

QUICK GAME

HALF FIELD ROUTES

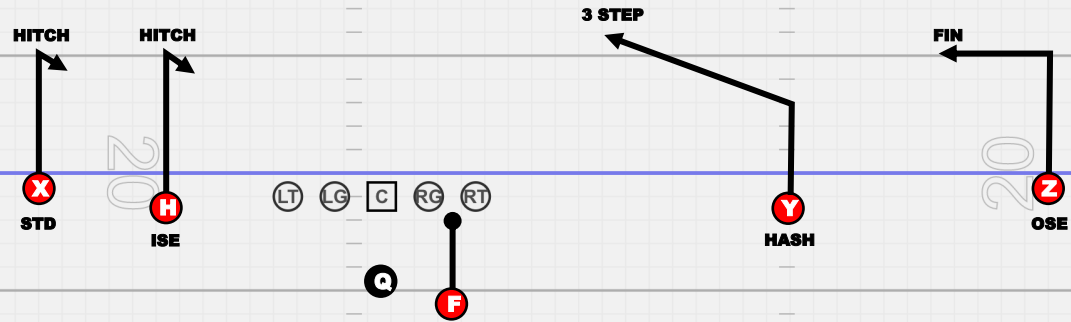
- Hitches
- Slants
- Ick
- Flat

COMBOS

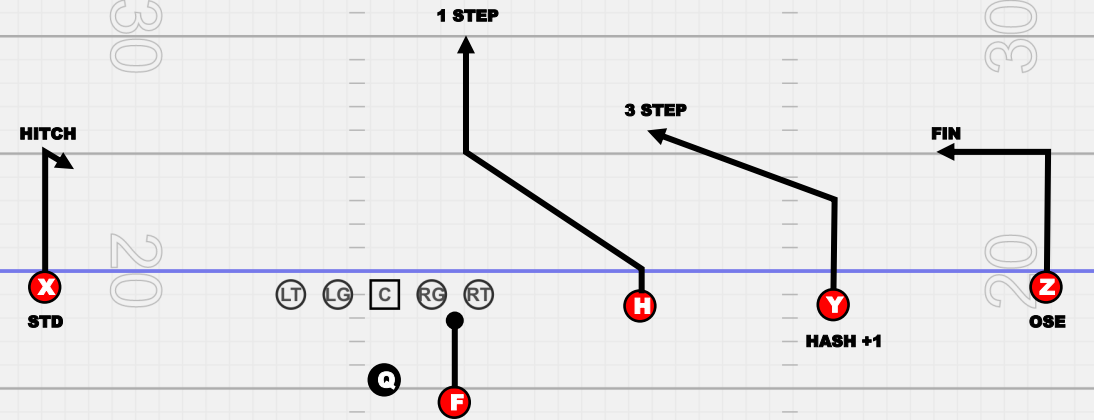
- HOSS
- FLOSS
- HICK
- FLICK

HOSS

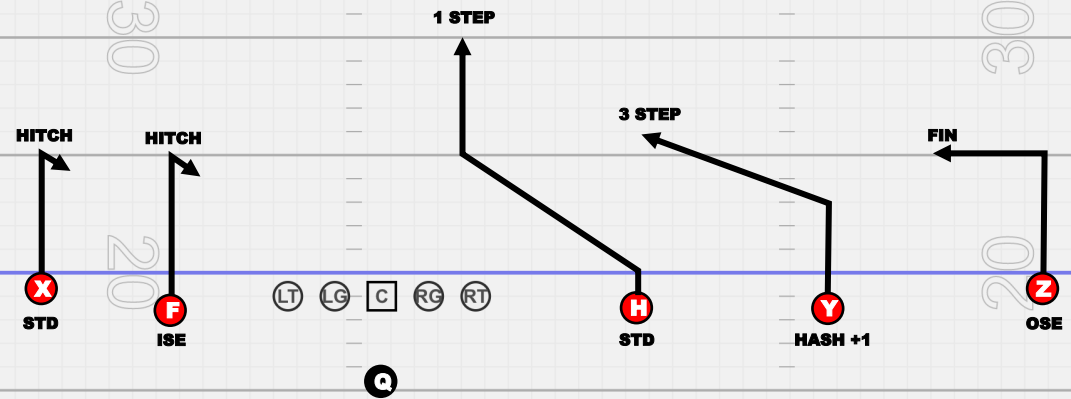
ACE HOSS



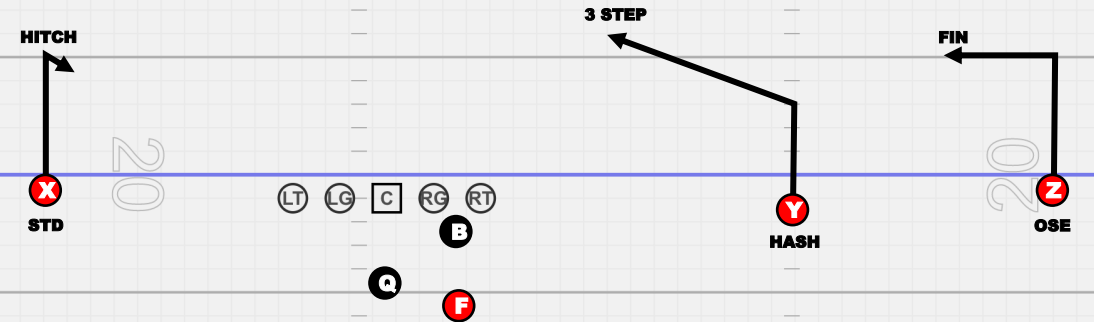
EARLY HOSS



RINGO HOSS

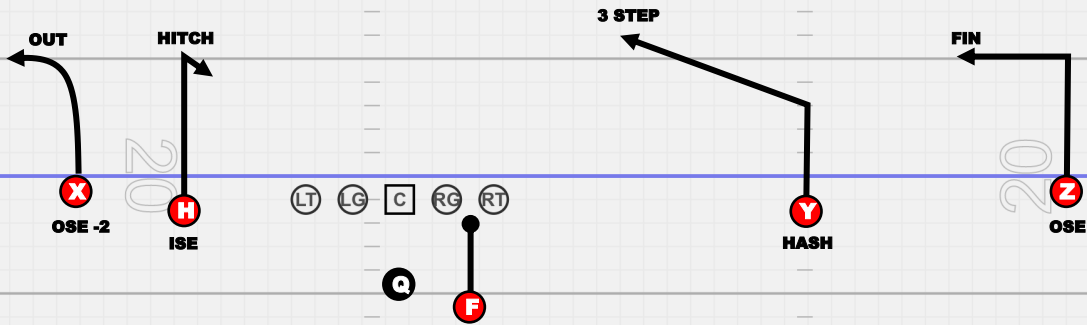


BROWN HOSS

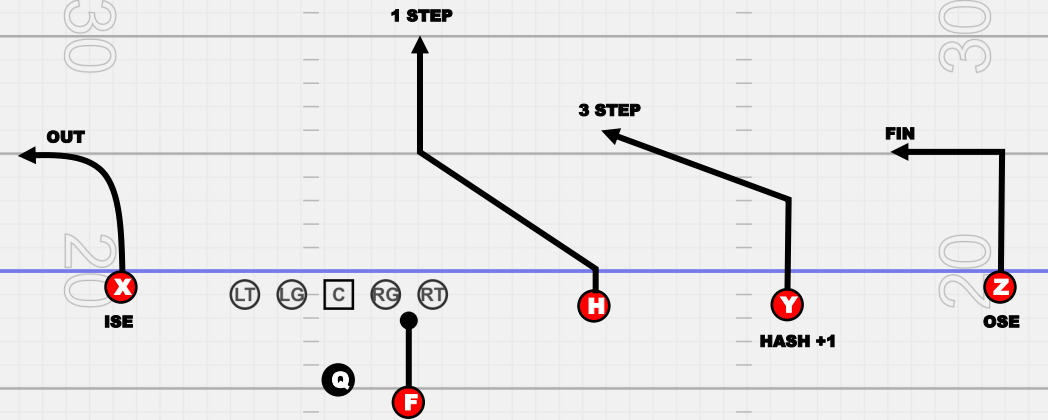


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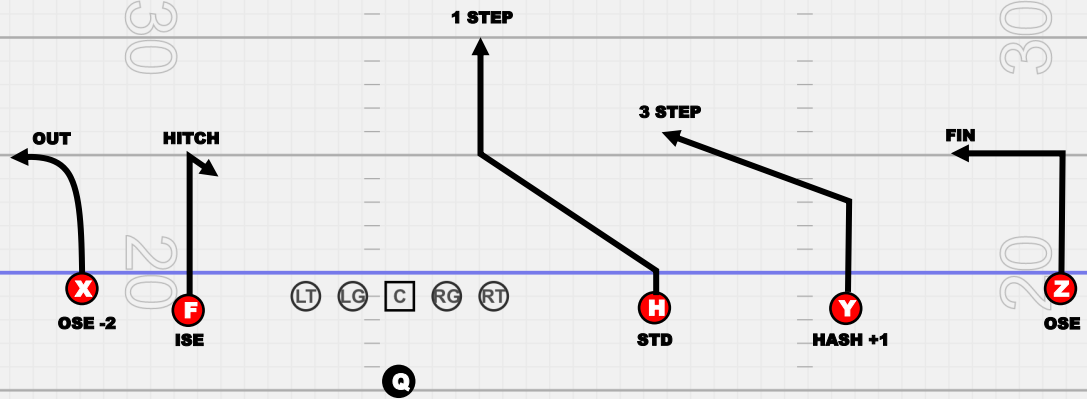
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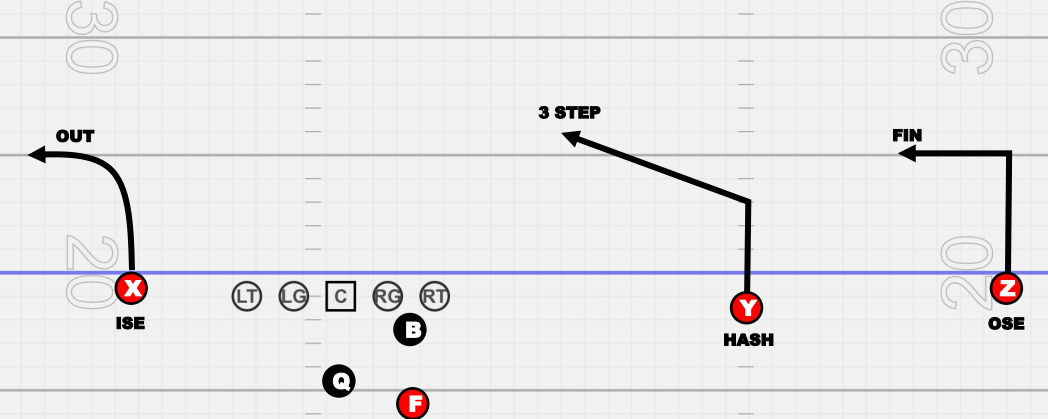
EARLY FLOSS



RINGO FLOSS

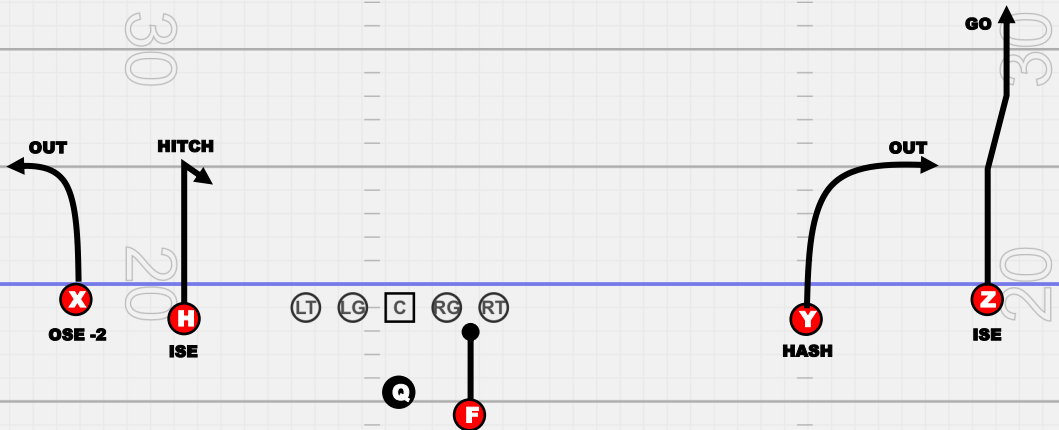


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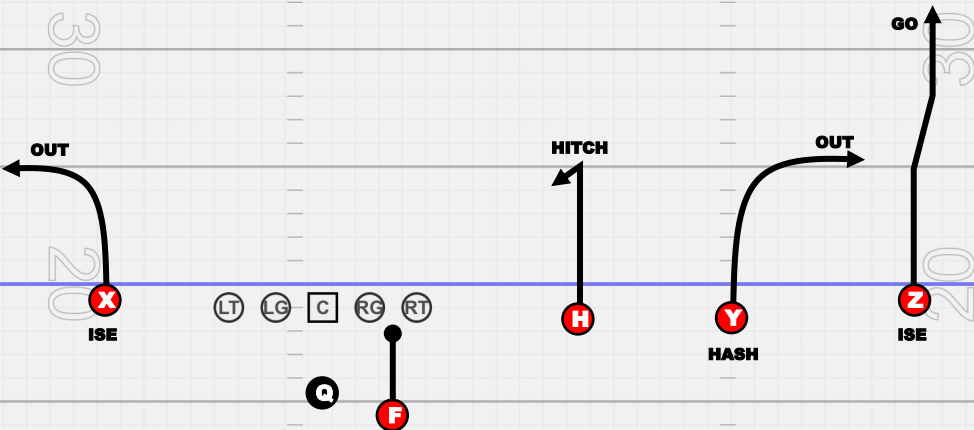


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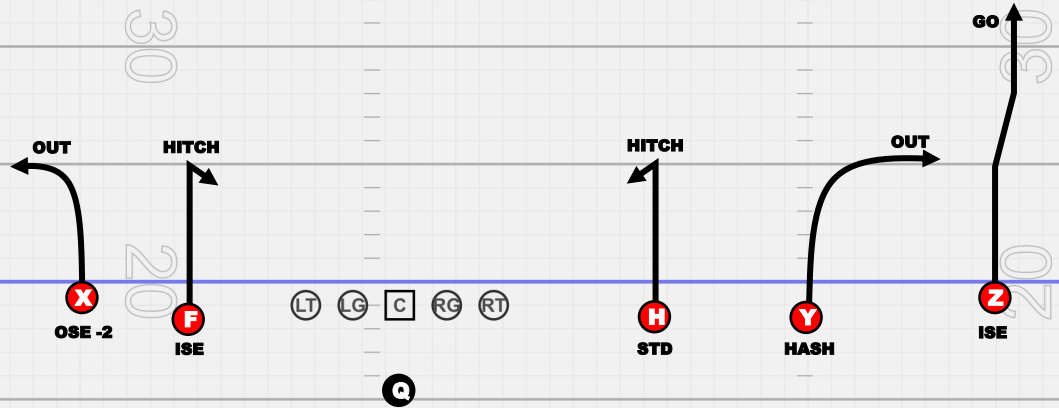
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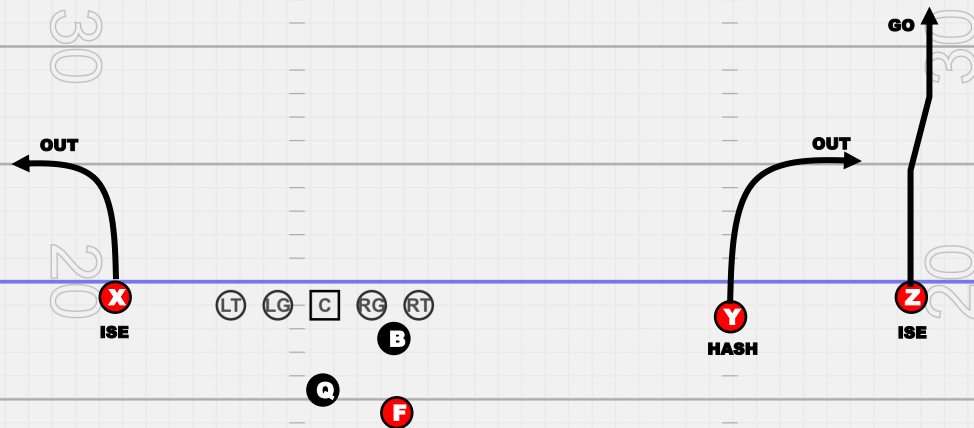
EARLY FLICK



RINGO FLICK

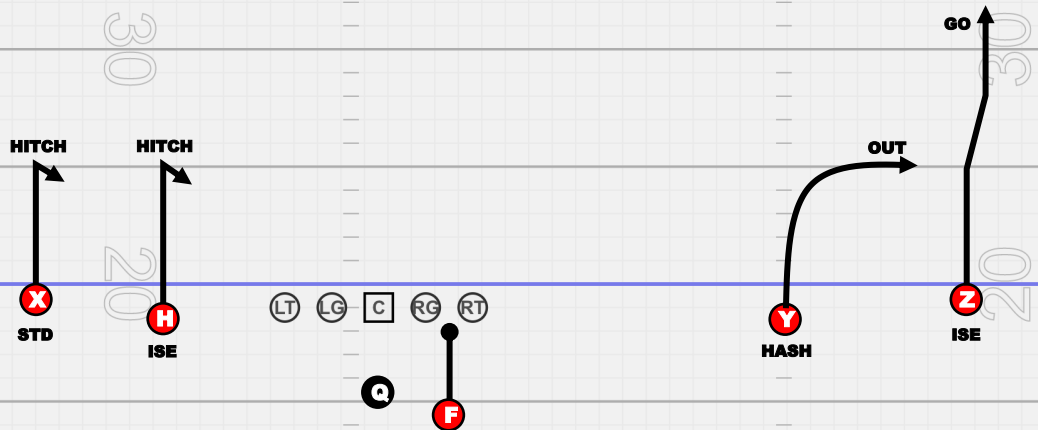


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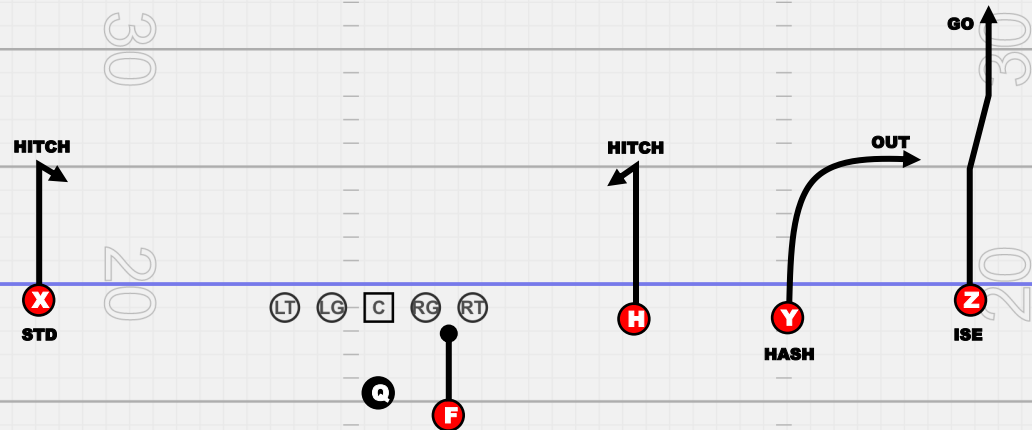


HICK

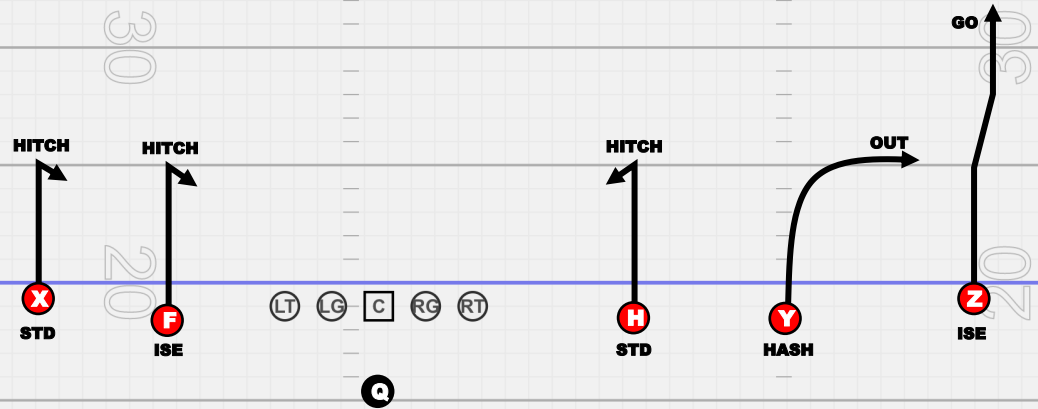
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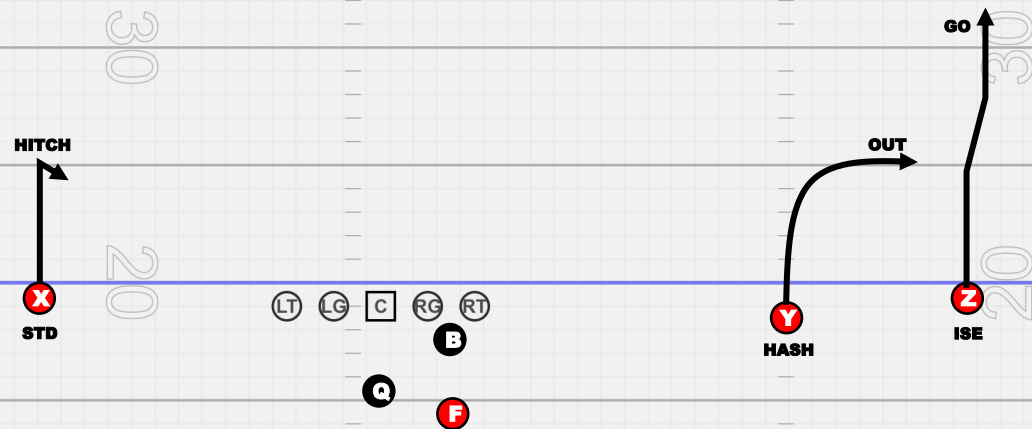
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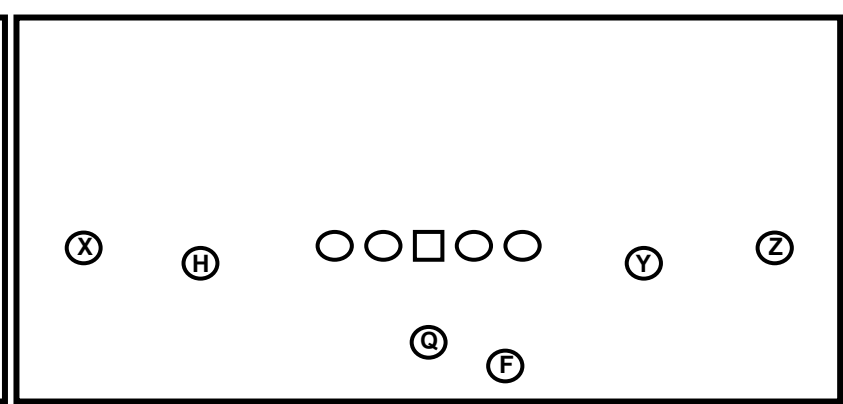
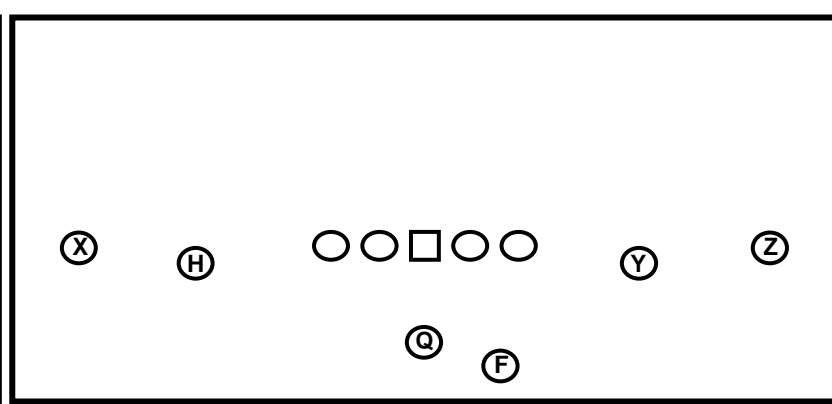
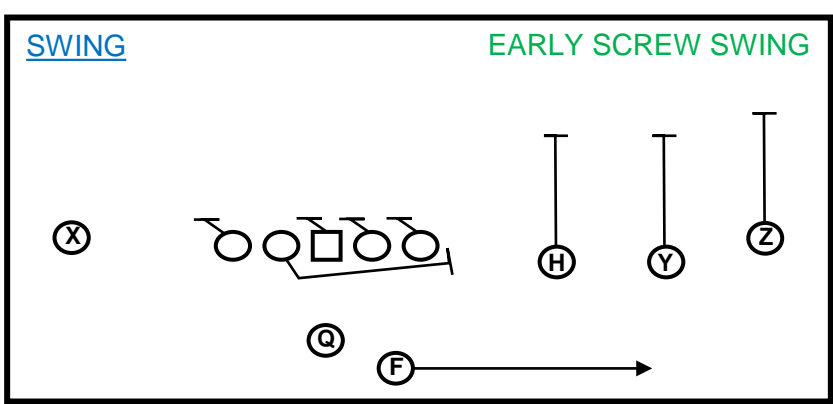
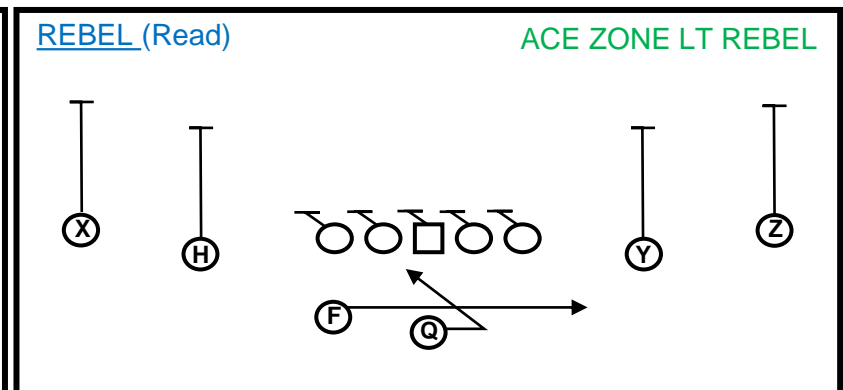
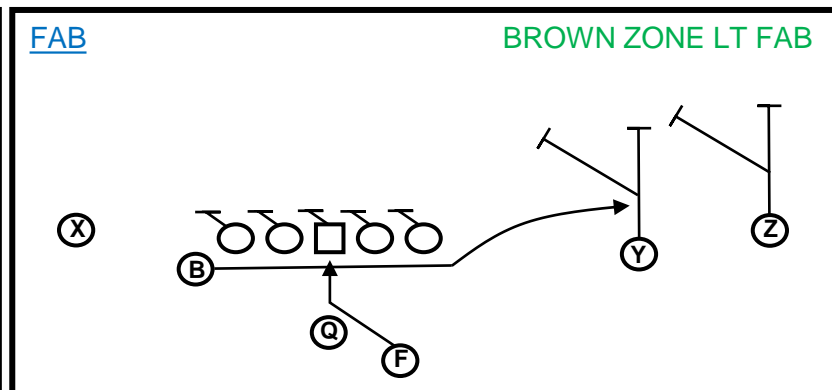
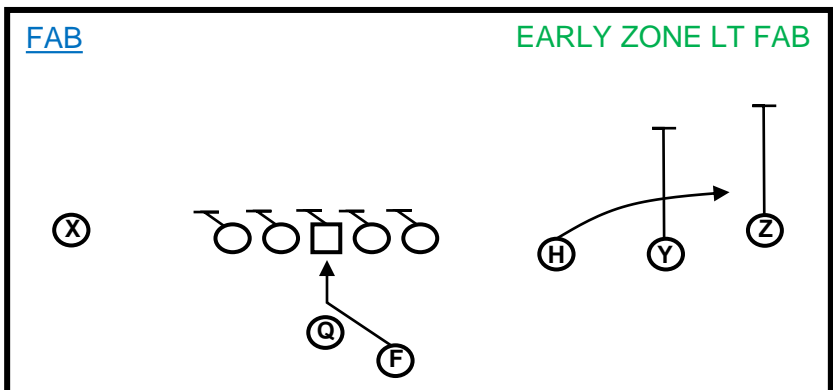
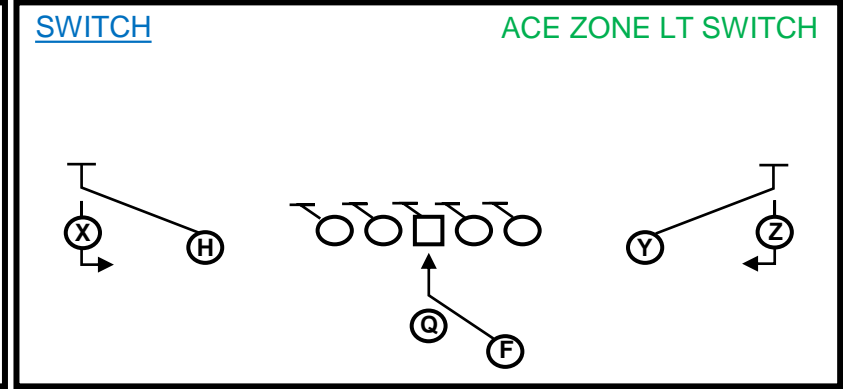
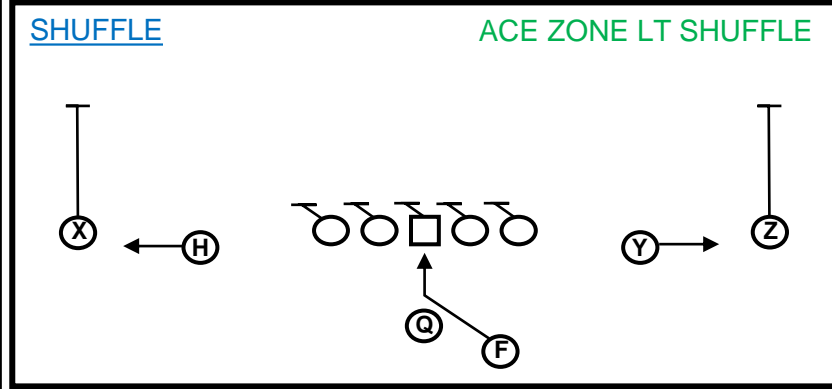
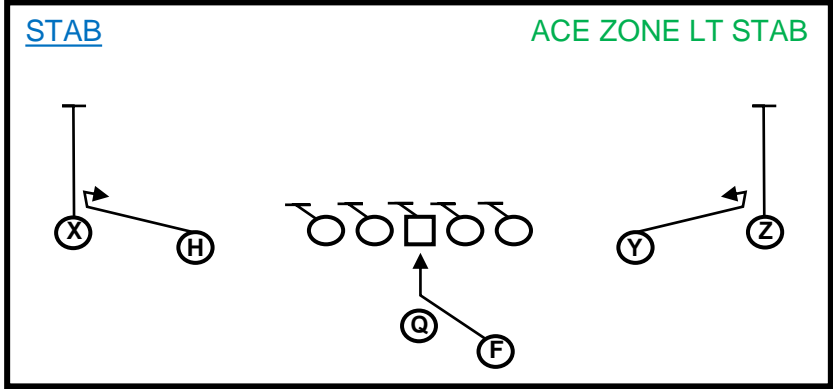


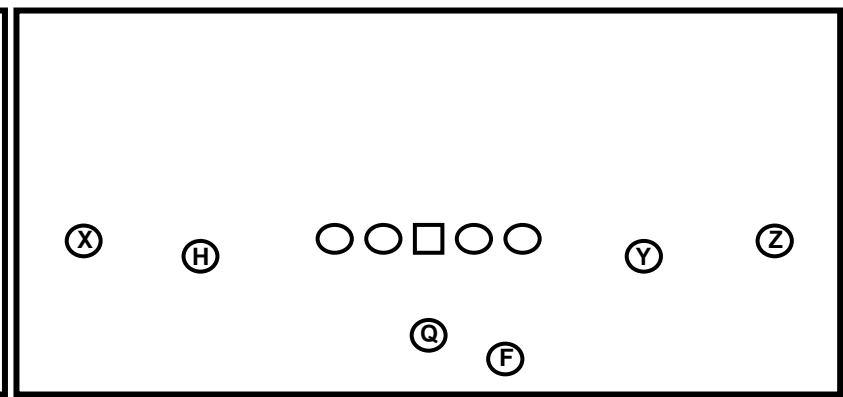
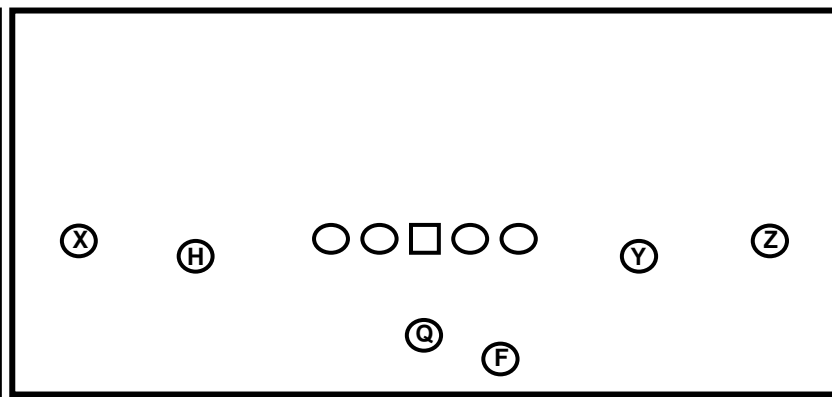
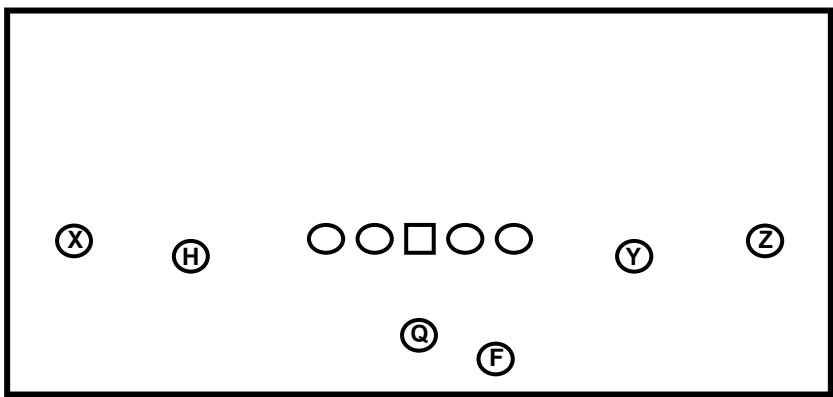
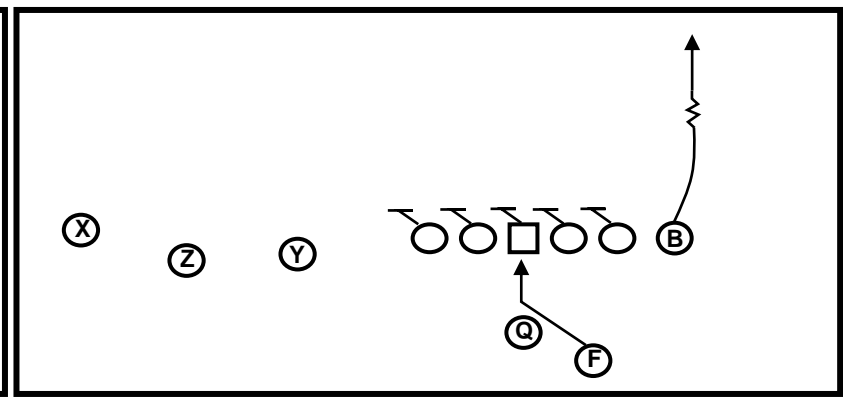
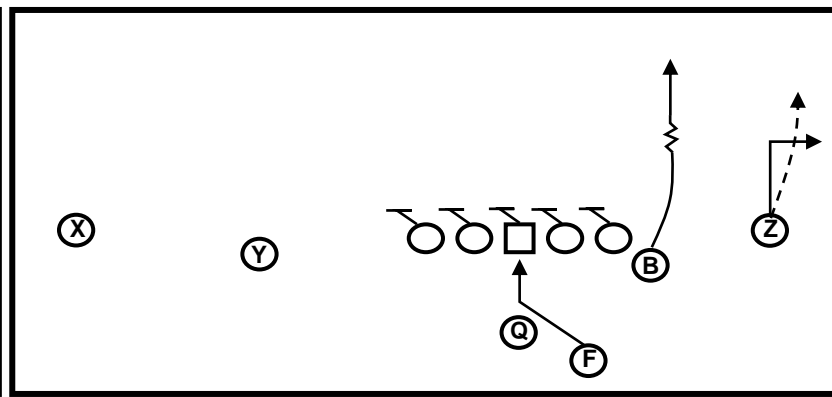
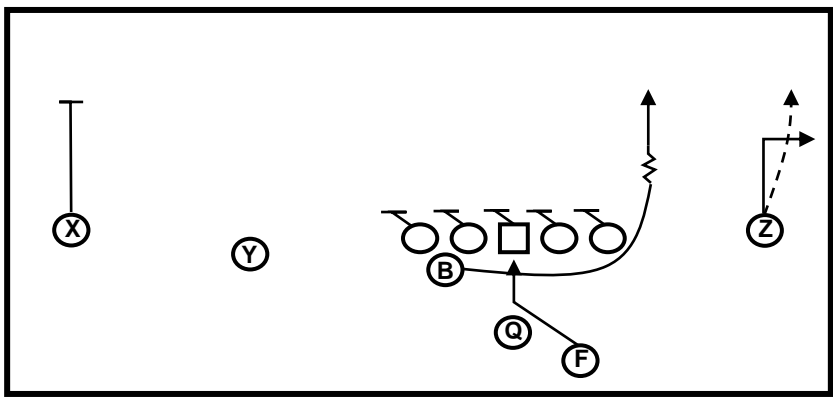
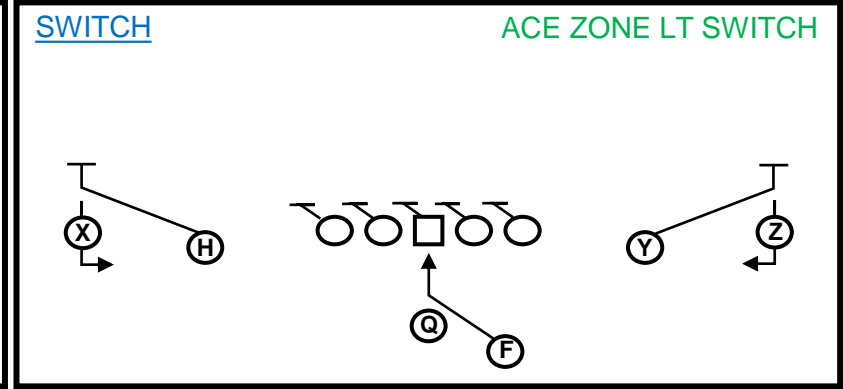
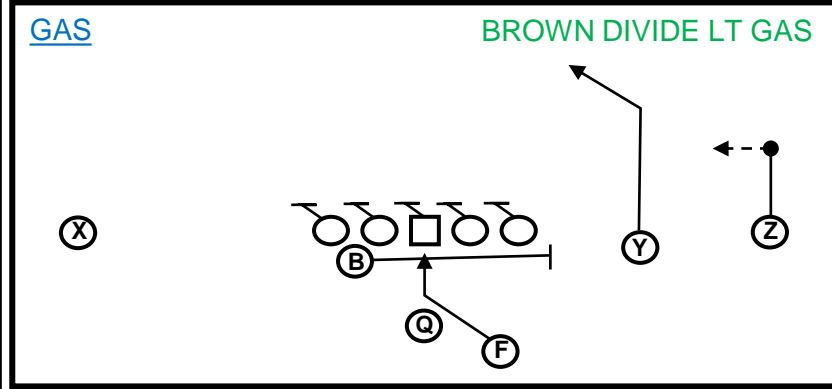
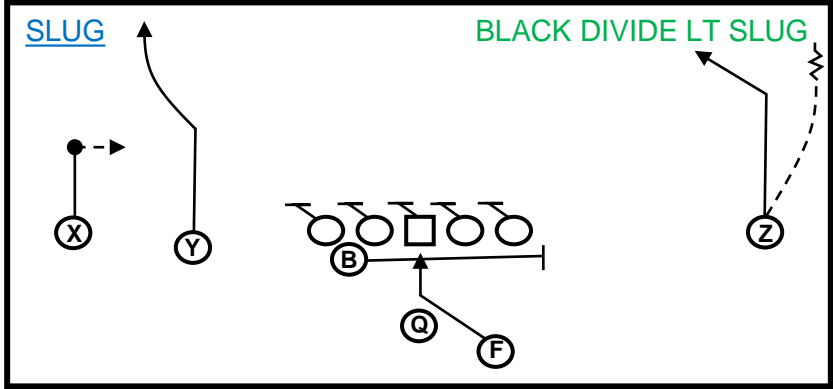
RINGO HICK



BROWN HICK







SWITCH POSTS

VARIATIONS

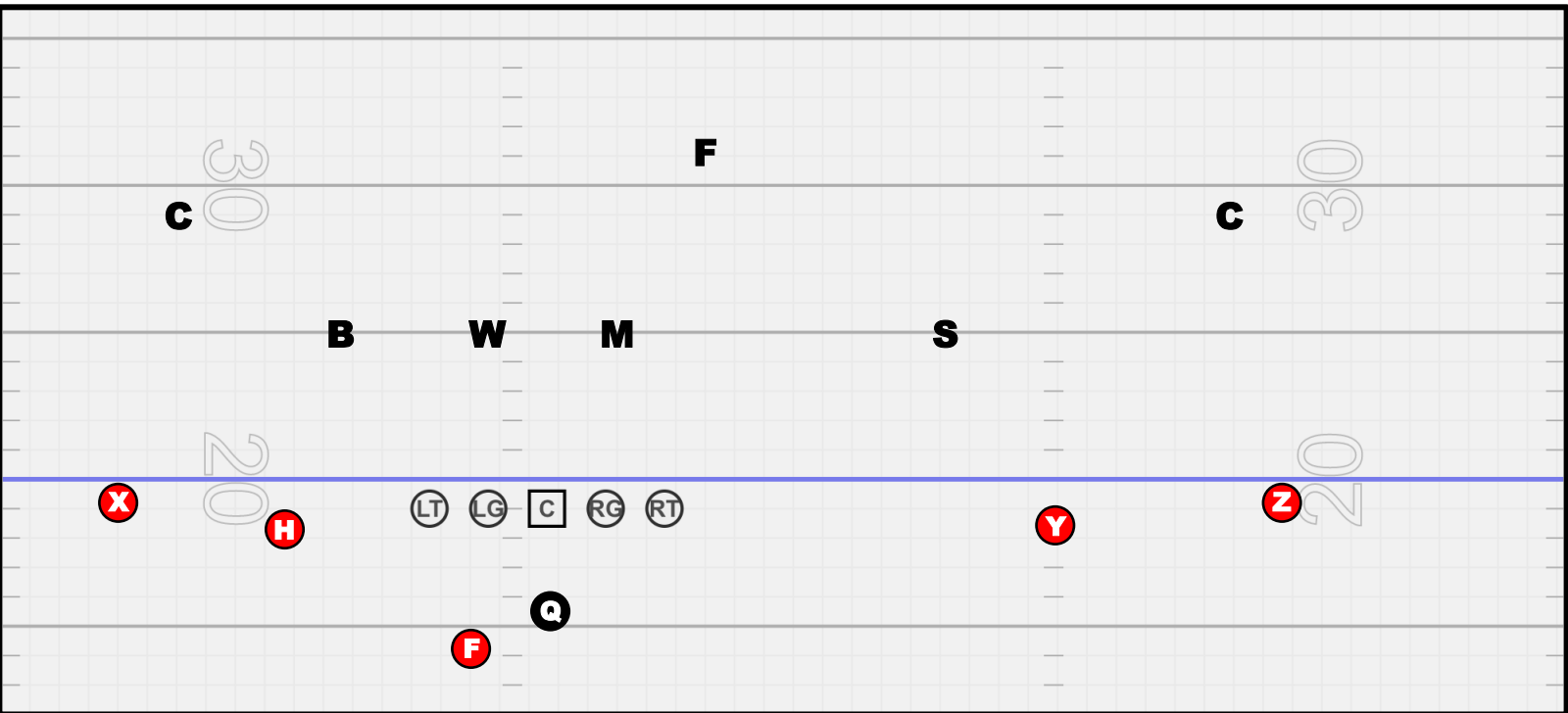
QB RULES

BASE READ

Progression: Glance to Post Dig to Swing
Secondary: Glance to Combo Read to Swing

DROP

Base 3 Step



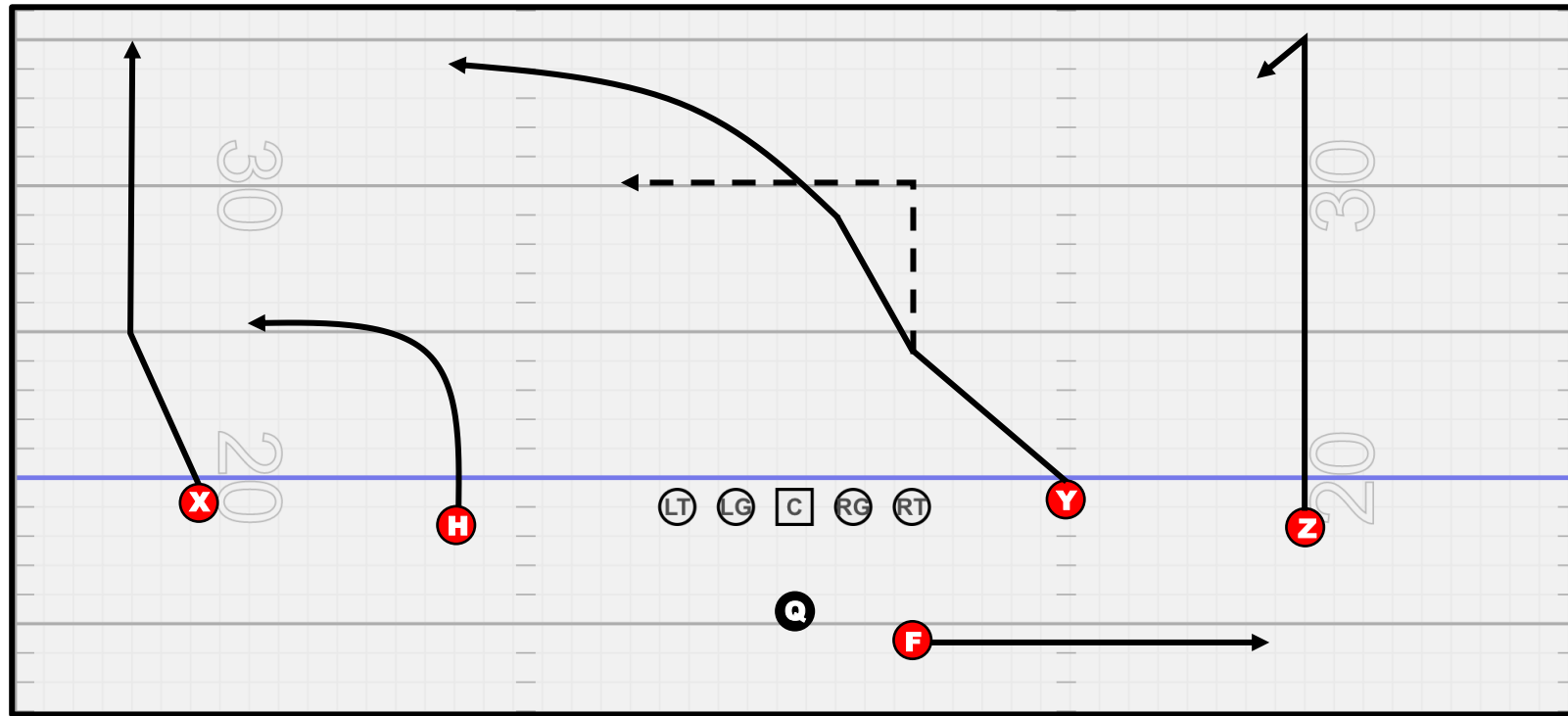
POS	ASSIGNMENT
X	MOR Fade Post Attack OS Shoulder of CB and force hip turn
H	
Y	
Z	
RB	

Run at his Nose,
Step on his toes,
Influence,
And go bye

Once you pass him,
Then restack him,
And pull the ball from the sky

CROSS

QB RULES



POS	ASSIGNMENT
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X	MOR Go Route (1 st in the Progression) Release with speed, you do not have time to dance around. Blow top off coverage full speed
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H	Speed Out (2 nd in the Progression or BLITZ ALERT) 4 Step Speed cut out. Possible drummer cut vs certain looks
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Y	Cross Route (3 rd in the Progression) Get Under Sam and Over Mike. Read the field and attack the open grass. Can settle vs bail
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Z	15yd Deep Curl (4 th in the Progression) You have time to operate, don't get open to early. Best release and sit in open grass
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RB	Swing Route (5 th in the Progression or BLITZ ALERT) Swing to the Flats, no ball = work upfield and sit on the numbers
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OS CHOICE

VARIATIONS

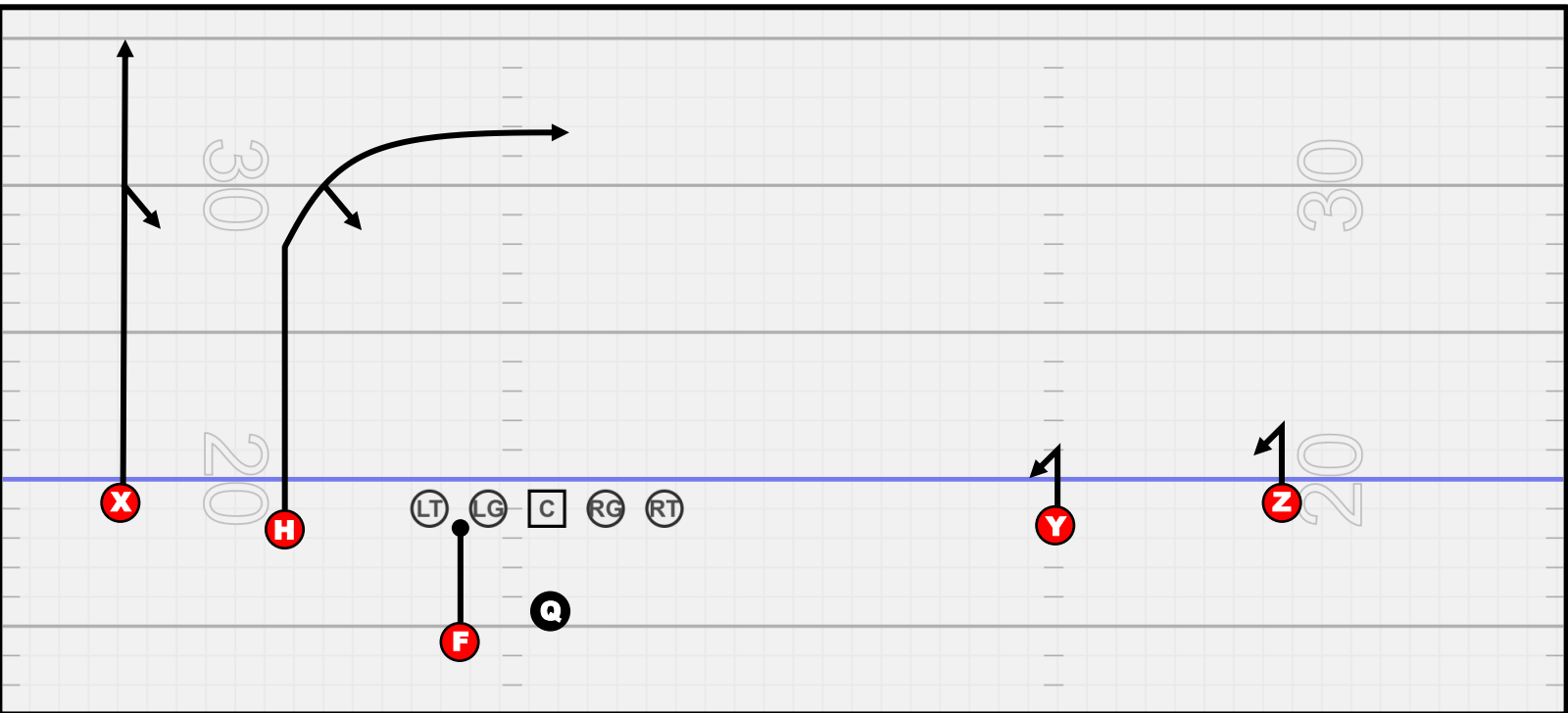
QB RULES

BASE READ

Progression: Glance to Post Dig to Swing
Secondary: Glance to Combo Read to Swing

DROP

Base 3 Step



POS	ASSIGNMENT
X	MOR Fade Post Attack OS Shoulder of CB and force hip turn
H	
Y	
Z	
RB	

OS CHOICE

VARIATIONS

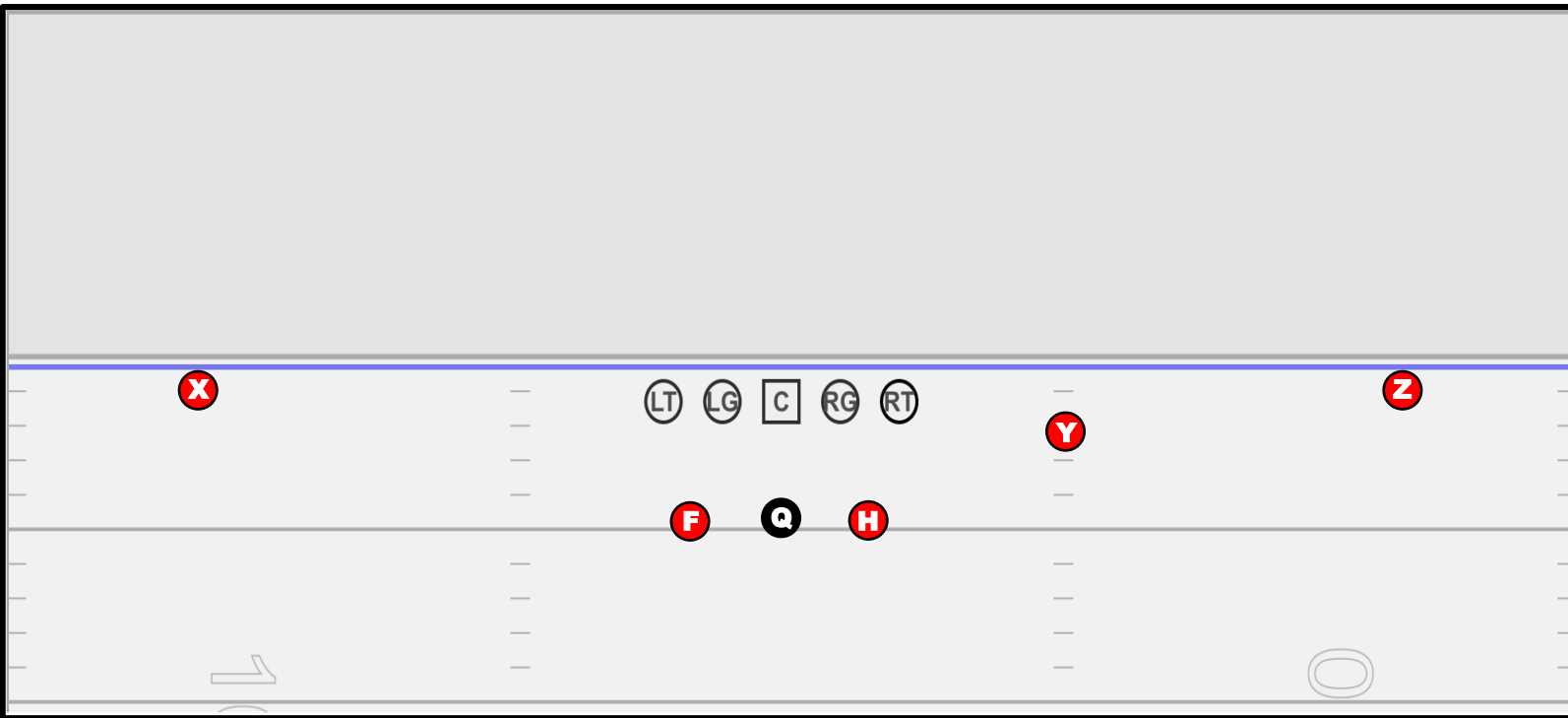
QB RULES

BASE READ

Progression: Glance to Post Dig to Swing
Secondary: Glance to Combo Read to Swing

DROP

Base 3 Step



POS

ASSIGNMENT

X

MOR Fade Post
Attack OS Shoulder of CB and force hip turn

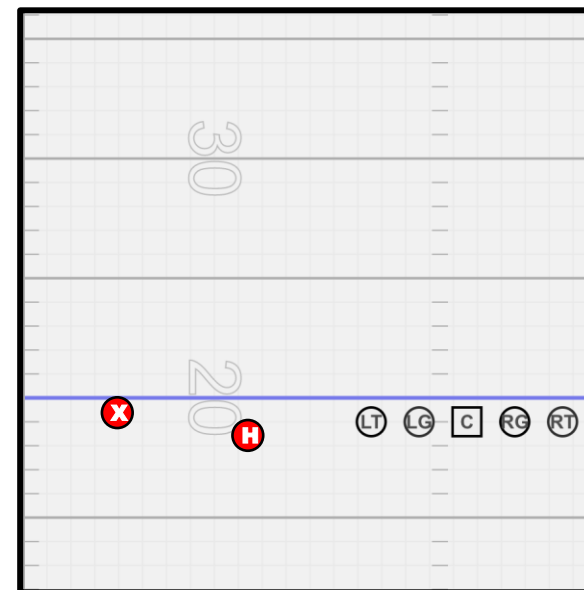
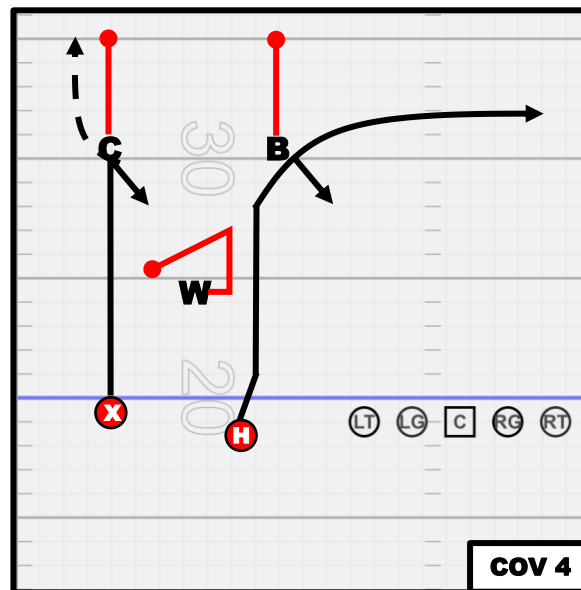
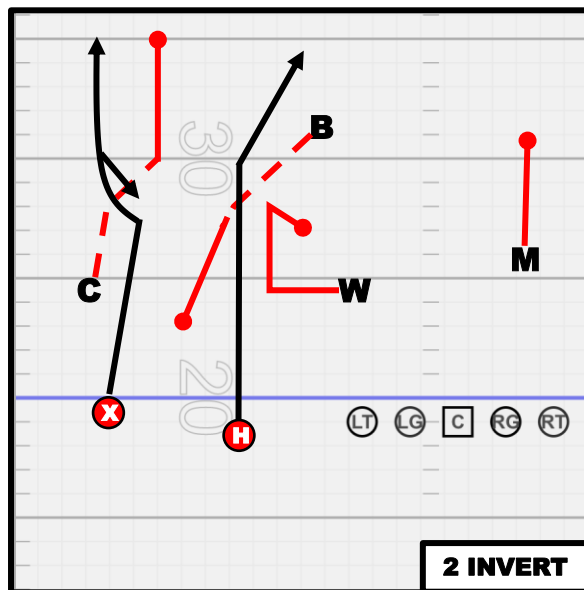
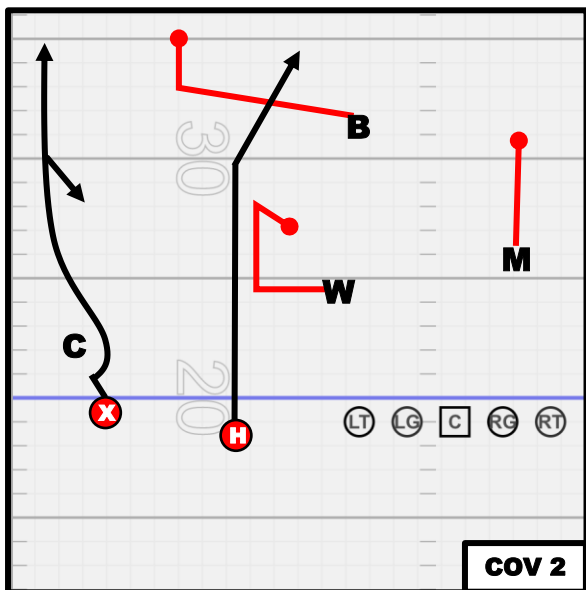
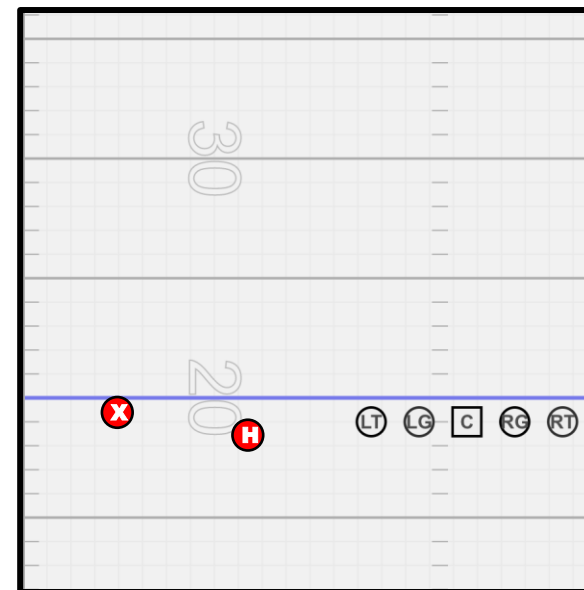
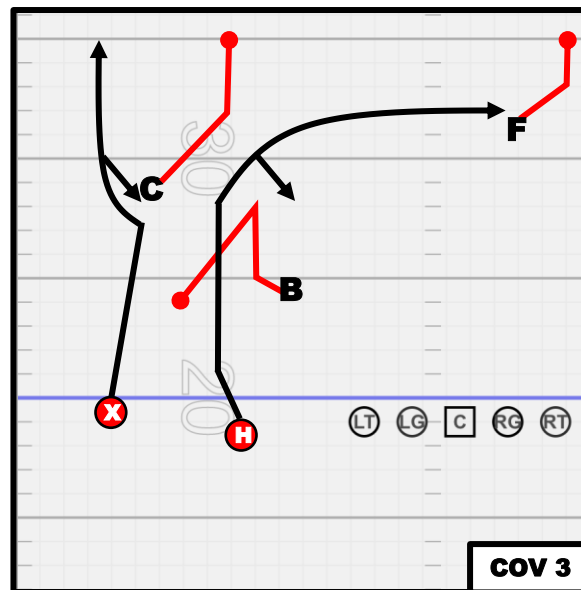
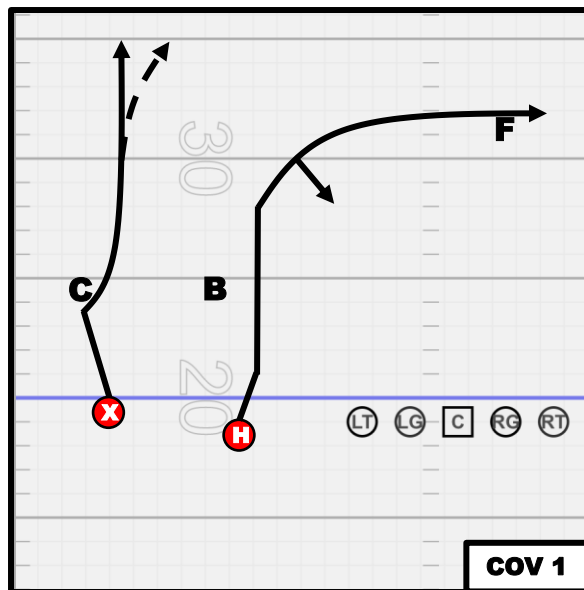
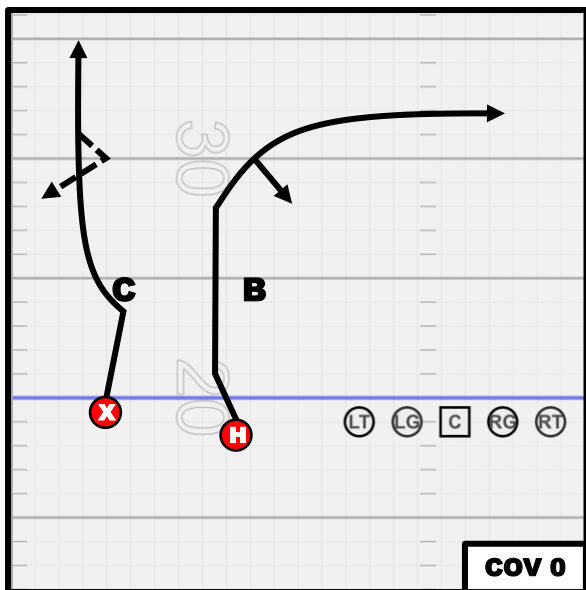
H

Y

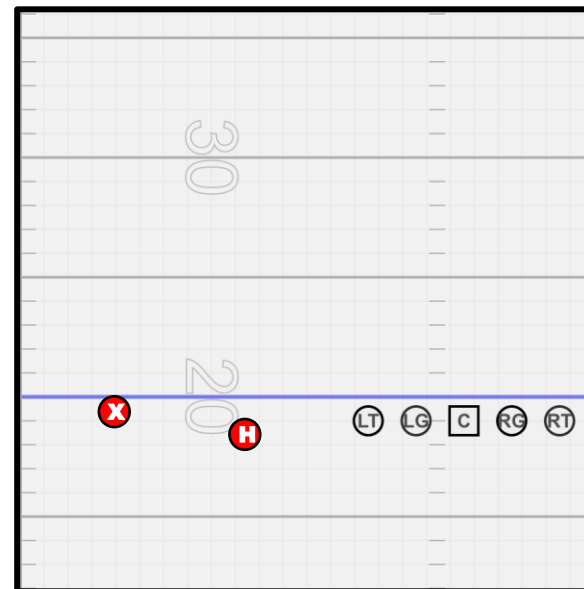
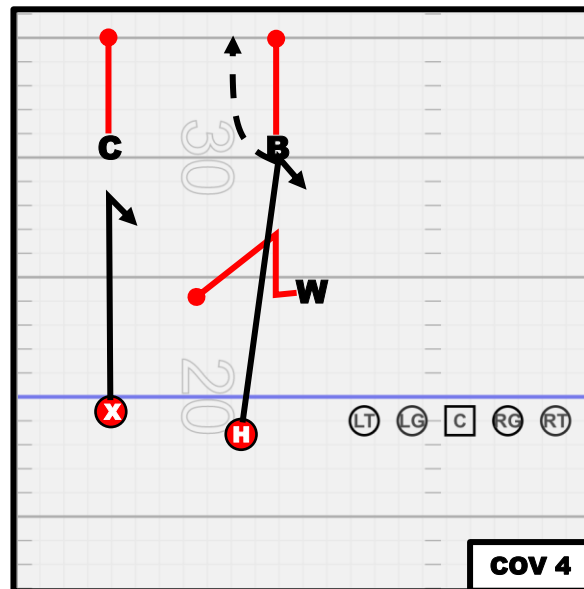
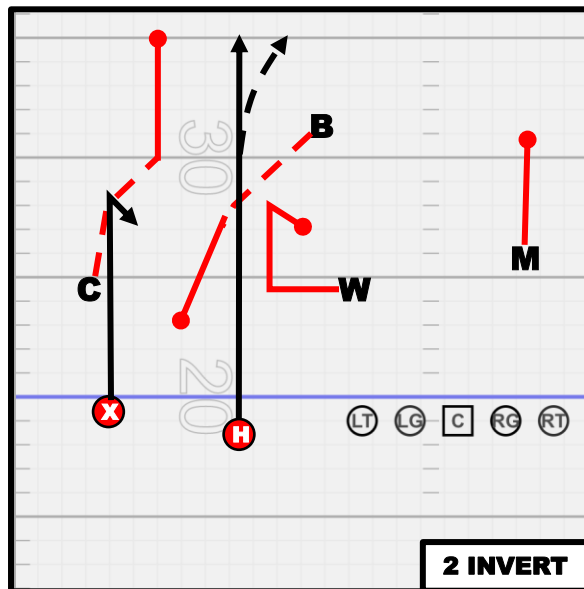
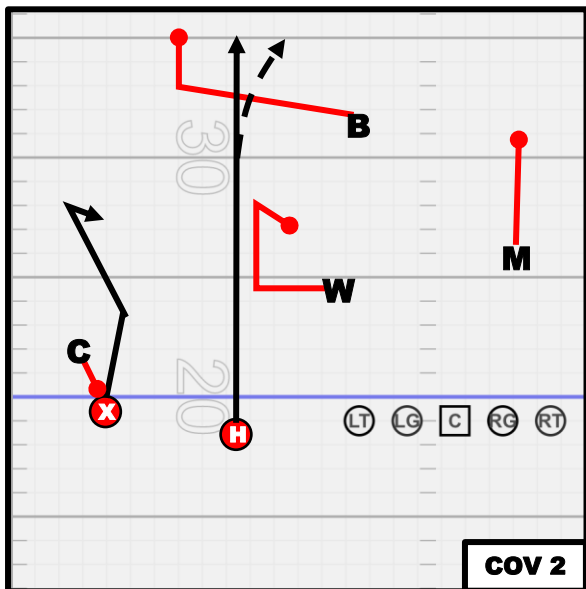
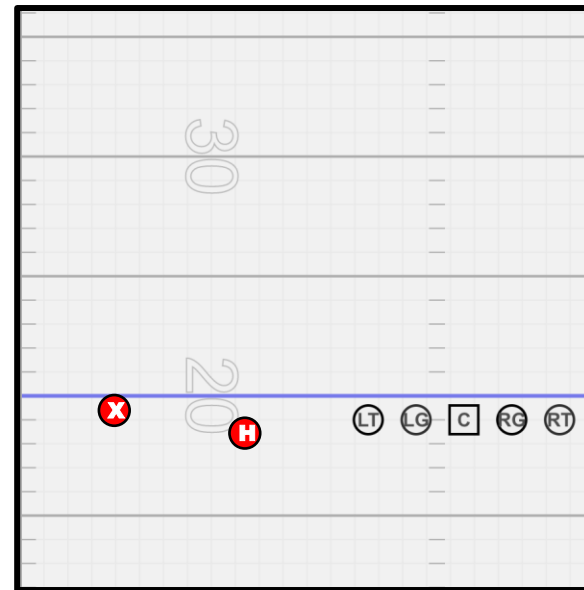
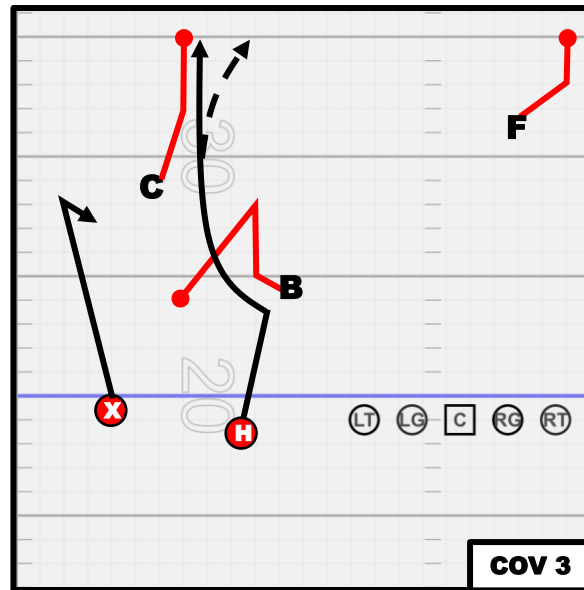
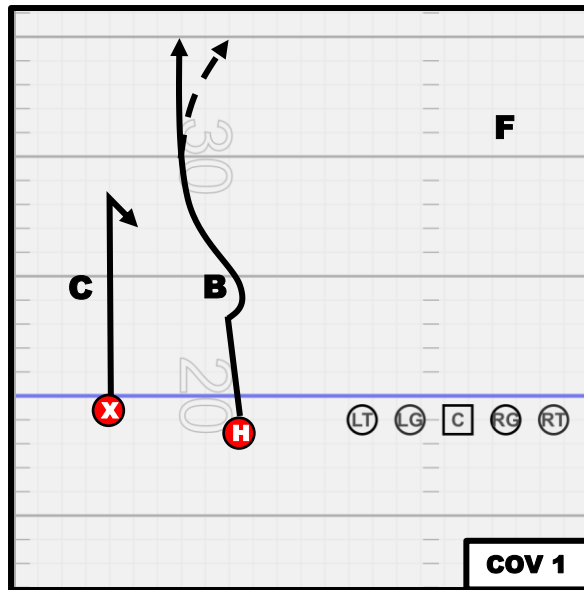
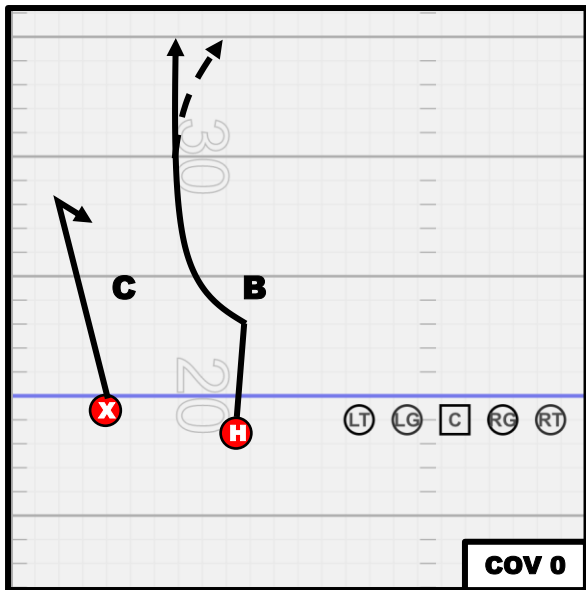
Z

RB

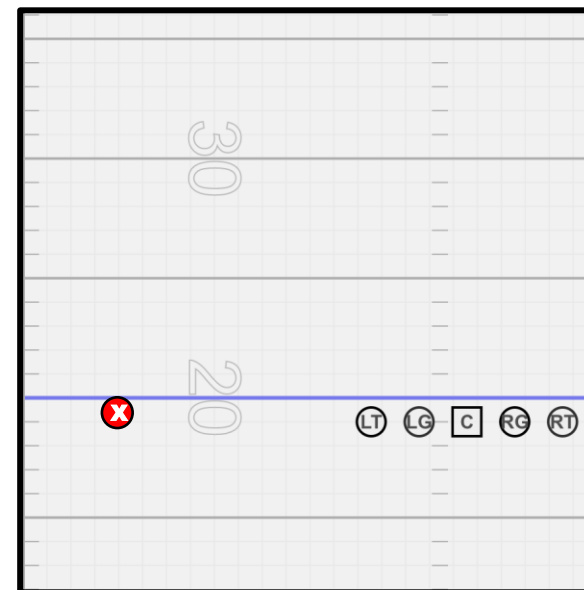
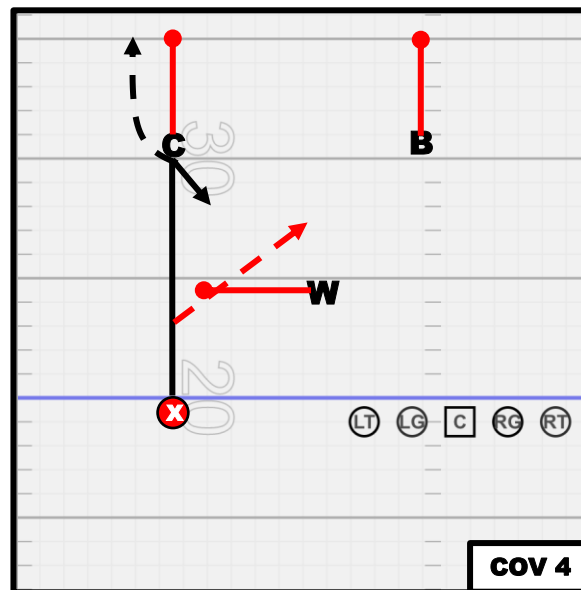
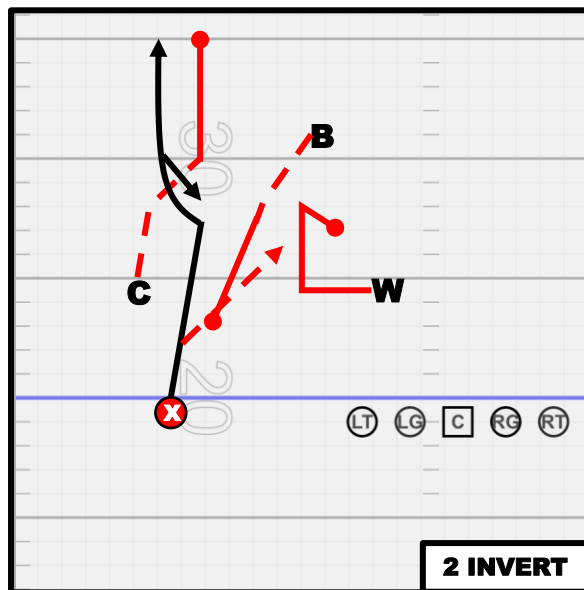
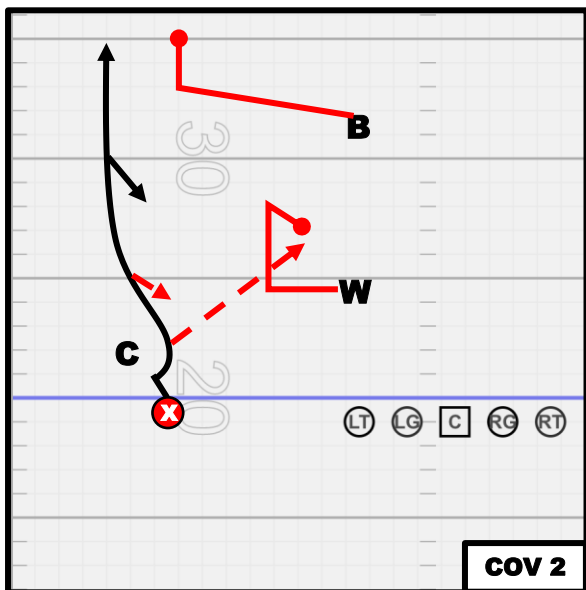
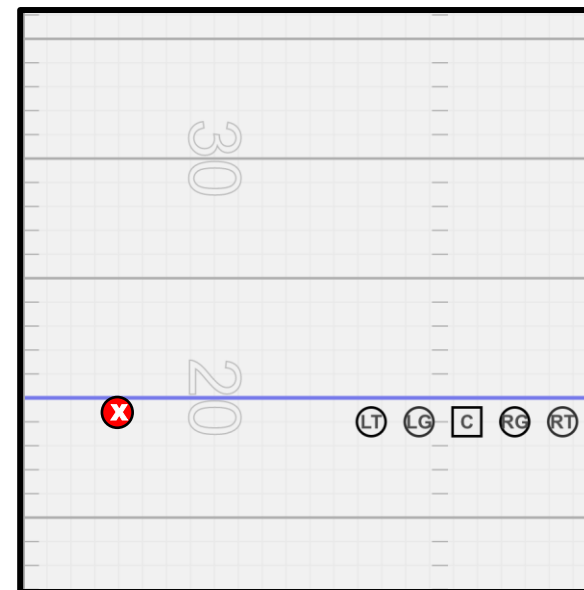
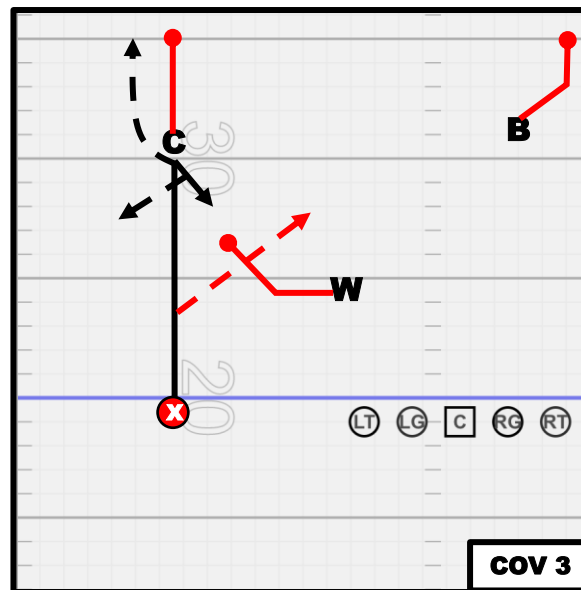
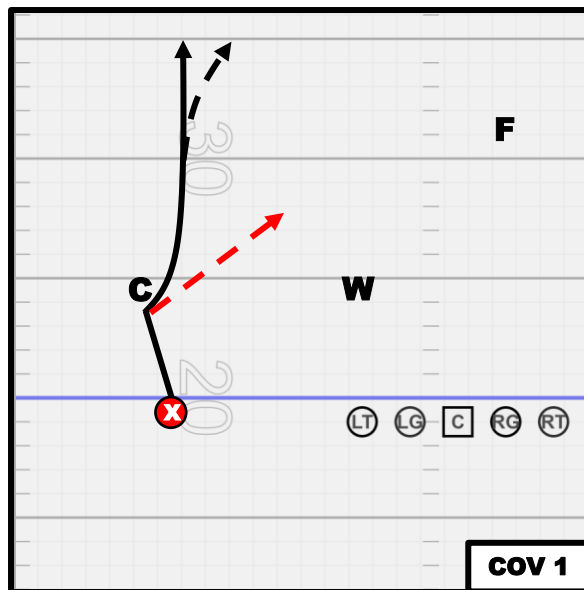
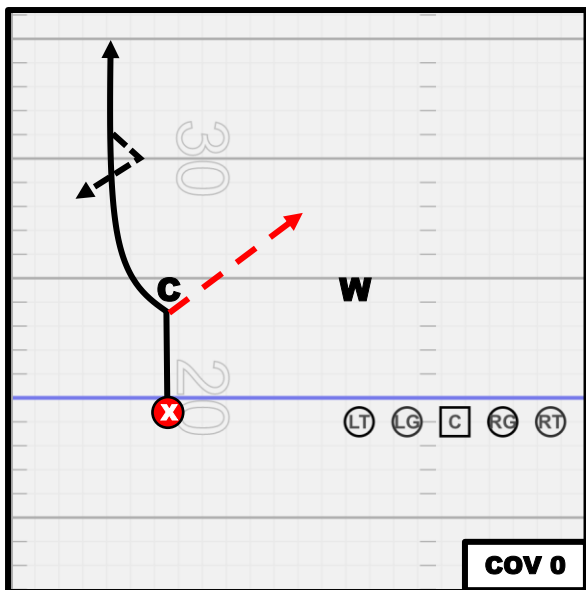
OS CHOICE 2 MAN SIDE



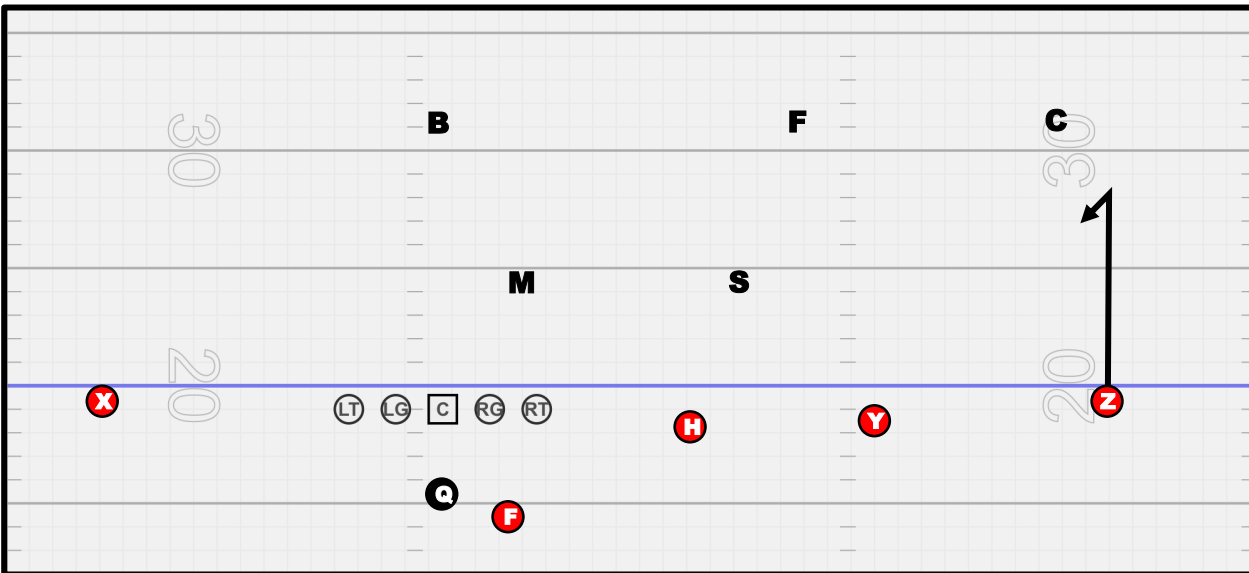
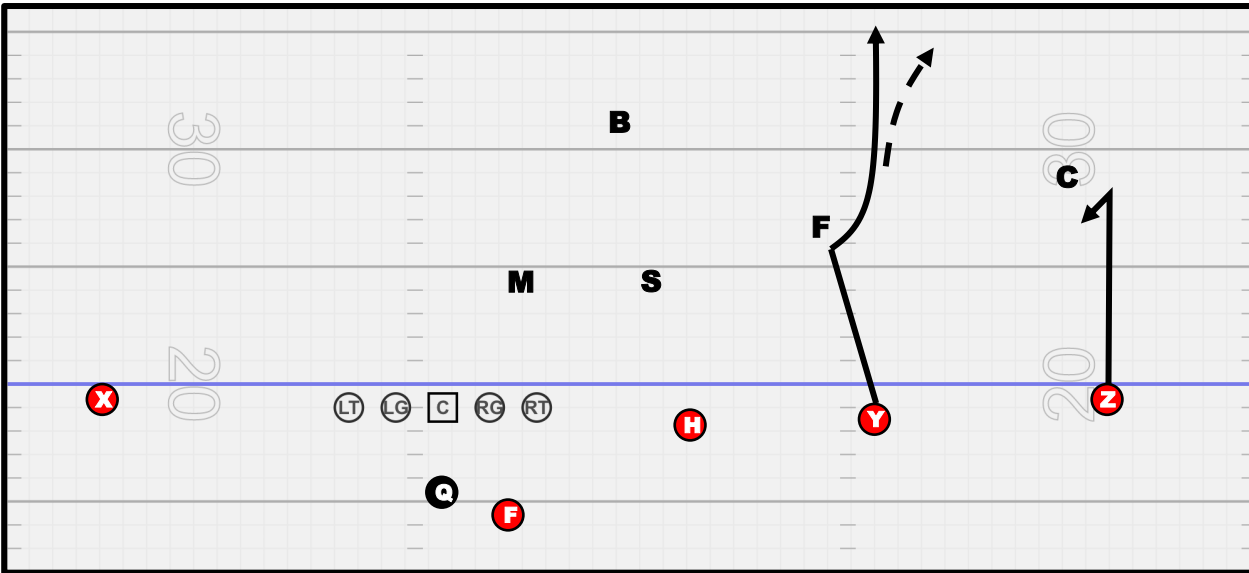
SLOT CHOICE 2 MAN SIDE



OS CHOICE 1 MAN SIDE



SLOT CHOICE 3 MAN SIDE



X IN

VARIATIONS

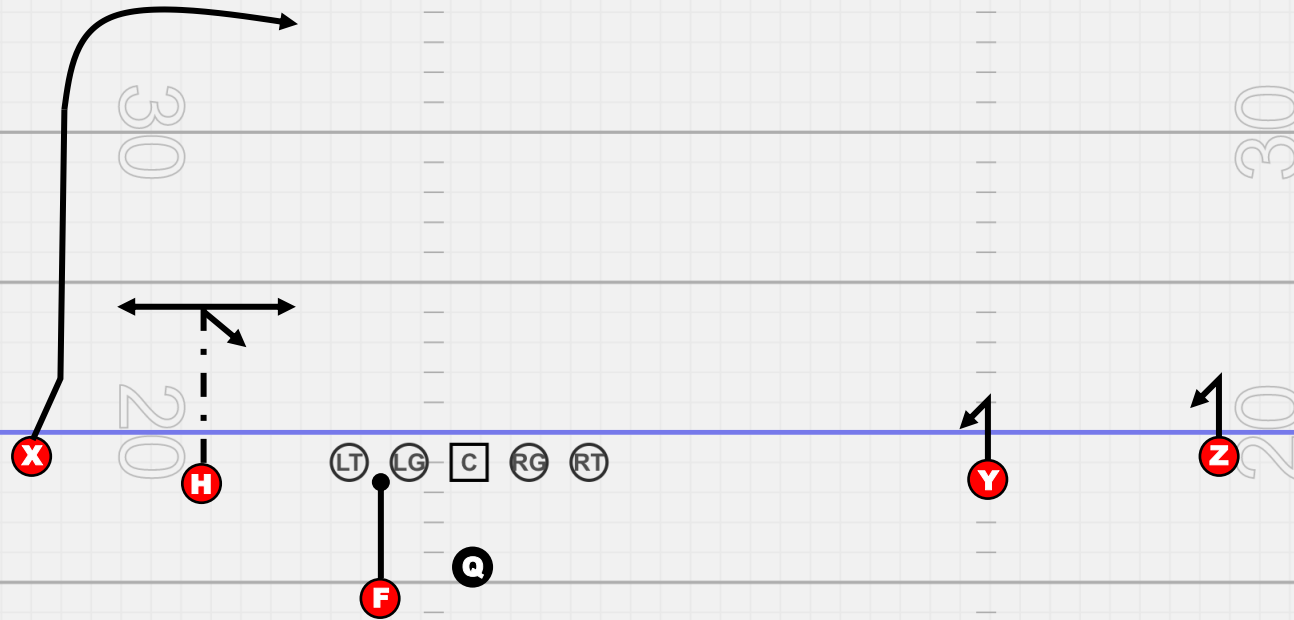
QB RULES

BASE READ

Progression: Glance to Post Dig to Swing
Secondary: Glance to Combo Read to Swing

DROP

Base 3 Step



POS	ASSIGNMENT
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X	12-15YD Speed Cut Dig Attack vertically and roll into the cut, work back downhill after the break
H	Skippy Option Route Skip/Walk Release. Read the Triangle, Hard CB = Hitch or Juke in. Soft CB = Option off of WLB
Y	
Z	
RB	

SLOT CHOICE

VARIATIONS

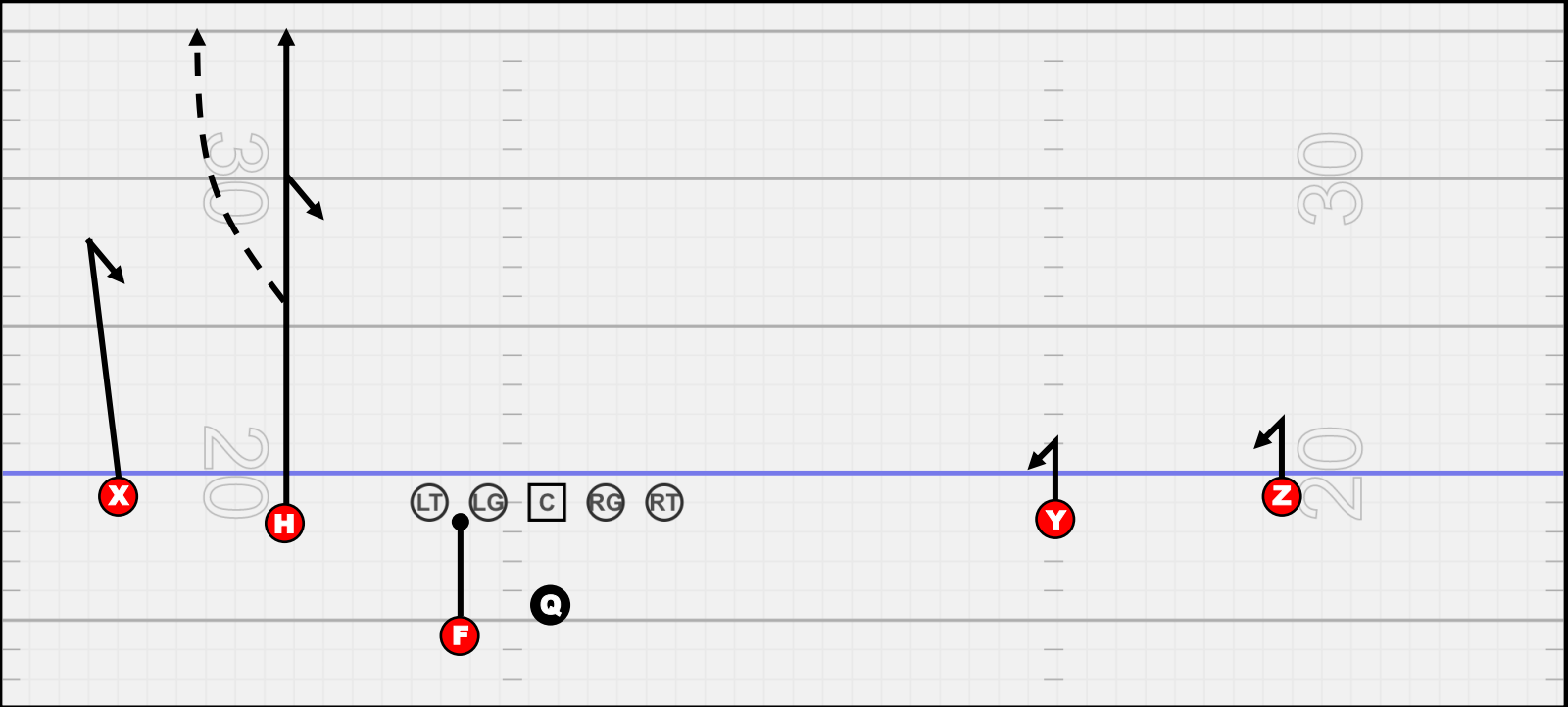
QB RULES

BASE READ

Progression: Glance to Post Dig to Swing
Secondary: Glance to Combo Read to Swing

DROP

Base 3 Step



POS	ASSIGNMENT
X	MOR Fade Post Attack OS Shoulder of CB and force hip turn
H	
Y	
Z	
RB	

SWIM

VARIATIONS

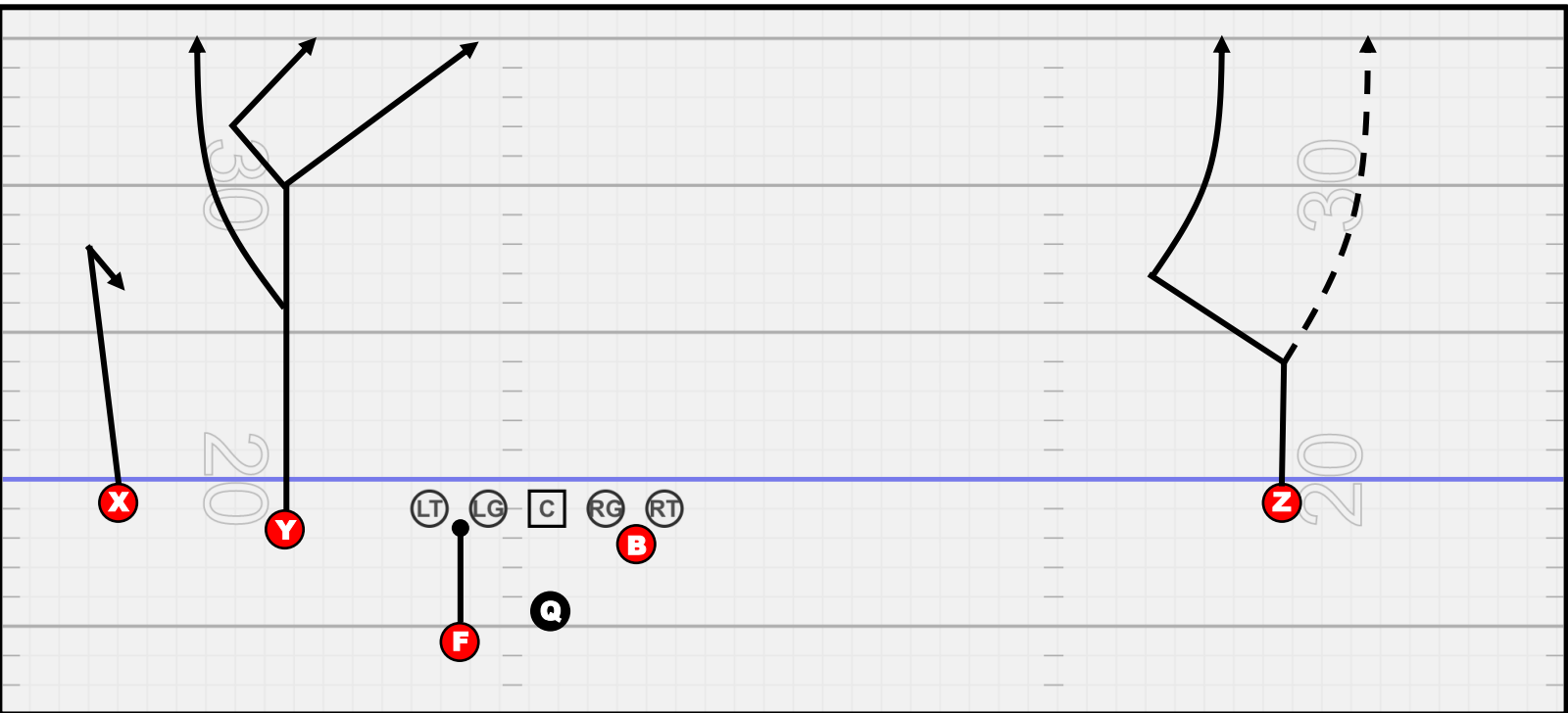
QB RULES

BASE READ

Progression: Glance to Post Dig to Swing
Secondary: Glance to Combo Read to Swing

DROP

Base 3 Step



POS	ASSIGNMENT
X	MOR Fade Post Attack OS Shoulder of CB and force hip turn
H	
Y	
Z	
RB	

BOMB

VARIATIONS

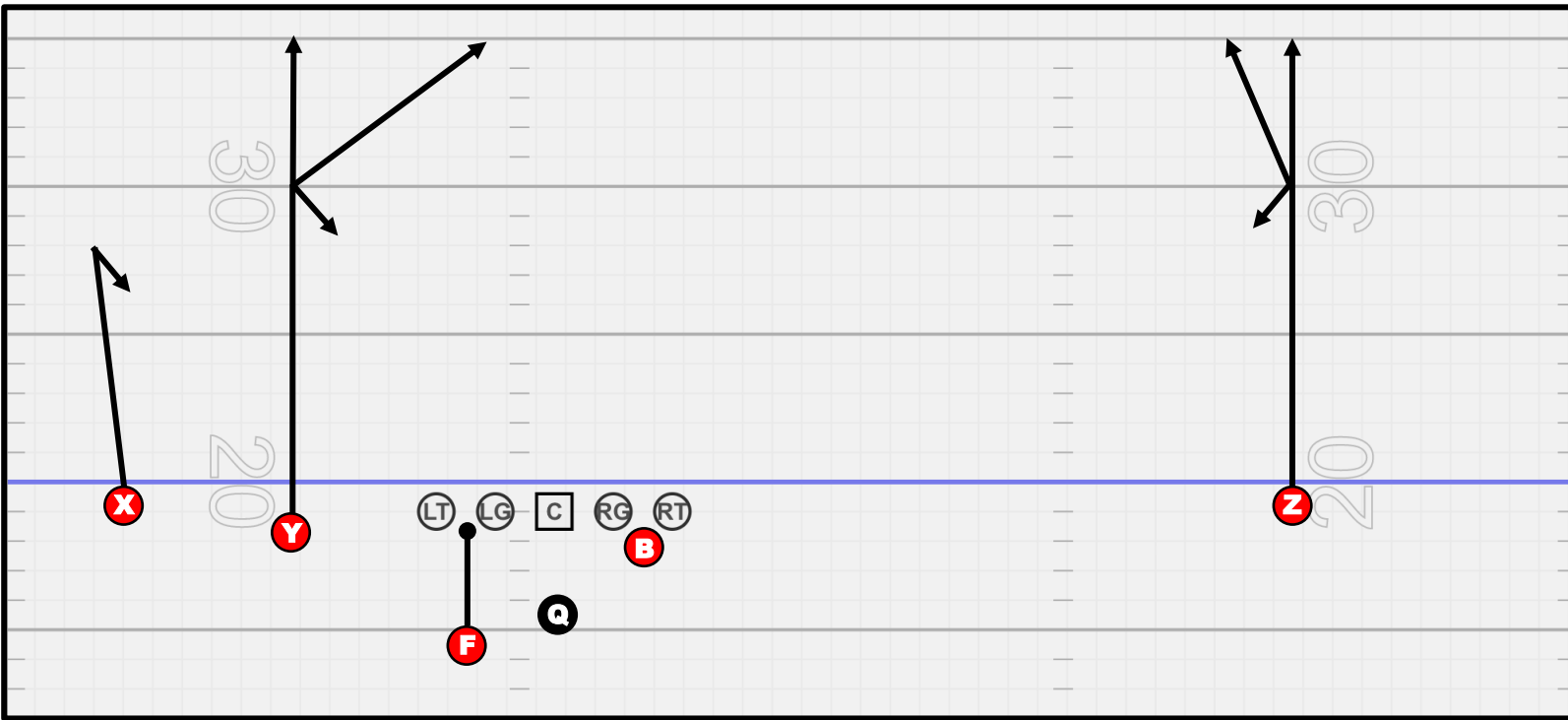
QB RULES

BASE READ

Progression: Glance to Post Dig to Swing
Secondary: Glance to Combo Read to Swing

DROP

Base 3 Step



POS

ASSIGNMENT

X

MOR Fade Post
 Attack OS Shoulder of CB and force hip turn

H

Y

Z

RB

NEW ANTHONY

VARIATIONS

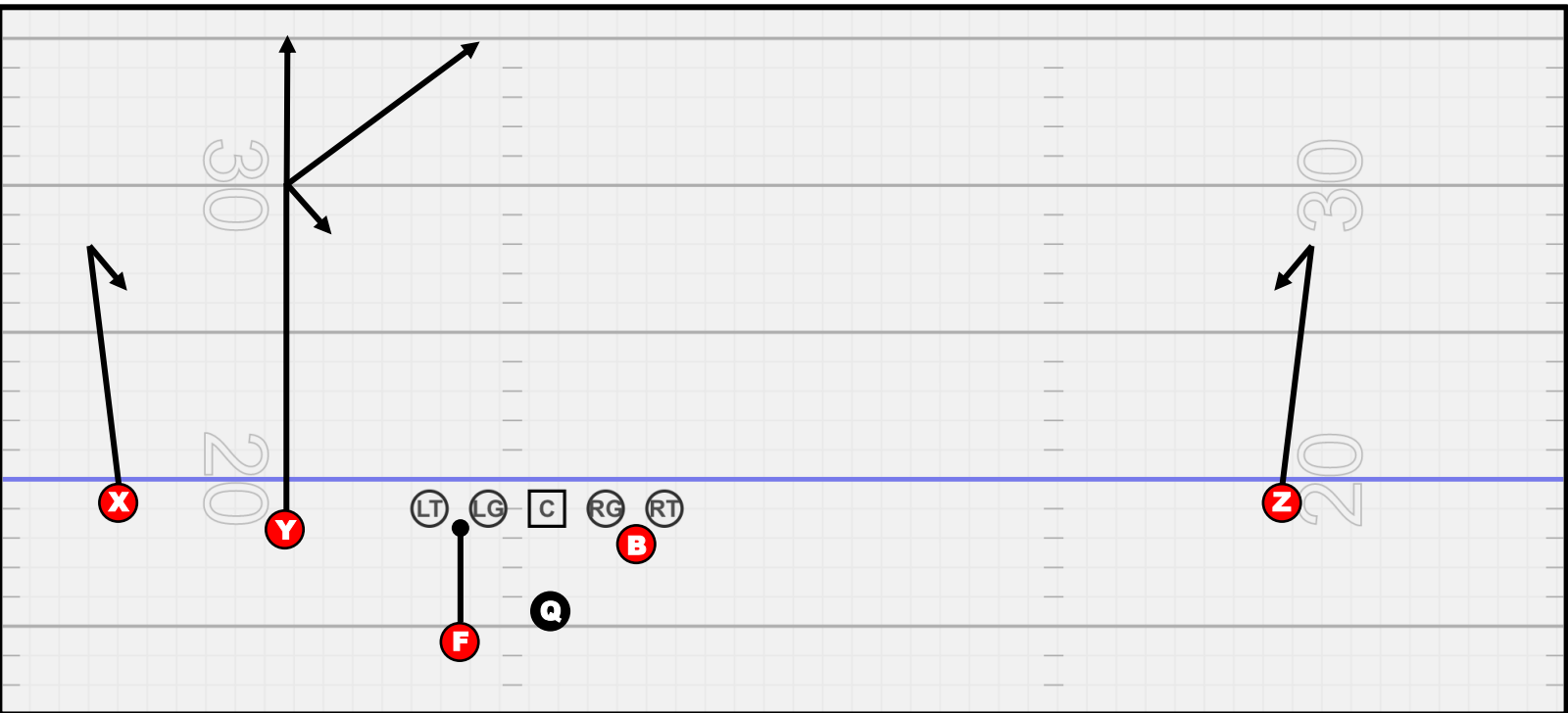
QB RULES

BASE READ

Progression: Glance to Post Dig to Swing
Secondary: Glance to Combo Read to Swing

DROP

Base 3 Step



POS	ASSIGNMENT
X	MOR Fade Post Attack OS Shoulder of CB and force hip turn
H	
Y	
Z	
RB	

SLUGGO

VARIATIONS

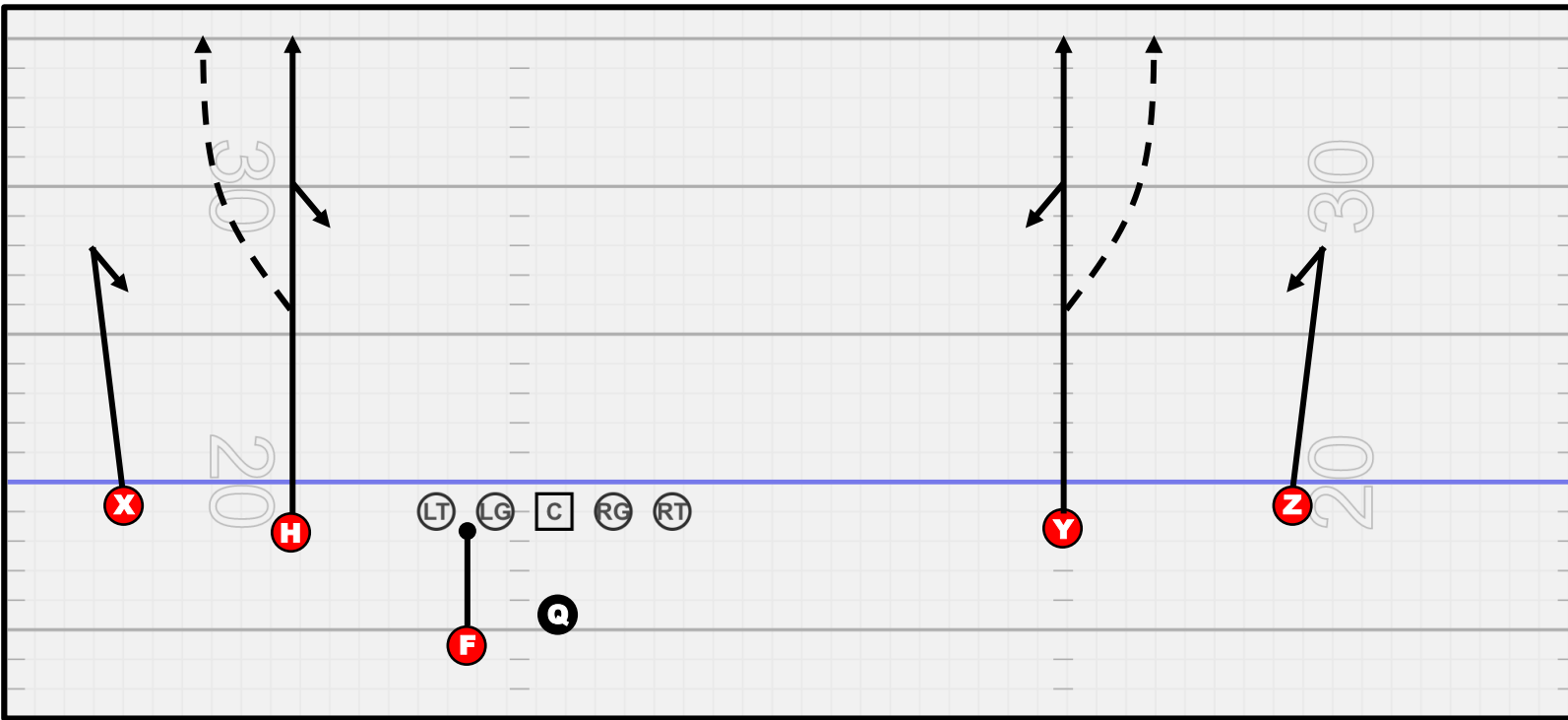
QB RULES

BASE READ

Progression: Glance to Post Dig to Swing
Secondary: Glance to Combo Read to Swing

DROP

Base 3 Step



POS

ASSIGNMENT

X Stop Route
8YDS and Sit it down (Tweak stem of Route based on CB technique)

H Slot Choice
Get vertical to 10YDS and read the Over coverage to either stay vertical or sit it down.

Y Slot Choice
Get vertical to 10YDS and read the Over coverage to either stay vertical or sit it down.

Z Stop Route
8YDS and Sit it down (Tweak stem of Route based on CB technique)

RB Pass Pro

HI- LO LT/RT

VARIATIONS

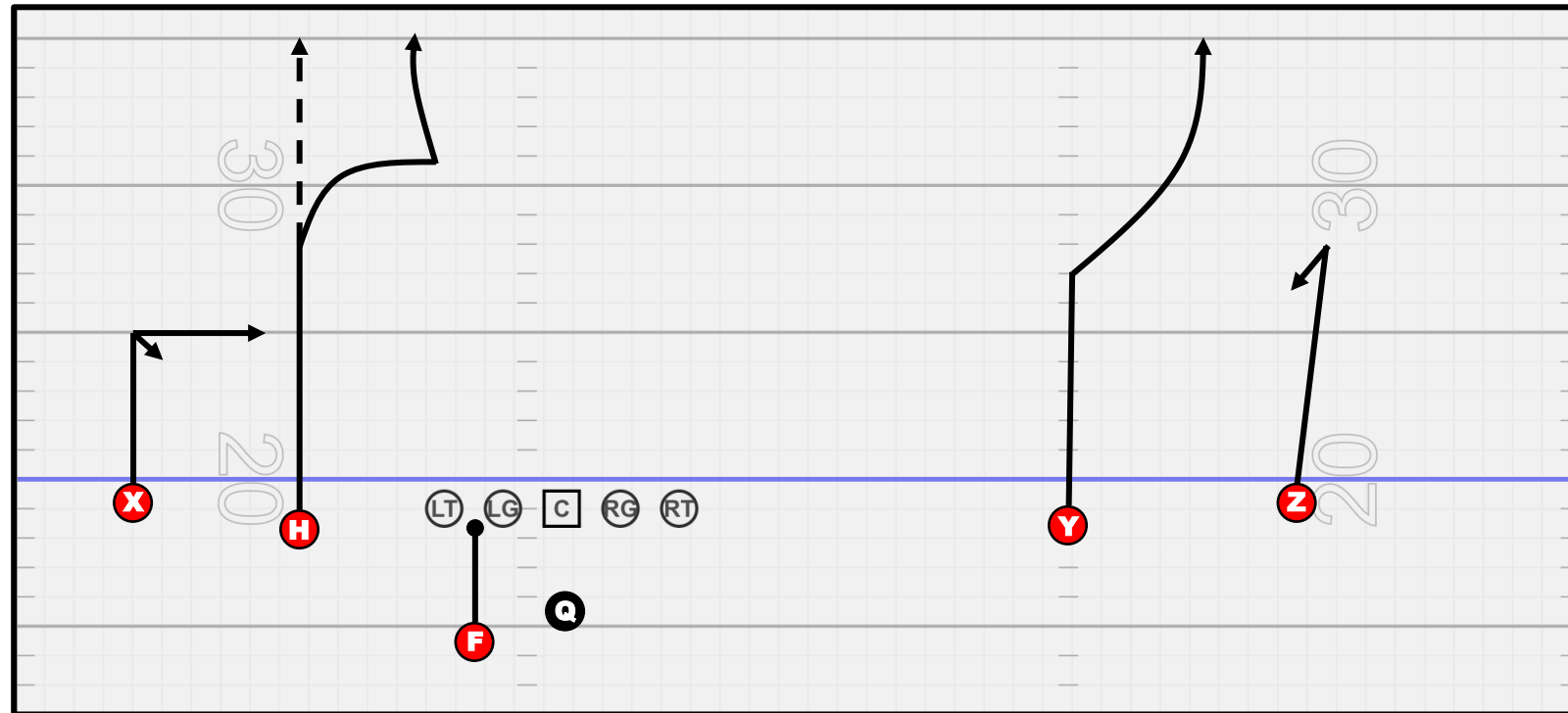
QB RULES

BASE READ

Progression: Glance to Post Dig to Swing
Secondary: Glance to Combo Read to Swing

DROP

Base 3 Step



POS	ASSIGNMENT
X	Hitch Fin Read Hitch vs Zone, Run vs Man
H	Bender & Go (Seam vs 1 Hi) Run Bender at 8-10YDS, sell it to the Safety and go vertical
Y	Slot Fade Get on toes of Man and Fade to no wider than the Top of the #'s
Z	Stop Route 8YDS and Sit it down (Tweak stem of Route based on CB technique)
RB	Pass Pro

DC RT/LT

VARIATIONS

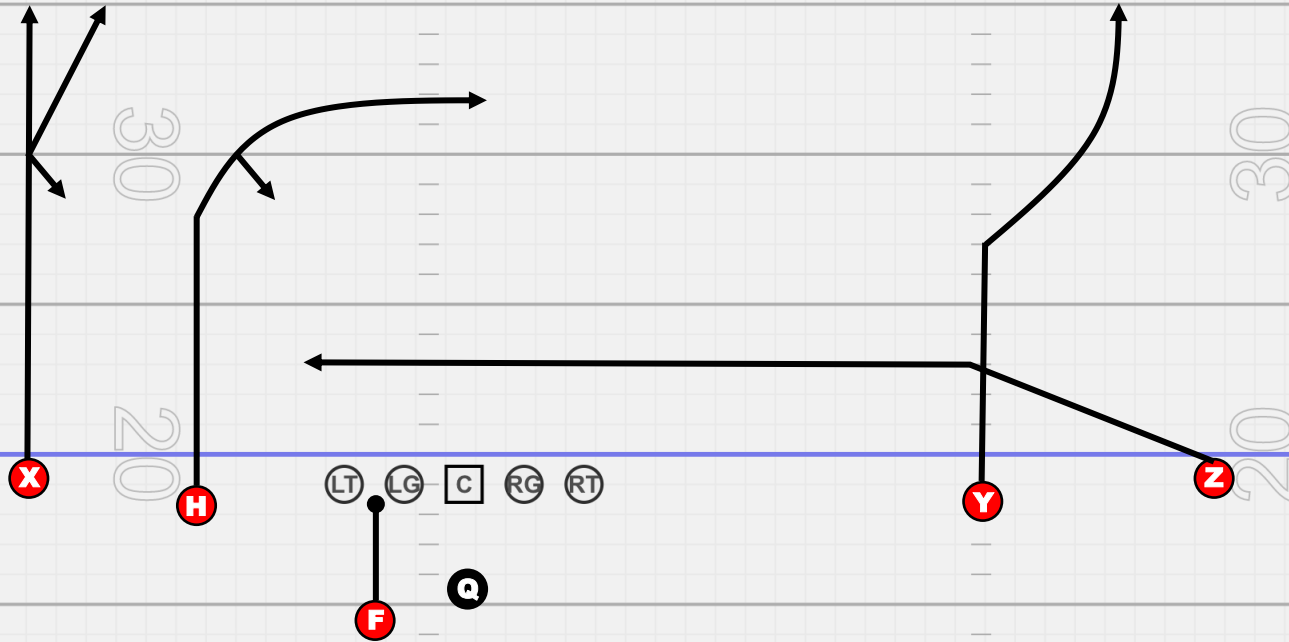
QB RULES

BASE READ

Progression: Glance to Post Dig to Swing
Secondary: Glance to Combo Read to Swing

DROP

Base 3 Step



POS

ASSIGNMENT

X

MOR Fade Post
Attack OS Shoulder of CB and force hip turn

H

Y

Z

RB

CD RT/LT

VARIATIONS

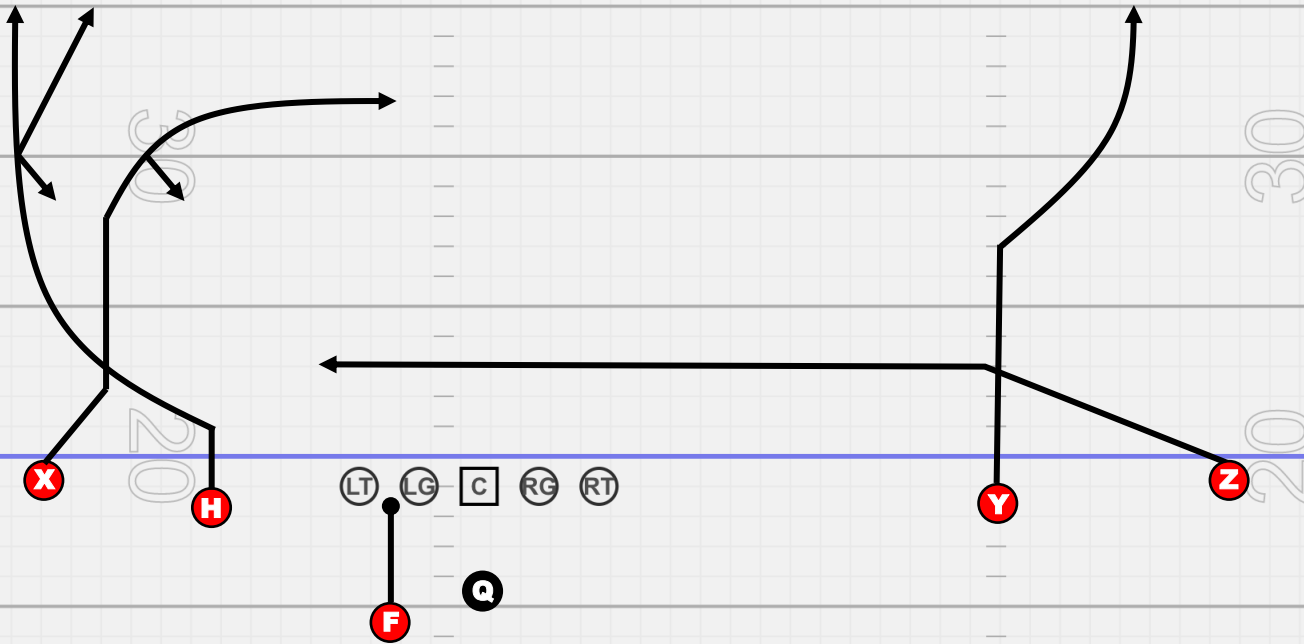
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DROP

Base 3 Step



POS

ASSIGNMENT

X

MOR Fade Post
Attack OS Shoulder of CB and force hip turn

H

Y

Z

RB

SWITCH POSTS

VARIATIONS

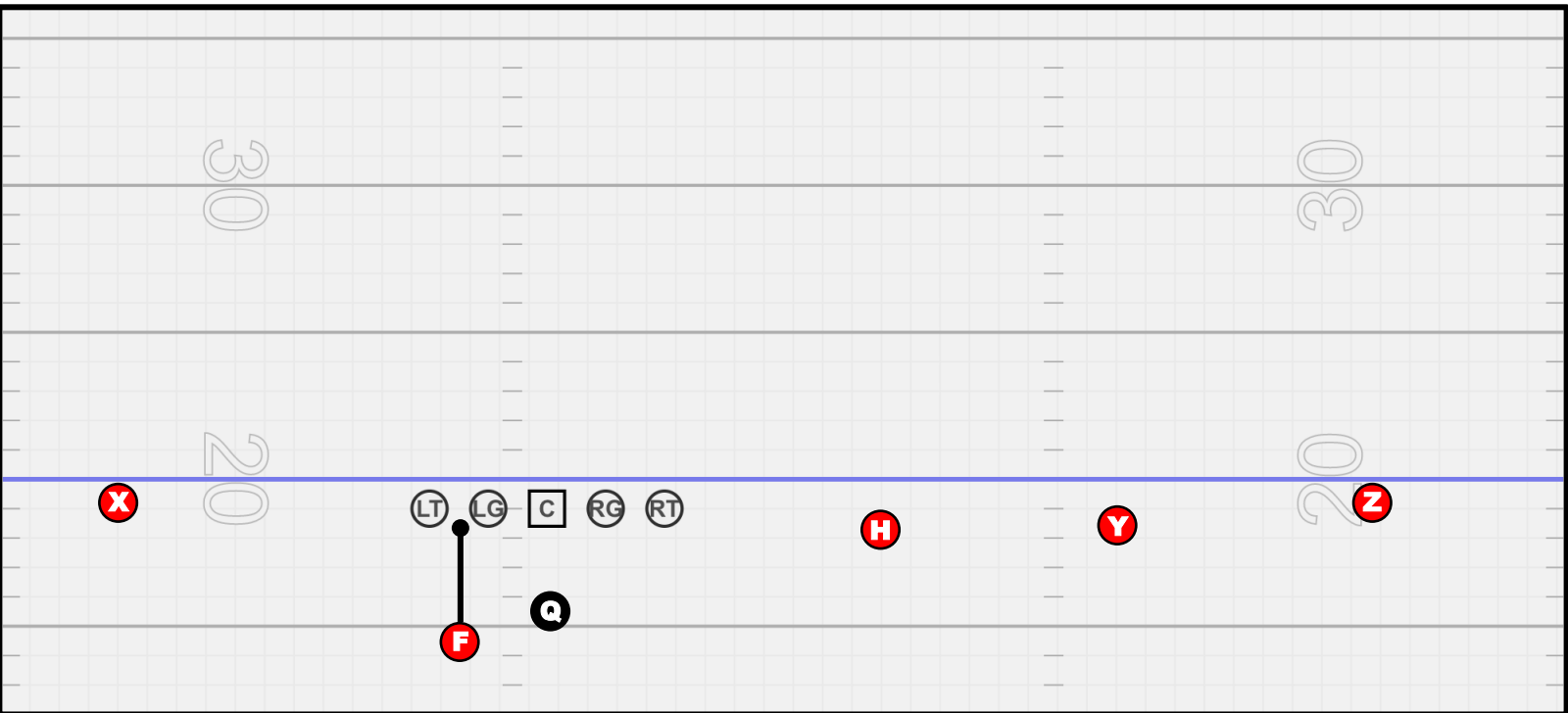
QB RULES

BASE READ

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DROP

Base 3 Step



POS	ASSIGNMENT
X	MOR Fade Post Attack OS Shoulder of CB and force hip turn
H	
Y	
Z	
RB	

SWITCH POSTS

VARIATIONS

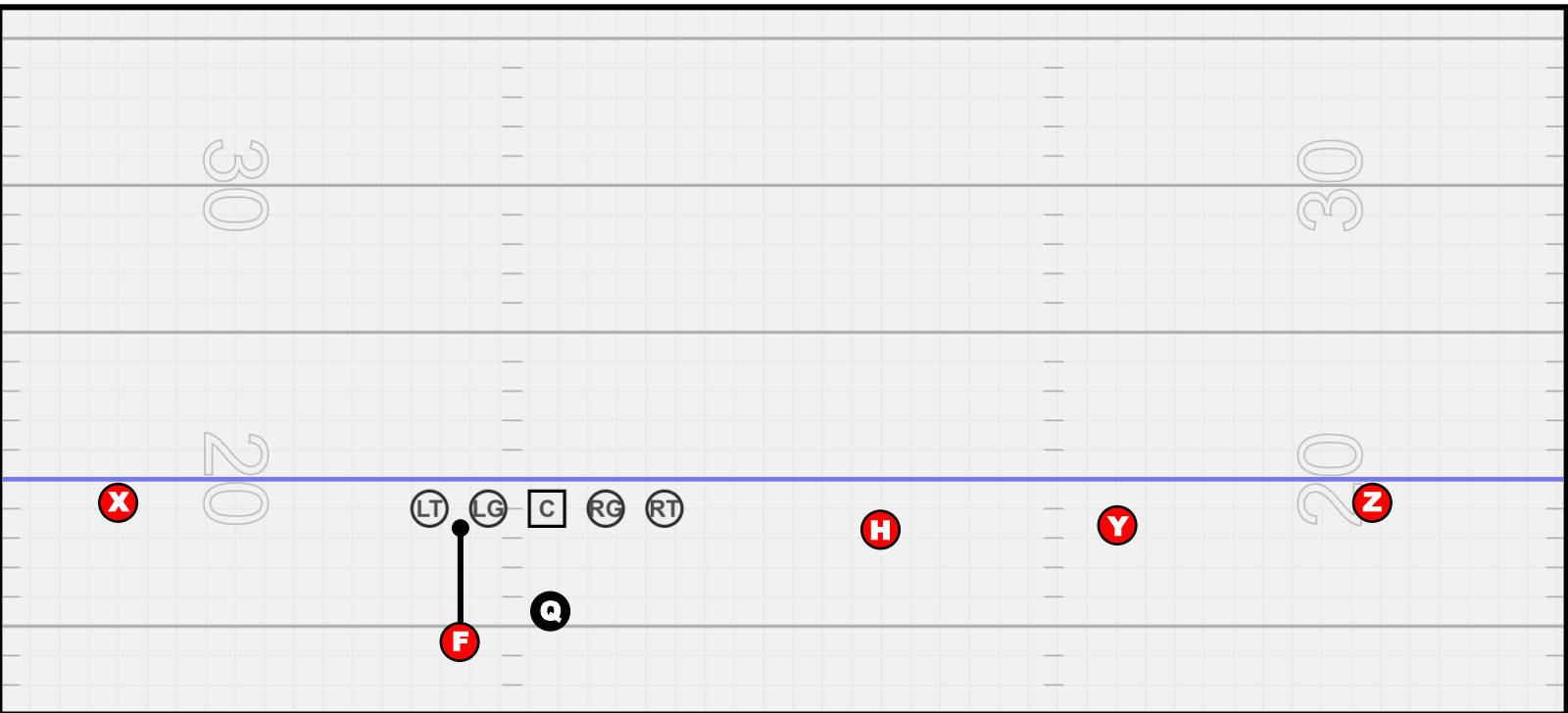
QB RULES

BASE READ

Progression: Glance to Post Dig to Swing
Secondary: Glance to Combo Read to Swing

DROP

Base 3 Step



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SWITCH POSTS

VARIATIONS

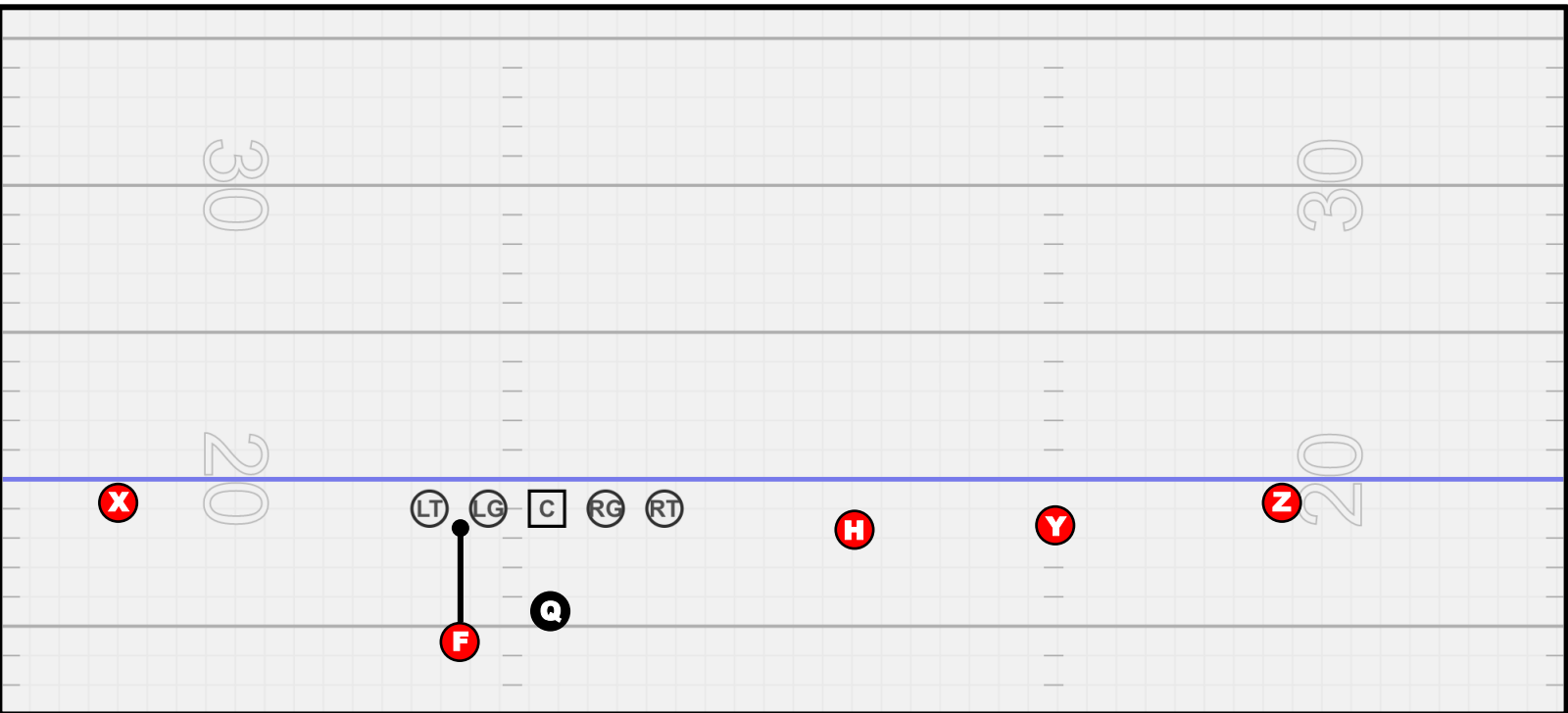
QB RULES

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DROP

Base 3 Step



POS	ASSIGNMENT
X	MOR Fade Post Attack OS Shoulder of CB and force hip turn
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Z GO

VARIATIONS

QB RULES

BASE READ

ID Coverage

Y/N Gift Route to Single WR

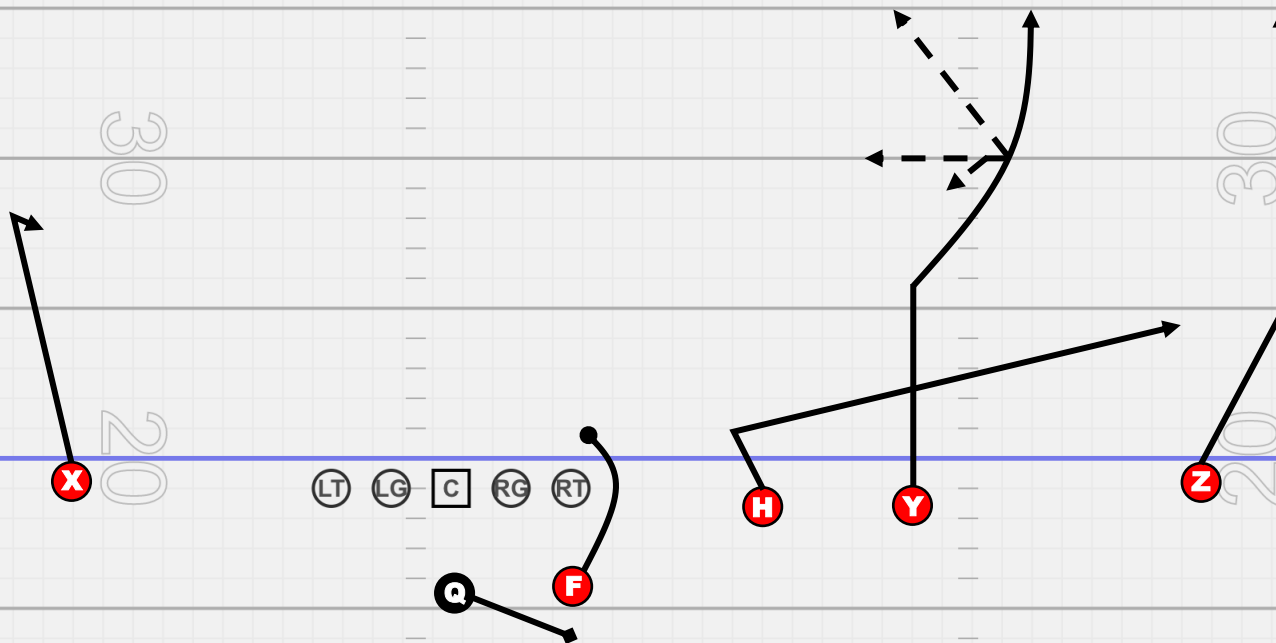
Key Flat Defender

Hi Lo Read on Flat Defender

Alert PS OWR vs Press CB

DROP

3 Step Semi Roll to over Butt of PST



POS

ASSIGNMENT

X

Access Route (Default Snap Route)
QB Will give you a Route based on Pre snap look

H

Arrow Route
Attack inside for 2 Steps, then release to flats building to 5YDS

Y

Seam Read. Attack the Flat Defender
Clear the Under coverage and widen +2YDS from the Hash. ID over coverage and adjust route accordingly

Z

Go Route
MOR, force CB to commit to you and run him off

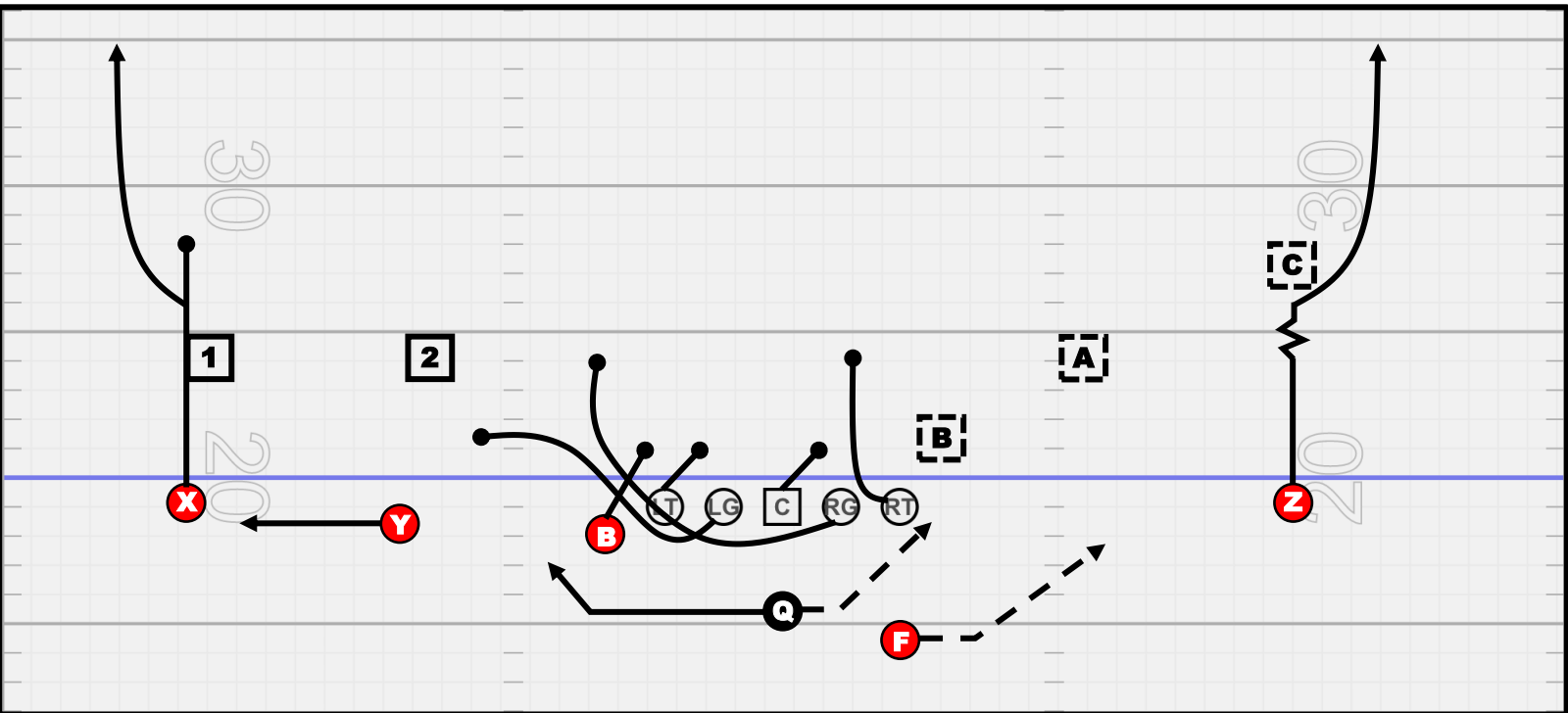
RB

Align PS, ID Possible Blitz
Base Rule is Arc and Pin DE

WASHINGTON

6 Options in One Play

- Option 1**
Speed Option Weak, QB Keep
- Option 2**
Speed Option Weak, QB Pitch, RB Keep
- Option 3**
Speed Op Weak, QB Pitch, RB throws to Z
- Option 4**
QB Sweep Strong, QB Keep
- Option 5**
QB Sweep Strong, Throw to X
- Option 6**
QB Sweep Strong, Throw to Y



POS	ASSIGNMENT
X	Go or Stalk Soft CB = Stalk Block (BE PATIENT). Press CB = Go Route (Win Fast)
B	Sweep Rules Pin DE Inside
Y	Bubble Route Back Pedal out at Golf Cart tempo, Eyes on QB
Z	BNG Go Route Bluff Block the CB and Win Deep. If he doesn't cover you we win, if he covers you we still win
RB	Speed Option w/ Pass Option Execute Speed Option path, Keep good relation. If CB comes up, throw over him to Z

QB RULES

- Pre Snap Weak Side**
- Is there a WS Alley defender?
 - If No, Run Speed Option to that side
 - If CB comes up, RB can throw to Z
- If there is a WS Alley Defender**
- Pre Snap Strong Side**
- Is the CB Pressed?
 - If yes, Possible Go throw to X
- Post Snap Strong Side**
- Press CB:** QB run sweep and peek at the X for Go ball
- Soft CB:** QB run sweep and read SS Alley defender for QB keep or bubble throw

SWITCH POSTS

VARIATIONS

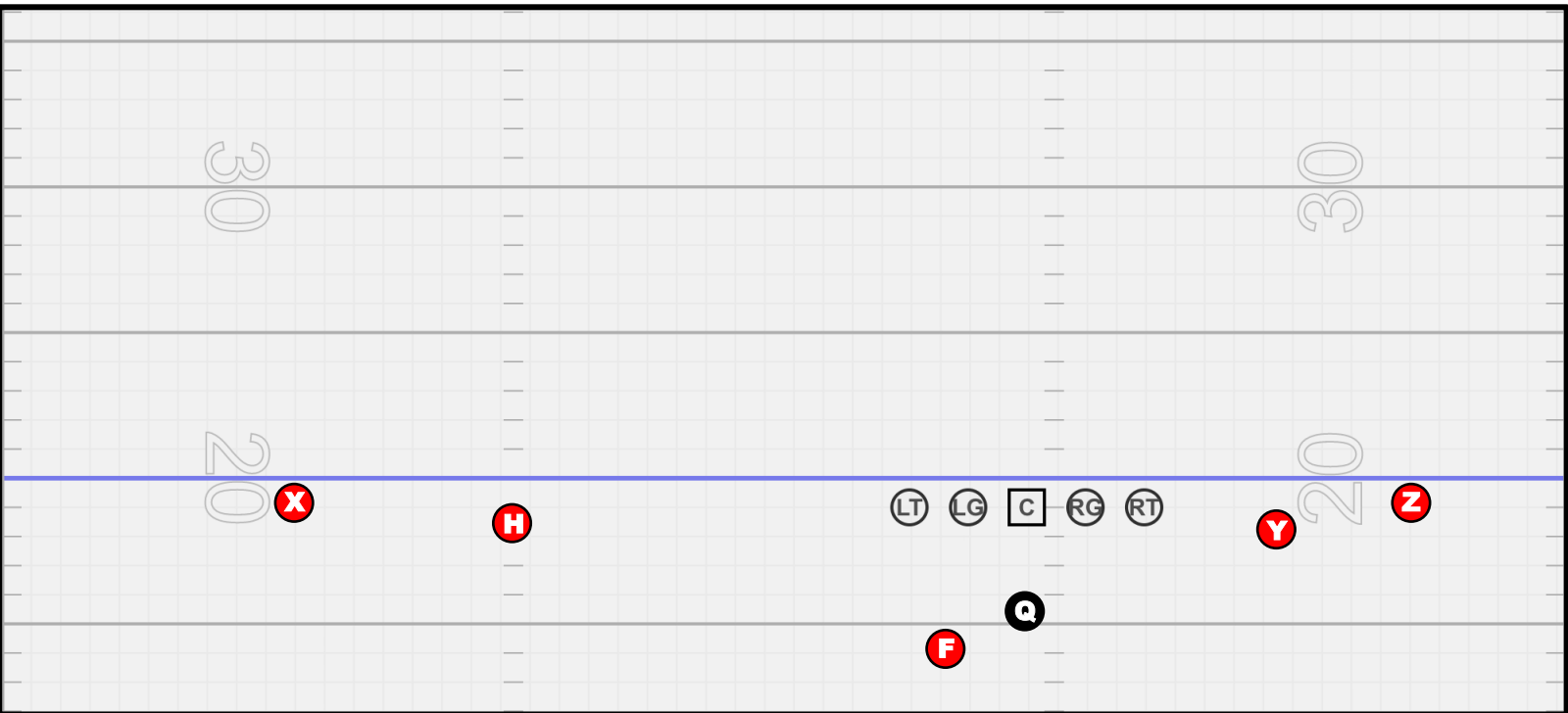
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