

# CALLING YOUR FULL SLIDE PASS PROTECTION

I'm in the process of trying to iron out the rules we will use and I wanted to get some input from the coaches on this site. I have talked with a couple coaches about it and spent quite a bit of time looking at articles, and playbooks about the concept. By the way this is for a full slide concept.

Declaring the slide side: Center make the call (Roger/Louie)

- 1) Slide to 4 rush side.
- 2) Slide to the shaded Nose
- 3) Slide to the 3 Tech
- 4) Slide to the strength of the defense

Major Terms:

Slide Step: 4-6 inch lateral step in the direction of the call, maintaining inside foot up.

Pop: For the OL who is either uncovered with no immediate threat or has a secondary threat. There is no slide step; instead the OL pops up in a good pass set on the neared DL combos him with the sliding OL with eyes on gap of responsibility.

Immediate Threat: There is a Defensive player lined up in the gap that the OL is responsible for. (ex: a DL in a 3 tech for a G, or a 4i for that same G).

Secondary Threat: No defensive player is aligned in the gap for that OL. The OL may still be covered by a DL who is away from where the OL will be sliding. (ex: DL in a 1 tech for a G). Also, a LB playing off the LOS.

Grey Area: The DL has not declared a gap by alignment and is in a head up technique.

Covered linemen: A linemen is considered covered if a DL covers any part of him.

Fire: Alert made by the FST/FSY to let the rest of line know about a blitz off the edge.

Rules:

Covered Linemen:

- vs. immediate threat slide directly to that threat.
- vs. secondary threat/grey area pop with eyes on gap of responsibility.

Uncovered Linemen:

- vs. immediate threat slide directly to that threat. (note: a grey area on next linemen to the slide side is considered an immediate threat)
- vs. secondary threat: pop and help against the nearest threat. (ex: against a base 4-3

with a 3 and 9 tech to both to the strong side the FST would pop and help vs. the 3 with eyes on the C gap. against the same D with a 1 on the backside guard the center would help the bsg.)

Examples:

B.....B.....B.....B

E.....T.....T.....E

T.....G.....C.....G.....T.....Y

Call: Roger (slide rt.)  
BST - Slide (eyes on B gap)  
BSG - Slide on 1 tech  
C - Pop (help on 1 tech with eyes on FS A gap)  
FSG - Slide on 3 tech  
FST - Pop (help on 3 tech with eyes on FS B gap)  
FSY - Slide on 9 tech

...W.....M.....S

E.....T.....T.....T.....E

T.....G.....C.....G.....T.....Y

Call: Roger (strength of D)  
BST - Slide to 2 tech  
BSG - Pop on 2 tech, eyes on A gap  
C- Slide to 2 tech  
FSG - Pop on 2 tech, eyes on B Gap  
FST - Slide on 5 tech  
FST - Slide on 9

...W.....M.....S

E.....T.....N.....T.....E

T.....G.....C.....G.....T.....Y

Call: Roger (to the shade)

BST - Slide to 3 tech

BSG - Pop on 3 tech with eyes to A gap

C - Slide to shaded N

FST - Pop and help with shaded N

FST - Slide to 5 tech

FSY - Slide to 9 tech

Please give me any and all comments you guys have.

Here are a couple things I'm still thinking about:

1) On the Pop I am thinking about still having my linemen slide, to prevent gaps from widening. But I want them to be in a position to help on the nearest threat.

2) Thinking about sliding away from the Y. This allows my T to block a DE and also lets RB block a threat that is one more man removed from the QB. (maybe a little easier for a RB that isn't a true blocker).

3) Is the pop tech the best idea for uncovered linemen or a lineman who doesn't have an immediate threat? I know that it may not be a "true" slide protection, but I think it helps linemen who may have a tougher assignment, like a G trying to slide on a Nose.

4) How to teach them not to chase slanting or twisting defensive linemen? I would imagine that this is something we will just have to rep the crap out of it for them to get use to it.