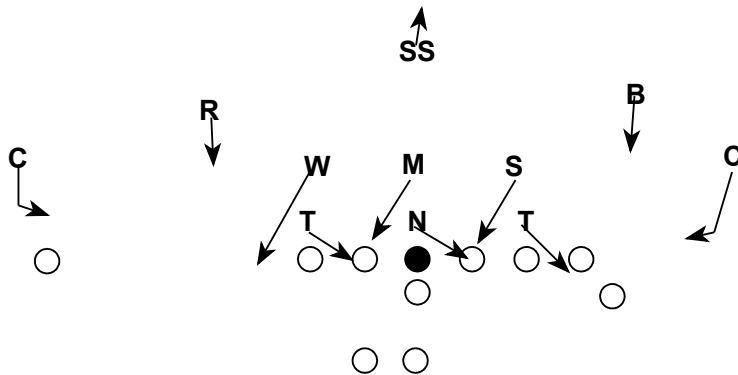


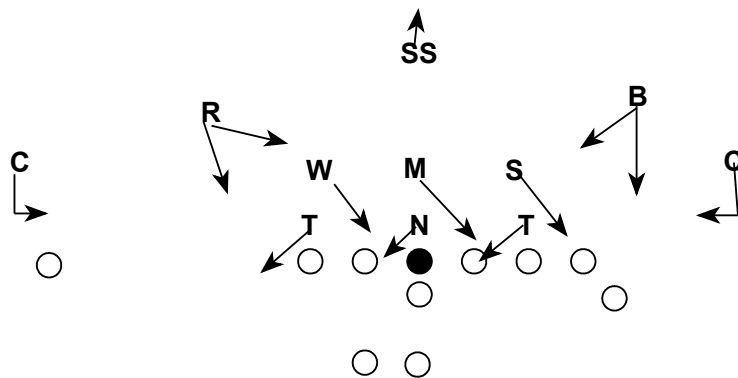


The alignments give the impression that we are giving up the corner on every play but this is a pre snap read. We are not going to be were we where at the snap of the ball. The front 6 work together on controlled blitz packages while the C maintain contain, and BANDIT & ROVER run the field. Safety is just that nothing gets behind the safety.

Now the most teams count the number of people or a TE to make a strength call. We don't we use wide side or a feel to what the offense is doing to make our determinations on blitzs. On a basic wing -t team we are going to blitz a will or a sam on 90% of the downs.

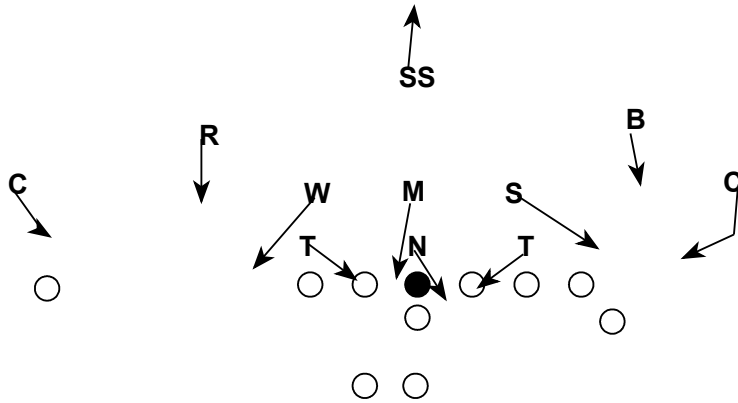


This is a Will, the D line slants hard away from the Will LB and the Lbs are moving towards the Will LB. The D line has to take a flat angle shooting for the next mans hip pad. Thus crossing the face of the O lineman. We never lineup in a gap and shoot it we lineup on a man and then shoot the gap. Harder to know which way we are going to slant. Also the slanting causes Confusion on the o-line and we can either follow pulling G or meet them in the hole. Corner backs have outside contain and must keep their back to the sideline. The idea is to get the ball carrier outside and then to cut up into the pursuit. Rover and Bandit. 1 Rule. FIND BALL HIT BALL. Yeap how many times have you had a kid that couldn't follow a scheme for squat but he could blast folks. Here is the position you can play him in. After a few shots on their RB people will start looking to find him. Do not hesitate to have these players attacking at all times. THINK PIT BULLS not blood hounds. Pit bulls might not find the right game all the time but they sure as hell going to bite every chance they get.

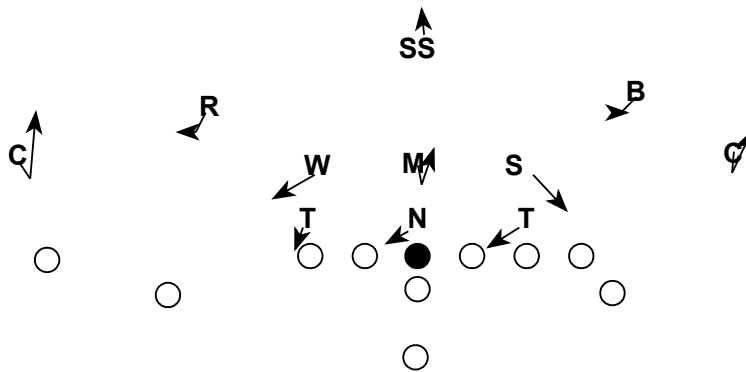


Sam Blitz is the same blitz just flipped notice in this drawing I have given the B and R different angles to attack at. Just a different drawing. These two again I can not reiterate this enough must be the play makers. M/S/W all need to be decent but nothing

more than glorified lineman who have decent acceleration. C must be disciplined and be able to take on a block. I actually used my old DE here and it worked great. Nothing special since we don't cover man to man.



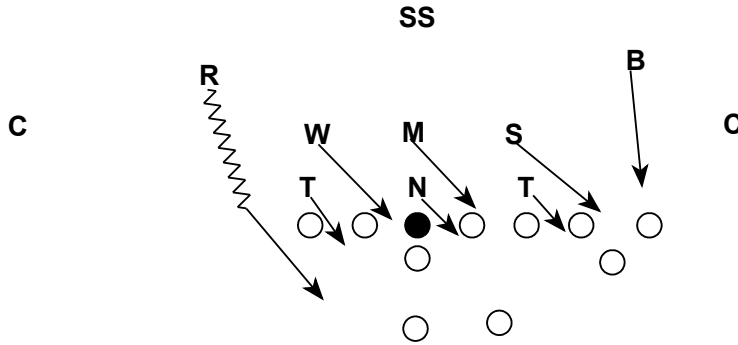
Mike blitz is something that we use to pinch the middle. Wedge teams, Midline teams, Dive teams this gets bodies in the middle plugging up the running lanes. The key to beating this defense is patience. The key to running it is as well. Teams that can successfully 3 yard you to death will need to do so 4 times all the way down the field. I know that they will make a mistake. The key is to get the defense to know this as well. The kids have to know that they must be disciplined enough to play the defense as it is laid out. Eventually there will be a 2<sup>nd</sup> and 15. When this comes they must smell blood. Knowing that there is no way to divide 15 by 3 and equal 3. Thus we win. Control big plays, control the corner and make the other team win by doing what it thinks it cant. Deception. The book Art of War has a great quote in it "Make the enemy think that were you are strong you are weak, and were you are weak you are strong." BY looking into the box you can see that there are more inside than outside we are weak outside and strong inside. Thus molding this defense after Sun-tzu.



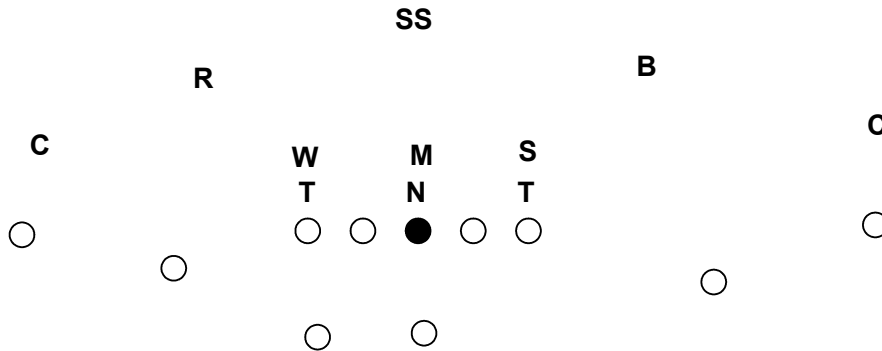
On teams that pass we are looking first to stop the run with the front 6. Then look into the backfield keeping the offense in front of us. By keeping everyone's eyes on the ball we are using a tactic from Basketball. Never lose sight of the ball. Also keeping the man in front of us we can see through the man to the ball. Keys C/SS/C keep everyone in front and to the middle of the field. B/R attack the ball.

D line must learn to get off the ball and “pop” through the gaps as fast as they can. Getting blocked is not an option. If d line gets blocked must be with two offensive lineman. We rotate D lineman often to get a fresh set of legs on the field and to get an idea of what the o line is trying to do to stop them. Linebackers must practice taking on o lineman with a free shoulder and getting off.

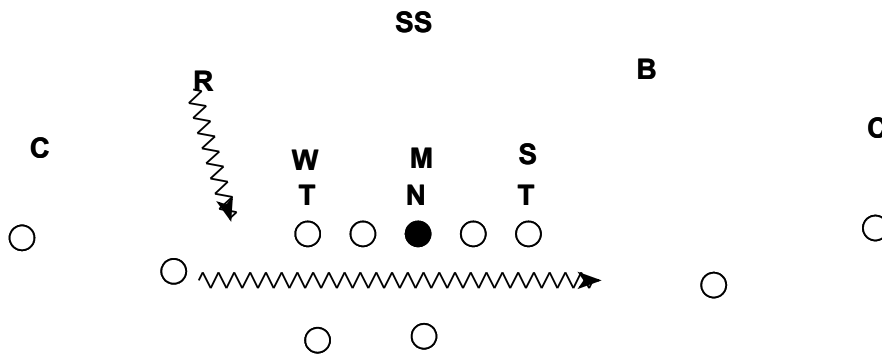
Now for over loads, rule is we slide slant over. IE.



Once we see something either motion away to over stack or an overload we slant everyone to that side and bring the R/B on a weak side blitz. Backside C has contain and must watch for a free release off the end to the flat. Speed to the ball. We know where we are going we must get there before you do.



Against a basic 2x2 we have the same numbers as we normally would and on a base formation we would run mostly S blitzes. That’s the side that the RB will be running to.



Once the motion to give the unbalanced look we slide R up and bring a R blitz with the

rest of the team slanting towards the motion.

For more information please contact [coltsfootball2002@yahoo.com](mailto:coltsfootball2002@yahoo.com) to set up a personal whiteboard for more topics.