

Cover 3/6 Terms

- SCF: Cover 3 technique in Match/Flash/Dirty. Seam-Curl-Flat. Force defenders will carry #2 vertical or out. If 2 is not in the Seam play Curl-flat. Fast 3= Flat. "Under" Rule in effect.
- "Under" Rule: when #1 or #2 is short or shallow, that defender will give an "Under" call to alert the hook defenders that there is a route coming AND will tell the SCF player to play curl-flat. If the Corner makes the "Under" call, he will play his deep 1/3.
- "Push" – from "Match" when #3 is fast. Hook defender will make the Push call to let the SCF player know we are flooding the coverage
- Take 3 Thru: Cover 3 technique (Match/Dirty) where the Hook Defenders will take the final 3 thru to the flat unless they get an "under" call from their side.
- Fast 3: When 3 releases out immediately.
- 3 in the down: When 3 check-releases or does not go out immediately.
- 3 Up and Back: In Flood/Flash the Middle Hook defender will take #3 man to man if he goes up and behind him. Play inside trail (the MOF safety will also be in the area).
- Robot: hook defenders, when the shallow comes FROM YOUR SIDE, roll and run to find the dig or drag.