



Defensive Huddle & Call System

We will be a “**Huddle**” defense and a “**No Huddle**” defense.

When we “**No Huddle**” defensively all players will watch the call coach on the sideline for the call. All players must know the calls and have wrist call sheets.

When we “**Huddle**” we will use the following protocol.

A. Huddle

1. N will position huddle 2 yards from the ball.
2. Two lines, all with shoulders parallel to LOS.
3. Front line bent at waist, hands on knees, head up.
4. Back line stand tall. Do not lean on front line.

B. Call

1. Mike will make the front calls in front of the huddle.
2. FS will make the coverage call from behind the huddle.
3. Viking will call the down and distance.
4. When Mike gets in front of the huddle, all talking will cease. The down and distance will be given, then the front call followed by the coverage call. Example: 3rd and 4 (V); Tight Hawk I (M), Cover 2 (FS). Mike will ask everyone if they “GOT IT”, everyone will answer “GOT IT”, and clap in unison.
5. The first word of the call is the front. Anything added to that word is a trigger term to change up the front. The second part of the call is the coverage. Everyone is expected to know the terms that affect them.
6. The call: each defense will start with a word that tells the LB’s where the call should be made to. Example; Strong Hawk I Cover 2. We are in the Hawk I front and the call is made to the strength of the offense. The Viking, Rush, Tackle and Mike go to the call side. We can make our call six different ways. The directions and their rules are listed below:

Call Rules:

1. **Strong** - passing strength - the side with the most receivers. If even on make the call to the wide side of the field or a tendency that we may have game planned.
2. **Weak** - passing weakness - the side with the least # of receivers.
3. **Split** - split end side - if two TE or SE, call weak side. If double slot, call wide side or a tendency that we may have game planned.
4. **Tight** - TE side - if two TE or no TE, make call to strength.
5. **Left** - make call to the left.
6. **Right** - make call to the right.

Offensive Personnel

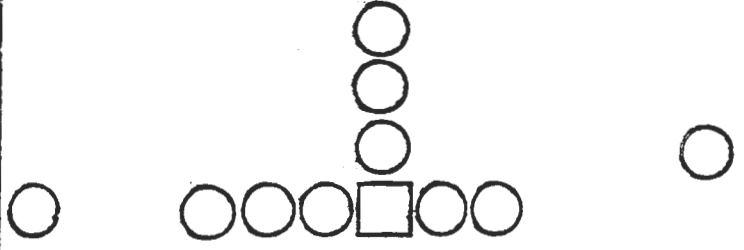
We will call Offensive personnel in the following manner:

We will call #'s to tell us how many RB's and how many TE's on the field.

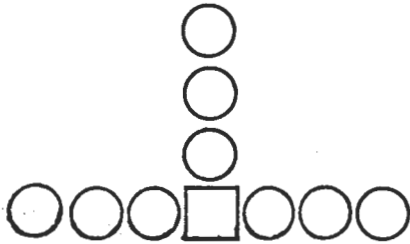
Knowing this information will enable us to have a good idea as to what formations they will come out in.

The first # is always the # of RB's and the second # is always the # of TE's.

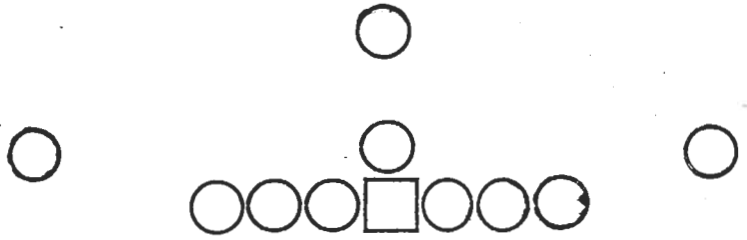
Remember: if we see certain personnel in the game it does not "guarantee" we will see them in their usual positions. However, it will help us get into the mindset before they come to the line of scrimmage.



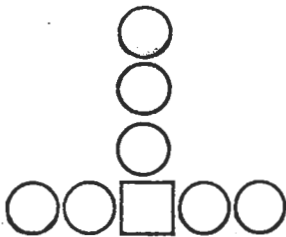
21 Personnel



22 Personnel



12 Personnel

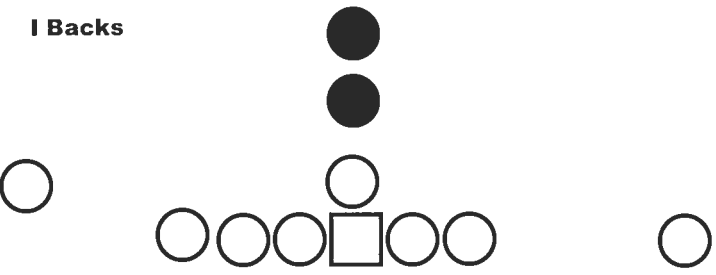
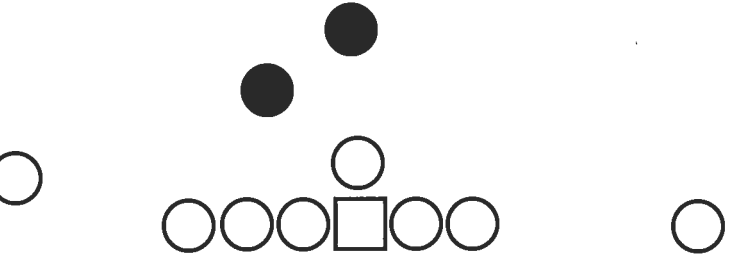
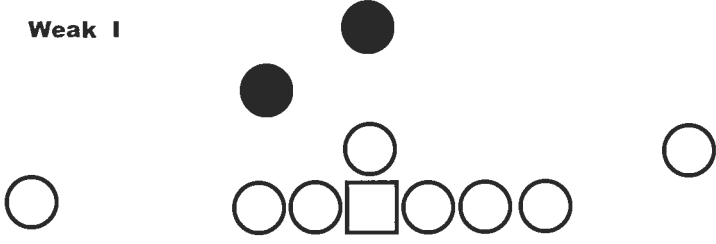
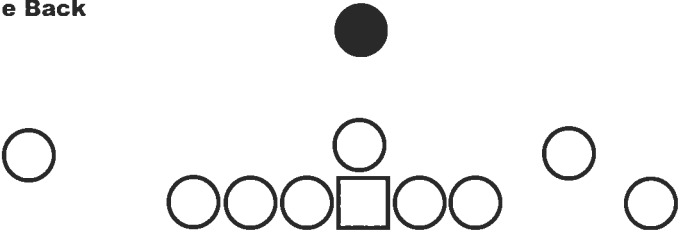
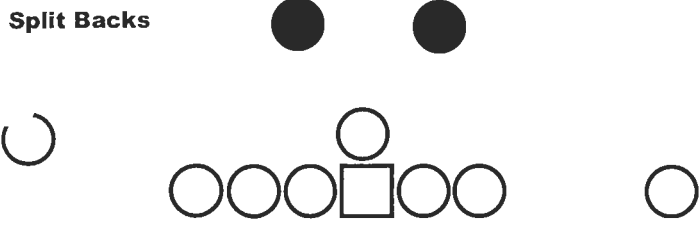
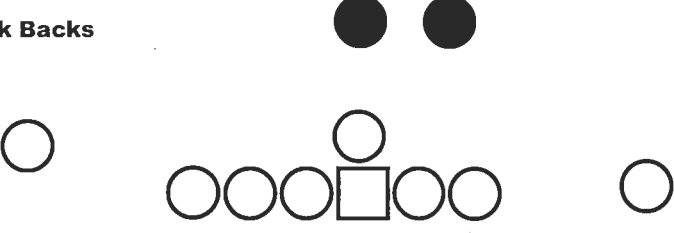
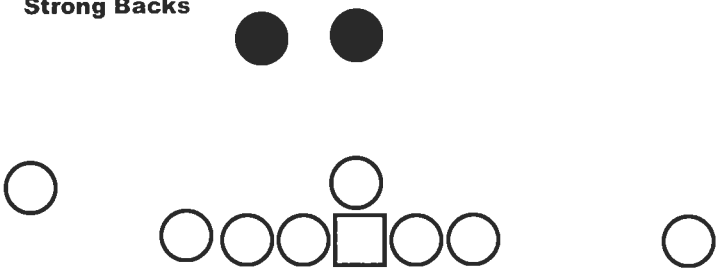
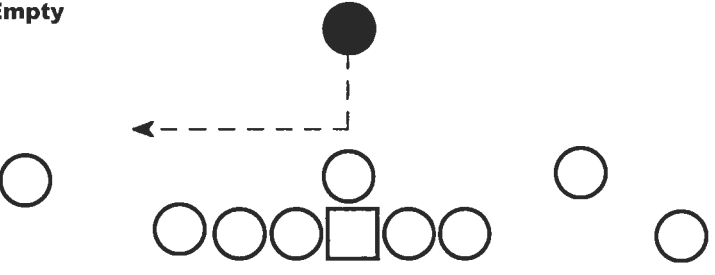
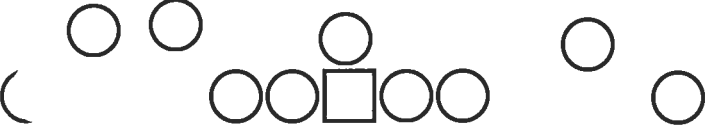
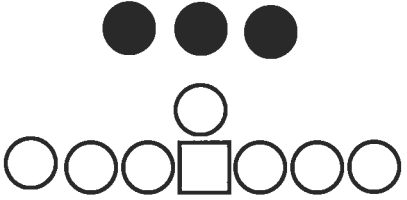


20 Personnel

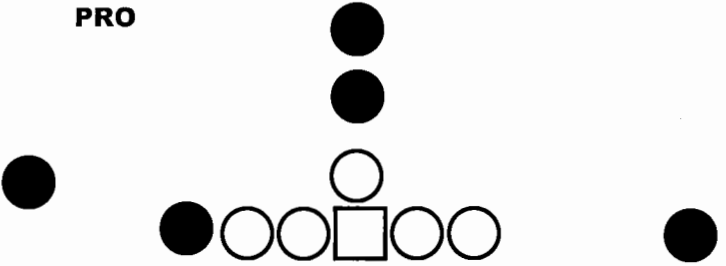
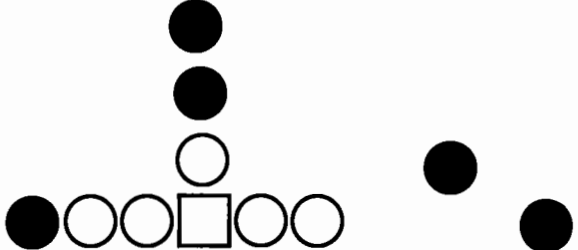
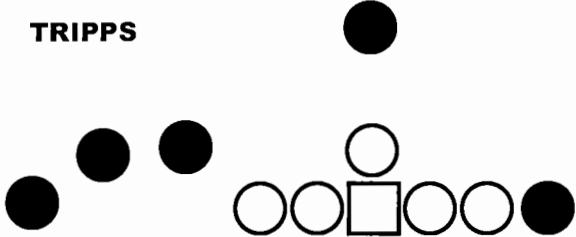
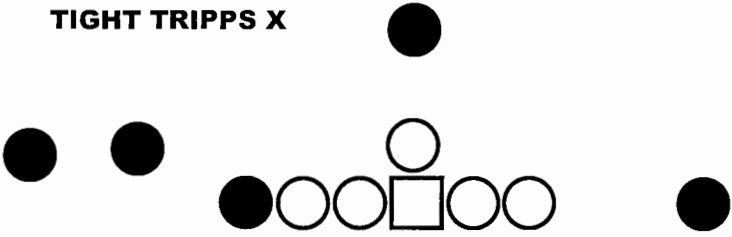
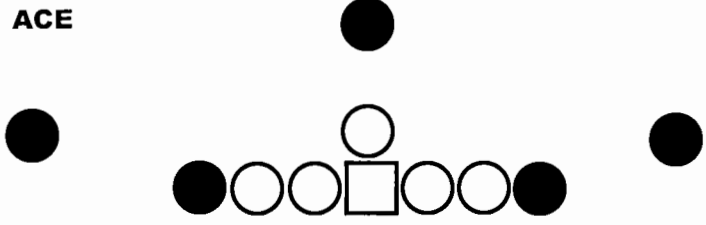
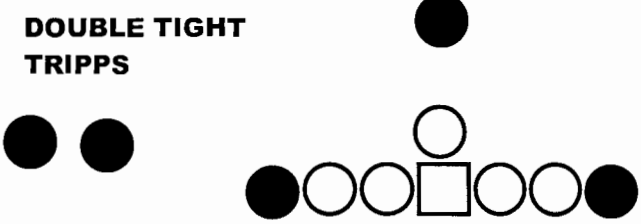
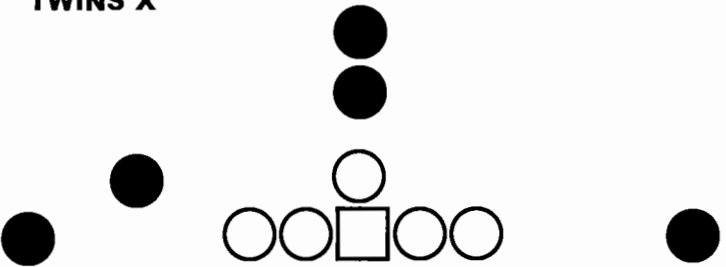
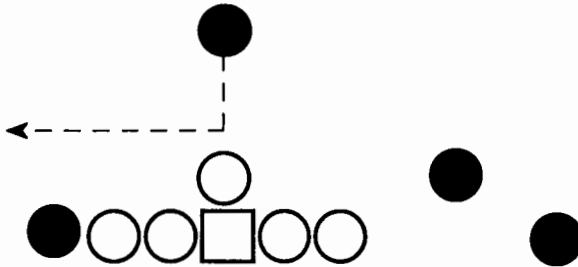

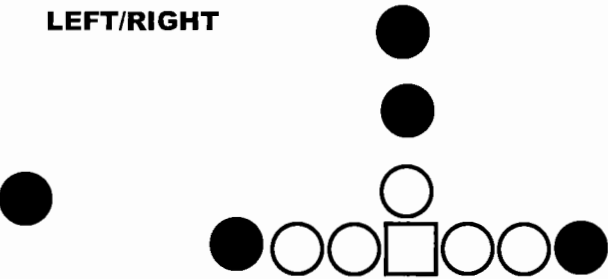


00 Personnel

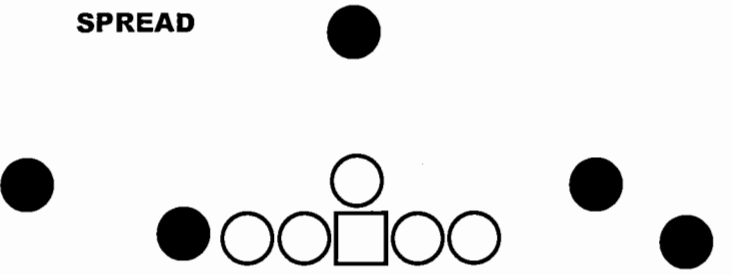
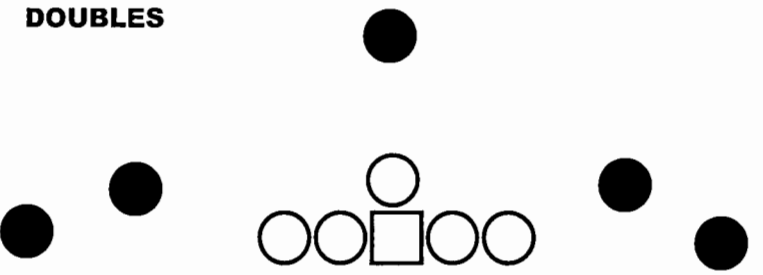
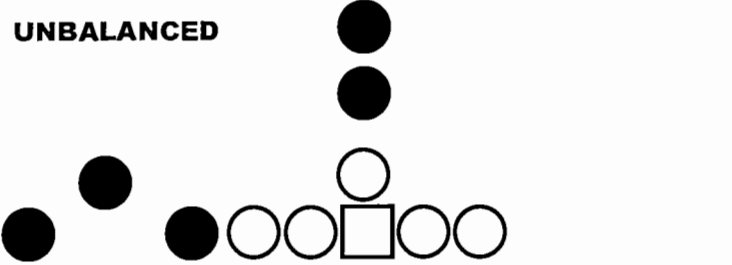
COMMON BACKFIELD SET TERMINOLOGY

<p>I Backs</p> 	<p>Strong I</p> 
<p>Weak I</p> 	<p>One Back</p> 
<p>Split Backs</p> 	<p>Weak Backs</p> 
<p>Strong Backs</p> 	<p>Empty</p> 
<p>No Backs</p> 	<p>Full House</p> 

FORMATION TERMINOLOGY

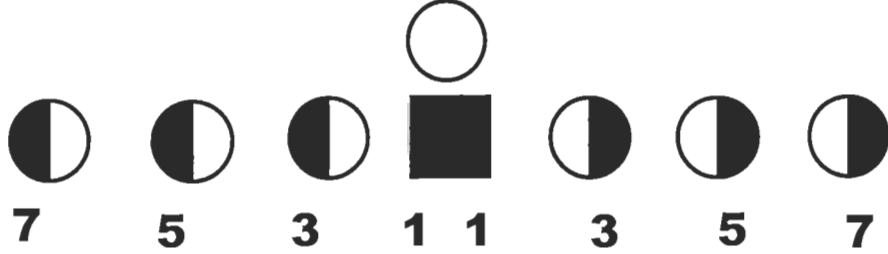
<p>PRO</p> 	<p>TWINS</p> 
<p>TRIPPS</p> 	<p>TIGHT TRIPPS X</p> 
<p>ACE</p> 	<p>DOUBLE TIGHT TRIPPS</p> 
<p>TWINS X</p> 	<p>EMPTY</p> 
<p>NO BACKS</p> 	<p>LEFT/RIGHT</p> 

FORMATION TERMINOLOGY -2

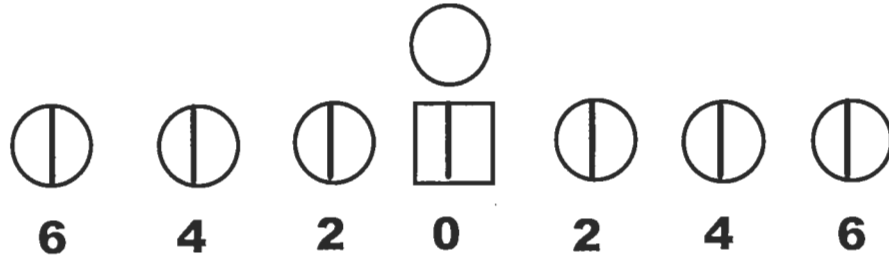
<p>SPREAD</p> 	<p>DOUBLES</p> 
<p>UNBALANCED</p> 	

ALIGNMENTS

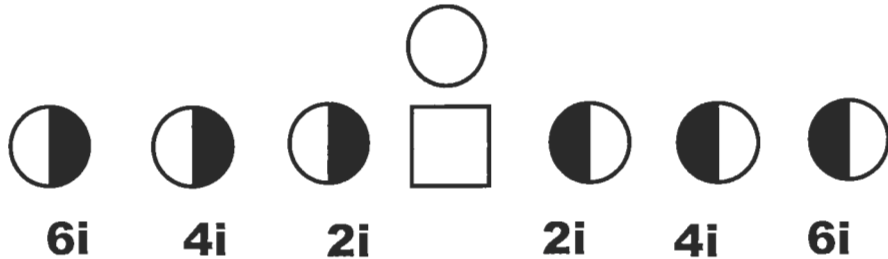
Odd #'s = Outside shade



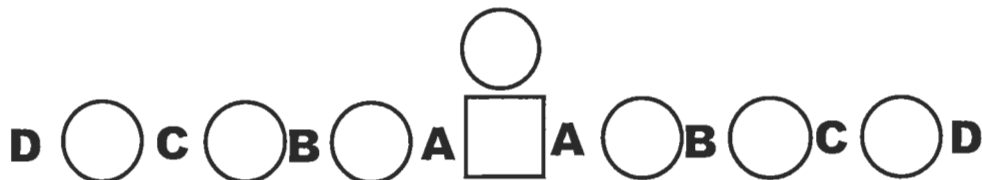
Even #'s = Head Up



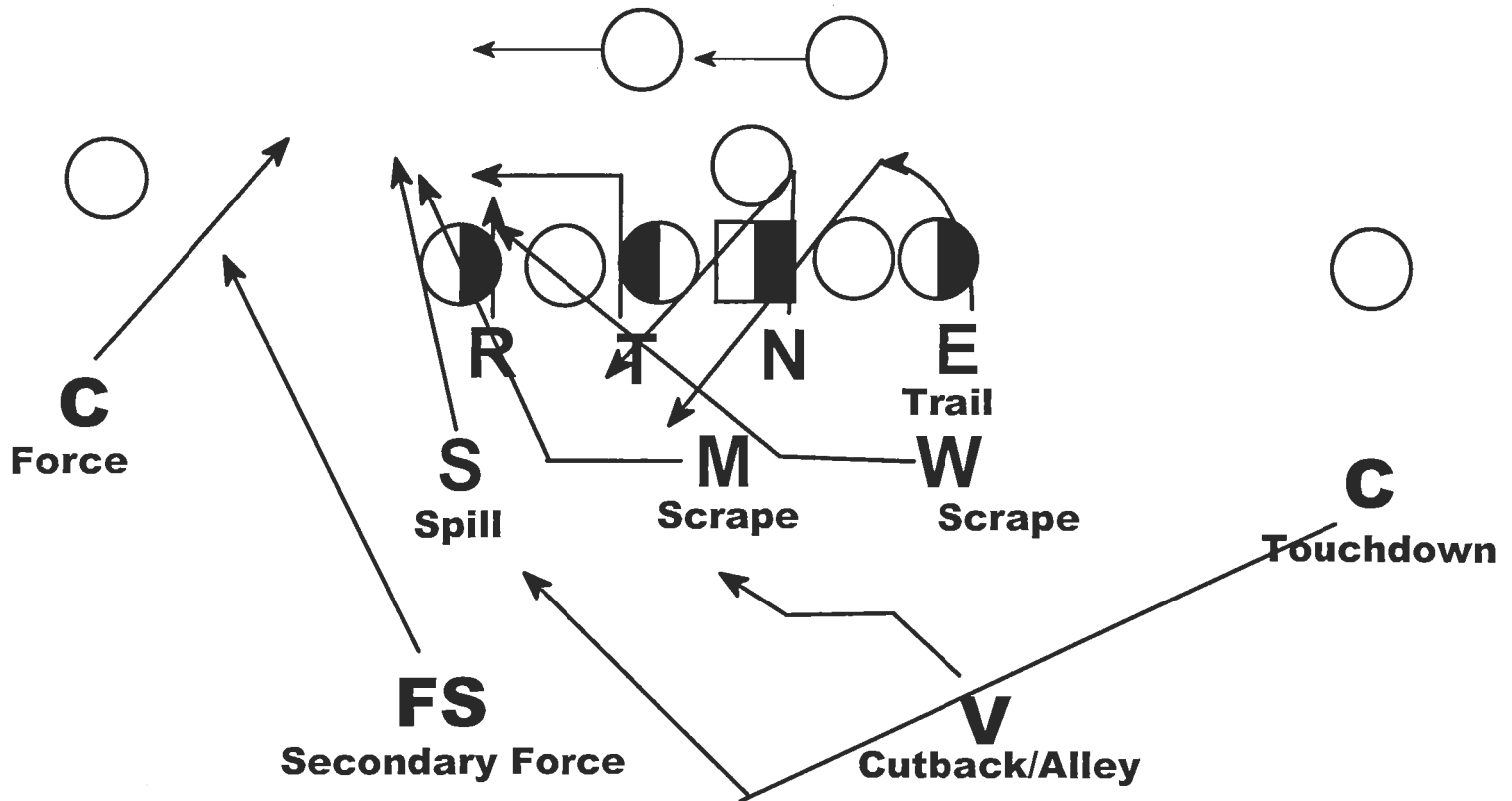
i #'s = Inside Shade



GAPS



GATA - Cover 2



Rush & End - Ball to = Contain, Ball away = Trail (Reverse/Cutback)

Nose & Tackle - Ball to = angle to ball, Ball away = Pursuit Angle

Will - Scrape or Spill

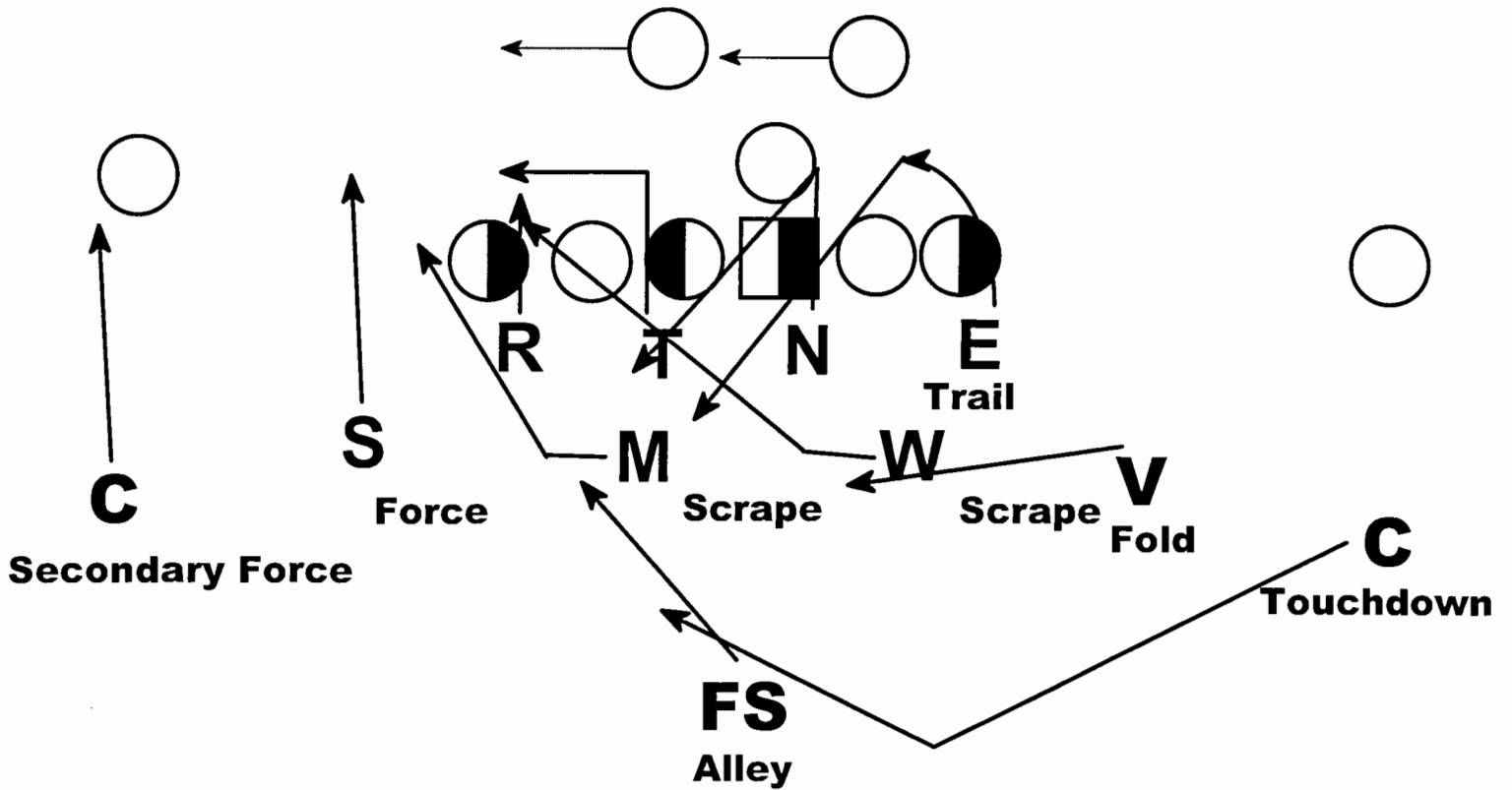
Mike - Scrape

Sam - Spill or Scrape

Viking & Free Safety - Secondary Force or Cutback/Alley

Corners - Force or Touchdown angle

GATA - Cover 3



Rush & End - Ball to = Contain, Ball away = Trail (Reverse/Cutback)

Nose & Tackle - Ball to = angle to ball, Ball away = Pursuit Angle

Will - Scrape

Mike - Scrape

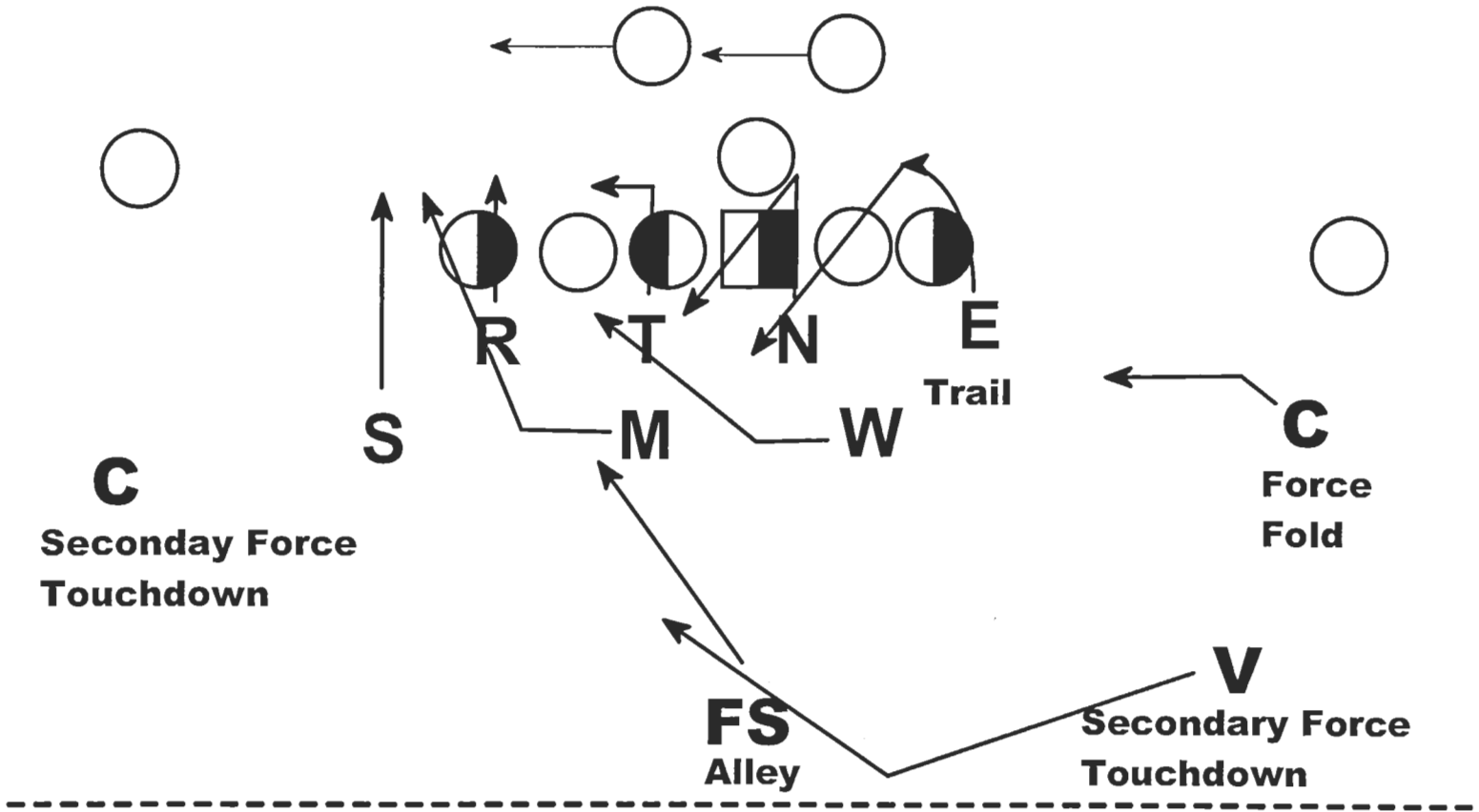
Sam - Force or Fold

Viking - Fold or Force

Free Safety - Alley

Corners - Secondary Force or Touchdown angle

GATA-Cover 3CV



Rush & End - Ball to = Contain, Ball away = Trail (Reverse/Cutback)

Nose & Tackle - Ball to = angle to ball, Ball away = Pursuit Angle

Will - Falcon Front: Play to: B Play Away: Scrape

Mike - Falcon Front: Play to: A Play Away: Scrape

Sam - Falcon Front: Play to: D Play Away: Fold

Viking - Secondary Force or TD Angle

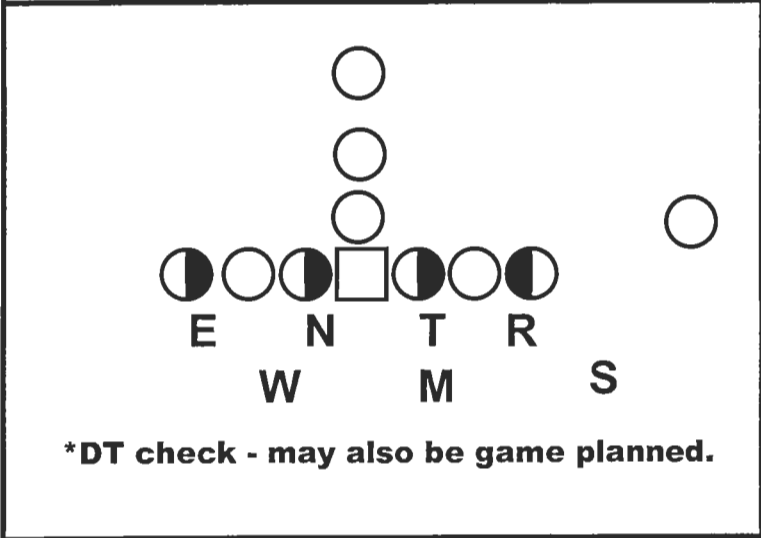
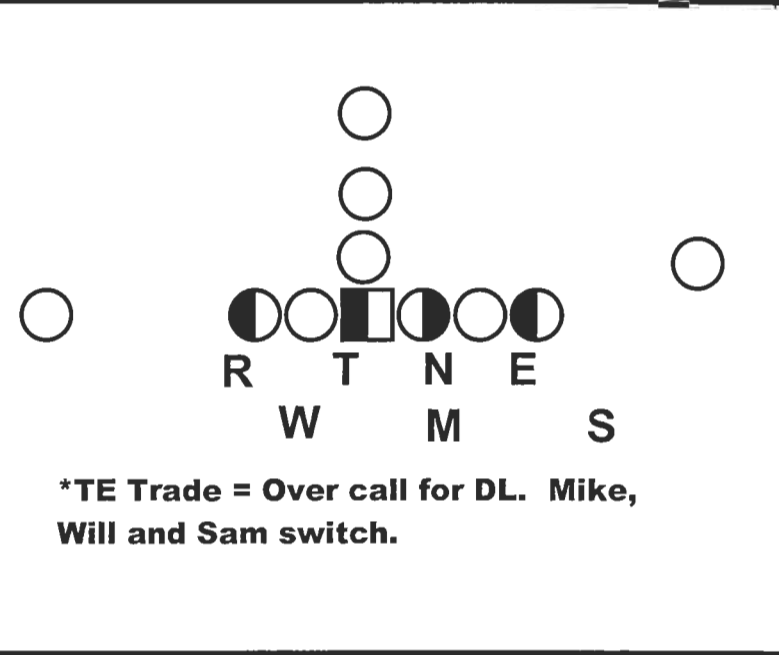
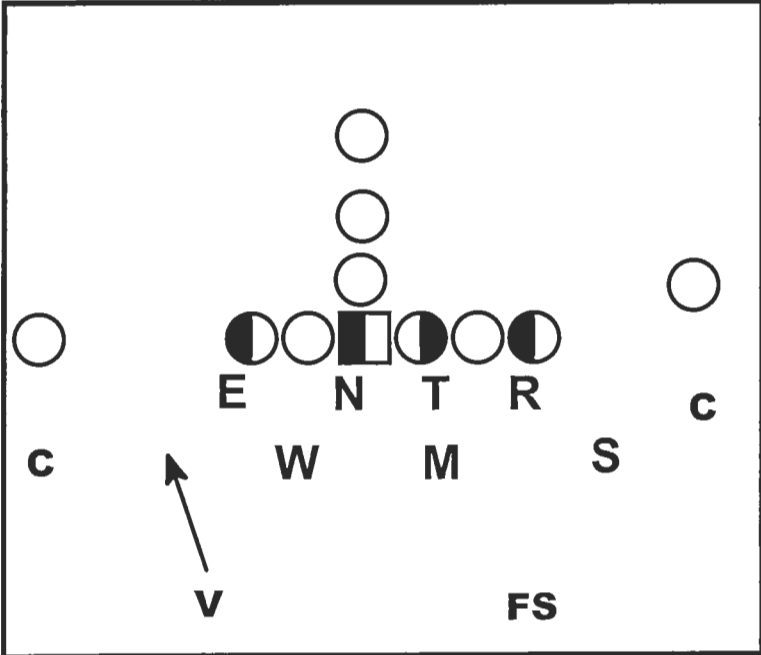
Free Safety - Alley

Corners - Force Fold/Secondary Force or TD Angle



VIKING FRONTS

FALCON



Notes:
 Run Front
 Tight Falcon will be called with Cover 3V or 3CV.
 *SAM - Ball in middle of field = align to call side. Ball on hash = 5 alignment into boundary.
 VIKING - Ball in middle of field = align away from call side. Ball on hash = align to the field.

Alignments

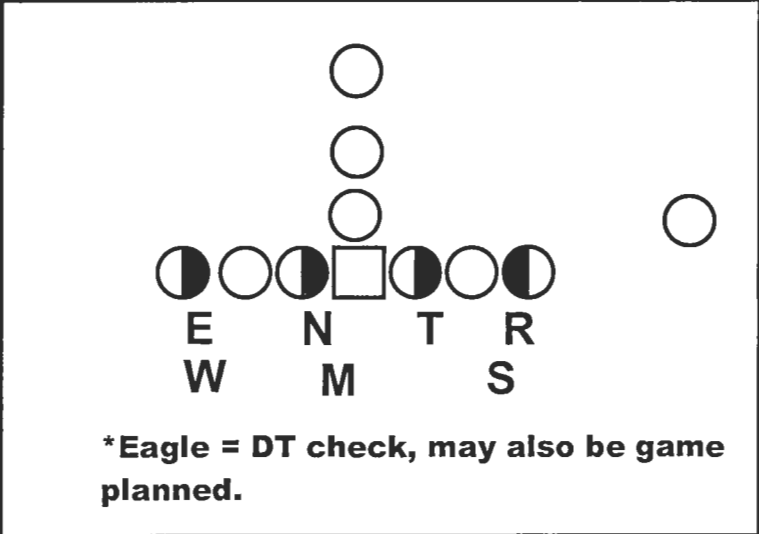
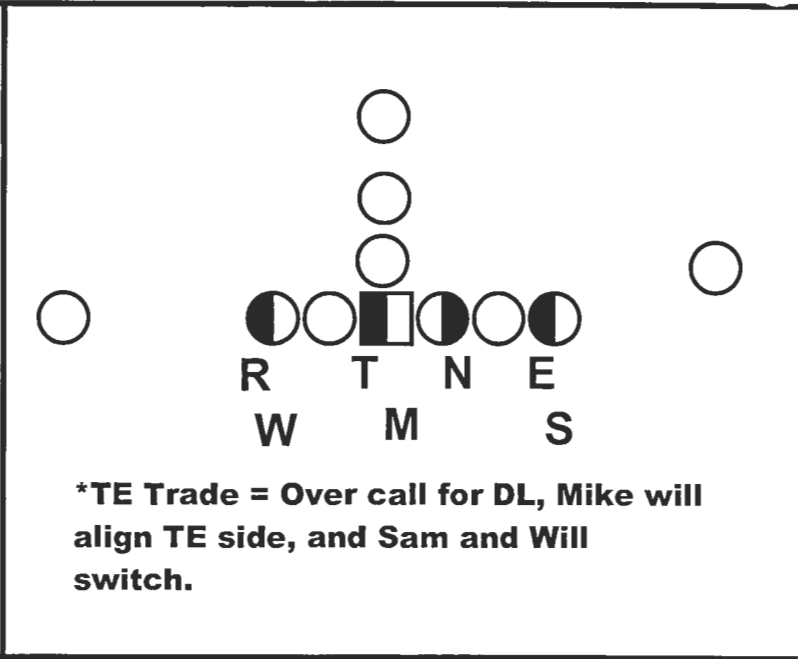
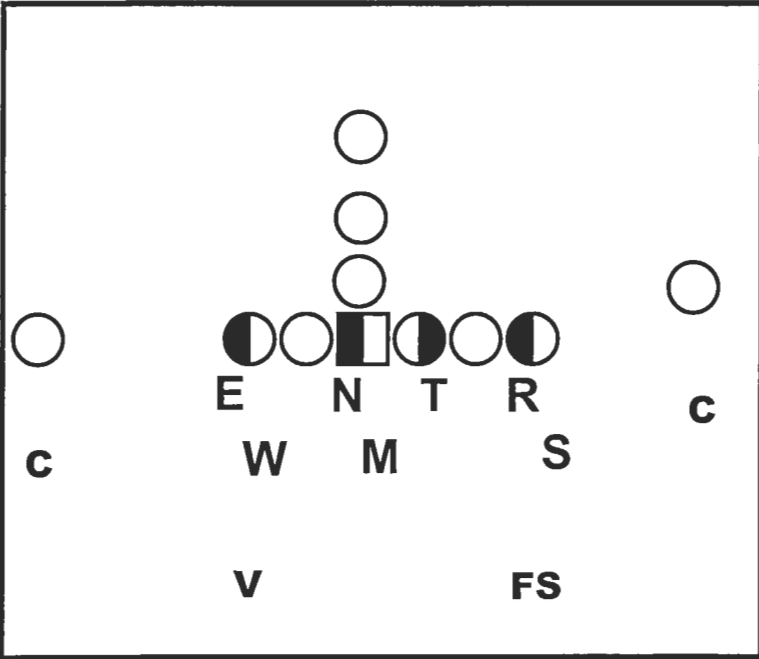
R	6I
T	3
N	1
E	5
W	3
M	3
S	4 x 5

Gap Responsibilities

Play to:	Play away:
R: C	Trail to GATA angle
T: B	GATA angle
N: A	GATA angle
E: C	Trail to GATA angle
W: B	Scrape
M: A	Scrape
S: D	Scrape

Comments:

HAWK I



Notes:
 Run Front
 We will check to Squeeze front in Cover 2 vs Spread.

Alignments

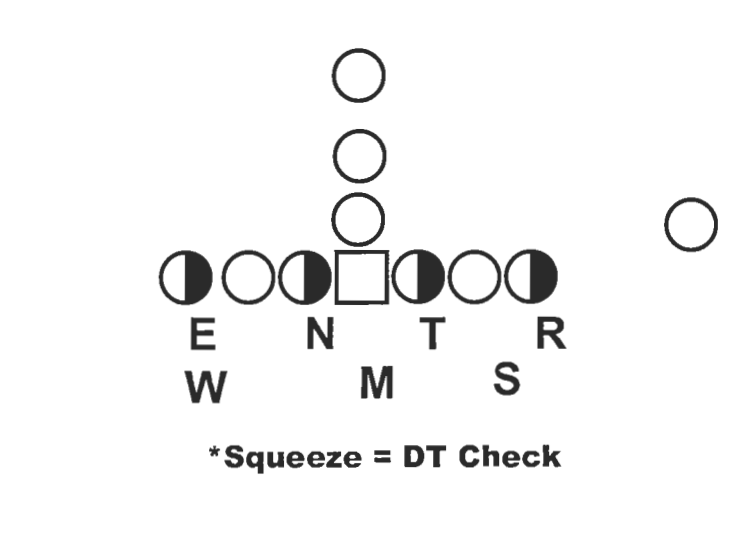
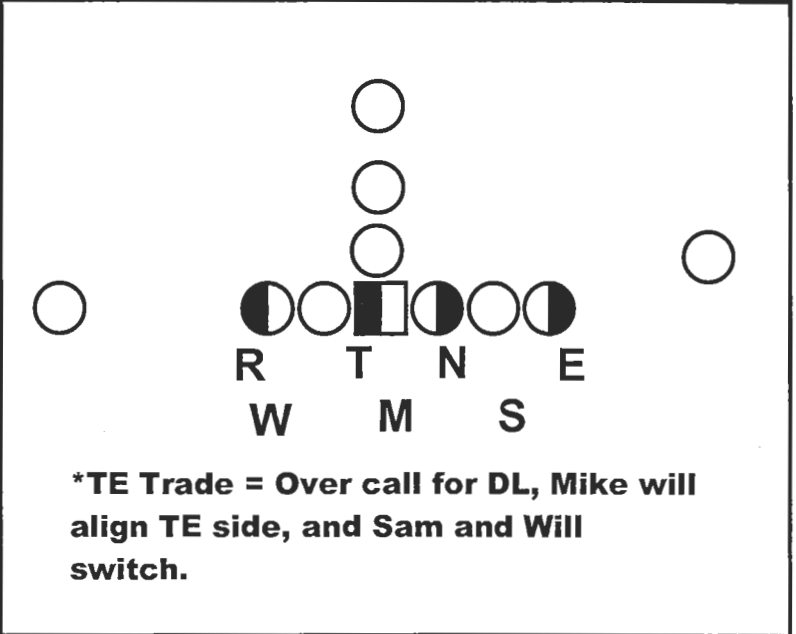
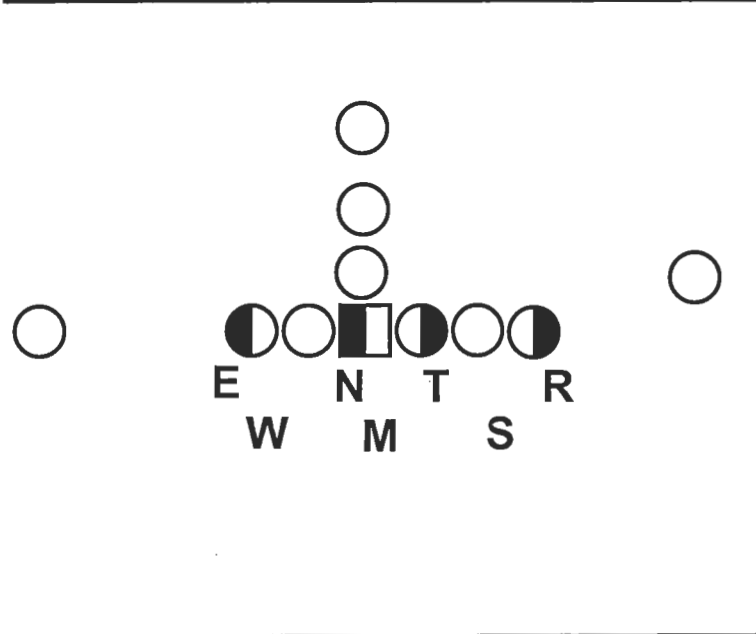
Gap Responsibilities

R	6I
T	3
N	1
E	5
W	4I
M	1 Call Side
S	7

<u>Play to:</u>	<u>Play away:</u>
R: C	Trail to GATA angle
T: B	GATA angle
N: A	GATA angle
E: C	Trail to GATA angle
W: B	Scrape
M: A	Scrape
S: D	Scrape

Comments:

HAWK



Notes:
Run Front

Alignments

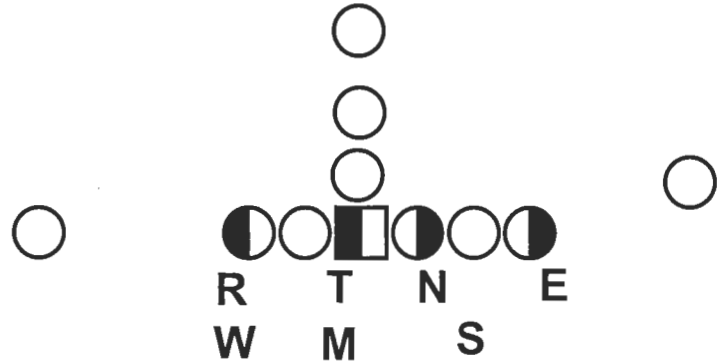
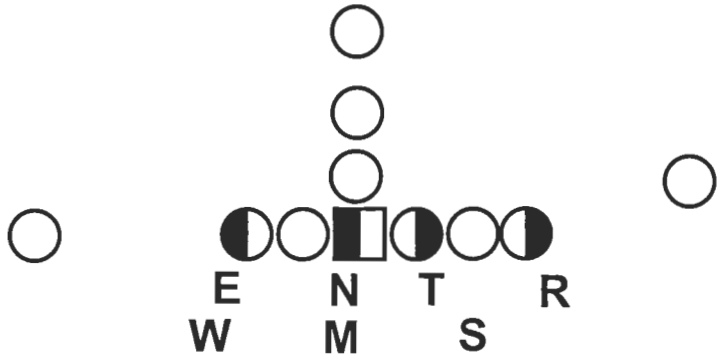
Gap Responsibilities

R	7
T	3
N	1
E	5
W	4I
M	1 Call Side
S	5

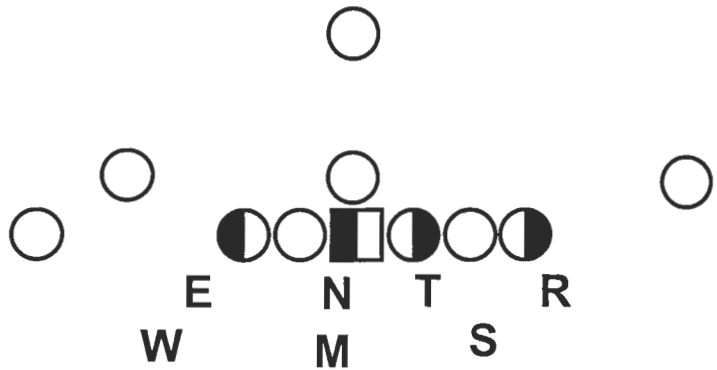
Play to:	Play away:
R: D	Trail to GATA angle
T: B	GATA angle
N: A	GATA angle
E: C	Trail to GATA angle
W: B	Scrape
M: A	Scrape
S: C	Scrape

Comments:

SQUEEZE



*TE Trade = Over call for DL, Mike will align away from TE side, and Sam and Will switch.



Hawk I Automatic to Squeeze vs Spread formation.

Notes:

Run Front

This is a 2 gap defense.

This can also be a check to get us out of a 1 gap defense (Hawk) if Will must leave the box.

Rule: The wider Will gets (vs twins) the closer Mike will get to a 2I or 2.

Alignments

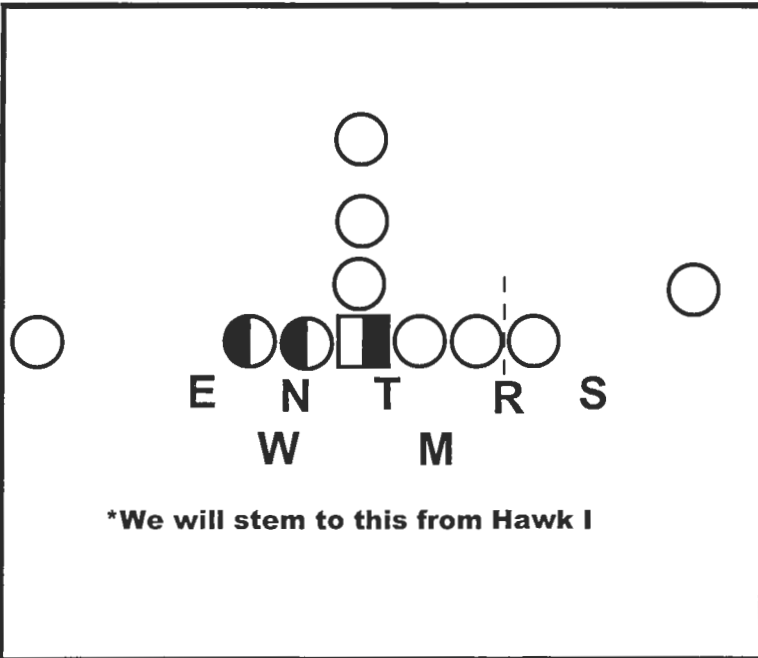
R	7
T	3
N	1
E	5
W	5
M	1 Away
S	4

Gap Responsibilities

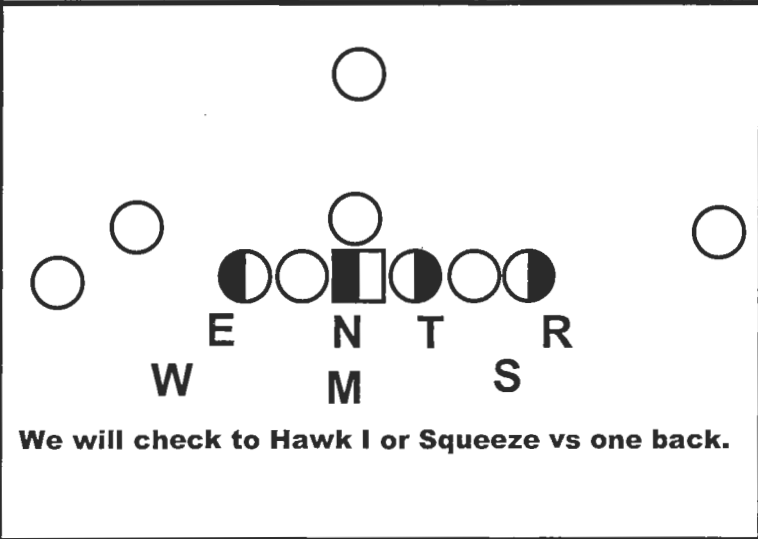
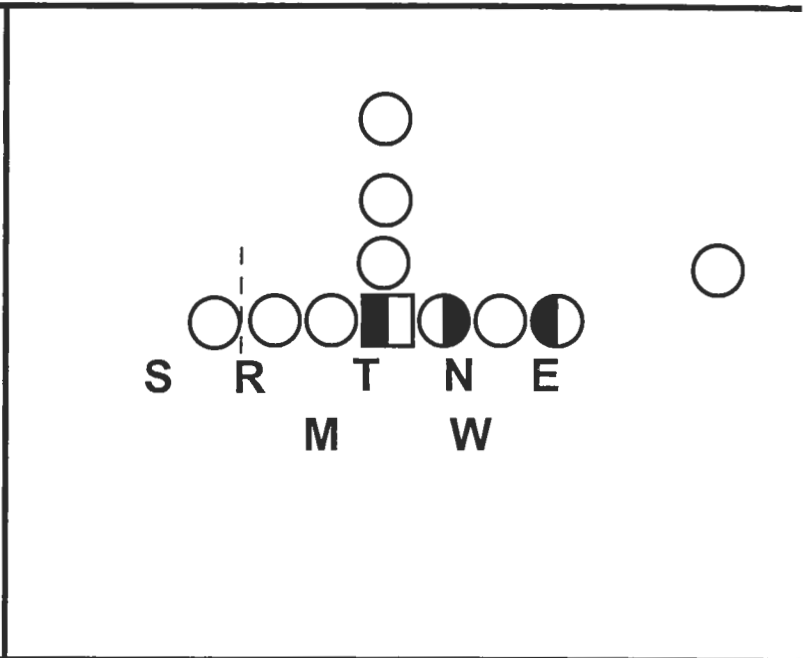
<u>Play to:</u>	<u>Play away:</u>
R: D	Trail to GATA angle
T: B	GATA angle
N: A	GATA angle
E: C	Trail to GATA angle
W: D	Fold
M: B	Playside A
S: C	Backside A

Comments:

UNDER



*We will stem to this from Hawk I



We will check to Hawk I or Squeeze vs one back.

Notes:

Run Front

We can play this front vs 21, 22 personnel.

If "Under Off" is called - Sam will play 1 x 3.

Rush will align in the C gap and react to the OT block.

We will stem to this on the 2nd color of the cadence.

Alignments

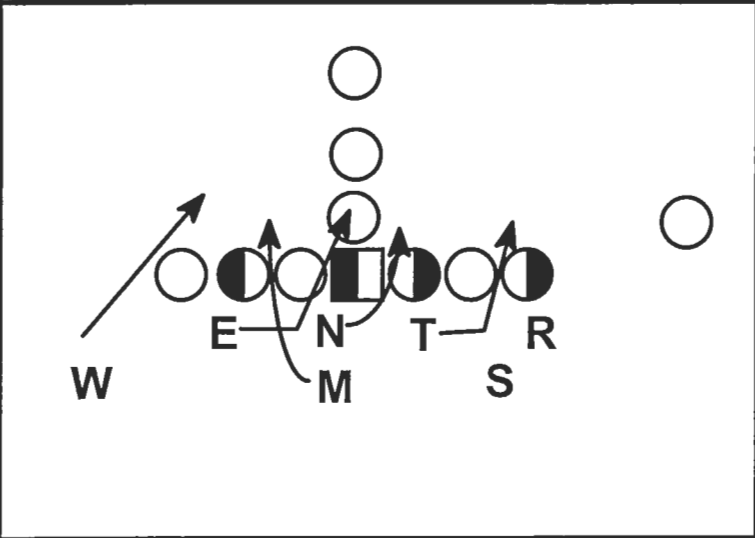
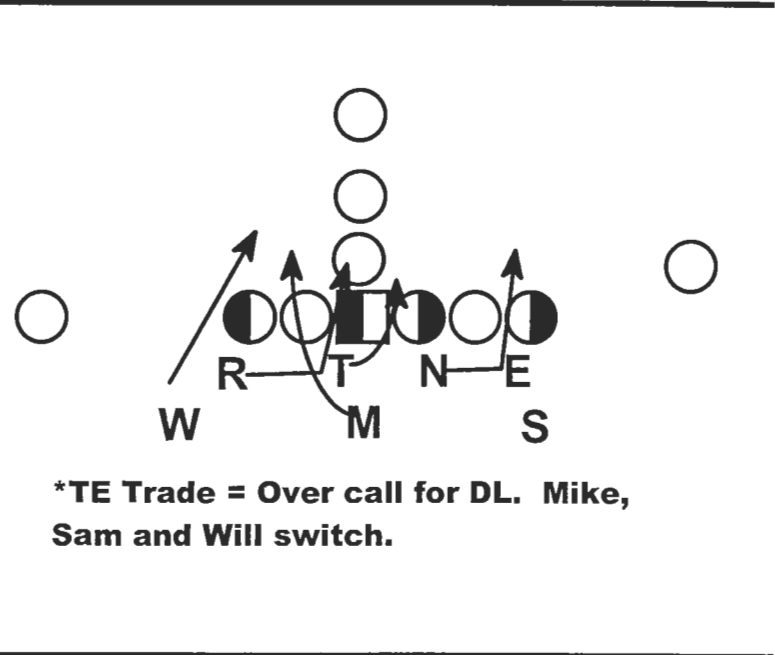
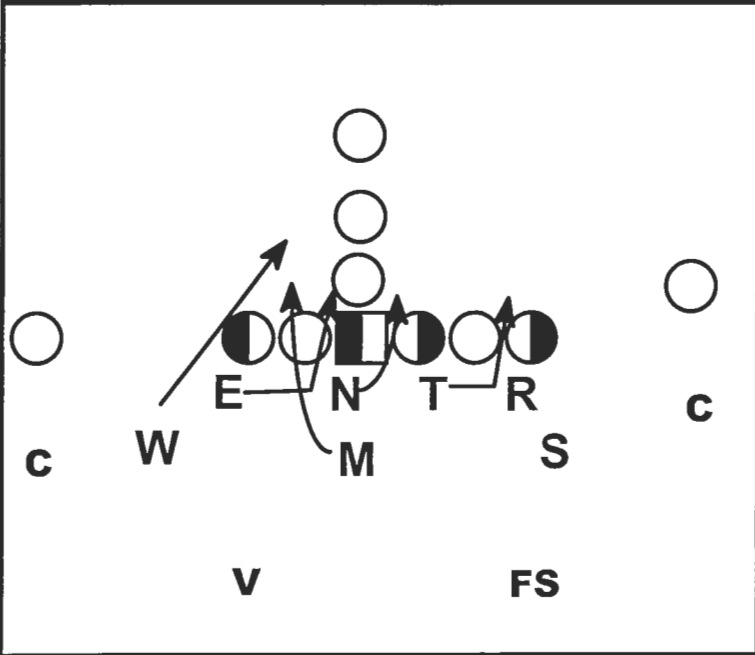
R	Wide 5 (gap)
T	1
N	3
E	Wide 5
W	3
M	3
S	Wide 7 or 1 x 3

Gap Responsibilities

Play to:	Play away:
R: C	Trail to GATA angle
T: A	GATA angle
N: B	GATA angle
E: C	Trail to GATA angle
W: A	Scrape
M: B	Scrape
S: D	Scrape/Cutback

Comments:

TIGHT SMASH



Notes:
 Run Front
 Tight Smash will be called with Cover 2 RMan.
 Doubles = Corners over

Alignments

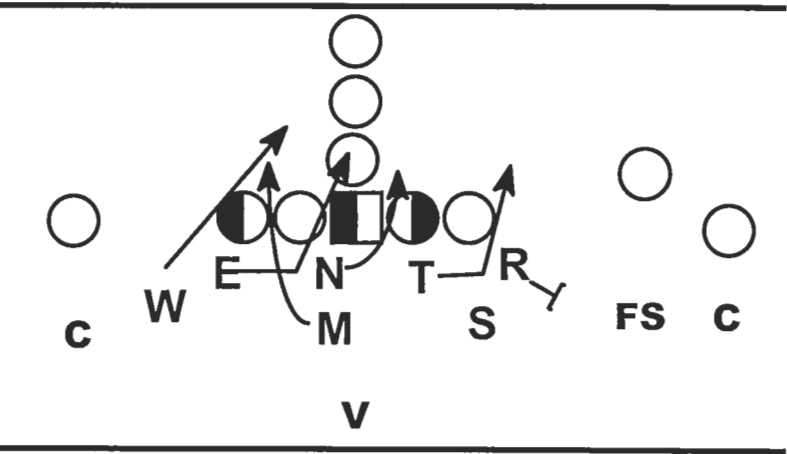
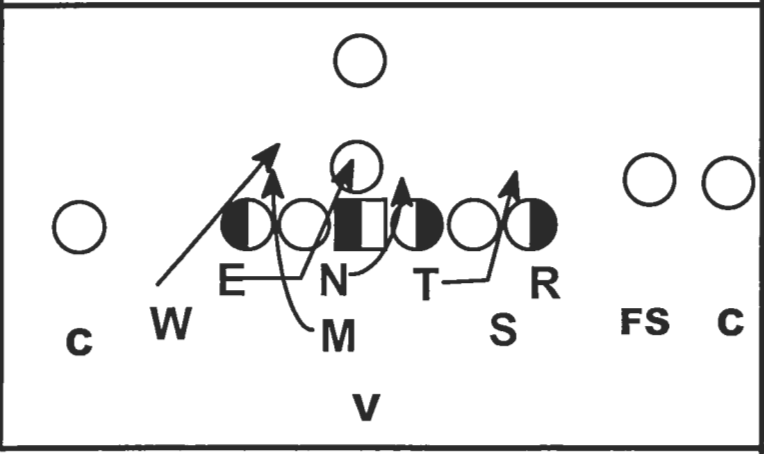
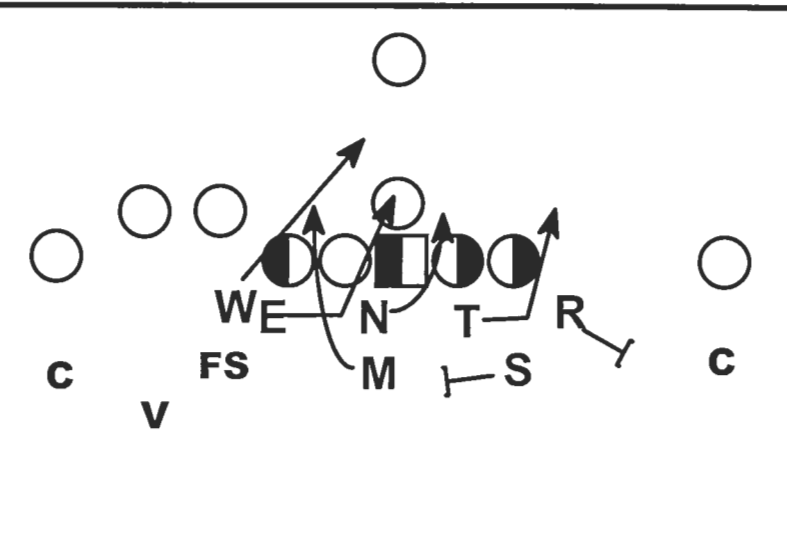
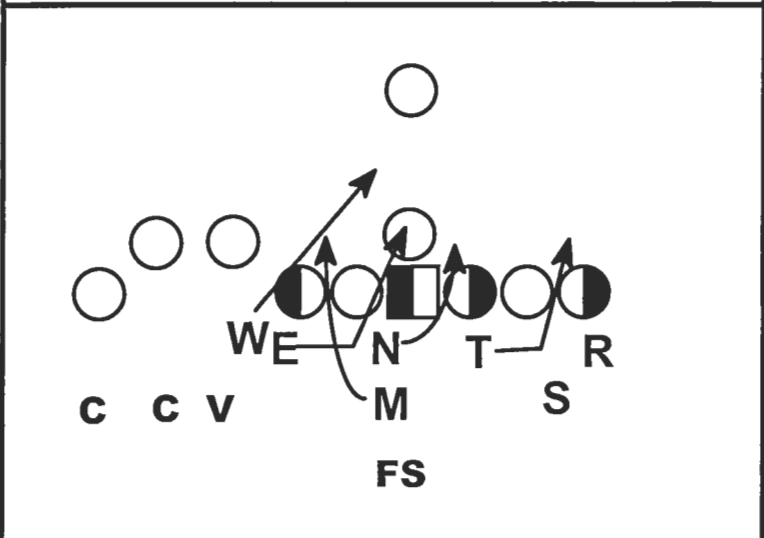
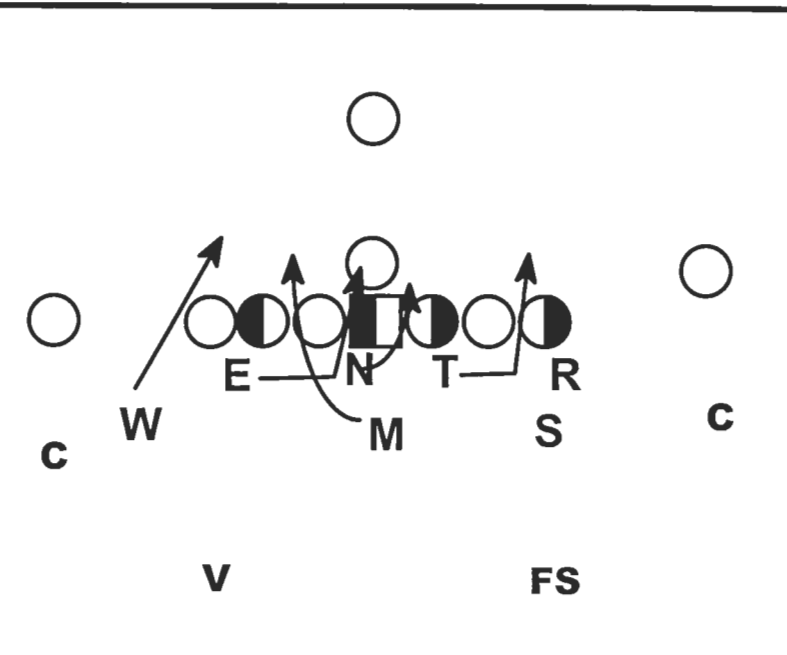
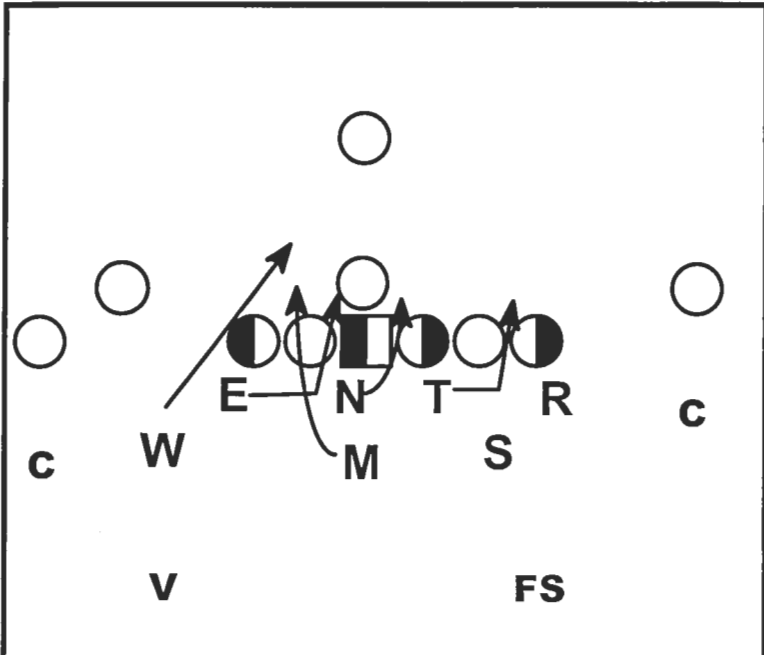
R	7
T	3
N	1
E	5
W	Wide 5
M	0
S	5

Gap Responsibilities

<u>Play to:</u>	<u>Play away:</u>
R: D	Trail to GATA angle
T: C	GATA angle
N: A	GATA angle
E: A	GATA angle
W: C	Trail to GATA angle
M: B	Scrape
S: Scrape	Scrape

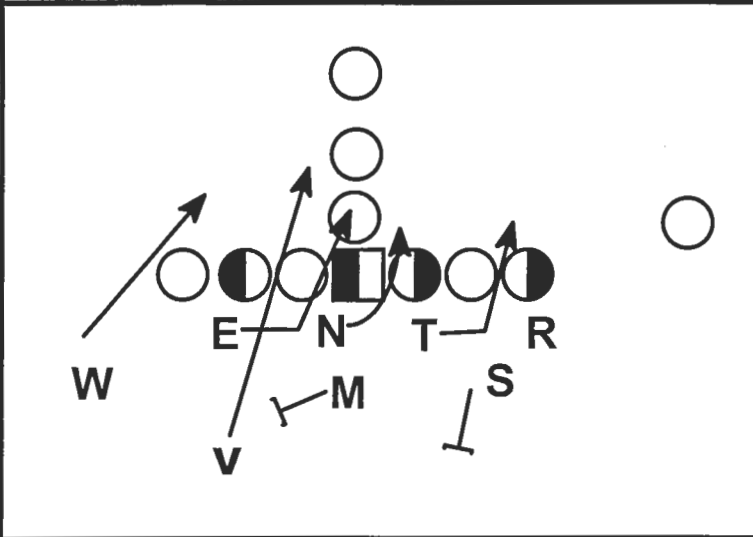
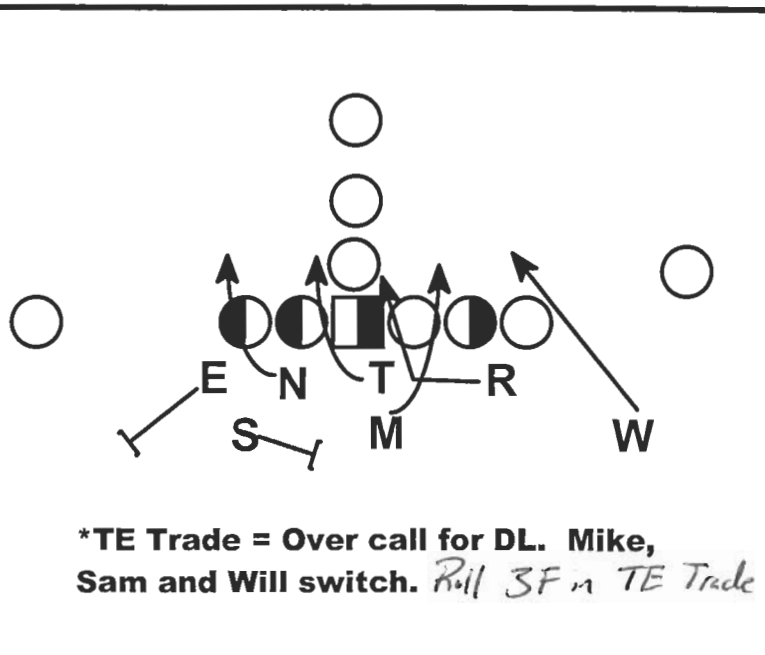
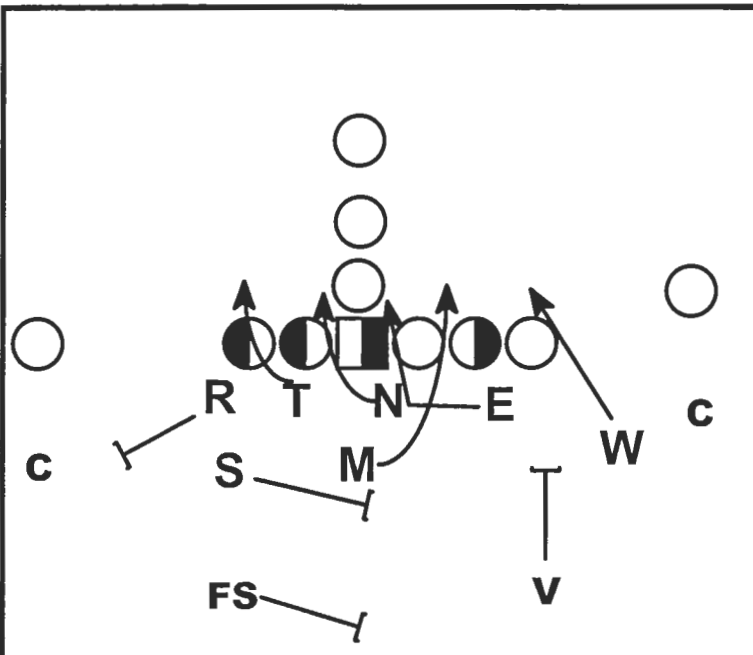
Comments:

TIGHT SMASH-2



Comments:

SPLIT SMASH



Notes:

Run Front

Split Smash will be called with Cover 3 (2 Back) or 0 (1 Back).

VIKING - if your #2 is in backfield you become the blitzer "Switch"

Alignments

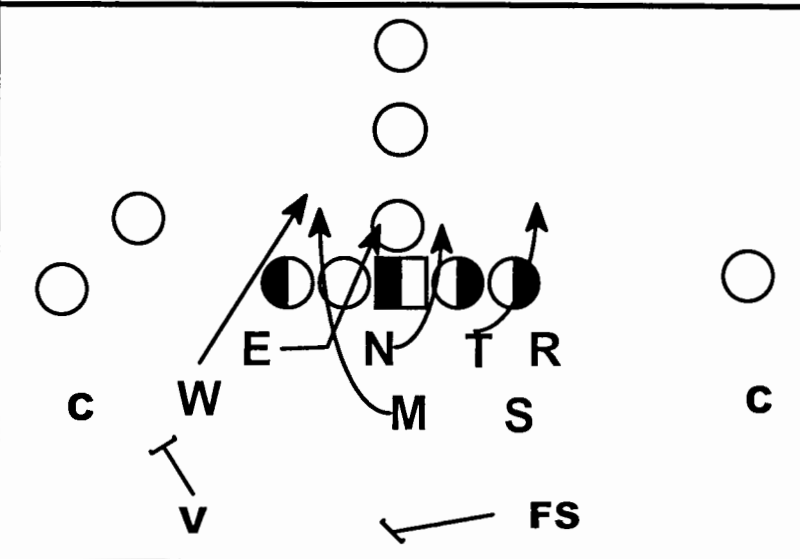
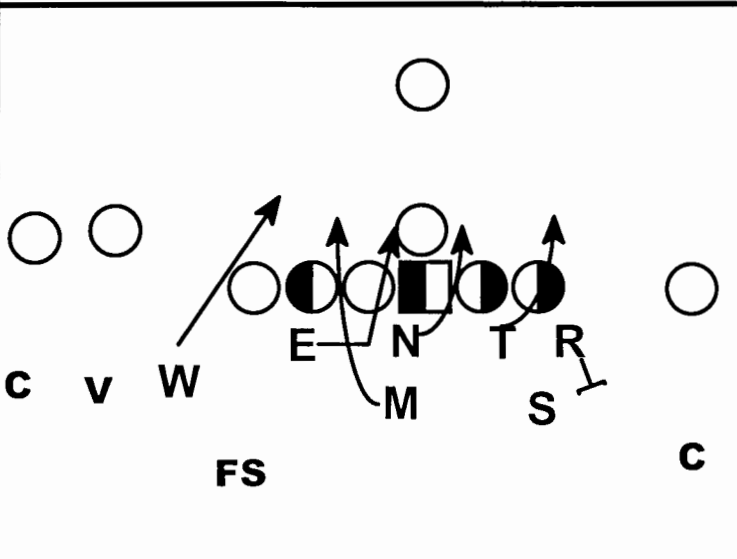
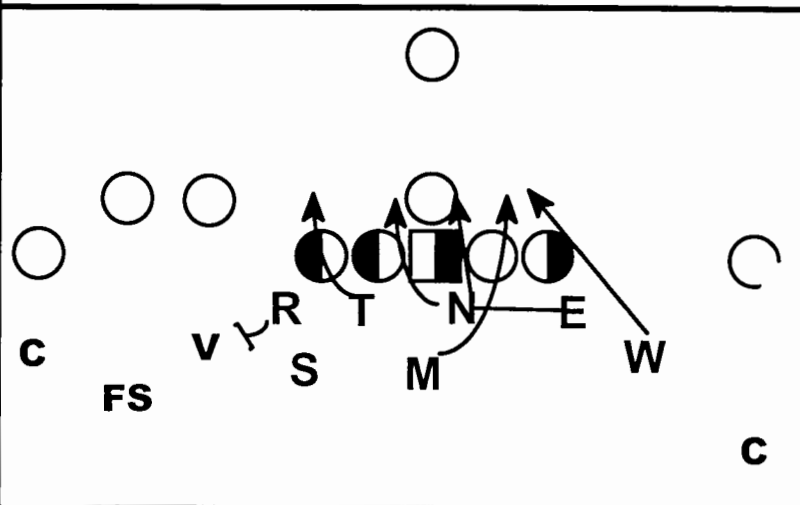
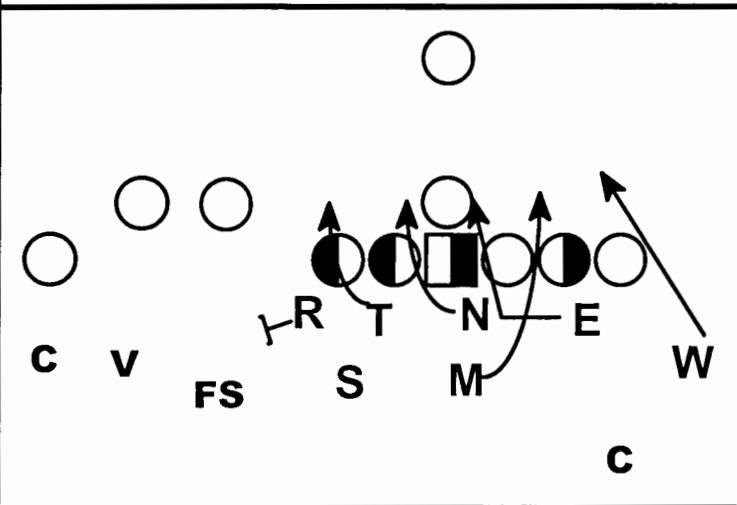
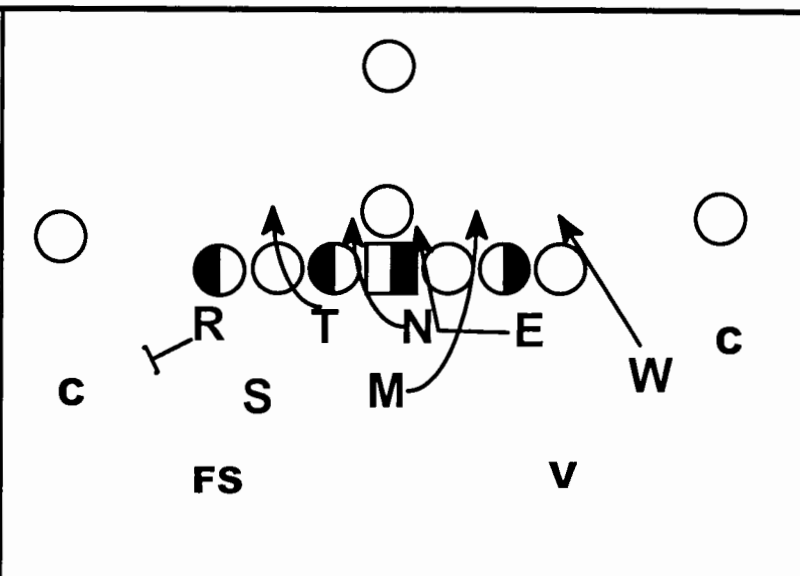
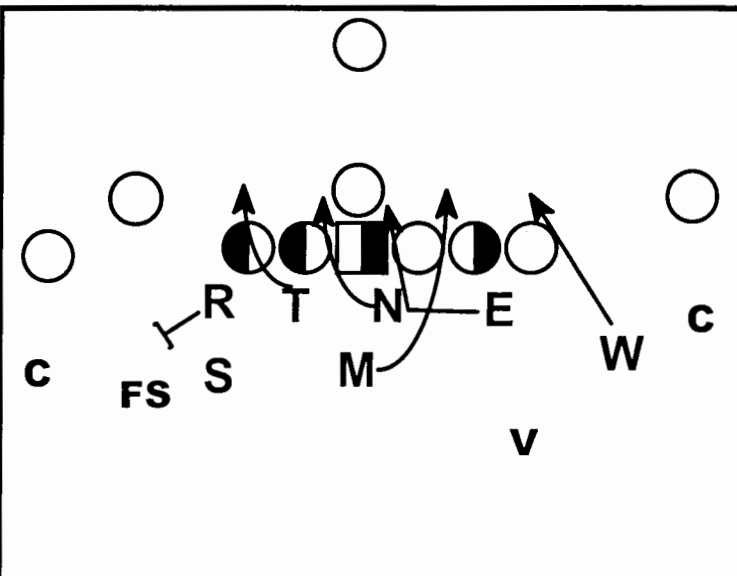
Gap Responsibilities

R	5
T	3
N	1
E	5
W	Wide 5
M	0
S	5

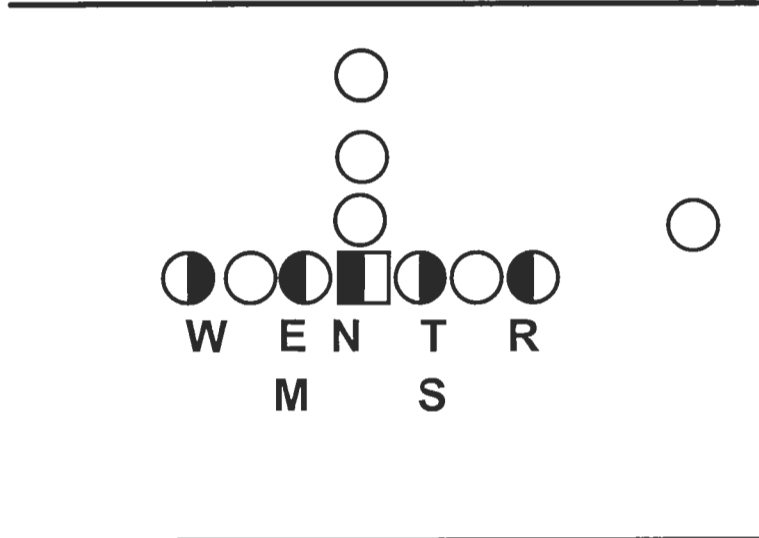
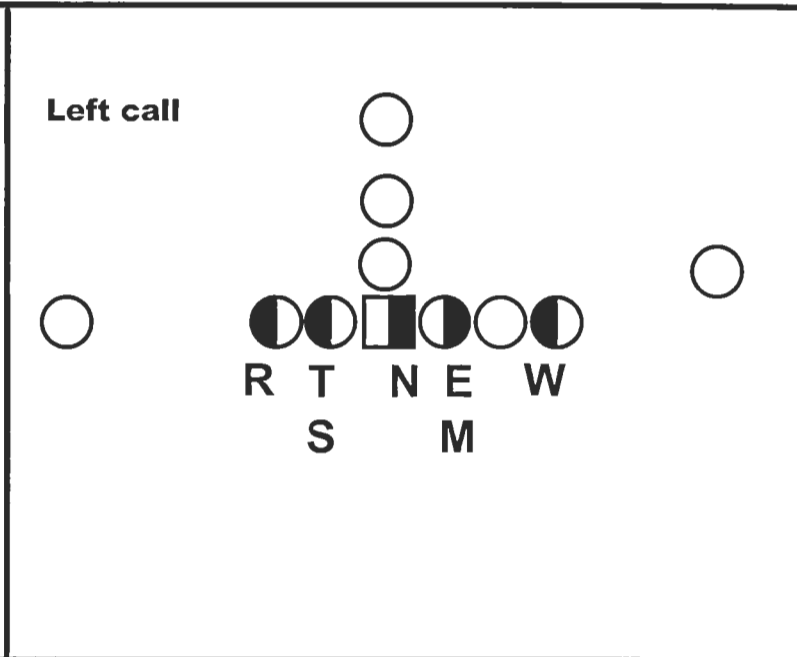
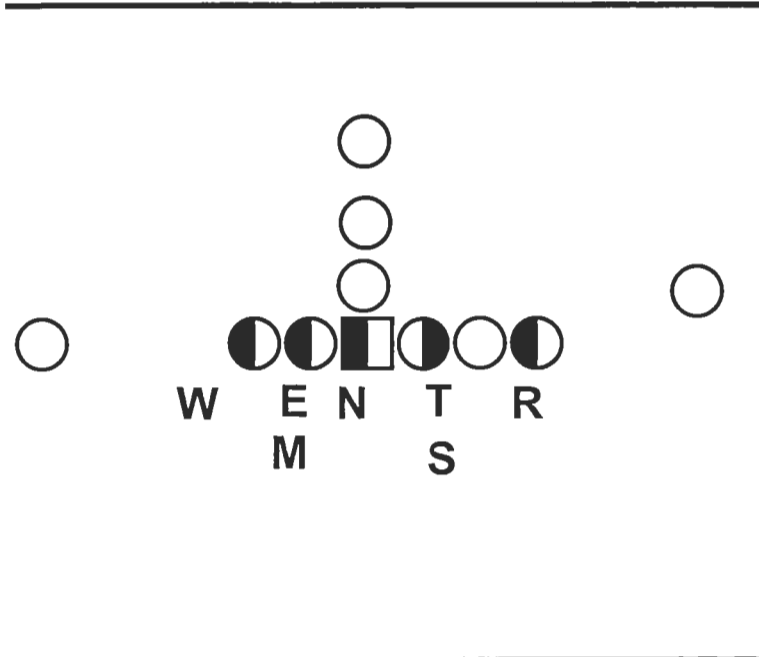
Play to:	Play away:
R: Force	Trail to GATA angle
T: C	GATA angle
N: A	GATA angle
E: A	GATA angle
W: D	Trail to GATA angle
M: B	Scrape
S: Scrape	Scrape

Comments:

SPLIT SMASH-2



DOUBLE EAGLE



Notes:
Run Front

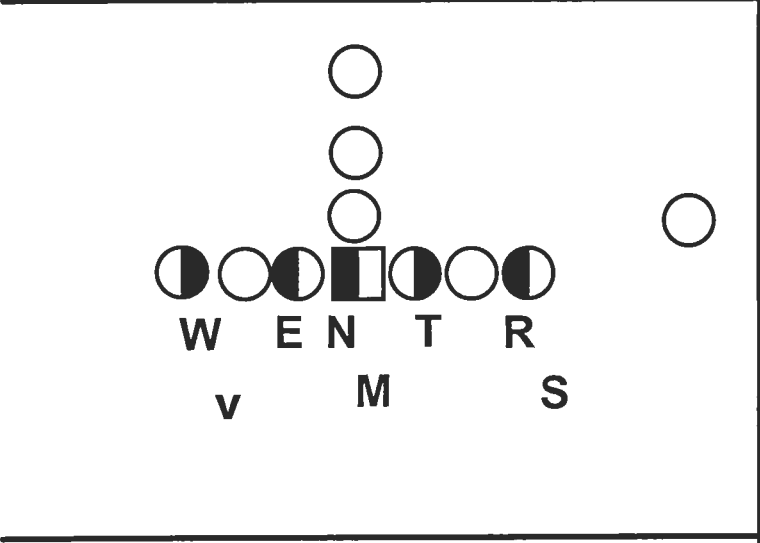
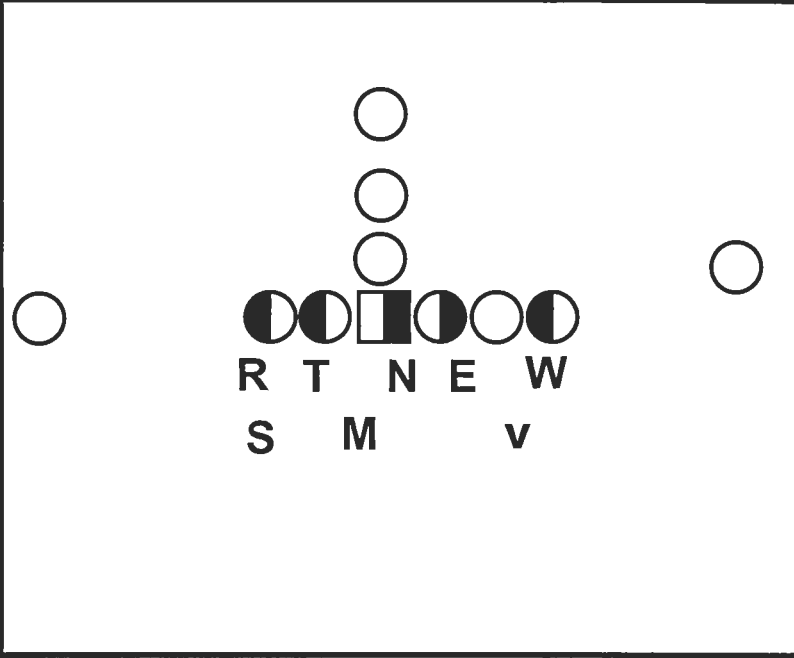
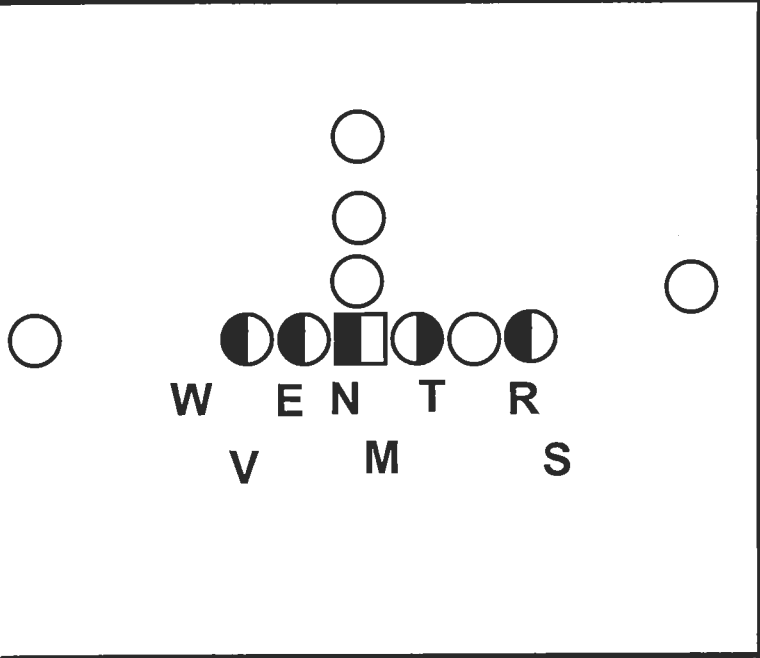
Alignments

Gap Responsibilities

R	6I
T	3
N	1
E	3
W	ghost 6 or 6I
M	2I
S	3

<u>Play to:</u>	<u>Play away:</u>
R: C	Trail to GATA angle
T: B	GATA angle
N: A	GATA angle
E: B	GATA angle
W: C	Trail to GATA angle
M: Fill	Playside A
S: Fill	Backside A

DOUBLE HAWK I UP



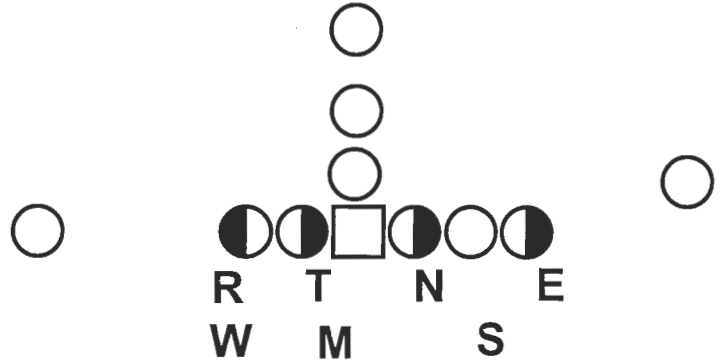
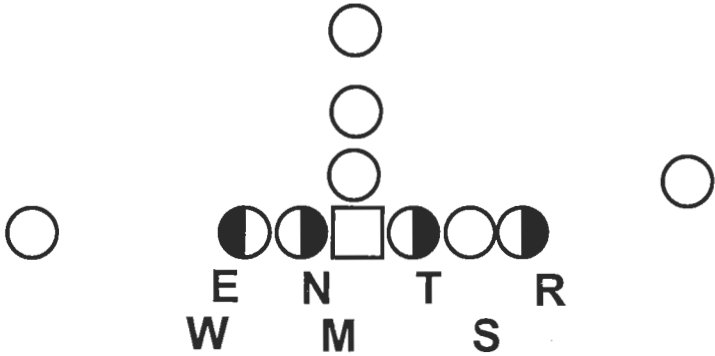
Notes:
Run Front

Alignments	
R	6I
T	3
N	1
E	3
W	ghost 6 or 6I
M	1
S	7

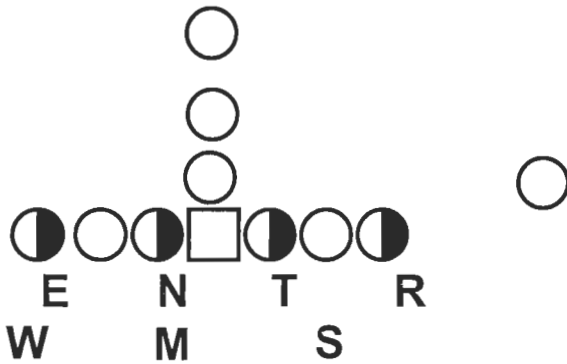
Gap Responsibilities	
Play to:	Play away:
R: D	Trail to GATA angle
T: B	GATA angle
N: A	GATA angle
E: B	GATA angle
W: C	Trail to GATA angle
M: A	Scrape
S: D	Scrape

Comments:

40



***TE Trade = Over call for DL, Mike will align TE side, and Sam and Will switch.**



Notes:
Pass Rush Front

Alignments

Gap Responsibilities

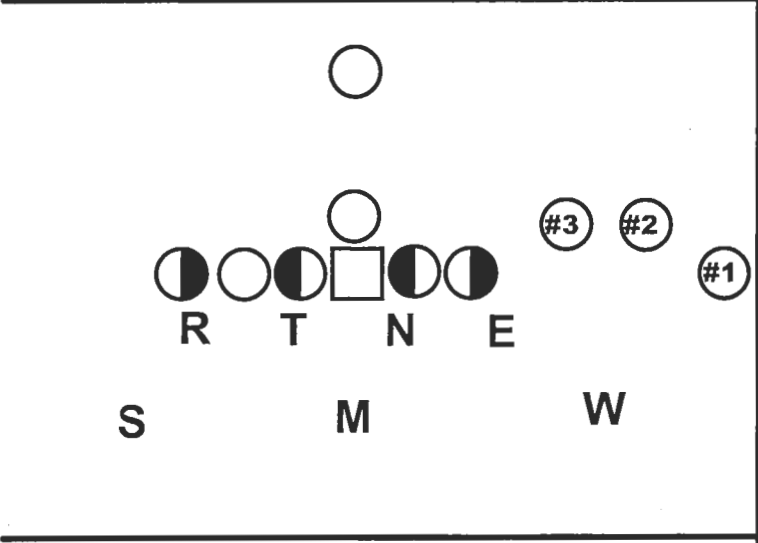
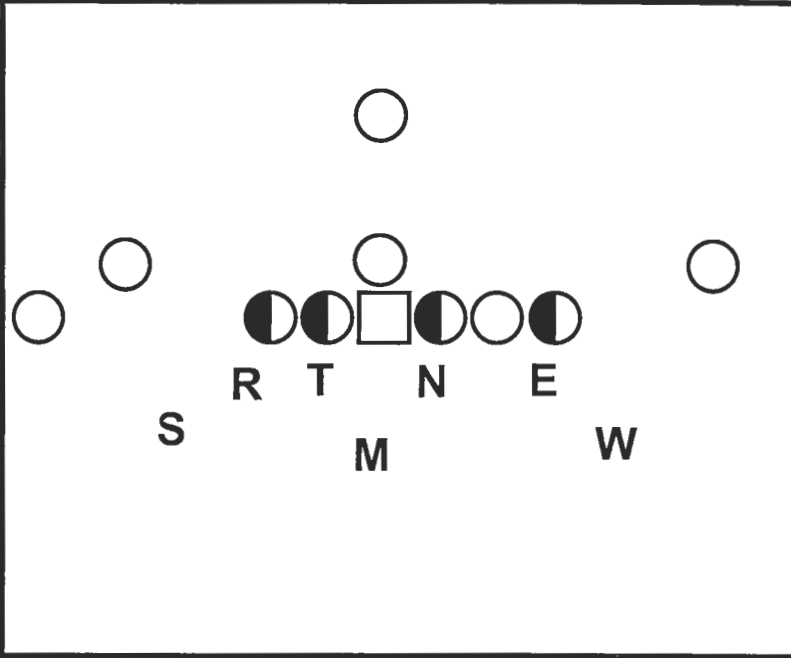
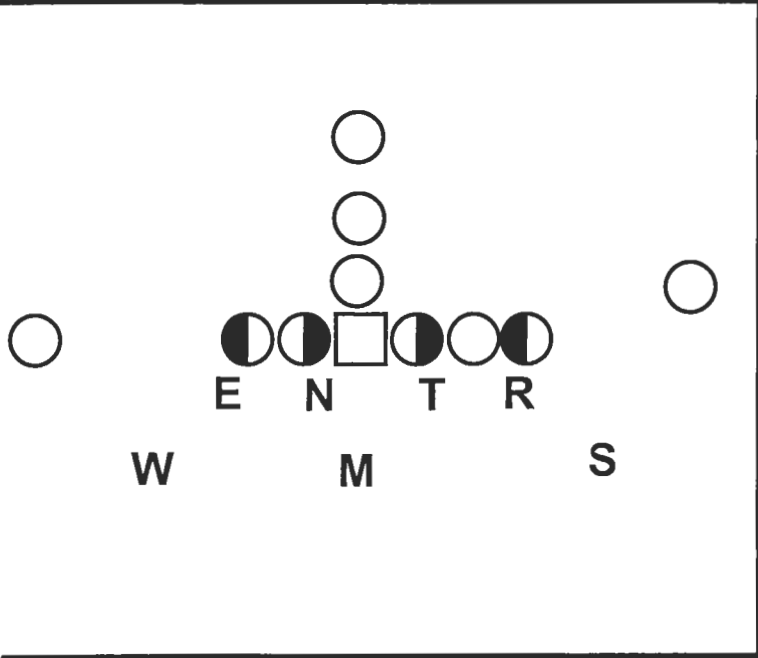
R Wide 7
T Wide 3
N 2I or 1
E Wide 5
W 5
M 1 Away
S 5

<u>Play to:</u>	<u>Play away:</u>
R: Pass Rush	Pass Rush
T: Pass Rush	Pass Rush
N: Pass Rush	Pass Rush
E: Pass Rush	Pass Rush
W: Scrape	Scrape
M: Scrape	Scrape
S: Scrape	Scrape

Comments:

40 is a pass rush front. Rush will bump down to 6I if involved with a twist. This is squeeze alignment for LB's.

SAUDI



Notes:
 *When trips are to W's side the alignment rules are; the closer together #2 and #3 are the closer W will align to #3. You will never get any closer to #2 than half way between the two.

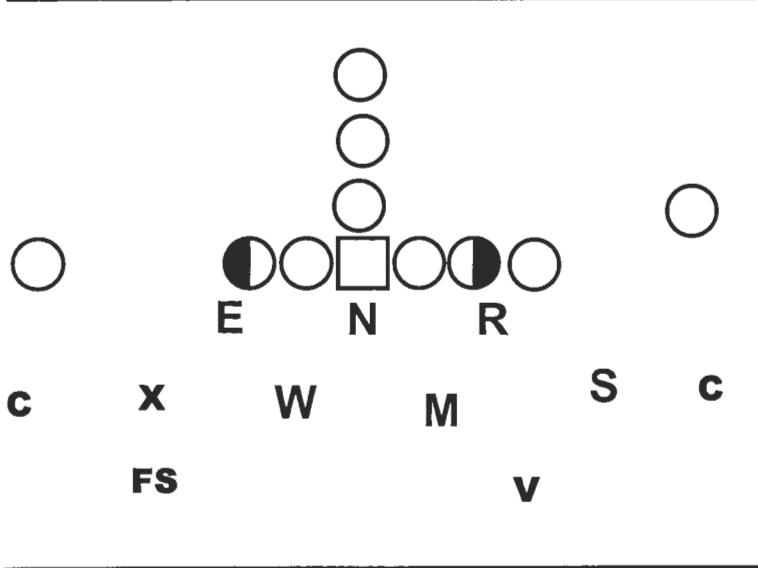
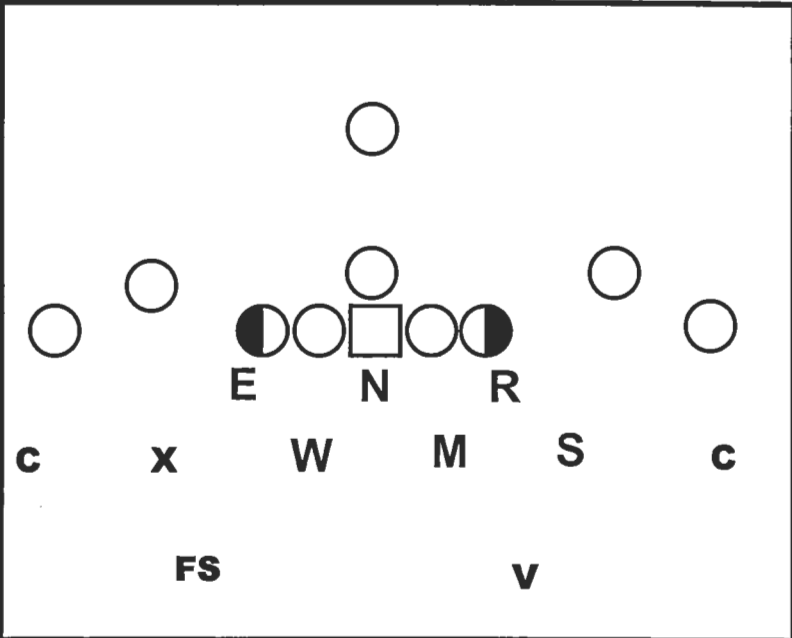
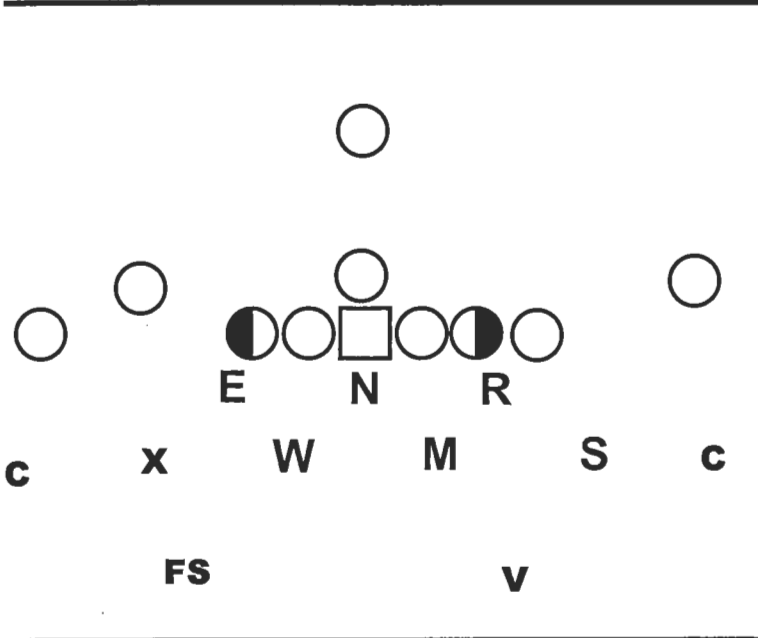
Pass Rush Front
 LB alignments deepen and loosen

Alignments	
R	6I
T	Wide 3
N	2I or 1
E	Wide 5
W	Pro: 1x6
M	0x6
S	Pro: 1x6

Gap Responsibilities	
Play to:	Play away:
R: Pass Rush	Pass Rush
T: Pass Rush	Pass Rush
N: Pass Rush	Pass Rush
E: Pass Rush	Pass Rush
W: Scrape	Scrape
M: Scrape	Scrape
S: Scrape	Scrape

Comments:

30



Alignments

R 5
 N 0
 E 5
 W 3
 M 3
 C Split
 S Split

Gap Responsibilities

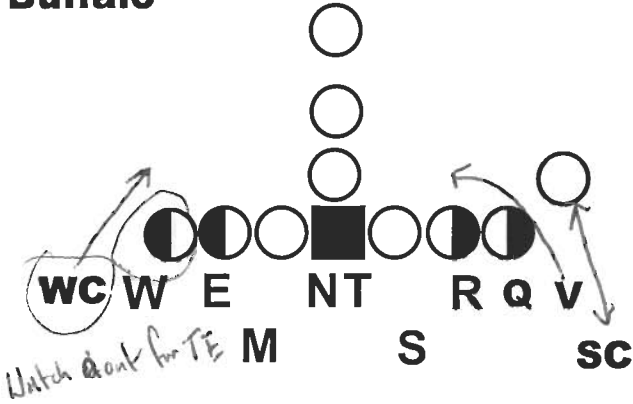
<u>Play to:</u>	<u>Play away:</u>
R: Pass Rush	Pass Rush
N: Pass Rush	Pass Rush
E: Pass Rush	Pass Rush
W: B	Scrape
M: B	Scrape
S: Force	Cutback
X: Force	Cutback

Comments:

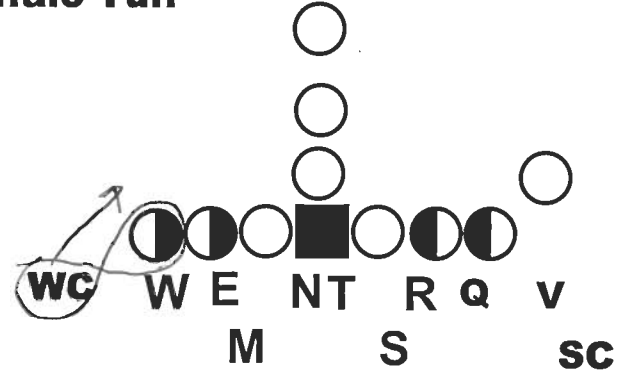
30 will be run with "Tre" personnel.

BUFFALO

Buffalo



Buffalo Tuff



Buffalo is a goalline defense and will be used vs. specific offensive personnel packages.

DL - 4pt stance, attack, penetrate, create confusion. N and T must take up 3 blockers. W and Q must check boot on play away.

M and S - fill gaps and spill everything. Align at 4yds and arrive with force.

V - on LOS, split the stance of wing. Run to: attack wing and penetrate. Run away: think pass (TE) then fold.

WC - on LOS, 2.5 yds from last man on end LOS.

SC - 2 x 4 on wing. Strong side support. Key wing to back. *(lead on wing)*

*We will also run "Smoke" with Buffalo Tuff. W and Q will grab the TE's.

O Combo

1. SC and WC have #1 their side.
2. V has 1st release to flat man to man (get underneath)
3. S lets nobody cross, takes 1st inside release man to man
4. Mike has weak back or 1st crosser man to man

Alignments

R	5 or 4I
T	1
N	1
E	5 or 4I
W	7 or 6I
Q	7 or 6I
M	3
S	3

Gap Responsibilities

Play to:	Play away:
R: C/B	GATA angle
T: A	GATA angle
N: A	GATA angle
E: C/B	GATA angle
W: D/C	Trail to GATA angle
Q: D/C	Trail to GATA angle
M: Fill	Scrape
S: Fill	Scrape

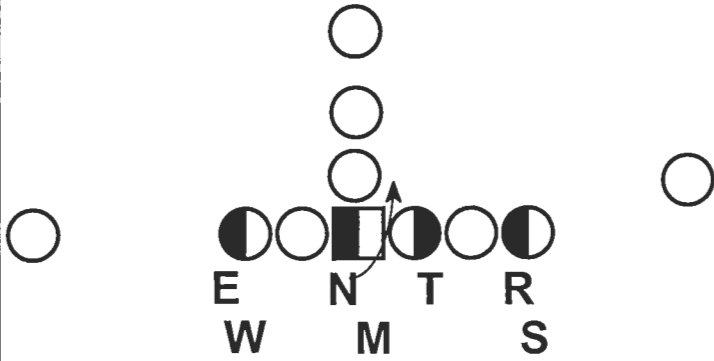
Comments: *Left side (- SC, play #1 (Goal Line), wing in motion, go with him
 Powerset - take TE, power motion away, TE other side, VC has ~~power~~ wing*



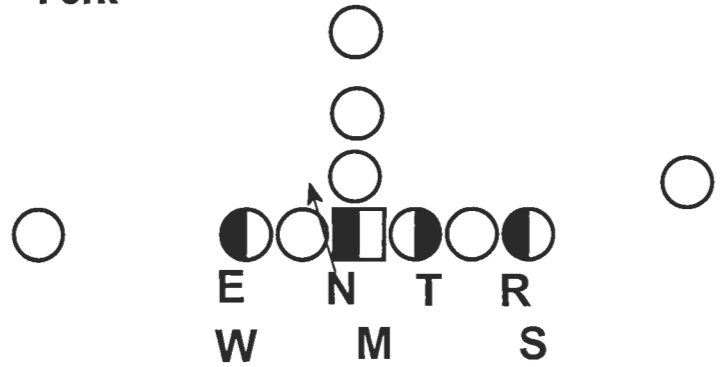
**VIKING
RUN
MOVEMENT**

Run Movement - 1

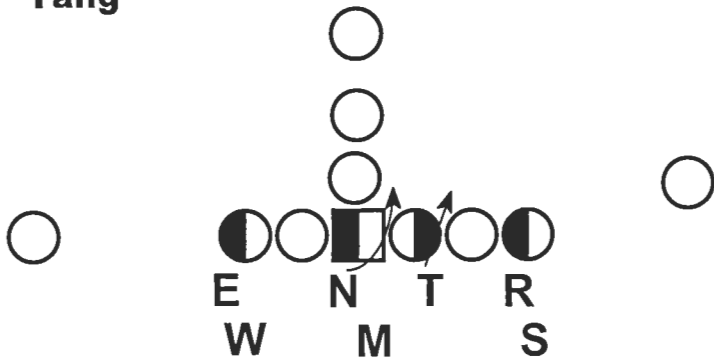
Knife



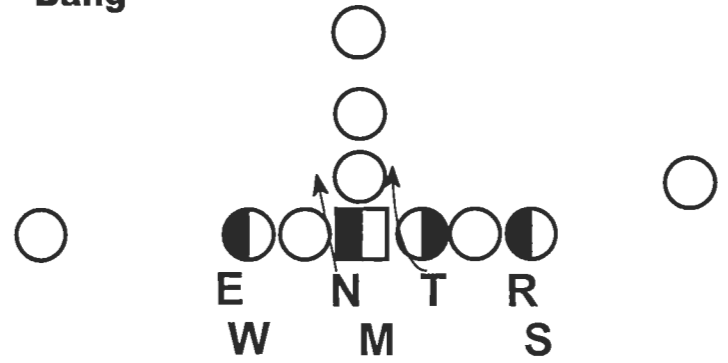
Fork



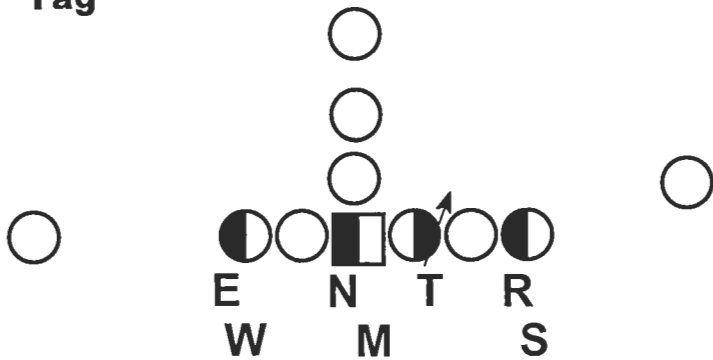
Tang



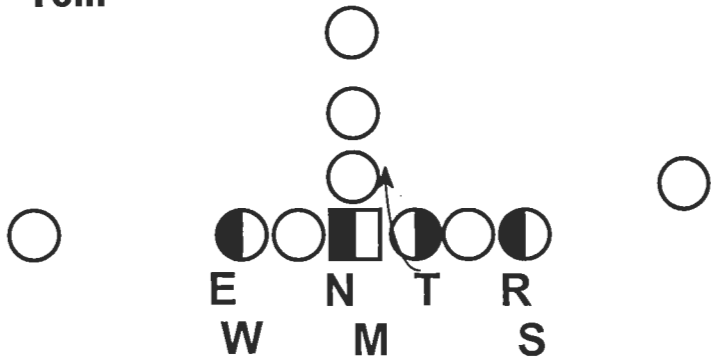
Bang



Tag

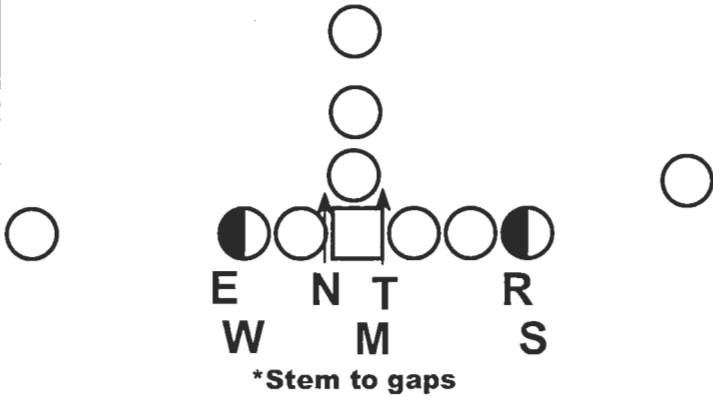


Tom

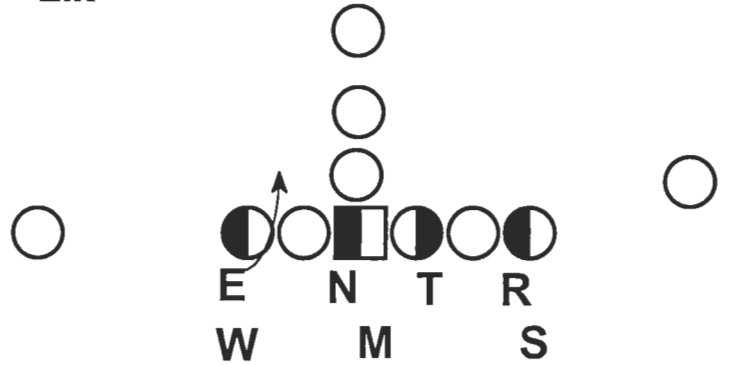


Run Movement - 2

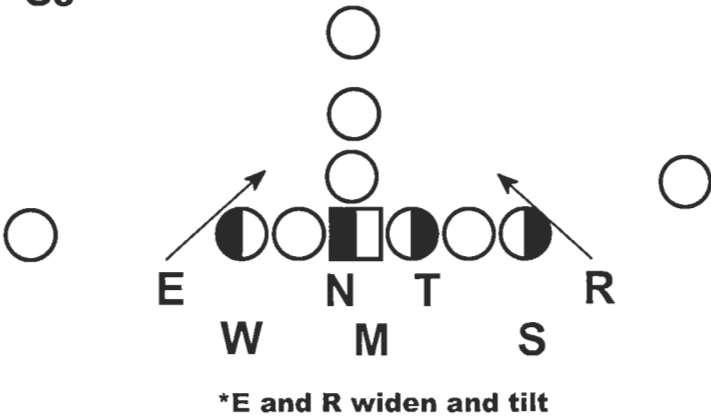
Loose



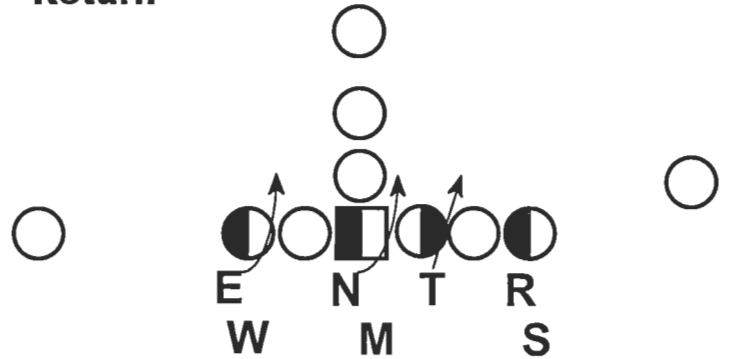
Elk



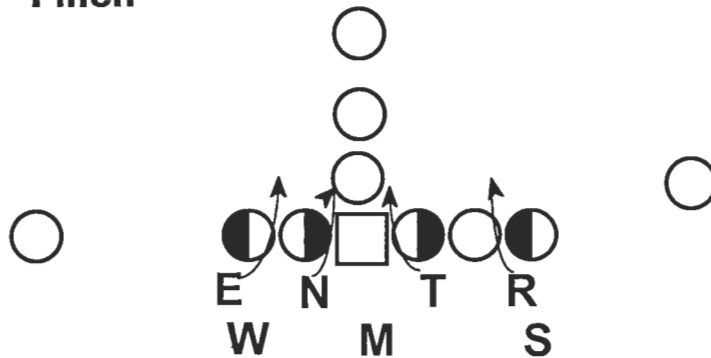
Go



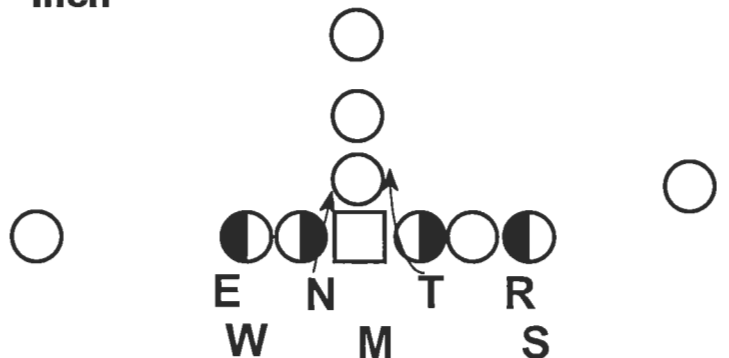
Return



Pinch



Inch



Run Movement - 3

Ron

E N T R
W M S

*May also be done from a 6 or a 6l

End Flush

E N T R
W M S

*End goes 1st

Sting

E N T R
W M S

Deuce

E N T R
W M S

N & T move depends on front call
(Hawk, Under, etc.)

Ups

E N T R
W M S

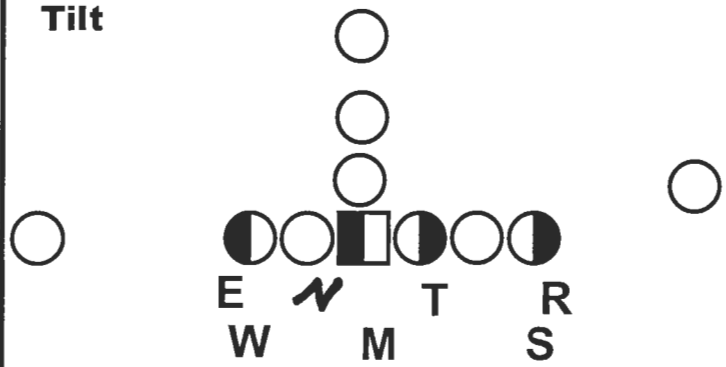
N & T - 2 point stance and 1 step back.
2 gap read Back

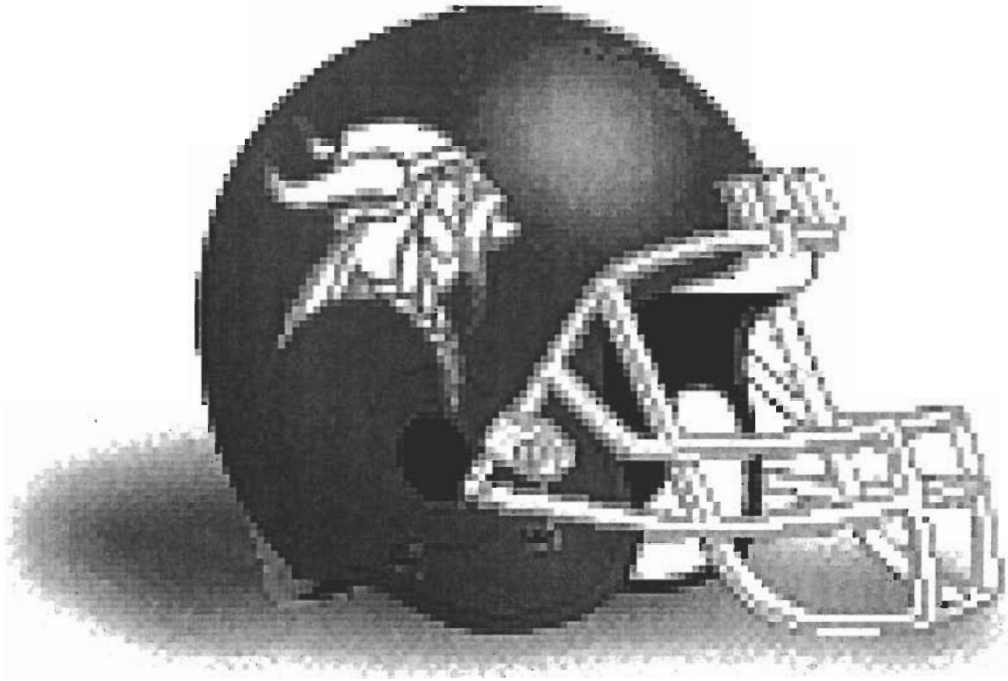
Stack

E N T R
W M S

Run Movement - 4

Tilt

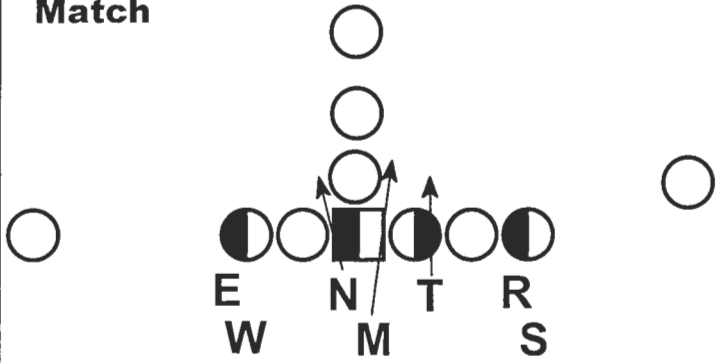




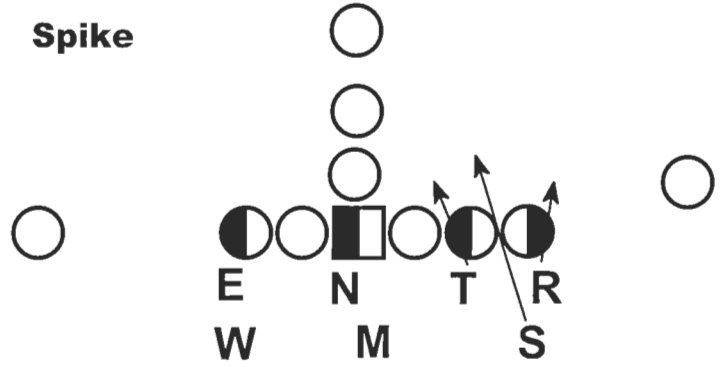
VIKING BLITZ

Blitz - 1

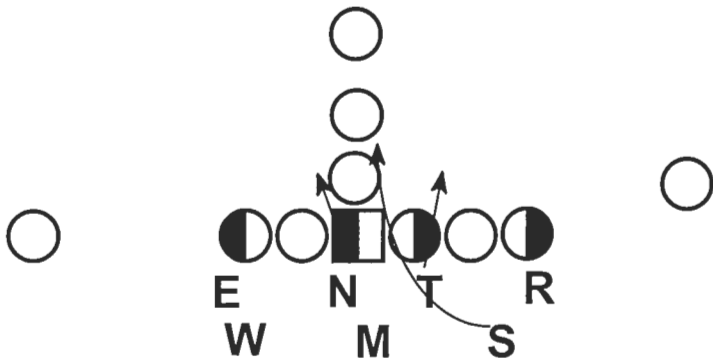
Match



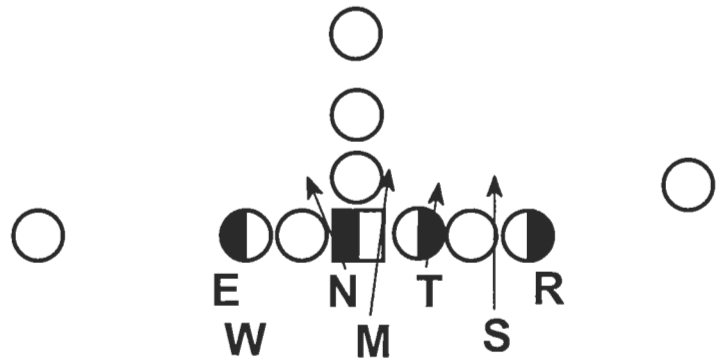
Spike



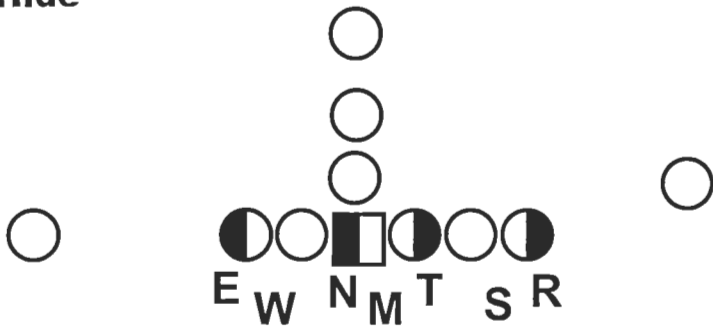
Spank



Blitz

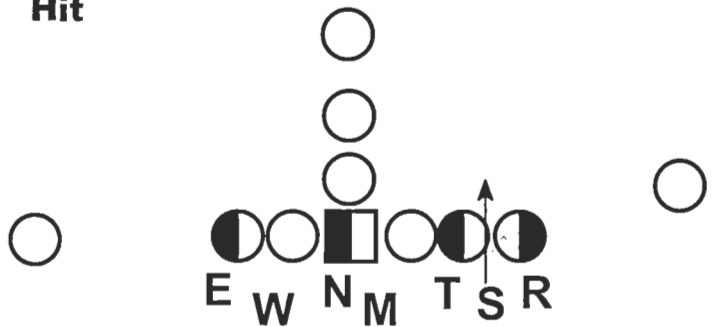


Hide



LB's will step up and show in their gaps but play normal assignment.

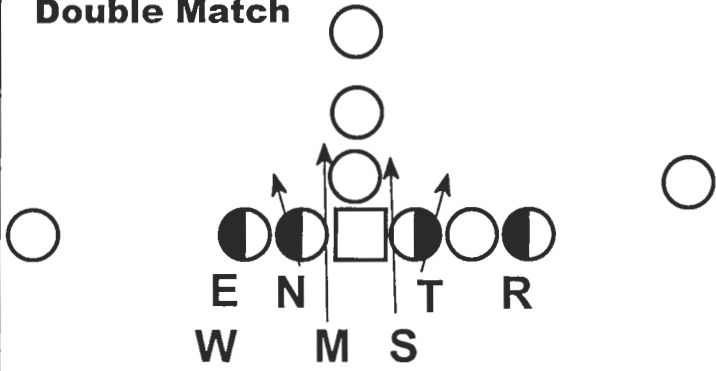
Hit



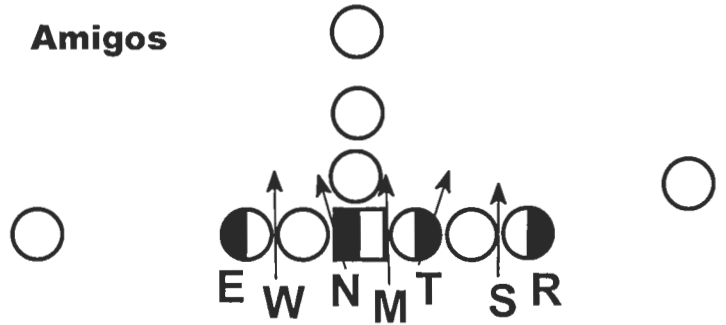
Same as hide, but now we will call a LB to Blitz. Example shown: "Hit Sam"

Blitz - 2

Double Match

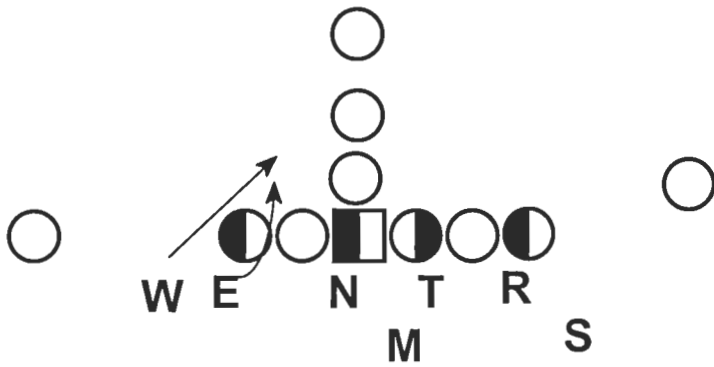


Amigos

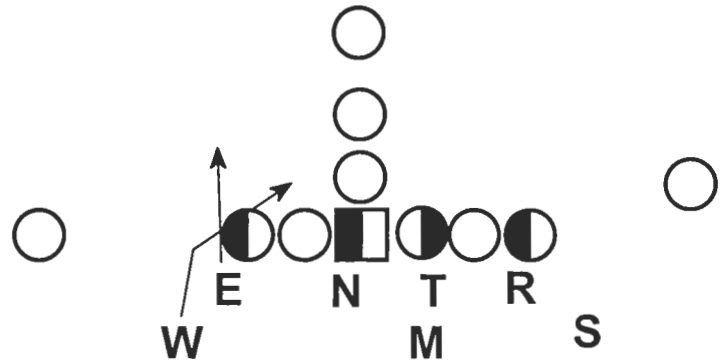


This can be called with "Hit" or we may blitz from regular depth.

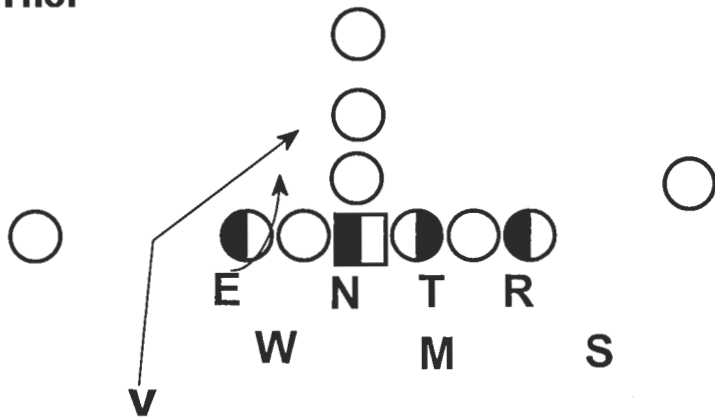
Whip



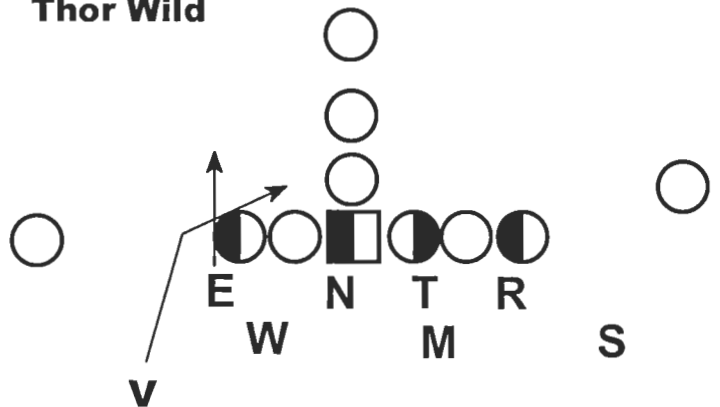
Whip Wild



Thor

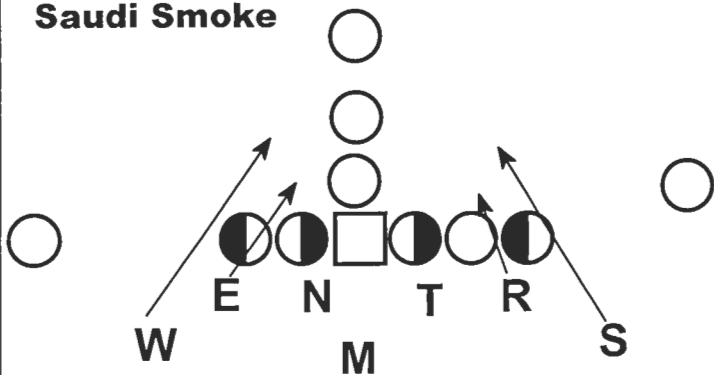


Thor Wild

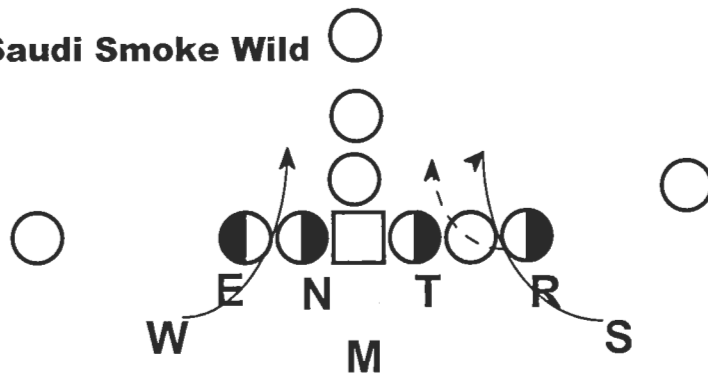


Blitz - 3

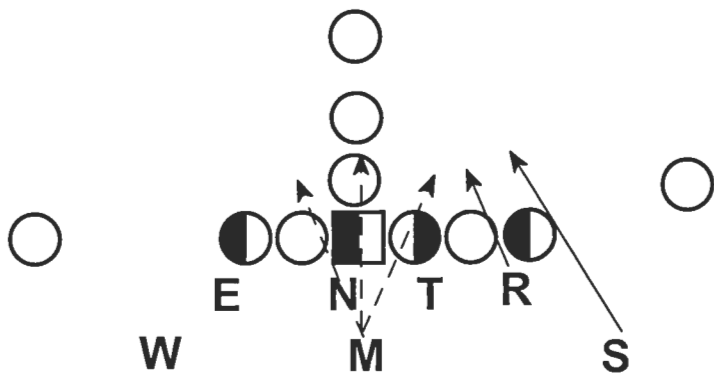
Saudi Smoke



Saudi Smoke Wild

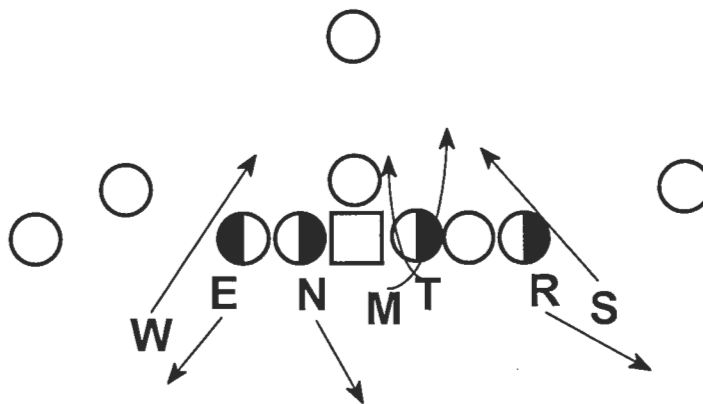


Saudi Smoke Crazy

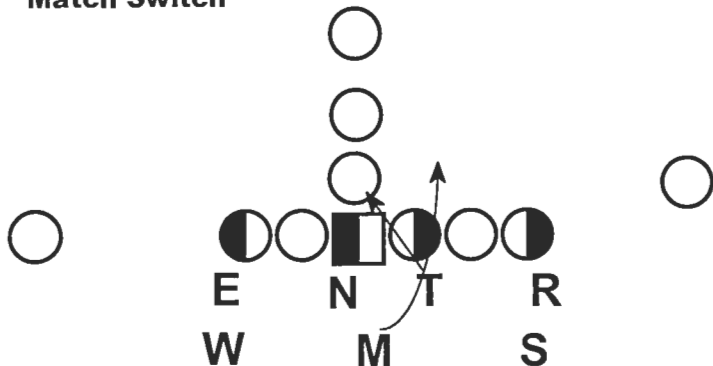


Mike will blitz the best gap according to the QB's drop. He cannot be wrong, find the QB.

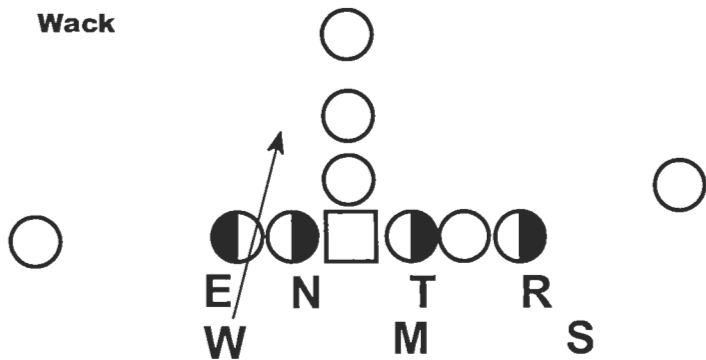
Saudi Smoke Vandy Vegas



Match Switch

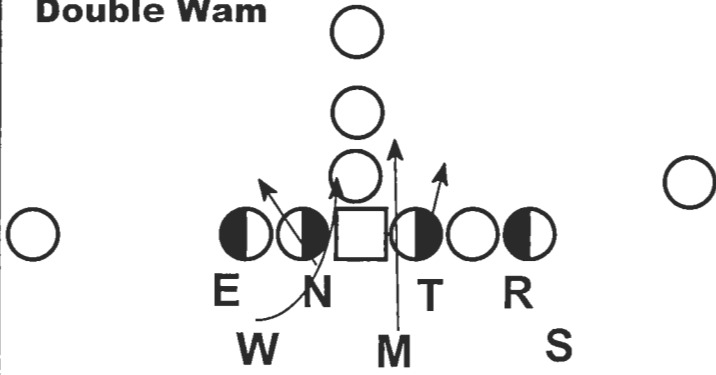


Wack

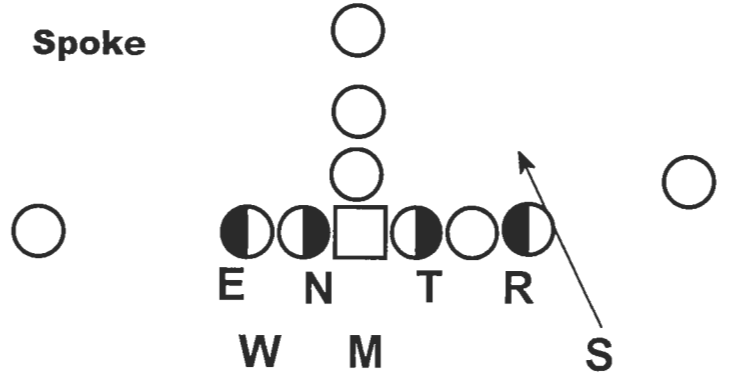


Blitz - 4

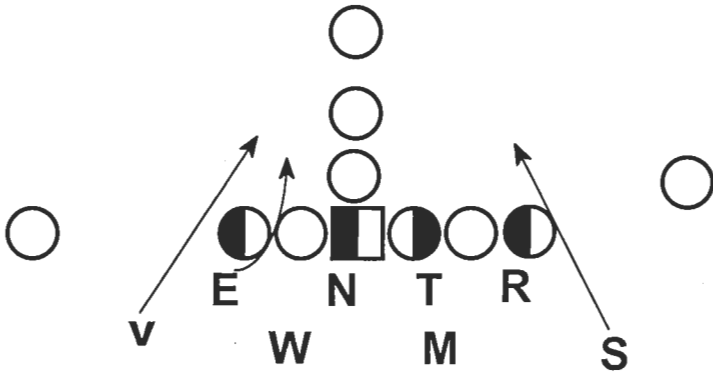
Double Wam



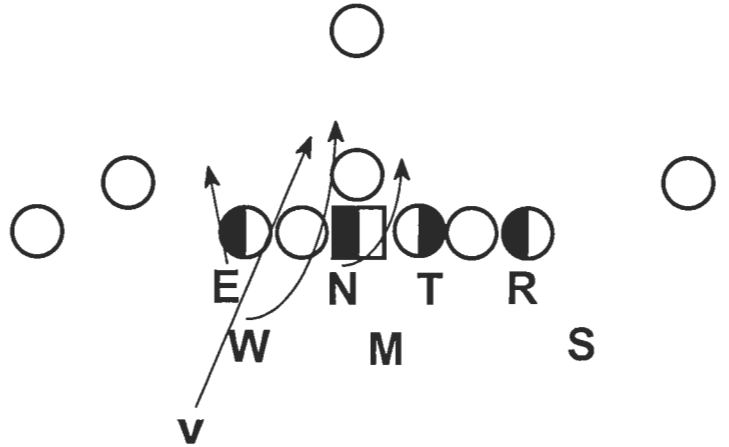
Spoke



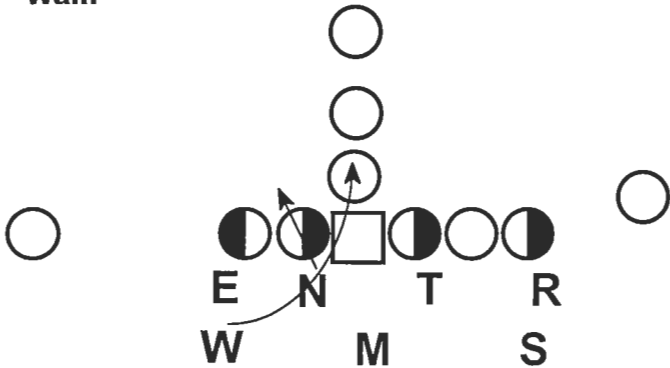
Thunder



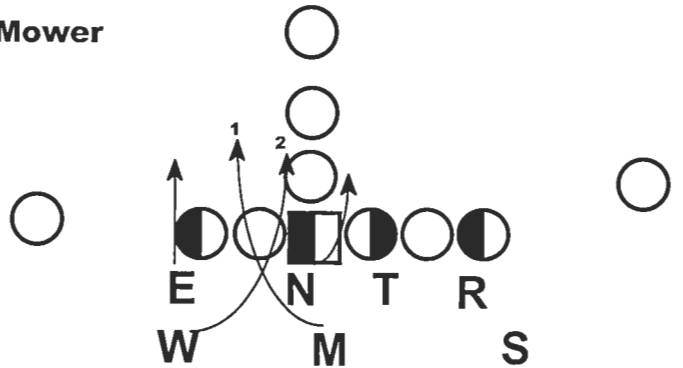
War



Wam

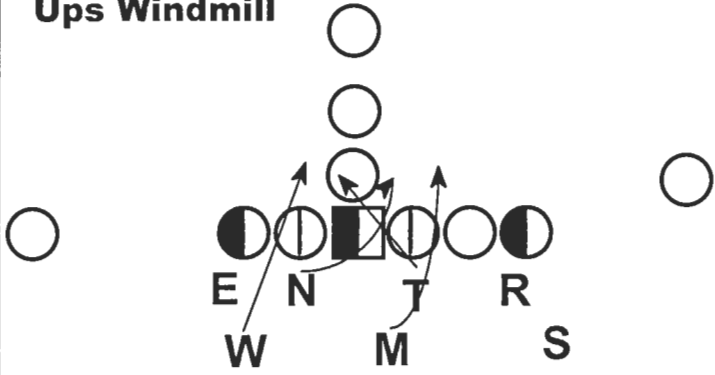


Mower

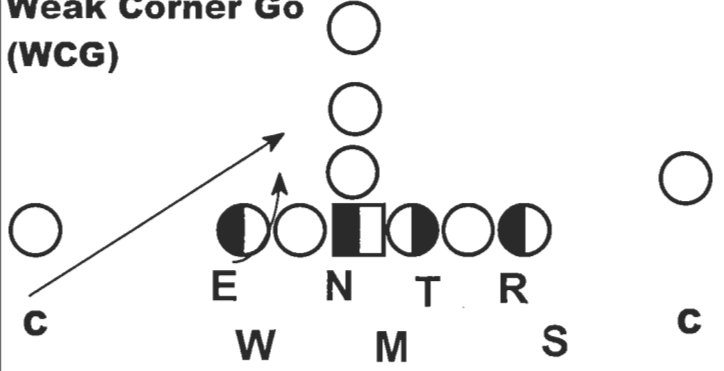


Blitz - 5

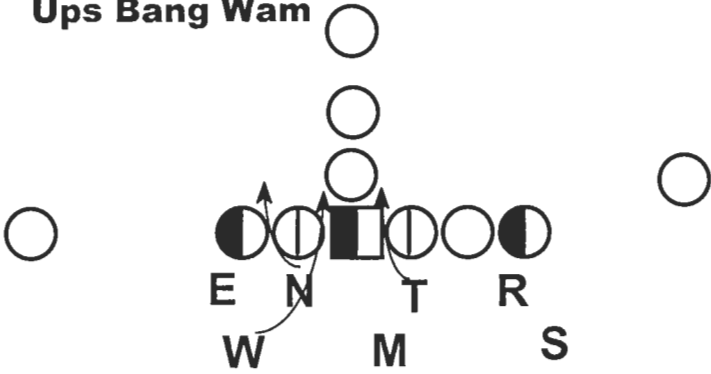
Ups Windmill



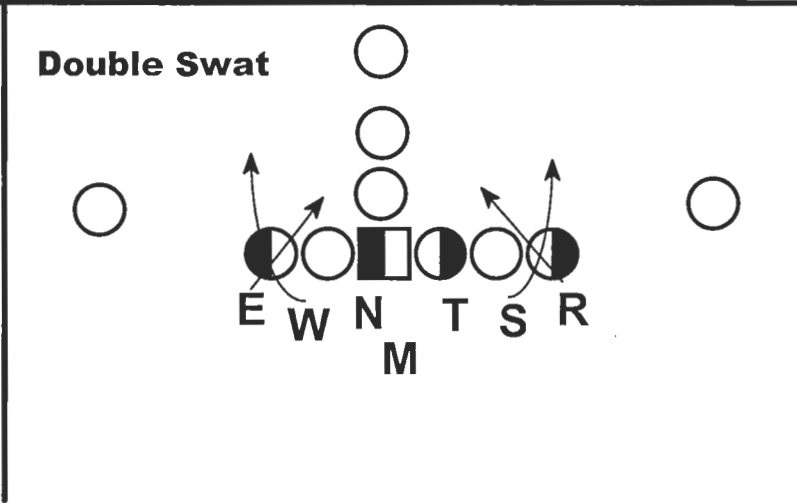
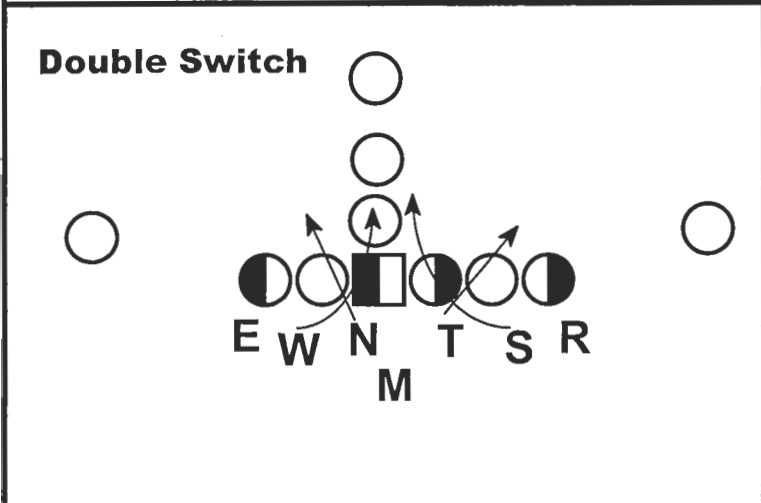
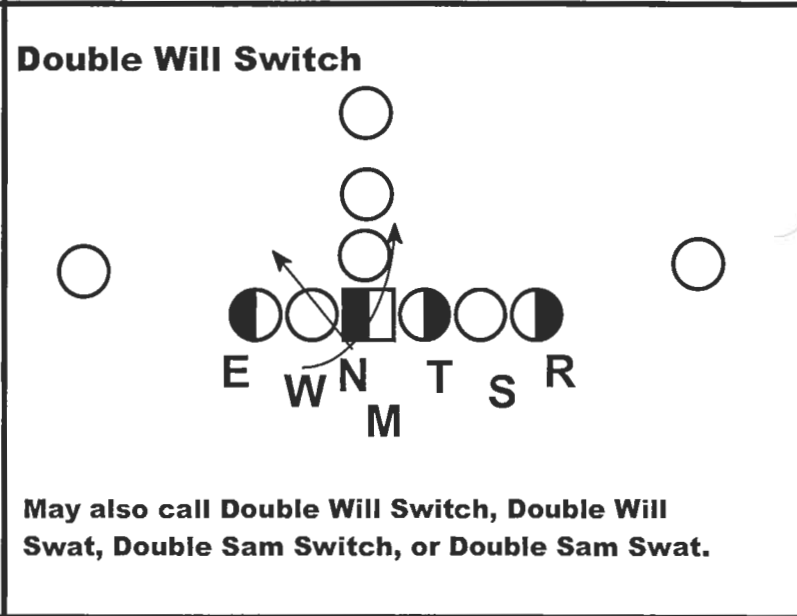
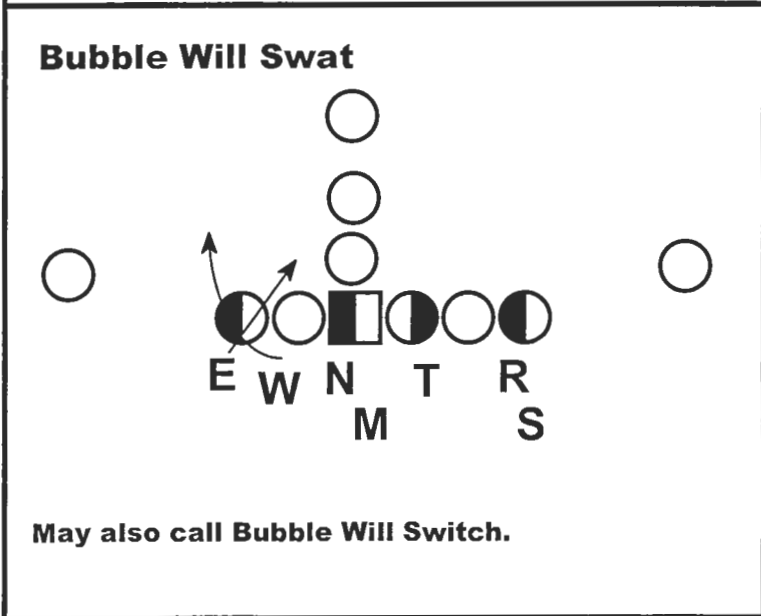
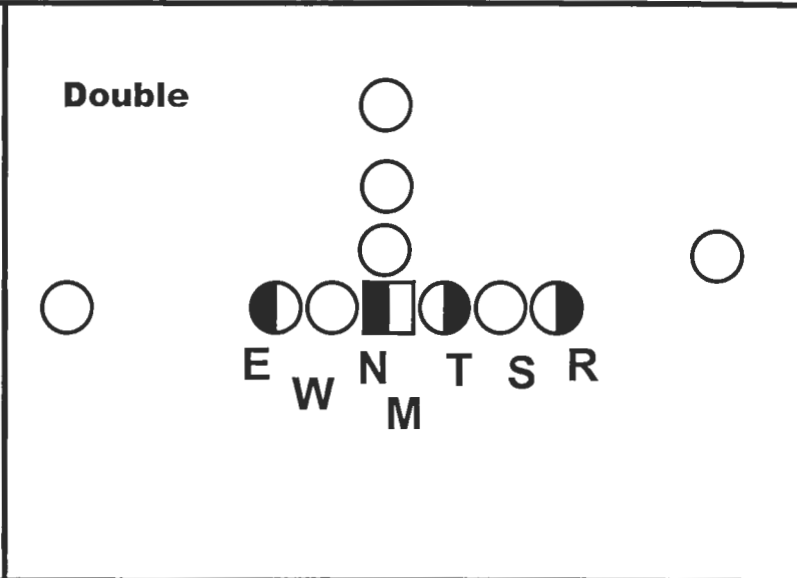
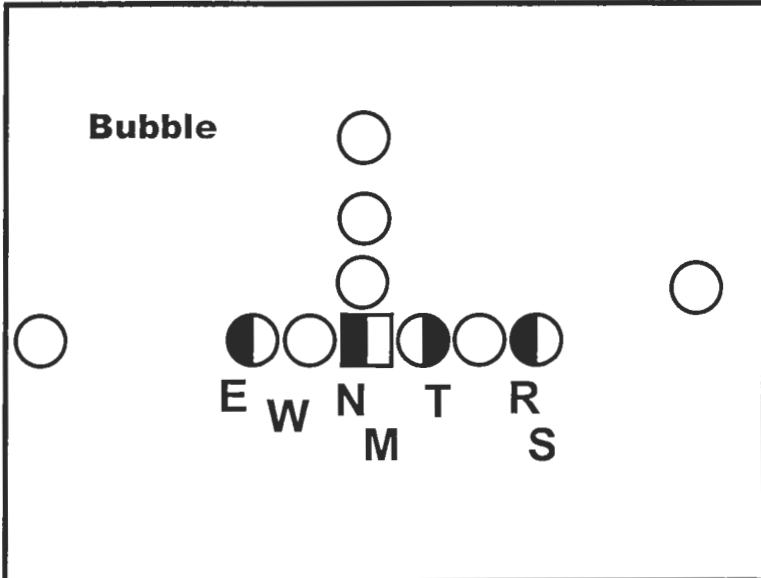
Weak Corner Go (WCG)



Ups Bang Wam



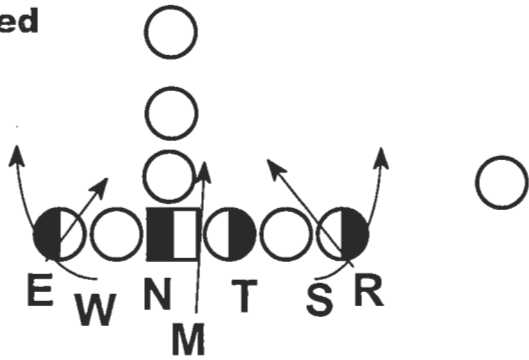
"Bubble Gum" Package



Will and/or Sam will give "You/Me" calls on all twists.

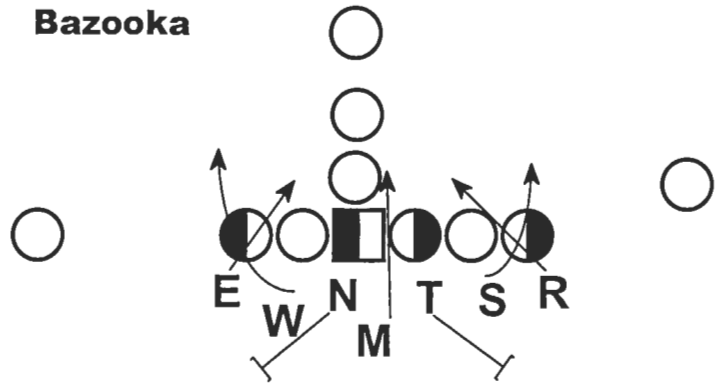
"Bubble Gum" Package - 2

Big Red



"You/Me" Call
W & S = Back Out

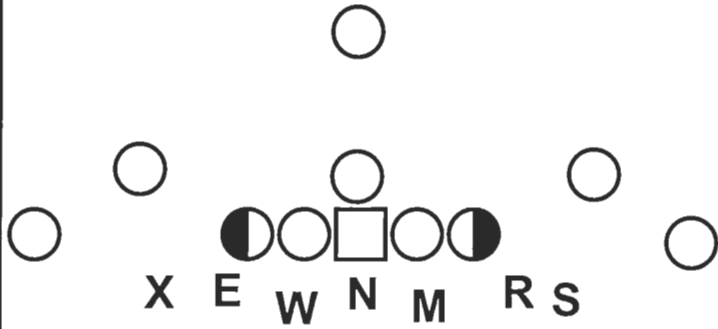
Bazooka



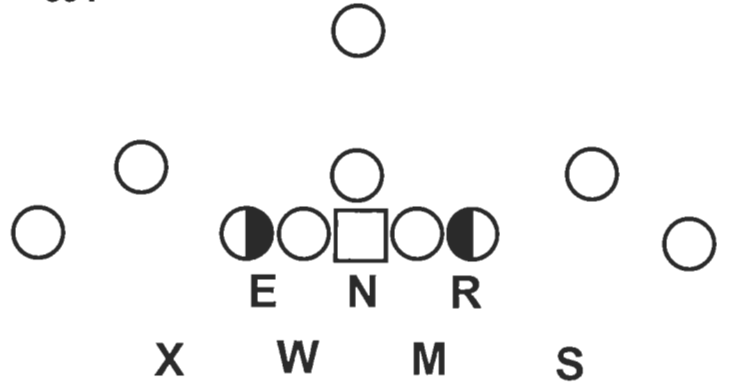
"You/Me" Call
N & T = Back Out

30 Blitz

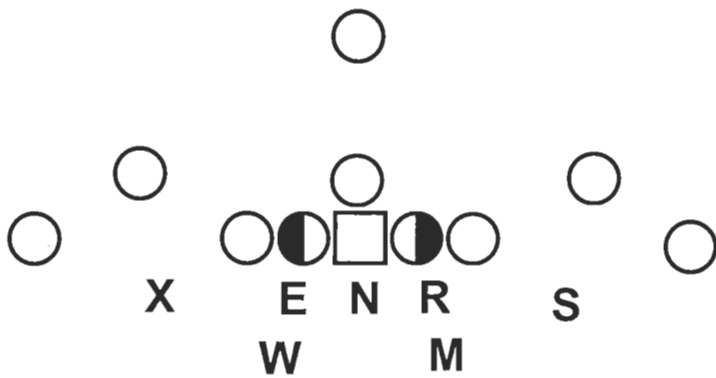
30 Hide



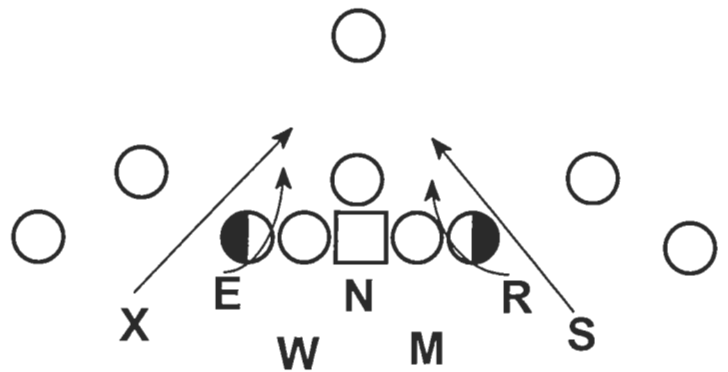
30 i



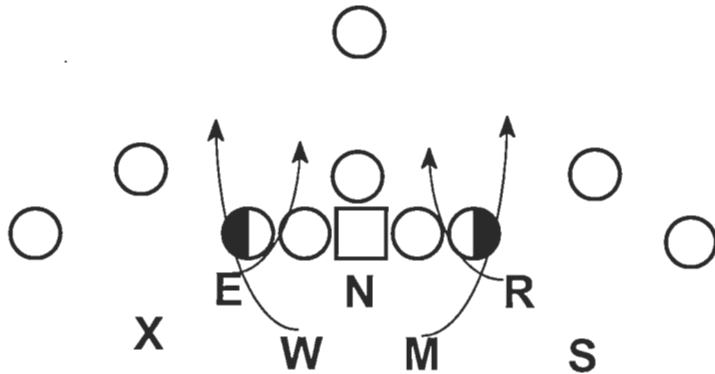
Double 30



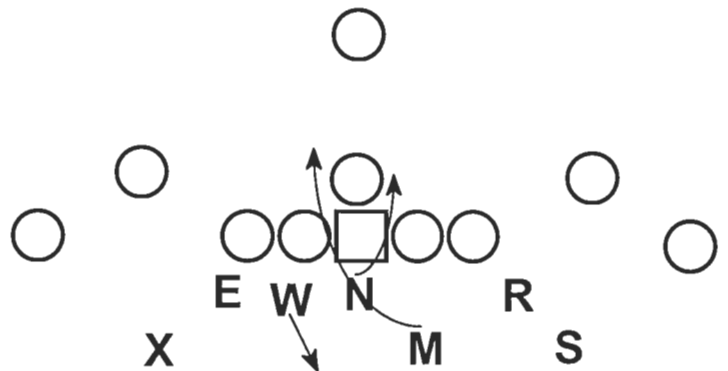
30 Smoke



30 Double Swat

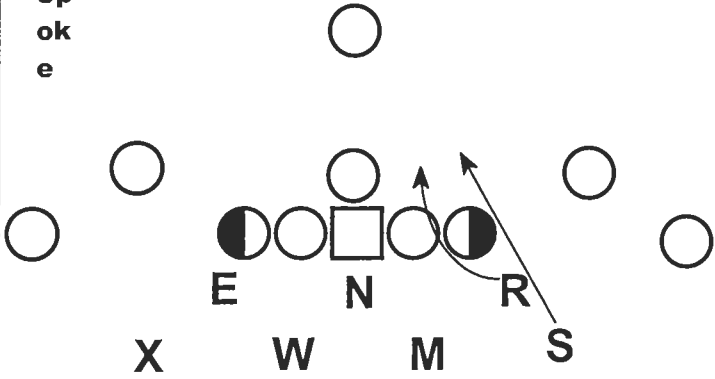


30 Match Twist

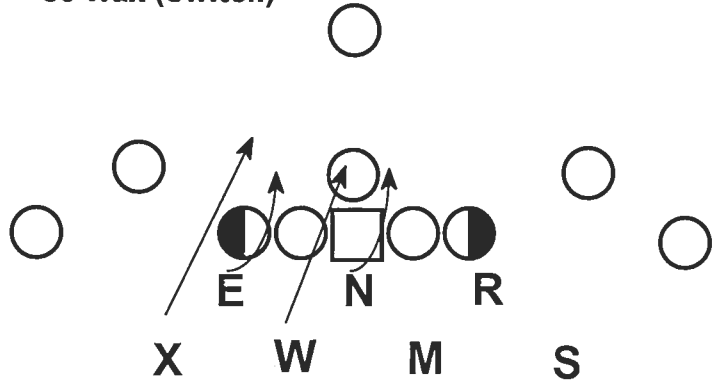


30 Blitz - 2

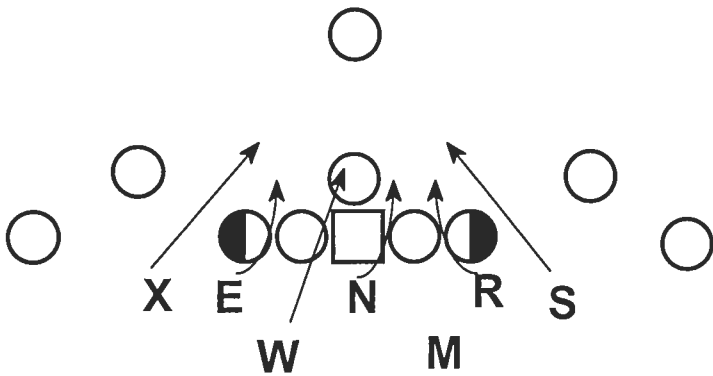
30
Sp
ok
e



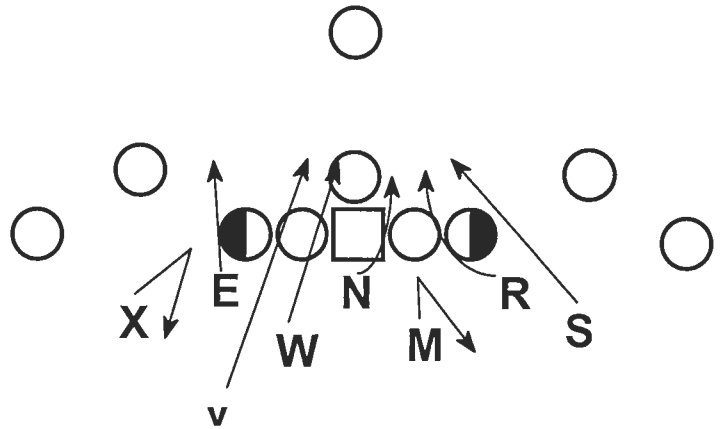
30 Wax (Switch)



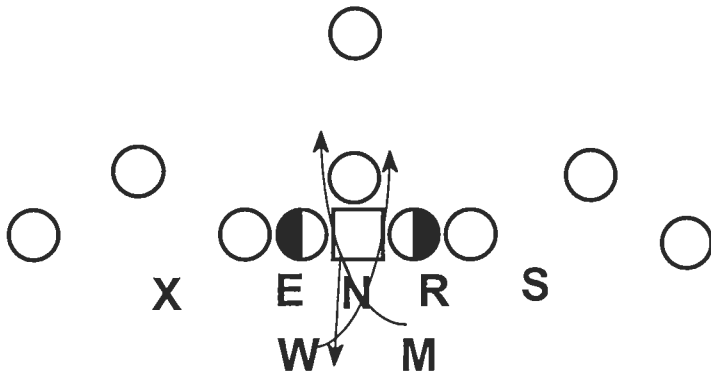
30 Spoke Wax



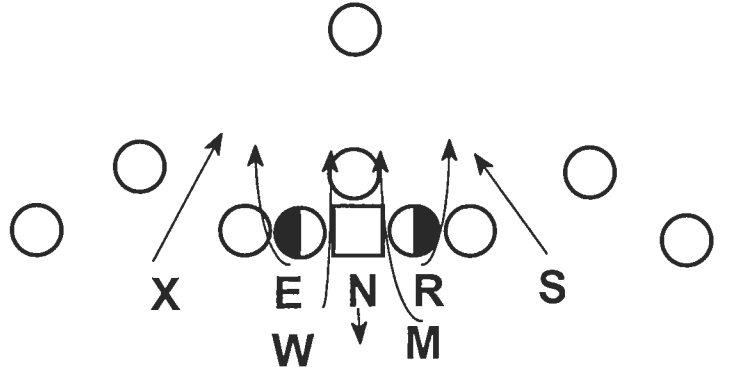
30 Spoke War



Double 30 Mow

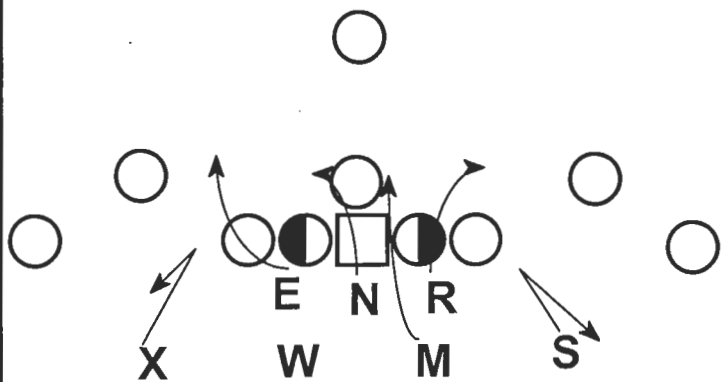


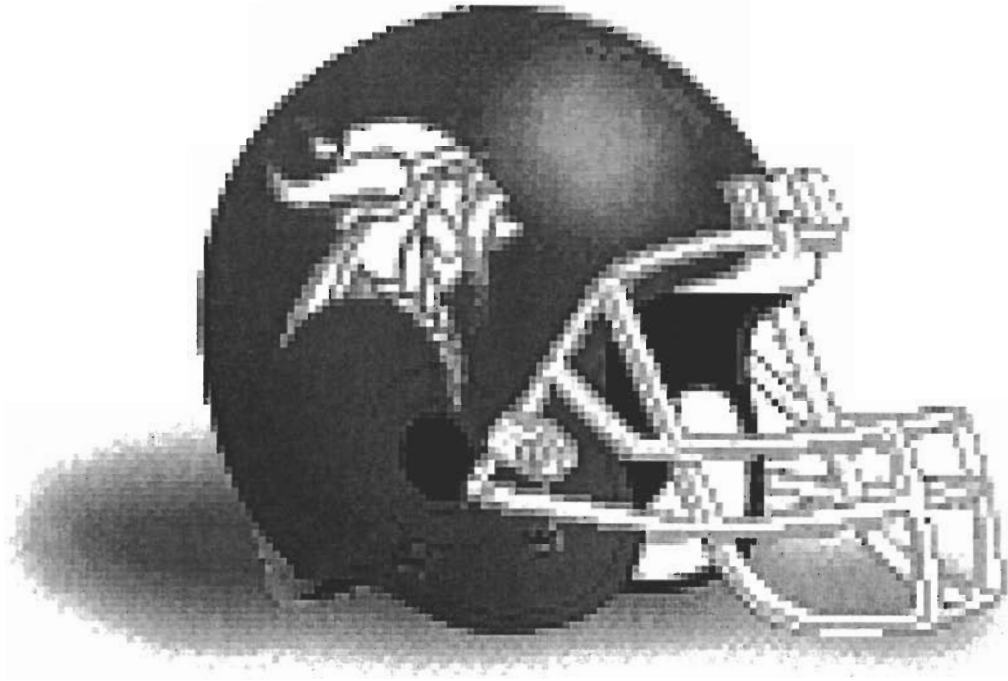
Double 30 Blizzard (Switch)



30 Blitz - 3

Double 30 Match





VIKING

PASS RUSH

Twist Games

It is our belief that a successful twist takes place across the LOS. This opens upfield lanes to the QB. The twist should be as tight as possible thereby eliminating the offenses ability to switch.

Our twist package refers to 4 points of attack. Two "Cheek" Points (inside) and two "Earhole" points (outside). The points move as the drop of the QB moves. You are either an "Earhole" rusher or a "Cheek" rusher.

Earhole = Ear hole of the QB. Avoid getting run by, constricting throwing lanes.

Cheek = Cheek of QB. Avoid getting run by, forcing QB outside to the earhole rushers.

Twist Trigger

Pin pin (block) the designated lineman and come off the pin aggressively to make a play.

Twist rules:

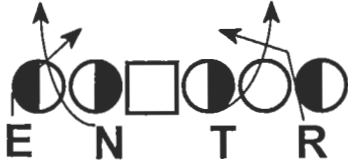
Twist MUST take place upfield. Gain ground with each step.

Know the purpose of each twist.

1/2 MAN. Always work the edges of a blocker.

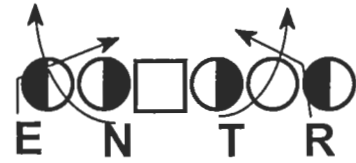
TWIST PACKAGE

Flush



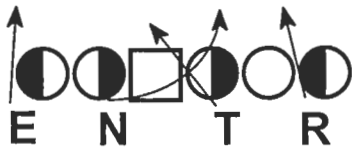
R - Free
 T - Contain
 N - Contain
 E - Free
 *E and R go 1st

Twist



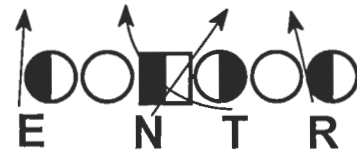
R - Draw to QB
 T - Contain
 N - Contain
 E - Draw to QB
 *T and N go 1st

Nose Twist



R - Contain
 T - Pull (Tom)
 N - Free
 E - Contain
 *T goes 1st

Tackle Twist



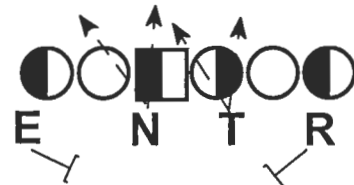
R - Contain
 T - Free
 N - Pull
 E - Contain
 *N goes 1st

Rotten



R - Free
 T - Free
 N - Contain
 E - Contain
 *R and T go 1st

Nuts



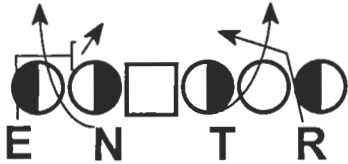
R - Screen/Draw
 T - Free
 N - Free
 E - Screen/Draw

Comments:

TWIST PACKAGE - 2

Flush Pin

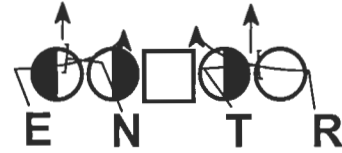
2 man sides only



- R - Free
- T - Contain
- N - Contain
- E - Free
- *E and R go 1st

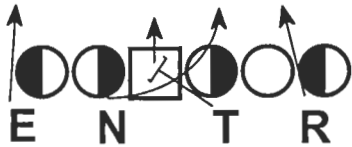
Twist Pin

2 man sides only



- R - Draw to QB
- T - Contain
- N - Contain
- E - Draw to QB
- *T and N go 1st

Nose Twist Pin



- R - Contain
- T - Pull (Tom)
- N - Free
- E - Contain
- *T goes 1st

Tackle Twist Pin



- R - Contain
- T - Free
- N - Pull
- E - Contain
- *N goes 1st

Comments: