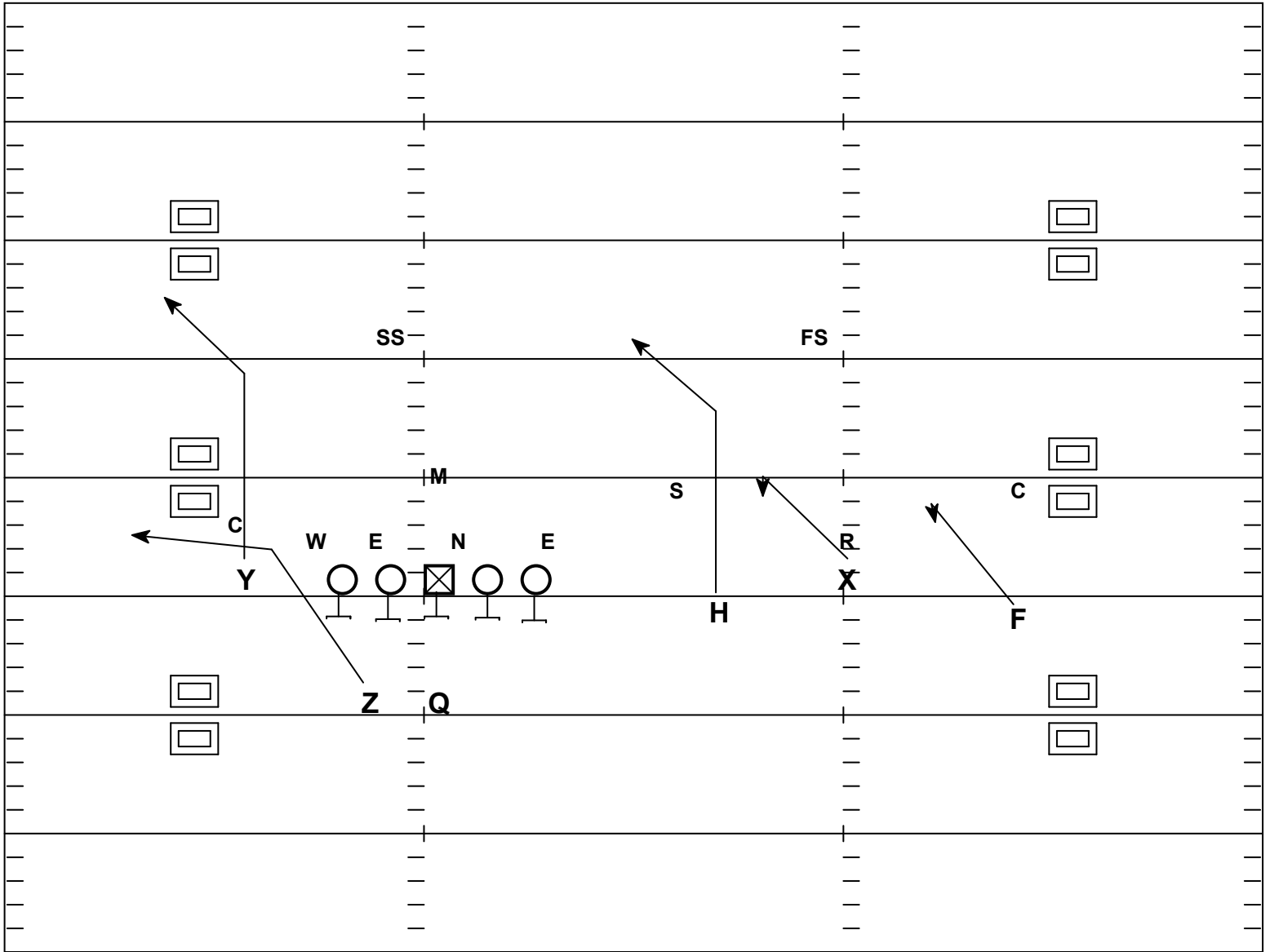


Smash / Levels Coverion

Drive	Time	D & D	Ball On	Gain	Score



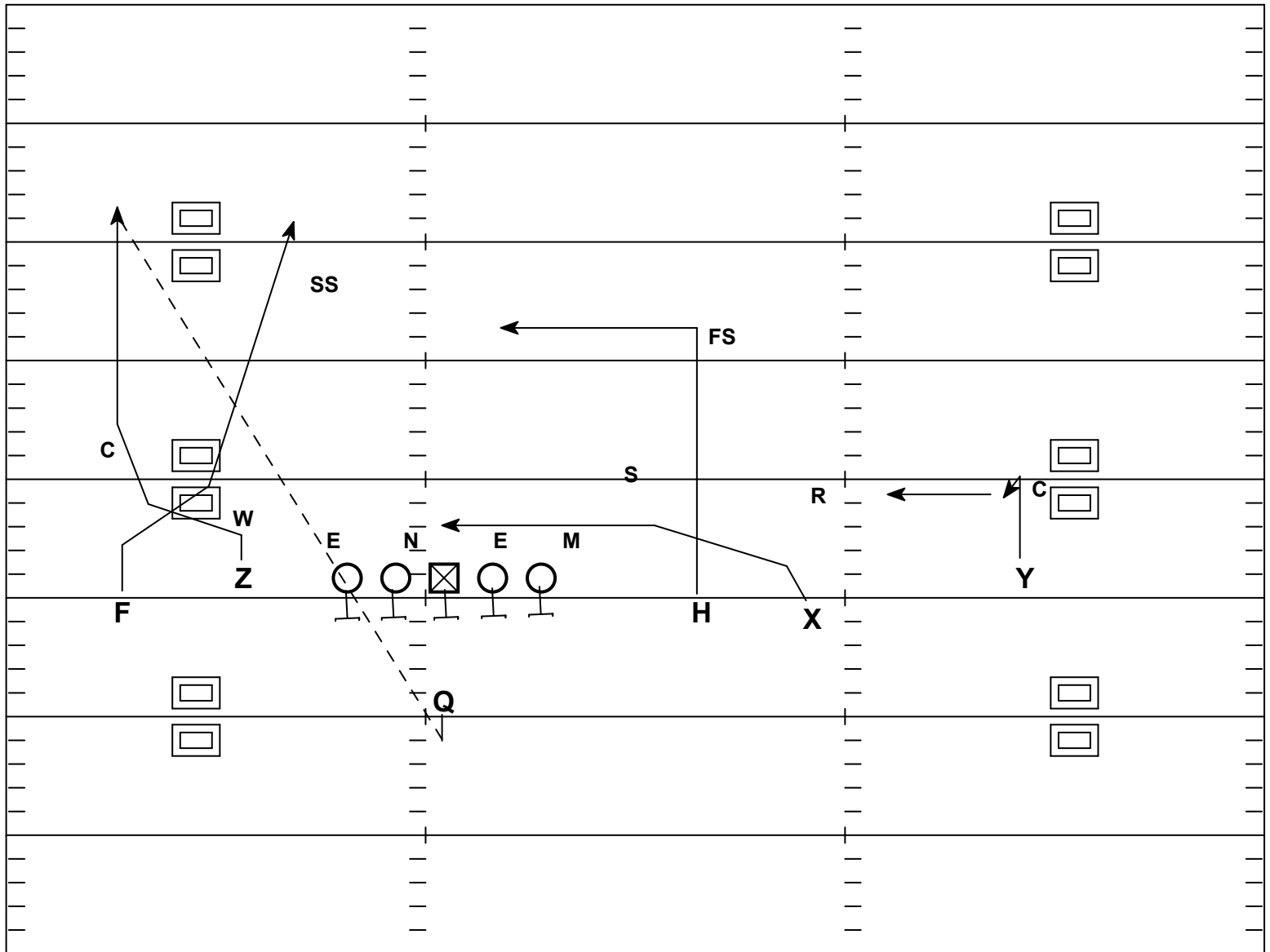
Concept - Smash is a High/lo, Levels is Hi/lo backside first with H and X then becomes a horizontal read with X and F

QB - Smash Side First, read C drop, if C takes flat and SS is hard on the Corner, work backside high lo on S to F

Z - Flat/Arrow	RT - 5 man pass proz
Y - Corner	RG - 5 man pass proz
X - Spot	C - 5 man pass proz
H - Post	LG - 5 man pass proz
F - Spot	LT - 5 man pass proz

Switch Levels

Drive	Time	D & D	Ball On	Gain	Score



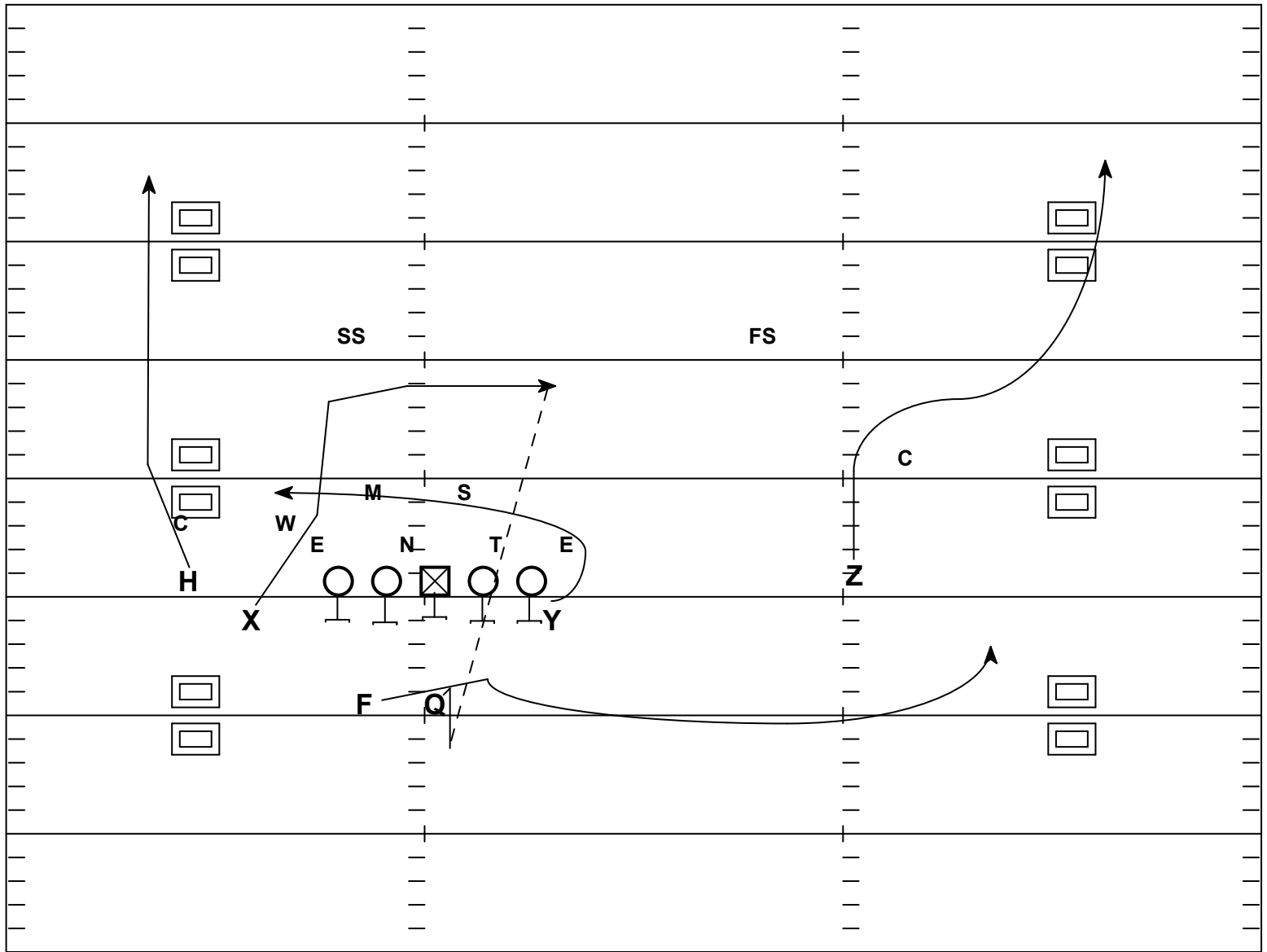
Concept - Switch is a 2 vertical route concept meant to cause natural rub/pick and get defensive players out of position, Levels is Hi/lo backside first with H and X then becomes a horizontal read with X and F

QB - Switch first, pick and rub to get verticle, if too much colision work backside levels, Hi/Lo on H and X then horizontal on X and Y.

Z - Switch Fade	RT - 5 man pass proz
Y - Hitch - Settle then break in	RG - 5 man pass proz
X - Shallow or short in	C - 5 man pass proz
H - Dig	LG - 5 man pass proz
F - Switch Seam	LT - 5 man pass proz

Shallow / Z Out N Up

Drive	Time	D & D	Ball On	Gain	Score



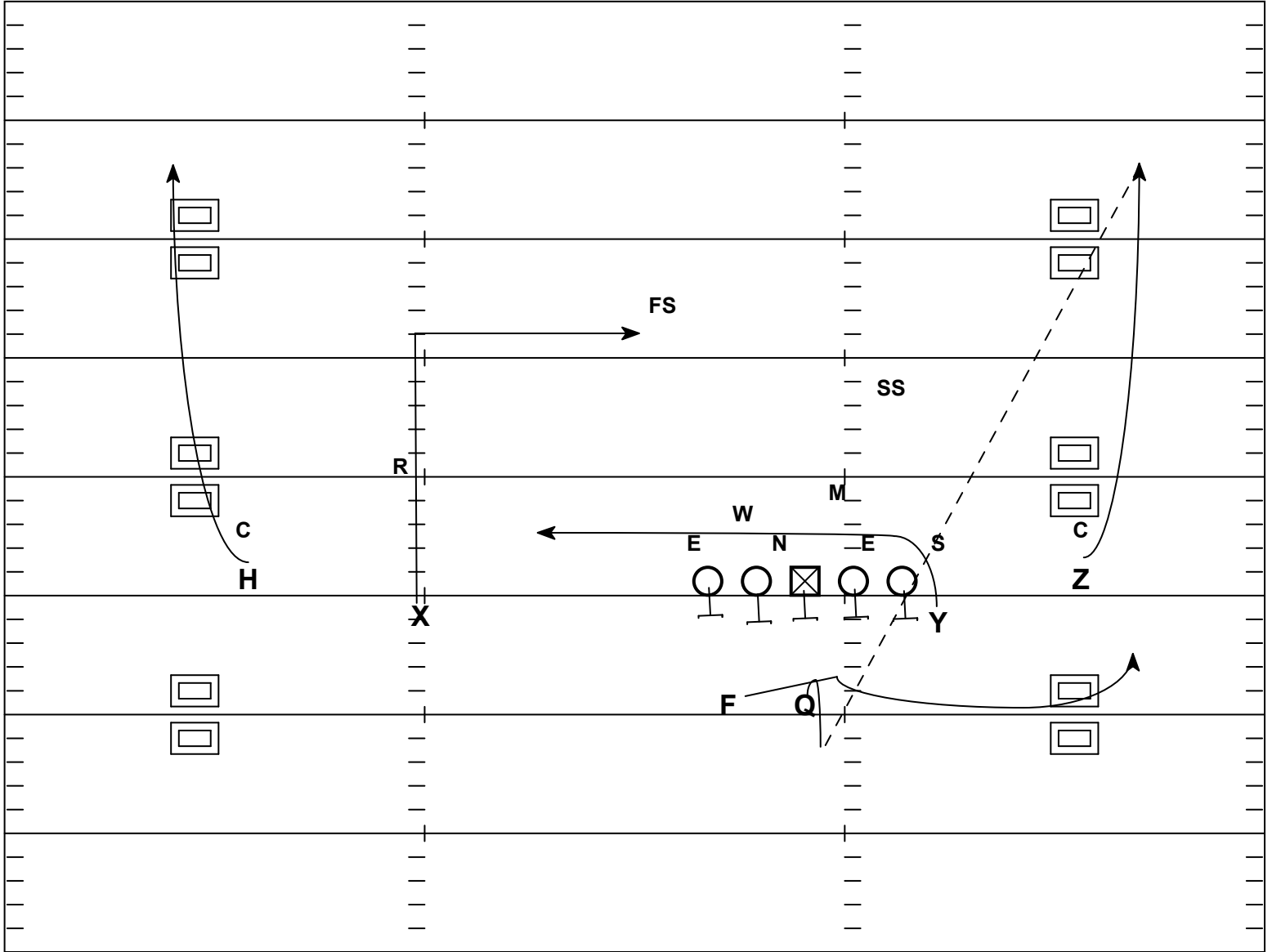
Concept - Shallow is a pre snap read for outside routes, then a triangle progression inside, In this case Z pre snap gift if the defense is in man coverage.

QB - If you like X or Z in man coverage outside take it, determine pre snap. Otherwise, read Shallow, Dig, Swing.

Z - Out n Up	RT - 5 man pass pro
Y - Shallow	RG - 5 man pass pro
X - Dig	C - 5 man pass pro
H - Fade	LG - 5 man pass pro
F - PA, check pass pro, Swing/Bubble	LT - 5 man pass pro

Shallow

Drive	Time	D & D	Ball On	Gain	Score



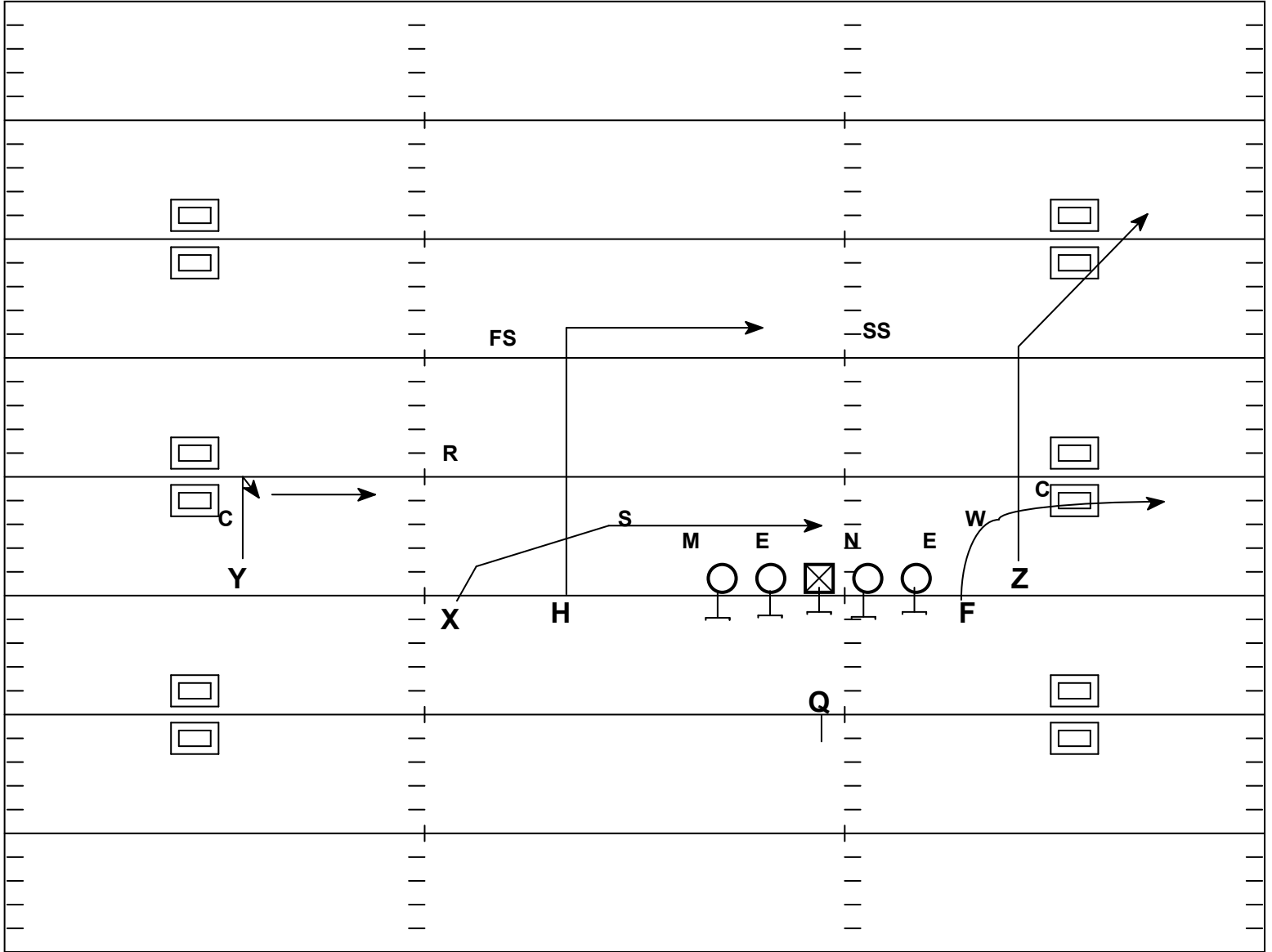
Concept - Shallow is a pre snap read for outside routes, then a triangle progression inside,

QB - Shallow, Dig, Swing

Z - Fade	RT - 5 man pass pro
Y - Shallow	RG - 5 man pass pro
X - Dig	C - 5 man pass pro
H - Fade	LG - 5 man pass pro
F - PA, check pass pro, Swing/Bubble	LT - 5 man pass pro

Smash / Levels

Drive	Time	D & D	Ball On	Gain	Score



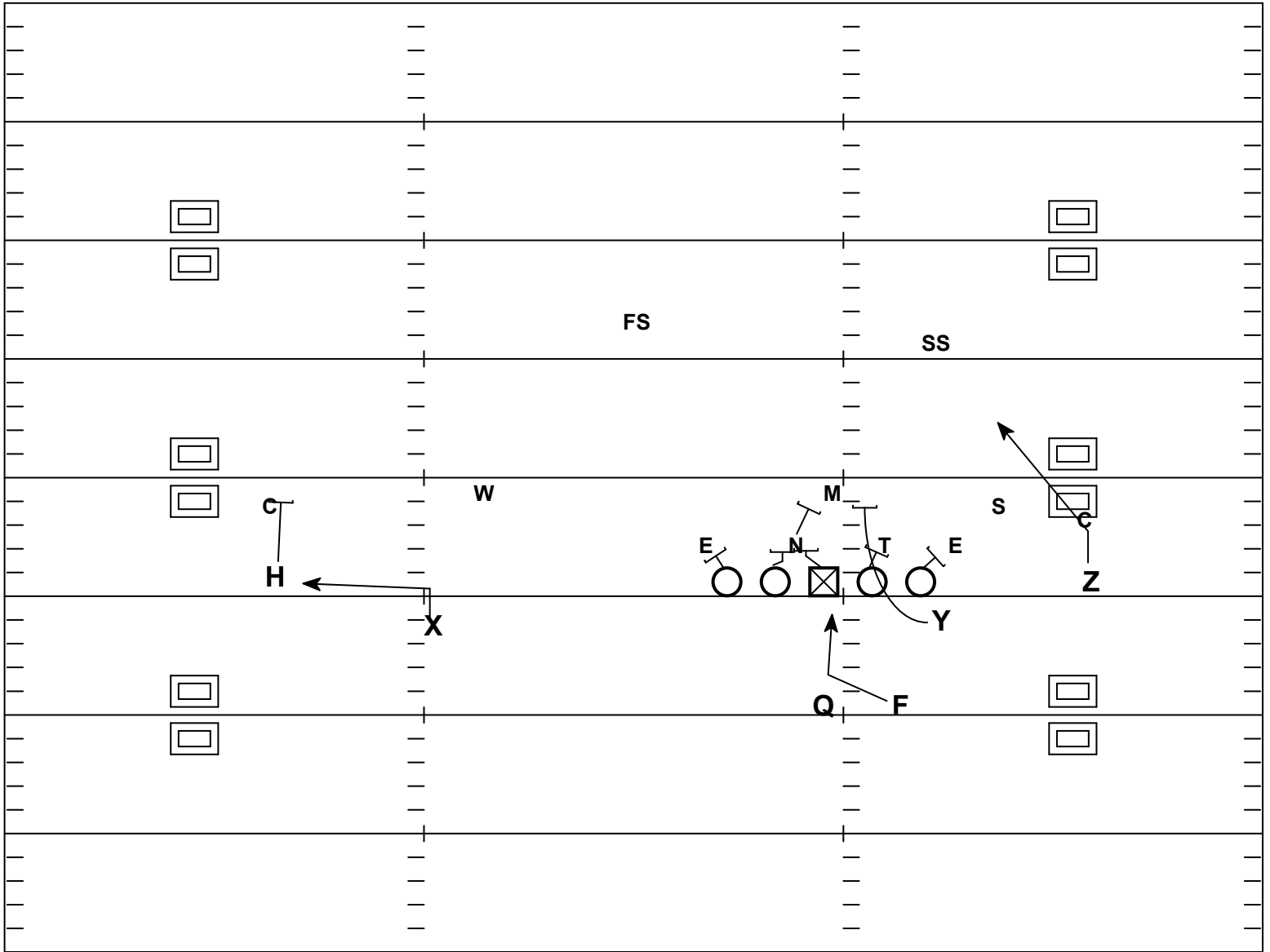
Concept - Smash is a High/lo, Levels is Hi/lo backside first with H and X then becomes a horizontal read with X and F

QB - Smash Side First, read C drop, if C takes flat and SS is hard on the Corner, work backside high lo on S to F

Z - Corner	RT - 5 man pass pro
Y - Hitch, settle and break in	RG - 5 man pass pro
X - Shallow or short in	C - 5 man pass pro
H - Dig	LG - 5 man pass pro
F - Flat/Arrow	LT - 5 man pass pro

Insert Zone / Arrow Screen / Slant

Drive	Time	D & D	Ball On	Gain	Score



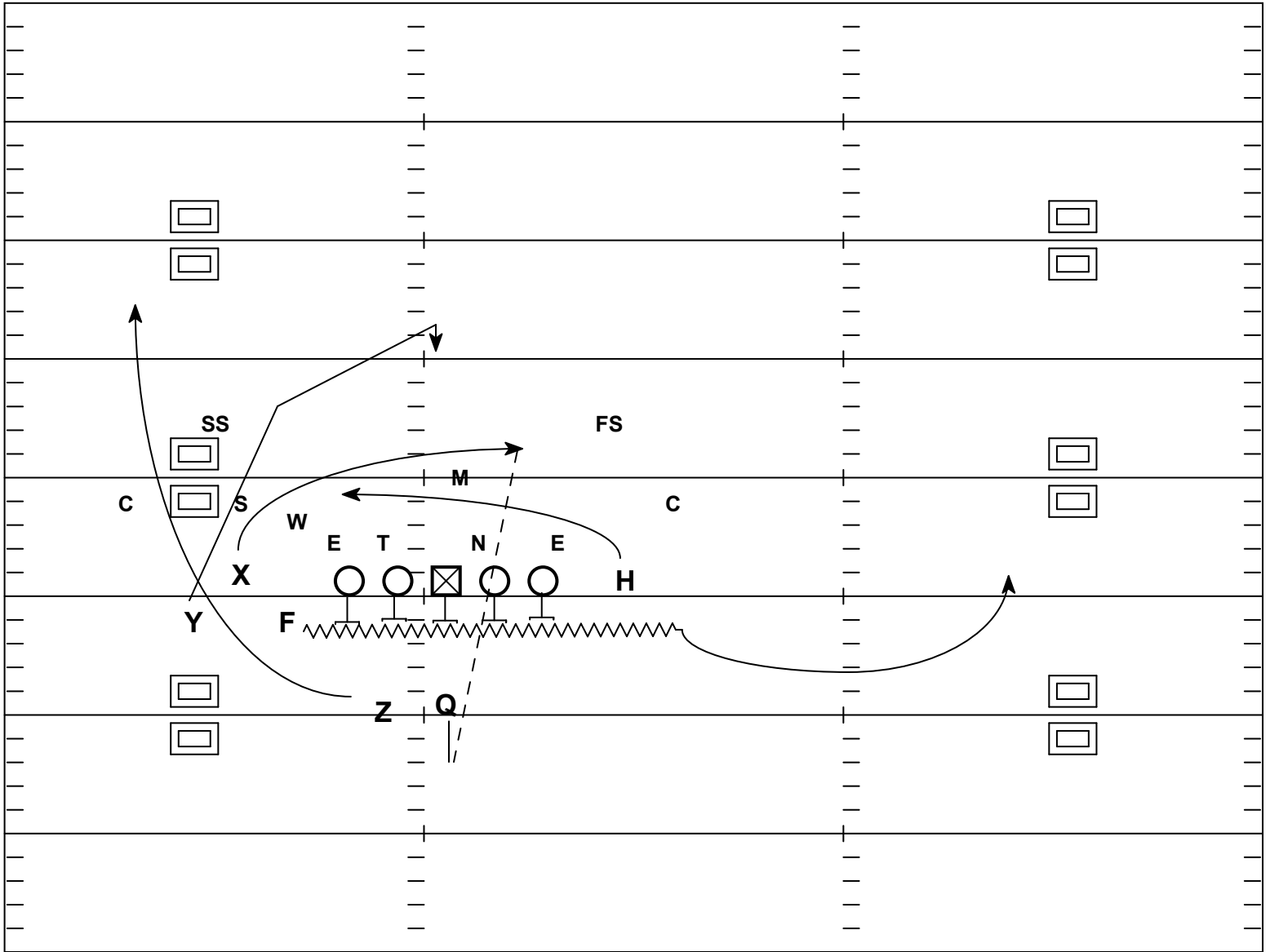
Concept - Numbers outside on screen, RPO put defenders in RUN/PASS conflict. Insert Zone keeps simple blocking but gives a weakside ISO look.

QB - Pre snap perimeter screen, RPO apex defender (S) on Insert Zone / Slant

Z - Slant	RT - #2 LOS
Y -	RG - #1 LOS
X - Arrow, Crawfish Bubble	C - Zone
H - Block MDM	LG - Zone
F - Press A and Follow Y	LT - Zone

Mesh

Drive	Time	D & D	Ball On	Gain	Score



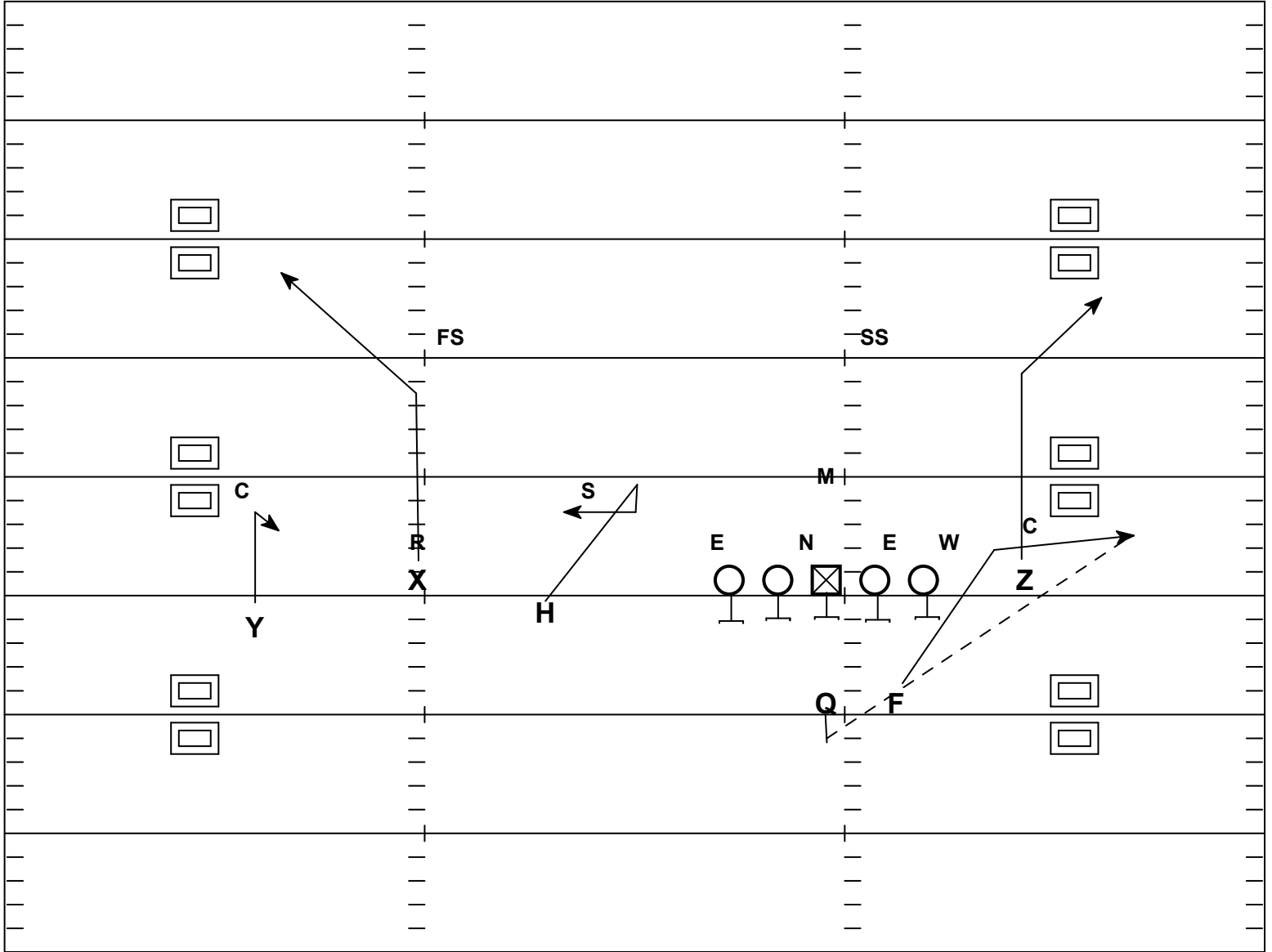
Concept - Rub with in breaking routes and the wheel, Rub with the two mesh routes or settle in open space.
 Triangle Read - Mesh, Curl, Mesh

QB - If nobody motions with F throw the bubble, If C goes inside with Y you have a great shot at the Wheel by Z. Otherwise, read H Mesh, Curl, X Mesh.

Z - Wheel	RT - 5 man pass pro
Y - Middle Curl	RG - 5 man pass pro
X - High Mesh	C - 5 man pass pro
H - Low Mesh	LG - 5 man pass pro
F - motion across and Bubble	LT - 5 man pass pro

Double Smash H Juke

Drive	Time	D & D	Ball On	Gain	Score



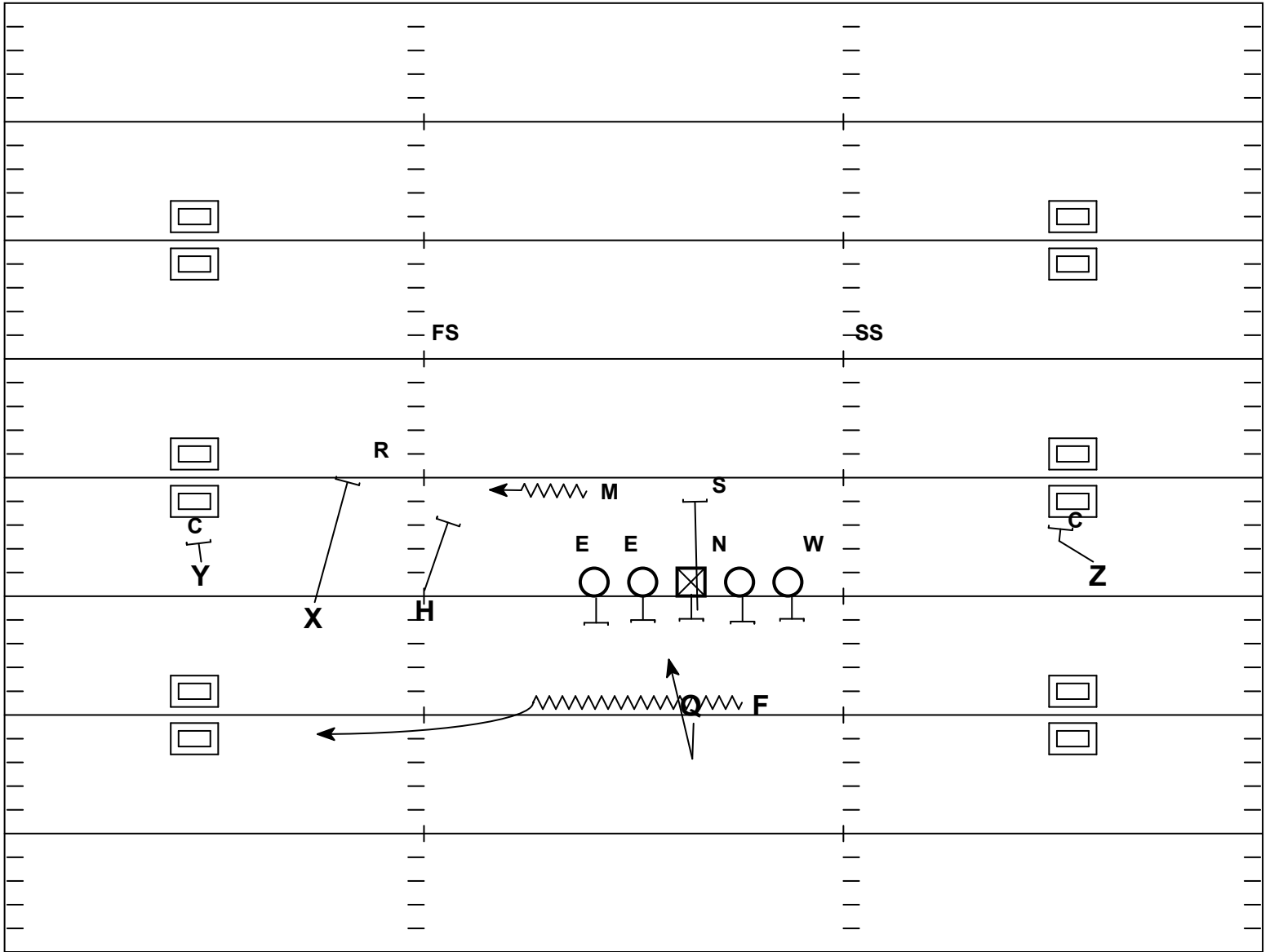
Concept - Smash is already a fantastic concept but the mirrored Smash opens up the middle of the field for H to work the Juke

QB - Pick best side based on matchup, if man work H Juke

Z - Corner	RT - 5 man pass pro
Y - Hitch	RG - 5 man pass pro
X - Corner	C - 5 man pass pro
H - Juke, like stick, but option to settle or break either way	LG - 5 man pass pro
F - Arrow	LT - 5 man pass pro

F Bubble / Draw

Drive	Time	D & D	Ball On	Gain	Score



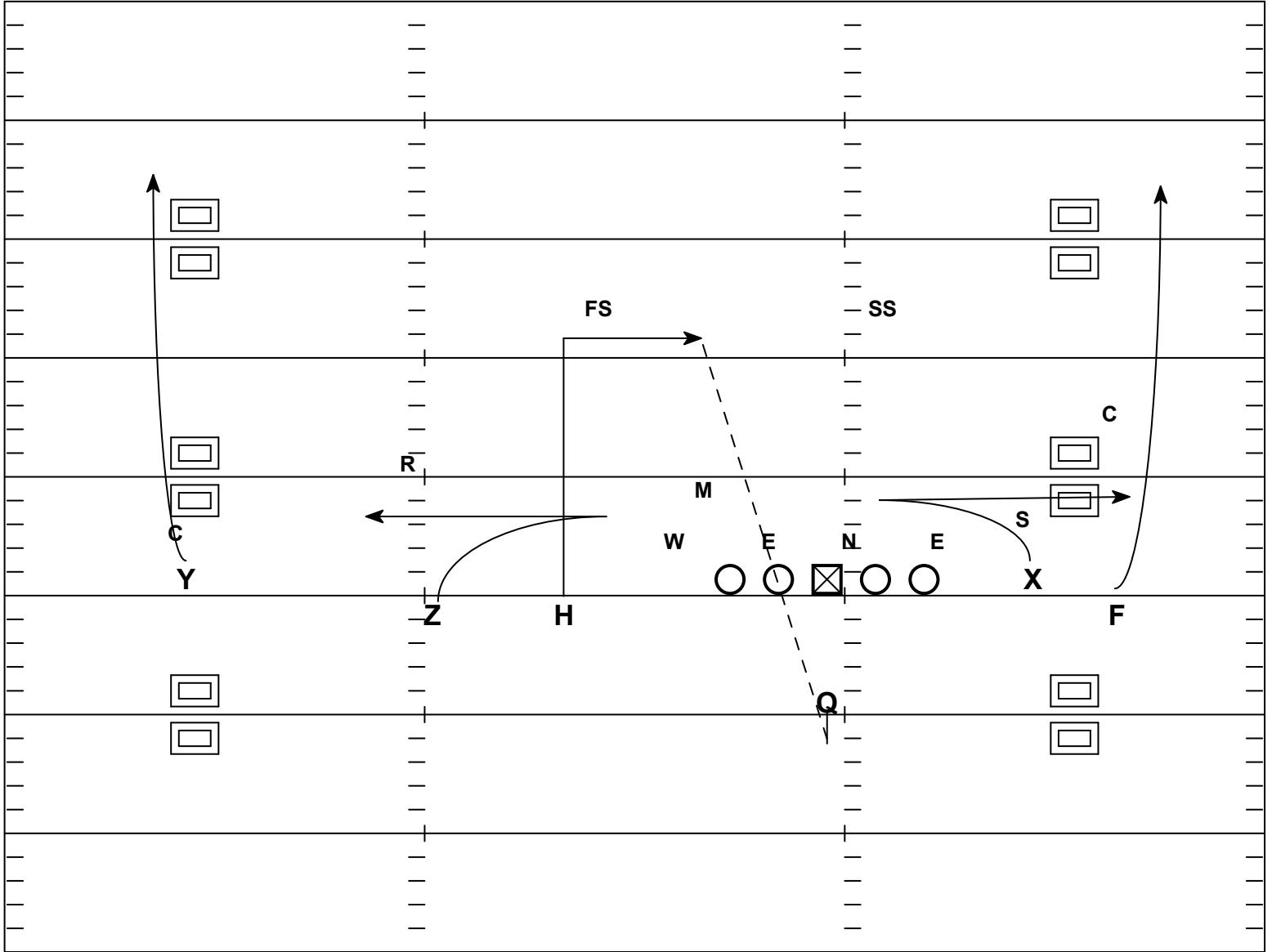
Concept - Bubble works perimeter, Draw works box.

QB - If no adjustment to motion, throw Bubble. If they do adjust, run Q Draw.

Z - Block MDM (Most Dangerous Man)	RT - Pass set and high wall outside on E
Y - Block MDM	RG - Pass set and combo N up to backer
X - Block MDM	C - Pass set and combo N up to backer
H - Block MDM	LG - Pass set and high wall outside on T
F - Bubble/Flare/Swing	LT - Pass set and high wall outside on E

Mesh Return

Drive	Time	D & D	Ball On	Gain	Score



Concept - Answer to teams overplaying Mesh by breaking back outside; also clears up the picture for the Dig

QB - Pick a side, Fade to Dig to Whip on that side.

Z - Whip, start mesh then pivot back outside	RT - 5 man pass pro
Y - Fade	RG - 5 man pass pro
X - Whip, start mesh then pivot back outside	C - 5 man pass pro
H - Dig	LG - 5 man pass pro
F - Fade	LT - 5 man pass pro

