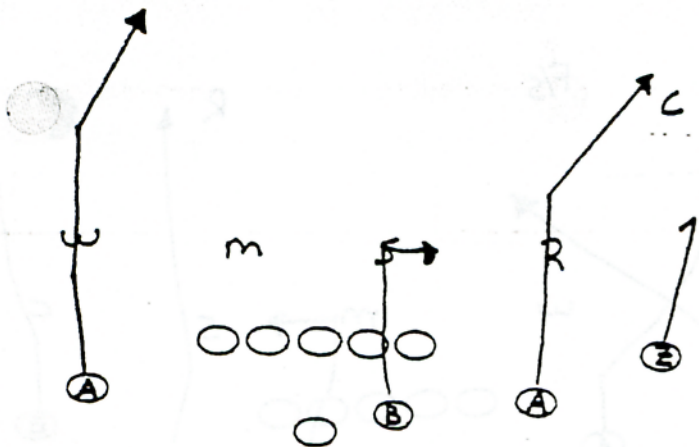


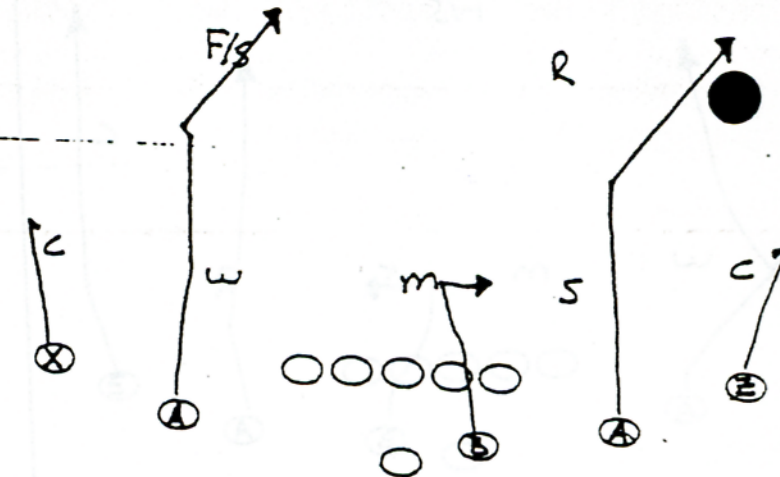
F/S



Hitch 360

17

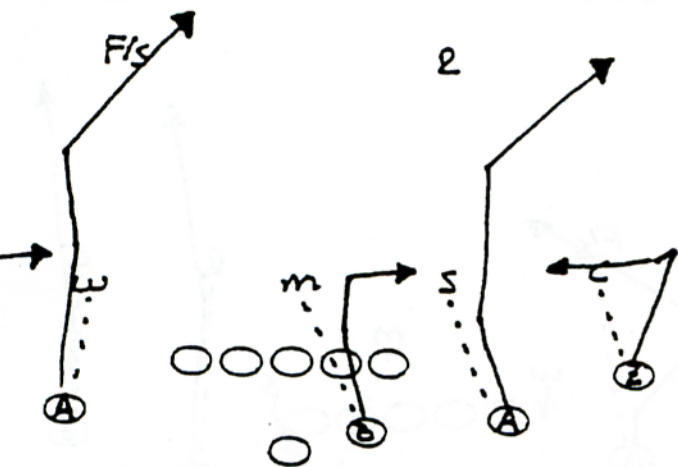
2



ROUTE	WINDOW	POS	ROUTE	WINDOW	POS	ROUTE	WINDOW	POS	ROUTE	WINDOW
Hitch		1WK	Hitch		1S	Hitch		1WK	Hitch	
Corner		2WK	Post		2S	Corner		2WK	Post	
option	S-E	QB	Not good vs 3 Cov. Get Completion Hitch Route			option	M-S	QB	looking to throw Post A to B	

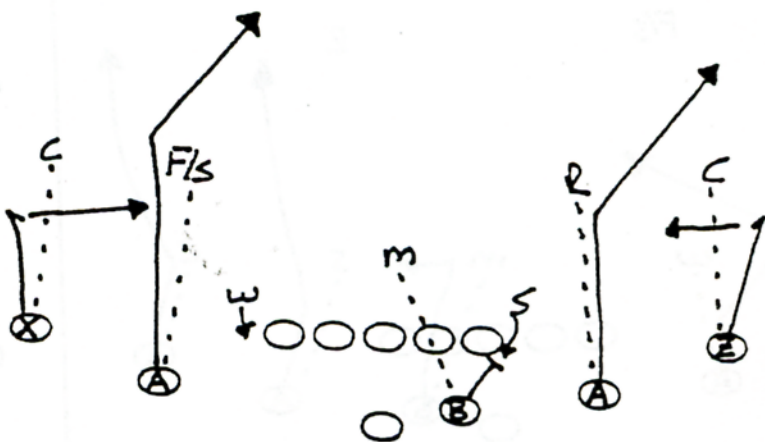
y
360

Coverage
2 Man

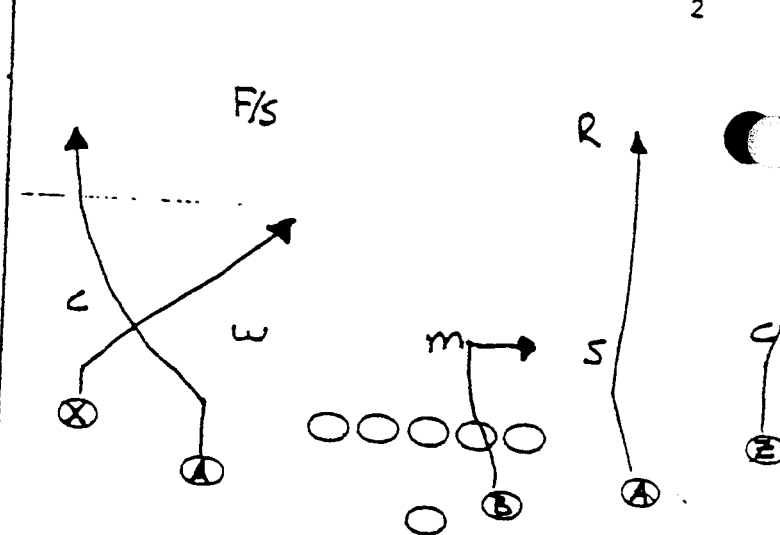
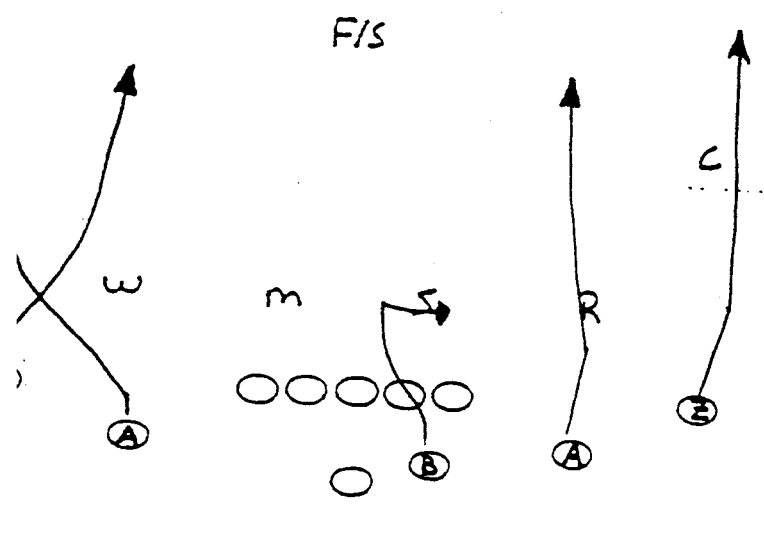


Play
Hitch 360

Coverage
0



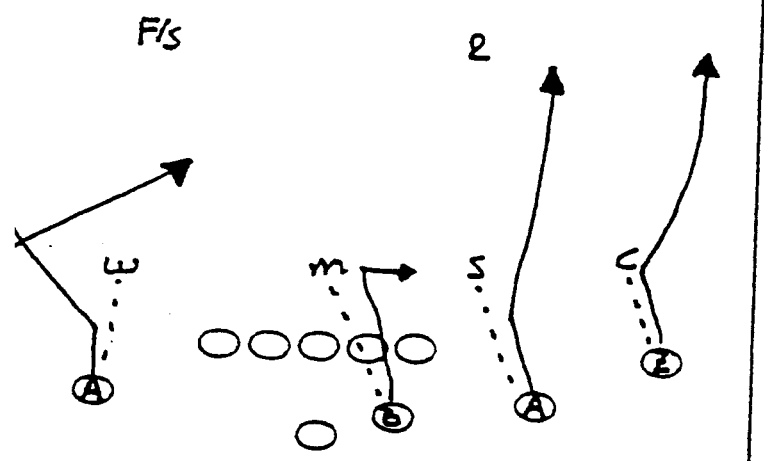
ROUTE	WINDOW	POS	ROUTE	WINDOW	POS	ROUTE	WINDOW	POS	ROUTE	WINDOW
Hitch	man	1WK	Hitch	man	1S	Hitch	man-Hot	1WK	Hitch	man-Hot
Corner		2WK	Post		2S	Corner		2WK	Post	
option	man	QB	looking to throw Post A to B			Protect		QB	Throw Hot Hitch Routes X or Z	



POS	ROUTE	WINDOW	POS	ROUTE	WINDOW	POS	ROUTE	WINDOW	POS	ROUTE	WINDOW
1S	Vertical	land mark	1WK	Inside Vertical	land mark	1S	Vertical	land mark	1WK	Bench	w-m
2S	Vertical	land mark	2WK	outside Vertical	land mark	2S	Vertical	land mark	2WK	outside Vertical	land mark
	option	S-R	QB	Throw off F/S X to A to B		3S	option	M-S	QB	Backside Bench X to B	

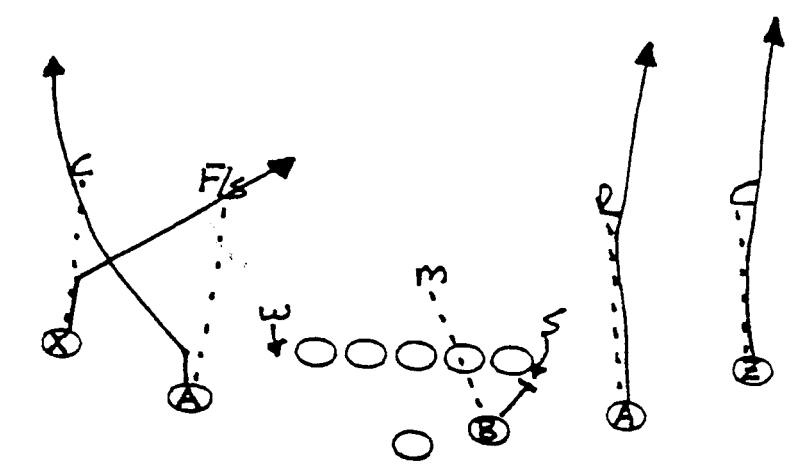
2Y
Switch 360

Coverage
2 Man



Play
Switch 360

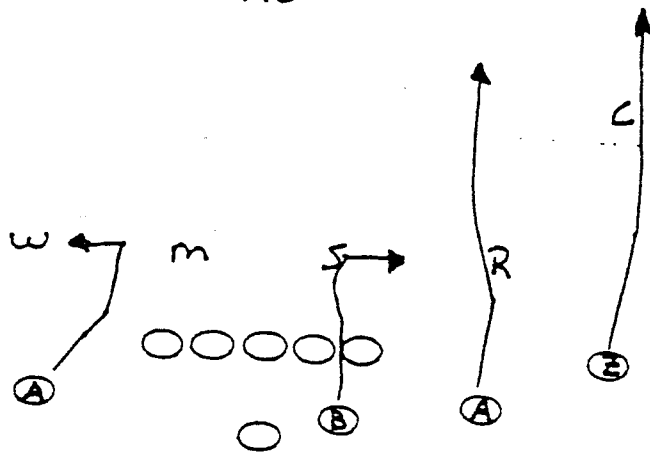
Coverage
0



C.D. Z

ROUTE	WINDOW	POS	ROUTE	WINDOW	POS	ROUTE	WINDOW	POS	-ROUTE-	WINDOW
Vertical	land mark	1WK	Bench	man	1S	GO	man	1WK	Bench	Hot
Vertical	land mark	2WK	outside Vertical	land mark	2S	GO	man	2WK	outside Vertical	land
option	man	QB	Backside Bench X to B		3S	Protect		QB	Throw Hot Backside Bench X	

F/S

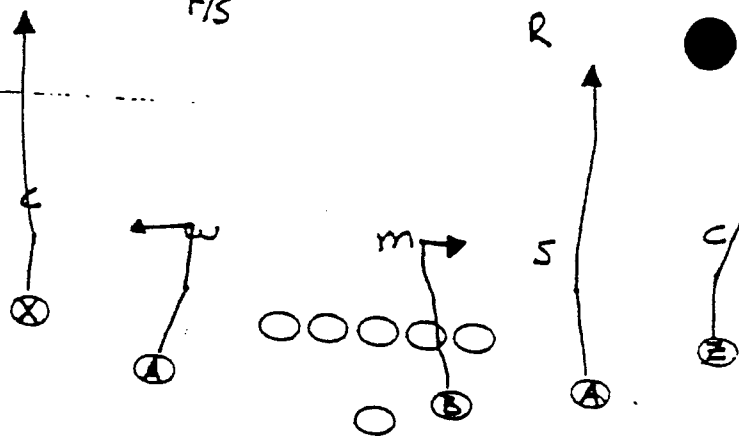


Choice 360

75

2

F/S



ROUTE	WINDOW	POS	ROUTE	WINDOW	POS	ROUTE	WINDOW	POS	ROUTE	WINDOW
Vertical	land-mark	1WK	Vertical	land-mark	1S	Vertical	land-mark	1WK	Vertical	land-mark
Vertical	land-mark	2WK	Choice	m-w	2S	Vertical	land-mark	2WK	Choice	w
option	s-e	QB	Choice Route		3S	option	m-s	QB	Choice Route	

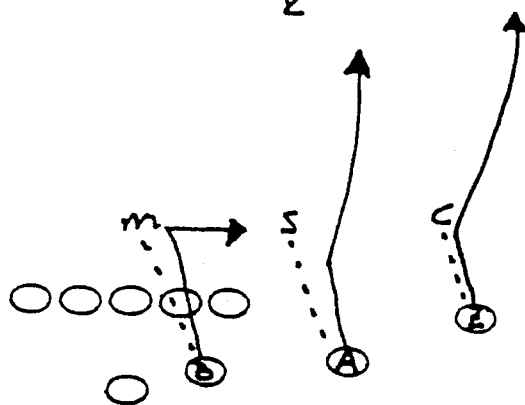
y
360

Coverage

2 Man

F/S

2



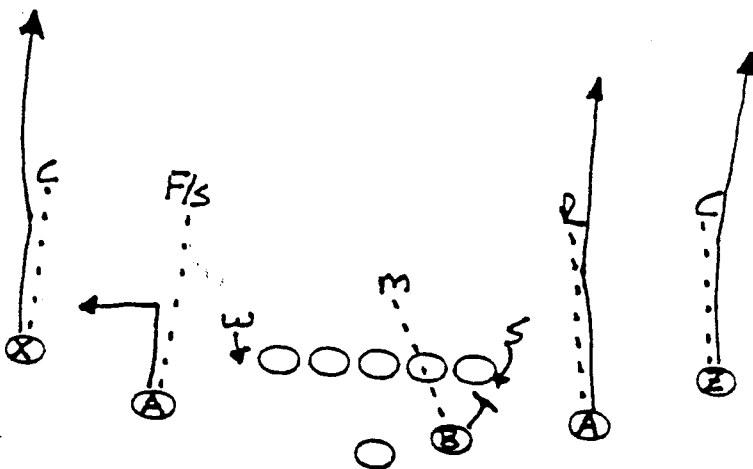
X & Z

ROUTE	WINDOW	POS	ROUTE	WINDOW	POS	ROUTE	WINDOW	POS	ROUTE	WINDOW
Vertical	land-mark	1WK	Vertical	land-mark	1S	GO	man	1WK	GO	man
Vertical	land-mark	2WK	Choice	man	2S	GO	man	2WK	Choice	Hot
option	man	QB	Choice Route		3S	Protect		QB	Throw Hot Choice Route A	

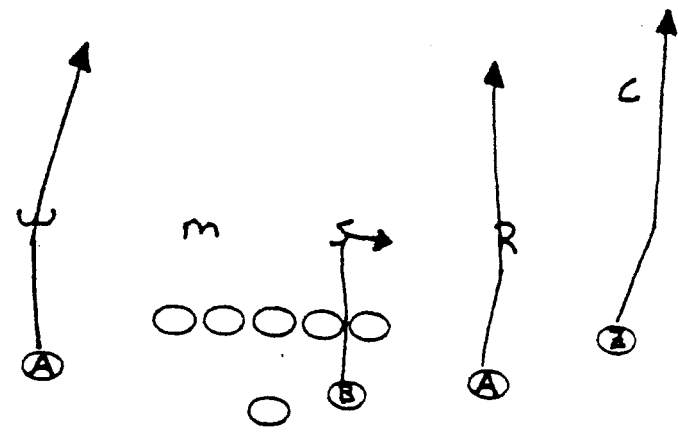
Play
Choice 360

Coverage

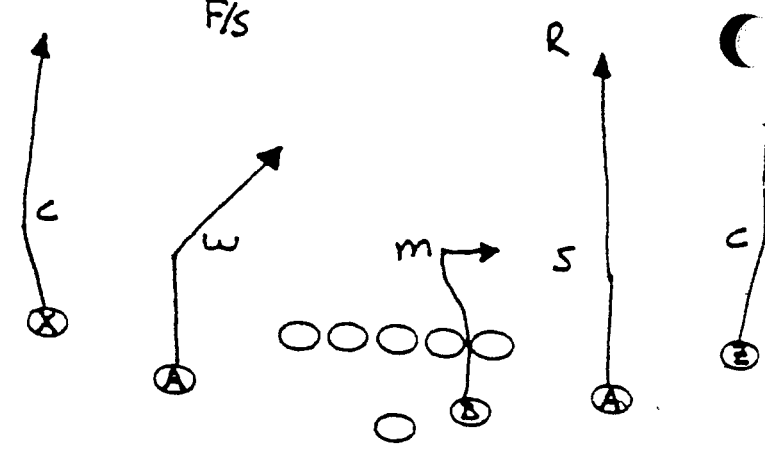
0



F/S



F/S

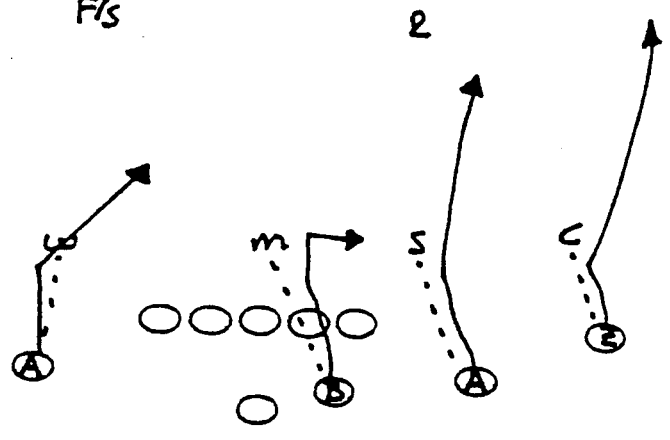


ROUTE	WINDOW	POS	ROUTE	WINDOW	POS	ROUTE	WINDOW	POS	ROUTE	WINDOW
Vertical	land-mark	1WK	Vertical	land-mark	1S	Vertical	land-mark	1WK	Vertical	land-mark
Vertical	land-mark	2WK	Vertical	land-mark	2S	Vertical	land-mark	2WK	Bench	w-m
option	S-R	QB	Throw off F/S A to A to B			option	m-S	QB	Backside Bench A to B	

Coverage
2 Man

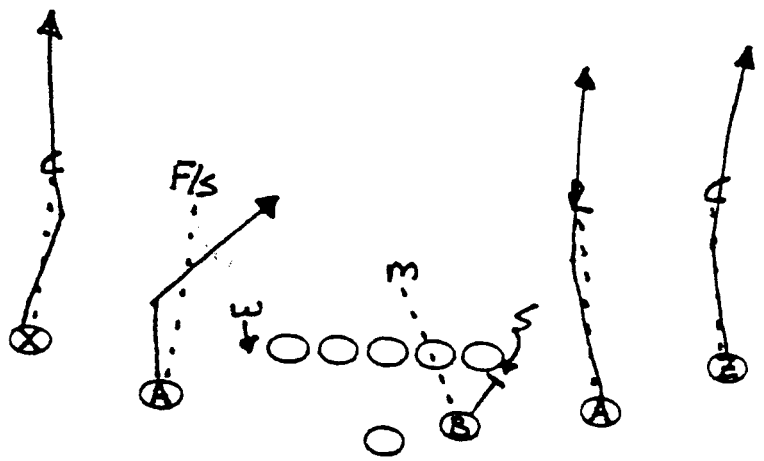
F/S

2



Play
360

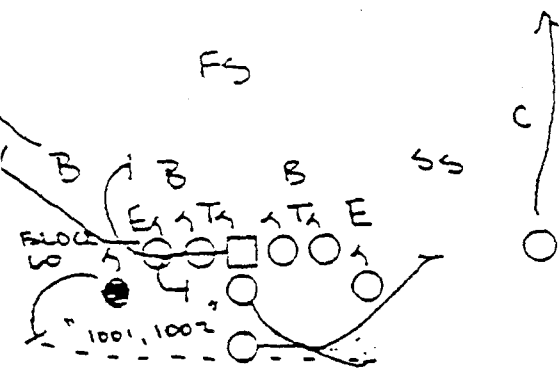
Coverage
0



P. X+Z

ROUTE	WINDOW	POS	ROUTE	WINDOW	POS	ROUTE	WINDOW	POS	- ROUTE -	WINDOW
Vertical	land-mark	1WK	Vertical	land-mark	1S	GO	man	1WK	GO	man
Vertical	land-mark	2WK	Bench	man	2S	GO	man	2WK	Bench	Hot
option	Man	QB	Backside Bench A to B			Protect		QB	Throw Hot Backside Bench A	

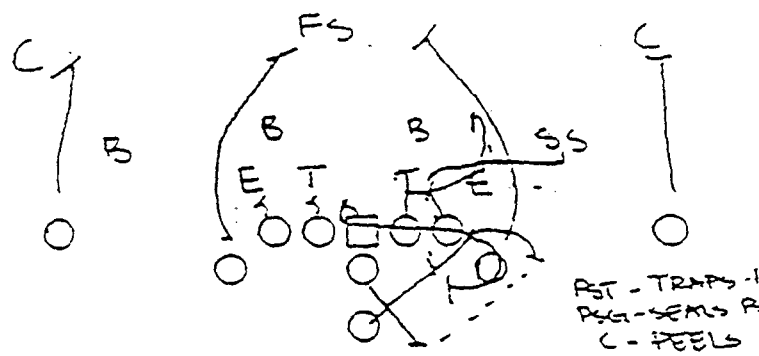
SP 60 UTE SCREEN



Sp 380

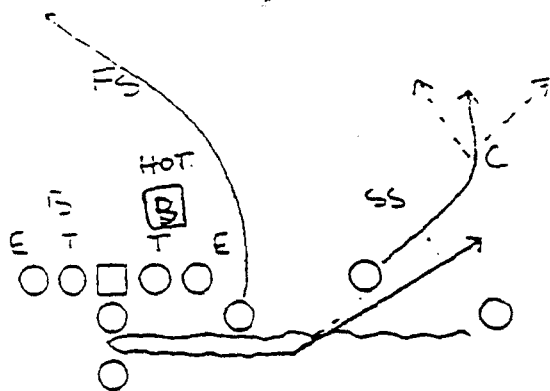
"CRACK" ADDD
PSA CRACKS PSB

PSA > DOWNFIELD TO SAFETY / SAFETY:
BSA STAY UP - DON'T CUT



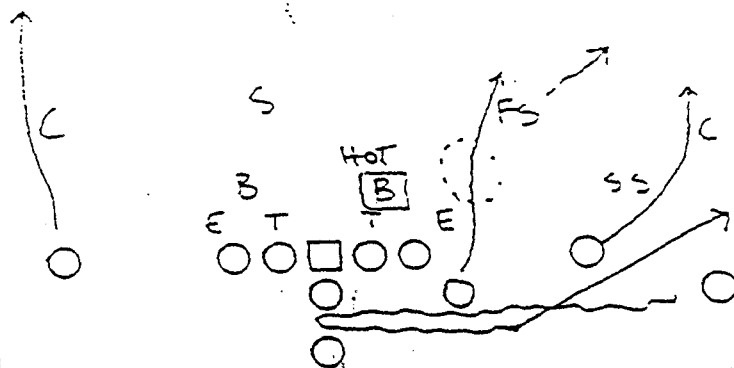
R 360 OVER VS ZONE * QB MAKES
WY. CALLS

* HOT/HOLD FS TO BS ENDZONE.
WPS A - ATTACK WIDEST DEFENDERS
OUTSIDE STUO - SEAM / CORNER



IR 360 OVER VS ZONE
(FS OUTSIDE)

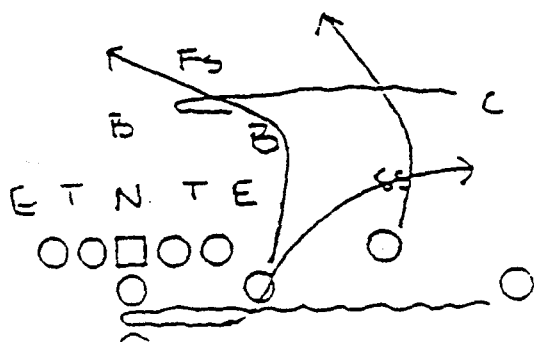
PSA - LOOK QUICK / VEER AWAY FROM
BS SAFETY.



360 OVER VS MAN

WPS TO GET RUB / BS ENDZONE
GOALPOST

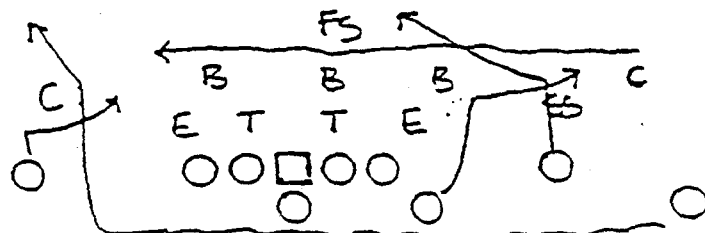
- PUSH TO GET RUB / FS GOALPOST



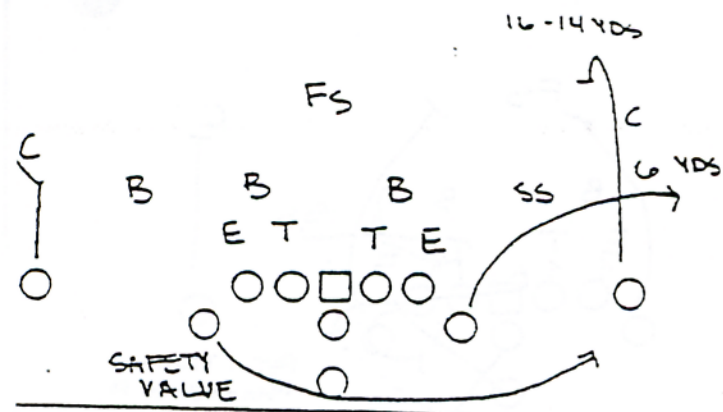
ITR 360 UNDER VS MAN

* TRIPS A - SET
RUB FOR PSA

* VS ZONE - WORK
TO GET OPEN

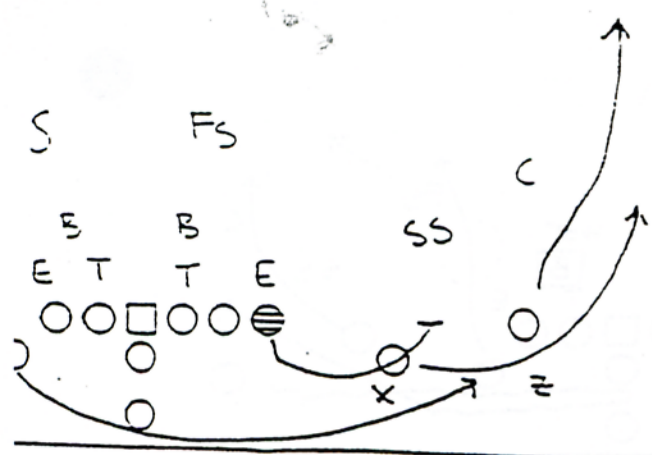


SP 312 VS COV 2 CONVERTS TO
 SPECIAL " : ALL 312/313 OUT & FADE
 A RUNS TAIL NO
 DUCKS END MAN ON LOS.

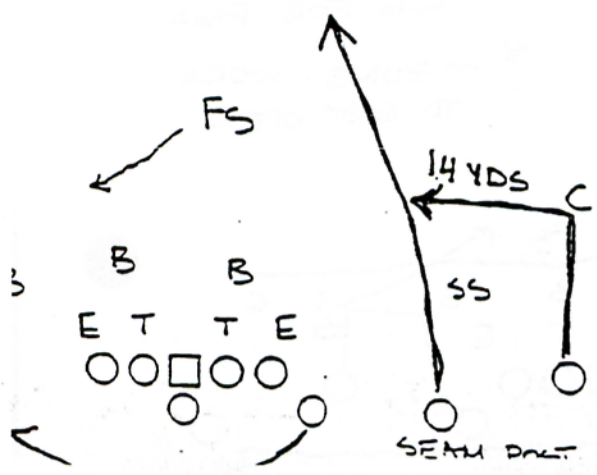


ORG 312 TIGER

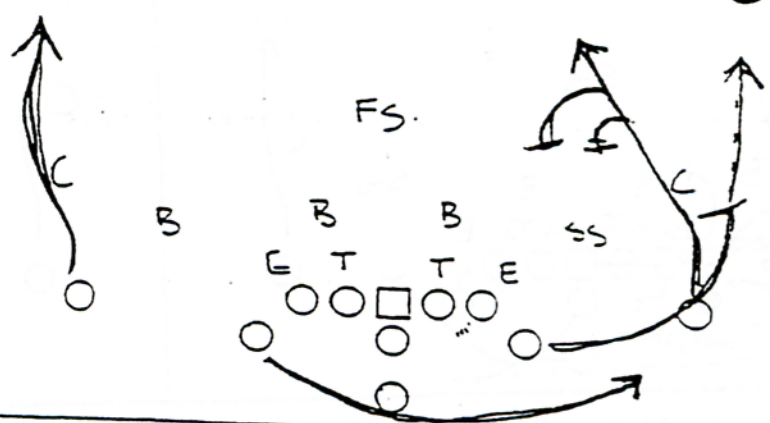
ANYTIME INELIGIBLE ON PLAY-ACTION
 ARE - BLOCK SS IF HE WHESS.
 CAN'T GO DOWNFIELD



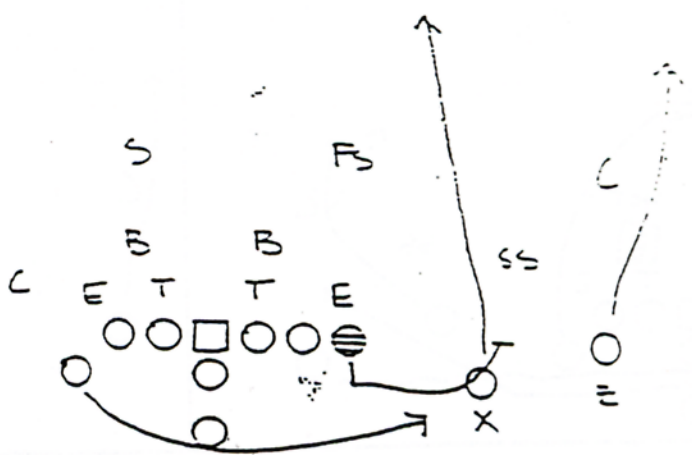
TR 313



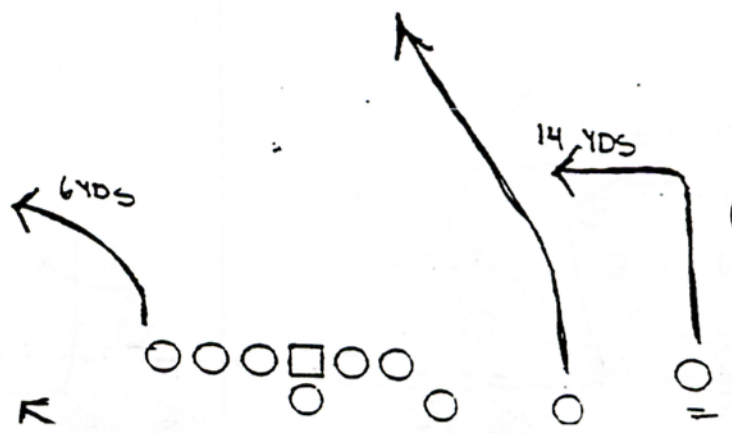
S 312 SWITCH VS COV 3
 PSA. RUN ROUTE LIKE YOU WERE
 BLOCKING 12 W/ SWITCH - READ
 CORNER.



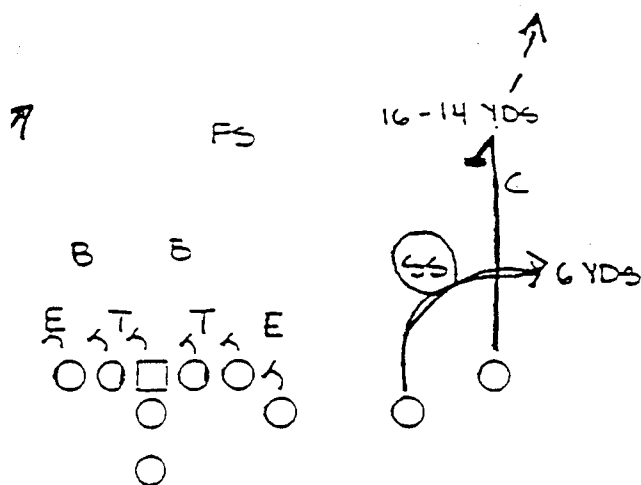
ORG 312 X STREAK
 * ORG 312 SWITCH - A-BACKS
 SAME / WE'S RUN SWITCH RT.



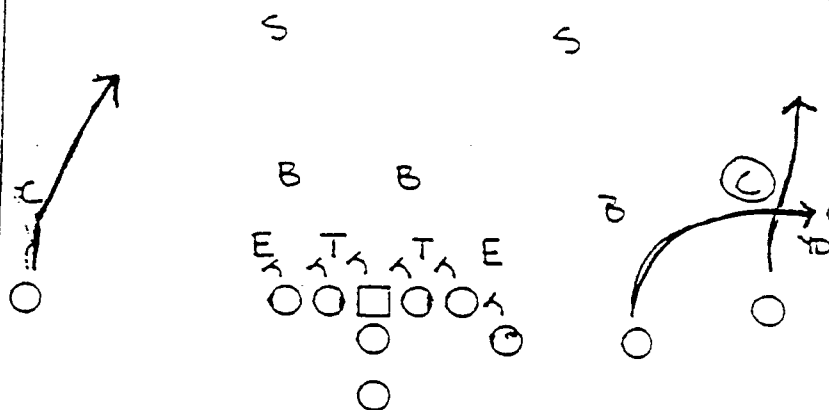
ORB 313



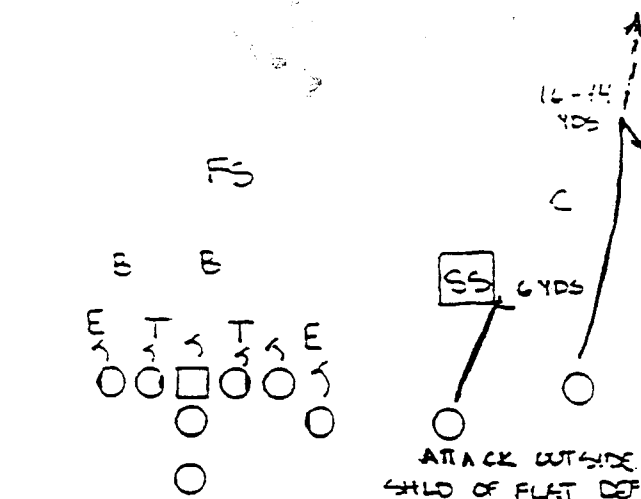
TRIPS RT 66 VS COV 3 / MAN-FREE



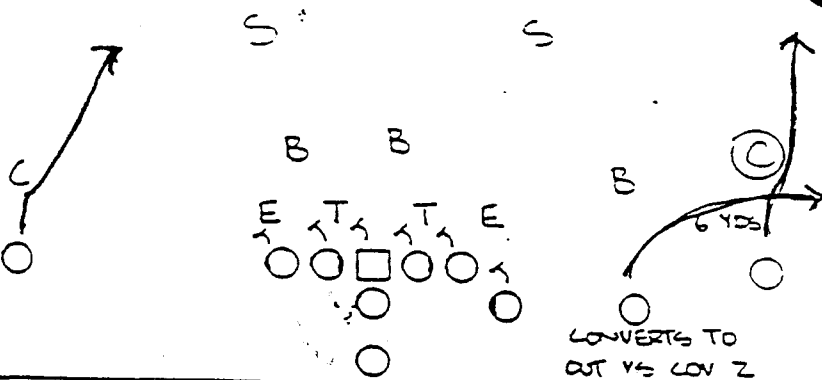
TRIPS RT 66 VS COV 2
(Z Count to 7 Rts)



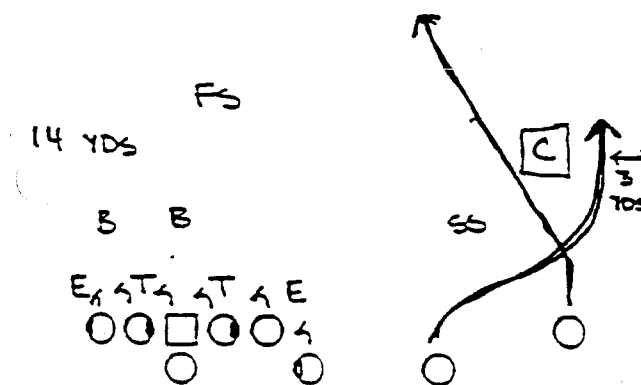
TRIPS RT 67 VS COV 3 / MAN FREE



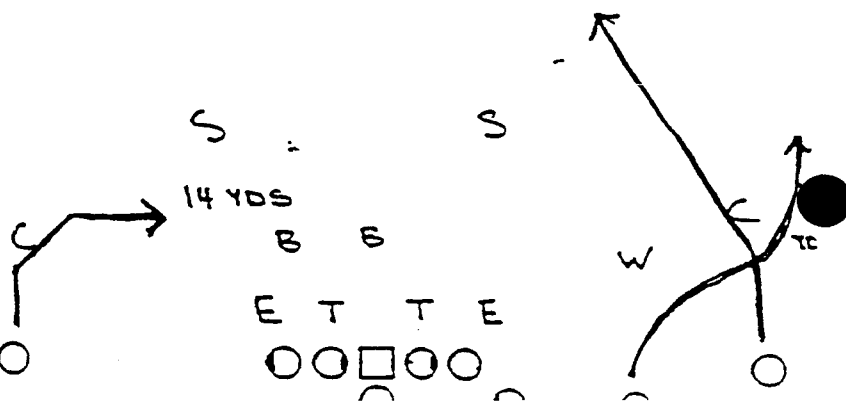
TRIPS RT 67 VS COV 2



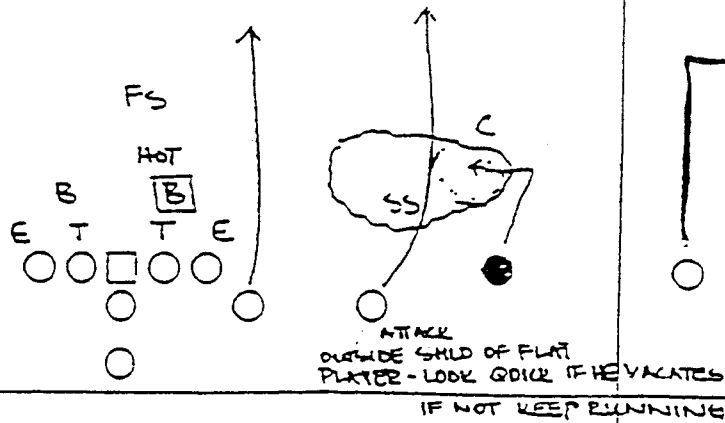
PS RT 68 WHEEL VS COV 3 / MAN FREE



TRIPS RT 68 WHEEL VS COV 2

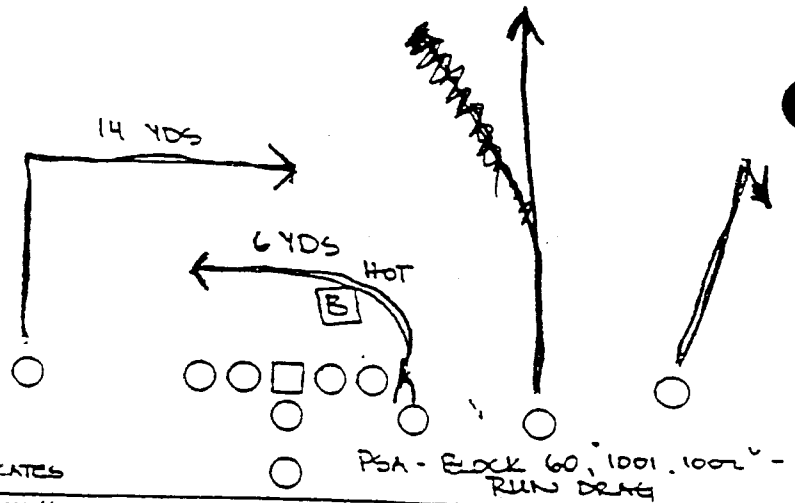


TRIPS RT 360 Z UNDER VS COV. 3/MFREE

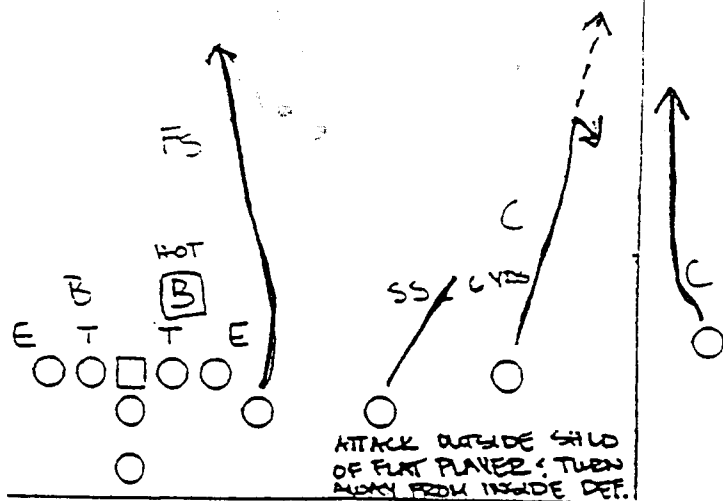


COVERAGES

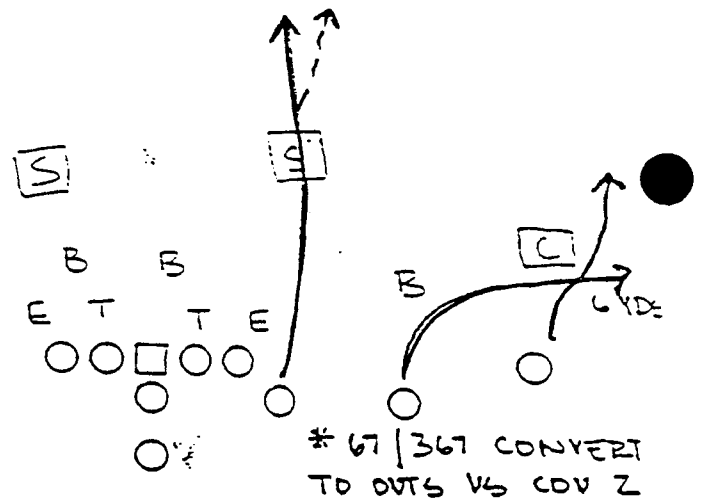
TRIPS RT 360 SPARTAN



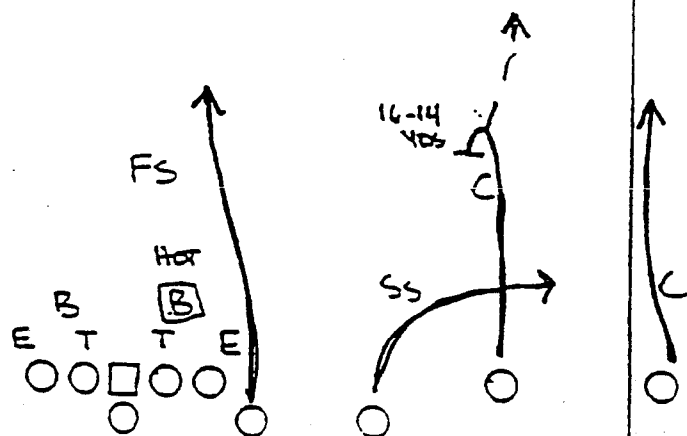
367 VS COV 3 | MAN FREE



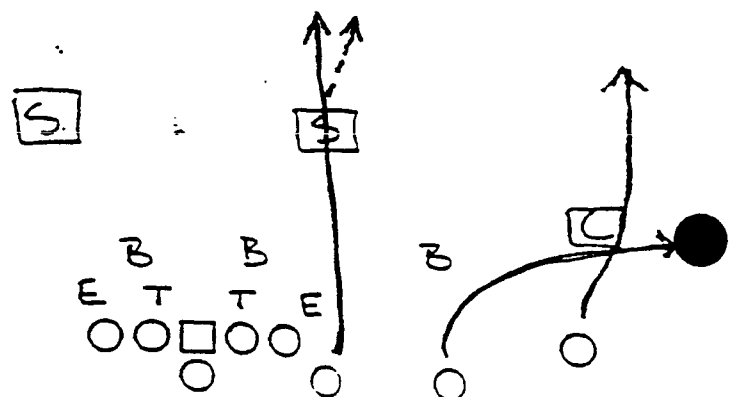
TR 367 VS COV Z



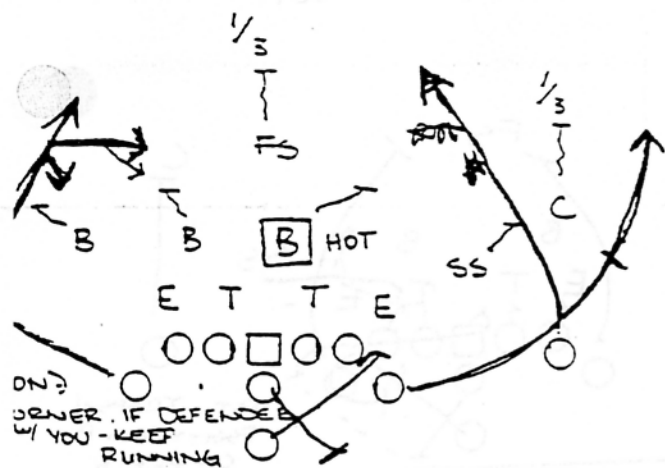
366 VS COV 3 | MAN FREE



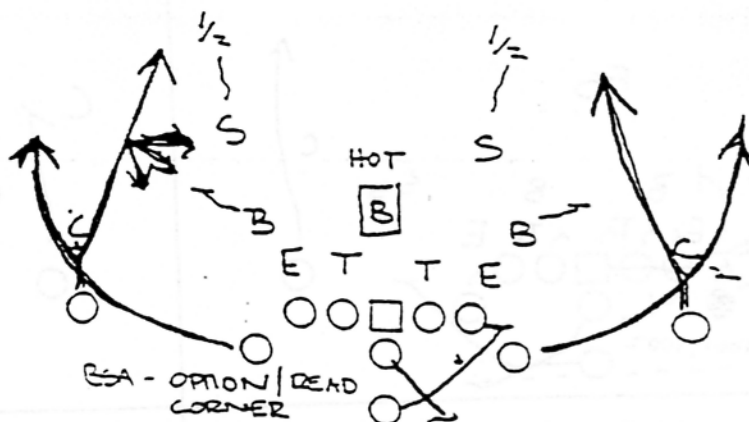
TR 366 VS COV Z



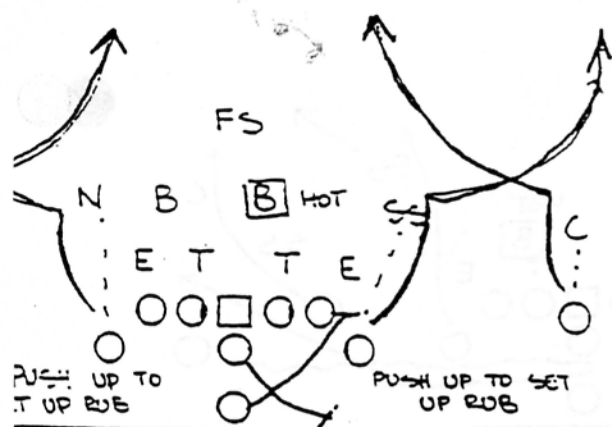
360 Switch vs. Cov. 3



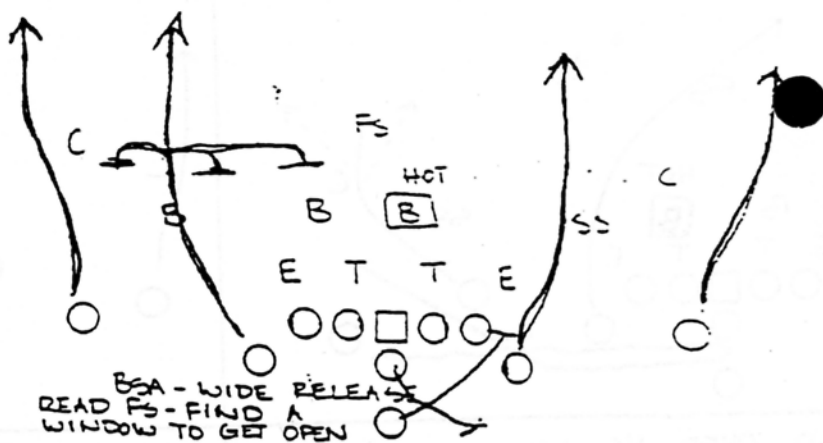
360 Switch vs. Cov. 2



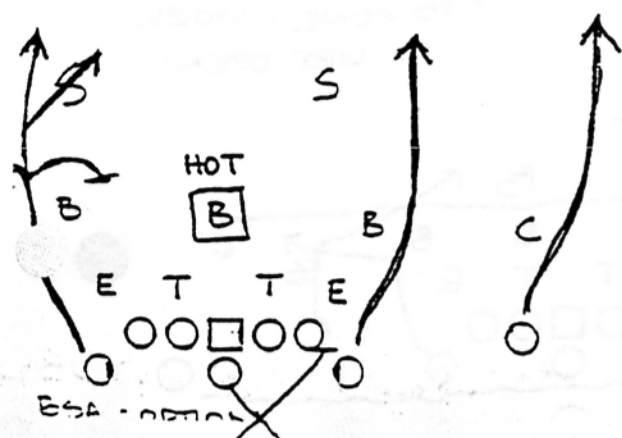
360 Switch vs. HAN FREE



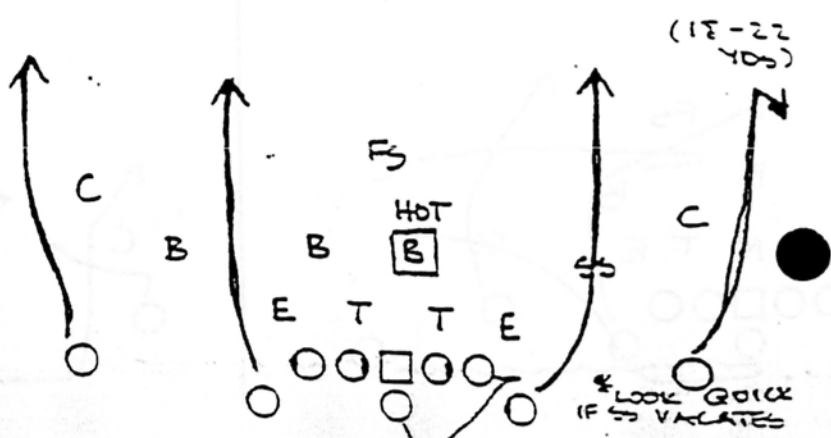
360 STRETCH vs. COV 3



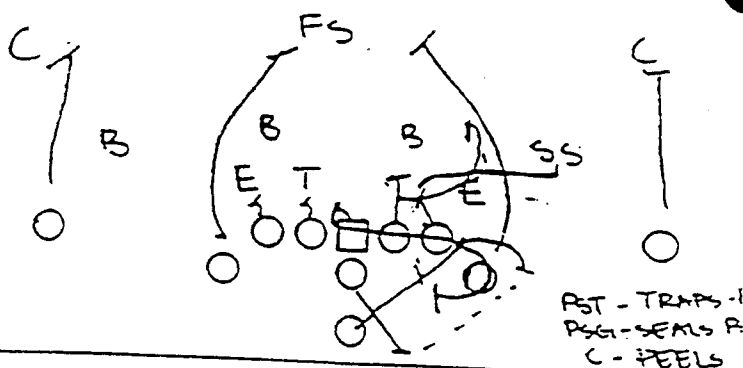
360 STRETCH vs. COV 2



360 COMEBACK vs. COV 3 / HAN FREE

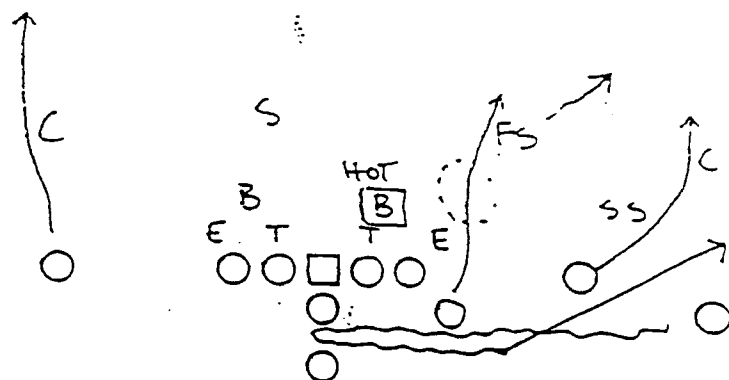


10A CRACKS PSL



IR 360 OVER VS ZONE
(FS OUTSIDE)

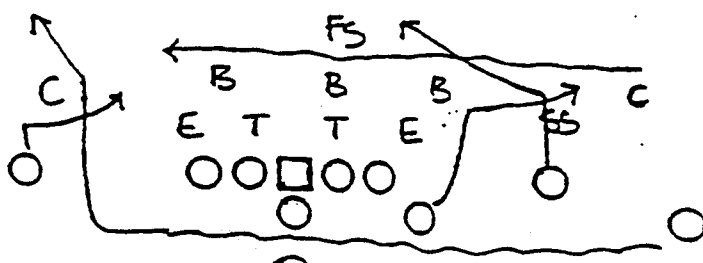
PSA - LOOK QUICK / PEEK AWAY FROM BS SAFETY



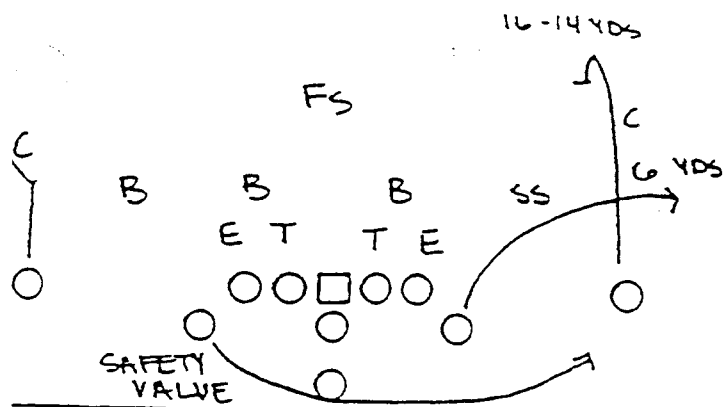
ITR 360 UNDER VS MAN

* TRIPS A - SET
RUB FOR PSA

* VS ZONE - WORK
TO GET OPEN

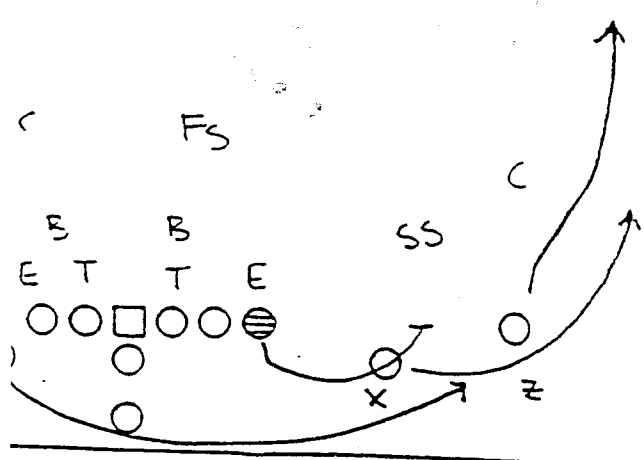


SA RUNS TAIL NO.
DOES END MAN ON L.O.S.

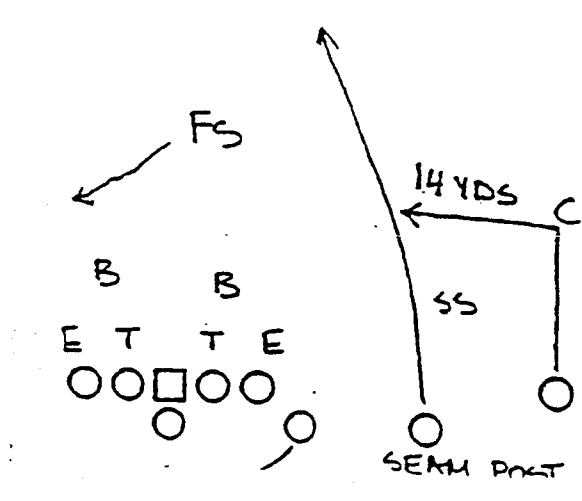


ORG 312 TIGER

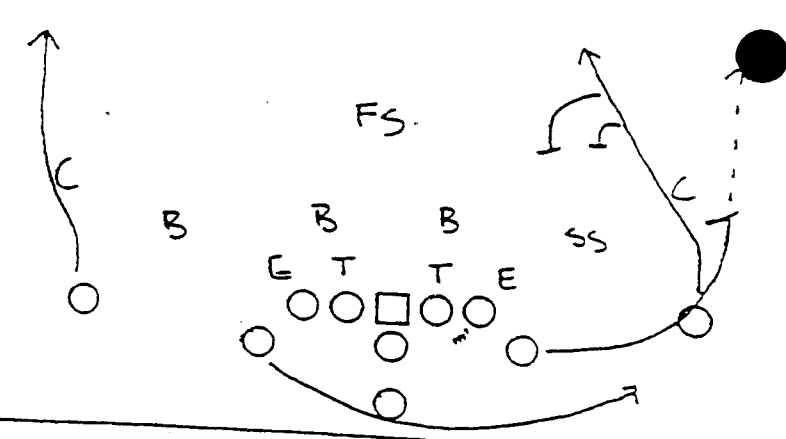
ANYTIME INELIGIBLE ON PLAY-ACTION
ARC - BLOCK SS IF HE COMES.
CAN'T GO DOWNFIELD



TR 313

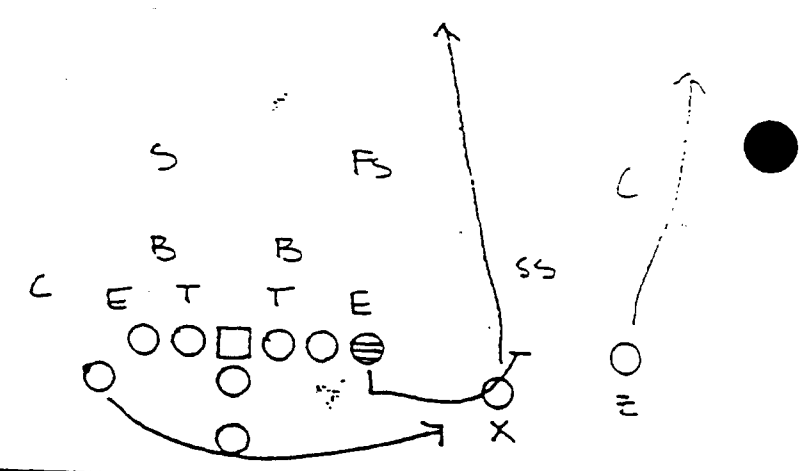


PSA - RUN ROUTE LIKE YOU WERE
BLOCKING 12 W/ SWITCH - READ
CORNER.

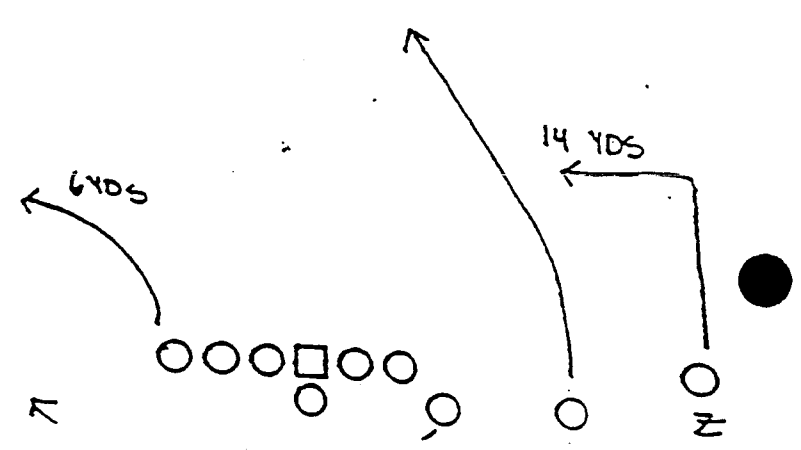


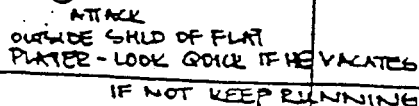
ORG 312 X STREAK

* ORG 312 SWITCH - A-BACKS
SAME / WR'S RUN SWITCH RT.

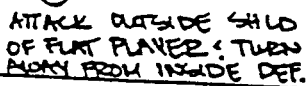
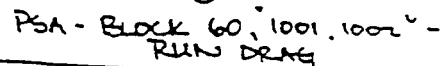


ORB 313

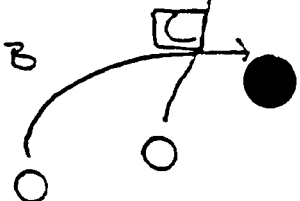
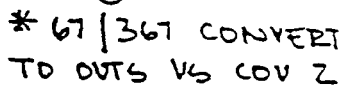


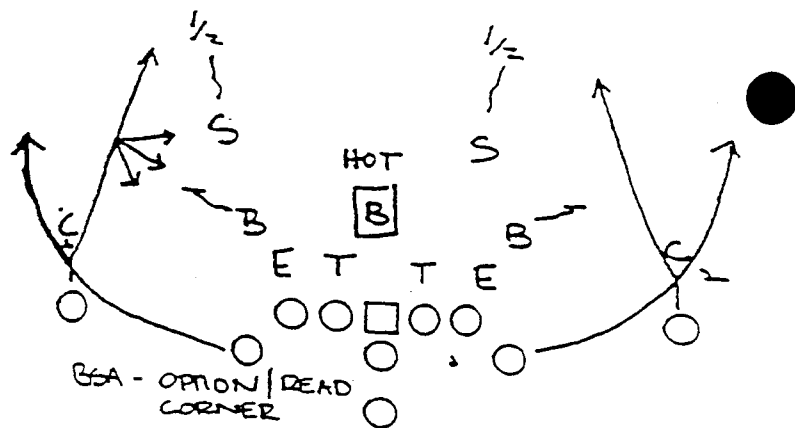
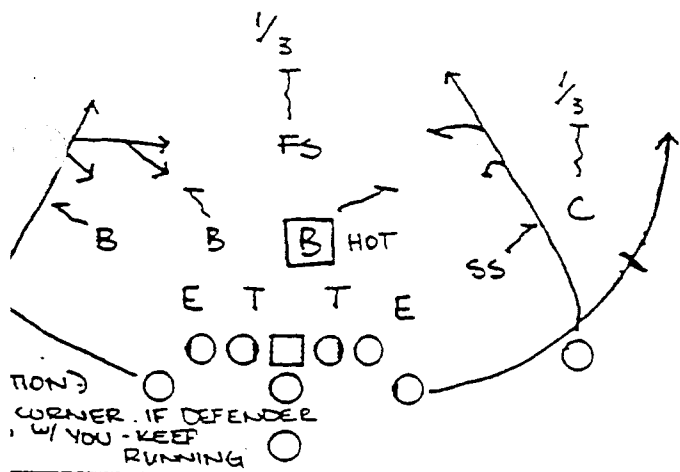


TR 367 VS COV Z



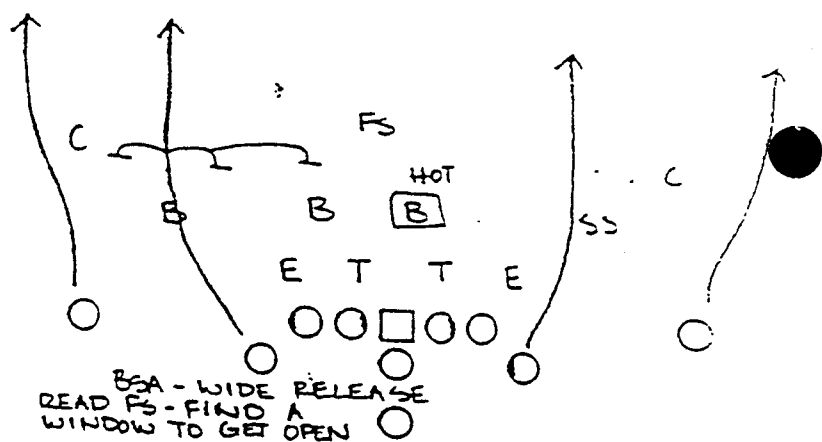
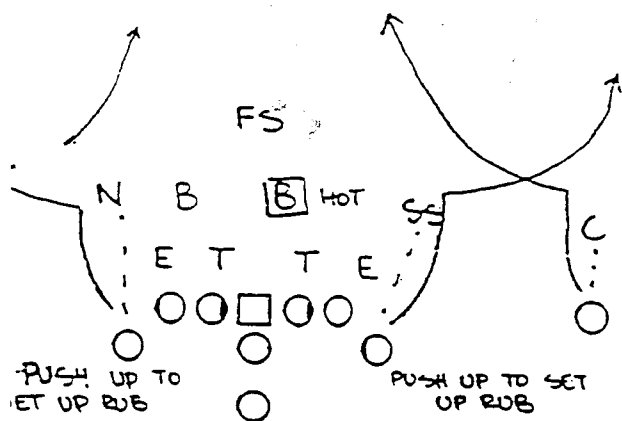
TR 366 VS COV 2





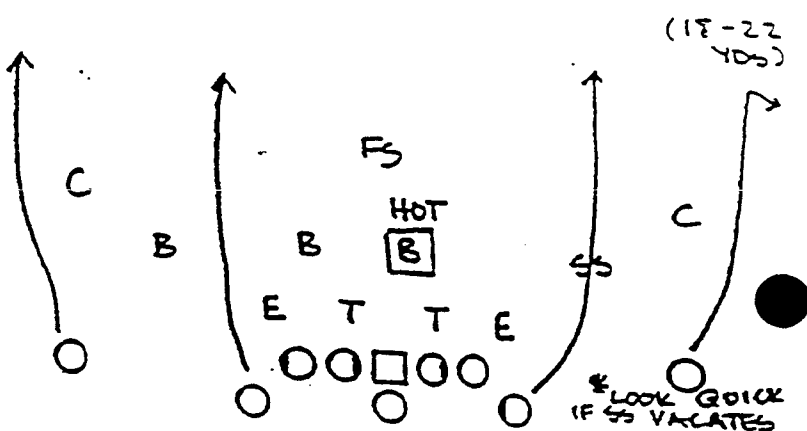
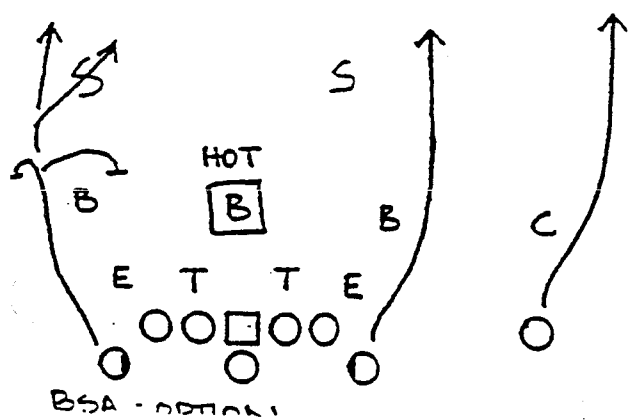
S 360 SWITCH VS MAN FREE

S 360 STRETCH VS COV 3



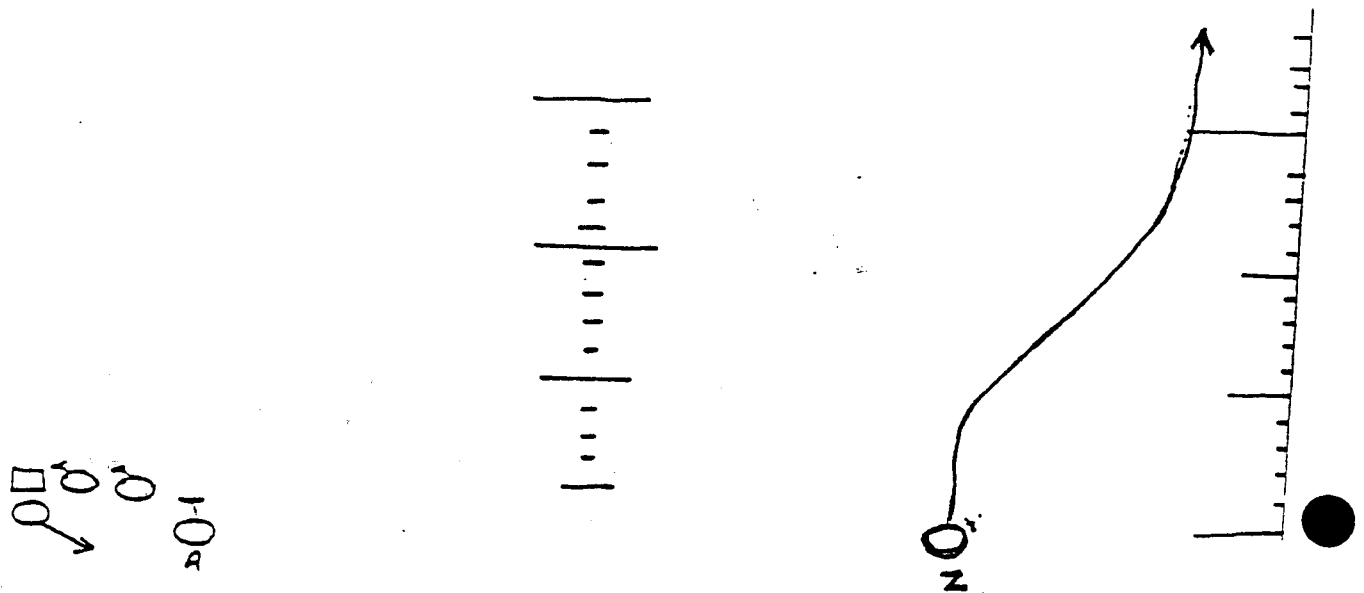
S 360 STRETCH VS COV 2

S 360 Z COMEBACK VS COV 3 / MAN FREE

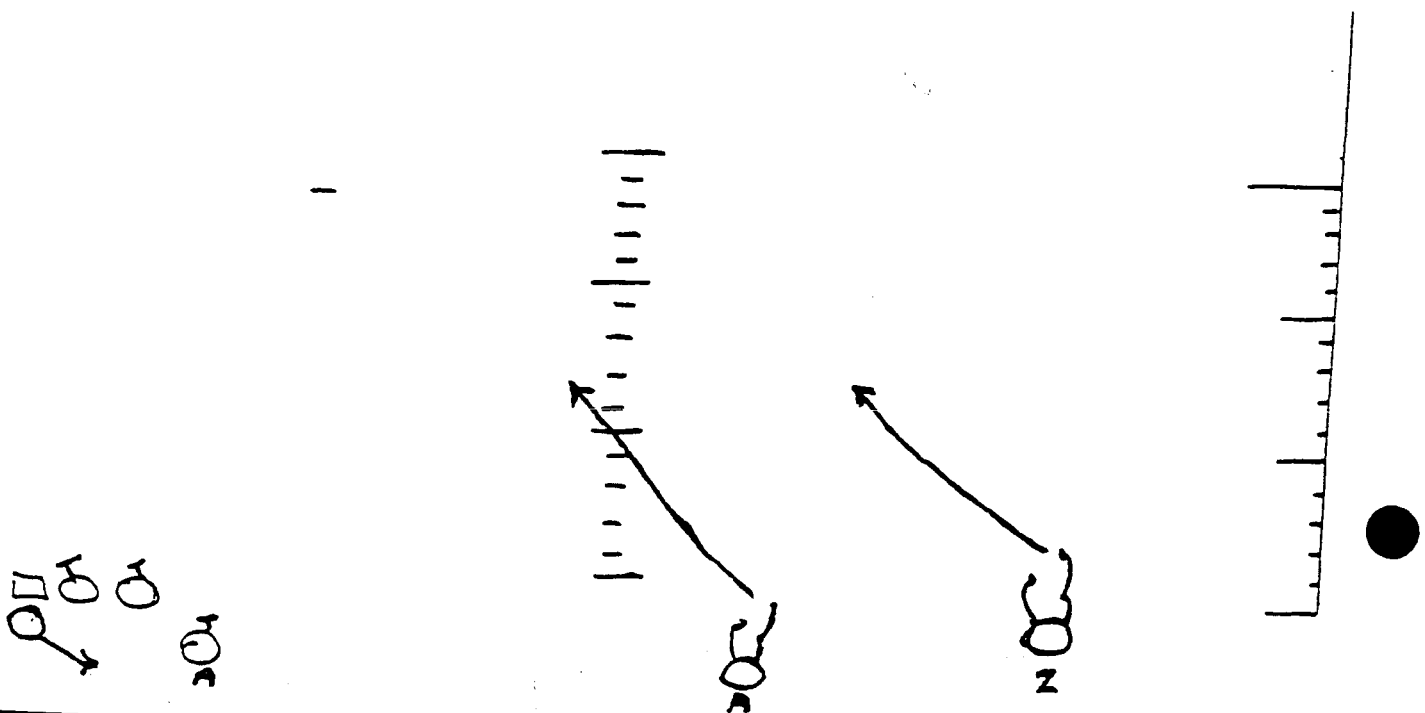


The routes corresponds with a certain type of pattern. Sometimes these patterns need a complimentary route to get the desired stretch in a pass coverage zone. Below are our routes with complimentary patterns. (Ball is always to left of paper in these diagrams).

0-Route (Fade) - Drive hard of the ball upfield. Explode to the outside of the defender working to get 4 yds. from sideline. Out run defender vs. man/man square him up then get separation. Generally a maximum protection is called making the slot block.



2-Route (Quick Slant) - Drive upfield for 3 steps then break inside at 45-degrees working to post.



PLAY: 312-313

Y Switch

Backside

FS - Corner - Drop LB

Spread Right/Left

312-313

Spr Left 313 Y Switch

20

20

15

15

10

10

5

5

LOS

FS/WB

8 yard stop (like Titan)

BS/W

8 yard stop (like Titan); if in Over you must show arc & remain behind LOS

FSB

Show load release inside; run Seam (behind FS) or Corner (in front of FS)

BSB

Protection

B

Protection

LB

Snug the B then take 5 short steps keeping shoulders down and trying to remain close to LOS
 Ball will be thrown over outside shoulder of Slot

Be aware of Backside invert Safety when slot runs Seam behind FS

Be aware of Playside Corner when Slot runs Corner route in front of FS

COVER 2
 SAME

MAN
 SAME

PLAY:

512-513

FORMS ACTION

PASS

PROTECTIONS

GB ROPS

FS - Flat Defender

Spread

Over Green

512-513

312-313

25

Spr 512

25

20

20

15

15

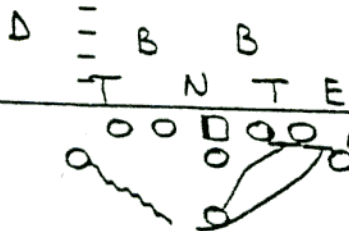
10

10

5

5

LOS



PSWR

16-14 Curl; vs. Hash Safety (ie. 2 or 1/4s) run 16-14 Out

BSWR

Post

PSA

6 yard Out

BSA

Protection

B

Protection

GB

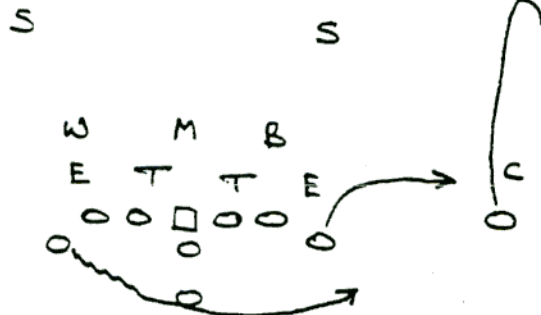
Converts to 7 route vs Cover 2

Receiver will run an Out vs. a Hash Safety (ie. Cover 2 or 1/4s)

Snug the B then take 5 short steps keeping shoulders down and trying to remain close to LOS

If FS "robs" work the Post backside

COVER 2

MAN
SAME

PLAY: 512/513

Throwback

FORMS/MOTION

PASS

PROTECTIONS

QB Reads:

• Backside Route

Free Safety

Trips

Over Brown/Beige

Heavy Beige

512/513

Trips Rt 513 Throwback

20

20

15

15

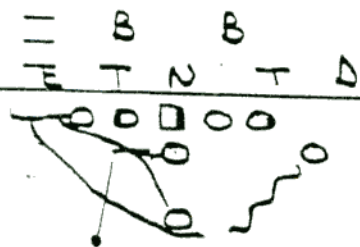
10C

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5

5

LOS



PSWR

16-14 Curl

BSWR

14 yard Dig

PSA

Skinny Post

BSA

Protection

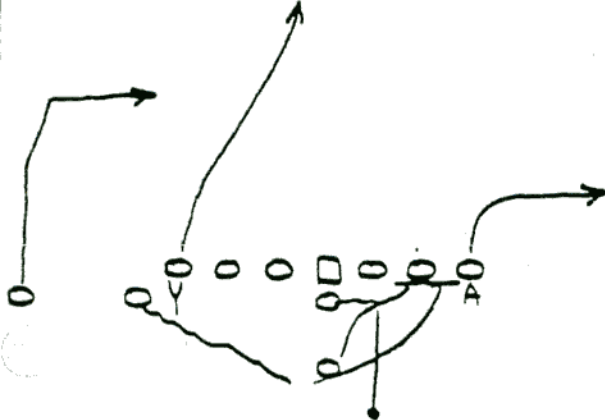
B

Protection

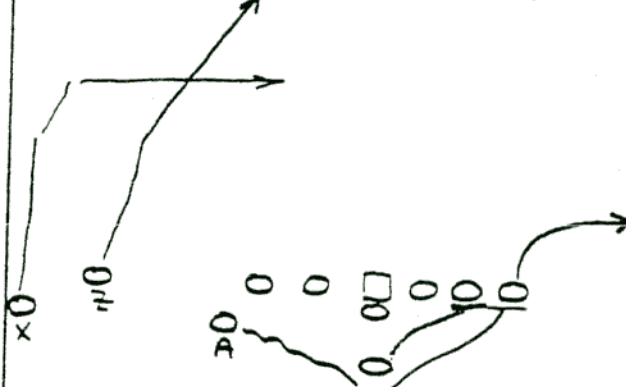
QB

Free Safety by Inside Receiver to Dig
Make a great 512/513 Fake

Heavy Left Beige 512 T Back



Over Left Beige 512 T Back



PLAY:

Titan

Reads:

- Corner

FORMS/MOTION

Trips

Over w/Brown-Green

Spread/Rip-Liz

PASS

60 - 70

312 - 313

316 - 317

360 - 370

PROTECTIONS

Trips Lr 370 Titan

20

15

C 10

5

SS

E

T

N

T

20

15

10

5

FS

B

B

D

PSWR

8 yard hitch

BSWR

Vertical on 360-370; Post on 60-70

PSA

Protection on 60-70; Route is seam, otherwise.

BSA

Corner route with break at 10 yards.

B

Protection/Safety Valve on 316-317

OB

Liz motion, snap just prior to split difference.

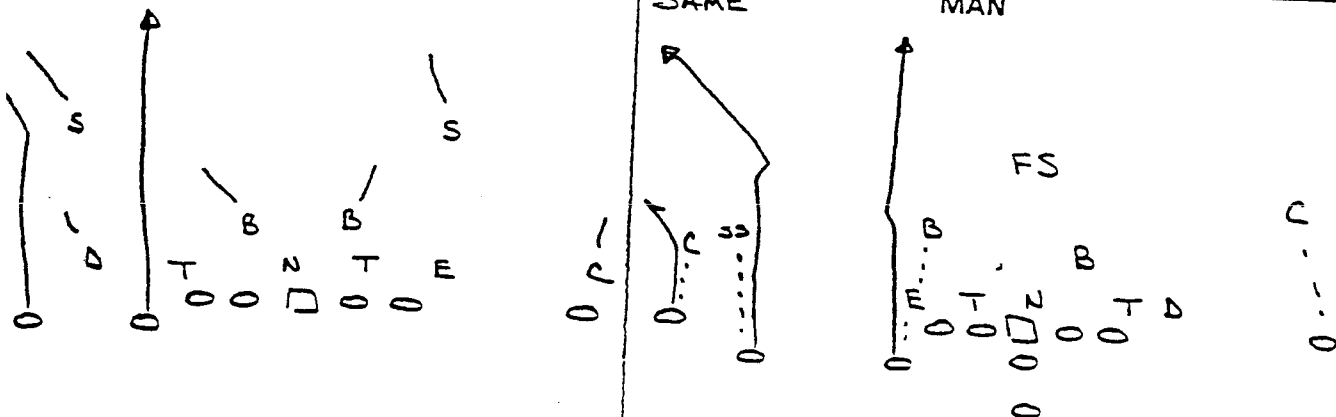
s base route for 316-317; thus, B 8 is Safety Valve.

-70, don't let 5 technique contain you; make a "Go" call.

COVER 2

SAME

MAN



PLAY:

8 Wheel

FORMS/MOTION

PASS

PROTECTIONS

3 Reads:

Spread/Rip-Liz

60 - 70

Trips

Over w/Brown-Green

i-Corner

Spr Rip 68 Wheel

20

20

15

15

C 10

FS

10

5

5

B

B

E

PSWR

Post with break at 8 yards

BSWR

14 yard Dig

PSA

Protection

BSA

6 yard short out then wheel

B

Protection

OB

lip-Liz Motion, snap just prior to split difference
 't let 5 technique contain you, make "Go" call

COVER 2

MAN

SAME

FS

SS

D

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E

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FORMS/MOTION

PASS

PROTECTIONS

Flat Defender

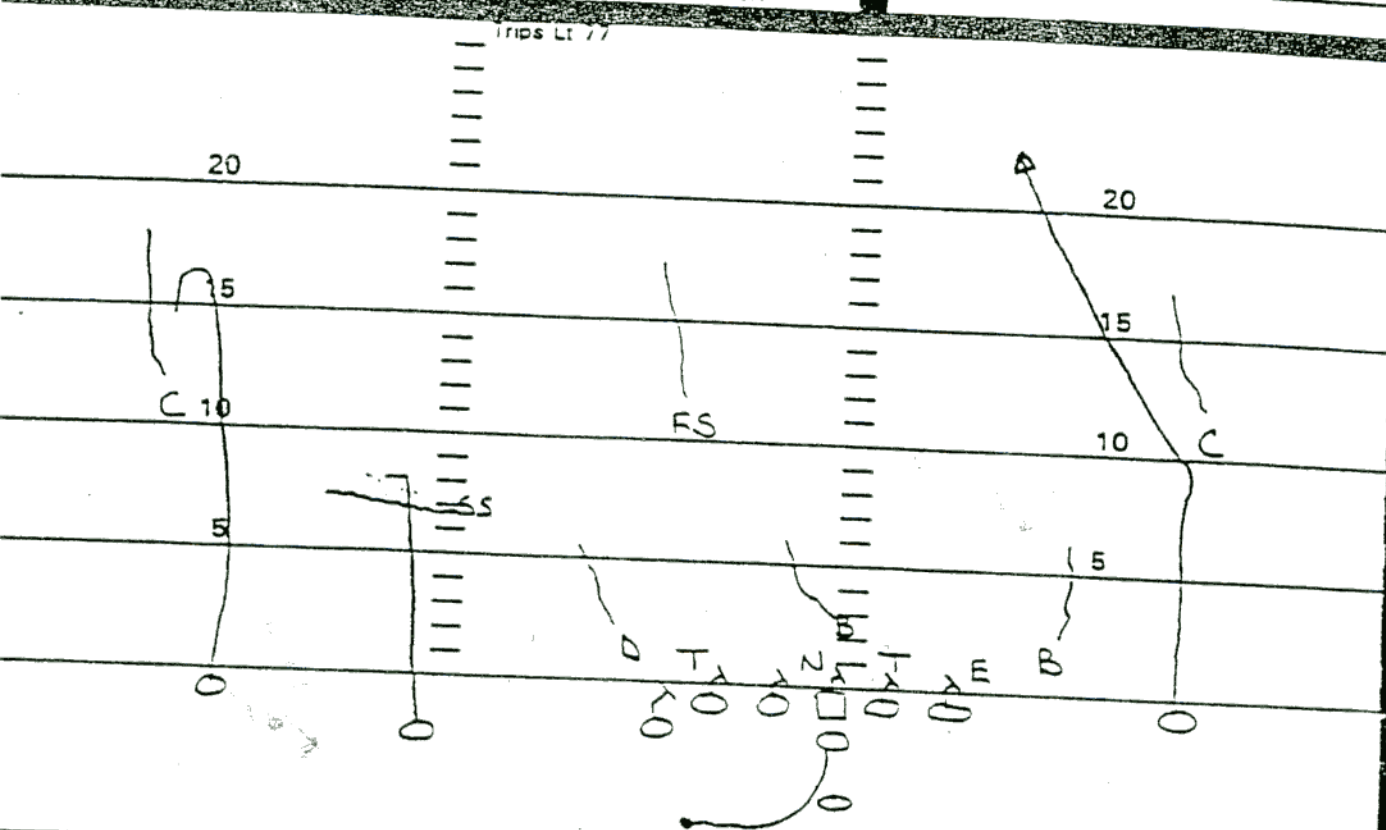
60-70

Trips

Spread

Spread/Rip-Liz

Over w/Brown-Green



PSWR	16-14 Out
BSWR	Post
PSA	Protection
BSA	8 yard stop; vs 2, 6 yard out
B	Protection
OB	

ts to Hi/Lo read off corner (who is the flat defender) vs Cover 2
Trips; but if Rip-Liz motion, snap just prior to split difference
et 5 Technique contain you

COVER 2

MAN

Treat as 2 or 3
depending on Safeties

