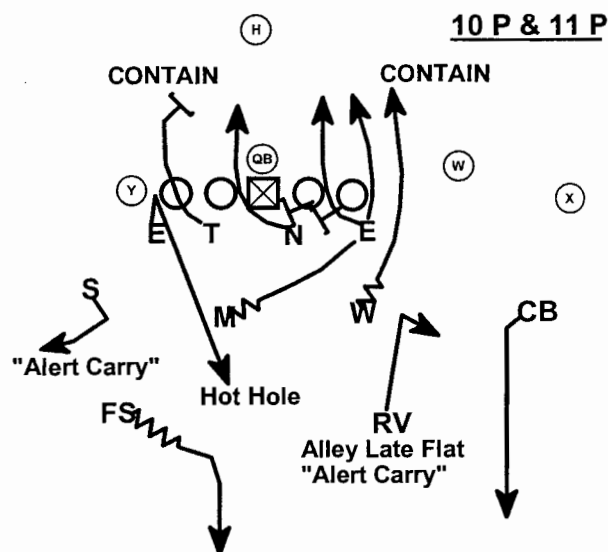
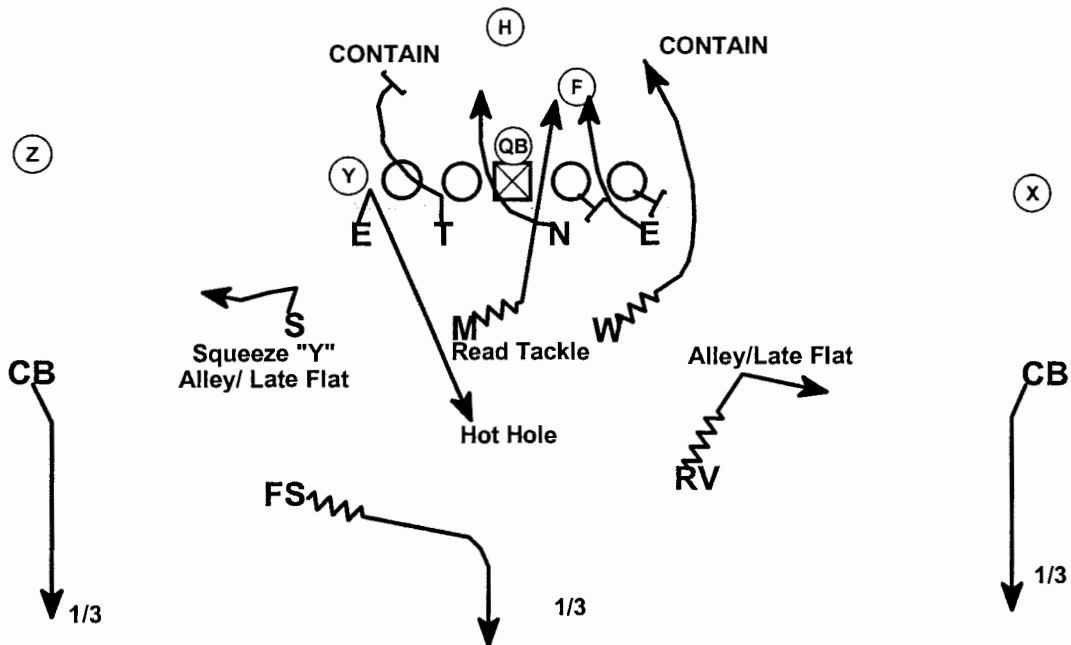


vs. Ace

12 P



Coaching Points:



Coaching Points:

Mike Linebacker Read the offensive tackle to blitz side. He Blocks down continue outside track. Reach or Fan pressure A-Gap to blitz side.

Vs. Running back's block: You must be underneath on his inside pad.

Alley/Flat Defenders: Alert Carry when Backs away

Defensive End Away From Pressure Side: 2 Receivers outside you are hole player. 1 Receiver outside you are Alley/Flat defender. Vs. Motion Alert "Switch It" Will backer.

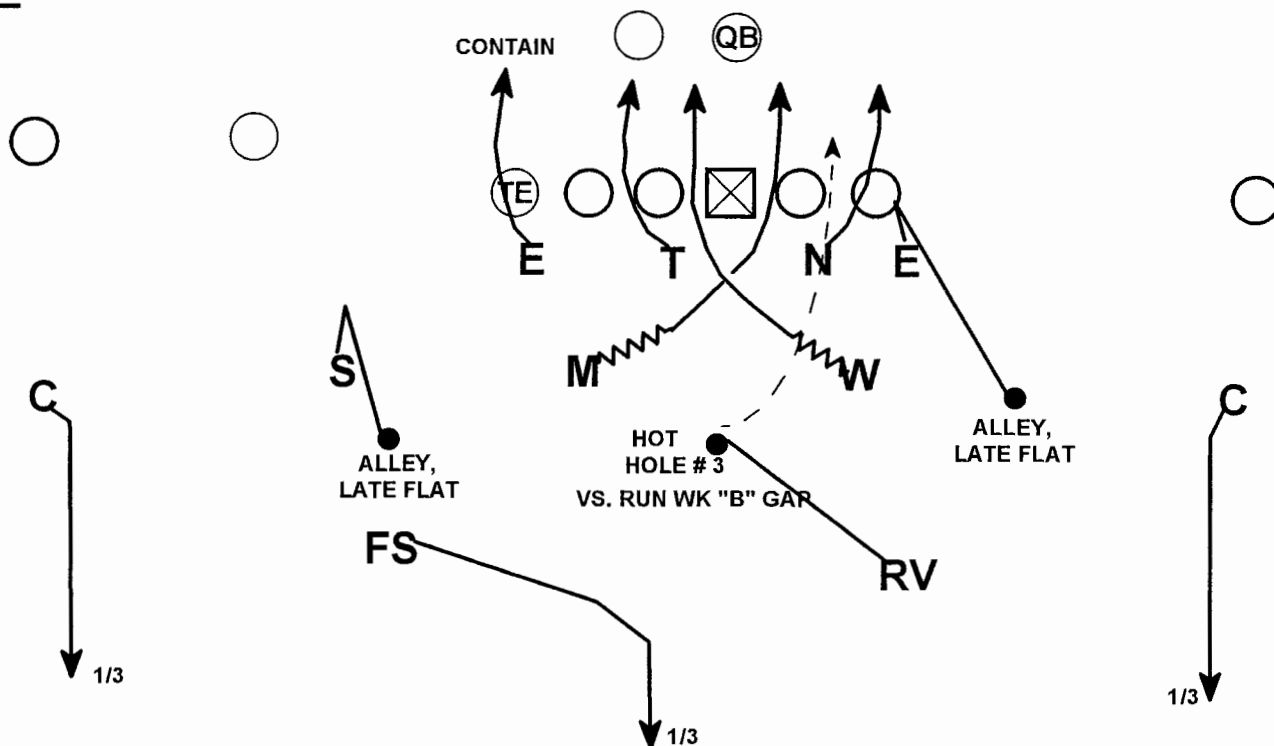
Defensive Tackle Away from Stunt: You are the contain player

FD 22 GUT 3 ZAP HOLE

FD 22 Gut zone blitz will pressure with 5 and covering with six. The coverage call will be a 3-under 3 deep type coverage scheme taking away the Hot receivers with inside leverage.

Coaching Point:

VS. 3TM



VS. BALANCE

FD 22 GUT 3-ZAP

