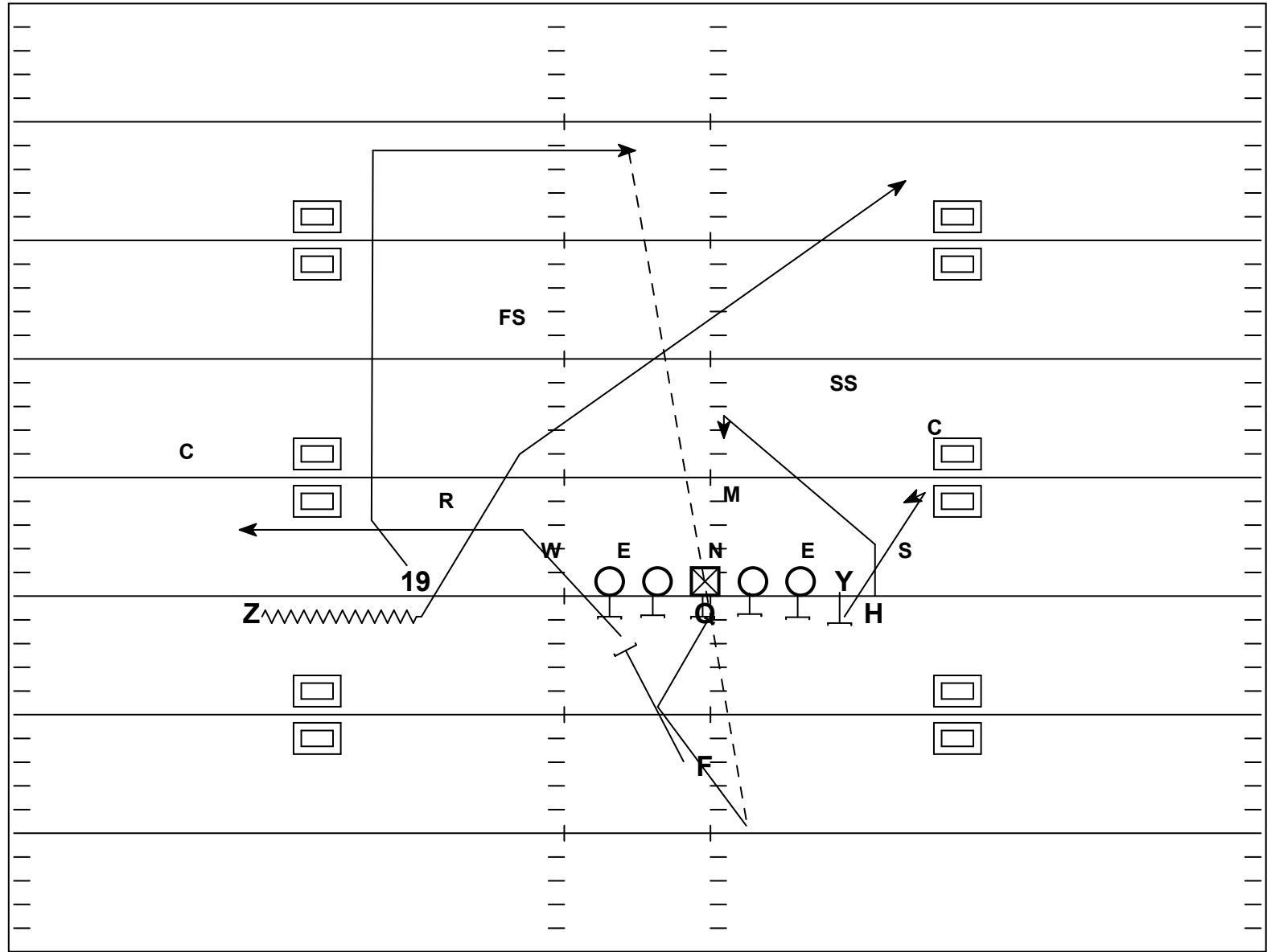


PA Deep Cross

Drive	Time	D & D	Ball On	Gain	Score
	Q1 12:14	2nd - 8	-27	23	0 - 0



Concept - Play Action Deep Cross

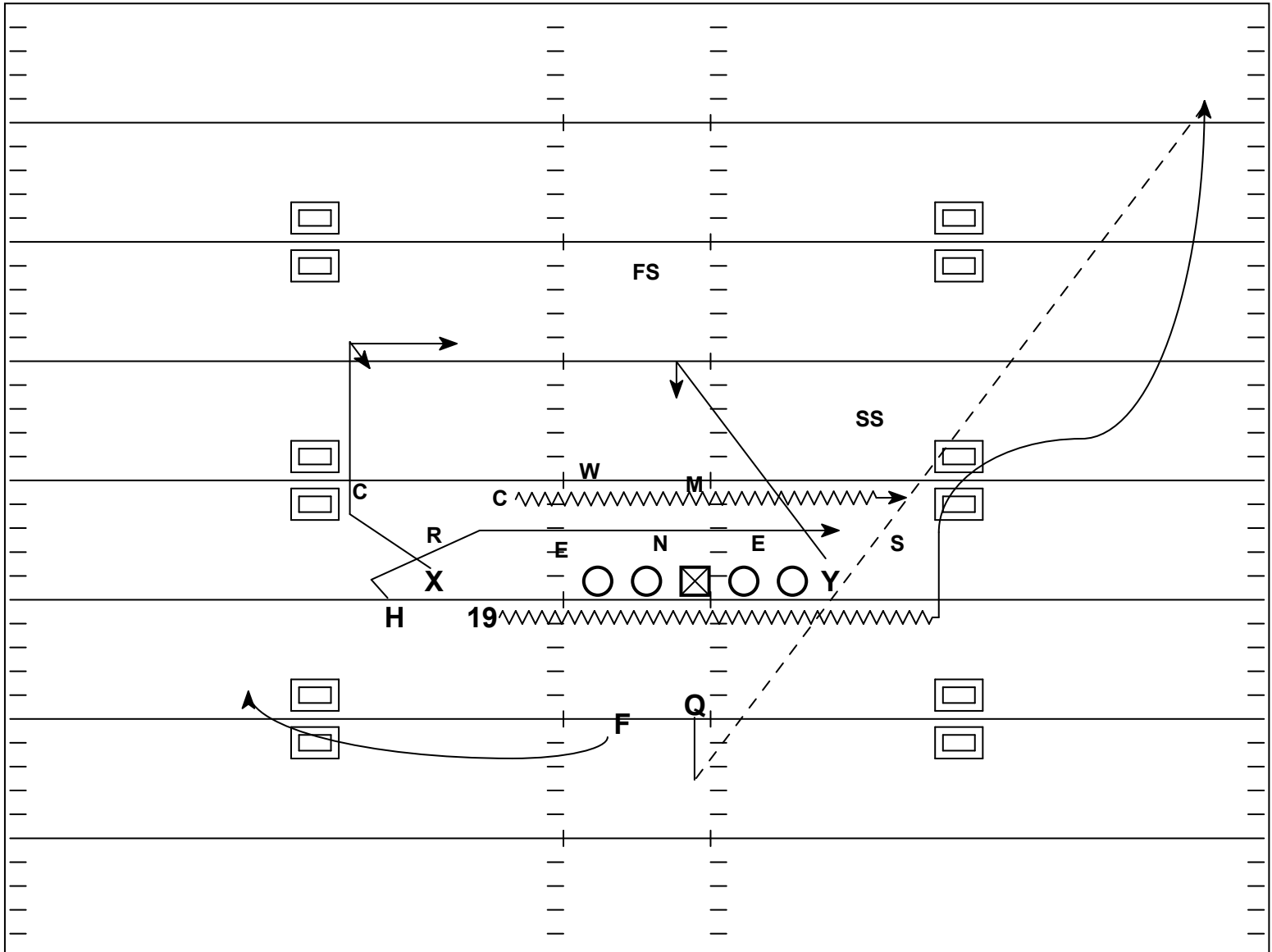
Why? - The cross route is amazing that it will do one of two things always. 1) This route has an uncanny ability to get open against almost any coverage 2) When it doesn't get open, it clears out space for other routes. The addition of Play Action helps clear the underneath coverage and make the picture for the QB easier to read.

The defense plays zone. Because there is no other vertical route on the right, the SS drops under and carries the Cross.

QB Read - Cross to Dig to Underneath.

Niner

Drive	Time	D & D	Ball On	Gain	Score
	Q1 7:49	2nd - 15	-17	46	0 - 7



Concept - This is a blend of a Curl and and Shallow concepts with a man beater double move.

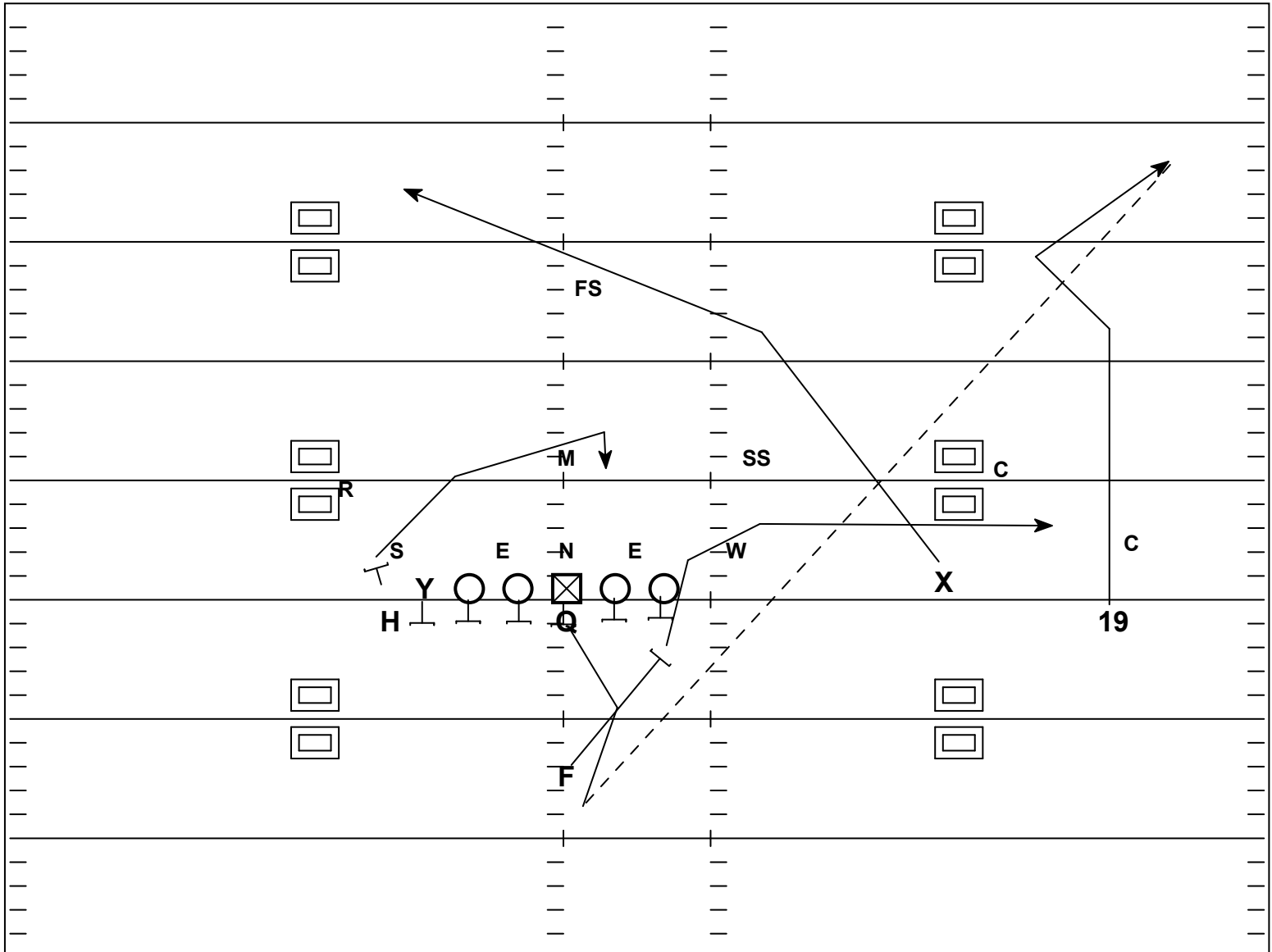
Why? - The middle curl and shallow create a high low stain on the defense just like the traditional shallow concept. The Wide Curl and Flare is more of the traditional look of a Curl concept. The motion determines man or zone coverage and the double move is a man beater.

Defense is playing Cov 1 with the Mike in the low hole / spy technique.

Pre Snap - If man (determined by motion) we want to take the double move. If 2 high zone work the Curl Swing. This will put a strain on the corner. If 1 high zone work the middle curl and shallow. This will work the middle two LB's in coverage. Middle curl should split underneath coverage and high low them with the shallow.

Dino

Drive	Time	D & D	Ball On	Gain	Score
	Q2 15:00	2ne - 7	-28	24	0 - 14



Concept - Play Action Deep Cross and Deep Double Move (PoCo - Post Corner)

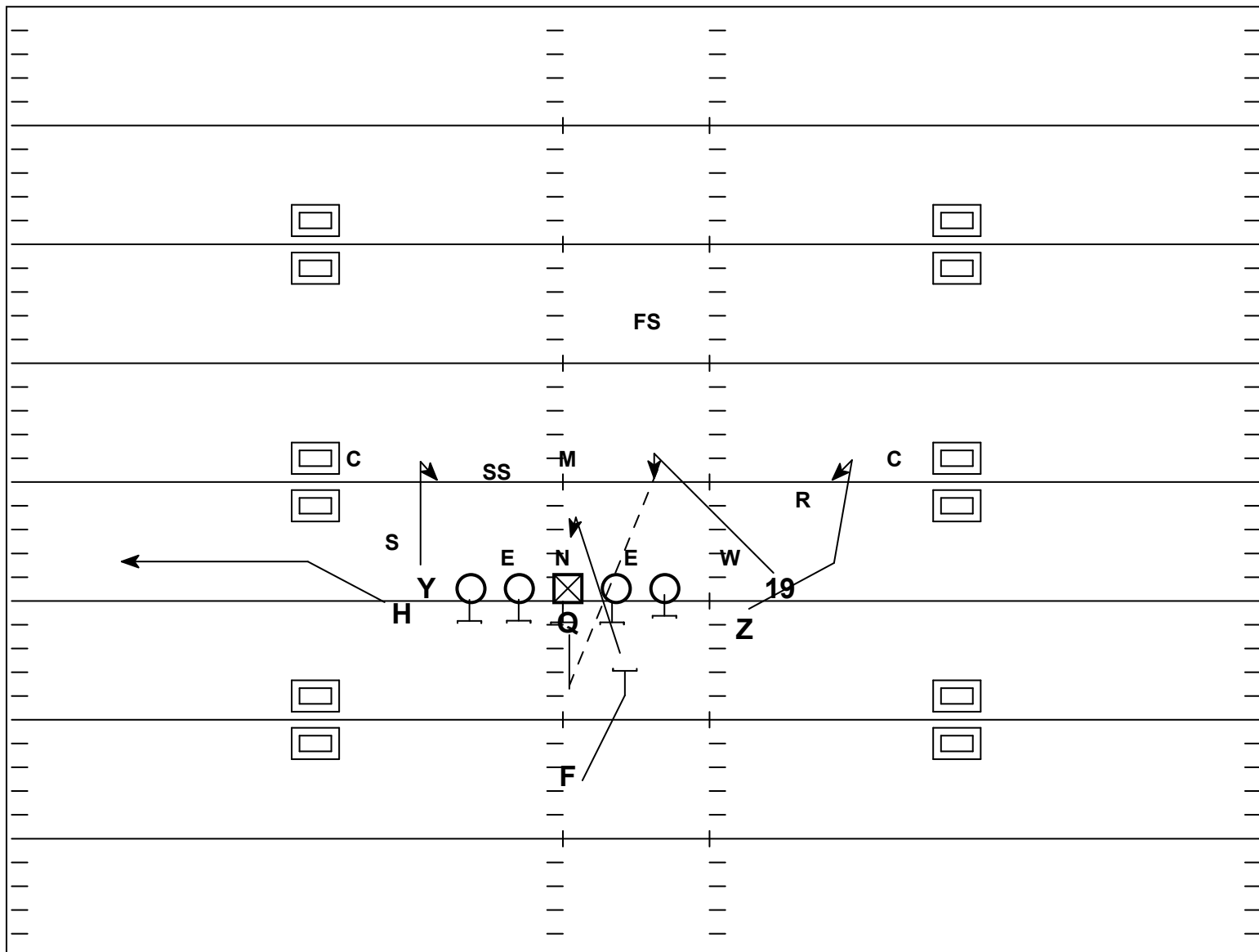
Why? - Isolation. The Cross occupies deep coverage to ensure that the PoCo is isolated. The play action helps to clear out underneath coverage for the cross.

Defense - Great defensive look. Tampa 2 from 1 High shell. They line up in a 1 high look and drop the SS to deep half on the snap and M is playing Tampa 2 by dropping to the deep middle hole.

Read - Cross, PoCo, Underneath Route.

Stick / Spacing

Drive	Time	D & D	Ball On	Gain	Score
	Q2 13:23	1st - 17	41	6	0 - 14



Concept - Stick (left) and Spacing (right) Quick Game Concepts.

Why? - Down and Distance dictates that they just need to get some Cov 2 can work the flat defender on stick.

If he runs with H, hit Y; if he sits with Y, hit H.

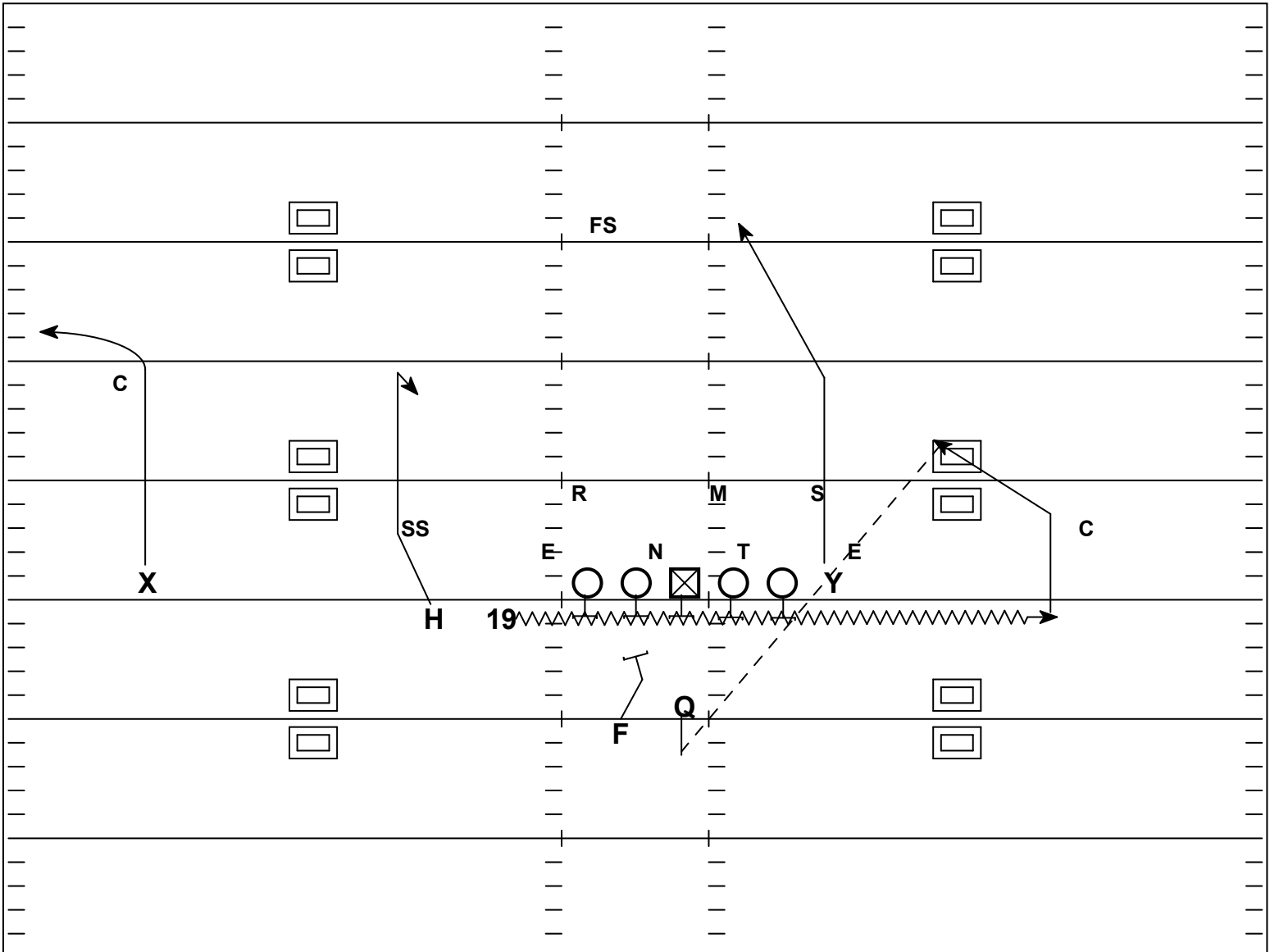
Cov 1 has fewer underneath defenders, working the horizontal read of Cooper and Z in the middle.

Defense is playing Cov 3.

Read - 2 high work stick. 1 high work spacing.

Winston / Short

Drive	Time	D & D	Ball On	Gain	Score
	Q3 14:15	2nd - 16	-13	12	0 - 17



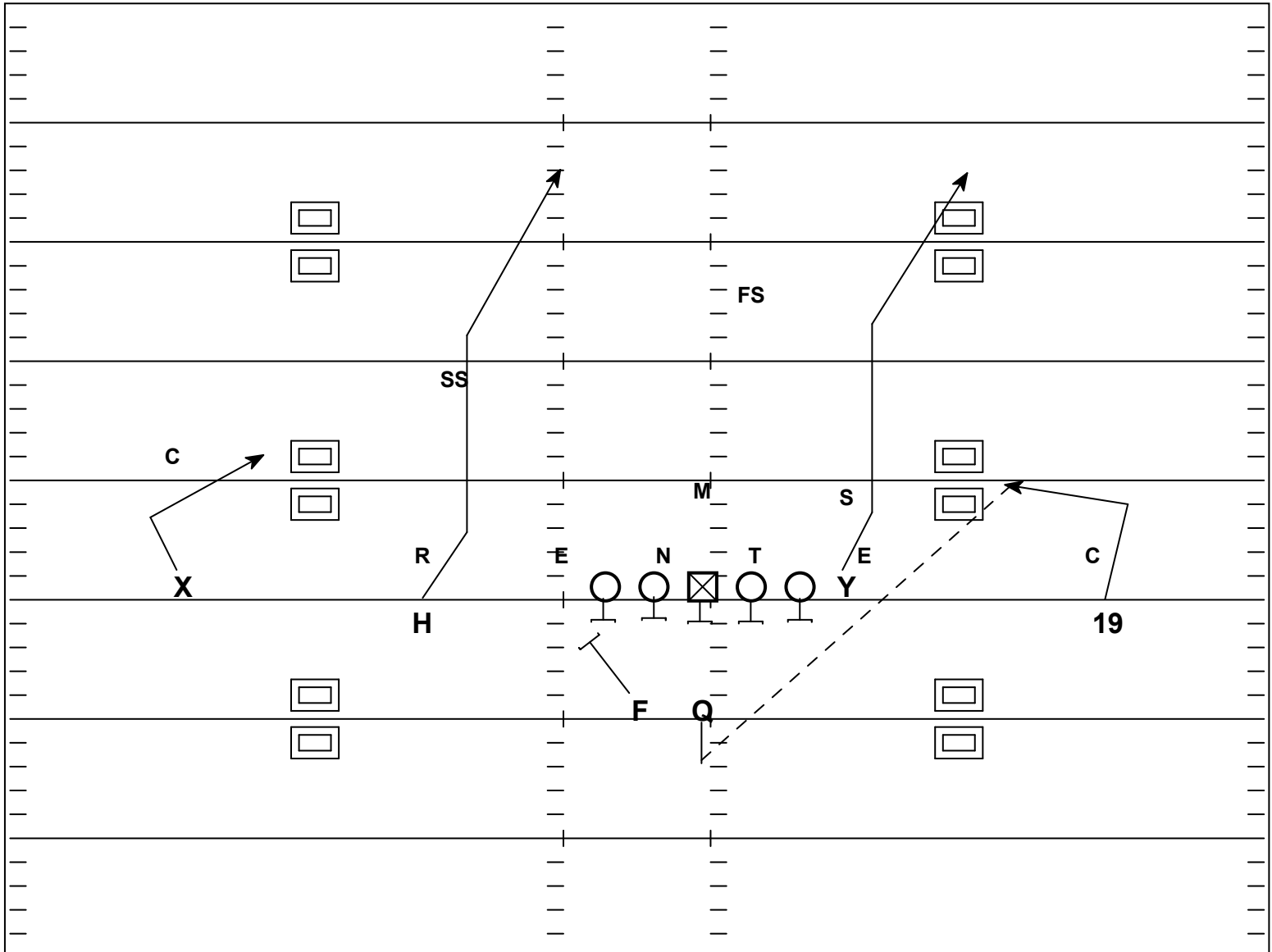
Concept - Out and Curl. Post and Slant (Short)

Why? - Curl and Out create a horizontal stretch on the defense. Read if SS spot drops and opens up a window to the curl. Out is good vs man or big cushion.
 The Post and Slant (Short) is a defender Key read. Read the S. If he expands, hit Y. If he carries or high walls the Y, work the Slant.

Defense is in Cov 3.

Thunder

Drive	Time	D & D	Ball On	Gain	Score
	Q3 9:19	1st - 10	-36	7	0 -24



Concept - Clear out with the inside receivers for the slants outside.

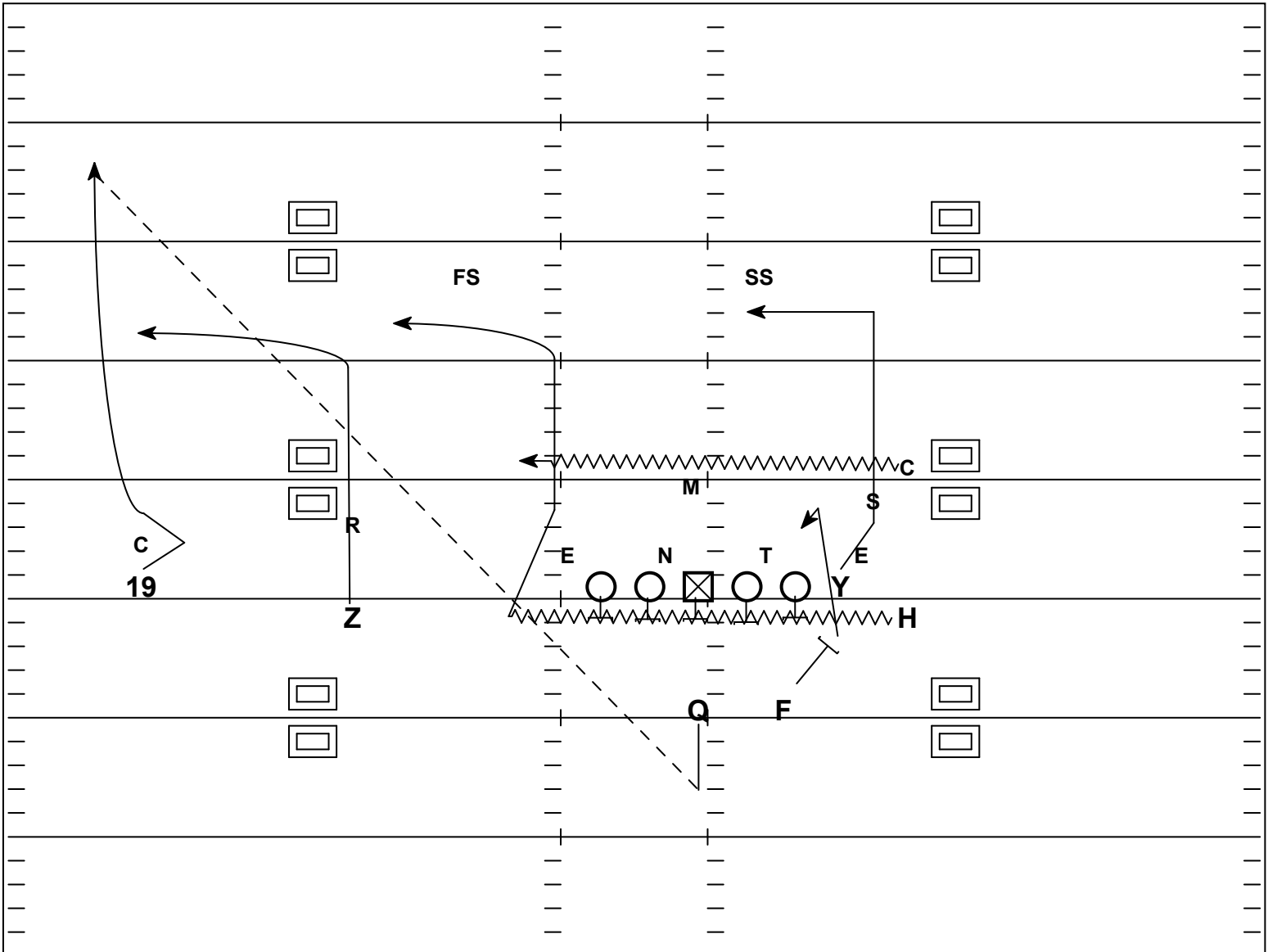
Why? - Post attacks middle of the field open (2 high structures), Corner can attack hole of Cov 2 or threaten the C in Cov 3. Both routes are threats vs Cov 0, Corner is good for Cov 1. The two slants must win. Good for quick throw or short yardage needs like 3rd and short.

Here the defense blitzes the R and the SS rolls down into man on the H, its Cov 1 (Man Free) defense.

Work the Corner / Slant vs 1 high looks, Post / Slant vs 2 high looks. QB read is simply the defender over the inside receiver. If the defender expands or widens out, work the vertical route. If the defender gets deep (high walls) the vertical route, work the slant.

Deep Stick

Drive	Time	D & D	Ball On	Gain	Score
	Q3 0:19	1st - 10	-30	30	10 - 31



Concept - Deep Stick

Why? - Same premise as Stick, create a horizontal read on the R between Z and H.

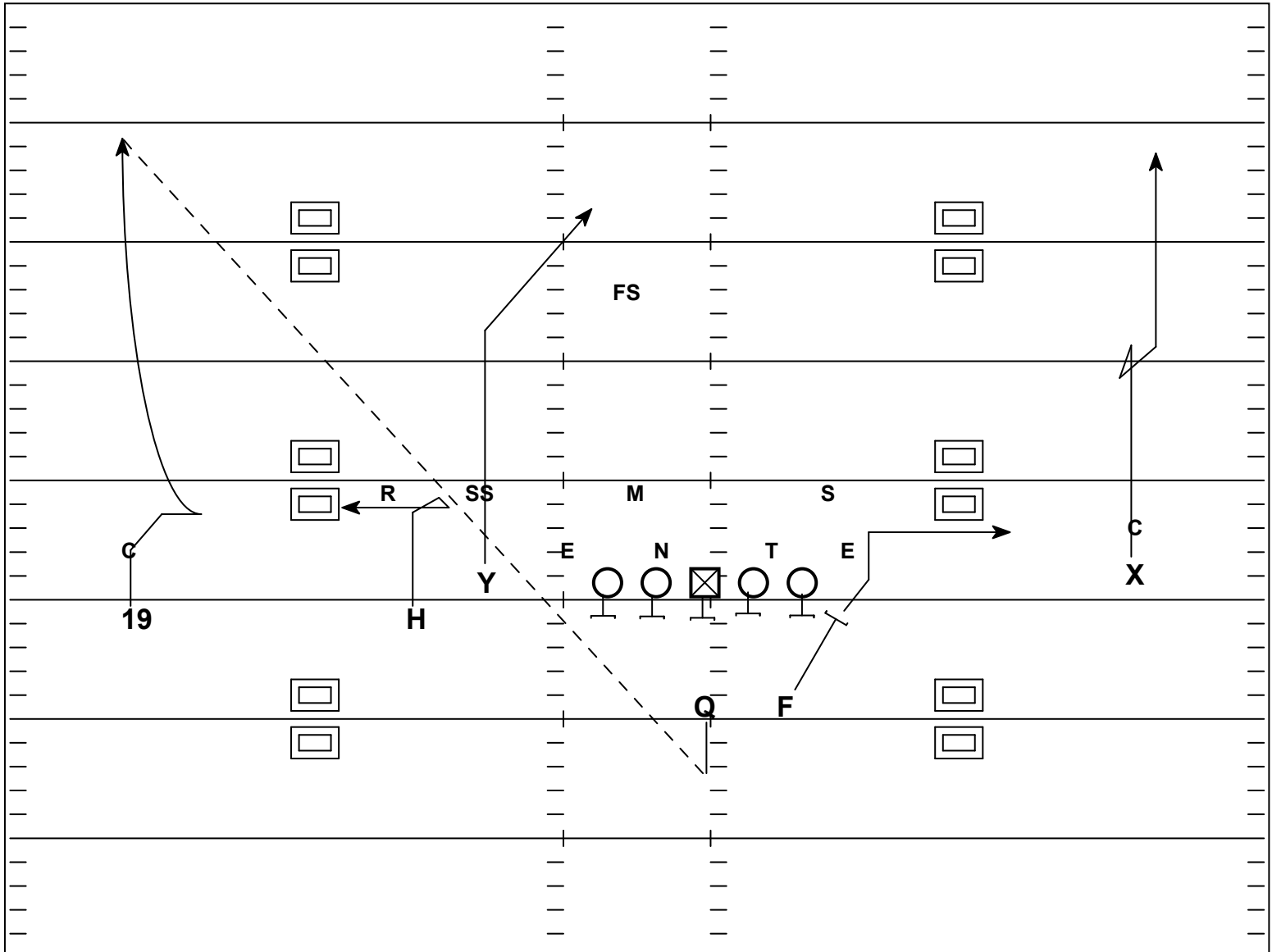
Here the defense is showing a 2 high look but the FS rolls down as they play a Cov 1 Robber. SS is Deep, FS is middle hole, 4 rushers, everyone else is man.

Pre Snap - Motion is used to tell us if its Zone or Man.

Post Snap - When the FS (The near safety) rolls down, you have to take the shot at the fade.

Double Move 3 Verticals

Drive	Time	D & D	Ball On	Gain	Score
	Q4 7:59	1st - 10	-48	52, TD	17 - 34



Concept - 3 Verticals, Double Moves

Why? - 3 Verticals works against 2 High structures and Cov 1 (Man Free), Double Moves beat Man Coverage.

Here the defense is in a form of Cov 1 Robber. 4 man rush, everyone is playing man except the FS deep and the Mike in the hole.

Pre Snap - QB know sthe Post is no good with a middle of the field safety. He must pick the matchup he likes outside as the primary read to either side, The Snag by H and Out by F become second reads to their respective sides.