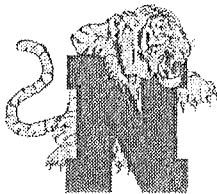


Attacking Cover 3 with the 5 Step Pass Package



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Chicago MEGA Football Clinic
February 8, 2003

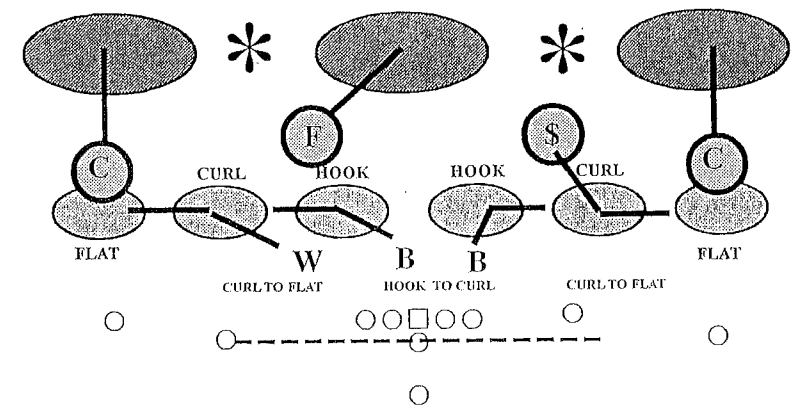
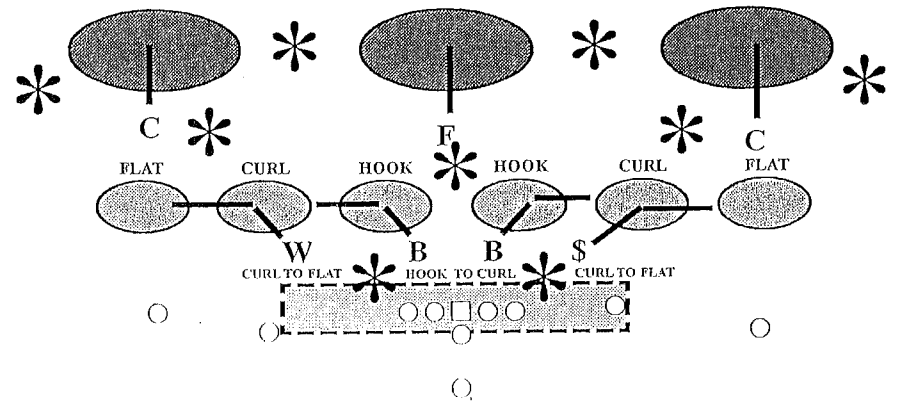
APPENDIX H

Basic Coverage Sheets

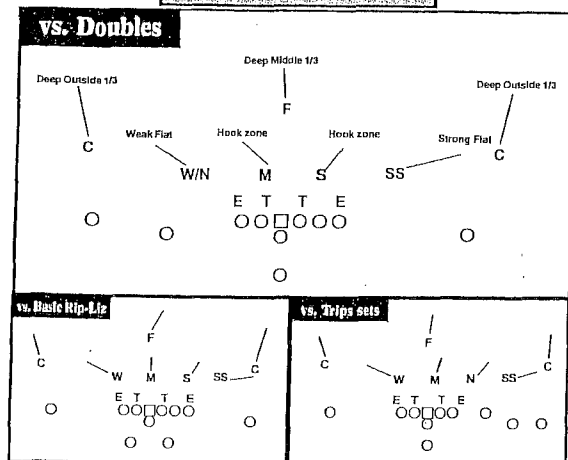
In introducing and discussing various defenses, Chapter 5 made mention of a very effective visual, summarizing tool that we borrowed from Sid Gillman, Jim Colletto, and others called a "coverage sheet." Through these coverage sheets, we feel that a good deal of useful information can be communicated to a player very quickly regarding the different types of things they see from opponents on the field.

This appendix is a compilation of those coverage sheets as they would look to us for a number of basic coverages. Note that each of the sheets uses the same basic format, all of them asking the basic questions, "What is it?", "How is it recognized?", "What is the philosophy behind it?", "Who on our schedule plays it?", "What are the things must we do to beat it?", and "What questions will we ask in trying to best attack it?" These help to break the body of information available on each coverage down into digestible chunks, and they are also designed to provide a deeper level of understanding as they progress, again following the "levels of learning" formula.

Cover 3 Zone



BASIC COVER 3



WHAT IS IT? A zone coverage that plays with three deep defenders, each responsible for 1/3 of the deep field. Normally played with four defenders underneath.

HOW IS IT RECOGNIZED? Corners are softer, normally at least 7 yards deep and likely outside; a free safety is somewhere deep in the middle of the field. Vs. Rip or Liz, the SS is in a "5 x 5" relationship with the TE instead of the tighter position he has in Cover 1.

WHAT IS THE PHILOSOPHY BEHIND IT? To take away the deep ball, keep receivers in front and tackle them for short gains, forcing the offense to beat them by executing long series of short passes. It also often corresponds with defenses that play eight men in the "box" to stop the run as a first priority.

WHO PLAYS IT? Tri-State, Walsh, Olivet Nazerene, St. Xavier, Westminster, Findlay

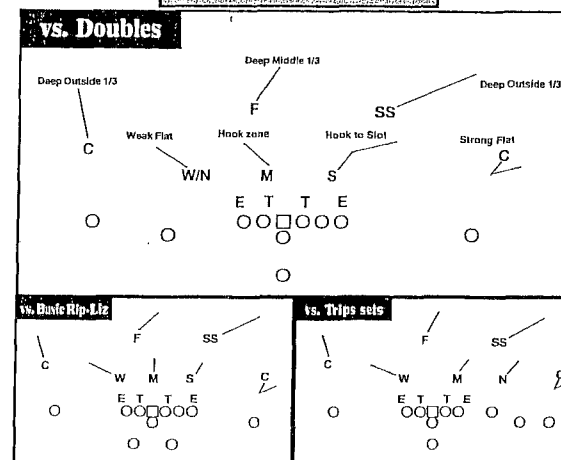
WHAT ARE THE THINGS WE MUST DO TO BEAT IT?

- Use smart splits and weaves to widen the seams between zone defenders, then settle into those seams, or "WINDOWS" on good timing in each route
- Stop receivers in those windows with firm throws away from LB/DB pressure
- Make tight turns after the catch and SPLIT defenders north & south
- POUND the edges of the field with consistent, timed throws.

WHAT KINDS OF QUESTIONS WILL WE ASK TO BEST ATTACK IT?

- How quickly do the corners get out of their backpedal? Do they settle and squat at any certain depth? What routes are they trying hardest to stop? Will they jump on double moves? Is one of them weaker than the other?
- How active is flat coverage on either side? Which routes will they and will they not "work under?" Do they wall off vertical releases by a #2 over them?
- How active are LBs in coverage? Deep drops or Shallow? Wall or spot drop?
- What's FS's alignment rule—Middle of the formation, middle of the field or other?
- Does the SS line up to the FIELD or FORMATION STRENGTH?
- Are they a *pattern-read* emphasis team or a 'spot drop' team?
- Can we gain a distinct advantage to one side or another from balanced sets?
- Will the corners flop in "Cowboy" technique vs. a single width side?
- Do they always play with 4 underneath? Do they ever play with 5? When?

COVER 3 "CLOUD"



WHAT IS IT? A variation of Cover 3 in which the strong safety and corner exchange jobs, the SS taking deep outside 1/3 and the corner rolling up to cover the flat.

HOW IS IT RECOGNIZED? Often rolled to late out of a Cover 2 shell, with these keys: SS will align wider than normal, and FS will have to cheat toward middle to get to deep middle in time. Safeties many times show rotation just before the snap.

WHAT IS THE PHILOSOPHY BEHIND IT? Maintains three deep secondary while eliminating one soft corner, funneling and constricting routes to the strong side. Can be used as a strong side run support defense, also as a Cover 3 adjustment vs. a tight split by Z.

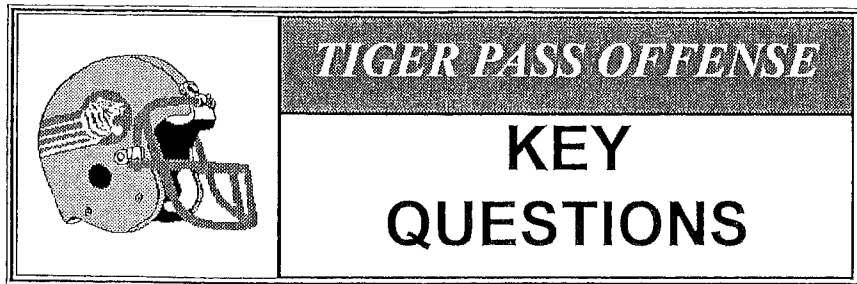
WHO PLAYS IT? Anderson

WHAT ARE THE THINGS WE MUST DO TO BEAT IT?

- Recognize it through pre-snap and post-snap keys, and make the safeties PAY for any late rotation to their areas
- Use smart splits and weaves to widen the seams between zone defenders, especially on the strongside, then settle into those seams on good timing
- Stop receivers in those windows with firm throws away from LB/DB pressure
- Make tight turns after the catch and SPLIT defenders north & south
- Exploit the weakside flat area if they slide the underneath coverage strong; exploit the hole between the strong corner and slot defender if they don't.

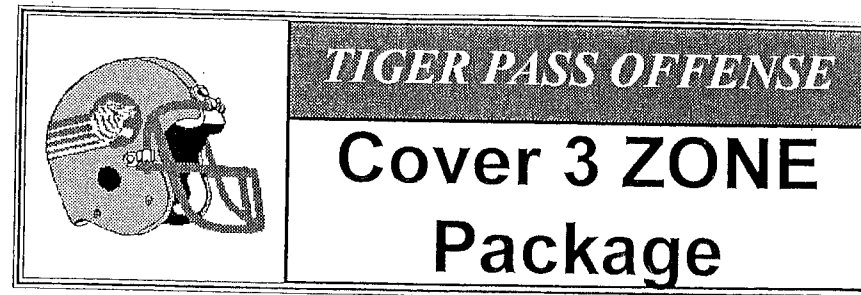
WHAT KINDS OF QUESTIONS WILL WE ASK TO BEST ATTACK IT?

- Is the "Cloud" corner someone they're trying to hide? Are they using this to bracket Z? Does he jam? With what type of leverage and depth does he play?
- Do they slide their backers to try to close down the strongside 'Slot' area?
- How active are LBs in coverage? Deep drops or Shallow? Wall or spot drop?
- Do they roll to it from a Cover 2 look? When? Is either S late getting to his 1/3?
- Is this an adjustment defense to tightened splits or to the boundary? Are there formations or receiver splits that will chase them out of it?
- Are they a *pattern-read* emphasis team or a 'spot drop' team?
- Do they always play with 4 underneath? Do they ever play with 5? When?



QUESTIONS COVER 3

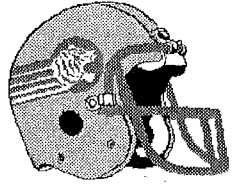
- * Can we Pre-snap read it? Disguise? Move to it?
- * CB depth? Backpeddle when, cushion? Bail?
- * CB vs quicks? Sit on? Key QB drop? React?
- * Weakest CB? How to matchup?
- * vs motion Run across zone to zone? Rotate?
- * How are flats covered?
- * FS alignment? Middle of form/field?
- * FS vs Dbl Post? When turn hips/commit?
- * LB's spot? Wall? Pattern read?
- * LB Reaction to shallows/crossing routes?
- * \$\$ to field or strength?
- * Will ILB work under curl? Digs?
- * Vs Cloud rotate to it? Safety quickly to outside?
- * Vs Cloud can cloud CB be forced to play deep?
- * Is Cloud CB weakest DB?
- * vs/Bunch is Sky checked to Cloud?
- * Does #3 vertical force LB's to wall? Run with?



- (9) 4 VERTICAL VIPER
- (9) 4 VERTICAL COBRA
- (7) ISOLATE DB-CHOICE
- (7) FOLLOW
- (5) FLOOD
- (5) OPTION RT-DODGE
- (3) CURL-FLAT (HOOK-WHEEL)
- (1) DRAG

- (0) DOUBLE POST
- (0) PIN
- (0) SHALLOWS
- (0) CHAIR

- (4) MESH

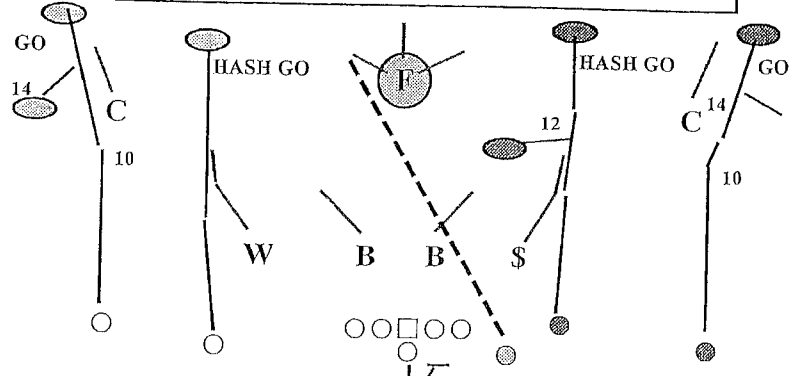


TIGER PASS OFFENSE

Concepts to Attack Cover 3

- 1. 4 Verticals**
- 2. Isolate a DB**
- 3. Flood a Zone**
- 4. Curl-flat combination**
- 5. Option routes**
- 6. Drags & shallows**
- 7. Double Posts**
- 8. Picks & rubs**
- 9. Digs in Lane between LB & S**
- 10. Double move routes**
- 11. 2 on 1 vs CB**
- 12. Create 3 level throw / Hi-Low**

9 Route- "4 Vertical-Viper"

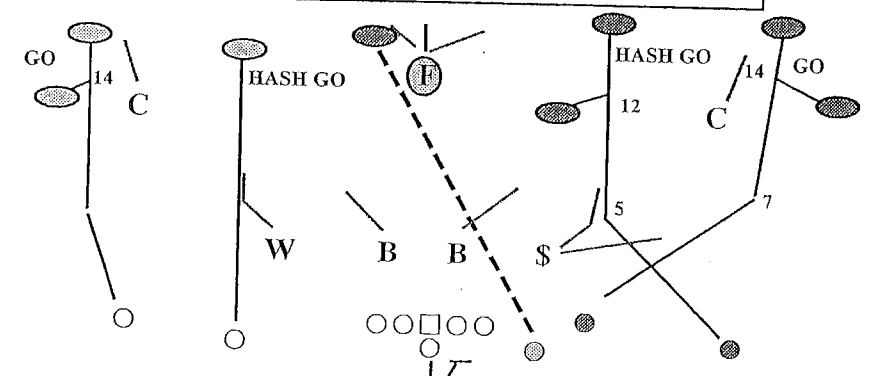


ROUTE: 69 (Split)

BACKSIDE: backside #1 sideline read at 14 if can not beat C, #2 Push deep seam stay on it

FRONTSIDE: QB Reads FS, if he hangs throw seam route. If he drops either way, influence him, throw away, call side sits

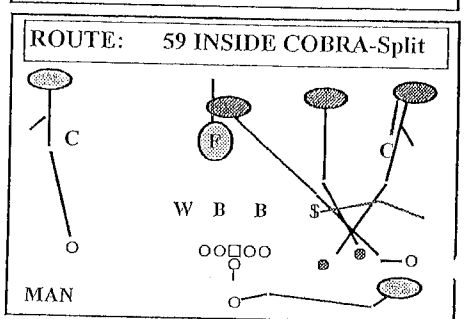
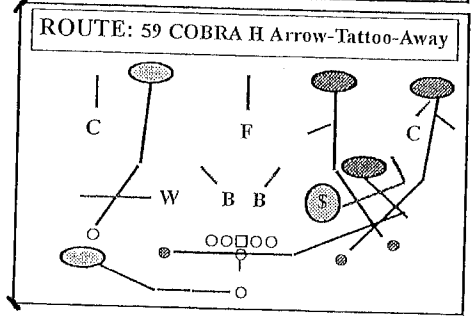
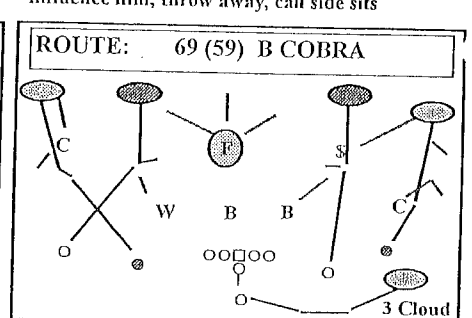
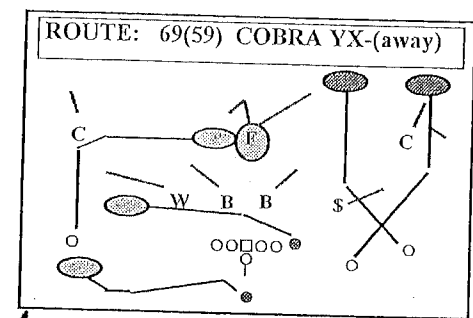
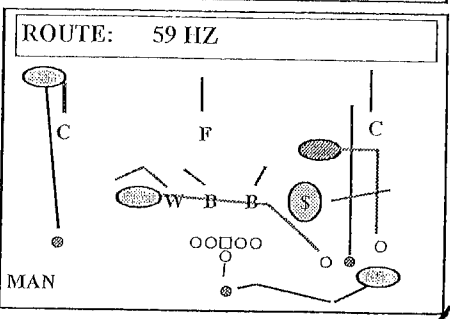
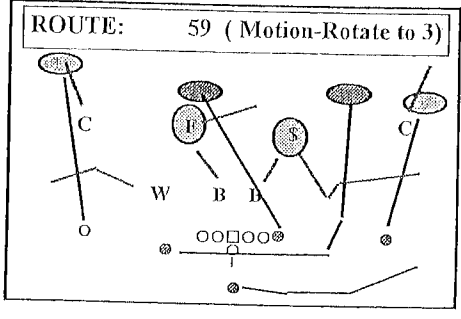
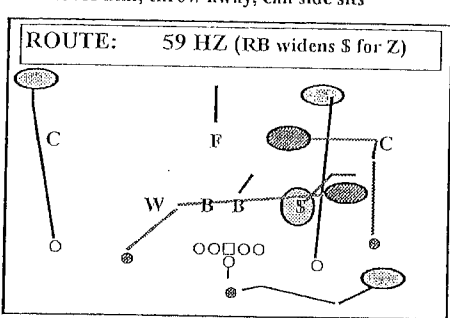
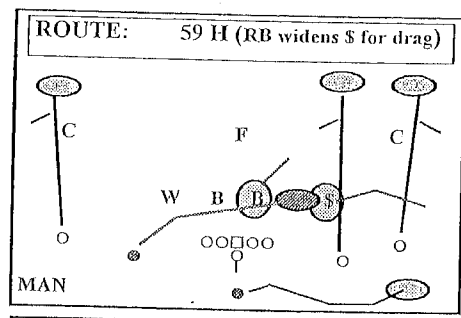
9 Route- "Cobra"



ROUTE: 69 COBRA (Split)

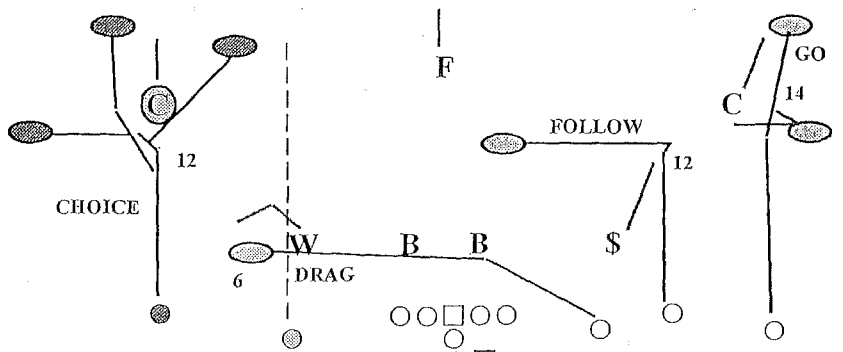
BACKSIDE: backside #1 sideline read at 14 if can not beat C, #2 Push deep seam stay on it

FRONTSIDE: QB Reads FS, if he hangs throw seam route. If he drops either way, influence him, throw away, call side sits



On 4 vertical, if you do not have your man beat ~~em~~ by 14 yds, break into a comeback.

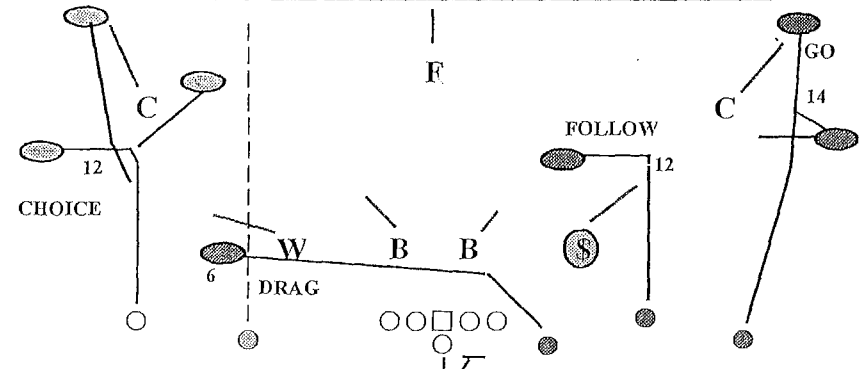
7 Route- "Choice-Follow"



FRONTSIDE: #1 CHOICE-read CB alignment, speed out vs deep drop, go vs tight, post vs outside, #2 seam

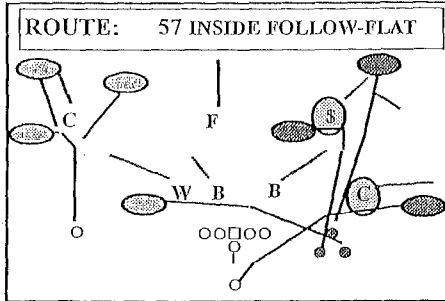
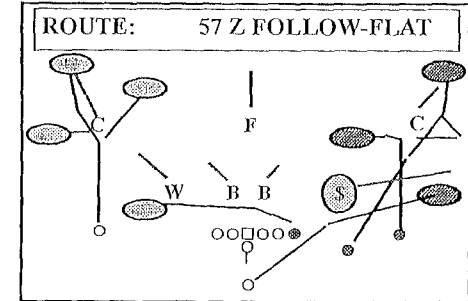
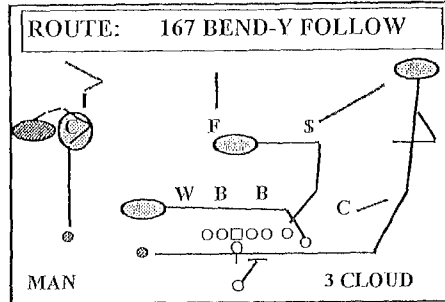
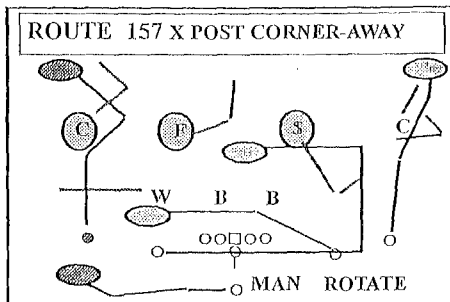
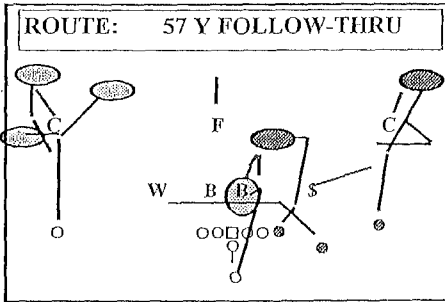
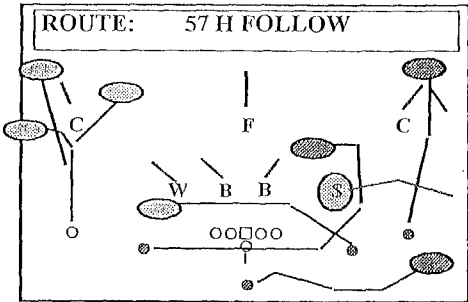
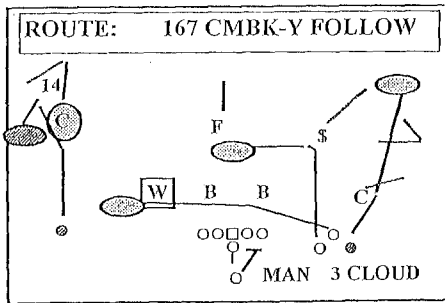
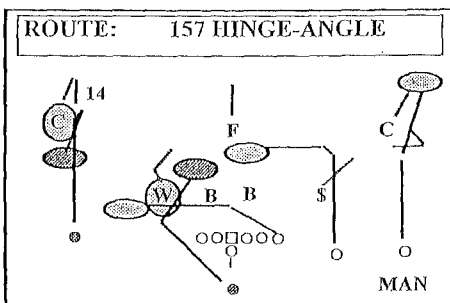
ROUTE: 167 (CHOICE)
BACKSIDE: FOLLOW rules, #1 go, #2 Follow, #3 drag

7 Route- "Follow"

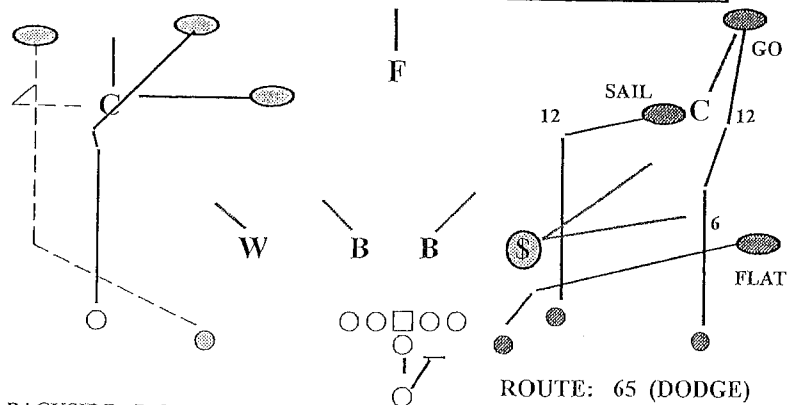


BACKSIDE: backside #1 CHOICE off CB alignment

ROUTE: 67 FOLLOW
FRONTSIDE: QB Reads \$\$ throws FOLLOW out of break, throw receiver open, #1 go, #2 FOLLOW, #3 drag

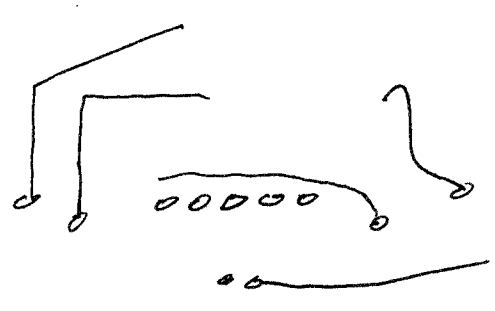
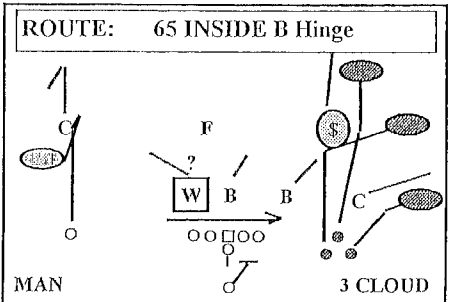
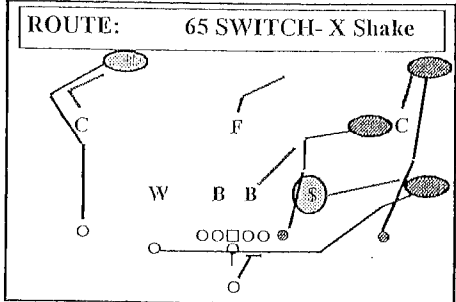
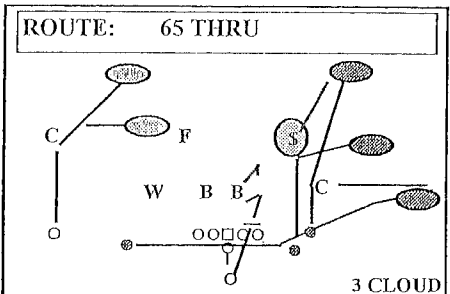
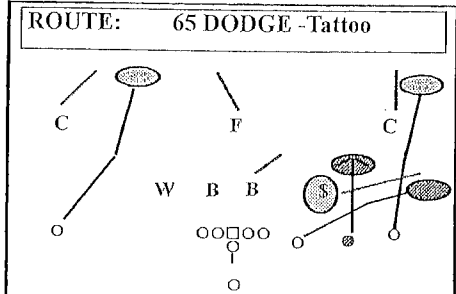


5 Route- "Flood-Dodge"

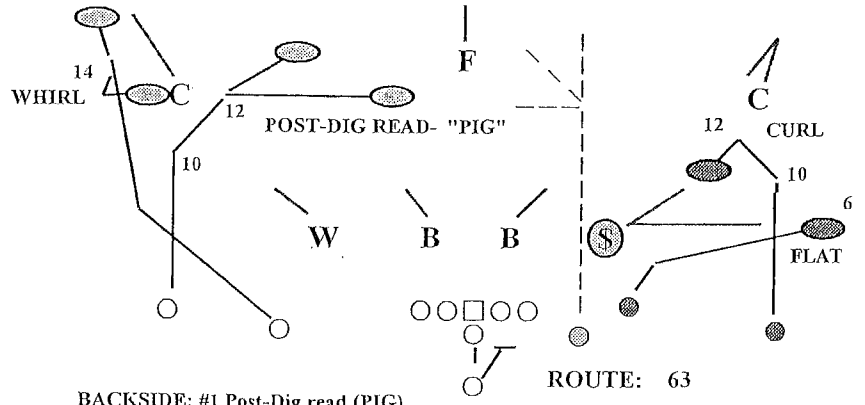


BACKSIDE: Default rules Pig or Pig & whirl

ROUTE: 65 (DODGE)
FRONTSIDE: QB Reads \$\$, if hangs throw flat, if widens throw sail, Check go early

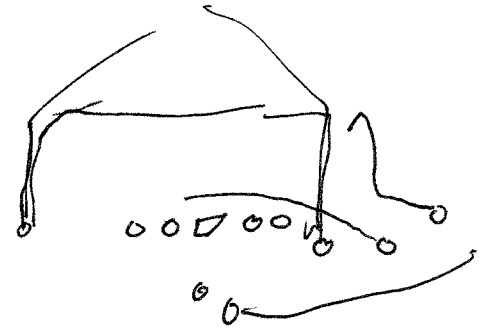
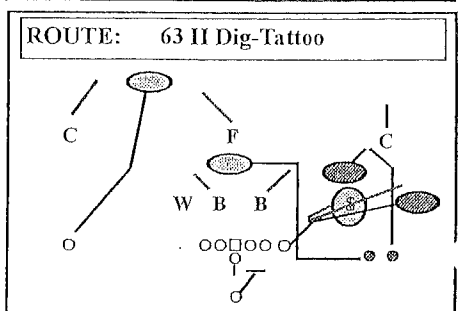
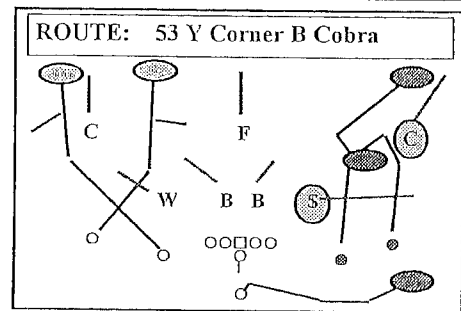
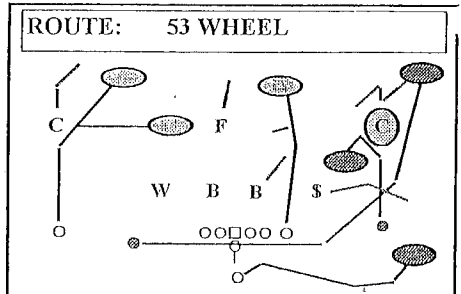
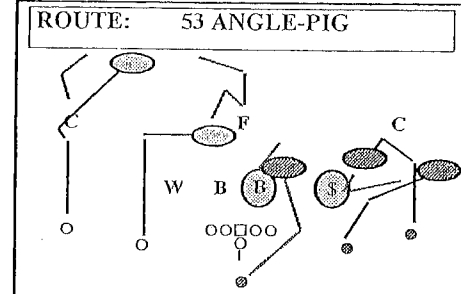


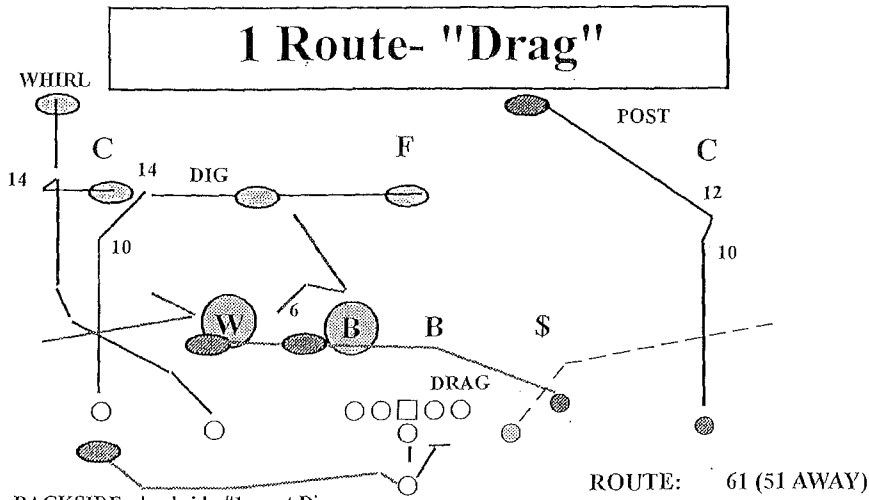
3 Route- "Curl"



BACKSIDE: #1 Post-Dig read (PIG)
#2 Whirl-push to 14 on corner and read if can not beat, whirl inside

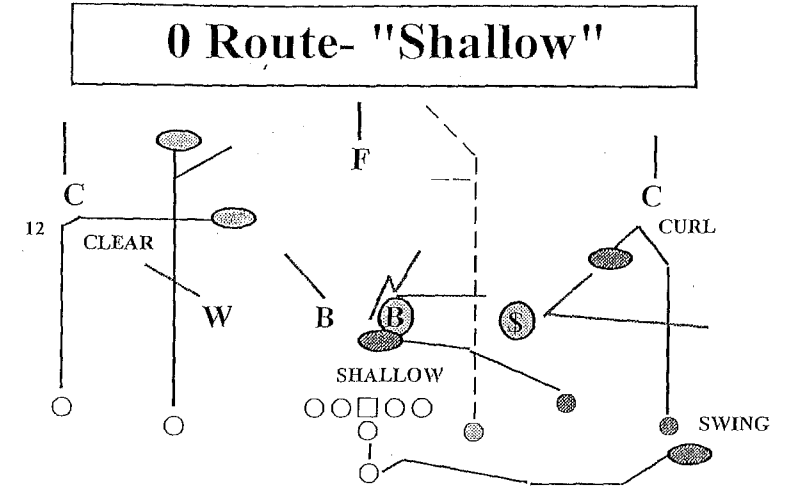
ROUTE: 63
FRONTSIDE: QB Reads \$\$, If he hangs throw flat, if widens to flat throw curl behind his helmet, #3 middle read





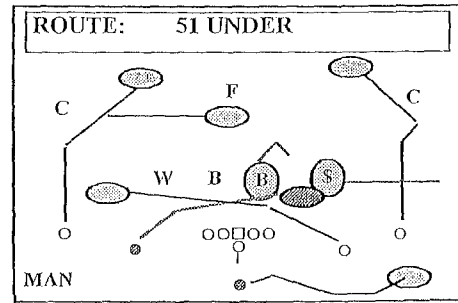
BACKSIDE: backside #1 must Dig
#2 Push deep read CB at 14 on Whirl

FRONTSIDE: QB Reads backside LB.
If he hangs throw dig route. If he drops
find drag either sitting or running

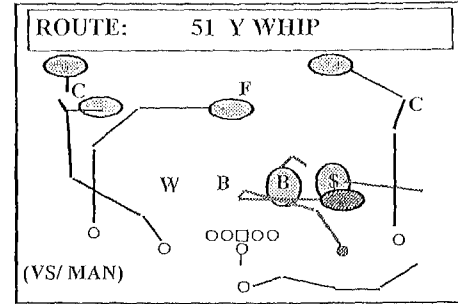
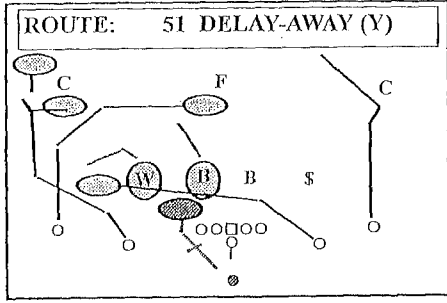


BACKSIDE: backside CLEAR rules
#1 dig #2 Clear middle read

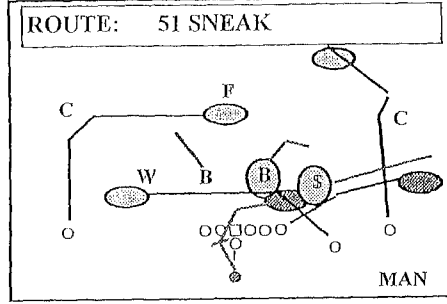
ROUTE: 50 SHALLOW
FRONTSIDE: QB Reads ILB throw
shallow unless Lb looks up, reads \$ hang
or flat for curl swing throw



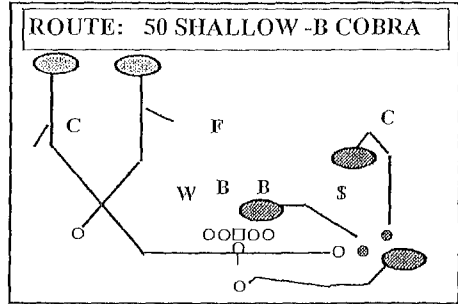
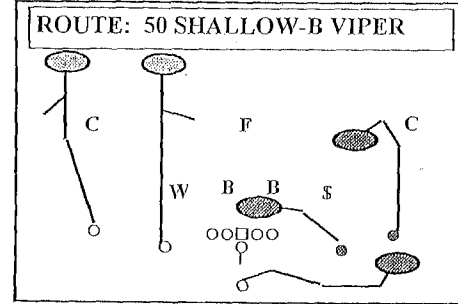
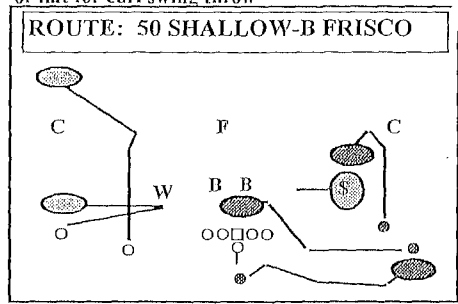
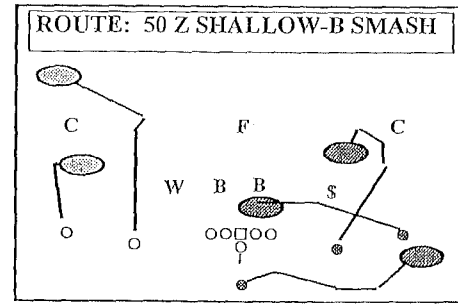
MAN



(VS/ MAN)

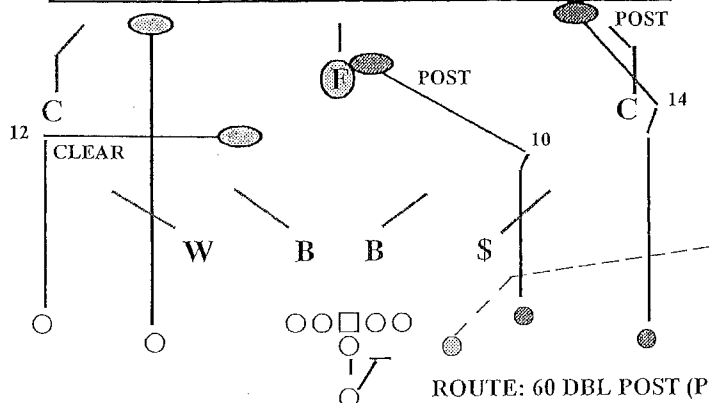


MAN



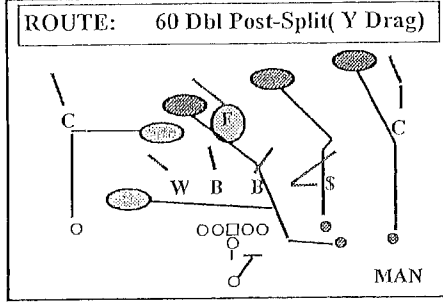
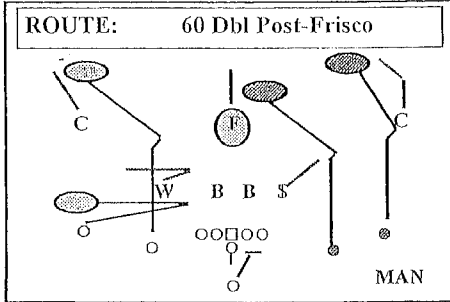
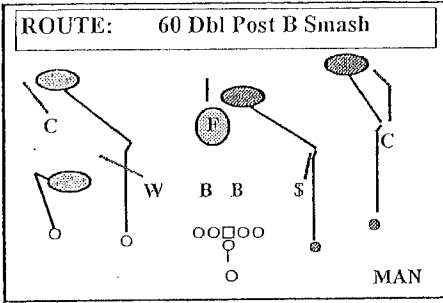
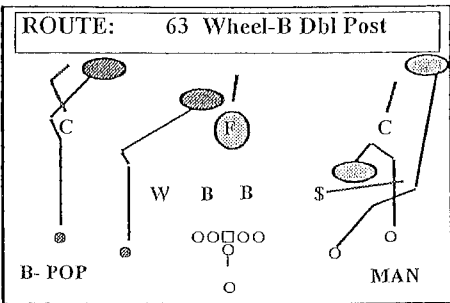
Annot: On Shallow, an outside Dig route makes you read the OLB
On Shallow, an inside Dig route make you read the ILB

0 Route- "Double Post"

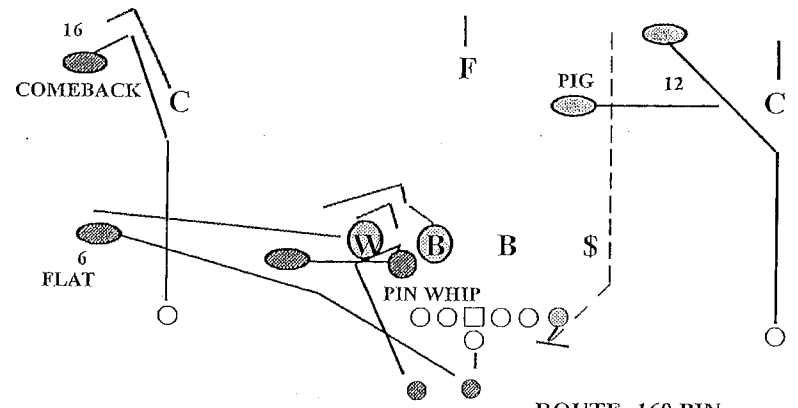


BACKSIDE: Default route CLEAR
 #1 Dig #2 Clear through seam no middle read because of post

ROUTE: 60 DBL POST (POP)
FRONTSIDE: QB Reads FS, If takes inside post throw skinny outside post, if deepens to keep leverage post in front or clear

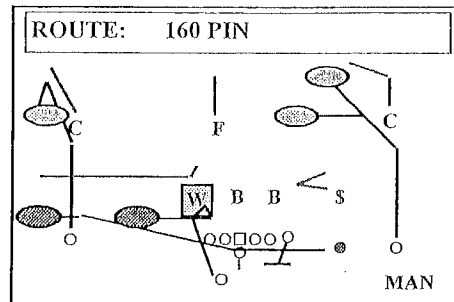
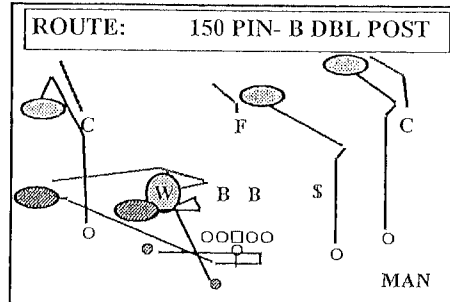
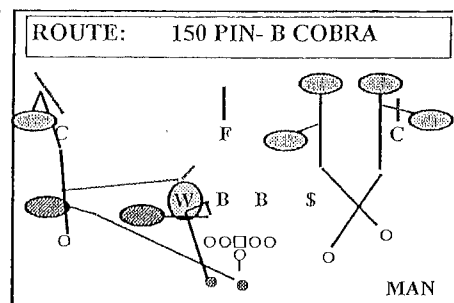
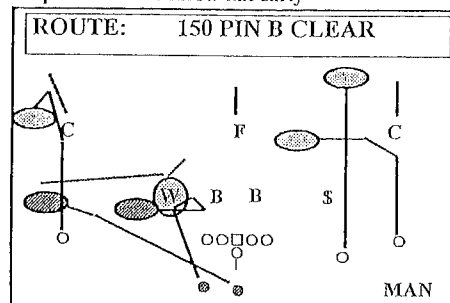


0 Route- "Pin"



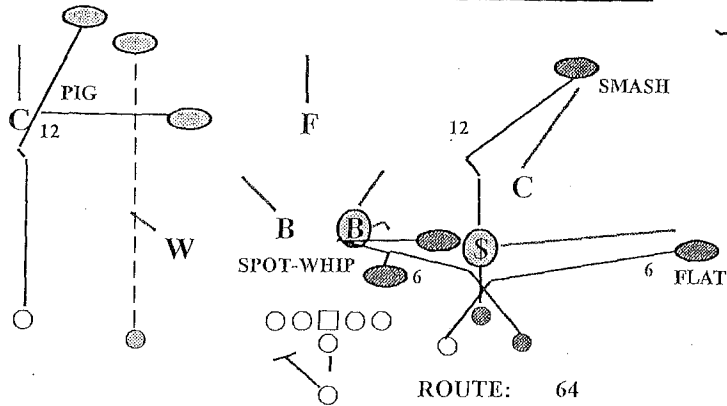
FRONTSIDE: QB Reads Will, flat defender, if widens hit inside WHIP, if gets pinned inside throw flat early

ROUTE: 160 PIN
BACKSIDE: backside #1 FIG, CLEAR
 RULES #2 usually in protection



Good 2 Back Play

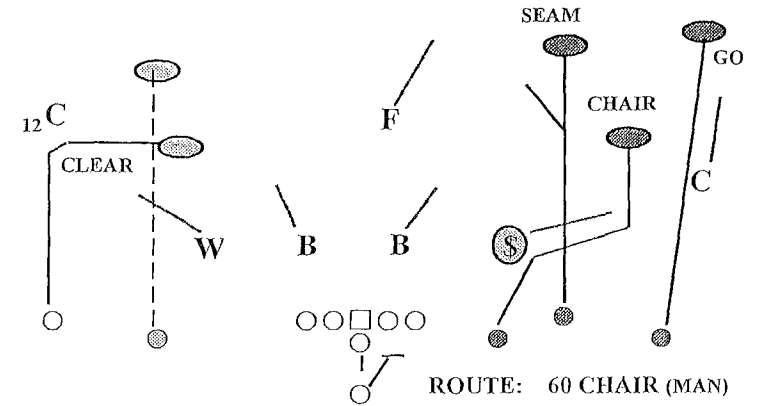
4 Route- "Mesh"



BACKSIDE: backside CLEAR RULES
#1 PIG #2 CLEAR

FRONTSIDE: QB Reads #3 FLAT,
throw flat first then to #1 whip-spot,
snack peak at #2 smash vs matchup/cover

0 Route- "CHAIR-CHARIOT"



BACKSIDE: backsideEVEN CLEAR
RULES #1 Dig (Pig if single) #2 Clear

FRONTSIDE: QB Reads \$\$ and throws
on break behind his helmet, be aware of
FS and SEAM may break open early

