



# **Volume 18**

**Combination Coverages- Cover 6 and Cover 8**



# What is QQH or HQQ?

- **Cover 6 (Quarter, Quarter, Half) and Cover 8 (Half, Quarter, Quarter) are base install coverages in the BDS.**
  - **Cover 6 >>>> Cover 4 To Field. Cover 2 To Boundary**
  - **Cover 8 >>>> Cover 2 To Field. Cover 4 To Boundary**
- **At their simplest form, these two coverages are Quarters (Cover 4) to one side of the formation, and Cover 2 to the other side of the formation**
- **Being a Trap Coverage team in both Cloud Cover 3 and Trap Pressures, we feel like Cover 6 and Cover 8 are easy building blocks because they are technique foundations for these other calls.**
- **In the Blackout, we tag the preferable Cover 2 Technique and play “Alert” rules to the C4 side (Volume 10).**
- **Coaching Note: 3 x 1 Adjustments must have their own set of rules independent of the C4 check system! We cannot “Poach” or “Trace” with a ½ Field Safety (CS). Must play Poach or Trace in CS ....no cone rules to backside.**



# Library of Cover 2 Tags

- **Trap**- Designed to get corner in run-fit and eliminate horizontal RPO's. (Top Tag with 6/8)
- **Banger**- Traditional Cover 2 FUNNEL techniques. Great on 2<sup>nd</sup> and Long or other obvious passing situations. Minus a hat in the weak run game.
- **Eyes** - A vision-break coverage. Banger technique with corner and safety but rail players now drop inside of #2 and play true-zone off Q. **PACK THE HASH AREA!**
- **Palms**- Traditional 2 Read Concept. (Gone over in Depth in Volume II)
- **Heisman**- 2 MAN to the side of the tag. Ran to eliminate a dominate single width "X".
- **Zeus**- A C6/CS or 4 Bracket check system to cloud or bracket an opponent's top receiver whom the offense moves around.
- **Invert**- A change of pace and disguise from our various C3 weak rotations. Safety now a flat buzz player and Corner in an Inverted ½ technique.

## Others

- **Spin**- Full Field C2 Calls with Field Reduction or 5- Man
- **Thief**- Full Field C2 Calls with Field Reduction or 5- Man



# 3 x 1 Explanations

- **In a full field Cover 2 , the defense must have a designed “pole” or “run through” player to protect the #3 receiver from attacking the MOF. In QQH or HQQ, #3 down the seam can be handled by the C4 integrity of 3x1 checks.**
  - **Cover 6 vs Triple-Width > Ck “Mids”**
  - **Cover 6 vs Trey-Width > Ck “Latch”**
  - **Cover 8 vs any 3x1 > Ck “Poach”**



# COVER 6

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|--|---|
| <p><b>11 GFR DIP</b>    <b>TRAP</b></p> <p><b>"GEORGE"</b>    <b>"TRAP"</b></p> <p><b>J</b> TOT<br/>GEORGE<br/>C/F UNLESS 2<br/>BUBBLES<br/>"JOKER LT"</p> <p><b>C</b> 1X7<br/>GEORGE<br/>MOD UNLESS 2<br/>BUBBLES</p> <p><b>SS</b> 2x10 I/S<br/>GEORGE<br/>MOD UNLESS 2<br/>BUBBLES</p> <p><b>M</b> 30<br/>GEORGE<br/>WEAVE 3</p> <p><b>W</b> 30<br/>TRAP<br/>RAIL</p> <p><b>E</b> 4<br/>SLANT</p> <p><b>N</b> 0<br/>STICK</p> <p><b>T</b> 4<br/>SLANT</p> <p><b>B</b> 9<br/>RAM</p> <p><b>FS</b> 2x10 O/S<br/>TRAP<br/>POST MAN</p> <p><b>A</b>   <b>B</b></p> | <p><b>11 GNR DIP</b>    <b>BANGER</b></p> <p><b>"GEORGE"</b>    <b>"BANGER"</b></p> <p><b>J</b> TOT<br/>GEORGE<br/>C/F UNLESS 2<br/>BUBBLES<br/>"JOKER LT"</p> <p><b>C</b> 1X7<br/>GEORGE<br/>MOD UNLESS 2<br/>BUBBLES</p> <p><b>SS</b> 2x10 I/S<br/>GEORGE<br/>MOD UNLESS 2<br/>BUBBLES</p> <p><b>M</b> 30<br/>GEORGE<br/>WEAVE 3</p> <p><b>W</b> 30<br/>BANGER<br/>RAIL</p> <p><b>E</b> 4<br/>SLANT</p> <p><b>N</b> 0<br/>STICK</p> <p><b>T</b> 4<br/>SLANT</p> <p><b>B</b> 9<br/>EDGE</p> <p><b>FS</b> 2x10<br/>BANGER<br/>POST MAN</p> <p><b>A</b>   <b>B</b></p> |
| <p><b>11 GNR TOY</b>    <b>TRAP</b></p> <p><b>"MIDS"</b>    <b>"TRAP"</b></p> <p><b>J</b> TOT<br/>MIDS<br/>C/F<br/>"JOKER LT"</p> <p><b>C</b> 1X7<br/>MIDS<br/>READ 3 TO 1</p> <p><b>SS</b> 2x10 I/S<br/>MIDS<br/>READ 3 TO 2</p> <p><b>M</b> APEX<br/>MIDS<br/>WEAVE #3<br/>TB IF BACK AWAY</p> <p><b>W</b> BOS<br/>TRAP<br/>RAIL / 3UP</p> <p><b>E</b> 4<br/>SLANT</p> <p><b>N</b> 0<br/>STICK</p> <p><b>T</b> 4<br/>SLANT</p> <p><b>B</b> 5<br/>EDGE</p> <p><b>FS</b> 2x10 OT<br/>TRAP<br/>POST MAN</p> <p><b>A</b>   <b>B</b></p>                            | <p><b>11 GFR TRIPS</b>    <b>TRAP</b></p> <p><b>"LATCH"</b>    <b>"TRAP"</b></p> <p><b>J</b> 3X2<br/>LATCH<br/>MAN 3<br/>"JOKER LT"</p> <p><b>C</b> 1X7<br/>LATCH<br/>MEG 1</p> <p><b>SS</b> 2x10 I/S<br/>LATCH<br/>MEG 2</p> <p><b>M</b> BOS<br/>LATCH<br/>4 STR</p> <p><b>W</b> BOS<br/>TRAP<br/>RAIL / 3UP</p> <p><b>E</b> 4<br/>SLANT</p> <p><b>N</b> 0<br/>STICK</p> <p><b>T</b> 4<br/>SLANT</p> <p><b>B</b> 5<br/>EDGE</p> <p><b>FS</b> 2x10 OT<br/>TRAP<br/>POST MAN</p> <p><b>A</b>   <b>B</b></p>  |



# COVER 8

