



# ATLANTA(left) / FALCONS(right)



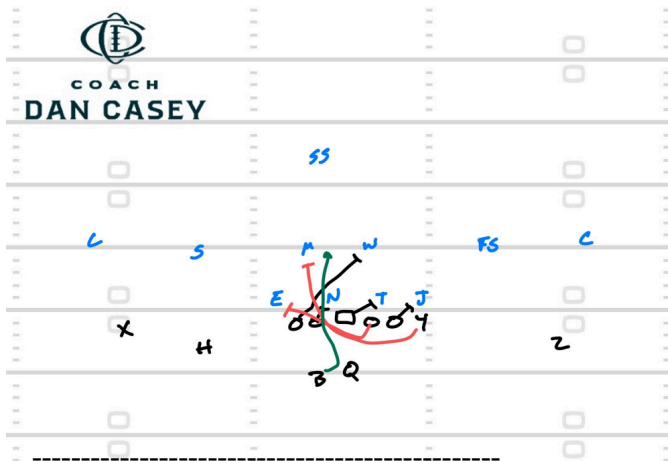
SCHEME: Counter (Backside Guard & Tackle/Wing Pull)

PERSONNEL: 10 / 11 (Adjust as needed)

KEY POINTS: - Identify the Mike Linebacker \***FIRST LINEBACKER AT 3-5 YARDS DEPTH IN THE BOX PLAY SIDE\***

- Backside Guard pulls, play-side tackle/wing lead
- **"Wall-Street"** call indicates Wing pulls, Tackle hinges
- Play-side Tackle covers "-1" (backside LB) **if no B-gap threat**; otherwise, the Guard covers if **his A-gap isn't threatened**.
- Center picks up backside A and B gaps when there's no hinge call.

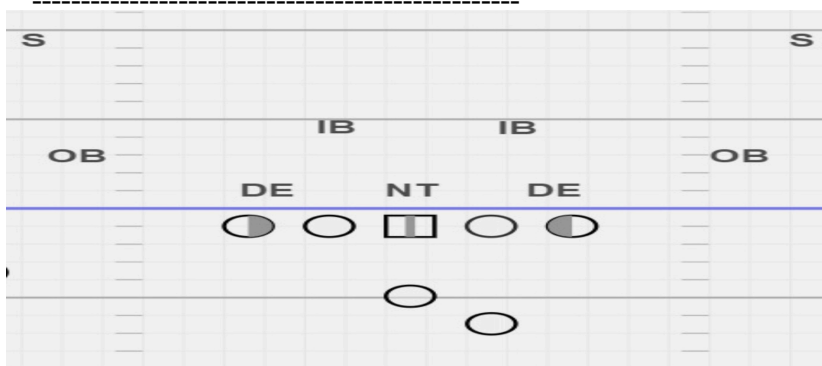
Diagram A: Counter vs. 4-2-5 Defense (Even Front)



Description:

- In a 4-2-5 front, 4 down linemen and 2 inside linebackers (Mike & -1) are present.
- Play-side linemen downblock the backside gap or double-team the defensive tackle in play side gap **if there is no threat to backside gap**.
- Backside Guard pulls to kick out the play-side edge defender.
- Second puller (backside tackle or pulling TE in 11 personnel) leads up to block the Mike LB.

Diagram B: Counter vs. 4i/Tite Front (Tite 3-4)





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### Description:

- Against a Tite or 4i front, defensive ends line up in 4i technique on the inside shoulder.
- Play-side tackle “pins” the 4i defensive end inside to clear the B-gap.
- The pulling Guard kicks out the edge defender (often an OLB or DB).
- A pulling TE or H-back (second puller) leads through to block the inside linebacker(Mike).
- Center and backside guard combine to double the nose, ensuring backside A-gap and B-gap are secured.
- The design creates a crease for the running back, who reads the guard’s kick-out (cut inside if open or bounce outside).

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### RULES & RESPONSIBILITIES

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#### OFFENSIVE LINE:

##### **- Play-Side Offensive Line:**

- Downblock the backside gap to backer (-1) if uncovered.
- **\*\*Play-Side Tackle (PST):\*\***
  - Responsible for the “-1” (backside linebacker) if no defender threatens his B-gap.
  - If a defender is threatening the B-gap, the **Guard** takes that responsibility (unless his A-gap is under threat).

##### • **\*\*Center:\*\***

- When there is no **"Wall-Street"** call (no backside hinge), Center is responsible for both backside A-gap and B-gap.

##### **- Backside Guard (BSG):**

- Pull to kick out the C-gap or play-side edge defender.
- If the defender wrong-arms or spills, "LOG" him by getting to his outside shoulder.

##### **- Second Puller (Backside Tackle/ Wing or Pulling TE in 11 personnel):**

- If **"Wall-Street"** is called, the Wing pulls and the Tackle hinges.
- Responsible for reading the guard's pull block and then:
  - Insert if the guard's kick-out is effective.
  - Get outside if the guard is logged.
- Also responsible for picking up the Mike LB if possible.

#### RUNNING BACK (RB):

- Follow the pulling guard's kick-out or log.
- Read the guard's block: cut inside if the kick-out works or bounce outside if the defender spills.

#### QUARTERBACK (10 Personnel):

- Read the backside C-gap defender if there is no hinge call. (**Wall-Street**)



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## KEY CALLS / COMMUNICATION

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### "Wall-Street":

- Indicates that the Wing is pulling and the play-side tackle must hinge.
- Tells defenders to adjust; the play-side tackle focuses on his gap.

### "Mike ID":

- Identify which linebacker is Mike.
- The second puller's block is keyed to the Mike's read – insert if open, or bounce if not.

Other Calls and Adjustments:

## NOTES

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