

VIKING COVERAGES

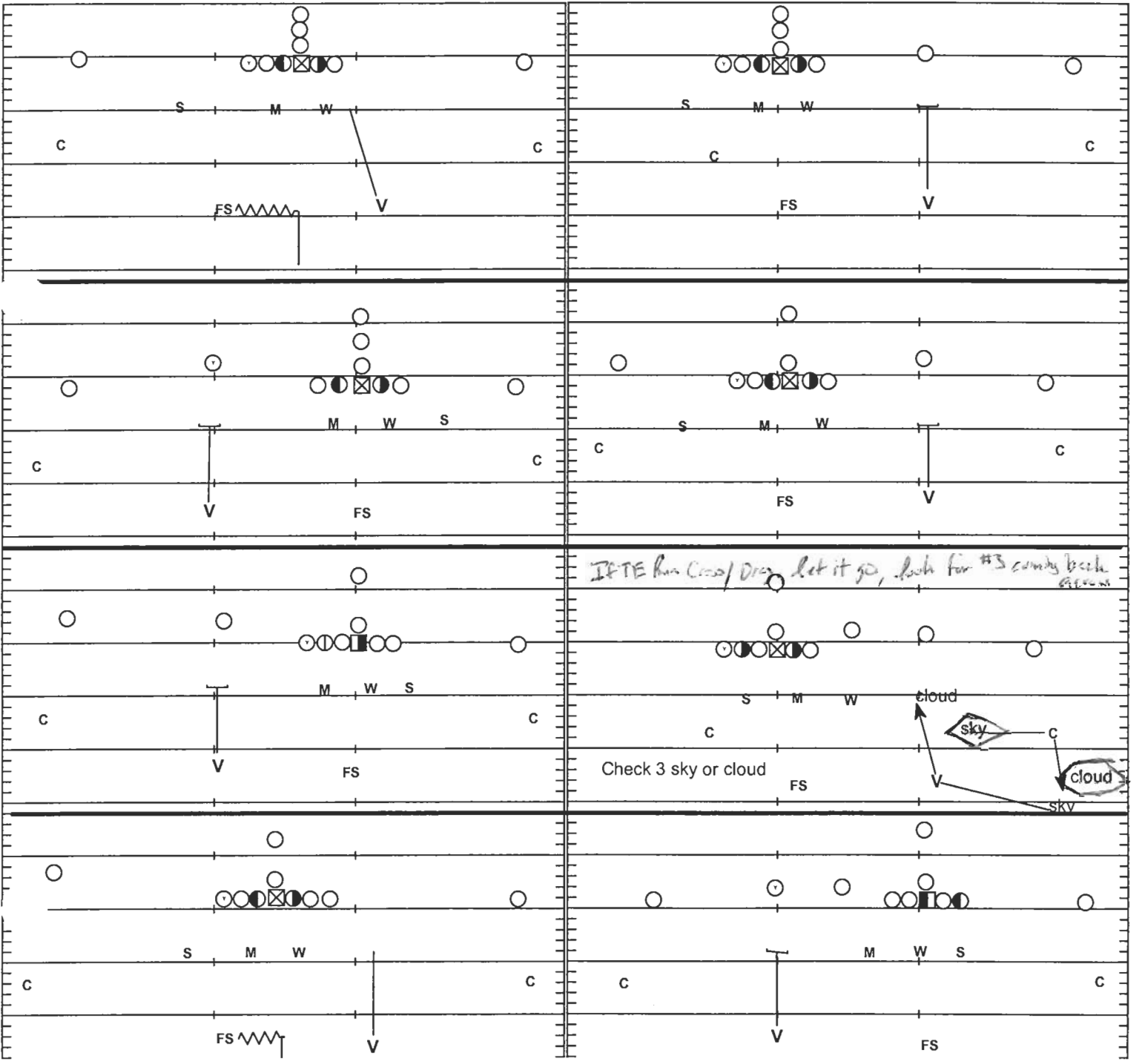
FS: alignment = disguise cover 2 on on the snap split the two widest receivers x 14
 Read = backside uncovered linemen/ QB
 Run = alley
 Pass = 3 step- drop settle feet and go to QBs eyes
 V: alignment = 4x5 TE/OT/twins 8i x5 move to position on snap. Read = QB
 Run = TO -primary force AWAY - fold
 Pass = curl/flat *twins try to reroute #2
 Boot = TO - jump out AWAY- trash SOP= TO -look up #1
 AWAY- look for TE throwback screen

Corners: alignment = 11align x 7yds
 Read = backside uncovered linemen/ QB
 Run = TO - S. Force// AWAY- Touchdown
 Pass = 3 step jump routes
 5 step routes - deep 1/3 stay on top off all routes. If #1 does a route under 15yds slow backpeddle and keep getting depth.
 Bubble screen=play over the top of #1 and look for bubble & go
 Lone TE - align ~~7~~ align x 10yds flat footed read TE *WS play Q align*
 Boot = TO - stay on top of #1 AWAY - run w/ backside post
 SOP = TO - stay in deep 1/3 AWAY- push backside post
 PAP = stay on #1

M&W = align to front call
 Pass = hook/curl - work to first threat in zone. If your threat crosses yell cross and carry receiver through your zone. Look to cheat to tripps.
 Boot = TO- find the hole route Away- force the QB
 SOP = TO - run to #2 AWAY - force the QB

S: alignment = 4x5 TE/OT/twins 8i x5
 Run = TO -primary force AWAY - fold
 Pass = curl/flat *twins try to reroute #2
 Boot = TO - jump out AWAY- trash SOP= TO -look up #1
 AWAY- look for TE throwback screen

Trips - Lone TE



Sprint out A27 get to #2 used

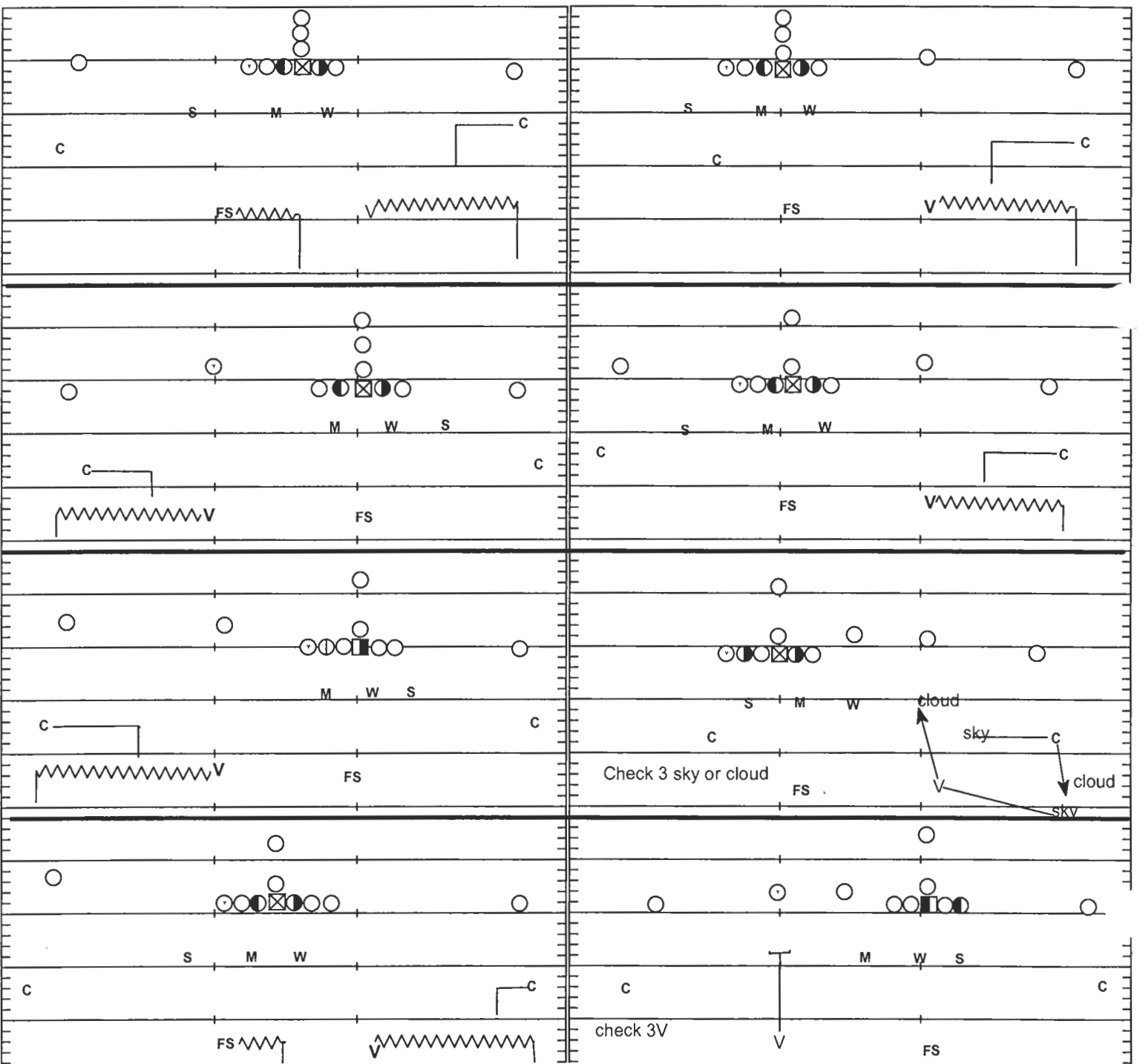
COVER 3CV

FS: alignment = disguise 2 on snap split the two widest receivers x 14
 Read = backside uncovered linemen/ QB
 Run = alley
 Pass = 3 step- drop settle feet and go to QBs eyes
 5 step- be deeper than all receivers
 Boot = check post/rob the hole
V: alignment = disguise 2 work lateral to outside #1 on the snap Read = backside uncover lineman/QB
 Run = TO -secondary force AWAY - touchdown
 Pass = 3 step jump routes 5 step routes - deep 1/3 stay on top off all routes. If #1 does a route under 15yds slow backpeddle and keep getting depth.
 Boot = TO - stay on top #1 AWAY- run w/ post SOP= TO -deep 1/3 AWAY- push post

M&W = align to front call
 Pass = hook/curl - work to first threat in zone. If your threat crosses yell cross and carry receiver through your zone. Look to cheat to tripps.
 Boot = TO- find the hole route Away- force the QB
 SOP = TO - run to #2 AWAY - force the QB

CF: Play the same as Cover 3
CV: alignment 11align x6 on the snap drive inside split twin
 Read = QB
 Run = TO - P.Force// AWAY- Fold
 Pass = Curl/Flat
 Lone TE - align= 2 x 5 flat footed, pass gain width and depth
 Boot = TO - jump out AWAY- trash
 SOP= TO -look up #1 AWAY- look for TE throwback screen

S: alignment = 4x5 TE/OT/twins 8i x5
 Run = TO -primary force AWAY - fold
 Pass = curl/flat *twins try to reroute #2
 Boot = TO - jump out AWAY- trash SOP= TO -look up #1 AWAY- look for TE throwback screen

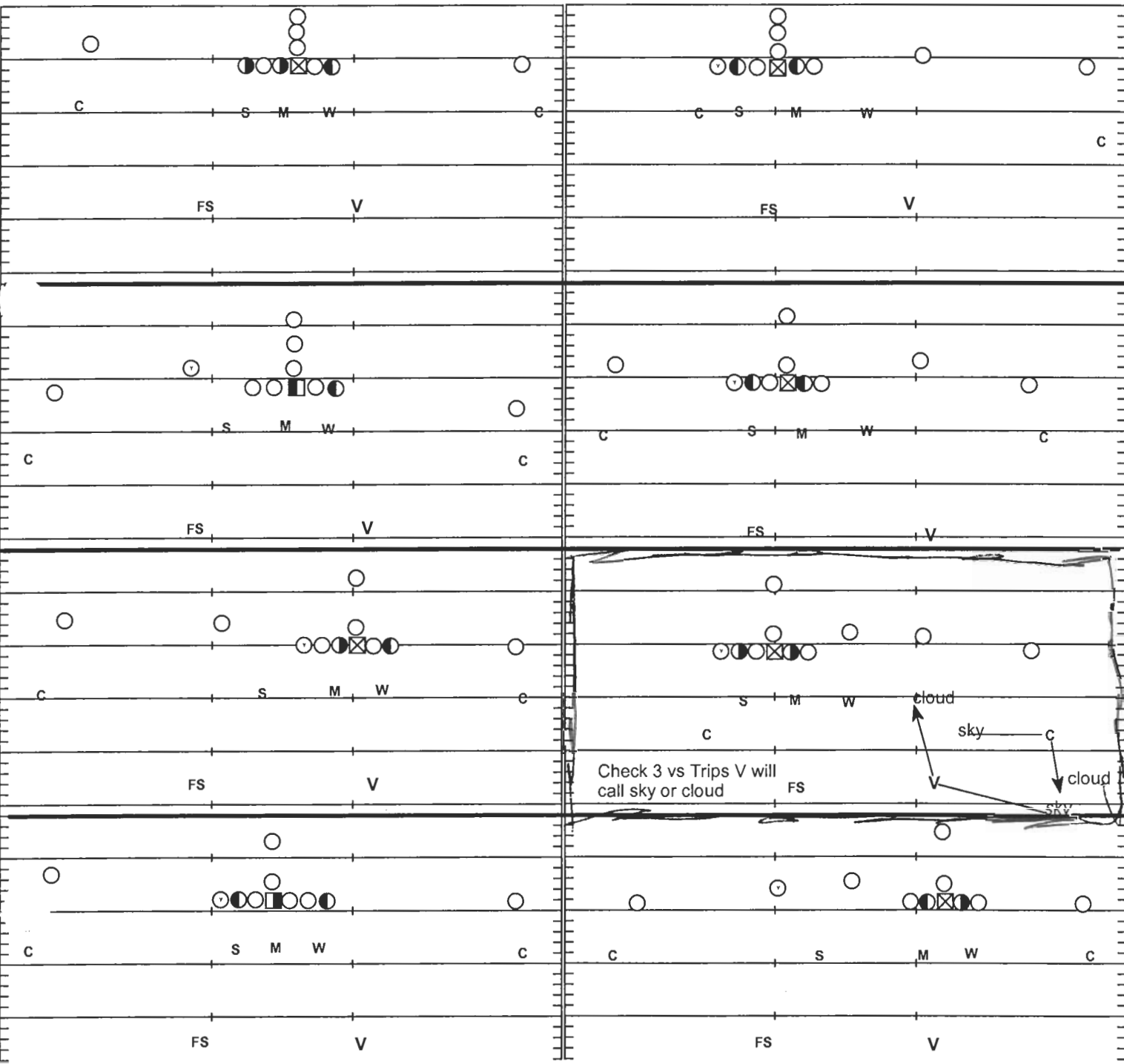


Safeties: alignment = Hash x 14yds
 Read = backside uncovered linemen/ QB
 Run = Inside- box the tackles
 Outside- playside = P. force/ S. force// backside = alley
 Pass = 3 step drop settle feet and go to QBs eyes
 5 step stay on hash & break on long arm
 Twins combo read #2-out weave to #1, flag stay over top of #2
 Bubble Screen = play over the top of #1 and look for bubble & go
 SOP = Roll to 3C
 Boot = TO - on top of #1 AWAY - check post/rob the hole
 *if you can't get to the hole on boot "call ROBBER"
 ROBBER = boot TO play hole & out PAP - TE Vertical hard

S&W = align to front call unless twins = split #2 and the OT
 Tripps = split #2 and #3 the closer they are the tight you are to #3.
 Pass = hard curl - gain depth to at least 10yds and then work to routes #1 curl = widen, post = stay. A twin to your side shuffle step to #2 read his route. *vertical work to two yards inside at 13yds, *inside route drop straight back, *out work off of #1 route. *hitch hug up to route

Corners: alignment = 11align x 6yds
 Read = QB, if twins read through #2 to QB
 Run = TO - P.force/ S. Force// AWAY- Touchdown
 Pass = 3 step jump routes/ quick slant drive at a 90 for breakup/int. if a #2 threat read his routes.
 5 step routes - curl,out, comeback plant hard & drive for breakup/int. *post push 2 steps and soften and play flag *
 Vertical stay on top of receiver, #2 threat out slow vert & break on long arm. (any routes at 5yds soften & play flag by #2) *
 wheel/out & up by #2 run with and stay on top of it.
 Bubble screen by #2 play outside #1.
 Lone TE - align = 2yds x 5 flat footed hard run support/ pass gain width and depth.
 Boot = TO - jump the out AWAY - run w/ backside post
 SOP = TO - look up #1 to #2 AWAY - roll to deep 1/3
 PAP = stay on #1

M = align to front call
 Pass = double hook - shuffle step to first threat and read route *
 out gain depth to 10, *vertical run underneath it, *cross gain depth to 10yds and yell cross.



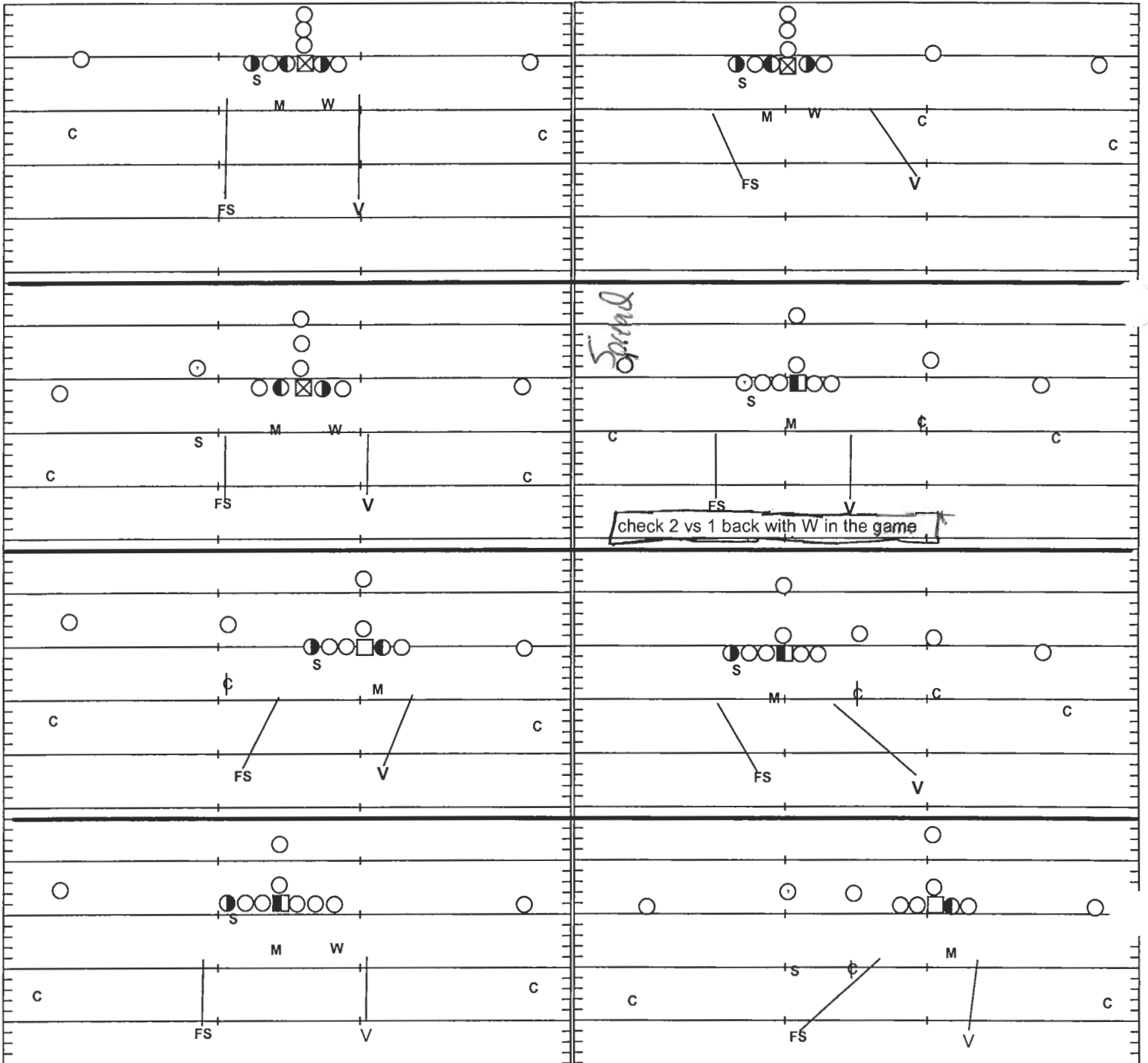
COVER 2R MAN

Safties: alignment = Hash x 14yds box the tackles on the snap
 Read= QB
 Run = TO- P.Force AWAY- Fold
 Pass = 3 step break to QBs eyes
 5 step settle back and rob routes
 SOP= TO -look for back out/ Away - help with crossing routes
 Boot = TO - jump out - AWAY -rob the hole
 PAP = help on Vertical by TE or backs out

Corners: alignment = 11align x 9yds
 Read = read the man your on
 Run = late fills
 Pass = flat footed and read routes on your man. We will play corners over if no WR to your side.

S = align in a 6i on the TE
 Pass = play man on the TE. Hold him on the LOS as long as you can while you get your read. Don't come off the TE unless you know it is RUN. If no TE play #2 man your side.

M&W = align to front call
 Pass = Man on backs out.
 Boot = TO - Force Away - trash
 SOP = TO - Force Away - work to Backs
 *if 1 back set check cover 2 with W in the game. Stay in it if we have a nickel in the game.



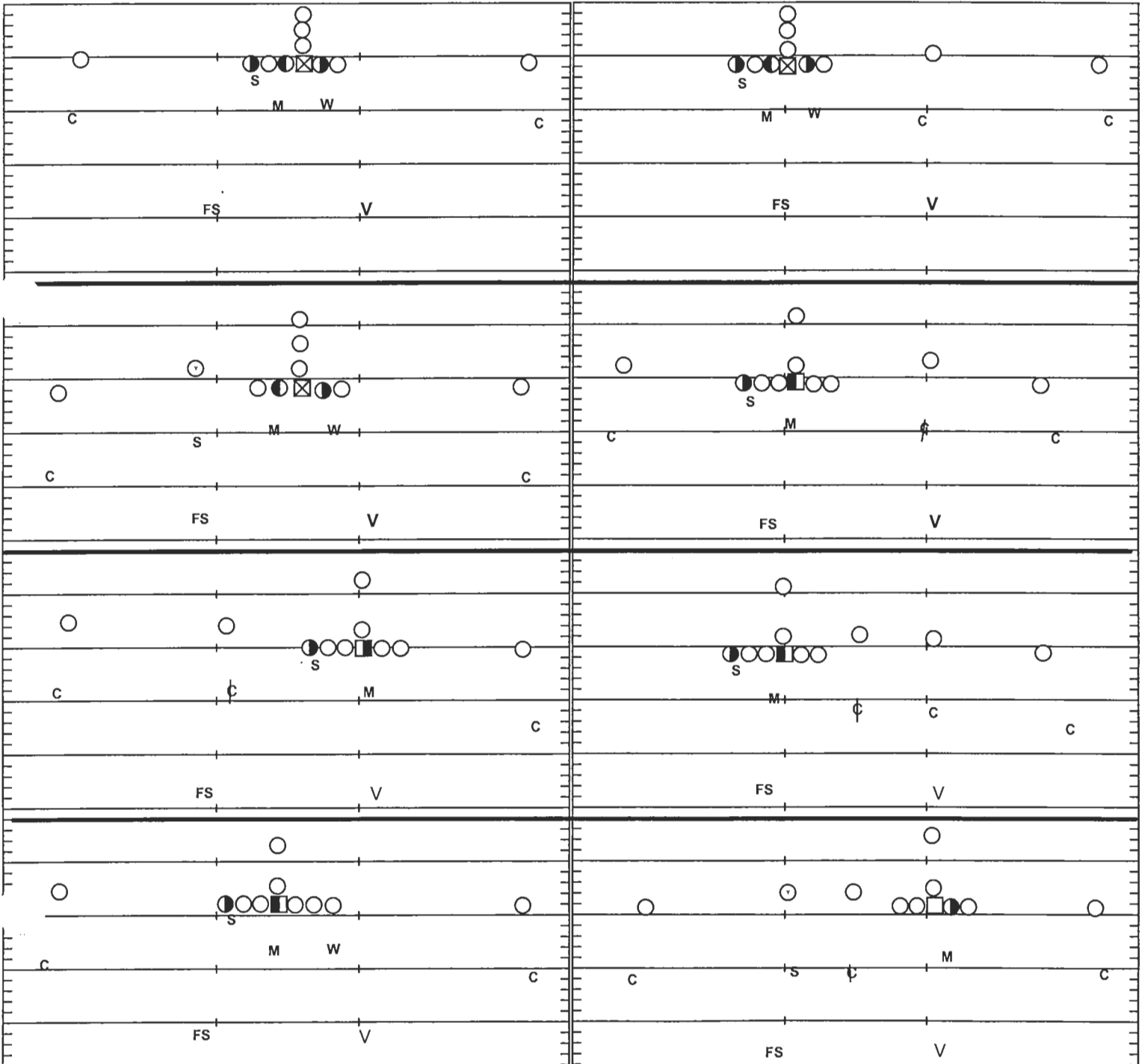
COVER 2 MAN

Safties: alignment = Hash x 15yds Flat footed at the snap
 Read= QB
 Run = Inside- box the tackles
 Outside- playside =P. force// backside= alley
 ass = Move to QB eyes and run on long arm
 SOP= TO -look for back out/ Away - help with crossing routes
 Boot = TO - jump out - AWAY -rob the hole
 PAP = help on Vertical by TE or backs out

Corners: alignment = 11align x 5/9/press
 Read = read the man your on
 Run = late fills
 Pass = play an aggressive man with safties robbing. We will play corners over if no WR to your side.

M&W/nickel = align to front call
 Pass = Man on backs out.
 Boot = TO - Force Away - trash
 SOP = TO - Force Away - work to Backs
 *if 1 back set check cover 2 with W in the game. Stay in it if we have a nickel in the game.

S = align in a 6i on the TE
 Pass = play man on the TE. Hold him on the LOS as long as you can while you get your read. Don't come off the TE unless you know it is RUN. If no TE play #2 man your side.

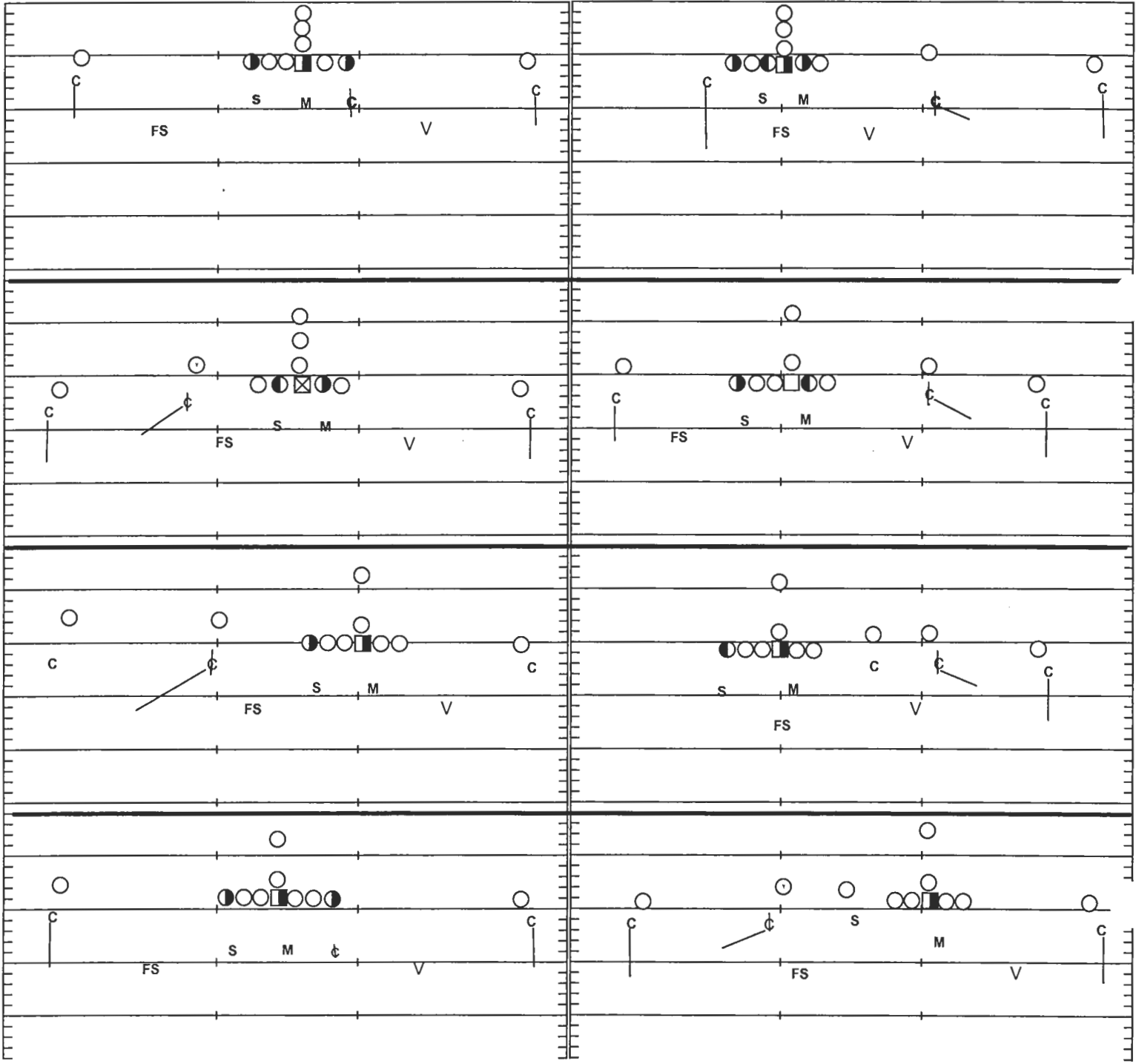


Safeties: alignment = split OT/TE & #1 or a #2 x 8yds Flat footed at the snap
 Read= quick read of QB and then read routes of #1 or #2
 Run = Inside- box the tackles
 Outside- playside =P. force// backside= alley
 Pass = combo #1 or #2 look for an inside route and jump it
 SOP= TO -look for back out/ Away - help with crossing routes
 Boot = TO - jump out - AWAY - rob the hole

Corners: alignment = 11 align x press bail before snap.
 Read = read through man your on to QB.
 Run = late fills
 Pass = deep 1/3, have any fade or flag route We will play corners over if #3 away. If #1 crosses look up the out by #2

M&nickel = Eagle front
 Pass = Man on backs out. Nickel if a #2 yourside or #3 away play a combo coverage with safeties. Show press and then drive to #1 reading his route. Jump any inside route by #1 if #2 does an out jump that route.

S = align in a 6i on the TE
 Pass = play man on the TE. Hold him on the LOS as long as you can while you get your read. Don't come off the TE unless you know it is RUN. If no TE play man on back yourside.

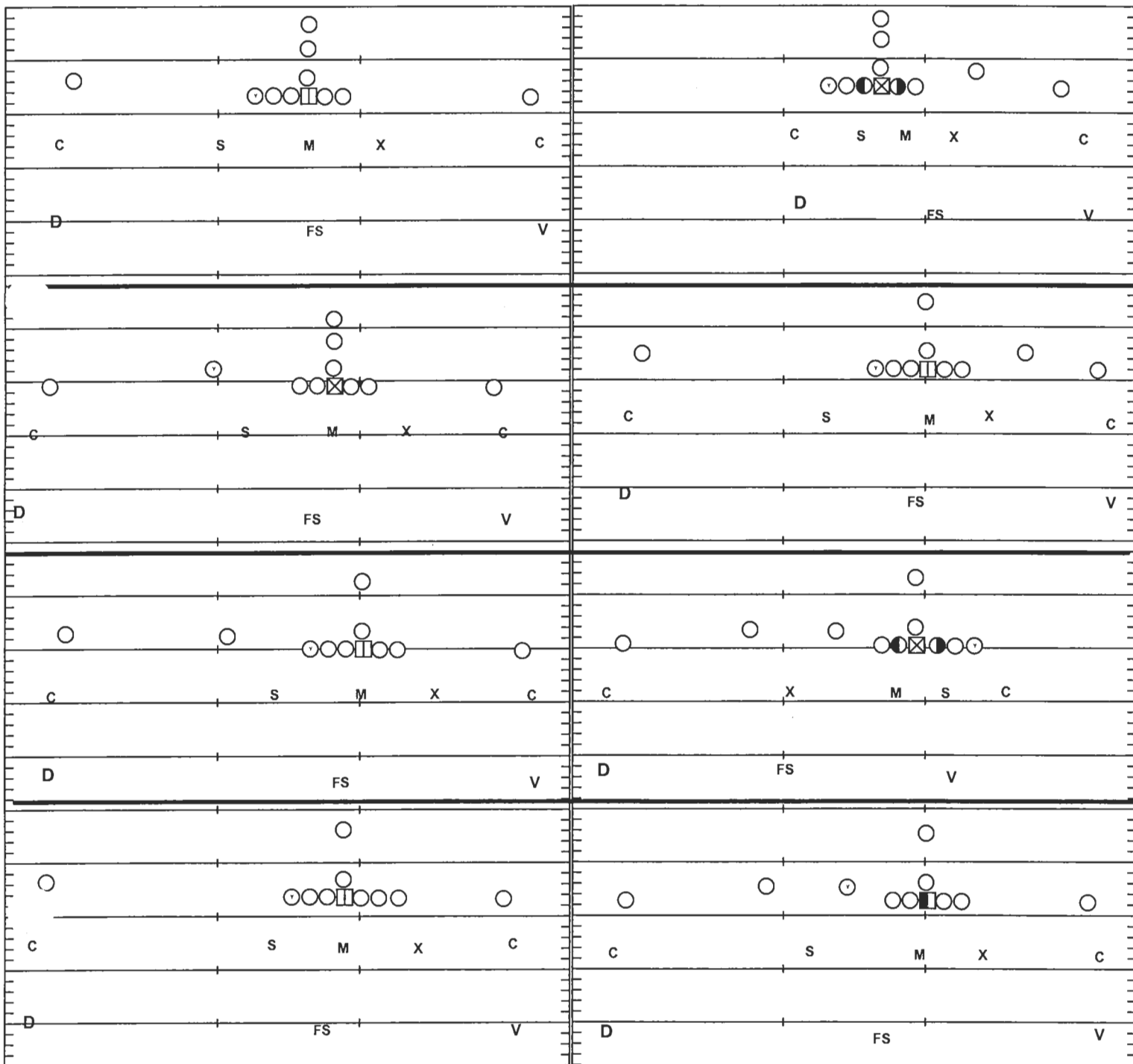


FS: alignment = disguise on snap split the two widest receivers x14
 Read= backside uncovered lineman/ QB
 Run = alley Pass = 3 step- drop settle feet and go to QBs eyes 5
 step- be deeper than all receivers Boot = check post/rob the hole
 ↳ alignment =disguise x 12 work lateral to outside #1 on the snap
 d = backside uncover lineman/QB
 Run = TO -secondary force AWAY - touchdown
 Pass = 3 step slow BP 5 step routes - deep 1/3 stay on top off all
 routes. If #1 does a route under 15yds slow backpeddle and keep
 getting depth.
 Boot = TO - stay on top #1 AWAY- run w/ post SOP= TO -deep 1/3
 AWAY- push post

Corners: alignment = 11align x 5yds
 Read = QB, If twins read through #2 to QB
 Run = TO - P.force/ S. Force// AWAY- Touchdown
 Pass = 3 step jump routes/ quick slant drive at a 90 for
 breakup/int. if a #2 threat read his routes.
 5 step routes - curl,out, comeback plant hard & drive for
 breakup/int. *post push 2 steps and soften and play flag * we
 have a deep 1/3 Safety over the top so trail all deep routes
 Bubble screen by #2 play outside #1.
 Lone TE - align= 2yds x 5 flat footed hard run support/ pass
 gain width and depth.
 Boot = TO - jump the out AWAY - run underneath backside
 post SOP = TO - look up #1 to #2 AWAY -run underneath
 post PAP = stay underneath #1
 *if used as a two minutes defense tackle everyone in bounce.

S&X = align to front call unless twins = split #2 and the OT
 Tripps= split #2 and #3 the closer they are the tighter you are
 to #3. Pass = hard curl - gain depth to at least 10yds and then
 work to routes #1 curl= widen, post = stay. A twin to your side
 shuffle step to #2 read his route. *vertical work to two yards
 inside at 13yds, *inside route drop staight back, *out work off
 of #1 route, *hitch hug up to route

M = align to front call
 Pass = double hook - shuffle step to first threat and read route * out
 gain depth to 10, *vertical run underneath it, *cross gain depth to
 10yds and yell cross.



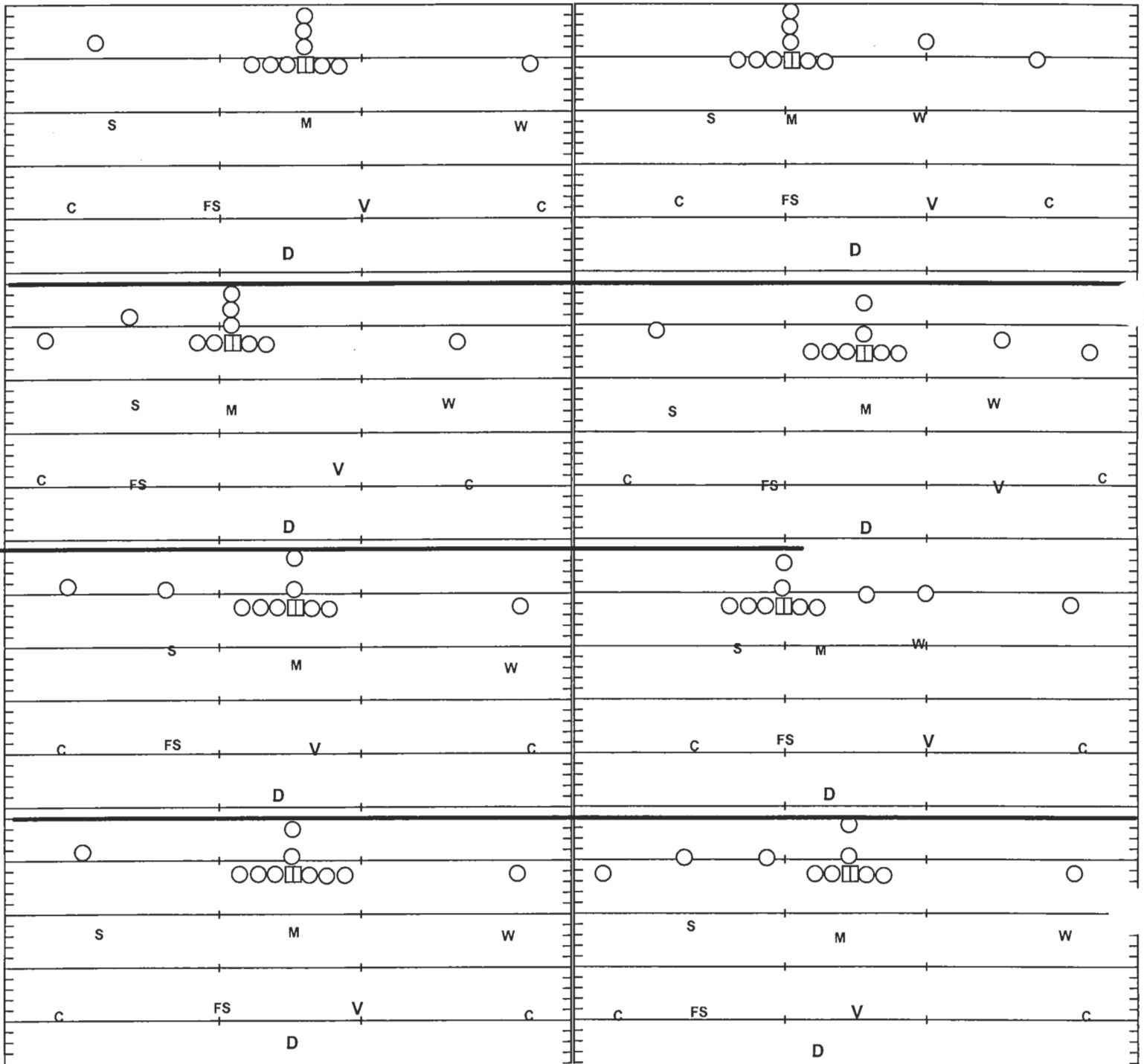
Safties: alignment = play on top of vertical threat x 15yds
 Pass: Against all formations play a deep 1/4 of the field, do not jump routes.
 Tripps away: move to a 0 alignment and then work over the top of #3.

Corners: alignment = 11 x 15yds
 Pass: Against all formations play a deep 1/4 of the field, do not jump routes.

D: alignment = middle of field x 20yds
 Pass: play centerfield no one behind you help on deep throws

S&W = align to front call
 Pass = cover up nearest receiver to your side. Trail him vertical

M = align to front call
 Pass = double hooks, run vertical with #3



Safties: alignment = head up or inside shade x 6 yds
 play a TE flat footed at 7yds
 Read= read the man your on, #2 your side or #3 away
 Pass = stay on top of your man. if you have a back go
 him on the snap. Don't ever leave your
 responsibility, if he goes in motion you go with him.

Corners: alignment = head up or inside shade x 6yds play a
 TE flat footed at 7yds
 Read = read the man your on #1 your side
 Pass = stay on top of your man. if you have a back go to him
 on the snap. Don't ever leave your responsibility, if he goes in
 motion you go with him.

S,M&W = we will normally blitz out of cover 0. If you are not
 blitzing then you will have a back. In a one back set you will
 share the back.

*if PUSH is added to 0 we will exchange responsibility if
 your man goes into motion. Yell push as your man goes
 to the next receiver.

*if the receivers have tight alignments we will play them as
 one whether in 0 or 0push. to play as one widen and
 back peddle until one of the receivers comit to your side.

*if PRESS is added to 0 we will be as tight to the WR as
 possible. slow the release of the the receiver with a punch
 to the armpit and then run with the receiver.

