

1985

Univ of Kentucky

Wide Tackle 6 Defense

WINNING DEFENSIVE THEORY AT THE UNIVERSITY OF KENTUCKY

I. BEAT YOUR OPPONENT PHYSICALLY

- A. Better physical condition.
- B. Be aggressive and "out mean" them.
- C. Consistency - 110% every play.
- D. ENTHUSIASM.

II. GENUINE ALL-OUT DESIRE FOR TEAM VICTORY

- A. Goal - to win them all.
- B. Personal sacrifice instead of personal glorification.
- C. What one can contribute, not what one can receive.
- D. When you win, there is enough glory for everyone.

III. WINNING EDGE

- A. Second and third effort (RBI).
- B. No penalties, broken assignments, or missed tackles.
- C. Sudden change.
- D. Something extra when behind, and in the fourth quarter.
- E. Know and play, zone and field position.
- F. Psycho-Cybernetics.

IV. PRESS KICKING GAME - SEVEN UNPARDONABLE SINS

- A. Thou shalt not be offsides.
- B. Thou shalt not leave before ball is kicked.
- C. Thou shalt not rough the kicker.
- D. Thou shalt not let the ball hit the ground and roll.
- E. Thou shalt not field the ball inside the ten yard line.
- F. Thou shalt not clip.
- G. Thou shalt not block below the waist.

V. GOALS

- A. No long runs (over 15 yards).
- B. No long passes (over 17 yards).
- C. Force mistakes and turnovers.
- D. Score on defense.
- E. Don't allow an opponent to score more than 10 points per game.

VI. MENTAL PREPARATION

- A. Visualize yourself successful (Do your Best)
 - 1. Assignments
 - 2. Scouting Report
 - 3. Opponents
 - 4. Film Study
- B. Always be positive.
- C. Commitment to Excellence.

GENERAL INFORMATION FOR DEFENSE

I. PRESS THE KICKING GAME FOR IT IS HERE THE BREAKS ARE MADE!

A. FAIR CATCH.

1. Do not have to field it.
2. Man giving signal cannot block.
3. Cannot be advanced by anyone on team.

B. PARTIALLY BLOCKED PUNT CROSSING L.O.S. -- JUST LIKE IT HAS NOT BEEN TOUCHED.

C. THIRD DOWN BLOCKED PUNT . . . FALL ON UNLESS IT BOUNCES IN YOUR HANDS.

D. FOURTH DOWN BLOCKED PUNT. PICK IT UP AND RUN WITH IT . . . SCOOP TOWARD THE GOALLINE.

E. FIELD GOAL TREATED SAME AS PUNTS, EXCEPT THE BALL RETURNS TO L.O.S., IF ATTEMPT IS MISSED BEYOND TWENTY YARD LINE.

F. "PETER" . . . DO NOT FIELD BALL AND NO ONE BLOCKS. FIND THE BALL.

G. KICKOFFS . . . AFTER BALL GOES TEN YARDS . . . IT IS A FREE BALL.

H. YOU CANNOT BLOCK BELOW THE WAIST.

ON KICKING SITUATION, CHAMPIONS KEEP THE PRESSURE ON!!

II. WHEN SAVING TIME

A. USE REMAINING TIMEOUTS, IF CLOCK IS RUNNING.

B. TRY TO KNOCK BALL CARRIER OUT OF BOUNDS.

C. HELP THE BALL CARRIER GET UP . . . GET UNPILED QUICKLY.

D. TACKLE THE FOOTBALL TO CAUSE FUMBLE . . . WE NEED THE BALL.

III. WHEN RUNNING OUT CLOCK

A. DO NOT UNPILE QUICKLY, BUT DO NOT GET A DELAY PENALTY.

B. DO NOT LET THE BALL CARRIER GET OUT OF BOUNDS.

C. DO NOT GET A PENALTY.

IV. DEFENSIVE SUCCESS

A. YOUR VALUE TO THE TEAM IS INVERSELY PROPORTIONAL TO YOUR DISTANCE FROM THE BALL.

B. WHEN WE HAVE OUR OPPONENTS BACKED UP ON THEIR GOALLINE, WE ARE ON OFFENSE.

GENERAL INFORMATION PAGE TWO

IV. CONTINUED . . .

- C. GANG TACKLE, THE FIRST MAN SELDOM PUNISHES THE BALL CARRIER.
- D. NEVER LET A BALL CARRIER FALL FORWARD.
- E. KNOW THE DOWN AND DISTANCE, SCORE AND TIME REMAINING . . .
PLAY ACCORDINGLY.
- F. LONG YARDAGE . . . MEN RESPONSIBLE FOR HITTING ELIGIBLE
RECEIVERS DELAY THEM.
- G. PASS DEFENDERS - TAKE PRIDE IN YOUR ZONE . . . MAN IT WITH
AUTHORITY.
- H. LINEMEN YELL "PASS" AS SOON AS THEY RECOGNIZE IT. THROW
UP YOUR HANDS AND TRY TO HIT THE BALL WHEN IT IS THROWN,
IF YOU CAN SEE THE QB'S EYES.
- I. GREAT TEAMS MAKE SUCCESSFUL GOAL LINE STANDS.
- J. KICKOFF COVERAGE . . . MAKE THEM START INSIDE THEIR 20 YARD
LINE.

V. GENERAL

- A. DO NOT REFUSE A 15 YARD PENALTY.
- B. FOOTBALL IS A GAME OF CHANGING SITUATIONS . . . CHAMPIONS
REACT WITHOUT HESITATION.
- C. CONSERVE TIME-OUTS.
- D. DO NOT COMPLAIN TO OFFICIALS.
- E. SECOND EFFORT WINS . . . A MISTAKE IS NOT A MISTAKE UNTIL
THE WHISTLE BLOWS.
- F. SUBSTITUTE . . . DO NOT COME OFF UNTIL REPLACED.
- G. DO NOT BE A LATE HITTER OR "CHEAP SHOT" ARTIST.
- H. WE MUST NOT GET PENALTIES.
- I. WE MUST NEVER LOSE OUR POISE . . . DOGS FIGHT . . .
CHAMPIONS WIN!!!

DEFENSIVE MUSTS

DON'TS

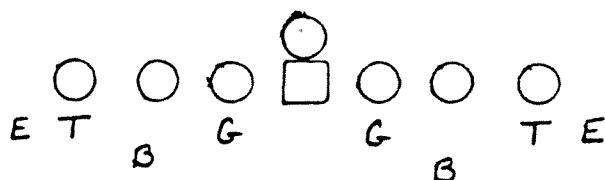
1. ALLOW OPPONENT TO COMPLETE A LONG PASS FOR A TOUCHDOWN (OVER 17 YDS).
2. ALLOW OPPONENT TO MAKE A LONG RUN FOR A TOUCHDOWN (OVER 15 YDS).
3. ALLOW OPPONENTS TO SCORE RUNNING FROM WITHIN OUR OWN EIGHT YARD LINE.
4. ALLOW OPPONENT TO RETURN KICKOFF FOR A TOUCHDOWN.
5. ALLOW OPPONENTS TO AVERAGE MORE THAN TWENTY YARDS PER KICKOFF RETURN.

DO'S

1. INTERCEPT ONE PASS OUT OF EVERY EIGHT THROWN.
2. AVERAGE FIFTEEN YARDS RETURN ON EACH INTERCEPTION.
3. RETURN THREE INTERCEPTIONS FOR TOUCHDOWN PER SEASON.
4. BLOCK THREE KICKS PER SEASON.
5. RETURN THREE PUNTS FOR TOUCHDOWN PER SEASON.
6. AVERAGE TWELVE YARDS RETURN PER PUNT.
7. FORCE OPPONENTS TO FUMBLE THREE AND ONE-HALF TIMES PER GAME.
8. RECOVER TWO FUMBLES PER GAME.
9. STOP THIRD AND FOURTH DOWN PLAYS 70% OF THE TIME.
10. AVERAGE NO MORE THAN FOUR PENALTIES OR 45 YARDS PER GAME.

DEFENSIVE PHILOSOPHY

A. RUBBER BAND

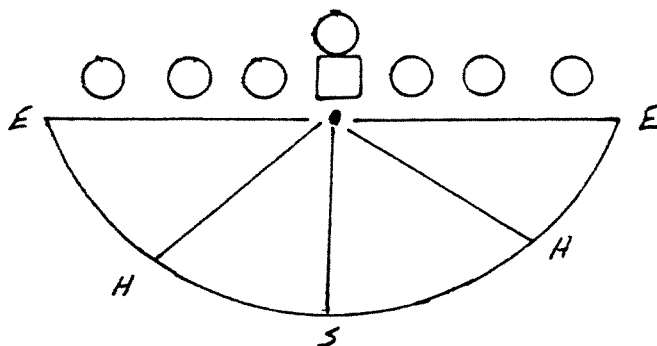


Our defensive front 8 will play as if there is a rubber band stretched from end to end. The rubber band will stretch, but we must not allow the offense to break the band. When we are playing "A" we do not expect to throw the offense for a loss, but try to keep the gain to less than $3 \frac{1}{3}$ yards, if in 3 down zone and $2 \frac{1}{2}$ yards, if in 4 down zone. The offense may get 7 yards or 50 yards on a play, but as long as they do not score the band hasn't been broken. When we stunt, we must throw the offense for a loss or a no gain play. This allows us to get even or put the offense in a hole. MAKE SOMETHING HAPPEN WHEN WE STUNT.

The rubber band can be broken in this way:

1. Miss a tackle.
2. Run around a block.
3. Get blocked and stay blocked.
4. Broken assignment.

B. WHEEL AND SPOKES



Our defensive philosophy for the secondary begins with the football which is the hub of a wheel. There are five spokes to this wheel represented by the two defensive ends, the two defensive halfbacks and the safety. The rim of this wheel is drawn through these secondary men.

The whole defensive philosophy is keeping the football inside the rim of the wheel. The rim is stretched as men are split out wide. The tighter the formation the tighter the rim. As the ball moves we can either expand, contract, or revolve the wheel while making use of the sideline.

There are five ways to get beat. We must prevent these five mistakes from occurring.

1. Don't allow the long pass outside the rim.
2. Don't miss a tackle.
3. Don't get knocked down in the secondary.
4. Don't run around a block.
5. Don't break an assignment.

RUNNING GAME:

A - Any defense played straight.

Set - Offensive formation with a back inside a split end.

Full House - Offensive formation with all backs in normal T.

Wing - Back to T.E. side split up to 5 yards.

Flanker - Back to T.E. side split more than 5 yards.

Strong - R.H. set to left or L.H. set to right.

Quick Motion - a back starting two steps before the snap, toward formation.

Motion - a back starting before the snap and getting outside the remaining backs, towards formation.

Fly - A back starting before the snap and getting outside the remaining backs away from formation.

Flow - Direction in which the ball goes.

Point of Attack - Spot where ball crosses the line of scrimmage.

Pursue - Taking the proper angle to meet the ball carrier.

Lateral Pursuit - Pursuing the ball while staying on the line of scrimmage. Close the gap between you and the next man with lateral pursuit.

Trail - Following the ball carrier or play from behind getting as deep as the ball looking for reverses or counters.

Running Lane - A spot one yard in front and one yard outside of the ball carrier.

Sudden Change - Anytime ball changes from offense to defense or defense to offense and remains in play.

Skate - Defensive HB's taking boxer steps (shuffle) back and out on snap of ball.

Read - Looking at one or more men to give you a jump on where the ball is going.

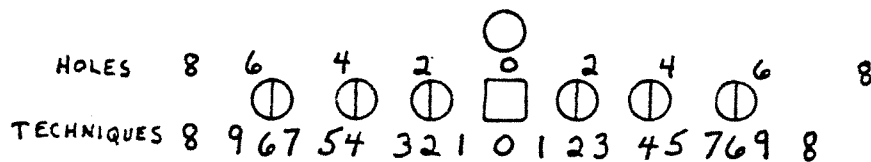
"Omaha" - Stunt is off; play straight "A".

"Check" - Defensive signal caller is going to change the defense he called.

"Heavy" - Indicates the line is unbalanced. (May or may not move over)

DEFENSIVE NUMBERING SYSTEM

1. We will have our techniques numbered and in describing your assignment, we will put a number at your position.
2. Review of numbering system and hole responsibility.



DEFENSIVE TERMINOLOGY

PASSING GAME:

Full flow - Action creating no more than one receiver away from flow.

Split Key - Action creating two or more receivers away from flow.

Drop Back Pass (70's) - A pass thrown from behind the center with cup-blocking and no fake of a running play. Some play passes will be considered drop back passes for pass defense coverage.

Roll Out Pass (60's) - Action by the QB using a reverse pivot and letting the Back(s) get ahead of him to block.

Sprint Out Pass (60's) - Action by the QB to one side to throw the ball with no regard to fakes or blockers trying to get in front of him.

Quick Pass (90's) - A drop back pass in which the QB takes a 2 or 3 step drop.

Play Pass (Number of Run Fake) - A pass that has the fake of a run first.

Bootleg Pass (Number of Run Fake) - A pass which has the fake of a run or pass in one direction, then rolls back to other side for pass or run.

Force - Make the passer stop his running to the outside as quickly as possible. Make passer pull up and throw.

Contain - Rushing the passer, but your first responsibility is to keep the passer from running to your outside.

Rush - Rush the passer with no responsibilities of containing or forcing.

Deep Middle Spot - LB's spot away from flow on a flow pass. Never Cross the ball and get 15-20 yards deep.

Relative Hook - LB's spot toward flow on a flow pass. Stay normal distance outside of passer.

"Bingo" - Call made when ball is intercepted.

"Off" - Signal by end which tells tackle he must contain flow pass.

"On" - Signal by end which tells tackle the end will contain a flow pass.

"Open" - H.B. tells end, flat area is open on a pass.

"Closed" - H.B. tells end, flat area is covered on a pass.

Flare - H.B. going back and out on snap of ball.

Tip Position - Football position five yards from an intercepting.

"Level" - Signal by safety man to release H.B. to cover short area.

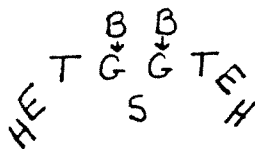
Walk-away - Spot halfway between split men and off the line of scrimmage.

Easy - A defender taking a position 5-7 yds. off the receiver when covering a short zone.

HUDDLE

ONE LB CALLS THE SITUATION, OTHER LB CALLS DEFENSE. "READY" . . . "BREAK".

LOS



DEFENSIVE CATEGORIES

A. NORMAL DEFENSES

A normal defense is a defense which we want to play when we are even with the board; that is, where we have 1st and 10, 2nd and 7, or 3rd and 4. When we are in this type of defense, the offense is in a situation where they may run or pass. In order to be successful in this type of defense, we have to hold our opponent to less than 3 1/3 yards a carry.

B. LONG YARDAGE DEFENSES

The long yardage defenses are the defenses which we want to use when we feel like the opposition is going to pass; that is, 2nd and 8 or more, or 3rd and long yardage situation. We plan to have two different types of long yardage defenses and play them according to scouting report information. We will either use a defending type of defense, such as 40 A COVER 5, where we have 4 men rushing and 7 back for pass defense, or we will use a RUSHING TYPE DEFENSE where we will be putting the rush on the passer while still watching for the screen and draw. An example of this defense would be 40 M LIGHTNING. In certain situations we might want to use a combination of these defenses where we will be rushing on one side and defending for the pass on the other side. This will be determined by the field position and tendencies. An example of this defense would be 40 BLITZ on one side and 40 A END'S OFF on the other. 40 MI-MAN would also be a good defense where we have good rush on the passer and will have people watching for draws and screens.

C. SHORT YARDAGE DEFENSES

We want to use our short yardage defense when the offense has THIRD & SHORT. Also, we want to use it some on waste downs and first downs, particularly when we have a team backed up in their 3 down zone. These defenses are defenses where we must penetrate and stop the play at the line of scrimmage or with the least amount of gain as possible. Your job on these defenses is particularly vital in determining the amount of success we have.

D. GOALLINE DEFENSES

We want to employ our goalline defenses from the 8 yard line in. The type of goalline defense we use will be determined by the down, distance, and time remaining.

1. GOALLINE STRAIGHT, GOALLINE SHORT, OR G.L. RT-LT: We will use these defenses in a normal situation. (1st & Goal at 8 yd line; 2nd & Goal at 6 yd. line). We feel there is an equal possibility of a run or a pass. We can play either zone or man coverage in these situations.
2. GOALLINE TIGHT: We want to go into goalline tight when we feel the offense is in a definite running situation (3rd & Goal at 2 yd. line; 4th & Goal at 1 yd. line). This is a penetrating defense by all 6 linemen, so we must stop the offense on the L.O.S. to be successful.
3. NORMAL DEFENSE: We want to use these defenses in a situation where we feel almost certain the offense is going to have to pass to score. (3rd & Goal at 8 yd. line; 4th & Goal at 4 yd. line). We will be in a defend defense such as 40 A C-8 or 40 A Falcon. We may decide to use a pressure defense such as COMBO DOG-C MAN.
4. GOALLINE BLITZ: We will use this defense when the offense has over two downs to make less than two yards. We must throw the offense for a loss in this defense.

E. PRESSURE DEFENSES

We want to use our pressure defenses to try and force the offense to make a bad play either by throwing them for a loss or causing a fumble. These defenses will be penetrating stunts by our linemen and linebackers. An example would be 40 C. We may call pressure defenses on first down. Also, we want to use our pressure defenses when we have opponent backed up. Actually, we want to use our pressure defenses as change-up defenses. You can call them in most any situation according to tendency and scouting report information, particularly on waste downs.

"0" TECHNIQUE

Line up on the center's nose with your feet parallel so that you can go in either direction. Mix up your charge between tough forearm and soft with hands. Never let the center block you by himself. If you are double teamed by the guard, spin out and back up the linebacker who will step up into the hole. You should make tackles all over the field. On back up passes, rush passer through center until you are sure it is not a draw, then you have a free rush. A good "0" technique man watches the offensive men and most of the time he should know who is going to block him. It is important that you vary your distance off the ball so that you conceal the defense. Keep the offensive guard's splits cut down by moving in and out of the gaps.

"1" TECHNIQUE

Line up in the gap between the guard and the center. You may play either the center or guard or shoot the gap. At all times, you must be looking to the inside for the trap. If the play is a run to your side, pursue laterally. If it is a play pass, pursue deeper in backfield and rush the passer. If the play is a back up pass, get head on the man blocking you until the threat of the draw is gone, then rush. Never run around a block.

"2" TECHNIQUE

Line up head-on a normal guard. Always give draw responsibility. You must keep your spacing on your other guard if both guards are in this technique. Keep guard's split cut down. Responsible 50% inside and 50% outside but never be trapped or beaten to the inside. If the play is a run to your side, pursue laterally. If it is a play pass, pursue deeper in backfield and rush the passer. If the play is a backup pass, get head on the guard until the threat of the draw is gone, then rush. Never run around a block.

"3" TECHNIQUE

Line up with your inside eye on the outside eye of the guard with your inside foot back. Read the guard's charge and control him. Never let the guard get his head on the outside of you unless he is pulling to the outside to set you up for a trap. Use a forearm charge or hands depending on guard's charge. If guard goes inside, force him to inside and pursue or look for trap. Do not cross the line of scrimmage. If guard pulls away from you close down to the inside. If guard pulls to your outside, step to meet tackle's block. If guard sets, get head on him before rushing and check for draw. If guard tries to hook you in and it is a run, drop your outside foot back and pursue laterally. If it is a play pass, pursue deeper in backfield and rush the passer.

"4" TECHNIQUE

Line up head on the offensive tackle a foot off the ball. Keep inside arm free.
"4" Hole Responsibility.

"5" TECHNIQUE

Line up with your inside eye on the outside eye of the tackle with your inside foot back. Back off the ball from 6" to 8". Read your tackle's charge and control him from head on. Never let the tackle get his head on your outside unless he is pulling to the outside to set you up for a trap or a turn out block. Use a forearm, charge or hands depending on the tackle's charge. If the tackle goes to the inside, force him to the center and pursue. On flow toward, pursue laterally. If the end double teams you, spin out and go to the ball. Recognize flow pass your way and rush hard from the inside. Back up pass, rush hard but do not go wide and get in the way of the outside rusher. When the flow goes away, but your tackle sets back for pass, come across and rush pass to inside. If the tackle oversplits, you may jump in and shoot gap or play inside out technique. If end calls "OFF", you have outside rush on passes.

"6" TECHNIQUE

Line up head on a normal end with your feet parallel. Be two feet off the ball. Keep your outside arm free. On the movement of the end, take short lateral step, whip him head on while looking to the inside to read the action of the tackle and near back. Run your way, take off tackle responsibility and then pursue laterally. Option: QB. Flow pass your way, rush the passer. Flow away - trail. On flow away, do not cross the line of scrimmage until you check for inside trap. Back up pass-contain rush. If end calls "OFF", you have contain rush on a flow pass or a back up pass. Slot formation your way, line up in your normal position and either play slow or fire across line into wingback.

"7" TECHNIQUE

Line up with your outside foot on the outside ear of the offensive end, with your outside foot back. Be two feet off the ball. Keep your inside arm free. On the movement of the end, take short lateral step, play him head on while looking to the inside to read the action of the tackle and near back. Assignment the same as #6 Technique.

"8" TECHNIQUE

Line up 2 yards outside a normal offensive end. Have your feet parallel. On snap of ball, step and throw hands toward offensive end. Read the back nearest you and see the ball. Flow toward: near back hits straight ahead - stay on line and look to inside. If ball goes deep, get in the running lane. If near back comes wide, step across to play outside shoulder of blocker and get in the running lane. If near back goes away, read offensive end. On end's action either pursue or rotate to play pass defense. Option: Pitch. Flow away: near back comes toward - Be Alert for a throw back pass or a power play toward you. DBP - drop off in your hook zone. Bootleg - Play pass. Get in collision course with crossing end. Do not come up until ball crosses L.O.S.

"9" TECHNIQUE

Line up with your inside eye on the outside eye of the offensive end with your outside foot back. On movement of end, skip step and charge end, playing his head. Flow toward: Play off tackle hole and pursue laterally on plays outside of you. Option - Take QB. Flow pass - Your way, contain. DBP - Contain rush. Flow away: Trail, checking for reverses, bootlegs, etc. Disregard a back out to your side unless he is wingback, then loosen up. If end is split up to five yards, get head on him. If he goes more than five yards, disregard him and come back into your normal position, unless you call "OFF": Do not come up on a pass, unless the passer gets outside of the tackle's containment.

GENERAL PRINCIPLES

1. ANTICIPATE PASS, BASED ON DOWN AND DISTANCE.
2. ON LONG YARDAGE SITUATION, NARROW YOUR BASE, STAGGER YOUR FEET, CROWD THE L.O.S., MOVE ON THE BALL.
3. HAVE GOOD BODY LEAN WITH HEAD & SHOULDERS FORWARD. DO NOT RAISE UP WHEN BLOCKER SHOWS PASS.
4. READ PASS QUICK & GET INTO BLOCKER.
5. GET HANDS ON BLOCKER -- CONTROL HIM. DO NOT LET HIM CUT YOU.
6. SHED BLOCKER QUICKLY AND GO BY HIM.
7. STAY IN PASSING LANE. KEEP THE QUARTERBACK IN FRONT OF YOU.
8. SPRINT TO QUARTERBACK AND KEEP YOUR FEET MOVING. ALWAYS PENETRATE UPFIELD.
9. IF YOU CAN SEE THE QB'S EYES, GET YOUR HANDS UP WHEN HE STARTS HIS THROWING MOTION. IF YOU CANNOT SEE HIS EYES, RUN THROUGH HIM FROM BEHIND. TACKLE HIM HIGH & PIN HIS ARMS TO HIS SIDE.
10. CONTAIN MEN KEEP FEET ON THE GROUND: DRAW RESPONSIBILITY. STAY IN RUSH LANE.
11. CHANGE UP YOUR PASS RUSH.
12. SACKING THE QB IS 90% DESIRE AND 10% SKILL.

PASS RUSH TECHNIQUE

1. BULL-RUSH

- A. EXPLODE ON THE SNAP: KISS THE BLOCKER'S CHIN WITH HANDS IN THE FRAMEWORK OF THE BODY (ELBOWS INSIDE).
- B. DRIVE AND LIFT THE BLOCKER WHILE GRABBING CLOTH: DRIVE HIM TO BACK TO THE QB.

2. BULL-RUSH & SWIM

- A. STARTS LIKE THE BULL-RUSH, BUT WHEN THE BLOCKER STOPS GIVING GROUND, PULL HIS PAD DOWN AND GET HIS SHOULDERS TURNED.
- B. WHEN YOU DO THIS, TURN YOUR SHOULDERS AND SWIM OVER HIM.
- C. AS YOU SWIM BY, PUSH OFF HIS BUTT OR BACK WITH THAT HAND. SPRINT TO THE QB.

3. GRAB & SWIM

- A. SAME AS BULL-RUSH & SWIM EXCEPT DO NOT "KISS" THE CHIN OF THE BLOCKER.
- B. AS BLOCKER FIGHTS TO STAY BETWEEN YOU AND THE QB USE HIS MOMENTUM BY THROWING HIM THE WAY HE IS FIGHTING. YOU CAN ONLY DO THIS IF YOU HAVE GRABBED HIM WITH YOUR HANDS AND CAN CONTROL HIM.

4. SHOULDER BUTT: USED BY ENDS IN RUSHING OVER A BACK BLOCKING ON THEM.

- A. DRIVE INSIDE SHOULDER AND FOREARM THROUGH CHEST OF BLOCKER.
- B. GET OUTSIDE HAND ON BLOCKER AND DRIVE HIM INTO THE QB.
- C. KEEP YOUR FEET UNDER YOU AND DO NOT GET CUT DOWN BY THE BLOCKER.
- D. KEEP CONTAIN ON QB.

5. SHOULDER DIP

- A. BEST USED BY OUTSIDE RUSHERS, TACKLES & ENDS.
- B. AS BLOCKER SETS BACK AND SHOWS PASS, DRIVE HARD TO HIS OUTSIDE. DIP YOUR INSIDE SHOULDER AND RIP THROUGH WITH YOUR INSIDE ARM WITHOUT MAKING CONTACT.
- C. THIS IS GOOD IF YOU SUSPECT PASS AND CAN GET OFF QUICKLY. BLOCKER EXPECTS YOU TO TAKE HIM ON AND YOU GO BY HIM BEFORE HE HAS A CHANCE TO REACT.
- D. A GOOD CHANGE UP RUSH.

6. SHOULDER CLUB

- A. DRIVE THROUGH OUTSIDE SHOULDER OF BLOCKER GETTING YOUR INSIDE ARM ON THE INSIDE OF BLOCKER.

- B. TRY TO GET THE BLOCKER TO RUN YOU BY QB. WHEN YOU GET NEAR THE DEPTH OF QB, CLUB BLOCKER WITH INSIDE ARM AND STEP INSIDE HIM.
C.P.- MAY USE SPIN MOVE IF DRIVEN DEEPER THAN QB.

7. FINESSE

- A. SLIP BY HIM BY TURNING YOUR SHOULDERS AND NOT MAKING CONTACT. DODGE HIM.
B. GET HAND ON HIS HEAD TO HELP CONTROL HIM.

COMBINATION RUSHES

ON THESE TYPE OF PASS RUSH TECHNIQUES, WHEN ONE LINEMAN IS WORKING WITH ANOTHER THE "LEAD MAN", IS THE MAN WHO GOES FIRST.

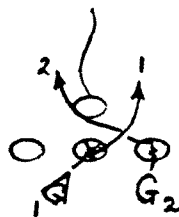
1. TAG

- A. TACKLE ON THE TAG - THE TACKLE IS THE LEAD MAN. EXPLODE INTO BLOCKER WHILE WORKING UPFIELD: GRAB OR HOOK BLOCKER TRYING TO PULL HIM OFF BALANCE TO INSIDE THEN CONTINUE ON INTO NEW RUSH LANE. SACK QB.
B. GUARD SHOULD START HIS BULL-RUSH, WHEN THE TACKLE DISAPPEARS INSIDE, COME AROUND QUICK AND TIGHT. YOU NOW BECOME THE CONTAIN MAN. THIS TECHNIQUE IS BEST USED AGAINST ZONE OR MAN BLOCKING.

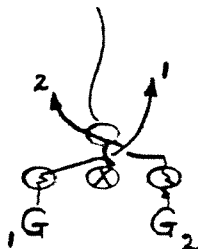
2. GET

- A. GUARD AND THE GET - THE GUARD IS THE LEAD MAN. EXPLODE INTO BLOCKER'S OUTSIDE PAD WHILE WORKING UPFIELD. GRAB OR HOOK BLOCKER TRYING TO PULL HIM OFF BALANCE TO OUTSIDE THEN CONTINUE ON INTO NEW RUSH LANE - CONTAIN MAN.
B. TACKLE SHOULD EXPLODE UPFIELD INTO BLOCKER. COME AROUND QUICKLY AND TIGHT OFF GUARD. SACK QB.

3. TWIST - GUARDS CALL THIS ON THEIR OWN WHEN THEY BOTH HAVE AN "A" ASSIGNMENT. ONE OF THE GUARDS IS COCKED, HE DRIVES ACROSS THE FACE OF THE CENTER AND PULLS OR HOOKS HIM. THE OTHER GUARD STARTS HIS BULL-RUSH, THEN CROSSES BEHIND THE "COCKED-GUARD".



4. PICK - GUARDS ALSO CALL THIS ON THEIR OWN WHEN THEY BOTH HAVE AN "A" ASSIGNMENT. THEY BOTH START THEIR BULL-RUSH CHARGE, THEN THE "PICK" MAN DRIVES INTO THE CENTER'S HIP WITH HIS HEAD BEHIND THE CENTER, BUMP, THEN HEAD STRAIGHT UPFIELD. THE OTHER GUARD DRIVES HIS MAN BACK TWO STEPS THEN CROSSES BEHIND THE "PICK" MAN.



UNIVERSITY OF KENTUCKY

DEFENSES - 1985

<u>40</u>	<u>COMBO</u>	<u>60</u>	<u>70</u>	<u>46</u>	<u>64</u>
A	C-A	B	SHORT	A-A	A-A
B	KILL-A	M		A-B	B-A
M	O-A	SHORT		RT-LT	M-A
LIGHTNING	BLITZ A	BLITZ (IN-OUT)			B-C
C	BLITZ C	RT-LT			M-C
KILL	DOG-A	SACK			RT-LT
R	DOG-C	TRIO			SACK-A
O					
X					
BLITZ					
DOG					
MR					
BR					
ML					
BL					
RT-LT (KILL)					

<u>50</u>	<u>45</u>	<u>65</u>	<u>56</u>	<u>54</u>
SLANT-(R)	GAP	BLITZ-OUT-SLANT	SLANT-A	SLANT-A
SLANT TIGHT	GAP DOG-C	M-SLANT-R	SLANT-B	SLANT-M
SLANT TOUGH	VANDY		SLANT-M	
BINGO	MR			
(C-K-R)-SLANT				
(C-K-R)-SLANT TIGHT				

<u>30</u>	<u>SPECIAL</u>	<u>GOALLINE</u>	<u>PASS COVERAGE</u>
35 (ROBBER)	SUPER VICTORY	A	COVER 3
34 (ROBBER)	SPREAD DEFENSE	STRAIGHT	4
		TIGHT	HAWK
		SHORT	5
		RT-LT	BANJO (WILDCAT)
		BLITZ	6
		BLITZ IN	7
		TIGER	HAN
			8
			FALCON

NORMAL DEFENSES

40	COMBO	60	46	64	50	45	56	54
ALL DEFENSES	(C-KILL-O)-A	B	AA	AA		GAP	SL-A	SL-A
EXCEPT BLITZ & DOG		M	AB	BA	SLANT		SL-B	SL-M
		RT-LT	RT-LT	MA	(K-C-R)-SL		SL-M	
				RT-LT	SL TOUGH			

PRESSURE DEFENSES

40	COMBO	60	64	50	45	65
C	(C-KILL-O)-A	B	B-C	(C-R)-SLANT (R)	GAP DOG-C	BLITZ-OUT-SL.
KILL		M	M-C	C-SL. TIGHT		M-SL.-R
R		BLITZ (IN)		C-SL. TOUGH		
O						
ML						
BL						
MR						
BR						
RT-LT (M-KILL)						

SHORT YARDAGE

40	60	50	70
C	B	C-SL. TOUGH	SHORT
B	M	C-SL. TIGHT	
M	BLITZ (IN)		
ML	SHORT		
MR			
DOG			
BLITZ			

LONG YARDAGE

DEFEND

40	46	64	30	40	COMBO	50	45	65	60
A-3 (END's OFF)	AA	AA	34 (ROBBER)	KILL	BLITZ-A (C)	(I) BINGO	VANDY	M-SL.-R	SACK
A-4			35 (ROBBER)	M	DOG-A (C)		MR		TRIO
A-HAWK				M-L			GAP DOG-C		
A-5				BLITZ					
A-BANJO				DOG					
A-7									
A-8									
A-FALCON									

GOALLINE DEFENSES

GOALLINE

A	40	COMBO	60	50
STRAIGHT	C	BLITZ-A (C)	SHORT	C-SLANT TIGHT
TIGHT	KILL	DOG-A (C)		
SHORT	RT-LT (KILL)			
RT-LT				
BLITZ (IN)				
TIGER				

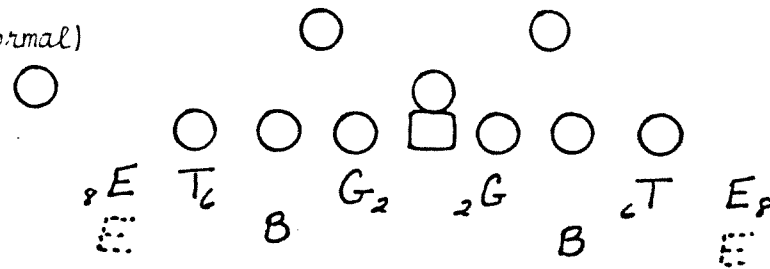
Defense vs Go for Two - Game to game situation.

Defense vs Shotgun - 40 A C-5.

Defensive Line Calls - Tag, Get, Twist and Pick.

40 - (Balanced Defense)

40 "A" - (Normal)



Ends - Play #8 Technique. May line up on or off the LOS.
Option, make QB drag out option and take pitch man.

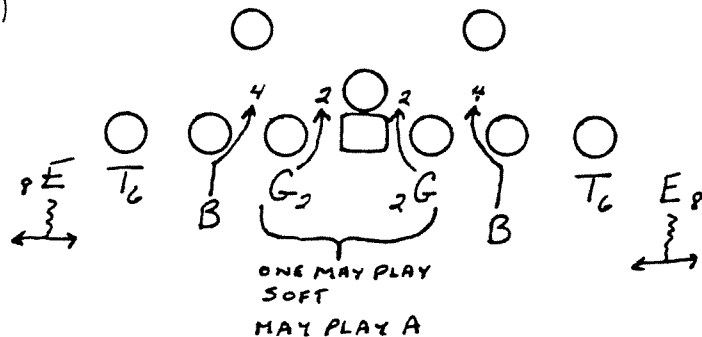
Tackles - Play #6 Technique.

Guards - Play #2 Technique. Assign draw responsibility to one another each down.

Linebackers - Normal alignment is head on a normal offensive tackle and 2-1/2 yard deep. Read tackle and near back, but get to the football.

C.P. - Signal caller may call "A" and tell ends to drop off.

40 "B" - (Normal and Semi-Rush)



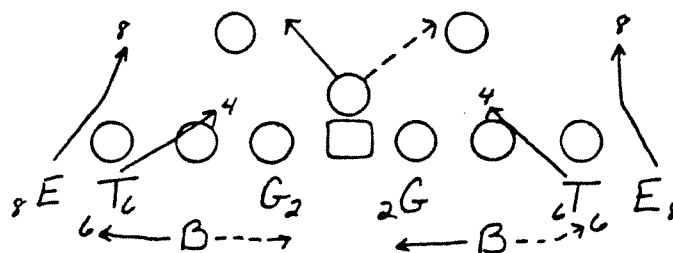
Ends - Play like 40 "A". Take dump receiver first.

Tackles - Play like 40 "A".

Guards - Drive hard to the inside and let no one up the middle.
Can play "A".

Linebackers - "4" hole responsibility. Run thru the gap between the offensive guard and tackle. Be reckless and go make the tackle after penetration.

40 "C" - (Pressure and Short)



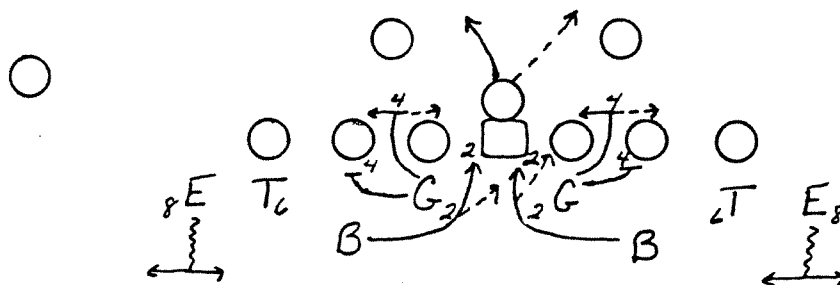
Ends - "8" hole responsibility. Drive at a point where the near back lines up. Never go inside a man in the wing back position. Flow toward: Run - Get in the running lane. Option - take the pitch man. Pass - force. Flow away - Trailer. Back up pass - Outside rush but rush hard and get to passer. Cannot call "off".

Tackles - "4" hole responsibility. Drive thru the tail of the offensive tackle. Must make the hand off behind the tackle. If the tackle blocks out on you, drive hard thru his head. Pursue the ball on your second step. Pass Rusher - Go inside on back up pass.

Guards - Same responsibilities as 40 "A". Must not let anyone run between you.

Linebackers - "6" hole responsibility. Read tackle and near back as you step to the outside keeping inside out leverage on runner. Flow toward: Run - Move into "6" hole. Get into stack position. Pass - Your hook zone. Flow away: Run - Go to football as you check for reverse: Pass - Normal coverage. Back up pass - Go to your hook zone.

40 "M" - (Normal)



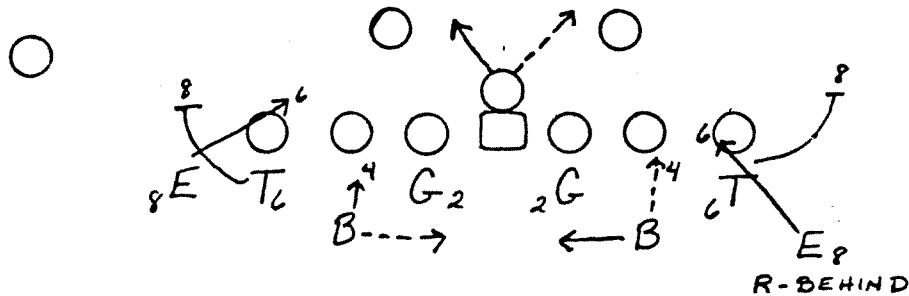
Ends - "8" hole responsibility. May line up on or off the LOS. Flow toward - Play like 40 "A". Be ready to help out to inside. Flow away - Revolve back read end and go to ball. Back up pass - Cover hook zone where you think ball is going to be thrown. Take dump receiver first. Option - Take pitch man.

Tackles - "6" hole responsibility. Play like 40 "A". Get off ball.

Guards - "4" hole responsibility. On snap of ball, step to outside and use your "run around" technique. Do Not Get Blocked In. Rush the passer.

Linebackers - "2" hole responsibility. Run thru gap between the offensive guard and center. Take proper pursuit angle to the ball. You must not be trapped. You must get the passer on the ground.

40 "R" - (Normal - Stop off tackle & Option.) (Run Slow)

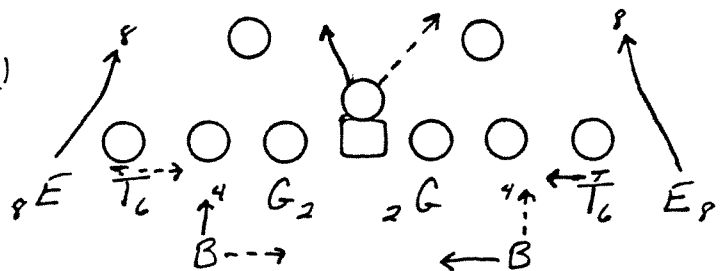


Ends - "6" hole responsibility. Drive hard thru the tail of the offensive end and do not be blocked out. Strip anything that tries to go to your outside. Rush the passer hard. Flow away- Pursue. If you line up off the LOS, go behind the tackle. Your movements will be slower as you have longer to recognize the play. Back up pass - Rush the passer. Option - take the QB. If wing, you must go between wing and end. Play blocker with your outside flipper. If R-Behind, drop back & normal alignment. Play slow in the 6 hole. Read outside veer.

Tackles - Line up in a "6" technique. "8" hole responsibility. Use a cross over and go to the outside. Do not be blocked in. Flow toward: Run - let no. one outside but get to the ball. Pass - contain the passer. Flow away - trailer. Back up pass - outside rush. If the end goes behind you, loop up field and force everything to the inside. Option - take the pitch man. Check the split people for the crackback.

Guards - } Play like 40 A
Linebackers }

40 Lightning (Normal and Semi-Rush)

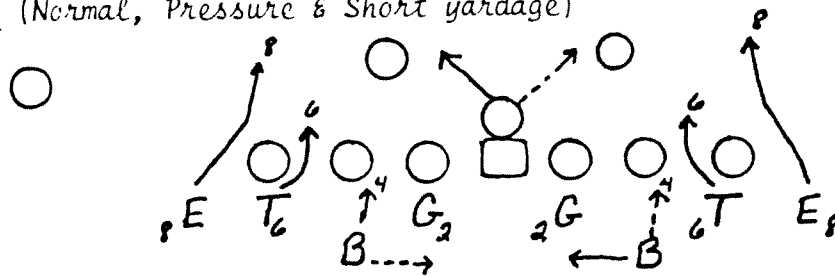


Ends - Play like "C". Back up Pass - more reckless Rush.

Tackles - Play #6 technique. Stay on LOS and give lateral pursuit if flow is away from you. Work end over good. Back up pass - Slow outside rush.

Guards - } Play like 40 A.
Linebackers }

40 - KILL (Normal, Pressure & Short yardage)

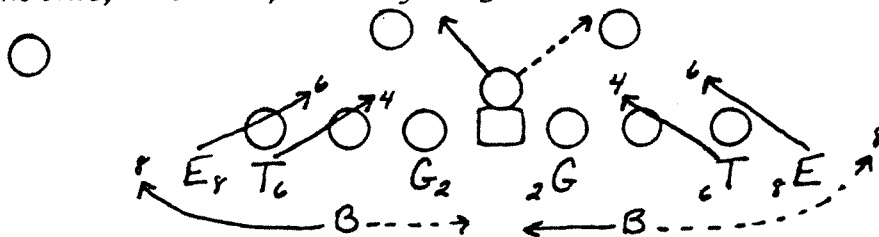


Ends - Play like "C".

Tackles - Play like Blitz. Option - take QB.

Guards & LB's - Play like "A".

40 - 0 (Normal, Pressure, Short yardage)



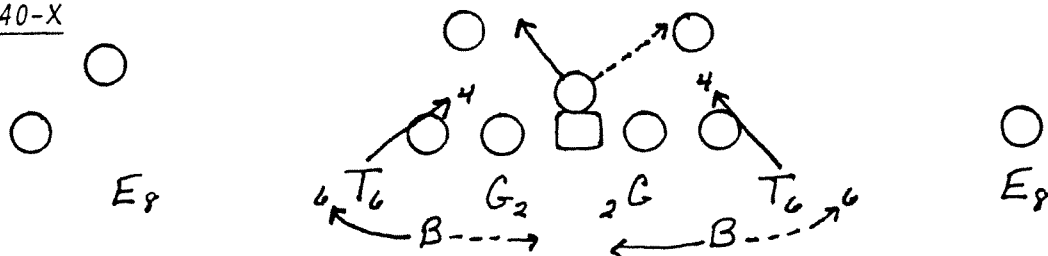
Ends - Play like R. (cannot be run behind) FLOW TOWARD: Run - "6" hole, pass - Rush
Option - take QB. Flow away: Trail. Back up Pass: outside rush.

Tackles - Play like C.

Guards - Play like A.

LB's - "8" hole responsibility. Flow toward: run "8" hole, pass - outside contain, option - take pitchman. Flow away: Pursue. Back up Pass: Normal coverage.

40-X



Ends - Play 40A

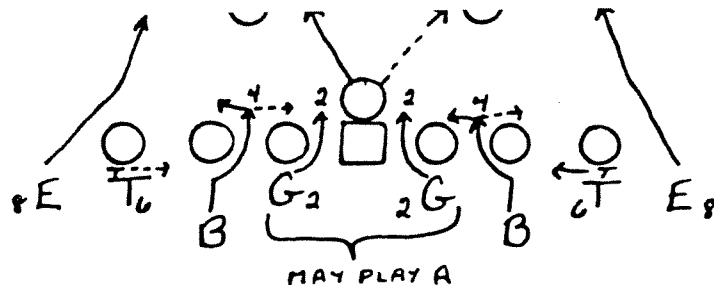
Tackles - Play 40C

Guards - Play 40A

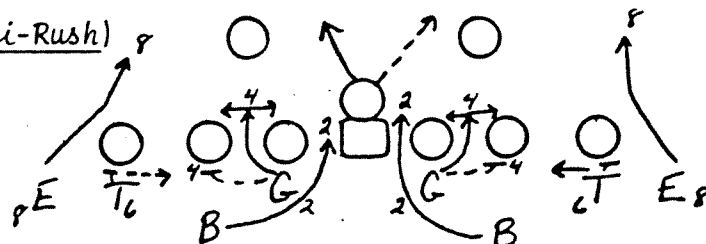
LB - Play 40C Flow to: Pass - Contain rush.

ENDS
TACKLES } Play like 40 Lightning

GUARDS
LB's } Play like 40B



40 "M" - LIGHTNING - (Pressure and Semi-Rush)

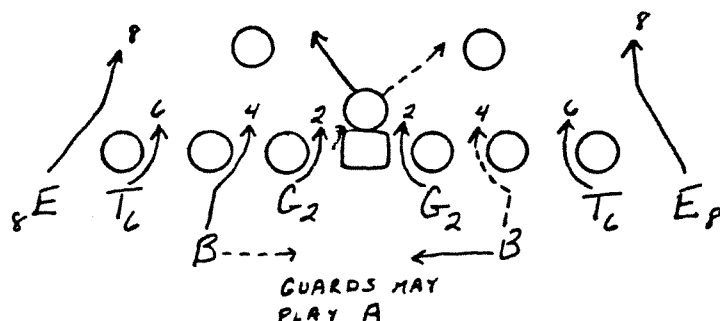


ENDS
TACKLES } Play like 40 Lightning

Guards - "4" hole responsibility. Loop to head of tackle. Do not penetrate, locate ball then pursue. Take Draw, Utah, and Screen. May penetrate against some teams.

Linebackers - Play like 40 "M".

40 "BLITZ" - (Rush) - (Pressure)



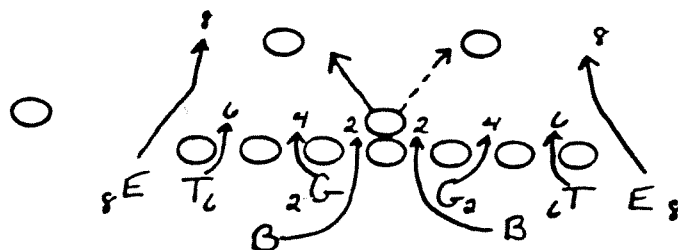
Ends - "8" hole responsibility. Play like 40 "C". If T.B. comes to your side as a receiver, take him or do not let him out.

Tackles - "6" hole responsibility. Drive hard and low thru the inside leg of the end. Flow toward - run or pass - get to the ball carrier. Option Take QB. Flow away - Pursue reckless. Back up pass - Get the passer on the ground.

Guards - Drive hard to the inside and let no one up the middle.

Linebackers - "4" hole responsibility. Run thru over the tackle and get to the ball. Flow away - Pursue and do not run thru.

40 DOG - (Rush-Pressure)



ENDS - "8" Hole Responsibility. Play like 40 Kill.

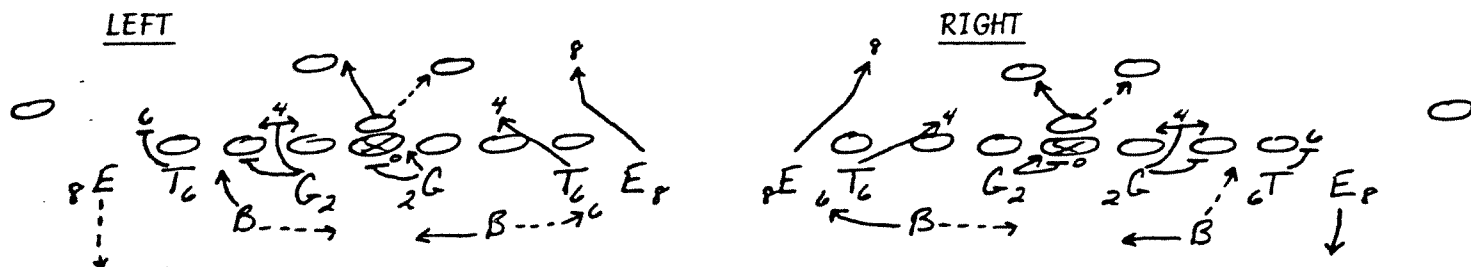
TACKLES - "6" Hole Responsibility. Play like 40 Kill.

GUARDS - "4" Hole Responsibility. Play like 40 M.

LB's - "2" Hole Responsibility. Play like 40 M.

40 - RIGHT - LEFT

(Semi-Pressure-Normal)



WE) } Play like 40 "C".
WT) }

WG - "0" hole responsibility. Loop or drive thru the head of center. Go to football.

SG - "4" hole responsibility. Loop or drive thru the head of tackle. May penetrate gap if there is a big split.

ST - "6" hole responsibility. Step laterally to the outside shoulder of the offensive end. Do not be blocked in. #6 Technique assignment.

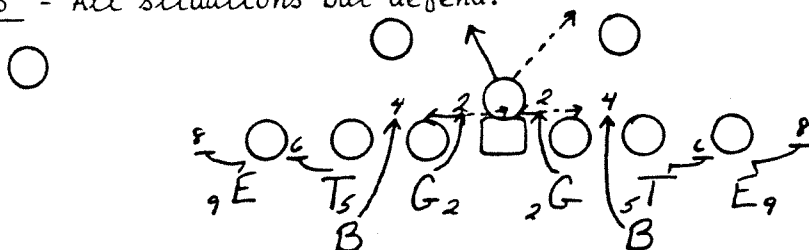
SE - "8" hole responsibility. Play "8" Technique.

SLB - Read and play football. Be conscious of trap.

WLB - Play like "C". Flow away: be conscious of trap and cutback.

SIXTY
Balanced Defense

SIXTY "B" - All situations but defend.



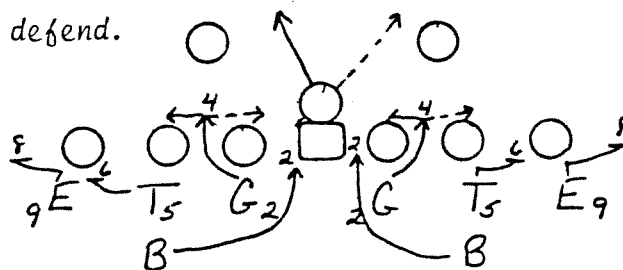
Ends - "8" hole responsibility. Line up in a loose #9 technique. On the snap of ball hit and step laterally to the outside. Play #8 technique assignment. Option - take the pitch man. If wing back to your side, loosen up and read the wing back on the snap of ball. If end is split, use your judgment. Either get head on him and call "off" or ignore the end.

Tackles - "6" hole responsibility. Line up in a loose #5 technique and move off the ball. On the snap of the ball, loop to the end. If the end is blocking on you, be able to whip him and make plays outside of him. If the end is not blocking on you, do not cross the LOS; turn back to the inside to fight blockers. Play your #6 technique assignment, Flow toward - pass - rush the passer unless your end has called "off" then contain. Flow away - trailer after checking for a counter or a reverse. Back up pass - outside rush. If a wing back is to your side, be sure to loosen a little more.

Guards - "2" hole responsibility. May have an aggressive charge but let no one run between you. One guard may play soft.

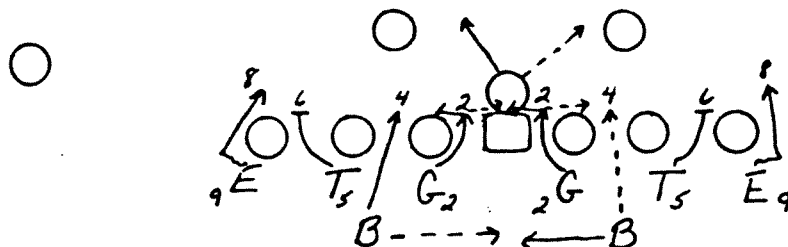
Linebackers - "4" hole responsibility. Run thru the gap between the offensive tackle and guard. Jump to the gap at the last minute. Be reckless and go make the tackle after penetration.

SIXTY "M" - All situations except defend.



Ends & Tackles - Play like Sixty "B"

Guards, Linebackers - Play like 40 "M"



Ends - Line up in a #9 technique. Drive thru outside shoulder. "8" hole responsibility. Play like "C". Man to man defense - End pick up T.B. if he is in pattern.

Tackles - Line up in a loose #5 technique. "6" hole responsibility. Drive hard and low thru the outside leg of the offensive tackle slightly to the outside.

Flow toward - Run or pass - get to the ball carrier.

Flow away - Pursue reckless. Back up passer - get the passer on the ground.

Guards - Drive hard to the inside and let no one run up the middle.

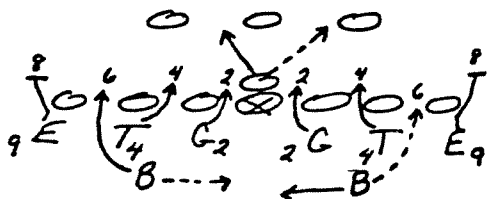
Linebackers - "4" hole responsibility. Run thru over the tackle and get to the ball. Flow away - Pursue and do not run thru.

DBP - Rush passer

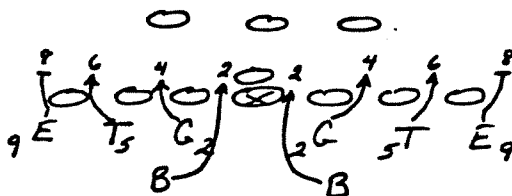
On SIXTY BLITZ the L.B. on one side may call "in or "out". This pertains to the Guard and Tackle and the L.B. goes to the vacant hole.

Flow away - Pursue.

"IN"

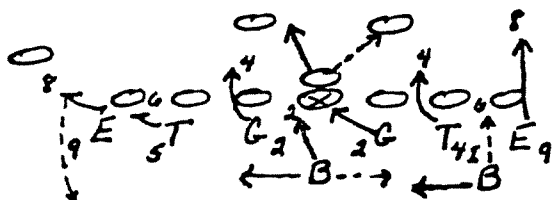


"OUT"

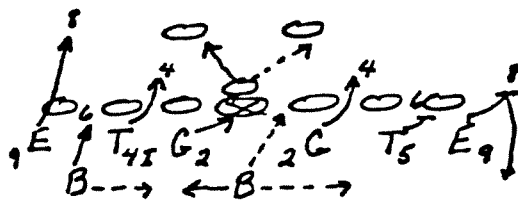


60 RIGHT - LEFT

Left



Right



WE - #9 Technique, "C" Assignment. May "X" in or out. Always Trail.

WT - #4 Technique. Play like Bingo.

WG - #2 Technique. Drive thru tail of Center.

SG - #2 Technique. Play like 40 "M".

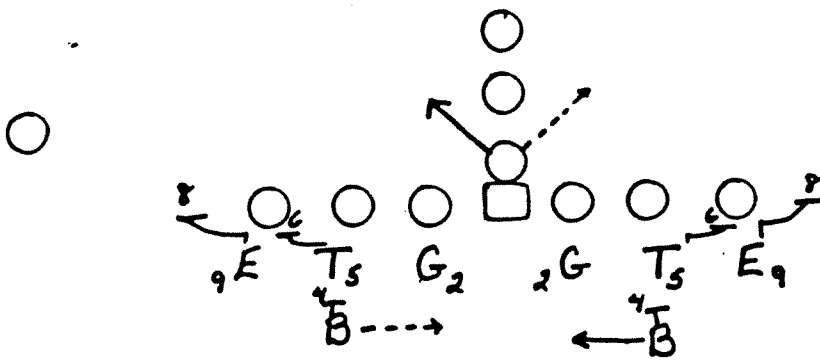
ST - Loose #5 Technique. Play like 60 "B". Always trail.

SE - Loose #9 Technique. Play like 60 "B".

MLB - Key back toward slant. N/T, key FB. Flow toward slant: #2 hole responsibility, Then pursue. Flow away from slant: Pursue. Pass-normal coverage.

WLB - Key back toward slant. N/T, key FB. Flow toward slant: Pursue looking for counter or reverse. Flow away from slant: #6 hole responsibility. Option: - QB.Pass: Normal coverage. May "X" in or

60A

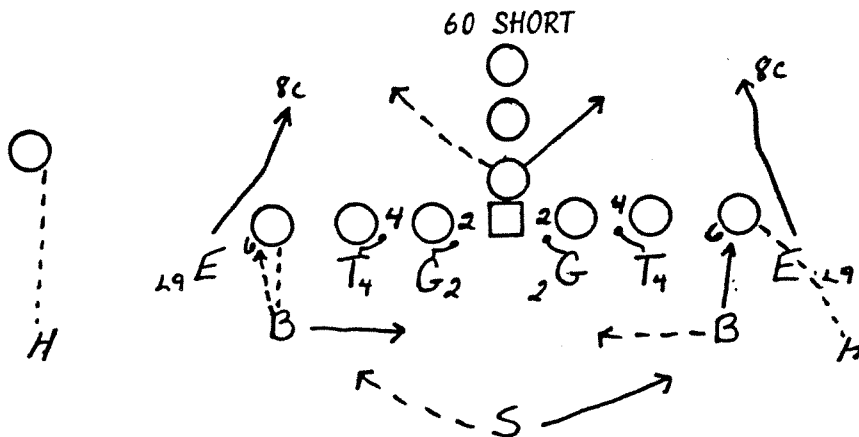


GUARDS - Line up in #2 Technique. Play #2 Technique Assignment.

TACKLES - Line up in #5 Technique. Play like 60B

ENDS - Line up in #9 Technique. Play like 60B

LINEBACKERS - Stack behind tackles. Flow to: Run #4 Hole Responsibility.
Pass - Normal coverage. Flow Away: Pursue.
 DBP - Normal coverage



ENDS - Line up in loose #9 Technique. Run slow "C" assignment.
 Option: Take pitchman.

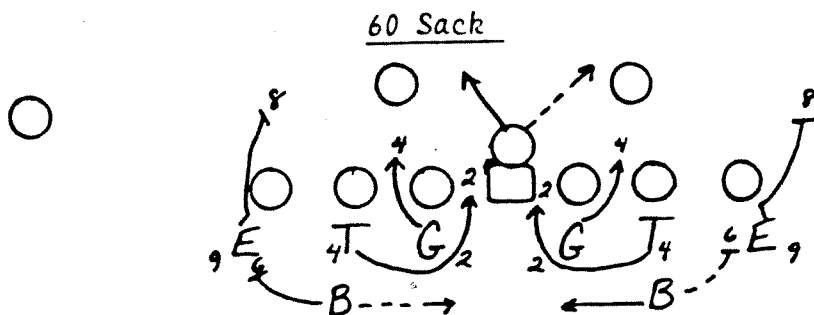
TACKLES - Line up in #4 Technique, inside arm free. Four hole assignment.

GUARDS - Line up in #2 Technique. Tough #2 assignment.

LINEBACKERS - Line up in TE area. Six hole, outside arm free assignment.
 SLB, second receiver to formation. WLB, 1st backweak.
 Option: Take QB. Flow away pursue.

HALFBACKS - Man assignment. First receiver your side.

SAFETY - Line up 6 yds deep - Man coverage on third receiver. Run support -
 Inside out on six hole to flow. Twins: Man 2nd receiver.
 Motion: Check 3.

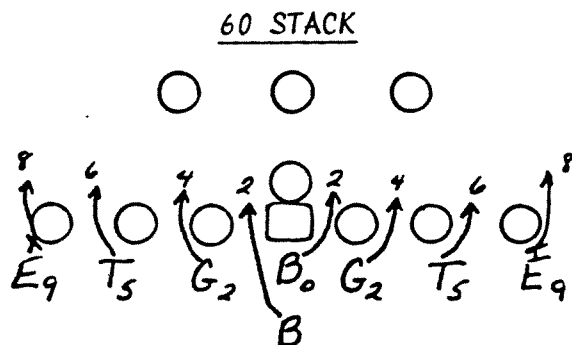


Ends - Line up in a wide #9 technique and on snap of ball drive up field thru shoulder of offensive end. #8, hole responsibility. Play 40 "C" assignment Man to man coverage - get to passer.

Tackles - Line up in a #4 technique. #2 hole responsibility. Loop behind your guard and go thru gap between center and guard. Flow toward - run or pass - get to ball carrier - don't be trapped. Flow away - pursue reckless. Back up pass - get the passer on the ground.

Guards - Line up in a #2 technique. Play like "M". Be tough and go to ball.

LB's - #6 hole responsibility. Option - take QB. Flow away - pursue. Regular pass coverage. If man to man coverage, pick up man out of backfield.



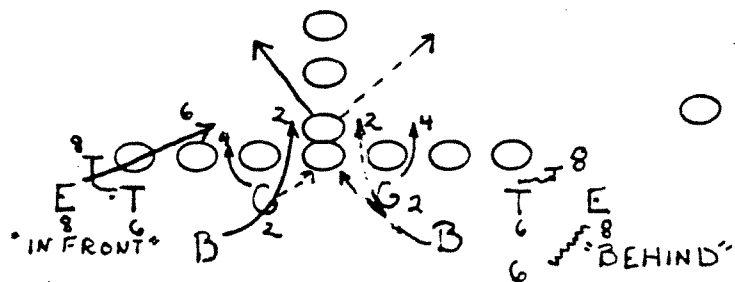
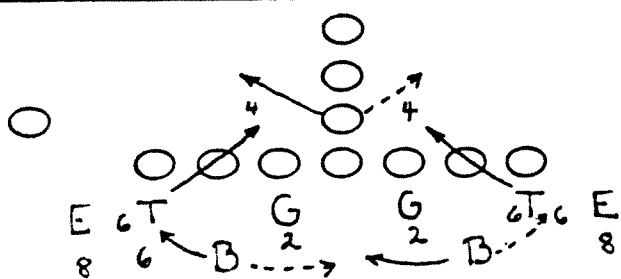
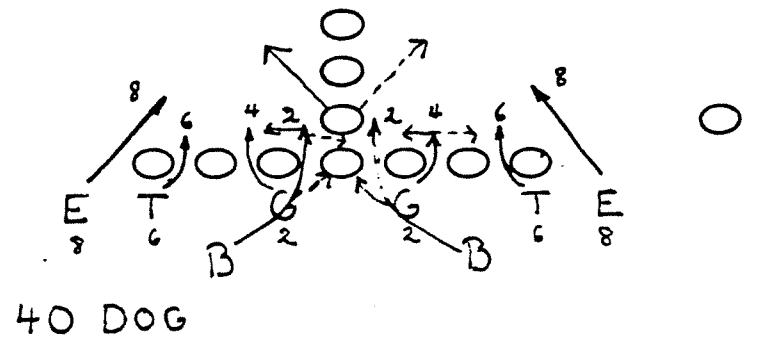
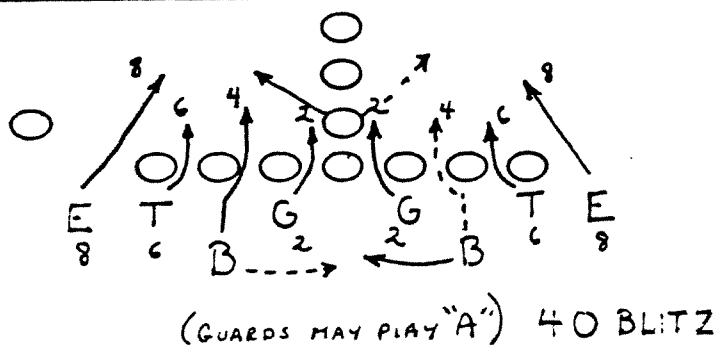
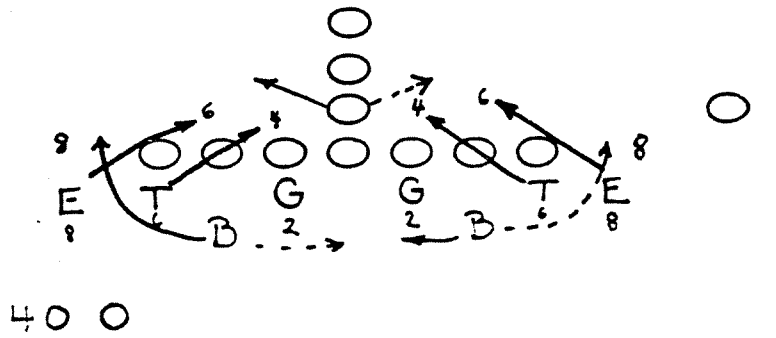
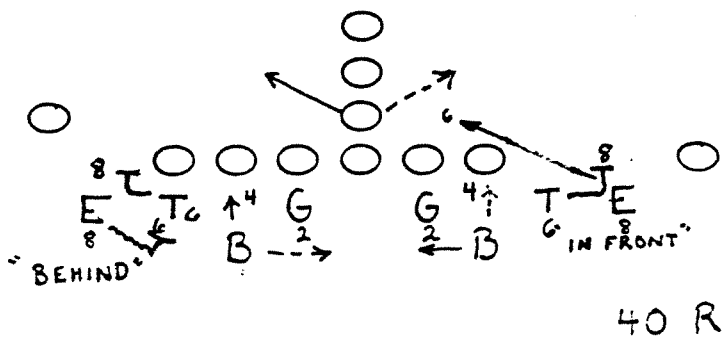
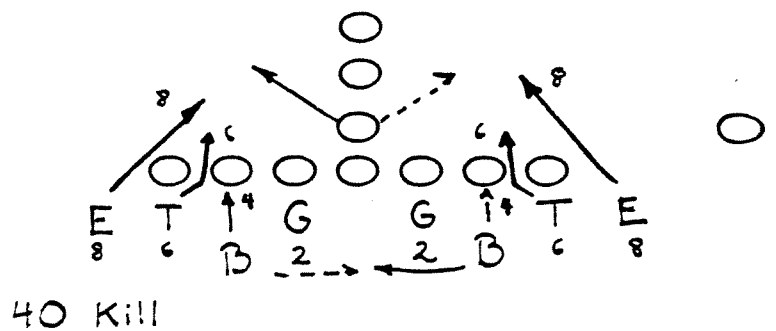
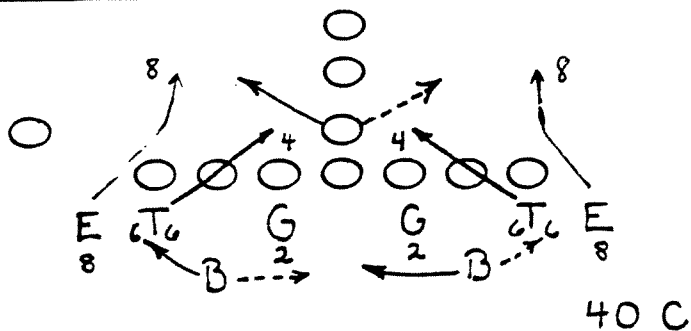
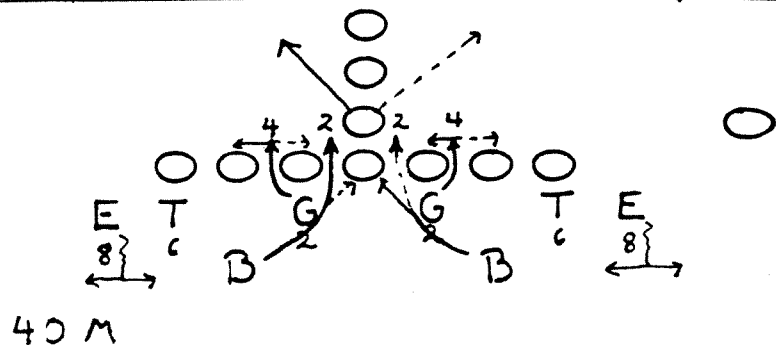
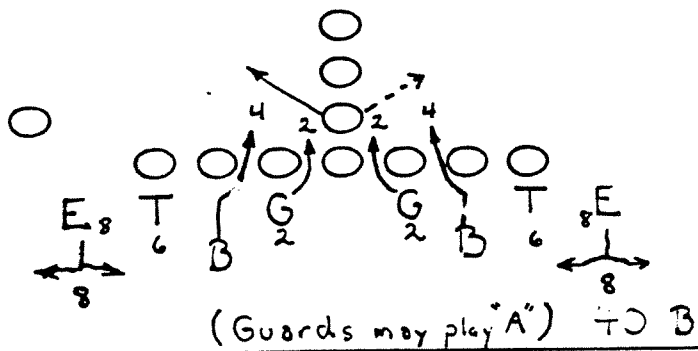
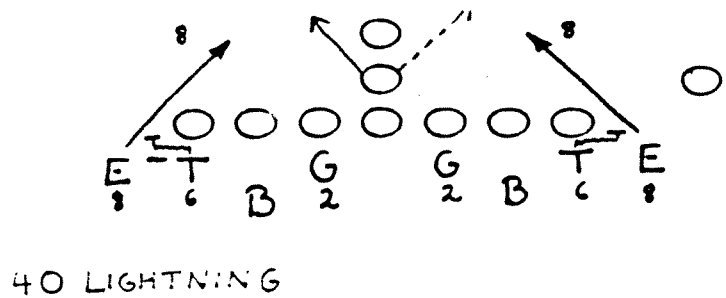
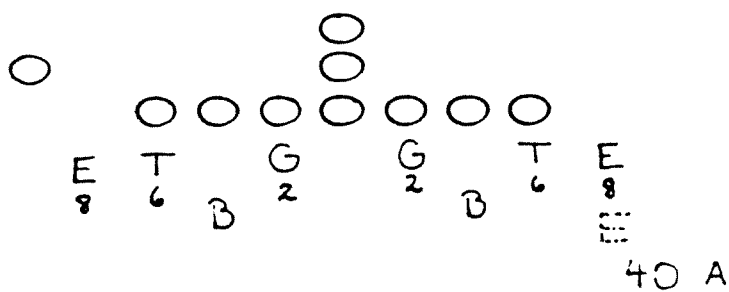
Tight 3

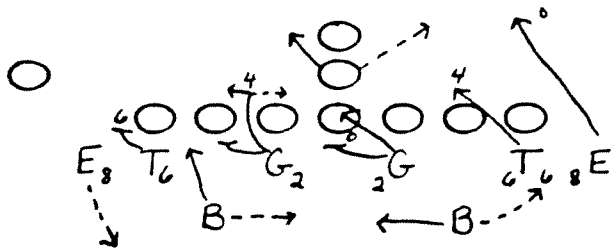
Ends - Line up in #9 Technique. Play like 60 Blitz.

Tackles - Line up in #5 Technique. Play like 60 Blitz.

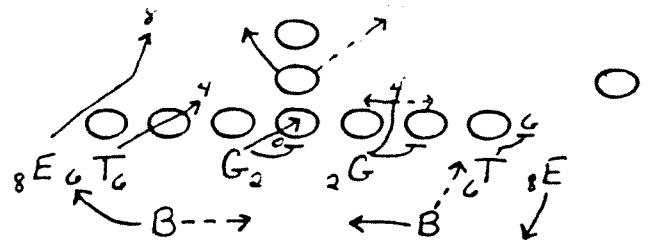
Guards - Line up in outside #2 Technique. Play like 60 Blitz out. Charge outside Gap between OG and OT. Must not be cut off!!

Line Backers - Nose LBer -- Penetrate low and hard the Gap either side of Center. Come up running! Nose stack LBer. Penetrate opposite Gap of nose LBer. C.P. Can Read.

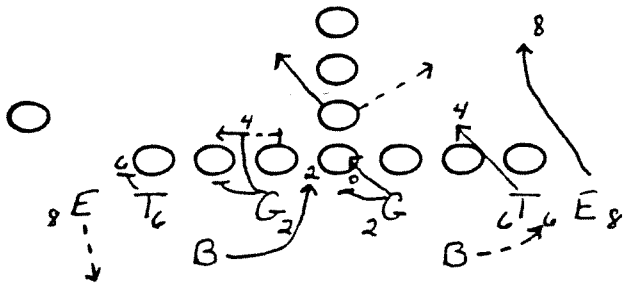




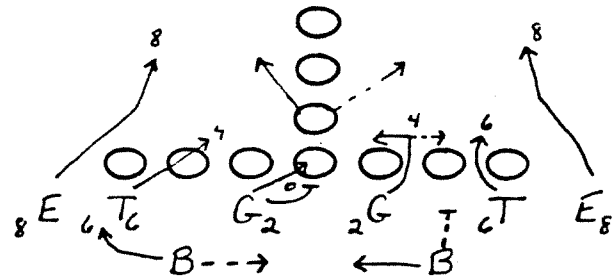
40 Left



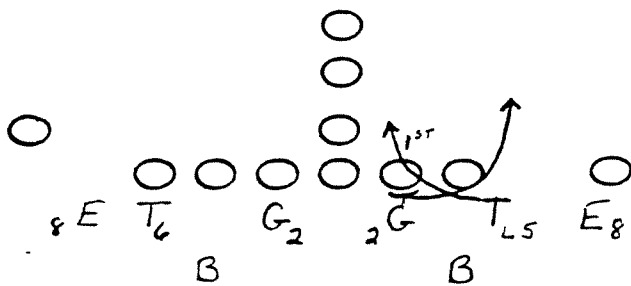
40 Right



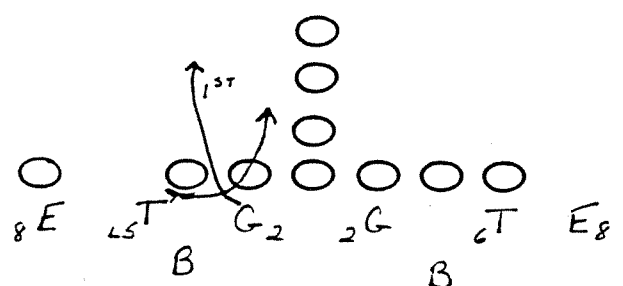
40 Left M



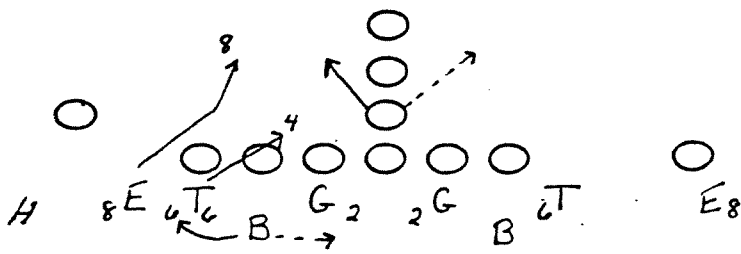
40 Right Kill



40A Tag

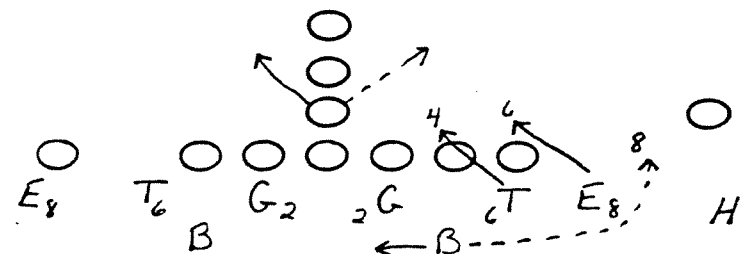


40A Get



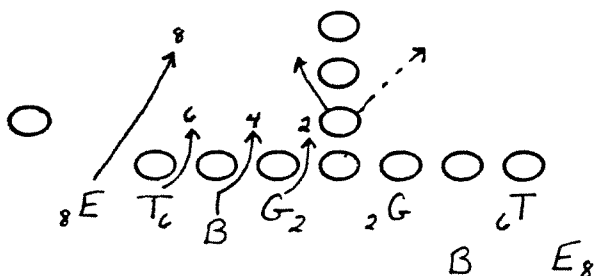
S 1/2

Combo C-A
H 1/2

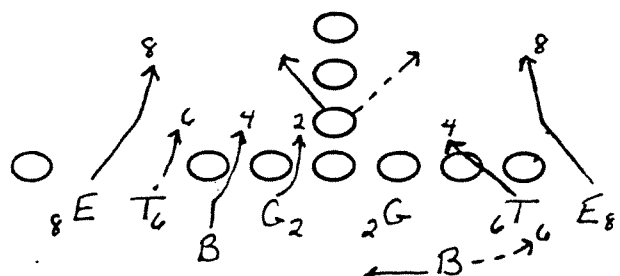


Combo O-A
H 1/2

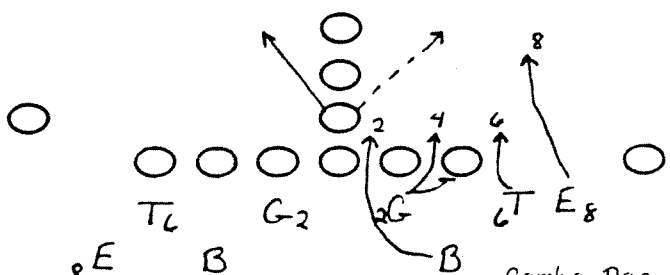
S 1/2



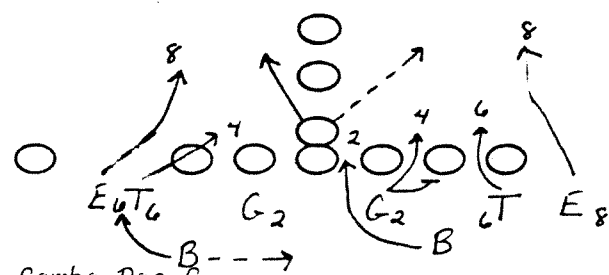
Combo Blitz-A



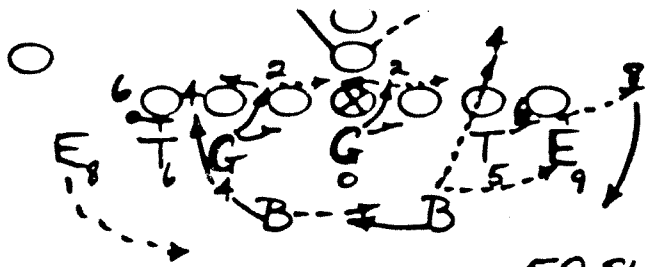
Combo Blitz-C



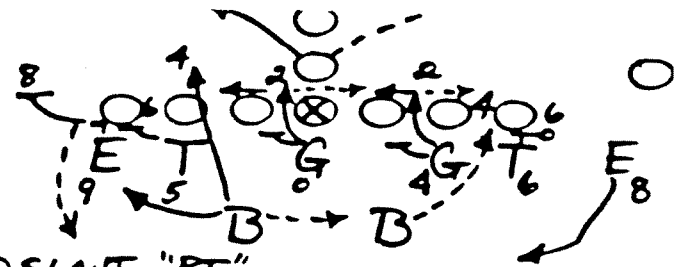
Combo Dog-A



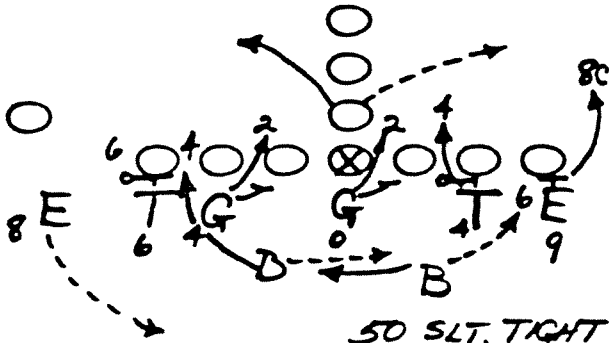
Combo Dog-C



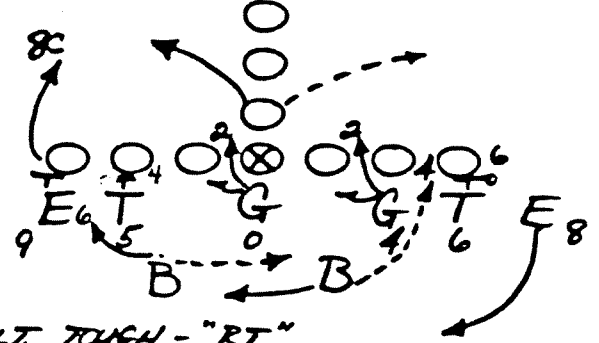
50 SLANT-'LT.'



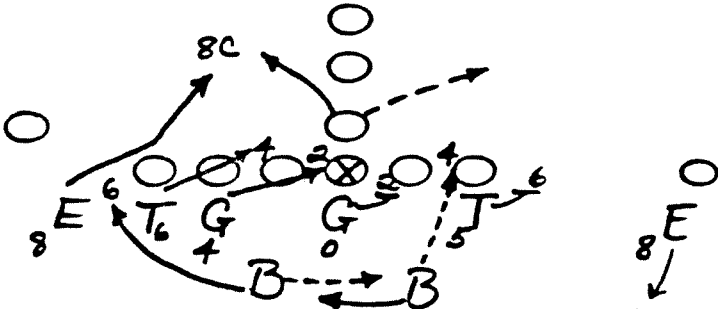
50 SLANT-'RT.'



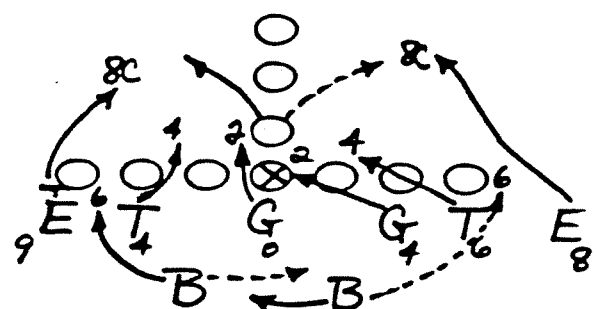
50 SLT. TIGHT-'LT.'



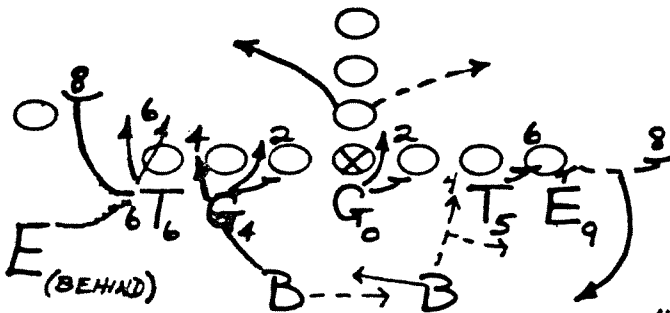
50 SLT. TIGHT-'RT.'



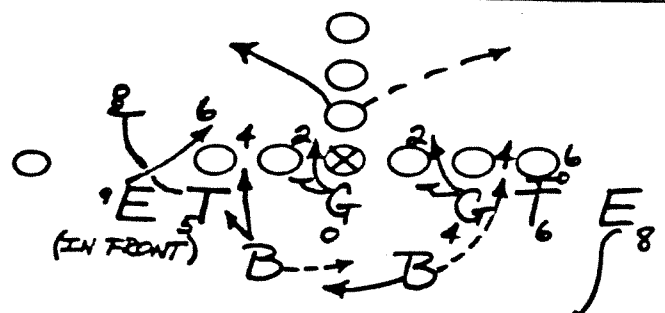
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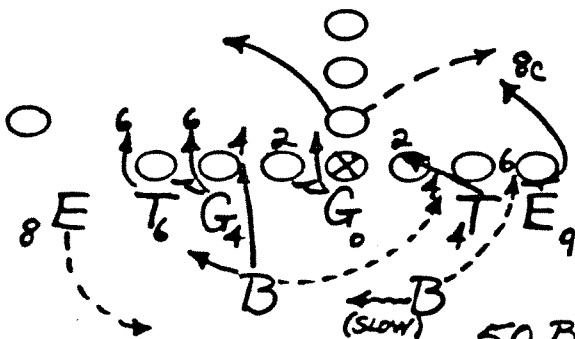
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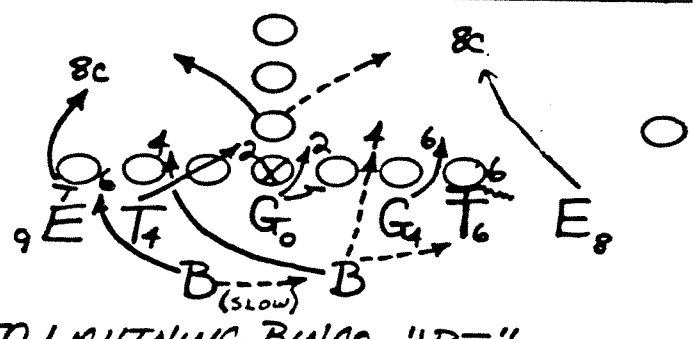
50 R SLT.-'LT.'



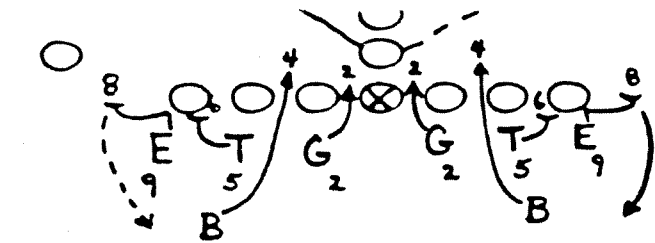
50 SLT R-'RT.'



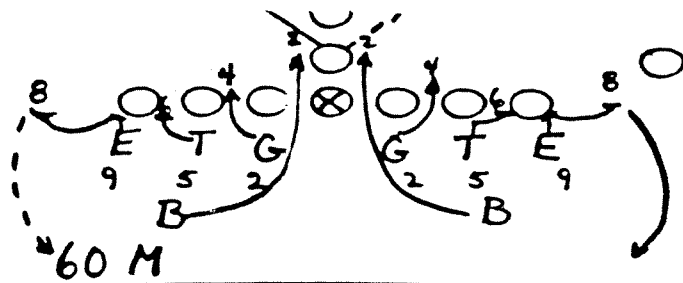
50 BINGO-'LT.'



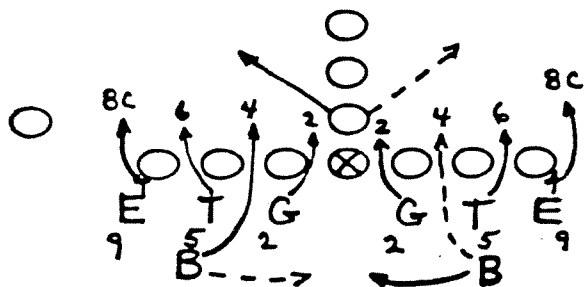
50 LIGHTNING BINGO-'RT.'



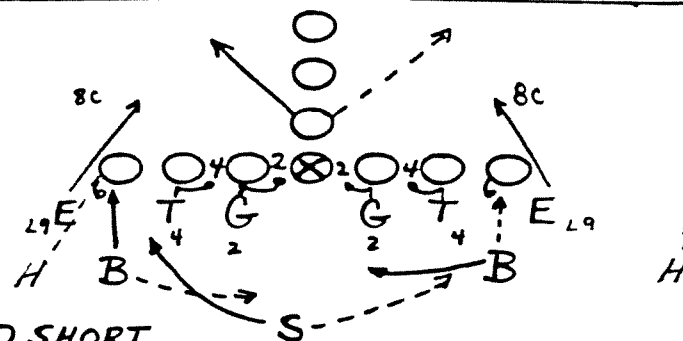
60 B



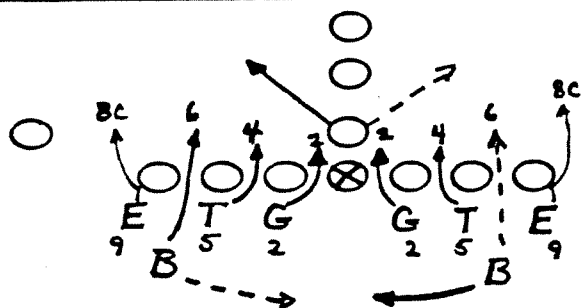
60 M



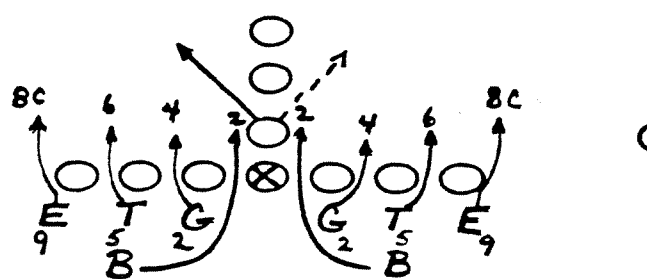
60 BLITZ



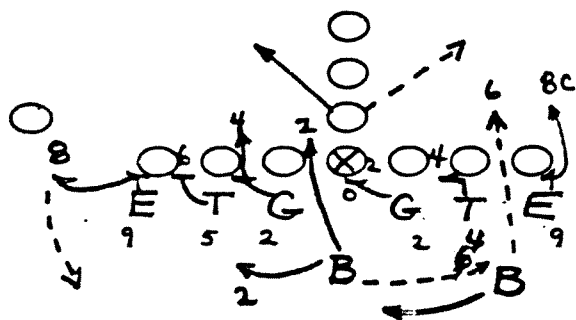
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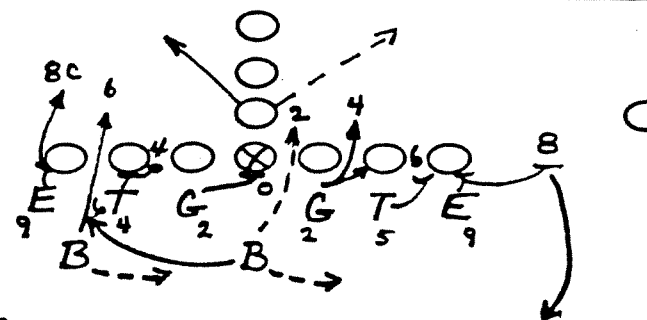
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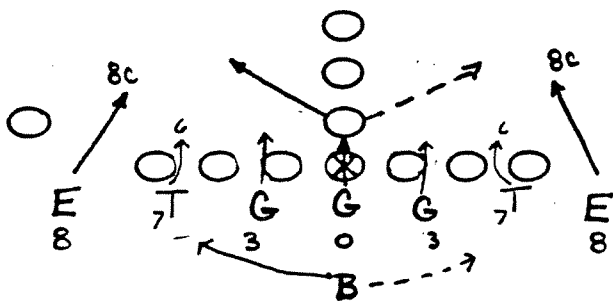
60 BLITZ-OUT



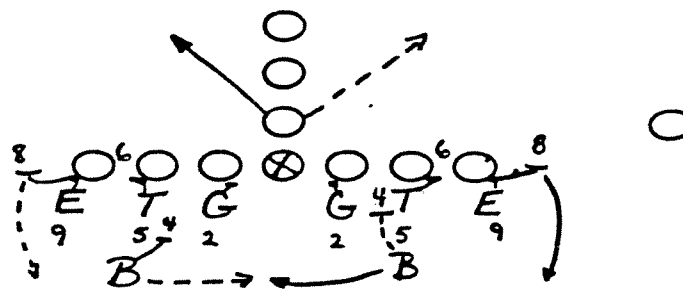
60 LT.



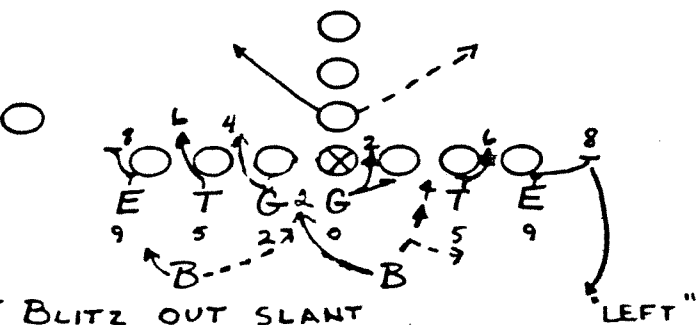
60 RT.



70 SHORT

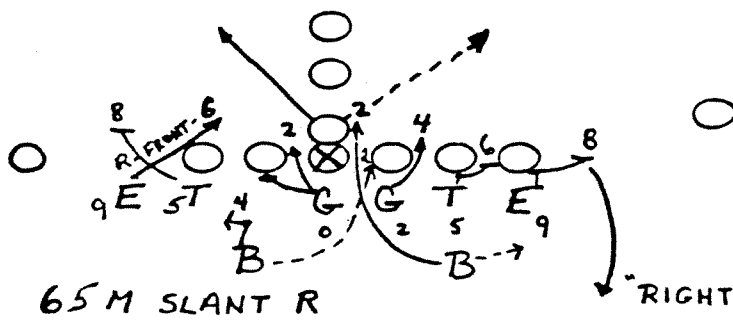


60 "A"



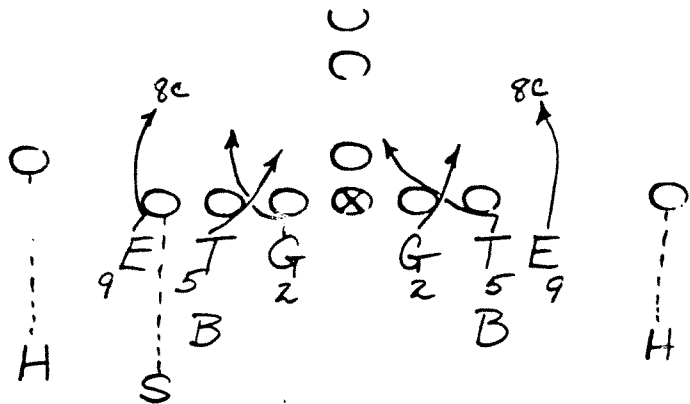
65 BLITZ OUT SLANT

"LEFT"

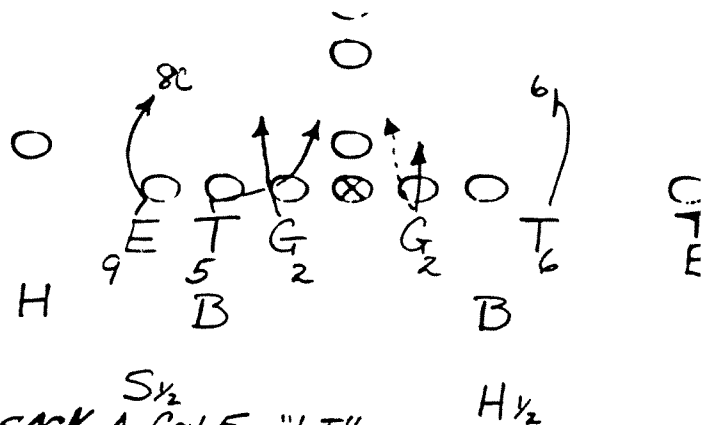


65 M SLANT R

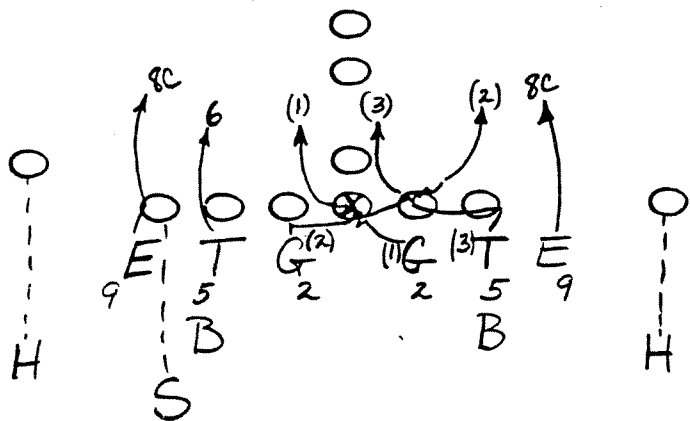
"RIGHT"



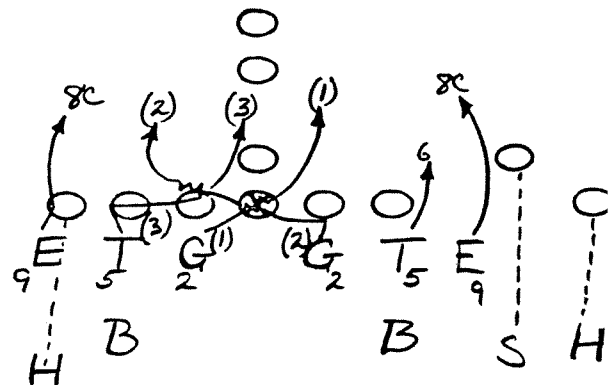
60 SACK MAN - "LT"
(TAG or GET)



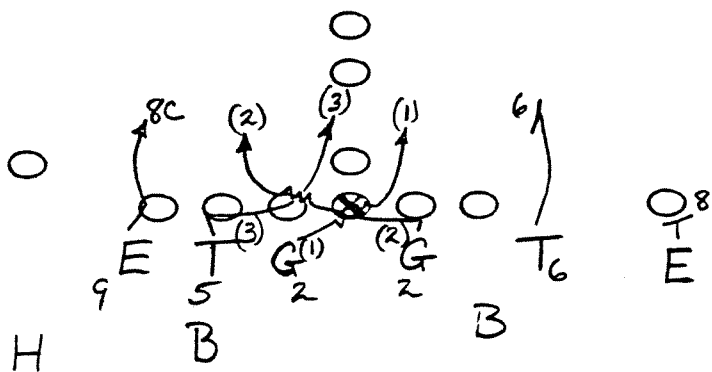
64 SACK A, COV. 5 - "LT"
(TAG or GET)



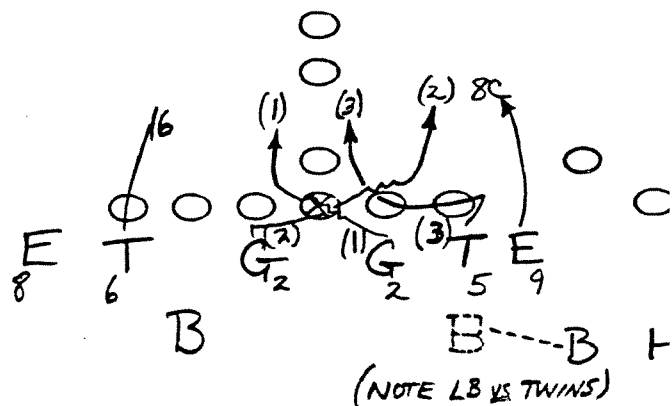
60 TRIO MAN - "LT"
(WK. GUARD FIRST)



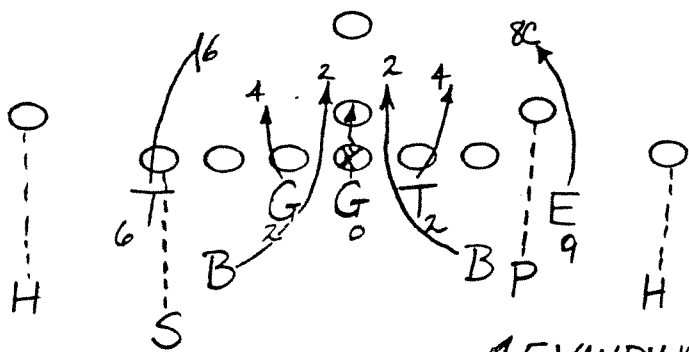
60 TRIO MAN - "RT"
(WK. GUARD)



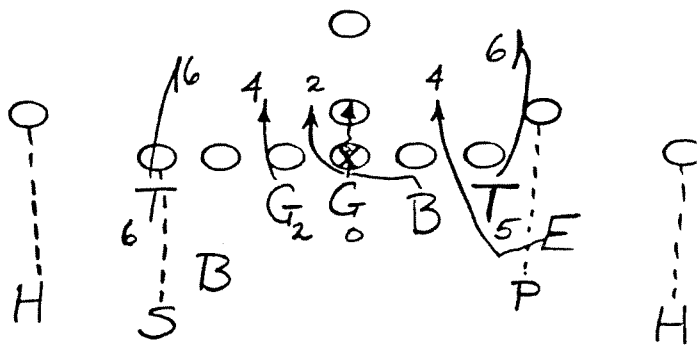
64 TANGO COV. 5 - "LT"
(STG. GUARD FIRST)



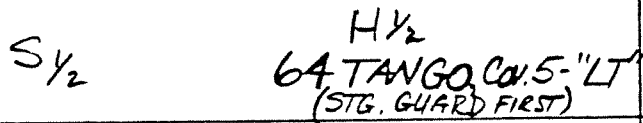
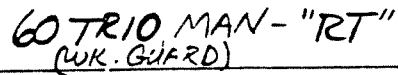
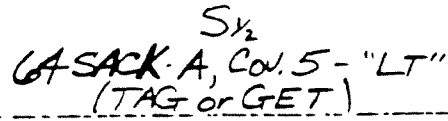
64 TANGO COV. 5 - "RT"
(STG. GUARD)

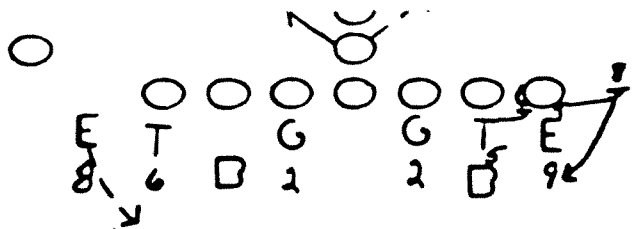


45 VANDY - "LT"

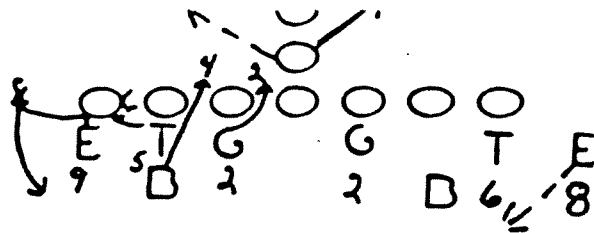


45 MR - "LT"

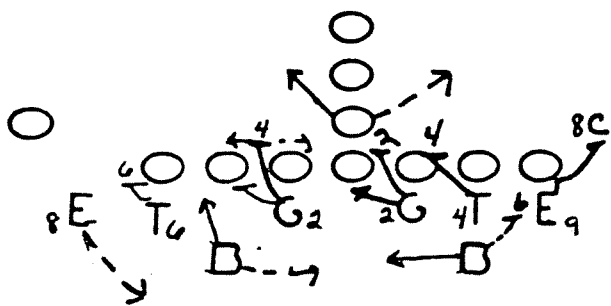




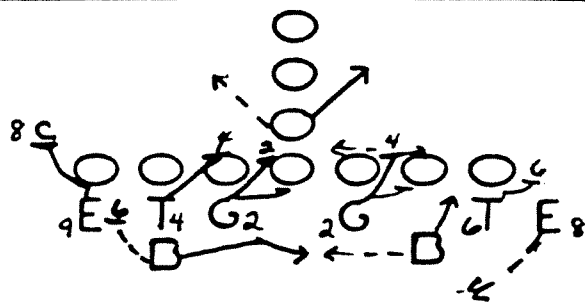
46 A-A Lt.



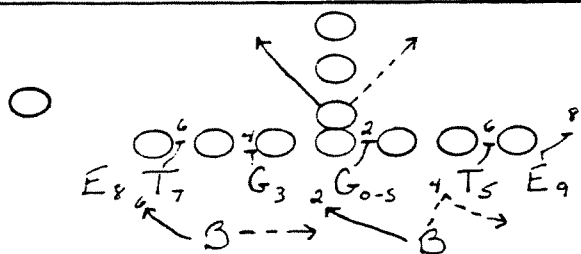
46 A-B Rt



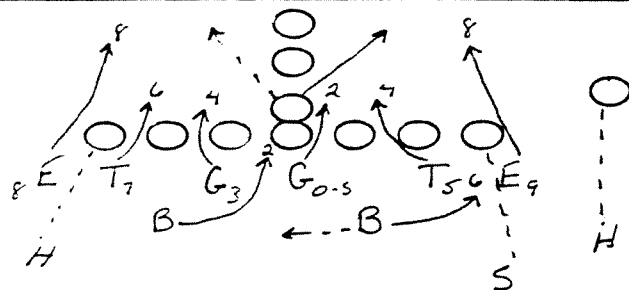
46 Lt.



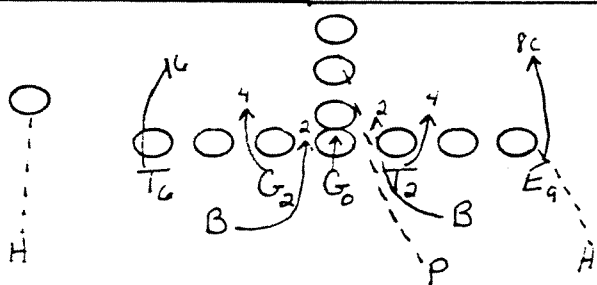
46 Rt



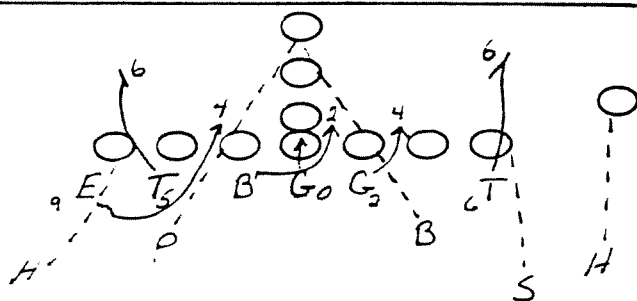
45 GAP



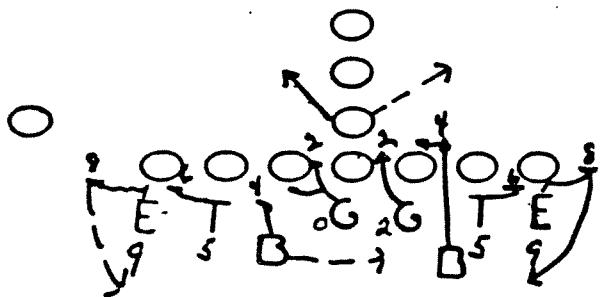
45 GAP DOG-C



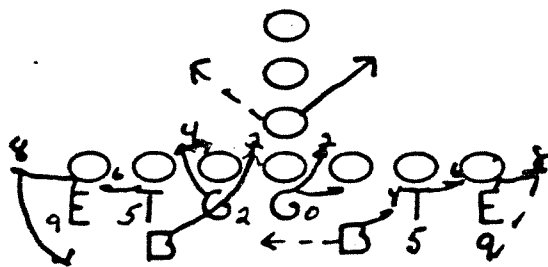
45 VANDY



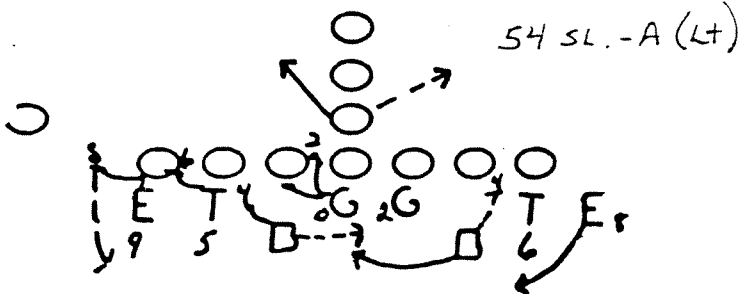
45 MR



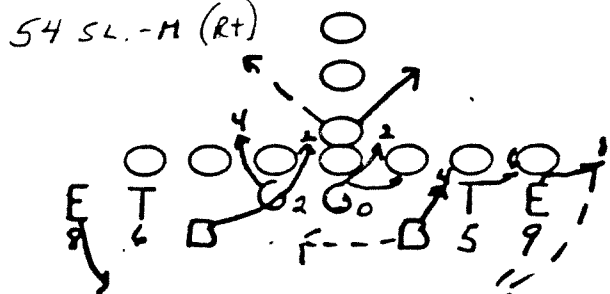
56 Slant-B Lt.



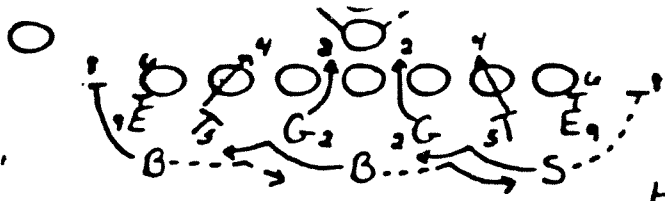
56 Slant-M Rt



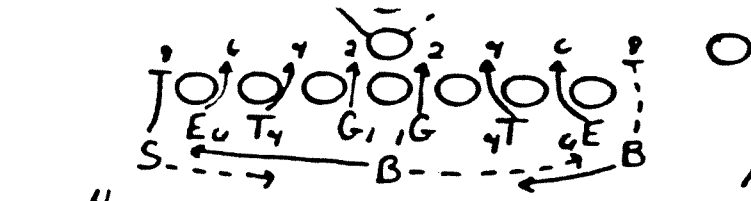
54 SL.-A (Lt)



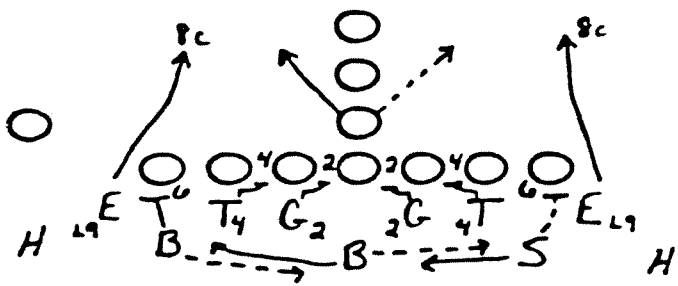
54 SL.-M (Rt)



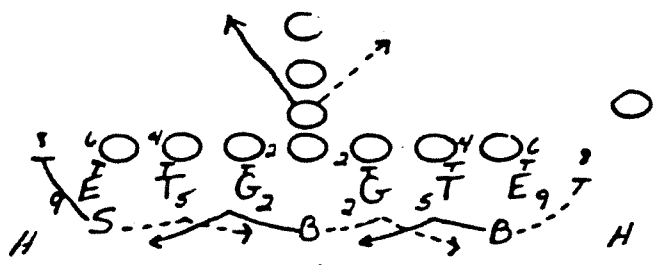
GOALLINE STRAIGHT



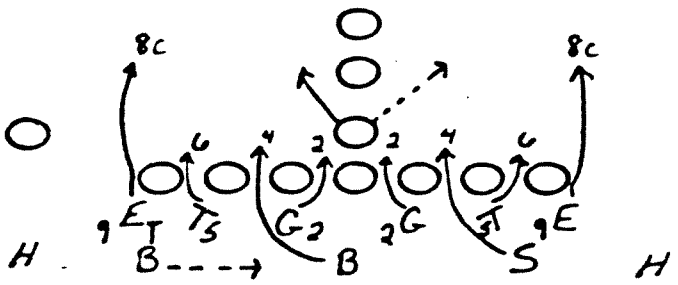
GOALLINE TIGHT



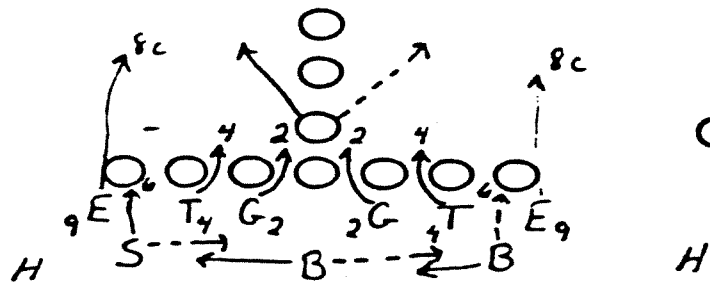
GOALLINE SHORT



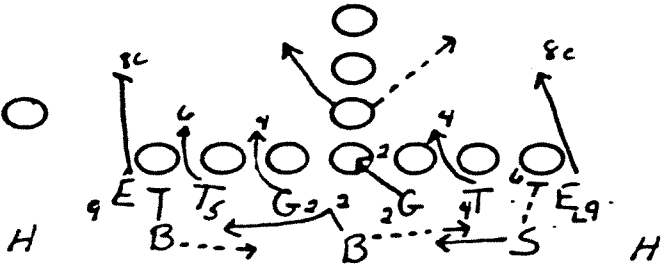
GOALLINE A



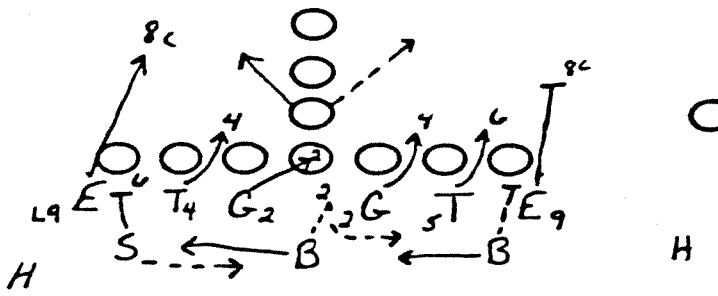
GOALLINE BLITZ



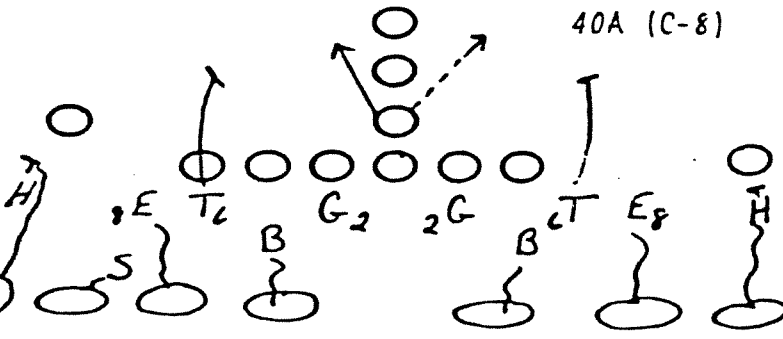
GOALLINE BLITZ IN



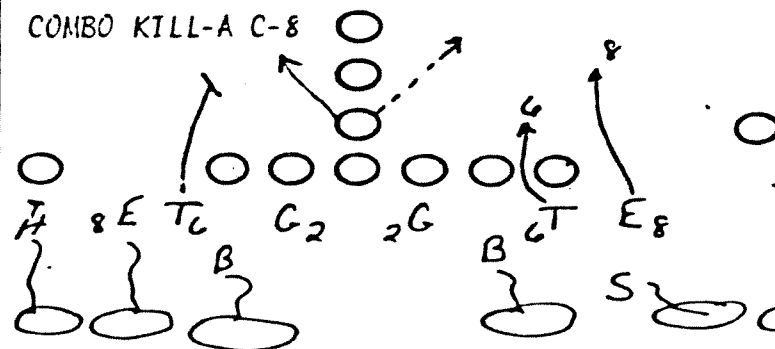
GOALLINE LEFT



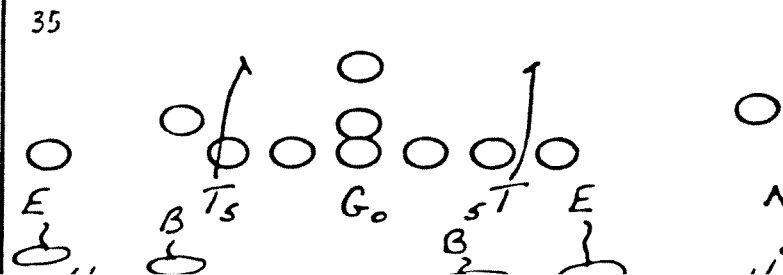
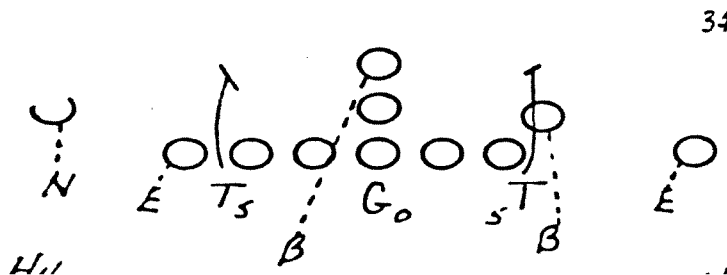
GOALLINE RIGHT



40A (C-8)



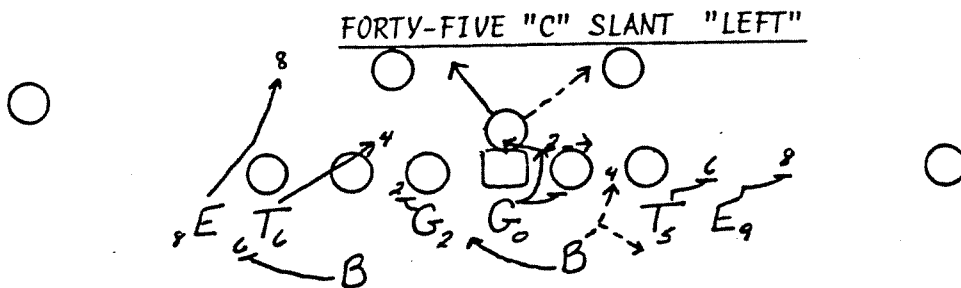
COMBO KILL-A C-8



FORTY-FIVE

(Overshifted Defense)

Forty-five is a combination defense. Our strong side will line up in 40, while our weakside will be in 50. We may play 40 stunts on our strongside and 50 Slant to our weakside. If our signal caller calls one stunt, both sides will play the stunt. If he calls two stunts, the first stunt will be for the strongside and the second stunt for the weakside. The signal caller must call "Right" or "Left" after the offense comes to the line of scrimmage, to designate the strongside. Signal caller will check to "Slant" to weakside if the offensive end is tight.



Strongside - Play 40 "C".

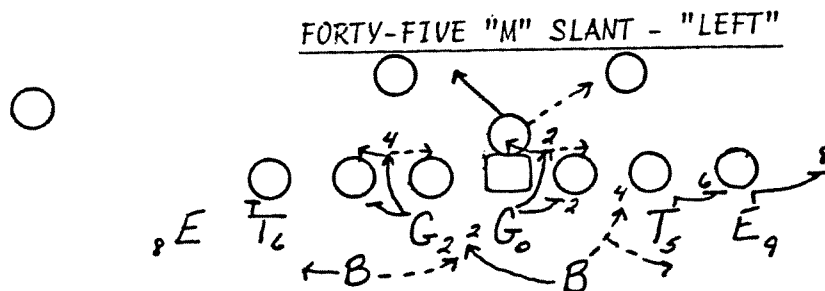
Weakside - Play 50 Slant.

Linebackers - SLB - Play like 40C.

WLB - Play like 50 Slant.

Backup Pass - Both LB's play pass defense.

C.P. - May call Kill-Slant.

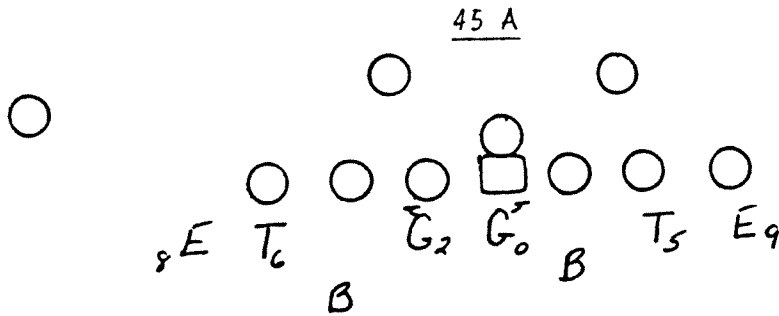


Both Sides - Play like 40 "M".

Linebackers - Key and run thru on flow.

L.B. - Away from flow runs thru.

Backup Pass - Both LBer's run thru.



SE - 8 Tech.

ST - 6 Tech.

SG - 2 Tech. Free outside flipper

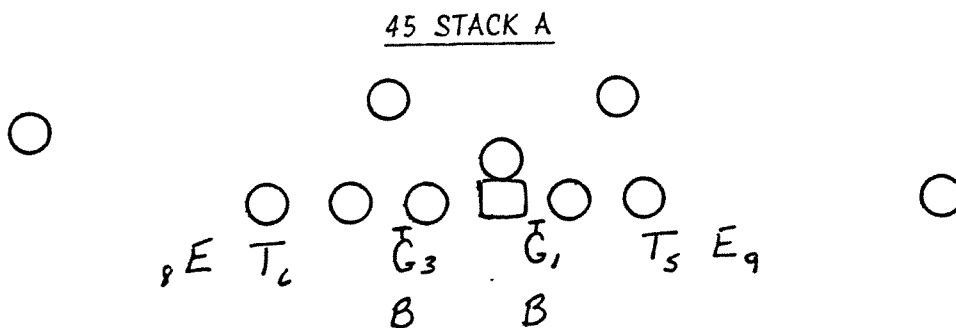
WG - 0 Tech. Free outside flipper

WT - 5 Tech. Option: take QB

WE - 9 Tech. Option: take pitch (like tough)

SLB - Play like 40A

WLB - Play like 50A



SE - 8 Tech.

ST - 6 Tech.

SG - Gap Tech.

WG - Gap Tech.

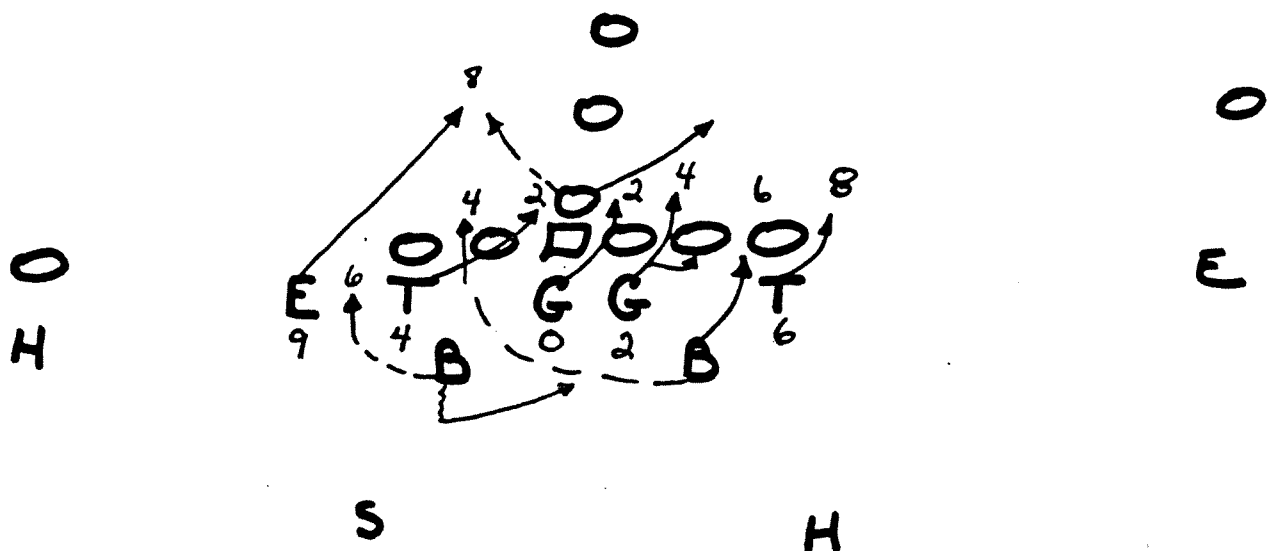
WT - 5 Tech. Option: Take QB

WE - 9 Tech. Option: Take pitch (Like Tough)

SLB Stack behind guards. Play football. Do not run thru

WLB on pass. Normal coverage.

45 RT. Cov. 5 Opposite



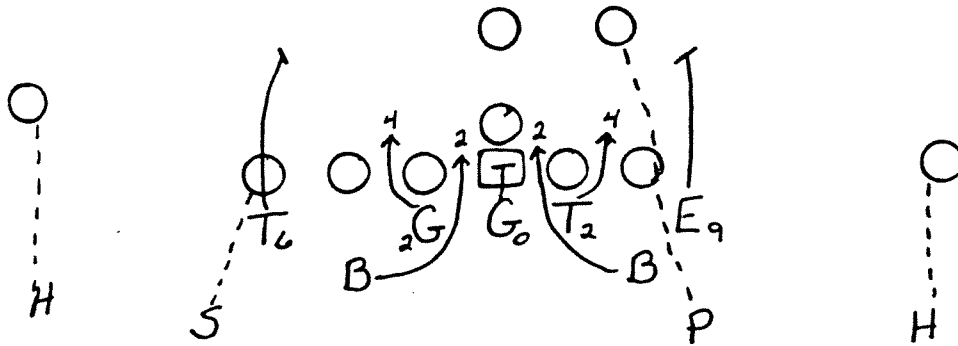
STRONG SIDE - Play like 40 RT or Lt.

WEAK SIDE - Play like 50 Bingo.

STRONG LB - Flow To - Run - 6 Hole responsibility. Flow Away - Run - Weak Side 4 Hole. Fly to football. Pass - Normal Coverage.

WEAK LB - Flow To - Run - 6 Hole Scrape. Flow Away - Run - Slow Pursuit. Pass - Normal Coverage. C.P. - Play like Bingo.

45 VANDY (MAN)



END - Line up in #9 Technique to weakside. Play 9C Assignment.

ST - Line up in #6 Technique. Play #6 Technique Assignment.

SG - Line up in #2 Technique. Play like 40 M.

WG - Line up in #0 Technique. Drive hard thru the middle of the center.

WT - Line up in #2 Technique. Drive hard thru outside shoulder of OG.

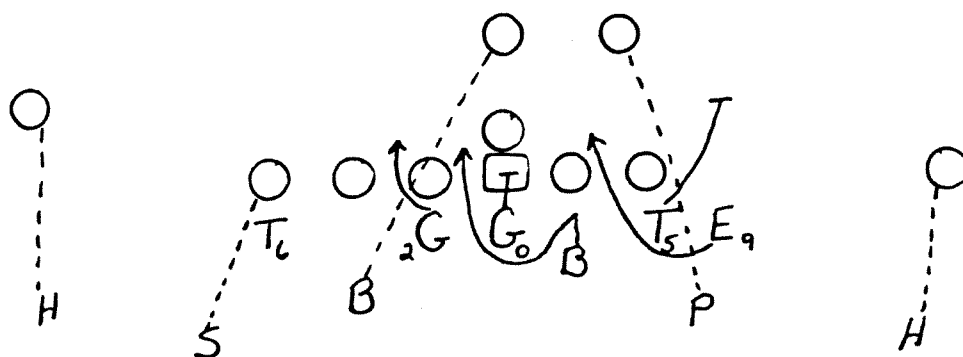
LB's - Play like 40 M.

* Penny - Take 2nd receiver weak man to man. (Substitute for end) If trips, take 3rd receiver strong.

Safety - Take 2nd receiver strong man to man.

HB's - Take widest receiver man to man.

45 M.R. (Man)



END - Line up in #9 Technique to weakside. Run R-Behind over WT.

ST - Line up in #6 Technique. Play #6 Technique assignment.

SG- Line up in #2 Technique. Play like 40M.

WG - Line up in #0 Technique. Drive hard thru the middle of the center.

WT - Line up in #5 Technique. Play like 60 Blitz.

SLB - Play 40A. Take 3rd receiver man to man. If trips, take 4th receiver man.

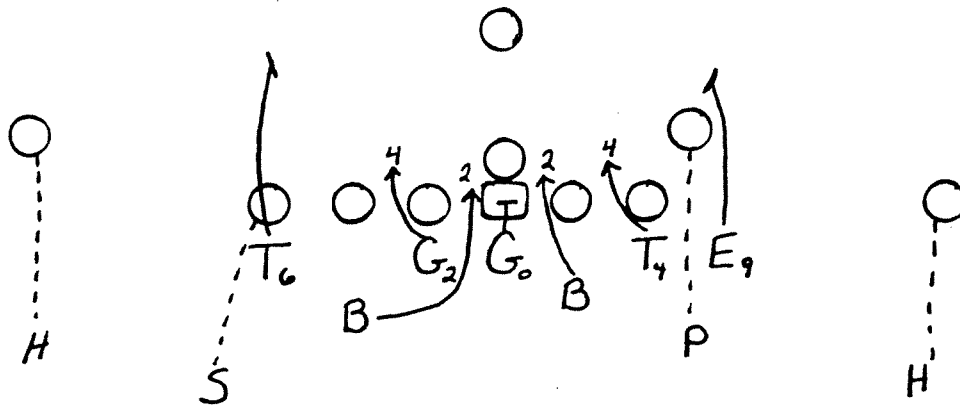
WLB - Run M-stunt to strongside. Cheat up to take guard's block.

*Penny - Take 2nd receiver weak man to man. (Substitute for end). If trips, take 3rd receiver strong.

Safety - Take 2nd receiver strong man to man

H3's - Take widest receiver man to man.

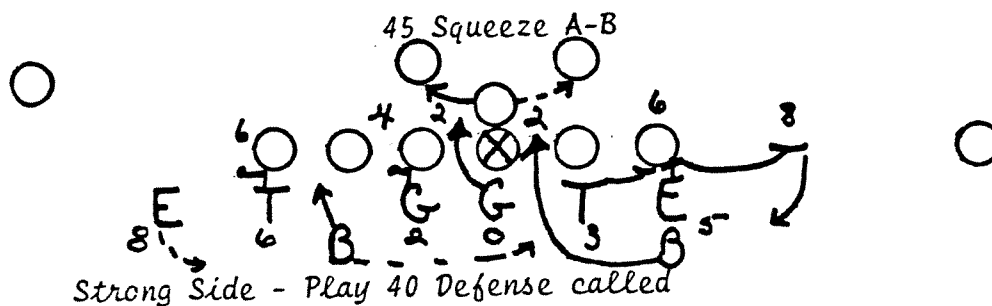
45 M-TIGHT RUSH (MAN)



- END - Line up in #9 Technique to weakside. Play 9-C Assignment.
- ST - Line up in #6 Technique. Play #6 Technique Assignment.
- SG - Line up in #2 Technique. Play like 40M.
- WG - Line up in #0 Technique. Drive hard thru the middle of the center.
- WT - Line up in #4 Technique. Play like 50 Slant Tight.
- SLB - Play like 40M.
- WLB - Play like 40M. Use delayed rush.
- * Penny - Take 2nd receiver weak man to man. (Substitute for end) If trips, take 3rd receiver strong.
- Safety - Take 2nd receiver strong man to man.
- HB's - Take widest receiver man to man.

45 Squeeze (Overshifted Defense)

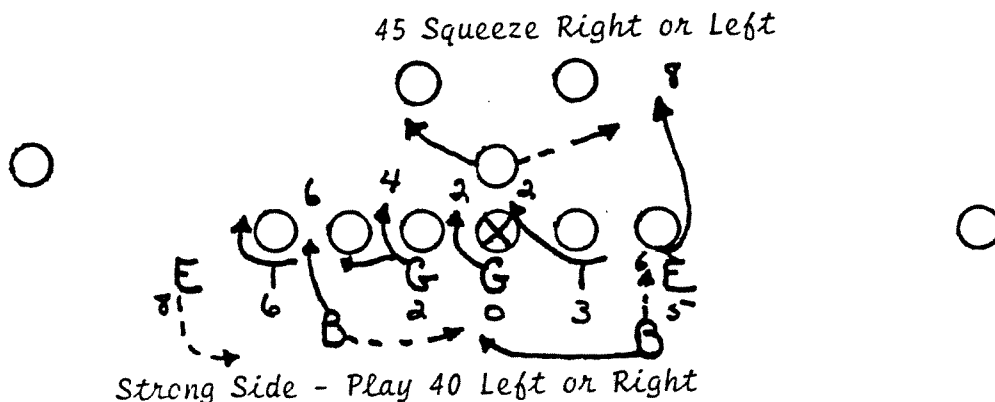
45 Squeeze is a combination defense. Our strong side will line up in 40, while our weakside will squeeze down one man into a 60 Alignment. We may play 40 stunts to strongside and we may play 50 or 60 stunts to weakside. If our signal caller calls one stunt, both sides will play the stunt. If he calls two stunts, the first stunt will be for the strong side and the second stunt will be for the weakside. The signal caller must call "Right" or "Left" after the offense comes to the line of scrimmage, to designate the strongside. We will move back to 50 vs. Tight End weak and play defense called.



Nose Guard - Play 50 Bingo

Weak Side - Play 60B call from Squeeze position

C.P. - Vs. Tight End Weak. Move back to 50 Alignment and play defense called



Weak Side - Play 60 Left or Right from Squeeze position

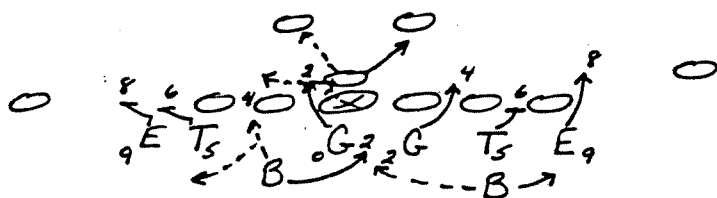
WLB - Flow Away - Run - Slow - Then pursue. Flow to - Run - Support inside Defensive End.

(Over-shifted Defense)

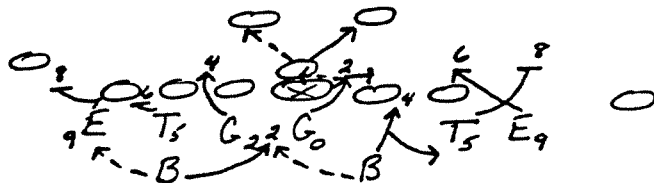
Sixty-five is a combination defense. Our strong side will line up in Sixty and our weakside will be in 50.

We will play Sixty Blitz-out or Sixty-M to our strong side and 50 Slant to our weak side. When our signal caller calls two stunts the first stunt is for the strong side, the second is for the weak side. The signal caller must call "Right" or "Left" to designate strong side. If there is a tight wing to the strong side, we will check to 40 - Right or Left. If there is a tight End to the weakside, we will check Slant.

65 Blitz-Out



65 M-R



Strong Side - Play like 60 Blitz-out or 60M.

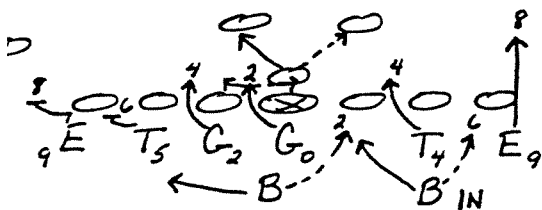
Weak Side - Play like 50 Slant.

SLB { Flow to - play football.
Flow away - run thru over center area.

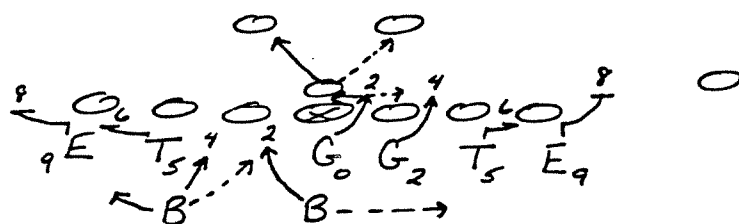
WLB { Flow to - Pass - Man coverage - you have 1st back out. Run-4 hole. Pursue.
Flow Away - run thru over center area.

65 NOSE

LEFT



RIGHT



Can Call "in"

Strong Side - Play like 60 right or left.

Weak Side - Play like 50 Slant. C.P. weak side on "in" - call play Bingo.

Nose Guard - Slant to call.

WLB - Inside leg of tackle stack; flow to; read, 4 hole responsibility.

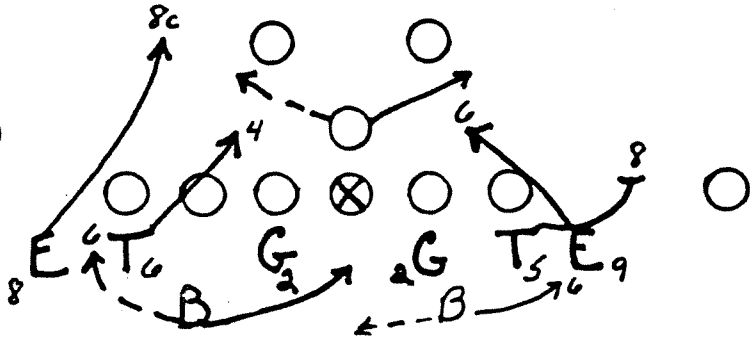
PASS - man coverage - you have first back out. Flow away - cut back, 2 hole responsibility. Call "in" to weak tackle and end.

SLB - Strong nose stack - flow strong - pursue. Pass - man coverage - you have first back out. Flow weak-two hole.

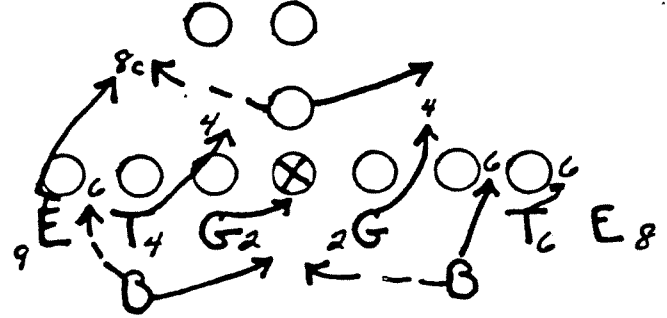
FORTY SIX (Balanced Defense)

Forty six is a combination defense. Our strong side will line up in a 40 defense called and our weak side will line up in a 60 defense called. Signal caller calls "Right" or "Left" to designate the strong side. When our signal caller calls two stunts, the first stunt is for the strong side, the second is for the weak side. If there is a tight wing to the weak side the signal call will check to a 40 defense.

46 C-R "LEFT"



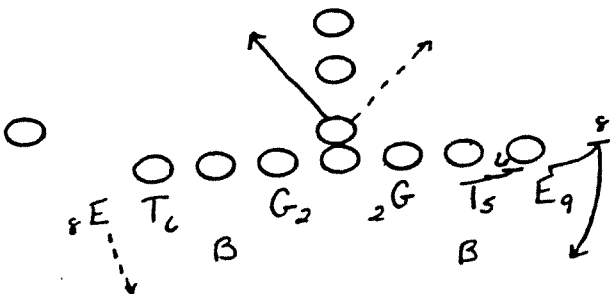
46 RIGHT



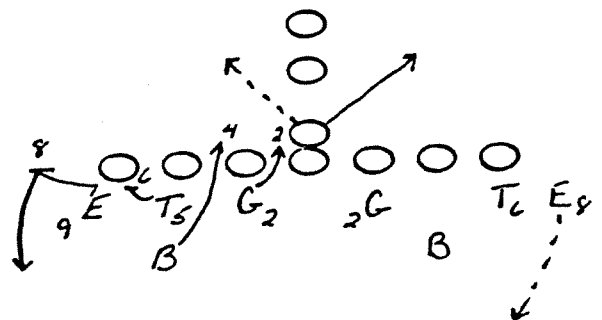
STRONG SIDE - Play 40 defense called.

WEAK SIDE - Play 60 defense called.

46 AA - "LEFT"



46 A-B - "RIGHT"



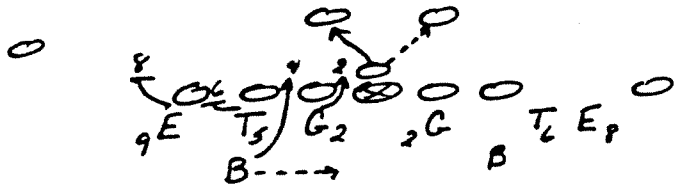
(Balanced Defense)

Sixty-four is a combination defense. Our strong side will line up in Sixty and our weak side will be in 40.

We will play sixty blitz and 60 Blitz-In to our strong side and any north stunts to our weak side.

When our signal caller calls two stunts the first stunt is for the strong side; the second is for the weak side. The signal caller must call "right" or "left" to designate strong side. If wing set to strong side, signal caller will check to north right or left.

64 BLITZ



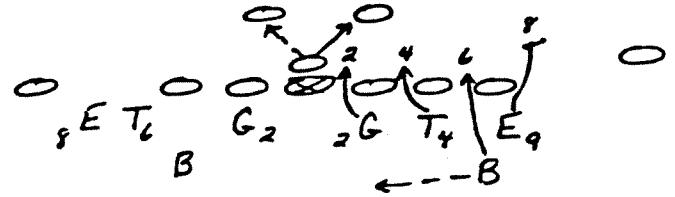
40 Defense Called

Strong Side - Play 60 Blitz or 60 Blitz-in

Weak Side - Play 40 defense called

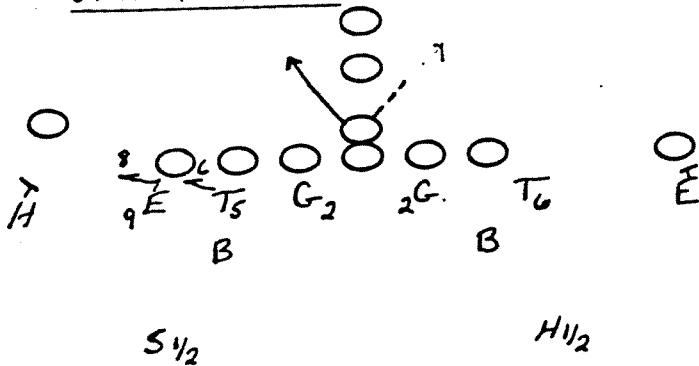
Coverage - 1-2-3 or Man

64 Blitz-IN

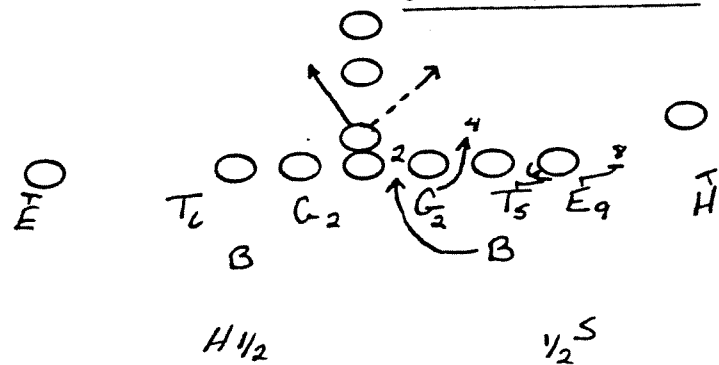


40 Defense Called

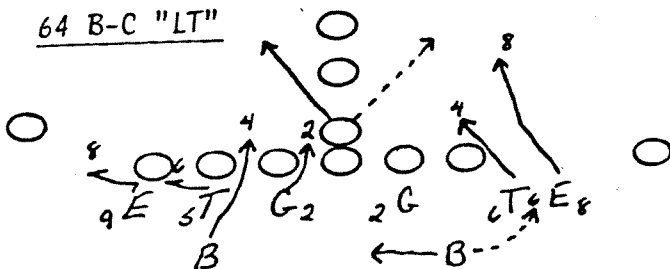
64 AA (C-5) "LT"



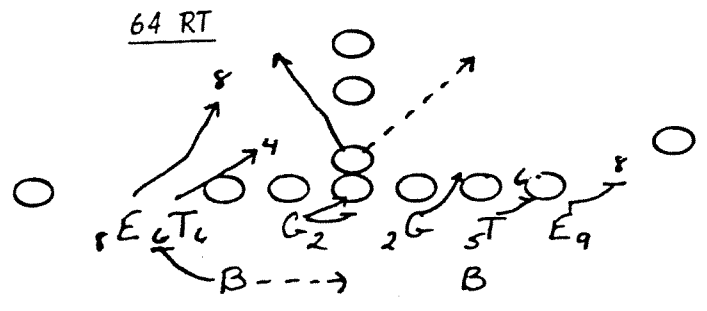
64 M-A (C-5) "RT"



64 B-C "LT"



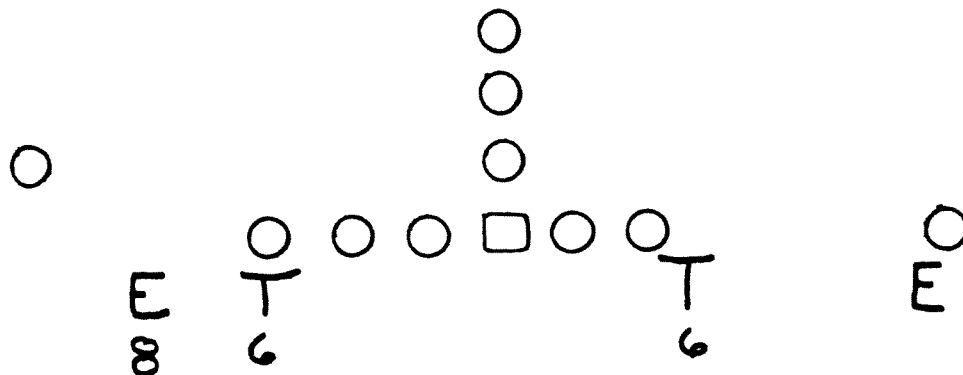
64 RT



ADJUSTMENTS - (Scouting report will take precedence over our basic adjustments).

SPACING - Each defensive lineman must be aware of the distance between himself and the next man. Do not allow offense to over split us.

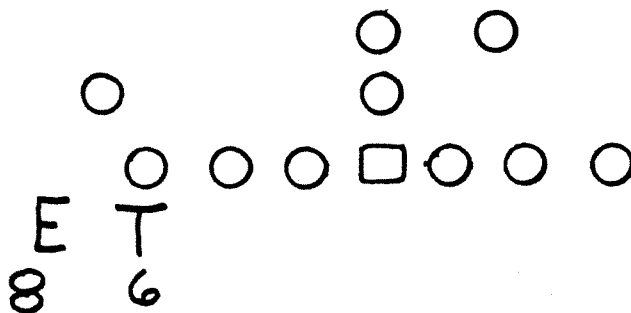
LEFT



ENDS - Basic adjustment - Call "OFF" to tackle to X end side. Stay on to TE side. C.P. - May call "OFF" in certain situations.

TACKLE - Normal.

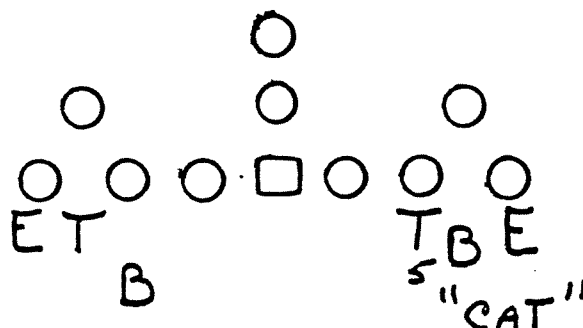
WING



TACKLE - on wing side move to #6 technique because dive HB is gone.

END - on wing side will contact WB to prevent his double teaming the defensive tackle or releasing quick on pass route. Other linemen and linebackers play normal.

TIGHT SLOT



TIGHT SLOT - will be treated the same as a wing set--consider the WB as the End and the End as the WB

LINEBACKER - may exchange positions with tackle. (Call "CAT")

Overshift

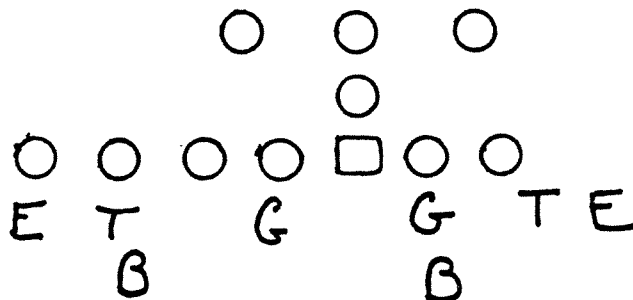
We overshift to wide side of field. If they put formation into side line, then we slant to the formation or check to 40 "C" or "Right" & "Left".

Double Wing

Balanced defense - stay in it - motion adjust with LB's. Overshifted defense - you must slant back to balanced defense.

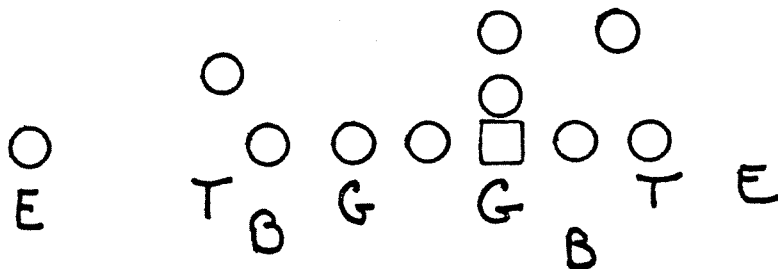
Unbalanced Line

Check to 40 - Adjust with Ends and LB's.



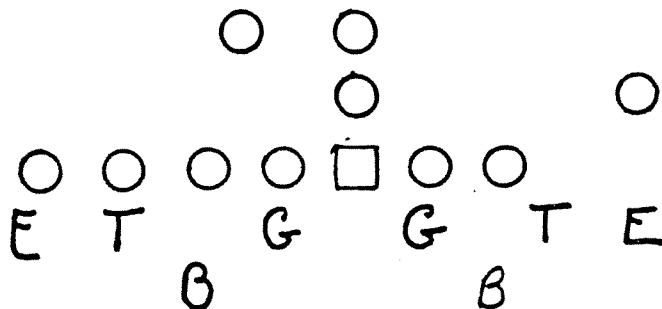
Unbalanced Line - Back Out Toward

Check to 40 - Move over one man. Wing motion to weak side, adjust with Ends and LB's.

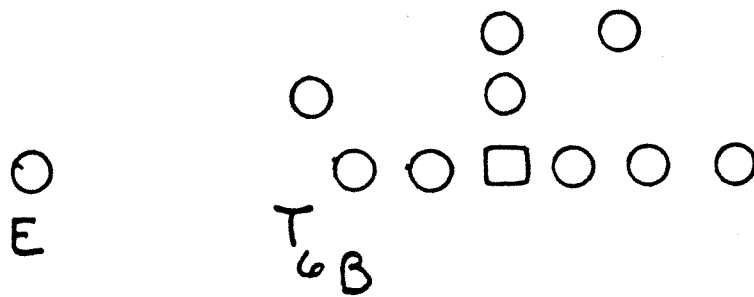


Unbalanced Line - Back Out Away

Check to 40 - Adjust with LB's. Motion - adjust with Ends and LB's.



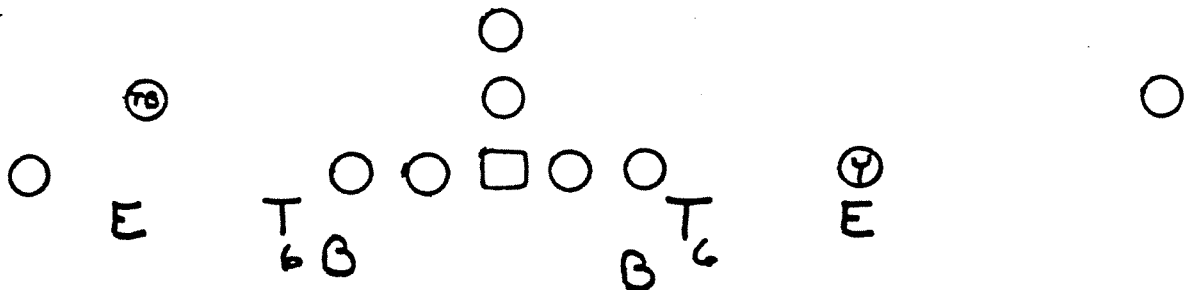
WIDE SLOT



LINEMAN - End toward the wide slot may give "OFF" call--other linemen play normal.

Y-TAYLOR (Two receivers to same side)

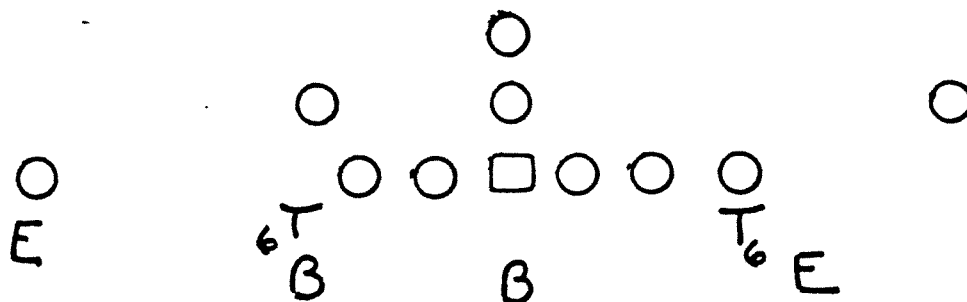
TB TAYLOR



ENDS - Be head on Taylor position. May call off.

TACKLES - Normal

CHEAT

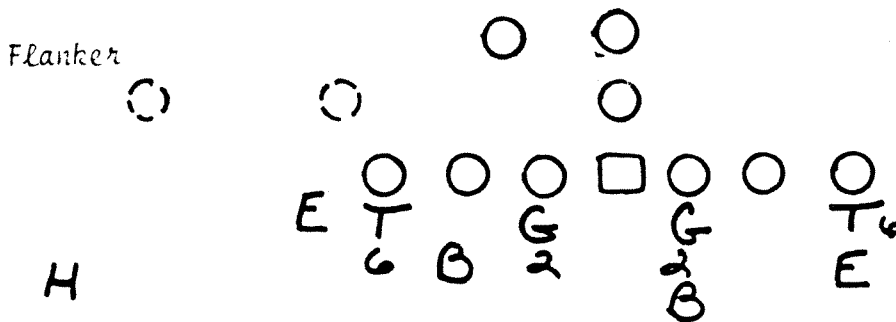


LB'ERS - Adjust away from call

ENDS - Use base adjustment (Off to "X", on to TE).

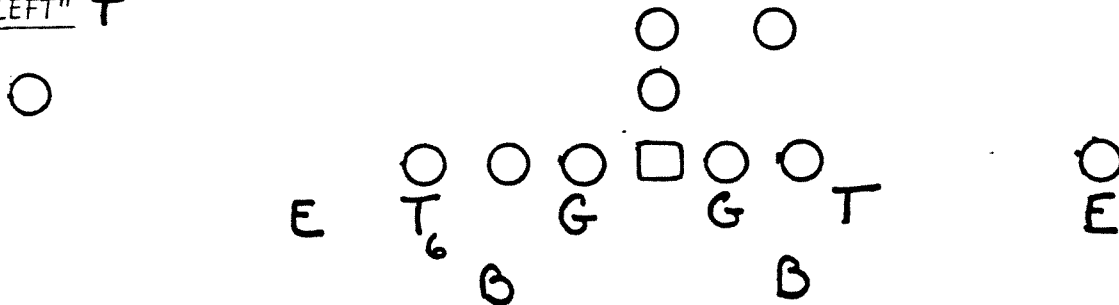
TACKLES - Normal

STRONG



Adjust with linebacker and end away from man out.
May check to 40 Left or Right or 50.

"LEFT" T

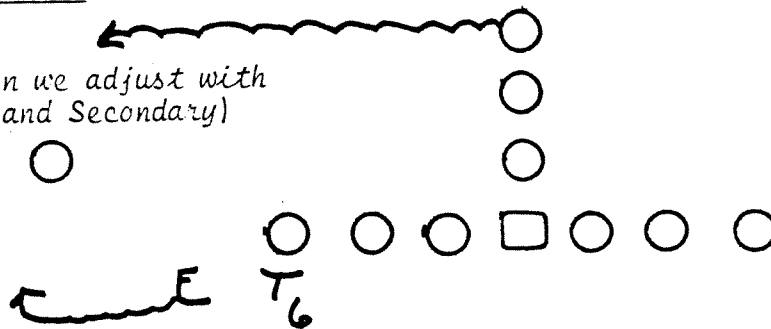


Linemen - Ends may give the tackle an "OFF" call--tackle on side where offensive HB is missing moves to #6 Technique.

Linebackers - Normal

MOTION

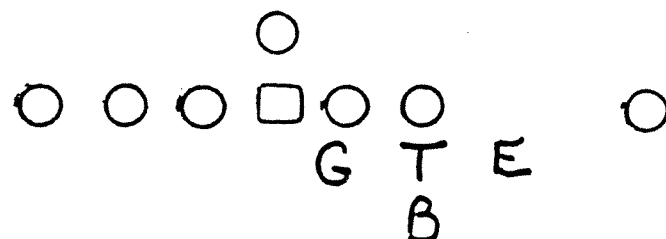
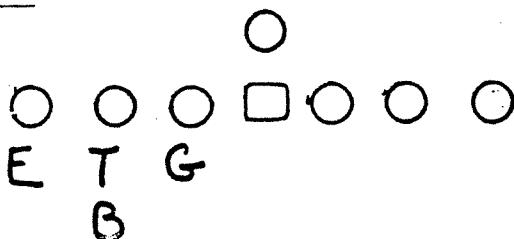
(Quick motion we adjust with
LB's, Ends and Secondary)



Long motion to wide side of field - Drop end off. If they start hooking our tackle and running wide, then we must go to 50 Bingo or 40 Left and Right. Safety will move over and HB on side of motion will widen. Check to cover #3 or #1.

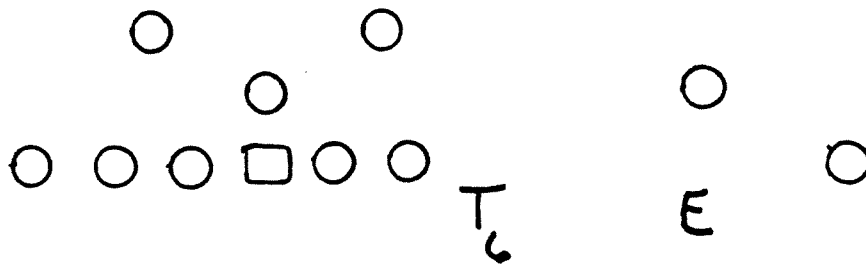
Long motion from middle of field or to short side - We prefer to leave our End in normal. Safety will move over and HB on side of motion will widen. We could level so Safety will check to Cover 1. Safety could check to Cover 3.

REVERT



May run from 40 B-A-M-C R-L.
No change in assignments.

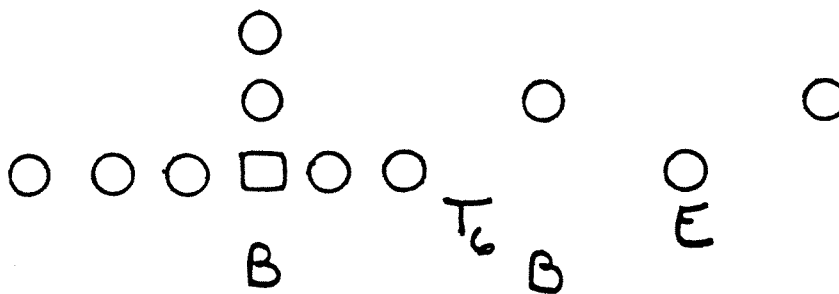
TWINS



ENDS - Be head on inside receiver (Call "OFF" to Tackle).

TACKLES - Normal

TRIPS



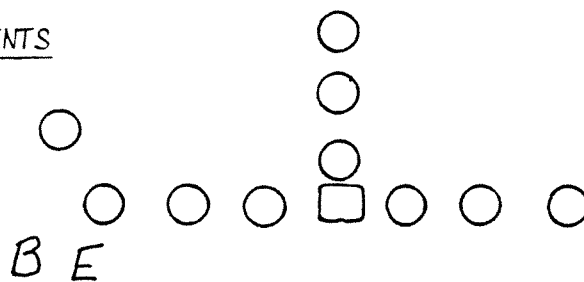
LB'ERS - Adjust toward trips.

ENDS - Be head on second receiver (Call "OFF" to Tackle).

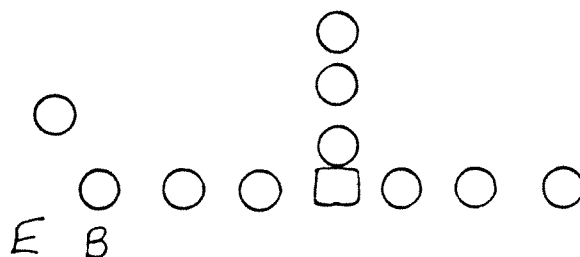
TACKLES - Normal

GOAL LINE ADJUSTMENTS

GL Straight
GL Tight
GL A

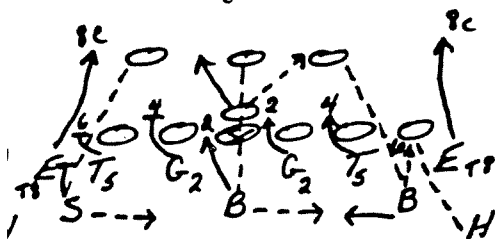


GL Short
GL Blitz
GL Rt-Lt.

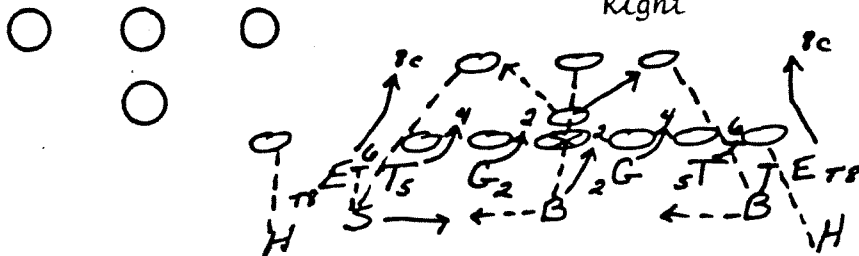


Power Right & Left

Left



Right



Ends - Line up in a tight "8" technique. You have "C" assignment. Play like Power "A". Option - Pitch C.P. End to Slant - Use 5 yd. rule.

Strong Tackle - Line up in a "5" technique. Play like Sixty Blitz.
Option - take QB. Flow away - pursue. Pass - you are a rusher.

Weak Tackle - Line up in a tight "5" technique. Play like Sixty Blitz In.
"4" hole responsibility. Get to the ball. Option, take F.B.
Flow away - pursue. Pass - you are a rusher.

Strong Guard - Line up in a "2" technique. Play like Sixty Blitz Out -
"4" hole responsibility. Pass - rush.

Weak Guard - Line up in a "2" technique. Play like Sixty Blitz In.
Go to the ball. Pass - rush.

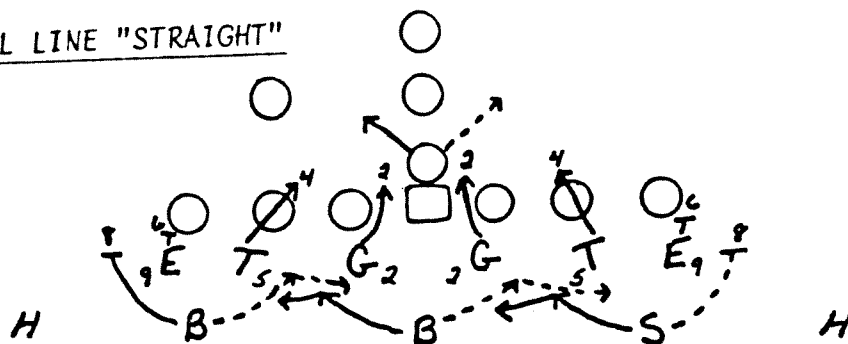
MLB - Line up head on the center. Read F.B. If he goes toward the slant, run thru the gap between the center and guard toward the flow. If he goes away from slant, pursue down the line and go to ball. Pass - rush, if F.B. toward slant. Go to man coverage if he goes away from slant - you cover him.

MAN L.B., H.B.'s & SAFETY - Play like Power "A" - Man to Man.

POWER A - G's RT-LT

Guards - Alert for "RAM" or "LION" call by MLB.

GOAL LINE "STRAIGHT"



Guards - Goalline charge grabbing legs of center and guard. Do not let center or guards block MLB.

Tackles - Goal line charge thru outside shin of offensive tackle.

Ends - Tough #9 technique - Whip offensive end - Do not be blocked out or hooked. Rush and contain passer from outside. Flow away, trail. Option, take QB. (Never call "off" on GL.)

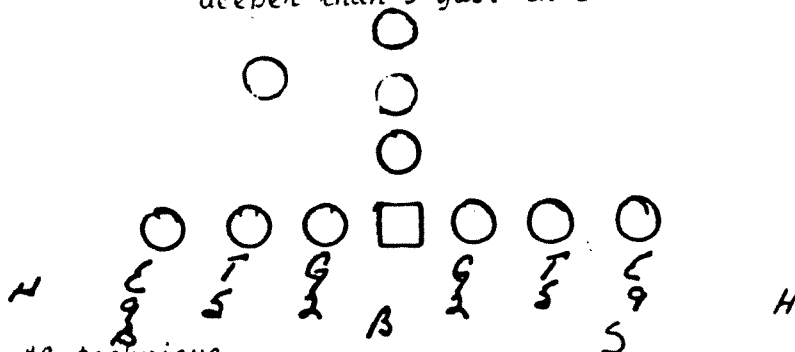
LB's - Line up splitting inside foot of your defensive end. Read near back - Flow away, 4 hole and pursue - Flow toward, support "6" hole off defensive end's charge. Drop back pass, hook zone - Flow pass toward, flat - Flow pass away, middle zone. Belly option, take QB. Split T option - take pitch man.

HB's - Line up 2 to 3 yards wide - Depth depends upon situation. Play slow. Flow toward, outside but play flat footed, and turn everything inside. Drop back pass, outside 1/5. Flow pass toward, deep outside - Flow pass away, slow to pursue and take off end man to man.

MLB - Line up on offensive center - Depth depends upon situation, but never get feet inside defensive guards. Read QB - Responsible for gap between guard and tackle to side of flow. Drop back pass, middle 1/5 - Flow pass, strong hook.

C.P. - LB's and Tackles - adjust with motion. Backs on pass - never get deeper than 5 yds. in end zone.

Goalline A



Guards - Play #2 technique.

Tackles - Play #5 technique (over split - Play inside out technique).

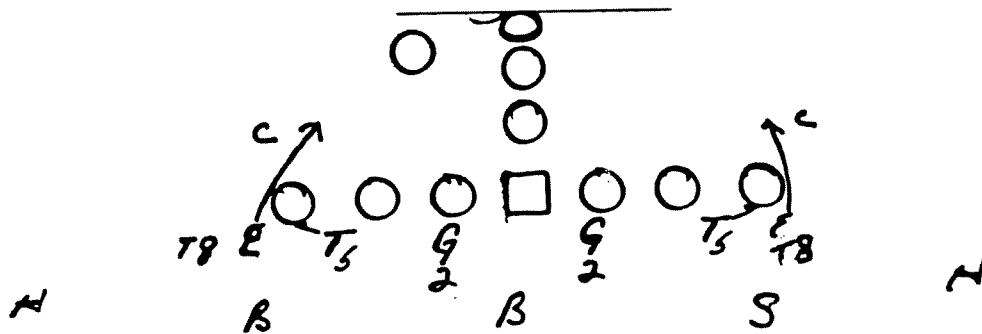
Ends - Same responsibilities as GOAL LINE STRAIGHT. (Never all "off" on G.L.)

LB's - Same responsibilities as GOAL LINE STRAIGHT, but line up deeper.

HB's - Same responsibilities as GOAL LINE STRAIGHT.

MLB - Same responsibilities as GOAL LINE STRAIGHT.

C.P. - LB's and Tackles - adjust with motion.



Guards - Play #2 technique.

Tackles - Line up in gap between offensive and tackle. Play like "Lightning". Option - QB.

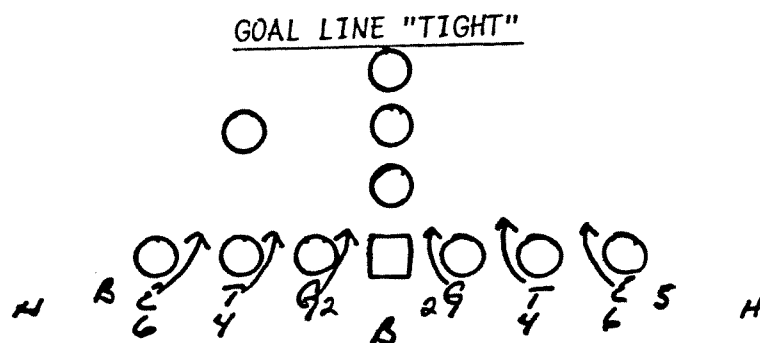
Ends - Line up in Tight & technique. (Never call "off" on G.L.) Play Lightning.

LB's - Move out and back. Same responsibilities as GOAL LINE "STRAIGHT". Option QB.

HB's - Line up deeper - Same responsibilities as GOAL LINE "STRAIGHT".

MLB - Line up deeper - Same responsibilities as GOAL LINE "STRAIGHT".

C.P. - LB's and Safety - adjust with motion.



Guards - Same responsibilities as GOAL LINE "STRAIGHT".

Tackles - Line up in #4 technique and goal line charge thru the inside gap.

Ends - Line up in #6 technique and goal line charge thru gap between offensive end and tackle. (Never call "off" on G.L.) Trailer.

LB's - Move out and up from normal alignment. Flow toward, force - Flow away, revolve. Drop back pass, your hook. Option, make QB pitch and pursue. 6 hole meet blocker with outside arm.

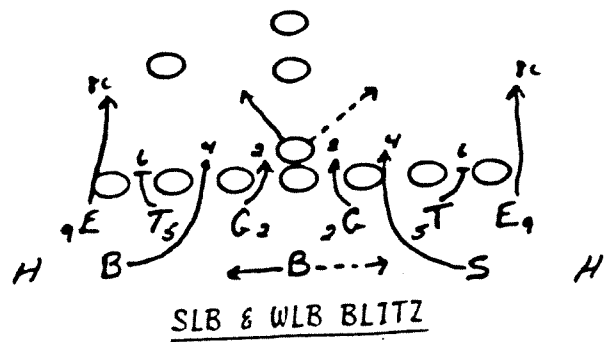
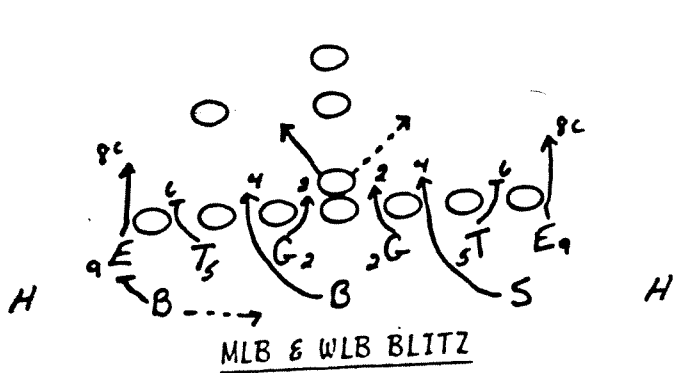
HB's - Same responsibilities as GOAL LINE "STRAIGHT", but play tougher.

MLB - Same responsibilities as GOAL LINE "STRAIGHT".

C.P. - LB's and Safety adjust with motion.



MLB - Line up on the offensive center. Read QB. Flow Towards Slant: Run - "2" hole responsibility, then pursue. Pass - Normal coverage. Flow Away From Slant: Run - Pursue. Pass - Normal coverage. DBP - Normal coverage.



Guards - Play like GOAL LINE "STRAIGHT".

Tackles - Play like SIXTY - BLITZ "OUT".

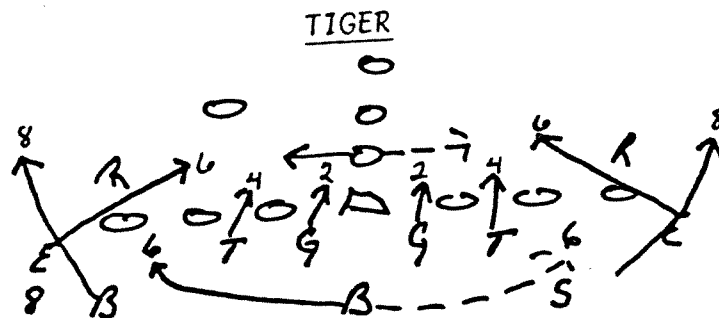
Ends - Play like SIXTY - BLITZ.

LB's - Play like SIXTY - BLITZ.

HB's - Play like SIXTY - BLITZ.

MLB - Same responsibilities as GOAL LINE "STRAIGHT".

C.P. - Safety will run thru if the LB has to adjust.



Ends - Line up in #8 technique; run 40 "R".

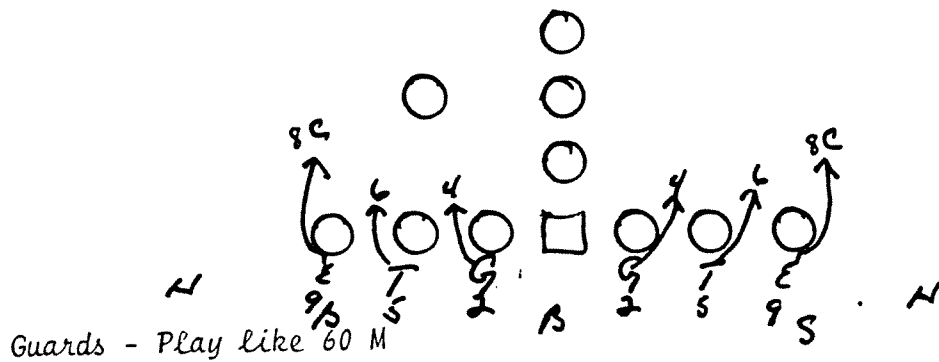
Outside Line Backers - Line up on 3rd man from center. Run 40 "R" assignment (Tackles).

Tackles - Line up in gap between the offensive guard and tackle. On snap of ball drive low and hard thru the Gap. After penetrating the Gap, come up in crab position and locate ball.

Guards - Line up in Guard-Center Gap. Play like G.L. straight.

Middle Line Backer - Line up on nose of Center. Make plays 6 hole to 6 hole.

GOAL LINE OUT



Guards - Play like 60 M

Tackles - Play like 60 Blitz "out".

Ends - Play like 60 Blitz.

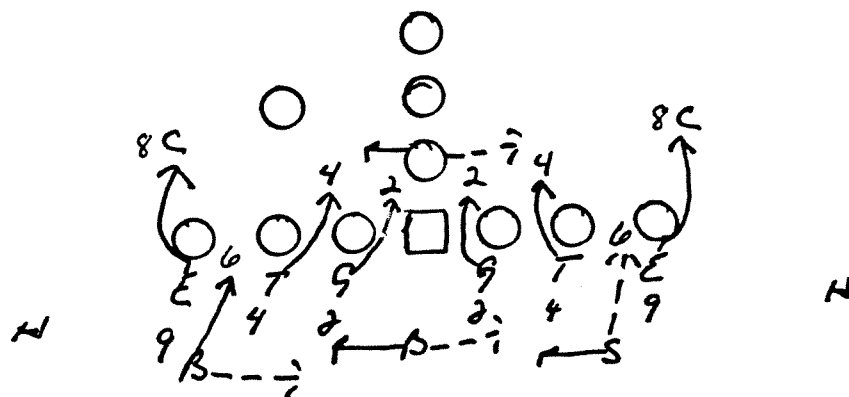
LB's - Play like Goal line "Straight".

HB's - Same responsibilities as Goal Line "Straight".

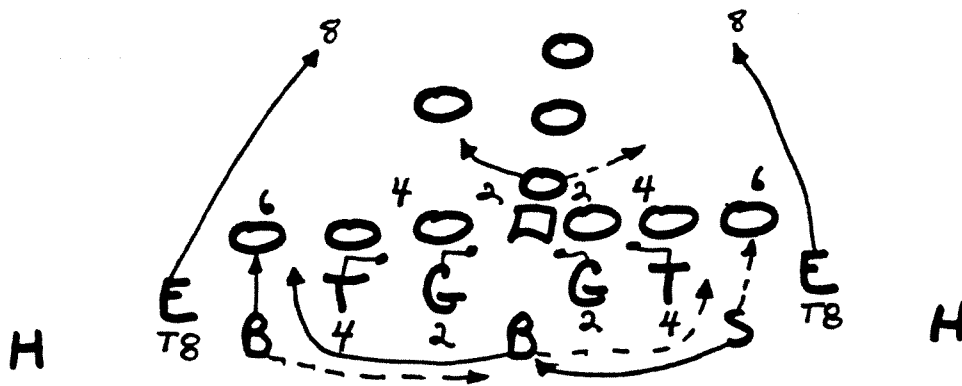
MLB - Same responsibilities as Goal Line "Straight".

C.P. - Halfbacks and Safety - Adjust with Motion.

GOALLINE "BLITZ IN"



GOAL LINE SHORT



ENDS - Line up in a Tight #8 Technique. You have "C" assignment. Play like Power "A". Option - Pitch.

TACKLES - Line up in a #4 Technique inside arm free. On snap of ball use tough charge thru offensive tackle, freeing inside arm. You have 4 Hole responsibility. Control your area and go to ball. C.P. - Let no one run inside of you.

GUARDS - Line up in a #2 Technique. On the snap of ball use same technique as tackles. Control 2 Hole and to ball. C.P. - Don't be trapped.

LINEBACKERS - Alignment and run responsibilities are the same as Goal Line Blitz-in.
Pass - Zone - Normal Coverage. Man - You have Man coverage.
C.P. - MLB - Line up deeper.

HB's - Alignment and depth depend on formation and situation. Flow Toward.
 Zone - Play slow. Support run off of your alignment. Play flat-footed.
 Man - your man blocks support in 6 Hole, outside arm free. Flow Pass
Toward - Zone Normal Coverage. Flow Away Pass - Zone - Slow to Pursue
 and take off end man to man. Drop Back Pass - outside 1/5.

DEFENSIVE BACKFIELD PLAY

MOST GAMES ARE WON OR LOST ON PASS DEFENSE OR MISSED TACKLES BY THE DEFENSIVE SECONDARY.

A. OBJECTIVES:

1. PREVENT T.D. PASSES.
2. PREVENT LONG GAIN PASSES. (Under 17 Yds.)
3. KEEP GAIN PER COMPLETION TO A MINIMUM. (Under 12 Yds.)
4. INTERCEPT.
5. PUNISH RECEIVERS OR BALL CARRIERS BY GANG TACKLING.

B. A GOOD DEFENSIVE BACK MUST HAVE CONFIDENCE THAT HE CAN COVER HIS AREA, AND TREMENDOUS DESIRE TO GET TO THE BALL WHEN IT IS THROWN. IF YOU HAVE THIS CONFIDENCE, YOU WILL WANT THE OTHER TEAM TO THROW THE BALL INTO YOUR AREA. THERE ARE FOUR PHASES TO PASS DEFENSE. YOU SHOULD KNOW YOUR WEAKNESSES AND STRIVE EACH DAY TO IMPROVE IN OUR DRILLS.

1. PROPER POSITION.
2. INCREASE YOUR INTERCEPTION DISTANCE.
3. PLAY THE BALL BY PLAYING THROUGH THE RECEIVER.
4. INTERCEPT THE BALL.

C. TACKLING IS 90% DESIRE AND 10% SKILL. IF YOU ARE SHORT ON SKILL, WE CAN TEACH YOU, BUT THE DESIRE IS ALL YOURS!

D. EVERY PLAY IS A PASS UNTIL A RUN SHOWS. READ THE BALL AND KNOW WHAT THE RECEIVERS ON YOUR SIDE ARE DOING. ON SNAP OF BALL, TAKE TWO STEPS BACK & OUT, THEN REACT TO THE FLOW OF THE BALL ACCORDING TO YOUR DEFENSIVE CALL.

E. ALL DEFENSIVE CALLS ARE MADE BY OUR LINEBACKER AND SOME SECONDARY COVERAGE BY OUR SAFETY MAN. IT IS NECESSARY THAT YOU HEAR BOTH CALLS & ALSO KNOW WHAT THE DEFENSIVE END WILL BE DOING.

DEFENSIVE CALLS BY SAFETY MAN

- COVER 1: Level Off One Way On Flow.
COVER 2: Level Off Both Ways On Flow.
COVER 3: No Level Off On Flow.

F. GENERAL ALIGNMENT

HB'S SPLIT RULE: Line up outside a split receiver until you can cover him into the boundary by lining up on his inside.

SAFETY VS SPLIT RECEIVERS: Depth will depend on width of receivers. Wider the receivers, deeper your alignment.

HB'S: Always have enough width and depth so you are coming forward to intercept. When leveling vs a split receiver, be sure to get on a collision course with him.

SAFETY: Always have enough depth, so you are coming forward to intercept.

COVER THREE (3)

A. ALIGNMENT

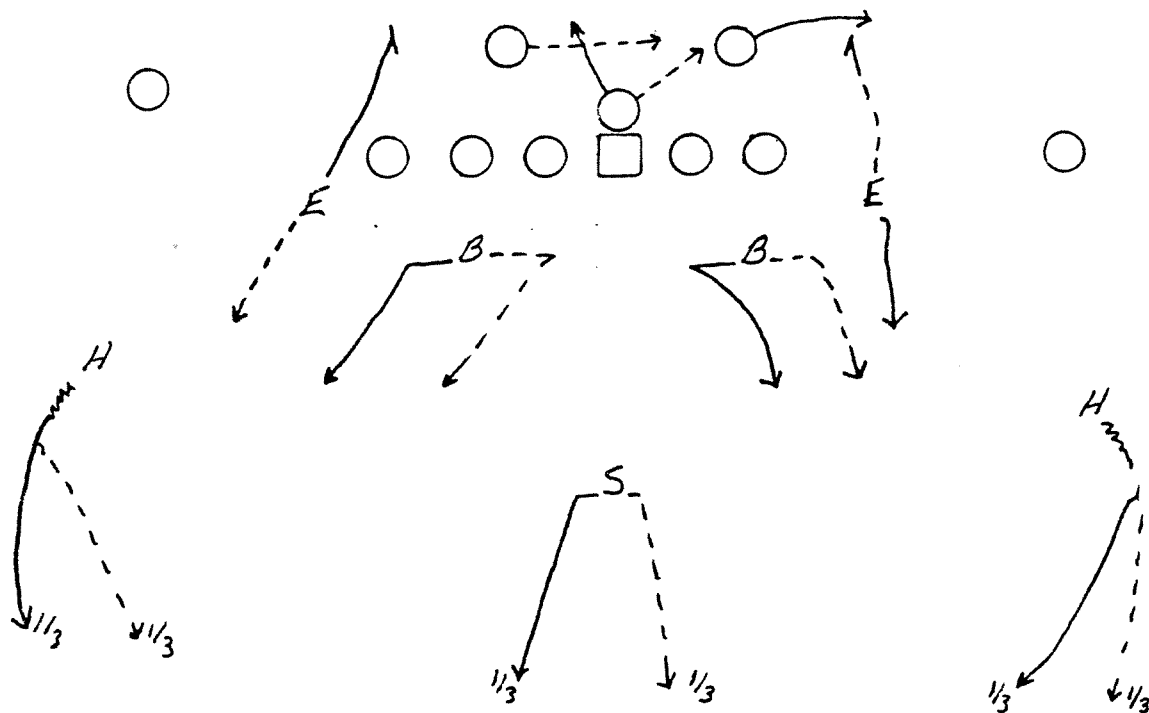
1. HB's - seven yards deep and four yards outside normal offensive end.
2. SAFETY - 11-15 yards deep.

B. COVERAGE

1. Back Up Pass & Bootleg
 - a. 3 Deep - Deep 1/3's.
2. Flow Pass Either Way
 - a. 3 Deep - Deep 1/3's.
C.P. Slow Revolve - Cover Deep 1/3's, but keep relative position of the ball.

C. TECHNIQUE

1. 3 Deep Coverage - Slow - Faster - Faster - Faster - Faster.
HB's curl away from the boundary as you get depth.



COVER FOUR (4)

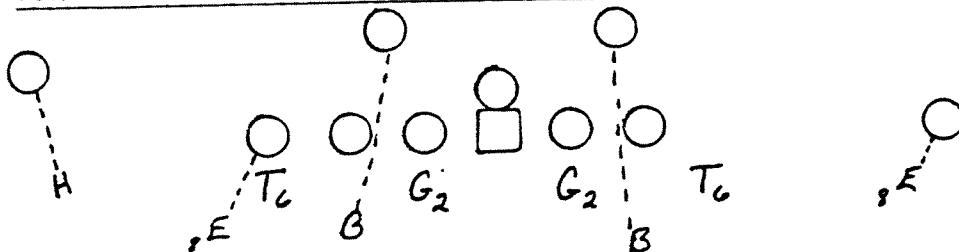
A. ALIGNMENT: CALL TOWARD FORMATION.

1. Strong HB & Weak End covering wide receivers -- be no deeper than 4 yards and slightly inside receivers.
2. Linebackers and Strong End - Use judgement as to depth and alignment and cover other three receivers.
3. Safety will line up to the side of the call. Safety and Weak Halfback will be 15 yards deep. Key ball and yell "RUN" or "PASS" as soon as it is recognized. Yell "BALL" when thrown.

B. COVERAGE

1. BACK UP PASS OR FLOW PASS . . . MAN TO MAN COVERAGE BY ENDS, LINEBACKERS AND STRONG HALFBACK, WHILE SAFETY AND WEAK HALFBACK WILL COVER ZONE, EACH TAKING DEEP HALF OF THE FIELD.
2. MEN COVERING MAN TO MAN TRY TO FORCE RECEIVERS OUT OF THE MIDDLE. HIT RECEIVER 2 YARDS SHORT OF WHAT HE NEEDS FOR A FIRST DOWN.
3. THE GUARDS AND TACKLES WILL PUT A HARD RUSH ON THE PASSER.
4. ON ANY CUT BY RECEIVER, MEN PLAYING MAN COME UNDERNEATH FOR INTERCEPTION.
5. MOTION-STAY WITH YOUR MAN (NO SWITCHES).

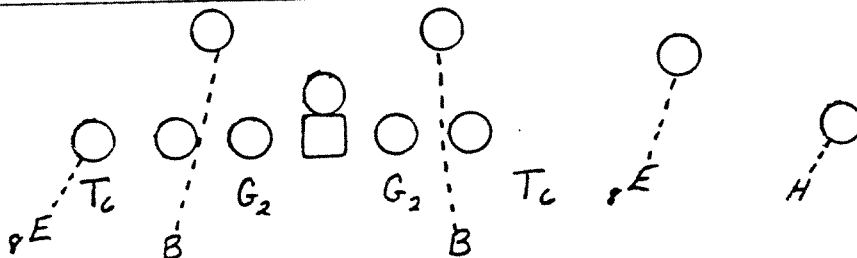
FORTY A - COVER 4 - LEFT (TOWARD FORMATION)



$\frac{1}{2}$ S 15 yds.

15 yds. H $\frac{1}{2}$

FORTY A - COVER 4 - RIGHT (TOWARD FORMATION)



$\frac{1}{2}$ H 15 yds.

15 yds. S $\frac{1}{2}$

HAWK COVERAGE

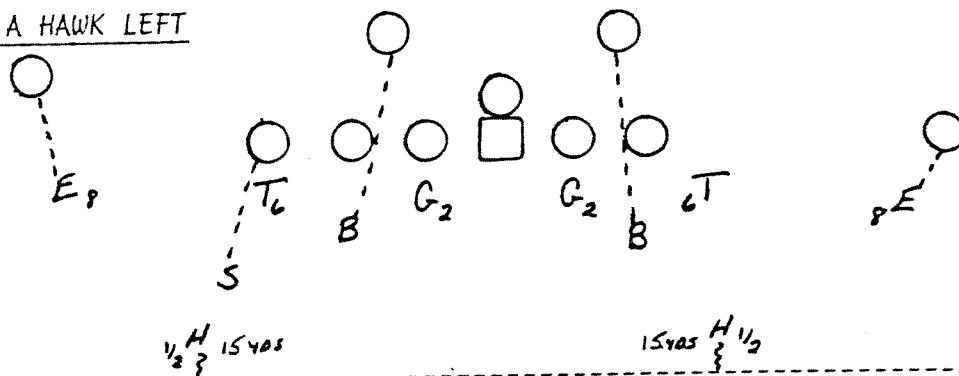
A. ALIGNMENT: SIGNAL CALLER MAKES CALL RIGHT OR LEFT. CALL TOWARD FORMATION.

1. Ends: Line up slightly inside widest receiver to your side. Be no deeper than 4 yards. Make contact with receiver, forcing him outside. Get in his hip pocket and take him man to man. If widest receiver is a tight end, get in position to make contact with him and take him man to man. C.P. May get in change position.
2. LB's: Use judgement as to depth and alignment. Cover remaining backs man to man. Force receivers outside.
3. Safety: Line up slightly inside the 2nd receiver to formation. Get in position to contact the receiver and force him outside. Play an aggressive man coverage.
4. HB's: Line up 15 yards deep on the hashmark. Cover deep 1/2 of the field. Key the ball and yell "RUN" or "PASS" as soon as it is recognized. Yell "BALL" when thrown.
5. Guards: Play 2 technique. Put hard rush on QB.
6. Tackles: Play 6 technique. CONTAIN - RUSH ON QB.

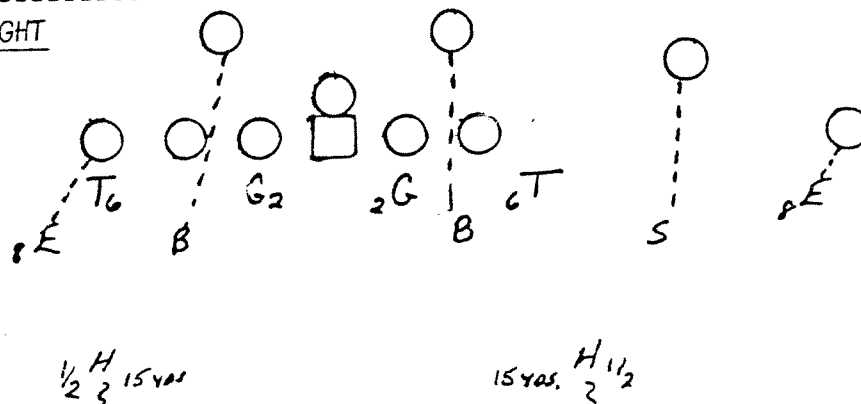
COACHING POINTS

1. Men playing man coverage must be aggressive, but force receivers outside. Hit receiver at least 2 yards short of what he needs for a 1st down.
2. On any cut by receiver, men playing man come underneath for interception.
3. SAFETY - If option occurs to your side you must take pitch man.
4. MOTION - Stay with your man (no switches).

40 A HAWK LEFT



40 A HAWK RIGHT



COVER FIVE (5)

ALIGNMENT: Signal caller makes call Right or Left. Call to Field-Formation.
COVER 5 FORMATION - Always called to formation. Safety will make call.

CLOSED SIDE: Side toward call.

OPEN SIDE: Side away from call.

END TOWARD "CLOSED SIDE": Cover RED or WHITE zone depending on HB's call. Read 3rd receiver through ball.
FLOW AWAY - Go to Zone. Option: If QB clears DT, Take QB.

END TOWARD "OPEN SIDE": Line up on widest receiver to your side.
Cover Red Area. Option - Pitch Man.

LINEBACKER TOWARD "CLOSED SIDE": Read 3rd receiver through ball.
FLOW TOWARD - Cover your BLUE ZONE.
FLOW AWAY - Cover inside receiver in BLUE ZONE.

LINEBACKER TOWARD "OPEN SIDE": Read 3rd receiver through ball.
FLOW TOWARD - Cover WHITE ZONE.
FLOW AWAY - Play split key.

HALFBACK TOWARD "CLOSED SIDE": Call "Closed in or Closed out" to your End and LB. Read 3rd receiver through ball. FLOW TOWARD - level 10-12 yards in zone you called. FLOW AWAY . . . Cover zone you called.

HALFBACK TOWARD "OPEN SIDE": Line up 15 yards deep. Call "OPEN" to your End and LB. Cover deep 1/2 of field.

SAFETY: Line up 15 yards deep. Cover deep 1/2 of field.

GUARDS: Line up in TWO TECHNIQUE. Go on snap of ball. Rush the passer and pursue the football.

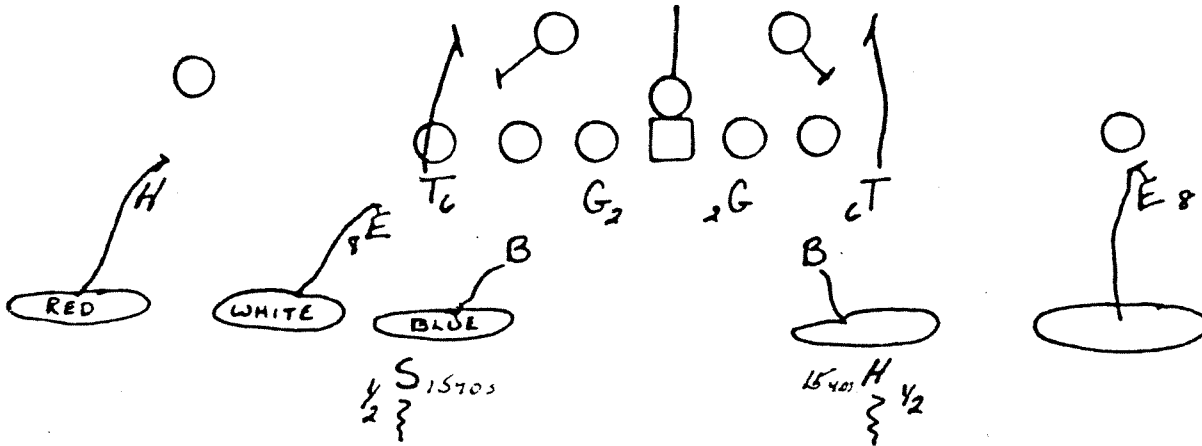
TACKLES: Line up in #6 Technique. Line up in loose #9 Technique, if change is called. Go on the snap of the football. FLOW TOWARD - Run - #6 hole; Change - #8 hole. PASS-CONTAIN. FLOW AWAY - Trail. BACK UP PASS - Outside Rush. Get to passer.

C.P.: When "CHANGE" CALLED, End & Tackle . . . RUN TOWARD - CHANGE ASSIGNMENTS. FLOW AWAY - Tackle trail; End Revolve. ALL PASSES - Assignment remain the same. If Motion changes strength of formation, covering White area goes w/Motion.

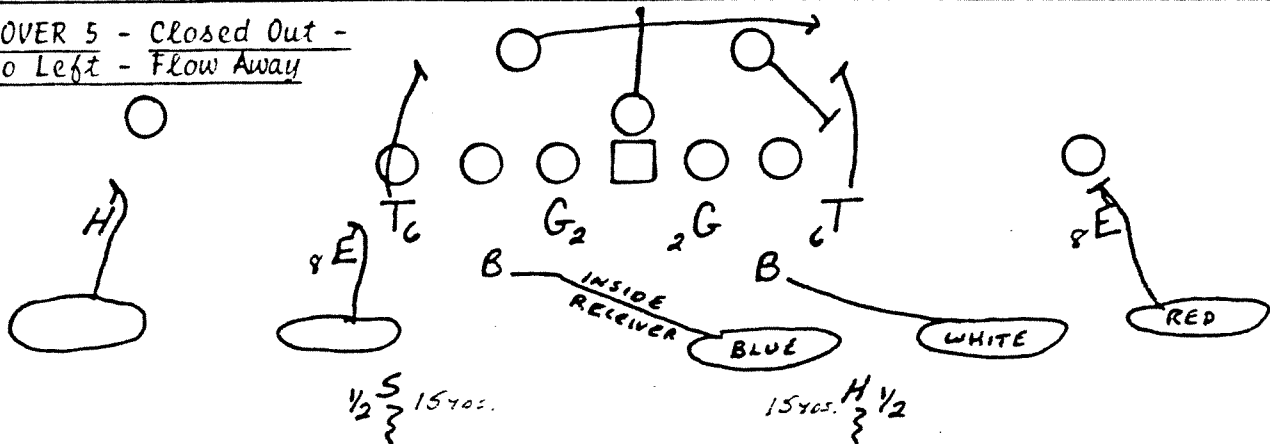
DEFENDERS FORCE INSIDE RECEIVERS TO OUTSIDE - OUTSIDE RECEIVERS TO INSIDE.

"EASY" - HB TOWARD "CLOSED SIDE": Lineup 5-7 Yds. off the receiver.

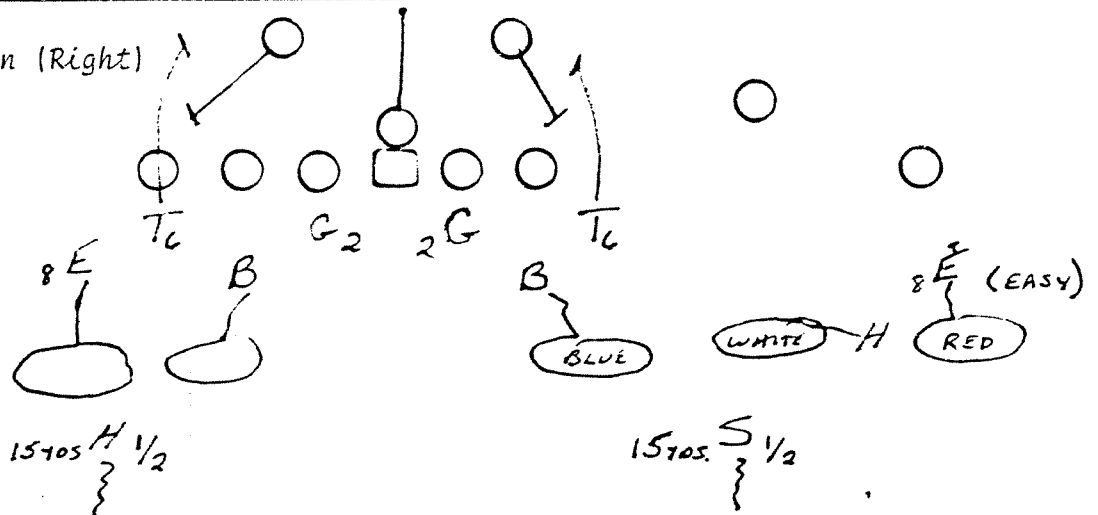
COVER 5 - CLOSED OUT - TO LEFT - FLOW TOWARD



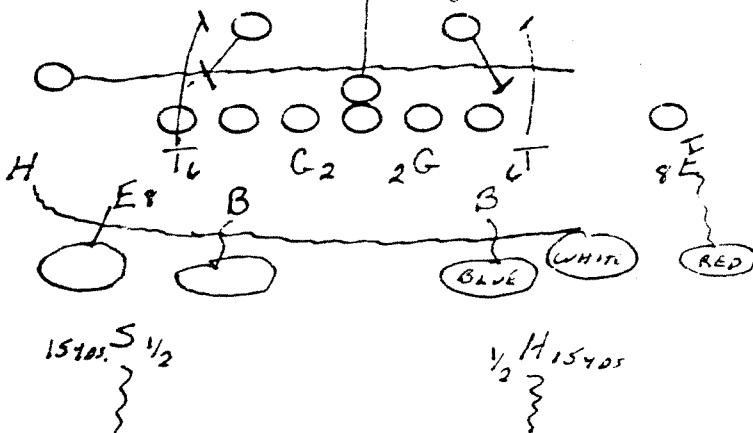
COVER 5 - Closed Out - To Left - Flow Away



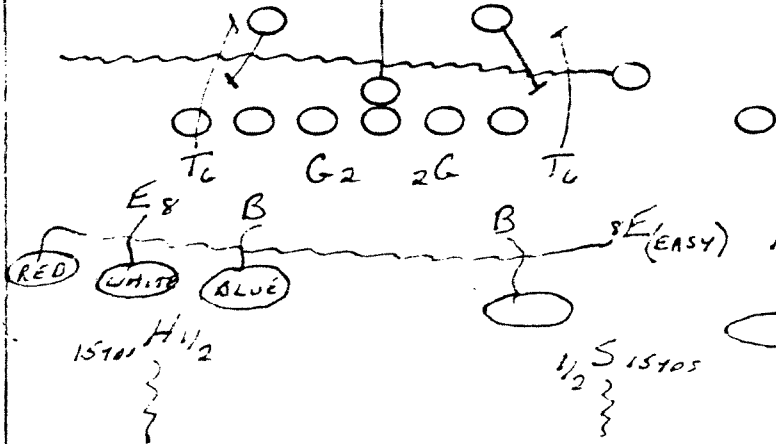
COVER 5 - Closed In (Right) Flow Toward



COVER 5 Closed Out (Left) - Motion



COVER 5 Closed Out (Right) - Motion

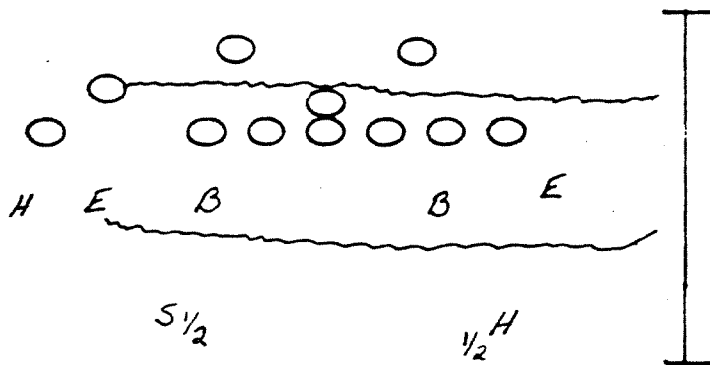


MOTION vs COVER 5

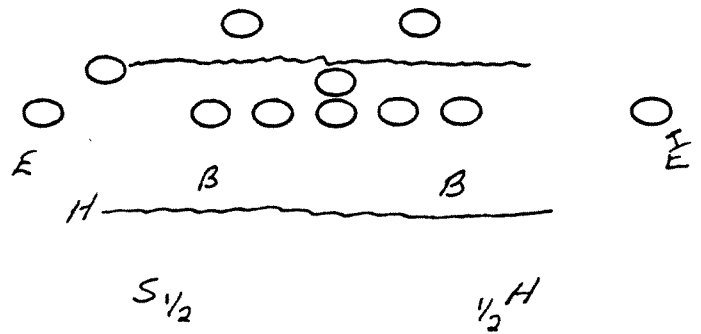
MOTION THAT CHANGES THE STRENGTH OF THE FORMATION:

The defender, who is lined up on the receiver who goes in motion, will go with him. If the widest receiver is tight to the other side and motion goes beyond the tight receiver, continue with the motion to the red zone. If the widest receiver is split to the other side, take the motion only to the white zone.

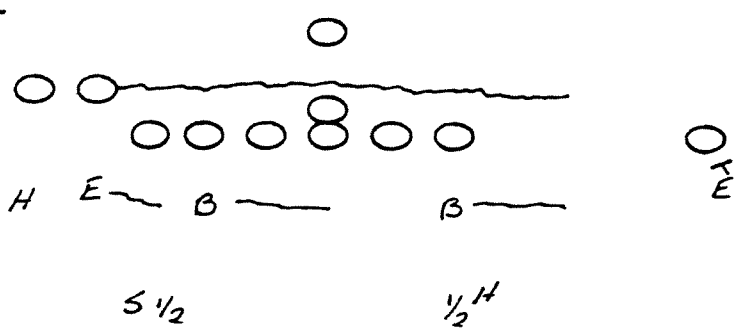
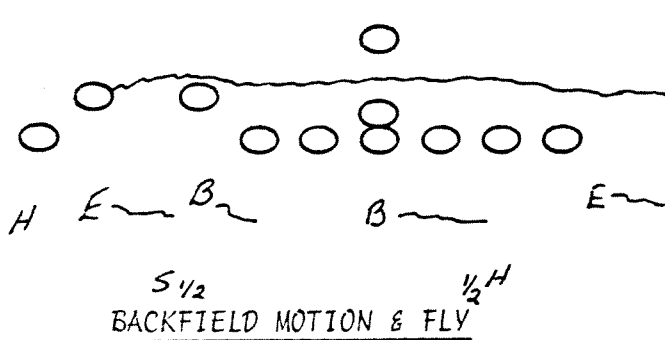
COVER 5 LEFT-CLOSED OUT



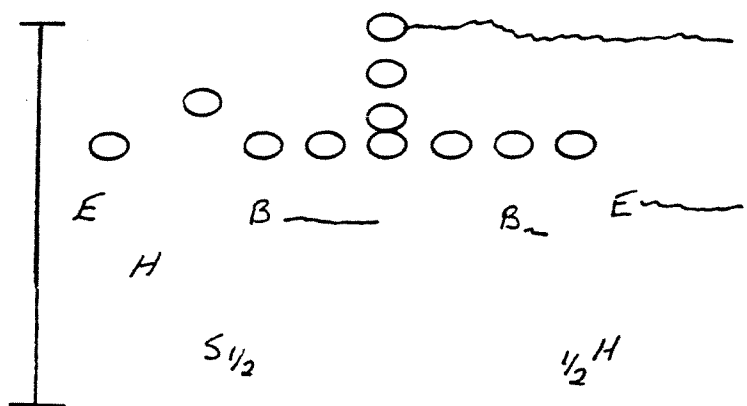
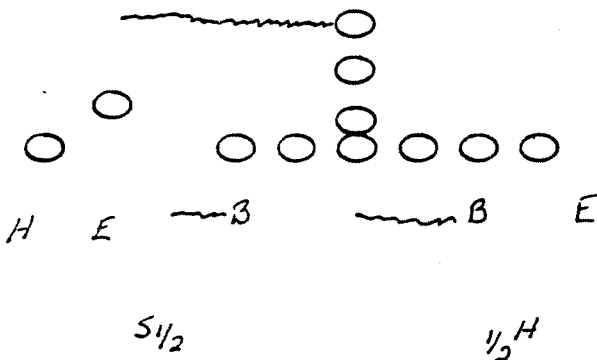
COVER 5 LEFT-CLOSED IN



If the motion balances the formation, the defender will not cross the formation.



If there is tail or full motion, or tail or full fly, the end and linebacker to the side of the motion or fly will adjust to their zone.



BANJO

ALIGNMENT: Signal caller makes right or left call. Called to Field-Formation. Flow is determined by 3rd receiver.

ENDS: Line up slightly outside the widest receiver to your side. Make contact with receiver. Flow Toward: Cover red area; 10-12 yds. deep. Flow Away: Normal coverage. Option - Pitch.

TACKLES: Play #6 Technique assignment. Contain/Rush on passer. Option - QB.

GUARDS: Play #2 Technique assignment. Put hard rush on passer.

LB's: Read 3rd receiver thru the ball.

"NORMAL" Call - Flow Toward: Cover white area your side; 10-12 yds. deep. Flow Away: Normal coverage.

"WILDCAT" Call - SLB - Flow Toward or Flow Away: Cover blue area to flow side; 10-12 yds. deep.

WLB - Flow Toward: Cover white area to flow side; 10-12 yds deep. Flow Away: Normal coverage.

HB's: Line up 15 yds. deep on the hash. Cover deep 1/2 of the field. Key the ball and yell "RUN" or "PASS" as soon as it is recognized. Yell "BALL" when thrown.

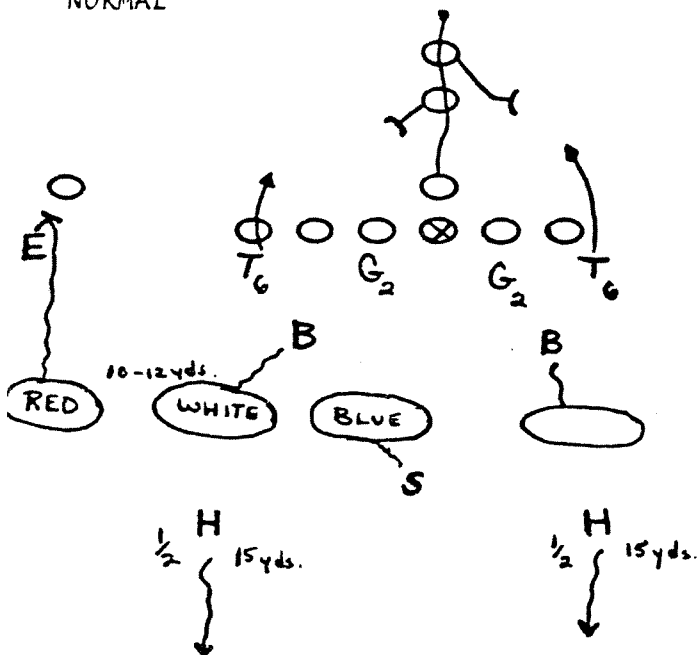
SAFETY: "NORMAL" call - Line up in regular Cover 3. Read 3rd receiver and cover blue area to flow side.

"WILDCAT" call - You & SLB change pass areas. Option - QB to pitch.

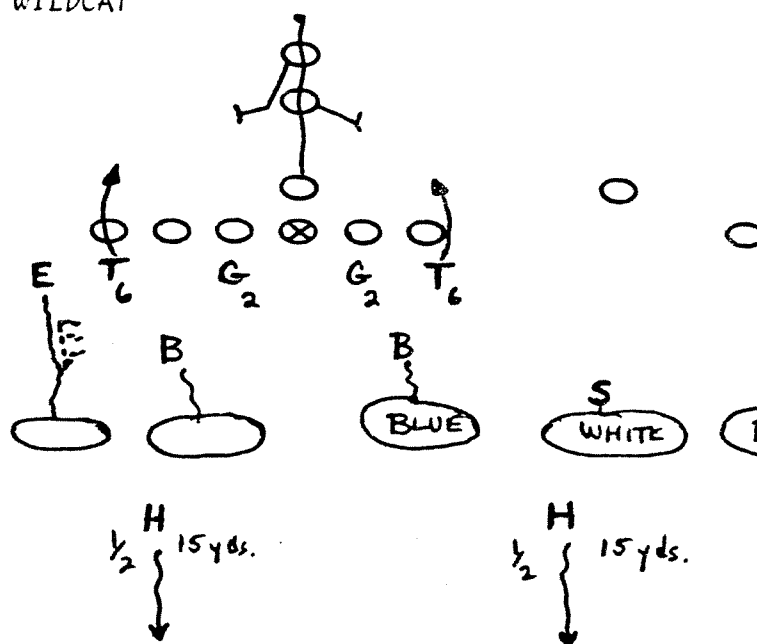
C.P. Motion - The safety, ends and LB's will adjust with motion.

Defenders force inside receivers to the outside - outside receivers to the inside.

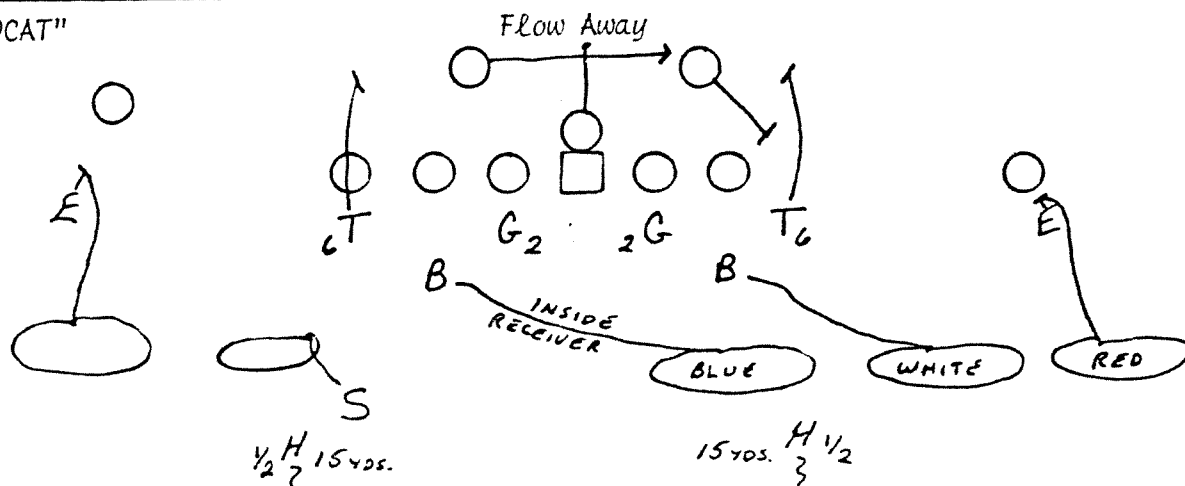
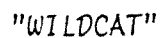
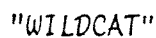
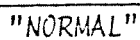
"NORMAL"



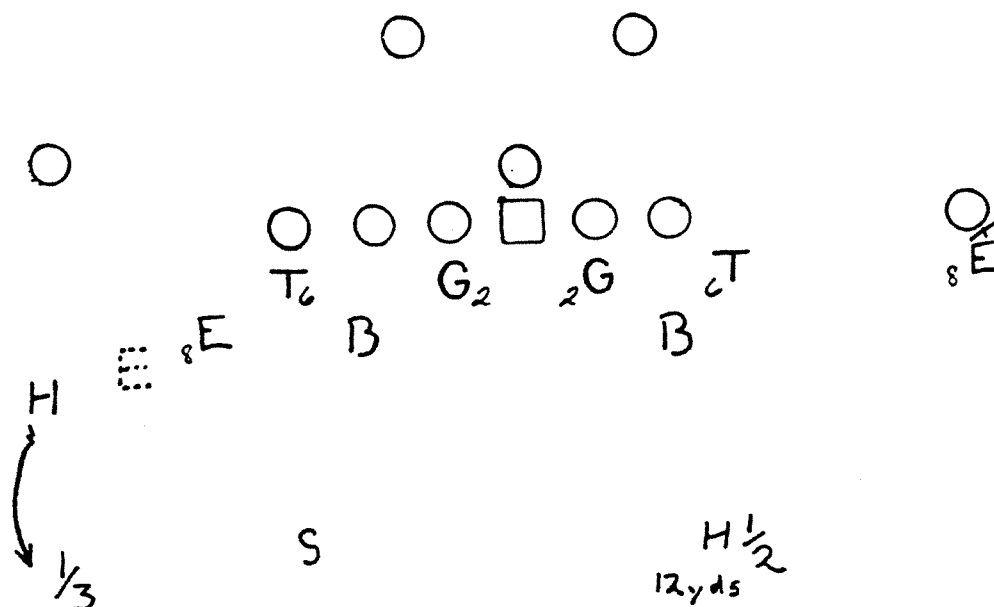
"WILDCAT"



Tackles - #6 Technique
Guards - #2 Technique
"NORMAL"



COVER 7



END TOWARD CALL: Call "OFF". If 2nd Receiver releases up the field, cover flat area (try to get under the out cut). If 2nd Receiver blocks or crosses, normal pass coverage. If 2nd Receiver releases to the flat, run with him.

END AWAY FROM CALL: Play like Cover 5.

LB'ers: Play like Cover 5 (C.P. - SLB: You only have middle threat if it's a back).

HB TOWARD CALL: Play like Cover 3.

HB AWAY FROM CALL: Play like Cover 5. (C.P. - Be alert for a check to Cover 3).

SAFETY: Key 2nd Receiver. If 2nd Receiver releases to the flat, cover Post-Curl area. If 2nd Receiver releases in the seam, cover the seam route. If 2nd Receiver blocks or crosses, check to Cover 3. Motion: Check Cover Banjo.

#2 TO FLAT - ON E RUNS WITH #2
S PLAYS POST/CURL

#2 VERTICAL - ON E PLAYS FLAT
S PLAYS SEAMS

#2 BLOCKS OR CROSSES - ON E PLAYS NORMAL COVERAGE
S CHECKS TO COVER 3

MOTION - CHECK TO BANJO...

MAN COVERAGE

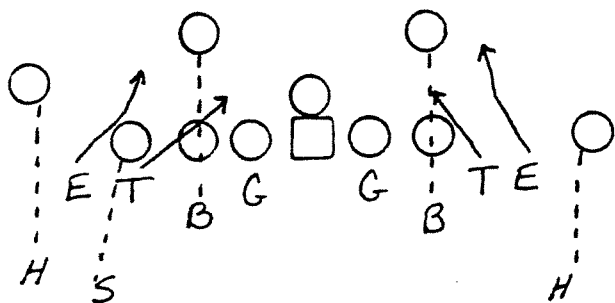
STANCE & TECHNIQUE

Halfbacks assume the same stance as in zone. Line up inside of split receiver 7-9 yards deep. On snap of the ball, square shoulders and feet to L.O.S. Use shuffle steps back keeping your weight over your inside knee. Do not take long steps, or pick feet up high. Keep shoulders parallel to the L.O.S. as long as possible. Allow the receiver to close the gap slowly. Keep an inside alignment and take post route away. Glide in or out as receiver glides. When the cut is made, go at the same angle as the receiver, trying to get to the far shoulder. Turn the foot down and do not push off toes when you drive on the receiver. Contact should only be made on the deep cut and up route. You should only get shoulders turned when receiver is running a deep route or when you are beat.

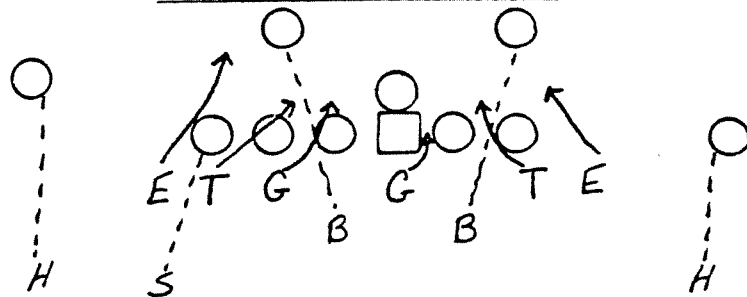
ASSIGNMENT

HB'S: WIDEST RECEIVER TO YOUR SIDE.
SAFETY: SECOND WIDEST RECEIVER TO FORMATION SIDE.
LB'S OR E'S: TAKE REMAINING BACKS.

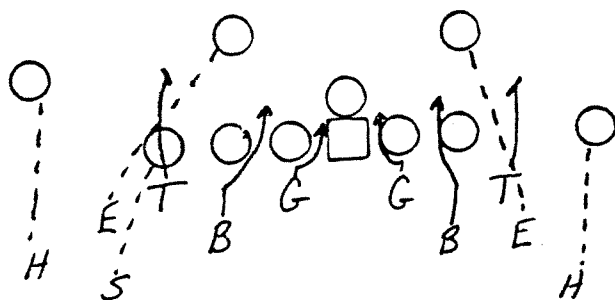
FORTY C MAN



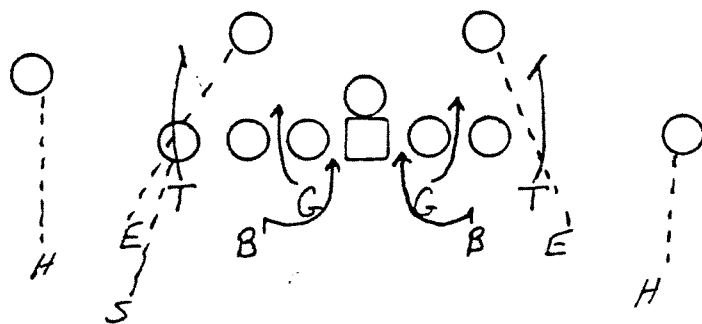
50 C - SLANT - TIGHT MAN



FORTY B MAN



FORTY M MAN



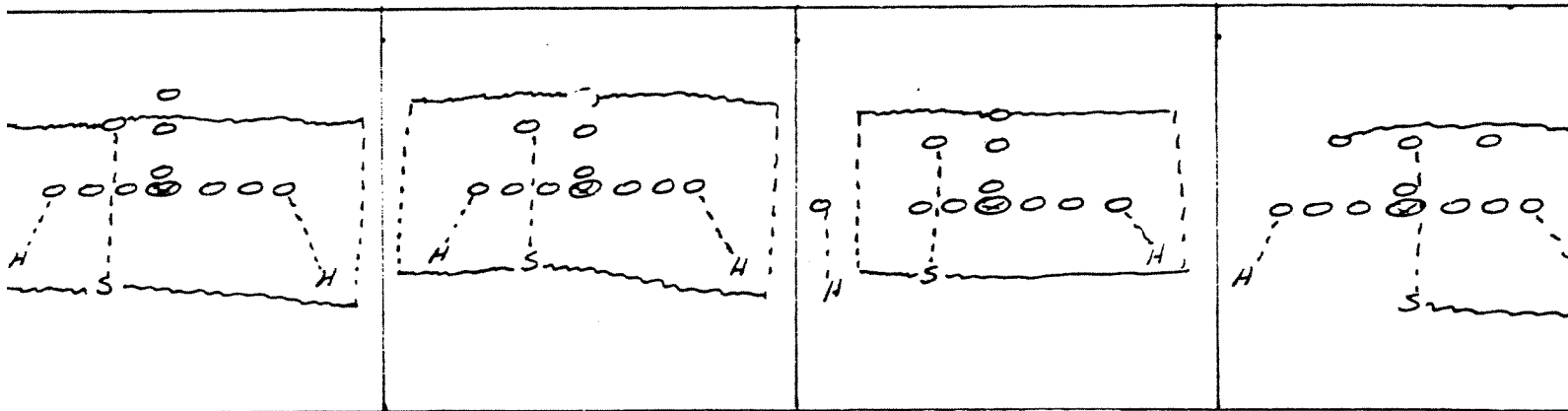
MOTION RULES

I. COVER 4 & HAWK - Stay with your man. No switches!

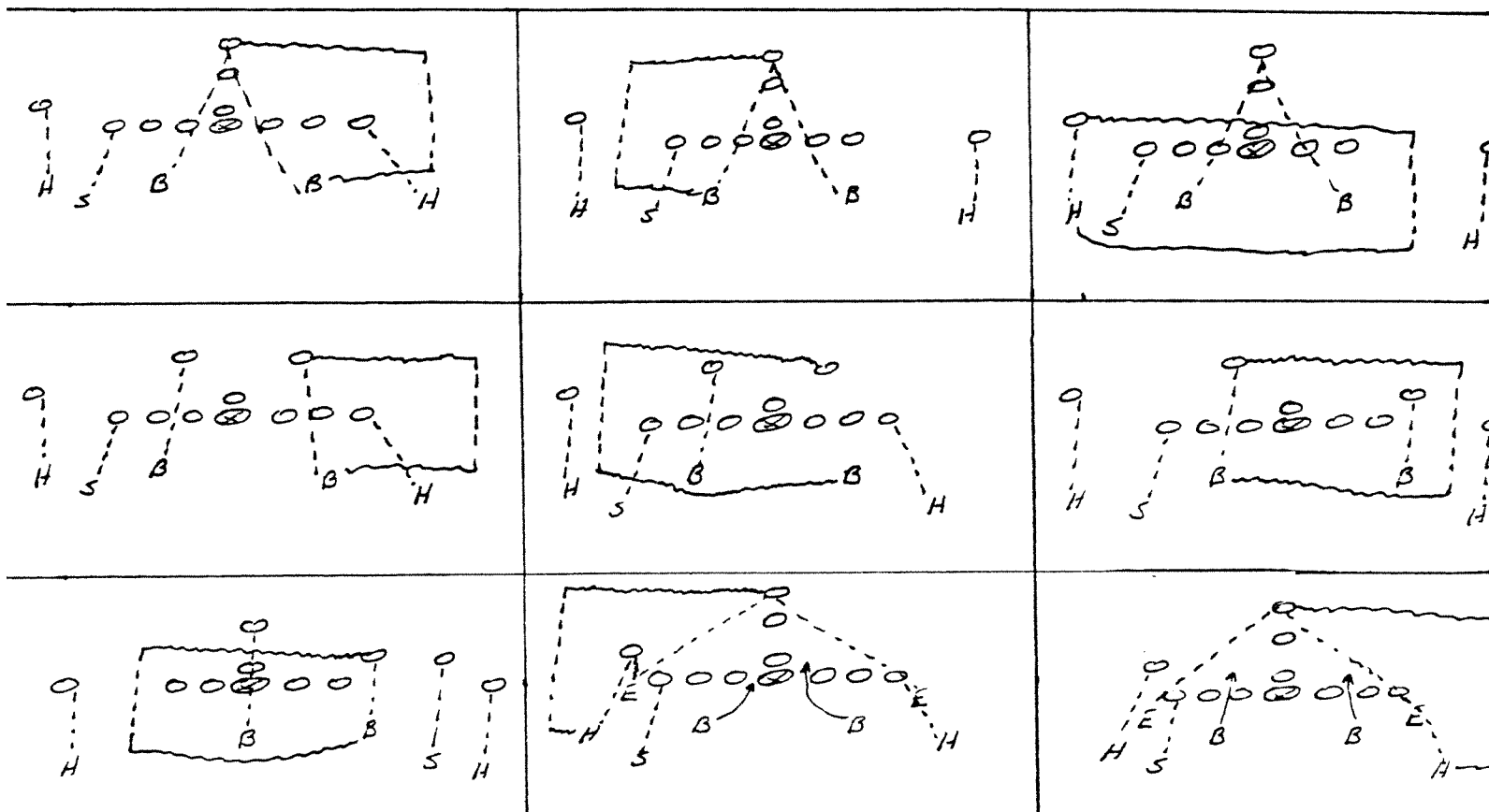
II. MAN COVERAGE (40-50-60-45-46-65-64-56-54)

A. Three (3) Backs in backfield - The Safety will take all backfield motion. Linebacks and/or Ends will take the remaining two Backs. Never switch on a Wide Out!

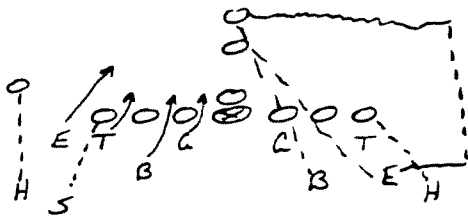
EXAMPLES:



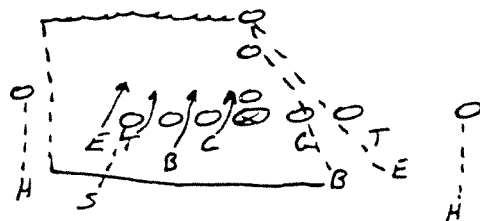
B. Two (2) Backs in Backfield - If a Back that is not in the Backfield set goes in motion, Whoever has the Receiver will take him. If a Back in the Backfield goes in motion, the Linebacker and/or End will take the man in motion. Never switch on a Wide out!



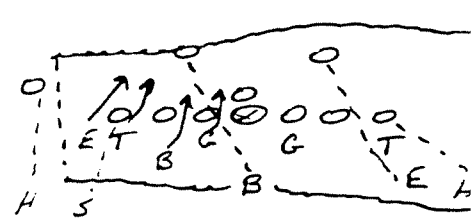
Weak Call - Safety has all motion from 1. If Split Backs, Safety has first back weak; Linebacker has first back strong.



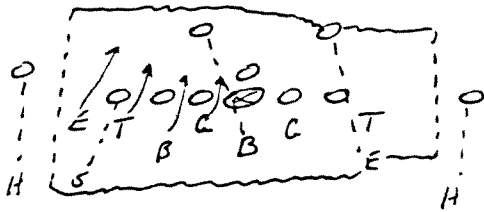
COMBO BLITZ A



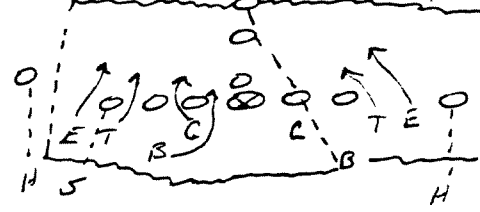
COMBO BLITZ A



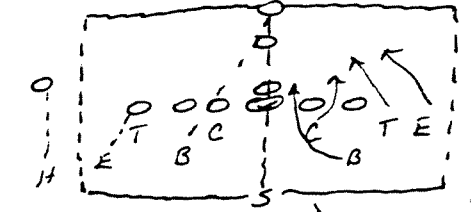
COMBO BLITZ - A



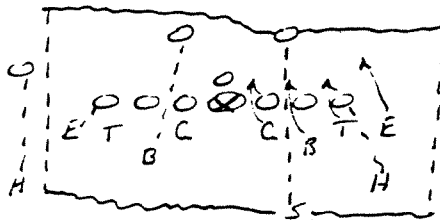
COMBO BLITZ - A



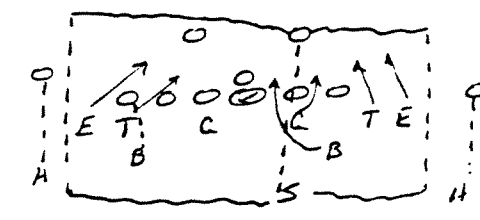
COMBO DOL - C



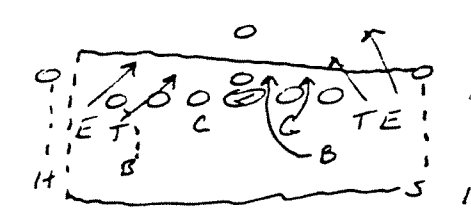
COMBO DOL - A (WEAK)



COMBO BLITZ - A (WEAK)



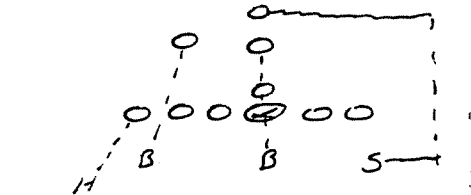
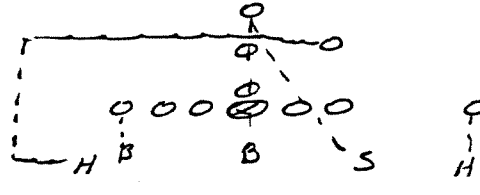
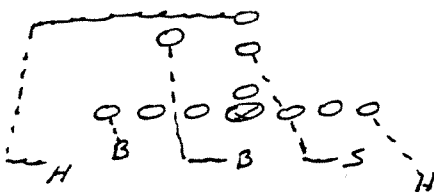
COMBO DOL - C (WEAK)



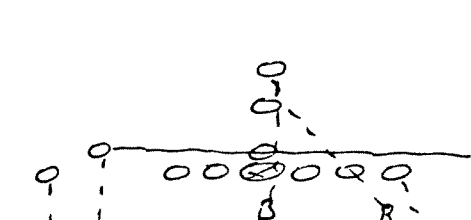
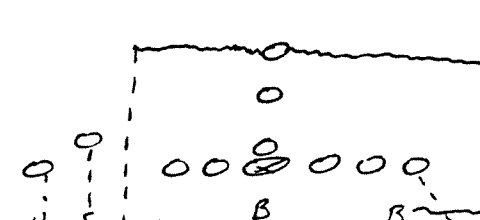
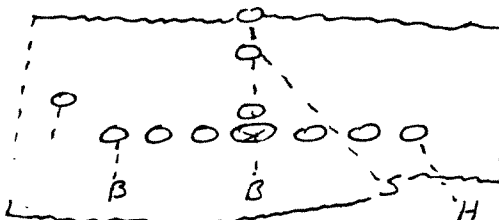
COMBO DOL - C (WEAK)

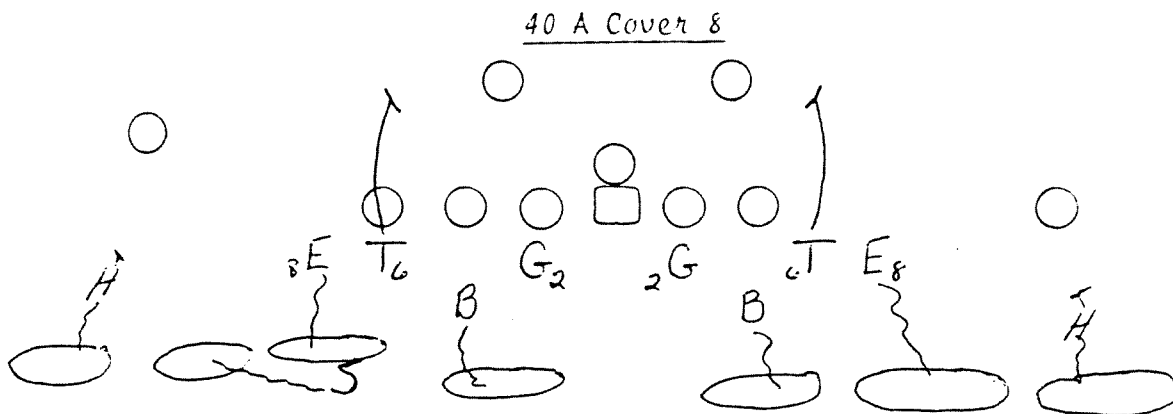
III. GOALLINE MAN COVERAGE

- A. Three (3) Backs in the backfield. Linebackers and Halfback will bump to the next eligible receiver. Never switch on Wide Out.



- B. Two (2) Backs in the Backfield. The weak LB will take the Backfield Motion and other LB's will adjust. Never switch on a Wide Out.





Strong End - Play #8 technique. Call "OFF". Option: Take pitch man.
 Pass - Cover Blue Area. (May double 2nd receiver).

Weak End - Play #8 technique. Call "OFF". Option: Take pitch man.
 Pass - Cover White Area. (May lineup on 2nd receiver).

Tackles - Play #6 technique.

Guards - Play #2 technique.

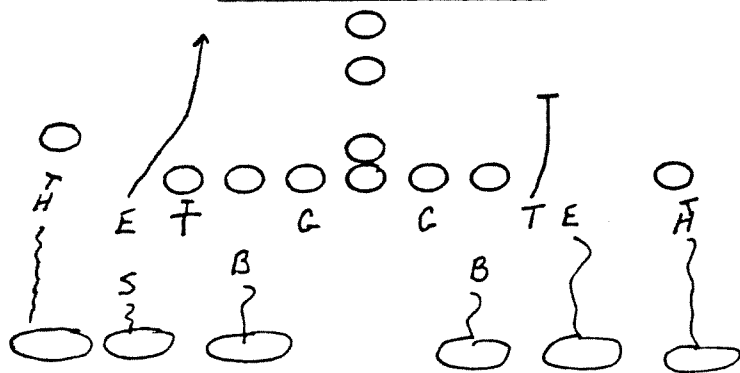
SLB - Normal alignment. Run - Play football. Pass - Cover middle hook.

WLB - Normal alignment. Run - Play football. Pass - Cover Blue Area.

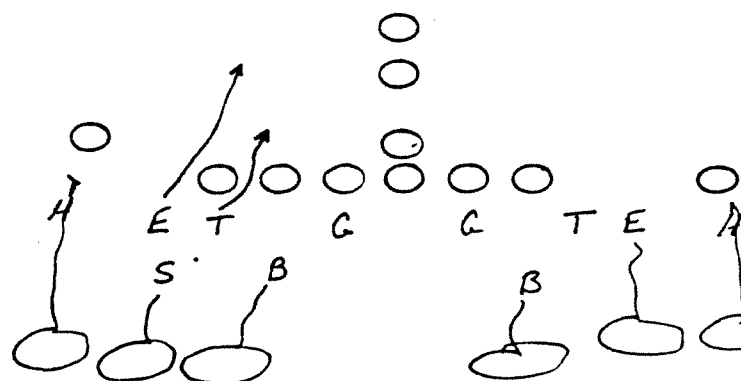
Halfbacks - Play like cover 5 closed out.

Safety - Line up on 2nd receiver to formation. Pass - Cover White Area.
 (May adjust to motion that changes the strength of formation.)
 C.P. Ends, LB's & 3 deep - Must collision receivers; Do not get deeper than 5 yds. in End Zone; Do not follow receivers out of your zone; Fake man coverage. HB's must take away fade route.

COMBO LIGHT. -A C-8



COMBO KILL-A C-8



COVER SIX (6)

END TOWARD CALL: IF 2nd RECEIVER RELEASES OUTSIDE THE TACKLE, PLAY LIKE COVER 4.

IF 2nd RECEIVER RELEASES INSIDE THE TACKLE, PLAY LIKE COVER 5 - COVER WHITE AREA. IF 2nd RECEIVER BLOCKS, RUN LIGHTNING.

END AWAY FROM CALL

LB TOWARD CALL

LB AWAY FROM CALL

} PLAY LIKE COVER 5.

HB TOWARD CALL - PLAY LIKE COVER 4 FROM 7 YARD DEPTH.

HB AWAY FROM CALL

SAFETY

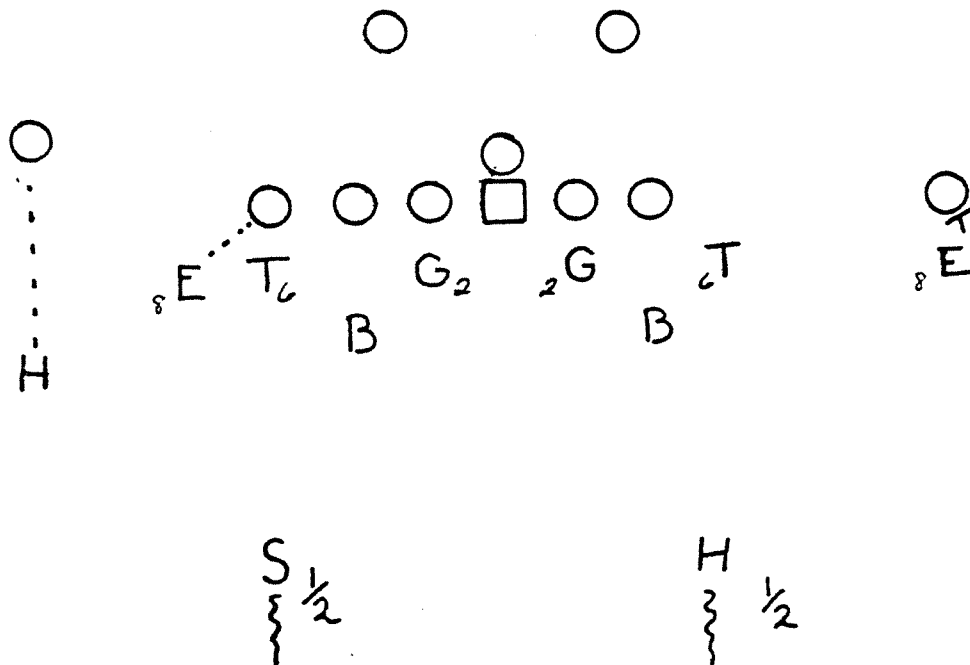
} PLAY LIKE COVER 5.

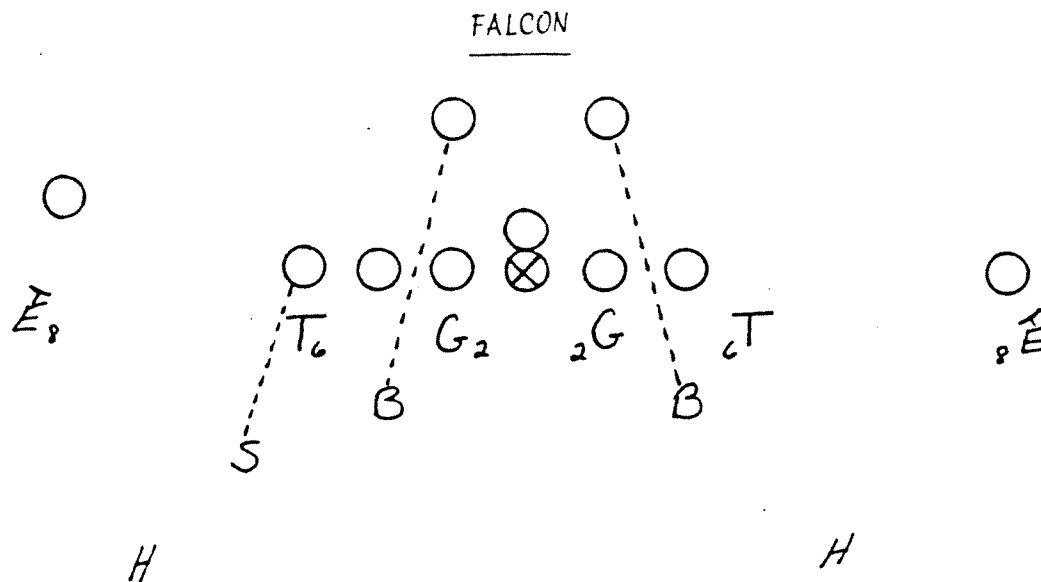
GUARDS

TACKLES

} PLAY LIKE COVER 5.

NOTE: IF FORMATION INTO BOUNDARY, HB TOWARD CALL PLAYS COVER 4. END AND TACKLE TOWARD CALL RUN KILL. C.P. - LB TOWARD CALL, LOOK FOR 2nd RECEIVER. C.P. - MOTION CHECK COVER 5.





ENDS - Play like Banjo. Force inside release. Take away fade route.
 (C.P. if receiver does get outside release, play him man to man.
 If receiver takes inside release, make contact and zone the flat.)
 If called out in the field, zone deep outside.)

TACKLES - Play #6 Tech. with an "OFF" call.

GUARDS - Play #2 Tech.

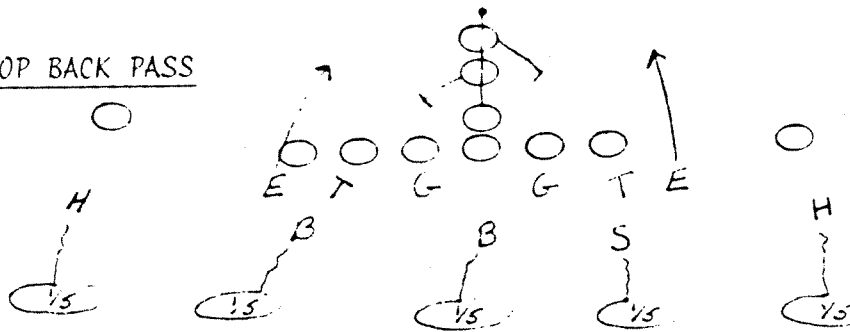
LB's - Cover remaining backs man to man. Force receivers outside. Use judgement as to depth and alignment.

SAFETY - Cover 2nd receiver to formation man to man.

HB's - Line up in a position halfway between the widest receiver and the 2nd receiver. If the wide receiver releases outside, zone the post-curl area. If the wide receiver releases inside, play him man to man.

CP: MOTION: SAFETY & LB's - Use man coverage adjustments.

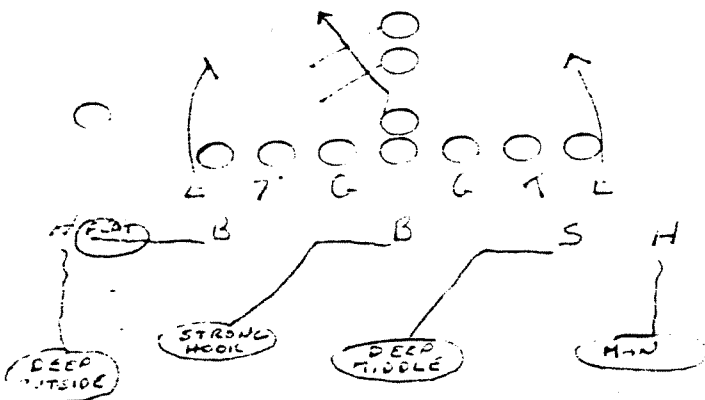
DROP BACK PASS



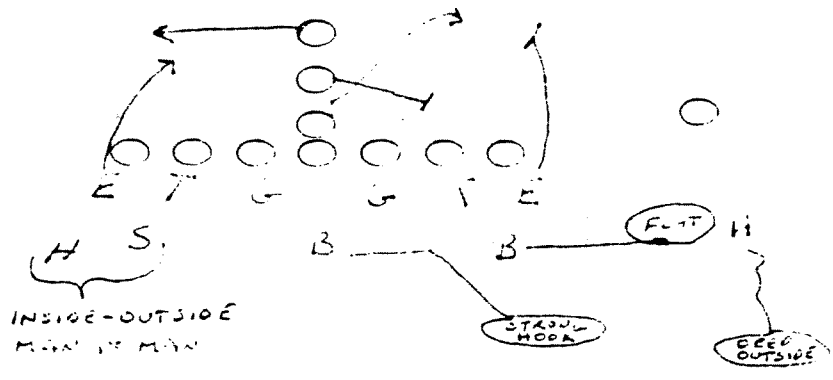
DROPPACK PASS - HB's, Safety, & LB's cover 1/5 of the field. Get close to receiver in your zone. Never get deeper than 5 yds. in the end zone.

FLOW PASS (Sprint out or Play action)

FULL FLOW



SPLIT KEY



FLOW PASS

HB toward flow - Cover deep outside.

LB toward flow - cover flat area. CP. hang momentarily in the seam before going to the fl

Middle LB - cover strong hook toward flow.

LB away from Flow (Safety) - If full flow, cover deep middle area. CP. look for crossing receiver from flow side.

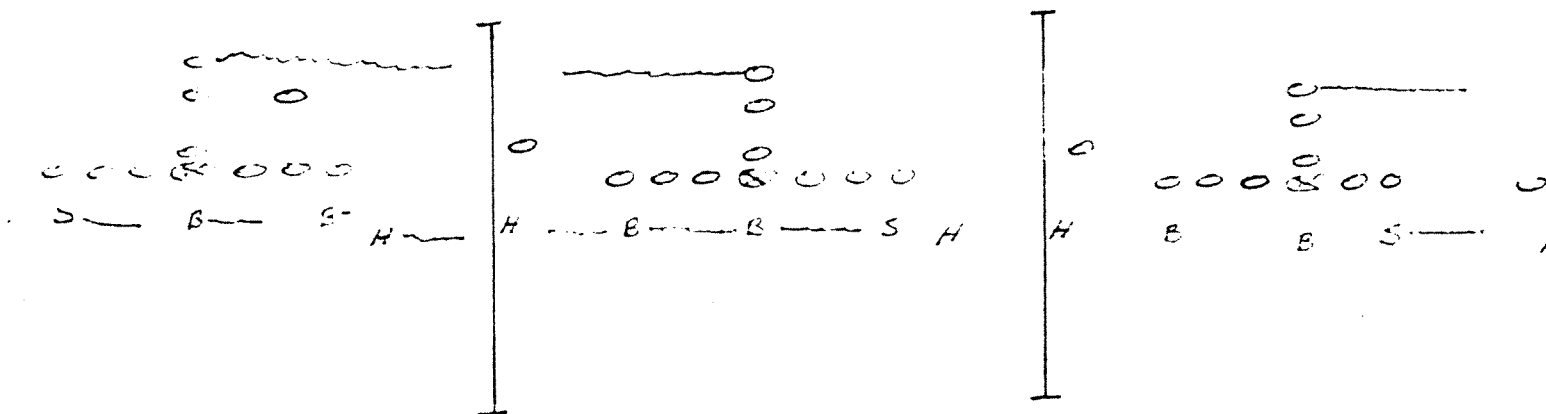
If Split Key, play inside - outside man to man with HB away from flow.

HB away from Flow - If full flow, take offside receiver almost man to man. CP. if receive crosses, look for crossing receiver from flow side.

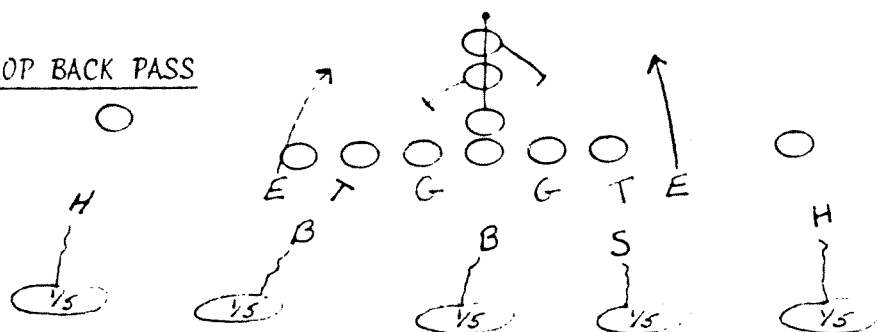
If Split Key, play inside - outside man to man with LB away from flow.

CP. Get close to receiver in your zone. Never get deeper than 5 yds. in the end zone.

MOTION ADJUSTMENTS - (LB's and Halfbacks adjust with motion)



DROP BACK PASS

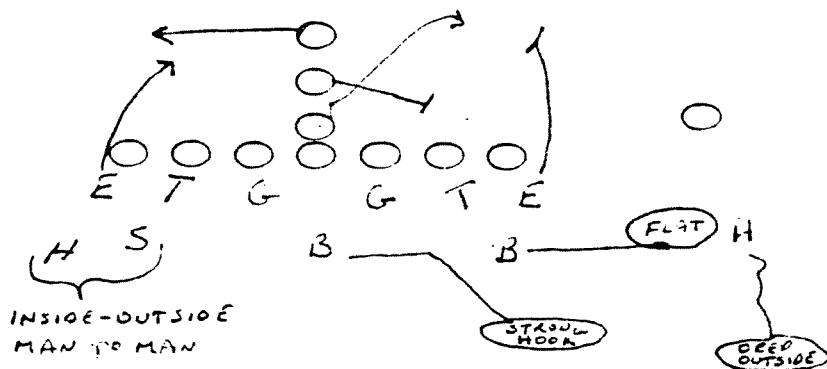
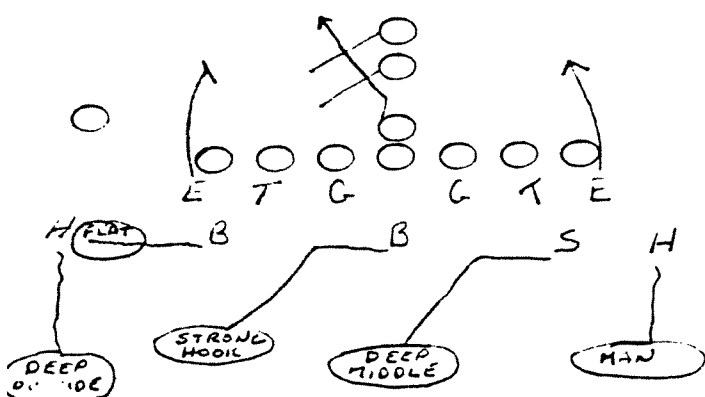


DROPPACK PASS - HB's, Safety, & LB's cover 1/5 of the field. Get close to receiver in your zone. Never get deeper than 5 yds. in the end zone.

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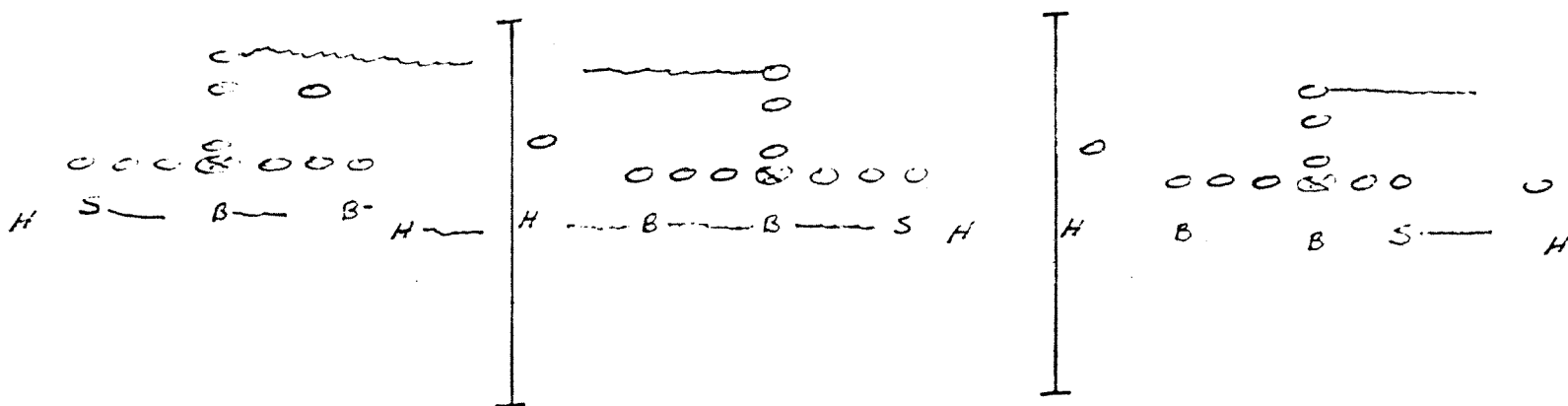
If Split Key, play inside - outside man to man with HB away from flow.

HB away from Flow - If full flow, take offside receiver almost man to man. CP. if receiver crosses, look for crossing receiver from flow side.

If Split Key, play inside - outside man to man with LB away from flow.

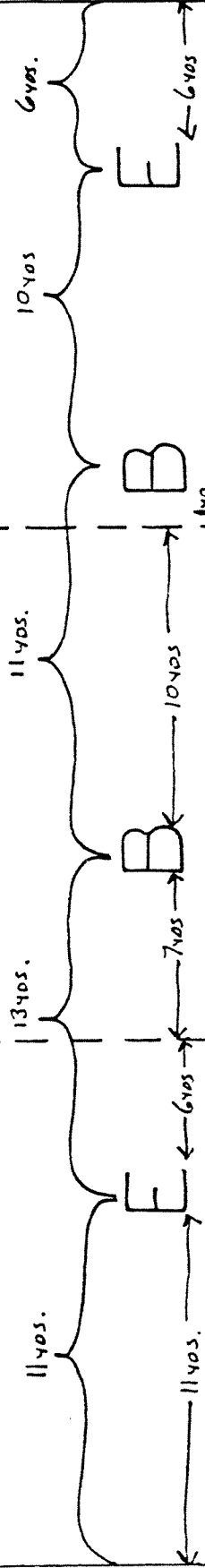
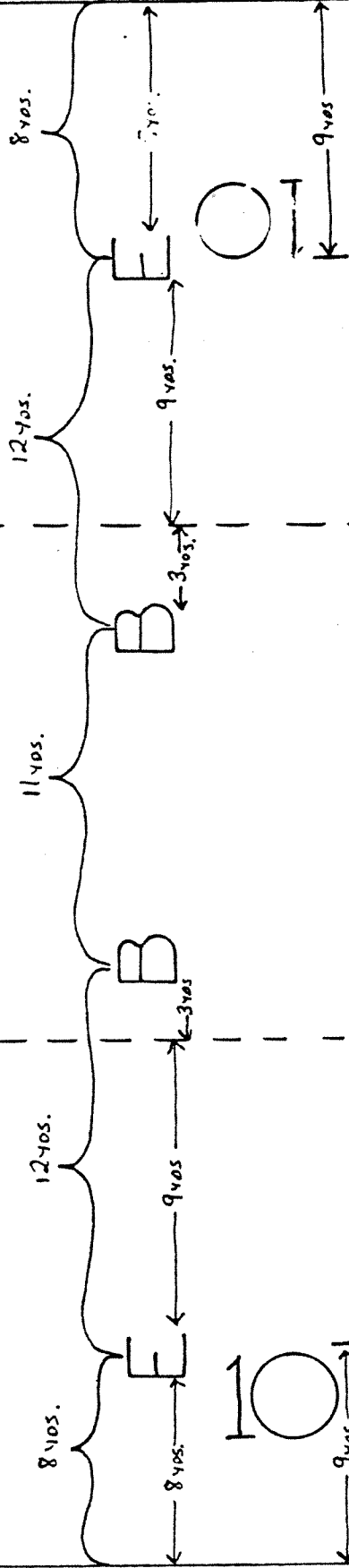
CP. Get close to receiver in your zone. Never get deeper than 5 yds. in the end zone.

MOTION ADJUSTMENTS - (LB's and Halfbacks adjust with motion)



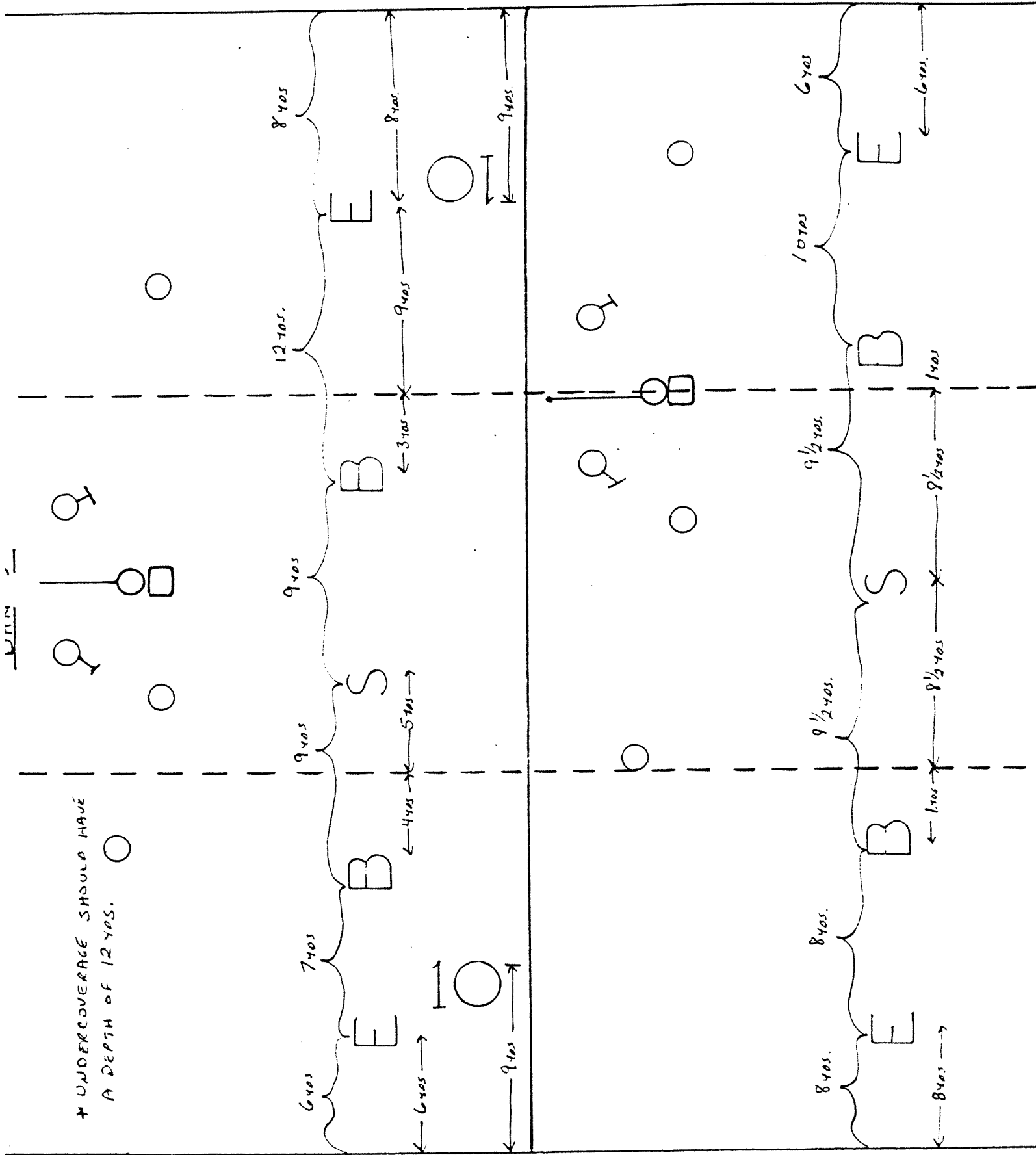
Cove 3

* UNDER COVERAGE SHOULD HAVE
A DEPTH OF 12405.



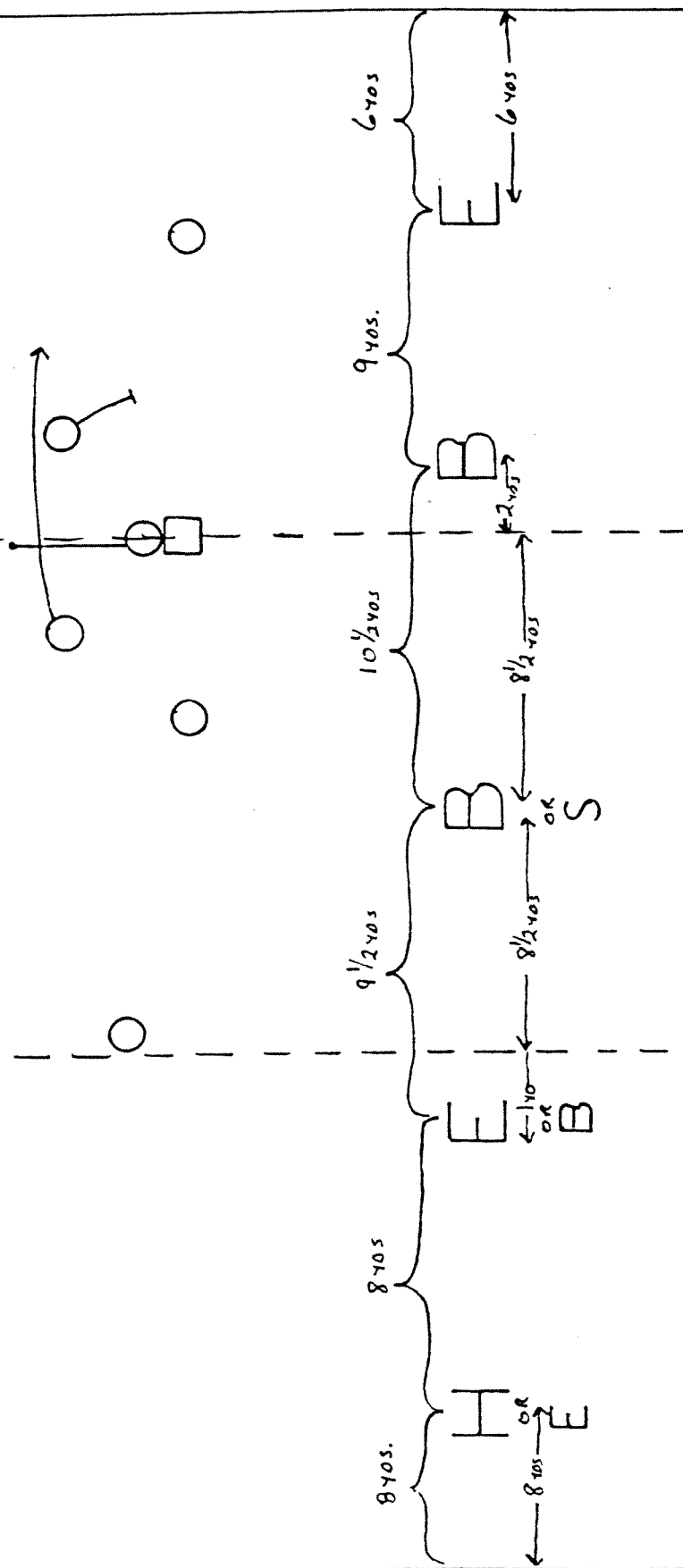
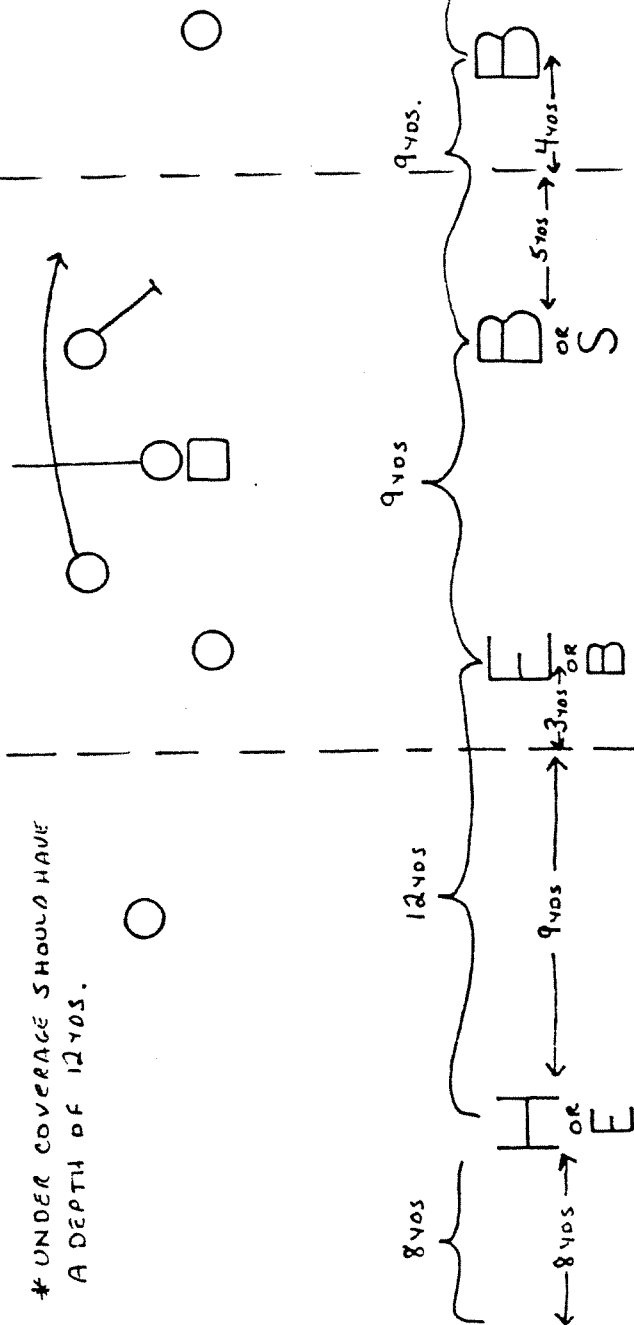
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* UNDERCOVERAGE SHOULD HAVE
A DEPTH OF 12 YOS.

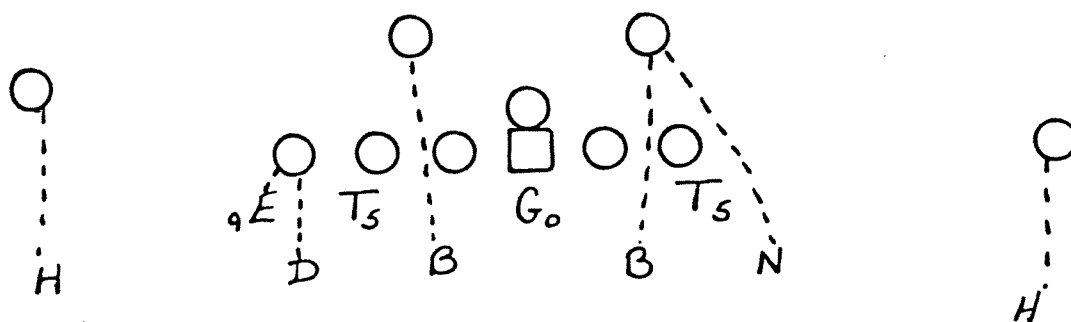


COVER 5 AND 12 '50 w/ 3 RECEIVER WEAK

* UNDER COVERAGE SHOULD HAVE A DEPTH OF 12 YDS.



37 MAN FREE



S 1/3

GUARD - Line up in #0 Tech.

TACKLES - Line up in #5 Tech.

STRONG LB - Line up in 50 defense. Take 3rd receiver strong man.

WEAK LB - Line up in 50 defense. Double 2nd receiver weak with nickel.
You have man coverage on any inside route.

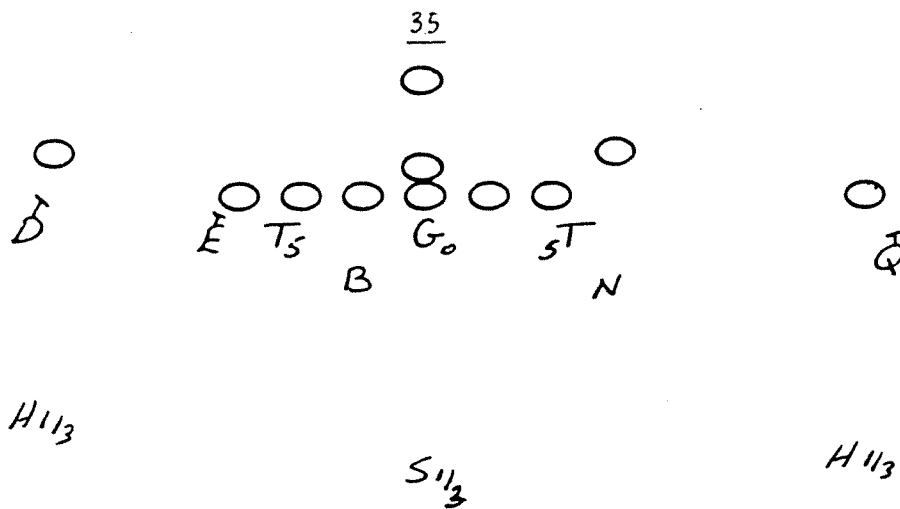
NICKEL BACK - Line up in position to double 2nd receiver weak with weak LB.
You have man coverage on any outside route.

DIME BACK - Line up in position to double 2nd receiver strong with strong end.
You have man coverage on any inside route.

STRONG END - Line up in position to double 2nd receiver strong with dime back.
You have man coverage on any outside route.

HALF BACKS - Man coverage on widest receiver to your side.

SAFETY - Play middle 1/3.



GUARD - Line up in #0 Technique. Put hard rush on QB.

TACKLES - Line up in #5 technique. Contain - Rush on QB.

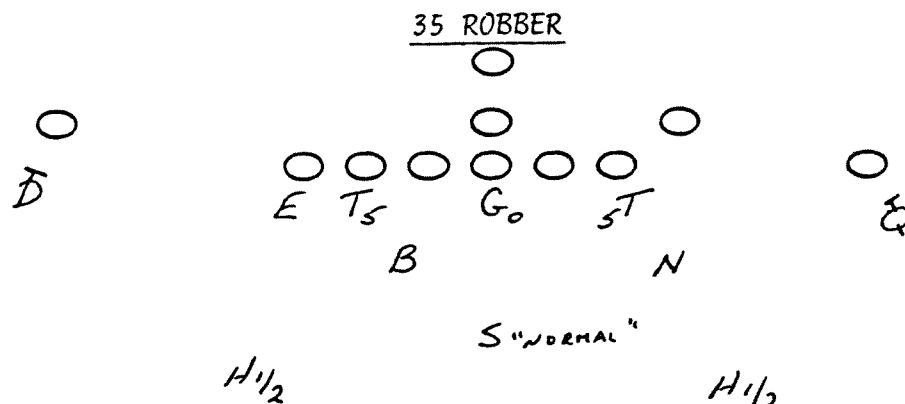
S END - Line up on 2nd receiver strong. Play cover 5.

NICKEL & LINEBACKER - Play cover 5.

DIME - Play cover 5 on widest receiver strong.

QUARTER - Play cover 5 on widest receiver weak.

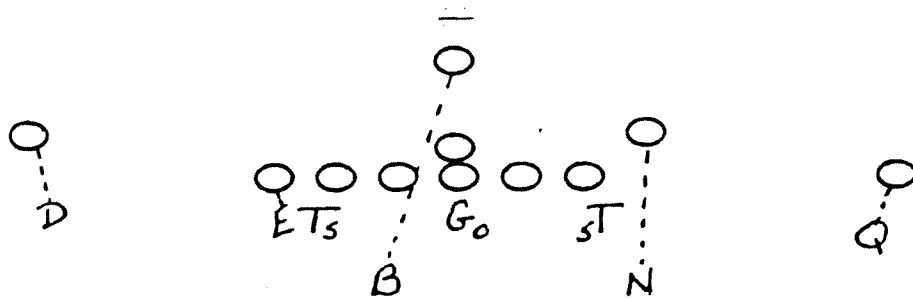
HALFBACKS & SAFETY - Play cover 4.



GUARD, TACKLES, S.END, LB, NICKEL, DIME & QUARTER - Play like 35.

HALFBACKS - Play like Banjo.

SAFETY - Play like Banjo with normal call.



H1/3

Sy3

H1/3

GUARD - Line up #0 Technique. Put hard rush on QB.

TACKLES - Line up in #5 Technique. Contain - Rush on QB.

S.END - Line up inside - out on 2nd receiver strong. Play cover 4 technique.

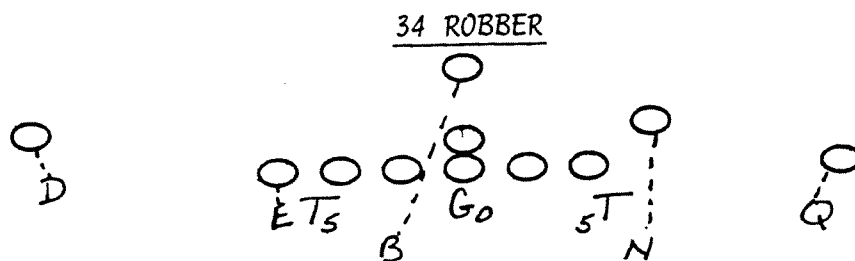
SLB - Line up in position to take 3rd receiver strong. Play cover 4 technique.

NICKEL - Line up in position to take 2nd receiver weak. Play cover 4 technique.

DIME - Play cover 4 on widest receiver strong.

QUARTER - Play cover 4 on widest receiver weak.

HALFBACKS & SAFETY - Play cover 3.



H1/2

S "NORMAL"

H1/2

GUARD, TACKLES, S. END, LB, NICKEL, DIME & QUARTER - Play like 34.

HALFBACKS - Play like Banjo.

SAFETY - Play like Banjo with normal call.

SPREAD DEFENSE

ONE MAN OUT - HB

TWO MEN OUT - HB & END

THREE MEN OUT - HB, END & TACKLE

FOUR MEN OUT - HB, END, TACKLE & LINEBACKER HALFWAY

FIVE MEN OUT - HB, END, TACKLE, LINEBACKER & GUARD

Other men line up meeting strength with strength. Linemen start on the side with fewest people in tight and line up on the outside shoulder of end man. Remaining men, line up on every other man.

If concentration of backs, step in; if no concentration of backs, step out.

The wider the splits, the further we get off the line.

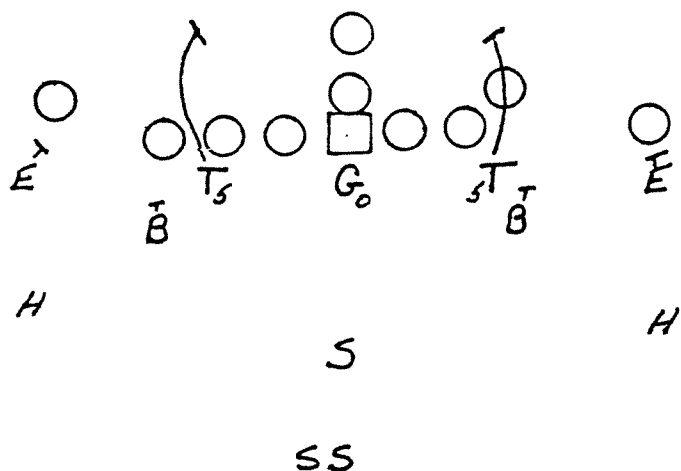
DO NOT cross the line of scrimmage immediately.

ENDS: Do not be flanked by one man unless you can beat him.

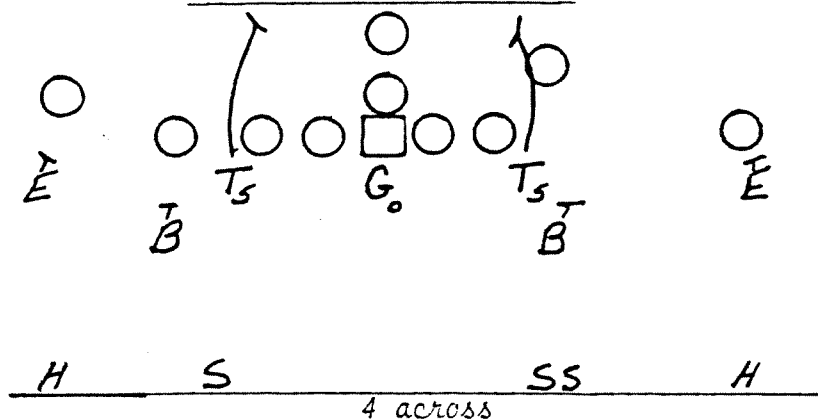
TACKLES: Do not be flanked by two men unless you can beat them.

SUPER VICTORY

OUTSIDE THE 20 YARD LINE



INSIDE THE 20 YARD LINE



INTERIOR FRONT THREE: Rush hard and be sure to keep the passer in the pocket.

ENDS & LINEBACKERS: Hit receivers and take away short areas.

HB'S & SAFETY: Play 3 deep whether or not is is a backup pass or flow pass.
Do not let a receiver get behind you.

SUPER SAFETY: Line up 10 yards behind the safety. Stay in front of the ball.
Do not try to intercept unless the ball is over-thrown. Do not let anyone score or catch a long pass.

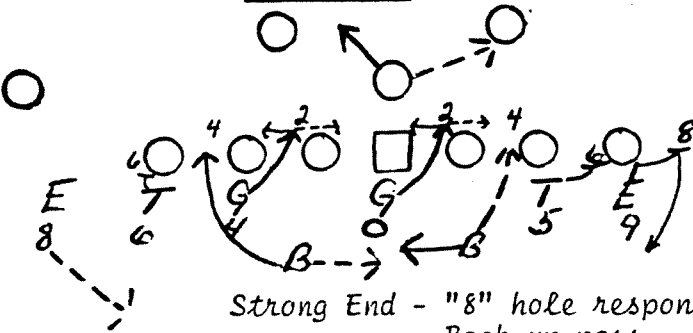
Overshifted Defenses

Overshift to the wide side of the field, toward a back out or away from a split end.

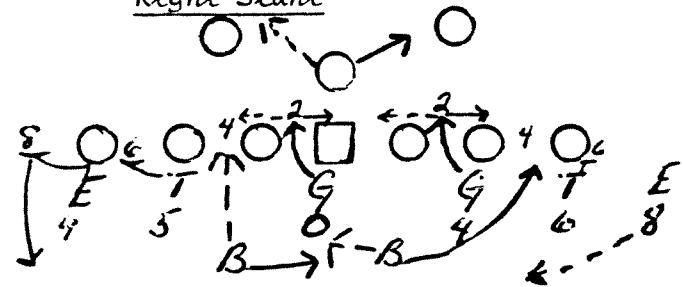
50 SLANT - Best vs. Runs and Sprint Out, Normal and Pressure

On "Slant" the line will slant away from the way we are overshifted. We will always call "Slant" when we overshift away from a back out.

Left Slant



Right Slant



Strong End - "8" hole responsibility. Flow away - revolve and read end.
 Back up pass - go to your hook zone. Option - take the pitch man. May call "R" with your tackle and go in front or behind.
 Good vs. off tackle play and option.

Strong Tackle - "6" hole responsibility. Play a #6 technique. Back up pass - outside rush.

Strong Guard - Line up head on the offensive tackle on the line of scrimmage. On the snap of the ball, step to the inside at a 45° angle and get your hands in a position to play the tackle. If the tackle is blocking you and the play is to the outside, run around the block and pursue down the line. If the play is to the inside, go to the ball. If the guard blocks out on you, you must get to the inside of him by either spinning inside or flattening and going around him. If the flow is away, you must close to the foot of the center before pursuing the ball. If the guard blocks in, close and look for trapper. Rush all passes.

Nose Guard - Line up on the line of scrimmage, head on the center. Your feet should be parallel. On the snap of the ball, step at a 45° angle and get your hands in a position to play the center. If the center is leading you the way you are slanting, play him off. The other way, pull him by with your hands and run around the block, and pursue down the line. If guard blocks on you, flatten or spin to get outside of him. Make tackles all over the field. Rush all passes.

Weak Tackle - "6" hole responsibility. Line up in a loose #5 technique and move off the ball. On the snap of the ball, loop to the end. If the end is blocking on you, be able to whip him and make plays outside of him. If the end is not blocking on you, do not cross the LOS, turn back to the inside to fight blockers. Play your #6 technique assignment. Flow toward - pass - rush the passer unless your end calls "off", then contain. Flow away - trailer after checking for a counter or a reverse. Back up pass - outside rush. If a wing back is to your side, be sure to loosen up a little more. If no TE, 4 tech. Alignment W/6 Hole Responsibility. Shuffle outside don't be hooked by tackle.

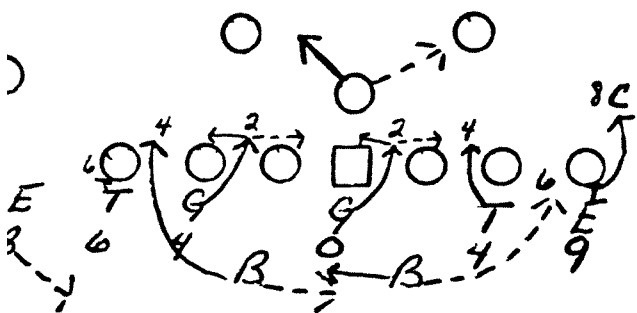
Weak End - "8" hole responsibility. Line up in a #9 technique. On the snap of the ball, hit a #9 technique and step laterally to the outside. Play #8 technique assignment. Option - take the pitch man. If a wing back is to your side, loosen up and read the wing back on the snap of the ball. If the end is split, use your judgment. Call "off" and either get head on him or you may stay on the line and ignore him.

Weak Linebacker - (Shuffle) Line up on the outside shoulder of the offensive guard with your feet parallel - Flow your way, fill gap between guard and tackle. Flow away - pursue. Pass coverage like 40 "A". If near back lead blocks inside, stay at home and meet the blocker on his outside shoulder with your inside flipper. Back up Pass - Hook.

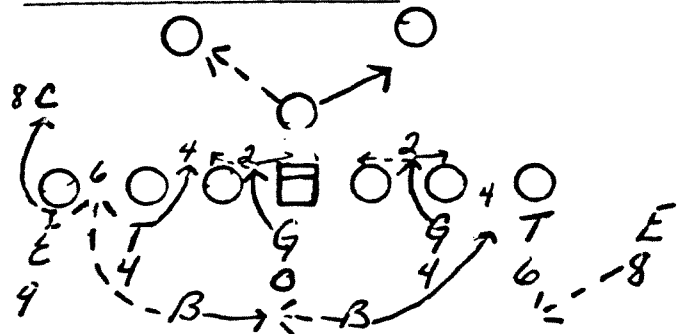
Strong Linebacker - (Scrape Off) Line up on the outside shoulder of the offensive guard with your feet parallel. Flow your way, scrape off behind your guard and run thru. Rush passes your way. Flow away: Run-Pursue: Pass - Normal Coverage. Back Up Pass your hook. If your guard blocks out, play static until you know where the ball is going.

50 SLANT TIGHT - Help weak side of defense vs. Trap.

50 SLANT TIGHT - "LEFT"



50 SLANT TIGHT - "RIGHT"



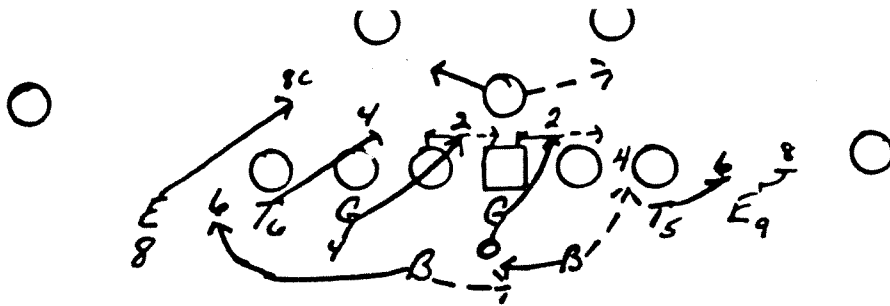
Strong End
Strong Tackle
Strong Guard
Nose Guard
Strong Linebacker

Same as Slant

Weak End - Line up in #9 technique. Play "C" assignment.

Weak Tackle - Line up in a #4 technique. On the snap of ball, drive hard and low through the inside gap. As soon as you get through the gap, raise into a crab position and find the ball. Flow away - pursue. Rush all passes. May play tough 4 tech. Freeing inside arm.

Weak Linebacker - Line up anywhere from behind the tackle to behind the end. On snap of ball, play "C" assignment. Go to ball.



Strong End - Play like 40 "C".

Weak End - Play like Slant.

Strong Tackle - Play like 40 "C".

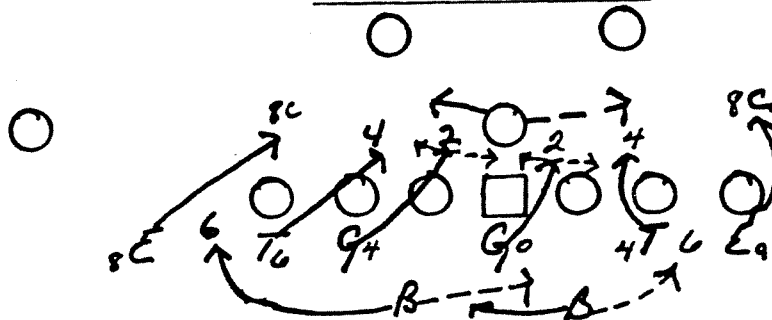
Weak Tackle - Play like Slant.

Guards - Play like Slant.

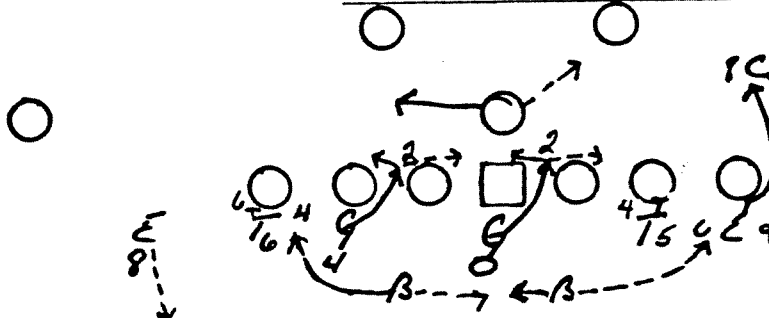
Strong LB - Play like 40 "C". Deepen and widen 1/2 step on alignment.

Weak LB - Play like Slant.

50 - C SLANT - TIGHT



50 SLANT TOUGH (Normal)



Strong End - Play like Slant.

Weak End - Line up in #9 tech. Hit a 9 - C assignment. Option: pitch man.

Strong Tackle - Play like Slant.

Weak Tackle - Play tough #5 technique. Take dive back. Option: May help on QB.

Guards - Play like Slant.

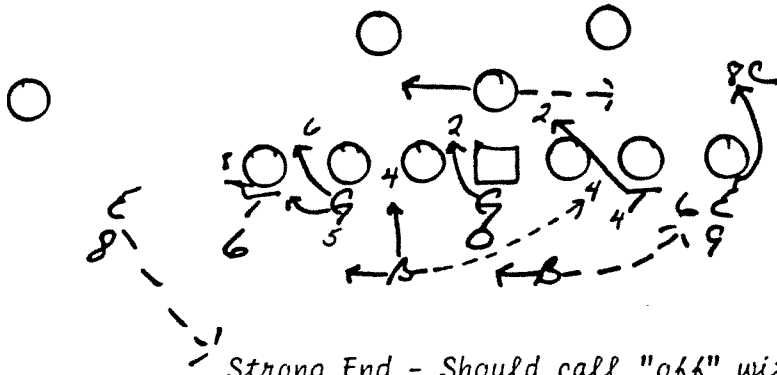
Strong Backer - Play like Slant.

Weak Backer - Play football like "C" but get to #6 hole on flow. toward.
Flow toward - Option: Take QB. May help on dive. Flow away - Play like Slant.

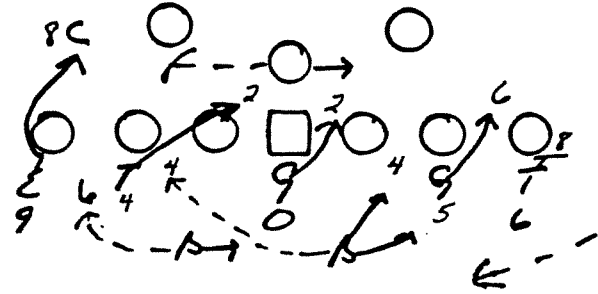
DBP - Play normal coverage. Cheat back & out on alignment.

50 BINGO - Good vs. wide side of field and formation tendencies

50 BINGO - "LEFT"



50 BINGO - "RIGHT"



Strong End - Should call "off" with a wide man out or long motion. Otherwise, play your #8 technique.

Strong Tackle - If end called off, just before you think the ball will be snapped, move out slightly until you can blow hard through the outside shoulder of the offensive end. Go to the ball. Contain sprint out pass and back up pass. Flow away - Trail.

Strong Guard - Line up in a loose #5 technique and move off the ball. On the snap of the ball, loop to the end. If the end is blocking on you be able to whip him and make plays outside of him. If the end is not blocking on you, do not cross the line of scrimmage; turn back to the inside to fight blockers. Flow toward - pass - rush the passer. Flow away - Pursue. Back up pass. Rush the passer.

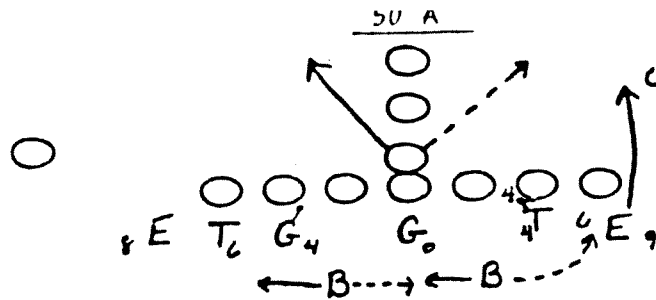
Nose Guard - Slant technique, but toward the overshift. 2 Hole responsibility.

Weak Tackle - Slant down thru guards hip. 2 hole responsibility.

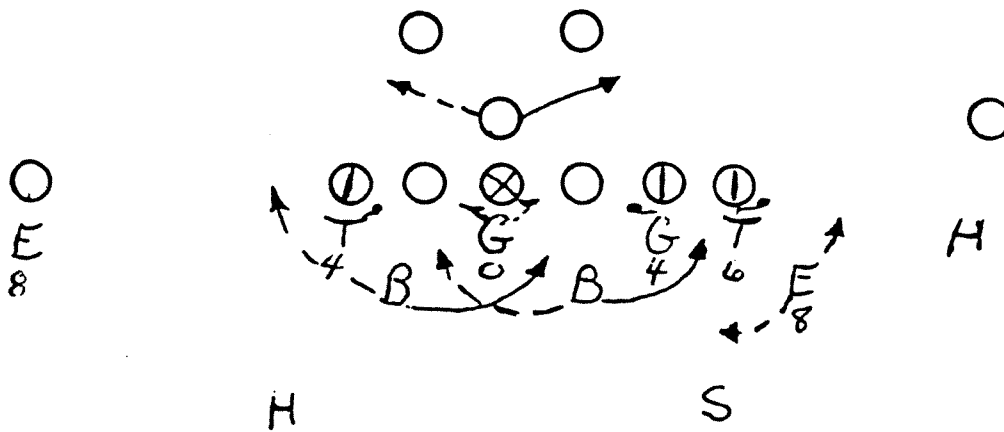
Weak End - Line up in a #9 technique. Hit a #9 tech.- C Assignment.
Option: pitch man.

Strong Linebacker - (Shuffle) Play like weak linebacker on Slant.
Flow away-4 hole responsibility to weakside.

Weak Linebacker - Line up on the outside shoulder of the offensive guard with your feet parallel. Play "C" assignment. Flow toward - Run - Check the hole outside of the defensive tackle and then be ready to make plays outside of the end. Pass - Go to your relative hook. Flow away-Run-Slow pursue. Pass - Normal Coverage. Back up pass - Go to your hook zone.



50 A COV 5 (3)



SE - "8" Technique.

WE - "9" Technique Alignment "8" Technique assignment.

ST - "6" Technique.

WT - Inside "4" Technique - Free inside arm.

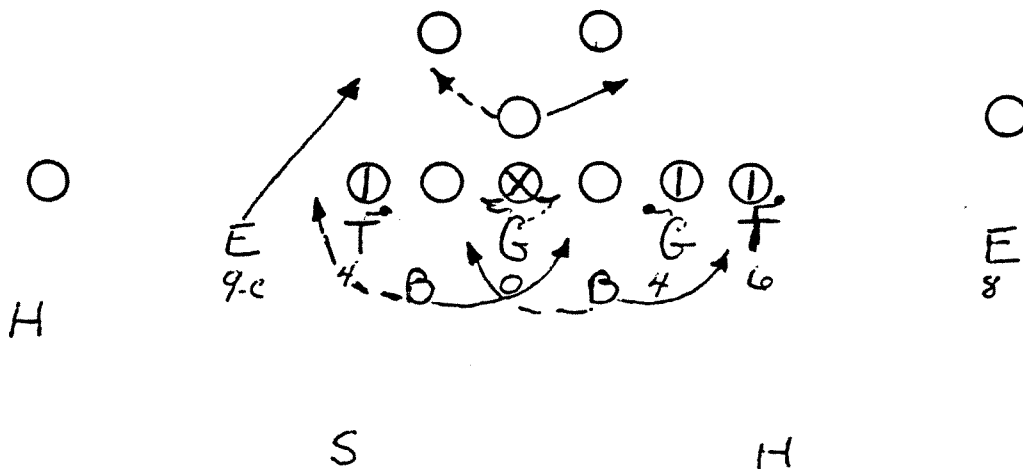
SG - Inside "4" Technique - Free inside arm.

WG - "0" Technique. Free arm away from flow of football.

SLB - Flow to-Run - 6 Hole Scrape. Flow away - Run - Weak 2 Hole Scrape.
Pass - Normal Coverage.

WLB - Flow to - Run - 6 Hole Scrape. Flow away - Run - Strong 2 Hole Scrape.
Pass - Normal Coverage.

50 A-TIGHT 5 OP



SE - "8" Technique.

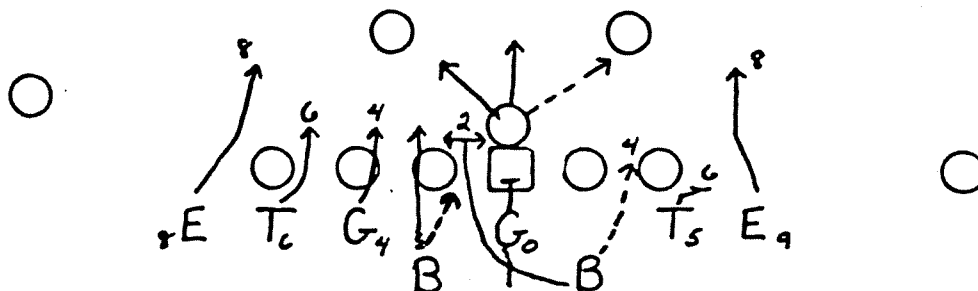
WE - "9" Technique "C" Assignment.

ST
WT
SG
WG
SLB
WLB

Same as 50 A

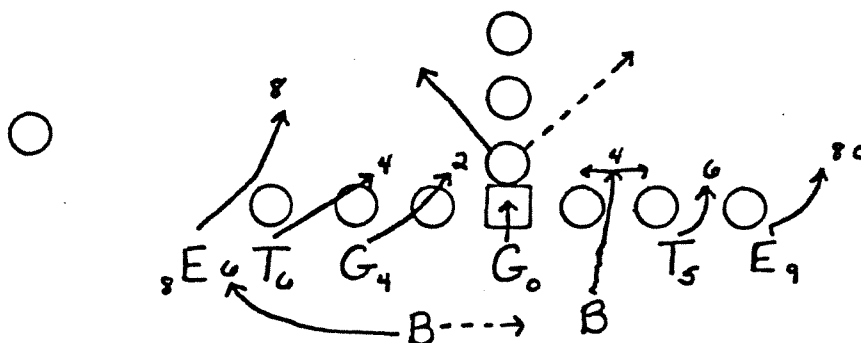
C.P. - SLB - Get more width on Alignment

50 KILL-BLOOD LIGHTNING (MAN)



- SE - Play like 40 kill. Take 3rd receiver man, if he comes out. If trips, take 3rd receiver man.
- WE - Play like 50 slant tight. If 2nd receiver, not in backfield, take him man. If 2nd receiver is in backfield, run lightning.
- ST - Play like 40 kill.
- WT - Play like 50 slant lightning WS. Take 2nd receiver man if he is in the backfield.
- SG - Line up in #4 technique. "4" hole responsibility. Drive hard thru the inside shoulder of offensive tackle.
- WG - Line up on "O" technique. Hit the center. Spy.
- SLB - If flow toward, run thru the outside shoulder of offensive guard. If flow away, run thru inside shoulder of offensive guard. Go to ball.
- WLB - If dropback pass or flow away, run thru the gap between center and strongside offensive guard. If flow toward, run thru weakside gap between offensive guard and tackle.

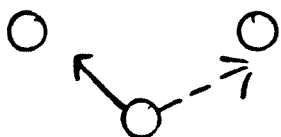
50 C-BLITZ



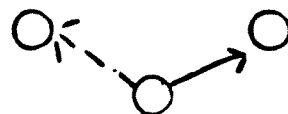
- SE - Play like 40C.
- WE - Play like 60 Blitz.
- ST - Play like 50 C.
- WT - Play like 60 Blitz.
- SG - Play like 50 C-Slant.
- WG - Line up in "O" Technique. Drive hard thru the nose of the center.
- SLB - Play like 40C. Deepen and widen 1/2 step on alignment. Man cov-Take 1st rec. S c
- WLB - Run thru the weakside gap between offensive guard and tackle. Cheat up before snap of the ball. Go to ball.

50 STACK - COVER 1 - COVER 5

LEFT



RIGHT



Strong End - #8 technique. May play in walkaway area.

Strong Tackle - #6 technique.

Strong Guard - Tough #4 technique but free inside flipper. May shoulder scoop inside. Play like slant.

Nose Guard - Shade weak side of center's shoulder; free weak side flipper as you charge to weakside. Play like slant.

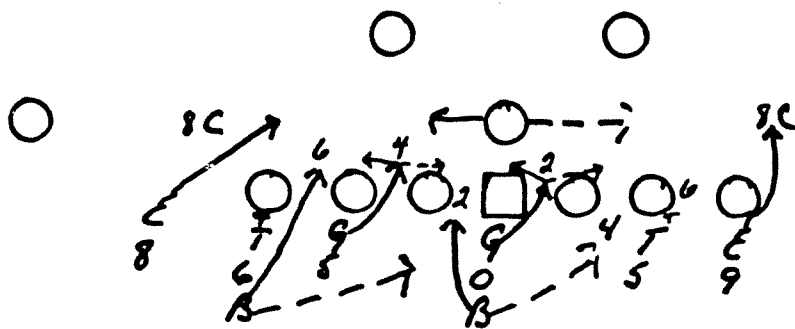
Weak tackle - #5 technique. Play tackle with your hands. Free outside flipper. Flow toward - Run - Play football; option - take QB. Pass - outside contain. Flow away - trail; Back up pass - outside rush.

Weak End - Stack straddling inside leg of defensive weak tackle - 3 yards deep - Flow toward - Run - Play football - free outside flipper. Be ready to make plays inside W.T. or help inside out on wide plays. Option - check dive; help inside out. Pass - Cover flat area ready to contain if tackle loses containment. May X. Flow Away Run - Play football, slow pursuit; Check for counter; Play like a L.B. Pass - Normal coverage; Back up pass - Your flat area.

Strong L.B. - Stack behind strong guard - Flow toward - Run - take gap between strong tackle and strong guard. Option - Take dive back if he comes outside, otherwise QB. Pass - Run thru or go to strong hook. Flow Away - Run - pursue fast; Pass - Normal coverage. Back up pass - normal coverage.

WLB - Line up straddling the strongside leg of the center. Play football and make the tackle. Flow to strongside: run-get to ball. Pass-normal coverage. Flow to weakside: run-go to ball. Pass-normal coverage. DBP-normal coverage.

Weak HB - Option: take pitch



SE - Play like 40 lightning

ST - Play like 40 lightning. NO TE - PASS - RUSH PASSER

SG Play like 50 slant
WG

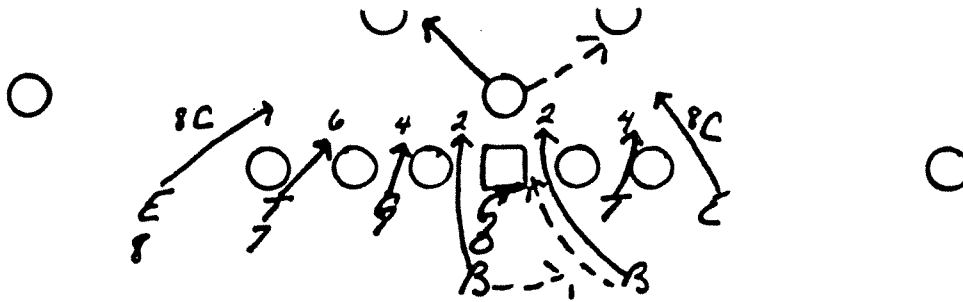
WT - #5 Tech.

WE - Hit a #9 Tech. C assignment. If no TE, stack behind DT straddling his inside leg. Take 1st back out.

SLB - Stack behind ST, straddling his outside leg. Flow toward: 6 hole. Flow away: run thru.

WLB - Stack behind WG, straddling his strongside leg. Flow strong: 2 hole. Flow weak: 4 hole.

HBS & SAFETY - Man coverage. CP. - W.HB - Option: Take QB, if TE blocks.



Strongside End - "8" hole responsibility. Play like 40 "C".

C.P. -- Motion away. Revolve back and play L.B.

Strongside Tackle--Line up in a #7 technique. Drive thru inside leg of offensive end, staying low with head up and go to football.
C.P.--Near back gone--drive thru middle of end. Flow away--trail.

Strongside Guard--Drive hard and low thru the gap between the offensive tackle and guard angling slightly out. Stay low with head up and go to football.

Nose guard--Line up in #0 technique. On snap of ball hit the center with all you have. Control center at line and go to ball.

Weak Tackle--Drive hard and low thru the gap between the offensive tackle and guard angling slightly out. Stay low with head up and go to football.

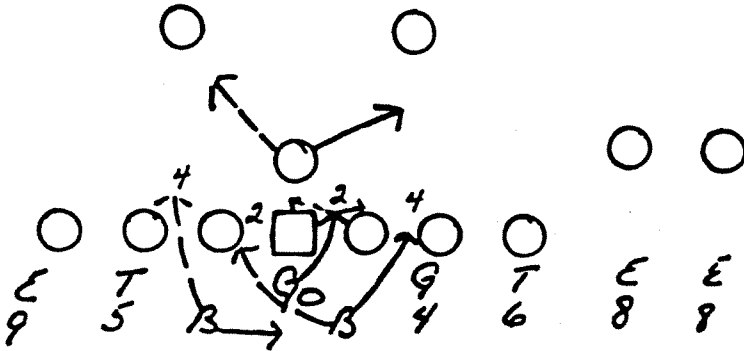
Weak End--"8" hole responsibility. Play like 40 "C".

Strongside L.B.--Run thru the gap to the strongside between the offensive guard and center. Go to the ball. Flow to weakside--Pursue.

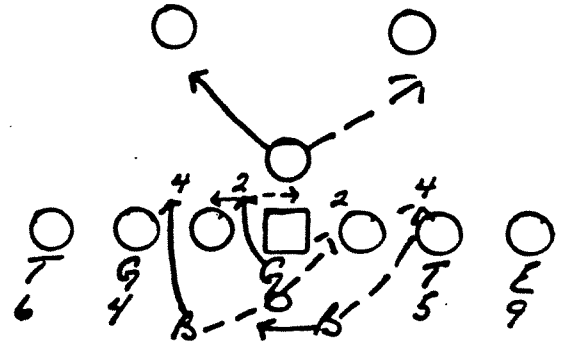
Weak L.B.--Run thru the gap to the weakside between the offensive guard and center. Be reckless and go to the ball.

50 BLOOD

RIGHT LILLY



LEFT ROZZIE



SE - #8 technique. May run "R".

ST - #6 technique.

SG - #4 technique.

NG - #0 Technique - Slant technique away from call by LB'er.

WT - #5 technique.

WE - #9 technique.

LB'er - Toward Call - Cheat up. Key.

Flow Toward - Run thru gap between offensive guard and tackle.

Flow away - Run thru gap between offensive guard and center.

Away from call - Key.

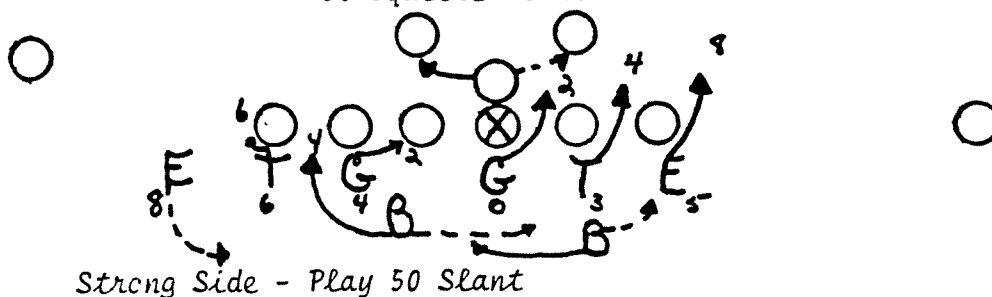
Flow Toward - Run thru gap between offensive guard and tackle.

Flow Away - Run thru gap between offensive guard and center toward call.

50 Squeeze (Overshifted Defense)

50 Squeeze is a combination defense. Our strong side, including the weak guard will line up in 50, while our weakside will squeeze down one man into a 60 Alignment. We will play 50 stunts to both sides. If our signal caller calls one stunt, both sides will play stunt. If he calls two stunts, the first stunt will be for the strongside and the second stunt for the weakside. The signal caller must call "Right" or "Left" after the offense comes to the line of scrimmage, to designate the strong side. We will move back to 50 vs. a Tight End weak and play defense called.

50 Squeeze Slant - Blitz



Strong Side - Play 50 Slant

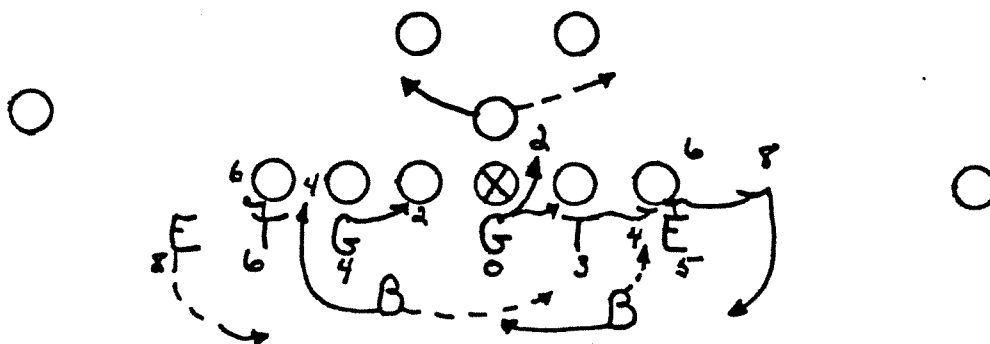
Weak Side - Play Blitz from Squeeze position

Strong LB'er - Play 50 Slant. Flow to weakside - Fly to football

Weak LB'er - Deepen alignment. Read and play football

C.P. - Vs. Tight End weak. Move back to 50 Alignment and play defense called

50 Squeeze Slant



Strong Side - Play 50 Slant

Weak Side - Play slant from Squeeze position

Strong LB'er - Play 50 Slant

Weak LB'er - Deepen Alignment. Read. Play football.

C.P. - Vs. Tight End weak. Move back to 50 Alignment and play defense called

FIFTY FOUR

(Under Shifted Defense)

Fifty four is a combination defense. Our strong side will line up in the weak side of 50 Slant and our weak side will be in any 40 defense called.

We will play the weak side on 50 Slant to the strong side and the 40 defense called, to the weak side.

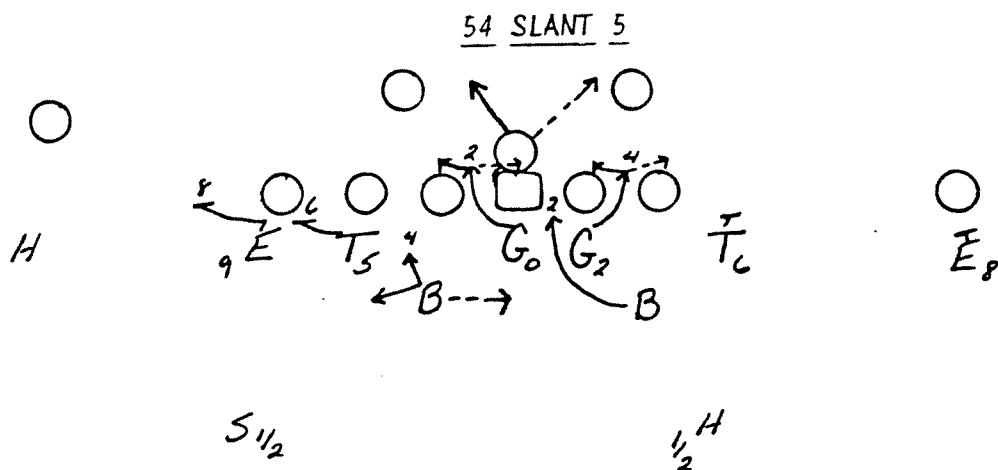
The signal caller will call "Right or "Left" to designate strong side. When the signal caller calls two stunts, the first stunt is for the strong side, the second is for the weak side. If there is a tight wing to the strong side we will check to a 40 defense.



STRONG SIDE - Play like weak side of 50 Slant.

WEAK SIDE - Play 40 defense called. Weak Guard play 2 Technique.
Outside arm free.

LINEBACKERS - Key flow - Flow Away - Run thru. DBP - Normal coverage.

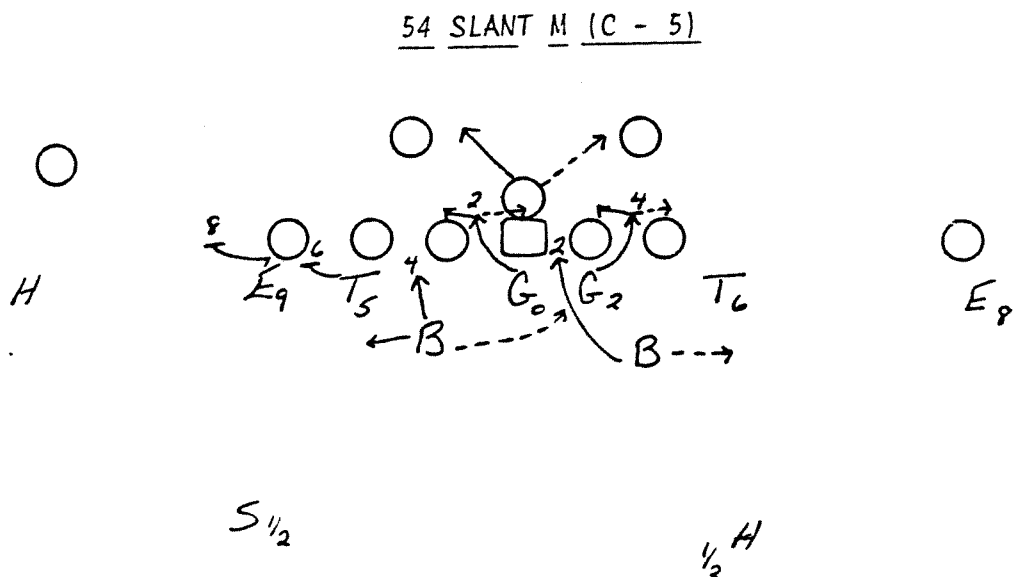


Strong Side - Play like weak side of 50 Slant 5.

Weak Side - Play like 40 M 5.

Weak LB'er - Cheat to Guard Stack - Hit 2 Hole on the Run.

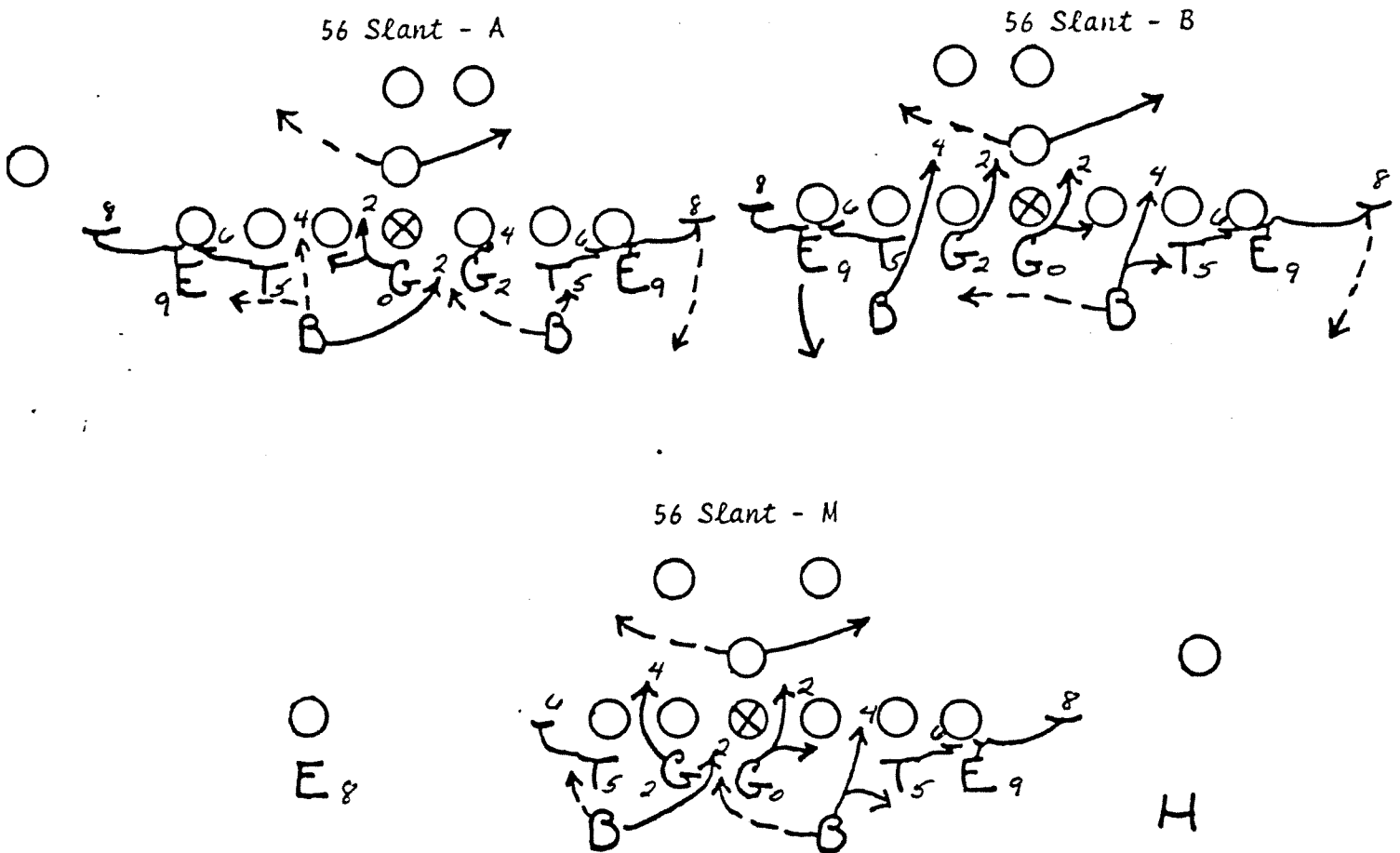
Secondary - Play Cover 5.



FIFTY SIX (Under-Shifted Defense)

Fifty six is a combination defense. Our strong side will line up in fifty and our weak side will line up in sixty.

We will play 50 slant to our strong side and 60 A, B and M to our weak side. When our signal caller calls two stunts, the first stunt is for the strong side, the second stunt is for the weak side. The signal caller must call "Right" or "Left" to designate strong side. If there is a tight wing to the weak or strong side, we will check to a 40 defense to that side.



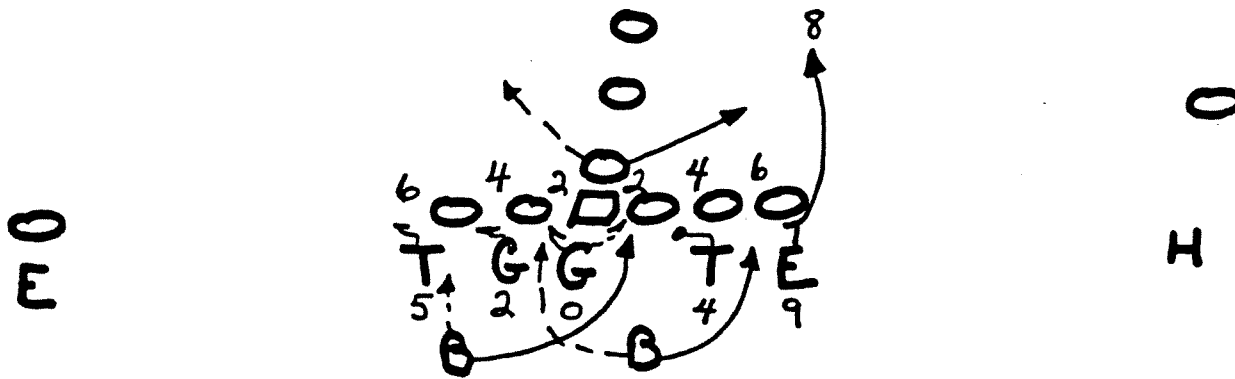
STRONG SIDE - Play like weak side of 50 Slant.

WEAK SIDE - Play like 60 A, B or M.

SLB - Flow To - Run - Play weak side of 50 Slant. Flow Away - Run - Run thru over center's area. Pass - Flow Away - Run thru. Flow To - Normal coverage.

WLB - Play like 60 A, B or M. Flow Away - Pass or run - Run thru. C.P. on 56 Slant B: There is no hole in the center's area. Play football.

56 A 5

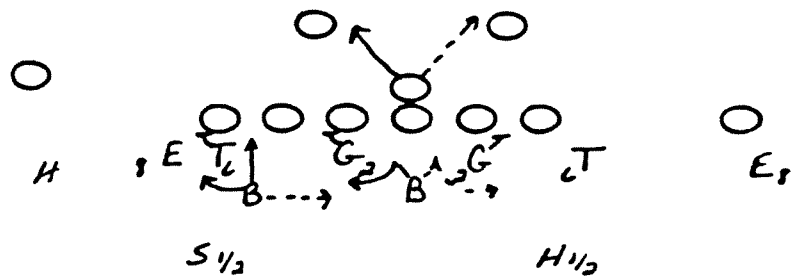
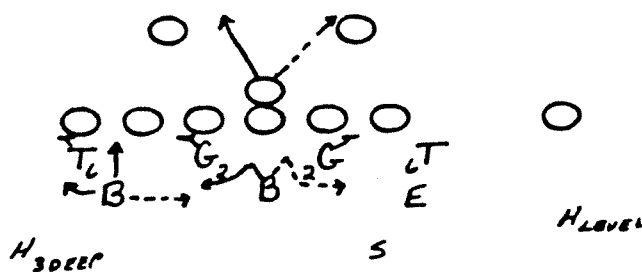


STRONG SIDE - Play like weak side of 50A.

WEAK SIDE - Play like 60A. C.P. - Weak side guard keep out side arm free.

SLB - Flow To - Run - Scrape on side 6 Hole.
Flow Away - Run - Scrape backside 2 Hole.
Pass - Normal coverage.

WLB - Play like 60 A. Flow Away - Run - Scrape strong side 2 Hole.
Flow To - Run - Play football. Pass - Normal coverage.



S END - Play "8" technique, option, take pitch man, but if QB clears defensive tackle take QB. Pass coverage normal.

W END - Play "8" technique, pass coverage normal.

S TACKLE - Play "6" technique. Take a lateral step to outside on snap of ball, do not be blocked in.

W TACKLE - "6" technique.

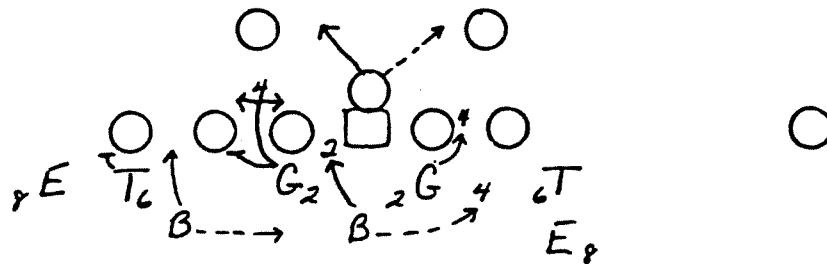
S GUARD - Play "2" technique. Be sure you free your outside flipper.

W GUARD - Play "2" technique. Use step-aside technique to outside on snap of ball.

STRONG LB - Line up in gap between offensive end and tackle. Flow toward-run. Play inside out on 6 hole. Pass normal coverage. Flow away - Run, pursue, pass normal coverage.

W LB - Line up over center. Flow to strong side-run - fill gap between strong guard & center inside out. Pass - normal coverage. Flow toward weakside-run - fill gap between weak guard & center; inside out. Be reckless. Pass-normal coverage

43 M



Strong End - Play "8" technique - normal pass coverage.

Weak End - Play like L.B.; line up straddling outside foot of defensive tackle. Read offensive tackle and near back and play "8" tech. assignment. Flow away- play slow, check for reverses and cutbacks. Motion away - Key far back; checking for split key.

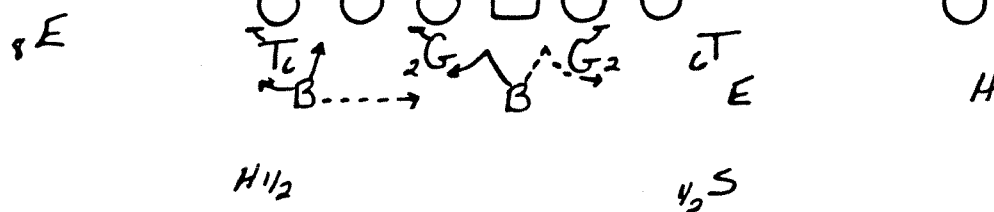
Strong Tackle - Play "6" technique. Take lateral step to outside on snap of ball, do not be blocked in.

Weak Tackle - "6" technique.

Strong Guard } Play like 40 M
Weak Guard }

Strong LB - Flow toward-run - fill gap between offensive tackle and end. Be reckless, get ball carrier. Flow away - run M - regular pass defense. Back up Pass - Normal coverage.

Weak LB - Line up over center. Flow to strong side - fill gap between strong guard and center; inside out, be reckless. Flow to weakside - run - pursue; inside out. Pass - normal coverage. DBP - Normal coverage. Alert for draw.



STRONG END - Play Cover 5 assignment on the widest receiver.

WEAK END - Line up 4 yards deep on the outside leg of the weak tackle; read 4 hole. If ball handed off, support inside.
Option - take QB to pitch. Pass - normal coverage.
Flow Away - check counter or cutback, then normal revolve.
If 2 receivers to your side are wide, play normal Cover 5.

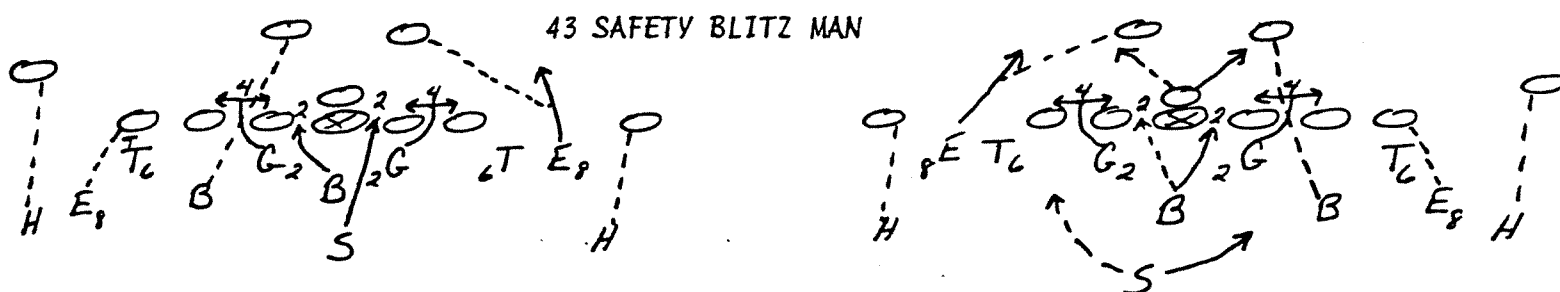
TACKLES - Line up in a 6 Technique; play 40 A assignment.

GUARDS - Line up in a 2 Technique but free outside flipper.
Trap - squeeze back keeping outside arm free (we cannot cross the trapper's face).

STRONG LB - Adjust alignment to second receiver to the strong side.
Play 40 A assignment - read the 4 hole.

WEAK LB - Line up over center; slow read 2 hole to the side of flow - play football. Pass - normal coverage.

SECONDARY - Play Cover 5 Opposite.



Strong End - Second receiver to call man to man

Weak End - C Assignment you have 1st back weak

Tackles - 6 Tech assignment

Guards - Play M

Strong LB'er - 1st back strong

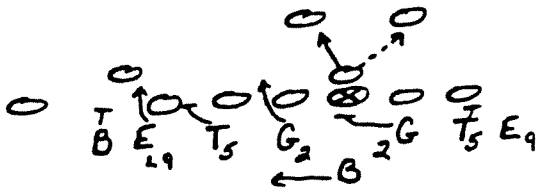
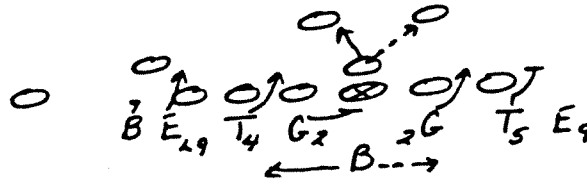
MLB - *Read - Long yardage run thru Strong 2
Hole - Normal - Two hold to flow

Safety - *Read - Long yardage run thru Weak 2
Hole - Normal - Go to ball

HB's - You have widest Receivers man to man

C.P. Safety and MLB: *Read on normal yardage situations

RIGHT-LEFT

LILR02

SE - Line up in loose #9 Tech. play goalline 9 tech. Flow toward-Run: 6 hole
Option: QB. Pass: Contain Flow Away-Trail DBP: Outside Rush.
 C.P. if slant away; play goalline 9. If slant toward; loop to outside gap. If wing, drive thru wing.

WE - Play 8 tech. May call "off". If slant towards: Must call "off".

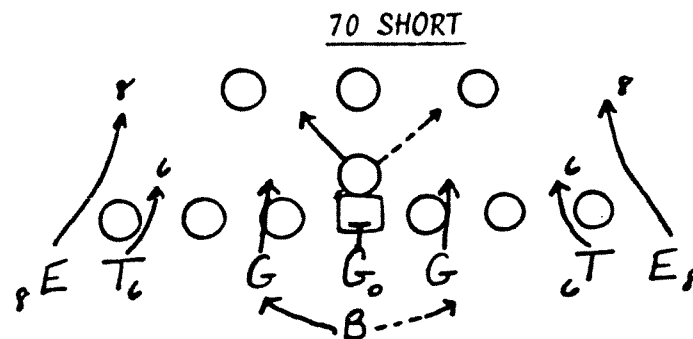
ST - Slant out-line up in 5 tech. use run around; step aside or shoulder scoop. Slant in-line up in 4 tech. use run around; step aside or shoulder scoop.

WT - Slant away-play #6 tech. end may call "off".. Flow Away: Trail.
Slant toward - line up in 6 tech. Play like 60 Blitz. Flow Away: Trail

SG & WG - Line up in #2 Tech. Guard toward Slant: use run around, shoulder scoop or step aside. Guard Away from Slant: Use step aside or drive thru Center's tail.

SLB - Adjust to wing. Flow Toward: Run: Play football, option: Pitch Man
Pass: Normal coverage C.P. if defensive end is blocked; contain.
Flow Away: Run: Slow Revolve. Pass: Normal coverage. DBP: Normal coverage. C.P. Slant Away: Play 9 tech. on wing.

MLB - Flow: Run - Play football. Check 6 holes.
Pass: Normal Coverage



Tight 3

Ends - Line up in #8 Technique. Run 40 "C"

Tackles - Line up in #7 Technique; "6" hole responsibility. Drive hard and low thru the inside leg of end. Option take QB.

Nose Guard - Line up on nose of Center. Play a tough #0 Technique.

Guards - Line up on outside leg of offensive guard. On snap of ball, goalline charge thru offensive guards outside leg.

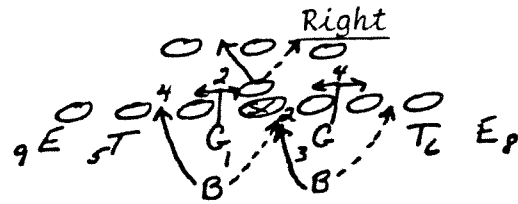
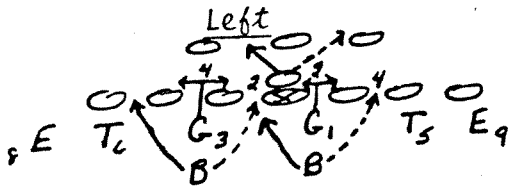
Line Backer - Line up in nose stack. Read flow. Make play 6 hole to 6 hole.

STACK "OFF SET"

Overshifted Defense

Overshift toward the wide side of the field, toward a back out or away from a split end.

STACK FLOW - Pressure



Strongside End - Play regular #8 technique. Option - take pitch men, motion away revolve back to LB.

Strongside Tackle - Play a #6 technique through the outside shoulder of the offensive end.

Strongside Guard - Line up in gap between the offensive guard and tackle. On snap of ball, drive hard and low through the gap. After penetrating the gap, come up in a crab position. Locate the ball and pursue.

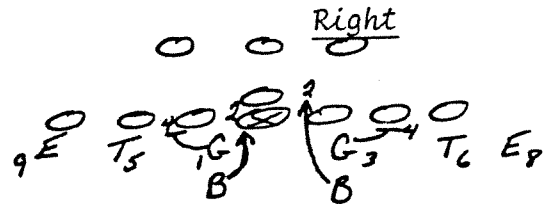
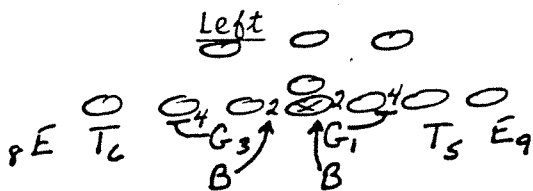
Weakside Guard - Line up in the gap between the center and guard. On snap of ball, drive hard and low through the gap. After penetrating the gap, come up in a crab position. Locate the ball and pursue.

Weakside Tackle - Play a #5 technique. Option - QB.

Weakside End - Play a #9 technique. Option - Pitch.

Linebackers - Run through the gaps on key. You must fire immediately and be reckless. On a backup pass - run through the way the QB opens up.

STACK G's OUT - Normal



Strongside End - Play #8 technique. Option - take pitch man. Motion away-revolve back

Strongside Tackle - Play #6 technique.

Strongside Guard - Line up in gap between the guard and tackle. On the snap of the ball, play thru the head of the tackle. Do not be blocked in. Pursue.

Weakside Guard - Line up in a #1 technique. Be off the line slightly. On the snap of the ball, loop to the gap between the guard and tackle. Do not be blocked in. Pursue.

Weakside Tackle - Play a #5 technique. - Option QB.

Weakside End - Play a #9 technique. - Option - Pitch.

Linebackers - Line up behind the guards - Read Key. LB away from flow - Run thru - LB to Flow - Play football. Back up - Both run thru.