

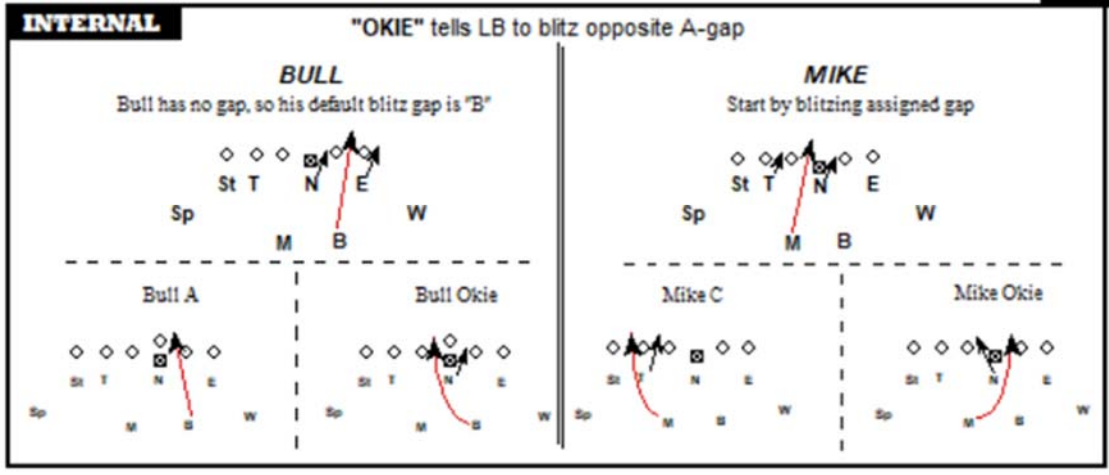
# BLITZES

## One Linebacker - Internal

If we want to blitz ONE of the inside Linebackers, we just call or signal their name. The default is that they blitz in their assigned gap: MIKE in the strongside A-gap and BULL in the weakside B-gap. If we want them to blitz in another gap we put the letter of the gap after the call and it is the blitzers job to tell the D-Lineman which gap to slant into. An "OKIE" call tells the blitzer to go in the A-gap opposite the Center.

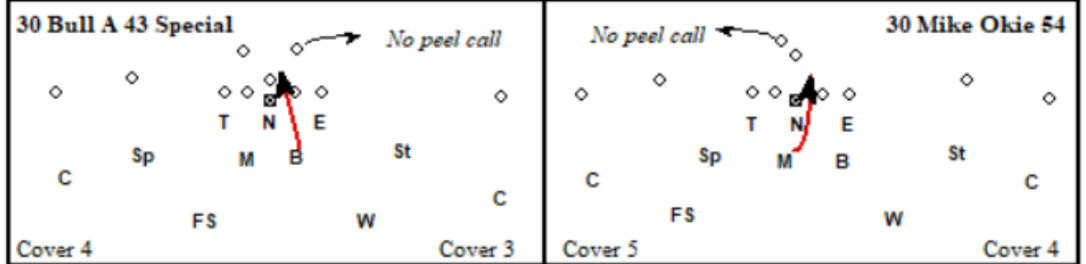
**INTERNAL BLITZES (Mike, Bull, or Bullets) does not affect Coverage calls**

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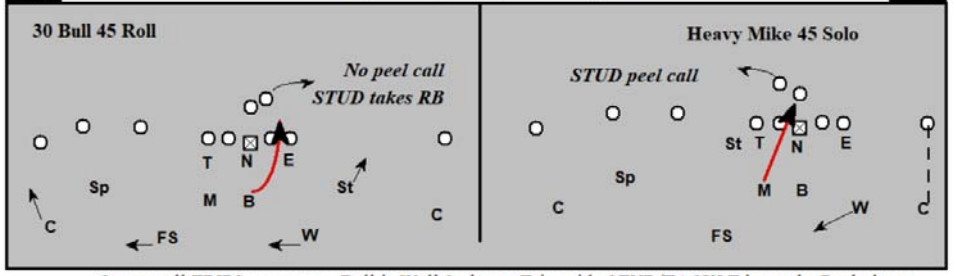
No coverage adjustments in 30 front. Can run Cover 3, 4, or 5



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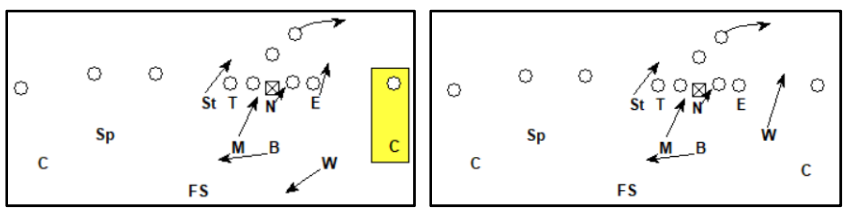
RATTLE, ROLL, SOLO, SPECIAL, SURVIVOR

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Can run all TRIPS coverages. Bull is Wall 3 player. Trips side STUD/TACKLE has to be Peel player

Blitzing our Inside Linebackers does affect our Trips calls either. However, if the backer on the side of the Trips is blitzing, we do lose a "Wall #3" player. The other Backer has to know this and open towards Trips and drop to #3. When doing this he needs to make a "PEEL" call to the End to tell him to get any back coming out of the backfield for pass.



We have many ways to bring a hybrid off the edges. If the blitzer is determined by the RUN strength call, then we use the words THUNDER & LIGHTNING. If the blitzer is determined by field or formation, then we use the word SMOKE. Since we flop our Hybrids, we never know if the Will or Spur is blitzing until the offense lines up.

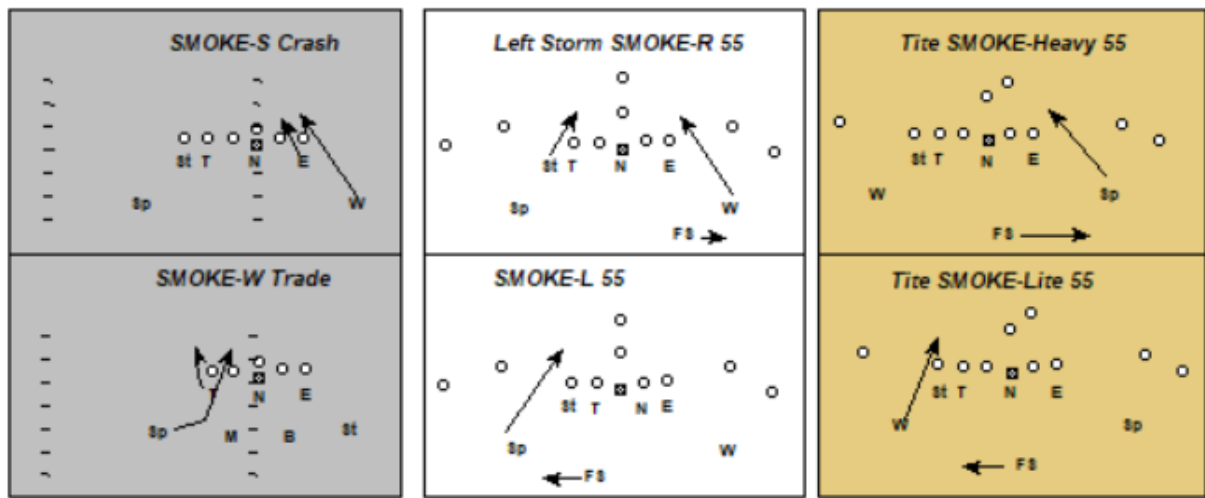
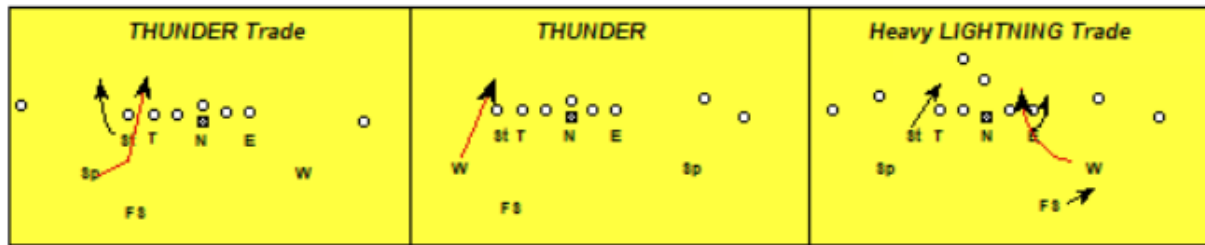
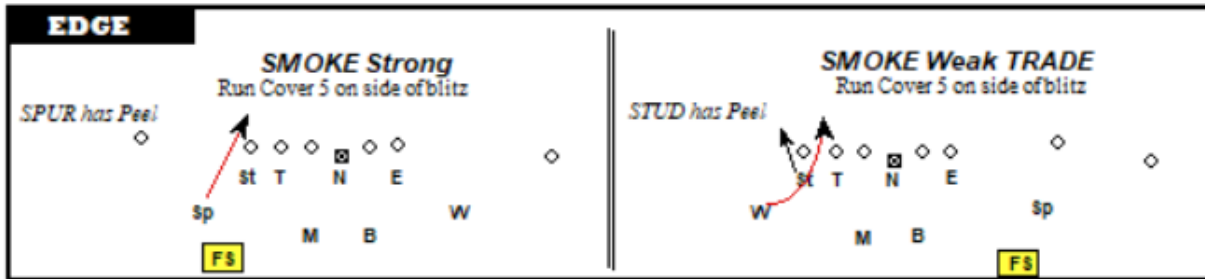
If we want the blitz to come inside the C or B-gap, we make "TRADE" call which tells the End to Jet outside and take any Running back routes out of the backfield.

# 1-LB EDGE BLITZES

**1-LB  
EDGE  
PRESSURE**

**THUNDER:** Edge blitz off RUN Strength call (Tite or Heavy)  
**LIGHTNING:** Edge blitz opposite RUN Strength call (Lite)  
**SMOKE Strong/Weak:** Edge blitz off PASS strength call (run strength call does not matter)  
**SMOKE Heavy/Lite:** Edge blitz off RUNNING BACK alignment  
**SMOKE Wide/Short:** Edge blitz based on field.  
**SMOKE Left / Right:** Edge blitz based on defensive side. Formations do not matter  
 Field / Run-Pass strength does not matter

**PEEL RULE:** RB never crosses face of edge rusher (End or OLB)  
**TRADE CALL:** Tells STUD/END they have contain



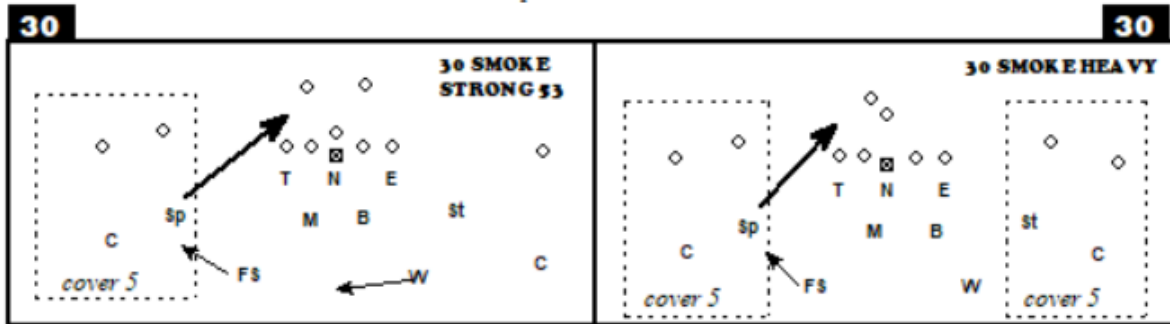
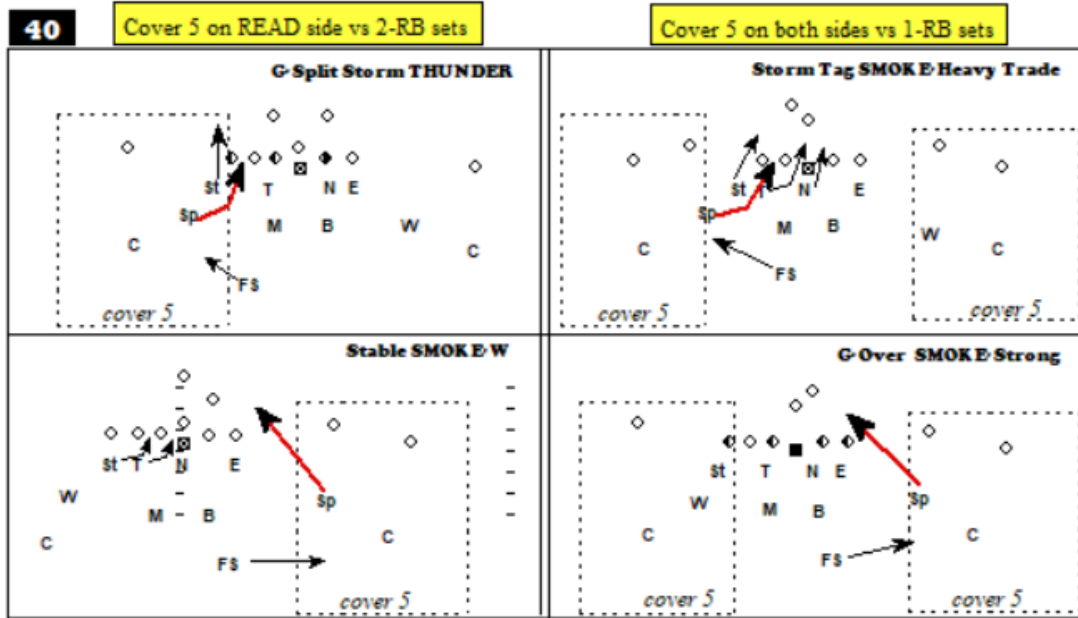
Edge blitzes to come off the Tight End or overloaded backfield sets, use the Thunder call. If we want to blitz from the multiple WR side (to disrupt an RPO read) then call SMOKE-Strong, which will always be the SPUR blitzing.

Sometimes we may want to blitz based on backfield, but set our front to the Tight End or Wide side of the field. So, the Run Strength call would be "Tite" or "Wide", but the blitz would be SMOKE-Heavy. Remember, we don't put the word "TITE" in our play call. We line our front 6 up to Tight End as default when no Run Strength is given.

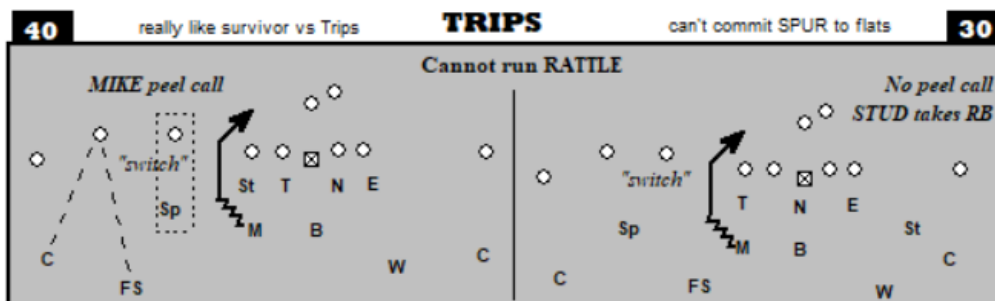
### Strong side EDGE blitz Coverage

OLB edge blitzer cannot let RB flare across his face.

**1-LB  
EDGE  
PRESSURE**



Since we need our SPUR in our Trips coverage, the MIKE backer blitzes off the edge instead of the SPUR when the offense lines up in Trips. The SPUR needs to make a "switch" call to the Mike



OLB cannot blitz on trips side. Switch call sends MIKE into blitz hole.

Edge blitzes from the weakside use the Lightning call. If we want to blitz from the single WR side then call SMOKE-Weak, which will always be the WILL blitzing.

Sometimes we may want to blitz based on backfield, but set our front to the Tight End or Wide side of the field. So, the Run Strength call would be "Tite" or "Wide", but the blitz would be SMOKE-Lite. This is effective since the QB is not looking at the blitzer. We also like it vs Zone Stretch. Remember, we don't put the word "TITE" in our play call.

### Weak side EDGE blitz Coverage

OLB edge blitzer cannot let RB flare across his face.

**1-LB  
EDGE  
PRESSURE**

<b>40</b> SOLO on AWAY side vs 2-RB Does not affect READ side call vs 2-backs	Cover 5 vs 1-RB sets
<b>Tite Edge Flame LIGHTNING TRADE</b> <p>READ SIDE cover 3, 4, or 5</p>	<b>Aim SMOKE Weak</b> <p>WILL peel call</p>
<b>G SMOKE S</b> <p>READ SIDE cover 3, 4, or 5</p>	<b>G-Indian SMOKE Lite</b> <p>WILL peel</p>

### TRIPS

<b>40</b>	<b>RATTLE, SPECIAL, SURVIVOR</b>	<b>30</b>
<b>LIGHTNING 45</b> <p>YOYO</p>	<b>30 Lite SMOKE Heavy 45 Roll</b> <p>YOYO</p>	

Cannot run ROLL or SOLO out of 40 Front

<b>30 Over LIGHTNING 45 Roll</b> 	<b>30 Left SMOKE Lite 45</b> 
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