

BAMA

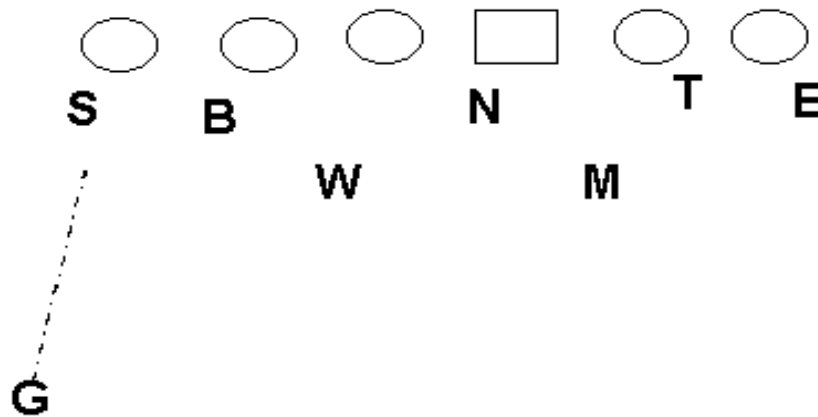
1999

DEFENSIVE

PACKAGE

DEFENSIVE FRONTS

TUFF 5-3



Nose - Shade to the Tight. Control A gap.

Tackle - 3 Technique to Weak side. Control B gap.

End - 3 point stance. Tight 5 Technique. Control C gap.

Bandit - 7 Technique to Strong side. Control C gap.

Sam - Align 9 Technique Strong. Read Tight End

Mike - Align A gap Weak side. 5 yards off LOS.

Will - Align B gap Strong side. 5 yards off LOS.

Griffin/Free - Depending on the game plan. They will assume regular alignment then on cadence "stem" to the required position to Linebacker depth and responsibilities.

DEFENSIVE ADJUSTMENTS

TUFF

HOLD SKY PRO-I	HOLD SKY PRO - TRIPS
CHECK 3 SLOT - I	CHECK 3 SLOT - TRIPS
HOLD SKY FL - I	HOLD SKY FL - TRIPS
HOLD SKY SPREAD	HOLD SKY- AUTO STINGER DBL. SLOT OR 3 WEAK

DEFENSIVE LINE DRILLS

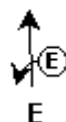
ENDS

BASE



1. DO NOT GIVE GROUND(GAIN IT)
2. FIRE INTO THE GAP SIDE CHEST
3. TAKE MAN ON VERTICAL.

REACH



1. FIRE INTO THE GAP SIDE CHEST.
2. FIGHT PRESSURE.
3. DO NOT GET RAN OUT OF PLAY.

SPLIT EM

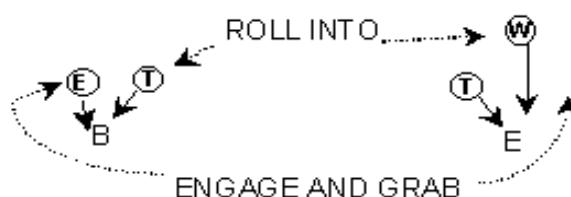
DOUBLE TEAM-COMBO



1. FIRE IN GAP SIDE CHEST OF MAN ON.
2. FEEL PRESSURE OF 2ND MAN.
3. SWIM OR RIP THROUGH THE BLOCKERS

MAKE A PILE

DOUBLE TEAM-COMBO

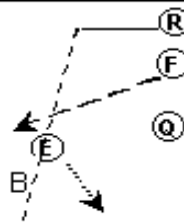


- 1 FIRE IN GAP SIDE CHEST OF MAN ON.
2. GRAB CLOTH OF MAN ON.
- 3.ROLL INTO PRESSURE KEY (MAKE A PILE).

HEAD ACROSS K/OUT

DOWN

STAY LOW

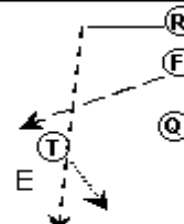


1. SQUEEZE THE DOWN BLOCK TO THE BALL
2. WRONG ARM THE KICK OUT BLOCK

HEAD ACROSS K/OUT

DOWN

STAY LOW

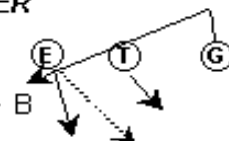


1. SQUEEZE THE DOWN BLOCK TO THE BALL
2. WRONG ARM THE KICK OUT BLOCK

HEAD ACROSS TRAPPER

DOWN

STAY LOW



1. FIRE IN GAP SIDE CHEST OF MAN ON.
2. SQUEEZE THE DOWN BLOCK TO THE BALL
3. PUT YOUR HEAD ACROSS THE NUMBERS OF TRAP

DISRUPT THE TRAPPER

DOWN

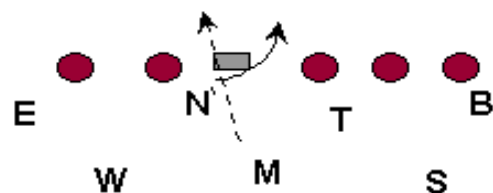


FIGHT PRESSURE

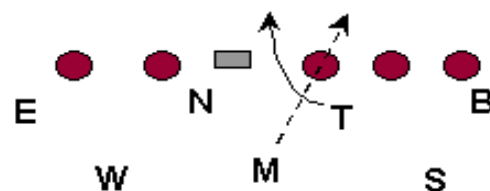
1. FIRE IN GAP SIDE CHEST OF MAN ON.
2. SQUEEZE THE DOWN BLOCK TO THE BALL
3. PUT YOUR HEAD ACROSS THE NUMBERS OF TRAP

APACHE STUNTS

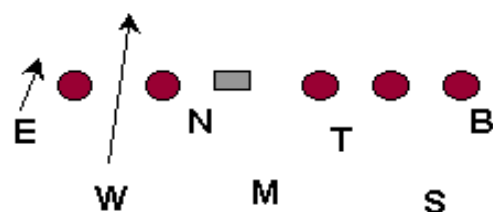
MAN



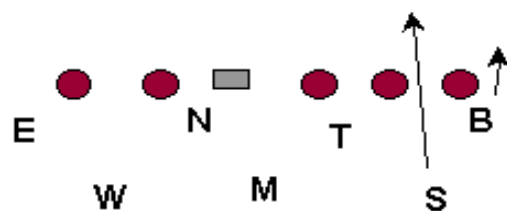
MAT



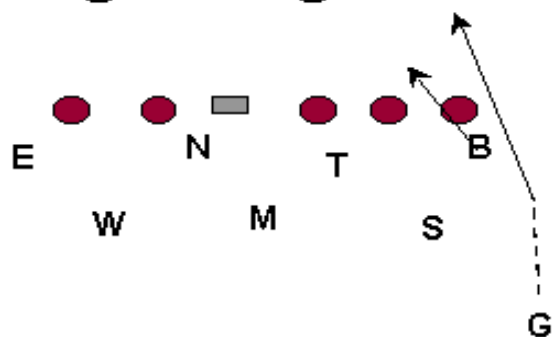
Split Fire



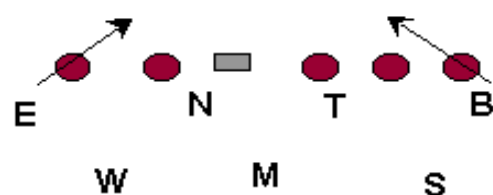
Tight Fire



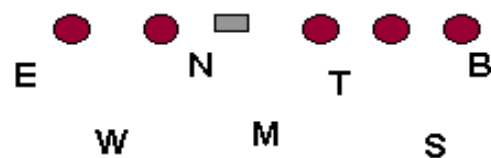
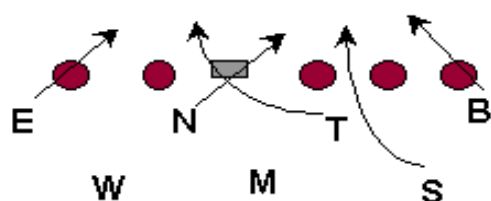
Lightning



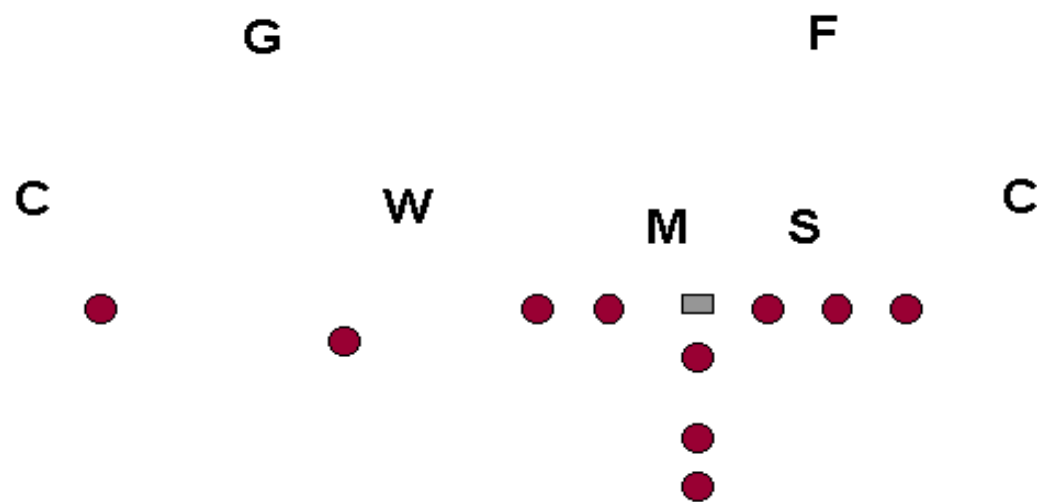
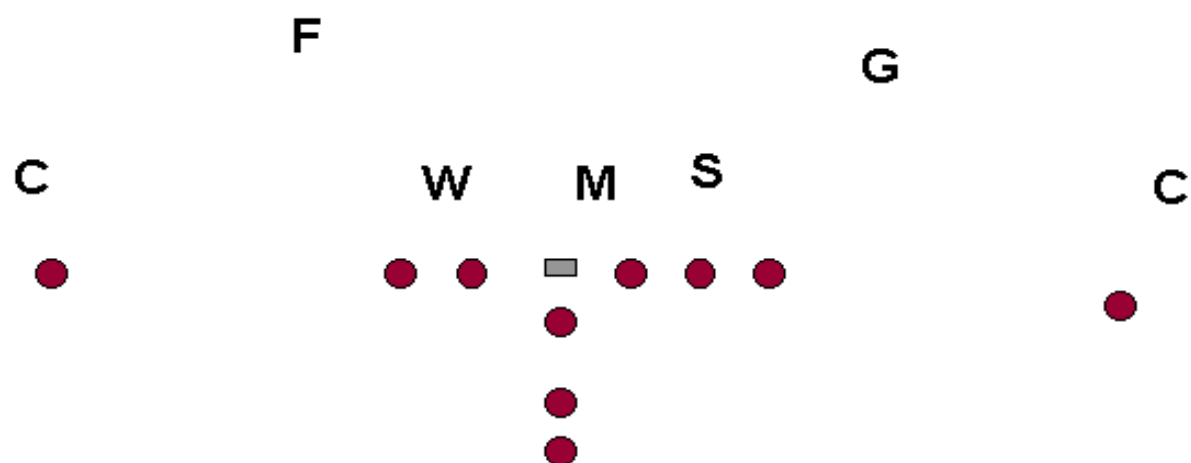
Squeeze



WAR



COVER BLACK



Sam - #2

Will - #2

Mike - #3

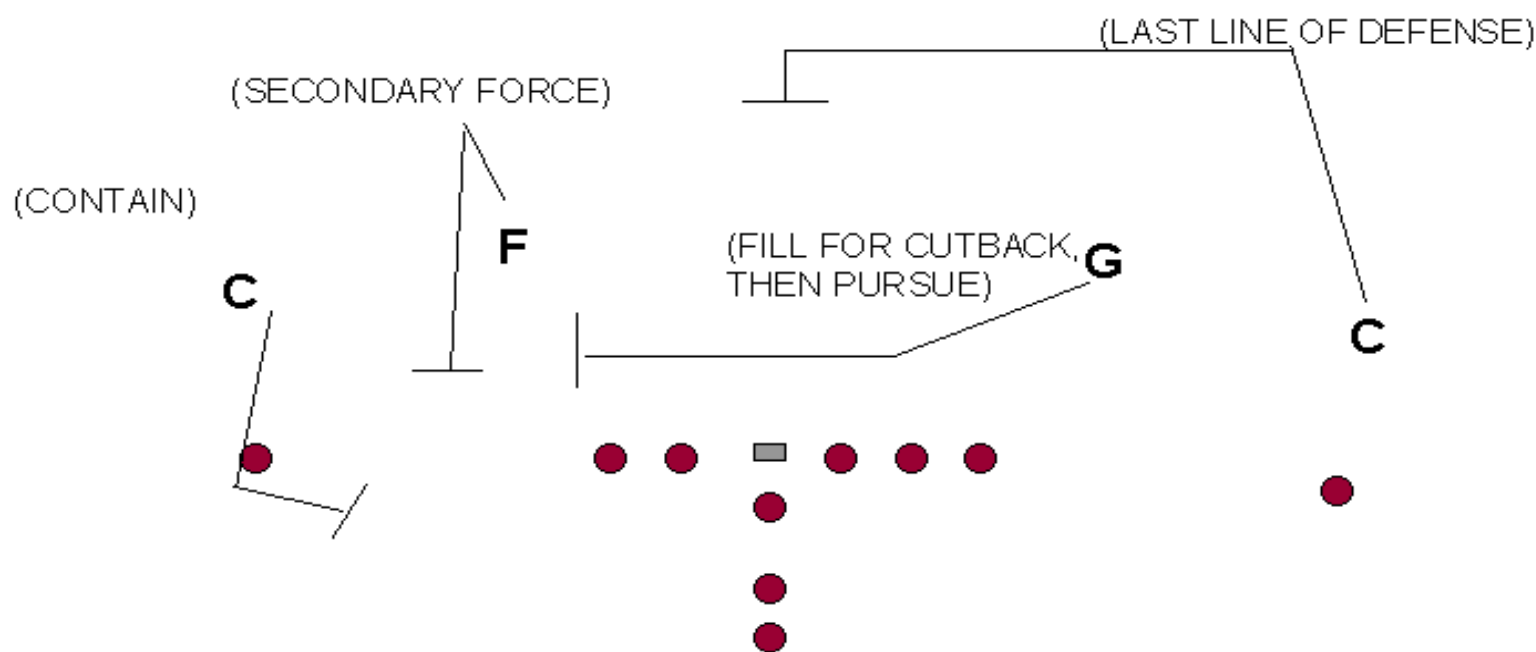
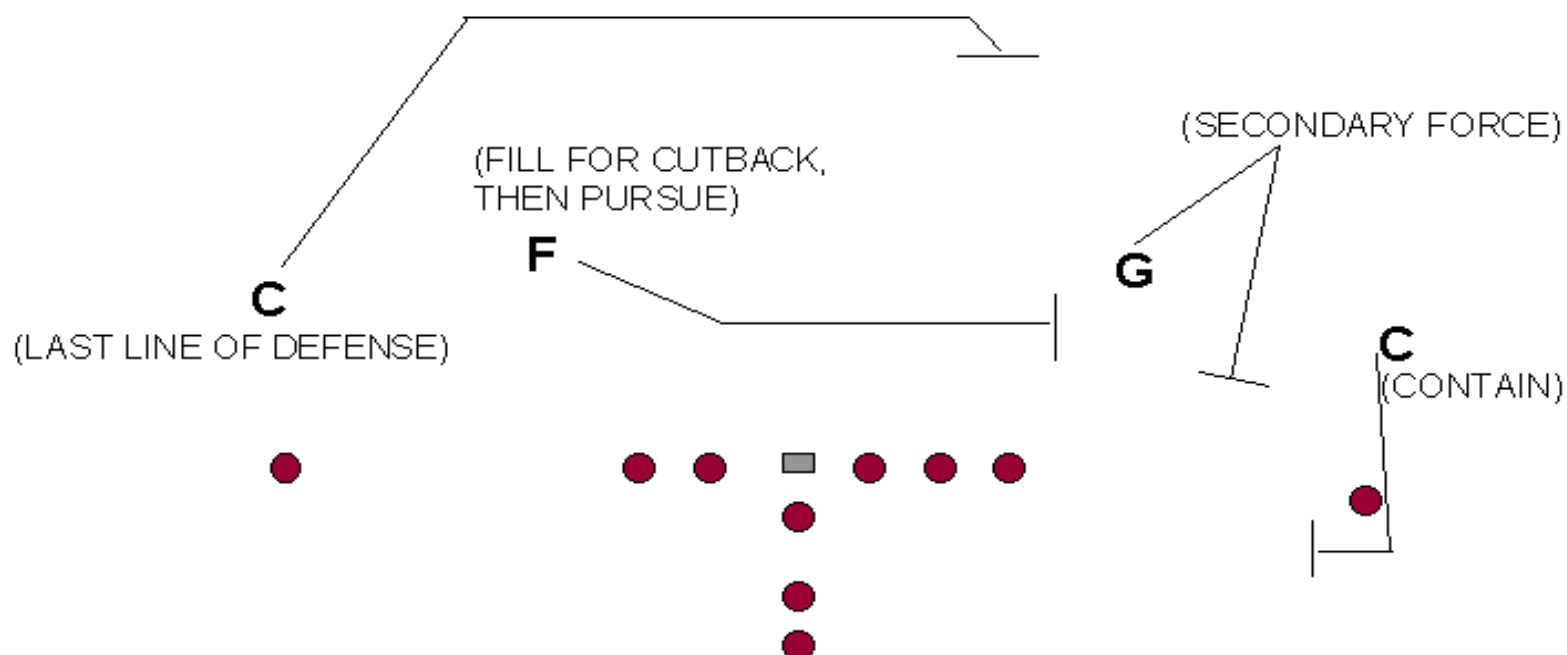
Comers - 5 yards outside shade on #1 and has #1 receiver.

Griffin - 12 deep, splitting #1 and #2. Has Deep 1/2.

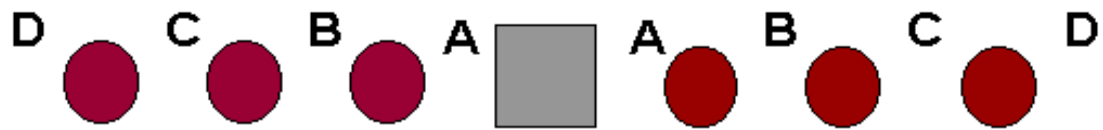
Free - 12 deep. Splitting #1 and #2 within 2 yards of the hash. Has deep 1/2.

RUN SUPPORT

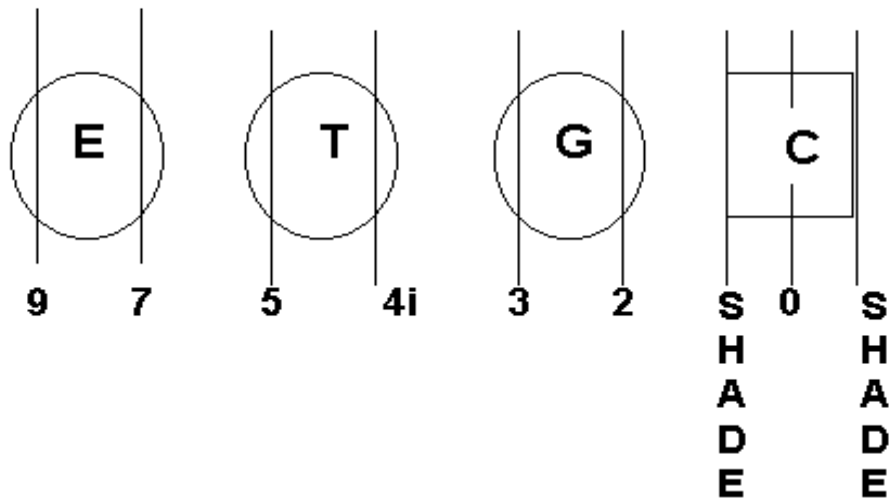
COVER 2



GAP DESIGNATION



TECHNIQUES

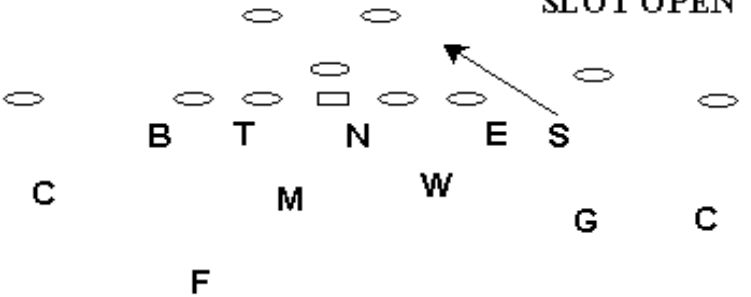
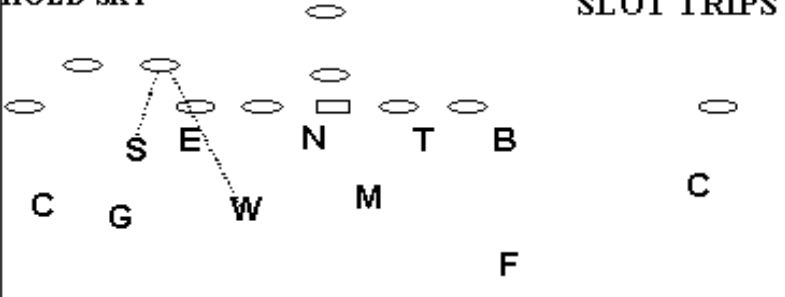
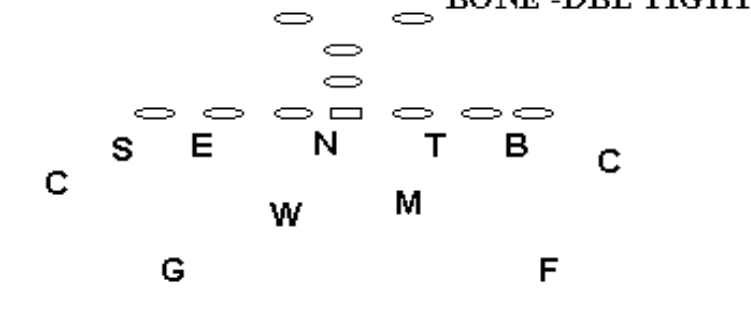
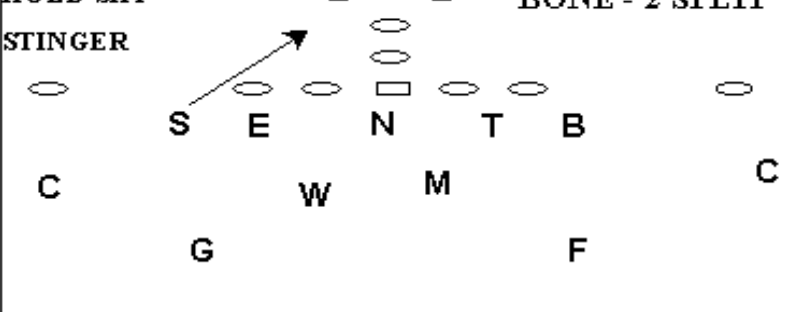
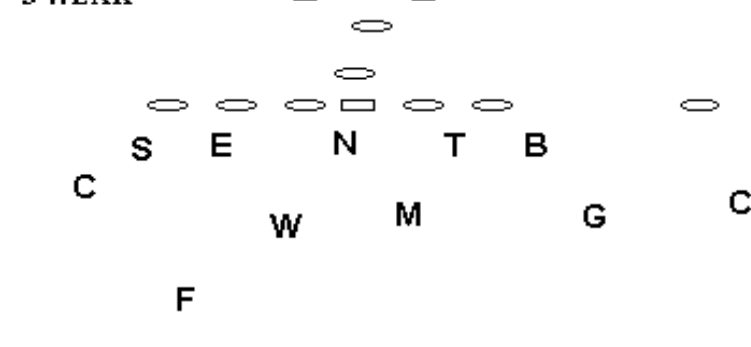
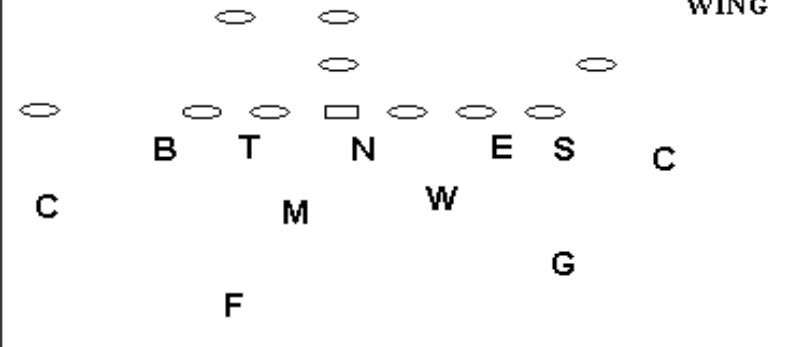
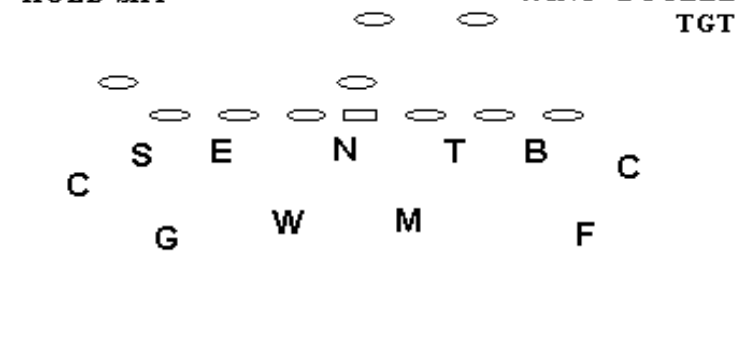


(Base)

DBL SLOT

DEFENSIVE ADJUSTMENTS

TUFF

HOLD SKY STINGER  SLOT OPEN OR 3 WEAK	HOLD SKY  SLOT TRIPS BANJO W / SAM-WILL
HOLD SKY READ CALL  BONE -DBL TIGHT	HOLD SKY STINGER  BONE - 2 SPLIT OR EAGLE 3 WEAK
3 WEAK  BONE -1 SPLIT CLOUD TED	HOLD SKY  WING CLOUD THE WING
HOLD SKY  WING -DOUBLE TGT CLOUD BOTH SIDES	

LINEBACKERS

INTERIOR

MIKE(A GAP-PLUGGER) - This backer will be a A Gap Player. His job will be to stop anything between the tackles. Must have Strength, Intelligence and Quickness along with the ability to adjust on the run.

WILL (B GAP) - This backer will be a B Gap player. His job will be to stop anything between the tackles and to his sideline. Must have Strength, Intelligence, Speed and evasive instincts along with the ability to adjust on the run.

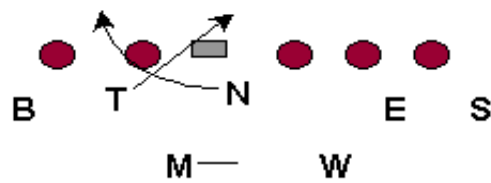
SAM (C - D GAP) - This backer will be a C or D Gap Player. This Backer must possess all of the componets of the others but must have the ability to cover a receiver on a pass.

LINEBACKER MENTALITY

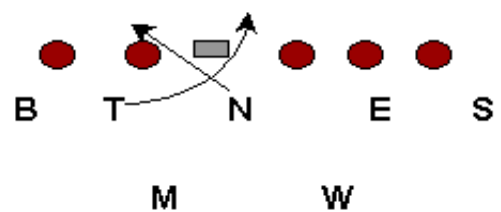
“I WILL BE IN ON EVERY PLAY THAT HAPPENS. I WILL COMMUNICATE ANYTHING I FEEL NECESSARY THAT EVERYONE SHOULD KNOW. I AM THE LEADER. I WILL BE POSITIVE AND MOTIVATE MY TEAMMATES. I WILL MAKE SPLIT SECOND DECISIONS AND HAVE THE TENACITY TO DEFEAT OBSTACLES”

EAGLE STUNTS

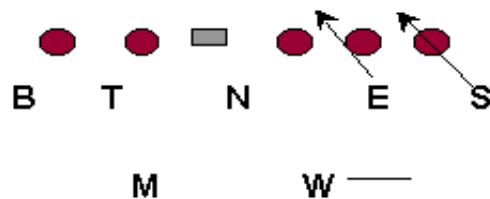
TON



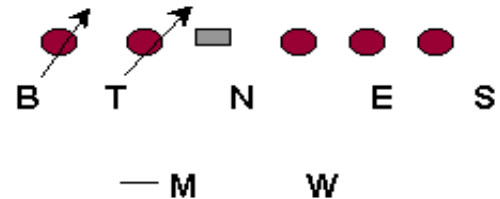
NOT



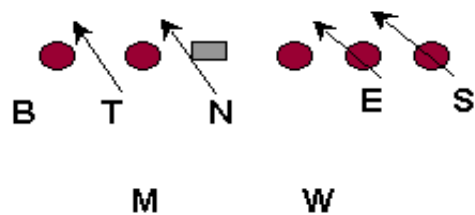
Tight Razor



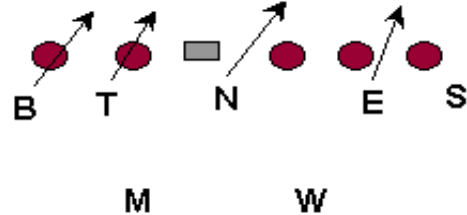
Split Razor



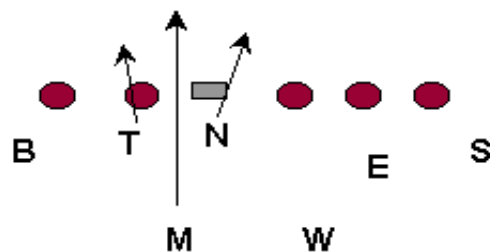
Tight Slant



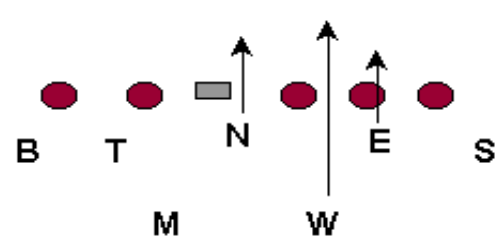
Split Slant



Split Fire



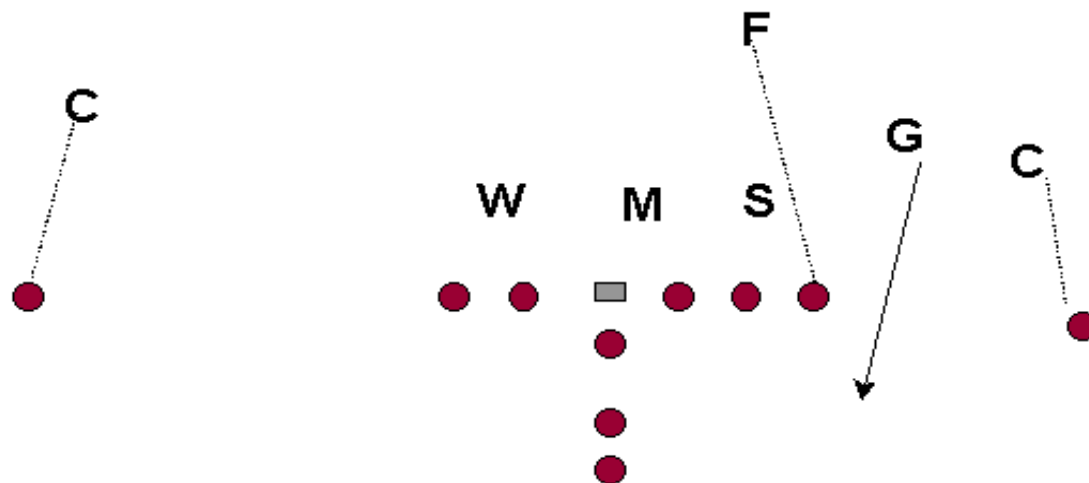
Tight Fire



COVER RED

* **Cover red** is simply a variation of cover white. This will be the call when we do not have all of our defensive backs available for coverage, because one is on a stunt. Red just warns the secondary that one of the defensive backs is on a stunt, and we need to recount the receivers to adjust our responsibilities accordingly. One of the three backers will take the coverage responsibility for the defensive back who is on a stunt.

EXAMPLE:



Apache, Lightning, Red

Corners - 8 deep, inside shade, #1.

Griffin - stemming to the LOS and on a Stunt.

Free - 8 deep inside shade, # 2 Strong

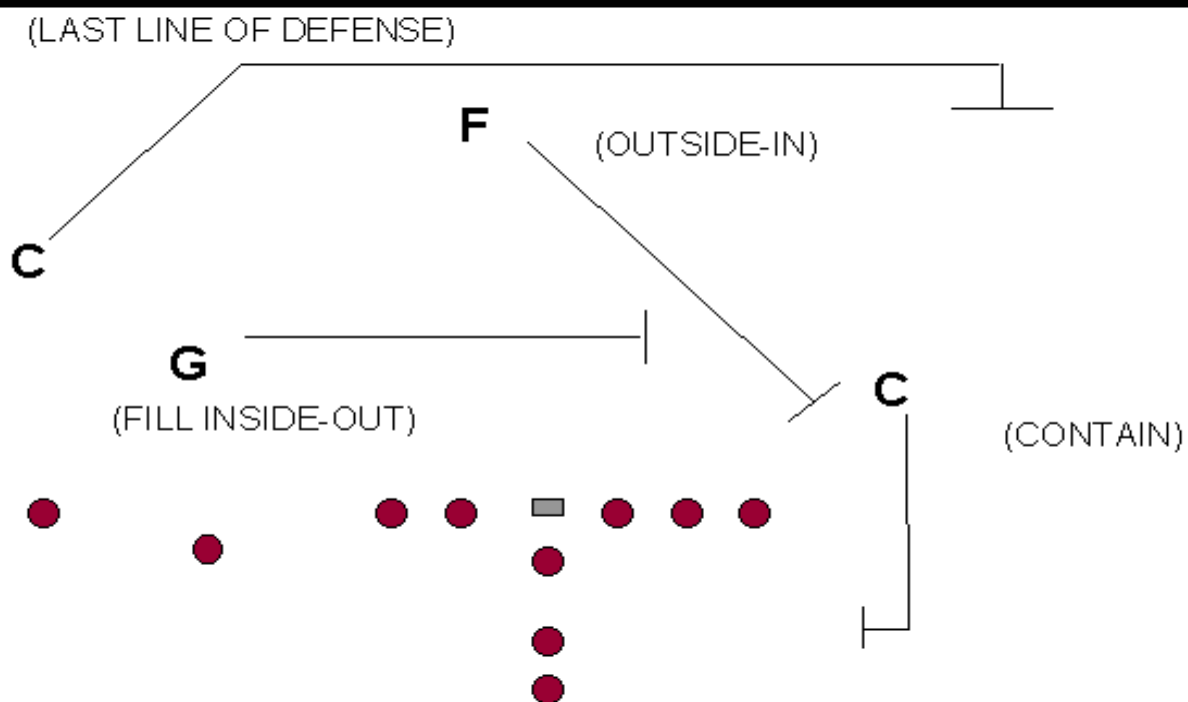
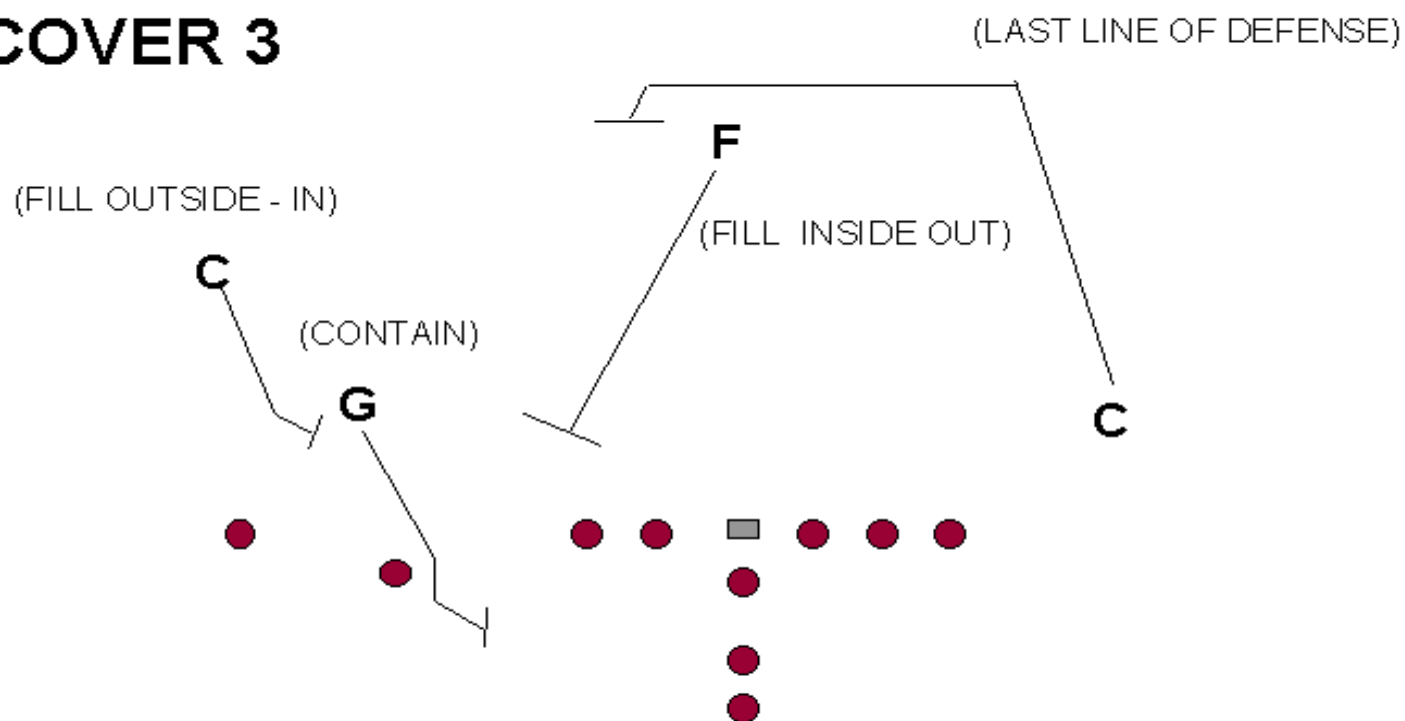
Will - #2 Weak

Mike - #3 Strong

Sam - #3 Weak

RUN SUPPORT

COVER 3



DEFENSIVE HUDDLE

CORNER	FREE SAFETY	MIKE	GRIFFIN	CORNER
SAM	END	NOSE	TACKLE	BANDIT
		WILL		

Nose will set the huddle 3 yards from the LOS, facing the offense. Will gets the signal and then calls the defensive front, stunt, and coverage. Griffin will echo the coverage, and then Will calls, "Ready." The entire defense will answer, "Hit." We will hold hands in the defensive huddle as a show of unity.

KEY

N = Nose (shade)

T = Tackle (3 technique)

E = Eagle End (5 technique)

B = Bandit (7 Weak-9 Strong technique)

S = Sam (Strong C Gap Backer - Strong 9 technique on LOS.)

M = Mike (A Gap Linebacker)

W = Will (B Gap Linebacker)

G = Griffin (Strong Safety)

F = (Free Safety)

C = (Corners)

DEFENSIVE ADJUSTMENTS

APACHE - SKY

(Base)

HOLD SKY ○ ○ SLOT OPEN	HOLD SKY ○ SLOT TRIPS OPEN OR 3 STRONG
HOLD SKY ○ ○ BONE -DBLTIGHT EAGLE WEAK	HOLD SKY ○ ○ BONE - 2 SPLIT OR 3 WEAK
HOLD SKY ○ ○ BONE -1 SPLIT	HOLD SKY - CLOUD TO WING WING
HOLD SKY ○ WING -DOUBLE EAGLE TO WING TGT	

DEFENSIVE LINE TECHNIQUE

NOSE(SHADE) and TACKLE (3 TECHNIQUE)

* Fire off into the gap side chest of the lineman you are shaded with near hand(sternum) and outside (leverage hand) grabbing cloth on the shoulder of opponent.

* The next step is to react to the block he is executing.

1. **DOWN BLOCK** (CLOSED DOOR) - CLOSE HARD AND SQUEEZE THE LINE MAN, INTERRUPTING HIS IMMEDIATE PATH OF TRAVEL.

FLOW TO: PRIORITY #1 WRONG ARM THE PULLING LINEMAN.

FLOW AWAY: GET DEPTH OF BALL AND CHASE (LOOK FOR BOOT).

IF BOOT: RE-DIRECT AND CUT THE QUARTERBACK OFF.

2. **BASE** (OPEN DOOR) - PENETRATE THE GAP SIDE CHEST OF O-LINEMAN.

A. LEVERAGE HAND UNDER SHOULDER PAD ON ARM.

B. POWER HAND ON STERNUM.

C. DRIVE THE LINEMAN INTO THE BACKFIELD.

* DO NOT GIVE GROUND!

3. **DOUBLE TEAM OR COMBO-** FIRE INTO THE SHADED LINEMAN. WHEN YOU FEEL PRESSURE FROM ADJACENT LINEMAN:

#1: SPLIT THE DOUBLE TEAM

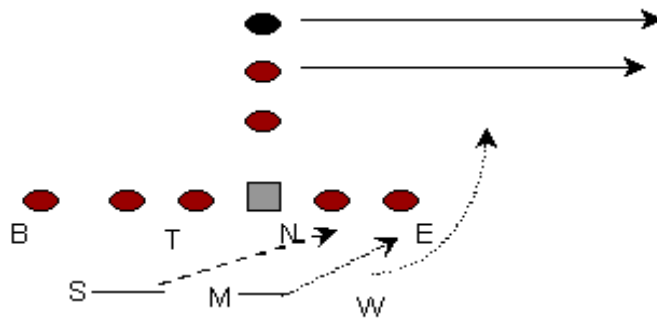
#2: DROP TO THE GROUND GRABBING CLOTH OF THE MAN ENGAGED AND ROLL INTO THE 2ND LINEMAN.

MENTALITY - YOU MUST THINK, "IF THEY DO NOT DOUBLE ME I WILL MAKE THIS PLAY."

LINEBACKERS INTERIOR

FAST FLOW

WEAK



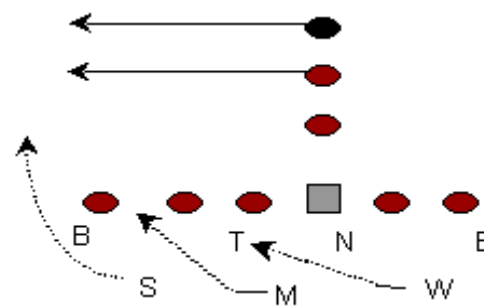
WILL: RUN TROUGH AND FORCE HARD UPFEILD IN C GAP

MIKE: RUN HARD TO OPPOSITE B GAP OVER THE TOP. STAY INSIDE OUT ON BALL.

SAM: PURSUE FLAT, OVER THE TOP OF BLOCKS. (AIMING POINT BACKSIDE C GAP READY FOR CUTBACK.)

FAST FLOW

STRONG



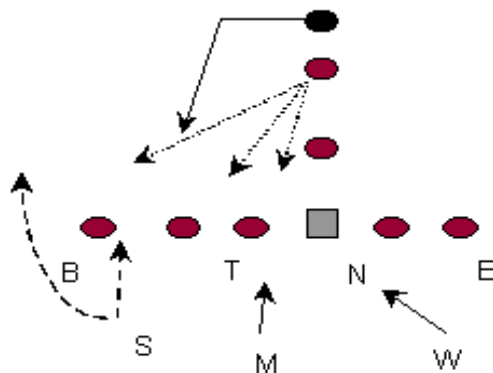
WILL: PURSUE FLAT, OVER THE TOP OF BLOCKS. (AIMING POINT BACKSIDE B GAP READY FOR CUTBACK.)

MIKE: RUN HARD TO OPPOSITE B GAP OVER THE TOP. STAY INSIDE OUT ON BALL

SAM: RUN TROUGH AND FORCE HARD UPFEILD IN D GAP

DIVE FLOW

STRONG

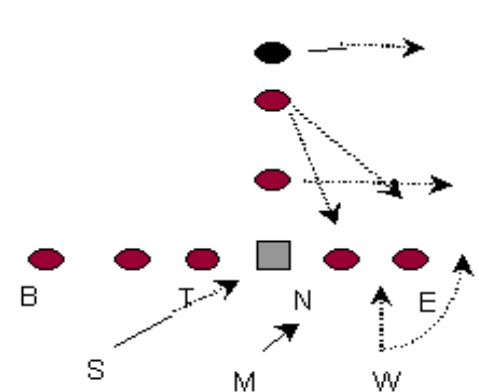


WILL: RUN THROUGH AND FORCE HARD UPFEILD THROUGH C GAP IF CLOSED DOOR, D GAP IF OPEN DOOR.

MIKE: STEP TO OUTSIDE HALF OF A GAP ADJUST TO OPEN CLOSED DOOR

SAM: AIM TO RUN THROUGH CENTER'S NECK FOR CUTBACK. MUST ATTACK UNDERNEATH SCOOP BLOCKS.

WEAK



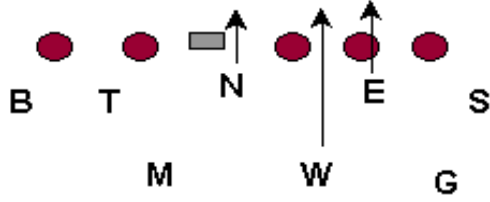
WILL: RUN THROUGH AND FORCE HARD UPFEILD THROUGH B GAP IF OPEN DOOR, C GAP IF CLOSED DOOR.

MIKE: RUN THROUGH GUARDS NECK. ADJUST TO OPEN/CLOSED DOOR.

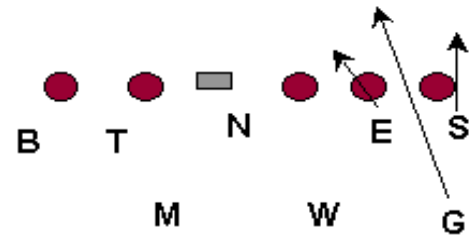
SAM: RUN THROUGH CENTER'S NECK, UNDERNEATH SCOOP BLOCKS.

TUFF STUNTS

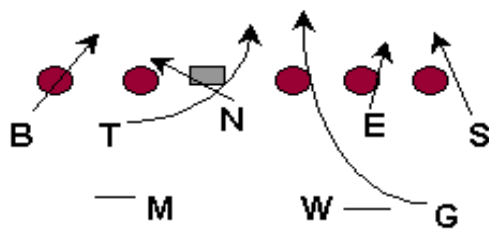
Tight Fire



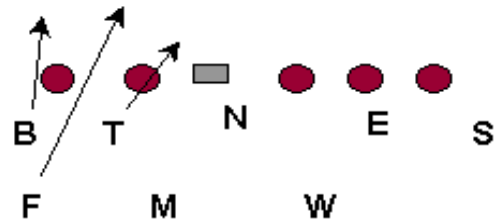
SEXY



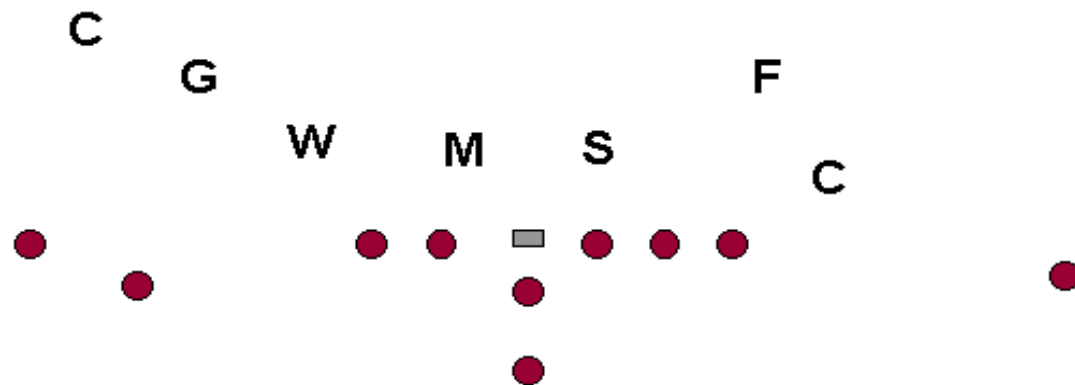
War



FOXY



COVER SKY



SAM - get underneath #2. If #2 goes out, rob #1

MIKE -

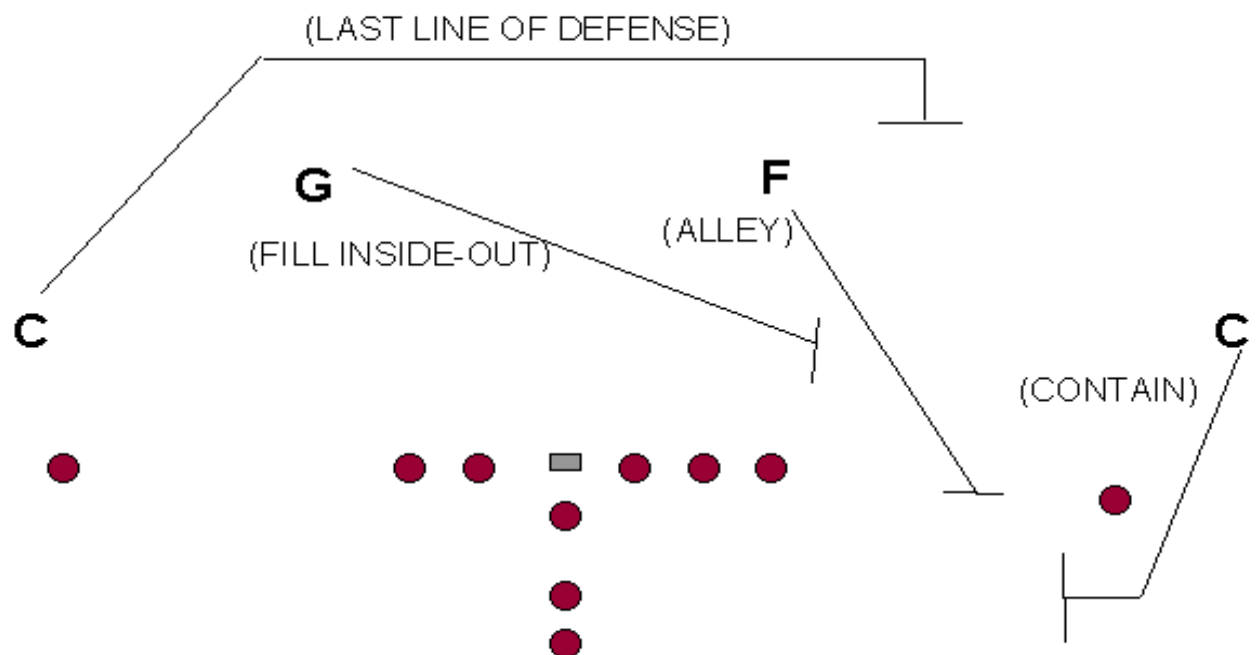
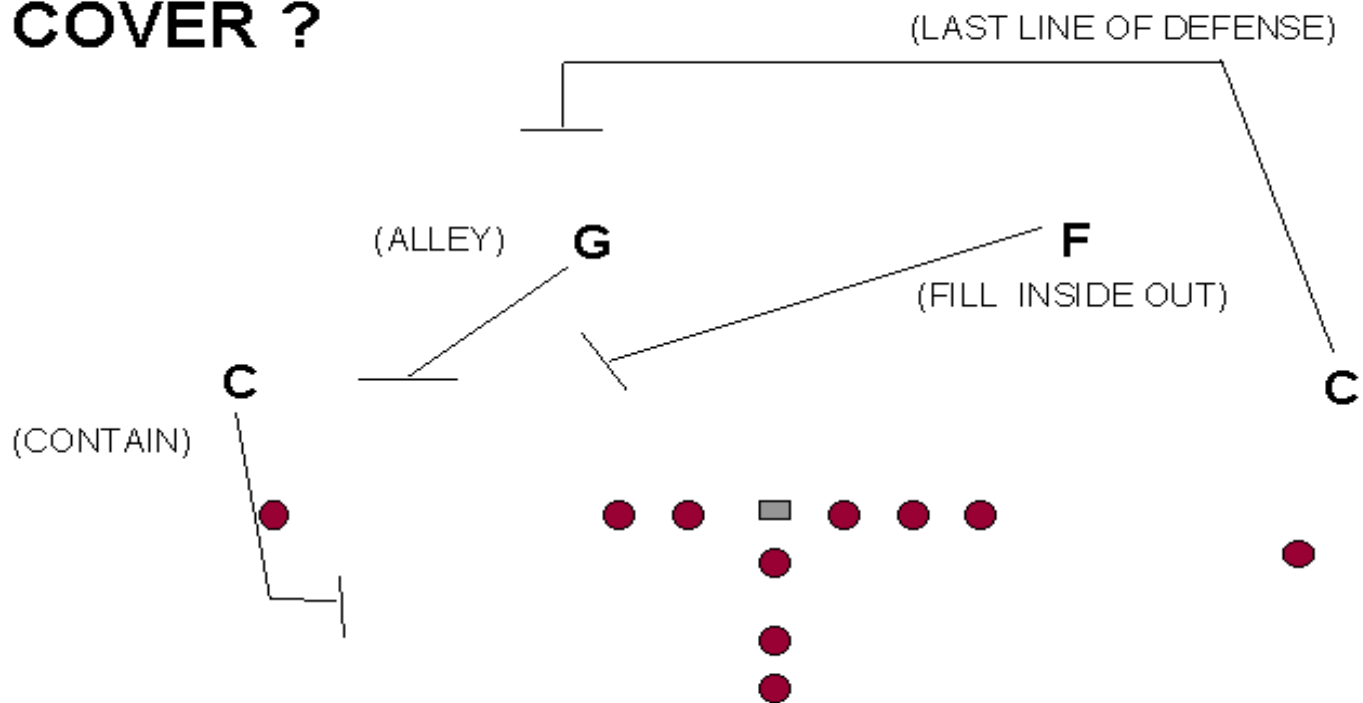
WILL -

CORNERS - Has #1 receiver on any verticle route.

SAFETY'S - Has #2 verticle or outside release. If #2 goes under he gets depth and boxes out #1 and robs backside dig.

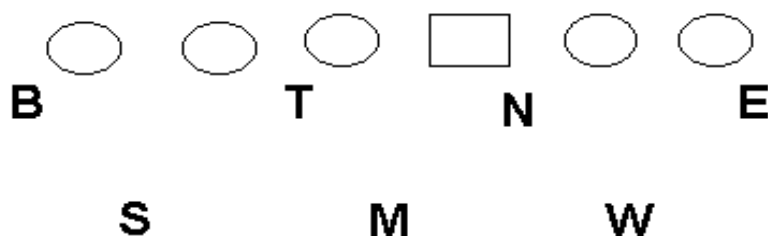
RUN SUPPORT

COVER ?



DEFENSIVE FRONTS

APACHE (Base)



Linebackers will always make strength call to the Strong Side. This means with Apache, the call will be to the Tight End side. With no Tight, the call will be to the 2 receiver side. When set is balanced, the call will be to the Wide Side of the field, or if in the middle of the football field, an automatic "left" call will be made.

Nose - Shade to the Weak side. Control A gap.

Tackle - 3 Technique to Strong side. Control B gap.

End - 5 Technique to Weak side. Control C gap.

Bandit - 3 point stance. 9 Technique to the Strong side. control D gap.

Sam - Line Strong side C gap. 5 yards off LOS.

Mike - Line up Strong side A gap. 5 yards off LOS.

Will - Line up Weak side B gap. 5 yards off LOS.

DEFENSIVE ADJUSTMENTS

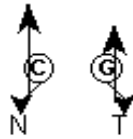
EAGLE- SKY

HOLD SKY PRO-I	HOLD SKY PRO - TRIPS
CHECK 3 SLOT - I	CHECK 3 SLOT - TRIPS
HOLD SKY FL - I	HOLD SKY FL - TRIPS
HOLD SKY SPREAD	HOLD SKY- AUTO STINGER DBL. SLOT OR 3 WEAK

DEFENSIVE LINE DRILLS

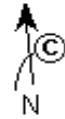
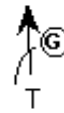
NOSE - TACKLE

BASE



1. DO NOT GIVE GROUND(GAIN IT)
2. FIRE INTO THE GAP SIDE CHEST
3. DO NOT SWIM OR RIP THROUGH SHOULDER.

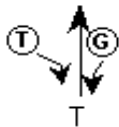
REACH - SCOOP



1. FIRE INTO THE GAP SIDE CHEST.
2. FIGHT PRESSURE.
3. DO NOT GET RAN OUT OF PLAY.

SPLIT EM

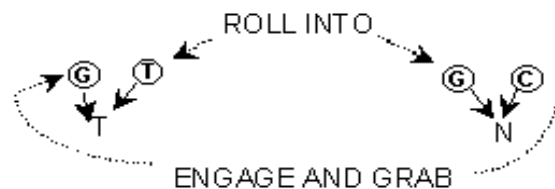
DOUBLE TEAM-COMBO



- 1 FIRE IN GAP SIDE CHEST OF MAN ON.
2. FEEL PRESSURE OF 2ND MAN.
3. SWIM OR RIP THROUGH THE BLOCKERS.

MAKE A PILE

DOUBLE TEAM-COMBO

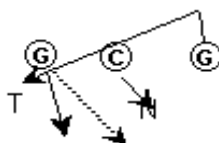


- 1 FIRE IN GAP SIDE CHEST OF MAN ON.
2. GRAB CLOTH OF MAN ON.
- 3.ROLL INTO PRESSURE KEY (MAKE A PILE).

HEAD ACROSS TRAPPER

DOWN

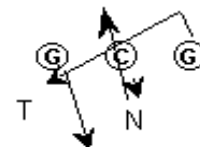
STAY LOW



1. FIRE IN GAP SIDE CHEST OF MAN ON.
2. SQUEEZE THE DOWN BLOCK TO THE BALL
3. PUT YOUR HEAD ACROSS THE NUMBERS OF TRAP

DISRUPT THE TRAPPER

DOWN



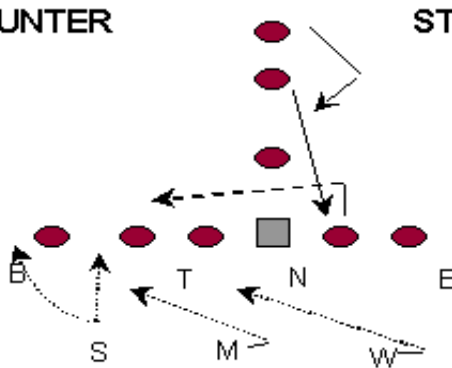
FIGHT PRESSURE

1. FIRE IN GAP SIDE CHEST OF MAN ON.
2. SQUEEZE THE DOWN BLOCK TO THE BALL
3. PUT YOUR HEAD ACROSS THE NUMBERS OF TRAP

LINEBACKERS INTERIOR

COUNTER

STRONG

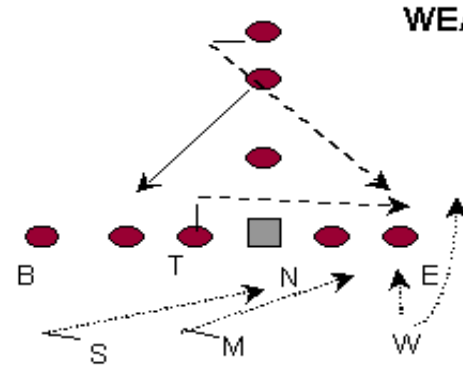


WILL: PURSUE FLAT WITH OPPOSITE C
GAP AS AIMING POINT. OVER TOP OF
SCOOP BLOCK. STAY INSIDE OUT AND
LOOK FOR CUTBACK.

MIKE: FILL HARD TO C GAP. STAY INSIDE
OUT ON BALL CARRIER, UNDERNEATH
TED'S DOWN BLOCK

SAM: FILL TIGHT OUTSIDE OFF D-ENDS
BUTT, IF HE IS KICKED, FILL INSIDE. MAKE
PLAY BOUNCE

WEAK



WILL: FILL TIGHT OUTSIDE OFF D-ENDS
BUTT. IF HE GETS TRAPPED, FILL UP INSIDE
OF HIM. MAKE PLAY BOUNCE.

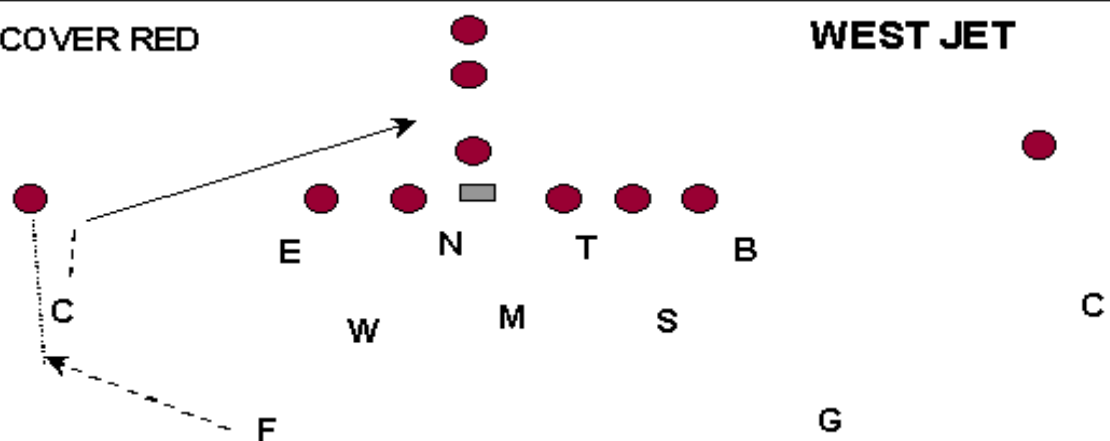
MIKE: FILL HARD TO OPPOSITE B GAP.
STAY INSIDE OUT ON BALL, COME
UNDERNEATH TACKLES DOWN BLOCK.

SAME: PURSUE FLAT WITH OPPOSITE B GAP AS AIMING POINT, OVER THE TOP OF SCOOP BLOCK. STAY INSIDE OUT AND READY FOR CUTBACK.

CORNER STUNTS

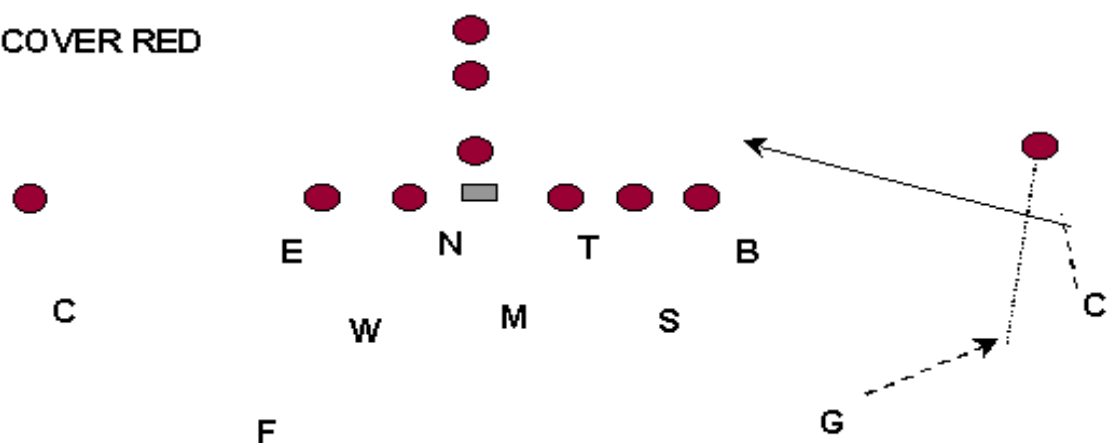
ONLY OUT OF COVER RED

WEST JET

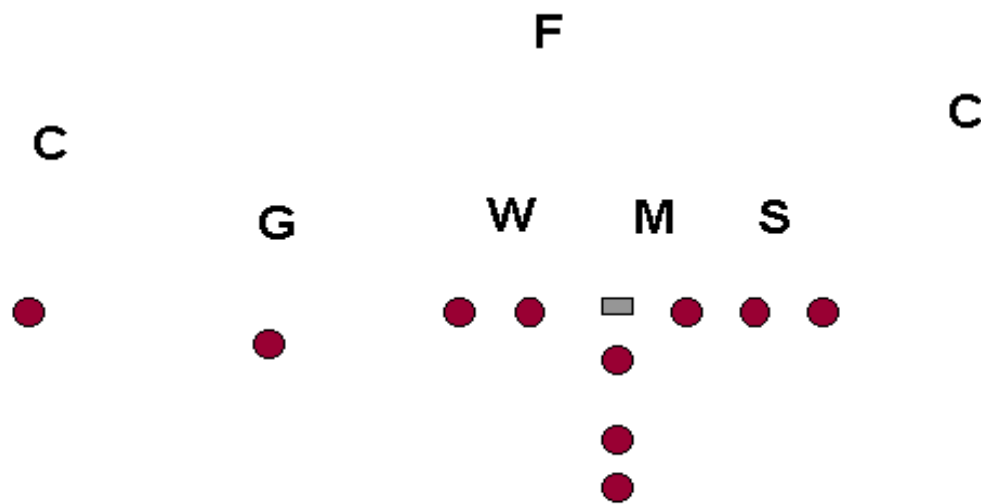


ONLY OUT OF COVER RED

JET



COVER 3



Sam - Flat weak.

Will - Curl strong.

Mike - Curl weak.

Corners - 8 deep, outside shade on #1. Outside 1/3.

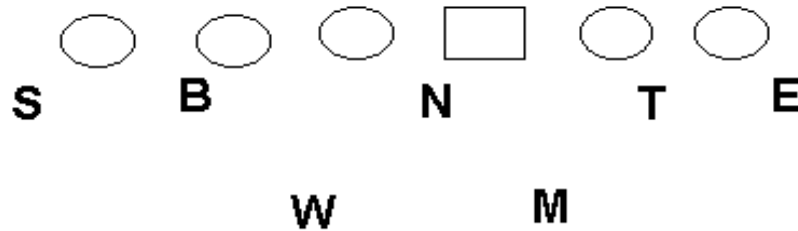
Griffin - 5 deep, outside shade on #2. Flat.

Free - 12 deep, Middle 1/3

DEFENSIVE FRONTS

Eagle

5-2



Nose - Shade to the Tight side. Control A gap.

Tackle - 3 Technique to Weak side. Control B gap.

End - 3 point stance. Tight 5 Technique. Control C gap.

Bandit - 7 Technique to Strong side. Control C gap.

Sam - Align 9 Technique Strong. Read Tight End

Mike - Align A gap Weak side. 5 yards off LOS.

Will - Align B gap Strong side. 5 yards off LOS.

DEFENSIVE ADJUSTMENTS

EAGLE - SKY

HOLD SKY STINGER SLOT OPEN OR 3 WEAK	HOLD SKY SLOT TRIPS BANJO W / SAM-WILL
HOLD SKY READ CALL BONE -DBL TIGHT	HOLD SKY STINGER BONE - 2 SPLIT OR EAGLE 3 WEAK
3 WEAK BONE -1 SPLIT CLOUD TED	HOLD SKY WING CLOUD THE WING
HOLD SKY WING -DOUBLE TGT CLOUD BOTH SIDES	

DEFENSIVE LINE TECHNIQUE

ENDS

END- 5 TECHNIQUE

BANDIT - 7 / 9 TECHNIQUE

1. **DOWN BLOCK** (CLOSED DOOR) - CLOSE HARD AND SQUEEZE THE LINE MAN, INTERRUPTING HIS IMMEDIATE PATH OF TRAVEL.

FLOW TO: PRIORITY #1 WRONG ARM THE KICK OUT BLOCK BY RB.

FLOW TO: PRIORITY #2 WRONG ARM THE PULLING LINEMAN.

FLOW AWAY: GET DEPTH OF BALL AND CHASE (LOOK FOR BOOT).

IF BOOT: RE-DIRECT AND CUT THE QUARTERBACK OFF.

2. **BASE** (OPEN DOOR) - PENETRATE THE GAP SIDE CHEST OF O-LINEMAN.

A. LEVERAGE HAND UNDER SHOULDER PAD ON ARM.

B. POWER HAND ON STERNUM.

C. DRIVE THE LINEMAN INTO THE BACKFIELD.

* DO NOT GIVE GROUND!

3. **DOUBLE TEAM OR COMBO**- FIRE INTO THE SHADED LINEMAN. WHEN YOU FEEL THE PRESSURE KEY FROM ADJACENT LINEMAN:

#1: SPLIT THE DOUBLE TEAM

#2: DROP TO THE GROUND GRABBING CLOTH OF THE MAN ENGAGED AND ROLL INTO THE 2ND LINEMAN.

4. **REACH OR SCOOP** - FIRE INTO THE SHADED LINEMAN AND DRIVE HIM UPFIELD.

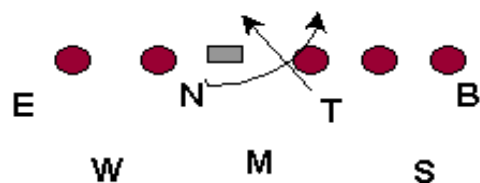
1. PLAY AS YOU WOULD A BASE BLOCK, (GET VERTICAL MOVEMENT.)

* **7 TECHNIQUE** - ATTACK TIGHT END AND KEEP INSIDE ARM FREE. READ NEAR BACK. IT IS IMPERATIVE THAT OUR 7 TECHNIQUE NEVER GET SCOOPED BY THE OFFENSIVE TACKLE TO THE INSIDE.

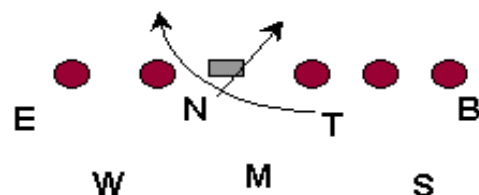
“VERTICALLY MOVE THE MAN ON”

APACHE STUNTS

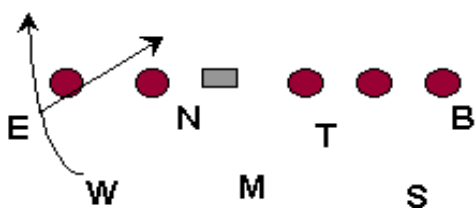
TON



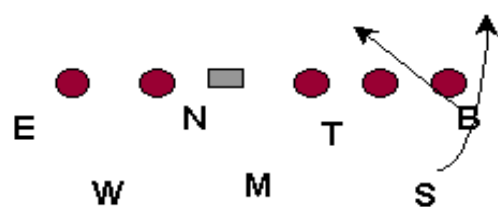
NOT



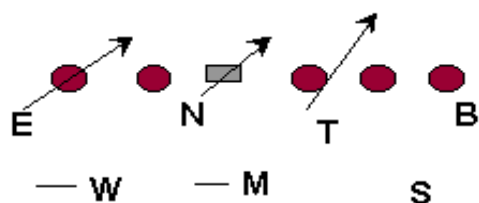
Split Exit



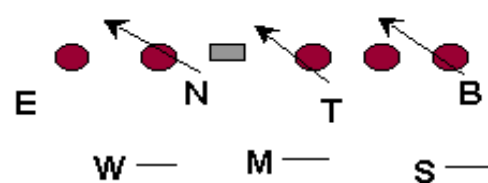
Tight Exit



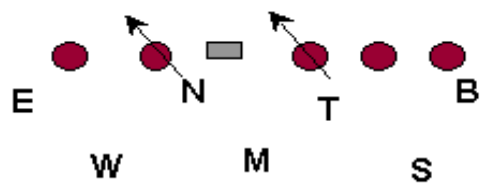
TIGHT SLANT



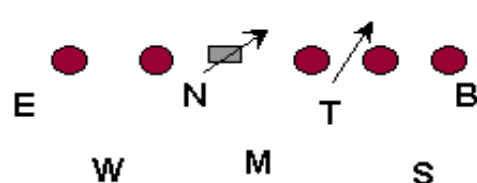
SPLIT SLANT



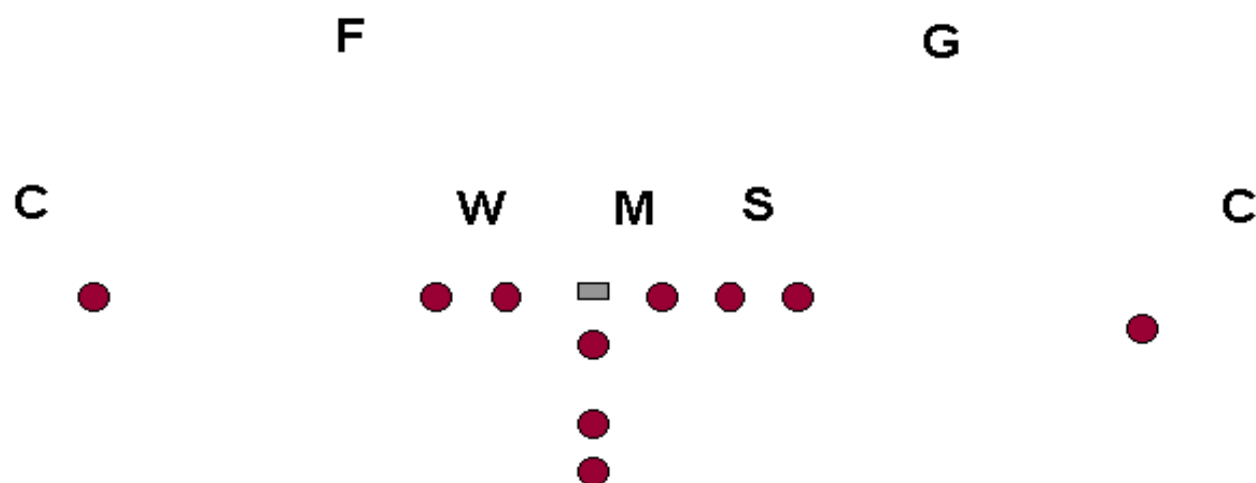
SPLIT Pinch



TIGHT Pinch



COVER 2



Sam - Curl

Will - Curl

Mike - Collision drag, screens, and draws.

Comers - 3-5 deep, outside shade on #1. Flat

Griffin - 12 deep, Splitting #1 and #2 within 2 yards of the hash. 8 yards when #1 is a tight end. 1/2 field.

Free - 12 deep. Splitting #1 and #2 within 2 yards of the hash. 1/2 field.

COVER SKY

