

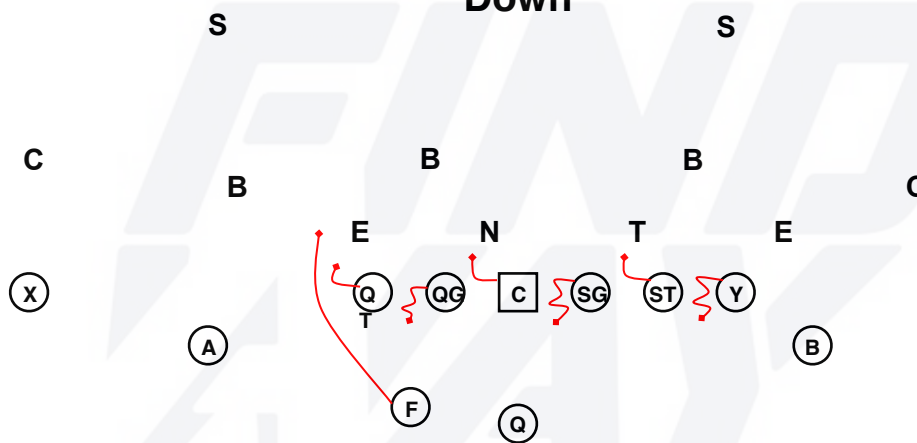
# Rollout Passes



## Rodeo/Lasso

### Base Rules vs 4

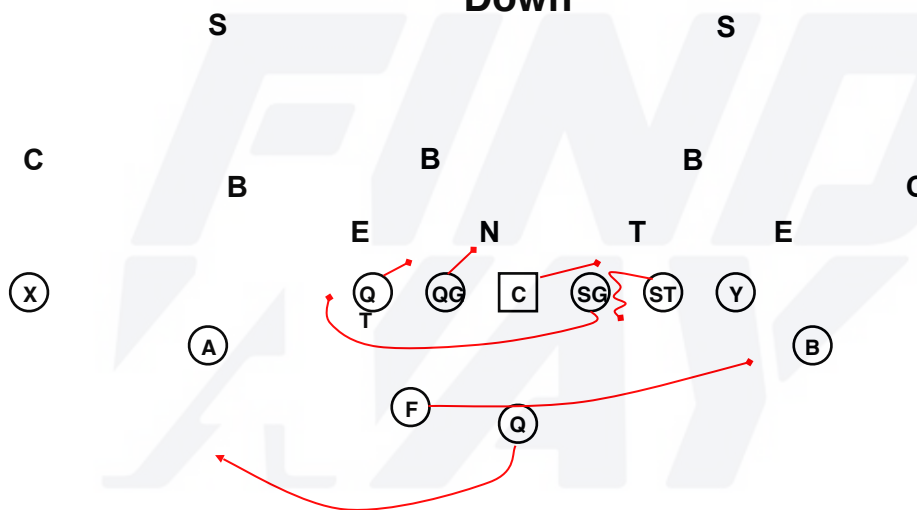
Down



Position	Job Description
<b>X</b>	Route
<b>A</b>	Route
<b>F</b>	Attack outside edge, seal DE or find ILB on edge
<b>Y</b>	Check gap, if no pressure stay square (If not in route)
<b>B</b>	Route
<b>QT</b>	Reach end
<b>QG</b>	Check gap, if no pressure stay square
<b>C</b>	Reach 1 tech
<b>SG</b>	Check gap, if no pressure, hinge back
<b>ST</b>	Reach 3 Tech
<b>Q</b>	Attack edge and fit off "F" block



## Rock/Load Base Rules vs 4 Down



Position	Job Description
<b>X</b>	Route
<b>A</b>	Route
<b>F</b>	Play fake and block DE/OLB
<b>Y</b>	Check gap, if no pressure stay square (If not in route)
<b>B</b>	Route
<b>QT</b>	Block back, gap protect
<b>QG</b>	Block back, gap protect
<b>C</b>	Block back, gap protect
<b>SG</b>	Pull with depth and attempt to log
<b>ST</b>	Inside hinge
<b>Q</b>	Fake to F and roll out



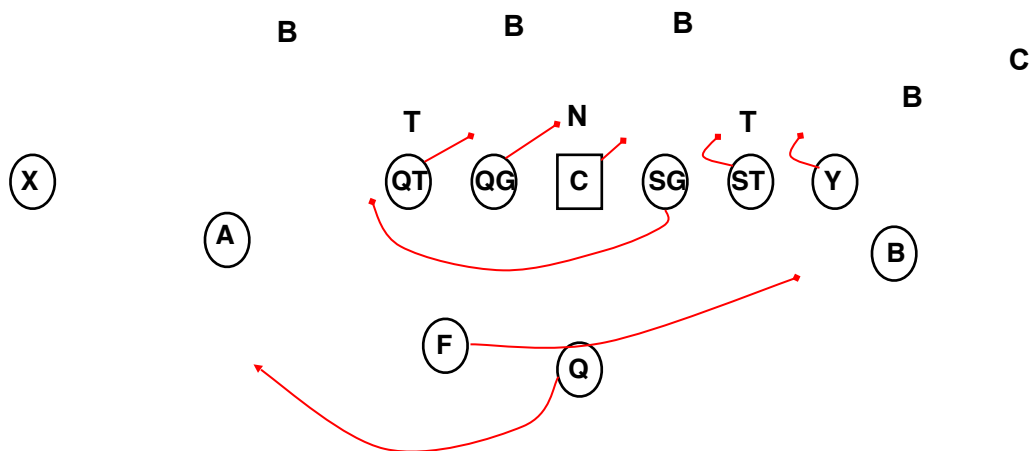
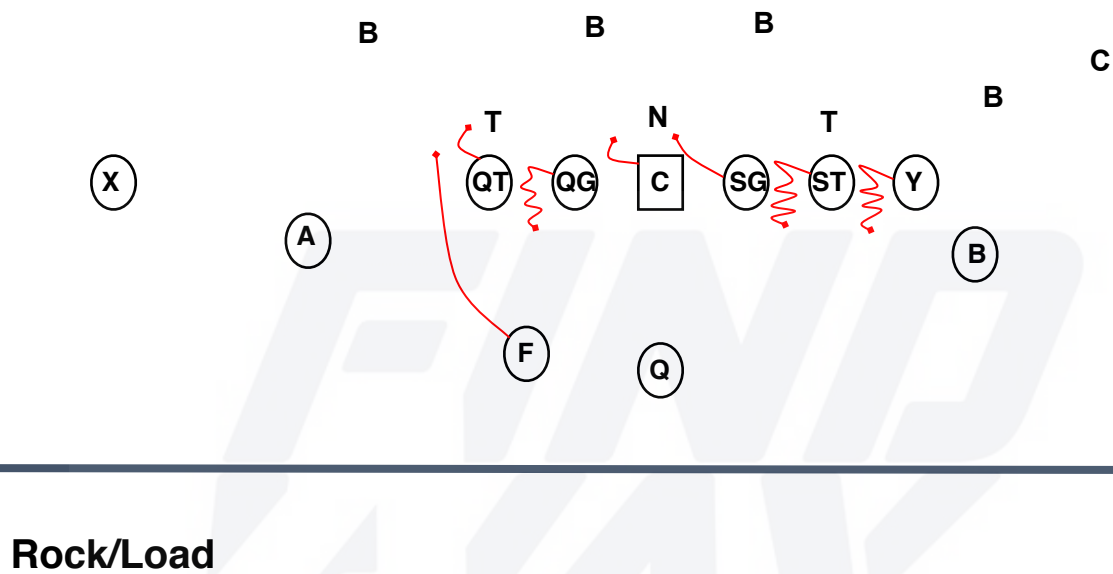
# Rollout Protections vs 3 Down



## Rodeo/Lasso

Playside stay square. Block gap

Backside block gap, if no show hinge with depth

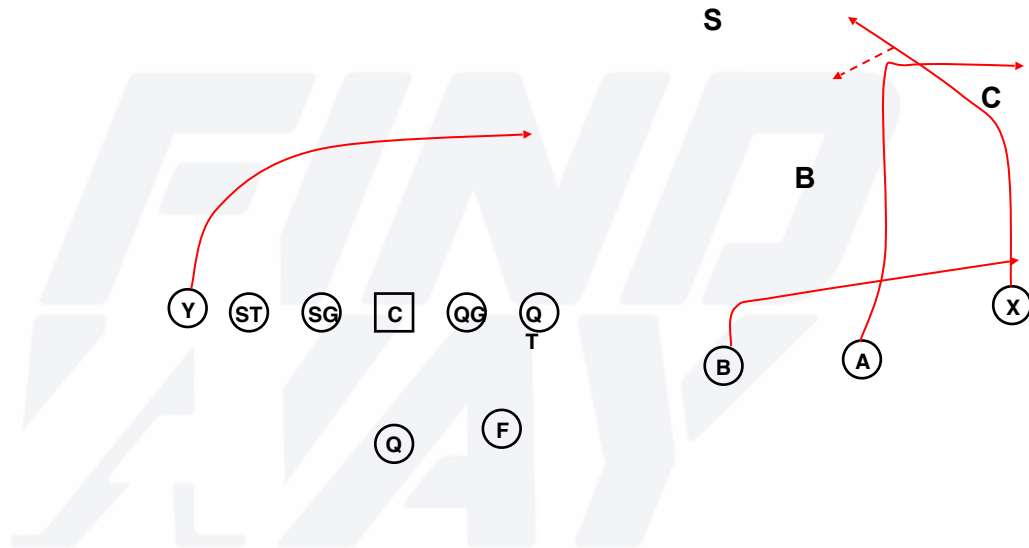


*FIND  
RAY*

# Flood



# Flood



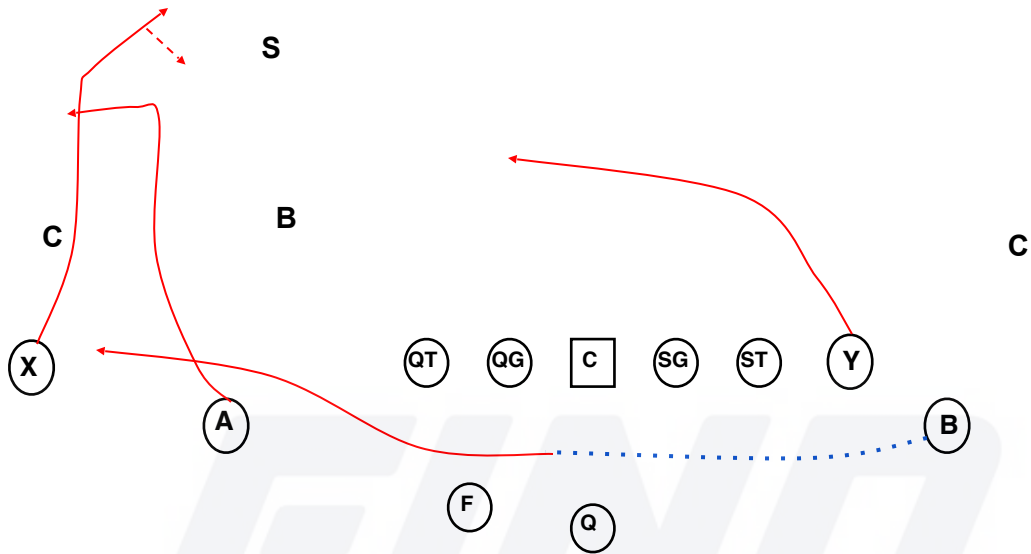
Position	Job Description
<b>X</b>	Skinny Post, get inside leverage on corner. If can't get over corner, turn to curl at 18
<b>A</b>	Smoke route, "sloppy wheel" to 16 yards, break back to 14
<b>F</b>	Rodeo/Lasso
<b>Y</b>	Drag route over LB. Choke down at hash
<b>B</b>	Chute route-get wide
<b>QT</b>	Rodeo/Lasso
<b>QG</b>	Rodeo/Lasso
<b>C</b>	Rodeo/Lasso
<b>SG</b>	Rodeo/Lasso
<b>ST</b>	Rodeo/Lasso
<b>Q</b>	Attack edge. Read flat defender to deep. B is hot or if flat defender drops



# Flavors of Flood

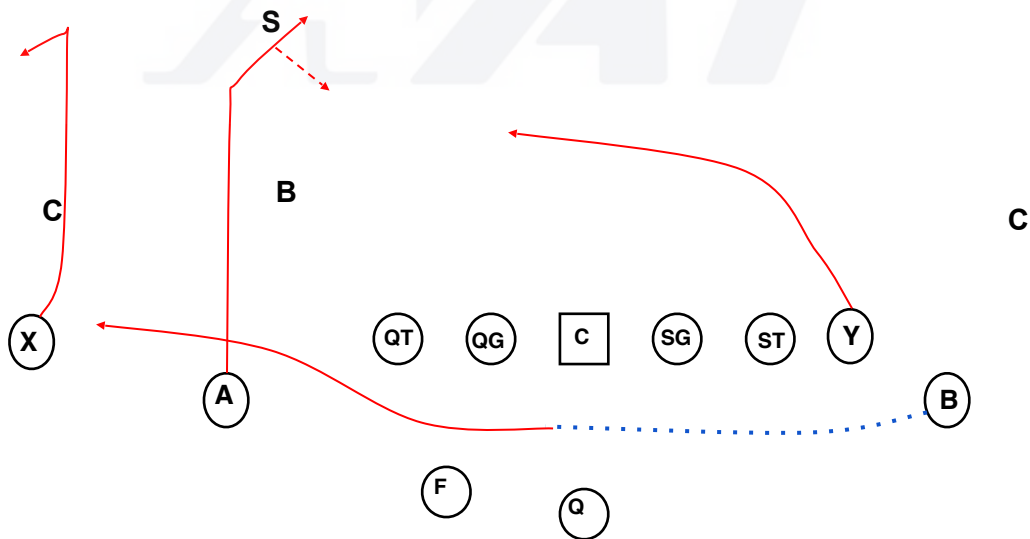


## Red-Bus-Flood



## Red-Bus-Flood-Switch

"Switch" tells X and A to switch routes

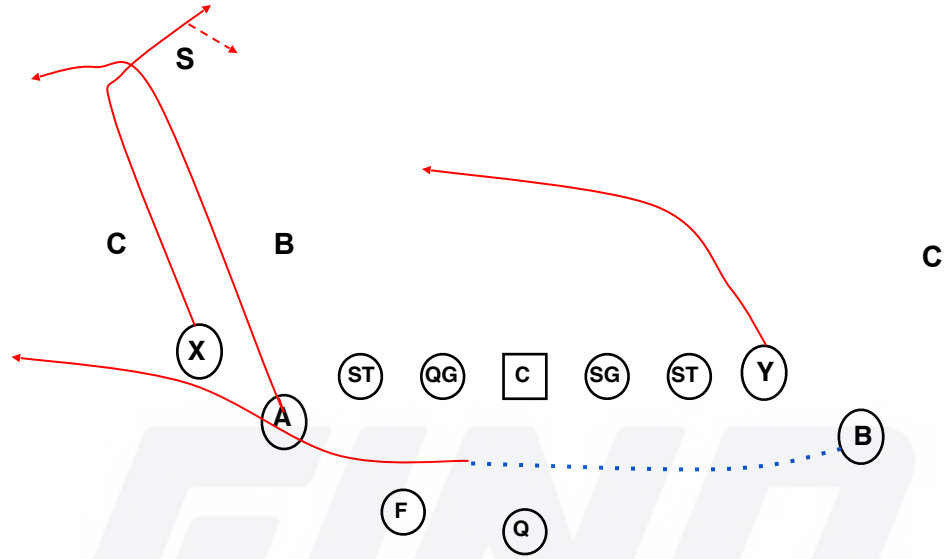




# Flavors of Flood



## Red-Squeez-Bus-Flood



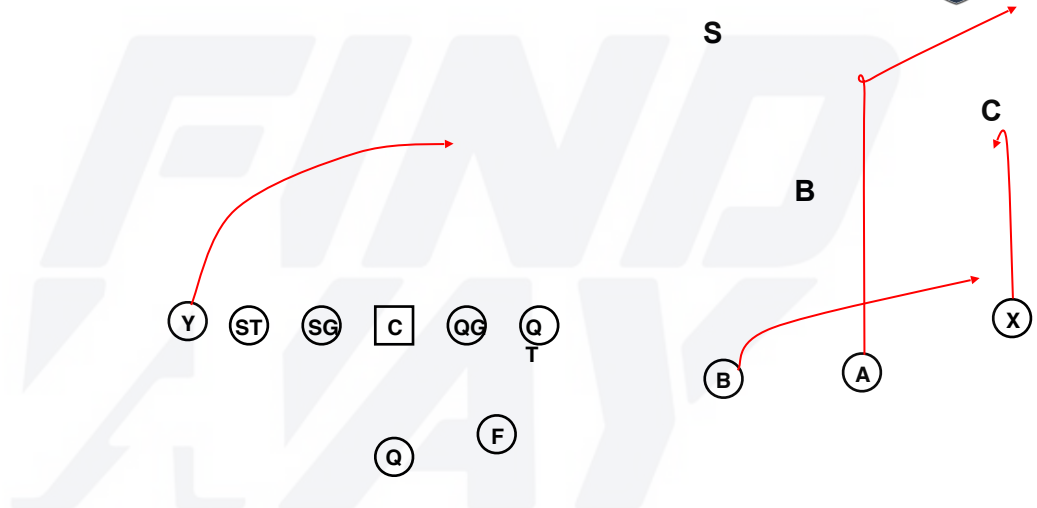




# Snag



# Snag



Position	Job Description
<b>X</b>	10-12 yards and get "clear vision lane" to QB
<b>A</b>	Push 7-10, aim for front pylon. QB may bend you
<b>F</b>	Rodeo/Lasso
<b>Y</b>	Drag route over LB. Choke down at hash
<b>B</b>	Chute route-get wide
<b>QT</b>	Rodeo/Lasso
<b>QG</b>	Rodeo/Lasso
<b>C</b>	Rodeo/Lasso
<b>SG</b>	Rodeo/Lasso
<b>ST</b>	Rodeo/Lasso
<b>Q</b>	Attack edge. Read flat defender to deep. B is hot or if flat defender drops

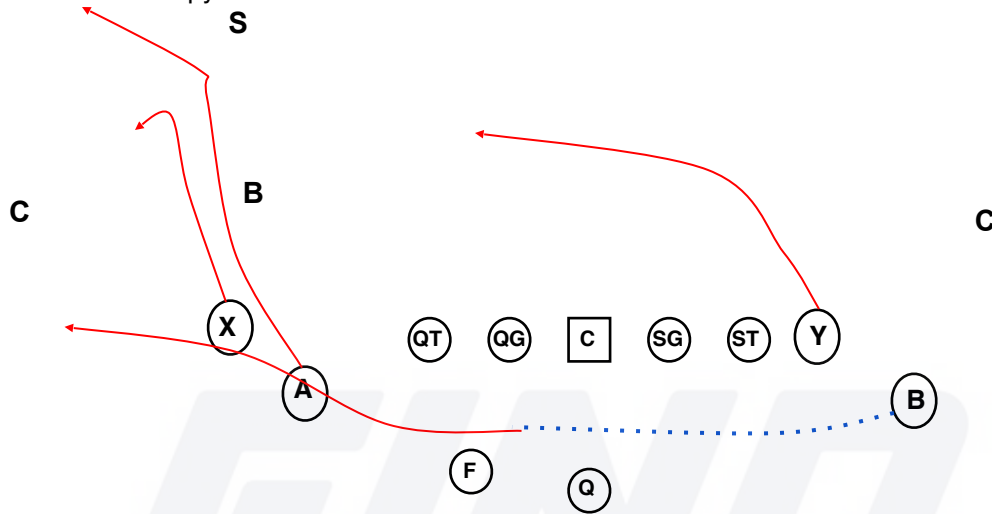


# Flavors of Snag



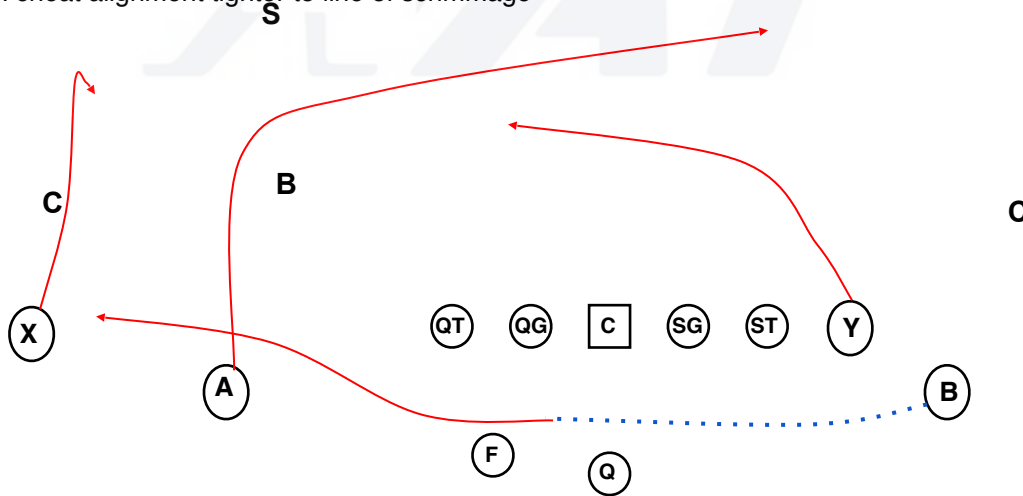
## Red-Squeeze-Bus-Snag

X outside release to 12 yards  
A push to 7 then front pylon



## Red-Bus-Snag-A throwback

A work 7-10 and then across gaining depth to 15-20  
Can cheat alignment tighter to line of scrimmage





## Flavors of Snag



### Red-Bus-Snag-X throwback

X work 7-10 and then across gaining depth to 15-20

Can cheat alignment tighter to line of scrimmage

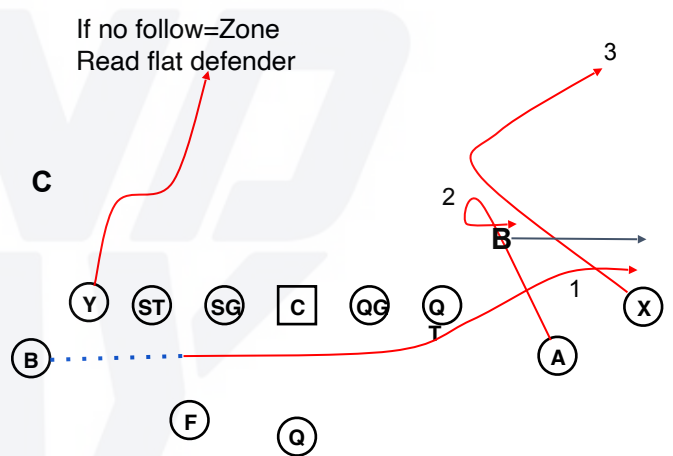
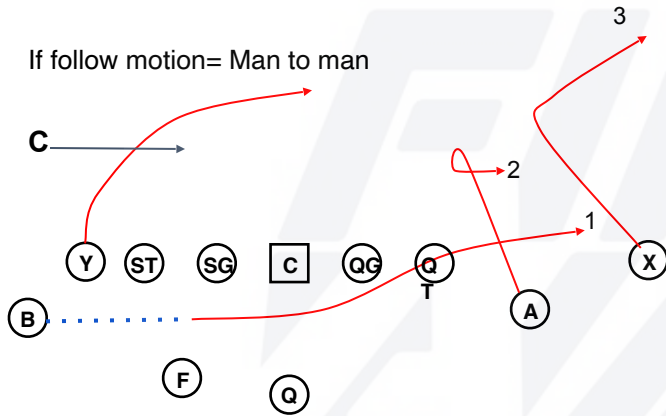




# **Rub**



# Rub



Position	Job Description
<b>X</b>	Tighten splits. Crack corner
<b>A</b>	Tighten splits. Run "In path" of man defender. Seal OLB for ball
<b>F</b>	Rodeo/Lasso
<b>Y</b>	Drag route over LB. Choke down at hash
<b>B</b>	Fast motion to chute route
<b>QT</b>	Rodeo/Lasso
<b>QG</b>	Rodeo/Lasso
<b>C</b>	Rodeo/Lasso
<b>SG</b>	Rodeo/Lasso
<b>ST</b>	Rodeo/Lasso
<b>Q</b>	Flat roll. Attack to run. If man, read OLB/SS for chute/stick



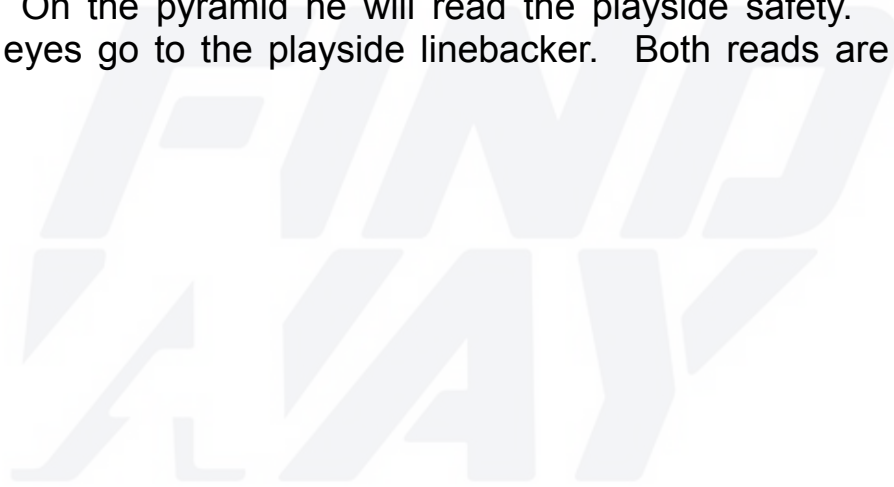
# Shallow



## Drop Back Pass Overview

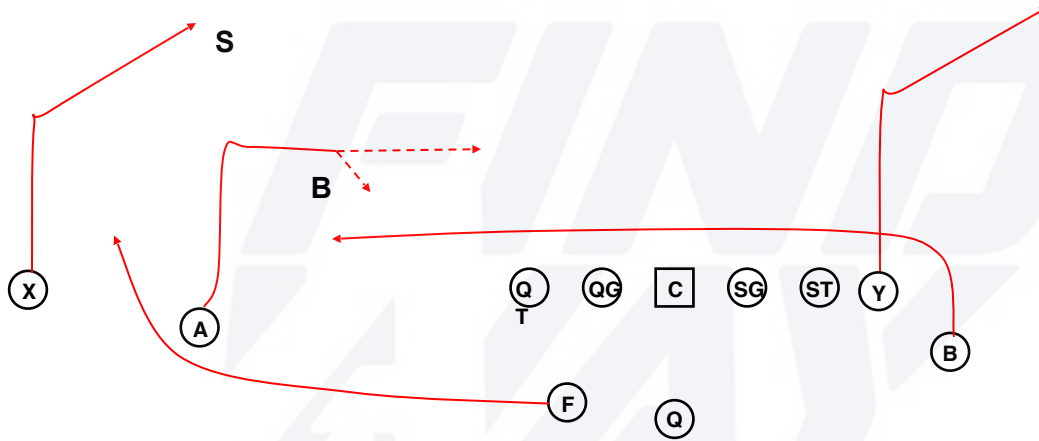
In the Gun T RPO system the goal is to run plays that work against ANY coverage with minimal adjustments. This pass concept can be read as a cover 2/4 beater with the “pyramid” signal to the quarterback. It can be read from the Dig/Shallow by reading the playside linebacker. The great part is it creates a natural “rub” for the B to come across on his shallow route.

In keeping with staying simple, the quarterback has one defender to read in both cases. On the pyramid he will read the playside safety. In the base scheme, his eyes go to the playside linebacker. Both reads are simple and clean.





# Shallow



Position	Job Description
<b>X</b>	Post over safety. If no safety, skinny post
<b>A</b>	12 yard dig, if void in zone, settle, if not keep working across
<b>F</b>	Wheel, if OLB doesn't run with route settle to block
<b>Y</b>	Corner route
<b>B</b>	Shallow route, 2-3 yards deep, get to other side
<b>QT</b>	Pass pro
<b>QG</b>	Pass pro
<b>C</b>	Pass pro
<b>SG</b>	Pass pro
<b>ST</b>	Pass pro
<b>Q</b>	Read ILB for shallow or dig. If "pyramid" called, read the safety

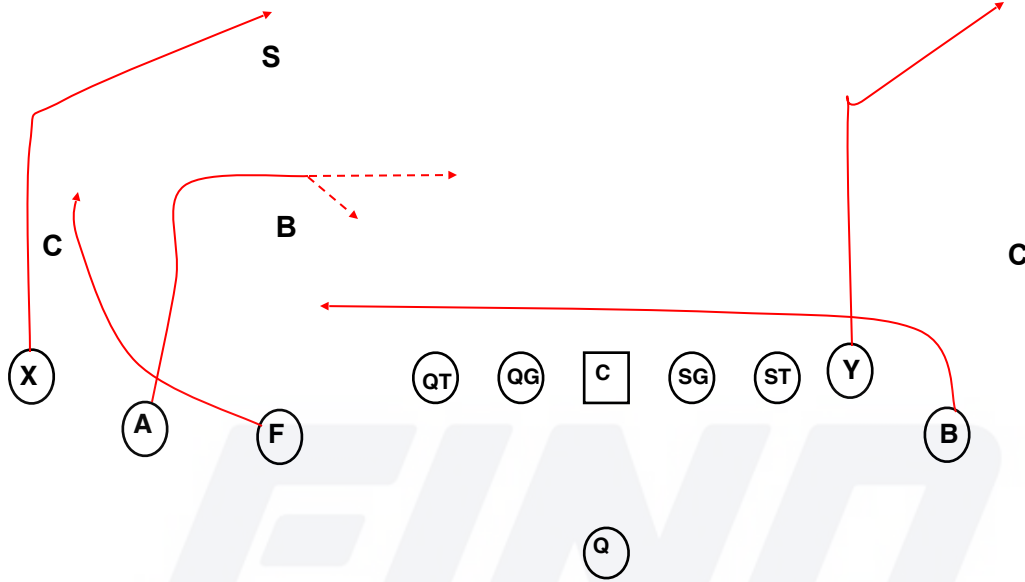




# Flavors of Shallow



## Red-Empty-Shallow



## Red-Shallow-Switch

"Switch" tells X and A to switch routes

