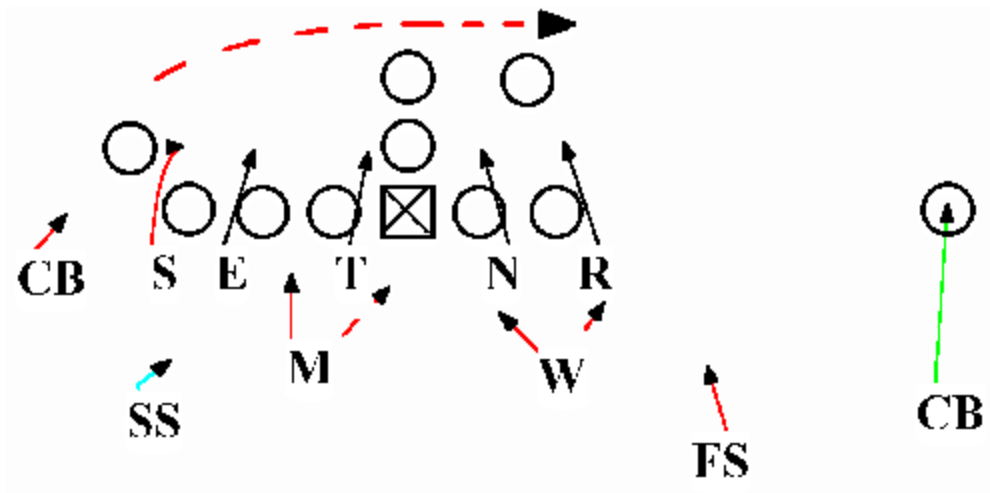


**Defending the Wing-T**  
 A Clinic by Coco Jarin  
 Defensive Coordinator - Mt. San Antonio College

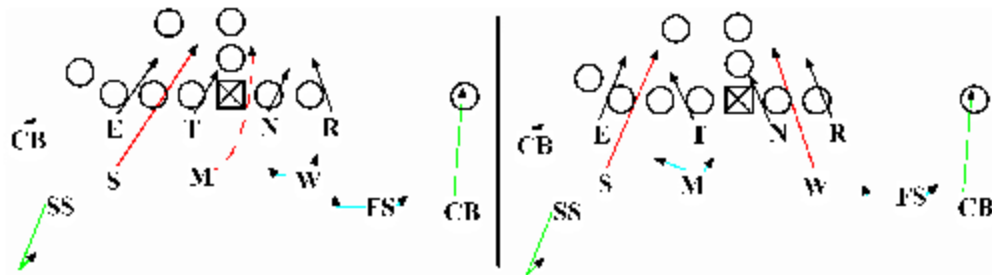


- **DEFEND OFFENSIVE SETS**
  - *Wing-far - near .....The set above is a Wing-far*
  - *Wing Slot .....Back set as a slot on weakside*
  - *Double Slot .....Single back*
  
- **FRONTS and Checks -v-**
  - *Wing-far - near .....Slant towards back sets.*
  - *Wing Slot .....Playing a tap game*
  - *Double Slot .....Working swat blitz package*
  
- **COVERAGE'S**
  - *Cover 4 with split rules .....v- Wing - far and near*
  - *Cover One .....v- Double Slot swat package*
  
- **DEFENDING ARCH MOTION**
  - *Motion by wing .....Check razor or lightning*
  - *Motion by slot .....Check thunder*
  - *Motion by slot in double slot...Check Boomerang*

## FRONTS AND CHECKS

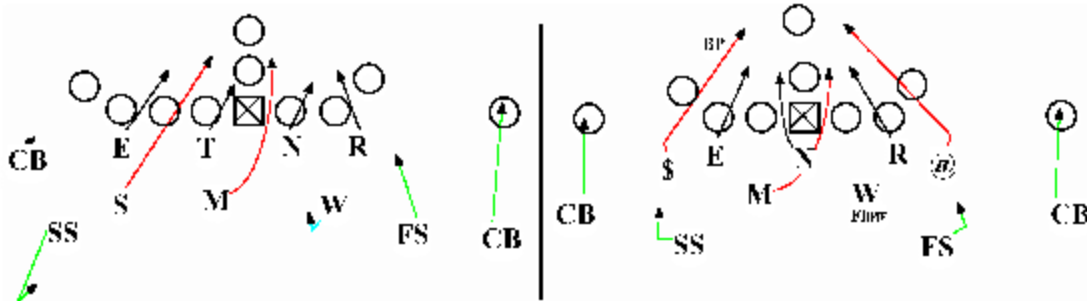
Playing an attacking eye technique will give the defense an opportunity to disrupt the blocking schemes of offense.

When facing a team that sets their backs near or far we like to play our tackles in a two shade. This gives us a option to move our tackles towards the backssets and gives us movement that will coordinate with our pressure.



Playing the "Tap Game" -v- Wing-Slot is a way to give our linebackers the freedom to be creative with their blitzes. The TG is worked with the tackles and the inside lb's.

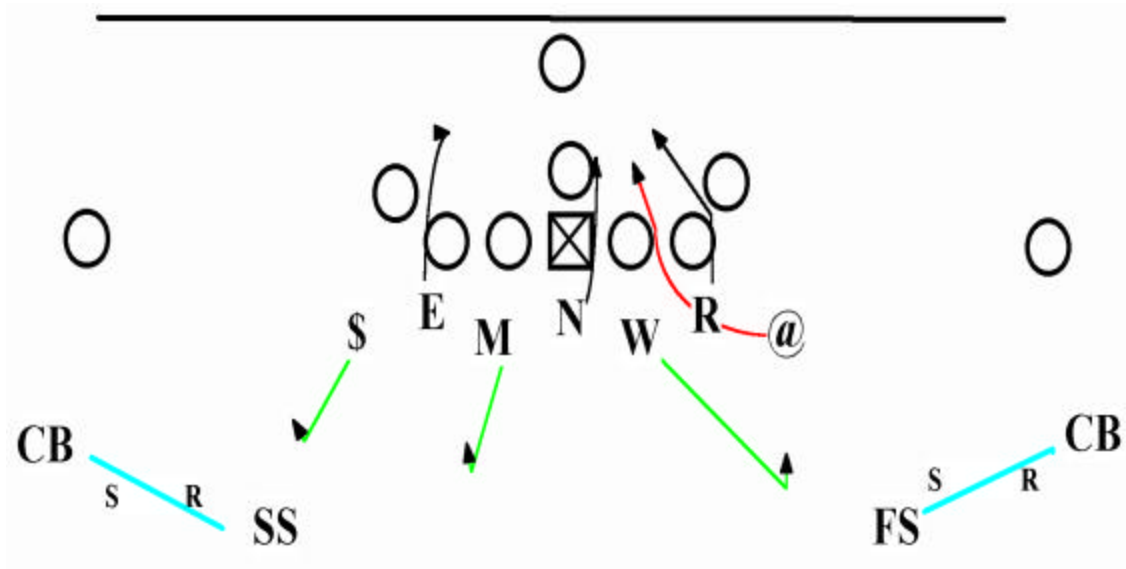
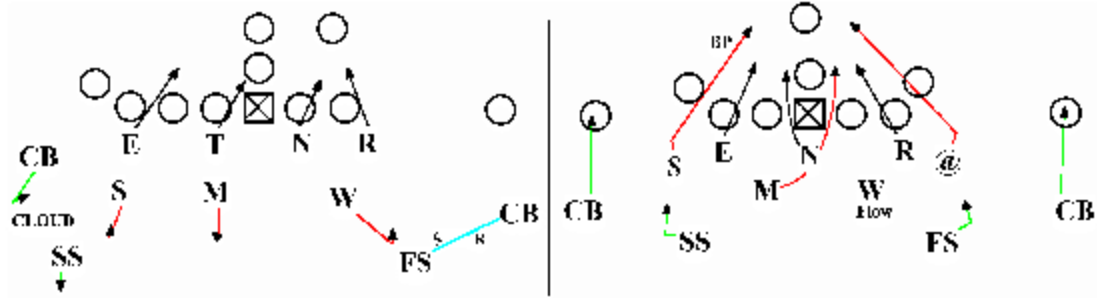
When facing Double slot and a single back, we will defend it with a match-up concept. With this match-up we've chosen to defend it with our "Swat Package", which is 3 down and 2 lb's.



## Coverages

Playing zone coverage -v- Wing-far gives you a defense that can sit back and read and react to run. The zone that we chose to run -v- wing-t is cover(4). Note all split rules apply.

When facing double slot, we like to run our "Swat Package" this package gives us a variety of options. We are able to be creative with our blitzes bringing faster guys off the edge and it still gives us the luxury to run some zone with it.



### Arch Motion

Motion by wing will give us a check blitz. If the wing is motioning left to right we will check "Lightning", "Razor from the right".

