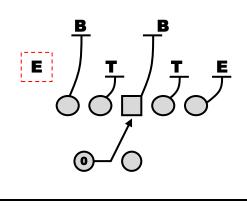
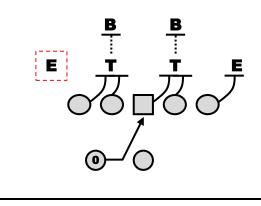
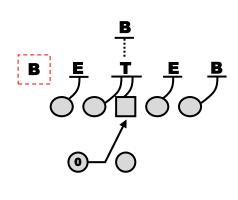


### SCOOP RT/LT

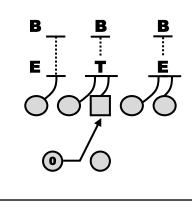






POS

QB

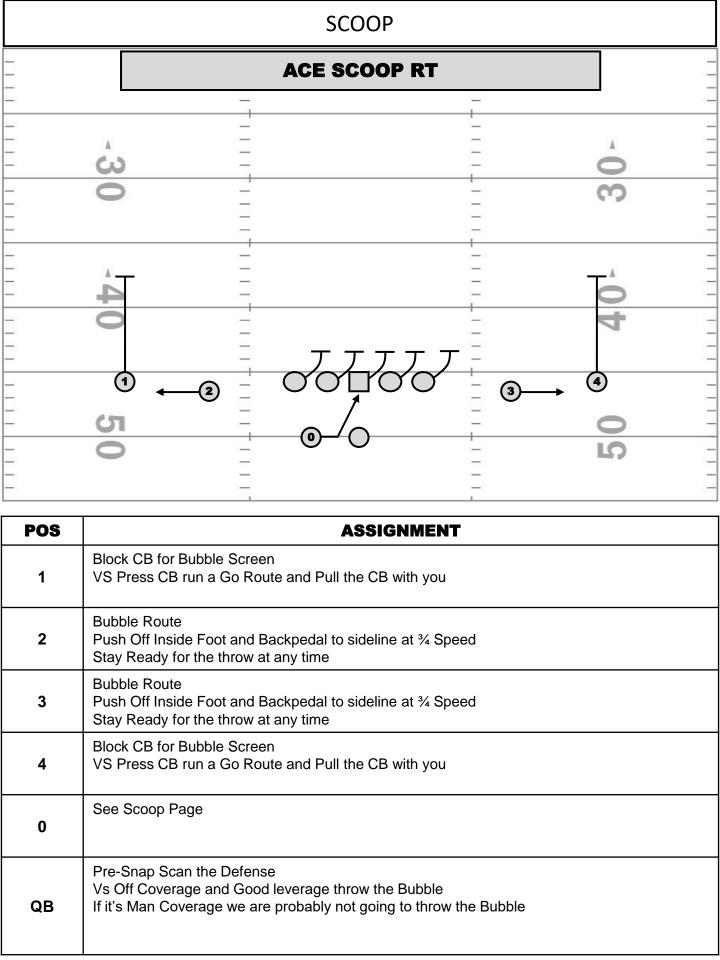


PST	Scoop Playside Gap Vs Stack, Step Playside and see who shows We Want MOVEMENT, Vertical or Horizontal, just move the man and give the RB a chance
PSG	Scoop Playside Gap Vs Stack, Step Playside and see who shows We Want MOVEMENT, Vertical or Horizontal, just move the man and give the RB a chance
С	Scoop Playside Gap Vs Stack, Step Playside and see who shows We Want MOVEMENT, Vertical or Horizontal, just move the man and give the RB a chance
BSG	Scoop Playside Gap Vs Stack, Step Playside and see who shows We Want MOVEMENT, Vertical or Horizontal, just move the man and give the RB a chance
BST	Scoop Playside Gap Vs Stack, Step Playside and see who shows We Want MOVEMENT, Vertical or Horizontal, just move the man and give the RB a chance
0	Let QB catch the snap, Slide step and make the mesh Secure the Handoff, and aim for the Playside Leg of the Center Make a Read, If the PS A-Gap is Open hit it, if it's closed jump cut and ride the wave
	Catch and Secure the Snap, Open to the RB and extend the ball

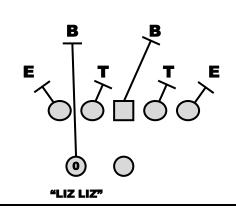
Read the Backside DE, if he can tackle the RB, pull it, If he cant, hand it off

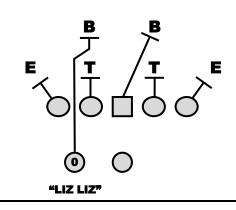
Pre-Snap the Bubble screens, throw if it looks good

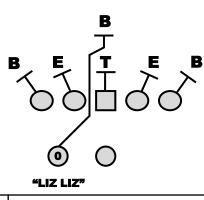
**ASSIGNMENT** 



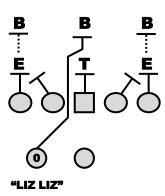
### PASS PRO







QB

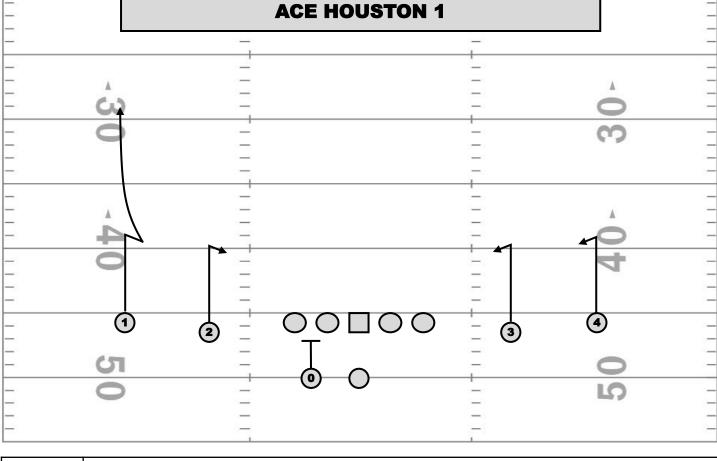


	-LIZ LIZ"
POS	ASSIGNMENT
LT	Block the DE (#2 Outside the Center) Start the fight early and stay square
LG	Block the DT (#1 Outside the Center) Start the fight early and stay square
С	Block any Head Up Defender  No Head Up Defender get eyes on the LB opposite of the RB
RG	Block the DT (#1 Outside the Center) Start the fight early and stay square
RT	Block the DE (#2 Outside the Center) Start the fight early and stay square
0	Make a Liz/Rip Call to tell the center what side you are on Block the LB to your side Vs Stack/Bear Block ILB

# **HOUSTON ACE HOUSTON** POS **ASSIGNMENT** Hitch Route

1	Press Vertical 3 Big 2 Little, Snap off and square up to QB *DON'T PEEK EARLY*
2	Hitch Route Press Vertical 3 Big 2 Little, Snap off and square up to QB *DON'T PEEK EARLY*
3	Hitch Route Press Vertical 3 Big 2 Little, Snap off and square up to QB *DON'T PEEK EARLY*
4	Hitch Route Press Vertical 3 Big 2 Little, Snap off and square up to QB *DON'T PEEK EARLY*
0	Make Protection Call to OL Get into the LOS and the 6 <sup>th</sup> Rusher
QB	Scan the Coverage and look for softest defender  Catch and Secure Snap, 1 Step Drop, Grip and Rip

### HOUSTON N GO



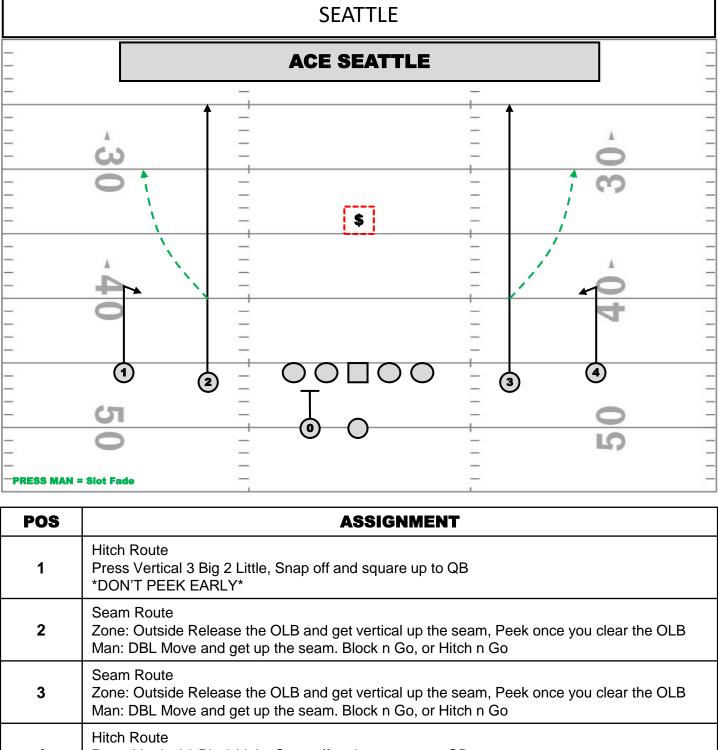
- - -	51
<u> </u>	<u> </u>
POS	ASSIGNMENT
1	Hitch N Go Route Run a Hitch Route, Flip the Hips, Be patient, then release and get vertical *Really sell the Hitch, let the Defender bite up*
2	Hitch Route Press Vertical 3 Big 2 Little, Snap off and square up to QB *DON'T PEEK EARLY*
3	Hitch Route Press Vertical 3 Big 2 Little, Snap off and square up to QB *DON'T PEEK EARLY*
4	Hitch Route Press Vertical 3 Big 2 Little, Snap off and square up to QB *DON'T PEEK EARLY*
0	Make Protection Call to OL Get into the LOS and the 6 <sup>th</sup> Rusher

Catch and Secure Snap, 1 Step Drop, Pump the Hitch, 2 Step Reset and let it fly **QB** 

# **CHICAGO ACE CHICAGO**

F	os	ASSIGNMENT
	1	Go Route (Out n Up) Hard CB: Run a Go Route, Must get an Outside Release, Peek once you clear the CB Soft CB: Run an Out n Up, Press vertical 4 Steps, out for 1 (or 3), then get vertical
	2	Out Route Press Vertical 4 Hard Steps, Sell the Seam Route, Snap off and roll cut out The Angle of the break can be flat (Out) or can angle like a short corner
	3	Out Route Press Vertical 4 Hard Steps, Sell the Seam Route, Snap off and roll cut out The Angle of the break can be flat (Out) or can angle like a short corner
	4	Go Route (Out n Up) Hard CB: Run a Go Route, Must get an Outside Release, Peek once you clear the CB Soft CB: Run an Out n Up, Press vertical 4 Steps, out for 1 (or 3), then get vertical
	0	Make Protection Call to OL Get into the LOS and the 6 <sup>th</sup> Rusher

Scan the Coverage and look for best Corner Catch and Secure Snap, 1 Step Drop Read the CB's hips and throw opposite of what he does If he stays square throw the Go, if he turns and runs throw the Out QB



Seam Route
Zone: Outside Release the OLB and get vertical up the seam, Peek once you clead Man: DBL Move and get up the seam. Block n Go, or Hitch n Go

Seam Route
Zone: Outside Release the OLB and get vertical up the seam, Peek once you clead Man: DBL Move and get up the seam. Block n Go, or Hitch n Go

Hitch Route
Press Vertical 3 Big 2 Little, Snap off and square up to QB
\*DON'T PEEK EARLY\*

Make Protection Call to OL
Get into the LOS and the 6th Rusher

Scan the Coverage and ID Man or Zone

Catch and Secure Snap, 1 Step Drop
Read the FS hips and throw opposite of what he does

# **INDIANA ACE 3 INDIANA** POS **ASSIGNMENT** Out Route 1 Press Vertical 4 Hard Steps, Snap off and roll cut out **Out Route** 2 Press Vertical 4 Hard Steps, Snap off and roll cut out Indiana Route 3 Release Inside (2 Steps), then push back Outside force the DB's hips to turn, then break back in and get vertical **Out Route** Press Vertical 4 Hard Steps, Snap off and roll cut out 4 Make Protection Call to OL

Get into the LOS and the 6th Rusher 0 Buy time to let the Indiana Route get open QB Catch and Secure snap, take your drop, but bail away if needed Freedom to throw off back foot, and loft it up if needed

## **OAKLAND ACE 3 OAKLAND** POS **ASSIGNMENT** In Route Press Vertical 3 Hard Steps, Snap off and roll cut in 1 In Route 2 Press Vertical 3 Hard Steps, Snap off and roll cut in Oakland Route 3 Release Outside (1 or 3 Steps), then push back Inside force the DB's hips to turn, then break back out and get vertical In Route Press Vertical 3 Hard Steps, Snap off and roll cut in 4 Make Protection Call to OL Get into the LOS and the 6th Rusher 0

Buy time to let the Oakland Route get open

Catch and Secure snap, take your drop, but bail away if needed

Freedom to throw off back foot, and loft it up if needed

QB