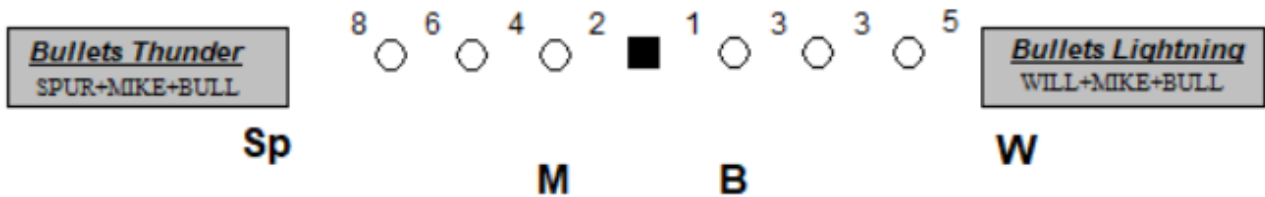


3-LB BLITZES

We hardly every run these, but when we do it requires man to man coverage. Again, the THUNDER call is the OLB-Hybrid who lines up on the Run Strength side. LIGHTNING is the Hybrid lined up on the Run Weak Side. The SPUR doesn't always line up on the Run Strength. Twins Closed would put the SPUR on the 2-WR side and the WILL on the Tight End side, so the WILL would blitz on any THUNDER call.



We do not send both OLB with one ILB. It creates too many checks

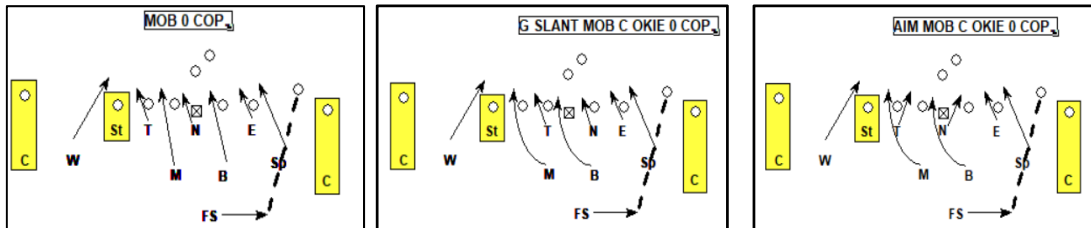
<p>40</p> <p style="text-align: center;"><i>Stable Bullets C Thunder</i></p> <hr style="border-top: 1px dashed black;"/> <p style="text-align: center;"><i>G Outlaw Bullets Cross Thunder Trade</i></p> <hr style="border-top: 1px dashed black;"/> <p style="text-align: center;"><i>Outlaw Bullets Thunder</i></p> <hr style="border-top: 1px dashed black;"/> <p style="text-align: center;"><i>cannot run Thunder in trips</i></p>	<p>30</p> <p style="text-align: center;"><i>30 Flame Bullets Lightning</i></p> <hr style="border-top: 1px dashed black;"/> <p style="text-align: center;"><i>30 Slant Bullets Lightning Trade</i></p> <hr style="border-top: 1px dashed black;"/> <p style="text-align: center;"><i>Fury Bullets Thunder</i></p> <hr style="border-top: 1px dashed black;"/> <p style="text-align: center;"><i>Fury Bullets Okie Thunder Trade</i></p>
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4-LB BLITZ (Mob)

This is a Cover 0 Blitz. Blitz the SPUR, WILL, MIKE, and BULL.

We do not run Mob very much, except for down inside the red zone. Mob is double SMOKES and BULLETS. Again, we would call the front and the blitz. If we call the A or B-gap after the BULLETS call, this sends both Inside Backers (BULL & MIKE) into that gap on their side. We could still use our "Cross" call. The SMOKES could be off the edge or we could make a "Trade" call and send them to the inside gaps.

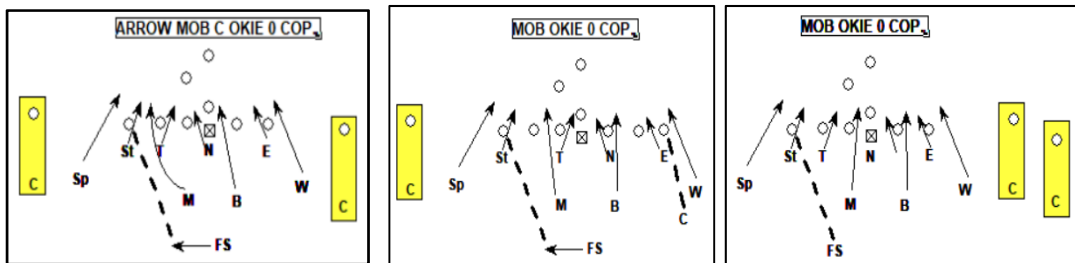
This blitz has to be run with a coverage TCU calls "0 Cop". We don't like putting any of our D-Linemen in coverage, but we did do this and it was so much easier than teaching our STUD how to zone drop. Just tell him to man up on the TE if he runs a route. This worked very well, and our STUD's loved it! If the TE doesn't go out for a pass, then we bull rush him to the QB.



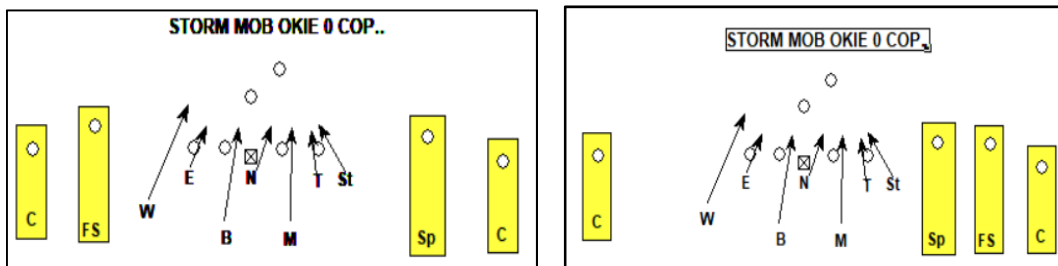
Our Coverage Rules are:

- CB man on #1. Run Flip vs Twins Tite.
- FS has #2. He makes the "Cop" call if he leaves TE to the STUD. He has #2 on the side of the RB vs Twins-Twins sets and has #2 on Trips.
- SPUR has #3 receiver or 1st back out. Makes "Storm" call if he walks out to cover.
- WILL is always blitzing since we want to run STORM vs 10 personnel.

The MOB 0 Cop blitz is devastating vs 2-RB sets. We will run "FLIP" with corners.



Versus no TE sets, our STUD will run Storm on the RB-side & SPUR will not blitz to disrupt any RPO reads. The Tackle will bull rush.



Our NG and TACKLE have to look at RB while rushing. They have draw & screen. Storm rusher and edge blitzers have PEEL responsibility.

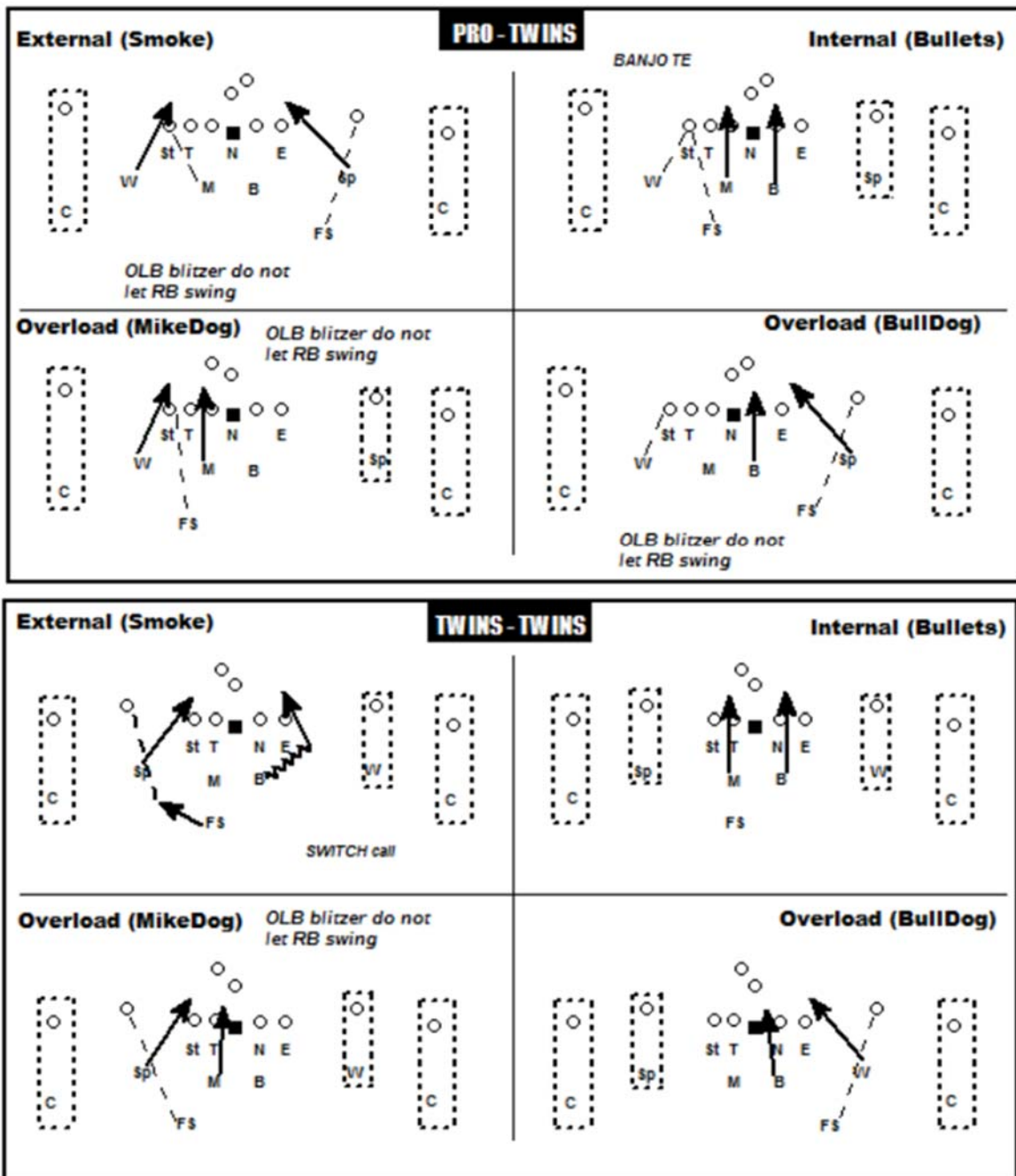
MAN

- CB has #1. Run “Flip” vs Twins or Trips closed. (Twins-Tite / Trips-Tite)
- FS covers on side of OLB-Hybrid blitz. Goes opposite of FLIPS.
 - On Bullets blitz: Banjo TE or go to RB side if no TE.
- Hybrids not blitzing takes next most eligible receiver that the corners are not covering.
 - If blitzing, perform PEEL vs any RB swinging across face.
- MIKE has RB if #3 is inside the tackles. BULL has RB if #2 is inside the tackles.
 - “Fiddle” technique vs I-Back.

Man Coverage behind 2-LB blitzes

There is the option to run Cover 0 on all 2 and 3-LB blitzes

1-RB SETS



Banjo

Coverage technique when 2 defenders are on 2 offensive players (RB, TE, WR). One defender plays man on whomever runs inside route & other defender mans up on whomever runs the outside route.

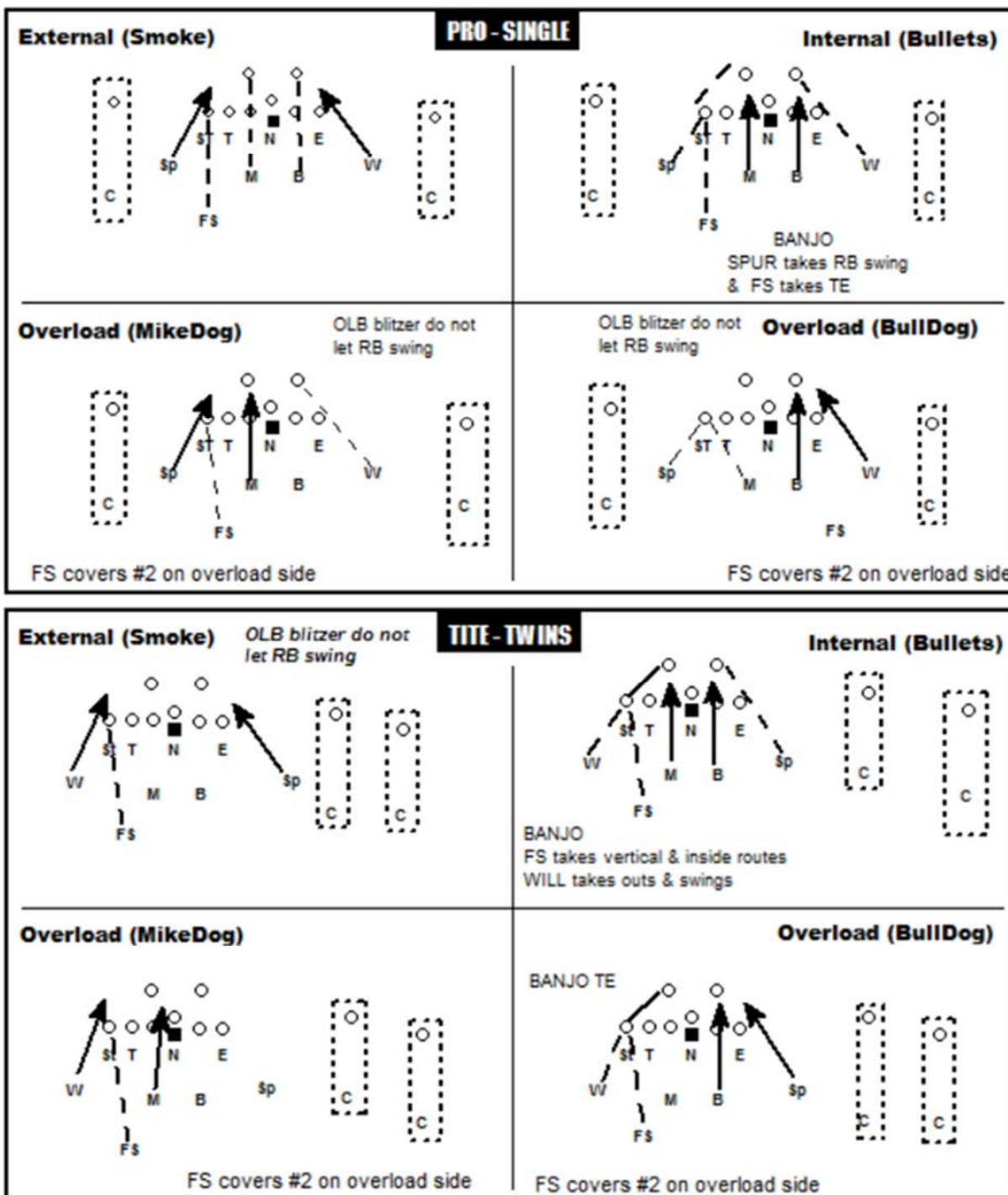
Fiddle

Two on one coverage vs running backs.

Man Coverage behind 2-LB blitzes

There is the option to run Cover 0 on all 2 and 3-LB blitzes

2-RB SETS



Man Coverage behind 2-LB blitzes

TRIPS

