

Cover 3/6 Checks

- **Match**: Cover 3 check used for 2x2 formations. SCF defenders carry vertical/ outside routes. If #2 is under, then play zone. Flood vs 3 fast.
- **Flood**: Cover 3 check used for 3x1 sets. True zone strong pushing to 1, 2, 3, and 4. Middle hook player take 3 up and back. Man to man to 1-WR side.
- **Flash**: Cover 3 check used for 3x1 sets; combination of Flood and Match. Match principles on #1 and #2. Flood for everyone else.
- **Dirty**: Cover 3 check; NOT flooding the coverage. Use vs. Empty, and 2 RBs (3x1 only by game plan). Use Match Principles.
- **"Area"**: Call made when playing Match principles (Match, Flash, Dirty) to tell the SCF defender to play curl-flat and the Corner to play his deep 1/3. Typically used vs. reduced splits between #1 and #2. Hook defender also needs to get the Area call so he knows he doesn't have to take 3 through. "Area" only applies to one side of the defense (one side could be in Area and the other could be playing normal Match)