

E31 COMPANION

Punish the Gimmick — The Grandmaster Rule

weird isn't strong... weird is in DEBT

When a beginner plays weird chess moves against a grandmaster, the grandmaster doesn't get confused... he gets **happy**. Every weird move breaks a rule, and breaking rules leaves cracks.

- **The loan:** a defense is eleven jobs that cover for each other. Drag a defender out of his spot for a gimmick look and you've taken a LOAN against the system — the scheme still owes that job to somebody, **and nobody's paying it**.
- **Find the vacancy:** wherever the roamer came FROM is now an empty house. Crept down from deep middle? **The deep middle has no furniture in it**.
- **Fake chaos:** pre-snap dancing is a costume. A man sprinting LEFT cannot cover grass to his RIGHT — snap it mid-dance and he benched himself.

YOUR ONE DRILL: Next time somebody starts pre-snap gymnastics, don't tighten up... smile. Ask ONE question: what job did he just quit? Then throw at the job. That's the grandmaster rule.



INSIDE THIS COMPANION

PAGE 2 The Empty House — wherever the roamer came from... nobody moved in

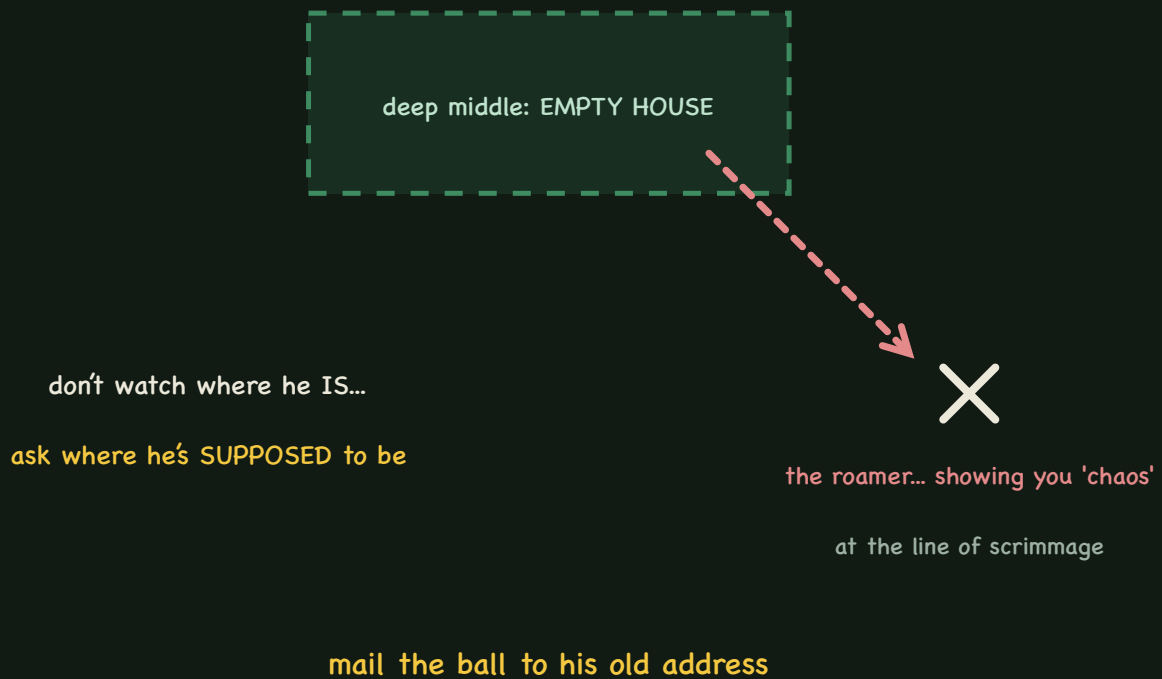
PAGE 3 The Checklist — eleven jobs... find the one with no name on it

PAGE 4 The Cheat Card — screenshot it... keep it on your phone

LOOK ONE — CLEAN

The Empty House

wherever the roamer came from... nobody moved in



Notice: the gimmick player wants your eyes on the weird man at the line — that's the whole trick. The real information is the grass he abandoned. The scheme never re-assigned his old job, so the vacancy sits there the entire play. Gimmick players don't beat good reads... they beat panic.

LOOK TWO — DRESSED UP

The Checklist

eleven jobs... find the one with no name on it

SOUND DEFENSE

deep ✓ flat ✓ middle ✓

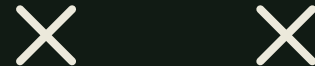


every zone has a tenant

take what's fair

GIMMICK DEFENSE

deep ✓ flat ✓ middle ???



no name next to it

one job the scheme never gave him

run the checklist: who's deep... who's got the flat... who's in the middle?

the job with NO name next to it = your payday

Why they win (until you): most players see chaos and hold the ball or force it into the mess — their own confusion beats them, not the gimmick. You run the same three-item checklist every snap: deep, flat, middle. Sound defense, take what's fair. Gimmick defense, take the vacancy. Weird means debt... debt means grass.

MASTER CHEAT CARD

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screenshot this page · keep it on your phone

THE CARD

The rule: every gimmick is a LOAN — a job the scheme owes and **nobody's paying**.

Find it: don't watch where the roamer IS... ask where he's SUPPOSED to be.

Collect: **mail the ball to his old address** — the vacancy lasts all play.

Fake chaos: pre-snap dancing = somebody's late AFTER the snap. Snap it mid-dance.

Checklist: who's deep... who's got the flat... who's in the middle? No name = payday.

Mindset: don't panic at weird — **smile**. Punish weird with fundamentals.

From "E31 — Punish the Gimmick — The Grandmaster Rule" · DarkTiger Football on YouTube · rep it in Defense IQ

THE MONEY THROWS — DRAWN



green = throws this coverage leaves on the table — take them until the defense changes. red X = the donations.