

# **Volume 21**

**NICKEL AND DIME PERSONNEL**

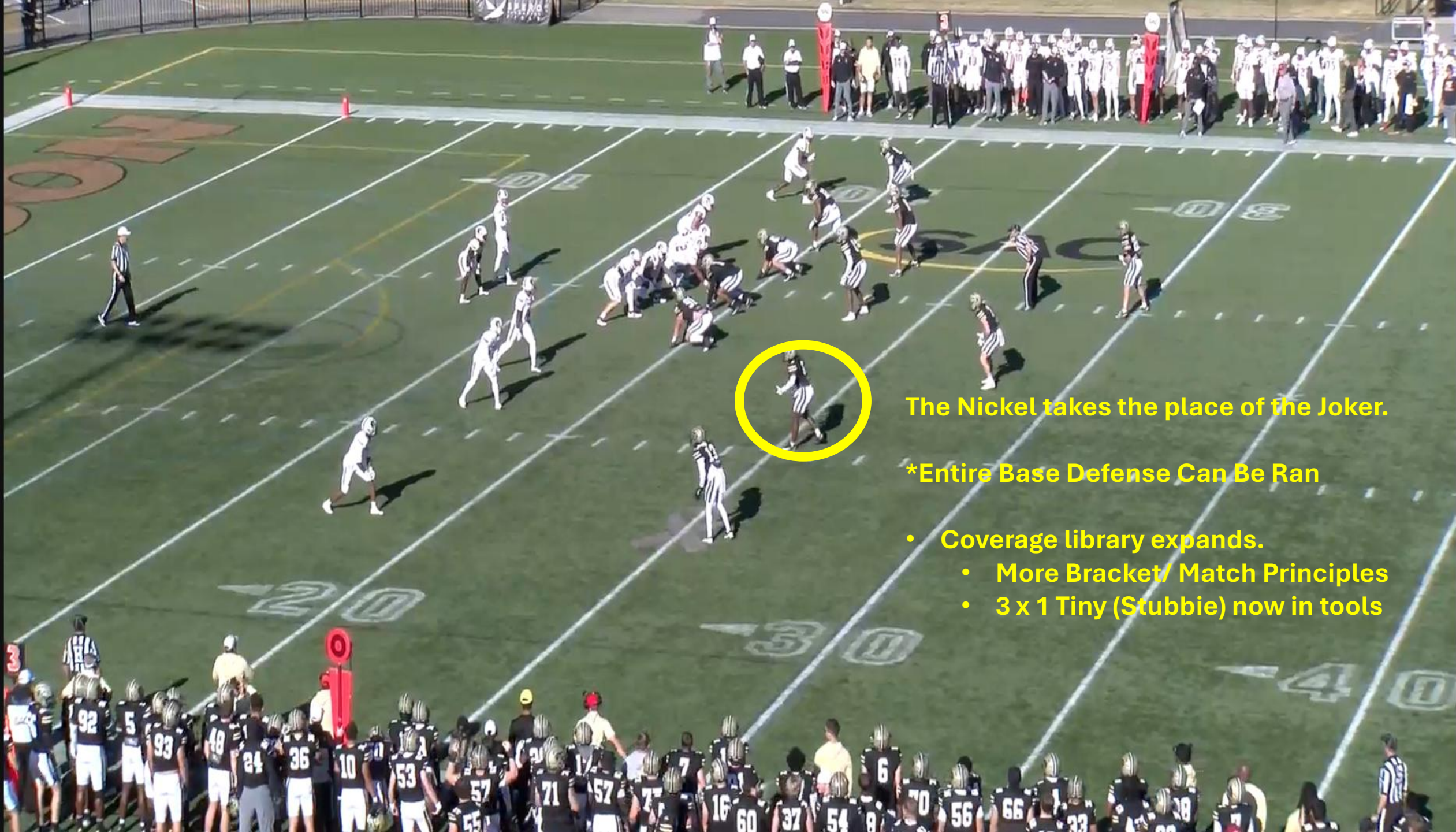
THE MODERN MULTIPLE DEFENSE

# NICKEL

- **Nickel Personnel - Contingent on personnel with the front. We prefer to use two conventional interior DL and our two best pass rushers on the edge. It has been End, Nose, Tackle, Bandit in 2024 and 2025 but the use of two Bandits is also on the table (Penny Personnel). The term Nickel in its simplest form is a Nickel DB substituting our Joker out of the game.**
- **His alignment rules are that of the Joker. He is a field-defender unless we are in a formation-based defense or matchup-based defense.**

# **Nickel- When to use and what are its advantages?**

- **Nickel Personnel can be played on any down. We have used it on neutral downs (P&10, 1&10, 2<sup>nd</sup> and Medium, 3<sup>rd</sup> and Short) on 18% of plays.**
- **It's primary usage of ours has been on 2<sup>nd</sup> and 8+ and 3<sup>rd</sup> and Low/High Medium (4-8). We have used it in these instance 36% of the time with Dime being used 31% on these same down and distances.**
- **Nickel is a hybrid defense where we can play our entire base and much of our Dime Package. Its primary purpose for us has been to get in more Man-Match or Man coverage principles.**
- **From a personnel perspective, we feel more comfortable stack, bunch, and motion adjustments with this personnel grouping on the field in pattern match concepts.**
  - \* **Our library of bunch and stack checks are now available as opposed to the Joker who is limited to zone checks on being locked on their most inferior receiver.**



**The Nickel takes the place of the Joker.**

**\*Entire Base Defense Can Be Ran**

- **Coverage library expands.**
  - **More Bracket/ Match Principles**
  - **3 x 1 Tiny (Stubbie) now in tools**

# Dime

- **Dime Personnel**

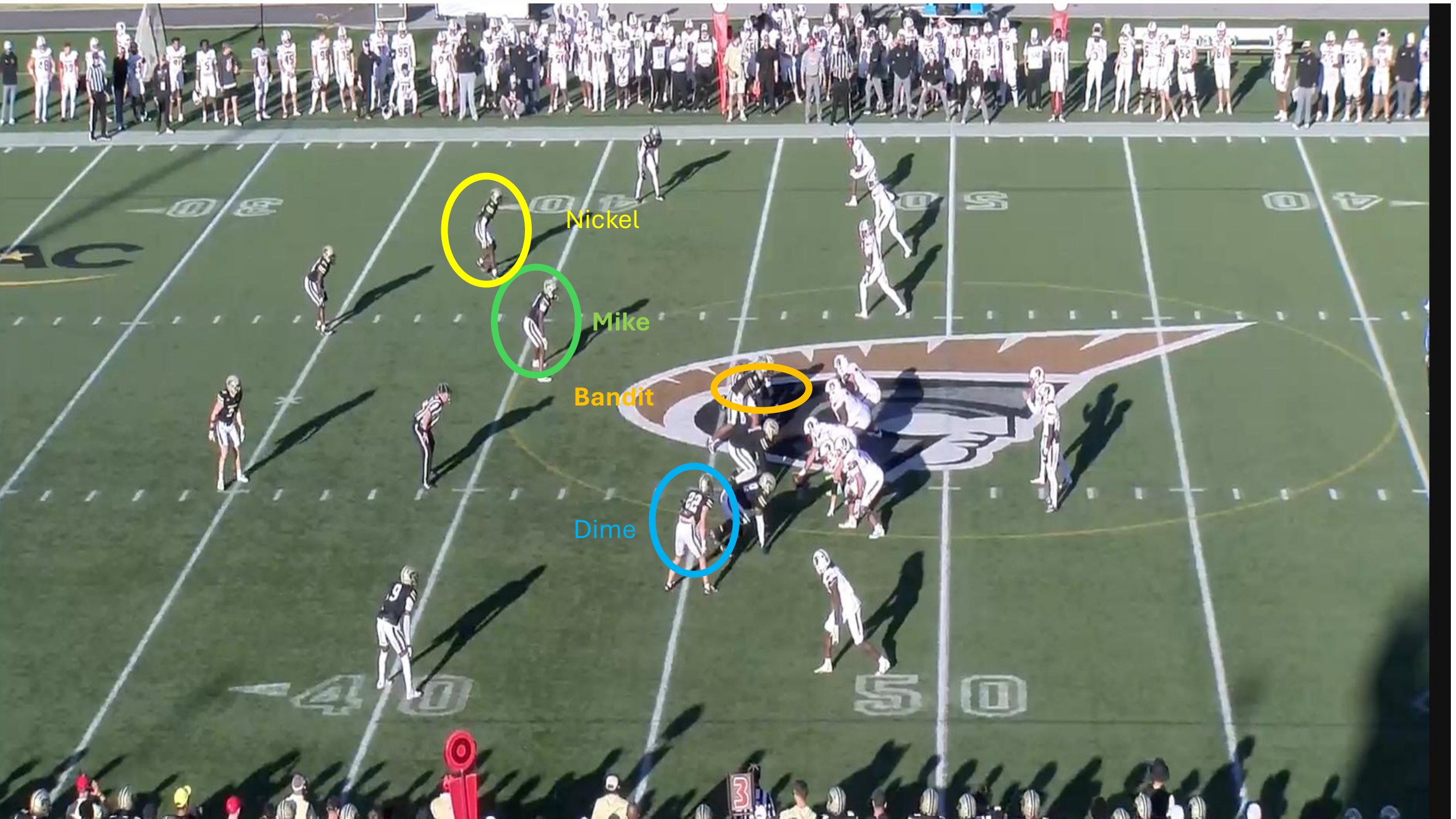
- **4 Best Pass Rushers by position group on the front, regardless of their normal Base position.**

- **Ex- Our Dime Bandit in 2024 was a Will by trade. Our Tackle was a Bandit/End in base.**

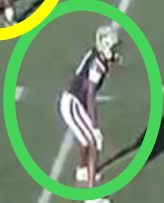
- **The Dime replaces the Will and the Nickel replaces the Joker.**

- **Nickel – Explained earlier. Has come from our Joker room, Safety room, and Corner room depending on gameplan.**
  - **Dime- Has been a Joker the last two years**
  - **Mike- Our best pass coverage ILB.**

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Nickel



Mike



Bandit

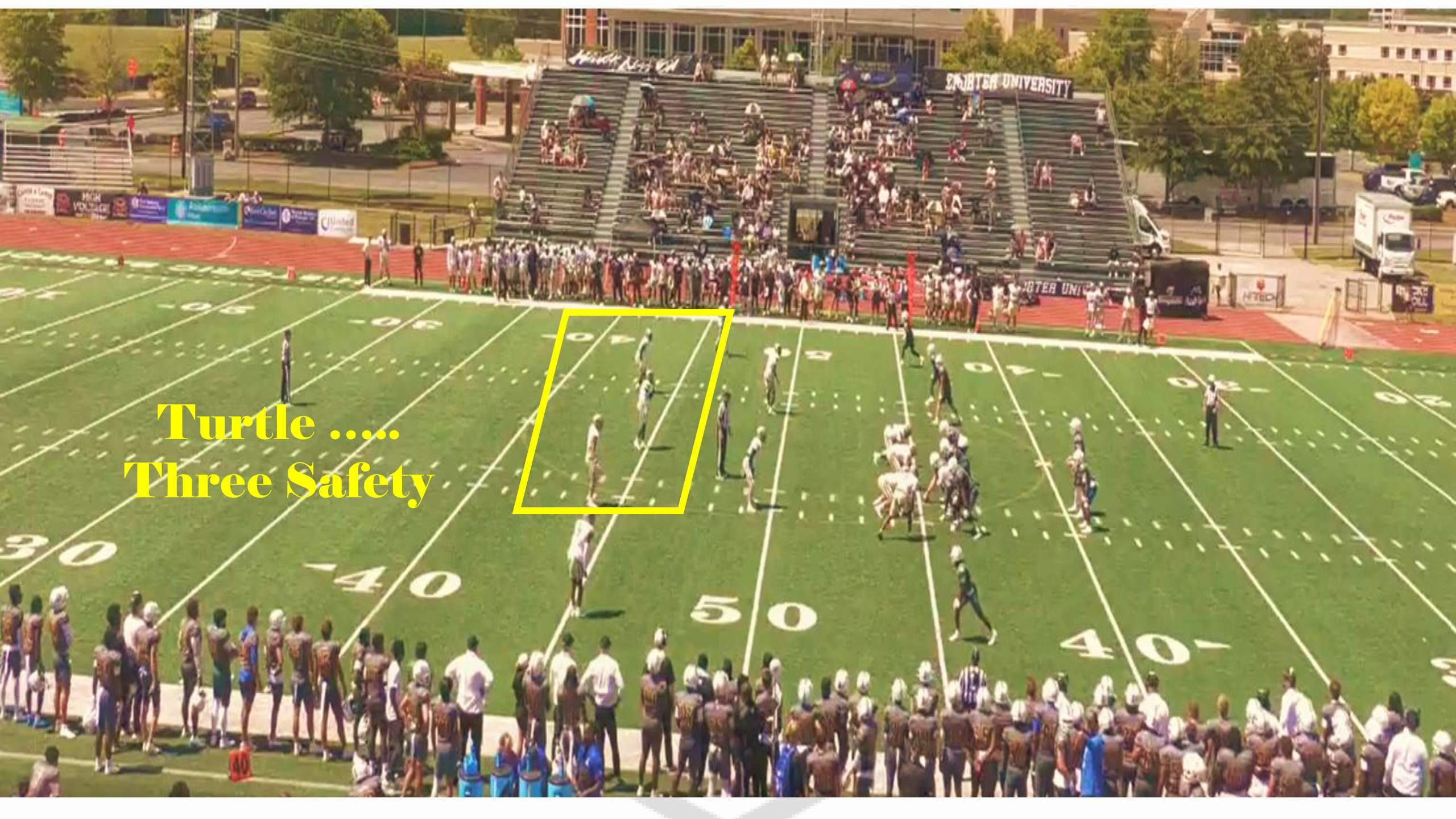


Dime

# **Dime Specific Fronts or Calls**

- **More Use of the Turtle Shell (Three Safety)**
- **Build- A- Bear (Micky, Mouse, Minnie)**
- **Soda ( Sprite, Coke, Pepsi)**
- **Wide (Spy, 3-Man Games, Blackjack Coverage)**
- **Split**

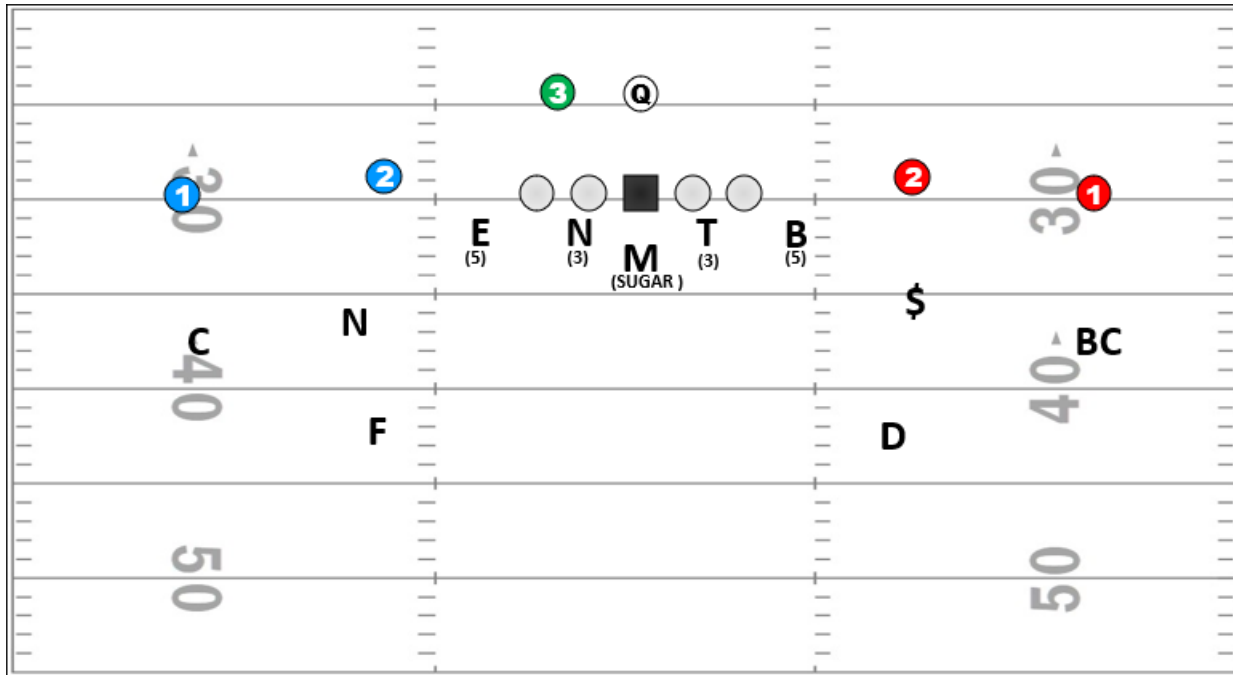
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**Turtle ....  
Three Safety**

# Build-A-Bear Mickey, Mouse, Minnie

## Build-A-Bear Philosophy



- **Easy way to manipulate offense into a 5-0 protection or a Slide Protection**
- **After protection manipulation, other second level players can get advantageous matchups on the RB.**
- **Opens up a gamut of 2-man, 3-man and 5-man games**
- **Natural 5- Man Pressures by presentation, bigger library on the backend for all of our Team Pressure Concepts (Vol. 13-17)**
- **Out of this presentation, we have ran;**
  - **3 Deep FZ (Vol. 15)**
  - **Quarters FZ (Vol 17)**
  - **Man- Free Pressures**

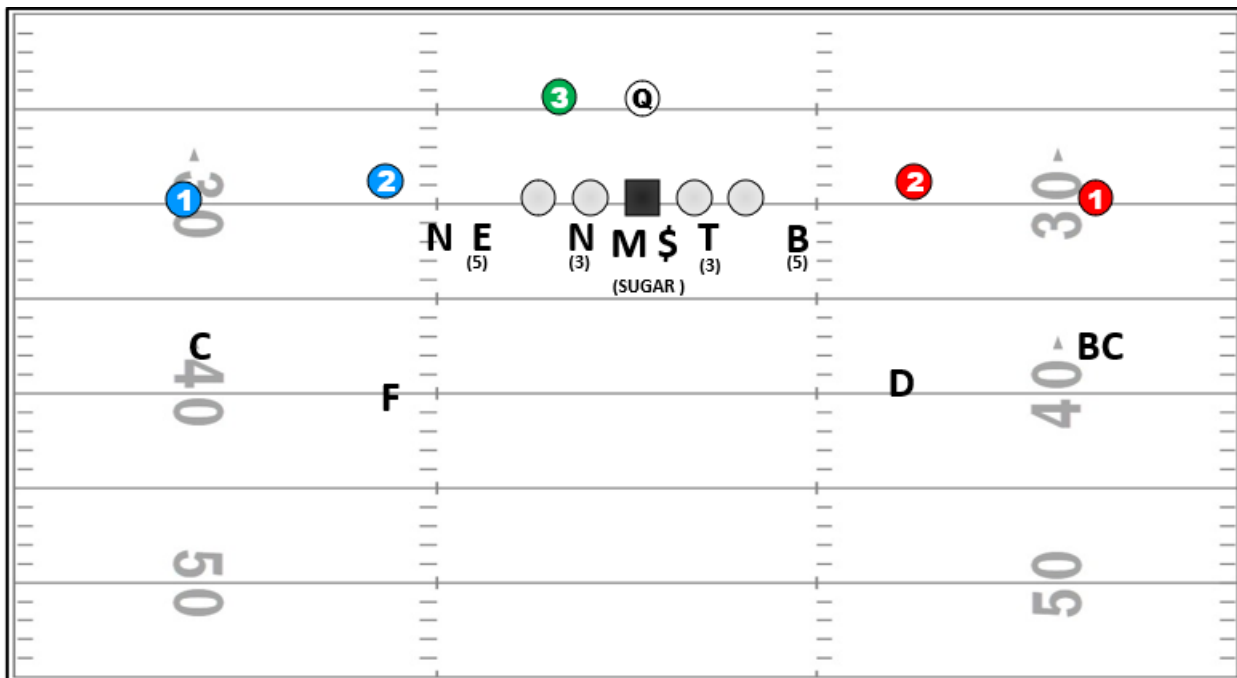


Mickey Film



# Soda (Sprite, Coke, Pepsi)

## Soda Philosophy

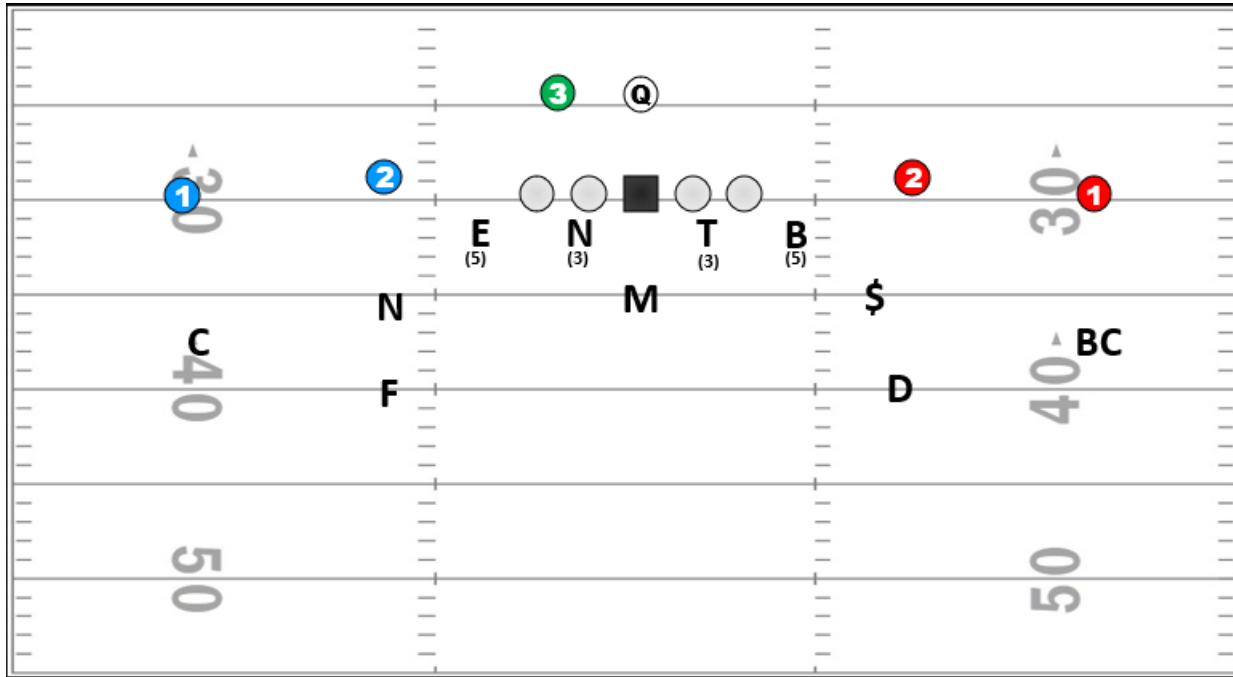


- **Ability to overload the LOS with immediate pressure threats.**
- **Offenses must quickly choose between a conventional protection (which likely forces the back to step up into the A Gap) or work to a full slide.**
- **Opens our READ pressures. (Release to underneath help if slide is at you)**
- **Can give the illusion of blitz and still play traditional rush 4 defense with Jet Technique or Stunts.**
- **Often manipulates OT into a shorter set when he has two guys on or outside. Can allow End or Bandit to 7<sup>th</sup> man down to win off edge easier.**





# Split



## Split Philosophy

- **Jet Matchups- Good to contain a QB who likes to escape outward. Often ran with interior games or bull rush to be sound on interior scrambles or QB draw help.**
- **Full gamete of twist games available. Full 4-man movements or 2-man games.**
- **4- Down fronts provide a more predictable offensive protection scheme. By doing this, the defensive playcaller can often manipulate the back by bringing an unconventional 4<sup>th</sup> rusher (Simulated) or a 5- Man pressure. This is good on 3<sup>rd</sup> and Medium when SCAT (50 Pro) concepts are more common.**
  - **Offense now must weigh benefits of back out for route distribution or QB taking an unnecessary hit.**

