

DEFEATING SPREAD PASSING ROUTES



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OVERVIEW

Stevenson High School Lincolnshire, IL

- 8A (Largest Class) IHSA Football
- 3800 Students
- High Academic Prestige, Average Student gets 26.8 ACT
- North Suburban Lake Division (5 playoff qualifiers out of 7 teams)

Strong Football Tradition

- 2014 8A IHSA State Champions
- North Suburban Lake Conference Champions 2009-2014



OVERVIEW

- **Varsity Defensive Coaches since 2010 at SHS**
- **Previous coaching staff (1983-2012) was a 4-3 Cover 2/4 team**
- **Switched to a 3-3 defense with Cover 3 in 2013**
- **Since the change we have been 24-3, resulting in 2013 Semi-finalists and 2014 8a IHSA State Champions**

OVERVIEW



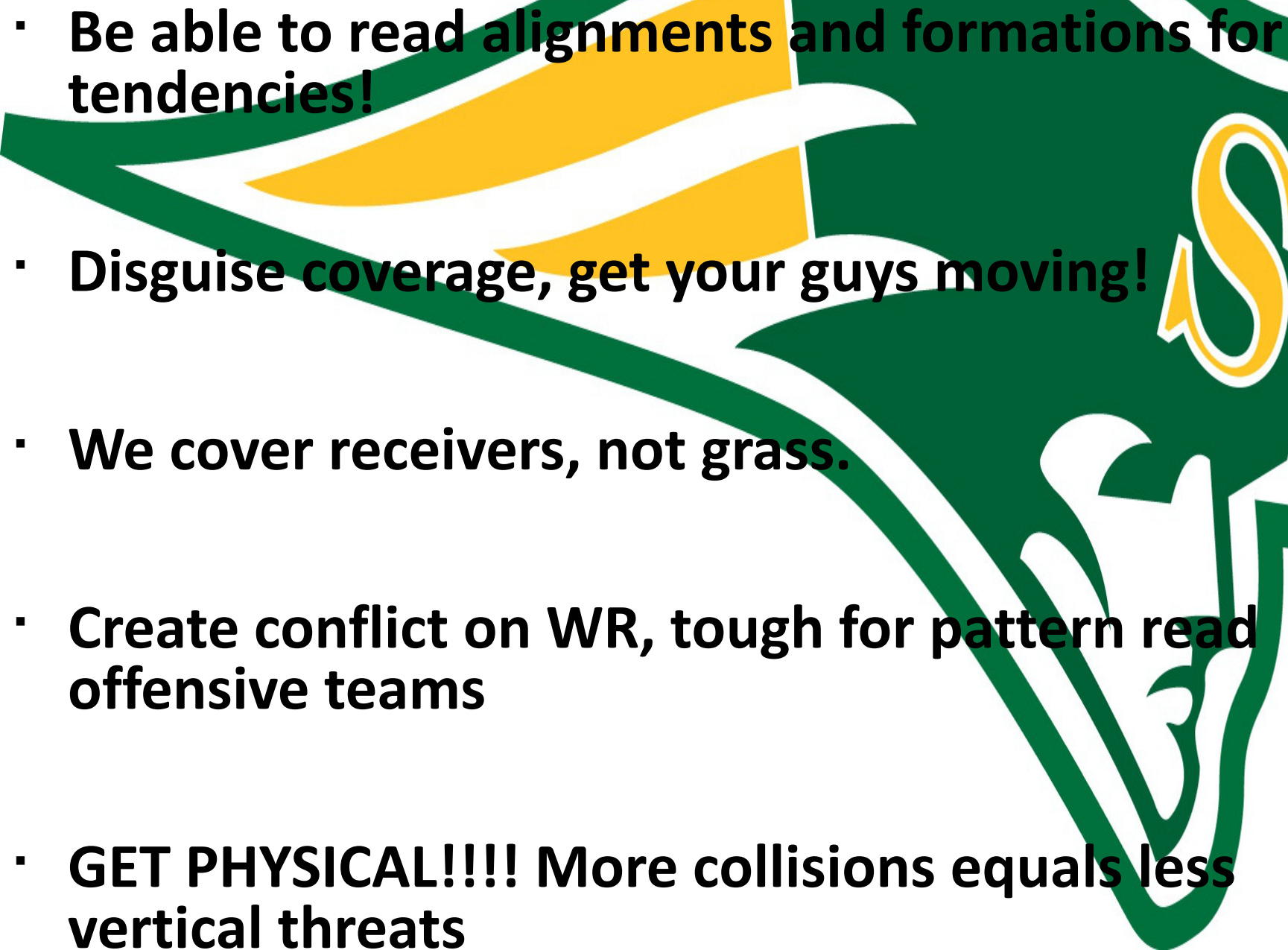
2013

- Allowed average of 10.3 points per game (9.8 by 1st defense)
- 29 turnovers
- 26 sacks

2014

- Allowed average of 9.8 points per game (8.8 by 1st defense)
- 32 turnovers
- 32 sacks

COVER 3- PATTERN READ

- **Be able to read alignments and formations for tendencies!**
 - **Disguise coverage, get your guys moving!**
 - **We cover receivers, not grass.**
 - **Create conflict on WR, tough for pattern read offensive teams**
 - **GET PHYSICAL!!!! More collisions equals less vertical threats**
- 

COVER 3

WEAKNESSES

- 4 verticals
- Curl-Flat Combo
- 3 level passing

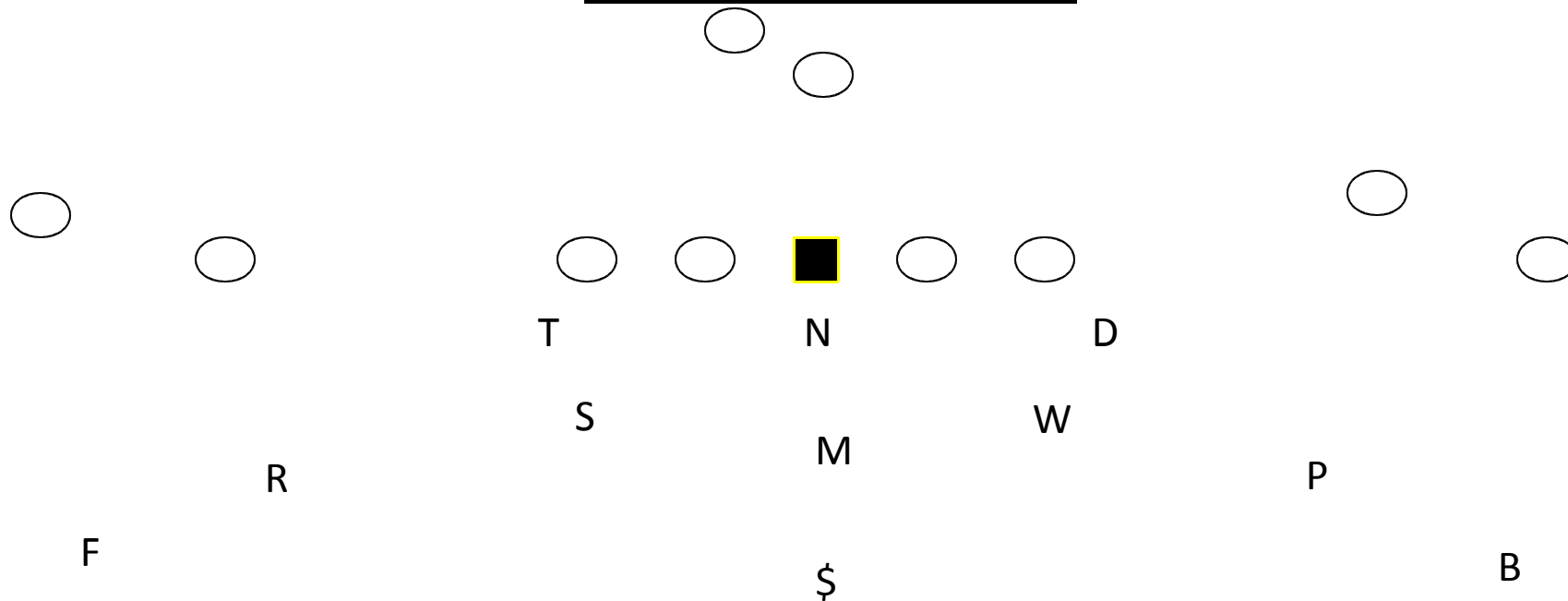
STRENGTHS

- Attacking-Aggressive coverage
- Sound v. Run and Pass
- Flexibility

#1 Most importantlv. makes teams

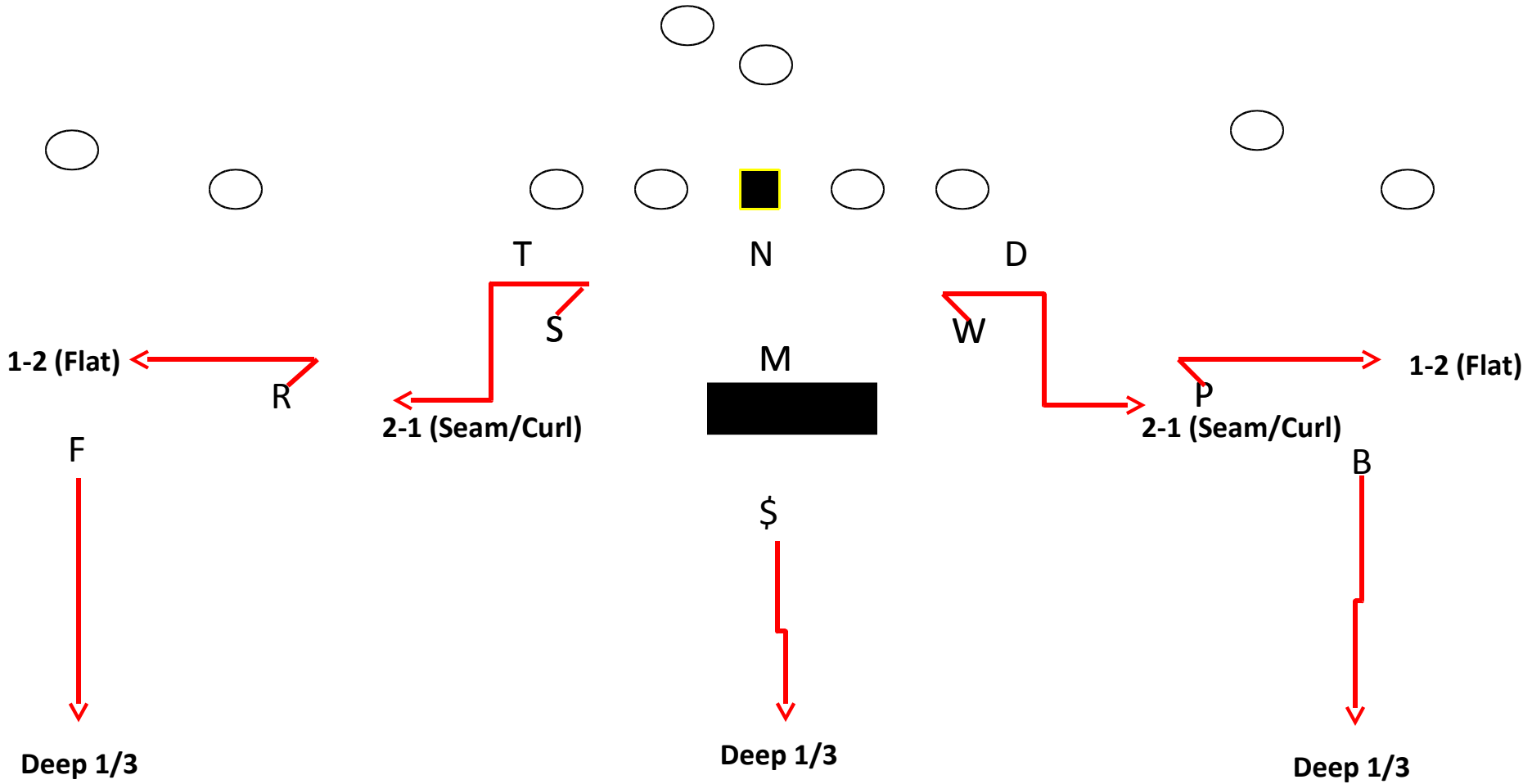


BASE V. 2X2



Tech.	5	0	5	40	00	40	2x5 inside off #2	2x5 inside off #2	10 Yards, shading middle	1x8 off inside of #1	1x8 off inside of #1
Key	OT	C	OT	G	Triangle	G	EMOLS	EMOLS	Uncovered OL (G)	EMOLS	EMOLS
Depth				3 ½	5	3 ½	5	5	10	8	8
Gap	C	A-A	C	B		B	D	D	Alley	Sideline	Sideline
Optio	Dive to QB	Dive	Dive to QB	Dive to QB	Dive to QB	Dive to QB	QB to Pitch	QB to Pitch	QB to Pitch	Pitch	Pitch

COVER 3 V. 2x2



Sword- Underneath #2 (seam to curl), on QB in rollout to your side

Whip- Underneath #2 (seam to curl), on QB in rollout to your side

Missile- QB Spy, roll=replace stack

Shield- Deep 1/3

Rifle- Underneath #1 (Flat)

Pistol- Underneath #1 (Flat)

Fire- Read from #1 to #2 (outside in), Deep 1/3

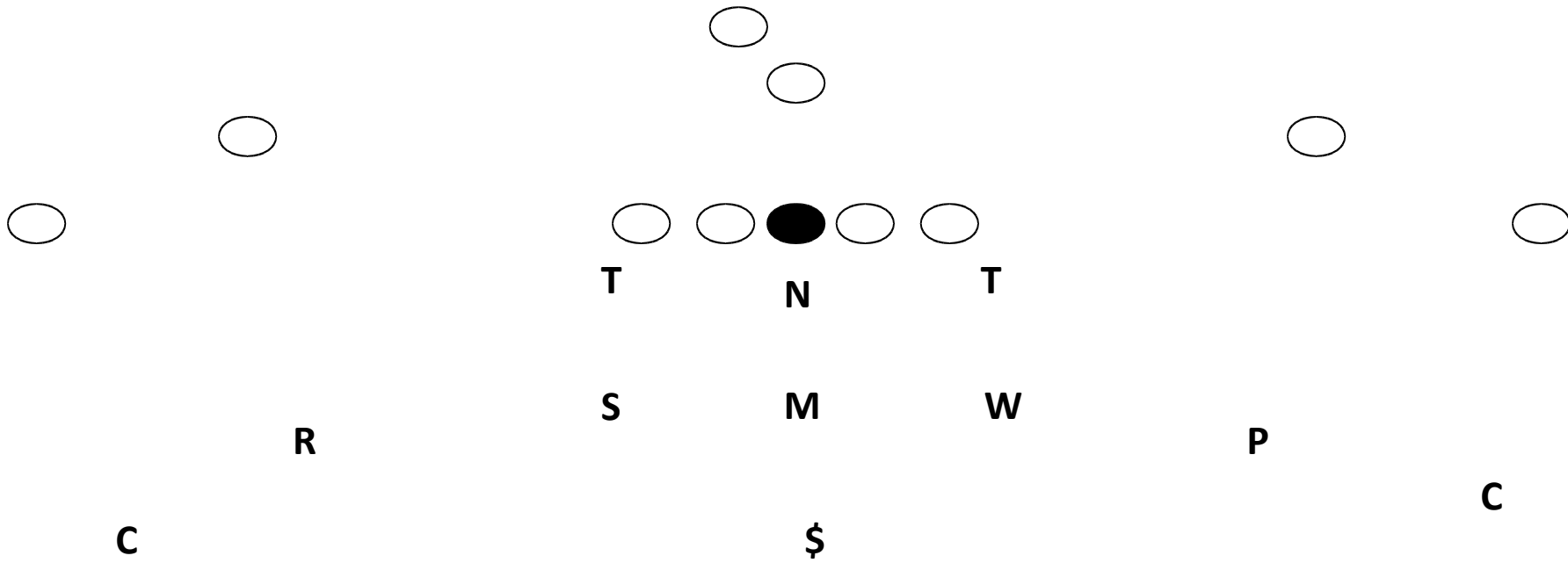
Blast- Read from #1 to #2 (outside in), Deep 1/3

COVER 3



vs. 4 verts

2X2 VERTICALS



Corners

- Depth, depth, depth!!!
- Split #1/#2 WR
- Read QB and back should depth
- React and take ball away

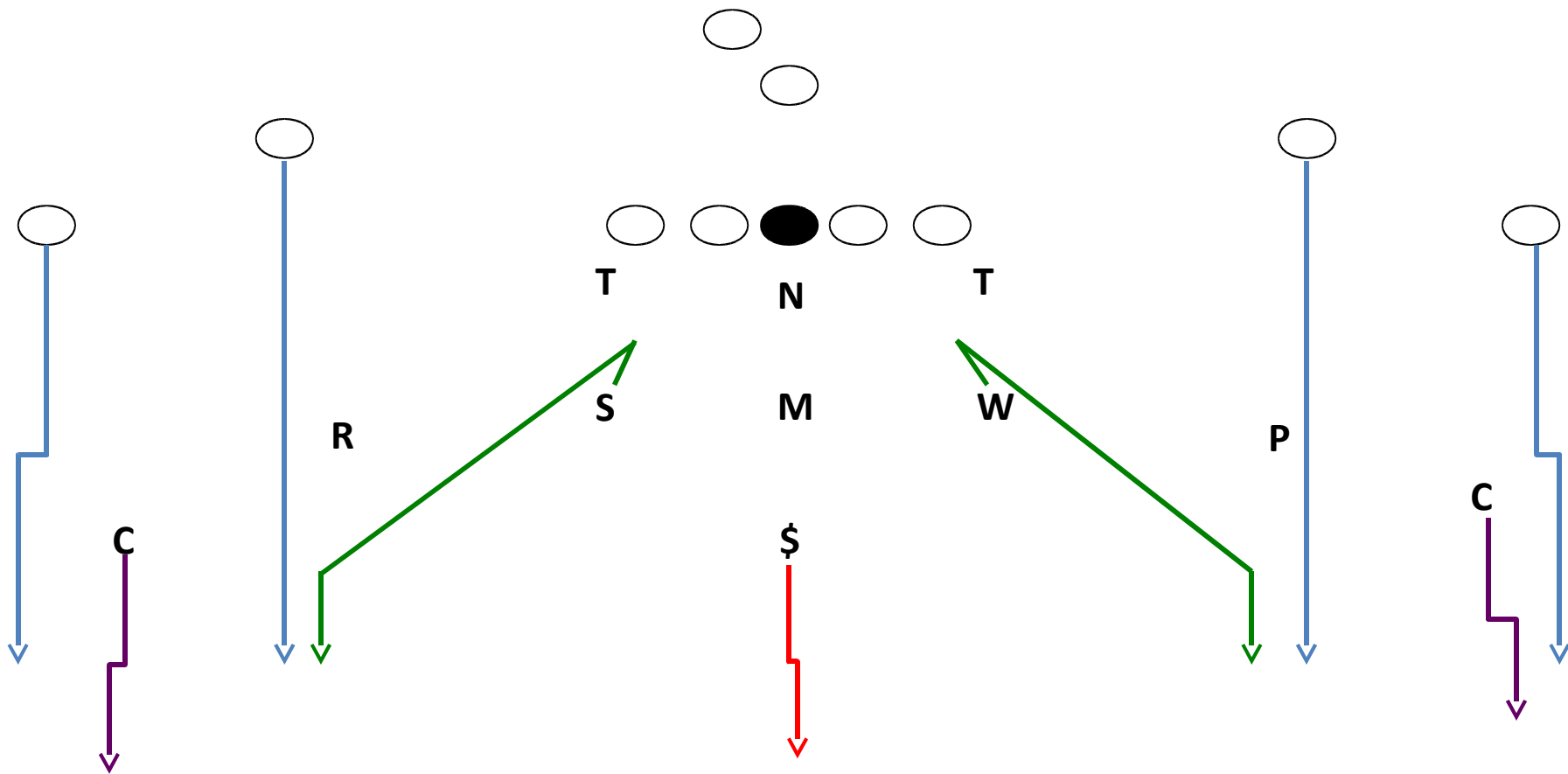
Sword/Whip

- Run/Pass Read
- ID #2, if going vert
- run with in trail technique
- Be aggressive with WR!

Shield

- Run/Pass Read
- Get depth, read QB
- React to ball in air

2X2 VERTICALS



Corner

- Depth, depth, depth!!!
- Read QB and back should depth
- React and take ball away

Sword/Whip

- Run/Pass Read
- ID #2, if going vert run with in trail technique

Shield

- Run/Pass Read
- Get depth, react to ball in air

COVER 3

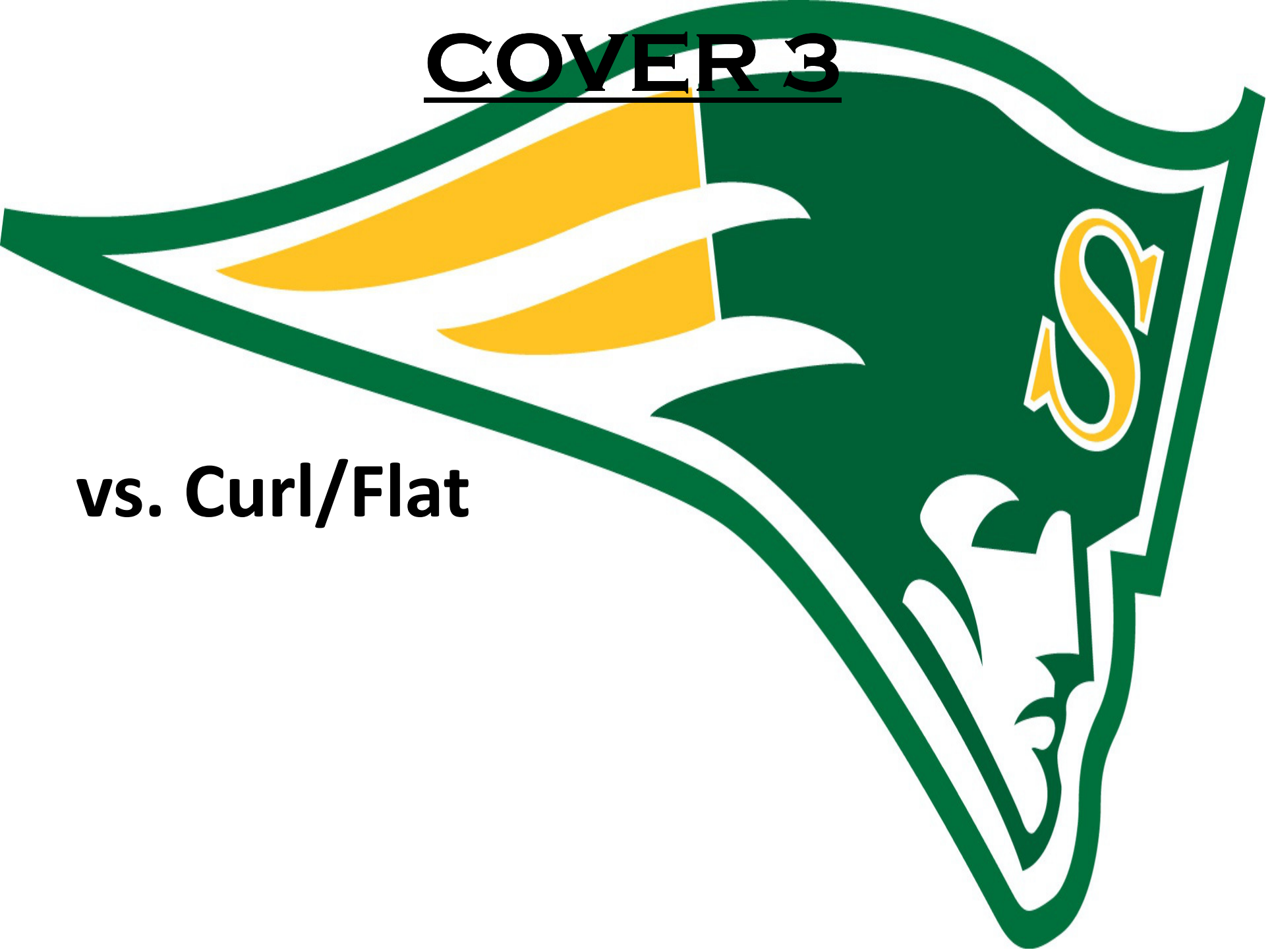


vs. 4 verts

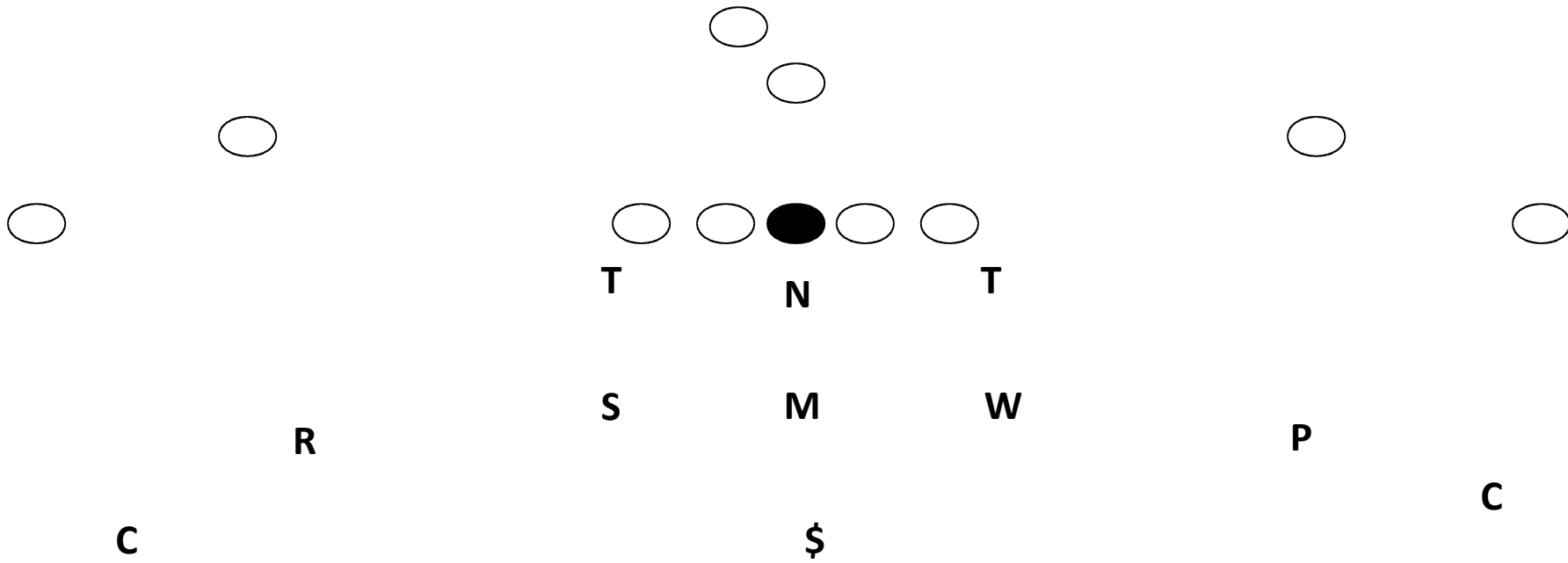
FILM

COVER 3

vs. Curl/Flat



2X2 CURL/FLAT



Corner

- Depth, depth, depth!!!
- Once ball is in air, rally to ball

Sword/Whip

- Run/Pass Read
- #2 goes out, open to #1 and get underneath curl

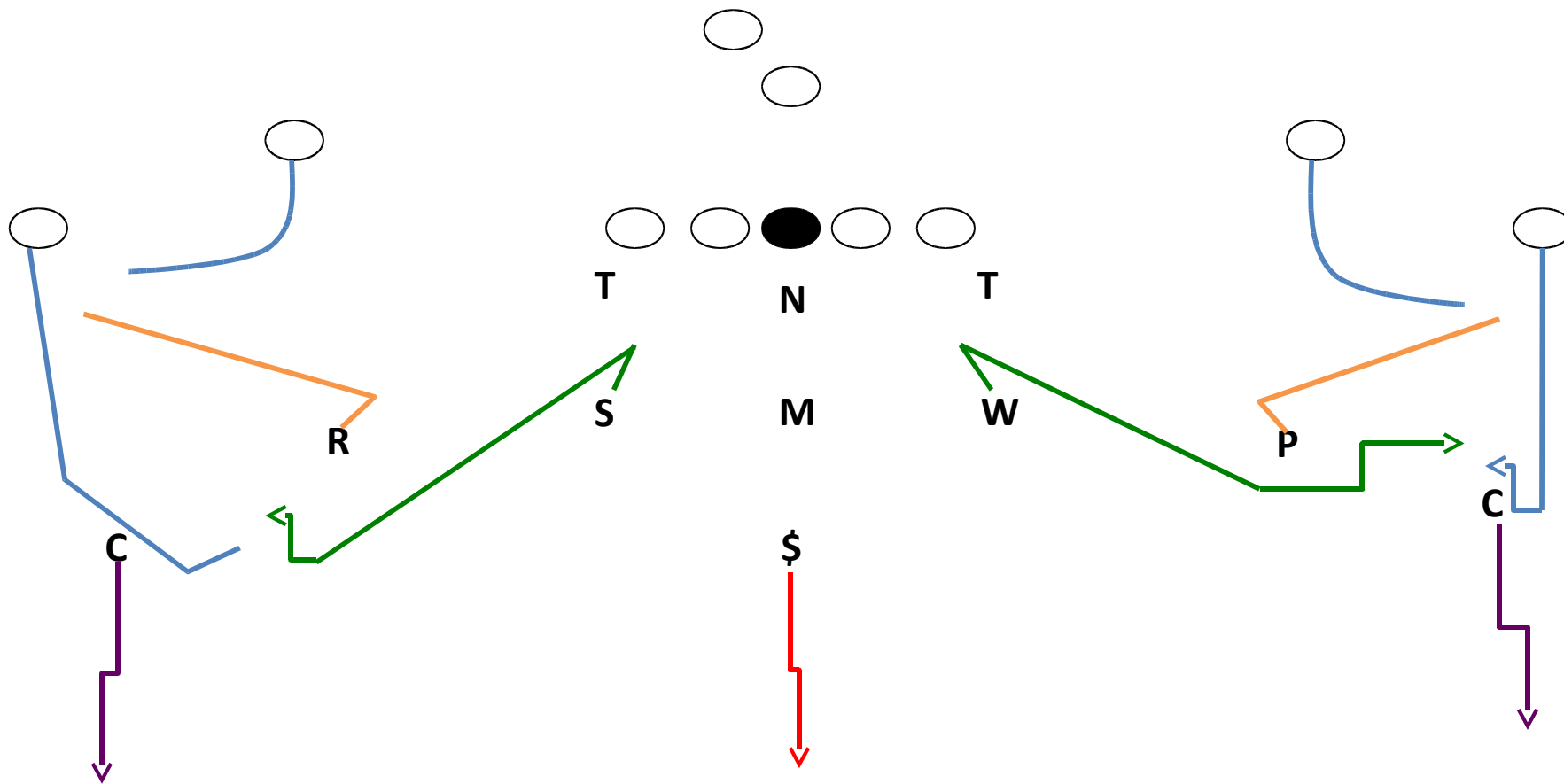
Rifle/Pistol

- Read #2 to flat
- Once ball is in air, rally to ball

Shield

- Run/Pass Read
- Get depth

2X2 CURL/FLAT



Corner

- Depth, depth, depth!!!
- Once ball is in air, rally to ball

Sword/Whip

- Run/Pass Read
- #2 goes out, open to #1 and get underneath curl

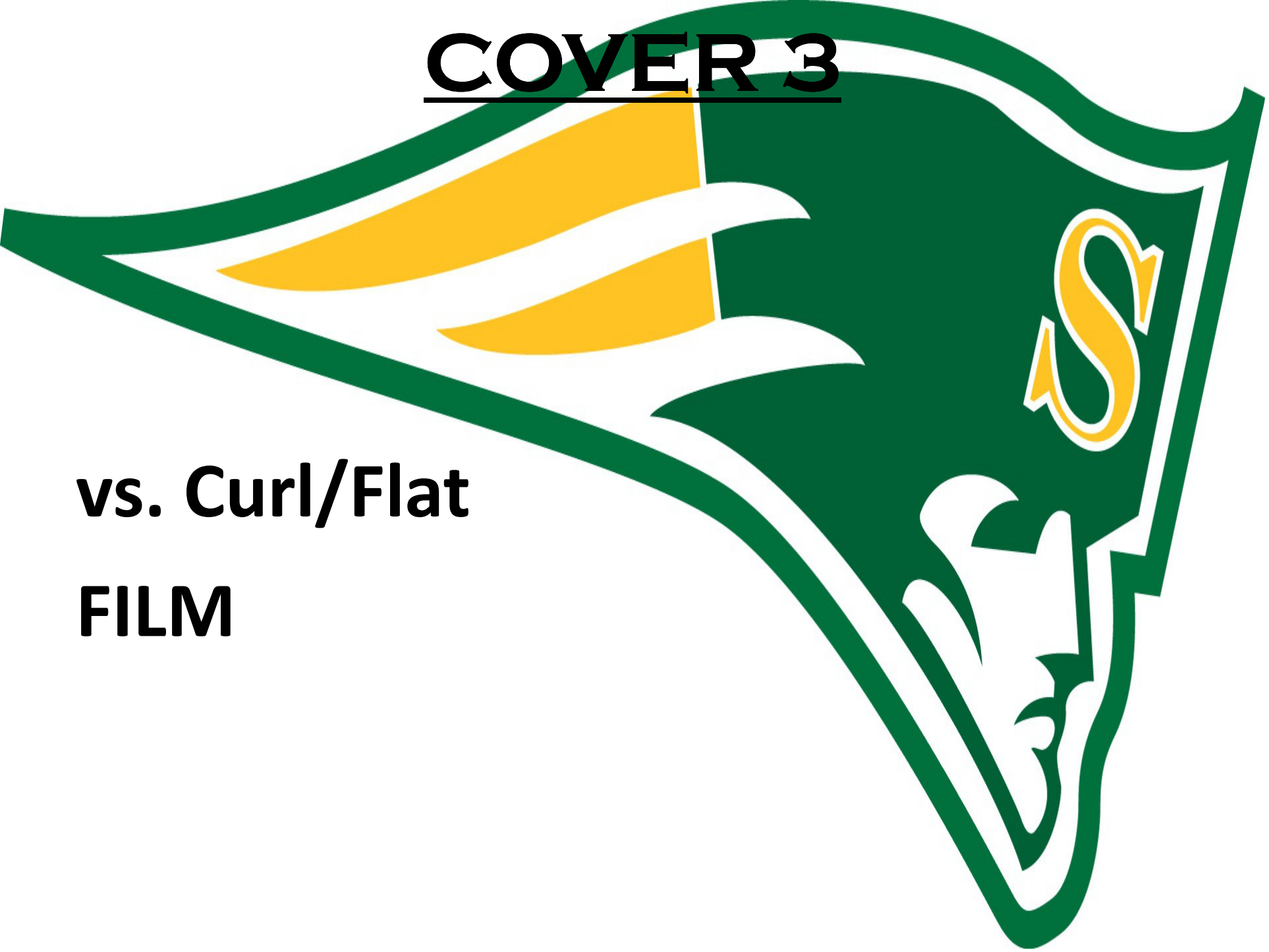
Rifle/Pistol

- Read #2 to flat
- Once ball is in air, rally to ball

Shield

- Run/Pass Read
- Get depth

COVER 3



vs. Curl/Flat

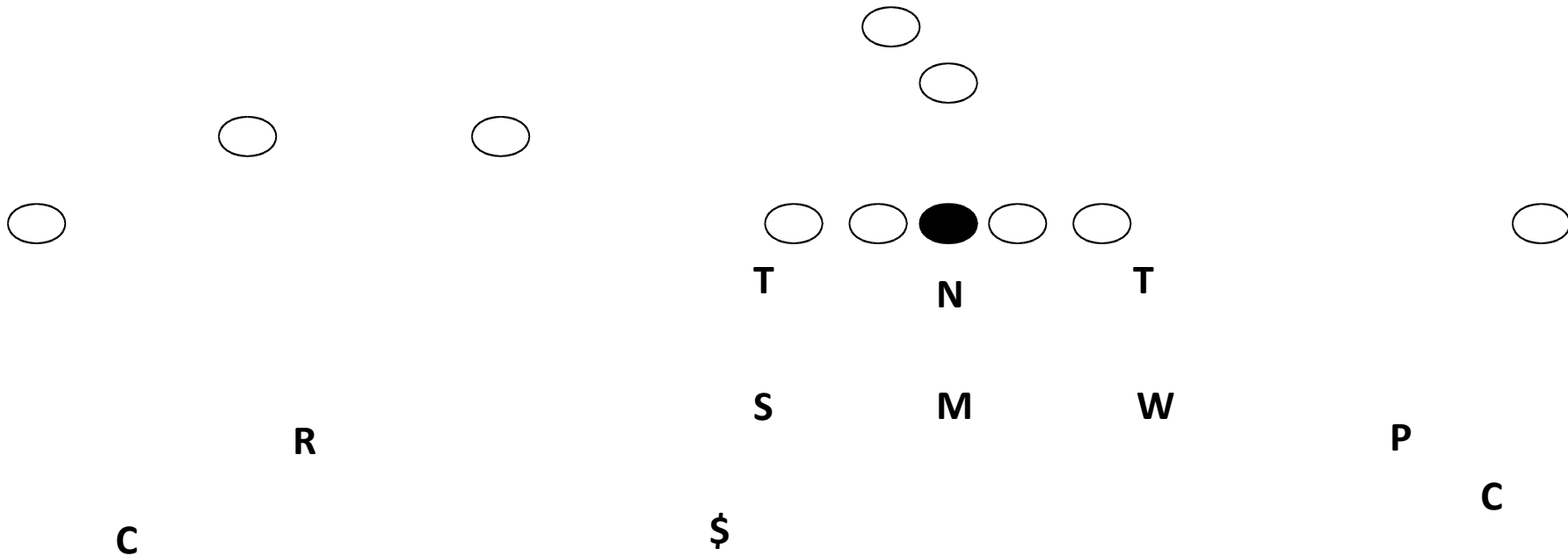
FILM

COVER 3

vs. Rollout-Flood



3X1 ROLLOUT FLOOD



Corner

- Depth, depth, depth!!!
- Once ball is in air, rally to ball

Sword/Whip

- Run/Pass Read
- #2 goes out, open to #1 and get underneath curl

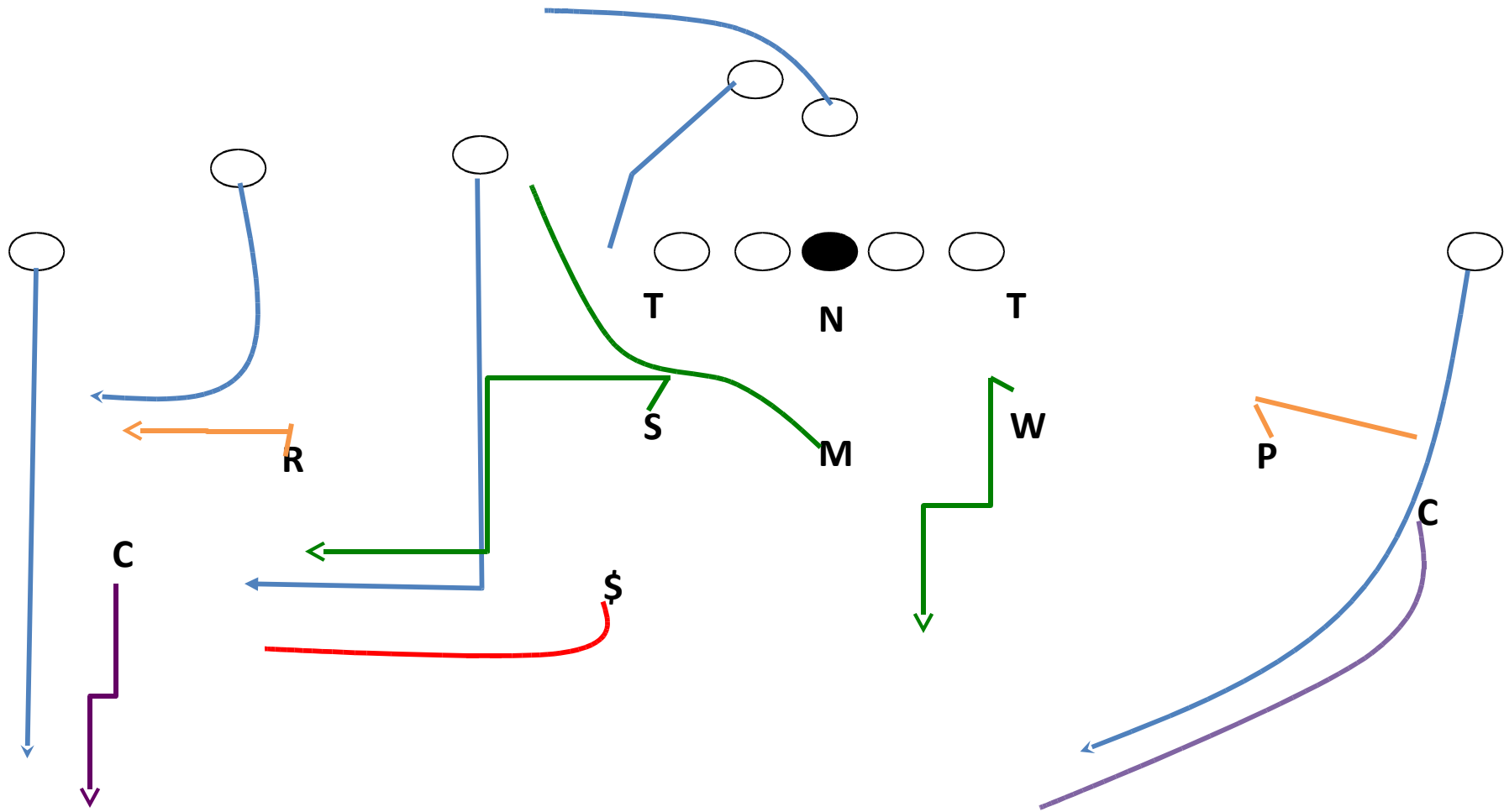
Rifle/Pistol

- Read #2 to flat
- Once ball is in air, rally to ball

Shield

- Run/Pass Read
- Get depth

3X1 ROLLOUT FLOOD



Corner

- Depth, depth, depth!!!
- Once ball is in air, rally to ball

Sword/Whip

- Run/Pass Read
- Get underneath curl/out

Rifle/Pistol

- Read #2/3 to flat
- Pistol, get shot on #1

Shield

- Run/Pass Read
- Read roll
- Find major threat

COVER 3

vs. Rollout-Flood

FILM

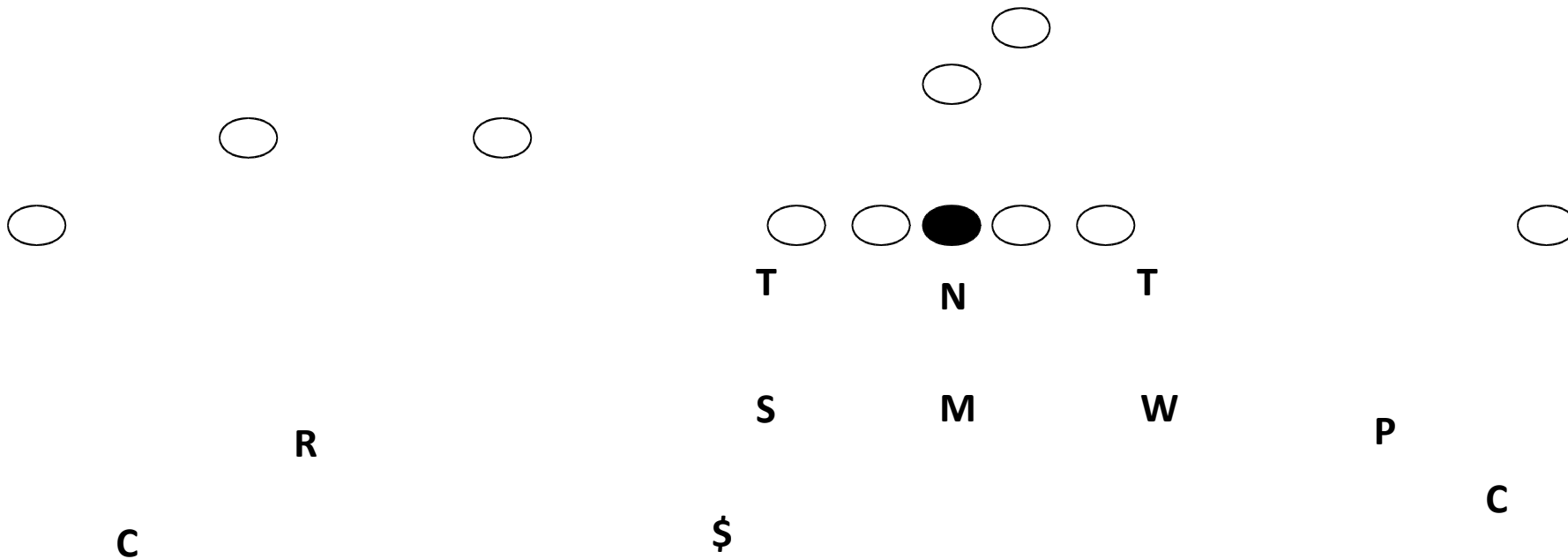


COVER 3



vs. SNAG

3X1 SNAG (3 LEVELS)



Corner

- Depth, depth, depth!!!
- Pick up Flag

Sword/Whip

- Run/Pass Read
- #2 goes vert, find #1

Rifle/Pistol

- Read #2-#3 to flat
- Once ball is in air, rally to ball

Shield

- Run/Pass Read
- Get depth

COVER 3

vs. SNAG (3 level)

FILM



COVER 3

QUESTIONS?????



USING COVER 3 TO DEFEAT SPREAD ROUTES

A large, stylized graphic in the background. It features a green outline of a football helmet. Inside the helmet, there are yellow and white curved shapes that resemble a football or a wing. A large, yellow 'S' with a white outline is positioned on the right side of the helmet.

X's and O's can be drawn up all day, but none of this matters unless you show love and caring for your players. Be interested in their lives, make a lasting impact forever!

Josh Hjorth

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