

PLAY:

5

FORMS/MOTION

PASS

PROTECTIONS

QB Reads:

Flat Defender

Spread

360-370

Spread 365

20

20

15

15

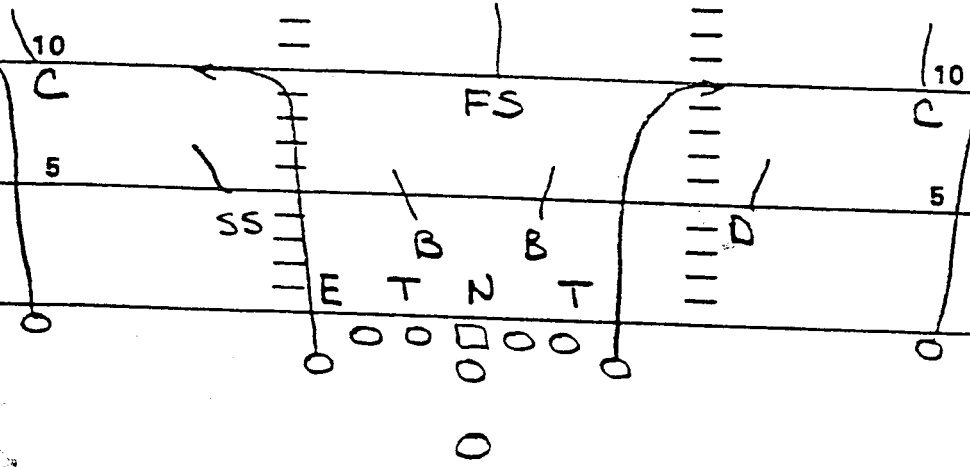
10

10

5

5

LOS



10 yard out
 10 yard out
 10 yard out
 10 yard out
 Protection

SAME

COVER 2

MAN
SAME

05

PLAY:

3 Takeoff

FORMATION

PASS

TO RECEPTION

QB/RP/SS

Flat Defender

Trips

Spread Rip/Liz

360-370

25

Trips Rt 363 Takeoff

25

20

20

15

15

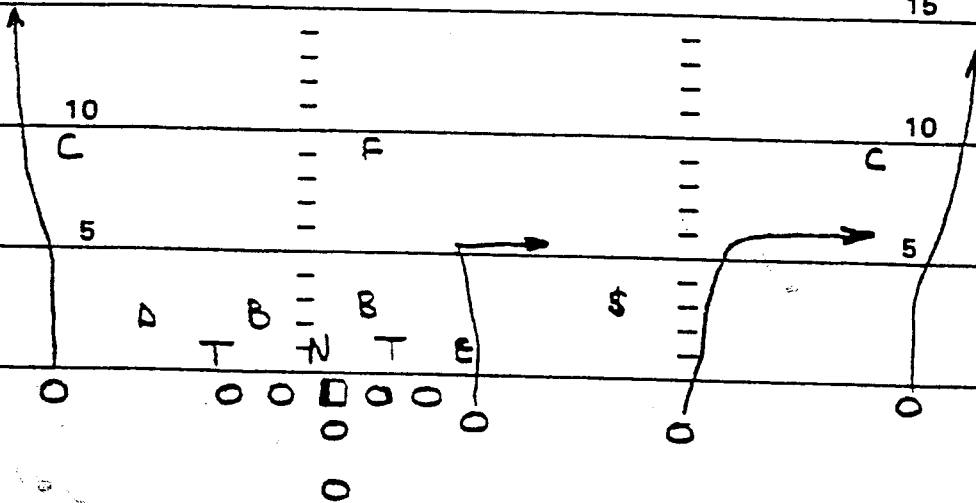
10

10

5

5

LOS



PSWR

Takeoff

ESWB

Takeoff

PSA

Work upfield slightly to the inside and turn out at 5 yards

BSA

5 yard out

B

Protection

QB

Pre snap read of the Flat Defender and his movement after the snap will tell you where to throw
 Half roll 3 steps and throw opposite the Flat Defender (SS) as soon as your 3rd step hits
 Put ball "on" the outside armpit of the recipient

COVER 2
SAME

MAN
SAME

PLAY:

Pick

FORMS/MOTION

PASS

PROTECTIONS

QB Reads:

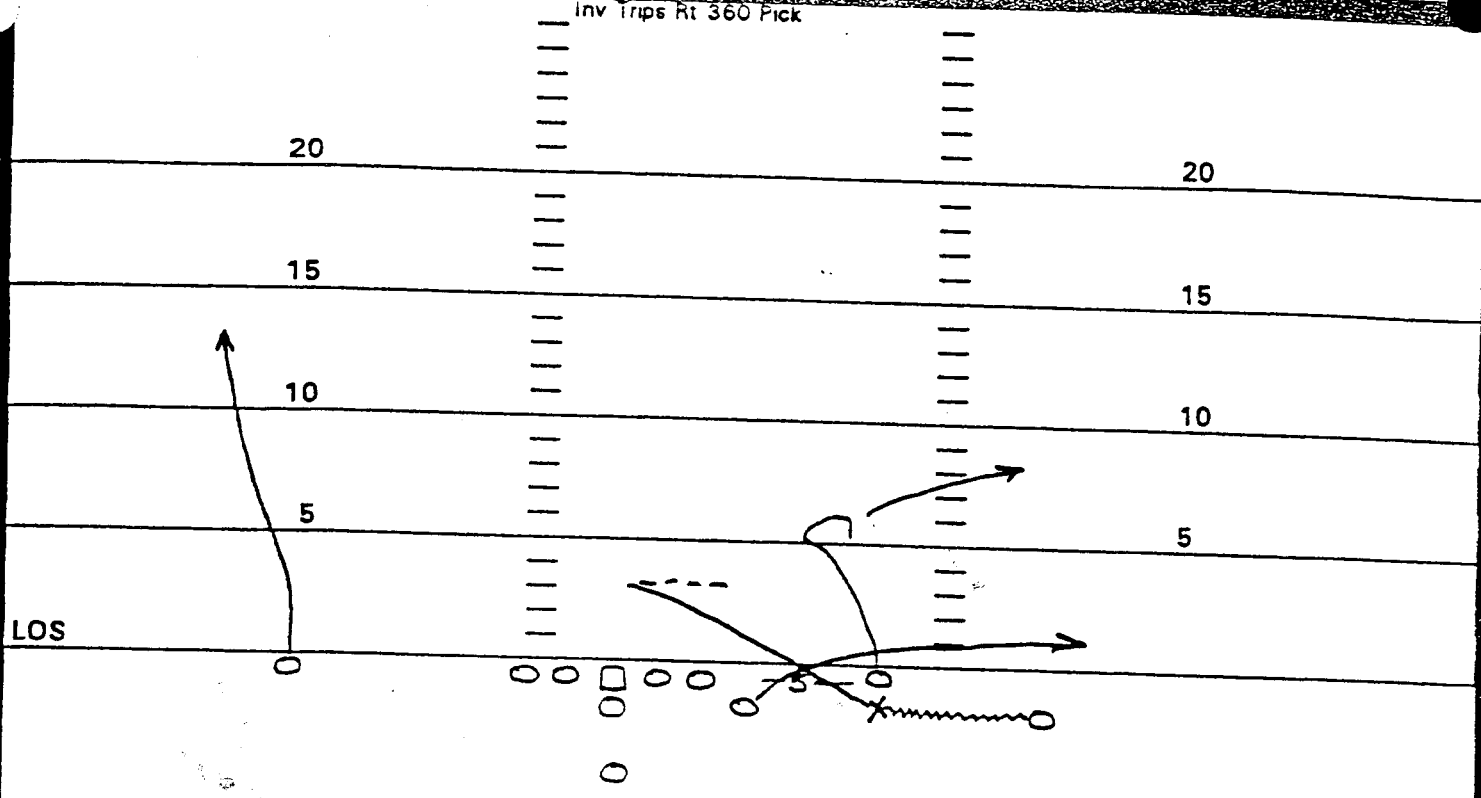
Hot off PSLB to Z

Inverted Trips

*Motion is automatic

360 - 370

Inv Trips Rt 360 Pick



- PSWR
- BSWR
- PSA
- P
- QB

Motion on QB's nod; look for Hot off PSLB to Pressure In and then out
 Vertical
 Flat Route
 Pick inside making Man go under; find open space based upon SS or C
 Protection

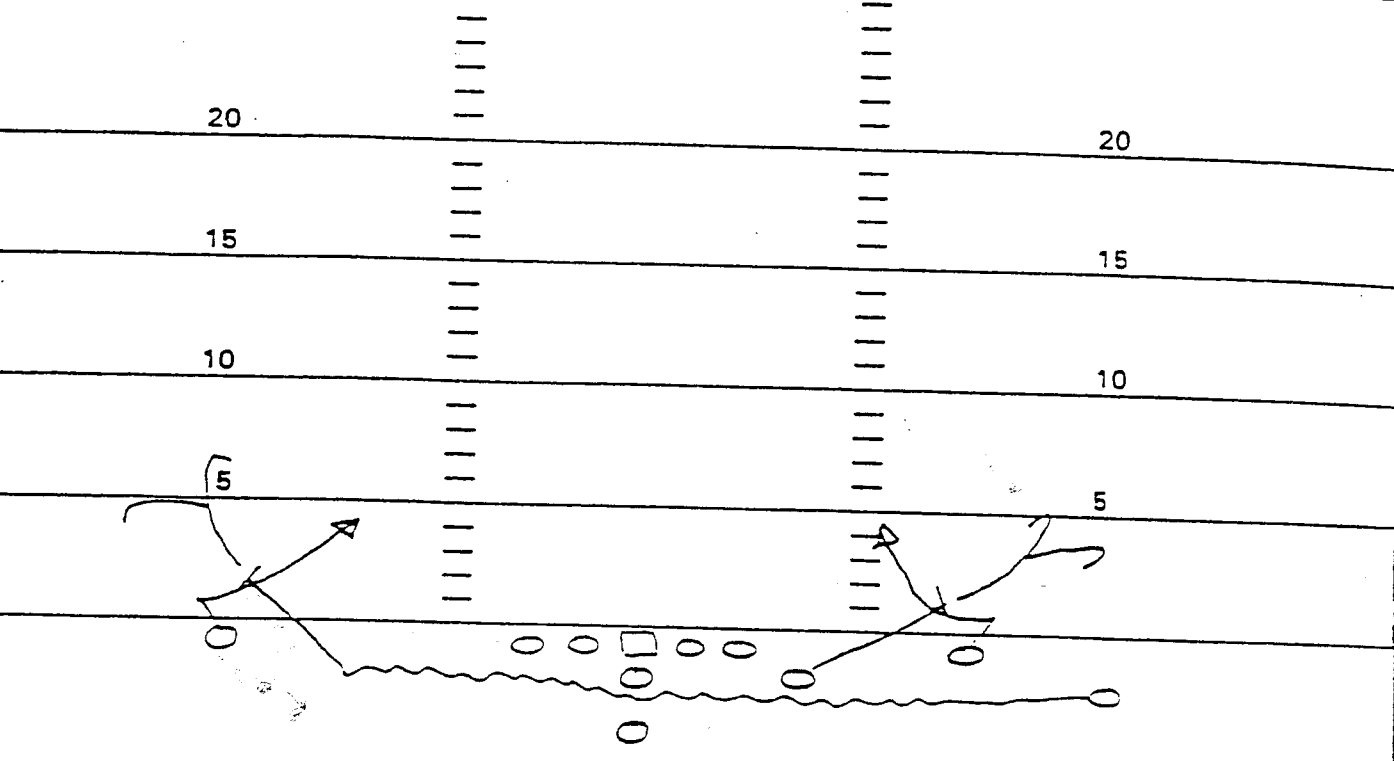
Motion is automatic (i.e., NOT called) and initiates on your nod.
 Hot off the PSLB with the PSWR
 Look from the Flat route(PSA); to Stop (Trips A); to Pressure In by the WR
 Throw ball off a half roll 3 step drop

COVER 2
SAME

MAN
SAME

PLAY: Under	FORMS/MOTION	PASS	PROTECTIONS
Reads: []	Inverted Trips	360-370	
rk best slant side	*Motion is automatic		
: Outside			

Inv Trips Lt 360 Under

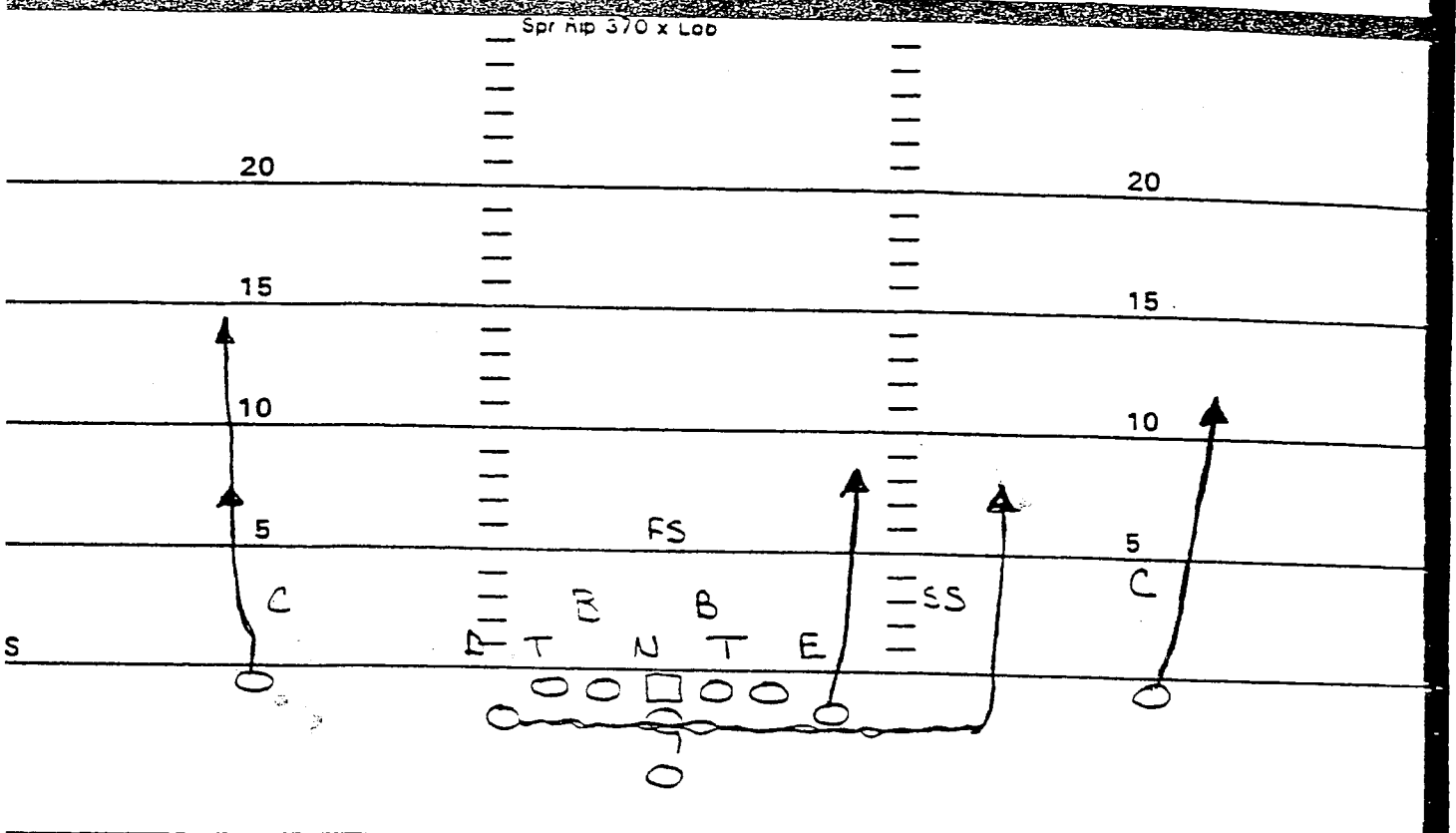


- PSWR: Push out 1-2 steps, then slant under Screen.
- BSWR: Align off LOS and motion across; pick, then find space in EZ.
- PSA: Pick outside for A, then find open space in back corner of EZ.
- *BSA: Align opposite call, push out 1-2 steps, then slant under Screen
- B: Protection
- GB:

when corners are playing Man with inside leverage.
 when motion is 4-6 yards from receiver.
 motion is automatic (i.e., NOT called) and begins on your nod.
 outside corners running slants off the Pick.

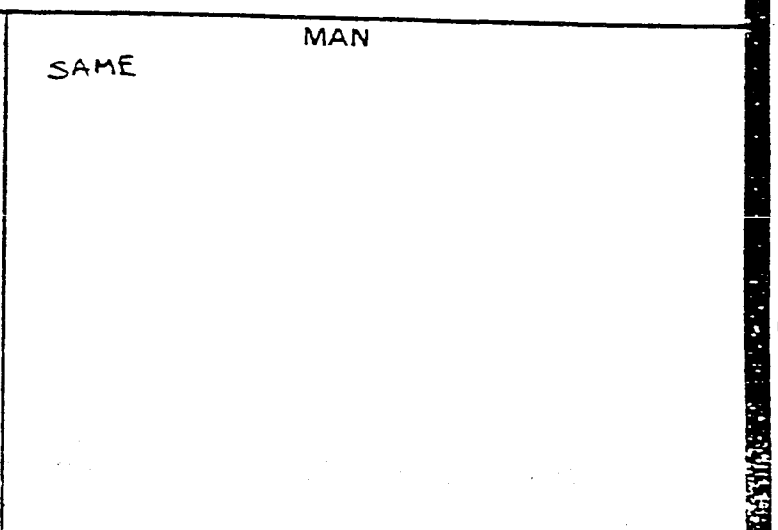
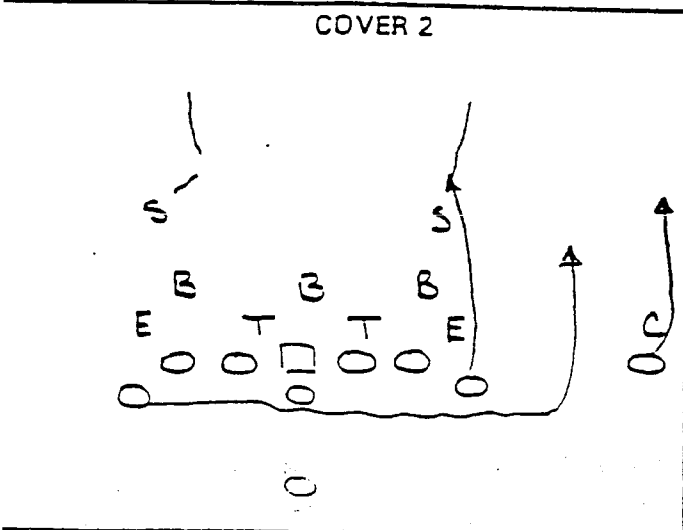
COVER 2	MAN
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PLAY: Lob	FORMS/MOTION	PASS: 360 - 370	PROTECTIONS
Reads: how it!	Trips		
	Soread/Rip-Liz		



- PSWR: Lob Fade: If corner playing outside, grab face, facemask to run slant
- BSWR: Vertical
- PSA: Vertical
- BSA: Vertical
- B: Protection
- QB:

Step Drop - Take step back with throwing foot and release.
 Emphasize Arc and dropping inside 2x2 yard box in corner of EZ.
 EZ grabs facemask, route changes to changes to "2" (i.e., Slant)



PLAY: Duck

FORMS/MOTION

PASS

PROTECTIONS

Leads:
Backside Route

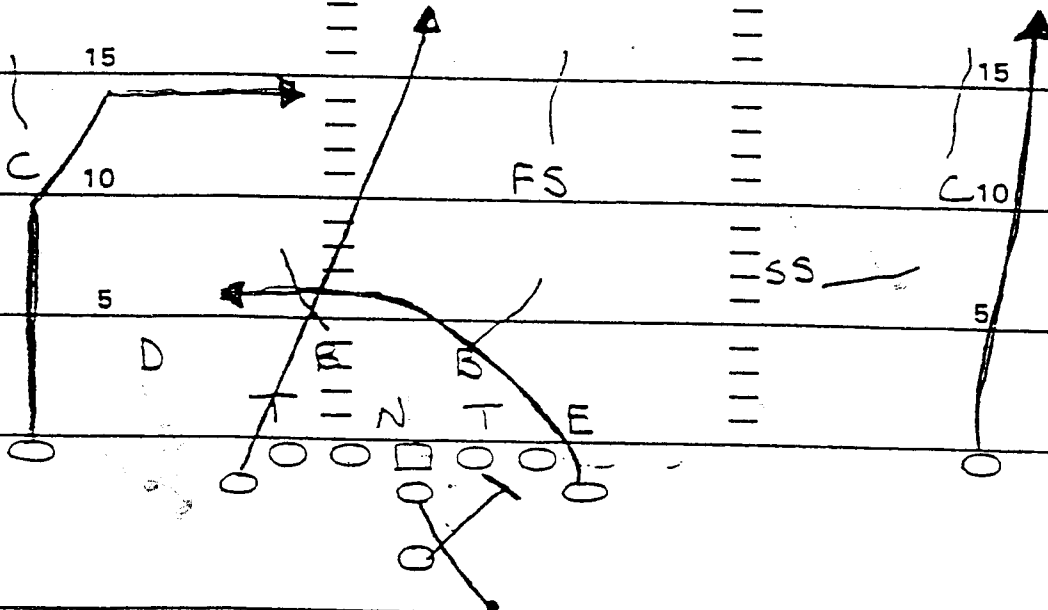
Spread

360 - 370

Spr 360 Duck

20

20



PSWR

Vertical

BSWR

14 yard Dig / SQUARE IN

PSA

4-6 yard Cross

BSA

Clear through middle, either middle third or 1/2 player your side

B

Protection

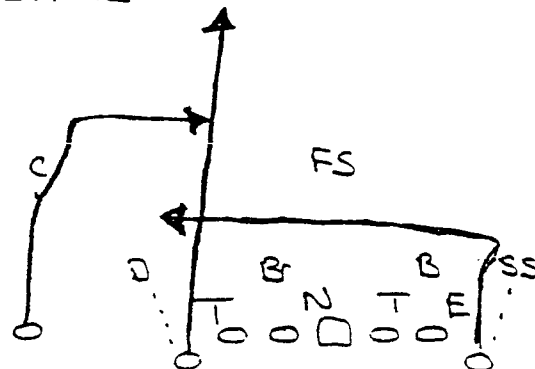
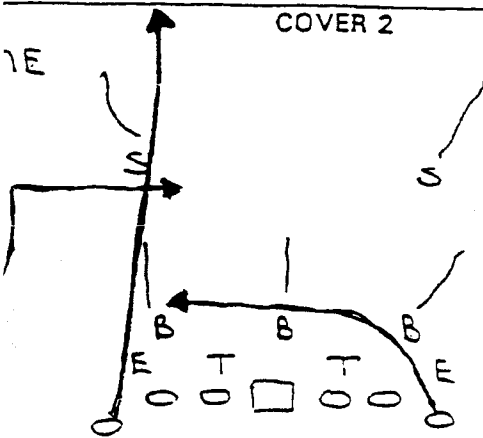
QB

as a Middle, 3 level route
good vs. Cover 2

COVER 2

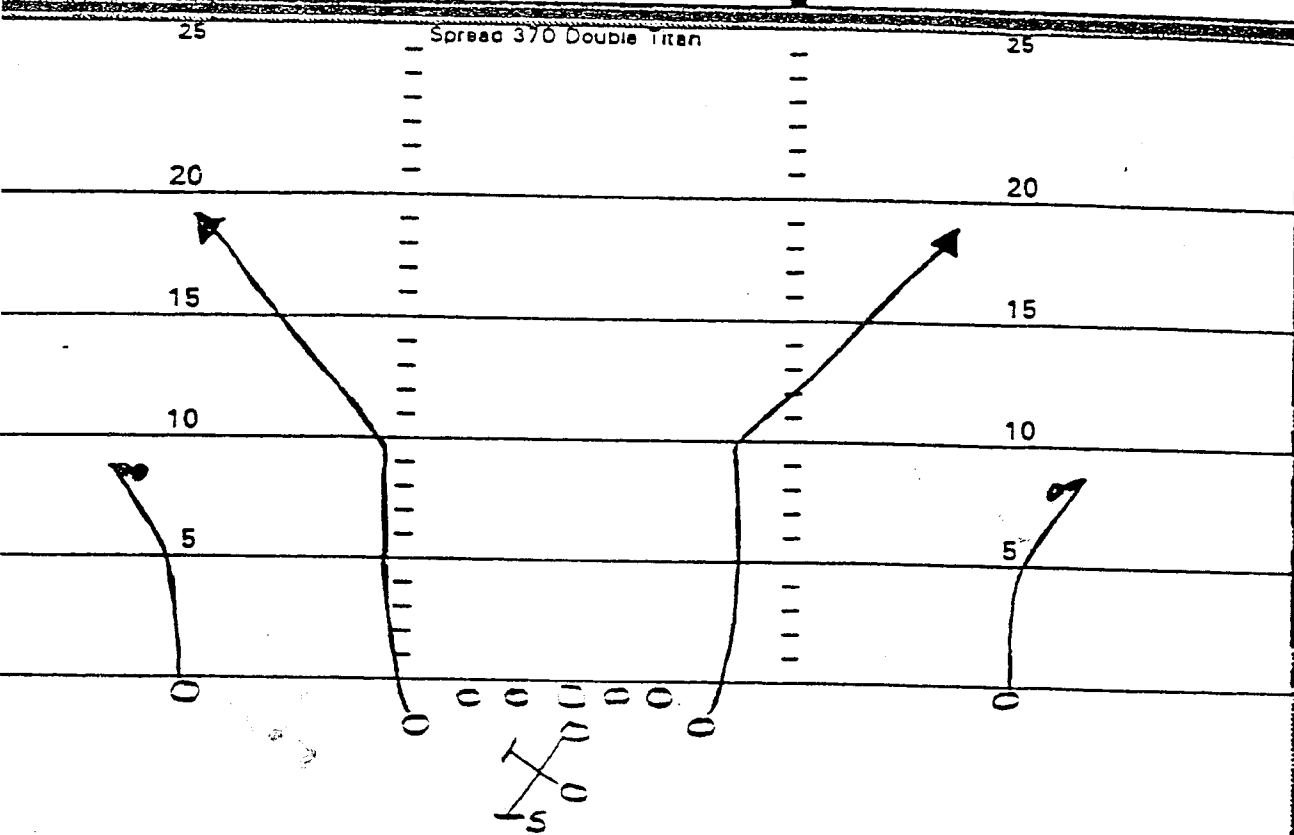
MAN

SAME



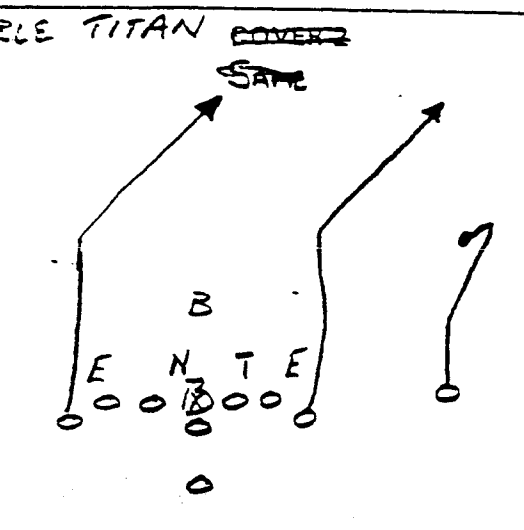
Double Titan
From Flat Defender

FORMATION	PASS	PROTECTIONS
Spread	360-370	
Trips Rip/Liz Ray/Lay		



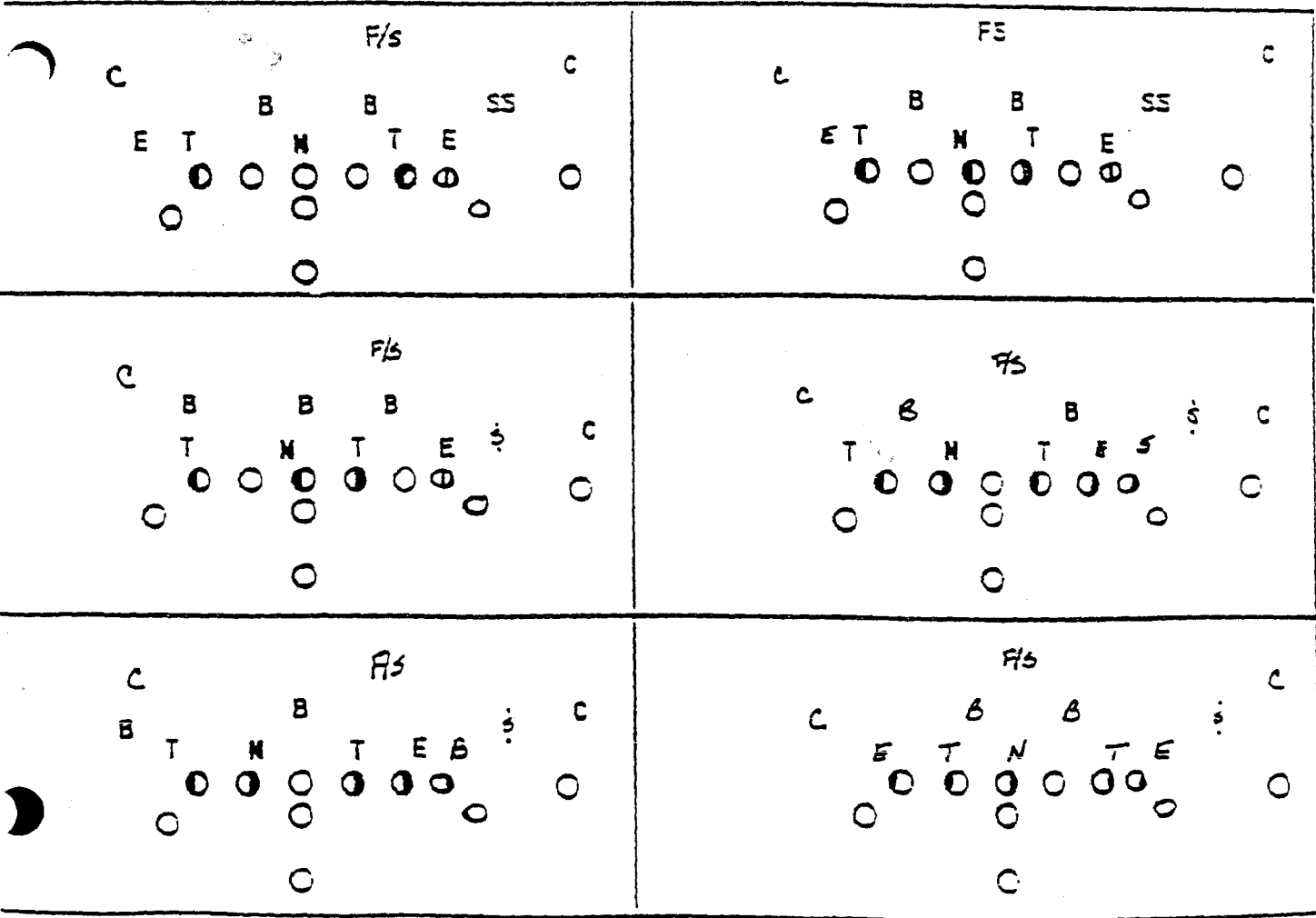
- BSWR 8 yard hitch
- BSWA 8 yard hitch
- PSA Corner route with break at 10 yards.
- PSA Corner route with break at 10 yards.
- FS Protection

away from side where Flat Defender can get under Hitch
er length of throw and location of Free Safety
ow off the Corner

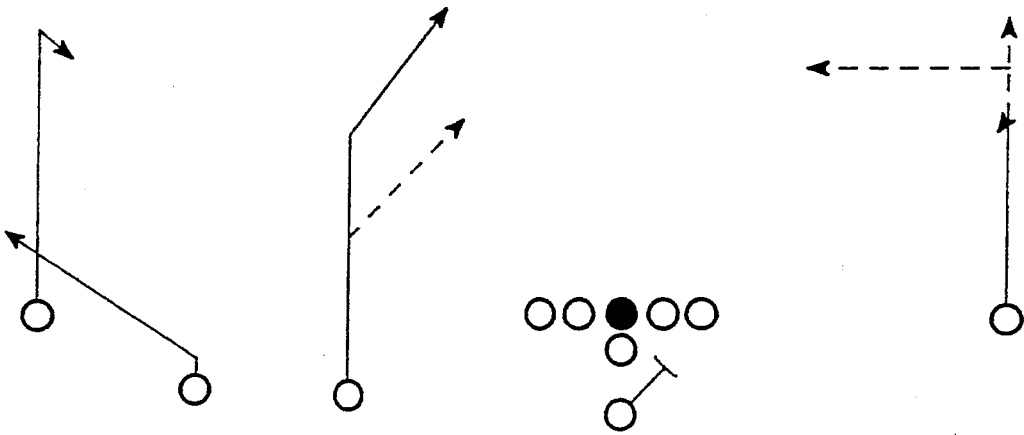


MAN
SAME

Z	Scoop/ White
PSA	Drop Step cross over and arc for #3 counting from 7 TQ out.
PT	Base for B-gap to Down
PSG	Pull for 1st man head up to outside OT log him to PSLB'er to FS, 7=log c gap to PSLB
C	Wide Scoop for PSA-gap
BSG	Scoop/ White
BST	OT-block down step, Secure C Gap to LB'er to FS
BSA	Run Pitch Route
X	White to Scoop
B	Open flat then down hill at inside hip of PST, follow PSG around for PSLB'er to MIKE to Safety.
QB	Reverse out, come off the line; flash ball to B. 5 step should be 5 yards deep heading towards LOS and pitch off #2. Always COUNTING FROM THE 7TQ.



Trips Open 60 X Switch (Y Dig)



QUARTERBACK

5 Step Gather
 5 in the box check run
 A or Z uncovered check Liz or Rip
 If Hitch to Y is there - signal and take it
 None of the above - stay with the play

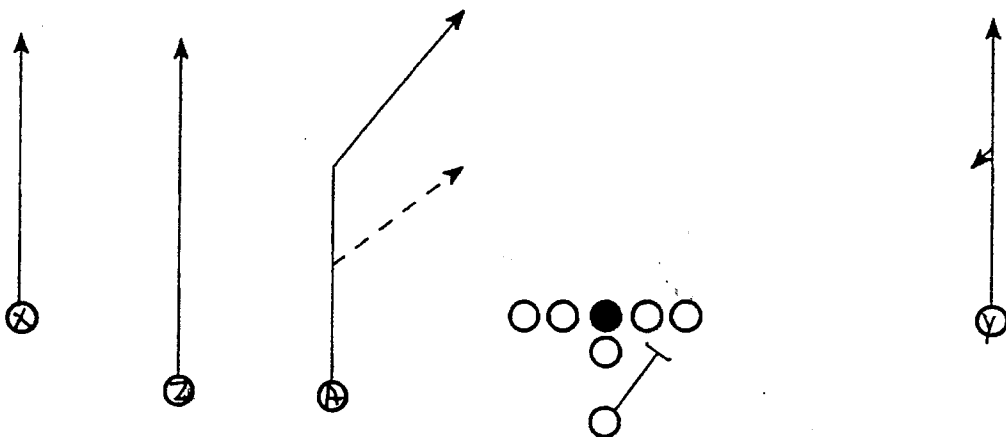
READS:

vs. 3 on 3- Z to X
 vs. 4 on 3- A to Y
 Cov 2- A to Y
 Blitz - Z to A

X: Stop
 Y: Signal (Dig)
 Z: Flat
 AHU: Post
 FB: Block 60 Protection

C.P. A Back: Run slant vs blitz

Trips Open 63



QUARTERBACK

5 Step Gather
 5 in the box check run
 A or Z uncovered check Liz or Rip
 If Hitch to Y is there - signal and take it
 None of the above - stay with the play

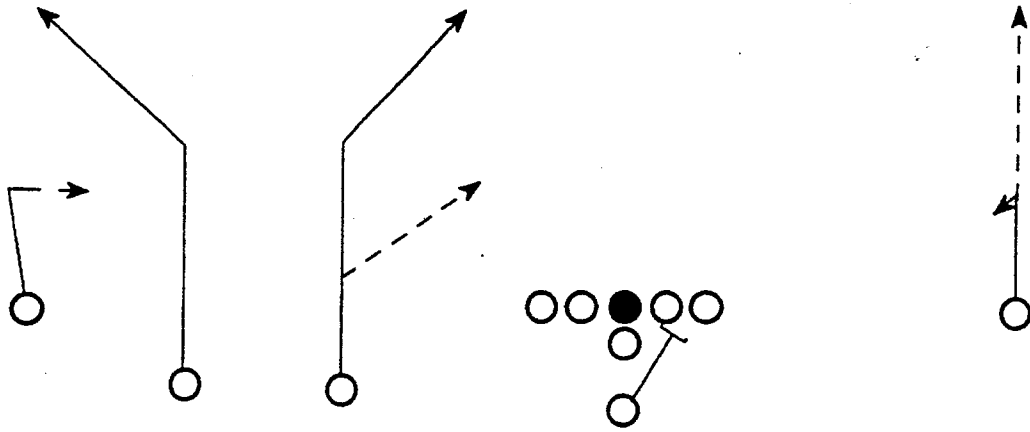
READS:

vs. 3 on 3- Z to X
 vs. 4 on 3- A to Z
 Cov 2- A to Z
 Blitz - A back on slant

X: Take Off (2 yards outside #'s)
 Y: Signal
 Z: Seam (2 yards outside hash)
 AHU: Seam to middle (Do not exceed
 backside hash.
 FB: Block 60 Protection

C.P. A Back: Run slant vs blitz

Trips Open 66 X Switch



QUARTERBACK

5 Step Gather
 5 in the box check run
 A or Z uncovered check Liz or Rip
 If Hitch to Y is there - signal and take it
 None of the above - stay with the play

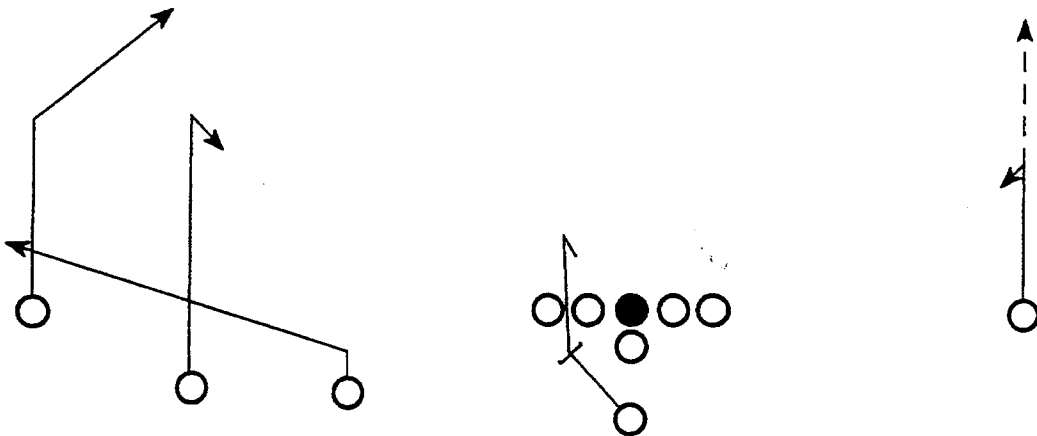
READS:

vs. 3 on 3 - Z to X - Read corner's drop
 vs. 4 on 3 - z to X
 Cov 2 - A to Z - may come back late to X
 Blitz - A: hot on slant, or X on under

X: Smash
 Y: Signal
 Z: Corner
 AHU: Post
 FB: Block 60 Protection

C.P. A Back: Run slant vs blitz

Trips Open 70 Z A Flat



QUARTERBACK

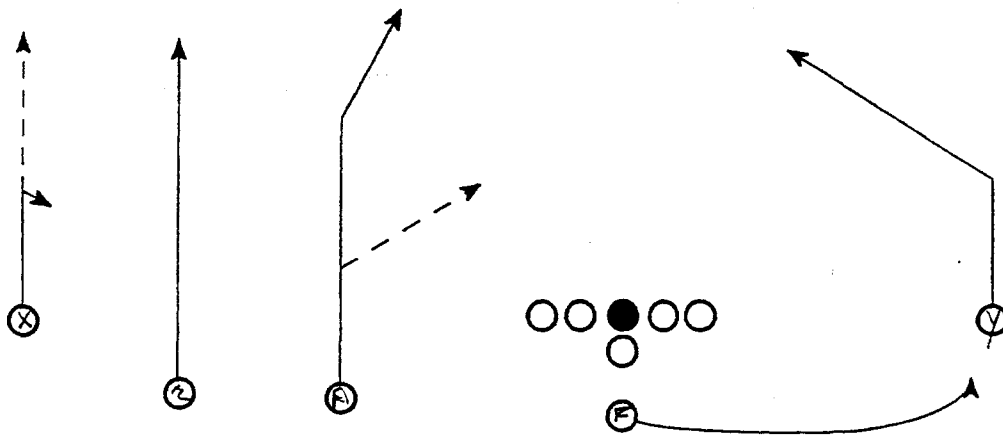
5 Step Gather
 5 in the box check run
 A or Z uncovered check Liz or Rip
 If Hitch to Y is there - signal and take it
 None of the above - stay with the play

READS:

vs. 3 on 3 - A, Z, to X OR read flat defender
 vs. 4 on 3 - A, Z, to X OR backside to Y
 Cov 2 - A, Z, to X
 Blitz - A on flat

X: Stop
 Y: Signal (Dig)
 Z: Flat
 AHU: Post
 FB: Block 70 Protection - Leak

Trips Open 590 Y Slant



QUARTERBACK

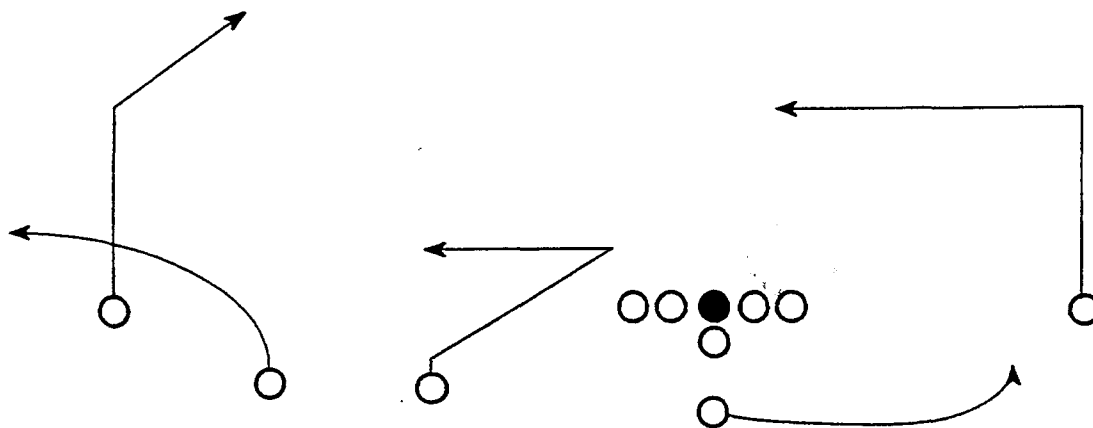
5 Step Drop
 5 in the box check run
 A or Z uncovered check Liz or Rip
 If Hitch to Y is there - signal and take it
 None of the above - stay with the play

READS:

vs. 3 on 3- X side - combo X to Z
 Y side - combo Y to F
 vs. 4 on 3- Y to F
 Cov 2 - A to Z or Y to F
 Blitz - A hot on slant

X: Hitch
 Y: Slant
 Z: Seam
 AHU: Seam
 FB: Hot Swing
 C.P. A Back: Run slant vs blitz

Trips Open 593 A Dragon Return



QUARTERBACK

5 Step Drop
 5 in the box check run
 A or Z uncovered check Liz or Rip
 If Hitch to Y is there - signal and take it
 None of the above - stay with the play

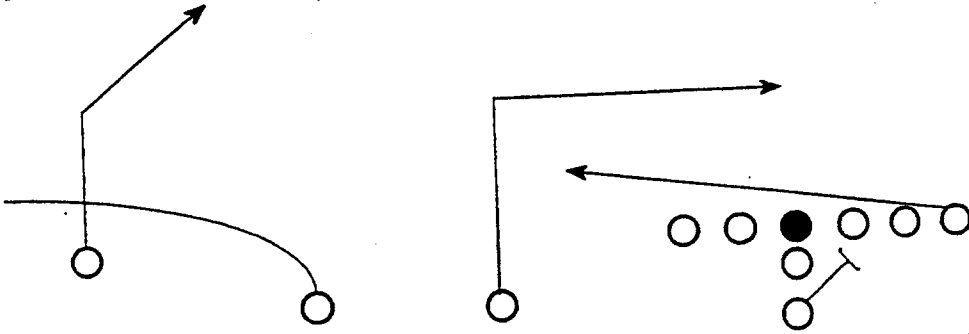
READS:

vs. 3 on 3- A to Y
 vs. 4 on 3- A to Y - possible F to Y
 Cov 2 - A to Y
 Blitz - F hot on swing

X: Post
 Y: IN (10 yards)
 Z: Flat (outlet)
 AHU: Drag Return
 FB: Hot Swing
 C.P.

PLAY: 63 Dragon (A, Y, Z, X)

Y DRAGON



QB READS:

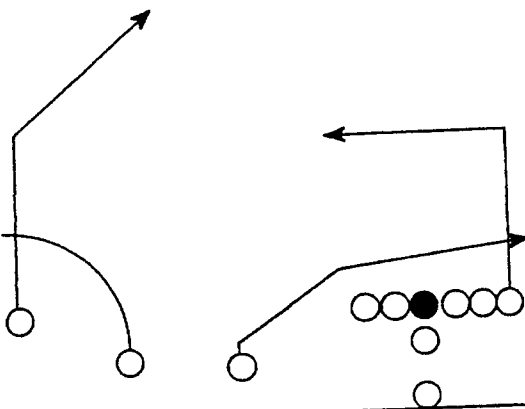
5 step drop

1. Read middle linebackers drop and throw opposite his reaction.
2. Player on drag route is your hot receiver

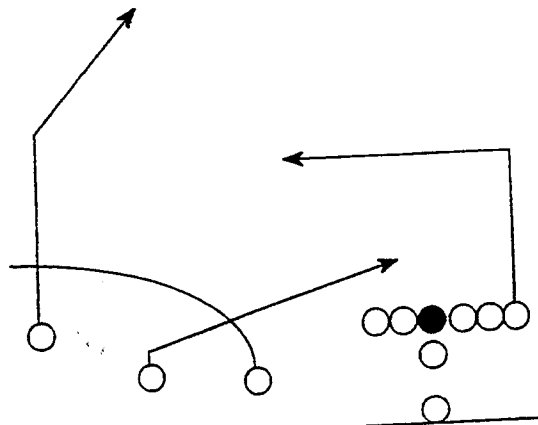
DRAGON RULES

Player called runs drag route
 First receiver on opposite side of the ball runs ar in route at 10 yds
 Z in Trips runs a flat route unless he is called on the drag.
 X in Trips runs a post unless called on the drag

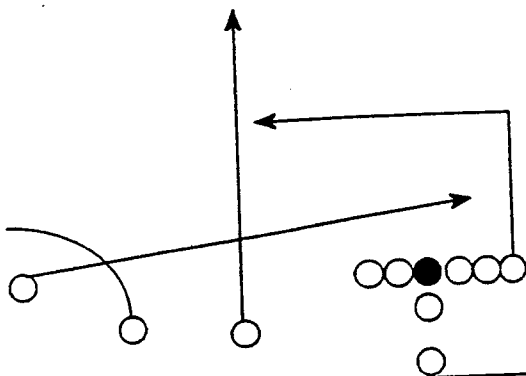
A DRAGON



Z DRAGON

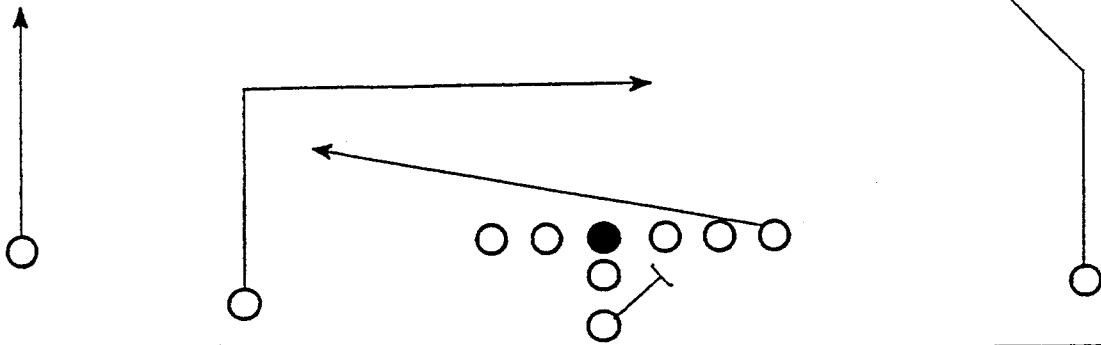


X DRAGON



PLAY: 63 Dragon (A, Y, Z, X)

Y DRAGON



QB READS:

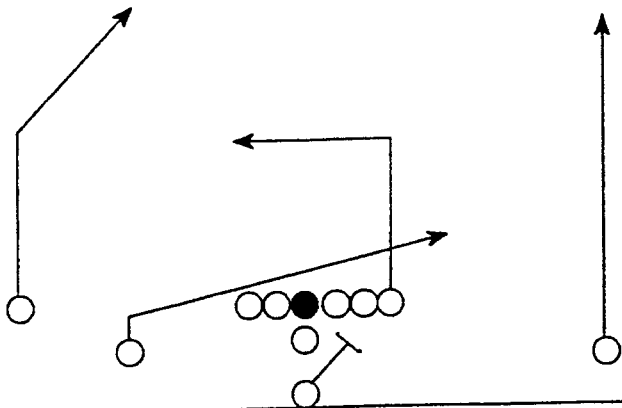
5 step drop

1. Read middle linebackers drop and throw opposite his reaction.
2. Player on drag route is your hot receiver

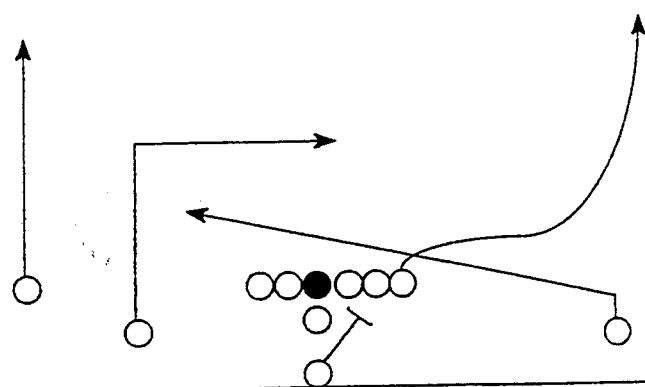
DRAGON RULES

Player called runs a drag route
 First receiver on opposite side of the ball runs an In at 10 yds
 Wide receiver on Drag side runs a post
 Wide receiver on "IN" side runs take off
 If there are 2 receivers to your side and the outside receiver runs drag, the inside receiver runs a wheel picking for the outside man.
 Player called on drag is the hot receiver

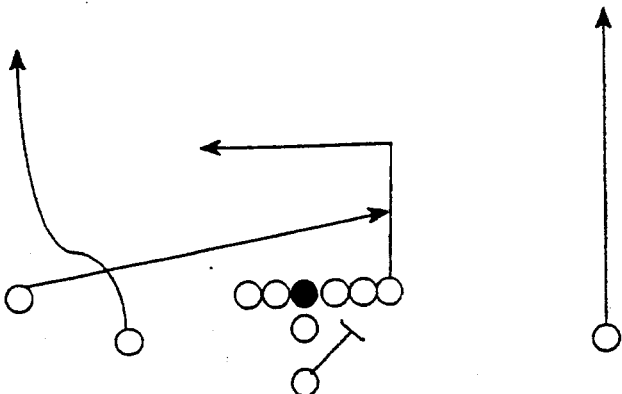
A DRAGON



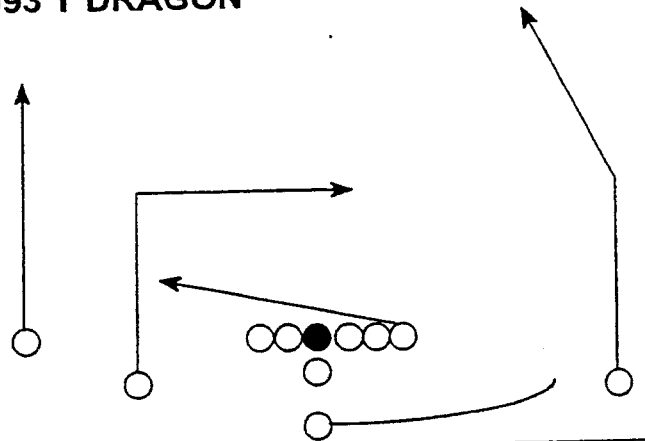
Z DRAGON



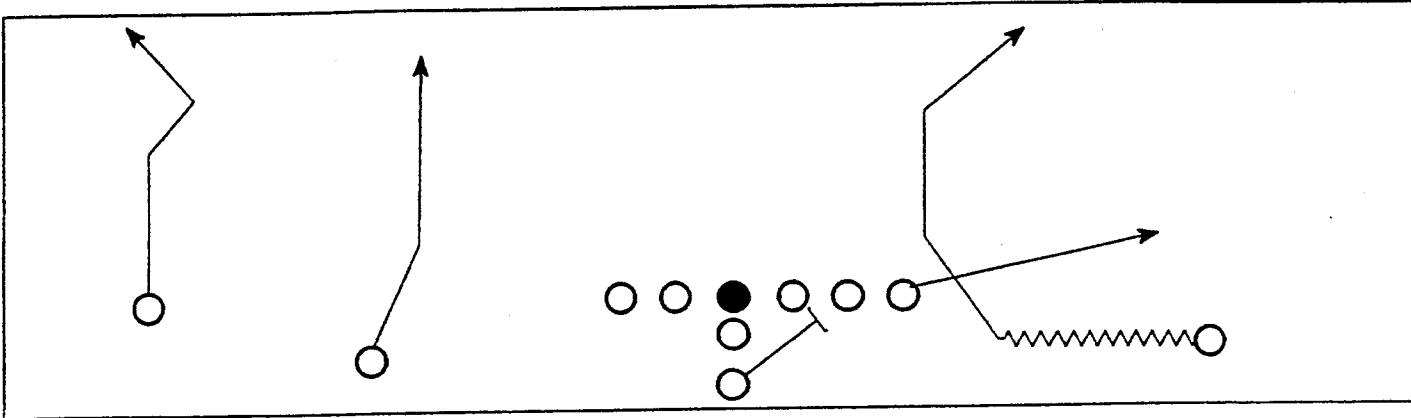
X DRAGON



593 Y DRAGON



PLAY: 65 A Seam

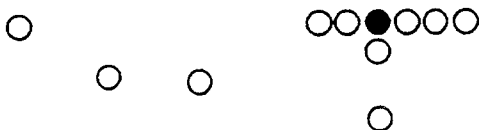


QB READS

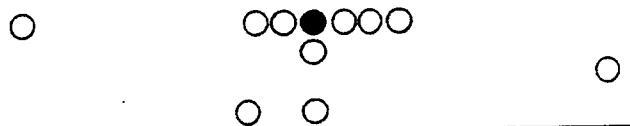
5 Step drop - non rhythm
 Vs. 1 safety: Read Y to Z
 Vs. 2 Safety: read Z, A, to X
 OR read SS to FS

X: Post Corner
 Y: Flat
 Z: Corner
 A/H/U: Seam
 FB: Block 60/70 Protection

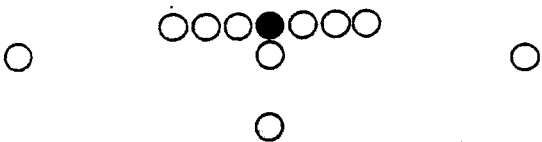
TRIPS



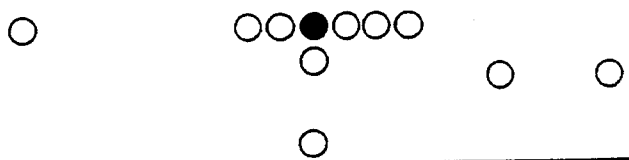
FAR



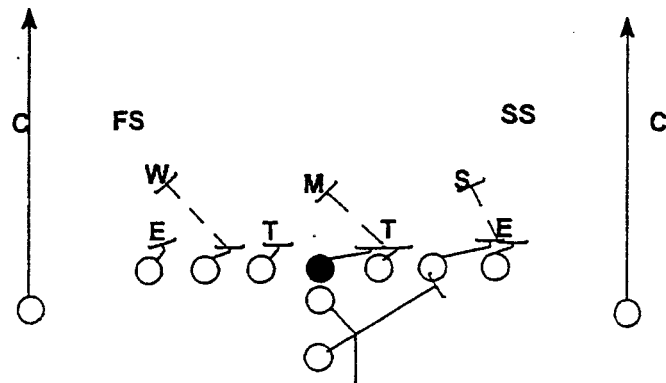
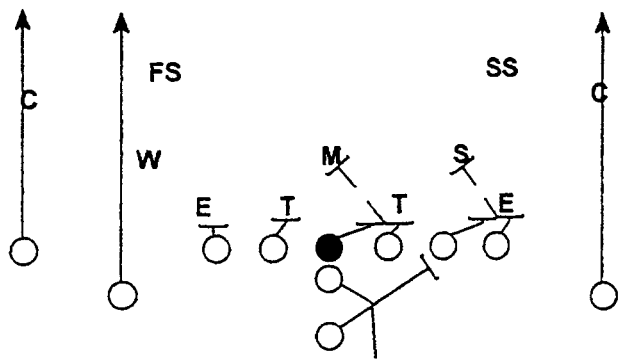
TWINS



TREY

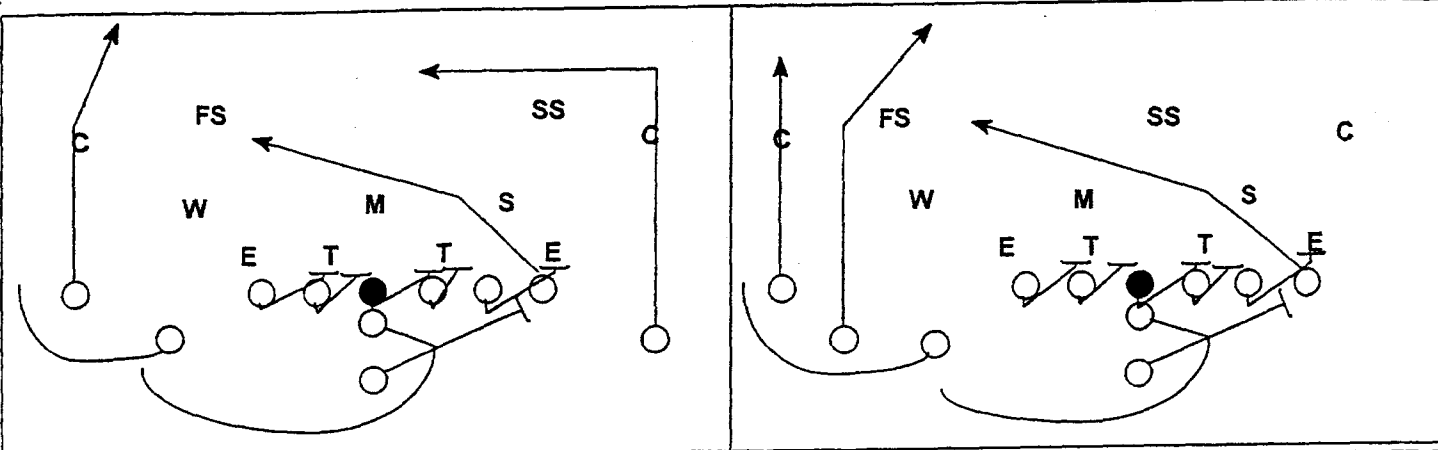


Play: 314/315 Max



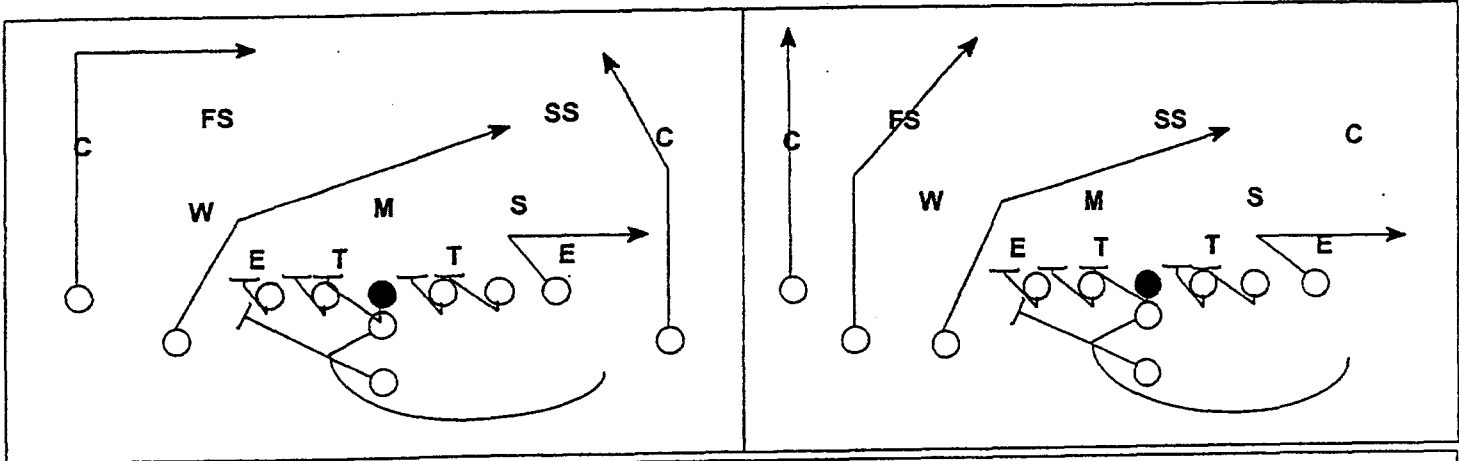
BALL CARRIER (F)	2 point stance, toes at 7. Execute base 14/15 track. Look to bounce the ball outside to draw the safety down. "Rock the Rock" Do not pass color. Check for blitz.
BACK (A) (H) (U)	Run take off or execute pattern called. Aggressively run block. If to fake side, regular zone rules. If away from fake side, inside cut off.
BACKSIDE TACKLE	If fake goes to tight end side, responsible for EMLOS. If fake goes away from tight end use regular zone rules.
BACKSIDE GUARD	Aggressively block zone play. If uncovered carry out zone responsibility then hinge and look to help backside.
CENTER	Aggressively block zone play. If uncovered carry out zone responsibility then hinge and look to help backside
PLAYSIDE GUARD	Aggressively block zone play. If uncovered carry out zone responsibility then hinge and look to help backside
PLAYSIDE TACKLE	Aggressively block zone play. If uncovered carry out zone responsibility then hinge and look to help backside
TIGHT END (Y)	Aggressively run block. If to fake side, regular zone rules. If away from fake side, inside cut off.
SPLIT END (X)	Run take off or execute pattern called.
FLANKER (Z)	Run take off or execute pattern called.
QB	14/15 zone footwork. 2 handed run fake. Wave RB goodbye and watch him go. Set up behind guard/tackle. Progression will be determined by the tagged route called.
ALERTS	

Play: 316/317 Boot



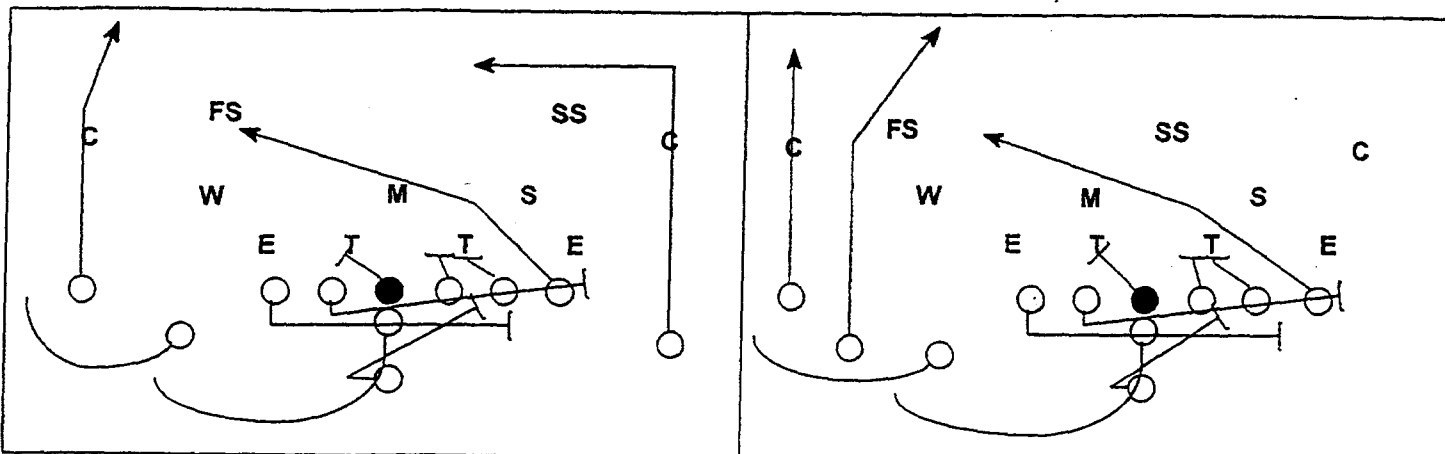
BALL CARRIER (F)	2 point stance, toes at 7. Execute base 16/17 track. Look to bounce the ball outside to draw the safety down. "Rock the Rock" Do not pass color. Check for blitz.
BACK (A) (H) (U)	Run Rip or Liz, like backside of zone; work to 2 yds deep, 2 steps past #'s. Slam flat - step down, sell run, slam defender, then run flat 1-3 yds. C.P. Don't get hung up inside.
BACKSIDE TACKLE	Sell 16 and 17 - bucket step and block first defender to show playside. C.P. Keep pads down.
BACKSIDE GUARD	Sell 16 and 17 - bucket step and block first defender to show playside. C.P. Keep pads down.
CENTER	Sell 16 and 17 - bucket step and block first defender to show playside. C.P. Keep pads down.
PLAYSIDE GUARD	Sell 16 and 17 - bucket step and block first defender to show playside. C.P. Keep pads down.
PLAYSIDE TACKLE	Sell 16 and 17 - bucket step and block first defender to show playside. C.P. Keep pads down.
TIGHT END (Y)	Run diagonal route. Work the hole between flat defender and inside LBer.
SPLIT END (X)	Trips: run take off route, outside release. Dbl or D. Slot : Run post
FLANKER (Z)	Trips: run post route. Dbl or D. Slot: run dig.
QB	Outside zone footwork, fake 2 handed hand off. Watch B.C. go by, wave him bye. Play fake important. Snap head around, gaining depth and throw to A to Y. C.P. - End will not be blocked so you may have to throw quick.
ALERTS	

Play: 316/317 Naked



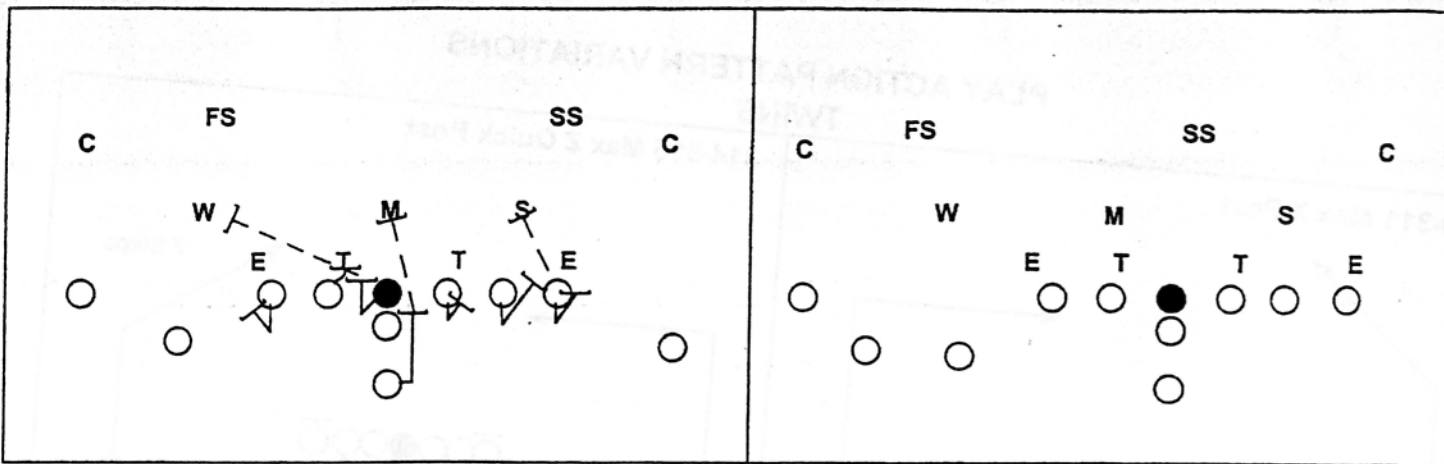
BALL CARRIER (F)	2 point stance, toes at 7. Execute base 16/17 track. Look to bounce the ball outside to draw the safety down. "Rock the Rock" Hit first color. Check for blitz.
BACK (A) (H) (U)	Run diagonal route. Work hole between flat defender and inside LBer.
BACKSIDE TACKLE	Sell 16 and 17 - bucket step and block first defender to show playside. C.P. Keep pads down.
BACKSIDE GUARD	Sell 16 and 17 - bucket step and block first defender to show playside. C.P. Keep pads down.
CENTER	Sell 16 and 17 - bucket step and block first defender to show playside. C.P. Keep pads down.
PLAYSIDE GUARD	Sell 16 and 17 - bucket step and block first defender to show playside. C.P. Keep pads down.
PLAYSIDE TACKLE	Sell 16 and 17 - bucket step and block first defender to show playside. C.P. Keep pads down.
TIGHT END (Y)	Slam flat - Step down, sell run, slam the defender, then run flat. (1-3 yds.) C.P. Don't get hung up inside.
SPLIT END (X)	Run digroute in Doubles formation. Run take off route in trips formation.
FLANKER (Z)	Run post in Doubles formation. Run post route in Trips formation.
QB	Outside zone footwork, fake 2 handed hand off. Watch B.C. go by, wave him bye. Play fake important. Snap head around, gaining depth and throw to Y to A. C.P. - End will not be blocked so you may have to throw quick.
ALERTS	

Play: 334/335 Boot



BALL CARRIER (F)	2 point stance, toes at 7 Execute base 34/35 track. "Rock the Rock" Hit first color.
BACK (A) (H) (U)	Fake rip or liz like backside of zone. Work to 2 yds deep 2 steps past the #'s. Slam flat, step down, sell run, slam the defender, then run flat (1-3 yds) C.P. - Don't get hung up inside.
BACKSIDE TACKLE	Pull with depth and block first defender to show playside. Be alert for Mac run through.
BACKSIDE GUARD	Pull and block first defender past tackle. AP: Inside number.
CENTER	Responsible for defender over pulling guard. If guard is uncovered block next defender on level 1. Calls: Cage
PLAYSIDE GUARD	Responsible for Strong A Gap. If center is uncovered block man on. Calls: Deuce, Down
PLAYSIDE TACKLE	Responsible for B Gap. If onside guard is uncovered block man on. Call: Deuce, Down.
TIGHT END (Y)	Run diagonal route, work hole between the flat defender and the inside LBer.
SPLIT END (X)	Trips: run take off route, outside release. Dbl or D. Slot: run post.
FLANKER (Z)	Trips: run post route. Dbl or D. Slot: run dig.
QB	34-35 Counter footwork, fake 2 handed hand off. Watch B.C. go by, wave him bye. Play fake important. Snap head around, gaining depth and throw to A to Y. C.P. - End will not be blocked so you may have to throw quick.
ALERTS	

Play: 352 Max



BALL CARRIER (F)	2 point stance, toes at 7. Execute draw fake. Do not pass color. Responsible for MAC.
BACK (A) (H) (U)	Run route called.
BACKSIDE TACKLE	Covered: block man on or outside. Area all games. Slide weak (away from Y) Calls: SOLID, ROGER/LUCKY, FAN/PRESS, AND BASE
BACKSIDE GUARD	Covered: Block man on. Area all games. Uncovered: Slide weak (away from Y) responsible for weak B gap. Calls: SOLID, ROGER/LUCKY, RAM/LION, FAN, PRESS, AND BASE.
CENTER	Covered: Block man on. Area all games. Slide weak (away from Y). responsible for weak A gap. Calls: SOLID, ROGER/LUCKY, RAM/LION, BASE
PLAYSIDE GUARD	Covered: Block man on. Area all games. Uncovered: Slide weak (away from Y). Responsible for strong A gap. Calls: SOLID, ROGER/LUCKY, RAM/LION, SQUEEZE AND BASE.
PLAYSIDE TACKLE	Man on to outside. Calls: DOUBLE, TRIPLE.
TIGHT END (Y)	Man on to outside. Calls: DOUBLE, TRIPLE.
SPLIT END (X)	Run route called.
FLANKER (Z)	Run route called.
QB	Back out and execute 52/53 draw fake. Set up and read route progression that is called.
ALERTS	

PLAY ACTION PATTERN VARIATIONS

TWINS

314-315 Max Z Quick Post

10-311 Max X Post

7 Steps

