

VOLUME 9

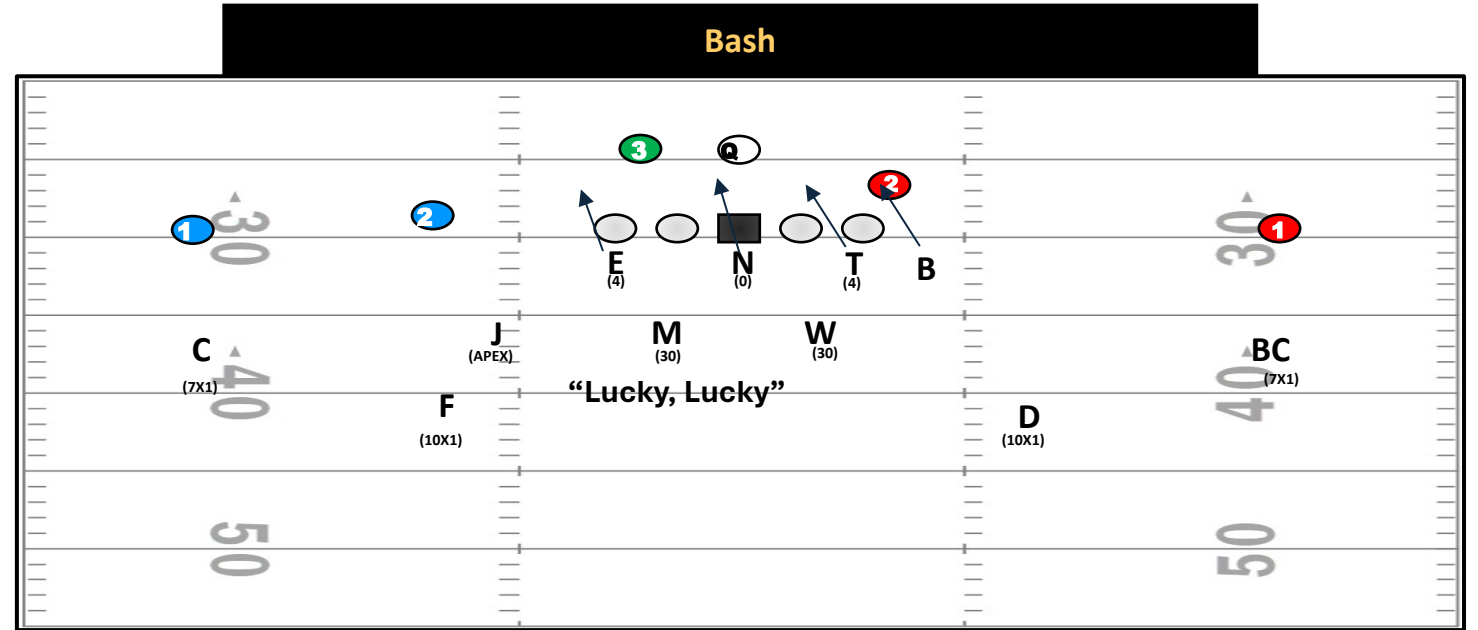
Base Fronts and Creepers - Okie and Tite Families

OKIE FRONTS



Bash Overview

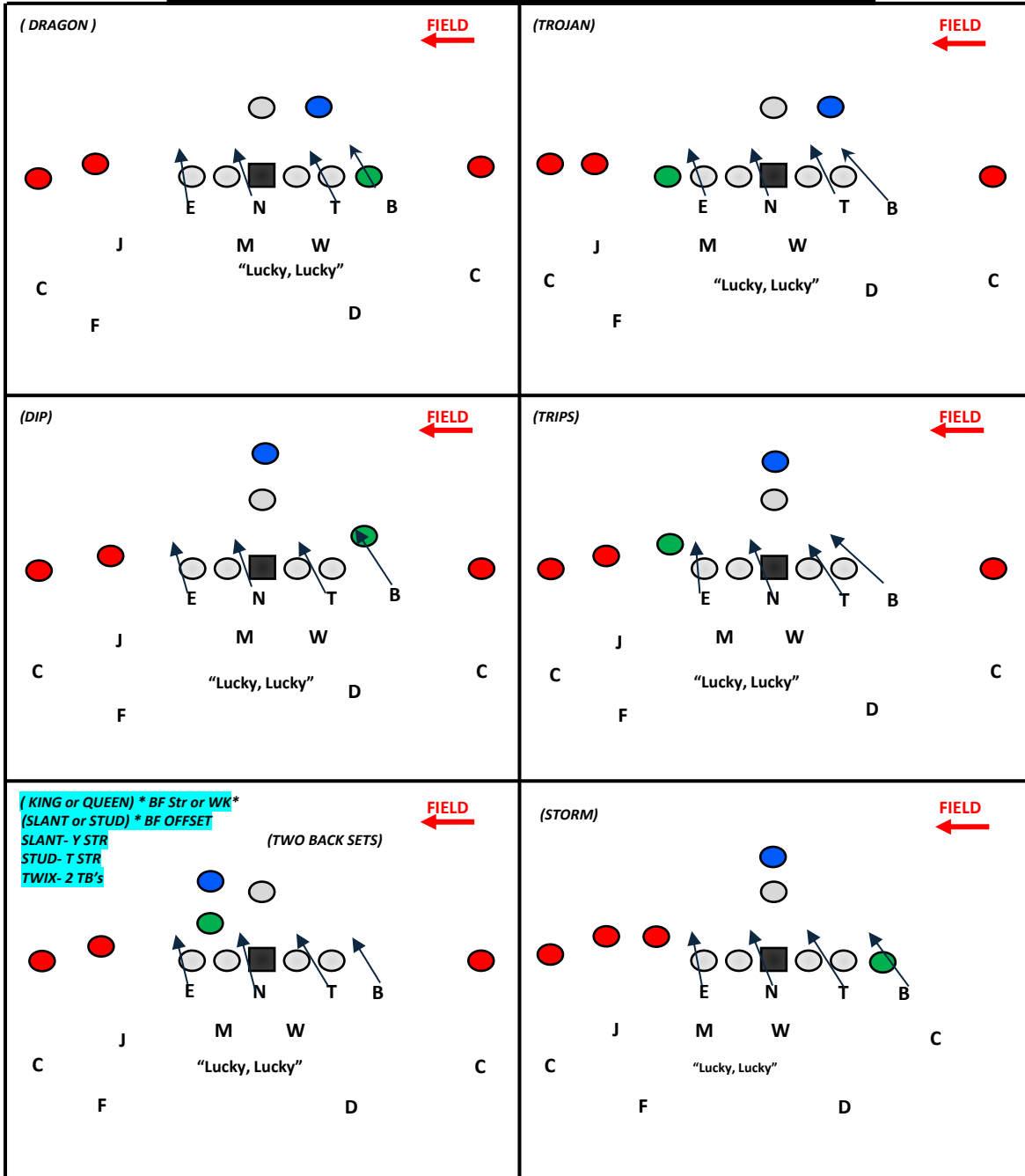
- **Boundary Reduction Okie Front**
- **Single Gap Base Rules....but slanting DL can create natural gap cancellation. LBs must not plug themselves. Keep elevation!**
- **Diverse front that can be played with post-safety and split-safety coverages**



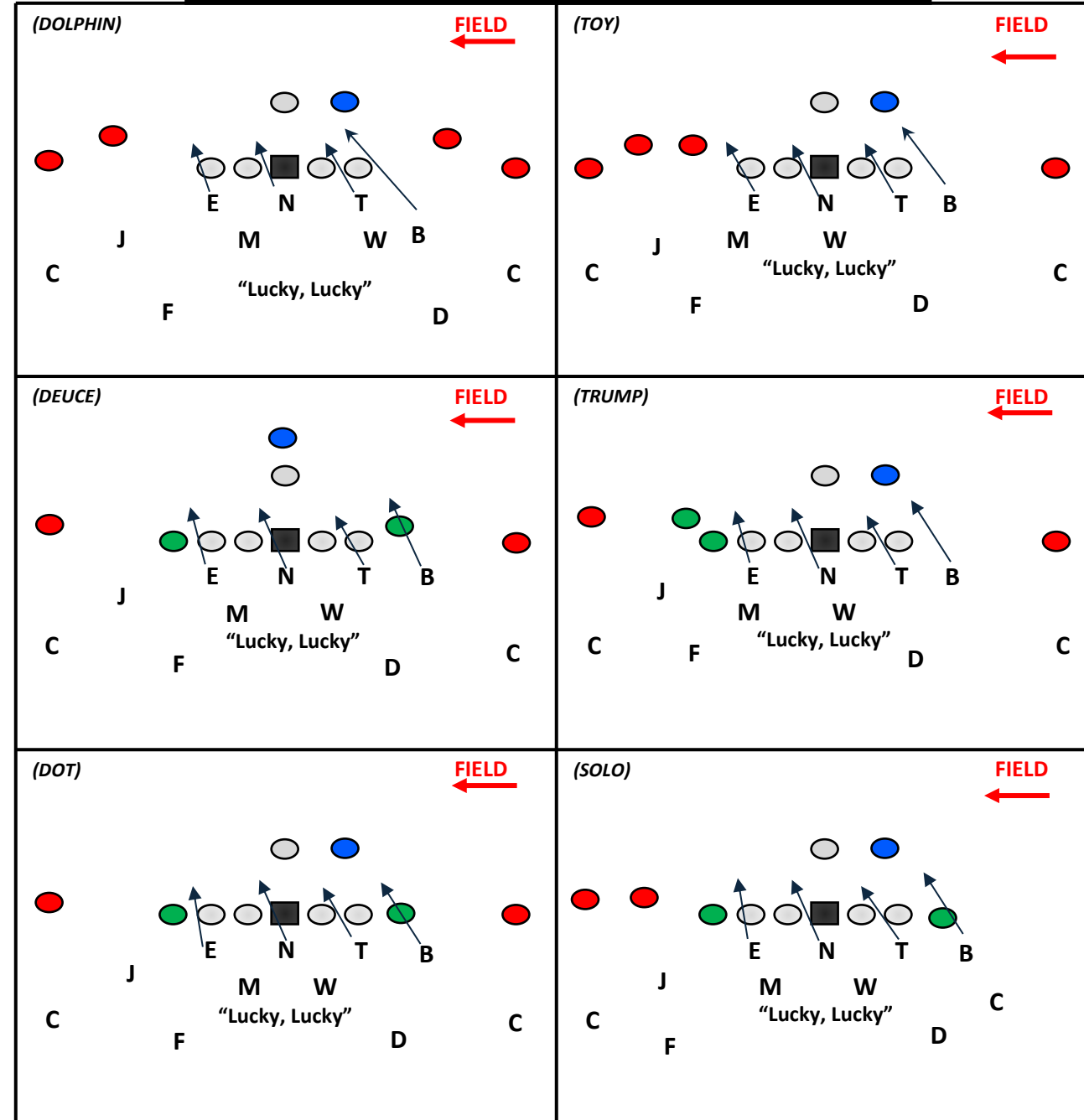
FRONT: **Bash** STUNT: BLITZ: COVERAGE:

Pos	JOB	Pos	JOB
E	Alignment: 4 (Okie End Tech) Run: C Gap Pass: COP	J	Alignment: Apex #2 and EMOL or Apex 2 and 3 if 3x1 Run: Apex D- Hold/Fold Rules Pass: Coverage called
N	Alignment: 0 Run- A Gap to Okie side Pass- Okie side rush, can cross OG if slide comes to him.	FC	Alignment: Based on #1 WR Run: Based on Formation Pass: Cov. Called
T	Alignment: 4 (Reduction Tech) Run : Visual Guard/Pressure Tackle- B Gap Pass: B Gap rush (2 Way)	FS	Alignment: Based on #2 WR Run: Based on Formation Pass: Cov. Called
B	Alignment: Apex/9 Tech Based on Formation Width. Perf. Align Edge Rush unless "swap" call is made. Triangle Read. Primary C Gap with Back away or in pistol. D Gap if Back Strong.	DS	Alignment: Based on #2 WR Run: Based on Formation Pass: Cov Called
W	Alignment: Base 30 (+ or - off 3 STR or 2 WK) Run: A Gap Primary/ Flow Rules/Cloudy Clear Pass: Cov. Called Edge Rusher if Swap Called	BC	Alignment: Based on #1 WR Run: Based on Formation Pass: Cov . Called
M	Alignment: Base 30 (+ or - off 3STR or 2 WK) Run: B Gap Primary/ Flow Rules/ Cloudy Clear Pass: Cov Called	Call Rules	Field Based. Joker to passing strength Mike delivers "Ringo/Lucky" call for front slant

Bash vs 11 P/ 20 P



Bash vs 10 P /12 P



DL Coaching Points - Bash

- 1) Both 4 techniques are stepping with their inside foot.
- 2) Okie (4) visually keys the OT and is responsible for C gap. Reduction (4) visually keys the OG and pressure keys the OT; he is responsible for B gap.
- 3) Nose is always working to the Okie side, steps with whichever foot is working that direction and is responsible for the Okie A gap
- 4) Pre – snap ILBs will call “Ringo” or “Lucky” to help determine where Okie & Reduction side is

OLB Coaching Points - Bash

- 1) OLB Techniques are divided with the Bandit being in Reduction (Triangle Read) and the Joker being in an Apex Alignment.
- 2) The Joker's technique will be driven by the coverage called. In C3 concepts you will play flat/curl or strong hook. In the C4 library, play technique. based on toolbox called.
- 3) Triangle Read is D Gap/EMOL control. If “Ram” is called, C Gap Defender. Automatic “Ram” if Back is in Pistol or Offset away.



Secondary Coaching Points - Bash

- 1) Secondary Assignments in Bash/Jam are tied to the coverage call. Down safeties or C4 safeties are in the run fit when #2 is in the core of the formation.
- 2) Be on alert for “plus” or “minus” calls. “Plus” pushes the fit on the strong side and the Dog Safety replaces an initial fitter to the boundary. “Minus” removes an initial fitter to the boundary and pushes either the FS or Joker into the fit to the field.

LB Coaching Points - Bash

- 1) Alignment depends on coverage. In Split Field Coverage, the Mike lines up off 3 strong and the Will lines up with 2 weak. In MOFC coverages, the LBs line up to #3 unless strong rotation. In strong rotation, LBs will “BOW”.
- 2) LBs will call “Ringo/Lucky” to slant the DL away from the 4th rusher.
- 3) In base fits, the Mike is responsible for the B gap and the Will is responsible for the A gap.
- 4) LBs must keep their elevation until their read is clear. Primary gap responsibilities shift when DL crosses your face, lineman pull, and OL are in fast flow.

Play-Caller Reminders - Bash

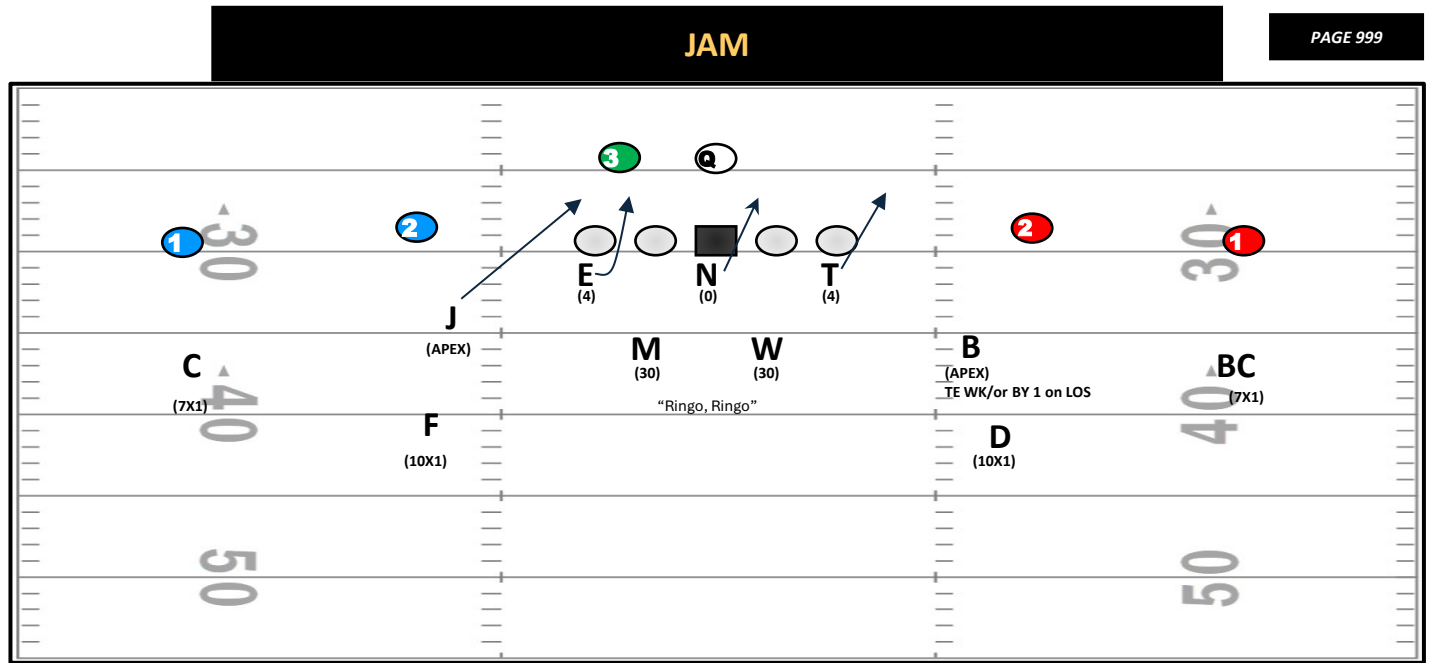
- 1) Bash is a universal front that can be played with split-field concepts and post-safety coverages. Common coverages played with Bash are Gold, Trojan, Auto, Match, C4/C6 Library
- 2) Stunts can be beneficial when tied with Bash. We use Tear, Rip, Ram, and Enter as auxiliary calls to change OL aiming points.
- 3) Run Heavy/Early Down Base Call
- 4) Can alleviate “C” Gap Problems that are often associated with our base tite front calls (4i-0-4i)

OKIE FRONTS



Jam Overview

- **Field Reduction Creeper**
- **Single Gap Base Rules....but slanting DL can create natural gap cancellation. LBs must not plug themselves. Keep elevation!**
- **Played Primarily with C3 (Strong Sky Rotation/Green) or Roll 2**
- **Can also tag "Switch" calls to change the path of the End/Joker**



FRONT: **Jam** STUNT: BLITZ: COVERAGE:

Pos	JOB	Pos	JOB
E	Alignment: 4: Visual Guard/Pressure Tackle- Run: B Gap Pass: B Gap/2 way go on Guard	J	Alignment: 2 or more removed = Apex Run: Triangle Read Rules. D Gap Pass: Contain Rush Note: Swap Calls to Triple Width are camp rules.
N	Alignment: 0 Run- A Gap to Okie side Pass- Okie side rush, can cross OG if slide comes to him.	FC	Alignment: Based on #1 WR Run: Based on Formation Pass: Cov. Called
T	Alignment: 4 Run: C Gap Pass: COP	FS	Alignment: Based on #2 WR Run: Based on Formation Pass: Cov. Called
B	Alignment: Alignment Apex if 2 or more removed. Heel Line on "By 1" Run: Apex D Rules Pass: Coverage Called	DS	Alignment: Based on #2 WR Run: Based on Formation Pass: Cov Called
W	Alignment: 30 (+ or - off 3 STR or 2 WK) Run: Flow Rules Pass: Cov. Called	BC	Alignment: Based on #1 WR Run: Based on Formation Pass: Cov. Called
M	Alignment: 30 (+ or - off 3STR or 2 WK) Run: Flow Rules Pass: Cov Called Edge Rusher if "Swap" called	Call Rules	Field Based. Joker to passing strength Mike delivers "Ringo/Lucky" call to front for slant

JAM vs 11 P / 20 P

<p>(DRAGON) FIELD ←</p> <p>“Ringo, Ringo”</p>	<p>(TROJAN) FIELD ←</p> <p>“Ringo, Ringo”</p>
<p>(DIP) FIELD ←</p> <p>“Ringo, Ringo”</p>	<p>(TRIPS) FIELD ←</p> <p>“Ringo, Ringo”</p>
<p>(KING or QUEEN) * BF Str or WK* (SLANT or STUD) * BF OFFSET SLANT- Y STR STUD- T STR TWIX- 2 TB's</p> <p>(TWO BACK SETS) FIELD ←</p> <p>“Ringo, Ringo”</p>	<p>(STORM) FIELD ←</p> <p>“Ringo, Ringo”</p>

Jam vs 10 P / 12 P

<p>(DOLPHIN) FIELD ←</p> <p>“Ringo, Ringo”</p>	<p>(TOY) FIELD ←</p> <p>“Ringo, Ringo”</p>
<p>(DEUCE) FIELD ←</p> <p>“Ringo, Ringo”</p>	<p>(TRUMP) FIELD ←</p> <p>“Ringo, Ringo”</p>
<p>(DOT) FIELD ←</p> <p>“Ringo, Ringo”</p>	<p>(SOLO) FIELD ←</p> <p>“Ringo, Ringo”</p>

DL Coaching Points - Jam

- 1) Jam is a mirrored concept of Bash just opposite, where Bash is from the Boundary, Jam is from the field.
- 2) Both 4 techniques are stepping with their inside foot.
- 3) Okie (4) visually keys the OT and is responsible for C gap, Reduction (4) visually keys the OG and pressure keys the OT, he is responsible for B gap
- 4) Nose is always working to the Okie side, steps with which ever foot is working that direction and is responsible for the Okie A gap
- 5) Pre – snap ILBs will call “Ringo” or “Lucky” to help determine where Okie & Reduction side is

OLB Coaching Points - Jam

- 1) In Jam, the Joker is the Reduction Player while the Bandit is the Apex D/conflict player. To hold the disguise, the Joker is often in a Wide Triangle Read Alignment. He is a D gap defender unless “Ram” is called.
- 2) Triangle Read is D Gap/EMOL control. If “Ram” is called, C Gap Defender. Automatic “Ram” if Back is in Pistol or Offset away.
- 3) Bandit techniques are contingent on the coverage called. Will be in fit in D gap if created by offense.



Secondary Coaching Points - Jam

- 1) Secondary Assignments in Bash/Jam are tied to the coverage call. Down safeties or C4 safeties are in the run fit when #2 is in the core of the formation.
- 2) Jam is often played with Green (Str Sky Rotation). The Down safety is in the fit IF #2 is in the core.
- 3) Jam can also be played with our 2 Roll Variations (Spin and Thief). In these instances, the down safety is not in the fit in RAIL technique.

LB Coaching Points - Jam

- 1) Alignment depends on coverage. In Split Field Coverages, the Mike lines up with 3 strong, and the Will lines up with 2 weak. In MOFC coverages, the LBs line up to #3.
- 2) LBs will call “Ringo/Lucky” to slant the DL away from the 4th rusher.
- 3) In base fits, the Mike is responsible for the A gap, and the Will is responsible for the B gap.
- 4) LBs must keep their elevation until their read is clear. Primary gap responsibilities shift when DL crosses your face, lineman pull, and OL are in fast flow.

Play-Caller Reminders - Jam

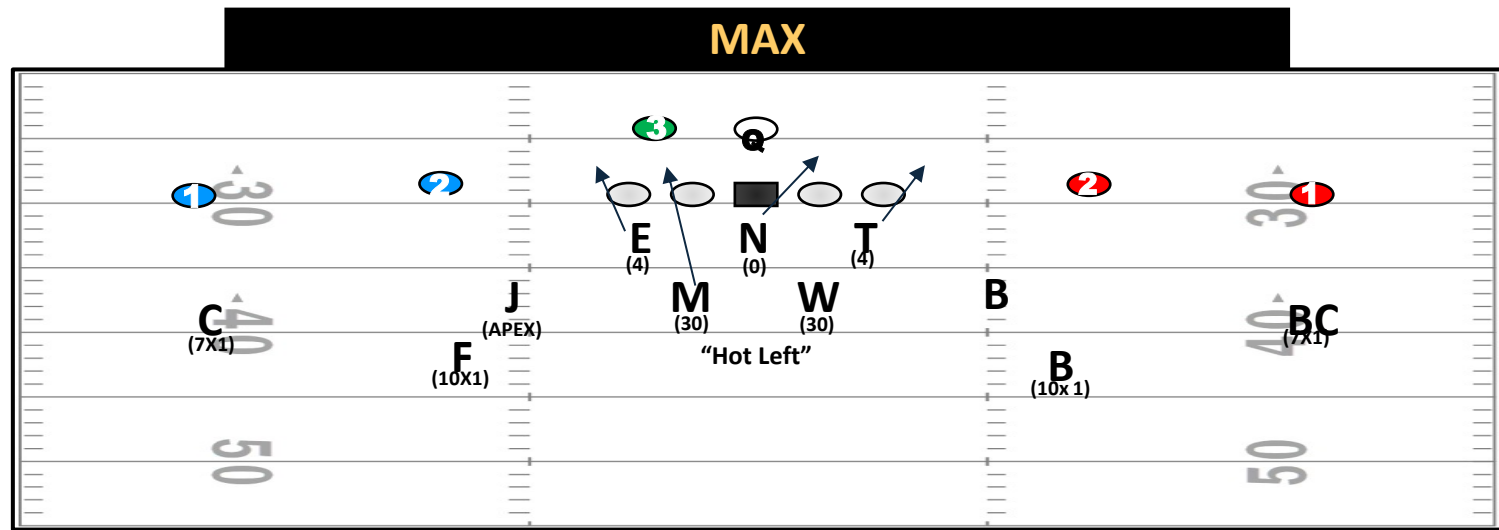
- 1) “Jam” is a field reduction front that is primarily played with strong rotation Cover 3 or Cover 2 roll concepts. If you want to play Cover 4, either the Mike must become an overhang player or the toolbox check is “MEG” for the corner and safety. We call this check “Needle”.
- 2) It is gameplan contingent on what you want to do with the Triple Width formation. You can “Play It” and still bring the Joker as the four rusher or make “Swap” calls and bring the Mike as the Triangle Reduction Player.
Note: On Swap the Will Backer must play true stack and track (No Gap). Mike has voided A gap responsibility to become 4th rush.

OKIE FRONTS



Max Overview

- **Strong Interior Creeper**
- **Single Gap Base Rules.... Going to fit like a traditional field over front with the plugger serving as a non-traditional 3 technique**
- **Played Primarily with C3 Strong Buzz (Brown) or C4 (Triangle)**

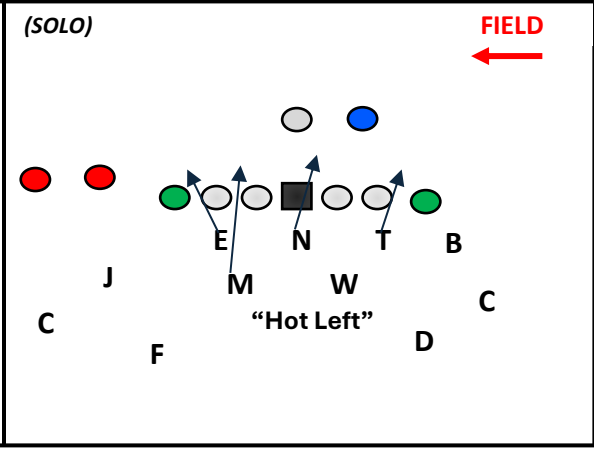
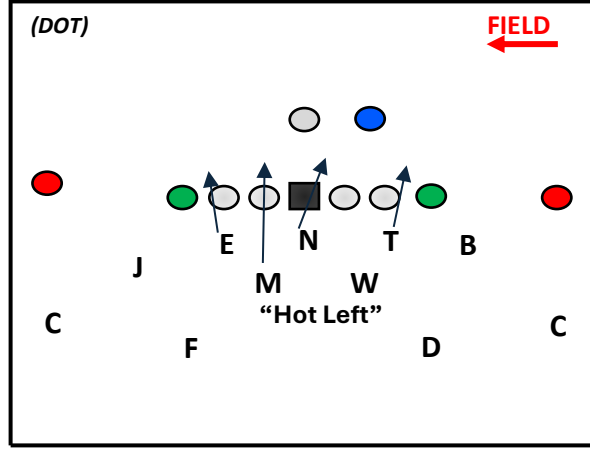
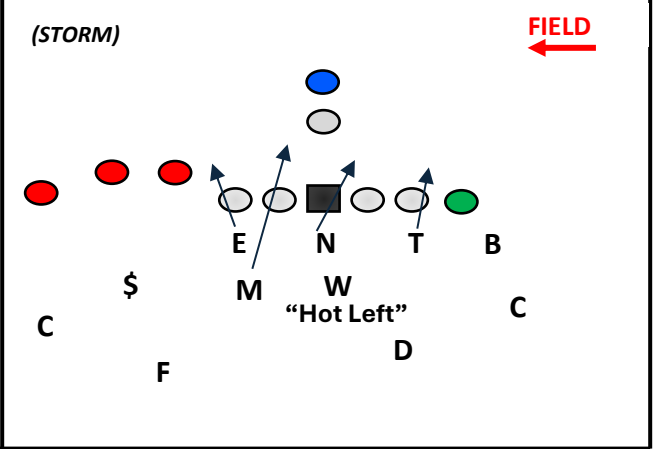
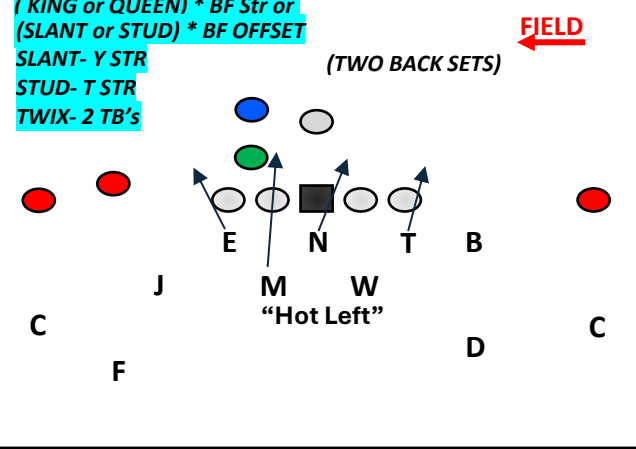
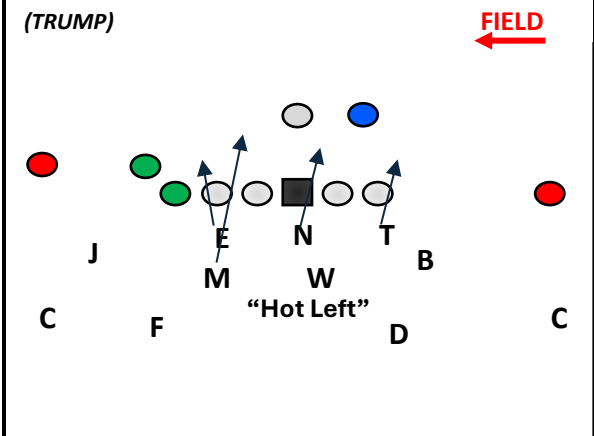
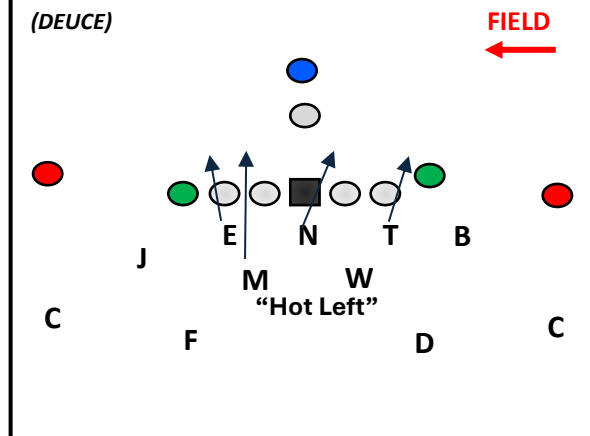
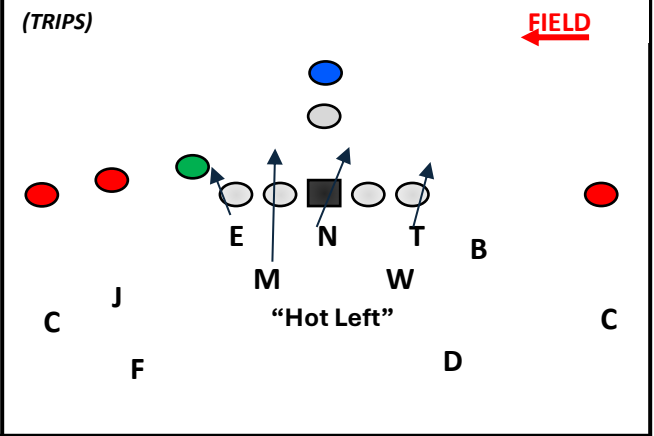
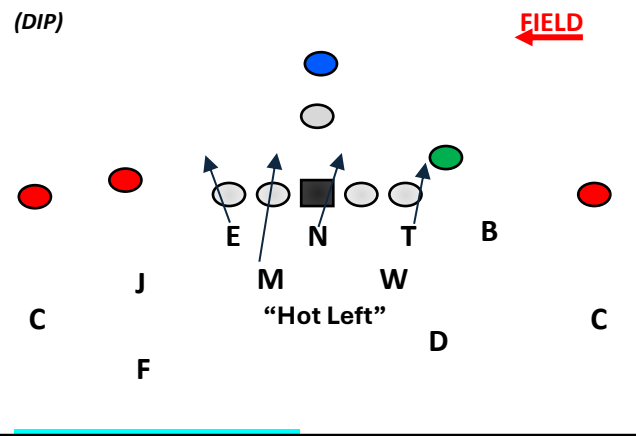
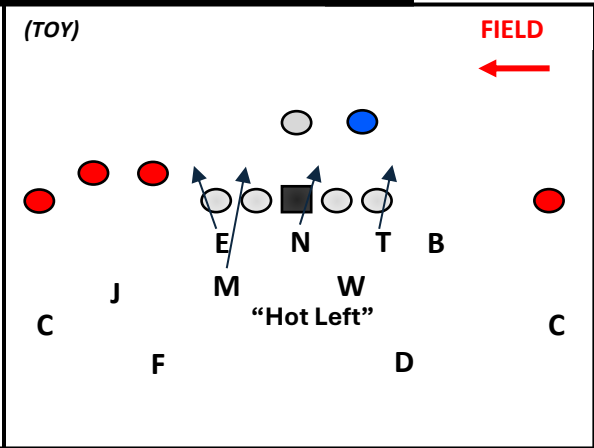
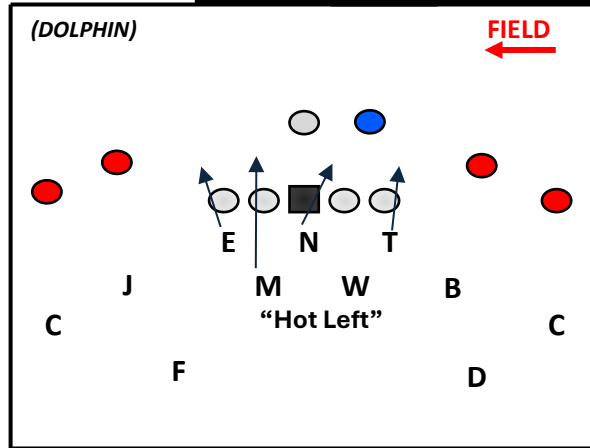
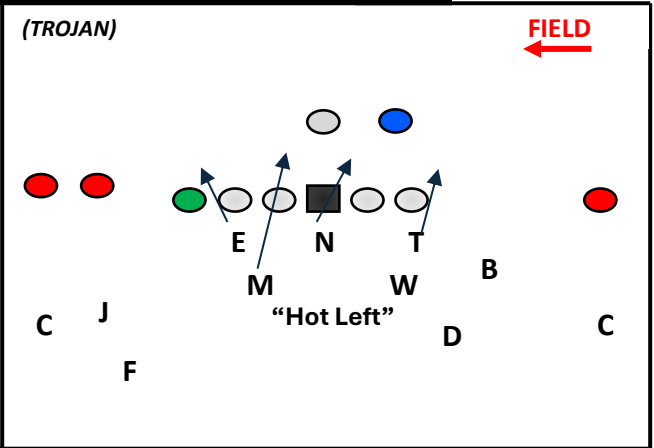
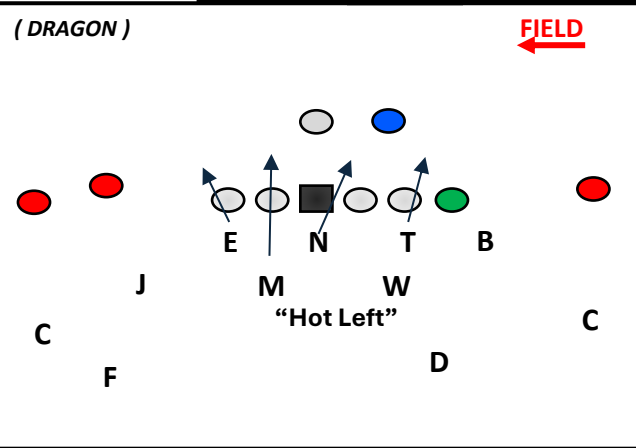


FRONT: **Max** STUNT: BLITZ: COVERAGE:

Pos	JOB	Pos	JOB
E	Alignment: 4 Run/Pass- C Gap. COP ON PASS	J	Alignment: 2 or more removed (Apex/Trips Rules). 2 in BF or TE (3 x 2) Run: Force/ D-E Gap if Flanker Width/4 Man Surf Pass: Cov Called
N	Alignment: 0 Run: A Gap Opposite of "Hot Call" Pass: A Gap Opposite of "Hot Call"	FC	Alignment: Based on #1 WR Run: Based on Formation Pass: Cov. Called
T	Alignment: 4 Run/Pass- C Gap. COP ON PASS	FS	Alignment: Based on #2 WR Run: Based on Formation Pass: Cov. Called
B	Alignment- Apex Run: Apex D Pass: Coverage Called	DS	Alignment: Based on #2 WR Run: Based on Formation Pass: Cov Called
W	Alignment: 30 to 00(+ or - off 3STR or 2 WK) Run: Stack fit Pass: coverage 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 and Pass- Dent B Gap. 2 Way Go on Pass	Call Rules	Field Based Joker to Passing Strength "Hot Lt/Rt" Tells Nose to Go Opposite

Max vs 11 P/ 20 P

Max vs 10 P /12 P



DL Coaching Points - Max

- 1) Max is a Double Okie Concept for both 4 techniques.
- 2) Both 4 techniques are stepping with their inside foot.
- 3) Both 4 techs are Okie (4) visually keying the OT and are responsible for C gap
- 4) Nose is always away from the “hot” call. This is because the Mike is now the 4th rusher and the Nose is working to the A gap opposite.
- 5) The nose steps with whichever foot is opposite of the Hot call and responsible for that Okie A gap. EX: “Hot Right” Nose will be responsible for the left side A Gap.

OLB Coaching Points - Max

- 1) In Max, both OLBs are coverage contingent players. This creeper is often played with Brown (Strong Buzz) and makes both OLBs Curl/Flat Defenders. If called with Triangle (C4), they are in the Overhang Toolbox of calls. Dependent on Safeties checks to their side.
- 2) In flanker width sets, the Joker and Bandit are D Gap Force fitters.



Secondary Coaching Points - Max

- 1) With Max being a backer plug, we need overlap on the second level of the defense. Whether we are in C4 and #2 is in the core of the formation or we are in Brown (Strong Buzz), we get our safeties in the fit in “Max”.
- 2) Pluggers often create a wad at the point of contact; we do not tell buzz fitters that they have a gap....Come down fast and under control. Fit from C Gap to A Gap outside in. Leverage the football back to the bodies inside and in front of you.

LB Coaching Points - Max

- 1) Alignment depends on coverage. In Split Field Coverages, the Will lines up with 2 weak. In MOFC, the Will lines off of #3. The Mike will line up in proximity to the B Gap. Hold disguise if 3 is removed from core!
- 2) LBs will call “Hot Left/Hot Right” to slant the Nose away from the 4th rusher (Mike).
- 3) In base fits, the Mike is denting the B gap, and the Will is responsible for the B gap.
- 4) Will must keep his elevation until his read is clear. Primary gap responsibilities shift when DL crosses your face, lineman pulls, and OL are in fast flow.

Play-Caller Reminders - Max

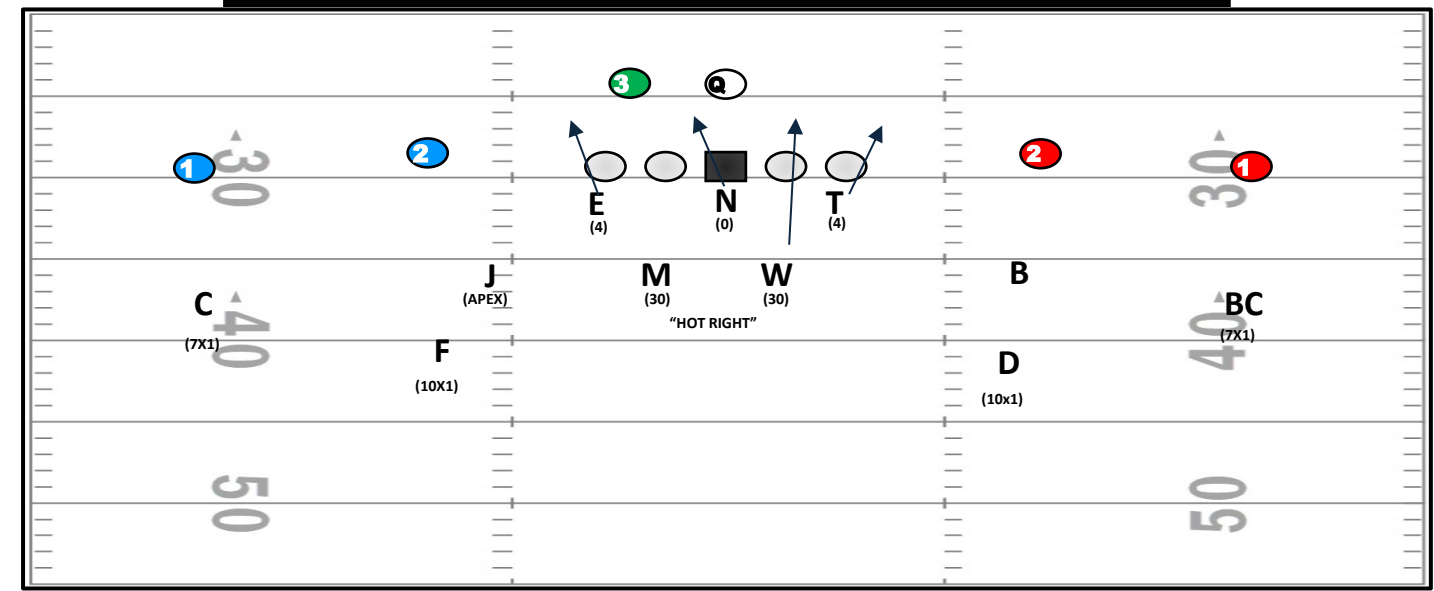
- 1) Max is a base call that is used in every situation.
- 2) We will often play these with a “Show” or “Pick” call to cover up the Guard pre-snap. Often times, this will keep the back in protection, and we are able to waste a guard.
- 3) We prefer to play this in 3 Buzz when #2 is outside the core because we keep overlap with the down safety replacing the Plugger. We often play C4 with this creeper when #2 is in the core because we now get help from the OLBs in the fit. (Great 12P Call)

OKIE FRONTS



Wax Coaching Points

- **Weak Interior Creeper**
- **Single Gap Base Rules.... Going to fit like a traditional field under front with the plugger serving as a non-traditional 3 technique to boundary**
- **Played Primarily with C3 Weak Buzz (Blue) or C4 (Triangle)**

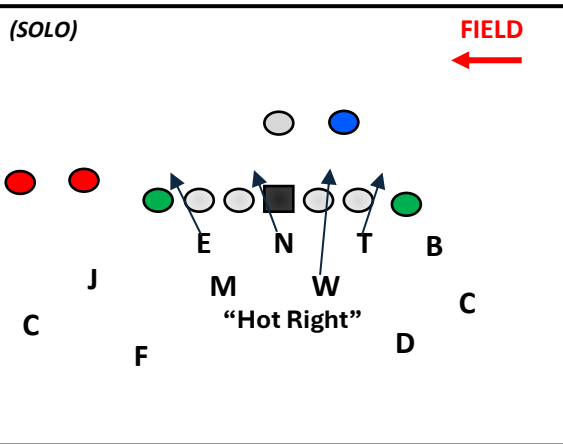
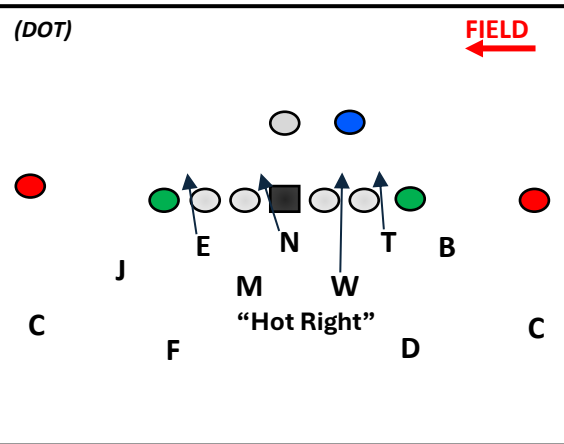
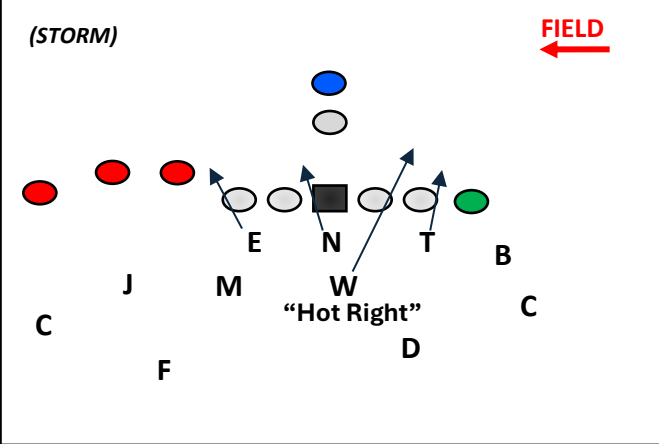
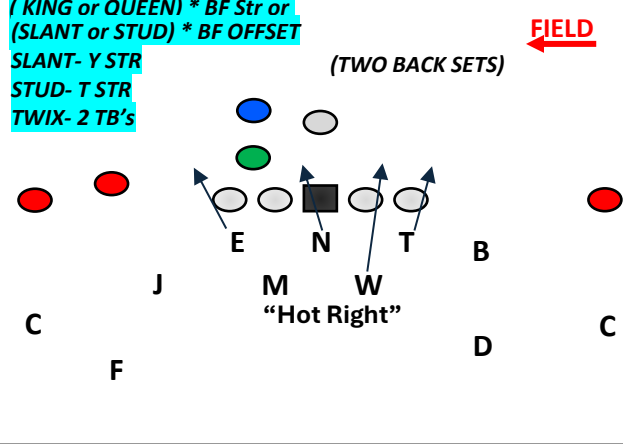
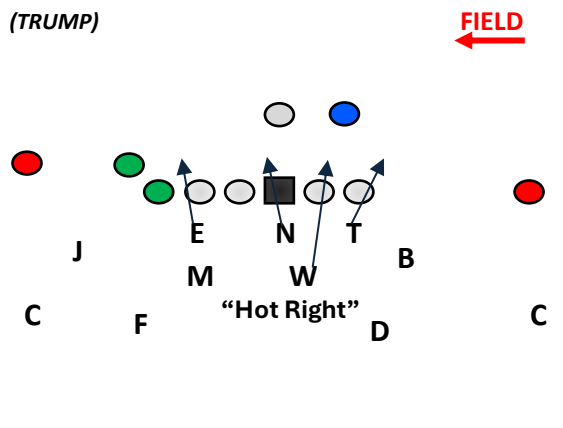
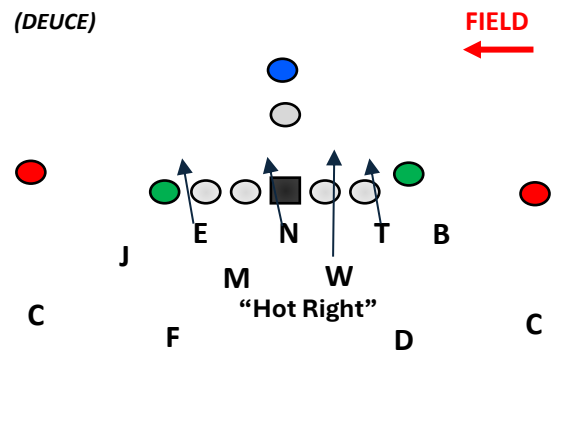
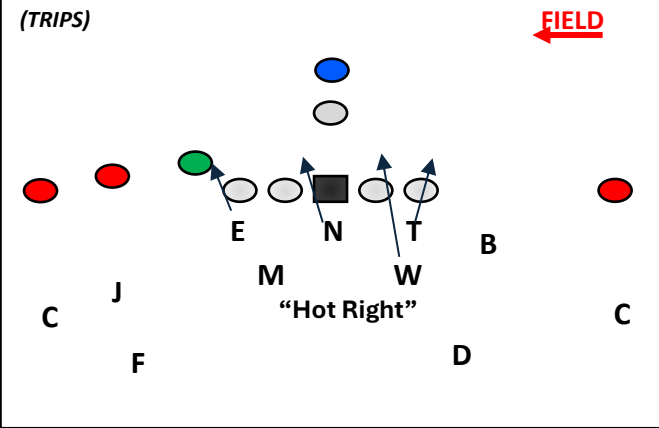
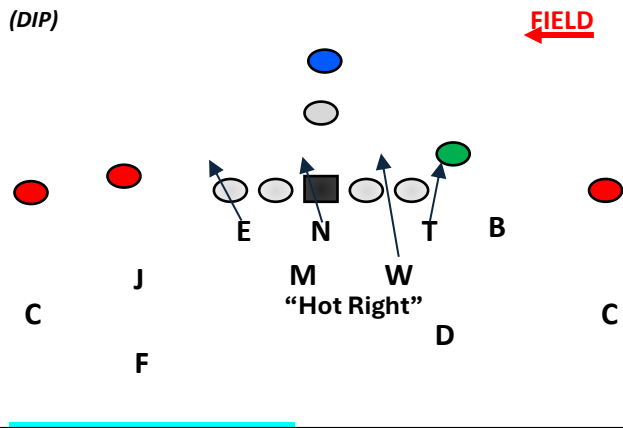
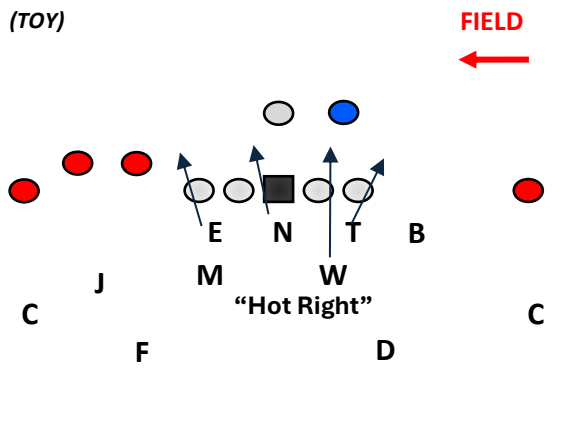
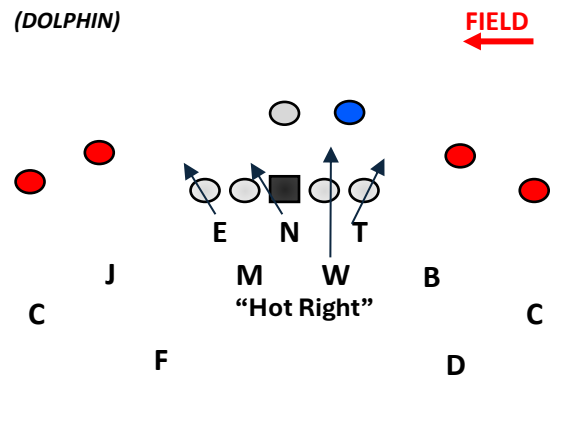
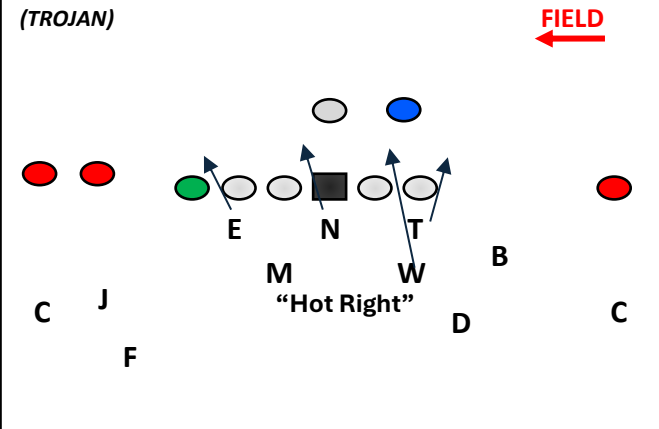
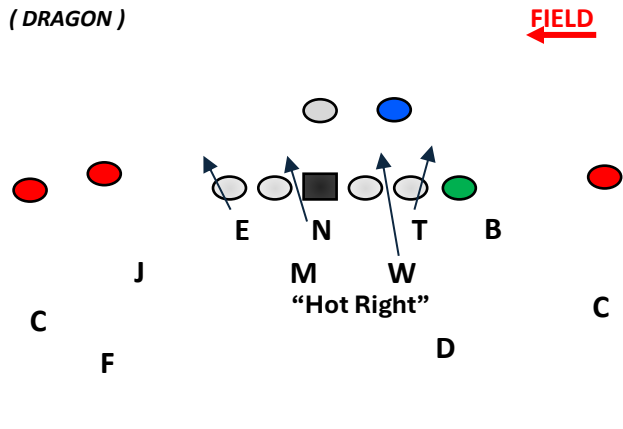


FRONT: **Wax** STUNT: BLITZ: COVERAGE:

Pos	JOB	POS	JOB
E	Alignment: 4 Run/Pass- C Gap. COP ON PASS	J	Alignment: Apex Run: Force or Apex D. In fit if Flanker Width or 4 Man Surface Pass: Coverage Called
N	Alignment: 0 Run: A Gap opposite "Hot" call	FC	Alignment: Based on #1 WR Run: Based on Formation Pass: Cov. Called
T	Alignment: 4 Run/Pass- C GAP. COP on Pass	FS	Alignment: Based on #2 WR Run: Based on Formation Pass: Cov. Called
B	Alignment: Apex Run: Apex D Pass: Coverage Called	DS	Alignment: Based on #2 WR Run: Based on Formation Pass: Cov Called
W	Alignment: 30 (+ or - off 3 STR or 2 WK) Run and Pass- Dent B Gap. 2 Way go on Pass Set	BC	Alignment: Based on #1 WR Run: Based on Formation Pass: Cov. Called
M	Alignment: 30 (+ or - off 3STR or 2 WK) Run: Stack fit Pass: coverage Called	Call Rules	Field Based Joker to Passing Strength HOT RIGHT or HOT LEFT Call for Blitz

Wax vs 11 P/ 20 P

Wax vs 10 P /12 P



DL Coaching Points - Wax

- 1) Wax is a mirrored concept of Max just opposite, and is still a Double Okie Concept.
- 2) Both 4 techniques are stepping with their inside foot.
- 3) Both 4 techs are Okie (4) visually keying the OT and are responsible for C gap.
- 4) Nose is always away from the “hot” call. This is because the Mike is now the 4th rusher and the Nose is working to the A gap opposite.
- 5) The nose steps with whichever foot is opposite of the Hot call and responsible for that Okie A gap. EX: “Hot Right” Nose will be responsible for the left side A Gap.

OLB Coaching Points - Wax

- 1) In Wax, both OLBs are coverage contingent players. This creeper is often played with Blue (Weak Buzz) and makes both OLBs Curl/Flat Defenders. If called with Triangle (C4), they are in the OverhangToolbox of calls. Dependent on Safeties checks to their side.
- 2) In flanker width sets, the Joker and Bandit are D Gap Force fitters.



Secondary Coaching Points - Wax

- 1) With Wax being a backer plug, we need overlap on the second level of the defense. Whether we are in C4 and #2 is in the core of the formation or we are in Blue (Weak Buzz), we get our safeties in the fit in “Wax”.
- 2) Pluggers often create a wad at the point of contact; we do not tell buzz fitters that they have a gap....Come down fast and under control. Fit from C Gap to A Gap outside in. Leverage the football back to the bodies.

LB Coaching Points - Wax

- 1) The Mike will align to 3 strong. The Will will line up in proximity to the B gap .
- 2) LBs will call “Hot Left/Hot Right” to slant the Nose away from the 4th rusher (Will).
- 3) In base fits, the Will is Denting the B gap, and the Mike is responsible for the B gap opposite.
- 4) The Mike must keep his elevation until his read is clear. Primary gap responsibilities shift when DL crosses your face, lineman pulls, and OLs are in fast flow.

Play Caller Reminders - Wax

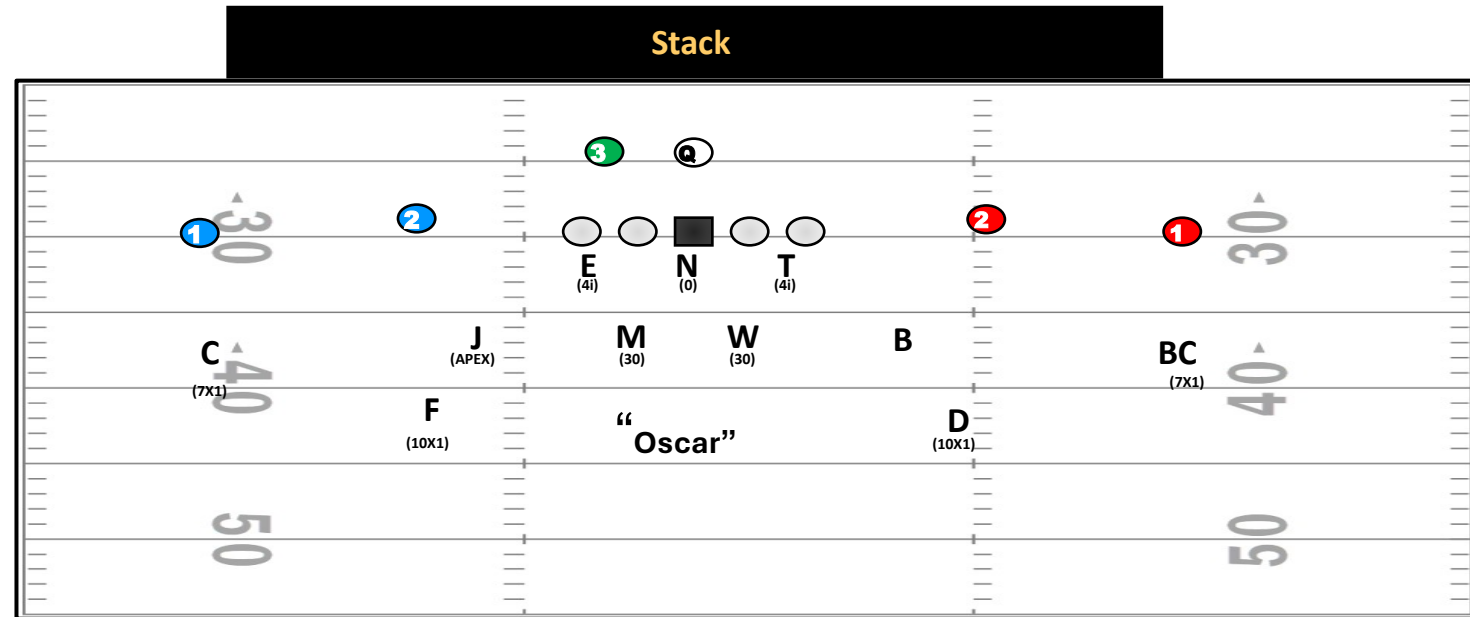
- 1) Wax is a base call that is used in every situation.
- 2) We will often play these with a “Show” or “Pick” call to cover up the Guard pre-snap. Often, this will keep the back in protection, and we are able to waste a guard.
- 3) We prefer to play this in 3 Buzz when #2 is outside the core because we keep overlap with the down safety replacing the Plugger. We often play C4 with this creeper when #2 is in the core because we now get help from the OLBs in the fit.

TITE FRONTS



Stack Coaching Points

- **Drop 8 Tite Front Call**
- **Provides no bubble for offense. Two 4i's and a head-up nose provide solidified interior.**
- **Not ideal for pass rush. We often game the front to create discomfort for OL in DBP.**
- **Played almost exclusively with our CUBE coverage (Drop 8 C4). Will occasionally go Dbl Cloud 3**

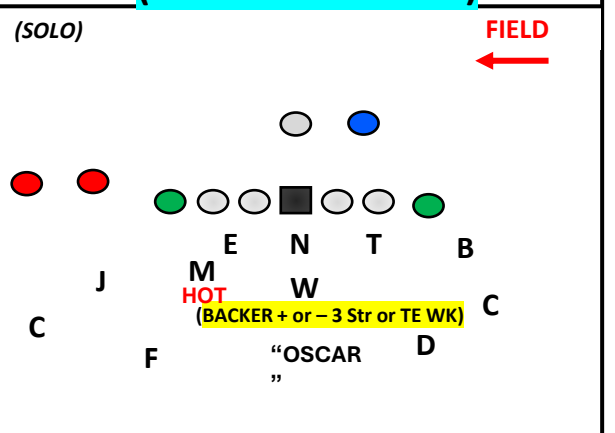
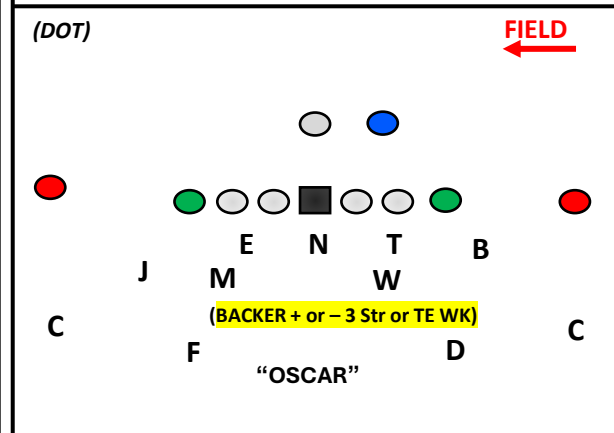
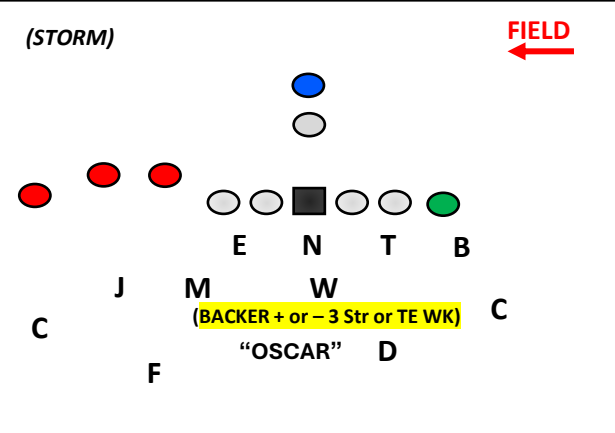
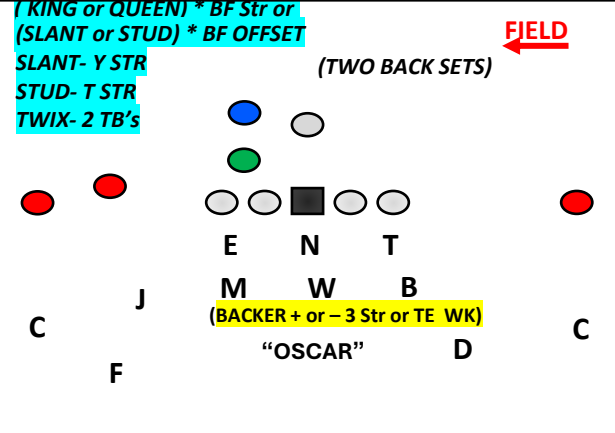
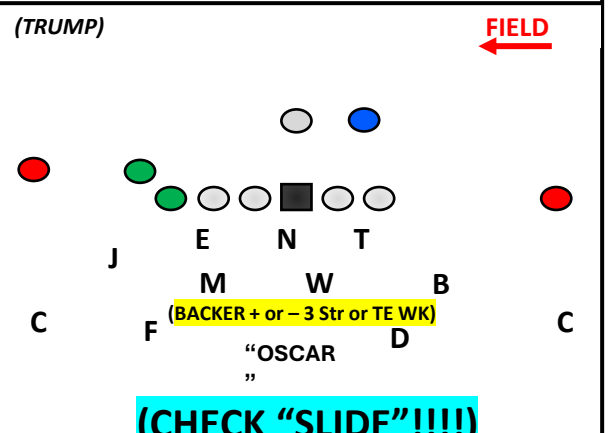
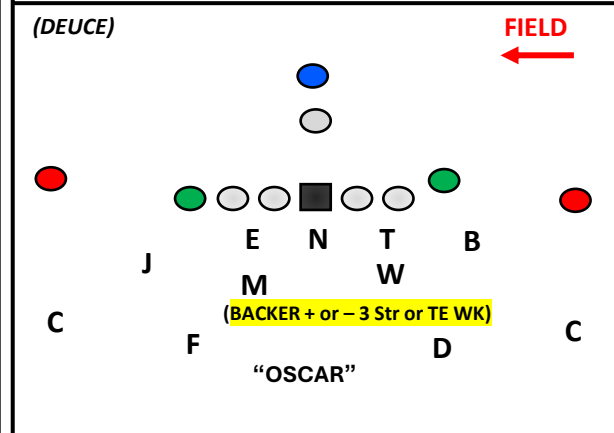
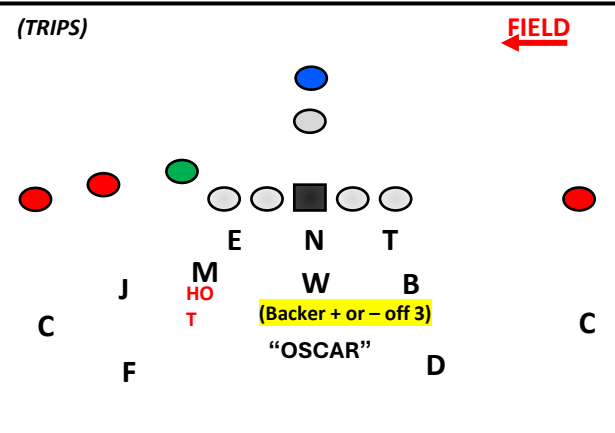
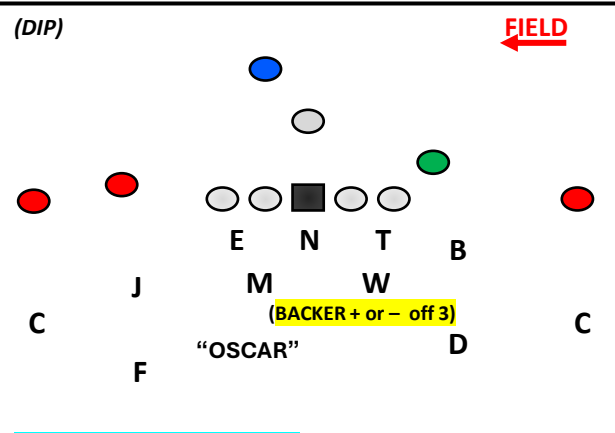
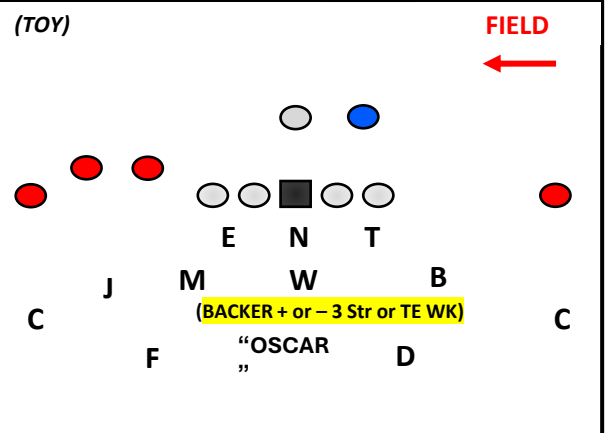
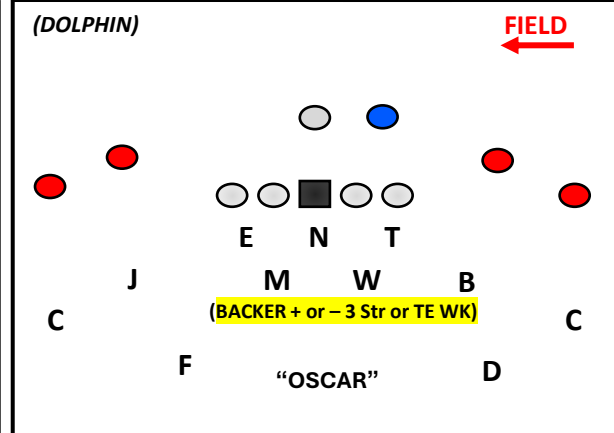
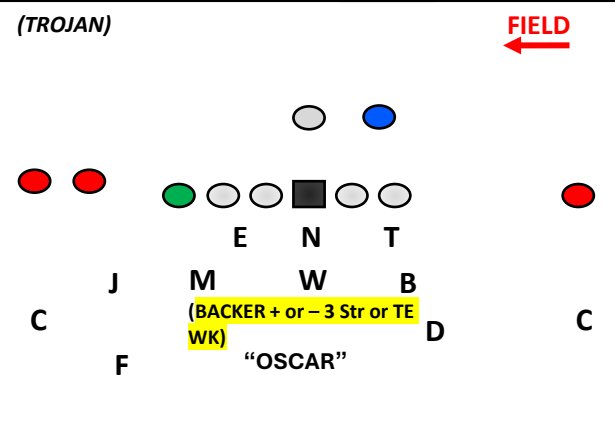
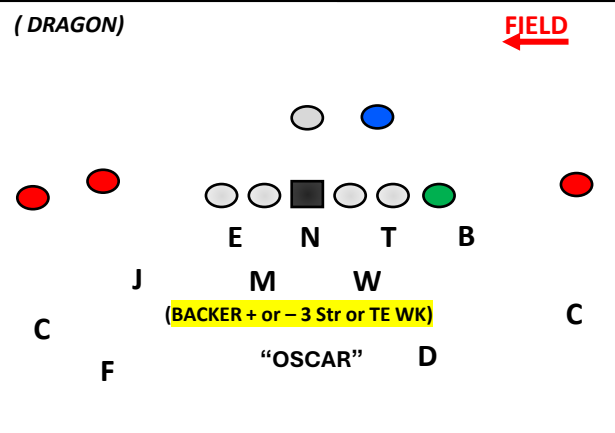


FRONT: **STACK** STUNT: BLITZ: COVERAGE:

Pos	JOB	Pos	JOB
E	Alignment: 4i (5 if Echo) Run: Visual Guard/Pressure Tackle Pass: COP (Convert to Contain on Pass)	J	Alignment: 2 or more removed (Apex/Trips Rules). 2 in Backfield or TE (3 x 2) Run: Force Pass: Cov Called
N	Alignment: 0 Run: Kill Technique Pass: Bull Center	FC	Alignment: Based on #1 WR Run: Based on Formation Pass: Cov. Called
T	Alignment: 4i (5 if Echo) Run: Visual Guard/Pressure Tackle Pass: Cop on Pass	FS	Alignment: Based on #2 WR Run: Based on Formation Pass: Cov. Called
B	Run: Apex D Pass: Coverage Called	DS	Alignment: Based on #2 WR Run: Based on Formation Pass: Cov Called
W	Alignment: 30 or 00 (+ or - off 3 STR or 2 WK) Run: Back To Me...C to A. Back away A to C Pass: Cov. Called	BC	Alignment: Based on #1 WR Run: Based on Formation Pass: Cov. Called
M	Alignment: 30 (+ or 50 Hip/Apex + off 3STR or 2 WK) Run: Back To Me...C to A. Back away A to C Pass: Cov Called	Call Rules	Field Based. Joker to passing strength CHECK "SLIDE" to all 4 man surfaces OSCAR CALLS for Front.

Stack vs 11 P / 20 P

Stack vs 10 P / 12 P



DL Coaching Points - Stack

- 1) Both 4i's are in Reduction keying the guards, stepping with their inside foot.
- 2) Both 4i's are responsible for B Gap in run. In pass they will both COP (Contain on pass)
- 3) Nose plays a Kill Technique (LAG) just playing off the rear end of the center; his objective is to knock the center back and be end up in an A gap.
- 4) Nose in pass can rush wherever he wants to make the QB uncomfortable since it's a 3 man rush.

OLB Coaching Points - Stack

- 1) Both OLBs are overhang defenders but can be put into the run fit if #2 is in the core of the formation.
- 2) Understand there is no "fold" component to a tite front. Any run play that comes to you should fall off the table (bounce). Both B gaps are occupied by the End/Tackle.
- 3) Overhang Toolbox is contingent on the safety to your side of the formation. Adjust accordingly. Apex D or Apex – rules apply.



Secondary Coaching Points - Stack

- 1) We play "Stack" with our drop 8 quarters call "Cube." In Cube, both sides are treated as a Key Side of the Split Field Coverage where you have both an overhang and a hook 3 player. We should have our entire toolbox of Split Field Calls to BOTH sides of the formation. We will "Trace" Trey Width formations to help with frontside C-gap and D-gap problems instead of playing "Poach".
- 2) We can also play drop 8 cover 3. With that, you get the benefit having a traditional weak hook player as well as a separate 3-up player.

LB Coaching Points - Stack

- 1) LBs align to #3.
- 2) LBs will call "Oscar" to communicate that the DL are contain players vs pass.
- 3) LBs will check "SLIDE" if we get a 4 man surface
- 4) In base fits, LBs are in a mesh read. The Mike will be "HOT" if he gets Trey Width Gun Strong to his side.
- 5) LBs must keep their elevation until their read is clear. Primary gap responsibilities shift when DL crosses your face, lineman pulls, and OL are in fast flow.

Play Caller Reminders - Stack

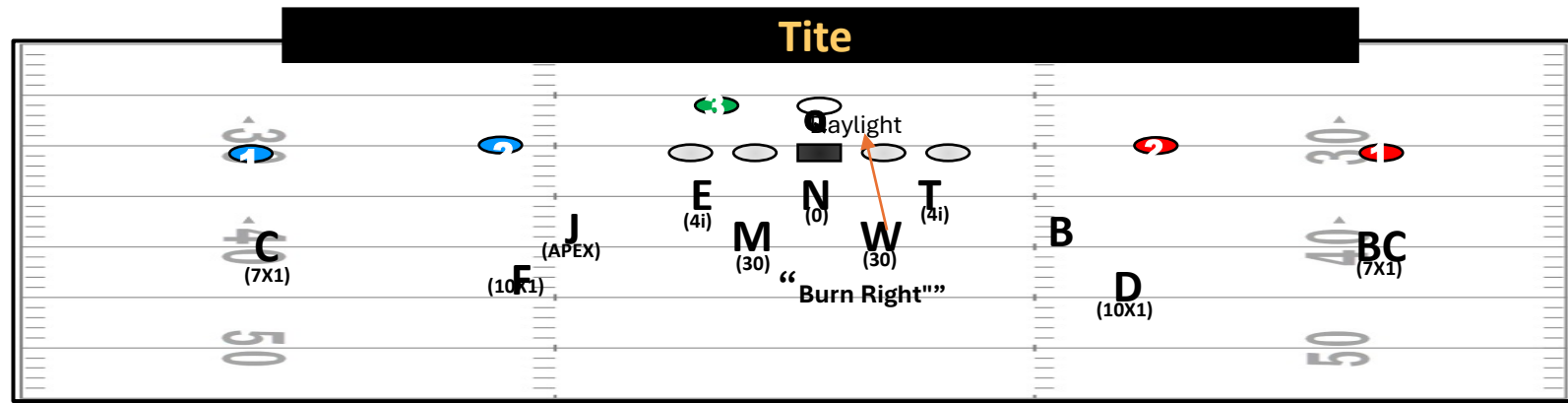
- 1) Stack can be called in all down and distance situations but is not going to great for a consistent pass rush (Drop 8).
- 2) Strong call against short horizontal stretching routes such as Stick, Snag, Spacing (traditional c4 beaters) because you now have four underneath defenders.
- 3) Naturally very good as a QB contain call with two hook 3 players underneath in C4.
- 4) Need an automatic "Slide" call to four man surfaces to field.
- 5) Like all tite front family calls, stress to the C Area must be eliminated with second and third level fitters AND hot linebackers to 4-Load Strong.

TITE FRONTS



TITE Coaching Points

- **Traditional Tite Front Call with a late fourth rusher**
- **Provides no bubble for offense. Two 4i's and a head-up nose provide solidified interior.**
- **Not ideal for pass rush but Will Backer finds air late to bring late pressure in face of QB.**
- **Played almost exclusively with our TRIANGLE coverage (C4 but Bandit in OH...not Will)**



FRONT: **Tite**

STUNT:

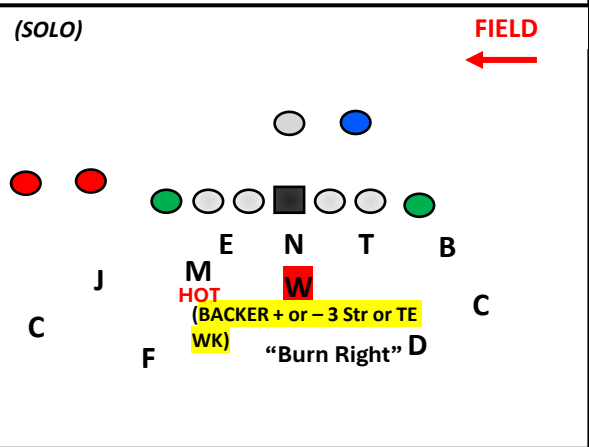
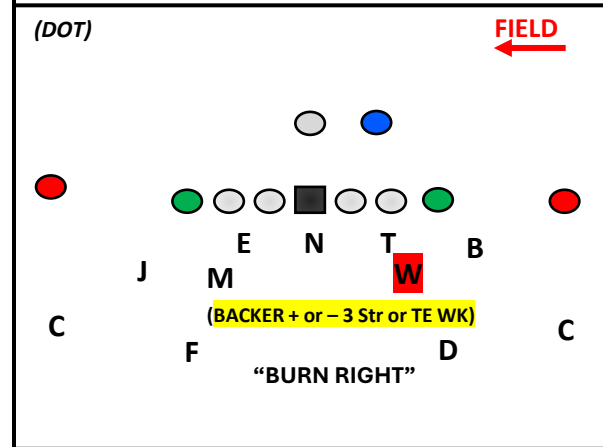
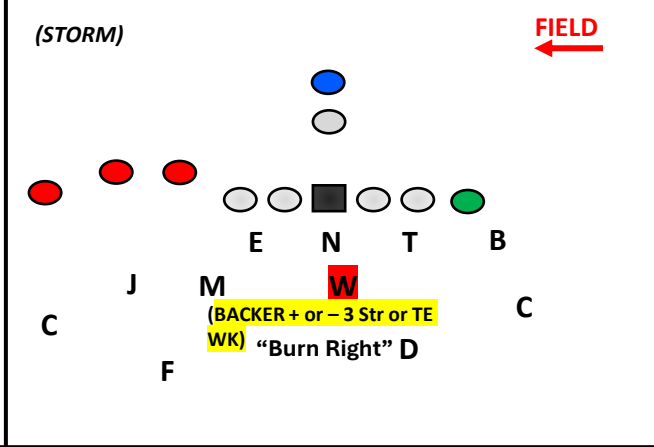
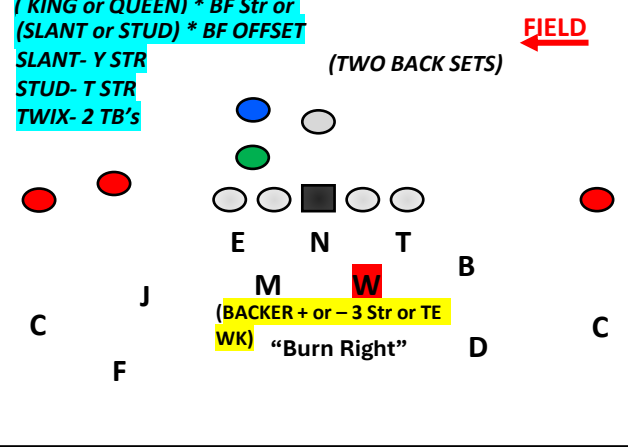
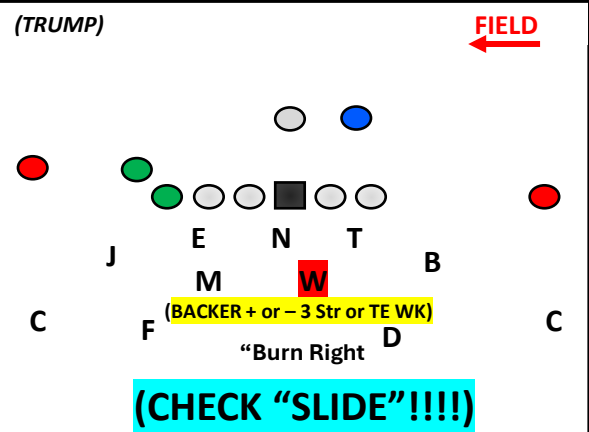
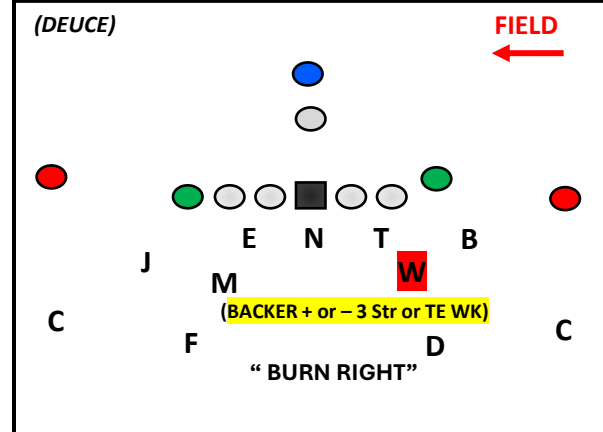
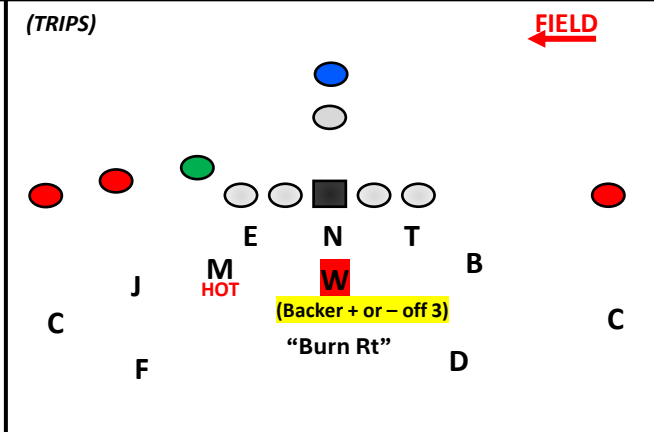
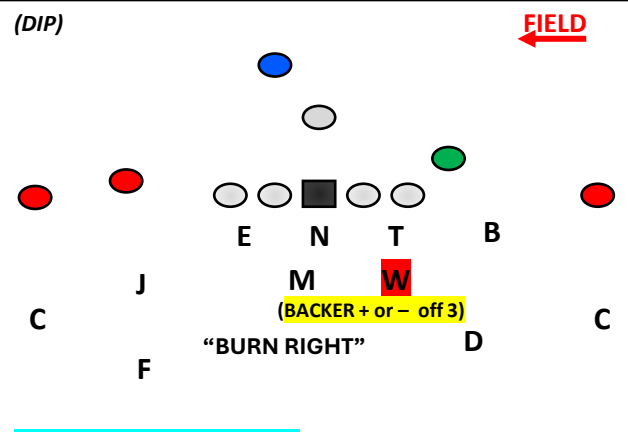
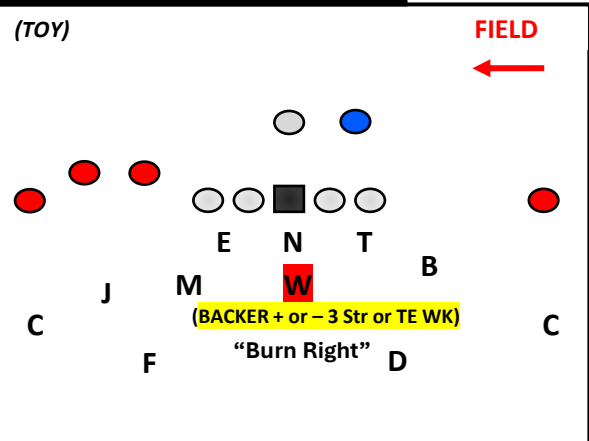
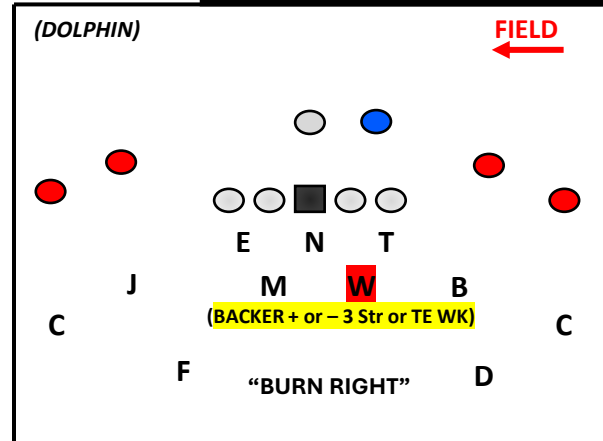
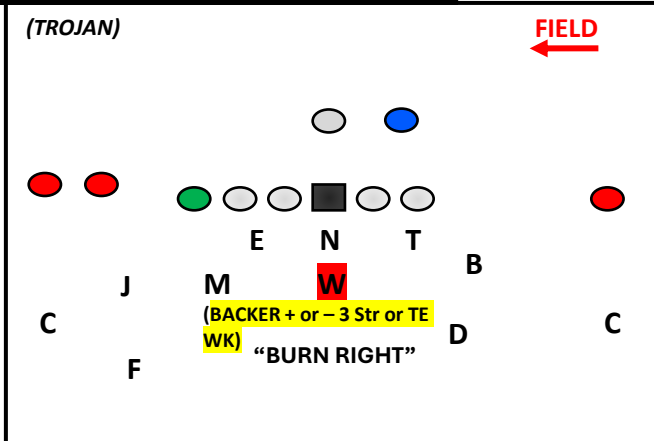
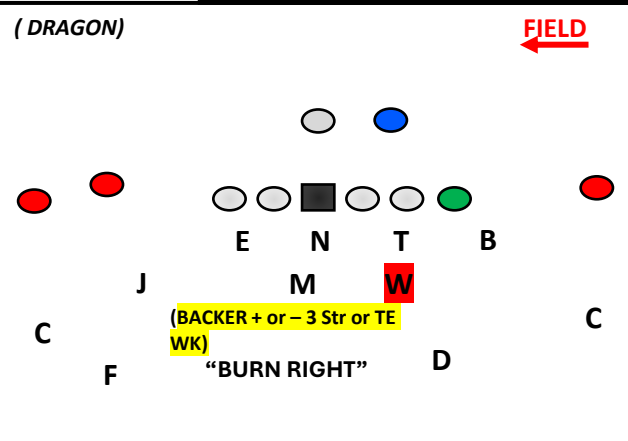
BLITZ:

COVERAGE:

Pos	JOB	Pos	JOB
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N	Alignment: 0 Run: Kill Technique Pass: A Gap away from Burn Call	FC	Alignment: Based on #1 WR Run: Based on Formation Pass: Cov. Called
T	Alignment: 4i (5 if ECHO) Run: Visual Guard/Pressure Tackle Pass: COP	FS	Alignment: Based on #2 WR Run: Based on Formation Pass: Cov. Called
B	Alignment: Apex D rules to a 3 man or 4 man surface. If 2 or more removed or single width, Apex Align. Run: Apex D Pass: Coverage Called	DS	Alignment: Based on #2 WR Run: Based on Formation Pass: Cov Called
W	Alignment: 30 or 00 (+ or - off 3 STR or 2 WK) Run: Back To Me...C to A. Back away A to C Pass: 4th Rusher	BC	Alignment: Based on #1 WR Run: Based on Formation Pass: Cov . Called
M	Alignment: 30 (+ or 50 Hip/Apex + off 3STR or 2 WK) Run: Back To Me...C to A. Back away A to C Pass: Cov Called "Burn Call" to tell Nose which way to work in Pass	Call Rules	Field Based. Joker to passing strength Will is fourth rusher (T must convert to Cop)]Mike will go if FSLor 3 away from Joker (T must convert to Cop) CHECK "SLIDE" to all 4 man surfaces Burn Call tells nose to go opposite

Tite vs 11 P/ 20 P

Tite vs 10 P /12 P



DL Coaching Points - Tite

- 1) Both 4i's are in Reduction keying the guards, stepping with their inside foot.
- 2) Both 4i's are responsible for B Gap in run; in pass they will both COP (Contain on pass).
- 3) Nose plays a Kill Technique in run (LAG). Playing off the rear end of the center, his objective is to knock the center back and be end up in an A gap.
- 4) Pre – Snap, the Nose will get a “Burn Right/Left” Call to help him know that he is playing a Kill tech. If it is pass, he will work opposite of the burn call because the Will is a delayed rusher.

OLB Coaching Points - Tite

- 1) Both OLBs are overhang defenders but can be put into the run fit if #2 is in the core of the formation.
- 2) Understand there is no “fold” component to a tite front. Any run play that comes to you should fall off the table (bounce). Both B gaps are occupied by the End/Tackle.
- 3) Overhang Toolbox is contingent on the safety to your side of the formation. Adjust accordingly. Apex D or Apex – rules apply.



Secondary Coaching Points - Tite

- 1) “Tite” is primarily played with our Triangle coverage. Triangle is our version of Cover 4 where the Bandit is the weak overhang and not the Will. We will "Trace" Trey width formations to help with frontside C-gap and D-gap problems instead of playing "Poach".

LB Coaching Points - Tite

- 1) LBs align to #3.
- 2) LBs will call “Burn Left/Burn Right” to slant the NOSE away from the “Daylight Rush”
- 3) Daylight Rush – The Will is in a Delayed Blitz vs Pass.
- 4) LBs will check “SLIDE” if we get a 4 man surface.
- 5) In base fits, LBs are in a mesh read. The Mike will be “HOT” if he gets 3 man surface and RB to his side.
- 6) LBs must keep their elevation until their read is clear. Primary gap responsibilities shift when DL crosses your face, lineman pulls, and OL are in fast flow.

Play-Caller Reminders - Tite

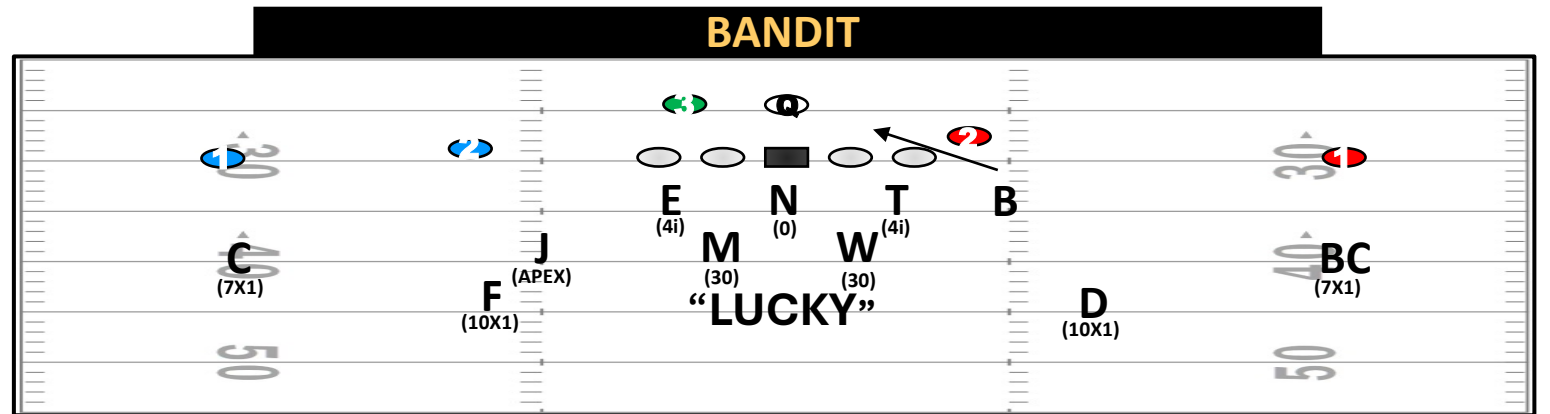
- 1) Tite can be called in all down and distance situations but is not going to great for a consistent pass rush with two 4is and the fourth rusher coming from the interior.
- 2) A day 1 call that can be signaled and ran quick to hurry up offense. Bandit dropper so more perimeter surface to quick boundary perimeter screens.
- 3) Need an automatic “Slide” call to four man surfaces to field.
- 4) Like all tite front family calls, stress to the C Area must be eliminated with second and third level fitters AND hot linebackers to 4-Load Strong.

TITE FRONTS



Bandit Coaching Points

- **Traditional tite front with Bandit as the fourth rusher**
- **Field Based Defense. "Slide" calls are still needed to 4-man surface.**
- **Can be played with all C4 and C3 check system**
- **C Gap issues still arise because it's in the Tite Family. Play coverages /techniques that alleviate C area stress**



FRONT: **Bandit**

STUNT:

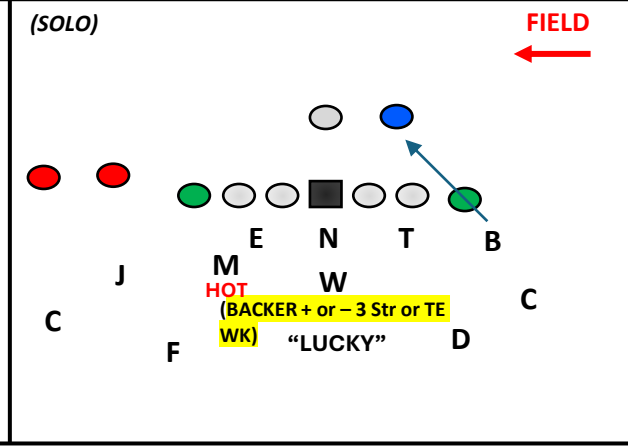
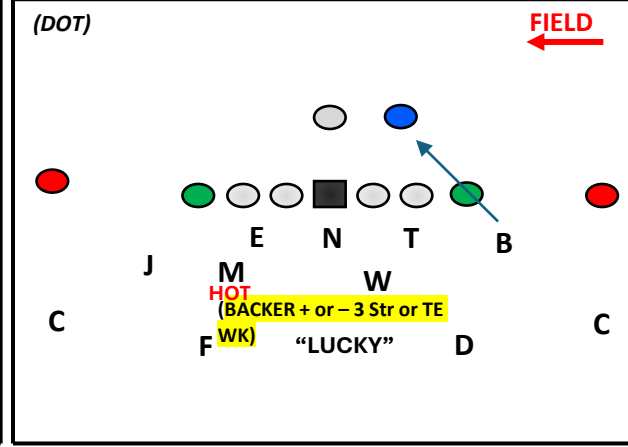
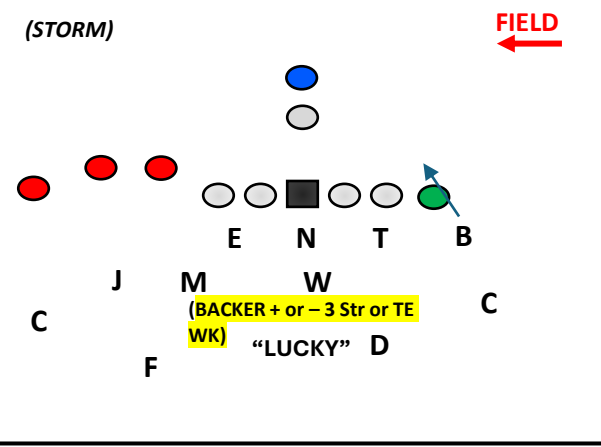
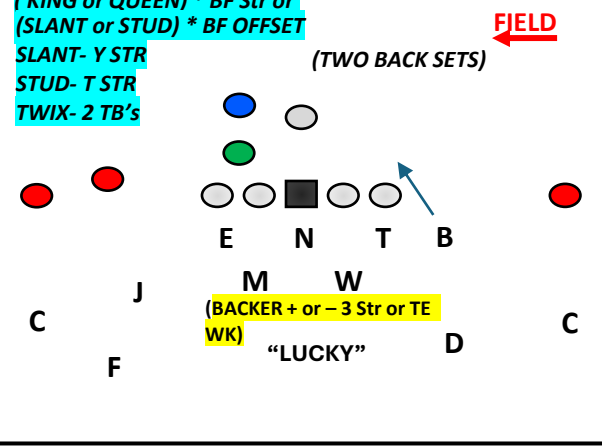
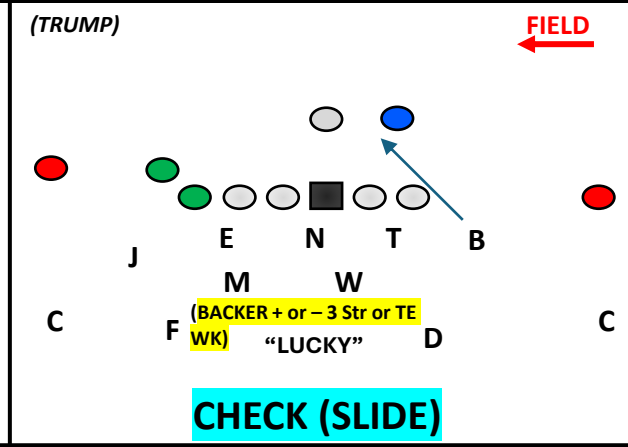
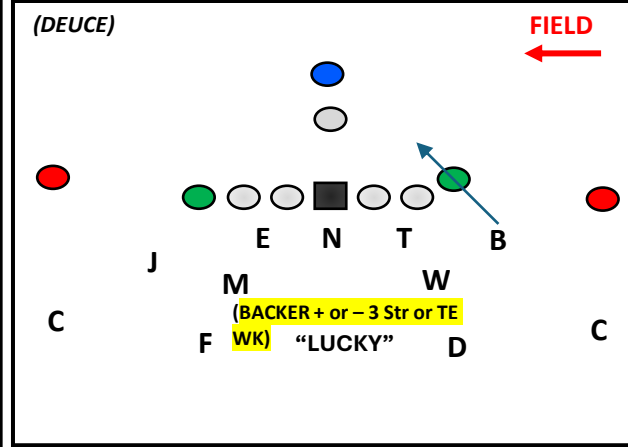
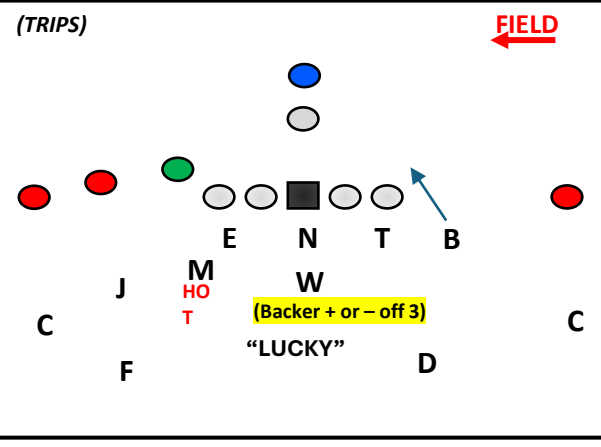
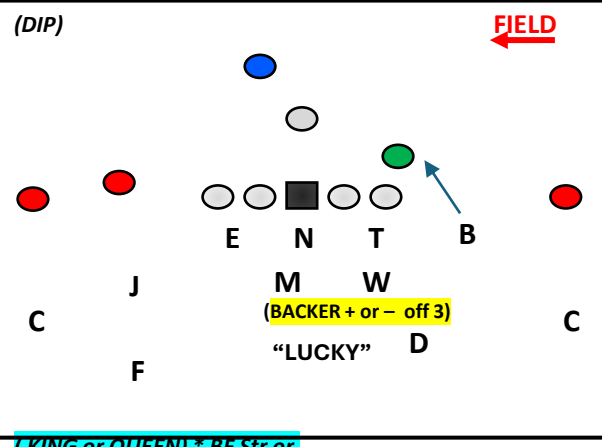
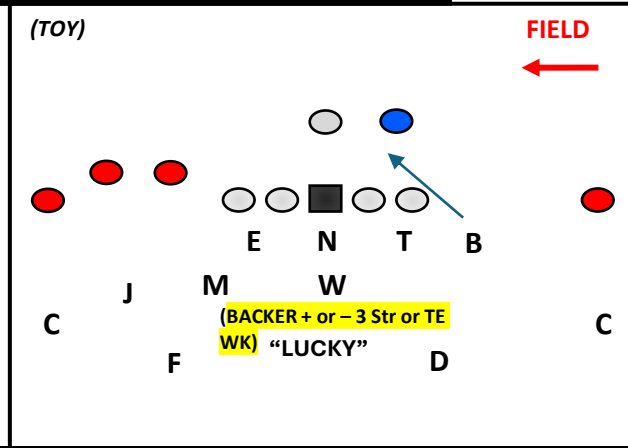
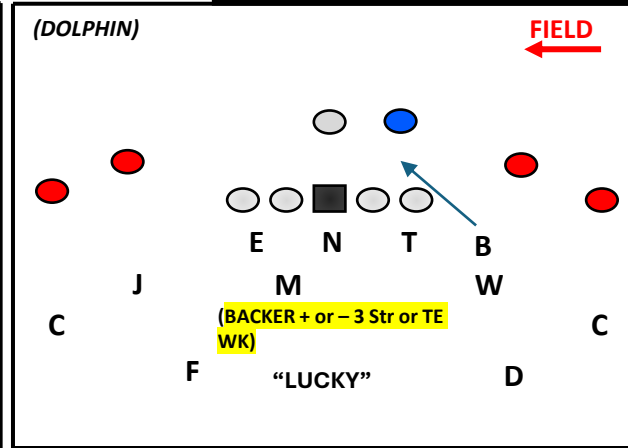
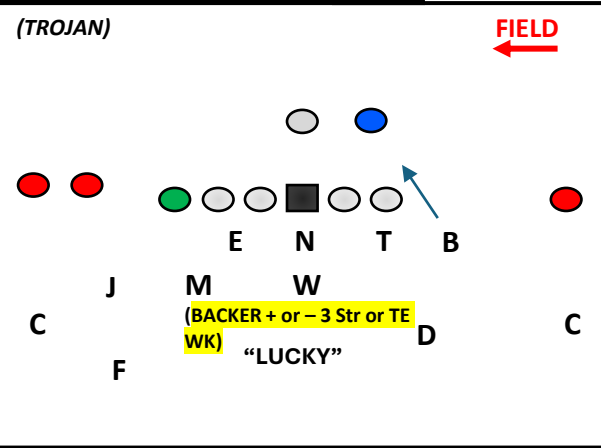
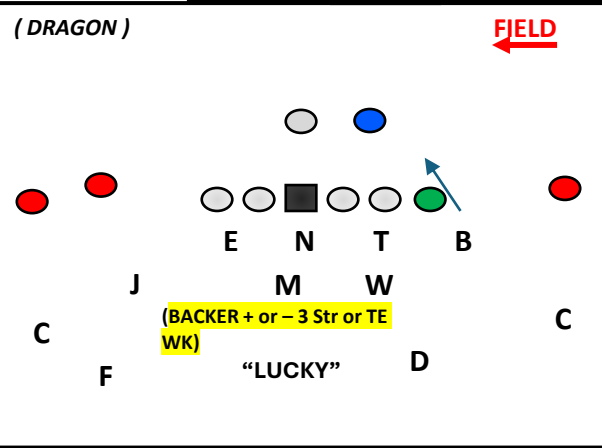
BLITZ:

COVERAGE:

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N	Alignment: 0 Run: Kill Tech Pass: Works to the "Ringo/Lucky" Side, can cross OG if slide is to him	FC	Alignment: Based on #1 WR Run: Based on Formation Pass: Cov. Called
T	Alignment: 4i (5 if ECHO) Run: Visual Guard/Pressure Tackle Pass: B Gap Rush (Two Way)	FS	Alignment: Based on #2 WR Run:Based on Formation Pass: Cov. Called
B	Alignment: Apex D. Run: C Gap/D Gap- Triangle Read Pass: Contain Rush	DS	Alignment: Based on #2 WR Run: Based on Formation Pass: Cov Called
W	Alignment: 30 or 00 (+ or - off 3 STR or 2 WK) Run: Back To Me...C to A. Back away A to C Pass: Cov. Called	BC	Alignment: Based on #1 WR Run: Based on Formation Pass: Cov . Called
M	Alignment: 30 (+ or 50 Hip/Apex + off 3STR or 2 WK) Run: Back To Me...C to A. Back away A to C Pass: Cov Called "Ringo/Lucky" on Pass Rush Lanes	Call Rules	Field Based. Joker to passing strength Bandit is fourth rusher on all formations CHECK "SLIDE" to all 4 man surfaces

Bandit vs 11 P/ 20 P

Bandit vs 10 P /12 P



DL Coaching Points - Bandit

- 1) Both 4i's are in Reduction keying the guards, stepping with their inside foot. Both 4i's are responsible for B Gap in run. The Field End is away from the 4th rusher (the Bandit) so in pass he will be the COP player. The Boundary End in pass has a 2-way go on the guard.
- 2) Nose plays a Kill Technique (LAG). Playing off the rear end of the center, his objective is to knock the center back and be end up in an A gap.
- 3) Nose in Pass will work away from the 4th rusher, in this case to the field, maintaining his rush lane; if the guard slides his way he can cross his face.
- 4) Pre-snap ILBs will call "Ringo" or "Lucky" to help prescribe pass rush angles. Same verbiage as Bash and Jam but in Tite fronts "Ringo/Lucky" is only pass rush lanes.

OLB Coaching Points - Bandit

- 1) "Bandit" is a tite family weak reduction concept where the Bandit is in Triangle Read.
- 2) We have C area issues to the field so often the Joker will be needed as an extra defender in the fit when a D gap is created either by pre-snap alignment OR post-snap movement.
- 3) A universal call that can be played with almost all of our Base coverages in which the Bandit is in the rush.



Secondary Coaching Points - Bandit

- 1) "Bandit" is primarily played with our C4 toolbox. 4 is our version of Cover 4 where the Will is the weak overhang and not the Bandit. We will "Trace" Trey width formations to help with frontside C-gap and D-gap problems instead of playing "Poach".
- 2) "Bandit" can also be played with Strong/Weak Rotation Cover 3. In Strong Rotation, we will get C gap help from the Joker or Free Safety. If in Weak Rotation, our backers will "Boss" to alleviate C area stress.

LB Coaching Points - Bandit

- 1) Alignment depends on coverage. In Middle Open Coverages, the Mike lines up with 3 strong and the Will lines up with 2 weak. In Middle Closed Coverages, the LBs line up to #3 unless strong rotation. In strong rotation LBs will "BOW".
- 2) LBs will call "Ringo/Lucky" to communicate DL rush paths.
- 3) LBs will check "SLIDE" if they get a 4 man surface away from 4th rusher.
- 4) In base fits, LBs are in a mesh read. The Mike will be "HOT" if he gets a 3 man surface and RB to his side or pistol.
- 5) LBs must keep their elevation until their read is clear. Primary run responsibilities shift when DL crosses your face, lineman pull, and OL are in fast flow.

Play caller Reminders - Bandit

- 1) Bandit can be called in all down and distance situations but is not going to great for a consistent pass rush with two 4is.
- 2) Very sound run defense to the interior and to the boundary edge.
- 3) Like all tite front family calls, stress to the C Area must be eliminated with second and third level fitters AND hot linebackers to 4-Load Strong.

TITE FRONTS



Joker Coaching Points

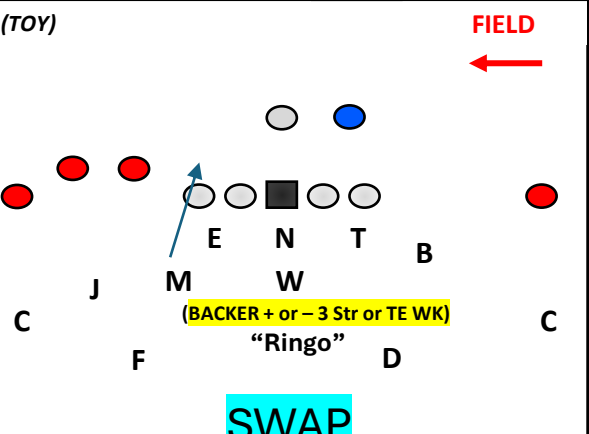
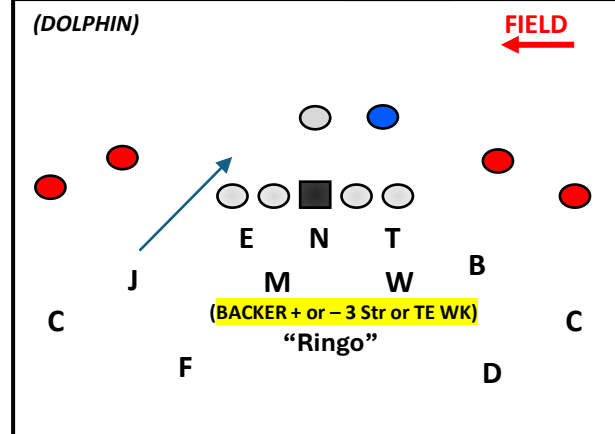
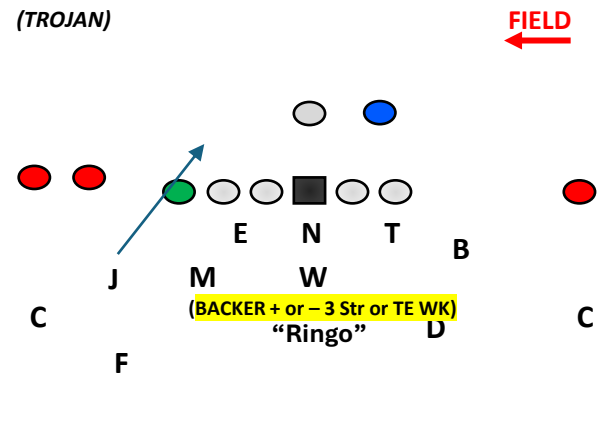
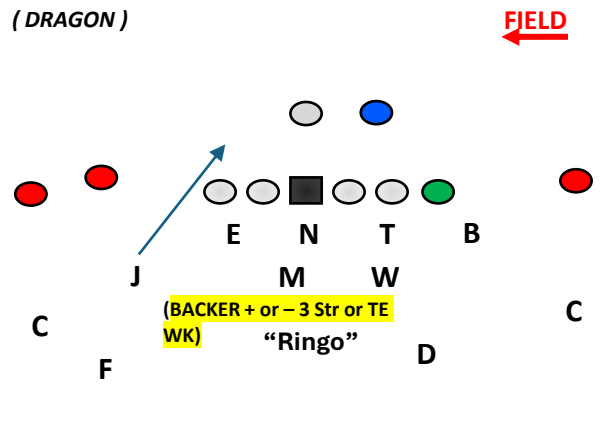
- Traditional tite front with Joker as the fourth rusher
- **Field Based Defense. No Slide Calls Needed. Joker will screw down on 4-man surfaces.**
- **Played with Strong Rotation C3 (Green) and 2 Roll Concepts. Like Jam**
- **Can still “Swap” Call Triple Width**

JOKER

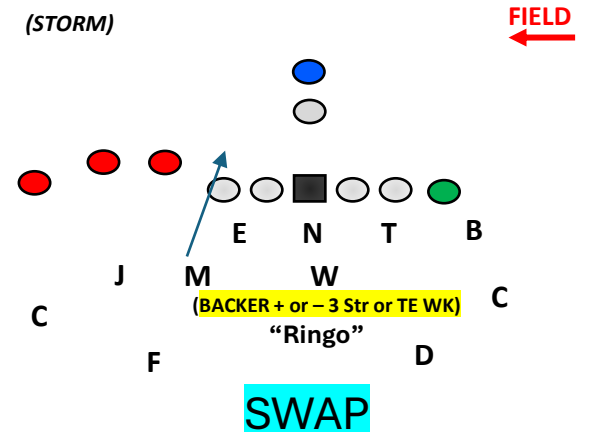
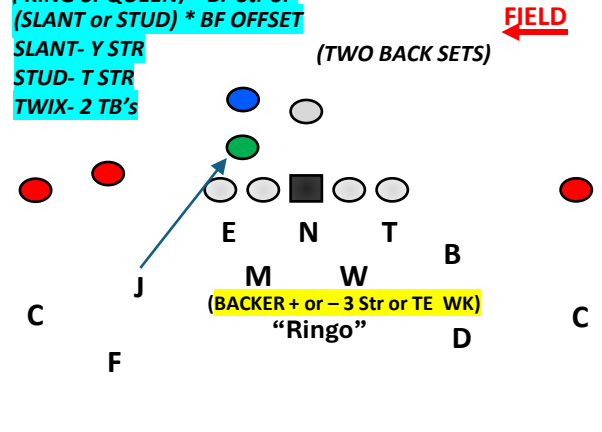
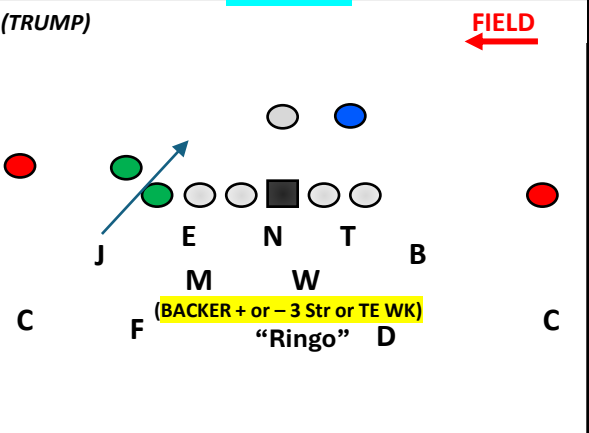
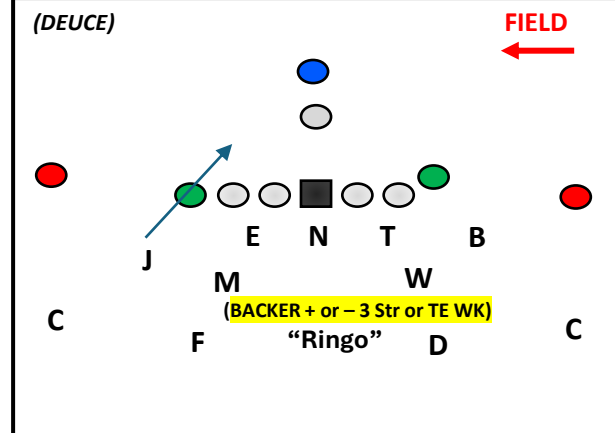
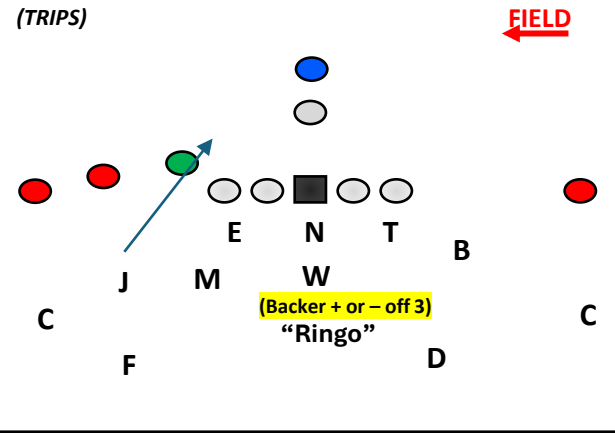
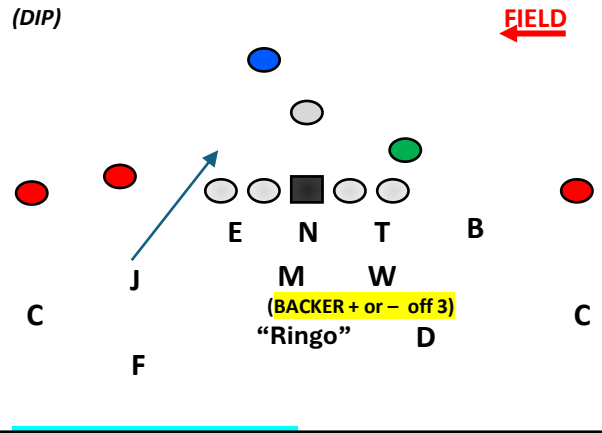
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E	Alignment: 4i Run: Visual Guard/Pressure Tackle Pass: B Gap Rush	J	Alignment: 2 or more removed = Apex Run- Triangle Read. D Gap Pass- Contain Rush "SWAP" if 3 Removed
N	Alignment: 0 Stick to A opposite of rush.	FC	Alignment: Based on #1 WR Run: Based on Formation Pass: <u>Cov.</u> Called
T	Alignment: 4i Run: Visual Guard/Pressure Tackle. Pass: Cop	FS	Alignment: Based on #2 WR Run: Based on Formation Pass: Cov. Called
B	Alignment: Apex D. Heel align if 2 in Backfield Run: Removed= Apex D Pass: Coverage Called	DS	Alignment: Based on #2 WR Run: Based on Formation Pass: Cov Called
W	Alignment: 30 (+ or - off 3 STR or 2 WK) Run: Flow Rules Pass: Cov. Called	BC	Alignment: Based on #1 WR Run: Based on Formation Pass: <u>Cov.</u> Called
M	Alignment: 30 (+ or - off 3STR or 2 WK) Run: Flow Rules Pass: <u>Cov</u> Called Edge Rusher if "Swap" called	Call Rules	Field Based. Joker to passing strength "SWAP CALL ON 3 Removed" ...Mike is 4 th rusher Ringo/Lucky for Pass Rush

Joker vs 11 P / 20 P

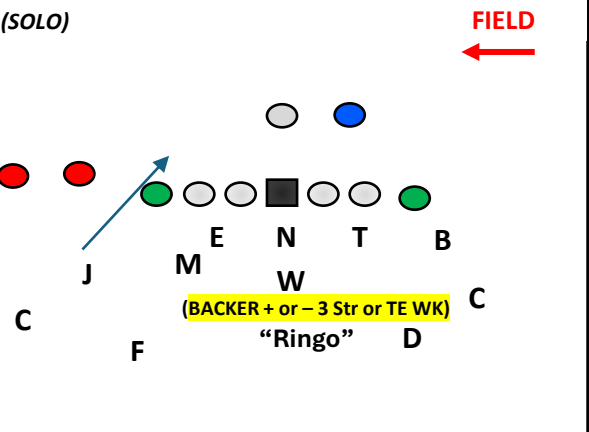
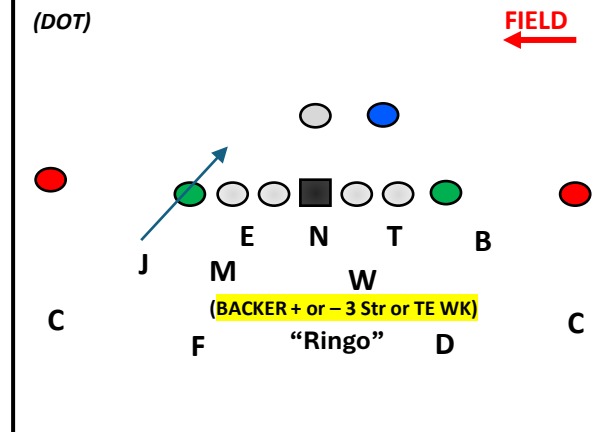
Joker vs 10 P / 12 P



SWAP



SWAP



DL Coaching Points - Joker

- 1) Joker is a mirrored concept of Bandit just opposite, where Bandit is coming from the Boundary, Joker is from the Boundary
- 2) Both 4i's are in Reduction keying the guards, stepping with their inside foot. Both are responsible for B Gap in run. In pass, the Boundary End is away from the 4th rusher (the Joker), so he will be the COP player. The Field End in pass has a 2-way go on the guard.
- 3) Nose plays a Kill Technique (LAG). Playing off the rear end of the center, his objective is to knock the center back and be end up in an A gap.
- 4) Nose in Pass will work away from the 4th rusher, in this case to the boundary, maintaining his rush lane; if the guard slides his way he can cross his face.
- 5) Pre – snap ILBs will call “Ringo” or “Lucky” to help prescribe pass rush angles. Same verbiage as Bash and Jam but in Tite fronts “Ringo/Lucky” is only pass rush lanes.

OLB Coaching Points - Joker

- 1) Joker is in Reduction. Triangle read should occur with initial width to execute disguise.
- 2) Bandit's assignment is contingent with the coverage called; HOWEVER, with the Tackle responsible for B Gap, fast flow to the boundary forces you to set edge fast from removed coverage alignment.



Secondary Coaching Points - Joker

- 1) Secondary Assignments in Joker are tied to the coverage call. Down safeties or C4 safeties are in the run fit when #2 is in the core of the formation. We lose the field overhang in Joker, so we have a different cover 4 check system.
- 2) Jam is often played with Green (Str Sky Rotation). The Down safety is in the fit IF #2 is in the core.
- 3) Jam can also be played with our 2 Roll Variations (Spin and Thief). In these instances, the down safety is not in the fit in RAIL technique.

LB Coaching Points- Joker

- 1) Alignment depends on coverage. In Split Field Coverages, the Mike lines up with 3 strong, and the Will lines up with 2 weak. In MOFC coverages, the LBs line up to #3.
- 2) LBs will call “Ringo/Lucky” to communicate DL rush paths.
- 3) In base fits, LBs are in a mesh read.
- 4) LBs must keep their elevation until their read is clear. Primary run responsibilities shift when DL crosses your face, lineman pulls, and OL are in fast flow.

Play caller Reminders - Joker

- 1) Has the same limitations as “Jam” as it relates to coverage calls.
- 2) Does take away stress of “Hotting” the Mike in 4 load or “Sliding” the front in 4-man surfaces. Not necessary with the Joker coming off the strong edge.