



DEFENSIVE ID
DEFENDER LABELS



THE THREE LEVELS OF THE DEFENSE

ALL DEFENSES AND DEFENDERS ARE BROKEN DOWN INTO THREE CATEGORIES...

THE CORE SIX (BOX DEFENDERS)

- DEFENSIVE LINE:
 - NOSE GUARD
 - PREDOMINANT A-GAP DEFENDER
 - OFTEN ALIGNED IN A 0 OR 1 TECHNIQUE
 - DEFENSIVE TACKLE
 - IN EVEN FRONTS WILL OFTEN BE ALIGNED AS A B-GAP DEFENDER (3 TECH)
 - IN ODD FRONTS WILL BE THE WEAK SIDE DEFENSIVE END
 - DEFENSIVE END
 - OFTEN THE DEFENSES BEST 1ST LEVEL ATHLETE/DEFENDER
 - IN EVEN FRONTS WILL BE ALIGNED OUTSIDE THE OT
 - IN ODD FRONTS WILL BE A HEAD UP TO INSIDE SHADE DEFENDER ON OT
- LINEBACKERS:
 - MIKE
 - THE DEFENSES BEST 2ND LEVEL DEFENDER
 - OFTEN THE LEADER OF THE DEFENSE FRONT
 - MORE PHYSICAL OF THE LB'S
 - WILL
 - CAN BE A SECOND MIKE BACKER, OR A RANGIER MORE ATHLETIC LB'er
 - RUSH
 - A HYBRID DEFENDER
 - IN EVEN FRONTS HE WILL BE THE WEAKSIDE DE
 - IN ODD FRONTS HE WILL BE THE WEAKSIDE OLB'er

THE TRIANGLE (THREE SAFETIES)

- BOUNDARY SAFETY
 - CAN ALIGN ANY WHERE FROM THE BOUNDARY APEX TO HASH TO MOF DEPENDING ON THE DEFENSIVE STRUCTURE
- FREE SAFETY
 - CAN ALIGN ANY WHERE FROM MOF TO FIELD HASH
 - OFTEN THE BEST ATHLETE ON THE ENTIRE DEFENSE
 - LEADER OF THE DEFENSIVE SECONDARY
- STRONG SAFETY
 - A HYBRID DEFENDER
 - A STRONGSIDE OLB'er IN SOME DEFENSES
 - A NICKEL/TRUE SAFETY IN OTHERS

THE CORNER BACKS

- BOUNDARY CORNER
 - MORE THAN LIKELY THE BETTER OF THE TWO CB'S
 - WILL OFTEN BE TASKED WITH DEFENDING A TEAMS BEST WR (X-RECEIVER)
- FIELD CORNER
 - MORE THAN LIKELY THE LESSER OF THE TWO CB'S
 - DEFENSES WILL HOPE WE WONT CONSISTENTLY THROW THE FIELD ROUTES



DEFENSIVE ID
READING DEFENDERS



QB READ KEYS (DL)

WHEN READING THE DEFENSIVE END IN THE RUN OPTION PHASE OF OUR RUN GAME WE CAN DETERMINE THE DEFENSIVE END'S TECHNIQUE BY ONE OF THREE THINGS HE WILL DO...

UPFIELD: DEFENSIVE END RUSHES STRAIGHT UPFIELD

SHUFFLE: DEFENSIVE END SHUFFLES DOWN THE LOS BUT KEEPS HIS SHOULDERS SQUARE

CRASH: DEFENSIVE END RUNS FLAT DOWN THE FEET OF THE OL

WE HAVE TWO TYPES OF READS ON THE DEFENSIVE END...

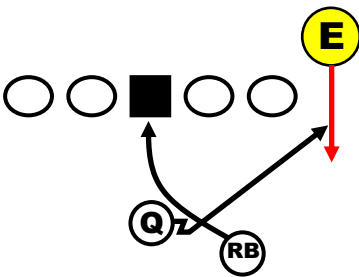
REGULAR: RB IS THE DOWNHILL RUNNER, QB IS THE PERIMETER RUNNER
USED ON (Inside Zone, Outside Zone, Counter Trey, Dart)

INVERTED: RB IS THE PERIMETER RUNNER, QB IS THE DOWNHILL RUNNER
USED ON (Power Read, BASH Tags)

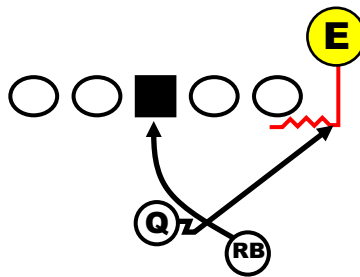
WHEN IN DOUBT, GIVE IT OUT

REGULAR READ

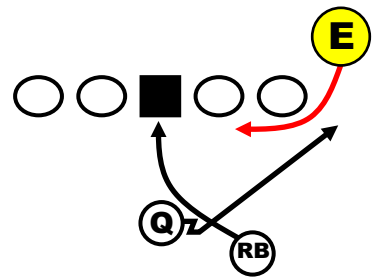
DE UPFIELD = GIVE



DE SHUFFLES = GIVE

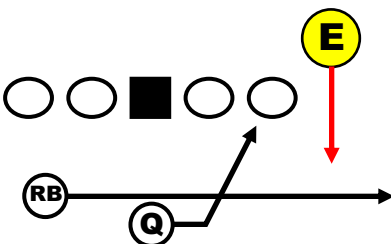


DE CRASHES = KEEP

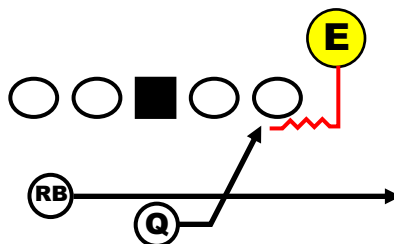


INVERTED READ

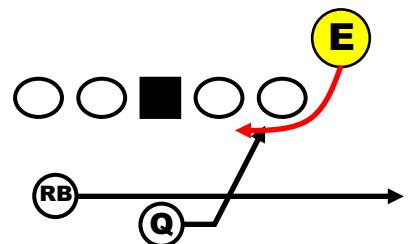
DE UPFIELD = KEEP



DE SHUFFLES = GIVE



DE CRASHES = GIVE



QB READ KEYS (LB)

WHEN READING THE LINE BACKER IN THE RUN OPTION PHASE OF OUR RUN GAME WE CAN DETERMINE THE LINE BACKER'S TECHNIQUE BY ONE OF THREE THINGS HE WILL DO...

FILL: LINE BACKER RUSHES STRAIGHT UPFIELD AND FILLS HIS GAP

SCRAPE: LINE BACKER RUNS TO FIT OFF OF THE EMOL (THE EMOL AND LB EXCHANGE GAPS)

WIDEN: LINE BACKER RELATES TO A PASS &/OR WIDENS TO SIDELINE WITH RUN ACTION

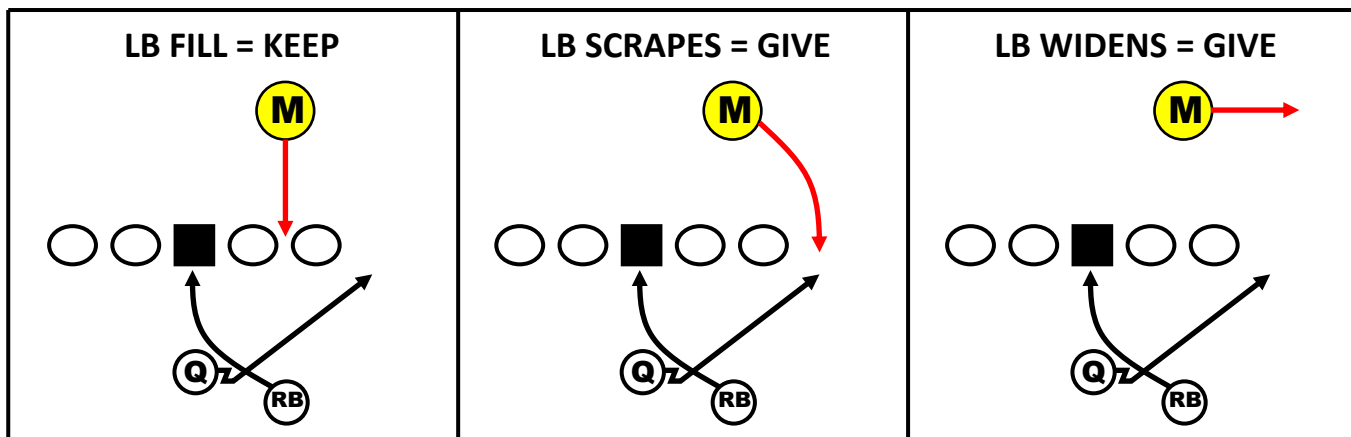
WE HAVE TWO TYPES OF READS ON THE LINE BACKER...

REGULAR: RB IS THE DOWNHILL RUNNER, QB IS THE PERIMETER RUNNER
USED ON (Locked Inside Zone)

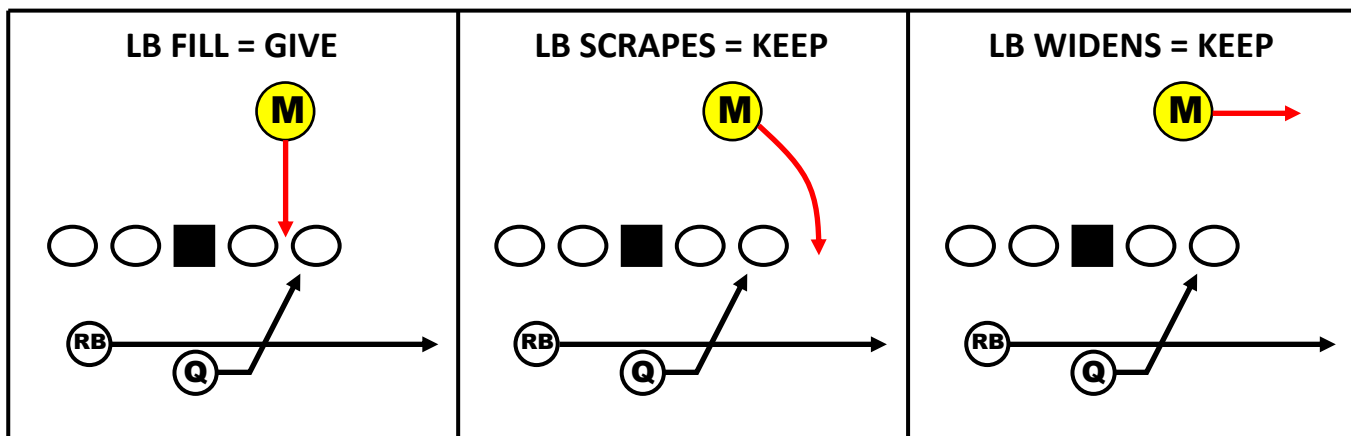
INVERTED: RB IS THE PERIMETER RUNNER, QB IS THE DOWNHILL RUNNER
USED ON (Counter Read, BASH Tags)

WHEN IN DOUBT, GIVE IT OUT

REGULAR READ



INVERTED READ





DEFENSIVE ID
ALLEY AND EDGE



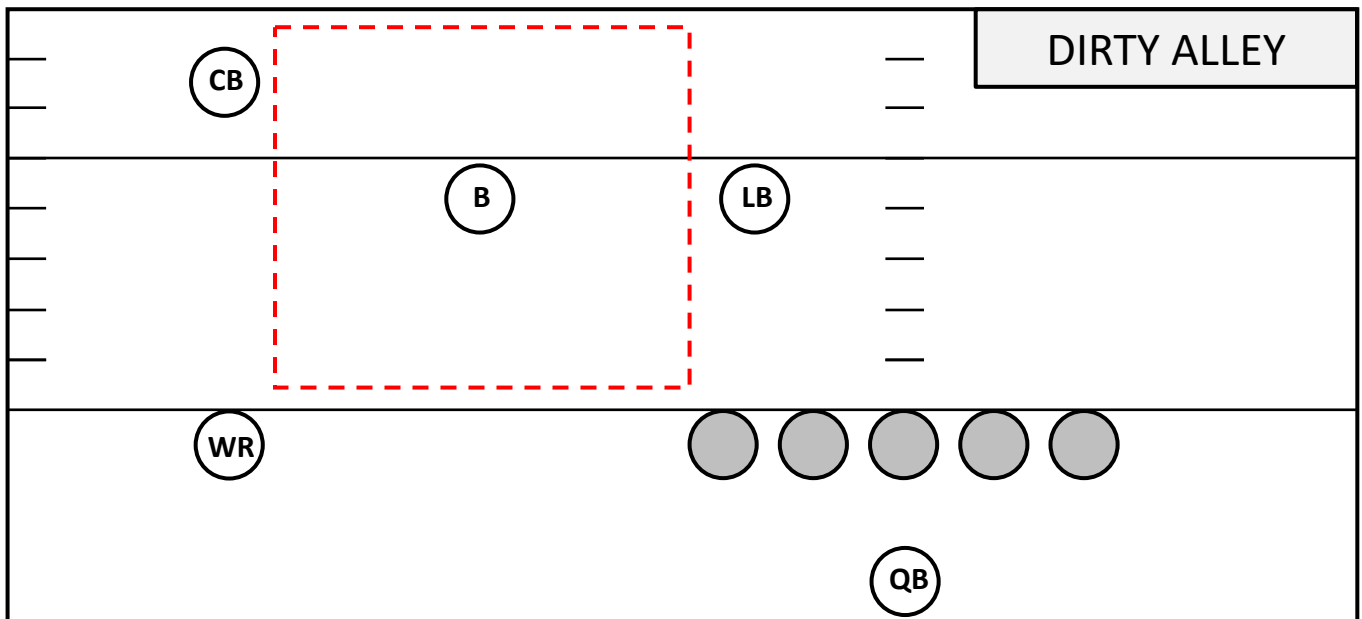
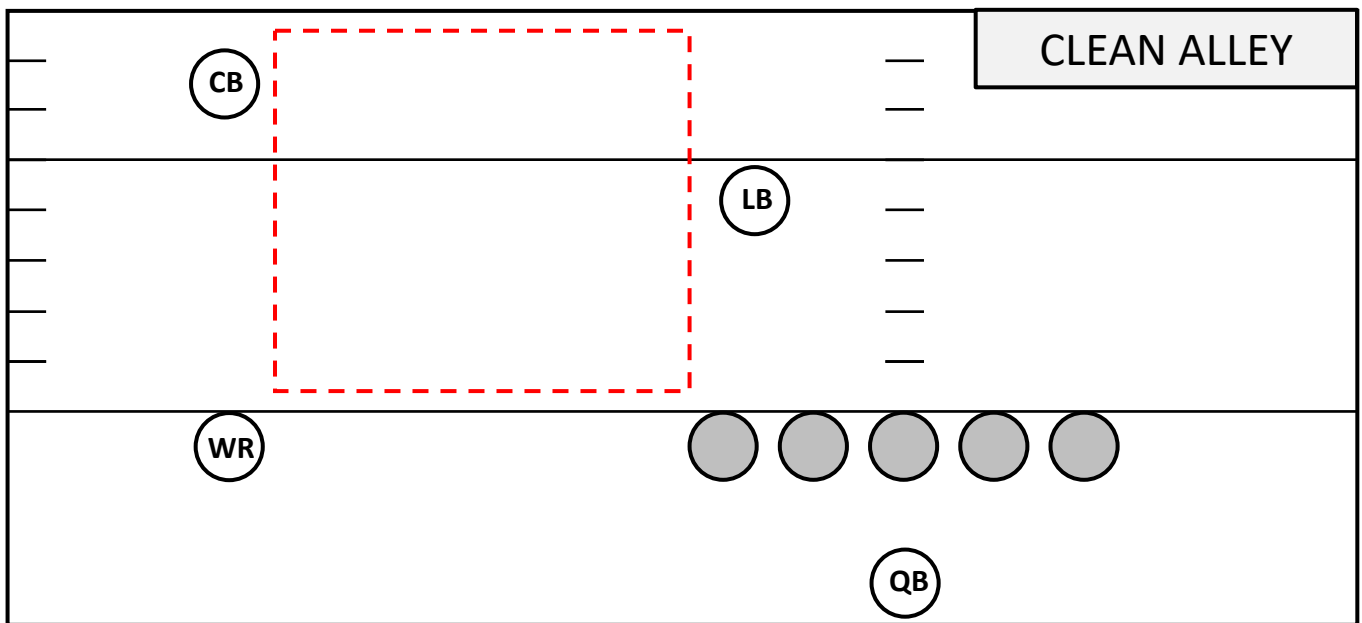
ALLEY ACCESS

THE ALLEY IS THE AREA BETWEEN THE SINGLE WR AND THE LAST MAN ON THE LOS. THE ALLEY EXTENDS LENGTH WISE FROM THE SINGLE WR TO THE LAST MAN ON THE LOS, AND VERTICALLY FROM THE LOS TO EIGHT YARDS DEEP. WE REFERENCE THE ALLEY AS EITHER BEING **CLEAN** OR **DIRTY** DETERMINING THIS HELPS US DETERMINE IF WE WANT TO THROW THE ACCESS/RPO ROUTE THAT IS ATTACHED WITH OUR INTERIOR RUN GAME.

CLEAN: MEANS THAT THERE IS NO DEFENDER SITTING IN THE ALLEY ON THE SNAP OF THE BALL.

- BE AWARE OF ANY DEFENDER NEAR THE ALLEY WHO MIGHT BUZZ INTO ON THE SNAP

DIRTY: MEANS THAT THERE IS A DEFENDER SITTING IN THE ALLEY ON THE SNAP OF THE BALL.

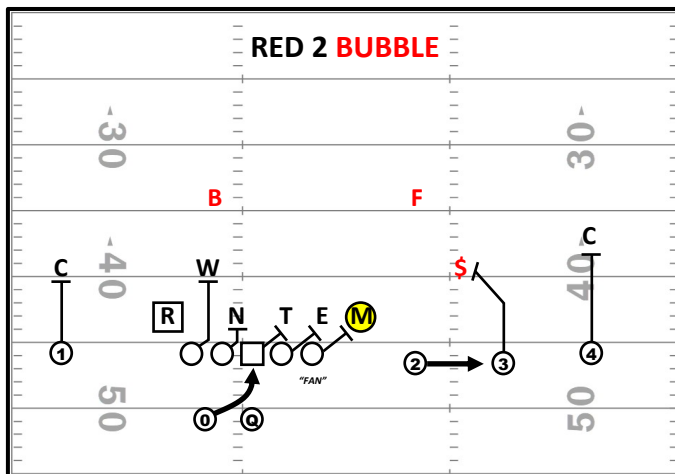


EDGE PRESSURE ISSUES

THE RIFLE AND BULLET CONCEPTS ARE USED IN ZONE BASED BLOCKING SCHEMES. RIFLE AND BULLET ALERTS THE OFFENSIVE LINE AND THE QUARTERBACK TO THE PRESENCE OF EDGE PRESSURE. BOTH THE OFFENSIVE LINE AND THE QUARTERBACK HAVE TO BE ALERT TO THE RIFLE AND THE BULLET AS THESE ARE DANGEROUS TO THE INTEGRITY OF THE SCHEME.

BULLET: MEANS THE PRESENCE OF A DEFENDER THAT IS ALREADY ACCOUNTED FOR IN THE BLOCKING SCHEME HAS ALIGNED TO APPLY EDGE PRESSURE. THE SCHEME REMAINS INTACT AND THE TECHNIQUE CHANGES.

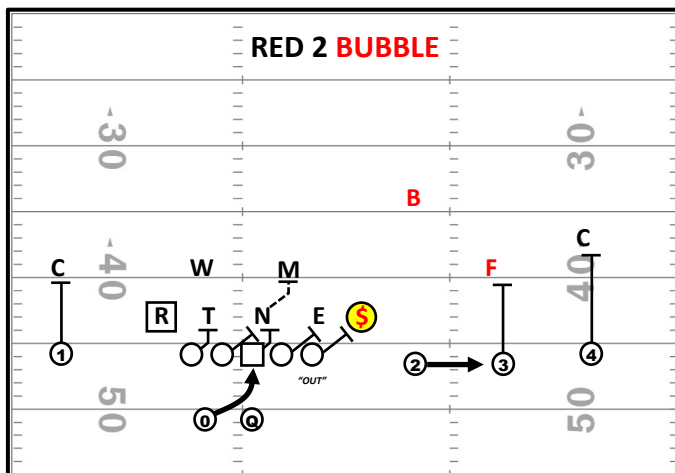
RIFLE: MEANS THE PRESENCE OF A DEFENDER THAT IS **NOT** ALREADY ACCOUNTED FOR IN THE BLOCKING SCHEME HAS ALIGNED TO APPLY EDGE PRESSURE. THE SCHEME WILL BE ALTERED AND NEW RULES APPLY.



BULLET

IN THE EXAMPLE TO THE LEFT THE MIKE IS ALIGNED AS A BULLET TO THE FIELD. WE SHOULD BE THINKING THAT THE FIELD DL WILL BE SLANTING AWAY FROM THE BULLET

VERSUS A BULLET WE MAKE A "FAN" CALL
- FAN EFFECTS THE PLAYSIDE OF THE OL



RIFLE

IN THE EXAMPLE TO THE LEFT THE STRONG SAFETY IS ALIGNED AS A RIFLE TO THE FIELD. WE SHOULD BE THINKING THAT THE FIELD DL WILL BE SLANTING AWAY FROM THE RIFLE

VERSUS A RIFLE WE MAKE AN "OUT" CALL
- OUT EFFECTS THE ENTIRE OL
- THE DEFENSE WILL HAVE A FREE HITTER



DEFENSIVE ID
FIELD LANMARKS
&
DIMENSIONS



FIELD IDENTIFICATION

“BACK PYLON”

“ENDLINE”

END ZONE

“GOALLINE”

“FRONT PYLON”

“NUMBERS”

← TOP

BOTTOM →

● ABOVE ●

● BELOW ●

“HASH”

← INSIDE

OUTSIDE →

“DIMENSIONS”

53 1/3 YARDS

● 9 YDS ●

● 8.8 YDS ●

● 6 YDS ●

-3-

17.8 YARDS

17.8 YARDS

17.8 YARDS

BALL LOCATION

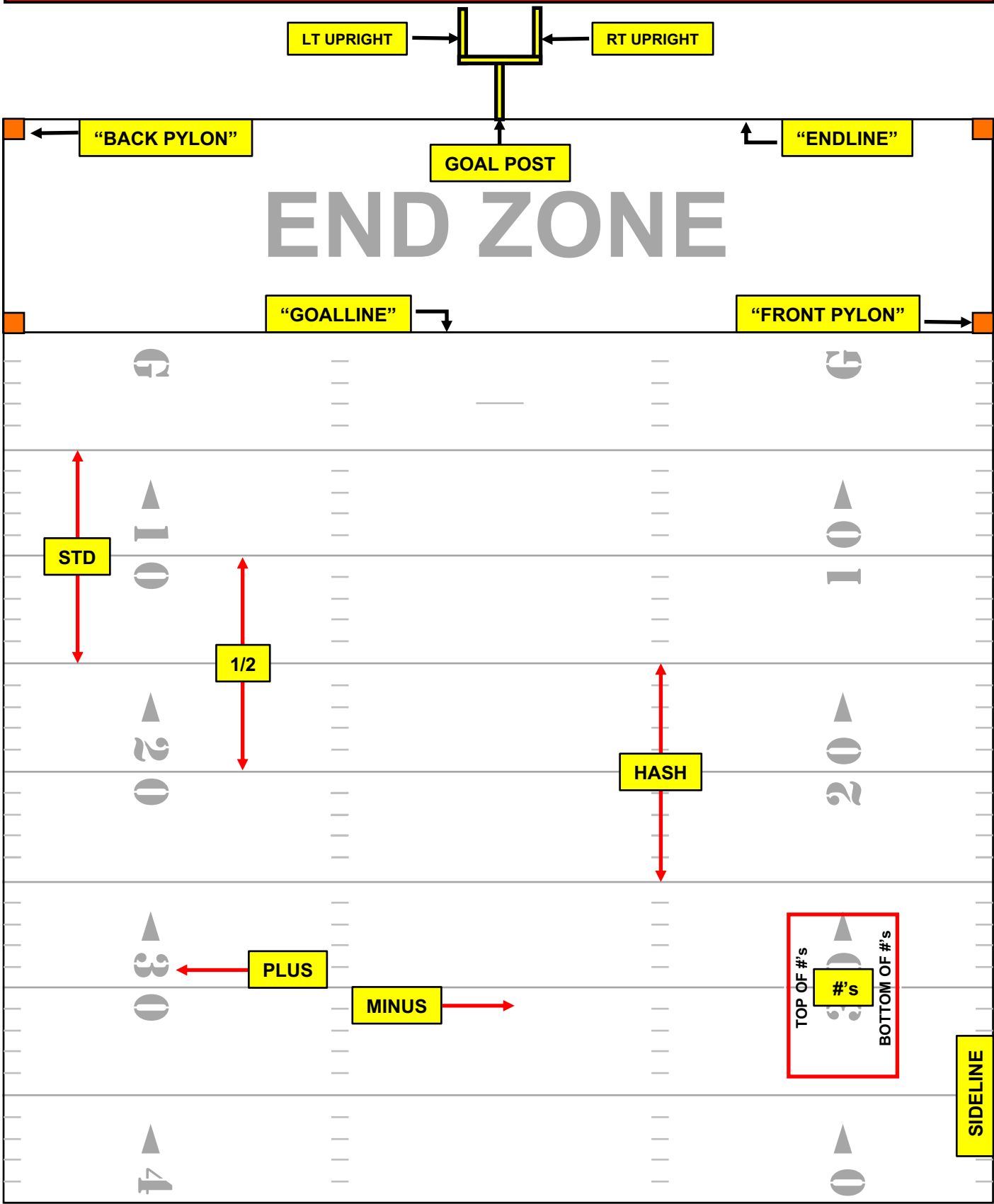
Short Side

Wide Side

“BOUNDARY”

“FIELD”

OFFENSIVE FIELD LANDMARKS



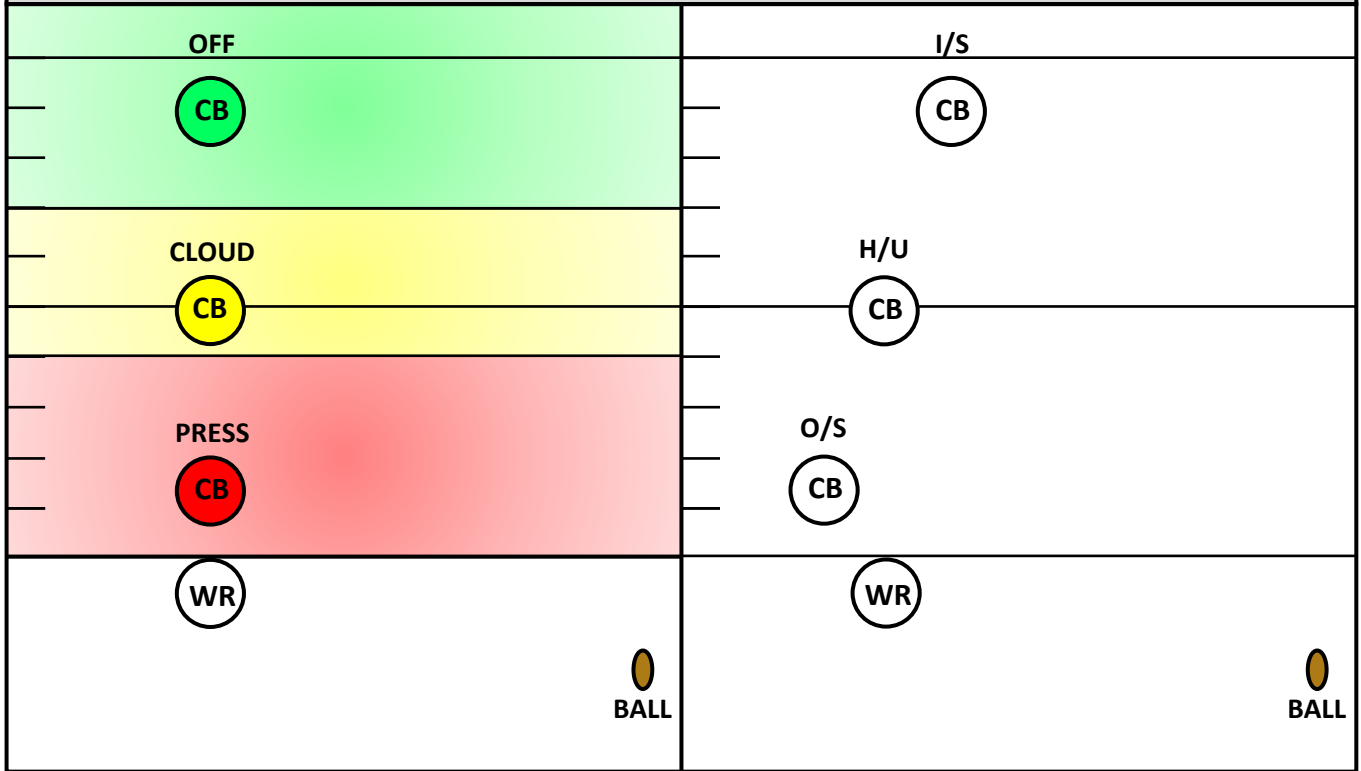


DEFENSIVE ID

KEYING DEFENSIVE BACKS



CB D.E.L.



DEPTH

PRESS: CB is between 0-4 Yards off of the LOS
 Typically seen in Man Coverage or Cover 2.
 - Can also be seen on Press/Bail Coverages
 Press CB's are typically going to try and be physical and Re-Route the WR off of the LOS.

CLOUD: CB is between 4-7 Yards off of the LOS
 Typically used as a means to 'hide' the coverage.
 The CB is trying to align at a depth that wont tell us what the Coverage is pre-snap.

OFF: CB is off of the LOS by more than 7 Yards
 Typically seen in Coverages where the CB is playing a Deep Zone (Cover 3 or 4).
 - Can also be seen in "Catch Man"

LEVERAGE

OUTSIDE: CB is aligned Outside of the WR
 Typically seen in Coverages where the CB is trying to funnel the WR to his support
 - Cover 1 or Cover 2

HEAD UP: CB is aligned In Front of the WR
 Typically used as a means to disguise leverage/coverage. Can be used in any coverage.
 Depth + Leverage will give you more info.

INSIDE: CB is aligned Inside of the WR
 Typically seen in Coverages where the defense is vulnerable in the Seams or to inside routes
 - Cover 3 or Cover 4

EYES

ON THE WR

If the CB's eyes are on the WR than it is usually some type of Man Coverage
 - Man Defenders react off of their Man
 * In Pattern Match Coverages the Defenders will have their eyes on an Inside WR

ON THE QB

If the CB's eyes are on the QB than it is usually a some type of Zone Coverage
 - Zone Defenders react off of the QB's eyes

SAFETY STRUCTURES

WE CAN FIT THE STRUCTURE OF THE SAFETIES INTO ONE OF FOUR FAMILIES (0/1/2/2 TILT). THE STRUCTURE OF THE SAFETIES HELPS GIVE US AN IDEA OF THE COVERAGE (ALONG WITH THE TECHNIQUE OF THE CORNERS). SAFETIES GIVE US OUR PRIMARY INDICATOR OF COVERAGE, WE WANT TO READ THE TRIANGLE (**THE THREE SAFETIES**).

- A TRUE "THREE SAFETY" DEEP DEFENSE WILL BE ID'd INDEPENDENT FROM OUR FOUR FAMILIES

"CORNERS LIE, SAFETIES TELL THE TRUTH"

0: NO SAFETIES DEEP (7 YARDS OR UNDER)

COVER 0, COULD POSSIBLY BE 2 READ

1: 1 SAFETY SITTING IN THE MIDDLE OF THE FIELD

COVER 1, COVER 3, POSSIBLE COVER 9

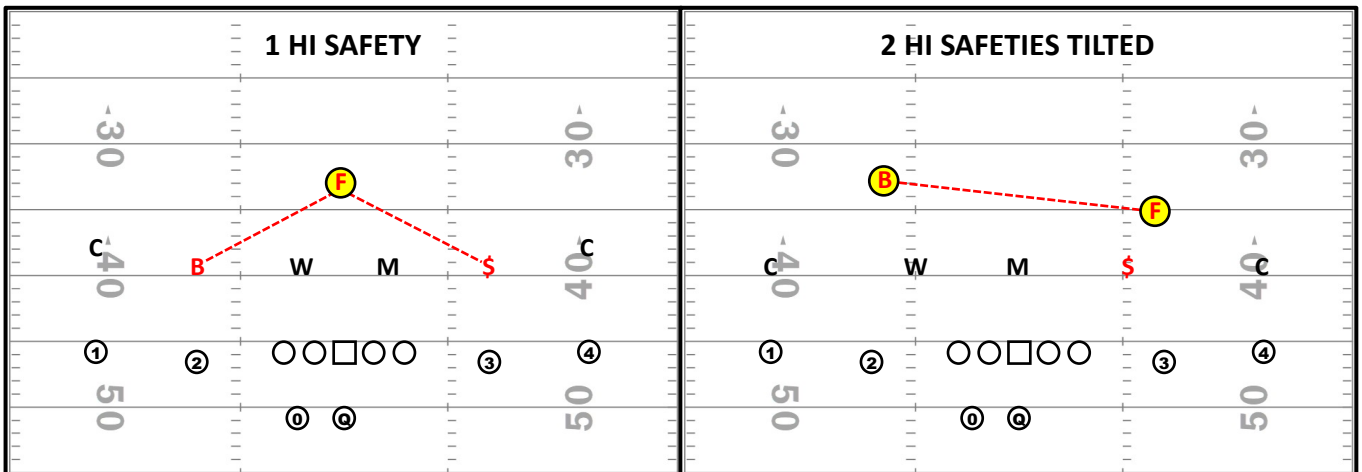
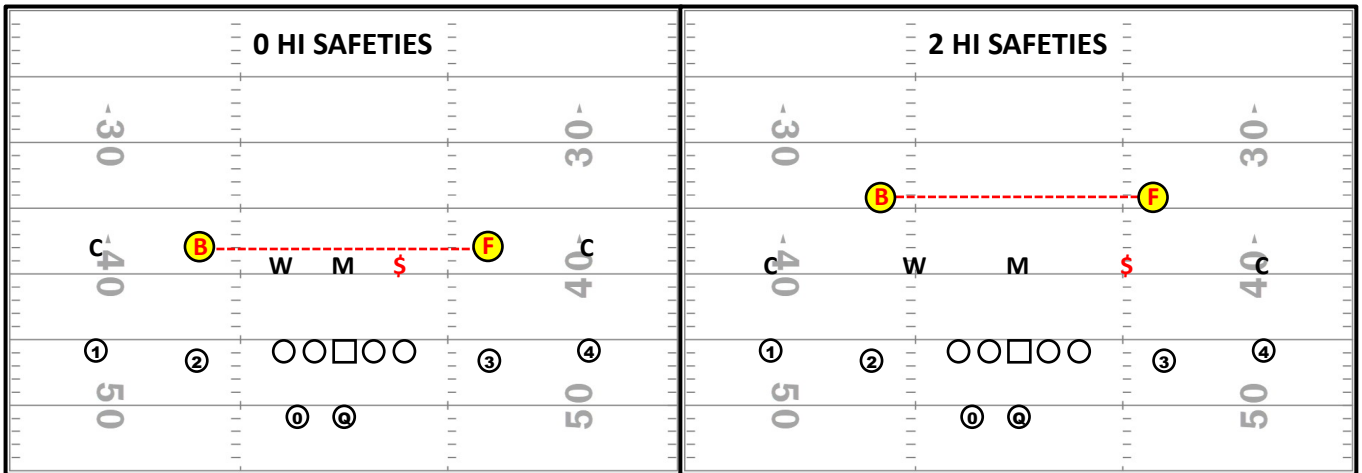
2: 2 SAFETIES SITTING ON/NEAR THE HASHES

COVER 2, COVER 4, COVER 6, 2 READ

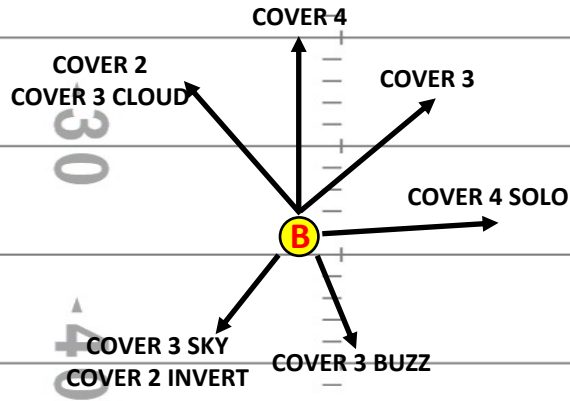
2 TILT: 2 SAFETIES SITTING ON/NEAR THE HASHES WITH ONE SAFETY HIGHER THAN THE OTHER

ROLLING TO 1 HI COVERAGES (COVER 1/3/9)

SAFETIES CAN ROLL TO THE FIELD OR BOUNDARY



KEYING THE BOUNDARY SAFETY



PRE-SNAP WE WANT TO ID THE STRUCTURE OF THE SAFETIES, AND THE D.E.L. OF THE CB'S TO GIVE US A PRE-SNAP IDEA OF WHAT THE COVERAGE MIGHT BE.

- USE THE PRE-SNAP PICTURE TO MAKE OUR **PROBABLY CALL**

POST-SNAP WE WANT TO **KEY** THE BOUNDARY SAFETIES MOVEMENT TO CONFIRM OUR PRE-SNAP THOUGHTS.

BASED ON FILM STUDY AND GAMEPLAN WE CAN NARROW DOWN THE DIFFERENT MOVEMENTS THAT WE EXPECT TO SEE FROM THE BOUNDARY SAFETY WITHIN A CERTAIN WEEK.

IF WE ARE EVER UNSURE ABOUT THE PRE-SNAP PICTURE, THE POST-SNAP MOVEMENT OF THE BOUNDARY SAFETY SHOULD CLEAR THINGS UP.

"READING THE SPOKE"

EACH OF THE POST-SNAP MOVEMENT OPTIONS OF THE SAFETIES NARROWS DOWN THE COVERAGE POSSIBILITIES. CERTAIN DROPS OF THE SAFETIES CORRESPOND TO CERTAIN COVERAGE FAMILIES (THERE ARE MORE COVERAGE OPTIONS THAN WHAT ARE LISTED ABOVE, BUT THE MOVEMENT OF THE SAFETY SHOULD GIVE US AN IDEA OF THE *COVERAGE FAMILY*). AGAIN, WE *SHOULD* KNOW WHAT COVERAGES WE ARE GOING TO SEE BASED OFF OF GAMEPLAN, BUT IF WE SEE ANYTHING THAT WE WERE NOT ANTICIPATING "***READ THE SPOKE***" TO TRY AND DETERMINE WHAT YOU ARE SEEING.



DEFENSIVE ID

FRONTS/STUNTS/BLITZES

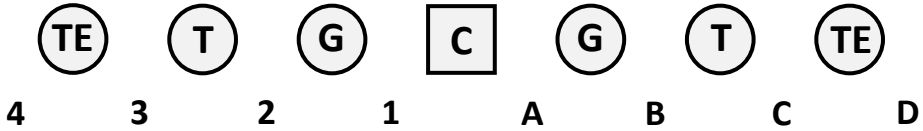


TECHNIQUE RECOGNITION

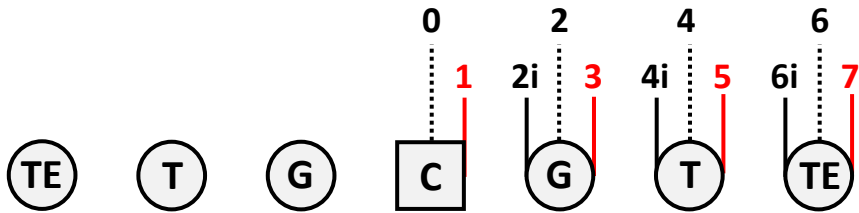
GAPS

BACKSIDE

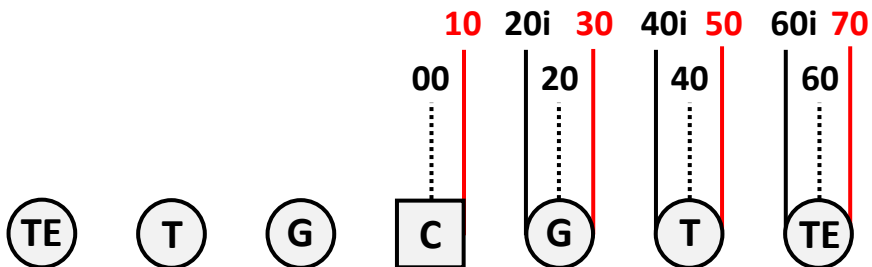
PLAYSIDE



DEFENSIVE LINE ALIGNMENTS



LINE BACKER ALIGNMENTS



IDENTIFYING THE FRONT

ALL DEFENSIVE FRONTS FIT INTO ONE OF FOUR CATEGORIES. THERE CAN BE SLIGHT VARIATIONS WITHIN EACH OF THESE FAMILIES BUT THE CORE IDENTIFYING FEATURES WILL BE THERE. WE DIVIDE THE FRONT INTO TWO SECTIONS, THE FIRST BEING THE DEFENSIVE LINE, THE SECOND BEING THE LINEBACKERS. THESE WORDS REFER TO THE CORE SIX BOX DEFENDERS.

ODD: ANY DEFENSE WHERE THE CENTER HAS A DEFENDER DIRECTLY IN FRONT OF HIM ON THE LOS

EVEN: ANY DEFENSE WHERE THERE IS NO DEFENDER DIRECTLY IN FRONT OF THE CENTER

STACK: ANY DEFENSE WHERE A LINEBACKER IS ALIGNED DIRECTLY OVER THE CENTER

SPLIT: ANY DEFENSE WHERE THERE IS NO LINEBACKER DIRECTLY OVER THE CENTER

ALL EXAMPLES SHOWN VS 10 PERSONNEL

<div style="border: 1px solid black; display: inline-block; padding: 2px 10px; margin-bottom: 10px;">EVEN SPLIT</div> <div style="display: flex; justify-content: space-around; width: 80%; margin: 0 auto;"> <div style="text-align: center;">W</div> <div style="text-align: center;">M</div> </div> <div style="display: flex; justify-content: space-around; width: 80%; margin: 5px auto;"> <div style="text-align: center;">R</div> <div style="text-align: center;">N</div> <div style="text-align: center;">T</div> <div style="text-align: center;">E</div> </div> <div style="display: flex; justify-content: space-around; width: 80%; margin: 5px auto;"> <div style="text-align: center;">○</div> <div style="text-align: center;">○</div> <div style="text-align: center;">◻</div> <div style="text-align: center;">○</div> <div style="text-align: center;">○</div> </div>	<div style="border: 1px solid black; display: inline-block; padding: 2px 10px; margin-bottom: 10px;">EVEN SPLIT</div> <div style="display: flex; justify-content: space-around; width: 80%; margin: 0 auto;"> <div style="text-align: center;">W</div> <div style="text-align: center;">M</div> </div> <div style="display: flex; justify-content: space-around; width: 80%; margin: 5px auto;"> <div style="text-align: center;">R</div> <div style="text-align: center;">N</div> <div style="text-align: center;">T</div> <div style="text-align: center;">E</div> </div> <div style="display: flex; justify-content: space-around; width: 80%; margin: 5px auto;"> <div style="text-align: center;">○</div> <div style="text-align: center;">○</div> <div style="text-align: center;">◻</div> <div style="text-align: center;">○</div> <div style="text-align: center;">○</div> </div>
<div style="border: 1px solid black; display: inline-block; padding: 2px 10px; margin-bottom: 10px;">EVEN STACK</div> <div style="display: flex; justify-content: space-around; width: 80%; margin: 0 auto;"> <div style="text-align: center;">W</div> <div style="text-align: center;">M</div> </div> <div style="display: flex; justify-content: space-around; width: 80%; margin: 5px auto;"> <div style="text-align: center;">R</div> <div style="text-align: center;">N</div> <div style="text-align: center;">T</div> <div style="text-align: center;">E</div> </div> <div style="display: flex; justify-content: space-around; width: 80%; margin: 5px auto;"> <div style="text-align: center;">○</div> <div style="text-align: center;">○</div> <div style="text-align: center;">◻</div> <div style="text-align: center;">○</div> <div style="text-align: center;">○</div> </div>	<div style="border: 1px solid black; display: inline-block; padding: 2px 10px; margin-bottom: 10px;">EVEN STACK</div> <div style="display: flex; justify-content: space-around; width: 80%; margin: 0 auto;"> <div style="text-align: center;">W</div> <div style="text-align: center;">M</div> </div> <div style="display: flex; justify-content: space-around; width: 80%; margin: 5px auto;"> <div style="text-align: center;">R</div> <div style="text-align: center;">N</div> <div style="text-align: center;">T</div> <div style="text-align: center;">E</div> </div> <div style="display: flex; justify-content: space-around; width: 80%; margin: 5px auto;"> <div style="text-align: center;">○</div> <div style="text-align: center;">○</div> <div style="text-align: center;">◻</div> <div style="text-align: center;">○</div> <div style="text-align: center;">○</div> </div>
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DEFENSIVE LINE STUNTS

DEFENSIVE LINE STUNTS ARE BROKEN DOWN INTO FOUR CATEGORIES...

EXTERIOR STUNT: TAKES PLACE BETWEEN TWO DEFENSIVE LINEMEN ON ONE SIDE OF THE BALL

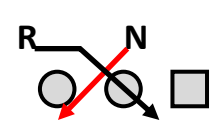
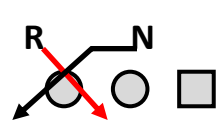
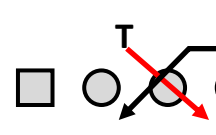
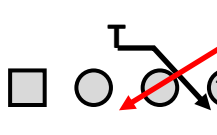
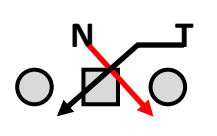
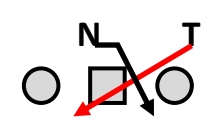
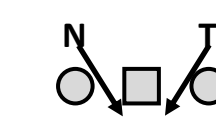
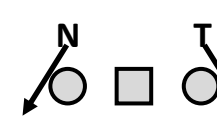
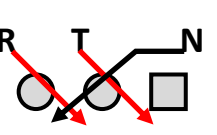
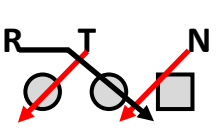
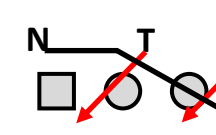
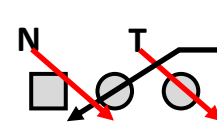
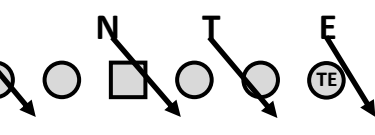
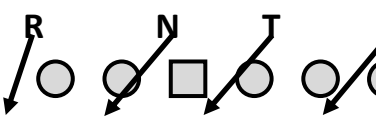
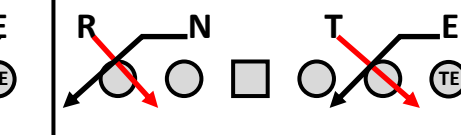
INTERIOR STUNT: TAKES PLACE BETWEEN THE TWO INTERIOR DEFENSIVE LINEMEN

HALF LINE STUNT: TAKES PLACE BETWEEN THREE DEFENSIVE LINEMEN ON ONE SIDE OF THE BALL

FULL LINE STUNT: TAKES PLACE BETWEEN THE ENTIRE DEFENSIVE LINE

A COMBO STUNT IS ANY TWO EXTERIOR STUNTS TOGETHER (R/N– T/E SHOWN BELOW)

FIRST LETTER IS THE PICK MAN (GOES 1ST), SECOND MAN IS THE LOOPER (GOES 2ND), IF THERE IS A 3RD MAN HE IS THE LOOPER

<div style="border: 1px solid black; padding: 5px; margin-bottom: 5px;">N/R</div> 	<div style="border: 1px solid black; padding: 5px; margin-bottom: 5px;">R/N</div> 	<div style="border: 1px solid black; padding: 5px; margin-bottom: 5px;">T/E</div> 	<div style="border: 1px solid black; padding: 5px; margin-bottom: 5px;">E/T</div> 
<div style="border: 1px solid black; padding: 5px; margin-bottom: 5px;">N/T</div> 	<div style="border: 1px solid black; padding: 5px; margin-bottom: 5px;">T/N</div> 	<div style="border: 1px solid black; padding: 5px; margin-bottom: 5px;">INNIE</div> 	<div style="border: 1px solid black; padding: 5px; margin-bottom: 5px;">OUTTIE</div> 
<div style="border: 1px solid black; padding: 5px; margin-bottom: 5px;">R/T/N</div> 	<div style="border: 1px solid black; padding: 5px; margin-bottom: 5px;">N/T/R</div> 	<div style="border: 1px solid black; padding: 5px; margin-bottom: 5px;">T/E/N</div> 	<div style="border: 1px solid black; padding: 5px; margin-bottom: 5px;">N/T/E</div> 
<div style="border: 1px solid black; padding: 5px; margin-bottom: 5px;">SLANT</div> <div style="background-color: yellow; padding: 2px; margin-bottom: 5px;">SLANT TO STRENGTH</div> 	<div style="border: 1px solid black; padding: 5px; margin-bottom: 5px;">ANGLE</div> <div style="background-color: yellow; padding: 2px; margin-bottom: 5px;">ANGLE AWAY FROM STRENGTH</div> 	<div style="border: 1px solid black; padding: 5px; margin-bottom: 5px;">R/N – T/E</div> 	

BLITZ IDENTIFICATION

BLITZES ARE BROKEN DOWN INTO CATEGORIES BASED ON THE LOCATION OF THE FIELD THAT THE BLITZ COMES FROM, WE IDENTIFY THESE BLITZES AS **SINGLE-MAN BLITZES**, **INSIDE LINEBACKER BLITZES**, **OUTSIDE LINEBACKER BLITZES**, **FIELD BLITZES**, **BOUNDARY BLITZES**, AND **CORNER BLITZES**. IF THERE IS A SINGLE MAN BLITZING HE WILL BE IDENTIFIED BY HIS POSITION AND THE GAP THAT HE IS BLITZING (EX MIKE-A, MIKE-C, MIKE-2, ETC), IF THERE ARE TWO DEFENDERS BLITZING THAT DO NOT FIT INTO ONE OF OUR "BLITZ FAMILIES" LISTED ABOVE THAN WE WILL IDENTIFY BOTH BLITZERS POSITION AND THE GAP THEY ARE BLITZING (EX MIKE-A/WILL-3).

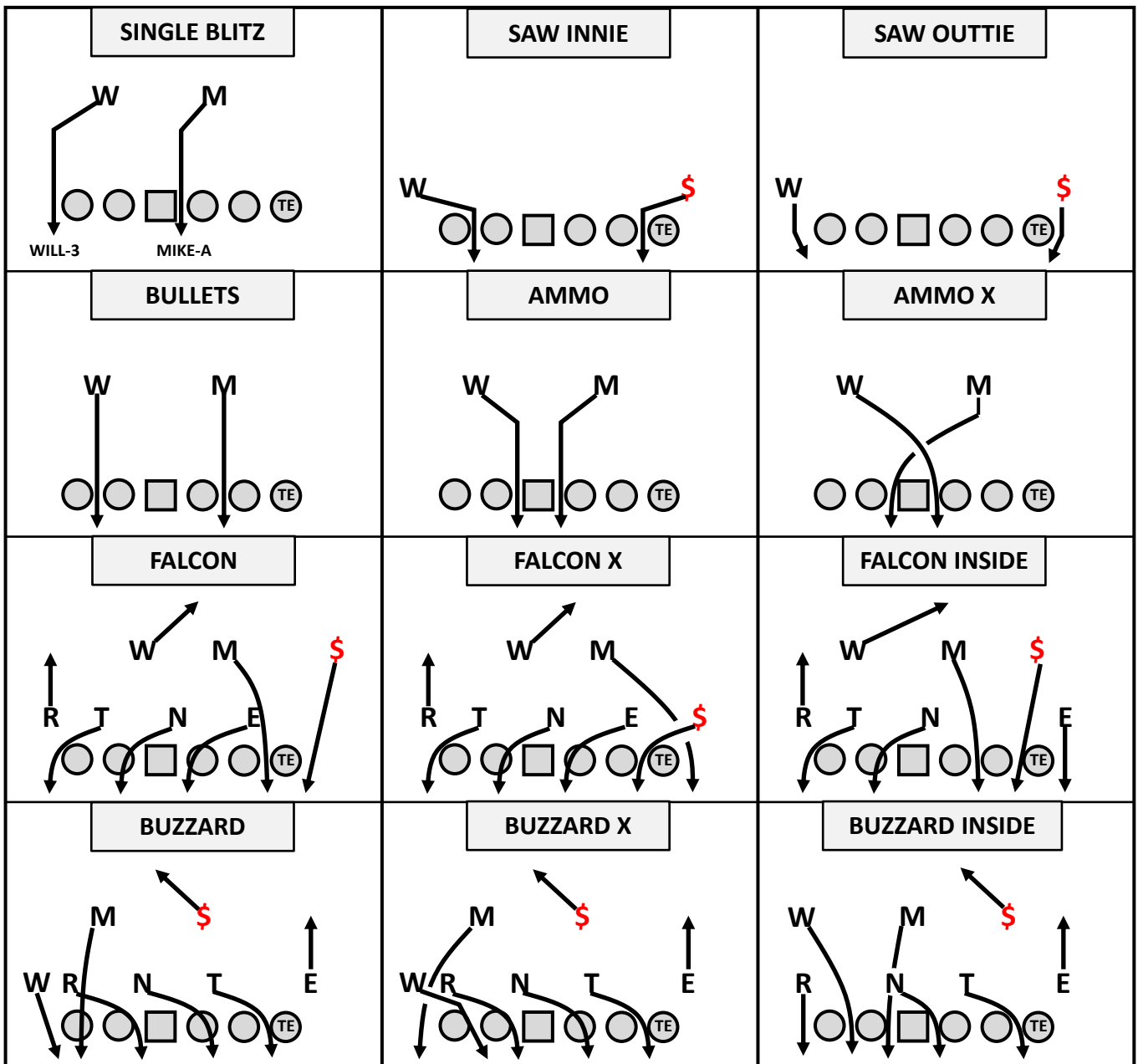
ILB BLITZES: GUN THEMED (AMMO/BULLET, ETC)

OLB BLITZES: SAW (S for STRONG SAFETY, W for WILL BACKER)

FIELD BLITZES: START WITH THE LETTER 'F' (FALCON/FLUSH)

BOUNDARY BLITZES: START WITH THE LETTER 'B' (BUZZARD/BLUSH)

CORNER BLITZES: START WITH THE LETTER 'C' (CAT/CHEETAH)



BLITZ IDENTIFICATION CONT.

BLITZES ARE BROKEN DOWN INTO CATEGORIES BASED ON THE LOCATION OF THE FIELD THAT THE BLITZ COMES FROM, WE IDENTIFY THESE BLITZES AS **SINGLE-MAN BLITZES**, **INSIDE LINEBACKER BLITZES**, **OUTSIDE LINEBACKER BLITZES**, **FIELD BLITZES**, **BOUNDARY BLITZES**, AND **CORNER BLITZES**. IF THERE IS A SINGLE MAN BLITZING HE WILL BE IDENTIFIED BY HIS POSITION AND THE GAP THAT HE IS BLITZING (EX MIKE-A, MIKE-C, MIKE-2, ETC), IF THERE ARE TWO DEFENDERS BLITZING THAT DO NOT FIT INTO ONE OF OUR "BLITZ FAMILIES" LISTED ABOVE THAN WE WILL IDENTIFY BOTH BLITZERS POSITION AND THE GAP THEY ARE BLITZING (EX MIKE-A/WILL-3).

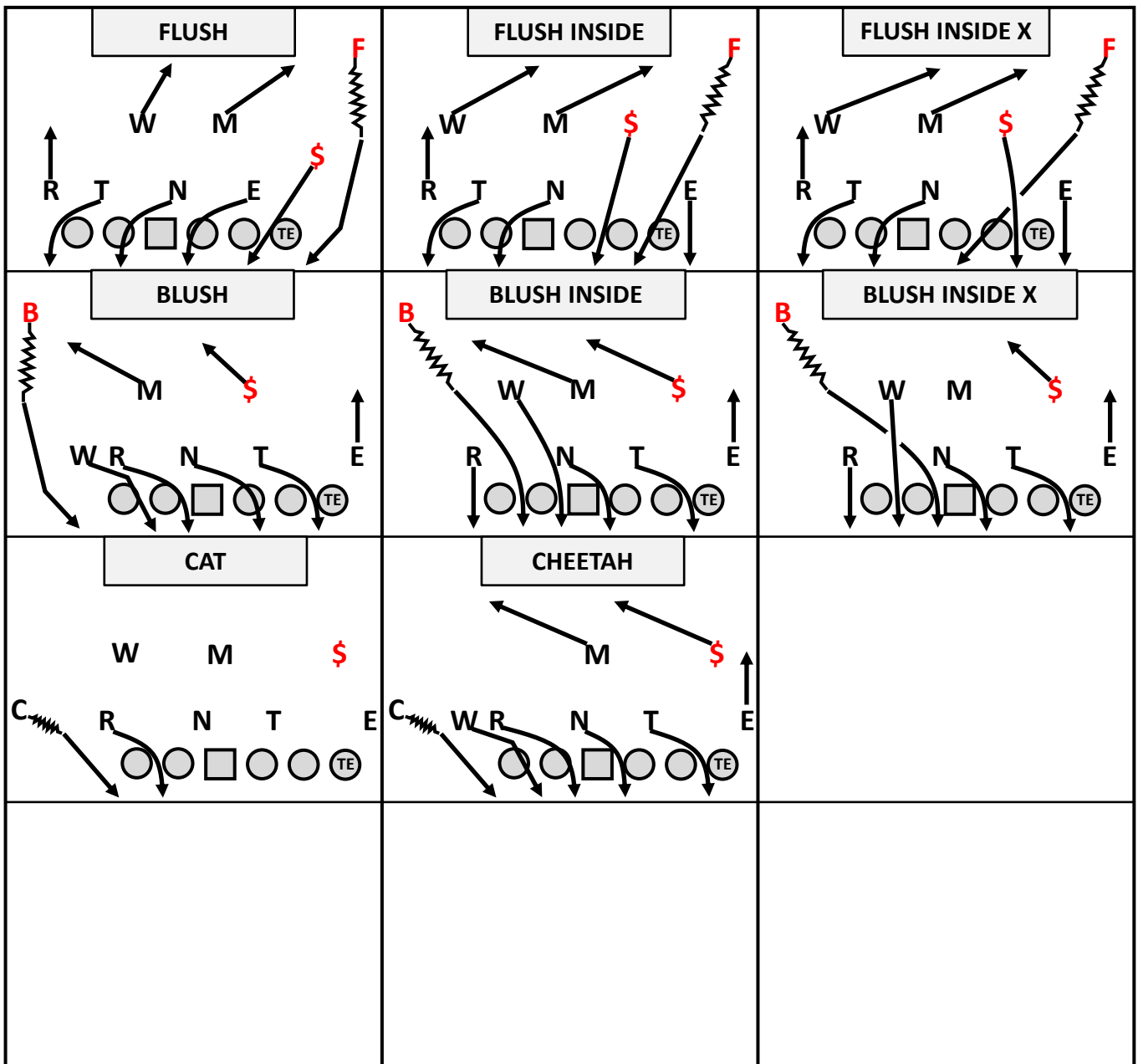
ILB BLITZES: GUN THEMED (AMMO/BULLET, ETC)

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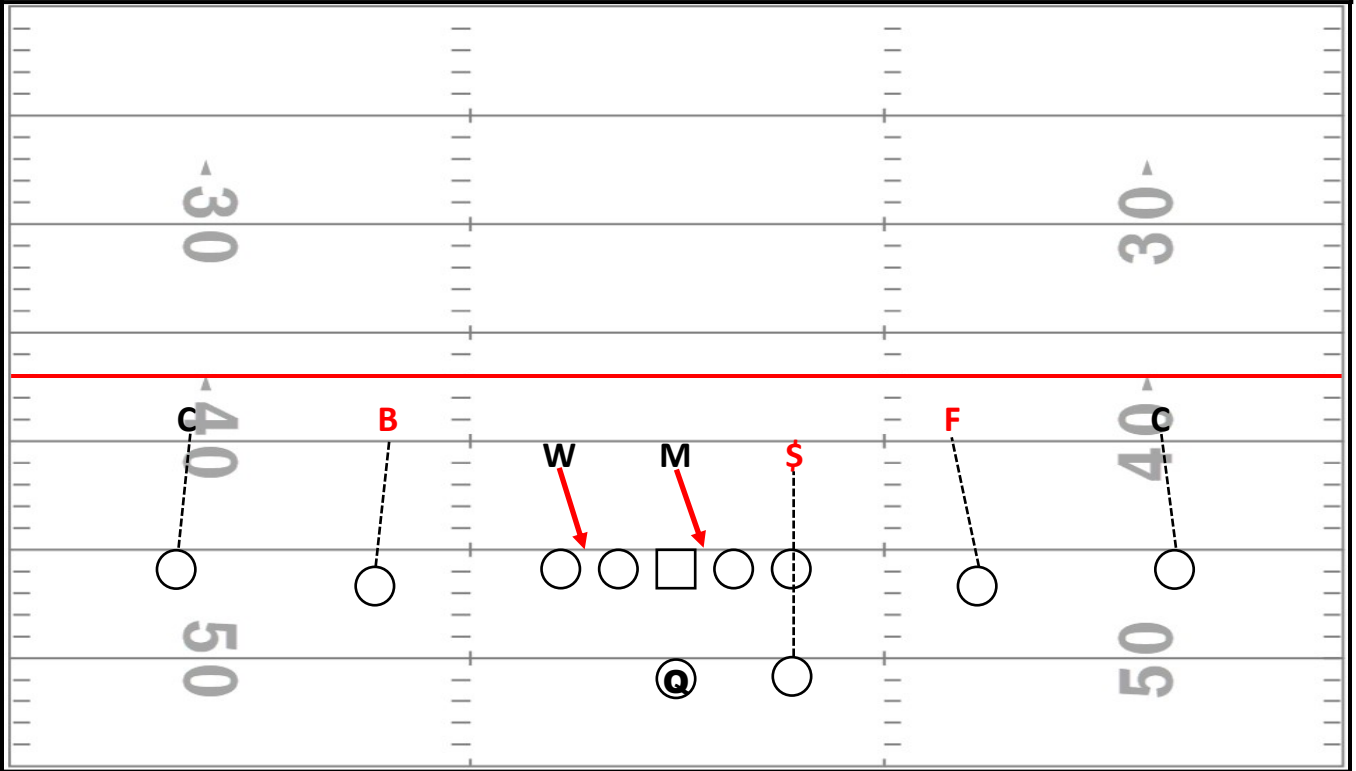




DEFENSIVE ID
MAN COVERAGES



COVER 0



DESCRIPTION/OVERVIEW

0 DEEP, 0 UNDER

- CORNERS MAN ON OWR
- SAFETIES MAN ON IWR
- ONE OF THE APEX DEFENDERS TAKES THE BACK (COULD ALSO MAN THE BACK WITH THE MIKE)

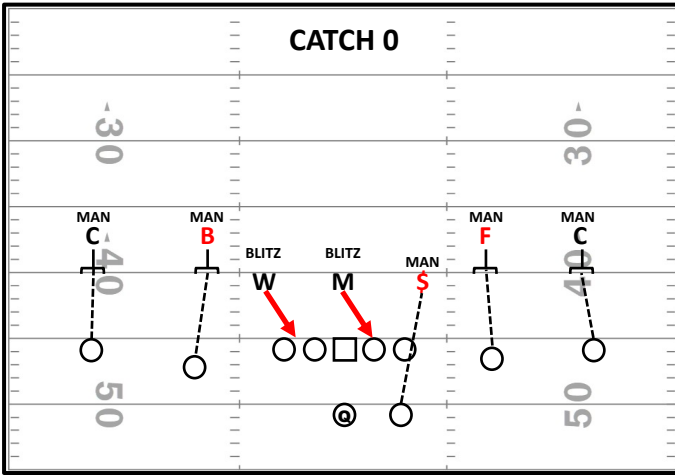
****DEFENSES UTILIZE THIS COVERAGE TO SEND PRESSURE AND STOP THE RUN****

VARIATIONS	AREAS TO ATTACK
CATCH 0 PRESS 0	0 THIEF 0 DBL THIEF
0 THIEF 0 DBL THIEF	1) DEEP 2) QUICK ROUTES VS OFF COVERAGE

DEFENSIVE INDICATORS	WAYS TO ATTACK
NO DEEP DEFENDERS CB's ALIGNED INSIDE SHADE ON WR SAF's ALIGNED INSIDE SHADE ON WR DEFENSE OUT NUMBERS US IN THE BOX	QK GAME – OUTS/SLANTS RUB ROUTES DBL MOVES QK TRIPLES SNAP OFF ROUTES DROPBACK PASSES <ul style="list-style-type: none"> - GO's - SEAM's - SLOT FADES

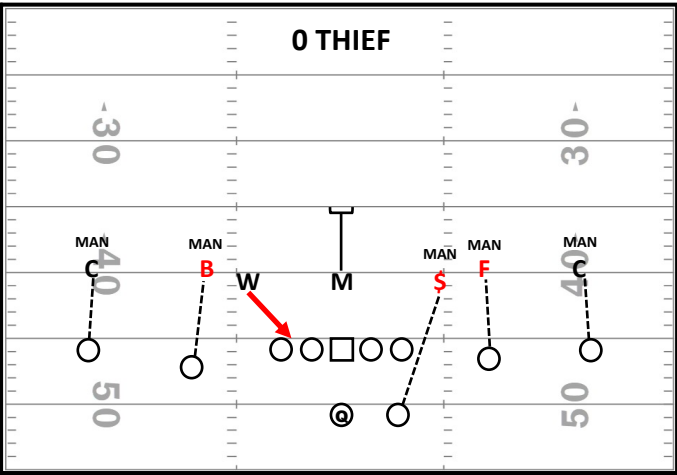
COVER 0 VARIATIONS

CATCH 0



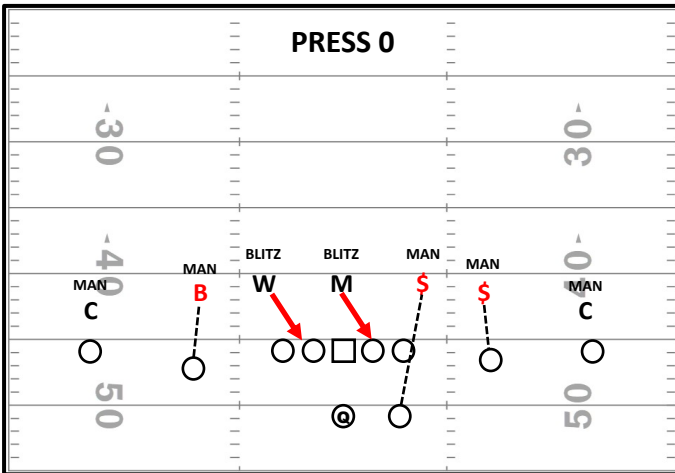
SAME AS REGULAR COVER 0
CB's & SAF's PLAY DEEP OFF OF THE LOS AND WILL WAIT TO ENGAGE THE WR WHEN THE WR REACHES THEM

0 THIEF



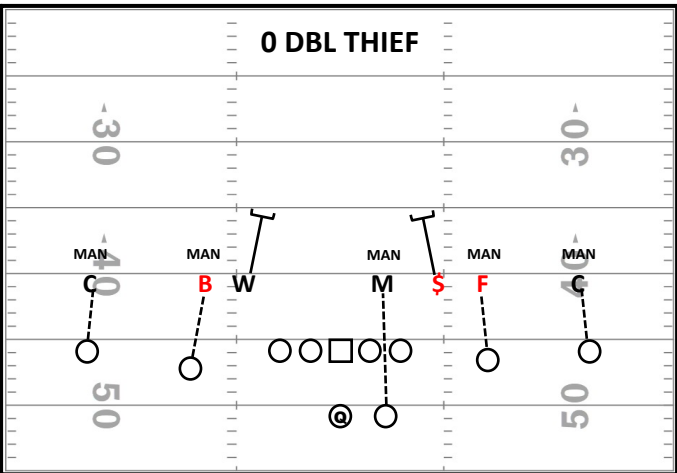
SAME AS REGULAR COVER 0
INSTEAD OF SENDING A 6TH RUSHER THE DEFENSE WILL DROP A MAN INTO COVERAGE IN THE MIDDLE ZONE

PRESS 0

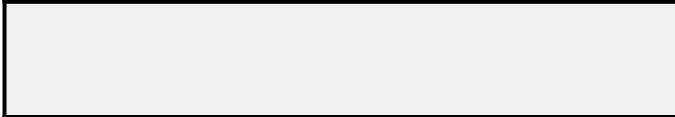
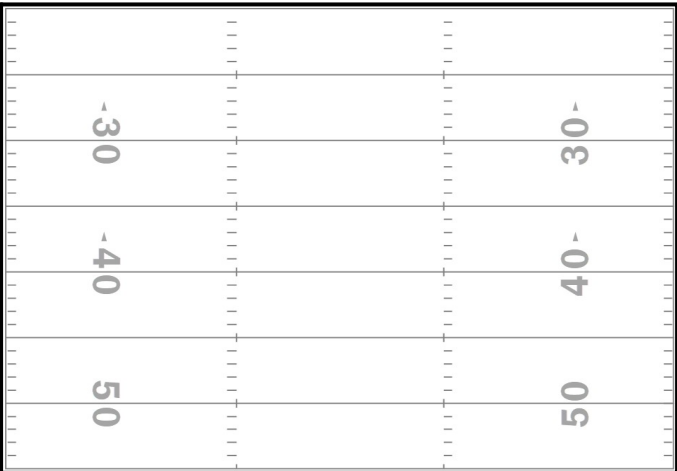
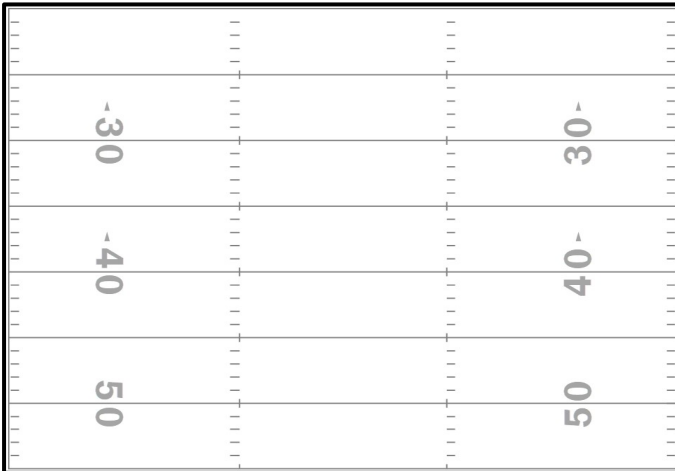


SAME AS REGULAR COVER 0
CB's OR THE SAF's WILL PRESS THE WR

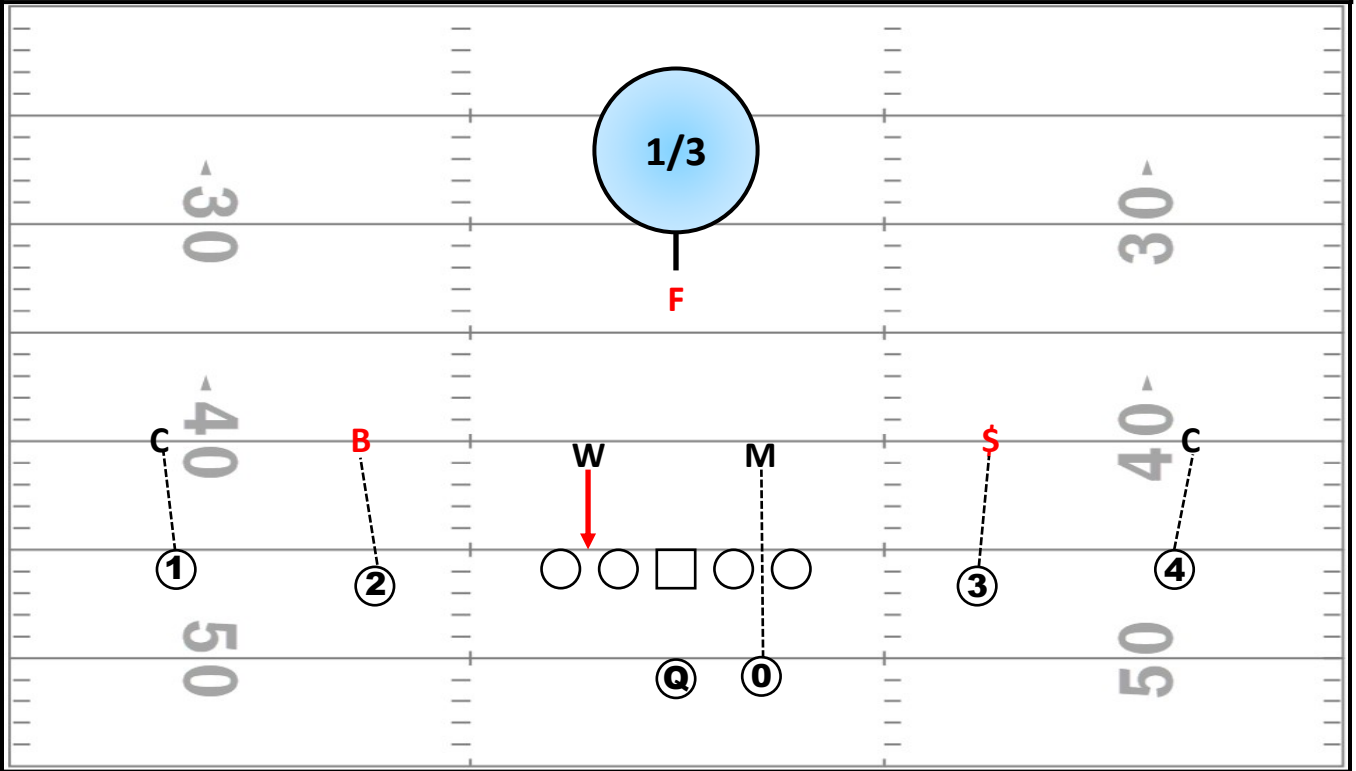
0 DBL THIEF



JUST LIKE COVER 0 THIEF
BUT NOW WITH TWO HOOK ZONE DROPPERS



COVER 1



DESCRIPTION/OVERVIEW

1 DEEP, 0 UNDER

- CORNERS MAN ON OWR
- SAFETIES MAN ON IWR/ 1 SAFETY DEEP PLAYING THE MIDDLE 1/3
- ONE OF THE MLB's TAKES THE BACK/ THE OTHER BLITZES

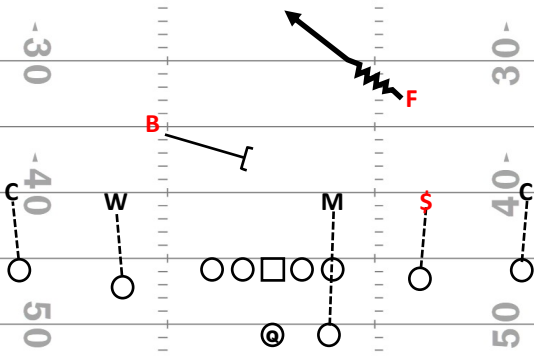
****DEFENSES UTILIZE THIS COVERAGE TO SEND PRESSURE AND STOP THE RUN****

VARIATIONS	AREAS TO ATTACK
1 ROBBER 1 THIEF 1 BANJO 1 DBL ##	1) DEEP AND AWAY FROM SAFETY 2) QUICK ROUTES VS OFF COVERAGE 3) SEAMS

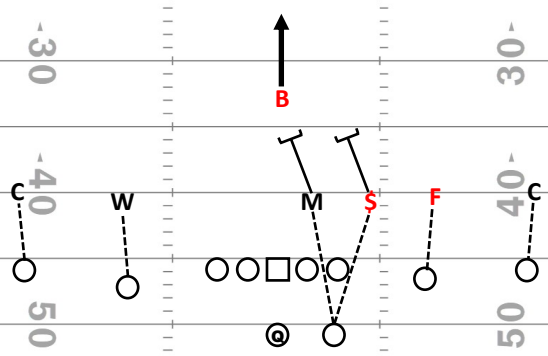
DEFENSIVE INDICATORS	WAYS TO ATTACK
<p><i>ONE DEEP SAFETY</i></p> <p><i>CB's ALIGNED OUTSIDE SHADE ON WR</i></p> <p><i>APEX's ALIGNED OUTSIDE SHADE ON WR</i></p> <p> </p> <p><i>EYES ON MAN</i></p>	SLANTS RUB ROUTES DBL MOVES QK TRIPLES SNAP OFF ROUTES RUN AWAY ROUTES DROPBACK PASSES - SEAM's - CORNER's

COVER 1 VARIATIONS

1 ROBBER



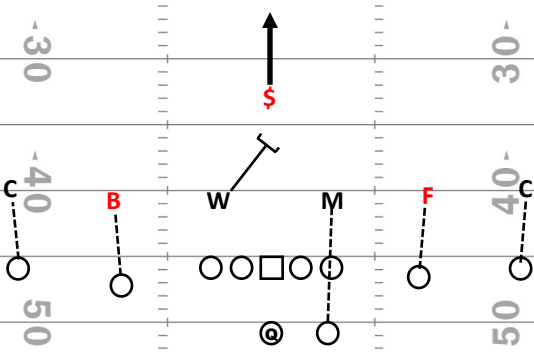
1 BANJO



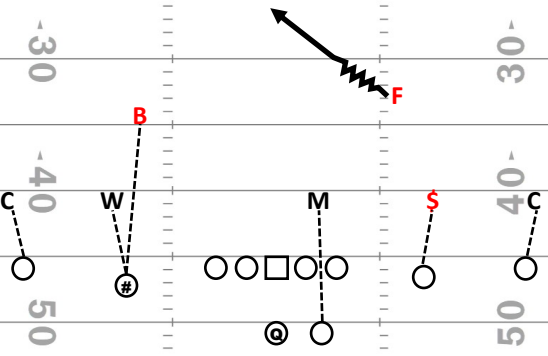
MAN COVERAGE WITH 1 SAFETY PLAYING MIDDLE 1/3 AND ANOTHER SAFETY PLAYING THE MIDDLE ZONE

MAN COVERAGE WITH 1 SAFETY PLAYING MIDDLE 1/3 MIKE AND STRONG SAFETY READING THE RB WHOEVER DOESN'T TAKE THE BACK BECOMES A THIEF

1 THIEF

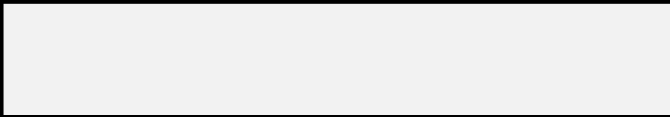
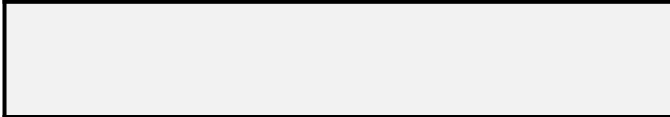
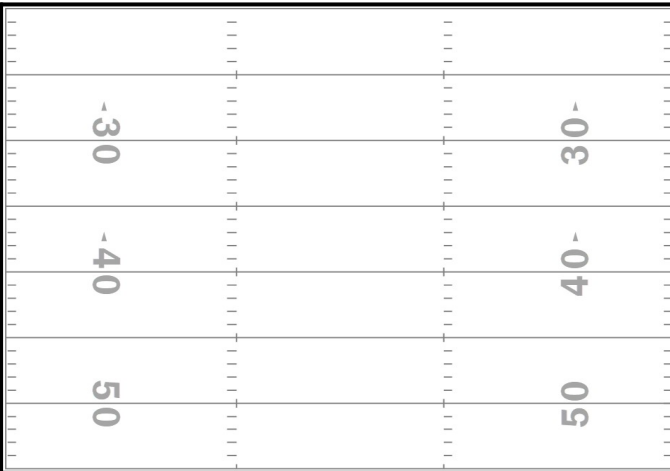
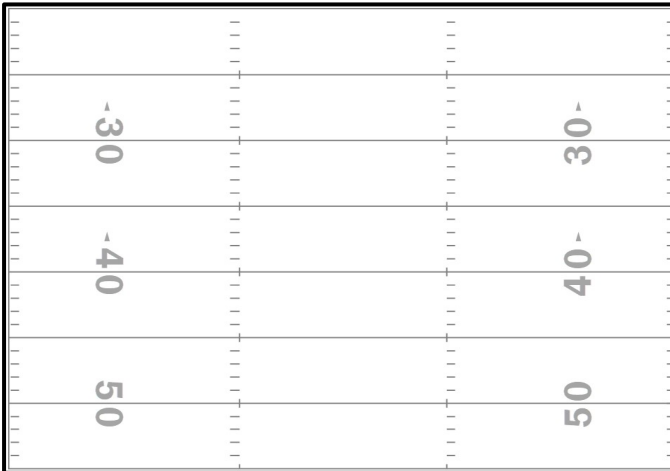


1 DBL



MAN COVERAGE WITH 1 SAFETY PLAYING MIDDLE 1/3 AND THE MLB OPPOSITE OF THE BACK PLAYING THE MIDDLE ZONE

MAN COVERAGE WITH 1 SAFETY PLAYING MIDDLE 1/3 OTHER SAFETY WILL DBL A SPECIFIC RECEIVER - THEY CAN DBL AN IWR OR AN OWR



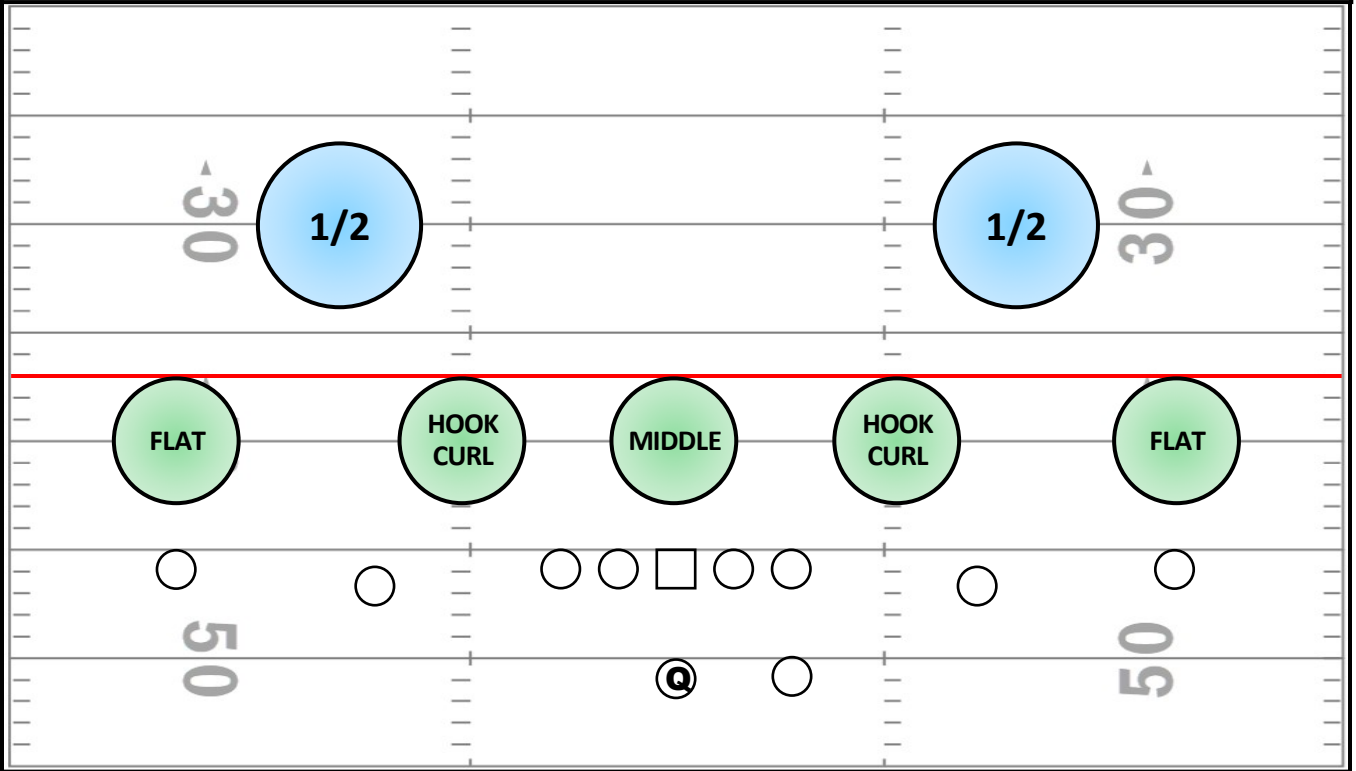


DEFENSIVE ID

MOFO ZONE COVERAGES



COVER 2



DESCRIPTION/OVERVIEW

2 DEEP, 5 UNDER

- SAFETIES HAVE THE DEEP HALVES
- CORNERS HAVE THE FLATS, AND WILL FUNNEL THE OWR INSIDE TO THEIR HELP
- APEX DEFENDERS HAVE THE HOOK-CURL ZONE, THEY MIGHT CARRY AN IWR VERTICAL
- MLB HAS THE MIDDLE ZONE

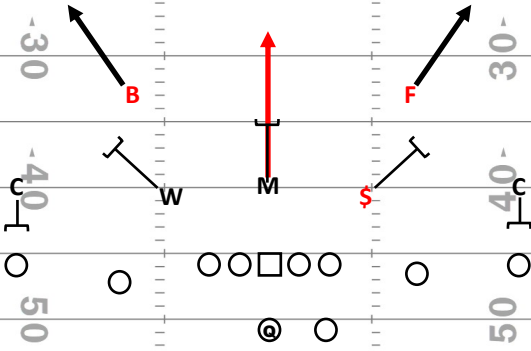
DEFENSES UTILIZE THIS COVERAGE TO STOP THE SHORT PASSING PASSING ATTACK

VARIATIONS	AREAS TO ATTACK
2 BASE 2 TAMPA 2 MAN 2 TRAP LT/RT (OR DBL)	2 KICK RT/LT 2 INVERT RT/LT 2 DBL INVERT
2 KICK RT/LT 2 INVERT RT/LT 2 DBL INVERT	1) MIDDLE 2) INTERMEDIATE OUTSIDE 3) RUN BOX 4) UNDERNEATH DEEP DROPPERS (8-12YDS)

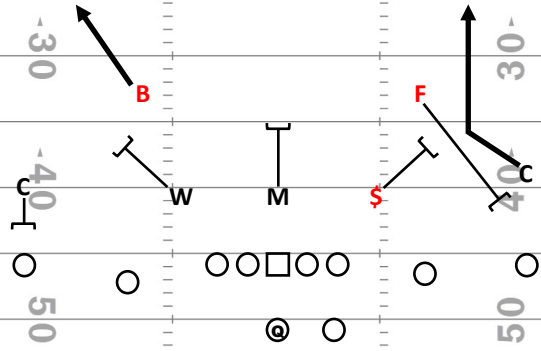
DEFENSIVE INDICATORS	WAYS TO ATTACK
<p><i>TWO DEEP SAFETIES</i></p> <ul style="list-style-type: none"> - <i>USUALLY ALIGNED OUTSIDE THE HASH</i> <p><i>CLOUD (OR PRESS) CORNERS</i></p> <ul style="list-style-type: none"> - <i>H/U OR O/S SHADE ON THE OWR</i> <p><i>DEFENDERS HAVE EYES ON THE QB</i></p>	<p>DROPPACK PASSES:</p> <ul style="list-style-type: none"> - IN/OUT STRETCH ON THE APEX DEFENDER - IN/OUT STRETCH ON THE SAFETY - HI/LO STRETCH ON THE CB - BENDERS THAT BREAK UNDER THE SAF - POSTS/GLANCES TO ATTACK THE MOF

COVER 2 VARIATIONS

2 (BASE) TAMPA



2 INVERT RT



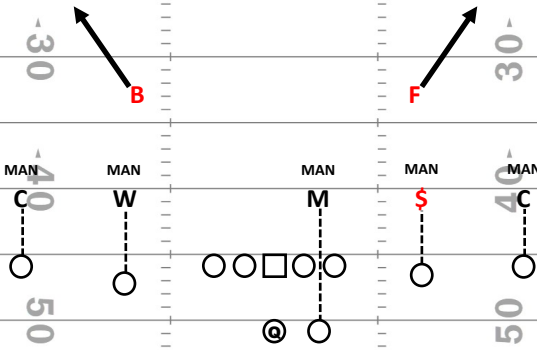
BASE COVER 2

2 HI SHELL, SAFETIES WIDENING OFF THE HASH
 * TAMPA = MLB DROPPING TO PLAY THE MIDDLE 1/3

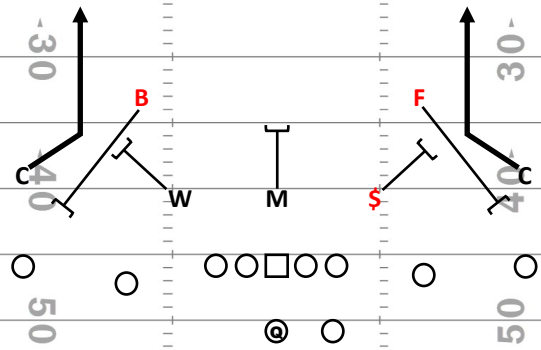
REGULAR COVER 2

TO THE CALLSIDE THE SAFETY AND CB WILL SWAP JOBS
 - CB HAS THE DEEP 1/2, SAF HAS THE FLATS

2 MAN



2 DBL INVERT

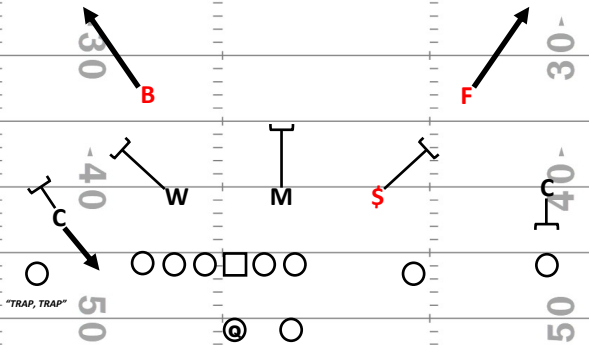


MAN COVERAGE UNDERNEATH WITH SAFETIES PLAYING OVER THE TOP IN THEIR 1/2's

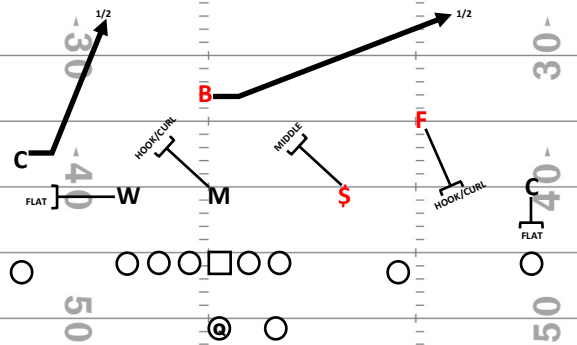
REGULAR COVER 2

WITH INVERT SAFETIES TO BOTH SIDES

2 TRAP LT



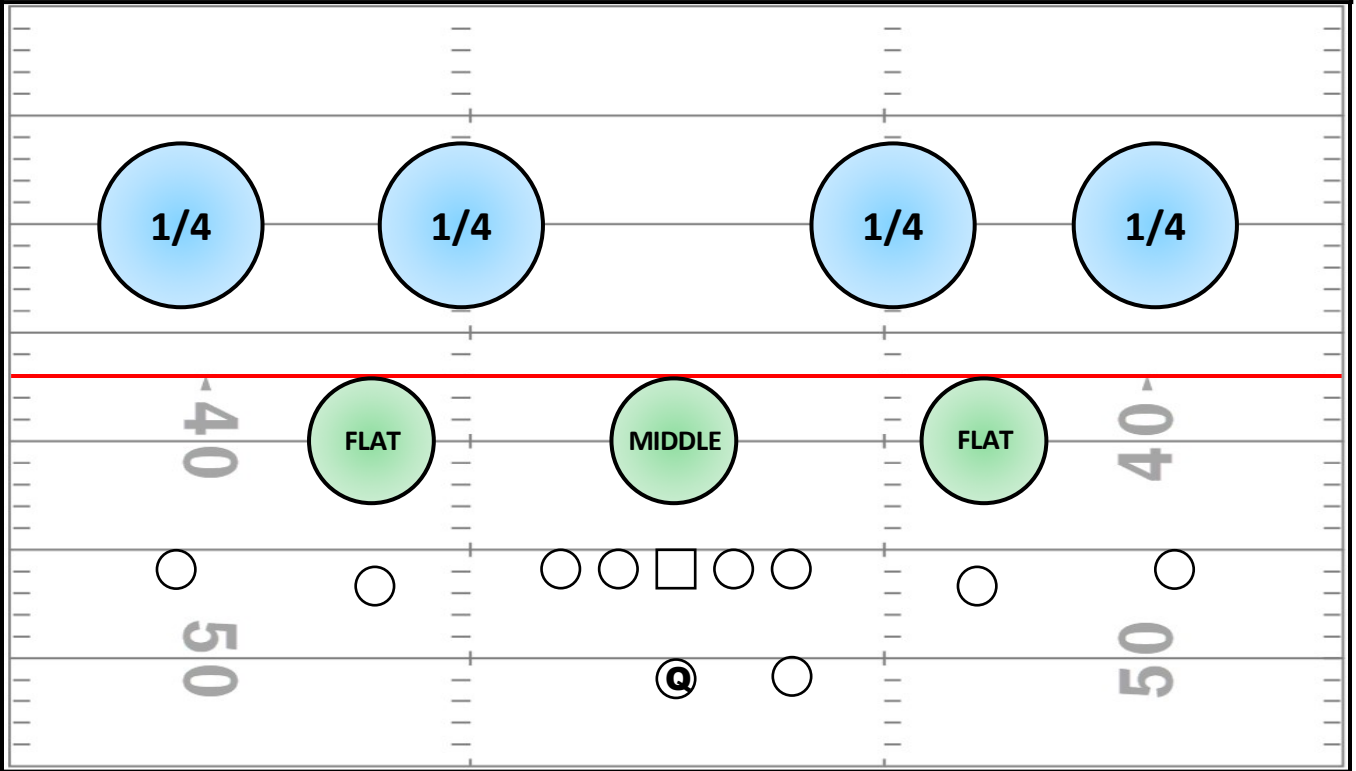
2 KICK RT



REGULAR COVER 2, BUT THE BND CB WILL PLAY AN INSIDE CLOUD TECHNIQUE. VS RUN THE BND CB WILL BE AN EXTRA FITTER, VS PASS HE WILL PLAY THE FLATS.

CALLSIDE SAFETY WILL ROLL DOWN TO THE CURL ZONE
 BACKSIDE SAFETY WILL ROLL OVER TO PLAY THE FAR 1/2
 UNDERNEATH ZONE DEFENDERS WILL SLIDE OVER A ZONE

COVER 4



DESCRIPTION/OVERVIEW

4 DEEP, 3 UNDER

- CORNERS AND SAFETIES DIVIDE THE BACK END OF THE COVERAGE INTO 1/4's
- APEX DEFENDERS HAVE THE FLATS, AND WILL COLLISION THE RELEASE OF THE SLOTS
- MLB HAS THE MIDDLE ZONE

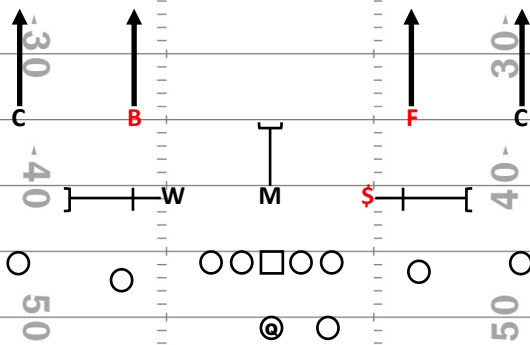
****DEFENSES UTILIZE THIS COVERAGE TO STOP THE DEEP PASSING ATTACK****

VARIATIONS	AREAS TO ATTACK
4 PRESS 4 MAN 4 SOLO (3X1 ONLY) 4 CLAMP (3X1 ONLY)	1) FLATS 2) RUN BOX 3) UNDERNEATH DEEP DROPPERS (8-12YDS) 4) BETWEEN THE SAFETIES 5) INTERMEDIATE OUTSIDE

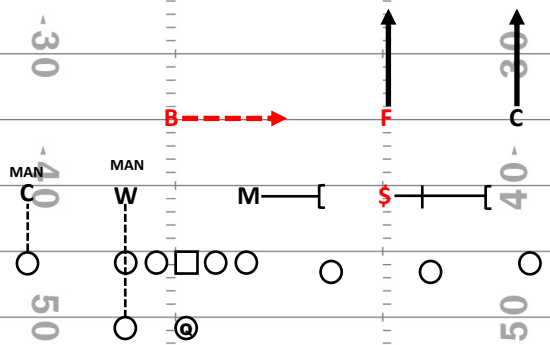
DEFENSIVE INDICATORS	WAYS TO ATTACK
<p><i>SAF'S & CB'S AROUND THE SAME DEPTH</i></p> <ul style="list-style-type: none"> - 8-12 YARDS OFF <p><i>SAF'S & CB'S HEAD UP TO INSIDE LEVERAGE</i></p> <p><i>DEFENDERS HAVE EYES ON THE QB</i></p>	<p>QK GAME – HITCHES/OUTS/SLANTS</p> <p>QK SCREENS – SMOKE & BUBBLE VARIATIONS</p> <p>DROPPACK PASSES:</p> <ul style="list-style-type: none"> - HI/LO STRETCH ON THE SAF - BENDERS THAT BREAK UNDER THE SAF - SNAP OFF ROUTES VS THE CB - QK ROUTES BETWEEN THE UNDER COVERAGE

COVER 4 VARIATIONS

4 (BASE)



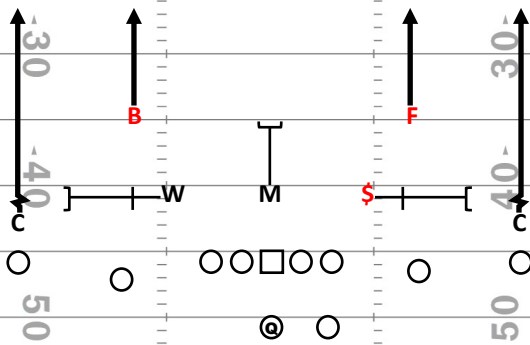
4 SOLO



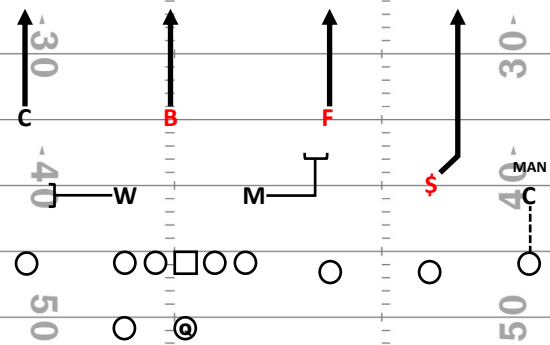
BASE COVER 4
CB's AND SAF's SITTING AROUND THE SAME DEPTH

COVER 4 TO THE FIELD, MAN TO THE BOUNDARY
B-SAF WILL TAKE THE 3RD WR IF HE GOES VERTICAL

4 PRESS



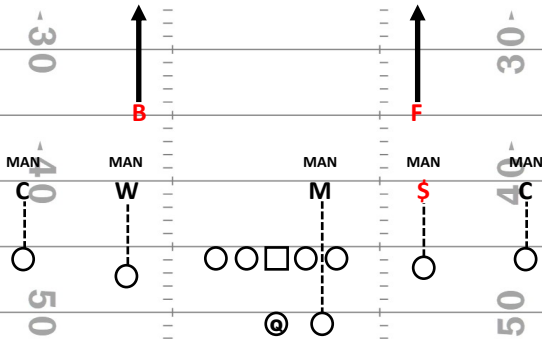
4 CLAMP



REGULAR COVER 4 WITH THE CB'S PRESSING THE OWR's
ON THE SNAP OF THE BALL CB'S WILL TURN AND RUN TO
COVER THEIR 1/4

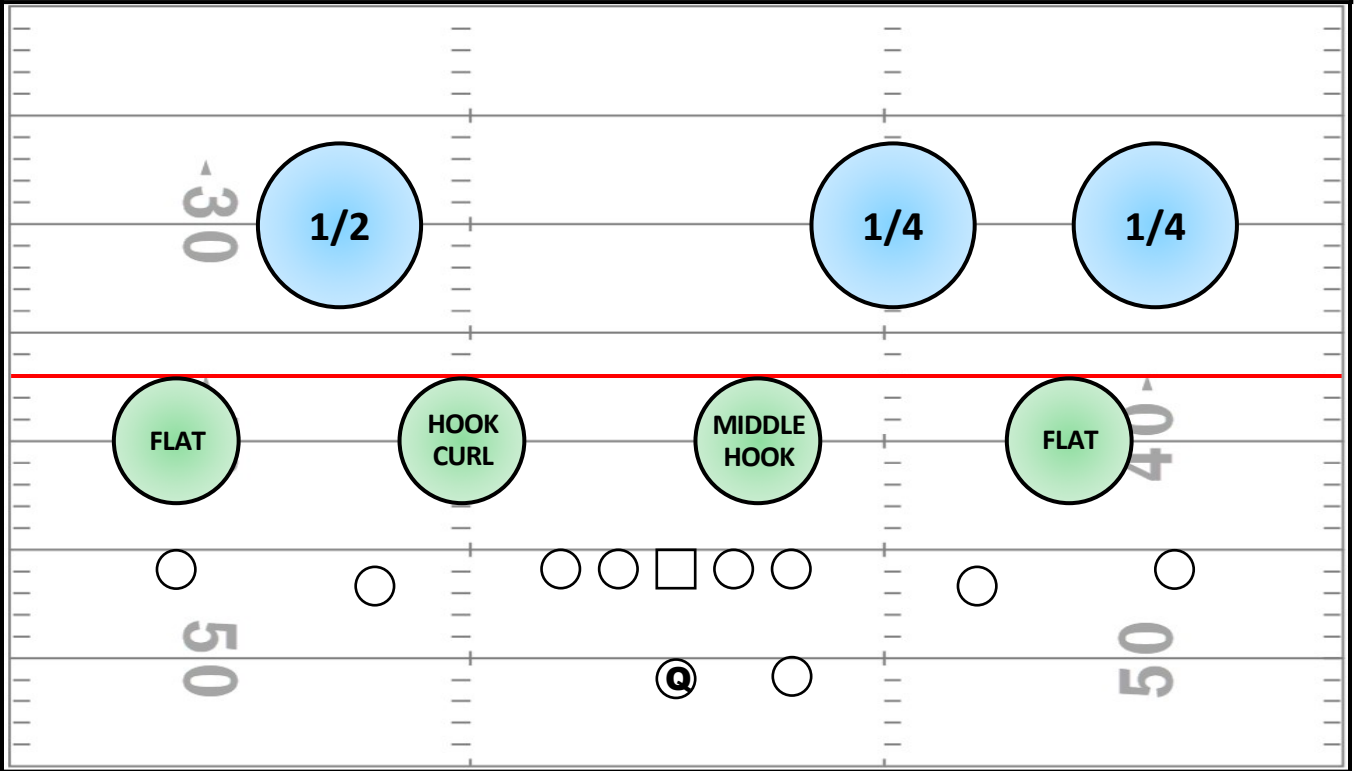
COVER 4 WITH THE FIELD CB PLAYING MAN ON THE OWR
THE STRONG SAFETY WILL TAKE THE DEEP O/S ¼ OR ANY
VERTICAL RELEASE FROM THE MWR

4 MAN



MAN COVERAGE UNDERNEATH WITH SAFETIES PLAYING
OVER THE TOP IN THEIR 1/4's

COVER 6



DESCRIPTION/OVERVIEW

3 DEEP, 4 UNDER

A COMBO COVERAGE WHERE THE DEFENSE WILL PLAY COVER 4 TO ONE SIDE OF THE FIELD AND COVER 2 (AND ITS VARIATIONS) TO THE OPPOSITE SIDE.

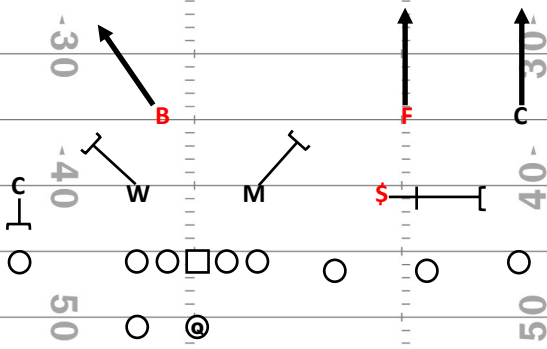
DEFENSES OFTEN UTILIZE THIS AS A TRIPS (OR ANY SINGLE WR) CHECK

VARIATIONS	AREAS TO ATTACK
6 BASE 6 BOUNDARY 6 TRAP 6 INVERT 6 MAN	1) FLATS TO COVER 4 SIDE 2) INTERMEDIATE OUTSIDE TO COVER 2 SIDE 3) UNDERNEATH DEEP DROPPERS (8-12YDS) 4) RUN BOX

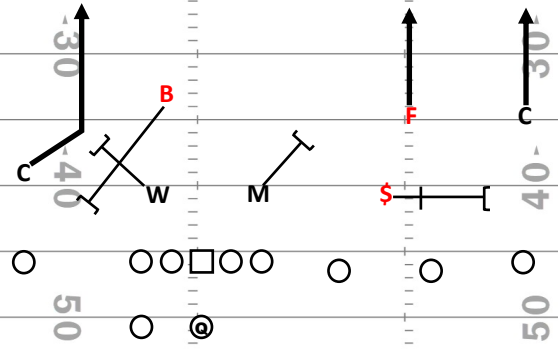
DEFENSIVE INDICATORS	WAYS TO ATTACK
<p><i>COVER 4 SHELL TO ONE SIDE</i></p> <ul style="list-style-type: none"> - HI CB AND SAFETY AROUND 8-12YDS <p><i>COVER 2 SHELL TO OTHER SIDE</i></p> <ul style="list-style-type: none"> - CLOUD CB AND HI SAFETY OFF THE HASH <p><i>DEFENDERS HAVE EYES ON THE QB</i></p>	<p><u>TO COVER 4 SIDE:</u> SEE COVER 4 SHEET</p> <p><u>TO COVER 2 SIDE:</u> SEE COVER 2 SHEET</p>

COVER 6 VARIATIONS

6 (BASE)



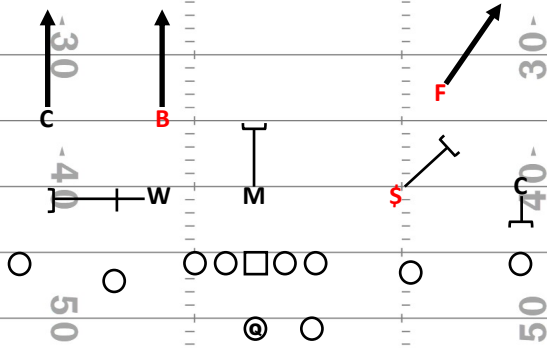
6 INVERT



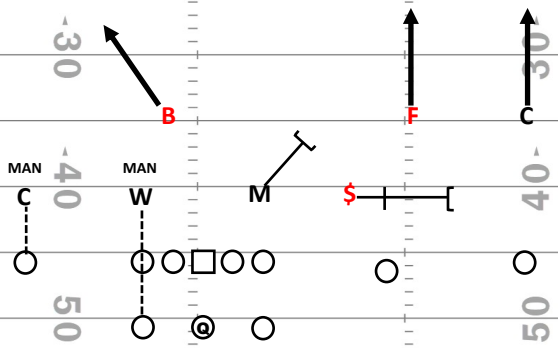
COVER 4 TO FIELD
COVER 2 TO BOUNDARY

COVER 4 TO FIELD
COVER 2 INVERT TO BOUNDARY

6 BOUNDARY



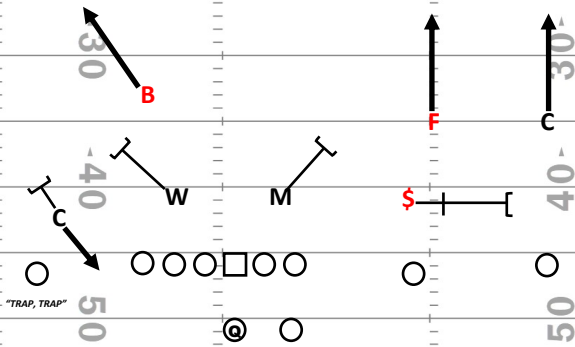
6 MAN



COVER 4 TO BOUNDARY
COVER 2 TO FIELD

COVER 4 TO FIELD
COVER 2 MAN TO BOUNDARY

6 TRAP



COVER 4 TO FIELD
COVER 2 TRAP TO BOUNDARY

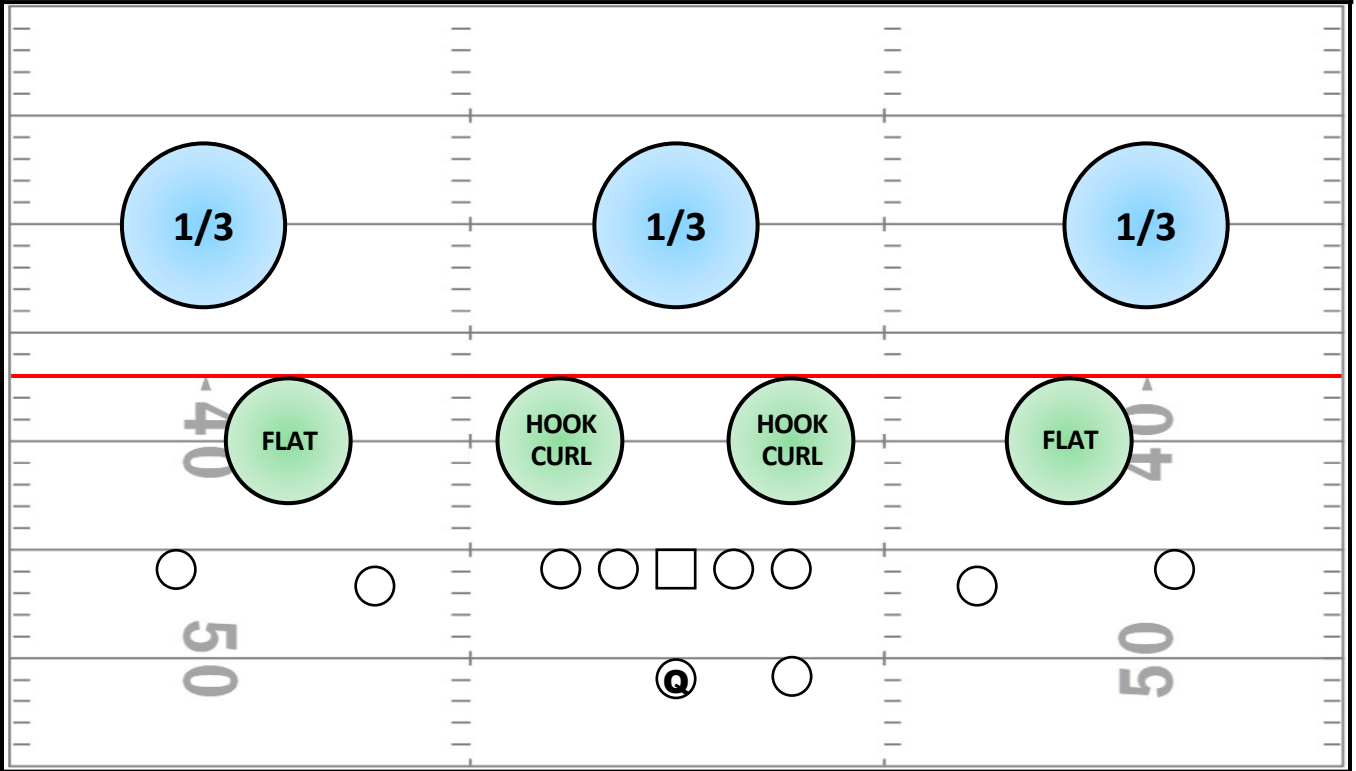


DEFENSIVE ID

MOFC ZONE COVERAGES



COVER 3



DESCRIPTION/OVERVIEW

3 DEEP, 4 UNDER

- CORNERS AND HIGH SAFETY DIVIDE THE BACK END OF THE COVERAGE INTO 1/3's
- APEX DEFENDERS HAVE THE FLATS, AND WILL COLLISION THE RELEASE OF THE SLOTS
- MIDDLE LB's HAVE THE HOOK-CURL ZONE

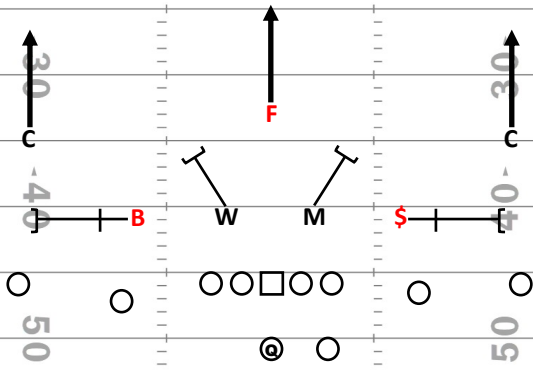
****DEFENSES UTILIZE THIS COVERAGE TO STOP THE RUN****

VARIATIONS	AREAS TO ATTACK
3 SKY RT/LT 3 DBL CLOUD 3 BUZZ RT/LT 3 CLOUD RT/LT	1) SEAMS 2) FLATS 3) UNDERNEATH DEEP DROPPERS (8-12YDS) 4) INTERMEDIATE OUTSIDE

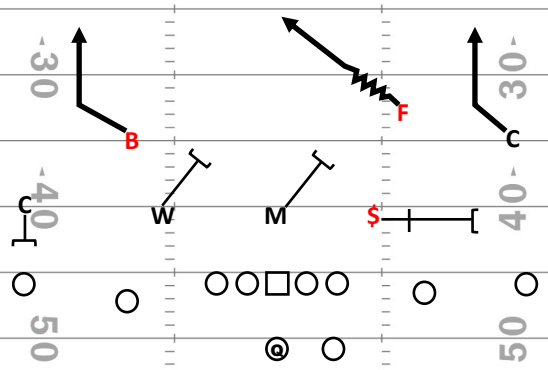
DEFENSIVE INDICATORS	WAYS TO ATTACK
<p>1 HI SHELL:</p> <ul style="list-style-type: none"> - 1 SAF DEEP - CB's OFF WITH H/U OR I/S LEVERAGE <p>2 HI SHELL:</p> <ul style="list-style-type: none"> - 1 SAF HIGHER THAN THE OTHER - ROLLING SAFETIES <p>EYES ON THE QB</p>	<p>QK GAME – HITCHES/OUTS/SLANTS QK SCREENS – SMOKE & BUBBLE VARIATIONS</p> <p>DROPPACK PASSES:</p> <ul style="list-style-type: none"> - ROUTES THAT ATTACK THE SEAMS <ul style="list-style-type: none"> - SEAMS/BENDERS/POSTS/GLANCES - HI/LO STRETCH ON FLAT DEFENDER - SNAP OFF ROUTES VS THE CB

COVER 3 VARIATIONS

3 (BASE)



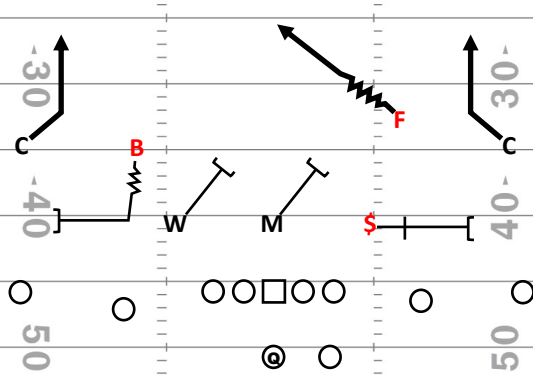
3 CLOUD LT



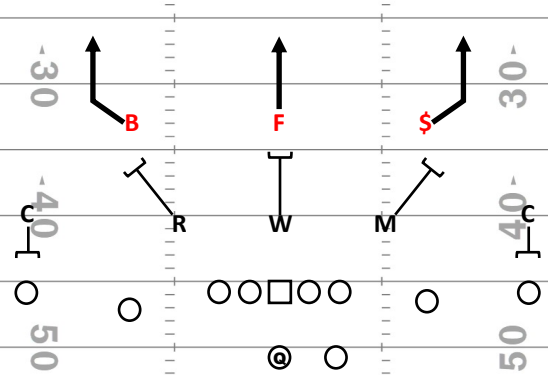
BASE COVER 3
SITTING IN A 1-HI SHELL WITH OFF CB'S

CALLSIDE CB WILL PLAY THE FLATS LIKE COVER 2. CALLSIDE SAFETY TAKES THE DEEP 1/3. APEX TO CALL SIDE PLAYS HOOK-CURL

3 SKY LT



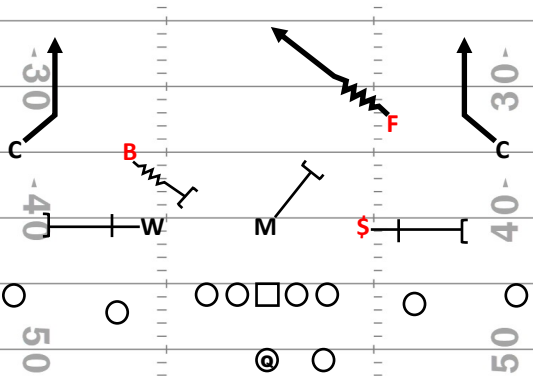
3 DBL CLOUD



CALLSIDE SAFETY ROLLS DOWN AND TAKES THE FLATS, HE MIGHT TRY AND RE-ROUTE A VERTICAL RELEASE FROM THE SLOT WR.

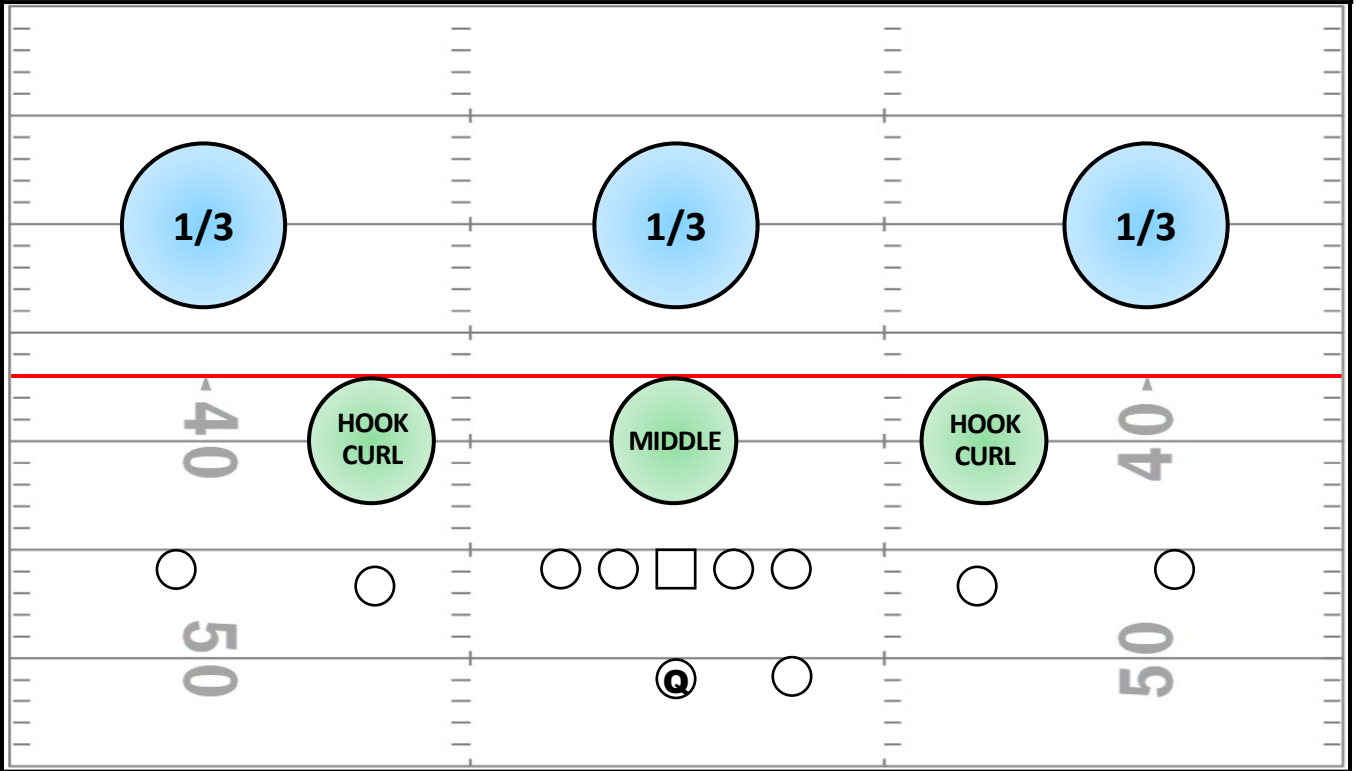
DROP 8 COVERAGE
BOTH CORNERS ARE IN CLOUD (LIKE COV 2)
SAFETIES WILL DIVIDE THE FIELD INTO 1/3's

3 BUZZ LT



CALLSIDE SAFETY ROLLS DOWN AND TAKES THE HOOK ZONE.

COVER 9



DESCRIPTION/OVERVIEW

3 DEEP, 3 UNDER

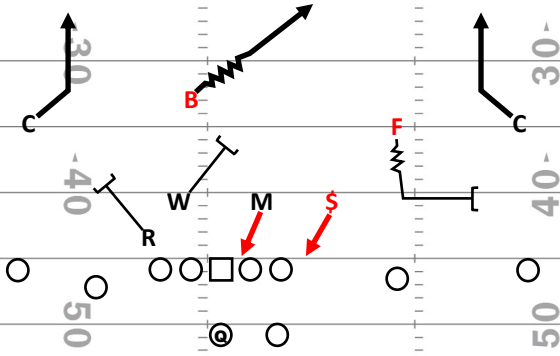
COVER 9 IS A GENERAL TERM FOR A FIRE ZONE COVERAGE. FIRE ZONE PRESSURES INVOLVE SOME FORM OF 3 DEEP COVERAGE (COVER 3) WITH 3 UNDERNEATH COVERAGE DEFENDERS (3X3 = 9). FIRE ZONE PRESSURES USUALLY INVOLVE SOME TYPE OF SAFETY ROLL FROM A 2 HI SHELL. WE WILL DIFFERENTIATE THE DIFFERENT TYPES OF FIRE ZONE WITH A SUFFIX TAG.

VARIATIONS	AREAS TO ATTACK
<p>9 FIELD 32 FIRE</p> <p>9 MIDDLE</p> <p>9 BOUNDARY</p>	<p style="text-align: center;"><i>“THROW INTO THE BLITZ”</i></p> <ol style="list-style-type: none"> 1) SEAMS 2) FLATS 3) UNDERNEATH DEEP DROPPERS (8-12YDS) 4) INTERMEDIATE OUTSIDE

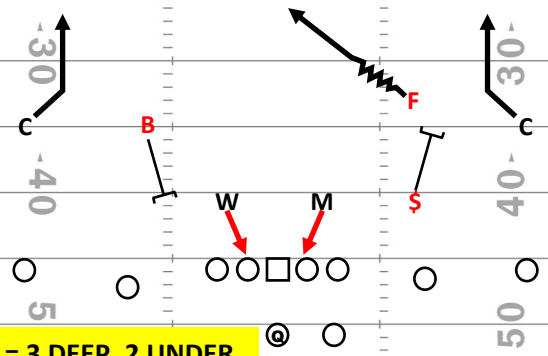
DEFENSIVE INDICATORS	WAYS TO ATTACK
<p><i>ROLLING SAFETIES</i></p> <p><i>CHEATING DEFENDERS</i></p> <p>- <i>ALIGNED WIDER/TIGHTER THAN NORMAL</i></p> <p><i>BLITZ POSTURE FROM NON-BOX DEFENDERS</i></p> <p><i>EYES ON THE QB</i></p>	<p>QK GAME – HITCHES/OUTS</p> <p>QK SCREENS – SMOKE & BUBBLE VARIATIONS</p> <p>DROPPACK PASSES:</p> <ul style="list-style-type: none"> - ROUTES THAT ATTACK THE SEAMS <ul style="list-style-type: none"> - SEAMS/BENDERS/POSTS/GLANCES - SNAP OFF ROUTES VS THE CB <p>FLAT CONTROL</p>

COVER 9 VARIATIONS

9 FIELD



32 FIRE

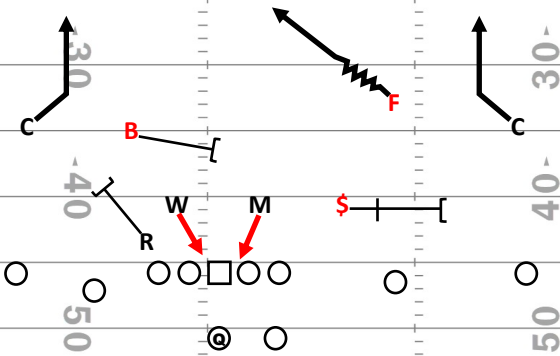


32 = 3 DEEP, 2 UNDER

FIELD SAFETY ROLLS DOWN AND TAKES THE HOOK-CURL
STRONG SAF & MIKE BLITZ FROM THE FIELD
RUSH DROPS OUT

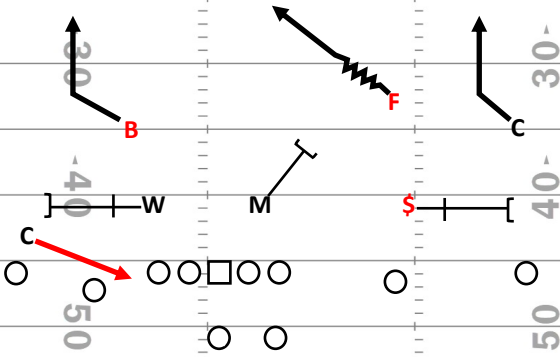
MIKE & WILL BLITZ
COVER 3 SHELL
WK & STRONG SAFETIES TAKE THE HOOK-CURL ZONES

9 MIDDLE



BOUNDARY SAFETY WILL ROLL & TAKE THE MIDDLE ZONE
MIKE & WILL BLITZ
RUSH DROPS OUT

9 BOUNDARY



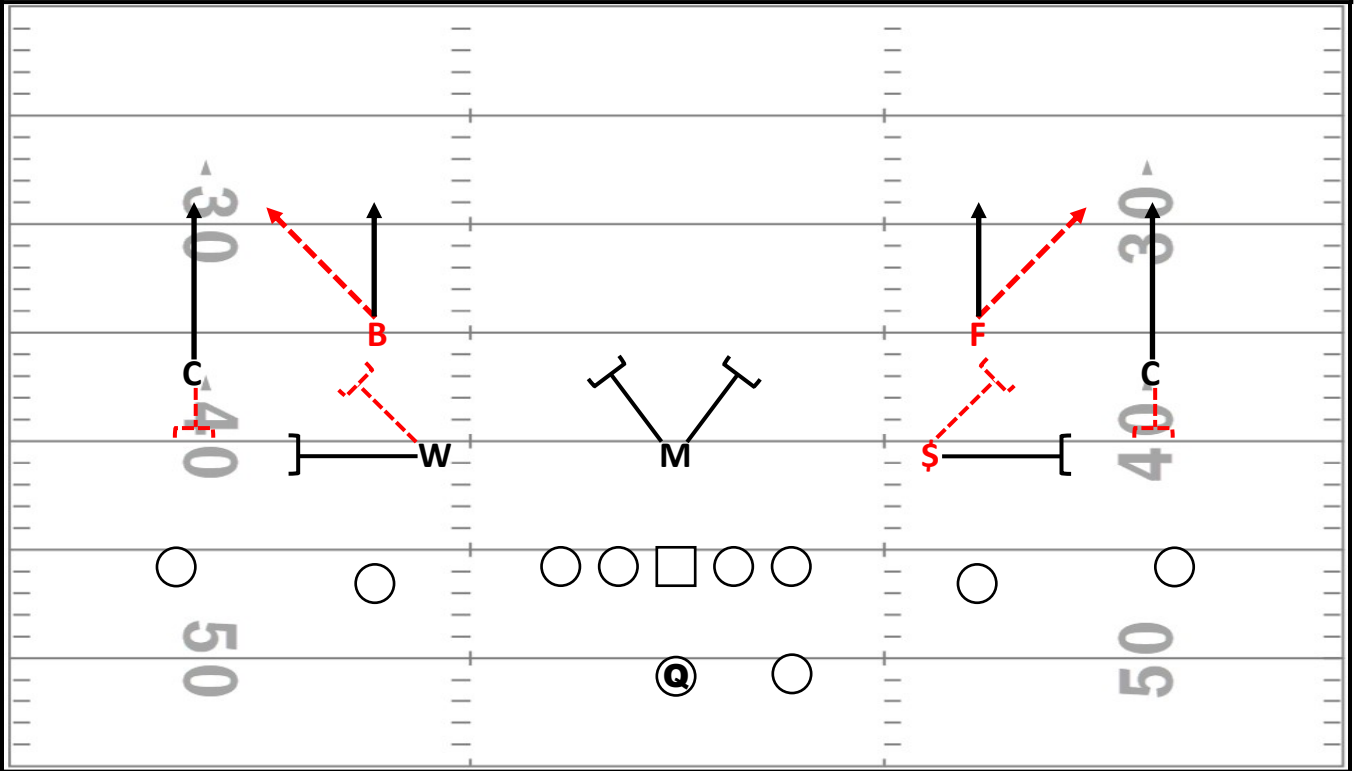
SAME SHELL AS 3 CLOUD
BND CB BLITZES
DEFENSES LOSES ONE OF THEIR HOOK DEFENDERS



DEFENSIVE ID
PATTERN MATCH
COVERAGES



2 READ



DESCRIPTION/OVERVIEW

PATTERN MATCH OFF OF IWR'S RELEASE

- CB's READ SLOT WR. IF IT'S A 5YD OR LESS ROUTE, **CLOUD** (COV 2). IF IT'S A VERTICAL ROUTE, DEEP ¼ (COVER 4)
- SAF's READ SLOT WR. IF IT'S A 5YD OR LESS ROUTE, **DEEP 1/2** (COV 2). IF IT'S A VERTICAL ROUTE, DEEP ¼ (COVER 4)
- APEX's READ SLOT WR. IF IT'S A 5YD OR LESS ROUTE, **HOOK TO CURL** (COV 2). IF IT'S A VERTICAL ROUTE, FLATS (COVER 4)
- MLB ANGLED DROP TO MIDDLE ZONE BASED OFF OF THE RELEASE OF THE RB

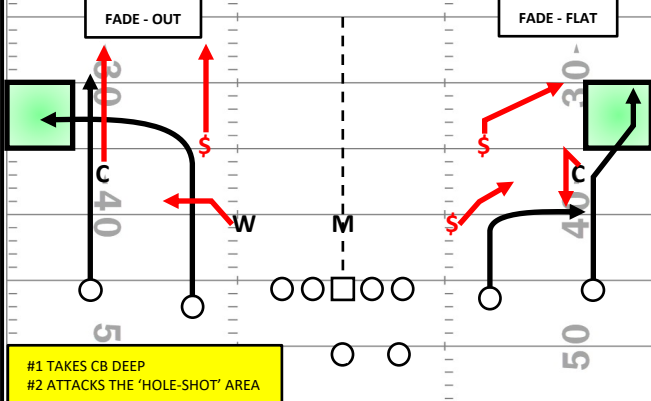
DEFENSES UTILIZE THIS COVERAGE TO STOP THE PASS

VARIATIONS	AREAS TO ATTACK
<p><i>NO MAJOR VARIATIONS OTHER THAN DEFENDER DEPTHS</i></p>	<ol style="list-style-type: none"> 1) RUN BOX –OR– WEAKSIDE FLATS BASED OFF THE ALIGNMENT OF WLB 2) INTERMEDIATE OUTSIDE 3) UNDERNEATH DEEP DROPPERS (8-12YDS) 4) REPLACE A CARRYING APEX

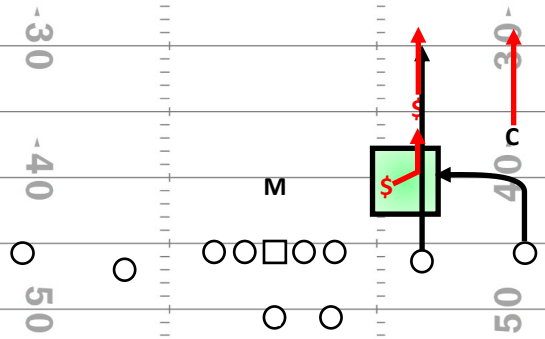
DEFENSIVE INDICATORS	WAYS TO ATTACK
<p><i>CORNER: CLOUD DEPTH INSIDE LEVERAGE (POSSIBLY HEAD UP) SLOW FEET</i></p> <p><i>SAFETY: 8-12 YARDS OFF HEAD UP ON THE IWR</i></p> <p><i>APEX: HEAD UP TO JUST INSIDE OF THE IWR RE-ROUTE THE IWR</i></p> <p><i>EYES ON THE INSIDE WR</i></p>	<p><i>SEE NEXT PAGE</i></p>

2 READ BEATERS

FADE - FLAT (OUT)



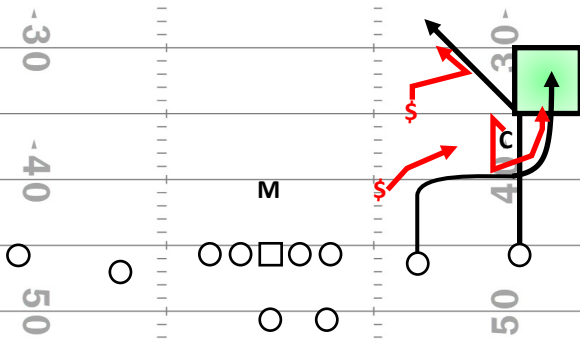
FIN - SEAM



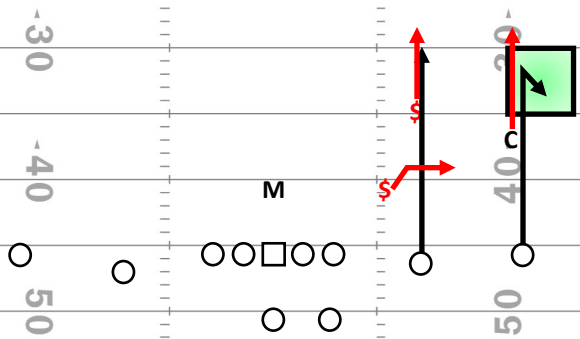
FLAT ROUTE PULLS THE CB UP
FADE ROUTE GETS INTO THE 'HOLE-SHOT' AREA
QB MUST KEEP THE BALL AWAY FROM THE SAFETY

SEAM ROUTE TAKES THE SAFETY DEEP
- 2 VERTICAL MIGHT MAKE THE APEX CARRY
FIN REPLACES AN APEX WHO IS CARRYING 2 VERTICAL

POST - WHEEL



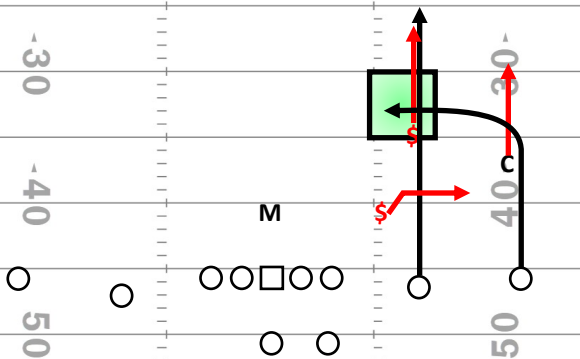
COMEBACK - SEAM



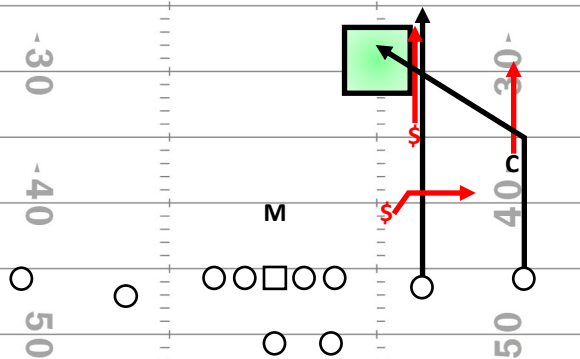
FLAT ROUTE STEM PULLS THE CB UP
- WHEEL ROUTE GETS INTO THE 'HOLE-SHOT' AREA
QB MUST KEEP THE BALL AWAY FROM THE SAFETY

SEAM ROUTE TAKES THE SAFETY DEEP
- 2 VERTICAL MAKES THE CB BAIL (1/4's)
COMEBACK ATTACKS THE VACATED 'HOLE-SHOT' AREA

DIG - SEAM



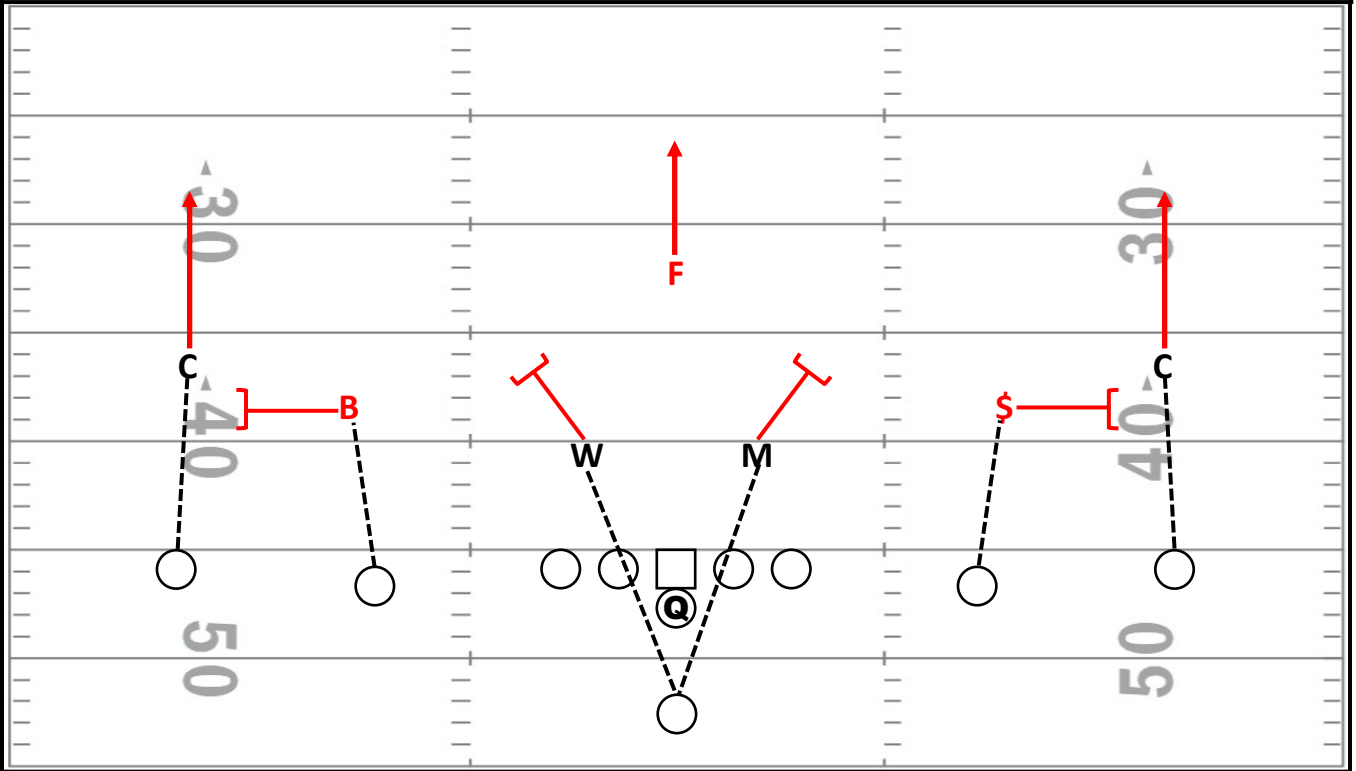
POST - SEAM



SEAM ROUTE TAKES THE SAFETY DEEP
- 2 VERTICAL MAKES THE CB BAIL (1/4's)
DIG ROUTE ATTACKS THE VACATED AREA ON THE HASH

SAME AS DIG-SEAM
POST ROUTE ATTACKS MORE VERTICAL AND GETS OVER
TOP OF A DROPPING MLB

MATCH



DESCRIPTION/OVERVIEW

PATTERN MATCH OFF OF WR'S RELEASE

- CB's HAVE #1 IN MAN, UNLESS #1 RUNS AN UNDER ROUTE BEFORE 5YDS, IF #1 IS UNDER THE CB HAS DEEP 1/3 (COVER 3)
- APEX's HAVE #2 IN MAN, UNLESS #2 RUNS AN UNDER ROUTE BEFORE 5YDS, IF #2 IS UNDER THE APEX HAS CURL-FLAT (COVER 3)
- MLB's HAVE HOOK-CURL (COVER 3), UNLESS THE RB RELEASES TO THEIR SIDE, IF THE RB RELEASES TO THEIR SIDE THEY TAKE HIM
- HI SAFETY HAS MIDDLE 1/3 (COVER 3) VS ALL LOOKS AND WILL TRACK THE QB'S EYES

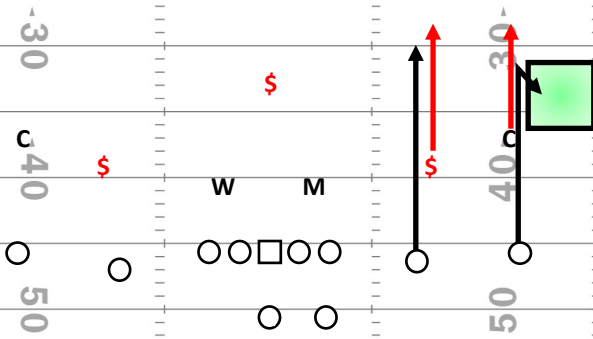
DEFENSES UTILIZE THIS COVERAGE TO STOP THE RUN AND PROTECT THE SEAMS

VARIATIONS	AREAS TO ATTACK
ILB "PUSH" VS A FAST 3 (RB SWING) - "PUSH" FORCES COVER 3 TO RB SWING SIDE VS 2-BACK SETS, SINGLE WR SIDE BECOMES COVER 3	<p style="text-align: center;">CREATE ONE ON ONE's</p> 1) INTERMEDIATE OUTSIDE 2) UNDERNEATH DEEP DROPPERS (8-12YDS)

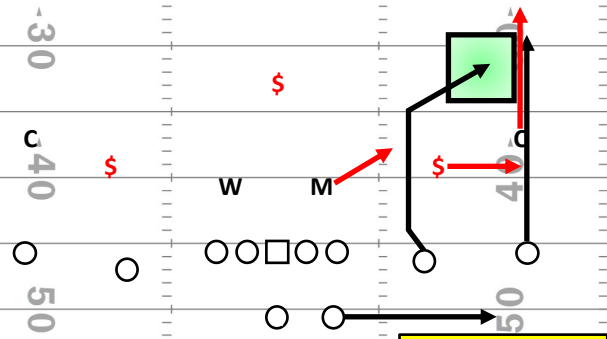
DEFENSIVE INDICATORS	WAYS TO ATTACK
CORNER: CLOUD DEPTH (POSSIBLE PRESS) INSIDE LEVERAGE (POSSIBLY HEAD UP) SLOW FEET SAFETY: SITTING IN THE MOF APEX: OUTSIDE SHADE OF THE IWR EYES ON THEIR WR	<p style="font-size: 1.2em;">SEE NEXT PAGE</p>

MATCH BEATERS

COMEBACK - SEAM



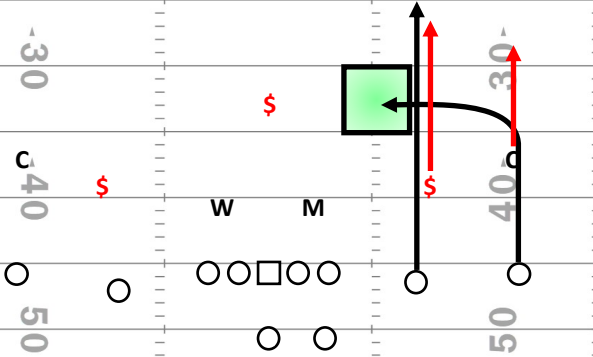
GO - CORNER - SWING



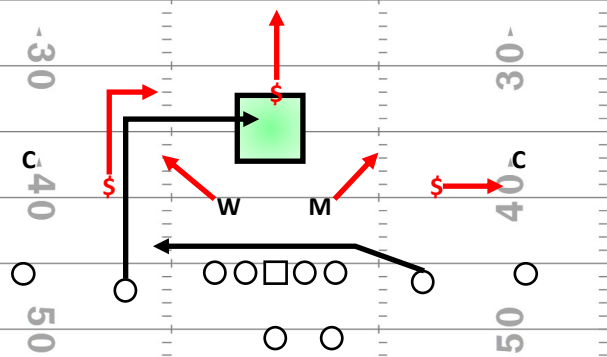
#2 VERTICAL TAKES AWAY THE FLAT DEFENDER
 #1 VERTICAL CREATES ONE ON ONE
 COMEBACK ATTACKS THE VACATED 'HOLE-SHOT' AREA

FAST 3 MAKES THE DEFENSE SLIDE TO COVER 3
 CREATES A HI-LO STRETCH ON THE FLAT DEFENDER
 IF FLAT DEFENDER TAKES THE CORNER, THROW SWING

DIG - SEAM



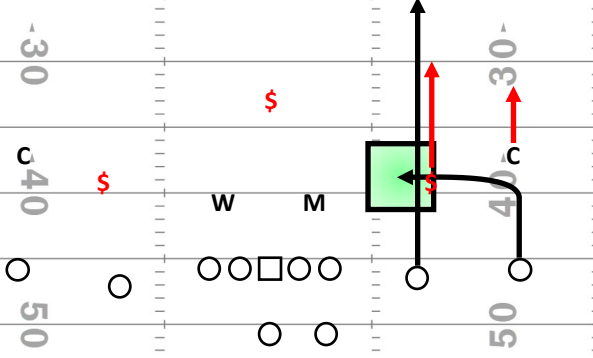
'SHALLOW CROSS'



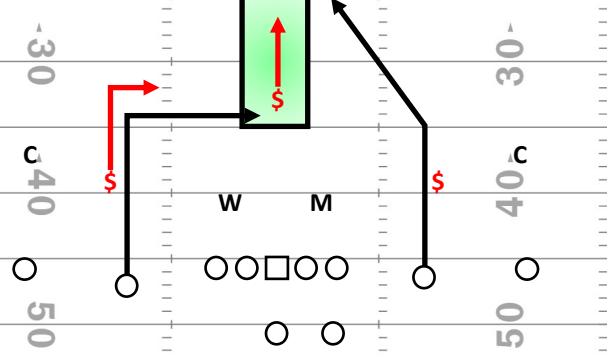
SEAM ROUTE TAKES THE APEX DEEP
 DIG ROUTE ATTACKS THE VACATED AREA ON THE HASH
 QB MUST BE AWARE OF STRONG SIDE ILB

SHALLOW CREATES COVER 3
 DIG ROUTE BREAKS AWAY FROM OUTSIDE SHADE APEX
 DIG ATTACKS UNDERNEATH THE DEEP DROPPING SAF

FIN - SEAM



INSIDE HI-LO



SEAM ROUTE TAKES THE APEX DEEP
 FIN REPLACES AN APEX WHO IS CARRYING 2 VERTICAL
 QB MUST BE AWARE OF STRONG SIDE ILB

POST ROUTE ATTACKS OUTSIDE SHADED APEX
 DIG ROUTE BREAKS AWAY FROM OUTSIDE SHADE APEX
 HI-LO STRETCH ON THE SAF

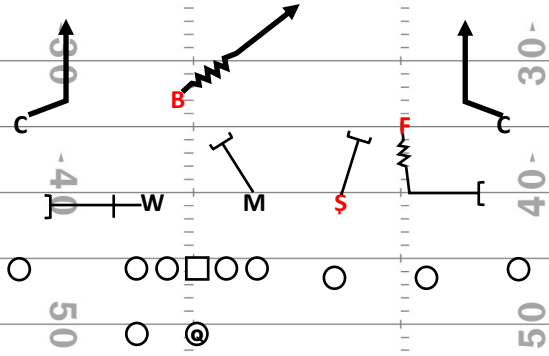


DEFENSIVE ID
TRIPS CHECKS

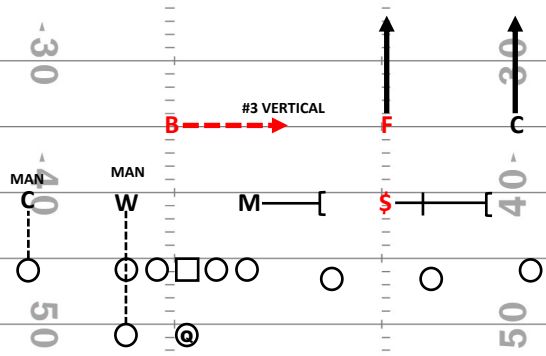


TRIPS COVERAGES

3 SKY RT



4 SOLO



COVER 3

DEFENSE PUSHES THEIR COVERAGE TO THE THREE RECIEVER SIDE.
MIDDLE OF THE FIELD IS CLOSED BY THE SAFETY.
THE FIELD CB WILL TRY AND 'MIDDLE' THE ROUTES OF THE #2 AND #3 AND WILL TRY AND CLOSE THE HASH.

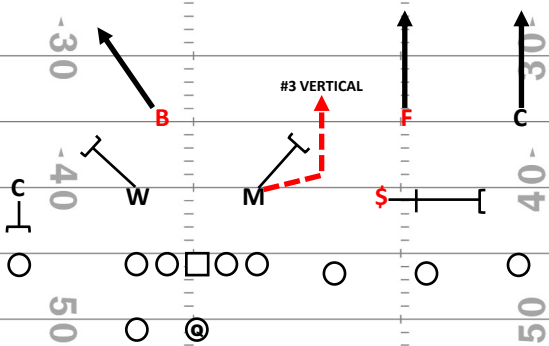
THE DEFENSE CAN ALIGN IN 1-HI OR ROLL TO IT.
- THE F-SAF CAN PLAY HOOK-CURL OR CURL-FLAT DEPENDING ON THE DEFENSE

COVER 4 SOLO

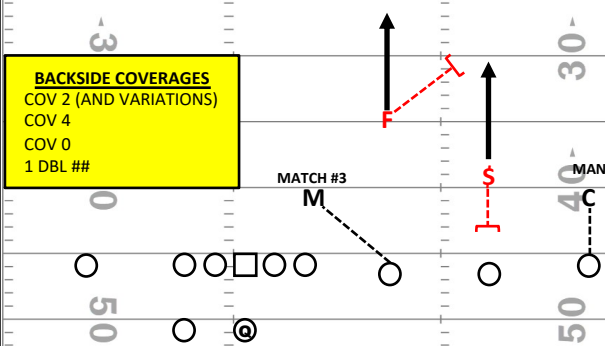
DEFENSE IS OVER ADJUSTING TO THE FIELD.
- 5 OVER 3
REGULAR COVER 4 TO THE FIELD.
- THEY CAN ALSO MAN UP THE FIELD #1 (COVER 4 MAN)
THE BOUNDARY SAF IS RESPONSIBLE FOR TAKING THE IWR (#3) VERTICAL.
MLB WILL PUSH TO GET UNDER THE IWR TO HELP STOP ANY QUICK THROWS THAT THE B-SAF CANT COVER.

MAN COVERAGE ON THE BACKSIDE

COVER 6



SPECIAL



BACKSIDE COVERAGES
COV 2 (AND VARIATIONS)
COV 4
COV 0
1 DBL ##

COVER 6

REGULAR COVER 6
- 3 OVER 2 TO THE BOUNDARY
- 4 OVER 3 TO THE FIELD
MLB IS NOW RESPONSIBLE FOR CARRYING #3 VERTICAL.
- ATTACK THIS MATCHUP!

THE DEFENSE CAN PLAY COVER 2 VARIANTS INTO THE BOUNDARY.
- INVERT/MAN/TRAP

SPECIAL

A VARIATION OFF OF 2-READ COVERAGE.
THE FIELD CB HAS #1 IN MAN.
APEX AND F-SAF WILL PLAY 2-READ OFF OF THE IWR
- IT'S REALLY 3-READ
MLB WILL RELATE TO ANY IN BREAKING ROUTE FROM #3 AND WILL SINK UNDER HIM IF HE GOES VERTICAL.

BACKSIDE OF THE COVERAGE COULD BE A VARIETY OF THINGS.
- SEE YELLOW TEXT BOX ABOVE