

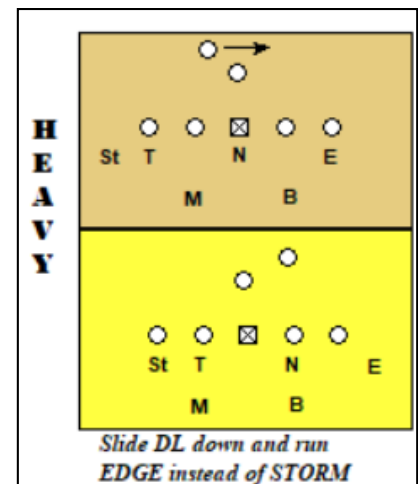
NO STRENGTH: When the offense is in a 2x2 set and the running back is directly behind the QB, our default RUN strength call is to the wide side of the field. If they are in the middle of the field we will call the strength to their biggest tendency (run right 80% of time or LT is best blocker). Our default PASS strength call is to their best receiver.

RUNNING BACK STRENGTH: This is used versus Zone Read Option teams when we want to dictate the QB handoff. We call it Heavy and Lite but there are many names for this concept. This could be an offset back in shotgun or an offset fullback in Power-I.

When the team shifts the RB after we line up, we will just slide the DL and move the strength. Our Linebackers will not move.

If there is no offset back (pistol or under center), we default to wide side of field. Balanced sets in middle of field, our default is their tendency.

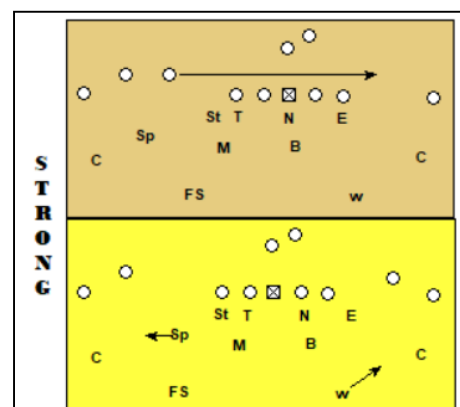
RB motion will affect the back five since the RB is now a new #3 WR.



WIDE RECEIVER STRENGTH: This is used versus RPO teams so we can get our End off the edge versus air and get in the QB face. This is also effective vs teams that throw a lot of quick bubble screens to their slot receivers.

Our Coverages are sent in as a 2-digit number and a word. The 1st digit is the coverage on the READ side. The 2nd digit is coverage on the AWAY side. The word is the Trips Coverage. When they motion, our 5-spoke secondary will rotate into the call that has already been made.

- In the picture the call was “35 SOLO”.
- The brown top box we are in our Trips SOLO call.
- On motion (yellow bottom box), we run Cover 3 on the FS side and Cover 5 on WILL’s side.



ALIGNMENT vs PRO & TITE

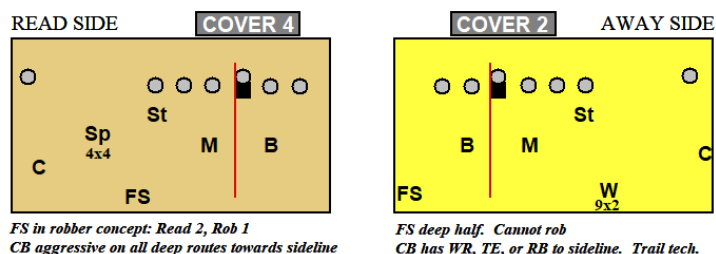
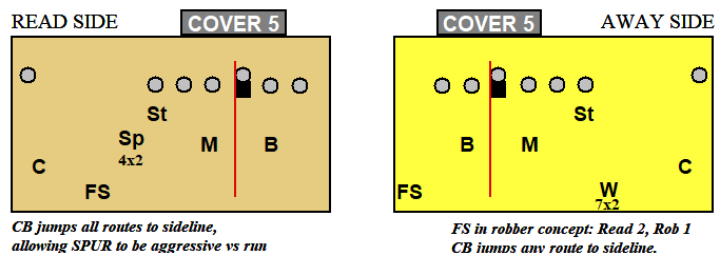
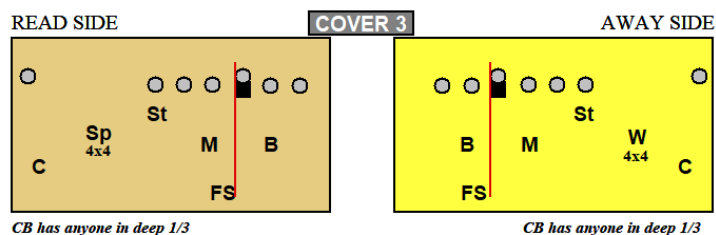
Can match any READ side coverage with any AWAY side coverage. In these formations with a Tight End the AWAY side can only have a Tight End (“Tite”), and TE + WR (“Pro”).

Vs PRO

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

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

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

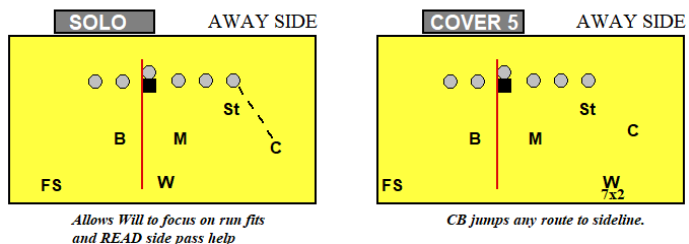
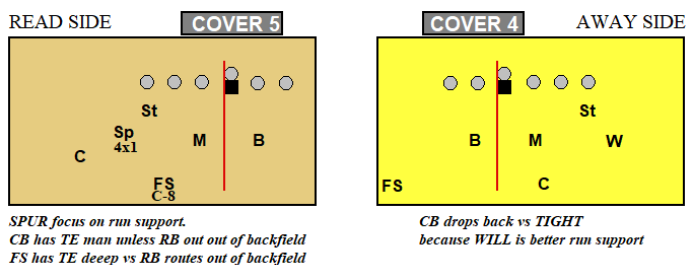
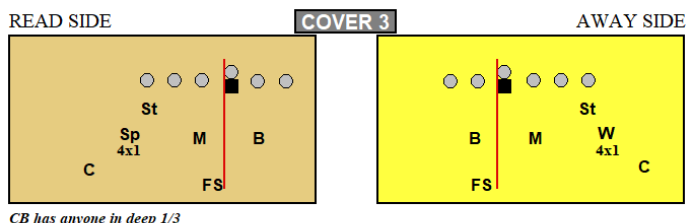


Vs TIGHT

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

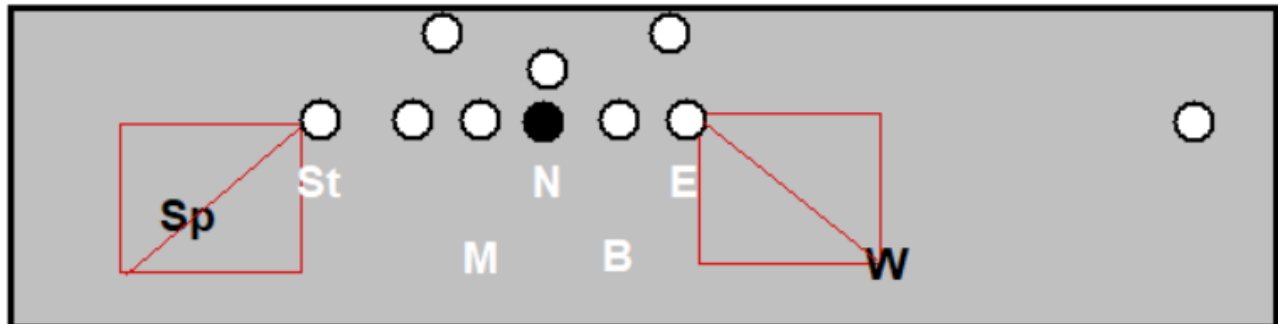
If the offense only has a TE on the AWAY side, we would rather have our WILL up close to play run, so we drop the CB back in Cover 4.

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



HYBRID-SAFETY ASSIGNMENTS

Squeeze the Window



STANCE

Inside foot back, tilted 45 degrees towards the QB

ALIGNMENT

Move along the diagonal. Closer to LOS as pass threats disappear

ASSIGNMENT

RUN: Contain. Squeeze the window that the RB can run up into.

Has pitch man on option

PASS: Flat-wheel defender. Re-Route #2 and pattern read #1

TECHNIQUE

Take all blocks on with inside shoulder.

Do not let any runners outside you. Funnel it back inside.

PASS drop is tough because back is to the QB.

RUN READ

EMOL reach blocks: Get 1-2 yds across the LOS and squeeze the window

EMOL pulls away: "Stack & Stay" on top of DE looking for counter-boot-reverse

EMOL base block: Flow Away = Stack & Stay

Flow To = Squeeze the Window

EMOL inside release to LB: Flow Away = Stack & Stay

Flow To = Squeeze the Window

PASS READ

EMOL pass blocks:

vs Pro or Single: Turn & drop to top of numbers, 10yds from LOS.

vs Twins: Re-Route #2 inside receiver

vs Trips: Buzz feet with eyes on #1 and #2.

If #1 WR hitch: sprint towards him;

If #2 runs out: Go with him to Flats

If #1 slants: Sit QB eye of sight

If #2 slants inside: Drop to #1

If #1 runs vertical, keep dropping until #2 breaks out.