

97

Eastern  
Michigan

46

Firestone Blitz

*Eastern Michigan @ FIREZONE BLITZ*

1997 DEFENSIVE NOTEBOOK

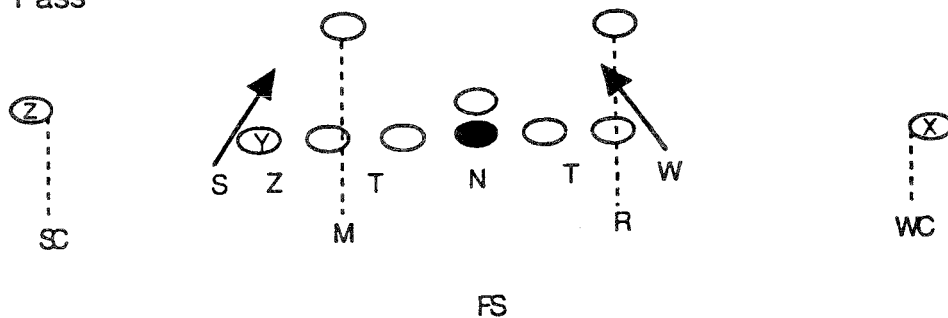
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# BASE FRONTS

1997 RAIDER DEFENSE 8 MAN FRONT  
RAIDER COVER 6 / FORMATIONS

3 DEEP MAN FREE

A. vs. Drop Back Pass



1. Normal Set

a. CB's inside man 5yds. deep, play M/M.

b. FS

- Free to Post - align 10 yds. deep.
- FS help deep on a flexed Y or Slot on vertical route

c. MIKE/ROVER

- ROVER align outside on OT's and 5 yds. deep vs 2 Back formations.
- MIKE align head on OT.
- Play the backs M/M

d. SAM/ WILL

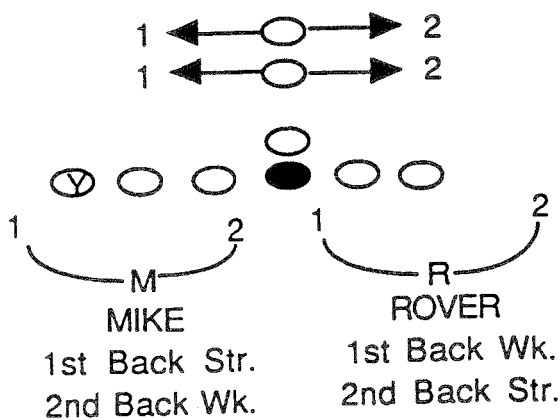
- contain rush
- rush angle depends on the alignment of the near back

e. ZIP/ MIKE

- align slightly inside the of the TE and play M/M
- vs flexed or open TE
  - play 3 yds. off
  - take away all the inside routes in a trail technique
- free to contain rush the QB when the TE sets and blocks the OLB-SAM

c.p. when the TE sets and blocks the OLB-SAM must grab ahold of the TE and keep TE from running delay routes. Force him straight into the QB with a power rush.

2. vs. Fast Flow - Both backs to the same side with no one threatening the dive area.



a. MIKE & ROVER - Banjo the 2 Backs - M/M (Inside/Outside)

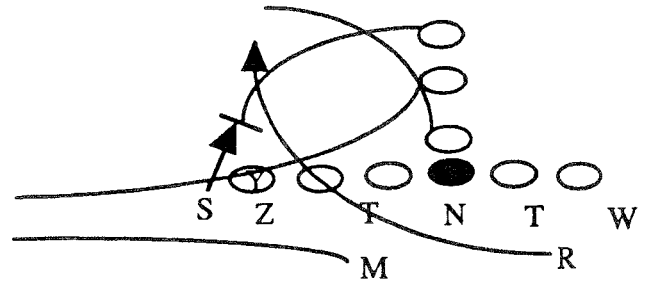
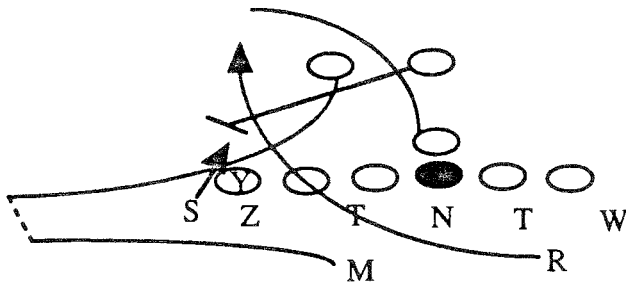
If your Back blocker find a hole and rush the passer or SPY (G.P)

**RAIDER: COVER 6 / FORMATIONS continued**

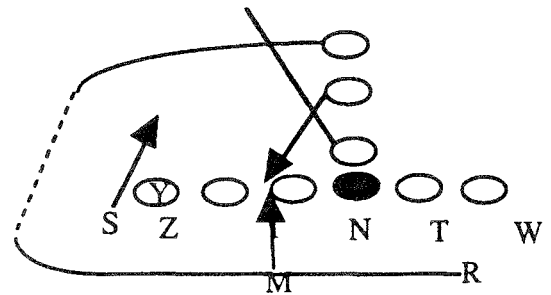
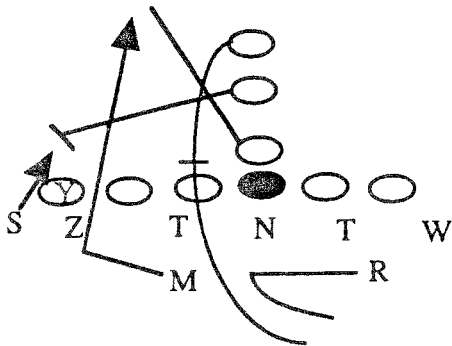
**B. Play Action Passes**

**1. Full Flow Strong**

- a. MIKE/ ROVER - M/M on 1st Back their side
- b. If Sprint Out Pass or one of the Backs blocks contain
  - 1st LB take 1st Back out
  - 2nd LB find a hole and rush the QB Onside

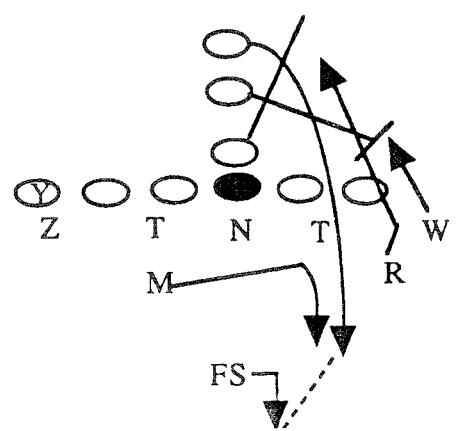
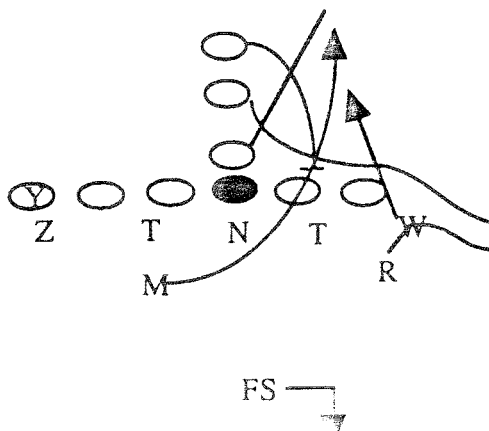
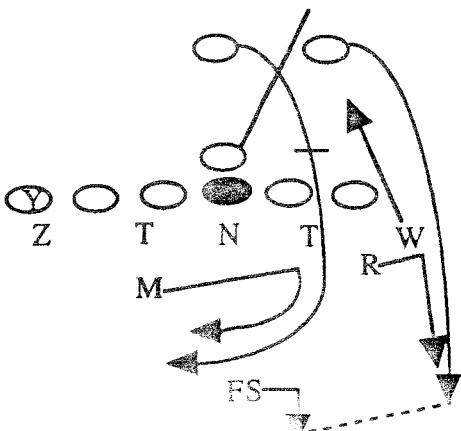


- c. When dive area is threatened;
  - onside LB plays 1st back coming inside
  - offside LB plays RB going outside M/M



**2. Play Action: Full Flow Weak**

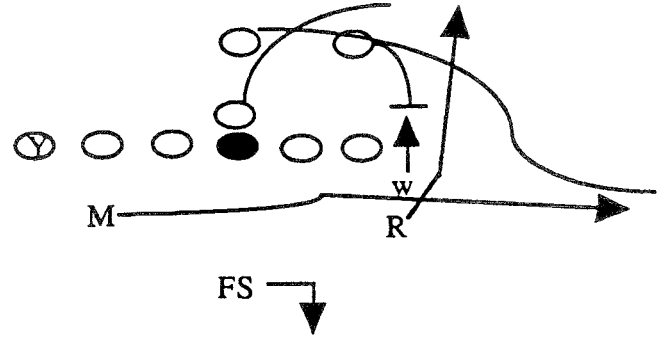
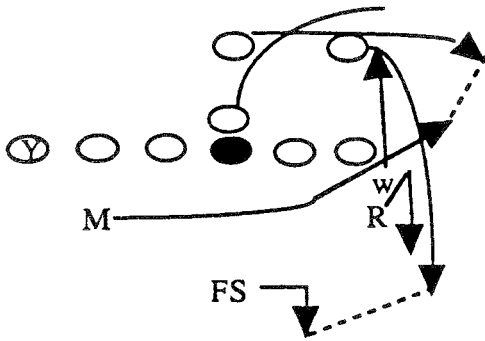
- a. ROVER/MIKE - play M/M on the 2 Backs
- b. FS - helps deep on 1st Back out if he runs a deep route



**RAIDER: COVER 6 / FORMATIONS (continued)**

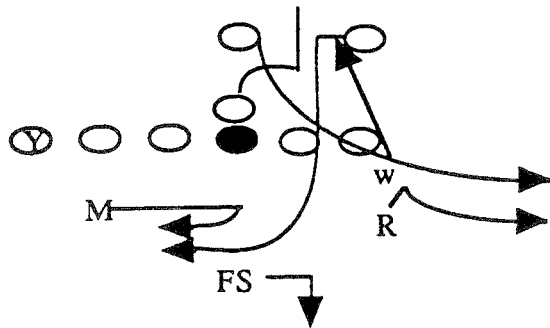
**3. Play Action: Fast Flow Weak**

- a. Sprint to weakside;
  - ROVER has 1st Back out
  - MIKE has 2nd Back or find a hole and rush the QB

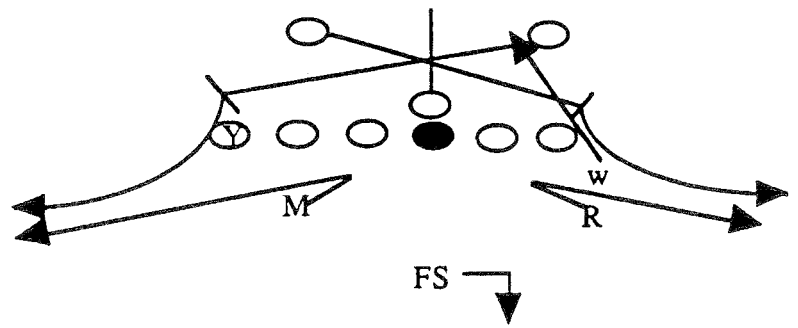


**4. MIKE/ROVER must be alert to "SWITCH" Keys vs Divide or Scissors Actions**  
**"CROSS" Keys**

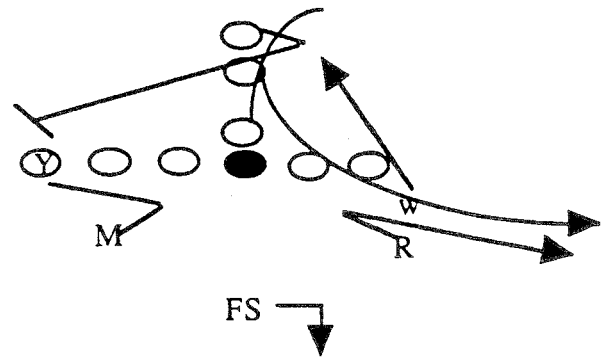
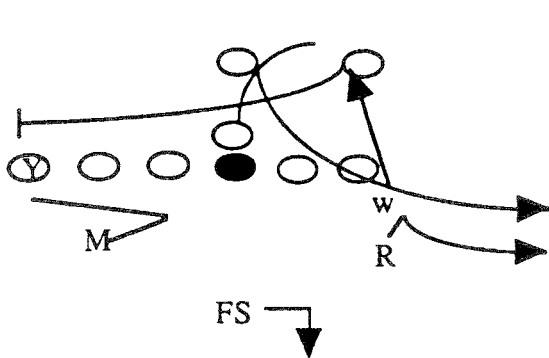
"Lag Draw" Pass



"Scissors" Pass



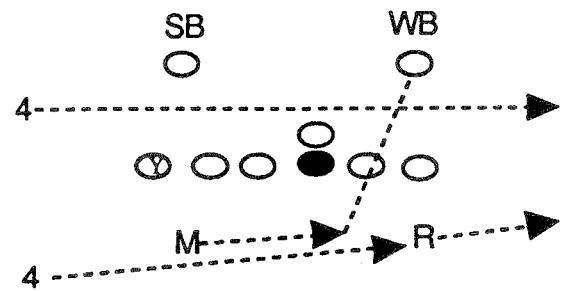
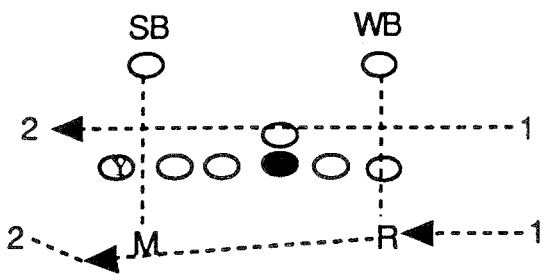
**CTR PASSES - BOOTS - NAKEDS - WAGGLES**



**RAIDER: COVER 6 / FORMATIONS (continued)**

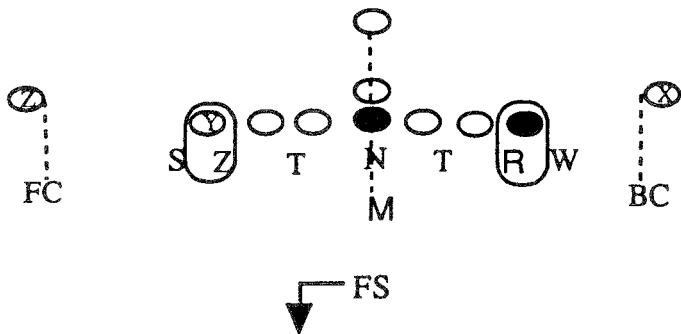
**D. Odd Formations and Back Motion Weak and strong**

1. CB's and WILL are locked on M/M
2. FS is free (Post)
3. ROVER - takes all displaced backs  
- takes all Back motion Weak
4. MIKE adjusts to remaining back alignment/No Further Than Middle

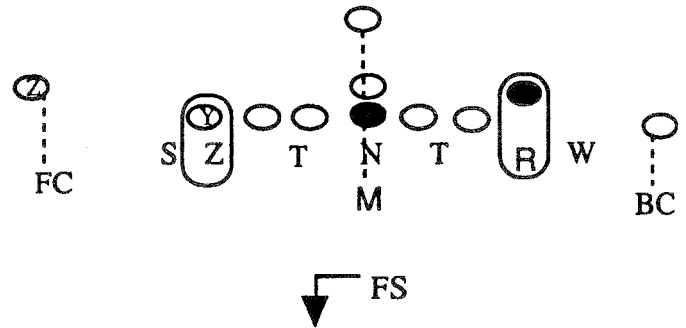


5. With Back Motion MIKE must adjust to remaining Back alignment and Deepen Up.
6. ZIP covers TE if he is open or Flexed.
7. ROVER - covers Slot(Broken Backfield)  
- cover 2nd TE (Twins)
8. MIKE has remaining Back
9. FS free to Post vs. 2TE/2WR/RB Sets

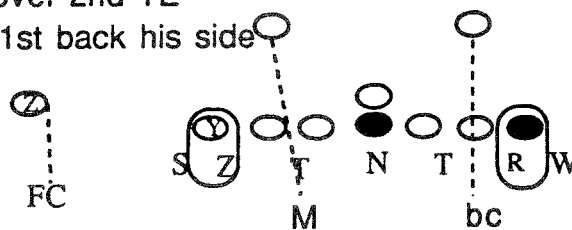
**ACE**



**DEUCE/DOUBLES**



10. vs. 2TE'S/2BK's/1WR - TITE formation  
- Rov will cover 2nd TE  
- BC takes 1st back his side



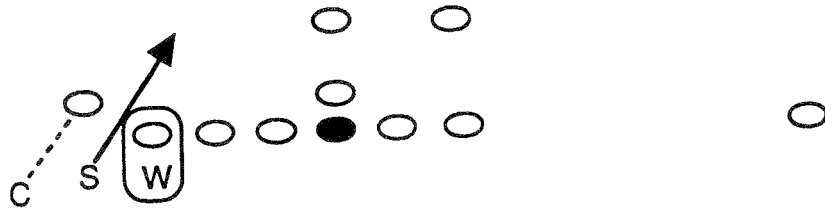
**E. Shot Gun Rule**

1. Treat Open/Flex same, Cover with ZIP or Open Rules, Exchange with ROVER
2. Treat Back Motion the same - ROVER Covers all Back motion
3. MIKE - must adjust to single Back set  
- must adjust to zero Backs or make a "LENNY" call NOSE goes Left A-Gap

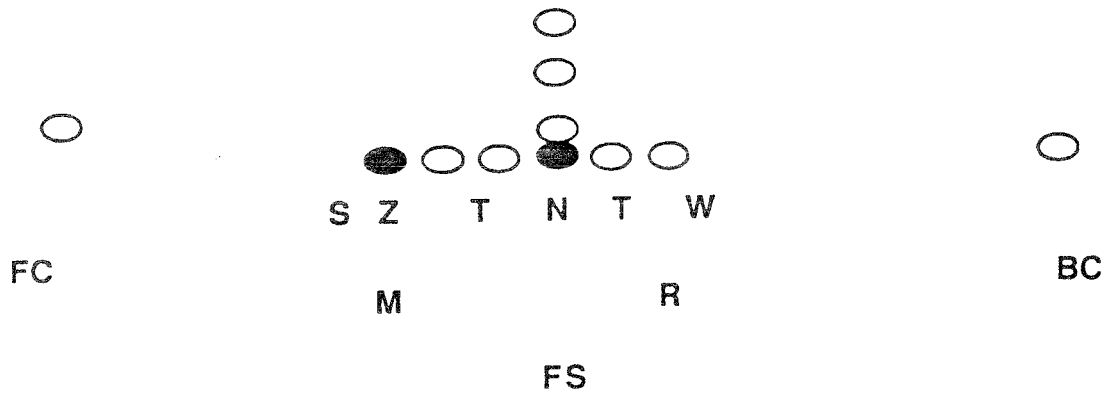
**RAIDER: COVER 6**

**PRINCIPLES & FUNDAMENTALS RULES (continued)**

- 8. Lock vs. all Tac motion
  - a. Technique on Tac; Man is to stay inside and give ground as the offensive man closes the LOS.
  - b. The inside defender must now jump up and play inside bump and run on the #2 receiver.
- 9. vs. ACE, ROVER locks on 2nd TE. "ACE ALERT"
- 10. vs. TITE, BOUNDARY CORNER locks on 2nd TE. "TITE ALERT"
- 11. vs. wing - CHECK FIRE



## WIDE RAIDER 6



### VS. PASS:

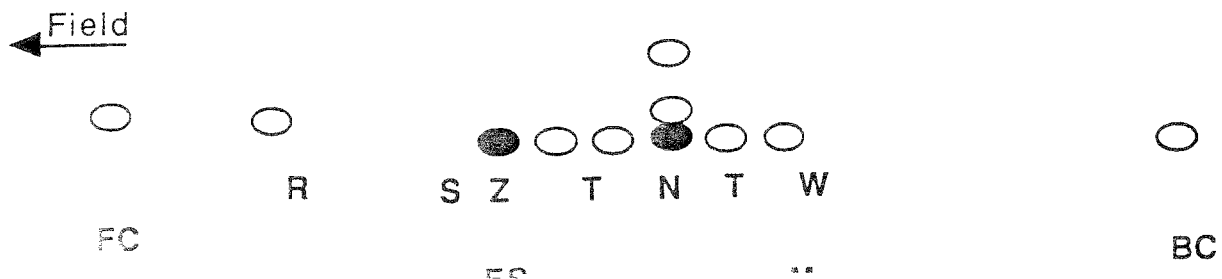
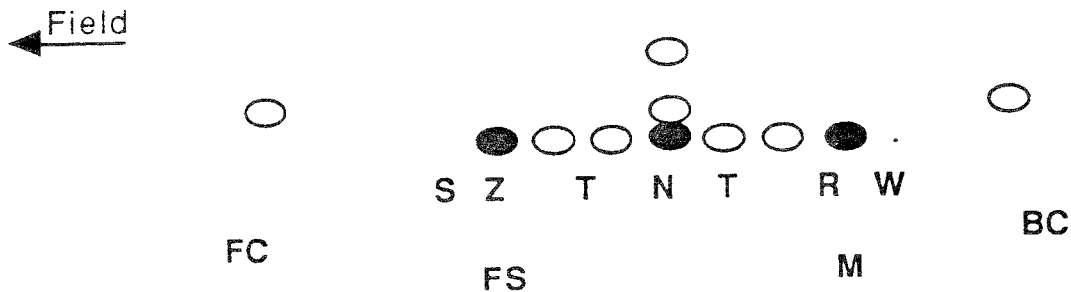
- 1a. ZIP M/M on TE
- 1b. MIKE & ROVER take first back their side of the football
- 1c. FS takes TB or second back
- 1d. MIKE & ROVER vs split backs always cross key

### VS. RUN:

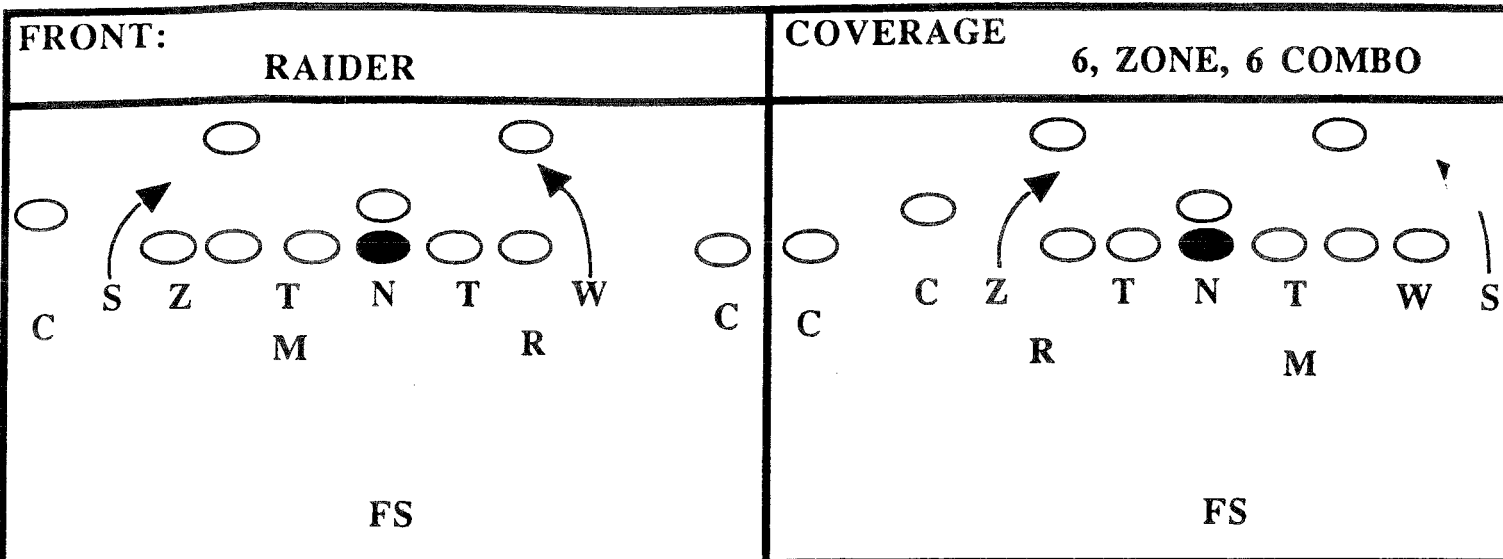
- 2a. MIKE & ROVER have width so that they can get outside quicker (i.e. SPEED OPTION)
- 2b. FS keys the TB and takes A-Gap

### VS. 1 BACK SETS:

- 3a. MIKE sets to the boundary - M/M Your side on remaining back
- 3b. FS sets to the field - M/M Your side on remaining back
- 3c. ROVER takes the odd man, M/M







POS	ALIGN	KEY	RUN RESPONSIBILITY	PASS RESPONSIBILITY	ADJUSTMENTS
Sam	1-2 Feet Outside TE Inside Foot Up	OT to NB Feel the TE	D Gap-Contain Force-No Spill Option-Pitch	Rush Contain	
Will	1-1 1/2 Yards Outside Inside Foot Up	Ball to NB	C Gap-Spill Player Option Attack QB  Option Feather Pitch	Rush Contain	
WT	Raider Align Loose 3	Ball to Strong guard	B Gap Skate & Hold Gap Option-Dive	Free Rush	Crowd the Ball
N	Head up on Center	Ball to Strong Center	2 Gap Player Frontside A Gap Option-Dive	Push the Pocket	Crowd the Ball
ST	Raider Align Loose 3	Ball to Weak guard	B Gap Skate & Hold Gap Option-Dive	Free Rush	Crowd the Ball
Zip	Split Stance Inside TE	TE Feel the OT	C Gap to Ball Flow Away - Fold/Cutback	Cover the TE Man to Man	Open TE adjust out and play him M/M
Mike	Align Behind SDT	Near Back	FT- Strong C Gap Scrape to the Ball FA- Offside A Gap Cutback	Nearback or 1back in the Backfield Under Key OL	
Rov	Split Stance Outside	Near	FT- WeakSide D Gap Scrape to the Ball	Near Back	Handed all 1 Back Adjustments or

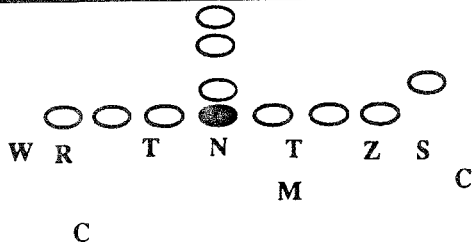
**FRONT:**      **RAIDER**

**COVERAGE:**      **6, ZONE, 6 COMBO**

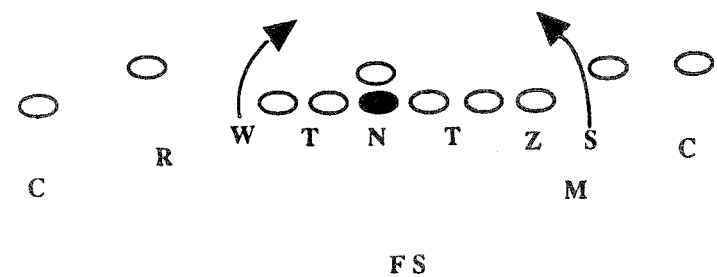
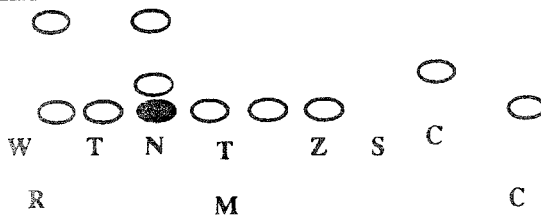
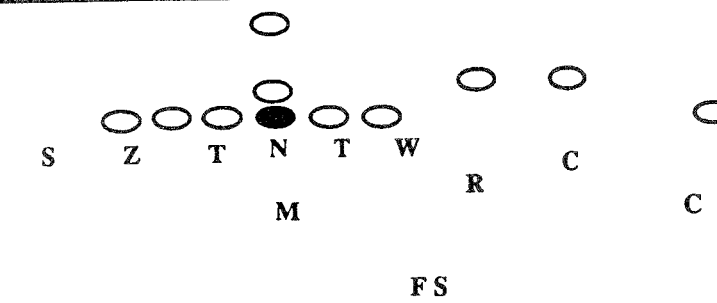
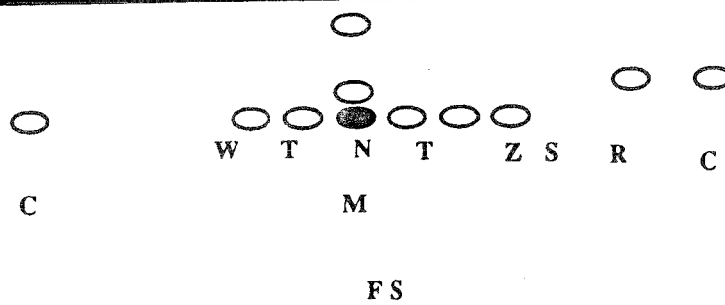
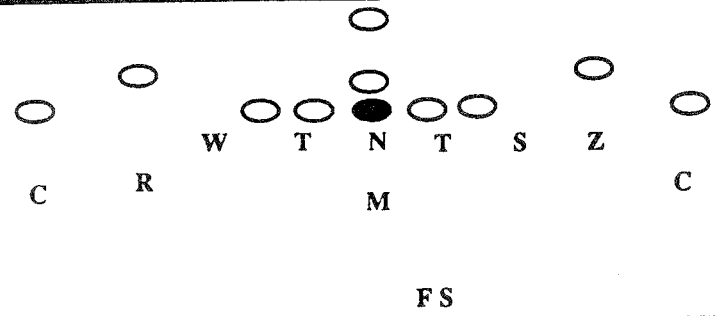
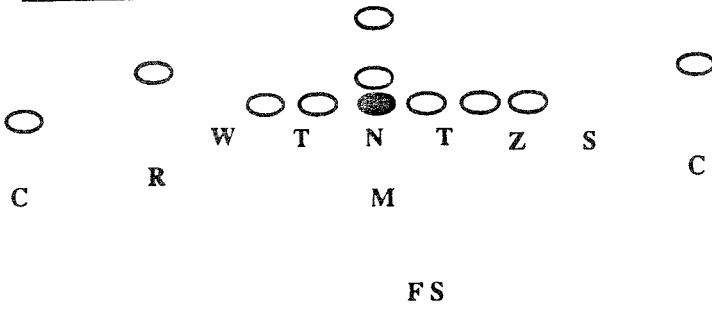
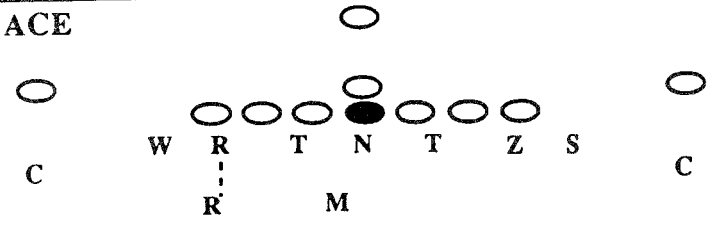
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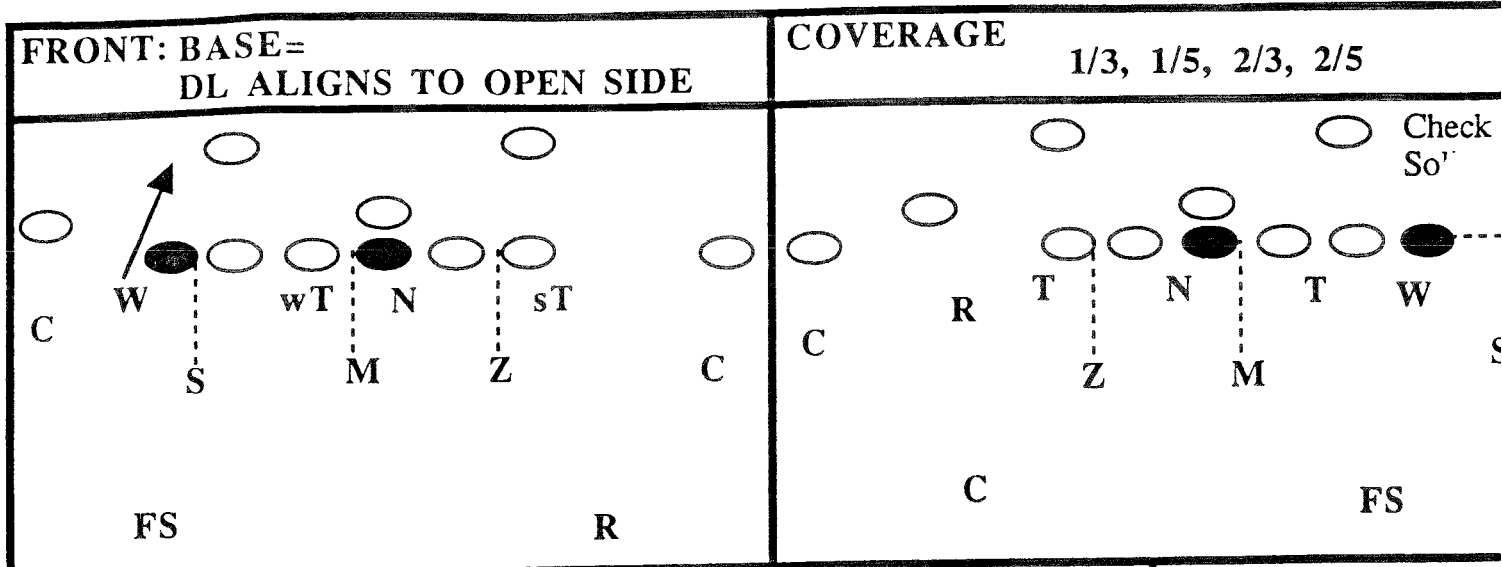
Will be played as our base run front defense. Gives us an 8 man pressure front defense.

**TITE**



**ACE**





POS	ALIGN	KEY	RUN RESPONSIBILITY	PASS RESPONSIBILITY	ADJUSTMENTS
<b>Sam</b> SS	Align in C-Gap	NB to the Ball	Flow to: C-Gap Flow Away: Stack Option-Based on Coverage	Banjo, Flood or Zone Side	Coverage will determine your alignment. Adjust vs. open #2
<b>Will</b>	TE= loose 9 SE=5	TE vs wide OT	D-Gap, Force QB on Option	Contain Rush	Align "7" vs. TE yourside
<b>ST</b>	Loose 5 Tech	Tackle	C Gap Option-QB inside Load Slow Squeeze	Contain Rush	
<b>N</b>	Split Stance on OC	Center	A Gap FA-Cutback Option-Dive	Push the Pocket	
<b>WT</b>	Outside Split Stance 3 Tech	Guard	B Gap FA-Squeeze Option-Dive	Free Rush	
<b>Mike</b> Bandit	Strong A-Gap 5yds Deep	NB to uncovered Linemen	FT- Onside A Gap Scrape to the Ball FA- Backside B-Gap Down hill	Banjo or Flood	Align according to Back Set
<b>Zip</b>	Weak B-Gap	NB to uncovered Linemen	FT- Stack 5 Tech, fall Back inside, QB to Dive FA- Stack DT	Zone Call	Align according to Back Set Adjust vs. OPEN #2

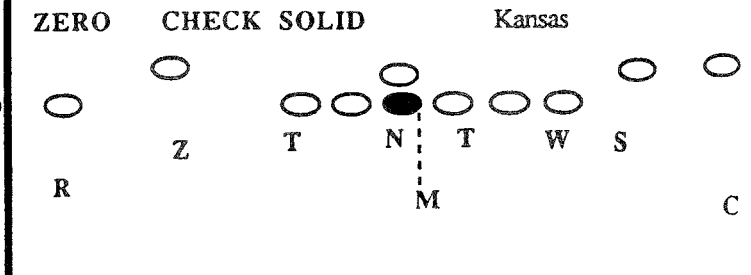
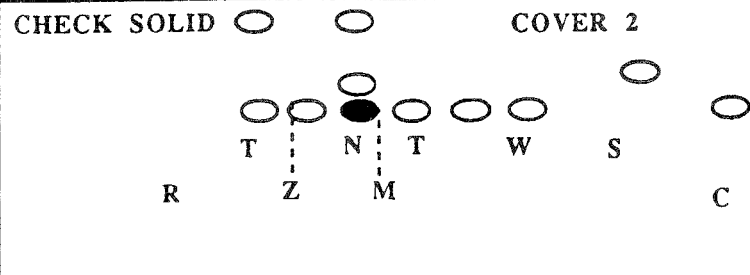
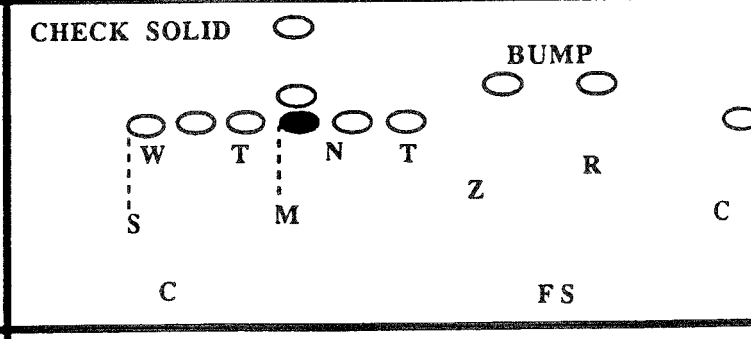
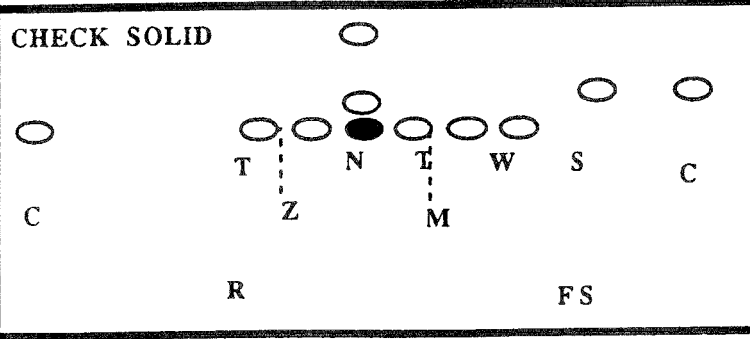
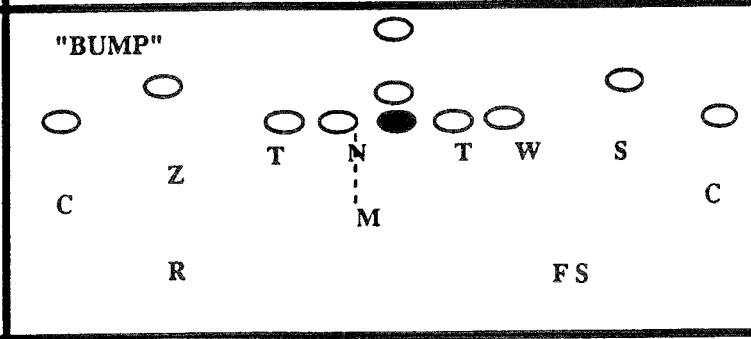
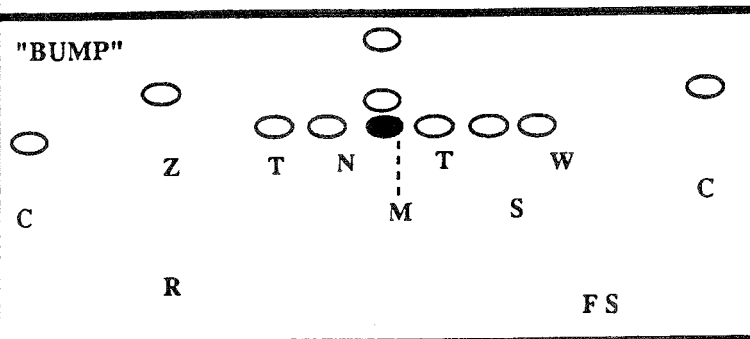
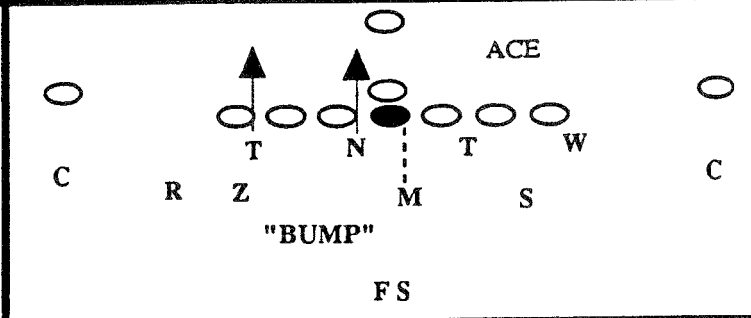
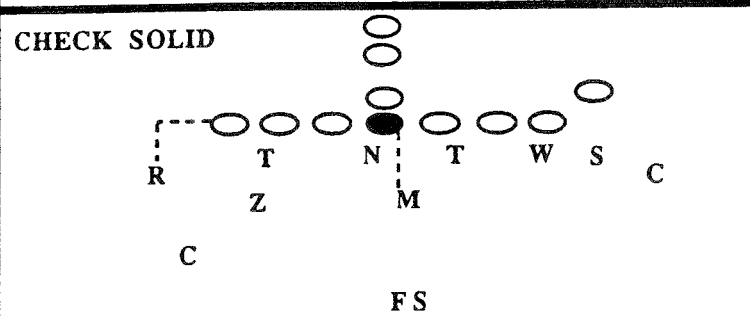
**FRONT: BASE=**  
DL aligns to open side

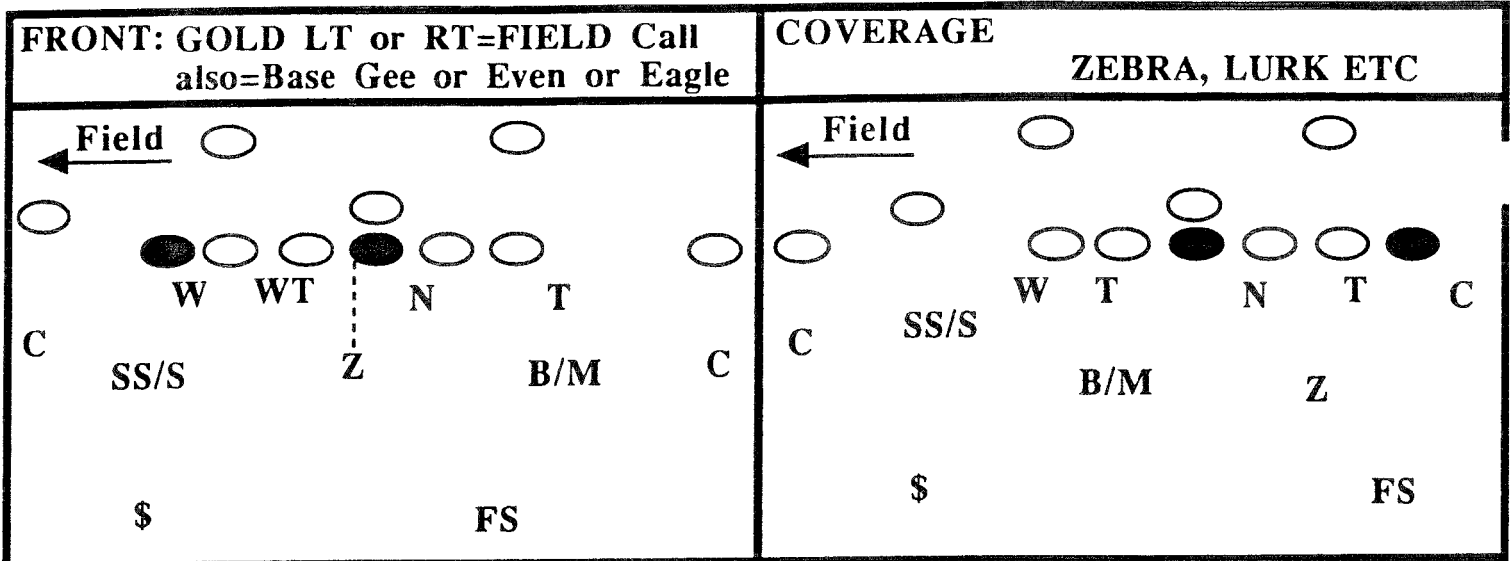
**COVERAGE:** 1/3 1/5 2/3 2/5

**COMMENTS:**

Allows us to play 2 deep and Quarters with a Stack front. Allows us to play 5 to a side. We have three change up fronts that we can use.

1. ROVER - Bring SAM on the LOS (8). Good vs wing set and to show pressure.
2. WIDE - Move the nose to a 1 tech and 5 to a 7 tilt. Good vs perimeter action, solid vs 1 back sets.
3. ANCHOR - Switch alignment of W and SAM. Let W attack outside the TE and SAM play coverage from a 6. Good vs perimeter run and gives speed rush off corner.





POS	ALIGN	KEY	RUN RESPONSIBILITY	PASS RESPONSIBILITY	ADJUSTMENTS
Sam SS	#2 to you #3 away	2 or 3 to ball	Aligned on #2 D Gap Aligned on #3 fill where needed	Flood, Banjo, or Zone	#3 away or twins make a switch call with Zip and switch sides.
ST	TE=7 SE=7	OT	C Gap Option-QB	Contain Rush	Out Call - Vs TE align outside and rush from there B or SS over TE
Will	TE=7 SE=7	OT	C Gap Option-QB	Contain Rush	Arrow - Vs TE align outside and rush from there B or SS over TE
N	2I or head on SG	Ball	A Gap Option-Dive	Push the Pocket	
WT	3 or head on WG	Ball	B Gap Option-Dive	Free Rush	
Zip	Based on Sets	Ball	Scrape to the Ball	Banjo, Flood, or Zone Side	Switch call from Nickle zone side player.
Mike Bandit	#2 to you #3	2 or 3 to	Aligned on #2 D Gap Aligned on #3	Match or Zone	#3 away or twins make a switch call with LB and switch

**FRONT:**  
GOLD L/Rt BASE GEE OR EVEN

**COVERAGE:**

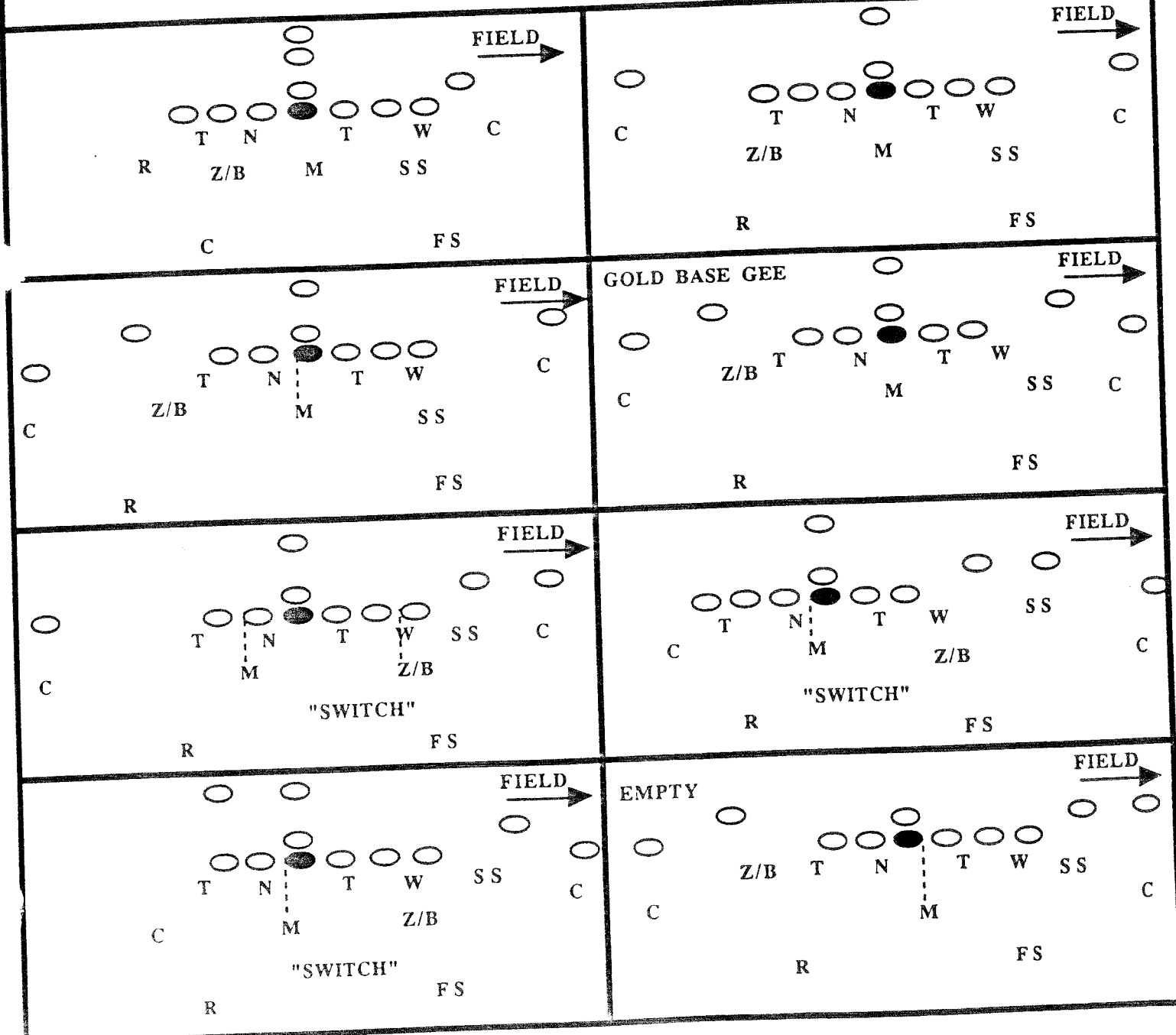
**ZEBRA**

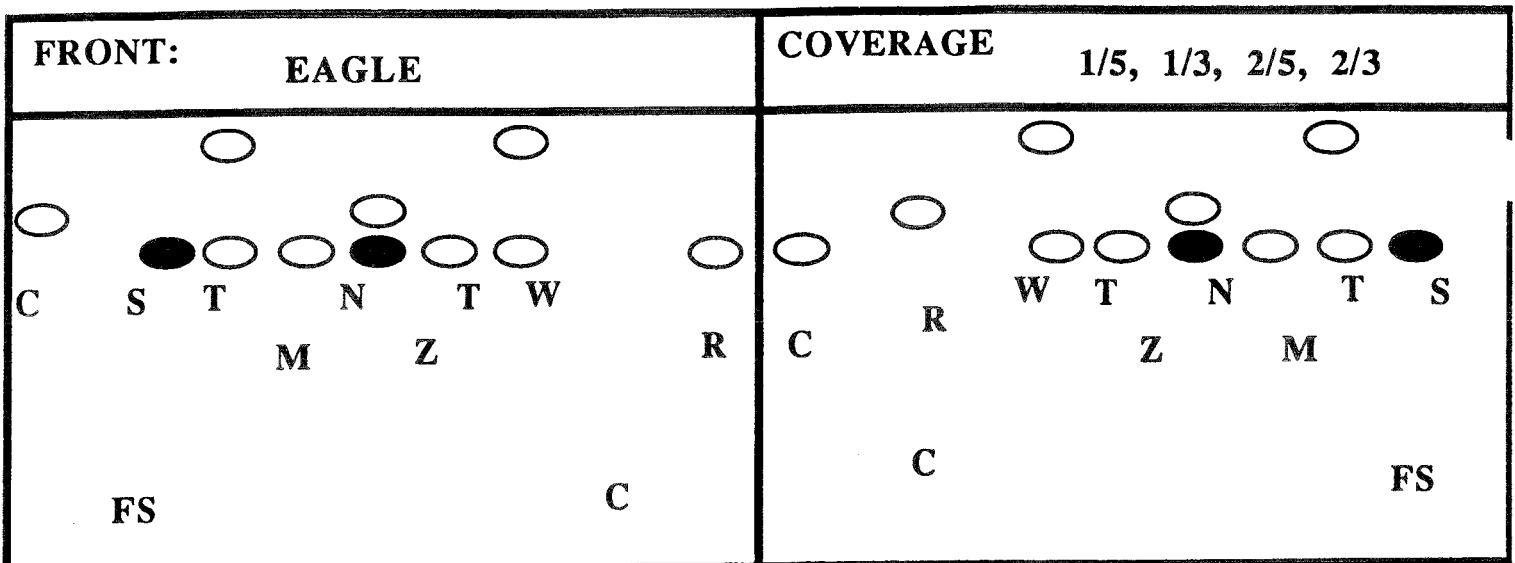
**COMMENTS:**

Play our 6 DB defense with Left/Right calls, including the middle of the field. Put 4 best pass rushers and 7 best coverage people in the game. Align in a 2 deep look to start each play.

1. We will pre-align the front into the boundary
2. SS/BANDIT align to pass strength of the formation or the called lt/rt side
3. WILL aligns to the field
3. Secondary makes pass strength call to the wide side.

GOLD denotes corners do not move with motion;  
CB's align to their side and play #1 to their side  
SS/BANDIT make all the adjustments to motion





POS	ALIGN	KEY	RUN RESPONSIBILITY	PASS RESPONSIBILITY	ADJUSTMENTS
Sam	Loose 9 on TE	TE & Near Back	D Gap-Backer Force Squeeze off Tackle Run away-Fold & Cutback Option - Based on Cov.	Rainbow= Slow Banjo on #2 and #3	Bump call with #3 in a threatening position Indian / Outlaw Based on Cov. Call
Will	Outside split stance 5 tech	Tackle to Near Back	C Gap Option - QB Play hook Outside, Keep Tackle off Mike Spill Player/Fold	Hard Rush Contain	Align in "7 i" vs. TE yourside
ST	Outside split stance 5 tech	Strong Tackle	C Gap Slow Squeeze Trail on Flow Away Opt-QB inside Load	Outside Rush Contain	Bump Call - 7 iTech
N	Shade Strong	Center	A Gap Backside A Flow Away Option-Dive	Push The Pocket	Bump Call - 1 Tech
WT	Outside split stance 3 tech	Weak Guard	B Gap Squeeze backside A Flow Away Option-Dive	Free Rush	"Gone" Call - 2I Tech A Gap
Mike	Outside split stance Guard 4 Deep	NB to uncovered Linemen	FT- Onside B Gap to Scrape to Ball FA- Offside Cutback Slow Play with Nose	Play Coverage Call May Bump Line vs Triples	Bump Pro Triples
Zip	Inside split stance Guard 4 Deep	NB to uncovered Linemen	FT- Onside A Gap to Scrape to Ball FA- Offside Cutback to the Ball	Play Coverage Call May Adjust to a Gone Call	Open #3 gone call 1 Back open #2 gone call to Weak Tackle

**FRONT:** EAGLE

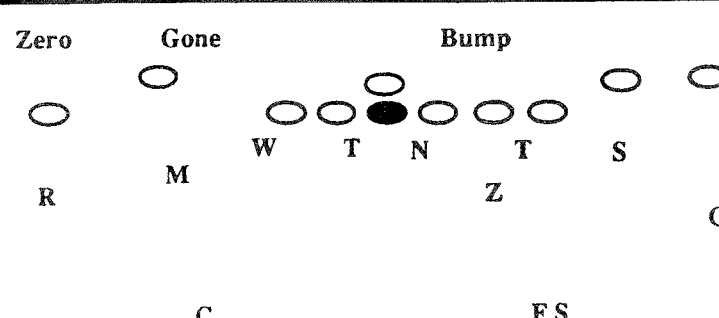
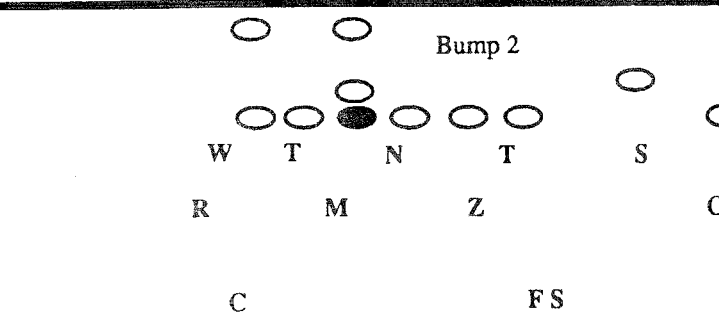
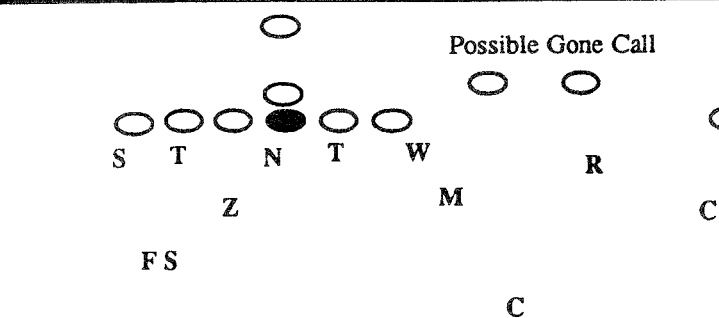
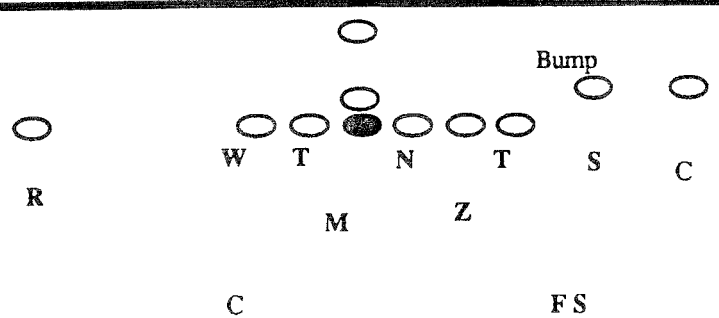
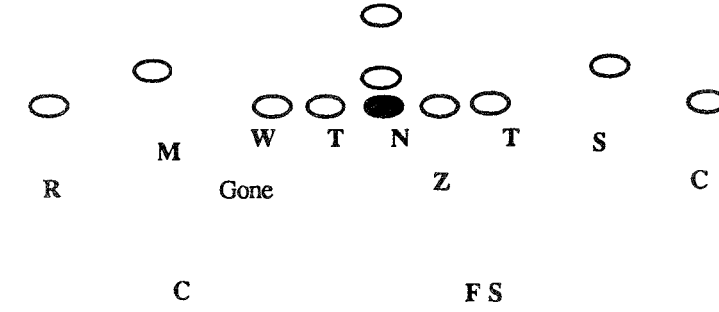
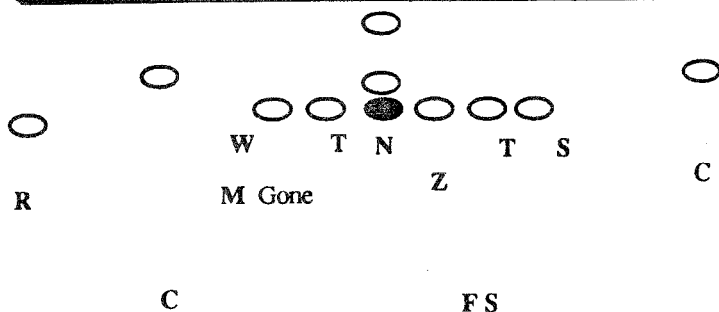
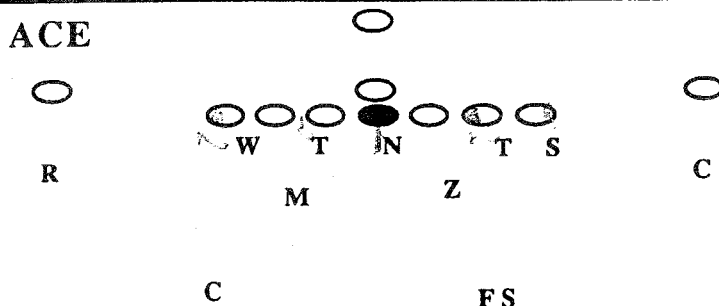
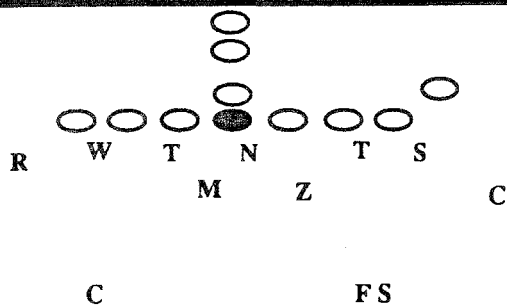
**COVERAGE:** 1/5, 1/3, 2/5, 2/3

**COMMENTS:**

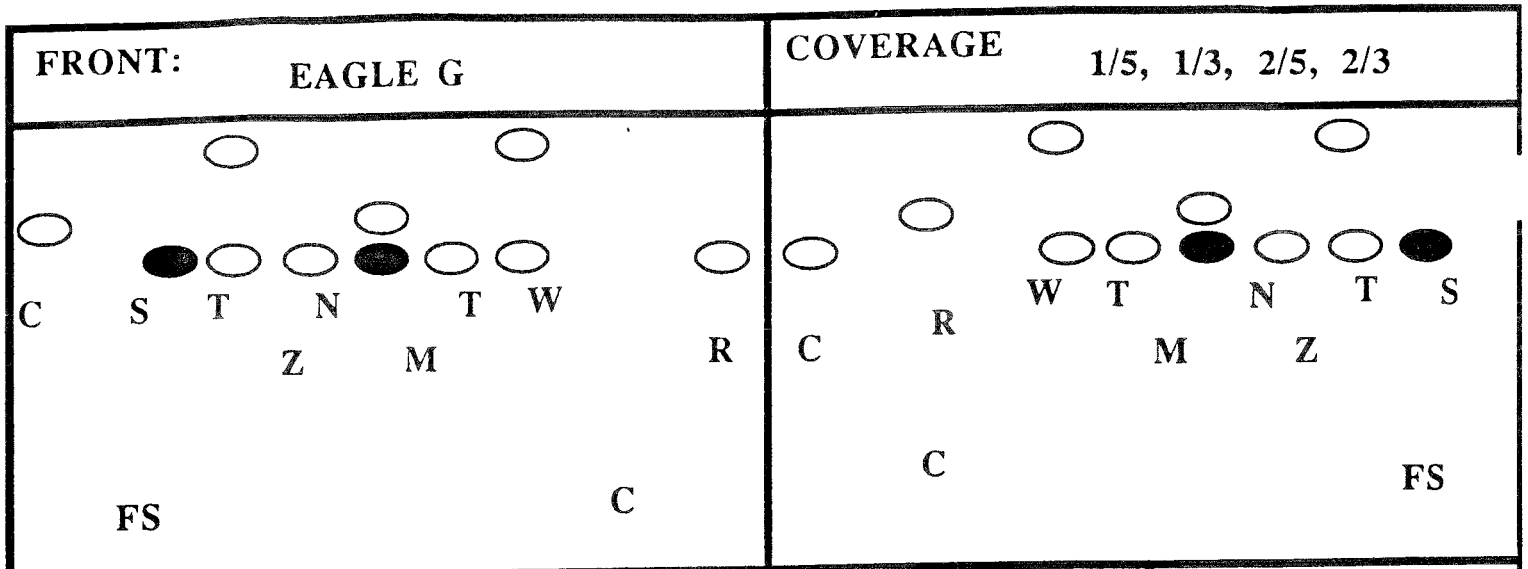
Eagle is a Tite Shade Defense. Allows Defense to play odd digit coverage. Gets 9 Tech to the TE. We will play for pass defense so that we can play the coverage package we like.

vs. some 1 backs check S.D.T. to 4I

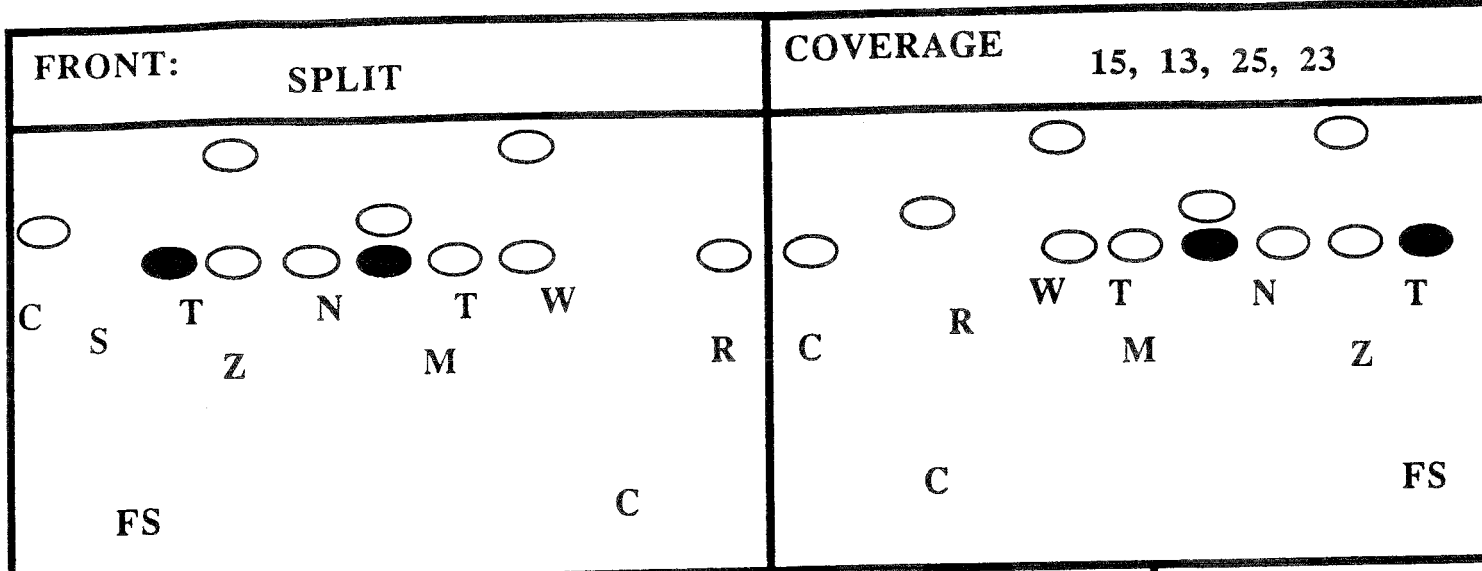
✓ Check Dynamite vs. ACE!!!!







POS	ALIGN	KEY	RUN RESPONSIBILITY	PASS RESPONSIBILITY	ADJUSTMENTS
Sam	Loose 9 on TE	TE & Near Back	D Gap-Backer Force Squeeze off Tackle Run away-Fold & Cutback Option - Based on Cov.	Rainbow= Slow Banjo on #2 and #3	Bump call with #3 in a threatening position Same Support Calls
Will	Outside split stance 5 tech	Tackle to Near Back	C Gap Option - QB Play hook Outside, Keep Tackle off Mike Spill Player/Fold	Hard Rush Contain	Align in "7 i " vs. TE yourside
ST	Outside split stance 5 tech	Strong Tackle	C Gap Slow Squeeze Trail on Flow Away Opt-QB inside Load	Outside Rush Contain	Bump Call - 7 i Tech
N	Inside split stance Guard	Strong Guard	A Gap Backside A Flow Away-Squeeze Option-Dive	Push The Pocket	
WT	Outside split stance 3 tech	Weak Guard	B Gap Squeeze backside A Flow Away Option-Dive	Free Rush	Gone Call - 2I Tech A Gap
Mike	Outside split stance Guard 4 Deep	NB to uncovered Linemen	FT- Onside B Gap to Scrape to Ball FA- Offside Cutback Slow Play with Nose	Play Coverage Call May Bump Line vs Triples	Bump Pro Triples
Zip	Inside split stance Guard 4 Deep	NB to uncovered Linemen	FT- Onside A Gap to Scrape to Ball FA- Offside Cutback to the Ball	Play Coverage Call May Adjust to a Gone Call	Open #3 gone call 1 Back open #2 gone call to Weak Tackle



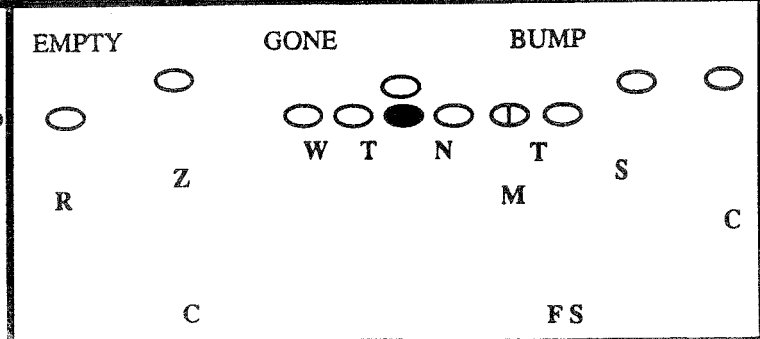
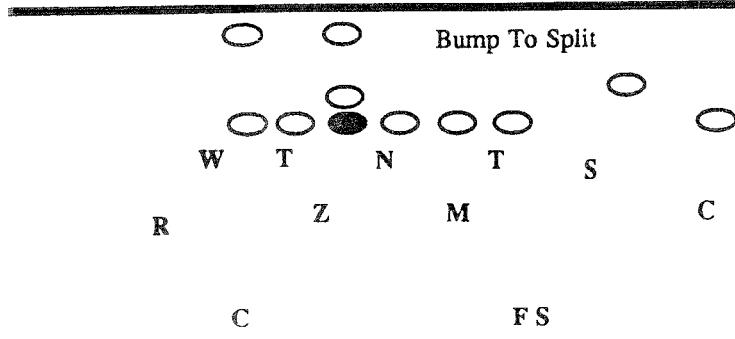
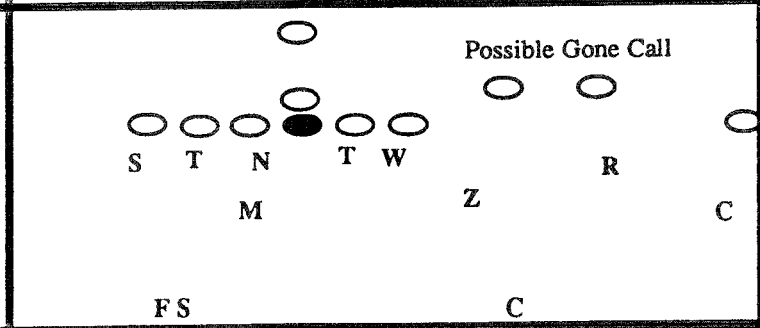
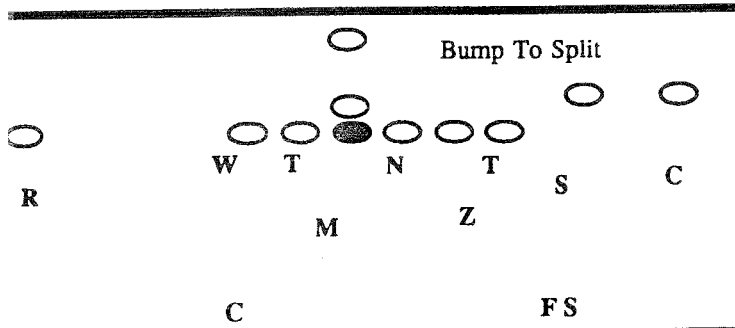
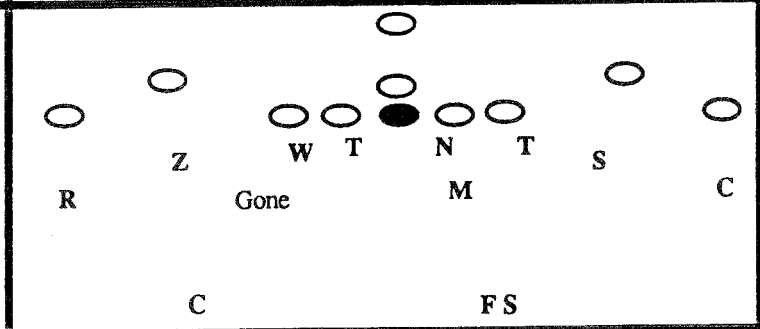
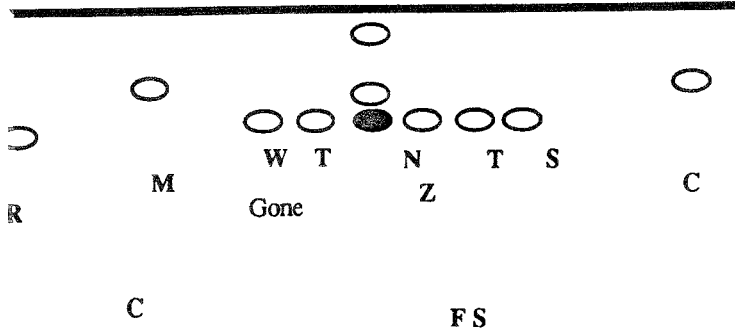
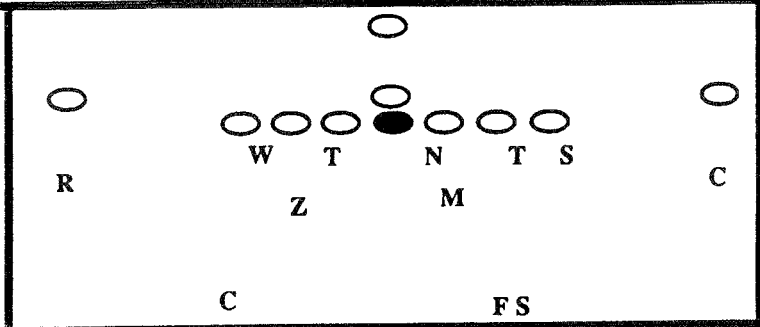
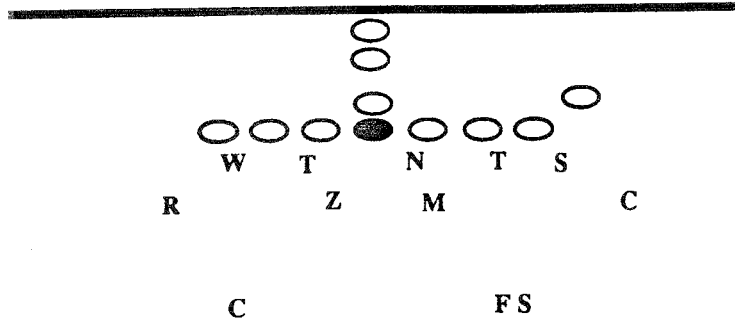
POS	ALIGN	KEY	RUN RESPONSIBILITY	PASS RESPONSIBILITY	ADJUSTMENTS
Sam	4X2 Off the TE	TE & Near Back	D Gap-Backer Force Squeeze off Tackle No Spill Run away-Fold & Cutback Option - Based on Cov.	Rainbow= Slow Banjo on #2 and #3	Same Support Calls as EAGLE
Will	Outside split stance 5 tech	Tackle to Near Back	C Gap Option - QB Play hook Outside, Keep Tackle off Mike Spill Player/Fold	Hard Rush Contain	Can Loosen vs. Pass Down! Align "7 i" vs. TE yourside
ST	Inside split stance TE	Strong Tackle feel TE	C Gap Slow Squeeze Trail on Flow Away Opt-QB inside Load	Outside Rush Contain	
N	Inside split stance Guard	Strong Guard	A Gap Backside A Flow Away-Squeeze Option-Dive	Push The Pocket	
WT	Outside split stance 3 tech	Weak Guard	B Gap Squeeze backside A Flow Away Option-Dive	Free Rush	Gone Call - 2I Tec A Gap
Mike	Head Up stance Tackle 4 Deep	NB to uncovered Linemen	FT- Onside B Gap to Scrape to Ball FA- Offside Cutback Slow Play with Nose	Play Coverage Called	
Zip	Inside split stance Guard 4 Deep	NB to uncovered Linemen	FT- Onside A Gap to Scrape to Ball FA- Offside Cutback to the Ball	Play Coverage Call May Adjust to a Gone Call	Open #3 gone call 1 Back open #2 go call to Weak Tackle

FRONT: EAGLE G

COVERAGE: 1/5, 1/3, 2/5, 2/3

COMMENTS:

SAME AS EAGLE !!!!!

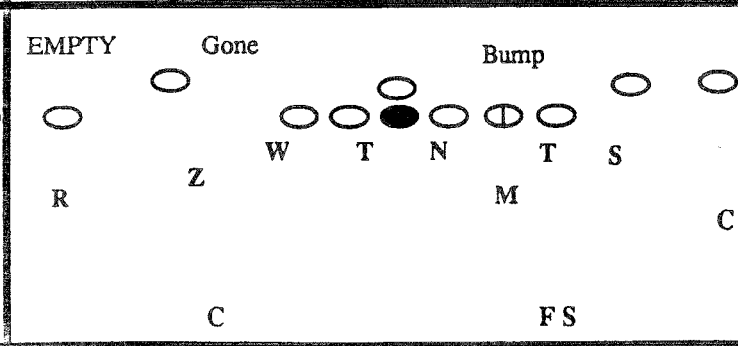
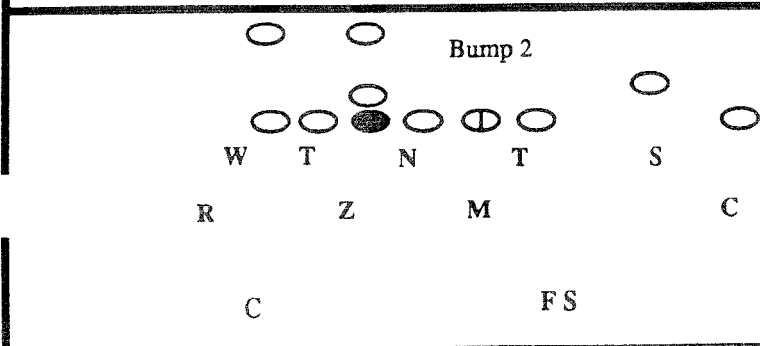
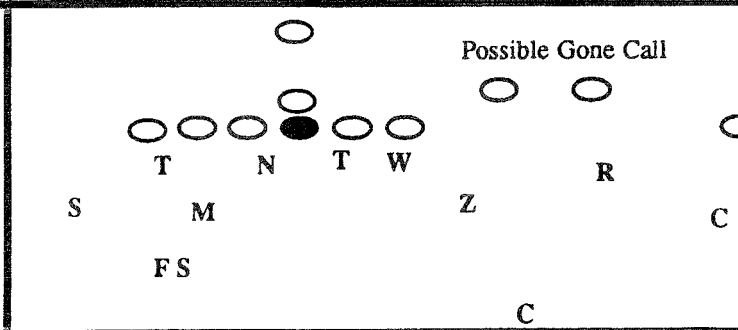
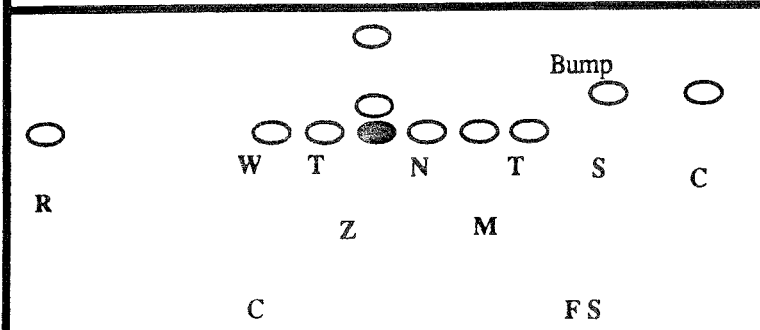
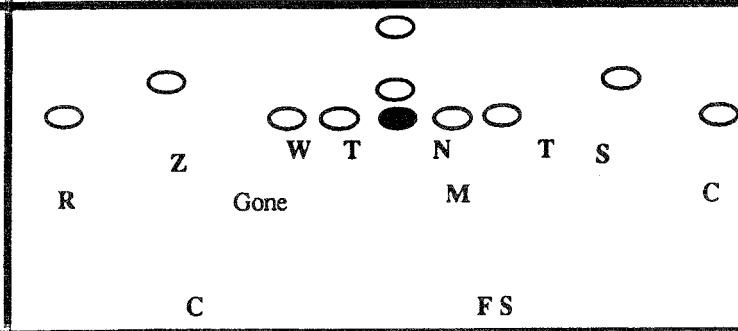
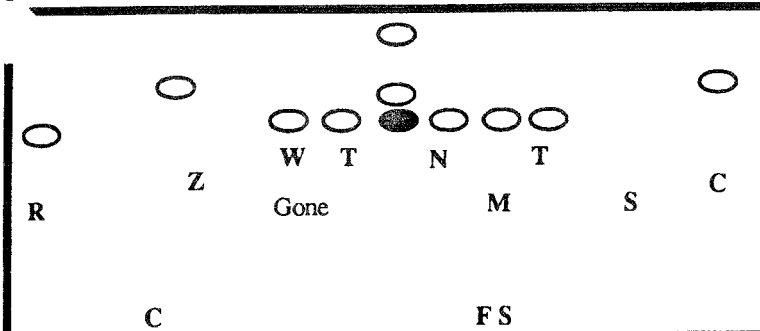
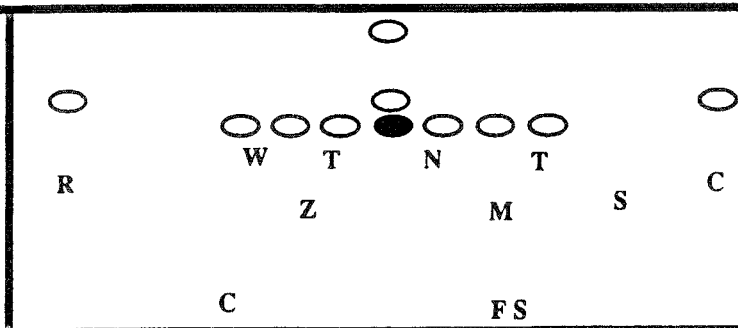
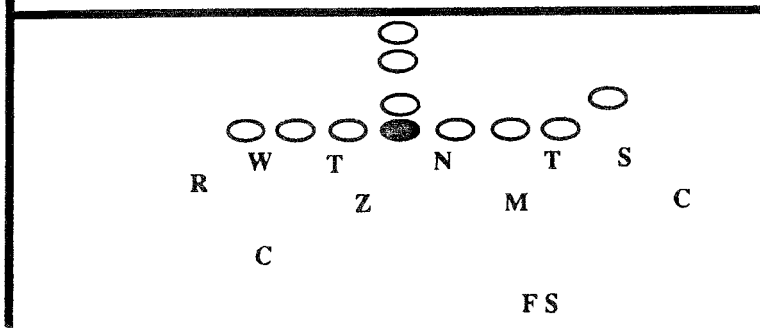


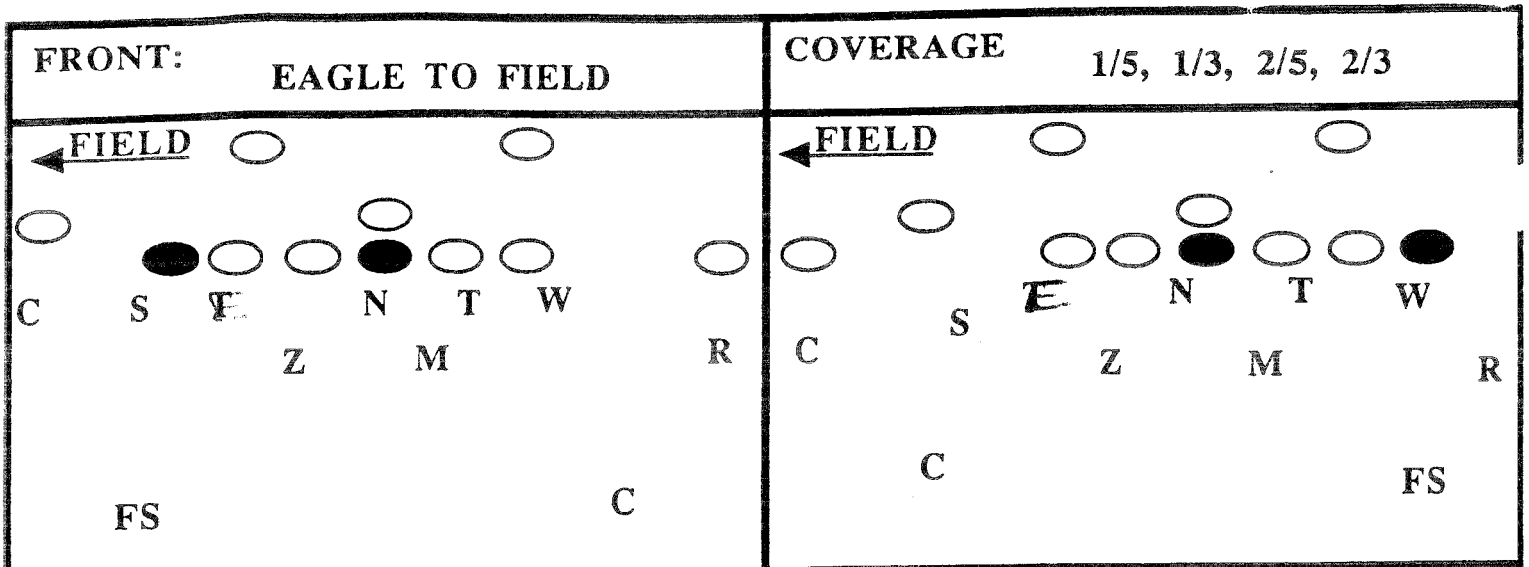
**FRONT:** SPLIT

**COVERAGE:** 1/5, 1/3, 2/5, 2/3

**COMMENTS:** Pass Rush Front To Get Better Rush Lanes.  
Play Same Coverages As EAGLE.

- c.p. "EVEN" Call :
- a. Aligns ST & Will in Loose "7"
  - b. Aligns N & WT Head Up on OG's
  - c. Zip Aligns Based on Back Set





POS	ALIGN	KEY	RUN RESPONSIBILITY	PASS RESPONSIBILITY	ADJUSTMENTS
Sam	Loose 9	TE & Near Back	D Gap-Backer Force Squeeze off Tackle Run away-Fold & Cutback Option - Based on Cov.	Rainbow= Slow Banjo on #2 and #3	Bump call with #3 in a threatening position
Will	Outside split stance 5 tech	Tackle to Near Back	C Gap Option - QB Play hook Outside, Keep Tackle off Mike Spill Player/Fold	Hard Rush Contain	Align "7 i" vs. TE yourside
ST	Outside split stance 5 tech	Strong Tackle	C Gap Slow Squeeze Trail on Flow Away Opt-QB inside Load	Outside Rush Contain	Bump Call - 7 iTech
N	Shade Strong	Center	A Gap Backside A Flow Away Option-Dive	Push The Pocket	Bump Call - 1 Tech
WT	Outside split stance 3 tech	Weak Guard	B Gap Squeeze backside A Flow Away Option-Dive	Free Rush	Gone Call - 2I Tech A Gap
Mike	Outside split stance Guard 4 Deep	NB to uncovered Linemen	FT- Onside B Gap to Scrape to Ball FA- Offside Cutback Slow Play with Nose	Play Coverage Call May Bump Line vs Triples	Bump Pro Triples
Zip	Inside split stance Guard 4 Deep	NB to uncovered Linemen	FT- Onside A Gap to Scrape to Ball FA- Offside Cutback to the Ball	Play Coverage Call May Adjust to a Gone Call	Open #3 gone call 1 Back open #2 gone call to Weak Tackle

**FRONT:** FIELD = EAGLE FRONT

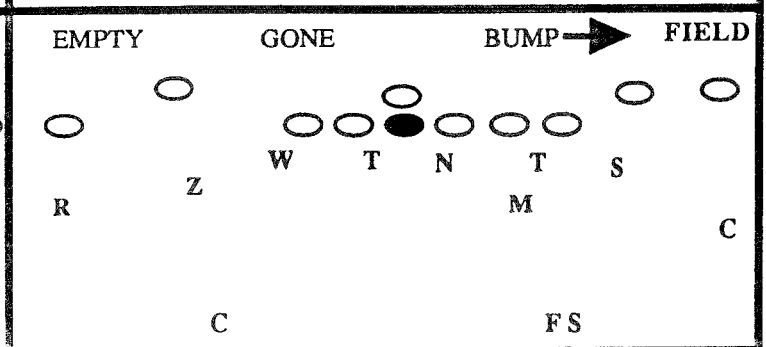
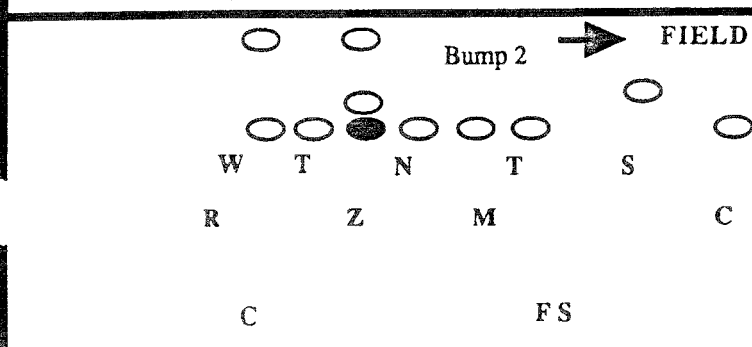
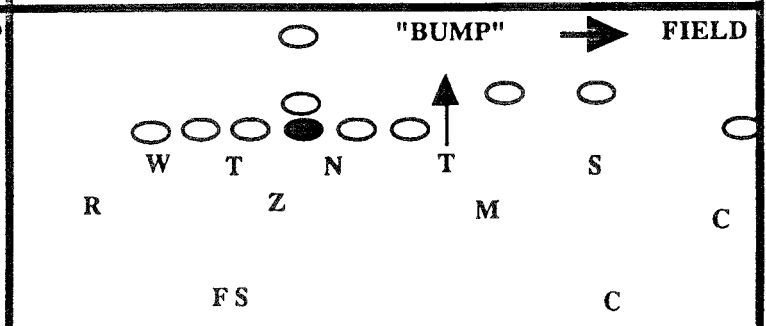
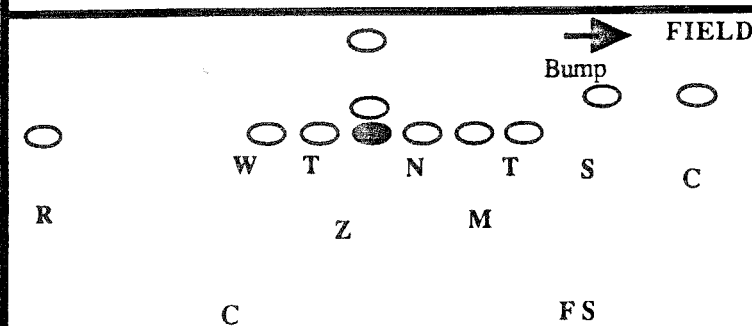
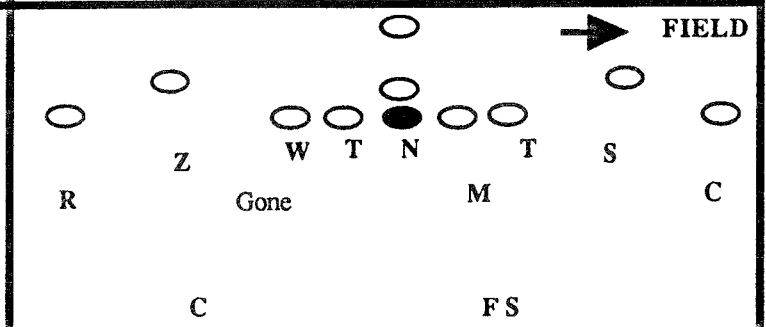
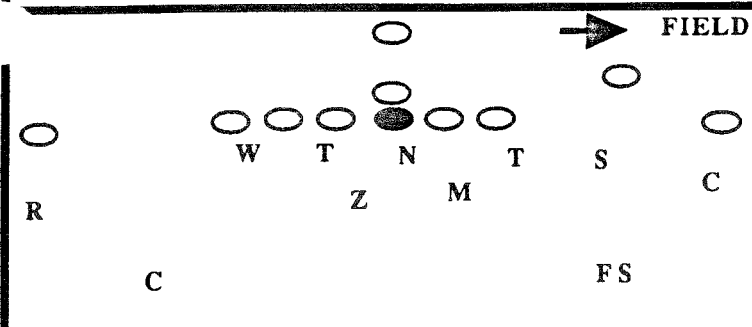
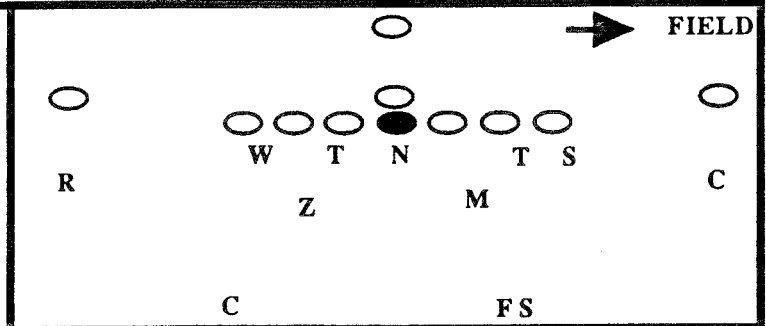
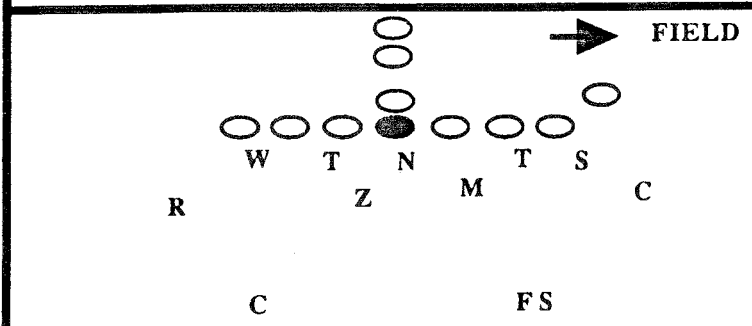
**COVERAGE:** 1/5, 1/3, 2/5, 2/3

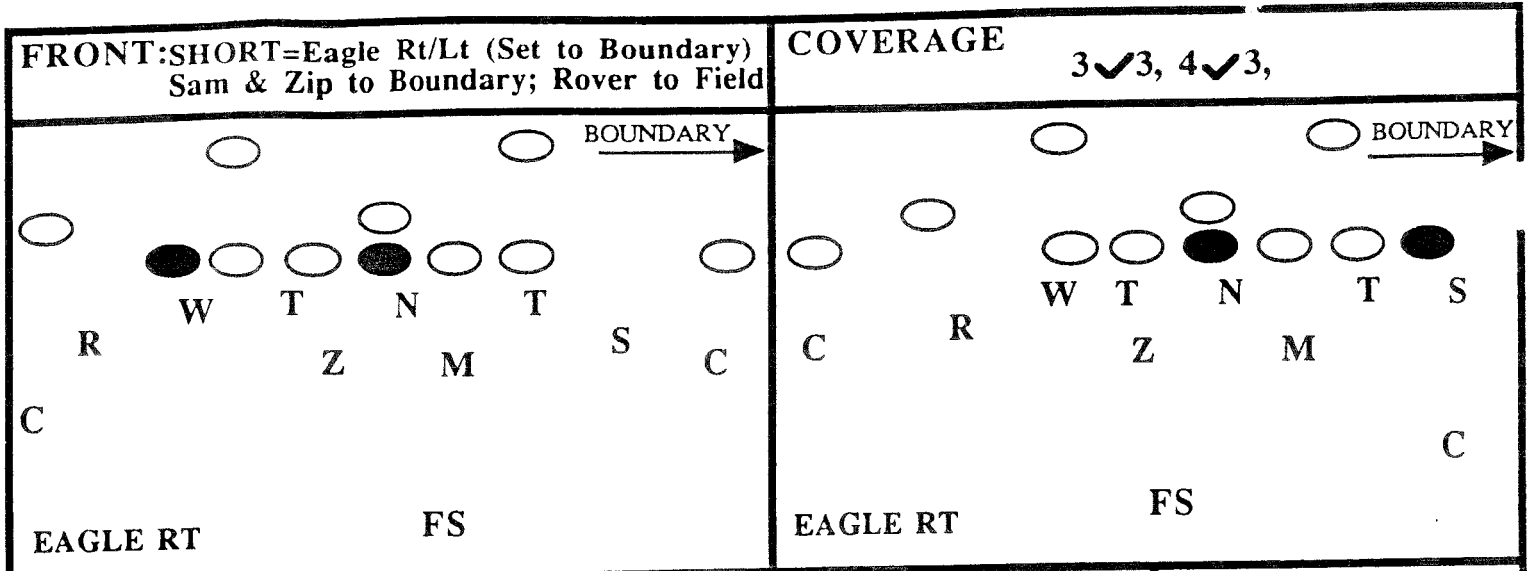
**COMMENTS:**

Defense that it set to the field rather than the formation. Allows us to play coverages to the field no matter the formation. Automatically set the front to the wide side of the field.

c.p. C/B FIELD EAGLE  
FIELD EAGLE GEE  
FIELD SPLIT

Based on Down & Distance





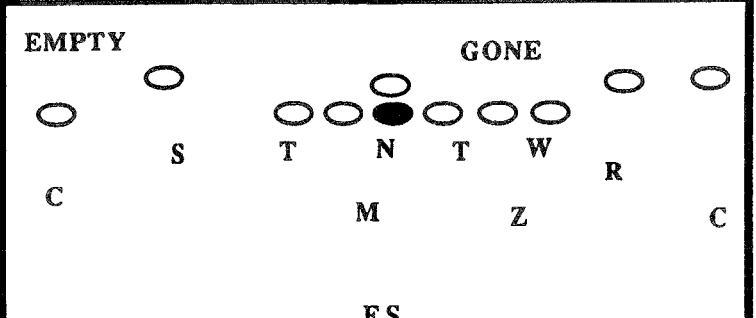
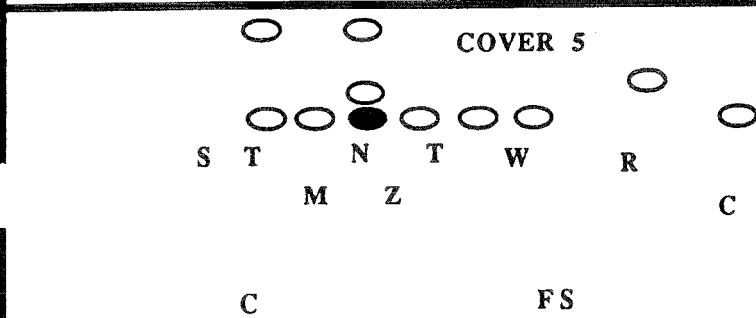
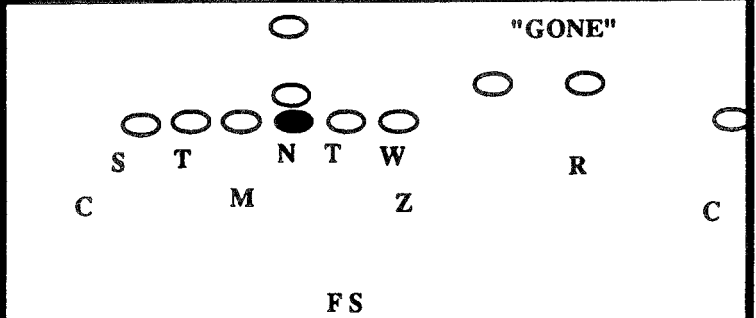
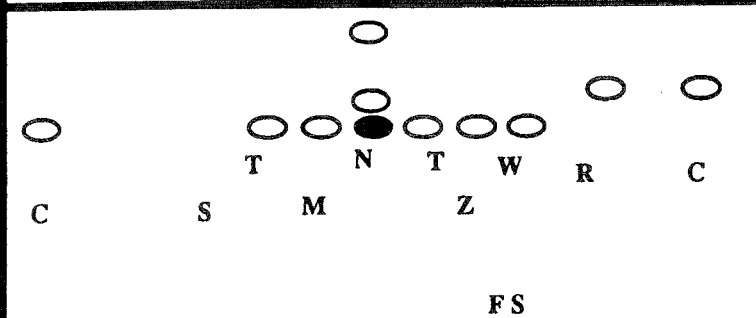
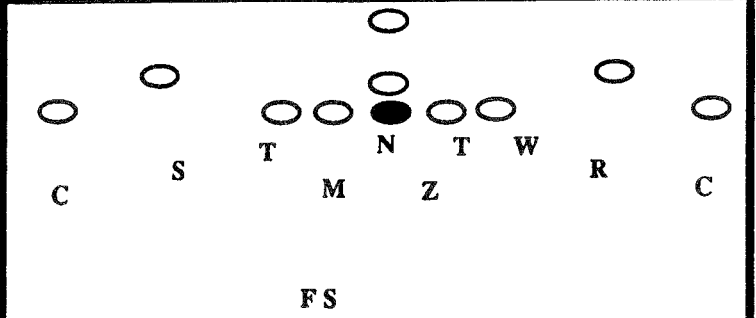
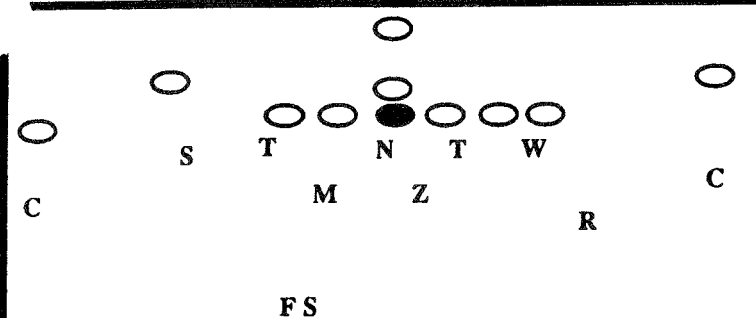
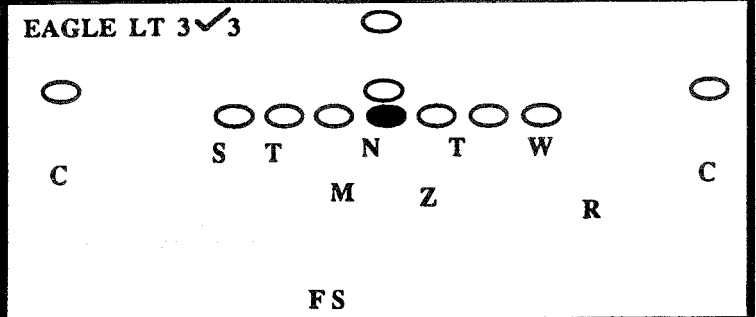
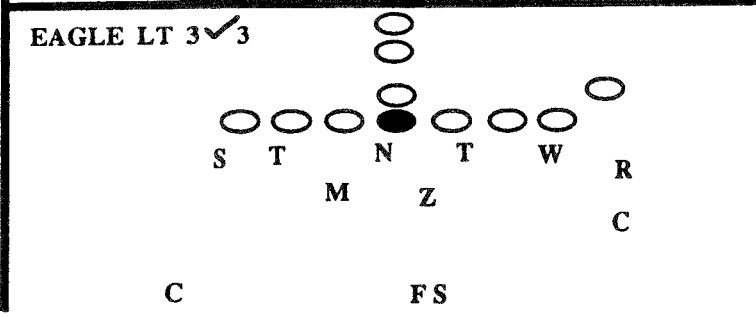
POS	ALIGN	KEY	RUN RESPONSIBILITY	PASS RESPONSIBILITY	ADJUSTMENTS
Sam	4X4 Off OT Loose 9 TE	NB to the Ball	D Gap Option-Based on Coverage Always Contain	Banjo, Flood or Zone Side	"KICK" "9" Technique Bump call with #3 in a threatening position. Hip position vs open #1
Will	TE=7  SE=5	TE vs wide  OT	C Gap, Force QB on Option	Contain Rush	Align "7 i" vs. TE yourside
ST	Outside Split Stance 5 Tech	Tackle	C Gap Option-QB inside Load Slow Squeeze	Contain Rush	
N	Split Stance on OC	Center	A Gap FA-Cutback Option-Dive	Push the Pocket	
WT	Outside Split Stance 3 Tech	Guard	B Gap FA-Squeeze Option-Dive	Free Rush	
Zip	Outside Split Stance Guard 4 Deep	NB to uncovered Linemen	FT- Onside B Gap Scrape to the Ball FA- Slow Play the Cutback	Banjo or Zone Call	Align according to Back Set
Mike	Inside Split Stance of Guard 4 Deep	NB to uncovered Linemen	FT- Onside A Gap Scrape to the Ball FA- Slow Play the Cutback	Banjo or Zone Call	Align according to Back Set Gone Call - Open #3

**FRONT:SHORT=Eagle Rt/Lt (Set to Boundary)**  
 Sam & Zip to Boundary; Rover to Field

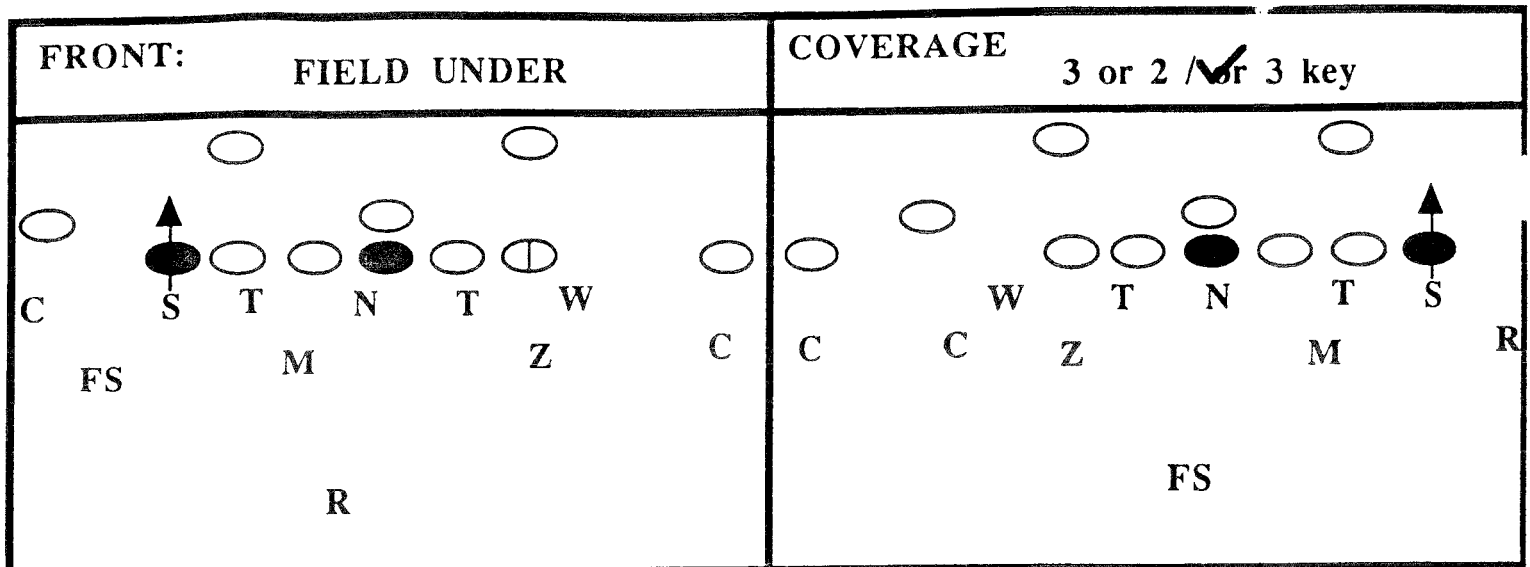
**COVERAGE:**

3✓3 4✓3

**COMMENTS:** GOOD RUN DEFENSE  
 SETS ROVER TO THE FIELD







POS	ALIGN	KEY	RUN RESPONSIBILITY	PASS RESPONSIBILITY	ADJUSTMENTS
Sam	Head up	TE	Drive Hard Thru TE Do Not Let Him Inside	Contain Rush the Pass	
Will	1-1.5 YD Like Raider	Ball to Near Back	C Gap - SPILL Option - QB Play hook Outside, Spill Player/Fold	Hard Rush Contain	Align in "7" vs. TE Yourside
ST	Inside split stance 4I tech	Strong Tackle	B Gap Opt-Dive	Free Rush	
N	Shade Strong	Center	A Gap Backside A Flow Away Option-Dive	Push The Pocket	
WT	Outside split stance 3 tech	Weak Guard	B Gap Squeeze backside A on Flow Away Option-Dive	Free Rush	
Mike	Outside split stance Guard 5 YDS	NB to uncovered Linemen	FT- Onside C Gap to Scrape to Ball FA- Backside A Gap	Play Coverage Call	1 Back Sets Check Raider 6
Zip	Outside split stance OT 5 Deep	NB to uncovered Linemen	FT- Onside C/D Gap Play Angle of Block FA- Offside Cutback Backside A-Gap	Play Coverage Call	1 Back Sets Check Raider 6

**FRONT:**

**FIELD UNDER**

**COVERAGE:**

**3 or 2 / or 3 key**

**COMMENTS:**

Raider personel group that allows defense to play another run front.

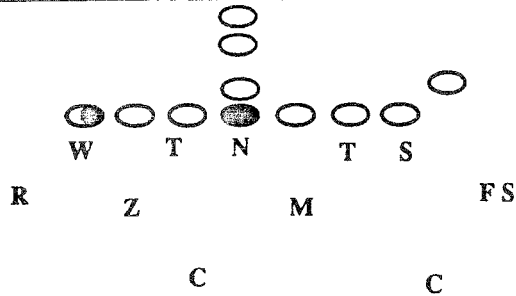
Coverage will be based on GP off weak back set.

CHECK Spartan 6 vs. all 1 back sets.

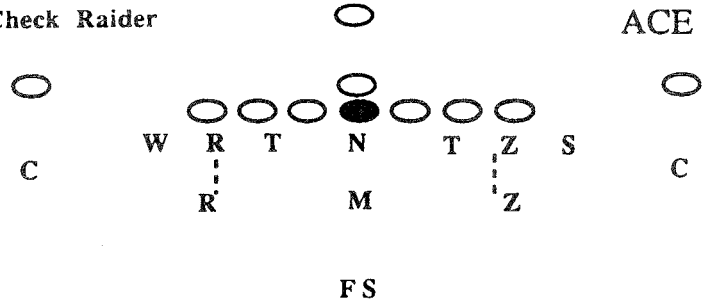
Could be a field call.

Cover 6 Combo - mean ROVER/FS Combo Strong #2 IN/OUT or SHORT/LONG

**TITE**

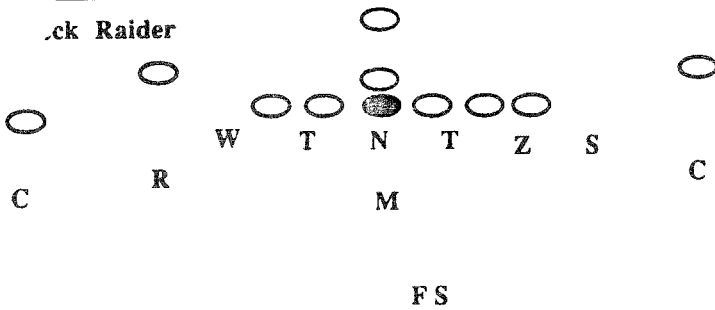


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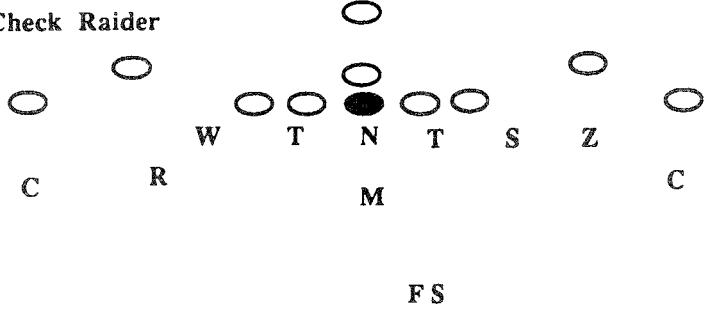


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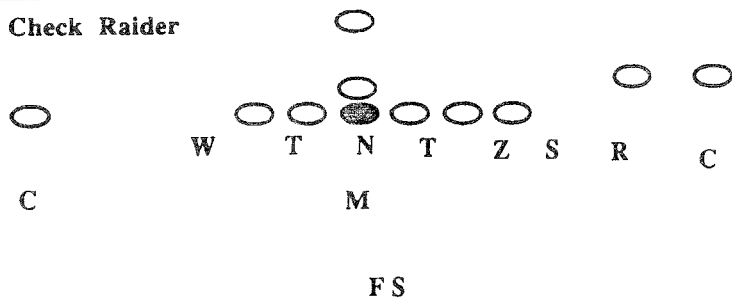
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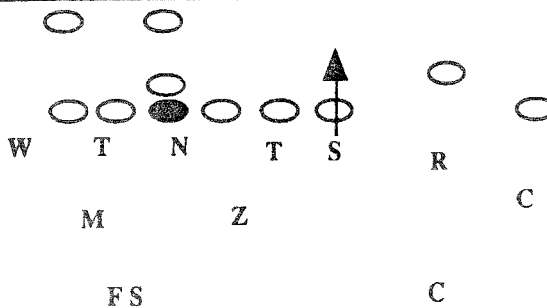
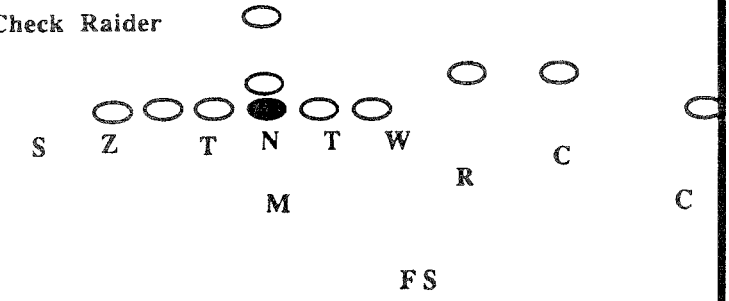
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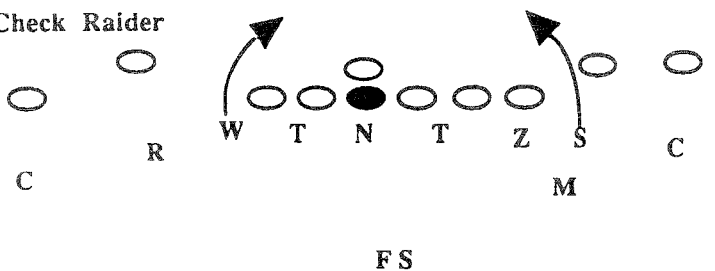
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**Check Raider**



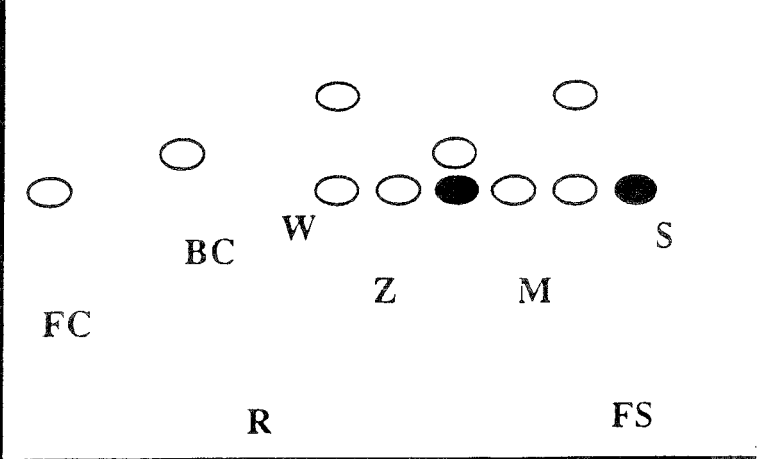
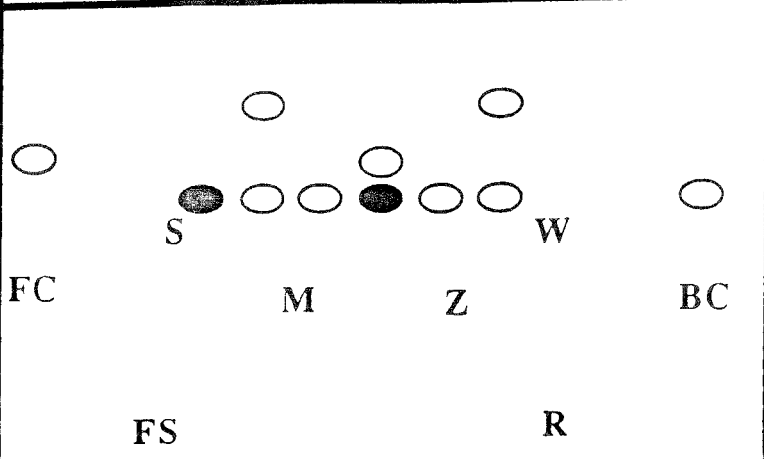
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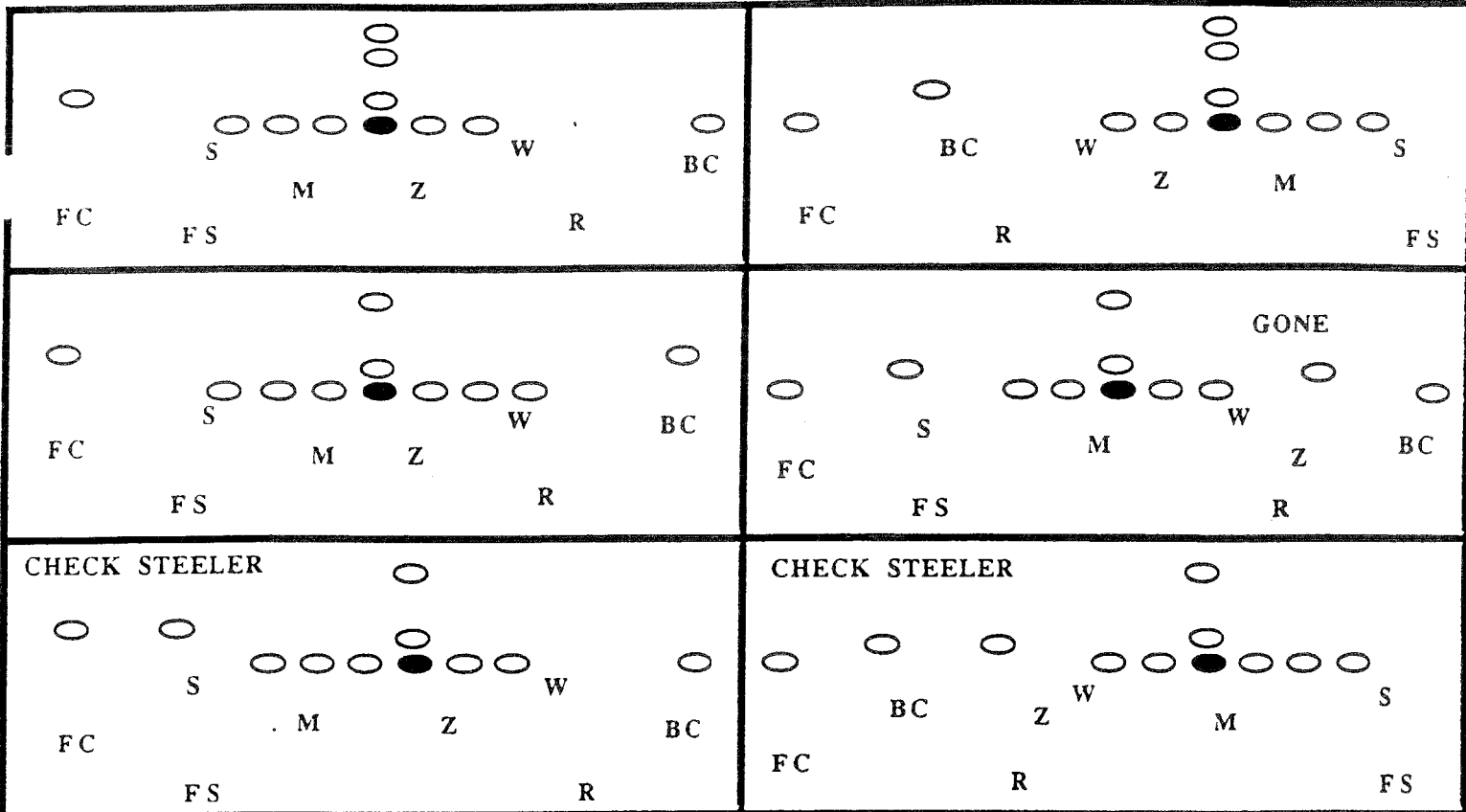
# COVERAGE PACKAGE

**COVERAGE:**  
COVER 1/4tr's

**DESCRIPTION:** 1/4,1/4,1/2 Robber coverage used to get FS involved in run support. Very good vs I backs pass and robbing routes of #2 or #1. Corners over coverage in Tite calls.



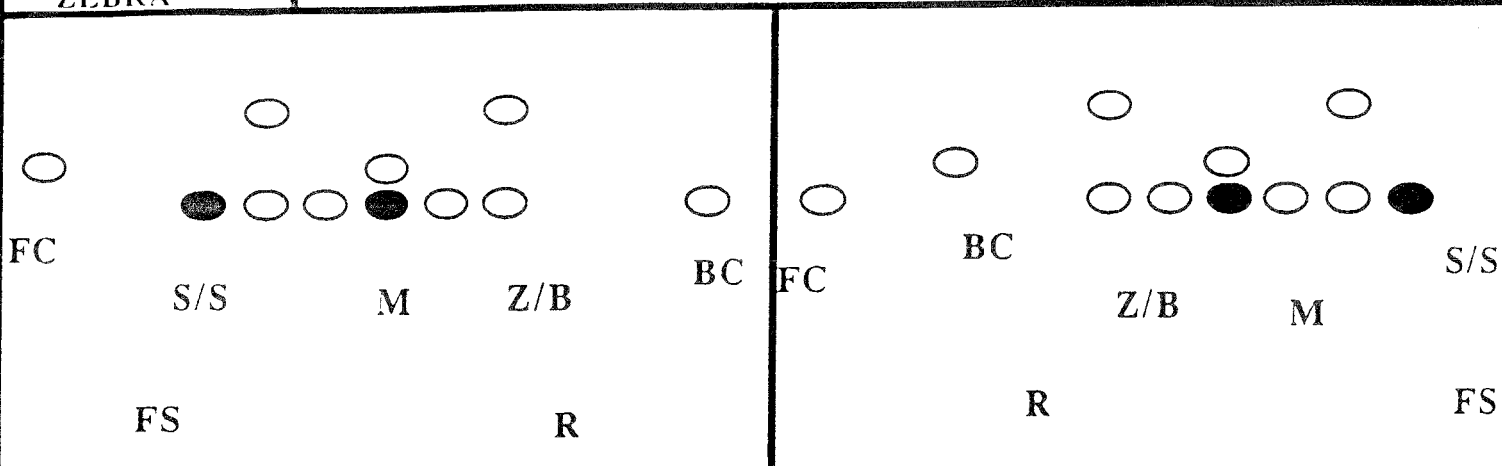
POS	ALIGN	KEY	RESPONSIBILITY		1 BACK ADJUST MOTION CHECKS
			RUN	PASS	
FC	Press to Bail	Basket ball to #2	Secondary	MOC	DOUBLES PRO TRIPS Steeler SLOT TRIPS NO BACKS None Z CROSS MO
R	Align @ 12 end up @14	2 to 1	Secondary	1/2	DOUBLES PRO TRIPS Steeler SLOT TRIPS NO BACKS None Z CROSS MO Check Digit
FS	Align @ 12 end up @10	#2	Aggressive D-Gap	Thief #2 (Rob Curl)	DOUBLES PRO TRIPS Steeler SLOT TRIPS NO BACKS None Z CROSS MO Check Digit
BC	5x1 O/S #1	#2	Secondary	Hard 2 Corner	DOUBLES PRO TRIPS Steeler SLOT TRIPS NO BACKS None Z CROSS MO



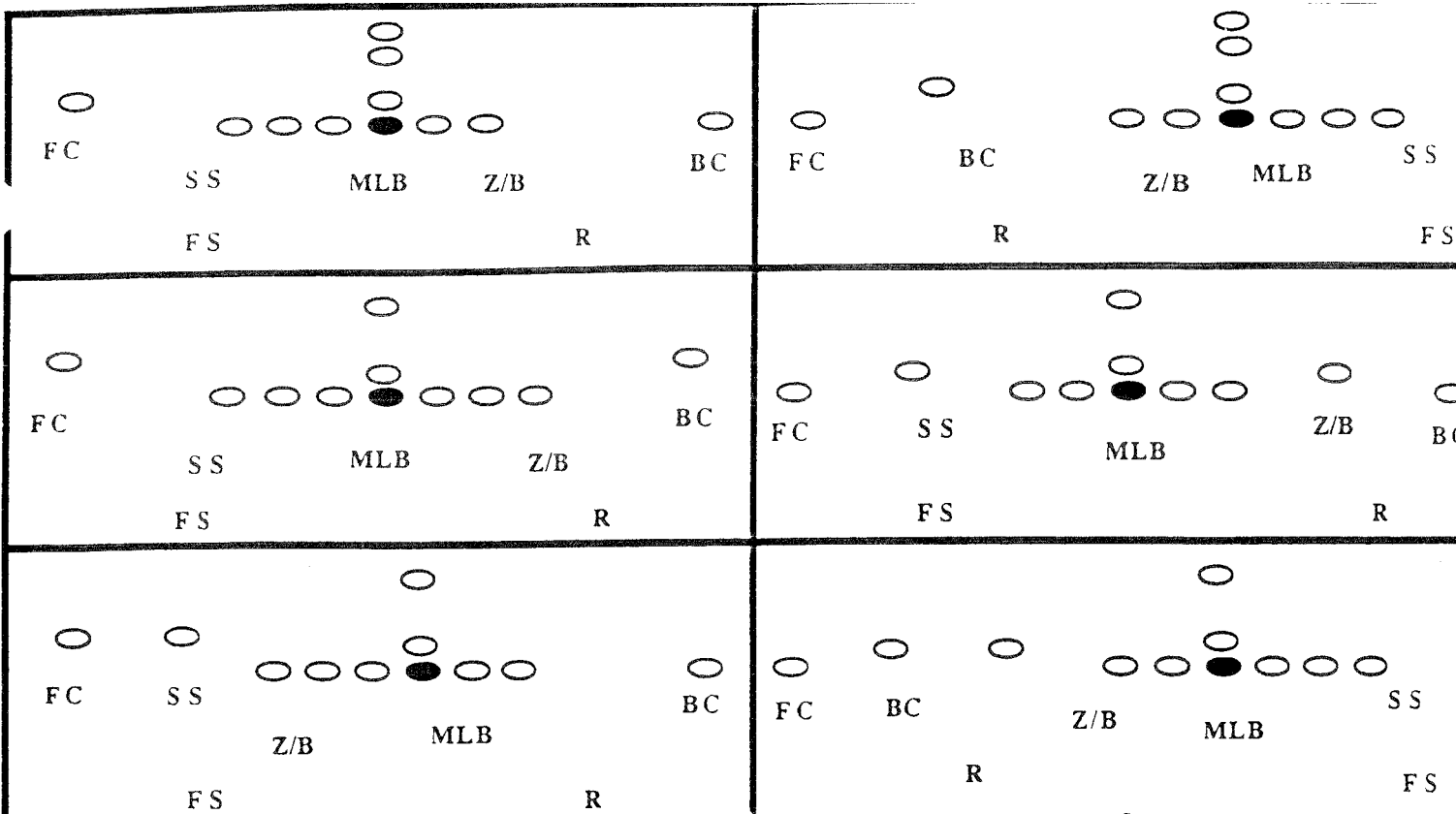
POS	ALIGN	KEY	RESPONSIBILITY		COVER 1/QTR'S
			RUN	PASS	
W	Based on Front	OT Te vs wide set QB-NB	C Gap Option - QB Can spill FB/NB Lead	RUSH THE PASSER	
M	Based on Front	Near Back	Front Call	vs. PRO Eliminate #3's vert. release and play 3 to 2 H/C vs. SLOT Play #3 vert H/C	
Z	Based on Front	Near Back	Front Call	vs. PRO Eliminate #2's vert. release and play 2 to 1 vs. SLOT Play #3 vert H/C	c.p. Alert Flow or 4/1 Pass Take the 1st crosser
S/S Sam	Based on Front	Te vs wide set QB-NB	D Gap Option - Pitch Except down by TE - QB	vs. PRO Eliminate #2's vert. release and play 2 to 1 vs. SLOT Play #1 to #2	

COVERAGE:  
COVER 2  
ZEBRA

DESCRIPTION: COVER 2/ZEBRA is a 2 deep 5 under coverage with 2 HARD corners.



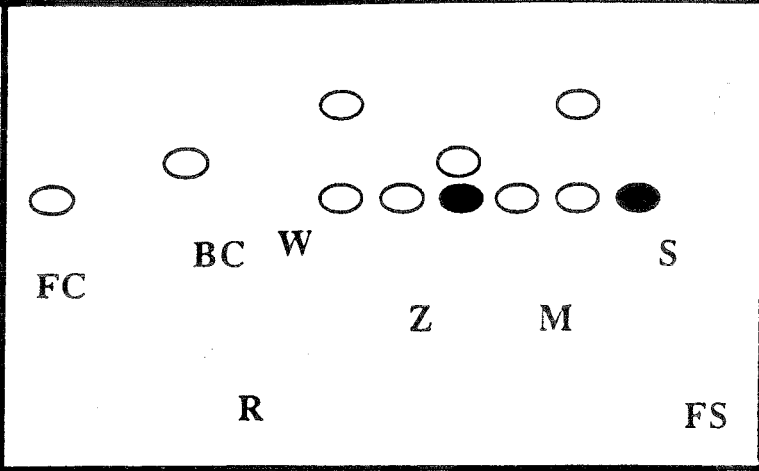
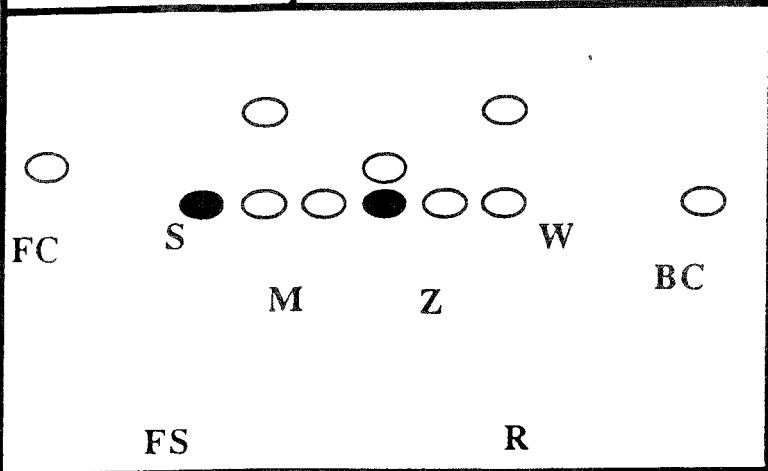
POS	ALIGN	KEY	RESPONSIBILITY		1 BACK ADJUST MOTION CHECKS
			RUN	PASS	
FC	5yds Head up open #1  45°	#2 & #3	Primary D Gap	Hard 2 (Funnel)	vs. Tite split b/w 2 WR's or vs. Minus Split by WR "CHECK 2 SINK"
R	12-14 Deep I/S open #2	#3 to #2 to #1	Secondary D-Gap (LATE)	Half Technique	
FS	12/14 Deep I/S open #2	#3 to #2 to #1	Secondary D-Gap (LATE)	Half Technique	
BC	5/1 Head-up open #1  45°	#2 & #3	Primary D-Gap	Hard 2 (Funnel)	vs. Tite split b/w 2 WR's or vs. Minus Split by W "CHECK 2 SINK"



POS	ALIGN	KEY	RESPONSIBILITY		Hard 2/ZEBRA
			RUN	PASS	
S/S Sam	#2 on your side No #2 #3 away	#2 or #3	Play the Ball Based on Called Front	vs Flow To: Banjo 2&3  vs Flow Away: Drop over #2  (run w/ Vert of #2)	
MLB	Back	Back	Play the Ball Based on Called Front	Drop to Hole off #3  Vert of #3 m/m up to 15 yds. (except in Fish- Zone off )	
<u>ZIP</u> Bandit	#2 on your side No #2 #3 away	#2 or #3	Play the Ball Based on Called Front	vs Flow To: Banjo 2&3  vs Flow Away: Drop over #2  (run w/ Vert of #2)	

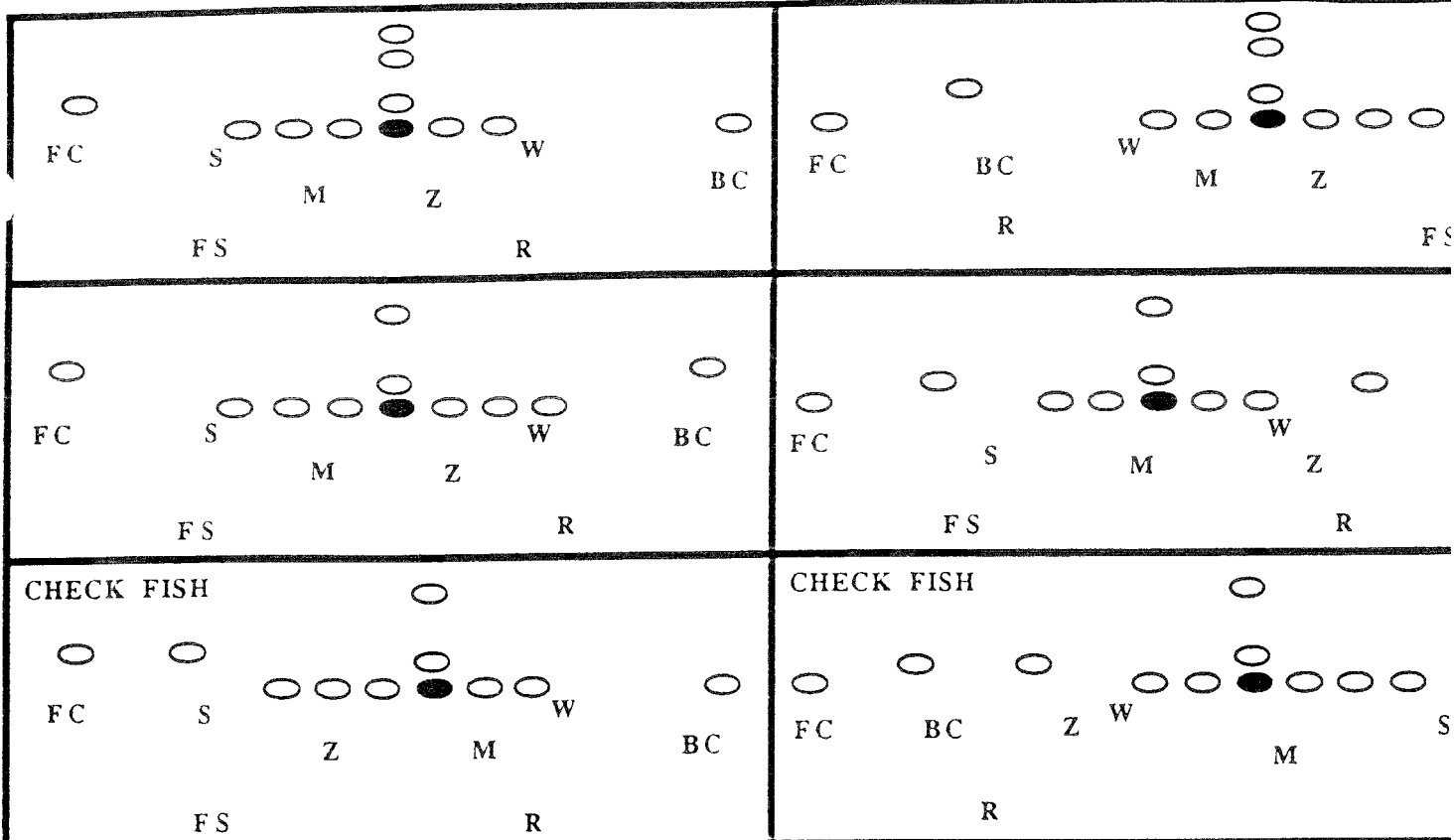
**COVERAGE:**  
COVER 2 Sink

**DESCRIPTION:** Cover 2 SINK is soft Cover 2 based on 1/4's principles. It is very good vs SPREAD Doubles.



POS	ALIGN	KEY	RESPONSIBILITY		1 BACK ADJUST MOTION CHECKS
			RUN	PASS	
FC	5/1 Outside open #1  45°	#2	Primary D Gap	SINK	
R	12-14 Deep I/S open #2 or O/S OT	#2 to #1	Secondary D Gap	1/2 Player m/m vs #2 Vert	
FS	12-14 Deep I/S open #2 or O/S TE	#2 to #1	Secondary D Gap	1/2 Player m/m vs #2 Vert	DOUBLES None PRO TRIPS Fish SLOT TRIPS None NO BACKS None Z CROSS MO Check Digit
BC	5/1 Outside open #1 45°  I/S open #2	#2	Primary D Gap	SINK	

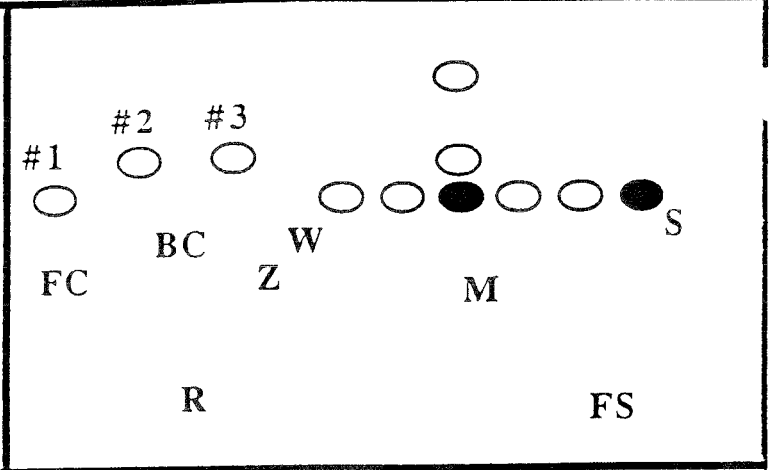
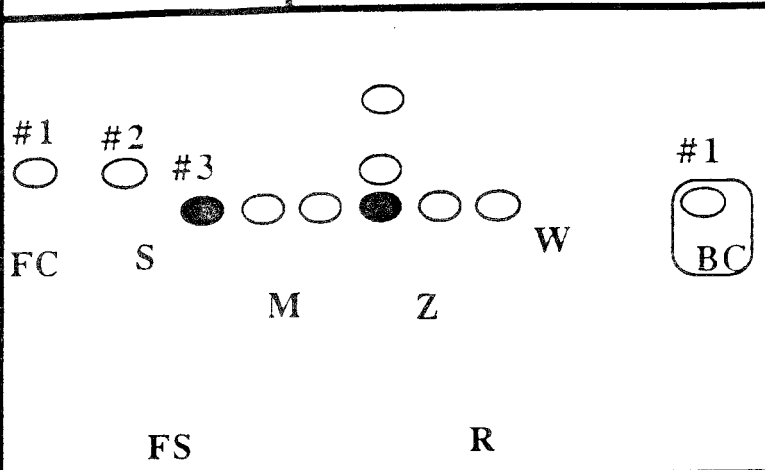




POS	ALIGN	KEY	RESPONSIBILITY		COVER 2 SIN
			RUN	PASS	
W	5 7	OT Te vs wide set QB-NB	C Gap Option - QB	Contain Rush all pass	
M	Based on Front	NB to the uncovered Lineman	Front Call	HOLE Player off of #3 Release (Can PUSH S/Z)	
Z	Based on Front	NB to the uncovered Lineman	Front Call	Curl - Flat Player off 3-2-1 Read (Can be PUSHED)	
S/S	Based on Front	TE vs Pro Set QB-NB	D Gap Option - QB	Curl - Flat Player off 3-2-1 Read (Can be PUSHED)	

**COVERAGE:**  
**FISH**

**DESCRIPTION:** Generally a Cover 2 triples adjustment. Creates a Cloud CB Strong with the Safeties ROBBING the vertical routes of #2 & #3. Locks BC on #1 Weak

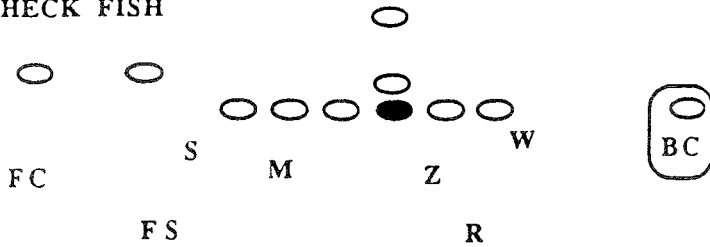


POS	ALIGN	KEY	RESPONSIBILITY		1 BACK ADJUST MOTION CHECKS
			RUN	PASS	
FC	5x1 O/S #1	Basket ball to #2	Primary D-Gap	Cloud CB	
R	10-12 deep I/S #2	#2	Late D Gap	Thief #2	
FS	10-12 deep inside OT	#3	Alley	Verticals of #3 No Verticals - LURK	
BC	Inside #1 on LOS	#1	None	Reckless M to M on #1	

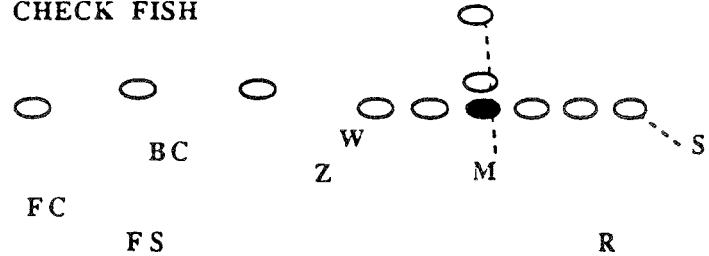
# TRIPLES CHECK

# TRIPLES CHECK

CHECK FISH



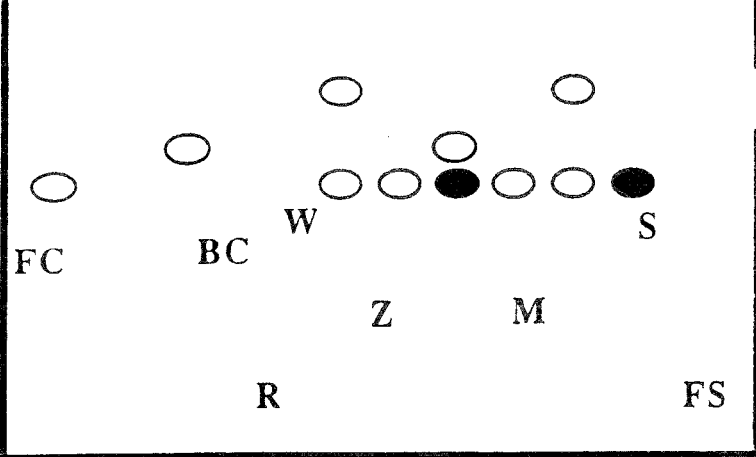
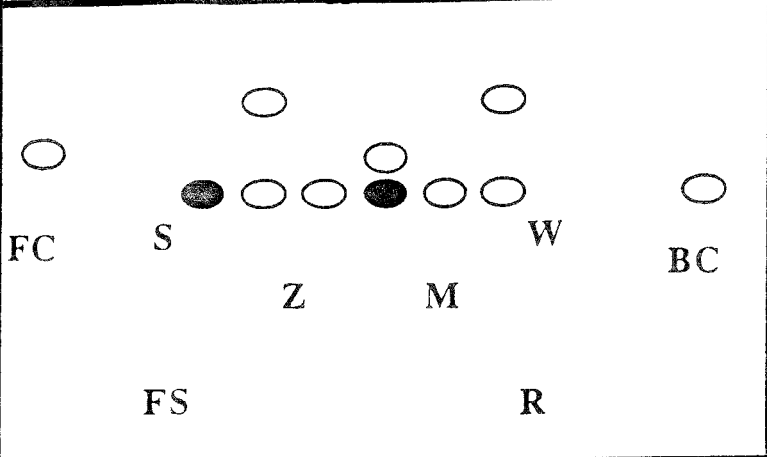
CHECK FISH



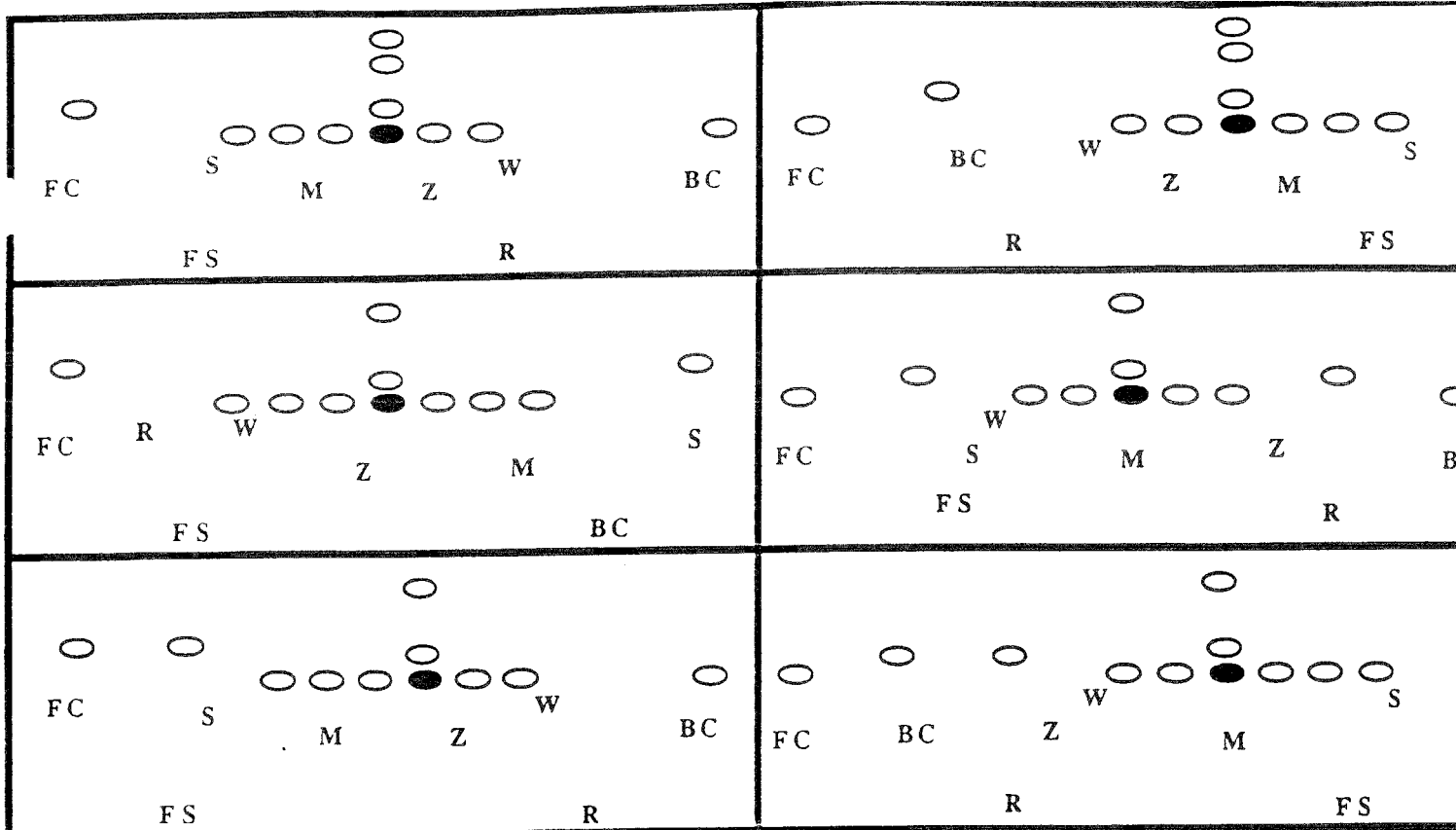
POS	ALIGN	KEY	RESPONSIBILITY		FISH
			RUN	PASS	
W	5 7	OT Te vs wide set QB-NB	C Gap Option - QB	Rush all pass	
M	2&3	Near Back	Front Call	To the TRIPS: Hole Player  Away from TRIPS: RB m/m	
Z	WK 2	Near Back	Front Call	To the TRIPS: H/C Away from TRIPS: RB m/m	4/1 Pass to Trips Check for 1st Crosser
am	As Per Split Rule	Te vs wide set QB-NB	D Gap Option - Pitch	vs. Closed #1 Bracket w/Mike  vs. Open #2 - H/C	

**COVERAGE:**  
5 SINK

**DESCRIPTION:** Cover 5 is an overload coverage played vs. slot sets. We now have 5 underneath pass defenders. Very good vs strong side passing game and adds a player to run support



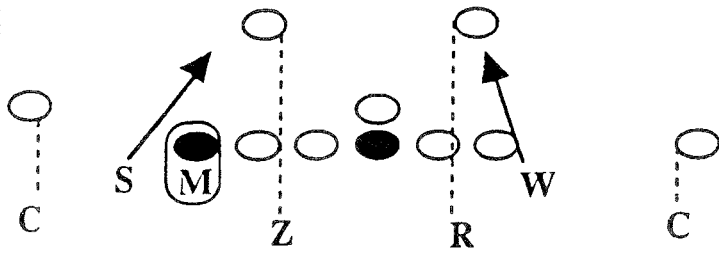
POS	ALIGN	KEY	RESPONSIBILITY		1 BACK ADJUST MOTION CHECKS
			RUN	PASS	
FC	5/1 outside #1  45°	#1 & #2	Primary D-Gap	1-2 Read  vs. 2 Short- SINK  vs. 2 Vert. - O/S 1/4	1 BACK None
R	6 Deep Split #1 & Tite#2 Inside open #2	#2 Through the ball	Secondary D-Gap	vs. Flow To: 1/2  vs. Flow Away or DBP ROB the Twins	
FS	12/15 Deep  Split 1/2 Form	#2 to #1	Secondary D-Gap	2 to 1 Read  m/m vs 2 Verticals	DOUBLES None PRO TRIPS None SLOT TRIPS None NO BACKS None Z CROSS MO Check Digit
BC	5/1 to LOS I/S open #2	Basket ball #2 to #1	Extra D-Gap Player (Play Run 1st)	Corners Over  2-1 Read (Wall #2 & Play Curl)	



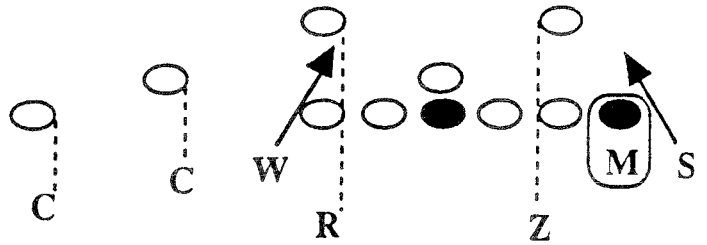
POS	ALIGN	KEY	RESPONSIBILITY		COVER 5
			RUN	PASS	
W	5 7	OT Te vs wide set OB-NB	C Gap Option - QB	Rush all pass	
M	Based on Front	Triangle	Front Call	Call Side Read #3 to #2 (Hook) Away from Call #2 to #1	
Z	Based on Front	Triangle	Front Call	Call Side Read #3 to #2 (Hook/Curl) Away from Call #2 to #1 (Curl)	
Sam	Based on Front	Te vs wide set QB-NB	D Gap Option - Pitch Except down/base by TE - QB	Double Width: I/S #2 to #1 (Curl) Single Width: #1 to #2	

**COVERAGE:**  
**COVER 6**

**DESCRIPTION:** Cover 6 is our RAIDER front man coverage. Rover will always align to the open side of formation.

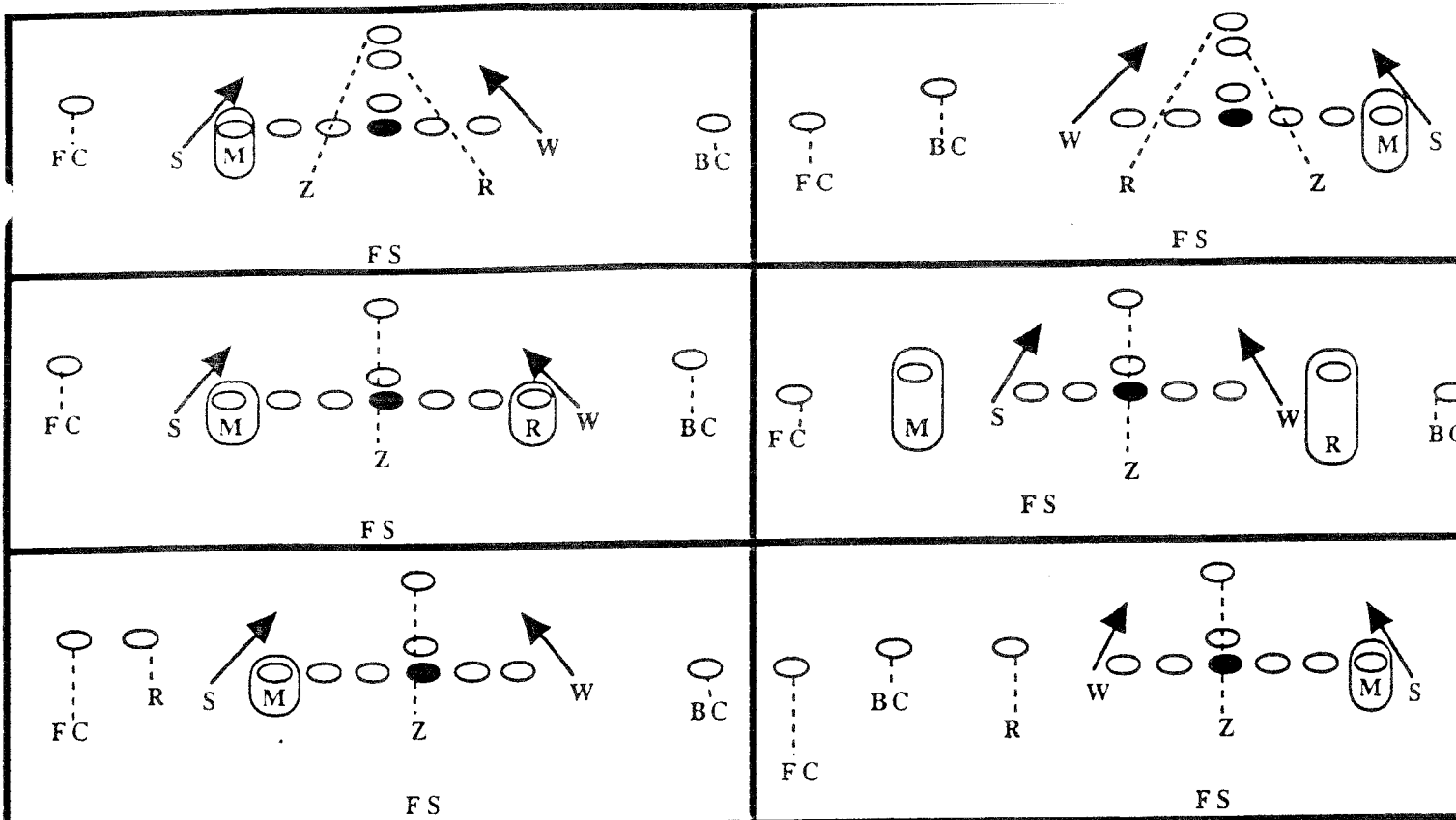


FS 1/3



FS 1/3

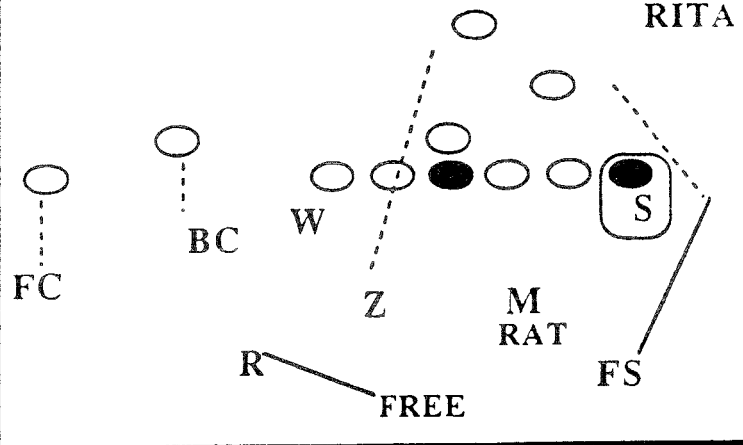
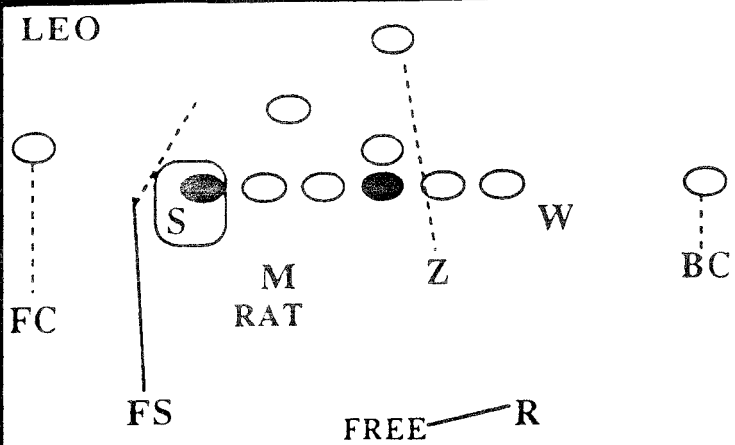
POS	ALIGN	KEY	RESPONSIBILITY		1 BACK ADJUST MOTION CHECKS
			RUN	PASS	
FC	5/1 to LOS inside #1	#1 or #2	Secondary D-GAP	Man to Man #1 Reckless or Cautious  Corners over in all Slot Formations	
R	Over #2 to the Open Side of Form	#2	Secondary D-GAP	Man to Man Open Side  Pro - #2 Split Slot - #3 Split Pro Trips - #2 Strong	PRO TRIPS Trade sides of the formation
FS	12/15 Split Form	Ball	Alley	Zoro DEEP 1/3	
BC	5/1 to LOS inside #1	#1 or #2	Secondary D-GAP	Man to Man #1 or #2 Reckless or Cautious  Corners over in all Slot Formations	



POS	ALIGN	KEY	RESPONSIBILITY		RAIDER 6
			RUN	PASS	
W	SE - 6 TE WIDE 9	QB-NB TE	Crash Tech	Rush all pass	
M	7	Triangle	C Gap	TE Man to Man No TE M/M open #2	Alert: Open Formation c.p. exchange w/ Rover
Z	2	Triangle	Scrape Backside A-Gap Frontside C-Gap	1st Back yourside vs Flow - 1st Back outside; Rov 2nd Back inside	
Sam	WIDE 9	QB-NB	D Gap Option - Pitch Rush contain	Rush all pass	

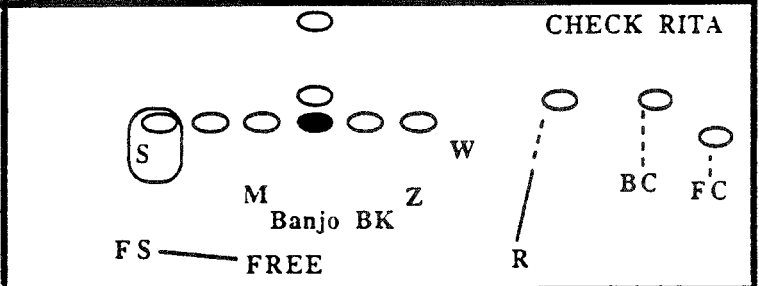
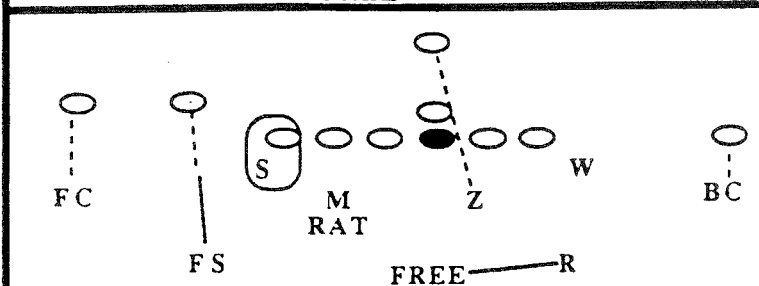
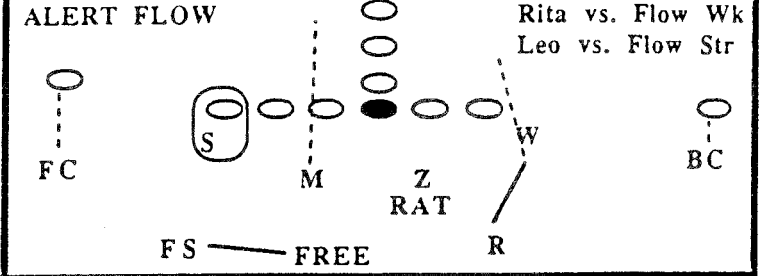
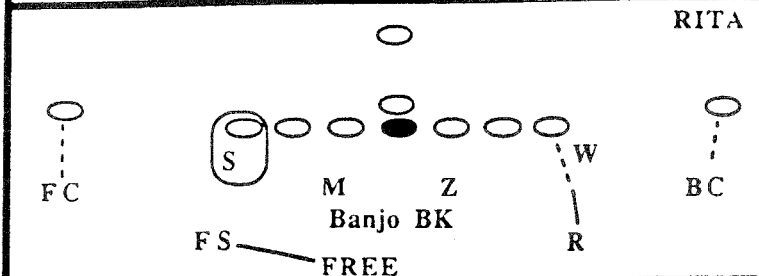
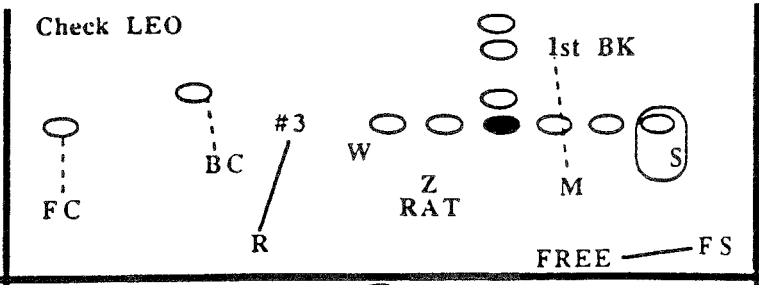
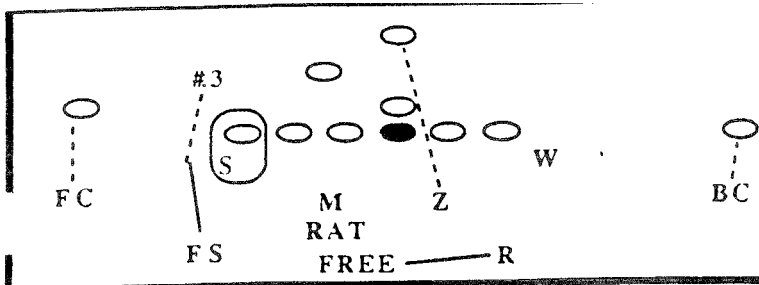
**COVERAGE:**  
COVER 6 Choice  
vs. NRI

**DESCRIPTION:** It is a Man Free Coverage with a built in LURK by a LB based on the set.  
This is an excellent compliment to our BULLET package and is a good run stopper. This is best  
vs. Regular Personnel.



POS	ALIGN	KEY	RESPONSIBILITY		1 BACK ADJUST MOTION CHECKS
			RUN	PASS	
FC	5yds H/U open #1	Total Picture	Secondary	MIC	1 BACK None
FS	10-12x1 O/S OT	#2 to the ball	D Gap	M/M Back to his side	1 BACK None
ROV	10-12 deep splitting widest receiver	Ball to QB to #2 Inside out	LateAlley	Free Deep Middle	vs. Play Action: m/m #2 vert vs. Boot/Waggle: look for deep crossers
BC	5yds H/U open #1	Total Picture	Secondary	MIC	1 BACK None

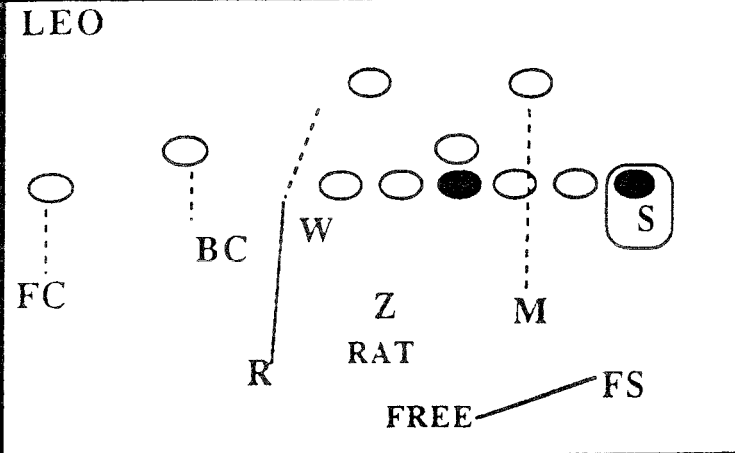
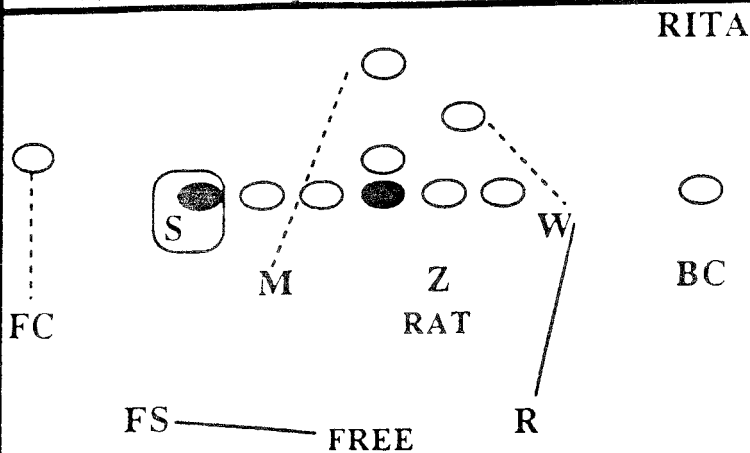




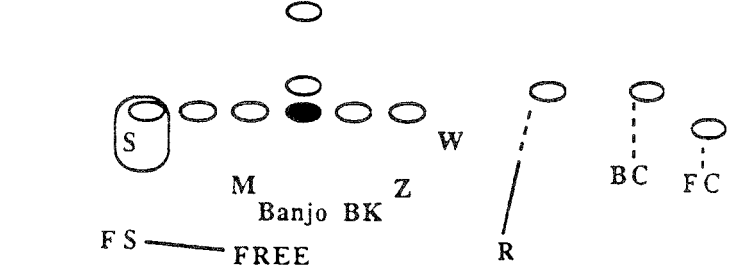
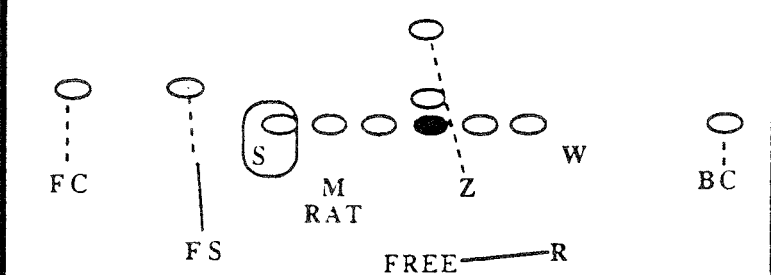
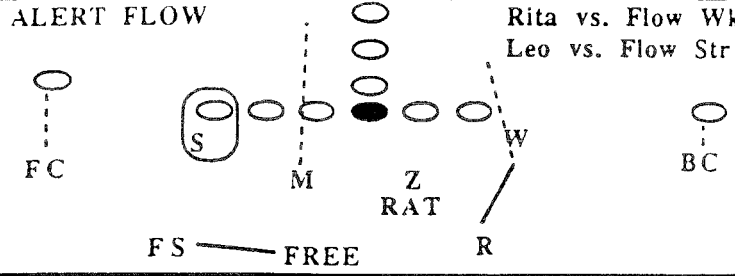
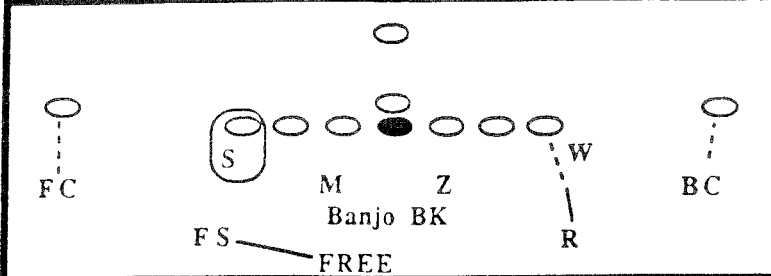
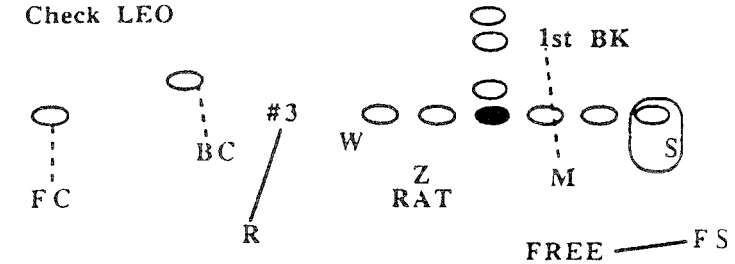
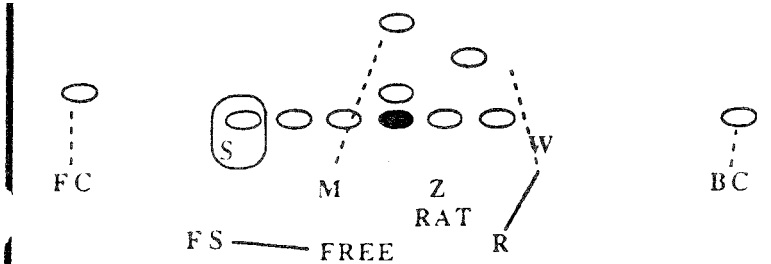
POS	ALIGN	KEY	RESPONSIBILITY		6 CHOICE (LEO) vs. NRI
			RUN	PASS	
W	5 7	OT Te vs wide set QB-NB	C Gap Option - QB	Contain Rush all pass	
Z	Based on Front	NB to the Ball	Front Call	m/m w/ 1st BackTite	vs. I "ALERT FLOW" Rita/Leo Based on Flow
M	Based on Front	NB to the Ball	Front Call	Hole Player (RAT)	vs. I "ALERT FLOW" Rita/Leo Based on Flow
S	Based on Front	Te vs wide set QB-NB	D Gap Option - Pitch Except down by TE - QB	m/m #2 unless #2 is split (Trips). If #2 is split take Back his way or #3 m/m	vs. I/S Release of TE Banjo w/ Mike

**COVERAGE:**  
**COVER 6 Choice**  
 vs. FRII/SPLIT&OPEN

**DESCRIPTION:** It is a Man Free Coverage with a built in LURK by a LB based on the set. This is an excellent compliment to our BULLET package and is a good run stopper. This is best vs. Regular Personnel.



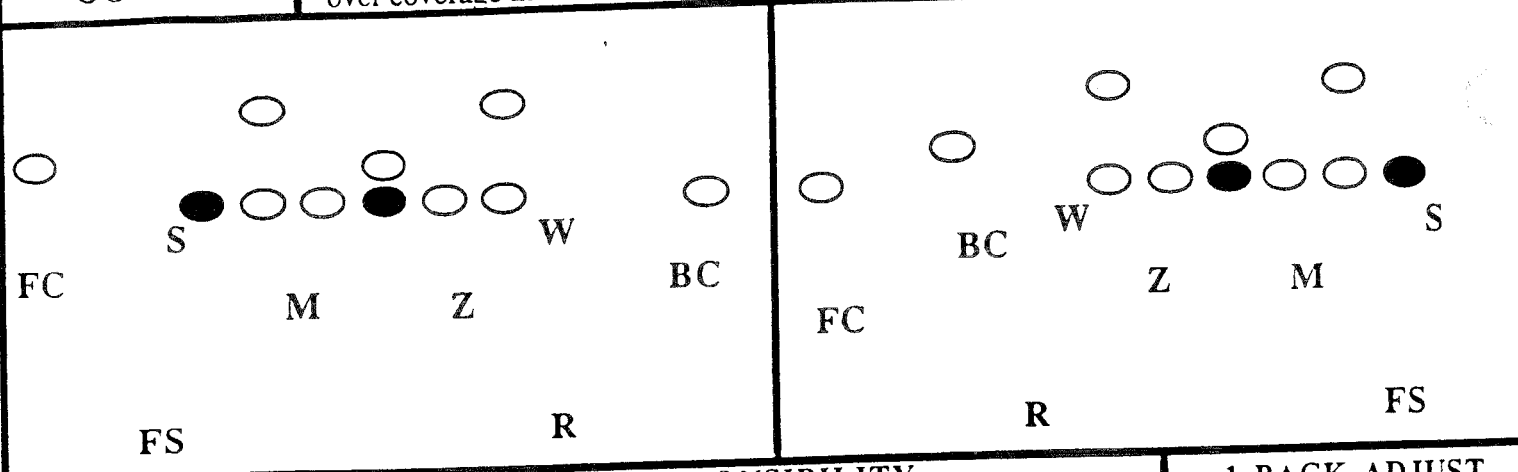
POS	ALIGN	KEY	RESPONSIBILITY		1 BACK ADJUST MOTION CHECKS
			RUN	PASS	
FC	5yds H/U open #1	Total Picture	Secondary	MIC	1 BACK None
FS	10-12x1 O/S OT	#2 to the ball	D Gap	M/M Back to his side	1 BACK None
ROV	10-12 deep splitting widest receiver	Ball to QB to #2 Inside out	Late Alley	Free Deep Middle	vs. Play Action: m/m #2 vert vs. Boot/Waggle: look for deep crossers
BC	5yds H/U open #1	Total Picture	Secondary	MIC	1 BACK Non-



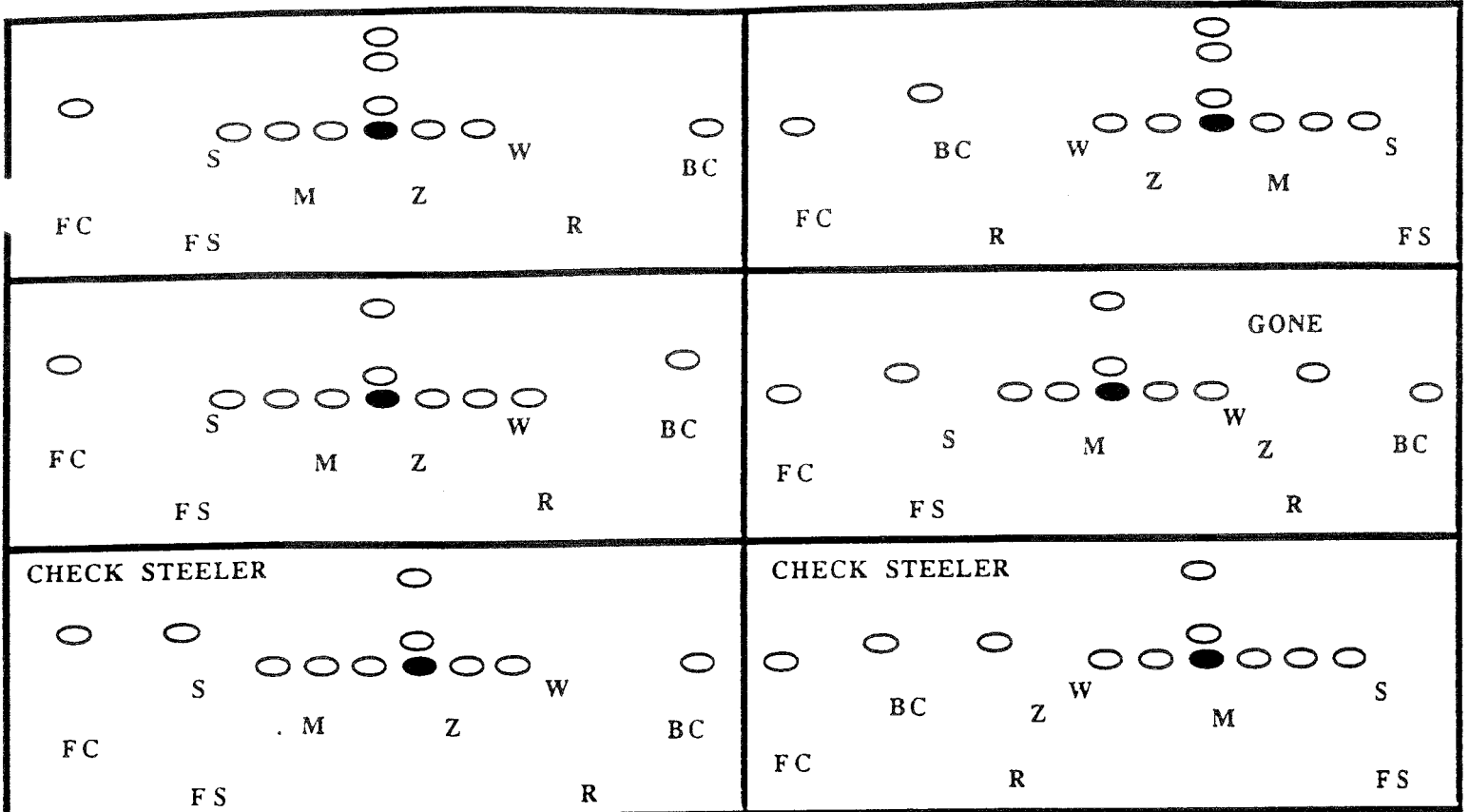
POS	ALIGN	KEY	RESPONSIBILITY		6 CHOICE (RITA) vs. FRI/I/SPLIT
			RUN	PASS	
W	5 7	OT Te vs wide set QB-NB	C Gap Option - QB	Contain Rush all pass	
Z	Based on Front	NB to the Ball	Front Call	Hole Player (RAT)	vs. I "ALERT FLOW" Rita/Leo Based on Flow
M	Based on Front	NB to the Ball	Front Call	m/m w/ 1st BackTite	vs. I "ALERT FLOW" Rita/Leo Based on Flow
S	Based on Front	Te vs wide set QB-NB	D Gap Option - Pitch Except down by TE - QB	m/m #2 unless #2 is split (Trips). If #2 is split take Back his way or #3 m/m	vs. I/S Release of TE Banjo w/ Mike

**COVERAGE:**  
**COVER 7**

**DESCRIPTION:** Cover 7 (formerly PIRATE) is a true 1/4's Robber coverage used to get both Safeties involved in run support. This coverage is designed to STOP the run. Corners over coverage in Tite calls.



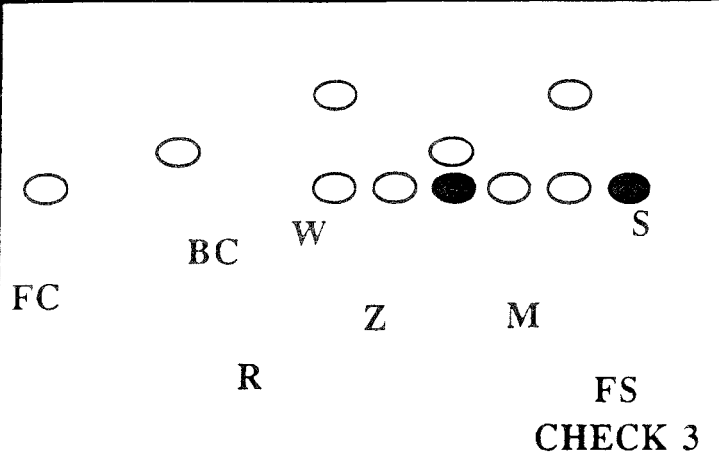
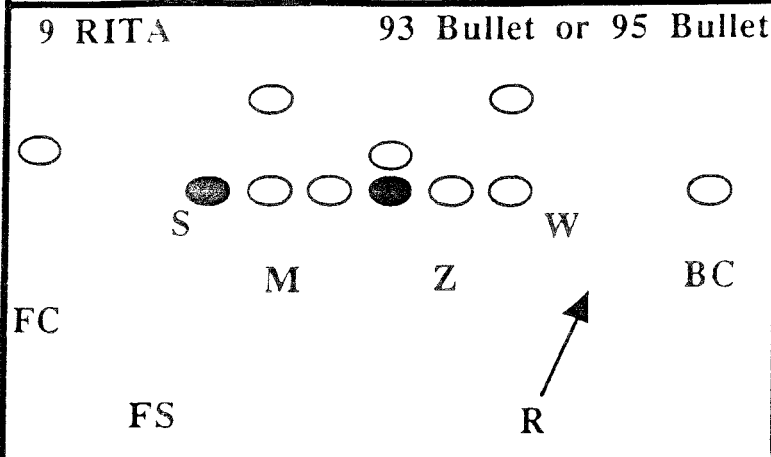
POS	ALIGN	KEY	RESPONSIBILITY		1 BACK ADJUST MOTION CHECKS
			RUN	PASS	
FC	Press to Bail	Basket ball to #2	Secondary	MOC (Bail)	DOUBLES PRO TRIPS Steeler SLOT TRIPS NO BACKS None Z CROSS MO
R	Align @ 12 end up @10	#2	Aggressive D-Gap	Thief #2 (Rob Curl)	DOUBLES PRO TRIPS Steeler SLOT TRIPS NO BACKS None Z CROSS MO Check Dig
FS	Align @ 12 end up @10	#2	Aggressive D-Gap	Thief #2 (Rob Curl)	DOUBLES PRO TRIPS Steeler SLOT TRIPS NO BACKS None Z CROSS MO Check Dig
BC	Press to Bail	#2	Secondary	MOC (Bail)	DOUBLES PRO TRIPS Steeler SLOT TRIPS NO BACKS None Z CROSS MO



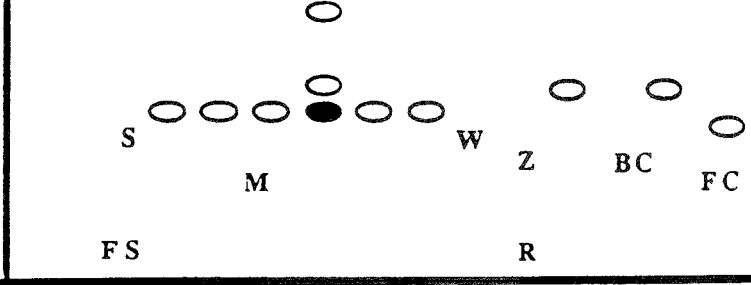
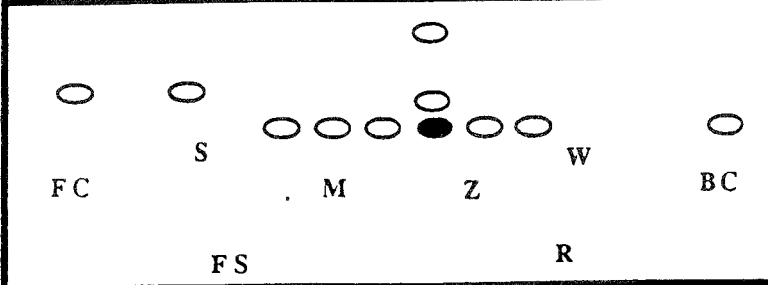
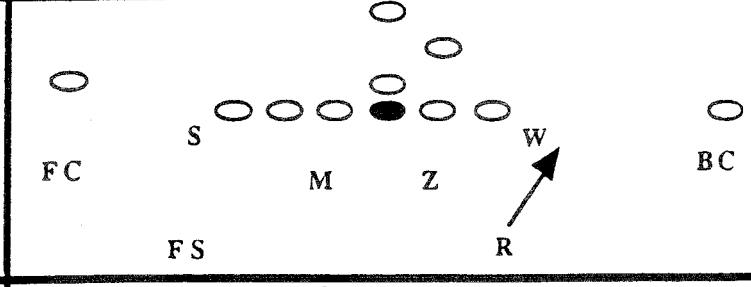
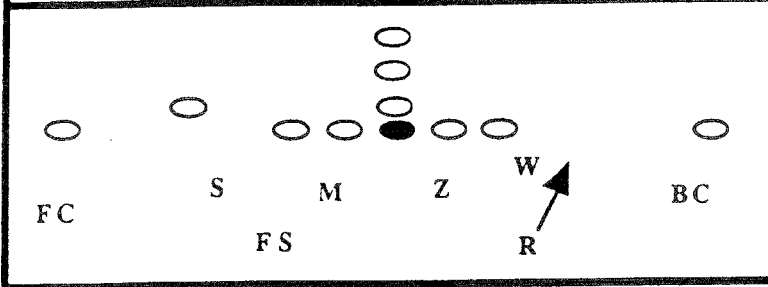
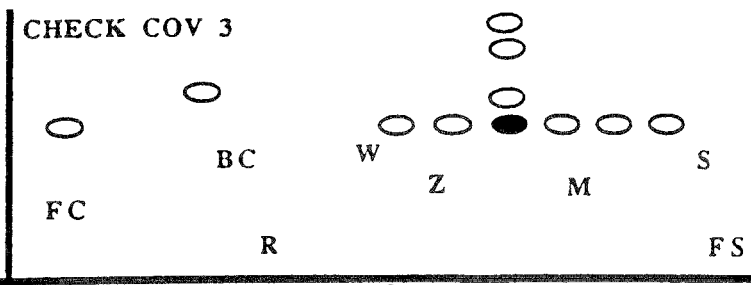
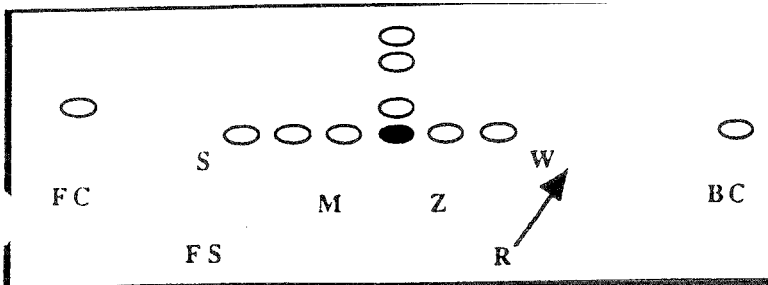
POS	ALIGN	KEY	RESPONSIBILITY		COVER 7
			RUN	PASS	
W	Based on Front	OT Te vs wide set QB-NB	C Gap Option - QB Can spill FB/NB Lead	RUSH THE PASSER	
Z	Based on Front	Near Back	Front Call	Call Side: Read #1 to #2 Curl to Out  Away from Call Play #1 to #2 w/ Sam	
M	Based on Front	Near Back	Front Call	Call Side: Read #3 to #2 (If Check Steeler don't let 3 cross your face)  Away from Call Play #2 to #1 (Curl - Flat)	
Sam	Based on Front	Te vs wide set QB-NB	D Gap Option - Pitch Except down by TE - QB	Call Side: Read #2 to #1 Curl to Flat (If Check Steeler to call BUZZ the Flat) Away from Call Play #1 to #2	

**COVERAGE:**  
COVER 9 Bullet  
Rover Invert

**DESCRIPTION:** It is a 3 deep 4 under 4 pass rush defense played out of Tite Calls. Inver will be out of a 2 shell and based on the backfield set. Rover will Invert to open side vs. I/FRI&SPLIT Backs and vs. Open Sets because the Sam will be out of the box on Open #2 St



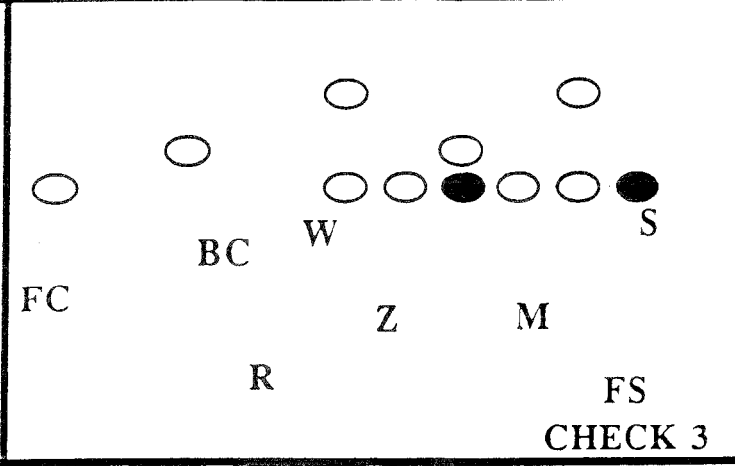
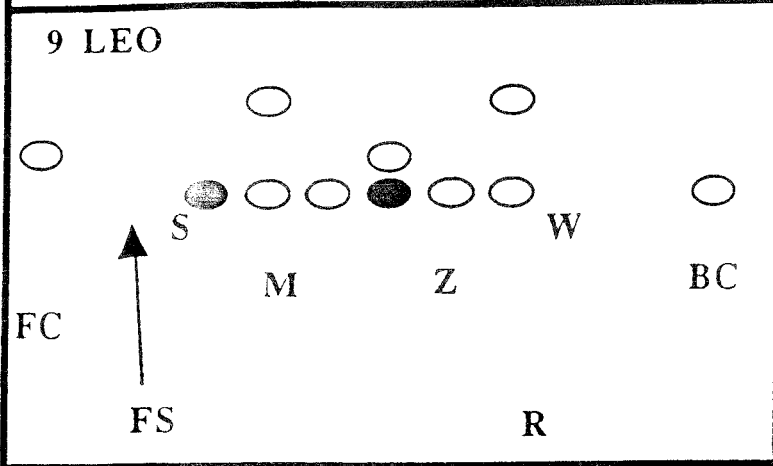
POS	ALIGN	KEY	RESPONSIBILITY		1 BACK ADJUST MOTION CHECKS
			RUN	PASS	
FC	5yds H/U open #1	Total Picture	Secondary	BAIL to Deep 1/3	1 BACK    None
ROV	10-12x1 O/S OT	#2 to the ball	D Gap	Shift During Cadence (Curl/Flat)	1 BACK    None
FS	12-14 deep splitting widest receiver	Ball to QB to #2 Inside out	Late Alley	Deep Middle 1/3	DOUBLES    None PRO TRIPS    None SLOT TRIPS    None NO BACKS    None Z CROSS MO    Check Digit
BC	5yds H/U open #1	Total Picture	Secondary	BAIL to Deep 1/3	1 BACK    No



POS	ALIGN	KEY	RESPONSIBILITY		9 BULLET Invert Open (ROVER)
			RUN	PASS	
W	5 7	OT Te vs wide set QB-NB	C Gap Option - QB	Contain Rush all pass	
Z	Based on Front	NB to the Ball	Front Call	Curl Player (Read off #3)	
M	Based on Front	NB to the Ball	Front Call	Hook/Curl Player (Read off #3)	
S	Based on Front	Te vs wide set QB-NB	D Gap Option - Pitch Except down by TE - QB	Curl/Flat Player	

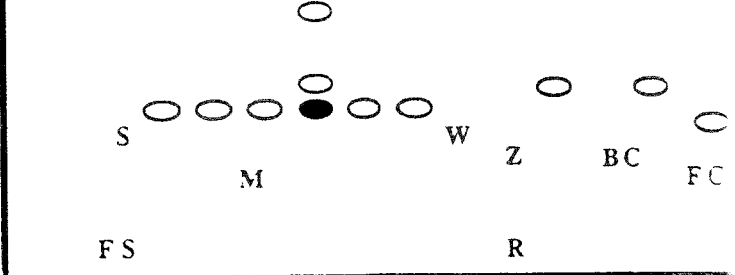
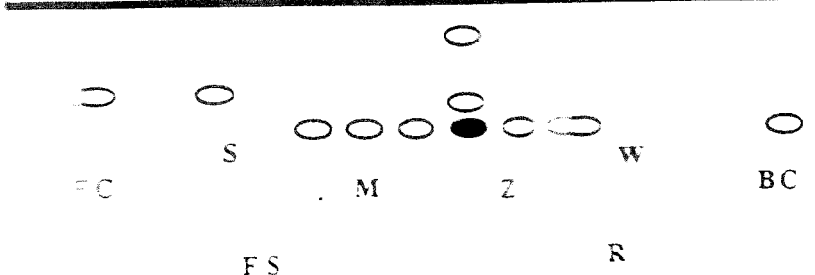
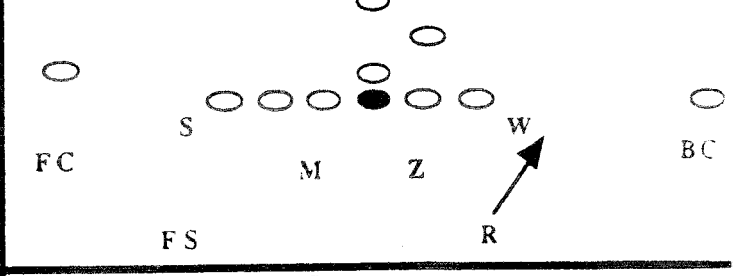
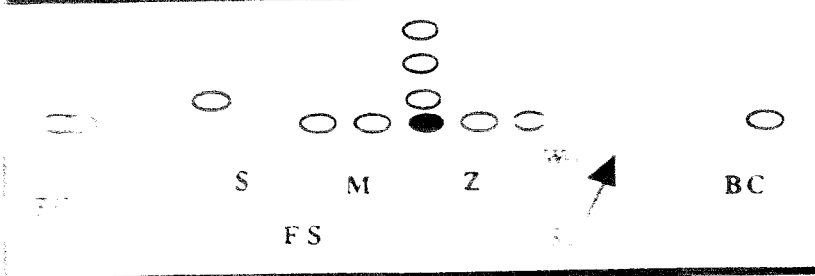
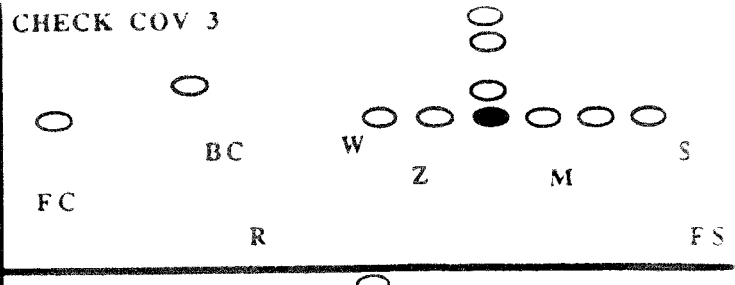
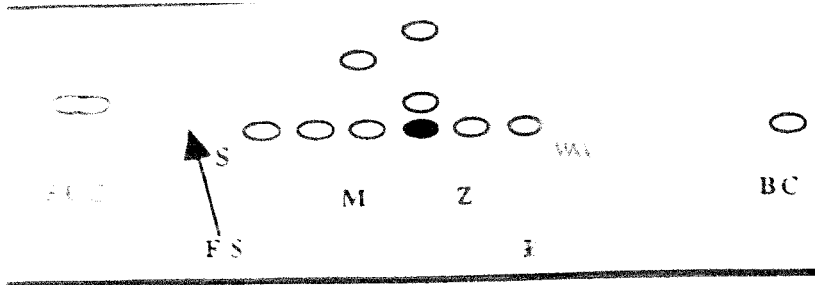
**COVERAGE:**  
**COVER 9** Bullet  
**FS** Invert Strong

**DESCRIPTION:** It is a 3 deep 4 under 4 pass rush defense played out of Lite Calls. Invert will be out of a 2 shell and based on the backfield set. FS will Invert to open side vs. NRI



POS	ALIGN	KEY	RESPONSIBILITY		1 BACK ADJUST MOTION CHECKS
			RUN	PASS	
FC	5yds H/U open #1	Total Picture	Secondary	BAIL to Deep 1/3	1 BACK None
FS	10-12x1 O/S OT	#2 to the ball	D Gap	Shift During Cadence (Curl/Flat)	1 BACK None
ROV	12-14 deep splitting widest receiver	Ball to QB to #2 Inside out	Late Alley	Deep Middle 1/3	DOUBLES None PRO TRIPS None SLOT TRIPS None NO BACKS None Z CROSS MO Check Digit
BC	5yds H/U open #1	Total Picture	Secondary	BAIL to Deep 1/3	1 BACK None





POS	ALIGN	KEY	RESPONSIBILITY		9 BULLET Invert Strong (FS)
			RUN	PASS	
W	5 7	OT Te vs wide set QB-NB	0 Gap Option - QB	Contain Rush all pass	
Z	Based on Front	NB to the Ball	Front Call	Curl/Flat Player	
M	Based on Front	NB to the Ball	Front Call	Hole Player (Read off #3)	
S	Based on Front	Te vs wide set QB-NB	2 Gap Option - Pitch Except: down by TE - QB	Curl Player	

# **BLITZ PACKAGE**

## BLITZ RULES

Field Split Stampede / Alamo Blitz vs. Reg/ Ace  
/ Could be Field Solid

1. Play the call vs. 2 Back sets.
2. vs. 1 Back sets "GREEN" with Regular/ Ace.
3. vs Flank Personnel call "STUD" (Keeps Rover on)
4. Call Stud or ✓Green vs. Flank

### COMPLEMENTARY CALLS

Show Blitz 7(MIC)  
7(SKY)MIC

### BLITZ HIT CHART

#### PASS

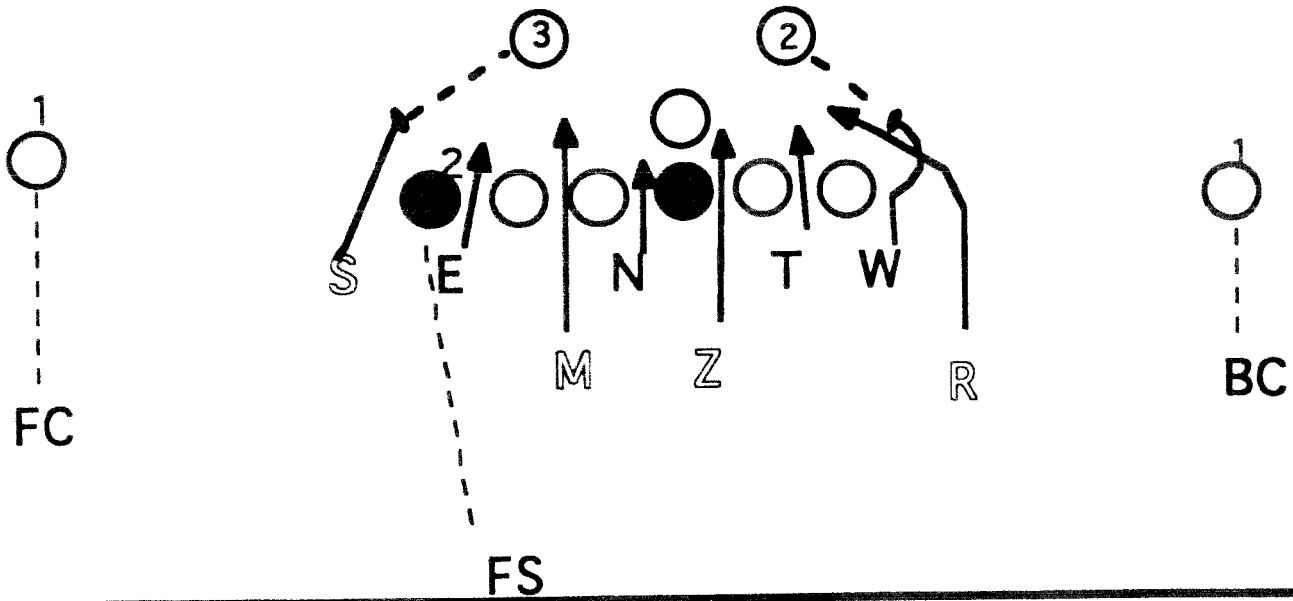
Field Split Stampede Blitz  
Field Solid/Base Alamo Blitz  
Field Gold/Silver/Reg F Solid (even) DBL Crash Green  
Field Gold/Silver F Base Gee Purdue Blitz ("B" Gap)  
Field Gold/Silver F Base Gee (even) Blitz B or A Gap

#### RUN

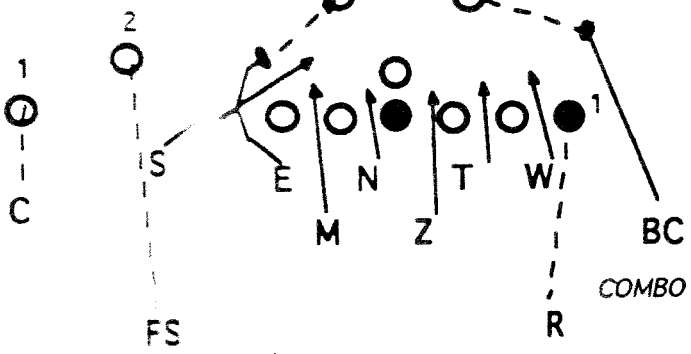
Boundary (S/B) Split Lt/Rt DBL Plug 3 Hot (Sky)  
Boundary (S/B) Split Lt/Rt DBL Go 3 Hot (Sky)  
Base Wild Carrd A,B pinch D Green  
Split Wild Carrd A, B, pinch D 6 combo  
Eagle Strike 6 combo  
Eagle Smoke 6 combo

# FIELD SPLIT STAMPEDE BLITZ

1.

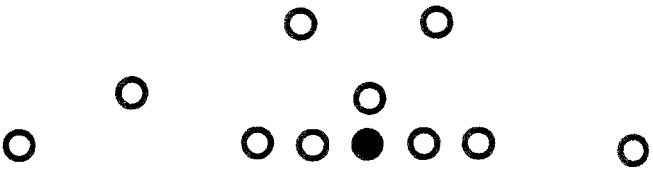


TWINS

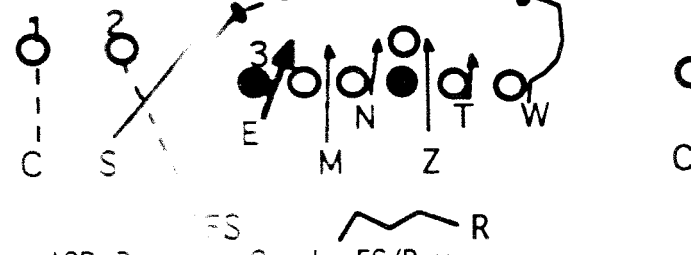


\*CP ✓ GREEN vs. 1 Back Sets

OPEN

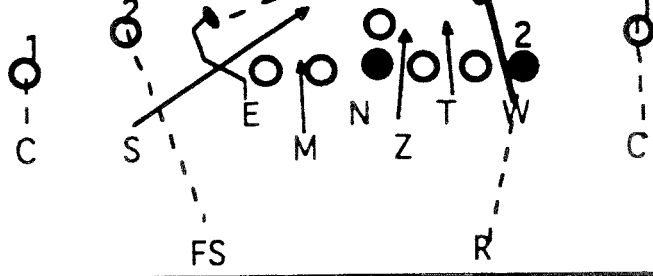


TRIPS ✓ Green



\*CP Possible Combo FS/Rov

DOUBLES ✓ Green



TRIO  
TUCSON

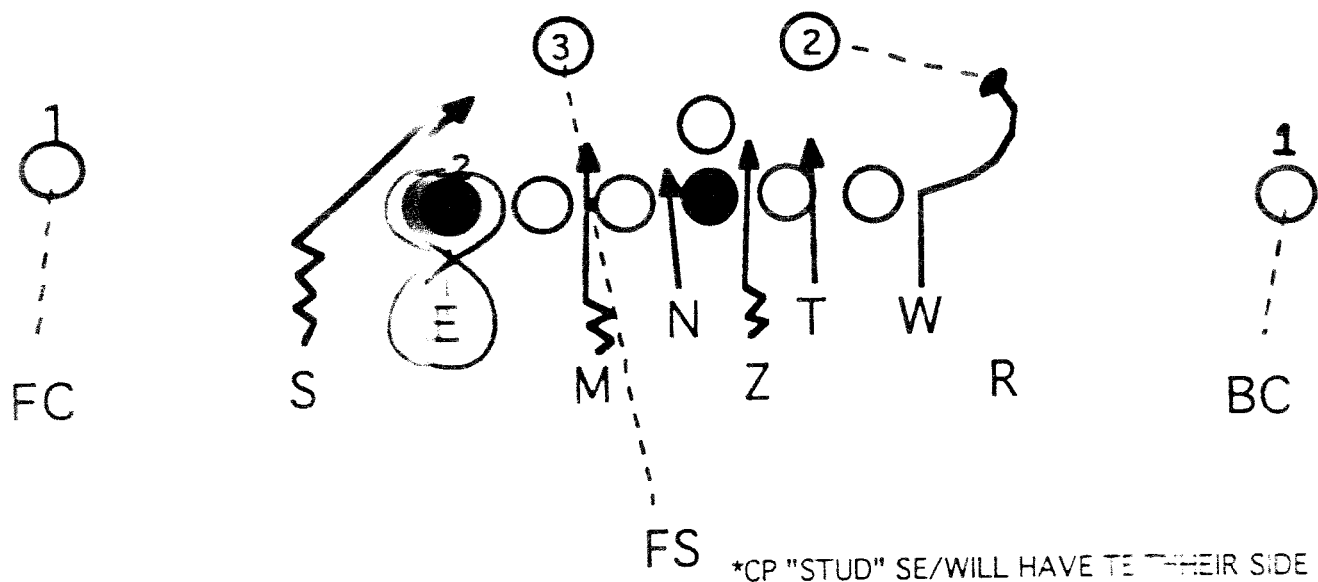


\*CP is Flank Personnel ✓ "STUD".

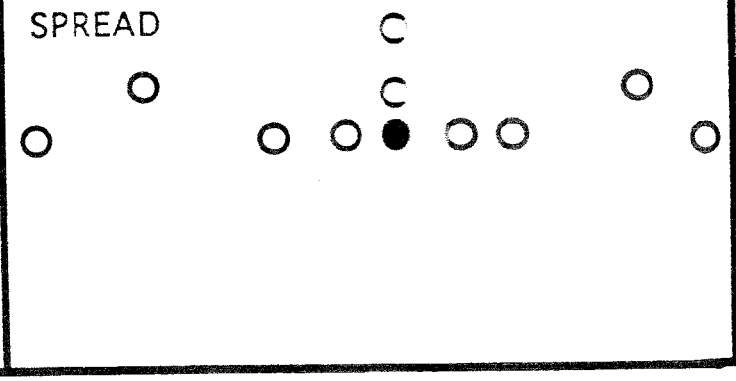
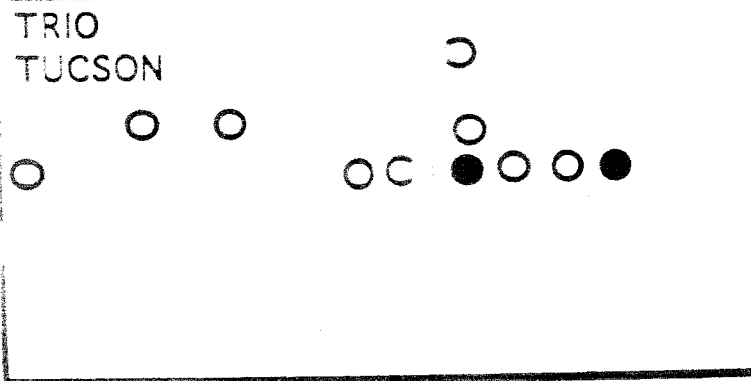
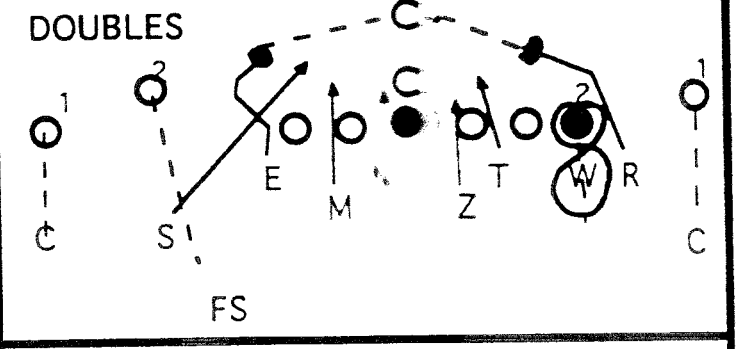
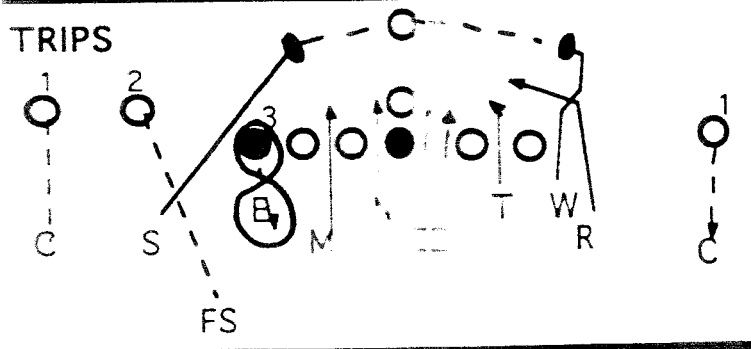
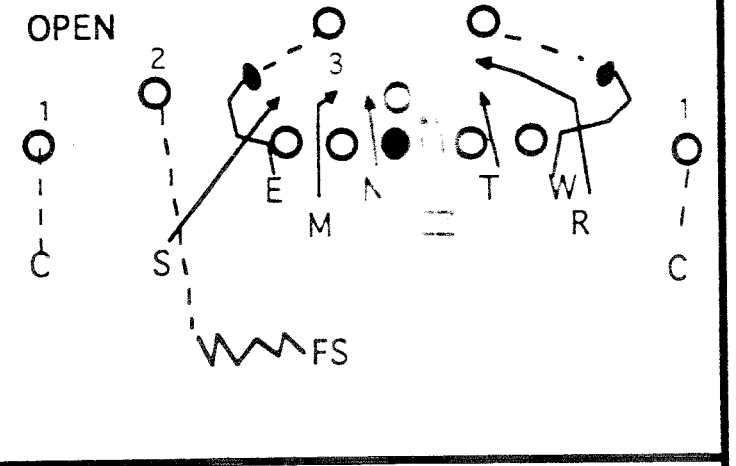
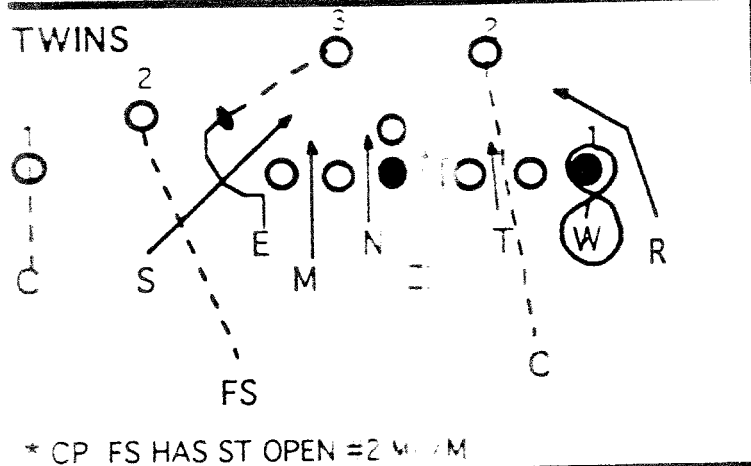
SPREAD

We will have a safety free!

# FIELD SPLIT STAMPEDE STUD



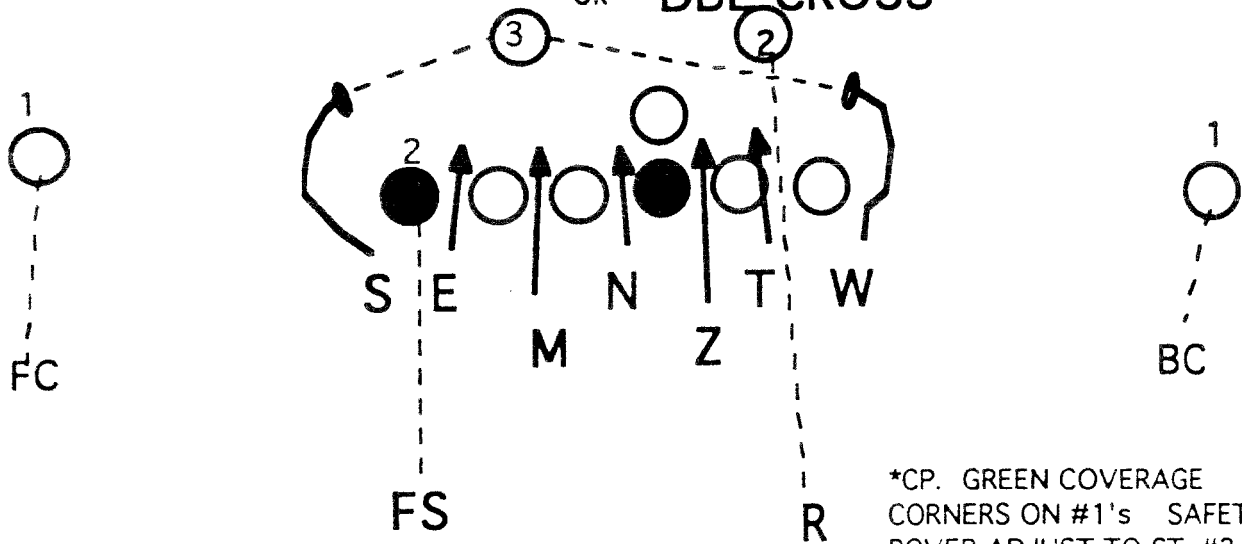
\*CP "STUD" SE/WILL HAVE TO THEIR SIDE



# FIELD EAGLE/SPLIT DBL PLUG GREEN

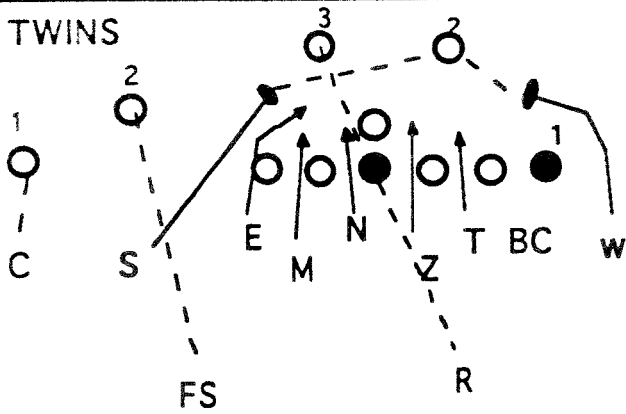
3.

OR DBL CROSS



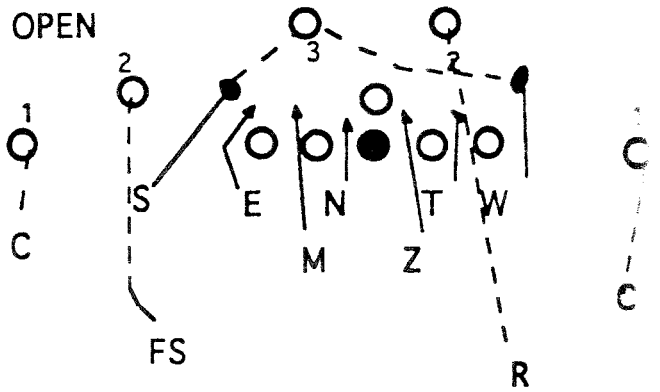
\*CP. GREEN COVERAGE  
 CORNERS ON #1's SAFETIES ON #2  
 ROVER ADJUST TO ST. #3 vs TRIPS

## TWINS

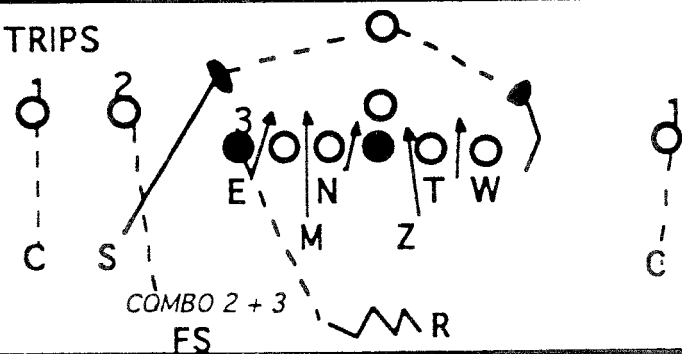


\*CP. BC CAN ANCHOR

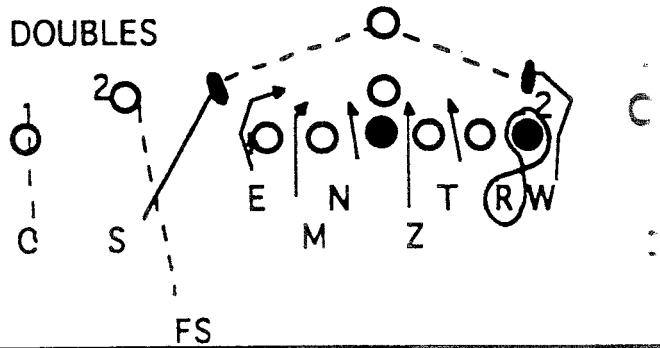
## OPEN



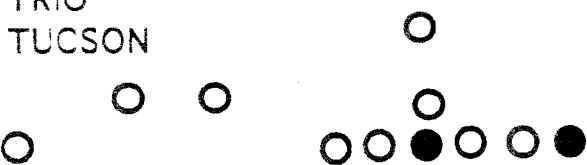
## TRIPS



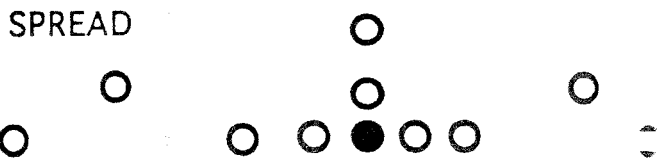
## DOUBLES



## TRIO TUCSON

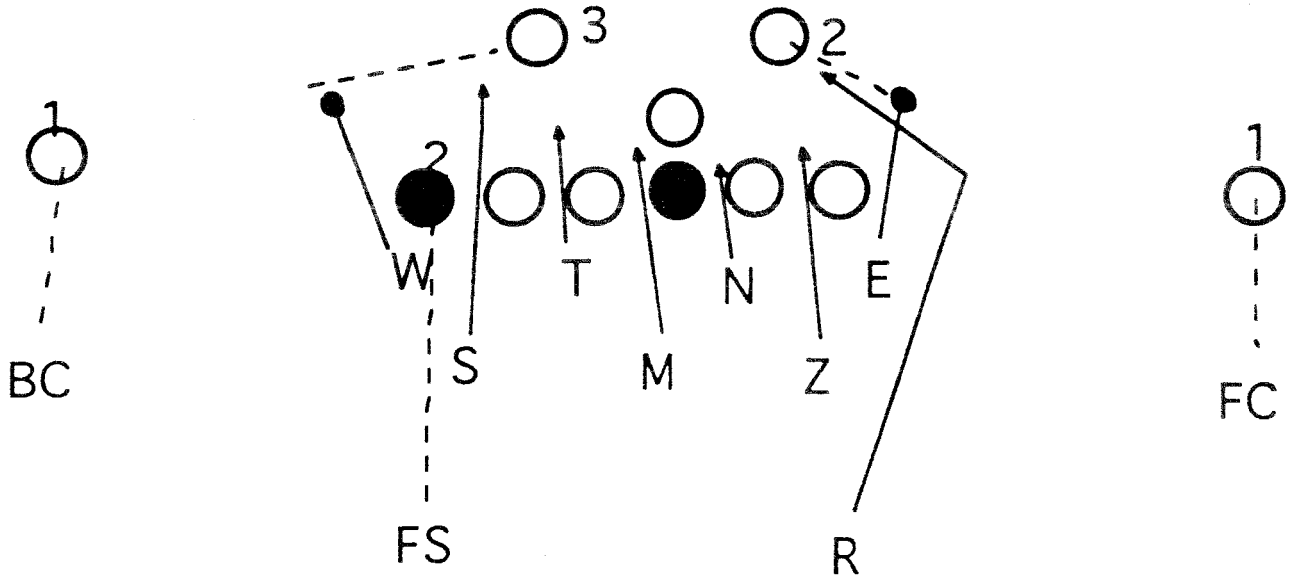


## SPREAD

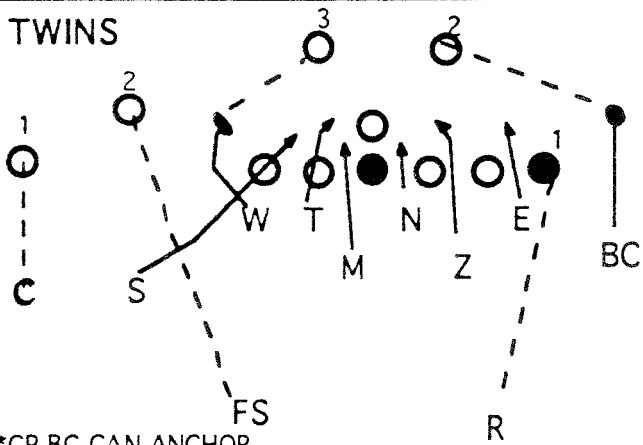


FIELD BASE / SOLID  
ALAMO BLITZ

4.

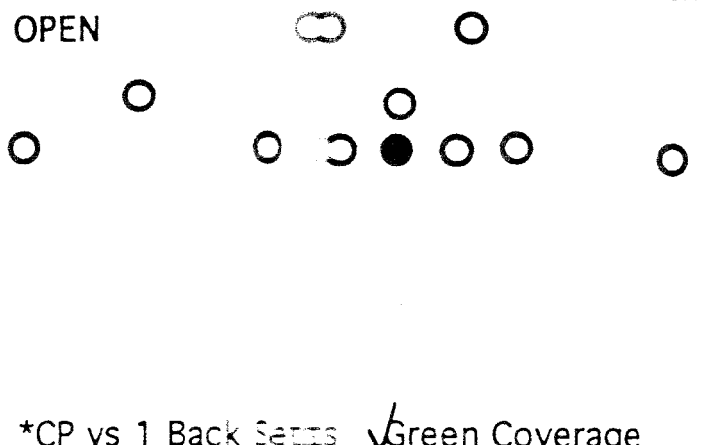


TWINS



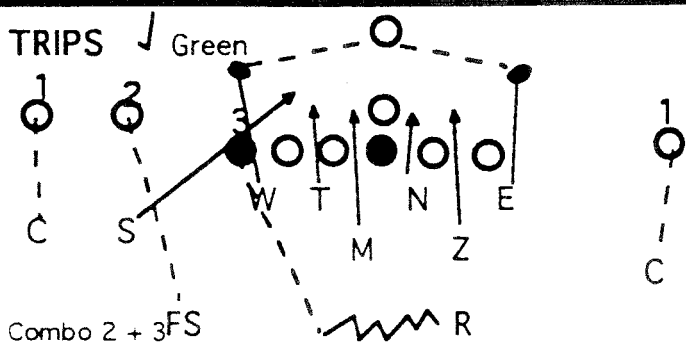
\*CP BC CAN ANCHOR

OPEN



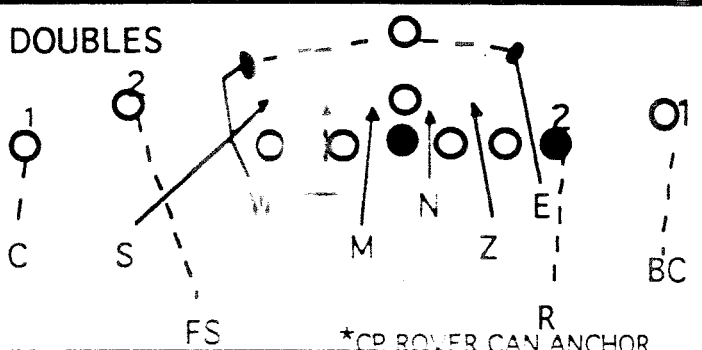
\*CP vs 1 Back Seizes ✓ Green Coverage

TRIPS



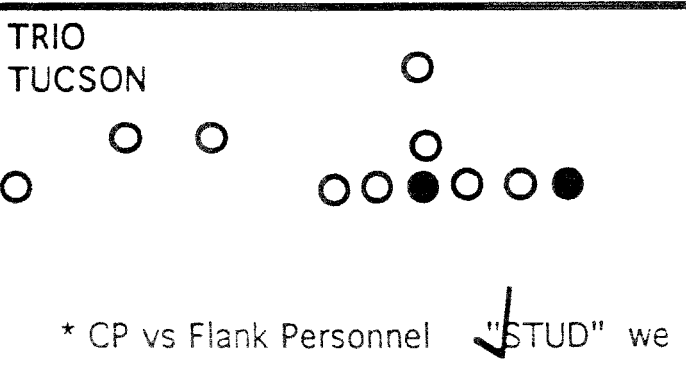
Combo 2 + 3FS

DOUBLES



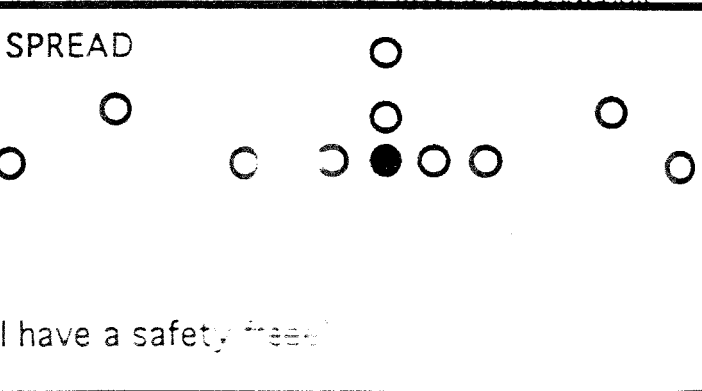
\*CP ROVER CAN ANCHOR

TRIO  
TUCSON

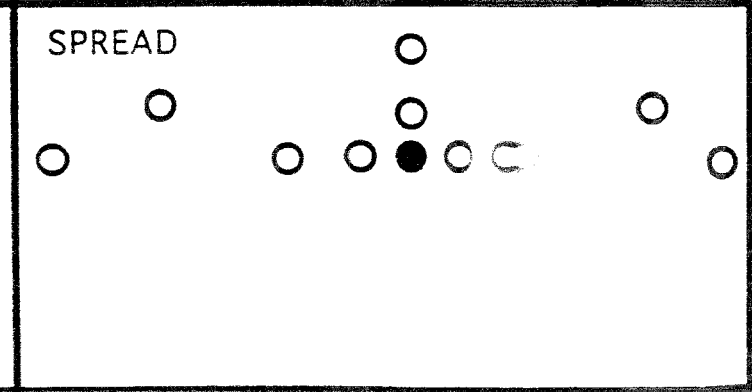
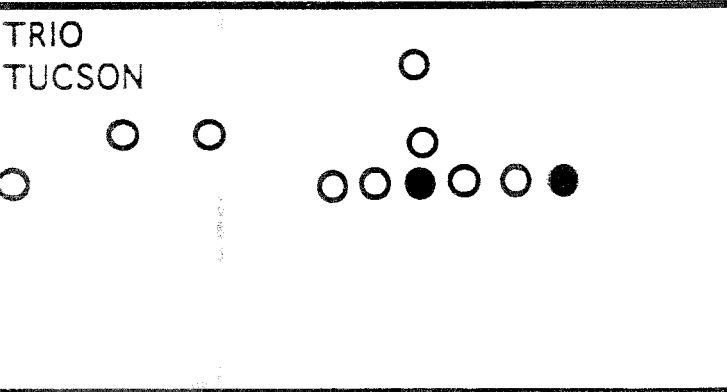
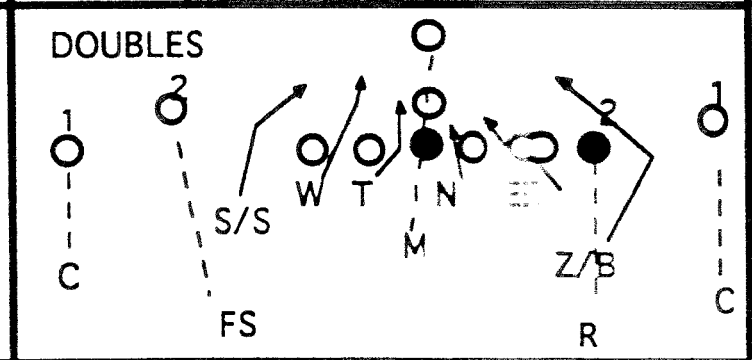
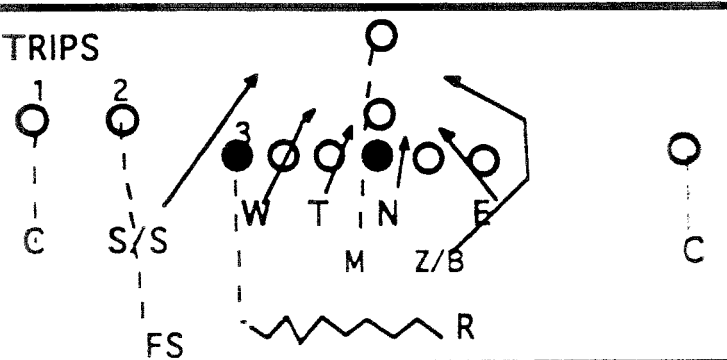
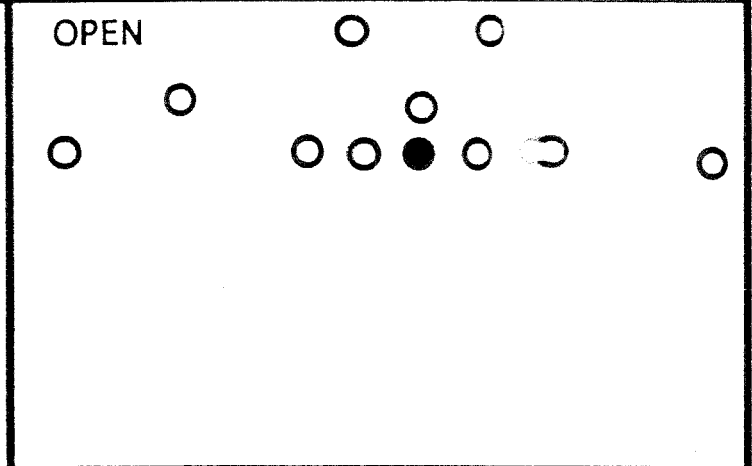
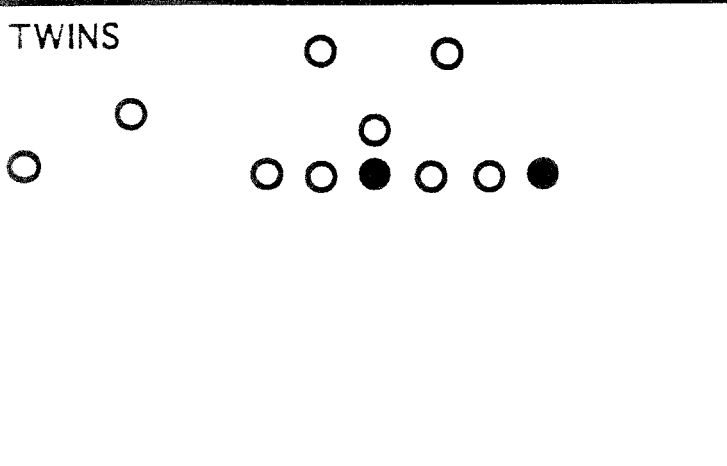
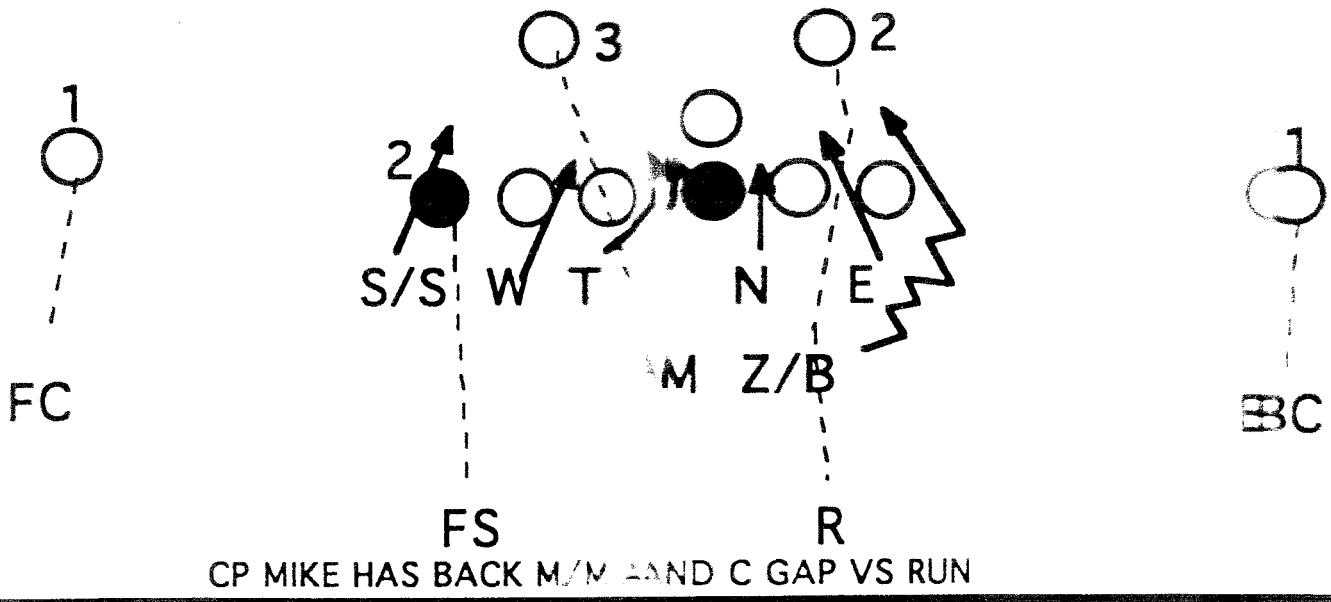


\* CP vs Flank Personnel ✓ "STUD" we will have a safety free!

SPREAD



# GOLD /SILVER FIELD (or even) DBL CRASH GREEN

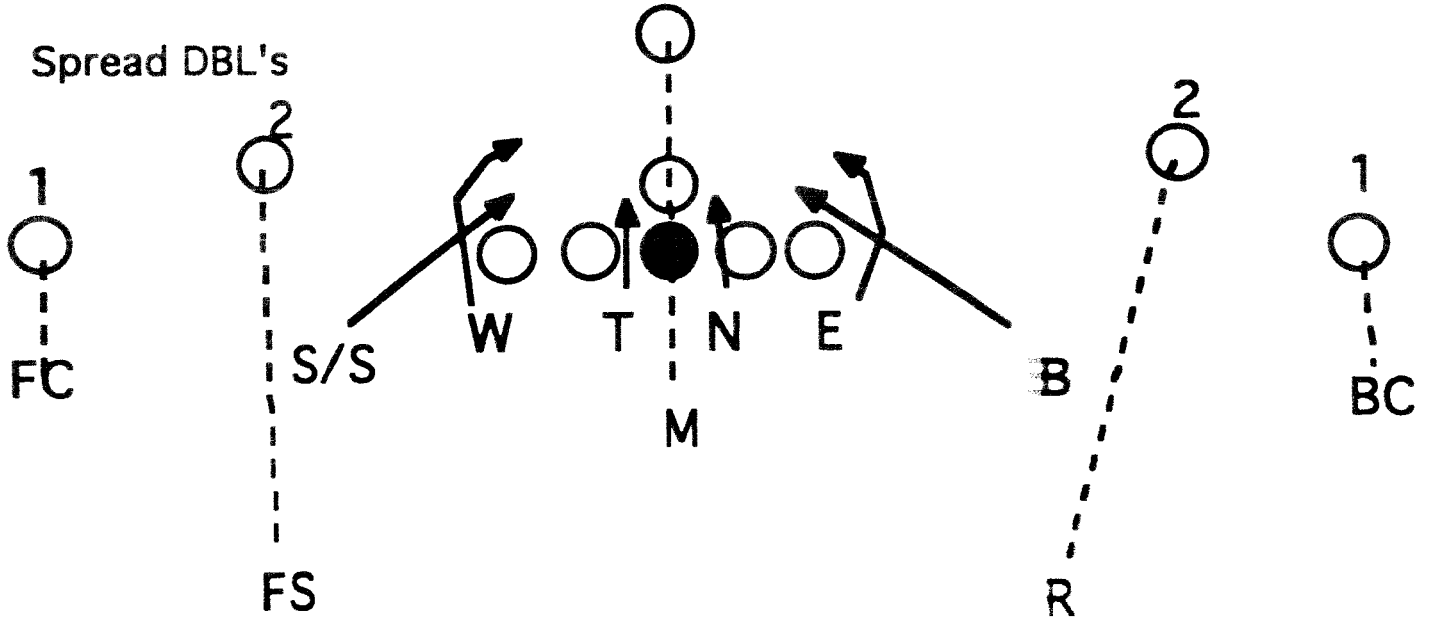




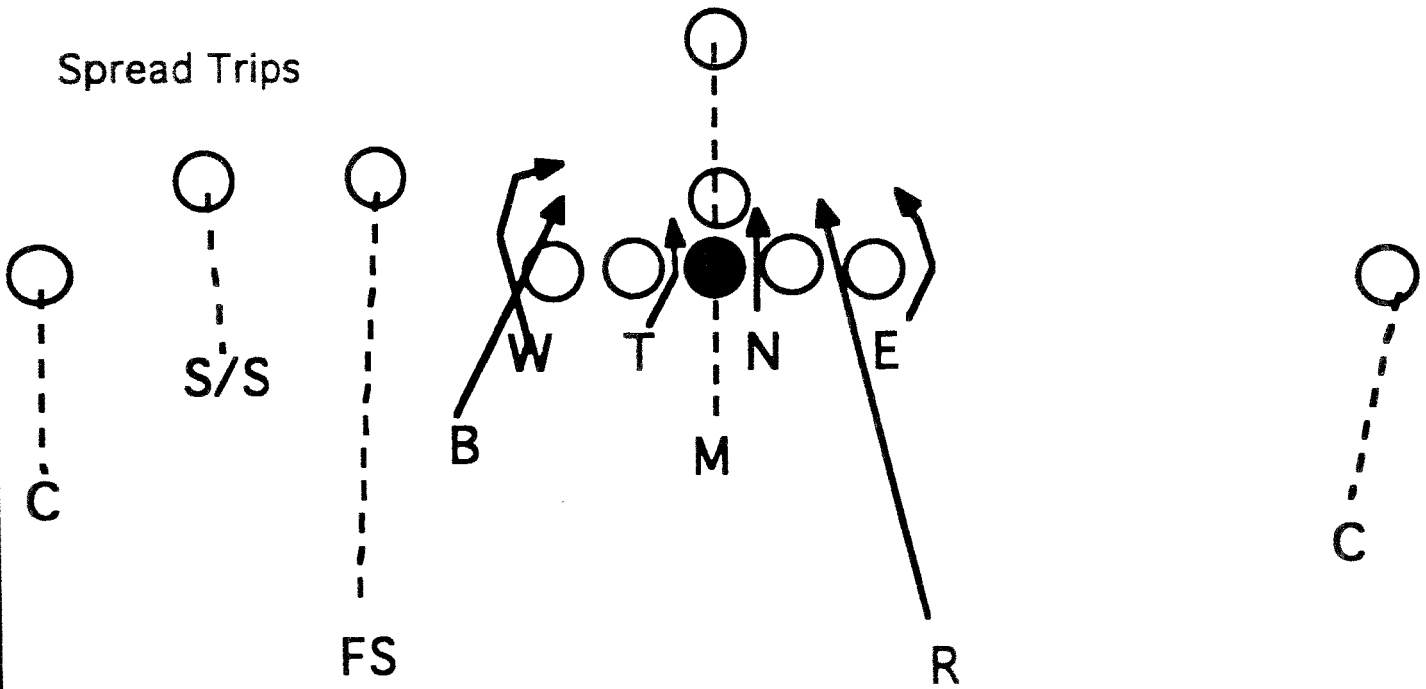
GOLD /SILVER FIELD BASE/BEE PURDUE BLITZ (B GAAP BLITZ)

6.

Spread DBL's



Spread Trips

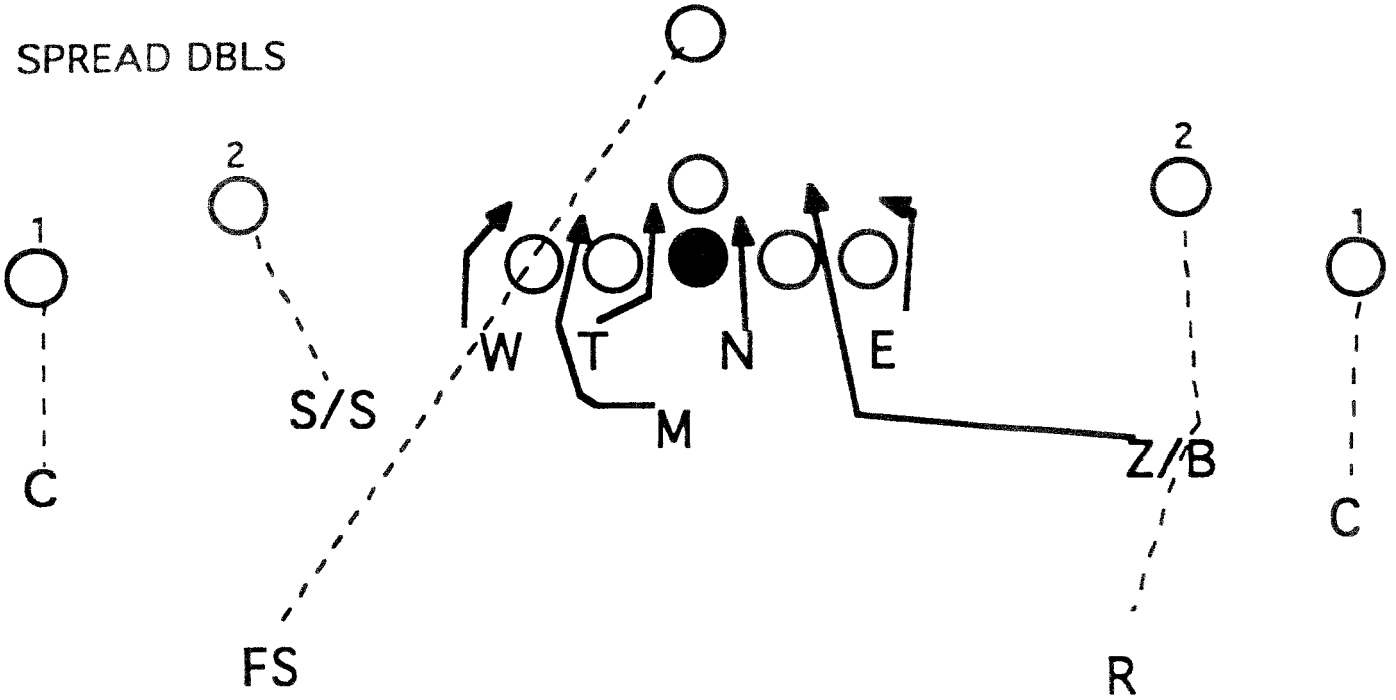


1. With Bandit over Because of Trips the Bandit and S/S exchange blitz responsibilities.
2. S/S and FS could Combo.
3. vs. Trips with Bandit over, Rover B Gap Blitzes on weak side.

GOLD /SILVER BASE GEE (even) BLITZ B or A GAPS

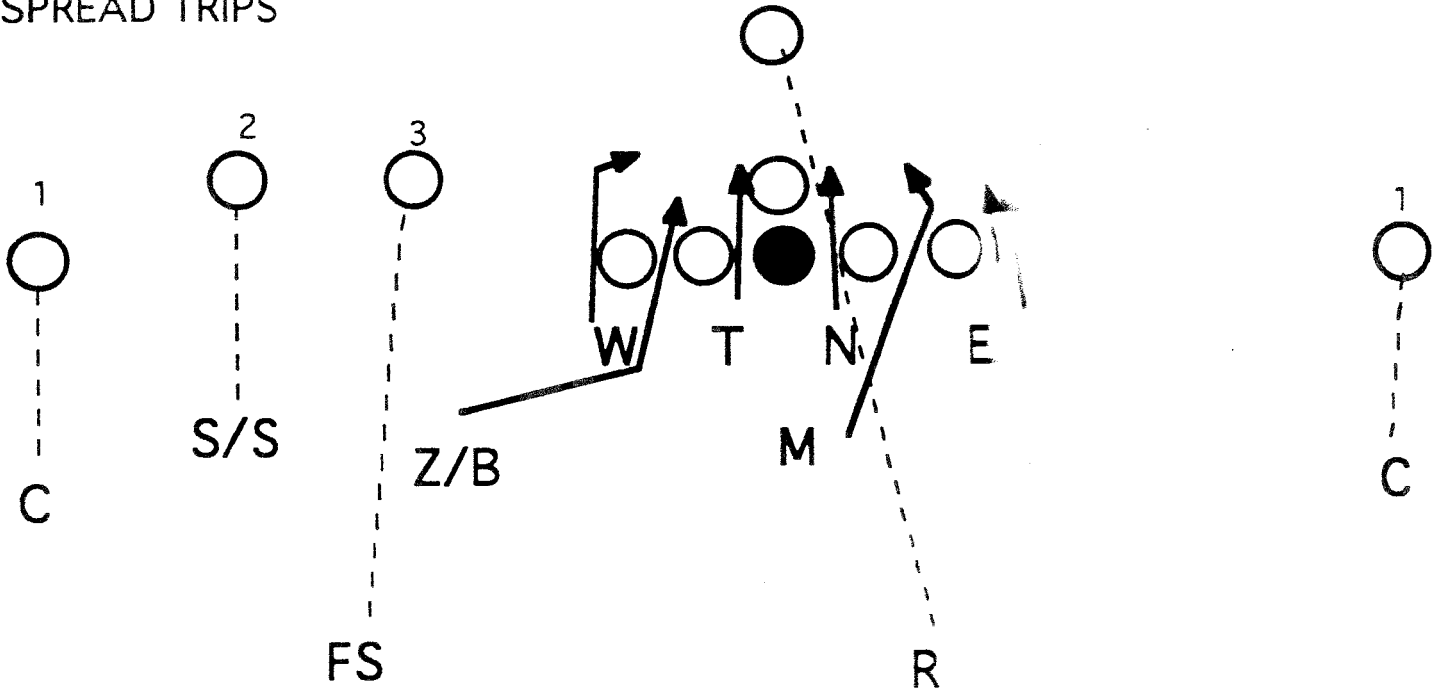
7.

SPREAD DBLS



\* CP. MIKE AND BANDIT/ZIP BLITZ

SPREAD TRIPS

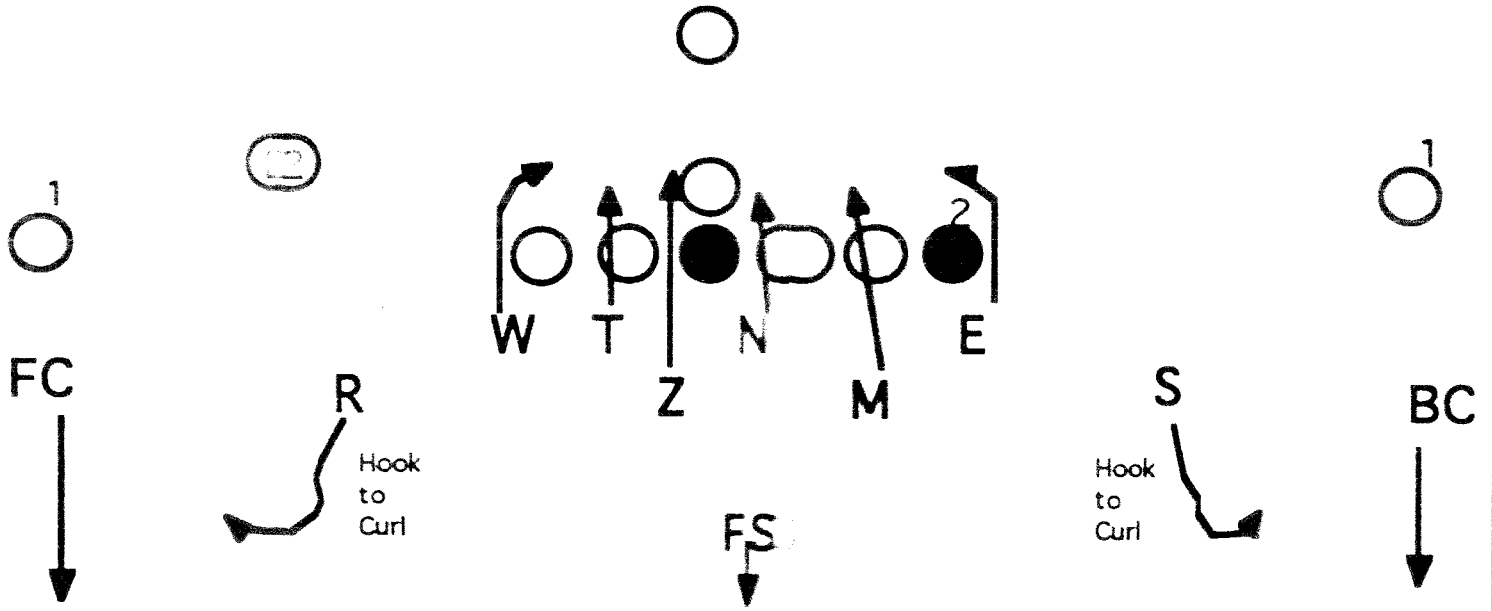


# RUN BLITZES

Boundary call

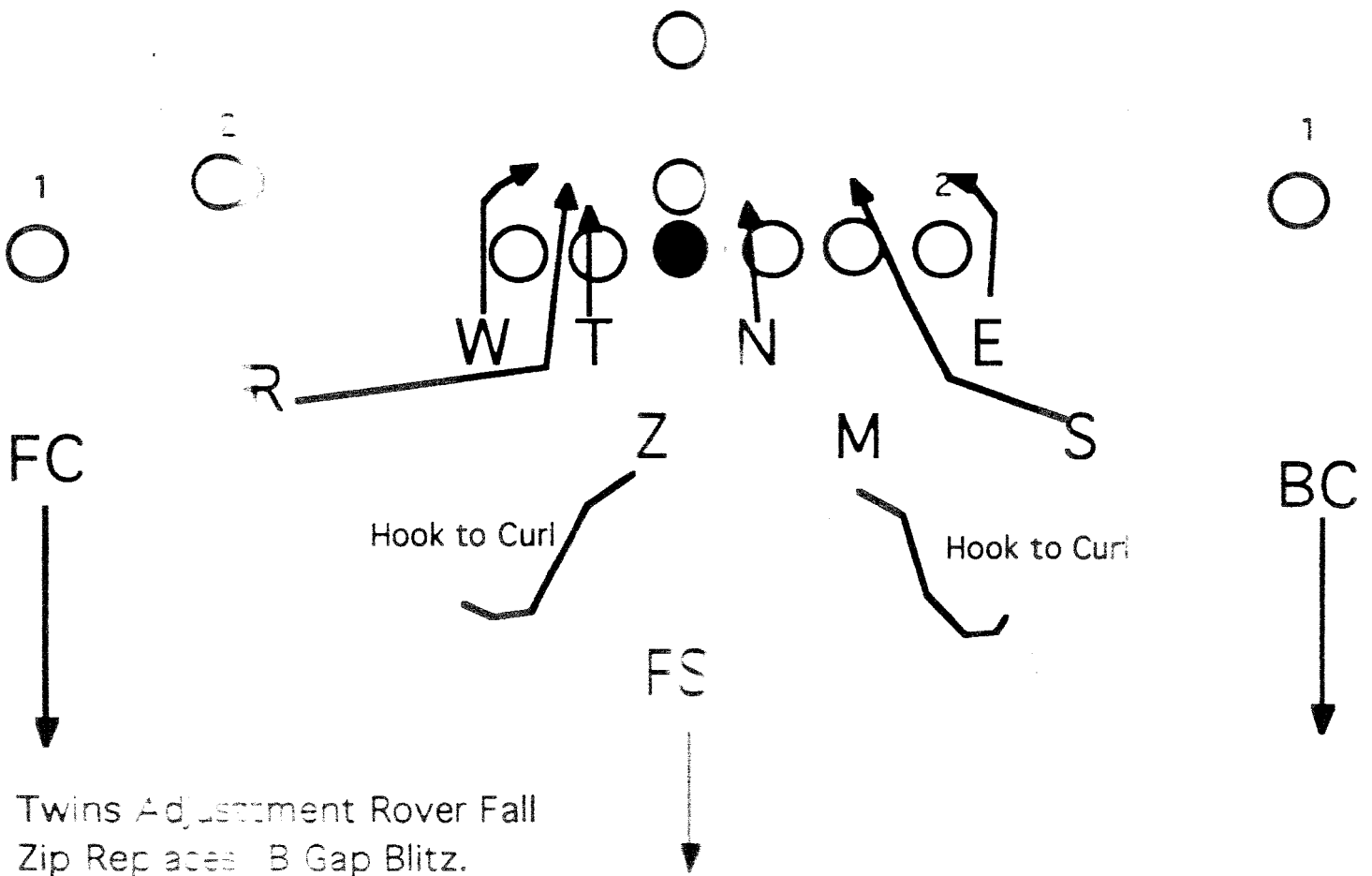
Split Lt/Rt DBL Plug 3 Hot

8.



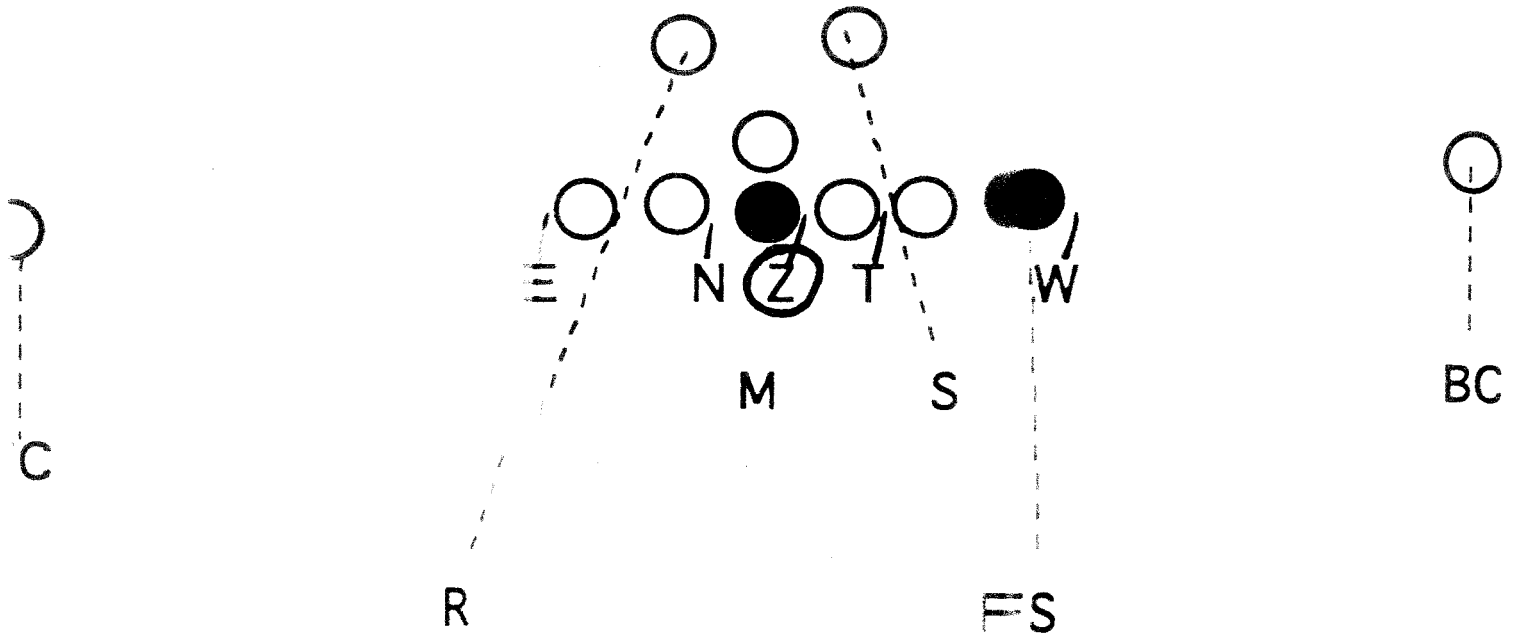
Boundary Call

Show Blitz Split Lt/Rt DBL Go 3 Hot

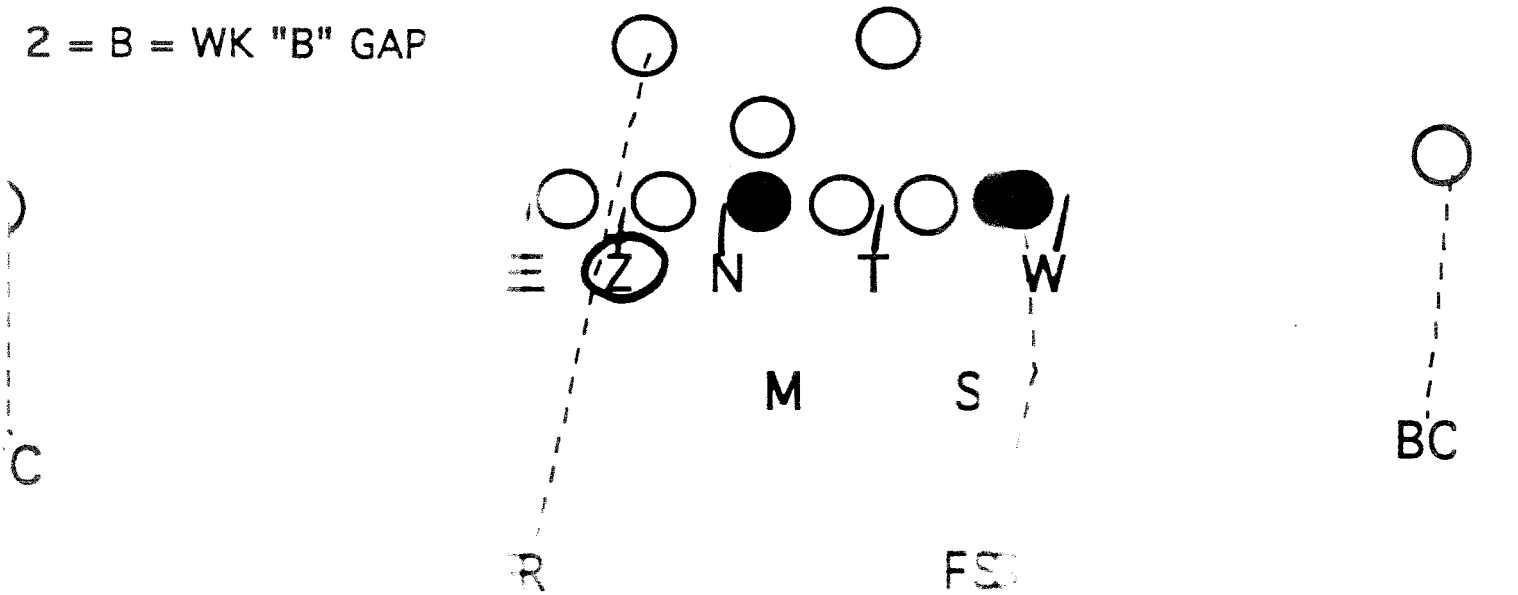


# BASE WILDCARD GREEN or 7(MIC)

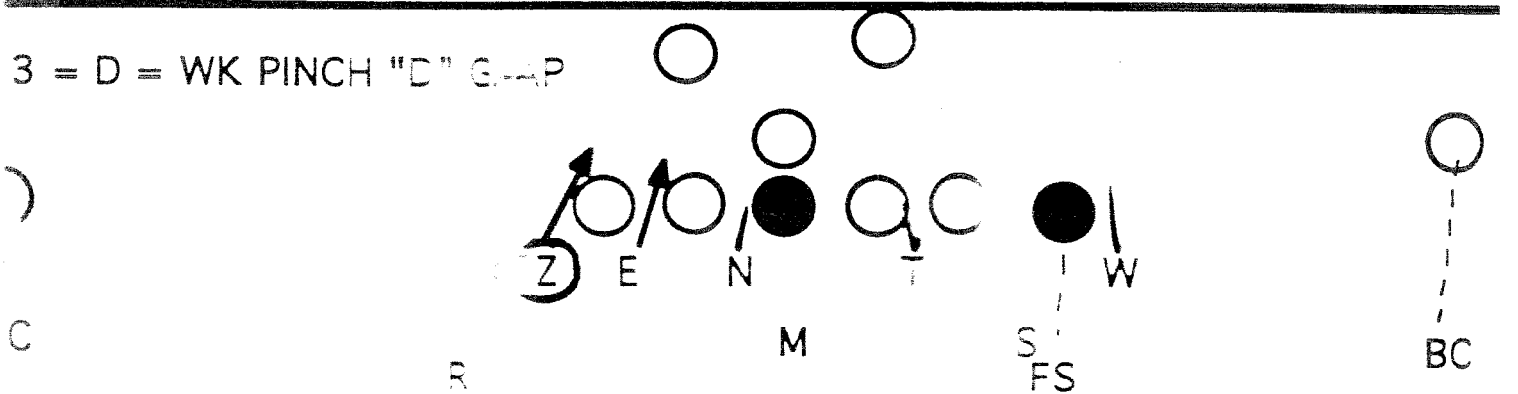
1 = A = Strong "A" Gap



2 = B = WK "B" GAP

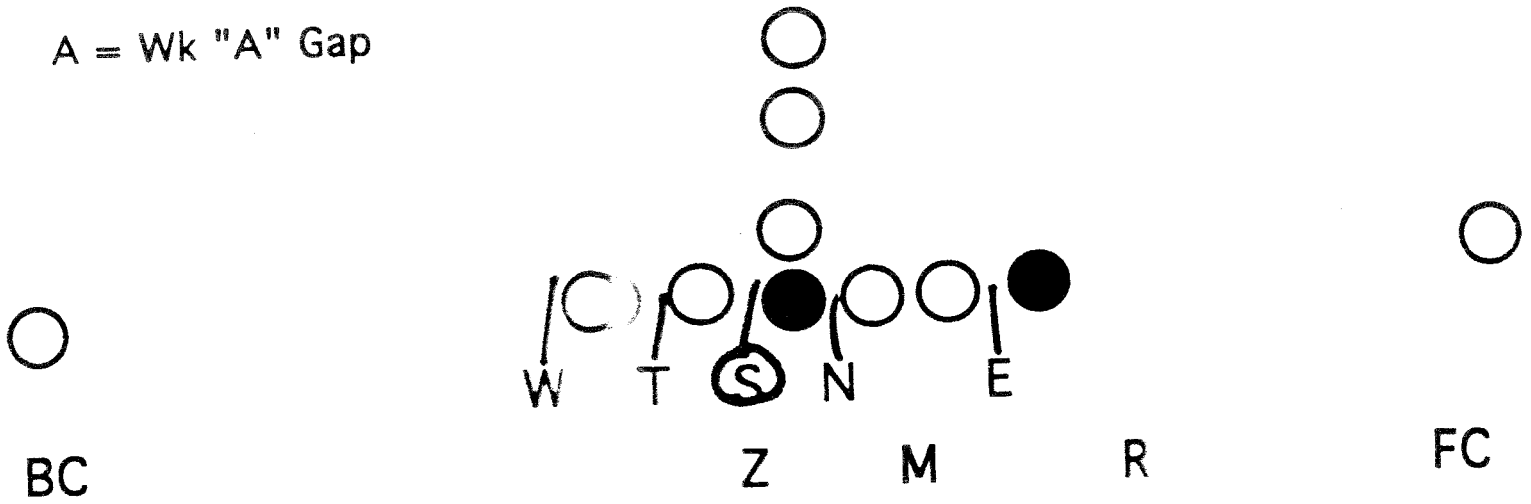


3 = D = WK PINCH "D" GAP

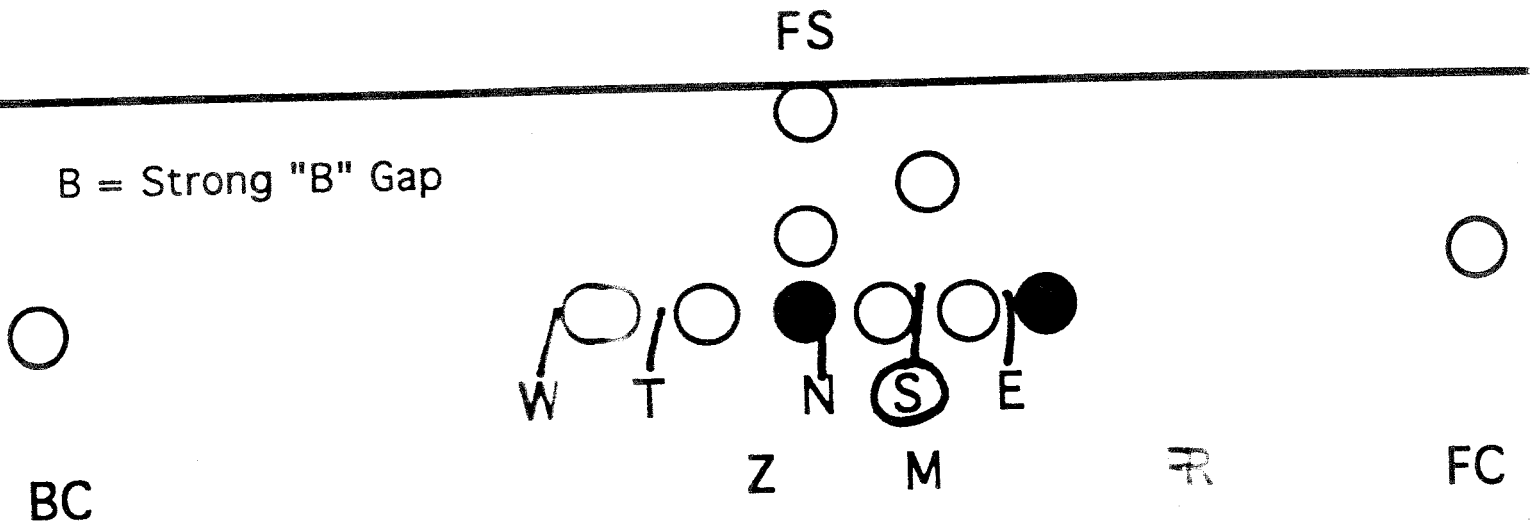


# Ron Lynn's Split Wildcard 6 or 6 Combo

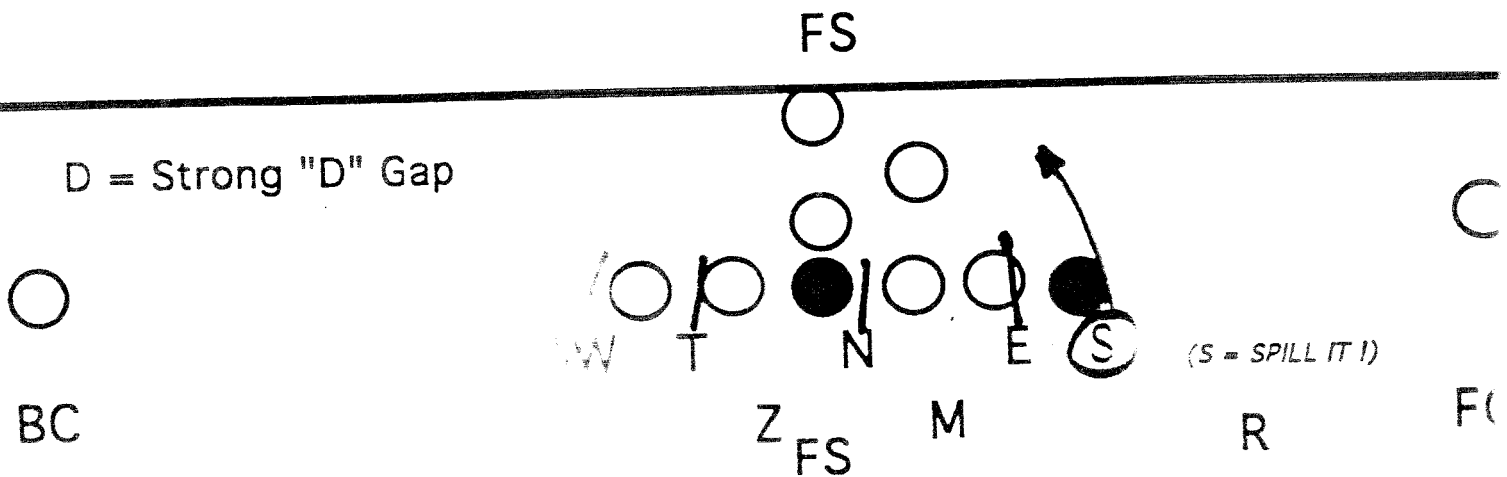
A = Wk "A" Gap



B = Strong "B" Gap

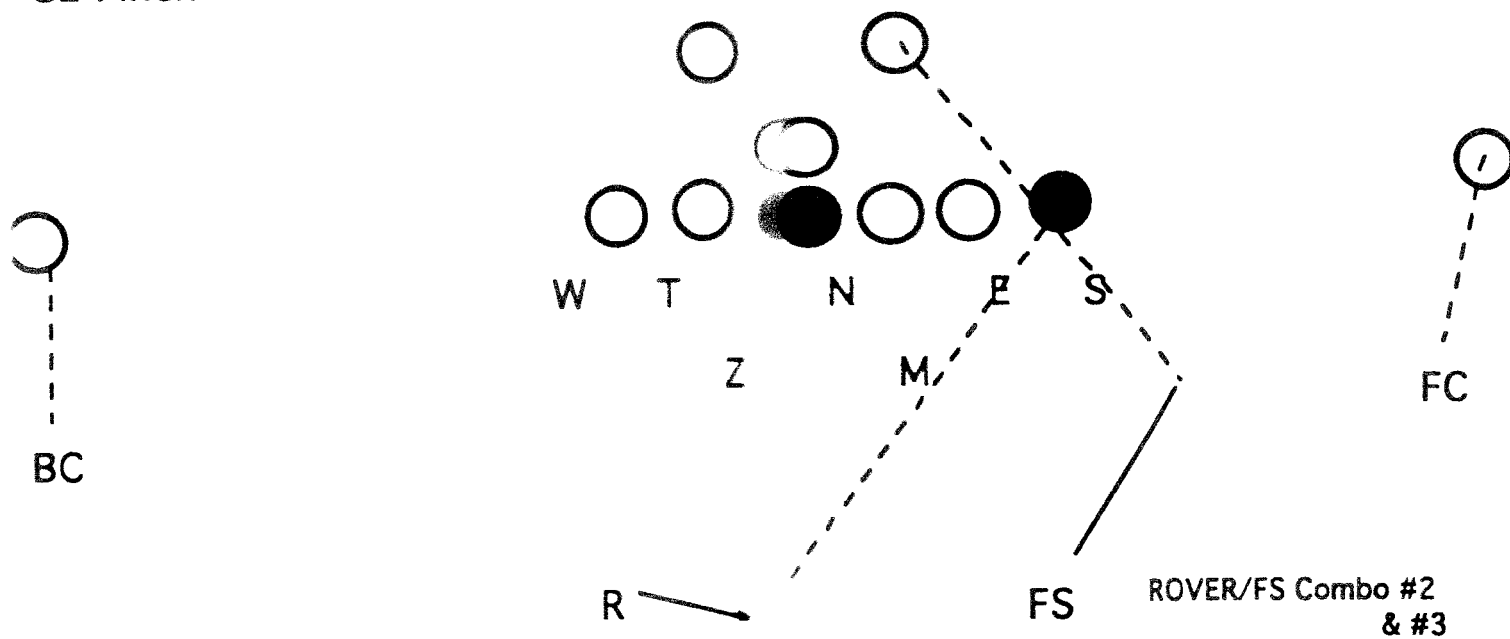


D = Strong "D" Gap

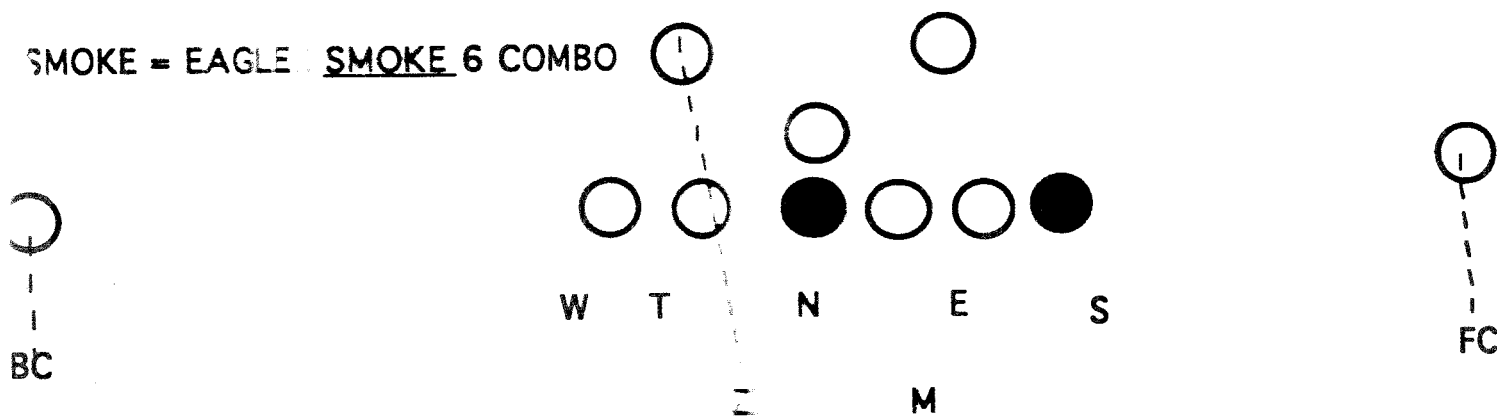


# FIELD STRIKE = EAGLE STRIKE / 6 COMBO

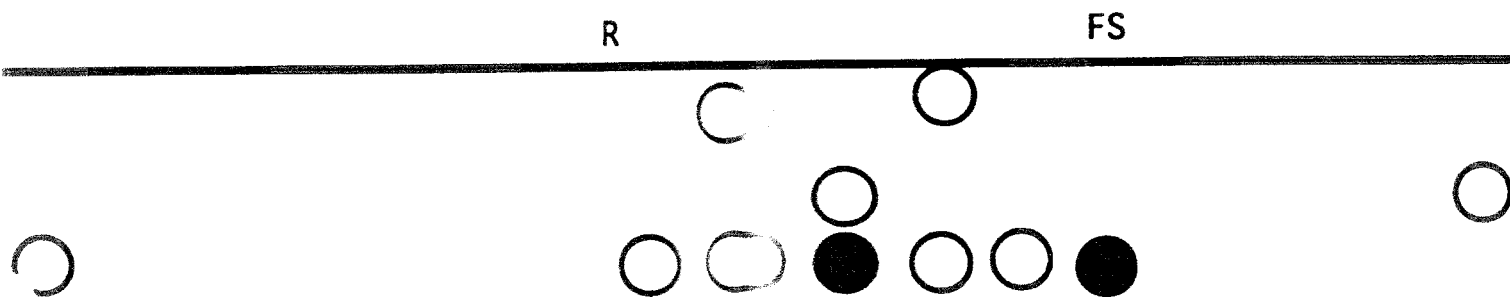
Sam Slam  
SE Pinch



# SMOKE = EAGLE SMOKE 6 COMBO



Sam and Mike. Go!



**GOAL-LINE**

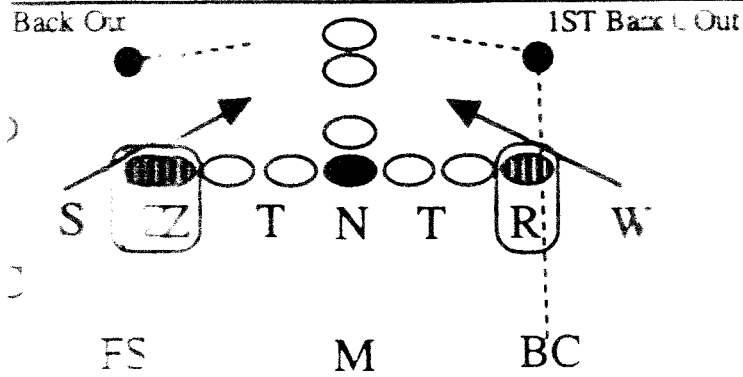
**&**

**SHORT**

**YARDAGE**

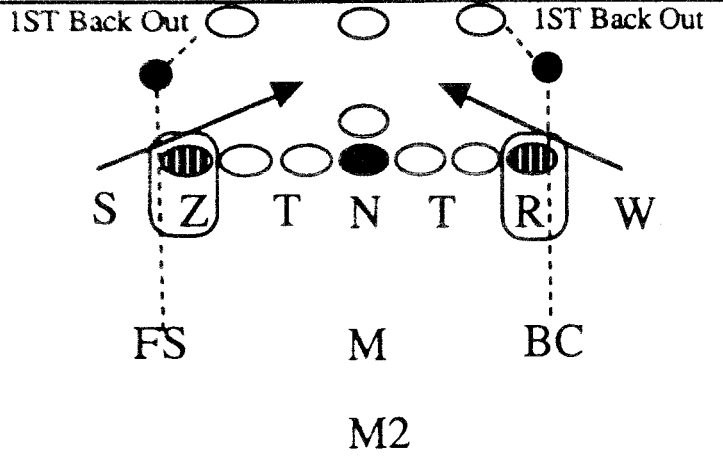
# GOAL LINE AND SHORT YARDAGE

## GOAL LINE FIRE VS 2 BACKS



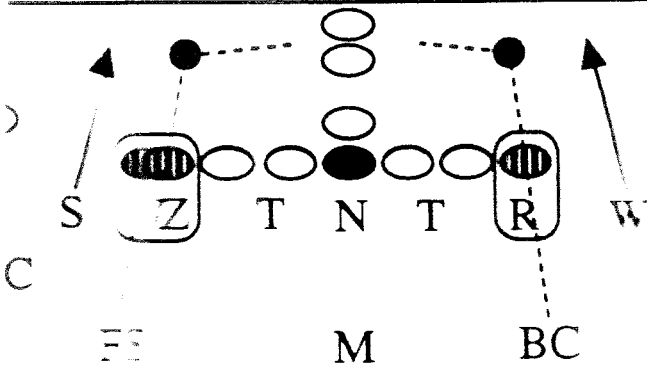
Sam and Will widen and charge off TE's butts. Aim at FB position Spill and blow up all runs. Zip & Rover are man to man on the TE's FS & BC have 1st back outside. FC man to man on Z. MIKE key FB and is free to the ball A-B-C-D.

## GOAL LINE FIRE VS 3 BACKS



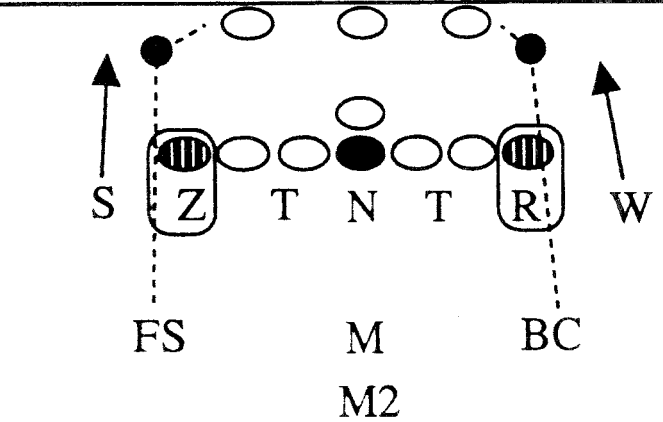
1. Sam and Will widen and charge off TE's butts. Aim at FB position Spill and blow up all runs.
2. Zip & Rover are M/M on the TE's; inside leverage.
3. FS & BC have 1st back out.
4. M2 has 1st back motion man to man.
5. MIKE key FB, free to ball A-B-C-D.
6. MONSTER key FB, free to ball C-D GAP.

## GOAL LINE CONTAIN VS 2 BKKS



Sam & Will contain Run & Pass. IE Raider 6 Zip & Rover man to man on the TE's. FS & BC man to man on the 1st back out their side. Must see through the triangle. FC man to man on the Z. MIKE key FB and is free to the ball A-B-C-D

## GOAL LINE CONTAIN VS 3 BKS



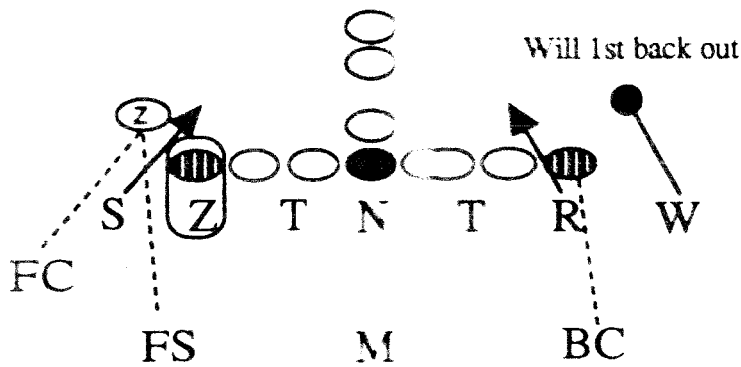
1. Sam & Will contain Run & Pass. IE Raider 6
2. Zip & Rover man to man on the TE's.
3. FS & BC man to man on the 1st back out their side. Must see through the triangle.
4. M2 has 1st back motion man to man.
5. MIKE key FB, free to the ball A-B-C-D.
6. MONSTER key FB, free to ball C-D GAP.



# GOAL LINE AND SHORT YARDAGE

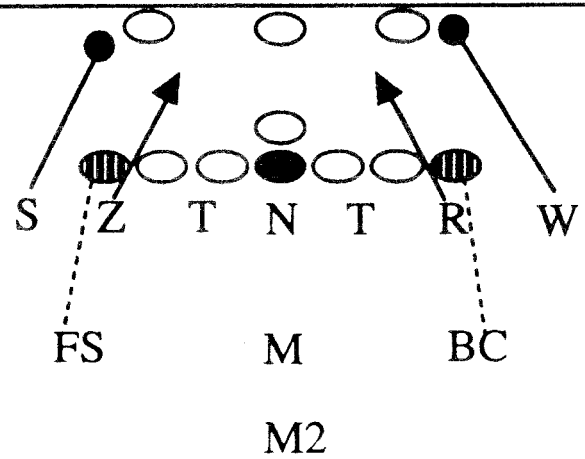
GP: We Will Tilt the Nose to Boundary & Charge to Boundary.

## GOAL LINE TOUGH VS 2 BACKS



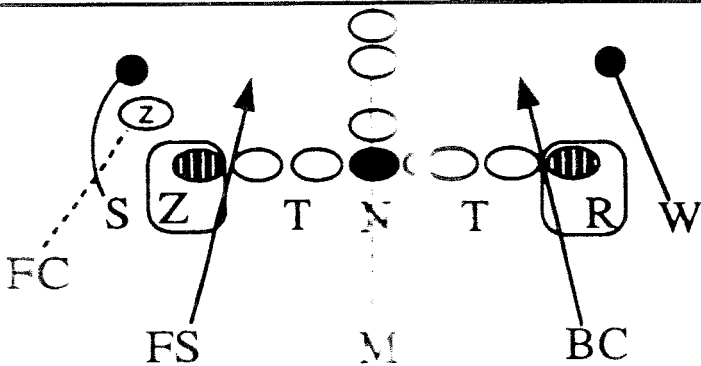
1. Sam check "FIRE", make the wing show run or pass.
2. FC & FS I/O combo on the wing and 1st back out.
3. Z Motion, FC man to man.
4. Mike is free (A-B-C) to the ball!

## GOAL LINE TOUGH VS 3 BACKS



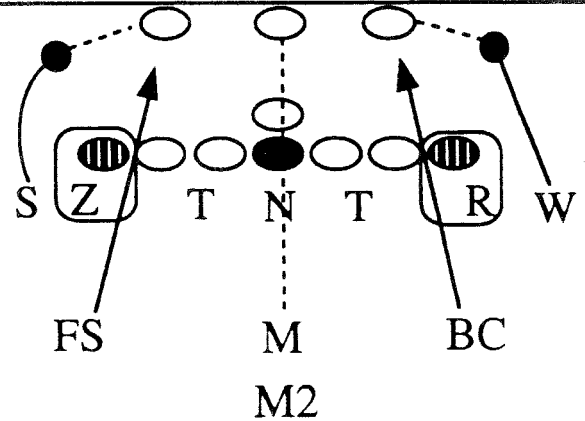
1. Zip & Rover Blitz and hold C-Gaps.
2. Sam and Will 1st back out their side M/M.
3. FS & BC have the TE's man to man.
4. M2 has any back motion man to man.
5. Mike is free (A-B-C) to the ball!
6. M2 scrapes C to D gap.

## GOAL LINE CRUNCH VS 2 BACKS

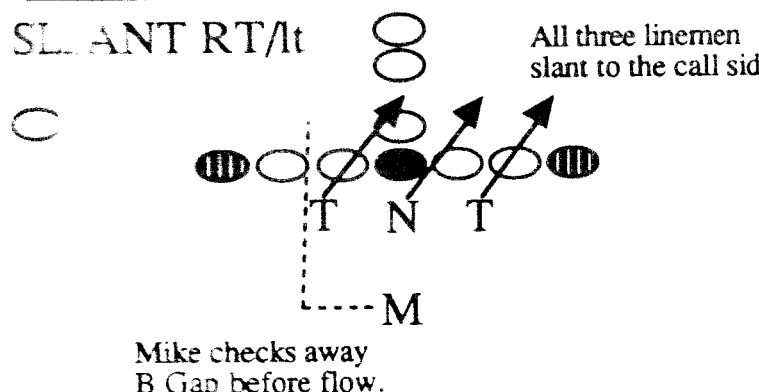
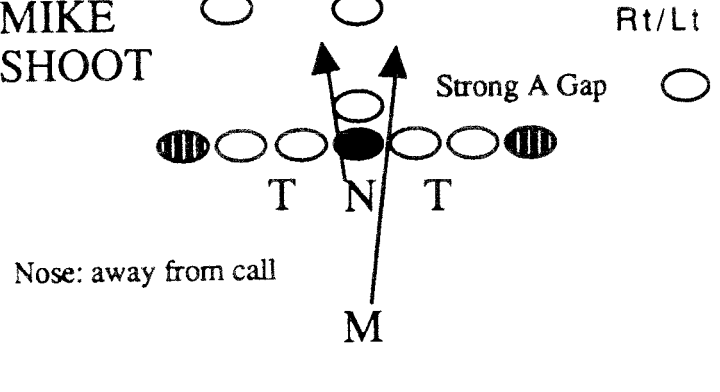
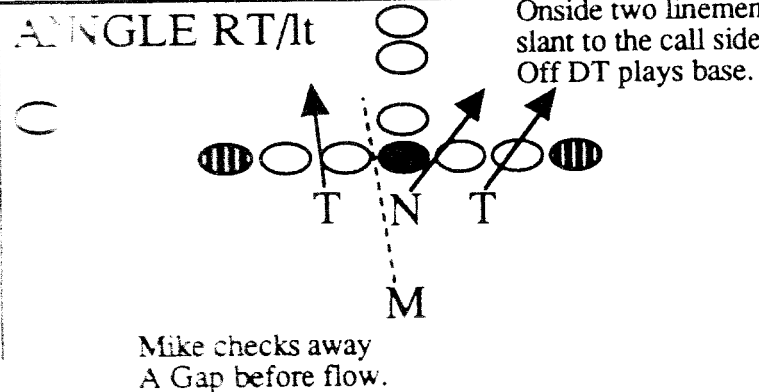
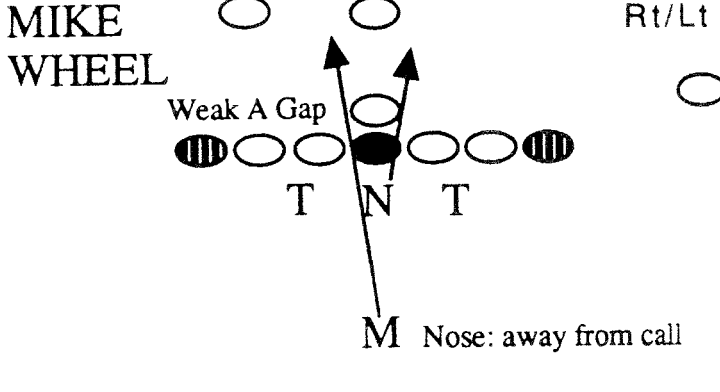
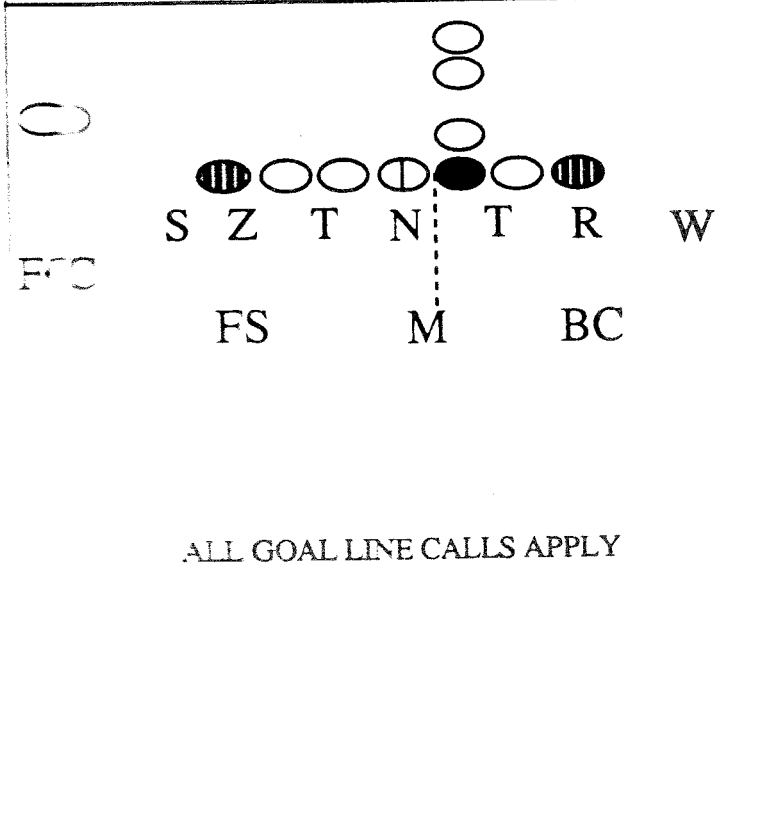
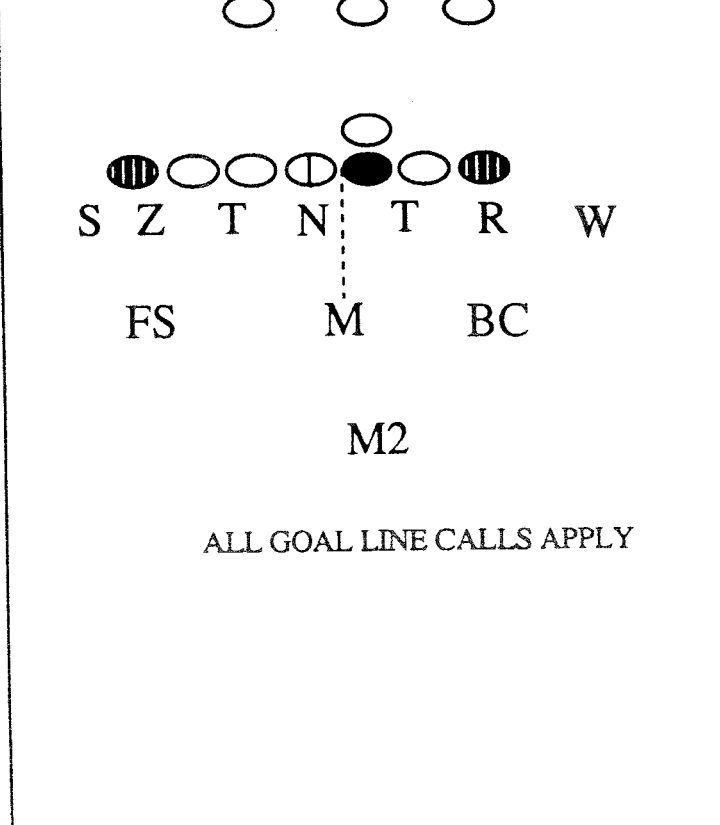


1. SAM & WILL 1st Back out to their side.
2. Flow away SAM/WILL have QB on BOOT.
3. ZIP?ROVER outside align and have TE M/M.
4. FS/BC Blitz C-Gap
5. MIKE key FB & free to ball A-B-C-D gap

## GOAL LINE CRUNCH VS 3 BACKS

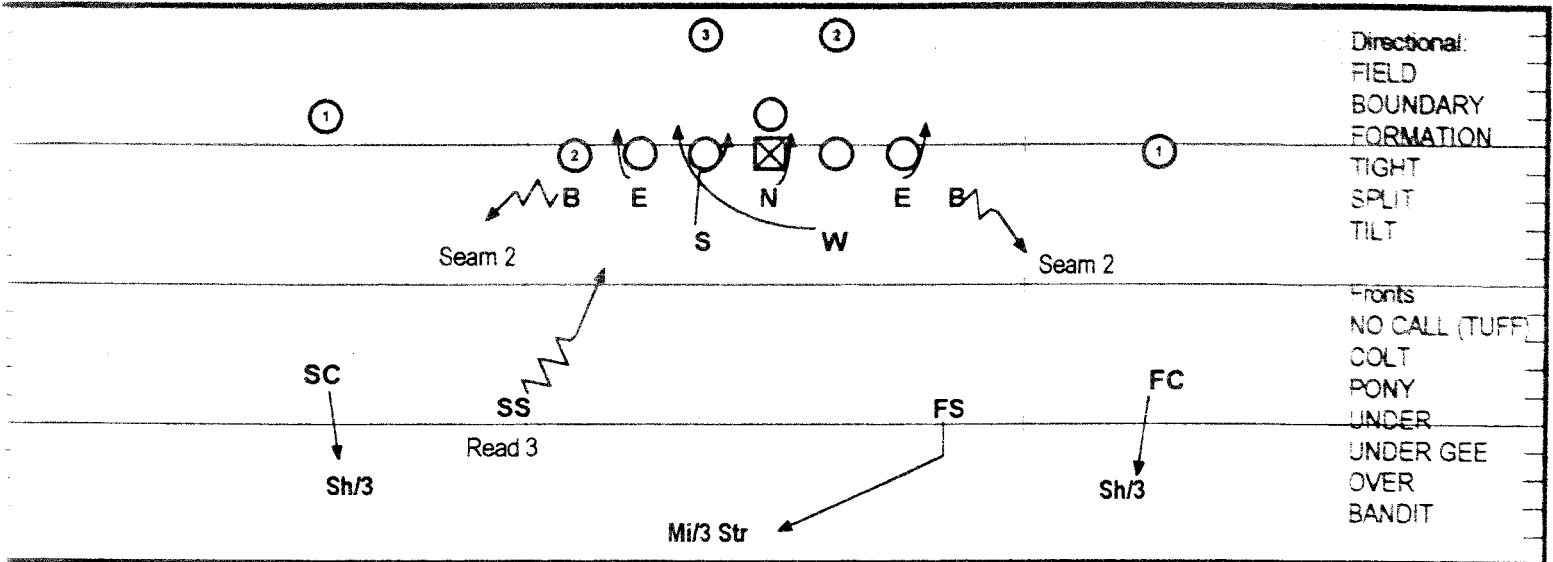


1. SOS
2. SOS
3. SOS
4. SOS
5. SOS
6. MONSTER key FB and you are free to Ball C-D Gap.

ADDITIONAL CALLS	ADDITIONAL CALLS
<p><b>SLANT RT/lr</b></p>  <p>All three linemen slant to the call side</p> <p>Mike checks away B Gap before flow.</p>	<p><b>MIKE SHOOT</b></p>  <p>Strong A Gap</p> <p>Nose: away from call</p> <p>M</p>
<p><b>ANGLE RT/lr</b></p>  <p>Onside two linemen slant to the call side. Off DT plays base.</p> <p>Mike checks away A Gap before flow.</p>	<p><b>MIKE WHEEL</b></p>  <p>Weak A Gap</p> <p>M Nose: away from call</p>
<p><b>ADJUST UNBALANCED VS 2 BKS</b></p>	<p><b>ADJUST UNBALANCED VS 3 BKS</b></p>
 <p>ALL GOAL LINE CALLS APPLY</p>	 <p>M2</p> <p>ALL GOAL LINE CALLS APPLY</p>

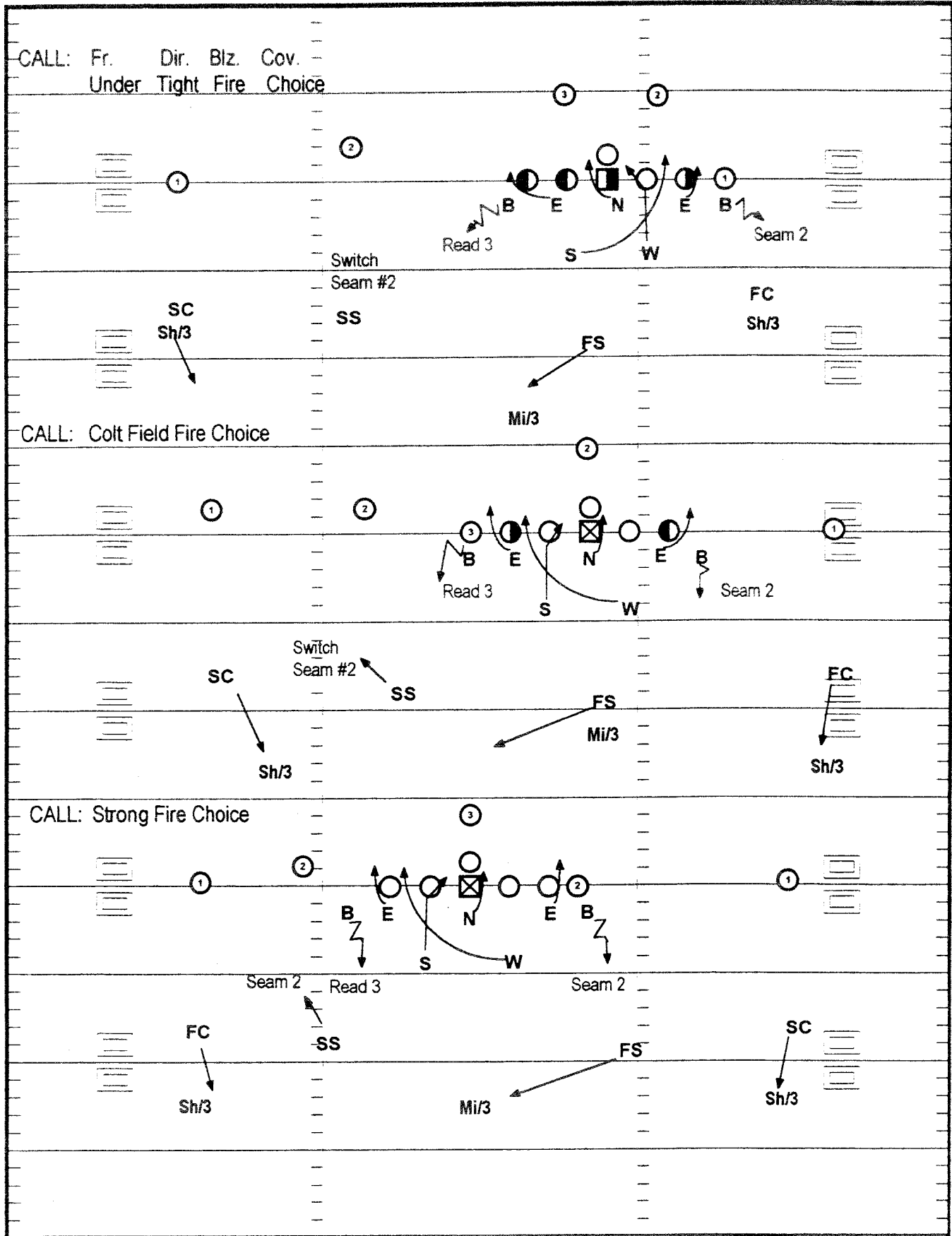
# BLITZ PACKAGE

## FIRE ZONE: Fire

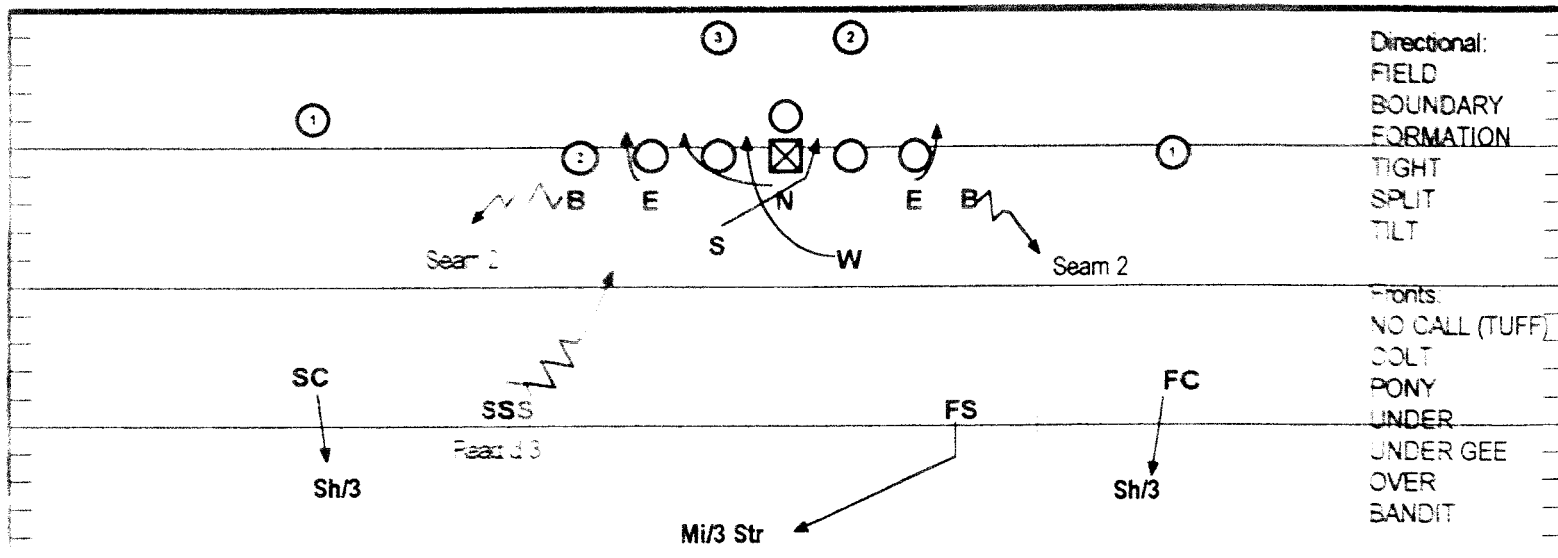


LEFT END	C GAP CONTAIN	Align in the front that is called; if no front is called we default to our base front. The stunt will occur to the side of the Ray/Larry call. Get as much penetration as possible because the play will bounce to you on Inside Fire Zones. Keep contain vs the Pass
NOSE	A GAP AWAY FROM THE RAY/LARRY	Align in the front that is called; if no front is called we default to our base front. The stunt will occur to the side of the Ray/Larry call. You must get to the A gap away from the call sometimes this may mean you'll have to cross the face of the center (i.e. Under Base).
RIGHT END	C GAP CONTAIN	Align in the front that is called; if no front is called we default to our base front. The stunt will occur to the side of the Ray/Larry call. Get as much penetration as possible because the play will bounce to you on Inside Fire Zones. Keep contain vs the Pass.
CLOSED SIDE OLB	SEAM #2	You are an "off backer", drop off the #2 receiver and start to carry his seam route up to 15 yards or until a threat to your curl tells you to "cut" the route and be an underneath player. The safety may SWITCH with you and give you a read #3 in some formations.
OPEN SIDE OLB	SEAM #2	You are an "off backer", drop off the #2 receiver and start to carry his seam route up to 15 yards or until a threat to your curl tells you to "cut" the route and be an underneath player. The safety may SWITCH with you and give you a read #3 in some formations.
SAM	BLITZ TECHNIQUE	If you are to the side of the call execute a ARROW or "A gap" blitz technique. Attack the nose of the guard and rip across to the A gap getting as much penetration as possible. Never run by the ball or an RB. Away execute a LOOP and find a seam to the ball.
WILL	BLITZ TECHNIQUE	If you are to the side of the call execute a ARROW or "A gap" blitz technique. Attack the nose of the guard and rip across to the A gap getting as much penetration as possible. Never run by the ball or an RB. Away execute a LOOP and find a seam to the ball.
STRONG CORNER	SHUFFLE 1/3	Shuffle through the three step and work your way inside leverage on #1 in most formations you will be working to 2 yards inside of #1; See #2 as you gain depth always alert for 4 verticals. (squeeze the inside vertical)
STRONG SAFETY	READ # 3	If you are to a TE you will execute your 3 read. Drop down to the edge defender (D End) and read 3 if run look for a seam and fill where needed if pass you and the outside backer are banjo on 2 and 3. If #2 is a WR you may switch with the OLB and give him #3
FREE SAFETY	MIDDLE 1/3	Get as much depth as possible trying to keep your shoulders square to the LOS once you have read PASS get to your landmark and keep everything in front of you. If you have 4 verticals weave to keep leverage on inside two verticals.
FREE CORNER	SHUFFLE 1/3	Shuffle through the three step and work your way inside leverage on #1 in most formations you will be working to 2 yards inside of #1; See #2 as you gain depth always alert for 4 verticals. (squeeze the inside vertical)

# INSIDE FIRE ZONE: Fire (Multiple Fronts)

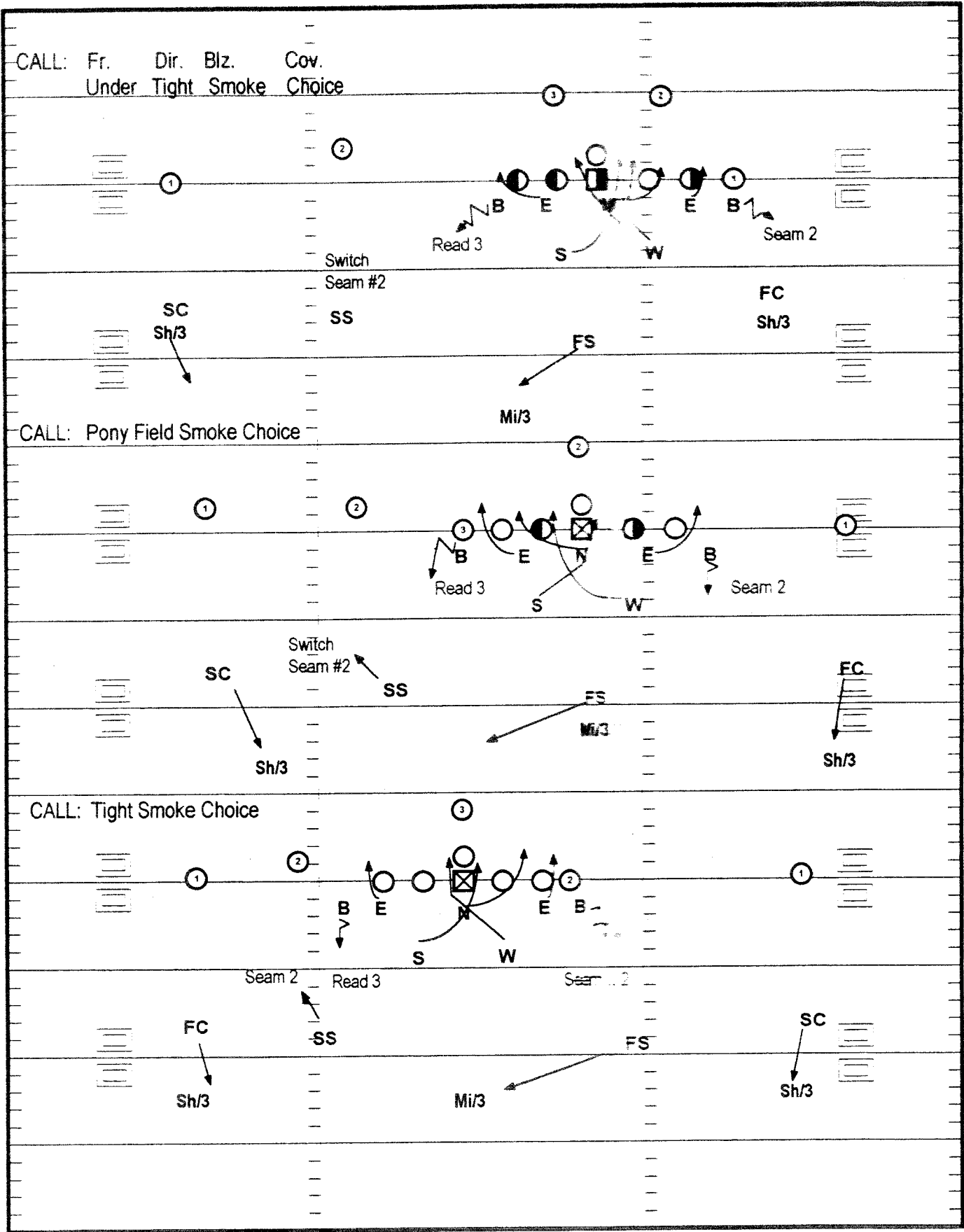


## FIRE ZONE: Smoke

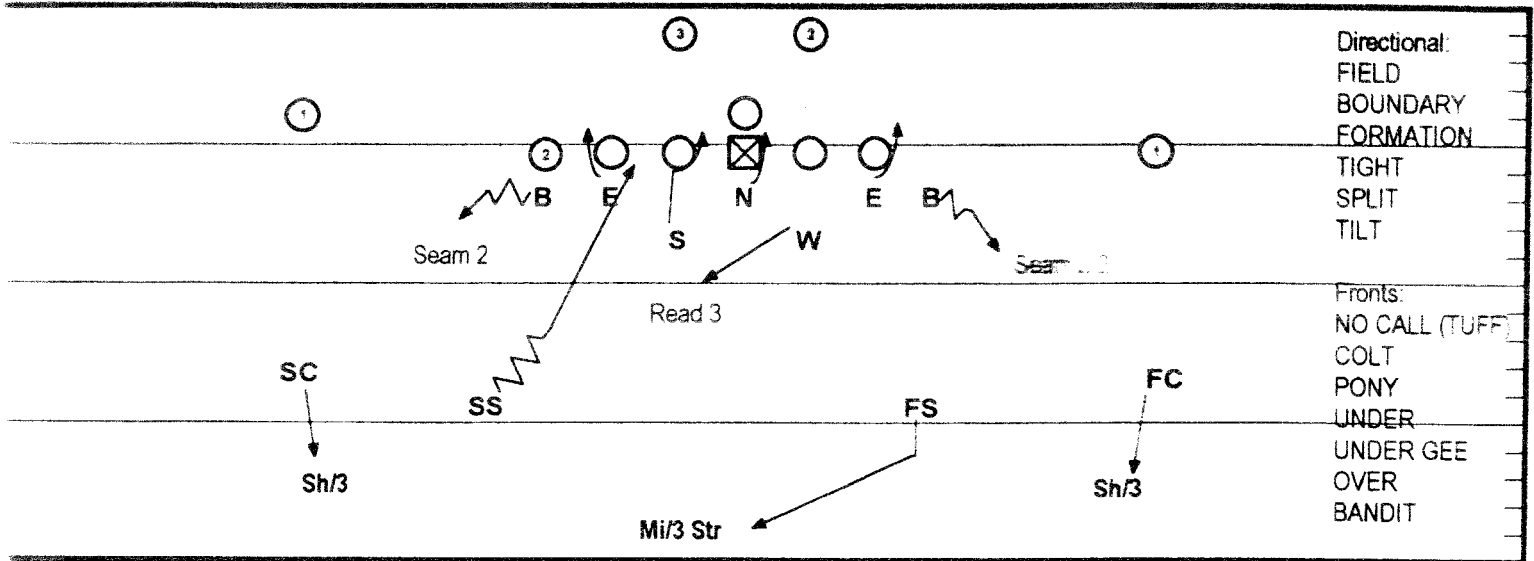


LEFT END	C GAP CONTAIN	Align in the front that is called; if no front is called we default to our base front. The stunt will occur to the side of the Ray/Larry call. Get as much penetration as possible because the play will bounce to you on Inside Fire Zones. Keep contain vs the Passad.
NOSE	B GAP TO THE RAY/LARRY	Align in the front that is called; if no front is called we default to our base front. The stunt will occur to the side of the Ray/Larry call. You must get to the B gap on the call. Sometimes this may mean you'll have to cross the face of the center (i.e. Under Gee).
RIGHT END	C GAP CONTAIN	Align in the front that is called; if no front is called we default to our base front. The stunt will occur to the side of the Ray/Larry call. Get as much penetration as possible because the play will bounce to you on Inside Fire Zones. Keep contain vs the Passad.
CLOSED SIDE OLB	SEAM #2	If you are an "off backer", drop off the #2 receiver and start to carry his seam route up to 15 yards or until a threat to your curl tells you to "cut" the route and be an underneath player. The safety may SWITCH with you and give you a read #3 in some formations.
OPEN SIDE OLB	SEAM #2	If you are an "off backer", drop off the #2 receiver and start to carry his seam route up to 15 yards or until a threat to your curl tells you to "cut" the route and be an underneath player. The safety may SWITCH with you and give you a read #3 in some formations.
SAM	BLITZ TECHNIQUE	If you are to the side of the call get to the backside "A gap" blitz technique. Attack the nose guard and rip across to the A gap getting as much penetration as possible. Never run by the ball or an RB. Away execute a LOOP and find a seam to the ball.
WILL	BLITZ TECHNIQUE	If you are to the side of the call get to the backside "A gap" blitz technique. Attack the nose guard and rip across to the A gap getting as much penetration as possible. Never run by the ball or an RB. Away execute a LOOP and find a seam to the ball.
STRONG CORNER	SHUFFLE 1/3	Shuffle through the three step and work your way inside leverage on #1 in most formations you will be working to 2 yards inside of #1; See #2 as you gain depth. Always alert for 4 verticals. (squeeze the inside vertical)
STRONG SAFETY	READ #3	If you are to a TE you will execute your 3 read. Drop down to the edge defender (D End) and read 3 if run look for a seam and fill where needed if pass you and the outside backer are camp on 2 and 3. If #2 is a WR you may switch with the OLB and give him #3.
FREE SAFETY	MIDDLE 1/3	Get as much depth as possible trying to keep your shoulders square to the LOS. Once you have read PASS get to your landmark and keep everything in front of you. If you have 4 verticals weave to keep leverage on inside two verticals.
FREE CORNER	SHUFFLE 1/3	Shuffle through the three step and work your way inside leverage on #1 in most formations you will be working to 2 yards inside of #1; See #2 as you gain depth. Always alert for 4 verticals. (squeeze the inside vertical)

# INSIDE FIRE ZONE: Smoke (Multiple Fronts)



## FIRE ZONE: Flame

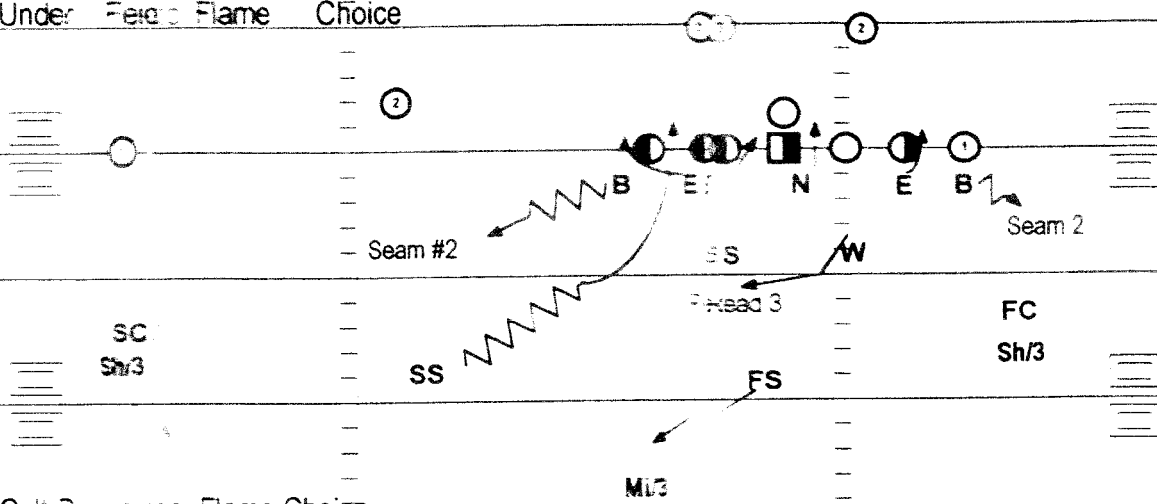


LEFT END	C GAP CONTAIN	Align in the front that is called; if no front is called we default to our base front. The stunt will occur to the side of the Ray/Larry call. Get as much penetration as possible because the play will bounce to you on Inside Fire Zones. Keep contain vs the Pass.
ROSE	A GAP AWAY FROM THE RAY/LARRY	Align in the front that is called; if no front is called we default to our base front. The stunt will occur to the side of the Ray/Larry call. You must get to the A gap away from the call sometimes this may mean you'll have to cross the face of the center (i.e. Under Gee).
TIGHT END	C GAP CONTAIN	Align in the front that is called; if no front is called we default to our base front. The stunt will occur to the side of the Ray/Larry call. Get as much penetration as possible because the play will bounce to you on Inside Fire Zones. Keep contain vs the Pass.
CLOSED SIDE OLB	SEAM #2	You are an "off backer", drop off the #2 receiver and start to carry his seam route up to 15 yards or until a threat to your curl tells you to "cut" the route and be an underneath player. There will be no SWITCH call in Flame because the Seamesses are in the blitz.
OPEN SIDE OLB	SEAM #2	You are an "off backer", drop off the #2 receiver and start to carry his seam route up to 15 yards or until a threat to your curl tells you to "cut" the route and be an underneath player. There will be no SWITCH call in Flame because the Seamesses are in the blitz.
SAM	BLITZ TECHNIQUE/ READ 3	If you are to the side of the call execute a ARROW or "4 pass" blitz technique. Attack the nose of the guard and rip across to the A gap getting as much penetration as possible. Never run by the ball or an RB. Away execute a Read 3 technique banjo w/OLB.
WILL	BLITZ TECHNIQUE/ READ 3	If you are to the side of the call execute a ARROW or "4 pass" blitz technique. Attack the nose of the guard and rip across to the A gap getting as much penetration as possible. Never run by the ball or an RB. Away execute a Read 3 technique banjo w/OLB.
STRONG CORNER	SHUFFLE 1/3	Shuffle through the three step and work your way inside leverage on #1 in most formations you will be working to 2 yards inside of #1. Seam #2 as you gain depth always alert for 4 verticals. (squeeze the inside vertical)
STRONG SAFETY	MIDDLE 1/3/ BLITZ	If you are to the call you execute the blitz looking for a seam in the B gap. NOTE do not get too close to the LOS or you may get caught up in the movement, and you won't be able to find a seam. Away from the call you are a Middle 1/3
FREE SAFETY	MIDDLE 1/3/ BLITZ	If you are to the call you execute the blitz looking for a seam in the B gap. NOTE do not get too close to the LOS or you may get caught up in the movement, and you won't be able to find a seam. Away from the call you are a Middle 1/3
FREE CORNER	SHUFFLE 1/3	Shuffle through the three step and work your way inside leverage on #1 in most formations you will be working to 2 yards inside of #1. Seam #2 as you gain depth always alert for 4 verticals. (squeeze the inside vertical)

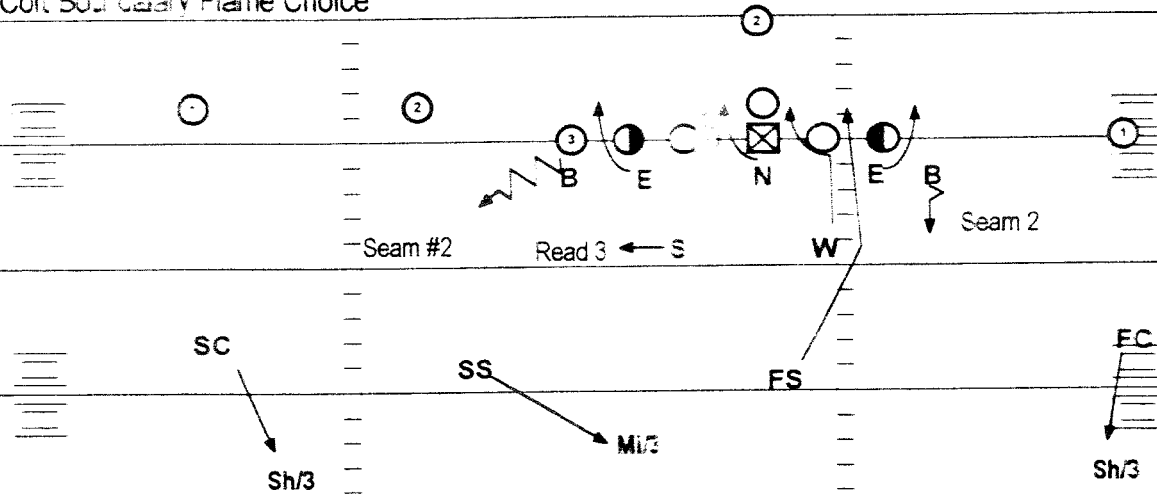


# INSIDE FIRE ZONE: Flame (Multiple Fronts)

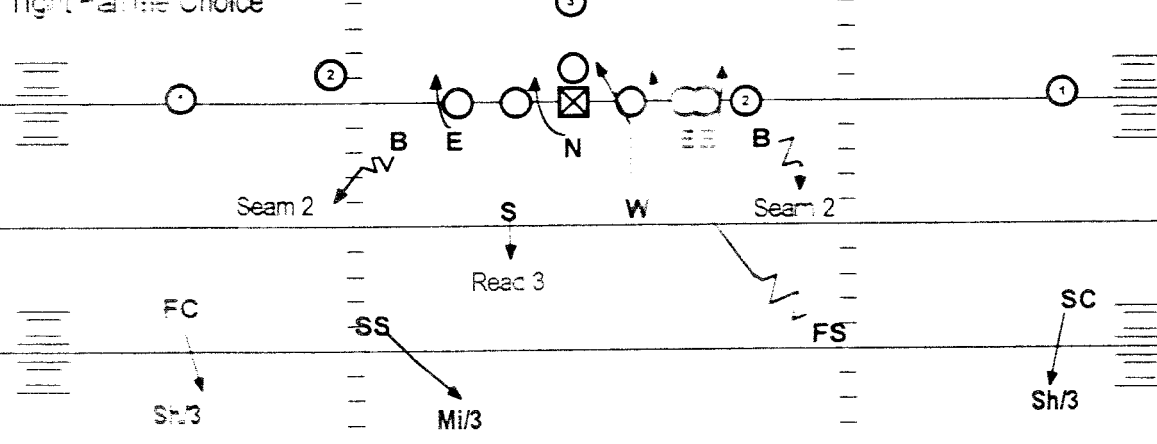
CALL: Fr. Dr. Blz. Cov.  
Under Field Flame Choice



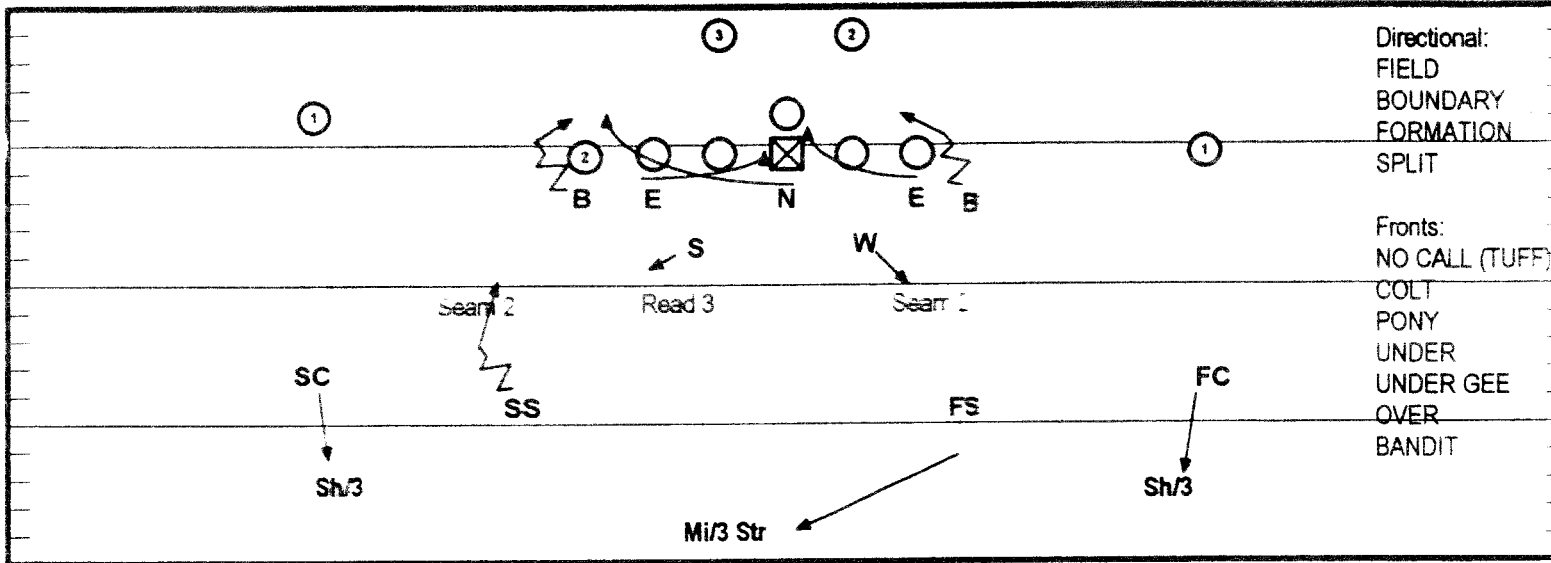
CALL: Coll Boundary Flame Choice



CALL: Tight Flame Choice



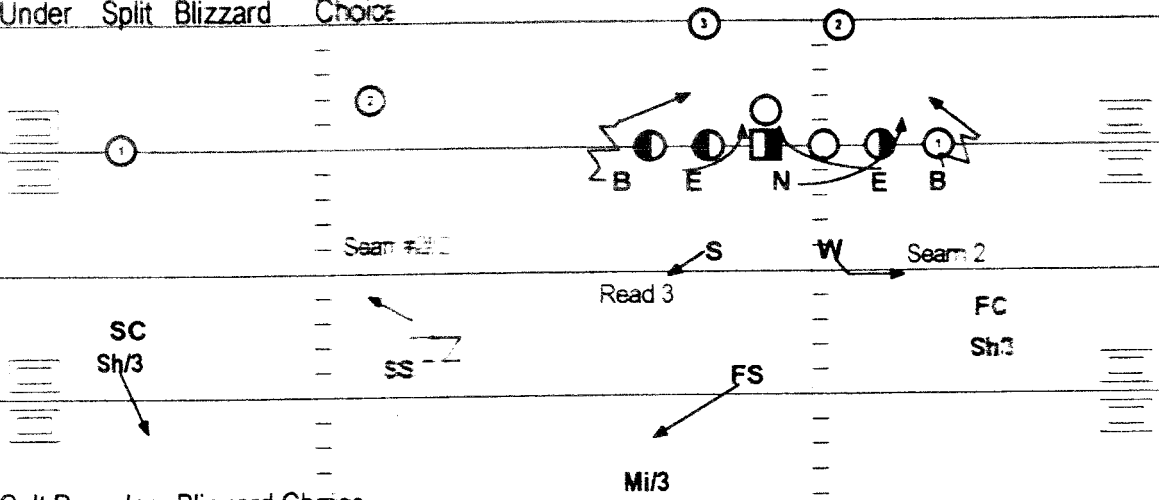
## FIRE ZONE: Blizzard Choice



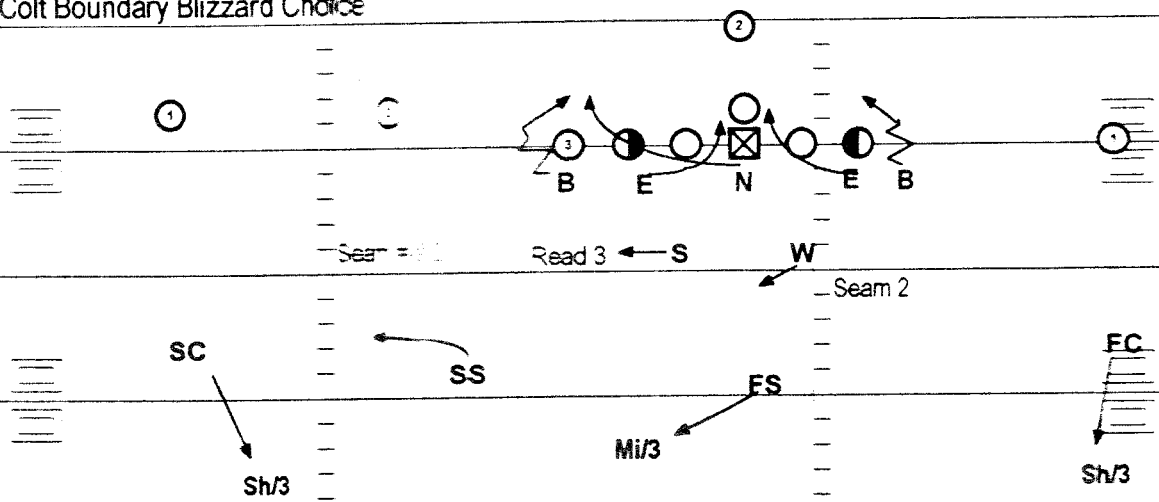
LEFT END	RAM	Align in the front that is called; if no front is called we default to our base front. The stunt will occur to the side of the Ray/Larry call. RAM is double sink moves from the ends get to the A gap and penetrate.
NOSE	C GAP CONTAIN AWAY FROM THE CALL	Align in the front that is called; if no front is called we default to our base front. The stunt will occur to the side of the Ray/Larry call. Nose must get to the A gap away from the call sometimes this may mean you'll have to cross the face of the center (i.e. Under Gee).
RIGHT END	RAM	Align in the front that is called; if no front is called we default to our base front. The stunt will occur to the side of the Ray/Larry call. RAM is double sink moves from the ends get to the A gap and penetrate.
CLOSED SIDE OLB	DOG TECHNIQUE	You are an "on backer", align in a 9 technique in blitz takeoff reading near back to TE. Flow to mirror the tracks of the TB, he's outside so are you, he squeezes you squeeze. Flow away stay on tracks and handle the LB.
OPEN SIDE OLB	DOG TECHNIQUE	You are an "on backer", align in a 9 technique in blitz takeoff reading near back to TE. Flow to mirror the tracks of the TB, he's outside so are you, he squeezes you squeeze. Flow away stay on tracks and handle the LB.
SAM	READ #3 SEAM #2	If you are to the #3 receiver side you and the strong safety can banjo 2 and 3 if they are close together. If you are weak play a seam = #2 look to cut the route at about 12 yds; make sure to align slightly wider on outside Fire Zones.
WILL	READ #3 SEAM #2	If you are to the #3 receiver side you and the strong safety can banjo 2 and 3 if they are close together. If you are weak play a seam = #2 look to cut the route at about 12 yds; make sure to align slightly wider on outside Fire Zones.
STRONG CORNER	SHUFFLE #1	Shuffle through the three step and work your way inside leverage on #1 in most formations you will be working to 2 yards inside of #1. See #2 as you gain depth always alert for 4 verticals. (squeeze the inside vertical)
STRONG SAFETY	SEAM #1	If you are to a TE you will banjo with LB on 2 and 3. Drop down to the edge defender (OLB) and seam 2, if run, look for a seam and fill where needed; if pass you and the outside backer are banjo on 2 and 3.
FREE SAFETY	MIDDLE 1/3	Get as much depth as possible trying to keep your shoulders square to the LOS, once you have read PASS get to your landmark and keep everything in front of you. If you have 4 verticals weave to keep leverage on inside two verticals.
FREE CORNER	SHUFFLE #1	Shuffle through the three step and work your way inside leverage on #1 in most formations you will be working to 2 yards inside of #1. See #2 as you gain depth always alert for 4 verticals. (squeeze the inside vertical)

# OUTSIDE FIRE ZONE: Blizzard Choice (Multiple Fronts)

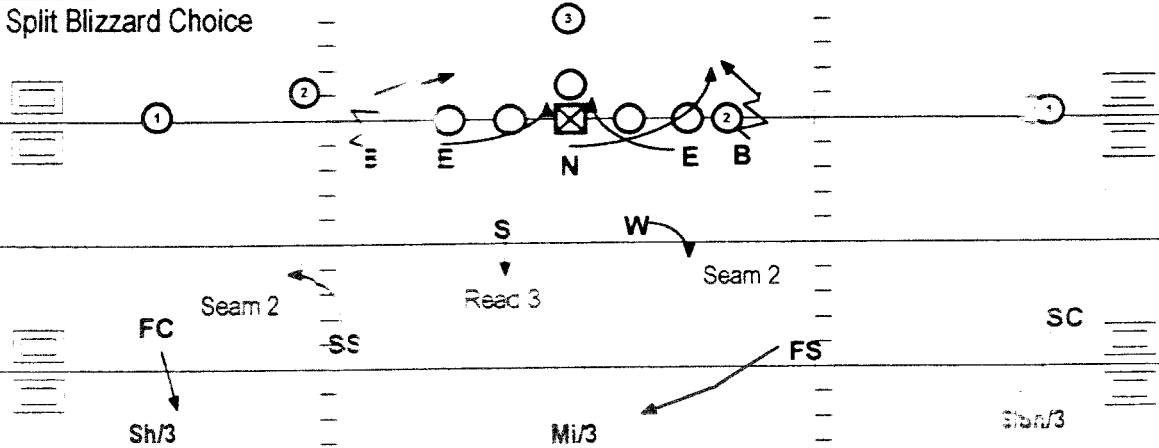
CALL: Fr. Dir. Blz. Cov.  
Under Split Blizzard Choice



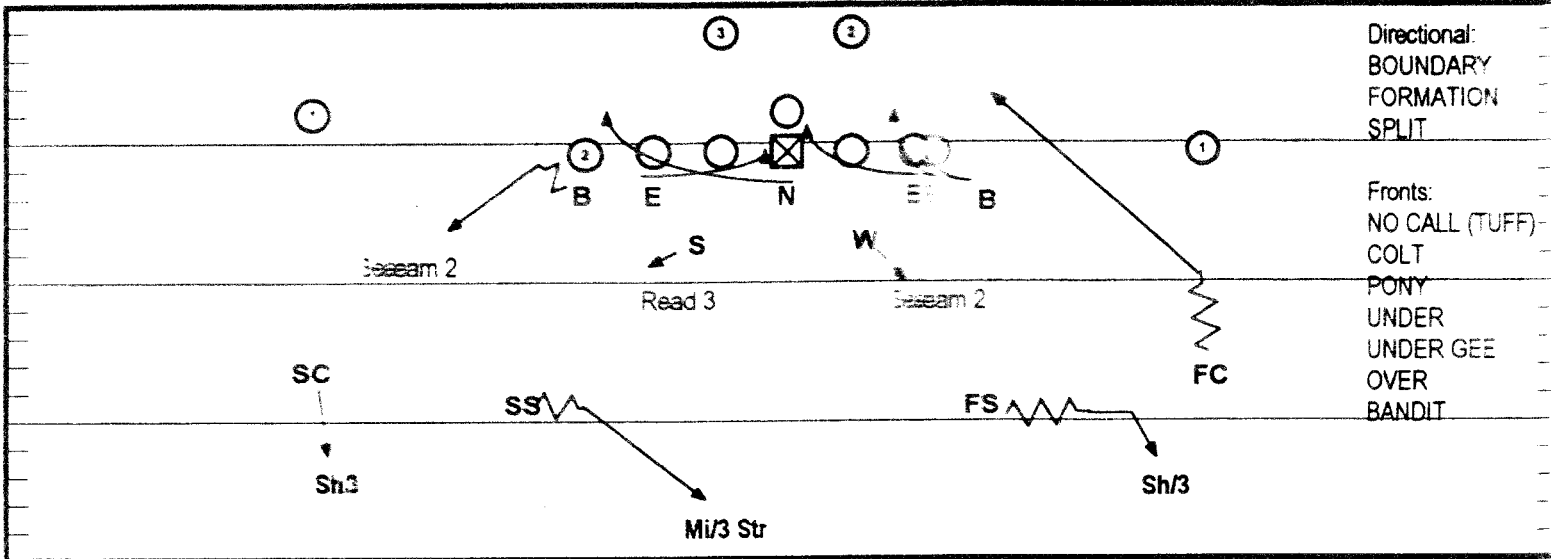
CALL: Colt Boundary Blizzard Choice



CALL: Split Blizzard Choice

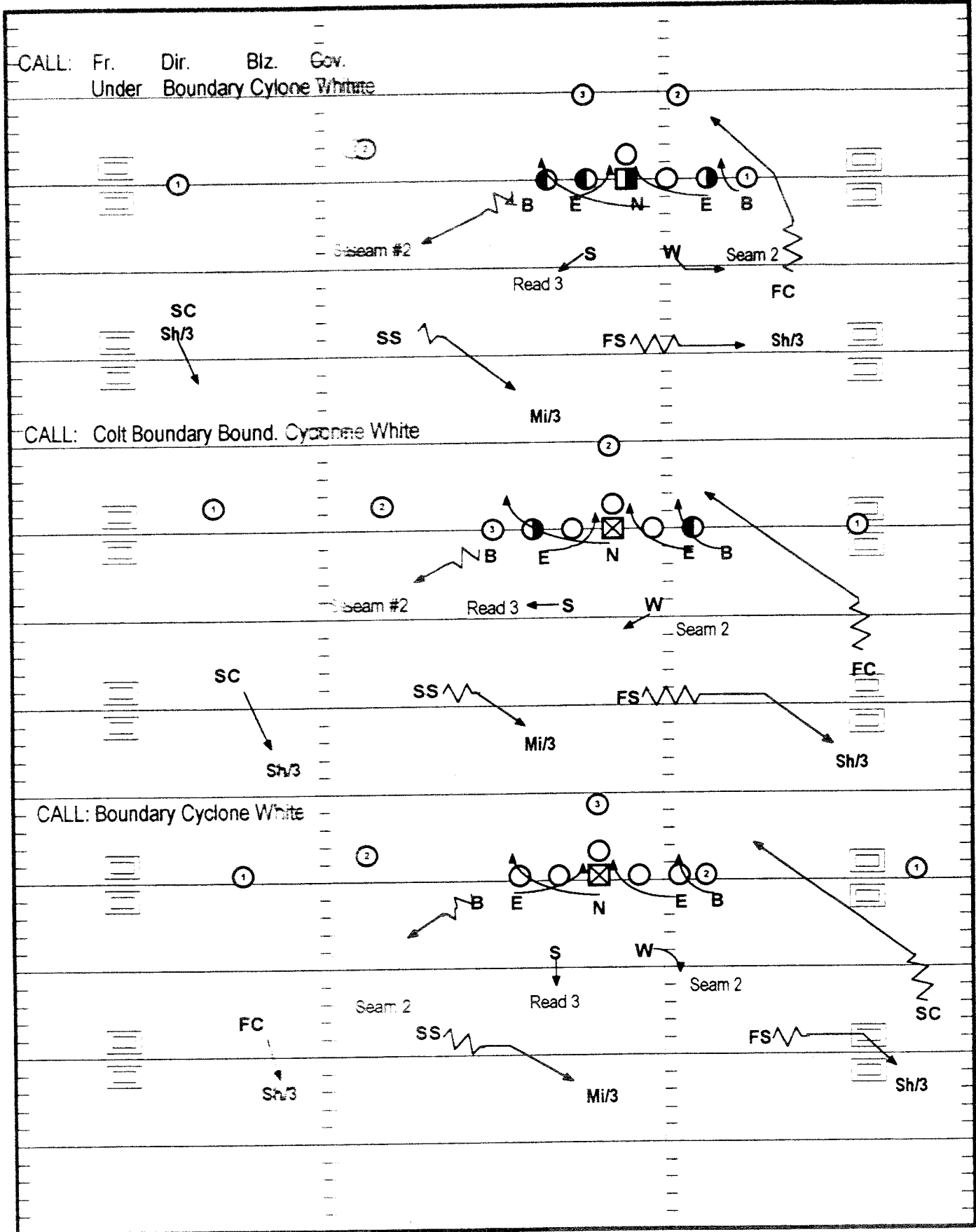


## FIRE ZONE: Cyclone White

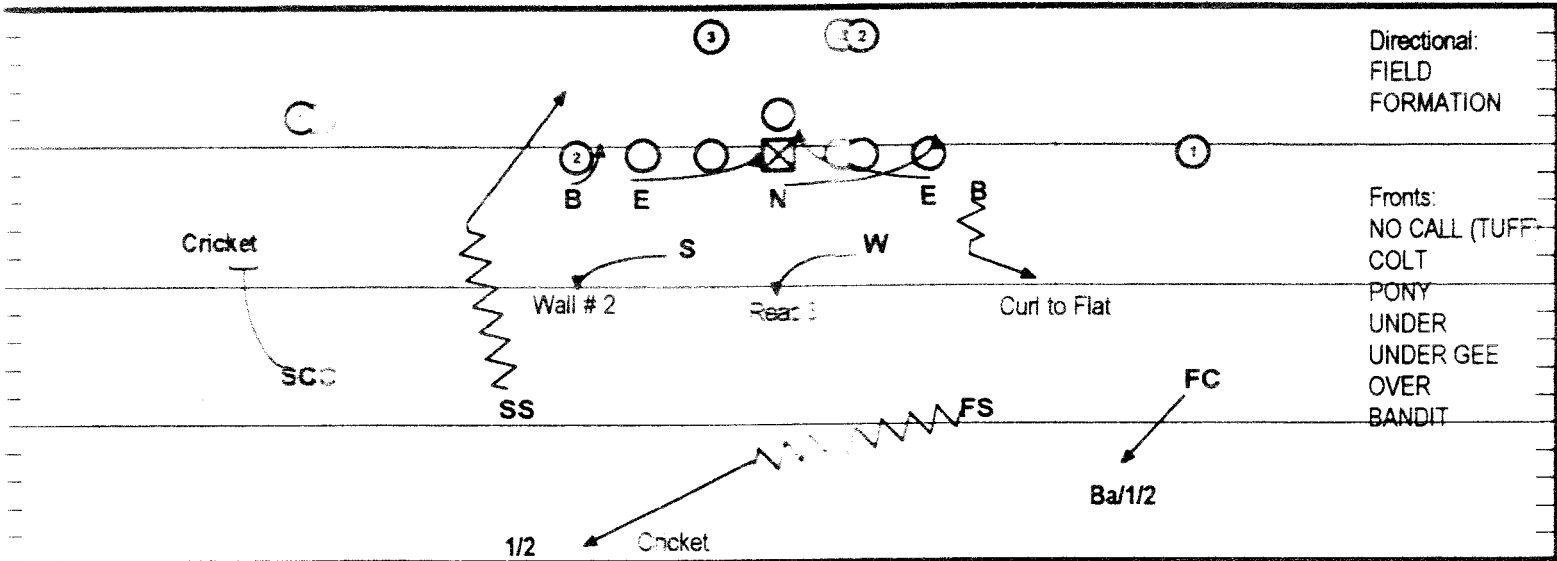


LEFT END	RAM	Align in the front that is called; if no front is called we default to our base front. The stunt will occur to the side of the Ray/Lane call. RAM is double sink moves from the ends get to the A gap and penetrate
NOSE	C GAP CONTAIN AWAY FROM THE C CALL	Align in the front that is called; if no front is called we default to our base front. The stunt will occur to the side of the Ray/Lane call. You must get to the A gap away from the call sometimes this may mean you'll have to cross the face of the center (i.e. Under Gee).
RIGHT END	RAM	Align in the front that is called; if no front is called we default to our base front. The stunt will occur to the side of the Ray/Lane call. RAM is double sink moves from the ends get to the A gap and penetrate
CALL SIDE OLB	SEAM #2	You are an "off backer", drop off the #3 receiver and start to carry his seam route up to 15 yards or until a threat to your cut tells you to "cut" the route and be an underneath player. There will be no SWITCH call in Cyclone because a Corner is in the blitz.
AWAY SIDE OLB	CAT TECHNIQUE	You are an "on backer", align in a 3 technique in blitz takeoff reading near back to TE. If you are to a TE go to the C Gap and squeeze the Tackle. If you are to an open side you must come underneath the Tackle to the B gap.
SAM	READ #3 SEAM #2	If you are to the #3 receiver side you and the OLB can banjo 2 and 3 if they are close together. If you are weak player a seam #2 look to cut the route at about 12 yds; make sure to align slightly wider or outside Fire Zones.
WILL	READ #3 SEAM #2	If you are to the #3 receiver side you and the OLB can banjo 2 and 3 if they are close together. If you are weak player a seam #2 look to cut the route at about 12 yds; make sure to align slightly wider or outside Fire Zones.
STRONG CORNER	SHUFFLE 1/3	Shuffle through the three step and work your way inside leverage on #1 in most formations you will be working to 2 yards inside of #1; See #2 as you gain depth always alert for 4 verticals. (squeeze to the inside vertical)
STRONG SAFETY	MIDDLE 1/3	Get as much depth as possible trying to keep your shoulders square to the LOS, once you have read PASS get to your landmark and keep everything in front of you. If you have 4 verticals weave to keep leverage on inside two verticals.
FREE SAFETY	OUTSIDE 1/3	Maintain your normal pre-snap alignment according to the formation in front of you, as the as the Corner starts to creep you may gain width. You do not need depth because they will throw quick. Once ball is snapped check 3 step and get depth.
FREE CORNER	BLITZ TECHNIQUE	Maintain your normal pre-snap alignment according to the formation in front of you, as the QB starts his cadence you may move toward the LOS, NOT the ball (see diagram). As the ball is snapped attack the near back to QB.

# OUTSIDE FIRE ZONE: Cyclone White (Multiple Fronts)

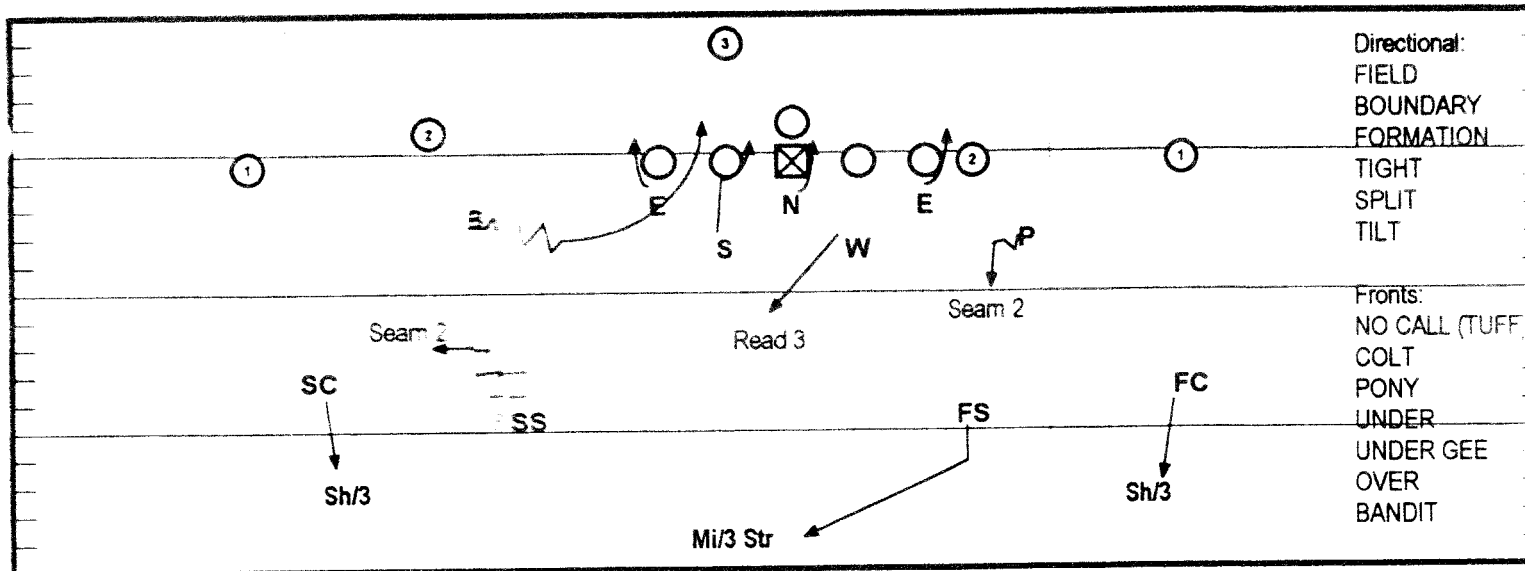


# FIRE ZONE: Storm Load



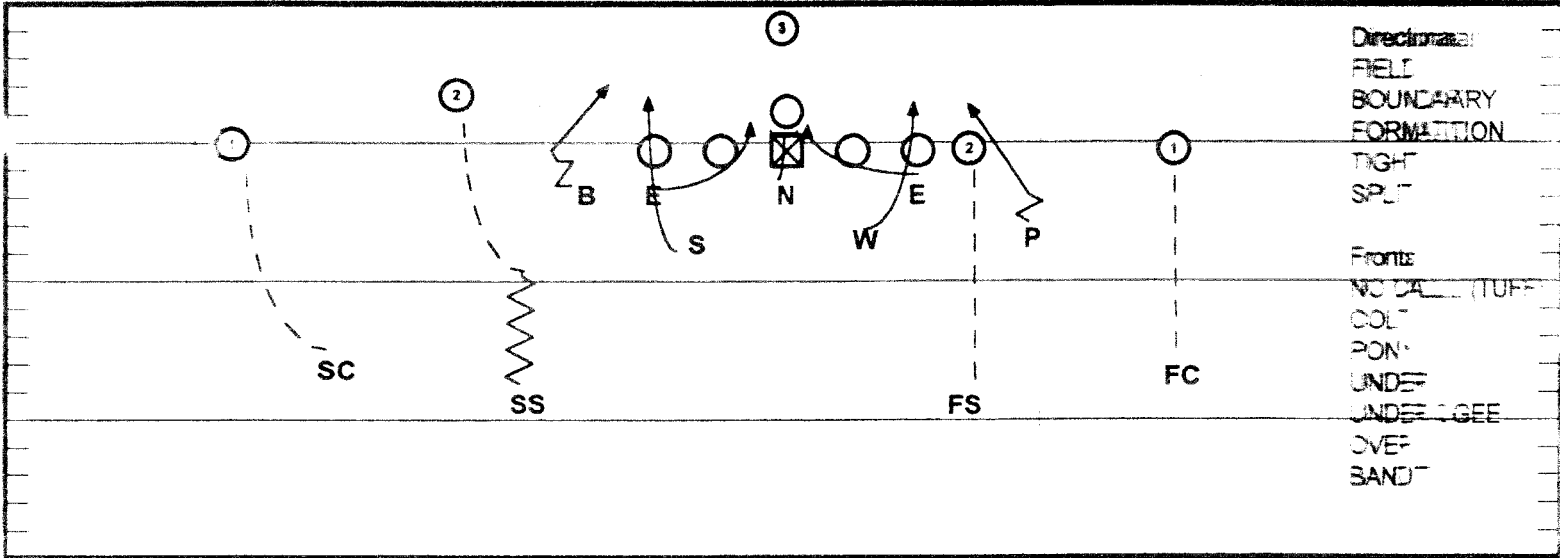
LEFT END	RAM	Align in the front that is called or if no front is called we default to our base front. The stunt will occur to the side of the Rayav/Larry call. RAM is double sink moves from the ends get to the A gap and penetrate.
NOSE	CGAAP CONTAIN AWAY FROM THE CALL	Align in the front that is called or if no front is called we default to our base front. The stunt will occur to the side of the Rayav/Larry call. You must get to the A gap away from the call sometimes this may mean you'll have to cross the face of the center (i.e. Under Gee).
RIGHT END	RAM	Align in the front that is called or if no front is called we default to our base front. The stunt will occur to the side of the Rayav/Larry call. RAM is double sink moves from the ends get to the A gap and penetrate.
CALL SIDE OLB	ANGLE	You are an "on backer", align in a 9 technique in blitz takeoff reading near back to TE. Flow to mirror the tracks of the TB, he's outside so are you, he squeezes you squeeze. Flow away stay on tracks and handle the QB.
AWAY SIDE OLB	FLAT THRU CURL	You are the "off backer". Execute your normal 9 technique run rules and if you read pass gain depth through the curl and work back to the flat.
SAM	WALL #2	You are playing a wall #2 technique, the first thing you need to do is find the width of #2, then play the run first you are a 46 backer. If pass take a flat drop and gain as much width as necessary immediately and then get depth and help on the curl.
WILL	READ #3 to 2	You are playing a Read #3 technique, the first thing you need to do is find #3, then read run/pass, you are a 46 backer. If it is pass and three go strong sit to the strength, if two receivers go weak, stay to the weak side.
STRONG CORNER	CRICKET or CATHY	Shuffle to gain width on #1 you will get a Cricket to a single wide receiver side and Cathy to a star look. Execute your technique and don't lose track of the release of #2.
STRONG SAFETY	BLITZ TECHNIQUE	You are using an aggressive blitz technique attaching yourself to the near back. If he goes away you continue on tracks and take out the QB, if flow comes to you mirror the TB, he goes wide you go wide he goes downhill, you get flat.
FREE SAFETY	STRONG	Get as much depth as possible trying to keep your shoulders square to the LOS, once you have read PASS get to your landmark and keep everything in front of you. Make a Cricket call to WR and a Cathy call to a STAR look.
FREE CORNER	BASTURD 1/2	Man to man on all deep passes taking away the inside, because you have no inside help. If receiver stays threatening vertical, zone flip and look to help deep on an inside vertical.

## FIRE ZONE: Blaze



LEFT END	C GAP CONTAIN	Align in the front that is called; if no front is called we default to our base front. The stunt will occur to the side of the Ray/Larry call. Get as much penetration as possible because the play will bounce to you on Inside Fire Zones. Keep contain vs the Pass.
NOSE	A GAP AWAY FROM THE RAY/LARRY	Align in the front that is called; if no front is called we default to our base front. The stunt will occur to the side of the Ray/Larry call. You must get to the A gap away from the call sometimes this may mean you'll have to cross the face of the center (i.e. Under Gee).
RIGHT END	C GAP CONTAIN	Align in the front that is called; if no front is called we default to our base front. The stunt will occur to the side of the Ray/Larry call. Get as much penetration as possible because the play will bounce to you on Inside Fire Zones. Keep contain vs the Pass.
BANDIT	BLITZ TECHNIQUE	Align in a Deuce alignment inside shade of #2 if WR or Invert on a TE(Split the End man on the line and the WR. You are in the Blitz creep in (maintaining your depth and hit the B Gap staying tight to the defensive end.
PIRATE	SEAM #2	Drop off the #2 receiver and start to carry his seam route up to 15 yards or until a threat to your curl tells you to "cut" the route and be an underneath player. If #2 is a TE and stays in the protection look to help with #1.
SAM	BLITZ TECHNIQUE ARROW	You are to the side of the call execute a ARROW or "A gap" blitz technique. Attack the nose of the guard and rip across to the A gap getting as much penetration as possible. Never run by the ball or an RB.
WILL	READ #3	You need to execute your read #3 technique, if there is a trips set and you can't get to #3 trade with the Sam and you execute an ARROW and Sam will read #3.
STRONG CORNER	SHUFFLE 1/3	Shuffle through the three step and work your way inside leverage on #1 in most formations you will be working to 2 yards inside of #1; See #2 as you gain depth always alert for 4 verticals. (squeeze the inside vertical)
STRONG SAFETY	SEAM #2	If you are to a TE you may banjo with ILB on 2 and 3. If #2 is a WR start to carry his seam route up to 15 yards or until a threat to your curl tells you to "cut" the route and be an underneath player.
FREE SAFETY	MIDDLE 1/3	Get as much depth as possible trying to keep your shoulders square to the LOS, once you have read PASS get to your landmark and keep everything in front of you. If you have 4 verticals weave to keep leverage on inside two verticals.
FREE CORNER	SHUFFLE 1/3	Shuffle through the three step and work your way inside leverage on #1 in most formations you will be working to 2 yards inside of #1; See #2 as you gain depth always alert for 4 verticals. (squeeze the inside vertical)

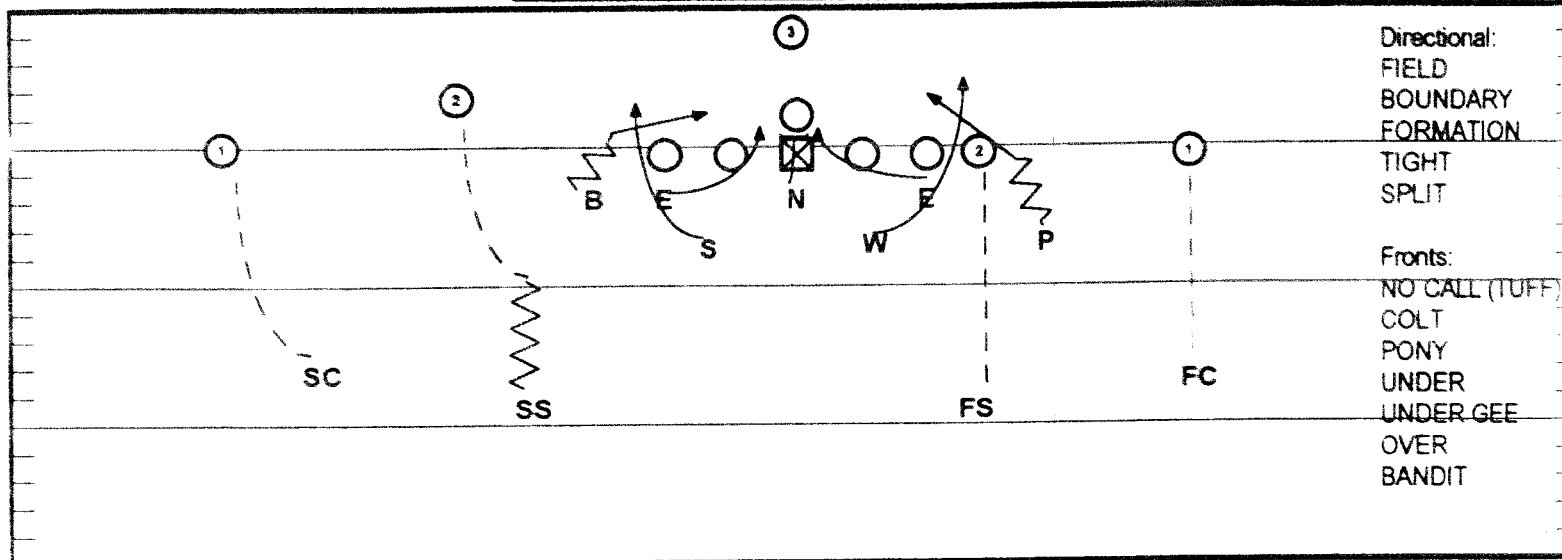
## BANDIT DEFENSE: Double Lightning 0



LEFT END	RAM	Align in the front that is called; if no front is called we default to our base front. The stunt will occur to the side of the Ray/Larry call. RAM is double sink moves from the ends get to the A gap and penetrate.
NOSE	BULL RUSH and SPY	Align in the front that is called; if no front is called we default to our base front. The stunt will occur to both sides. You must get a push on the center and maintain leverage on the QB waiting for his scramble.
RIGHT END	RAM	Align in the front that is called; if no front is called we default to our base front. The stunt will occur to the side of the Ray/Larry call. RAM is double sink moves from the ends get to the A gap and penetrate.
PIRATE	DOG TECHNIQUE w/ FALL OFF	Align in a Deuce alignment inside shade of #2 if WR or Invert on a TE(Split the End man on the line and the WR. You are the Rush Backer. If the remaining back swings, abort the blitz and cover the swing.
BANDIT	DOG TECHNIQUE w/ FALL OFF	Align in a Deuce alignment inside shade of #2 if WR or Invert on a TE(Split the End man on the line and the WR. You are the Rush Backer. If the remaining back swings, abort the blitz and cover the swing.
SAM	BLAST	You are both to the Call you execute a BLAST, blitz the B gap, if there is a TE split the Tackles alignment, if no TE go straight to the B gap. If pass attack inside eye of the tackle. Give him something to think about.
WILL	BLAST	You are both to the Call you execute a BLAST, blitz the B gap, if there is a TE split the Tackles alignment, if no TE go straight to the B gap. If pass attack inside eye of the tackle. Give him something to think about.
STRONG CORNER	MAN #1 STRONG	Shuffle through the three step and work your way inside leverage on #1 take away all inside cuts by alignment and react to the outside cut. Force the long throw.
STRONG SAFETY	MAN #2 STRONG	You have #2 strong man. Maintain inside leverage.
FREE SAFETY	MAN # 2 WEAK	You have #2 weak man, if there is a 2 back set you become Free
FREE CORNER	MAN #1 WEAK	Shuffle through the three step and work your way inside leverage on #1 take away all inside cuts by alignment and react to the outside cut. Force the long throw.

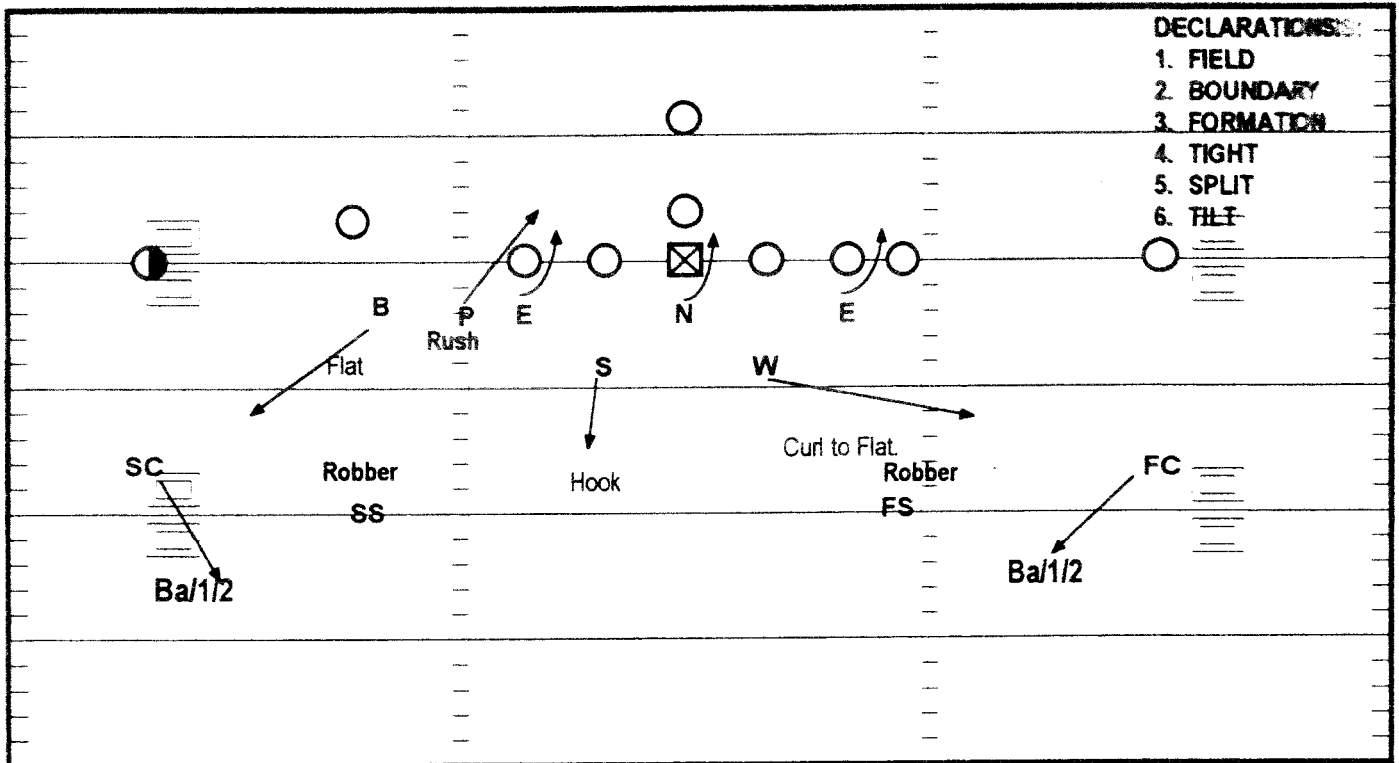


## BANDIT DEFENSE: Double Thunder 0



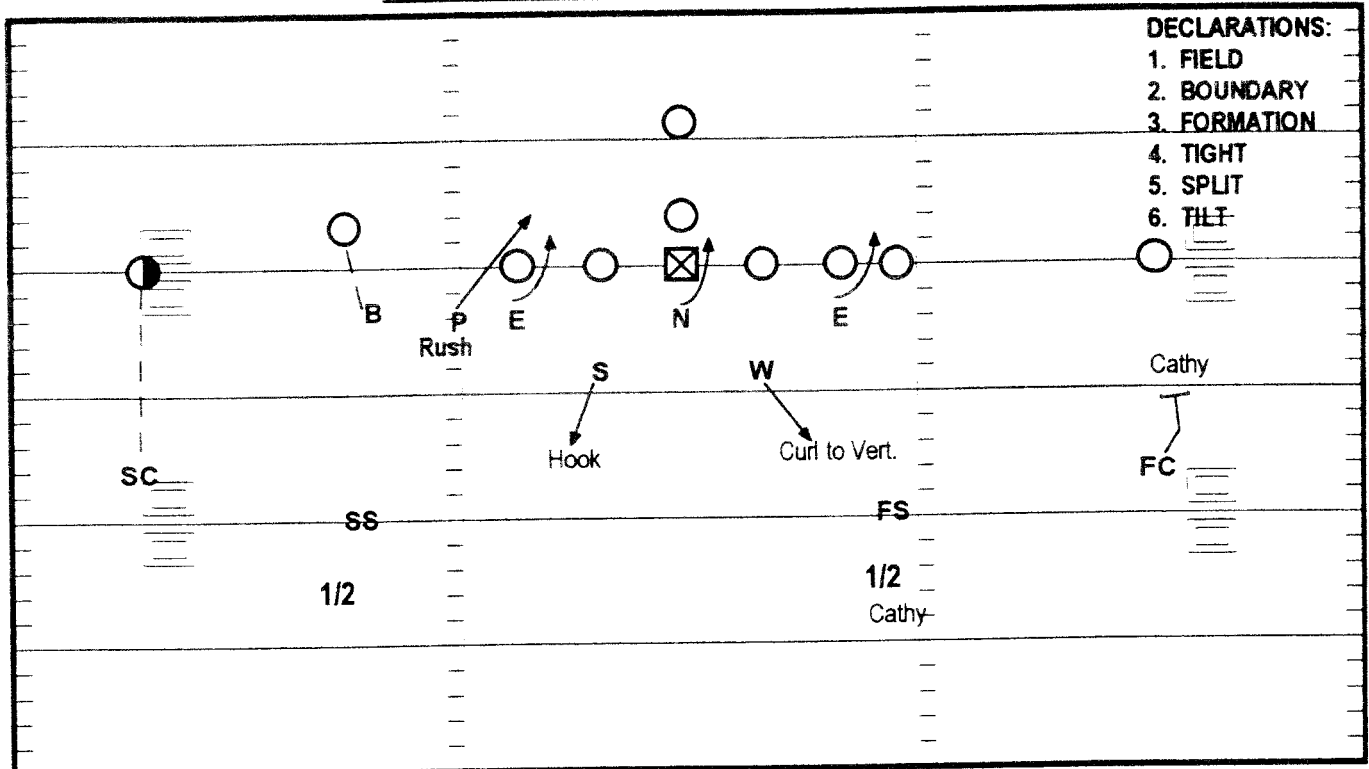
LEFT END	RAM	Align in the front that is called; if no front is called we default to our base front. The stunt will occur to the side of the Ray/Larry call. RAM is double sink moves from the ends get to the A gap and penetrate.
NOSE	BULL RUSH and SPY	Align in the front that is called; if no front is called we default to our base front. The stunt will occur to both sides. You must get a push on the center and maintain leverage on the QB waiting for his scramble.
RIGHT END	RAM	Align in the front that is called; if no front is called we default to our base front. The stunt will occur to the side of the Ray/Larry call. RAM is double sink moves from the ends get to the A gap and penetrate.
PIRATE	CAT	Align in a Deuce alignment inside shade of #2 if WR or invert on a TE Split the End man on the line and the WR. You are the Rush Backer. Come under backs or Tight Ends (if they are in the protection) get to the QB.
BANDIT	CAT	Align in a Deuce alignment inside shade of #2 if WR or invert on a TE Split the End man on the line and the WR. You are the Rush Backer. Come under backs or Tight Ends (if they are in the protection) get to the QB.
SAM	CUT w/ FALL OFF	If you are to the Call you execute a CUT, blitz the C gap, if there is a TE split the Tight End's alignment, if no TE go straight to the C gap. If pass attack outside eye of the TE. Give him something to think about. If remaining back swings, cover him.
WILL	CUT w/ FALL OFF	If you are to the Call you execute a CUT, blitz the C gap, if there is a TE split the Tight End's alignment, if no TE go straight to the C gap. If pass attack outside eye of the TE. Give him something to think about. If remaining back swings, cover him.
STRONG CORNER	MAN #1 STRONG	Shuffle through the three step and work your way inside leverage on #1 take away all inside cuts by alignment and react to the outside cut. Force the long throw.
STRONG SAFETY	MAN #2 STRONG	You have #2 strong man. Maintain inside leverage.
FREE SAFETY	MAN #2 WEAK	You have #2 weak man, if there is a 2 back set you become Free
FREE CORNER	MAN #1 WEAK	Shuffle through the three step and work your way inside leverage on #1 take away all inside cuts by alignment and react to the outside cut. Force the long throw.

## BANDIT DEFENSE: PIRATE DECLARE DOUBLE SKY



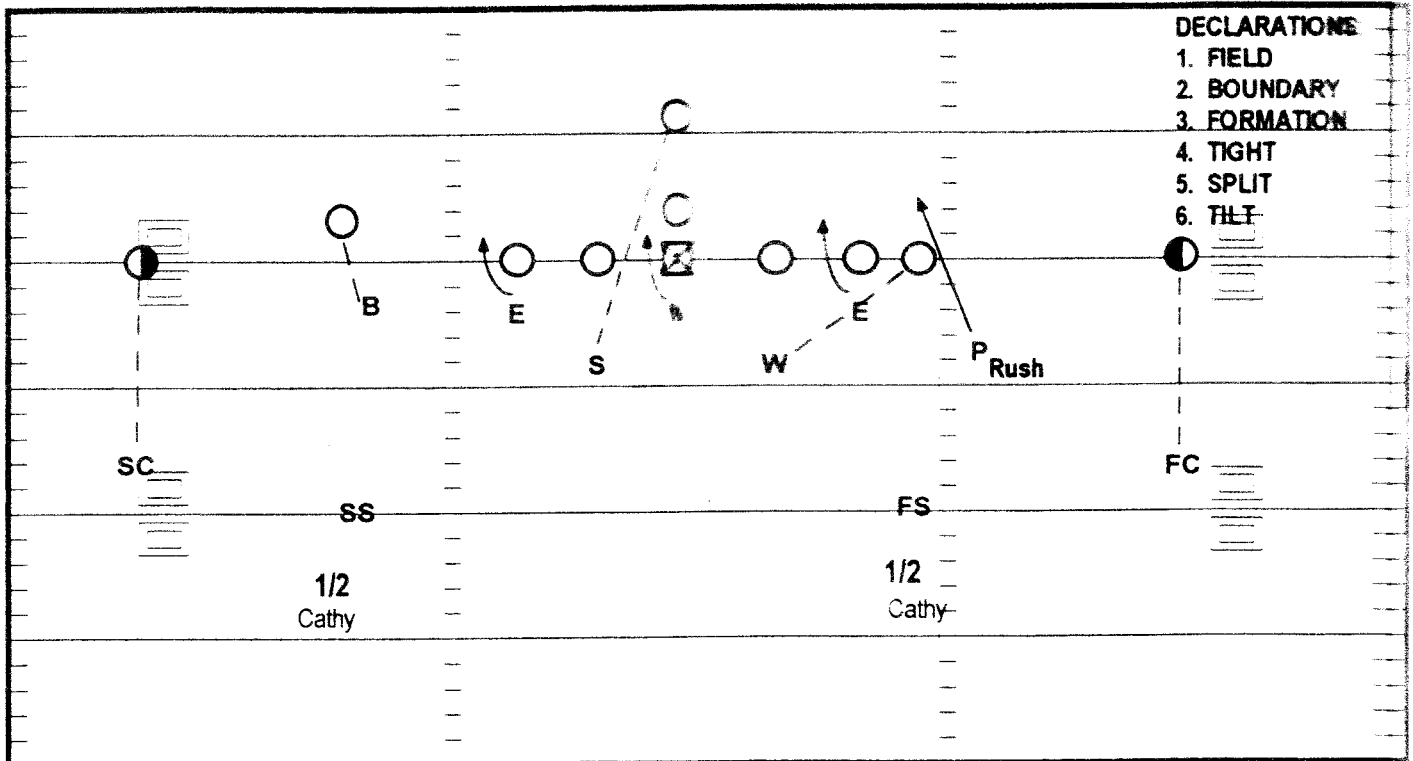
<b>CALL SIDE TACKLE</b>	<b>SLIP AWAY FROM THE CALL</b>	Align head up to the Tackles and listen for the call. "Field is what is on this Diagram" Slip away from the call (i.e. Larry pictured here)
<b>NOSE</b>	<b>RIP AWAY FROM THE CALL</b>	Align head up to the Center and listen for the call. "Field is what is on this Diagram"
<b>BOUNDARY END</b>	<b>SLIP AWAY FROM THE CALL</b>	Align head up to the Tackles and listen for the call. "Field is what is on this Diagram" Slip away from the call (i.e. Larry pictured here)
<b>BANDIT</b>	<b>FLAT</b>	Align in a Deuce alignment inside shade of #2 if WR or Invert on a TE(Split the End man on the line and the WR. Take a flat drop gaining looking to run with #2's wheel
<b>PIRATE</b>	<b>RUSH</b>	Align where ever the declaration puts you and turn it loose, we are counting on you to pressure the QB, You are the Rush Backer.
<b>SAM</b>	<b>46/MIDDLE HOOK</b>	Drop off the #3 receiver trying to get to a depth of 10 to 12 yards. Know where we are minus a backer and don't gain width if it is not necessary
<b>WILL</b>	<b>59/CURL TO FLAT</b>	Working through the curl to the out carrying all wheel routes. The free safety has the curl but you can buy him time on your way to the out, keep leverage on 2 or 3 to the flat.
<b>STRONG CORNER</b>	<b>BASTURD 1/2</b>	Man to man on all deep routes taking away the inside, because you have no inside help. If receiver stops threatening vertical, zone flip and look to help deep on an inside vertical.
<b>STRONG SAFETY</b>	<b>ROBBER</b>	Use # 2 as a "pointer" he will tell you where to go, if he blocks...run the alley, if he goes flat...rob the curl, if he goes vertical...carry the vertical and if he drags...sink and help in the hole.
<b>FREE SAFETY</b>	<b>ROBBER</b>	Use # 2 as a "pointer" he will tell you where to go, if he blocks...run the alley, if he goes flat...rob the curl, if he goes vertical...carry the vertical and if he drags...sink and help in the hole.
<b>FREE CORNER</b>	<b>BASTURD 1/2</b>	Man to man on all deep routes taking away the inside, because you have no inside help. If receiver stops threatening vertical, zone flip and look to help deep on an inside vertical.

## BANDIT DEFENSE: PIRATE DECLARE ZEBRA MAN COMBO



<b>CALL SIDE TACKLE</b>	<b>SLIP AWAY FROM THE CALL</b>	Align head up to the Tackles and listen for the call. "Field is what is on this Diagram", Slip away from the call (i.e. Larry pictured here)
<b>NOSE</b>	<b>RIP AWAY FROM THE CALL</b>	Align head up to the Center and listen for the call. "Field is what is on this Diagram",
<b>BOUNDARY END</b>	<b>SLIP AWAY FROM THE CALL</b>	Align head up to the Tackles and listen for the call. "Field is what is on this Diagram", Slip away from the call (i.e. Larry pictured here)
<b>BANDIT</b>	<b>#2 MAN</b>	Align in a Deuce alignment inside shade of #2 if WR or Invert on a TE(Split the End man on the line and the WR. You have #2 man to man.
<b>PIRATE</b>	<b>RUSH</b>	Align where ever the declaration puts you and turn it loose, we are counting on you to pressure the QB, You are the Rush Backer.
<b>SAM</b>	<b>46/MIDDLE HOOK</b>	Drop off the #3 receiver trying to get to a depth of 10 to 12 yards. Know where we are minus a backer and don't gain width if it is not necessary
<b>WILL</b>	<b>59/CURL TO VERTICAL</b>	Drop off the #2 receiver and start to carry his vertical up to 15 yards or until a threat to your curl tells you to "cut" the route and be an underneath player.
<b>STRONG CORNER</b>	<b>#1 Strong MAN</b>	You are inside leverage man on #1.
<b>STRONG SAFETY</b>	<b>1/2</b>	Get as much depth as possible you have no run support with a cathy call, Once you have a Pass read check the release of #1, if he takes an outside release gain width and depth in your 1/2; if #1 releases inside continue to gain depth only in your 1/2.
<b>FREE SAFETY</b>	<b>1/2 w CATHY CALL</b>	Get as much depth as possible you have no run support with a cathy call, Once you have a Pass read check the release of #1, if he takes an outside release gain width and depth in your 1/2; if #1 releases inside continue to gain depth only in your 1/2.
<b>FREE CORNER</b>	<b>CATHY</b>	Key inside to #2 checking run/pass and shuffle gaining width to insure outside leverage on #1 trying to collision the receiver and work him inside. Snap your eyes inside and play 1 with your feet and 2 with your eyes.

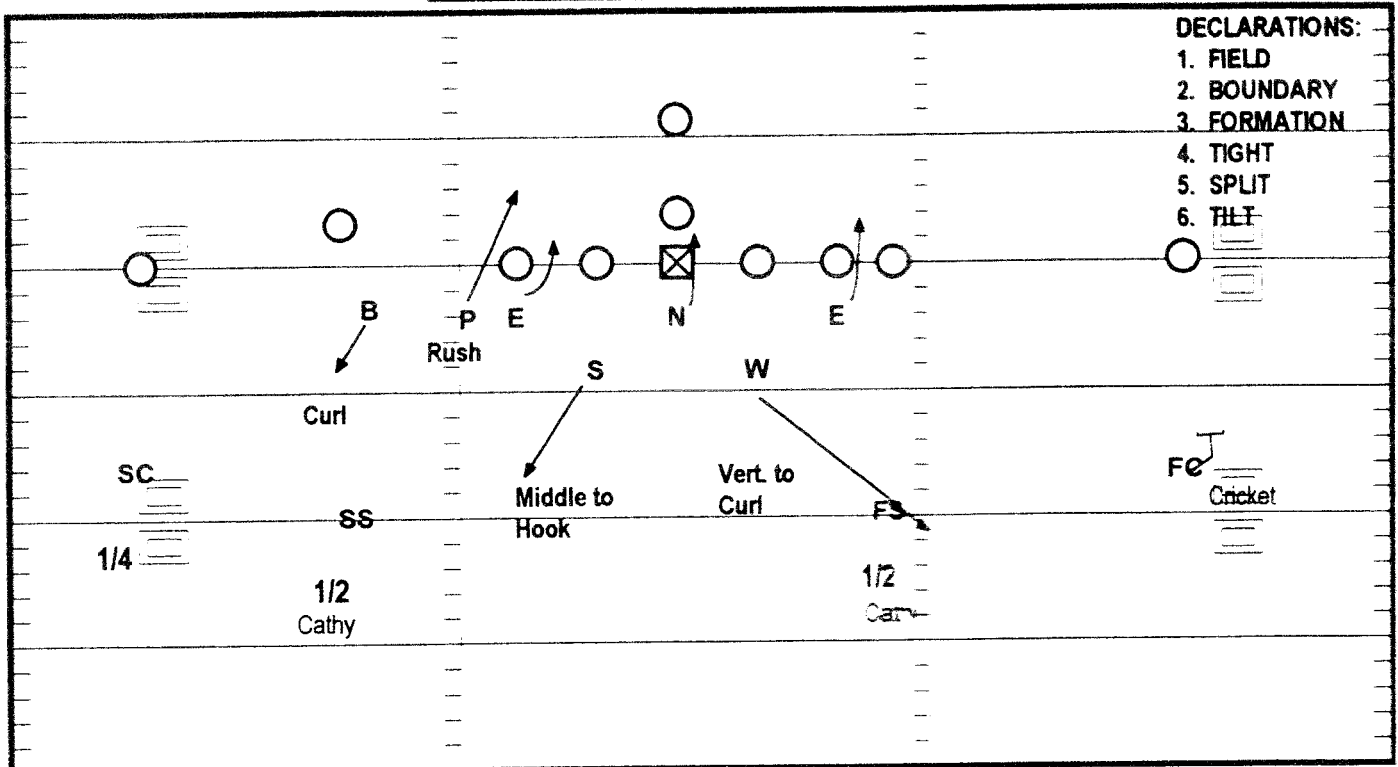
## BANDIT DEFENSE: PIRATE DECLARE ZEBRA MAN



- DECLARATIONS**
1. FIELD
  2. BOUNDARY
  3. FORMATION
  4. TIGHT
  5. SPLIT
  6. TILT

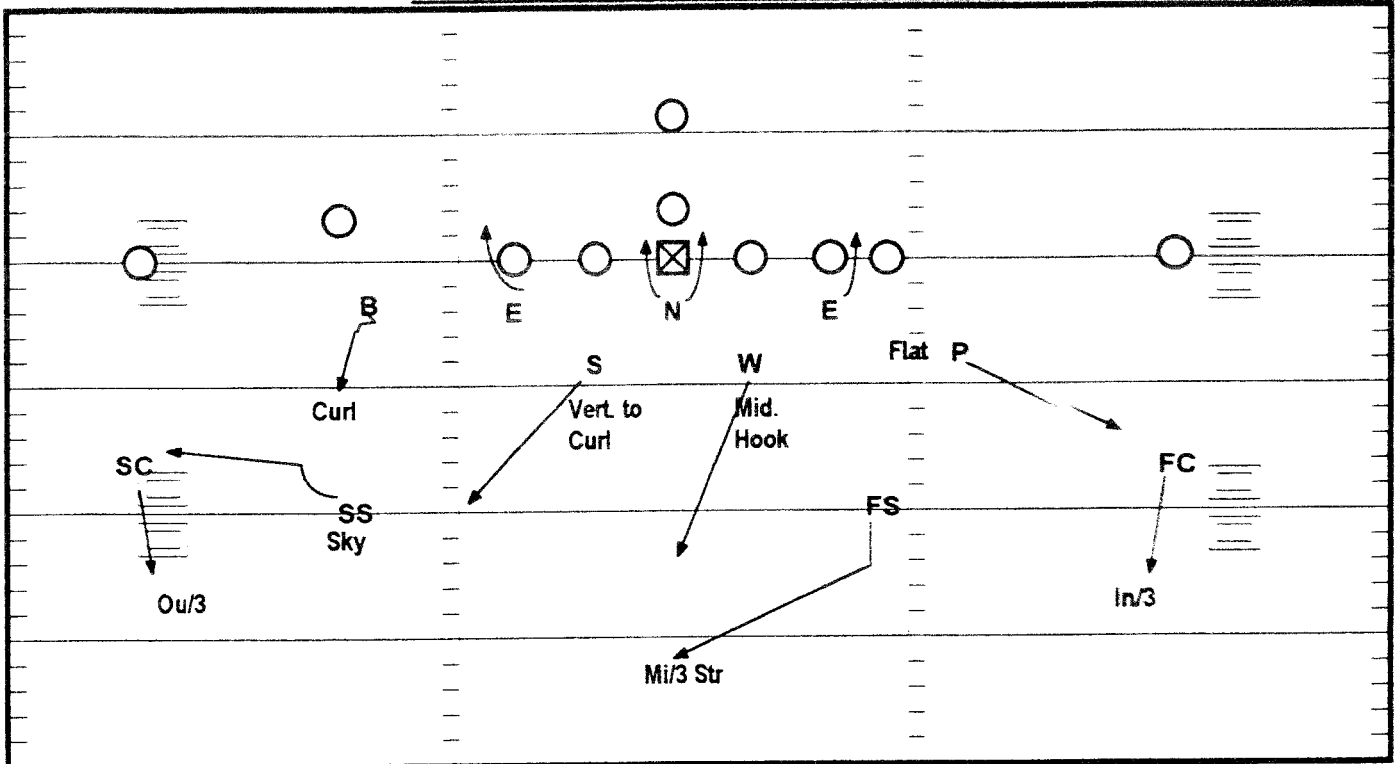
<b>CALL SIDE TACKLE</b>	<b>SLIP AWAY FROM THE CALL</b>	Align head up to the Tackles and listen for the call. "Tight is what is on this Diagram" Slip away from the call (i.e. P key pictured here)
<b>NOSE</b>	<b>RIP AWAY FROM THE CALL</b>	Align head up to the Center and listen for the call. "Tight is what is on this Diagram",
<b>BOUNDARY END</b>	<b>SLIP AWAY FROM THE CALL</b>	Align head up to the Tackles and listen for the call. "Tight is what is on this Diagram", Slip away from the call (i.e. P key pictured here)
<b>BANDIT</b>	<b>#2 MAN</b>	Align in a Deuce alignment inside shade of #2 if WR or Invert on a TE (Split the End man on the line and be a WR. You have #2 man to man.
<b>PIRATE</b>	<b>RUSH</b>	Align where ever the declaration puts you and turn it loose, we are counting on you to pressure the QB. You are the Rush Backer.
<b>SAM</b>	<b>59/#3 MAN</b>	You are (in this case) a SE backer and you have #3 Man
<b>WILL</b>	<b>46/#2 Weak MAN</b>	You are (in this case) a SE backer and you have #2 weak Man. Make sure to declare where the Pirate is rushing
<b>STRONG CORNER</b>	<b>#1 Strong MAN</b>	You are inside leverage man on #1
<b>STRONG SAFETY</b>	<b>1/2</b>	Get as much depth as possible you have no run support with a cathy call, Once you have a Pass read check the release of #1, if he takes an outside release gain width and depth in your 1/2 if #1 releases inside continue to gain depth only in your 1/2.
<b>FREE SAFETY</b>	<b>1/2</b>	Get as much depth as possible you have no run support with a cathy call, Once you have a Pass read check the release of #1, if he takes an outside release gain width and depth in your 1/2 if #1 releases inside continue to gain depth only in your 1/2.
<b>FREE CORNER</b>	<b>#1 Weak MAN</b>	You are inside leverage man on #1

## BANDIT DEFENSE: PIRATE DECLARE ZEBRA



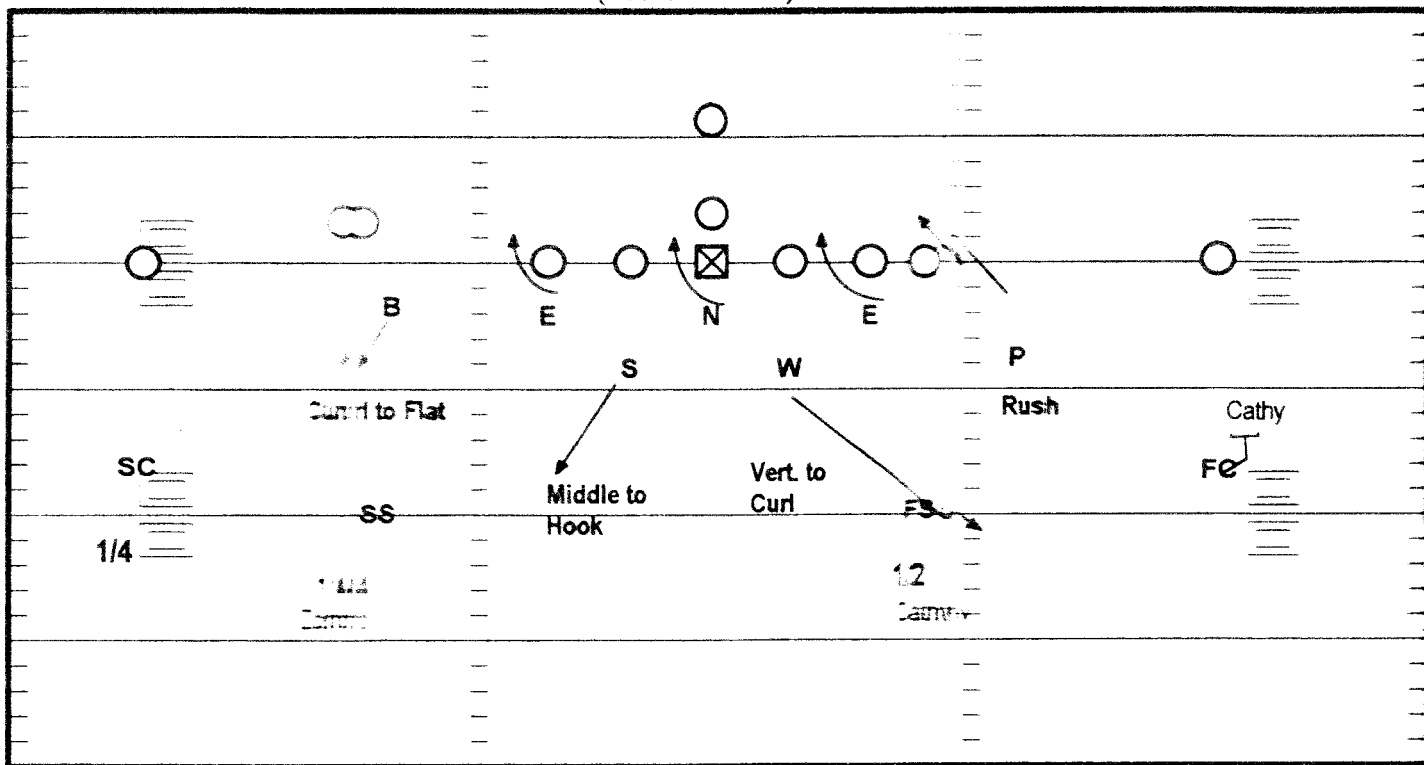
<b>CALL SIDE TACKLE</b>	<b>SLIP AWAY FROM THE CALL</b>	Align head up to the Tackles and listen for the call "Field is what is on this Diagram", Slip away from the call (i.e. Larry pictured here)
<b>NOSE</b>	<b>RIP AWAY FROM THE CALL</b>	Align head up to the Tackles and listen for the call "Go is what is on this Diagram", We will add Twist and Knife to get movement
<b>BOUNDARY END</b>	<b>SLIP AWAY FROM THE CALL</b>	Align head up to the Tackles and listen for the call "Field is what is on this Diagram", Slip away from the call (i.e. Larry pictured here)
<b>BANDIT</b>	<b>CURL</b>	Align in a Deuce alignment inside shade of #2 WR or invert on a TE (Split the End man on the line and the WR. You are a curl to the defender gaining depth looking back to the QB checking three step, collision #2's vertical.
<b>PIRATE</b>	<b>RUSH</b>	Align where ever the declaration puts you and turn loose. we are counting on you to pressure the QB, You are the Rush Backer
<b>SAM</b>	<b>46/MIDDLE HOOK</b>	Drop off the #3 receiver trying to get to a depth of 10 to 12 yards. Know where we are minus a backer and don't gain width if it is not necessary
<b>WILL</b>	<b>59/CURL TO VERTICAL</b>	Drop off the #2 receiver and start to carry his vertical up to 15 yards or until a threat to your curl tells you to "cut" the route and be an underneath player.
<b>STRONG CORNER</b>	<b>CATHY CALL</b>	Key inside to #2 checking run/pass and shuffle gaining width to insure outside leverage on #1 trying to collision the receiver and work him inside. Snap your eyes inside and play 1 with your feet and 2 with your eyes.
<b>STRONG SAFETY</b>	<b>1/2 w/CATHY CALL</b>	Get as much depth as possible you have no run support with a cathy call, Once you have a Pass read check the release of #1, if he breaks an outside release gain width and depth in your 1/2; if #1 releases inside continue to gain depth only in your 1/2.
<b>FREE SAFETY</b>	<b>1/2 w/CATHY CALL</b>	Get as much depth as possible you have no run support with a cathy call, Once you have a Pass read check the release of #1, if he breaks an outside release gain width and depth in your 1/2; if #1 releases inside continue to gain depth only in your 1/2.
<b>FREE CORNER</b>	<b>CATHY</b>	Key inside to #2 checking run/pass and shuffle gaining width to insure outside leverage on #1 trying to collision the receiver and work him inside. Snap your eyes inside and play 1 with your feet and 2 with your eyes.

## BANDIT DEFENSE: BANDIT GO or RAM COVER 8



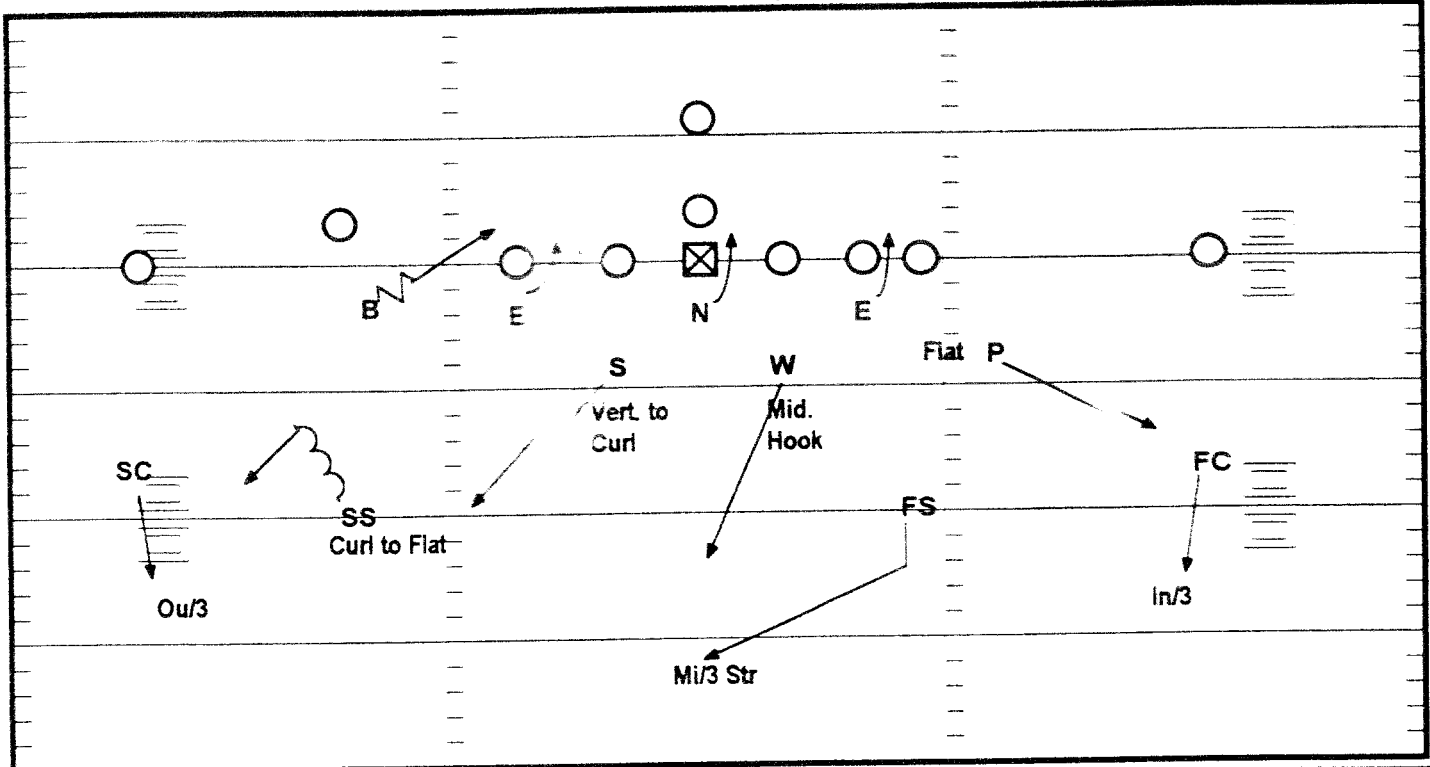
<b>CALL SIDE TACKLE</b>	<b>RAM/GO</b>	Align head up to the Tackles and listen for the call. "Go is what is on this Diagram", Ram is the same as our outside fire zones.
<b>NOSE</b>	<b>LOOP TO THE QB TWO WAY GO</b>	Align head up to the Tackles and listen for the call. "Go is what is on this Diagram", Ram you will loop to contain which ever thinking field first but mimicing the QB
<b>BOUNDARY END</b>	<b>RAM/GO</b>	Align head up to the Tackles and listen for the call. "Go is what is on this Diagram", Ram is the same as our outside fire zones
<b>BANDIT</b>	<b>RUSH</b>	Align in a Deuce alignment inside shade of #2 if WR or inverted on a TE (Split the End man on the line and the WR. You are the Rush Backer
<b>PIRATE</b>	<b>FLAT</b>	Align in a Deuce alignment inside shade of #2 if WR or inverted on a TE (Split the End man on the line and the WR, you are a flat defender gaining depth looking back to the QB checking three step.
<b>SAM</b>	<b>59/MIDDLE HOOK</b>	Drop off the #3 receiver trying to get to a depth of 10 to 12 yards. Keep your depth and break up and tackle the underneath routes, we are 5 underneath zone
<b>WILL</b>	<b>59/CURL TO VERTICAL</b>	Drop off the #2 receiver and start to carry his vertical up to 15 yards or until a threat to your curl tells you to "cut" the route and be an underneath blazer. Keep your depth and break up and tackle the underneath routes, we are 5 underneath zone
<b>STRONG CORNER</b>	<b>OUTSIDE 1/3 INSIDE 1/3</b>	Shuffle through the three step and work your way inside leverage on #1 in most formations you will be working to 2 yards inside of #1. See #2 as you gain depth always alert for 4 verticals. (squeeze the inside vertical)
<b>STRONG SAFETY</b>	<b>SKY</b>	Maintain your depth through the curl to the flat. If #1 is a WR try to redirect his vertical release. If #2 runs a wheel route you may carry the wheel the Bandit should expand and replace in your zone.
<b>FREE SAFETY</b>	<b>MIDDLE 1/3</b>	Get as much depth as possible trying to keep your shoulders square to the LOS, once you have read PASS get to your landmark and keep even timing in front of you. If you have 4 verticals weave to keep leverage on inside two verticals.
<b>FREE CORNER</b>	<b>INSIDE 1/3 OUTSIDE 1/3</b>	Shuffle through the three step and work your way inside leverage on #1 in most formations you will be working to 2 yards inside of #1. See #2 as you gain depth always alert for 4 verticals. (squeeze the inside vertical)

**BANDIT DEFENSE: BANDIT WEAK F PURPLE**  
(TWIST/KNIFE)



<b>CALL SIDE TACKLE</b>	<b>SLIP OUTSIDE</b>	Align head up to the Tackles and listen for the call. "Go is what is on this Diagram". We will add Twist and Knife to get movement up front.
<b>NOSE</b>	<b>RIP AWAY FROM THE CALL</b>	Align head up to the Tackles and listen for the call. "Go is what is on this Diagram". We will add Twist and Knife to get movement up front.
<b>BOUNDARY END</b>	<b>SLIP INSIDE</b>	Align head up to the Tackles and listen for the call. "Go is what is on this Diagram". We will add Twist and Knife to get movement up front.
<b>BANDIT</b>	<b>CURL TO FLAT</b>	Align in a Deuce alignment inside shade of #2 if WR or Invert on a TE (Split the End man on the line and the WR. You are a curl to flat defender gaining depth looking back to the QB checking three step.
<b>PIRATE</b>	<b>RUSH</b>	Align in a Deuce alignment inside shade of #2 if WR or Invert on a TE (Split the End man on the line and the WR, You are the Rush Backer.
<b>SAM</b>	<b>59/MIDDLE HOOK</b>	Drop off the #3 receiver trying to get to a depth of 10 to 12 yards. Know where we are minus a backer and don't gain width if it is not necessary.
<b>WILL</b>	<b>46/CURL TO VERTICAL</b>	Drop off the #2 receiver and start to carry his vertical up to 15 yards or until a threat to your curl tells you to "cut" the route and be an underneath player.
<b>STRONG CORNER</b>	<b>1/4 w/CRRO CALL</b>	Shuffle through the three step and see the release of #2 if he goes anywhere besides vertical you will have underneath inside help or blitz, so you will need to work slightly inside. If 2 goes vertical, maintain leverage and depth.
<b>STRONG SAFETY</b>	<b>1/4 w/CRRO CALL</b>	Creed out with your eyes on the QB seeing the level of the ball. Once you read pass, key the release of #2 if he goes vertical continue to gain depth in your 1/4. If #2 goes out or drags snap your eyes to #1 and weave to help the outside 1/4.
<b>FREE SAFETY</b>	<b>1/2 w/CATHY CALL</b>	Get as much depth as possible you have no run support with a cricket call, Once you have a Pass read check the release of #1 if he takes an outside release gain width and depth in your 1/2; if #1 releases inside continue to gain depth only in your 1/2.
<b>FREE CORNER</b>	<b>CATHY</b>	Key inside to the tackle checking run/pass and shuffle gaining width to insure outside leverage on #1 trying to collision the receiver and work him inside. Snap your eyes inside and look for whatever threat attacks your zone.

**BANDIT DEFENSE: BANDIT STRONG RED**  
(TWIST/KNIFE)



<b>CALL SIDE TACKLE</b>	<b>SLIP INSIDE</b>	Align head up to the Tackles and listen for the call. "Go is what is on this Diagram", We will add Twist and Knife to get movement up front.
<b>NOSE</b>	<b>RIP AWAY FROM THE CALL</b>	Align head up to the Tackles and listen for the call. "Go is what is on this Diagram", We will add Twist and Knife to get movement up front.
<b>BOUNDARY END</b>	<b>SLIP OUTSIDE</b>	Align head up to the Tackles and listen for the call. "Go is what is on this Diagram", We will add Twist and Knife to get movement up front.
<b>BANDIT</b>	<b>RUSH</b>	Align in a Deuce alignment inside shade of #2 if WR or Invert on a TE (Split the End man on the line and the WR. You are the Rush Backer.
<b>PIRATE</b>	<b>FLAT</b>	Align in a Deuce alignment inside shade of #2 if WR or Invert on a TE (Split the End man on the line and the WR, you are a flat defender gaining a depth looking back to the QB preacking three step.
<b>SAM</b>	<b>46/MIDDLE HOOK</b>	Drop off the #3 receiver trying to get to a depth of 10 to 12 yards. Know where we are minus a backer and gain width if necessary.
<b>WILL</b>	<b>59/CURL TO VERTICAL</b>	Drop off the #2 receiver and start to carry his vertical up to 15 yards or until a threat to your position is you to "out" the route and be an underneath player.
<b>STRONG CORNER</b>	<b>OUTSIDE 1/3 INSIDE 1/3</b>	Shuffle through the three step and work your way inside leverage on #1 in most formations you will be working to 2 yards inside of #1; See #2 as you gain depth always align to 4 verticals. (squeeze the inside vertical).
<b>STRONG SAFETY</b>	<b>CURL TO FLAT</b>	Maintain your depth through the curl to the flat. If #2 is a WR try to redirect his vertical release. If #2 is a TE you may be able to gain more width in your drop depending on the release of the TE.
<b>FREE SAFETY</b>	<b>MIDDLE 1/3</b>	Get as much depth as possible trying to keep your shoulders square to the LOS, once you have a read PASS get to your landmark and keep everything in front of you. If you have 4 verticals weave to keep leverage on inside two verticals.
<b>FREE CORNER</b>	<b>INSIDE 1/3 OUTSIDE 1/3</b>	Shuffle through the three step and work your way inside leverage on #1 in most formations you will be working to 2 yards inside of #1; See #2 as you gain depth always align to 4 verticals. (squeeze the inside vertical).



# Eastern Michigan University Eagles "Nickel I Package"

## BANDIT DEFENSE

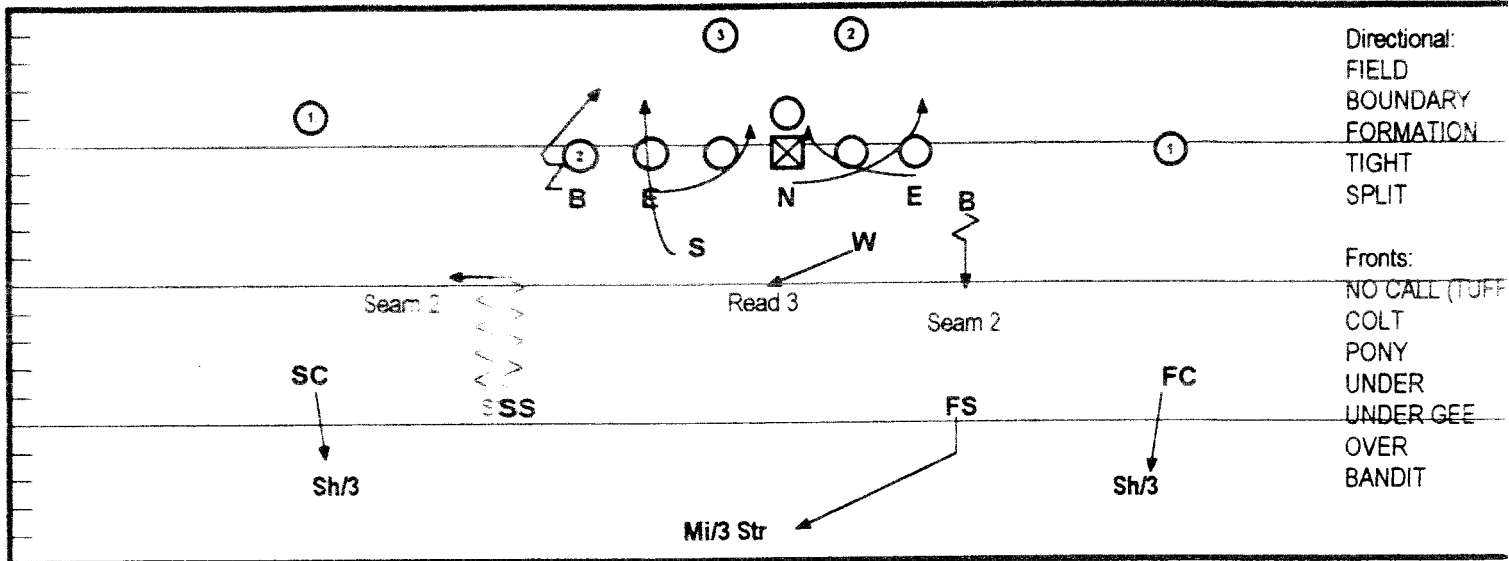
1. Used in Third Down and Long
2. Used in Two Minute Defense
3. Must GET OFF THE FIELD
4. Extra Defensive Back
5. Pass Rushers can be Reckless
6. Play Pass, React to the Run

## BANDIT RULES:

1. Bandit Back goes to the field formation. Ball in the middle of the field - go to the Strong Safeties strength call.
2. Pirate goes away from the Bandit
3. There are some NEW Blitzes in our Bandit Package, but we can still run our normal Fire Zones w/Bandit personnel

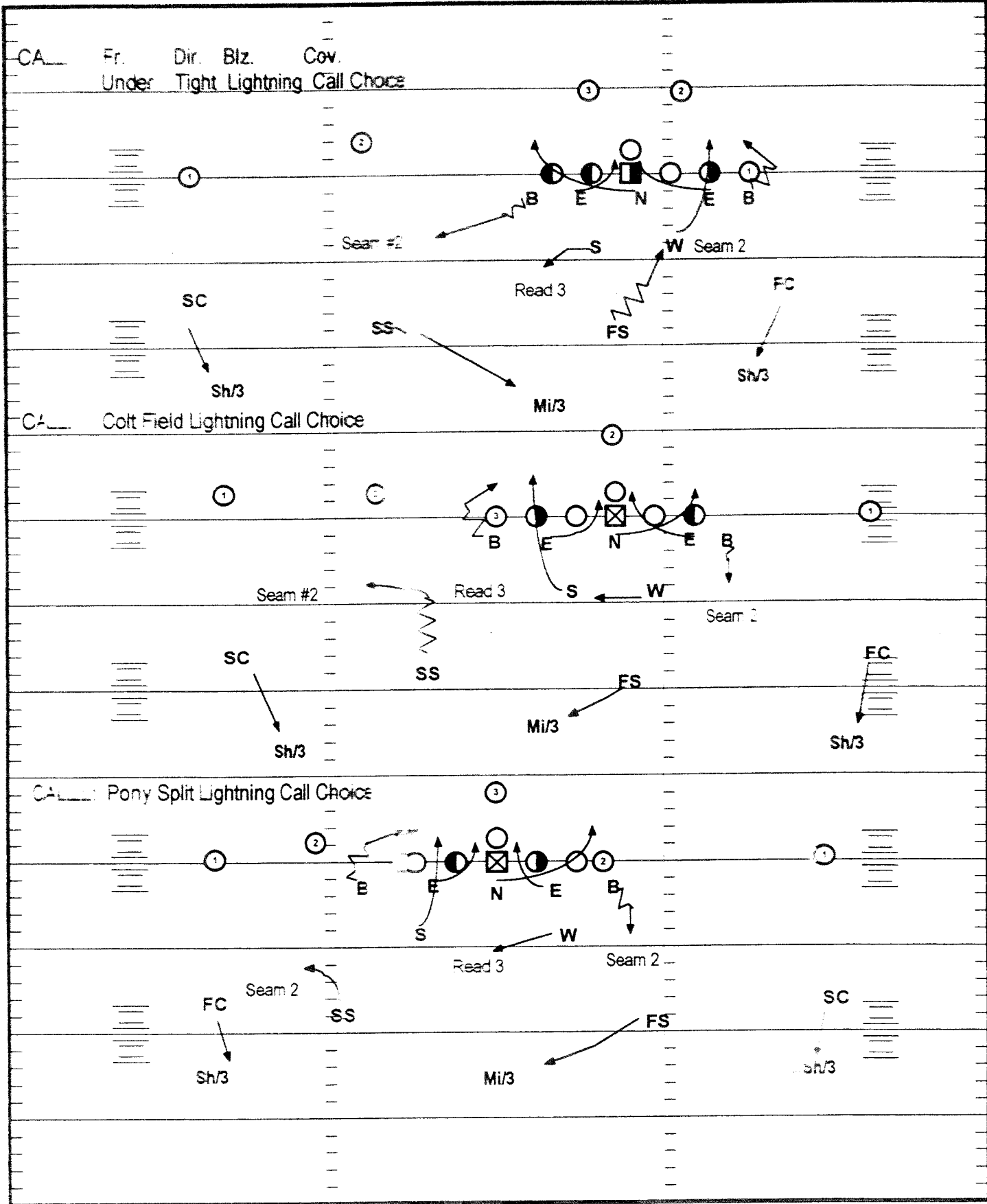
# **BANDIT PACKAGE**

## FIRE ZONE: Lightning Call Choice

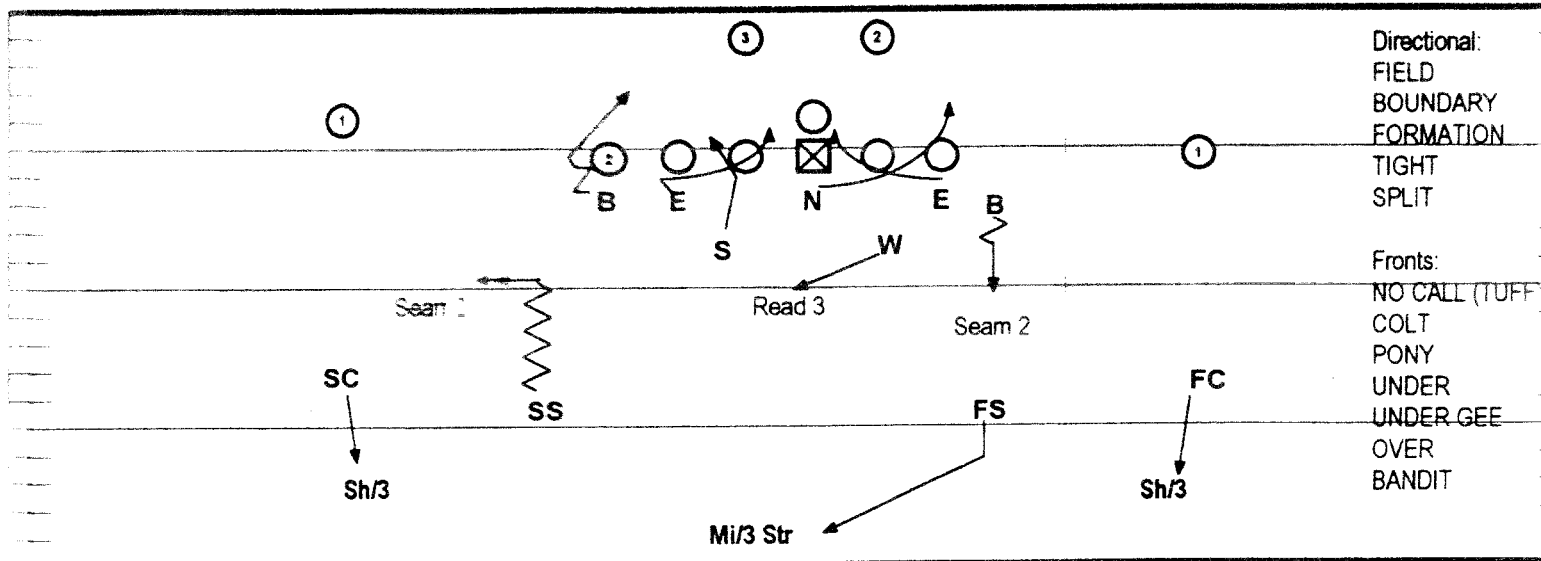


LEFT END	RAM	Align in the front that is called; if no front is called we default to our base front. The stunt will occur to the side of the Ray/Larry call. RAM is double sink moves from the ends get to the A gap and penetrate.
NOSE	C GAP CONTAIN AWAY FROM THE CALL	Align in the front that is called; if no front is called we default to our base front. The stunt will occur to the side of the Ray/Larry call. You must get to the A gap away from the call sometimes this may mean you'll have to cross the face of the center (i.e. Under Gee).
RIGHT END	RAM	Align in the front that is called; if no front is called we default to our base front. The stunt will occur to the side of the Ray/Larry call. RAM is double sink moves from the ends get to the A gap and penetrate.
CALL SIDE OLB	DOG TECHNIQUE	You are an "on backer", align in a 9 technique in blitz takeoff reading near back to TE. Flow to mirror the tracks of the TB, he's outside so are you, he squeezes you squeeze. Flow away stay on tracks and handle the QB.
AWAY SIDE OLB	SEAM # 2	You are an "off backer", drop off the #2 receiver and start to carry his seam route up to 15 yards or until a threat to your curl tells you to "cut" the route and be an underneath player. You will not get a SWITCH call because the Safeties go to the call side.
SAM	BLAST TO READ #3 AWAY	If you are to the Call you execute a BLAST, blitz the B gap, if there is a TE split the Tackles alignment, if no TE go straight to the B gap. If pass attack inside eye of the tackle Give him something to think about. Away read #3 if pass.
WILL	BLAST TO READ #3 AWAY	If you are to the Call you execute a BLAST, blitz the B gap, if there is a TE split the Tackles alignment, if no TE go straight to the B gap. If pass attack inside eye of the tackle Give him something to think about. Away read #3 if pass.
STRONG CORNER	SHUFFLE 1/3	Shuffle through the three step and work your way inside leverage on #1 in most formations you will be working to 2 yards inside of #1; See #2 as you gain depth always alert for 4 verticals. (squeeze the inside vertical)
STRONG SAFETY	SEAM # 2 or MIDDLE 1/3	If you are to a TE you may banjo with ILB on 2 and 3. Drop down to the edge defender (OLB) and seam 2. If run, look for a seam and fill where needed; if pass you and the outside backer are banjo on 2 and 3.
FREE SAFETY	MIDDLE 1/3 or SEAM # 2	Call choice automatically to the Call side w/rose and lil. Get as much depth as possible trying to keep your shoulders square to the LOS, once you have read PASS get to your anchor and keep everything in front of you.
FREE CORNER	SHUFFLE 1/3	Shuffle through the three step and work your way inside leverage on #1 in most formations you will be working to 2 yards inside of #1; See #2 as you gain depth always alert for 4 verticals. (squeeze the inside vertical)

# OUTSIDE FIRE ZONE: Lightning Call Choice (Multiple Fronts)

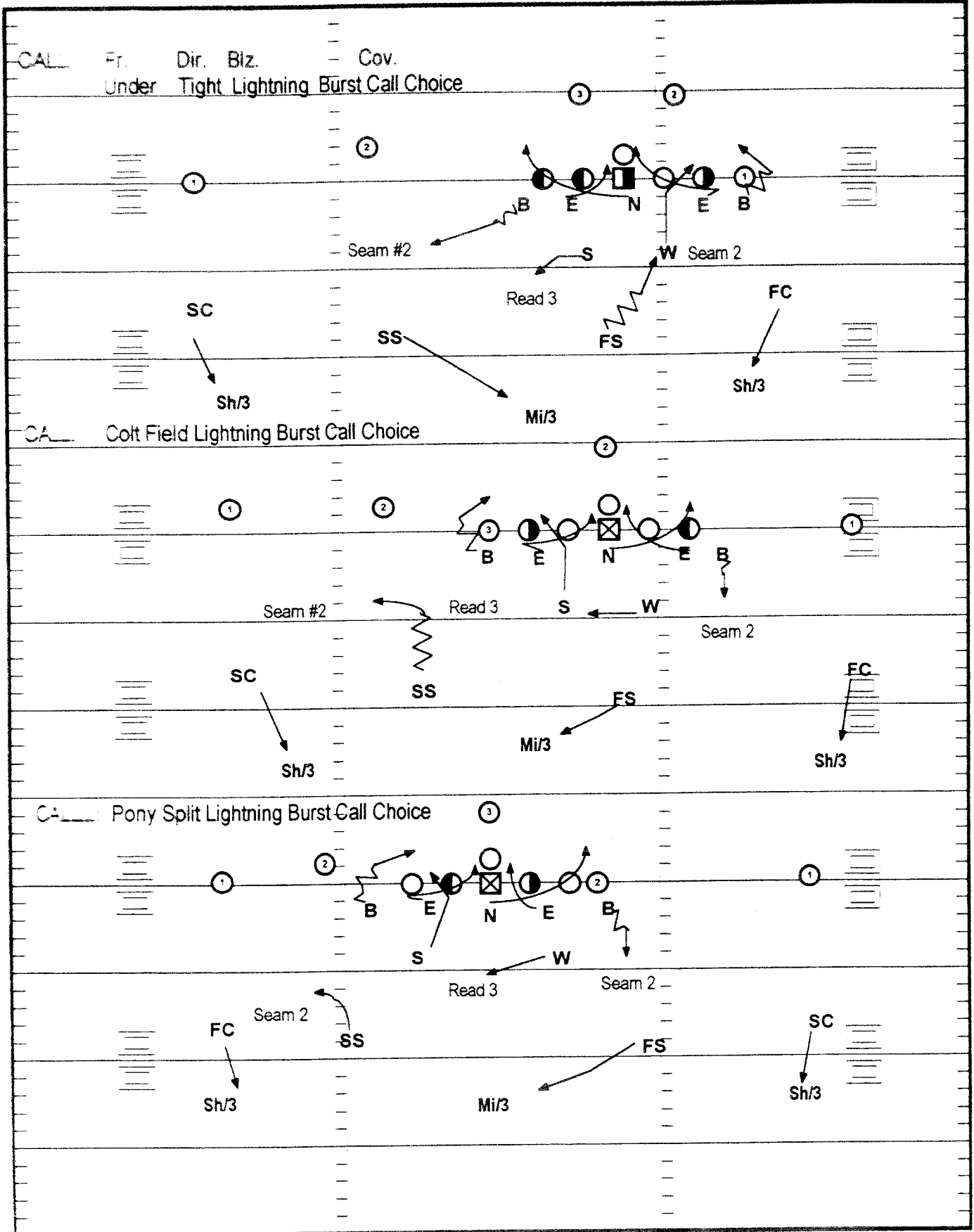


## FIRE ZONE: Lightning Burst Call Choice

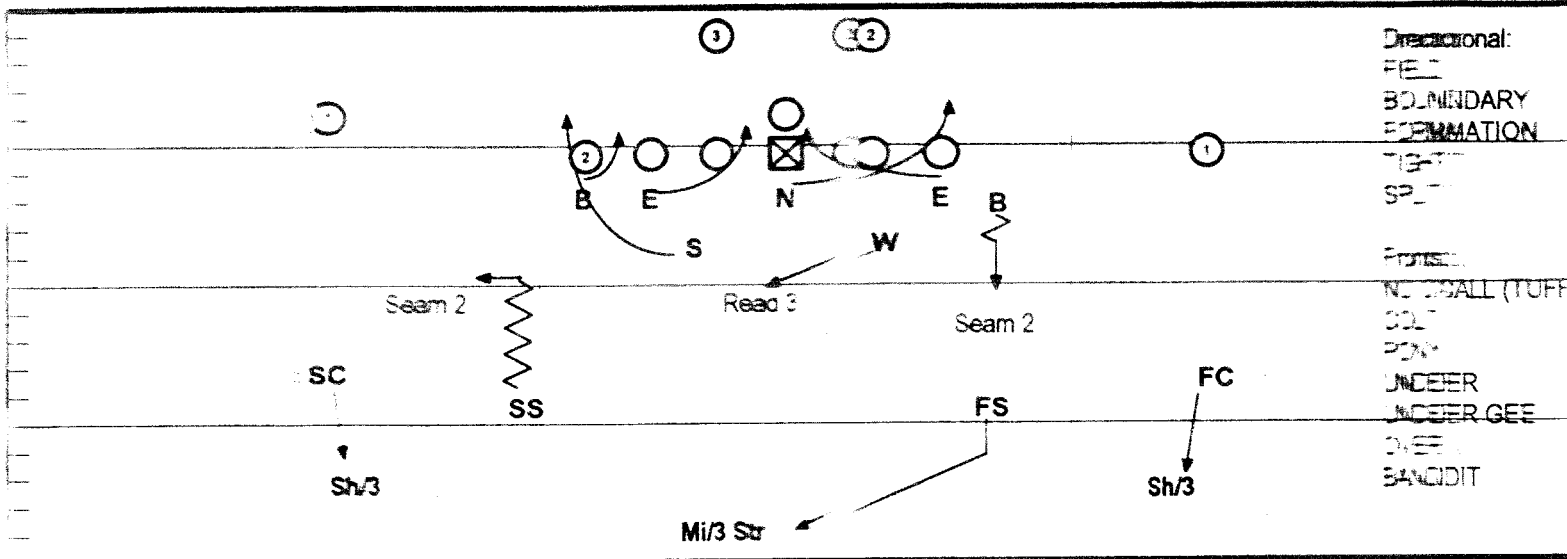


LEFT END	RAM AWAY BURST TO	Align in the front that is called; if no front is called we default to our base front. The stunt will occur to the side of the Ray/Larry call. Take a jab step outside and rub off the Backer. Away from the call execute your RAM.
NOSE	C GAP CONTAIN AWAY FROM THE CALL	Align in the front that is called; if no front is called we default to our base front. The stunt will occur to the side of the Ray/Larry call. You must get to the A gap away from the call sometimes this may mean you'll have to cross the face of the center (i.e. Under Gee).
RIGHT END	RAM AWAY BURST TO	Align in the front that is called; if no front is called we default to our base front. The stunt will occur to the side of the Ray/Larry call. Take a jab step outside and rub off the Backer. Away from the call execute your RAM.
CALL SIDE OLB	DOG TECHNIQUE	You are an "on backer", align in a 9 technique in blitz takeoff reading near back to TE. Flow to mirror the tracks of the TB, he's outside so are you, he squeezes you squeeze. Flow away stay on tracks and handle the QB.
AWAY SIDE OLB	SEAM # 2	You are an "off backer", drop off the #2 receiver and start to carry his seam route up to 15 yards or until a threat to your curl tells you to "cut" the route and be an underneath player. You will not get a SWITCH call because the Safeties go to the call side.
SAM	BURST TO READ #3 AWAY	If you are to the Call you execute a BURST, blitz the B gap, Split the nose of the guard, just like fire and at the last moment move to the B gap. If pass attack inside eye of the tackle. Give him something to think about. Away read #3 if pass.
WILL	BURST TO READ #3 AWAY	If you are to the Call you execute a BURST, blitz the B gap, Split the nose of the guard, just like fire and at the last moment move to the B gap. If pass attack inside eye of the tackle. Give him something to think about. Away read #3 if pass.
STRONG CORNER	SHUFFLE 10	Shuffle through the three step and work your way inside leverage on #1 in most formations you will be working to 2 yards inside of #1; See #2 as you gain depth always alert for 4 verticals. (squeeze the inside vertical)
STRONG SAFETY	SEAM # 2 or MIDDLE 10	If you are to a TE you may banjo with ILB on 2 and 3. Drop down to the edge defender (OLB) and seam 2, if run, look for a seam and fill where needed; if pass you and the outside backer are banjo on 2 and 3.
FREE SAFETY	MIDDLE 10 or SEAM # 2	Call choice automatically to the Call side w/rose and lil. Get as much depth as possible trying to keep your shoulders square to the LOS, once you have read PASS get to your landmark and keep everything in front of you.
FREE CORNER	SHUFFLE 10	Shuffle through the three step and work your way inside leverage on #1 in most formations you will be working to 2 yards inside of #1; See #2 as you gain depth always alert for 4 verticals. (squeeze the inside vertical)

# OUTSIDE FIRE ZONE: Lightning Burst Call Choice (Multiple Fronts)

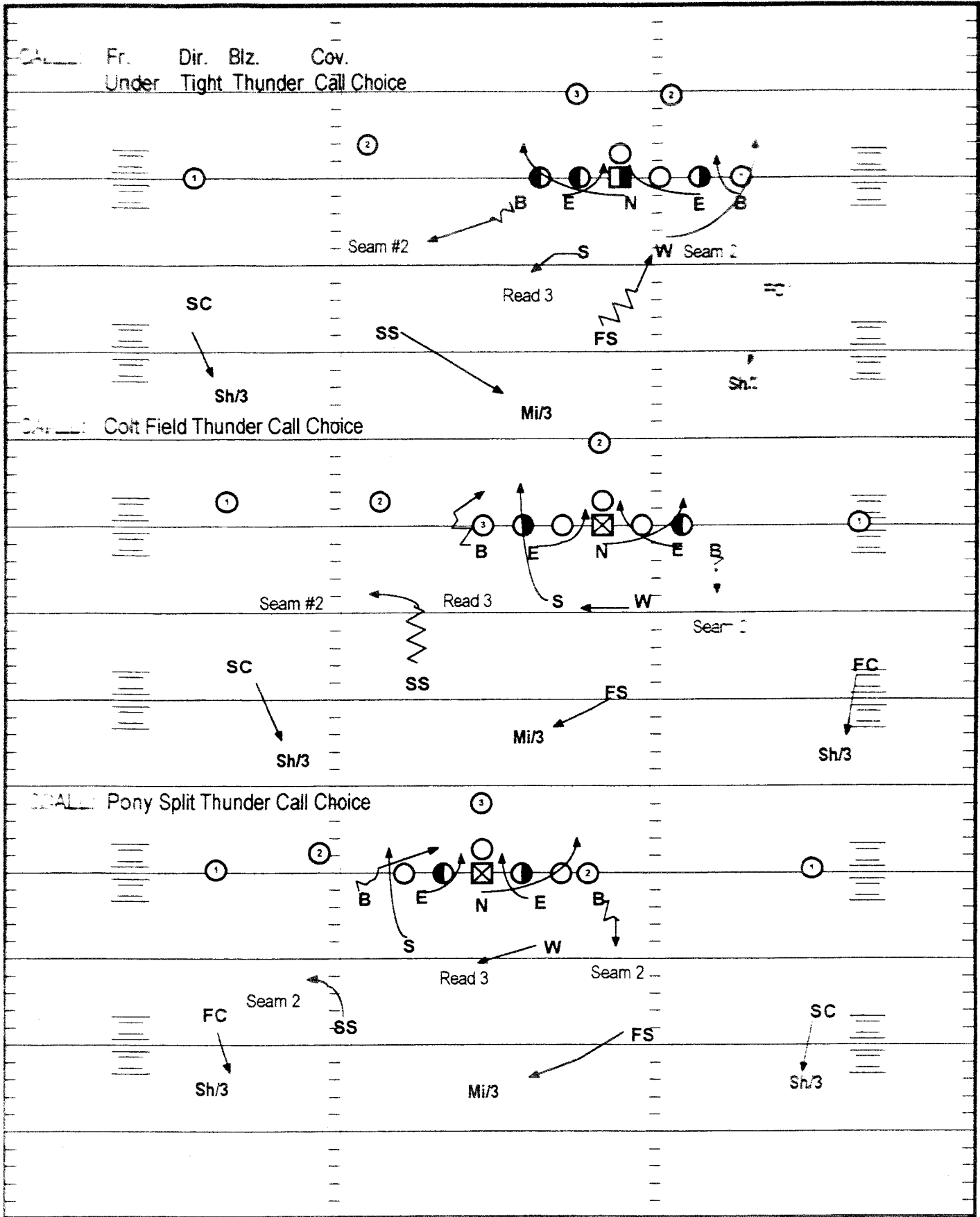


# FIRE ZONE: Thunder Call Choice



<b>LEFT END</b>	<b>RAM</b>	Align in the front that is called if no front is called we default to our base front. The split will occur to the side of the Parkway call. RAM is double sink moves from the ends get to the A gap and penetrate.
<b>NOSE</b>	<b>C GAP CONTAIN AWAY FROM THE CALL</b>	Align in the front that is called if no front is called we default to our base front. The split will occur to the side of the Parkway call. You must get to the A gap away from the call sometimes this may mean you'll have to cross the face of the center (i.e. Under Gee).
<b>RIGHT END</b>	<b>RAM</b>	Align in the front that is called if no front is called we default to our base front. The split will occur to the side of the Parkway call. RAM is double sink moves from the ends get to the A gap and penetrate.
<b>CALL SIDE OLB</b>	<b>CAT TECHNIQUE</b>	You are an "on backer", align in a 9 technique in blitz takeoff if there is a TE come under him and if there is not make sure to get under the near back. Flow away get flat down the line and make something happen.
<b>AWAY SIDE OLB</b>	<b>SEAM # 2</b>	You are an "off backer", drop off the #2 receiver and start to carry his seam route until 15 yards or until a threat to occur cut tells you to "cut" the route and be an underneath player. You will not get a SWITCH because the Safeties go to the call side.
<b>SAM</b>	<b>CUT TO READ #3 AWAY</b>	If you are to the Call you execute a CUT, blitz the C gap, if there is a TE split the Tight End's alignment, if no TE go straight to the C gap. If pass attack outside eye of the TE. Give him something to think about. Away read #3 if pass.
<b>WILL</b>	<b>CUT TO READ #3 AWAY</b>	If you are to the Call you execute a CUT, blitz the C gap, if there is a TE split the Tight End's alignment, if no TE go straight to the C gap. If pass attack outside eye of the TE. Give him something to think about. Away read #3 if pass.
<b>STRONG CORNER</b>	<b>SHUFFLE 1/3</b>	Shuffle through the three steps and work your way inside leverage on #1 in most formations you will be working to 2 yards inside of #1; See #2 as you gain depth always alert for 4 verticals (squeeze the inside vertical)
<b>STRONG SAFETY</b>	<b>SEAM # 2 or MIDDLE 1/3</b>	If you are to a TE you may banjo with ILB on 2 and 3. Drop down to the edge penetrate (OLB) and seam 2. If run, look for a seam and fill where needed; if pass you and the outside backer are banjo on 2 and 3
<b>FREE SAFETY</b>	<b>MIDDLE 1/3 or SEAM # 2</b>	Call choice automatically to the Call side w/rose and lil. Get as much depth as possible trying to keep your shoulders square to the LOS, once you have read PASS get to your landmark and keep everything in front of you.
<b>FREE CORNER</b>	<b>SHUFFLE 1/3</b>	Shuffle through the three steps and work your way inside leverage on #1 in most formations you will be working to 2 yards inside of #1; See #2 as you gain depth always alert for 4 verticals (squeeze the inside vertical)

# OUTSIDE FIRE ZONE: Thunder Call Choice (Multiple Fronts)





# OUTSIDE FIRE ZONE: Storm Load (Multiple Fronts)

