

ALIGNMENT vs PRO & TITE

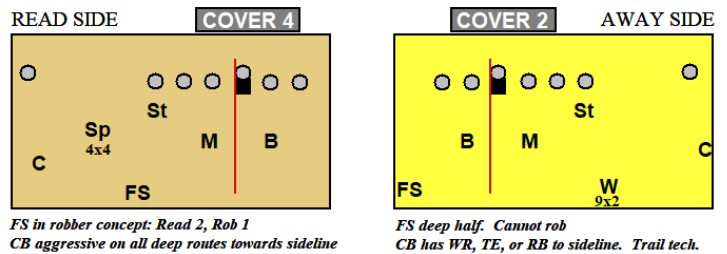
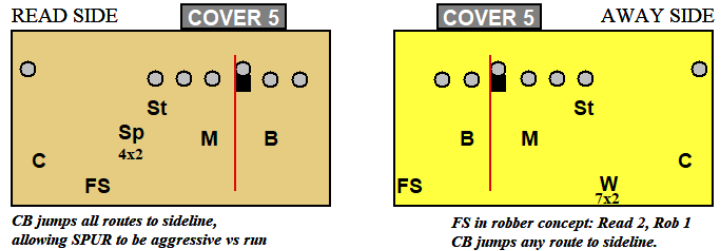
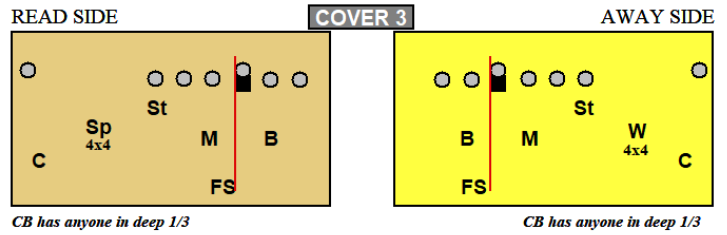
Can match any READ side coverage with any AWAY side coverage. In these formations with a Tight End the AWAY side can only have a Tight End (“Tite”), and TE + WR (“Pro”).

Vs PRO

In Cover 3, the SPUR & WILL are 4x4 and prowl the diagonal depending on genetics and down-distance. Our Cover 3 is the old “sky” alignment.

Cover 3 & 4 is same for SPUR, but a Cover 4 call on the AWAY side puts the WILL at Safety, which is old school “cloud”.

Cover 5 is called when we want the Hybrid to play close on run or blitz.

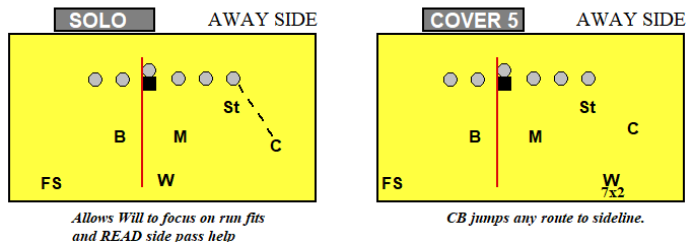
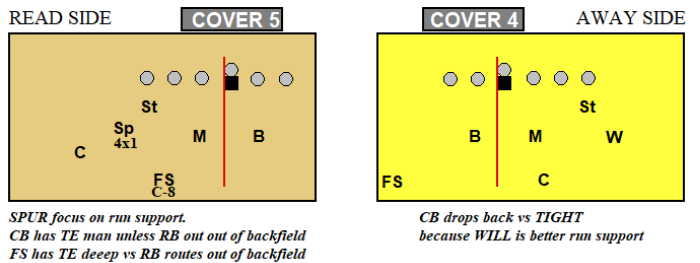
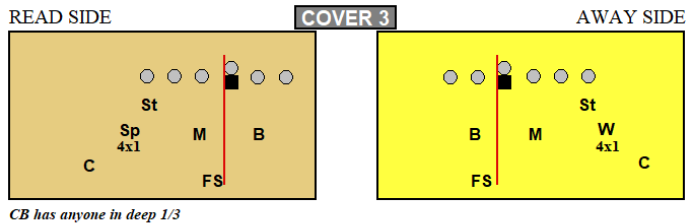


Vs TIGHT

Tight on the READ side means 3-RB in backfield for the SPUR.

If the offense only has a TE on the AWAY side, we would rather have our WILL up close to play run, so we drop the CB back in Cover 4.

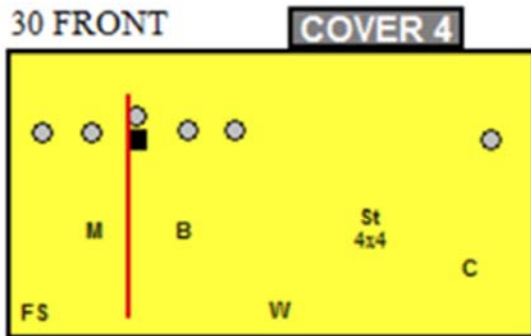
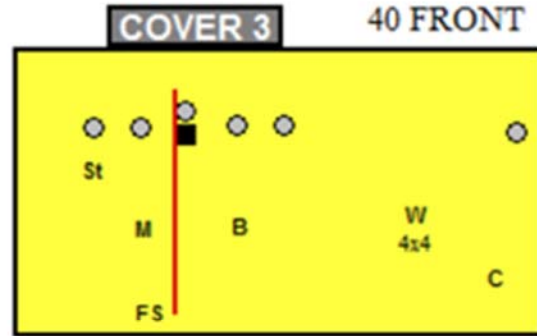
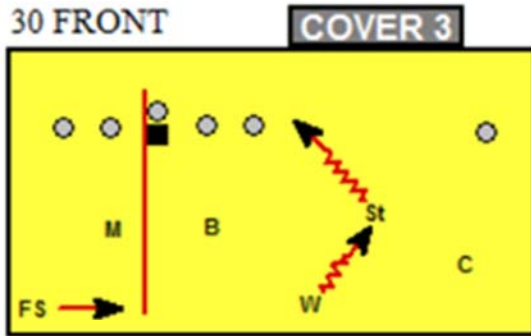
We could make a SOLO call on the backside, which is the WILL telling the CB “YoYo” (for “Your On Your Own”). This is good vs Trips or Twins on the READ side, allowing the Will to help vs #2 or #3 deep posts.



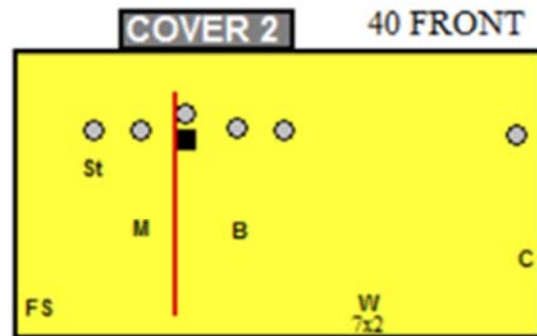
ALIGNMENT vs SINGLE

This can only happen on the AWAY side unless there are 2-TE or 3-RB.

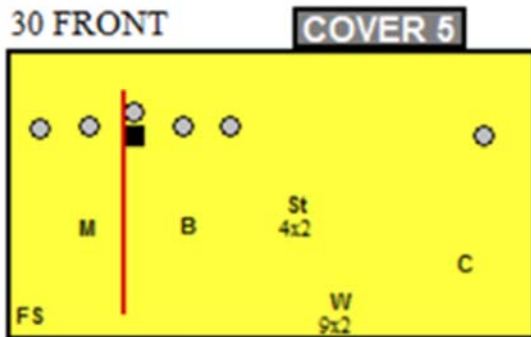
We can play a lot of games with the WILL. His default is to be 4x4 in Cover 3. In Cover 2, 4, and 5, the WILL plays back as a safety. His depth will be 7 to 9 yards depending on down-distance, his genetics, and that WR's genetics.



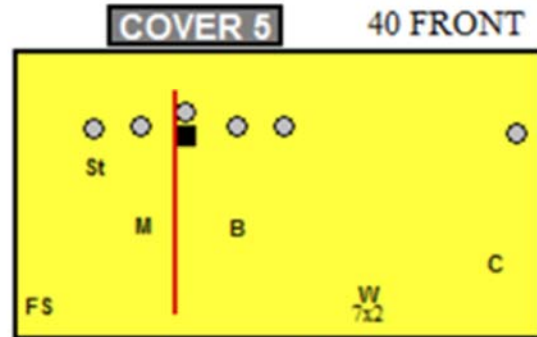
WILL helping on READ side



*FS deep half. Cannot rob
CB has WR, TE, or RB to sideline. Trail tech.*



*CB jumps all routes to sideline,
allowing STUD to be aggressive vs run*



*CB jumps all routes to sideline,
WILL cannot rob. Allows ILB to focus on run*

ALIGNMENT vs TWINS

Read Side

COVER 3:

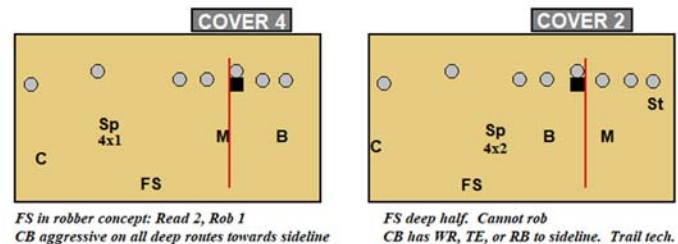
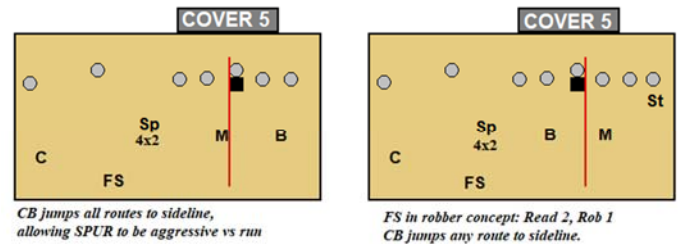
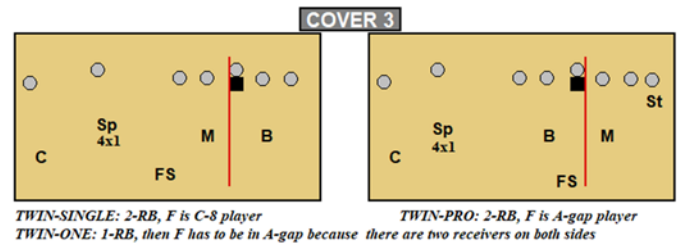
- 2-RB: FALCON plays robber technique. Falcon is C-8 if no TE, but moves to A-gap vs 21 personnel because he is part of the run fits with the MIKE & BULL. SPUR re-routes #2 and has flat-wheel.
- 1-RB: FALCON cannot Rob and is in A-gap. SPUR still re-routes.

COVER 5:

- CB jumps all quik outs, hitches, and bubble. Basically becomes Cover 2 if this happens. If #1 & #2 both go vertical, becomes quarters coverage.
- SPUR is thinking run or blitzing
- FALCON is robbing if #2 is shallow. Has #2 vertical.

COVER 4:

- SPUR does same thing as Cover 3.
- FALCON is robbing.
- CB plays vertical line concept deep.



Away Side

COVER 3:

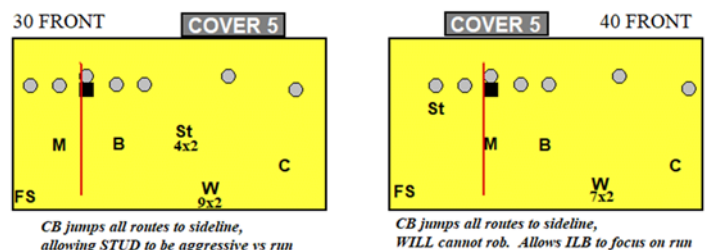
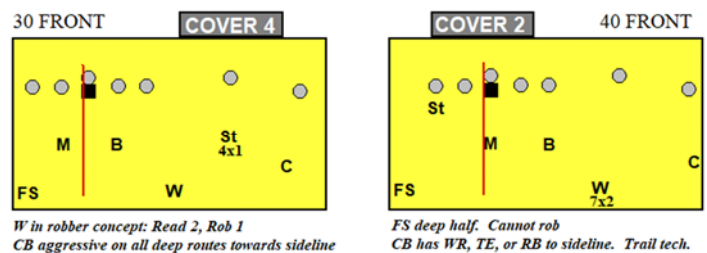
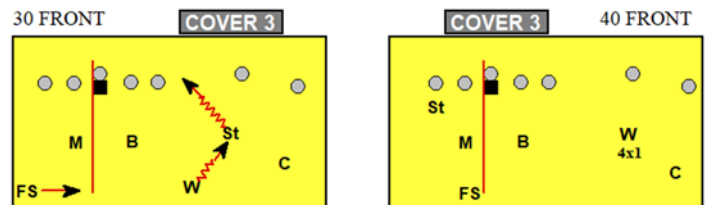
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- SPUR is thinking run or blitzing
- FALCON is robbing if #2 is shallow. Has #2 vertical.

COVER 4:

- SPUR does same thing as Cover 3.



ALIGNMENT vs TRIPS

Rattle

We run 1/4-1/4-1/2 coverage if there is no Trips call.

CB on Trips side has deep 1/4 and F has the other 1/4 deep zone.

The CB on the single WR side has the deep 1/2 of the field and the WILL drops under the single receiver.

CB & F use the Rattle technique, which means "Read Three".

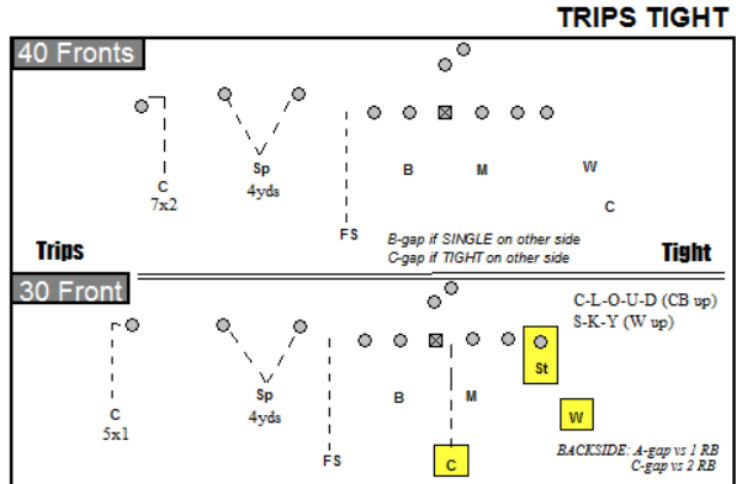
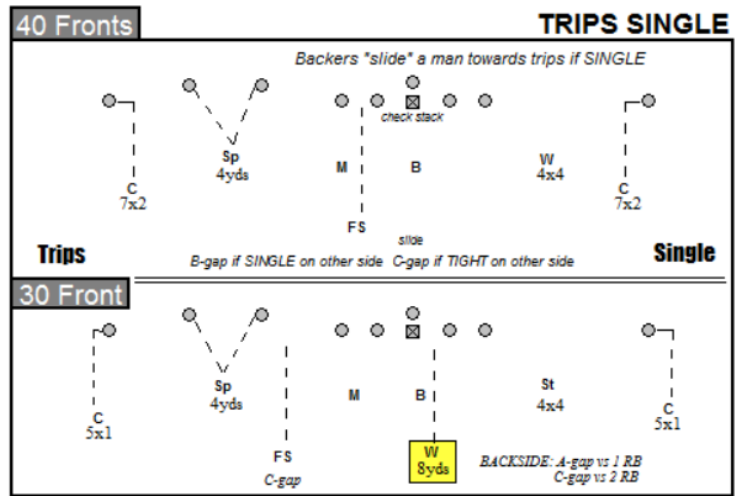
FS squeezes #3. If #3 breaks out, F squeezes #2 & CB squeezes #1.

#3 inside release or vertical the FS works to the middle 1/3 and the corner will squeeze #2 & play the outside 1/3.

The SPUR is a SCiF (Seam-Curl-Flat) dropper. He has shallow outs/bubbles to #2 or #3 and hitch by #1.

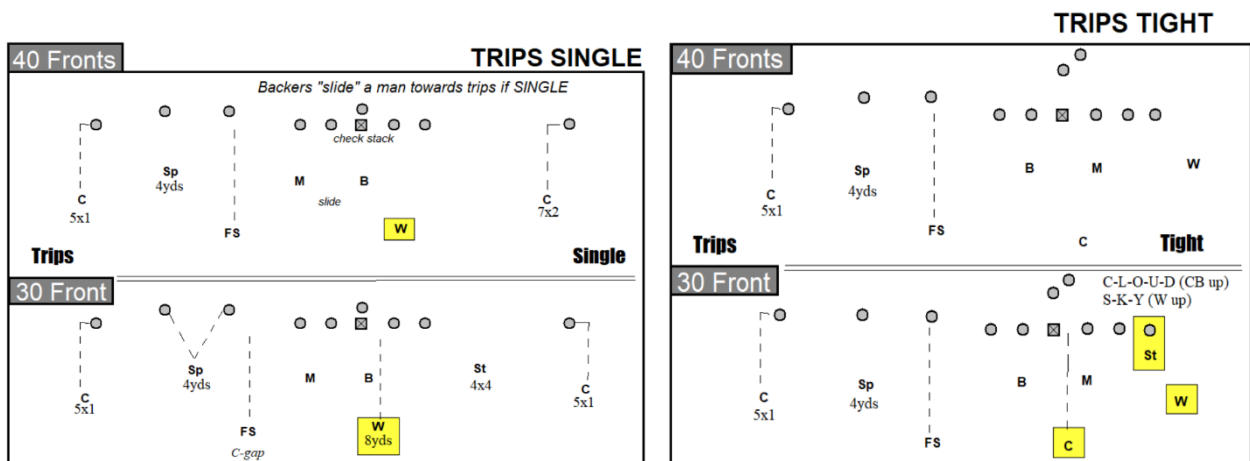
All 3 go vertical, SPUR collision #2 & drop 12yds two yards outside the hash.

SPUR covers #1 breaking in and CB takes outs.



Roll

CB has flats and is 5yds outside #1 receiver. SPUR is a seam dropper and walls inside routes by #2 receiver. MIKE is a wall 3 player. CB drop to top of numbers at 12-14 yds, but we run this coverage to stop bubbles and quik screens. The CB and SPUR are aggressive against these routes.



Solo

Solo is a good answer to trips. Solo frees up the read side of the coverage.

F & CB could run quarters coverage to the 1 and 2 receiver's while WILL takes #3 receiver vertical.

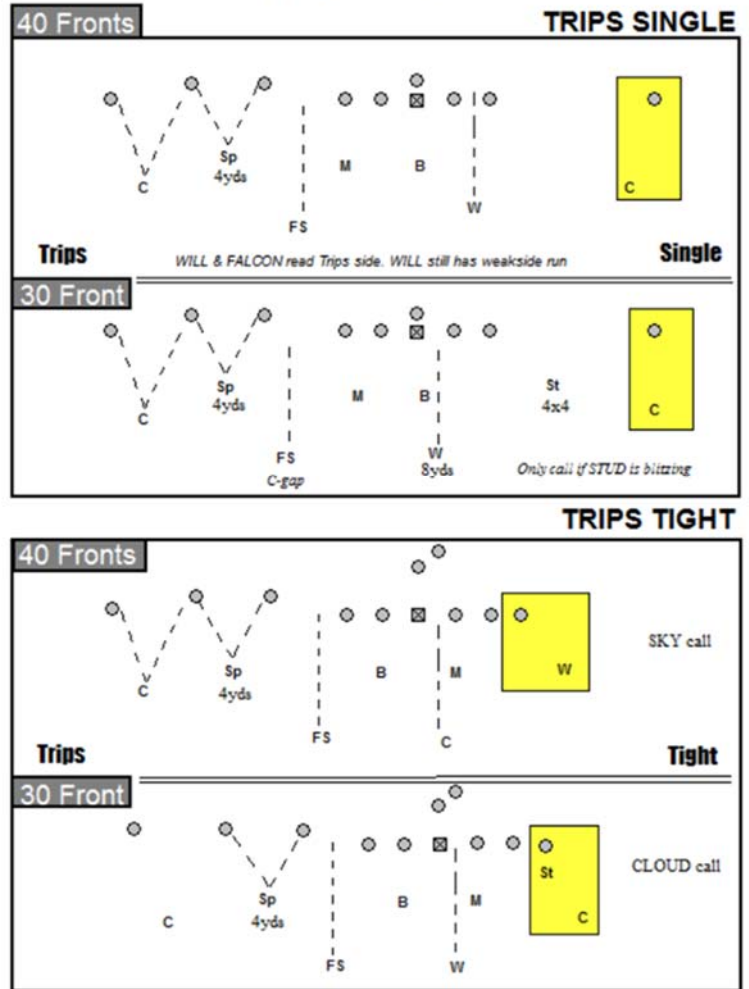
FS reads 2, robs 1.

WILL reads 3 to 2.

SPUR expands on 2 or 3 to the flats.

If there is only a TE on the away

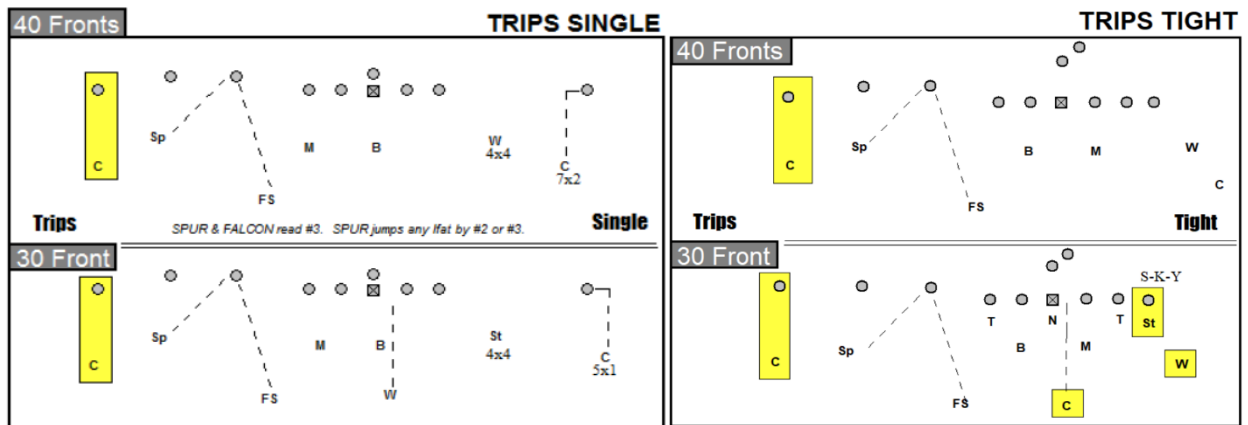
TRIPS - Solo



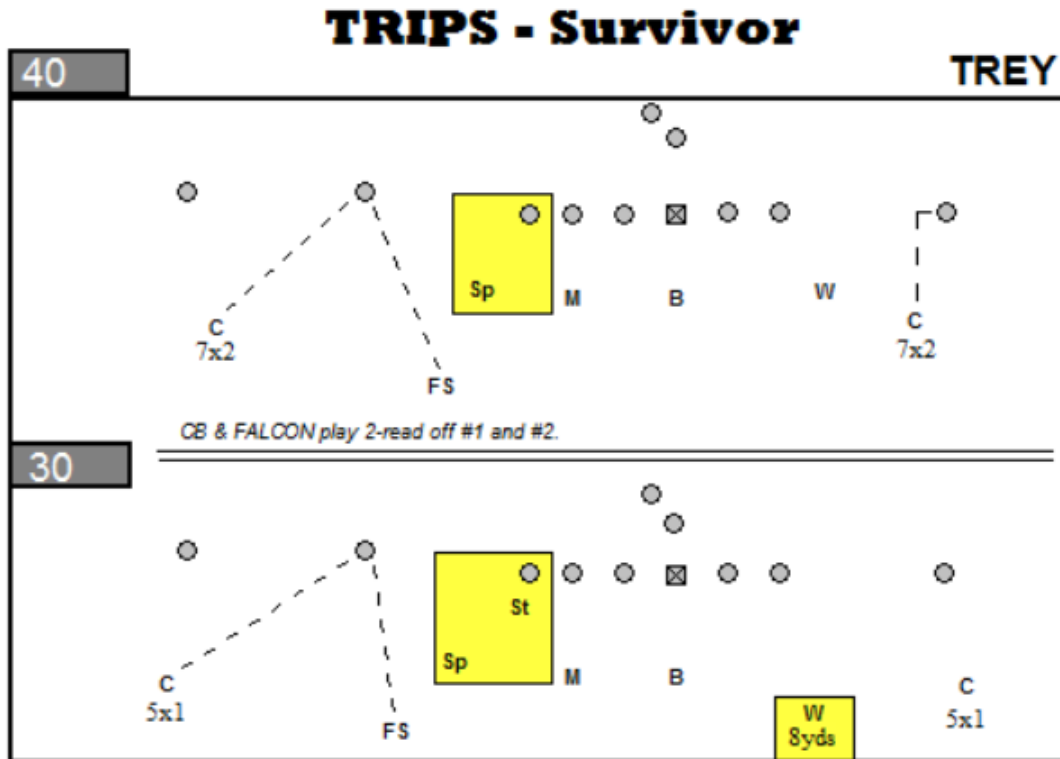
Special

Playing man on #1 only leaves 2 receivers to guard. SPUR and FALCON play 2-read Cover 5 versus #2 and #3.

Turns Trips into Twins.



Just like SPECIAL, this coverage also reduces the Trips to Twins. FALCON and CB can run Cover 5 vs #1 and #2 receiver and not worry about the #3 receiver. This is automatic versus TREY formations.

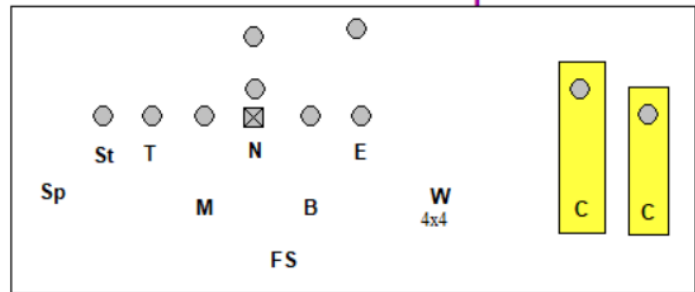


VARIATIONS

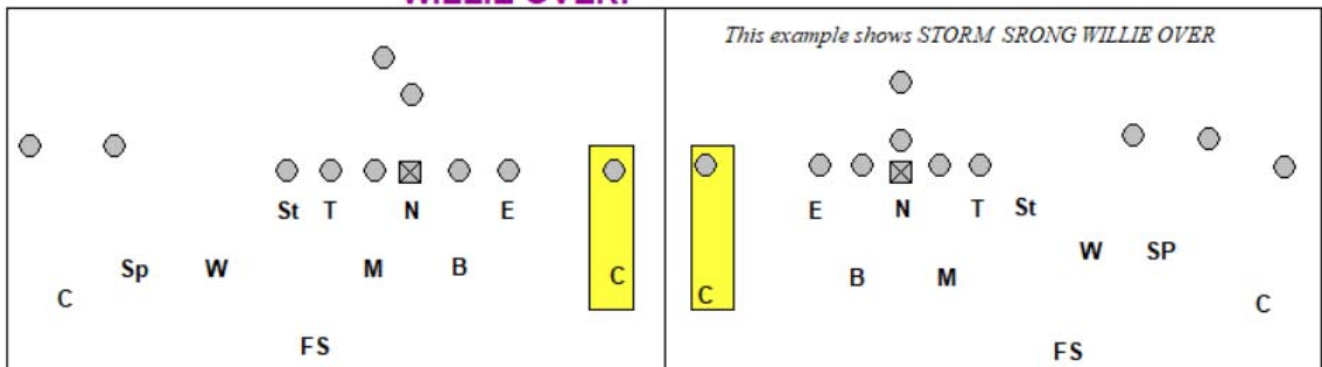
We don't run these very often. We usually save them for a particular opponent.

We run FLIP a lot more than WILLIE OVER.

CORNERS OVER: Flip

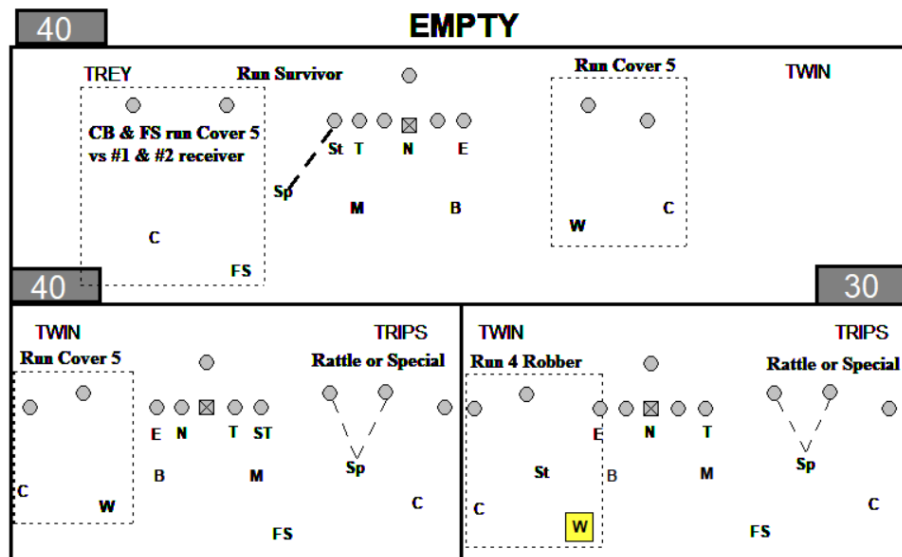


WILLIE OVER:



SPECIAL FORMATIONS

NO TIGHT ENDS

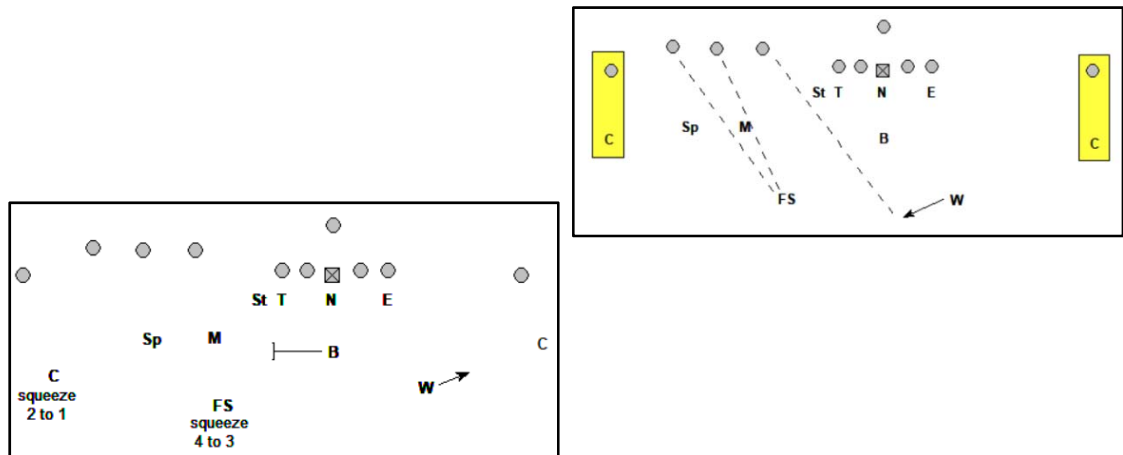


Empty backfields are not a major alignment problem either. Keeping with the idea of common sense and the +1 rule, aligning to empty is a simple process of following the rules. If a team run an empty backfield, there are only two things they can give you. 3x2 or 4x1.

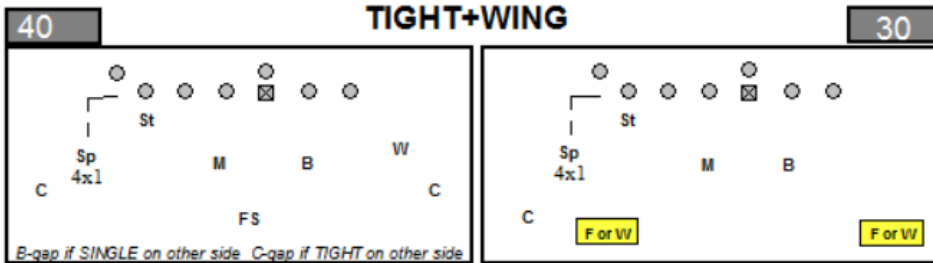
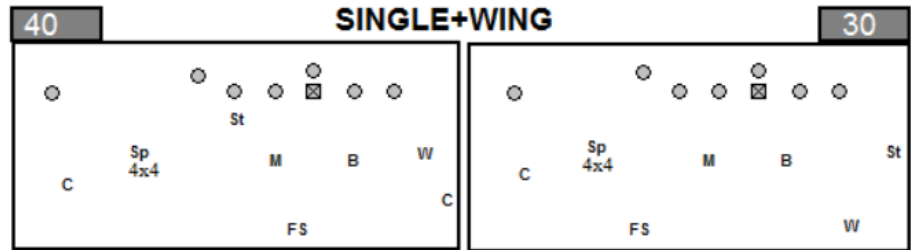
The backers should stack behind their respective ends and read for the QB draw. If no draw, MIKE does what he always does vs Trips: Drop 3 to 2 and be a Wall player. BULL drops 2 to 1 and Wall 2. We could run Quarter-Quarter-Halves to trips or Special. We run Cover 5 on Twins side. Empty vs our 30 defense is Robber Cover 4 to Twins.

Versus Quads, a backer needs to now get out of the box entirely to remain consistent with the +1 rule and give us a 5 on 4 advantage. Both CB would play man, the BULL is a short wall player and the WILL drops to Quads, reading the #4 WR.

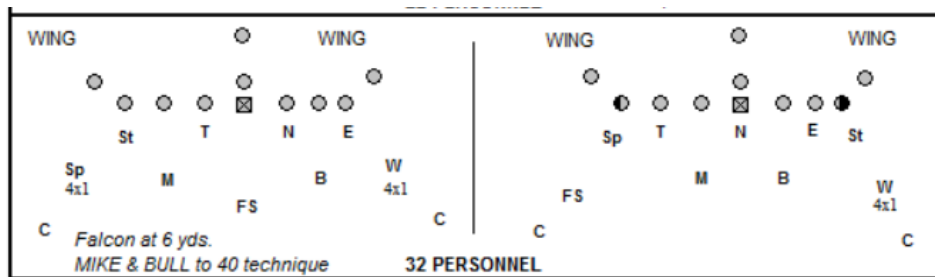
If the backside CB cannot play man, then WILL helps on the solo WR. SPUR collision 3, takes 2 or 1 to flats. MIKE collisions 4, takes 4 or 3 to the flats.



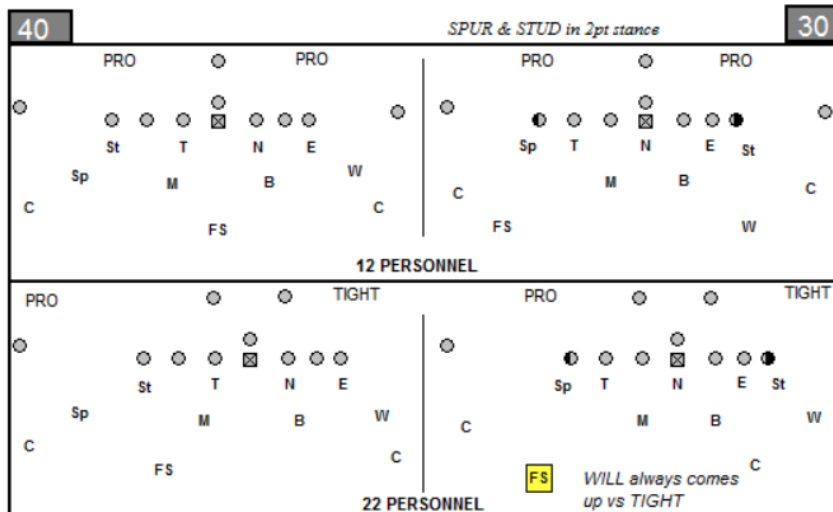
WING FORMATIONS



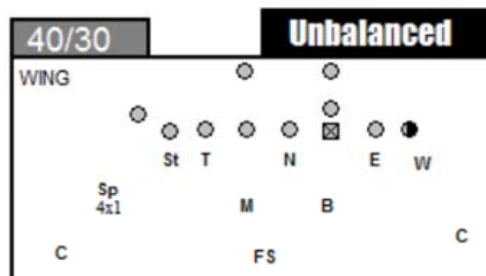
Versus the balanced front and the motion based nature of the flex-bone, the free safety will declare the read-side upon motion.



TWO TIGHT ENDS



UNBALANCED

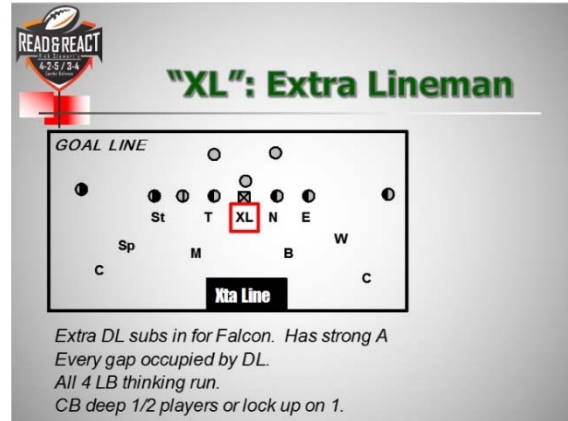


This is only way we lineup vs UNBALANCED

GOAL LINE

Our two favorite defenses to run in short yardage situations are XL and XB. XL is just what the name says: an extra D-Lineman subs in for one of the Corners. At times we will flex the XL Nose Guard a yard off the Center so that he can pursue laterally. We run an Over Shaded front so the XL has the strong A-gap. If the offense is balanced with 2 TE and 3 RB, then the NG and T will get in a SPLIT alignment which puts both of them in a 3-tech.

The Inside Linebackers, MIKE & BULL, are at 2 ½ to 3 yard depth and in the B-gaps. While this drawing has the STUD and the END inside shade (Stick and Eye), we still often times leave them in 2-point stances head up on the Tight End to mirror step. The CB are in man-to-man.



If we don't want the Center covered, we will get into our XB. We really like this vs Double Wing teams since the Center almost always blocks away from the play. So if the Center blocks to his left, our XB starts shuffling his left. All 3 backers (MIKE, BULL, and XB) will all slide with motion.

