



The 2006 Griffin Defense

The Griffin GAM Defense

The GAM Defense is a viable defensive choice for youth teams because of the ease of implementation for the coaches and the quick comprehension it lends to players.

These simplistic aspects allow the defensive team the freedom to focus on the fundamental points of all defenses, which is to stop the offense from scoring by sound tackling and forcing offensive mistakes (penalties and turnovers).

Through installing this defense the players and coaches can minimize the pressure of learning it in order to maximize the pressure from executing it.

DEFENSIVE GOAL:

To apply more pressure on the offense than it can withstand or under which it can properly perform.

The Griffin GAM Defense

The Origin

The Griffin version of the GAM is a hybrid of multiple defenses.

Though concepts are borrowed from various defenses, the primary relied upon thinking is derived from:

- The Gap-Air-Mirror (John Reed)
- The 10-1 Defense (G.A. Moore)
- The 46 Defense (Rex Ryan & Clark Wilkins)



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From the Gap- Air- Mirror:

The defense derives a majority of its functionality from John Reed's GAM:

- **Basic Alignments**
- **Basic Bear Crawling Technique**
- **Sweep Spot Containment Emphasis**
- **Basic Bump- &- Run Pass Coverage Techniques**
- **Basic Drills**



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From the 10-1 Defense:

From G.A. Moore's 10-1 Defense we get the following:

- Defensive Line Stance
- Subtleties for Positional Responsibilities
- Variation Ideas



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From the 46 Defense:

From the 46 Defense as presented by Rex Ryan and Clark Wilkins (DC), we get the following:

- **Linebacker Play**
- **Edge Pressure Concepts**
- **Linemen Goals**
- **Position Names**



The Griffin GAM Defense

Choosing the Players

Guards:

GAM-Like Assignments

- Must be able to plug their gaps, stay low and bear crawl to the near leg of the QB (or 2 yards in the back field).
- Align in the “A” Gap- between the 3rd & 4th offensive players (on LOS) on their side.
- **MUST COUNT GAPS EVERY PLAY**. Must start count from Sideline towards the ball.
- Play in a balanced four point stance (or staggered four point with inside foot forward).

**Ideal place for small, new or developing players (i.e. MPP).*

The Griffin GAM Defense

Choosing the Players

Guards:

Non GAM-Like Assignments

- Align as a Nose Guard & defend both “A” Gaps- Preferably play side “A” Gap.
- Know how to take on Wedges and Double teams.



The Griffin GAM Defense

Choosing the Players

Tackles:

GAM-Like Responsibilities

Must be able to plug their gaps, stay low and bear crawl to the FB (or 2 yards in the back field).

- Must welcome double teams and take them on.
- Align in the “B” Gap- between the 2nd & 3rd offensive players (on LOS) on their side.

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Choosing the Players

Tackles (cont):

GAM-Like Responsibilities

- **MUST COUNT GAPS EVERY PLAY.** Start count from Sideline towards the ball.
- Play in a balanced 4 point stance (or staggered stance with inside foot forward).
- Must know shift responsibilities.
- **Ideal place for larger, stronger players. Can be MPP.*

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Choosing the Players

Tackles (cont):

Non-GAM Like Assignments:

- Play in a 3 point (Tilt) stance
- Know how to take on Traps, Pulls, Jump Thrus, Reach and Double teams.
- Know how to Swim, Severe Slant, and Bull Rush.



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Choosing the Players

Outside Line Backers:

“GAM-Like” Assignments:

- Responsible for “C” Gap
- Covers the 2nd receiver (Man to Man) on his side.
- Experienced, aggressive and large enough to fight off double teams.

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Choosing the Players

Outside Line Backers:

“Non GAM-Like” Assignments:

- Alignment
- Stance
- Pressure Responsibilities



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Choosing the Players

Defensive Ends:

“GAM-Like” Assignments:

- Alignment
- Responsibilities
- Must be a sound tackler, moderately aggressive, but very disciplined.



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Choosing the Players

Defensive Ends:

“Non GAM-Like” Assignments:

- Alignment versus “Crack” calls
- Stance
- Responsibilities



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Choosing the Players

Cornerbacks:

Assignments:

- Alignment
- Stance
- Coverage and Secondary play
- Good Open-field Tacklers, with good feet and fast reactions.

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Choosing the Players

Middle Linebacker:

GAM-Like Assignments:

- Best aggressive athlete with the most FBI and best tackling skills
- Alignment
- Reckless play
- Coverage

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Choosing the Players

Middle Linebacker:

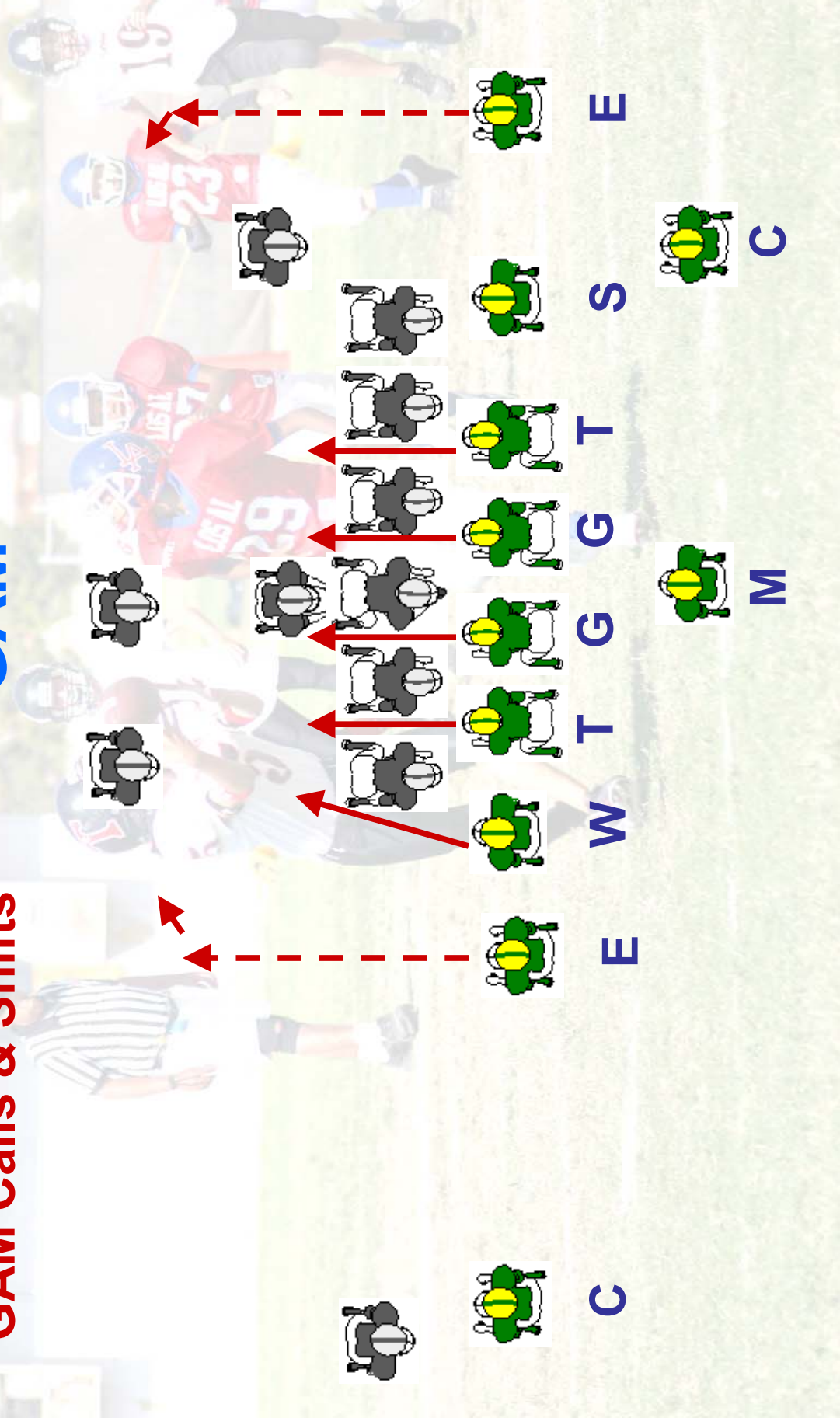
Non GAM-Like Assignments:

- Strength and Shift Calls
- Alignment
- Coverage

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GAM Calls & Shifts

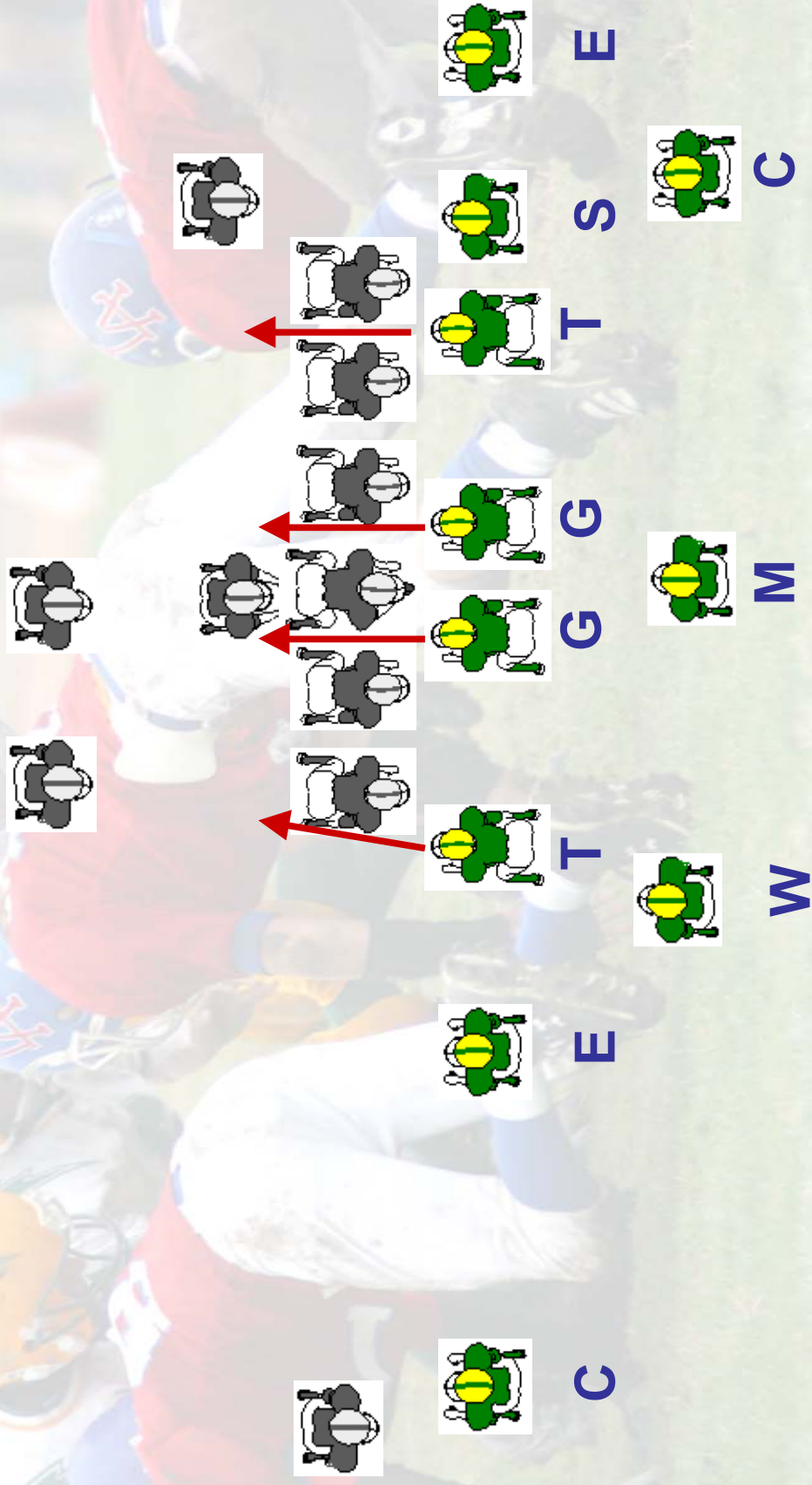
GAM



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GAM Calls & Shifts

FAT (Flex at Tackles)



The Griffin GAM Defense

GAM Calls & Shifts

TAG (Tackles and Guards)



C

E

T

G

G

T

S

E



W

M

C

The Griffin GAM Defense

“Odd” Call

The “Odd” call is used to convert the defense into more of a true 46 look. A D-lineman is removed and replaced by another Middle Line backer or Defensive back. This enables the defense to be better prepared to handle spread formations or long yardage and pass situations.

The chief benefit of the call is that it allows for more edge pressure as the outside Linebackers can play with more reckless abandonment to the ball.

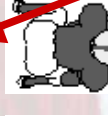
Conversely, the “Odd” call causes a reduction in Gap pressure in the interior of the defense.

The use of the “Odd” call is normally predetermined via the scouting report.

The Griffin GAM Defense

Odd vs. Wing-T

“Odd” Call



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F

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S

C

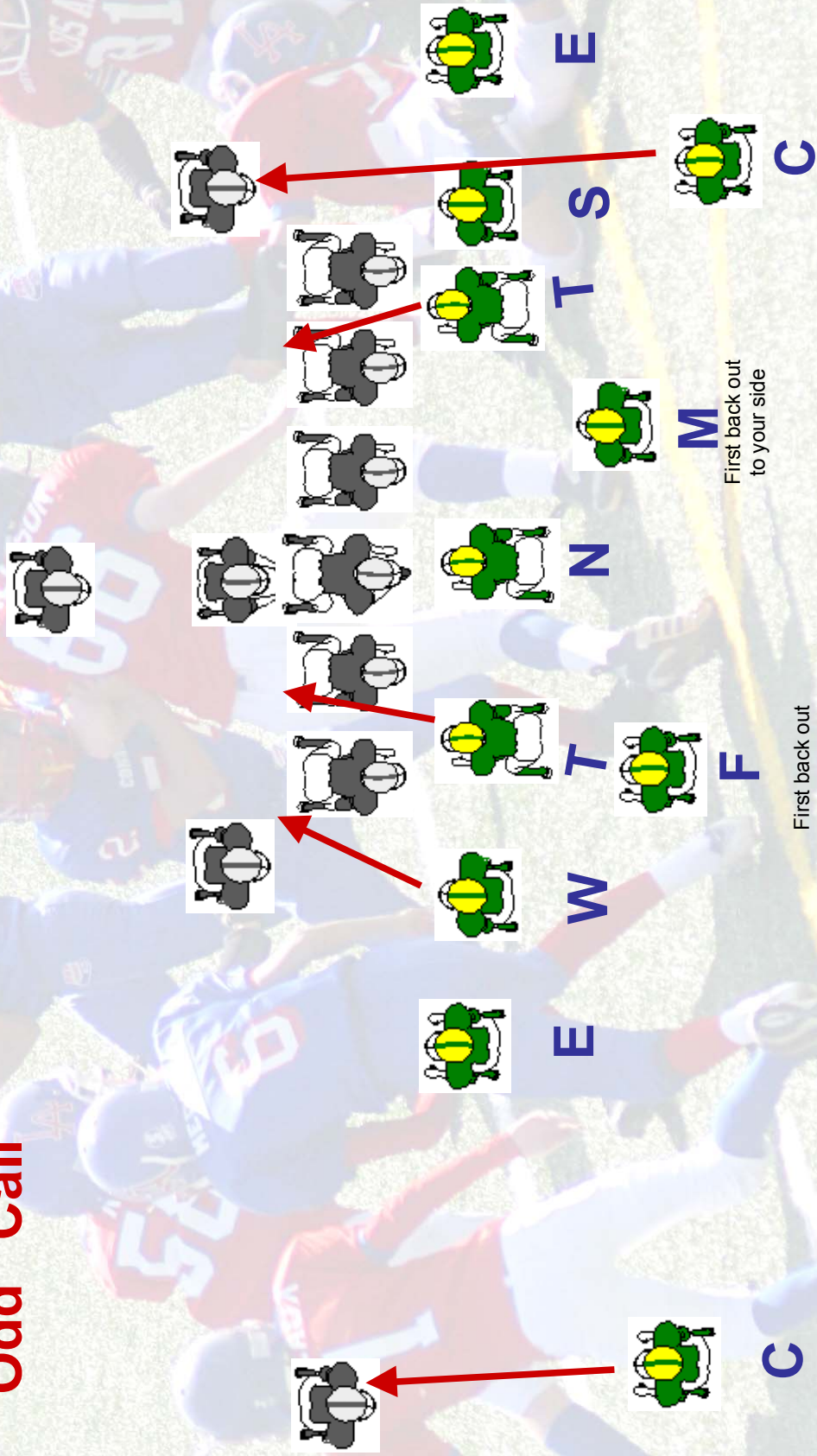
First back out to your side

First back out to your side

The Griffin GAM Defense

Odd vs. Slot Wing-T

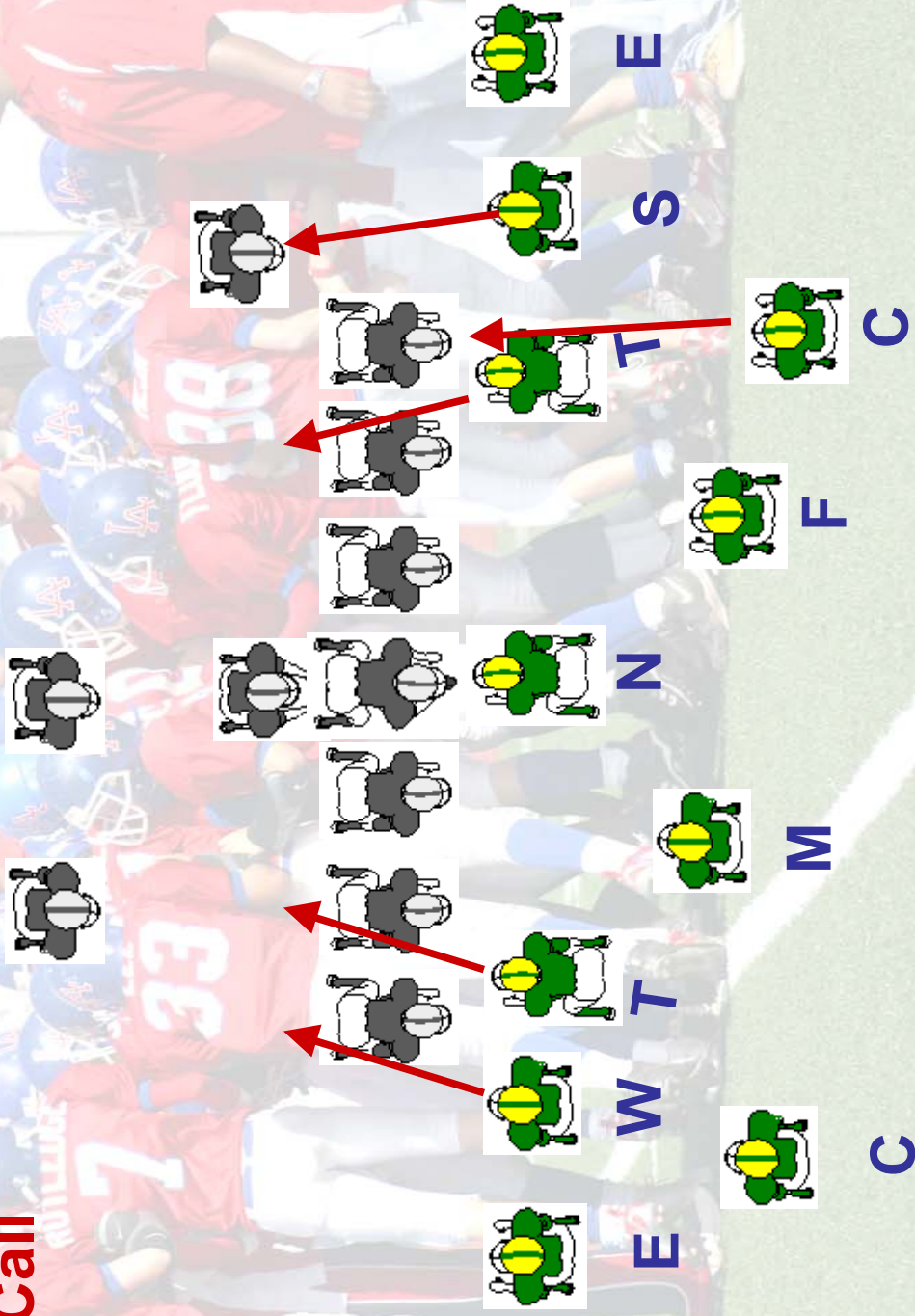
“Odd” Call



The Griffin GAM Defense

Odd vs. Double Tight Wing-T

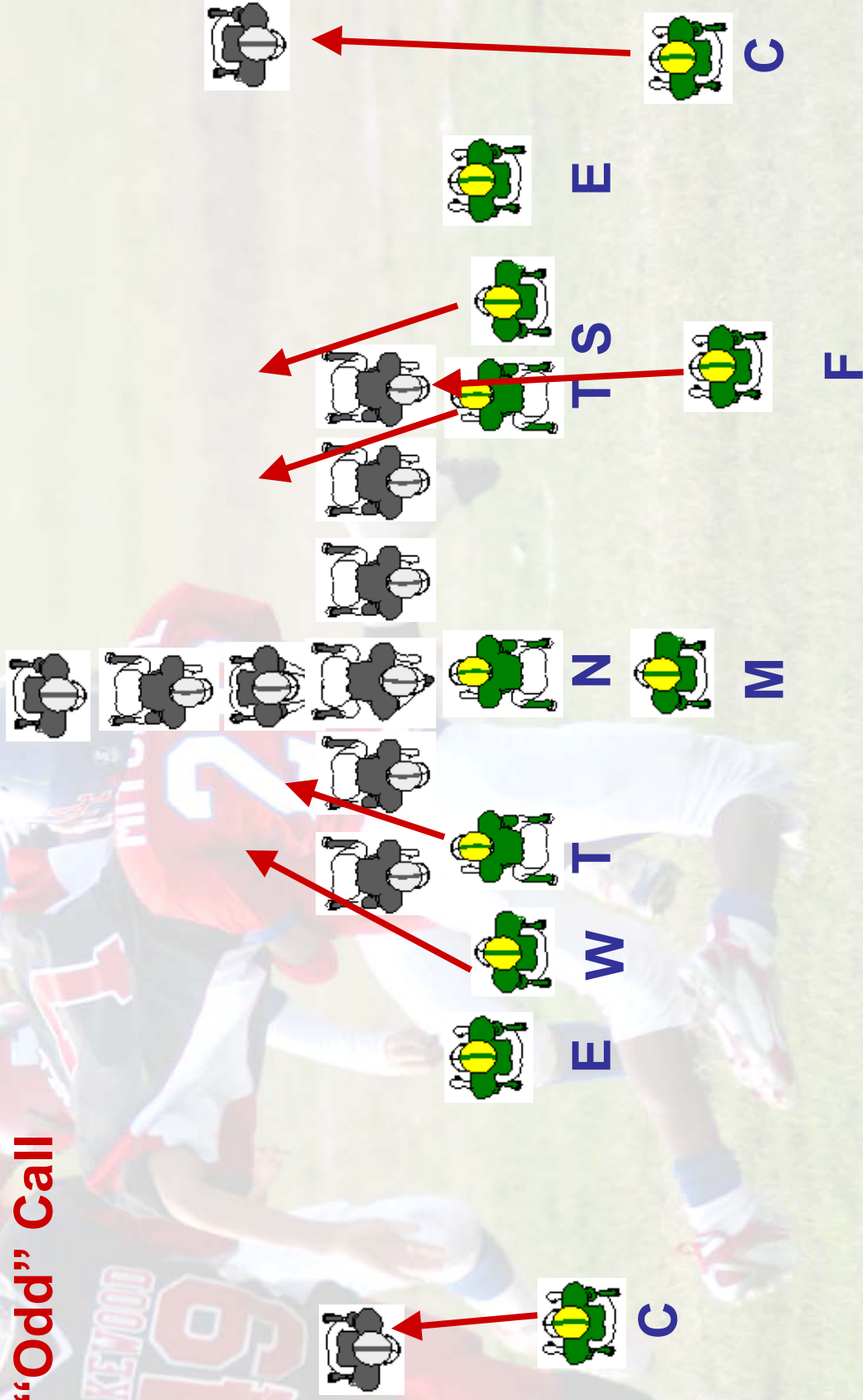
“Odd” Call



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Odd vs. 1 Pro-Set

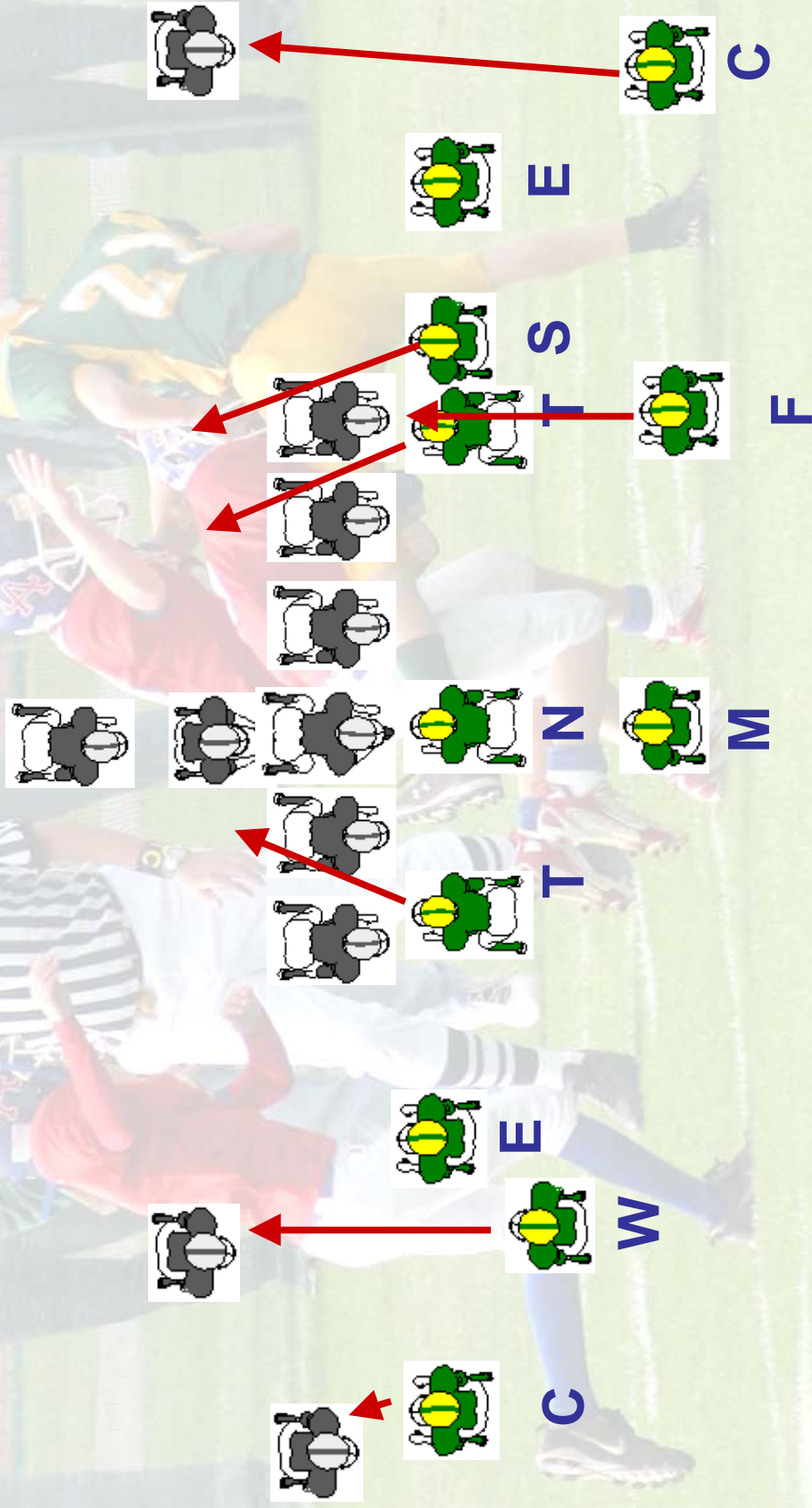
“Odd” Call



The Griffin GAM Defense

Odd vs. Go Formation

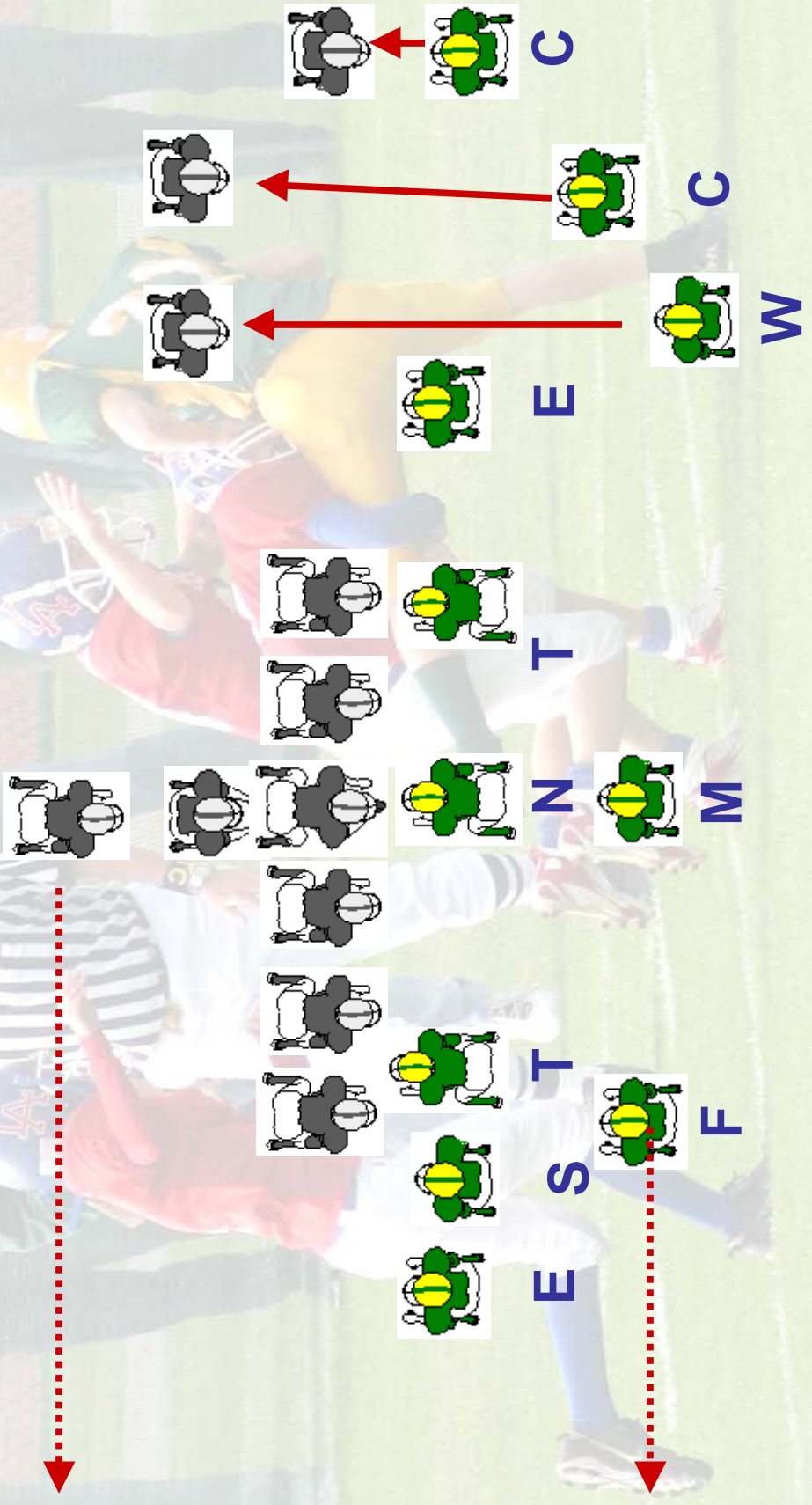
“Odd” Call



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Odd vs. "Trips" w/ Tight End

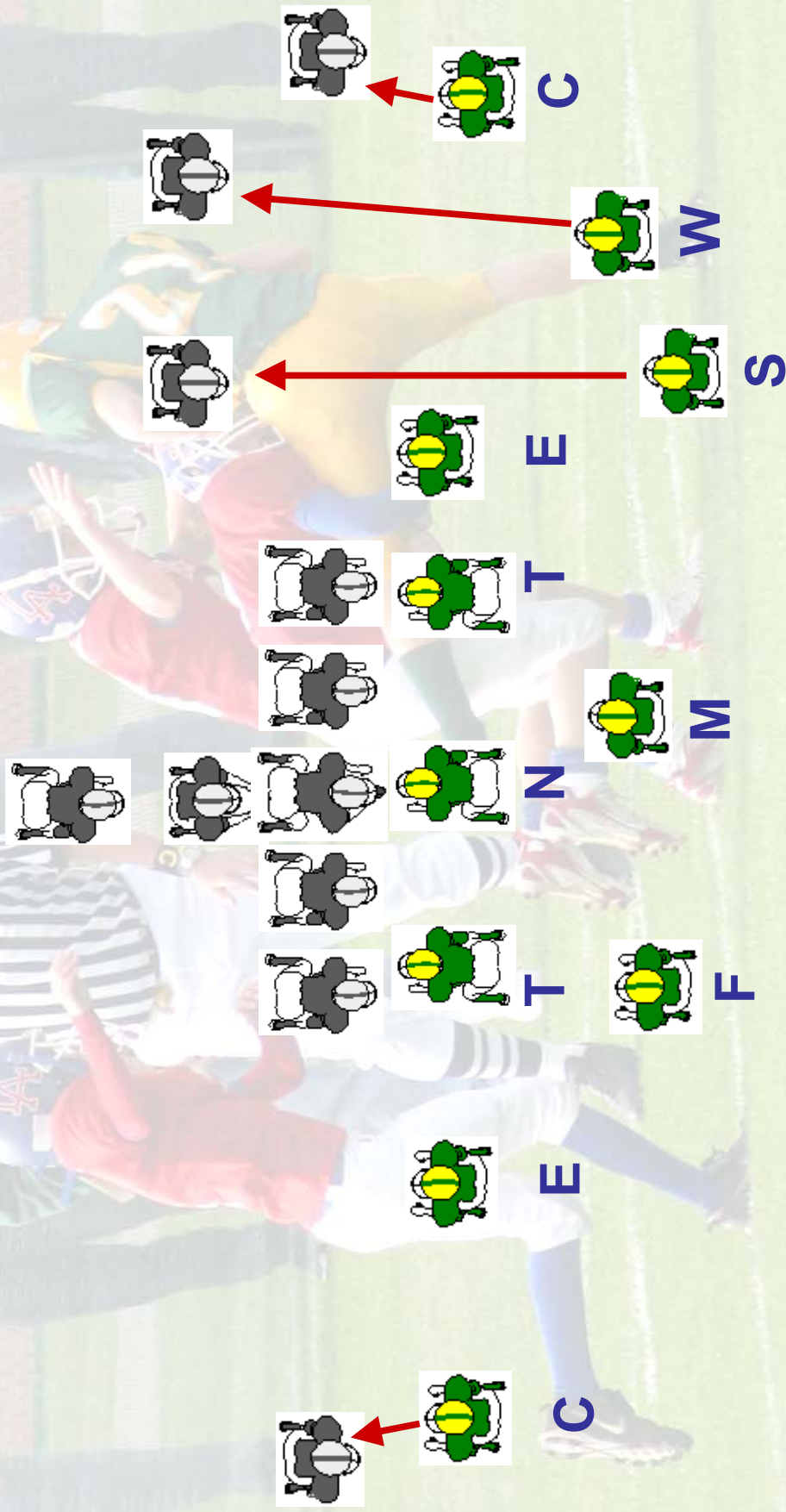
"Odd" Call



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Odd vs. Split "Trips"

"Odd" Call



The Griffin GAM Defense

Odd vs. Spread (Speed)

“Odd” Call



E

W

T

N

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S

E

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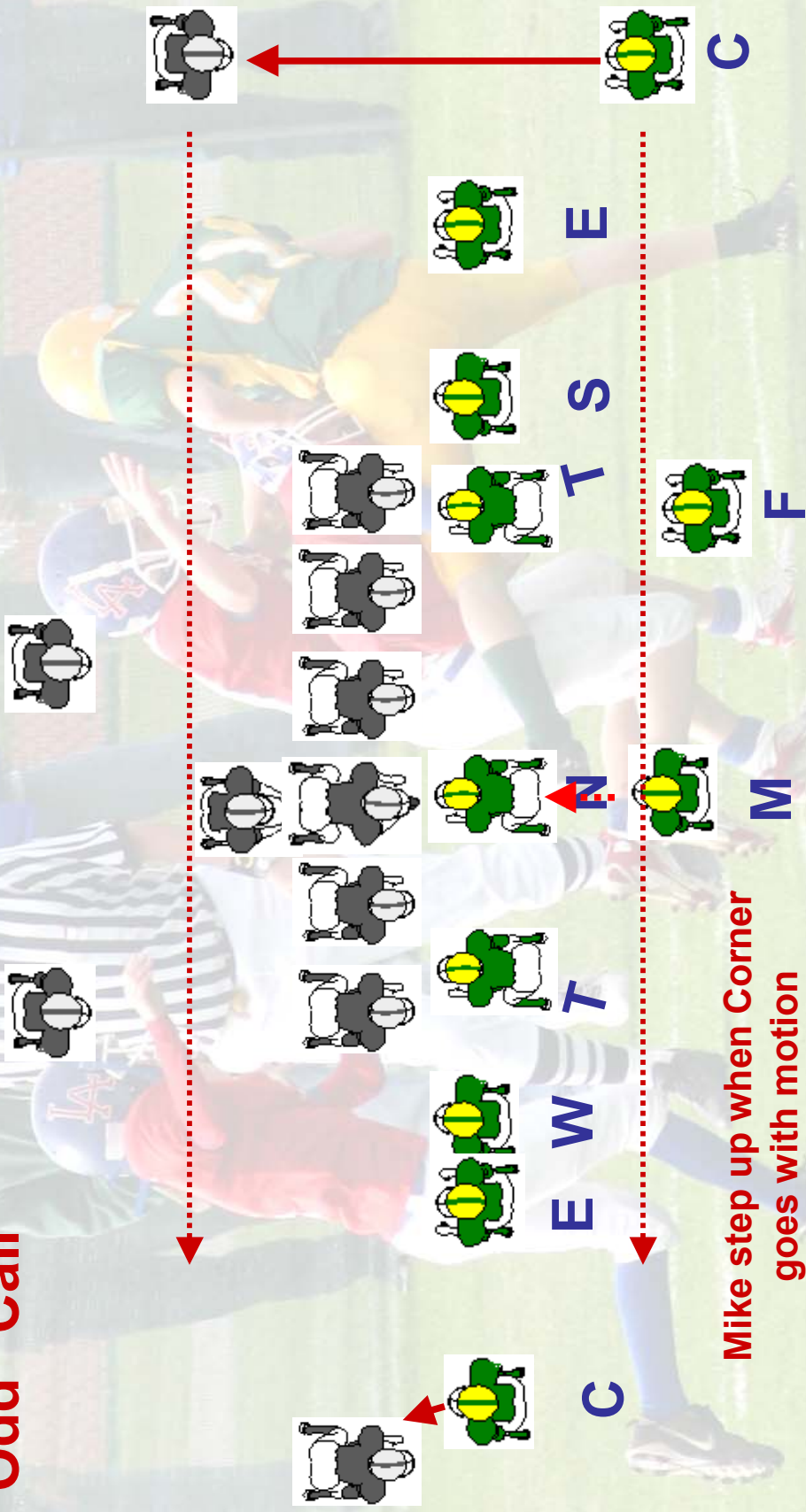
M

C

The Griffin GAM Defense

Odd vs. Split Backs

“Odd” Call

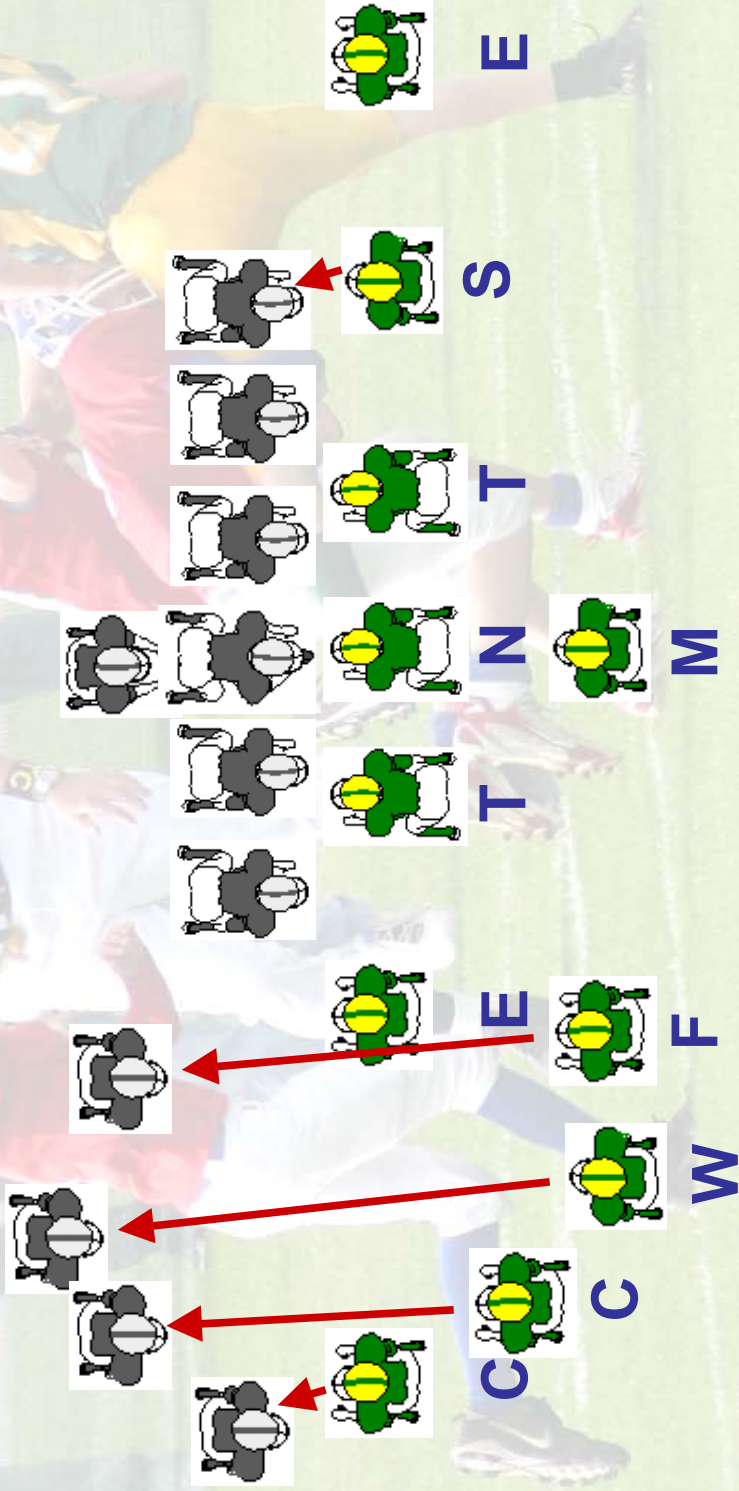


Mike step up when Corner goes with motion

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Odd vs. "Quads"

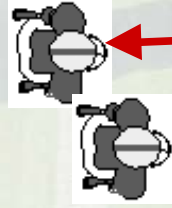
"Odd" Call



The Griffin GAM Defense

Odd vs. Open "Quads"

"Odd" Call



C



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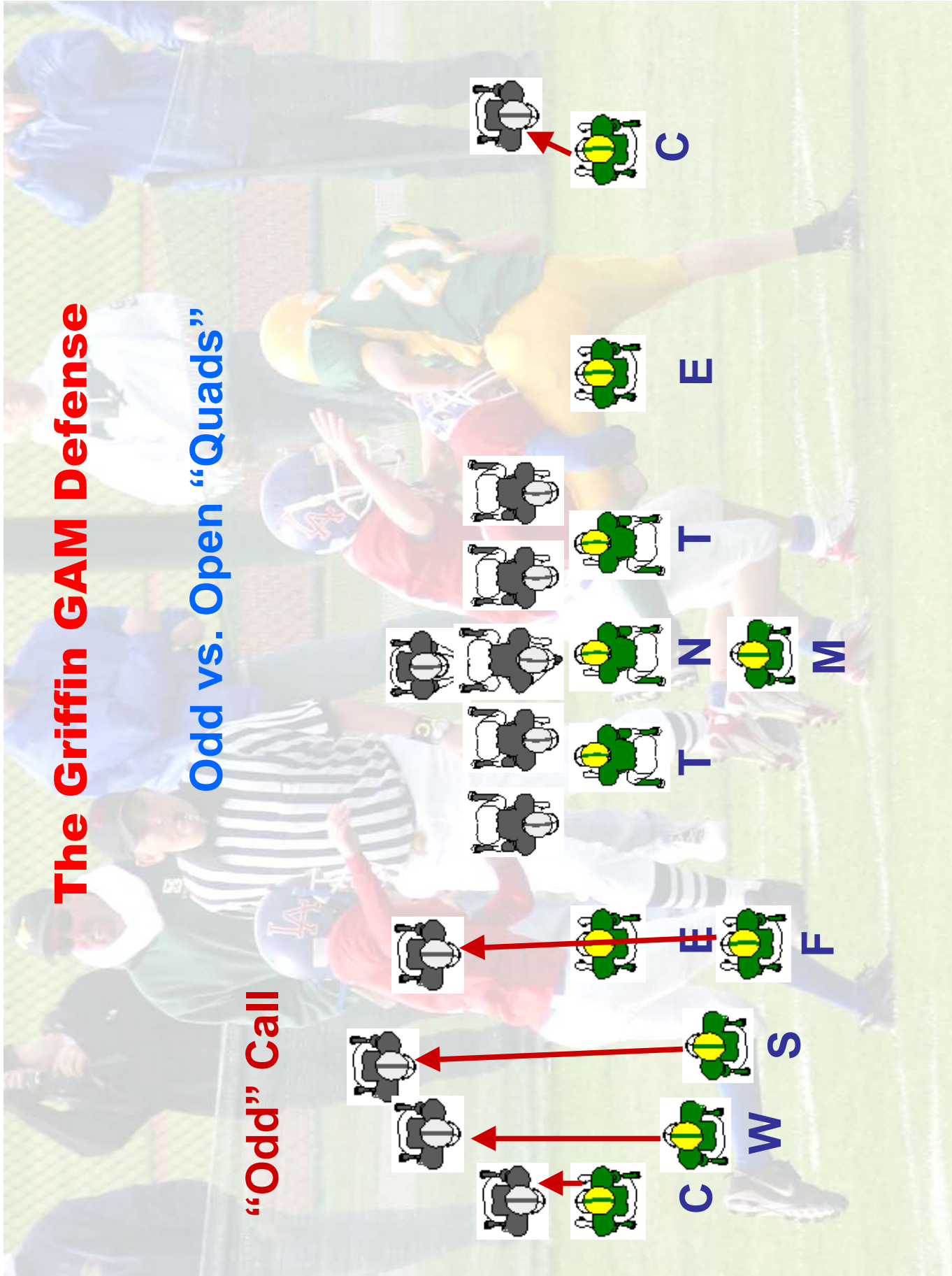
T



E



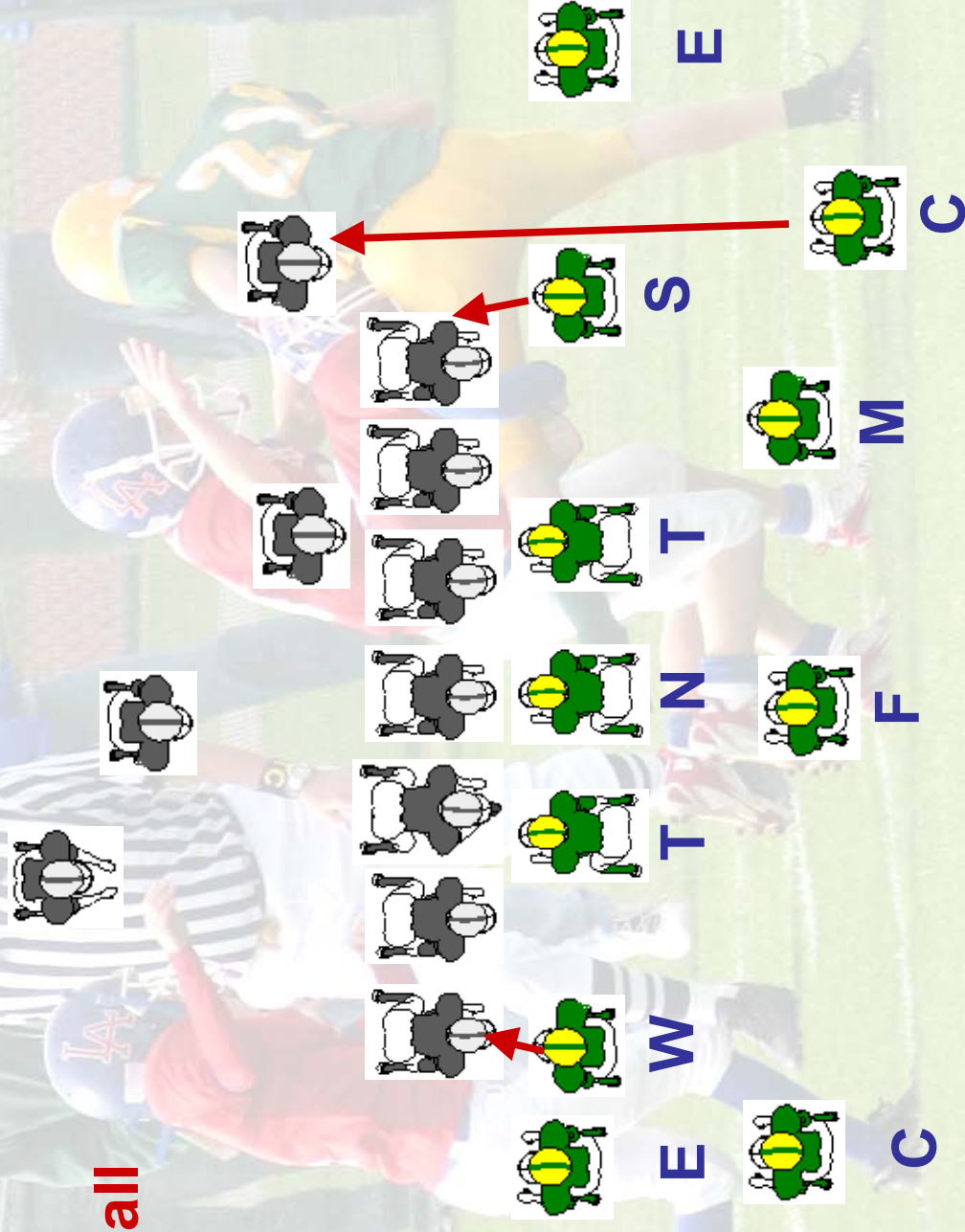
C



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Odd vs. Unbalanced Single Wing

“Odd” Call



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