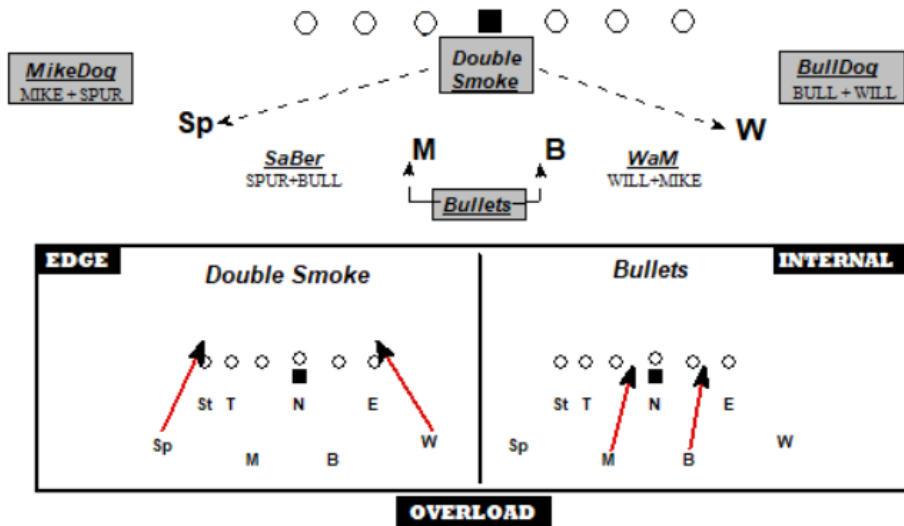


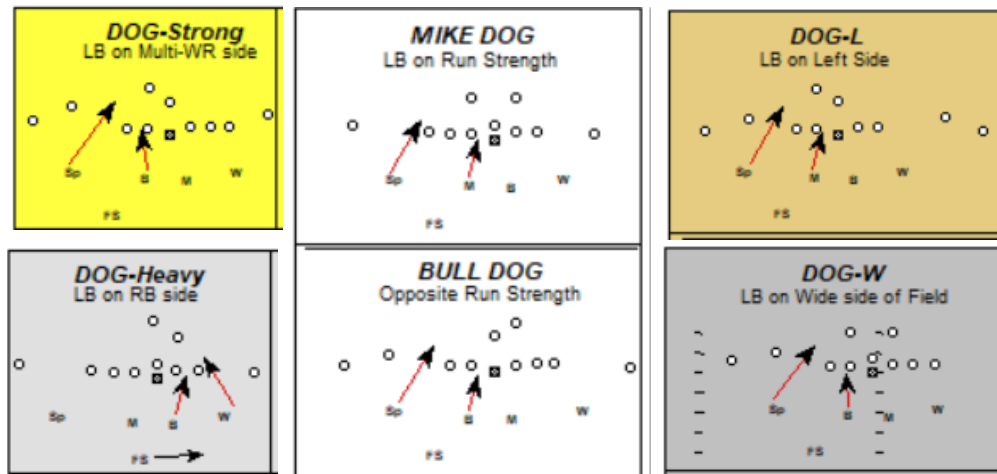
2-LB BLITZES

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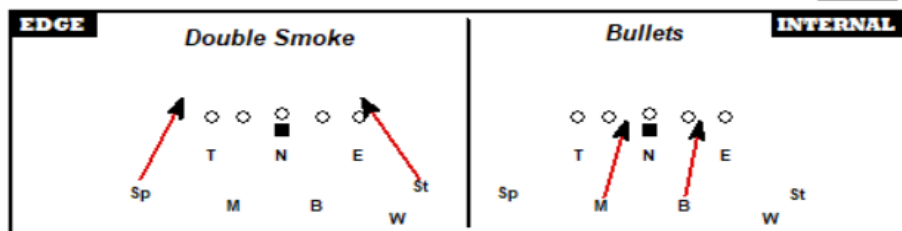
The BULLETS blitz by the two Inside Linebackers is very easy to run and the coverages are not affected. On a Double Smoke, we run Cover 5 on the Read side and man on the backside receiver.

Anytime we blitz the SPUR from the multiple receiver side (Smoke or Dog), we will run Cover 5 on that side. If the weakside WILL Safety is blitzing (Smoke or Dog), we will run Cover 5 vs 1-back sets and man vs 2-back sets.



Two Linebacker blitzes out of our 30-front are basically the same except the STUD or OLB backer that is subbed in do all the WILL blitzes. If you sub in another safety for the STUD, then the WILL just keeps doing the same thing he did in the 40 front.

30



Coverages are not affected on BULLETS blitzes, however, you do need to account for the #3 receiver. If the RB releases to a single receiver side, the Hybrid can pick him up. If the RB releases to a 2-receiver (Twins) side, we like to tell our Ends to Peel, but the SPUR could rally to any dump off pass. The End on the side of Trips definitely needs to account for the RB since the SPUR has 3 other receivers to worry about.

Zone Coverage Behind BULLETS Blitz

**2-LB
INTERNAL
PRESSURE**

40 Only Rob if #2 does shallow out. Both Ends have PEEL call

<p>Arrow BULLETS</p> <p>Cover 3 & 4: FS has TE middle Cover 5: SPUR has TE middle</p> <p>C3: WILL is wall player C5: WILL jumps slants.</p>	<p>G Outlaw BULLET A</p> <p>Cover 3 & 4: FS has #2 shallow C3: CB/WILL switch routes C5: WILL jumps the slant.</p>
<p>G Pinch BULLETS</p> <p>C5: CB has outside; SP/F have inside. C3: W has TE out / CB has TE inside/vert C5: CB has TE out / W has TE inside/vert.</p>	<p>Storm Timmy BULLET</p> <p>Cover 5: SPUR has curl-seam Cover 5: WILL has #2 in / #2 vert</p>

40 can't commit SPUR to flats **TRIPS** really like survivor vs Trips **30**

<p><i>END peel call</i></p>	<p><i>Cannot run RATTLE</i></p> <p><i>No peel call</i></p>
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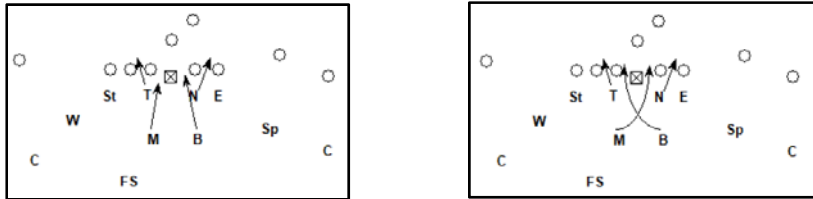
30 Cover 4: F & W take shallow crossers. **30 Over BULLETS 44** *No peel call*

	<p>Cover 5: SP & ST take shallow crossers 30 BULLET 55</p>
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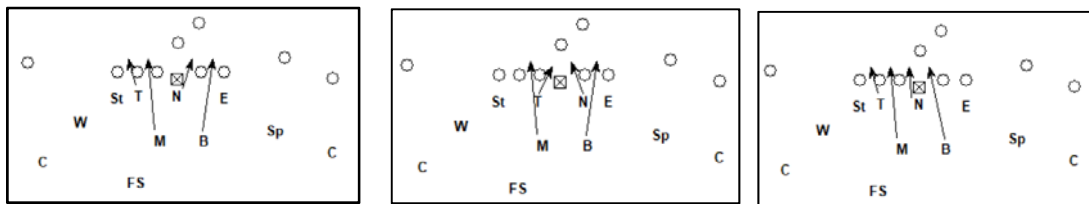
Thoughts About Calling Blitzes

TCU has two calls to bring the ILB around the D-Line and off the edge. They call is “MOE: (Mike off edge) and “SOE” (Sam off the edge). We do not do this so there are no calls for this.

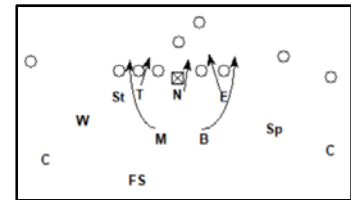
An easy call system for Bullets is to label the gaps after cities: Atlanta, Boston, and Chicago. So Atlanta Bullets would send both backs in the A-gap. This requires being in a G alignment, so we do not call our blitzes this way because we still want to have a NG. In this system of blitz calls, the D-Linemen always know to go in the gap opposite the call.



If you want to cross the two backers, the call would be G Atlanta Bullets Cross. Boston Bullets also requires a G alignment because running it out of Base leaves an A-gap open. The READ & REACT system has more flexibility and would send the BULL in the weak A-gap and the BULL would give the NG an Arrow call. We would call it Arrow Bullets B. The B-gap call is for the Mike Backer



While this city system is easier, there is no Chicago call since it makes no sense to blitz the BULL off the edge.



The bottom line rule is this: The simpler you make it, the more you lose in flexibility. There is a line that every coaching staff has to decide what is best for their kids. How Simple and How Flexible to you want to be.

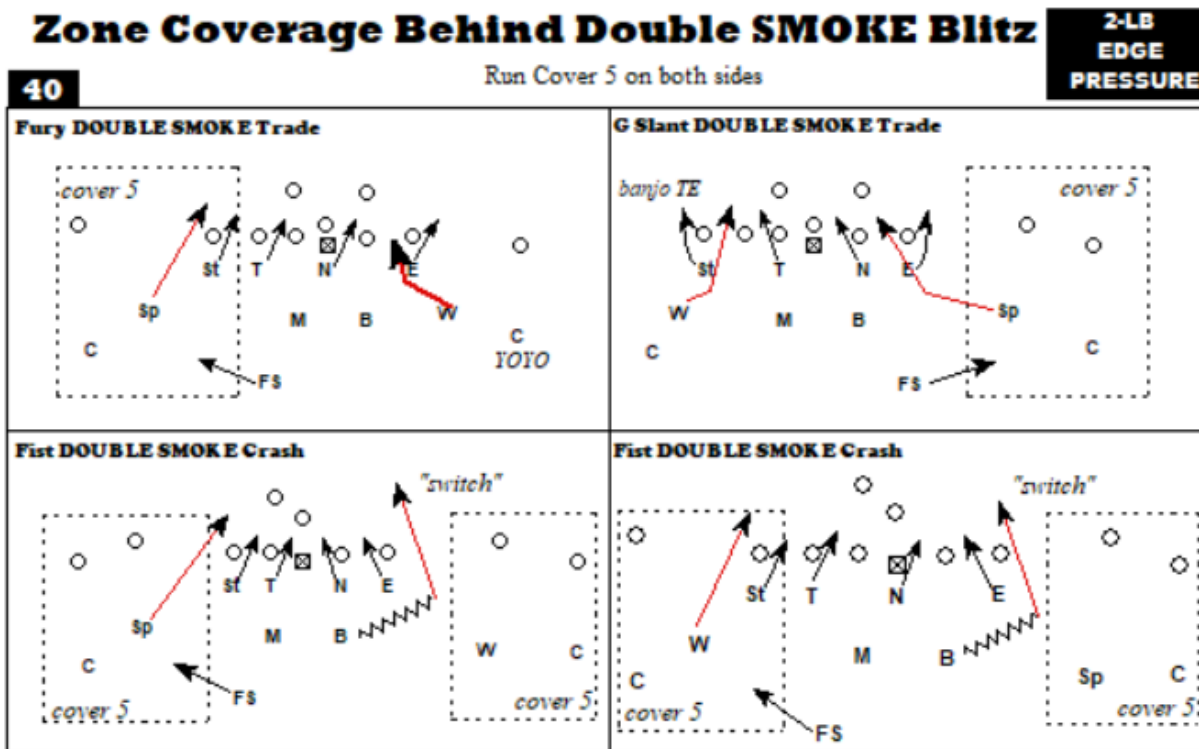


The READ & REACT system did have to simplify the SMOKE blitzes. We have already talked about our PEEL rule, which never lets a RB cross our face for a dump off pass. The PEEL call also keeps the free safety free so we can use him as adjuster and also allows us to play Cover 1 in years we have athletic enough Corners.

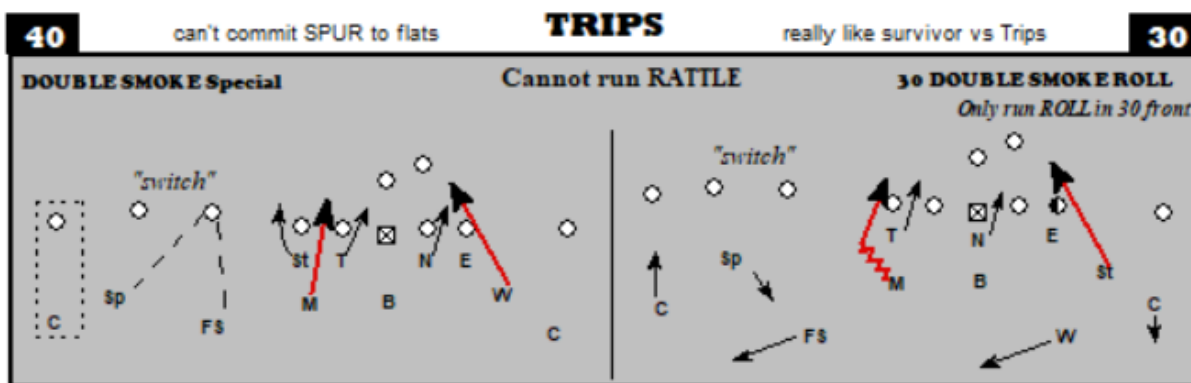
TCU gives a “fire” call to their Ends to remind them to crash inside. Instead of putting this in our play call, our blitzers have the job to tell the Ends to crash whenever they are blitzing. We also never used a "Silver" call either, which puts the Ends man-to-man on the RB on flares and gives them pitch man on option. The Peel rule takes care of the RB and our Trade call tells them that they have pitch.

In DOUBLE SMOKE the free safety knows that he has to cover for the SPUR and run Cover 5 with the CB versus those two receivers. The CB on the away side plays man vs the solo receiver.

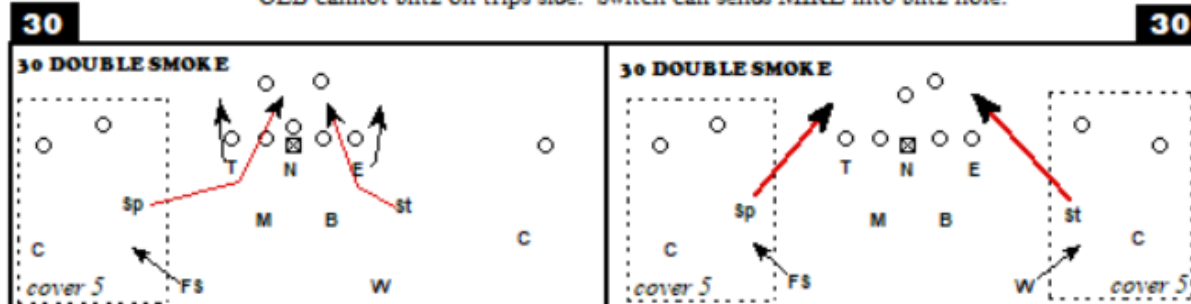
Versus 1-RB sets, the WILL cannot blitz so he makes a "switch" call to the BULL, who creeps over and comes off the edge. The BULL could give a "trade" call to the End and blitz B-gap.



vs 2x2 BULL always switches with WILL & FALCON rolls to the read side.



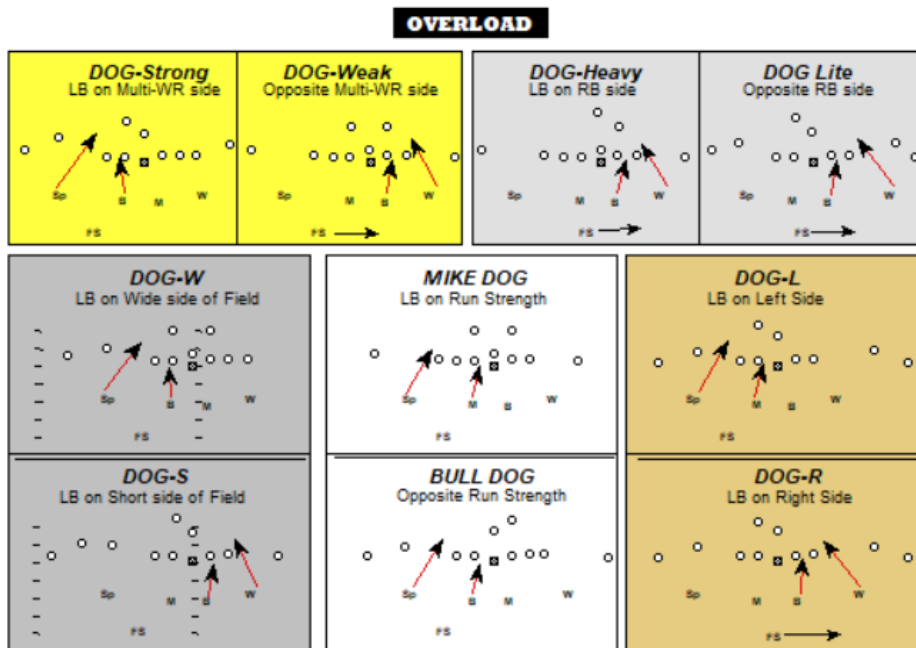
OLB cannot blitz on trips side. Switch call sends MIKE into blitz hole.



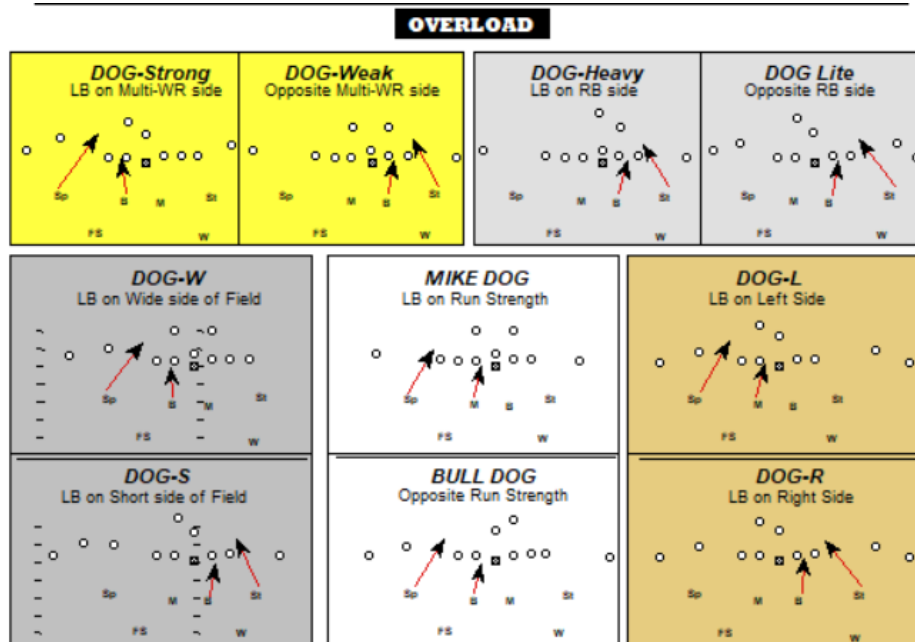
Dogs Overload Blitz

We call our DOGS BLITZ just like we call our defensive front. It can be based on the formation or personnel. Again, the simple way would be to tie the Dog blitz into the Run Strength call (SamDog and BullDog). But by adding one more word, we can base the blitz off something entirely different than the run strength call. Dog Strong is a blitz from the multi-WR side, which means the SPUR is blitzing no matter what. Since the Run Strength is set on TE or RB, either the MIKE or BULL will join the SPUR on this blitz.

We could set the Run Strength to the field and run Dog-Heavy blitz based on the backfield. Remember, if the SPUR is blitzing, we run Cover 5. If WILL is blitzing vs 2-RB, we run Cover 5 but we run man on WILL blitzes vs 1-RB sets. The Falcon is in charge of these calls.“



DOGS blitz out of the 30 front is always Cover 5 on both side. If there is no personnel substitution, the STUD blitzes in WILL's place. But normally we sub in our 3rd OLB and slide WILL back or leave WILL where he is and bring in another safety.



The BULL DOG blitz is based on Run Strength because it is a blitz with whatever Hybrid lines up on the BULL inside linebacker's side. Since Bull is always on the weak run side, this is always an overload blitz away from the Run Strength that we called. Again, 90% of the time, our Run Strength is based on Tight End.

Zone Coverage Behind BULLDOG Blitz

**2-LB
OVERLOAD
PRESSURE**

40 Does not affect READ side call vs 2-backs Cover 5 vs 1-back

<p>Eagle BULLDOG</p> <p>READ SIDE: Cover 3, 4, or 5</p>	<p>Slant BULLDOG Crash</p> <p>F has to play aggressive on shallow cross by #2</p>
<p>Arrow BULLDOG Trade</p> <p>C3: W has TE out / CB has TE inside/vert C5: CB has TE out / W has TE inside/vert.</p>	<p>G Slant BULLDOG Trade</p> <p>F has to play aggressive on shallow cross by #2</p>

40 **30**

TRIPS

Cannot run ROLL

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30 **30**

Cover 4: F & W take shallow crossers. Cover 5: SP & ST take shallow crossers

<p>30 ENDO BASH 35</p>	<p>30 ARROW BASH 13 TRADE</p>
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SECTION TWO

One of the best blitz packages is the DOG package. Bringing 4 defenders off one side is tough to block, but the CB have to make sure not to get beat inside on the post.

The MIKE DOG blitz is a blitz with whatever Hybrid lines up on the MIKE inside linebacker's side, so this is always a blitz from the Run Strength side.

Zone Coverage Behind MIKEDOG Blitz

**2-LB
OVERLOAD
PRESSURE**

Run Cover 5 on both sides
if blitz is on AWAY side CB runs YOYO

<div style="border: 1px solid black; padding: 5px;"> <p>40 Stable MIKEDOG</p> <p style="text-align: right;">AWAY SIDE: Cover 3 or 5</p> <p>F has to play aggressive on shallow cross by #2</p> </div>	<div style="border: 1px solid black; padding: 5px;"> <p>Lite G Fury MIKEDOG Trade</p> <p style="text-align: right;">AWAY SIDE: Cover 3 or 5</p> <p>F has to play aggressive on shallow cross by #2</p> </div>
<div style="border: 1px solid black; padding: 5px;"> <p>G Pinch MIKEDOG Trade</p> <p style="text-align: right;">READ SIDE: Cover 3, 4, or 5</p> <p>F has to play aggressive on shallow cross by #2</p> </div>	<div style="border: 1px solid black; padding: 5px;"> <p>Edge Aim MIKEDOG Crash</p> <p style="text-align: right;">READ SIDE: Cover 3, 4, or 5</p> <p>F has to play aggressive on shallow cross by #2</p> </div>

40 really like survivor vs Trips **TRIPS** can't commit SPUR to flats **30**

<div style="border: 1px solid black; padding: 5px;"> <p>Strong MIKEDOG Crash Survivor <i>Mash 28 for TE sets. ILB adjust vs no TE sets</i></p> <p style="text-align: right;">AWAY SIDE: Cover 3</p> </div>	<div style="border: 1px solid black; padding: 5px;"> <p>Cannot run RATTLE</p> <p style="text-align: right;">AWAY SIDE: Cover 3</p> </div>
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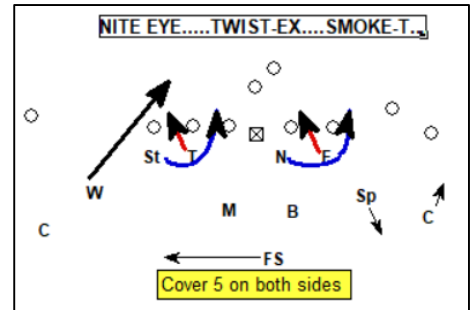
OLB cannot blitz on trips side. Turns into BULLETS. Mike takes Spur's hole & Bull takes Mike's hole.

<div style="border: 1px solid black; padding: 5px;"> <p>30 Slant MIKEDOG Trade 55</p> <p style="text-align: right;">AWAY SIDE: Cover 3</p> </div>	<div style="border: 1px solid black; padding: 5px;"> <p>30 Tat MIKEDOG</p> <p style="text-align: right;">AWAY SIDE: Cover 3</p> </div>
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Putting It All Together

The next thing to do is put all the calls together in combinations. If the offense comes out in 10 personnel with 1-RB, 4-WR, and no Tight Ends we might want to blitz off the edge. To stop the draw inside and confuse the offensive line's protection scheme, we will run a different line movement: TWIST-EX.

Our TACKLE and STUD line up to tight end (they could line up to field, RB, or WR). They run a Twist stunt with the T going first into the C-gap and the STUD going around him into the B-gap since the word "twist" starts with the letter "T" and ends with letters "ST". The NOSE and END are in the boundary. They run the ex-stunt with the END going first into the A-gap and the NOSE going around him into the B-gap. An Ex stunt can only be ran out of the G front, so we make "Night" and "Eye" calls to move the NG & End closer together.



The actual blitz is the "SMOKE-T". We could have ran a SMOKE-Lite, SMOKE-Heavy, SMOKE-F, or SMOKE-Strong. Again, we have all these words to give us this flexibility of matching any DL stunt with any blitz and running any coverage.

When the kids learn the language and that every call has a phonetic meaning, then a 4-word call "FIELD G TWIST-EX" is not long at all. Remember they do not have to listen to the coverage call.

When an offense has to gameplan for this multiple defense, they must handle the twist game, slide game, and the blitzing. Their pass protection will have to be slide protect because man blocking is impossible with all this movement.

When we call these fronts we don't put any coverage into the call. We are going to call a slant or twist for the front four. If we call a blitz, the LB only have to know whether to run through the A, B, or C gaps.

The secondary doesn't care what is going on with the front and linebackers. All they know is if both linebackers are blitzing, then they are responsible for all of the receivers.

If we are blitzing one or both of the safeties, the FALCON knows the SPUR and WILL are blitzing off the edge and he has to tell the linebackers where to drop into coverage.

One of our best packages is our DOG blitz package. That is bringing four defenders off one side.

Some other BLITZING TERMS

- COWBOY: Corner blitz from the short side of the field.
- FREAK: FS blitz.
- MOB- Bullets and Smokes (4-LB blitz).
- SWITCH Call - Made by SPUR or WILL when they cannot blitz (vs. detached #2), this call tells ILB to replace the safety in the blitz.
- TRADE Call - OLB blitzing 1 gap inside a Smoke blitz and tells Ends to rush outside, taking RB flares and pitch on option. TCU calls this LION.
- PEEL Technique - Outside rushers (blitzer or End) takes back on flare release. TCU calls this SILVER if the Defensive End has RB flare and SPY if the safety blitzing off edge has RB flare. The TCU Spy call tells ILB to take RB routes releasing to the inside. Our ILB already know this so we don't need a call.
- COP - A TCU term telling Ends to cover TE man to man. Our Ends only do this on MOB blitzes.