

Jet Pass Game

4 Concepts from the Jet to Trips



Base Passes

We run 4 "base passes" off this concept

- -Snag Concept
- -Flood Concept
- -Rub Concept
- -Throwback

*Off each concept we have 2-3 tweaks to help



Why Jet Motion

Why we like this with our Jet Motion

- -Causes the defense to shift coverage (or leave numbers in our favor
- -Puts OLB (force defender in conflict)
- -Run option for our QB if they bail
- -Identifies man vs. zone easily



Snag

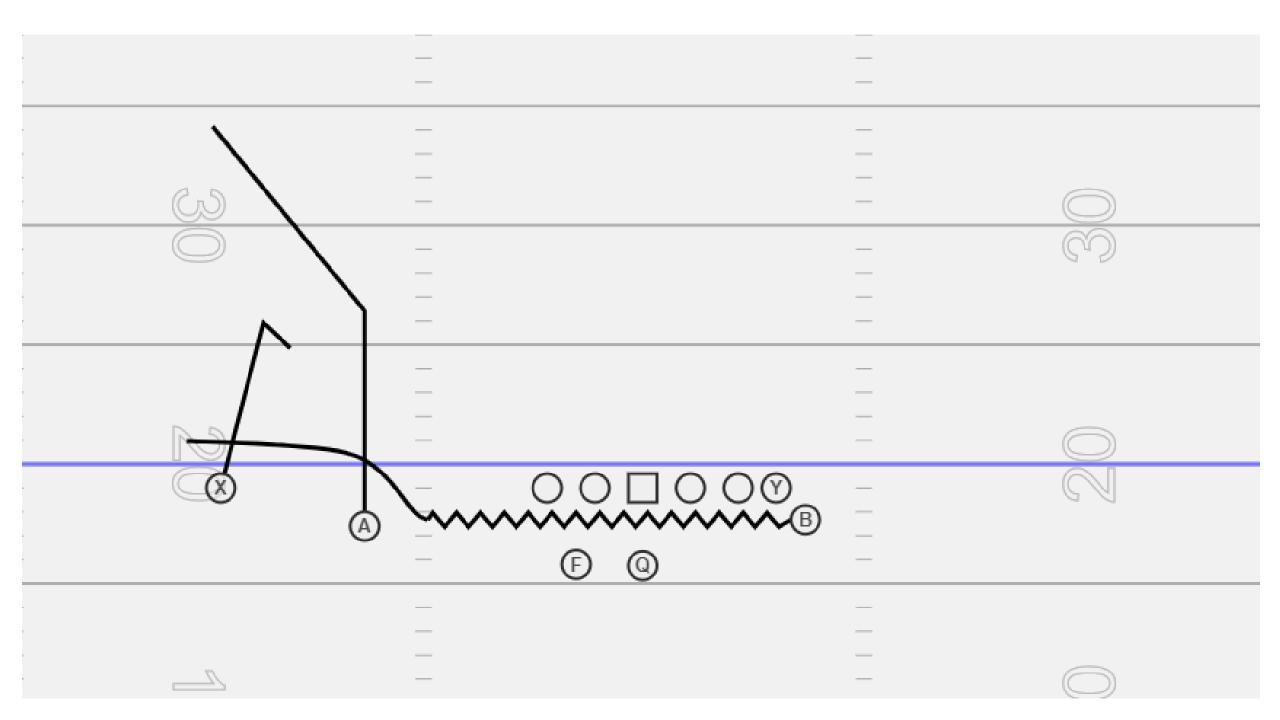
This is what most people already have in trips We read the following:

- -Outside most defender for the corner route
- -If he bails we read the #2 defender for Curl/Chute

We like this off rollout concept to put strain on the force player

Motion helps identify man or zone and if they will roll coverage







Snag

Tweaks that we like

- -Running "X" on curl to post for teams rolling hard
- -Running "Switch" with "X" and "A" on routes (stick and post-corner)
- -Running a "COP" Corner-Post route with A



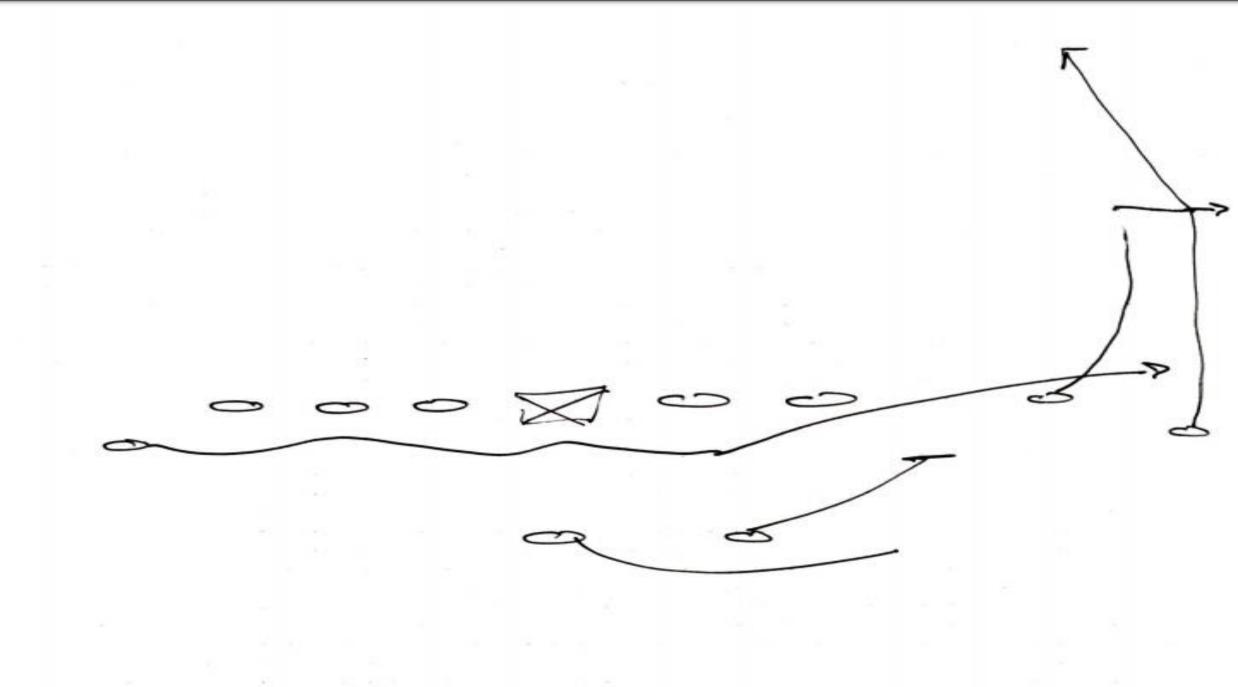
Flood

This is a pretty general flood concept (3 levels) with a few tweaks

- We prefer the skinny post as teams like to roll safeties down We will adjust depth of route be #2 WR each week or by D and D

We read the same as the Snag concept











Flood

Tweaks we like

- -Running a curl with X at 15 yards
- -Running a "smoke and go" with our A
- -Switching roles with X and A



Rub

We like this as a goal line or man-to-man beater

It can work vs. zone, but it is much more effective against man

We are attempting to read run-to-short and then other routes





Rub

Tweaks we like

- -Love to run this and slide "A" across to other side
- -Work a "Wheel" with motion back
- -Run a "Jerk" route with our motion back



Throwback

Favorite play to run at least 1 time a game

- -We "tag" WR running "throwback"
- -Other WR's run a base trips pass concept
- -QB can throw play side if it comes open



