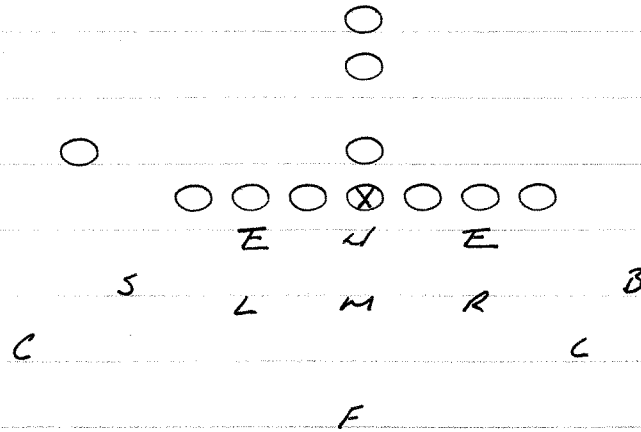


TODD GRANTHAM

UNIVERSITY OF TULSA

ODD STACK 3-3-5



PERSONNEL

FREE SAFETY: STRONG BEST SAFETY

ENDS: LOOK FOR SIZE

BANDIT : SECOND BEST SAFETY

NOSE: NEEDS TO COMMAND OBL TEAM (5'8 150 180)

SPUR : OUTSIDE BACKER ALIGN TO TE

LUKE & ROB: BEST ATHLETES

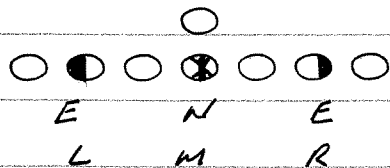
CORNER: WANT PHYSICAL CORNERS

MIKE: PLUGGER STAND UP 3 TECH.

SIMPLE ADJUSTMENTS TO OFFENSIVE SETS

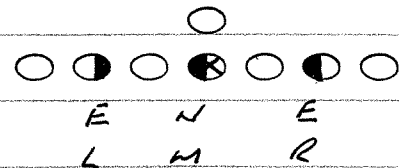
PROBLEM SETS: TWINS / ACE (REDSKIN) / OBL TIGHT TRIAD (TREY)

FRONTS



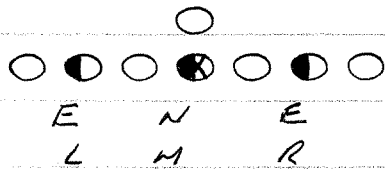
STACK

ENDS: 5 TECH. NOSE: 0 TECH.



HEAVY

ENDS: 4I TECH. NOSE: SHADE ST.

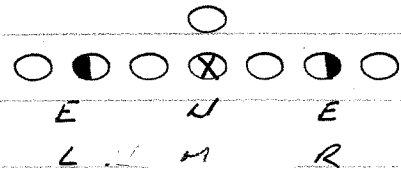


SHADE

END: TO CALL 5 TECH.

END: AWAY 4I

NOSE: SHADE TO CALL



NOSE CALL

ENDS: PLAY 5 TECH.

NOSE: SHADE TO CALL 5T/WX

STEM TO FRONTS 4I TO 5 TECH. 1 5 TECH. TO 4I

RUB CALL (CHANGIE) STEM 2 MOVES FOR FRONTS

MOVEMENT CALLS: "SLAM" SLANT TO TE

"SLANT" SLANT AWAY FROM TE

"ANGLE" SLANT TO BOUNDARY / FIELD

"DEAL" MIKE CALL TO NOSE SLANT TO CALL

"DICE" LUKE / ROB CALL TO END SLANT TO CALL

COMMUNICATION

1. CHECK SIDELINE

GET DOWN & DISTANCE

KNOW SITUATION

PERSONNEL GROUPING

DEFENSIVE CALL

2. IDENTIFY OFFENSIVE FORMATION

TIGHT CALL

PASSING STRENGTH

BACK SET

OPTION SUPPORT

I'M HERE

3. CHECK SIDELINE

AUDIBLES

ALERTS

TECHNIQUES

4. EYES ON KEYS

SLIGHT MOVEMENT - CONTACT

FUNDAMENTALS

ODD STACK: DEFENSIVE FORMATION

KEYS ARE CLEAN & UNCOVERED

LINEBACKERS KEYS: 4 1/2 YDS DEEP KEY TRIANGLE BACKS / GUARD / BALL

REAR BACK 1ST (LIE ON COUNTER / PASS) TO GUARD

SPUR & BANDIT: VS. 3 MAN SURFACE 0 X 2 ON L.O.S. OF END MAN

KEY TE / NEARBACK / BALL

#2 IN BACKFIELD KEY TE TO FLOW

VS. 2 MAN SURFACE 2 X 4 OFF L.O.S. KEY BACK

#2 IN BACKFIELD KEY BACK TO FLOW

#2 DETACHED WALK 6 YDS OFF LB DEPTH

VS. WING ALIGN OUTSIDE WING L.O.S. ATTACKER INSIDE NO.

VS. TRIPS LUKE / ROB LEVERAGE #3

VS. 7 MAN ON LINE SLIDE BACKERS TO 50

DEFENSIVE LINE KEYS

ENDS: INSIDE HAND DOWN / INSIDE LEG BACK ATTACK TO NEUTRALIZE

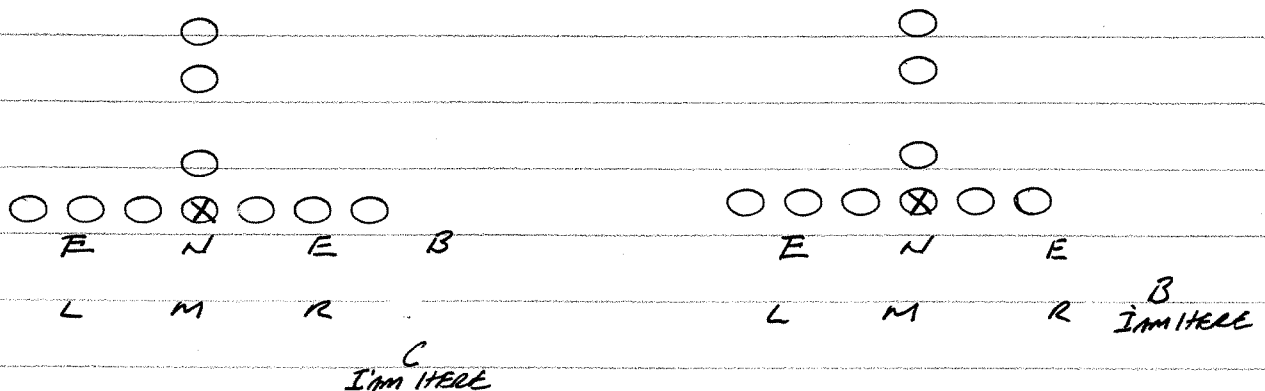
NO CONVINCENT RESPONSIBILITY

I AM HERE CALL

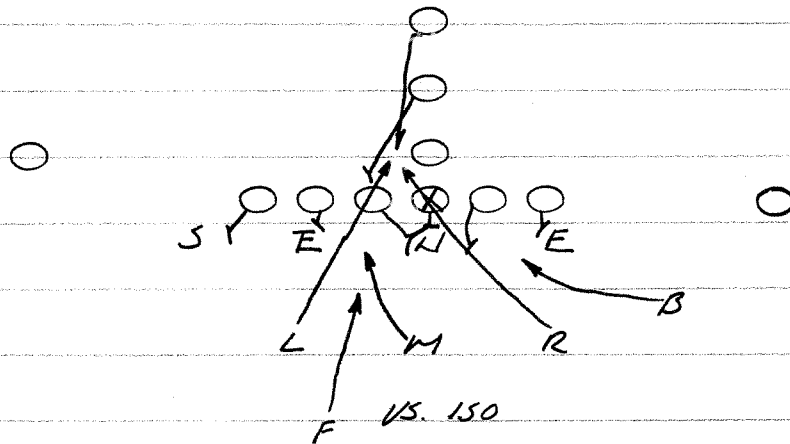
LUKE & ROB FLOW AWAY FAST FLOW IF CALL

CORNER OR SPUR / BANDIT HAS "B" GAP NO CALL BOUNCE

"B" GAP ON FLOW AWAY



Run Fit



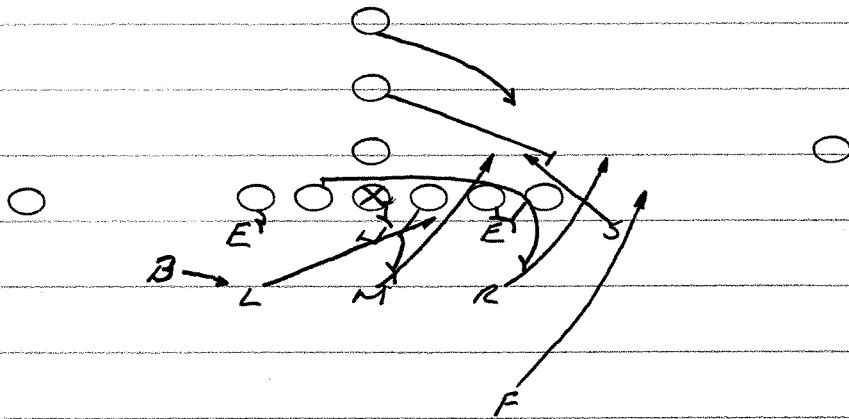
LUKE: AIM INSIDE NO. OF BALL CARRIER CLOSE "A" GAP

MIKE: SCRAPE IF LUKE IN "A" GAP CLOSE "B" GAP

(IF SENDING GUARD TO MIKE DEAL THE NOSE)

ROB: I AM HERE FROM BANDIT (CORNER FREE HATER TO BALL

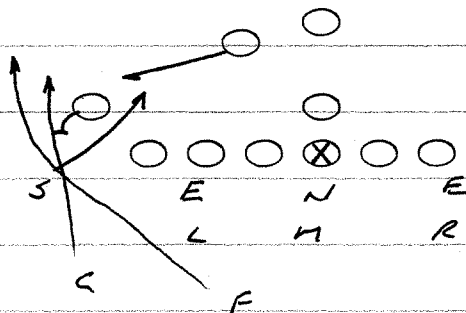
BANDIT: I AM HERE FOLD WITH FLOW TO "B" GAP CUTBACK

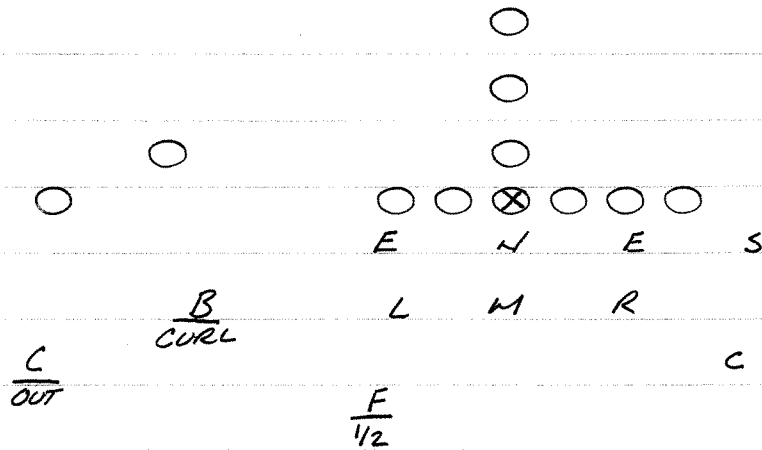


vs. Power G

SPUR: TE DOWN ATTACK THRU HAP AIM INSIDE NO. OF BALL CARRIER

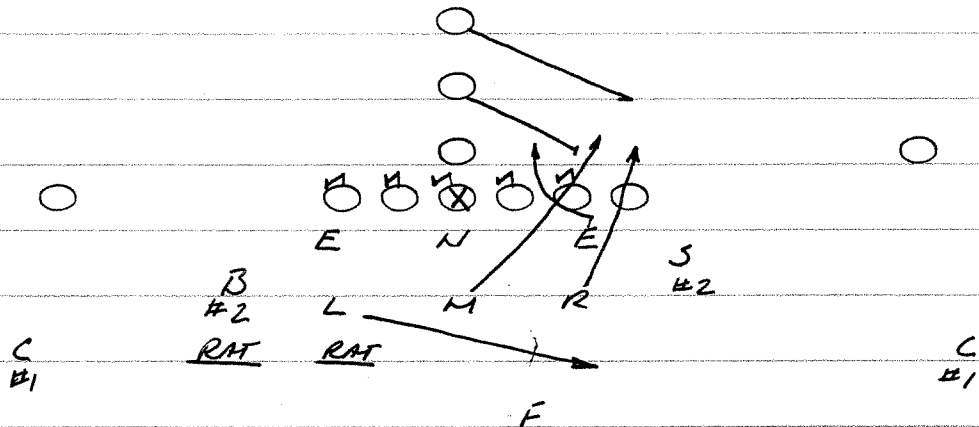
NOSE TO INSIDE # OF BALL CARRIER





VS. TWINS KEY COVERAGE READ 2 TO 1 (WHITE)

SCRAMBLE RAT



SCRAMBLE MAN ADJUST MODE VS. 2BACK (BOOT/WAGGLE)

CORNERS: OUTSIDE LEVERAGE #1 MAN TO MAN

FREE SAFETY: DEEP MIDDLE HOLE PLAYER

SPUR & BANOT: #2 MAN TO MAN

#2 TE MAN TO MAN CAN BANOT WITH LUKE OR ROB

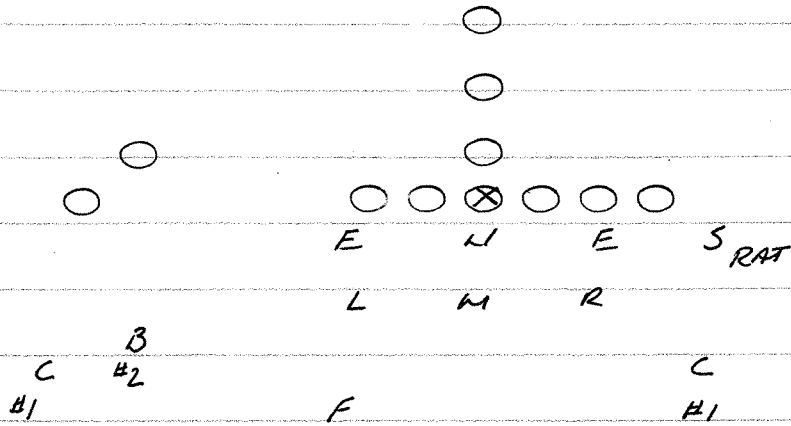
#2 IN BACKFIELD 1ST RAT (LEFT/RIGHT) RAT ONLY

IF BACK GOES AWAY FROM YOU

MIKE: 2ND BACK OUT BECOME RAT VS. SPIT FLOW

X RAT TECH. LOOK FOR SHALLOW CROSSER / BUZZ SLANT

SCRAMBLE RAT CONT.

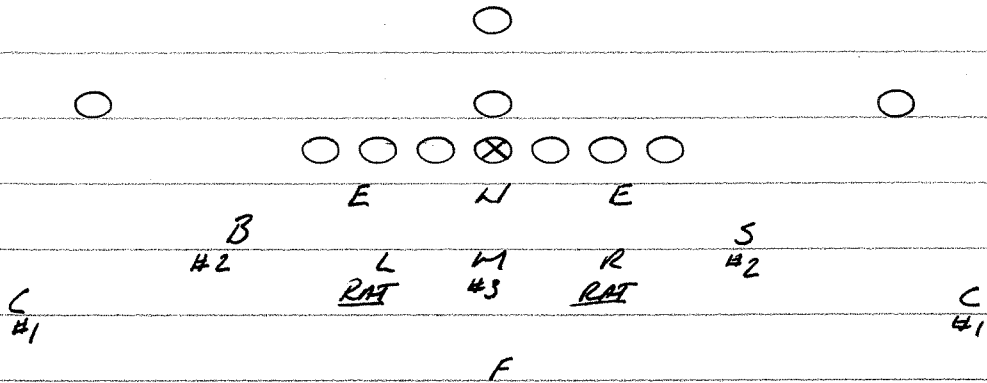


SCRAMBLE RAT VS. TWINS

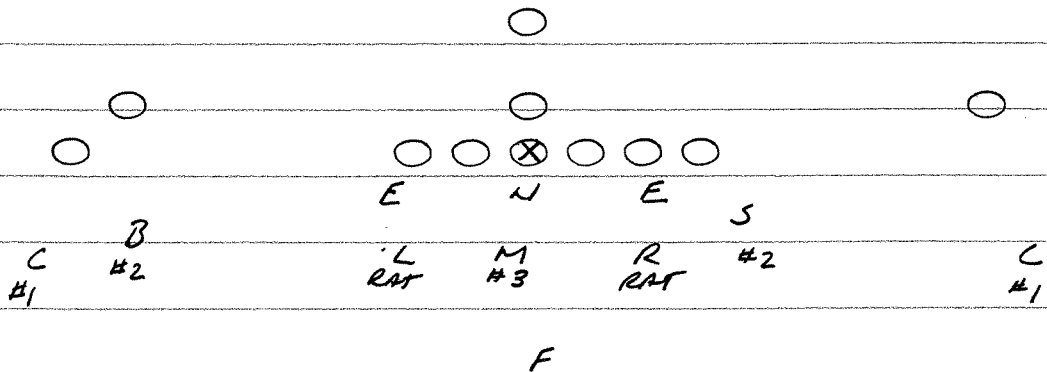
BANDIT OUTSIDE LEVERAGE ON #2 14 FEET OUTSIDE 6 YDS DEEP

CUSHION MADE TO BE BROKEN DOWN SIT ON OUT CORNER

* PASS OFF ROUTE BECOME CUT PLAYER

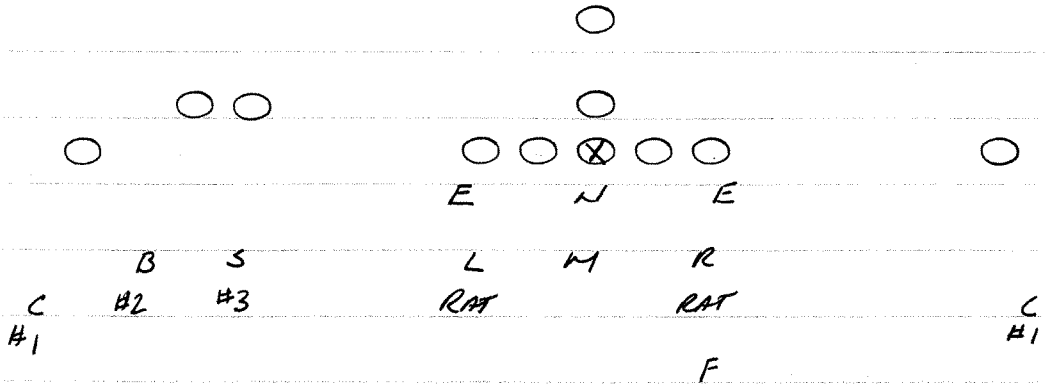


VS. REDSKIN



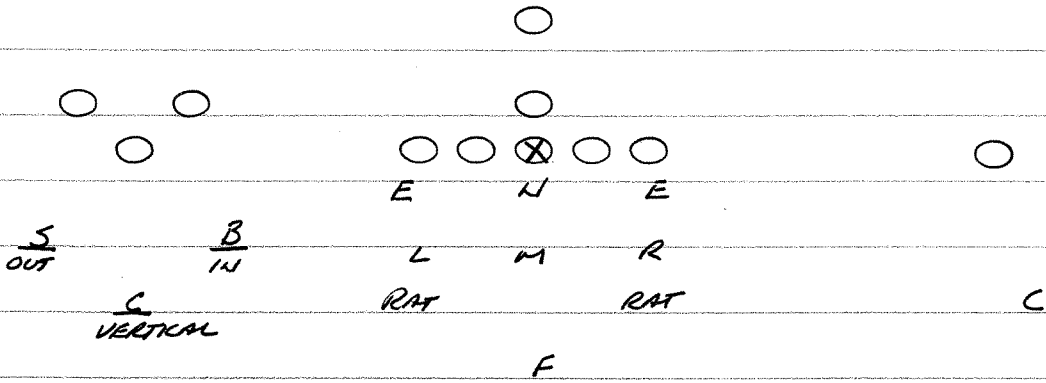
* CAN SWITCH WITH LUKE/ROB FOR MIKE

SCRAMBLE RAT



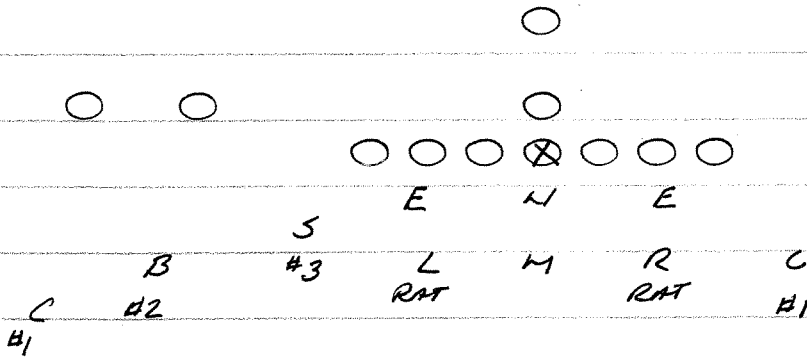
VS. TRIAS OPEN

* IF 2/3 TIGHT SPUR & BANDIT PLAY IN & OUT



VS. BUNCH (BRADY)

SCRAMBLE RAT

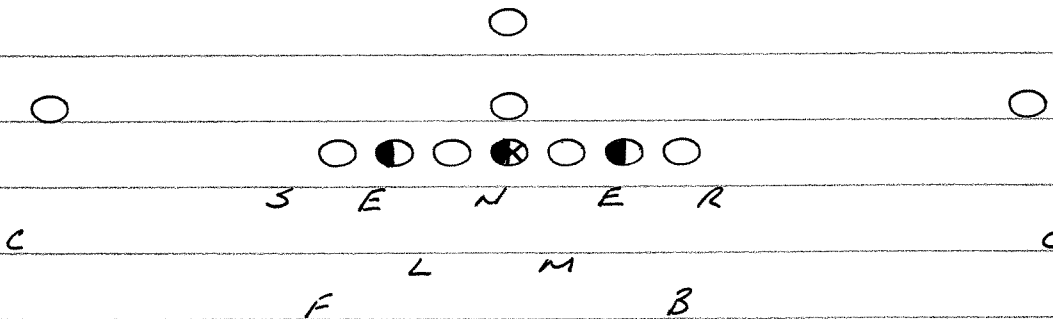
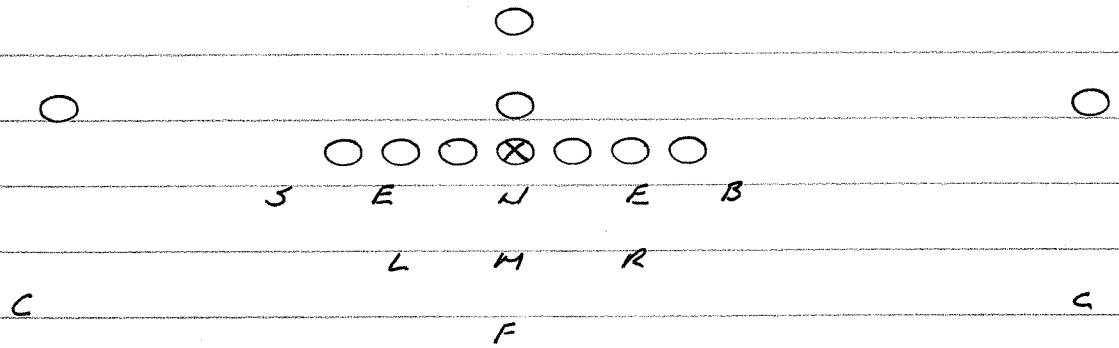


F

VS. TIGHT TRIPS (TREN)

* BE AWARE OF ZONE BACK

ADJUSTMENTS TO REDSKIN



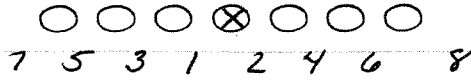
SLIDE / CORBA TO TIGHT

FRONT SHADE STRONG / BANOIT JOKER ALIGNMENT / LB SLIDE AWAY

FROM SPUR DEFENSE BECOMES SINGLE GAP SPACED

BLITZ PACKAGE

GAP NUMBERING



RIGHT END: 6/8 CALLED UNDER TO "B" GAP

LEFT END: 7/5 CALLED UNDER TO "B" GAP

NOSE: 2 EVEN NO. SLANT LEFT / 2 ODDS NO. SLANT RIGHT

EVEN/ODD NOS. CALLED BULL RUSH CENTER

CALLS:

REEL (ROB/LUKE) 78

LASER (LUKE/ROB)

RAM (MIKE/ROB) 24, 42, 86

LAMB (LUKE/MIKE) 13, 31, 75

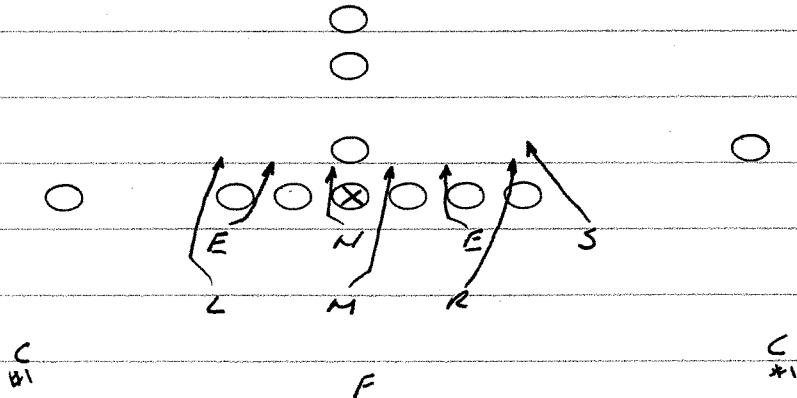
MALE (MIKE/LUKE)

MARE (MIKE/ROB)

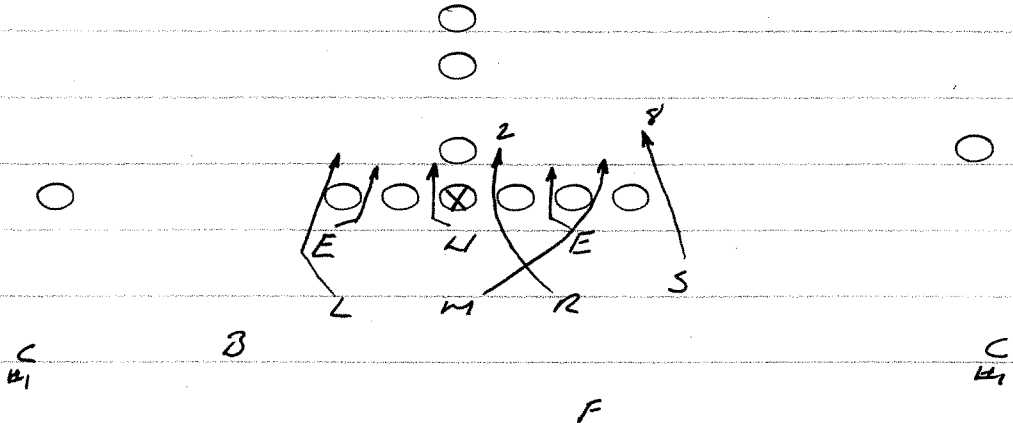
SLICE (SPUR/BANDIT) TO LEFT & LOU BACKER

SHARK (SPUR/BANDIT) TO RIGHT & ROB BACKER

* DOG ADDED TO CALL ALL 3 BACKERS IN BLITZ WITH PEEL COVERAGE



SHARK 86 DAWG



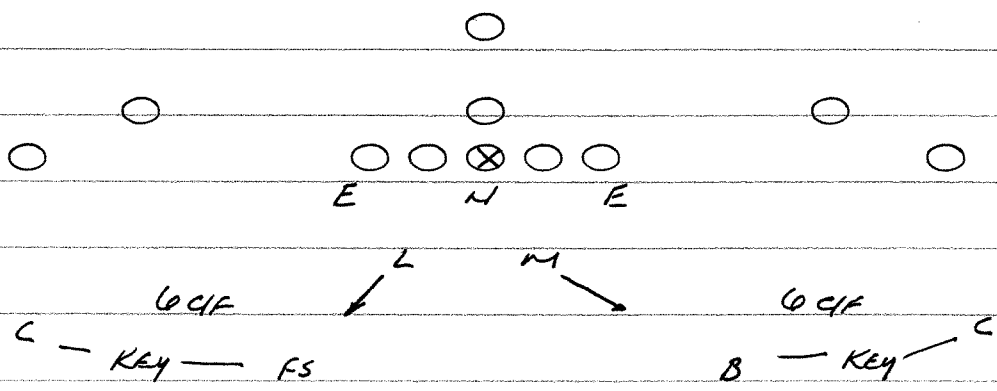
SHARK 82 DAWG

COMBO RAM 13/LAMB 24

3RD DOWN DEFENSE

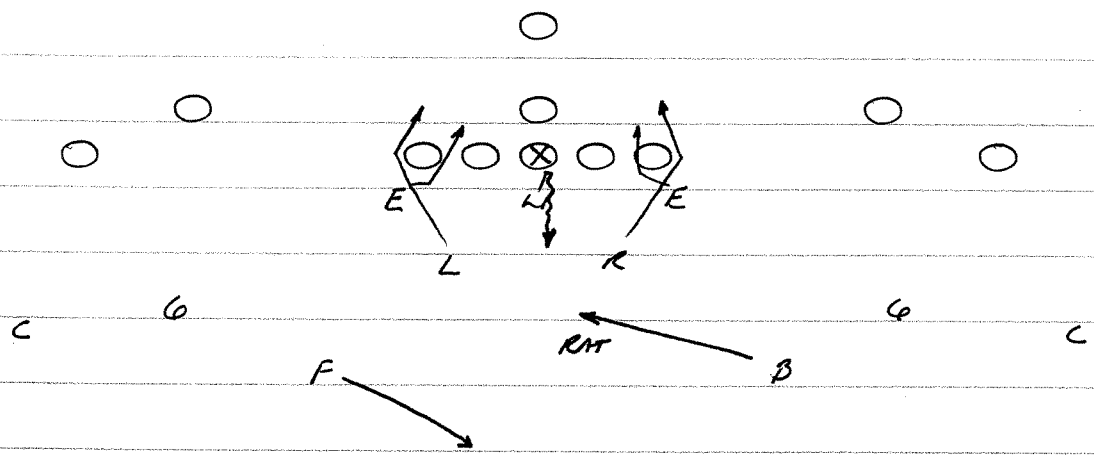
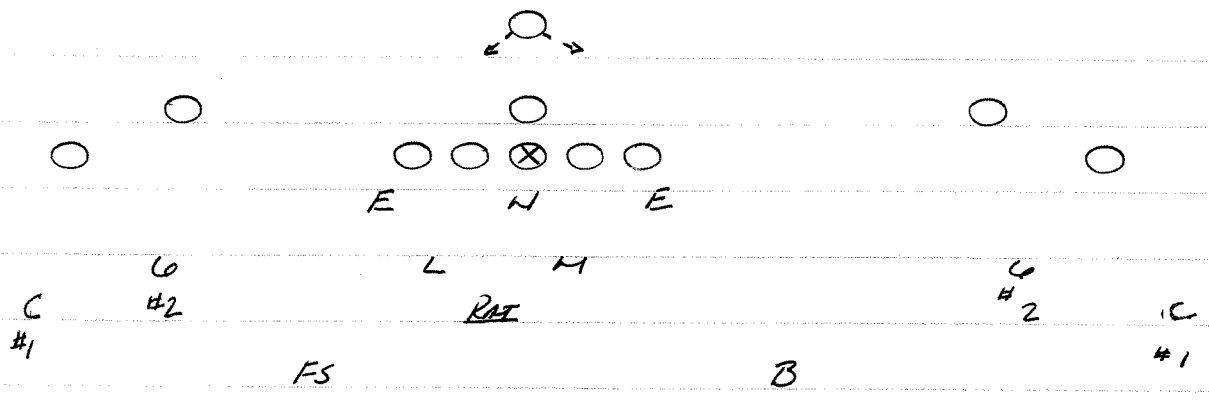
1. FORCE OFFENSE TO EXECUTE (NO GIVE ME ROUTES) PLAY THE STICKS
CHALLENGE THE ROUTES / HEAVY RE ROUTES
2. MOVE AND STEW CONFUSE QB
3. MAX PRESSURE OR MAX COVERAGE
4. CHALLENGE REC.
5. SPILL ALL RUNS
6. BE MULTIPLE WITH DIFFERENT FRONTS, LOOKS, GET GOOD AT A FEW
7. KEEP IT SIMPLE, ALLOW PLAYERS TO PLAY

DIME COVER 4 (SIX PACK)

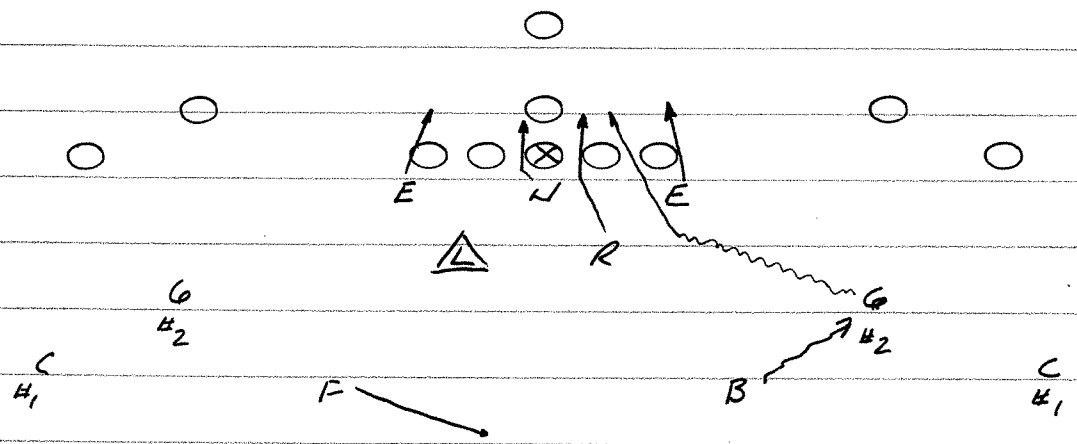


COVER 5 (2 ZONE)

DIME (6 PACK) CONT.



DIME LASER 78 DOUBLE RAT



DIME SHARK 42 MARBLE (PEEL)

DIME SHARK 42 DRAWN PEEL Δ

DIME SLICE 31 DRAWN PEEL OPP.