

OSU DEFENSE



2002

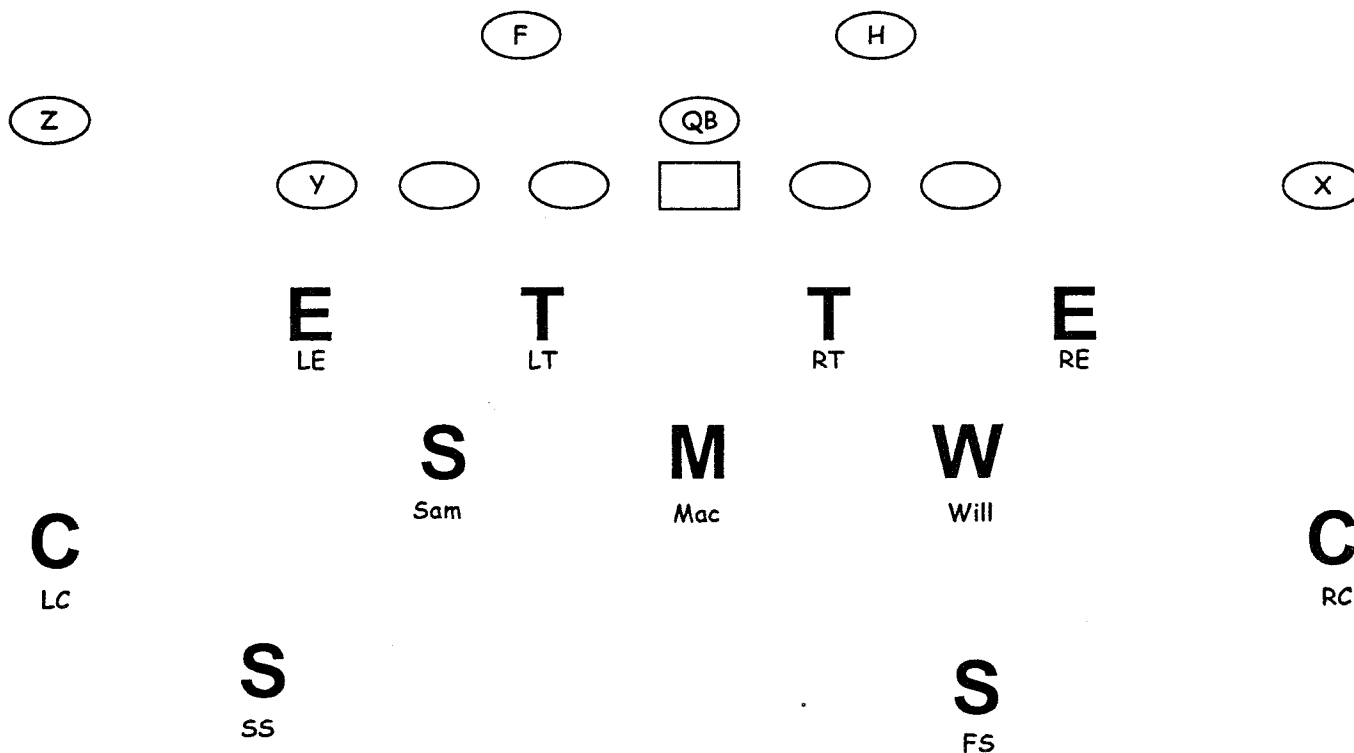
Terms & Concepts

Table of Terms

Term	Definition
1	Boundary Is the portion of the field that is the short side in width.
2	Buzz Term for Lber's has Flat responsibility and safety has curl.
3	Bunch A bunch set of three receivers grouped close together
4	Echo An outside alignment by the Def. End on the TE. 6.0 The End is the force player containing the pass and run.
5	Empty Alert the def-team no RB in the backfield check to Omaha.
6	Banjo Man - man tech used vs 2 closely align receivers.
7	Field Is the portion of the field that is the wide side in width.
8	Flow It is alerting the possibility of getting 2 backs in same direction
9	"G" Alignment by the shade de-tackle on the guard 2.i and uncovering the center.
10	Green Means Qtr's to one side cover 8.
11	Heads Is a head-up alignment on the guards by both def-tackles a will move to their gap responsibility on the snap.
12	Jet Alignment by a strong side LB up on the line of scrimmage outside the Def. End.
13	Key Two DB's Coverage concept keying # 2 wr that could work into a Banjo between the 2 DB's. playing a zone 2 man Banjo.
14	Left / Right The call made to the front to set the defensive line and Lber's
15	Linda / Roger Safety rotation to the passing strength side. Roger = Right Linda = Left
16	Liz / Rip A directional call for Def-Tackles on any movement or slanting.
17	Loud / Rock A directional call for the shade Def. Tackle telling him which direction to drop in our Auto Drop defenses.
18	Omaha Check Alert to a base call with cov. 8.
19	Peel Technique for outside pass rusher to cover the RB if he swing release.
20	Red Cloud 2 deep to one side cover 2.
21	Special Alert playing Qtr to a 3 by 1 set. This help alert the SS to be aware of the # 3 wr.
22	Spy Technique for inside pass rusher to cover the RB on draw or screen plays.
23	Stab Is a defensive line charge by Strong Side end to the B-gap. The aiming point for the end is the hip of the guard, crossing the face of the tackle.
24	Stud Technique and alignment by Def. End on a TE. 6.i C-Gap responsibility
25	Viper A heavy 4.0 alignment by Def. End on the open-side offensive tackle.
26	Wall Is coverage technique by a defender keeping inside leverage on a receiver.

Identification of Defensive System

Beaver Scheme



LINE

LE (Left End)
 RE (Right End)
 LT (Left Tackle)
 RT (Right Tackle)

Secondary

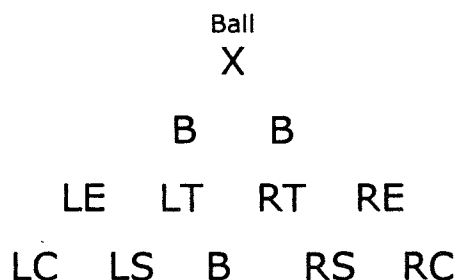
LC (Left Corner)
 RC (Right Corner)
 SS (Strong Safety)
 FS (Weak Safety)
 Nickel (Extra DBs in 5 or 6
 Defensive back Scheme)

LINEBACKERS

Sam (Strong Outside Lber)
 Will (Weak Outside Lber)
 MAC (Middle Lber)

HUDDLE

1. Huddle Alignment

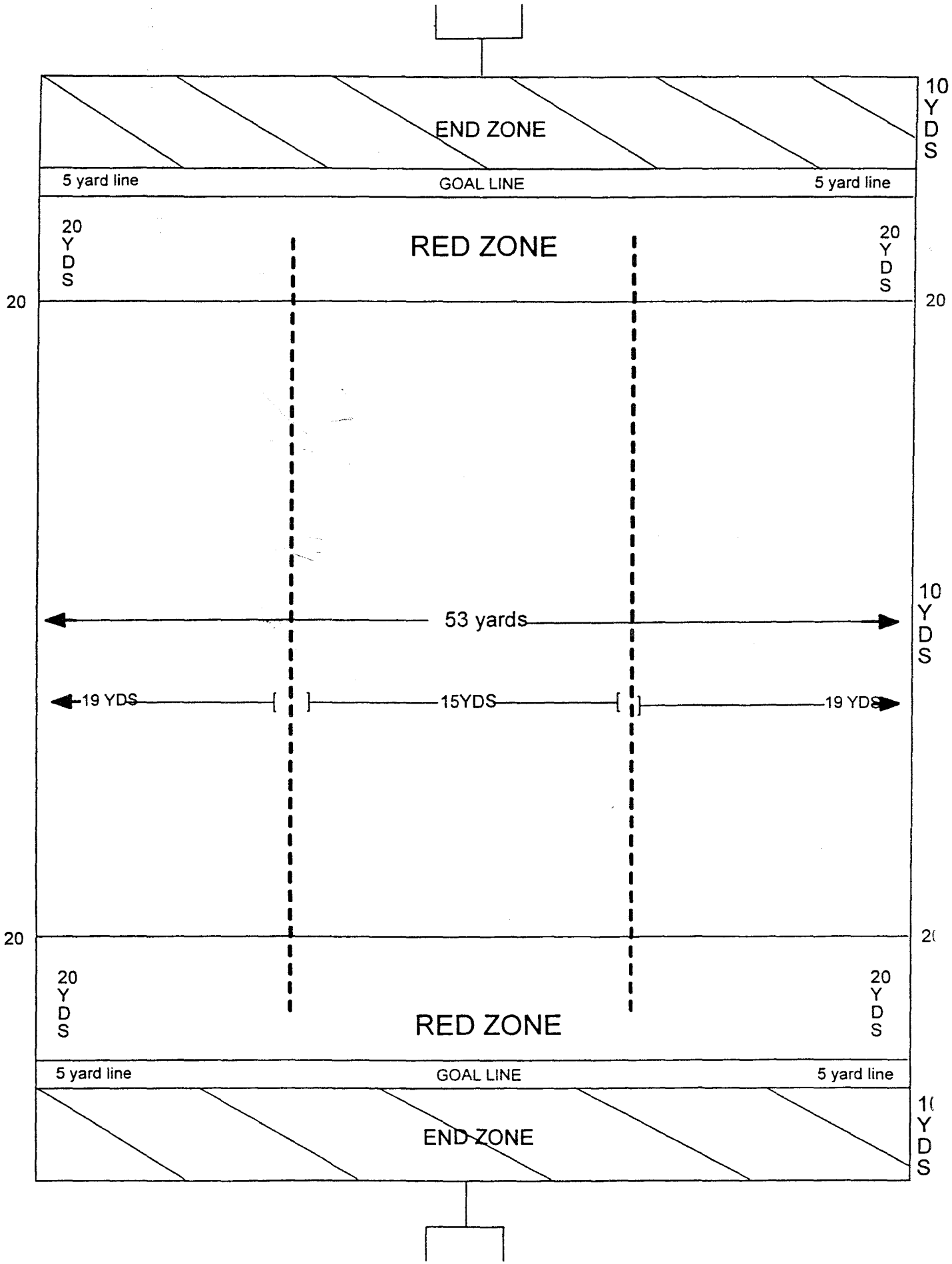


2. Huddle procedure and assignment

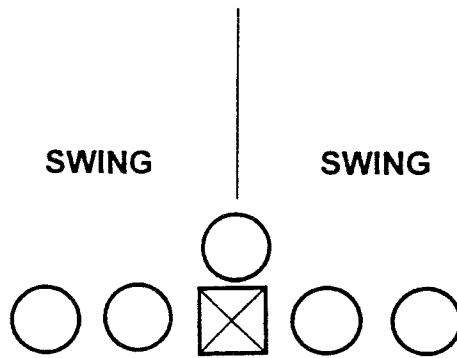
- a. A linebacker will be designated as the signal caller and will align with his back to the offense. He will look to the our sideline to get the defensive signals and call out the defense.
- b. A second linebacker will be designated to also align with his back to the offense and will communicate the down and distance to the defensive huddle.
- c. The defensive line will align facing the offense from left-to-right, forming the front line of the huddle.
- d. The defensive secondary and a linebacker will align in the back line of the huddle with the corners and safeties outside and a linebacker in the middle.
- e. The secondary has two assignments:
 1. The safeties will look to the sideline to get the personnel signals and call it out to the entire defense.
 2. The corners will communicate the ball placement; left hash, right hash or middle. The corners should also communicate when an opponent gets into the red zone (inside the 20 yard line).

GAME SITUATIONS

1. Red Zone
2. Short Yardage
3. Second and Short
4. Long Yardage
5. Offense Backed-Up
6. Goal Line
7. End of Game/End of Half
8. Four Minute Defense
9. Sudden Change
10. No Huddle
11. Fast Defense
12. First Play of Series



SCOUTING REPORT ZONES



LEFT FLAT (LF) 15 YDS	LEFT CURL (LC) 15 YDS	LEFT HOOK (LH) 15 YDS	RIGHT HOOK (RH) 15 YDS	RIGHT CURL (RC) 15 YDS	RIGHT FLAT (RF) 15 YDS
DEEP LEFT 1/3 (DL)		DEEP MIDDLE 1/3 (DM)		DEEP RIGHT 1/3 (DR)	
(HASH)			(HASH)		
DEEP HALF			DEEP HALF		

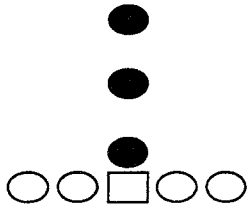
OSU DEFENSE



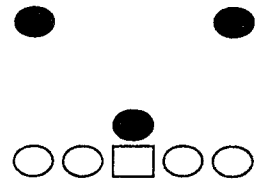
2002

Offensive Identification

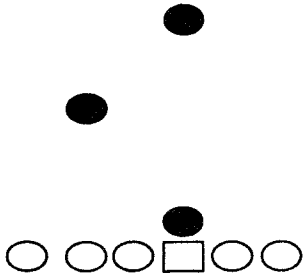
Backfield Identification



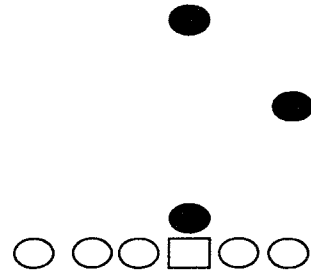
I



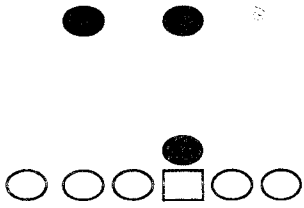
Split



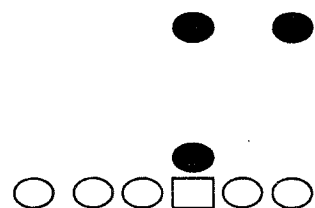
Jack



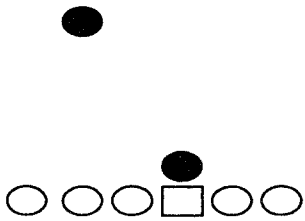
Queen



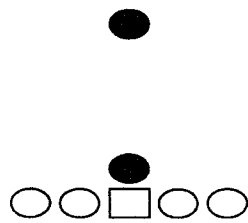
Near



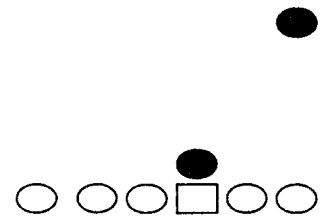
Far



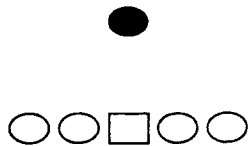
Ace Near



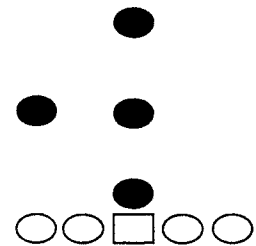
Ace



Ace Far

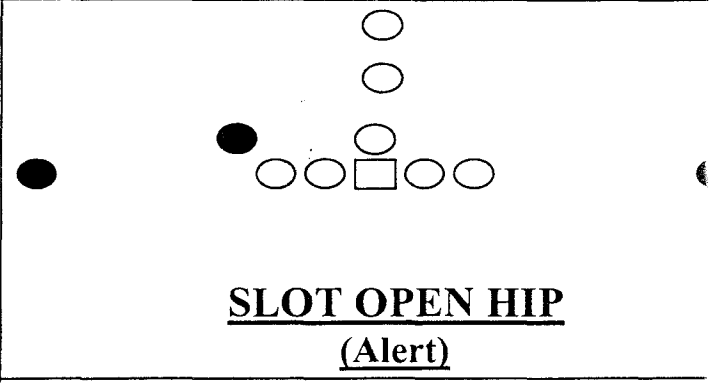
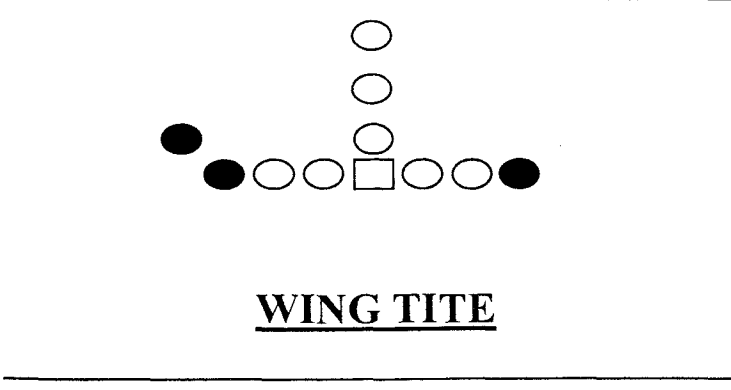
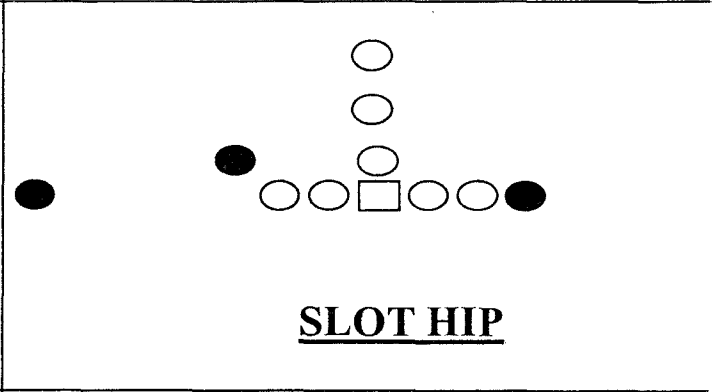
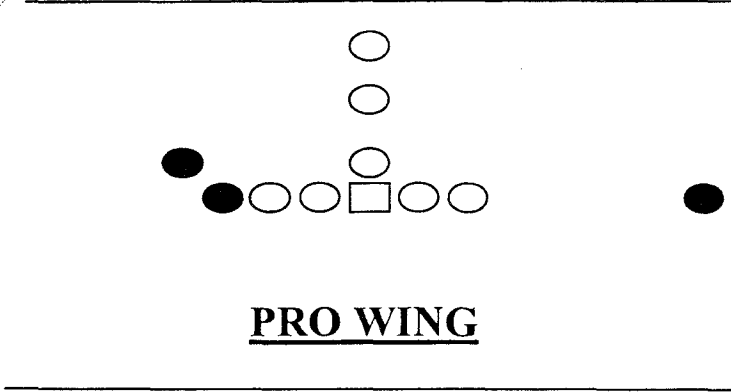
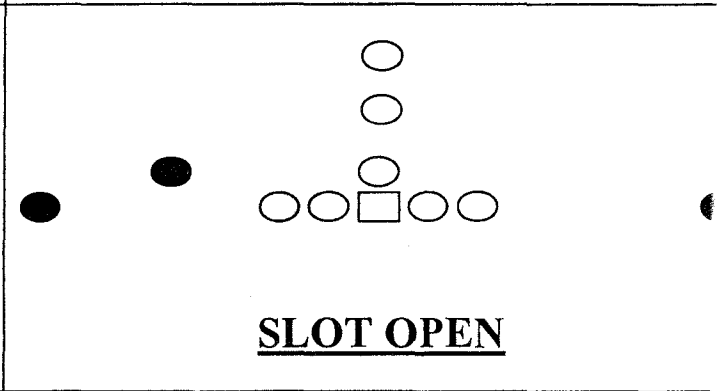
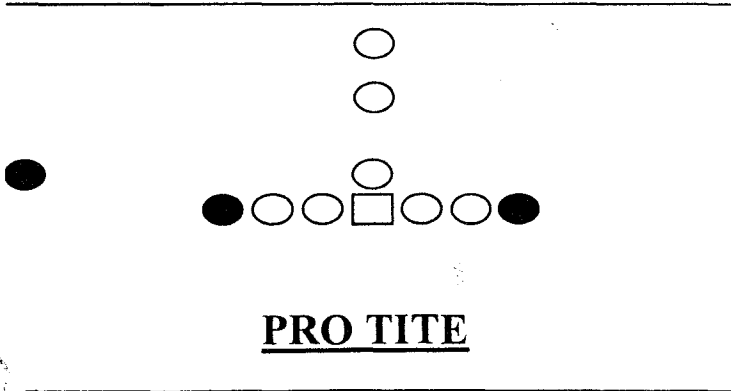
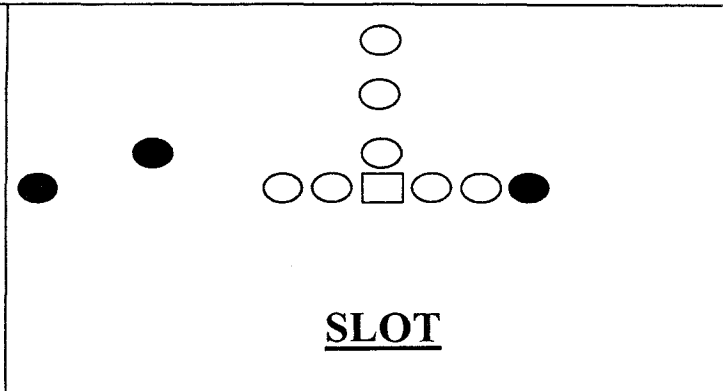
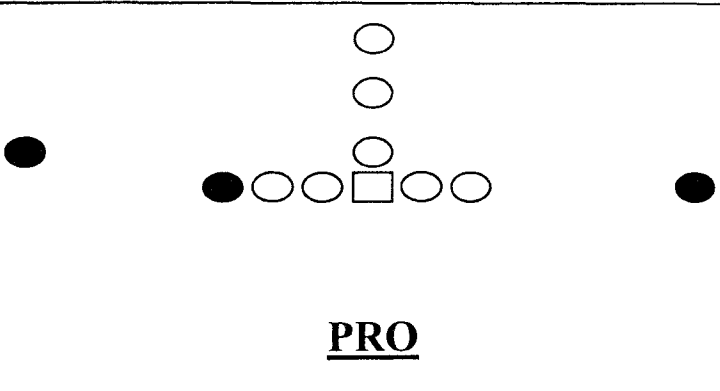


GUN

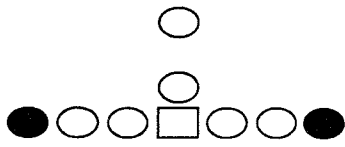


Power I
(Near / Far)

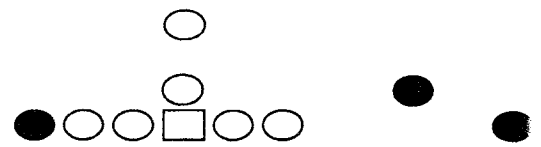
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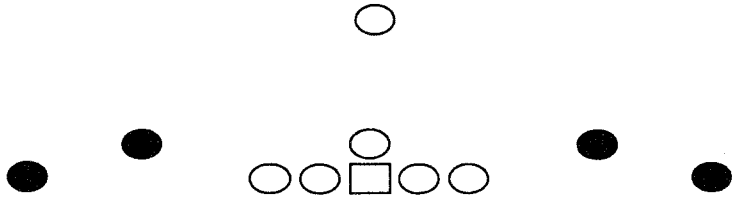
Formation Identification (Con't)



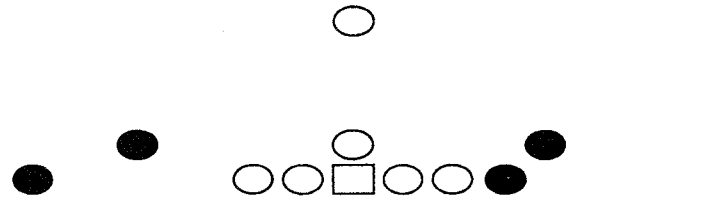
Deuce



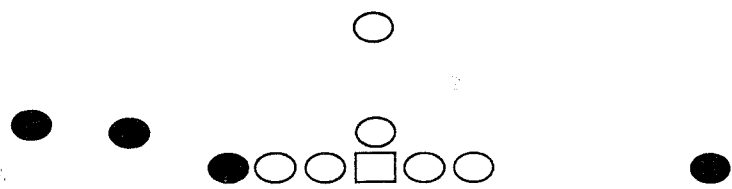
DOUBLES



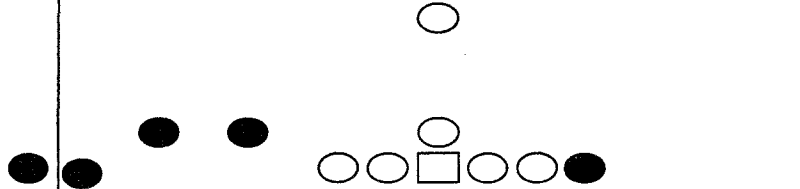
Dual



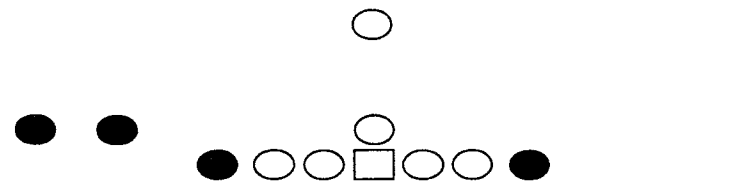
DOUBLES WING



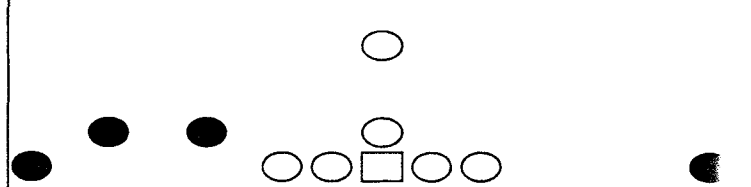
TREY



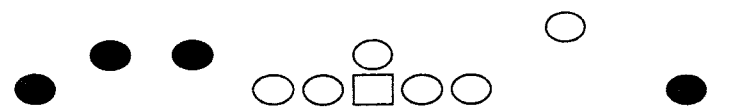
TRIPS



TREY TITE
(Tex)



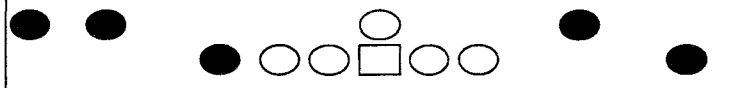
TRIPS OPEN
(Trio)



Spread Open
(Spread Open)



Spread - Trip



Spread - Trey

Personnel Groupings

Personnel is identified by a 2 digit numbering system. First number indicates Backs and second number indicates TEs.

'21' = Two Backs; 1 TE

'22' = Two Backs; 2 TEs

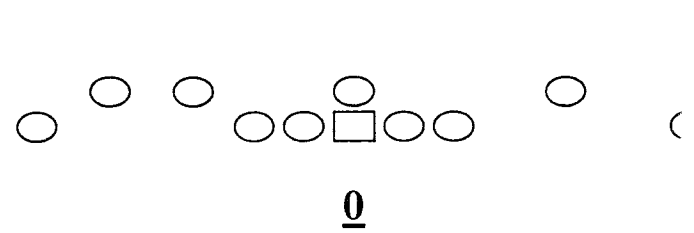
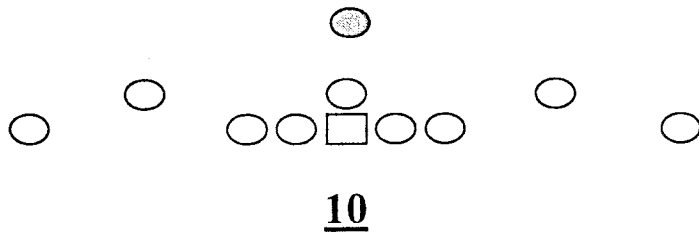
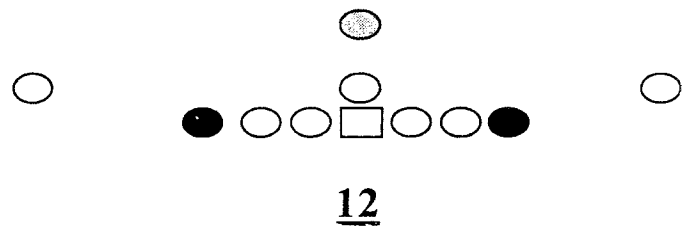
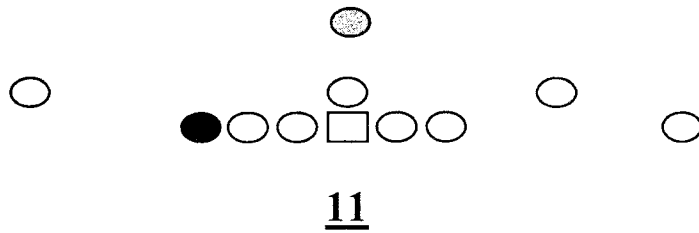
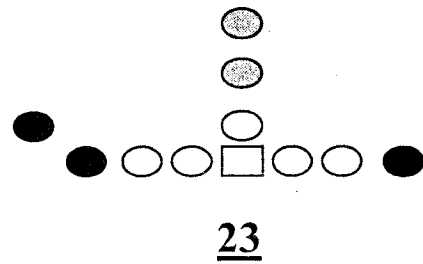
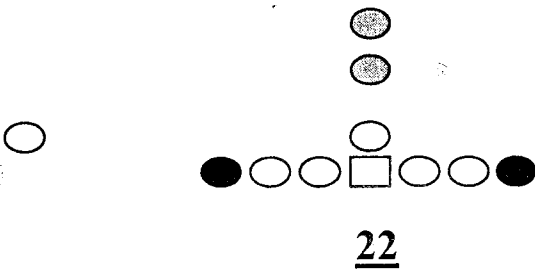
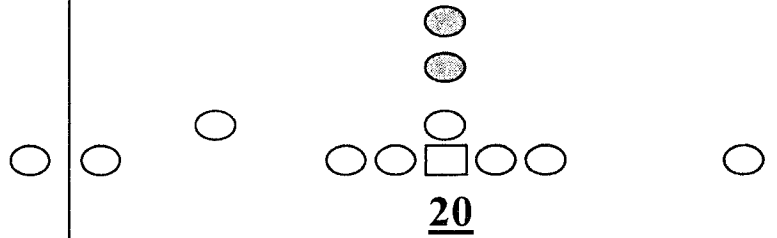
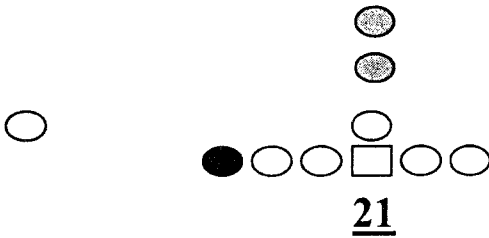
'23' = Two Backs; 3 TEs

'11' = One Back; 1 TE

'12' = One Back; 2 TEs

'20' = Two Backs; no Tes

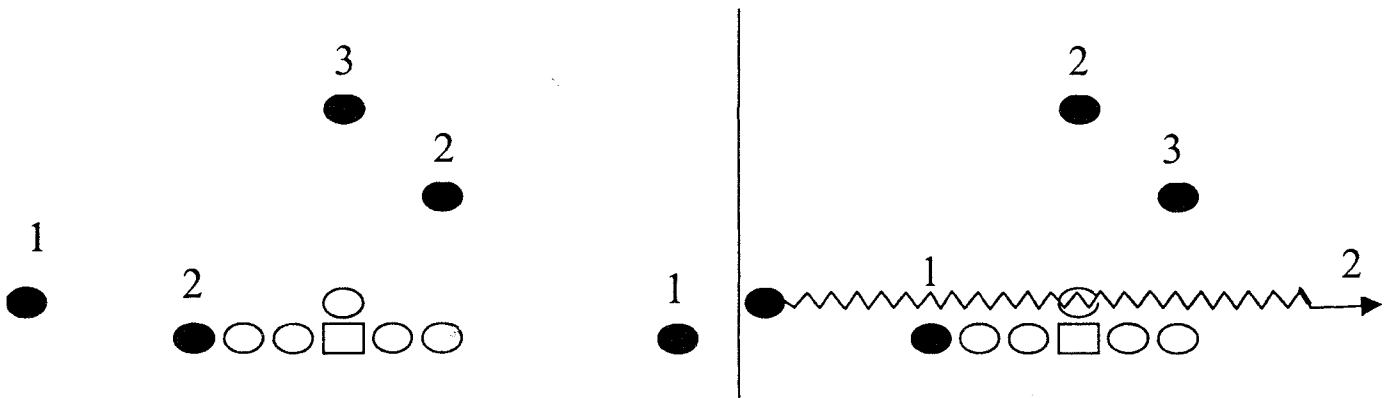
'10' = One Back; No TE



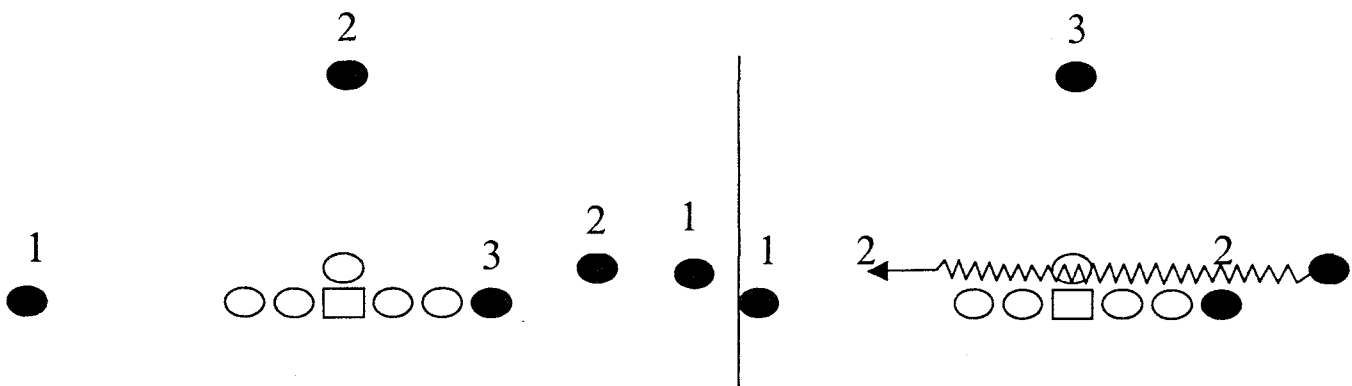
Receiver Numbering

Eligible receivers are identified by assigning a number to them, starting from the widest position in the formation working toward the center of the formation on respective sides of the ball. There can only be 5 eligible receivers in any formation and only one that can be designated the #3 receiver.

This system allows the defense to **COVERDOWN** (align) and to also communicate within the defensive structure where, how many, and the effects the eligible receivers alignment have in relation to their job description.



***Zap motion changes formation and designates a change in the receiver count.**
(i.e. TE after motion is #1)



***Motion, whether in 2 back or 1 back formations, will effect the count, therefore effecting alignment.**

COVERDOWN

A
L
I
G
N

Strong Corner

Strong Safety

Free Safety

Weak Corner

STRONG #1

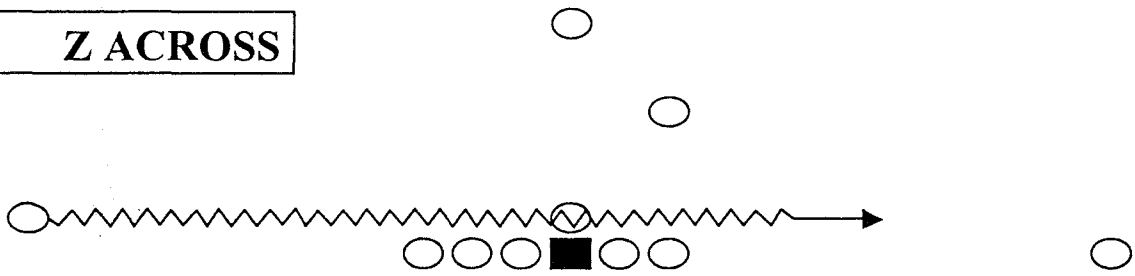
STRONG #2

AS COVERAGE
DICTATES

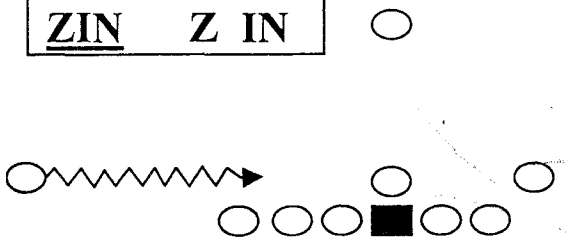
WEAK #1

MOTIONS / SHIFTS

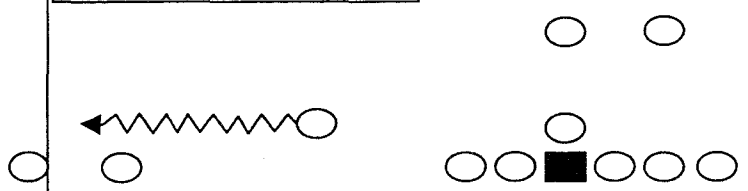
ZAC Z ACROSS



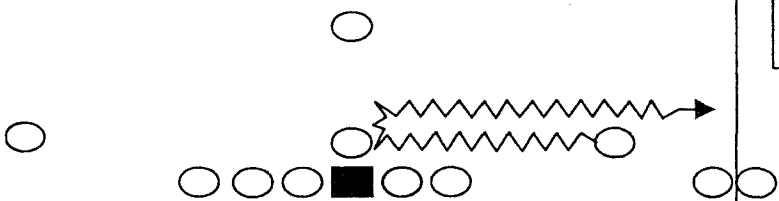
ZIN Z IN



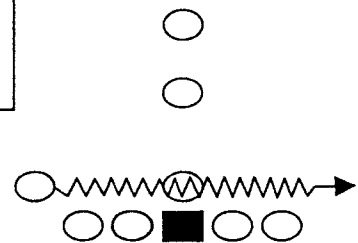
ZOOM Z OUT



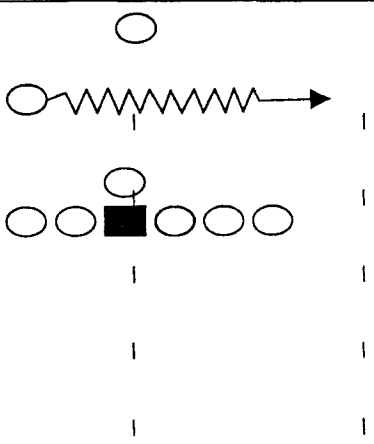
DISCO



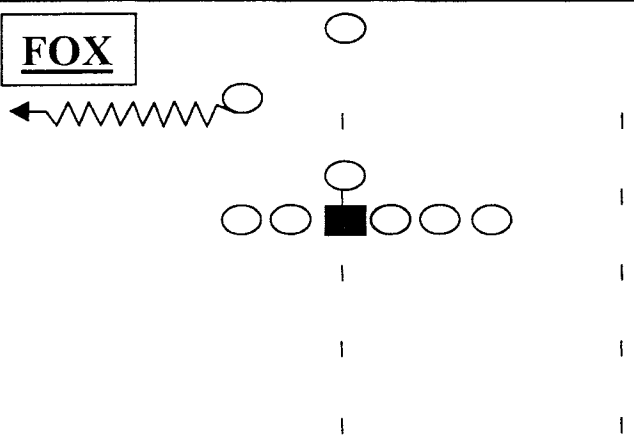
YAC
(UAC)



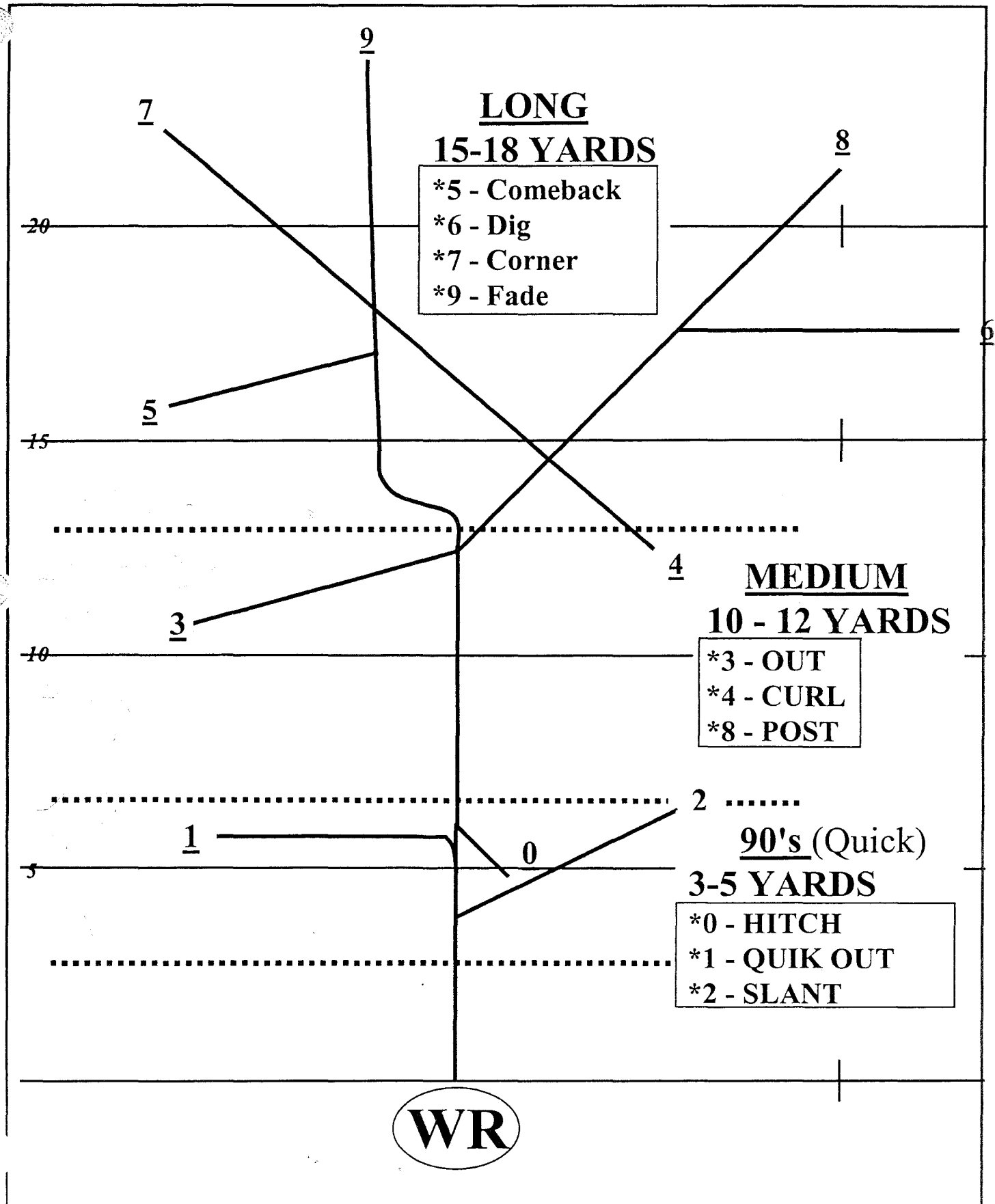
FOY



FOX



PASSING TREE - Wide Receiver



Defensive Pass Zones

0	L		M		R	
LOS						
1	5	3	1	0	2	4
5 Yards						
2	5	3	1	0	2	4
15 Yards						
3	L		M		R	

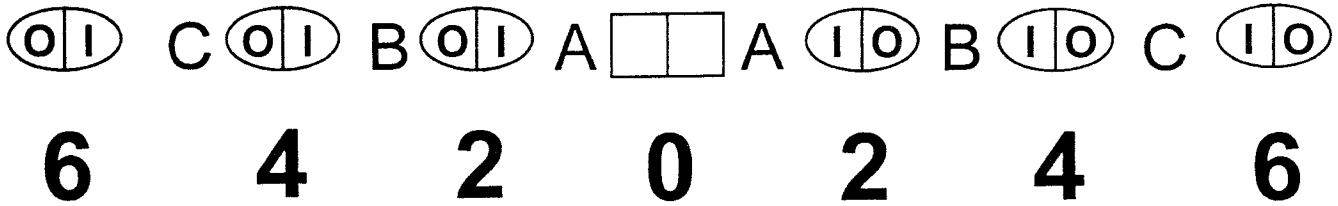
OSU DEFENSE



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Fronts

Front 7 - Alignments



ALIGNMENT

DESCRIPTION

0	Head on Center
0 - S	On the strong side shoulder of the Center with your inside foot on his nose
0 - W	On the weak side shoulder of the Center with your inside foot on his nose
1	In the Center - Guard gap
2 - I	On the inside shoulder of the Guard with your outside foot on his nose
2	Head on the guard
2 - 0	On the outside shoulder of the Guard with your inside foot on his nose
3	In the Guard - Tackle gap
4 - I	On the inside shoulder of the Tackle with your outside foot on his nose
4	Head on the Tackle
4 - 0	On the outside shoulder of the Tackle with your inside foot on his nose
5	In the Tackle - Tight End (Slotback) gap
6 - I	On the inside shoulder of the TE (Slotback) with your outside foot on his nose
6	Head on the TE (Slotback)
6 - 0	On the outside shoulder of the TE (Slotback) with your inside foot on his nose
7	In the Tight End - Wingback gap
8	Wide - on air

Notes:

- Even numbered alignments are head up
- Odd numbered alignments are in the gap
- "O" is an outside shade
- "I" is an inside shade

Front 7 - Controls

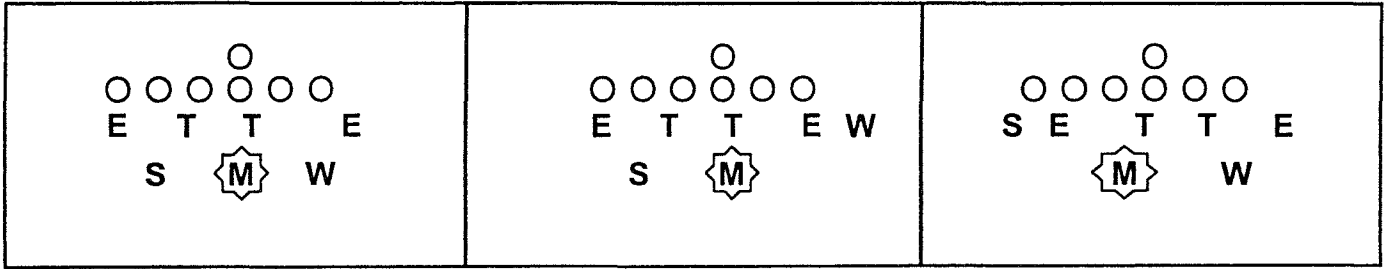
Control

Area of Control

- | | |
|-------------------|---|
| "0" | - Control the area between the inside shoulder of the flowside guard and center (A gap). |
| "0" Weak | - Control the area between the backside shoulder of the center and the backside guard (A gap). |
| 1 | - Penetrate the center - guard gap (A gap). |
| 2 "I" | - Control the area between the head of the guard to the head of the center (A gap). |
| 2 "O" | - Control the area between the head of the guard to the head of the tackle (B gap). |
| 3 | - Penetrate the guard - tackle gap (B gap) |
| 4 "I" | - Control the area between the head of the tackle to the head of the guard (B gap). |
| 4 "O" | - Control the area between the head of the tackle to the head of the tight end or slot (C gap). |
| 5 | - Penetrate the tackle - tight end (slot) gap (C gap). |
| 6 or 6 "I" | - Control the area between the head of the tight end (slot) to the head of the tackle (C gap). |
| 6 "O" | - Control the area between the tight end and a wing (D gap). |
| 7 | - Force |

MAC TECHNIQUE - BASE POSITION

MAC IN STRONG, OVER OR UNDER



I. STANCE:

TWO POINT FEET PARALLEL KNEES FLEXED, WEIGHT EVENLY DISTRIBUTED OVER BALLS OF FEET.

II. ALIGNMENT:

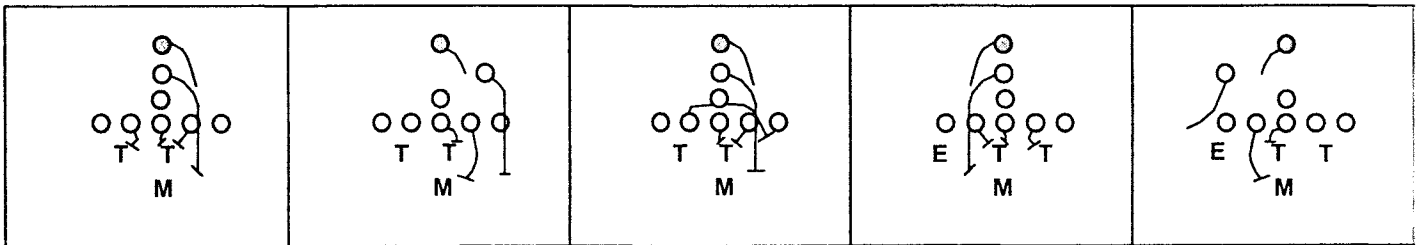
STACK BEHIND DT, ALIGNMENT DEPENDING ON OFFENSIVE FORMATION, 5 YARDS DEEP.

III. KEY:

NEAR BACK AND BALL THEN BLOCKING SCHEMES.

IV. REACTIONS AND RESPONSIBILITIES;

TIGHT READ TO YOU:



A. YOU HAVE 'B' GAP.

B. IF BLOCKER IS LINEMAN, DON'T RUN PAST HIM, ATTACK HIS OUTSIDE HALF.

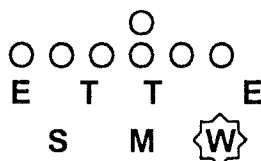
C. SQUEEZE INSIDE GAP WITH HIS BODY, KEEPING SEPARATION, GUARANTEE 'B' GAP.

D. IF BLOCKER OVER STRETCHES YOU, FILL 'B' GAP WITH HIS BODY.

E. IF BLOCKER IS A BACK, ATTACK HIM ON HIS SIDE OF THE LOS. DON'T GIVE YOURSELF UP 1 FOR 1.
FORCE BALL TO CUTBACK OR BOUNCE DEEP.

OLB TECHNIQUE - FILL POSITION

STRONG



I. STANCE:

TWO POINT FEET PARALLEL KNEES FLEXED, WEIGHT EVENLY DISTRIBUTED OVER BALLS OF FEET.

II. ALIGNMENT:

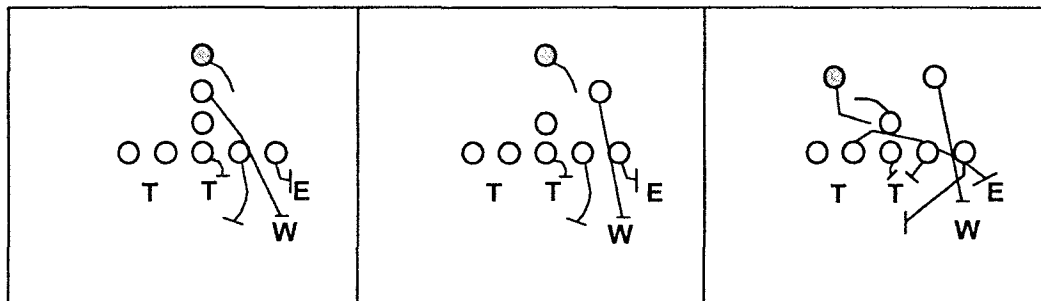
OVER WEAK 'OT', ALIGNMENT DEPENDING ON OFFENSIVE FORMATION, 5 YARDS DEEP.

III. KEY:

NEAR BACK THROUGH 'OT'.

IV. REACTIONS AND RESPONSIBILITIES;

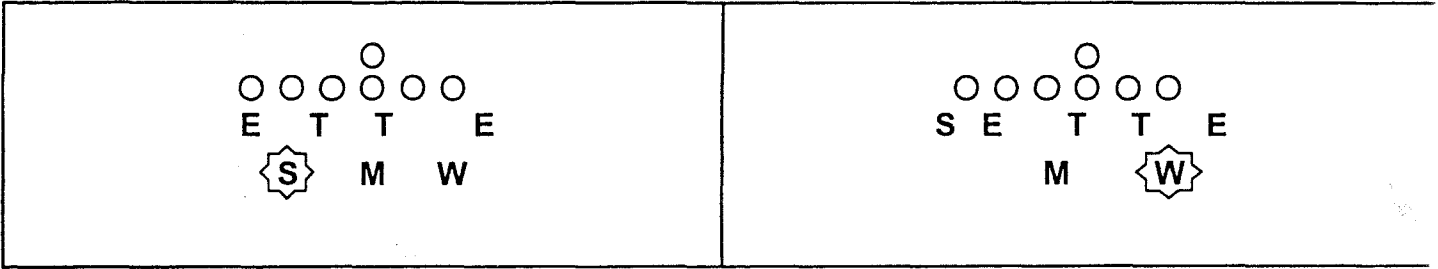
TIGHT READ TO YOU:



- A. YOU HAVE 'C' GAP.
- B. **NEVER WIDEN** - TO OPEN INSIDE RUNNING LANE.
- C. FILL INSIDE PLAYS, OUTSIDE IN, SQUEEZING HOLE WITH BLOCKER; DON'T GET CUT
- D. GENERAL RULE IS TO ATTACK ON PATH OF LEAD BACK

OLB TECHNIQUE - SCRAPE POSITION

SAM: STRONG, OVER
WILL: WEAK, UNDER



I. STANCE:

TWO POINT FEET PARALLEL KNEES FLEXED, HEAD AND EYES UP, WEIGHT EVENLY DISTRIBUTED ON BALLS OF FEET.

II. ALIGNMENT:

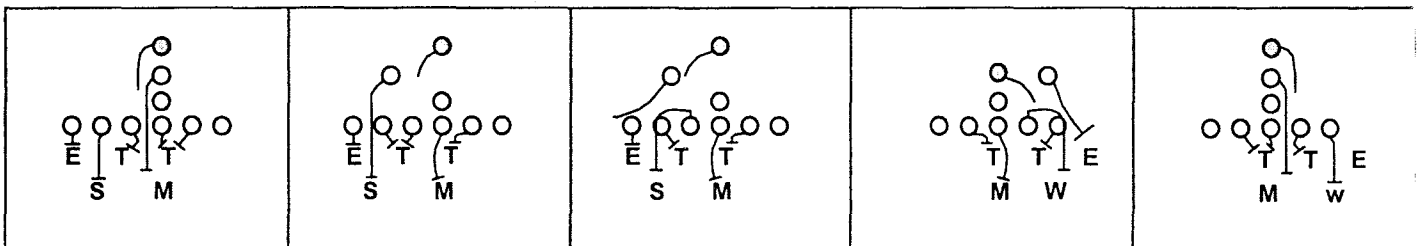
HEAD UP TO OUTSIDE SHOULDER OF OT .5 YARDS DEEP.

III. KEY:

NEAR BACK, BALL AND OT.

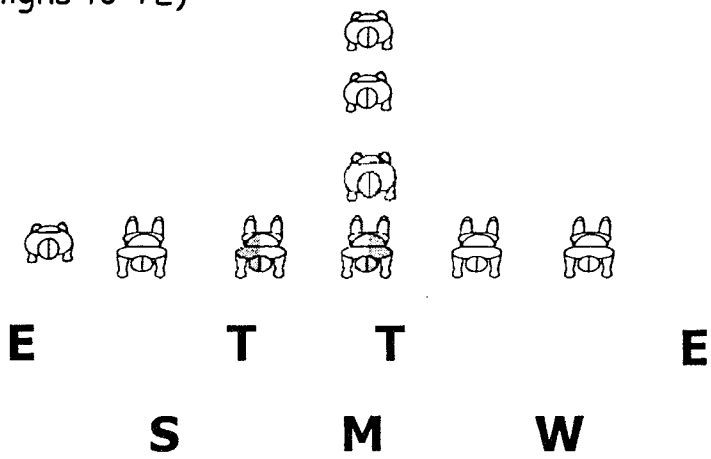
IV. REACTIONS AND RESPONSIBILITIES;

1. TIGHT READ TO YOU:



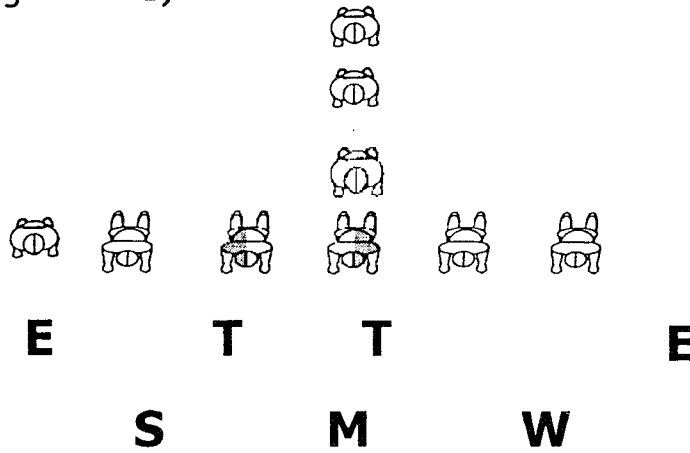
- A. YOU HAVE 'D' GAP (IF ECHO YOU HAVE 'C' GAP)
- B. STEP TOWARD 'C' GAP, IDENTIFY BLOCKER.
- C. IF A LINEMAN IS BLOCKING YOU, ATTACK HIM, SHRINK INSIDE GAP WITH HIS BODY.
- D. KEEP SEPARATION, SHED AND GUARANTEE 'D' GAP.
- E. IF BLOCKER OVER STRETCHES YOU, FILL 'D' GAP WITH HIS BODY.
- F. IF BACK LEAD BLOCKS YOU, ATTACK HIM ON HIS SIDE OF LOS, DON'T GIVE YOURSELF UP 1 FOR 1, BE ALERT FOR CUT BLOCK.
- G. IF LEAD IS INSIDE TACKLES, FILL OUTSIDE IN.

Base (Front aligns to TE)



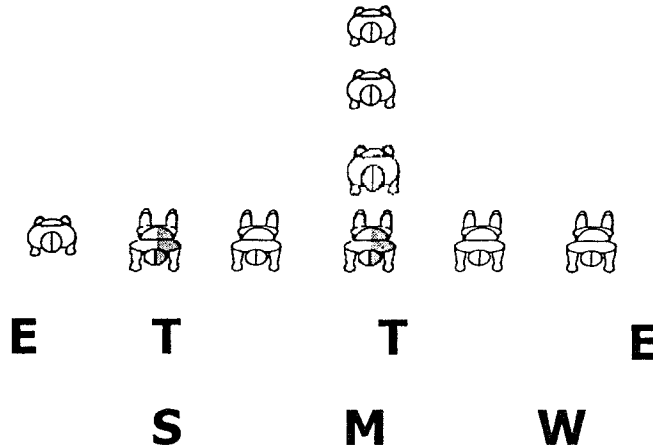
Position	Align	Responsibility	Coaching Points	
Strong End	Echo 6'0"	Flow To: "D" - Gap Flow Away: Chase Pass: Outside Rusher	Working thru the TE. Eyes should be on the TE. You must control the 'D' gap Restrict 'C' gap.	
Weak End	6 Air 1 1/2 yds outside foot OT	Flow to: 'C' - Gap Flow Away: Chase Pass: Outside Contain rusher.	Vs. Flow Away: Deep as the Ball Possible Stud alignment vs. TE	
Shade Tackle	0 Weak Inside foot split the center	Run: Weak 'A' Gap Pass: Inside Pass Rusher Weak	1. Control Center 2. Don't Let the center up to LB 3. Must use your hands.	
2'O' Tackle	2 'O' Outside shoulder of guard	Run: 'B' - Gap Flow away: Close thru Guard Pass: Inside Pass Rusher Strong	1. Attacking outside shoulder of guard. 2. Eyes on guard	
	Align	Keys	Flow To	Flow Away
Sam	5 yds deep Head up to outside shoulder of OT.	Near Back, OT & Ball Keys vary with backfield sets.	Tight Read 'C' Gap then inside out to Ball. Wide Read Downhill restrict 'D' Gap, then inside out to ball.	Tight Read 'A' Gap Wide Read Check 'A' Gap then inside out to Ball
Will	5 yds deep Head up to outside shoulder of OT Adjust to execute cover responsibility	Near Back, Ball & Blocking patterns. Keys vary with backfield sets and tendencies.	Tight Read 'B' Gap outside in. Wide Read Inside out to ball, adjust off DE reactions.	Tight Read 'B' Gap Wide Read Downhill check 'B' Gap, then inside out to ball.
Mac	5 yds deep Stacked behind weak DT Adjust alignment according to sets.	Near Back, Ball & Blocking patterns. Keys vary with backfield sets and tendencies.	Tight Read Strong 'A' Gap Strong Wide Read Strong Downhill check 'A' Gap, then inside out to ball.	Tight Read Weak Weak side 'B' Gap Wide Read Weak Downhill check 'B' Gap, then inside out to ball

Strong (Front aligns to TE)



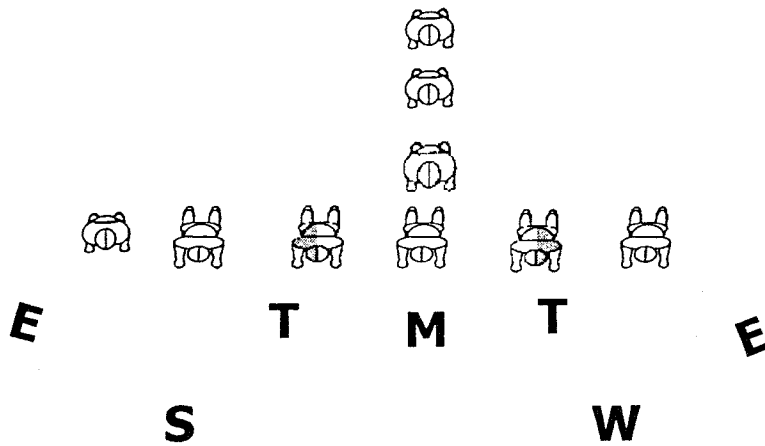
Position	Align	Responsibility	Coaching Points	
Strong End	Stud 6'	Flow To: 'C' - Gap Flow Away: Chase Pass: Outside Rusher	Working thru the TE. Eyes should be on the tackle. You must control the 'C' gap.	
Weak End	6 Air 1 ½ yds outside foot OT	Flow to: 'C' - Gap Flow Away: Chase Pass: Outside Contain rusher.	Vs. Flow Away: Deep as the Ball Possible Stud alignment vs. TE	
Shade Tackle	0 Weak Inside foot split the center	Run: Weak 'A' Gap Pass: Inside Pass Rusher Weak	1. Control Center 2. Don't Let the center up to LB 3. Must use your hands.	
2'O' Tackle	2 'O' Outside shoulder of guard	Run: 'B' - Gap Flow away: Close thru Guard Pass: Inside Pass Rusher Strong	1. Attacking outside shoulder of guard. 2. Eyes on guard	
	Align	Keys	Flow To	Flow Away
Sam	5 yds deep Head up to outside shoulder of OT.	Near Back, OT & Ball Keys vary with backfield sets.	Tight Read 'C' Gap then inside out to Ball. Wide Read Downhill restrict 'D' Gap, then inside out to ball.	Tight Read 'A' Gap Wide Read Check 'A' Gap then inside out to Ball
Will	5 yds deep Head up to outside shoulder of OT Adjust to execute cover responsibility	Near Back, Ball & Blocking patterns. Keys vary with backfield sets and tendencies.	Tight Read 'B' Gap outside in. Wide Read Inside out to ball, adjust off DE reactions.	Tight Read 'B' Gap Wide Read Downhill check 'B' Gap, then inside out to ball.
Mac	5 yds deep Stacked behind weak DT Adjust alignment according to sets.	Near Back, Ball & Blocking patterns. Keys vary with backfield sets and tendencies.	Tight Read Strong 'A' Gap Strong Wide Read Strong Downhill check 'A' Gap, then inside out to ball.	Tight Read Weak Weak side 'B' Gap Wide Read Weak Downhill check 'B' Gap, then inside out to ball

Wide (Front aligns to TE)



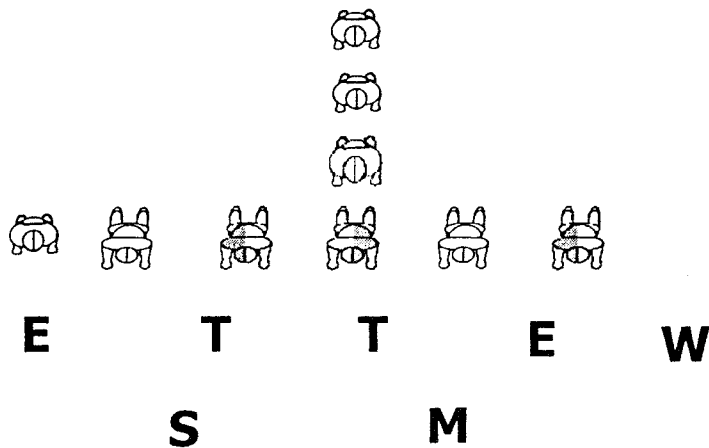
Position	Align	Responsibility	Coaching Points	
Strong End	6 'O'	Flow To: 'D' - Gap Flow away: Chase & Boot Pass: Outside pass rusher	- Eyes should be TE - Restricting 'C' Gap - Use Hands on TE	
Weak End	6 Air 1 ½ yds outside foot OT	Flow To: 'C' - Gap Flow away: Chase & Boot Pass: Contain pass rusher	End is outside the tackle restricting 'B' gap, canceling 'C' gap. Must play Chase / Boot vs Flow away Possible Viper	
Shade Tackle	"O" Weak	Run: 'A' Gap weak Pass: Inside pass rusher weak	1. Veer step to weak 'A' gap 2. Hands on center 3. Controlling the center	
4 'I' Tackle	4'I'	Run: 'B' Gap (inside eye of OT) Pass: Inside pass rusher strong	1. Eyes should be on guard hip 2. Attacking inside shoulder of tackle.	
	Align	Keys	Flow To	Flow Away
Sam	5 yds deep Head up to outside shoulder of OT.	Near Back, OT & Ball Keys vary with backfield sets.	Tight Read 'C' Gap then inside out to Ball. Wide Read Downhill restrict 'C' Gap, then inside out to ball.	Tight Read 'A' Gap Wide Read Check 'A' Gap then inside out to Ball
Will	5 yds deep Head up to outside shoulder of OT Adjust to execute cover responsibility	Near Back, Ball & Blocking patterns. Keys vary with backfield sets and tendencies.	Tight Read 'B' Gap outside in. Wide Read Inside out to ball, adjust off DE reactions.	Tight Read 'B' Gap Wide Read Downhill check 'B' Gap, then inside out to ball.
Mac	5 yds deep Stacked behind weak DT Adjust alignment according to sets.	Near Back, Ball & Blocking patterns. Keys vary with backfield sets and tendencies.	Tight Read Strong 'A' Gap Strong Wide Read Strong Downhill check 'A' Gap, then inside out to ball.	Tight Read Weak Weak side 'B' Gap Wide Read Weak Downhill check 'B' Gap, then inside out to ball

Outlaw (Front aligns to TE)



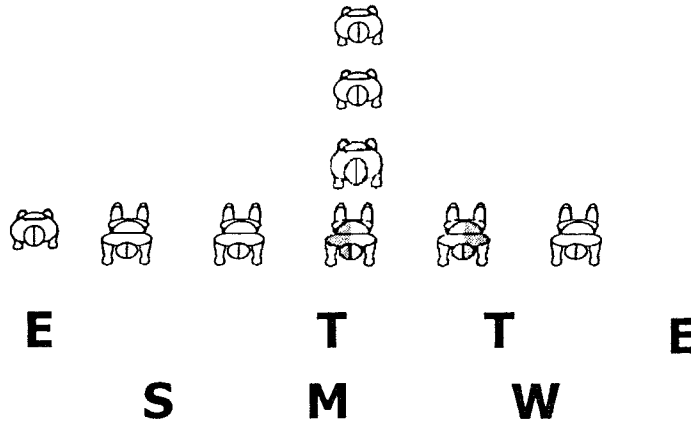
Position	Align	Responsibility	Coaching Points	
Strong End	9 Air 1 ½ yds outside foot TE	Flow To: 'D' - Gap Flow Away: 'D' Gap - Chase Pass: Outside Pass Rusher	Attack thru hip of TE Eyes on the TE / Restrict 'C' Gap Chase Deep as Ball & Boot	
Weak End	6 Air 1 ½ yds outside foot OT	Flow to: 'C' - Gap Flow Away: Chase & Boot Pass: Outside Pass rusher.	Attack thru hip of Tackle Eyes on Tackle's Hip End must play Chase and Boot from this position.	
Strong Tackle	2 'O' Outside shoulder of guard	Run: 'B' - Gap Flow away: Close thru Guard Pass: Inside Pass Rusher Strong	1. Attacking outside shoulder of guard. 2. Eyes on guard. Hands.	
Weak Tackle	2 'O' Outside shoulder of guard	Run: 'B' - Gap Flow away: Close thru Guard Pass: Inside Pass Rusher Strong	1. Attacking outside shoulder of guard. 2. Eyes on guard. Hands.	
	Align	Keys	Flow To	Flow Away
Sam	5 yds deep Head up to outside shoulder of OT.	Near Back, OT & Ball Keys vary with backfield sets.	Tight Read 'C' Gap then inside out to Ball. Wide Read Downhill restrict 'C' Gap, then inside out to ball.	Tight Read 'A' Gap Wide Read Check 'A' Gap then inside out to Ball
Will	5 yds deep Head up to outside shoulder of OT Adjust to execute cover responsibility	Near Back, Ball & Blocking patterns. Keys vary with backfield sets and tendencies.	Tight Read 'B' Gap outside in. Wide Read Inside out to ball, adjust off DE reactions.	Tight Read 'B' Gap Wide Read Downhill check 'B' Gap, then inside out to ball.
Mac	5 yds deep Stacked behind weak DT Adjust alignment according to sets.	Near Back, Ball & Blocking patterns. Keys vary with backfield sets and tendencies.	Tight Read Strong 'A' Gap Strong Wide Read Strong Downhill check 'A' Gap, then inside out to ball.	Tight Read Weak Weak side 'B' Gap Wide Read Weak Downhill check 'B' Gap, then inside out to ball

Over (Front aligns to TE)



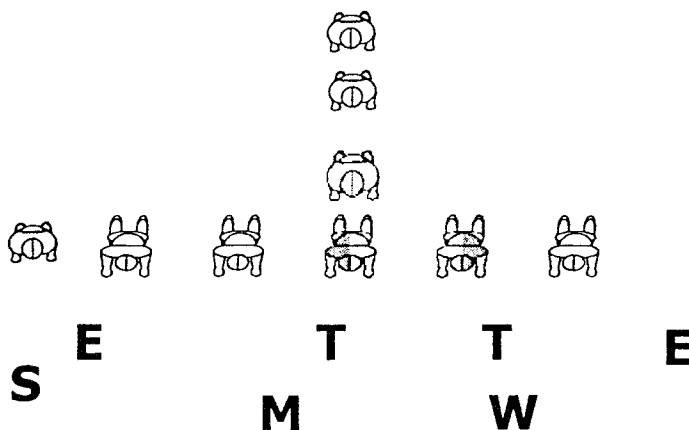
Position	Align	Responsibility	Coaching Points	
Strong End	Stud 6'1"	Flow To: 'C' - Gap Flow Away: Chase Pass: Outside Rusher	Working thru the TE. Eyes should be on the tackle. You must control the 'C' gap.	
Weak End	4 'O'	Run: 'B' Gap (inside eye of OT) Pass: Inside pass rusher strong	1. Eyes should be on guard hip 2. Attacking inside shoulder of tackle.	
Shade Tackle	0 Weak Inside foot split the center	Run: Weak 'A' Gap Pass: Inside Pass Rusher Weak	1. Control Center 2. Don't Let the center up to LB 3. Must use your hands.	
2'O' Tackle	2 'O' Outside shoulder of guard	Run: 'B' - Gap Flow away: Close thru Guard Pass: Inside Pass Rusher Strong	1. Attacking outside shoulder of guard. 2. Eyes on guard's hip.	
	Align	Keys	Flow To	Flow Away
Sam	5 Yds deep Head up to outside shoulder or OT.	Near Back, OT & Ball Keys vary with backfield sets.	Tight Read 'C' Gap then inside out to Ball. Wide Read Downhill check 'D' Gap, then inside out to ball.	Tight Read 'A' Gap Wide Read Check 'A' Gap then inside out to Ball
Will	Anchor (on LOS) 1 to 1 1/2 yds outside leg of DE. Vs. TE head up to outside shoulder of TE	Near Back - Ball Vs. TE: TE to near Back & Ball.	Bronco Force - Contain Backs to you play outside in, Fill - No Contain Squeeze, Force ball to bounce, spill the Counter	Bronco or Fill Squeeze, shrink cutback lane. Fold behind DE. You have 'B' gap
Mac	5 Yds deep Stacked behind weak DT Adjust alignment according to sets.	Near Back, Ball & Blocking patterns. Keys vary with backfield sets and tendencies.	Tight Read Strong 'A' Gap Strong Wide Read Strong Downhill check 'A' Gap, then inside out to ball	Tight Read Weak Weak side 'B' Gap Wide Read Weak Downhill check 'B' Gap, then inside out to ball

Weak (Front aligns Away from TE)



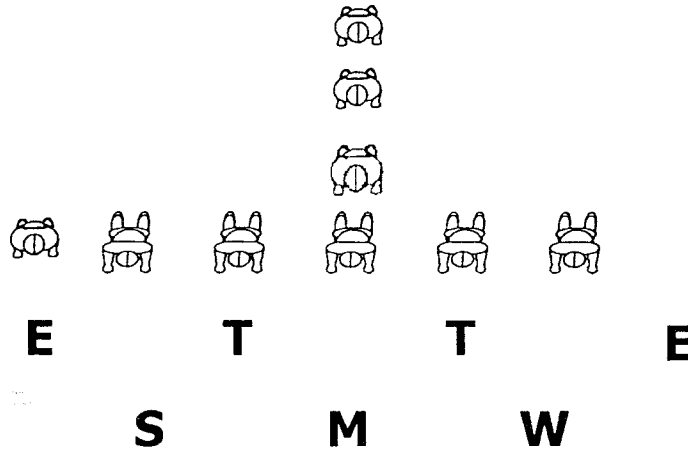
Position	Align	Responsibility	Coaching Points	
Strong End	Stud 6'1"	Flow To: 'C' - Gap Flow Away: Chase & Boot Pass: Contain pass rusher	Working Thru the TE - Eyes on Tackle. Must Control 'C' Gap	
Weak End	6 Air 1 1/2 yds outside foot OT	Flow To: 'C' - Gap Flow away: Chase/Boot Pass: Contain pass rusher	Eyes on Hip of OT	
2'O' Tackle	2 'O' Outside shoulder of guard.	Run: 'B' Gap Pass: Inside pass rusher weak	1. Attacking outside shoulder of guard 2. Eyes on guard	
Shade Tackle	0 Strong Split center	Run: 'A' Gap strong Pass: Inside pass rusher strong	1. Control Center 2. Don't Let the center up to LB 3. Must use your hands.	
	Align	Keys	Flow To	Flow Away
Sam	5 yds deep Head up to outside shoulder of OT.	Near Back, OT & Ball Keys vary with backfield sets.	Tight Read 'B' Gap then inside out to Ball. Wide Read Downhill restrict 'D' Gap, then inside out to ball.	Tight Read 'A' Gap Wide Read Check 'A' Gap then inside out to Ball
Will	5 yds deep. Head up on OT	Near Back, OT & Ball	Tight Read C' Gap - Alert Iso Ball inside play 'A' gap out - in. Wide Read Thru 'D' gap fill off play off DE.	Tight Read 'A' Gap Wide Read Downhill, check 'A' Gap, then inside out to ball.
Mac	5 yds deep Stacked behind strong DT Alignment varies with backfield sets.	Near Back, Ball & Blocking patterns. Keys vary with backfield sets and tendencies.	Tight Read Strong 'B' Gap Strong Wide Read Strong Downhill check 'B' Gap, then inside out to ball.	Tight Read Weak Weak side 'A' Gap Wide Read Weak Downhill, check 'A' Gap, then inside out to ball

Under (Front aligns Away from TE)



Position	Align	Responsibility	Coaching Points	
Strong End	4 'O' Outside shoulder of tackle.	Run: 'C' - Gap Pass: Contain pass rusher	Eyes on Tackle. Attacking outside shoulder (4'O' loose technique)	
Weak End	6 Air 1 ½ yds outside foot OT	Run: 'B' Gap (inside eye of OT) Pass: Inside pass rusher strong	Outside position on tackle; Restricting 'B' Gap, canceling 'C' Gap. Eyes on tackle Must play Chase & Waggle from this position.	
2'O' Tackle	2 'O' Outside shoulder of guard.	Run: 'B' Gap Pass: Inside pass rusher weak	1. Attacking outside shoulder of guard 2. Eyes on guard	
Shade Tackle	0 Strong Split center	Run: 'A' Gap strong Pass: Inside pass rusher strong	1. Control Center 2. Don't Let the center up to LB 3. Must use your hands.	
	Align	Keys	Flow To	Flow Away
Sam	Jet (on LOS) Outside shoulder of TE	TE: If TE does not block you then near Back & Ball	Bronco - Attack blockers outside in squeeze running lane Fill - Squeeze hole, Force ball to bounce, pursue.	Bronco - Squeeze, chase you have reverse. Fill - Squeeze, tuck behind DE. You have 'B' gap-cutback
Will	5 yds deep. Head up on OT	Near Back, OT & Ball	Tight Read 'D' Gap - Alert Iso Ball inside play 'A' gap out - in. Wide Read Thru 'D' gap fill off play off DE.	Tight Read 'A' Gap Wide Read Downhill, check 'A' Gap, then inside out to ball.
Mac	5 yds deep Stacked behind strong DT Alignment varies with backfield sets.	Near Back, Ball & Blocking patterns. Keys vary with backfield sets and tendencies.	Tight Read Strong 'B' Gap Strong Wide Read Strong Downhill check 'B' Gap, then inside out to ball.	Tight Read Weak Weak side 'A' Gap Wide Read Weak Downhill, check 'A' Gap, then inside out to ball

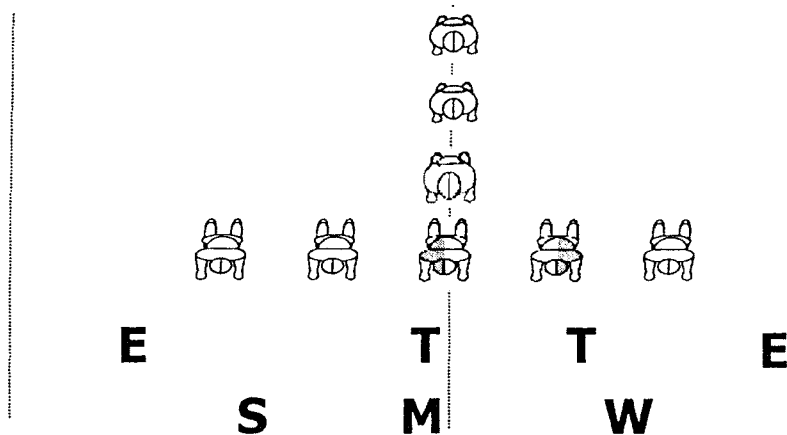
Even



Position	Align	Responsibility	Coaching Points	
Strong End	Stud / 6 Air	Flow To: 'C' - Gap Flow Away: Chase Pass: Outside rusher, contain	Flow Away: Deep as the ball Possible Stud Alignment	
Weak End	6 Air / Stud	Flow to: 'C' - Gap Flow Away: Chase Pass: Outside Rusher, Contain	Flow Away: Deep as the ball. Possible Stud Alignment	
Strong Tackle	2 Head up on the Guard	Run: 'B' - Gap Flow away: Close thru Center	Eyes on the inside Lineman, which would be the Guard.	
Weak Tackle	2 Head up on the Guard	Weak 'A' Gap	Eyes on the inside Lineman, which would be the center	
	Align	Keys	Flow To	Flow Away
Sam	5 yds deep Head up to outside shoulder of OT.	Near Back, OT & Ball Keys vary with backfield sets.	Tight Read 'C' Gap then inside out to Ball. Wide Read Downhill restrict 'D' Gap, then inside out to ball.	Tight Read 'A' Gap Wide Read Check 'A' Gap then inside out to Ball
Will	5 yds deep Head up to outside shoulder of OT Adjust to execute cover responsibility	Near Back, Ball & Blocking patterns. Keys vary with backfield sets and tendencies.	Tight Read 'B' Gap outside in. Wide Read Inside out to ball, adjust off DE reactions.	Tight Read 'B' Gap Wide Read Downhill check 'B' Gap, then inside out to ball.
Mac	5 yds deep Stacked behind weak DT Adjust alignment according to sets.	Near Back, Ball & Blocking patterns. Keys vary with backfield sets and tendencies.	Tight Read Strong 'A' Gap Strong Wide Read Strong Downhill check 'A' Gap, then inside out to ball.	Tight Read Weak Weak side 'B' Gap Wide Read Weak Downhill check 'B' Gap, then inside out to ball

Boundary

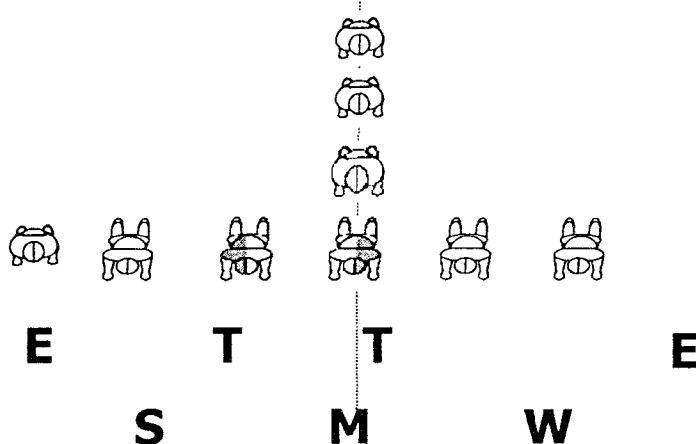
(Front aligns to Boundary away from Strength Call)



Position	Align	Responsibility	Coaching Points	
Strong End	Stud 6'	Flow To: 'C' - Gap Flow Away: Chase & Boot Pass: Contain pass rusher	6 Air vs no TE Working Thru the TE - Eyes on Tackle. Must Control 'C' Gap	
Weak End	6 Air 1 ½ yds outside foot OT	Flow To: 'C' - Gap Flow away: Chase/Boot Pass: Contain pass rusher	Stud Vs TE Eyes on Hip of OT	
2'O' Tackle	2 'O' Outside shoulder of guard.	Run: 'B' Gap Pass: Inside pass rusher weak	1. Attacking outside shoulder of guard 2. Eyes on guard	
Shade Tackle	0 Strong Split center	Run: 'A' Gap strong Pass: Inside pass rusher strong	1. Control Center 2. Don't Let the center up to LB 3. Must use your hands.	
	Align	Keys	Flow To	Flow Away
Sam	5 yds deep Head up to outside shoulder of OT.	Near Back, OT & Ball Keys vary with backfield sets.	Tight Read 'B' Gap then inside out to Ball. Wide Read Downhill restrict 'D' Gap, then inside out to ball.	Tight Read 'A' Gap Wide Read Check 'A' Gap then inside out to Ball
Will	5 yds deep. Head up on OT	Near Back, OT & Ball	Tight Read 'D' Gap - Alert Iso Ball inside play 'A' gap out - in. Wide Read Thru 'D' gap fill off play off DE.	Tight Read 'A' Gap Wide Read Downhill, check 'A' Gap, then inside out to ball.
Mac	5 yds deep Stacked behind strong DT Alignment varies with backfield sets.	Near Back, Ball & Blocking patterns. Keys vary with backfield sets and tendencies.	Tight Read Strong 'B' Gap Strong Wide Read Strong Downhill check 'B' Gap, then inside out to ball.	Tight Read Weak Weak side 'A' Gap Wide Read Weak Downhill, check 'A' Gap, then inside out to ball

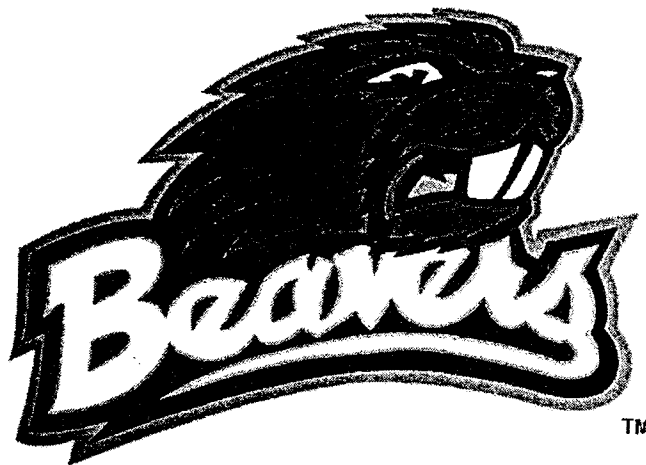
Field

(Front aligns to Field)



Position	Align	Responsibility	Coaching Points	
Strong End	Stud 6'	Flow To: 'C' - Gap Flow Away: Chase Pass: Outside Rusher	6 Air vs no TE Working thru the TE. Eyes should be on the tackle. You must control the 'C' gap.	
Weak End	6 Air 1 ½ yds outside foot OT	Flow to: 'C' - Gap Flow Away: Chase Pass: Outside Contain rusher.	Stud vs TE Vs. Flow Away: Deep as the Ball Possible Stud alignment vs. TE	
Shade Tackle	0 Weak Inside foot split the center	Run: Weak 'A' Gap Pass: Inside Pass Rusher Weak	1. Control Center 2. Don't Let the center up to LB 3. Must use your hands.	
2'O' Tackle	2 'O' Outside shoulder of guard	Run: 'B' - Gap Flow away: Close thru Guard Pass: Inside Pass Rusher Strong	1. Attacking outside shoulder of guard. 2. Eyes on guard	
	Align	Keys	Flow To	Flow Away
Sam	5 yds deep Head up to outside shoulder of OT.	Near Back, OT & Ball Keys vary with backfield sets.	Tight Read 'C' Gap then inside out to Ball. Wide Read Downhill restrict 'D' Gap, then inside out to ball.	Tight Read 'A' Gap Wide Read Check 'A' Gap then inside out to Ball.
Will	5 yds deep Head up to outside shoulder of OT Adjust to execute cover responsibility	Near Back, Ball & Blocking patterns. Keys vary with backfield sets and tendencies.	Tight Read 'B' Gap outside in. Wide Read Inside out to ball, adjust off DE reactions.	Tight Read 'B' Gap Wide Read Downhill check 'B' Gap, then inside out to ball.
Mac	5 yds deep Stacked behind weak DT Adjust alignment according to sets.	Near Back, Ball & Blocking patterns. Keys vary with backfield sets and tendencies.	Tight Read Strong 'A' Gap Strong Wide Read Strong Downhill check 'A' Gap, then inside out to ball.	Tight Read Weak Weak side 'B' Gap Wide Read Weak Downhill check 'B' Gap, then inside out to ball

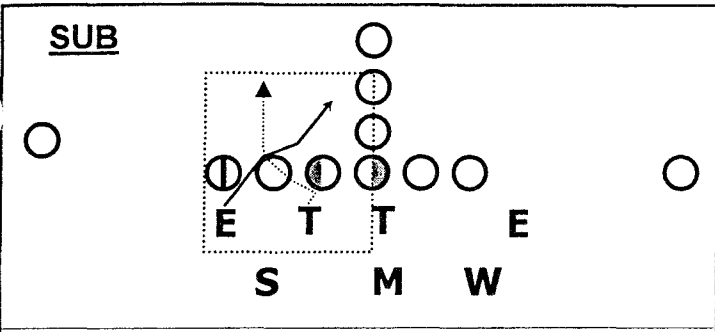
OSU DEFENSE



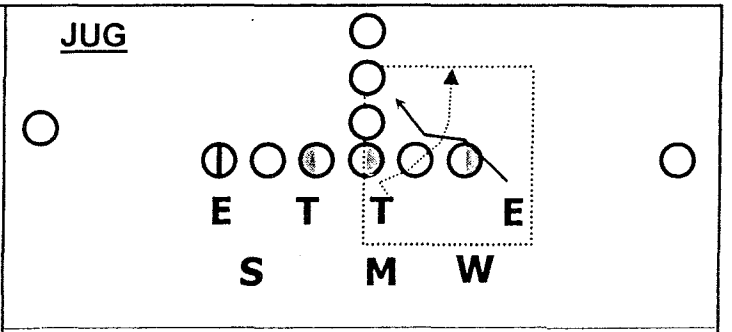
2002

Line Stunts

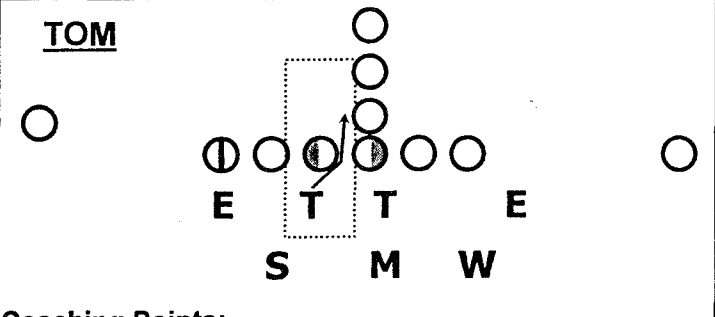
Stunts



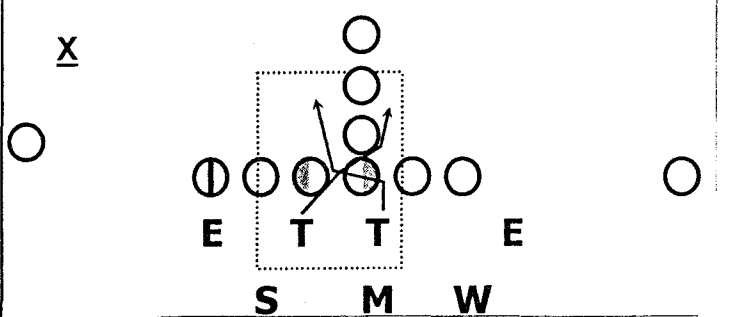
Coaching Points:
 1.2 'O' Tackle wraps to contain vs. pass
 2. Vs Run – Tackle execute base run responsibility



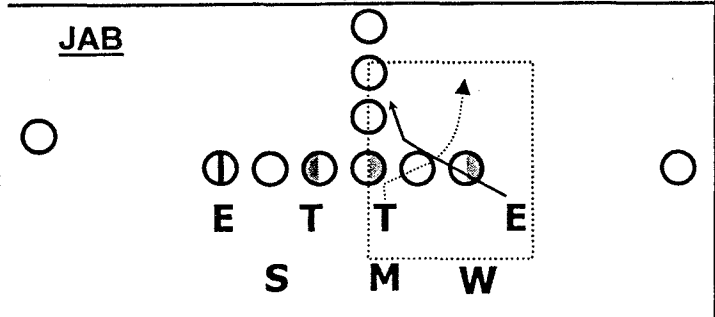
Coaching Points:
 1. Shade Tackle wraps to contain vs. pass



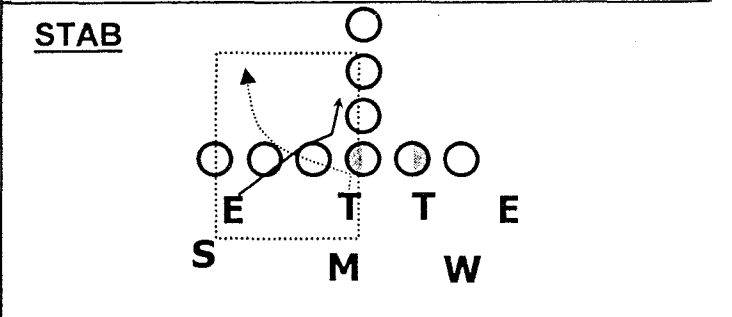
Coaching Points:
 1. Read Twist
 2. Dive into 'A' : Center to you Wrap
 Center Away - Penetrate



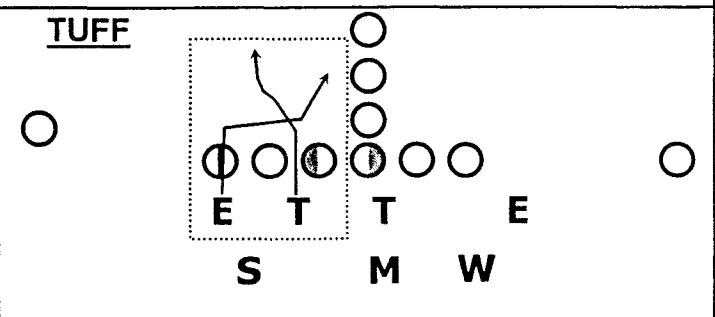
Coaching Points:
 1. Is a charge by the 2.0 DT into A gap.
 2. Aiming point for DT far arm pit of guard.
 3. If guard blocks down fight the pressure



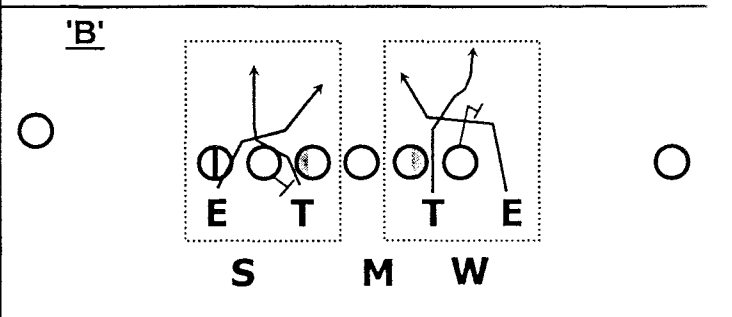
Coaching Points:
 1. Mac has 'C' gap on flow weak.
 2. Shade Tackle would loop weak vs pass for contain



Coaching Points:
 1. Mac has 'C' gap on flow strong.
 2. Shade Tackle would loop strong vs pass for contain



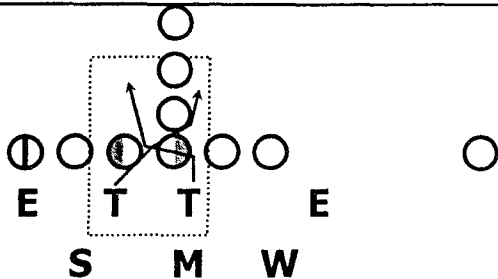
Coaching Points:



Coaching Points:
 1. Read Stunt thru 'B' gap.
 2. Tackle Down – Sub; Tackle fan - Tuff

Stunts (con't)

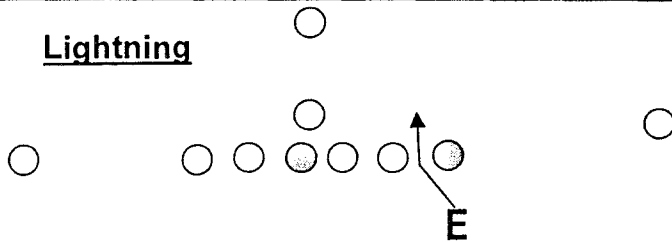
Twist



Coaching Points:

1. 2.0 Tackle must dive into A gap get to center back.
2. Shade Tackle steps into WK-A gap then wraps.
3. This stunt is design for the 2.0 go 1st then the shade tackle is the wrap.

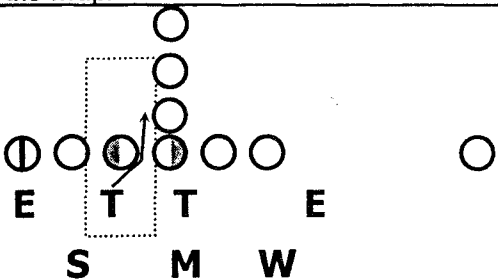
Lightning



Coaching Points:

1. Is a aggressive charge into C-gap by the strong side DE.
2. Aiming point for DE is the Hip of the OT.
3. If TE blocks down on you fight the pressure.

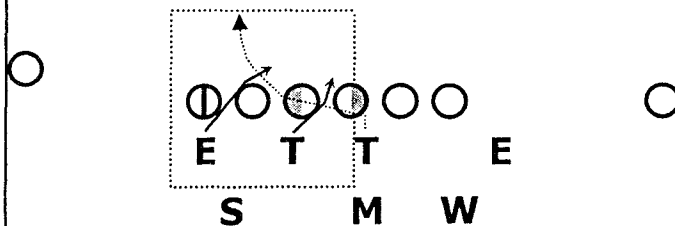
TOM



Coaching Points:

1. Is a charge by the 2.0 DT into A gap.
2. Aiming point for DT far arm pit of guard.
3. If guard blocks down fight the pressure

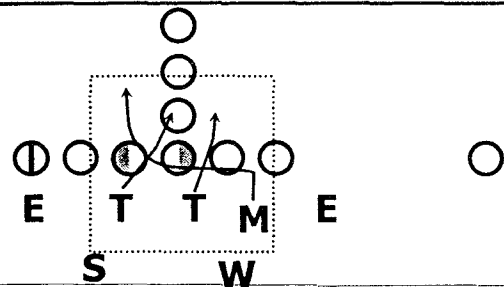
ISO



Coaching Points:

1. Shade Tackle wraps to contain strong on pass.
2. Sam has fill on flow strong.
3. Flow strong MAC has strong 'B' to the ball.

BELT

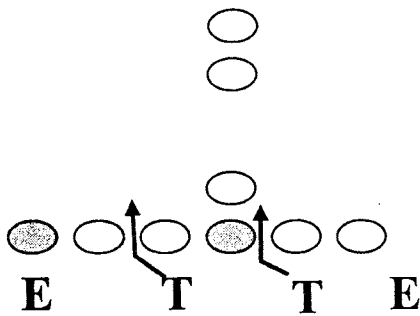


Coaching Points:

1. The 2.0 Tech. Attack the A gap strong.
2. The shade tackle attack the wk-A gap turning shoulders.
3. Mac backer must step at guards outside should then wraps strong.

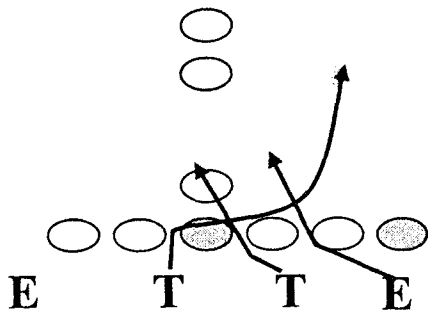
Coaching Points:

Double Line Movements



STUMP

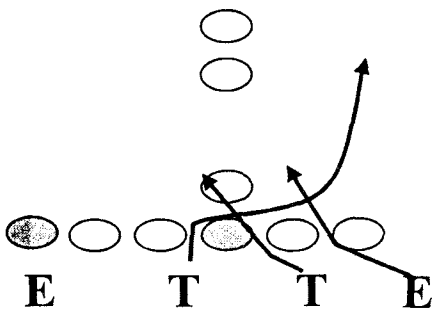
Is a defensive charge by both tackle.
When executing stump movement DT aim for the opposite arm pit of the offensive linemen. DT's must maintain pad level with the understand to fight pressure so can redirect if needed. Your **first step** must be with the **proper foot**, never cross over. The DT's opposite shoulder must be **down or reduce** so you can executed the stunt. If pass shows both player are inside pass rushers.



ISO

Is a defensive charge by strong side **DE** and **DT**. For this stunt the movement is the same as a stab or stump. Aiming for the far arm pit of the offensive linemen. The DE & DT must maintain pad level, with proper steps, penetration is what we looking for the **Iso** stunt.

The DE must cancel the B-gap with his body or the OT body. If pass does show both players are inside pass rushers.



Twist

Is a defensive charge by weak side **DE** and **DT**. For this stunt the movement is the same as a stab or stump. Aiming for the far arm pit of the offensive linemen. The DE & DT must maintain pad level, with proper steps, penetration is what we looking for the **Twist** stunt.

The DE must cancel the B-gap with his body or the OT body. If pass does show both players are inside pass rushers.

OSU DEFENSE



2002

Coverage

Defensive Coverage Terminology

- Alignment – Specific position of lining-up.
- Bail – Shows a press/bump technique then runs out.
- Ball – Call made by defenders to signify that the ball is in the air or on the ground.
- Banjo – Technique and call used between two DBs to cover two receivers when they have adjacent or very close alignments together.
- Boot – QB fake ball and run play in one direction and sprints out with it in the other direction.
- Buzz - An alignment adjustment by the SS in Cover 8 & 10 Align head up on the TE. 5yds off the LOS. Switch Run responsibility with OLB
- Bump – Man coverage technique used at the LOS using re-route.
- Catch – Technique used by safeties to play man technique from 5 to 6 yards off.
- China – Denotes hitch or shallow sit down route with drop-back by QB.
- Cloud – Tells corner he is flat defender and has force. Safety plays deep half and has secondary fill.
- Crack – Outside receiver comes down hard inside to block another defender.
- Cross Key – Technique used to play man coverage against a RB in a two-back set.
- Cushion – Distance between receiver and defender (3-yard rule).
- Dig – Deep vertical crossing route (inside).
- Drive Route – Immediate hard driving crossing route (inside).
- Drop Back – QB drops 5 or more steps back to pass (60's).
- End Over – A receiver comes over to make someone ineligible.
- Fast Defense – Hurry-up, no huddle defense.
- Fill – Run support inside/out to the ball.
- Flex – Normal tight end stretches his split.

Defensive Coverage Terminology

- Flood – Three or more receivers running multi-layered routes in one area of the field.
- Flow – Direction of play or movement.
- Force – Primary run support from outside/in.
- Frisco – An exchange of responsibility by the safeties because of a TE shift or motion across the ball.
- Gather – Press technique used by working off the line of scrimmage to let the wide receiver declare his release.
- Hide – Term yelled-out to communicate China or shallow crossing route.
- In/In/In – Call made by a defender communicating an inside route by a receiver.
- Key – What you look at to give you your reaction.
- Kick – Secondary rotation to the 3-receiver side of a 3 x 1 set.
- Leverage – Maintaining a position on a wide receiver or ball carrier from one side or the other. Inside/out or outside in.
- LOS – Line of Scrimmage.
- Man Clue – Reading of routes or releases to play man coverage.
- Off Man – Man coverage playing off the LOS using a backpedal
- Pattern Read – Reading of routes and releases, which tell where, and how to cover.
- Peel – Technique used to cover RB on swing route when you are blitzing off the edge.
- Play Action – QB fakes running play, then drops back to throw.
- POA – Point-of-Attack.
- Pop Pass – Quick pass to Y off dive fake.
- Quarters – Coverage check vs. spread formation in Cov. 8.

Defensive Coverage Terminology

- Radical Release – Receiver uses a wide release.
- Reroute – Defender prevents receiver from getting vertical by physically making contact, or by his position.
- Riverside – An alert call made vs. a tight split by a WR which could result in a cover being a free shallow (flat) zone defender, based on route.
- Secondary Contain – Secondary run responsibility outside/in. Pass first.
- Soft Bump/Press – variation of soft/press by losing ground at the LOS on movement.
- Speed Turn – Technique used when already turned and you must turn back the other way.
- Special – An adjustment in Cover 8 vs. a 3 x 1 set. Backside safety is responsible for #3 vertically instead of Mac LBer.
- Spread – A formation by the offensive when there are no backs in the backfield.
- Sprint – QB runs outside to the corner to throw.
- Static – Technique used by safeties to not move forward and backward until they know if it run or pass
- Stem – Term used when receiver is working vertical and trying to get inside or outside position on defender.
- Sting – A call made to a linebacker indicating that a corner or safety has primary force to that side and cutback on run away.
- Three Step – QB drops 3 steps or less to throw the ball quickly (90's).
- Unbalanced – A lineman comes over. Everyone is still eligible.
- Under – A call made by the secondary to communicate an immediate crossing route.
- Wheel – An adjustment call in Cov. 8 vs. 2 WR's aligned close together and wide.

SECONDARY

General Pre-Snap Keys

1. Know the huddle call.
2. Know the down and distance.
3. Know the personnel.
4. Know the offensive formation.
 - a) Understand the possible and, more importantly, the probable formations you will get from an offense based on personnel.
5. Know the split of the #1 wide receiver in relation to ball placement.
6. Know if there is a #2 receiver. Is it a wide receiver (slot) or tight end?
7. Know the split of the #2 receivers.
8. Know the split of the #1 and #2 receivers in relation to each other. Are they close together and in tight or out wide? Are they far apart?
9. Know what a tight split usually indicates:
 - a) crack on run plays
 - b) under route
 - c) out route
 - d) fade route
10. Know what a wide split usually indicates:
 - a) inside routes – curl, dig, slant
 - b) run-off

SPLIT RULES FOR #1 RECEIVER

BALL IN THE MIDDLE OF THE FIELD:

- Normal = 1 yard either side of the numbers
- Wide = More than 1 yard outside the numbers
- Tight = More than 1 yard inside the numbers

BALL ON THE HASH: #1 RECEIVER TO THE FIELD:

- Normal = 5 yards outside the hash
- Wide = More than 5 yards outside the hash
- Tight = Less than 5 yards outside the hash

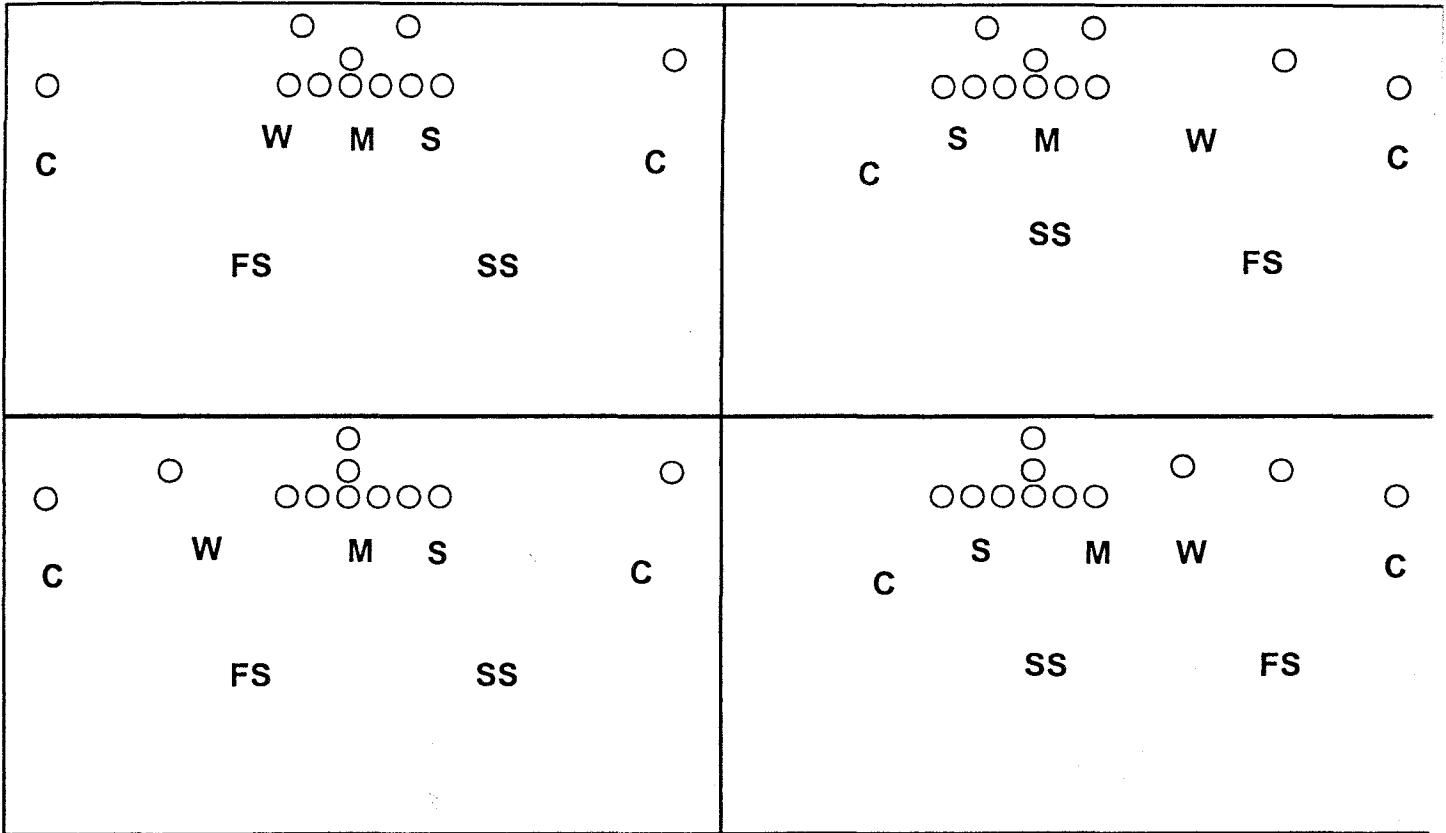
BALL ON THE HASH: #1 RECEIVER TO THE BOUNDARY:

- Normal = 1 yard outside the #'s or any part of the #'s
- Wide = More than 1 yard outside the #'s
- Tight = Inside the #'s without touching any part of the #'s

Note:

1. *Split rules can vary based on opponent.*
2. *Splits will always change your alignment and technique*

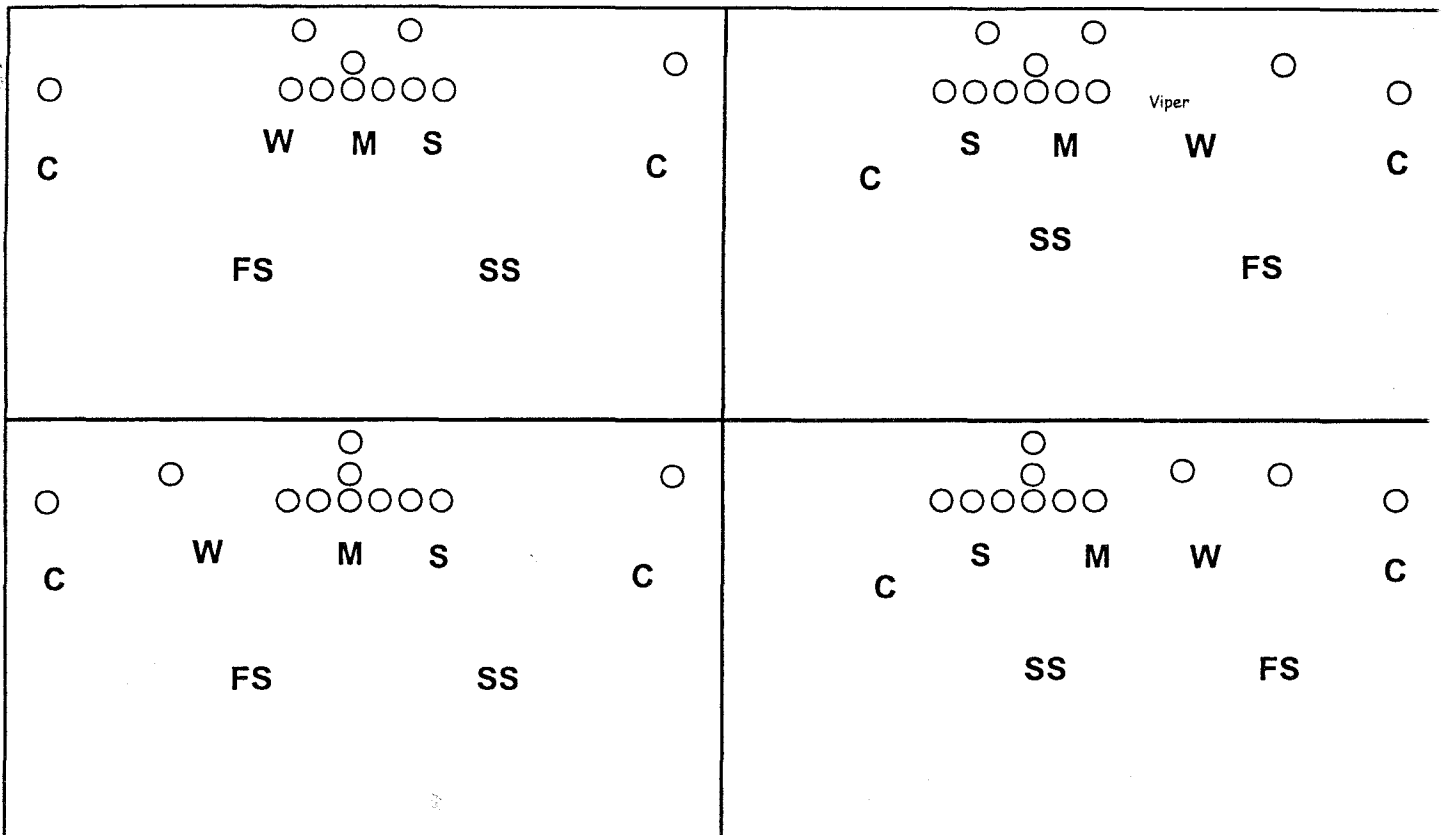
COVER 8 Secondary



Position	Align	Run Responsibility	Pass Responsibility	Coaching Points
Right Corner	8 by 1yd off #1 WR to Bump 5 by 1yd to TE	Run To: Secure pass; Secondary support Vs TE primary read Fill Run Away: Secure pass; Insurance angle; Vs TE Cutback	M/M on #1 Receiver past 10 yds Zone ¼ if no #1 Vs. TE: M/M vertical to outside release of TE; Zone ¼ with no threat.	Key: QB to #2 from off Alignment #2's release indicates leverage to play on #1 Recognize 90 to 60 Drop by QB
Left Corner	Same as above	Same as above	Same as above	Same as above
Strong Safety	10 by 1 to 3yds outside TE vs Pro Vs 3 by 1 Tight – 10 over the ball; Vs 3 by 1 open – Weak to #3	Run To: Primary Force; play off end man on LOS Run Away: Cutback fill; see path of back & play off OLB	Deep Inside ¼ Read release #2 Rec:M/M vertical past 10; If no #2 key "set and transfer" of QB – rob to zone ¼ If 3 by 1 Secure #3 vertical; If no #3 –free to rob	Sit and read keys before movement. Key TE to Tackle
Free Safety	10 by 2 yds outside OT vs 2 back Pro Vs Slot WR use 'Hash Rule'	Run To: Primary Force; play off end man on LOS Run Away: Cutback fill; see path of back & play off OLB	Deep Inside ¼ Read release #2 Rec:M/M vertical past 10; If no #2 key "set and transfer" of QB – rob to zone ¼	Always check threat before coming to run! Do not lose or gain ground until you verify play! Vs no TE – key #2 to OT

COVER 8 Linebackers

(3 Under 4 Deep Zone)

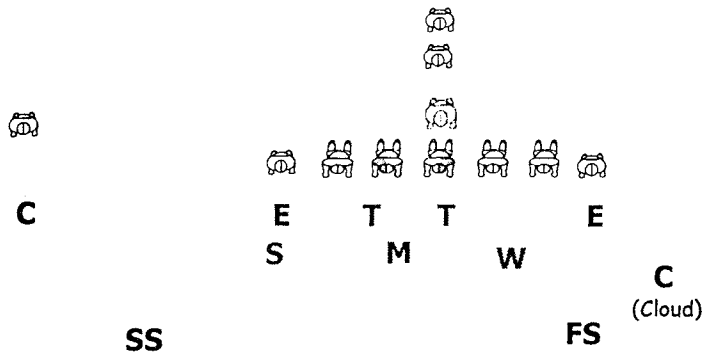


Position	Align	Pass Responsibility	Keys & Coaching Points
Sam	Base #2 slot then split rule (1/2 way between OT & Rec)	Drop over #2 If #3 to you - work over outside half of #2 (fence) If #3 away - work to inside half of #2 (Wall)	Uncovered OL to #3 to #2 & QB Re route #2 - if accelerating thru 10yds turn over to DB. When dropping to #2 peek on #1 to determine depth of drop If #3 flat drive thru curl Sticks will effect width of alignment
Will	Same as Above	Same as Above	Same as Above Communicate 'Viper' to DE if #2's alignment stretches you for cutback to 'B' gap responsibility
Mac	Base ('A' gap to #3) Vs 3-1 Sets align to deny 'Hot'	Drop over #3 - Hook If #3 Flat - look up #2 - if #2 vertical, drive to curl	Center/Guard to #3 to QB. If #3 vertical carry (If special called - turn over to Safety & find QB). If #2 drag - carry to #2 away.

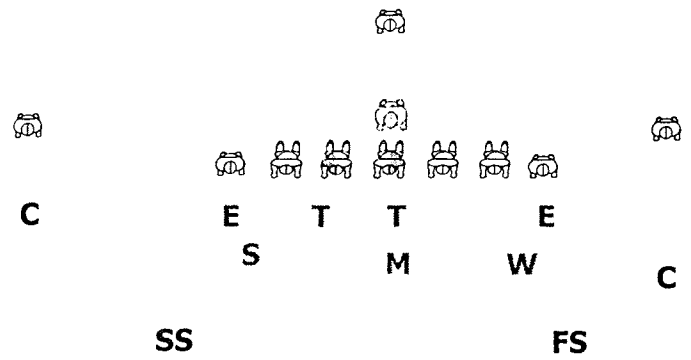
Cover 8

Adjustments

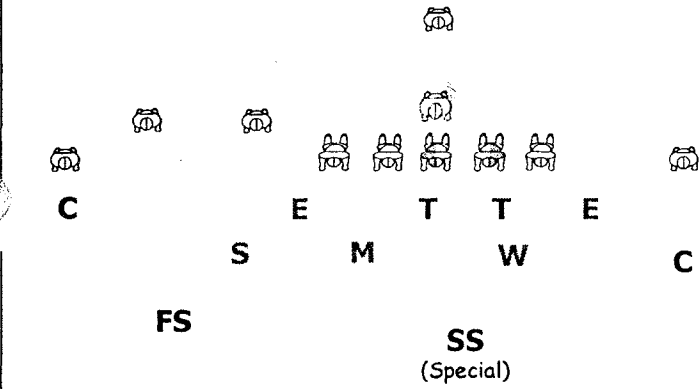
(vs ProT)



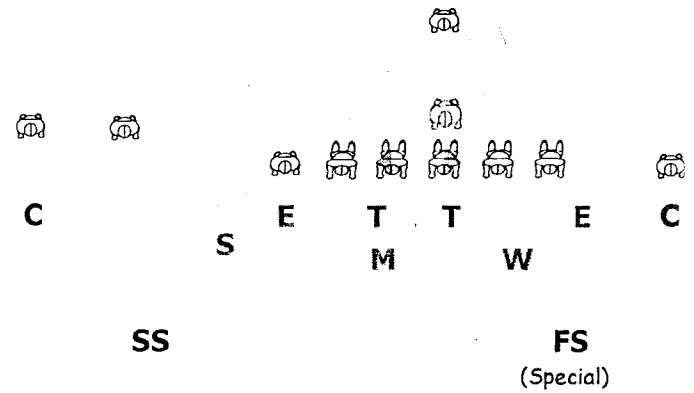
(vs Deuce)



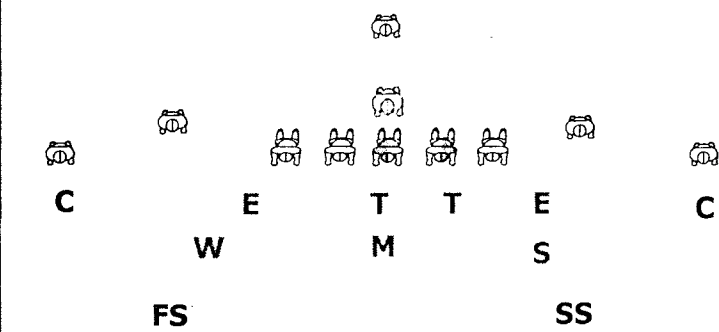
(vs Trio)



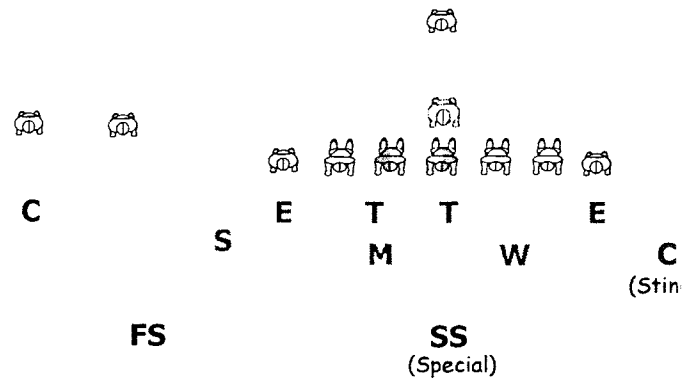
(vs Trey)



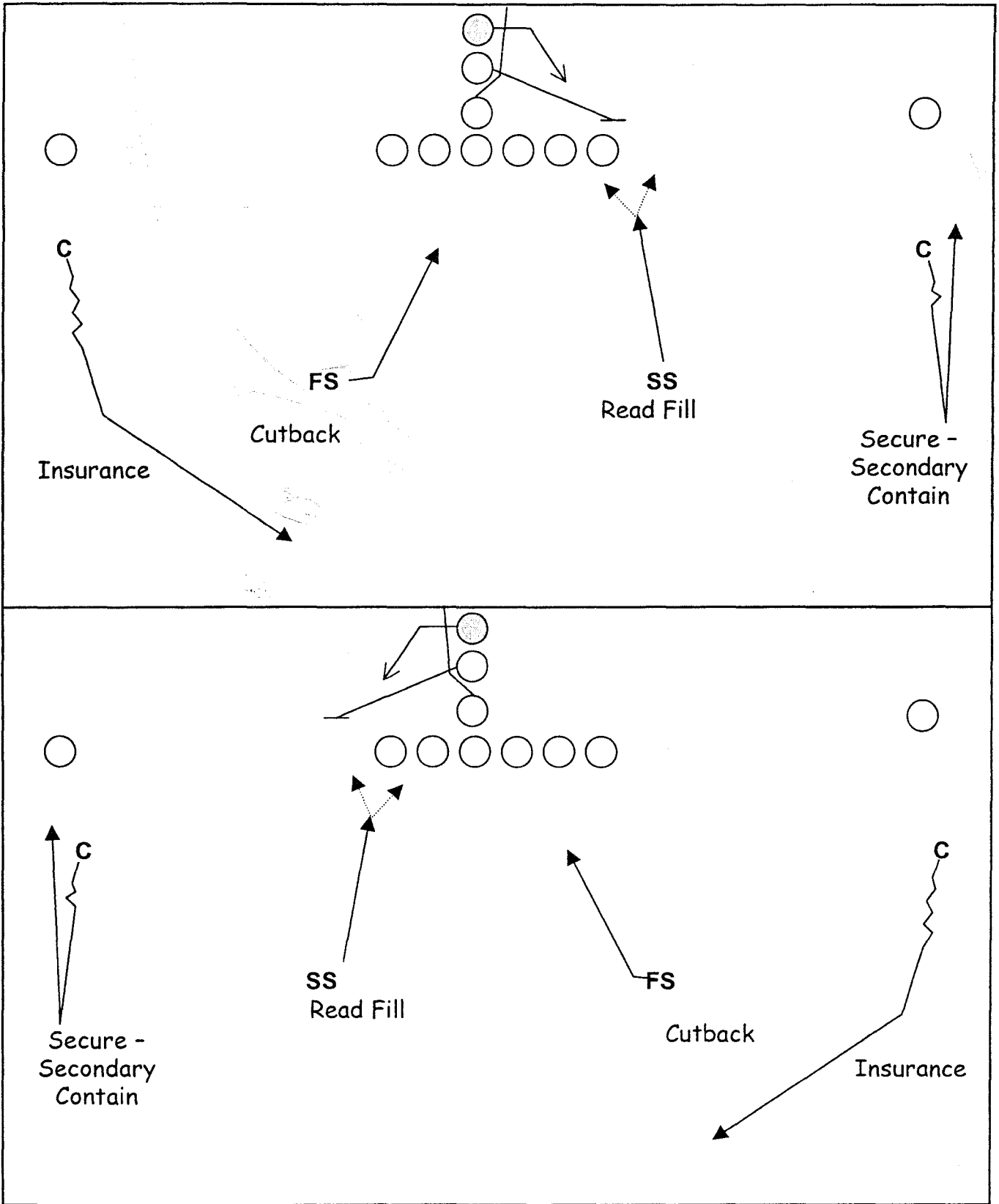
(vs Dual)



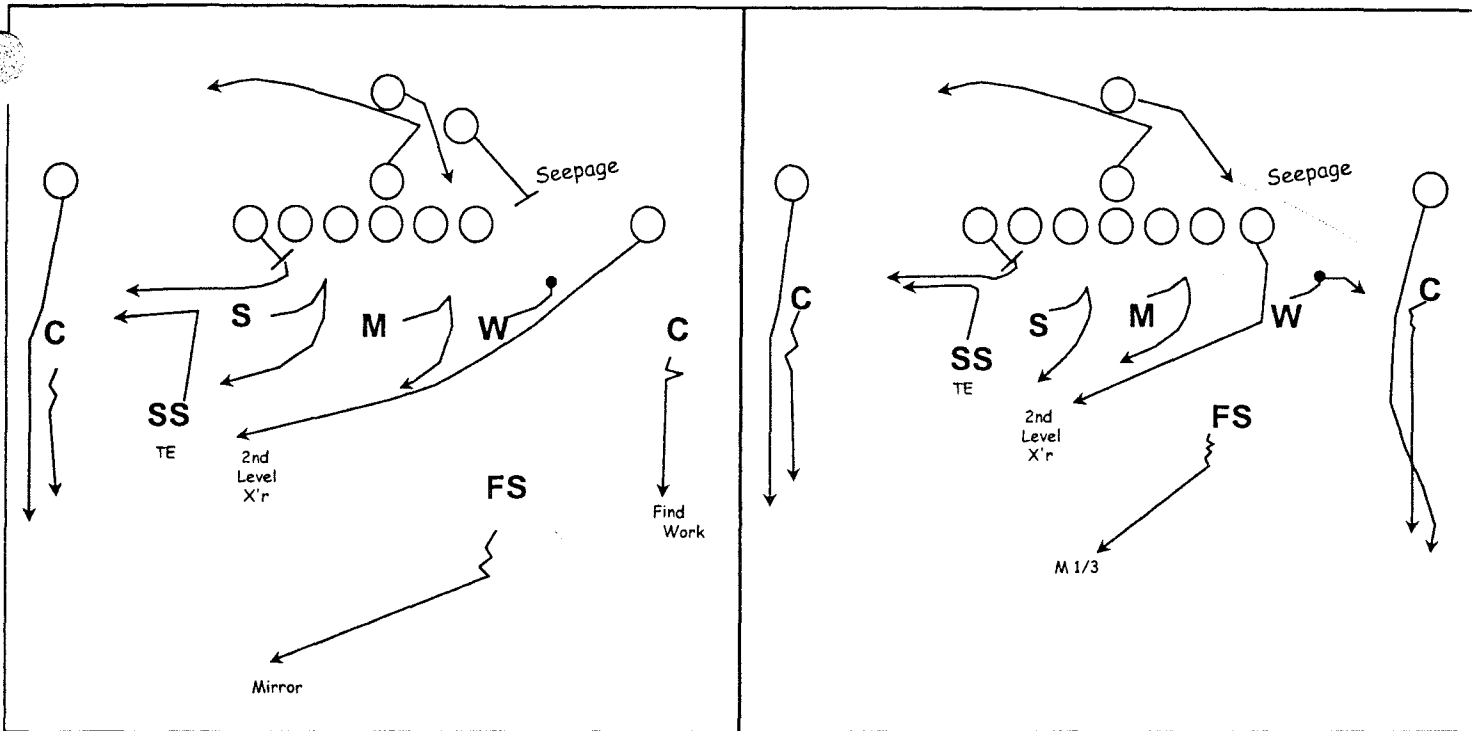
(vs Tex)



Run Support Angles - Cover 8



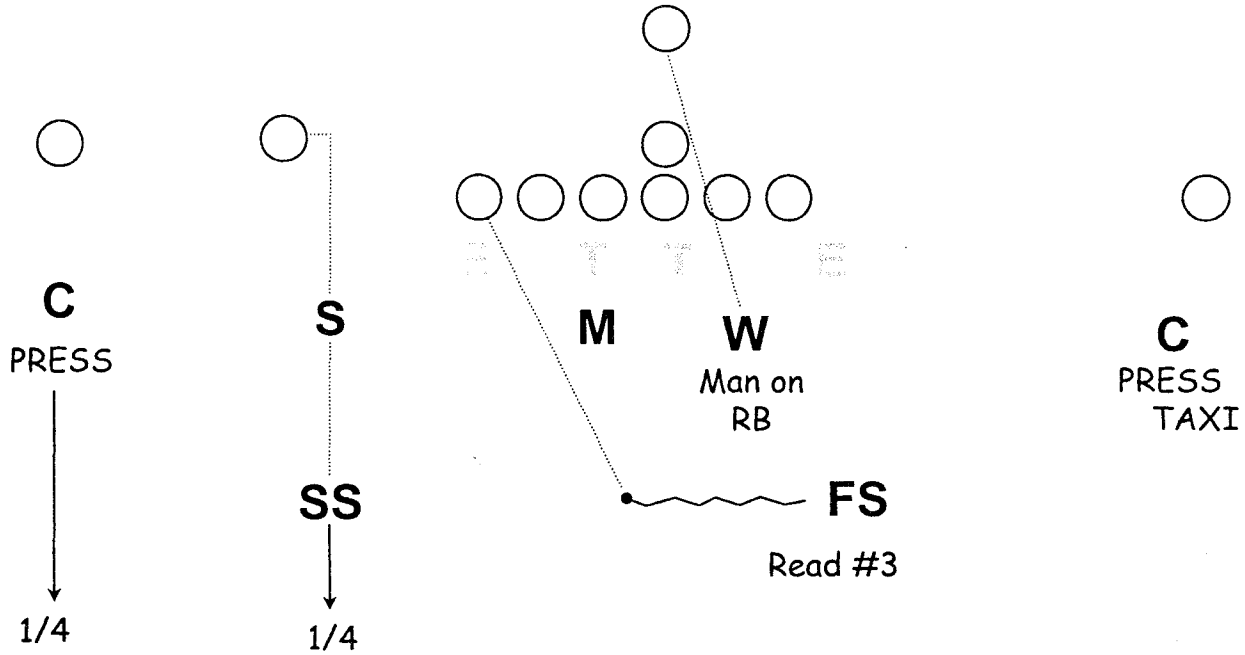
Boot vs 8



SAM HAS LATE SHOOT TO 2ND LEVEL CROSSER. MAC HAS 2ND LEVEL CROSSER TO SECONDARY CONTAIN. WILL HAS SEEPAGE.

SAFETY AWAY FROM FLOW HAS LATE SHOOT OR 2ND LEVEL CROSSER BASED ON PLAY OF OUTSIDE LBER. SAFETY TO FLOW CARRY CROSSER TO DEEP MIDDLE

"SPECIAL"

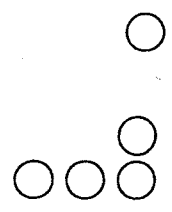
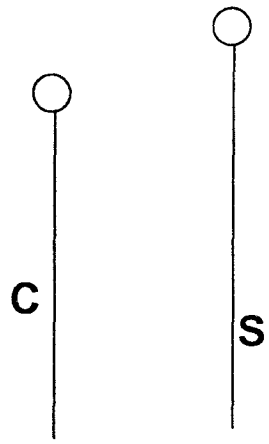


1. Solo to Trey
2. Backside Corner and 'Will' - Man!
3. Mac cannot let #2 or #3 cross your face (Wall).
4. SS Read #3 to #2 No #3 vertical play base cover 8.
5. FS Read #3 to #2 No #3 vertical Rob to zone quarter.
6. Corner on Trips side play Normal Cover 8 Rules
(Be alert for 'wheel' or 'key' call from Safety)
7. Sam base cover 8

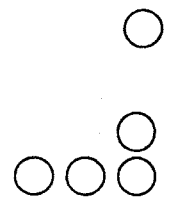
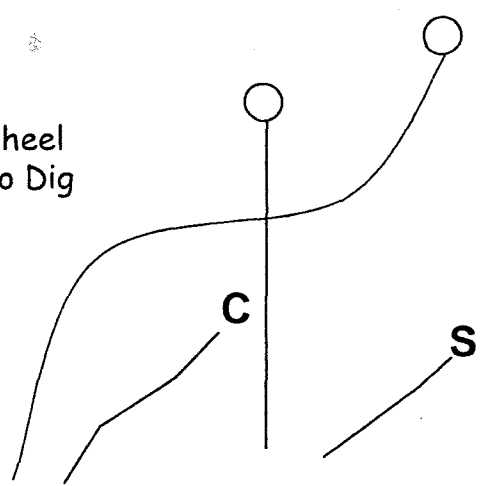
Wheel Alert

Zone the quarter till routes develop

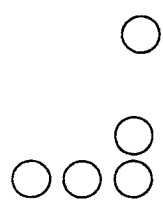
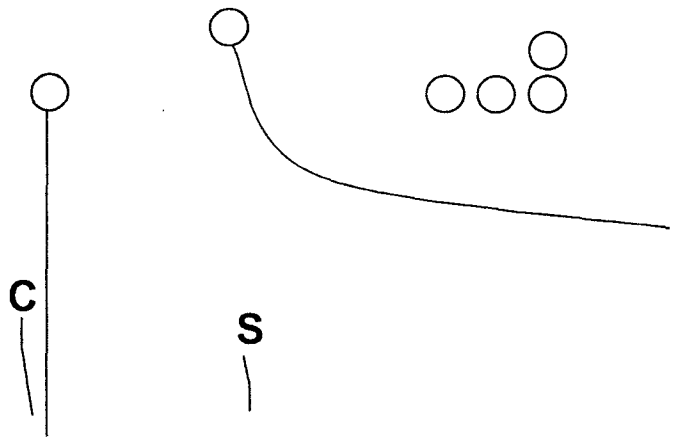
Secure vertical
Man up



Corner - Play vertical wheel
Safety - Play vertical to Dig



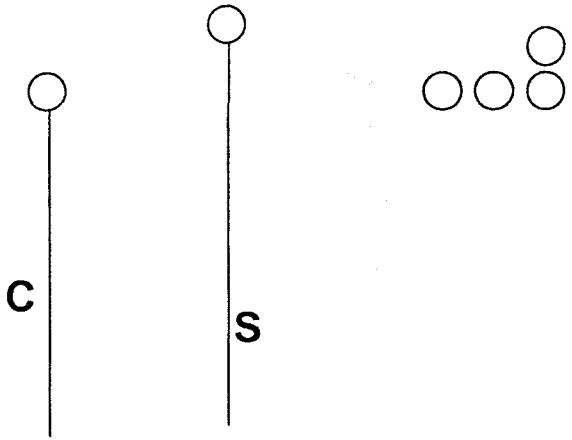
Play Base 8
Corner - Man up #1
Safety - Free to key 'Set & Transfer'



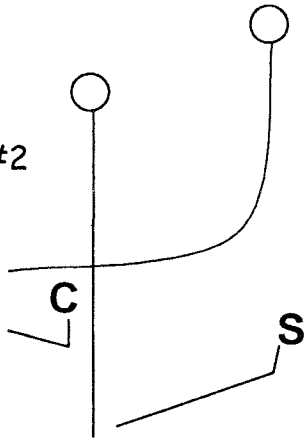
Key Coverage

(Zone coverage incorporating 2 man banjo)

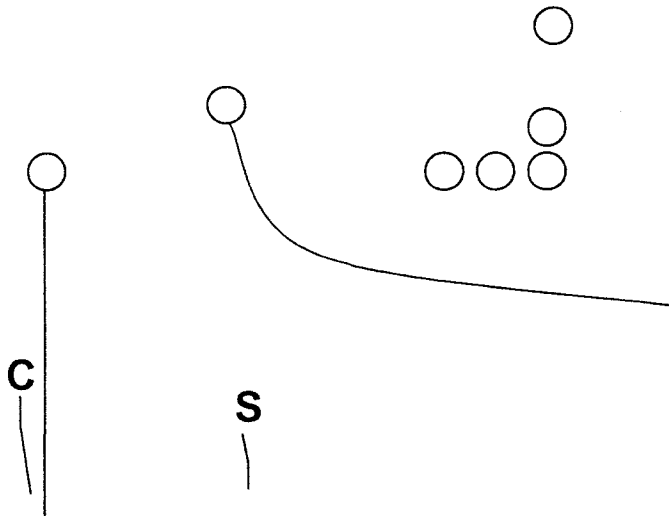
Secure verts
Man up



Corner - come off #1 and Man #2
Safety - Cut to #1

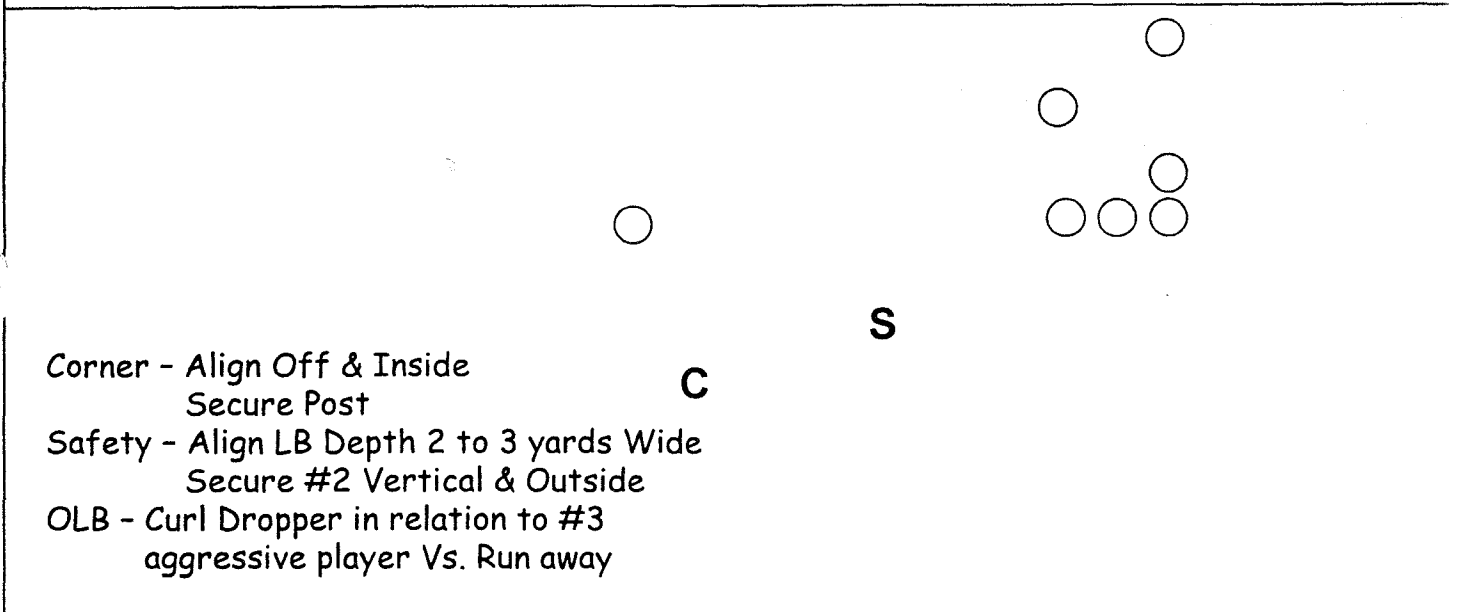
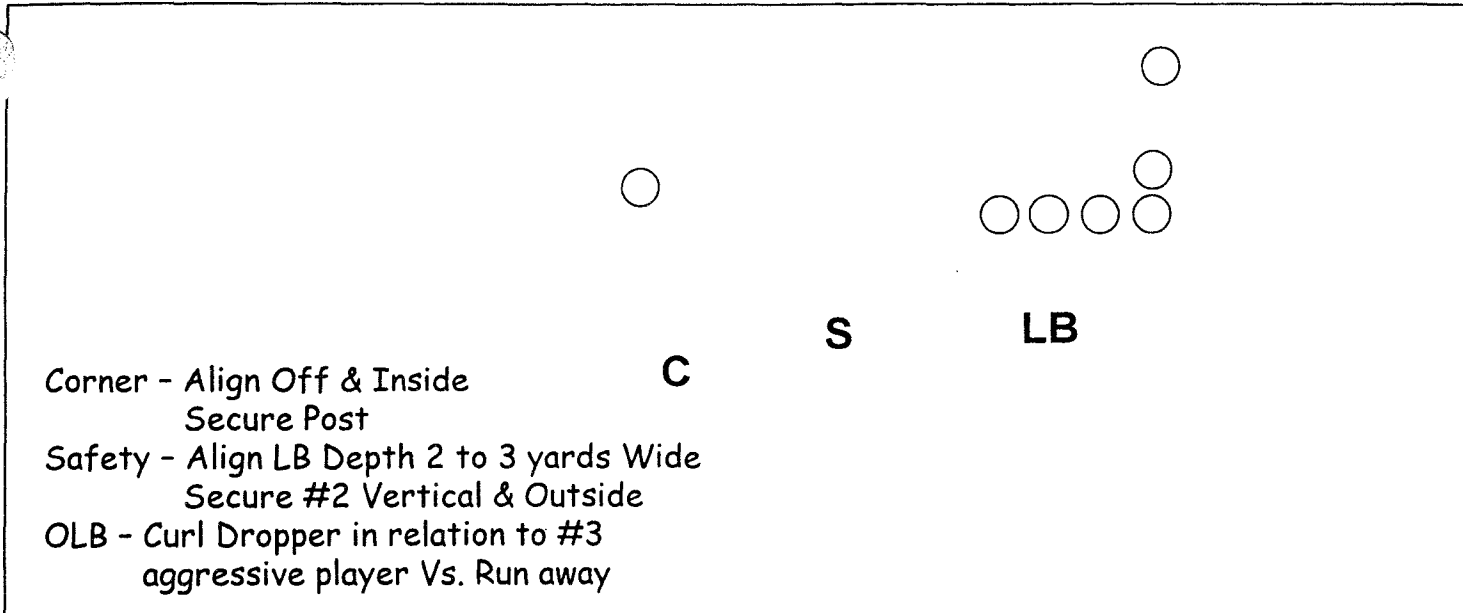


Corner - Man up #1
Safety - Free to key 'Set & Transfer'

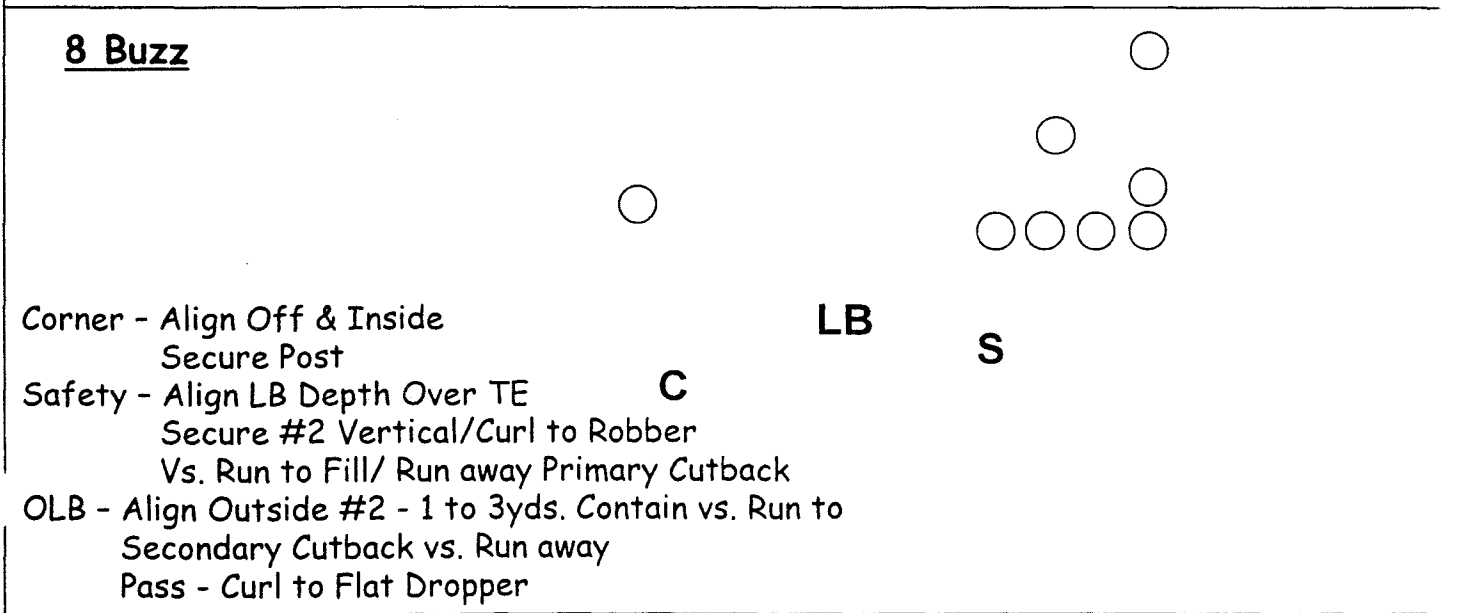


8 Sting

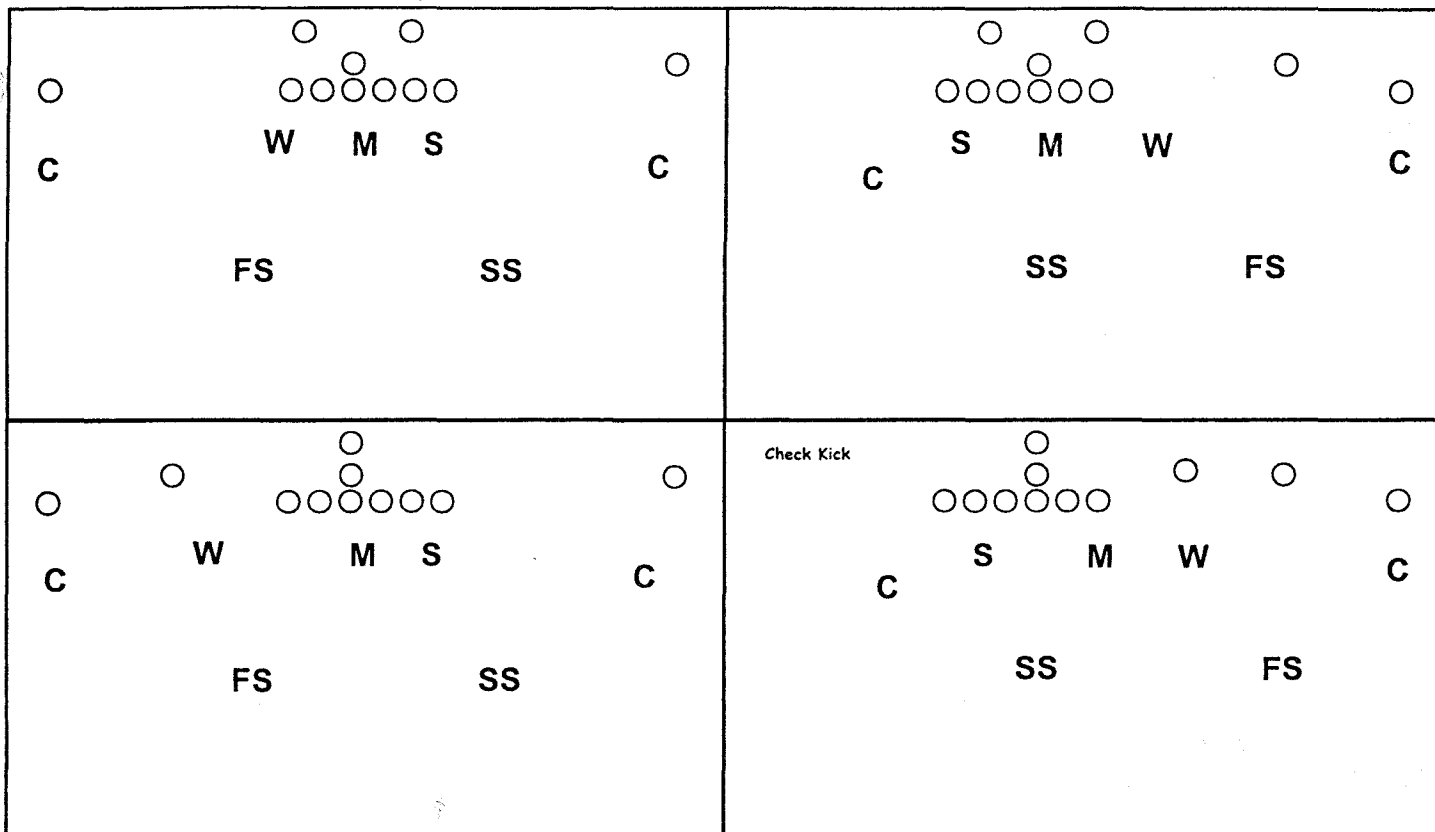
Alignment & Coverage Adjustment in Cover 8 vs. Run



8 Buzz



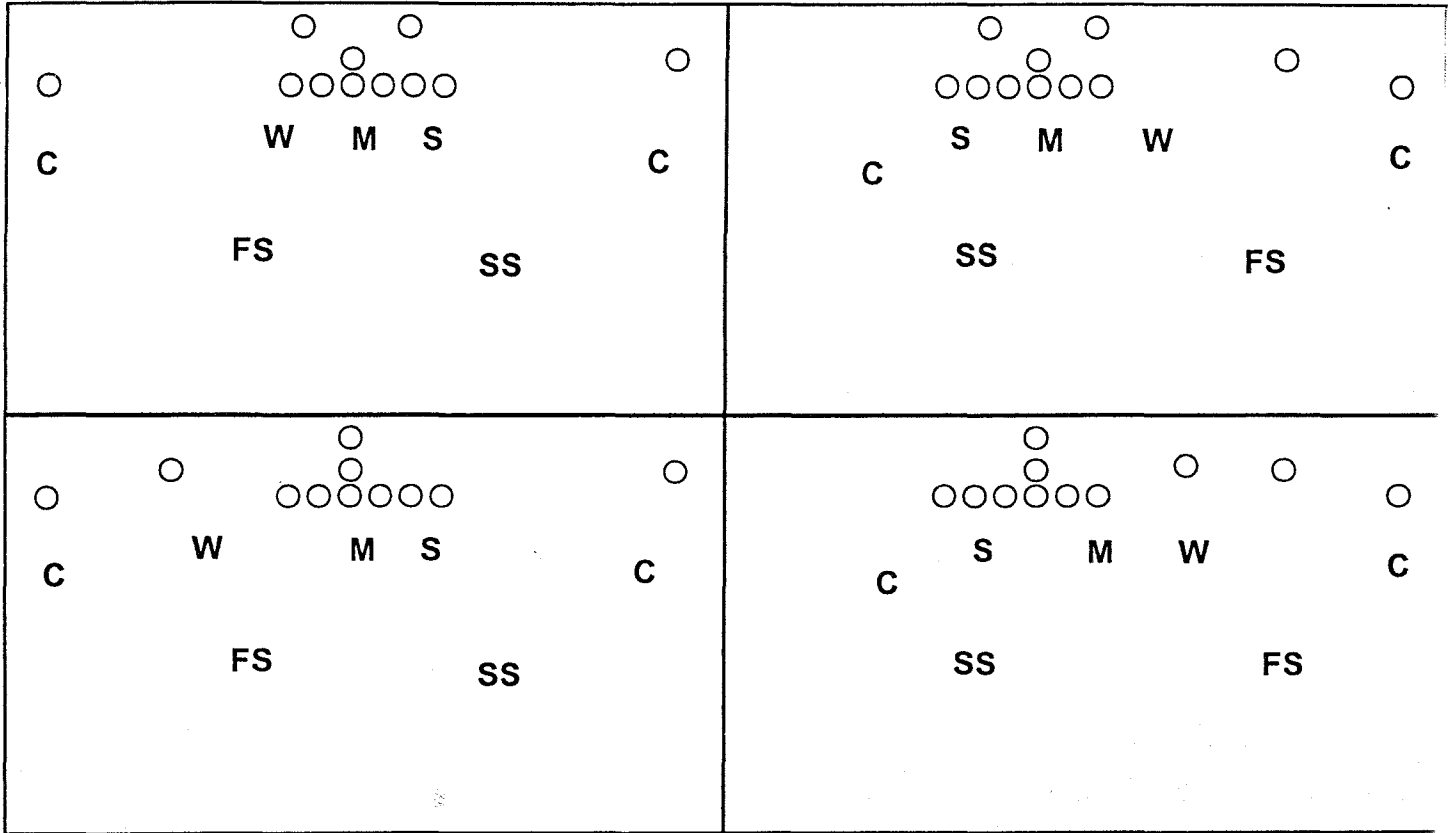
COVER 2 Secondary



Position	Align	Run Responsibility	Pass Responsibility	Coaching Points
Right Corner	Cover 8 Alignment to (Split Rules)	Run To: Primary support Run Away: Insurance angle	Flat – Hole to Vertical Reroute #1 Rec and read #2. Work hole to flat if #2 is a threat. Carry #1 with no threat	Key ball (Line) to #2 Rec Kick Alert vs 3 by 1 sets
Left Corner	Same as above	Same as above	Same as above	Same as above
Strong Safety	Cover 8 Shell	Run To: Secure pass; secondary support Run Away: Secure throwback; secondary cutback	Deep ½ Work for width & depth; Key #2 to #1 clueing QB for 'Set & Transfer'	Key Ball to #2 Rec. Kick Alert vs 3 by 1 sets Never a Run Player until ball crosses LOS!
Free Safety	Same as above	Same as above	Same as above	Same as above

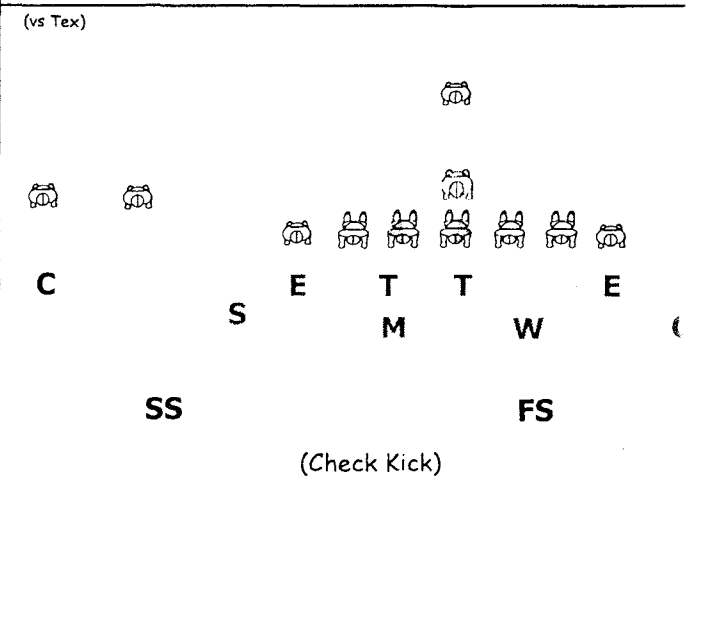
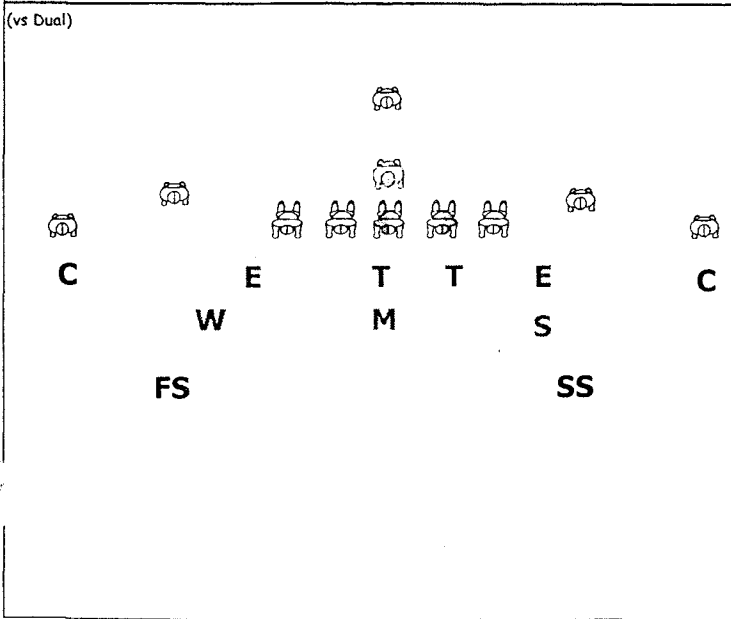
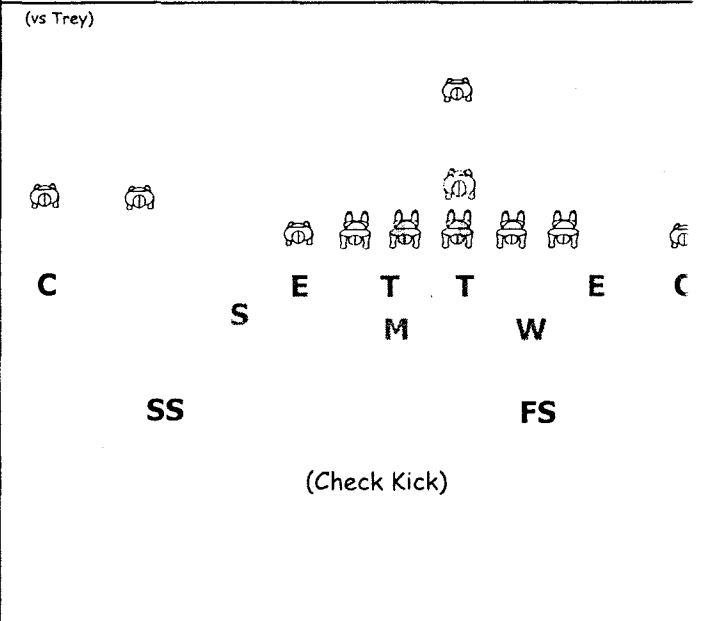
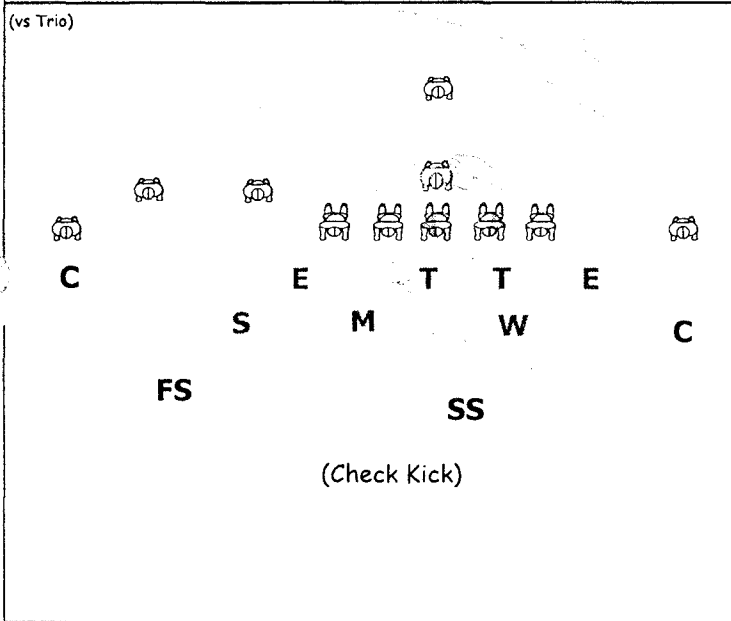
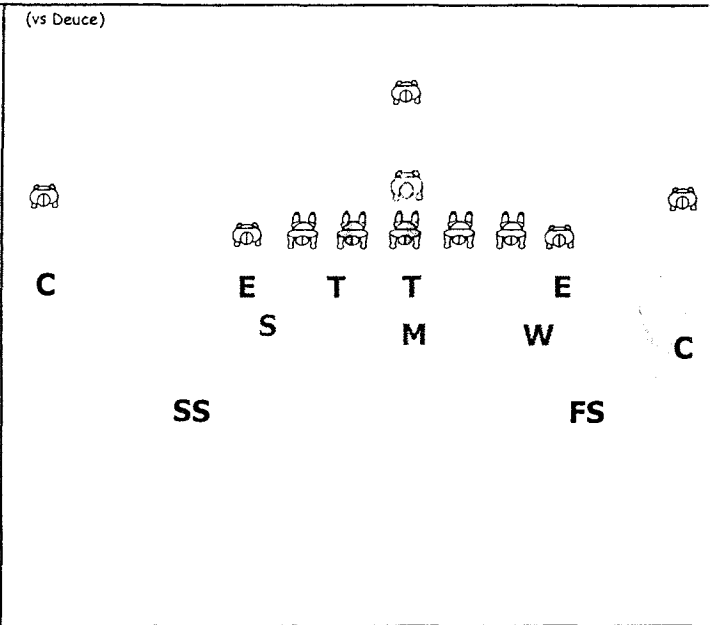
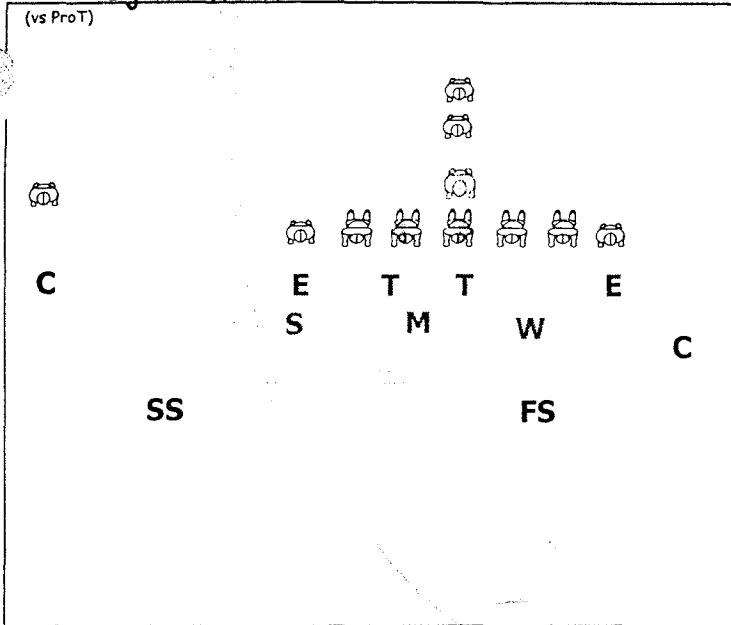
COVER 2 Linebackers

(5 Under 2 Deep Zone)

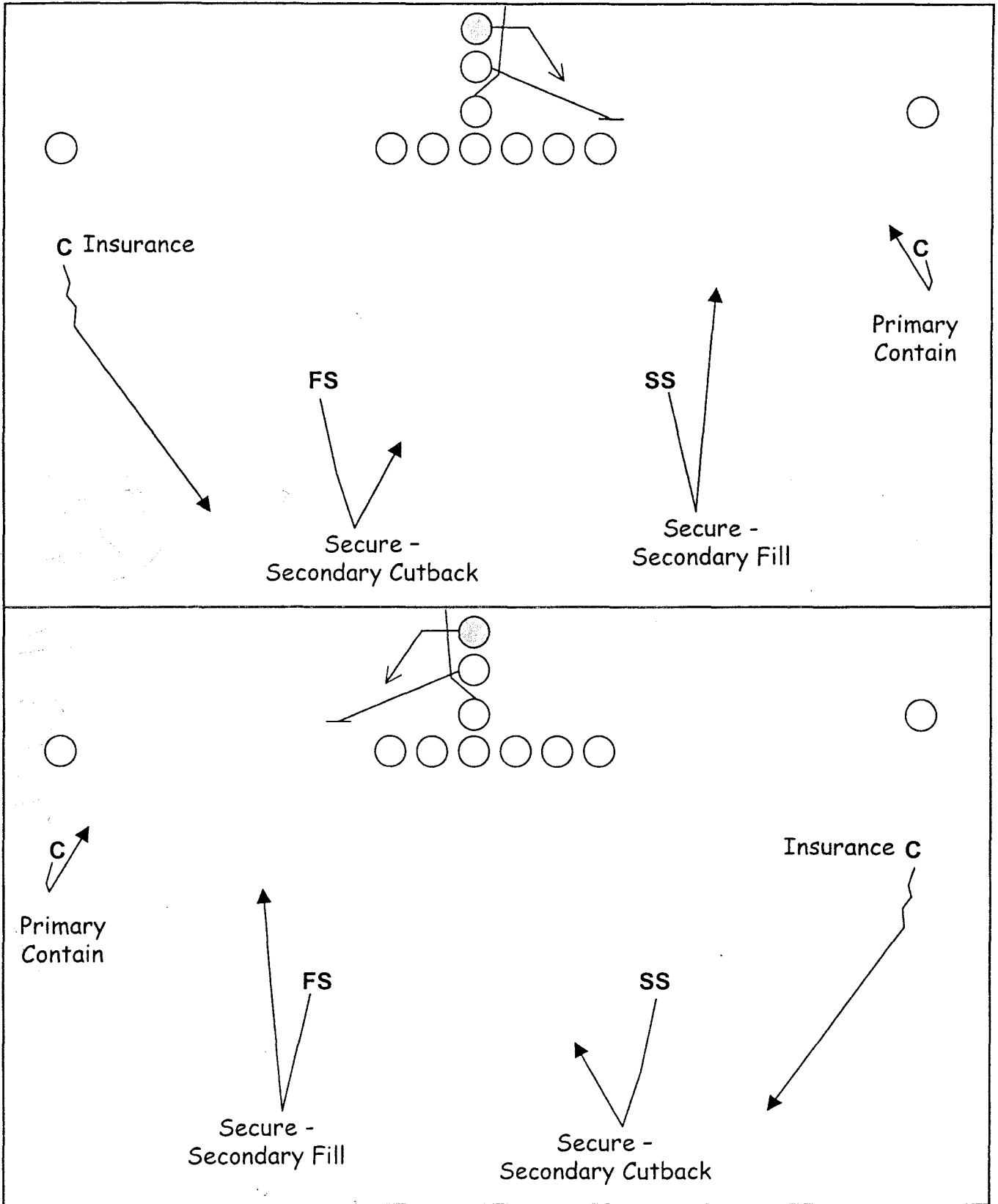


Position	Align	Pass Responsibility	Keys & Coaching Points
Sam	Base #2 slot then split rule (1/2 way between OT & Rec)	Curl Drop to inside half of #2, reroute. If #2 vertical carry to 15yds. If #2 flat drive curl.	Uncovered OL to #3 to #2 & QB Don't allow #2 a free inside release. Carry Verticals 12-15 yds then square up & key QB. Carry all crossers to adjacent zone.
Will	Same as Above	Same as Above	Same as Above
Mac	Base ('A' gap to #3) Vs 3-1 Sets align to deny 'Hot'	Hook (Drop over #3) If #3 flat look up #2 If #2 vertical carry 15yds If #2 flat drive curl to dig. If #2 Drag carry to #2 away	Center/Guard to #3 to QB If #3 outside - #2 becomes #3 TE vertical - M/M

Cover 2 Adjustments



Run Support Angles - Cover 2



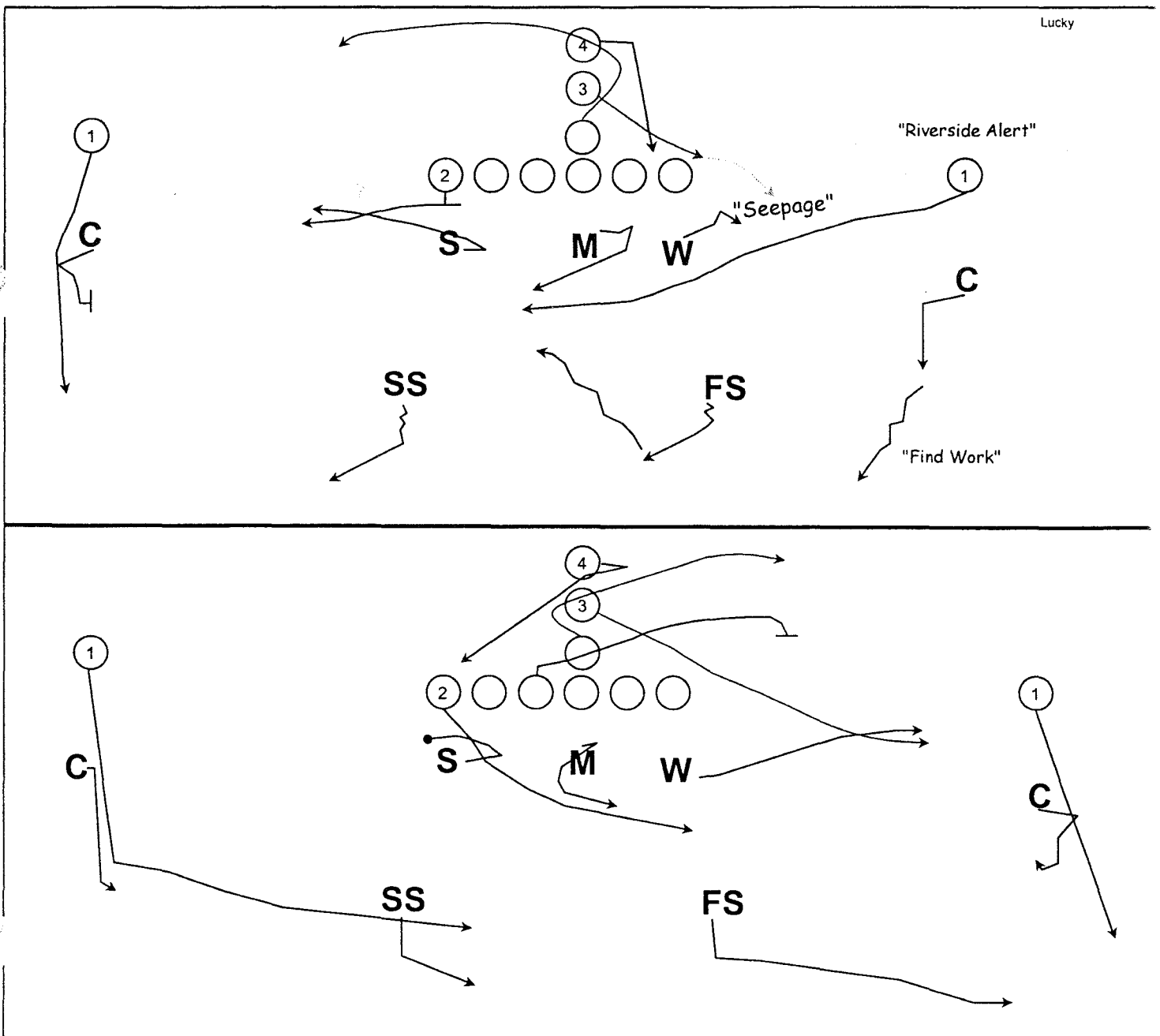
Bootleg - Cover 2

BOOTLEG / WAGGLE

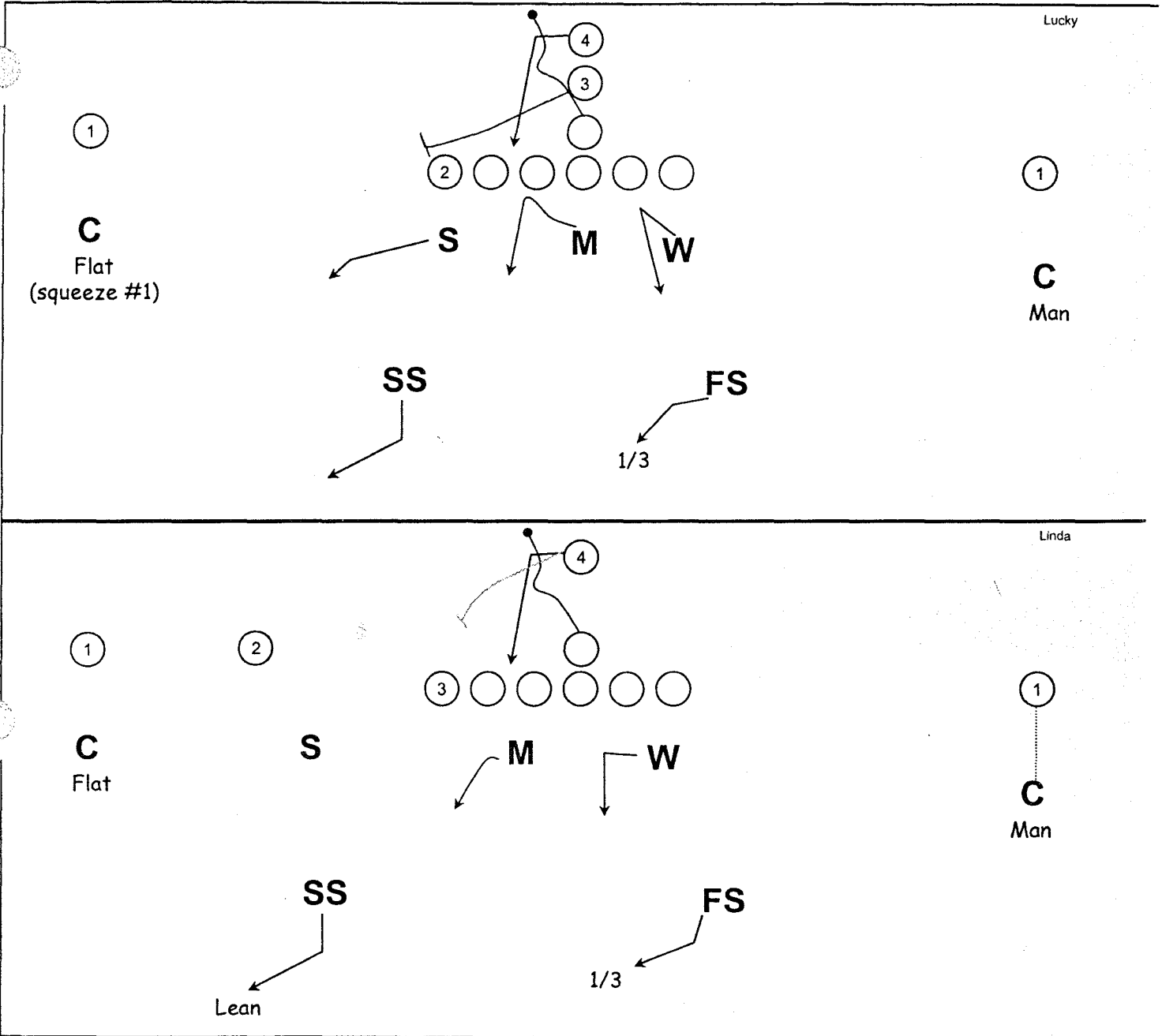
THE DEFENDER RESPONSIBLE FOR THE PLAYSIDE CURL WILL TAKE THE RB.

THE DEFENDER RESPONSIBLE FOR THE FLAT AREA IS RESPONSIBLE FOR 2ND LEVEL ROUTE.

THE DEFENDER RESPONSIBLE FOR THE DEEP 1/2 HAS OVER THE TOP DEEP ROUTE TO BOOTSIDE.



Flow Alert - Cover 2



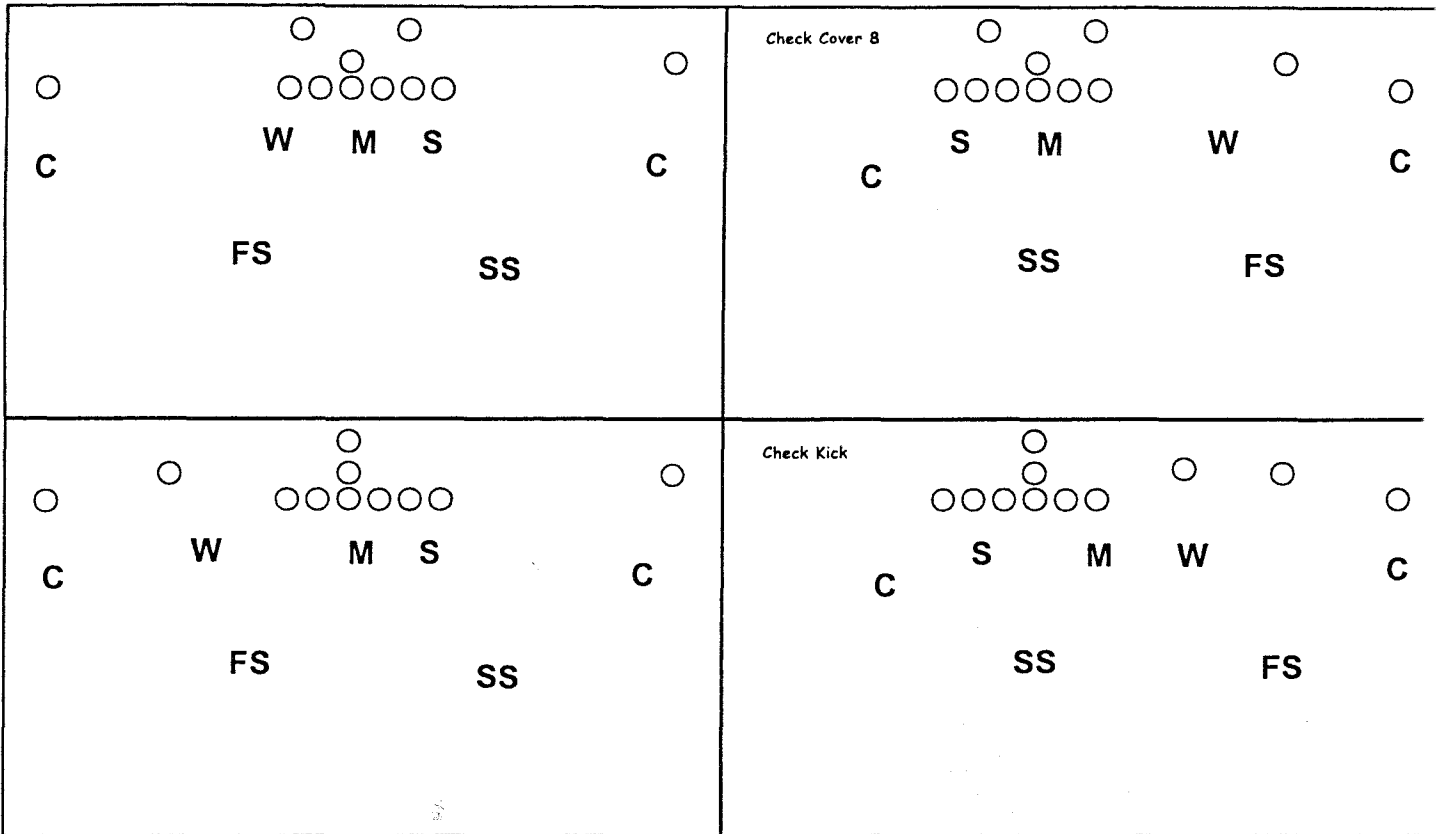
FLOW ALERT CALL

COVERAGES IT IS INVOLVED IN: 2 ,4

AS LONG AS CORNERS ARE OPPOSITE FLOW ALERT IS A CALL MADE IN THOSE COVERS.

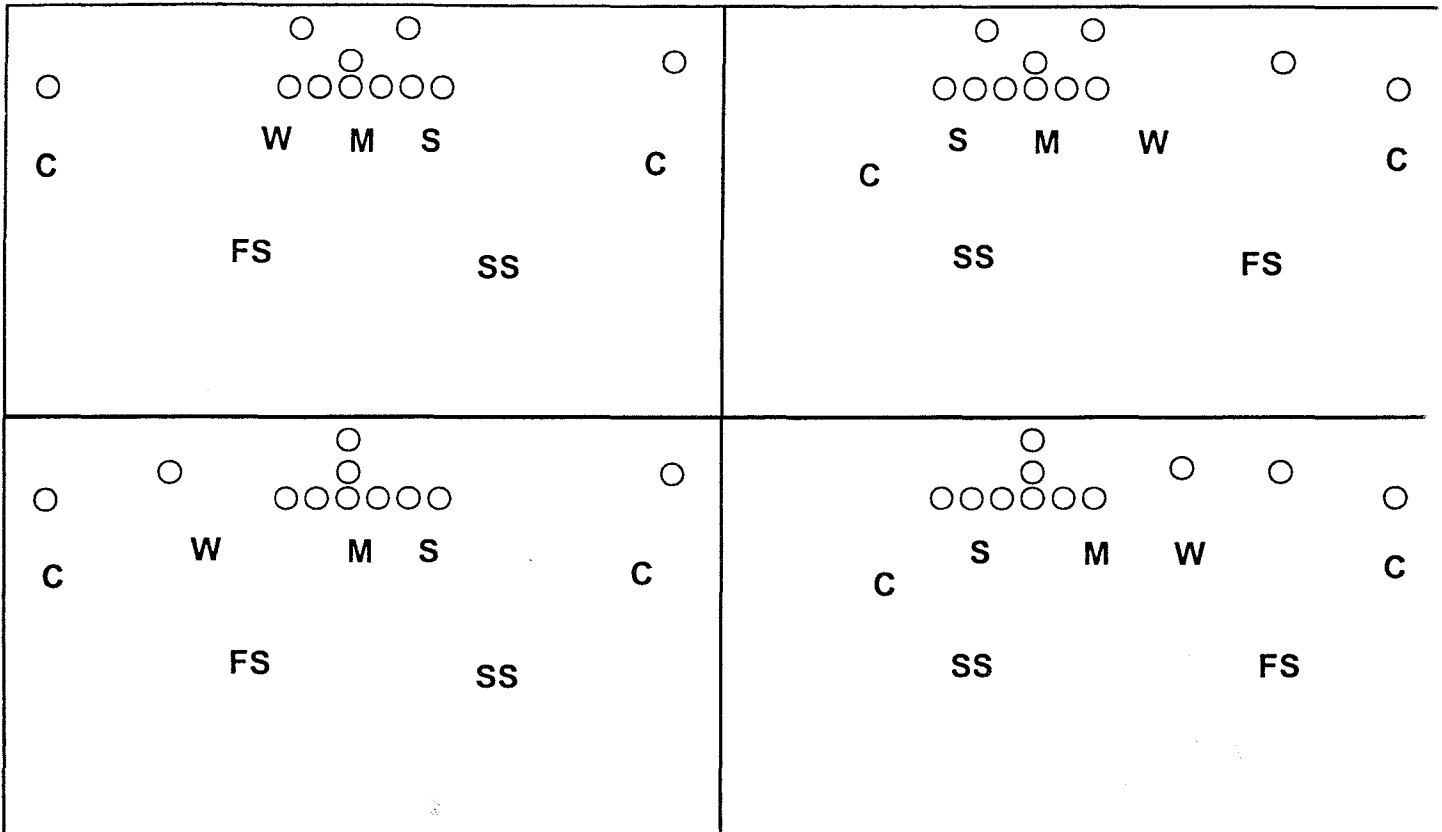
OUR FLOW RULE IS ANYTIME THE OFFENSE HAS A CHANCE GETTING 4 WR'S OUT TO A SIDE. VERY SIMILAR TO KICK BUT IT IS A READ OF FLOW.

COVER 4 Secondary



Position	Align	Run Responsibility	Pass Responsibility	Coaching Points
Cloud Corner (Red)	Same as Cover 2	Same as Cover 2	Same as Cover 2	Same as Cover 2
Qtrs Corner (Green)	Same as Cover 8	Same as Cover 8	Same as Cover 8	Same as Cover 8
Strong Safety	Same as Cover 8	Same as Cover 8	Same as Cover 8	Same as Cover 8 Communicate call to corner to let him know Green or Rec side
Free Safety	Same as Cover 2	Same as Cover 2	Same as Cover 2	Same as Cover 2 Communicate call to corner to let him know Green or Rec side Vs 2 back Pro – Lean on #1

COVER 4 Linebackers (Combination of Cover 8 and 4)

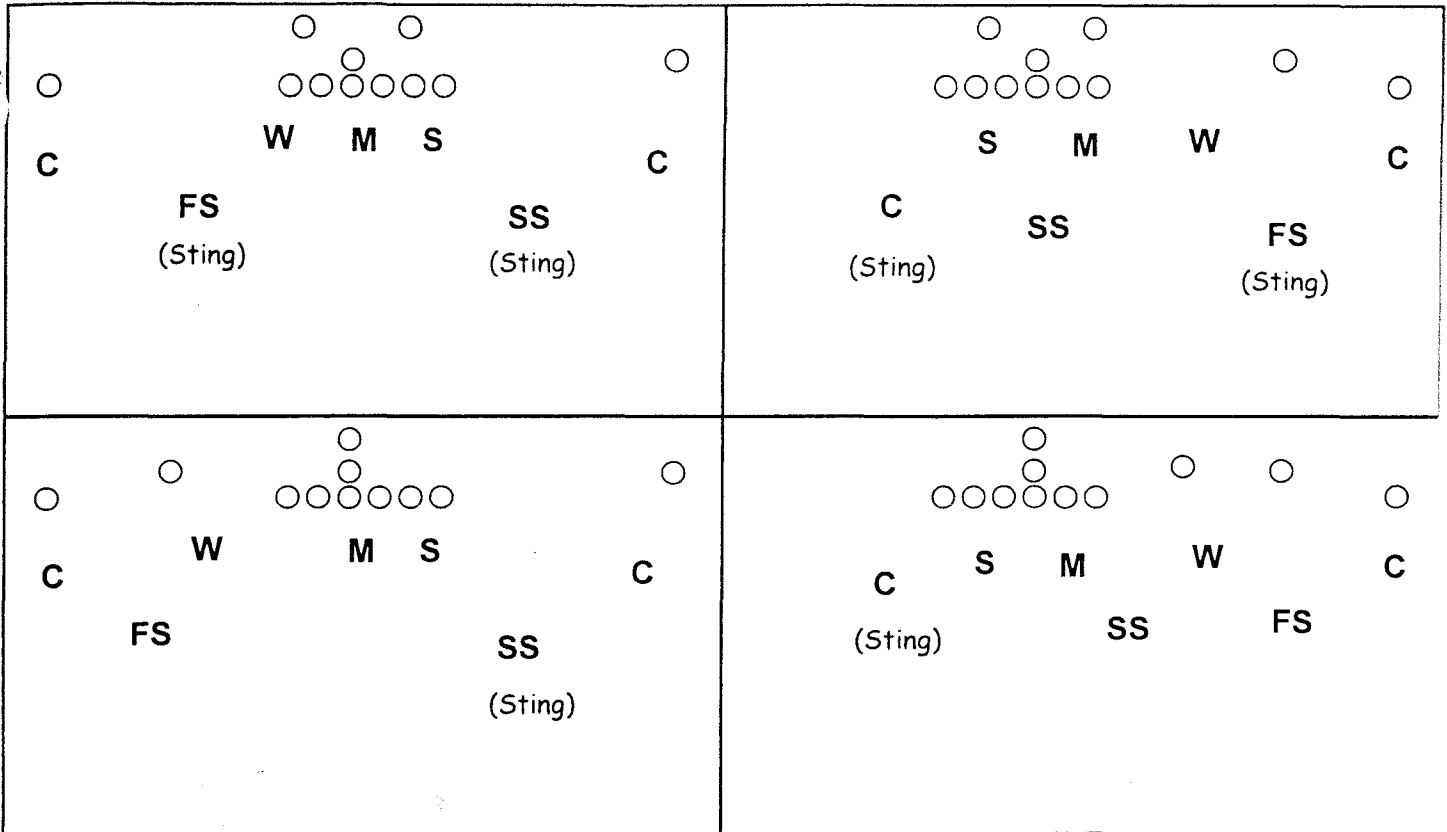


Position	Align	Pass Responsibility	Keys & Coaching Points
Sam	Base #2 slot then split rule (1/2 way between OT & Rec)	Red – Cover 2 Green – Cover 8	
Will	Same as Above	Same as Above	
Mac	Base (‘A’ gap to #3) Vs 3-1 Sets align to deny ‘Hot’	Cover 8 Concepts	

Cover 4 Adjustments (Cover 4 is Hash Mark Call - Red to Boundary / Green to Field)

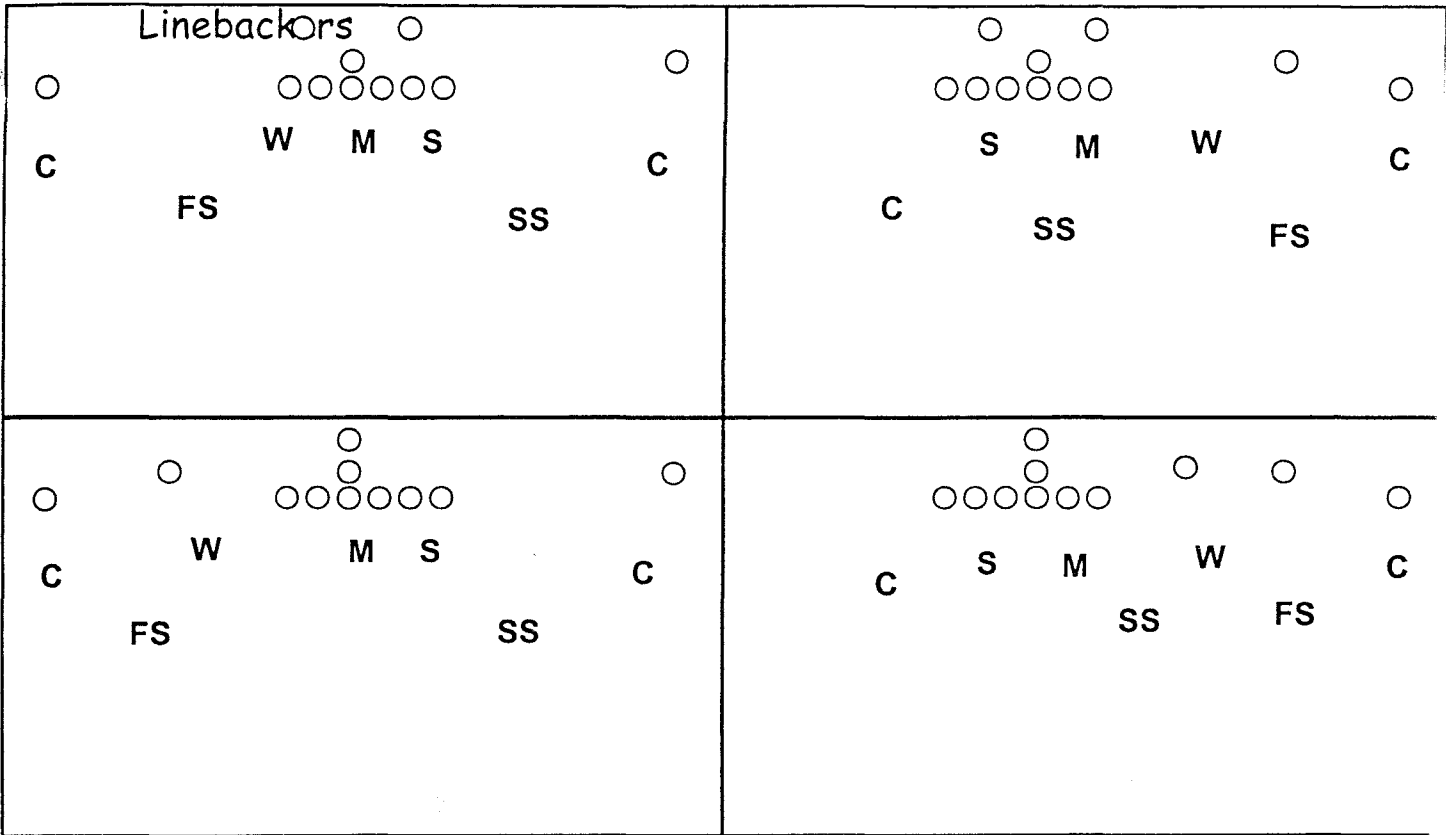
<p>(vs ProT)</p> <p>C E T T E S M W C</p> <p>SS (Green) FS (Red)</p>	<p>(vs Deuce)</p> <p>C E T T E S M W C</p> <p>SS FS</p>
<p>(vs Trio)</p> <p>C E T T E S M W C</p> <p>FS SS</p> <p>(Check Kick Left)</p>	<p>(vs Trey)</p> <p>C E T T E S M W C</p> <p>SS (Green) FS (Red)</p>
<p>(vs Dual)</p> <p>C E T T E W M S C</p> <p>FS SS</p>	<p>(vs Tex)</p> <p>C E T T E S M W C</p> <p>SS FS</p>

Cover 8 Robber Secondary



Position	Align	Run Responsibility	Pass Responsibility	Coaching Points
Corners	Vs. Wr. Bump Over #1 Vs TE. Cover 8	Run To: Secure Man Secondary Support Vs. TE - Primary Read Fill Run Away: Secure Man Vs. TE Cutback	M/M #1 Receiver Under Route - Pass To Help Fade Must Be Eliminated Outside leverage on all Short Splits	Split Rules If threat of Fade Gather outside Take away Always Be Aware of Help If No Help Vs. Wide Split - Play inside leverage M/M Pass off inside routes not Threatening the endzone Vs. Boot-Carry Crossers
Safeties	Vs. TE 5yd off by 1-3yd outside Vs. Wr 5-7 Head-up to Outside Shade Wide Split #2 Align inside ½	Run To: Primary Read- Fill Run Away: Cutback	M/M #2 on Outside Release On Inside Release Work w/ LB to Robber	Declare Vertical Pre-Snap Sit at Depth Hammer to Cover Receiver Possible Sting call Vs. Run Sets-Down;Distance Special Vs. 3 x 1 sets Always lock any threat Running Free Vs. Boot-Carry Crossers

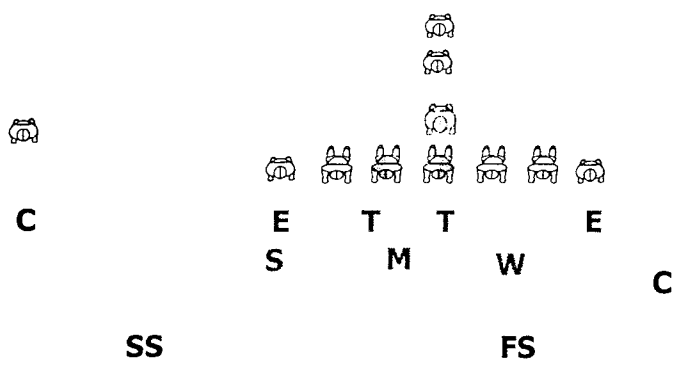
COVER 8 Robber



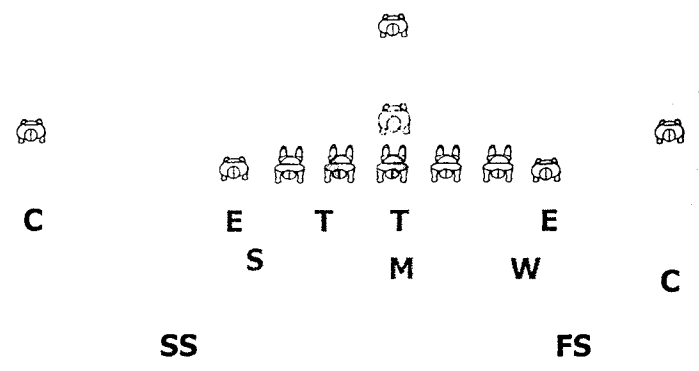
Position	Align	Pass Responsibility	Keys & Coaching Points
Sam & Will	According to Front & Formation	Vs. Inside Release by #2 - M/M Vs. Outside Release by #2 - Robber	<ol style="list-style-type: none"> 1. Declare vertical W/ Safety Pre snap 2. If Robber – M/M any Routes Running free 3. If #2 is Ace back Bracket W/ Mac – Help On slant by #1
Mac	According to Front & Formation	M/M #3 Vs #3 Flat - Robber	<ol style="list-style-type: none"> 1. Vision QB thru draw point 2. "Special" – Bracket back W/ weak Lber 3. Alert for Draws & Scrambles

Cover 8 Robber Adjustments

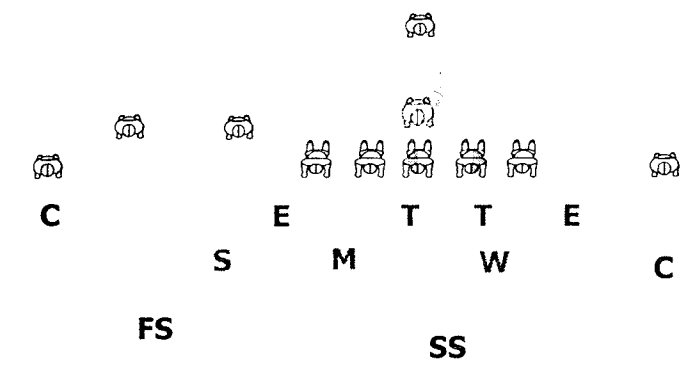
(vs ProT)



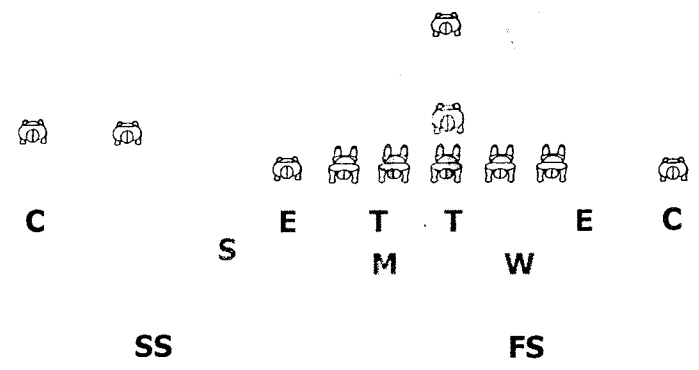
(vs Deuce)



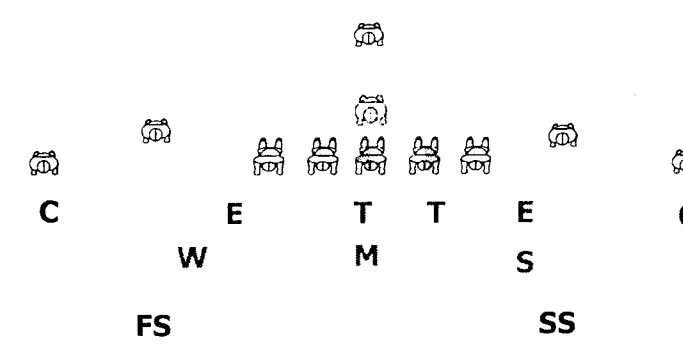
(vs Trio)



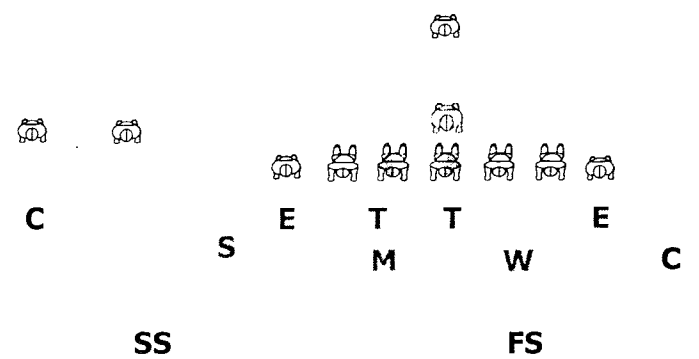
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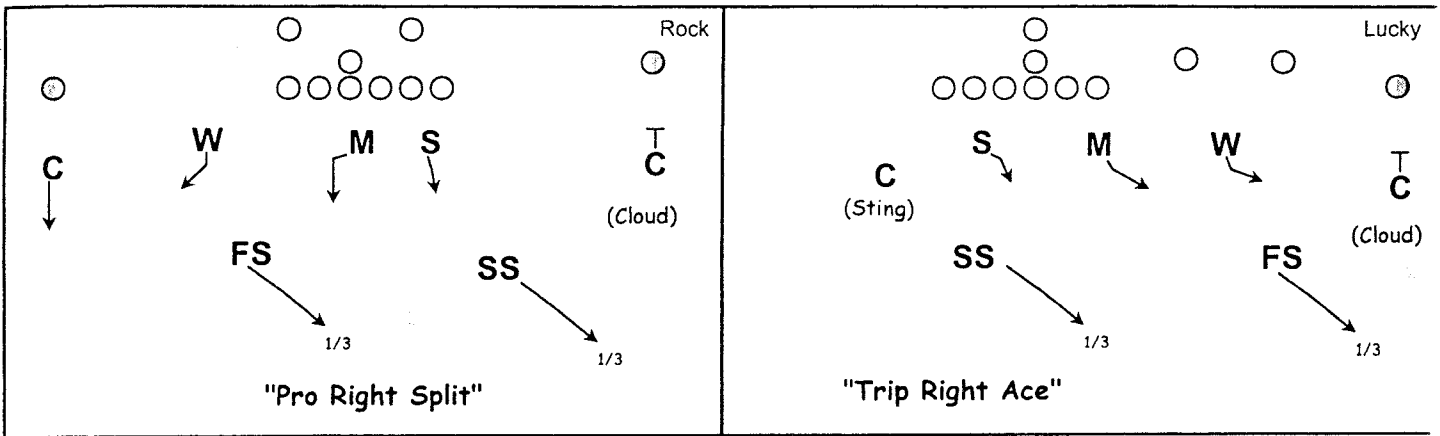
(vs Dual)



(vs Tex)



COVER Kick Linebackers



Position	Alignment	Run Responsibility	Pass Responsibility
SAM	Depends on Front.	According to Front Called	If to side of call - Curl. If away from call - Man on Back, drop Triangle.
MAC	Depends on Front.	According to Front Called	Hook to side of call, Carry crosser to man side - see weak Back.
WILL	Depends on Front.	According to Front Called	If to side of call - Curl. If away from call - Man on Back, Drop Triangle

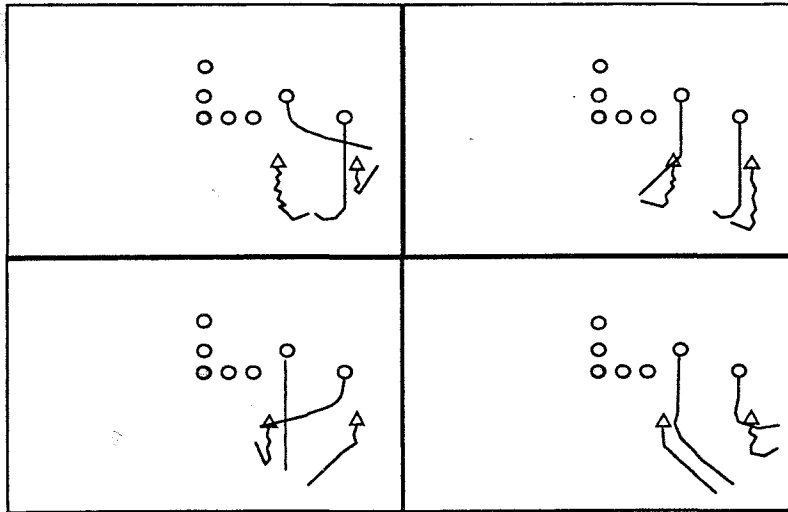
MAN COVERAGE CONCEPTS

(Banjo / B&E)

BANJO (2 on 2)

Combination coverage on two closely aligned receivers. Defenders align to bracket receivers. Both defenders read inside receiver to determine coverage responsibility. Inside defender is responsible for first inside releaser - second outside releaser. Outside defender is responsible for first outside releaser - second inside releaser. Cushion off as in zone and let routes come to you - be patient.

BANJO



FIDDLE (2 on 1)

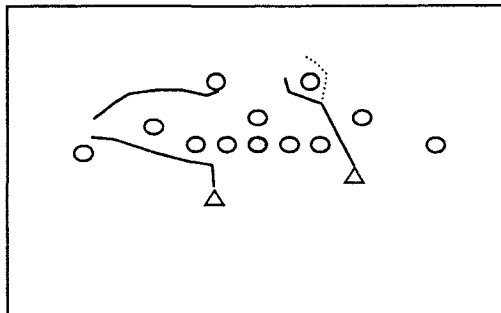
Combination zone and man between two defenders responsible for one receiver or back. Both defenders take a zone drop that brackets the receiver. If receiver releases to you - man him up. If receiver releases away - play area. If a tight split by receiver (back) - Treat vertical route as inside release. If a wide split by receiver (back) - Treat vertical route as outside release.

BLITZ & ENGAGE (B & E)

An aggressive man coverage technique used when your coverage responsibility is aligned in the backfield. Your ability to give the illusion of pressure will force the Back (receiver) your covering to execute his primary responsibility (i.e. Blitz control - Check release - Primary route)

Rush to Back's inside shoulder (outside shoulder depending on coverage) cueing his eyes. Read his intentions. If receiver releases immediately then cover; if receiver blocks then make a pass rush move to QB; if in doubt then cover.

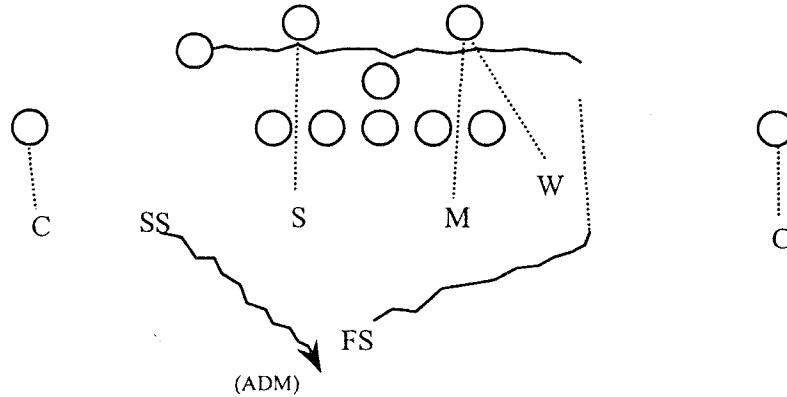
B & E



MOTION ADJUSTMENT CONCEPTS

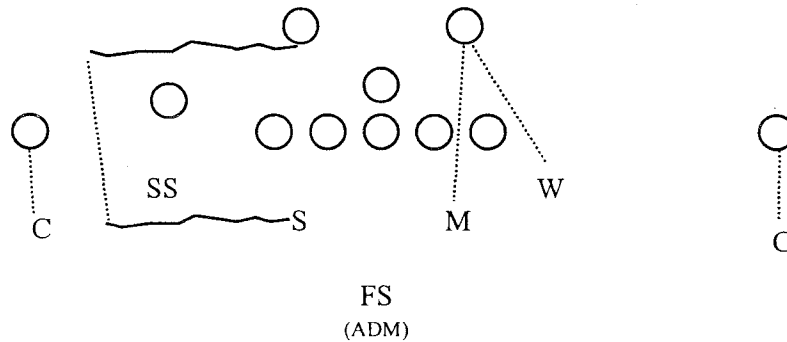
"FRISCO":

Concept used vs. Receiver motion that changes passing strength. The FREE SAFETY and HALFBACK will adjust by exchanging responsibility. This call tells the linebackers that the secondary will handle the motion.



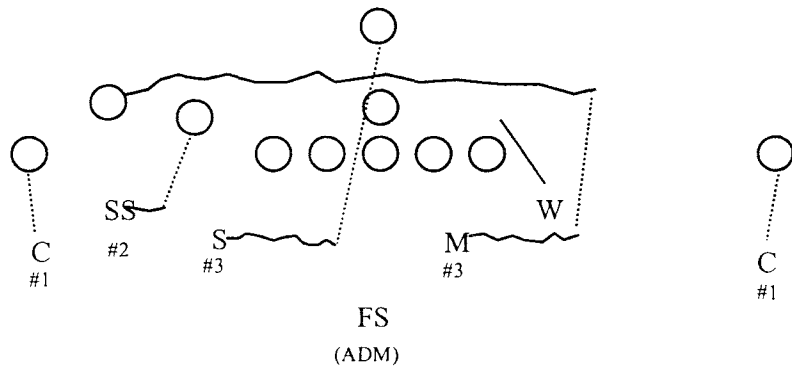
"LOCK":

Concept used vs. all types of motion. If your coverage responsibility motions, you remain locked on and run with.

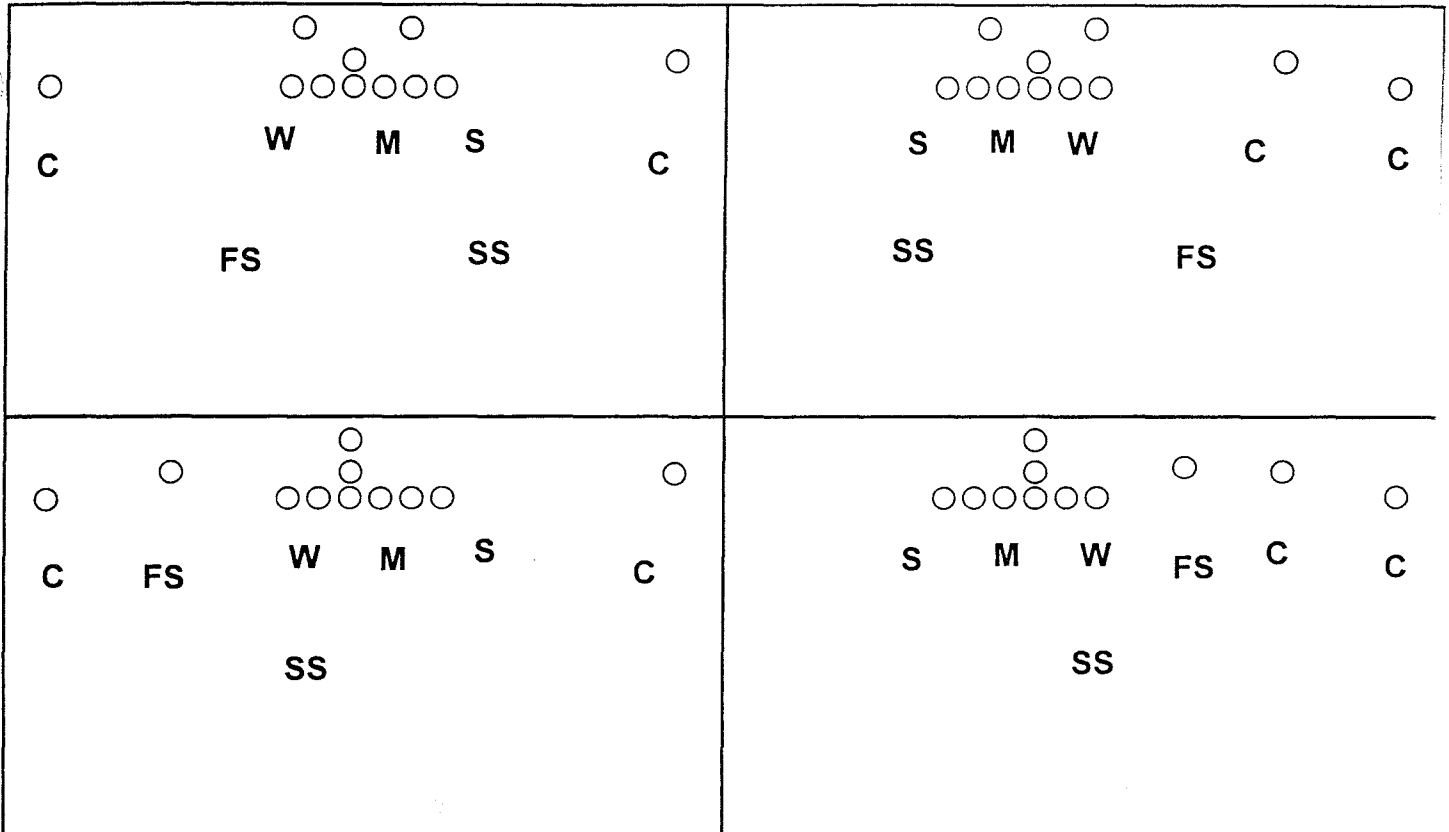


"COUNT":

Concept used vs. all types of motion. If your coverage responsibility motions - you bump to the next eligible receiver. Communicate the motion and your NEW responsibility.

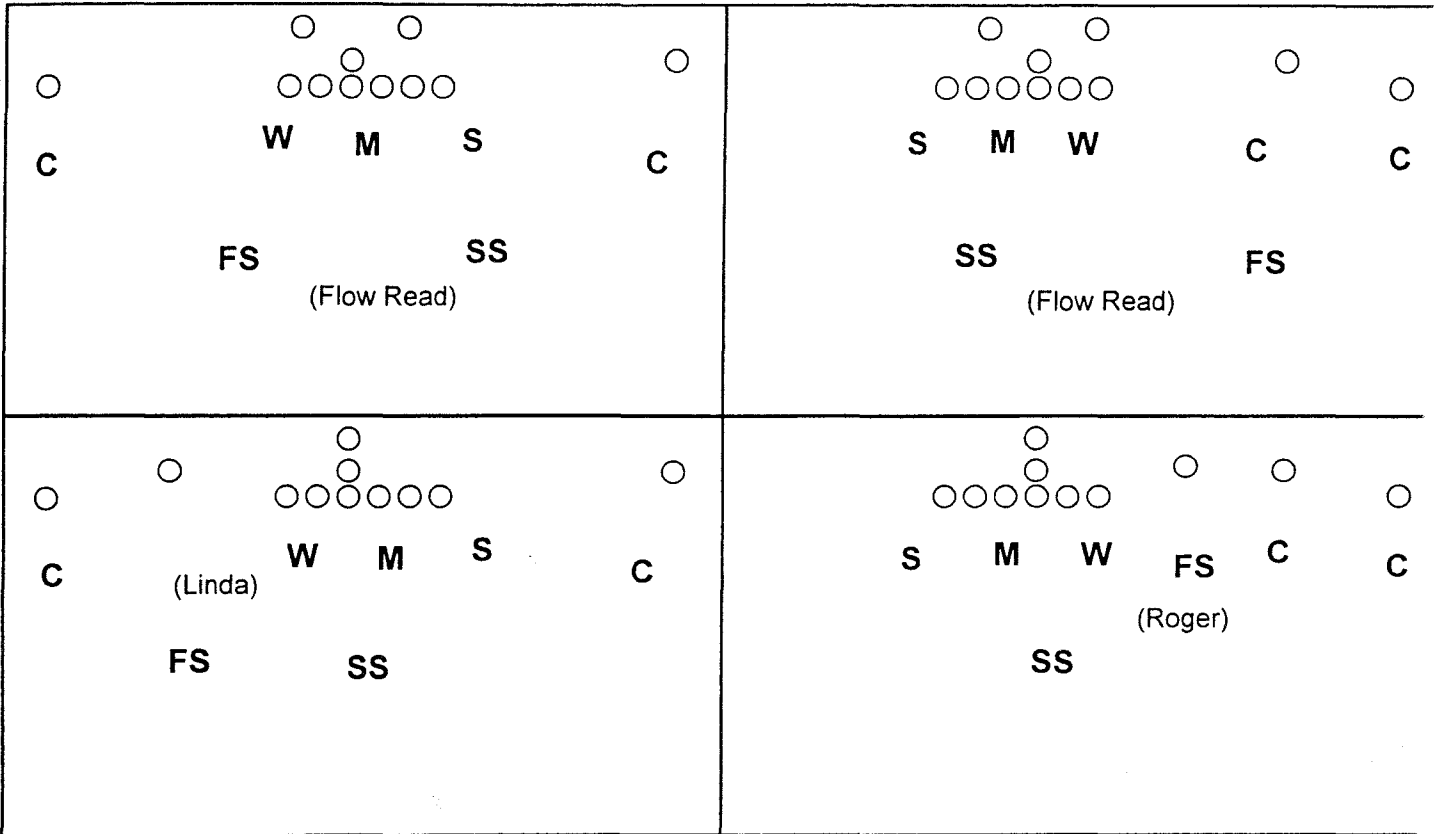


Cover 10 (Lock) Secondary



Position	Align	Run Responsibility	Pass Responsibility	Coaching Points
Right Corner	8 by 1yd to Bump over #1 (Split rules apply to off align inside or outside)	Run To: Secure man; Secondary support Run Away: Secure man; Insurance angle	M/M #1 Vs 2 back Slot or Trips – M/M #2 outside	Key QB to WR (off Align) Play with leverage to split & field Know where help is!
Left Corner	Same as Above	Same as Above	Same as Above	Same as Above
Strong Safety	8 Shell vs 2 back Vs Ace - 10yds & triangle the set	Run To: Vs 2 back – primary read fill; Vs Ace back – Secondary contain Run Away: Deep Middle to cutback	Vs 2 Back: Backfield set or flow will determine M/M on back or Deep Middle Free Vs Ace Back: Deep Middle	When Free lean on Speed! & Show up on run weak. Vs 2 back – must communicate with FS Coverage responsibility – ('You / Me' or Read)
Free Safety	8 Shell vs 2 back 5 by 1yd outside to bump on #2 vs Ace	Run To: Vs 2 back – primary read fill; Vs Ace back – secure man, secondary fill Run Away: Deep Middle to cutback; Vs Ace Secure man	Vs 2 Back: Backfield set or flow will determine M/M on back or Deep Middle Free Vs Ace Back: M/M #2 (M/M #3 vs Trips)	Vs 2 back – must communicate with SS Coverage responsibility – ('You / Me' or Read) Always play to help with outside leverage when M/M

Cover 10 (Lock) Linebackers

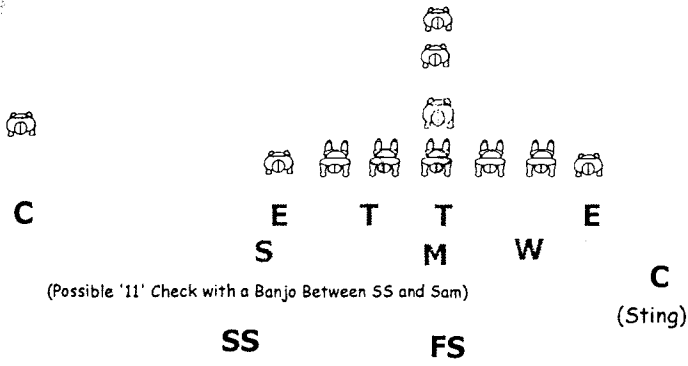


Position	Align	Pass Responsibility	Keys & Coaching Points
Sam	5 to Press outside TE	M/M TE	
Will	5 yds Bracket Back	<p>Flow Strong: Hole</p> <p>Flow Weak: M/M 2nd Back out</p>	
Mac	5 yds Bracket Back	<p>Flow Strong: M/M 2nd Back out</p> <p>Flow Weak: Hole</p>	

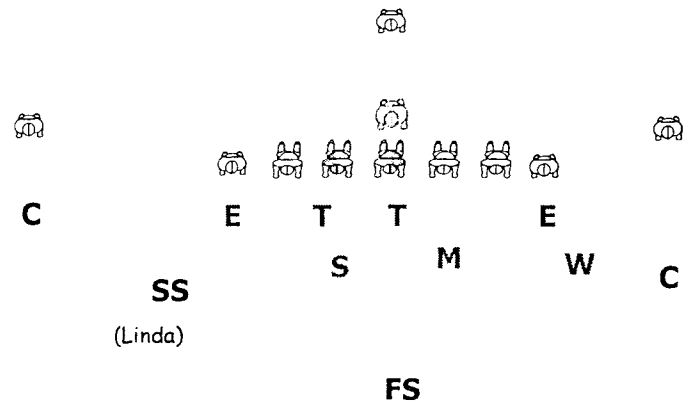
Adjustment

(vs ProT)

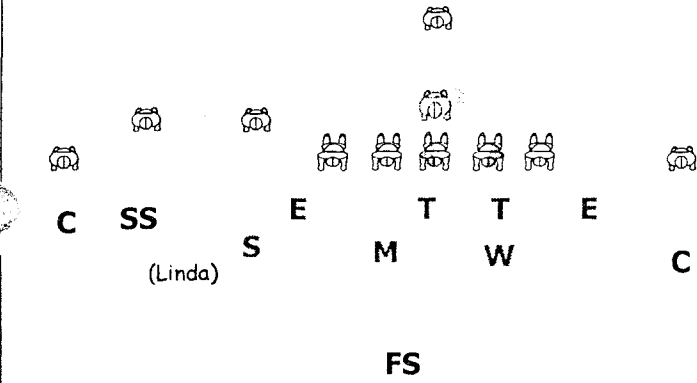
S



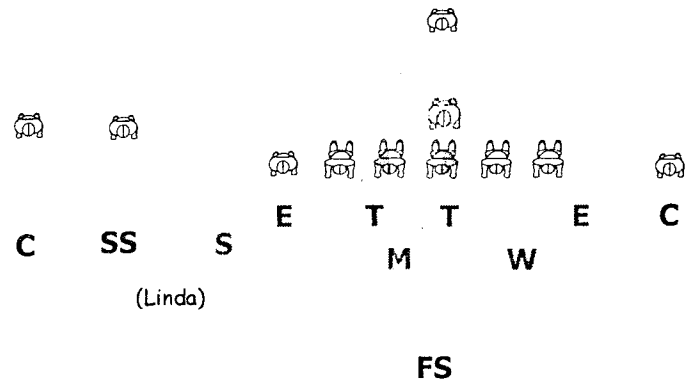
(vs Deuce)



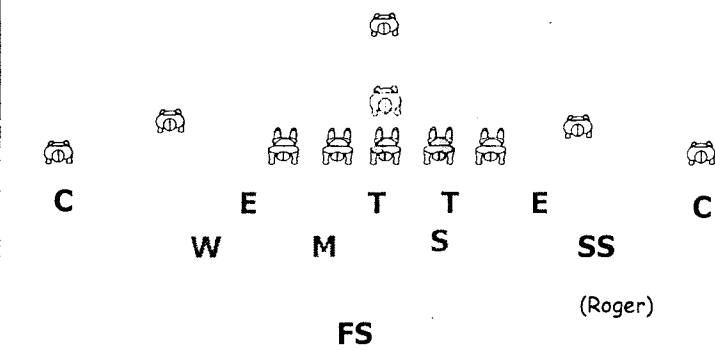
(vs Trio)



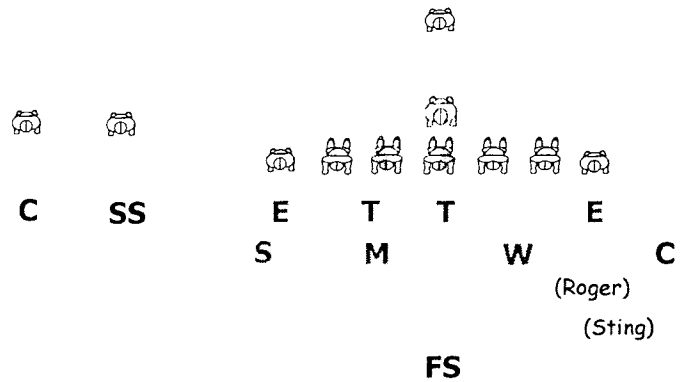
(vs Trey)



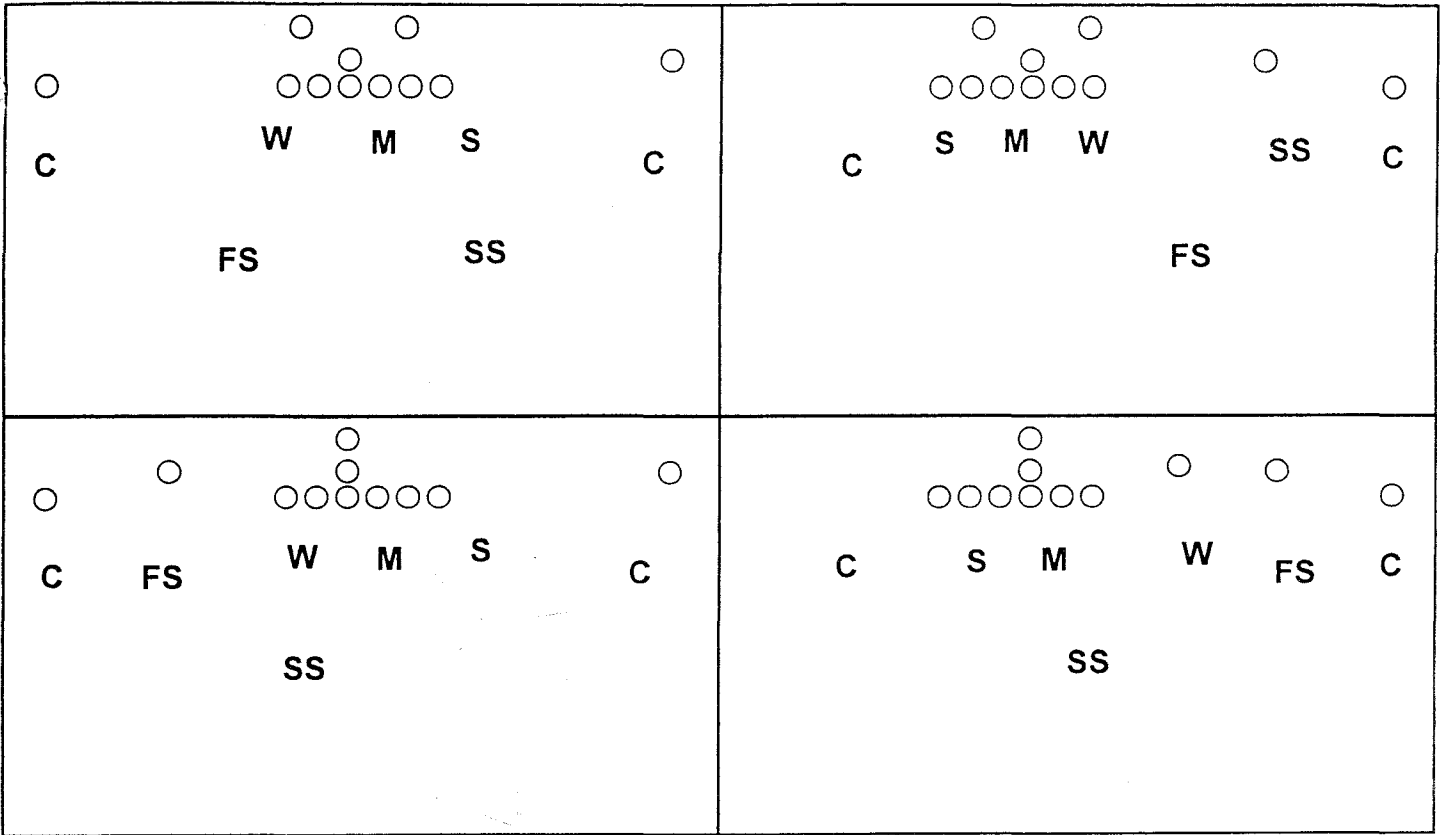
(vs Dual)



(vs Tex)

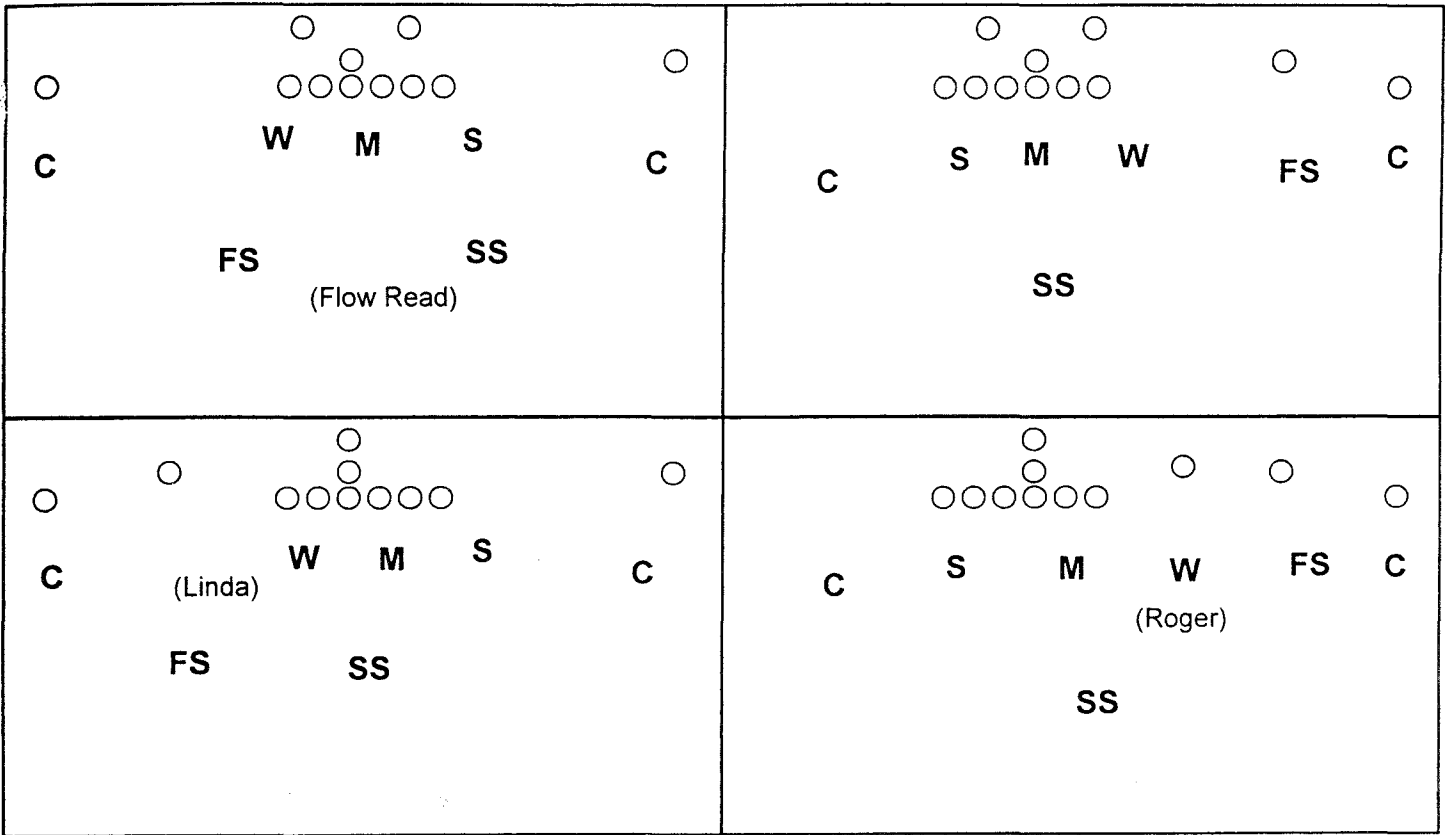


Cover 10 Secondary



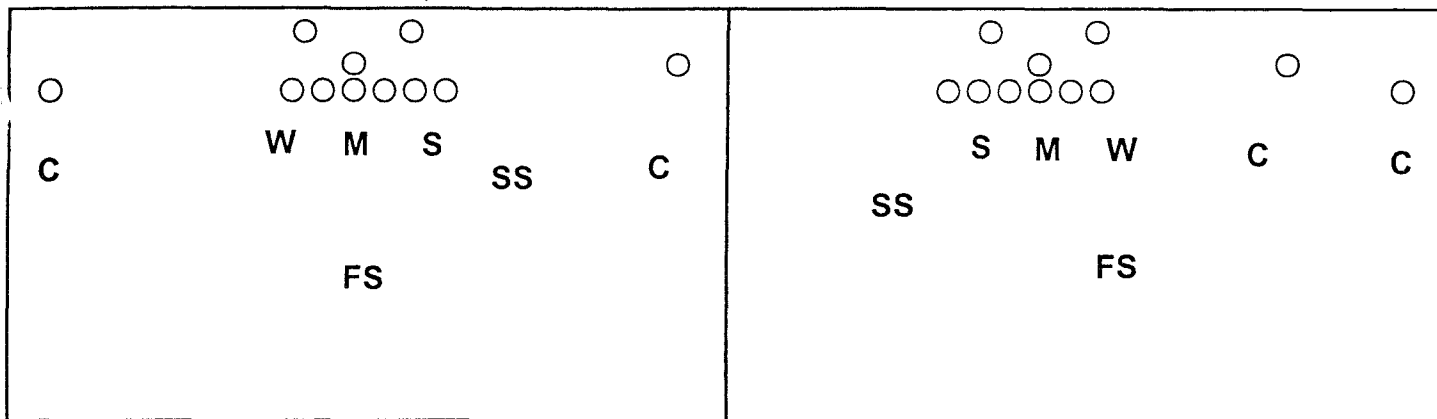
Position	Align	Run Responsibility	Pass Responsibility	Coaching Points
Right Corner	8 by 1yd to Bump over #1 (Split rules apply to off align inside or outside)	Run To: Secure man; Secondary support Run Away: Secure man; Insurance angle	M/M #1 Vs 2 back Slot or Trips – Corners Stay Left & Right	Key QB to WR (off Align) Play with leverage to split & field Know where help is!
Left Corner	Same as Above	Same as Above	Same as Above	Same as Above
Strong Safety	8 Shell vs 2 back Vs Ace - 10yds & triangle the set	Run To: Vs 2 back – primary read fill; Vs Ace back – Secondary contain Run Away: Deep Middle to cutback	Vs 2 Back or Ace Back: Cover the Slot WR M/M or Deep Middle Free	When Free lean on Speed! & Show up on run weak. Always play to help with outside leverage when M/M
Free Safety	8 Shell vs 2 back 5 by 1yd outside to bump on #2 vs Ace	Run To: Vs 2 back – primary read fill; Vs Ace back – secure man, secondary fill Run Away: Deep Middle to cutback; Vs Ace Secure man	Same as Above	Same as Above

Cover 10 Linebackers



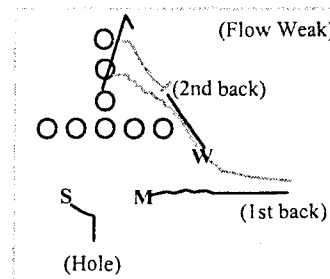
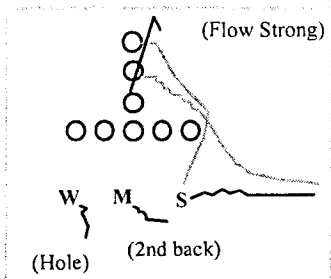
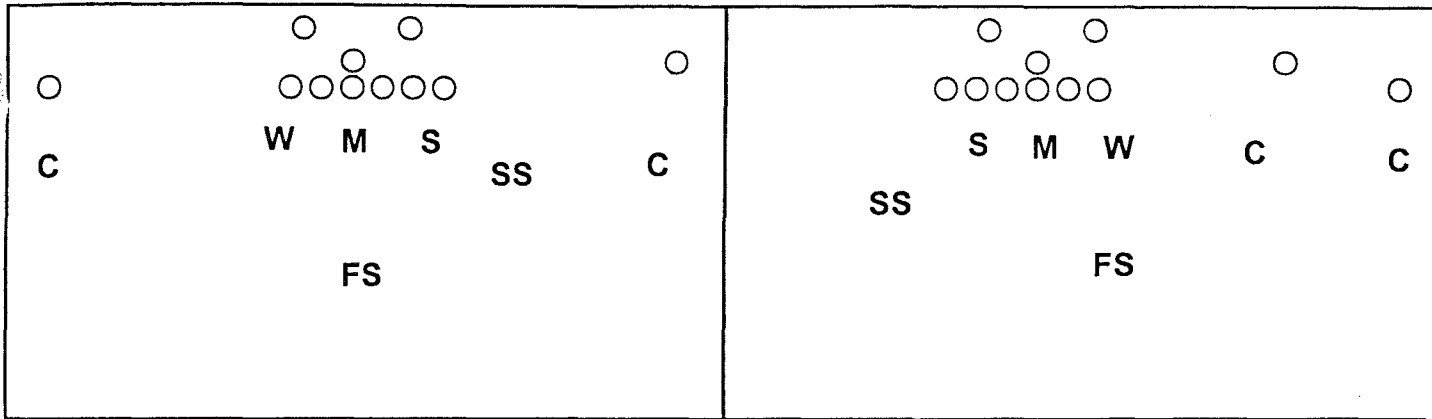
Position	Align	Pass Responsibility	Keys & Coaching Points
Sam	5 yds Bracket Back	Flow Strong: M/M 1 st Back out Flow Weak: Hole	
Will	5 yds Bracket Back	Flow Strong: Hole Flow Weak: M/M 1 st Back out	
Mac	5 yds Bracket Back	Flow Strong: M/M 2 nd Back out Flow Weak: M/M 2 nd Back out	

COVER 11 Secondary (9 Played Primarily to 2 Back Sets)



Position	Align	Run Responsibility	Pass Responsibility	Coaching Points
Right Corner	Same as Cover 10	Same as Cover 10	Same as Cover 10	Same as Cover 10
Left Corner	Same as Cover 10	Same as Cover 10	Same as Cover 10	Same as Cover 10
Strong Safety	5 by 1yd outside TE	Run To: Primary read fill Run Away: Secure man to cutback	M/M TE with outside leverage	Vs Drag Route carry and turn over to Low hole player & replace. Check cover 10 vs Ace Sting call to adjacent LB
Free Safety	10yds deep, triangle the set	Run To: Secure deep middle, secondary contain Run Away: Deep Middle to cutback	Deep Middle Free	Cheat to speed Read QB for 'Set & Transfer' Attack ball on throw! Check cover 10 vs Ace

COVER 11 Linebackers

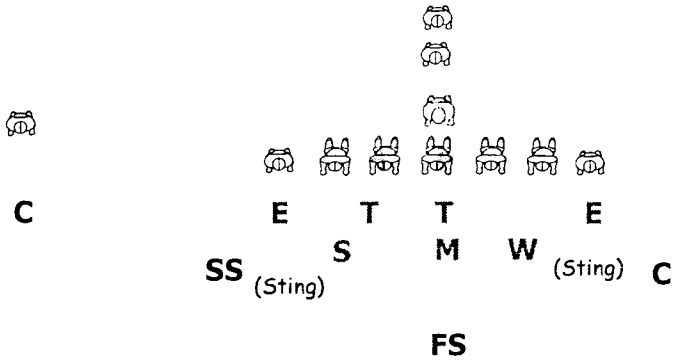


Position	Align	Pass Responsibility	Keys & Coaching Points
Sam	According to Front Called	<p>Flow Strong: 1st Back out</p> <p>Flow Weak: Hole</p> <p>Split Flow: M/M Strong Back</p>	<p>Possible Banjo with SS</p> <p>Can turn over crosser (Carry & replace)</p> <p>As Hole player: Be alert for Crossers; Primary focus must be on QB to get break on ball.</p> <p>Check Cover 10 vs Ace</p>
Will	According to Front Called	<p>Flow Strong: Hole</p> <p>Flow Weak: 1st Back out</p> <p>Split Flow: M/M Weak Back</p>	<p>Can turn over crosser (Carry & replace)</p> <p>As Hole player: Be alert for Crossers; Primary focus must be on QB to get break on ball.</p> <p>Check Cover 10 vs Ace</p>
Mac	According to Front Called	<p>Flow Strong: 2nd Back out</p> <p>Flow Weak: 2nd Back out</p> <p>Split Flow: Hole</p>	<p>As Hole player: Be alert for Crossers; Primary focus must be on QB to get break on ball.</p> <p>Check Cover 10 vs Ace</p>

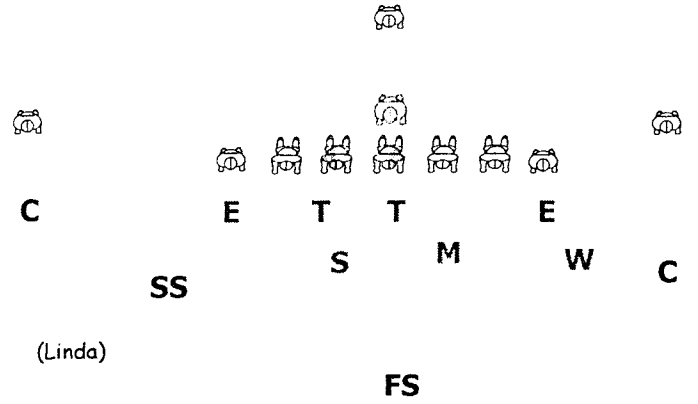
Cover 11 Adjustments

(Check 10 Vs. Ace Back Sets)

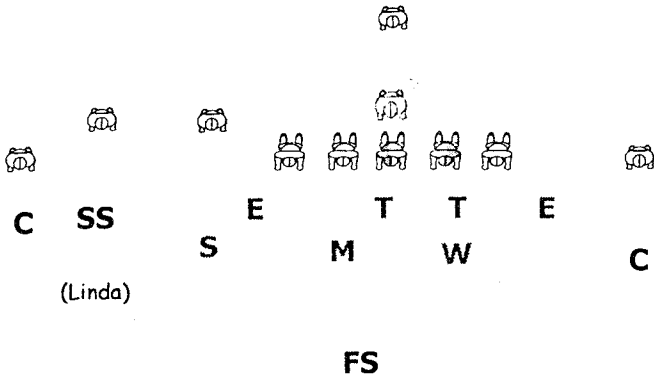
(vs ProT)



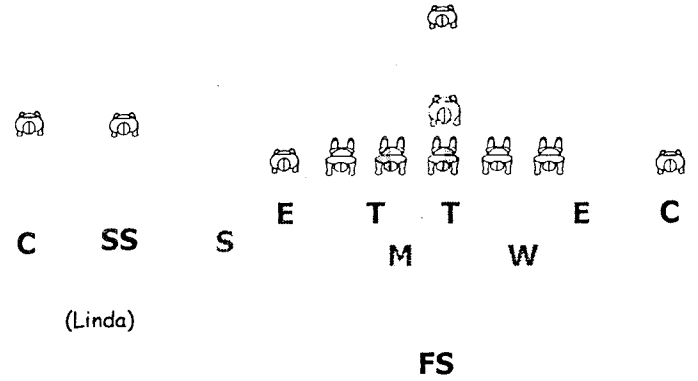
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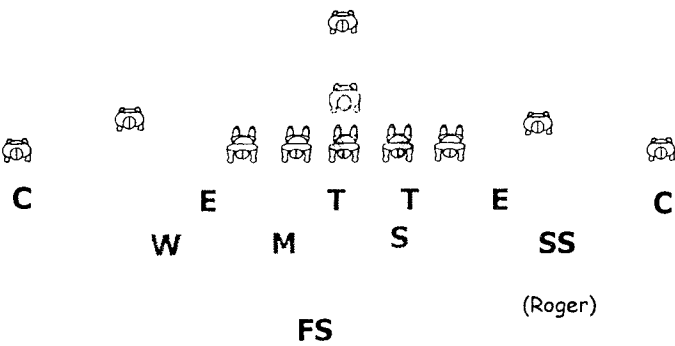
(vs Trio)



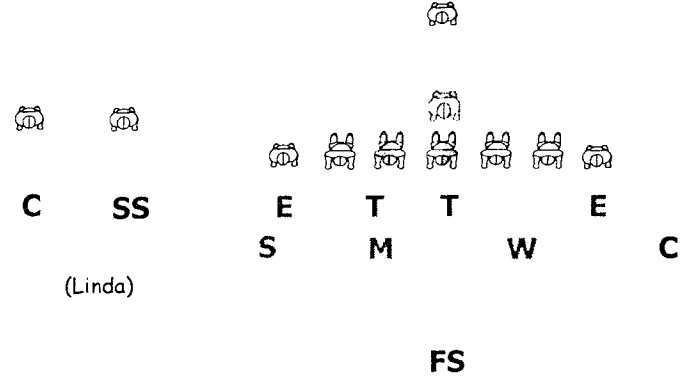
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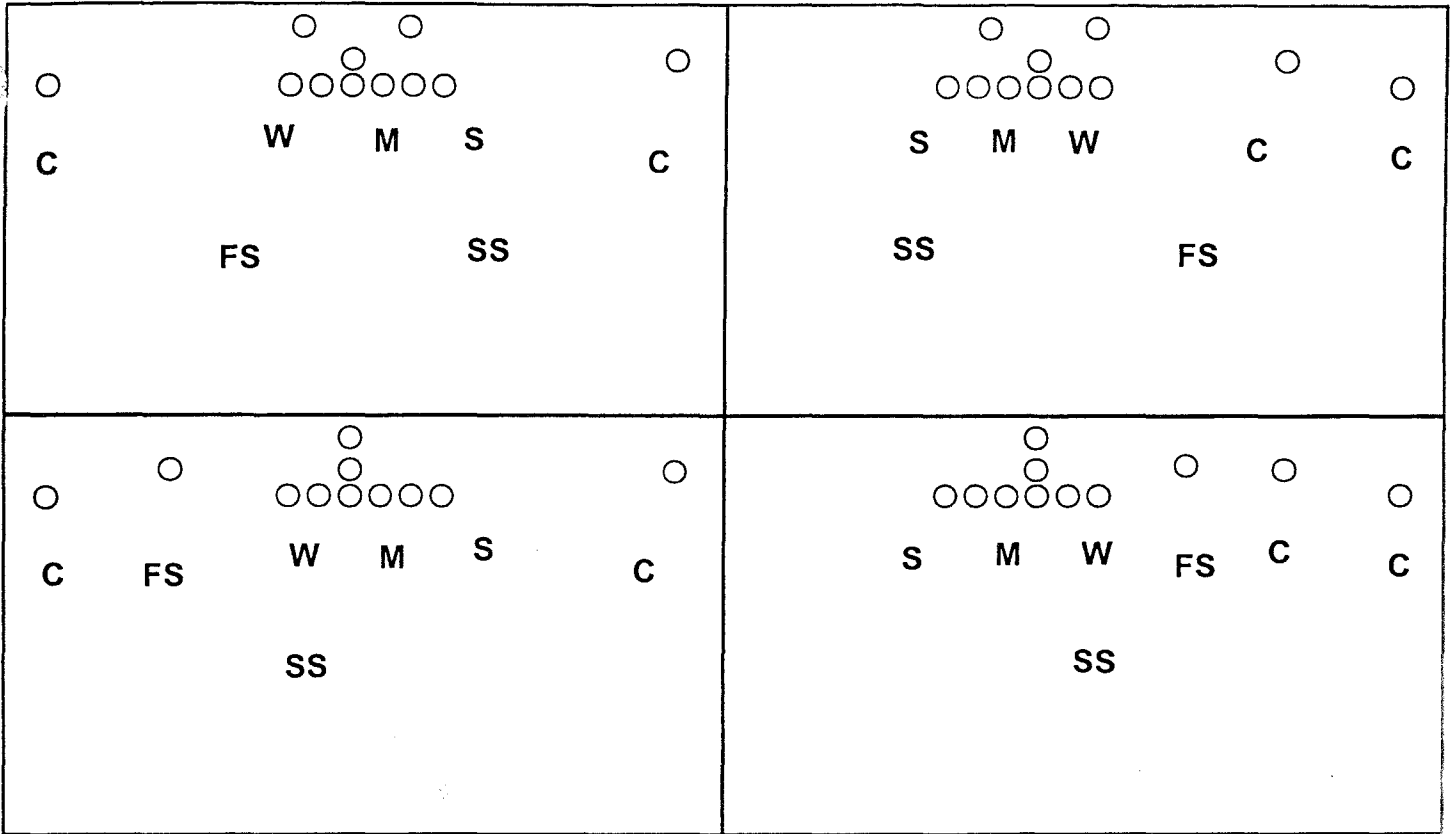
(vs Dual)



(vs Tex)

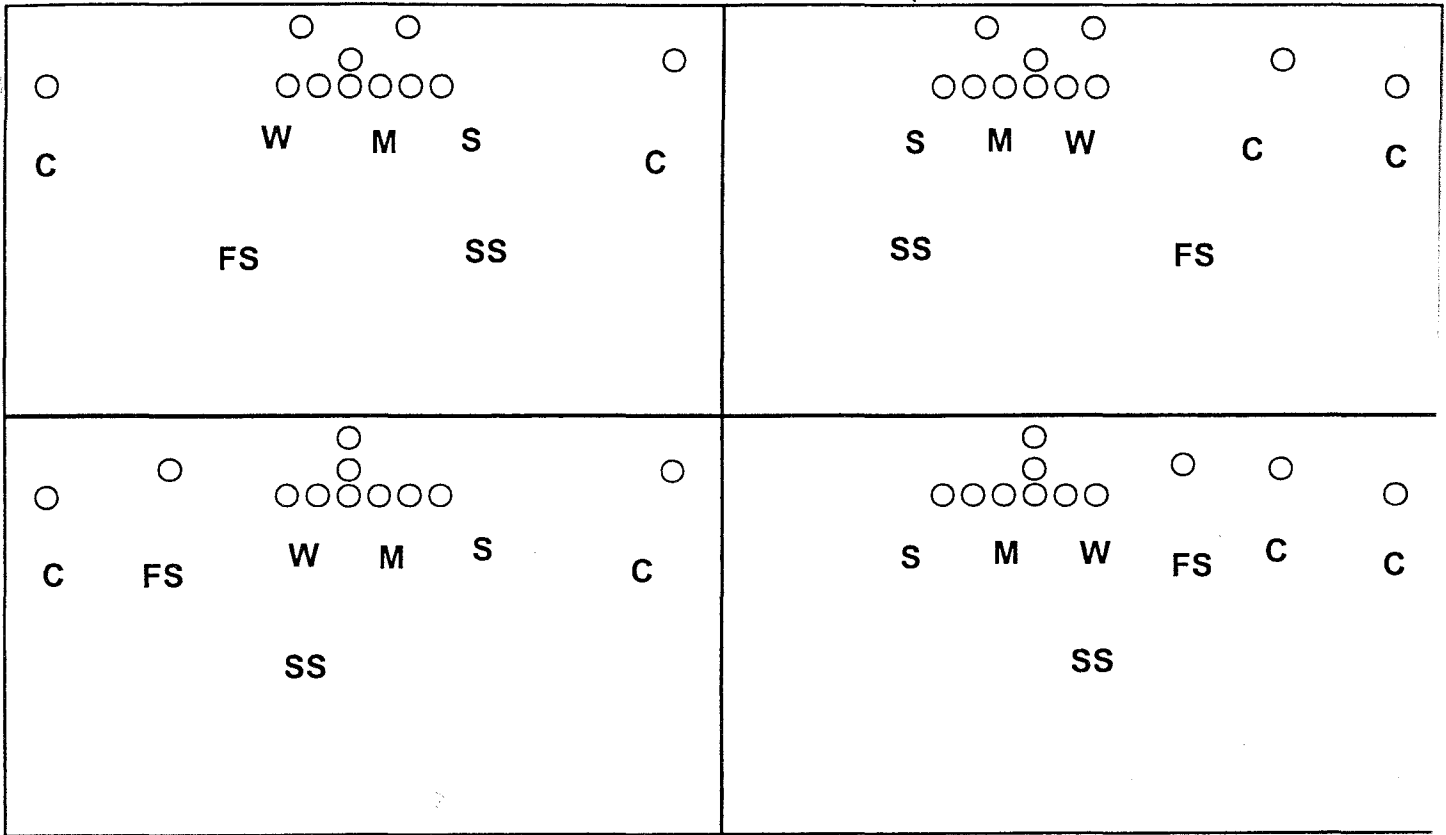


COVER 1 Secondary



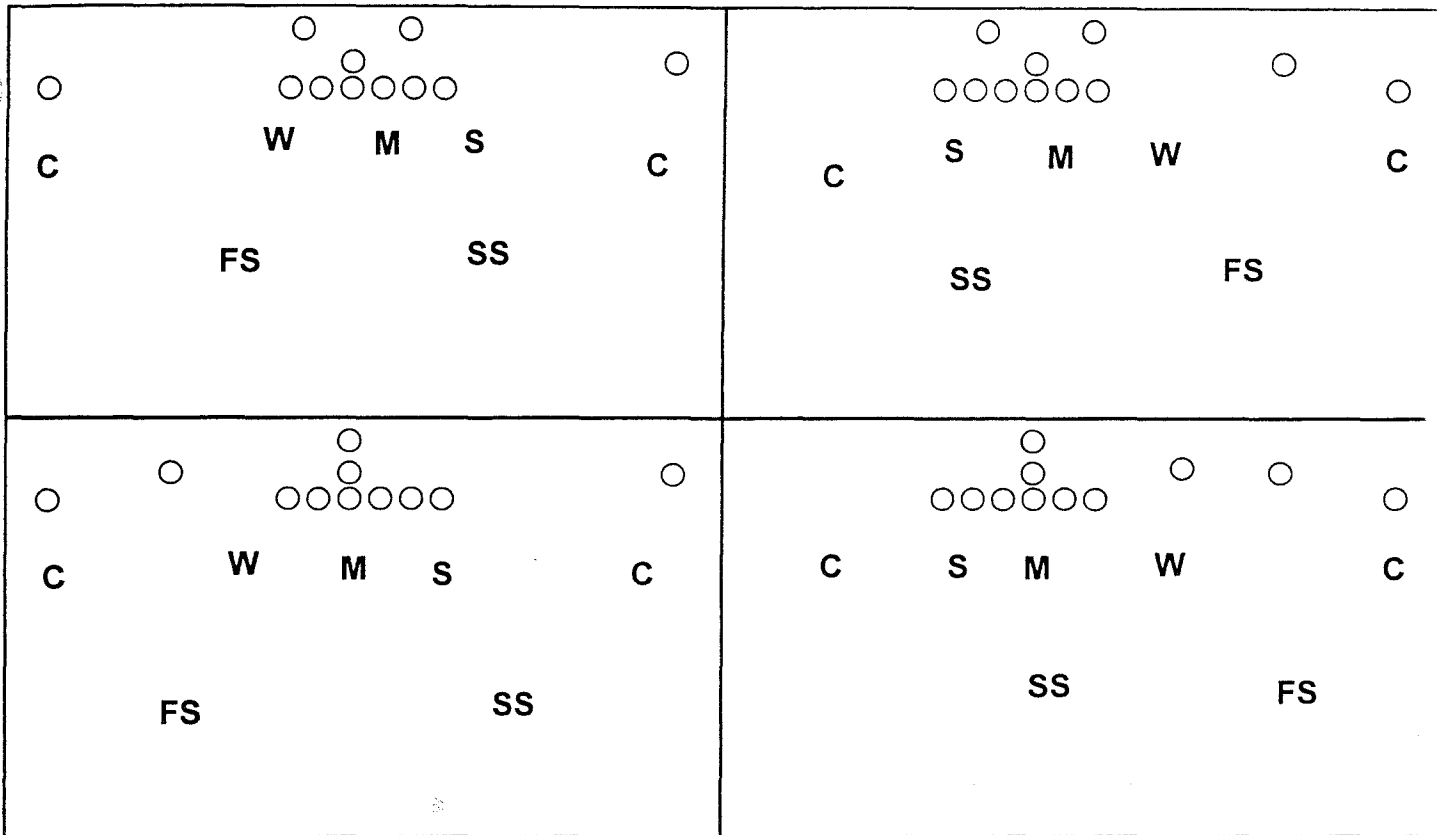
Position	Align	Run Responsibility	Pass Responsibility	Coaching Points
Right Corner	8 by 1yd to Bump over #1 (Inside)	Run To: Secure man; Secondary support Run Away: Secure man; Insurance angle	M/M #1 Vs 2 back Slot or Trips – M/M #2 inside	Key QB to WR (off Align) Know where help is! No low help but help Deep Middle
Left Corner	Same as Above	Same as Above	Same as Above	Same as Above
Strong Safety	8 Shell vs 2 back Vs Ace - 10yds & triangle the set	Run To: Vs 2 back – primary read fill; Vs Ace back – Secondary contain Run Away: Deep Middle to cutback	Vs 2 Back: Backfield set or flow will determine M/M on back or Deep Middle Free Vs Ace Back: Deep Middle	When Free lean on Speed! & Show up on run weak. Vs 2 back – must communicate with FS Coverage responsibility – ('You / Me' or Read) Pressure called could determine pass responsibility
Free Safety	8 Shell vs 2 back 5 by 1yd inside to bump on #2 vs Ace	Run To: Vs 2 back – primary read fill; Vs Ace back – secure man, secondary fill Run Away: Deep Middle to cutback; Vs Ace Secure man	Vs 2 Back: Backfield set or flow will determine M/M on back or Deep Middle Free Vs Ace Back: M/M #2 (M/M #3 vs Trips)	Vs 2 back – must communicate with SS Coverage responsibility – ('You / Me' or Read) Pressure called could determine pass responsibility

COVER 0 Secondary



Position	Align	Run Responsibility	Pass Responsibility	Coaching Points
Right Corner	8 by 1yd to Bump over #1 (Inside)	Run To: Secure man; Secondary support Run Away: Secure man; Insurance angle	M/M #1 Vs 2 back Slot or Trips – M/M #2 Inside	Key QB to WR (off Align) Expect Ball to be thrown quickly Blitz Coverage No Help Must secure threat inside and vertical
Left Corner	Same as Above	Same as Above	Same as Above	Same as Above
Strong Safety	5yds inside to Bump over responsibility	Run To: Secure threat - Fill Run Away: Secure threat to cutback	M/M TE or #2 Strong	Blitz Coverage No Help Must secure threat inside and vertical
Free Safety	Same as above	Same as above	Vs 2 Back: Offset Back or 1 st back to flow. Vs Ace Back: #2 or #3 to passing strength	Same as above

Cover 8 Man Secondary



Position	Align	Run Responsibility	Pass Responsibility	Coaching Points
Right Corner	8 by 1yd to Bump over #1 (Inside)	Run To: Secure man; Secondary support Run Away: Secure man; Insurance angle	M/M #1 Vs 2 back Slot or Trips – Corners stay Left & Right	Key QB to WR (off Align) Expect Ball to be thrown quickly Blitz Coverage No Help Must secure threat inside and vertical
Left Corner	Same as Above	Same as Above	Same as Above	Same as Above
Strong Safety	8yds inside to Catch over responsibility	Run To: Secure threat - Fill Run Away: Secure threat to cutback	Vs 2 Back: Offset Back or 1 st back to flow. Vs Ace Back: #2 or #3 to passing strength	Blitz Coverage No Help Must secure threat inside and vertical
Free Safety	Same as above	Same as above	Same as above	Same as above

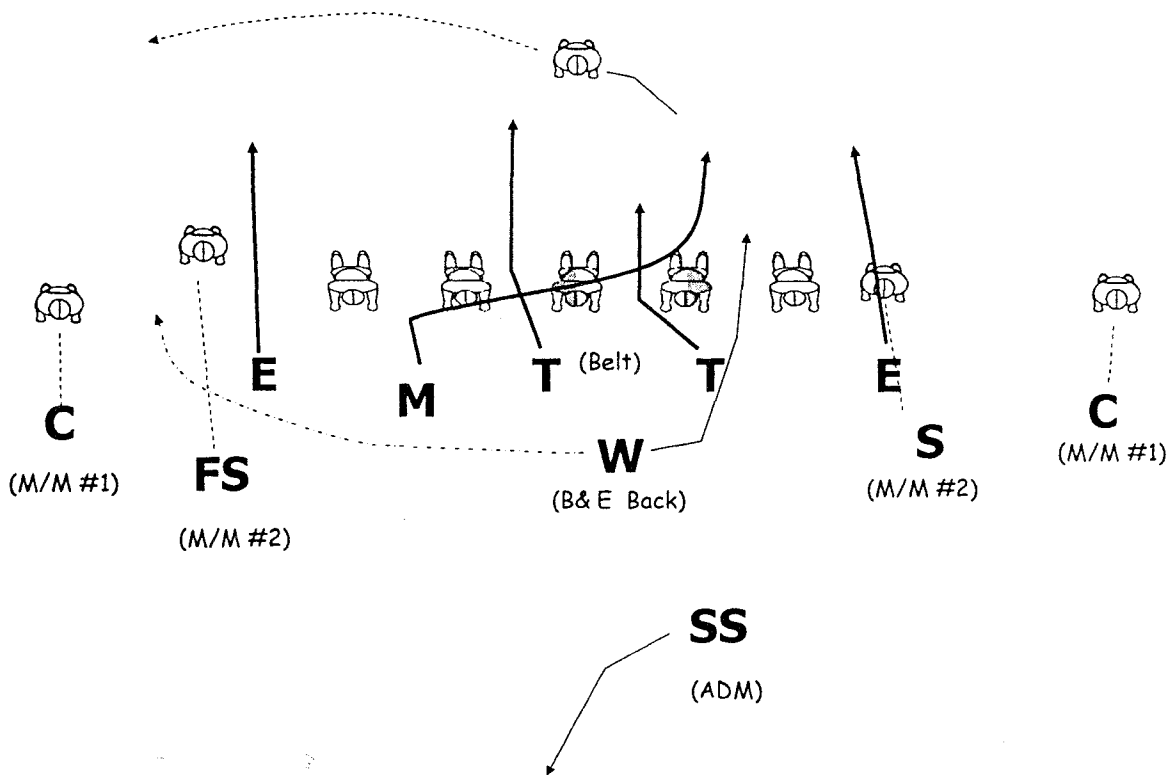
OSU DEFENSE



2002

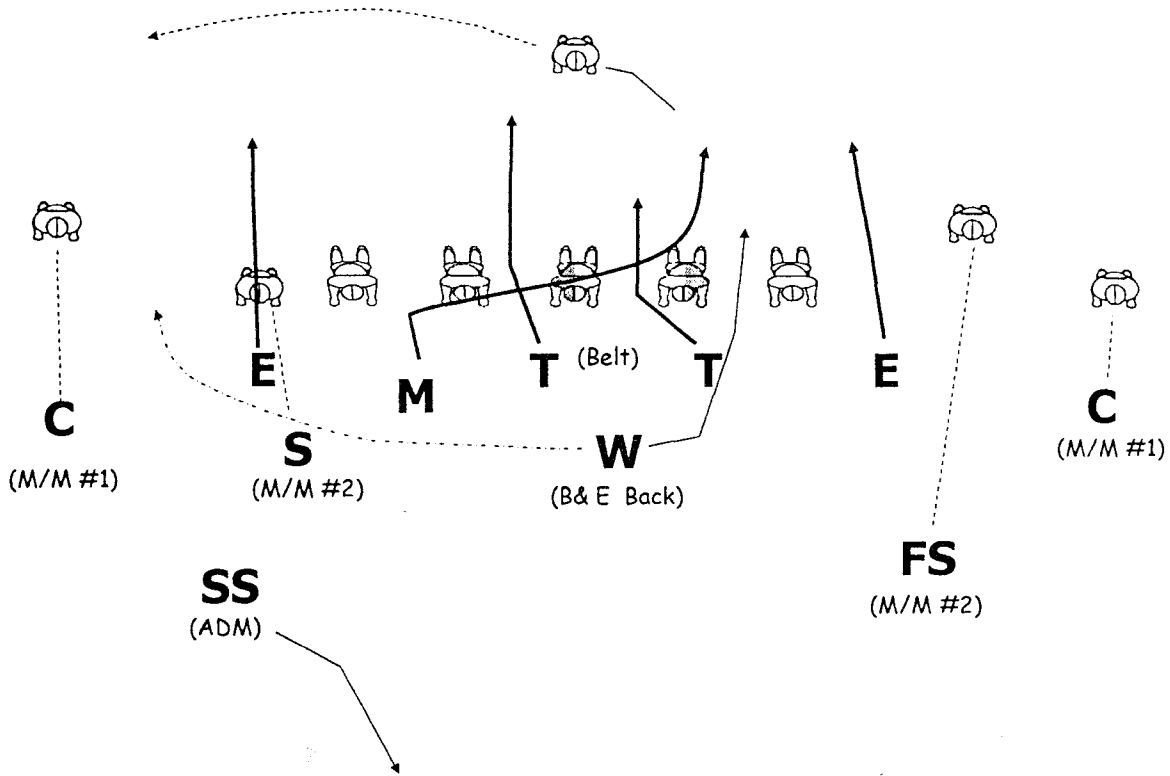
Pressure
Dogs

Strong Mug Mac Belt 1 (Mac Dog with a Belt Stunt)



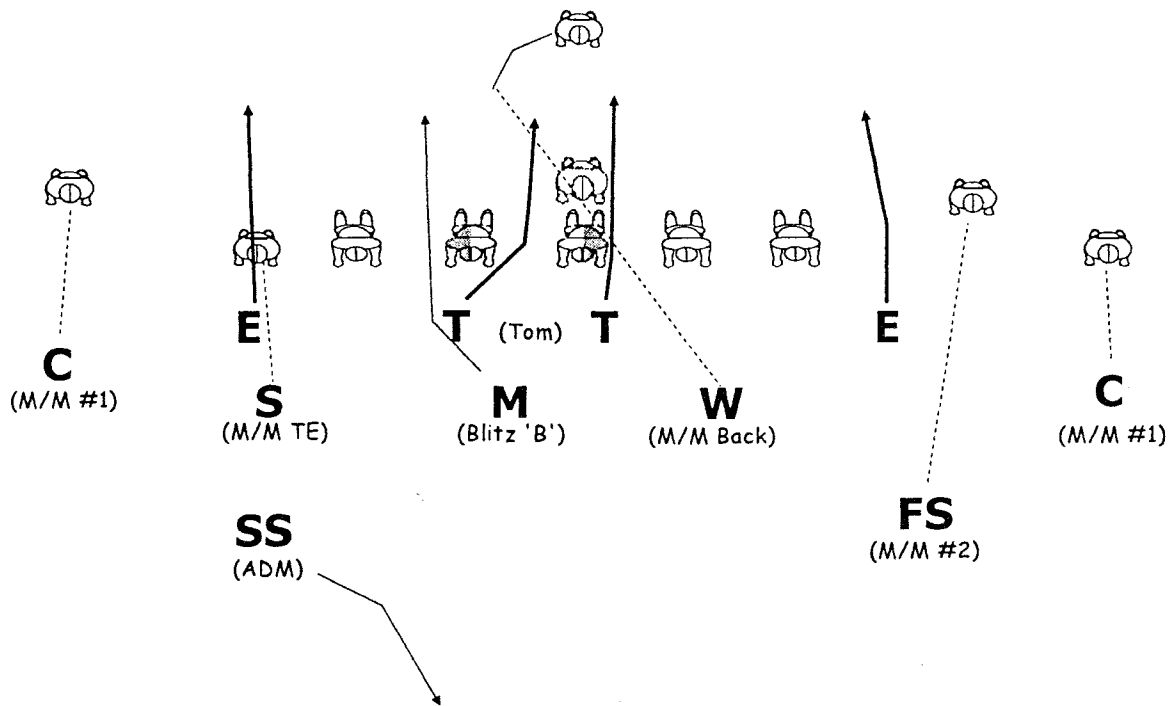
Position	Responsibility	Coaching Points
Strong End	6 to Outlaw. Vs Pass Contain Rush	Expect Flush by QB.
Weak End	6 to Outlaw. Pass Contain Rush	Expect Flush by QB
Shade Tackle	'A' Gap Strong. Vs Pass – Inside Rusher	Get Vertical through 'A' on snap
2'O' Tackle	'A' Gap Weak. Vs Pass – Inside Rusher	Get Vertical through 'A' on snap
Sam	M/M 1 st back strong / 2 nd back weak	Vs Ace – M/M TE
Will	M/M 1st back weak / 2nd back strong	Vs Ace – M/M remaining back
Mac	Belt Stunt – Wrap Strong	Step to get OG to fan – sell up field move.
Strong Corner	Cover 1	
Weak Corner	Cover 1	
Strong Safety	Cover 1	Cover 10 Concepts for cover down
Free Safety	Cover 1	Cover 10 Concepts for cover down

Weak Mug Mac Belt 1 (Mac Dog with a Belt Stunt)



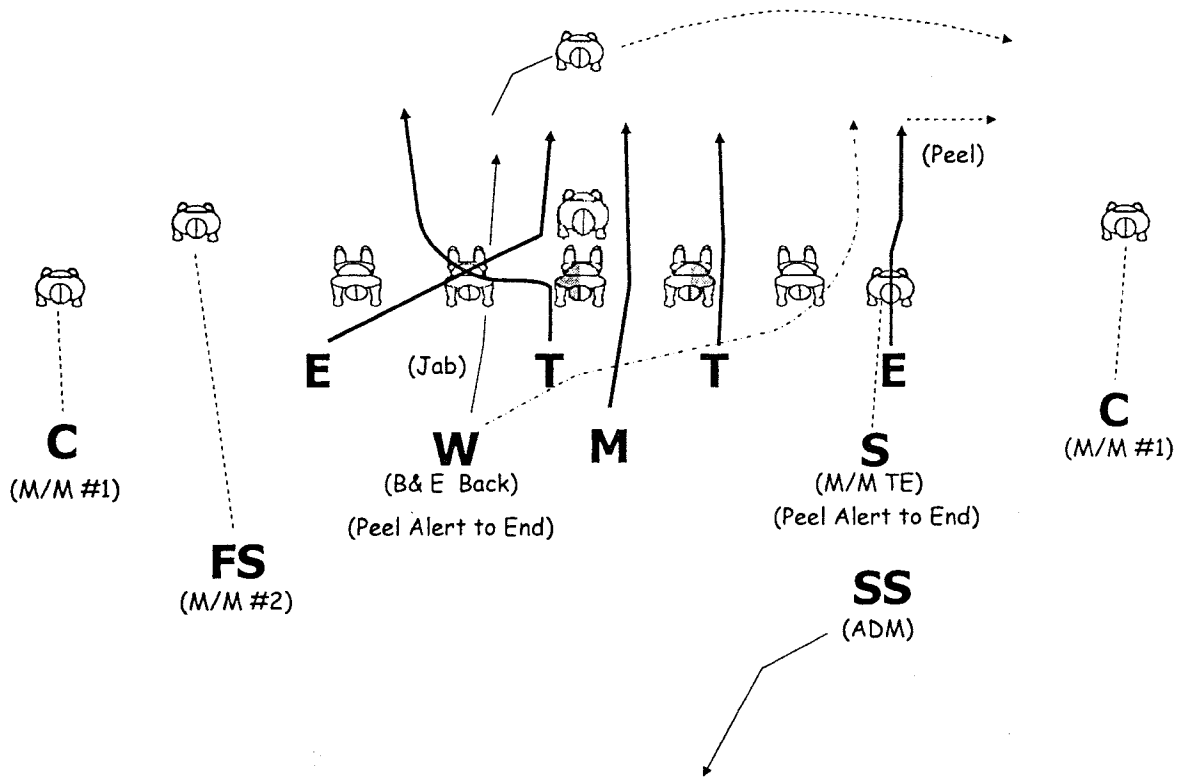
Position	Responsibility	Coaching Points
Strong End	6 to Outlaw. Vs Pass Contain Rush	Expect Flush by QB.
Weak End	6 to Outlaw. Pass Contain Rush	Expect Flush by QB
Shade Tackle	'A' Gap Weak. Vs Pass – Inside Rusher	Get Vertical through 'A' on snap
2'O' Tackle	'A' Strong. Vs Pass – Inside Rusher	Get Vertical through 'A' on snap
Sam	M/M 1 st back strong / 2 nd back weak	Vs Ace – M/M TE
Will	M/M 1st back weak / 2nd back strong	Vs Ace – M/M remaining back
Mac	Belt Stunt – Wrap Weak	Step to get OG to fan – sell upfield move.
Strong Corner	Cover 1	
Weak Corner	Cover 1	
Strong Safety	Cover 1	Cover 10 Concepts for cover down
Free Safety	Cover 1	Cover 10 Concepts for cover down

Base Tom Mac Dog 1 (Mac Dog with a Tom Stunt)



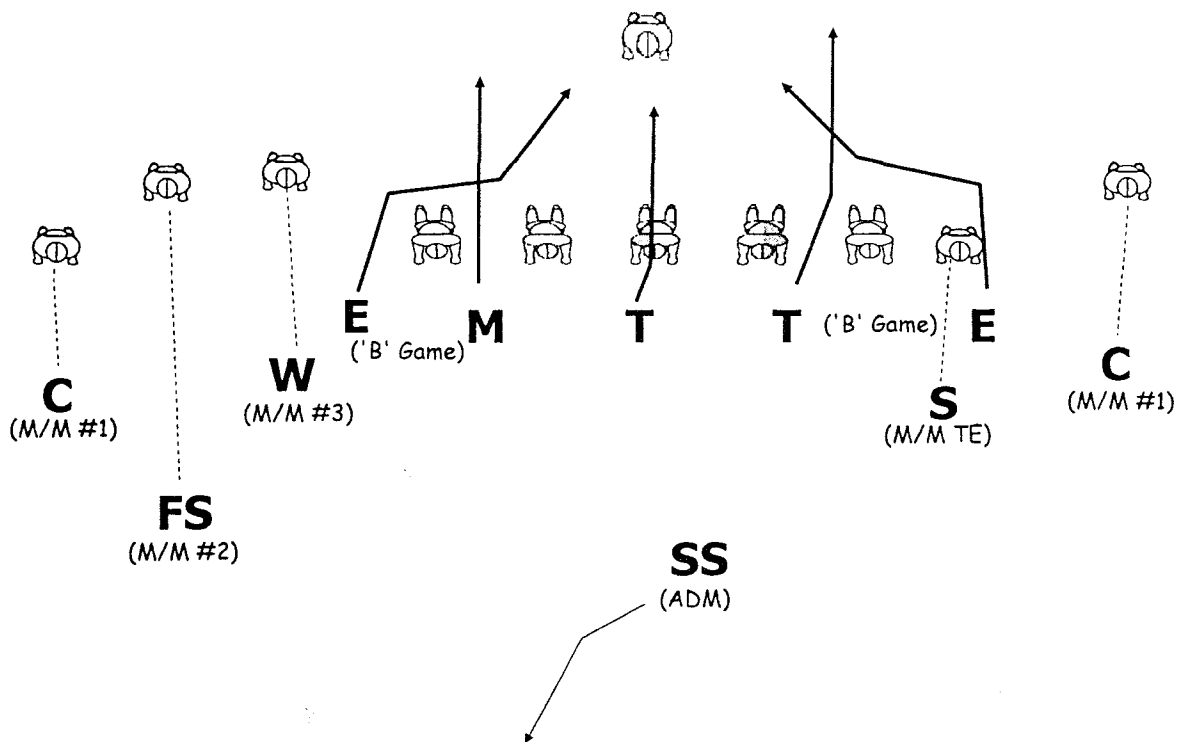
Position	Responsibility	Coaching Points
Strong End	6 to Outlaw. Vs Pass Contain Rush	Expect Flush by QB.
Weak End	4'O' to Outlaw. Vs Pass Contain Rush	Same as Above
Shade Tackle	'A' to 'X'	
2'O' Tackle	Tom to 'X'	
Sam	M/M 1 st back strong / 2 nd back weak	Vs Ace – M/M TE
Will	M/M 1st back weak / 2nd back strong	Vs Ace – M/M remaining back
Mac	Blitz 'B' Gap to flow	Possible 'B' Gap weak (game plan)
Strong Corner	Cover 1	No low hole help. Help Area deep middle
Weak Corner	Same as above	Same as above
Strong Safety	Cover 1	Could use Cover 10 or 11 concepts vs two backs
Free Safety	Cover 1	

Strong Mac Jab (Strong Mac Dog with Jab Stunt)



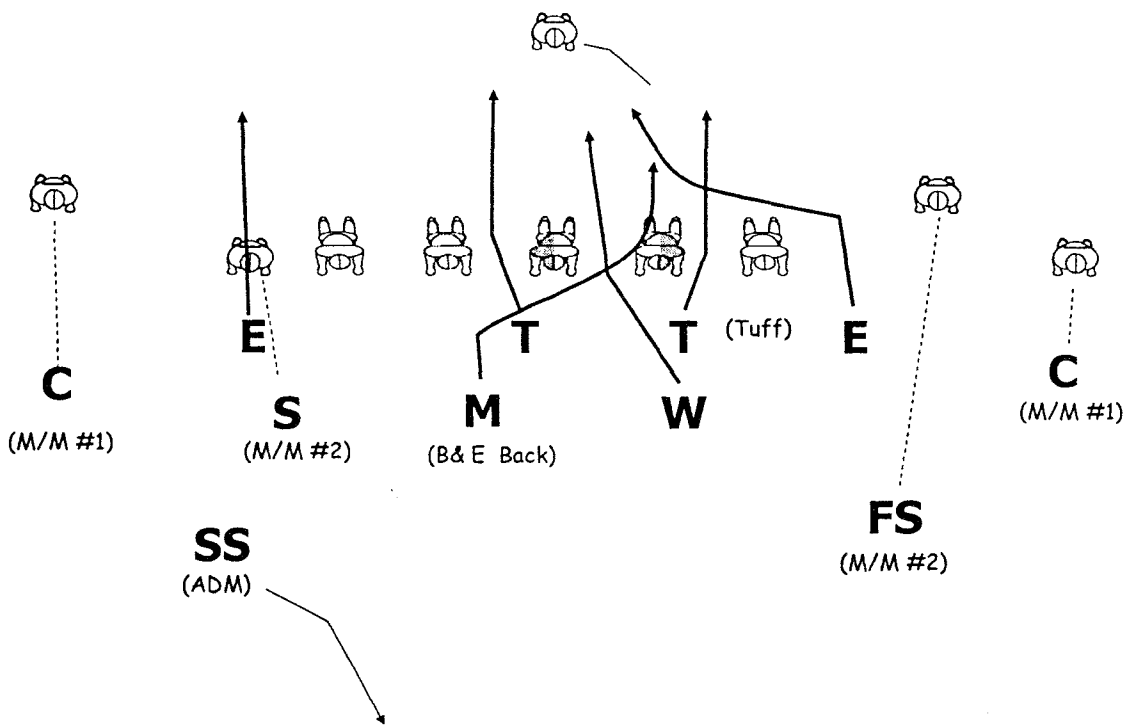
Position	Responsibility	Coaching Points
Strong End	Get vertical.	'C' Gap vs Run; Contain vs Pass. Possible Peel with Will Backer.
Weak End	'Jab' Stunt – Vs Pass Inside Rusher	
Shade Tackle	'Jab' Stunt – Vs Pass Contain Rush	
2'O' Tackle	Get vertical in 'B' gap	
Sam	M/M 1 st back strong / 2 nd back weak	Vs Ace – M/M TE
Will	M/M 1 st back weak / 2 nd back strong	Vs Ace – M/M remaining back
Mac	Blitz Strong 'A'	
Strong Corner	Cover 1	
Weak Corner	Cover 1	
Strong Safety	Cover 1	Cover 10 Concepts for cover down
Free Safety	Cover 1	Cover 10 Concepts for cover down

Strong Mob (Strong Mac Dog with 'B' Game)



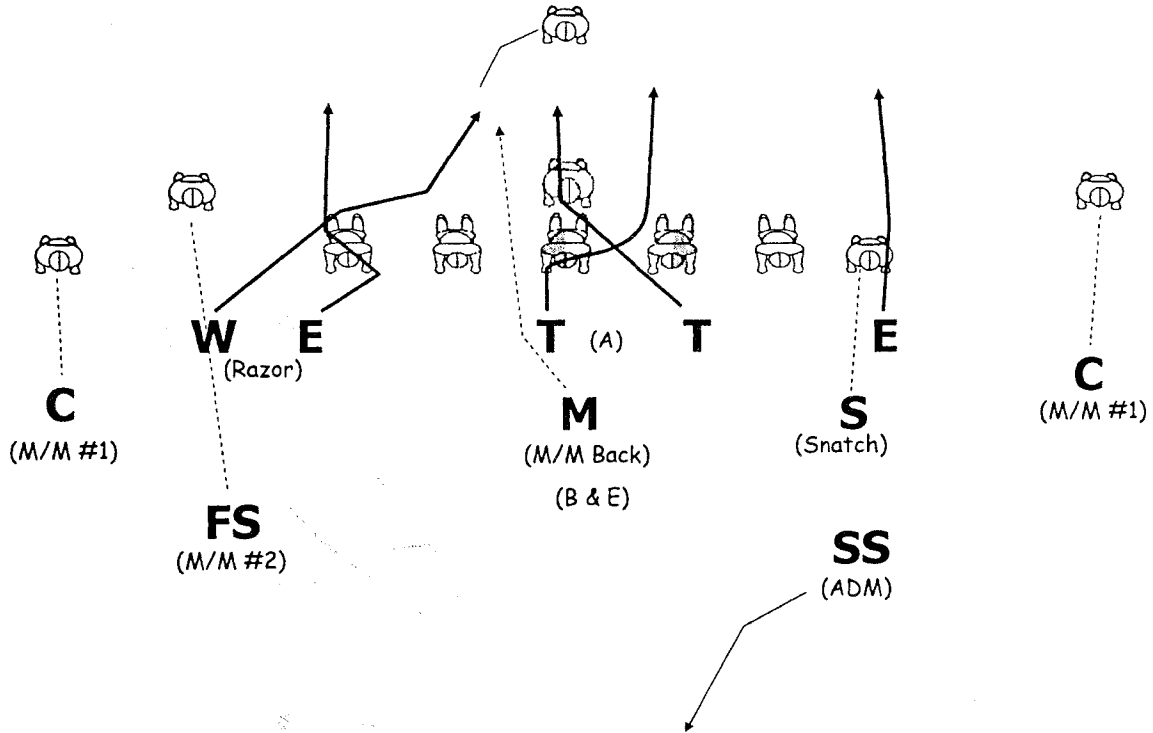
Position	Responsibility	Coaching Points
Strong End	6 to Outlaw. 'B' Game with 'T'	
Weak End	'B' game with Mac	Maintain width with align See hip of tackle to determine stunt First step must be up field – get Mac home
Shade Tackle	Bull Rush Center	
2'O' Tackle	'B' Game	
Sam	M/M 1 st back strong / 2 nd back weak	Vs Ace – M/M TE
Will	M/M 1st back weak / 2nd back strong	Vs Ace – M/M remaining back
Mac	'B' game with DE	
Strong Corner	Cover 1	
Weak Corner	Cover 1	
Strong Safety	Cover 1	Cover 10 Concepts for cover down
Free Safety	Cover 1	Cover 10 Concepts for cover down

Weak Will Dog 1



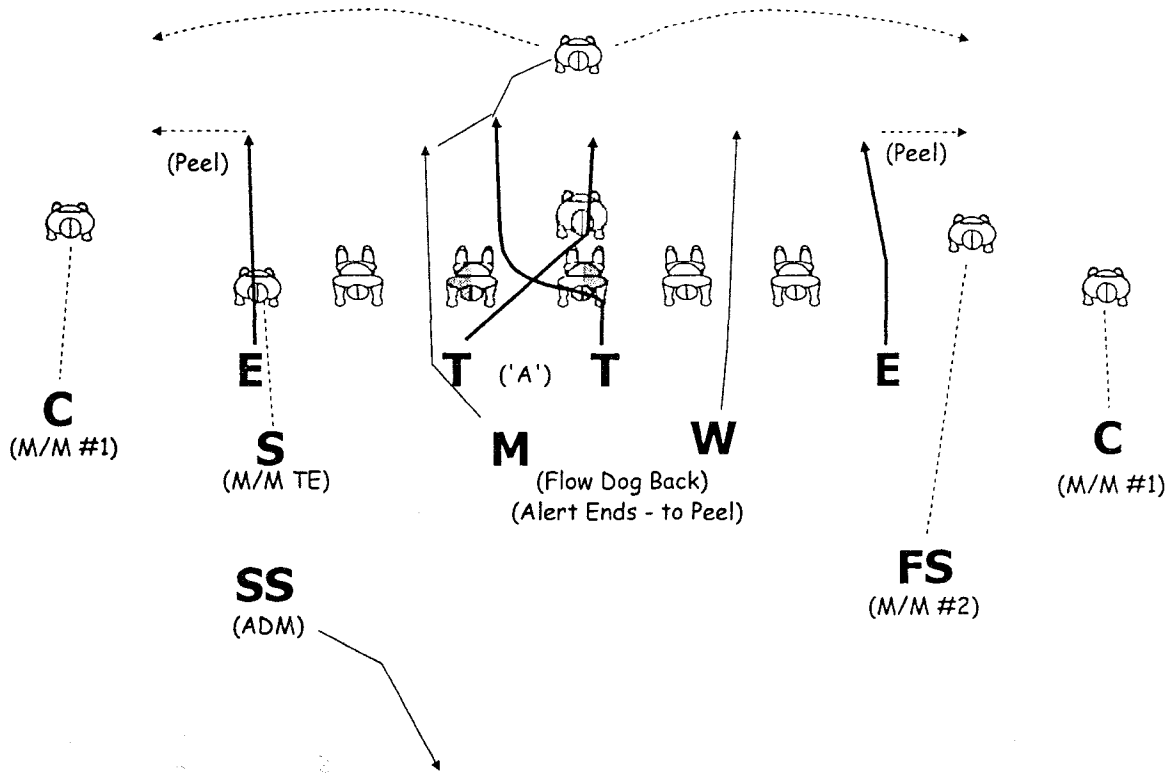
Position	Responsibility	Coaching Points
Strong End	6 to Outlaw. Force. Vs. Pass Contain Rush	Expect Flush by QB Contain !!!!!
Weak End	Tuff Stunt with DT	Get Vertical on snap Don't tighten your alignment
Shade Tackle	Strong 'A' Gap vs. Pass Inside Rush Lane	Turn Shoulder get vertical
2'O' Tackle	Tuff Stunt with DE	Get Vertical on snap
Sam	M/M 1st back strong / 2nd back weak	-Snug -Vs Ace – M/M TE
Will	Blitz Weak "A" Gap	Hit From Depth
Mac	M/M 1st back weak / 2nd back strong	Vs Ace – M/M remaining back
Strong Corner	Cover 1	No low hole help. Help Area deep middle
Weak Corner	Same as above	Same as above
Strong Safety	Cover 1	Could use Cover 10 or 11 concepts vs two backs
Free Safety	Cover 1	

Base Rat (Strong Will Dog with Razor and A Stunt)



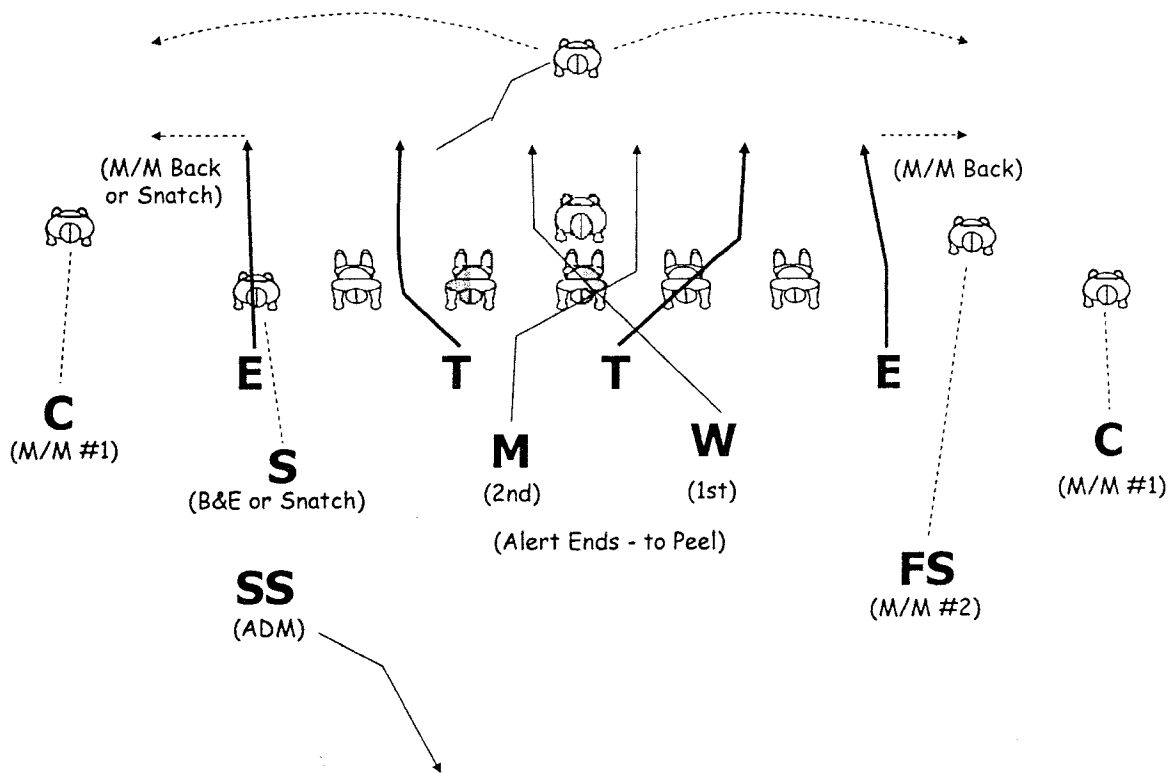
Position	Responsibility	Coaching Points
Strong End	- Outside Rusher Contain	- Expect Flush by QB
Weak End	- Razor Stunt Outside Contain	- Cancel 'B' Gap vs run; Contain Rusher vs Pass
Shade Tackle	'A'	Cancel 'A' vs run; Pass 'X' game
2'O' Tackle	Tom	Cancel 'A' vs run; Pass 'X' game
Sam	M/M 1st back strong / 2nd back weak	-Snug - Possible Snatch
Will	Razor Stunt W/ End	-Get Off Attack Aiming Point -Make it Physical -Inside Pass Rusher
Mac	M/M 1st back weak / 2nd back strong	Vs Ace – M/M remaining back
Strong Corner	Cover 1	No low hole help. Help Area deep middle
Weak Corner	Same as above	Same as above
Strong Safety	Cover 1	Could use Cover 10 or 11 concepts vs two backs
Free Safety	Cover 1	

Base Read Dog 1 (Flow Pressure with Peel Alert to both Ends)



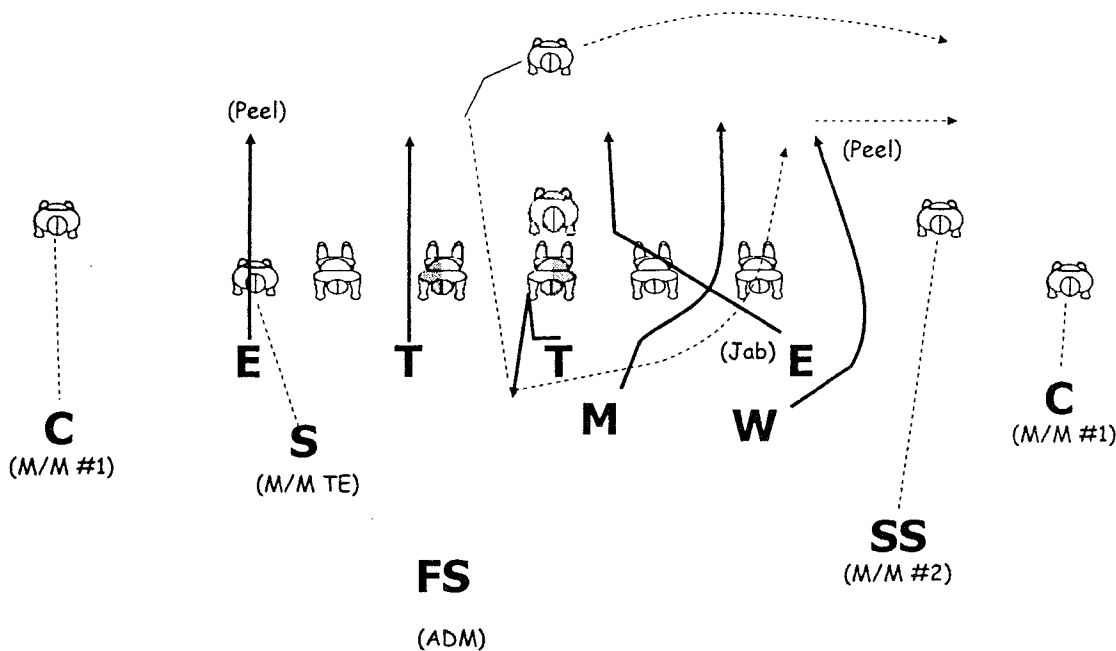
Position	Responsibility	Coaching Points
Strong End	6 to Outlaw. Vs Pass Contain Rush & Peel	Expect Flush by QB. Must cover back on Swing
Weak End	4'O' to Outlaw. Vs Pass Contain Rush & Peel	Same as Above
Shade Tackle	'A' to 'X'	
2'O' Tackle	Tom to 'X'	
Sam	M/M TE	Vs two backs possible Cover 11 Concepts.
Will	'B' gap blitz.	Back to you – M/M unless swing by back then replace Peel, contain rush.
Mac	Same as above	Same as above
Strong Corner	Cover 1	
Weak Corner	Cover 1	
Strong Safety	Cover 1	Cover 10 Concepts for cover down
Free Safety	Cover 1	Cover 10 Concepts for cover down

Base Bam Latch 1 (Peel Alert to both Ends)



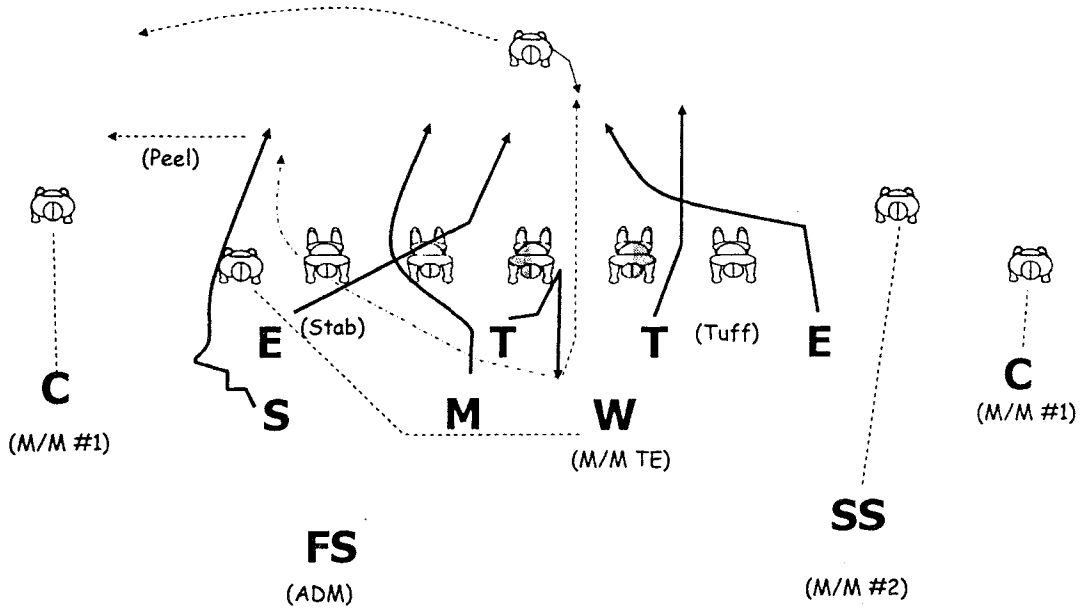
Position	Responsibility	Coaching Points
Strong End	Get Vertical on snap. M/M back to you	Spy Back – No back free pass rush
Weak End	Get Vertical on snap. M/M back to you	Spy Back – No back free pass rush
Shade Tackle	'B' Gap Vertical	Contain
2'O' Tackle	'B' Gap Vertical	Contain
Sam	M/M 1st back strong / 2nd back weak	Vs. Ace – Latch Call to End vs TE
Will	Blitz Strong Side " A "	Cross Stunt W/ Mac – Your 1 st Might need to cheat alignment up
Mac	Blitz Weak Side " A "	Cross Stunt W/ Will – Your 2 nd Be Patient – No need to cheat up
Strong Corner	Cover 1	No low hole help. Help Area deep middle
Weak Corner	Same as above	Same as above
Strong Safety	Cover 1	Could use Cover 10 or 11 concepts vs two backs
Free Safety	Cover 1	

Strong Lion Nose 1 (Open Side Cat)



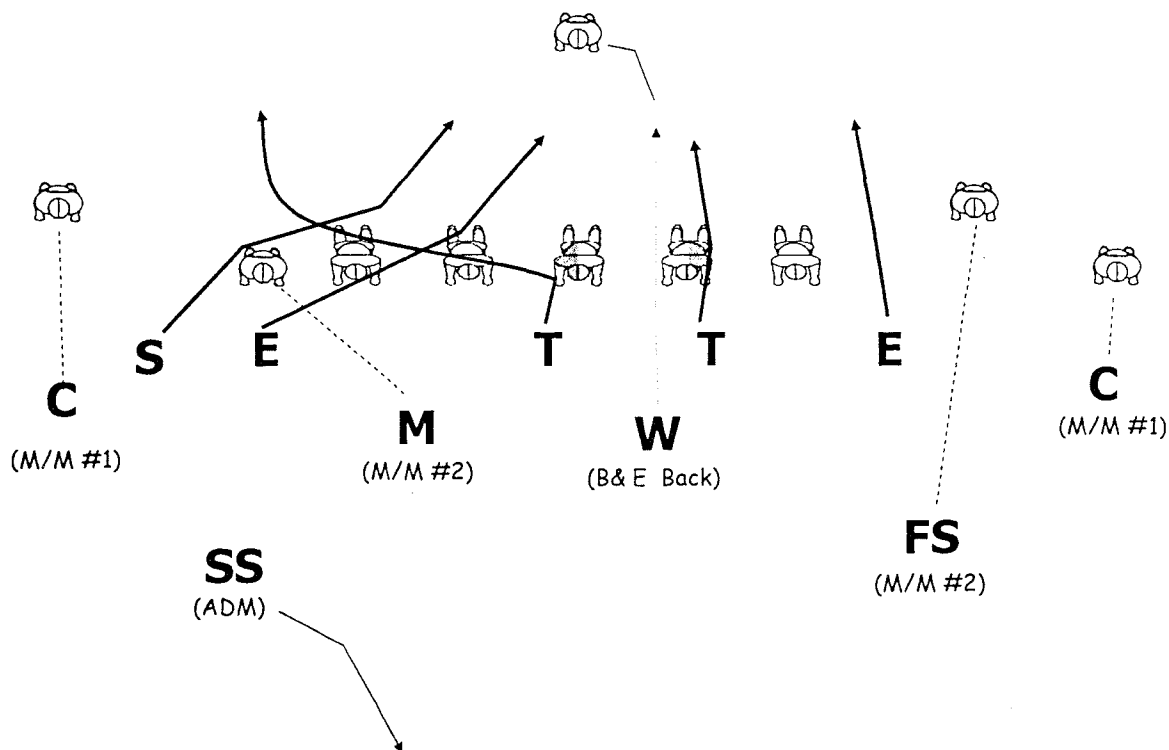
Position	Responsibility	Coaching Points
Strong End	Align 6 – Echo Force	Contain Pass Rush – expect flush to you Peel Alert – M/M Back vs Swing
Weak End	Align 4'O' – vs Run: 'A' gap. Vs Pass weak inside Pass Rusher	Execute Jab – Cross face of all blockers
Shade Tackle	Align Shade – Vs Run: Strong 'A'. Vs Pass M/M remaining back	Execute Stump to Strong 'A' Vision Back vs Pass Vs swing by Back – replace Peel by Will or SE
2'O' Tackle	Align 2'O' – Vs Run: 'B' gap. Vs Pass: strong inside pass rusher	Get vertical on Snap
Sam	Vs 2 Backs: M/M first back Out; Vs Ace M/M TE.	B&E the back. Fill to back vs run
Will	Contain	Peel alert with Nose. Cover Back on Swing
Mac	'B' gap weak	Hit on snap. Allow DE to execute Jab.
Left Corner	Cover 1	No low hole help. Help Area deep middle
Weak Corner	Same as above	Same as above
Strong Safety	Cover 1	Could use Cover 10 or 11 concepts vs two backs
Free Safety	Cover 1	

Under Tiger Nose 1 (Tight Side Cat)



Position	Responsibility	Coaching Points
Under Tiger Strong End Nose 1	Align 6'1" – vs Run: 'A' gap. Vs Pass strong inside Pass Rusher	Execute Stab – Cross face of all blockers
Weak End	Align 6 – vs Run Echo Force. Vs Pass – Contain Rush	Peel vs Swing by Back
Shade Tackle	Align Shade Vs Run: Weak 'A'. Vs Pass M/M remaining back	Execute Stump to Weak 'A' Vision Back vs Pass Vs swing by Back replace Peel by Sam or DE
2'O' Tackle	Align 2'O' – Vs Run: 'B' gap. Vs Pass: Weak inside pass rusher	Get vertical on Snap
Sam	Contain Blitz	Peel alert with Will. Cover Back on Swing
Will	M/M Last back Out	B&E the back. Alert peel with Sam. Replace on swing weak.
Mac	'B' gap strong	Hit on snap. Allow DE to execute Stab.
Left Corner	Cover 1	No low hole help. Help Area deep middle
Weak Corner	Same as above	Same as above
Strong Safety	Cover 1	Could use Cover 10 or 11 concepts vs two backs
Free Safety	Cover 1	

Weak Stab Sam Dog 1 (Sam Dog with a Stab Stunt)



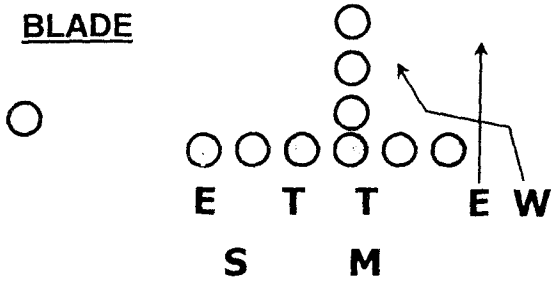
Position	Responsibility	Coaching Points
Strong End	Stab	- 6i on TE - Turn shoulder and Go
Weak End	Contain Speed Rusher	-Contain - Expect Flush of QB
Shade Tackle	-Get Vertical in 'B' Gap - Inside Rusher	-Get Vertical / work Counter - 1on1 W/ Guard
2'O' Tackle	-Attack Ctr. Wrap Late - Contain Rusher	-Cancel 'A' Gap 1 st - Late Contain
Sam	Contain Blitz Strong	- 2 way go on blocks by a back
Will	M/M 1st back weak / 2nd back strong	Vs Ace – M/M remaining back
Mac	M/M 1st back strong / 2nd back weak	Vs Ace – M/M TE Disguise – Move Late when covering TE
Strong Corner	Cover 1	No low hole help. Help Area deep middle
Weak Corner	Same as above	Same as above
Strong Safety	Cover 1	Could use Cover 10 or 11 concepts vs two backs
Free Safety	Cover 1	

Dogs - 5 Man Pressure

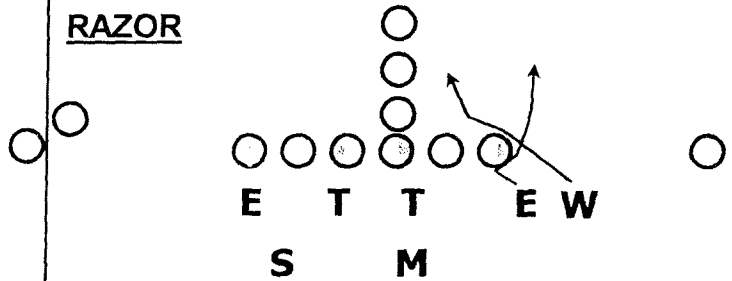
<p>Strong Mac Dog</p>	<p>Over Jab Will Dog</p>
<p>All Dogs - coverage backers will blitz their back All Dogs can be ran with zone cover (voiding a zone)</p>	
<p>Coaching Points: Mac: Don't give Dog away - slightly cheat depth Sam: #3 Strong Will: #2 Weak - Ends: Echo Force</p>	<p>Coaching Points: Will: Bronco force vs run; Reckless vs pass Sam: #3 Strong Mac: #2 Weak, #4 Strong Strong End: Echo force</p>
<p>Over Razor Will Dog</p>	<p>Over Rat (Razor with 'A' game)</p>
<p>Coaching Points: Will & Weak End: Razor Sam: #3 Mac: #2 Weak, #4 Strong</p>	<p>Coaching Points: Will & Weak End: Razor Sam: #3 Mac: #2 Weak, #4 Strong</p>
<p>Strong Mac Tom Dog</p>	<p>Strong Will Dog</p>
<p>Coaching Points: Mac: Strong 'B' Gap 2 'O' Tackle - Tom</p>	<p>Coaching Points: Sam: #3 Strong Mac: #2 Weak, #4 Strong Def Ends: Bazooka force</p>
<p>Strong Mac Slow Dog</p>	<p>Under Will Dog (possible 'A' game)</p>
<p>Coaching Points: Mac: Delay fake drop Sam: #3 Strong Will: #2 Weak Def Ends: Echo force</p>	<p>Coaching Points: Sam: #3 Strong - Bronco Force Mac: #2 Weak, #4 Strong</p>

Dogs (Cont)

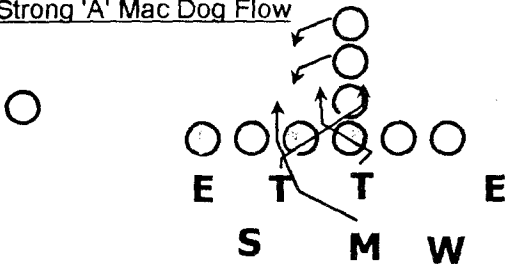
BLADE



RAZOR



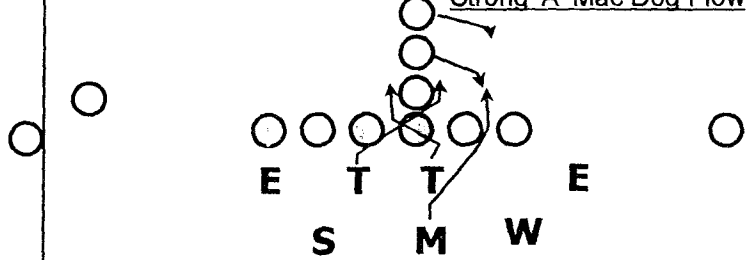
Strong 'A' Mac Dog Flow



Coaching Points:

1. Mac's 'B' gap is determined by flow of backs.
2. Can be ran with Cover '10' / '11' or '8'

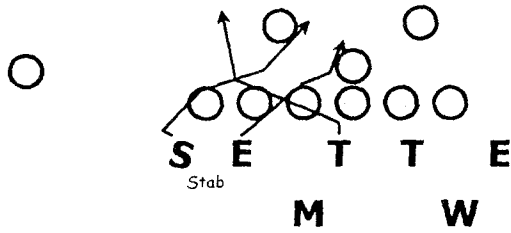
Strong 'A' Mac Dog Flow



Coaching Points:

1. Mac's 'B' gap is determined by flow of backs.
2. Can be ran with Cover '10' / '11' or '8'

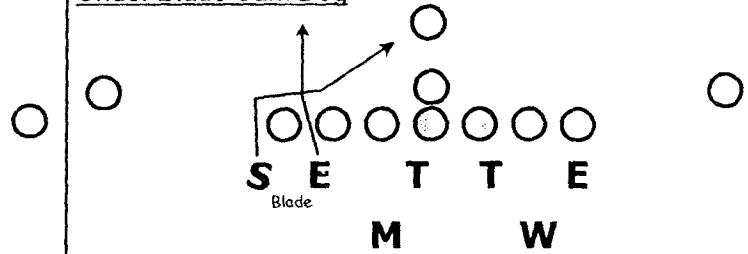
Under Stab Sam Dog



Coaching Points:

- Sam: Widen Blitz Contain
- Mac & Will: Cover Backs
- Mac: Possible Banjo call with SS

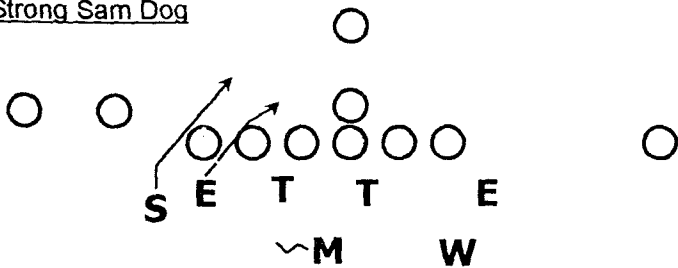
Under Blade Sam Dog



Coaching Points:

- 'Blade' call made between Sam and Strong End

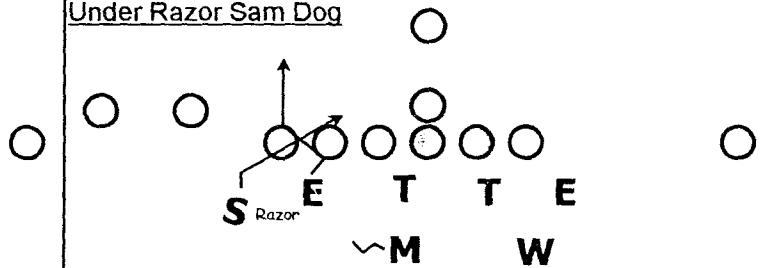
Strong Sam Dog



Coaching Points:

- Sam: Call Sub to DE
- Mac: Cheat to cover TE vs Ace
- Will: Cover Back

Under Razor Sam Dog

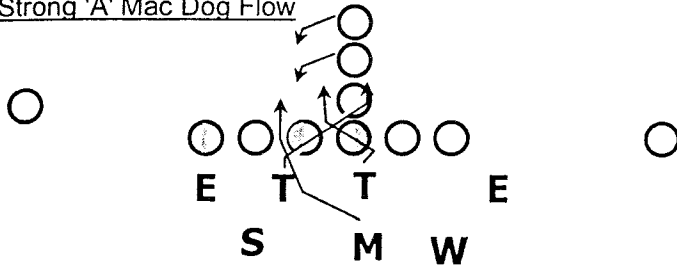


Coaching Points:

- 'Razor' call made between Sam and Strong End

Dogs (Cont)

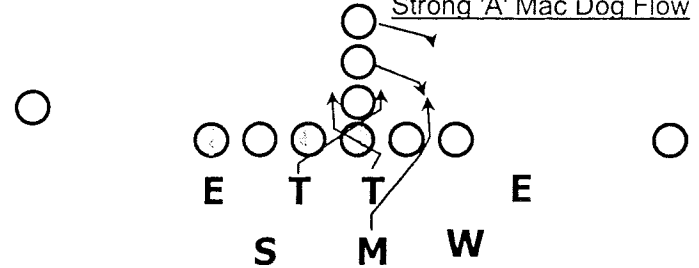
Strong 'A' Mac Dog Flow



Coaching Points:

1. Mac's 'B' gap is determined by flow of backs.
2. Can be ran with Cover '10' / '11' or '8'

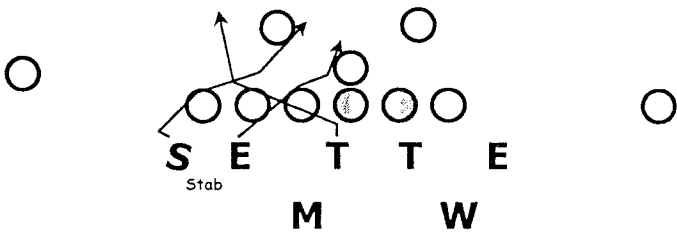
Strong 'A' Mac Dog Flow



Coaching Points:

1. Mac's 'B' gap is determined by flow of backs.
2. Can be ran with Cover '10' / '11' or '8'

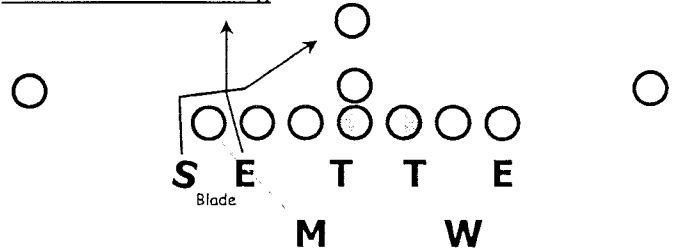
Under Stab Sam Dog



Coaching Points:

- Sam: Widen Blitz Contain
- Mac & Will: Cover Backs
- Mac: Possible Banjo call with SS

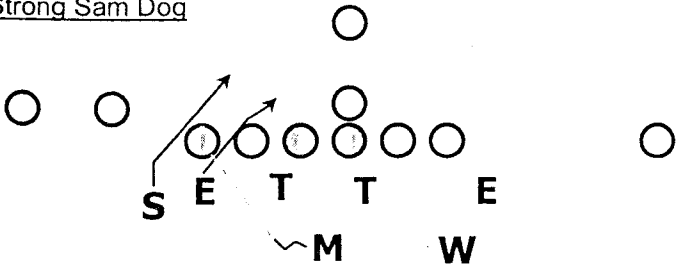
Under Blade Sam Dog



Coaching Points:

- 'Blade' call made between Sam and Strong End

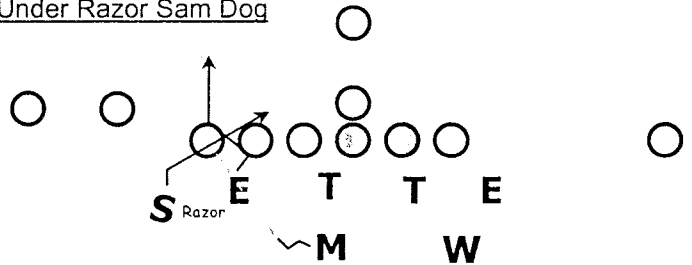
Strong Sam Dog



Coaching Points:

- Sam: Call Sub to DE
- Mac: Cheat to cover TE vs Ace
- Will: Cover Back

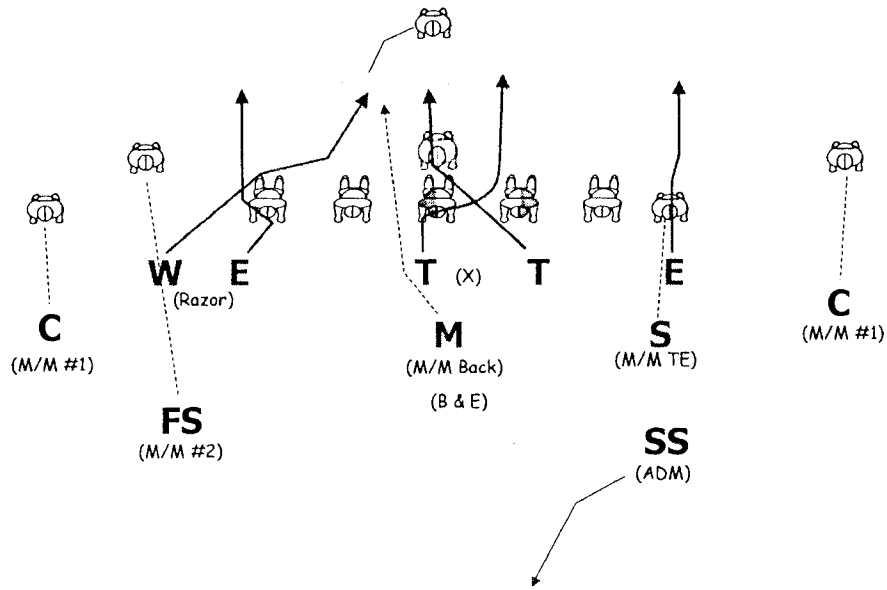
Under Razor Sam Dog



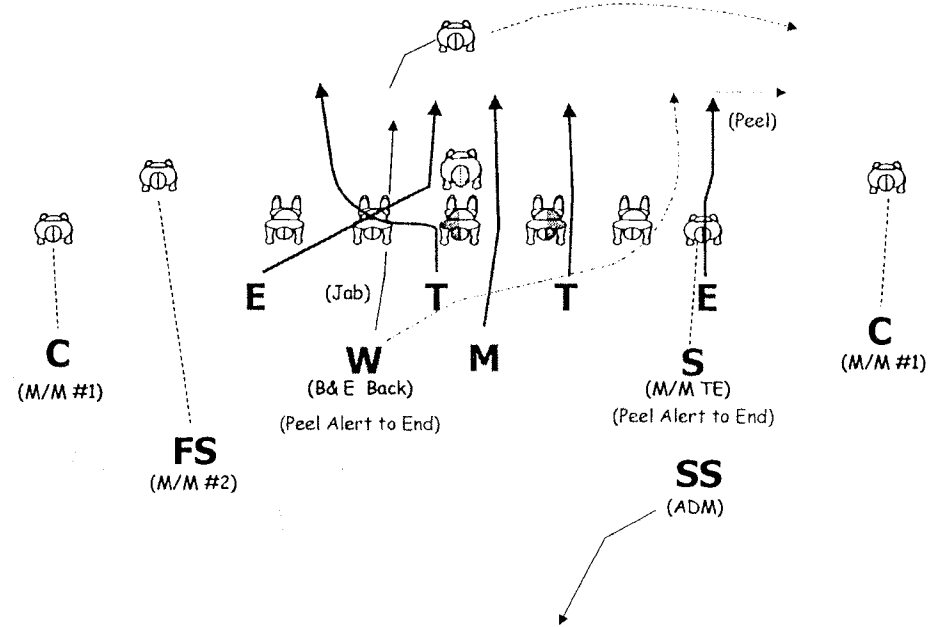
Coaching Points:

- 'Razor' call made between Sam and Strong End

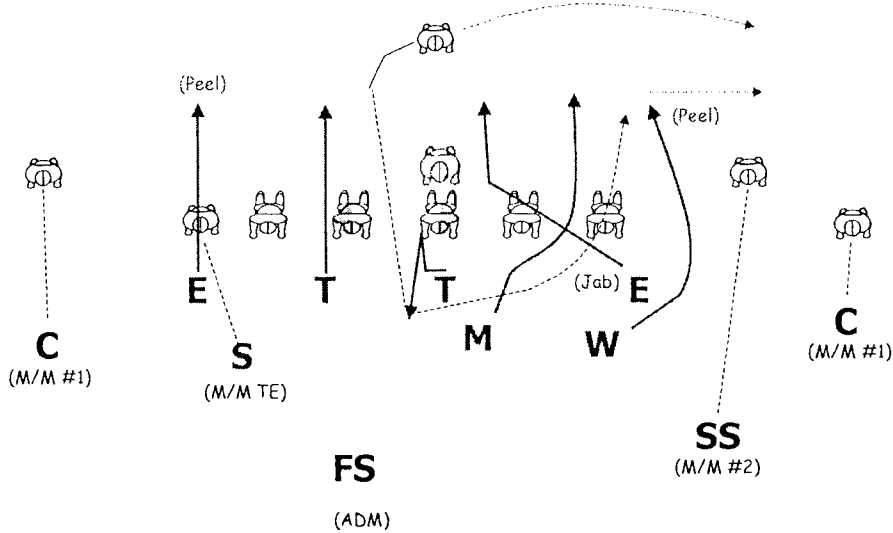
Strong Rat (Strong Will Dog with Razor and Tom Stunt)



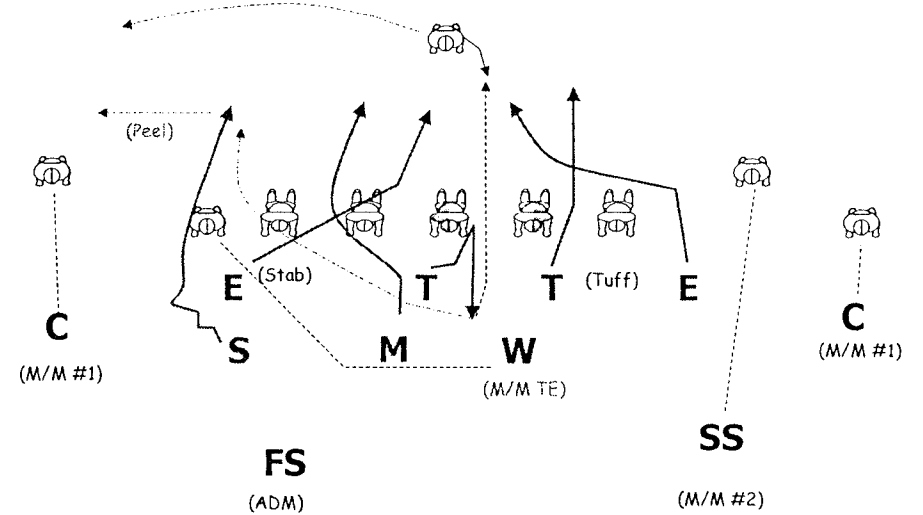
Strong Mac Jab (Strong Mac Dog with Jab Stunt)



Strong Lion Nose 1 (Open Side Dog)



Under Tiger Nose 1 (Tight Side Dog)



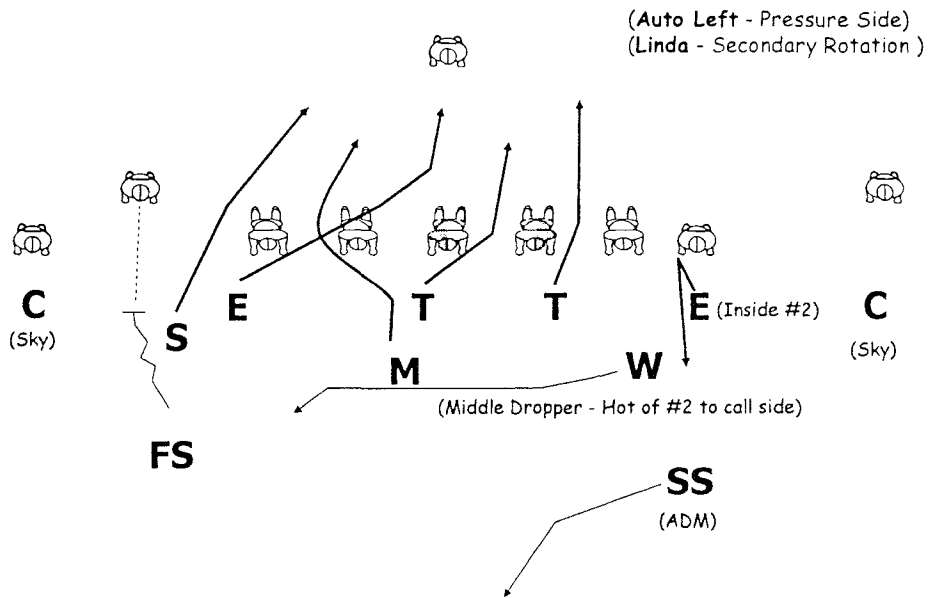
OSU DEFENSE



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Zone Pressure

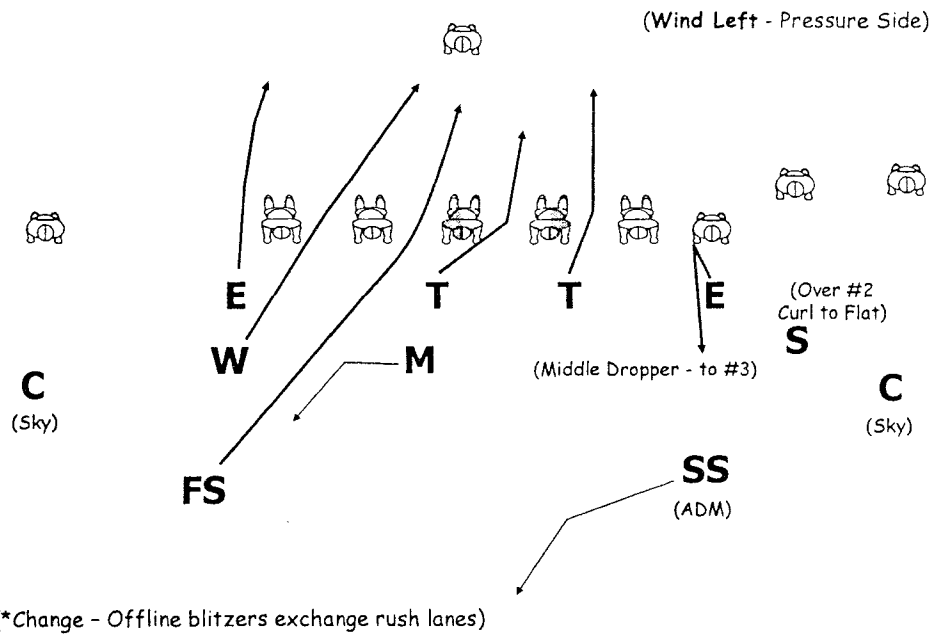
Auto Drop Sky (Automatic Pressure to Field with D-End Zone Drop)



(*Change - Offline blitzers exchange rush lanes)

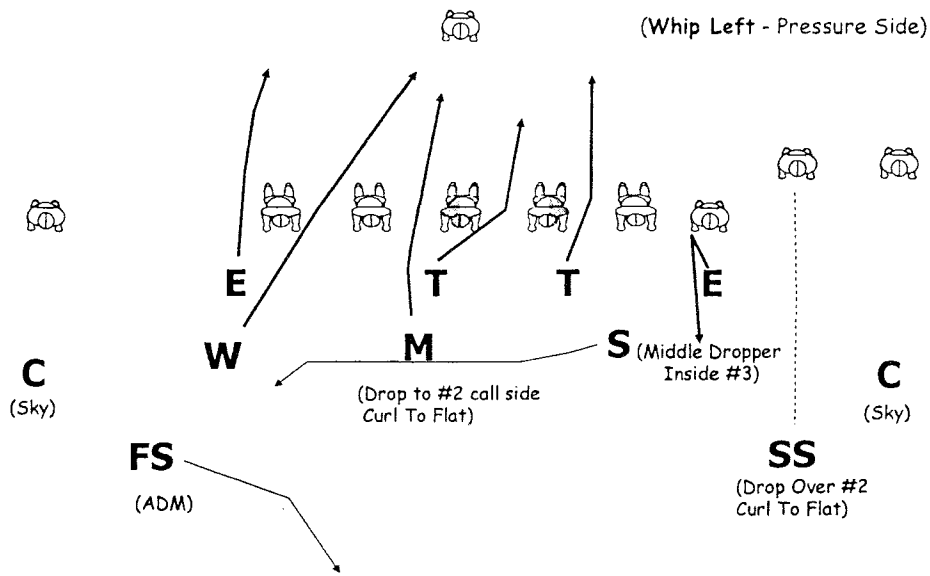
Position	Responsibility	Coaching Points
End to Call	Stab or Jab move	Weak inside rush Lane
End Away From Call	Drop Inside #2 Curl to Flat	Engage TE – Drop keying for Draw
Shade Tackle	Rush "A" Away from Call	Rip Across center Face To "A" Gap
2'O' Tackle	Contain Blitz thru 'B'	Get vertical on snap
Will	Middle Dropper - Hot to #2 call side.	If #2 is Ace Back – drop to #3.
Sam	Contain Blitz	
Mac	Blitz 'B' gap to pressure side	Call Pressure Side with 'Right'/'Left' call
Strong Corner	Deep area 1/3-key #2 receiver for vert release	Key for 90 drop first then #2 to #1- man #1 if no vertical of #2
Weak Corner	Same as above	Bump man if no #2 receiver on your side
Strong Safety	Deep area middle	Middle drop to #3 receiver
Free Safety	Drop down on #2- curl to flat	3x1 sets drop inside #2 for hot release

Wind Drop Sky (Safety & Will Pressure to Boundary with D-End Zone Drop To Field)



Position	Responsibility	Coaching Points
End Away from Call	Hook (drop in relation to #3)	Middle Drop keying for Draw - Screen
End to Call	Contain blitz	Get vertical
Shade Tackle	Rush 'A' away from call.	Rip across Center face to 'A' gap
2'O' Tackle	Contain Blitz thru 'B'	Get vertical on snap.
Sam	Over #2 - Curl to Flat	
Will	'B' gap Blitz	
Mac	Drop to #2 Pressure side	Call pressure side with 'Right' / 'Left' call
Strong Corner	Deep area 1/3- key #2 for vertical release	Lock #1 w/ no threat of #2- always key for 90 drop
Weak Corner	Same as above	Bump #1 if no #2
Strong Safety	Deep area middle	Always drop middle to #3
Free Safety	Blitz a gap-insider blitz always play run first	Disguise- hit blitz on the run/ change call switch gaps with will backer-B gap

Whip Drop Sky (Mac & Will Pressure to Boundary with D-End Zone Drop)

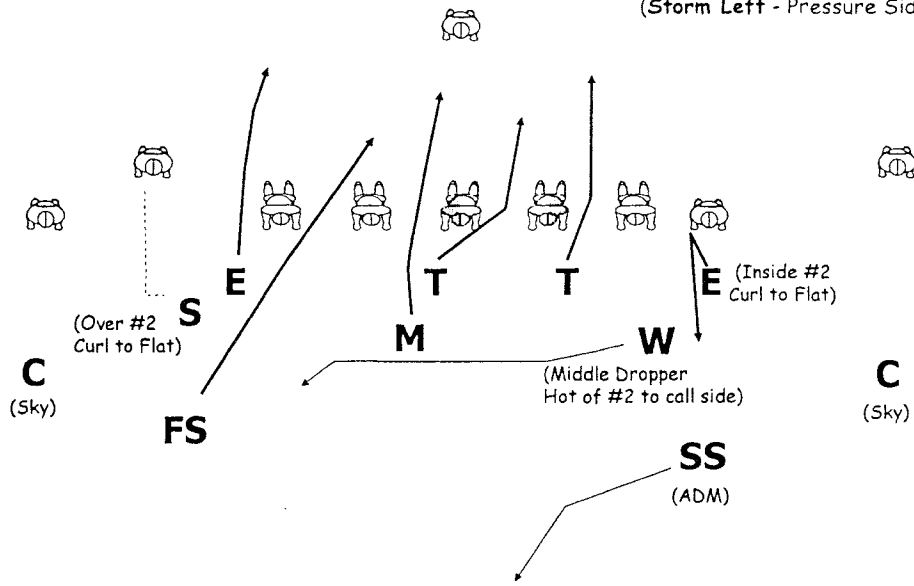


(*Change - Offline blitzers exchange rush lanes)

Position	Responsibility	Coaching Points
End Away from Call	Hook (drop in relation to #3)	Middle Drop keying for Draw - Screen
End to Call	Contain blitzer	Get vertical
Shade Tackle	Rush 'A' away from call.	Rip across Center face to 'A' gap
2'O' Tackle	Contain Blitz thru 'B'	Get vertical on snap.
Sam	Drop to #2 call Side - curl to flat	
Will	'B' gap Blitz	
Mac	'A' gap Blitz to pressure side	Call pressure side with 'Right' / 'Left' call
Strong Corner	Sky tech-deep area 1/3	Key #2 for route release-lock #1 if no vertical of #2
Weak Corner	Same as st. corner	Bump #1 if no #2 threat
Strong Safety	Drop down #2 receiver- curl/flat	3x1 sets drop inside leverage for hot
Free Safety	Deep area middle	Lean area to #3 receiver

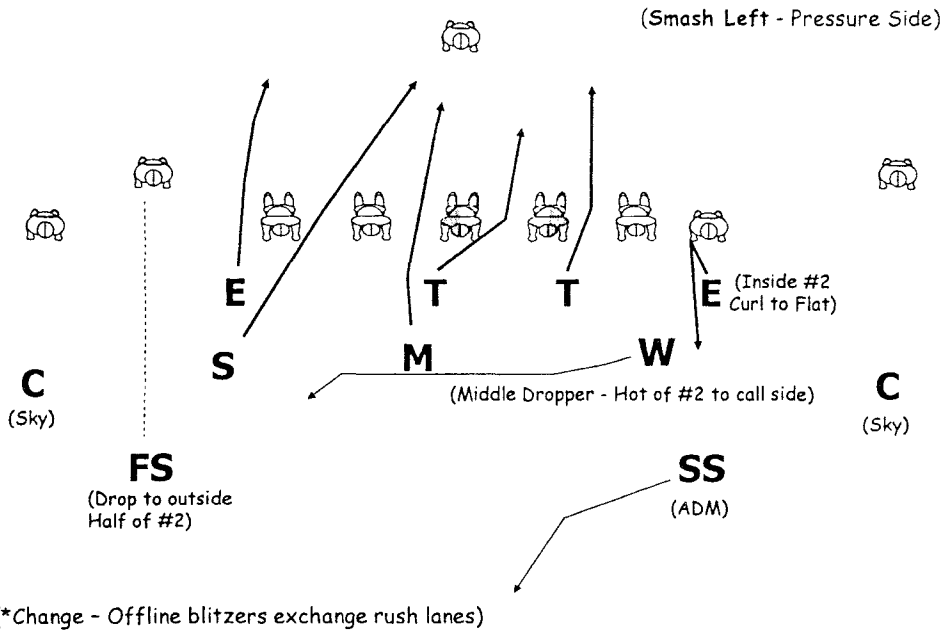
Storm Drop Sky (Lber & Safety Pressure to Field with D-End Zone Drop)

(Storm Left - Pressure Side)



Position	Responsibility	Coaching Points
End Away from Call	Hook to Curl dropper	Drop to first receiver outside Offensive tackle. Drop keying for Draw - Screen
End to call	Contain blitzer	Get vertical
Shade Tackle	Rush 'A' away from call.	Rip across Center face to 'A' gap
2'O' Tackle	Contain Blitz thru 'B'	Get vertical on snap.
Sam	Over #2 - Curl to Flat	
Mac	'A' gap Blitzer	
Will	Middle Dropper - Hot to #2 Call side	Call pressure side with 'Right' / 'Left' call
Strong Corner	Deep area 1/3 key #2 for vertical release	Always key for 90 drop
Weak Corner	Same as above	Bump man with no #2 receiver
Strong Safety	Deep area middle	Drop middle to #3
Free Safety	Blitz B gap-inside blitzer always play run first	Disguise- hit B gap on the run- change call switch with mac- A gap

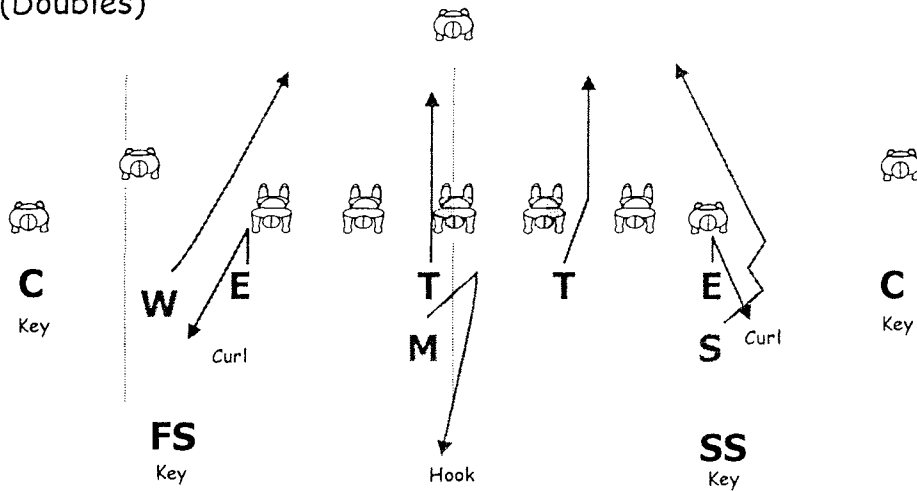
Smash Drop Sky (Mac & Sam Pressure to Field with D-End Zone Drop)



Position	Responsibility	Coaching Points
End Away from Call	Hook to Curl dropper	Drop to first receiver outside Offensive tackle. Drop keying for Draw - Screen
End to call	Contain blitz	Get vertical
Shade Tackle	Rush 'A' away from call.	Rip across Center face to 'A' gap
2'O' Tackle	Contain Blitz thru 'B'	Get vertical on snap.
Will	Middle Dropper - Hot to #2 Call side	#2 is Ace Back - drop to #3. (possible 'Pub' vs Trio)
Sam	'B' gap Blitz	
Mac	Blitz 'A' gap pressure side	Call pressure side with 'Right' / 'Left' call
Strong Corner	Sky tech	
Weak Corner	Sky tech	
Strong Safety	Deep area middle	Deep middle to #3 receiver
Free Safety	Drop down on #2 curl to flat	Come off on #3 Swing or Flat

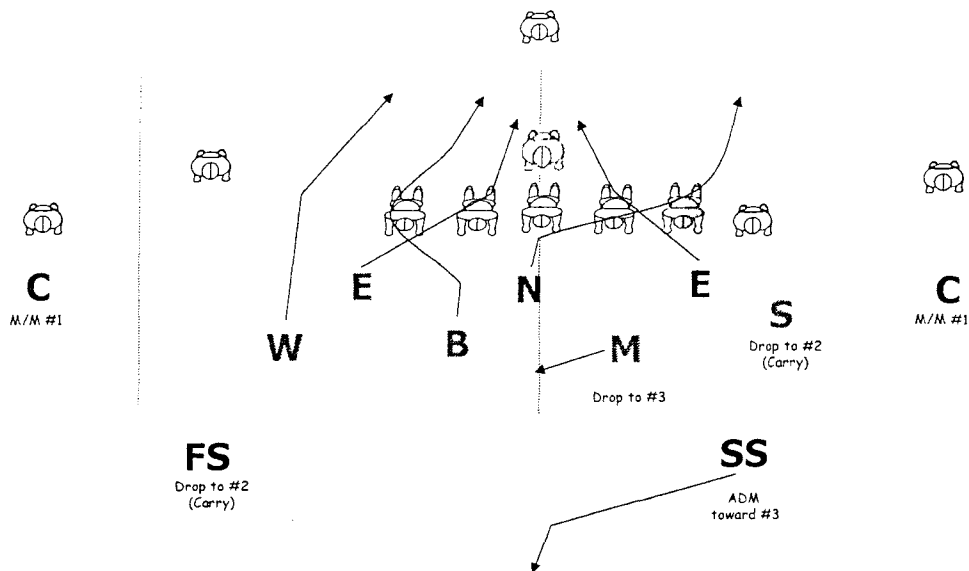
Saw Drop (Doubles)

(Edge Pressure with D-Line Zone Drops)



Position	Responsibility	Coaching Points
Strong End	Curl	Run – Draw – Screen – then curl
Weak End	As Above	As Above
Shade Tackle	'A' Gap Blitz	
2'O' Tackle	'B' Gap Blitz	
Sam	Contain Blitz	Contain rush Vs option - QB
Will	As Above	As Above
Mac	Hook	Sell pressure – drop middle to #3
Strong Corner	Key	
Weak Corner	Key	
Strong Safety	Key	
Free Safety	Key	

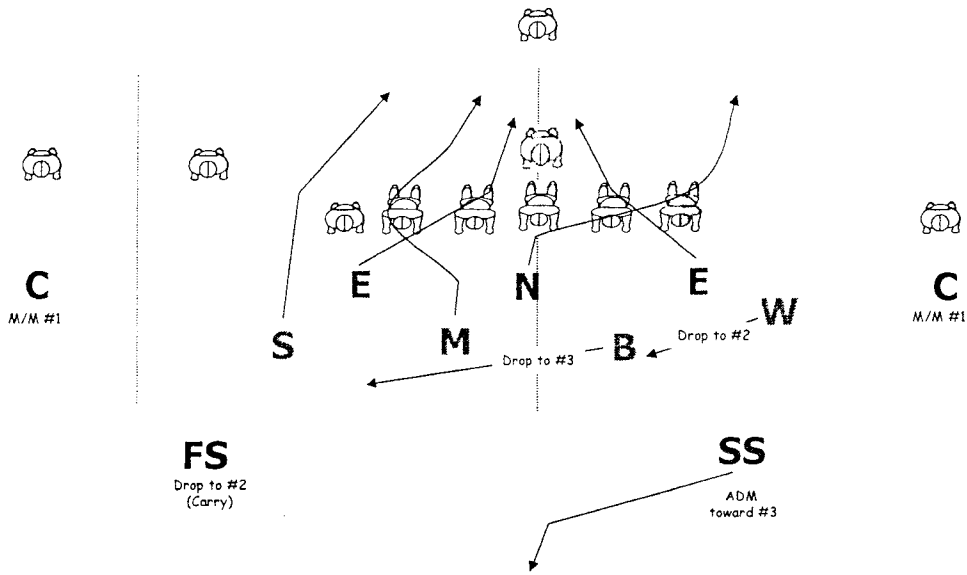
Okie Formation Fire Zone (vs Doubles)



Okie Formation Fire Zone (Doubles)

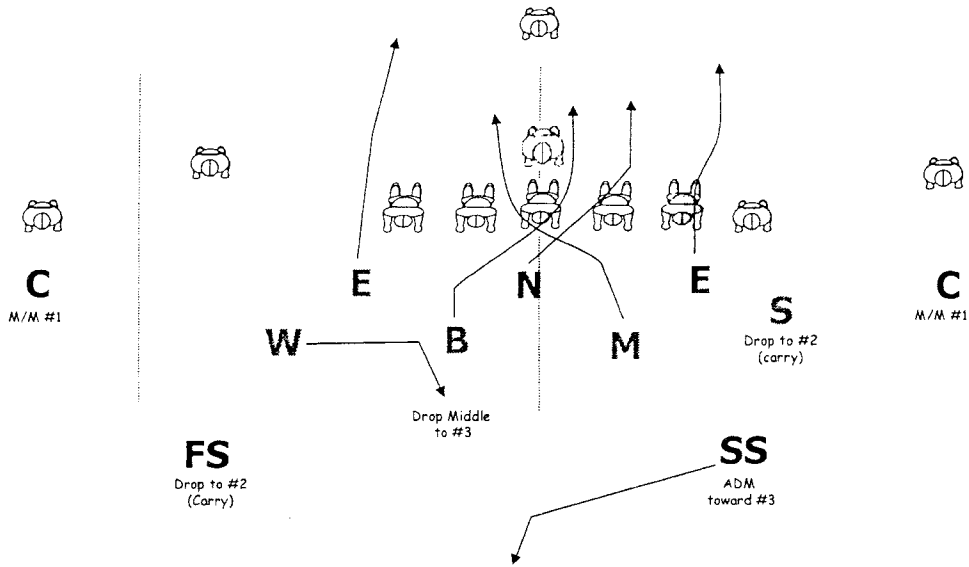
Position	Responsibility	Coaching Points
Strong End	Execute Stab Stunt	
Weak End	Execute Jab Stunt	
Nose	Attack Center – Loop contain side away from Pressure	
Sam	Drop over #2	Carry all verticals by #2 receiver
Mac	Drop over #3	
Backer	Blitz 'B' gap	Aiming point – inside hip of OT; Fit OT or back with Backer
Will (nickel)	Contain Blitzter	
Strong Corner	M/M #1	Cover 10 Rules Play to help
Weak Corner	M/M #1	Cover 10 Rules Play to help
Strong Safety	Deep Middle - Free	
Free Safety	Drop to #2 Strong	Carry all Verticals Always see #3 receiver

Okie Formation Fire Zone (vs Trey)



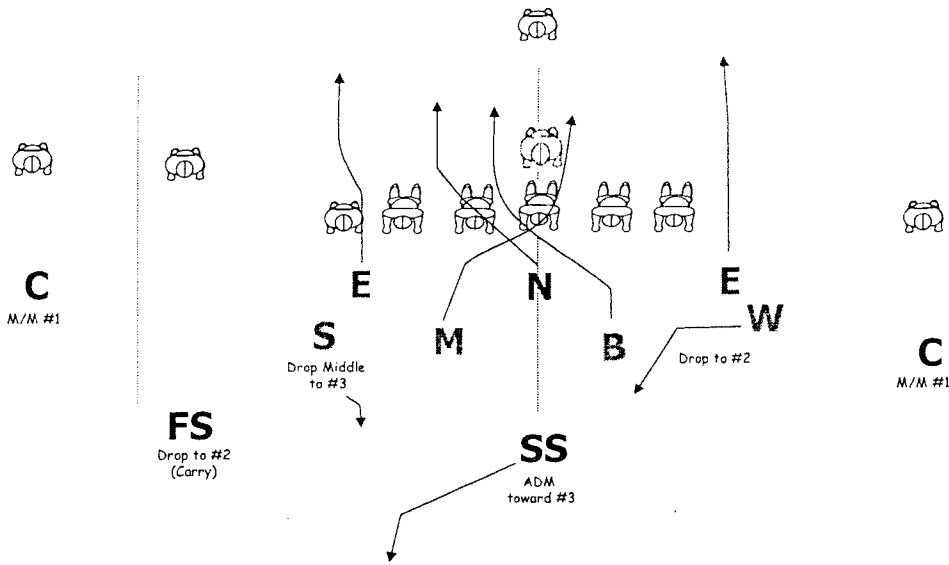
Position	Responsibility	Coaching Points
Strong End	Execute Stab Stunt	
Weak End	Execute Jab Stunt	
Nose	Attack Center – Loop contain away from blitz side	
Sam	Contain Rush	
Mac	'B' – 'C' gap Rush	Aiming Point – inside hip of OT
Backer	Drop to inside of #3 Receiver	
Will (nickel)	Drop to #2	
Strong Corner	Fire Zone	
Weak Corner	Fire Zone	
Strong Safety	Fire Zone	
Free Safety	Fire Zone	

Okie Inside Fire Zone (vs Doubles)



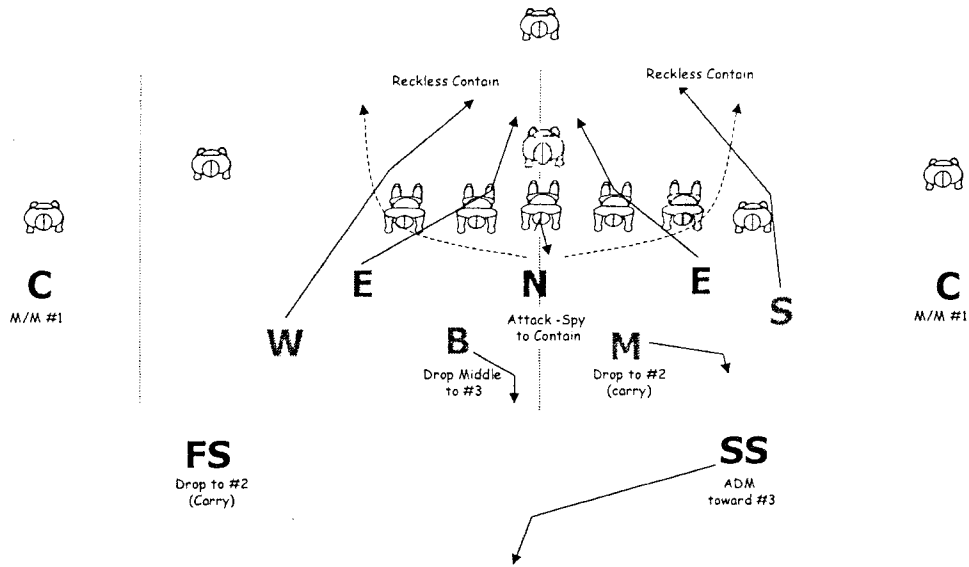
Position	Responsibility	Coaching Points
Strong End	Contain Rush	
Weak End	Contain Rush	
Nose	'B' gap rush strong	
Sam	Drop to #2	Carry all Verticals
Mac	Execute Belt Concepts with Nose and Backer – Wrap Weak	Play from depth – work downhill on snap then wrap.
Backer	'A' gap	Cross face of Center vs Turnback to you.
Will (nickel)	Drop middle to #3	
Strong Corner	Fire Zone	
Weak Corner	Fire Zone	
Strong Safety	Fire Zone	
Free Safety	Fire Zone	

Okie Inside Fire Zone (vs Trey)



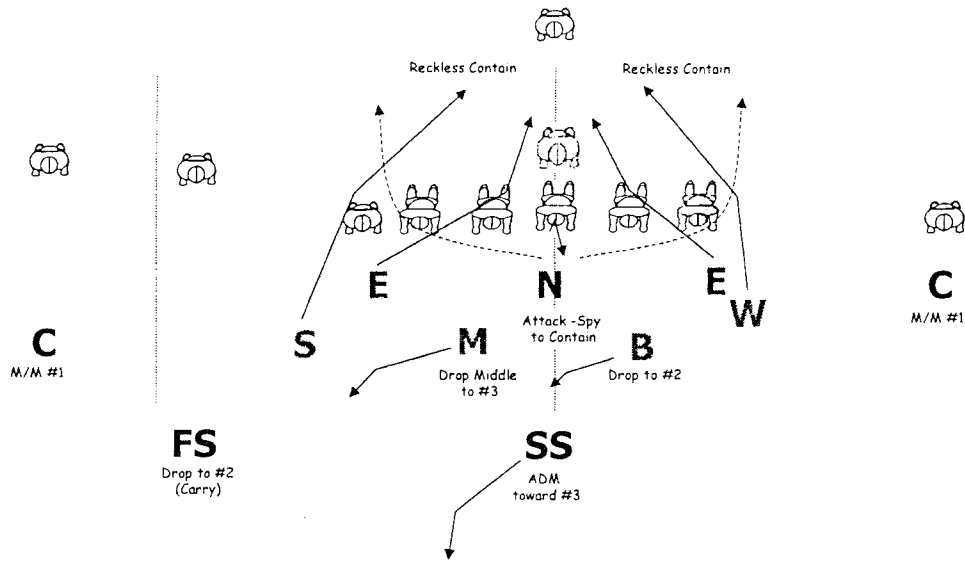
Position	Responsibility	Coaching Points
Strong End	Contain Rush	
Weak End	Contain Rush	
Nose	'B' gap rush strong	
Sam	Drop to #3	
Mac	Execute Belt Concepts with Nose and Backer – Wrap Weak	Play from depth – work downhill on snap then wrap.
Backer	'A' gap	Cross face of Center vs Turnback to you.
Will (nickel)	Drop middle to #2	
Strong Corner	Fire Zone	
Weak Corner	Fire Zone	
Strong Safety	Fire Zone	
Free Safety	Fire Zone	

Okie Outside Fire Zone (vs Doubles)



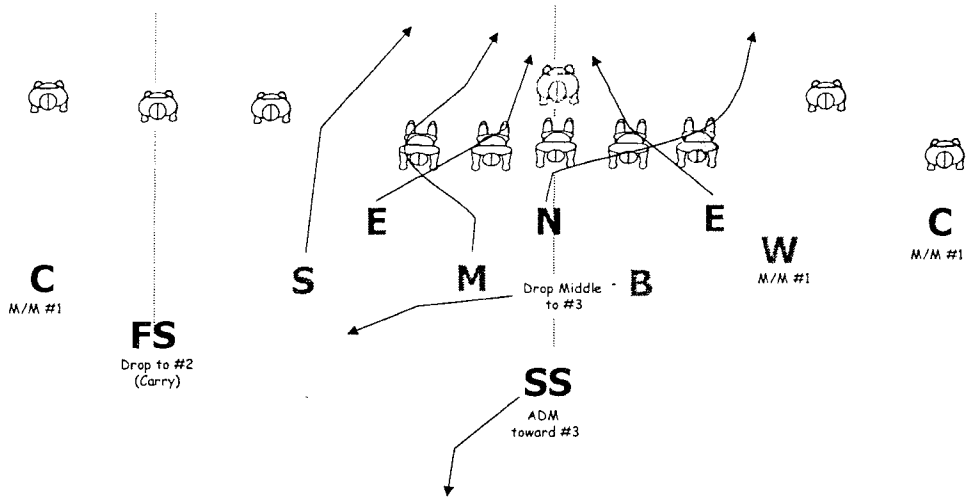
Position	Responsibility	Coaching Points
Strong End	Stab Stunt	
Weak End	Jab Stunt	
Nose	Attack – Spy QB to Contain	
Sam	Reckless Contain	Can come under Blocks
Mac	Drop to #2	Carry all Verticals
Backer	Drop to #3 / Middle	
Will (nickel)	Reckless Contain	Can come under Blocks
Strong Corner	Fire Zone	
Weak Corner	Fire Zone	
Strong Safety	Fire Zone	
Free Safety	Fire Zone	

Okie Outside Fire Zone (vs Trey)



Position	Responsibility	Coaching Points
Strong End	Stab Stunt	
Weak End	Jab Stunt	
Nose	Attack - Spy QB to Contain	
Sam	Reckless Contain	Can come under Blocks
Mac	Drop to #3 / Middle	
Backer	Drop to #2	
Will (nickel)	Reckless Contain	Can come under Blocks
Strong Corner	Fire Zone	
Weak Corner	Fire Zone	
Strong Safety	Fire Zone	
Free Safety	Fire Zone	

Okie Spread Adjustment (Nickel DB go to Boundary Vs Spread)



Position	Responsibility	Coaching Points
Strong End		
Weak End		
Nose		
Sam		
Mac		
Backer		
Will (nickel)		
Strong Corner		
Weak Corner		
Strong Safety		
Free Safety		

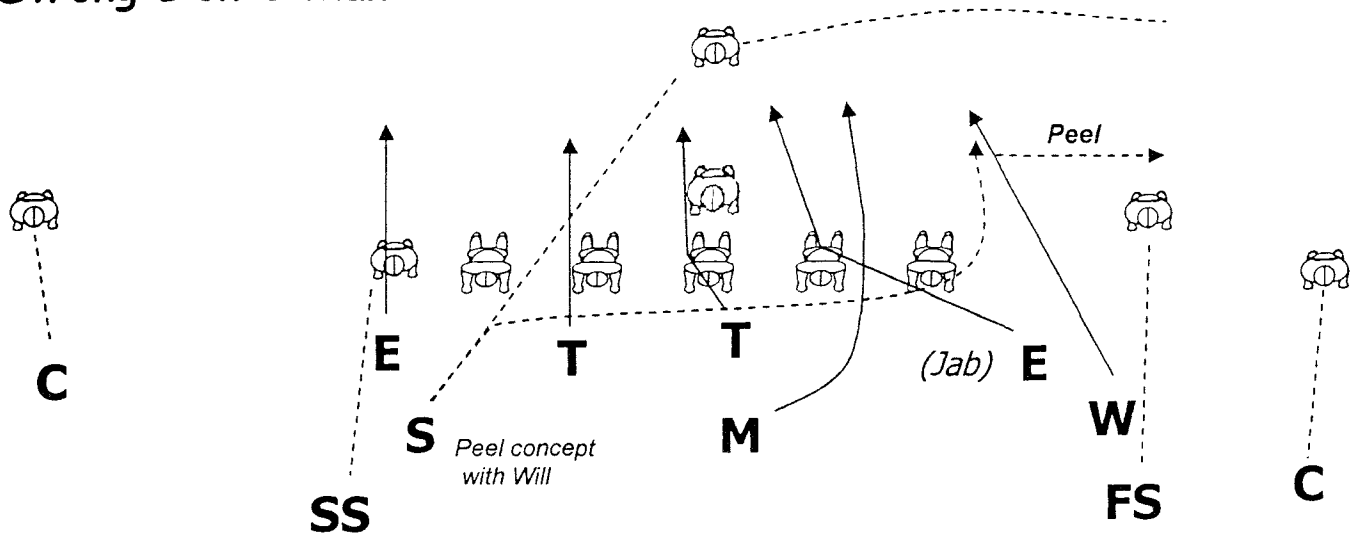
OSU DEFENSE



2002

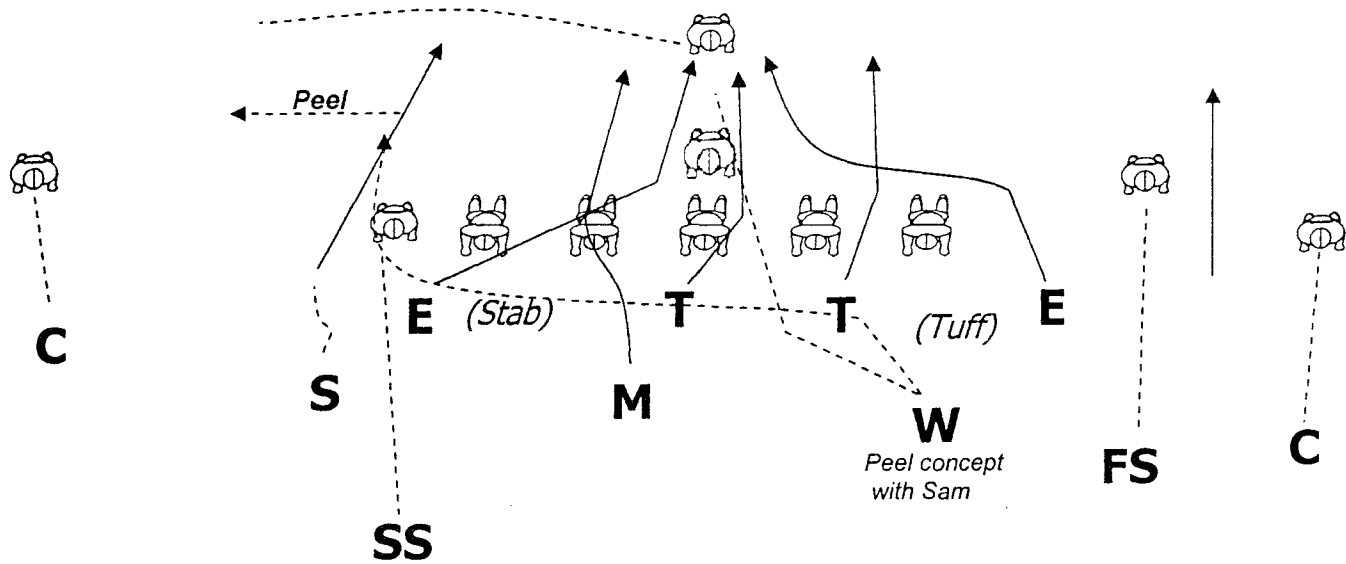
Pressure
Cats

Strong Lion 8 Man



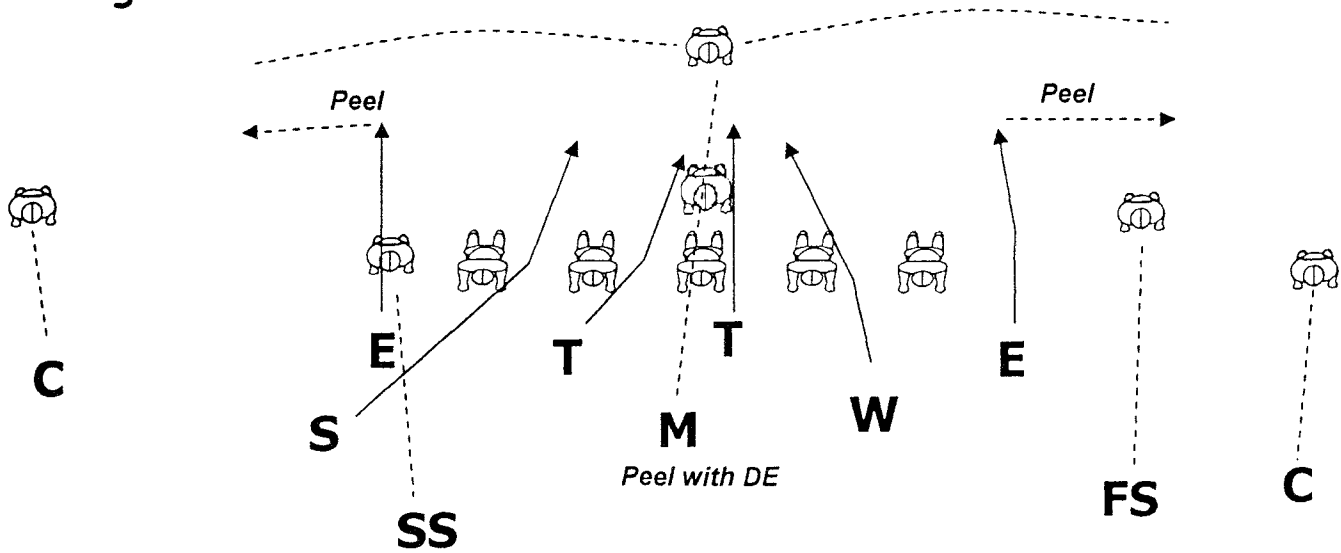
Position	Responsibility	Coaching Points
Strong End	Align 6 – Echo Force	Contain Pass Rush – expect flush to you
Weak End	Align 4'O' – vs Run: 'A' gap. Vs Pass weak inside Pass Rusher	Execute Jab – Cross face of all blockers
Shade Tackle	Align Shade – Vs Run: Strong 'A'. Vs Pass strong inside pass rusher	Execute Stump to Strong 'A'
2'O' Tackle	Align 2'O' – Vs Run: 'B' gap. Vs Pass: strong inside pass rusher	Get vertical on Snap
Sam	M/M Last back Out	B&E the back. Alert peel with Will. Replace on swing weak.
Will	Contain	Peel alert with Sam. Cover Back on Swing
Mac	'B' gap weak	Hit on snap. Allow DE to execute Jab.
Left Corner	M/M #1	No help; Must secure inside leverage and vertical. Expect Quick throw.
Weak Corner	Same as above	Same as above
Strong Safety	M/M #2	Key for 'Hot' – cover the vertical
Free Safety	M/M Weak or offset Back vs 2 Back. M/M #2 or #3 vs Ace	Communicate to Sam coverage responsibility. You have 1 st back on flow.

Under Tiger 8 Man



Position	Responsibility	Coaching Points
Strong End	Align 6'1" – vs Run: 'A' gap. Vs Pass strong inside Pass Rusher	Execute Stab – Cross face of all blockers
Weak End	Align 6 – vs Run Echo Force. Vs Pass - Tuff	Vs pass sell up field to get OT to bail.
Shade Tackle	Align Shade – Vs Run: Weak 'A'. Vs Pass weak inside pass rusher	Execute Stump to Weak 'A'
2'O' Tackle	Align 2'O' – Vs Run: 'B' gap. Vs Pass: Tuff	Get vertical on Snap
Sam	Contain Blitz	Peel alert with Will. Cover Back on Swing
Will	M/M Last back Out	B&E the back. Alert peel with Sam. Replace on swing weak.
Mac	'B' gap strong	Hit on snap. Allow DE to execute Stab.
Left Corner	M/M #1 vs. Pro. M/M #2 vs slot or Trips away	No help; Must secure inside leverage and vertical. Expect Quick throw.
Weak Corner	Same as above	Same as above
Strong Safety	M/M #2 TE.	Key for 'Hot' – cover the vertical
Free Safety	M/M Weak or offset Back vs 2 Back. M/M #2 or #3 vs Ace	Communicate coverage responsibility to Will. You have 1 st back on flow.

Strong Tom Cat 8 Man



Position	Responsibility	Coaching Points
Strong End	Align 6 – Echo Force	Contain Pass Rush – expect flush to you Peel vs Back Flare
Weak End	Same as above	Same as above
Shade Tackle	Align Shade – Vs Run: Weak 'A'. Vs Pass strong inside pass rusher	
2'O' Tackle	TOM stunt	
Sam	Blitz 'B'	Align Cover 10 hit on Snap. D&D could change alignment
Will	Blitz 'B'	Same as above
Mac	M/M last back	B&E. Peel concept with DE vs Flare
Left Corner	M/M #1	No help; Must secure inside leverage and vertical. Expect Quick throw.
Weak Corner	Same as above	Same as above
Strong Safety	M/M #2	Key for 'Hot' – cover the vertical
Free Safety	M/M Weak or offset Back vs 2 Back. M/M #2 or #3 vs Ace	Communicate to Mac coverage responsibility. You have 1 st back on flow.

FIELD GOAL DEFENSE

RULES

1. PAT'S are automatically dead as soon as a kick fails even if it is blocked. A mishandled PAT may be run or passed into the end zone by the kicking team for two points. Teams may elect to run/pass for two points (run a offensive play).
2. All field goals attempted and missed from inside the 20 yard line result in possession at the 20 yard line. Those attempted with spot outside the 20 yard line revert to the spot for possession. The defending team has the option to run back a missed field goal.
3. All blocked or partially blocked field goals are treated just like punts. Blocked field goals behind the L.O.S. may be advanced by either team. Partial blocks that cross the L.O.S. are treated as if the ball was not touched.
4. Defender cannot intentionally draw offensive player offside. No jumping at player with intent.

P.A.T. – FIELD GOAL BLOCK

The percentage of placement kicks blocked in the NCAA is very small. Therefore, it is easy for a team to get discouraged and not give a maximum effort to block every kick. We can never be sure when our efforts will pay off. Never allow a kicker to relax and not feel pressure. If there is any delay in their timing or any breakdown in their blocking, we will block the kick. Pressure can also cause a kicker, holder, or snapper to make a mistake.

Know your assignment!! Know the kicking game rules that apply to placement kicks. Be alert for possible fakes or fires.

ASSIGNMENT ALERT

1. CORNERS – “Don’t be off sides”
2. SAFETIES – “Watch for fakes”
3. MIDDLE BACKER – “Any shift or movement call”

1. Key the ball for get off. Do not be offsides!
2. Remember a kicker can run with the ball or become a receiver on F.G. or P.A.T. attempts.
3. Position on the field, score and scouting report will determine the type of rush defense we will use.
4. Know your alignment and assignment versus F.G. shifts and non field goal formations.
5. Prior to jumping or reaching up with your arms, we must get penetration. See the path of the ball so we may take your jumps and lifting of your arm. We must have good get off, low pad level, drive your legs, penetrate, keep your eyes on the path of the ball, and give great effort.
6. A "missed field goal or P.A.T." is a big play for us. An unsuccessful fake is a big play for us.
7. A "blocked field goal" changes momentum and is a big play for us.

P.A.T. & FIELD GOAL

RUSHES

- | | |
|------------------------------|---------------------|
| 1 – Base Middle | 4 – Over Right/Left |
| A – Sam Go, Will Go, Mike | Overslide RT/Left |
| Push, Pinch, Pinch Mike Jump | |
| 2 – Base Right/Left | 5 – Auto Blitz |
| 3 – Bear Slide Right/Left | |
| A – Sam Go, Will Go, Mike | |
| Push, Dbl. Push | |
| Basic Rush Techniques | |

Corners

1. Skinner & Lay Out
2. Coverage
3. Contain & Forcer

Safeties

1. Jumper
2. Coverage

Outside LB

1. Coverage
2. Pull
3. Penetrate – Slice

Middle LB

1. Inside Rush Techniques
2. Coverage
3. Push
4. Communication
(Calls & Defensive
number count)

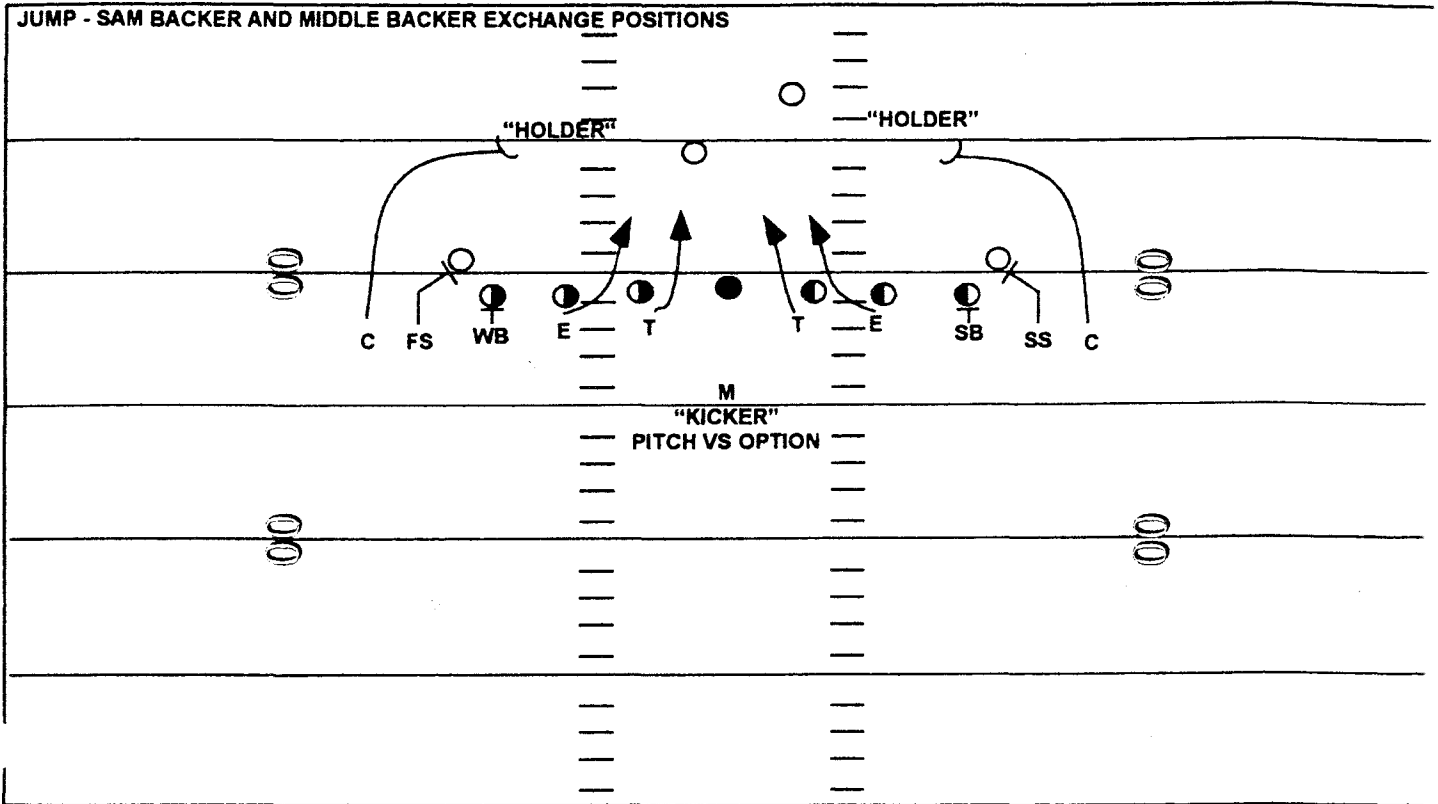
Interior Rushers (D-Line)

1. Get off and pad level
2. Slice
3. Cross over club
4. Bull
5. Double Team

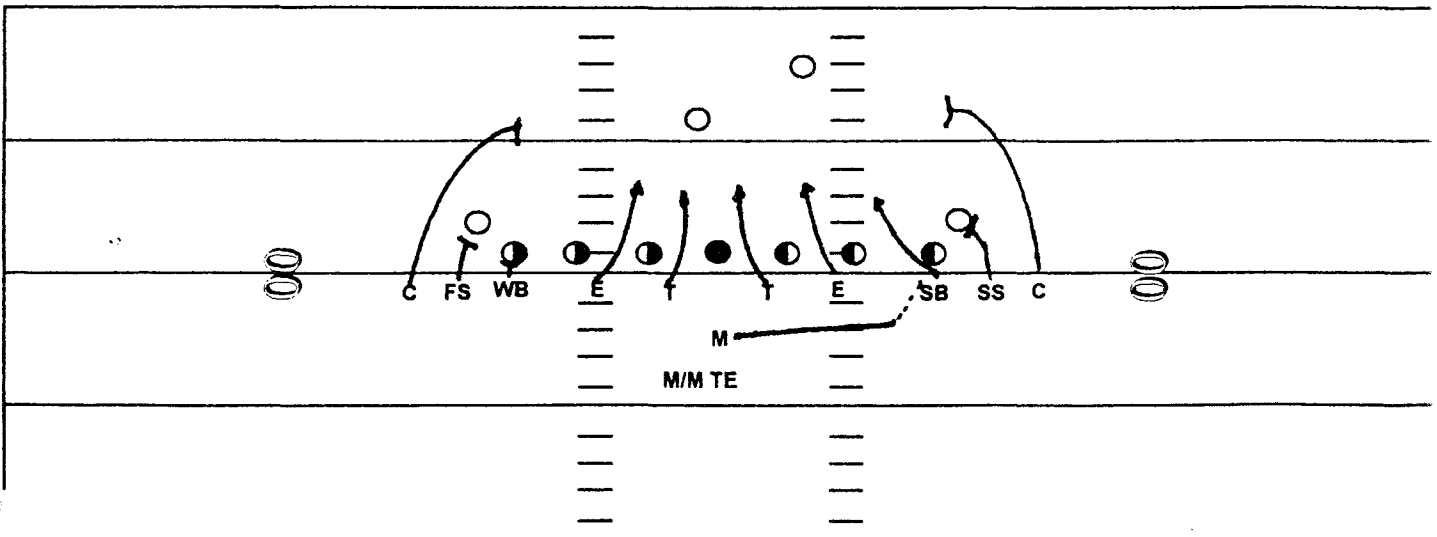
FIELD GOAL DEFENSE

MIDDLE BASIC

ANY OFF. FORMATION CHECK "UNDER COVER 4"

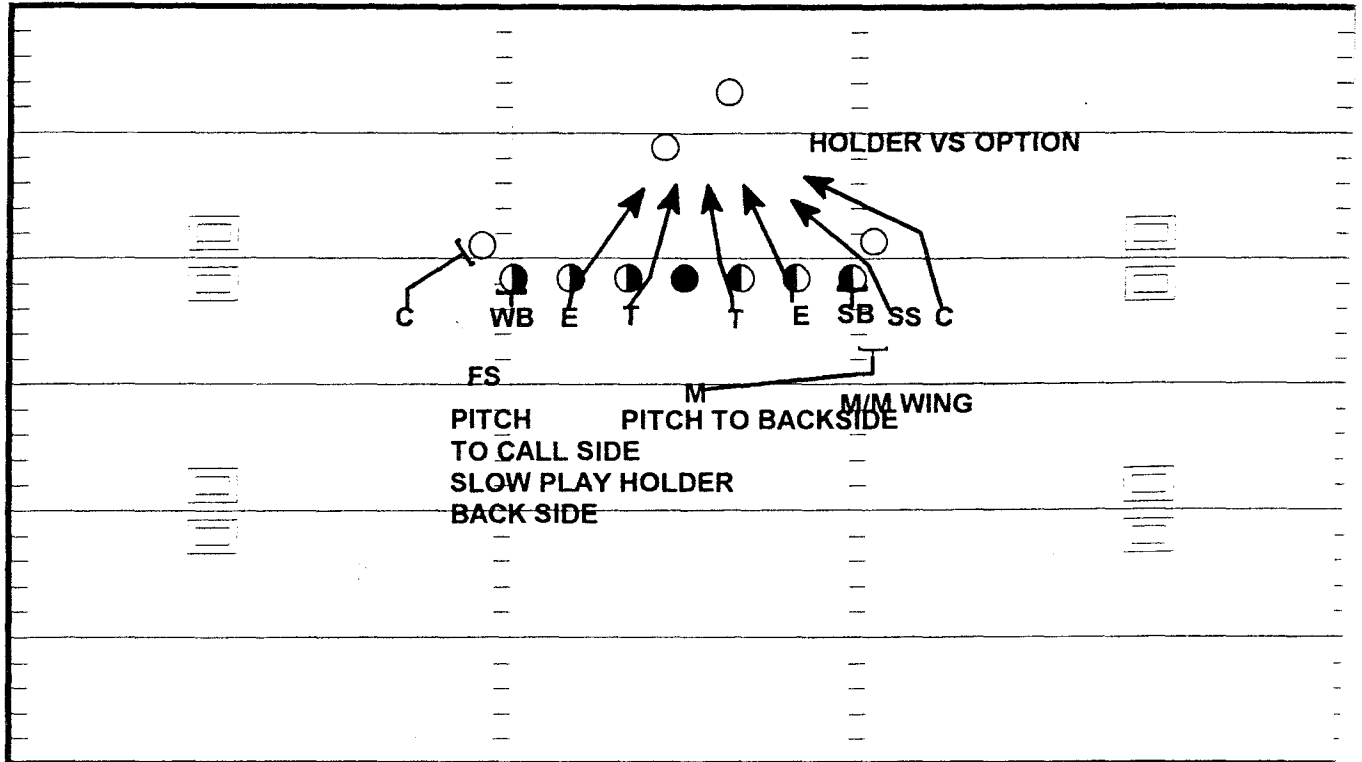


MIDDLE BASIC "SAM GO"

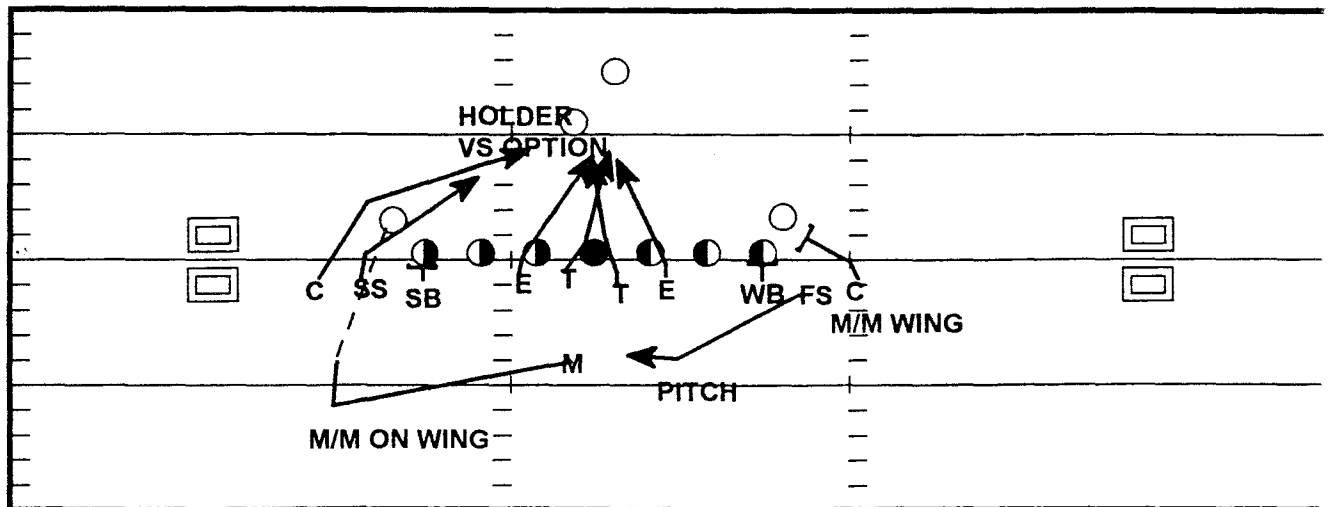


BASIC

BASIC RIGHT

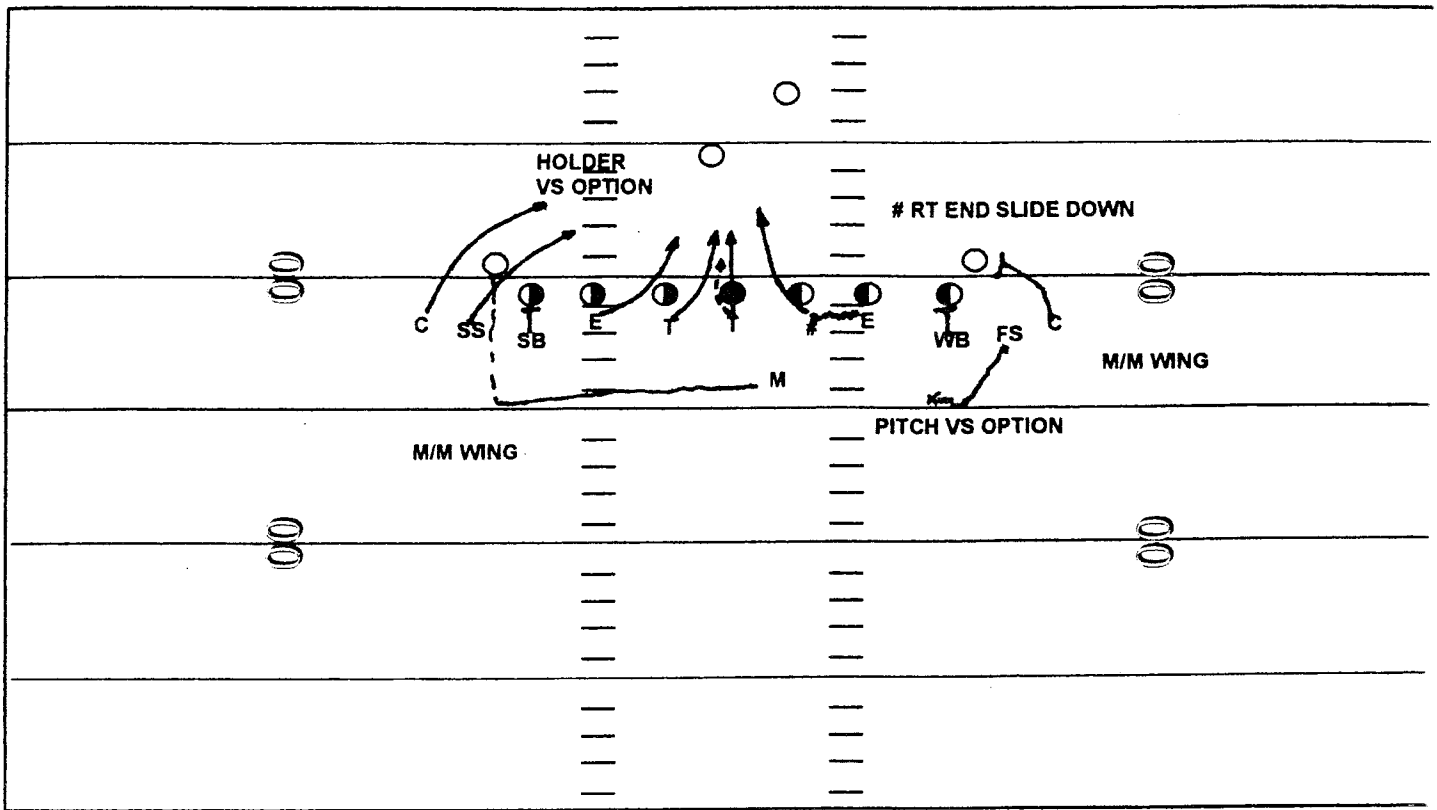


BASIC LEFT



OVER

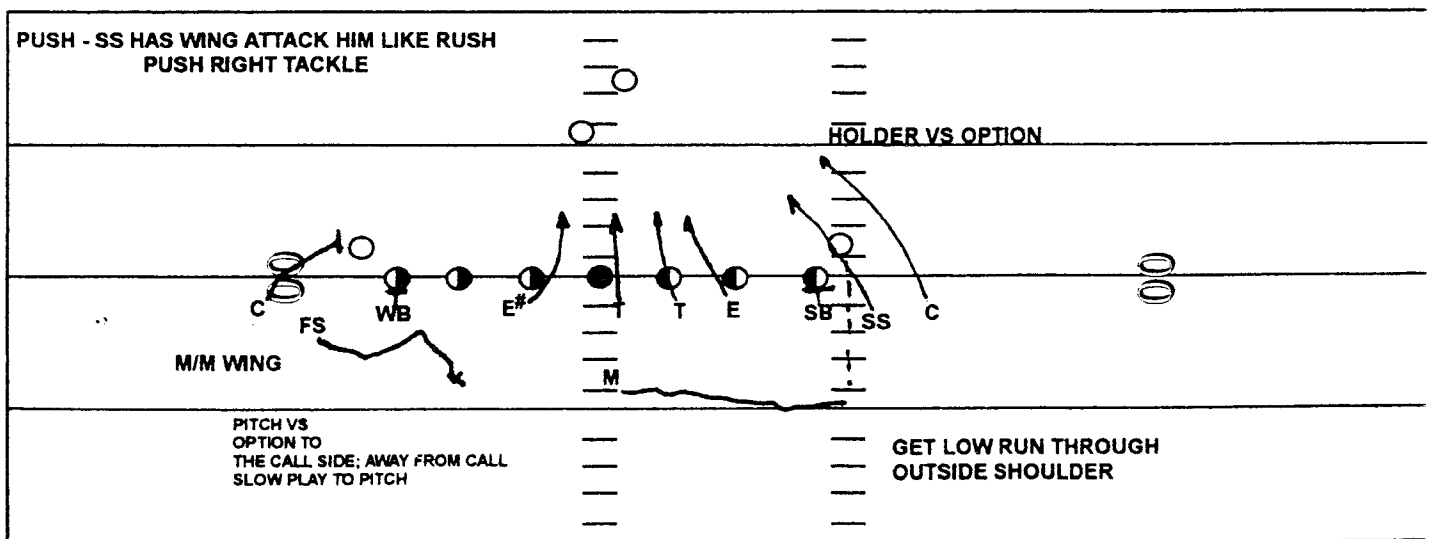
OVER SLIDE LEFT



PURPOSE

WORK ON GUARDS AND CENTER
AND STILL COME OFF THE EDGE

OVER SLIDE RIGHT



OPTION AWAY FROM
CALL HOLDER

DRIVE INSIDE
SHOULDER OF
GUARD OR "A" GAP

DRIVE OR SWIM
OUTSIDE SHOULDER