

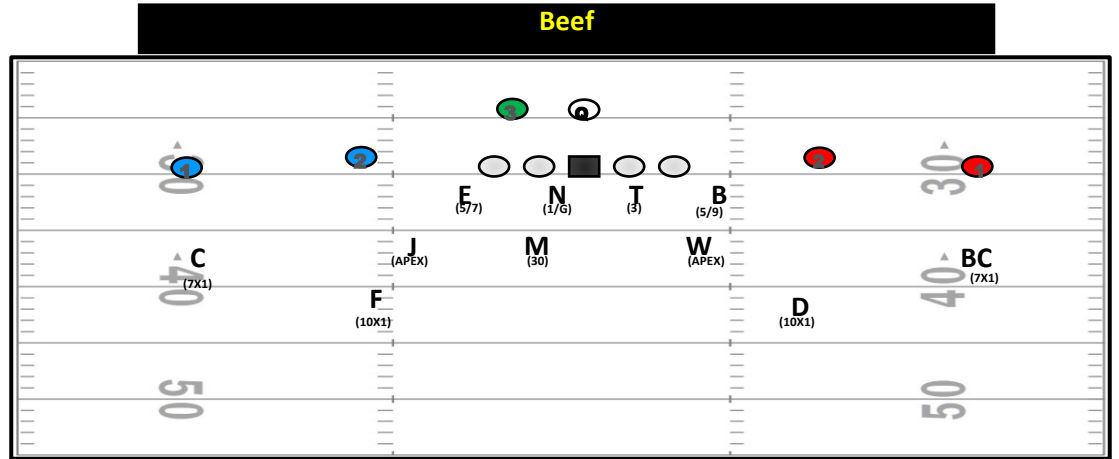


Volume 12

Even Fronts

Benefits of 4-Down in The Blackout

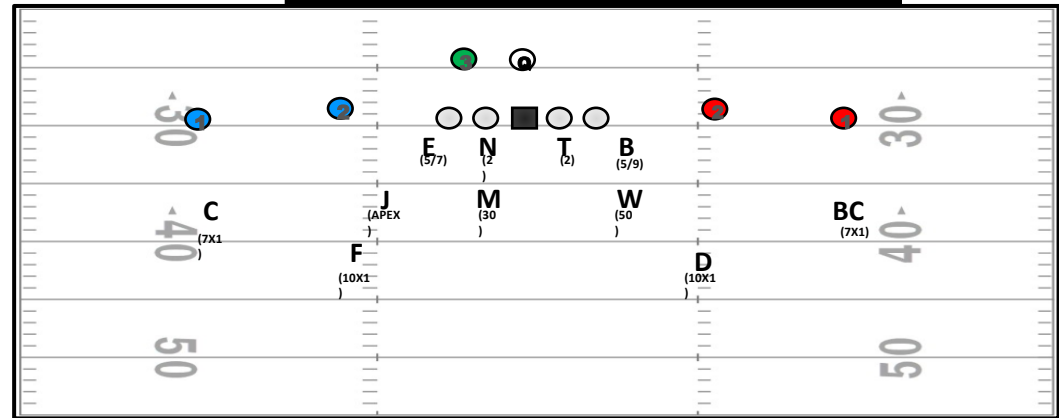
- **Change up from the traditional Tite and Okie fronts. Most game planning is geared toward us being a 3-down Defense. Showing enough 4-down fronts forces the offenses to have multiple protection plans. Also protects us from getting too many 3-down beating man-blocking run schemes.**
- **4 down- Creepers have been GREAT for us. Manipulating protections and then bringing defenders other than the offenses declared “Mike”. Great pressure matchups on the back.**
- **Improves pass rush angles. Cleaner ability to work half-a-man and work on the edge of the defense.**
- **ECHO (C JAMB) Techniques allow us to give the illusion of Even Spacing while maintaining Odd Spacing. Continuity in fits. Simple for the defense. Tough on the Offense**
- **Availability of more stunts and twist games in shaded fronts. Multiple 2-man games, 4-man games, and our Odd front three-man games are available.**
- **Long Sticks in Odd-Front Calls are now Short Stick Slants in Even Front. Allows a firmer base with footwork and less susceptibility for horizontal displacement.**
- **Very Rarely are we lining up in 4-down and playing 4 down techniques. We want continuity for our front. Slants, angles, and odd-spacing still primarily played.**



| FRONT: BEEF | | STUNT: | | BLITZ: | | COVERAGE: | |
|--------------------|---|-------------------|---|-----------|--|-----------|--|
| Pos | JOB | Pos | JOB | Pos | JOB | Pos | JOB |
| E | Alignment: 5 Tech to Two man surface/7 to 3 man. Run- 5 Tech/7 tech Rules Pass- Cop | J | Alignment: 2 or more removed (Apex/Trips Rules). 2 in BF or TE (3 x 2) Run: Force Pass: Cov Called | J | Alignment: Based on #1 WR Run: Based on Formation Pass: Cov. Called | FC | Alignment: Based on #1 WR Run: Based on Formation Pass: Cov. Called |
| N | Alignment: Shade/ G Run: A Gap Pass: Rush Gap Assigned | T | Alignment: 3 Run: B Gap Pass: Rush Gap Assigned | FS | Alignment: Based on #2 WR Run: Based on Formation Pass: Cov. Called | FS | Alignment: Based on #2 WR Run: Based on Formation Pass: Cov. Called |
| B | Alignment: 5 Tech to Two Man surface/9 or Wing Adjust to 3 or 4 man surface Pass: Cop | W | Alignment: 30 (+ or - off 3 STR or 2 WK) Run: 1 Back 1 Gap. 2 Backs= Flow Pass: Cov. Called | BC | Alignment: Based on #1 WR Run: Based on Formation Pass: Cov . Called | BC | Alignment: Based on #1 WR Run: Based on Formation Pass: Cov . Called |
| M | Alignment: 30 (+ or - off 3 STR or 2 WK) Run: 1 Back 1 Gap. 2 Backs= Flow Pass: Cov. Called | Call Rules | | | | | Field based defense. Joker and Bandit will be on opposite sides. Set exactly like base OKIE calls Bash and Jam though alignments vary. |



HEADS



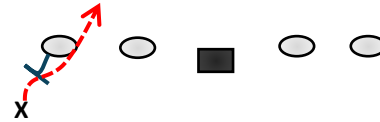
FRONT HEADS STUNT BLITZ COVERAGE:

| Pos | JOB | Pos | JOB |
|-----|--|-----------|--|
| E | Alignment: 5 Tech to Two man surface/7 to 3 man. Run- 5 Tech/7 tech Rules Pass- Cop | J | Alignment: 2 or more removed (Apex/Trips Rules). 2 in BF or TE (3 x 2) Run: Force Pass: Cov Called |
| N | Alignment: 2 Run: Roger/Louie Stunt or KILL Pass: Rush Gap Assigned | FC | Alignment: Based on #1 WR Run: Based on Formation Pass: Cov. Called |
| T | Alignment: 2 Run: Roger/Louie Stunt or KILL Pass: Rush Gap Assigned | FS | Alignment: Based on #2 WR Run: Based on Formation Pass: Cov. Called |
| B | Alignment: 5 Tech to Two Man surface/9 or Wing Adjust to 3 or 4 man surface Pass: Cop | DS | Alignment: Based on #2 WR Run: Based on Formation Pass: Cov Called |
| W | Alignment: 30 (+ or - off 3 STR or 2 WK) Run: 1 Back 1 Gap. 2 Backs= Flow Pass: Cov. Called | BC | Alignment: Based on #1 WR Run: Based on Formation Pass: Cov. Called |
| M | Alignment: 30 (+ or - off 3 STR or 2 WK) Run: 1 Back 1 Gap. 2 Backs= Flow Pass: Cov. Called | Call Rule | Field Based. Joker to Passing Strength Roger/Louie calls based on Gameplan. Base rule send to TE first. Send AWAY from Back second. |



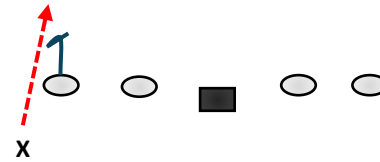
STUNTS- ECHO

ECHO (Vs Base/Reach)



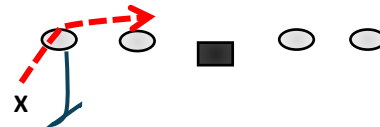
Strike C- Fall in B

ECHO (Vs Pass)



Edge Rush! Contain C

ECHO (Vs Down)



Squeeze/Surf or Crash

Coaching Points

1. The "ECHO" Technique is played when we want to eliminate or delay APEX defenders from the FIT.
2. We are able to control the "C" or the "B" gap based on the schemes. The schemes that we will predominantly see fall into three categories. BASE/ Reach, Pass Set, or Veer/ Down
3. ON a Base or Reach Block our Primary Gap is Now B Gap. We want to force the ball to fall of the table through vertical control of the inside pad of tackle. At this stage, Overlap Inside Backers or Apex Defenders will enter the fit.
4. On a pass set, you will gather into a pass rush edge contain move.
5. Down blocks will be played as usual. Squeeze to Surf or Crash depending on Call.

