

1997

Tulane University

**4 - 3
Defense**

TULANE DEFENSIVE PHILOSOPHY

We are an attacking 7 man defensive team, our base being an over-shifted 4-3 alignment.

We have the capability of basing our multiple alignment variations on: 1) the tight end, 2) the field or boundary, or 3) a "check with me" game plan.

We will use a variety of penetration charges by 1 or 2 men in conjunction with our multiple fronts. The purpose of these charges is to either take advantage of run blocking schemes or to gain a pass rush advantage.

Our secondary is primarily a zone concept, but we will mix in combination man coverage and pressure to keep the offense off balance. One reason for the extended use of pressure is to limit the number of plays the offense will attempt to run at us.

Disguising coverages and run support is an integral part of our defense. The more complex the quarterback read becomes, the more aggressive we become!

To play great defense, three things are necessary: 1) Complete understanding of the concept of team defense - know and understand how the schemes, threats and patterns are affecting the people around us. Know where our support is coming from. 2) Pursuit and gang-tackling, get as many tacklers to the ball as possible. Don't expect somebody else to make the play. Great team pursuit and gang-tackling prevents the long run or pass, and we can't allow any easy scores. Versus option football, we play our own area and/or responsibility until the threat has passed, and then go recklessly to the ball. 3) Attitude - playing great defense is a combination of knowledge, talent, and tradition. Now we begin the tradition of great defensive football...the thrill for us will be our emergence as a great defensive football team. We must now push ourselves harder than ever to allow us individually and as a team to play at full speed for the entire game. We can win games by setting a pace our opponents can't keep up with if we have the right attitude.

We will get possession of the football! Force the opponent to punt...three downs and out, or better yet, force them into mistakes...this is the winning formula.

- WE MUST:**
- Have total understanding of the team concept.
 - Conform to the requirements of the position.
 - Eliminate mistakes (zero defects).
 - Play aggressively and execute techniques.
 - Strain
 - Get excited about teammates' success.

WHAT YOU MUST DO TO PLAY

"Defensive Player At Tulane"

A MAN takes care of his business all the time in all areas of his life.

- ◆ Do what you are supposed to do!
- ◆ Do what you are supposed to do, when you are supposed to do it!
- ◆ Do what you are supposed to do correctly. Do it exactly right!

ONLY MEN WILL PLAY FOR US!

A MAN does these things mentioned above all the time, not some of the time.

You earn everything you get. Nothing in life that is worth anything is free. You do not deserve anything except a chance to be a MAN.

Nothing is really fair in the game of football.

FAIR is - you live and practice your way onto the field. You take your shot in the game. If you don't do your assignment and tackle, you'll have bad luck. You will be on the bench.

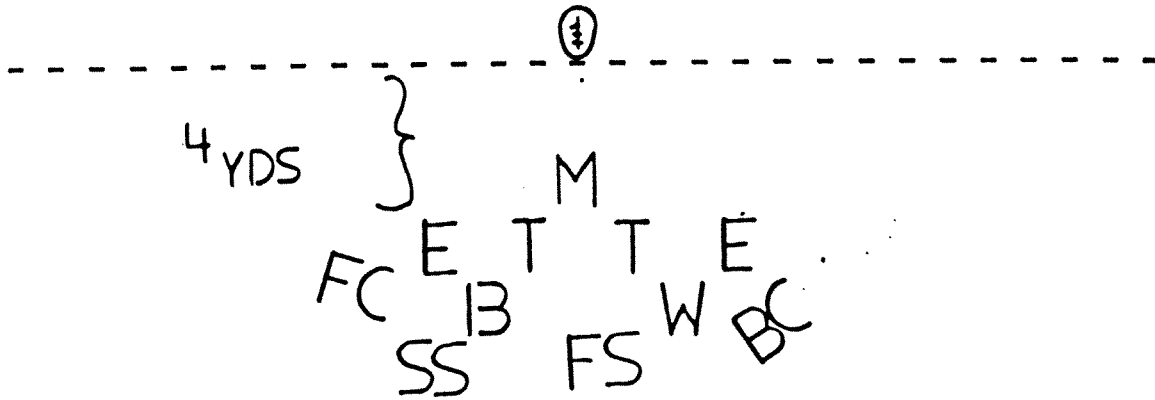
Be On Time
Go To Class
Go To Study Hall
Go To Tutors
Eat Three Meals A Day
Get Stronger And Faster
Get In Shape
No Drugs

You are showing us what we can expect every day of your life. You are showing us what we can expect from you. You are telling us by your everyday actions whether or not you can be trusted on the field of play.

Be A Man If You Want To Play!
What Can We Expect!
Can We Trust You!

TULANE DEFENSE

Huddle Procedures



Tackles will set the Huddle four (4) yards from the ball; align over the ball.

2. Everyone watch the signal caller to get the call directly from the sideline.
3. Mike LB will stand back far enough to allow all to look into his face to see and hear the call.

Example: Mike call is "Alert-59 Shade, Cover Blue - Ready - Break."

4. After "Ready, Break" the front four will move up on the line and the Buck and Will stay in place until they get a "Lucky" or "Ringo" call from the Mike.
5. SS gives the formation call (Rt/Lt), then gives the coverage call (Blue).
6. Quickly get lined up so the front four are set when the center puts his hands on the ball.

TULANE DEFENSE

WHAT I WILL DEMAND OF YOU AS A DEFENSIVE PLAYER

1. No loafing - We will not accept anything less than great effort on every play from snap to whistle. Effort has nothing to do with ability.
 - a. We will jump on you on the field for a loaf.
 - b. Film Situation - We will embarrass you for a loaf.
 - c. One right you have as a player on defense - you can expect the best from each player. **CHAMPIONS** play hard when they are tired.
2. We will only reward you for doing things right. If it's wrong, we will tell you! Either you can't or you won't.
3. Be a COMPETITOR - Bring it to me!
4. Show us in practice how far you can go. Bust your butt. Hustle, be close to the ball when the play is over.
5. Play tough, play through pain. If you are hurt, tell us - we will send you to the trainer. Stay out of the training room unless you are hurt. "YOU CAN'T PLAY IF YOU ARE IN THE TUB."
6. It is our job to make you do it right every time. "WE WILL ACCEPT NOTHING LESS THAN YOUR BEST".
7. NO EXCUSES - JUST RESULTS.
8. One for all, all for one. We need 22 players, two at each position. Compete for one of them.
9. If you lose a position, don't blame us - come and win it back. Don't look for excuses as to why you got beat out. LOOK AT YOURSELF!
10. We will not try to please you. It is your job to please us.
11. Get better each day - you either get better or you get worse - you never stay just the same.
12. Accept responsibility for yourself for winning.
13. Don't take chances - make good decisions.
14. No emotion after a mistake ... just play the next play!
15. We will always expect these things to be correct:
 - a. Alignment - No Mistakes.
 - b. Feet - Be in position to make the play.
 - c. Contain if you have contain.
 - d. Alley - Stay inside the ball.
 - e. Tackle
 - f. Plant, drive, run to the ball.
 - g. Pursuit Angles
16. CHAMPIONS ARE PEOPLE WHO DO THEIR BEST - NO MATTER WHAT!

What can we expect from you on every play?
Can we trust you?

EVALUATION QUALITIES OF DEFENSIVE PLAYERS

1. Taking care of business! Complete your responsibility - no mistakes! Being a man - accept responsibility for your actions! Want to be treated like a man, then act like a man.
2. Mental Ability-Ability to make quick, correct decisions on the field.
3. Athletic Ability-Ability to play fast! Speed - change of direction jumping ability - strength!
4. Ability to be a great hitter!
5. Ability to make big plays!
 - ◆ Sacks and QB Pressure
 - ◆ Interceptions - breaking on ball - catching the ball
 - ◆ Cause Fumbles - hard hits - stripping the ball
 - ◆ Recovering Fumbles
 - ◆ Great Hits
6. Physical toughness! Stay on the field!
7. Mental toughness! Play and practice when you don't feel good.
8. Be a team player! The team is more important than you. Do not be selfish - you will not play if you are!
9. Be a leader in your way - by example and vocally. You are either a positive leader or a negative leader!
10. Confidence in yourself! Want the offense to come at you!

Most Dependable Football Player
Best Football Player
Toughest Football Player
Strongest Football Player
Best Hitter
Fastest Football Player
Best Athlete

DEFENSIVE COMMUNICATION

IN HUDDLE

- a. Mike LB - Defensive call from sideline
- b. Will or Buck - Down and Distance

BEFORE SNAP

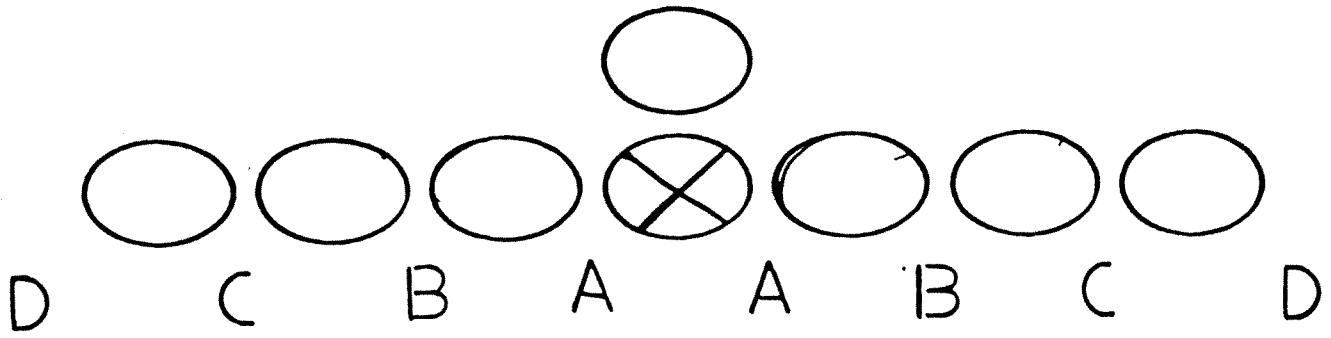
- a. Mike Set the front (Ringo or Lucky)
- b. Strong Safety - Formation strength (Right call or Left Call)
- c. Mike - Backfield set (One Back, 2 Back, 1 Set)
- d. Free Safety - Coverage and formation (Open or Closed)
- e. Strong Safety Force call to your side (hand signals)
- f. Free Safety - Force call to your side (hand signals)
- g. Buck and Will - Acknowledge force to safeties
Easy call tells Ends (You)
- h. Free Safety - Make ✓'s on Motion or shift
- i. Corners - Alignment of WR's (Wide - Tight - Normal)

AFTER SNAP

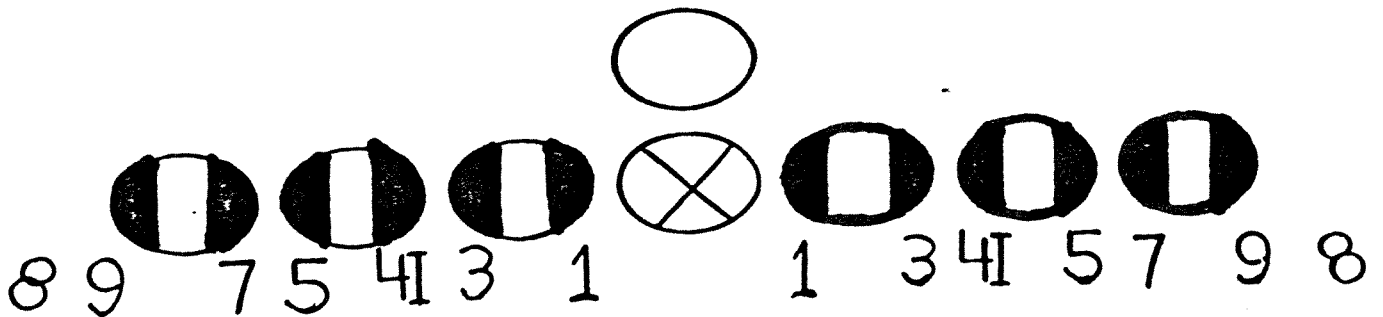
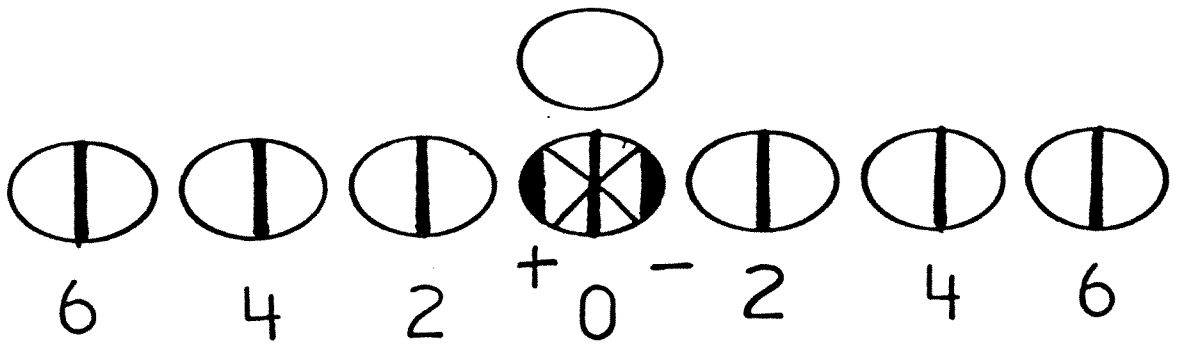
- a. Defensive Team - Run/Pass Call
- b. Defensive Team - Play = Screen/Draw/Boot, etc.
- c. DB's and LB's - Pass Routes = In/Out/Cross

BASIC INFORMATION

GAP RESPONSIBILITIES



DEFENSIVE ALIGNMENTS



FIELD AREA CONCEPT

Opp. Goal to +20	"STOP 'EM"	<u>RED AREA</u>	
		<ol style="list-style-type: none"> 1. <u>No</u> First Downs 2. Conservative Offense- "Nothing Fancy" 3. Expect 1 Pass 	
+35 to -35	"CAUTION"	<u>YELLOW AREA</u>	
		<ol style="list-style-type: none"> 1. Force a Punt 2. Free Wheeling 3. 3 Down Area 4. Favorite Offense 	All Areas Of The Field "3 Musts" No Missed Tackles No Missed Assignments No Penalties
-30 to -20	"ATTACK"	<u>PRESSURE AREA</u>	
		<ol style="list-style-type: none"> 1. Force Loss of Yardage 2. 4 Down Area 3. Break Rhythm (Blitz-Bluff-Stem) 	
-20 to -5	"COME TO ME"	<u>COMPETE AREA</u>	
		<ol style="list-style-type: none"> 1. "Be Cool" 2. Limited Offense - Expect Run 3. Get the Ball Back 4. Force Field Goal 	
-5 to Our Goal	"MEN ONLY"	<u>GUTS AREA</u>	
		<ol style="list-style-type: none"> 1. Penetration 2. Knock 'em Back 	<ol style="list-style-type: none"> 3. Make 'em Pass 4. Get the Ball Back

2 MINUTE DEFENSE

(Before half and end of game)

Note: General points are given

WHAT STOPS THE CLOCK?

- Ball/ball carrier out of bounds (on next snap).
- Incomplete pass (on next snap).
- First down (until official gives signal to start clock).
- Coaches conference
- Injury to player (until official gives signal to start clock).
- Time out
- End of quarter

IF AHEAD? (SLOW PLAY)

***WE MUST CREATE A SACK FOR EVERY TIME OUT THE OPPONENT HAS.**

-Opponent at his end of field (plus)

Be conservative: Zone/ Red - Regular 4 Man Rush

-Around Mid-Field

We want at least 4 Man rush and some 5 Man rush defenses with Red coverage, but we don't want any all-out stunts. No need to take chances.

-30 yard line in

Here is the difference: If we are ahead by more than three points, we can keep the same philosophy as mid-field, except we can apply more 5 Man pressure with Blitz or Man coverage.

If we are ahead by less than three points, we now must begin to keep them out of field goal range. A lot of 5 Man rush (linebacker pressure). Once inside our 20 yard line, we must have a sack!

All-out pressure should be signaled in.

-If behind (Fast Play)

We must get up quickly and get ready for play. When tackling first man, contact second man "grab" for ball. We must cause a fumble. We must be sound in our calls, so we do not give up a big play; yet we must apply pressure to break the continuity of the drive. Since the offense will slow play down, we will have time to send in defenses.

TACKLING

TWO MOST IMPORTANT FACTORS IN TACKLING

1. Courage
2. Desire

FUNDAMENTALS OF TACKLING

1. Hitting position - head up, eyes open, good base.
2. Approach target under control - short choppy steps but moving forward. Widen your base as you get near the ball carrier.
3. Get close and hit through the target.
4. Club up - shoot the arms up to cause fumble and grab cloth. Emphasize hip roll.
5. Accelerate the feet - on contact, pick up the knees and drive target backwards (good hip roll).

SIDE TACKLE

1. Get head in front of the runner. Never have head behind ball carrier. Hit high in numbers, drive through man. If he spins inside, you just roll in with him.

GANG TACKLE

1. Take a shot at the ball carrier as long as he is standing up.
2. Punish the ball carrier and force fumbles.
3. Get everyone around the ball.

OPEN FIELD TACKLING

1. Tackle high - aim at the chest.
2. Take a side, force runner one way.
3. Not to punish but be sure - grab cloth.
4. Never break down.

**PLAY YOUR DEFENSE TOUGH AND GANG TACKLE.
KEEP HEAD UP PHYSICALLY AND MENTALLY.**

COVERAGE SECTION - TABLE OF CONTENTS

BLUE.....1-10
GREEN.....11-16
GREEN CLOUD.....17
GREEN EXCHANGE.....18
GREEN ZEBRA.....19-20
WHITE.....21-28
WHITE FREEZE.....29
WHITE EXCHANGE.....30
WHITE KICK.....31
ORANGE.....32-43
RED.....44-52
CRIMSON.....53-55
BLACK.....56-61
GOLD.....62-70
GOAL LINE GREEN.....71-75
GREY.....76-79
SCARLET X.....80-86
SCARLET X HANG.....87-90
SCARLET X HAWK.....91-94
SCARLET Y.....95-100
SCARLET Z.....101-107

COVER BLUE

THEORY

Cover Blue is a Zone coverage. We have five (5) underneath zones with two (2) safeties playing 1/2 deep coverage behind and deep. The corners have Flat to deep depending on their pattern read of #1 and #2 to their sides. We have a four (4) man pass rush.

STRENGTH

It gives us good play versus quick, short routes. It is our adjustment defense. We will have Shoot force versus run strong unless the S/S gives a "Cloud" call to our S/C. Cloud call gives the S/C Run Force. We will have Kick force versus Run to the weak side unless the F/S gives the W/C a Frank call. A Frank call by the F/S gives him Run Force to the W/C.

WEAKNESS

Hole area in middle of formation behind the linebackers and in front of the safeties.

If #2 is deep, the corner may be soft in Flat thinking corner of #2. Read QB.

ADJUSTMENTS AND ALERTS

1. Alert Ball - Is the ball "on" the line or "off" the line. On the line is Option or Sweep. Ball on the line, play Run Force pattern coverage. If ball is off the line, play normal pattern route reads.
2. Alert Flow - Ball off the line with both backs going in the same direction - play Flow coverage (Green Cloud).

Trips - Back to S/S
Trey - Back to S/S

VARIATIONS

1. Double Calls - Blue/Green
2. 30 Blue Levels - Sub Package
LB in for linemen: SAM
3 Man Rush - 6 Under Zone - 2 Deep
3. 50 Shade Eagle: (Will)
40 Shade Eagle: (Buck)

50 Eagle tells Will to line up on LOS outside the OT and rush the QB.

40 Eagle puts Buck on LOS - rushing QB.
Eagle call gives us a 5 Man rush with
Blue coverage - we give up a zone.

Eagle with a Drop Call - Buck in 40 and
Will in 50 will line up in Eagle but
Drop in coverage.

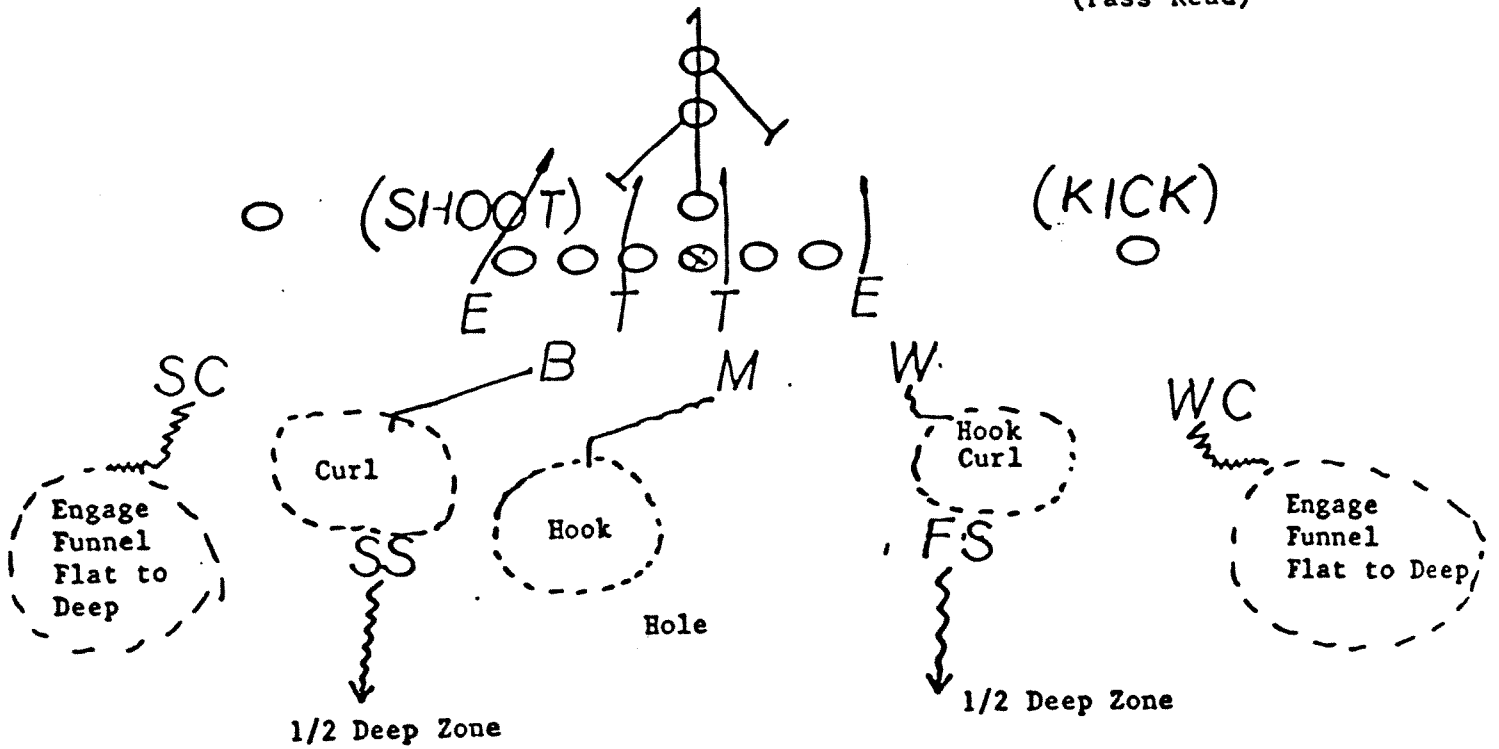
POSITION	ALIGNMENT	KEYS	RESPONSIBILITY
STRONG CORNER	7-9 YDS DEEP 1-2 YDS OUTSIDE	BALL DIRECTION #2 #1	<ol style="list-style-type: none"> 1. ZONE THE OUTSIDE THROWING LANE, KEY #2, IF HE IS NOT A DEEP THREAT HOLD AND JAM #1, FUNNEL HIM TO THE INSIDE. PLAY THE FLAT THREATENED BY #1 OR #2. <ul style="list-style-type: none"> * IF #2 IS A DEEP THREAT, RESTRICT #1 AND DRIVE TO THE FADE AREA TO HELP THE SAFETY. YOU HAVE THE FADE OF #1 WHEN #2 IS VERTICAL. WHEN #2 IS VERTICAL AND #1 RUNS A FADE, YOU CAN'T USUALLY JAM. PLAY THE FADE LIKE COVER GREEN. 2. <u>FLOW AWAY</u> - OUTSIDE THROWING LANE PLAY BLUE 3. <u>RUN TO</u> - SHOOT FORCE - SECURE #1 4. <u>RUN AWAY</u> - CUSHION #1 AND PURSUIT ANGLE
STRONG SAFETY	10-13 DEEP SPLIT (#1 AND #2)	BALL DIRECTION #2 #1	<ol style="list-style-type: none"> 1. ZONE THE DEEP 1/2 TO YOUR SIDE. POINT OF DROP IS 20 YARDS DEEP, ONE YARD OUTSIDE HASH IF #2 IS VERTICAL, 4 YARDS OUTSIDE THE HASH IF #2 IS NOT VERTICAL. KEY #2 ON SNAP, IF UPFIELD STOP GAINING WIDTH AND CONTINUE TO GET DEPTH. IF #2 IS NOT UPFIELD, CONTINUE WIDTH DEPENDING ON FADE OR SQUEEZE RELEASE BY #1 READY TO DRIVE TO ANY DEEP BALL THROWN YOUR HALF OF THE FIELD. YOU SHOULD BE INSIDE AND DEEPER THAN #1 AND OUTSIDE AND DEEPER THAN #2. GET VISION ON THE QB AFTER PATTERN READS OF #1 AND #2. <ul style="list-style-type: none"> 2. <u>FLOW AWAY</u> - DEEP 1/2 PLAY BLUE 3. <u>RUN TO</u> - SHOOT FORCE (PITCH ON OPTION) 4. <u>RUN AWAY</u> - CHANGE FILL
FREE SAFETY	10-13 YDS DEEP SPLIT #1 #2	BALL DIRECTION #2 #1	<ol style="list-style-type: none"> 1. ZONE THE DEEP 1/2 TO YOUR SIDE. POINT OF DROP IS 20 YARDS DEEP, ONE YARD OUTSIDE HASH IF #2 IS VERTICAL, 4 YARDS OUTSIDE THE HASH IF #2 IS NOT VERTICAL. KEY #2 ON SNAP, IF UPFIELD STOP GAINING WIDTH AND CONTINUE TO GET DEPTH. IF #2 IS NOT UPFIELD, CONTINUE WIDTH DEPENDING ON FADE OR SQUEEZE RELEASE BY #1 READY TO DRIVE TO ANY DEEP BALL THROWN YOUR HALF OF THE FIELD. YOU SHOULD BE INSIDE AND DEEPER THAN #1 AND OUTSIDE AND DEEPER THAN #2. GET VISION ON THE QB AFTER PATTERN READS OF #1 AND #2. <ul style="list-style-type: none"> 2. <u>FLOW AWAY</u> - DEEP 1/2 PLAY BLUE 3. <u>RUN TO</u> - KICK FORCE - SECURE #1 (FILL) 4. <u>RUN AWAY</u> - CHANGE FILL - SECURE #2 (FILL)

POSITION	ALIGNMENT	KEYS	RESPONSIBILITY
WEAK CORNER	7-9 YDS DEEP 1-2 YDS OUT-SIDE	BALL DIRECTION	<p>1. ZONE THE OUTSIDE THROWING LANE, KEY #2, IF HE NOT A DEEP THREAT, HOLD AND JAM #1, FUNNEL HIM TO THE INSIDE. PLAY THE FLAT THREATENED BY #1 OR #2.</p> <p>* IF #2 IS A DEEP THREAT, RESTRICT #1 AND DRIVE TO THE FADE AREA TO HELP THE SAFETY. YOU HAVE THE FADE OF #1 WHEN #2 IS VERTICAL. WHEN #2 IS VERTICAL AND #1 RUNS A FADE, YOU CAN'T USUALLY JAM. PLAY THE FADE LIKE COVER GREEN.</p> <p>2. <u>FLOW AWAY</u> - OUTSIDE THROWING LANE (PLAY BLUE)</p> <p>3. <u>RUN TO</u> - KICK FORCE</p> <p>4. <u>RUN AWAY</u> - CUSHION #1</p>
BUCK	NORMAL FOR DEFENSE CALLED	NORMAL	<p>CURL</p> <p>C.P. <u>ALERT FLOW</u> - I FORMATION TREY OR TRIPS</p> <p>C.P. <u>ALERT KEY</u> DOUBLES FORMATION IN MIDDLE OF FIELD - MAKE A KEY CALL FOR COVERAGE</p>
MIKE	NORMAL FOR DEFENSE CALLED	NORMAL	<p>HOOK TO MIDDLE</p> <p>C.P. <u>ALERT FLOW</u> - I FORMATION TREY OR TRIPS</p> <p>C.P. <u>ALERT KEY</u> DOUBLES FORMATION IN MIDDLE OF FIELD - MAKE A KEY CALL FOR COVERAGE</p>
WILL	NORMAL FOR DEFENSE CALLED	NORMAL	<p>CURL</p> <p>C.P. <u>ALERT FLOW</u> - I FORMATION TREY OR TRIPS</p> <p>C.P. <u>ALERT KEY</u> DOUBLES FORMATION IN MIDDLE OF FIELD - MAKE A KEY CALL FOR COVERAGE</p>

(50 Shade)

STANDARD

Ball Off Line
(Pass Read)

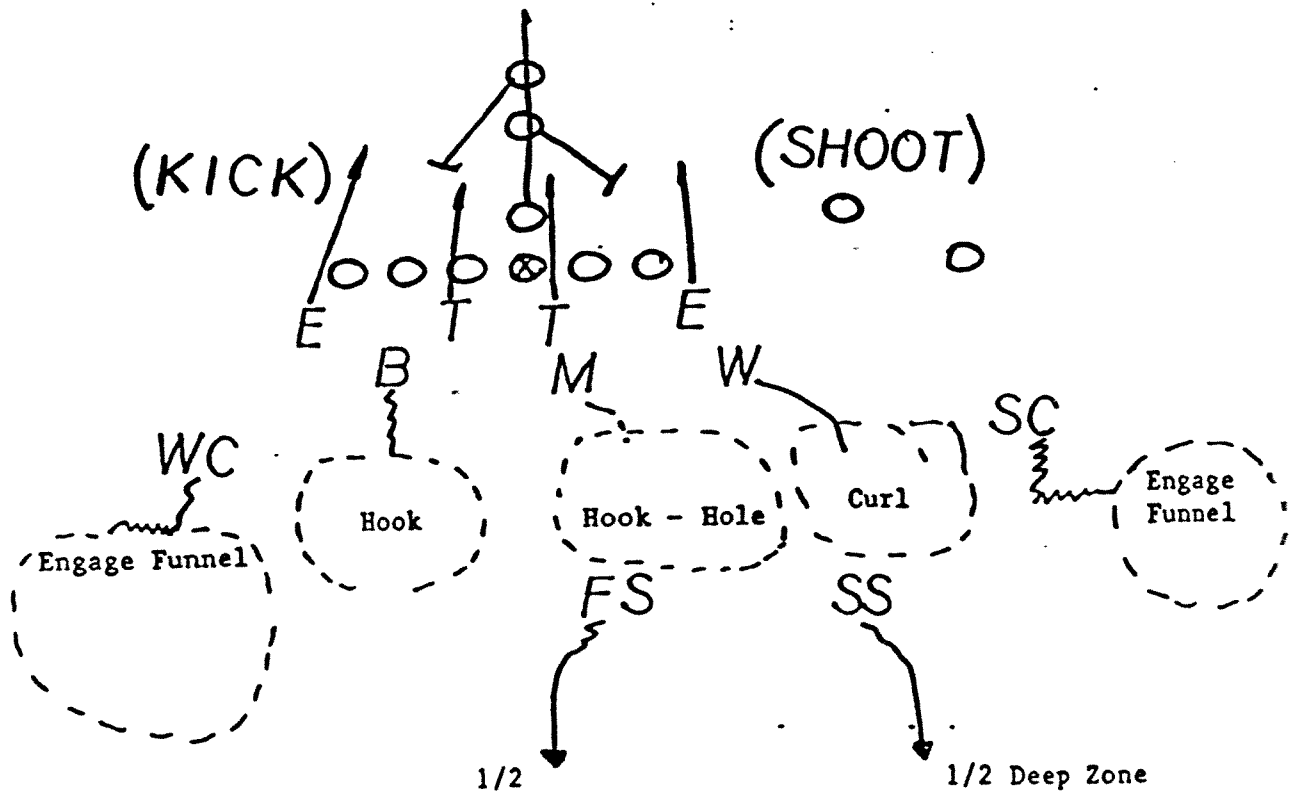


COVER BLUE

(50 Shade)

FLIP

Ball Off Line
(Pass Read)



ALERT FLOW (144)

#1



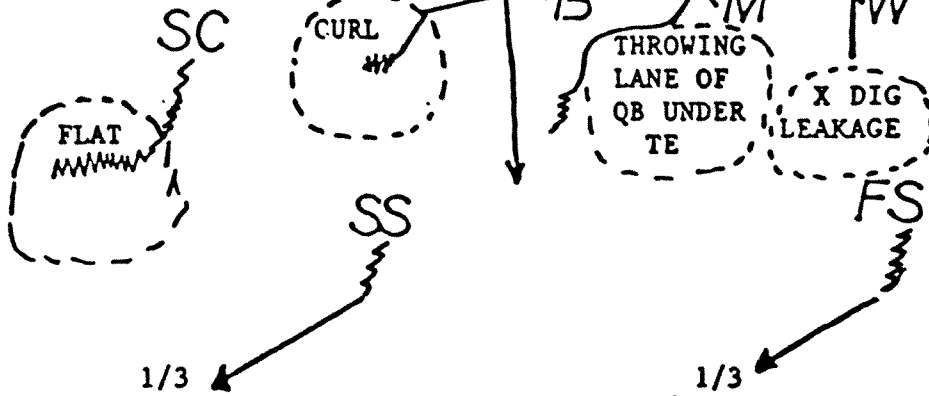
#2



#1



Becomes Green Clc



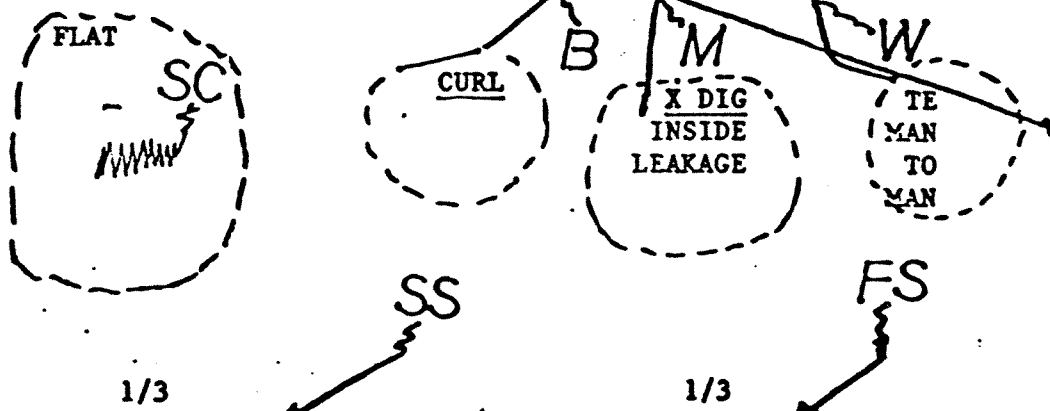
#1



#2



#1



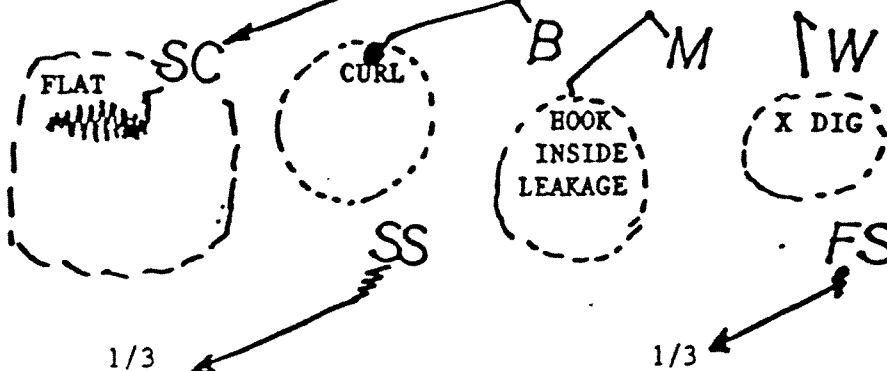
#1



#2



#1

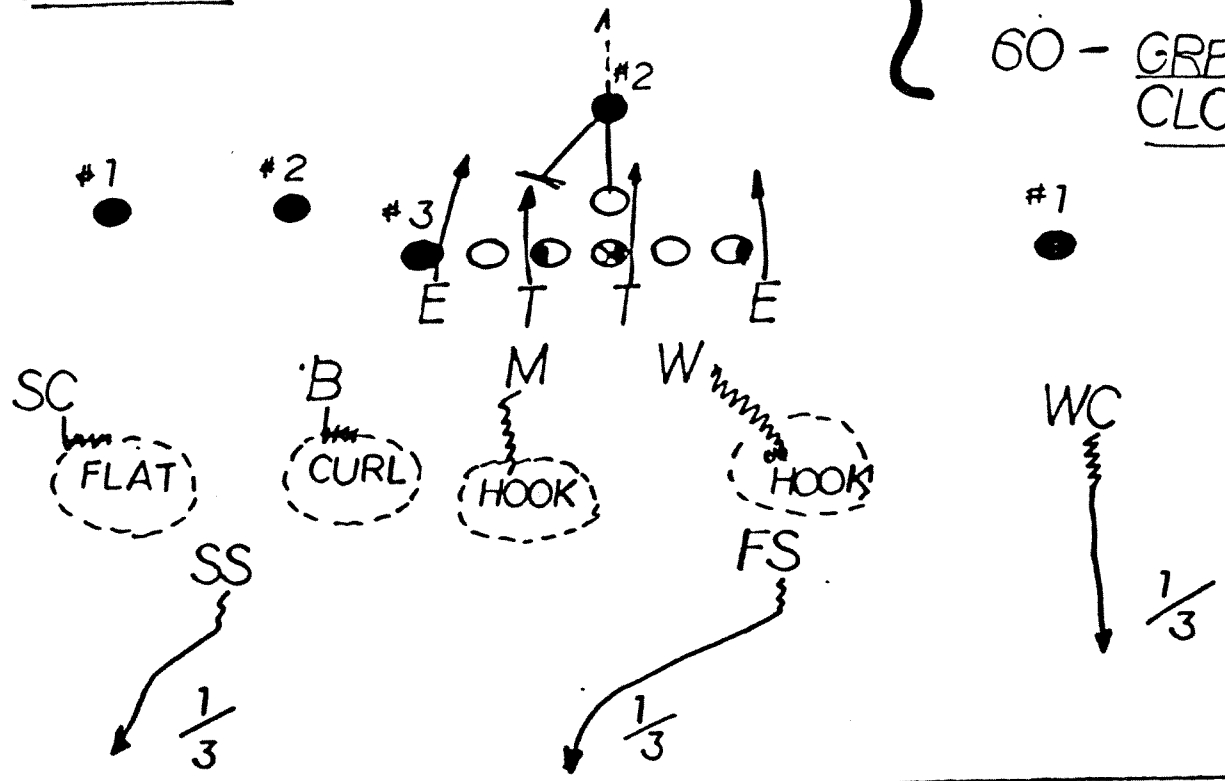


BLUE

TRIPS-60 ALERT FLOW

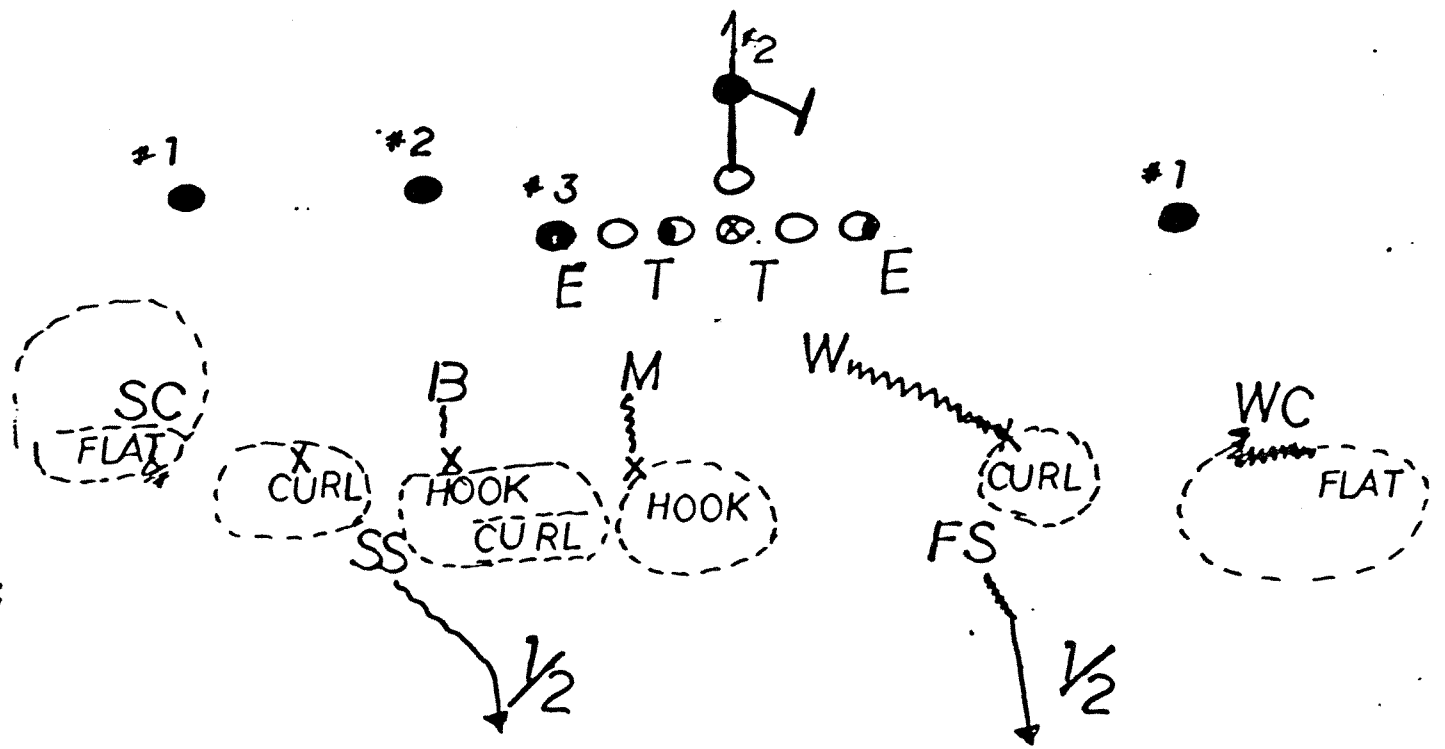
KEY FLOW OF ONE
BACK IN BACKFIELD

60 - GREEN CLOUD



TRIPS-75

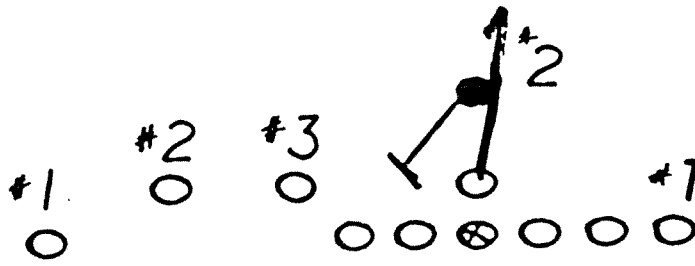
75 -
PLAY:
BLUE



BLUE - TRET - ALERT FLOW

ALERT FLOW

BACK GOES TO S/S
PLAY GREEN CLOUD
(60 ACTION)



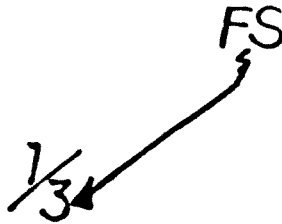
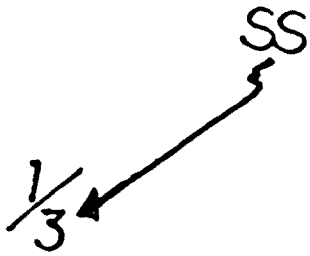
SC
S
(FLAT)

W
m
(CURL)

M
H
(HOOK)

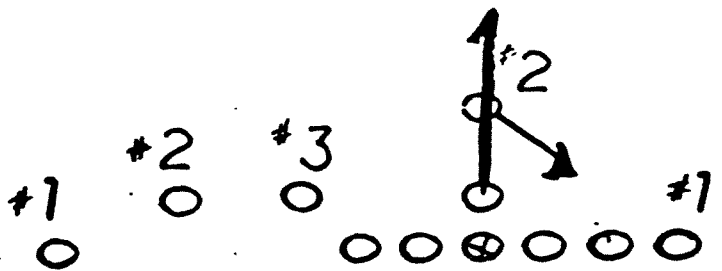
B
H
(HOOK)

KC
H
1/3



ALERT FLOW

BACK GOES TO F/S
PLAY COVER BLUE
(75 ACTION)



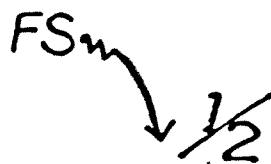
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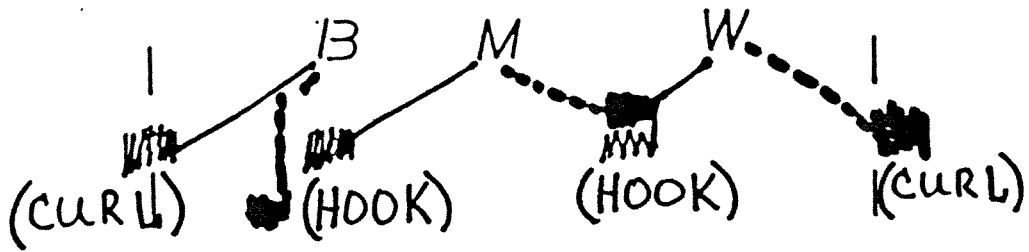
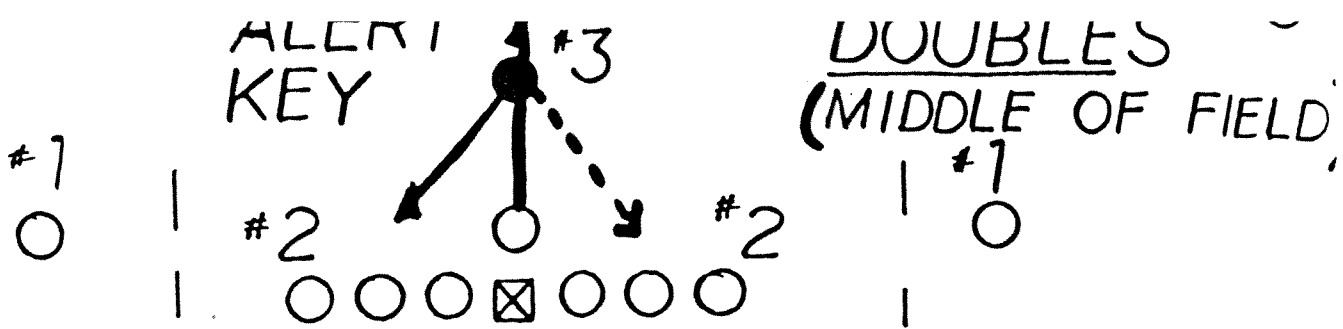
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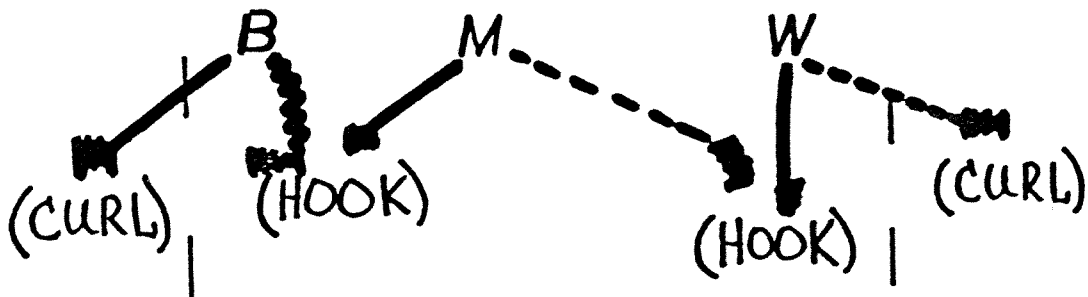
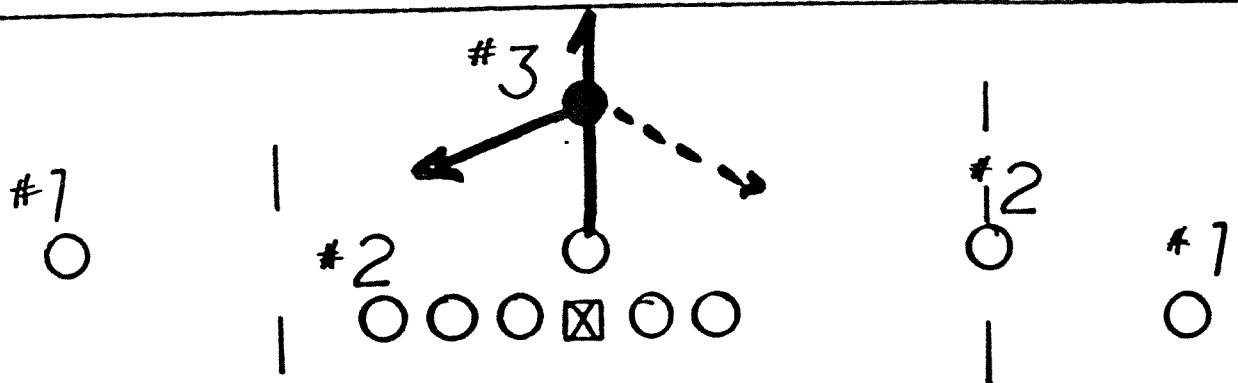
B
H
(HOOK)

KC
H
(FLAT)





ALERT KEY
 LINEBACKERS MAKE ALERT KEY CALL
 WHEN THE FORMATION IS A DOUBLES
 IN THE MIDDLE OF THE FIELD.
 LB'S KEY THE ONE BACK FOR THEIR
 DROPS.



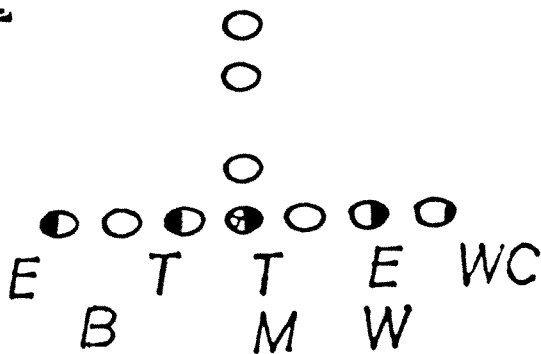
BLUE

50 SHADE

"5" TECH.
"✓CUP"

SC

SS



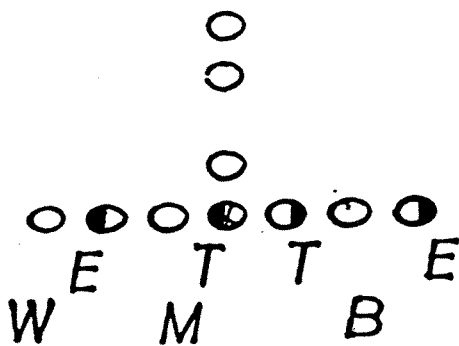
FS

50 SHADE

"9" TECH.
"NO" CUP!

SC

SS



WC

FS

COVER GREEN

THEORY Green coverage is a rotating zone defense with three (3) of the secondary men covering deep and four (4) men in the short zones. The direction of the rotation (Strong or Weak) is based on the flow of the ball when the ball is "on the line." When the ball is "off the line," it is a pre-determined S/S side rotation. We have a four (4) man rush.

STRENGTH Excellent deep coverage.
 Ball "off the line" - pre-determined rotation.
 Know your responsibility before the snap.
 Strong versus Curl route.
 Very good run support.

WEAKNESS 5 Man short patterns.
 Out patterns on both side.

- ADJUSTMENTS**
1. Hash - Tits (✓ White)
 2. Alert Ball
 3. Shoot or Cloud to S/S
 4. Frank or Kick to F/S (Possible Backer to F/S)
 5. Exchange call to S/S side - S/S and Buck change assignments (Strike Force)
 6. Exit call versus Tits - S/S go into boundary and play Green
 7. Green Cloud - Show Blue - Cloud to S/S - Frank to W/C
 8. Play Flow coverage versus Flow Pass (Alert Flow)
 I Formation - also versus Trips - 60
 Action and Trey - 60 Action
 9. Zebra call

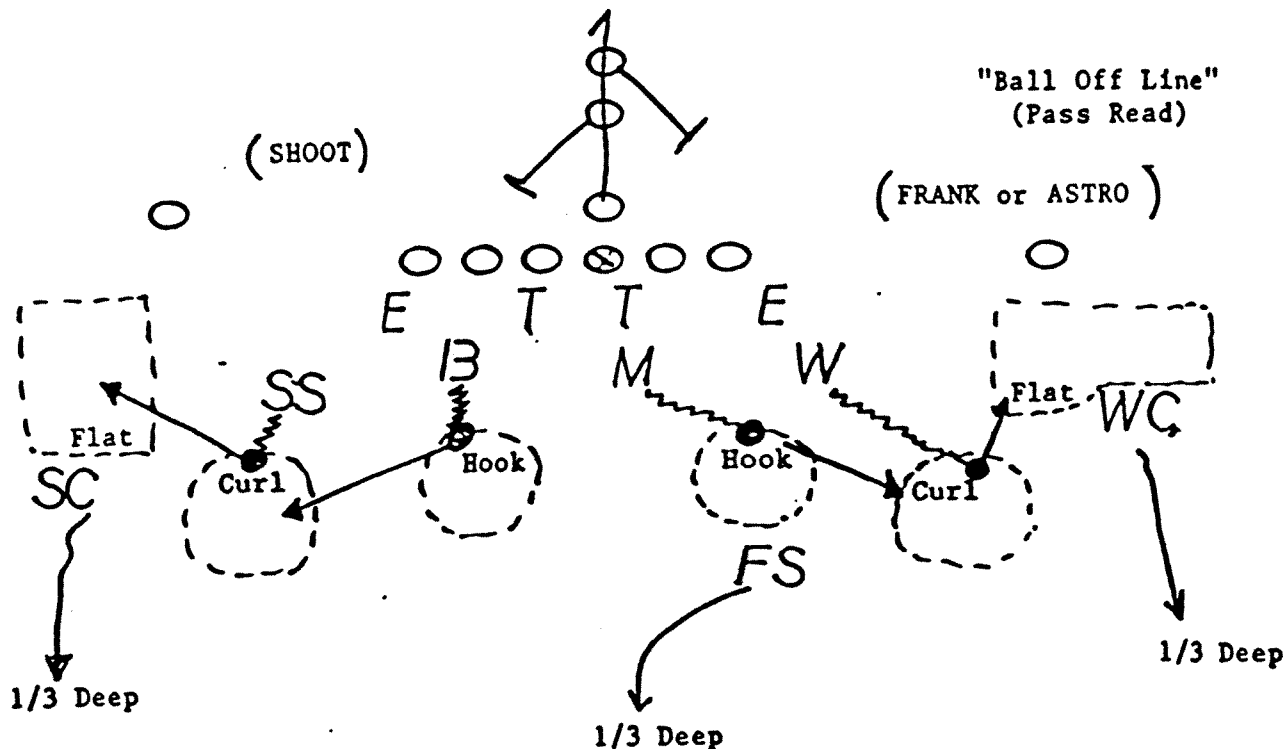
S/S - Zone Flat on snap
 SOLB - Zone Curl on snap
 Mike - Zone Strong Hook on snap

POSITION	ALIGNMENT	KEYS	RESPONSIBILITY
STRONG CORNER	2 yds outside 7-9 yards deep	Ball Direction #2 #1	<p>1. Zone outside 1/3 maintaining outside leverage on #1. Read pattern of #2.</p> <ul style="list-style-type: none"> * If #2 is upfield, play #1 on outside and deep route. * If #2 is outside, zone the outside 1/3. * If #1 and #2 go inside, drive to Post of X. * 1 and 2 are the only threats to your 1/3 zone <p>3 step drop - drive on #1 on Hitch or Out</p> <p>2. <u>Flow Away</u> - Cushion #1</p> <p>3. <u>Run To</u> - Shoot - Secondary contain Cloud - Force</p> <p>4. <u>Run Away</u> - Cushion #1</p> <p>C.P.: If #1 and #2 are vertical, you must get -in between them and deeper than the deepest BOB.</p>
STRONG SAFETY	<p><u>STAR</u> 4-7 deep 2-4 outside Y</p> <p>Cloud 10-12 Deep Split 1-2</p>	Ball Direction #2 #1 #3	<p>1. Zone the strong curl area, maintaining outside relationship on #2 - #3. Drop point is 12 yds deep and 2 yds inside #1.</p> <p>If #2 is <u>upfield</u> - collision him. No diagonal to outside 1/3.</p> <p>If #2 is <u>inside</u> - listen for help from corner on inside cut of #1 (read QB).</p> <p>React to out by vision on QB On Texas route, think X Dig - (Read QB)</p> <p>Must be ready to carry #3 through outside 1/3 3 Step drop - take away Slant area If #2 is <u>Flat</u> - cushion curl - hang as long as possible - carry #2 through outside 1/3</p> <p>2. <u>Flow Away</u> - Cushion #2</p> <p>3. <u>Run To</u> - Shoot - Force Cloud - Secure #1</p> <p>4. <u>Run Away</u> - Secure #2 Get depth in post area!</p>
FREE SAFETY	<p>9-13 Deep Ball to 2 Man leeway (S/S)</p> <p>CP-MOF 2 man leeway to SE side</p>	Ball Direction #2 Strong to #1 Strong	<p>1. Zone the middle 1/3 reacting to routes of #1 and #2 strong. Guarantee post help to both corners. Drive to the center of the formation conscious of the quickest threats to the middle 1/3. Get vision on the QB as soon as possible.</p> <p>#2 <u>Across</u> - #1 Post/Fade. Zone middle 1/3 Post help to corners.</p> <p>#2 <u>Flat</u> - 1/3 deep Post of X or Z</p> <p>#2 <u>Vertical</u> 1/3 deep Post X or Z</p> <p>2. <u>Run To</u> - Frank - Force</p> <p>3. <u>Run Away</u> - Fill Based On Force call</p>

POSITION	ALIGNMENT	KEYS	RESPONSIBILITY
WEAK CORNER	2 yds outside 7-9 yds deep	Ball Direction #2 #1	1. Zone outside 1/3 maintaining outside leverage on #1. Read pattern of #2. * If #2 is upfield, play #1 on outside and deep route. * If #2 is outside, zone the outside 1/3. * If #1 and #2 go inside, drive to Post of X. * 1 and 2 are the only threats to your 1/3 zone. 3 step drop - drive on #1 on Hitch or Out. 2. <u>Flow Away</u> - Cushion #1 3. <u>Run To:</u> Frank - Secondary contain Kick - Force 4. <u>Run Away</u> - Cushion #1 C.P. If #2 is vertical and #1 runs a Fade, work inside of #1 so you can help on #2 in the seam.
BUCK	Normal	Normal	Hook to Curl C.P. <u>Alert Flow</u> coverage versus I Formation Trips Formation - 60 Action Trey Formation - 60 Action
MIKE	Normal	Normal	Weak Hook to Curl C.P. <u>Alert Flow</u> coverage versus I Formation Trips Formation - 60 Action Trey Formation - 60 Action
WILL	Normal	Normal	Curl to Flat C.P. <u>Alert Flow</u> coverage versus I Formation Trips Formation - 60 Action Trey Formation - 60 Action

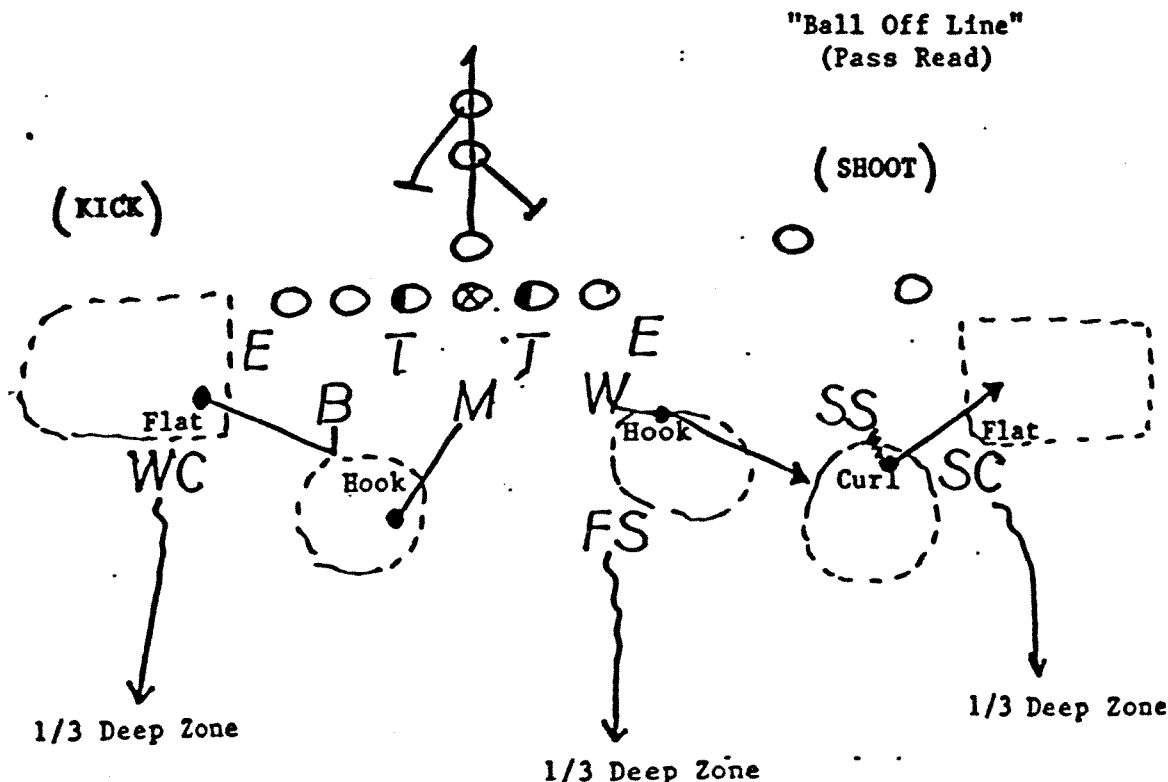
GREEN

STANDARD 50 SHADE



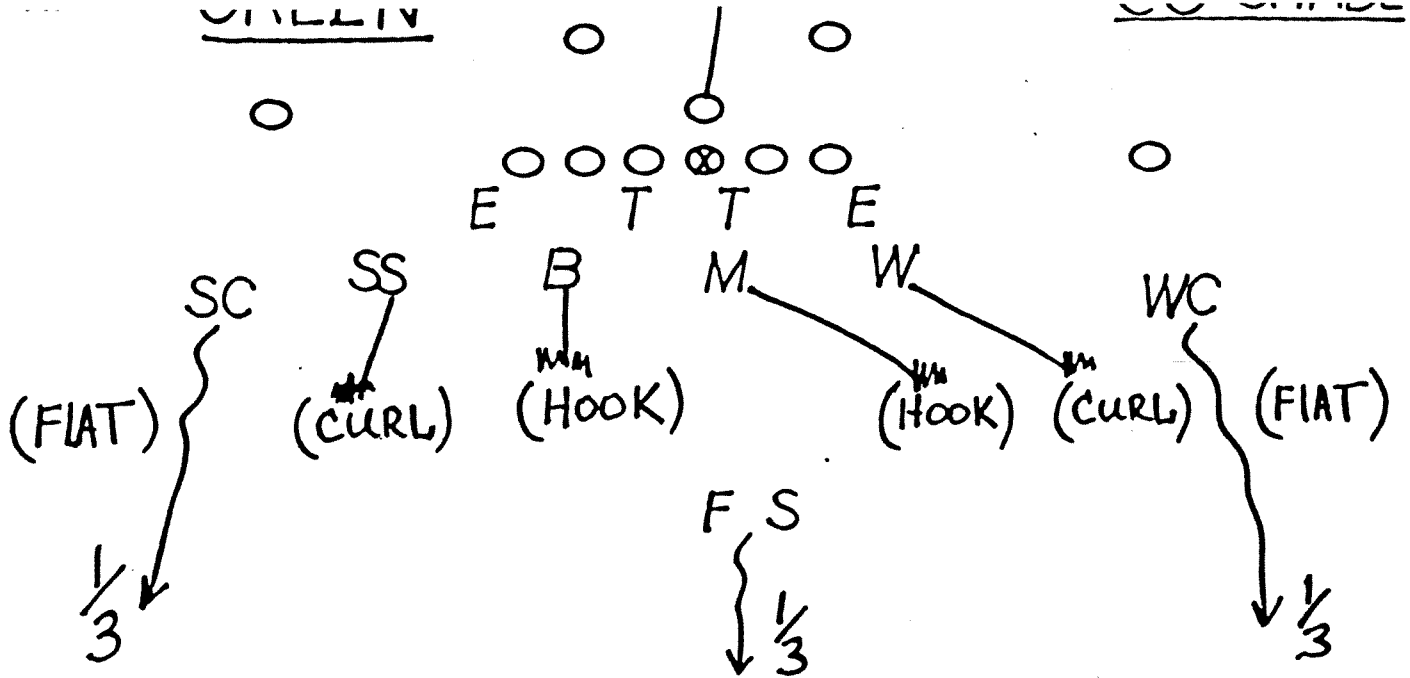
COVER GREEN

FLIP 50 OVER

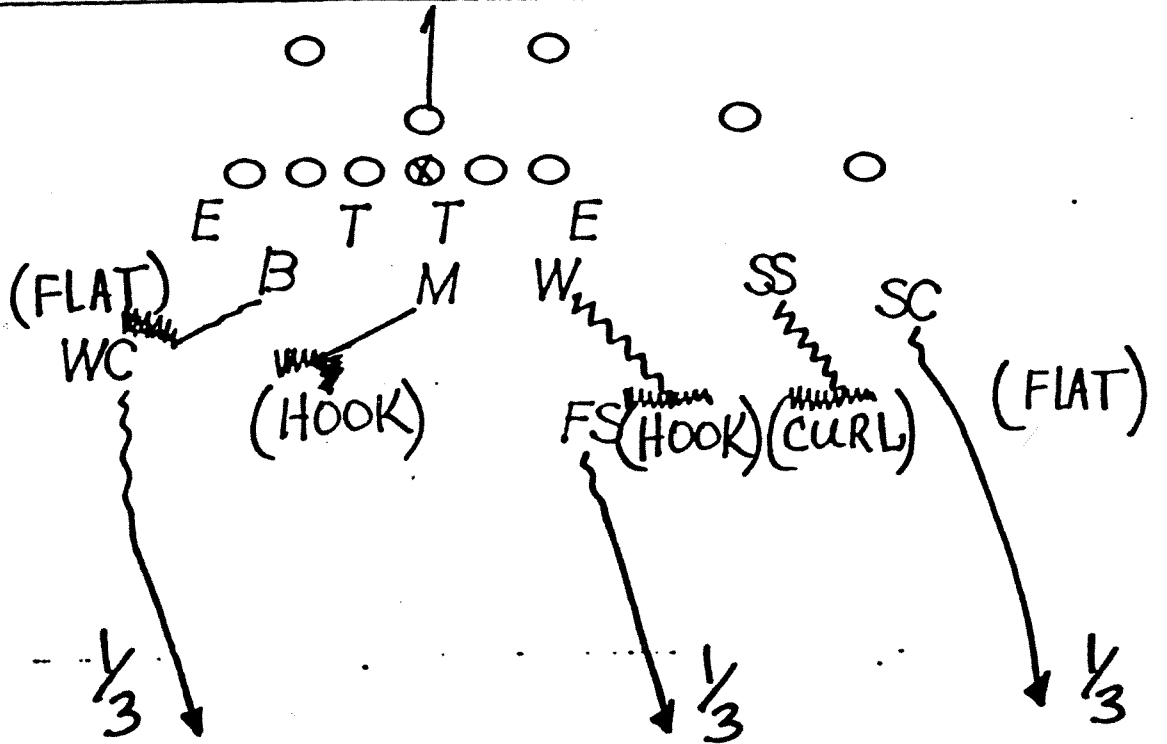


STILL IV

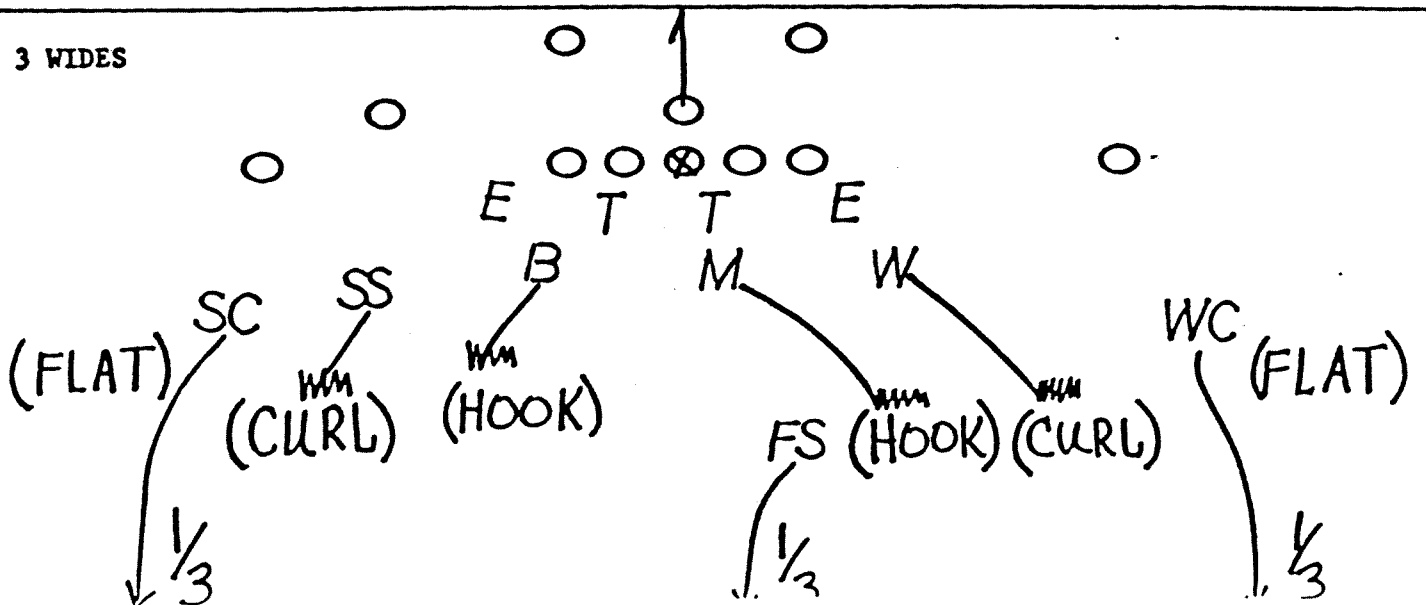
SC



FLIP

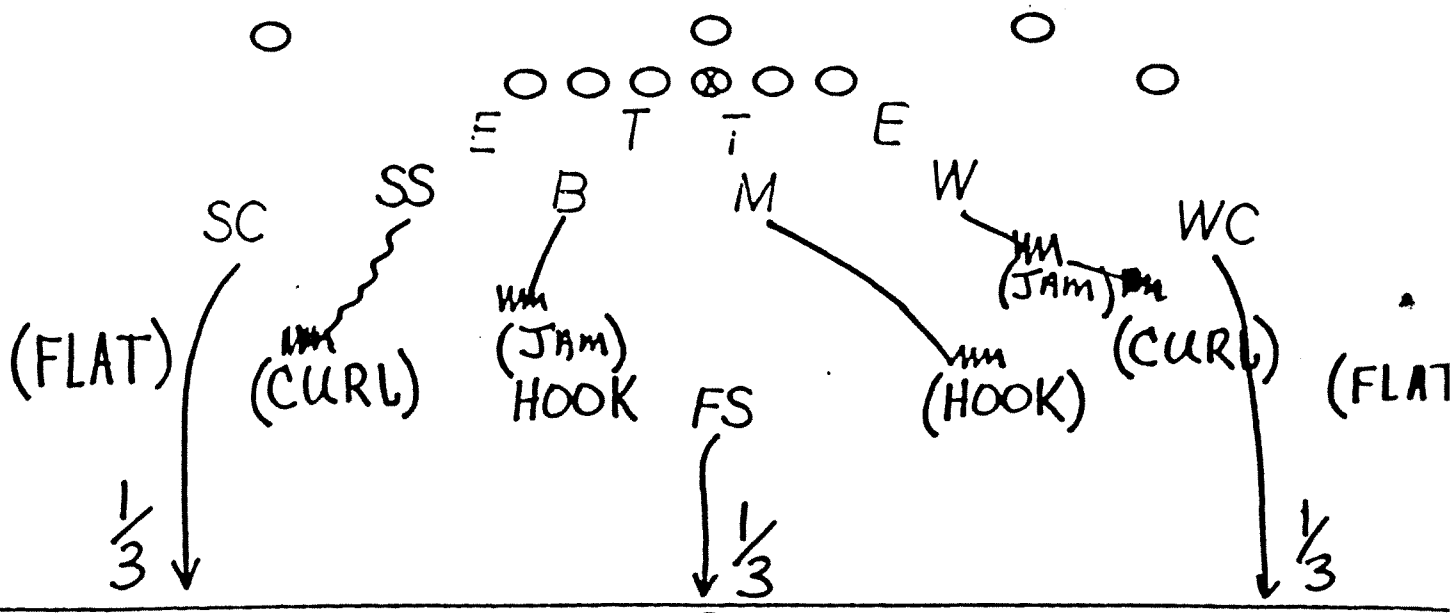


3 WIDES



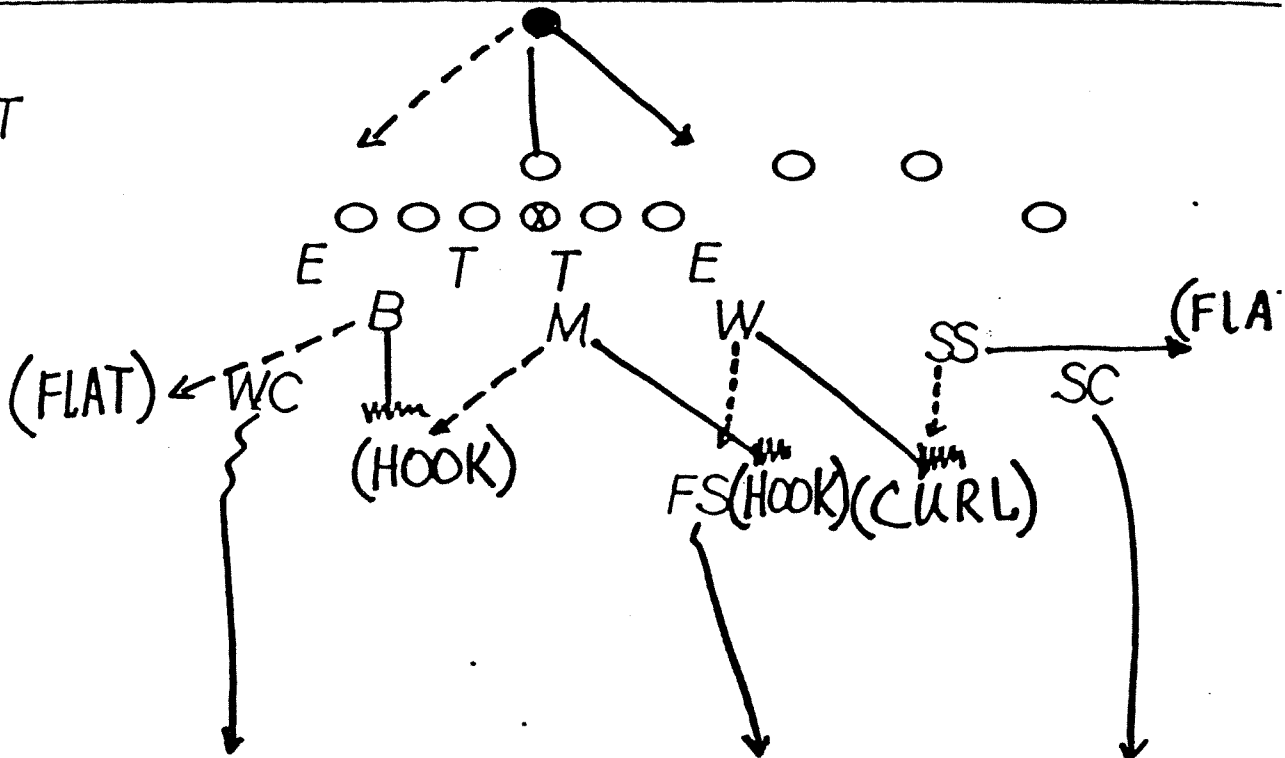
VILLIV

JU (SHADE)



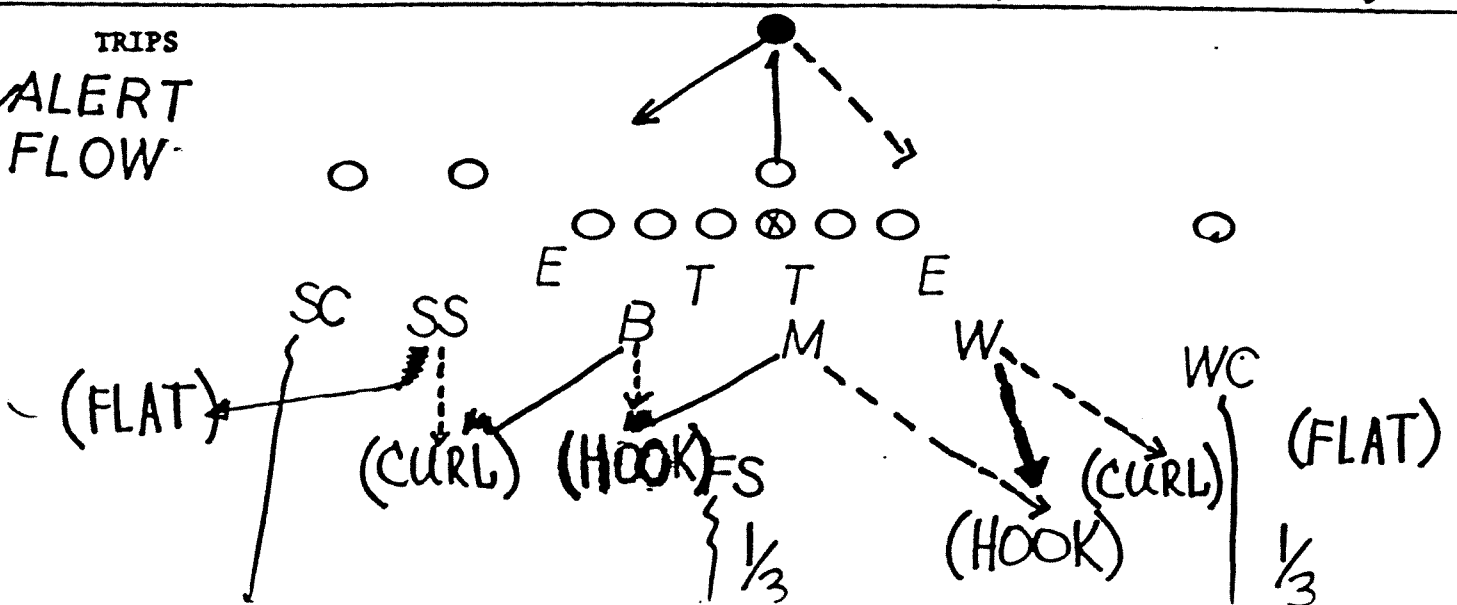
TREY

✓ ALERT FLOW



TRIPS

ALERT FLOW

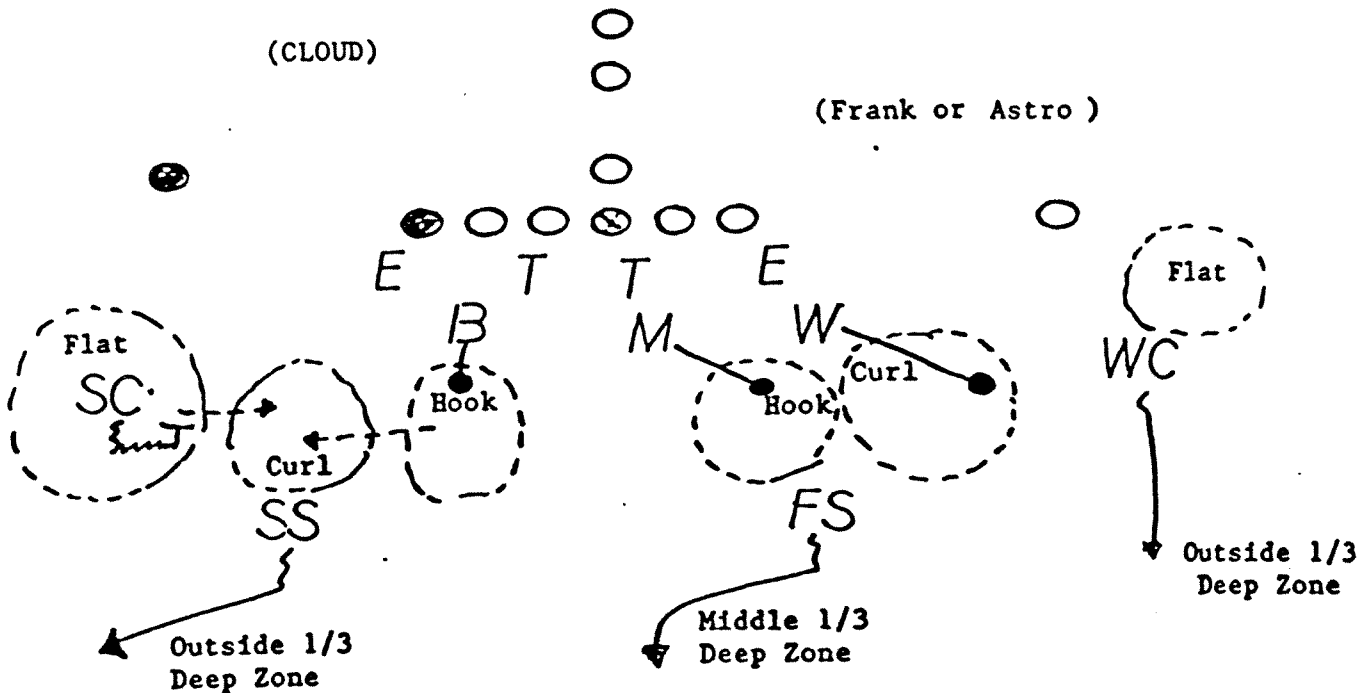


GREEN CLOUD

STANDARD

(50 SHADE)

Ball Off Line

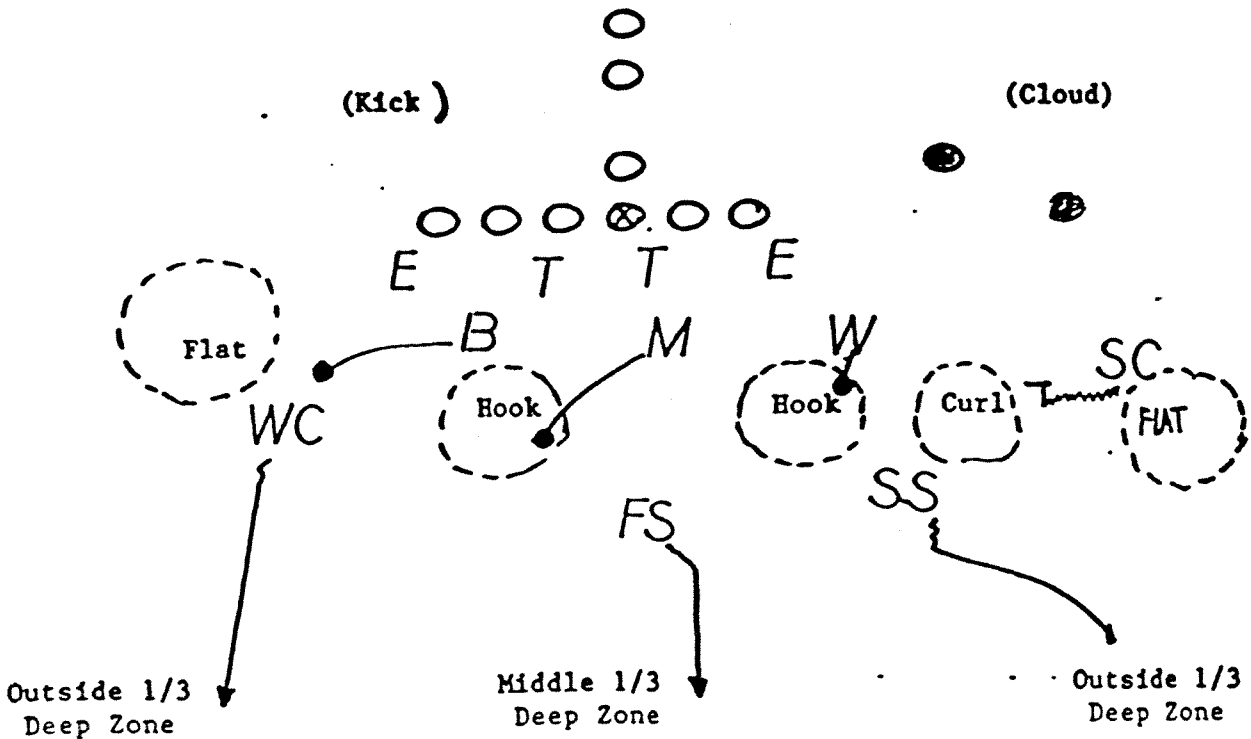


GREEN CLOUD

(50 SHADE)

FLIP

Ball Off Line



GREEN EXCHANGE

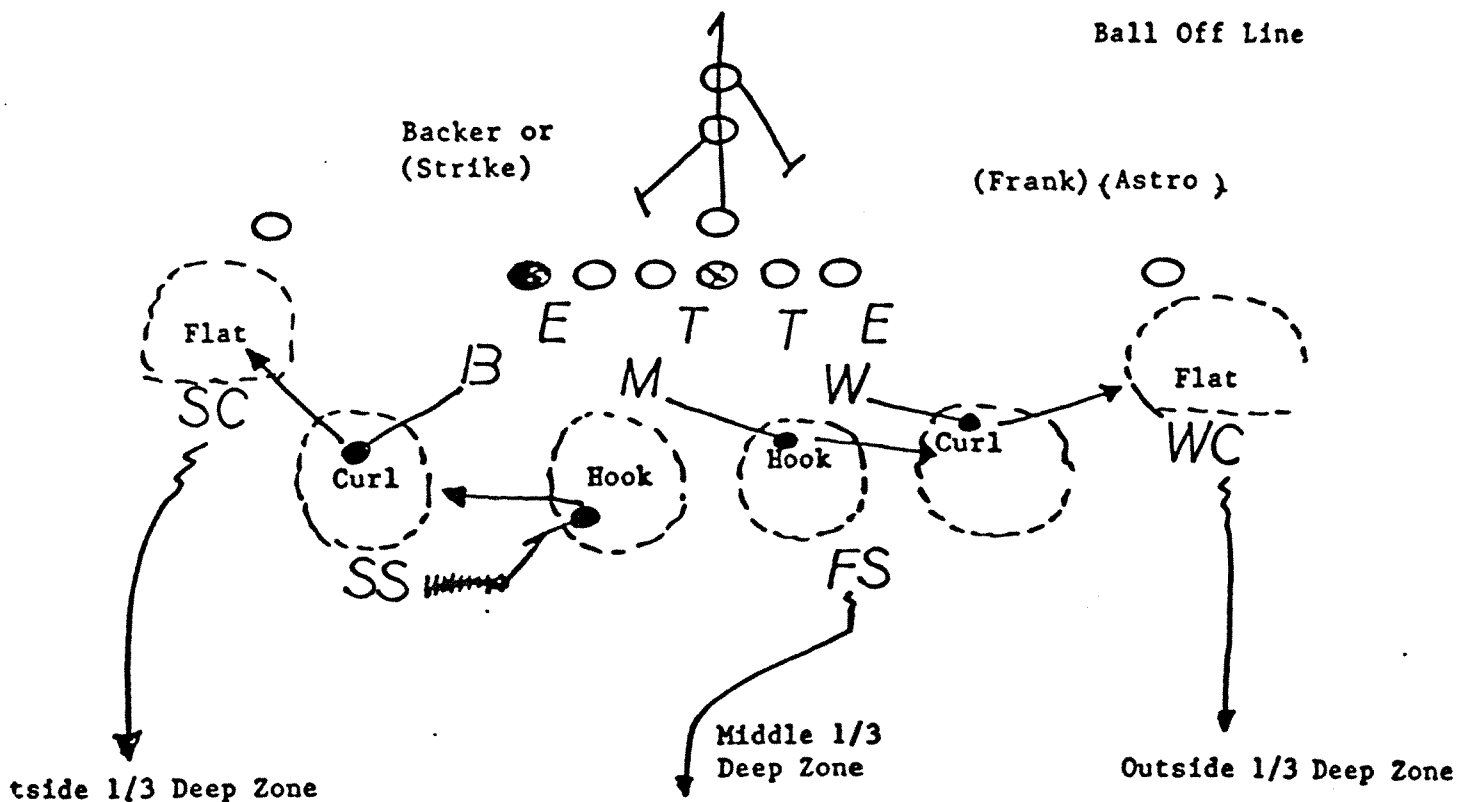
STANDARD

(40 SHADE)

Ball Off Line

Backer or
(Strike)

(Frank) (Astro)



GREEN EXCHANGE

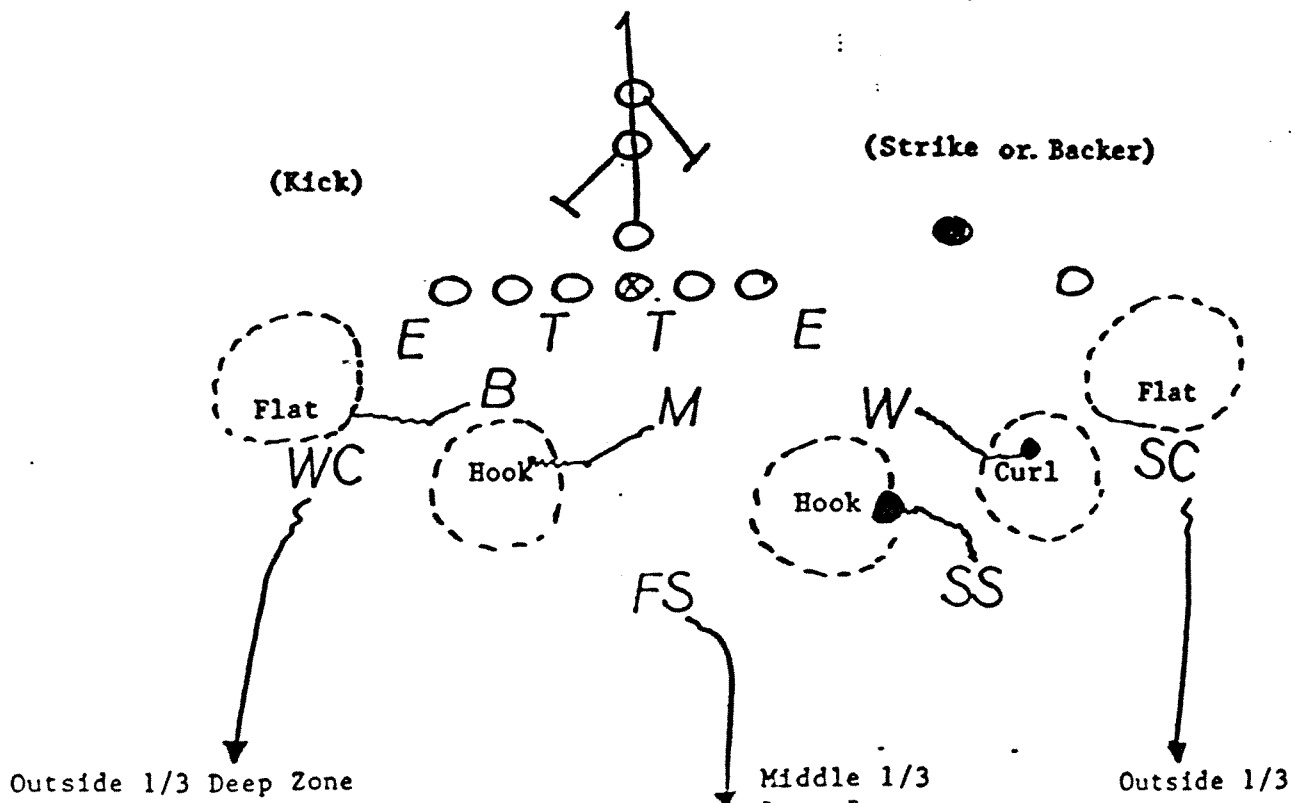
FLIP

(40 ✓ GREEN)

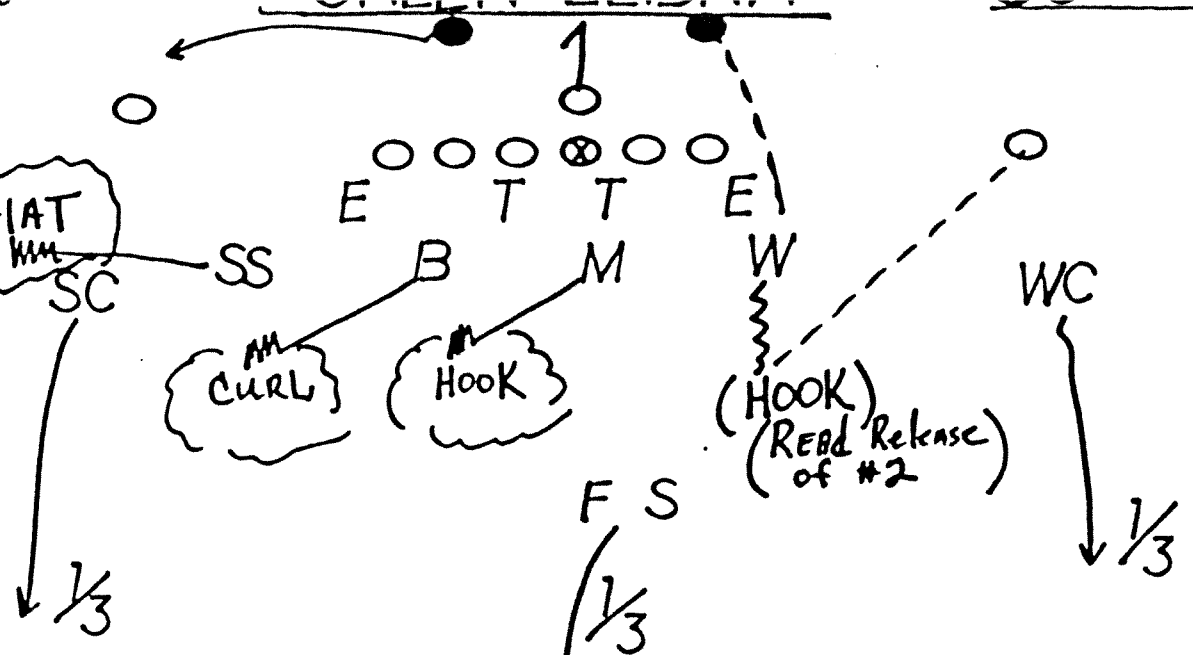
50 Can Play Green Cloud

(Kick)

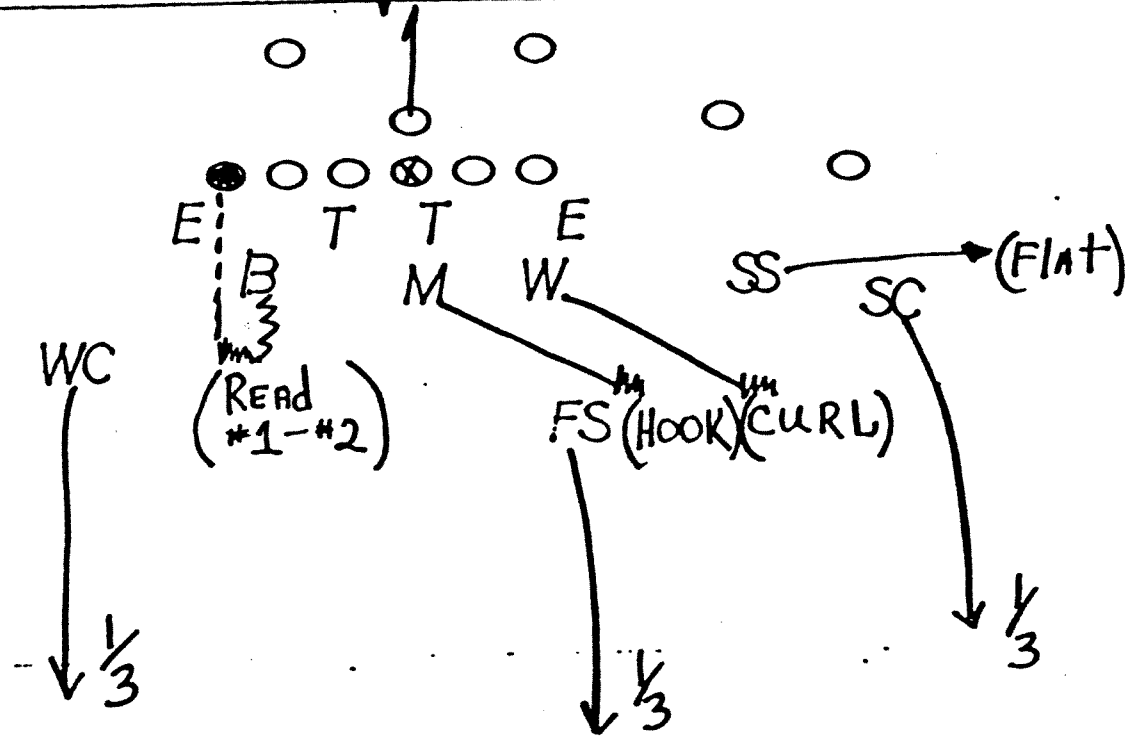
(Strike or. Backer)



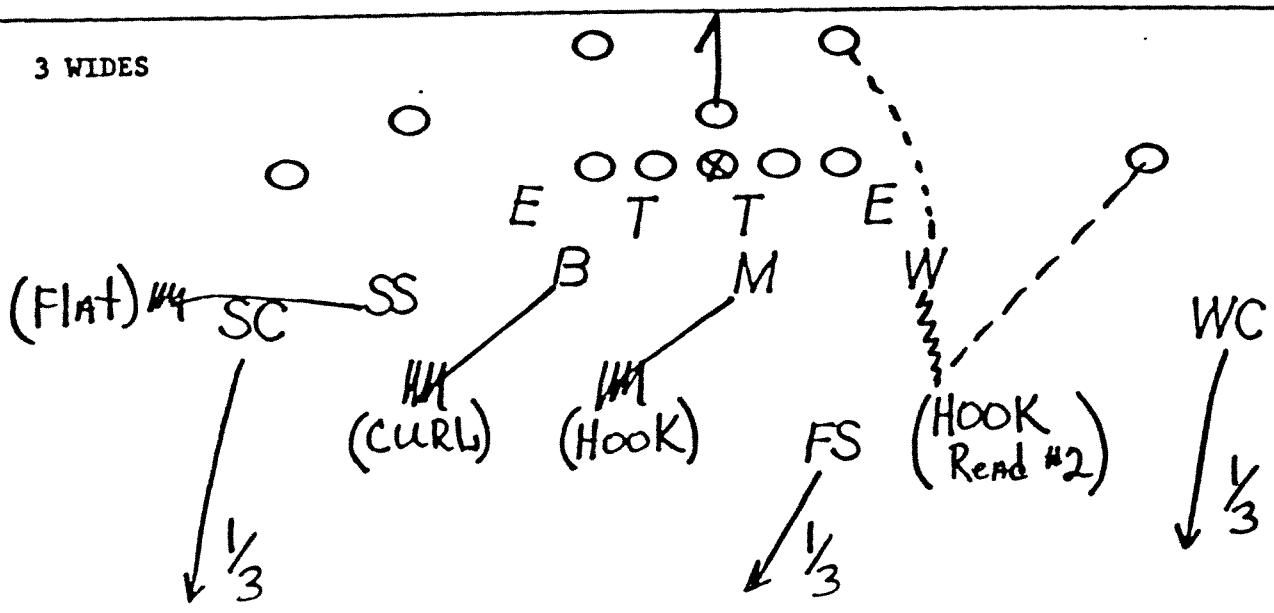
FIAT

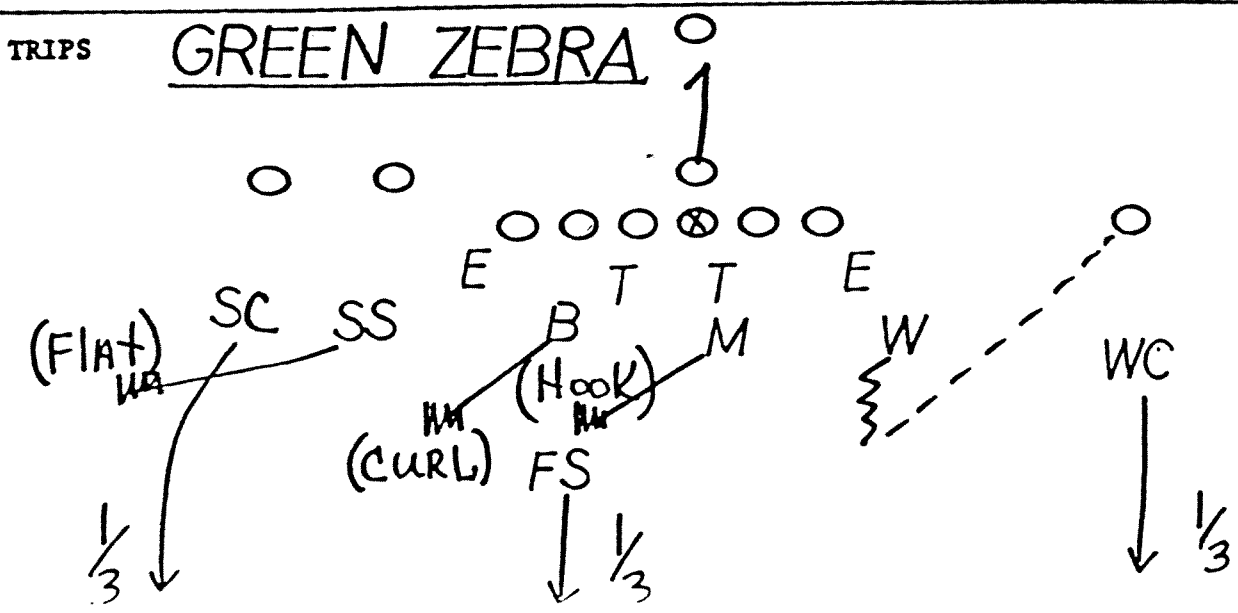
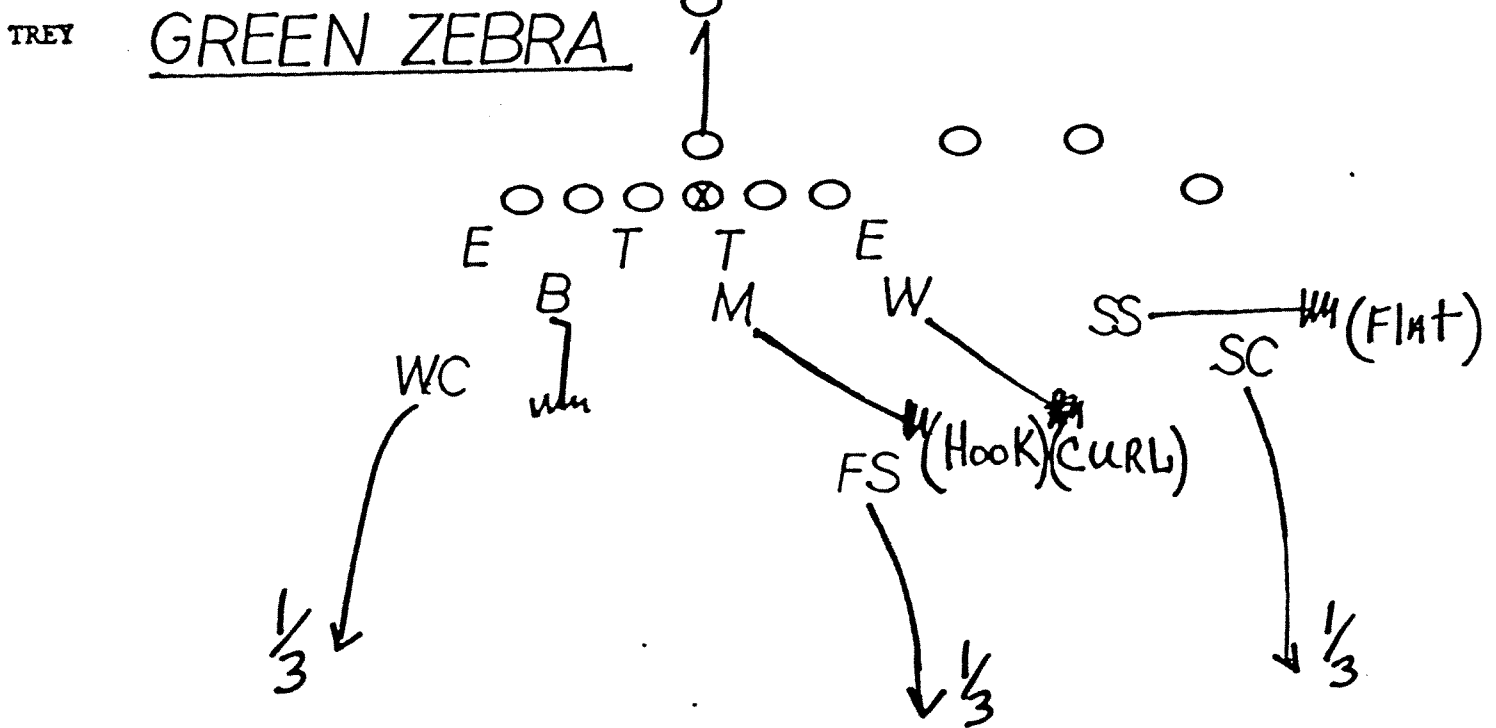
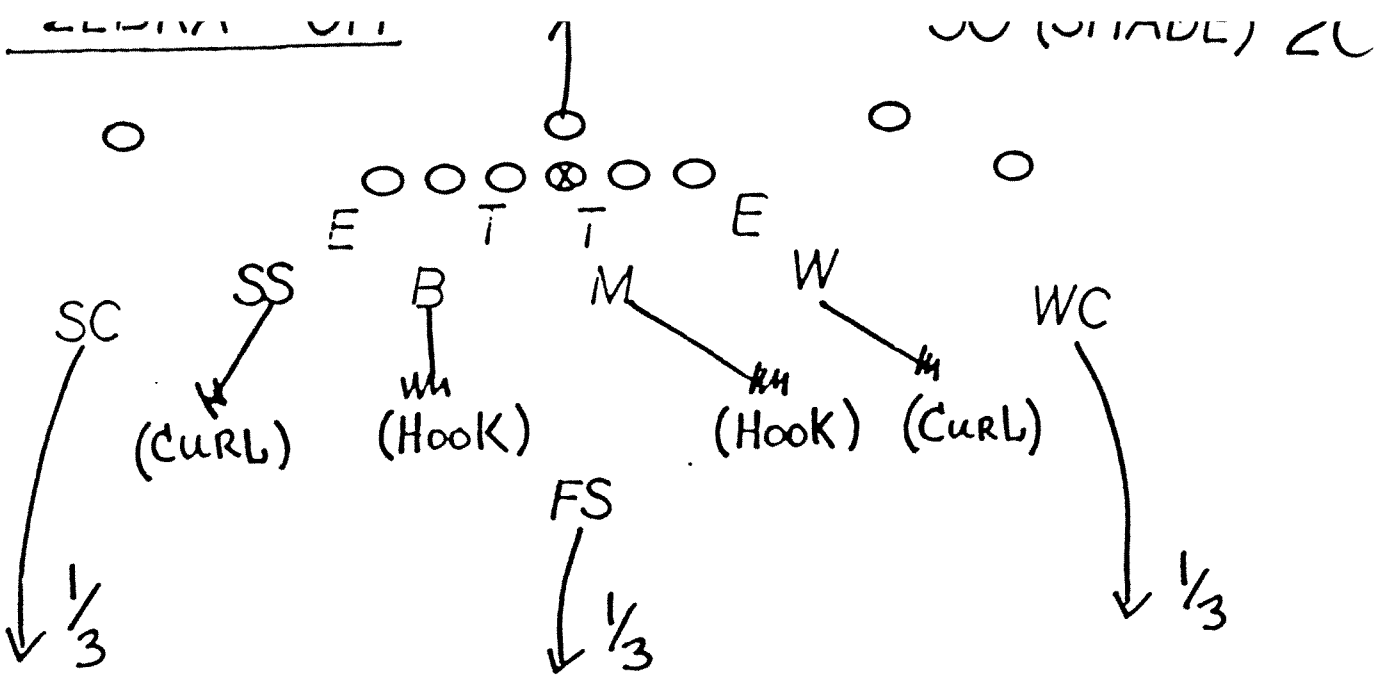


FLIP



3 WIDES





COVER WHITE

THEORY Cover White is a predetermined weak side zone coverage. The Weak Corner, Free Safety, and Will play Cover Blue; WE play 1/4 - 1/4 on the Strong Safety side on a pattern read of #2 (Orange). Automatic Double call theory White/Green.

STRENGTH Our pattern read responsibilities give us the best coverage for the routes they are running. It gives us a 9 Man Front Kick Force Weak and Strike Force Strong.

PASS: S/S Side (Orange Coverage)

Read #2 Strong Vertical
S/S Deep Middle 1/4
S/C Deep Outside 1/4
Buck - Curl/Flat
Mike - Hook/Curl

Read #2 Strong Across
S/S Play #1 Aggressive on Dig - Be over top of #1 on a Post
S/C Deep Outside 1/4
Buck - Play #1 on Curl
Mike - Hook

Read #2 Strong Flat
S/S Play #1 on Curl/Dig/Post
S/C Play #1 Out 1/4 Deep - S/S will get over the top of #1 on out and up
Buck - Run with #2 to Flat
Mike - Hook to Curl

WEAKNESS Strong out by #1 Strong, but we could be in Blue or Green Cloud

ADJUSTMENTS AND ALERTS

1. Flip, Trey: Green
2. Alert Ball: Read ball on line or off
3. Tits - Formation to Boundary: Play White to Field
4. Doubles - Ball on hash, play Cover White; S/S make Strength call to the field
5. Doubles - Ball in middle of field (game plan)

Ace - S/S make call to Left
Queen - S/S make call to left

Jack or "H" - S/S make call to SE
 * Mike - Make a Key call in middle of field - on Hash - work to field

6. Force Calls
 Strong Safety Side - Backer or Strike (Easy)
 Free Safety Side - Kick
7. Trips - Play. CP: Buck and S/S must key 2 & 3 for pattern read progression.

VARIATIONS

1. White Exchange (Show Blue)
 - A. S/S Side
 S/S - Deep Middle 1/3
 S/C - Deep Outside 1/3
 Buck - Curl/Flat (Strike - Backer Force)
 Mike - Work Strong Hook to Curl
 - B. F/S Side
 F/S - Has Weak Hook/Curl/Fill
 W/C - Has Deep Outside 1/3
 Will - Has Buzz Curl/Flat (Backer or Strike Force)
2. White Kick (Show Blue)
 - A. S/S Side - Same as White Exchange
 - B. F/S Side
 W/C - Has Flat/Curl (Kick Force)
 F/S - Has Deep Outside 1/3
 Will - Hook/Curl
3. White Freeze (PUR Alignment or Show Blue)
 - A. S/S Side - Same as White Exchange
 - B. F/S Side
 F/S - Curl/Flat
 Will - Hook/Curl
 W/C - Outside 1/3

POSITION	ALIGNMENT	KEYS	RESPONSIBILITY
STRONG ORNER	7-9 YDS DEEP 1-2 YDS OUTSIDE	BALL DIRECTION #1 #2	<p><u>PASS:</u> READ RELEASE OF #2 #2 ACROSS - BACK UP GETTING VISION ON STEM OF #1 - ZONE OUTSIDE 1/4</p> <p>VS POST - DRIVE ON THE BALL VS DIG - DRIVE TO POST OF X</p> <p>#2 FLAT - ZONE OUTSIDE 1/4 #2 VERTICAL - PLAY #1 OUTSIDE 1/4</p> <p><u>FLOW AWAY:</u> CUSHION #1 (OUTSIDE 1/4 ZONE)</p> <p><u>RUN TO:</u> BACKER OR STRIKE - SECONDARY CONTAIN SECURE #1, IF HE IS BLOCKING WORK OUTSIDE</p> <p><u>RUN AWAY:</u> CUSHION #1, M/M (PURSUIT)</p>
STRONG SAFETY	8-10 YDS DEEP 2-3 YDS OUTSIDE TE NO TE, SHOW BLUE	BALL DIRECTION #2 #1	<p><u>PASS:</u> READ RELEASE OF #2 #2 ACROSS - BACK UP GETTING VISION ON STEM OF #1 - #1 POST - STAY INSIDE AND DEEPER - MIDDLE 1/4 ZONE</p> <p>#2 FLAT - GET VISION ON #1 - SAME AS ABOVE #2 VERTICAL - TAKE #2 DEEP - ZONE MIDDLE 1/4 #1 DIG/CURL - BE AGGRESSIVE ON THESE CUTS</p> <p><u>FLOW AWAY:</u> SAME AS ABOVE</p> <p><u>RUN TO:</u> BACKER OR STRIKE FORCE</p> <p><u>RUN AWAY:</u> SECURE #2 MAN</p>
FREE SAFETY	10-13 YDS DEEP SPLIT (#1 AND #2) 2 MAN LEEWAY TO SE SIDE	BALL DIRECTION #2 #1	<p><u>PASS:</u> SAME AS BLUE</p> <p><u>FLOW AWAY:</u> MELT TO MIDDLE 1/3</p> <p><u>RUN TO:</u> FLAT TO #1 M/M. VISION ON #1 FOR SLANT IF OPTION. IF #1 ENGAGES THE CORNER, (KICK FORCE) THEN YOU FILL. PLAY #1 M/M OVER THE TOP VERSUS OUTSIDE RELEASE.</p> <p><u>RUN AWAY:</u> START FLAT TO #2. GET VISION ON HIM. PLAY #2 M/M IF HE RELEASE INSIDE OF THE S/S. FILL INSIDE OF S/S VS TE ARC. IF TE BASE BLOCKS DE, FILL INSIDE OF S/S TO QB ON OPTION - CUTBACK ON SWEEP.</p>

POSITION	ALIGNMENT	KEYS	RESPONSIBILITY
WEAK CORNER	7-9 YDS DEEP 1-2 YDS OUTSIDE	BALL DIRECTION #1 #2	SAME AS BLUE
BUCK	NORMAL	NORMAL	ROUTE READ ON #2 <u>#2 VERTICAL</u> <u>#2 ACROSS</u> CURL OF #1 - #3 TO FLAT <u>#2 FLAT</u> - RUN WITH HIM M/M 40 - BACKER FORCE/STRIKE FORCE 50 - EASY FORCE
MIKE	NORMAL	NORMAL	C.P. - VS DOUBLES, MAKE A KEY CALL IN MIDDLE OF FIELD
WILL	SAME AS BLUE		

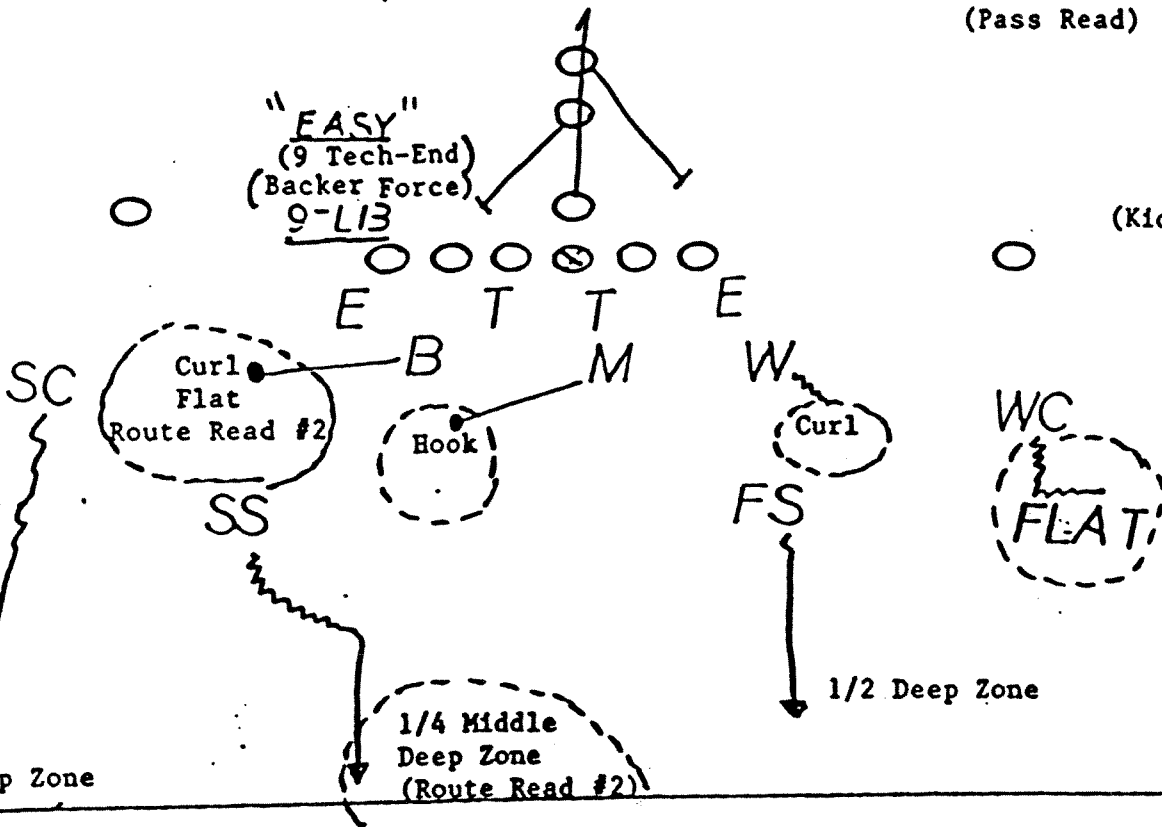
COVER WHITE

(50 Shade)

STANDARD

Ball Off Line
(Pass Read)

(Kick Force)



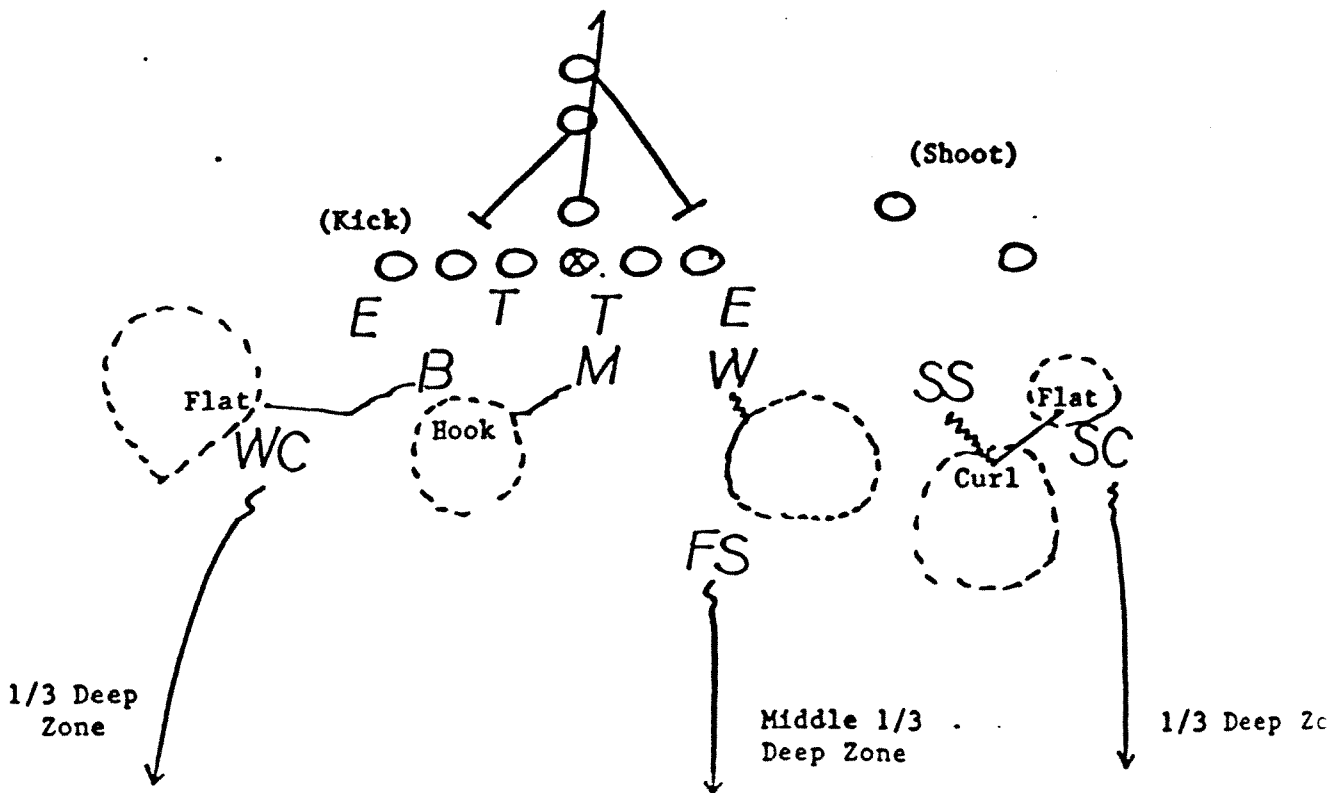
COVER WHITE

(50 Shade)

FLIP ✓ GREEN

Ball Off Line
(Pass Read)

(Shoot)

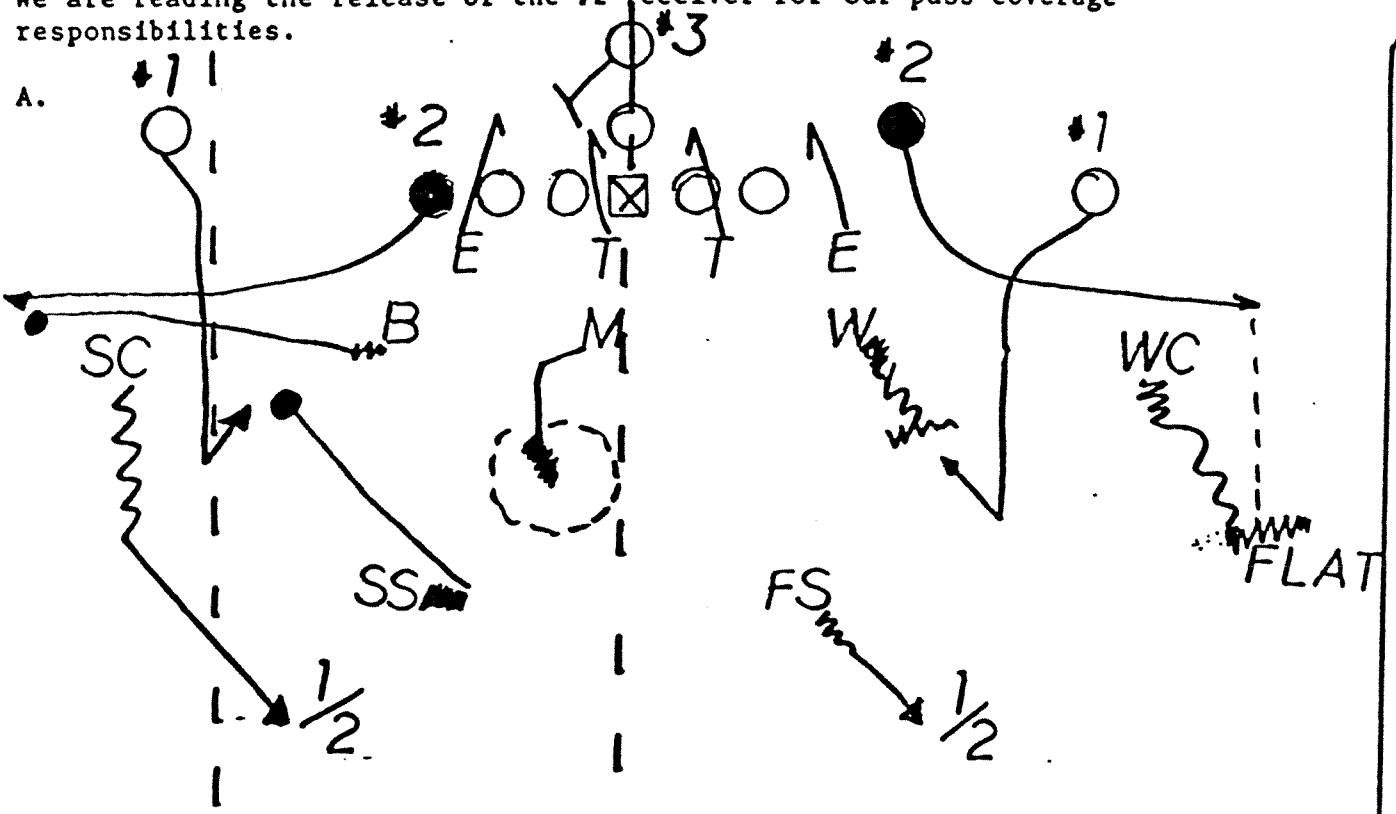


WHITE

BALL ON HASH

EXAMPLE OF PASS COVERAGE READS & STRONG SIDE

We are reading the release of the #2 receiver for our pass coverage responsibilities.

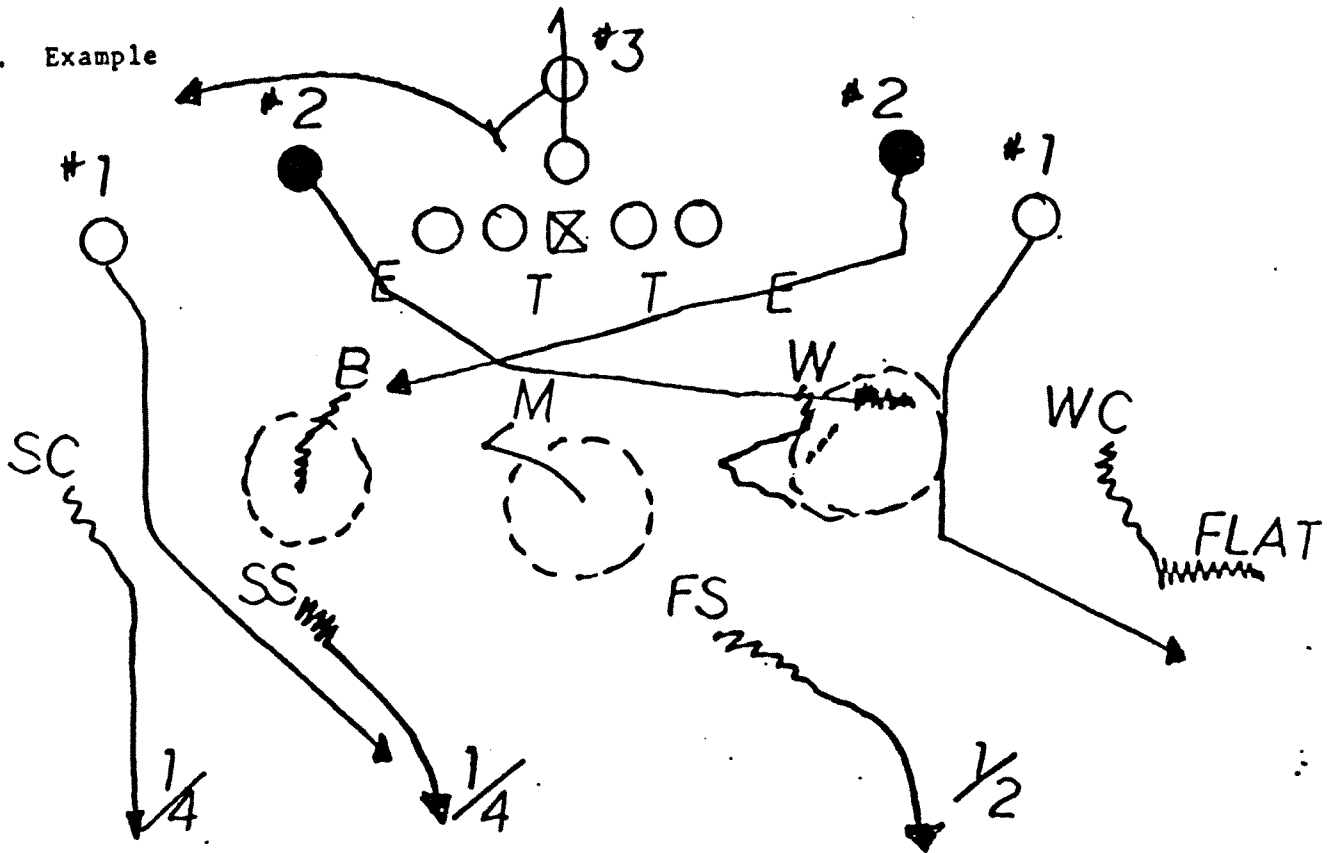


STRONG SAFETY SIDE: #2 to Flat (PLAY ORANGE)

1. Buck - Run with him man to man
2. S/S - Settle and physically look at #1 - play him aggressive man to man on Curl - Dig - Post
3. S/C - Read stem of #1; if inside, get over the top for Post or Post Corner.

FREE SAFETY SIDE: (Play Blue)
Will - F/S - WC

B. Example



#2 Crossing Route

Strong Safety Side (ORANGE SIDE)

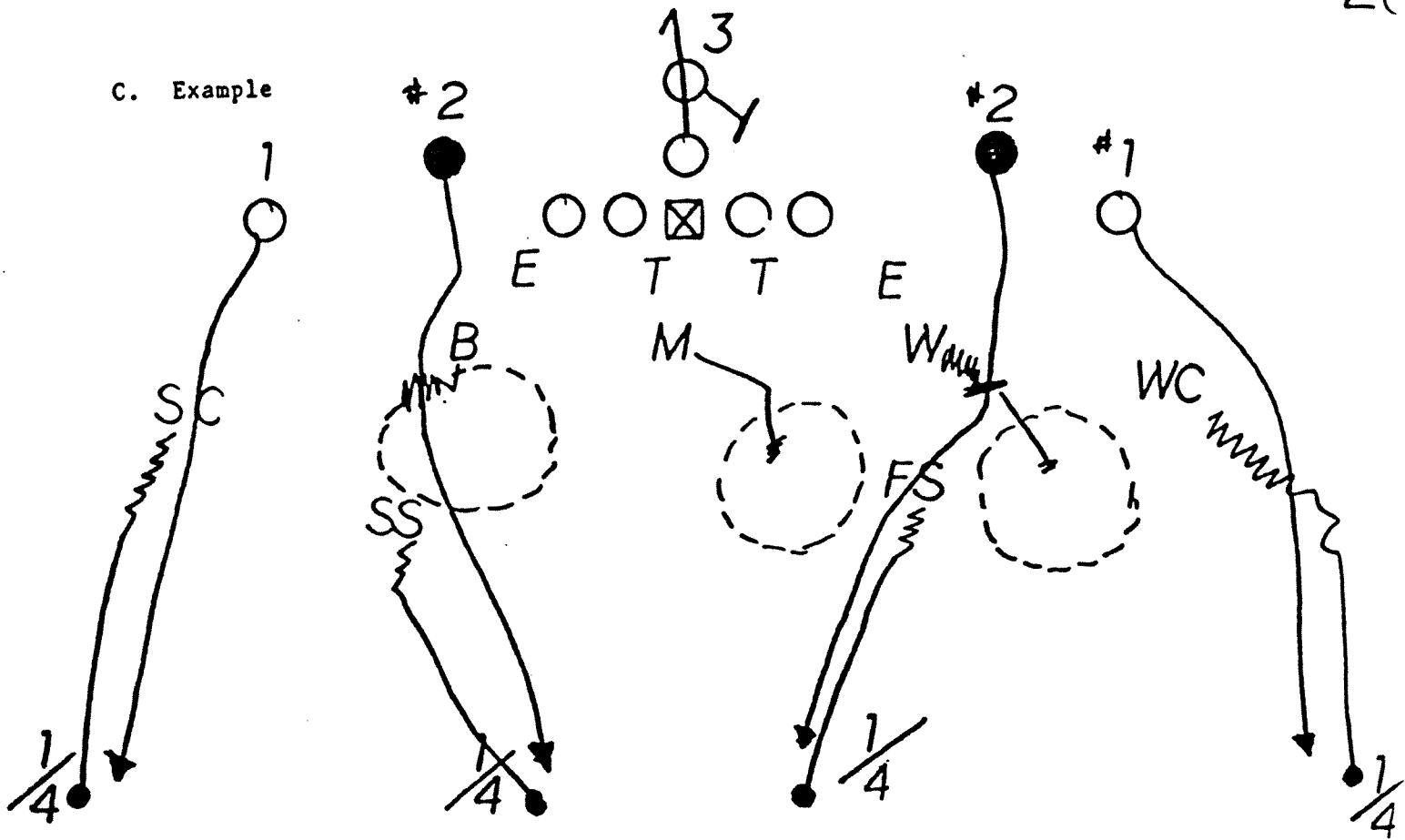
1. Buck - Curl of #1, explain with #3
2. S/S - $1/4$ deep inside and deeper than #1 (Post-Dig). Buck has Curl.
3. S/C - Zone outside $1/4$ - Post Corner - Fade

Free Safety Side

Play Blue

Will - W/C - F/S

C. Example



#2 Vertical

Strong Safety Side

1. Buck - Jam #2 - Hold Curl, expand if #3 crosses face.
2. S/S - Carry #2 to deep 1/4 - see ball thrown.
3. S/C - Carry #1 to deep 1/4 - see ball thrown.

Free Safety Side

Play Blue

Will - F/S - W/C

WHITE FREEZE

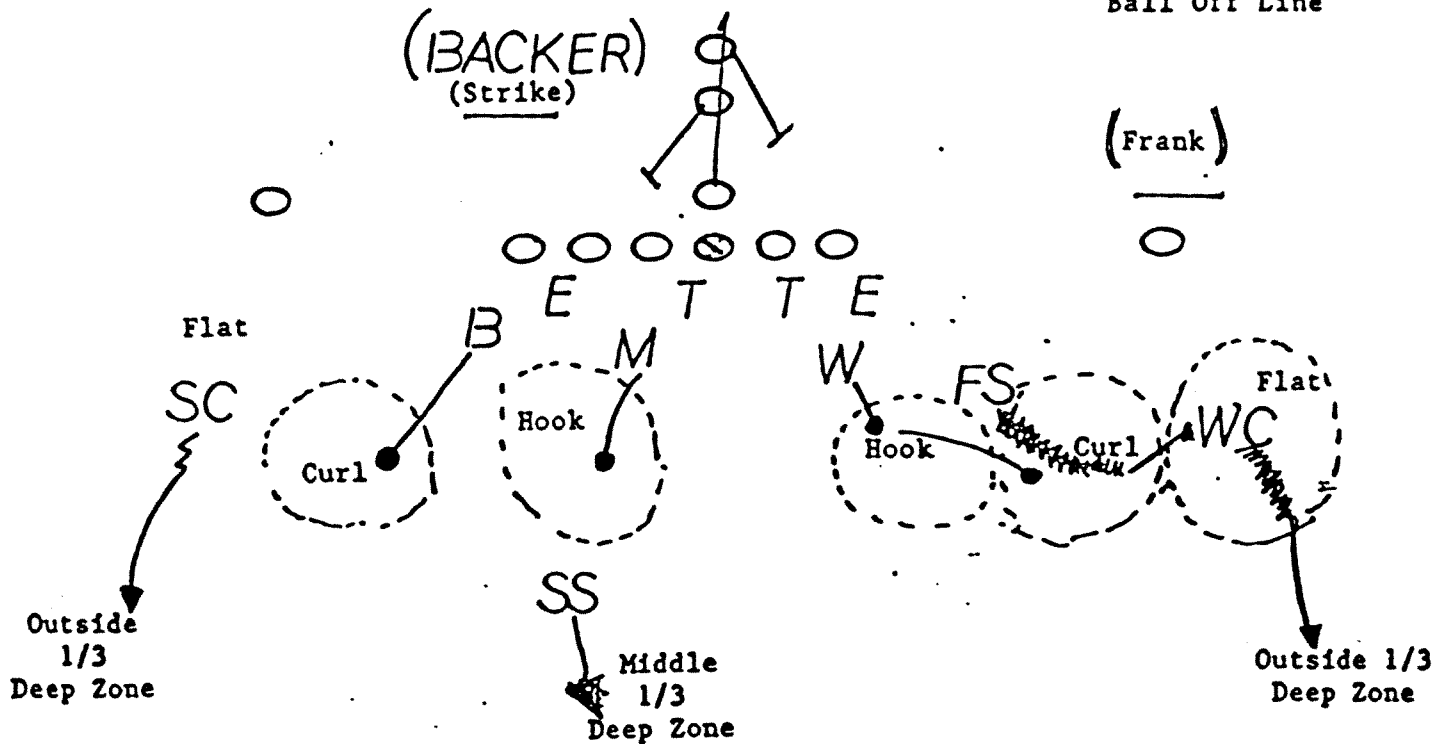
STANDARD

(40 SHADE)

Ball Off Line

(BACKER)
(Strike)

(Frank)



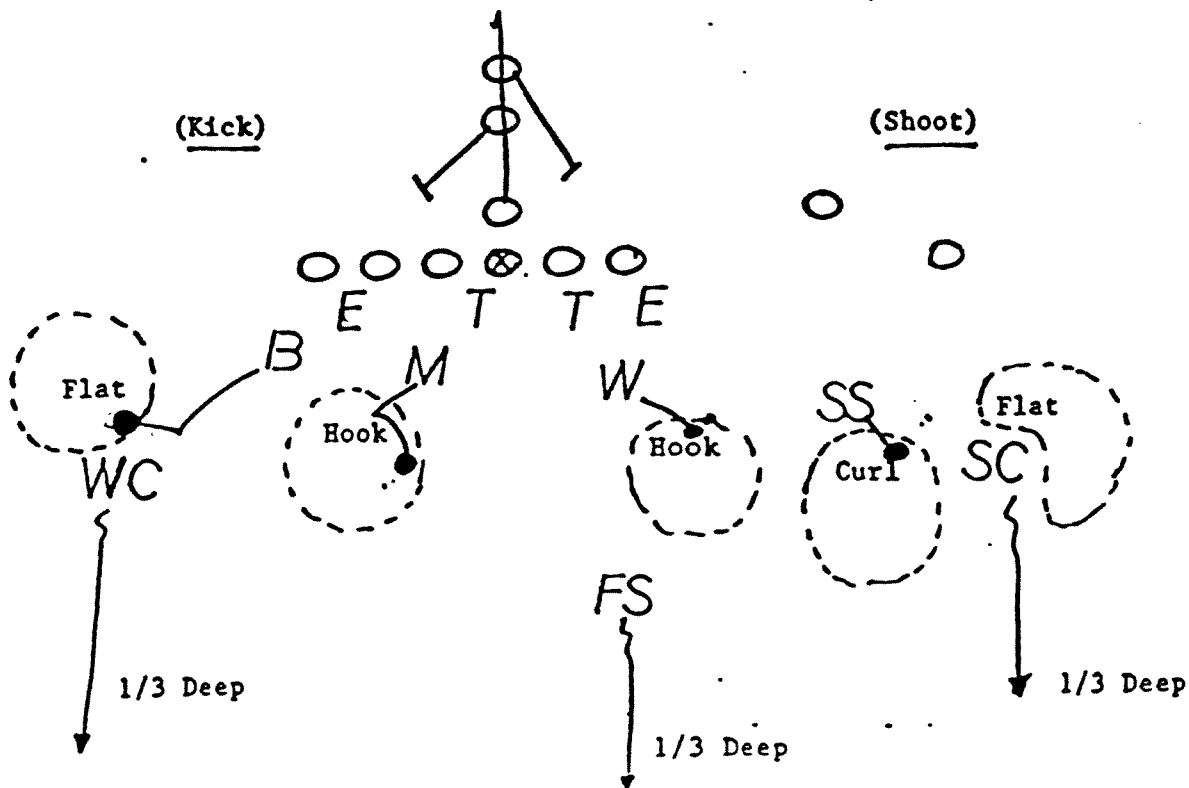
FLIP

(40 SHADE)

✓ GREEN

(Kick)

(Shoot)



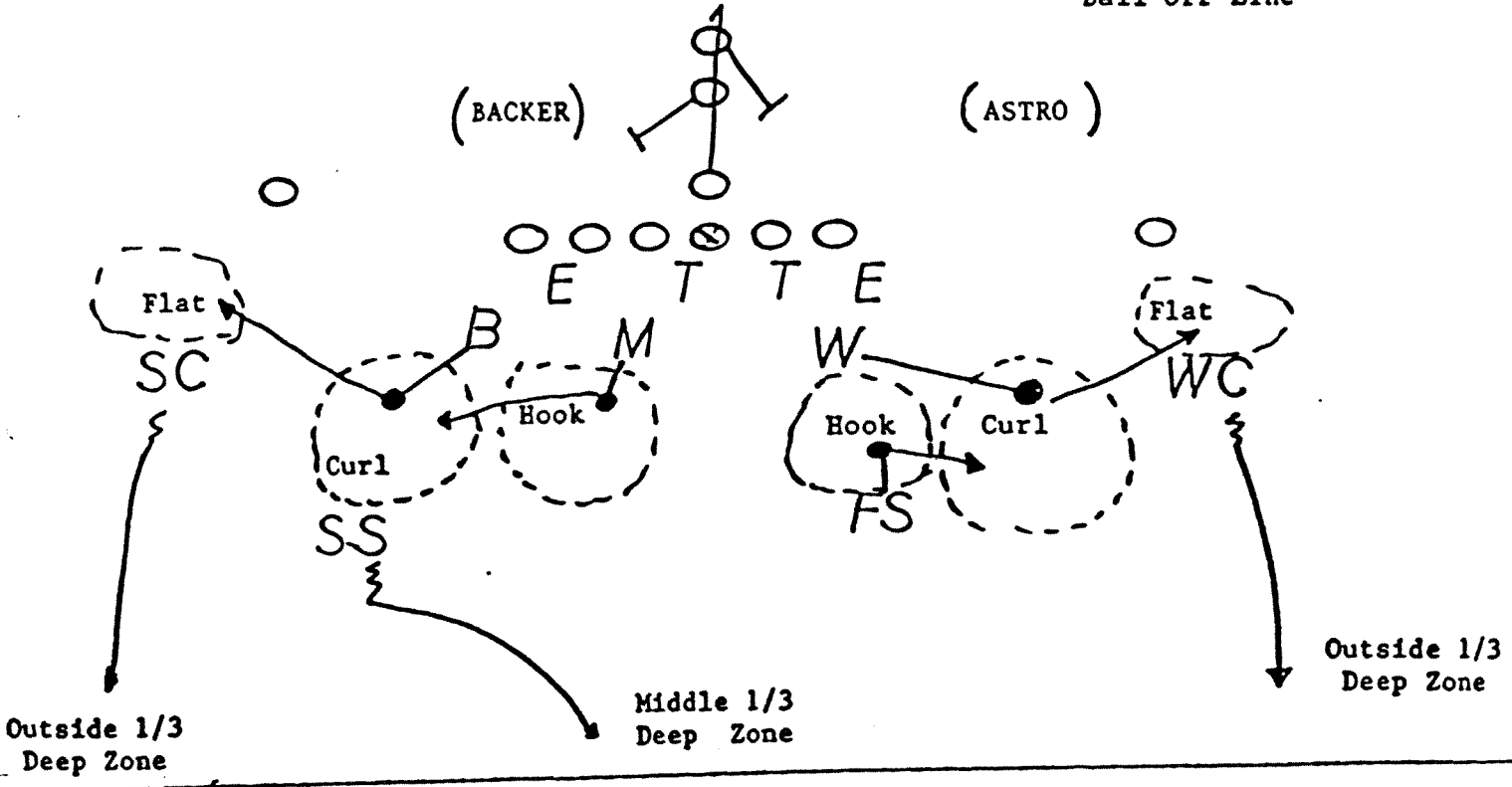
WHITE EXCHANGE

STANDARD

(40 DEFENSE)
Ball Off Line

(BACKER)

(ASTRO)



WHITE EXCHANGE

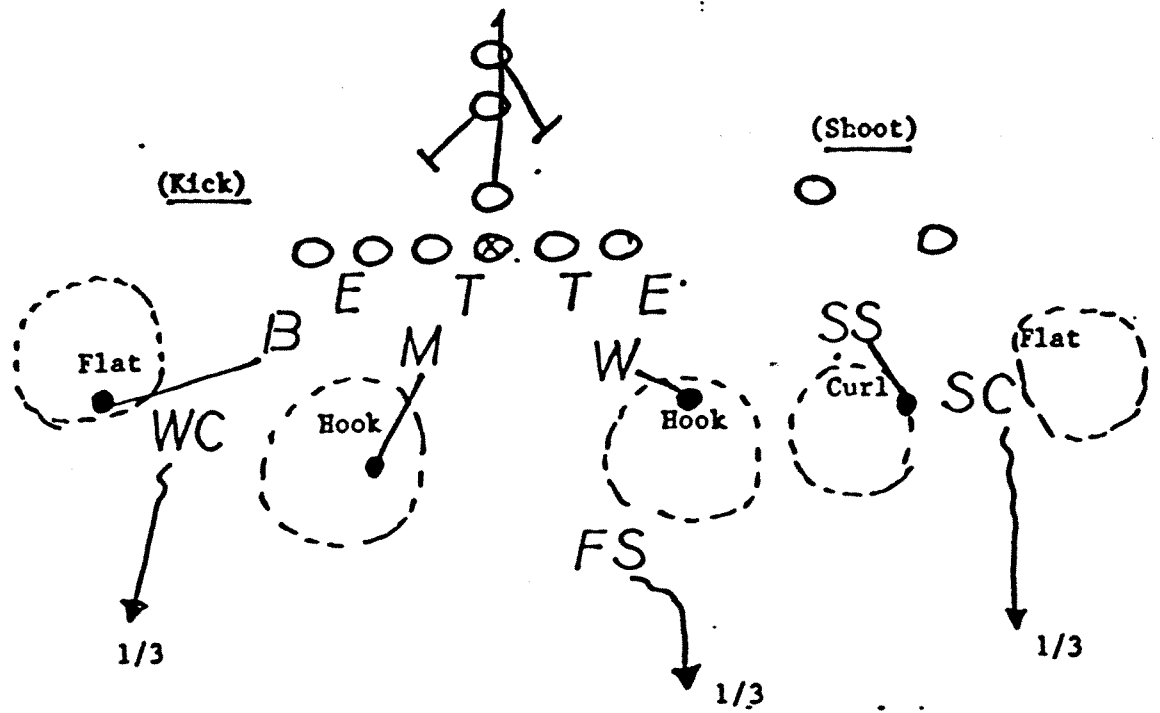
FLIP

GREEN

(40 DEFENSE)

(Kick)

(Shoot)



WHITE KICK

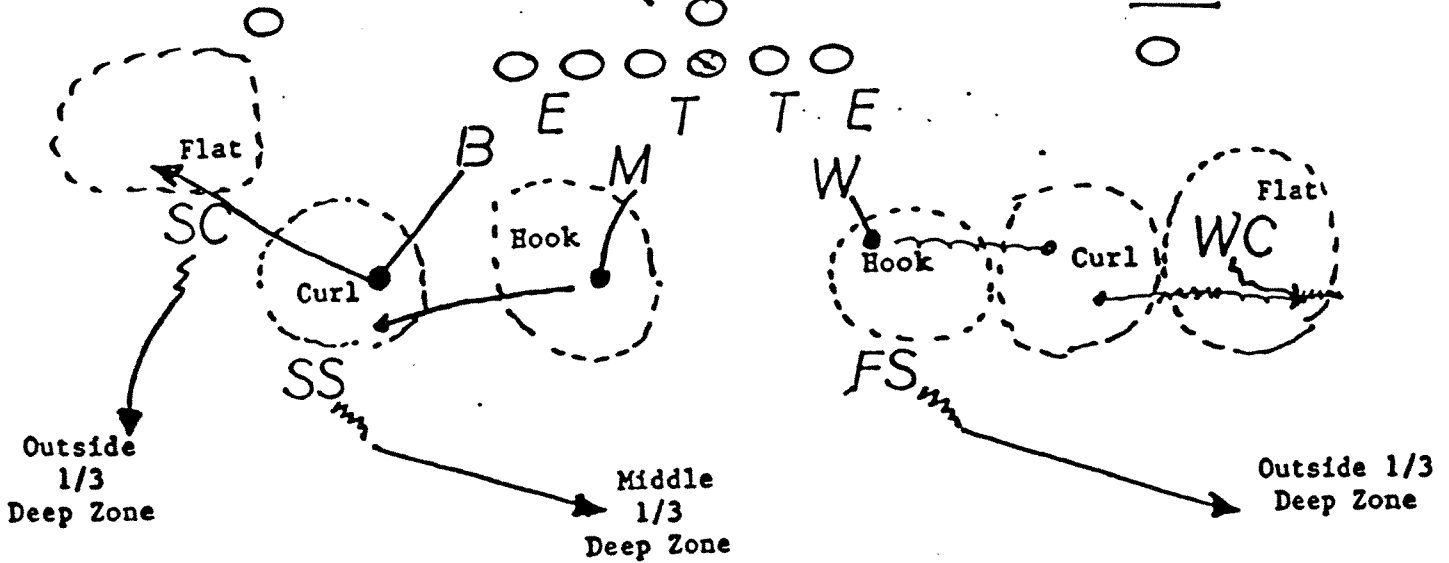
STANDARD

(40 SHADE)

Ball Off Line

(BACKER)
OR
(Strike)

(Kick)



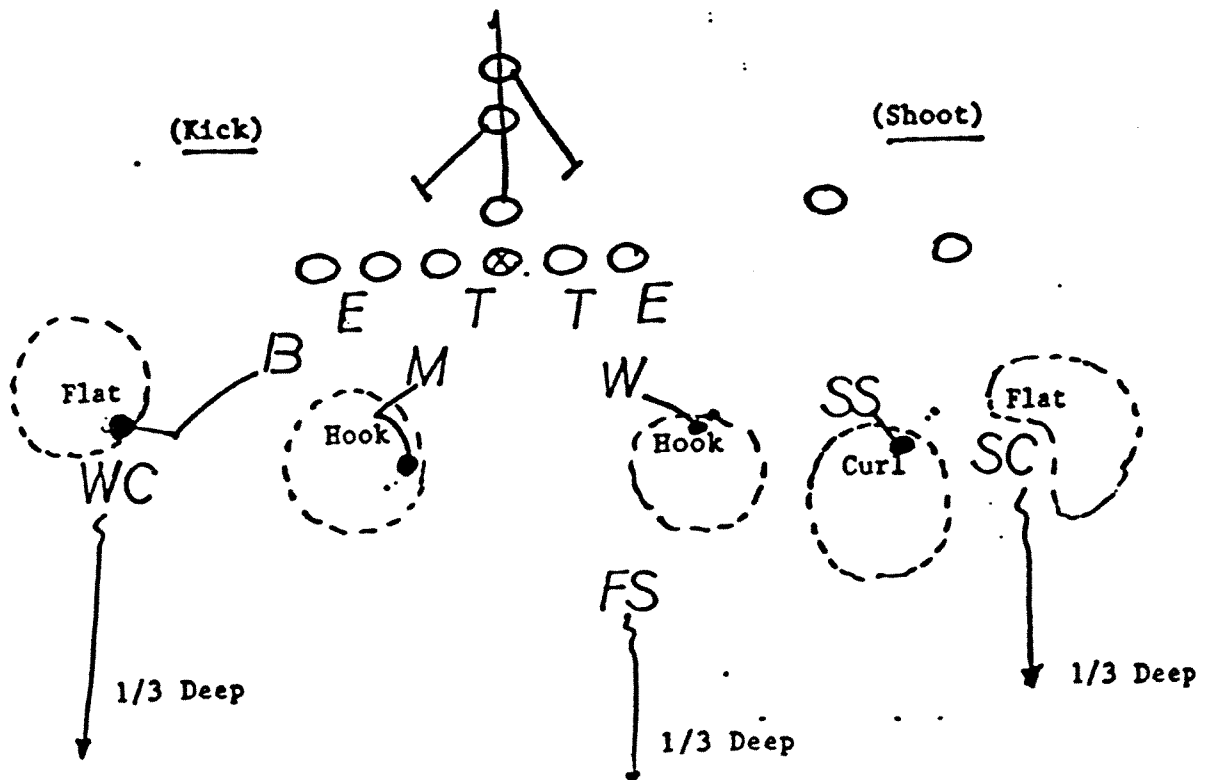
FLIP

(40 SHADE)

✓ GREEN

(Kick)

(Shoot)



ORANGE

THEORY

Cover Orange is a 4 Deep zone coverage depending on the pattern read of #4 by our Free Safety and Strong Safety. We play 1/4 1/4 on both sides. The #2 receiver will tell our safeties and outside linebackers what to do on their release:

1. Vertical
2. Cross
3. Flat

STRENGTH

1. We are great on 4 Verticals.
2. We should intercept the curl when #2 is flat.
3. Great run support by our safeties (key linemen).
4. We can show Blitz or show Blue.
5. Flow Pass Strong - Play like White Exchange.
6. Flow Pass Weak - Play like Green Exchange.

WEAKNESS

1. Out route by #1.
2. Post of #1 when #2 is flat outside, safeties must be able to read curl or post of #1 when #2 runs to the flat.

ADJUSTMENTS

1. Flip or Trey - ✓ Green
2. Tits - ✓ White
3. Closed Formation - ✓ Blue
4. 3 Backs - ✓ Blue/Green Double Call
5. Alert Flow Pass
6. Backer Force unless we have a 9 Tech End - Easy: Could call Strike Force also
7. Safeties vs Tight Splits of #1 receiver
✓ Check to Cloud on S/S side and Kick on the F/S side

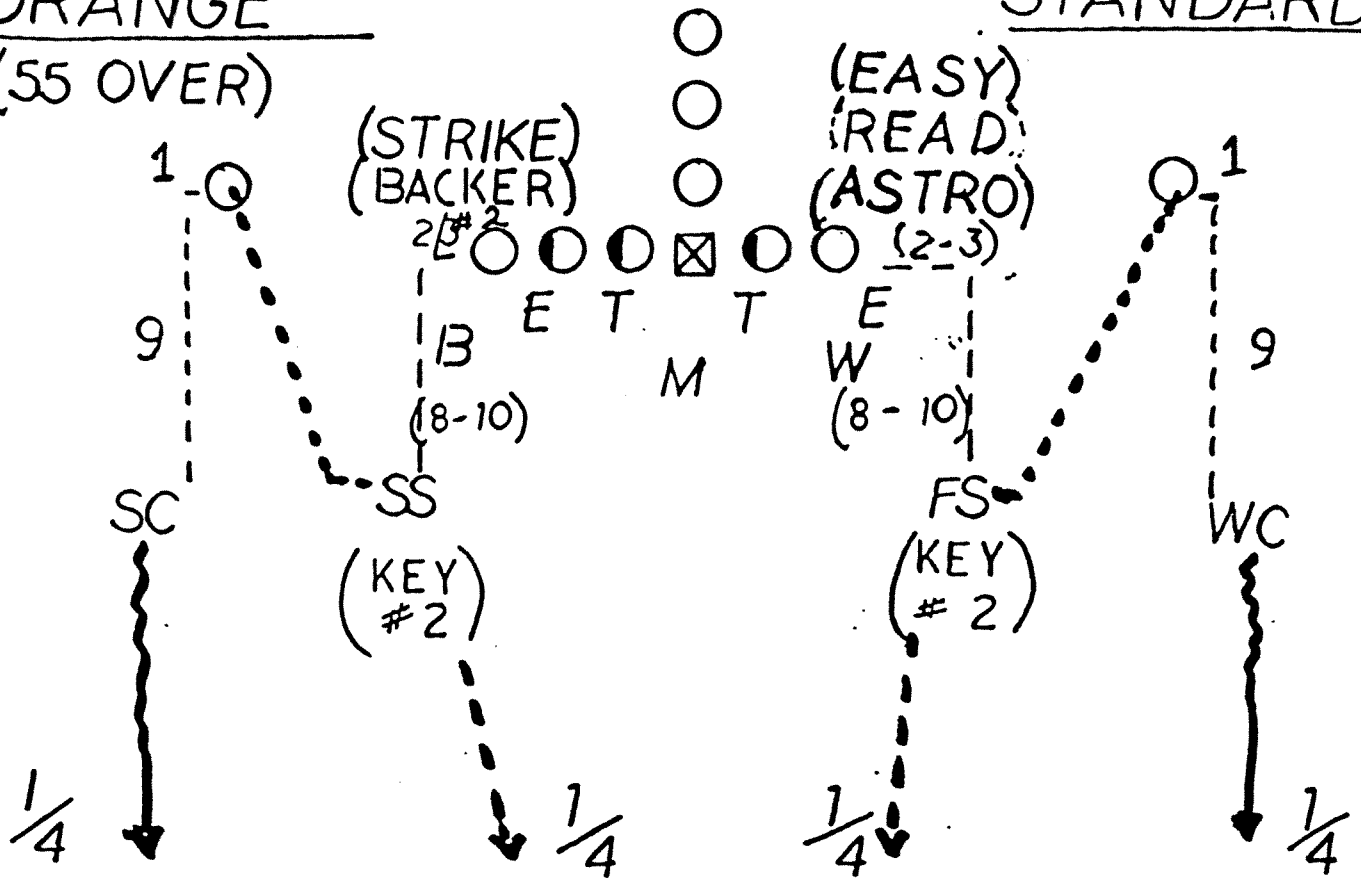
POSITION	ALIGNMENT	KEYS	RESPONSIBILITY
STRONG CORNER	7-9 YDS DEEP 1-2 YDS OUTSIDE	BALL DIRECTION #2 #1	<p><u>PASS:</u> READ RELEASE OF #2 <u>#2 ACROSS</u> - BACK UP GETTING VISION ON STEM OF #1 - ZONE OUTSIDE 1/4</p> <p>VS POST - DRIVE ON THE BALL VS DIG - DRIVE TO POST OF X</p> <p><u>#2 FLAT</u> - ZONE OUTSIDE 1/4 <u>#2 VERTICAL</u> - PLAY #1 OUTSIDE 1/4</p> <p><u>FLOW AWAY:</u> CUSHION #1 (OUTSIDE 1/4 ZONE)</p> <p><u>RUN TO:</u> EASY OR STRIKE - SECONDARY CONTAIN SECURE #1 IF HE IS BLOCKING WORK OUTSIDE</p> <p><u>RUN AWAY:</u> CUSHION #1, M/M (PURSUIT)</p>
STRONG SAFETY	8-10 YDS DEEP 2-3 YDS OUTSIDE TE NO TE, SHOW BLUE	BALL DIRECTION #2 #1	<p><u>PASS:</u> READ RELEASE OF #2 <u>#2 ACROSS</u> - BACK UP GETTING VISION ON STEM OF #1 - #1 POST - STAY INSIDE AND DEEPER - MIDDLE 1/4 ZONE <u>#2 FLAT</u> - GET BISION ON #1 - SAME AS ABOVE <u>#2 VERTICAL</u> - TAKE #2 DEEP - ZONE MIDDLE 1/4 <u>#1 DIG/CURL</u> - BE AGGRESSIVE ON THESE CUTS</p> <p><u>FLOW AWAY</u> - SAME AS ABOVE</p> <p><u>RUN TO:</u> EASY OR STRIKE FORCE</p> <p><u>RUN AWAY:</u> SECURE #2 MAN</p>
FREE SAFETY	8-10 YDS DEEP 2-3 YDS OUTSIDE TE IN MIDDLE OF FIELD ON HASH, BE IN "C" GAP	BALL DIRECTION #2 #1	<p><u>PASS:</u> READ RELEASE OF #2 <u>#2 ACROSS</u> - BACK UP GETTING VISION ON STEM OF #1 - #1 POST - STAY INSIDE AND DEEPER - MIDDLE 1/4 ZONE <u>#2 FLAT</u> - GET VISION ON #1 - SAME AS ABOVE <u>#2 VERTICAL</u> - TAKE #2 DEEP - ZONE MIDDLE 1/4 <u>#1 DIG/CURL</u> - BE AGGRESSIVE ON THESE CUTS</p> <p><u>FLOW AWAY:</u> SAME AS ABOVE</p> <p><u>RUN TO:</u> EASY OR READ FORCE</p> <p><u>RUN AWAY:</u> SECURE #2 MAN</p>

POSITION	ALIGNMENT	KEYS	RESPONSIBILITY
WEAK CORNER	7-9 YDS DEEP 1-2 YDS OUTSIDE	BALL DIRECTION #2 #1	<p><u>PASS:</u> READ RELEASE OF #2 <u>#2 ACROSS</u> - BACK UP GETTING VISION ON STE OF #1 - ZONE OUTSIDE 1/4</p> <p>VS POST - DRIVE ON THE BALL VS DIG - DRIVE TO POST OF X</p> <p><u>#2 FLAT</u> - ZONE OUTSIDE 1/4 <u>#2 VERTICAL</u> - PLAY #1 OUTSIDE 1/4</p> <p><u>FLOW AWAY:</u> CUSHION #1 (OUTSIDE 1/4 ZONE)</p> <p><u>RUN TO:</u> READ OR STRIKE - SECONDARY CONTAIN SECURE #1 IF HE IS BLOCKING WORK OUTSID</p> <p><u>RUN AWAY:</u> CUSHION #1, M/M (PURSUIT)</p>
BUCK	NORMAL	NORMAL	<p>ROUTE READ ON #2</p> <p><u>#2 VERTICAL</u> CURL OF #1 - #3 TO FLAT <u>#2 ACROSS</u></p> <p><u>#2 FLAT</u> - RUN WITH HIM M/M</p> <p>40 - STRIKE FORCE</p> <p>50 - EASY FORCE</p>
MIKE	NORMAL	NORMAL	<p>C.P. IN ORANGE COVERAGE VERSUS <u>DOUBLES</u> FORMATION, MAKE A KEY CALL IN MIDDLE OF FIELD AND ON THE HASH</p>
WILL	NORMAL	NORMAL	<p>ROUTE READ ON #2</p> <p><u>#2 VERTICAL</u> CURL OF #1 - #3 TO FLAT <u>#2 ACROSS</u></p> <p><u>#2 FLAT</u> - RUN WITH HIM M/M</p> <p>40 - EASY FORCE</p> <p>50 - READ FORCE</p>

ORANGE

(55 OVER)

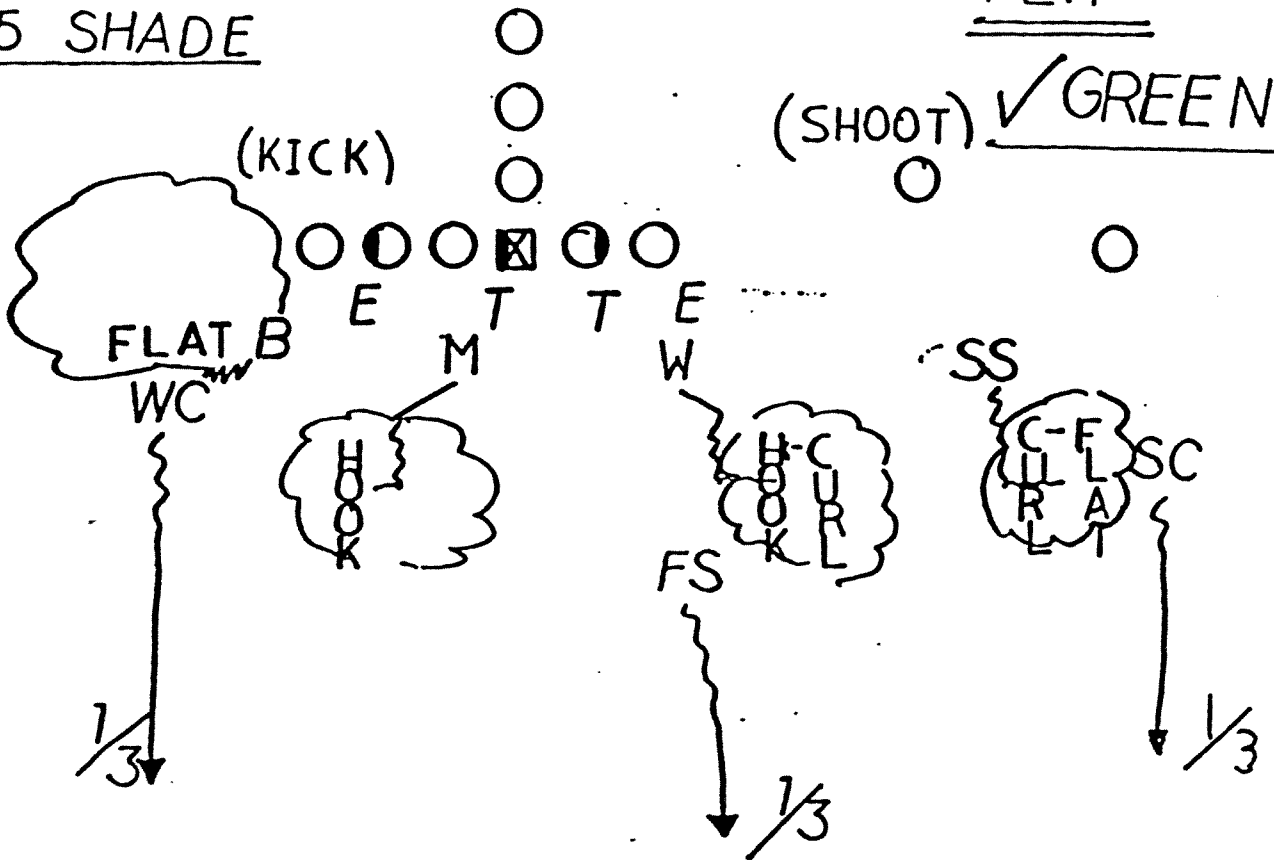
STANDARD



45 SHADE

FLIP

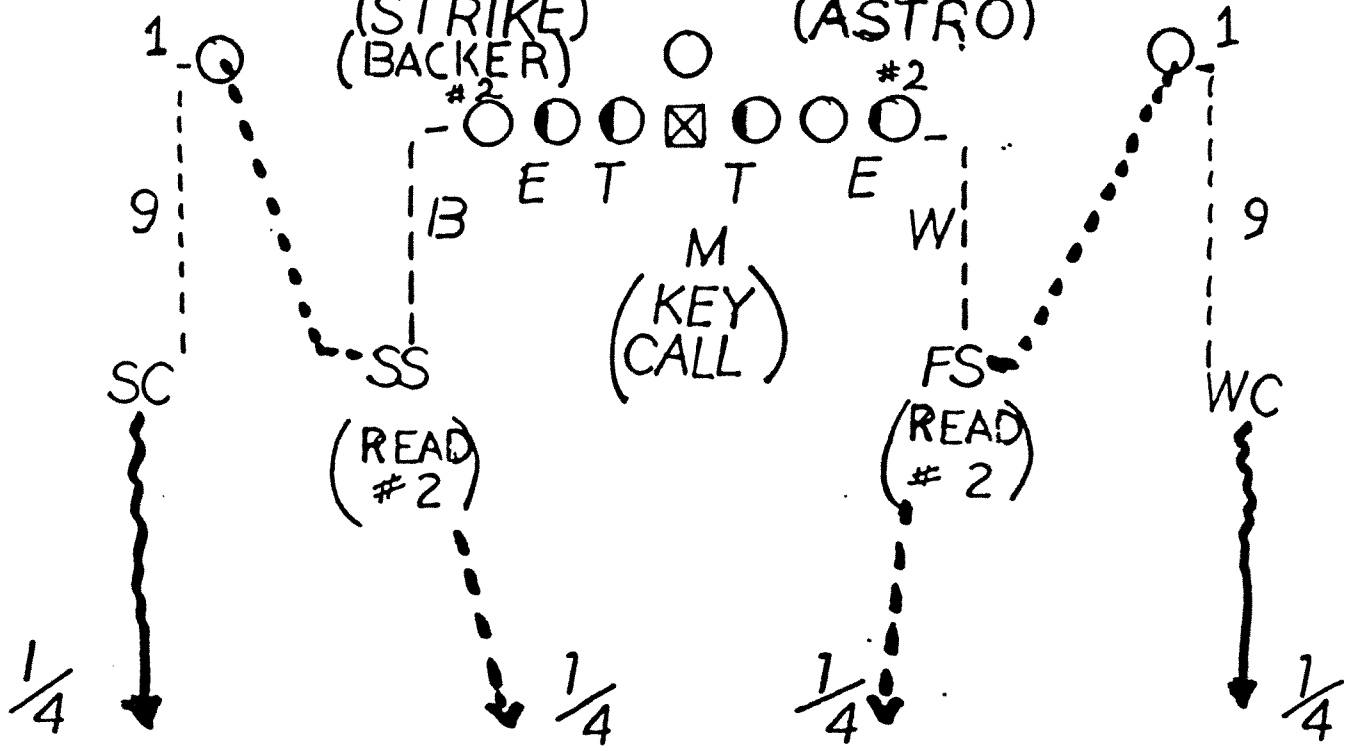
(SHOOT) ✓ GREEN



ORANGE

DOUBLE

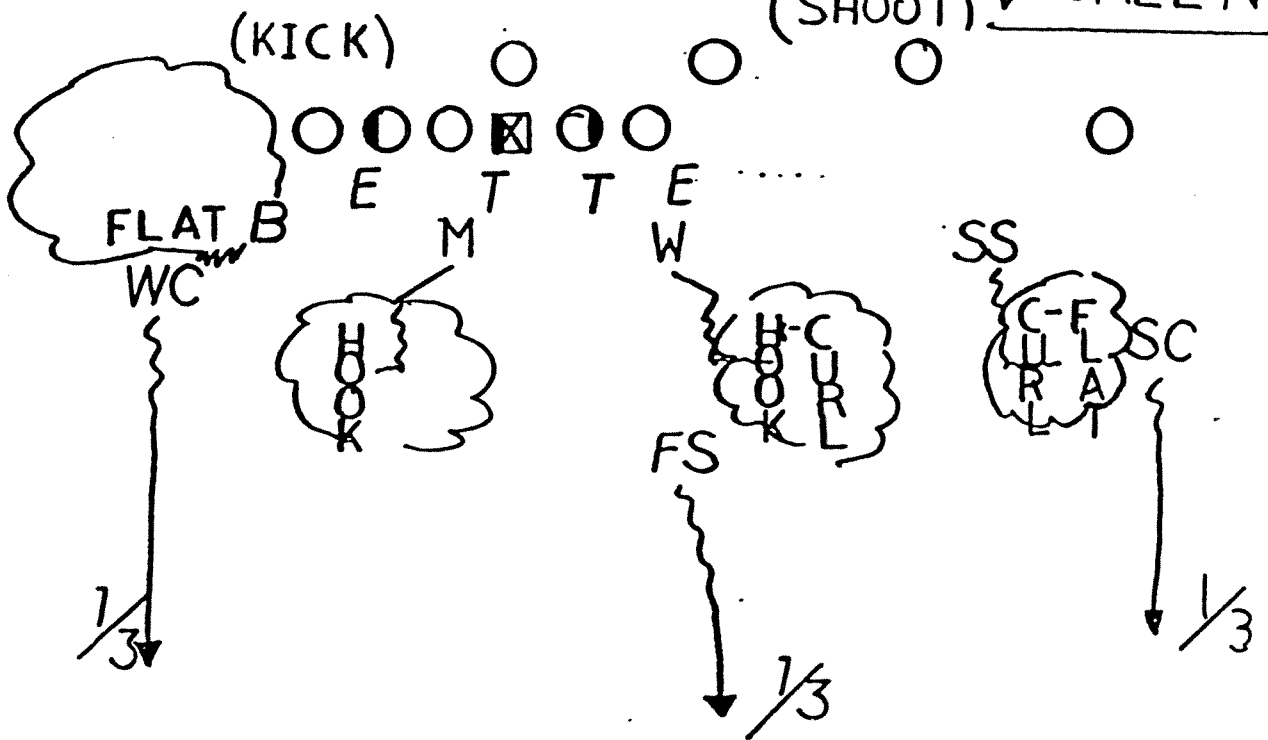
(55 OVER)



45 SHADE

TREY

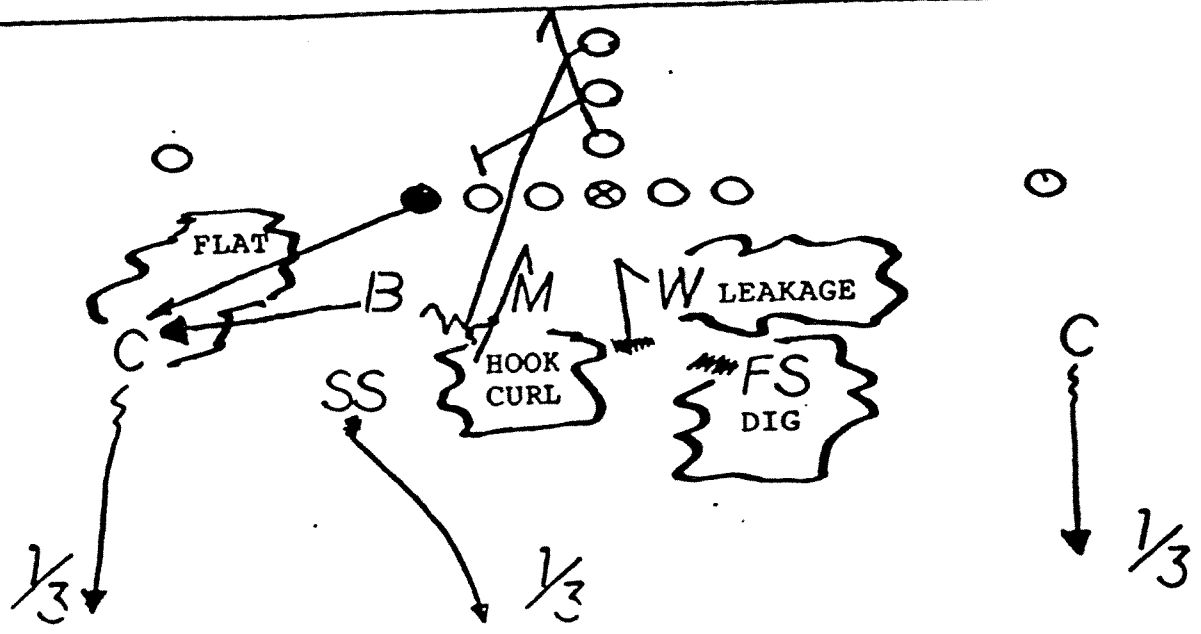
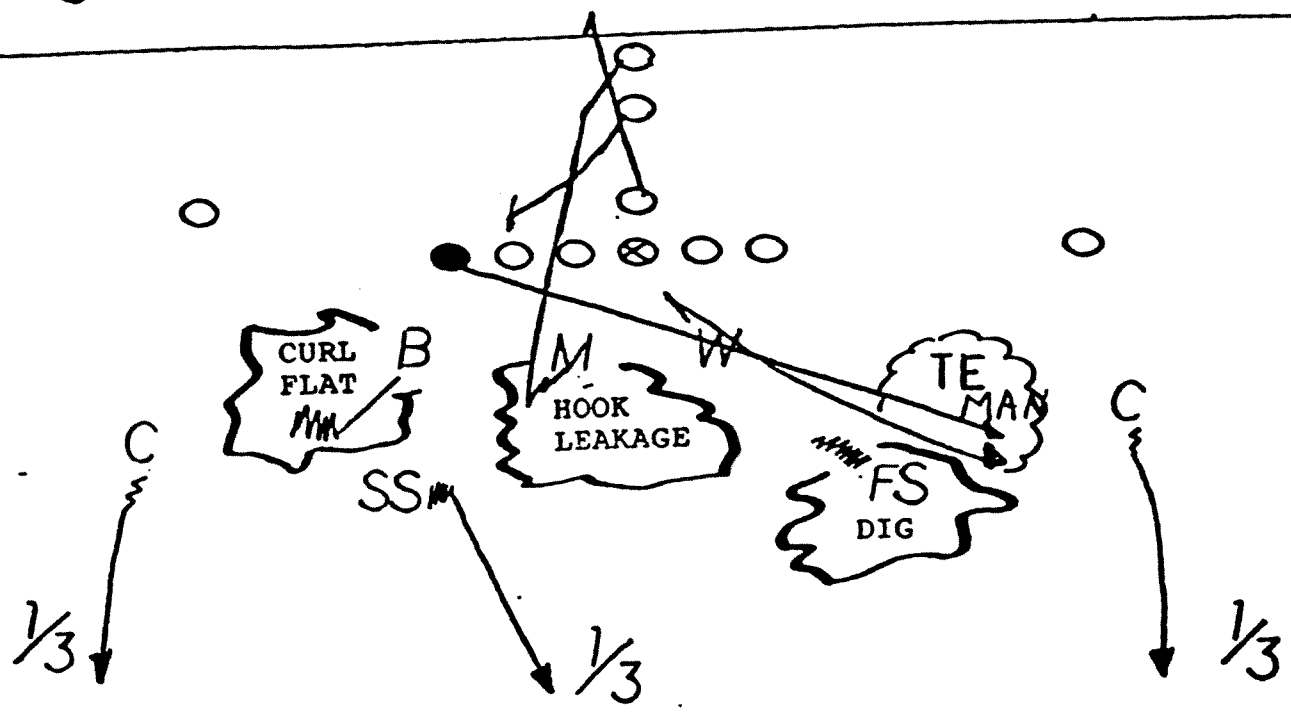
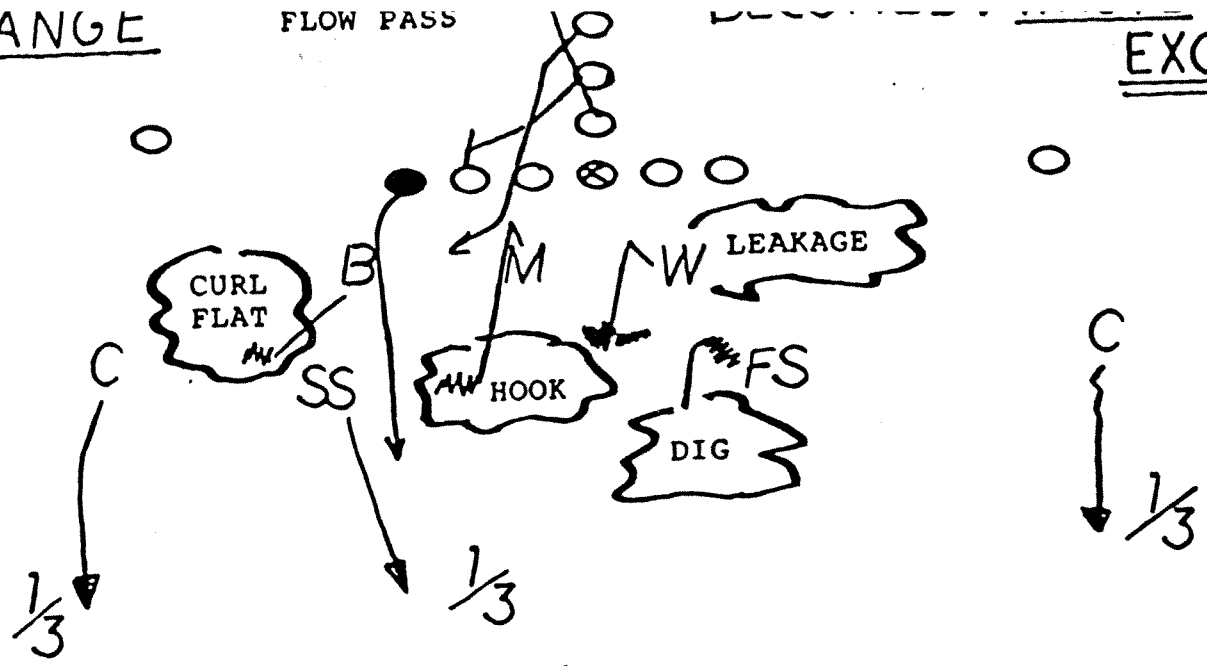
✓ GREEN



ORANGE

FLOW PASS

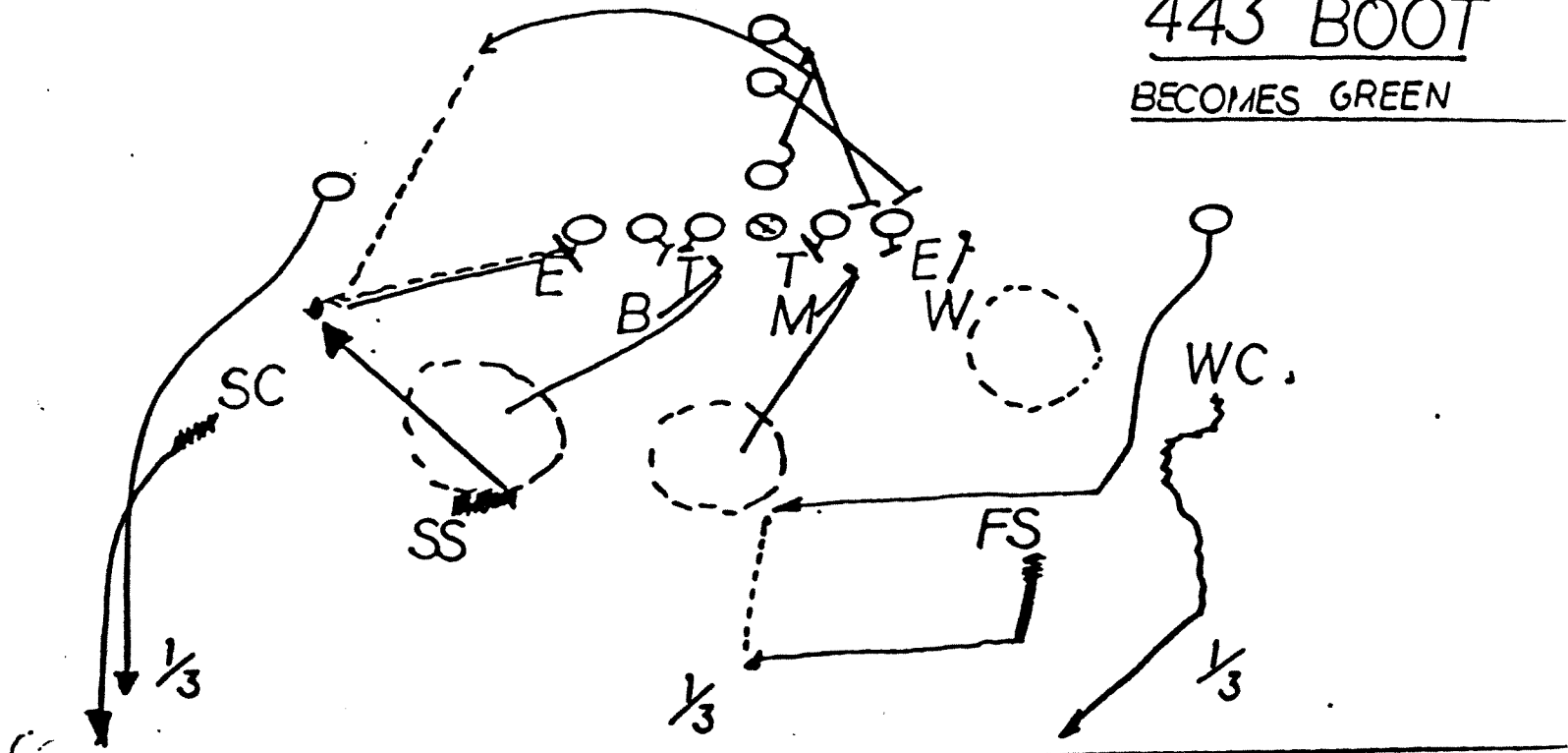
EXCHANGE



ORANGE

443 BOOT

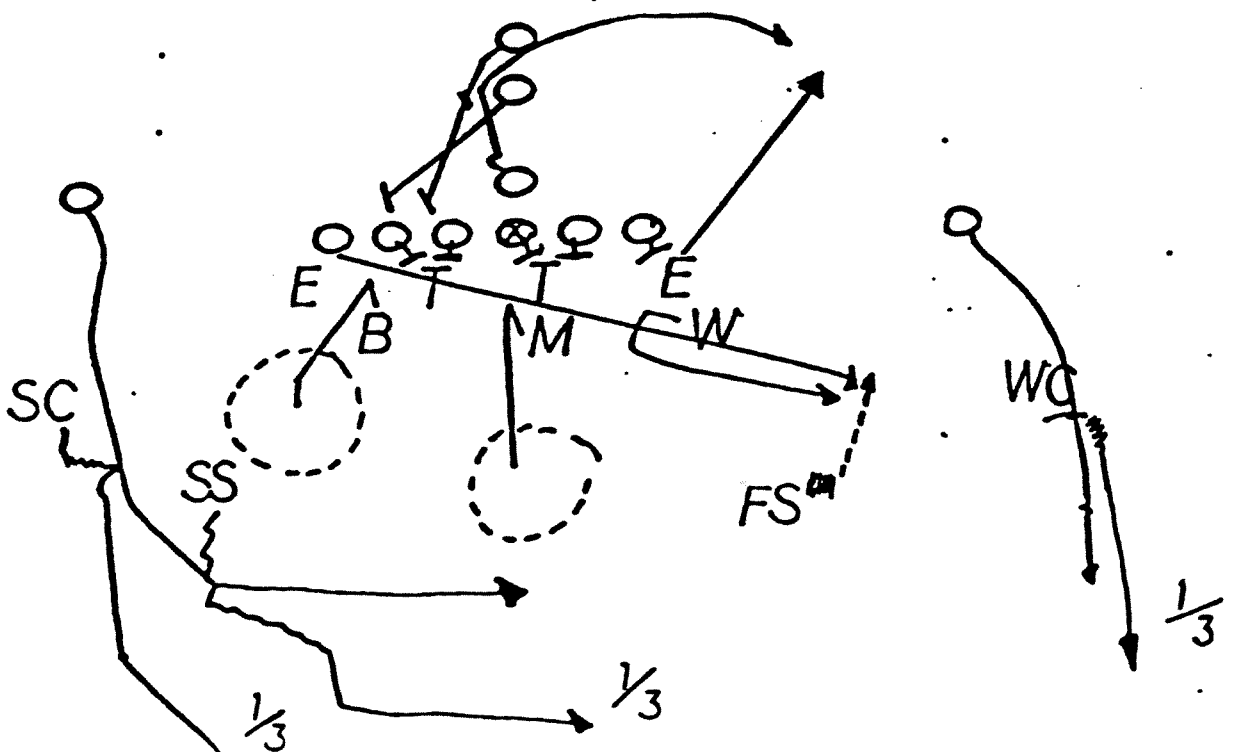
BECOMES GREEN



ORANGE

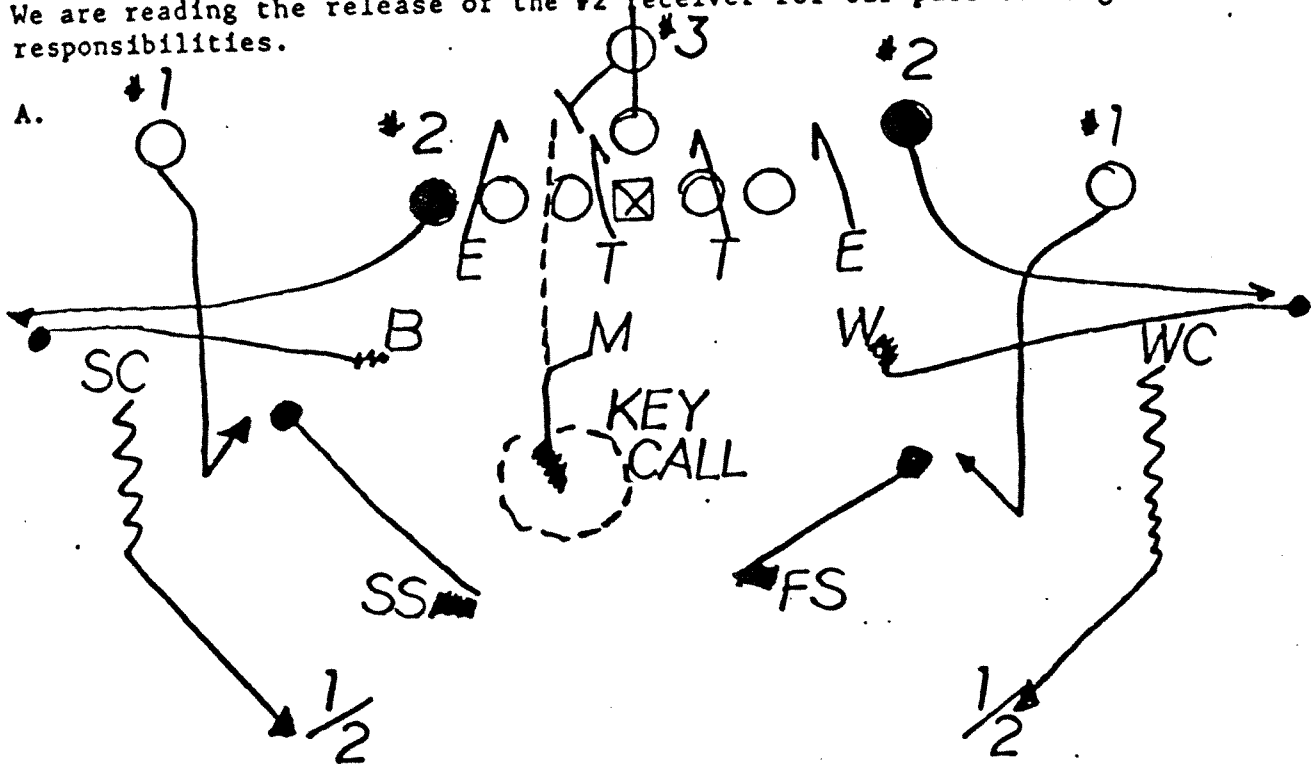
344 WAGGLE

BECOMES WHITE EXCH.



EXAMPLE OF PASS : PATTERN READS ON #2

We are reading the release of the #2 receiver for our pass coverage responsibilities.



2 Runs to Flat

BUCK & WILL - Run with him man to man

SAFETIES- Find #1, you have Curl, Dig, Post

CORNERS - You have deep 1/2 responsibility post of #1

COVER RED

THEORY

Cover Red is a 2 deep man under defense with a 4 man rush. It is potentially a double free safety defense. The corners will be covering the #1 receiver to their side if he is split. If he is a TE, he will be playing behind a Banjo with the linebackers. The corners will use an outside leverage technique with inside help from the safeties. If an Indian or a Chief call is made, the corners will walk inside and play an inside man Trail technique. There will be three linebackers in coverage. We will be able to overplay certain areas because of our underneath coverage. Buck and Mike will be in Banjo on a TE with the near back, backed up by a deep safety. Cover Red is a true free safety defense. The corners will always have post help and play outside technique unless we make a Chief or Indian call which puts them inside Trail technique. We will show Blue coverage in all formations except Flip and Trey - we will show Black versus these formations. We will only play this coverage with a 9 Technique Buck, 40 Shade, 55 Shade, 57 Shade, etc.

STRENGTH

1. Every receiver is covered man to man, with deep help.
2. Quicker recognition of screens - draws.
3. Eliminates seams.
4. Overplay because of pattern reads.
5. Incorporates Bump and Run technique if called.
6. Uses outside leverage on outside receivers - 2 back formations.
7. Challenges receivers when you have help deep from a safety.
8. Change up in Run Force.
9. Banjo concept with linebackers.

WEAKNESS

1. Linebackers must cover backs man to man on short under routes.
2. S/C has little help.
3. Dig route by Z when #2 is deep.

ADJUSTMENTS

1. Alert Flow vs I Backs.
2. Banjo calls.
3. On change of strength movement - make Blue/Black adjustments.

VARIATION

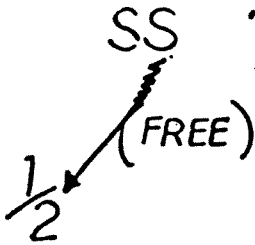
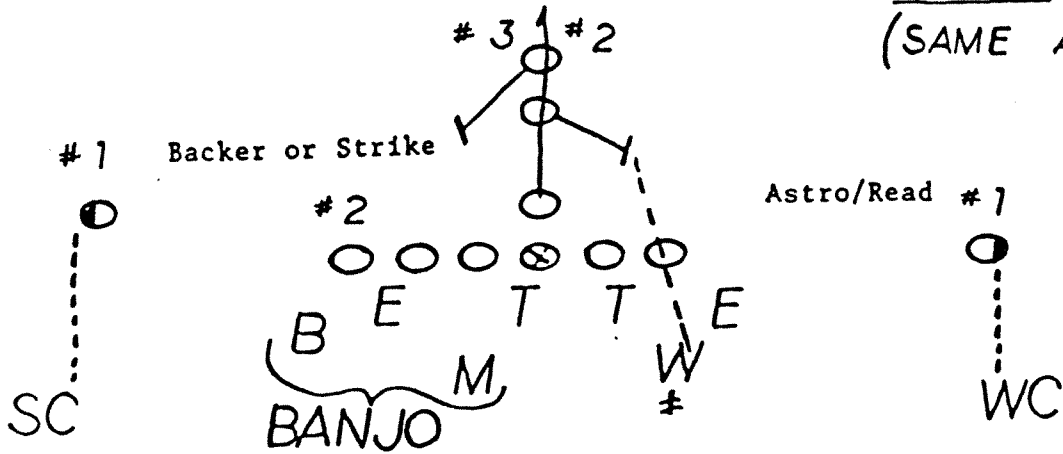
1. Tits - Play Red with a See/Saw call.
 2. Mike Fire - Gives us a 5 man rush.
 3. Mike vs Doubles - Key Blitz the remaining back.
- A. Indian Called
Show Blue alignment versus these formations (Standard-3 Wides-Doubles). The corners will play inside man Trail technique. Safeties play like Cover Blue.
- B. Chief Called
Show Black alignment versus these formations (Flip - Trey). The strong corner will move inside and play inside Trail technique on #1. The S/S will play inside Trail technique on #2. The W/C is now playing 1/2 deep behind a Banjo call with the Buck and Mike. The F/S will show Black and play like Blue coverage.
- C. Hawk
Is a call made where we have a #2 receiver removed and we need to help the linebacker with his receiver. Hawk is a Combo where the linebacker and defensive back double-cover a #2 split receiver. The linebacker will move outside and take outside routes; the safety will move inside and take away inside route.
- D. Hang
The corner and linebacker will play in/out on #1 and #2 with deep safety help over the top.
- E. Cosmo Call
Tight alignment by the #1 and #2 receivers to #3. The corner and MLB will play in/out and the #1 and #3 receivers - the OLB and Safety will play Hawk on the #2.

POSITION	ALIGNMENT	KEYS	RESPONSIBILITY
STRONG CORNER	Same as Blue	Ball - QB #1-#2	<p><u>Run To:</u> Secure #1 M/M; <u>Secondary Force</u></p> <p><u>Run Away:</u> Secure #1 M/M; <u>Pursuit Angle</u></p> <p><u>Pass:</u> Ball off line; <u>Outside technique</u> man to man on #1. There is guaranteed post help from the Safety.</p> <p>* <u>Chief or Indian Call</u> - play inside man Trail technique on #1. Walk to it late.</p> <p>Outside cushion technique Man to man <u>2 BACKS</u></p>
STRONG SAFETY	<p>Same as <u>Blue</u> in Standard Formation</p> <p>-----</p> <p>Same as <u>Black</u> for Flip and Trey formations</p>	<p>When showing Blue - Same as Blue (Base align.)</p> <p>-----</p> <p>When showing Black - same as Black (Tilt align.)</p>	<p><u>Run To:</u> <u>Showing Blue</u> - (Strike Force - (TE) Backer - Secure #2 and fill inside OLB.</p> <p><u>Showing Black</u> - <u>Shoot Force</u></p> <p><u>Run Away:</u> <u>Showing Blue</u> - Secure #2 and change fill.</p> <p><u>Showing Black</u> - Slide inside checking for cutback.</p> <p><u>Pass:</u> <u>Showing Blue</u> - Play like Cover White (Base : <u>Showing Black</u> - #2 man/man inside tech. (Tilt Red)</p>
FREE SAFETY	<p>Same as Blue in Standard formations (Base align.)</p> <p>-----</p> <p>Same as Black in Flip- Trey formations (Tilt align.)</p>	<p>Base alignment Same as Blue</p> <p>-----</p> <p>Tilt alignment Same as Black</p>	<p><u>Run To:</u> <u>Showing Blue</u> -- Backer <u>Showing Black</u> -- Shoot</p> <p><u>Run Away:</u> <u>Showing Blue</u> - Secure #2 and change fi <u>Showing Black</u> - Secure #2 deep</p> <p><u>Pass:</u> <u>Showing Blue</u> - Same as Blue <u>Showing Black</u> - Same as Black</p>

POSITION	ALIGNMENT	KEYS	RESPONSIBILITY
WEAK CORNER	Same as Blue in Standard Formations (Base Align) ----- Same as Black in Flip-Trey Formations (Tilt Align)	Base Align. Same as <u>Blue</u> Tilt Align. Same as <u>Black</u>	<u>Run To:</u> <u>Base Red</u> - Backer Force Secure #1 Man <u>Tilt Red</u> - Read Force Secure #1 - Fill inside the OLB <u>Run Away:</u> <u>Base</u> alignment Alert ball - Secure #1 and PURSUE <u>Tilt</u> alignment Secure #1 and late change fill <u>Pass:</u> <u>Base</u> alignment - like Blue Outside man #1 vs 2 Backs <u>Tilt</u> alignment - like Black 1/2 deep - help "WB"
BUCK	Normal for defense called, usually "9" Tech defense	Triangle #2 #2	<u>Run:</u> Strike or Backer on S/S side Astro or Read on F/S side <u>Pass:</u> Banjo Alert <u>Flow Pass</u> C.P. - Key Banjo in Ace
MIKE	Normal	Triangle #2 #3	<u>Run</u> - Play defense called <u>Pass</u> - Banjo Alert <u>Flow Pass</u> C.P. - Key Banjo in Ace
WILL	Normal	Triangle #2 or #3 depending on formation	<u>Run</u> - Play defense called <u>Pass</u> - Play your man man-to-man - <u>Alert Flow</u> Pass coverage on flow C.P. - Key Banjo in Ace

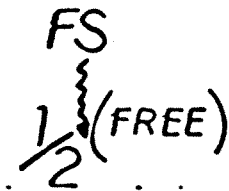
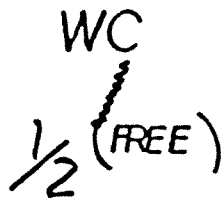
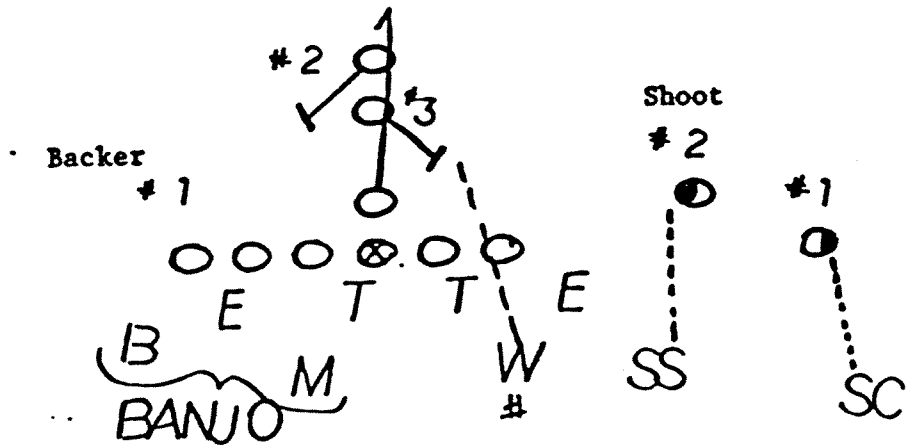
"RED" FROM BASE

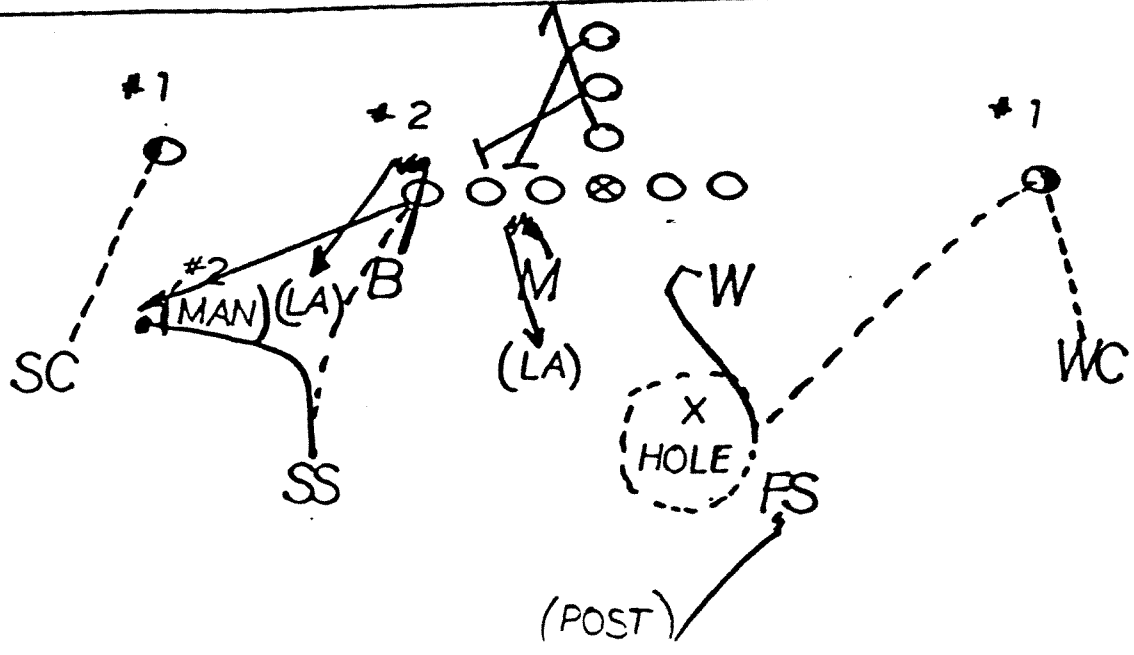
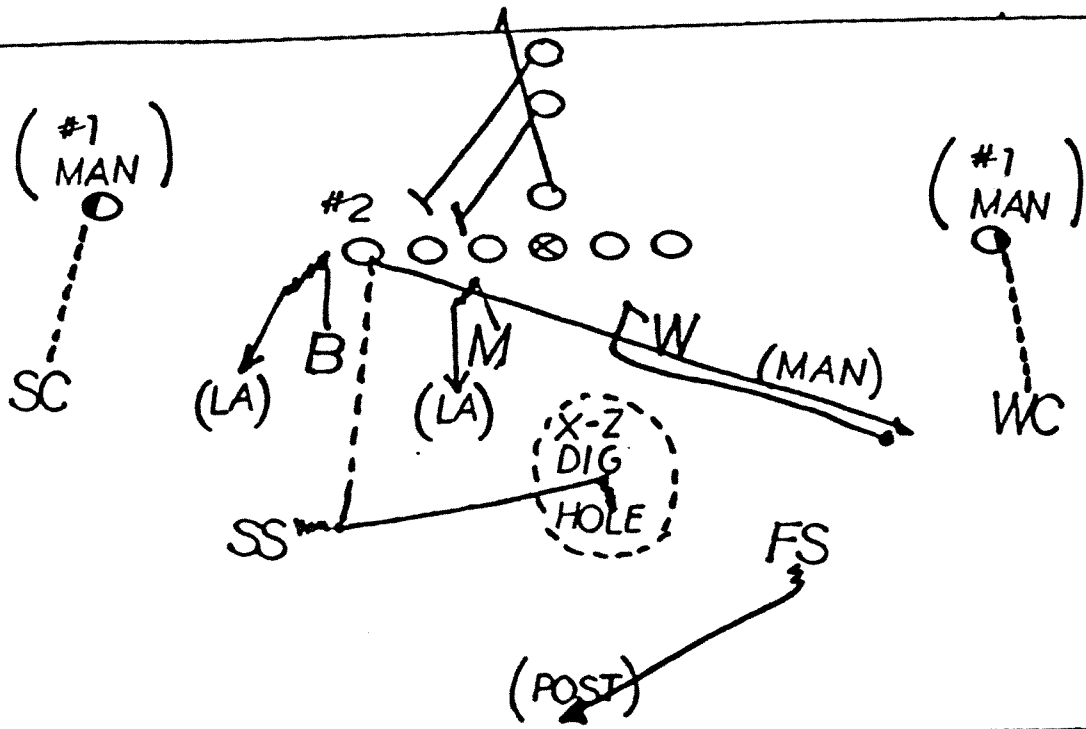
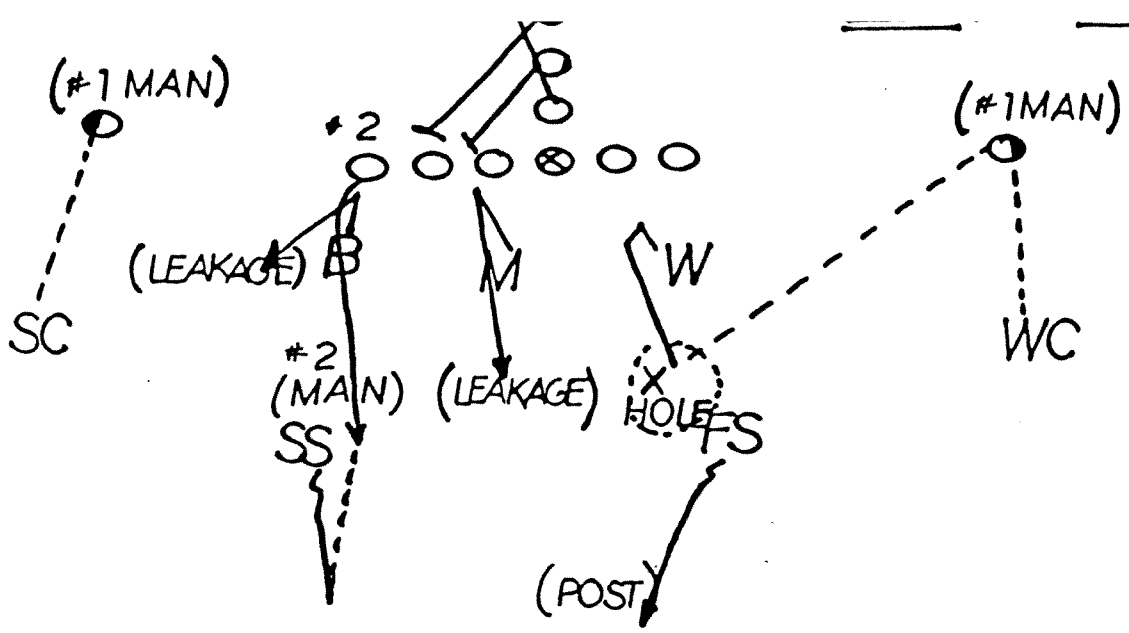
STANDARD
BASE ALIGNMENT
(SAME AS BLUE)



"RED" FROM TILT

FLIP
TILT ALIGNMENT
(SAME AS BLACK)

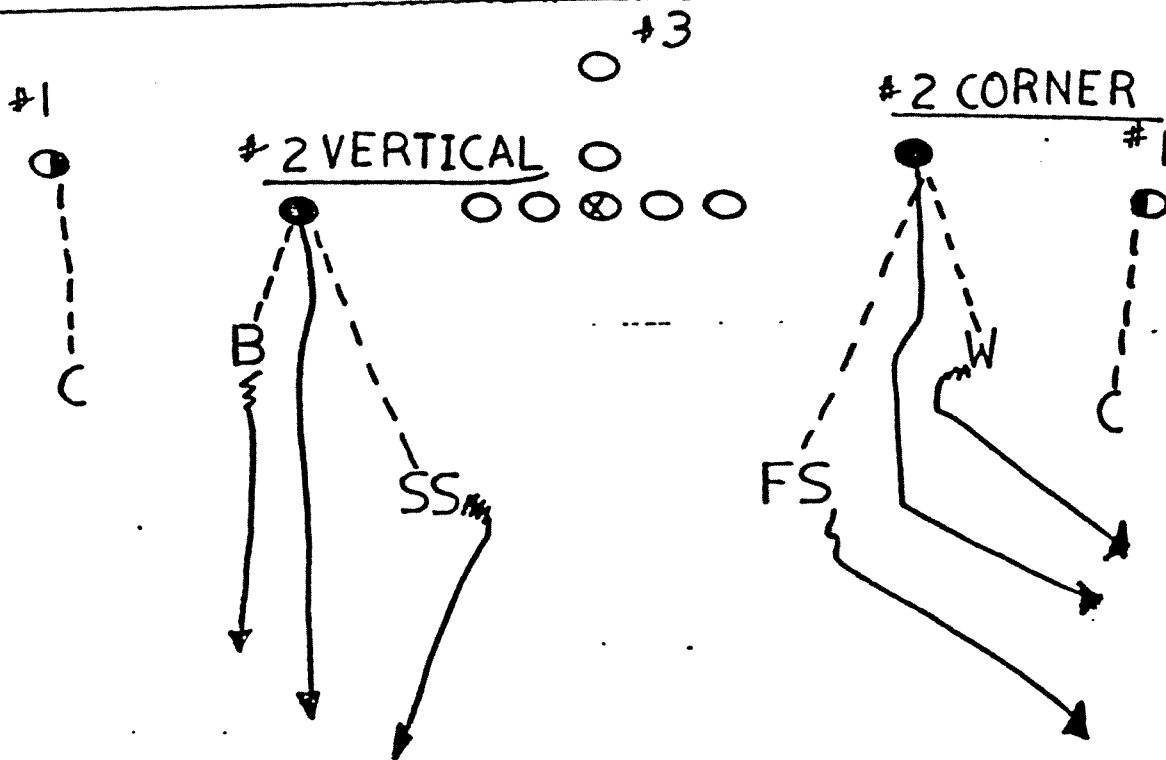
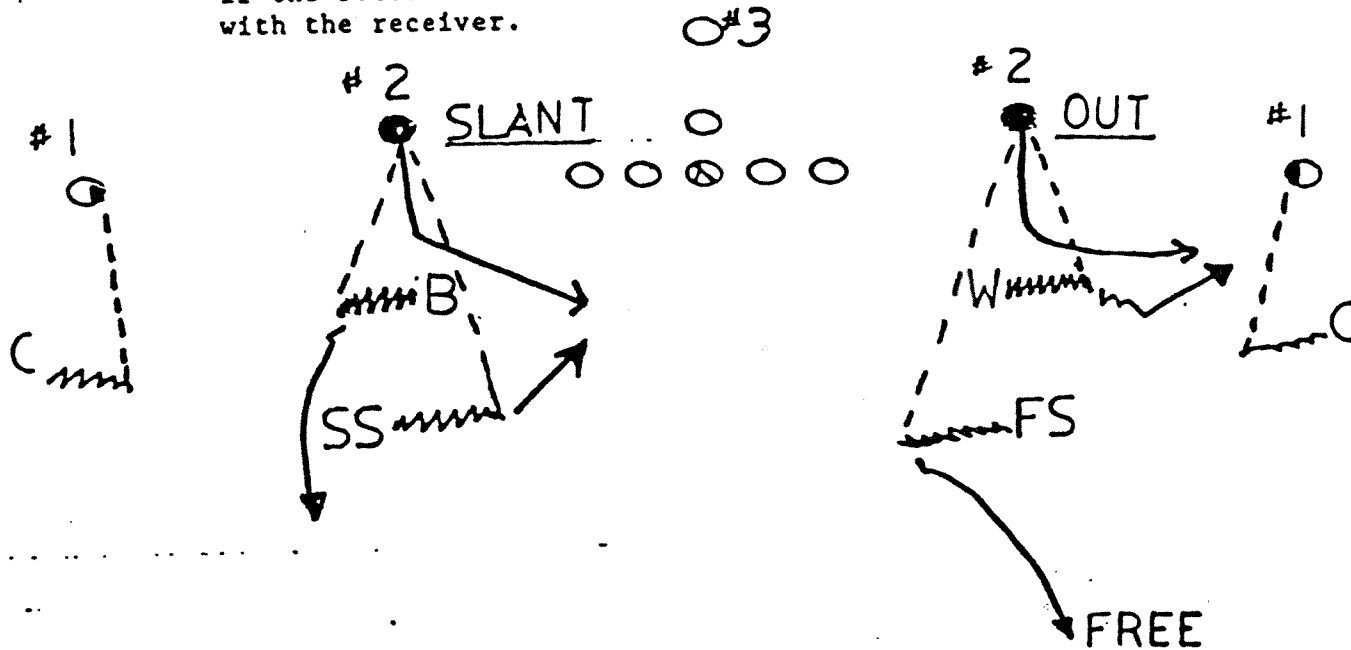




DOUBLE COVERAGE TECHNIQUE

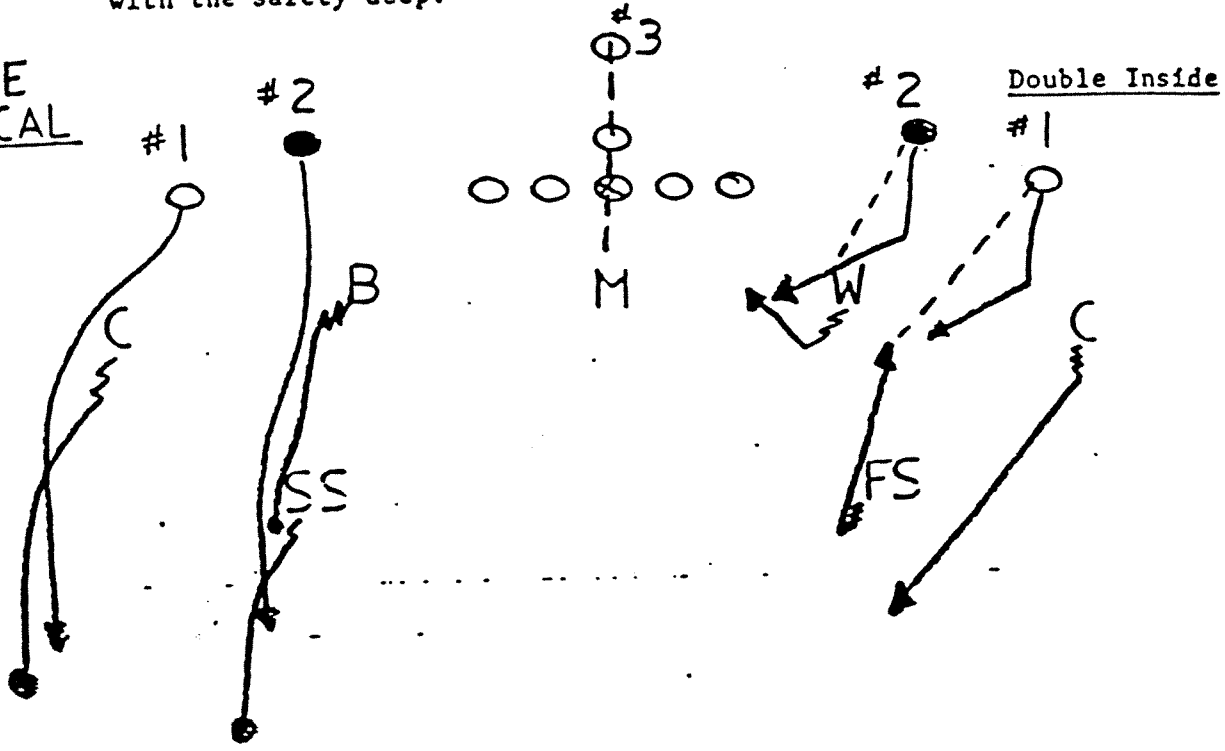
Used in Cover Red Package

Hawk: This technique allows for double coverage on a number two receiver inside and outside. If the receiver releases inside, the inside defender has him and the outside defender frees up. Vice versa - if the receiver releases outside, on vertical, we both must stay with the receiver.

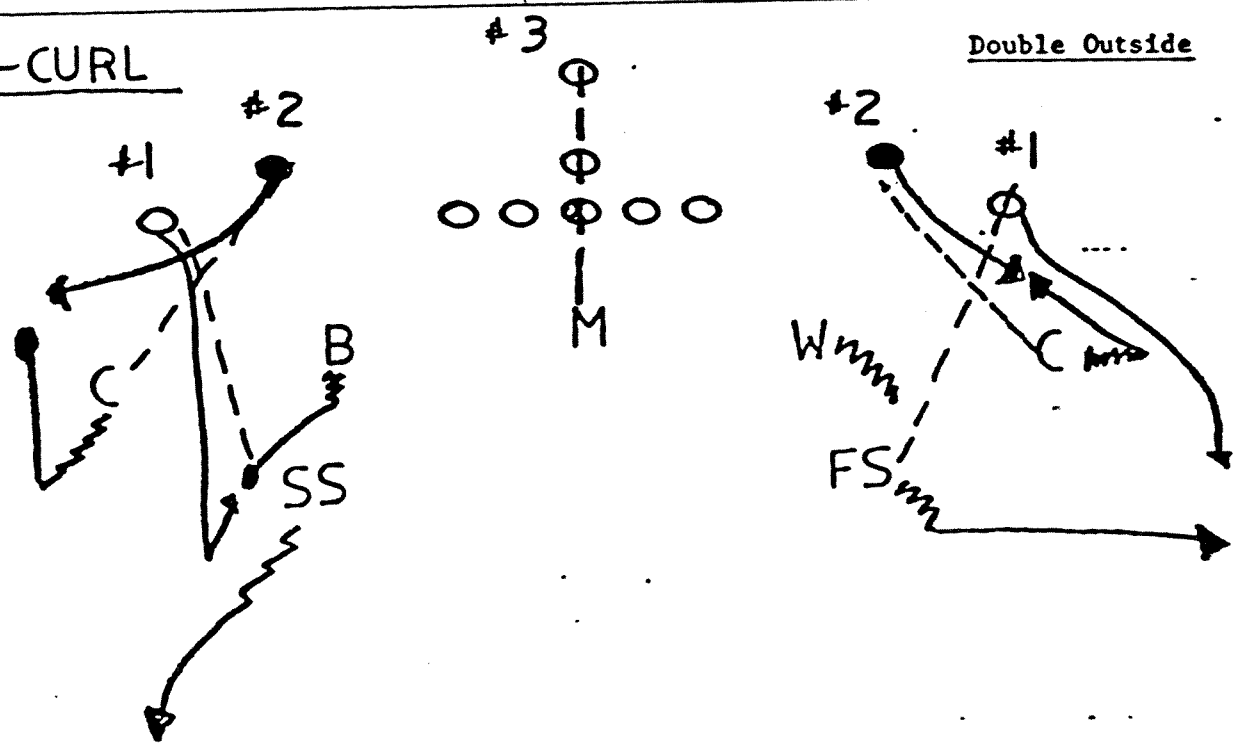


Hang: This technique allows for coverage of the #1 and #2 receivers by three defensive players. The three defensive players all key #2 for their responsibility. If #2 is vertical, we play Red Trail techniques with the safety deep.

DOUBLE VERTICAL



FLAT-CURL



CRIMSON

THEORY

Crimson is a form of Red Coverage. In Crimson, the coverage people will have the same rules as they have in Cover Red except our two safeties. Our two deep safeties will play High and Low technique. One will take the deep middle 1/3 and the other will play a Cross/Dig intermediate Robber technique. It is a combination Man zone coverage with a 4 man rush.

STRENGTH

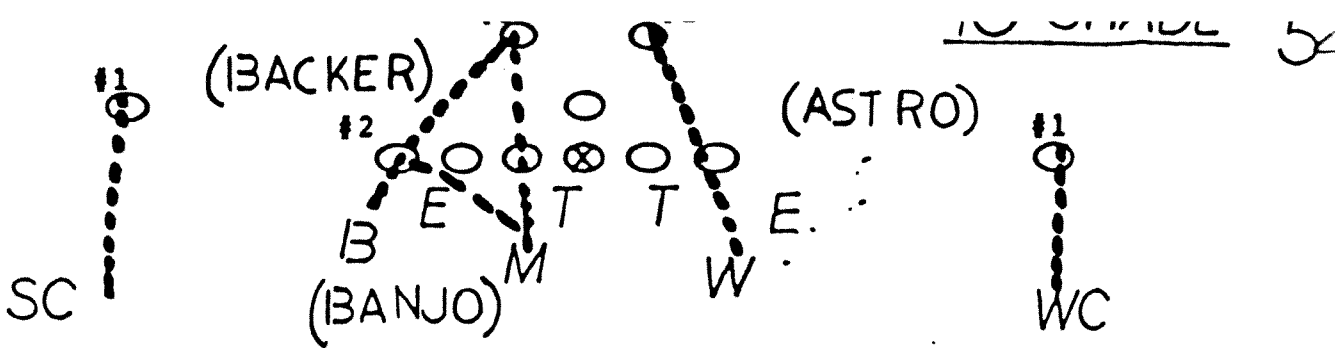
1. Every receiver is covered man to man, with deep post help and cross or dig help
2. Quicker recognition of screens and draws.
3. Eliminates seams.
4. Can incorporate Bump and Run technique.
5. Cross help.
6. Post help.

WEAKNESS

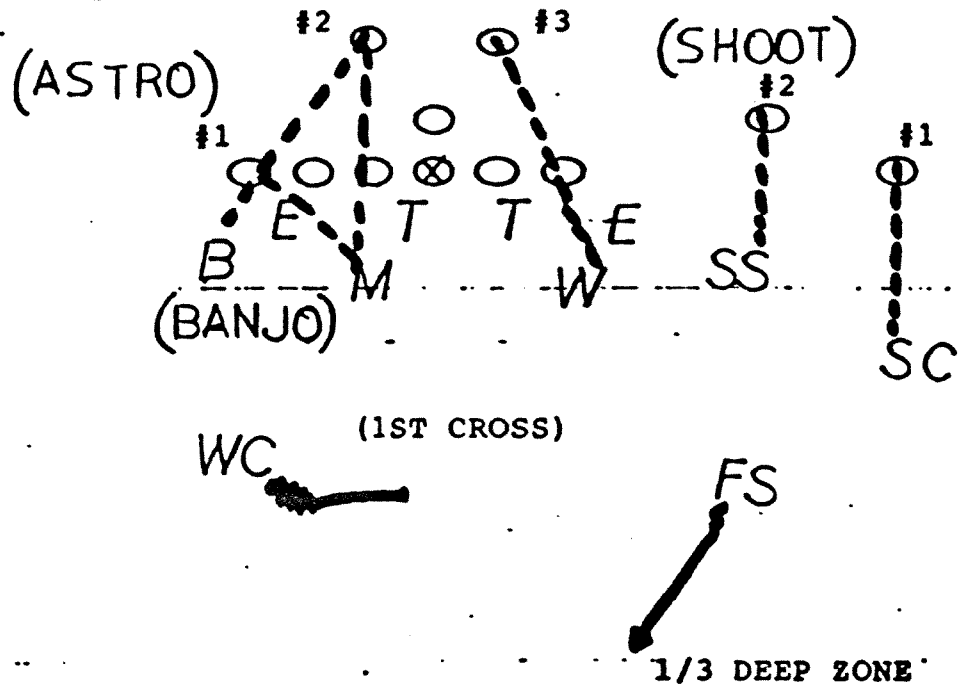
1. Linebackers must cover and tackle backs on Under or Flare routes.
2. Corners have no help on fades.
3. Playing man with only 4 rushers.
4. Corner routes by #2 receivers on LB's.

ADJUSTMENTS

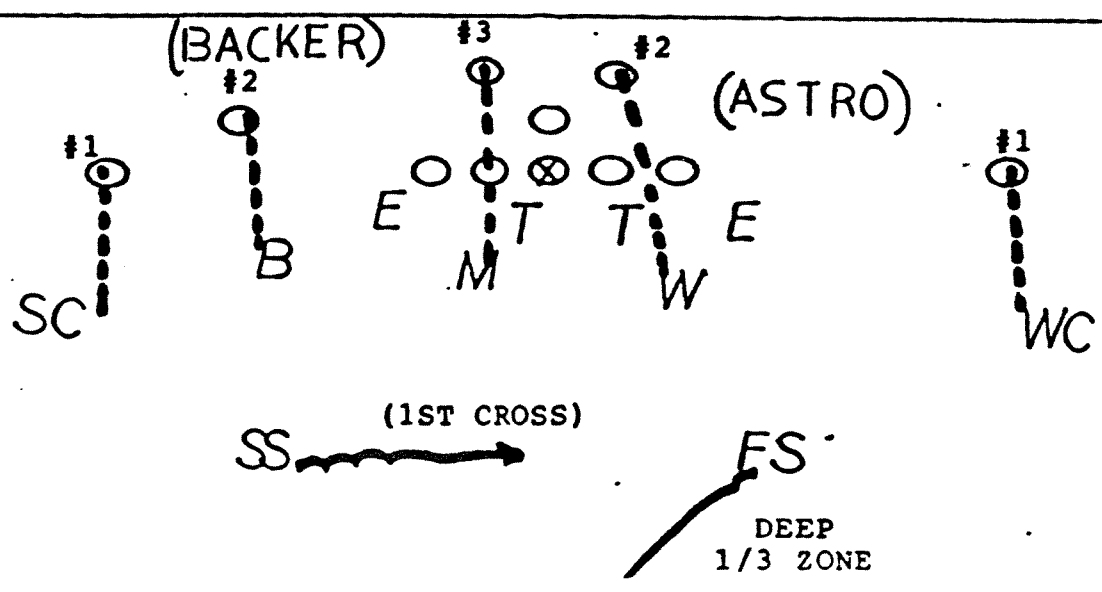
1. Base to Tilt - Base Alignment vs
Double Width
Tilt Alignment vs
Single Width
2. Backer to the Strong Safety -
Astro force to the F/S side.

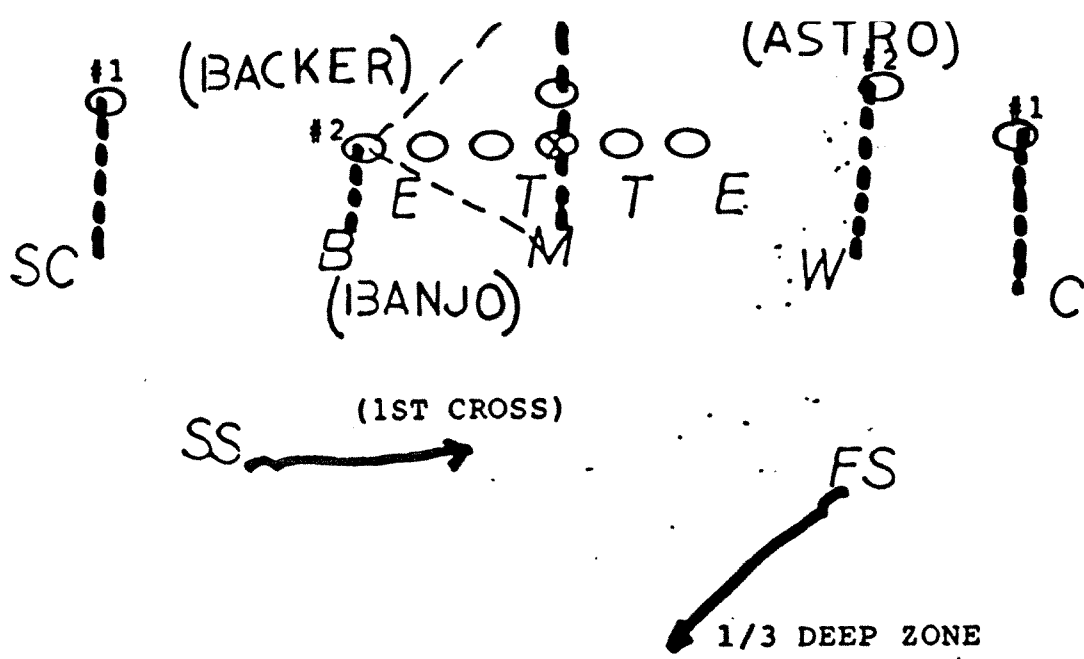


FLIP

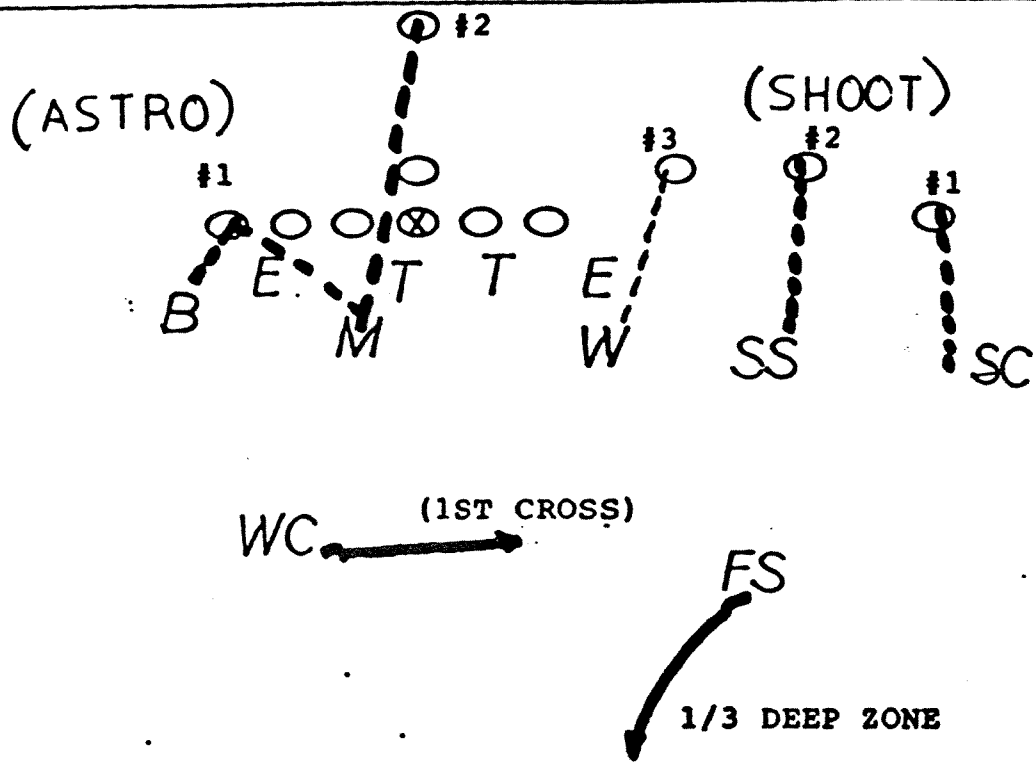


3 WIDES

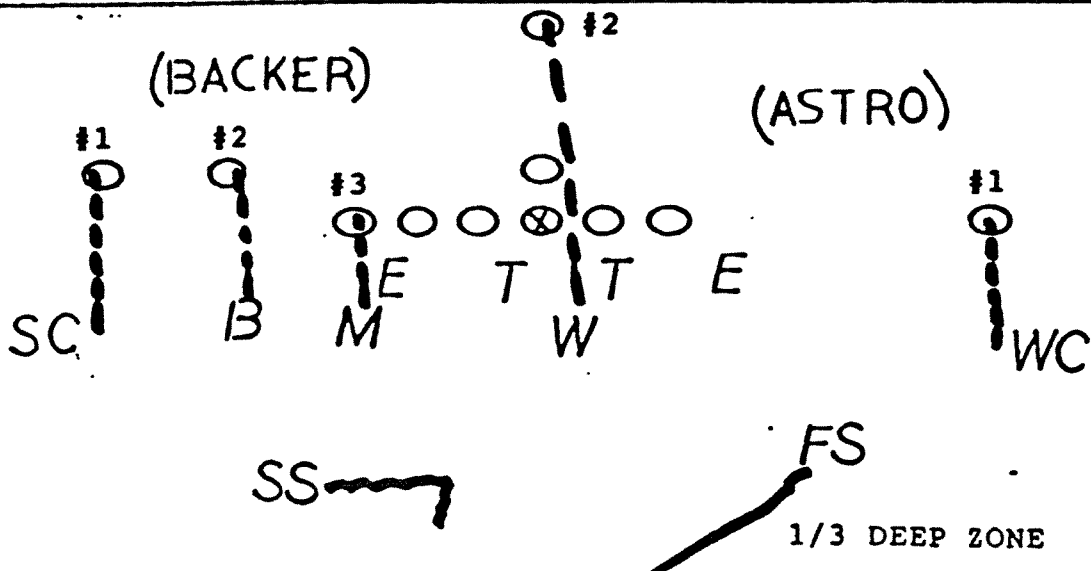




TREY



TRIPS



COVER BLACK

- THEORY** Black coverage is a 2 deep zone defense. It is a strong side coverage. It is designed to overload to the strong side of the formation. We can use this call independently or as part of a Blue/Black Double call. It is a 2 deep, 5 under, 4 man rush defense.
- STRENGTH** Excellent run support defense strong side. Excellent pass defense strong side. Good hash mark call. Better call versus a single width formation (Flip).
- WEAKNESS** Will linebacker out playing flat funnel on the X receiver, but we could be showing Black and playing Green. Astro Force Weak.
- ADJUSTMENTS AND ALERTS**
1. Alert Ball - Ball on LOS, Shoot strong and Astro weak.
 2. Astro Force versus Split #1 receiver to Will linebacker. F/S is committed to the F/S side.
 3. Tits - ✓ White or Game Plan.
 4. One Back Set - ✓ Blue or Game Plan.
 5. Fronts and Calls
 - a. 40 Shade (Blue/Black)(White/Black)
 - b. 50 Shade (Black)
 - c. 40 Stack (Black/Blue)
 6. Backer Force to Will versus U End.
 7. Field - Stack Black - Very good for offense that is Flip to the field - Sprint Out pass.

POSITION	ALIGNMENT	KEYS	RESPONSIBILITY
STRONG CORNER	SAME AS COVER BLUE		
STRONG SAFETY	4-7 yds deep 2-4 yds outside TE	Ball Direction #2 #1 #3	<p>PASS - Same as Cover Green except you do not have to carry #2 to the flat. Be aggressive on any inside cut of #1; when #2 is vertical and #1 is vertical, you must expand with #3 to the flat. <u>Flip</u>: Wall #2</p> <p><u>Run To</u>: Shoot Force</p> <p><u>Run Away</u>: Shuffle flat and check for cutback. Play @ LB depth.</p>
FREE SAFETY	9-13 yds deep Split between #1 - #2	Ball Direction #2 #1	<p>PASS - Zone the deep 1/2 to the strong safety side. Same deep 1/2 principles as <u>Cover Blue</u>.</p> <p><u>Run To</u>: Stay deep; secure #2, then fill inside S/S - Shoot Force.</p> <p><u>Run Away</u>: Secure #2, then fill inside Will after #2 is not a threat deep.</p>

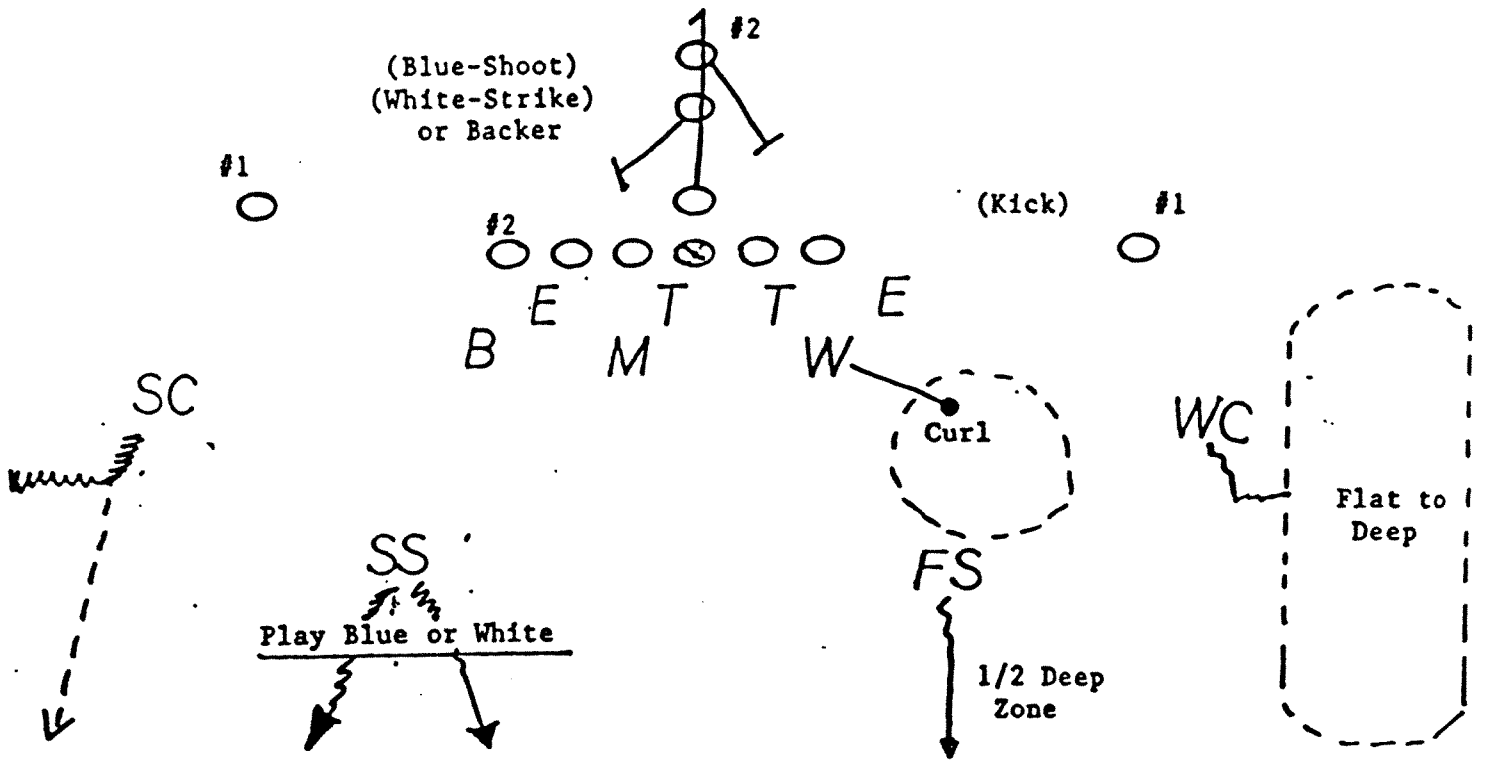
POSITION	ALIGNMENT	KEYS	RESPONSIBILITY
WEAK CORNER	9-13 yds deep Split between #1 - #2	Ball Direction #2 #1	<p><u>Run To:</u> Secure #1 - Vision to him (Man)</p> <p><u>Run Away:</u> Secure #1 - Vision to him (Man)</p> <p>PASS - Ball off the line</p> <p>#1 - <u>Play deep 1/2 zone principle</u></p> <p>#2 <u>Across</u> - Get 20 yards deep outside the hash - Find #1 - read his stem - Fade or Squeeze - Stay inside and deeper than #1. Drive on the dig of #1.</p> <p>#2 <u>Flat</u> - Same as above</p> <p>#2 <u>Vertical</u> - Be outside and deeper than #2 Flow Away - Deep 1/2 zone</p>
BUCK	Normal for defense called	Normal	<p><u>Away from SS</u> - You are Flat vs Pass Astro vs Run</p> <p><u>To SS</u> - Pass Hook</p>
MIKE	Normal for defense called	Normal	Weak Hook to Curl - Away from SS like Cover Green
WILL	Normal for defense called "X" rec 2 yds outside 7 yds deep	Ball Direction #1 #2	<p>To S/S - Hook</p> <p>Away S/S - Flat Pass Astro Run</p>

40 SHADE

BLUE/BLACK
WHITE/BLACK

STANDARD

PLAY - BLUE or WHITE

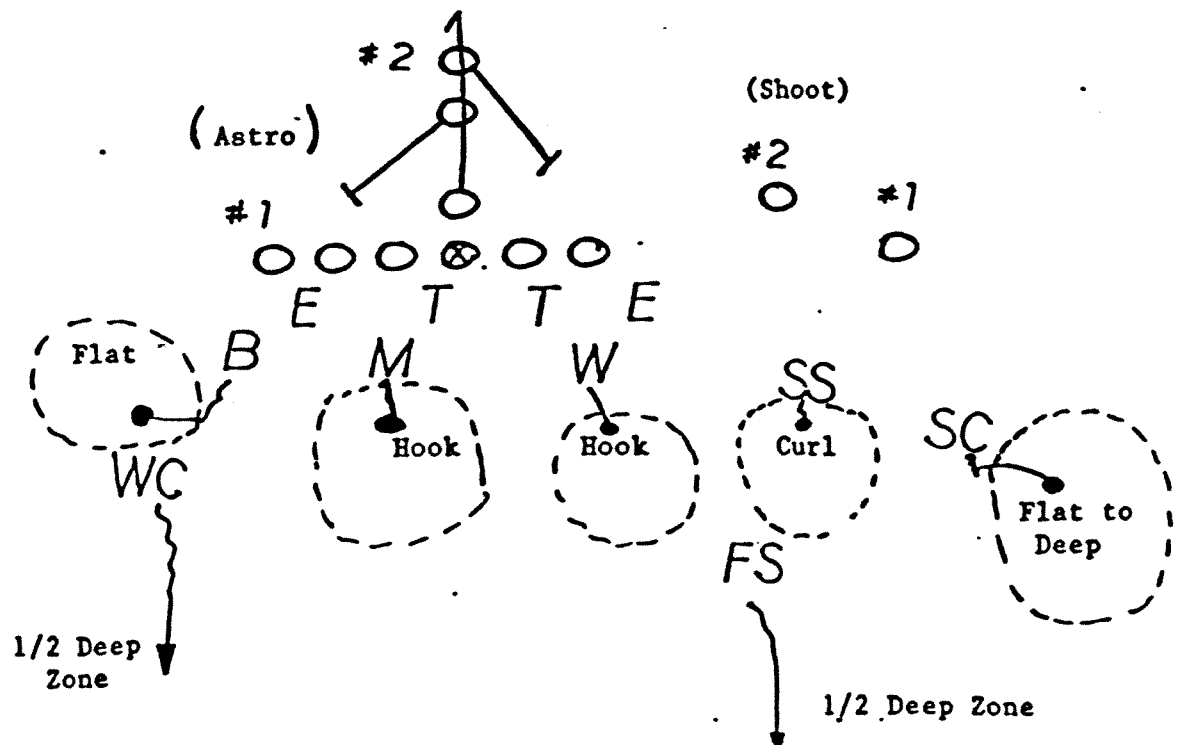


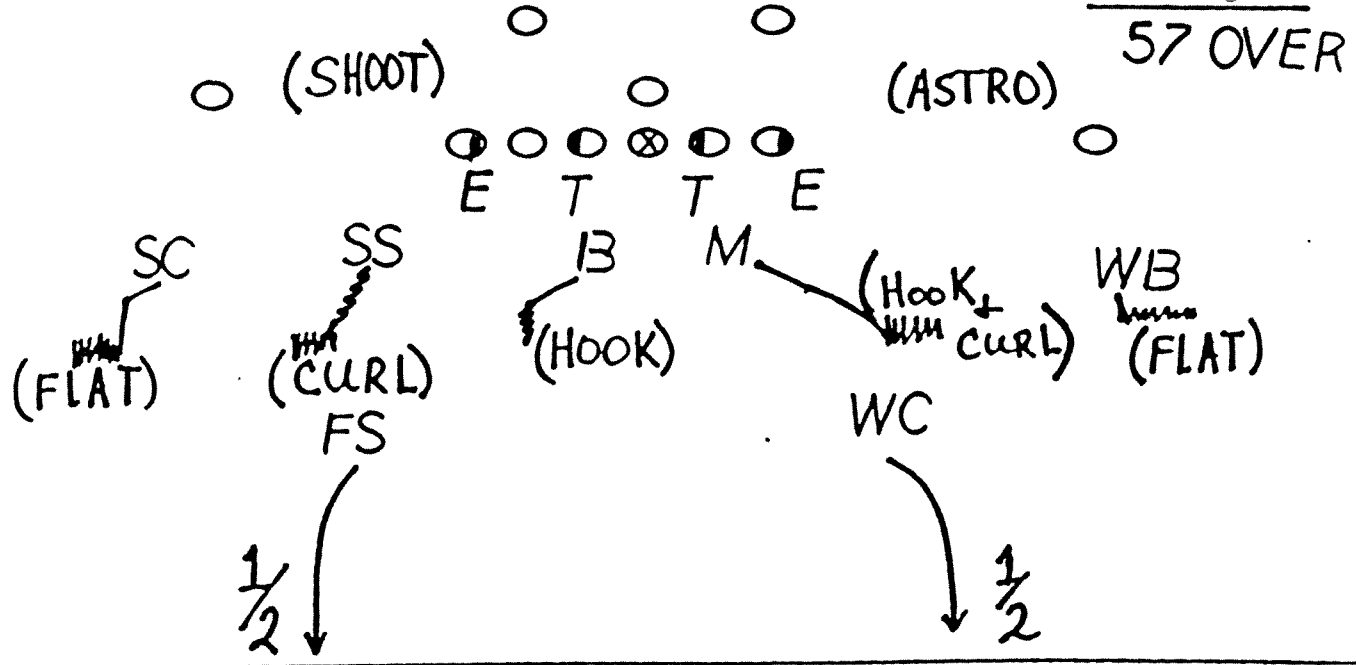
40 SHADE

BLUE/BLACK
WHITE/BLACK

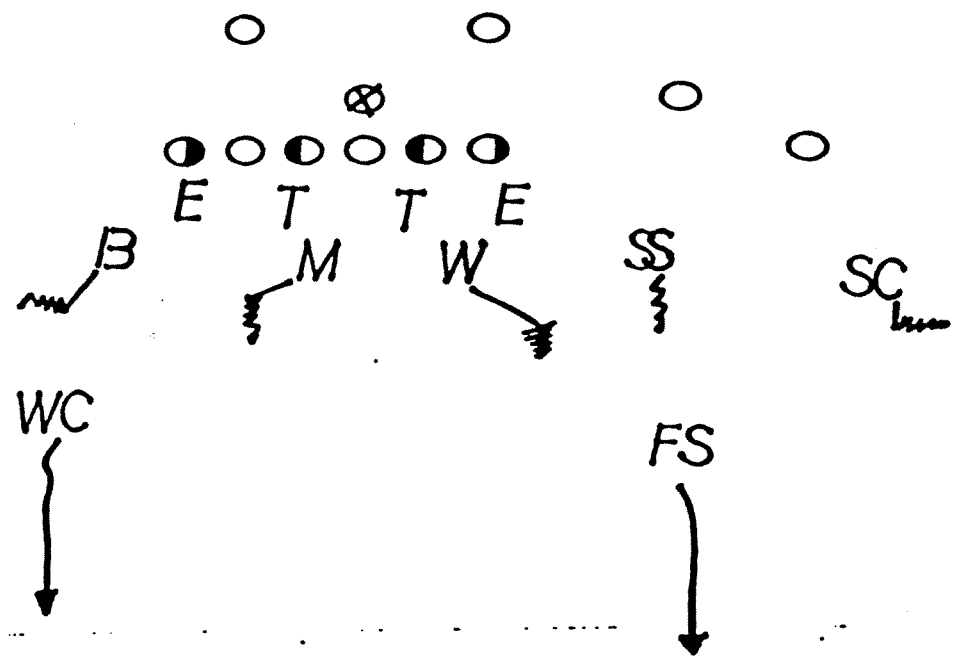
FLIP

Play BLACK

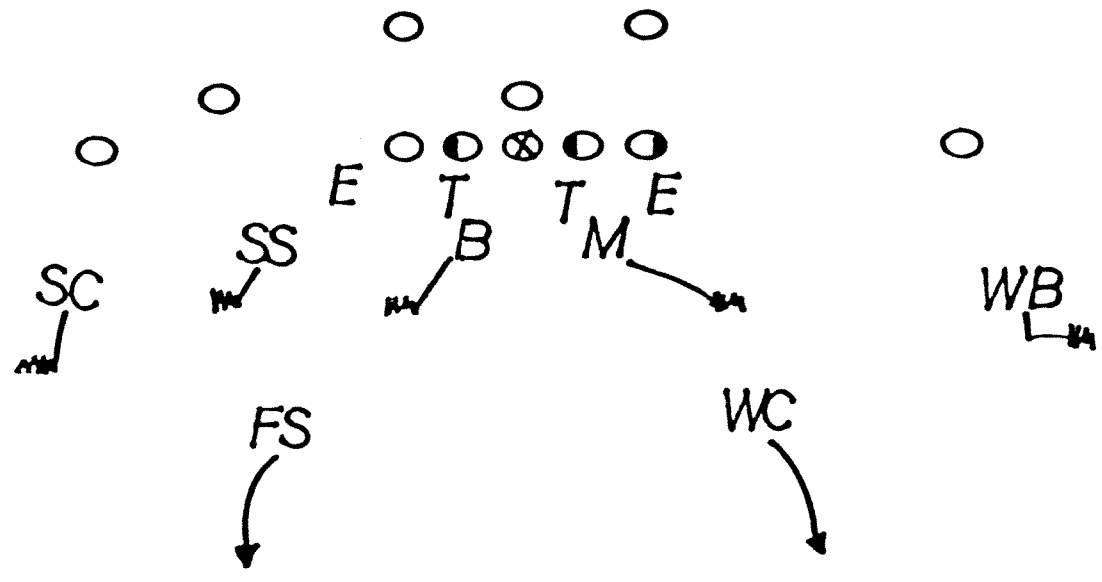


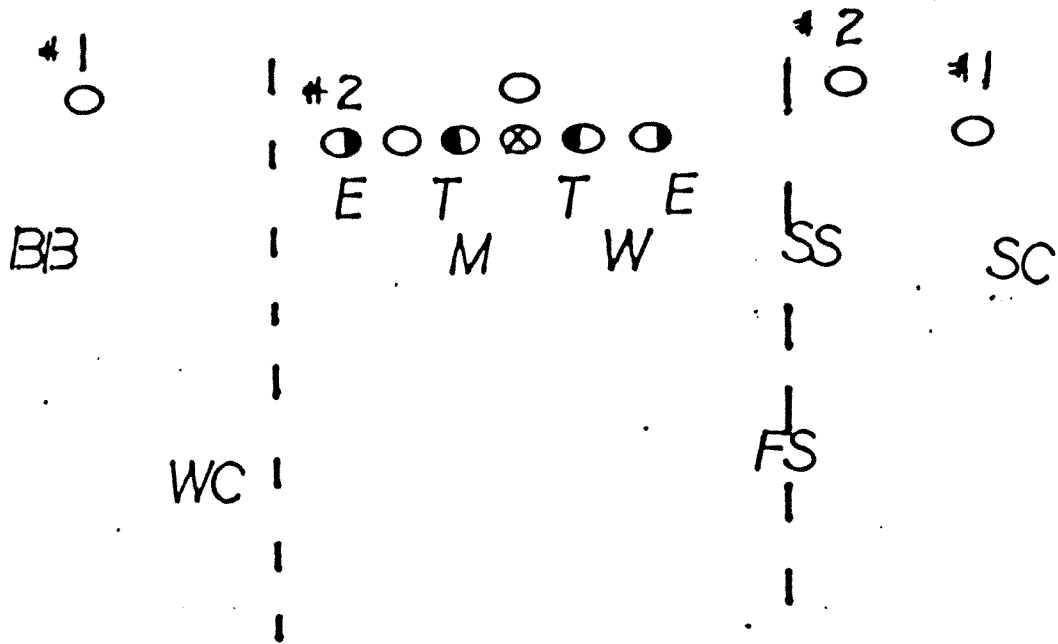


FLIP

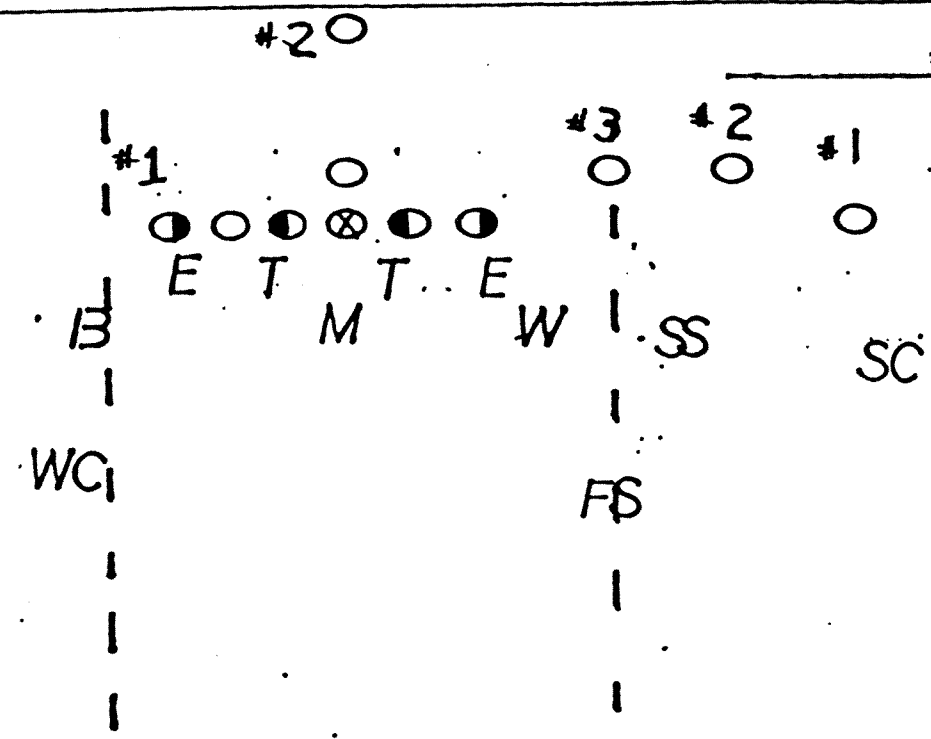


3 WIDES

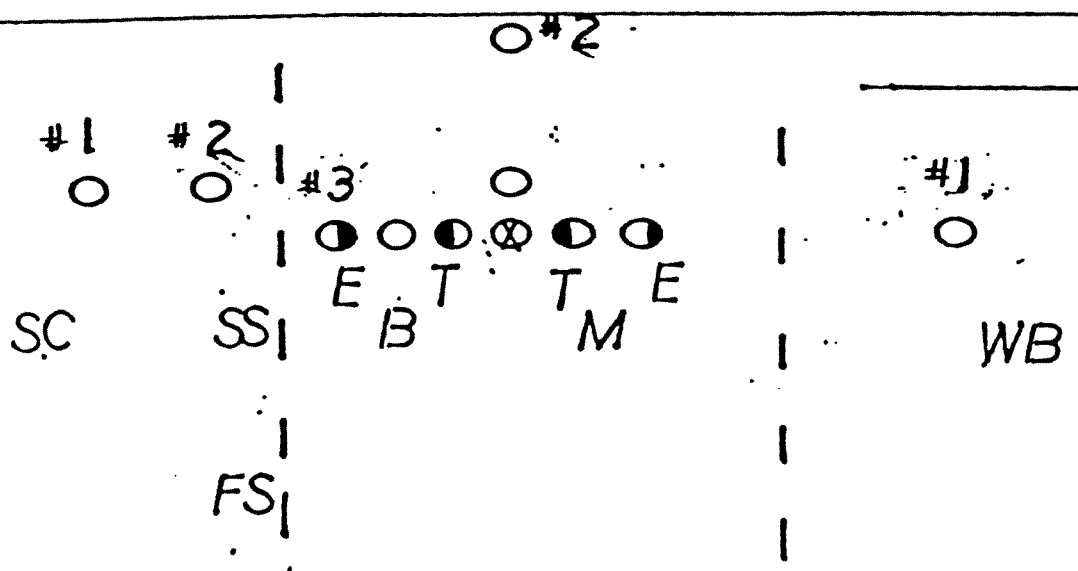




TREY



TRIPS



COVER GOLD

THEORY

Coverage which allows us to cover all receivers man-to-man and allows us to play the Safety free. We can have a five man rush in our Gold package with linebacker dogs.

STRENGTHS

1. Every receiver is covered with deep help.
2. Quicker recognition of screens and draws.
3. Eliminates seams.
4. Incorporates bump and run.
5. Good pressure on QB with LB Dogs (5 Man pressure).
6. Uses outside lever on receiver (Show Green) (Move inside late).
7. Challenges receivers when you are pressuring the QB (play Level technique)

WEAKNESSES

1. Curl area to both side.
2. LB's on backs.
3. Crossing patterns and picks.

ADJUSTMENTS

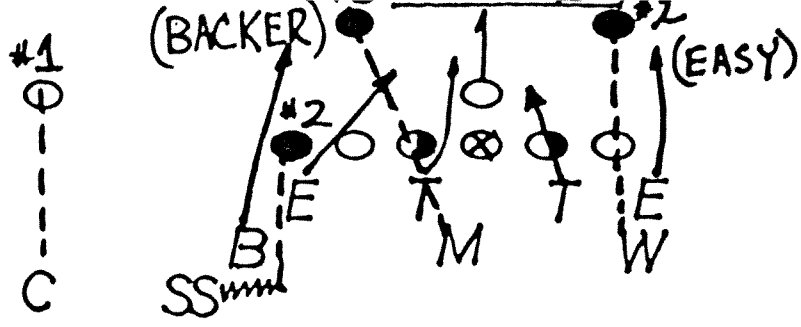
1. Standard Formation - Show Green Star alignment or show White (Sky alignment)
2. Flip Formation - Show Green (Star alignment) or Show Black (Tilt alignment)
3. Tits - Play Gold, See Saw or Exit call
4. Alert Flow - S/S will replace the rushing LB in flow pass (3 way theory)
5. Force - Strong and weak side. End man on LOS has contain (pitch on option).
6. Possible Dogs

- | | |
|----------------------|-----------------|
| a. 40 Over Wide | <u>Buck Dog</u> |
| b. 50 Shade (You/Me) | <u>Will Dog</u> |
| c. 50 Shade toes | <u>Mike Dog</u> |

7. Flare Rules - contain rusher - take any back that crosses your face (Flare control)
8. Cover People - when on a Back or TE, you are a Read Blitz technique. If your man blocks or flares, you come on Blitz
- * 9. Buck - Alert Swap with Mike vs Doubles or Trips (Buck Cover - Mike Stunt)
Will - Alert Swap with Mike vs Trey (Will will cover #3 and Mike Stunt)

POSITION	ALIGNMENT	KEYS	RESPONSIBILITY
STRONG CORNER	<u>Standard</u> (Sky) <u>Flip</u> (Star)	Ball #1 receiver	<u>Run To:</u> Secure #1 man/secondary contain <u>Run Away:</u> Secure #1 man/pursuit angle <u>Pass:</u> Aggressive man/man game plan - inside or outside When covering a TE - option TE blocks - QB
STRONG SAFETY	<u>Standard</u> (Sky) <u>Flip</u> (Star)	Ball #2 Receiver Strong	<u>Run To:</u> Secure #2 Option - #2 blocks - QB <u>Run Away:</u> Secure #2 <u>Pass:</u> Aggressive man/man on #2 receiver strong
FREE SAFETY	<u>Standard</u> (Sky) <u>Flip</u> (Star)	Ball (QB)	<u>Run To:</u> Fill alley inside defensive end <u>Run Away:</u> Fill alley inside defensive end <u>Pass:</u> Middle 1/3 deep <u>CP:</u> Option - QB

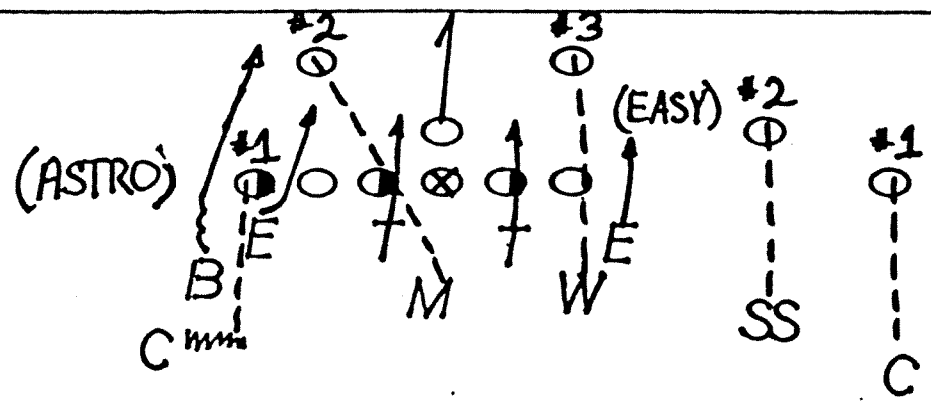
POSITION	ALIGNMENT	KEYS	RESPONSIBILITY
WEAK CORNER	<u>Standard</u> (Sky) <u>Flip</u> (Star)	Ball #1 Receiver	<u>Run To:</u> Secure #1 <u>Run Away:</u> Secure #1 <u>Pass:</u> Aggressive man/man on #1 receiver weak CP: Flip Formation - Option Covering a TE - he blocks - QB
BUCK	Normal	Normal	Coverage depends on <u>LB Dog</u> called and formation
MIKE	Normal	Normal	Coverage depends on <u>LB Dog</u> called and formation
WILL	Normal	Normal	<u>Coverage</u> depends on <u>LB Dog</u> called and formation



BUCK DOG
#1
C

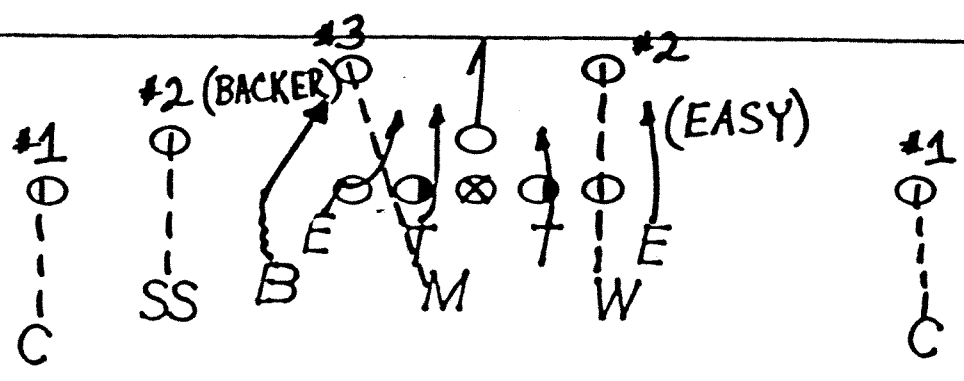
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FLIP

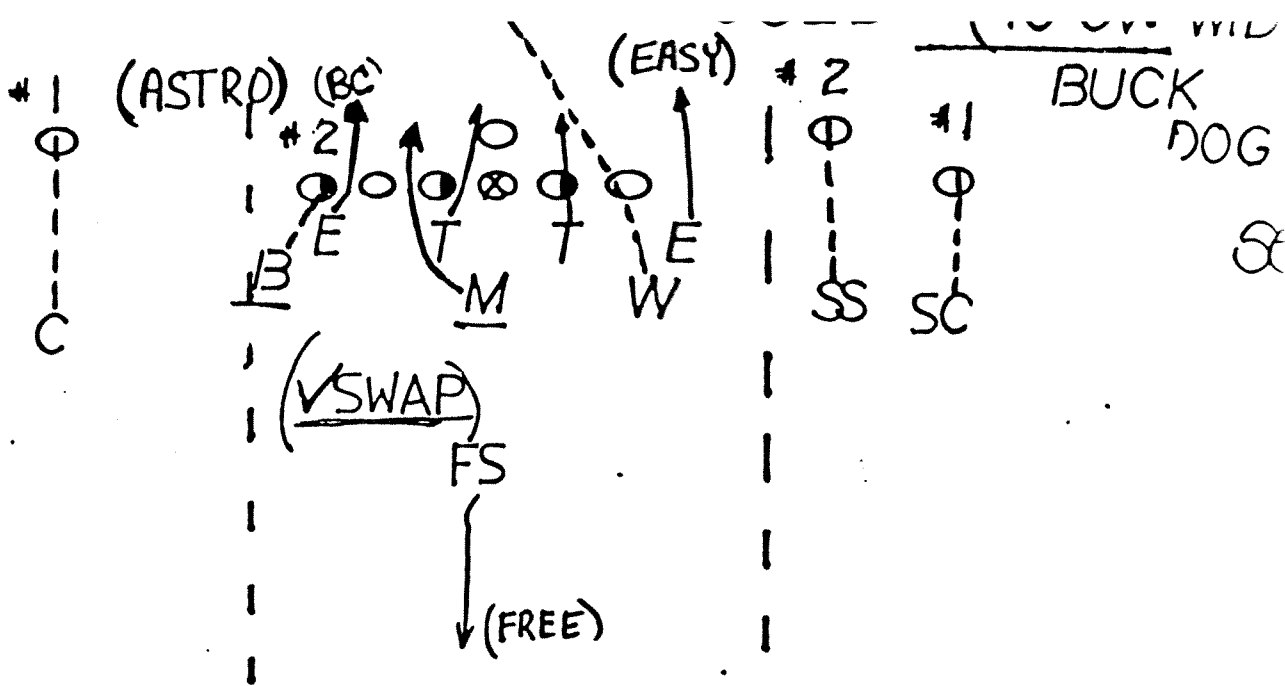


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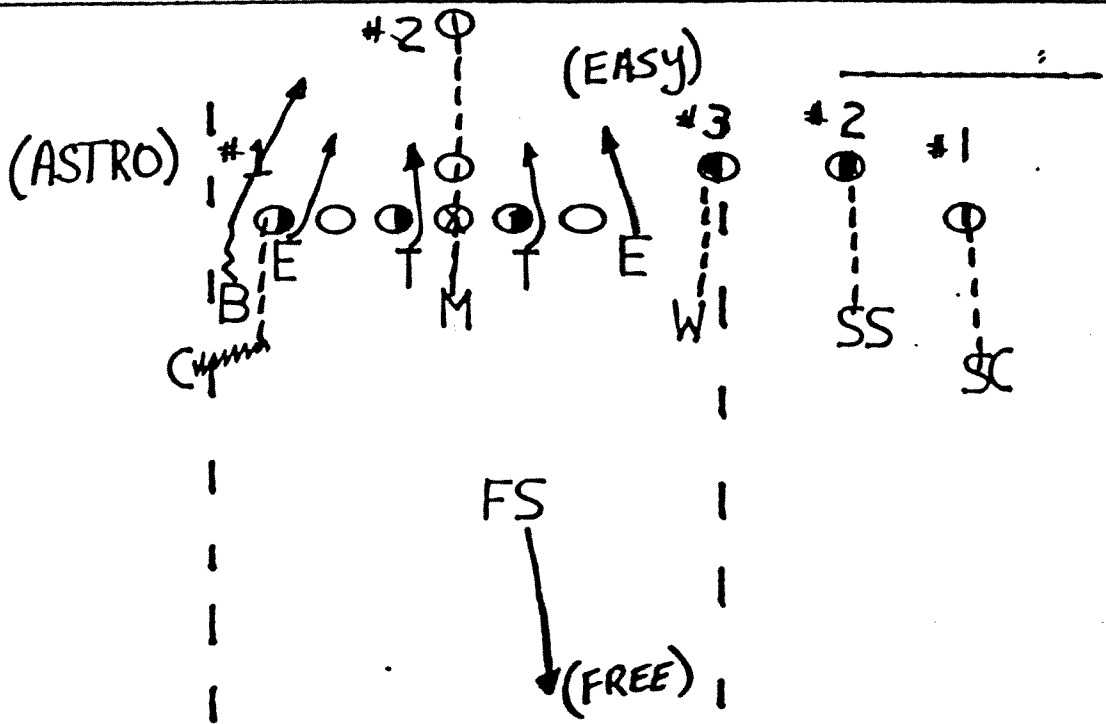
3 WIDES



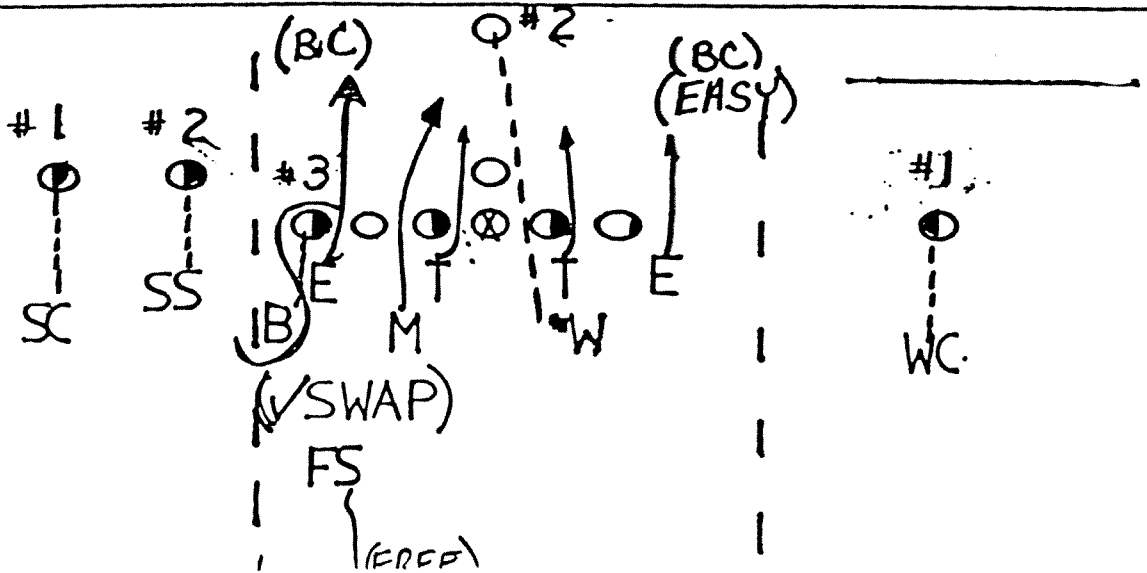
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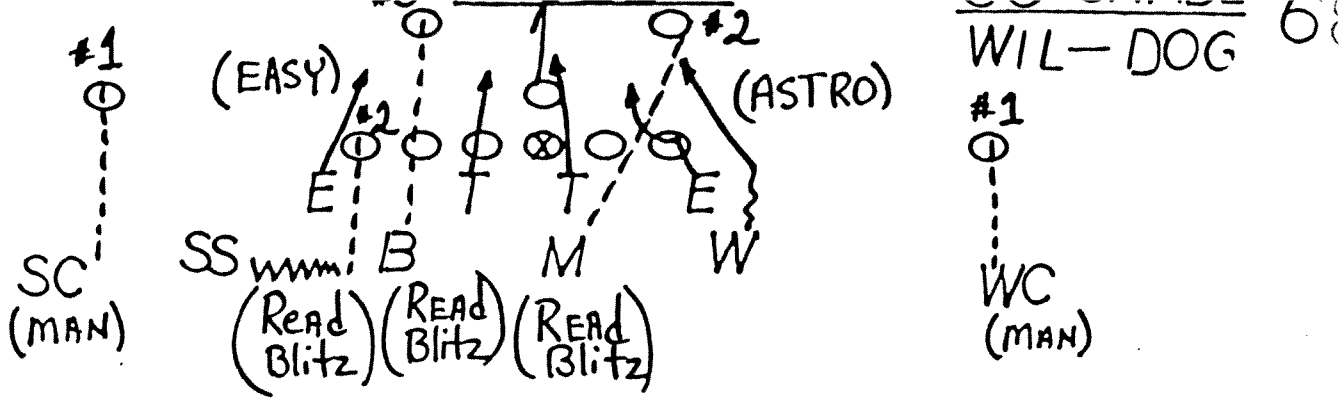


TREY

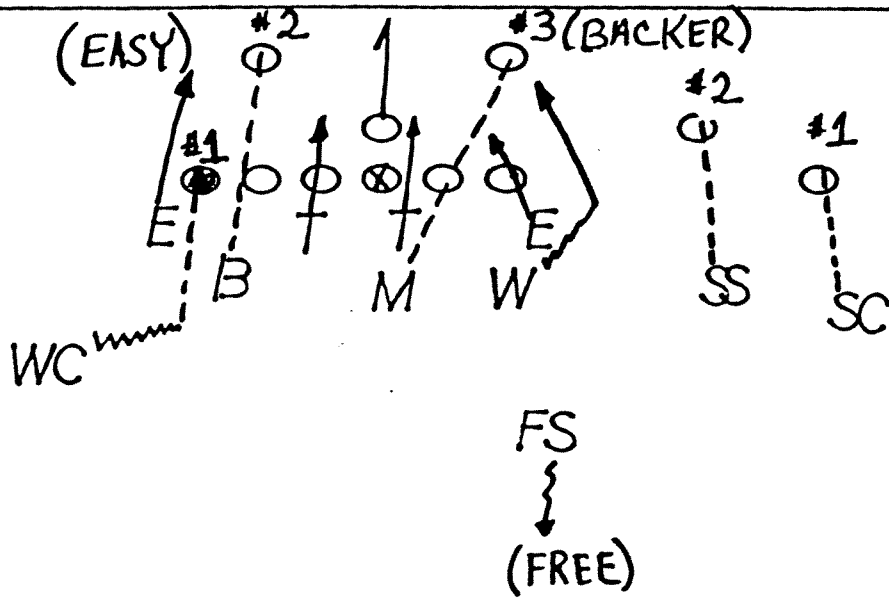


TRIPS

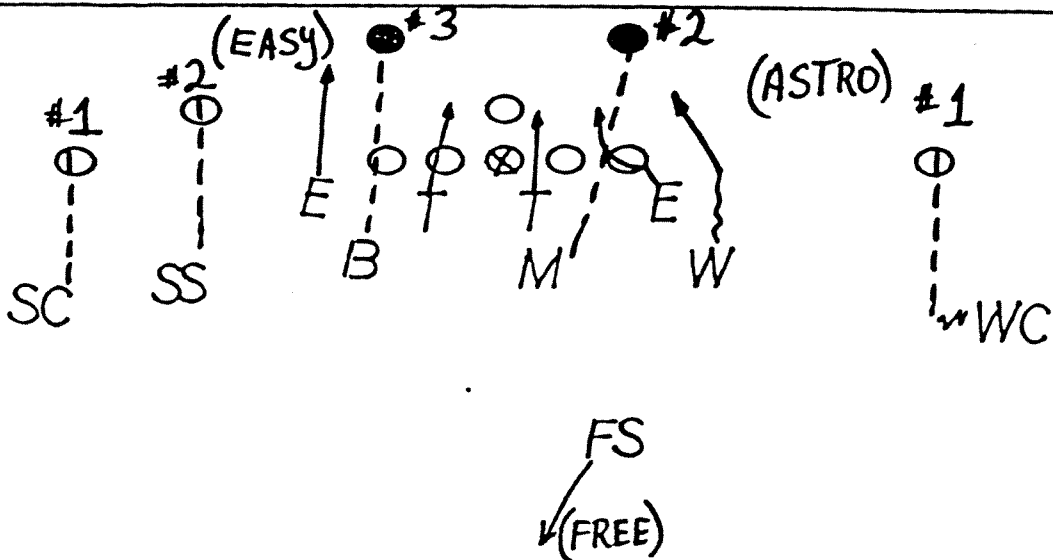


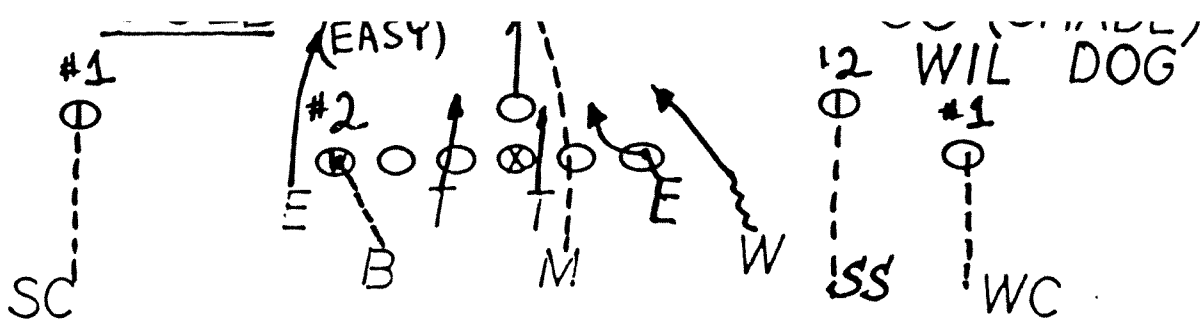


FLIP



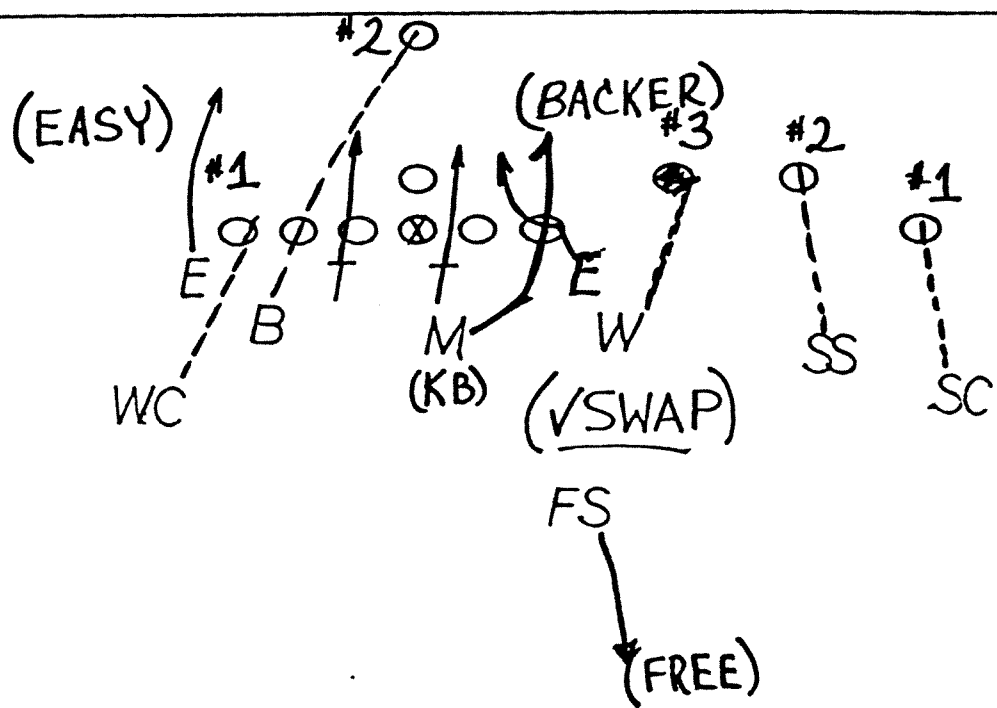
3 WIDES



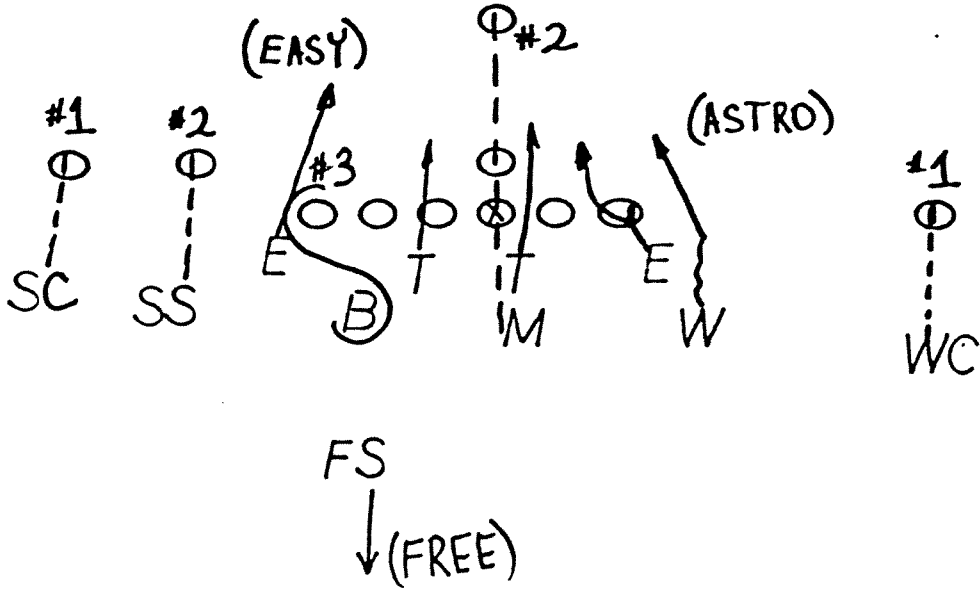


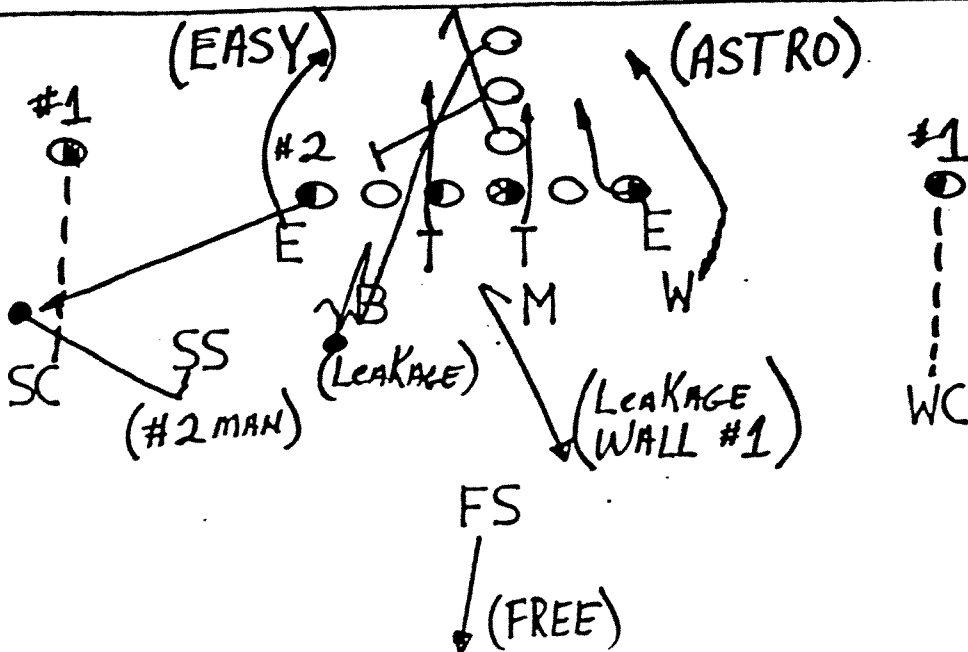
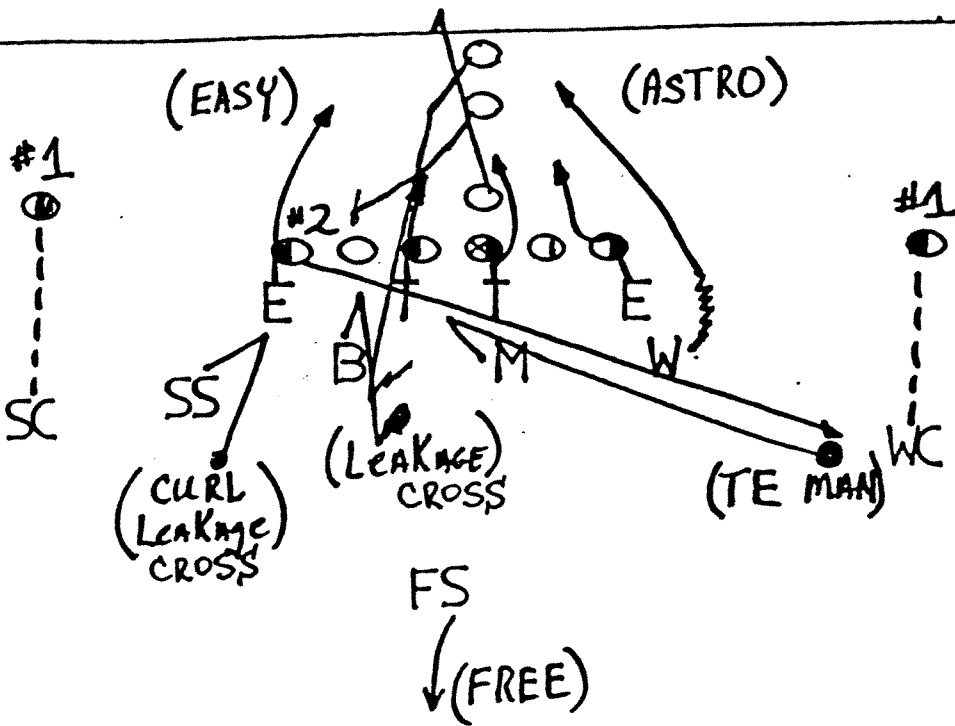
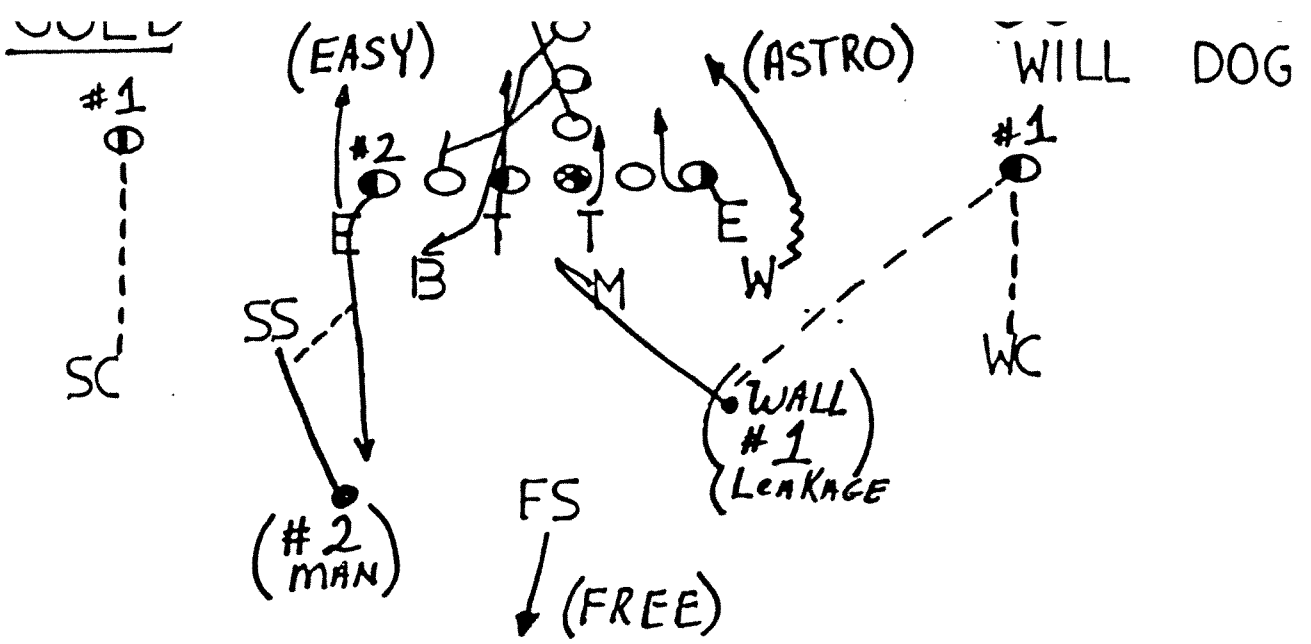
FS
(FREE)

TREY



TRIPS





GOAL LINE GREEN

Goal Line Green is our short yardage coverage. We will call "Goal Line Green" usually when we are in our 90 Package. In our 90 Package, we only have two (2) linebackers. We will pull one linebacker and put in another defensive lineman.

Goal Line Green is a formation "✓" coverage package. We will try to call Goal Line Green when the offense is in a 2 or 3 back, 2 TE offense.

FORMATION CALLS WHEN IN GOAL LINE GREEN

A. 2 Back Formations

Standard - ✓ Green
Flip - ✓ Green
3 Wides - ✓ Green
Standard U - GL Green
Standard Wing U - GL Green - Closed Formation

B. 3 Back Formations

Power I U - ✓ Blue
Bone Split - Play Green
Bone Open - ✓ Blue
Bone Split - Green
Motion - ✓ Blue
Fly - ✓ Blue
Bone U - ✓ Blue

C. 1 Back

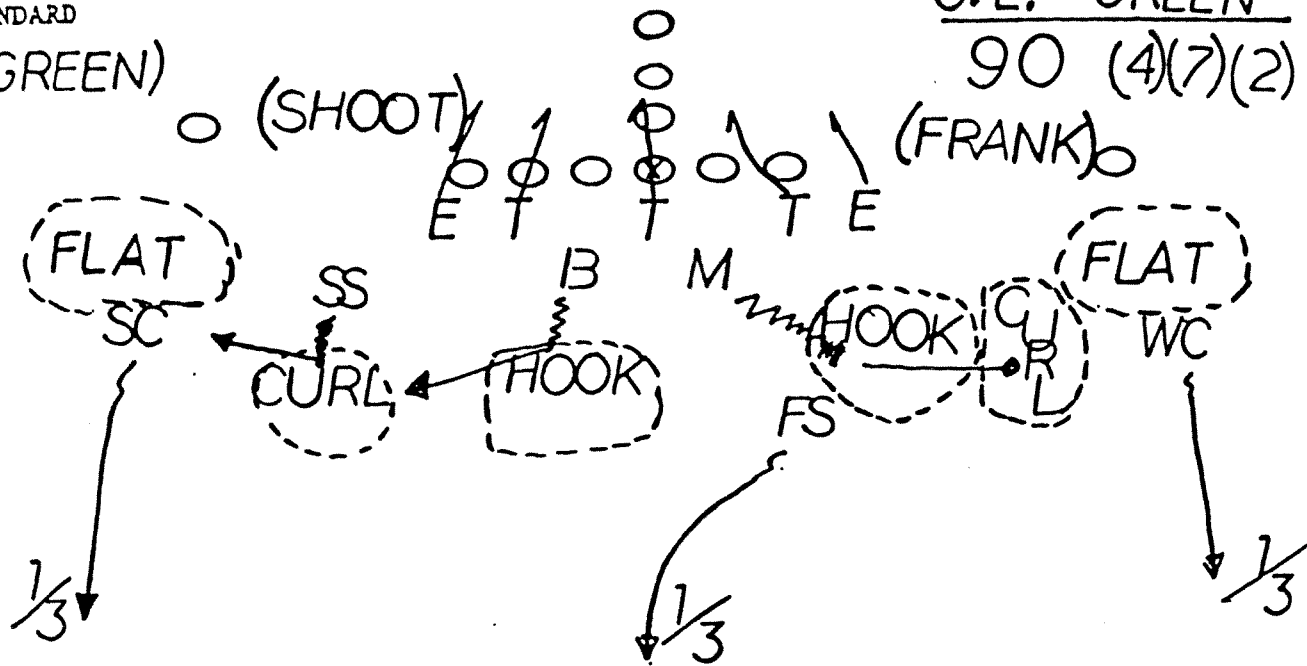
Doubles - ✓ Orlando
Trey - ✓ Orlando
Trips - ✓ Orlando

D. Empty

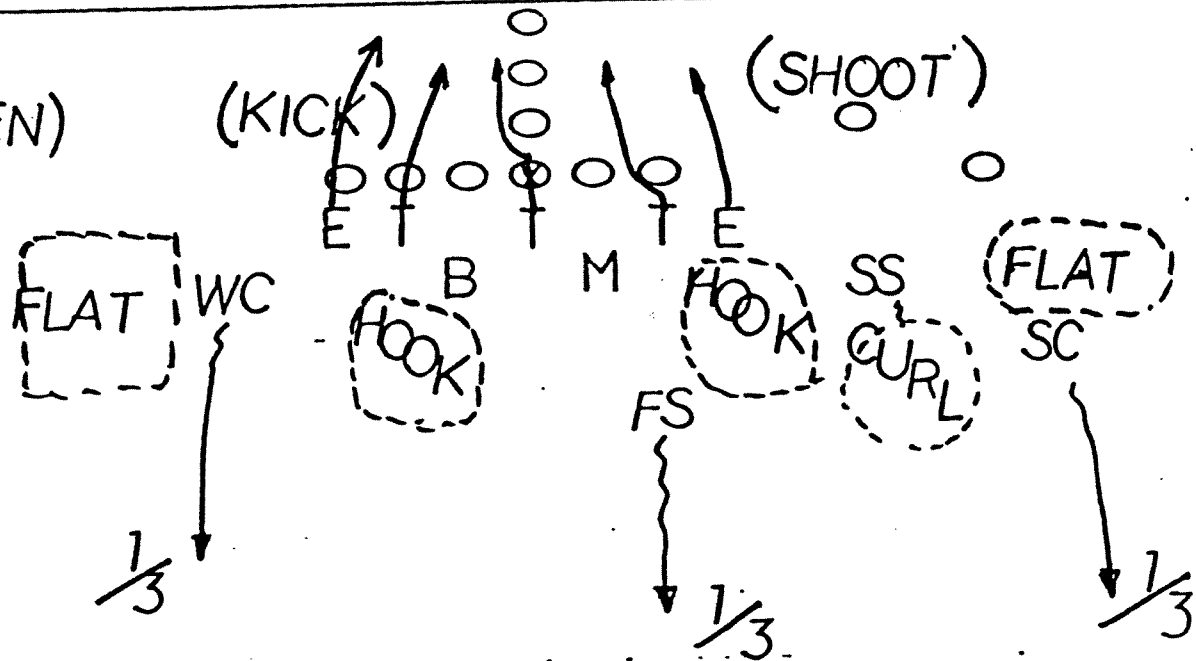
32 ✓ Cowboy (Deuce or Trio)
41 ✓ Cowboy (Deuce or Trio)

STANDARD
✓(GREEN)

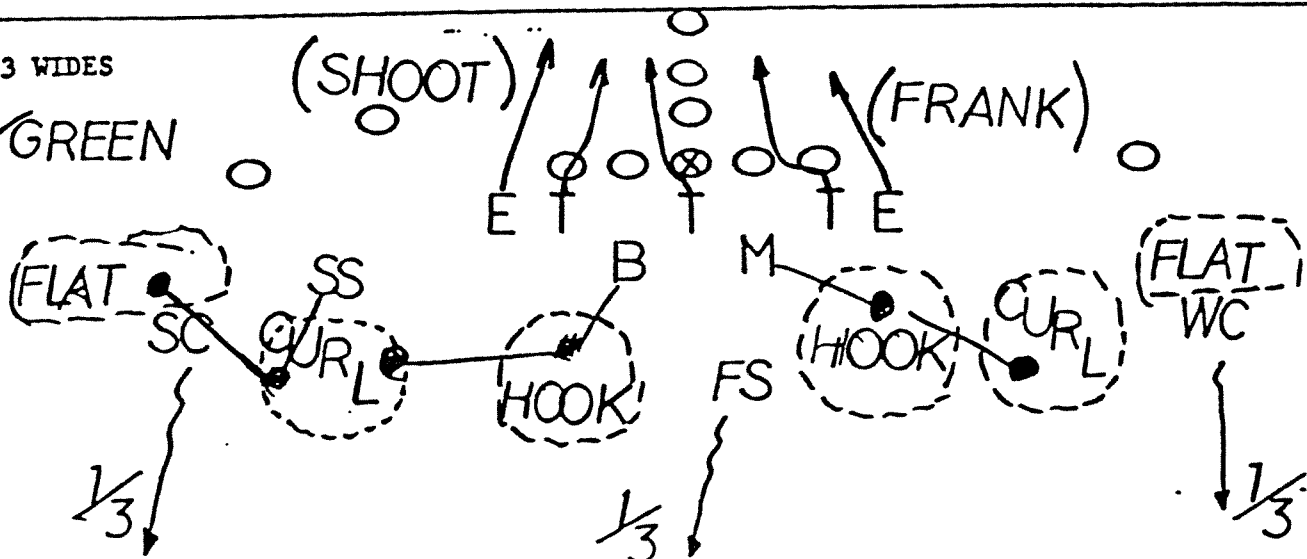
U.L. GREEN
90 (4)(7)(2)(S)



FLIP
✓(GREEN)



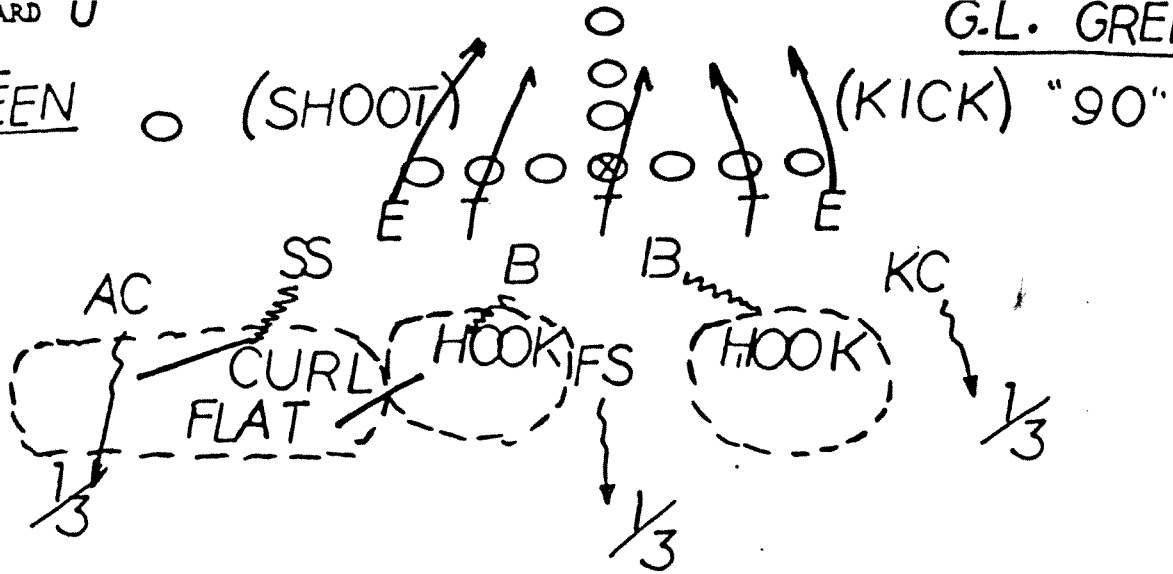
3 WIDES
✓GREEN



STANDARD U

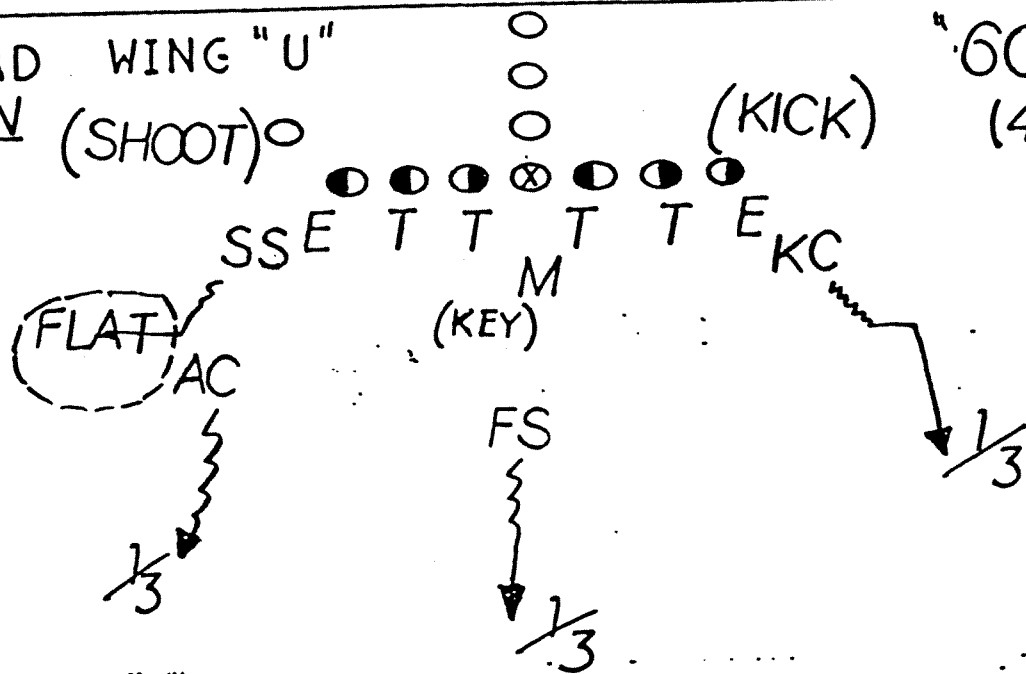
GL GREEN

G.L. GREEN



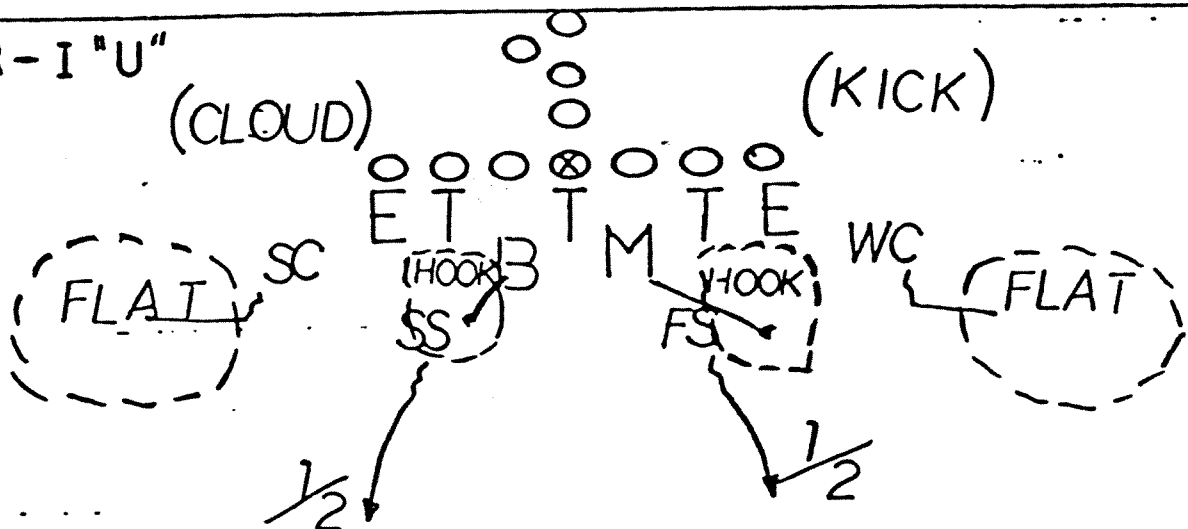
STANDARD WING "U"
GL GREEN

(SHOOT) (KICK) "60"
(4)(7)(2)

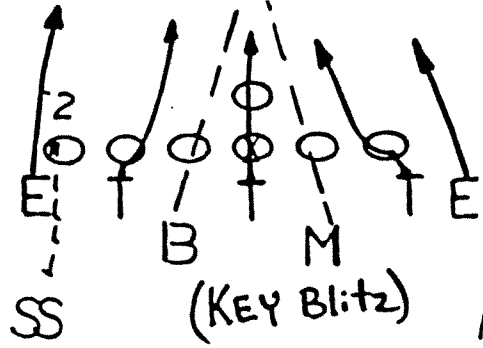


POWER-I "U"
BLUE

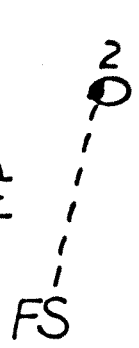
(CLOUD) (KICK)



ORLANDO



(KEY Blitz)

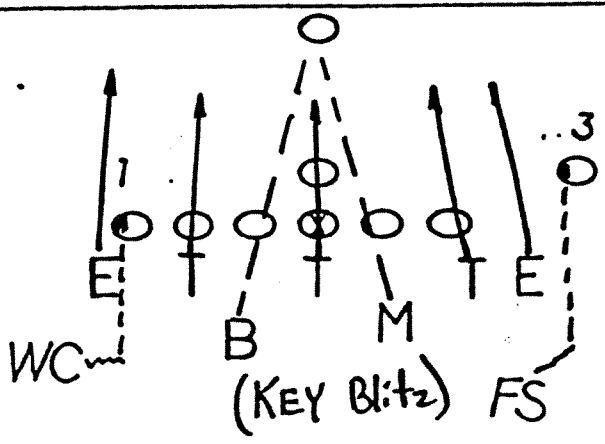


U. L. GREEN



DEUCE

TREY
ORLANDO

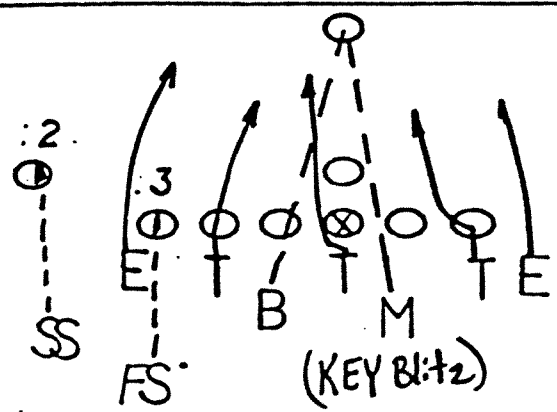


(KEY Blitz)

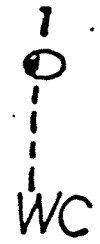


TRIO

TRIPS
ORLANDO

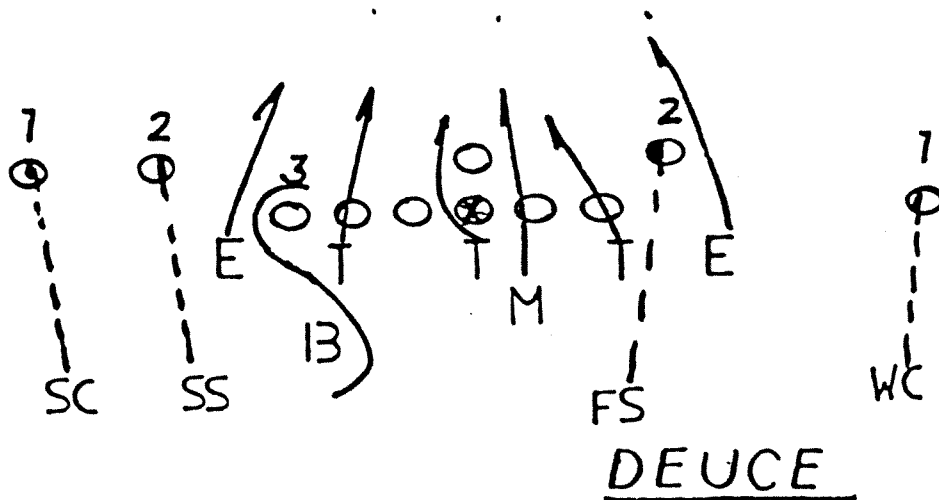


(KEY Blitz)



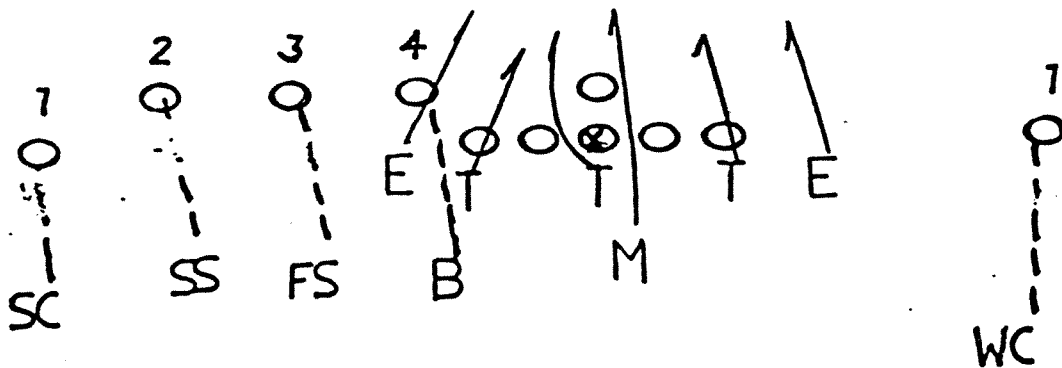
TRIO

"32"



✓ COWBOY

"47"



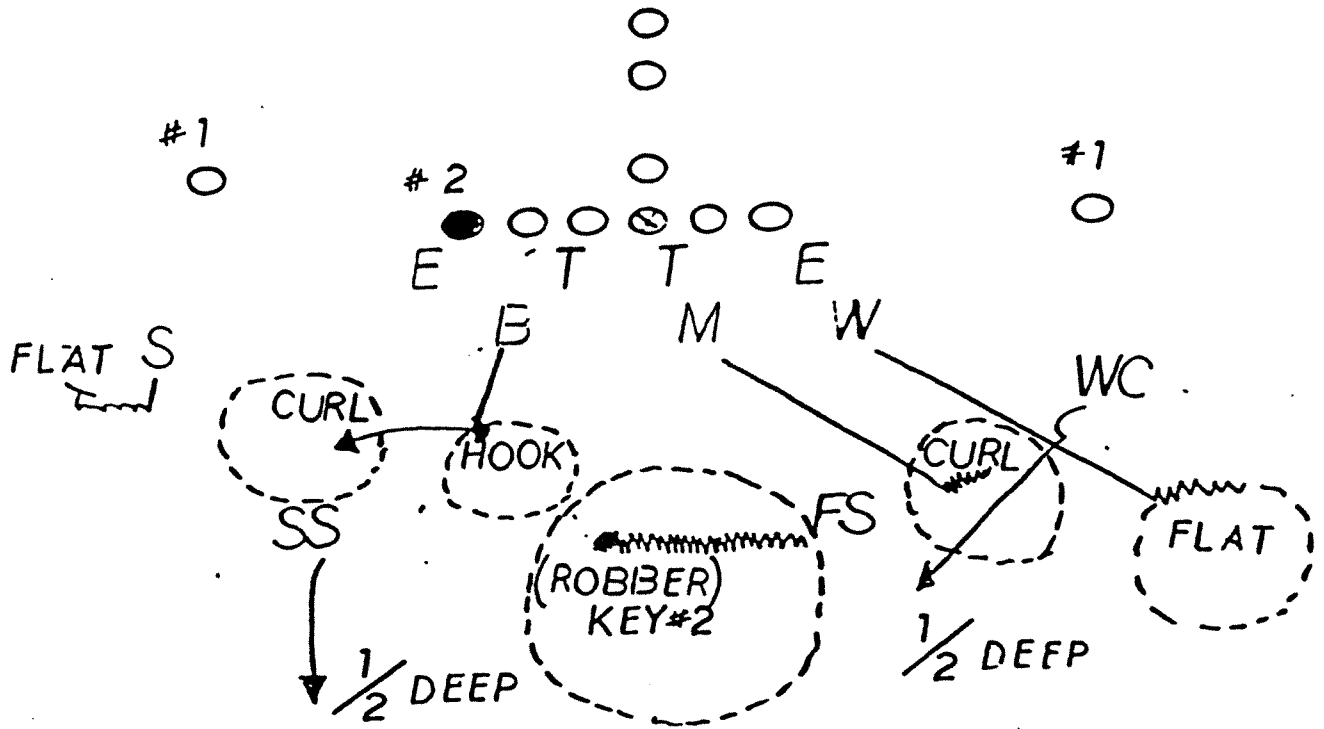
✓ COWBOY
TRIO

POSITION	ALIGNMENT	KEYS	RESPONSIBILITY
STRONG CORNER	Same as Blue	Same as Blue	<p><u>Run To:</u> Cloud support.</p> <p><u>Run Away:</u> Cushion #1 M/M/</p> <p><u>Pass:</u> Same as blue. CP: Be more aggressive on the jam. You do not have to worry as much about driving deep.</p> <p><u>Flow Away:</u> Outside throwing lane.</p>
STRONG SAFETY	Same as Blue	Same as Blue	<p><u>Run To:</u> Vision to #1. Play #1 M/M.</p> <p><u>Run Away:</u> Vision to #2. #2 M/M.</p> <p><u>Pass:</u> Same as blue, but more aggressive on deep cut of #1. You will get more help inside on #2 from F/S.</p> <p><u>CP:</u> Flip formation. If #2 vertical/#1 dig. Play the vertical.</p> <p><u>Flow Away:</u> Deep 1/2.</p>
FREE SAFETY	Same as Blue	Same as Blue	<p><u>Run To:</u> Vision to #2 M/M.</p> <p><u>Run Away:</u> Same as black (Fill).</p> <p><u>Pass:</u> Two (2) hard steps back then sink in the hole. First responsibility is the center cut area. First check #2 strong on vertical. If #2 flat or across, play the center cut area looking for a threat from either side.</p> <p><u>CP:</u> Flip formation. If #2 vertical/#1 dig - play the dig.</p> <p><u>Flow Away:</u> Zone the center cut area.</p>

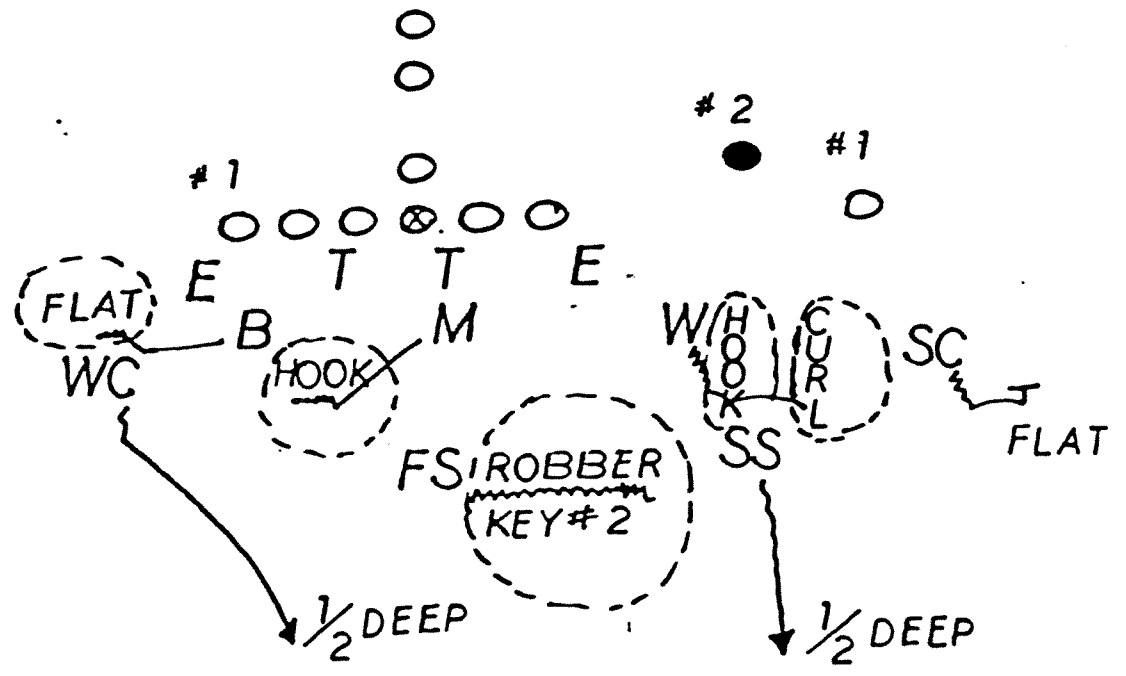
POSTION	ALIGNMENT	KEYS	RESPONSIBILITY
QUICK CORNER	Same as Blue	Same as Blue	<u>Run To:</u> Vision #1. #1 M/M. <u>Run Away:</u> Cushion #1 M/M. <u>Pass:</u> Come inside and play like black. <u>Flow Away:</u> Deep 1/2.
BUCK	Normal	Normal	Hook/Curl. Jam #2. Same drop like green.
MIKE	Normal	Normal	W/S Hook/Curl. Wall #2.
WIL	Normal	Normal	Sloop to flat. Width first, then depth.

GREY

STANDARD



FLIP

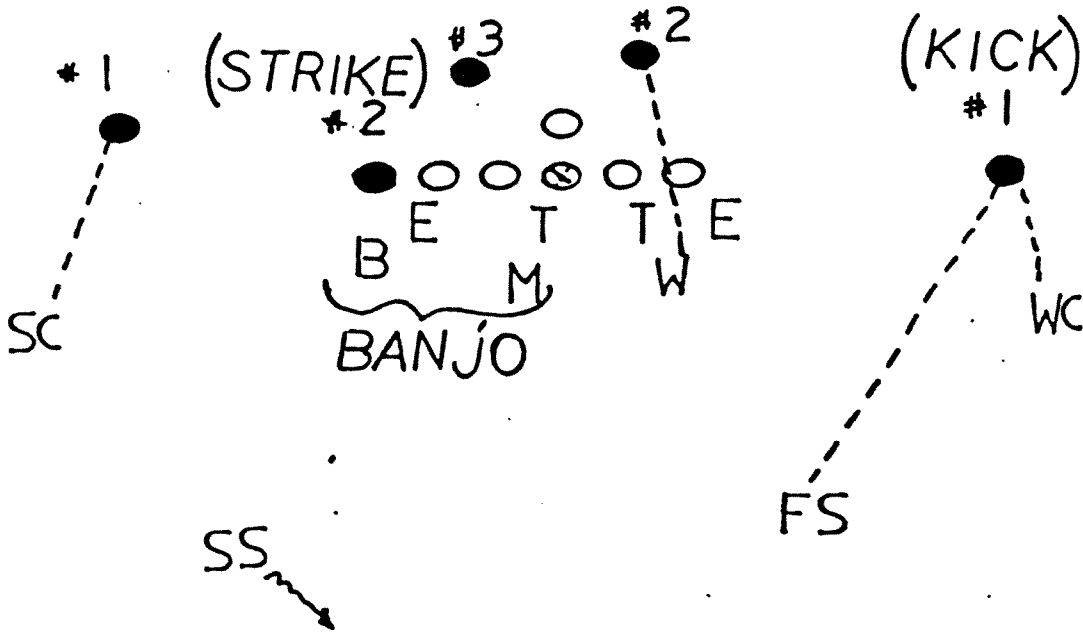


POSITION	ALIGNMENT	KEYS	RESPONSIBILITY
QUICK CORNER	Same as Blue	Ball #1	<p><u>Run To:</u> Kick Force.</p> <p><u>Run Away:</u> Cushion #1 M/M.</p> <p><u>Pass:</u> Vs Drop Back - outside technique #1 M/M. Outside and deep.</p> <p><u>CP:</u> Vs Flip - help on TE vertical - free up.</p> <p><u>Vs Play Action:</u> Back up Banjo. . Same as Red.</p> <p><u>Flow Away:</u> #1 M/M outside.</p>
BUCK	Normal	Normal	Banjo
MIKE	Normal	Normal	Banjo
WIL	Normal	Normal	Back to your side. Play action away - Banjo.

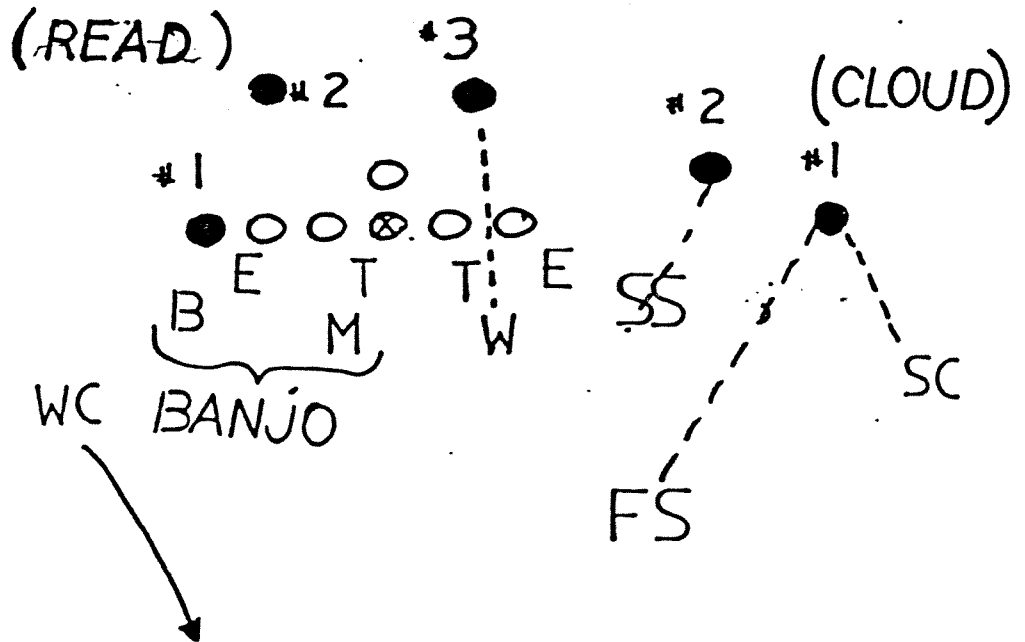
SCARLET "X"

40 SHADE

STANDARD

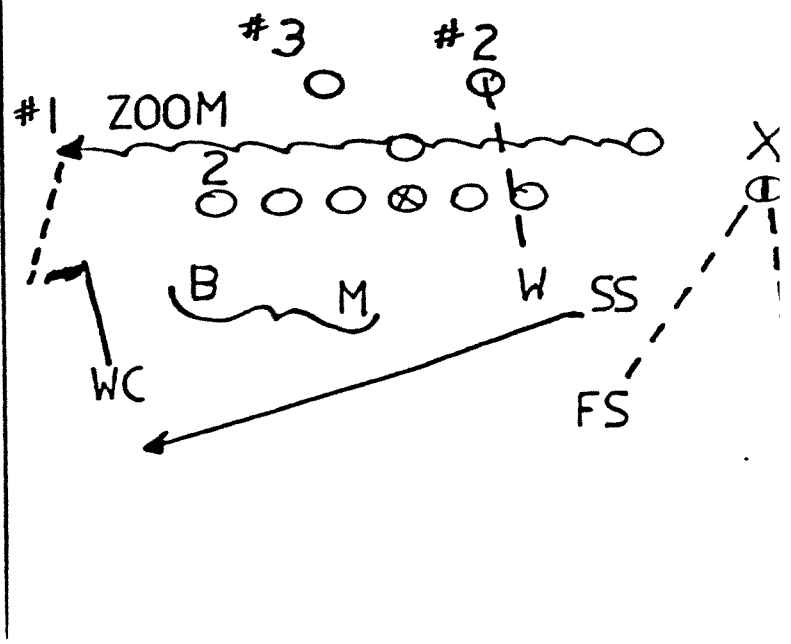
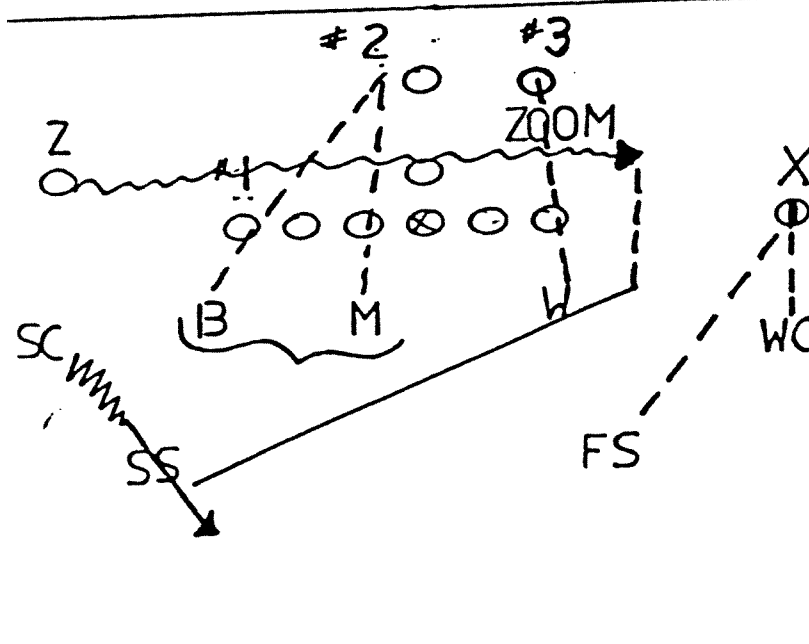
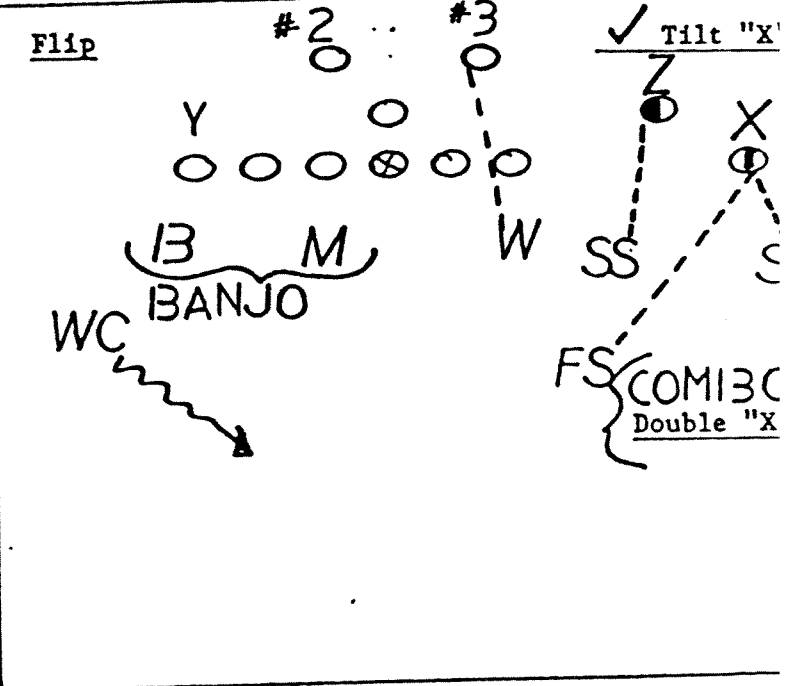
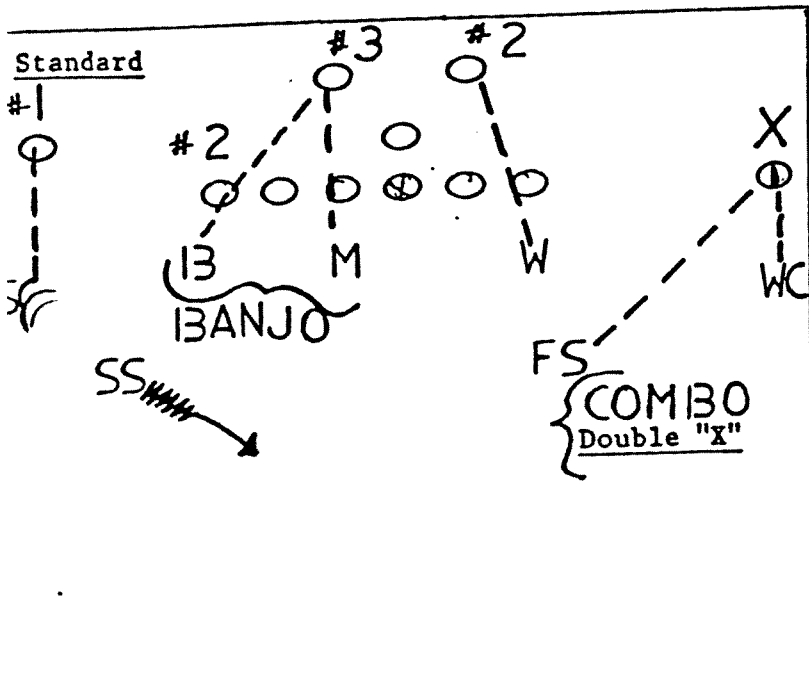


FLIP
✓ TILT



SCARLET X VS ZOOM

1. Safeties, use Cross technique on Zoom!
2. Ball on Hash - we will game plan for Tits.
 - a. Tits - ✓ Blue; on Zoom, ✓ Scarlet X.
 - b. OR make Exit call. S/S, go to strength of the formation even into the boundary.



SCARLET X

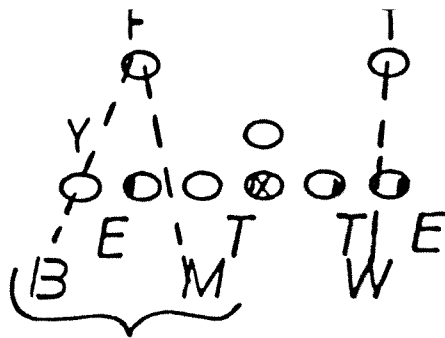
SCARLET X is a man coverage doubling the X receiver in order to take his threat away. We will play cover Red to the S/S side of the defense. The QC will play like Red. Play #1 outside and deep. The F/S will overplay #1 weak short and inside. The strong corner is not guaranteed post help by the F/S.

Alert and Variations

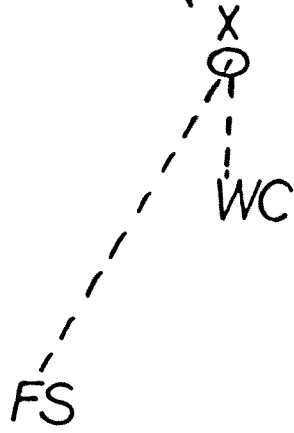
1. Alert Flow (Play Action) - Same as Red.
2. Strike Force Strong. Kick weak.
3. Banjo Call (to the TE) - Underneath coverage with strong backer and Mike playing in and out on #2/#3.
4. Vs Flip - The S/C and F/S are in and out of #1. (Show Tilt Red). S/S has #2 man inside Blitz tech.
5. Vs Flip - The S/C, S/S and F/S can Hang tech #1, #2 (#2 based on game plan).
6. One Back or Empty - ✓ Red coverage! Can play Indian, Hang or Hawk.
7. Any 3 Back formations - ✓ Blue/Green coverage rules. Same for Standard Wing U, ✓ Blue Cup.
8. Tits situation - We will either ✓ Blue to Tits or we will make an Exit call.

POSITION	ALIGNMENT	KEYS	RESPONSIBILITY
STRONG CORNER	Same as Blue	Ball #1	<p><u>Run To:</u> Vision to #1 M/M. Secondary Force.</p> <p><u>Run Away:</u> Cushion #1.</p> <p><u>Pass:</u> Inside technique #1 M/M. There is no guarantee of post help by F/S.</p> <p><u>Flow Away:</u> #1 M/M Inside technique.</p>
STRONG SAFETY	Same as Blue	Ball #2, #1	<p><u>Run To:</u> Strike force. Fill support.</p> <p><u>Run Away:</u> Cushion #2 M/M.</p> <p><u>Pass:</u> Vs Drop Back - play deep and inside #1 on all cuts.</p> <p><u>CP:</u> Vs Flip, #2 man. Tilt alignment. F/S and Corner double #1.</p> <p><u>Flow Away:</u> #2 Man.</p>
FREE SAFETY	Same as Blue	Ball #1	<p><u>Run To:</u> Vision #1 M/M. (Kick Force)</p> <p><u>Run Away:</u> Vision #2 M/M. (Change Fill)</p> <p><u>Pass:</u> Vs Drop Back - turn in place. Play #1 inside and deep.</p> <p><u>CP:</u> Vs Flip - Tilt. Double #1 with Corner.</p> <p><u>Flow Away:</u> Same as Red coverage. Alert flow - deep middle.</p>

STANDARD

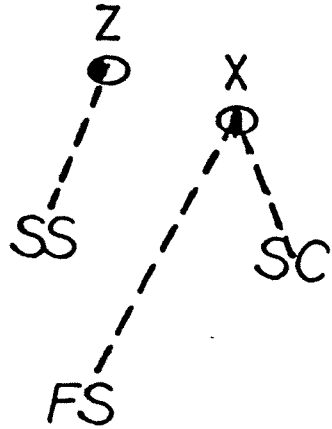
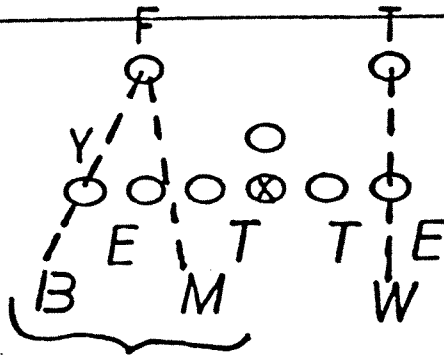


WALL 1
(40 FRONTS)



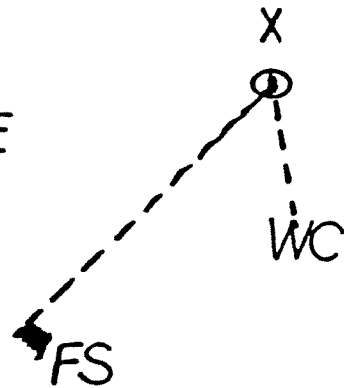
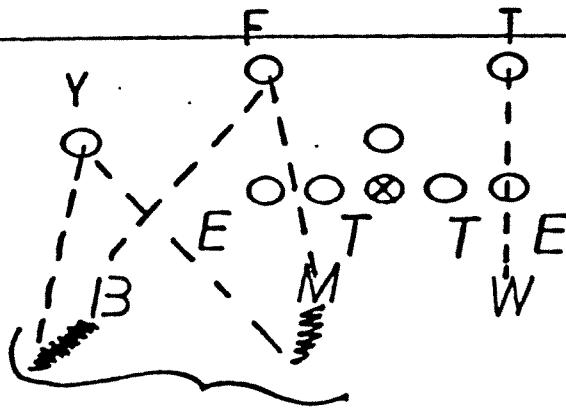
SSmm
(FREE)

FLIP



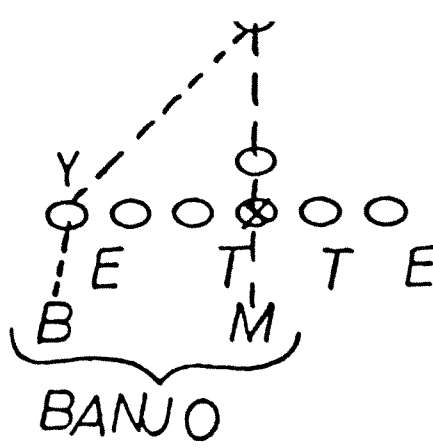
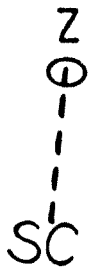
WC
(FREE)

3 WIDES



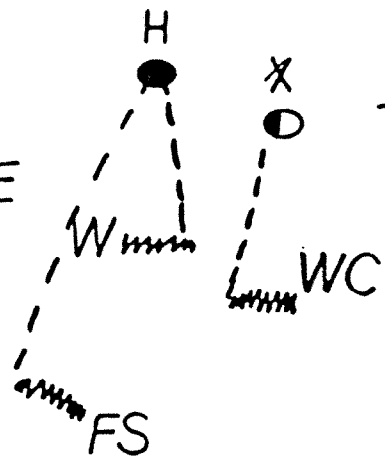
SSmm
(FREE)

DOUBLES



CHARLIE ^ X

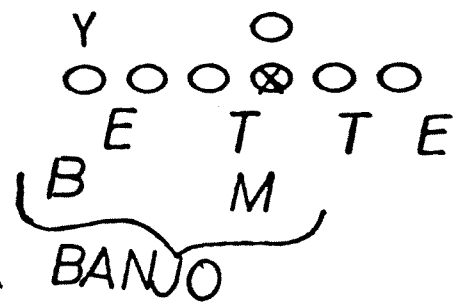
✓ RED



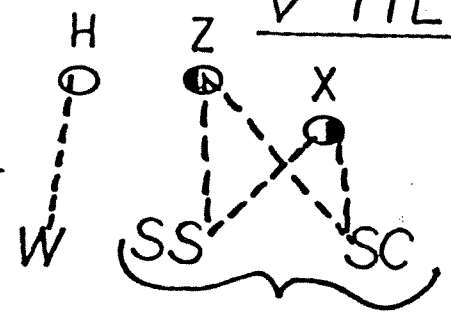
(✓ HAWK)

TREY

OS



✓ TILT-REC

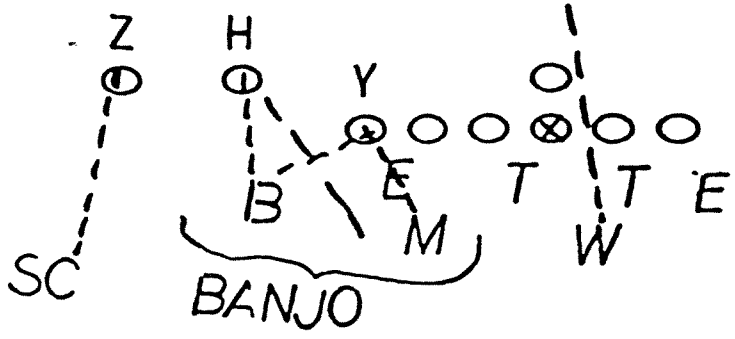


(✓ HANG)

TRIPS

OS

✓ RED



SCARLET X HANG

Scarlet X Hang is a man coverage defense which will allow us to overplay a wide receiver and take his threat away. We will play cover red to the strongside of the defense. The QC will hang. He will jam and funnel #1 and play him short and outside. The FS will overplay #1 weak inside and deep. The strong corner will not have post help from the free safety. You may get some help from the SS.

Alerts and Variations

1. It may be a double call defense.
2. We can only use 40 fronts.
3. Free Safety is committed to weak.
4. Strike force to SS side.
Kick force to FS side.
5. Play Red versus Tits.

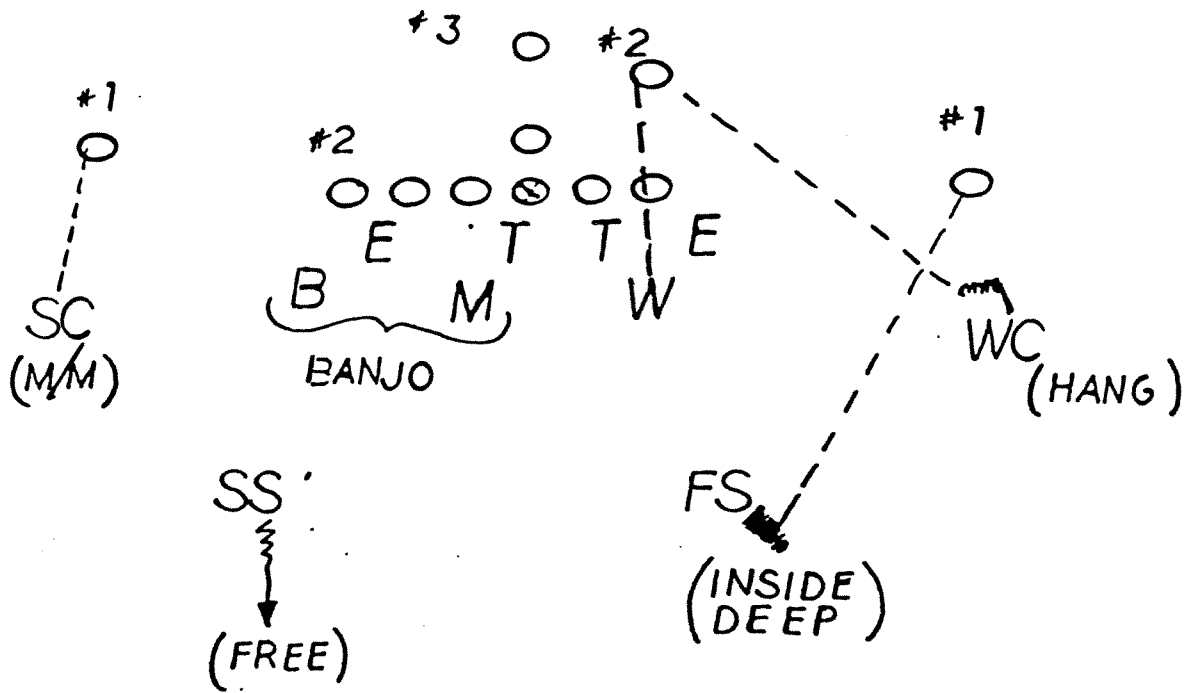
POSITION	ALIGNMENT	KEYS	RESPONSIBILITY
TRONG CORNER	Same as Scarlet X	Same as Scarlet X	Same as Scarlet X
STRONG SAFETY	Same as Scarlet X	Same as Scarlet X	Same as Scarlet X
FREE SAFETY	Same as Scarlet X	Same as Scarlet X	<u>Run To/Away:</u> Same as Scarlet X. <u>Pass vs Drop Back:</u> Back up and key #2. <u>#2 Vertical:</u> Play #2 deep. <u>#2 Flat:</u> Play #1 deep.

POSITION	ALIGNMENT	KEYS	RESPONSIBILITY
QUICK CORNER	Same as Scarlet X	Same as Scarlet X	<p><u>Run To/Away</u>: Same as Blue.</p> <p><u>Pass vs Drop Back</u>: Jam and funnel as in Blue. Key #2.</p> <p><u>#2 Vertical</u>: Play #1 deep like Blue.</p> <p><u>#2 Flat</u>: Play #2 in flat M/M/</p>
BUCK	Normal	Normal	Banjo #2/#3 with Mike.
MIKE	Normal	Normal	Banjo #2/#3 until Buck.
WIL	Normal	Normal	<p>#2 M/M</p> <p><u>#2 Vertical</u>: Jam #3 and run with him M/M.</p> <p><u>#2 Flat</u>: Drive under #1 and play short routes.</p>

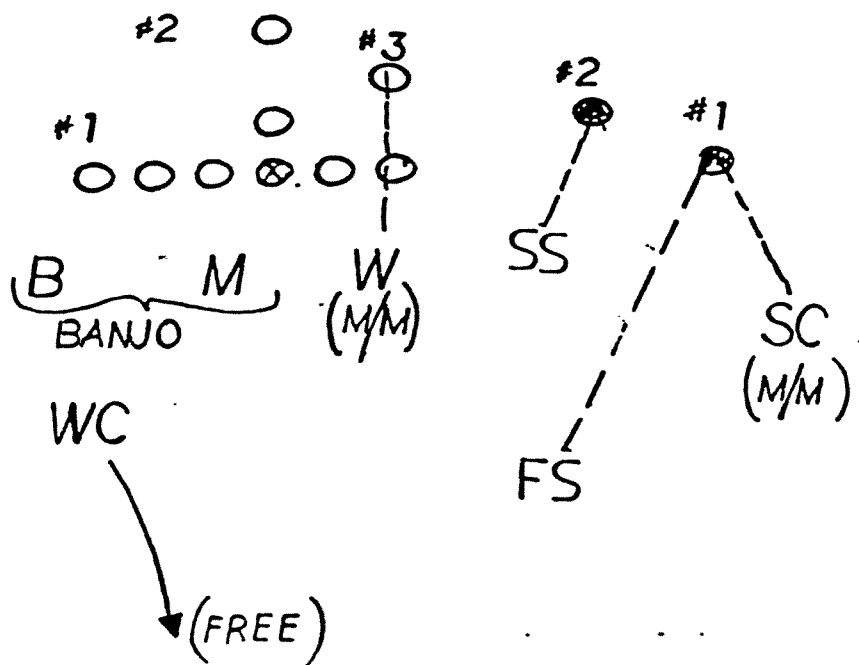
SCARLET "X" "HANG"
STANDARD

90

40 SHADE



FLIP
✓ TILT / RED



SCARLET X HAWK

Scarlet X Hawk is a man coverage defense which will allow us to overplay a #2 receiver weakside and take his threat away. We will play cover Red to the strongside of the defense. The QC will play #1 M/M. The FS and weak backer will combo #2 inside and outside. The strong corner will not have post help from the free safety. You may get some help from the SS.

Alerts and Variations

1. Same as Scarlet X Hang.

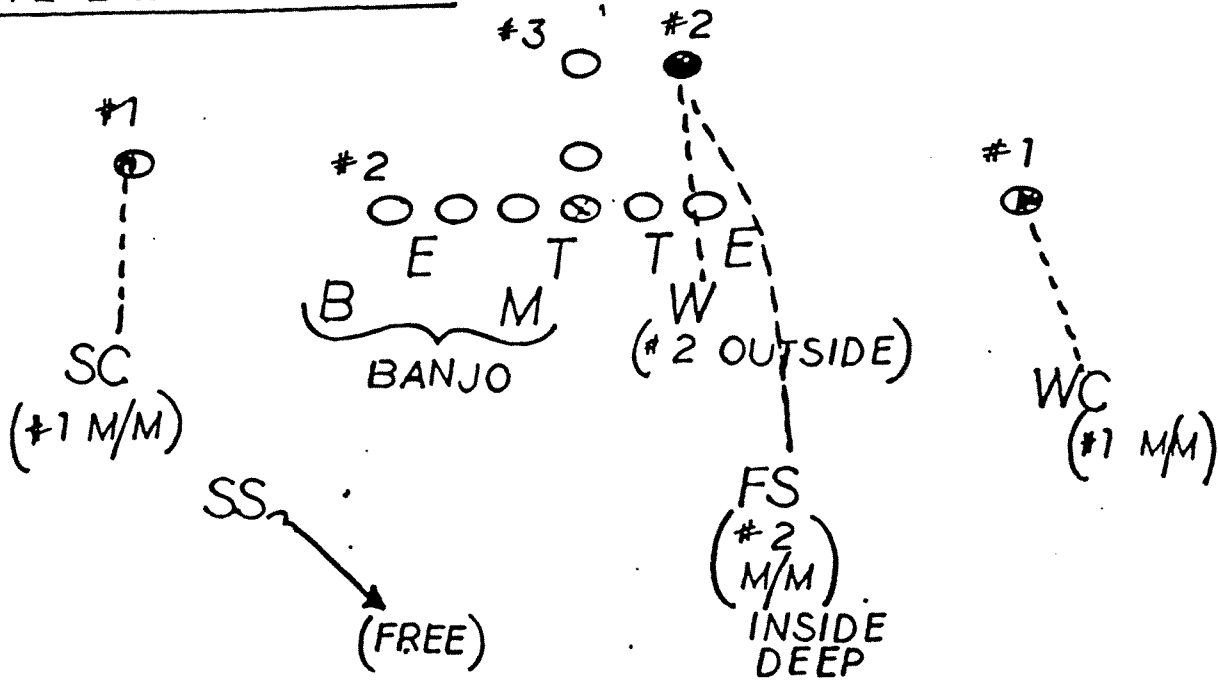
POSITION	ALIGNMENT	KEYS	RESPONSIBILITY
STRONG CORNER	Same as Scarlet X	Same as Scarlet X	Same as Scarlet X
STRONG SAFETY	Same as Scarlet X	Same as Scarlet X	Same as Scarlet X
FREE SAFETY	Same as Blue	Ball #2	<u>Run To/Away:</u> Strike <u>Pass:</u> Play #2 all inside cuts. Combo with weak backer.

POSTION	ALIGNMENT	KEYS	RESPONSIBILITY
QUICK CORNER	Same as Blue	Ball #1	<u>Run To/Away:</u> Strike <u>Pass:</u> Play #1 M/M inside technique.
BUCK	Normal	Normal	<u>Run</u> - Strike Force Banjo #2/#3 with Mike
MIKE	Normal	Normal	Banjo #2/#3 with Buck
WIL	Normal	Normal	#2 all outside cuts. Combo with free safety. Strike force.

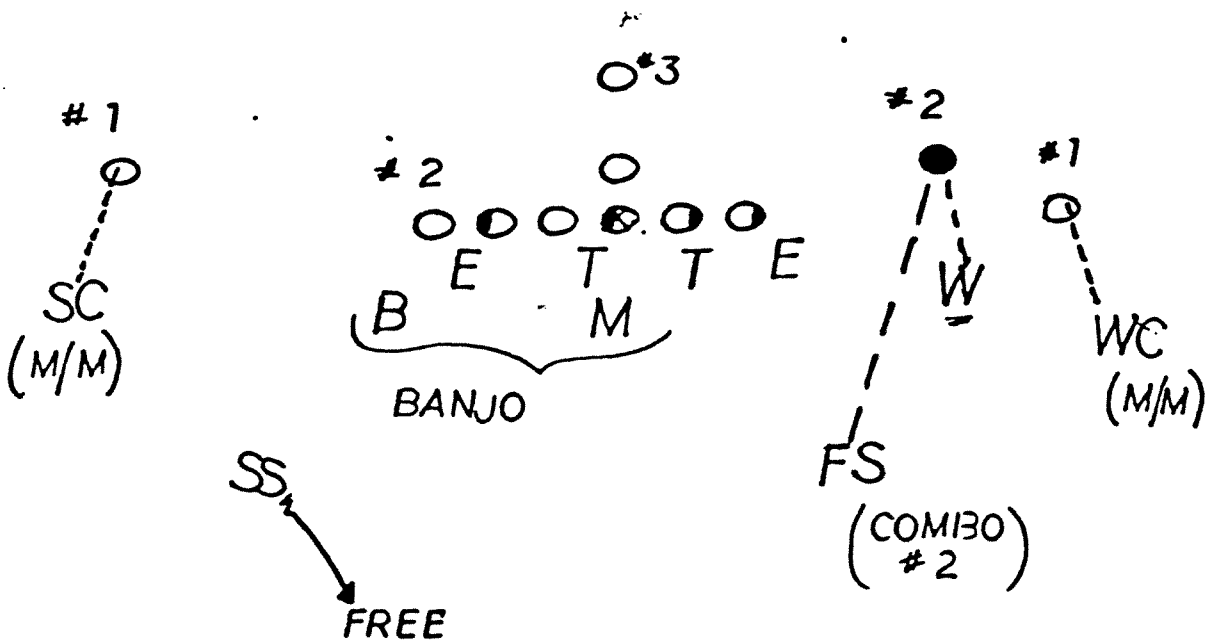
SCARLET X HAWK

STANDARD

40 SHADE



DOUBLE



COVER SCARLET Y

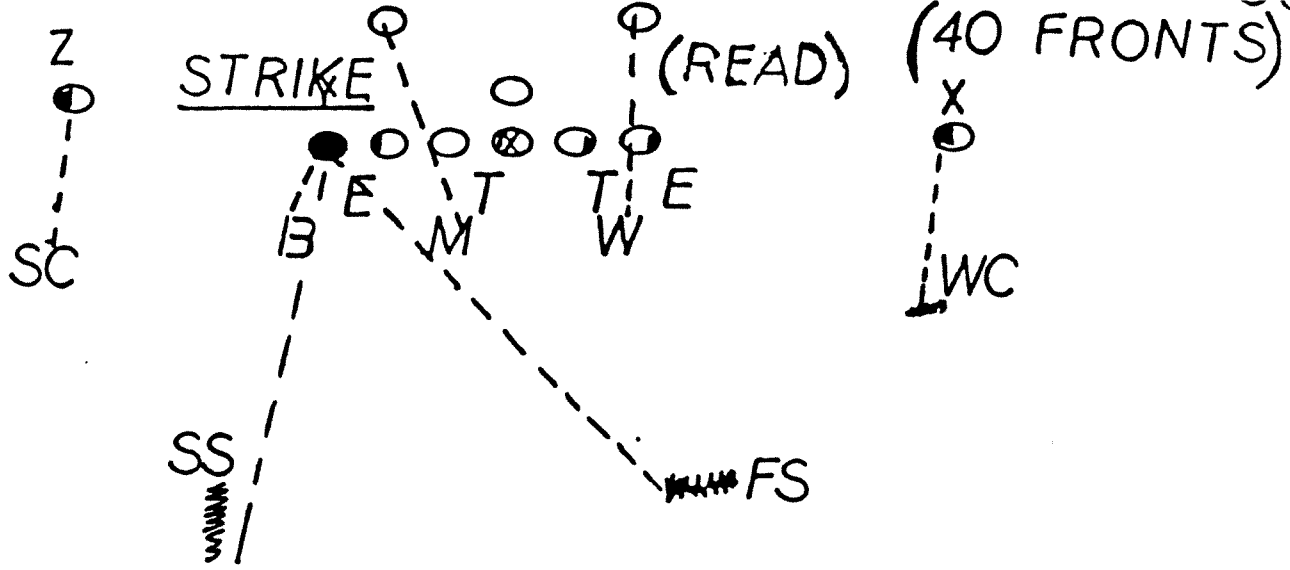
COVER SCARLET Y is a man coverage defense which will allow us to overplay a receiver and take his threat away. We will overplay a receiver to the S/S side with the F/S. We will Double cover the #2 receiver to the strength of the formation.

Alerts and Variations

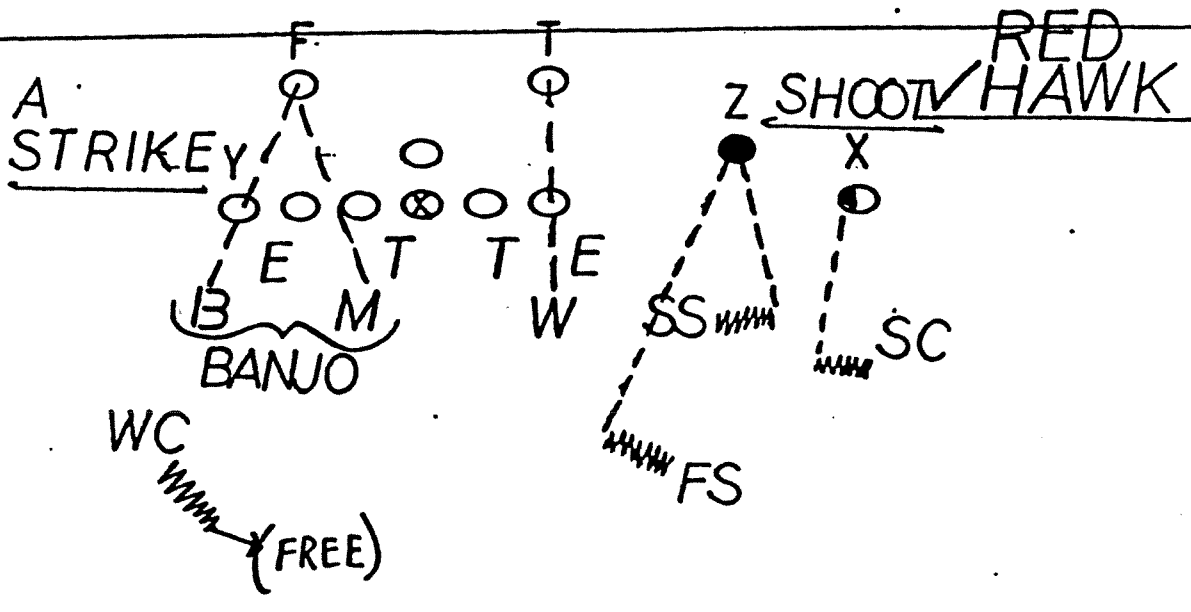
1. Alert ball call - ball on the line. F/S will fill inside of Buck (change fill).
2. It is a Double call defense (Cover Scarlet Y, ✓ Red Hawk).
3. We can only use 40 fronts.
4. It is a Trio coverage (F/S committed to S/S side).
5. Strike Force to the S/S side (Strike read). (F/S fill).
6. Strike Force to the Will side. (F/S fill).
7. F/S and S/S play in and vertical on #2. Buck has #2 to Flat outside.
8. Combo underneath coverage, strongside. Combo on #2 strong with F/S and S/S. Buck has #2 outside only.
9. On Flow Pass - same as Cover Red.
10. One Back Sets - ✓ Red: Hang, Hawk, or Indiana.
11. 3 Back Sets - ✓ Blue/Green coverage package.
12. Empty Sets - ✓ Red - Indian.
13. Standard I Wing "U" - ✓ Blue Cup.
14. Tits situation - game plan: ✓ Blue or make an Exit call.

POSITION	ALIGNMENT	KEYS	RESPONSIBILITY
STRONG CORNER	Same as Blue	Ball #1	<p><u>Run To:</u> Vision #1 M/M.</p> <p><u>Run Away:</u> Cushion #1 M/M.</p> <p><u>Pass:</u> #1 M/M inside technique.</p>
STRONG SAFETY	Same as Blue	Ball #2 Vertical	<p><u>Run To:</u> Strike force.</p> <p><u>Run Away:</u> Cushion #2 M/M.</p> <p><u>Pass:</u> Key #2 - #2 across, free up and find first threat (#1 post to cross).</p> <p><u>#2 Vertical:</u> You have him Man.</p> <p><u>#2 Flat:</u> #2 - Buck has him. Overplay #1 on Curl-Cross.</p> <p><u>Flow Away:</u> Same as above.</p>
FREE SAFETY	Same as Blue	Ball #1	<p><u>Run To:</u> Strike force with Will.</p> <p><u>Run Away:</u> Change fill. (Secure #2 strong).</p> <p><u>Pass:</u> Key #2 strong.</p> <p><u>#2 Across:</u> #2 M/M.</p> <p><u>#2 Vertical:</u> Deep middle - (Green).</p> <p><u>#2 Flat:</u> Help corners on Post.</p> <p><u>Flow Away:</u> Same Red coverage.</p>

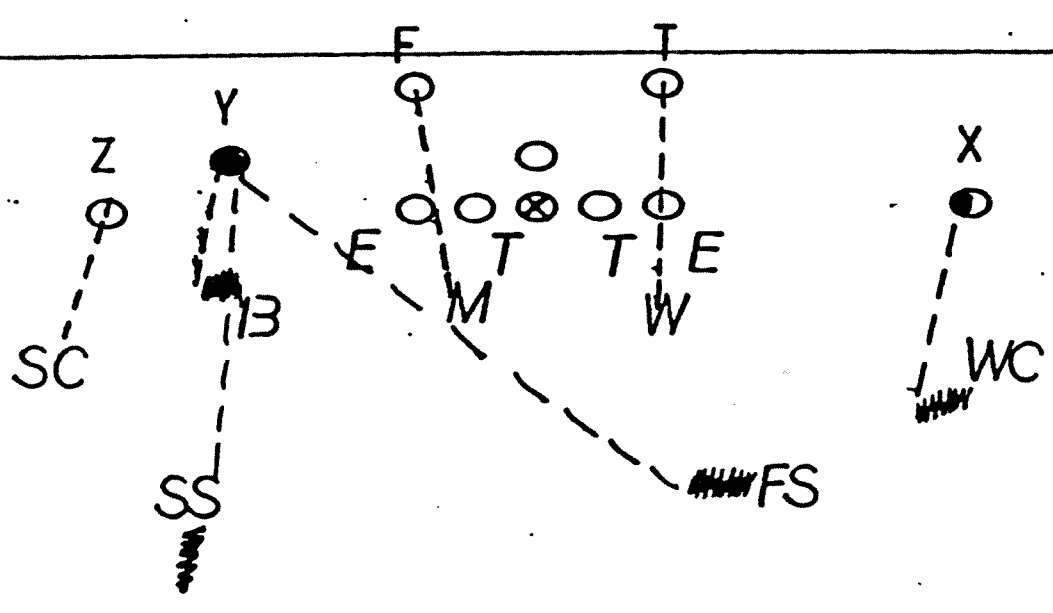
POSTION	ALIGNMENT	KEYS	RESPONSIBILITY
QUICK CORNER	Same as Blue	Ball #1	<u>Run To</u> : Strike force, vision to #1 M/M. <u>Run Away</u> : Cushion #1 M/M. <u>Pass</u> : #1 inside technique.
BUCK	Normal	Normal	Strike force. <u>#2 M/M</u> : On outside Flat route. <u>#2 Vertical</u> : Jam and Zone up Curl. <u>#2 Across</u> : Zone up Curl.
MIKE	Normal	Normal	Man on #3.
WIL	Normal	Normal	Strike force. Man on #2 weak.

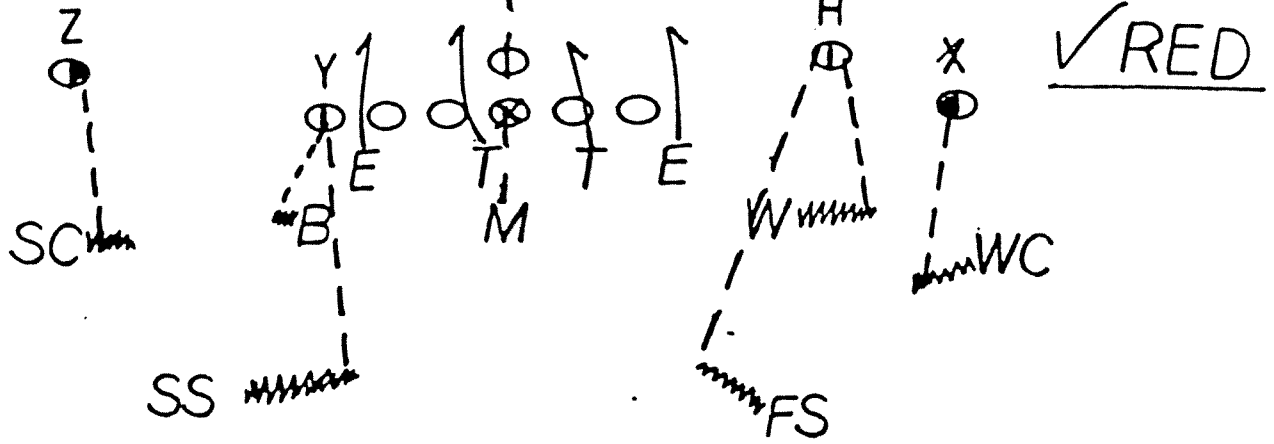


FLIP



3 WIDES



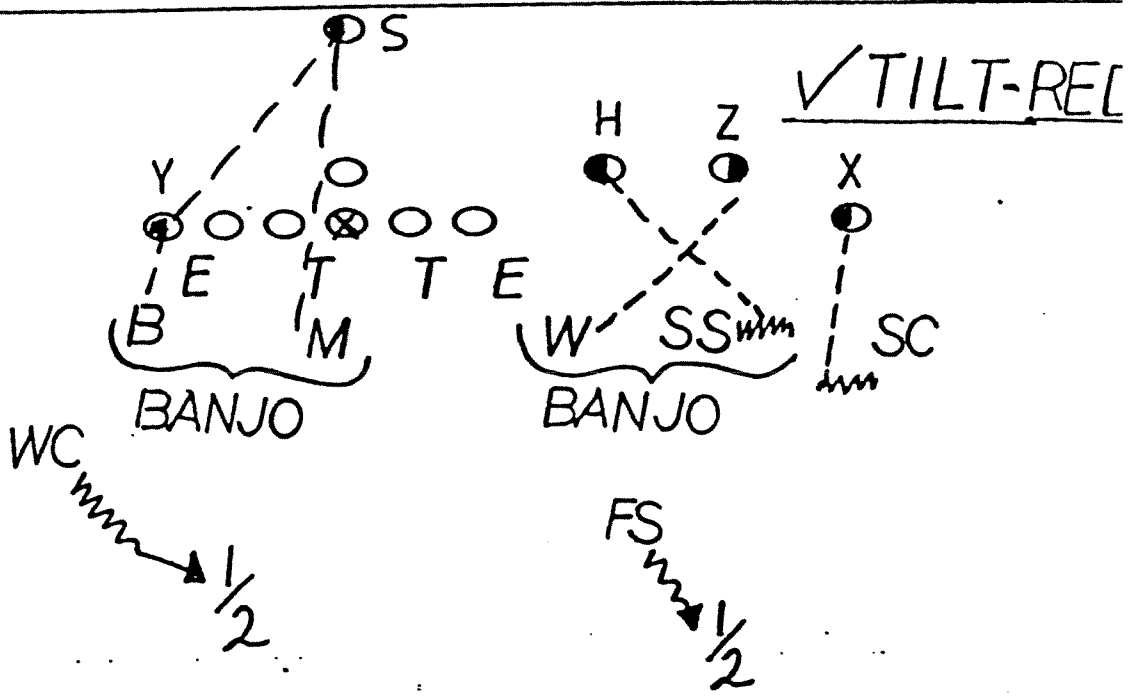


✓ HAWK

✓ HAWK

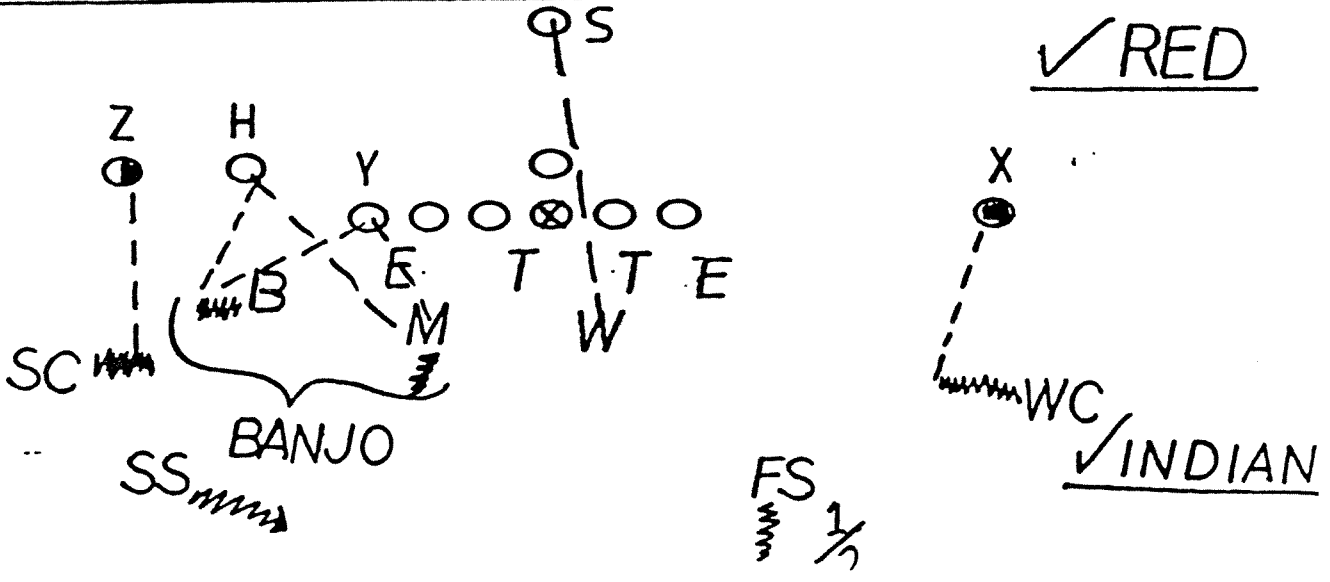
✓ RED

TREY



✓ TILT-REL

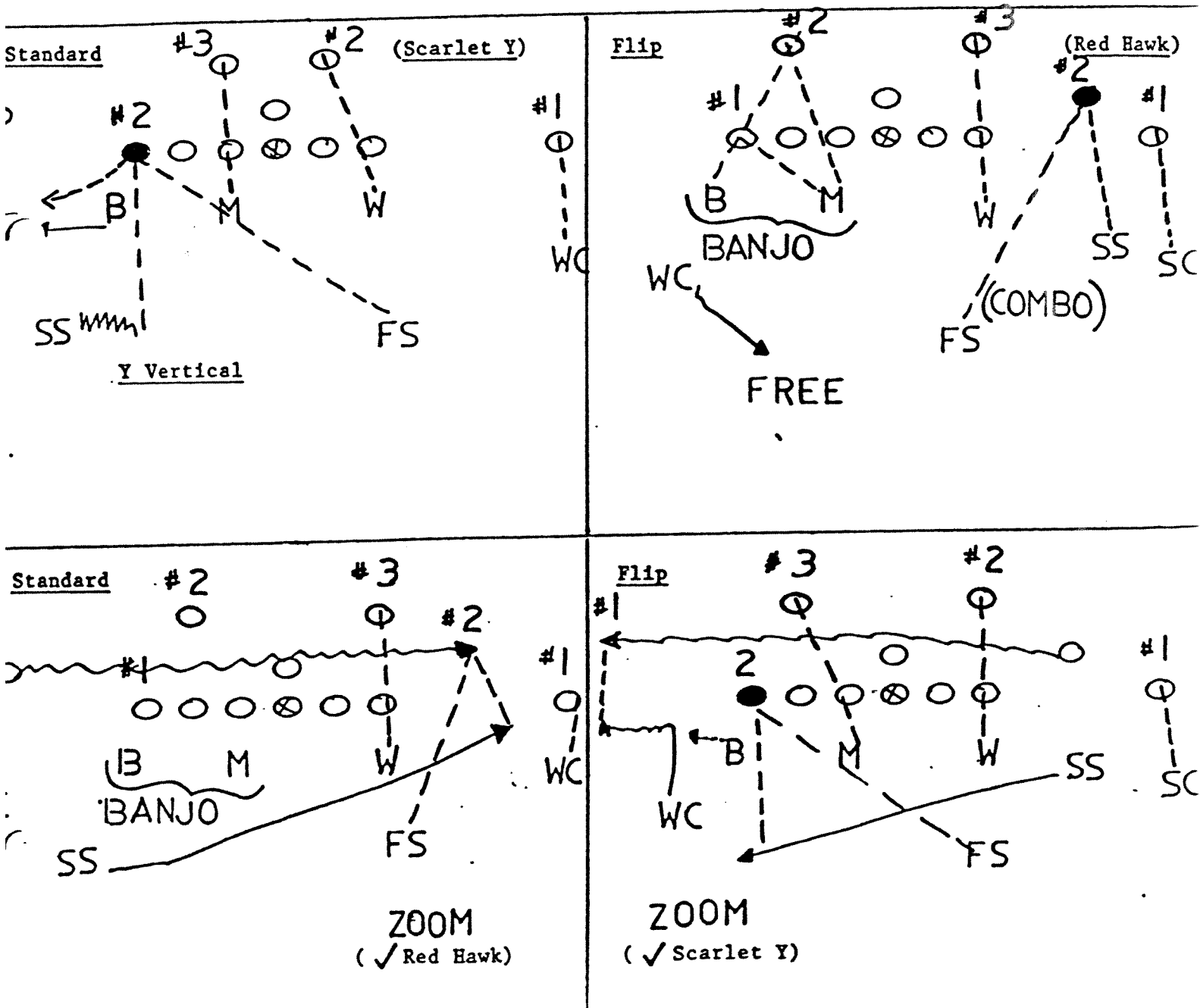
TRIPS



✓ RED

✓ INDIAN

1. Cross technique for safeties on Zoom.
2. Flip Star "Z" (Red Hawk).
3. Standard Zoom to Flip - S/S go ✓ Red Hawk.
4. Flip Zoom to Standard - S/S go ✓ Scarlet Y.



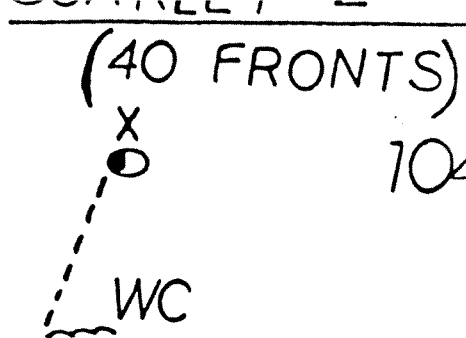
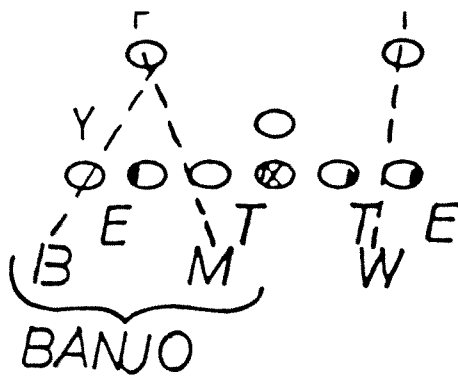
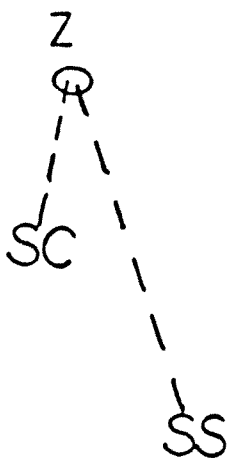
Man to man coverage where we Double cover the Strong #1 receiver with our S/S and our S/C. The F/S is committed to the strength of the formation. The F/S will help the Buck and Mike on a vertical of #2 or #3 strong. S/C plays #1 man with Outside technique. S/C will overplay the #1 outside; you will have guaranteed deep inside help from the S/S. F/S plays over the top of the Banjo Buck and Mike. W/C may not have any Post help.

Alerts and Variations

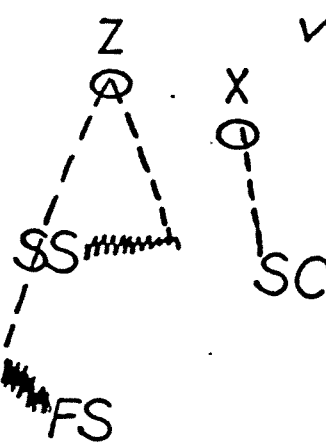
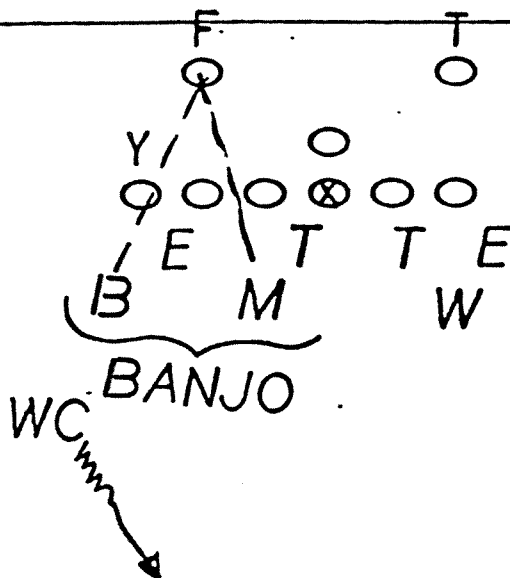
1. Cloud Force Strong; Strike Force Weak.
2. Flow Pass - same as Cover Red.
3. Flip Formation - ✓ Tilt Red Hawk.
4. Empty Formation - ✓ Red Indian.
5. One Back - ✓ Red Hang - Hawk, Indian!
6. 3 Back Sets - ✓ Blue/Green coverage rules!
7. Tits situations - Game plan - ✓ Blue or make an Exit call!

POSITION	ALIGNMENT	KEYS	RESPONSIBILITY
STRONG CORNER	Same as Blue	Ball #1	<p><u>Run To:</u> Cloud Force</p> <p><u>Run Away:</u> Cushion #1</p> <p><u>Pass:</u> Outside technique #1 M/M. You have #1 outside and deep - S/S has #1 inside routes.</p> <p><u>Flow Away:</u> Cushion #1 M/M.</p>
STRONG SAFETY	Same as Blue	Ball #1	<p><u>Run To:</u> Cloud Force - Secure #1 - fill where needed - secondary force.</p> <p><u>Run Away:</u> Secure #2 and change Fill.</p> <p><u>Pass:</u> Double Combo coverage on #1 with the S/C. You have him Man on all inside routes.</p> <p><u>CP:</u> Flip - ✓ Tilt Red Hawk</p>
FREE SAFETY	Same as Blue	Ball to #2 Strong	<p><u>Run To:</u> Strike Force</p> <p><u>Run Away:</u> Secure #2 and change Fill.</p> <p><u>Pass:</u> Work deep middle over top of the Banjo of Buck and Mike. If no deep threat, work back to the "X."</p> <p><u>CP - Flip - ✓ Tilt Red Hawk</u></p> <p><u>Flow Away:</u> Same as Red</p>

POSTION	ALIGNMENT	KEYS	RESPONSIBILITY
QUICK CORNER	Same as Blue	Ball #1	<p><u>Run To:</u> Strike Force - Secure #1</p> <p><u>Run Away:</u> Secure #1</p> <p><u>Pass:</u> Inside Blitz technique on #1 - no deep help.</p> <p><u>CP:</u> Vs Flip, ✓ to Tilt Red Hawk. You are help over top of the Banjo.</p>
BUCK	Normal	Normal	Banjo
MIKE	Normal		Banjo
WIL	Normal		Back to your side



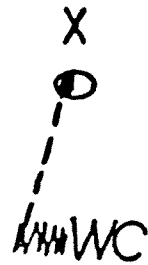
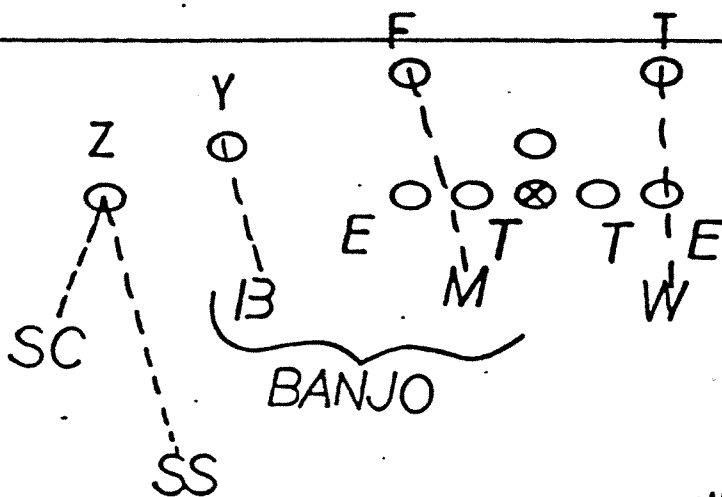
FLIP



✓ RED HAWK



3 WIDES



Z
O
Y
O O O ⊗ O O
E T T E
B M W
SC WC
SS FS
H O X O ✓ RED 10

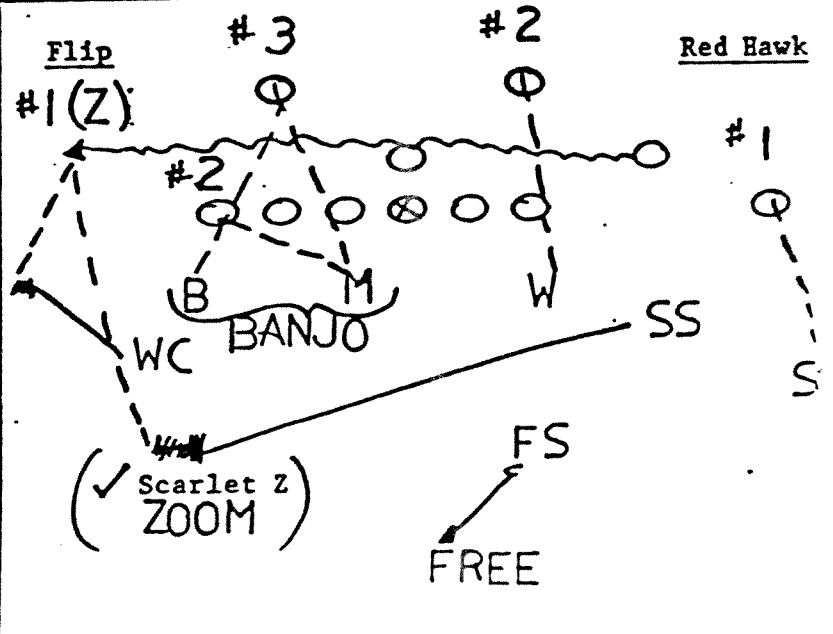
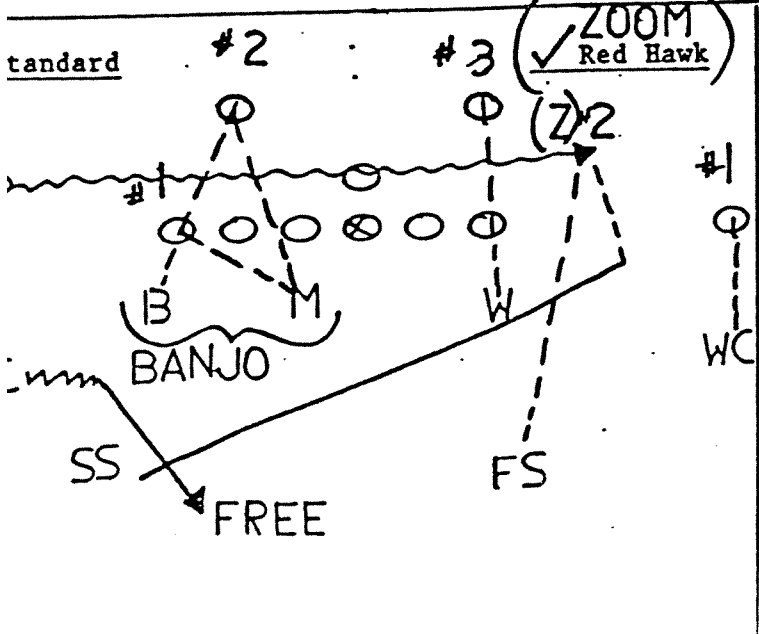
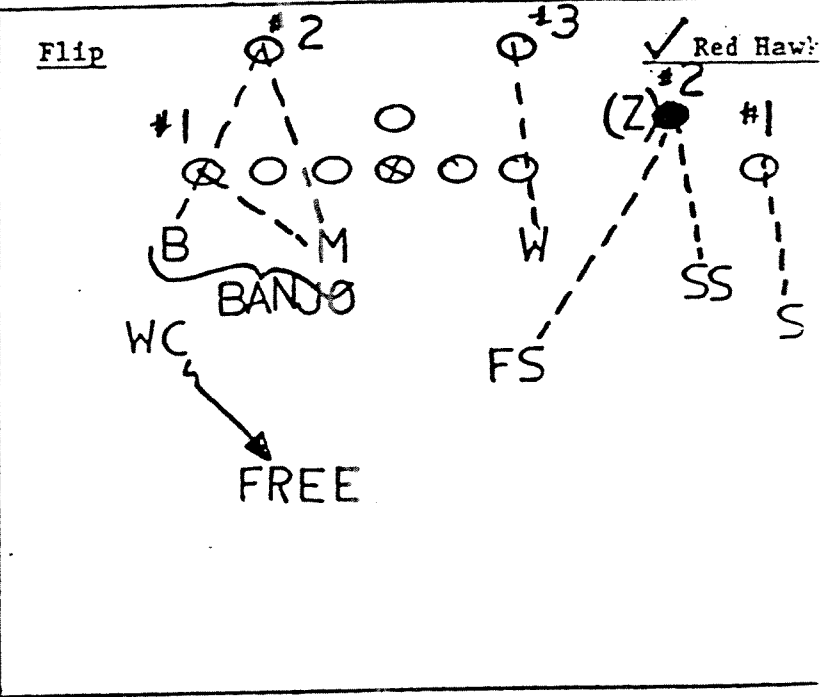
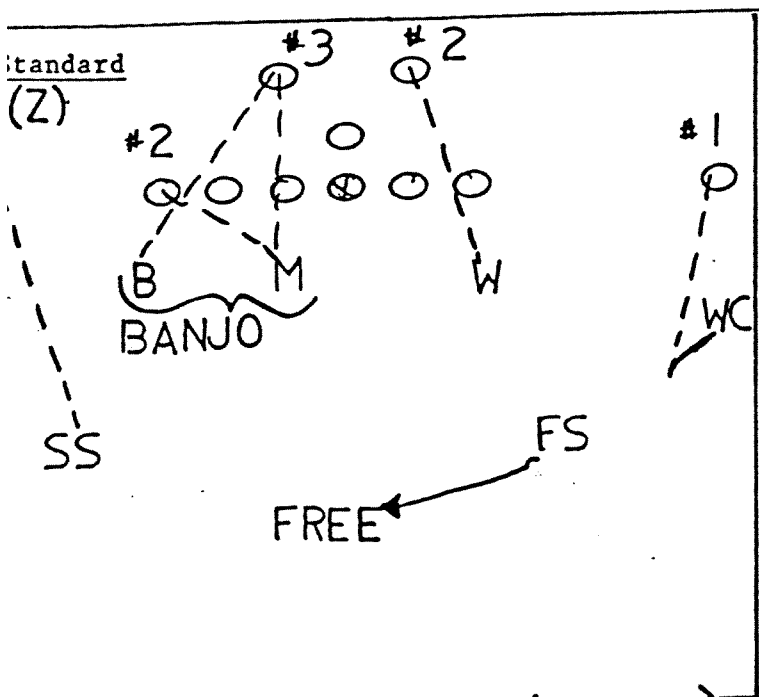
TREY

OS
Y
O O O ⊗ O O
E T T E
B M W SS SC
WC FS
H O Z O X O ✓ TILT-RED

TRIPS

OS
Z O H O
Y
O O O ⊗ O O
E T T E
B M W
SC WC
SS FS
X O ✓ RED

1. Use Cross technique versus Zoom.
2. Flip Formation - ✓ Red Hawk



DOUBLE COVERAGE TECHNIQUE

Use in Red Coverage Package Scarlet X-Y-Z

Cone: This technique allows for double coverage on a number one receiver inside and outside. If the receiver releases inside the inside defender has him and the outside defender sluffs. Vice versa - if the receiver releases outside. On a vertical, we both must stay in coverage on the receiver (use in Scarlet X or Scarlet Z).

