



DEFENSIVE IDENTIFICATION

4/10/2014



TABLE OF CONTENTS

<u>CONCEPT</u>	<u>PAGE</u>
DEFENSIVE NUMBERING SYSTEM	3
DEFENSIVE PERSONNEL	4
FRONT RECOGNITION	5
LINEBACKER POSITIONS	6
LINEBACKER & SAFETY POSITIONS	7
OVER FRONT & ADJ	8
UNDER FRONT & ADJ	9
EVEN FRONT & ADJ	10
ODD FRONT & ADJ	11
BEAR FRONT & ADJ	12
1 MAN STUNTS	13
2 MAN STUNTS	14
4/3 MAN STUNTS	15
GAMES	16
3 MAN GAMES	17
LB GAMES	18
SINGLE DOG/BLITZ GAPS	19
SINGLE DOGS	20
SINGLE BLITZES	21
4 STRONG/4 WEAK LB DOGS	22
DBL OUTSIDE/DBL INSIDE LB DOGS	23
4 STRONG LB W/ROVER BLITZES	24
4 WEAK LB W/FREE SAFETY BLITZES	25
ALL OUT DOGS & BLITZES	26
CORNER W/LB, & SAFETY BLITZES	27
COVERAGE	28



DEFENSIVE NUMBERING SYSTEM



DESCRIPTION: IDENTIFIES DEFENSIVE LINE ALIGNMENT

WIDE

WIDE

9

8

4

2

0

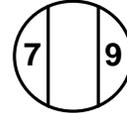
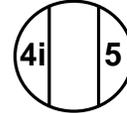
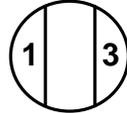
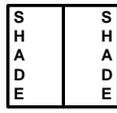
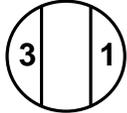
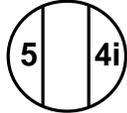
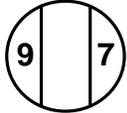
2

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8

9

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L
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S
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H

LT

LG

C

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Y

TECHNIQUE ALIGNMENTS

0	HEAD UP ON THE CENTER
SHADE	SHADED ON THE CENTER WEAK OR STRONG
1	INSIDE SHADE ON THE GUARD
2	HEAD UP ON THE GUARD
3	OUTSIDE SHADE ON THE GUARD
4i	INSIDE SHADE ON THE TACKLE
4	HEAD UP ON THE TACKLE
5	OUTSIDE SHADE ON THE TACKLE
8	HEAD UP ON THE TIGHT END
7	INSIDE SHADE ON THE TIGHT END
9	OUTSIDE SHADE OF THE TIGHT END
WIDE 9	WIDER ALIGNMENT OUTSIDE OF THE TIGHT END

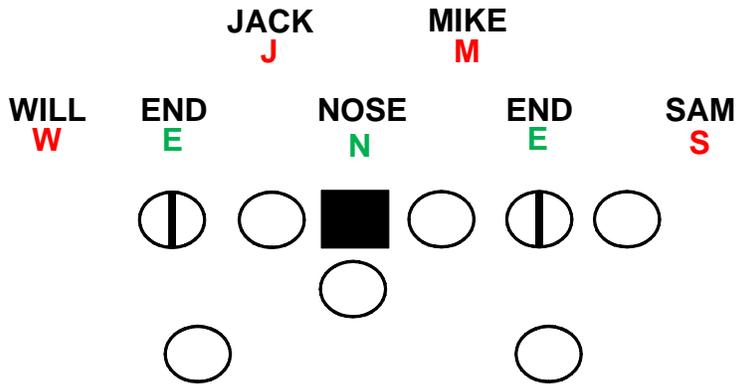


DEFENSIVE PERSONNEL

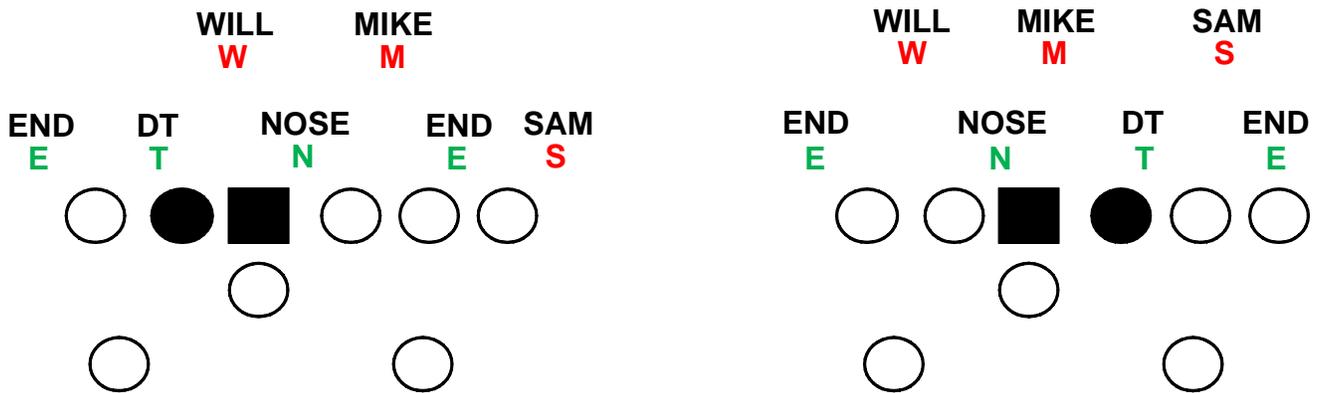


DESCRIPTION: FRONT PERSONNEL GROUPS

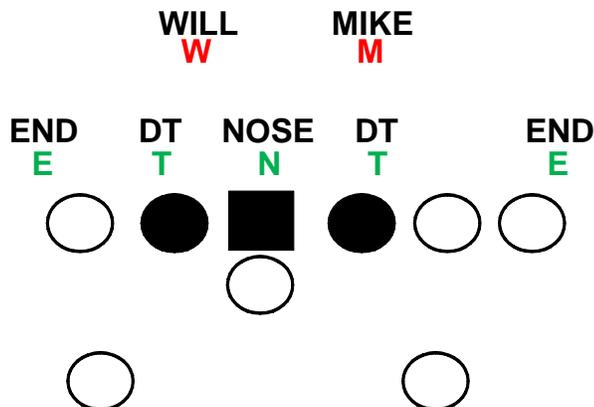
3 DOWN: 3 DL AND 4 LB'S



4 DOWN: 4 DL AND 3 LB'S



5 DOWN: 5 DL AND 2 OR 3 LB'S



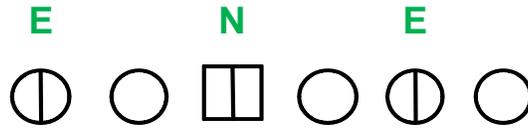


FRONT RECOGNITION

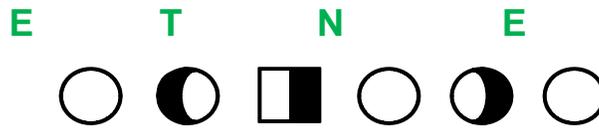


DESCRIPTION: THERE ARE 5 BASIC FRONTS WE WILL RECOGNIZE

ODD: BOTH GUARDS UNCOVERED/CENTER COVERED



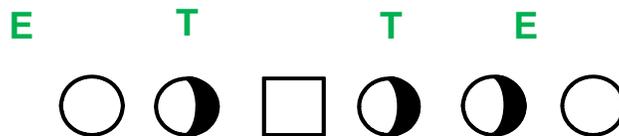
UNDER: STRONGSIDE GUARD UNCOVERED/CENTER COVERED



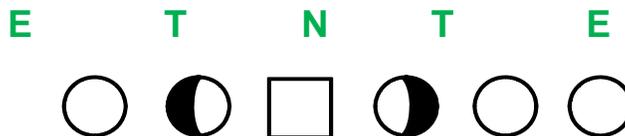
OVER: CALLSIDE GUARD COVERED/CENTER COVERED



EVEN: BOTH GUARDS COVERED/CENTER UNCOVERED



BEAR: BOTH GUARDS AND CENTER ARE COVERED



WIDE: DESIGNATES THE DEFENSIVE END LINES UP ON THE TIGHT END, NOT THE TACKLE, WITH THE SLB OUTSIDE OF HIM ON THE L.O.S.

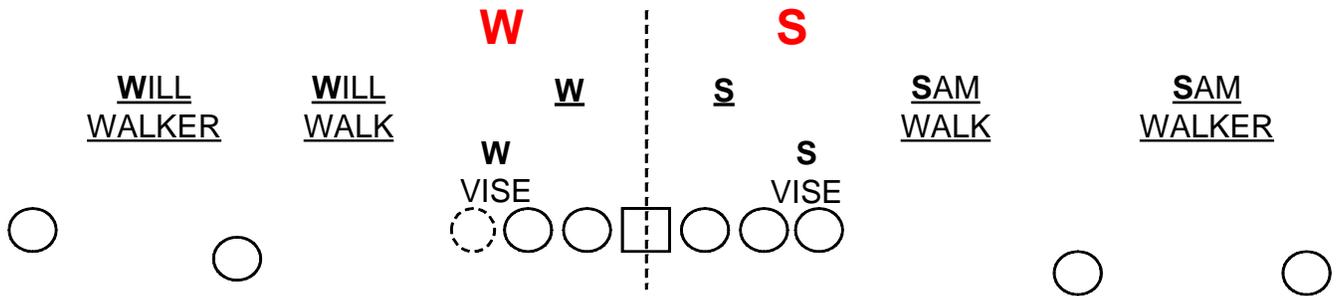




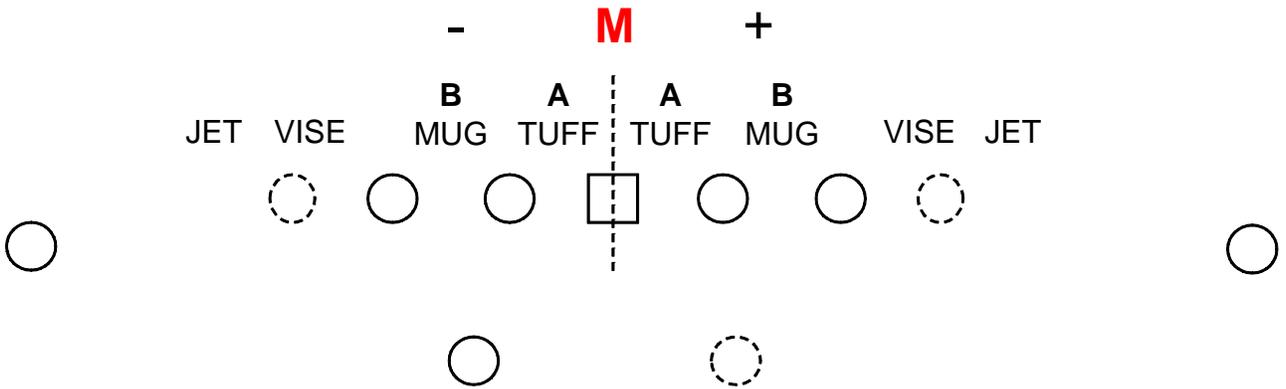
LB & SAFETY ALIGNMENTS



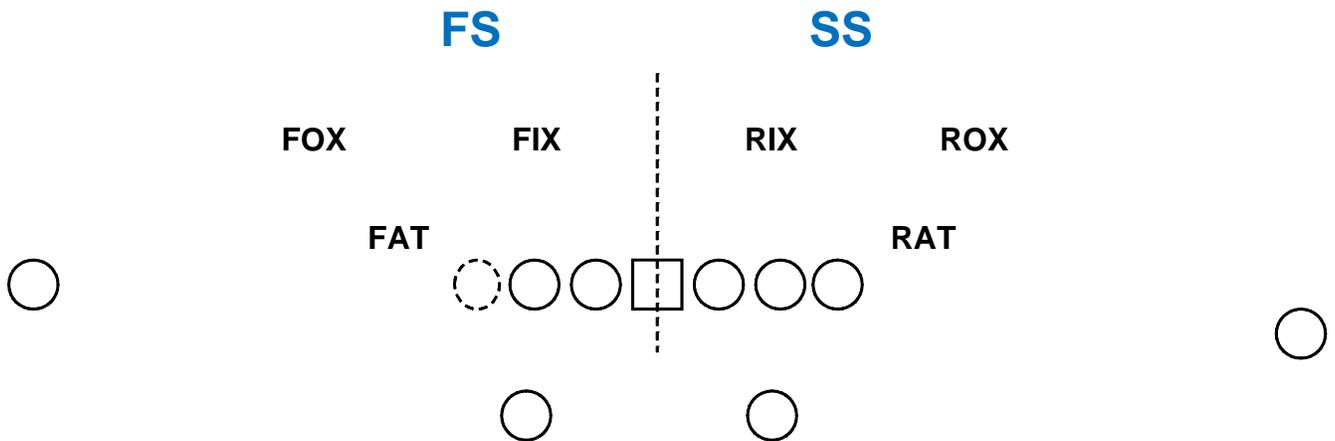
OUTSIDE LINEBACKER ALIGNMENTS



MIKE ALIGNMENTS



SAFETY ALIGNMENTS



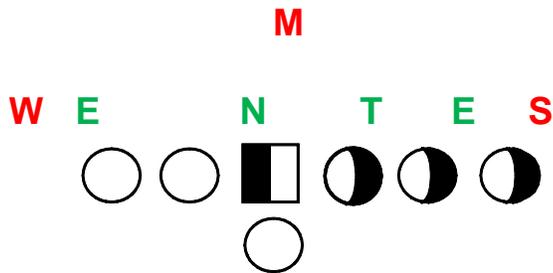


OVER FRONT & ADJUSTMENTS

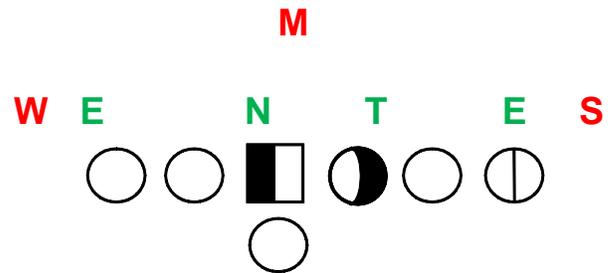


DESCRIPTION: 3 TECHNIQUE STRONG, SHADE WEAK

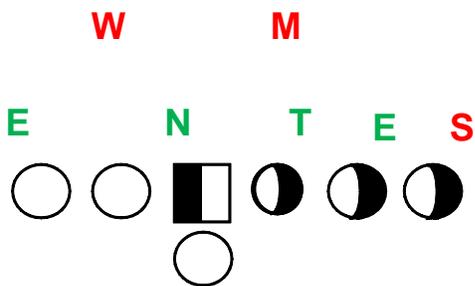
OVER



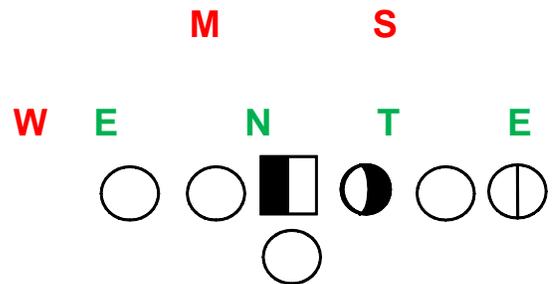
OVER WIDE



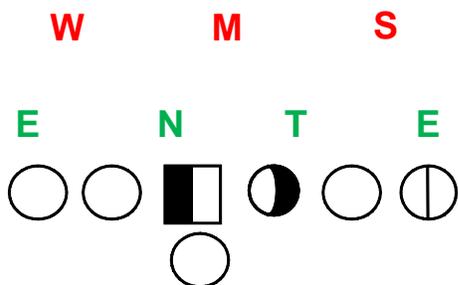
OVER W



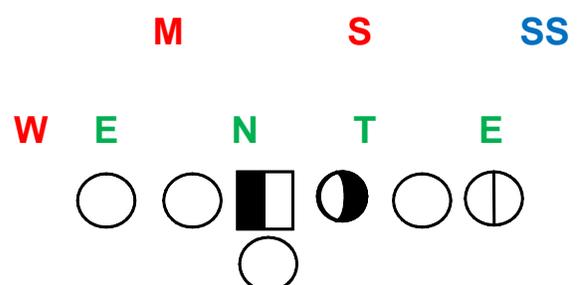
OVER S



OVER STACK



OVER S ROX



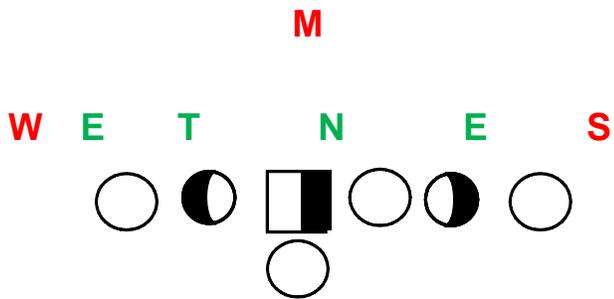


UNDER FRONT & ADJUSTMENTS

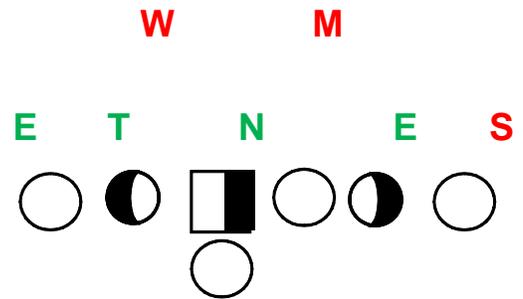


DESCRIPTION: 3 TECHNIQUE WEAK, SHADE STRONG

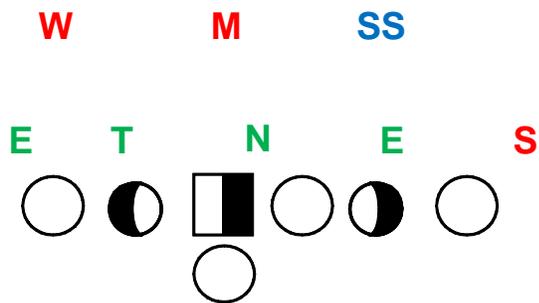
UNDER



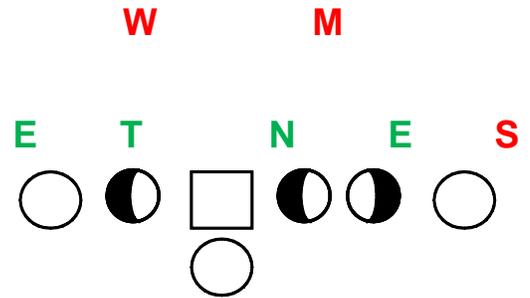
UNDER W



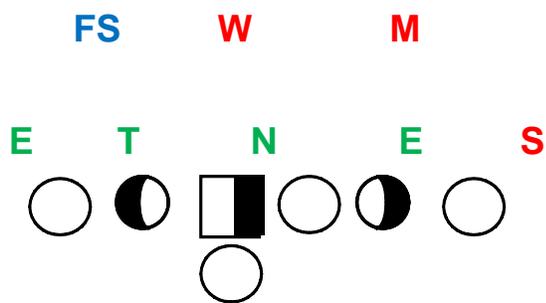
UNDER W RIX



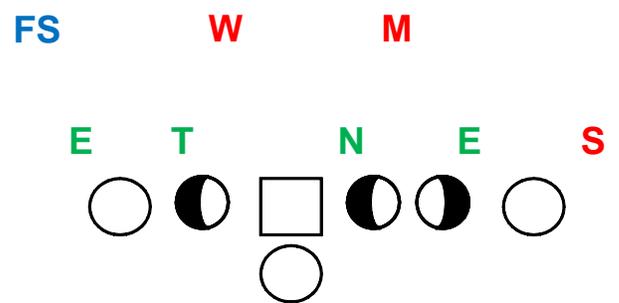
UNDER G W



UNDER W FIX



UNDER G W FOX



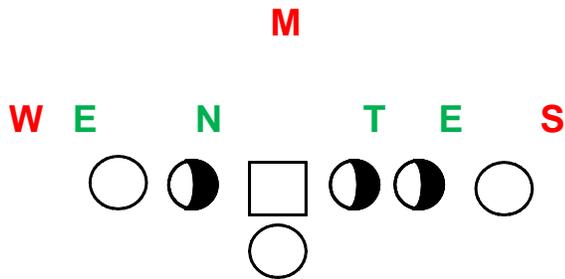


EVEN FRONT & ADJUSTMENTS

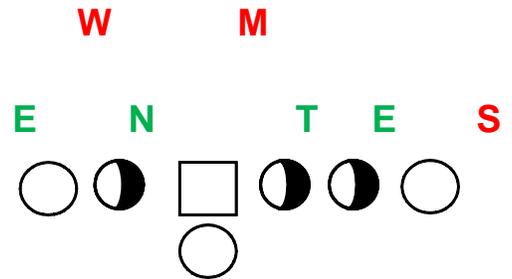


DESCRIPTION: CENTER UNCOVERED W/ 2 OR 3 TECHS ON GUARDS

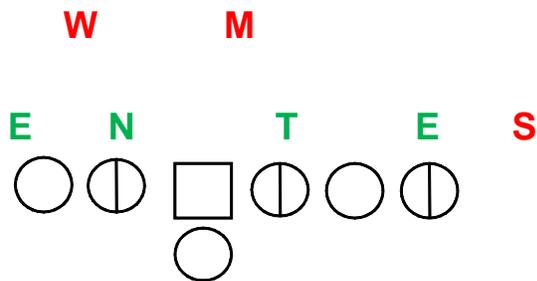
EVEN



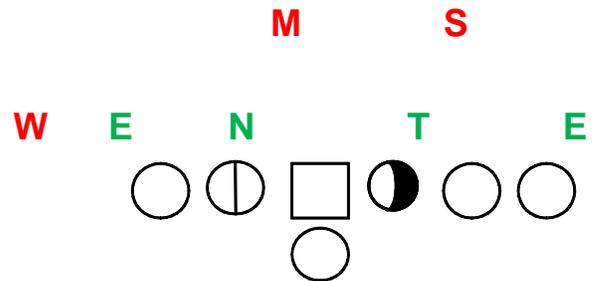
EVEN W



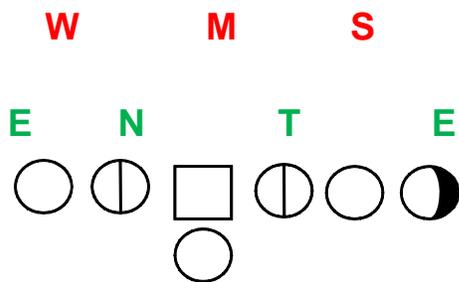
EVEN W WIDE



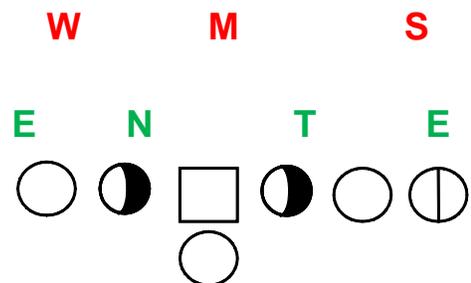
EVEN S



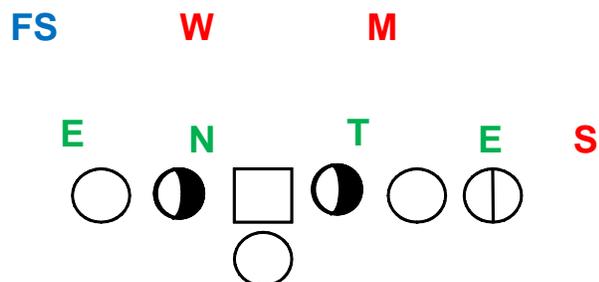
EVEN STACK



EVEN STACK



EVEN W WIDE FOX



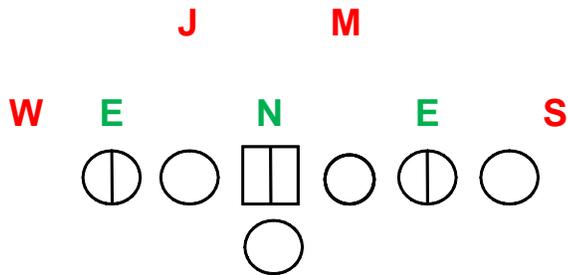


ODD FRONT & ADJUSTMENTS

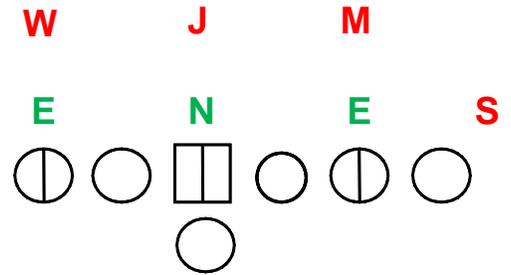


DESCRIPTION: CENTER COVERED/BOTH GUARDS UNCOVERED

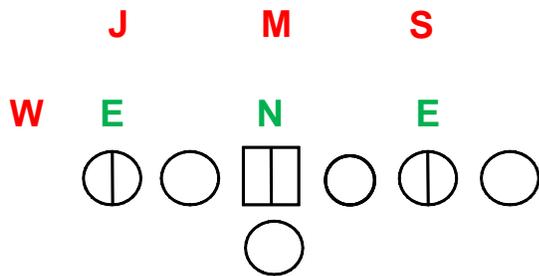
ODD



ODD STACK STRONG



ODD STACK WEAK



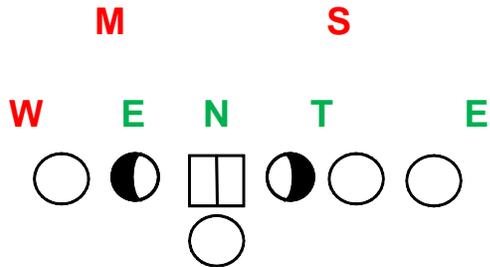


BEAR FRONT & ADJUSTMENTS

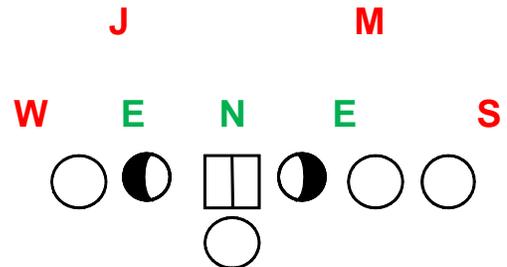


DESCRIPTION: CENTER AND BOTH GUARDS COVERED

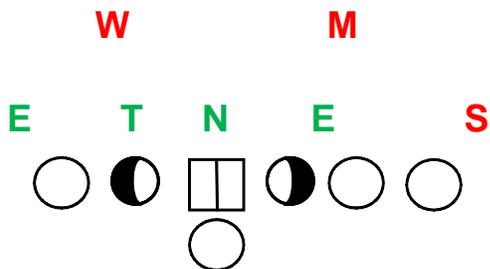
OVER SOLID



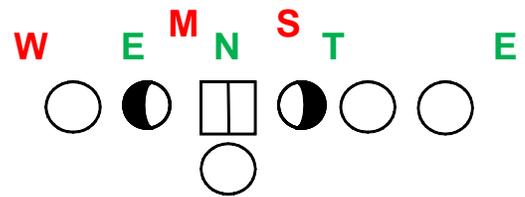
ODD SOLID



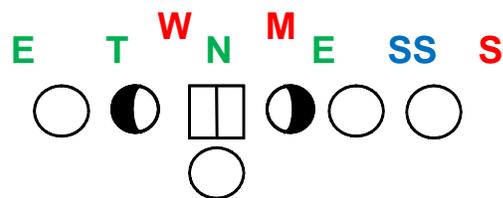
UNDER SOLID



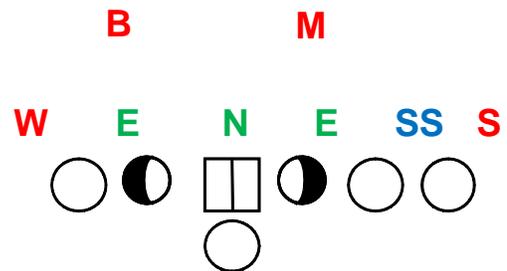
OVER SOLID SM TUFF



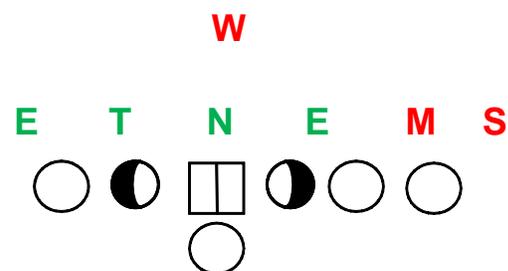
UNDER BEAR MW TUFF



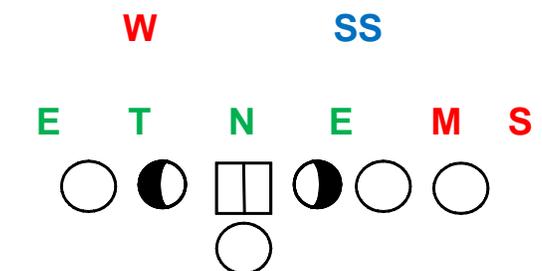
ODD BEAR



UNDER SOLID M VISE



UNDER BEAR RIX M VISE



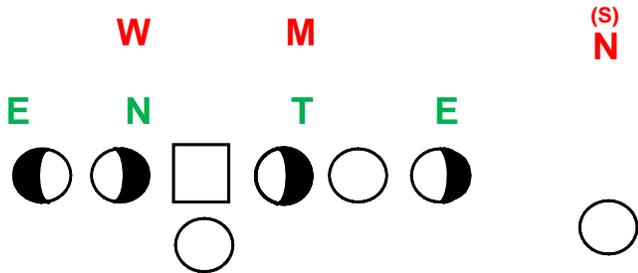


SUB FRONT & ADJUSTMENTS

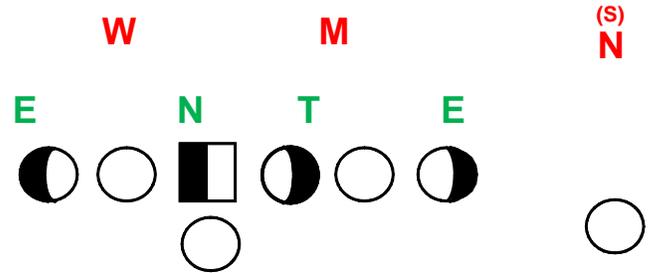


HOW FRONT LABELING CHANGES WITH SUB PERSONNEL

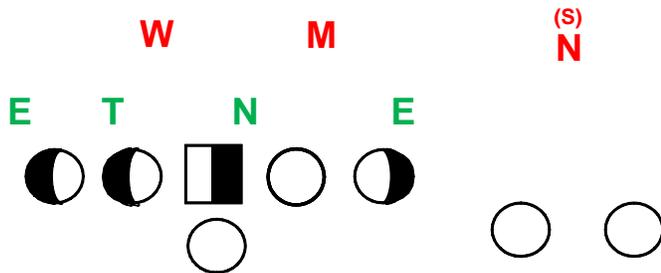
N 42 EVEN



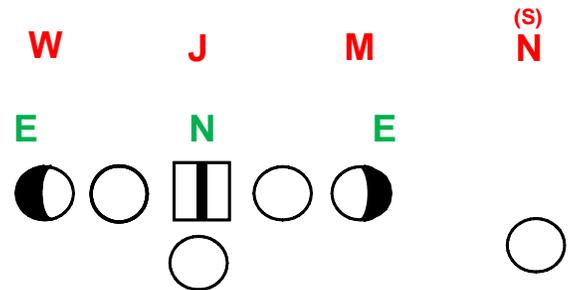
N 42 OVER



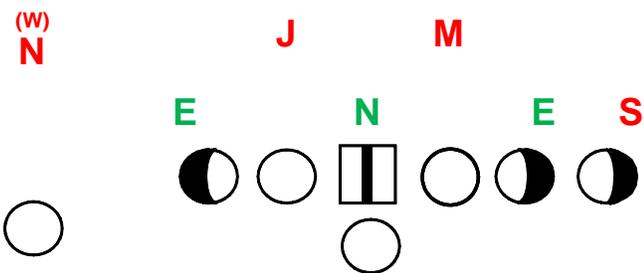
N 42 UNDER



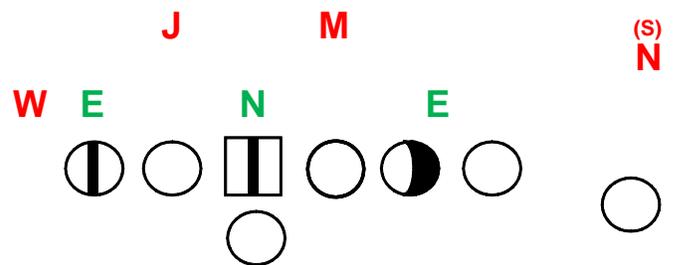
N 33 STACK



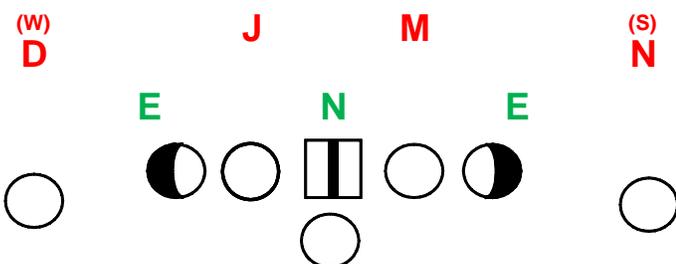
N 33 STRONG



N 33 WEAK



D 32

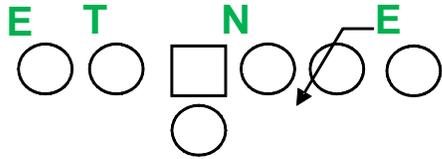




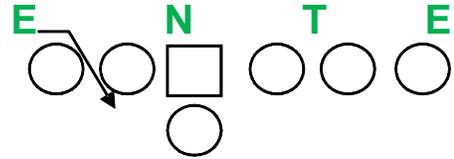
1 MAN STUNTS



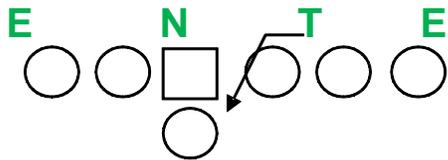
STR E IN



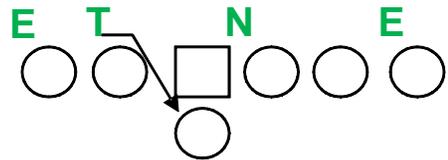
WK E IN



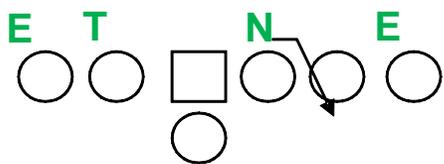
STR IN



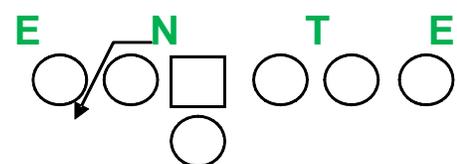
WK IN



STR OUT



WK OUT

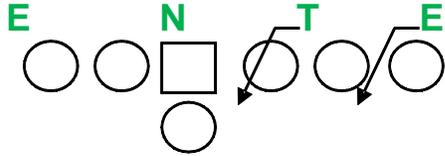




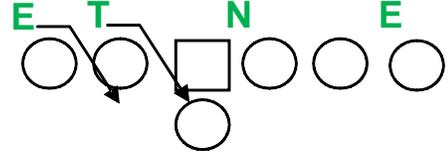
2 MAN STUNTS



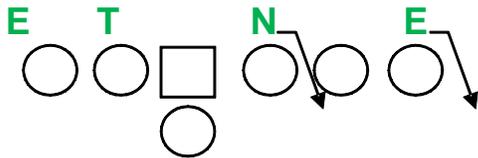
STR PINCH



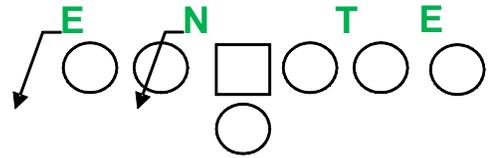
WK PINCH



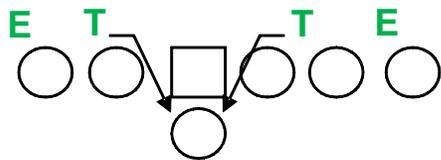
STR ANGLE OUT



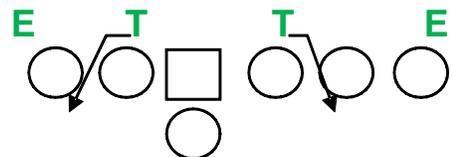
WK ANGLE OUT



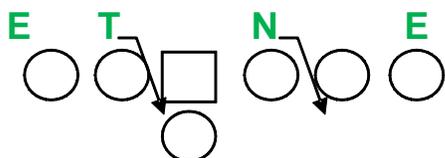
DBL IN



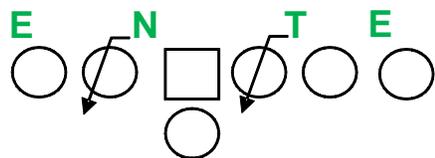
DBL OUT



STR DBL



WK DBL

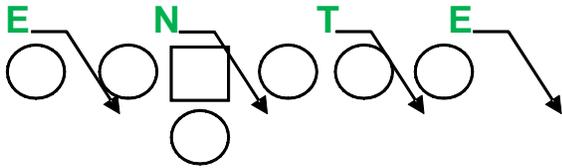




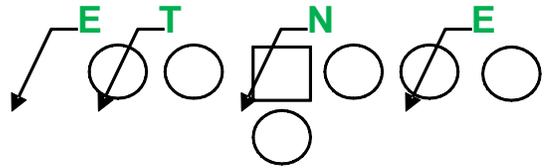
4/3 MAN STUNTS



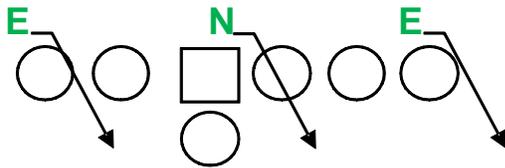
STR SLANT



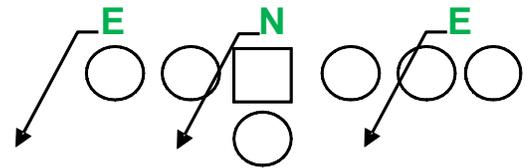
WK SLANT



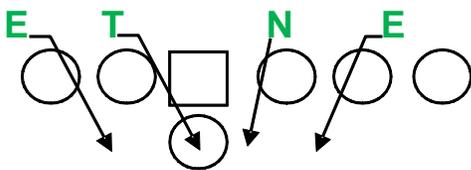
STR SLANT (ODD)



WK SLANT (ODD)



DBL PINCH

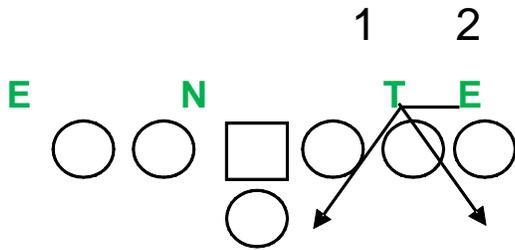




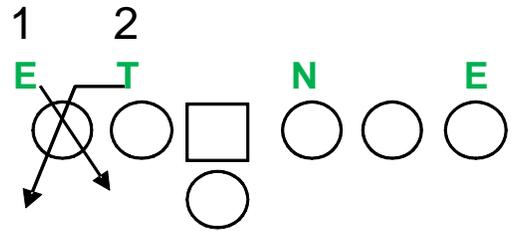
GAMES



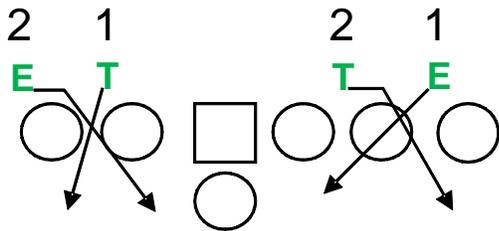
TE



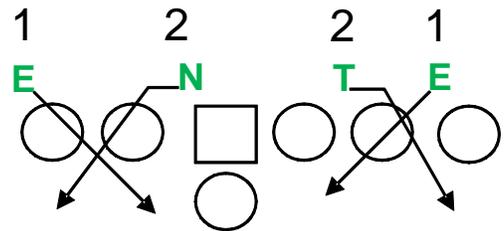
WK ET



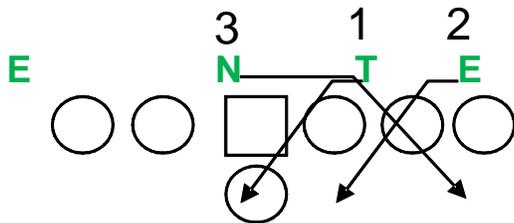
ET, WK TE



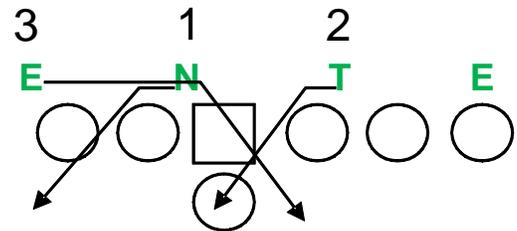
DBL ET



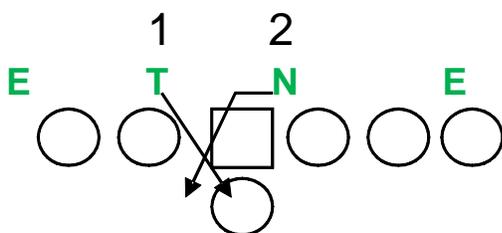
STR PIRATE



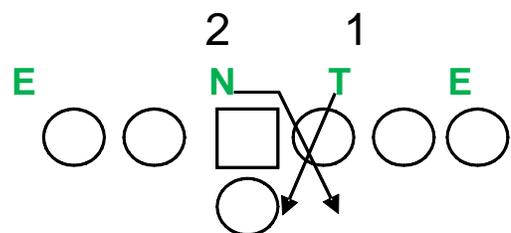
WK NTE



WK TN



TN

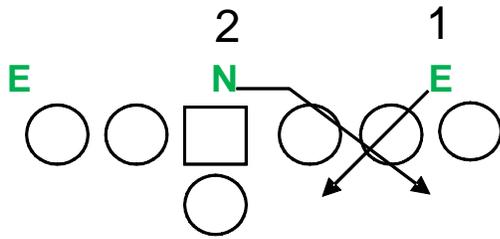




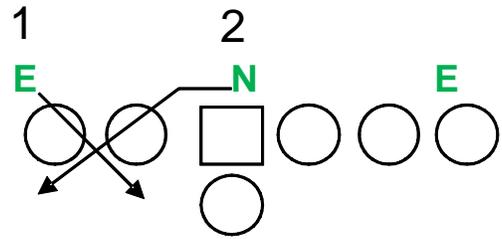
ODD GAMES



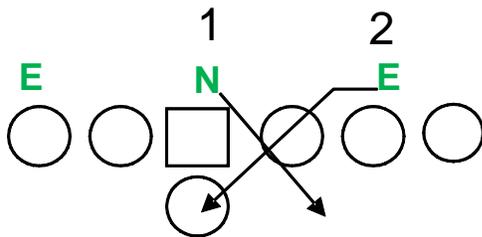
EN



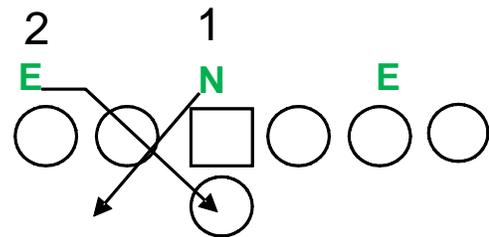
WK EN



NE



WK NE

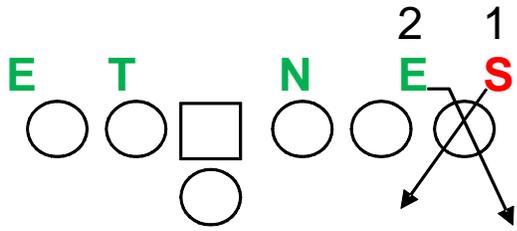




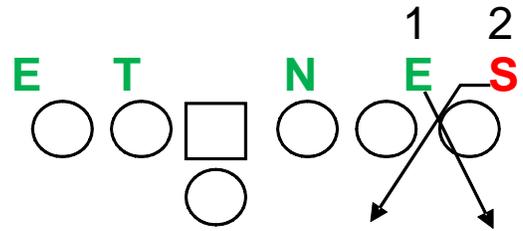
LINEBACKER GAMES



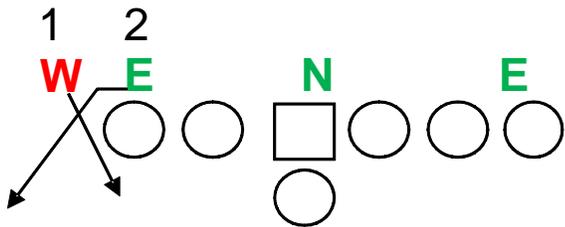
SE



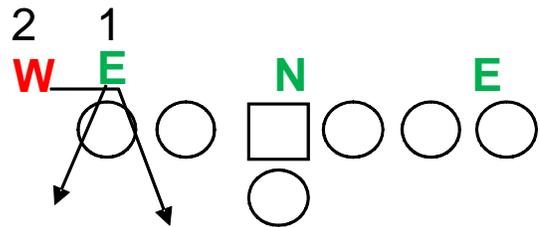
ES



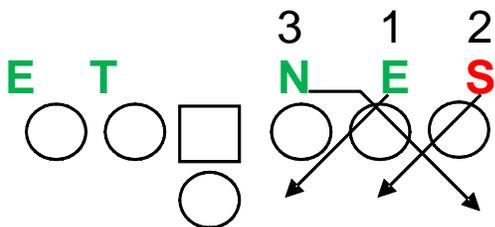
WE



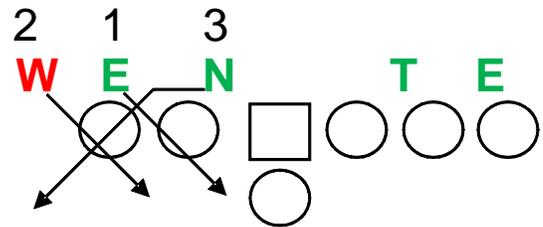
EW



ESN



EWN

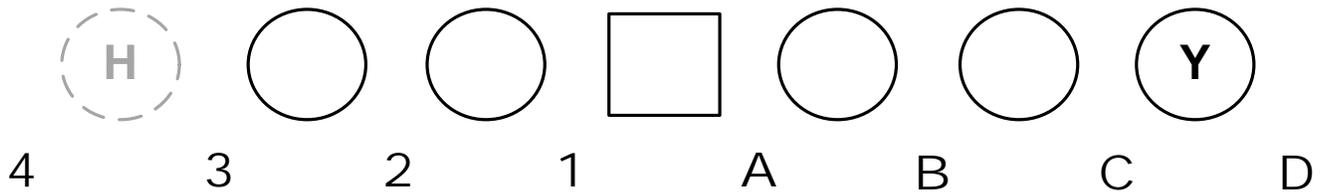




DOG/BLITZ GAP LABELING

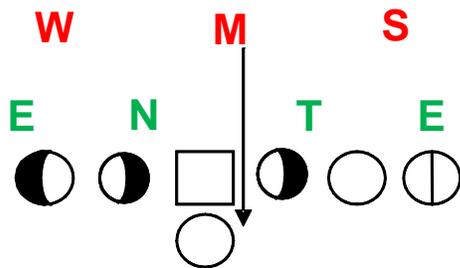


DESCRIPTION: IDENTIFIES THE GAP OF THE SINGLE DOG OR SINGLE BLITZ LOCATION. THE LETTERS DENOTE THE STRONGSIDE GAPS, THE NUMBERS DENOTE THE WEAKSIDE GAPS.

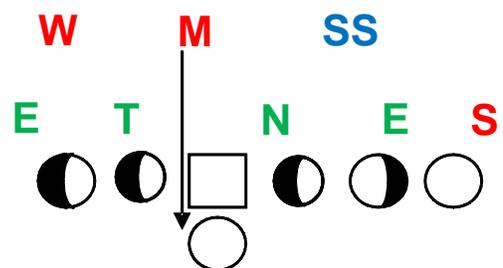


EXAMPLES

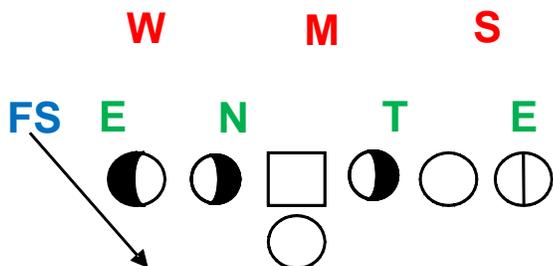
EVEN STACK: MA



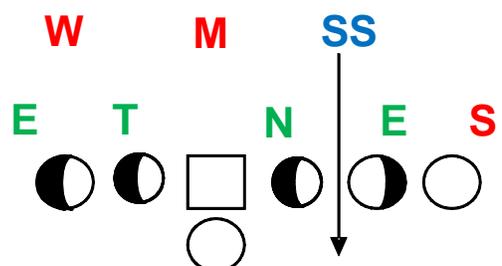
UNDER G W RIX: M1



EVEN STACK FAT: FS3



UNDER G W RIX: SSB



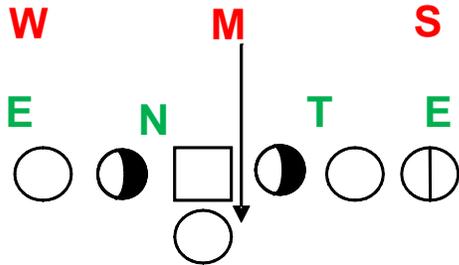


SINGLE DOGS

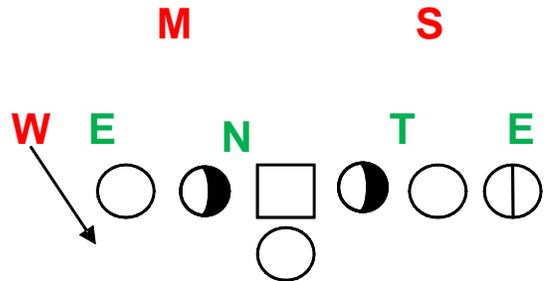


DESCRIPTION: SINGLE LB PRESSURE

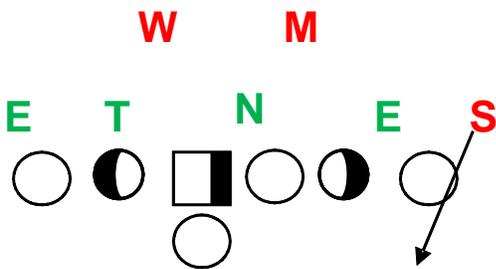
EVEN STACK: MA



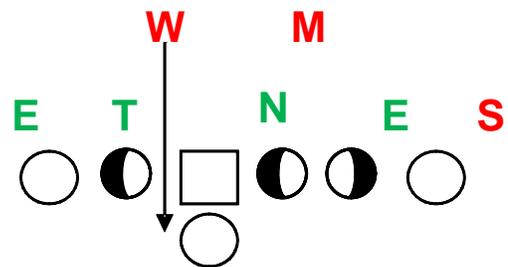
EVEN S: W3



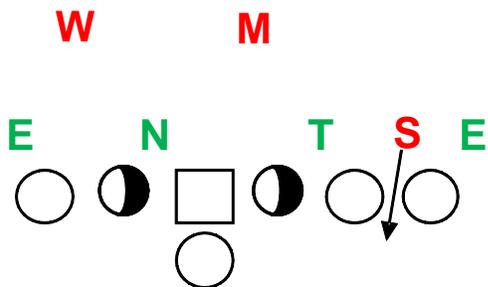
UNDER W: SD



UNDER G W: W1



EVEN W S VISE: SC



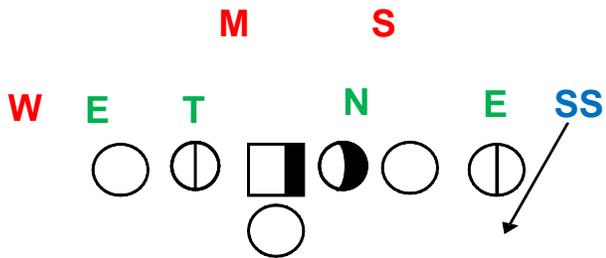


SINGLE BLITZ

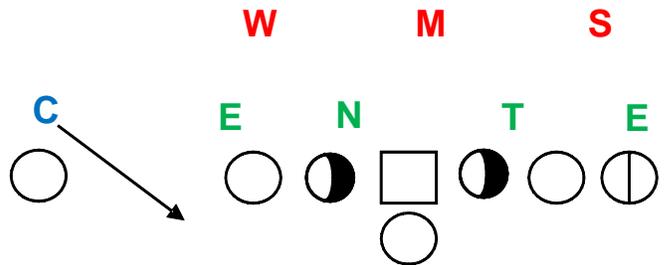


DESCRIPTION: SINGLE SECONDARY PRESSURE

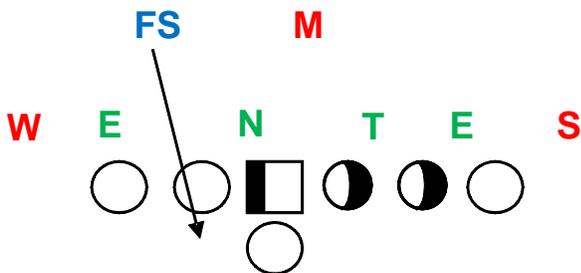
EVEN S RAT: SSD



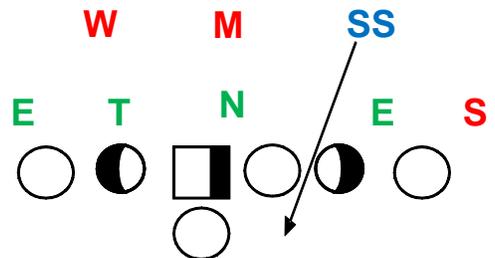
EVEN STACK: CHOP



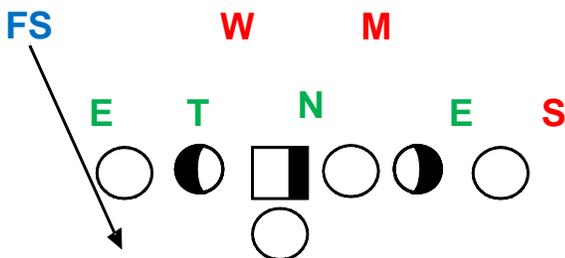
OVER FIX: FS2



UNDER W RIX: SSB



UNDER W FOX: FS4



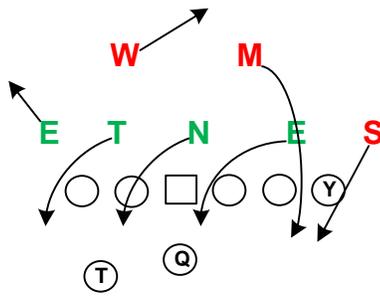


4 STR OR 4 WK LINEBACKER DOGS



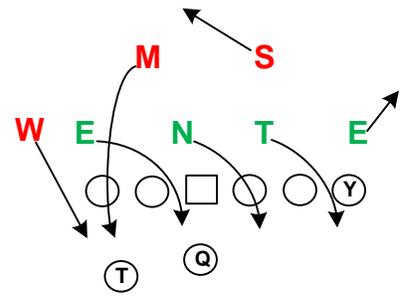
SMASH

Sam + Mike



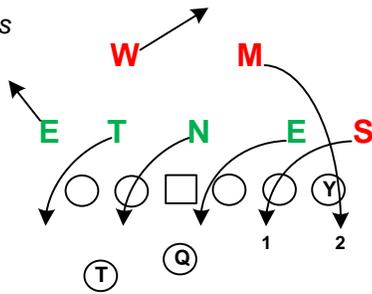
WRAP

Will + Mike



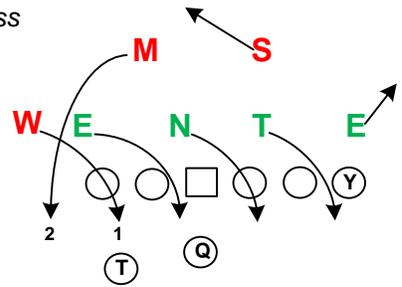
SMASH X

Sam + Mike Cross



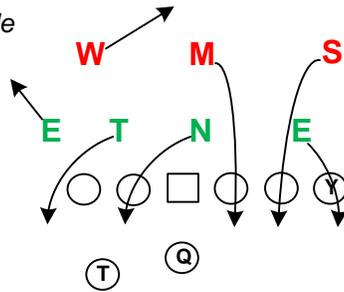
WRAP X

Will + Mike Cross



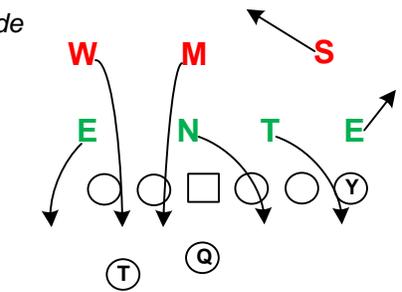
SMASH PUNCH

Sam + Mike Inside



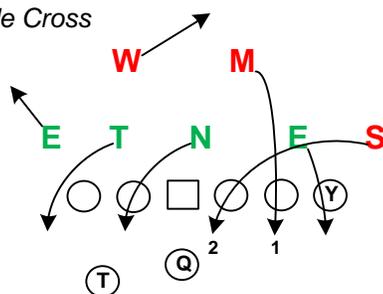
WRAP PUNCH

Will + Mike Inside



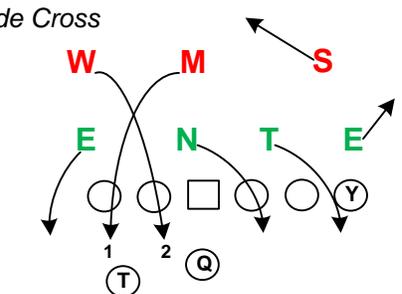
SMASH X PUNCH

Sam + Mike Inside Cross



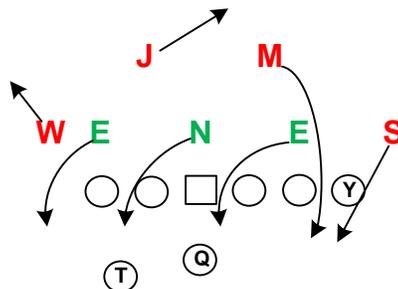
WRAP X PUNCH

Will + Mike Inside Cross



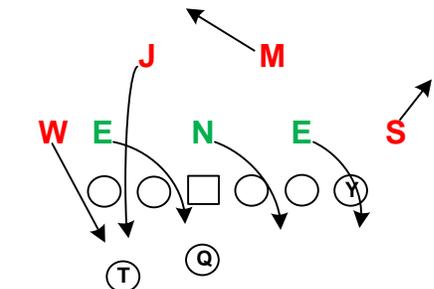
SMASH (ODD)

Sam + Mike



WRAP (ODD)

Will + Jack



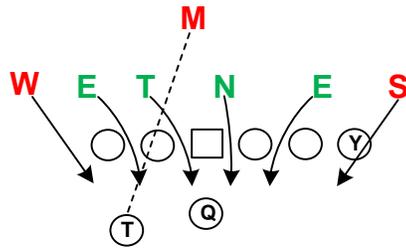


DBL OUTSIDE / DBL INSIDE DOGS



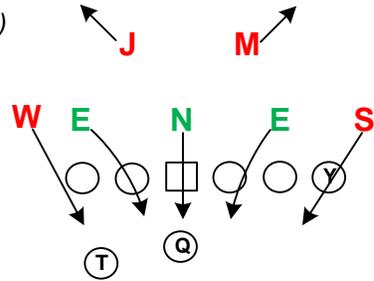
SAW

Sam + Will
Cover 0



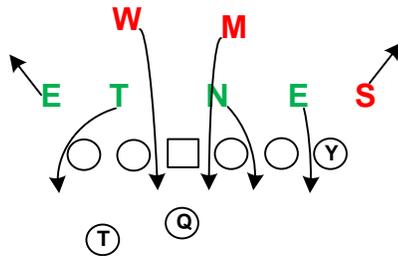
SAW (ODD)

Sam + Will (ODD)
5 man pressure



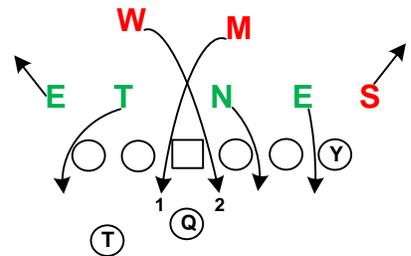
MIDDLE DOG

Mike + Will
Double A Gaps



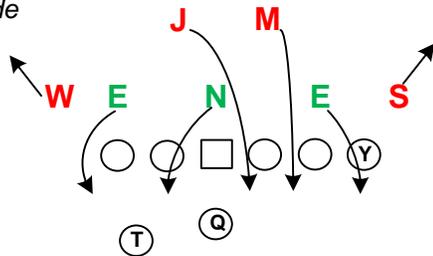
MIDDLE DOG X

Mike + Will
Double A Gaps
w/Cross



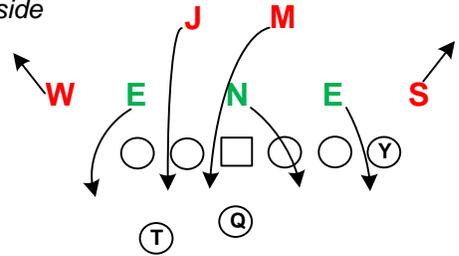
MIDDLE DOG STR (ODD)

Jack + Mike Strong
2 LB's to one side



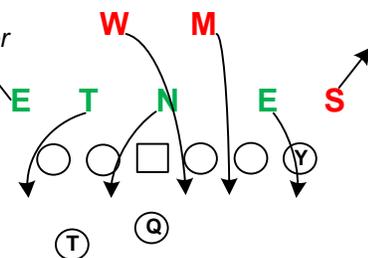
MIDDLE DOG WK (ODD)

Jack + Mike Weak
2 LB's to one side



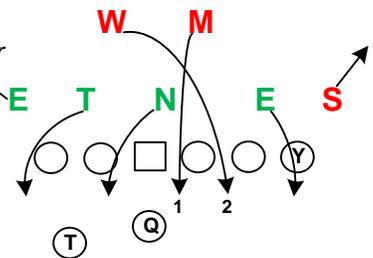
MIDDLE DOG STR

Will + Mike
2 LB's to one side,
Will must cross Center



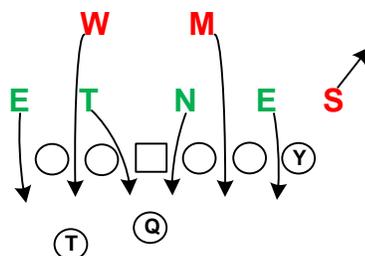
MIDDLE DOG STR X

Will + Mike Cross
2 LB's to one side,
Will must cross Center



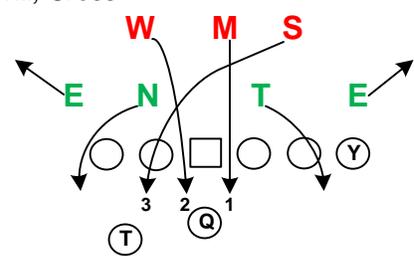
BLAST

Mike + Will
Double B Gaps



TRIPLE GUT X

Sam + Mike + Will, Cross
Dbl End Drop
Not Cover 0



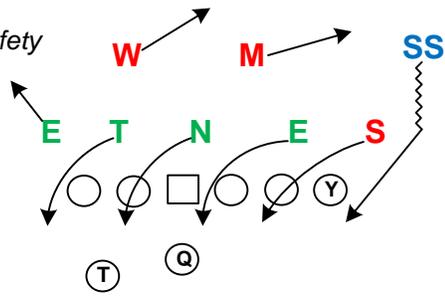


4 STR W/ LB & SS BLITZES



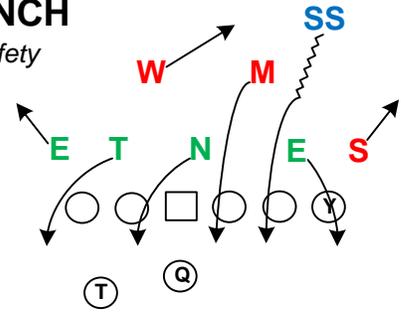
STORM

Sam + Strong Safety



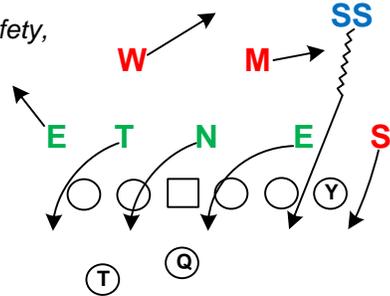
SMOKE PUNCH

Mike + Strong Safety
Inside



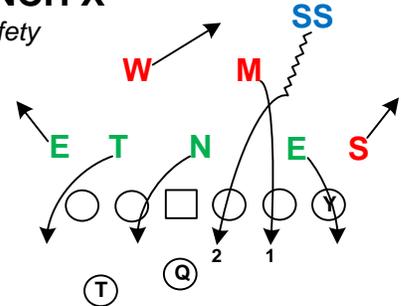
STORM SWITCH

Sam + Strong Safety,
Switched
Responsibilities



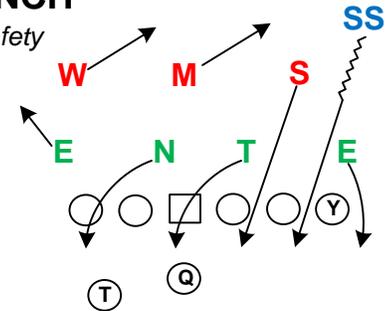
SMOKE PUNCH X

Mike + Strong Safety
Inside Cross



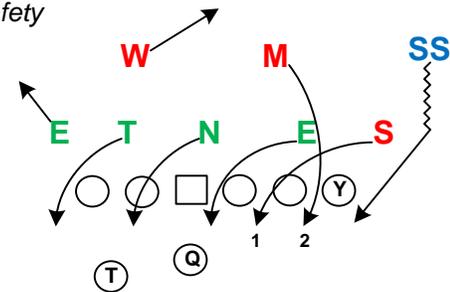
STORM PUNCH

Sam + Strong Safety
Inside



SUPER STORM

Sam + Strong Safety
+ Mike Follow



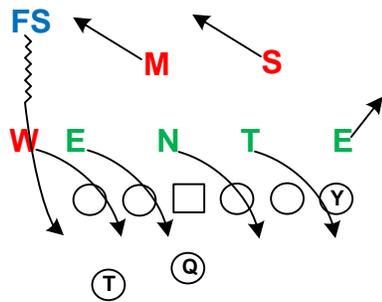


4 WEAK W/ LB & FS BLITZES



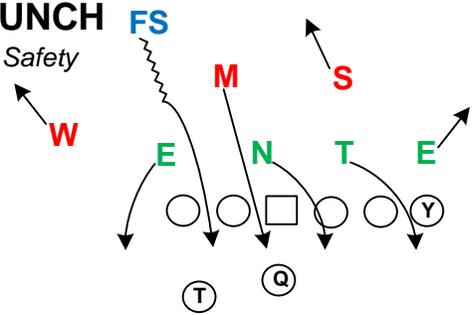
WOLF

Will + Free Safety



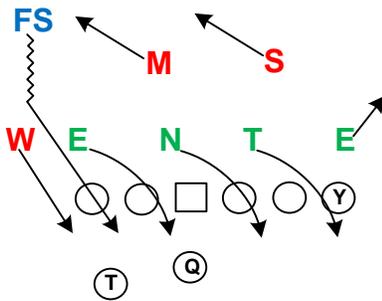
TRAIL PUNCH

Mike + Free Safety Inside



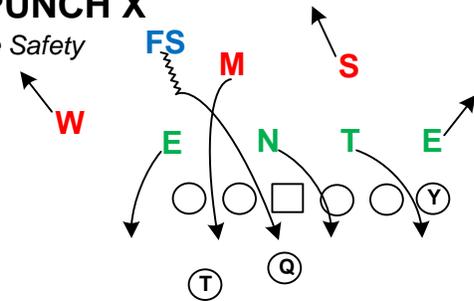
WOLF SWITCH

Will + Free Safety, Switched Responsibilities



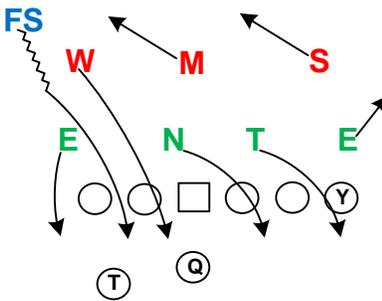
TRAIL PUNCH X

Mike + Free Safety Inside



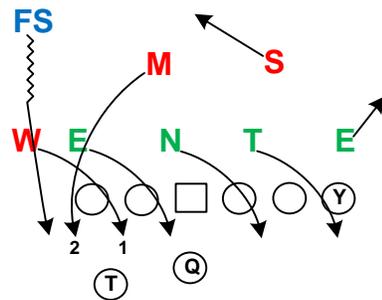
WOLF PUNCH

Will + Free Safety Inside



SUPER WOLF

Will + Free Safety + Mike Follow



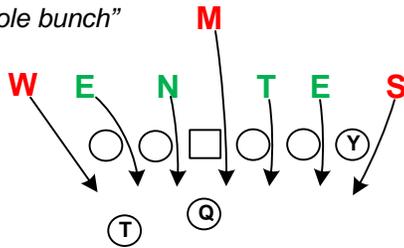


ALL OUT DOGS & BLITZES



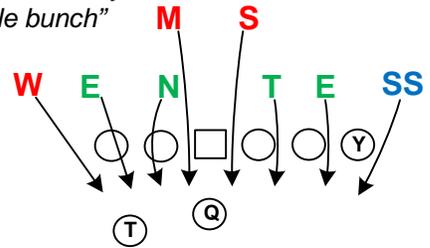
BANANAS

Sam + Mike + Will
"Bringin the whole bunch"
Cover 0



SUPER BANANAS

Sam + Mike + Will + Safety
"Bringin the whole bunch"
Cover 0

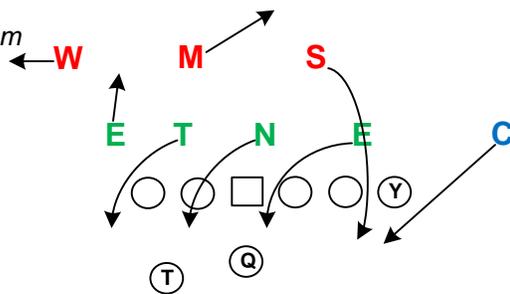


CORNER W/ LB, & SAFETY BLITZES



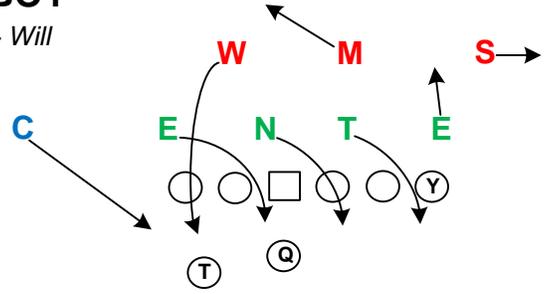
CRASH

Corner + Sam



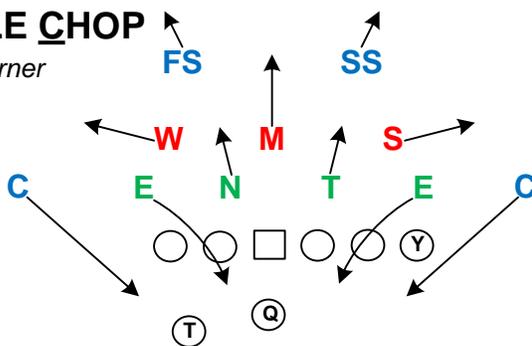
COWBOY

Corner + Will



DOUBLE CHOP

Double Corner



ROOF

Strong + Free Safety

