

3-5-3 Defense

**Coach
Jared
Carson**

Position Names

- **Ends**
- **Nose**
- **Lou**
- **Roy**
- **Mac**
- **Corners**
- **Free Safety**
- **Bandit**
- **Stinger**

Defensive Fronts

- **Gut**
- **Smoke**
- **Hurricane**
- **Gator**
- **Bulldawg**

Gut

o o

o o o o o o o

e n e

C S L M R B C

FS

Smoke

o o
o o
o o o o o o o
L e n e
C S M R B C

FS

Hurricane

o o
o o
o o o o o o o
L e n e R
C S M B C
FS

Gator

o o
o o
o o o o o o o
e n e R
C S L M B C

FS

Bulldawg

o o
o o
o o o o o o o
S L e n e R
C M B C

FS

Coverages

- **Blue**
- **Green**
- **Red**
- **3**
- **1**

Blue

Corners=#1 man

Safety=#2 strong side

Roy=#2

Mac and Lou= Banjo

Stinger and Bandit=Blitz D gap

Cover 3

Corners=outside 1/3

Safety=middle 1/3

Roy=Hook

Mac=Hook

Lou=Hook

Stinger=Curl to Flat

Bandit=Curl to Flat

Cover 1

Corners=#1 man

Safety=Free help 2 receiver side

Roy=Man #3/Banjo

Mac=Free/ Banjo

Lou=Man #3/Banjo

Stinger=Man #2

Bandit=Man #2

Red

Corners=#1 man

Safety=# 2 blitz side

Roy=Blitz C away #3

Mac=Free

Lou=Blitz C away #3

Stinger=Blitz D away #2

Bandit=Blitz D away #2

Green

Corners=#1 man

Safety=# 3

Roy=Blitz B

Mac=Blitz A

Lou=Blitz B

Stinger= #2

Bandit= #2

Line Calls

- **Left**
- **Right**
- **Strong**
- **Weak**
- **Up**
- **Pinch**

Blitzes

1 man

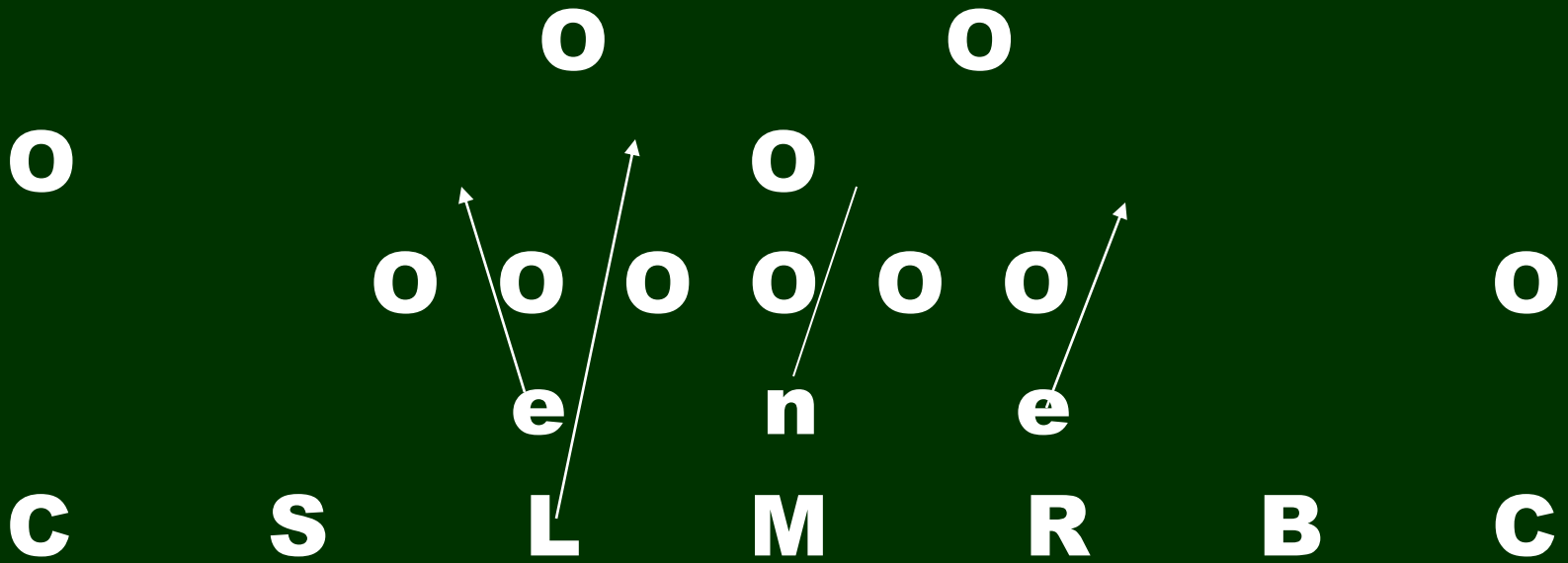
2 man

3 man

1 man

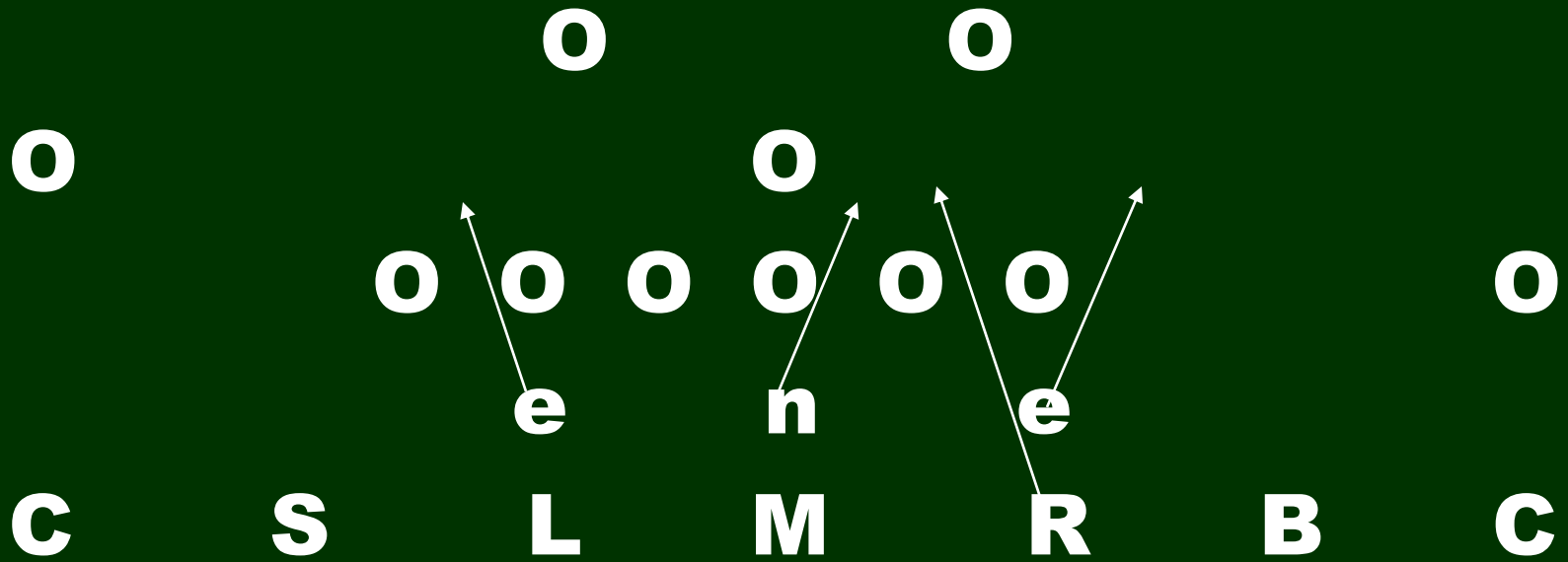
- **Lou**
- **Roy**
- **Mac**
- **Bandit**
- **Stinger**

Lou



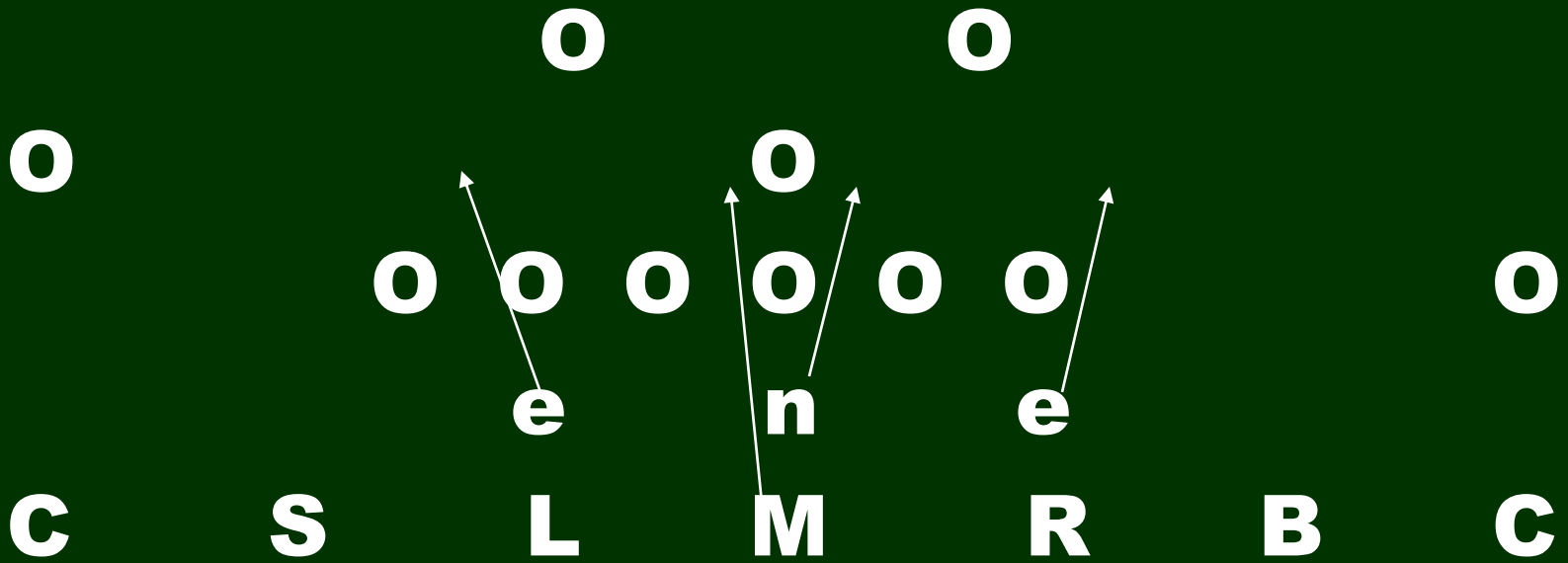
FS

Roy



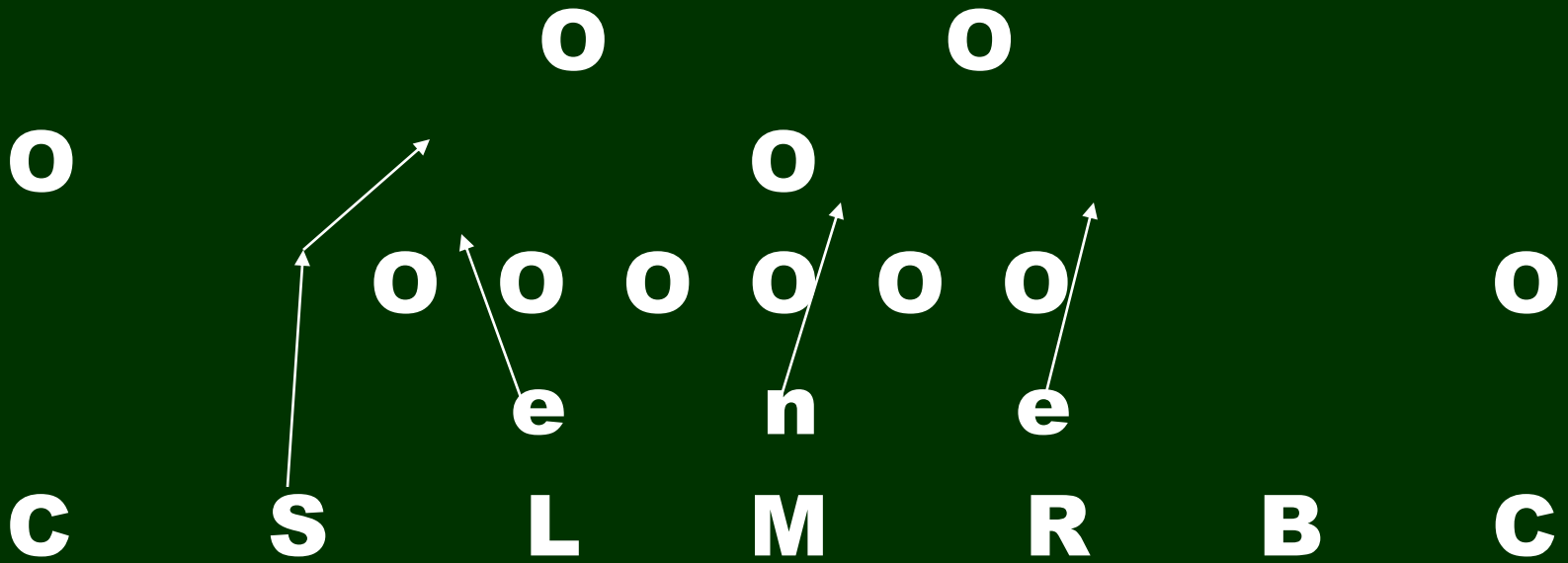
FS

Mac



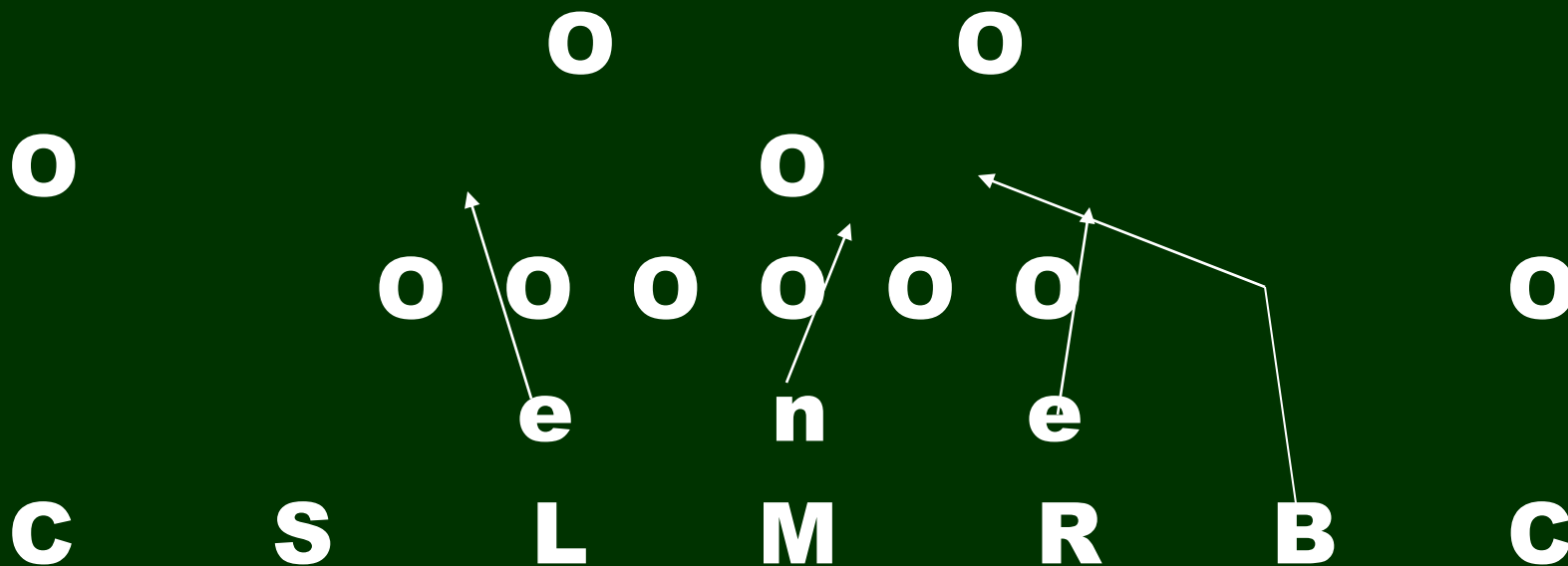
FS

Stinger



FS

Bandit



FS

2 Men

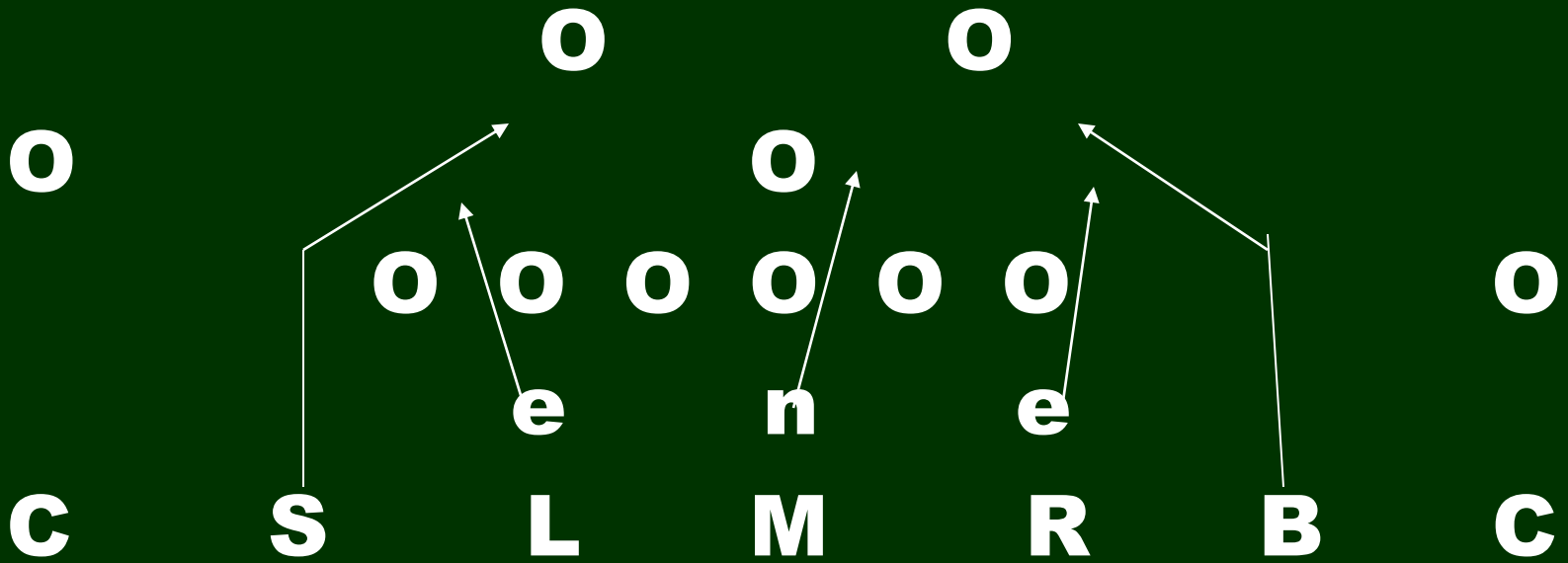
- **Sub**
- **Sam**
- **Ram**
- **Rob**
- **Lob**
- **Slow**
- **Mob**

Laser

Mule

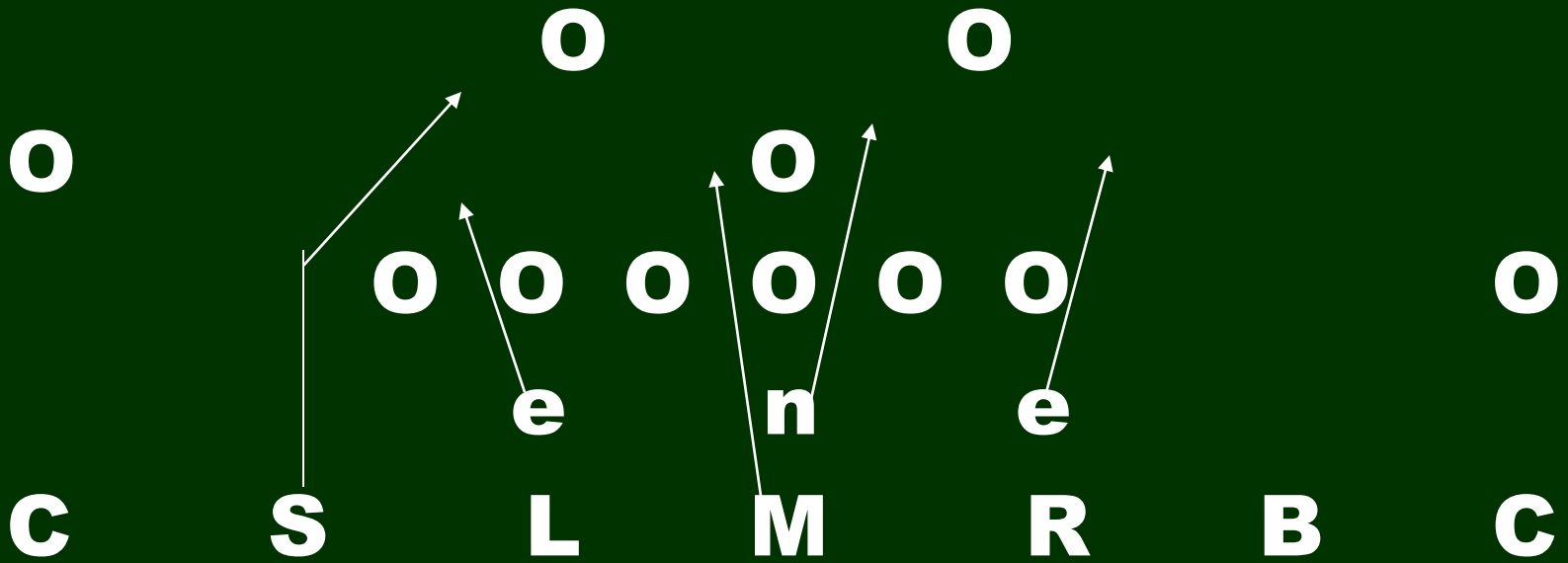
Rush

SuB



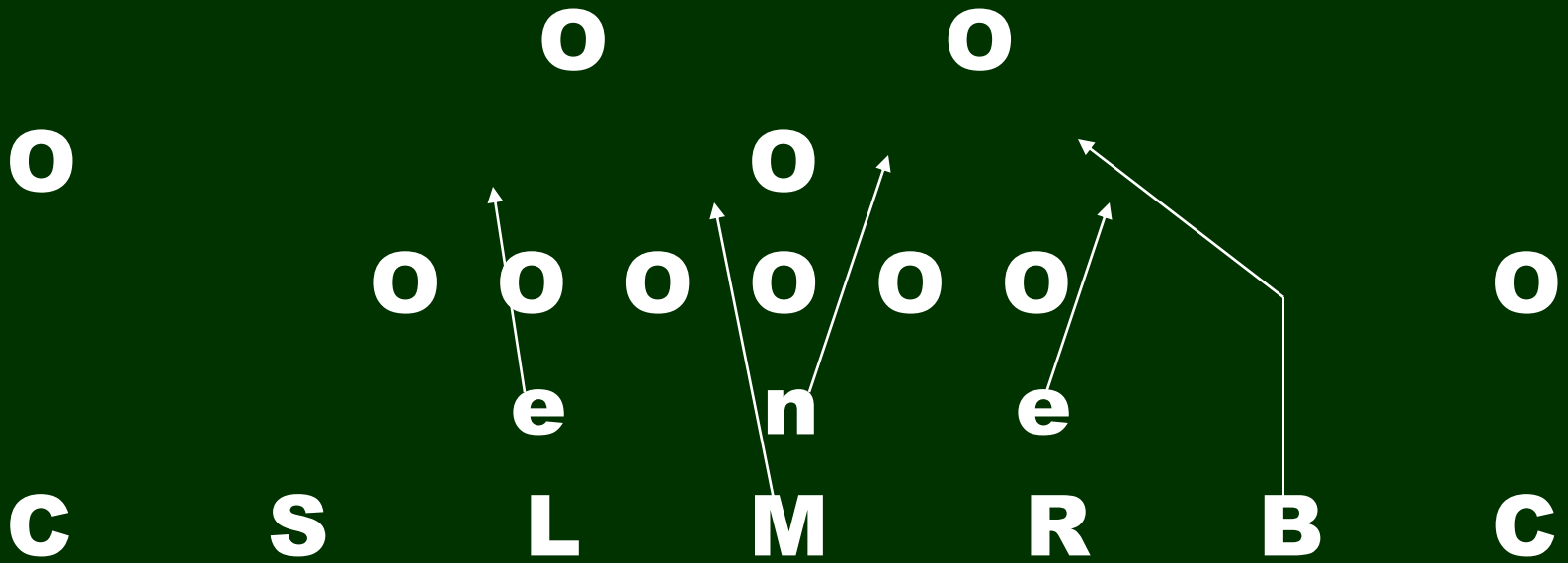
FS

SaM



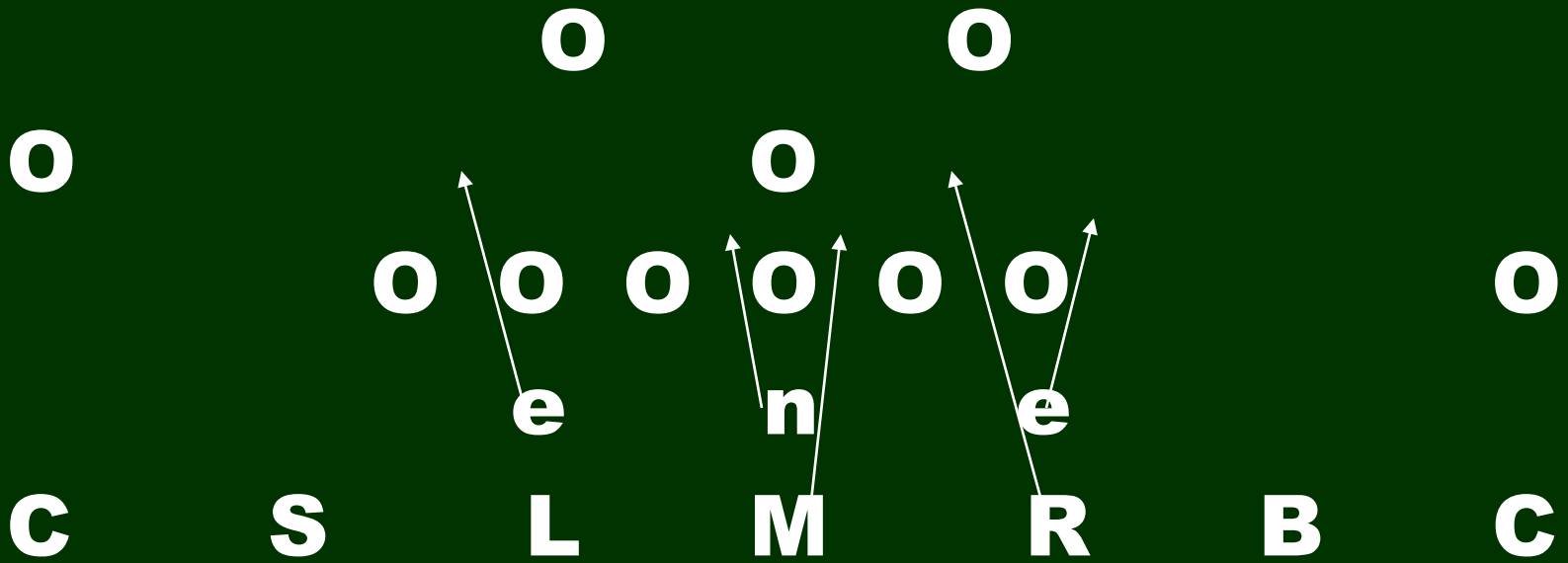
FS

MoB



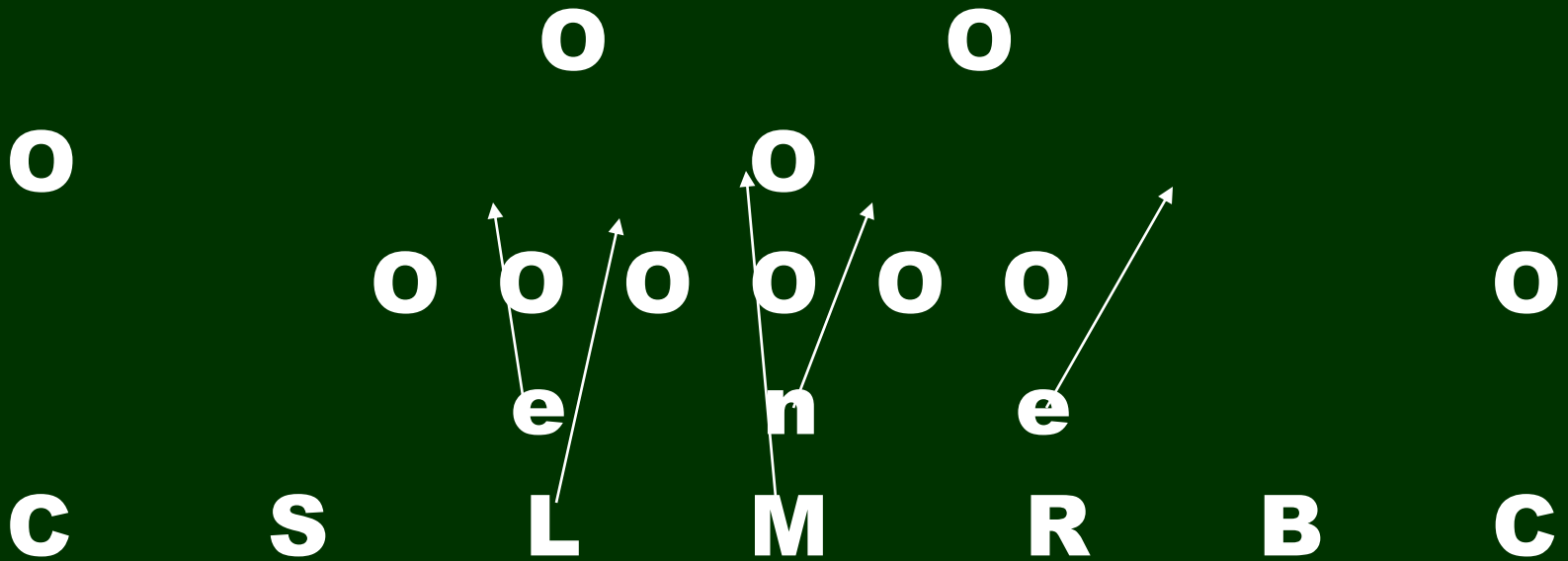
FS

RaM



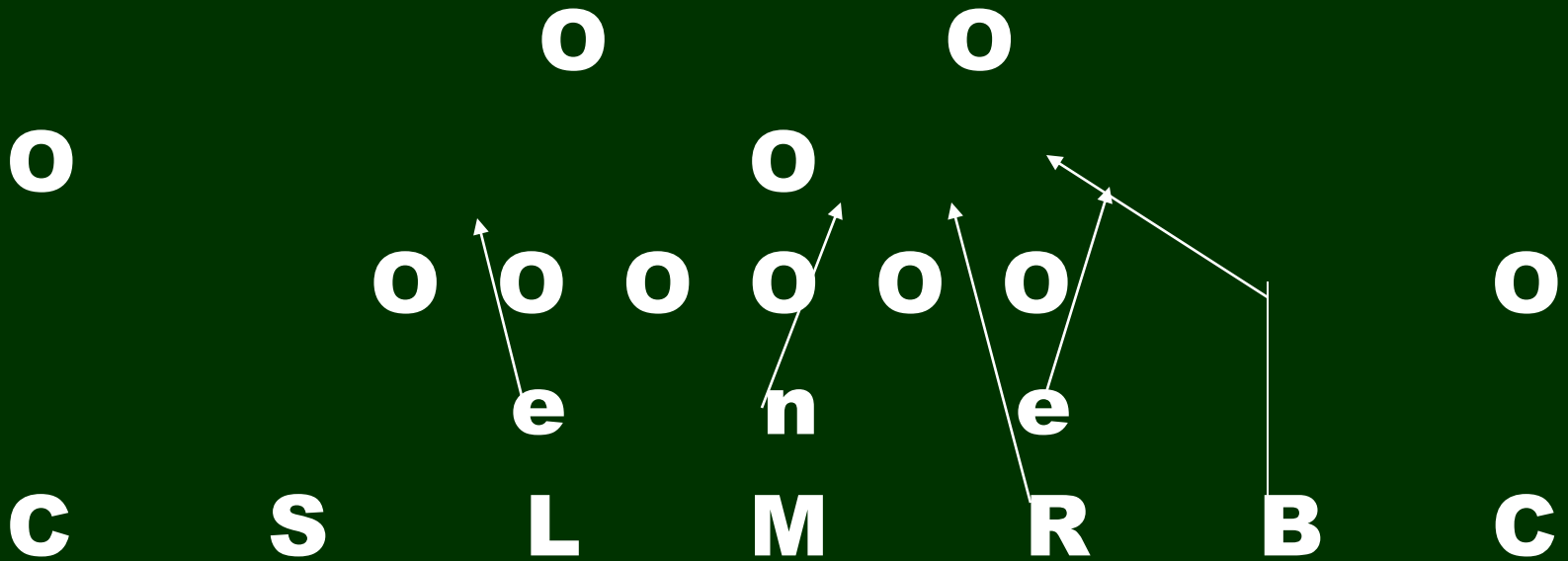
FS

MuLe



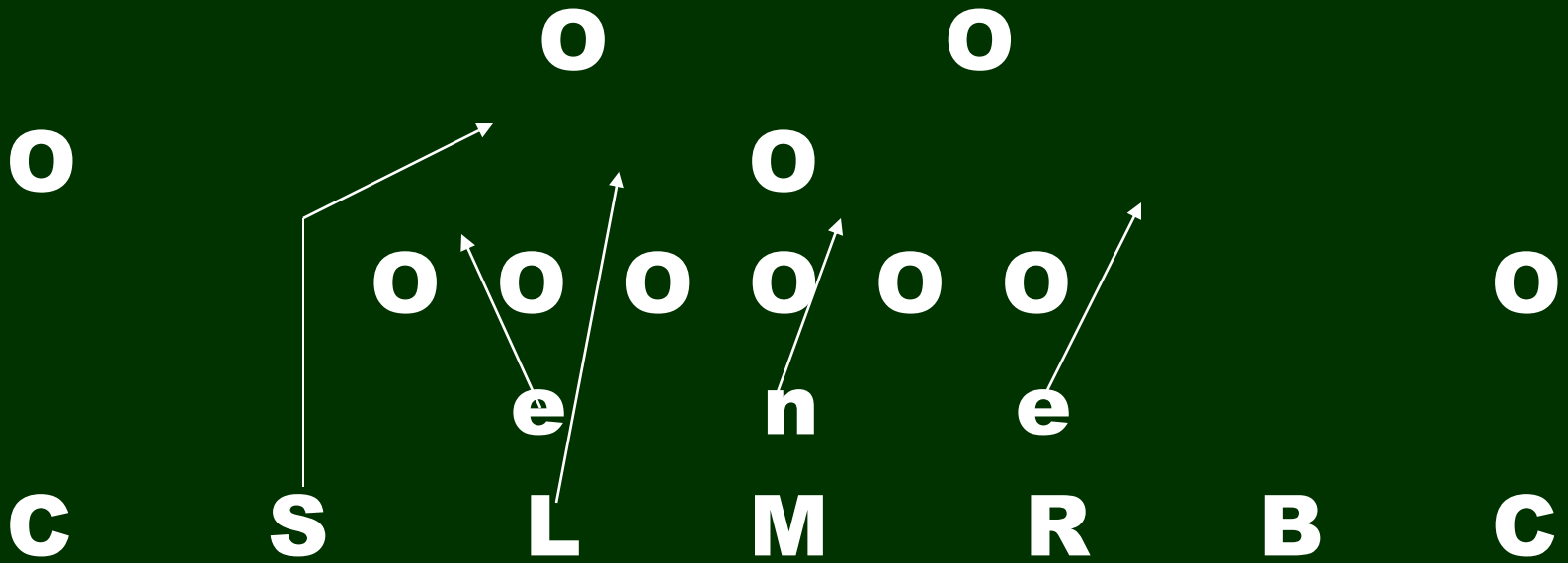
FS

RoB



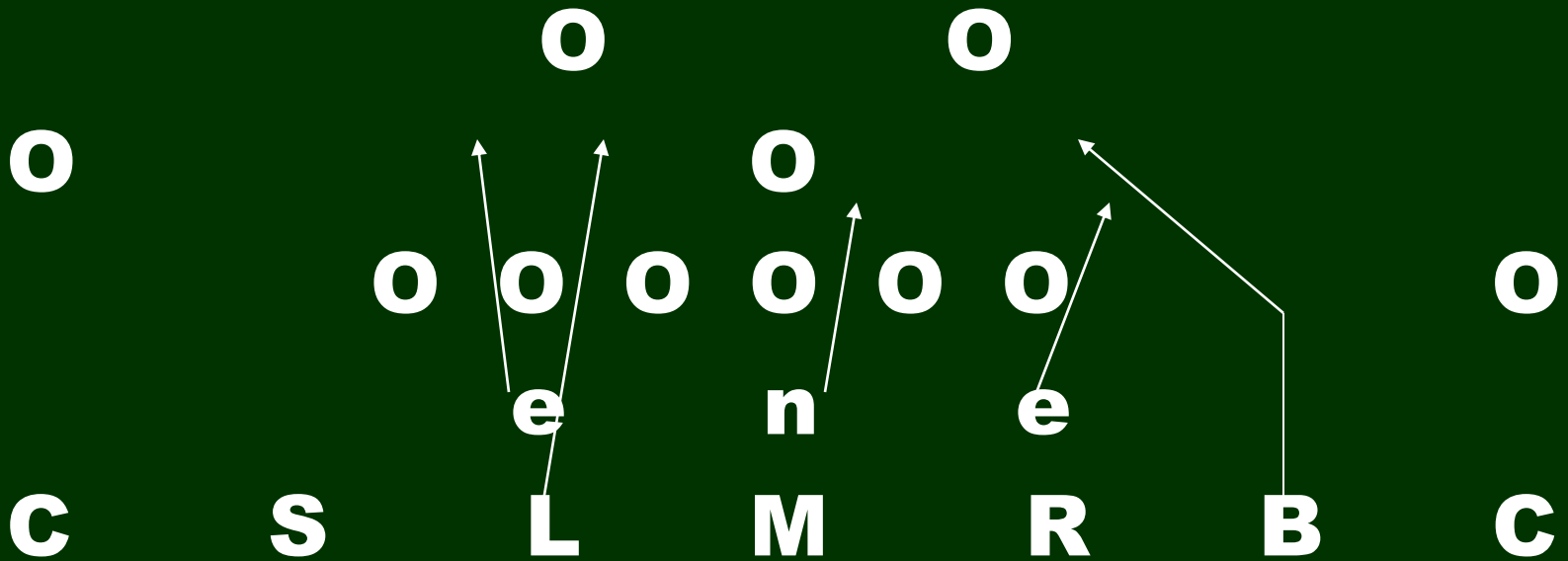
FS

SLow



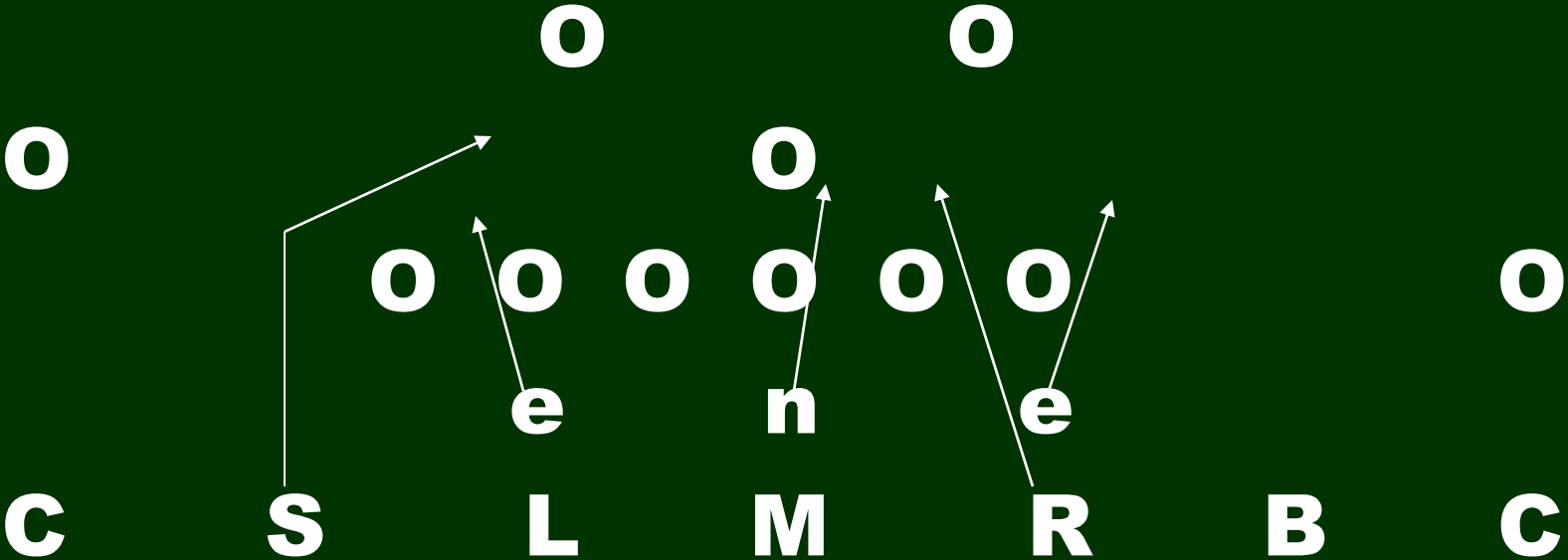
FS

LoB



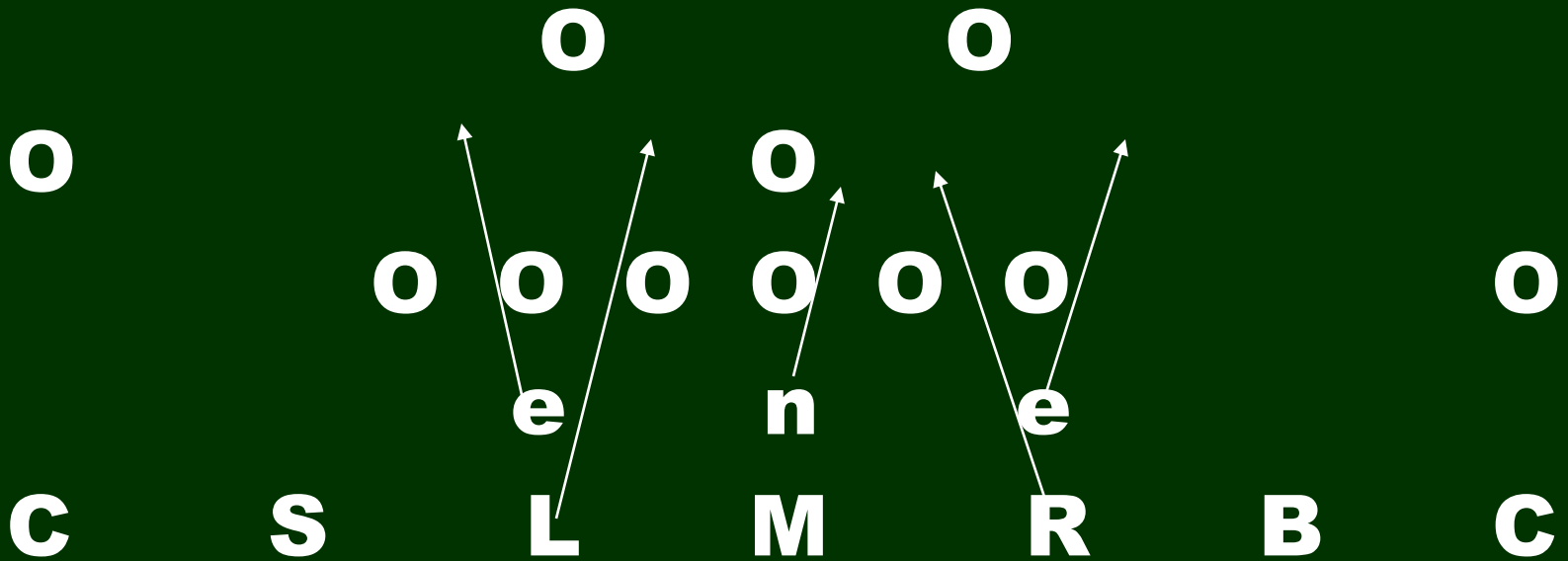
FS

RuSh



FS

LaseR

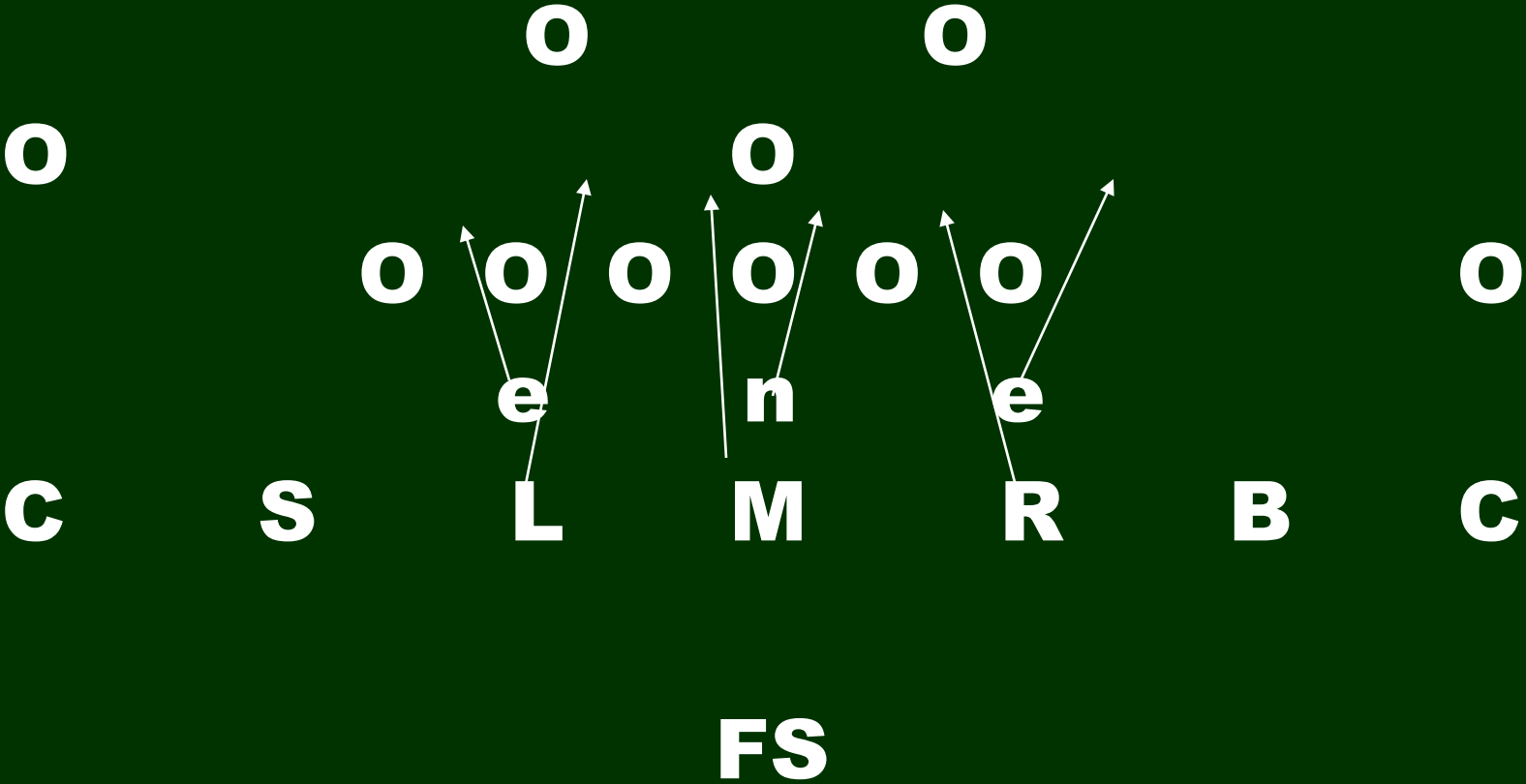


FS

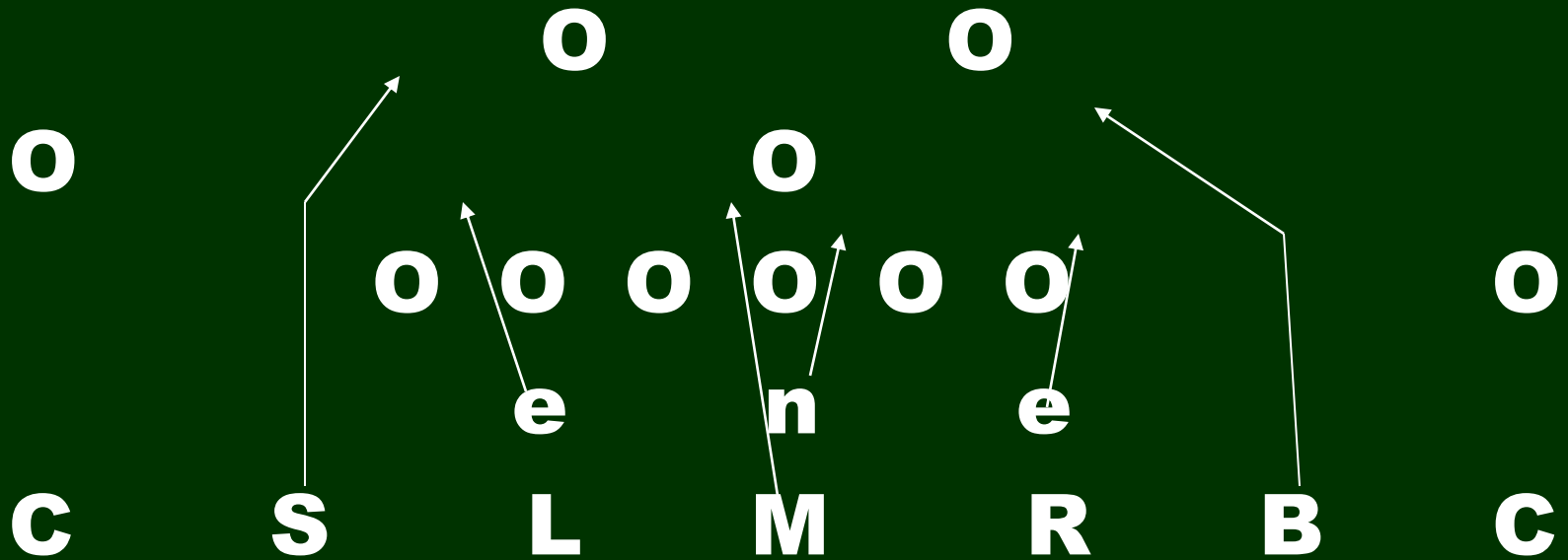
3 Men

- **Lightning**
- **Thunder**

Lightning



Thunder



FS

Flow Types

- **Inside Flow-Between the Guards**
- **Angle Flow-Guard to TightEnd**
- **Fast Flow-outside TightEnd**
- **Split Flow-2 back opposite direction**

Flow Rules for Lou and Roy

Inside to-B gap and spill everything

Inside away-Fill B look for cutback

Angle to-Fill towards b, if color play back outside

Angle Away- Nose up and Scrape play cut back

Fast to-Get to ball

Fast Away-Scrape and play cut back

Split-Play slow check line for play type

Flow Rules for Mac

Inside-Playside A gap. If color play backside and spill hole

Angle-Secure A gap for cutback and look for seam. No seam play over top inside/out relationship

Fast-Over top right NOW, Inside out

Split- Secure A and check Secondary key

Flow Rules for Dawgs

Inside- Fold back slowly- cannot bounce outside

Angle to-read emol force ball to bounce

Angle away-1st key EMOL. Fold Player pulls away-check boot then fold. Scoops away-check reverse and fold

Fast to-Force Player, keep outside arm free

Fast away-Fold, check for boot and reverse, don't be in a hurry