

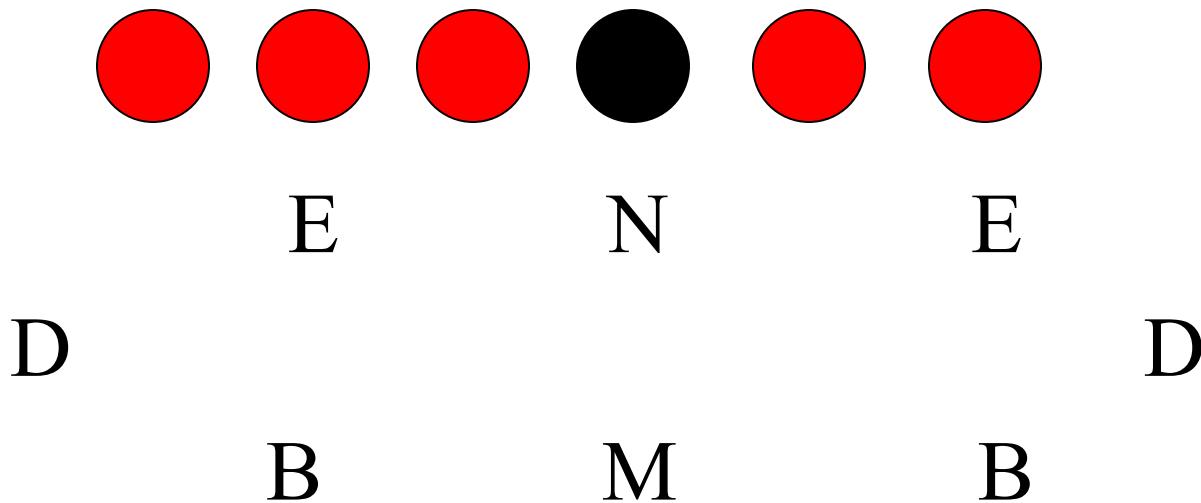
GEORGIA MILITARY COLLEGE

3-5-3

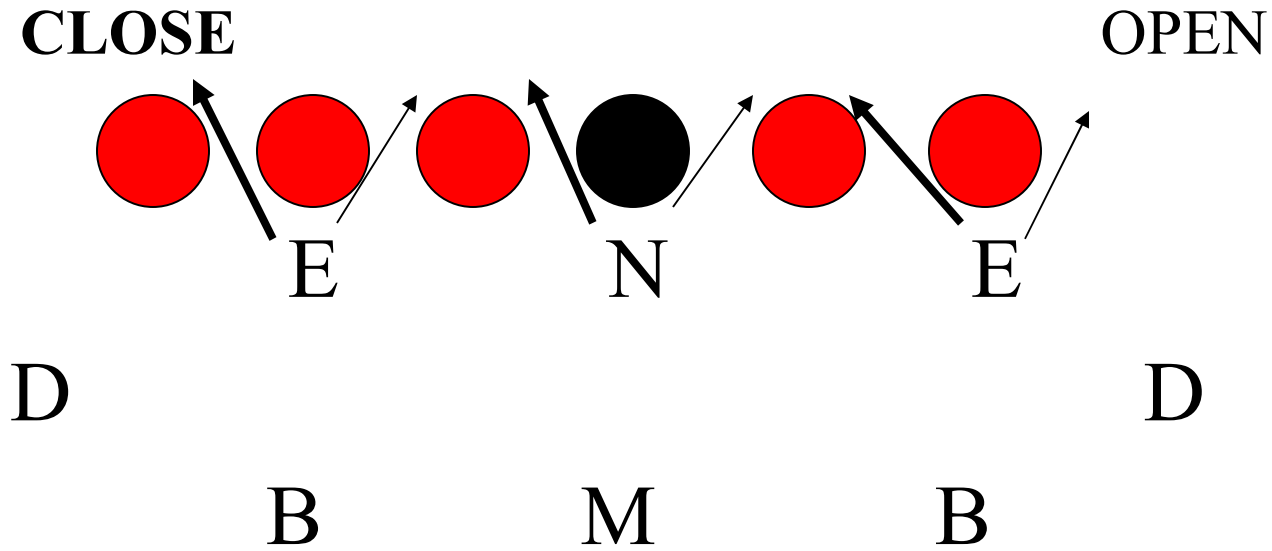
DEFENSIVE PLAYBOOK

DEFENSIVE FRONTS

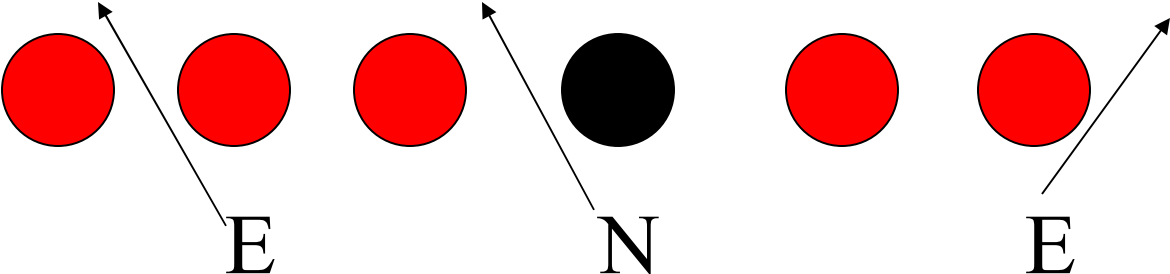
- BASE



DEFENSIVE LINE STUNTS



JACKS



D

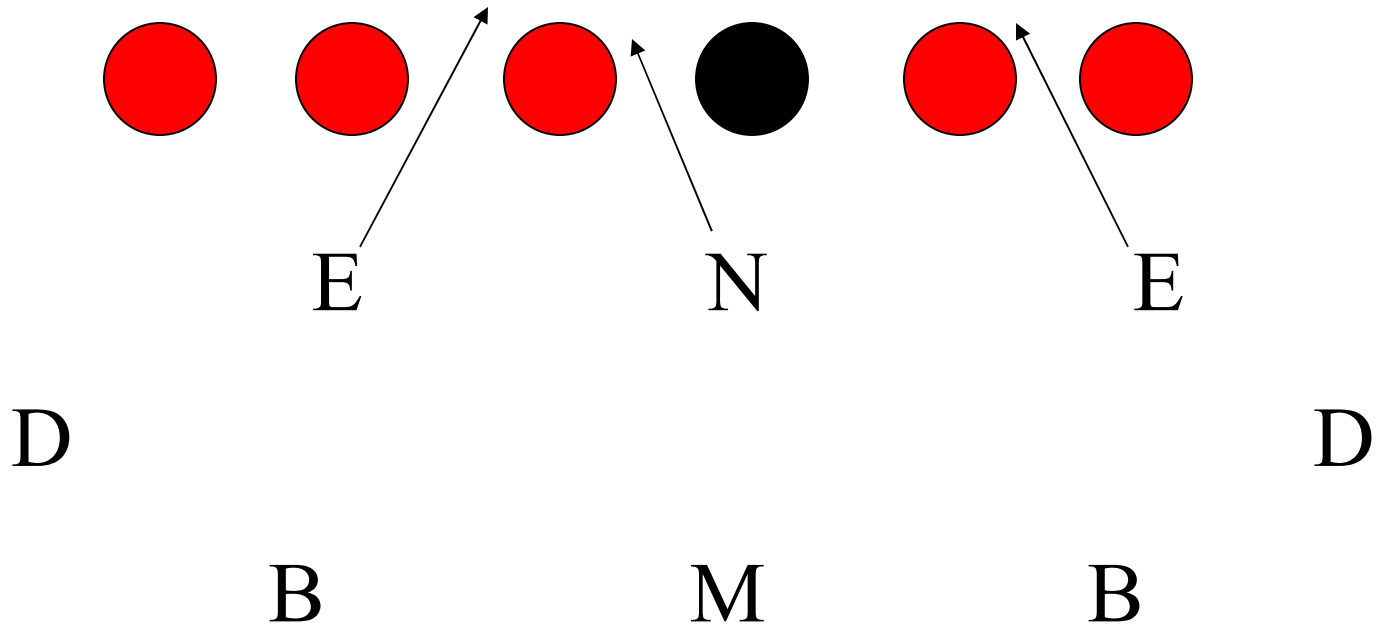
B

M

B

D

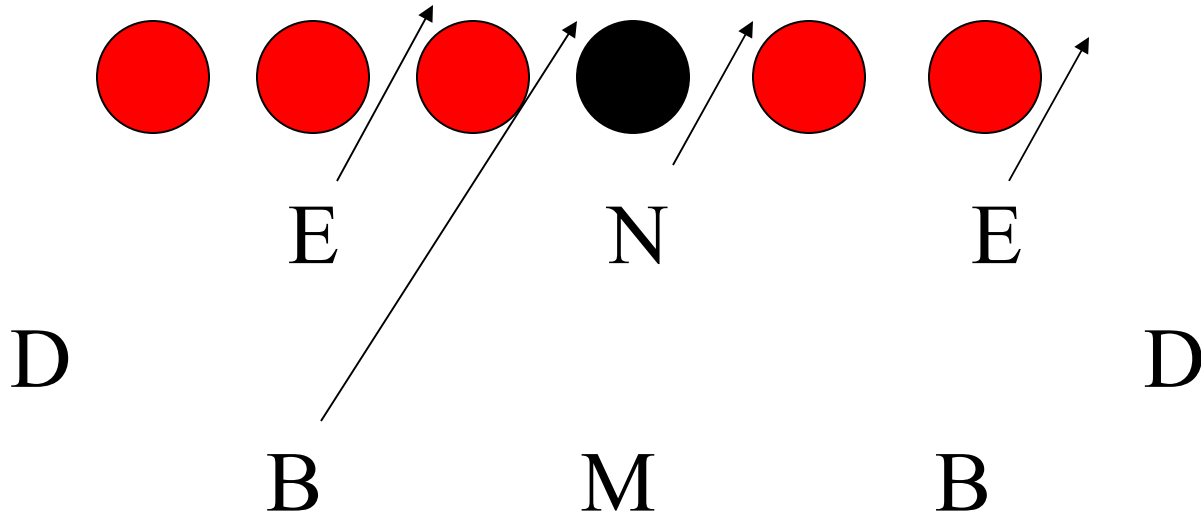
PINCH



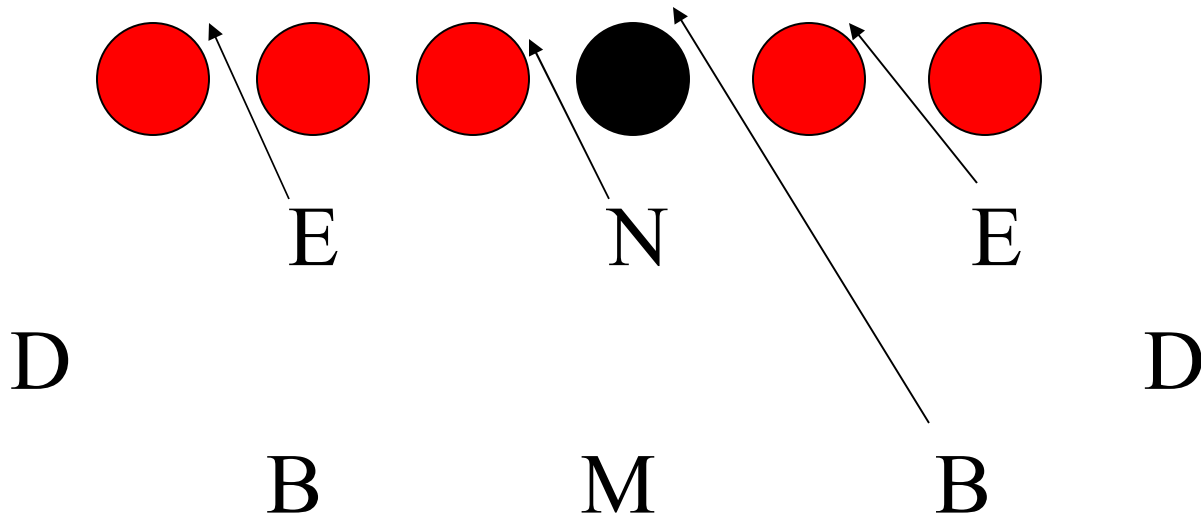
PRESSURE PACKAGES

- 4-MAN
 - BAT OPEN/CLOSE - RIGHT/LEFT 1/3
 - MIKE STRONG/WEAK 1/3
 - BOB OPEN/CLOSE – RIGHT/LEFT 1/3
 - BUC OPEN/CLOSE – RIGHT/LEFT 1/3
 - DOG OPEN/CLOSE – RIGHT/LEFT 1 SNATCH/BLACK

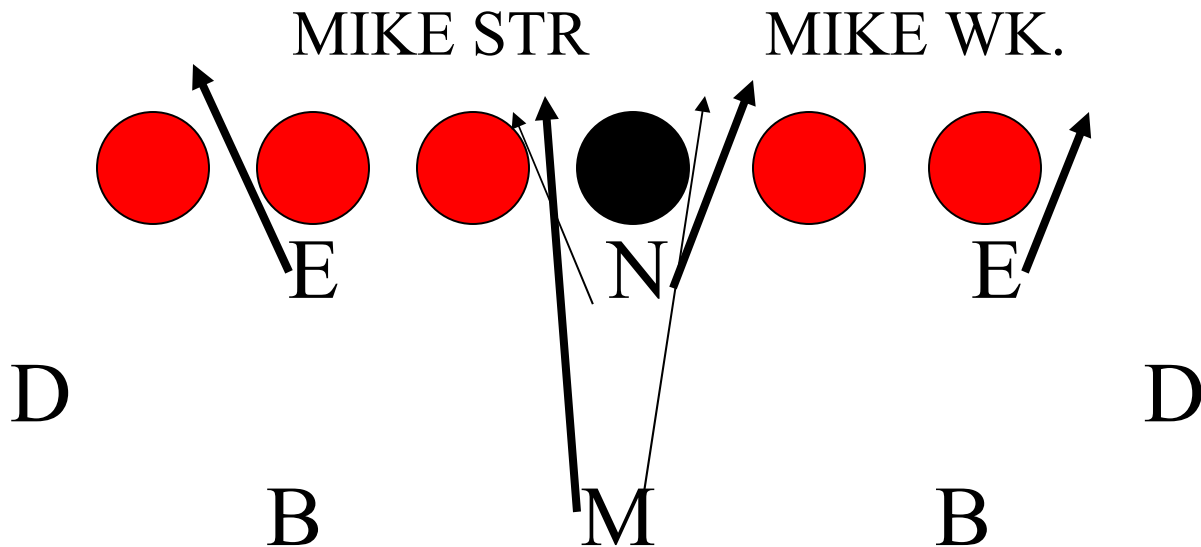
BAT OPEN/RIGHT 1/3



BAT CLOSE/LEFT 1/3

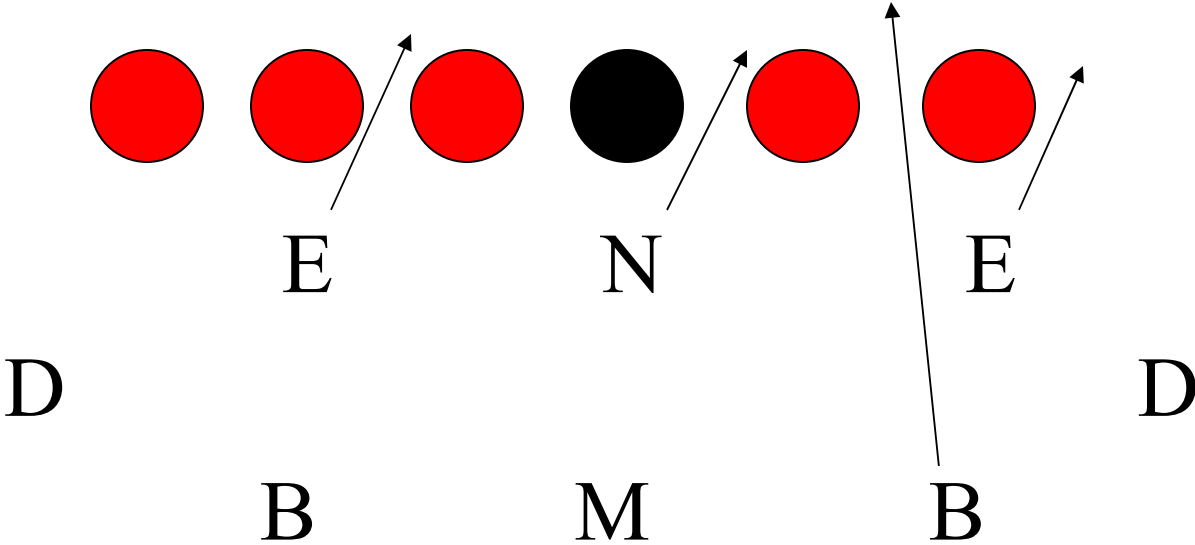


MIKE STRONG/WEAK 1/3

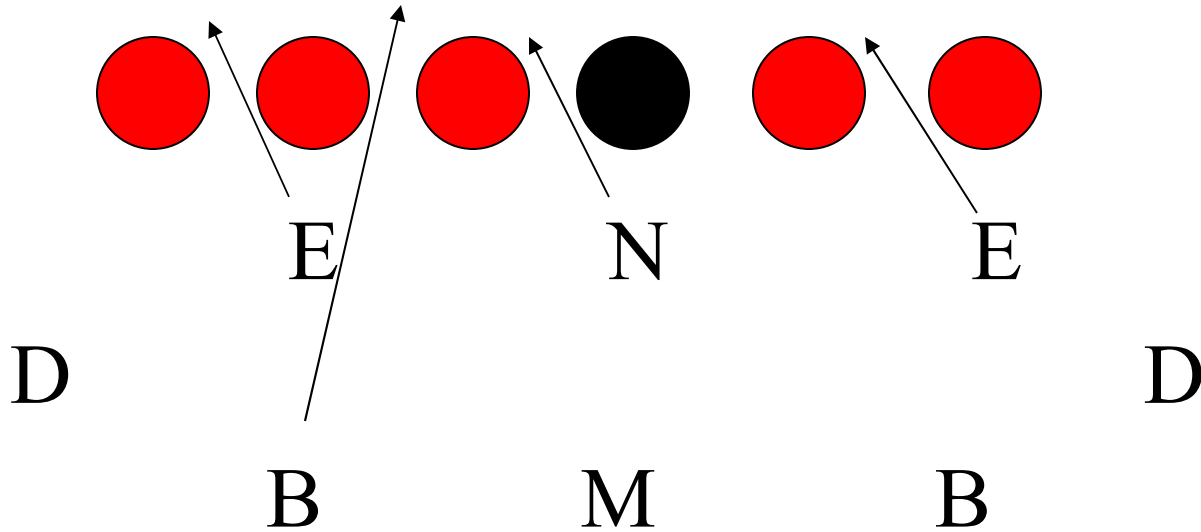


The Nose moves opposite the str. or wk. call – Mike goes str.
A gap on Mike str. – Mike goes wk. A gap on Mike wk.

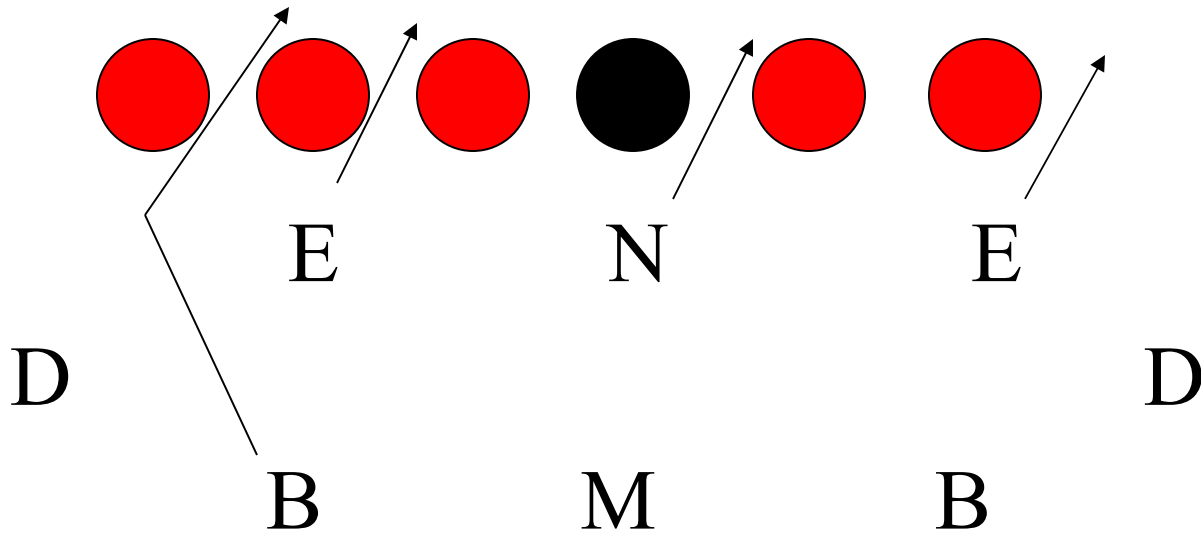
BOB OPEN/RIGHT 1/3



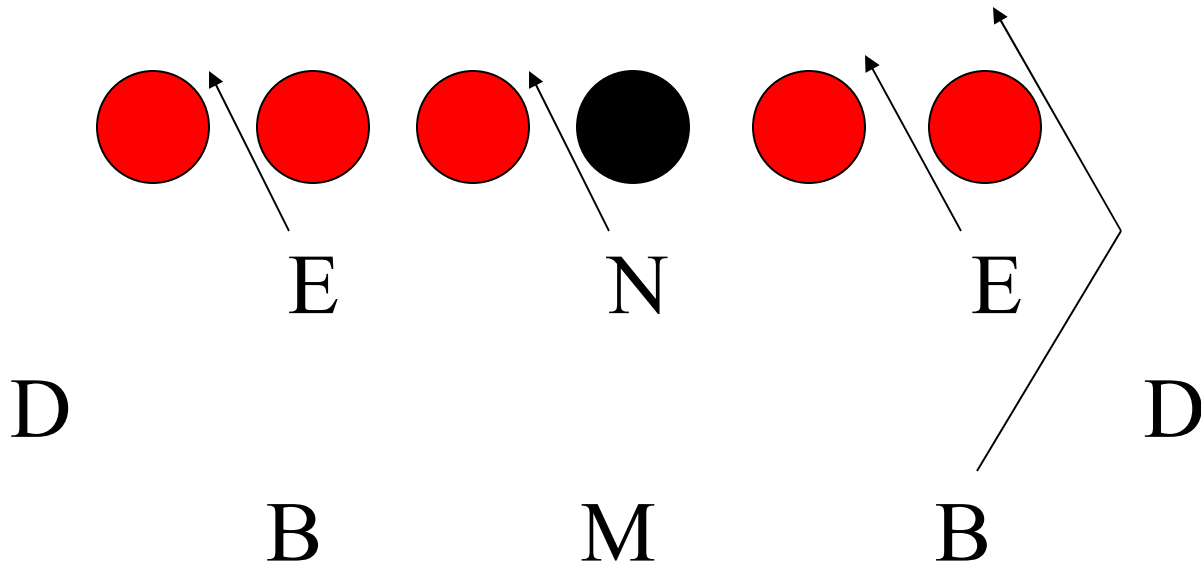
BOB CLOSE/LEFT 1/3



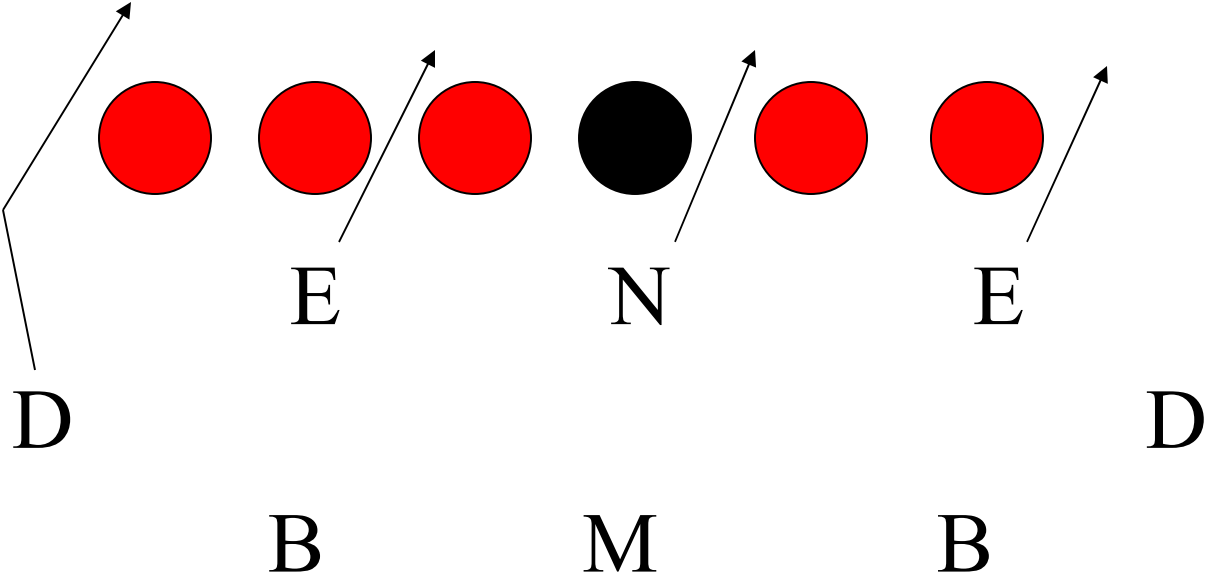
BUC OPEN/RIGHT 1/3



BUC CLOSE/LEFT 1/3

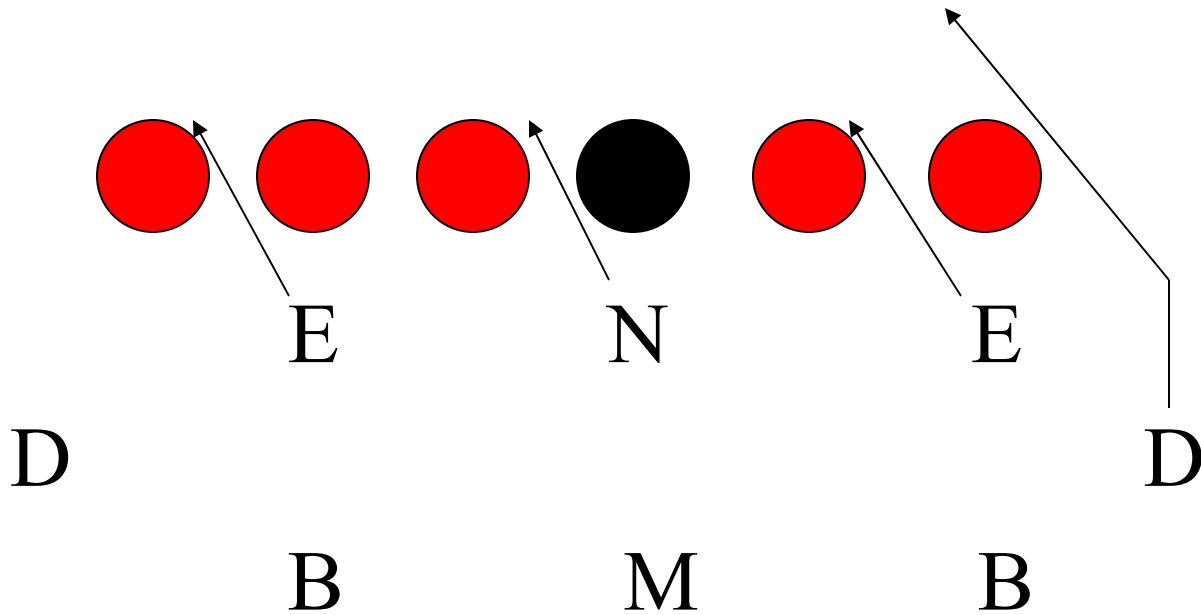


DOG OPEN/RIGHT 1snatch/3



BAT HAS TE MAN TO MAN IN 1 SNATCH

DOG CLOSE/LEFT 1snatch/3

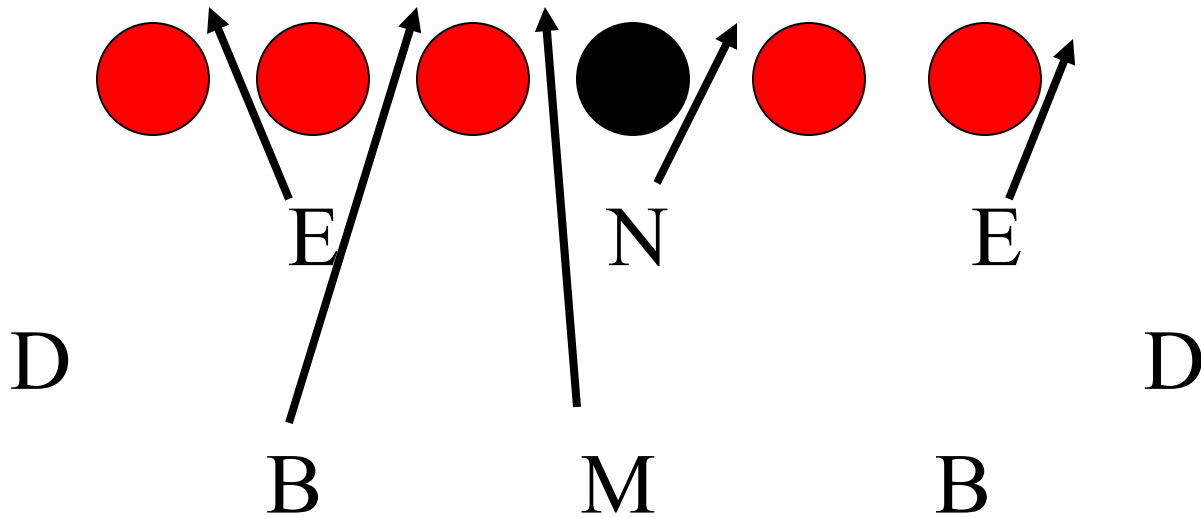


BAT HAS TE MAN TO MAN IN 1 SNATCH

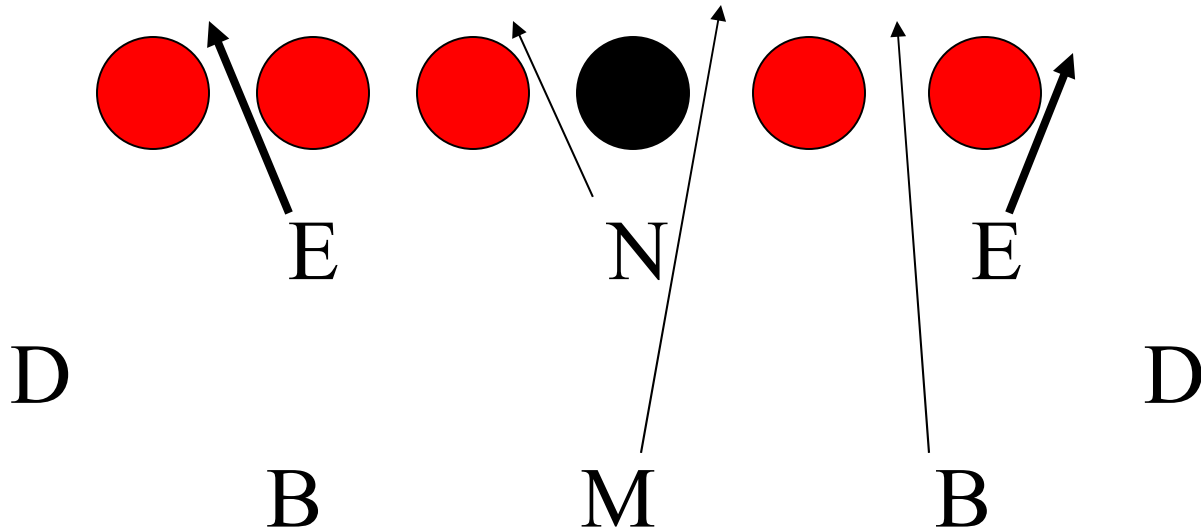
PRESSURE PACKAGES

- 5-MAN
 - ZOO STRONG/ OPEN 1/3
 - MASH STRONG/OPEN 1/3
 - DBL. BUC PINCH 1/3
 - DBL. DOG PINCH WHITE/ 1 SNATCH
 - BLAST 1/3
 - BOOM OPEN/CLOSE – RIGHT/LEFT BLACK ROCK/ROLL
 - BANG OPEN/CLOSE – RIGHT LEFT BLACK ROCK/ROLL

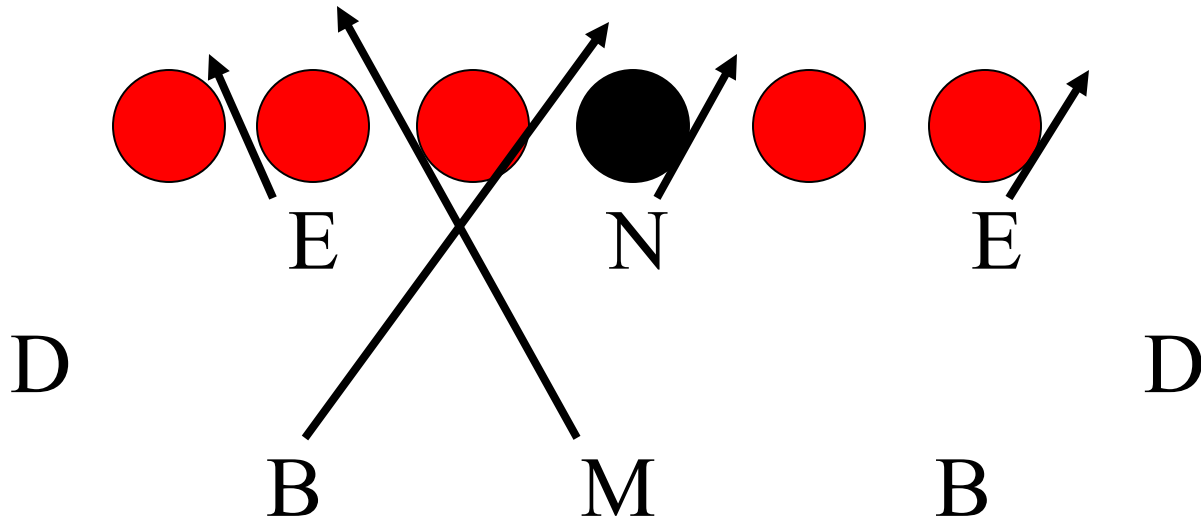
ZOO STRONG 1/3



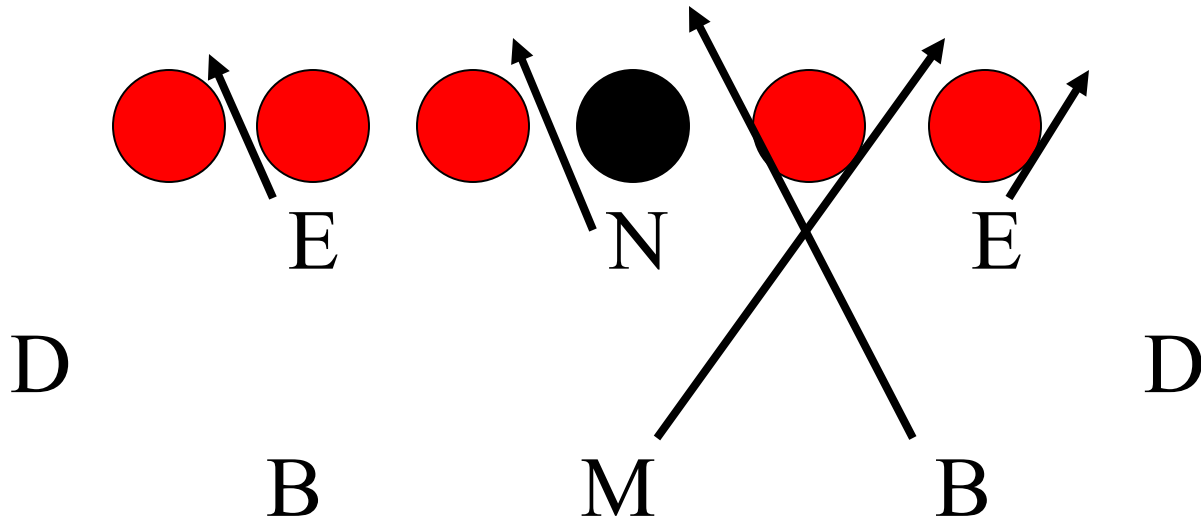
ZOO WEAK 1/3



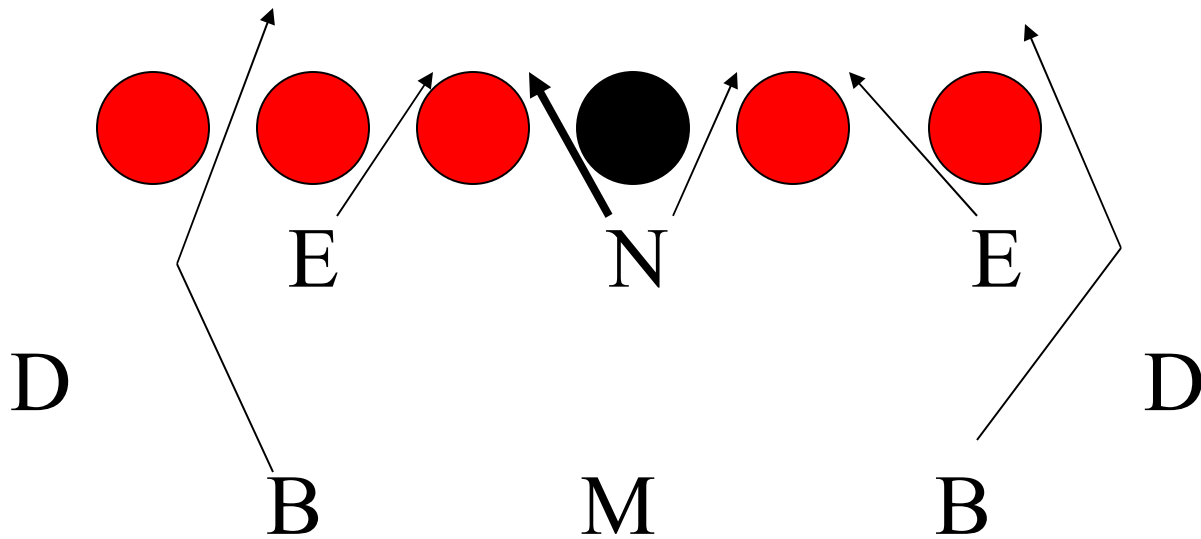
MASH STRONG 1/3



MASH WEAK 1/3



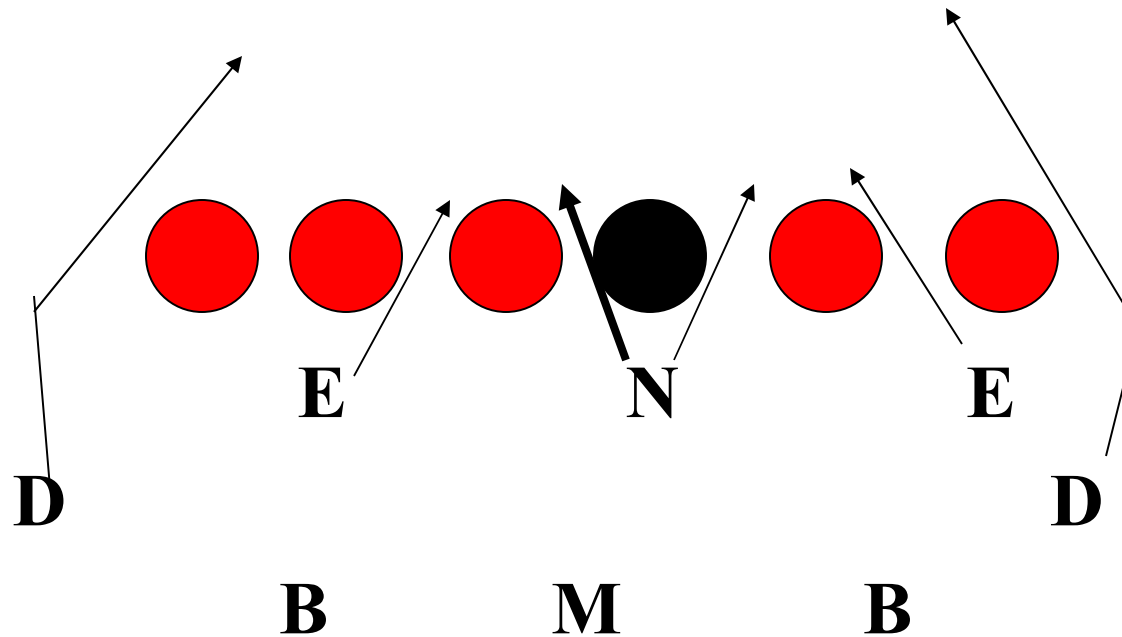
DOUBLE BUC PINCH 1/3



NOSE CAN GO EITHER GAP

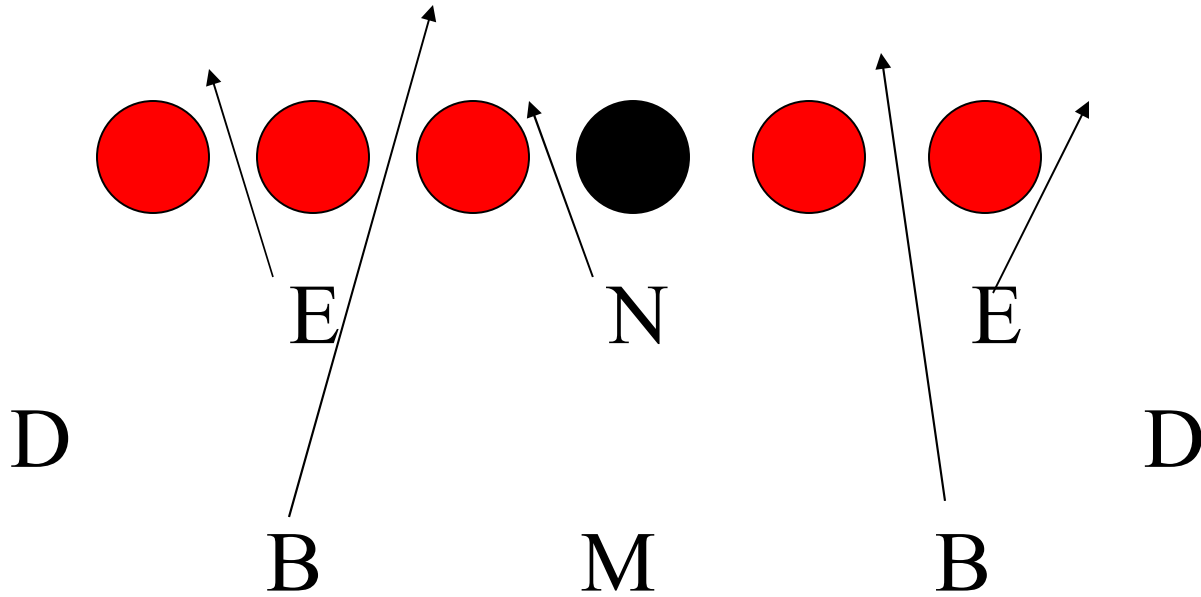
DOUBLE DOG PINCH

WHITE or 1 snatch

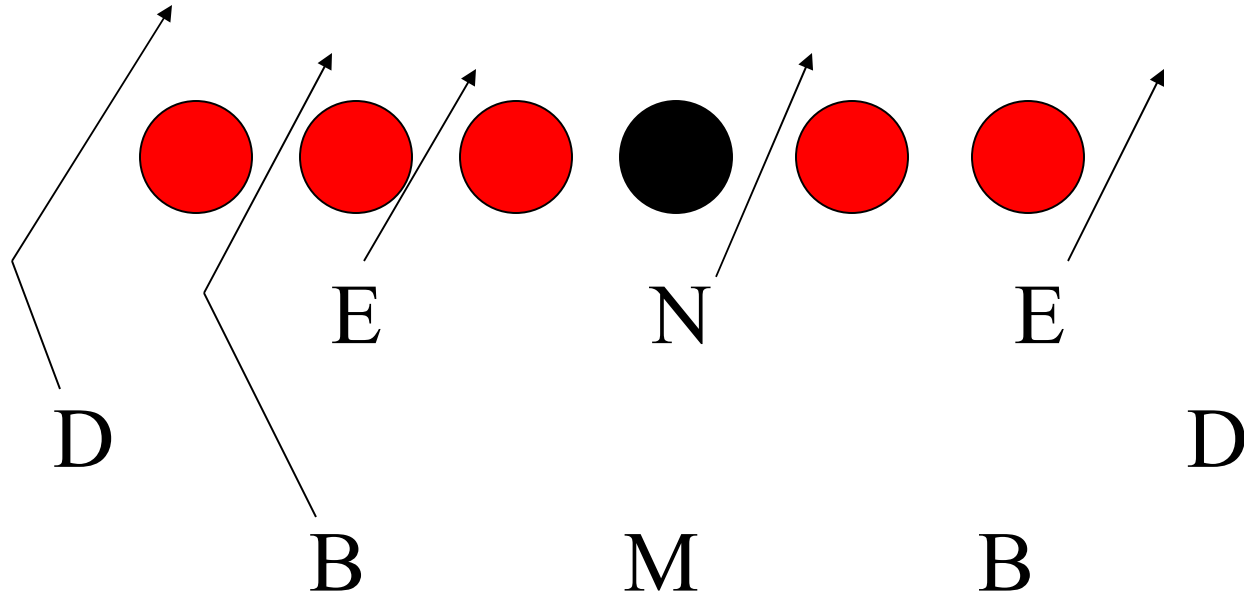


In WHITE: IF A DOG HAS TWO RECEIVERS TO HIS SIDE & THE FS IS GOING AWAY FROM YOU – YOU MUST CHECK BUC

BLAST 1/3

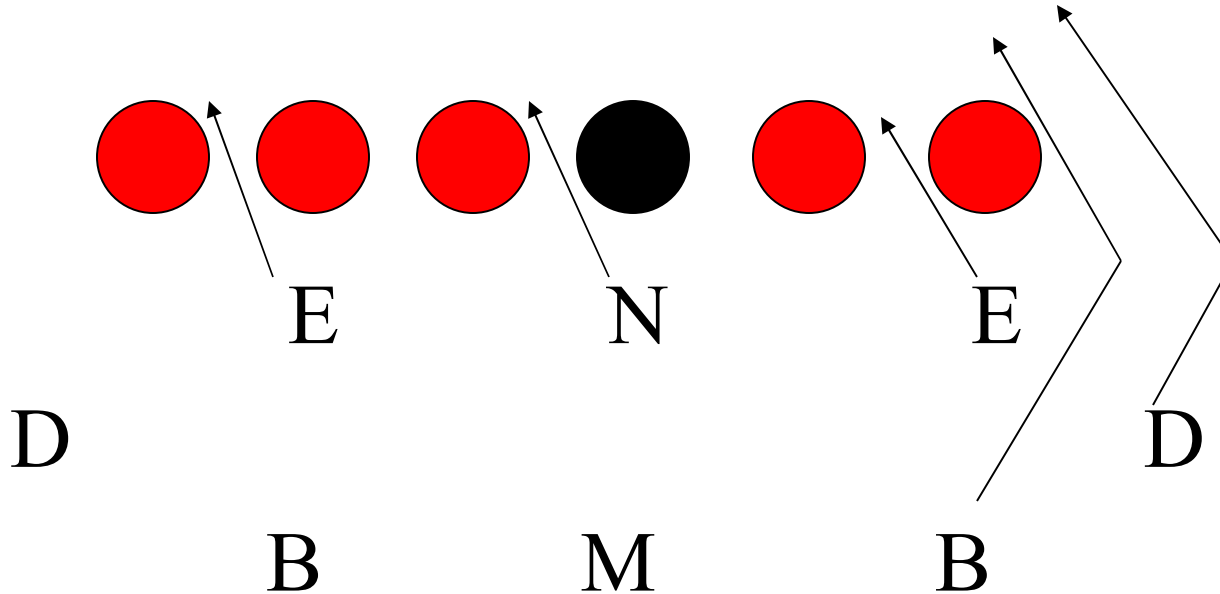


BOOM OPEN/RIGHT BLACK ROCK



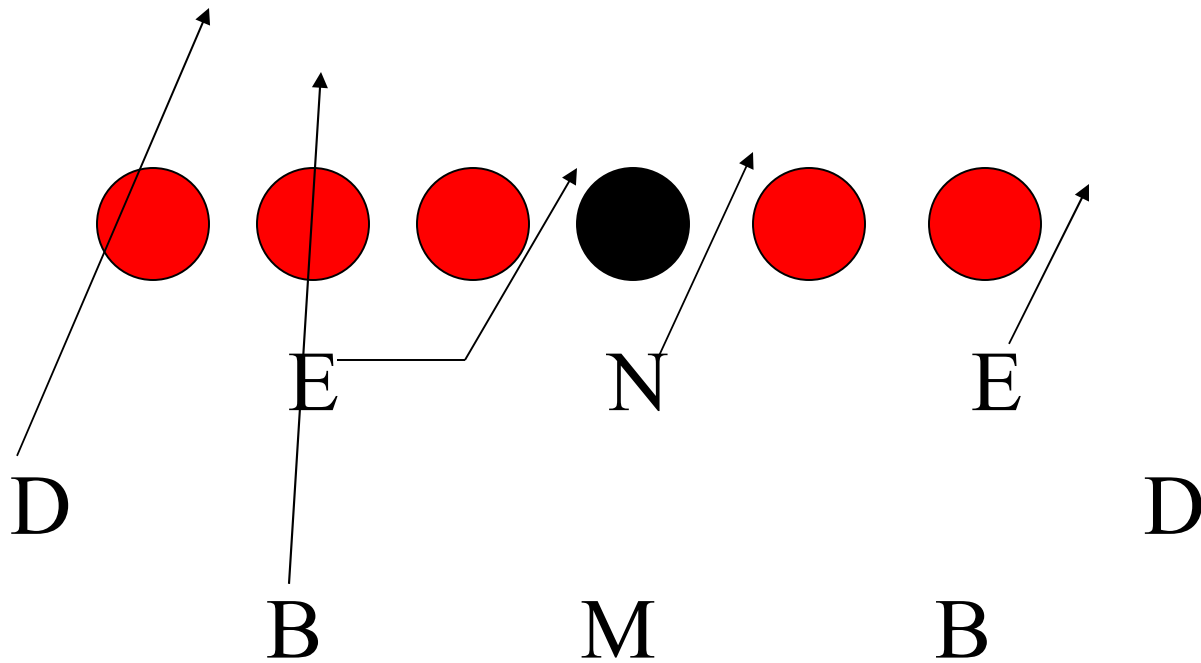
Black rules: if trips, travel the dog and still blitz

BOOM CLOSE/LEFT BLACK ROLL



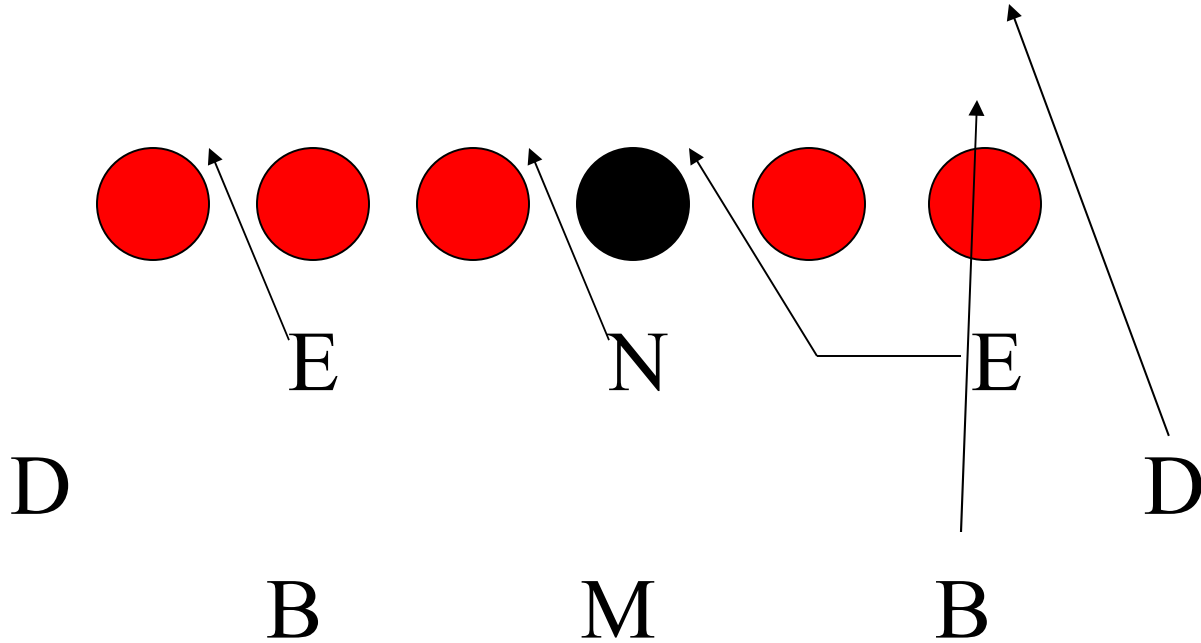
Black rules: if trips, travel the dog and still blitz

BANG OPEN/RIGHT BLACK ROCK



Black rules: if trips, travel the dog and still blitz

BANG CLOSE/LEFT BLACK ROLL

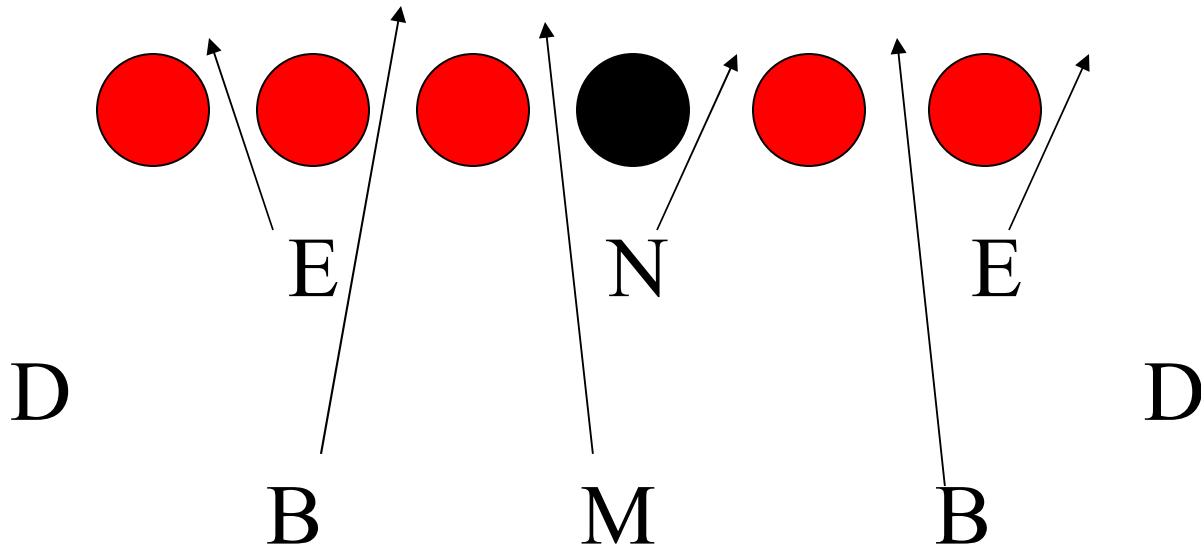


Black rules: if trips, travel the dog and still blitz

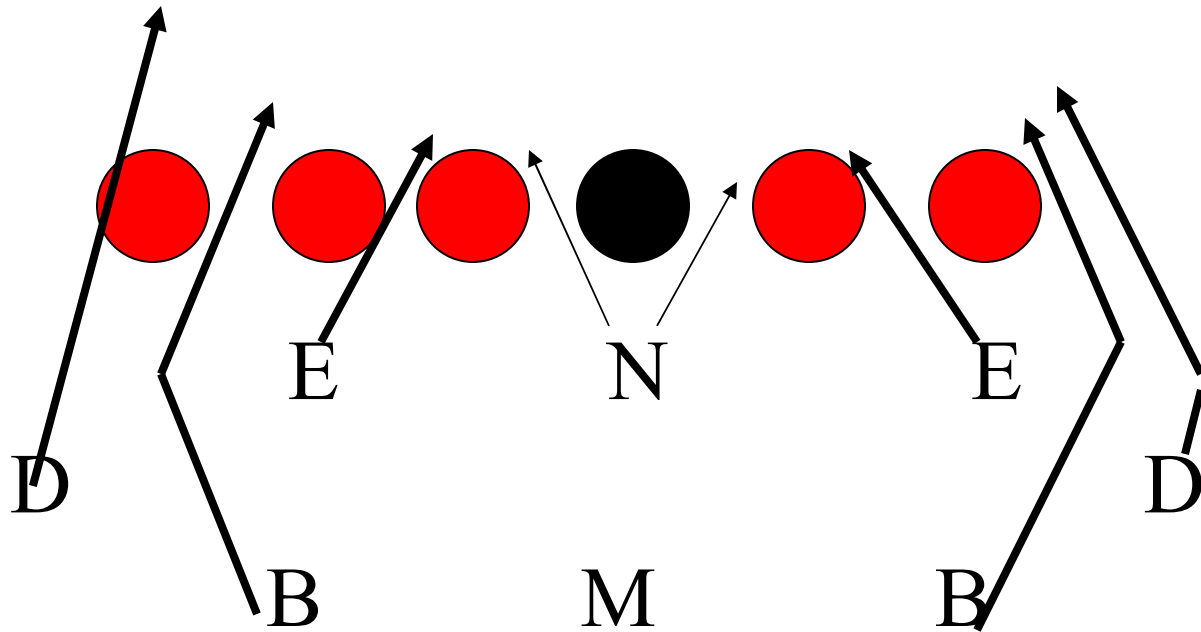
PRESSURE PACKAGES

- 6-MAN
 - ZOO BLUE
 - PINCH SPECIAL WHITE

ZOO BLUE

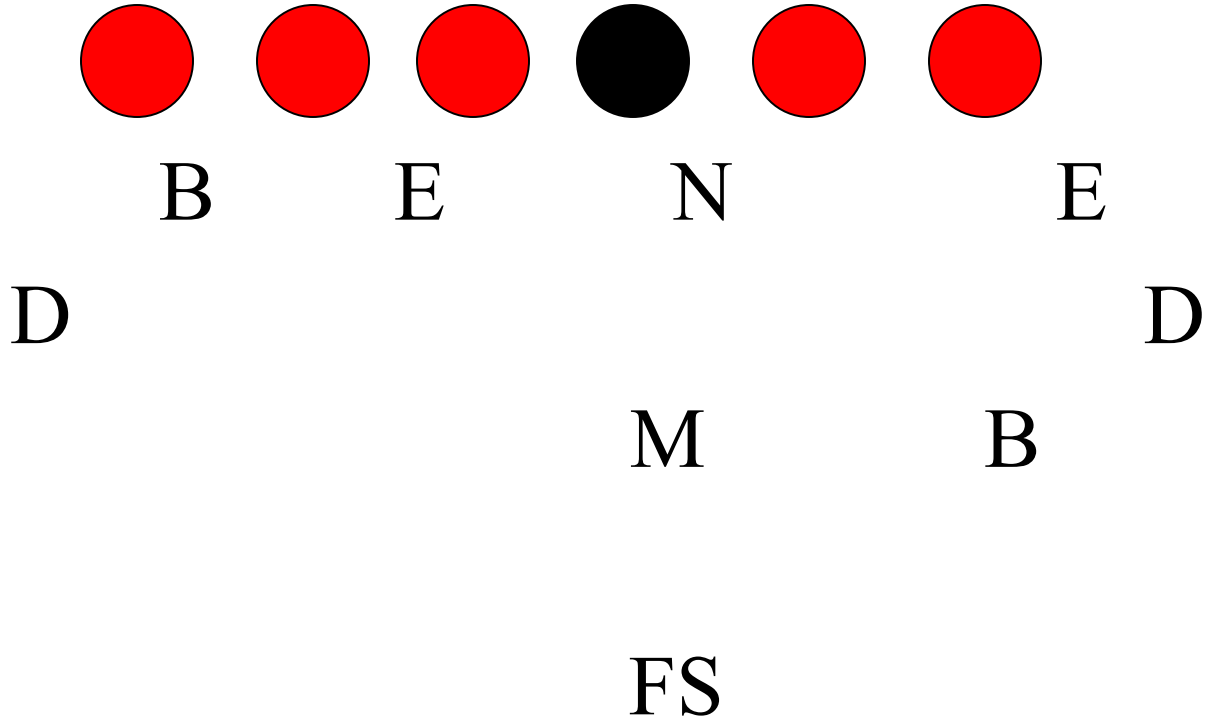


PINCH SPECIAL WHITE



IF DOG HAS TWO RECEIVERS TO HIS SIDE & FS IS GOING AWAY FROM HIM – **HE MUST CHECK BUC**

SOLID

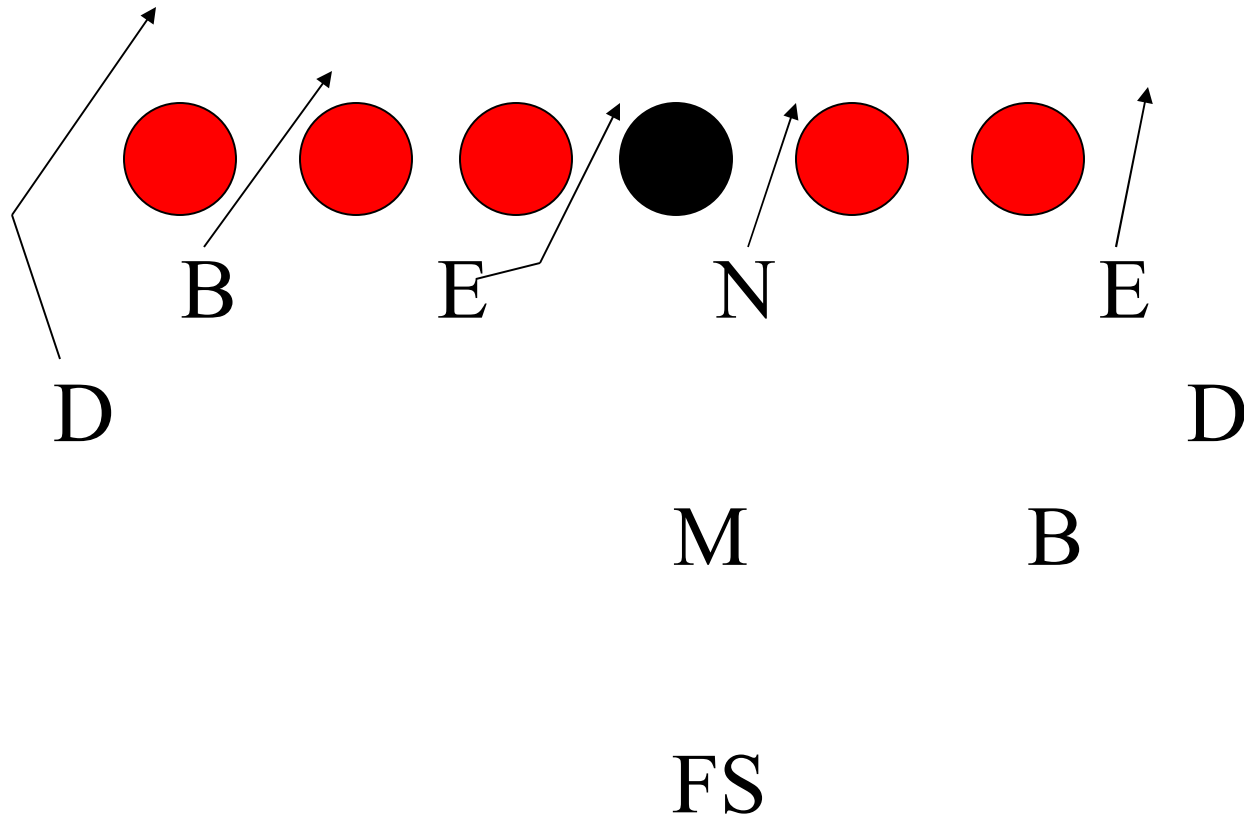


PRESSURE PACKAGES

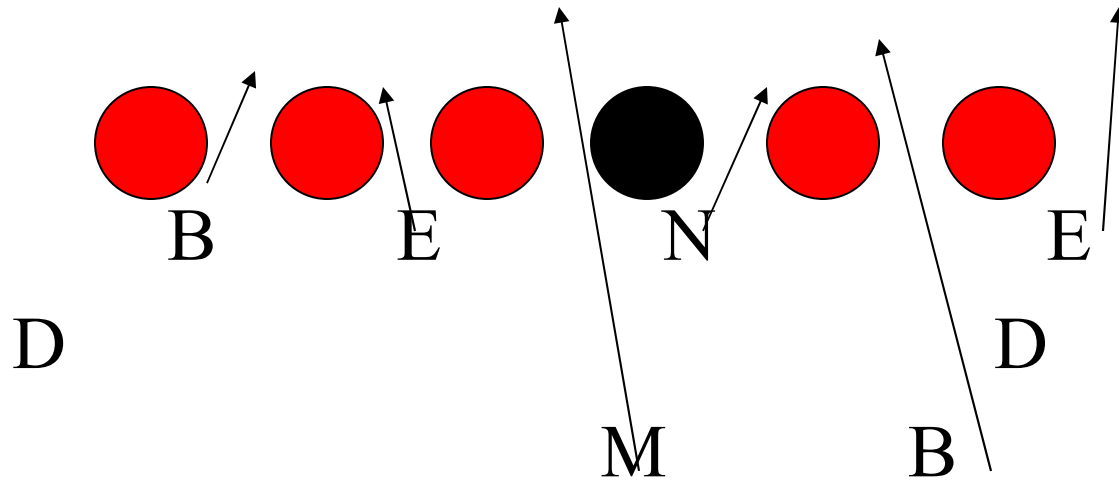
- SOLID PRESSURES
 - BOOM OPEN BLACK ROCK
 - BLITZ BLUE
 - DOUBLE DOG WHITE
 - ZOO WEAK BLUE
 - MASH WEAK BLUE

SOLID

BOOM OPEN BLACK ROCK



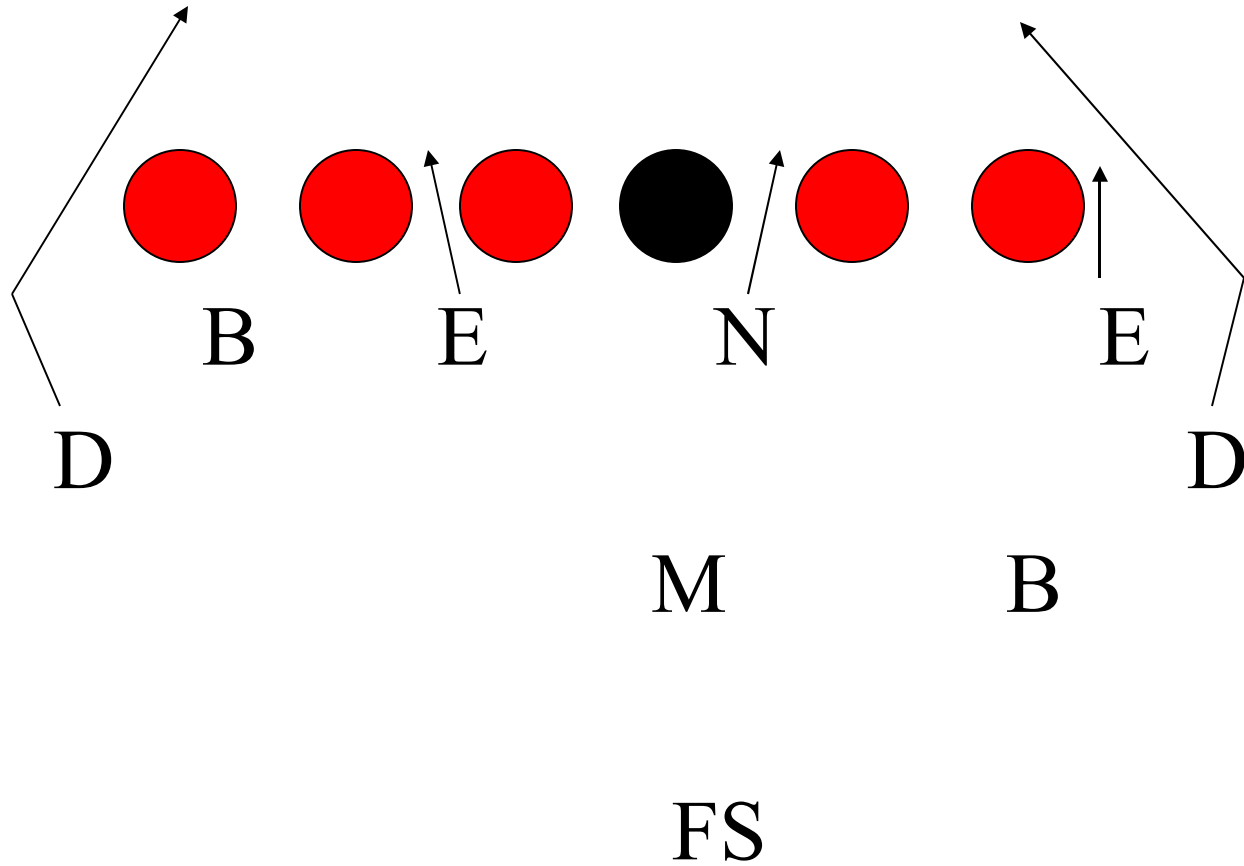
SOLID BLITZ BLUE



FS

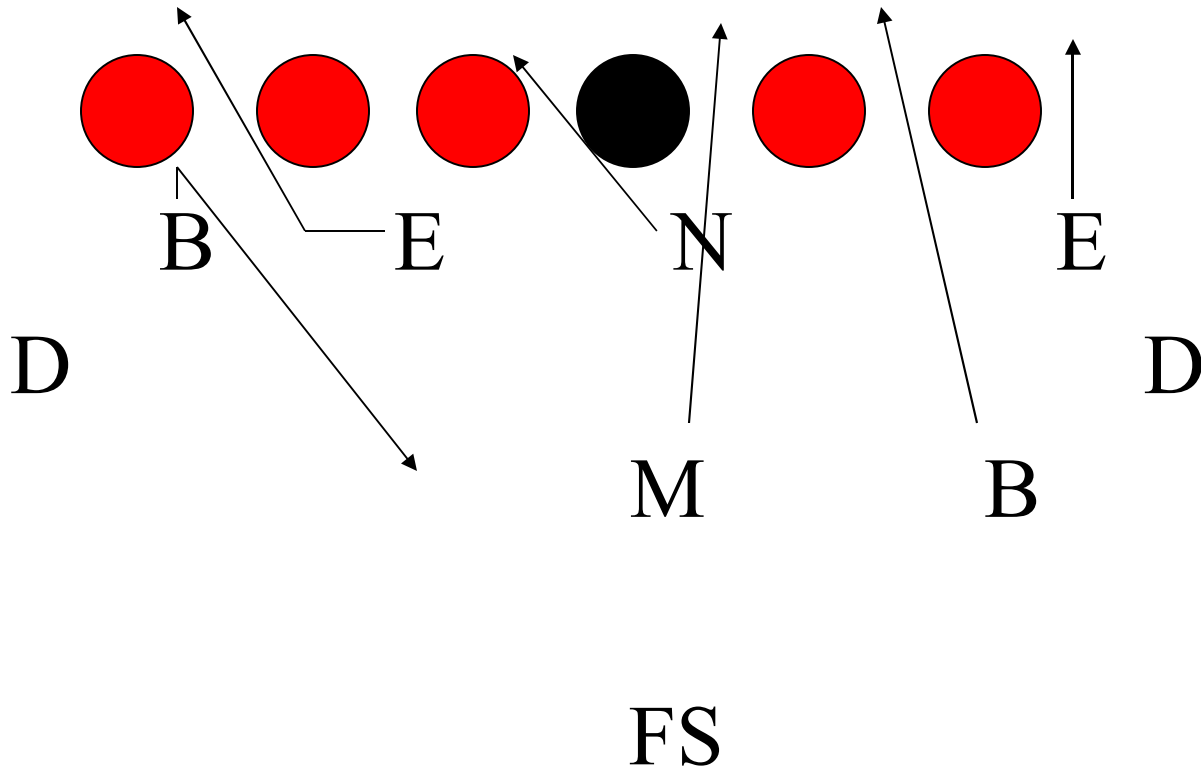
BLUE RULES – 0 COVERAGE

SOLID DOUBLE DOG WHITE



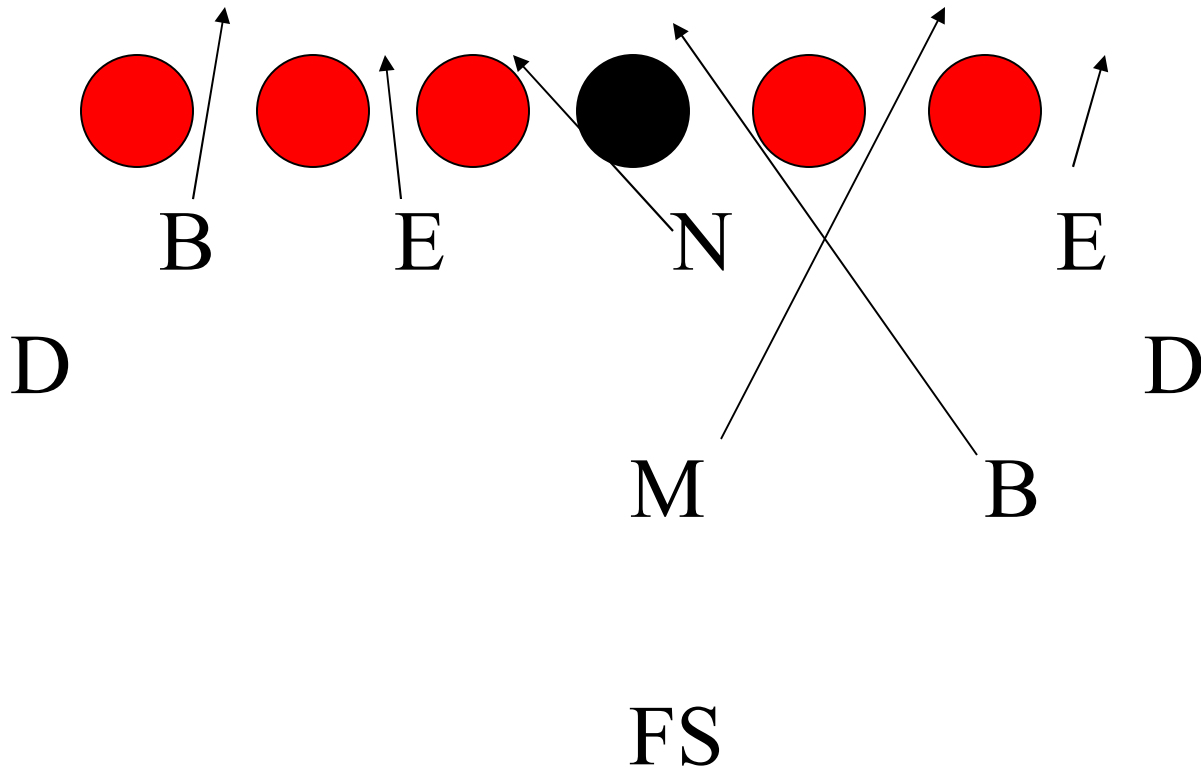
SOLID

ZOO WEAK BLUE

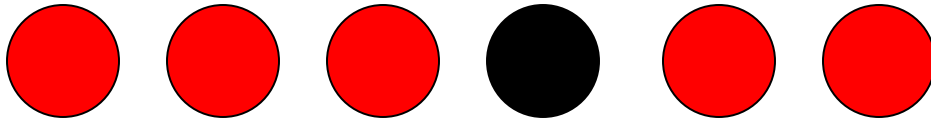


SOLID

MASH WEAK BLUE



UNDER



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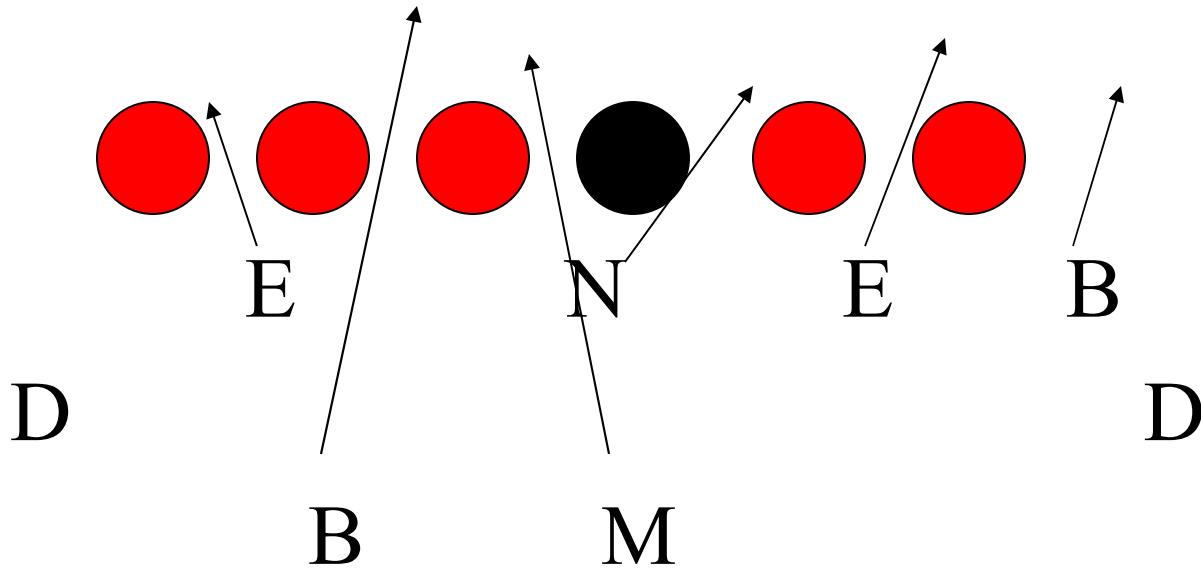
B

M

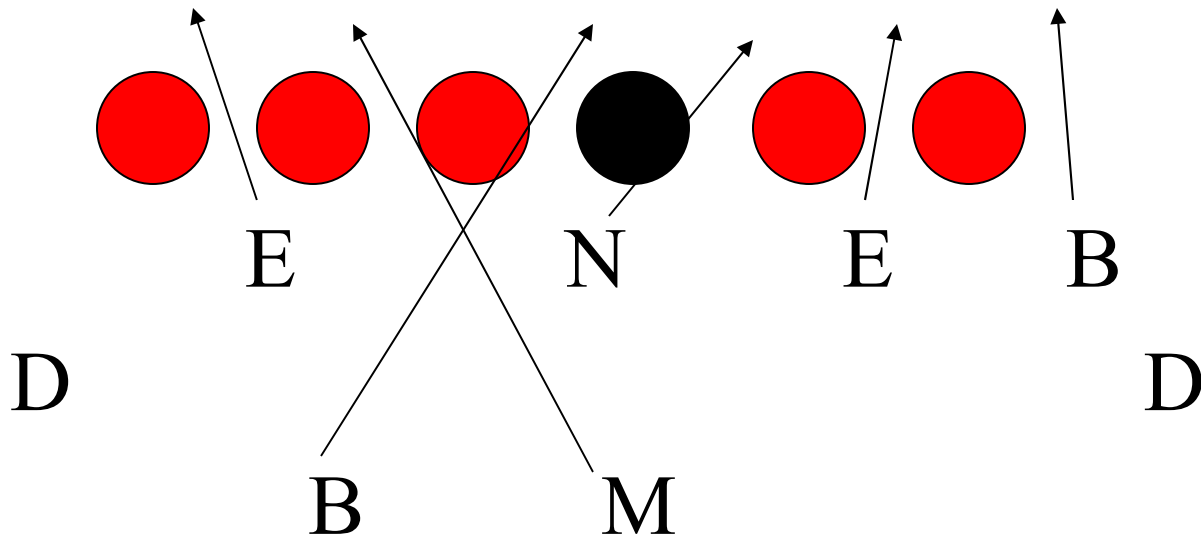
PRESSURE PACKAGES

- UNDER
 - ZOO STRONG 3/BLUE
 - MASH STRONG 3/BLUE
 - Boom close black roll
 - Blitz Blue
 - Double Dog white

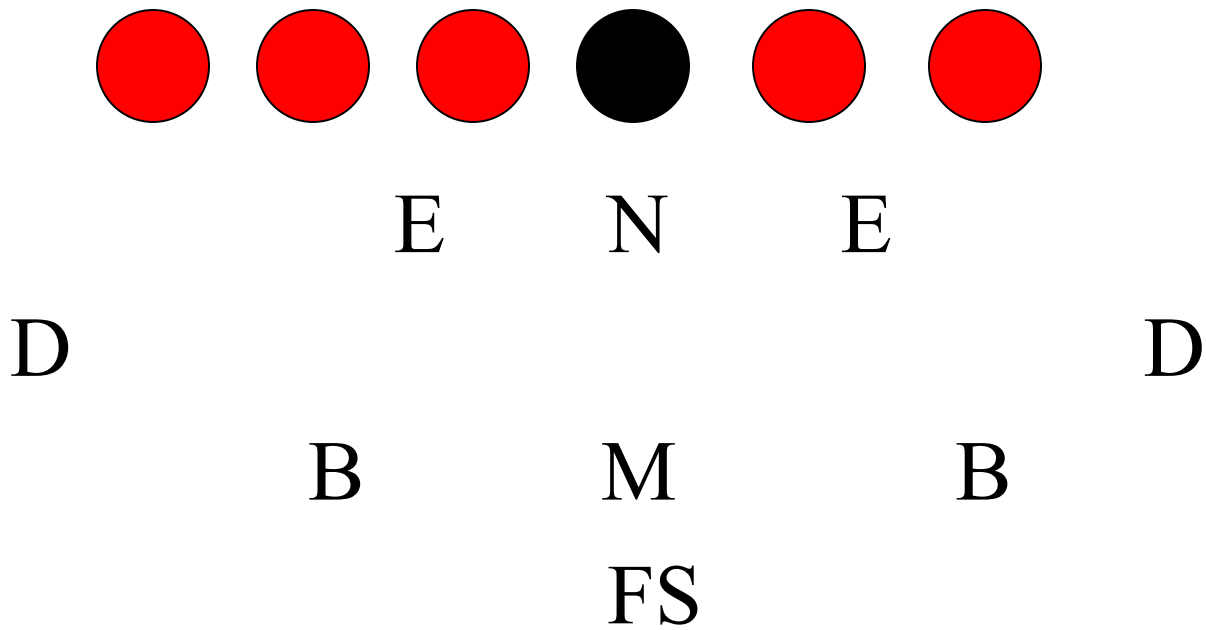
UNDER ZOO STRONG BLUE



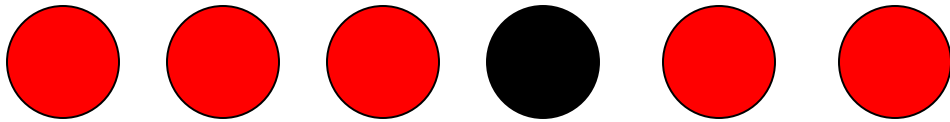
UNDER MASH STRONG BLUE



DOUBLE EAGLE



TUFF



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FS



GEORGIA MILITARY COLLEGE FOOTBALL DEFENSIVE COVERAGE PHILOSOPHY



- At GMC our 3-5-3 defensive package requires us to play man coverage 95% of the time. The theory behind our defensive coverage philosophy states that we are going to recruit and have the personnel in order for us to limit our opponent's receivers from running effective routes. With our blitz packages, we should be able to get to the quarterback in under 2.5 seconds. With this type of pressure, we should have the athletes that are capable of covering a receiver for this short amount of time. This limited amount of time should allow us to cause confusion and havoc on our opponent. In turn, we expect to create turnovers and sacks because of this constant pressure.
- **Strengths:** Our coverage package allows us to cover our opponent and provide little options for the quarterback before the pressure reaches him.
- **Weaknesses:** If our pressure does not get to the quarterback, then our players are on an island in regards to covering their opponent. Also, the more time the quarterback has, the greater the chance of making a big play versus man coverage.

PRESSURE = INTERCEPTIONS

70 INT'S THE LAST 4 YEARS

GEORGIA MILITARY COLLEGE FOOTBALL COVERAGE PACKAGE

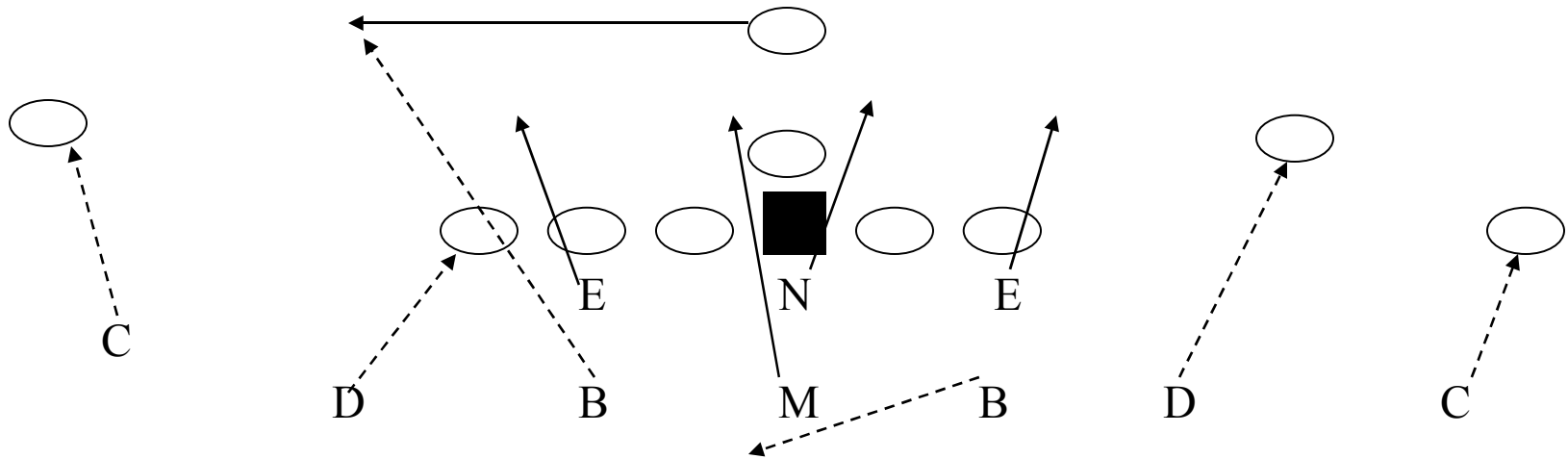
- Our coverage package consists of a numbering and coloring scheme that makes it simple for our players to learn. The numbering and coloring scheme alerts our players as to who his blitzing and who is covering the #1, #2, and #3 receivers.
- Our coverage package consists of 4 man and one 3 deep coverage:
 1. Cover 1
 2. Cover Black
 3. Cover White
 4. Cover Blue
 5. 3 Deep

GEORGIA MILITARY COLLEGE FOOTBALL COVERAGES

- **Cover 1:** 4 or 5 man pressure, man coverage, either one or two inside linebackers blitz, FS is free, Corners have #1, Dogs have #2, and the remaining inside linebackers either have #3 or is a low hole player.
- **Cover Black:** 4 or 5 man pressure, man coverage, either one Dog or both a Dog and Bat blitz, FS has #2 to the blitz side, the Dog away from the blitz has #2, Corners have #1, and the remaining inside linebackers either have #3 or is a low hole player.
- **Cover White:** 5 man pressure, man coverage, both Dogs blitz, FS has #2 to the side that he calls (I'm left or right), Corners have #1, the inside backers banjo the #3 receiver away from the FS, and the remaining inside linebacker is a low hole player.
- **Cover Blue:** 6 man pressure, all three inside linebackers blitz, Corners have #1, Dogs have #2, and the FS has #3.
- **3 Deep:** 5 man pressure, fire zone concept, two inside backers blitz, remaining inside backer has the middle hook, both Dogs have the curl/flat area, Corners are deep outside third, and the FS has the middle third.

COVER 1 ADJUSTMENTS

MIKE STRONG VS DOUBLES FORMATION



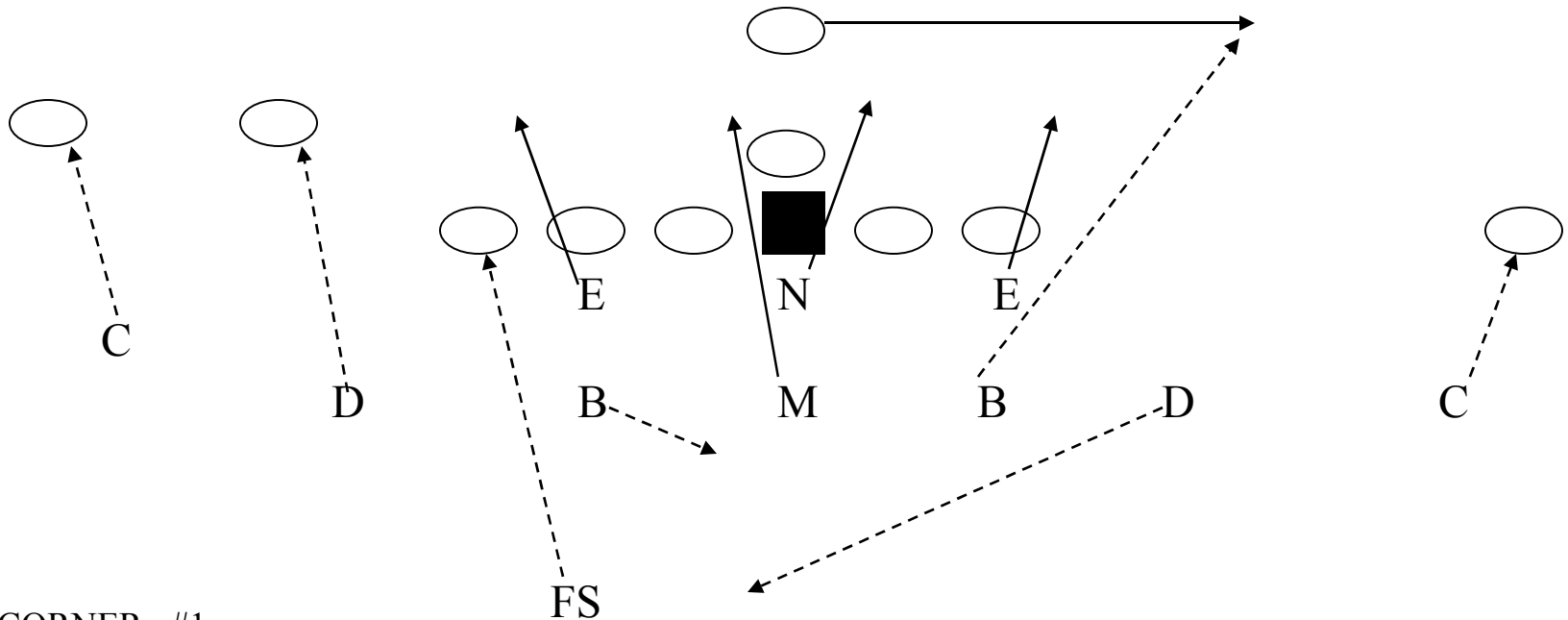
CORNER: #1

DOG: #2

BAT: Banjo RB; Back to you take him, back away low hole

FS: Always help the Dog to the passing strength of the formation

COVER 1 ADJUSTMENTS MIKE STRONG VS TRIPS FORMATION



CORNER: #1

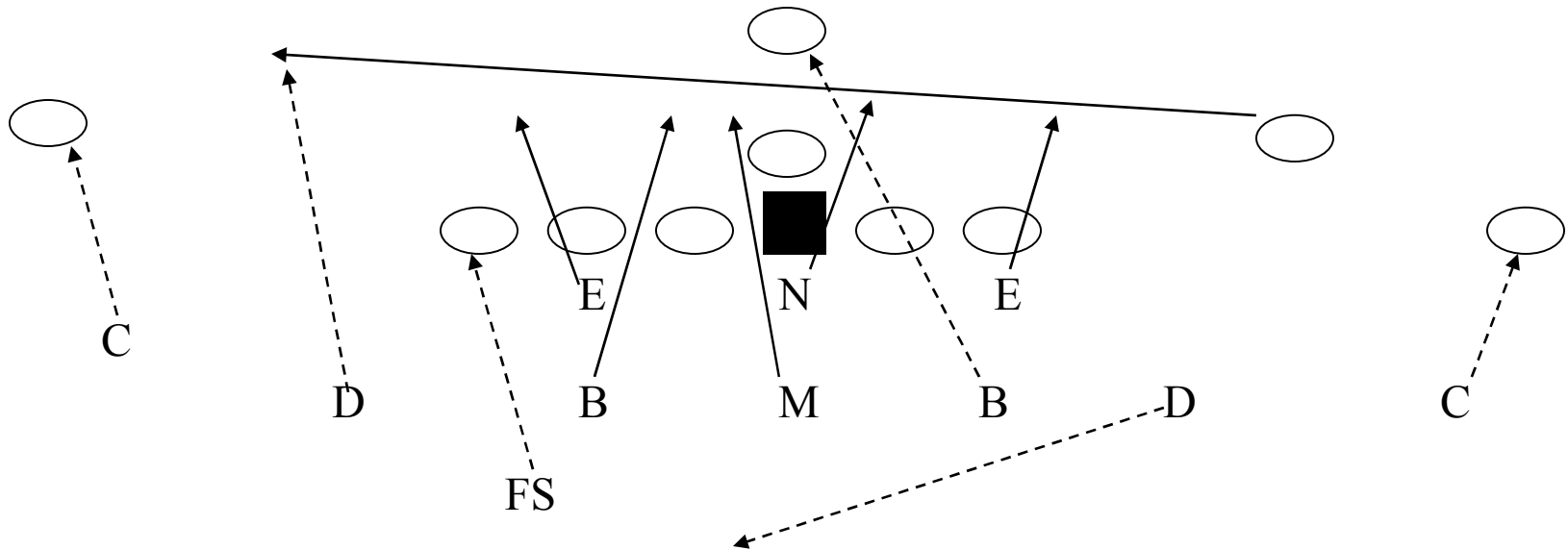
DOG: Dog has #2 to 3 WR side, Dog away gets a Spin call and replaces FS

BAT: Banjo RB; Back to you take, back away low hole

FS: #3 to 3 WR side

COVER 1 ADJUSTMENTS

ZOO STRONG VS DOUBLES FORMATION/MOTION TO TRIPS



CORNER: #1

DOG: Dog has #2 to 3 WR side after motion, Dog away from motion gets a Spin call and replaces FS

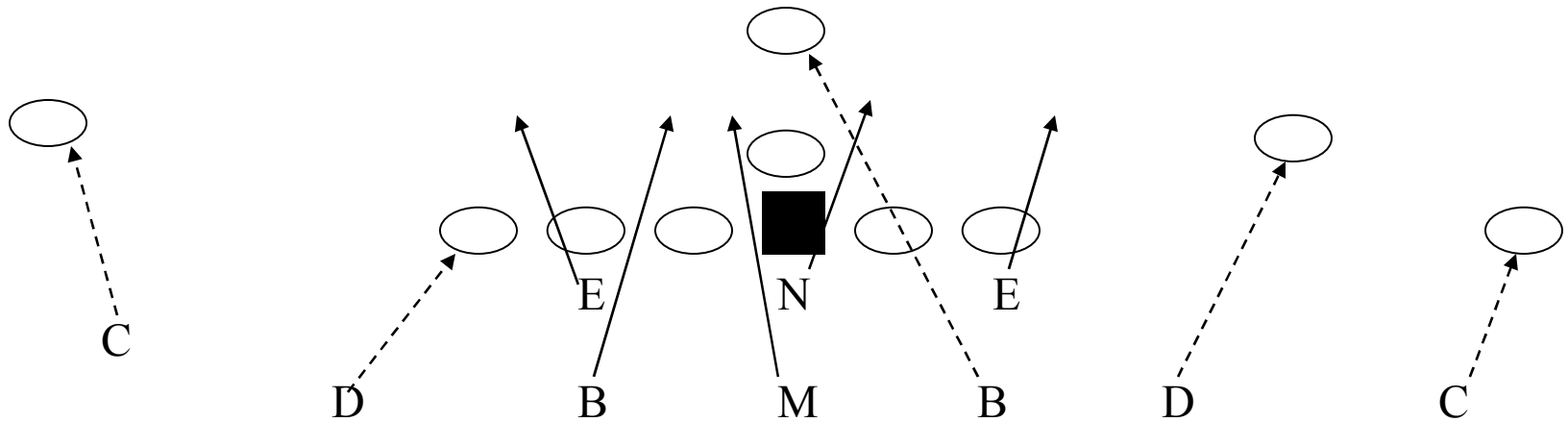
BAT STRONG & MIKE: Blitz

BAT WEAK: Take RB

FS: Go from helping Dog to the passing strength to taking #3 to the 3 WR side

COVER 1 ADJUSTMENTS

ZOO STRONG VS DOUBLES FORMATION



CORNER: #1

DOG: #2

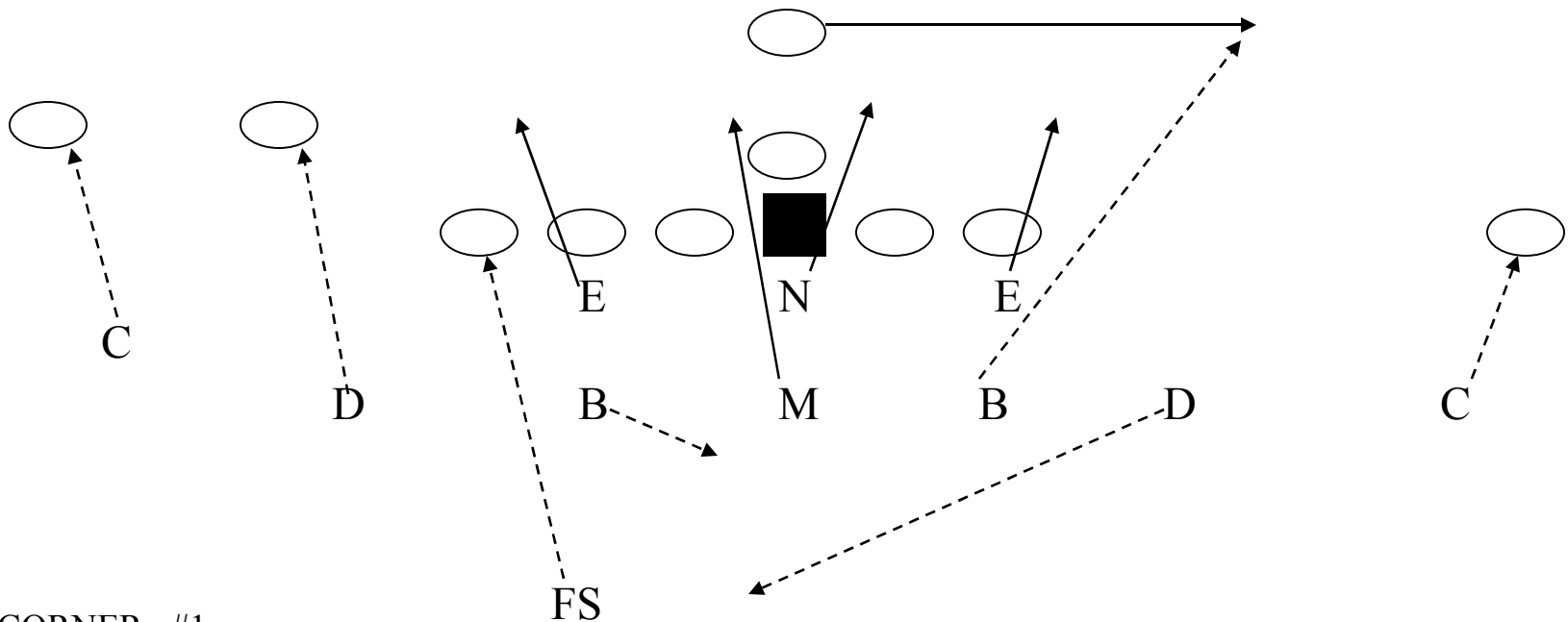
BAT STRONG & MIKE: Blitz

BAT WEAK: Take RB

FS: Always help the Dog to the passing strength of the formation

FS

COVER 1 ADJUSTMENTS MIKE STRONG VS TRIPS FORMATION



CORNER: #1

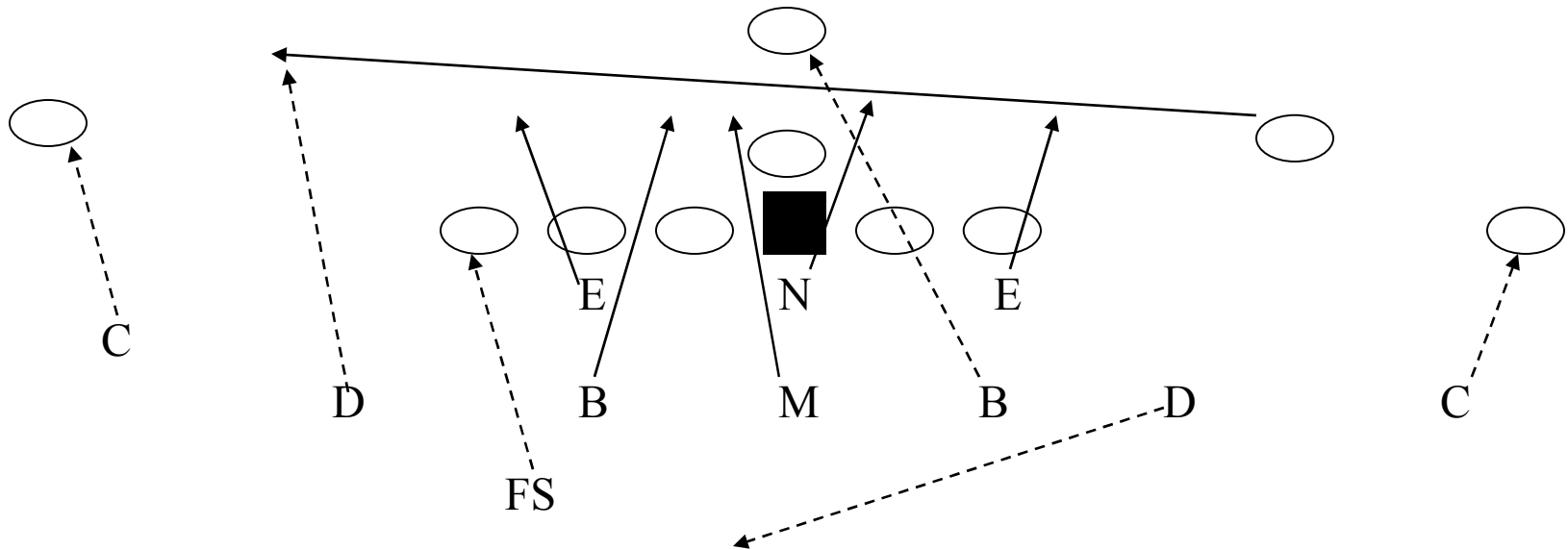
DOG: Dog has #2 to 3 WR side, Dog away gets a Spin call and replaces FS

BAT: Banjo RB; Back to you take, back away low hole

FS: #3 to 3 WR side

COVER 1 ADJUSTMENTS

ZOO STRONG VS DOUBLES FORMATION/MOTION TO TRIPS



CORNER: #1

DOG: Dog has #2 to 3 WR side after motion, Dog away from motion gets a Spin call and replaces FS

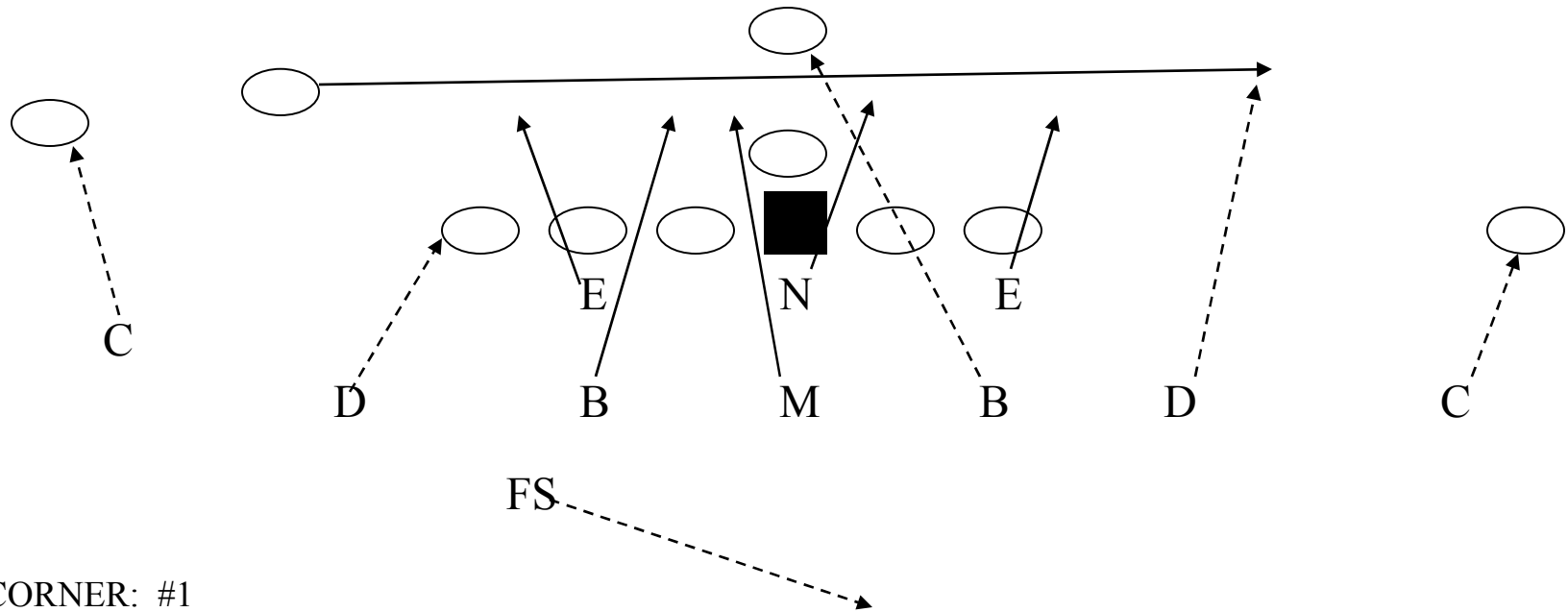
BAT STRONG & MIKE: Blitz

BAT WEAK: Take RB

FS: Go from helping Dog to the passing strength to taking #3 to the 3 WR side

COVER 1 ADJUSTMENTS

ZOO STRONG VS TRIPS FORMATION/MOTION TO DOUBLES



CORNER: #1

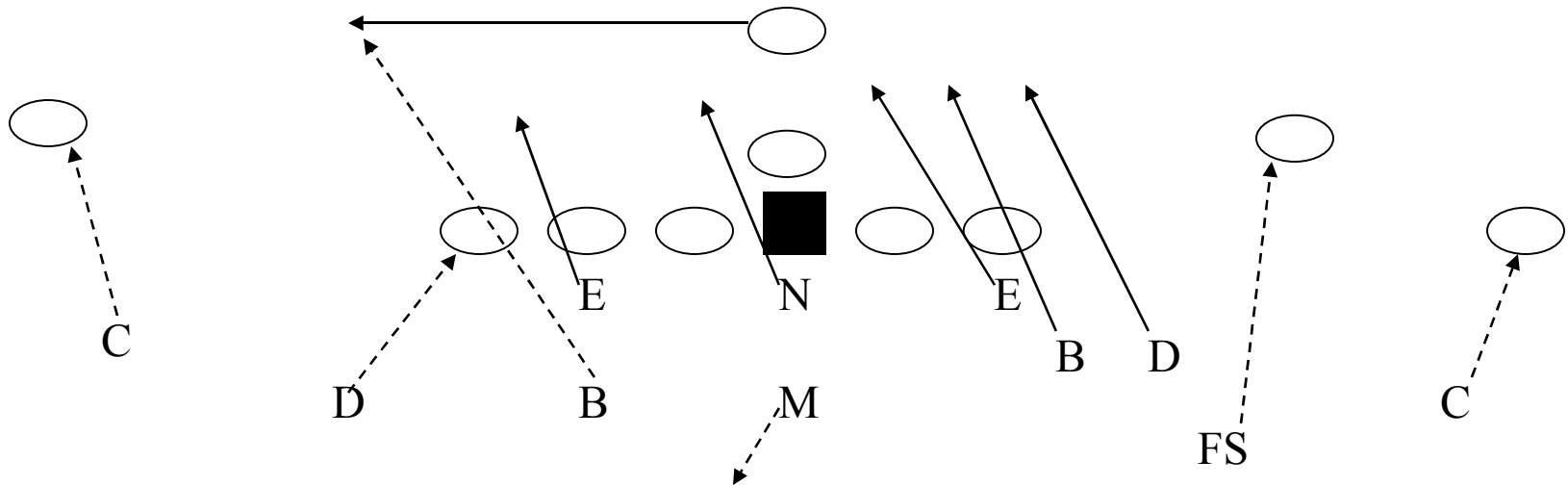
DOG: Dog to 3 WR side goes from having #3 to #2, Dog away from trips goes from a Spin call to taking #2

BAT STRONG & MIKE: Blitz

BAT WEAK: Take RB

FS: Goes from having #3 to becoming a man free player and helping the Dog to the passing strength

COVER BLACK ADJUSTMENTS BOOM CLOSED VS DOUBLES FORMATION (Weak side Blitz)



CORNER: #1

DOG: Dog to the weak side blitzes, Dog away from blitz has #2

BAT: Bat to weak side blitzes, Bat Banjos RB with the Mike away from blitz side

MIKE: Banjo RB with the Bat not blitzing

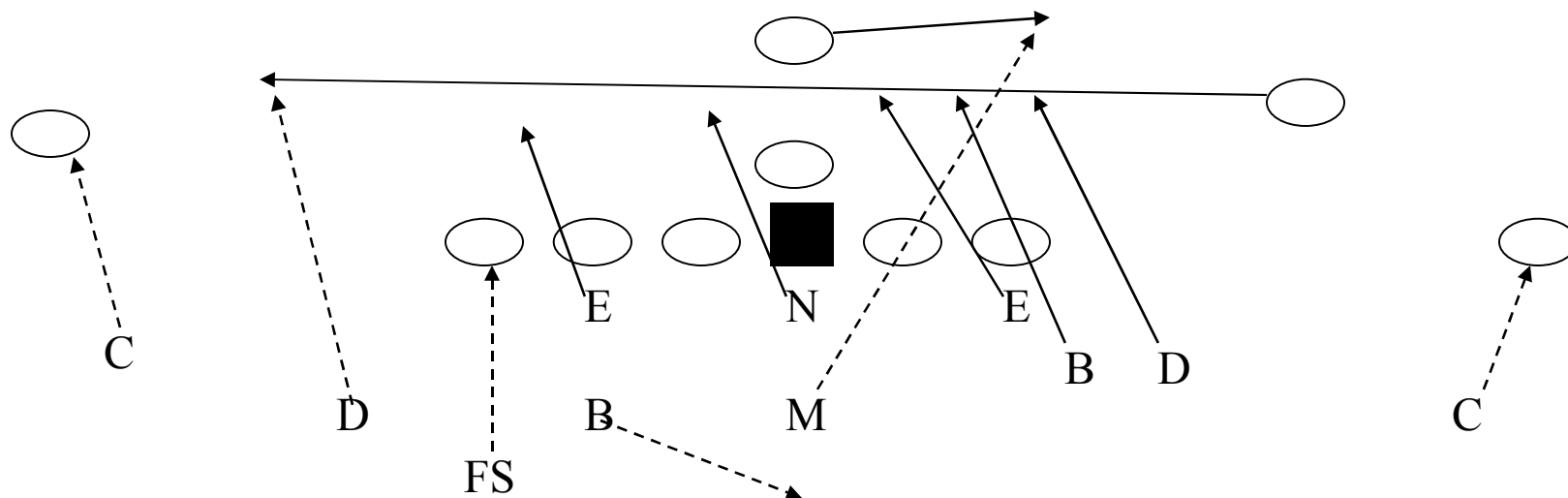
FS: Has #2 to the blitz side

COVER BLACK ADJUSTMENTS

BOOM CLOSED VS DOUBLES FORMATION

MOTION TO TRIPS AWAY FROM BLITZ

(Weak side Blitz)



CORNER: #1

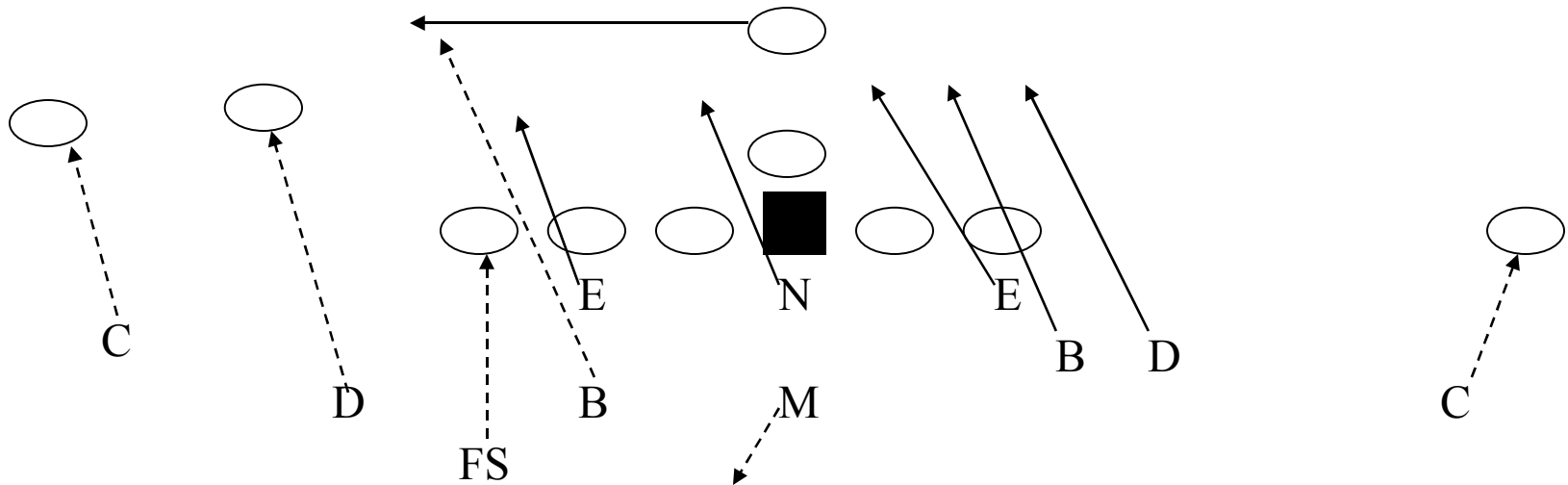
DOG: Dog to the weak side blitzes, Dog away from the blitz side has #2 prior to motion and #2 after

BAT: Bat to the weak side blitzes, Bat Banjos RB with the Mike away from the blitz side

MIKE: Banjo RB with the Bat not blitzing

FS: Goes from having #2 to the blitz side to traveling and taking #3 to the 3 WR side

COVER BLACK ADJUSTMENTS BOOM CLOSED VS TRIPS FORMATION BLITZ AWAY FROM THE 3 WR SIDE (Weak side Blitz)



CORNER: #1

DOG: Dog to the weak side blitzes, Dog away from the blitz side has #2

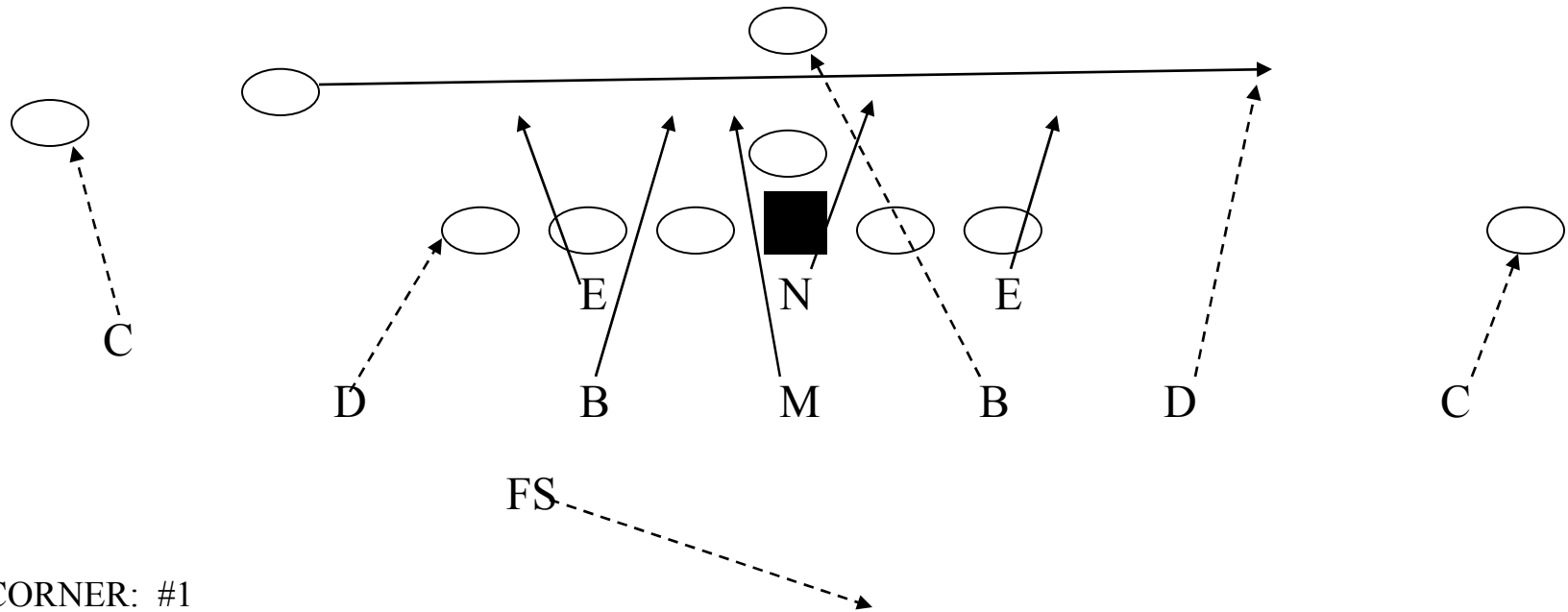
BAT: Bat to the weak side blitzes, Bat Banjos RB with the Mike away from the blitz side

MIKE: Banjo RB with the Bat not blitzing

FS: #3 to the 3 WR side

COVER 1 ADJUSTMENTS

ZOO STRONG VS TRIPS FORMATION/MOTION TO DOUBLES



CORNER: #1

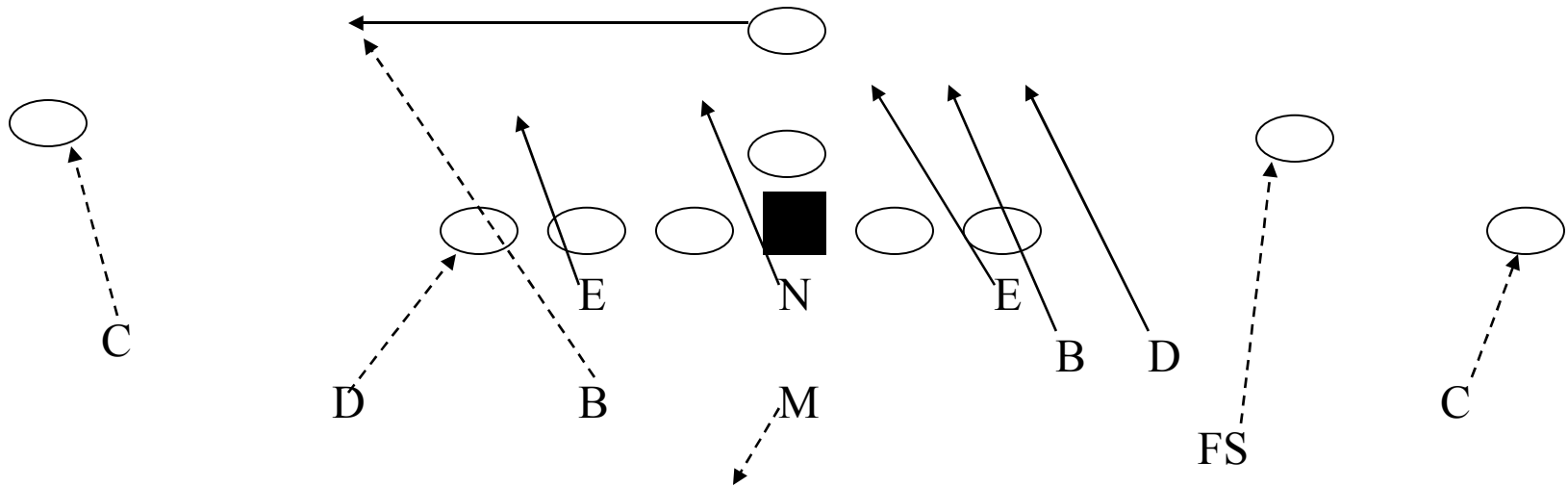
DOG: Dog to 3 WR side goes from having #3 to #2, Dog away from trips goes from a Spin call to taking #2

BAT STRONG & MIKE: Blitz

BAT WEAK: Take RB

FS: Goes from having #3 to becoming a man free player and helping the Dog to the passing strength

COVER BLACK ADJUSTMENTS BOOM CLOSED VS DOUBLES FORMATION (Weak side Blitz)



CORNER: #1

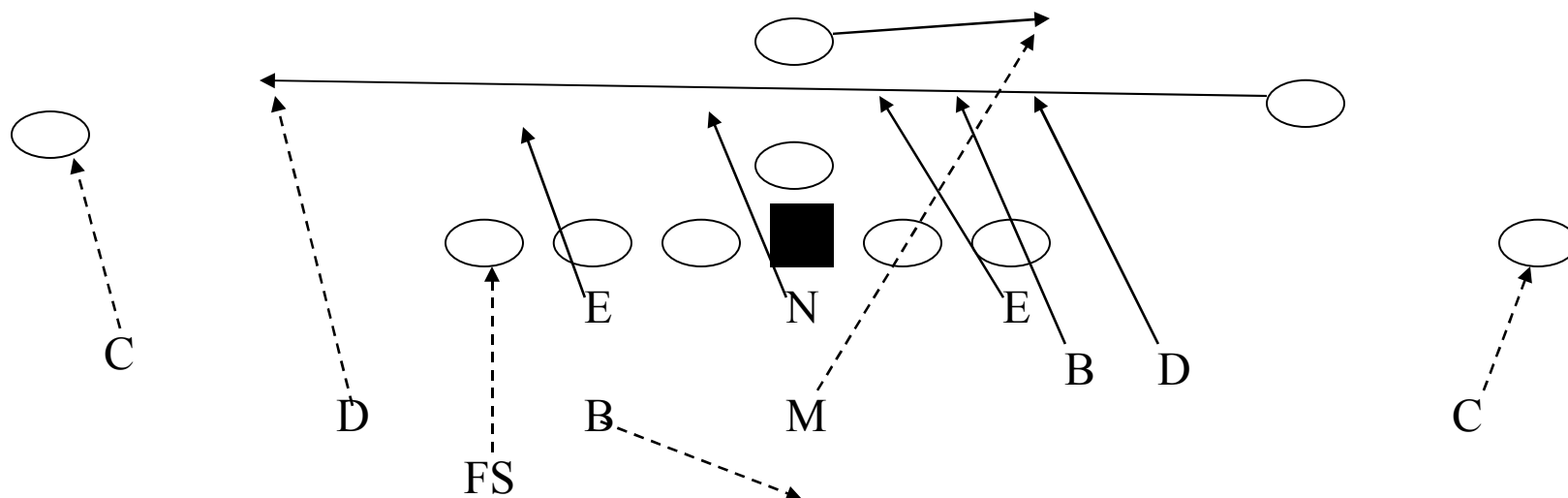
DOG: Dog to the weak side blitzes, Dog away from blitz has #2

BAT: Bat to weak side blitzes, Bat Banjos RB with the Mike away from blitz side

MIKE: Banjo RB with the Bat not blitzing

FS: Has #2 to the blitz side

COVER BLACK ADJUSTMENTS BOOM CLOSED VS DOUBLES FORMATION MOTION TO TRIPS AWAY FROM BLITZ (Weak side Blitz)



CORNER: #1

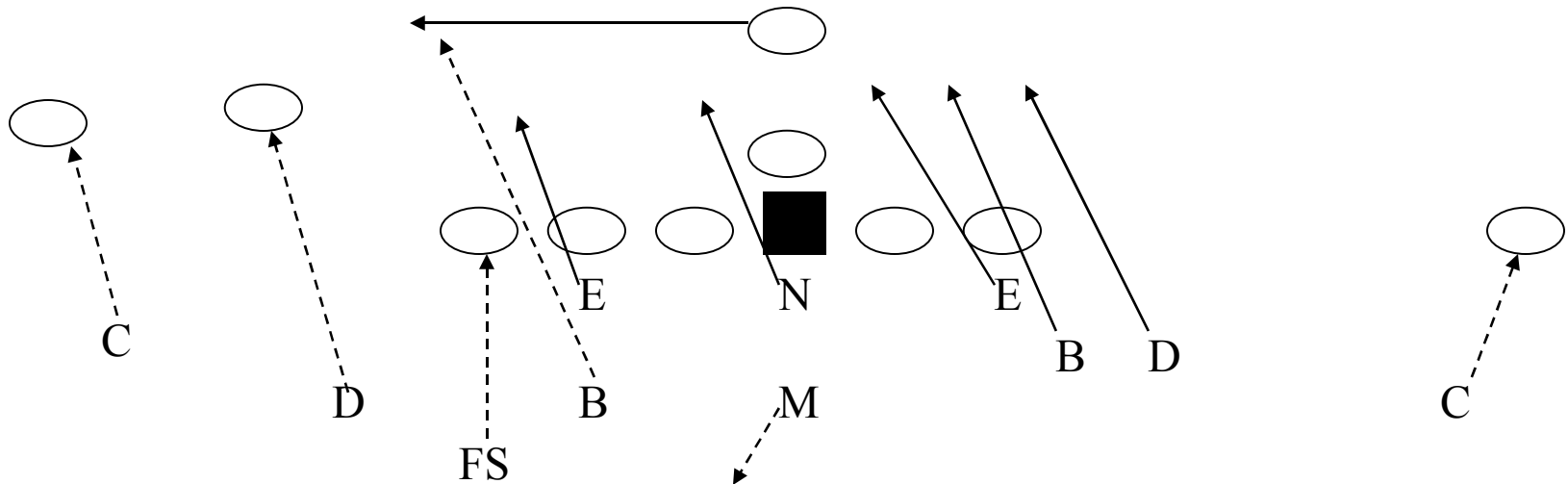
DOG: Dog to the weak side blitzes, Dog away from the blitz side has #2 prior to motion and #2 after

BAT: Bat to the weak side blitzes, Bat Banjos RB with the Mike away from the blitz side

MIKE: Banjo RB with the Bat not blitzing

FS: Goes from having #2 to the blitz side to traveling and taking #3 to the 3 WR side

COVER BLACK ADJUSTMENTS BOOM CLOSED VS TRIPS FORMATION BLITZ AWAY FROM THE 3 WR SIDE (Weak side Blitz)



CORNER: #1

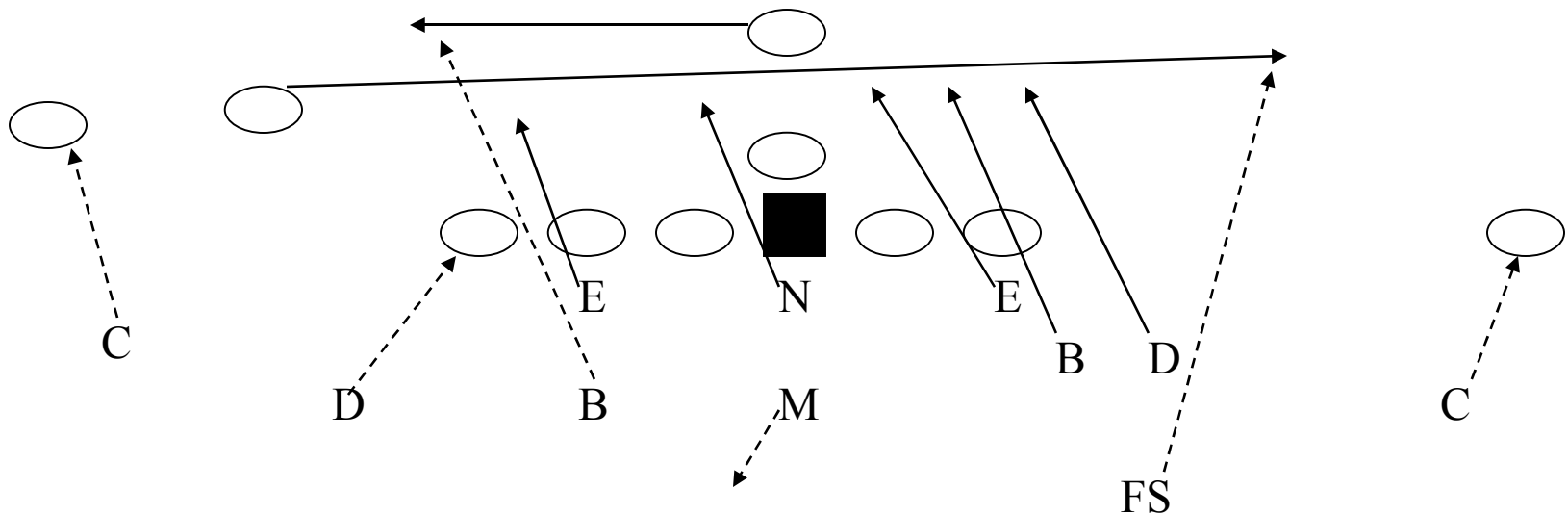
DOG: Dog to the weak side blitzes, Dog away from the blitz side has #2

BAT: Bat to the weak side blitzes, Bat Banjos RB with the Mike away from the blitz side

MIKE: Banjo RB with the Bat not blitzing

FS: #3 to the 3 WR side

COVER BLACK ADJUSTMENTS BOOM CLOSED VS TRIPS FORMATION MOTION TO DOUBLES/BLITZ SIDE (Weak side Blitz)



CORNER: #1

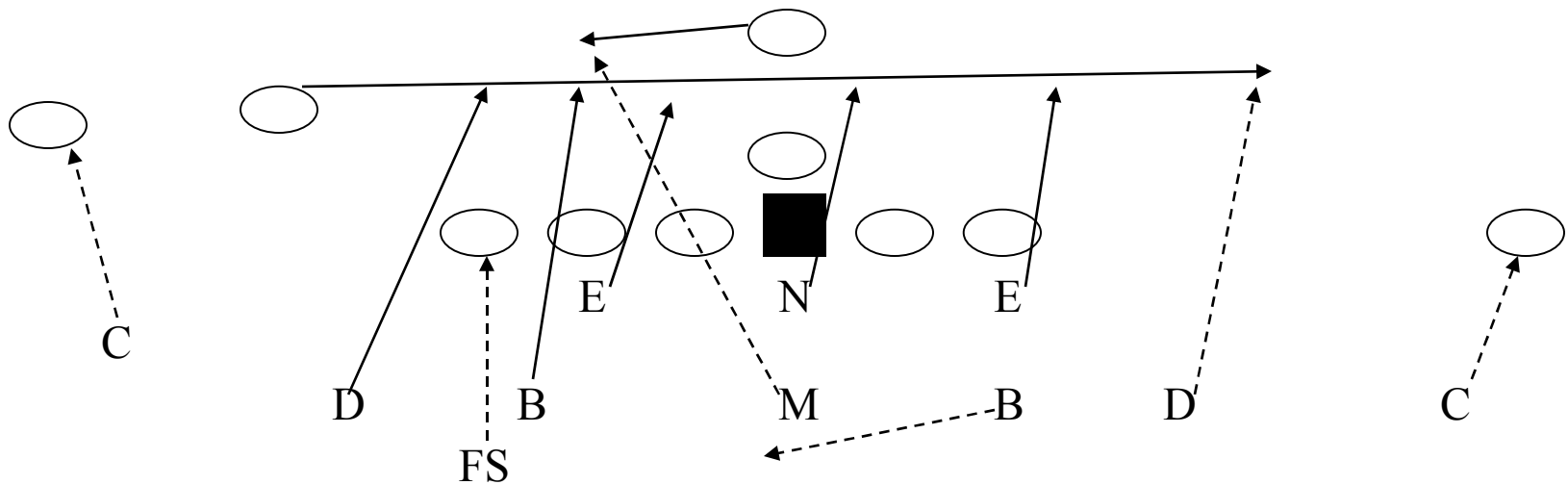
DOG: Dog to the weak side blitzes, Dog goes from having #3 to taking #2 away from the blitz side

BAT: Bat to the weak side blitzes, Bat Banjos RB with the Mike away from the blitz side

MIKE: Banjo RB with the Bat not blitzing

FS: Goes from having #3 to 3 WR side to traveling and taking #2 to the blitz side

COVER BLACK ADJUSTMENTS BOOM OPEN VS TRIPS FORMATION MOTION TO DOUBLES/OPTION 1 (Strong side Blitz)



CORNER: #1

DOG: Dog to 3 WR side goes from a Check Buck call to being a blitzer, Dog away from the blitz side has #2

BAT: Bat to strength blitzes, Bat Banjos RB with the Mike away from blitz side

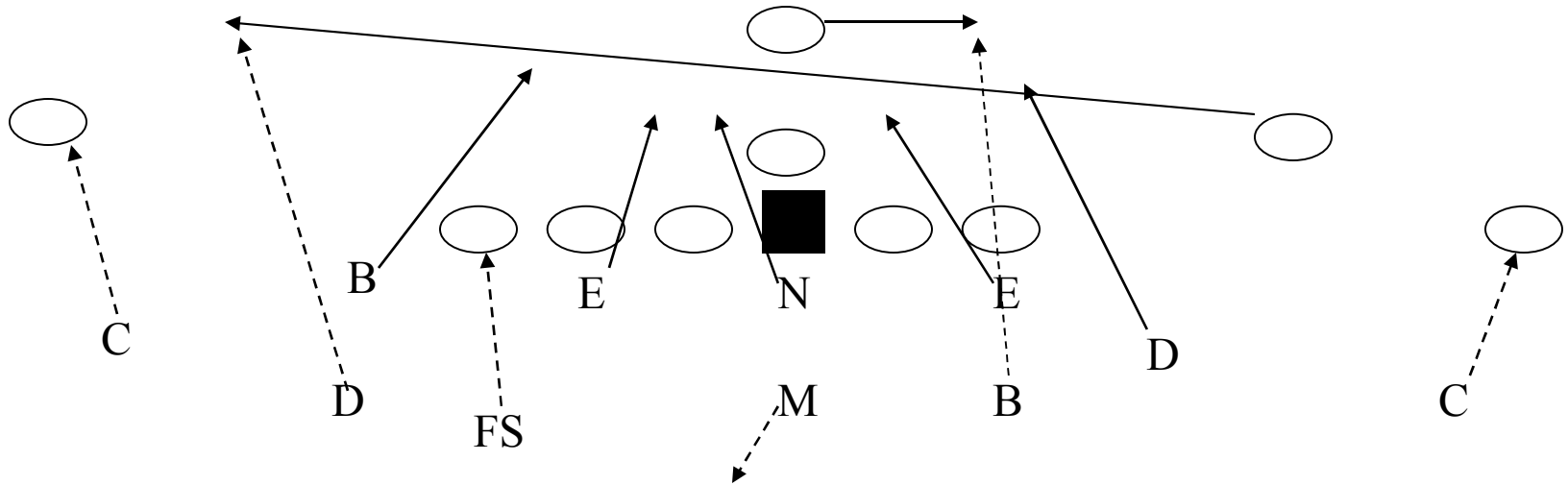
MIKE: Banjo RB with the Bat not blitzing

FS: Goes from having #3 to blitz/Trips side to taking #2 to the blitz side

COVER WHITE ADJUSTMENTS

DOUBLE DOG PINCH VS DOUBLES FORMATION

MOTION TO TRIPS



CORNER: #1

DOG: Dog away from Trips still blitzes, Dog to the motion side keeps the check Buck on and takes #2

BAT: Bat to the 3 WR contain blitzes, Bat away Banjos RB with the Mike

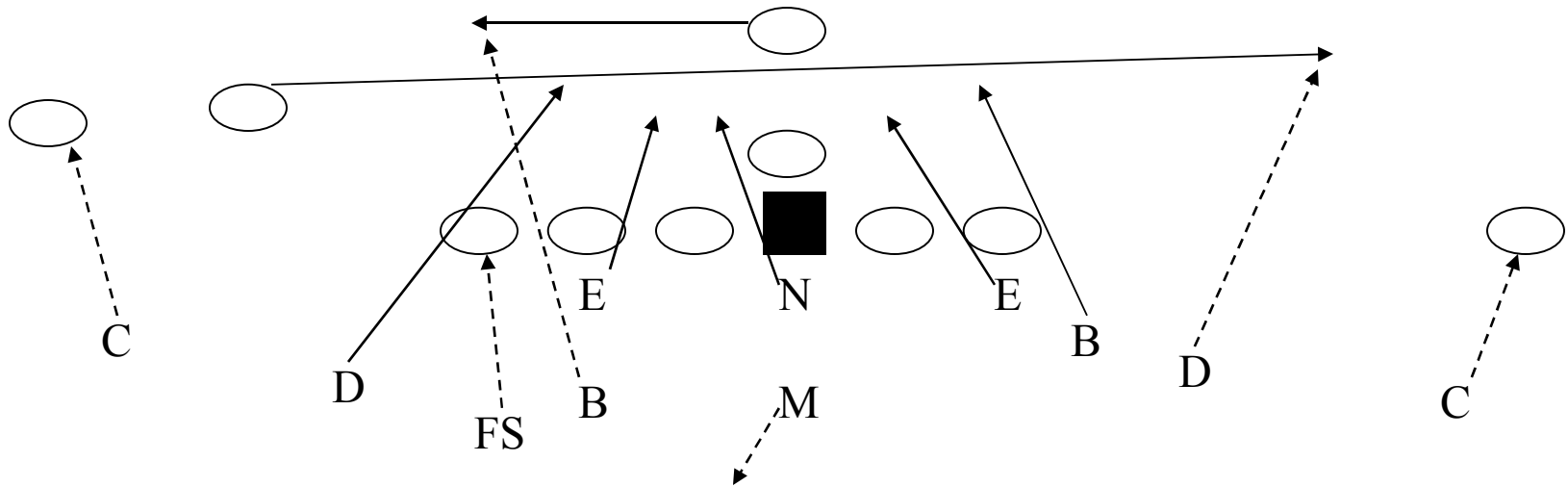
MIKE: Banjo RB with the Bat not blitzing

FS: Goes away from called right side and travels to the 3 WR side and takes #3

COVER WHITE ADJUSTMENTS

DOUBLE DOG PINCH VS DOUBLES FORMATION

MOTION FROM TRIPS TO DOUBLES



CORNER: #1

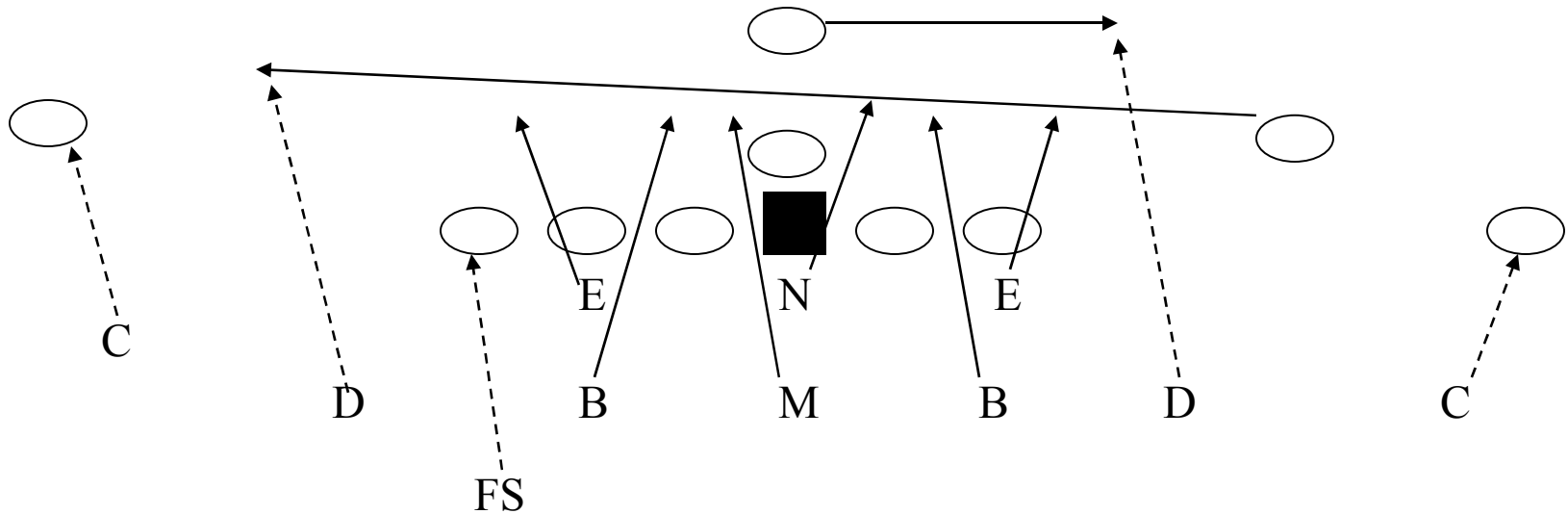
DOG: Dog to 3 WR side calls off Bat and blitzes, Dog to the motion side now Checks Buck and takes #2

BAT: Bat away from the motion now is off and Banjos RB with the Mike, Bat to motion gets check and blitzes

MIKE: Banjo RB with the Bat not blitzing

FS: Stays on the same called side and goes from having #3 to taking #2

BLUE ADJUSTMENTS ZOO BLUE VS DOUBLES FORMATION MOTION TO TRIPS



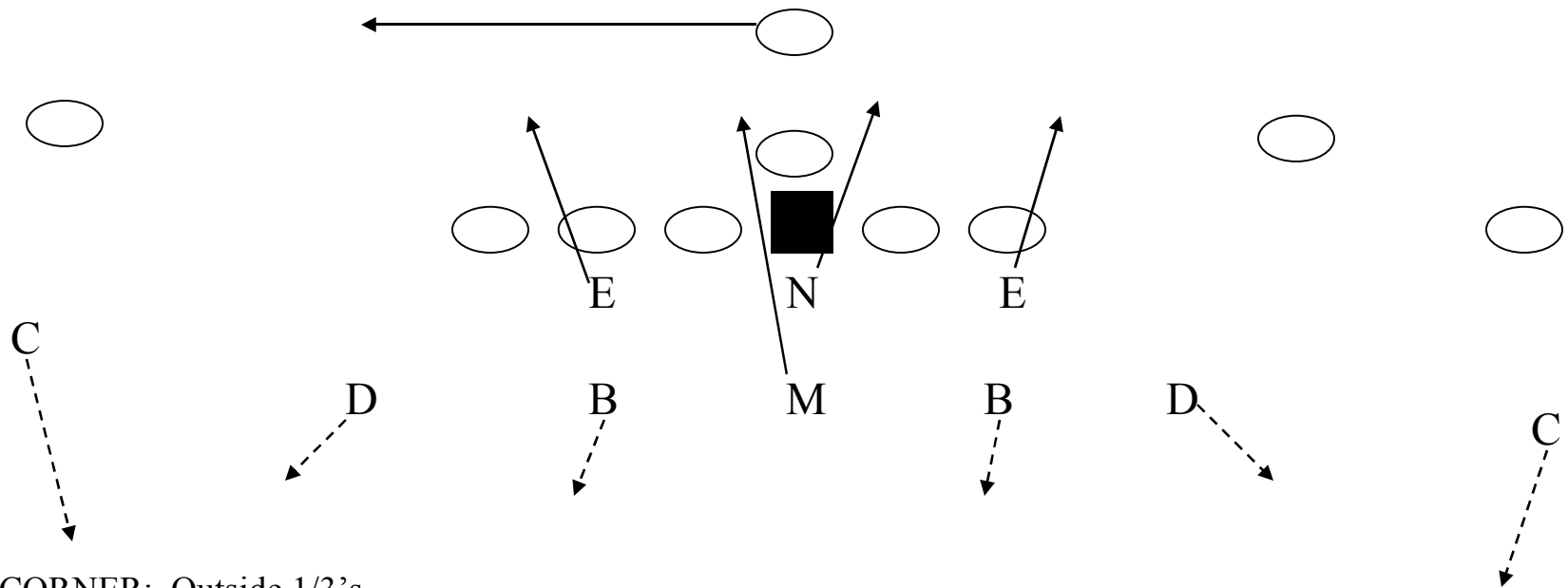
CORNER: #1

DOG: #2

BATS & MIKE: Blitz

FS: Always has #3 in Blue coverage, goes from having the RB to taking the TE

COVER 3 MIKE STRONG VS DOUBLES FORMATION



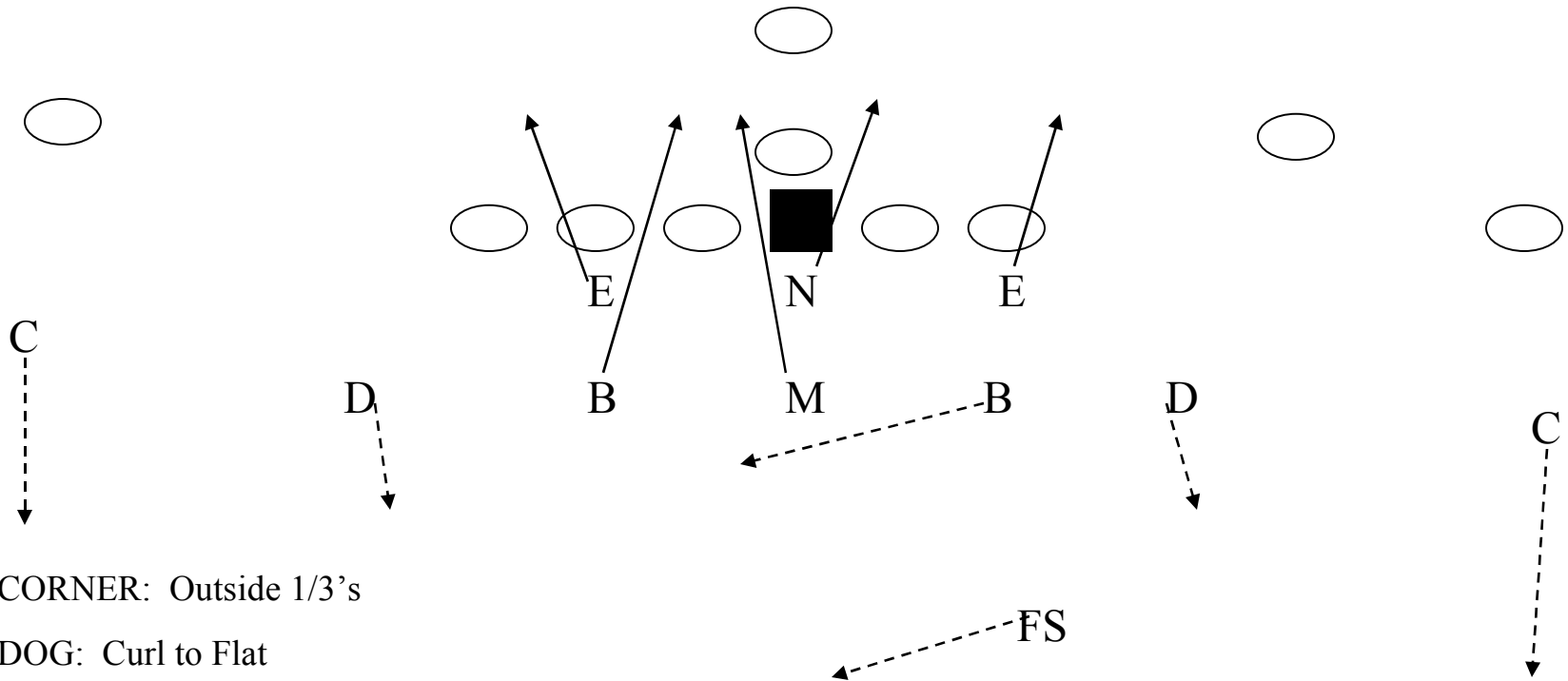
CORNER: Outside 1/3's

DOG: Curl to Flat

BATS: Hook to Curl to their side

FS: Deep Middle 1/3

COVER 3 ZOO STRONG VS DOUBLES FORMATION



CORNER: Outside 1/3's

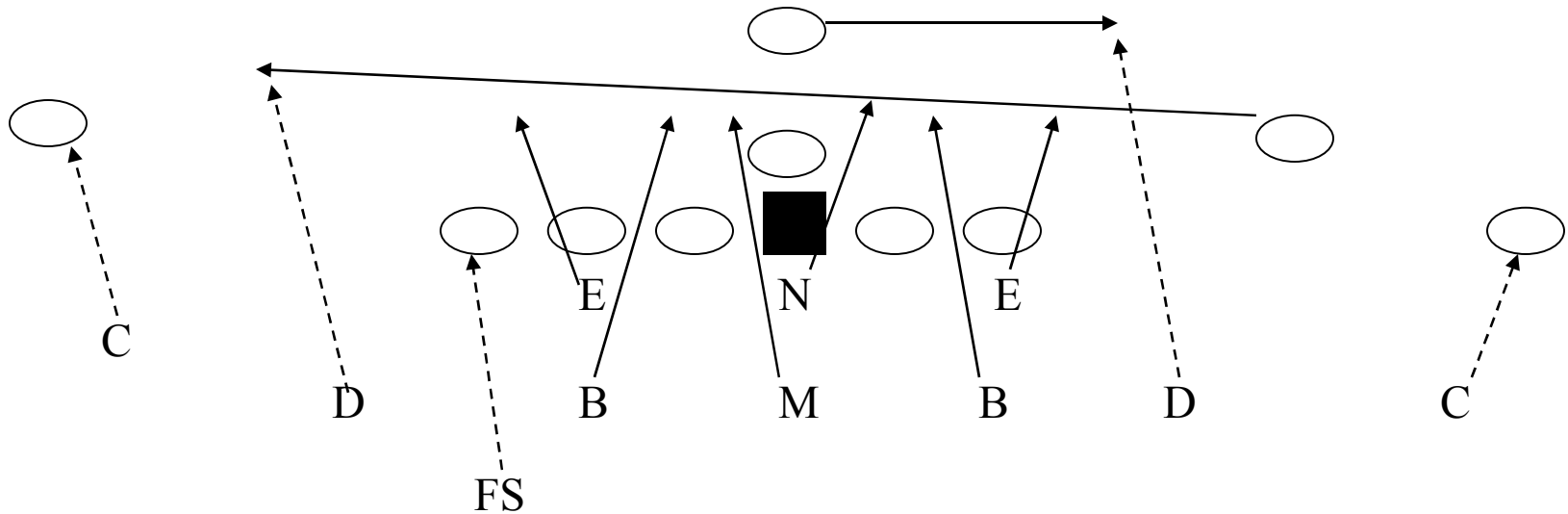
DOG: Curl to Flat

BAT: Bat to strength blitzes, Bat away from blitz takes middle hook area

MIKE: Blitz

FS: Deep Middle 1/3

BLUE ADJUSTMENTS ZOO BLUE VS DOUBLES FORMATION MOTION TO TRIPS



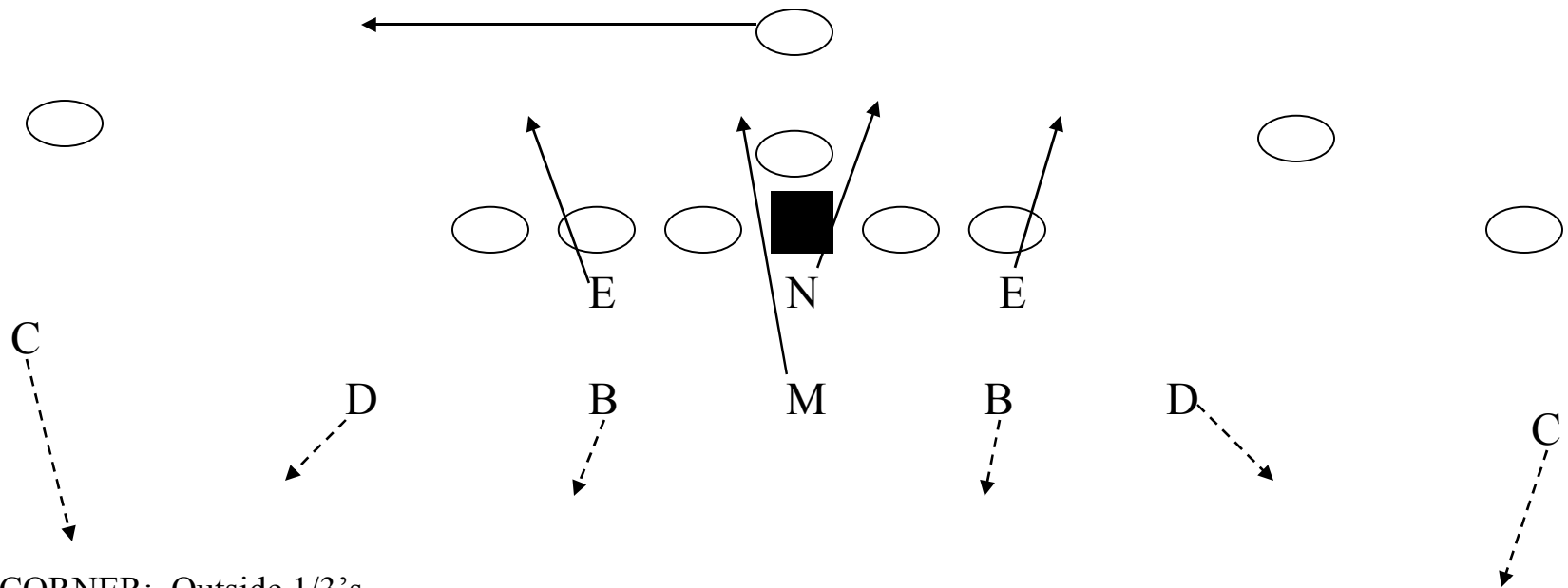
CORNER: #1

DOG: #2

BATS & MIKE: Blitz

FS: Always has #3 in Blue coverage, goes from having the RB to taking the TE

COVER 3 MIKE STRONG VS DOUBLES FORMATION



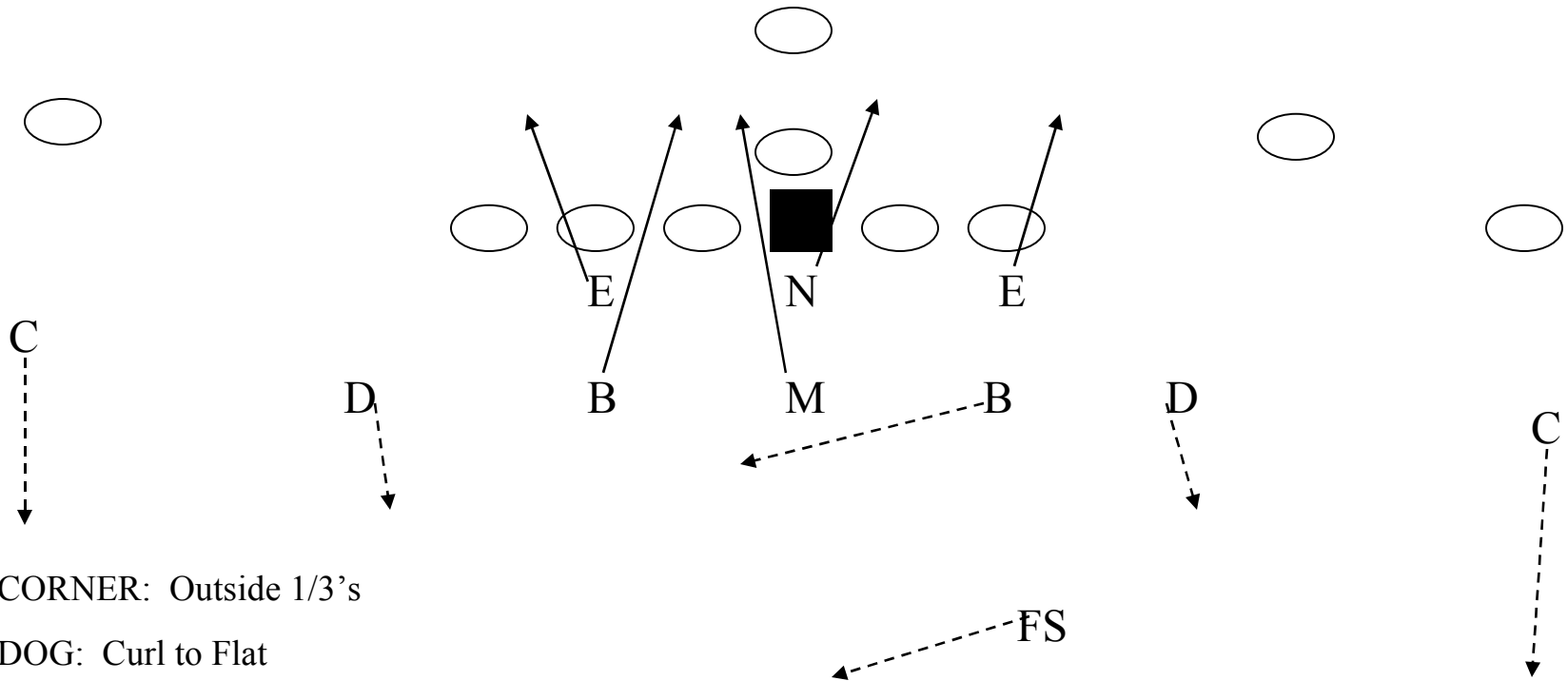
CORNER: Outside 1/3's

DOG: Curl to Flat

BATS: Hook to Curl to their side

FS: Deep Middle 1/3

COVER 3 ZOO STRONG VS DOUBLES FORMATION



CORNER: Outside 1/3's

DOG: Curl to Flat

BAT: Bat to strength blitzes, Bat away from blitz takes middle hook area

MIKE: Blitz

FS: Deep Middle 1/3