

Copy returned with job.

# UNIVERSITY OF HOUSTON FOOTBALL

~~#10~~ CR 234B-OF (Harris)  
Ath (Football) 4-8-69

500 ea of  
Defense + offense  
books, numbered  
\$1,010.00

23x35-51 Offset

20x26-12 pt

Mark I Cover

\* 20x26-65



MELVIN ROBERTSON  
Defense Coordinator



BILL YEOMAN  
Head Coach



BILLY WILLINGHAM  
Offense Coordinator



BEN HURT

NATIONAL CHAMPION—Total Offense—1966-67-68  
NATIONAL CHAMPION—Rushing Offense—1967-68  
NATIONAL CHAMPION—Scoring—1968  
10th RANKED—Rushing Defense—1968  
10th RANKED—Overall Defense—1967.  
3rd NATIONALLY—Pass Interceptions—1968



MELVIN BROWN

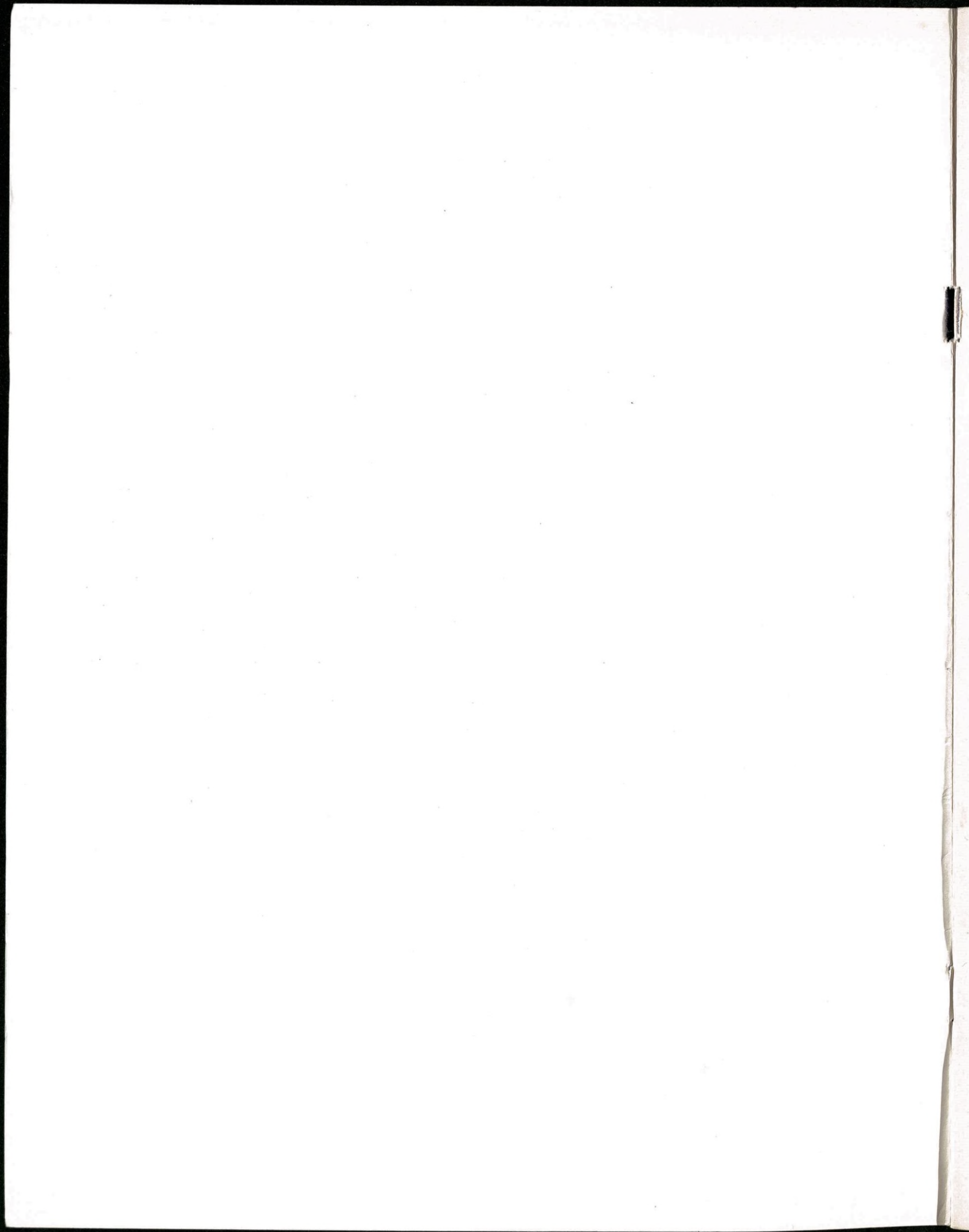


HOWARD TIPPETT

## MAD DOG DEFENSE



BOBBY BALDWIN



UNIVERSITY OF HOUSTON

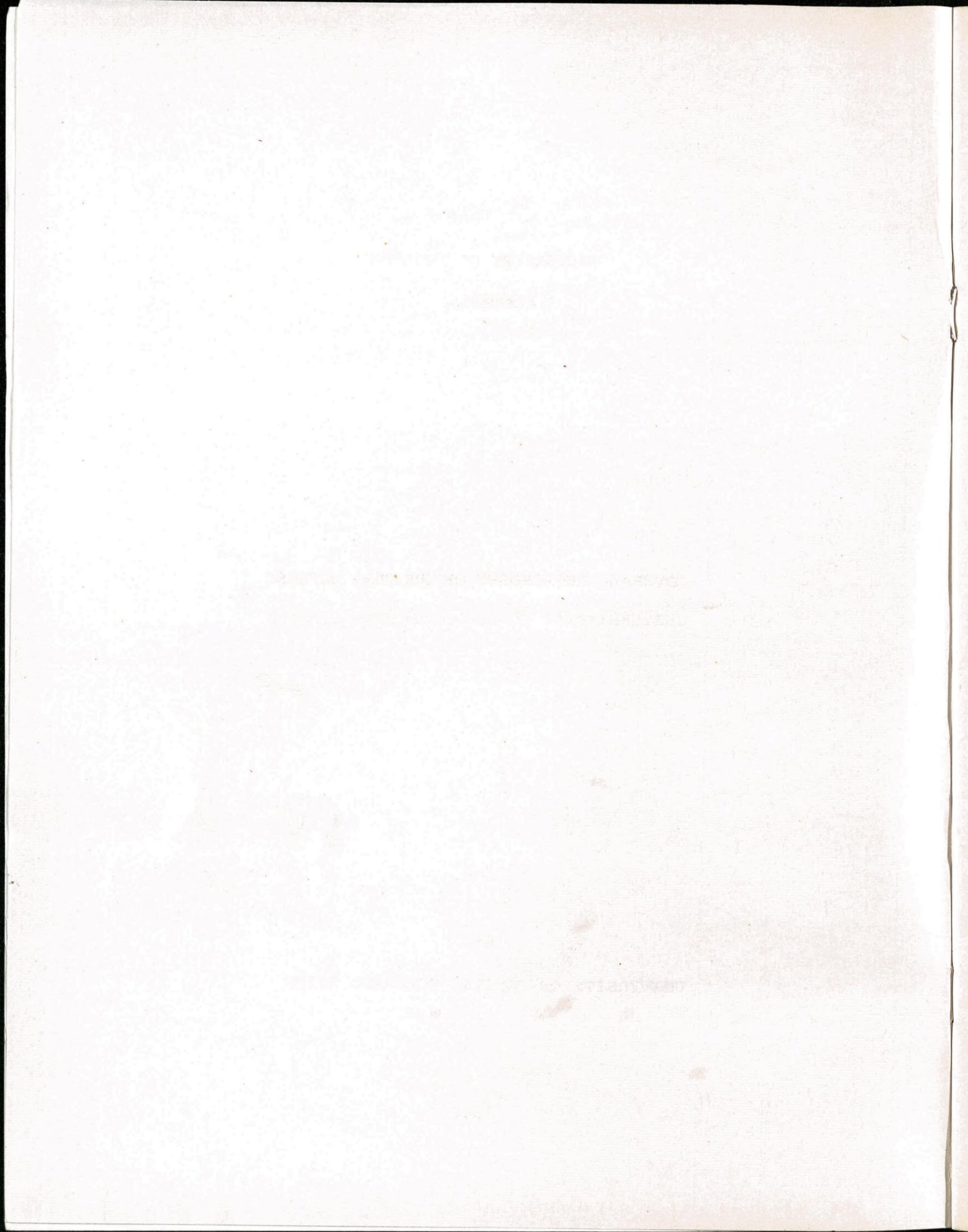
FOOTBALL

OVERALL PHILOSOPHY OF HOUSTON DEFENSE

BY

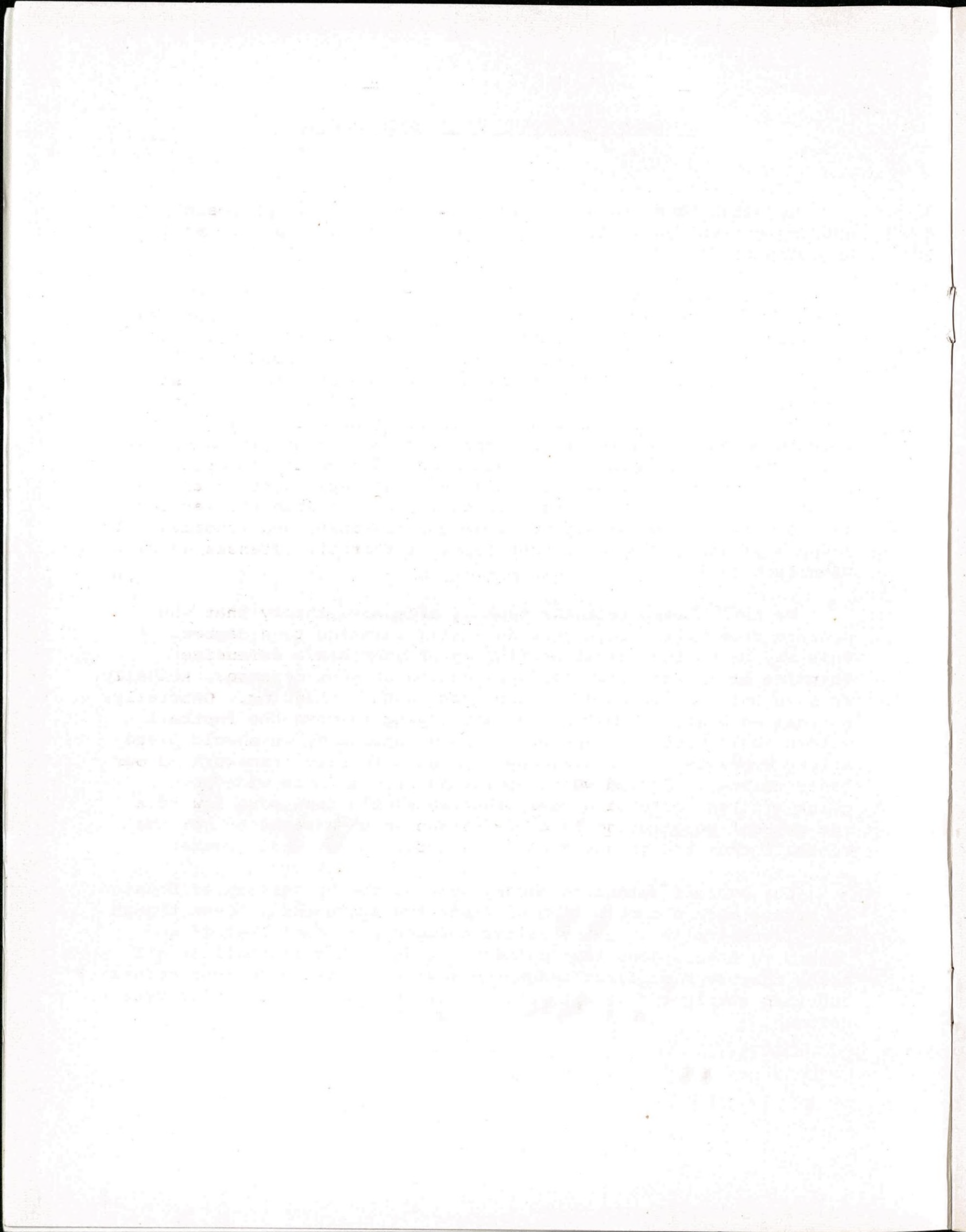
UNIVERSITY OF HOUSTON COACHING STAFF

1969



COPYRIGHT 1969

UNIVERSITY OF HOUSTON COACHING STAFF



## OVERALL PHILOSOPHY OF HOUSTON DEFENSE

We often have trouble drawing the line between philosophy and objectives, so we just tie the two in one big package as I am going to do today--

Our defensive approach here at the University of Houston has always been based on establishing a basic defensive pattern sufficiently flexible to meet any offensive pattern we will face in our schedule. The paramount consideration has been to select a fundamental defense, master the skills necessary for successful execution by constant repetitions in drills and practice. We do not feel that alignments or such will win football games but that everything as far as we are personally concerned hinges on execution. We want our players to recognize and know the inherent weaknesses of the defense, and the tactical deployment of the defense. We strongly feel that our basic defense with the various stunts will provide us with a balanced, flexible, and fundamentally sound approach to the different types of football offenses we will face each fall.

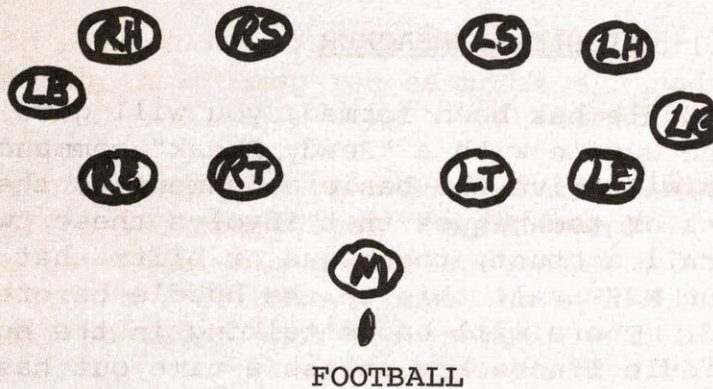
We have always felt the type of offensive theory that you operate from will affect your defensive thinking to a degree. This may be in the actual setting up of your basic defensive thinking or in the practical application of your defense. Actually, we have only one fundamental approach on this thinking. Generally, we feel as a staff, that if you are trying to move the football with a "ball control" type of offensive approach, we should place strong emphasis on a containing type of defensive framework as our basic defense. Should we be operating from a "more wide open" quick striking offensive base, then we should lean more toward a "go get em" penetrating type of defense in an attempt to get the football even though our chance for error is somewhat greater.

Our overall defensive theory here at the University of Houston is pretty much a combination of these two approaches. Even though our offense falls into the latter category, we feel that if we intend to have a "good team pattern" of defensive football at all times that we must first teach and master a containing type defense and then supplement it with our "go get em" as a penetrating type defense.

In practical application, as in executing our game plan, we may stress one more than the other as our game plan or change from time to time during the game.

Our basic team defense is a "Pro 4-3" alignment. Our basic pass coverage will be a 4 deep zone. To augment our basic 4-3 defense we will use a 6-1 with penetrating play employed by our "forcing unit". We will have an "even overshift", an "odd alignment overshift". We will supplement our zone coverage with man-man coverage.

We will confine ourselves to discussion of our basic 4-3 defense with various adjustments in this writing.



LINE UP

Front Row: (RE RT LT LE )

1. Feet shoulder width apart and parallel.
2. Hands on knees, head up.

BACK ROW: (RHB WS SS SHB)

1. Feet shoulder width apart and parallel
2. Hands on hips, head up.

LINEBACKER'S

1. Line up facing in, between the 2 outside men.
2. Hands on hips, head up.

MIDDLE LINEBACKER

1. Line up facing huddle between RT and LT.
2. Hands cupped over mouth.

PROCEDURE

1. LT holds hands up and defense will line up on him.
2. Middle Linebacker will call team defense only once.
3. MLB give "Ready Break", everyone will yell, clap hands and hustle to their position WITH THE EXCEPTION OF THE TWO TACKLES.
4. The two tackles will remain in the huddle for a split second and receive any additional information from the MLB.
5. Then the MLB and the tackles will leave the huddle and assume their position.

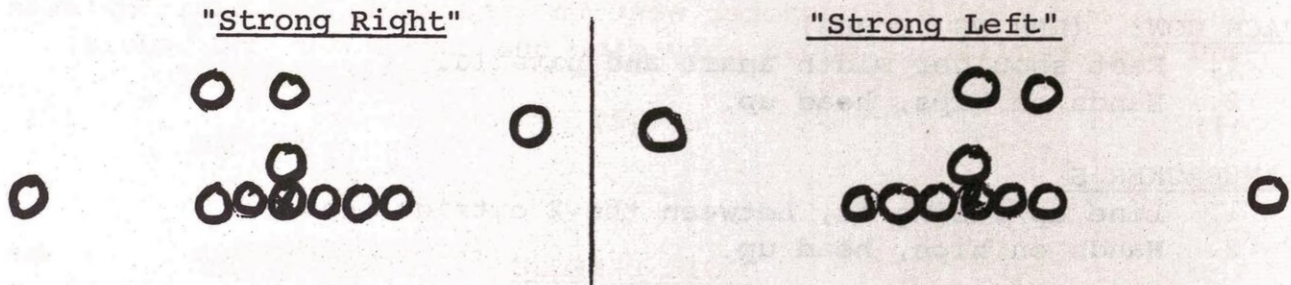
IMPORTANT

When the offensive center puts his hands on the ball, be in your defensive stance.

MIDDLE LINEBACKER

When our defensive huddle has been formed, you will give the team defense and break the huddle with a "Ready Break" command. As you leave the huddle you will give the basic alignment to the two tackles or any stunts or techniques that involve these two people. Should you want to call a stunt, technique or blitz that affects the entire front, you MUST call this in the huddle before breaking it with your command. There will be no talking in the huddle by anyone except our middle linebacker unless a time out has been called.

When the offensive team comes to the LOS the Middle Linebacker will call "Strong Right or Strong Left" toward the information. It will be up to the Linebackers to distinguish between a "balanced formation" and a formation that has "three potential" receivers to one side.



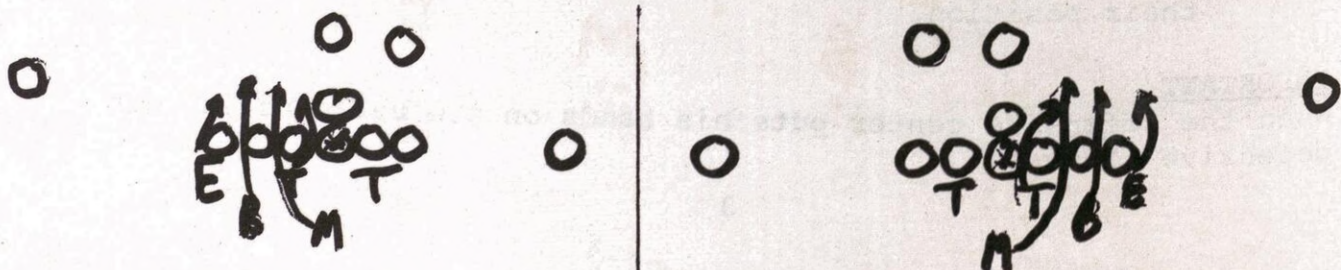
It is important that the "seven front" people hear the call as it will determine the strong and weak side which will be the basis for calling our stunts.

EXAMPLE

Assume that "strong blitz" has been called in the defensive huddle. As the offense approaches the LOS the Middle Linebacker will call "strong right or strong left" according to the formation. The strong blitz stunt will be executed to the strong side.

Offense St. Left

Offense St. Right



EXAMPLES OF STANDARD CALLS

(I)	(2)	(3)
29	Strong Blitz	Rainbow

This means that we will line up in our basic defense and run a strong blitz. The secondary will play Rainbow pass coverage. (Boom to strong side)

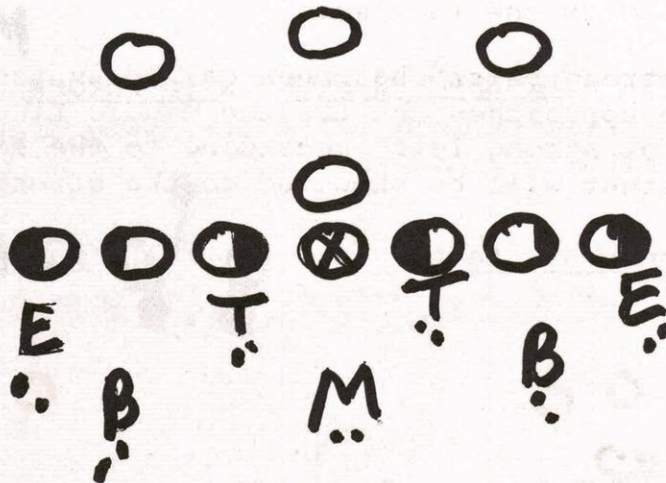
The first number or command will be for our team defense. The second number will be for any stunt or technique that affects the forcing part of the defense. The third number or command will be for the secondary coverage (sent in from bench)

Should our Middle Linebacker want to line up in our basic defense and play regular he would only give one command in the huddle.

(I)	(2)	(3)
29		

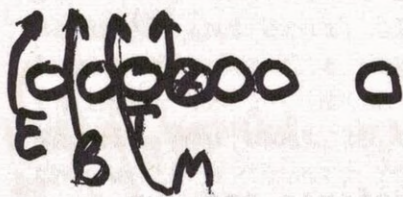
BASIC DEFENSE

(I)	(2)	(3)
29	Inside	Rainbow

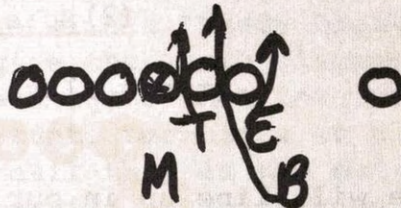


TEAM STUNTS OR TECHNIQUES

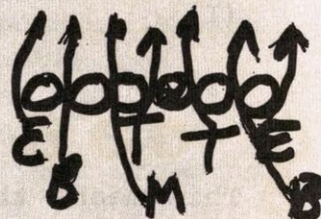
1. Strong Blitz



2. Weak Blitz



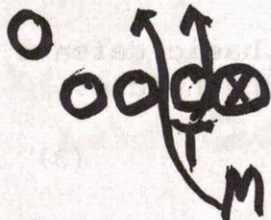
3. Full Blitz



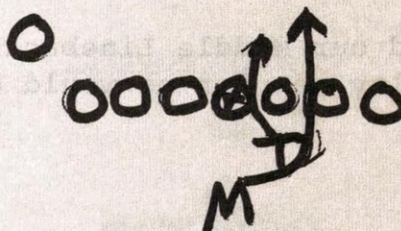
Called by MLB in the huddle

TACKLE STUNTS

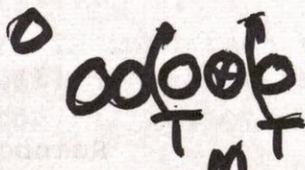
1. Strong X



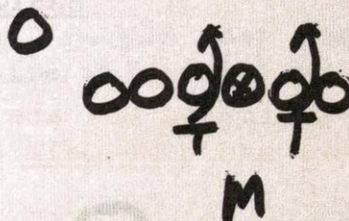
2. Weak X



3. Strong Slant



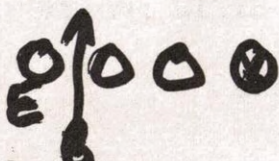
4. Weak Slant



CALL BY MLB Only to the tackles.

END & LINEBACKER STUNT & TECHNIQUE

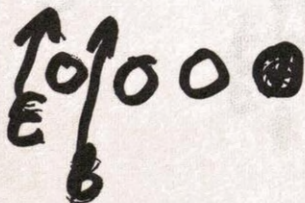
1. Plug



2 Box Stunt

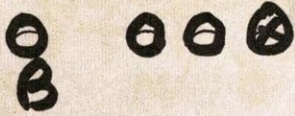


3. Strong

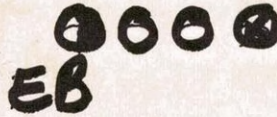


TECHNIQUES

1. Solid



2. Scissor



3. Me Call



Plug, Strong Storm and Box are stunts.  
Solid, Scissors and a Me Call are techniques.

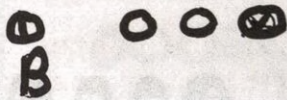
"Solid" is our Split End Rule Or Adjustment.

"Me Call" Makes The LB Responsible For Constainment on Action His Way.  
and Allows The End To Play A "TITE" Technique on The Tackle and Force.

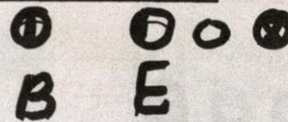
END AND LINEBACKER ADJUSTMENT TO SPLIT END, WING, SLOT, STRONG & WEAK MOTION.

1. Split End

1. Solid

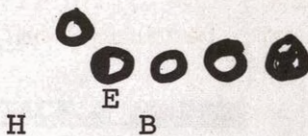


2. "Me Call"

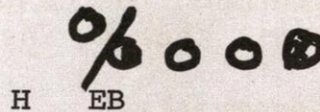


2. Wing

1. Corner Help



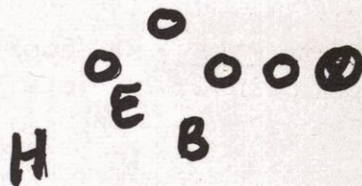
2. Scissor



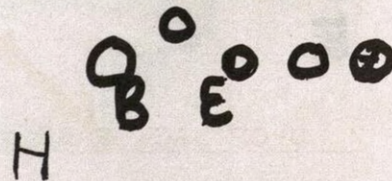
3. "Me Call"

3. Tight Slot

1. Corner Help

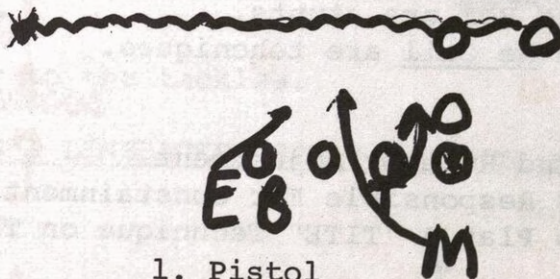


2. Solid (Me Call)



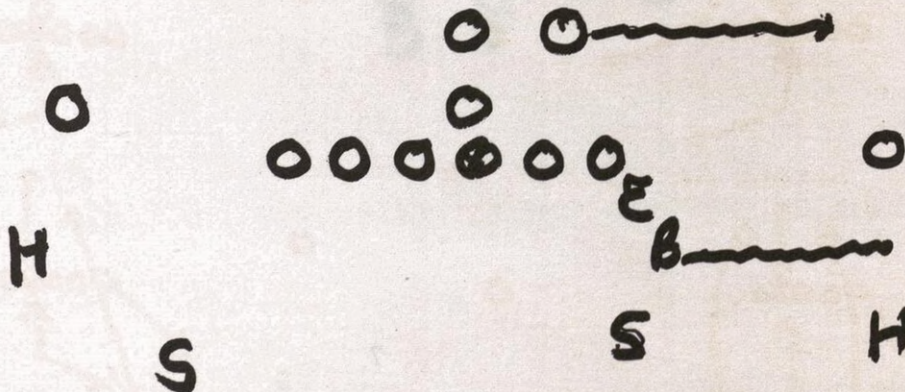
4. Strong Motion

1. Scissor - Strong X



5. Weak Motion

1. Pistol



## MIDDLE LINEBACKER

### STANCE & ALIGNMENT

Line up directly in front of the center in a two point stance with your feet parallel in good hitting position with your arms low.

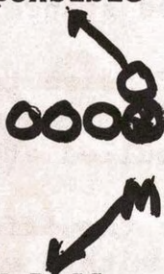
### TECHNIQUE

Key through the center into the offensive backs. Move with the football keeping inside out leverage on the ball.

### RESPONSIBILITY

You are responsible for the gap between the guard and tackle on flow.

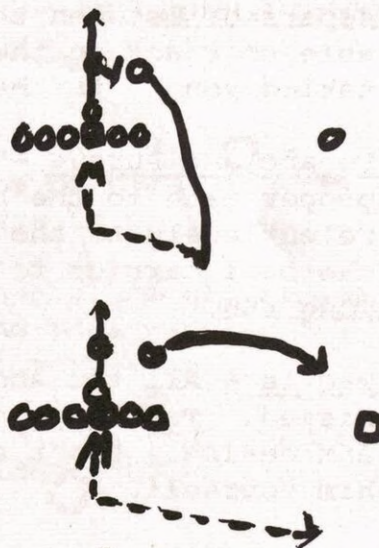
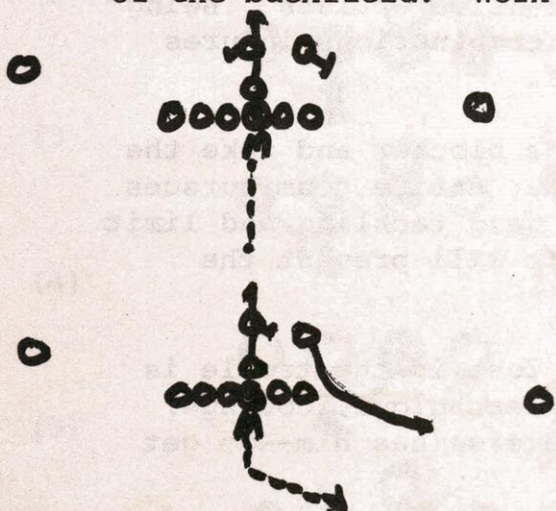
1.



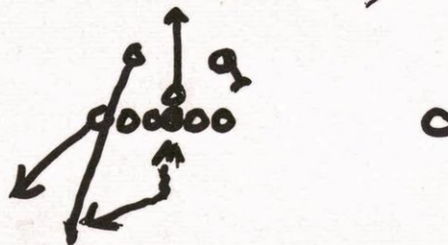
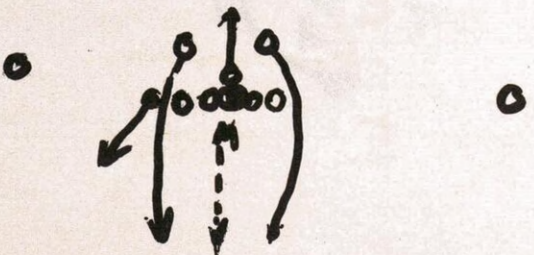
Flow Pass - On hook and work out. Late contain if he gets outside.

2. DROP BACK PASS

Start straight back. Look for banana's (circle route) coming out of the backfield. Work toward routes.



3. Strong Set (3 Rec. on one side)



## ESSENTIALS OF DEFENSIVE LINE PLAY VS. THE RUNNING GAME:

There are six essentials to great line play. Perfect execution of these essentials will help make us a great "MAD DOG" Defense.

1. Stance
2. Start
3. Attack and Neutralize
4. React to Keys
5. Escape and Pursue
6. Tackle

1. Stance-Since the offensive man is located a short distance away and knows the starting count, it is obvious that you will be defeated if you don't have a well balanced stance.
2. Start-To obtain good execution of any defensive technique, you must move with the snap of the ball or the movement of the offensive lineman. When the trigger is pulled attack!
3. Attack and Neutralize- In order to defeat the offensive line, you must attack quickly and aggressively with a vicious forearm shiver.
4. React to Keys - The essentials of reading keys properly is the separator between the boys and the defensive artists. Being able to react to the keys of blocking combinations insures taking you to the ball 99% of the time.
5. Escape and Pursue - Rid yourself of the blocker and take the proper path to the ball carrier. If our entire team pursues relentlessly to the ball, this insure gang tackling and limit the ball carrier to a minimum gain. It will prevent the long run.
6. Tackle - All the above essentials are lost if the tackle is missed. Tackling is a combination of technique, courage, and desire. Don't assume that someone else has him--go get him yourself.

## TACKLES

### STANCE & ALIGNMENT


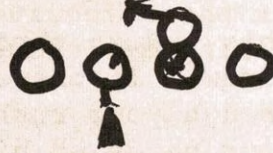
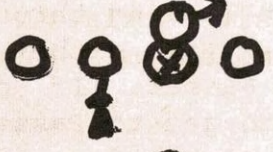
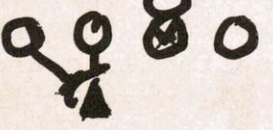


Line up in a four point stance shading the inside eye of the offensive guard with the outside foot slightly staggered to the rear.

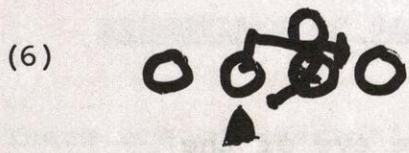
### TECHNIQUE

On the movement of the offensive guards hand take a stop with the outside foot in a semi-upright position whipping the guard with your hands or forearm. You must never be driven back!

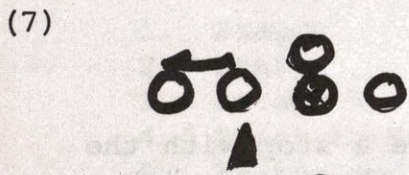
### RESPONSIBILITY

You are responsible for the gap between the guard and center.

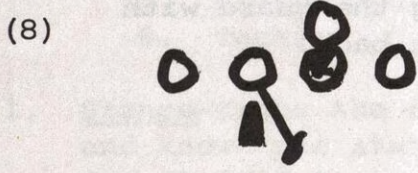
- (1)  You must never be reached by the offensive center
- (2) a.  If guard blocks on you and flow is your way whip him and fight down the line of scrimmage.
- (2) b.  If guard blocks on you and flow is away check counter and get in pursuit.
- (3)  If double team by guard and tackle - set yourself against the post man and try to fight through drivers head.
- (4)  If double team by guard and center set yourself against the post man and try to fight through drivers head.
- (5)  If guard influence blocks you, step back to inside with inside foot and play trapper for trap.



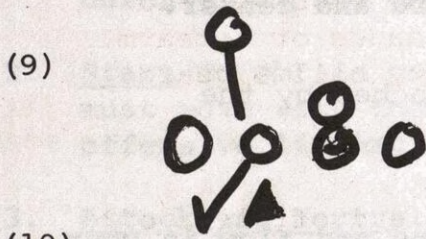
If guard pulls to inside and center blocks you play through centers head.



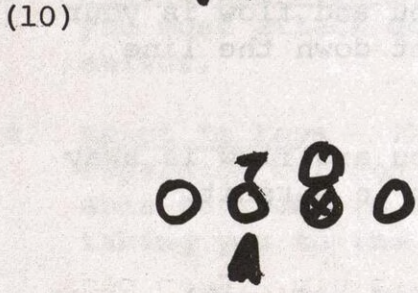
If guard pulls to outside look inside for trap, then play through tackle and as last resort spin out.



If guard blocks inside knock him off of his feet and play for trap. You must never let offensive guard release inside on MLB

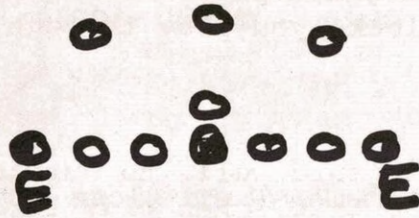


If guard blocks outside, look inside first but it may isolation block from HB.



Tackle Pass Protects - Rush through guard until sure of no draw. If passer is set up and looking through your rushing lane. Be ready to get your hands up high. If passer sets up not looking through your lane; Be reckless! Take either side of blocker to get to Passer. If you get out of your lane to get to Passer - get back in your lane to continue to rush.

ENDS



STANCE & ALIGNMENT

Three point (toe - instep) inside foot back.

TECHNIQUE

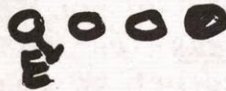
6 Technique - Inside eye on nose of offensive end. Jab upfield with inside foot playing the end hard with your hands or forearm. Read and react to the action of the end near back, ball & guard.

RESPONSIBILITY

Gap between offensive tackle and end. Never let end off line of scrumage without hitting with flipper.

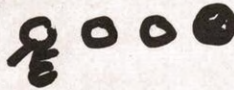
BASIC REACTION TO KEY'S

End Turnout



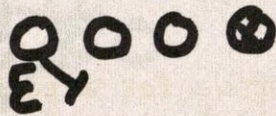
REACTION: Control offensive man - close inside with him. Keep pads parallel with outside arm and legs free.

END HOOK



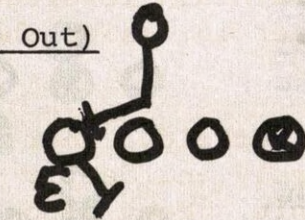
REACTION: Control pressure from offensive man. Turn his pads down the line work outside as you look inside. Keep pads parallel and legs free as you work slightly upfield.

END INSIDE



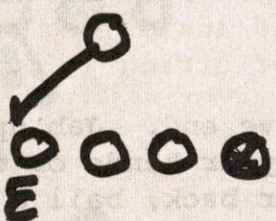
Slam end and close with him. Keep him off linebacker. React to other keys (back - Guard - QB)

HB (Inside Out)



Slam end and close with him. Keep him off linebacker - React to HB with outside shoulder.

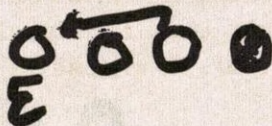
HB (Hook)



Slam end & react to HB - turning his pads down the line work outside as you look inside keep pads parallel and legs free as you work slightly upfield.

GUARD-OUT

Same as HB Inside Out.



LINEBACKERS

STANCE AND ALIGNMENT

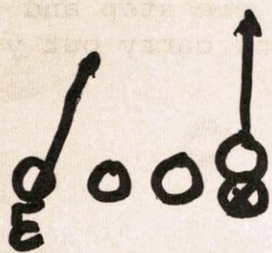
Strong Linebacker - Line up in a two point stance with your inside foot on the offensive tackle outside foot....Your outside foot should be slightly staggered.

Weak Linebacker - Line up in a two point stance with your inside foot on outside foot of your end. Your outside foot should be slightly staggered.

Technique - Key through the nearest back to the football.

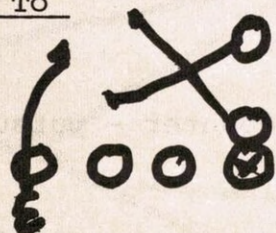
Responsibility - You are responsible for the first gap outside of your defensive end if threatened.

DB PASS



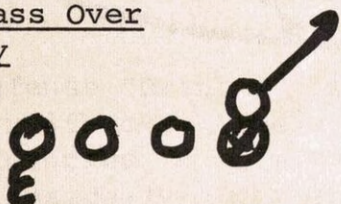
Outside force. Drive for a point 1 yard outside and parallel to passer. Attack the blocker. Run over his outside leg. Keep feet and maintain leverage on ball by keeping passer in inside shoulder.

SPRINT Pass To



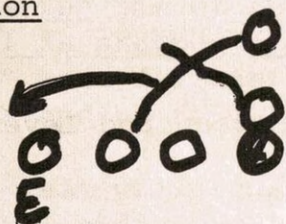
Get some depth upfield. Meet lead blocker as quickly and deeply in backfield as possible. Meet block with pads parallel and inside leg forward. Pull up passer or string it out.

Sprint Pass Over  
Flow Away



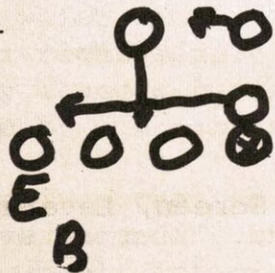
Flatten and force from the backside hard and quick.

Belly Option



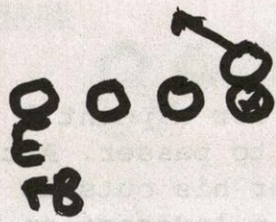
Control pressure from offensive man. Take FB threat with inside shoulder. Keep pads parallel with outside leg and arm free.

Split T Opt



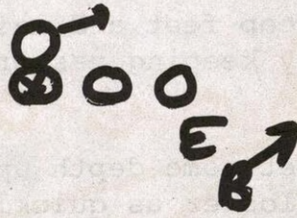
Control pressure from offensive man. Take QB on LOS with outside arm and leg free.

1. a.

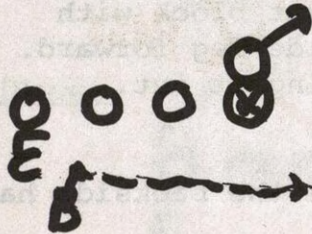


Flow Toward - Shuffle one step and locate the football and carry out your base responsibility.

b.

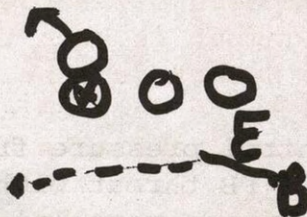


2. a.

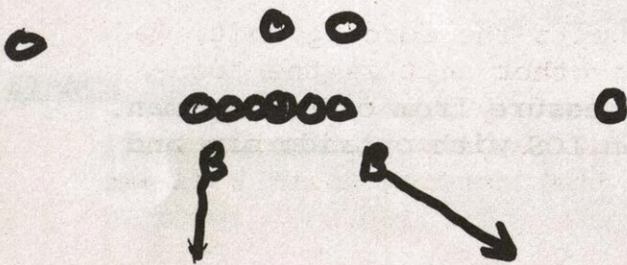


Flow Away - Check Counter - pursue football.

b.

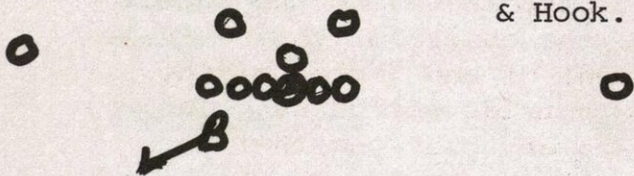


3.



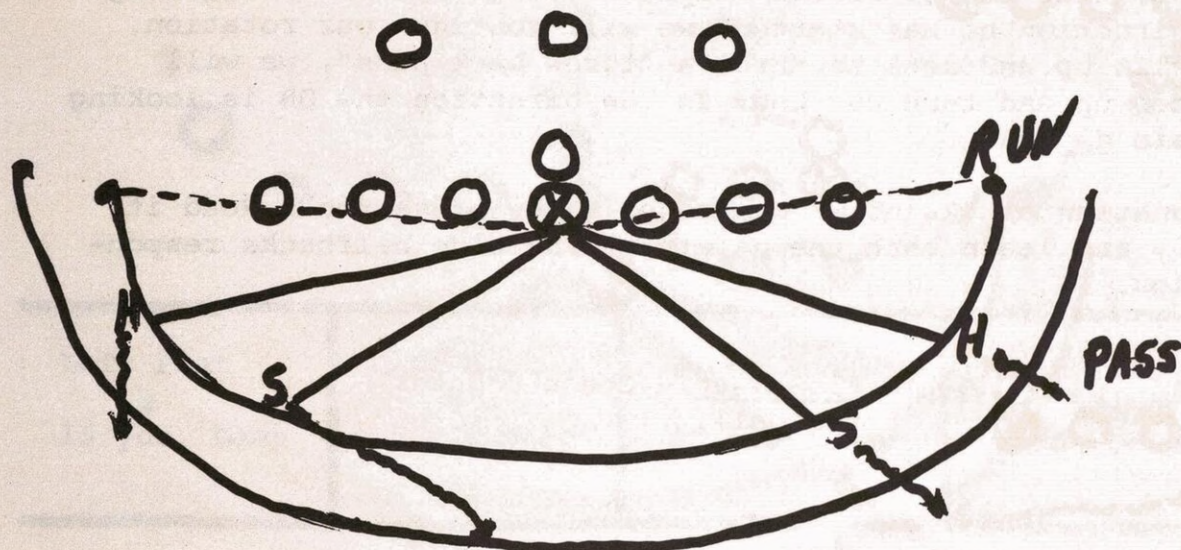
Pass - Hook, Flat, Screen and Leverage.

4.



Strong Set - Flat, Screen, Leverage & Hook.

## PASS DEFENSE THEORY



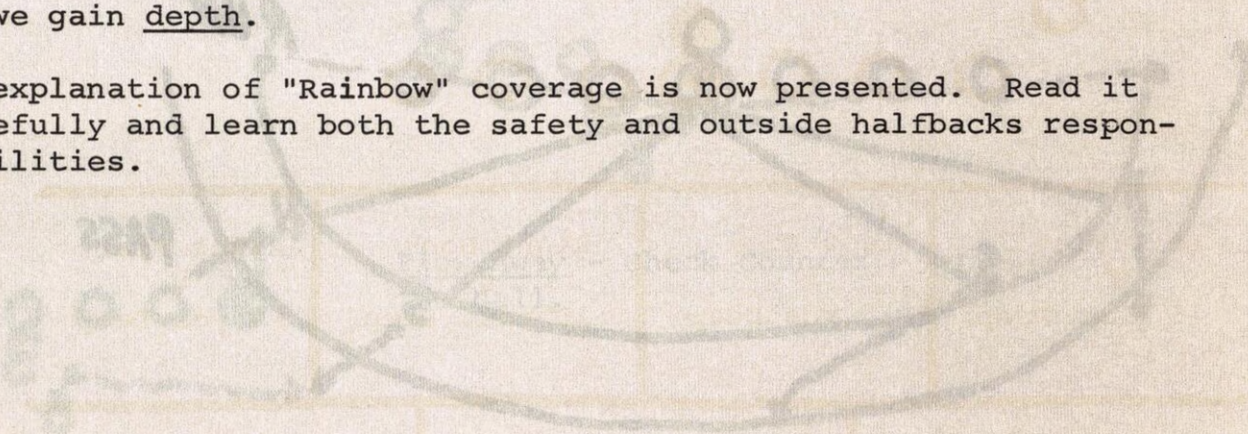
Secondary defense "Rainbow" is composed of two deep safety's and two outside halfbacks. Their alignment is such that this defense is usually referred to as a "Four Spoke" defense. This defense is in reality, basically a concealed three-deep defense as we will always be rotating one of the outside halfbacks back and outside after the ball is snapped from a key. Essentially, we are strictly a "Three Deep" zone defense after rotation with our key. Remember, we must always end up in a "three deep alignment".

Our defensive team will consist of two units-The forcing unit, made up of our lb's, ends, and tackles. The other unit is the "containing unit", which consists of our two safety's and two outside halfbacks. Our right safety will call our secondary or perimeter coverages. Any changes in alignment in the "forcing unit" will be called and made by our linebackers.

Consider the ball as the hub of a wheel and the players involved in the defensive secondary as the ends of the spokes of the wheel. The rim of the wheel, extended surrounds the entire offensive team. Every man of the offensive team is in front of and inside of the wheel formed by the two safety's and two outside halfbacks. In action, the four containing men coordinate and play together as they would if they were actually attached to a wheel. If the ball starts to the defense's right, the wheel turns in that direction. If the ball moves straight ahead quickly, the rim of the wheel shrinks. If the passer drops back to throw, the wheel quickly enlarges. Always remember that "Secondary Defense Rainbow" is a "Three Deep" zone defense and not just a two-deep as is indicated by only two deep safety's.

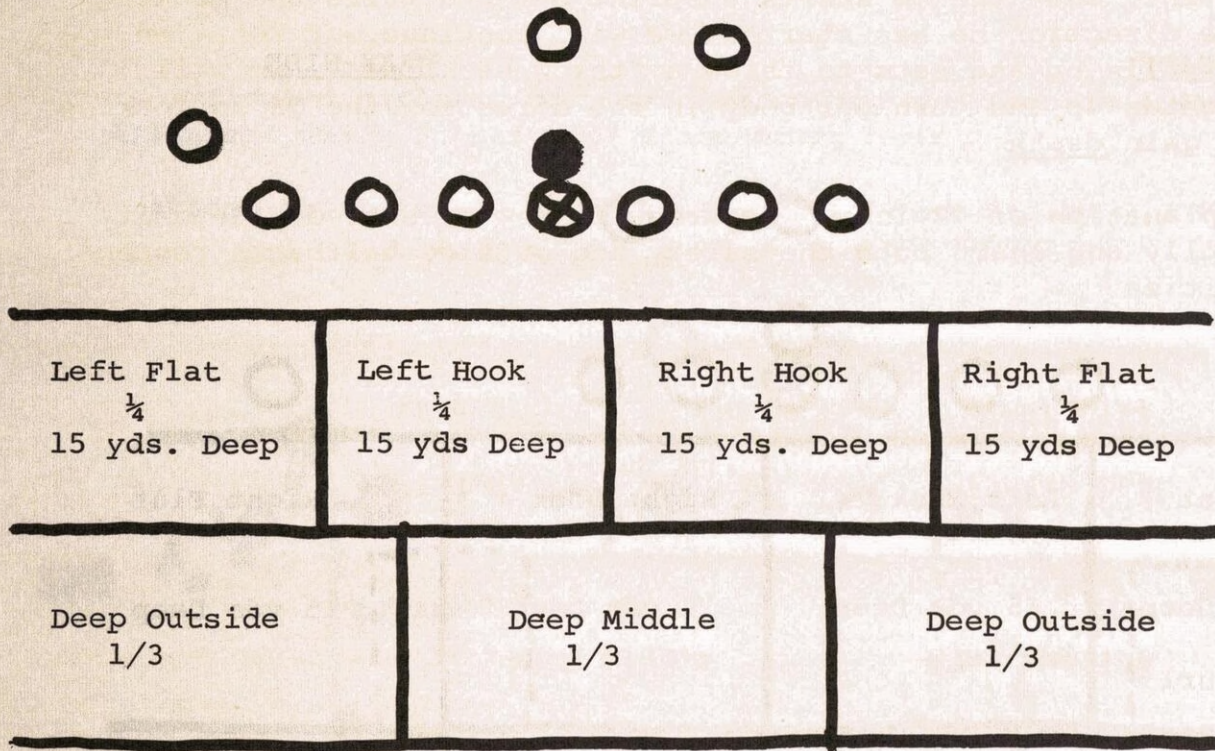
We will rotate with the tempo of the ball. If it moves fast, we will rotate fast. If it moves slow, we will rotate slowly. In the event, that the QB starts a sprint out and pulls up "looking in the direction he has started" we will continue our rotation. If he pulls up and sets to throw a "throw back pass", we will straighten up and turn our body in the direction the QB is looking as we gain depth.

An explanation of "Rainbow" coverage is now presented. Read it carefully and learn both the safety and outside halfbacks responsibilities.



Secondary defense "Rainbow" is composed of two deep safety's and two outside halfbacks. Their alignment is such that this defense is usually referred to as a "four deep" defense. This defense is in reality, basically a concealed "cover-3" defense as we will always be looking for the outside halfback to break and outside halfback to be covered for a play. Basically, we are actually in "cover-3" defense after rotation with the key, Rainbow. We must always expect that the "cover-3" defense will be broken by the offensive team with the help of the "cover-3" defense. The other half is the "cover-3" defense which consists of our two safety's and outside halfbacks. Our right safety will call our secondary of defense. Any changes in alignment in the "cover-3" will be called and noted by our linebackers.

HOUSTON PASS DEFENSE ZONES



Houston's basic pass coverage is zone. Four short zones and three deep zones. The three deep zones are and must always be covered. The coverage comes from men aligned in the zones before the snap of the ball or by men rotating immediately into the zones on the snap of the ball from our key.

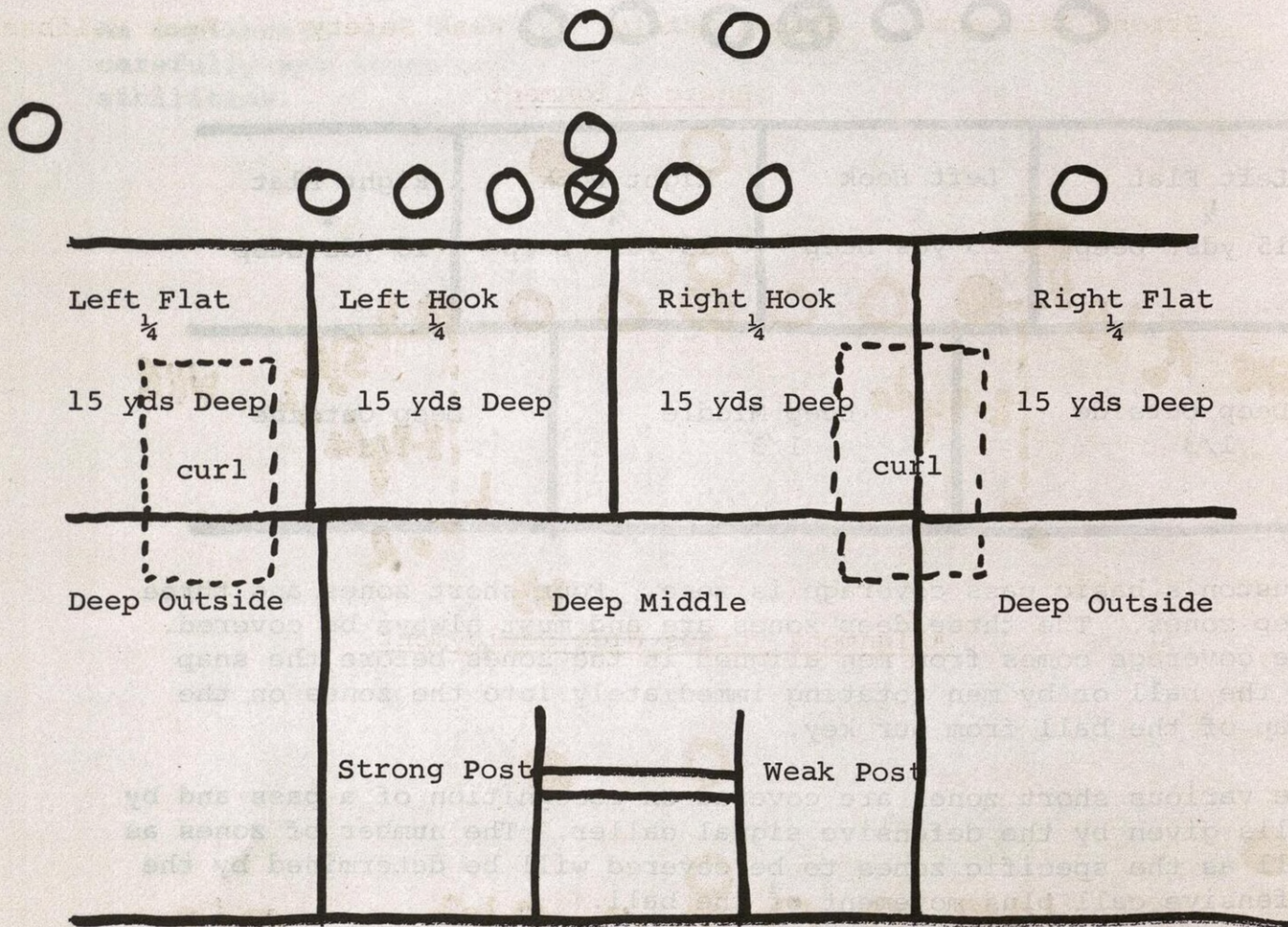
The various short zones are covered on recognition of a pass and by calls given by the defensive signal caller. The number of zones as well as the specific zones to be covered will be determined by the defensive call plus movement of the ball.

Remember, we are playing a zone defense. We will always end up in a three deep zone defense after rotating on the movement of the football or from our defensive perimeter calls. Should be go ahead and rotate our secondary before the ball is snapped we would have the three deep zones covered by our alignment.

WIDE DEPLOYMENT ZONES

STRONG-SIDE

WEAK-SIDE



**\*WE WILL BE NO BETTER THAN OUR ABILITY TO PLAY DEFENSE\***

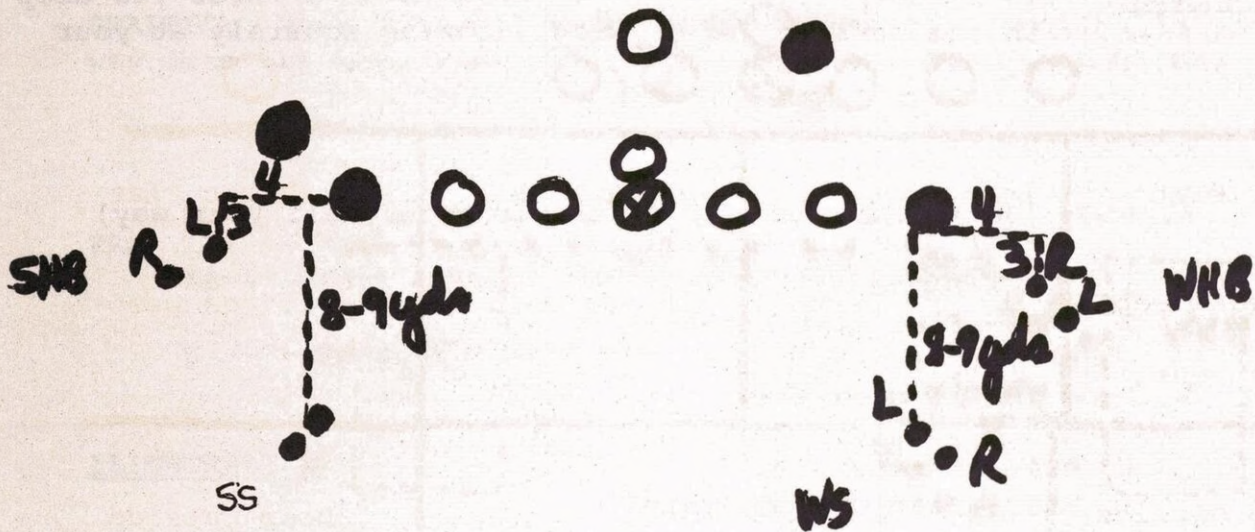
BASIC ALIGNMENT AND METHOD OF CALLING  
SECONDARY ROTATION AND COVERAGES

RAINBOW

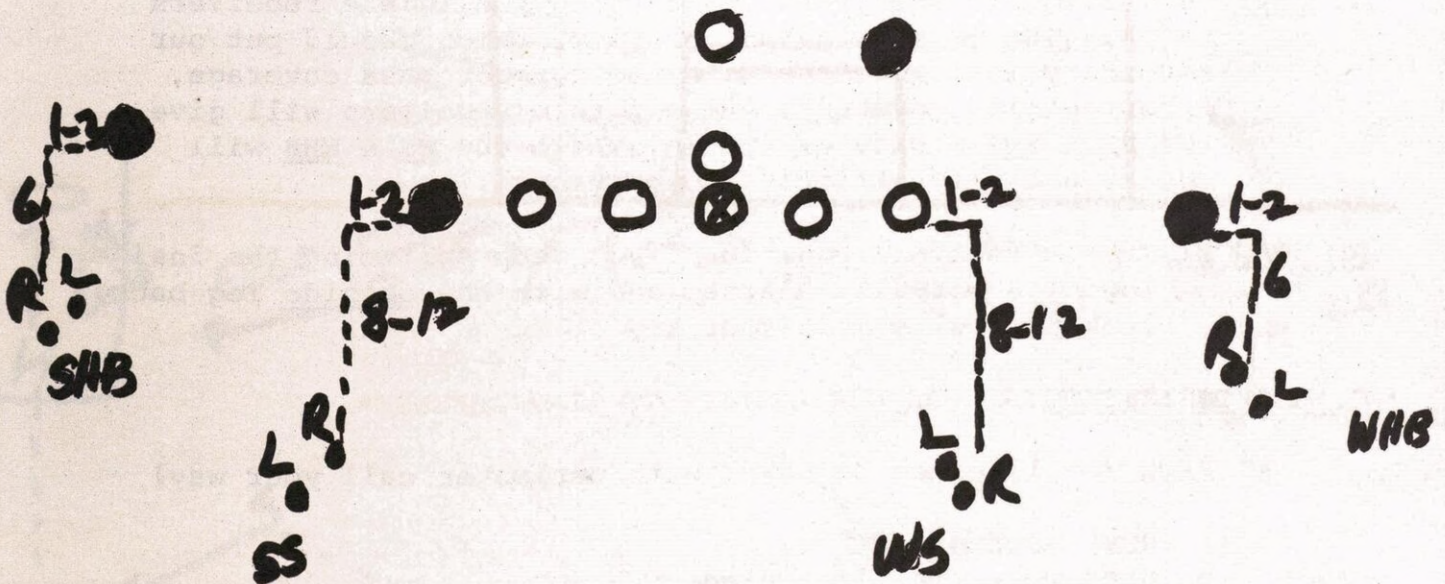
As indicated earlier, our basic secondary coverage is a 4-Spoke Alignment which consists of 4 secondary men:

Strong Halfback      Strong Safety      Weak Safety      Weak Halfback

Basic Alignment



Alignment versus Wide Deployment



## GENERAL COVERAGE PRINCIPLES & RESPONSIBILITIES

### HB'S

A. KEY: QB & Eligible Receivers: Key through eligible receivers to QB. The QB will establish flow; which should put our secondary into movement, with the correct pass coverage. After getting movement, the eligible receivers will give the SHB & SS a pass or run key while the WS & WHB will rotate and play strictly recognition.

B. STANCE: Take a football position, 4 yds outside & three yds deep with the outside leg forward, looking squarely at your key.

### C. RESPONSIBILITY:

A. FLOW (Ball) comes or DBP (with perimeter call your way)

1. RUN---Force
2. PASS--Flat (1st threat)

B. FLOW (Ball) goes away:

1. RUN---Safety
2. PASS--Deep Outside Third

### SAFETY'S

A. KEY: QB & Eligible Receivers: Key through eligible receivers to QB. The QB will establish flow, which should put our secondary into movement with the correct pass coverage. After getting movement, the eligible receivers will give the SS & SHB a pass or run key while the WS & WHB will rotate and play strictly recognition.

B. STANCE: Take a football position 8 yds deep splitting the inside leg of a normally aligned end with the outside leg back, looking squarely at your key.

### C. RESPONSIBILITY:

A. FLOW (Ball) comes or DBP ( with perimeter call your way)

1. RUN---Support HB
2. PASS--Deep Outside Third

B. FLOW (Ball) goes away.

1. RUN--Safety Man
2. PASS--Deep Outside Third

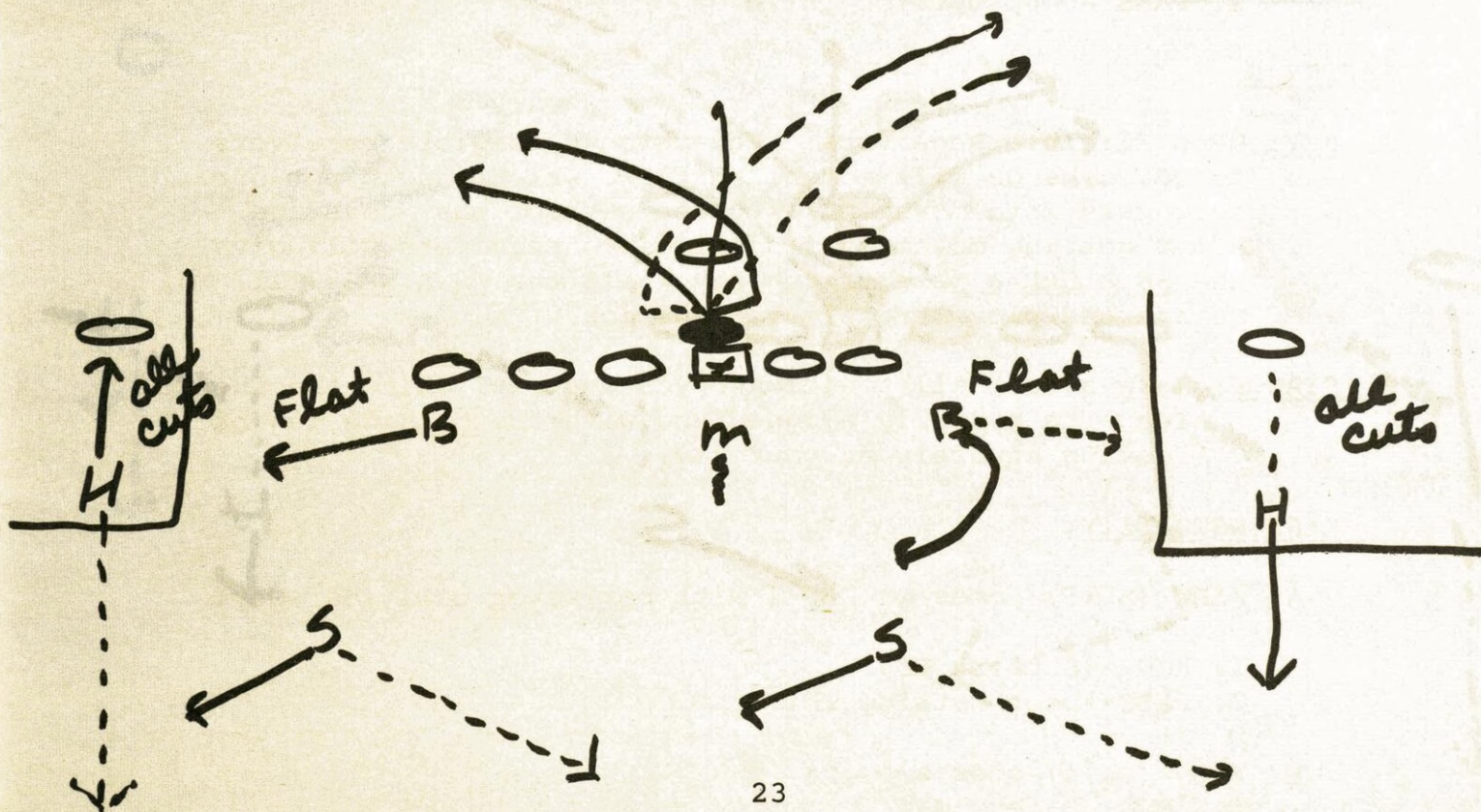
## RAINBOW (RT. or Lt.) VERSUS WIDE DEPLOYMENT

You will always maintain your regular alignment with "Squirm" techniques to deployment and the field until given a call by your safety. There will be calls made by our two safety's that will affect the HB's, LB's and himself. As stated earlier, they will be used only when the safety's feel that the offensive alignment is stretching our zones for that we need some additional help in an area with a different force or coverage. These calls may be called on both the strong-side and the weak-side BEFORE THE BALL IS SNAPPED. They will not be executed unless the rotation is your way from our key or the perimeter call (for DBP) is YOUR WAY.

### CALLS

- PRO LB-----Will Insure Flat (inside-out) for HB
- HB-----Take all cuts of wide receiver in short  $\frac{1}{4}$  (Keep rifle force)
- S -----Regular Coverage (coaching on field)

### ILLUSTRATION



CALLS CONTINUED

BOOM

When the safety's feel like the deployment will stretch them so far they can't rotate normally to cover Deep Outside Third and the HB's are so far removed that it is hard to make "Rifle Force" stand up versus the run; or their linebacker is needed to force the play or is involved in a stunt or blitz.

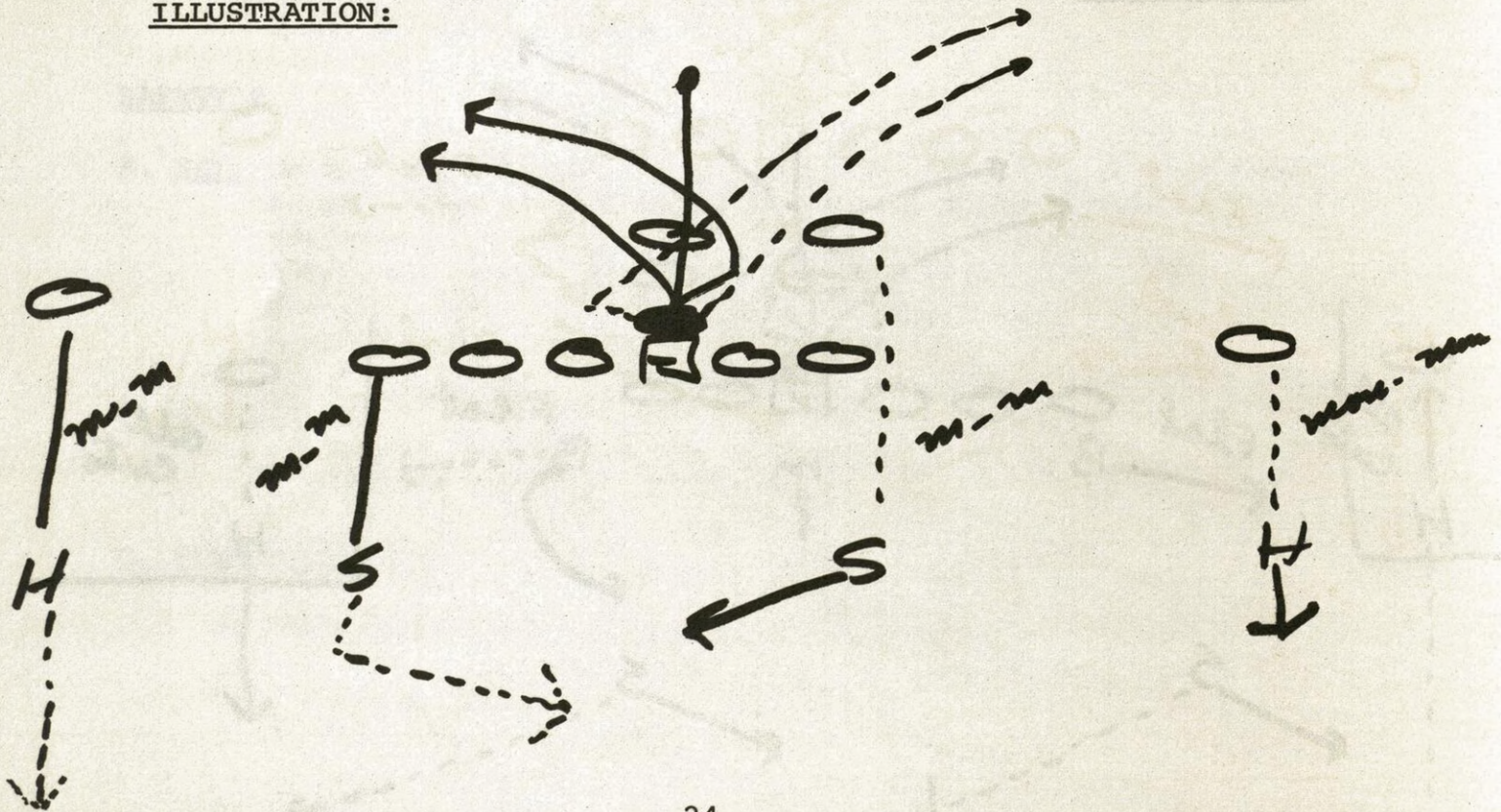
LB----Not involved in pass coverage

HB----Man-Man on wide receiver on all through and outside cuts. You may fold back inside some (if his route takes you there) but your weak safety will help you on all post routes. You be sure he has him before you quit him. Pistol Force on runs.

Note Pistol & Boom same versus run.

S ----Man-Man on the inside receiver on all through and outside cuts. Do not fold inside with him. Your weak safety will pick him up should he go down the middle or to your inside.

ILLUSTRATION:



CALLS CONTINUED

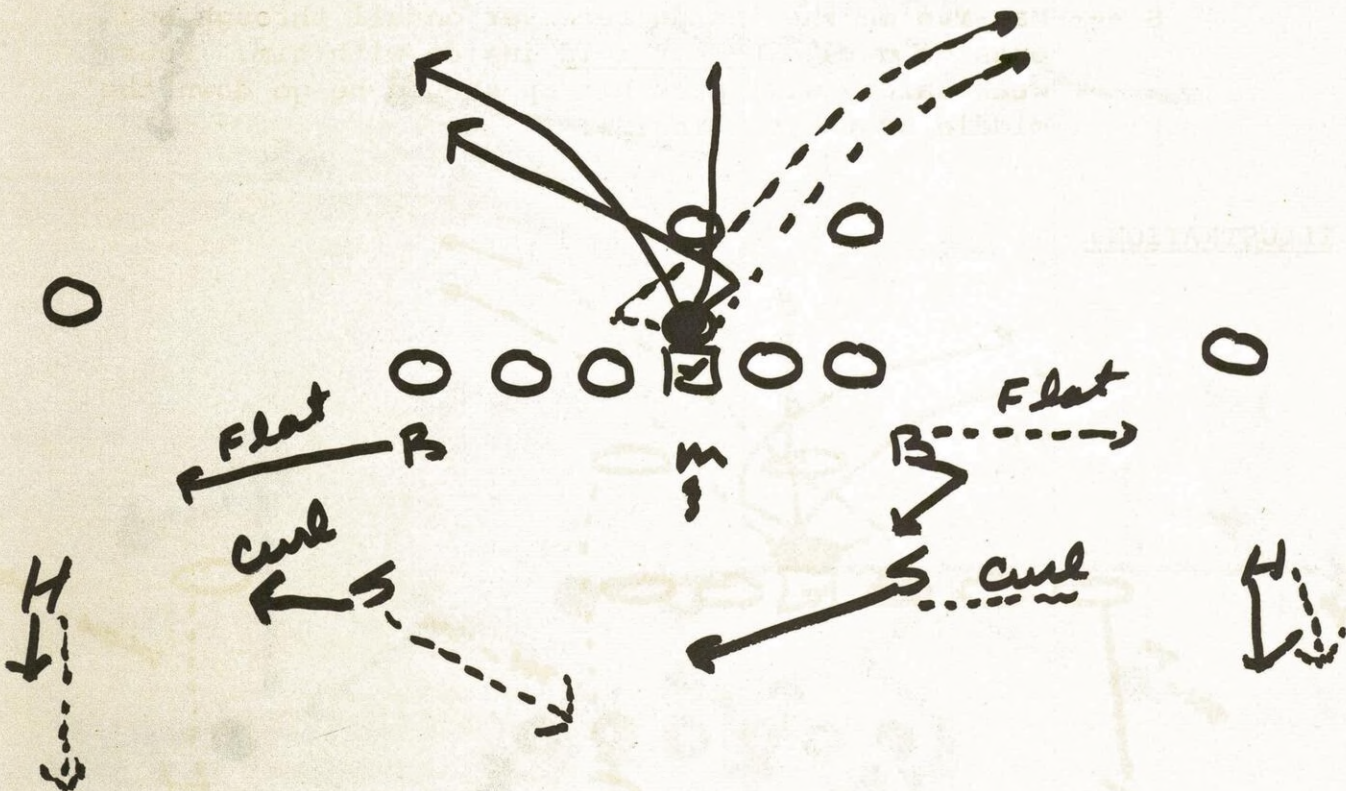
PISTOL "When the safety's feel like the deployment will stretch them so far they can't rotate normally to cover Deep Outside Third and the HB's are so far removed that it is hard to make "Rifle Force" stand up versus the run".

LB----Will insure flat (inside-out) for safety (same as pro)

HB----Deep Outside Third Pistol Force You are second support outside safety

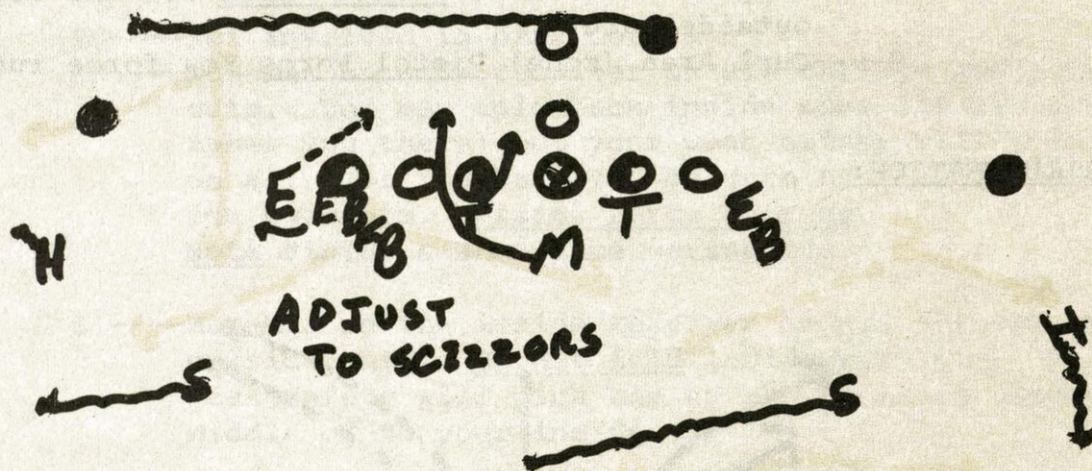
S----Curl Area (zone) Pistol Force You force run

ILLUSTRATION:

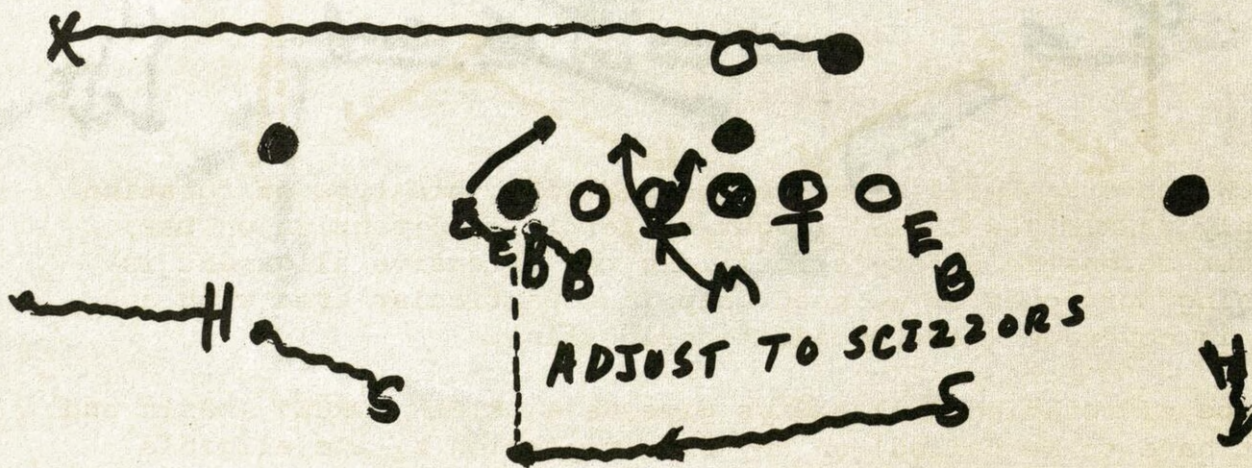


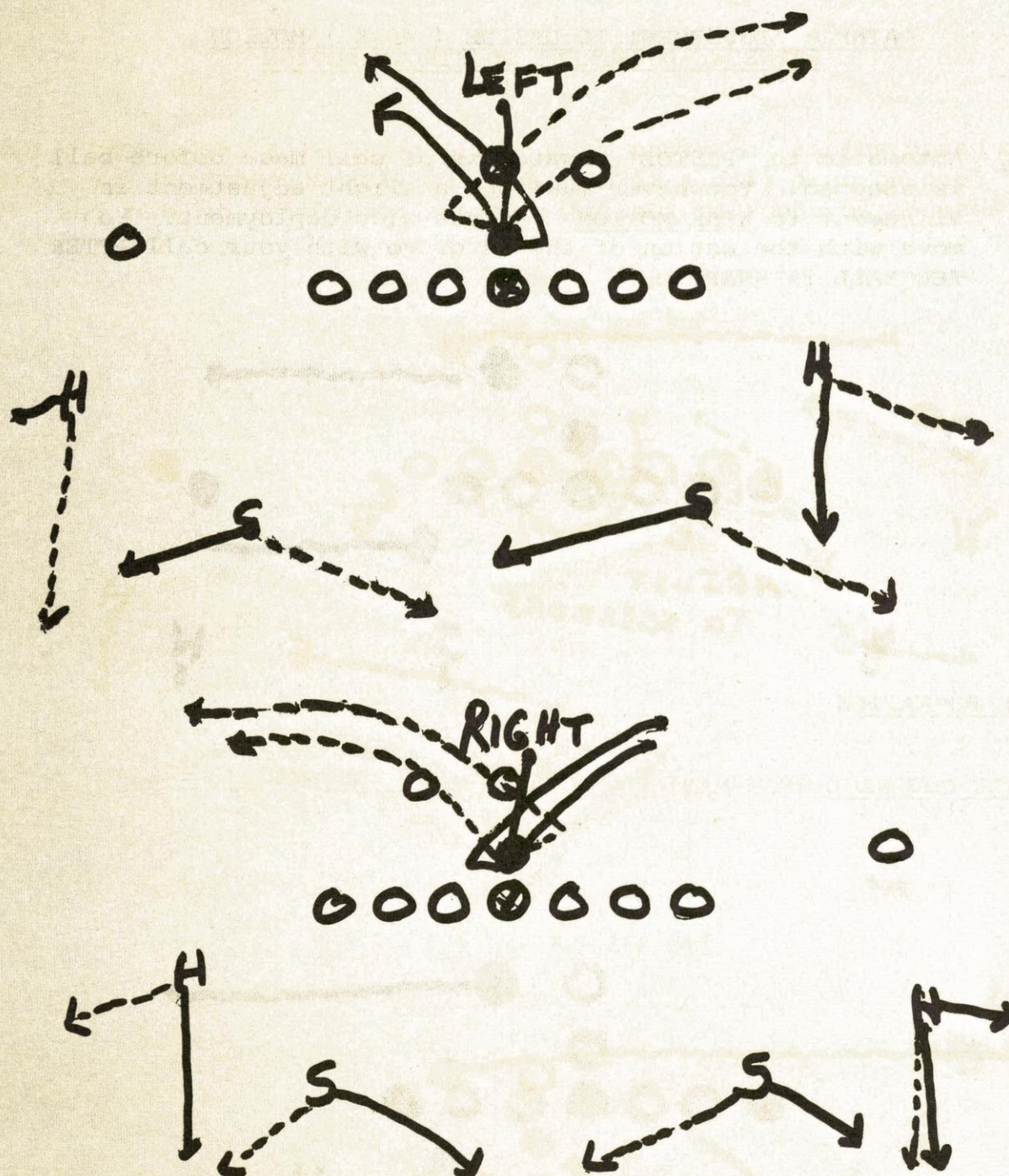
RAINBOW ADJUSTMENT TO STRONG MOTION

Our basic adjust to strong motion will be SCISSOR AND STRONG X by our forcing unit with a RIFLE FORCE AND PASS COVERAGE by our spokes. In essence we check to regular coverage regardless of what has been called.



MABLE COVERAGE (MAN-MAN)



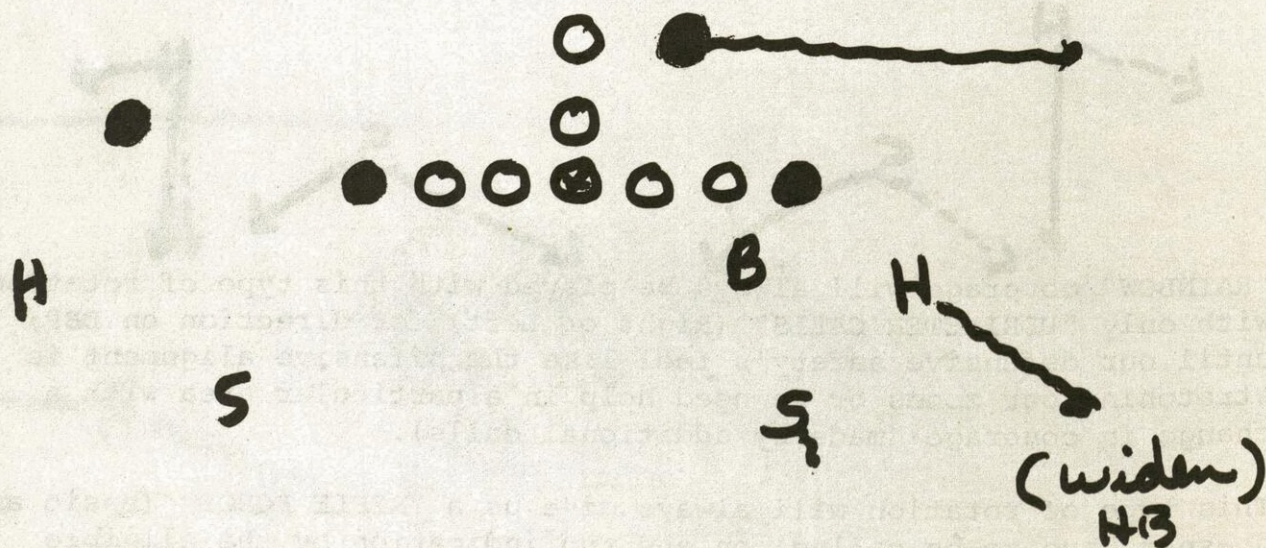
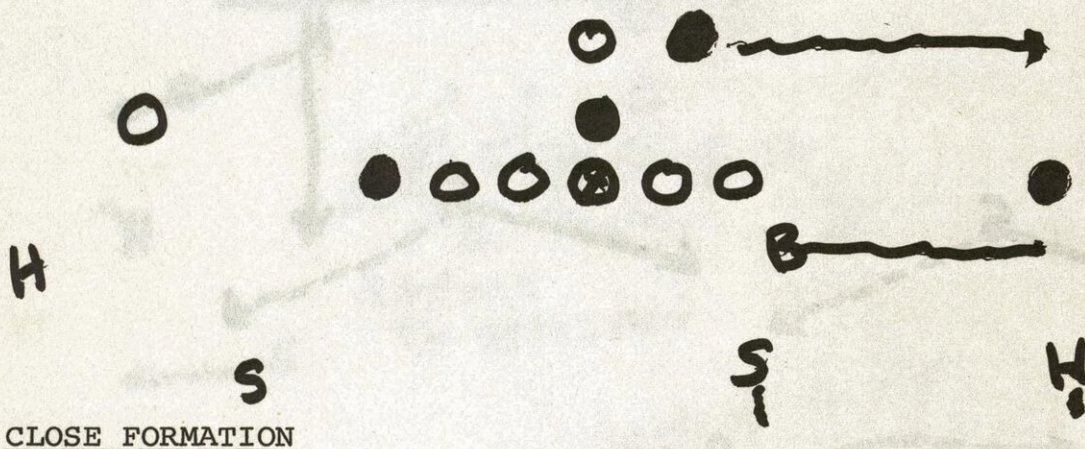


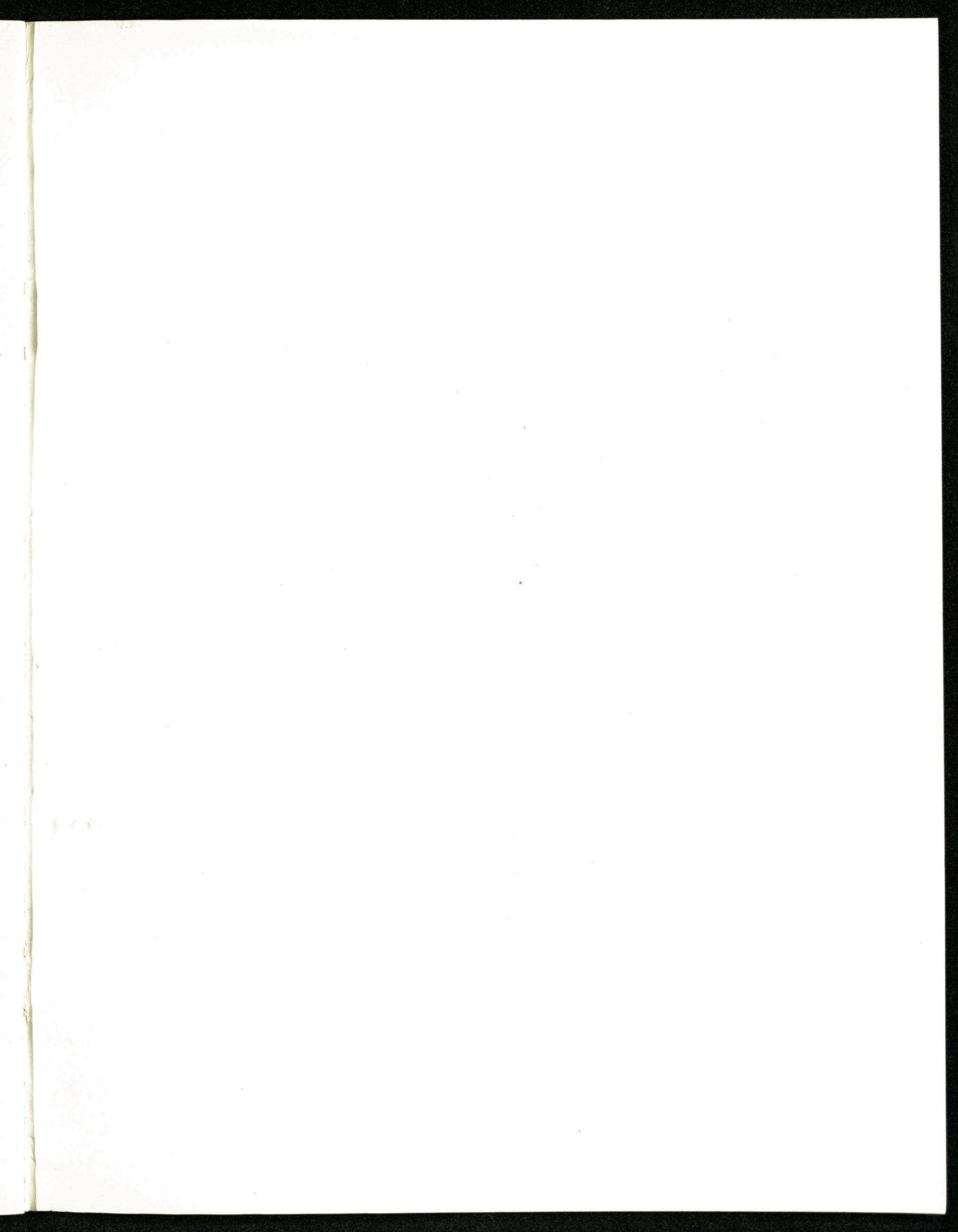
"RAINBOW" coverage will always be played with this type of rotation with only "PERIMETER CALLS" (Right or Left) for direction on DBP; until our defensive safety's feel like the offensive alignment is stretching our zones or we need help in a particular area with a change in coverage (made by additional calls).

This type of rotation will always give us a "RIFLE FORCE" (basic and doesn't have to be called) on any run indication by the eligible receivers. This means our HB (man having flat coverage) will force the play while the safety will be our secondary support or contain man.

RAINBOW ADJUSTMENT TO ONSIDE ( WEAK ) MOTION

BASIC Automatic to "PISTOL" regardless of call made before ball is snapped. You never make but a slight adjustment in alignment to WEAK MOTION versus wide deployment. You move with the action of the QB or go with your call AFTER THE BALL is SNAPPED.





№ 518