

# Passing Game Manual



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# Pass Protection



# **Pass Protection**

In order to fuel our high powered passing attack it is important that we keep you as the quarterback “clean” and “confident” in the pocket as you deliver the ball to receivers running open down the field. We have a very sound system of protection that is able to handle any defensive front or blitz that a defense may deploy against our offense here at Burrell High School.

Our primary protection principles are that of a “vertical set” protection and this is the base protection that we will install first every year. In later handouts and teaching materials we will discuss our movement protections in full detail but for this document we are going to first learn our base protection and the responsibilities for the quarterback.

## **Types of Protection**

Vertical Set= Rodger/Louie

Sprint-Out= 80's Series

Play-Pass= Purple (Boot)

We have examined each defensive front in great detail and have described potential blitz scenarios. Each day at practice we will have a blitz period where we will work against varied blitz scenarios to ensure that you as the quarterback are on the same page as our offensive line and running back protectors and that our receivers are able to recognize and adjust their routes accordingly in blitz situations. When all of these areas are working in cohesion we will have the cannon firing off early and often at Buccaneer Stadium.

We will have the ability to utilize 5 man, 6 man, 7 man, and even 8 man protections in our offense, in addition to having the ability to move the launch point by sprinting the quarterback out or with our Action Pass Series.

## Pass Protection – Key Terms for the Quarterback

**Bandit**- A call made by the tackle on the backside of a play to indicate that he is covered and that there is another potential unblocked potential rusher to his outside.

**Raider**- A call made by the tackle on the frontside of a play to indicate that he is covered and that there is another potential unblocked potential rusher to his outside.

**Solo**- A call that will lock the running back on a particular defender in the protection unit. The qb will indicate the defender by number...Solo #56...Solo #56. This will put the running back on this defender in the protection. This is a gameplanned situation.

**Squeeze**- A call made by two adjacent linemen to “Squeeze” and double a defender in a gap with their eyes on the linebacker overtop of them for a potential run through.

**Rodger**- A call made by the running back in a six man protection to let the center know that the running back is responsible for scanning for the most dangerous linebacker blitz to the “Right” side. The center will be responsible for sliding to the “Left” side to handle potential rushers in conjunction with the backside guard and tackle. The QB should not make this call this is made at the line of scrimmage by our back loudly as the play is being called.

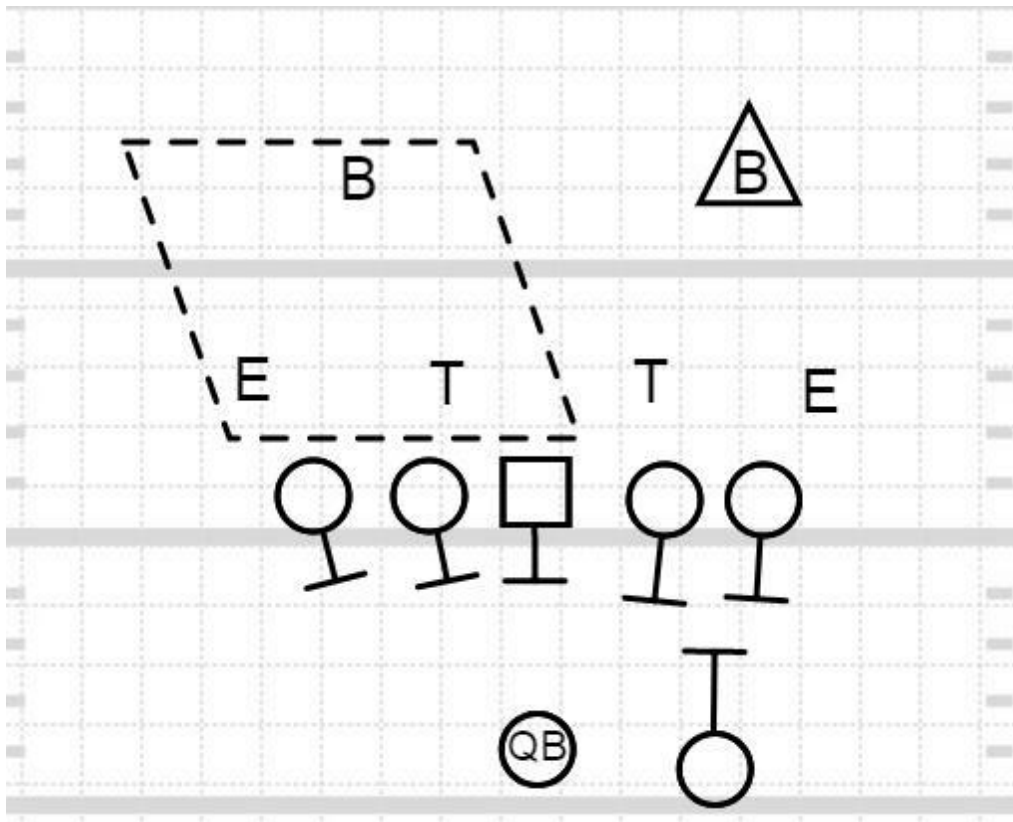
**Louie**- A call made by the running back in a six man protection to let the center know that the running back is responsible for scanning for the most dangerous linebacker blitz to the “Left” side. The center will be responsible for sliding to the “Right” side to handle potential rushers in conjunction with the backside guard and tackle. The QB should not make this call this is made at the line of scrimmage by our back loudly as the play is being called.

**Florida**- Call that puts the back on a free release from his protection responsibility. This is used in a 5 man protection unit. The Quarterback is now responsible for the potential blitzer to the call side. Rodger (Florida) QB will be responsible for potential unblocked blitzer in his face to the right side.



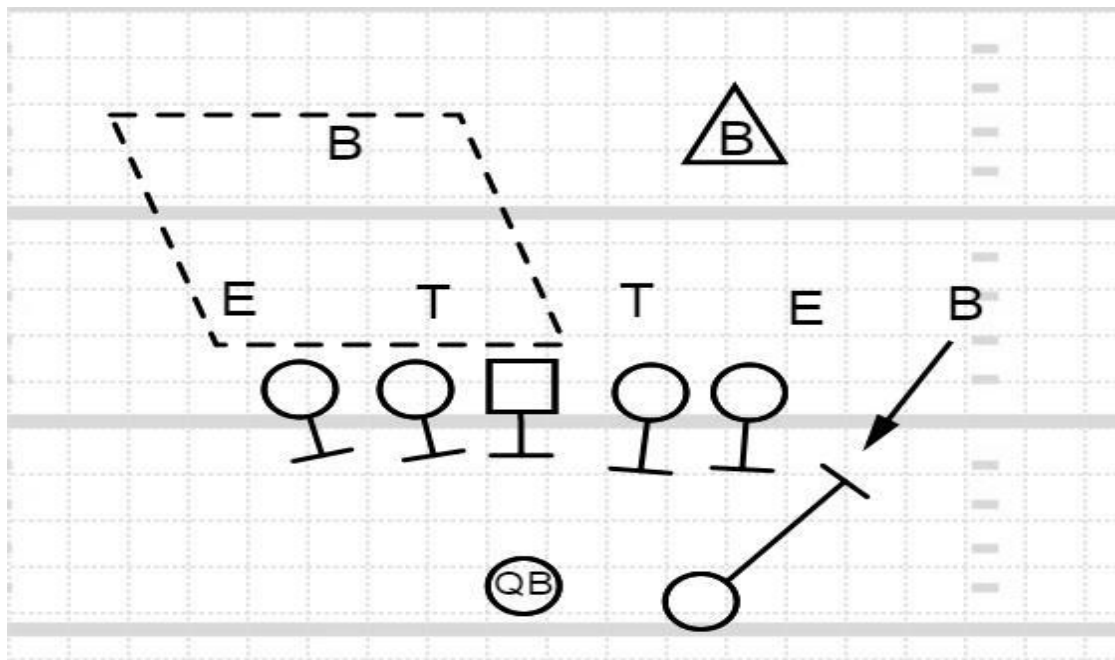
It is important that we have confidence that our offensive line will protect each play. It is the quarterbacks responsibility to ensure that he is staying true to the launch point and getting the football out of your hand ON-TIME. Don't get caught with the ball and do not look at the pass rush. That is one of the biggest downfalls for a quarterback who does not see the coverage downfield because their eyes are on the pass rush. Keep your eyes on your read downfield and trust the guys upfront to keep you clean in the pocket. More importantly get the ball out of your hand ON-TIME and you will not get touched by a defender.

Below we take a look at our Rodger protection vs. a base 6 man defensive box with a 42 alignment. In this protection unit we have the ability to block six potential rushers. The RB will be responsible for any potential rusher to our right side (Rodger). The center and backside guard and tackle will slide to the backside three potential rushers. This allows us to effectively handle this front.



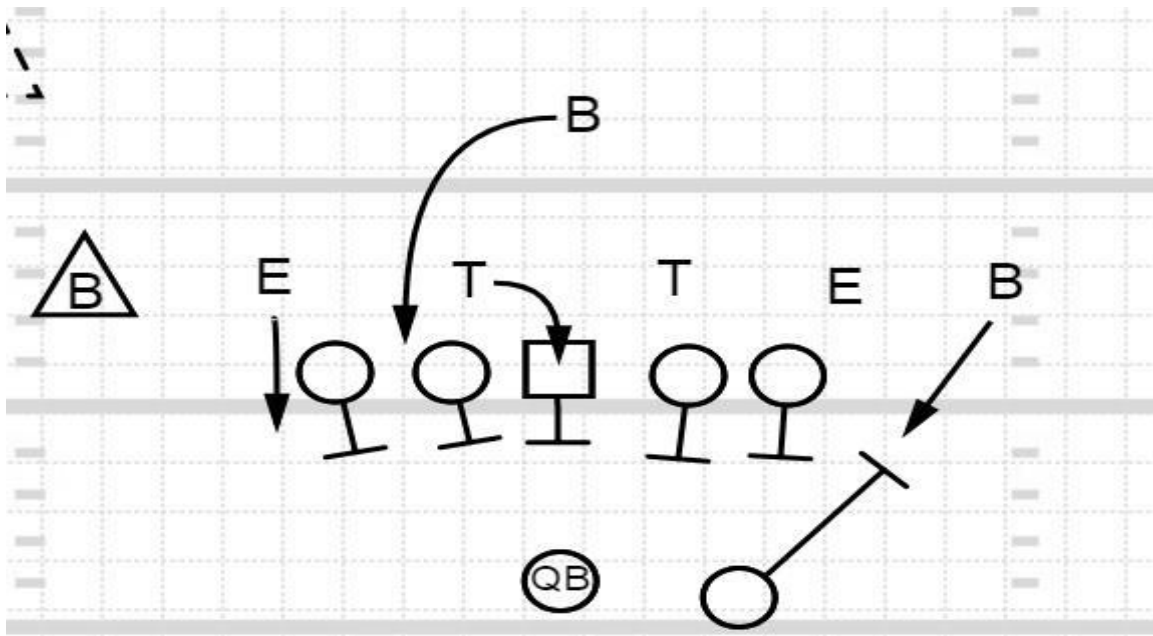
**“Rodger” Protection vs. 42 Front**

In the event the defense brings a seventh potential rusher the RB will handle the most dangerous rusher to the frontside of the protection, unless the QB places him in a “solo” call where he is locked on a particular defender. In this situation below the quarterback will be responsible for handling the potential 7<sup>th</sup> Rusher.

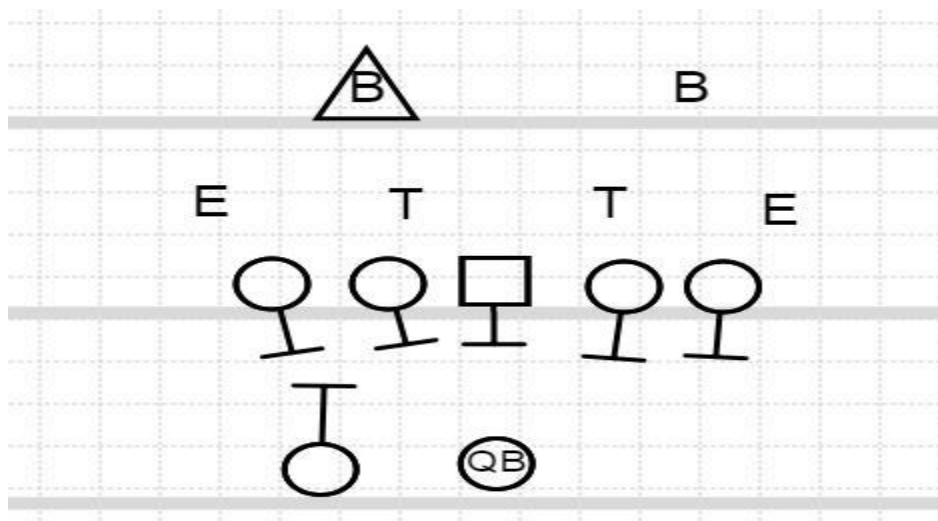


### **Rodger Protection vs. 42 Raider Front**

In the event of both a Bandit and Raider Blitz the QB will be responsible for the seventh rusher. We want to make that seventh defender come from as far away from the launch point as possible.

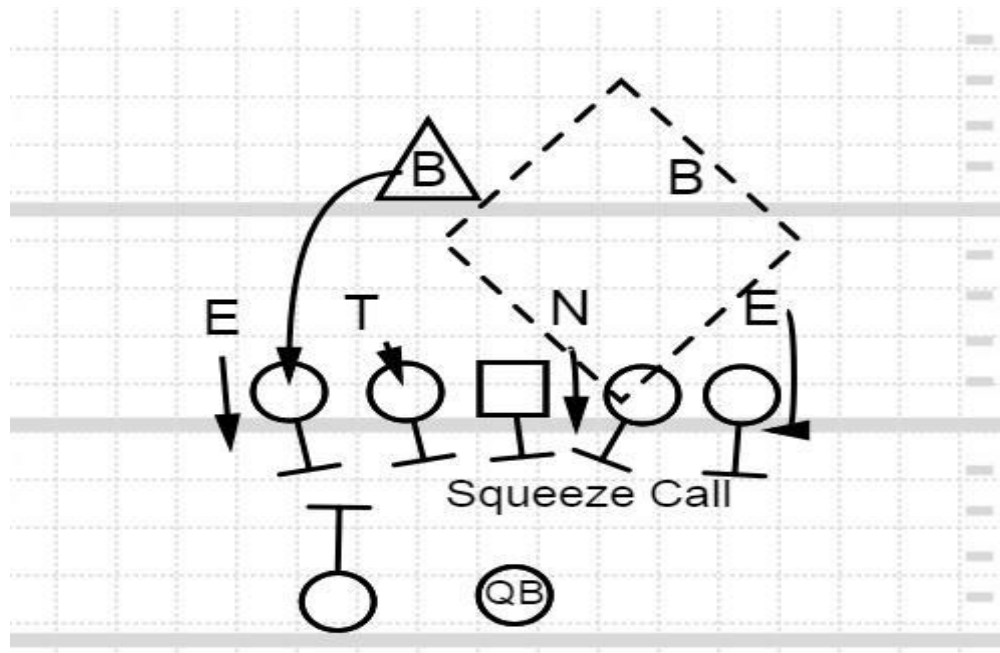


Below is an example of a “Louie” protection call vs. a 42 defensive alignment. This protection is the exact opposite situation of our “Rodger” protection rules. The Rb will handle the playside potential linebacker blitz and the center and backside guard and tackle will slide to the backside 3 potential rushers.

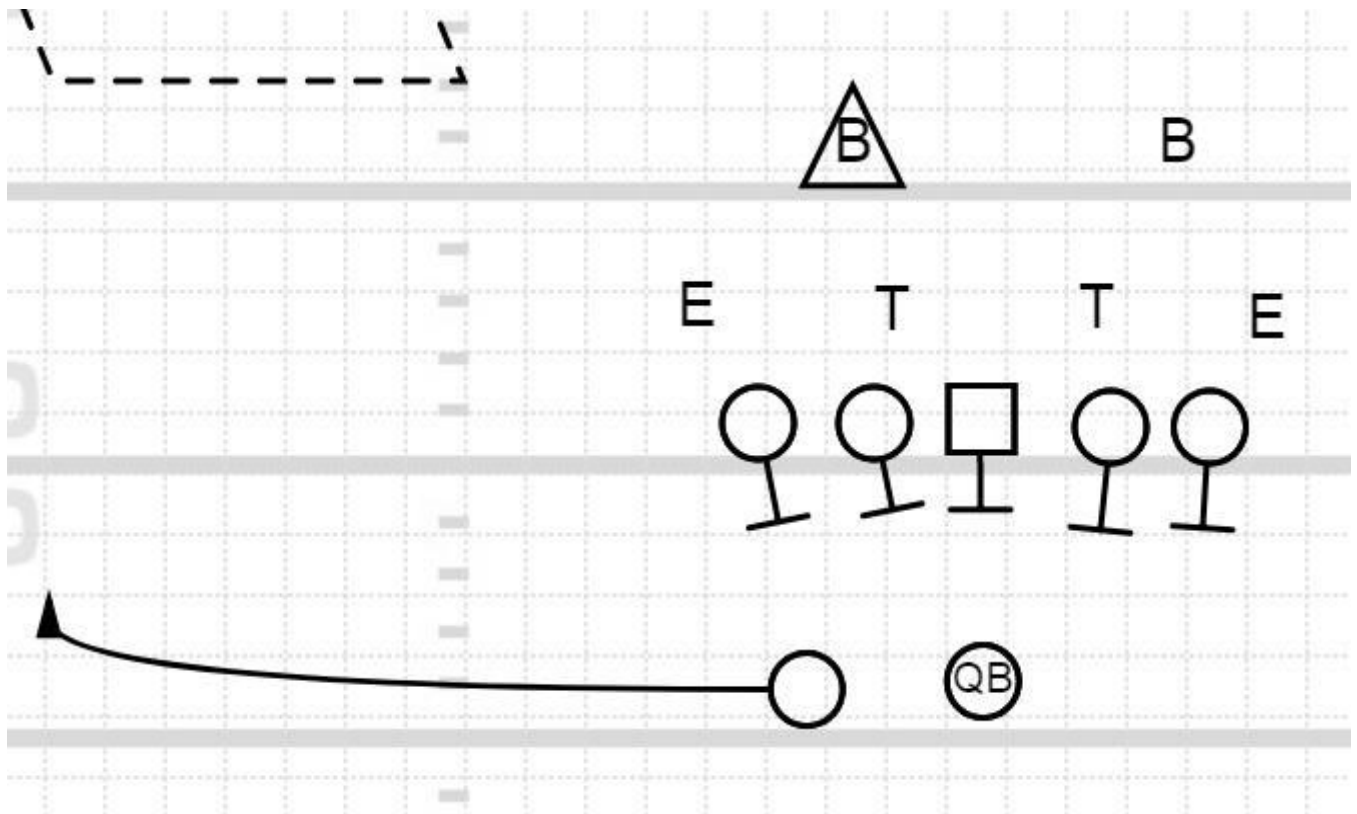


### “Louie” protection call vs. 42 Front

Another line call in our protection that is made by two adjacent linemen who have a defender aligned in a gap. This is typically made on an A-Gap Defender by the center and guard on a nose guard as they will “squeeze” and double the down lineman with their eyes on the linebacker to come off and pick up that potential rusher (Diagram Below).



If we want to get five receivers out into the pattern we will utilize a “Florida” call. When this call is made to the RB it releases him from his protection responsibility and allows him to get into his route immediately. An example of when we may do this as a quarterback would be on our shallow cross concept (90’s).



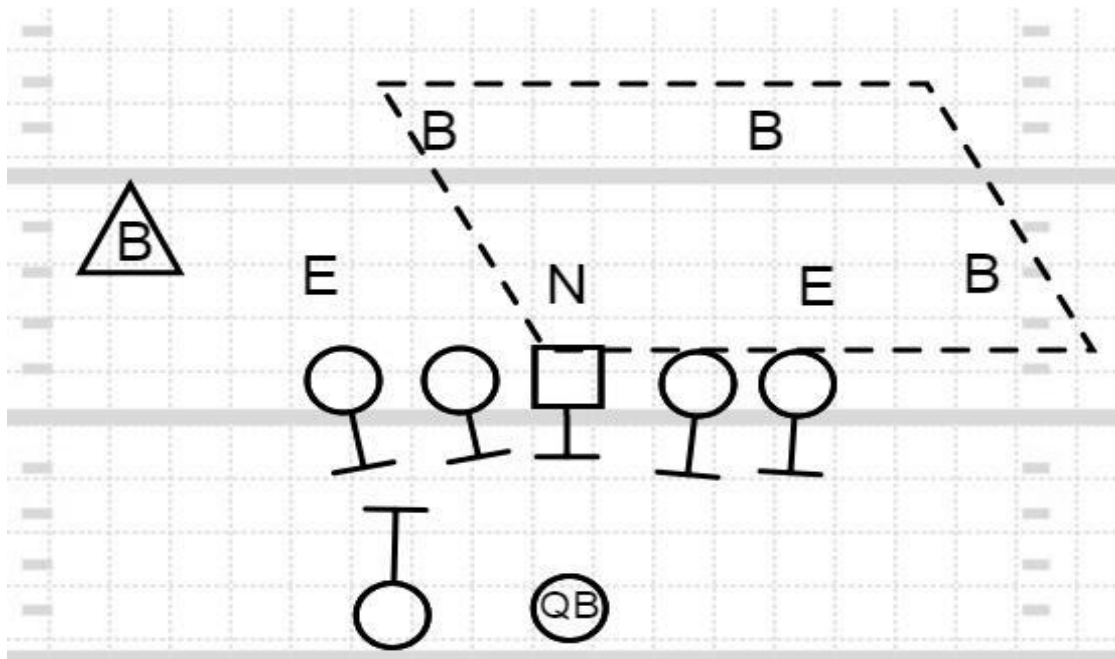
**“Louie” with a “Florida” call by qb putting the back into a free-release route.**

We will face a number of “odd” defensive alignments with our center covered head-up by a nose guard. These fronts are handled in the same manner with our vertical set protection. We must understand the concept of what front we are seeing and if it is a true seven man front potential. For a defense to align with a seven man front (Blitz) they will be forced into a man to man situation with our receivers with no deep safety help.

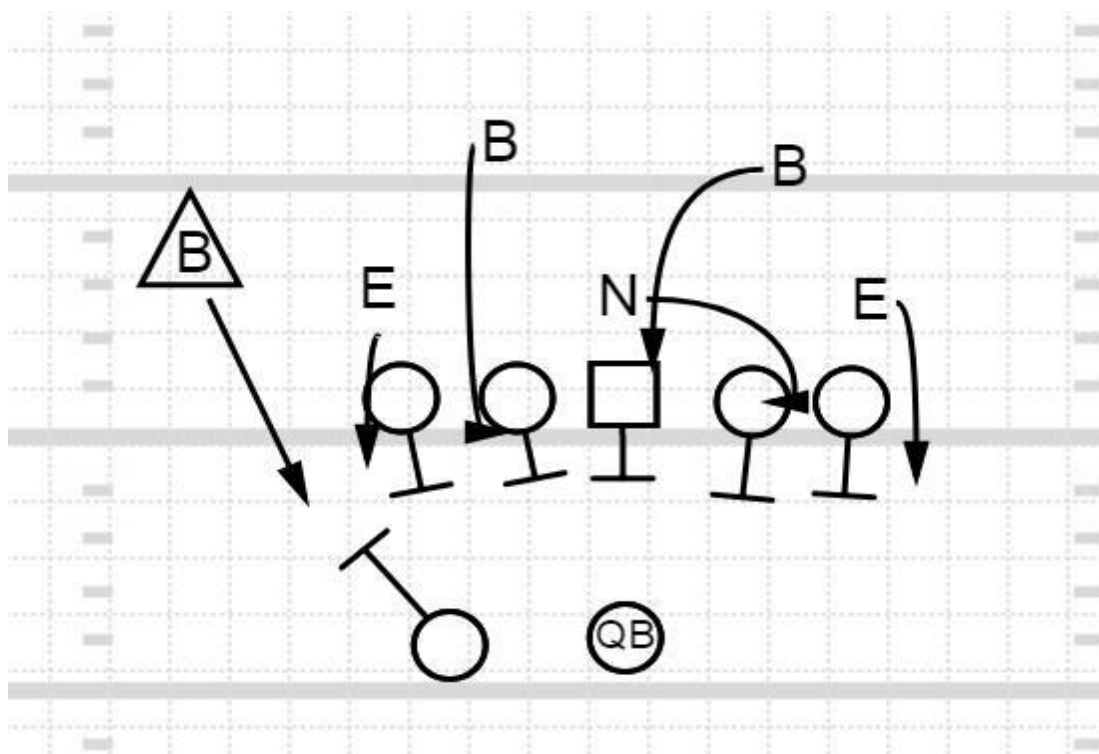
It is also important we know the difference between potential rush lanes for a 34 defense vs a 33 (Stack) Alignment.

Below we have a 34 defensive alignment vs. our Louie Protection. In the diagram below you can see where the back will scan to his left for any potential rush attempt where our center and backside guard and tackle will slide to the three most

dangerous potential rushers backside. If the defense brings seven we want the furthest rusher from the qb launch point to be the responsibility of the quarterback.

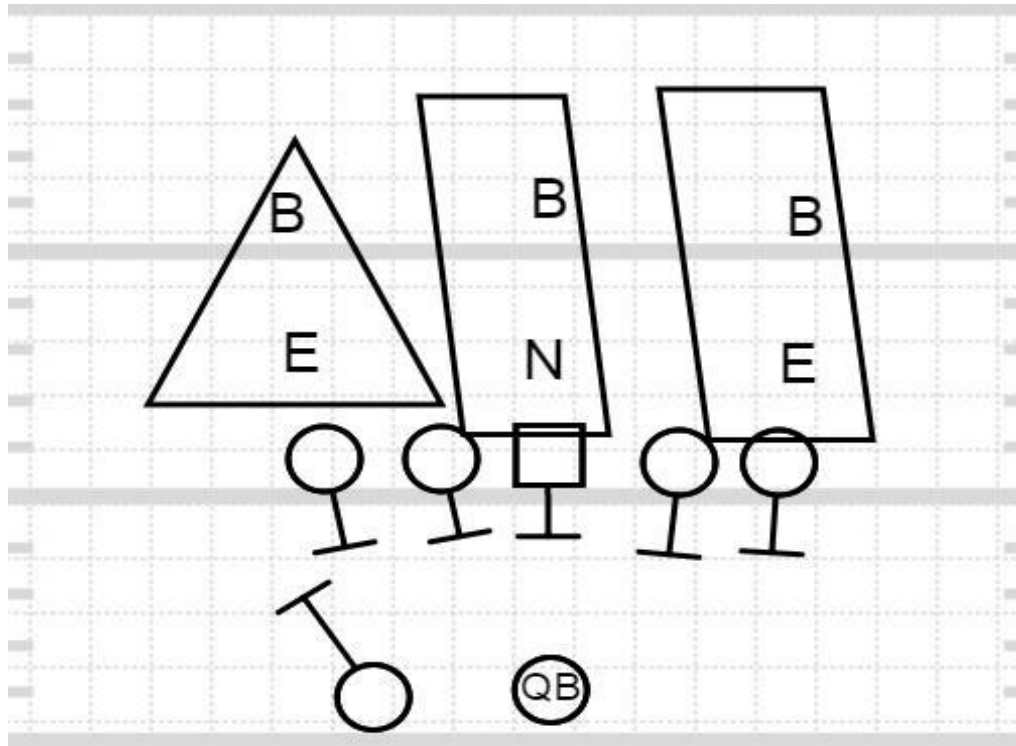


Louie vs. a 34

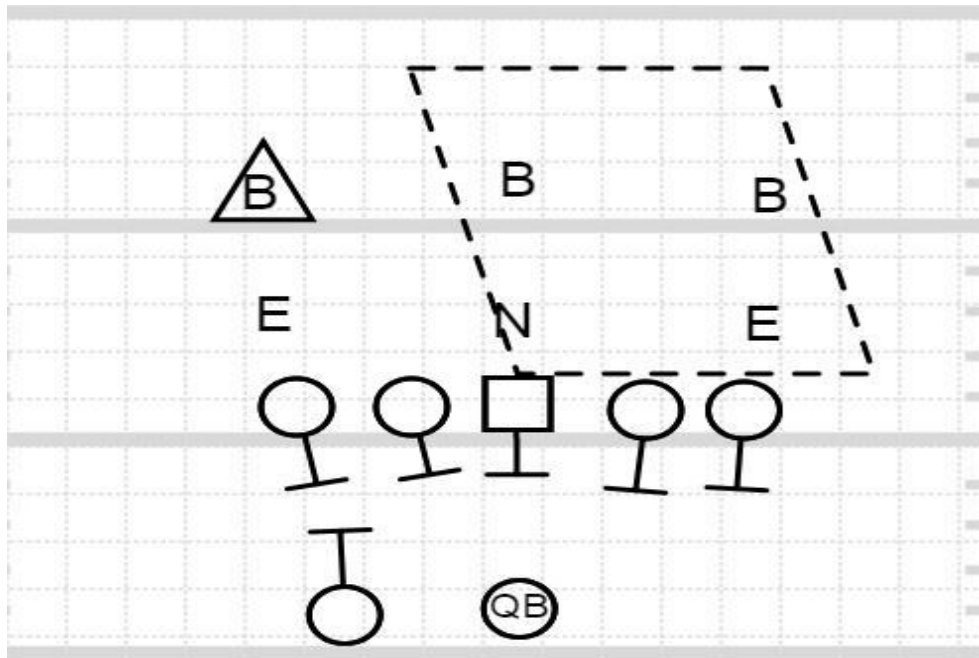


When facing a 33 Stack defensive alignment we must be aware of the potential stemming and twisting the defense will do from this front. The defense will

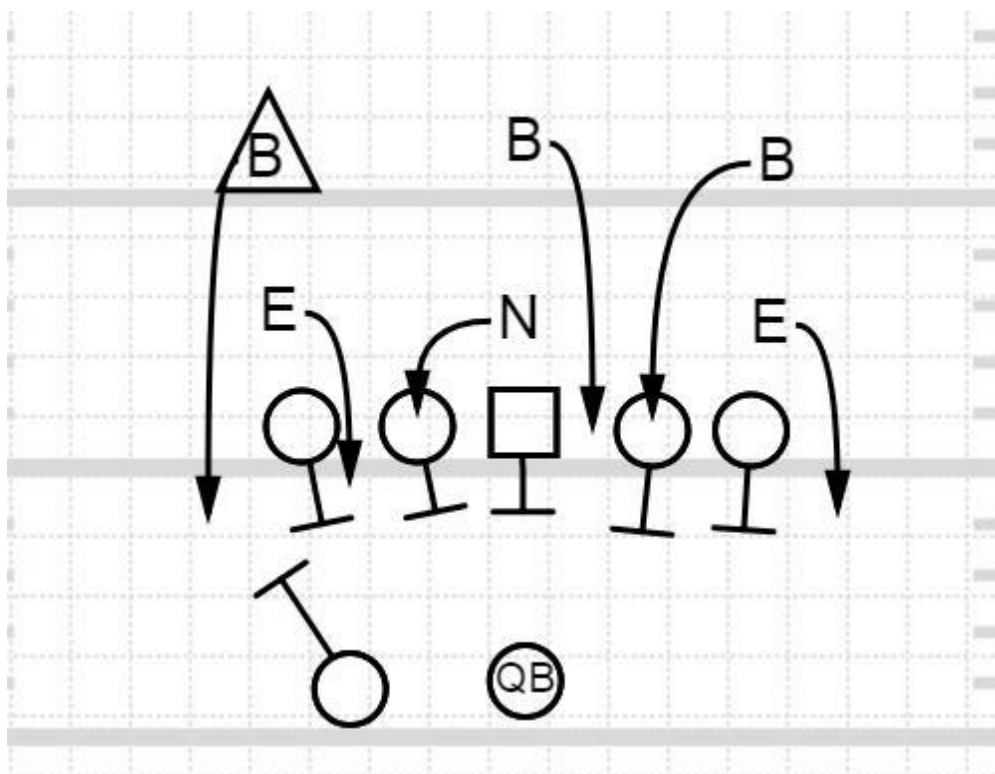
typically be predictable in this by their alignment of the defensive line. Defensive linemen lined up wide outside our tackles will typically rush outside with a potential Linebacker blitz coming to the inside B gap. A defensive end in a head up alignment or a 4i Inside shade on the Tackle in the b-gap will typically bull rush the tackle or will crash the b-gap allowing for a potential linebacker rush outside.



**Louie vs. a 33 Stack**



**Louie vs. 33 Stack**

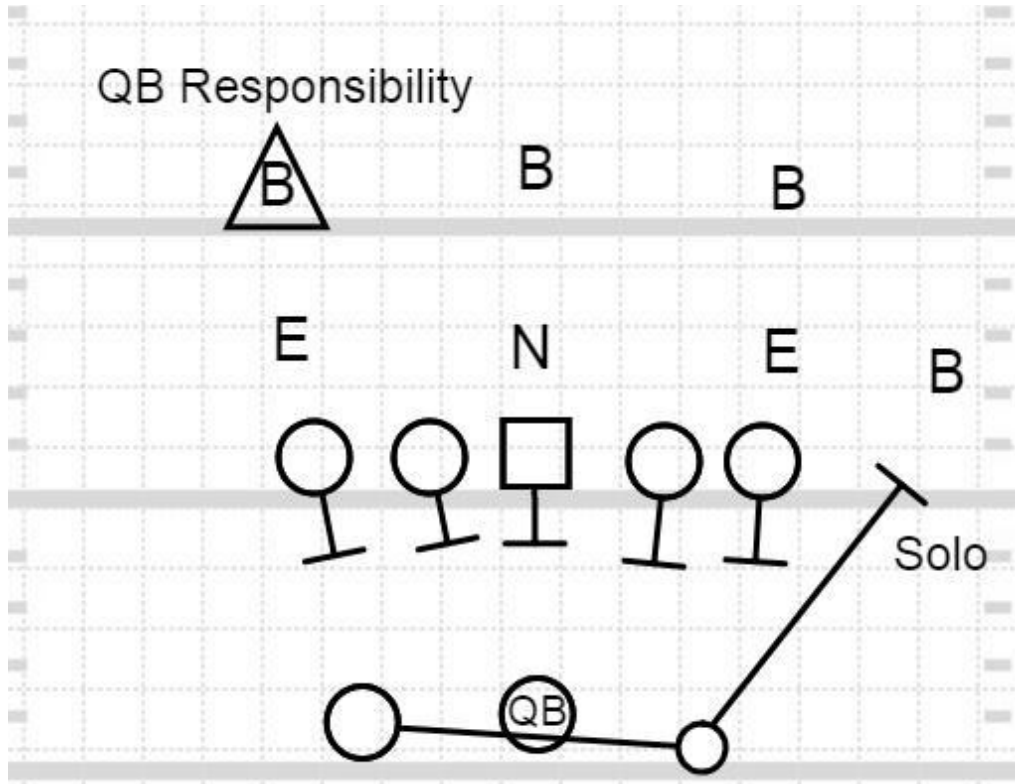


**Louie vs. 33 Stack**

In the event of a 33 stack front with a Bandit or Raider Blitz we may gameplan the quarterback to move the back to “solo” or lock on the edge rusher and have the



quarterback be responsible for the seventh potential rusher. In this situation the quarterback would have the assurance that his backside is protected and would be able to see the 7<sup>th</sup> rusher coming in his face and quickly get the ball out on time.



Above we have a “Louie” call vs a 33 stack with a potential bandit rusher. The quarterback moves the rb to the right side and gives him a solo call to handle that wide rusher. The quarterback is then responsible for the potential 7<sup>th</sup> rusher to the playside.

# Quick Choice

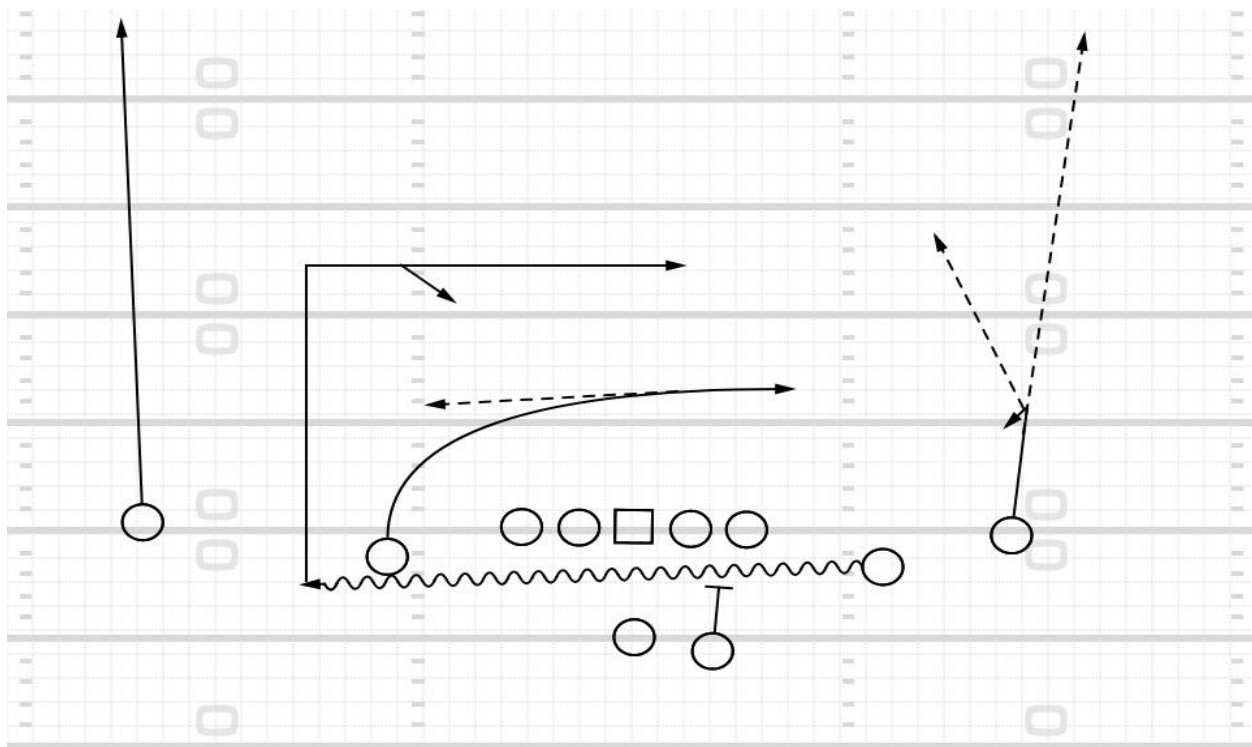


## Quick Choice

Our quick choice concept allows us to attack a single defender (corner) with a variety of quick option routes. We will give our outside receiver the option to run one of three different routes depending on the coverage structure. This read to the frontside of the play is primarily a pre-snap read because the ball will be coming out of the quarterback's hand quickly (No-drop). If the quick choice is taken away the qb will quickly get his eyes on the backside, but in most cases the ball will come out quickly to the choice route.

Here is how we will call the quick choice route in 2019

Concept	Code Words	Signal
Quick Choice	Nascar, Daytona, Track, Race	Arms at side like Running



The quick choice will be run to the single receiver side. On the quick choice the quarterback and receiver will be basing their route decision off of the depth of the cornerback and the alignment of the potential area outside defender. The quick choice receiver should typically start his alignment on the top of the numbers. If the corner is in an off alignment the quick choice receiver will run a 5 yard hitch route. If the area outside defender expands quickly into the window to take away

the hitch the receiver can “slide” outside towards the sideline and away from the defender.



In the screen shot below you can see how the quick choice receiver settles into his five yard hitch with the corner playing loose over the top and no area outside defender present initially at the snap.



If the corner is in an off alignment and there is no immediate area outside (AO) defender present the receiver should execute a 3-step slant (skinny) off of an outside fade stem on the corner.

If the corner is in a press alignment the quick choice receiver should run a fade route with an outside release towards the bottom of the numbers. The quarterback

must be aware of a potential safety on the hash and the importance of ball placement outside into the dead area down the sideline on the fade to not allow the safety to come over the top.

It is extremely important that the ball come out to the quick choice decision immediately. If the read is cloudy the Qb will get his eyes on the backside control route to the backside dig route in the progression. On the control route if the slot feels man to man coverage he will whip back outside after entering the box area and this typically times up well with your read progression as a qb.

The screen shot below illustrates the quick choice route into the boundary and the spacing necessary. In this situation we were operating from a balanced formation 2x2 (Base) to hold the Area Outside defender from buzzing underneath the 5 yard hitch on the outside.



# Stick



## Stick Concept

Our stick concept is part of our quick game package and is used with a no-drop delivery by the quarterback. The stick concept is used primarily against zone coverage and also as a check to get the ball to an “uncovered” slot receiver.

Here is how we will call the Stick concept in 2019

Concept	Code Words	Signal
Stick	Mustang, Honda, Ford, Dodge	Both Hands Extended Like Holding Steering Wheel

We will run stick from multiple formations and personnel groups. The stick will always be run to the strong side of the formation (Trips side or 2x1 side in Deuce). The base concept of the route will be a forced outside release by the outside receiver (FOR). The outside receiver will align on the top of the numbers and releases at the bottom of the numbers with no conversion to sit the route down. The next receiver to the inside will run either a 3 step quick out route to the sideline building to 5 yards depth or a swing/shoot route if coming out of the backfield.

The inside receiver will run the 3 step stick route. The receiver will push vertical for 3 steps and stick inside expecting the ball on his outside shoulder. The stick route should slide outside vs. an area inside defender sliding out towards him to try and take the route away.

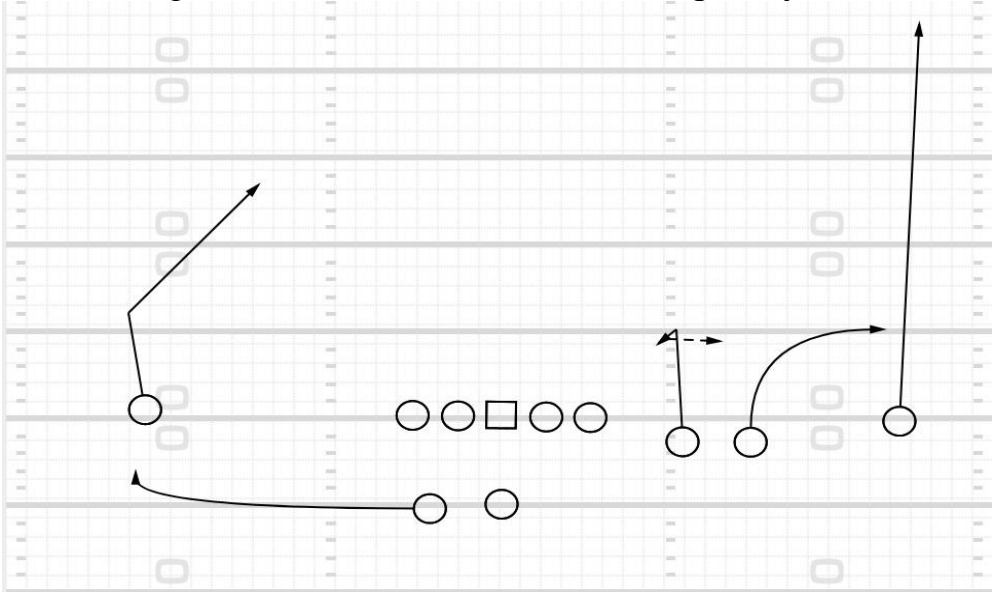
We will only run this concept vs. Zone coverage categories and we will work the backside of the route vs. man to man coverage or check out of the play. We will often use this play as a pre-snap check to get the ball out of your hands quickly vs. Zone coverage.

The pre-snap read for the quarterback on Stick will be the playside Area Outside (A.O.) defender. This is the defender commonly known as a “Flat” defender and is typically the defender who is closest to the line of scrimmage from the sideline.





The above diagram illustrates the pre-snap “Area Outside” defender read on the Stick concept. We will key this defender for his initial reaction and the stretch of our stick route and quick out will force him to be wrong every time.

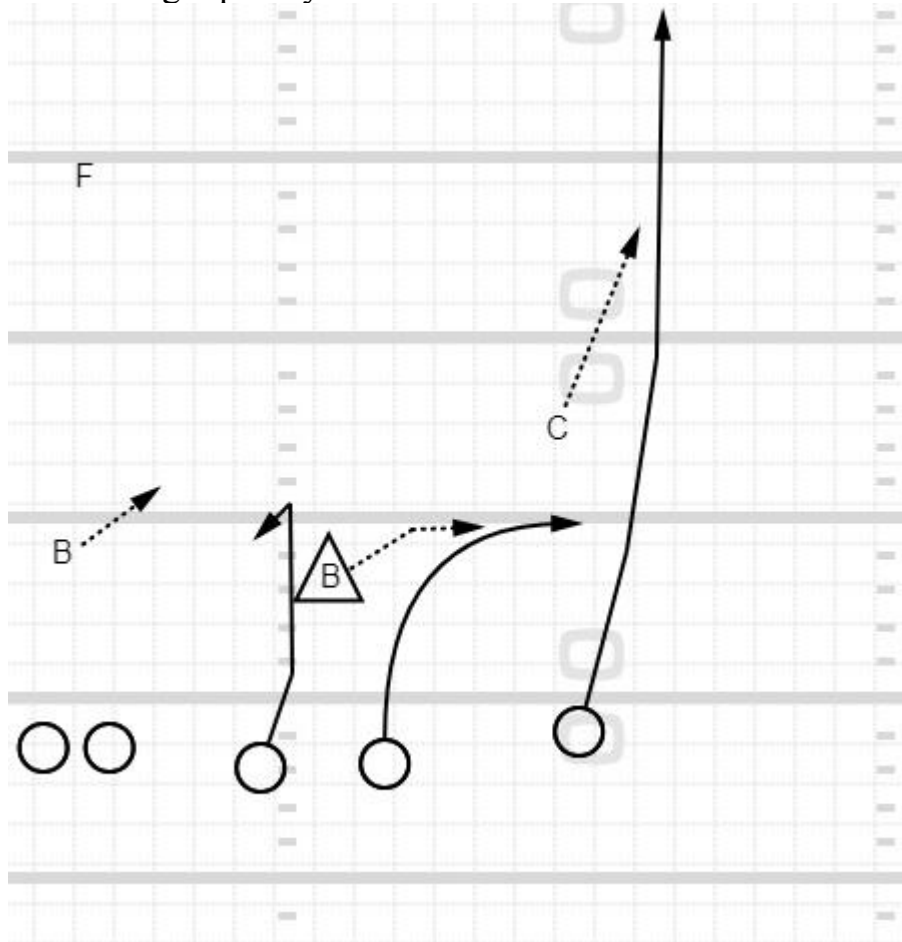


Trips Rt Mustang

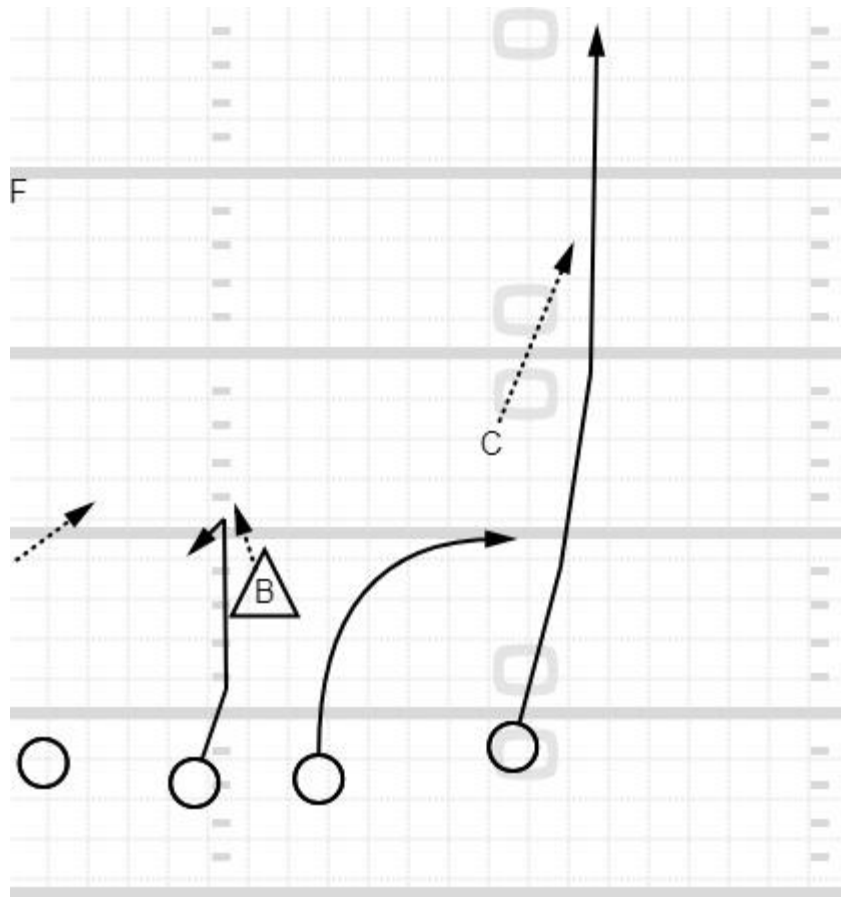
Lets take a look at the initial read for our quarterback and potential defensive reactions. First off it is important as the QB receives the snap in the no-drop situation to keep his eyes on the initial reaction of the Area Outside defender. Whichever way he reacts we should be immediately throwing opposite. This ball must come out quickly and on-time to the frontside. In the diagram below you will



see the Area Outside defender expand or drop with the quick out route. In this situation the ball will go quickly to the stick route outside shoulder.

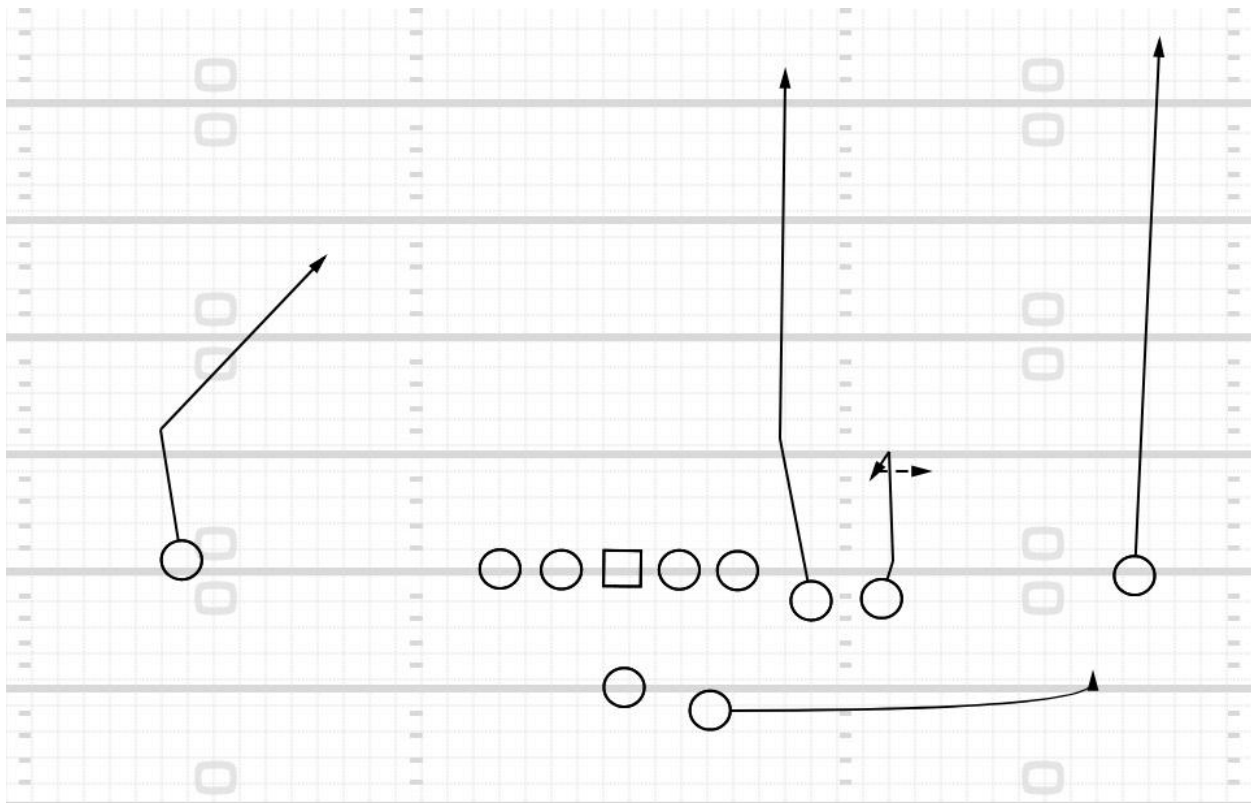


If the area outside defender stays inside and attempts to collision or wall-off the stick route. The ball should go immediately outside to the quick out (See Below Diagram). We can not miss with this pass inside the ball placement needs to be on the body or outside of the receiver.



You can see the bind that this concept places on this “Flat” area defender as he essentially will be quickly flooded with two receivers in his zone and he will only be able to quickly cover one of them.

An important coaching point for the quarterback pre-snap is to identify the potential area outside defender. If the cornerback is in a tighter or press alignment he could very well be the flat defender in a Cover 2 look where he is responsible for the area outside zone. It is important that we eyeball the corner if he is in a tight alignment. If he jams and squats he is the area outside defender and the ball must go vertical outside to the FOR route in the hole along the sideline. If the corner is in a tight alignment and then bails out we will move our eyes to the next defender inside as our read key.



Variation- Trips Rt Ford "Split" (RB will have automatic Florida Call to the Trips Side)  
 The above diagram details a variation to the stick concept out of trips used primarily against a Two high safety zone coverage. We add the Tag "Split" that will tell the inside receiver to run a Split route (Locked Vertical inside the hash splitting the 2-high safety shell or directly at a 1-high safety shell). This route will not be in the progression other than to potentially serve as a pick on the area inside zone dropper and to hold the safety over the top from trying to get downhill on the stick route. We can have the same stretch and read on the Area Outside Defender by the quarterback with the Stick route and the immediate swing by the running back out of the backfield. (Diagram Above)

This concept can also be utilized to quickly attack a hole in the Area Inside Coverage area (See Below Screen shot) caused by a defender blitzing or attacking the Stick route.

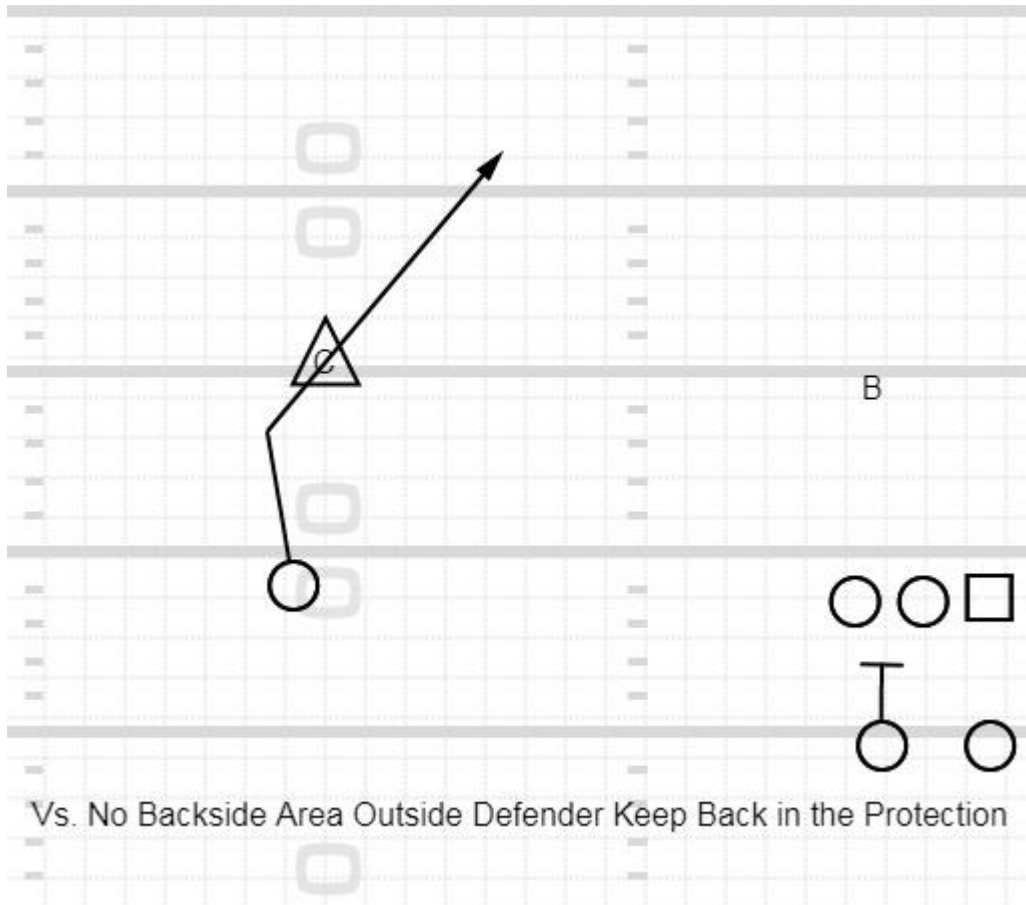


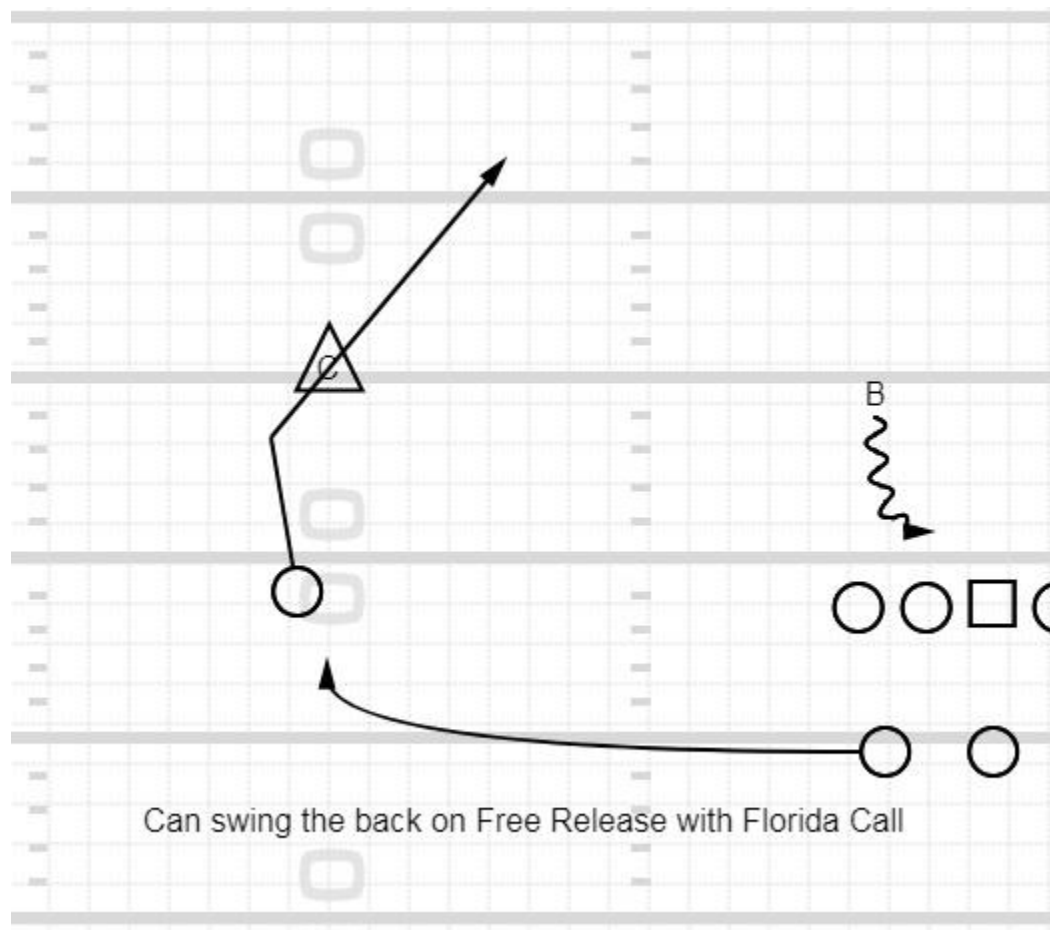
### Attacking the Backside of Stick

If as you work through your pre-snap progression of the stick concept either due to defensive alignment or a potential man coverage situation we can exploit potential defensive weakness to the backside of the concept. Our backside receiver will have a split on the bottom of the numbers and will run our 3-step skinny slant vs. a loose corner. Against a press corner he may need to flatten his slant a bit to create separation.

So as a check sheet if you feel man coverage frontside get eyes immediately to the backside

1. What does the matchup look like
2. Is there an Area Outside Defender Present





If there is no area outside defender present we want to keep the back into the protection as a general rule. The quarterback does have the option to put the back on a “Florida” call giving him a free release to the backside (See Diagram Above).

# Double Out



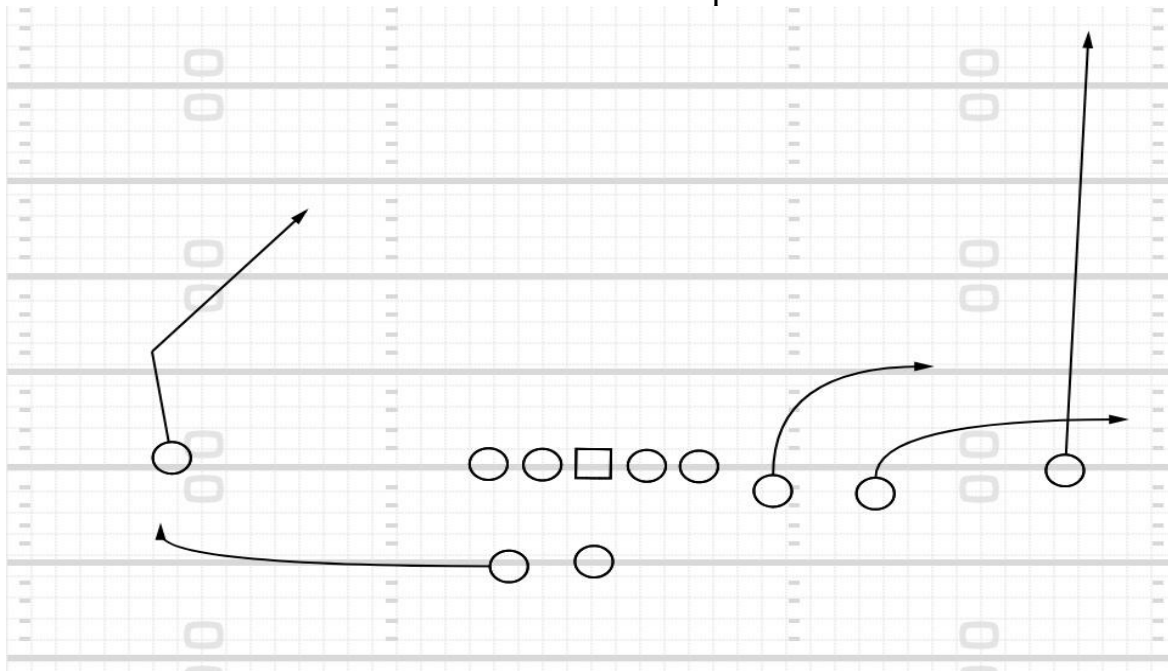
## Double Out Concept

Our double out concept is part of our quick game package and is used with a no-drop delivery by the quarterback. The double out concept is used primarily against zone coverage and is a close cousin to the “Stick” concept with identical reads for our quarterback.

Here is how we will call the Double Out concept in 2019

Concept	Code Words	Signal
Double Out	Thunder, Lightning, Storm	Like holding an umbrella

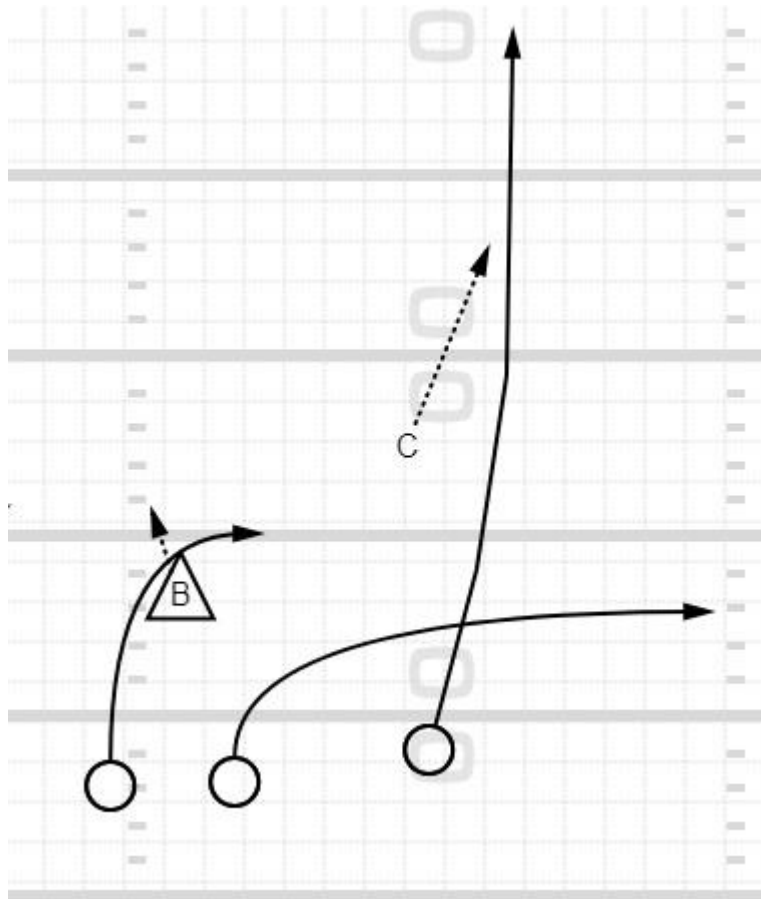
This concept is read and executed in exactly the same manner as our stick concept with one exception. Instead of running a stick route with the inside receiver we are running a 3 step quick out (5 yards) and a shoot (build 3-5 yards) route by the middle receiver towards the sideline. What this does is put an immediate stretch on the Area Outside defender and forces an immediate reaction. Everything else will remain the same as on the base stick concept.



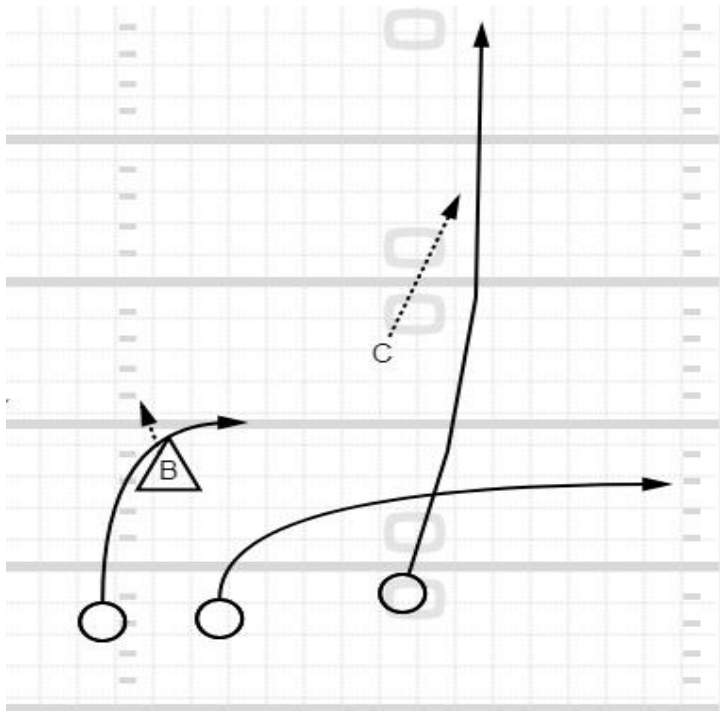
Trips Rt Thunder

As with the stick route the quarterback will read the area outside defender. If the A.O. Defender sits or collisions the quick out the ball will immediately go to the shoot route (See Below)

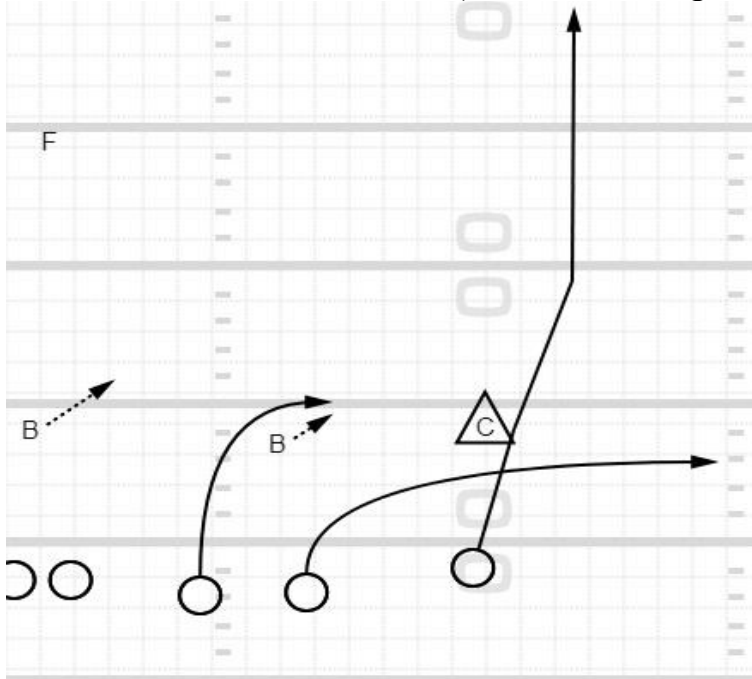




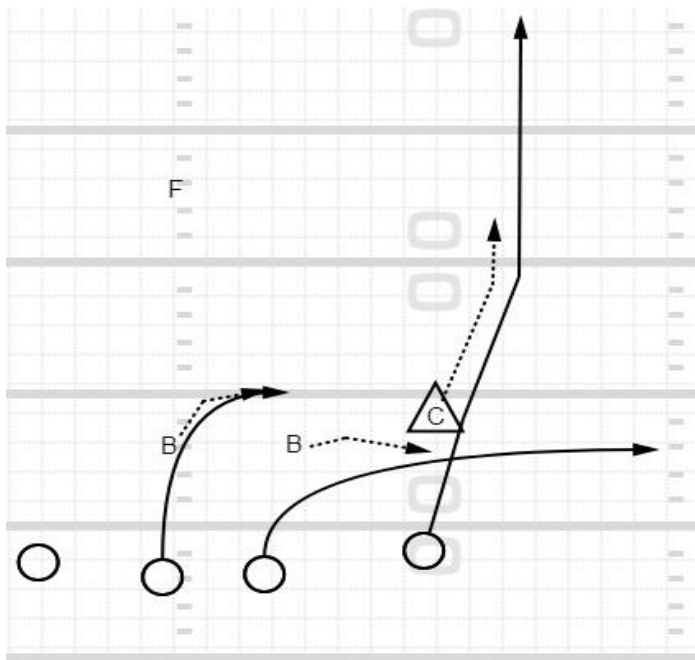
If the Area Outside Defender chases the shoot route the ball will go into the hole to the quick out. Again this ball must be thrown to the proper spot and on time. (See Below Diagram)



As a reminder if the cornerback reveals himself to be the area outside (Flat) defender the ball will go to the vertical route in the hole on the sideline outside the numbers on the vertical route. (See Below Diagram)



If man to man coverage is recognized or the read becomes cloudy the qb should work the backside with the slant or slant/swing combo weak with the single receiver and the running back.



Trips Rt Lightning vs. Man to Man coverage

# Quick Out



## Quick Out Concept

Our Quick-out concept is part of our quick game package and is used with a no-drop delivery by the quarterback. The quick out concept is used typically in conjunction with another concept or used as part of an at the line check vs. defensive alignment advantage.

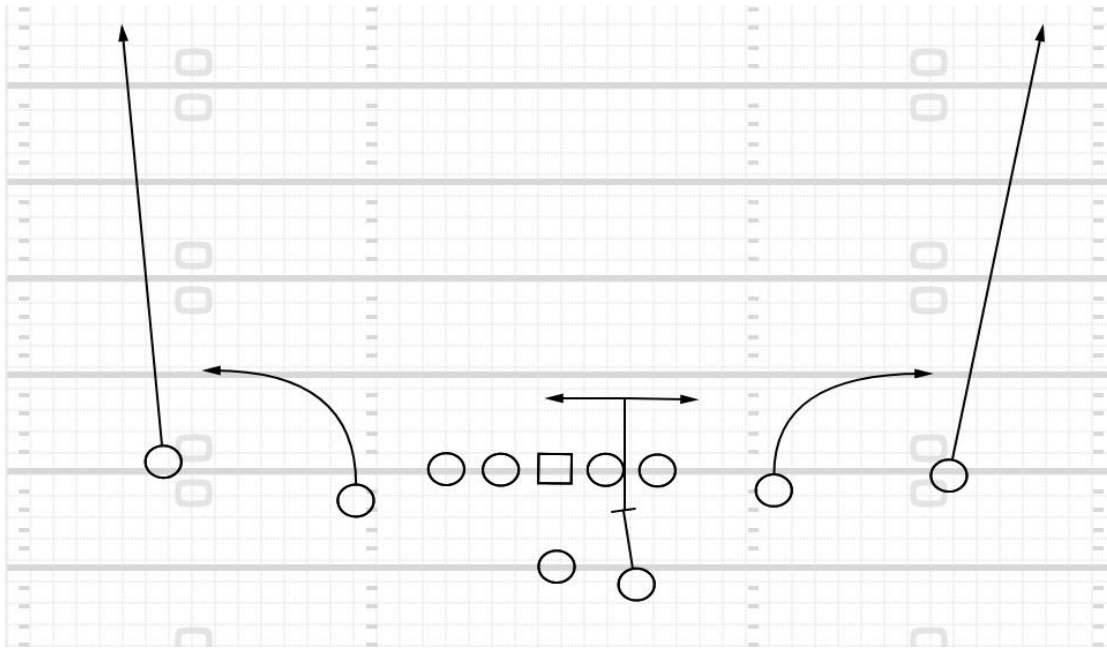
Here is how we will call the Quick- Out concept in 2019

Concept	Code Words- to the Left	Code Words - to the Rt
Quick Out	Monday, Tuesday, Wednesday	Friday, Saturday, Sunday

\*Note that “**Thursday**” is one of our Freeze cadence words meaning we will attempt to draw the defense off-sides and there is a snap count with no play called.



In determining leveraged opportunities for the quick out concept we will be reading the Area Outside Defenders (A.O.). These are designated above by the defenders who are circled. We will explore several instances where we would utilize this concept.



Above is an example of our quick out concept mirrored to both sides. It is important to realize that this concept is never called in this manner and is typically paired with another route combination on the backside. I will illustrate several of these examples for you. The receiver closest to the quarterback to the call side will run a three step speed cut out that should have a depth of 5 yards. The ball should be thrown on time to the outside of the receiver.



“Friday” call on the goal line with the area outside defender leveraged inside of the slot



In the above example you can see how our receiver easily defeats the Area Outside Defender to the flat on the right for an easy touchdown.

As a quarterback we want to be very careful that we are trusting our eyes and ensuring that if we have the space outside we are making the throw immediately. If we are indecisive and hold the ball too long there is an opportunity for the defender to react and breakup or intercept the pass. If the read becomes cloudy get off of the quick out and into your secondary progression. NEVER throw the quick out late!



In the above screen shot we have leverage on the area outside defender

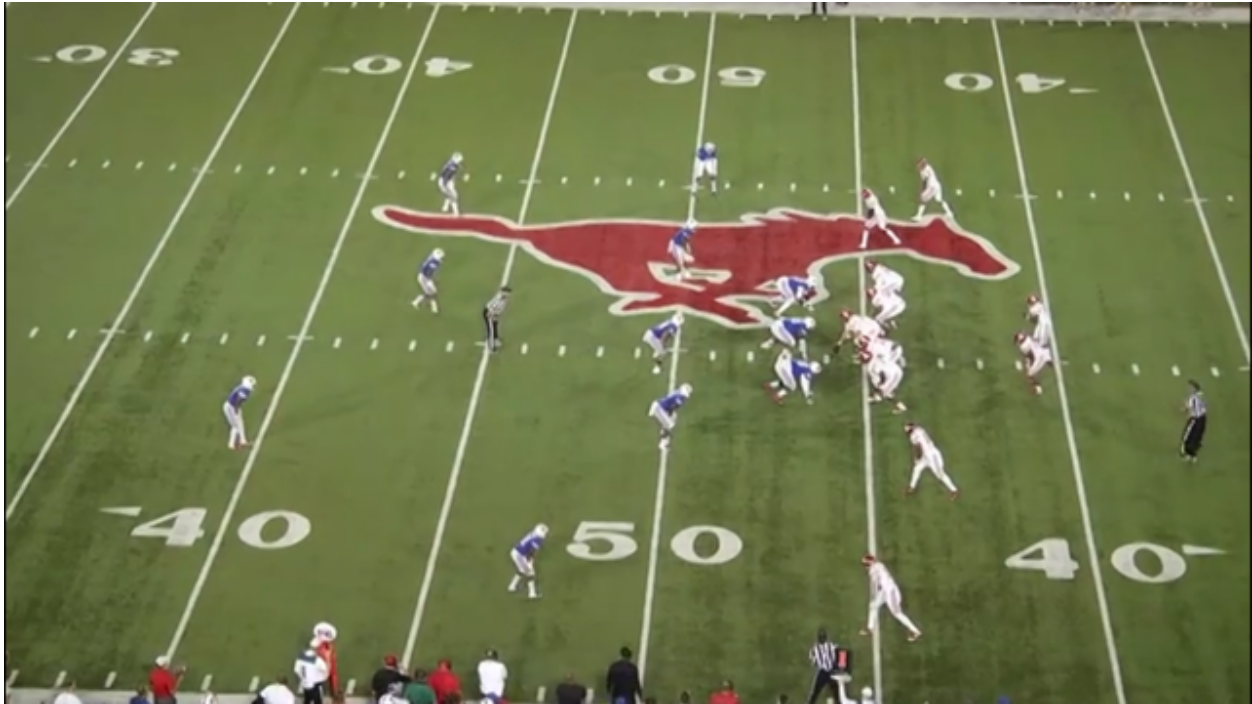




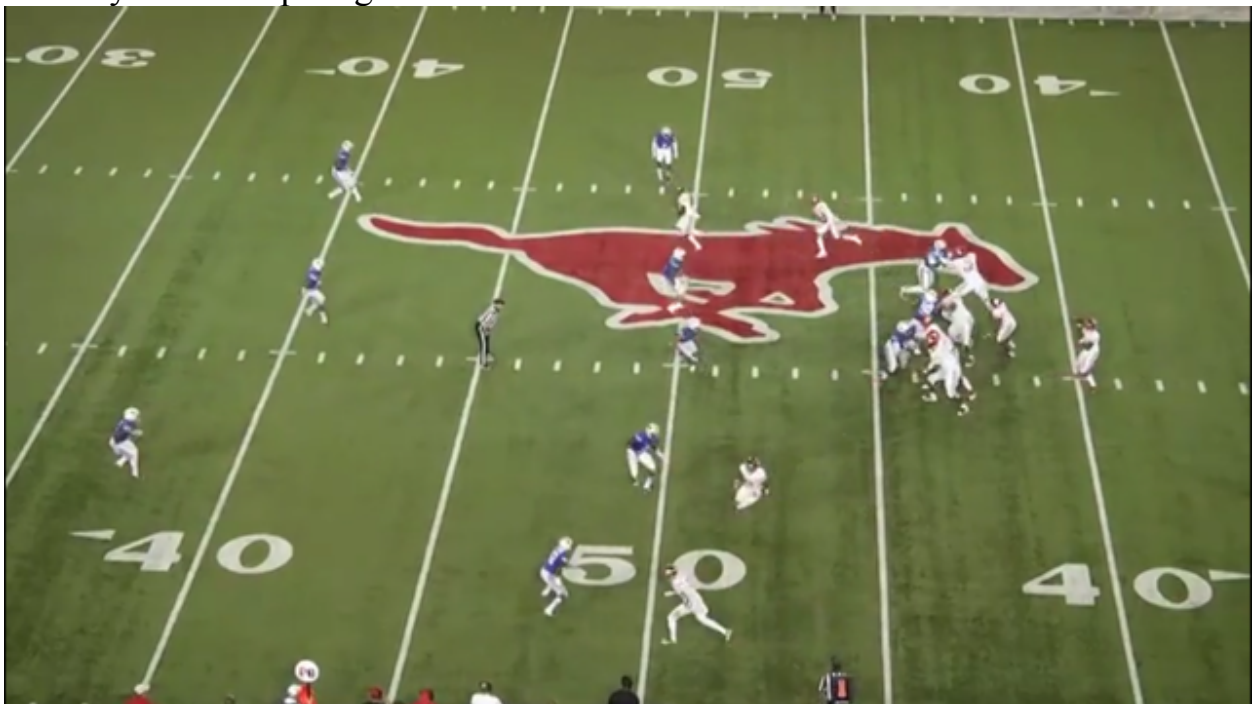
However by holding the ball a second too long we have allowed the defense to react and cover the route both over the top and a linebacker from the inside has the potential to react and undercut the route for a potential interception. As our wr has turned out of the break on this route the ball should already be in the air towards him.

As a quarterback we can never leave this ball inside as there is potential for an interception. All receivers to the outside of the quick out route will run Forced Outside Release (FOR) locked verticals. It is important that the outside receivers drive the corner deep. If the corner is identified pre-snap as the area outside defender and squats in the flat (A.O.) just like we did on the stick/dbl out concept the ball should go vertically outside the numbers to the outside receiver on the vertical route. (See Examples Below)

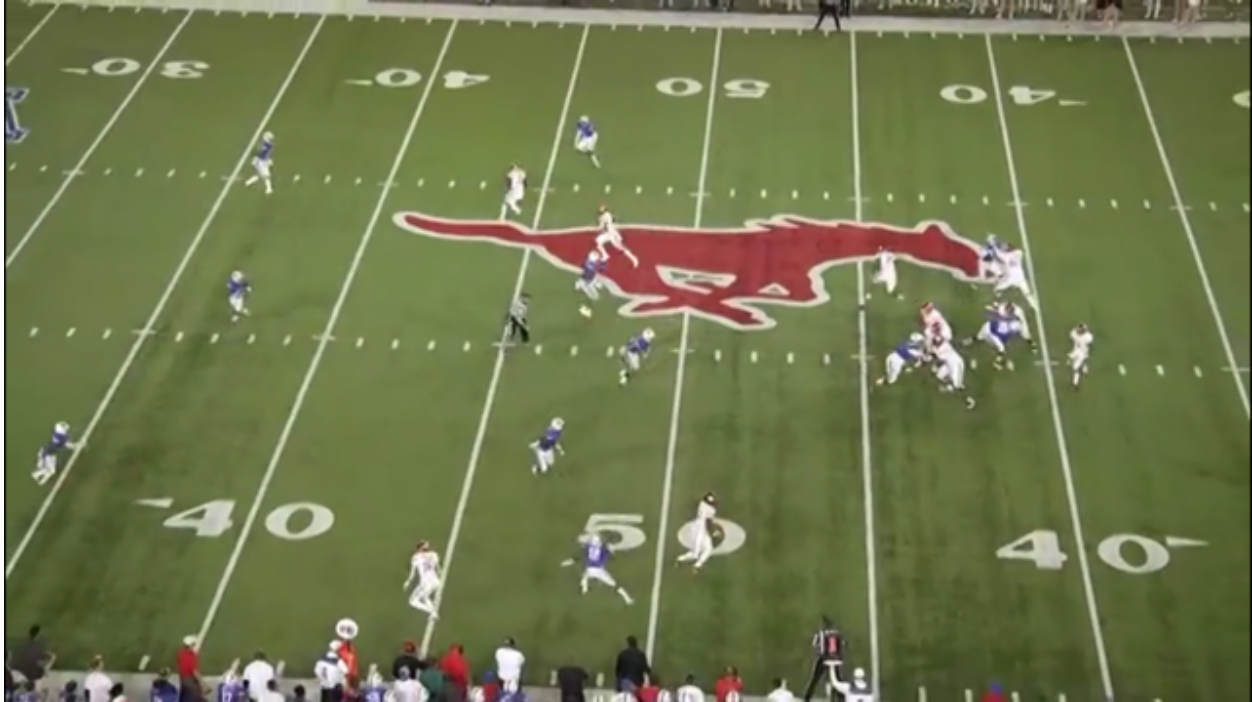




Monday – Pre Snap Alignment



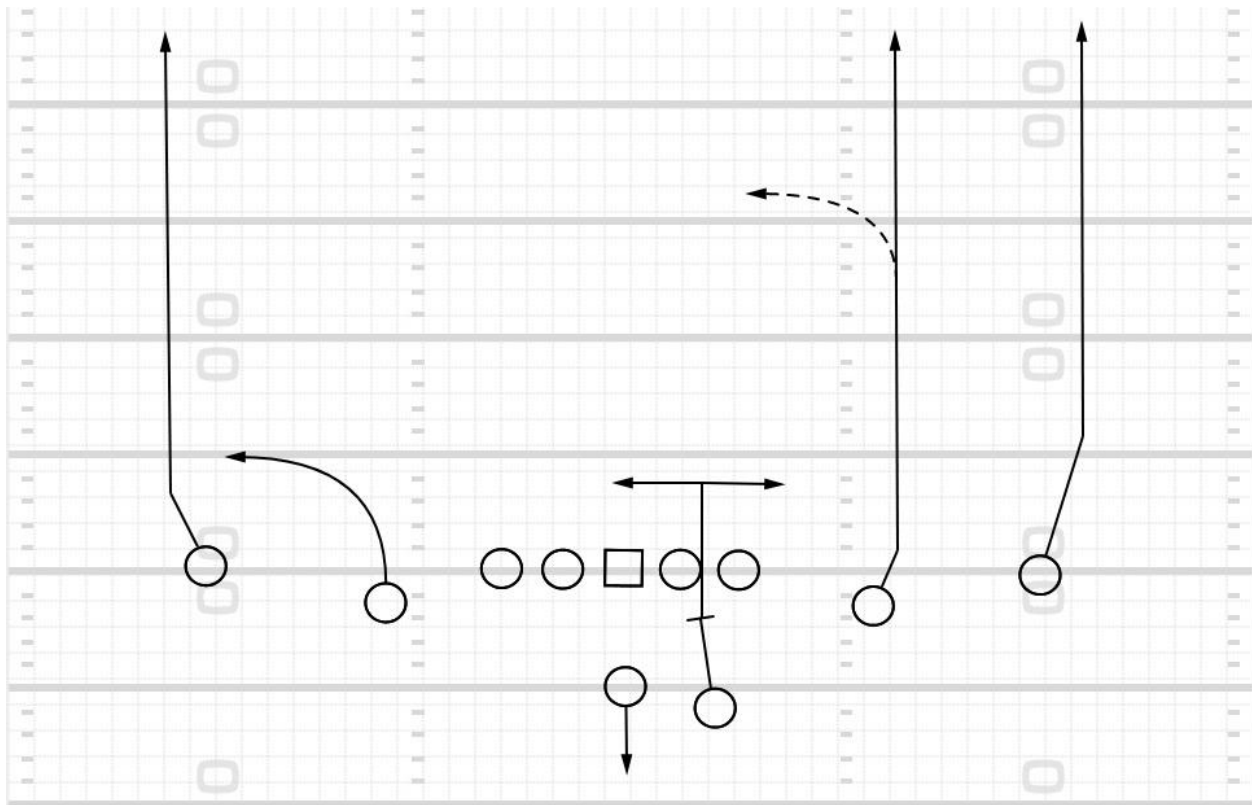
Monday- Corner Squatting in the Area Outside in an attempt to steal the out



The Quarterback flashes his eyes to the quick out to hold the corner and delivers ball into the vacated area on the sideline behind the corner for a big play (See Above). It is important that the ball is thrown into the coverage hole demonstrated above before the safety has time to react off of the hash.

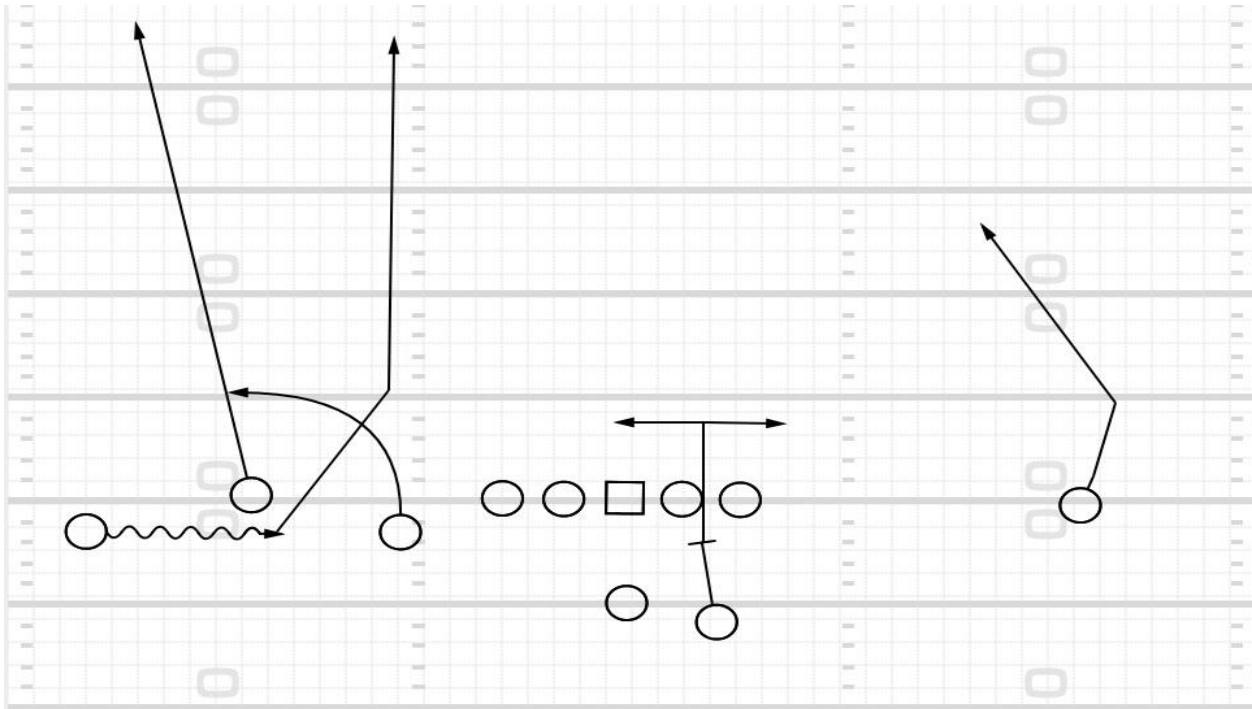
If we do not deliver the ball with no drop in the shotgun or off the third step if under center we will progress into our drop for the backside concept that is tagged to the play. The majority of the time we will be decisive in throwing the quick out because the defensive alignment is allowing us to “Steal” these yards.

A common example of this is seen below as we would add this tag at the line of scrimmage to our vertical concept to attack a defense who has vacated the area outside over our slot receiver.

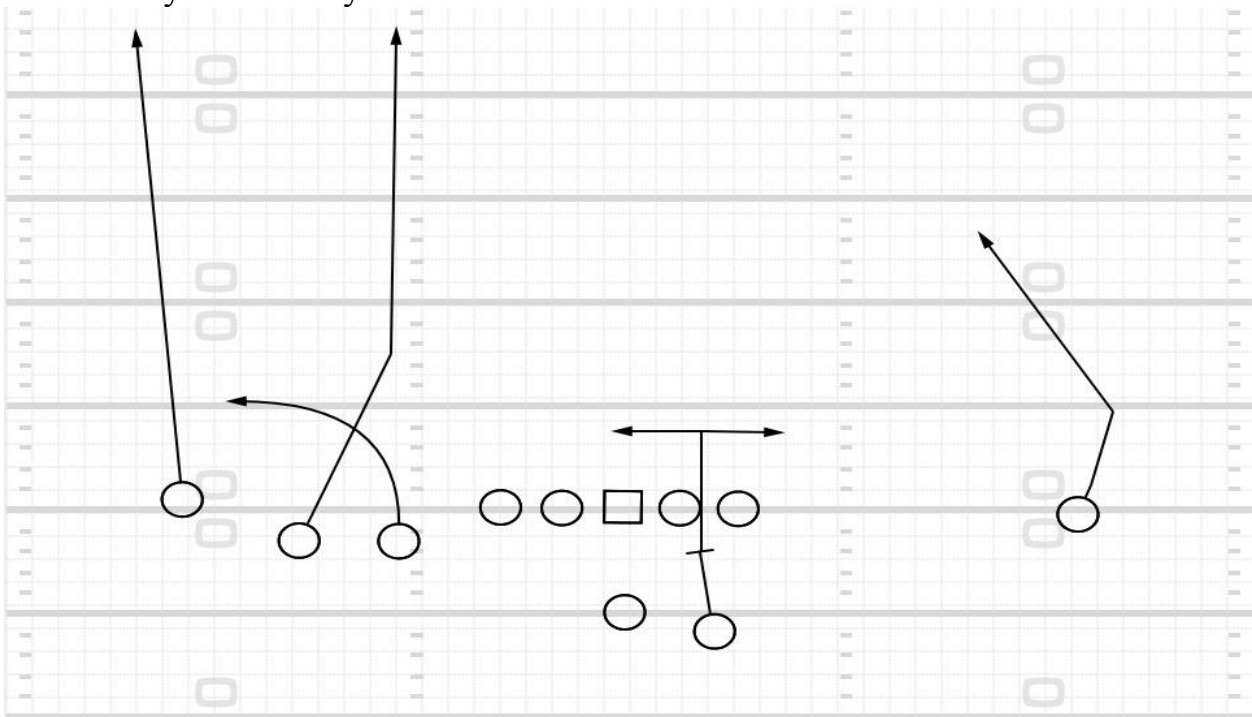


Bulls with “Monday” Tag at the Line of Scrimmage

\*There are scenarios where we will use the quick out with the vertical receivers blocking the defender over them instead of running a route. This is a type of “illegal screen” that is rarely called but very effective. If we want all of the other receivers to block instead of running their routes we would add the Tag “**RENO**” to the playcall. So Trips Lt Tuesday “Reno” would indicate that both outside receivers will block the most dangerous defender in their area and the inside receiver will run the 3-step speed out.



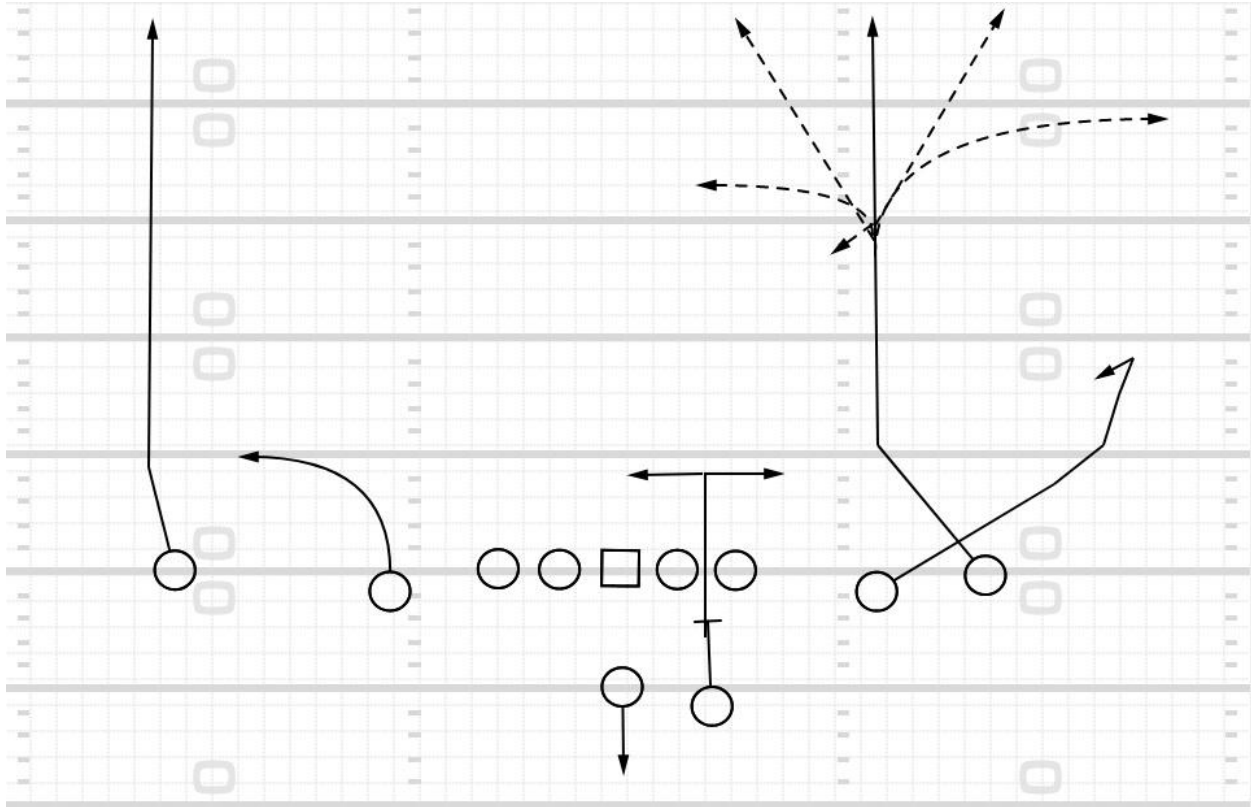
Flex Lt Ray Wednesday



Trips Lt Monday

If no other tag are indicated in the playcall the running back will have his protection responsibility first and will then check down at 3 yards on a "Box Route" and work to get open late. The backside receiver will have the same single receiver slant rules as on Stick/Dbt Out.

As earlier stated we will combine this “quick out” with varied passing concepts. Here is an example of tagging the quick out with our “River/Lake” Seam Read combination on the backside.



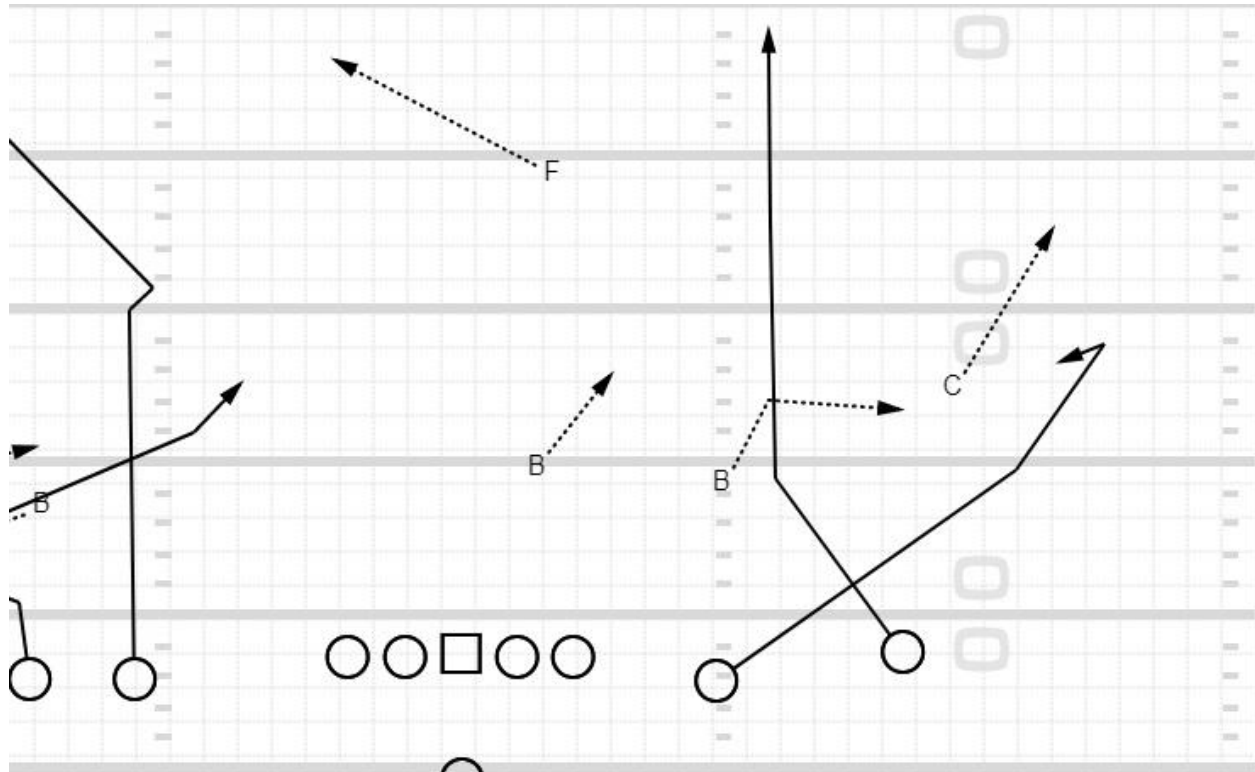
Monday River

In the diagram above if the quarterback read would be cloudy on the front side (Monday), he would get into his 3-step drop and work the called route backside (this will typically be a deeper concept for timing purposes) We will not mirror two quick game packages.

River/Lake Seam Read Concept- this seam read multiple adjusting concept is always used as a tag backside to a primary passing concept.

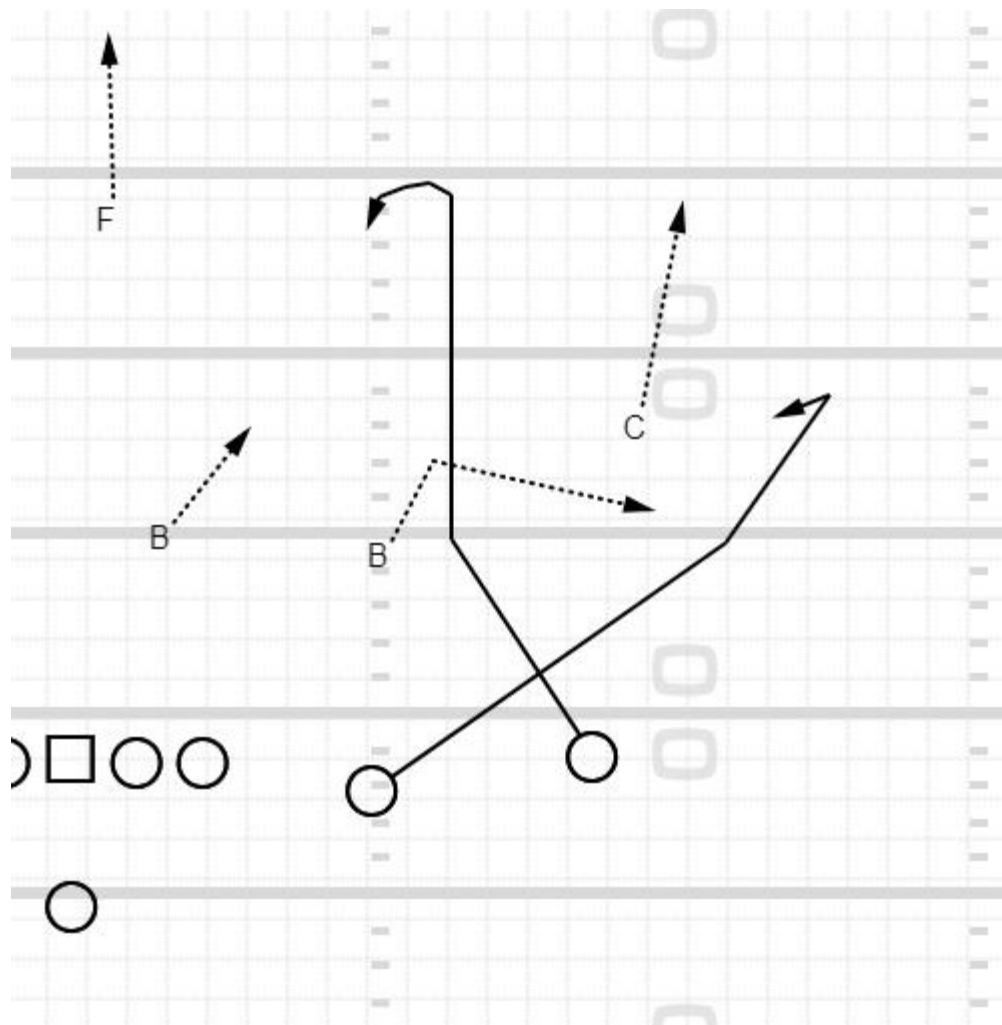
River= Seam Read Right

Lake= Seam Read Left

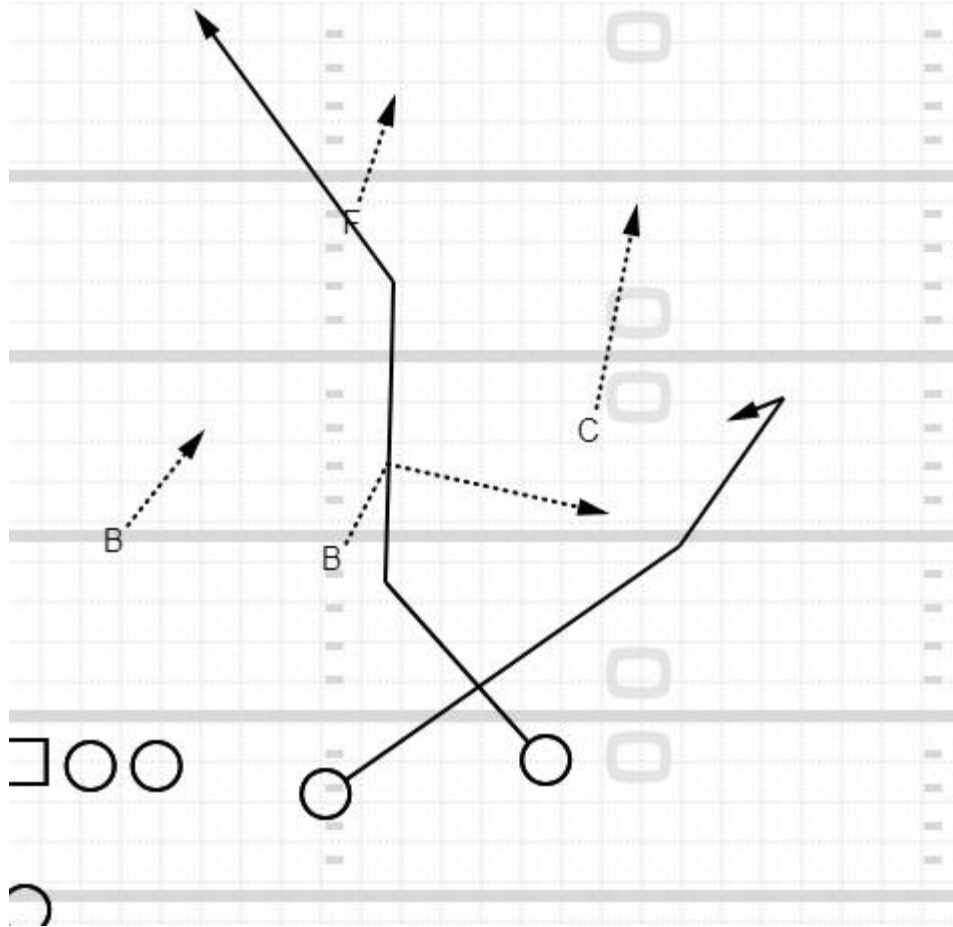


The outside receiver will align 2 yards off the top of the numbers and will stem inside getting vertical up the hash (2-yards outside the hash) landmark as quickly as possible stretching the spot drop under-coverage. As the receiver works up the seam if there is no safety near the hash or the safety spins out of the middle of the field the receiver will stay vertical outside the hash (Above Diagram). The inside slot receiver will run a switch release and will work outside the numbers attacking the corner vertically to hold him before sitting down at a depth of 8 yards. If the corner collisions the receiver at that depth and the slot receiver feels it is man coverage he can snap the route off flat back towards the quarterback.

If as the outside receiver stretches the hash the safety stays “perfect” dropping into the middle of the field he will hook up at 15 yards and find window back to the qb. (See Below)

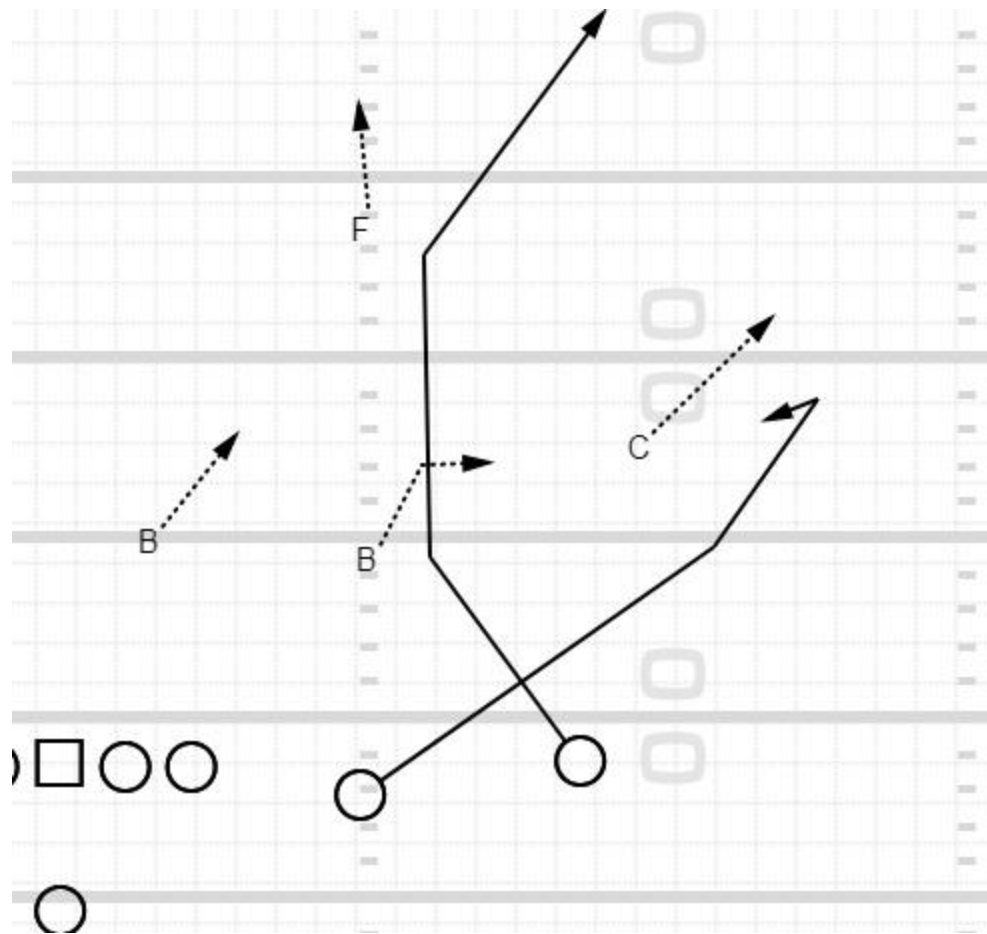


If as the receiver works up the hash there is a safety on the hash and the safety crosses his face to the outside- the receiver will stick his foot in the ground and trigger to a skinny post across the face of the safety staying skinny down the field (See Below)



If as the receiver works up the outside of the hash there is a safety on the hash and he is staying perfect or if it is man to man coverage and the defender has inside leverage he will trigger to the corner route and keep the route angle high over the top towards the back pylon in the endzone. (See Example Below).





# Corner

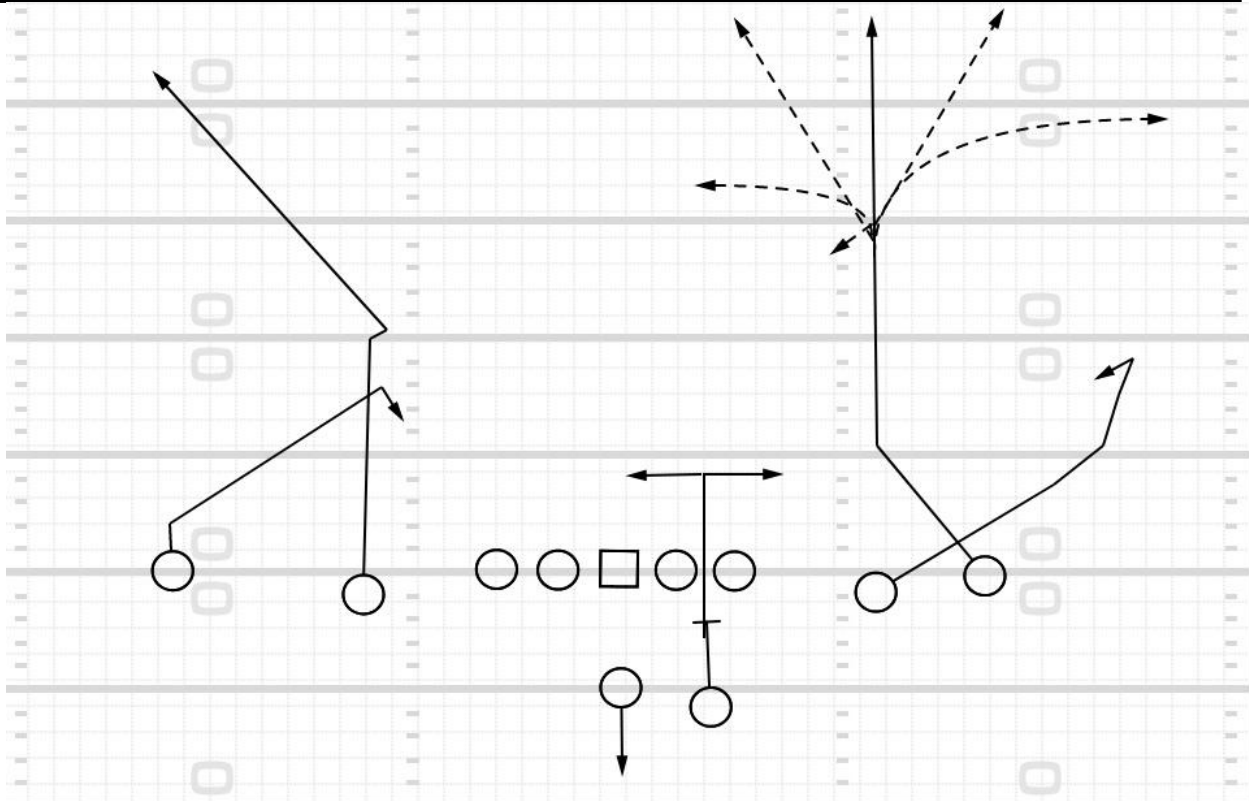


## Corner Concept

Our corner concept is part of our horizontal and vertical stretch package and is used with a one-step drop delivery by the quarterback in the shotgun. The corner concept will typically put the cornerback to the call side in a bind by giving him a high low read. This concept is often tagged with another concept backside.

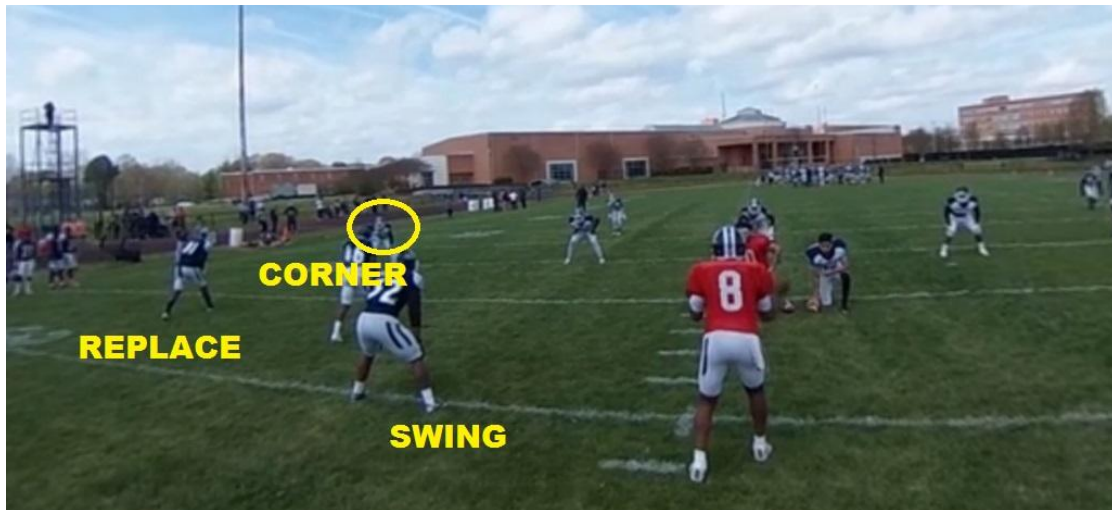
Here is how we will call the Corner concept in 2019

Concept	Code Words	Signal
Corner	Ninja, Judo, Sumo, Japan	Fist Smashing into palm



Ninja River

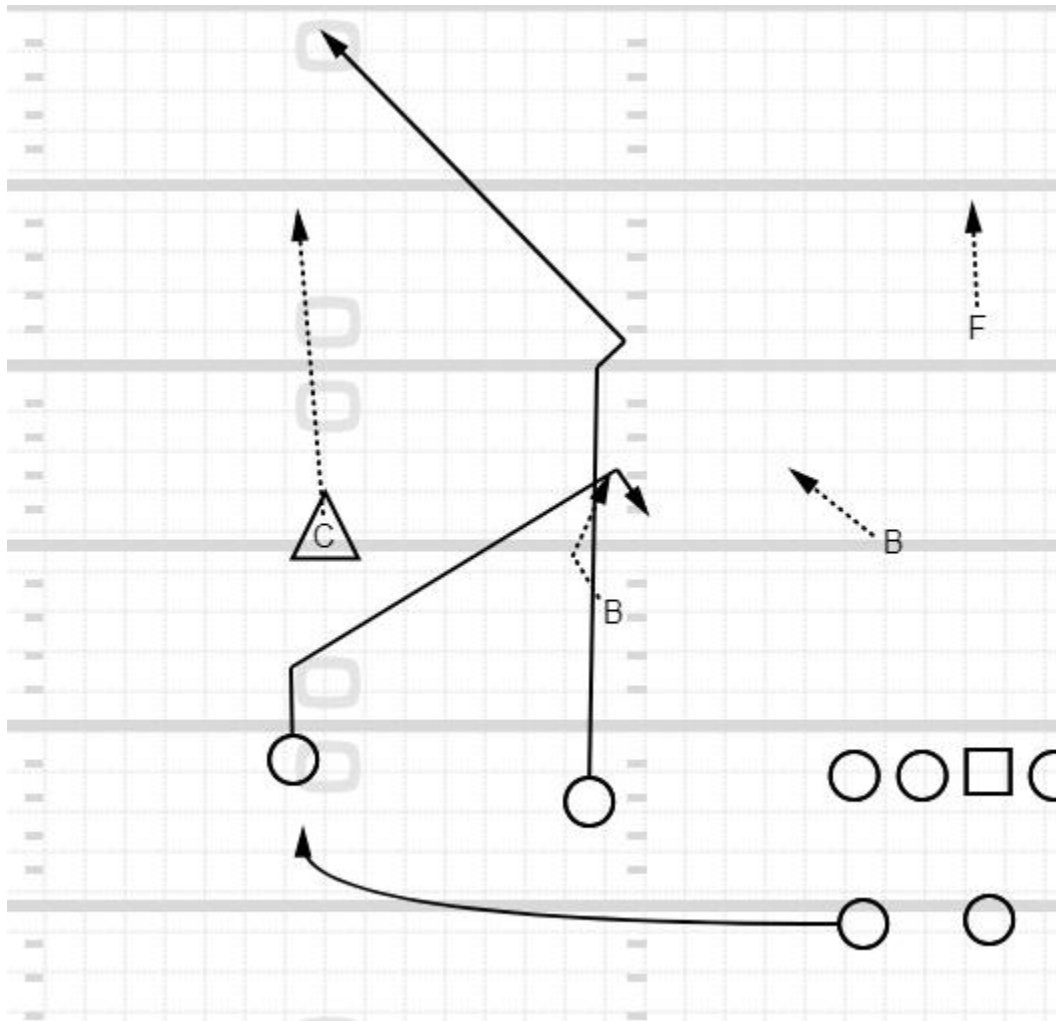
The corner concept is one that we will be reading the playside corner first for his reaction to our attempts to stretch his zone coverage area both horizontally and vertically. As a quarterback our progression will be Corner route #1 Swing or Shoot route #2 and the replace route #3 (See Info Below). This route can be run to a three man surface or to a two man surface formationally.



The quarterback will be reading the playside cornerback as he begins his one step drop (See Below)



As you begin your drop with your eyes on the playside corner you will read his initial reaction. If the corner drops then the first read of the corner route will be off- you will not be throwing the corner route as the cornerback will be in a position to drop into the window underneath of the corner route.



In the above example the cornerback sinks into a deep third, so the quarterback will then progress to his secondary read which is the stretch of the running back and the replace route on the area outside (AO) defender. In this scenario the Area Outside defender has taken the replace route in which case the wide swing route to the back is left open (See Below Example)



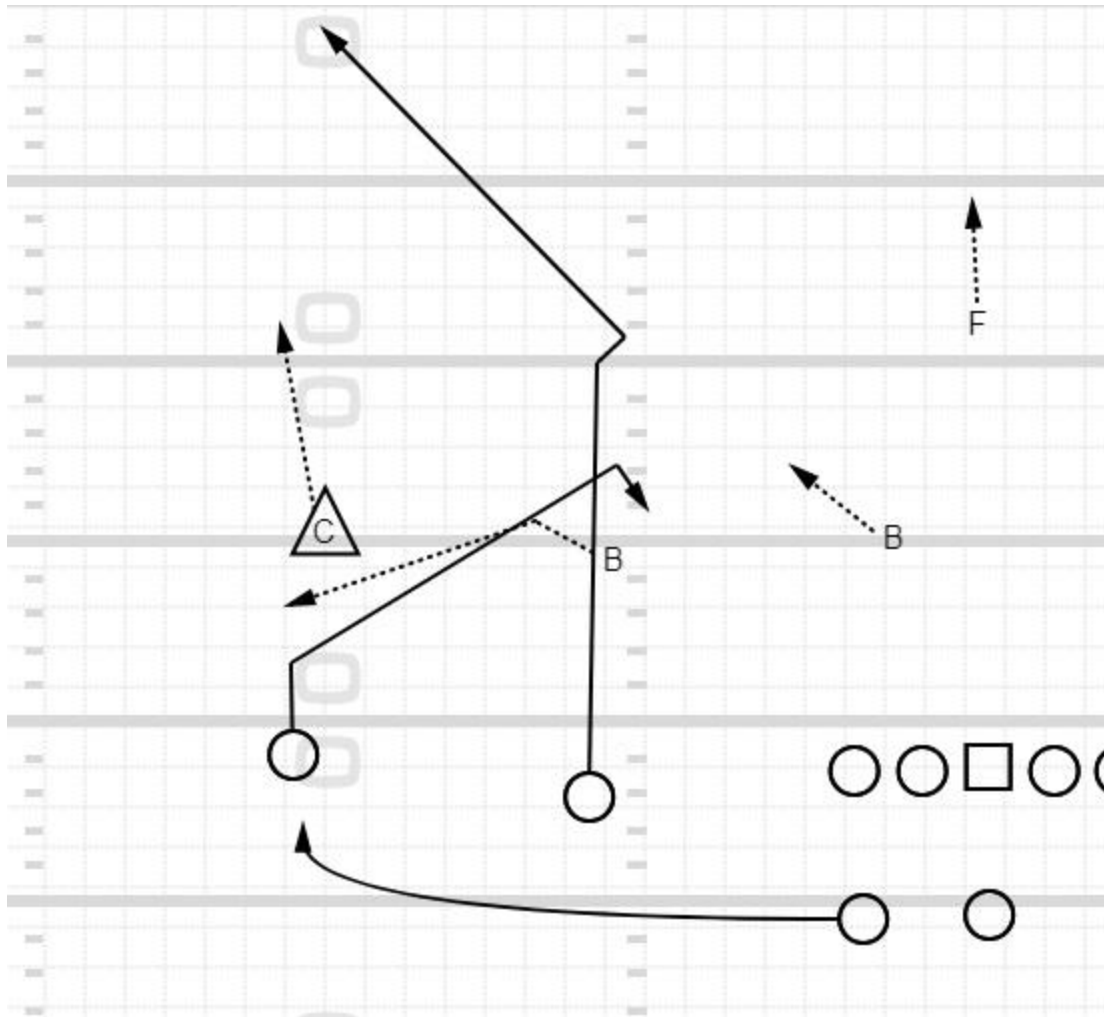
In the above example the quarterback's initial read of the cornerback has dropped and the Area Outside defender has taken the replace route leaving the running back on the swing route open.



The ball should immediately come out of your hand to the back to give him an opportunity to get his shoulders squared and make something happen in space.

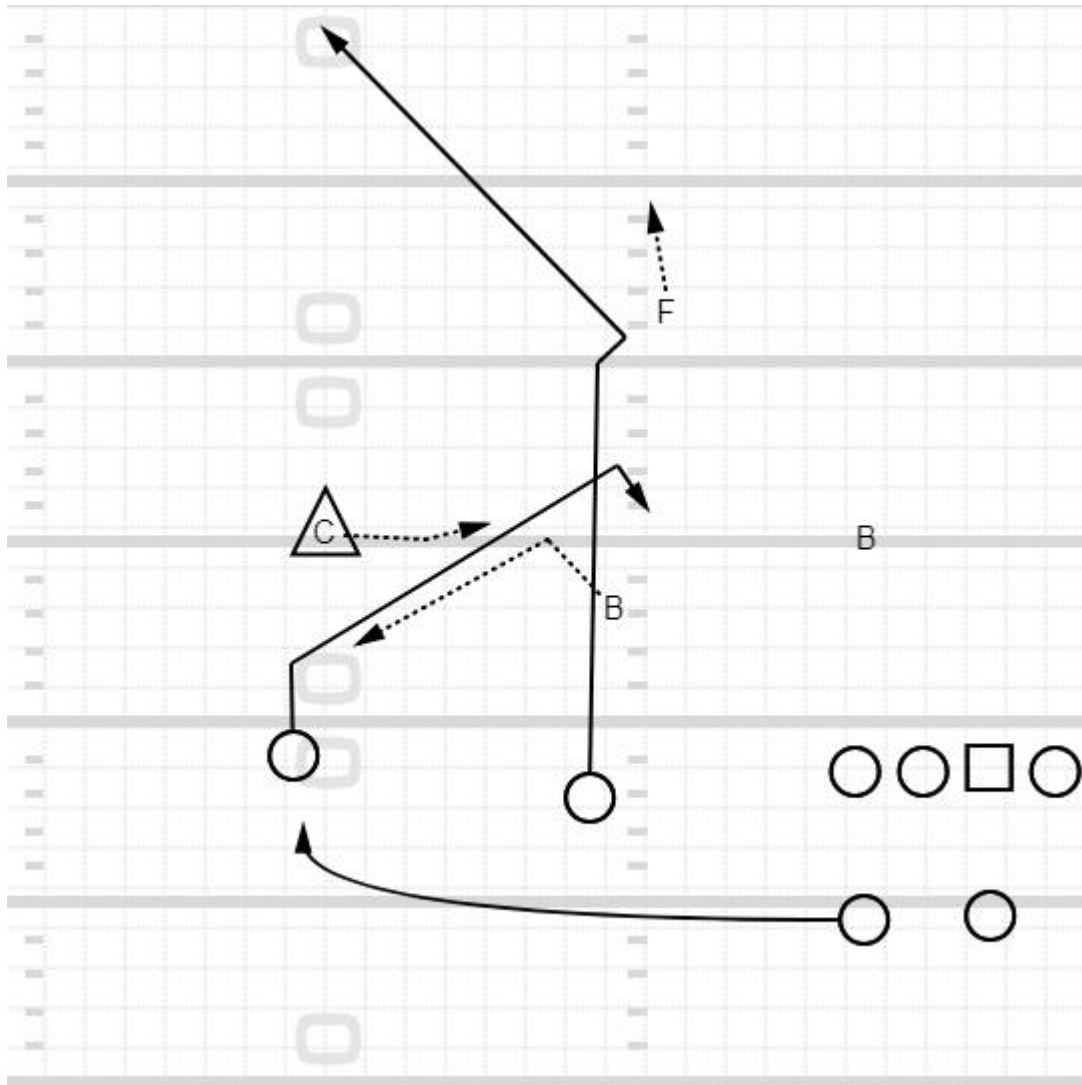
Now let's take a look at another scenario with the same initial read of the playside corner dropping into coverage. The quarterback will immediately get off of the initial read of the corner route and will progress to the stretch on the Area Outside Defender. In this situation below (See Diagram) The A.O. Defender has expanded with the swing route leaving the Replace route space to find a window to the quarterback.





In this situation the replace route should settle into the window between the area outside defender and the area inside defender.

If at the snap the primary read (playside cornerback) leverages inside, squats, or chases the replace route by the outside receiver. You as a quarterback will immediately get your eyes on the near safety.



If as the corner route clears the undercoverage he appears to have outside leverage on the near safety you will throw the ball into the open space behind the cornerback. Do not wait to make this throw it is very important that this ball is thrown on-time and in the proper location to grass so that the safety can not recover and make a play on the ball.





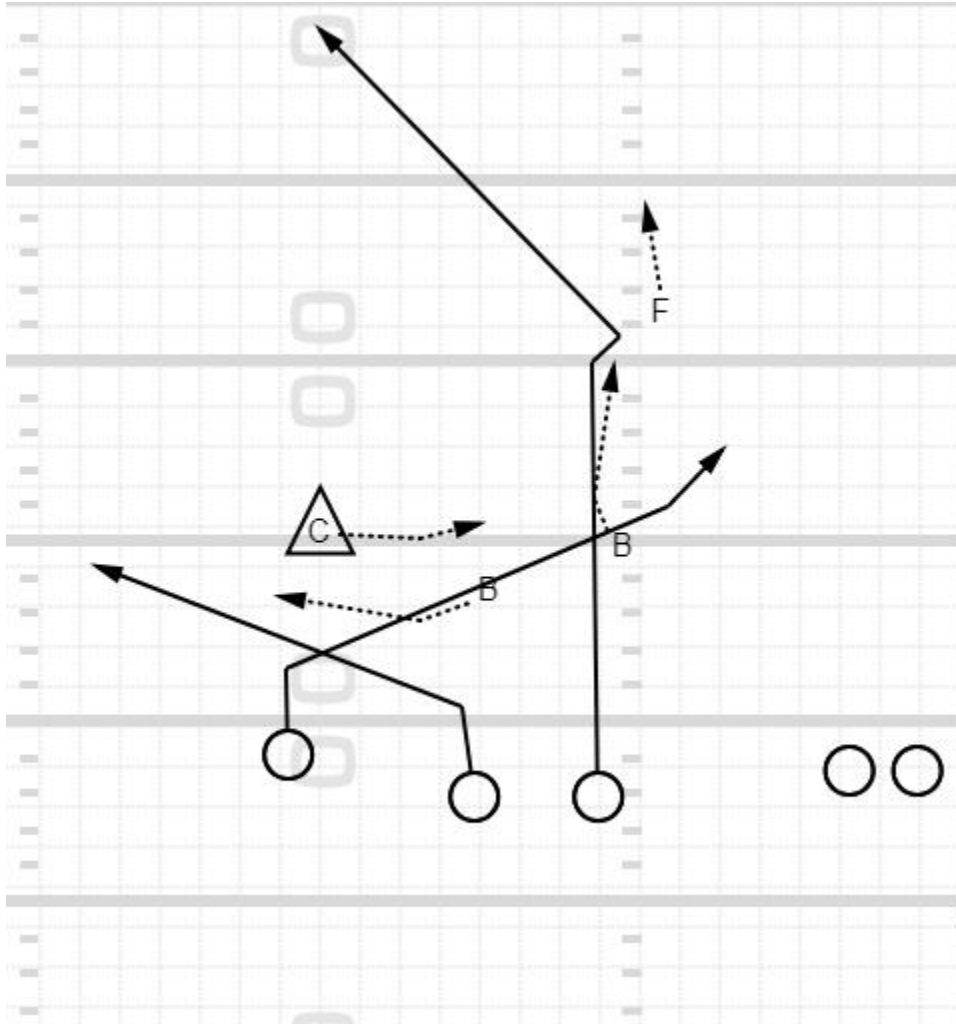
In the above example the corner has chased the replace route by the outside receiver. Quarterback has his eyes immediately on the Safety downfield looking for outside leverage by our receiver.



Once leverage has been determined the ball is on its way to the vacated space behind the corner for a big play and the Touchdown Cannon is firing at Buccaneer Stadium.



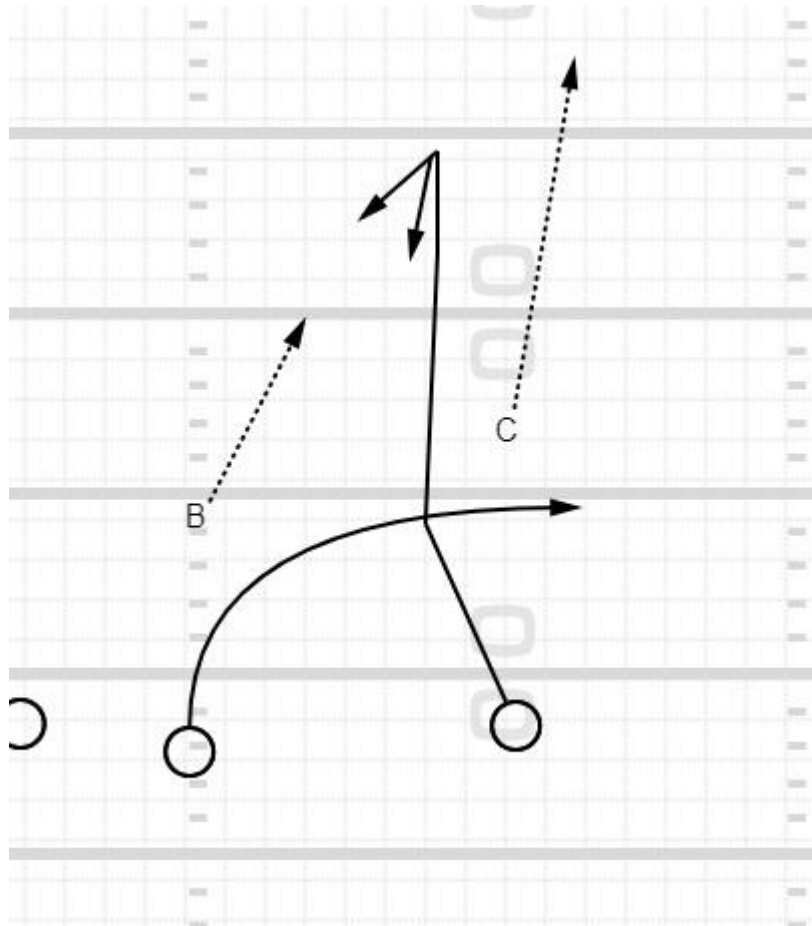
If man coverage has been recognized the reads for the quarterback are the same and we will be looking for the corner route to win outside for a big play down the field. An adjustment to the replace route is that the replace will stay on the move as a flatter slant route and will not sit down if he feels man to man coverage. Remember vs. man to man stay on the move.



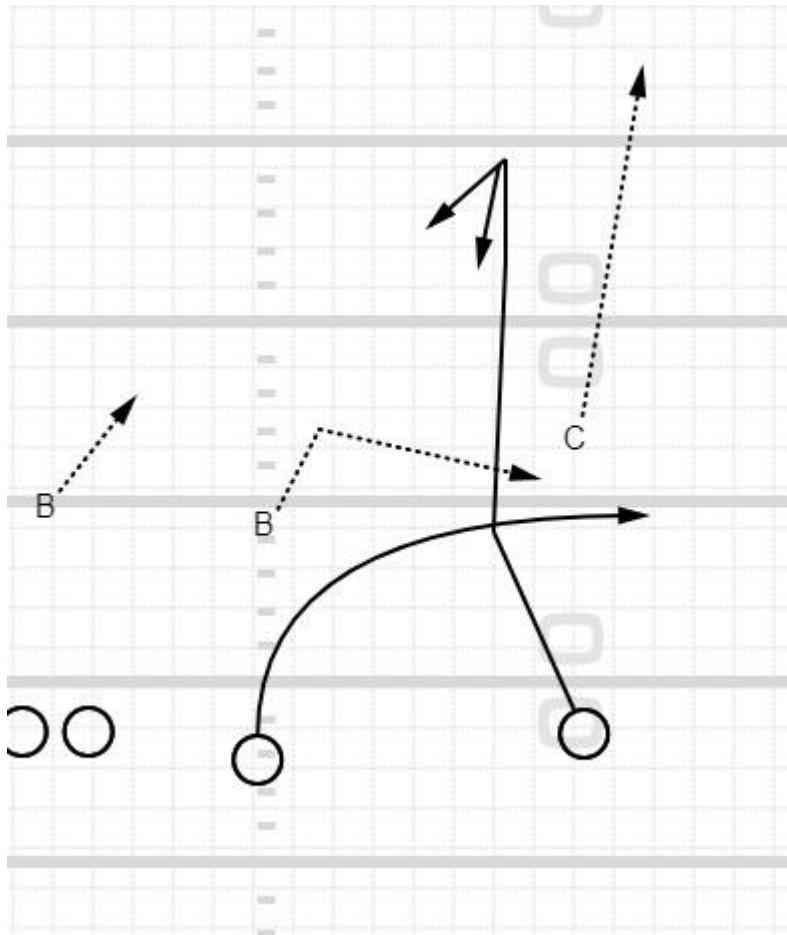
Above is an example of man coverage against Trips Lt Ninja

If our corner concept has no other tags added with it we will as a default run a Curl and Quick Out Combination on the backside. Our outside receiver will align on the numbers and will stem inside of the corner and break back on a curl route at 14 yards ( Do not run this route shorter due to timing purposes). The outside receiver on the curl will work to find a window to the qb inside or outside. The inside receiver will execute a 3 step quick out finishing at a depth of 5 yards.

If the quarterback does not like the read on the frontside he will get his eyes to the backside Area Outside defender as we stretch the curl flat zones backside with the curl and the quick out route. If the (A.O.) defender sinks and gets depth (See Below) the ball should go to the quick out.



If the Area Outside defender (A.O.) expands to the flat with the quick out route the ball should go into the window to the outside receiver on the curl route. (See Example Below)



# Sail Concept



## Sail Concept

Our sail concept allows us to attack the defense on the perimeter by flooding zones with multiple receivers. The quarterback will take a 3 step drop in the shotgun and will be reading the area outside defender as we flood the zone with potentially three levels of receivers.

This route concept begins with our outside receiver taking his split on the numbers and running a FOR (Forced Outside Release) vertical route outside the bottom of the numbers stretching the outside deep coverage to the play side. The inside receiver will be running a sail route which is similar to a speed cut out that is run at a depth of 8-10 yards for the break point and as the receiver comes out of the break he should be on a slight angle up the field towards the sideline expecting a high throw from the quarterback. The reason for this is the throw may need to have such a trajectory so that it rises over the defender who is in the area outside attempting to cover the sail route as well as our third route in the progression which is a swing route if from the backfield or a shoot route (3 yards) if by a slot receiver.

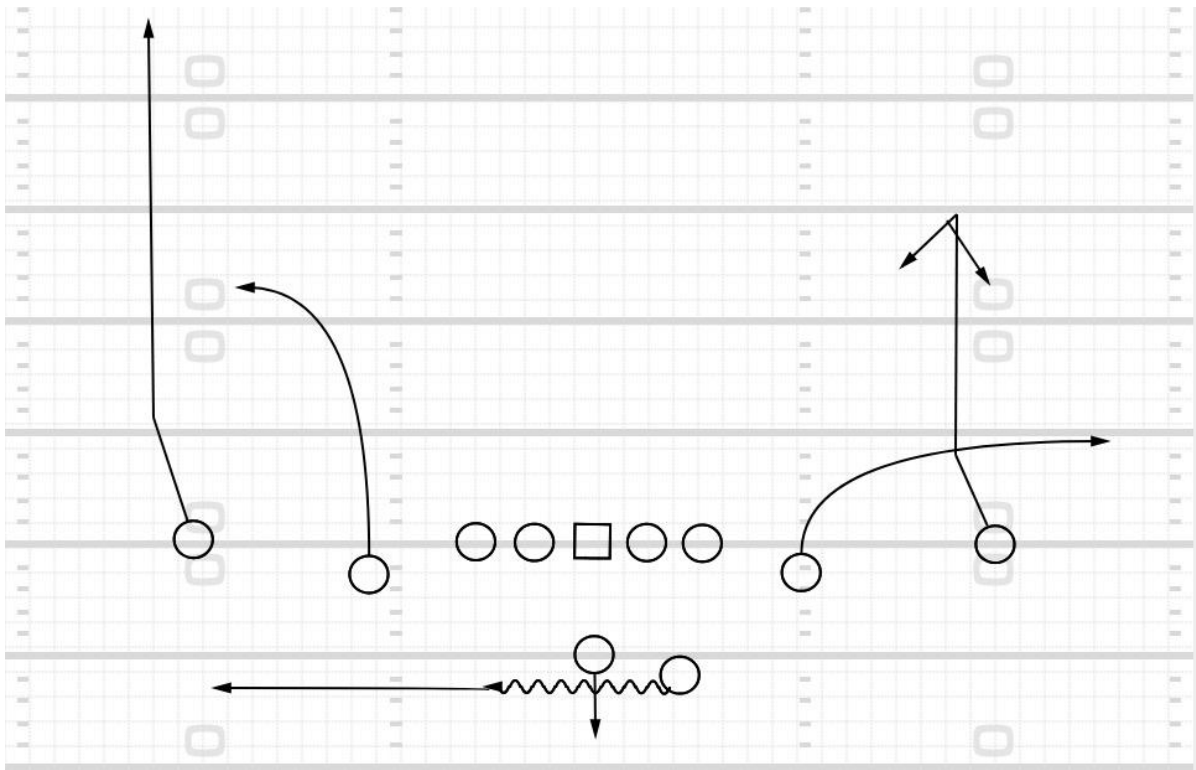
We can tag a number of things on the backside of this concept but most if we do not have anything tagged we will use the same curl/shoot combo that we did on the “Corner” concept that we previously have explained in this manual.

We will also tag our “Shake” (Snake) concept to the back side of Sail.

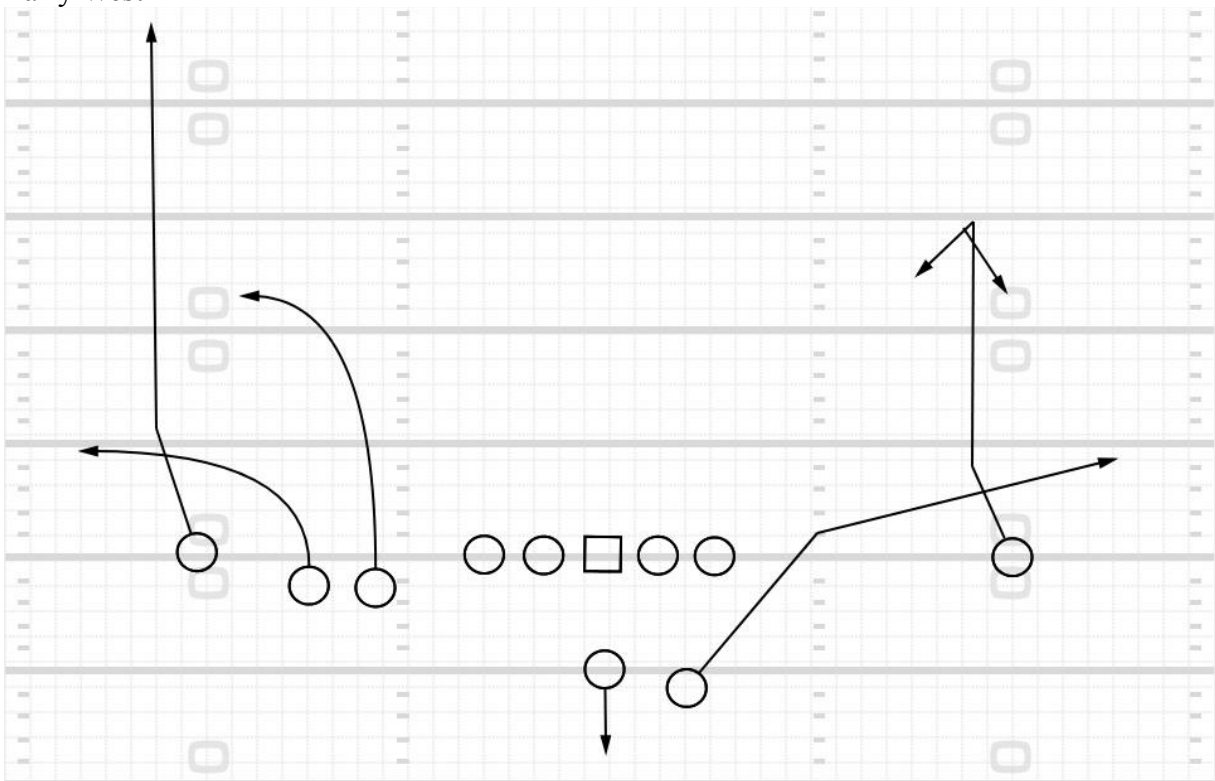
Here is how we will call the Sail Route in 2019

Concept	Code Words	Signal
SAIL	Lt- South, West Rt-North, East	Arm behind head



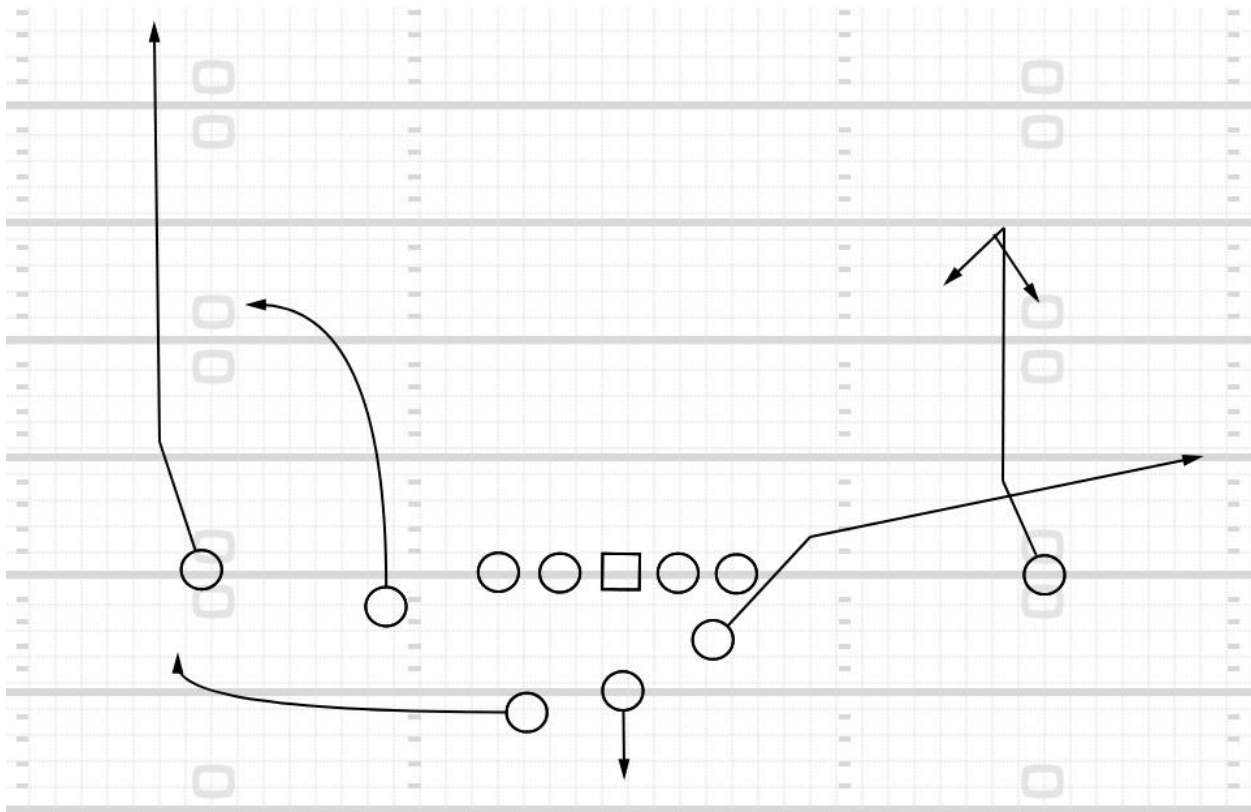


Early West



Trips Lt South





Deuce Lt West



Pre-snap you will identify the Area Outside Defender (A.O.). As you begin your three step drop in the gun you will peek at the vertical route to see if we have a potential touchdown matchup or if the corner squats and becomes the (A.O) defender in which case the ball will go to the outside receiver in the vertical hole at the bottom of the numbers. If that is not present you will get your eyes on the Area Outside defender as we stretch and high low him. (See Below)



In this example the area outside defender has sunk vertically with the sail route and the back is left wide open in the flat with nothing but green grass in-front of him. Get him the ball quickly so that he can square up and get maximum yardage after the reception.



We discussed earlier the trajectory that the sail route must be thrown at times to get the ball over the defender who is jumping the back in coverage. This screen shot below illustrates a situation where our read progress will take us to the sail route and the window to get the ball into the sail route.



Next you will see a few examples from the wide copy film where you will get some more depth perception of the levels and spacing of the Sail route in relation to the back swinging. The example below is Deuce Rt Early East



You can see in the following screen shot how putting the back into early motion particularly when we throw several screens to the back in this same type of motion will quickly influence the area outside defender to commit to the back leaving nothing but grass for the sail route to work in behind his zone.





Lets take a look at the same type of concept in another game vs Quarters coverage and watch how the motion of the back on the swing occupies two defenders leaving the Sail route to run free.



As mentioned in this coverage both the safety on the hash and the area outside defender commit to the back swinging leaving an easy pitch and catch on the perimeter on the sail route. Note the angle our receiver is taking as he breaks into the sail route attacking the open grass.



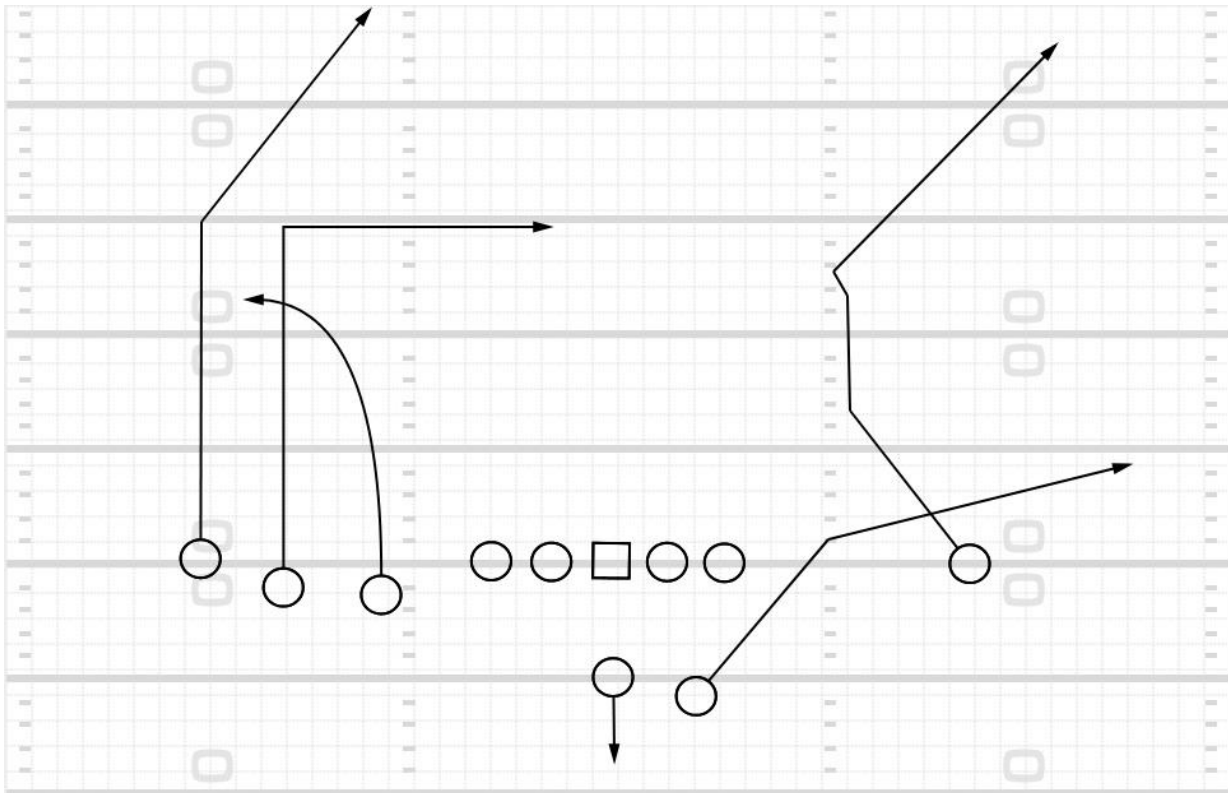
Below is an example of Trips Lt West Porky, and you can see by the pre-snap identification of the area outside defender he is going to have a difficult time due to leverage and depth of being able to effectively expand and cover the Sail Route. The corner outside is playing with soft leverage so we can tell pre-snap that he will not be a factor in the play.



As the quarterback gets into his three step drop this becomes an easy completion for big yardage.



If the frontside of the route read is cloudy or if we are seeing man to man coverage and like the match-up it is a good opportunity to throw the shake route backside (Snake Tag). The ball must come out of your hand off of your third step and keep the ball on an angle aiming towards the front pylon.



Trips Lt West Porky SNAKE



In the diagram above you will see the sail route coming from the left side (West) with a PIG (Porky) tag which puts the number 2 wr on a 12-14 yard locked dig route and the outside receiver on a Post (Pony) route breaking at 12-15 yards. On the backside we have the shake/flat route combination. The Porky(Pig) tag is good when we are facing 4 deep or quarters coverage if we notice hash receiver is jumping dig routes in his zone. We are essentially hi/lowing this has safety with the dig and reading his reaction. If the corner leverages the post there will be nothing but wide open grass for the sail route on the perimeter. As always if we feel a man to man situation and like our matchup on the backside we can work to the shake route as we hit our third step in our drop.





In the image above you can see how the “Porky” tag influences quarters coverage as two defenders quickly converge on the dig being run into the middle of the field. This leaves clear sailing to the endzone behind them by the outside receiver on the post route (See Screen Shot Below).





# Shallows and Follows



Coach Shawn Liotta  
nohuddlenomercy.com

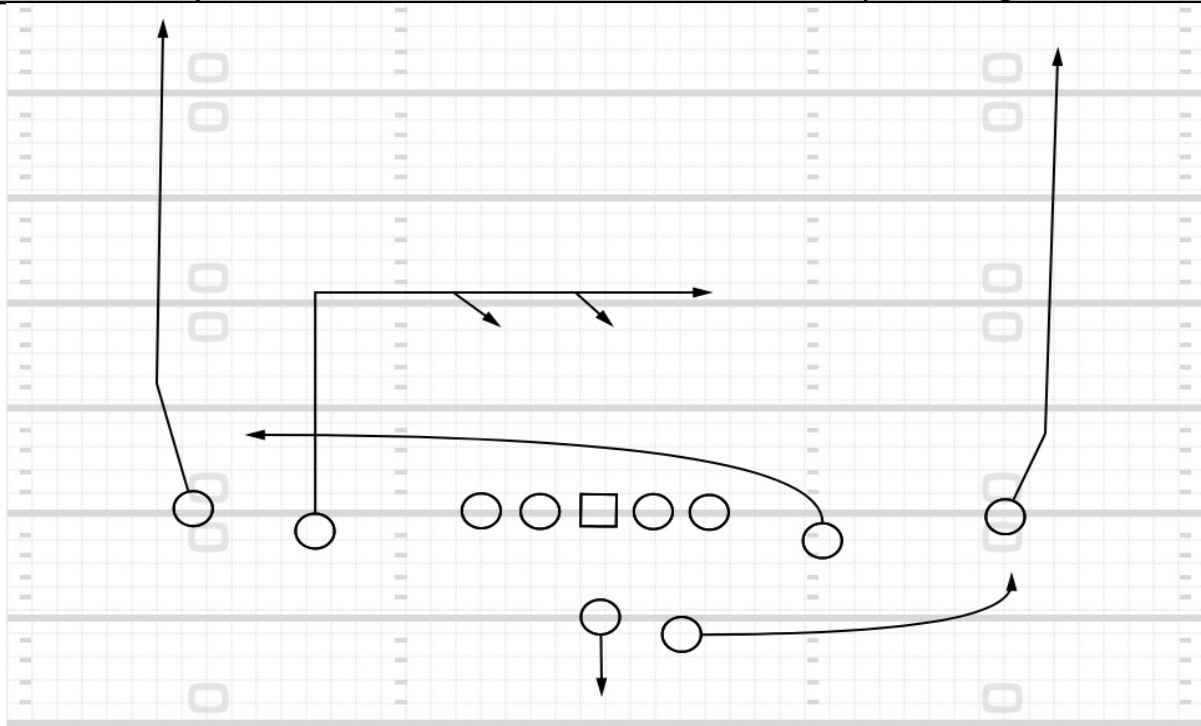
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## Shallows and Follows

Our shallow cross concept allows us to attack the defense with a horizontal and vertical stretch. The shallow cross in the no huddle no mercy offense is a very versatile play that allows us to have success against both man, zone, and blitz defensive coverage attempts.

As a quarterback we will be taking a three step drop in the shotgun and our initial read will be the Area Outside (A.O.) defender who is aligned to the side the shallow cross is running towards. We will talk further in this chapter about a few of the variations that we have to our shallow cross to provide us with answers to attack any defensive coverage that is deployed against our offensive attack. Here is how we will call the Shallow Cross in our System

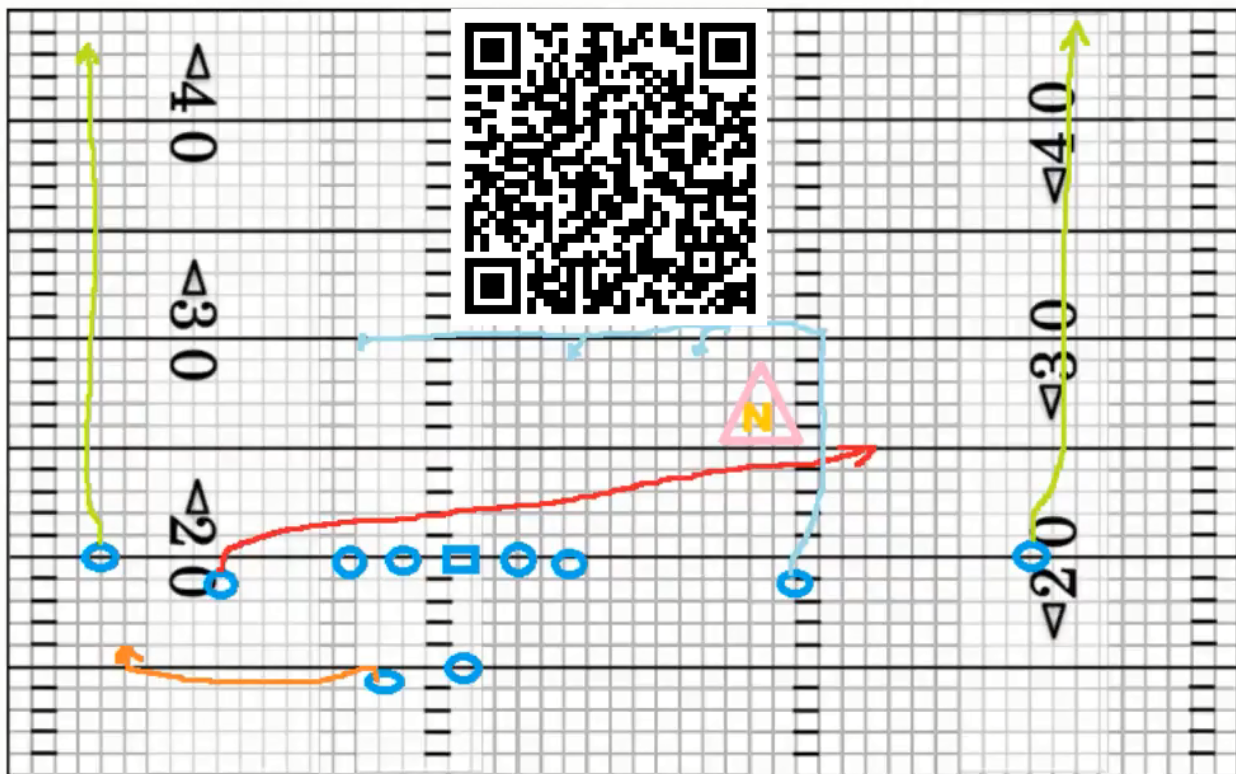
Concept	Code Words	Signal
Shallow Cross	Lt=91,93,95,97,99 Rt=90, 92, 94, 96, 98	Fist off Head then # with fingers



90

Shown on the previous page is an example of our “90” call out of a base formation. If we would have called 92, 94, 96, or 98 this would have resulted in the exact same playcall. Before we go into your reads as a quarterback in great detail lets first take a look at all of the routes in the concept in detail so that you will have a total understanding of the play.

The base rules for our shallow concept are as follows. Our outside receivers align on the top of the numbers and will be running (FOR) Forced Outside Release Vertical Routes that do not convert or sit down on the base 90’s Call. If it is an even 90’s call the shallow will come from the closest receiver to the ball on the right side.



Basics of the Shallow Cross Package

The running back will also align on the right side of the formation based on the 90’s number being an even or odd number. The running back will run a swing route stretching wide to the numbers. This will be an automatic “Florida” call for the back as we want him on a free release to stretch the defensive undercoverage. A key coaching point for the back is after he gets three hard steps in the ground towards the sideline if there is no defender in the area outside within 10 yards of him he will make a “BALL, BALL, BALL” call loudly to the quarterback. This tells us as a quarterback that we have a hot or uncovered situation and we should

come off of our read progression and get the ball to the back right now so that he can make something happen in space on the perimeter of the defense.

As we earlier explained the shallow cross will be coming from the “call side” of the play and his route is to run “shallow” through the feet of the defensive linemen and building his depth to 3-5 yards as he crosses the field. He should stay on the move and will not look for the football until he crosses the center. The shallow cross wants to maintain his depth through the feet of the defensive linemen to ensure that the linebackers can not collision him on the route and slow him down. We need speed across the formation from the route and we can not afford to have this route held up. Now if the linebacker steps up to try and collision at a two yard depth he will be pulling himself out of his “Area Inside” coverage responsibility and will open up a “Shooting Gallery” for the quarterback on the dig route in the zones behind him for big chunks of yardage.

The dig route in the base shallow concept will come opposite the call side and the coaching points for the receivers are as follows. First we want an 8-10 yard split as a general rule from the tackle. We are going to be reading the “Area Outside” defender who will be aligned over this receiver and we want to place as much of a stretch on him as possible and try to force a potential spot drop zone defender to have to revert to some man principles in his coverage technique making our read as a quarterback much cleaner.

The receiver running the dig route will take a mandatory outside release on the (A.O.) defender. This is critical as we want to have this defender have to turn and run with you placing his back to the shallow cross coming into his zone. If as you stretch vertical attacking a zone spot drop defender he begins to expand wide outside of you, then and only then will you keep your route inside of him. We want speed on the route vertical to a depth of 10 yards and then we will snap the route off inside on a 90 degree angle flat towards the qb. Against zone coverage we will sit either in the 1st or 2nd window in the Area Inside Coverage zones. If we feel man coverage we will utilize an escape move at 10 yards and work flat inside and stay on the move running away from the defender in coverage.

As a quarterback you will be identifying the Area Outside Defender who is aligned away from the call side. So for example a 91 call the shallow is coming from your left so you will ID the (A.O.) player on the right.

As you see in the above diagram of a “91” call the shallow will be the first read coming from the left. The dig will be the second read coming from the right



and the back swinging to the left side will be the third read unless you get a “Ball” call from the back. You will take a 3-step drop in the gun reading the Area Outside Defender away from the call side.

The screenshot below illustrates the read progression on a “90” call and identification of the area outside defender.



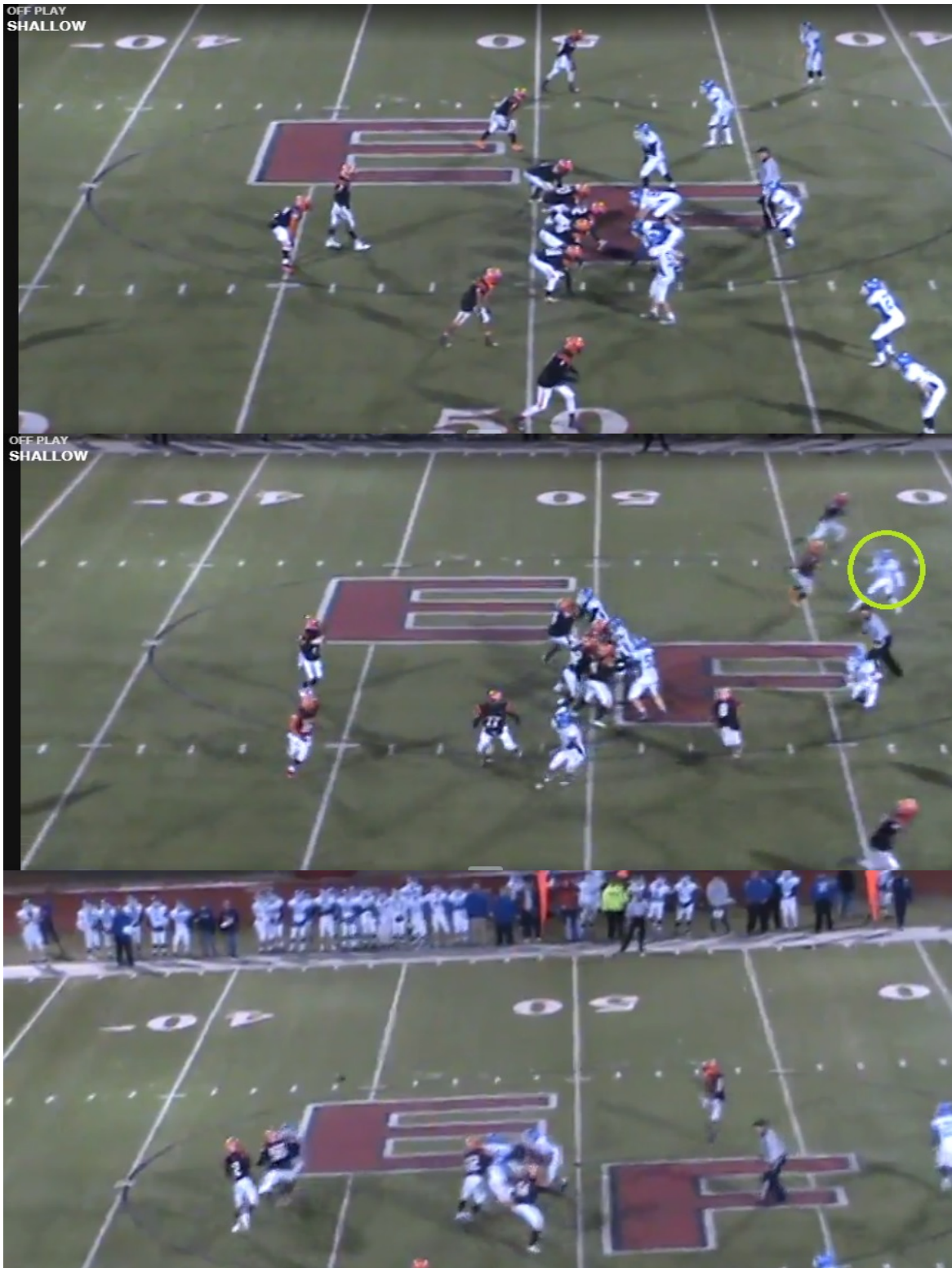
As the quarterback gets into his drop he is immediately eyeing the Area Outside Defender key. If that defender turns and runs and green grass opens up the qb will get the ball quickly to the shallow cross in space giving him an opportunity to run after the catch with the ball. Do not throw the ball behind him or throttle him down we need a nice catchable ball here so he can continue on his path. We want to throw this route every single time unless the defense takes this away.

The design of the play forces a stretch in the underneath coverage zone (Area Outside) allowing space for the shallow route to come open as illustrated below. This will be a high percentage easy completion. As a quarterback you will pile up yardage on this concept by reading it properly and completing a 5 yard pass that turns into 75 yards and the band will be playing early and often.

One thing that we want to be aware of as a quarterback as we make our read progress is the event that the corner is in a hard alignment as a potential area outside defender or may be in a “trap” coverage to try and give you a false read with the defender over the slot expanding while the corner is sitting in the flat waiting on the shallow cross. Through our proper ID of defensive coverages we will be alert for this possibility and read accordingly. Remember if your read is cloudy on the shallow immediately advance to the Dig route which is the next phase in your progression.







In the above progression of coverage able you can see that this becomes an easy read for the quarterback to go to the shallow as the dig route has lifted the area outside defender from that zone and there is nothing but space for the shallow to attack. Notice how the quarterbacks eyes are only on his key in the initial phase of

his dropback. Also of note look at the perfect depth of the shallow cross running through the feet of the defensive line.



The screenshot above illustrates the shallow being covered by the area outside defender which has then in turn opened the second read on the play the 10 yard Dig route to be wide open in the second window behind the Area Inside (AI) defenders as the qb readies to deliver the ball for a huge gain moving the chains. It is important for ball placement on the dig settling into a window to be placed on the body of the receiver. We can not afford a high pass in this situation over the middle. It is better to have the pass be lower and bring the receiver to the ground with a 10+ yard gain then to have a high pass sail over the middle and get tipped into the hands of a defender!

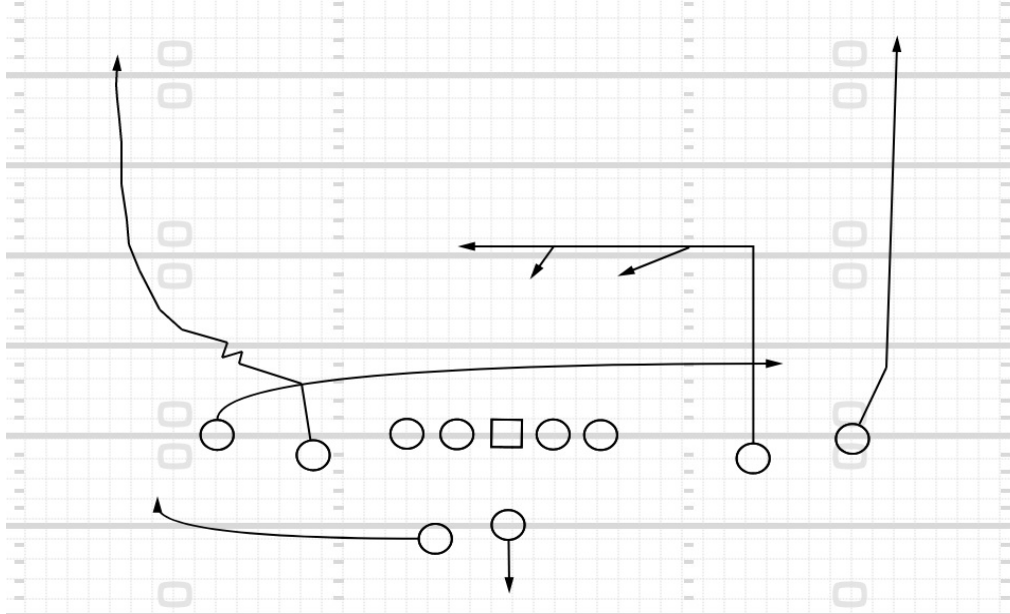




It is critical that the dig route runs his 10 yard dig to the proper depth and takes the forced outside release on the A.O. defender. In the screen shot above you can see our dig route on the left side work inside of the area outside defender and cut his route depth short of 10 yards. The quarterback initial read tells him there is grass for the shallow route and he is correct but he is given a false read because of the fact that the dig route did not properly lift the area outside defender and he was able to get his eyes on his zone area rather than having to defend the vertical stem in his zone from the dig route. This allows the defender to keep his eyes right and identify the shallow cross and come up and make a play for a minimal gain (See Below).

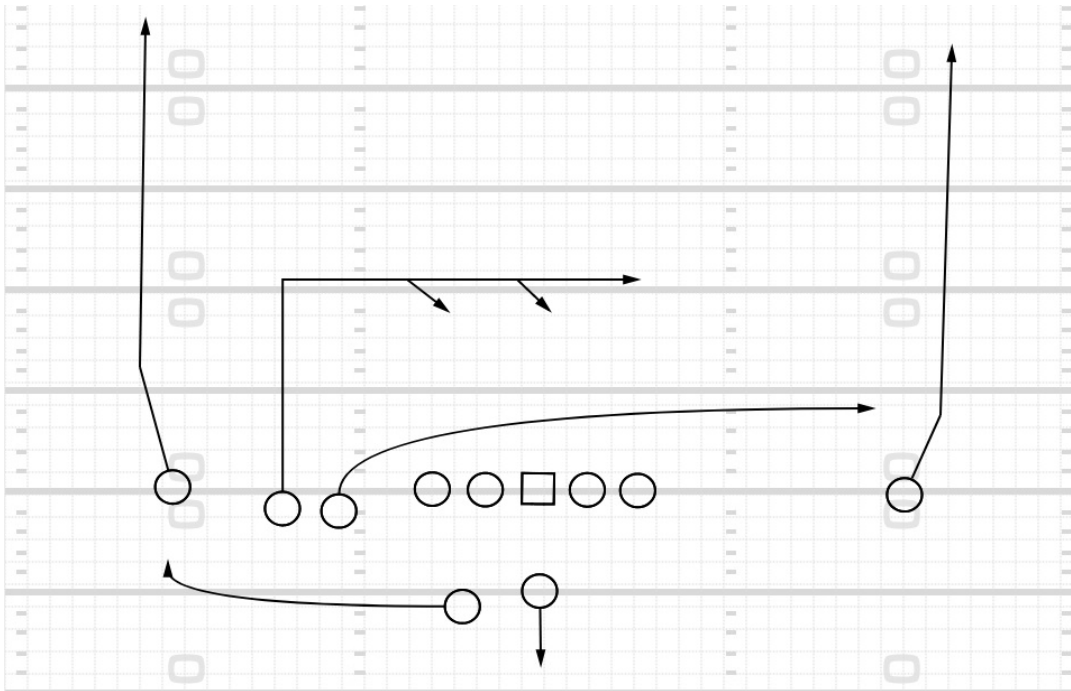


We also have many other variations of our shallow cross that we can use for window dressing but keeping the same basic reads for our quarterback. If we were to make a switch call such as 91 switch (See Diagram Below). That will tell the outside receiver to the left to tighten his split and he is now the shallow cross receiver. The inside receiver will run a switch release at the upfield shoulder of the corner creating a natural rub in man to man coverage and will continue up the bottom of the numbers on the vertical route. On this switch call the inside receiver will go first and the outside receiver will rub underneath this route on the shallow. It is important the the outside receiver tightens his split so that he can get across on the route. All of the other routes in the progression remain the same.

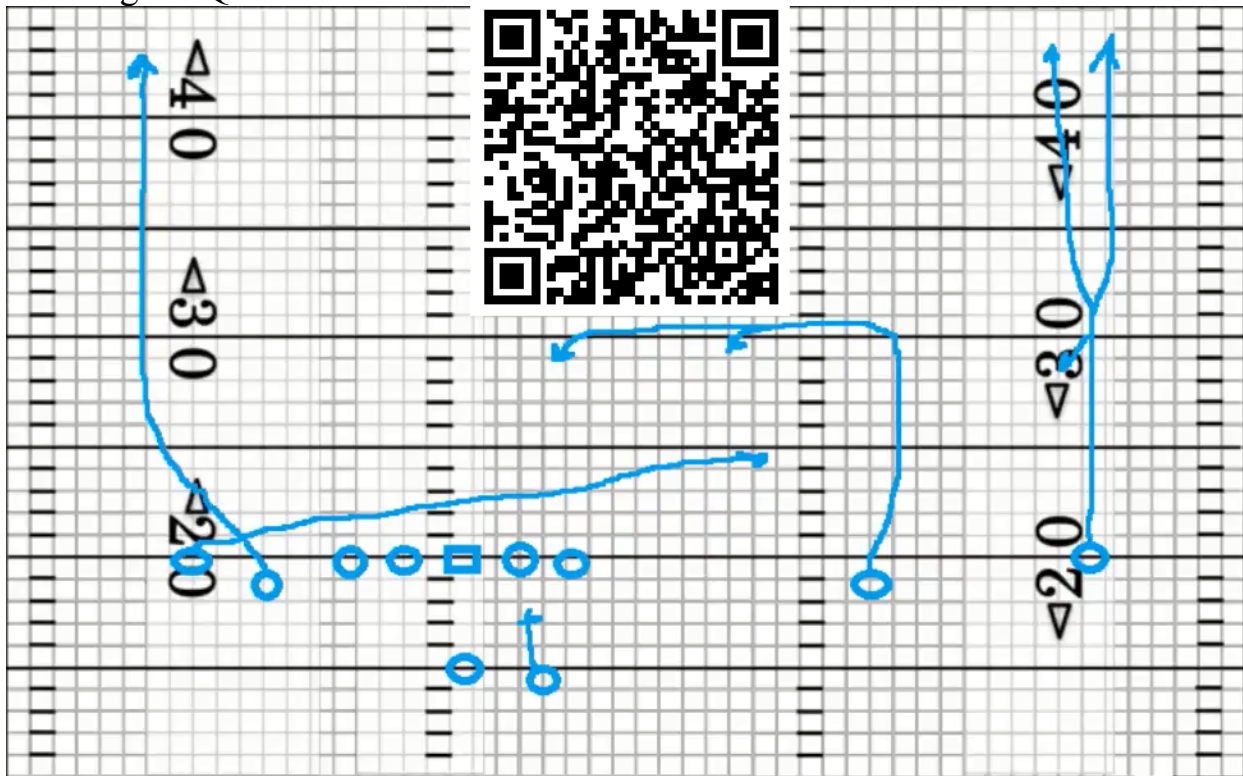


91 SWITCH

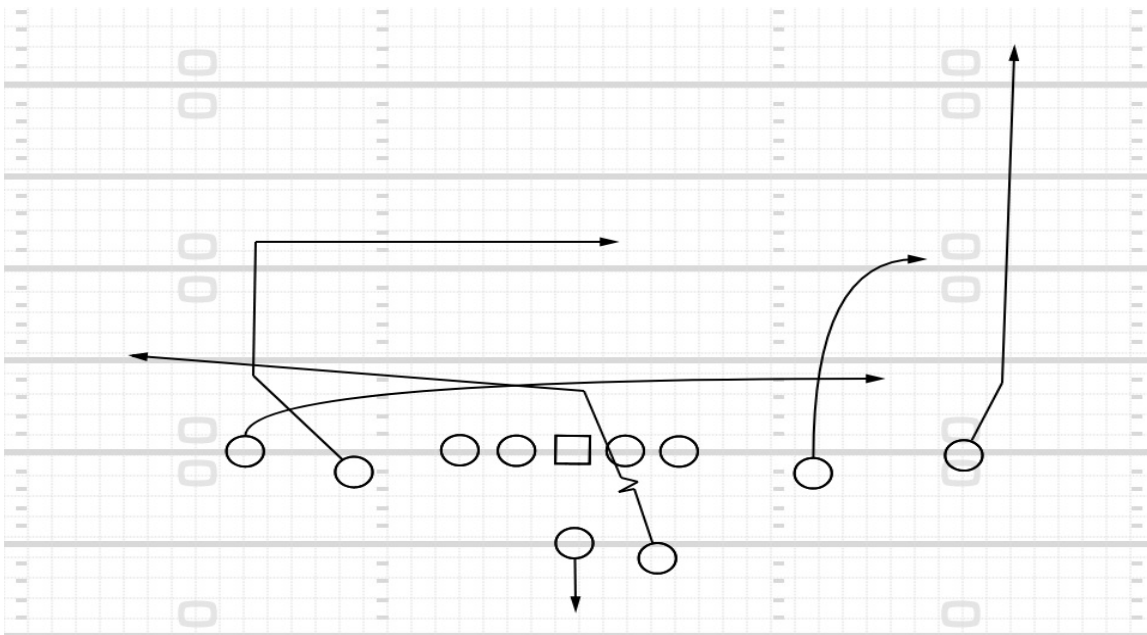
We will also run our shallow concept from a Trips Alignment with both the dig and the shallow coming from the same side of the formation. The reads will remain the same for the quarterback.



Some additional variations of the shallow cross that we will detail in much more depth as we progress in our installation are the Miami Concept with a Sail route on the frontside with a Shallow/Dig on the backside with our running back on a leak route, as well as adding the shallow to our choice package which you can see by scanning the QR code below.



## Miami Concept- Shallow Variation



Our “Miami concept” shown above is one that gives us the opportunity to attack both man and zone coverages and the ability to protect with six men or get five men out into the route. One important note on this play is the alignment of our receivers in our base (2x2) base formation. Our outside receiver to the call side (right) will align on the top of the numbers if the ball is placed in the middle of the

field and will execute a FOR route which is our term for a forced outside release vertical route up the bottom of the numbers. Our inside receiver to the play-side will align on the hash and will run a 10-12 yard sail route. He will keep the route high if he feels the strong safety invert underneath his route. On the backside our outside and inside receiver will align in a bunch alignment with our outside receiver aligned no more than 8 yards from the tackle, and our inside receiver aligned 2 yards to his inside.

The spacing of these two receivers is critical on this concept when the ball is in the middle of the field. Our outside receiver on the backside will run our shallow cross concept by immediately running through the feet of the defensive linemen and building his route to 3-5 yards as he crosses the center. There are a few key coaching points on the shallow cross to ensure the success of the route. First emphasis is on speed across the formation; we want our players to run the shallow through the feet of the defensive lineman so that we do not allow the interior backers to re-route or slow our progress across the field. We teach our receivers to continue through the formation and not to look for the football until they clear the tackle box and begin to build the route to 3-5 yard depth as they cross the formation. We do not sit our shallow crosser down in a void against zone coverage we ask him to stay on the move to make the read cleaner for our quarterback. In this situation if we get the ball to our shallow crosser we feel confident that we will be able to get a solid gain and get out of bounds to stop the clock.

Our backside inside receiver will take an outside switch release to run his ten yard dig route. The reason we run this switch release is to attempt to get a natural rub if we are facing man coverage. The dig receiver will climb to ten yards and stick and work his route flat across the formation at ten yards. If he feels man coverage he will stay on the move, and if he reads zone he will sit in either the first or second window to the quarterback.

The progression for our quarterback is as follows. He will be taking our 5-step drop in the gun which is one big and two little. He will pre-snap ID the flat defender to the playside. If the Corner is rolled and is a potential flat defender he will peek to the vertical route outside as his primary look. If the corner squats on our outside wr will release into the void expecting the football at 14-16 yards outside the numbers. If the corner is a soft corner we then identify who the possible flat defender can be. In this situation we would expect it to be the strong safety inverting to the flat with the apex safety staying high over the top or the sam linebacker working to the curl to the flat. If our qb recognizes zone coverage he

will read the flat defender for the high/ low read on the sail route to the shallow cross .

If the area outside defender gets underneath the sail route he will throw the shallow, and if he jumps the shallow he will look to throw to the sail at 10-12 yards. We want to be careful that the defense is not playing a trap coverage in the play-side flat to take away the shallow cross. If the play-side flat read is cloudy he will progress to the backside progression immediately where he has the dig sitting in the first or second window to the back potentially leaking out backside. If the sam linebacker jumps the shallow cross we expect that we will have window for our dig coming from the backside sitting in the void at 10 yards.

If the quarterback recognizes man coverage principles his reads will be shallow to dig to the back leaking out backside. In this situation we feel that this concept gives us the ability to have an answer for man or zone coverage, max protect if needed against a six man pressure unit, and to be able to catch the ball on the move and potentially get out of bounds to save valuable clock and timeouts.



## Stealing Yards with our “Shallow Screen” packages

We will also utilize our shallow cross as a screen concept by tagging a descriptive word such as bingo to the play call. This turns the play into a shallow screen with all receivers blocking the most dangerous man in their area with the shallow cross receiver catching the ball at 3 yards or under with the defenders in that area being blocked as a “Shallow Screen” concept. This is a great way to get the ball into the hands of our playmakers in a predetermined manner and attack available space.

We will utilize this into the boundary and the field but particularly into the boundary against 4-across coverage category teams that put their “Nickle” defender to the field, leaving the area outside zone to the backside vulnerable. We have had great success over the years with this very simple concept.

It is important to understand as the qb that there is no read on this concept. The ball must get to the shallow cross quickly with an emphasis on you getting “big” in the pocket and getting the ball to the shallow after he crosses the center.



We will also use our shallow in conjunction with our slip screen series that we will detail in the screen section of this book.

# Vertical Concepts



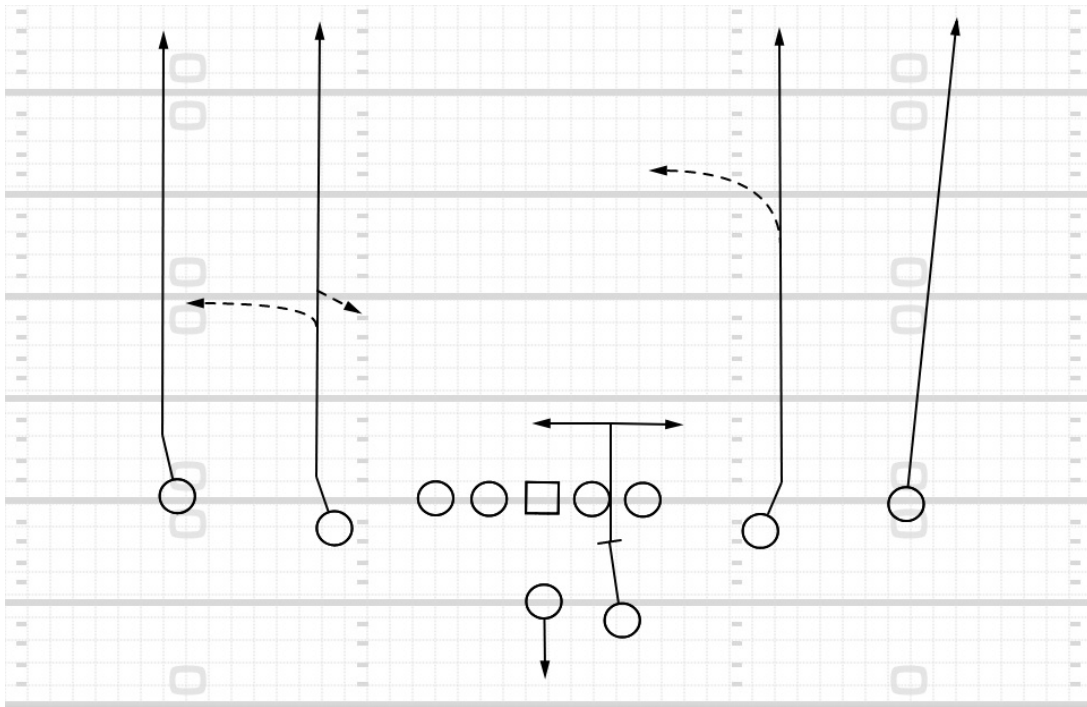


## Verticals

Our vertical passing attack will allow us to effectively stretch and attack defensive coverage attempts with up to four potential immediate vertical stretches. This concept will allow us to attack a multitude of defensive coverage attempts and will truly force the defense to have to defend the entire football field. It is important as we work through this chapter that you have a complete understanding of the routes, multiple adjusting routes, and how we will attack unsound defensive coverage attempts to have the touchdown cannon at Buccaneer stadium firing consistently. Here is how we will call our vertical route in 2019

Concept	Code Words	Signal
Verticals	Bulls, Magic, Celtics, Piston Wizard, Clipper, Warrior, Blaze	Thumbs Up

Concept	Code Words	Signal
Vertical with comeback tag	Kobe, Jordan	Dribbling Basketball



### Landmarks

It is important to understand our landmarks on this route and how we want to stretch the field. When running a pure 4-vertical attack at the defense we want to force stretch points to the under-coverage and over the top coverage by attacking very specific areas. Our outside receivers will be attacking the area outside the

bottom of the numbers and our inside receivers will be attacking 2 yards outside the high school hash mark as their general landmarks.

### Protection

We want to protect our 4 vertical concept with our Rodger and Louie protection in a six man unit to allow us to potentially push the football down the field. If our running back does not have a linebacker to pick up in his protection responsibility he will run what we call a “box” check down route. He will run through the line of scrimmage to a depth of 3 yards and vs. zone will find a window to the quarterback. If the running back feels man coverage he will “get covered to get open” allowing the linebacker to invert to him and then burst away from him in the opposite direction staying on the move.

### QB Drop and Read Progression

Our quarterback will be taking a three step drop in the shotgun. The first thing our quarterback will do is to make sure that he does not have any pre-snap audible opportunities that we have built into the play. We want to make the defense defend us “Perfectly” and lineup appropriately to all of our potential vertical receivers (See Below for a perfectly aligned defense)



We will discuss later in this chapter potential pre-snap checks against un-sound defensive alignments that either uncover receivers or provide too much of a loose cushion. If we decide to proceed with the play as called your read as a quarterback will be as follows.

His progression will be from **left to right**.

- a.i.1. Peek at the outside Wr to his left
- a.i.2. Slot Receiver to the Left
- a.i.3. Slot Receiver to his Right
- a.i.4. Outside receiver to his Right

a.i.5. RB Box Route (If QB feels pressure from a defensive lineman breaking free he may accelerate his read to the back)

Now lets take a look at each individual component of the base play. We will start with the outside receiver to the left who is running vertical up the bottom of the numbers. We want the best release possible and to BMMD (Beat My Man Deep). If this is not a clear touchdown shot due to mismatch or coverage we will work to the second progression in the read which is the left slot.

The slot receiver will stretch the under coverage to a decision point of 8-10 yards. If there is no safety aligned on the hash mark over the slot and he has effectively stretched the under coverage he will continue vertical 2-yards outside the hash expecting the ball.



If as the slot receiver works up the hash he can not win deep or there is a safety over the top he will execute one of two option routes at 8-10 yards depth.





The example above illustrates two safeties high on the hash marks. If this remains the same post-snap the quarterbacks second read will either be a pressured out or a sit route by the left slot.

If as he climbs vertical the area outside defender over him spot drops across his face and into the area outside of him. It is zone and the wr will sit the route down on his stem and find an immediate window to the quarterback. Below is an example of the slot receiver sitting in a hole on the hash.



You can see in the above example from the quarterbacks viewpoint that Area Outside defender spot drop across the slots face. The slot will simply find a window inside to the quarterback because he can not continue to work deep up the has vertically because there is a safety there.



If as the slot climbs vertical he feels a defender pressure him and get hands on him attempting to wall him off from the inside out he will run a pressured out by leaning into the defender and breaking outside sharply at depth of 8-10 yards.



Here is an example of the slot receiver running the pressured out vs a defender who is walling him off or carrying him up the field as he stretches him in almost a man to man technique. The receiver will lean into the defender and separate by breaking sharply outside towards the sideline.



It is critical that the slot receiver not get jammed inside or slowed down in his release. This receiver must threaten the hash immediately. If this does not occur as



a quarterback work to the backside or your read progression. (See Below for an example of the left slot receiver getting jammed inside and the quarterback having to get off of him as a read quickly.)



Now we will take a look at the route of the right slot receiver. He will also stretch the area 2 yards outside of the hash defeating the defender over him with the best release possible while getting on his landmark. If as he gets to a point of 12 yards there is no safety on the hash he will continue vertically outside the hash expecting the football.

Now you can see as a quarterback how this progression of your eyes will influence a single high safety defense. As you work left to right with your eyes as you eye the left slot receiver that single high safety may attempt to work over the top to cover the man deep going up the hash-That will then allow you to get your eyes to the backside hash as our right slot streaks up the hash for a touchdown. You will have completely influenced him with your eyes.

If as the right slot works up the hash mark there is a safety high over the top of him he will work a bender route with a speed cut in at a depth of 12-14 yards. See Example Below.



You can see in the above example the right slot receiver can not win vertically up the hash due to the alignment of the safety over the top of him. The receiver bends his route inside to the void in the middle of the field at a depth of 12-14 yards. Notice how the quarterback releases the ball before the receiver gets to that point. Remember you know he will be open in that void. If you wait to throw it he will be covered you will give the defenders an opportunity to break on the ball and make the play. If your read takes you to the backside slot on the bender the ball must be thrown on time and decisively (See example below).

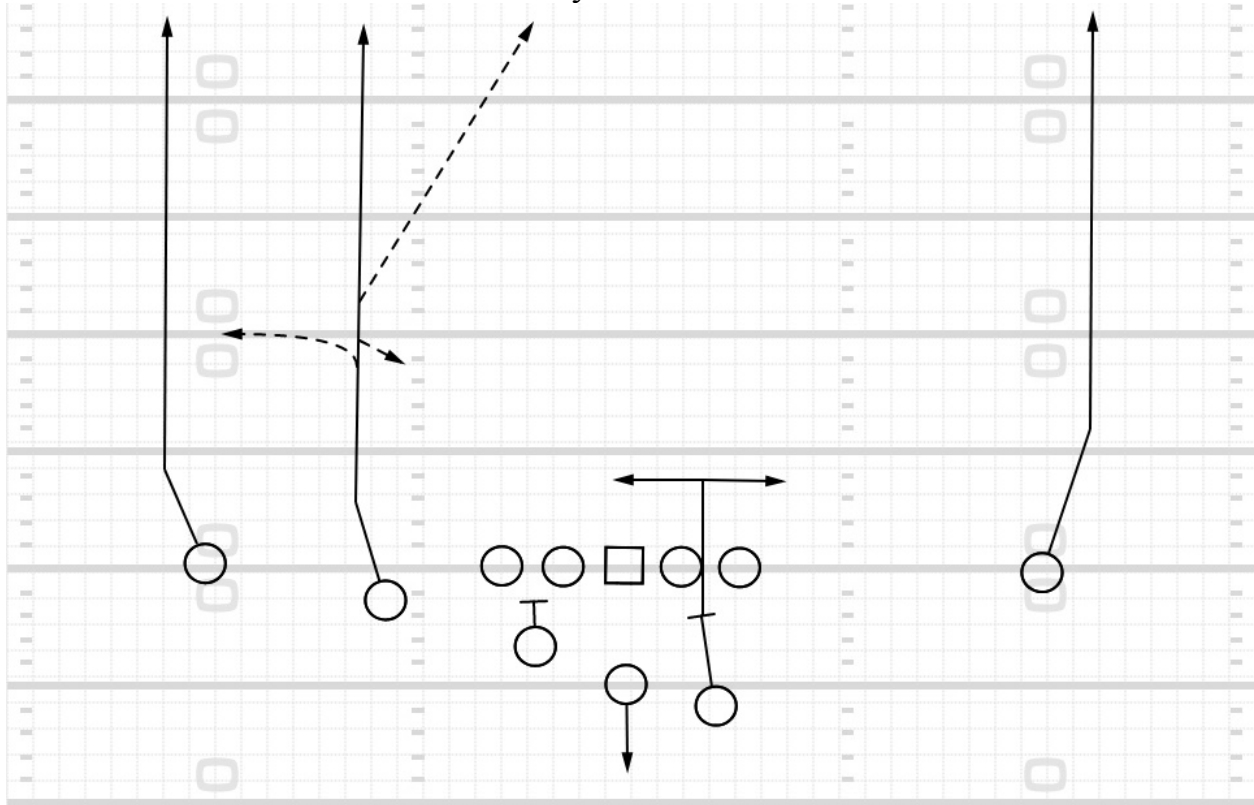


It is important that this route climb to the outside of any underneath coverage defender aligned over him that may be in man coverage or using a walling off technique. When we get in behind a defender it is tough for him to feel where we are and gives the receiver the opportunity to break open into the void in the middle of the field behind the spot dropping linebackers and the safeties defending the hash.

Our backside receiver has the same responsibility as the frontside outside receiver to stretch the defense vertically outside the numbers and to B.M.M.D (Beat My Man Deep).

### 3-Man Vertical Concept

When we run the vertical concept from a two back formation with only 3 receivers the rules will remain the same with the exception of since we do not have a receiver stretching up the backside hash we will give the slot the option to break into the middle of the field if the safety crosses his face to the outside.

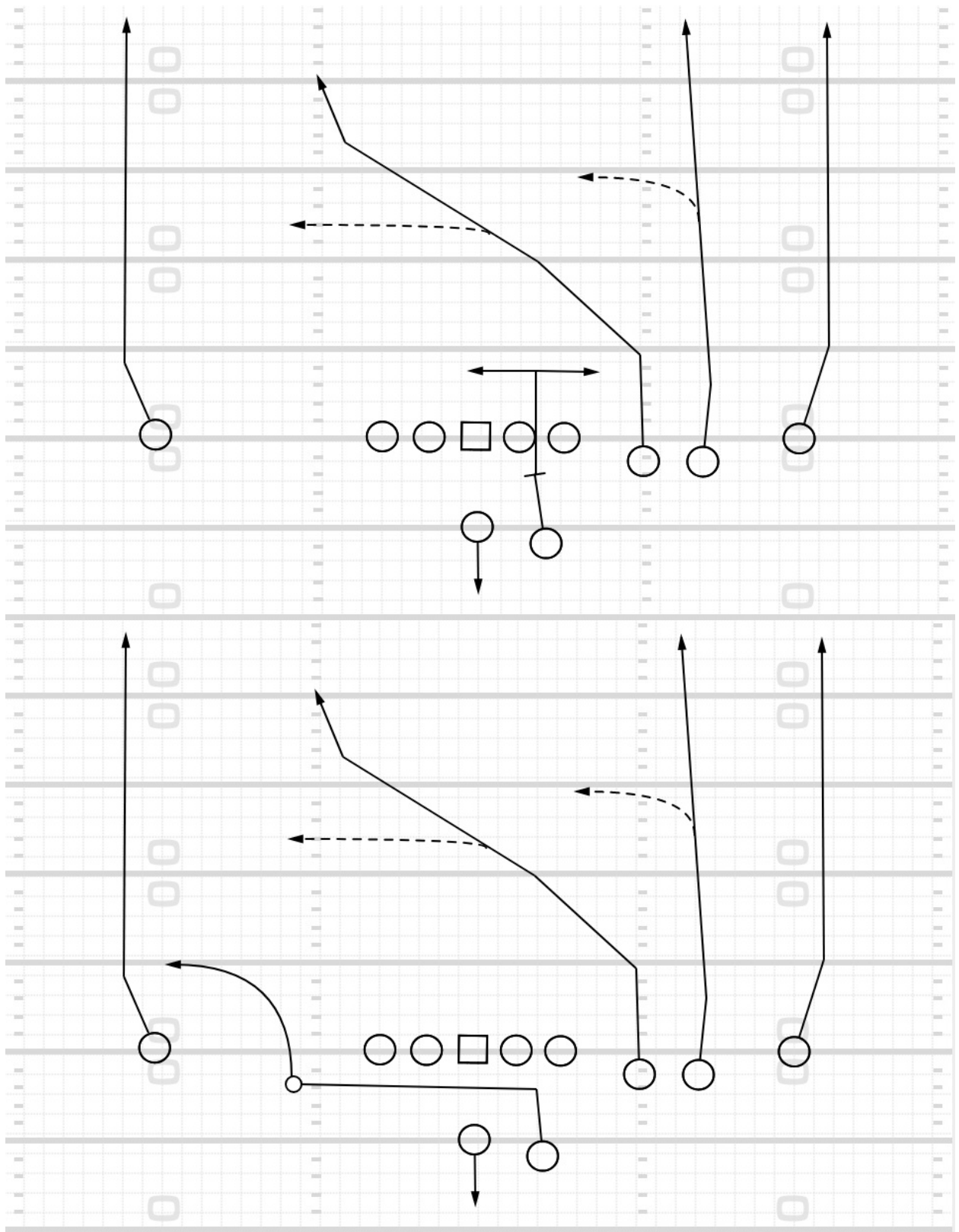


Deuce Left Bulls

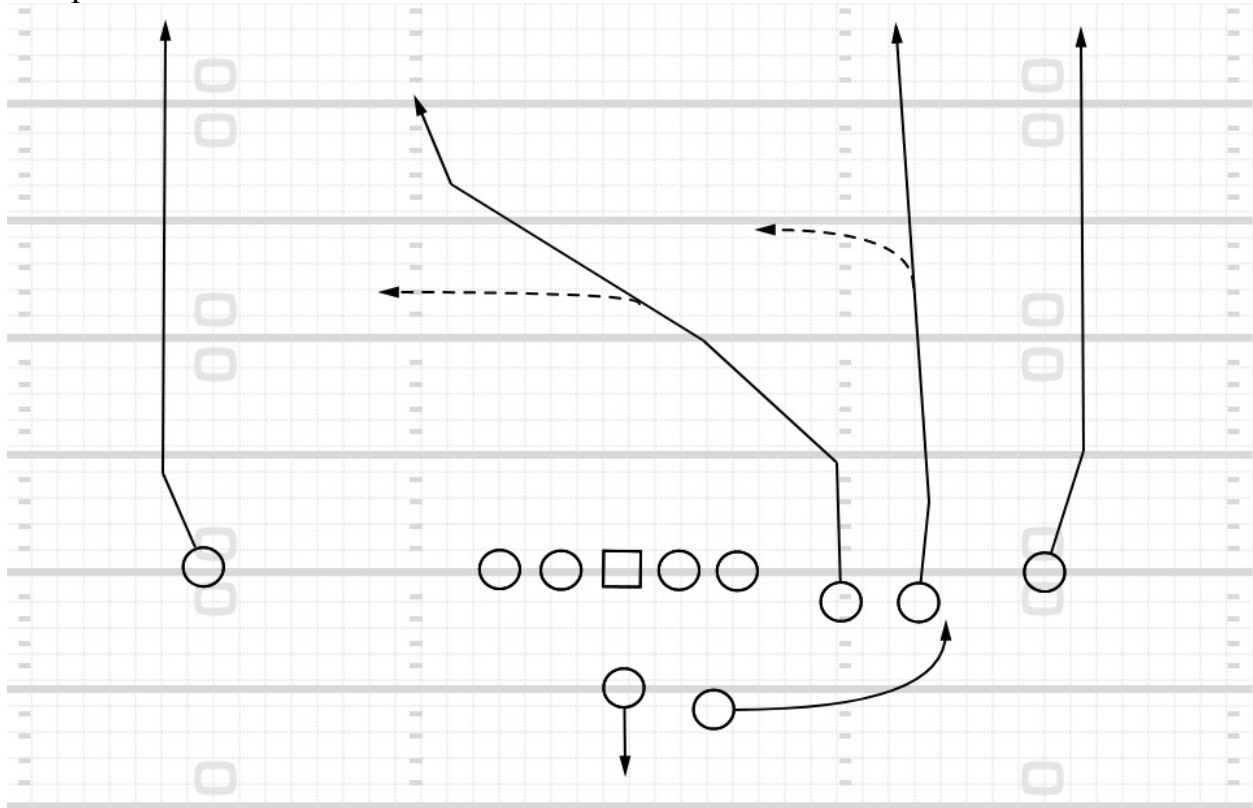
Variations

When running verticals from trips the same rules will apply with the inside slot being responsible for working over the top to occupy the opposite hash.

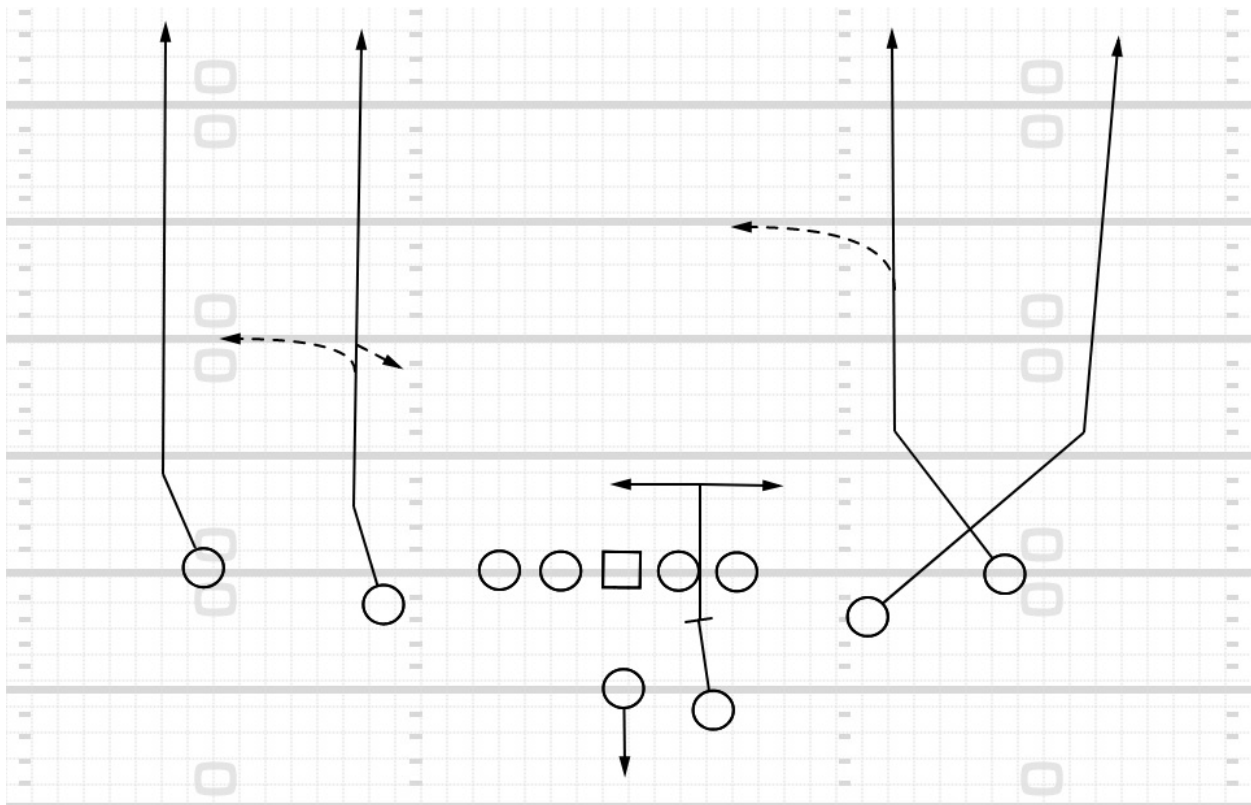




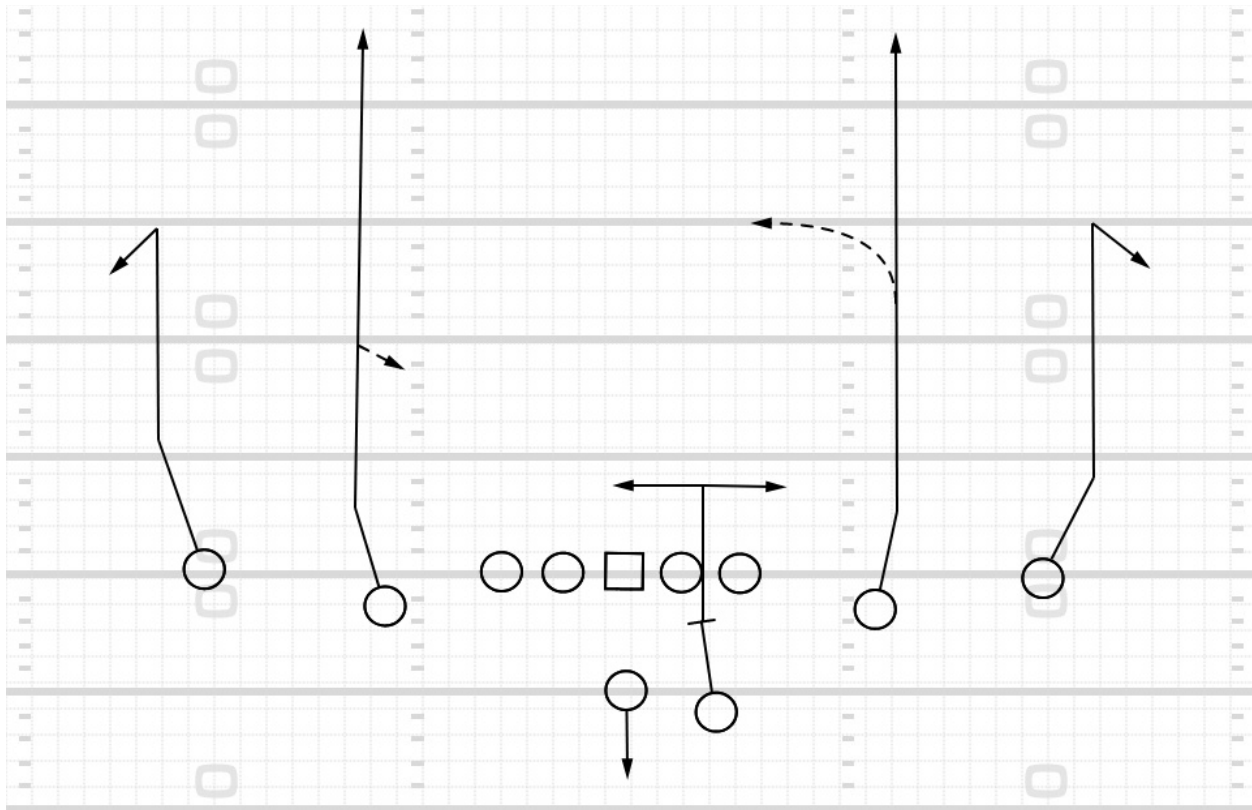
We will also add a “Rim” tag for the running back which will put him on a Rim route further stretching the hash to the trips side putting the area outside defender in a potential immediate bind.



We will also use the term “sonic” which will have the outside and inside wr exchange their route responsibility on a “Switch” route. The reads for you as a quarterback will remain unchanged. Note that we will only be switching the backside routes (our Right side).



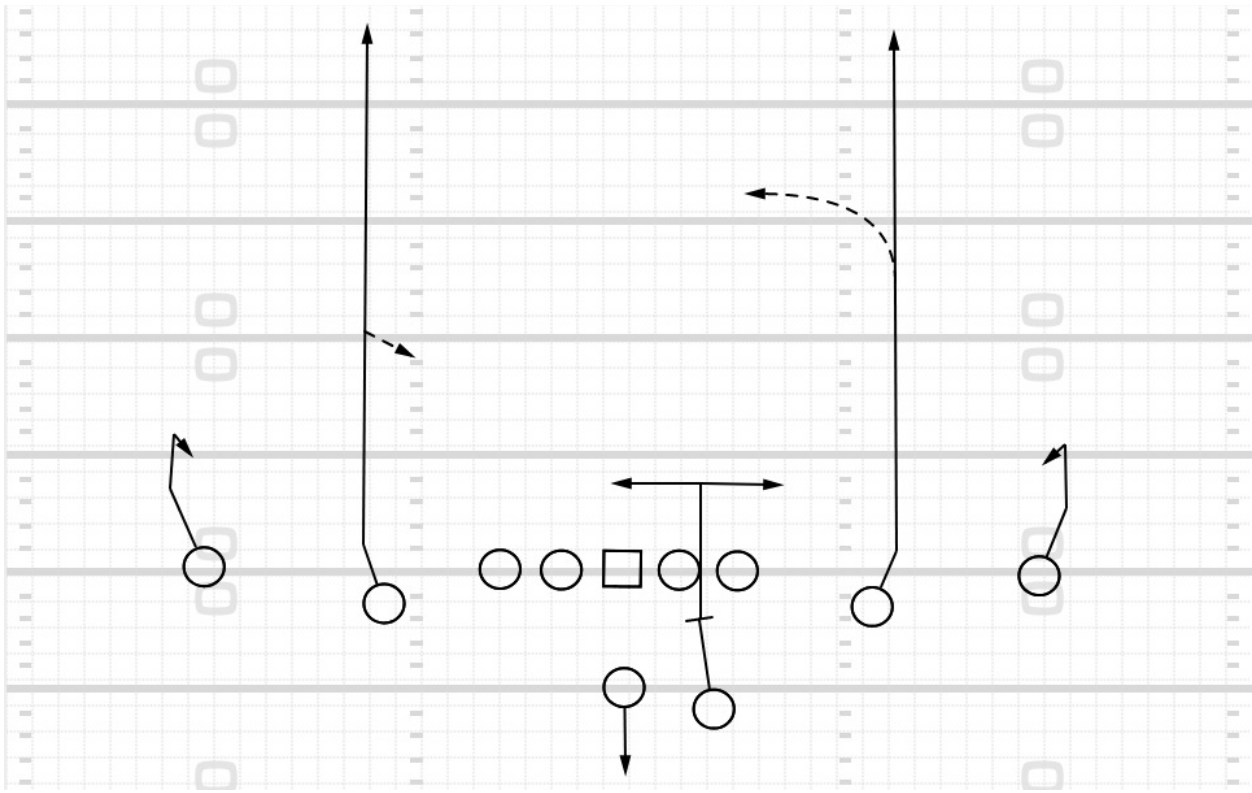
Now we will examine potential pre-snap tags that we will add to a vertical concepts to take advantage of defensive alignments or unsound coverage attempts. The first situation we will look at is when we want to add a 14 yard comeback (Kobe/Jordan) to both outside receivers. When this is done it is important to note that as a quarterback our initial first read in the progression may change. For example if we are on the right hash and call “Magic Jordan” our first read will be the outside receiver closest to us or the Right outside receiver. We would then progress to the left slot, right slot. We do not throw comeback routes all the way across the far hash so the outside left receiver would be “dead” to us in this scenario. We like to run the comeback vs. Man Coverage, vs. Corners that bail out hard, and Quarters coverage teams. Just remember if the ball is on a hash. It is the closest outside receiver who is the initial read. Another important note for the left slot receiver is on any tagged route such as the comeback by and outside receiver the left slot no longer has the option to break out at 8-10 yards.



Above you see an example of Bulls Kobe out of our base formation. Both outside receivers are executing 14 yard comeback routes. When the comeback tag is added to the play that takes away any potential outside break choice for our inside slot receiver. As you can see in the diagram above because of the Kobe tag the left slot can ONLY run vertical 2 yards outside the hash or sit in the hole at 8-10 yards.

### **Loose outside coverage- Potential Checks**

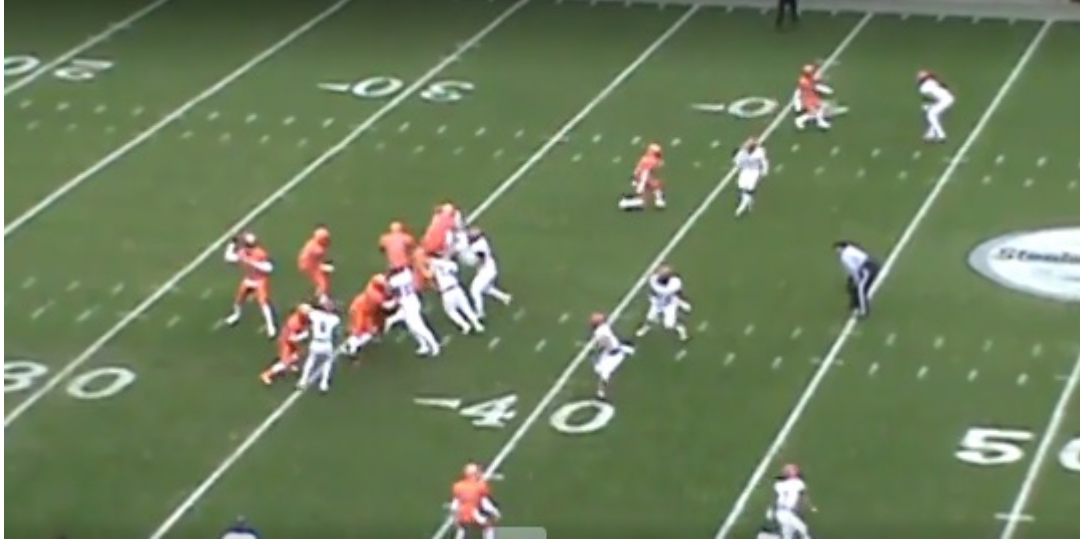
Lets take a look at a few defensive alignments where we would want to potentially call a pre-snap check to take advantage of how the defense is lining up. Remember we want to force the defense to “play us perfect” and respect and align on all of our eligible receivers. If they do not it is imperative that we have a plan in place to quickly attack those holes in the defense.



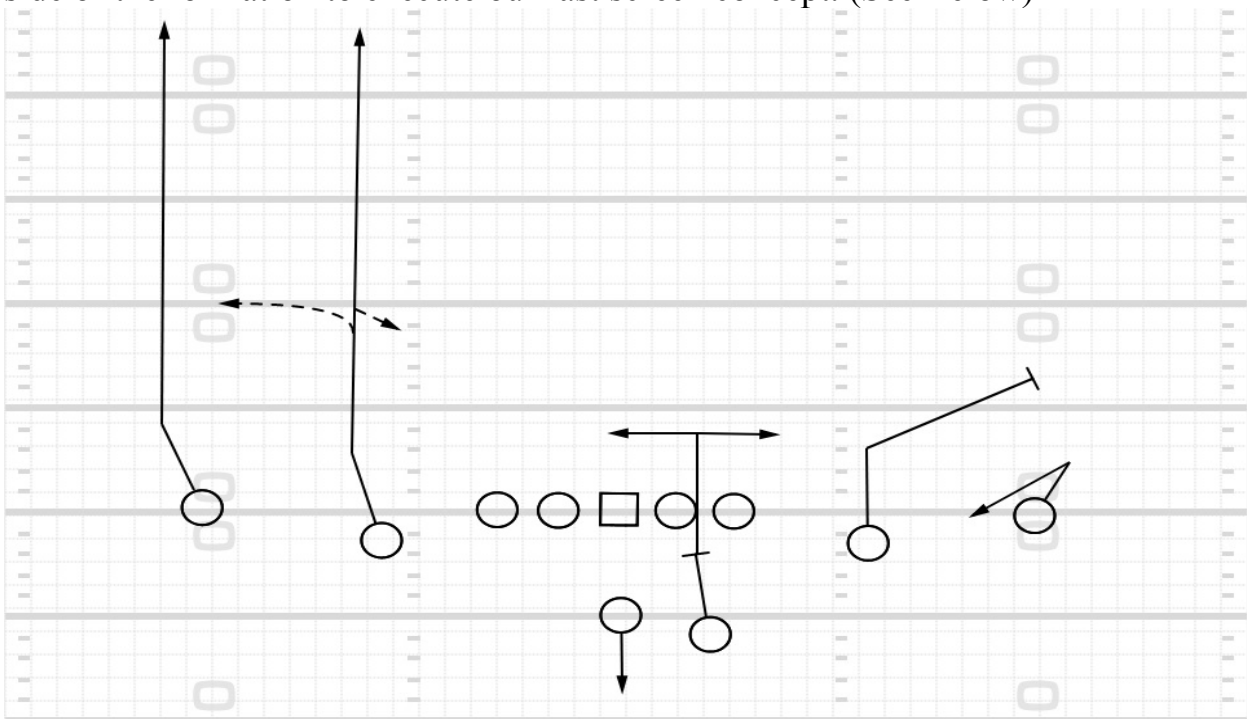
One of the most simple checks that we will have vs a loose corner is to run a 3-step hitch by our outside receivers. This is checked from the sideline prior to the play. You can see in the diagram below the loose pre-snap alignment of the cornerback and the effect of checking to the 3-step hitch on the outside.



Deuce Lt Bulls (Check Hitch) vs. Loose corner and no Area Outside Defender



The next potential outside check involves tagging a fast screen to either side. In this situation we have a numbers and leverage advantage to the right side so we add a Randy tag or a 40 tag at the line of scrimmage. This tells the receivers to that side of the formation to execute our fast screen concept. (See Below)



### Magic Randy

#### Uncovered inside receivers- Potential Checks

Many defenses will attempt to not respect the alignment of our slot receivers. Or they will attempt to sneak extra defenders into the perimeter box for run support. When we are in a balanced 2x2 formation and the defense wants to run an open coverage with 2 safety high over the top they simply can not have 6 defenders in

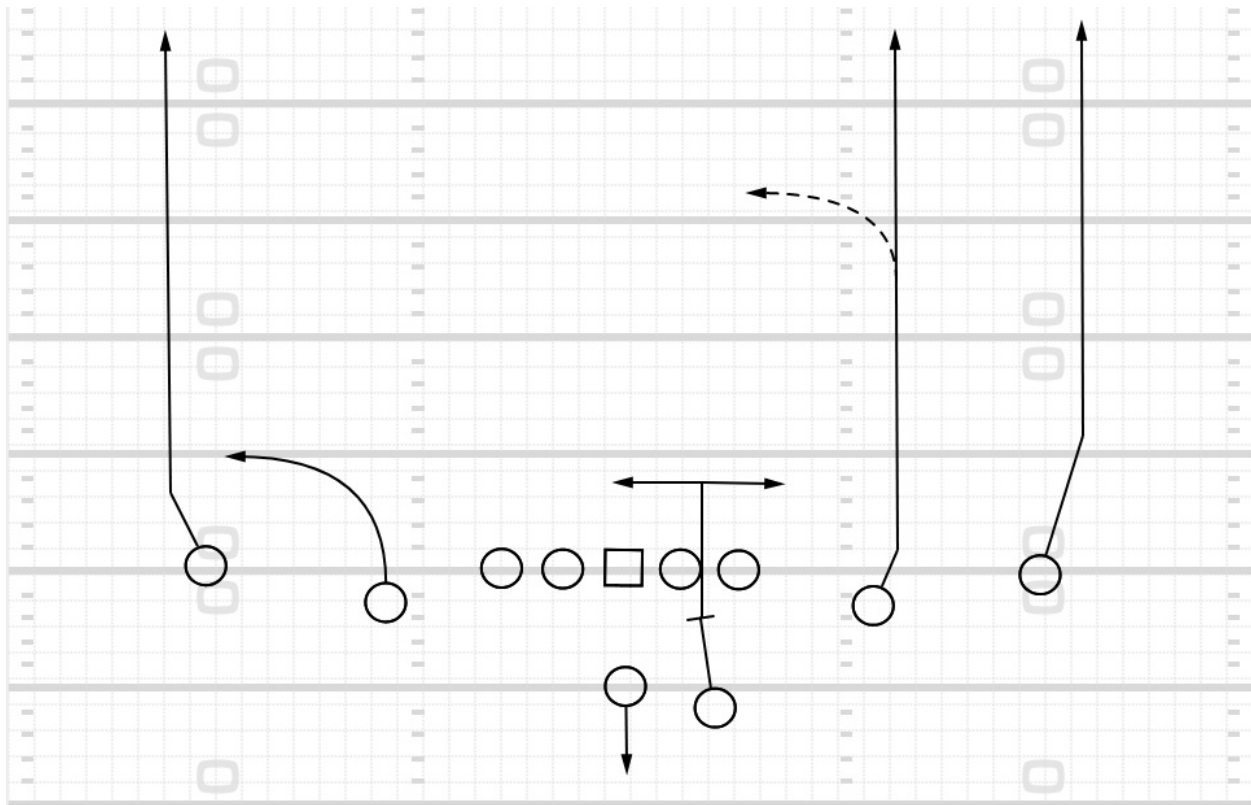


the interior box without leaving one of our slot receivers uncovered. What many 4-2-5 defensive teams will attempt to do is to place a six man box with two high safeties over the top with the Nickle defender aligned to the strength or “wide” side of the field. They will then essentially leave the slot receiver uncovered with a safety over the top of him at 8-10 yards.



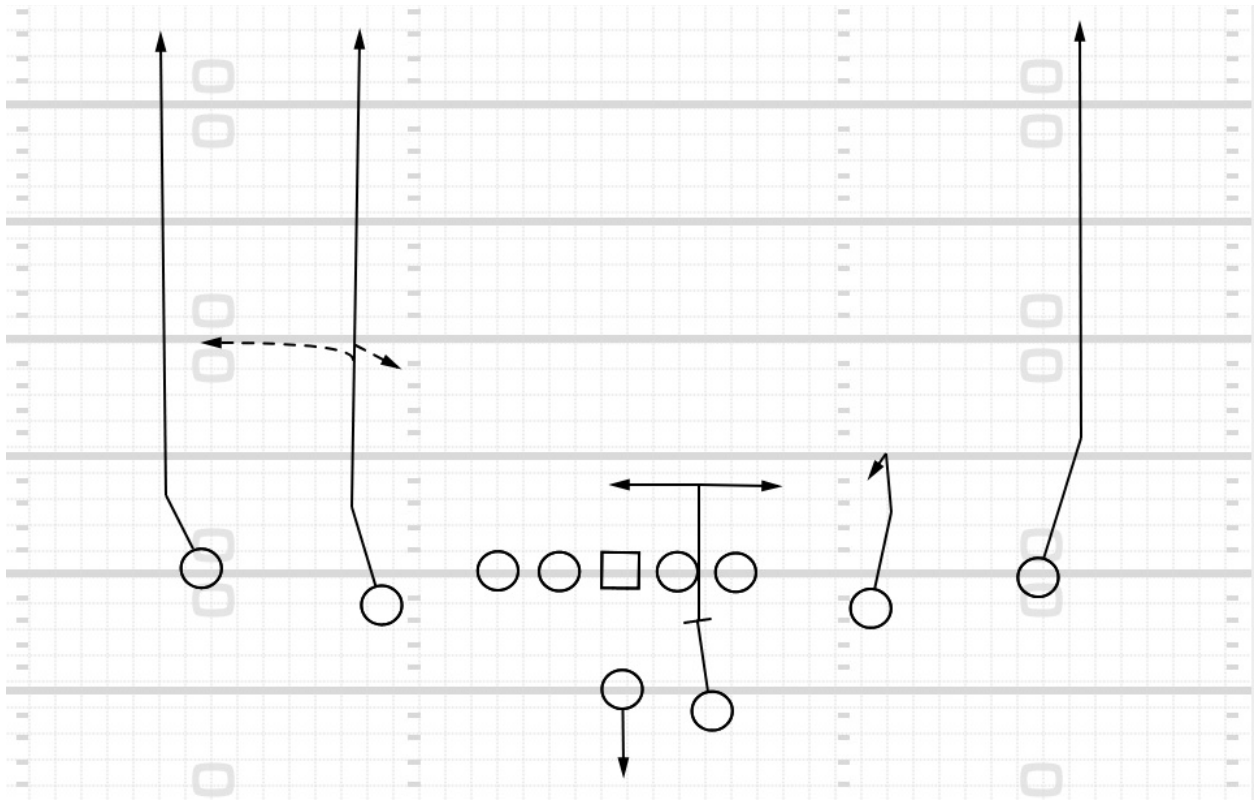
In the above screen shot you can see how the slot receiver to our left is “uncovered” and has outside leverage on any potential area outside defender with only a safety over the top of him at a depth of 10 yards.

One easy pre-snap check we can make to take advantage of this defensive alignment is to check to our quick out concept to that side of the field. In the example below you will see we have a “base” vertical call where we have checked Monday at the line of scrimmage which puts the left slot receiver on a 3 step speed out.



**Bulls w/ Monday Tag**

Another way that we can take advantage of an uncovered inside receiver is to simply tag a stick route (3-step hitch) to the uncovered receiver. Below you will see an example of a Vertical Call where we have tagged a stick route by the inside slot receiver on the right side of the formation.



Celtics with “Mustang” tag



Quarterback recognizes that the left slot receiver is uncovered in this defense. The safety is simply too far off with no immediate area outside defender present so he wants to quickly get the ball into his hands by executing a “stick” tag (see below).



If we have checked to take advantage of this alignment the quarterback must get the ball out of his hands quickly to take advantage of the defensive alignment. We should also have an understanding of situational football (3<sup>rd</sup>, 4<sup>th</sup> Down, Yardage) when executing this concept. We do not want to check to a 5 yard hitch on 4<sup>th</sup> and 12.

# Deep Choice



## Deep Choice

Our deep choice concept allows us to attack a single defender (corner) with a variety of option routes. We will give our outside receiver the option to run one of three different routes depending on the reaction of the corner. The quarterback will be flash faking the RB and taking a three step drop in the gun and you will be reading the cornerback to the call side. If the quick choice is taken away the qb will quickly get his eyes on the first route to the inside (dig), but in most cases the ball will come out on time to the deep choice route.

Here is how we will call the quick choice route in 2019

Concept	Code Words	Signal
Deep Choice	20's DC, Whitehouse, Washington	Thumb and Pinkie finger extended

We are going to be spending a lot of time this off-season and summer working on this deep choice concept. With this route we will be able to effectively run a multiple adjusting route to attack a particular corner and with total synergy between our receivers and quarterback we will pick up huge chunks of yardage. We will spend a lot of time repping the different looks that we could see from a cornerback alignment and technique standpoint in an effort to defend this play. When we are on the same page with this concept IT IS UNSTOPPABLE.

20 from a base formation alignment

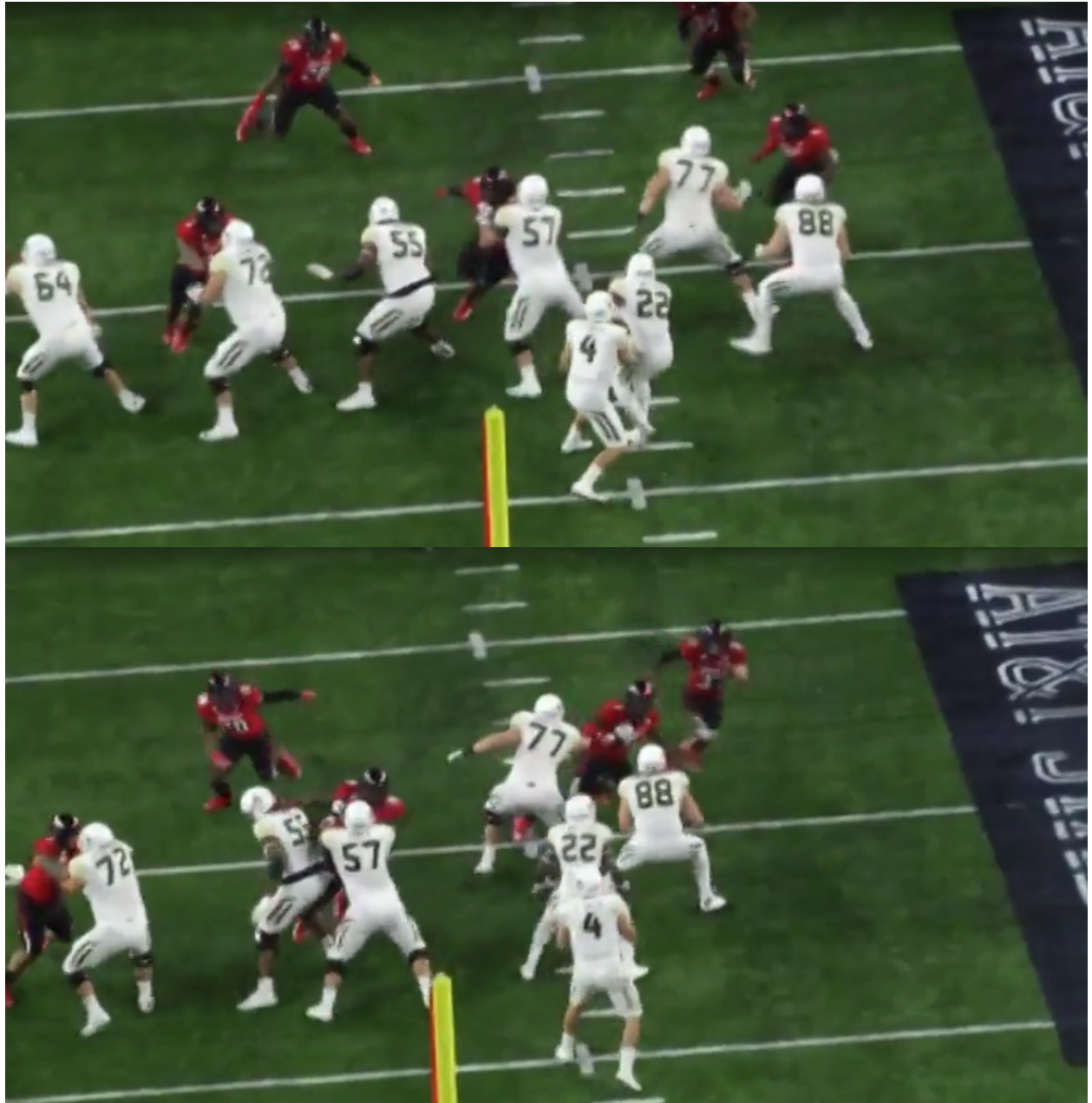
Deuce Rt 22

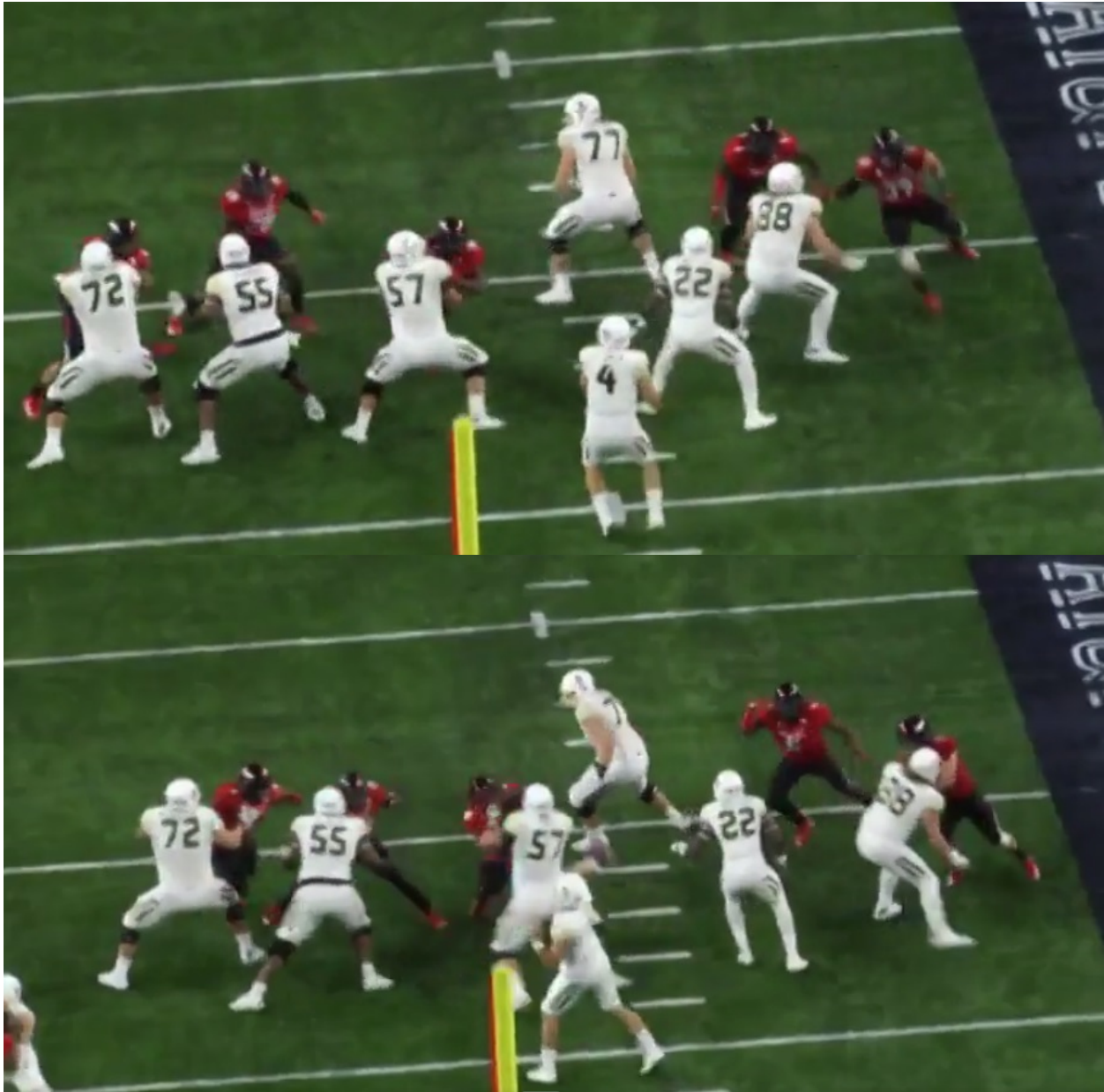
The deep choice concept differs from a lot of our other routes as there is not a progression read for our quarterback. You will be executing a Flash Fake with the running back and getting into a quick 3-step drop with your eyes on the reaction of the corner.

Here are some examples of the quarterbacks footwork on the deep choice series





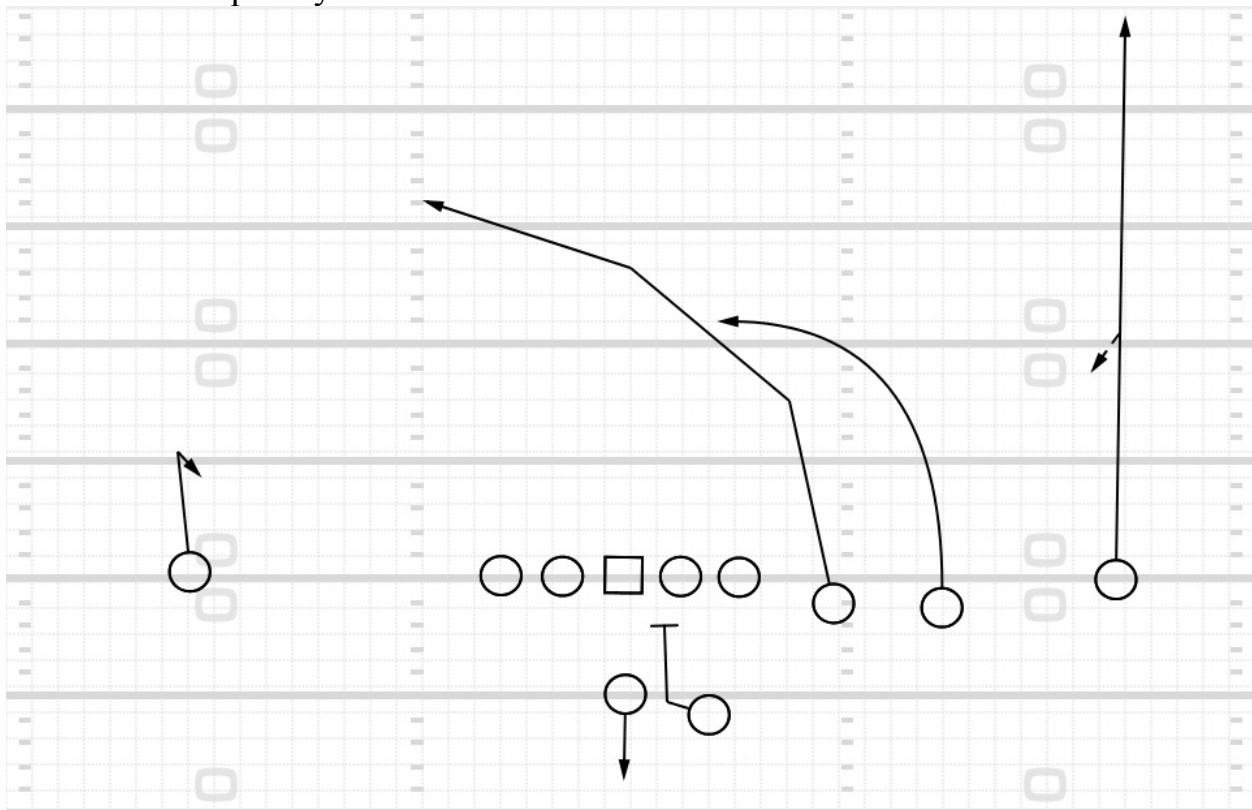




Lets examine the basics of the Deep Choice route. As we initially install the play the only player who will be running the deep choice option will be the outside receiver. We will later run this concept with an inside receiver as well with different rules and reads. Lets begin by taking a look at the overall rules for the

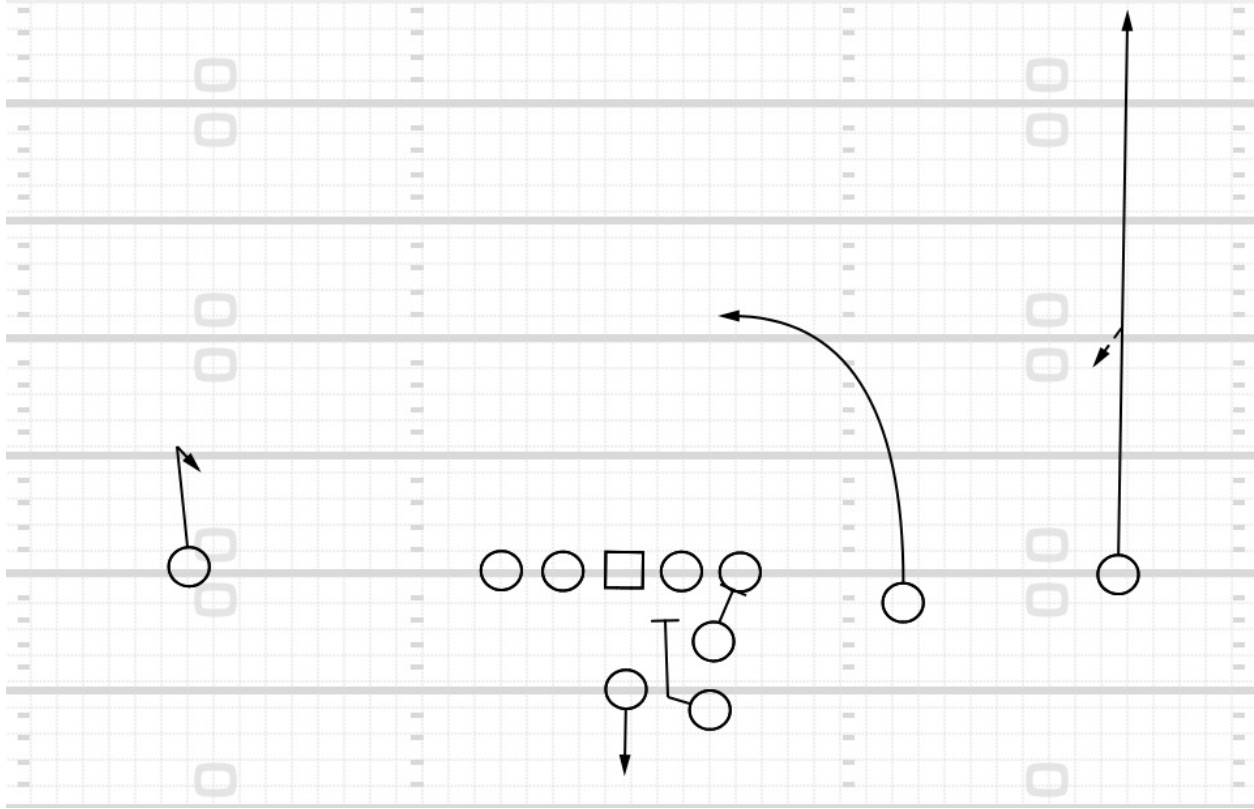


routes by position. If we are in a Trips Alignment (See Below). Our outside receiver will be running the deep choice (will be explained later in complete detail). His decision is executed at 10 yards. The next receiver to his inside will run a 12 yard dig route to occupy any safety to that half of the field. If the dig receiver reads zone he can sit in first or second window. If there is a third receiver in a trips alignment that receiver will run a deep cross to the opposite hash occupying a third level defender. On the back side of the play our receiver will have the option to run a quick screen track or a hitch. The running back will flash fake an inside zone track and will have his protection responsibility. This flash fake is important to hold linebackers in zone coverage tight to the box and not allow them to quickly buzz outside into the area outside zone.

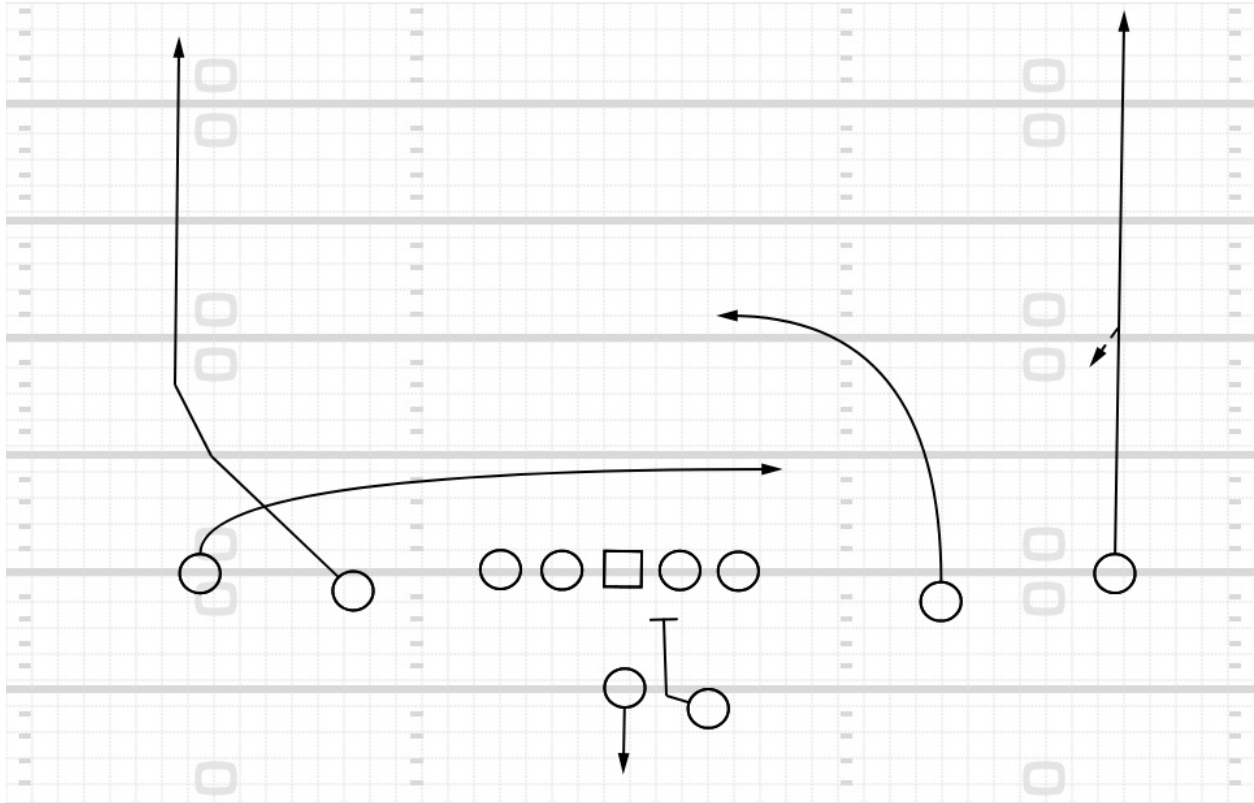


Trips Rt DC

Now let's look at the DC route from a 2x1 formation such as deuce. The same rules will apply for the frontside two receivers with the outside receiver having the DC and the inside receiver having the Dig. On the backside our receiver will have the opportunity to run a fast screen track or run a hitch (This is often a good opportunity for this player to save his legs a bit in our up-tempo attack). The running back will still flash fake the inside zone and have his protection responsibility and our H-back or second back will also be used in the protection unit. This will give us a 7-man protection unit for our quarterback.



In a balanced 2x2 set. If it is an even number this outside receiver to the right of the formation will have the DC and the slot inside will have the Dig. On the backside we will run our Shallow Switch concept with the rub/switch by the inside receiver and a shallow cross by the outside receiver. Our running back will flash fake the inside zone and will have his protection responsibility.



28

Now let's take a deep dive into the Deep Choice. As we discussed earlier the initial read will be on the cornerback over the DC route. We want to make whatever he does be wrong. The concept begins with the alignment of our outside receiver. While we can adjust this we would like his initial alignment to be one yard off the bottom of the numbers if the ball is in the middle of the field. If the ball is into the boundary we want to expand this one yard closer to the sideline. If the ball is on the opposite hash (wide side of field) we should be 3 yards off top of numbers. We will adjust and vary this alignment as we need to.





In the example above you see a **Deuce Rt DC** play-call. The two receiver side is our offensive right and the defender who is circled will be the player we are reading. The line at the 40 yardline signifies where the decision on the route must be executed by. We can not wait longer than that to trigger our decision off of the coverage technique.

The key coaching point for the receiver running the DC is that he must **GO FAST**. He can not slow release off of the ball or stem his route. He must run a straight line as fast as he can to 10 yards. Think of it as a race. By doing that accomplished two things, one the faster the release off of the ball threatening the corner the quicker he must show his initial reaction and technique and the easier it is for the WR and QB to read and execute.

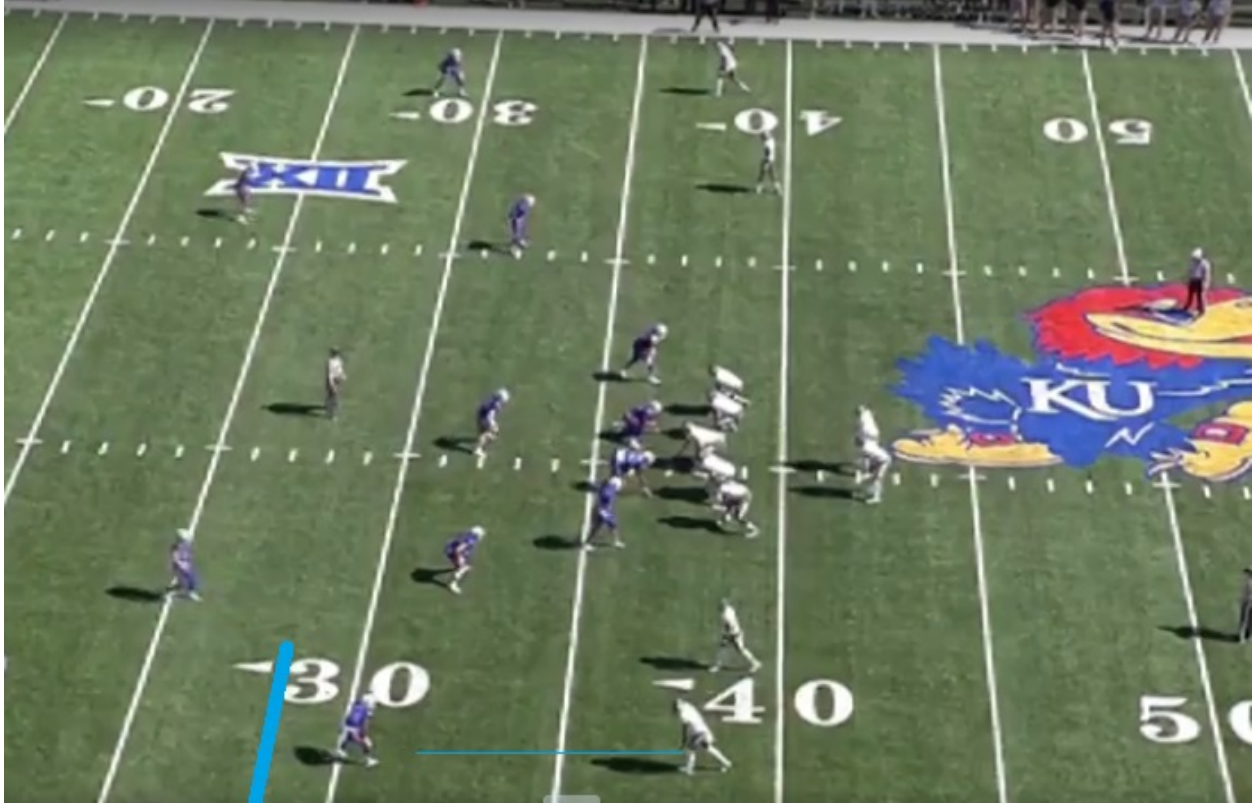
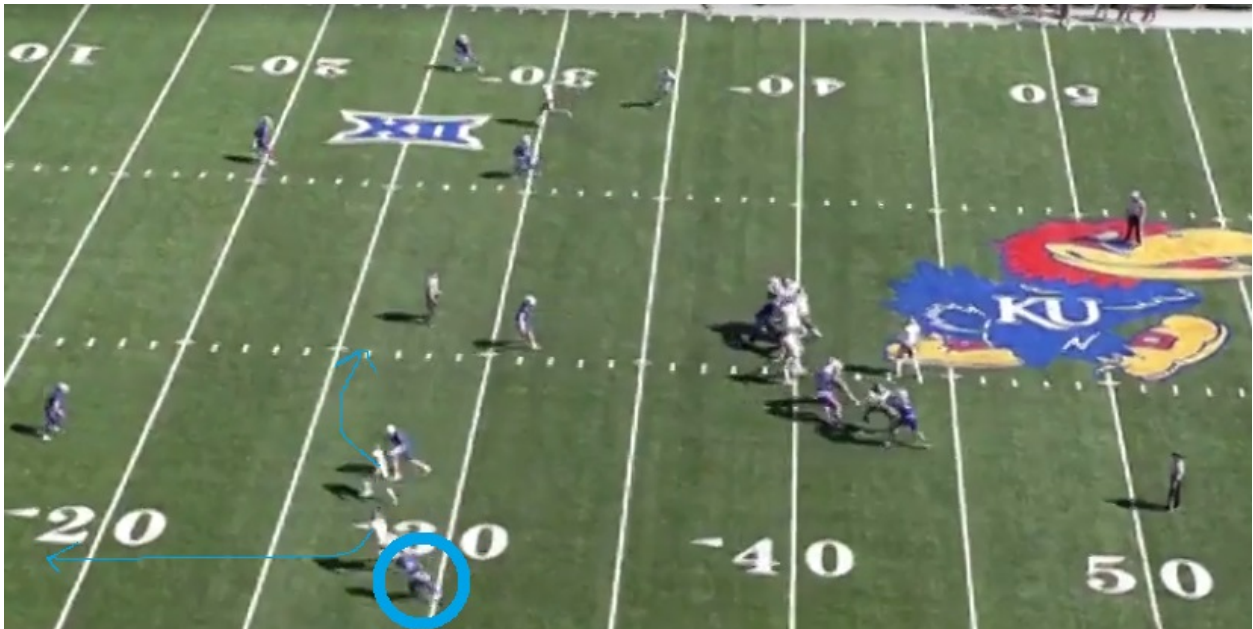


Illustration of the 10 yard landmark and straight “FAST” path to the point by the receiver.



The rules for the receiver running the Deep Choice are simple. As he races to the 10 yard landmark if the corner is loose and bailing out he will snap the route off violently and comeback down the stem to the quarterback. It is imperative that this

is done at 100 miles an hour so that we really are forcing the corner to feel he is being threatened deep. It also must be fast so that we do not allow an area outside defender to buzz underneath this route. This is one reason that we flash fake the back to hold the linebacker and run the first receiver to the inside of the DC on a vertical dig to hopefully occupy both the under-coverage and a potential safety on the hash.

#### Option #1- The Comeback

The comeback is the **MOST COMMON** option on this route. We should always think this first. The homerun shots will be there after we beat this route up for consistent 10 yard gains. Do not get greedy and as a WR or QB try to force this route into a situation that does not exist deep. We must take what they are giving us. After we force them to cover this route tighter it will open up our deeper options we will discuss later in this chapter.

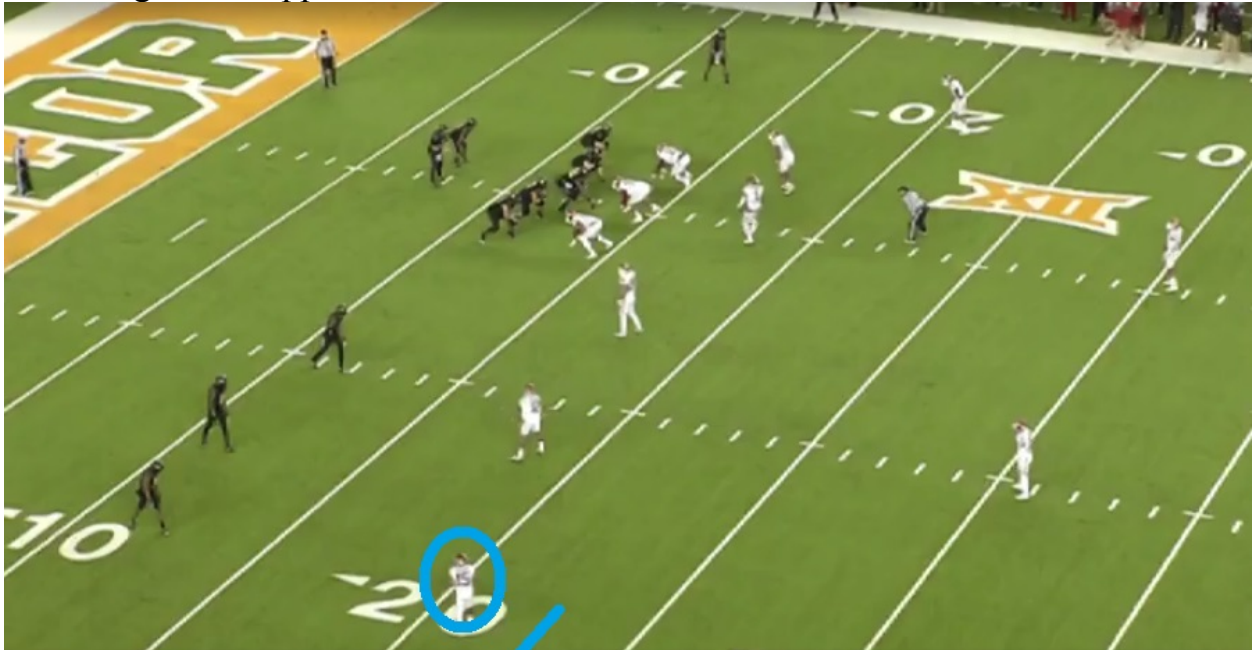


The following is an illustration of a Deep Choice Call into the boundary. The defender we are reading is circled and the 10 yard decision point is highlighted. As the outside receiver works towards the decision point the cornerback remains high over the top so the receiver works back down the stem towards the quarterback. You will also notice how the inside dig route is occupying the area outside defender (See Below).

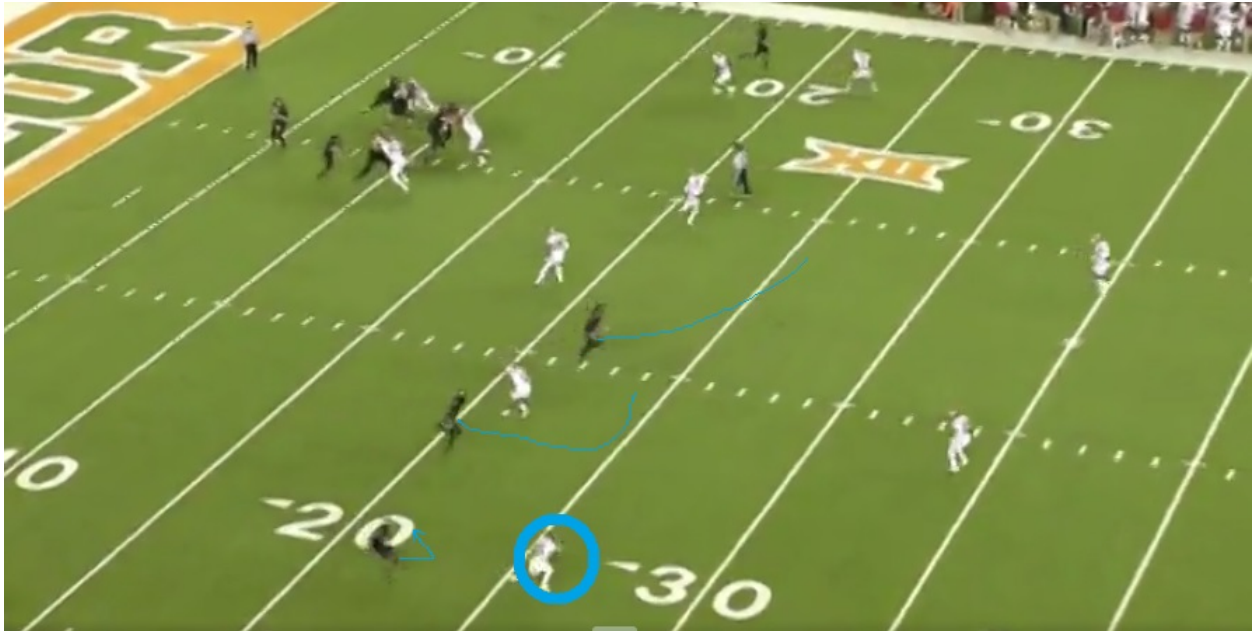




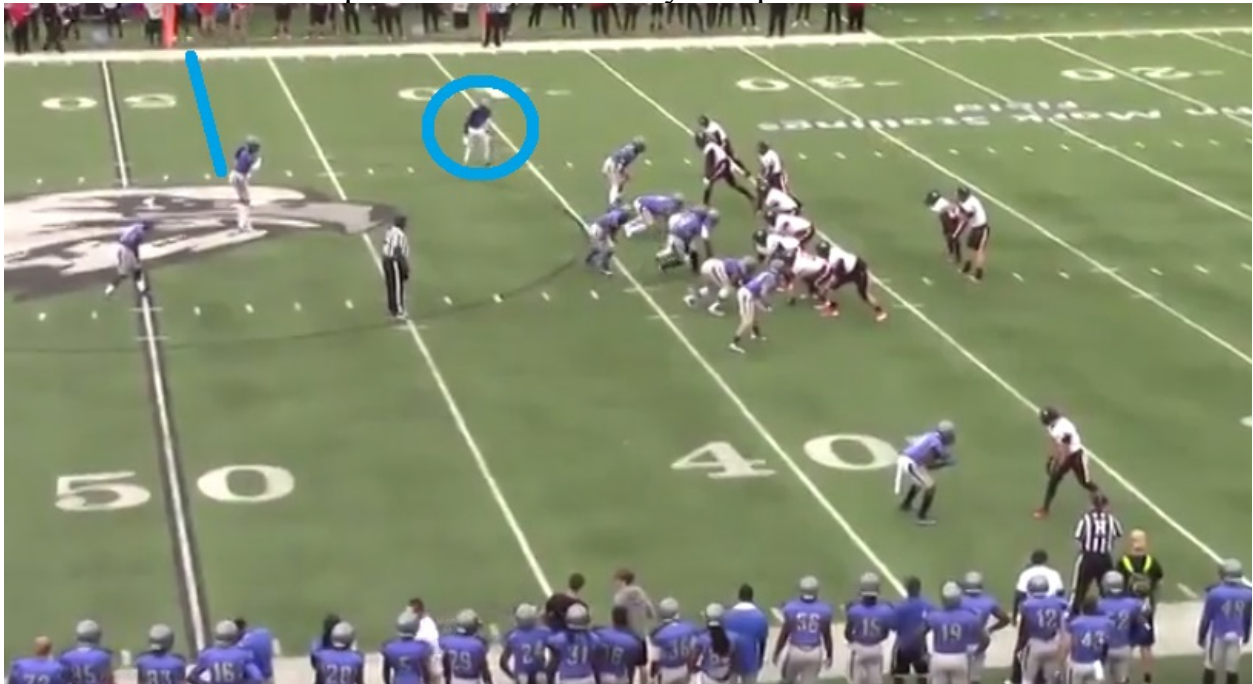
The next screen shots will illustrate the deep choice route being run to a trips formation. Notice how the outside receiver has reduce his alignment due to the ball being on the opposite hash.



The read is executed in the same manner for our quarterback who is eyeballing the cornerback the entire time and making whatever reaction he has to the immediate vertical threat by our outside receiver be **WRONG!**

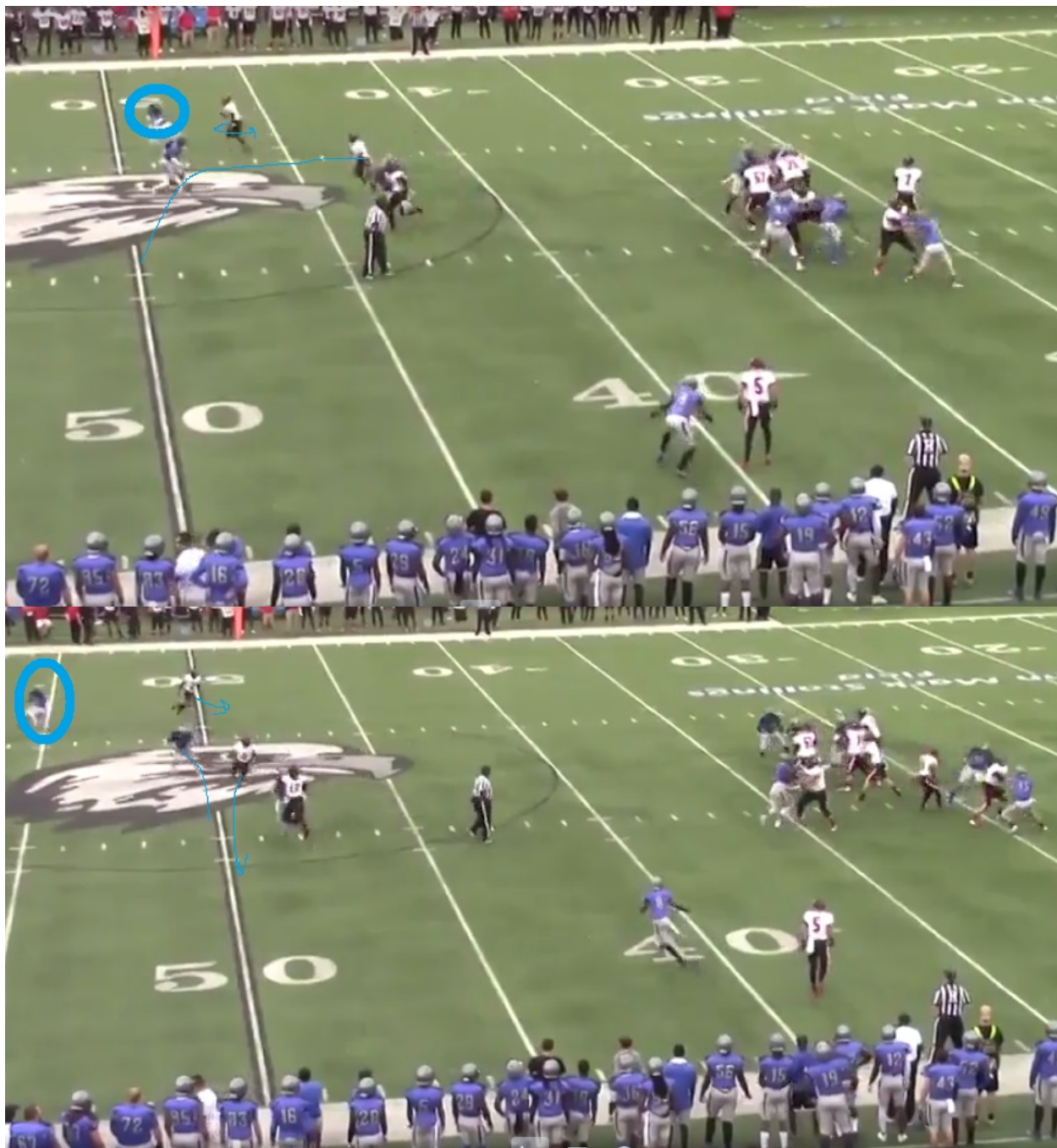


In the above situation the corner is bailing out so the outside receiver will simply curl back towards the quarterback for an easy completion.



Above you will find the same read and reaction from a bunch or compressed formation. The read is the same only the alignment of our receivers has changed.

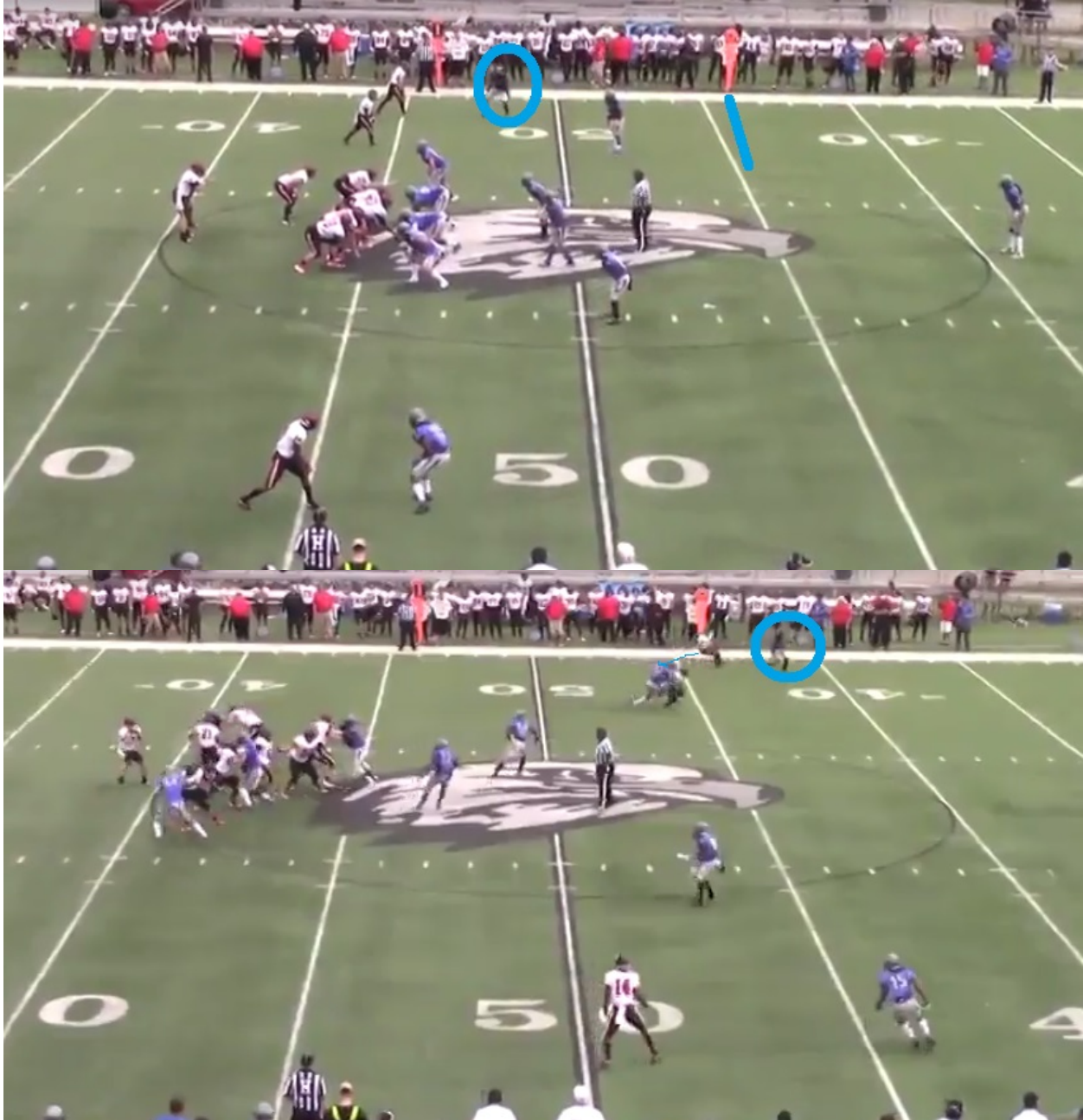




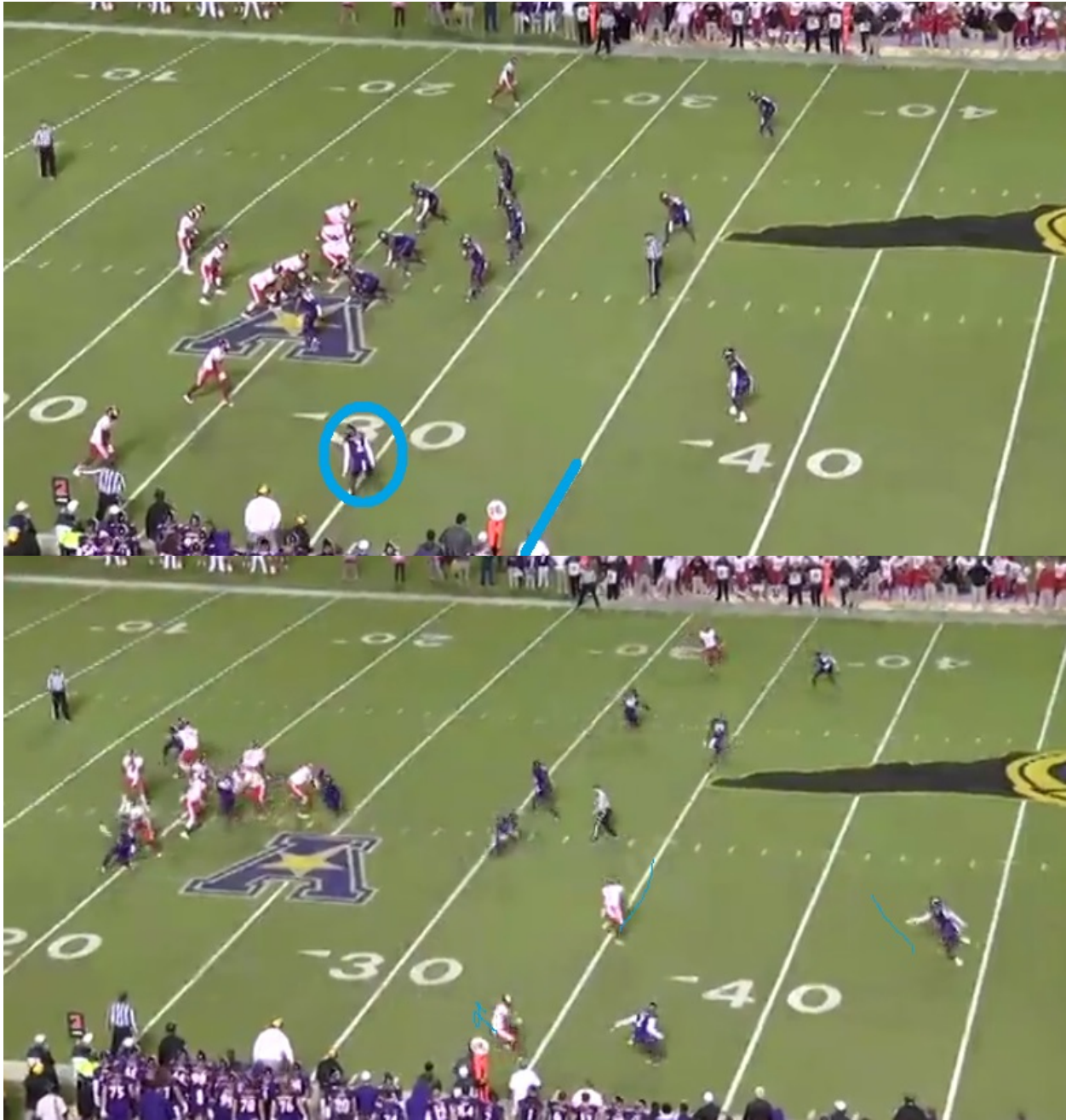
In the above example you can see how the outside receiver has read that the corner is off and properly executed his curl route into the open space. The inside defenders have been effectively leveraged by the dig routes from the inside receivers.

You will see the same reaction when we attack from our “Deuce” personnel with a three receiver and two running back alignment. Here is an example of the pre and post snap reads.





Again you see how the design of the choice concept makes it an easy read for the quarterback to make the cornerbacks reaction to the vertical stem from the outside receiver wrong each and every time. Remember we want to keep taking this throw all day long until they take it away. That will then open up the vertical shots.

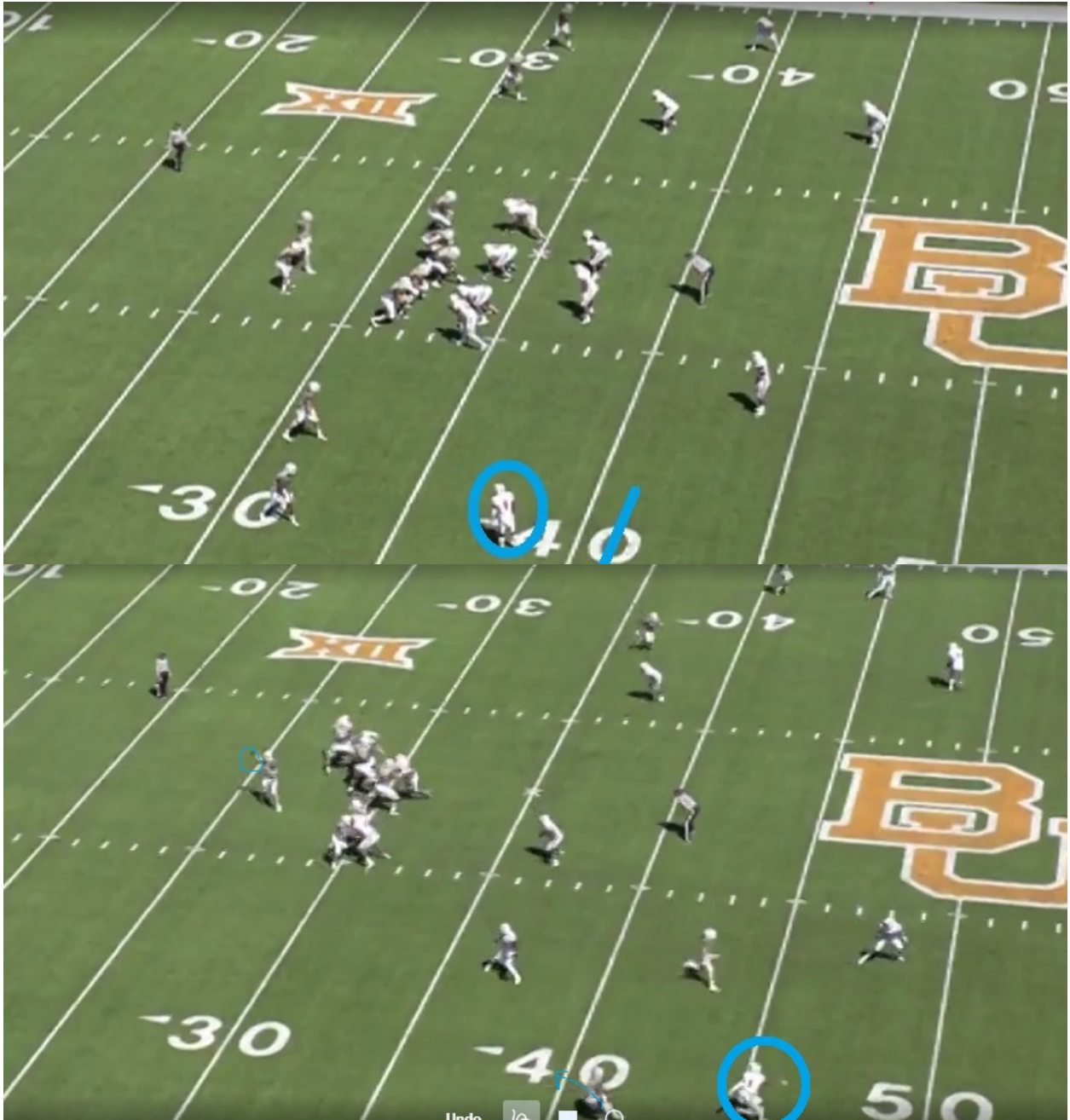


It is extremely important that the football comes out of your hand on time. Do not hesitate on your read. Trust your eyes and deliver the ball on-time.





In the above example you can see how the quarterback has started to deliver the ball prior to the outside receiver getting out of his break at the 10 yard point. Notice how there is no Area Outside defender anywhere in sight. Look at all of the grass.



When you release this ball on-time there is nothing that the defense can do to stop it, when we are executing the routes and reading correctly. This comes with many many reps which is what we will accomplish throughout the offseason and summer months.

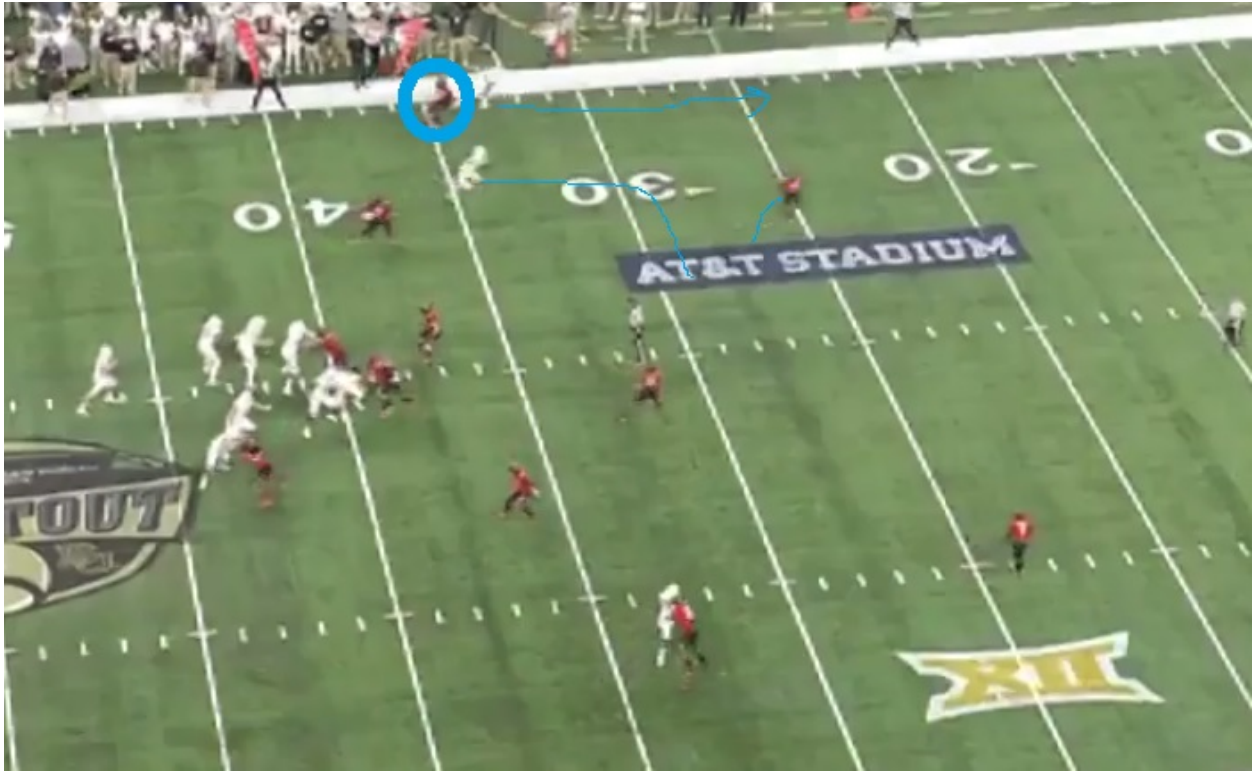
Option #2- Outside Vertical

As our outside receiver climbs quickly to the 10 yard landmark if he can win outside on the cornerback, or if the cornerback is playing tight press coverage with inside leverage he will continue outside of him stretching down the field vertically.



Here you can see the initial reads are the same on a Deuce Lt 25 play call. As the play progresses, the corner will stay in a hard pressed position allowing our outside receiver to run vertical into the hole on the sideline (See Below)

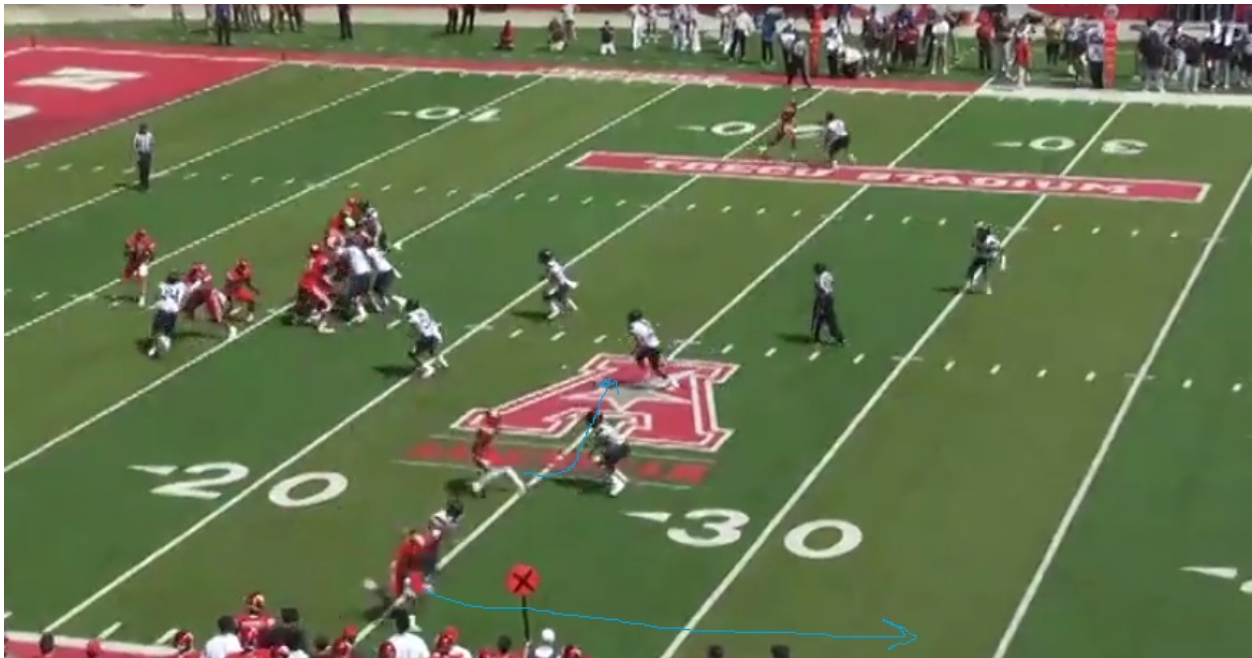




Notice the importance of the dig route by the inside receiver occupying the safety so that he can not get over the top of the vertical route outside.



In the example above with the corner in a hard or pressed alignment we will already be thinking vertical pre-snap. Be careful that he does not bail out of this alignment late pre-snap.



As the play progresses the choice route is able to win outside for a big play down the sideline.



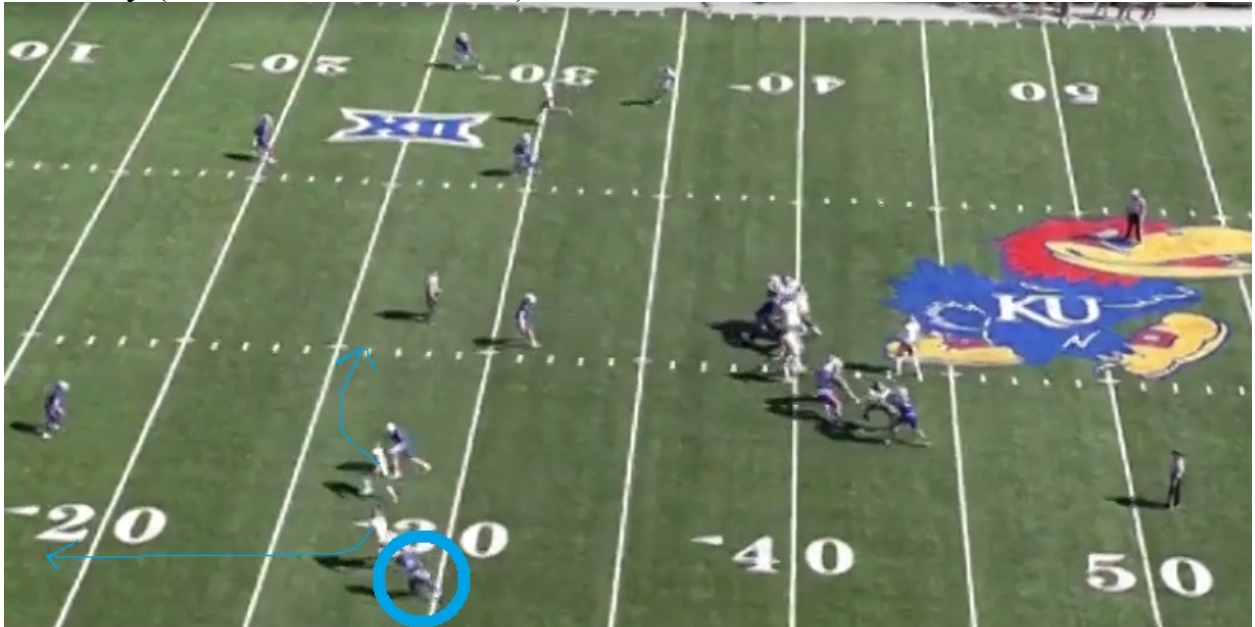
Option #3- Inside Vertical

The final option on the Deep Choice concept will be an inside vertical. This is run in the instance that the defender we are ready jumps outside of us in his alignment or as we are pushing vertical to the 10 yard decision point he has opened up and put his butt to the sideline.





At this point we want to run inside of him and then climb back out on-top of him vertically (See Below Screen Shot)

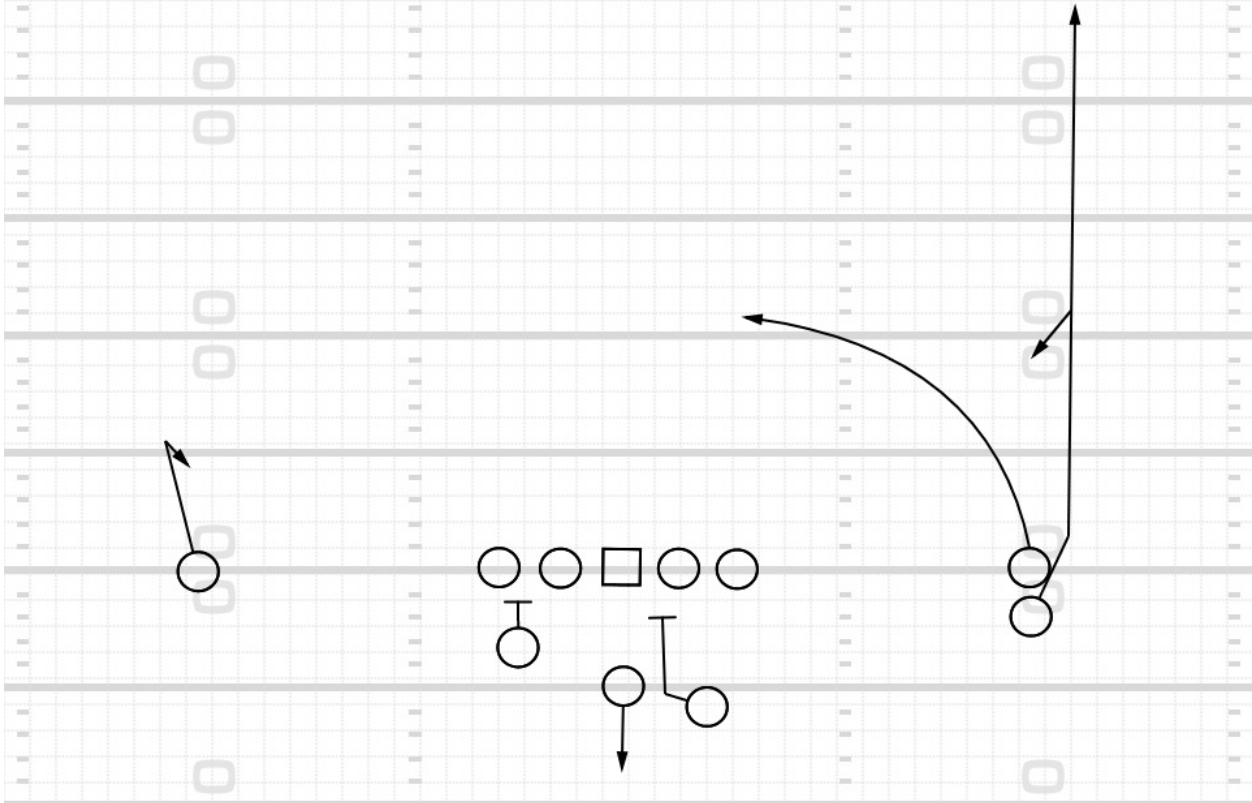




You can see in the above shot the importance of getting back on top of the corner and running away from the potential defender coming over on the hash. Remember it is the little details that make these choice concepts successful.

### Stack DC Variation

Below you will see an example of how we can execute the Deep Choice route with a stacked alignment.



The slot receiver will not be the one who is attacking the corner on the choice route and the receiver on the ball will be working the dig. The remainder of the reads remain the same.



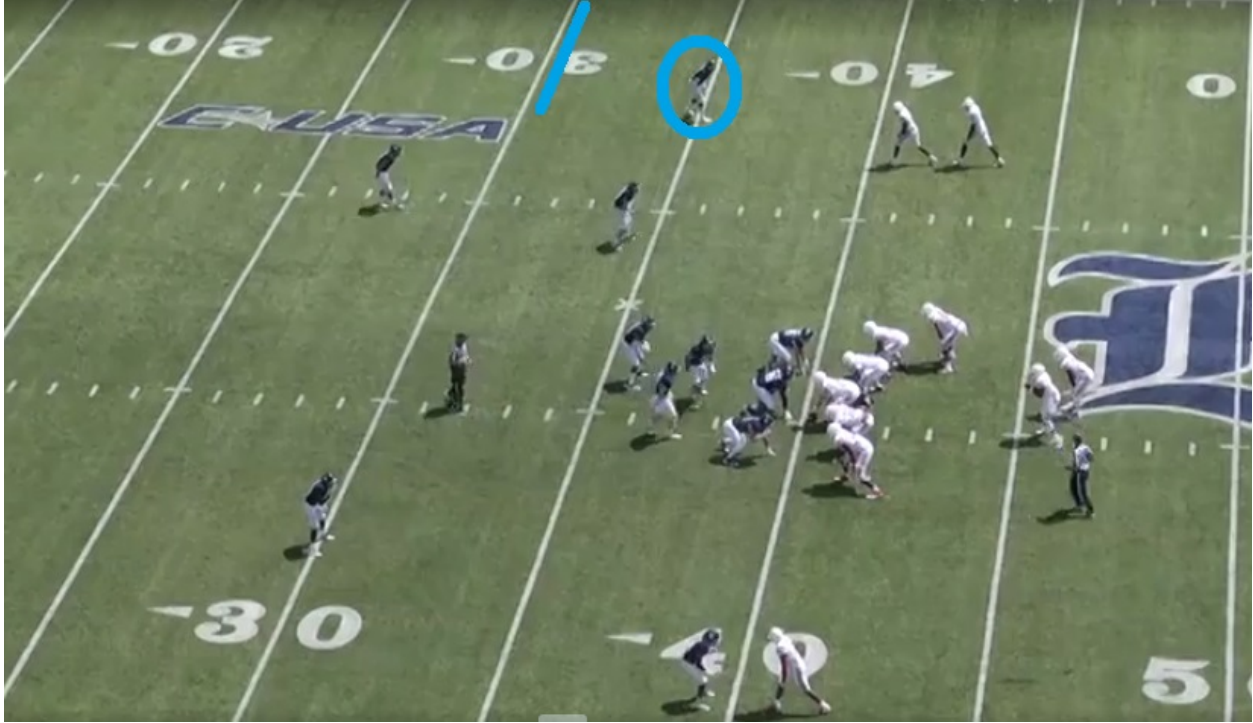




You can see in the illustration above how the jam of the corner on the outside receiver will clear the area outside for the slot to make his decision on the deep choice option.



Same rules apply. Do not get greedy- Take the 10 yard curl all day long. Below you will find a progress out of the stack alignment where the corner has jumped outside. This is most likely due to the compressed nature of the formation (stack). This ends up being an inside vertical read by the slot and you will see the slot stretch the route back outside to the sideline to get back on top of the corner.

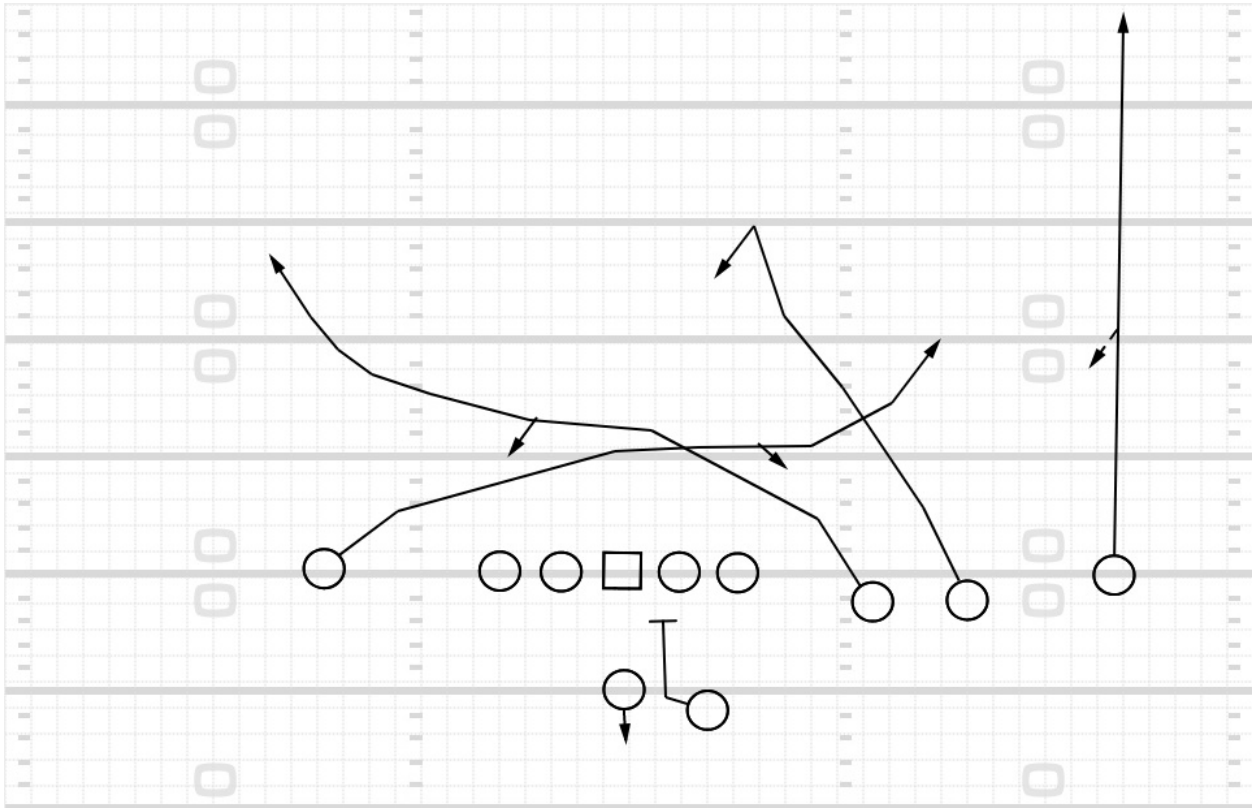




Notice how the receiver running the deep choice has effectively stacked the cornerback to his outside and has forced him to have to go through him to make a play on the ball. Also note how the deep dig by the inside receiver has occupied the safety giving a clean touchdown shot opportunity down the field.

Tagging the DC with Mesh

Below you will see an example of us tagging the Deep Choice by the outside receiver with our mesh concept (to be covered in the next chapter). This allows our quarterback primary read to be the Deep Choice and he will come off of the deep choice and into the mesh as he works through his progression. The example shown below is our Mesh “Pyramid” concept with a deep choice decision by the outside receiver.



Trips Rt Washington 70 Pyramid

# Mesh

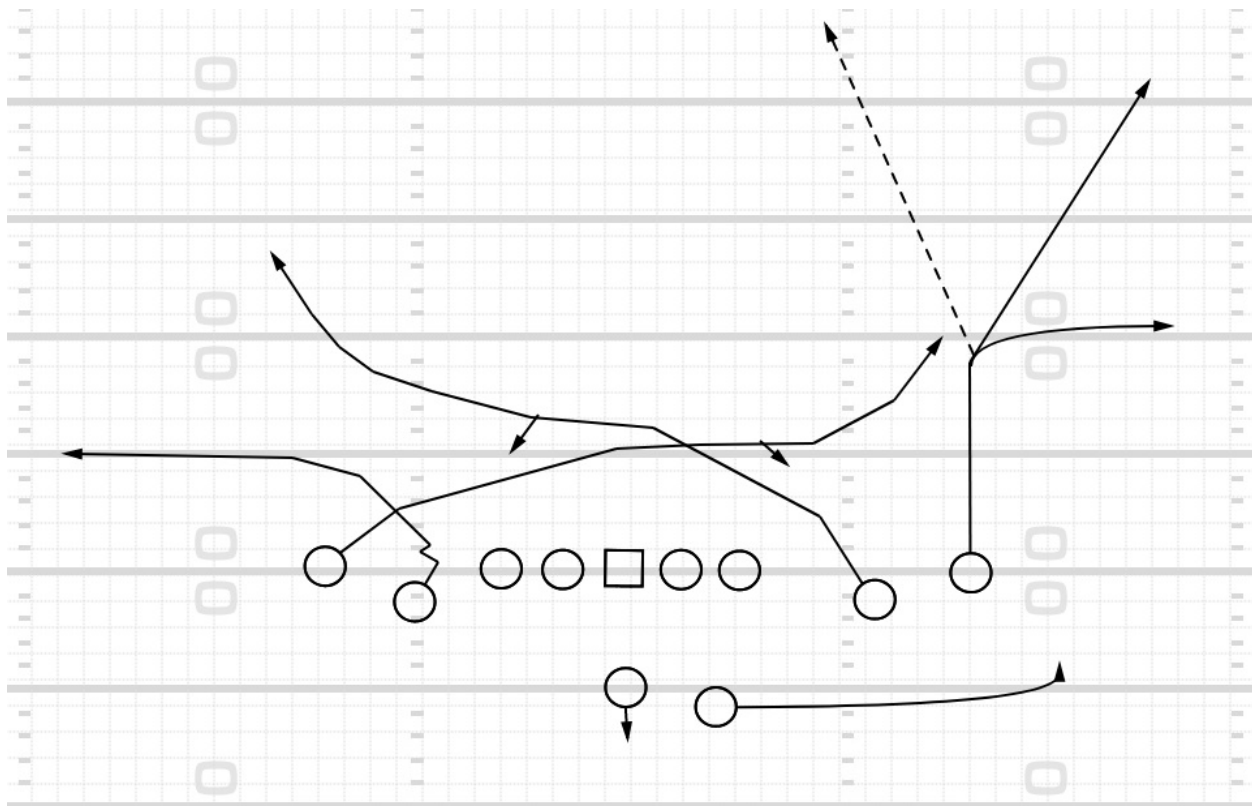




## Mesh

Our mesh concept allows us to effectively attack any defensive coverage attempt. Mesh has answers for man, zone, and blitz situations. It is important that we understand all of the complete specifics, reads, and adjustments to the concept. Four our quarterback on mesh we will be taking a one-step drop in the gun. Here is how we will call the Mesh route in 2019

Concept	Code Words	Signal
Mesh	Lt-71,73,75,77,79 Rt-70,72,74,76,78	Fingers Interlock then Number with fingers



“Base” 70

As we begin to examine the mesh play in our offense at Burrell High School lets take an in-depth look at each component beginning with you as the quarterback. The quarterback will be taking a one-step drop in the shotgun. His read progression is as follows. He will eyeball single receiver route (this route will vary) first. This is the initial read. He will then progress to the play-side running back swing route or slot receiver shoot route if to a trips alignment. If neither of those routes are open he will hitch up in the pocket and get your eyes on the mesh. This coaching

point is critical. YOU DO NOT LOOK AT THE MESH UNTIL YOU LOOK AT YOUR FIRST AND SECOND READS FIRST! The reason for this is if you look at the mesh too early it will become cloudy for you and will not be able to identify what is happening on the mesh quickly (The diagrams below will illustrate this point for you). If the mesh is covered as a fourth outlet the backside receiver or running back may be an option.



As you see above the quarterback has started his one step drop. If the quarterback does not go through his progression and takes his eyes to mesh you will see that the read is very “Cloudy” at this time. If you take a look at the screen shot below you will see by going through the progression the mesh has had time to develop and a clear picture is present for the quarterback to deliver the ball to the open receiver.



We will explore many variations of mesh in great detail in this chapter, but the reads progression for the quarterback will for the most part remain unchanged. Remember this is truly a concept in our offense that if we execute as a unit cannot be stopped no matter what the defense attempts to do. If we are able to execute and read this correctly we will have the Burrell touchdown cannon running out of ammo with all of our trips to the endzone.

Overview of Quarterback progression on Mesh (Review)

One-Step Drop in Gun...#1, #2, Hitch up in pocket Look at Mesh #3

#1 Outside Route (Will Vary this Route)

#2 The Running back swinging OR the Shoot Route by Slot if Trips

#3 THE MESH

#4 Backside Flat

NOW THIS IS IMPORTANT- As with our earlier concepts if a back is uncovered as the swings he can make a “Ball, Ball, Ball” call that will get the quarterback to accelerate the progression and get the ball to that player in space.

Below is an example of the Progression for Mesh to the Right (70)



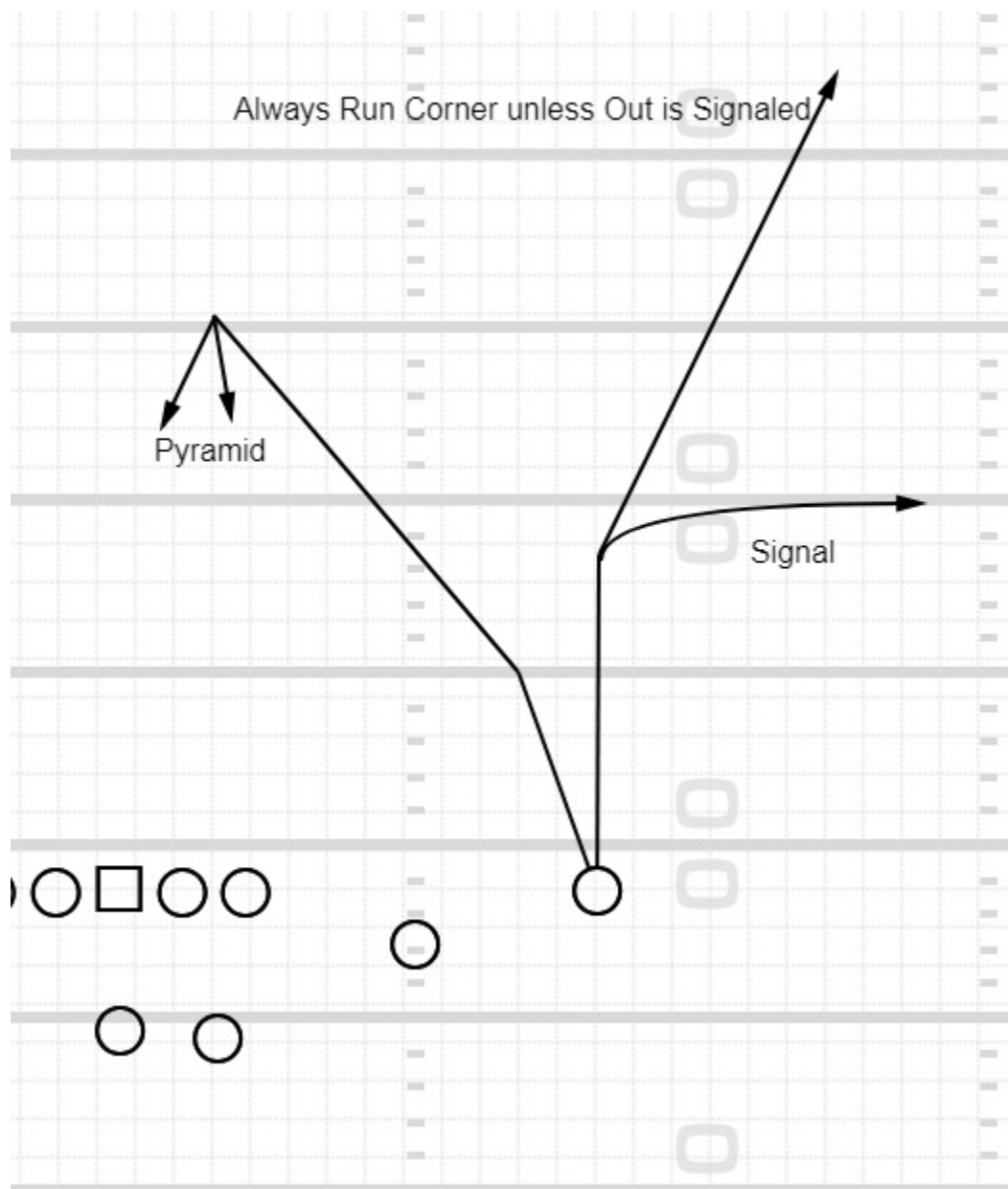
Below is an example of the Progression for Mesh to the Left (71)



### Outside Route - #1 Read

Our outside receiver to the call side will take a split at least 3 yards off the top of the numbers and will execute one of several routes that will be given to him. He can run a 4 step corner route, a vertical route, a 5 step speed-cut out, a 5 Step post Route (We will tag this “pony”), a deep choice route (covered in earlier DC chapter), or our Pyramid concept where he will be running a split route into the middle of the field and at 14 yards snapping the route off and working downhill to a window to the quarterback. The qb will look at this route first. If we do not like the look on this route (we do not want to force the ball here) we will immediately get our eyes to the second read in the progression.



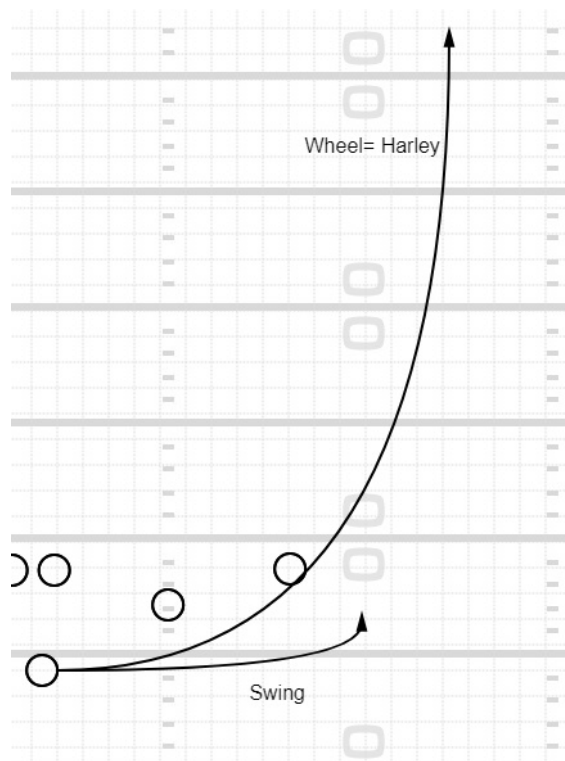


Below is an example of the quarterback taking advantage of the green grass to the outside and hitting his first read on the corner route on a 75 call.





As we work through the mesh progression the second read will be the running back swinging or the slot receiver running a shoot route to the flat in trips.

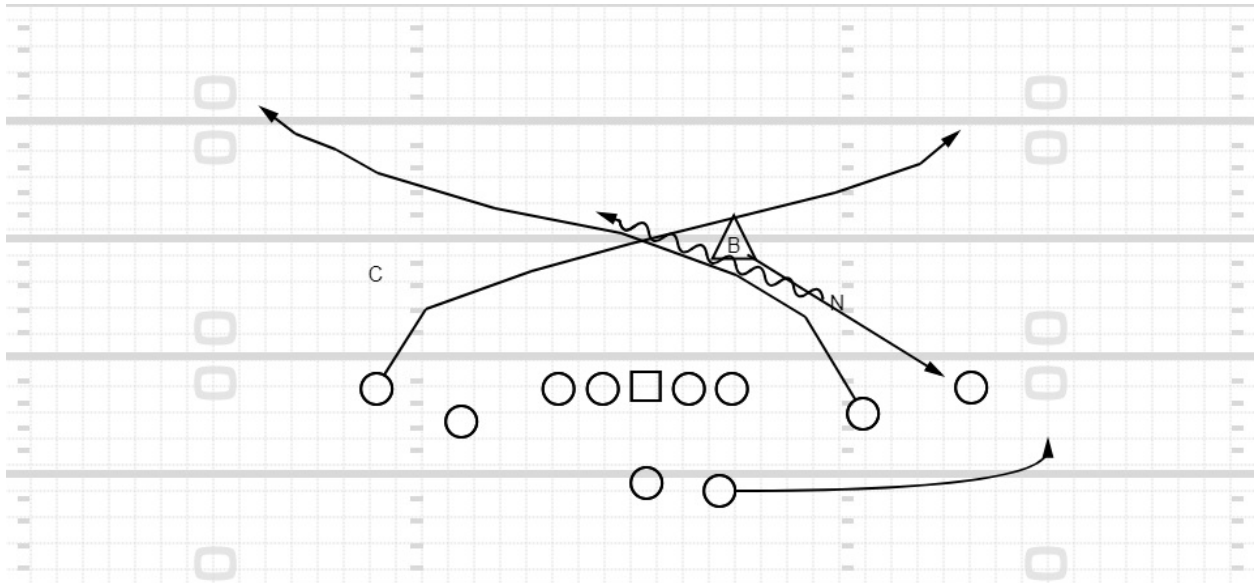


Lets take a look at a few different defensive reactions to this route. In the example below you can see that the area outside defender has lifted and allowed the running back to enjoy nothing but green grass in front of him. You will quickly deliver the ball to the running back and allow him to make something happen in the open space.



Another potential is shown below where a blitz situation or a man to man coverage situation leaves a defender running for his life in an attempt to get there to cover

the back on the swing or potentially a wheel route if we have a “Harley” tag to the mesh call.



Below is an example of where the defender who is assigned to the running back is pinned inside and has to fight through traffic and our crossing routes in an attempt to cover the back out of the backfield.







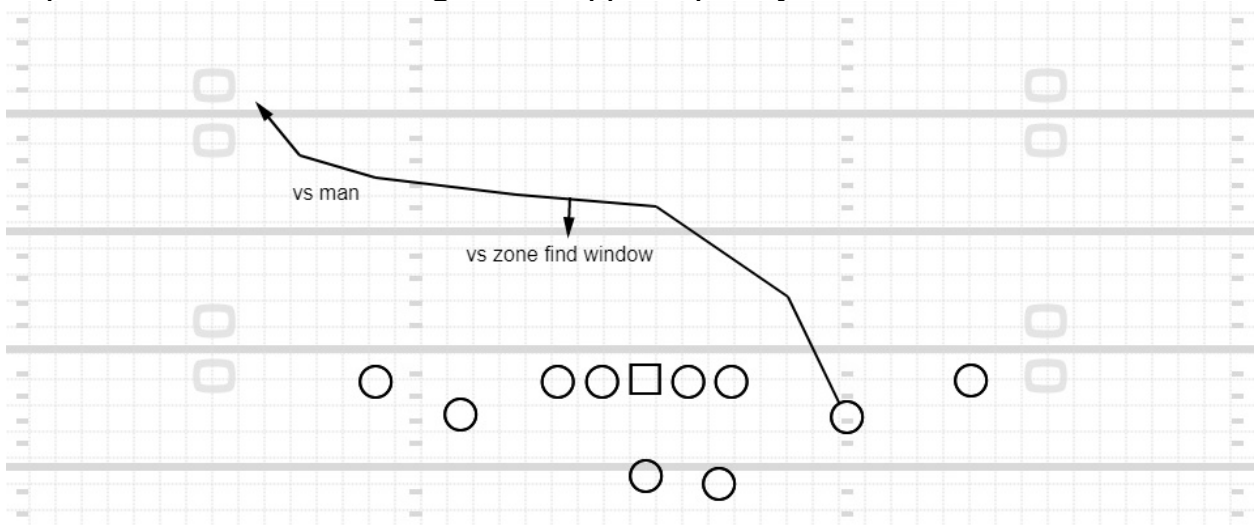
It is important that the running back get a good three hard steps into the ground “WIDE” before looking for the football. We must get a horizontal stretch on the defense. We want the area outside defender in a zone defense to have to stretch to cover you. That will open up space for our crossing routes to work into for big gashes of yardage.



In the above example you can see the effect of the horizontal stretch of the running backs swing route and the effect that it has on the defense.

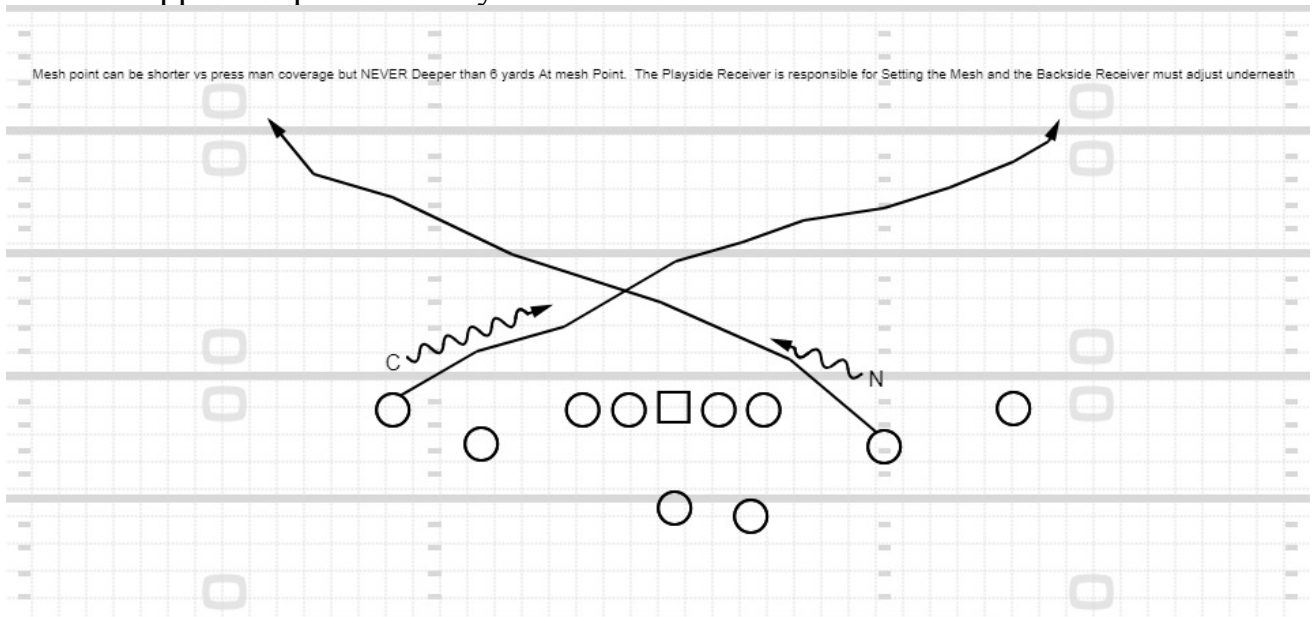
If the read is cloudy on the first two reads in the progression the quarterback will now be able to hitch up in the pocket and read the mesh route. We will take a look in-detail at the different things that can happen on the mesh but no matter how the defense tries to defend this- They will be wrong! It is important that we read this correctly and quickly. This is why as a quarterback you CAN NOT look at the mesh too early the read will be too cloudy for you to effectively read.

On our base mesh play we will be meshing the #2 receiver to the frontside of the play and the outside receiver on the backside of the play. The receiver to the “call side” is responsible for setting the mesh over the top and getting to an area 6 yards deep directly over the center. The outside receiver on the backside will mesh underneath the frontside receivers path and these players should pass through so tightly at the mesh point of 6 yards max that they are able to touch hands. It is important that this mesh is tight and happens quickly.



Above is an example of the “over” route on the mesh

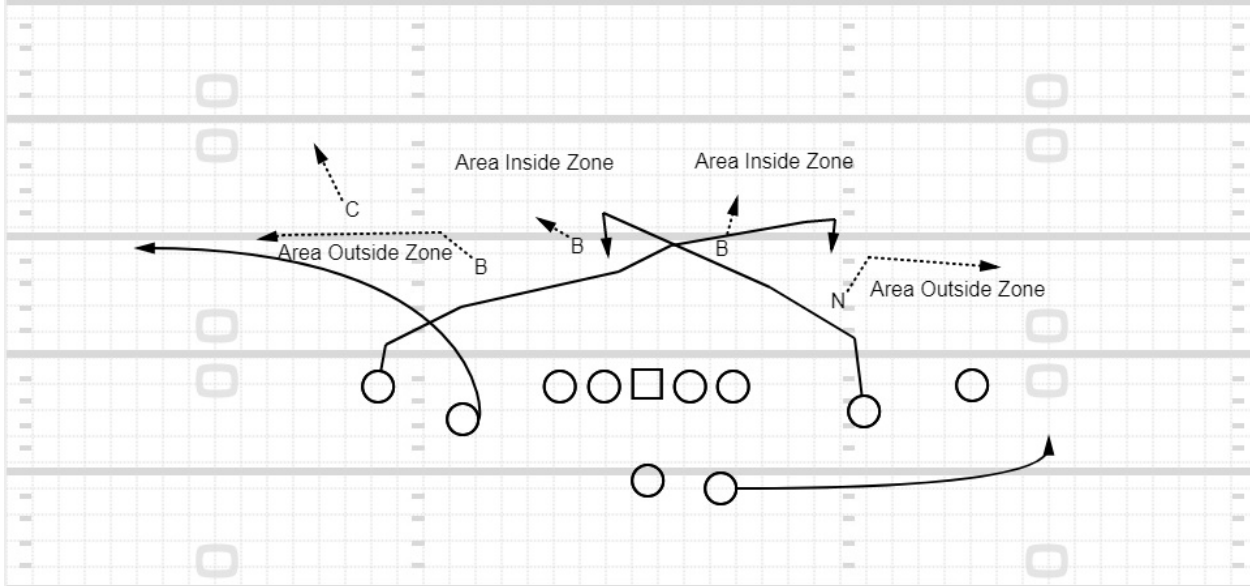
A key coaching point of the “under” route on the mesh. Note that the backside receiver must tighten his split to our 7 yard rule to ensure that he can reach the mesh point quickly. Also as seen in the diagram below if the receivers are facing press coverage the mesh can happen quicker and at a depth of under six yards but can not happen deeper than six yards.





## The Mesh Vs. Zone

As the receivers are running to the mesh point they will be reading the reaction of the defender over the player meshing with them. It will either be man to man or zone coverage. If it is zone coverage after the players reach the mesh point they will look to sit in the first available window and stay there (do not move) give qb a target. Example of Mesh vs. Area Inside and Area Outside Zone Below.



It is important as the receivers reach the mesh point that they understand that if it is zone coverage there will be area inside defenders (inside linebackers) who will be attempting to re-route and collision them on their routes. This is often what will open up one of the receivers to be able to sit in the hole that has been vacated by the linebacker trying to collision and not spot drop to his coverage.



You can see in the diagram above receivers about to reach the mesh point vs a zone defense



The inside linebacker has tried to collision the under route which has allowed the over route to sit in green grass on the left side of the screen shot above.



Lets take a look at how the swing of the running back can pull the area outside defender outside allowing a large hole for the mesh route to sit in. You can see from the screen shot above and below the progression of the play and how the back is being covered by the area outside defender which has opened up a huge window for the quarterback to find the mesh.



As you see above the area outside defender is expanding to the perimeter of the field to cover the back. You can see below all of the space that opens up for the mesh and the importance of taking your eyes to the outside receiver, then the running back and then the mesh so that you are able to read and influence these defenders with your eyes.

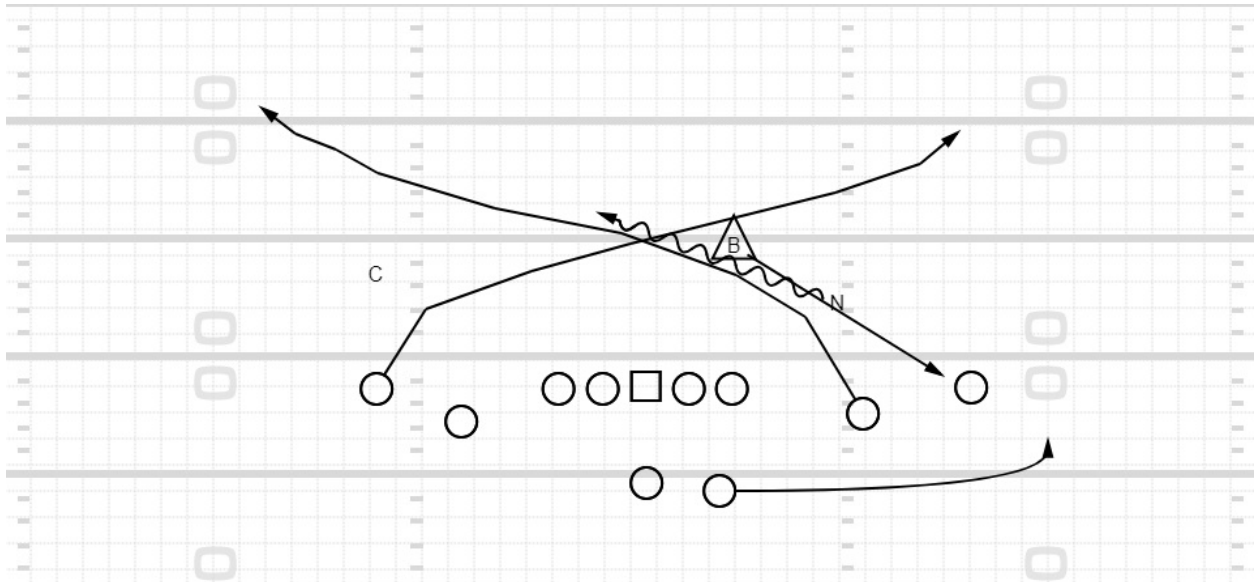
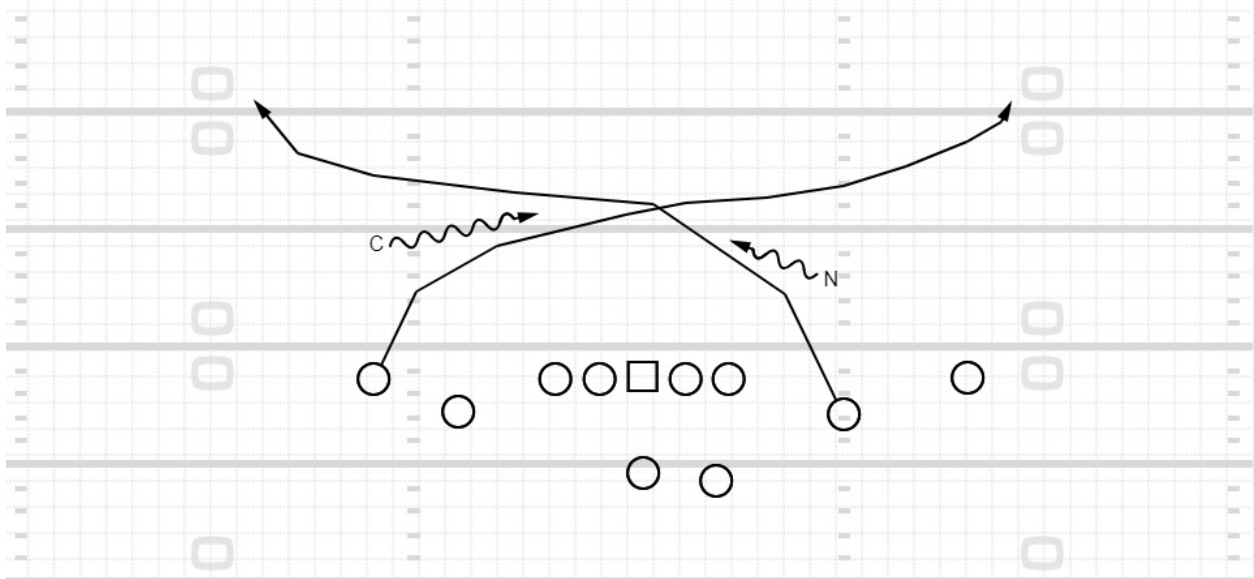


### **The Mesh vs. Man**

If man to man after the mesh point the receivers will stay on the move and will “run away” from the trailing defender in man coverage bending the route up the field.

Lets take a look at how the receivers will identify man to man or zone coverage by reading the reaction of not only the defender over them but of the defender over the player meshing with them. In this example below you can see how the receiver could identify man to man coverage by the defender trailing and running with the receiver they are meshing with.



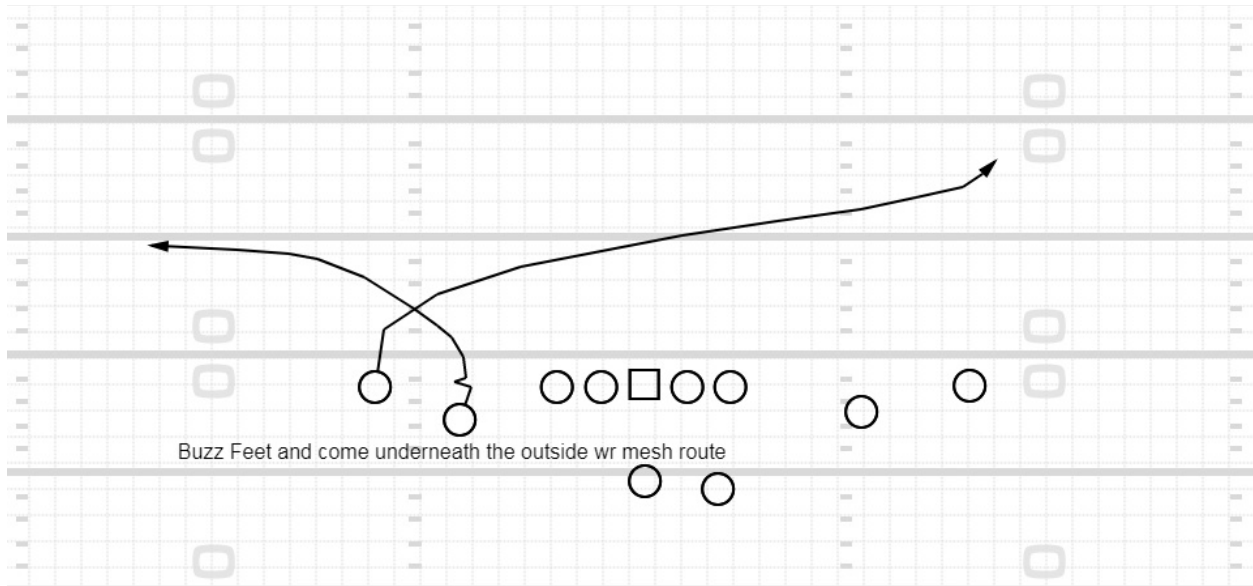


In the above diagram the backside receiver meshing under on the 70 play can read the defender over the receiver he is meshing with running with that receiver as well as the linebacker sprinting to cover the running back out of the backfield (this is not a spot drop- but a sprint towards the line of scrimmage). This is an easy key that they are in man coverage and you need to start to bend your route up the field and stay on the move. You will find some screen shot examples of our receivers bending up the field and running away from man to man underneath coverage on the Mesh.



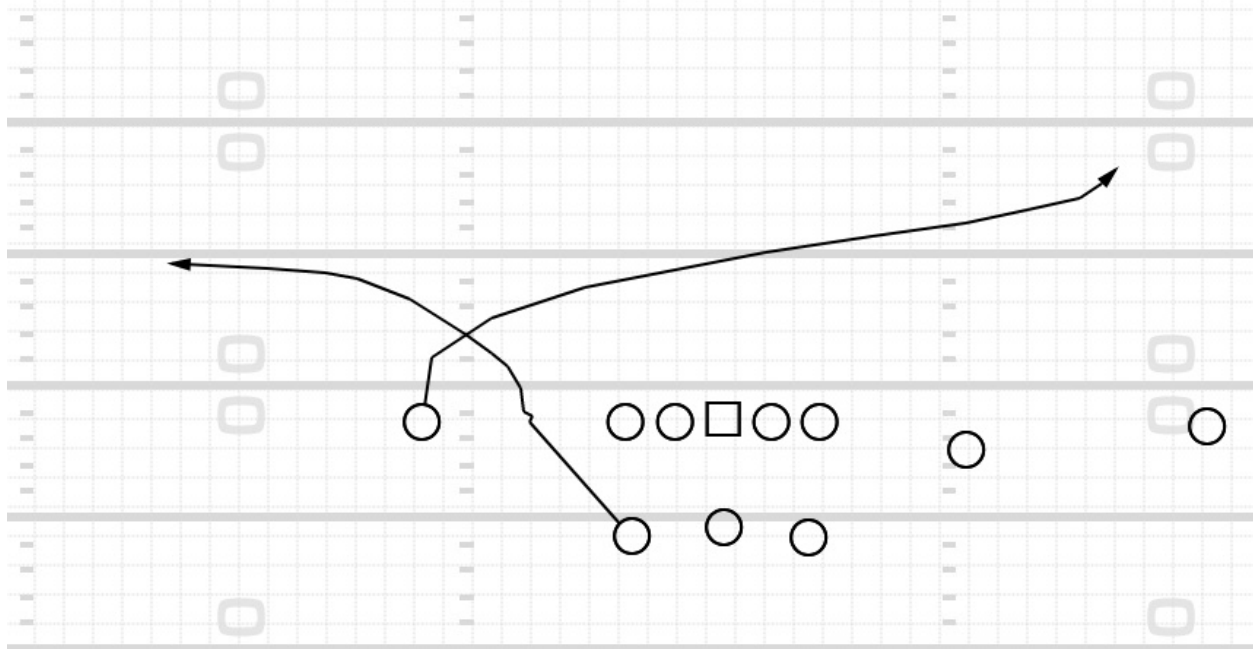
The fourth option on the base mesh play will be the second back or the slot receiver running a shoot route to the flat. This route should build 3-5 yards. It should be noted that this player could also be tagged on a Wheel route up the bottom of the numbers if “Harley” is added to the mesh call.





Backside route from a slot alignment. Note the importance of buzzing your feet and letting the under route go first.

Below is an example of the same route only ran from a running back alignment.



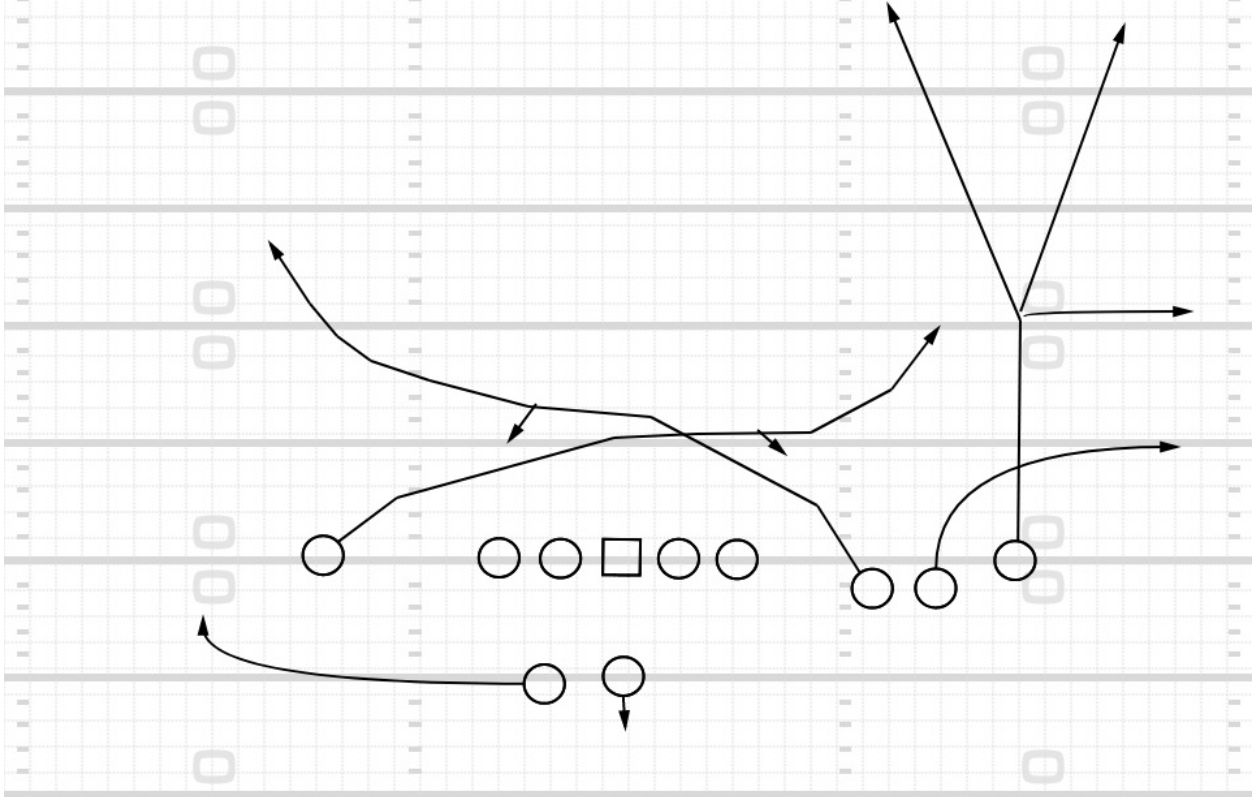
Now lets take a look at some variations of the Mesh concept in our offense here at Burrell. The first variation will be a trips alignment. When running from a trips alignment the running back will now align to the backside in protection and will check release to the shoot route backside. The slot on the frontside will now run a shoot route building to 3-5 yards that will replace the swing of the running back

from the backfield as the second read in the progression.



You can see in the following screen shots the progression out of trips remains the same and the quarterback will go outside receiver to the shoot route to the mesh. Below you will see the mesh open up in a large window of zone coverage for the

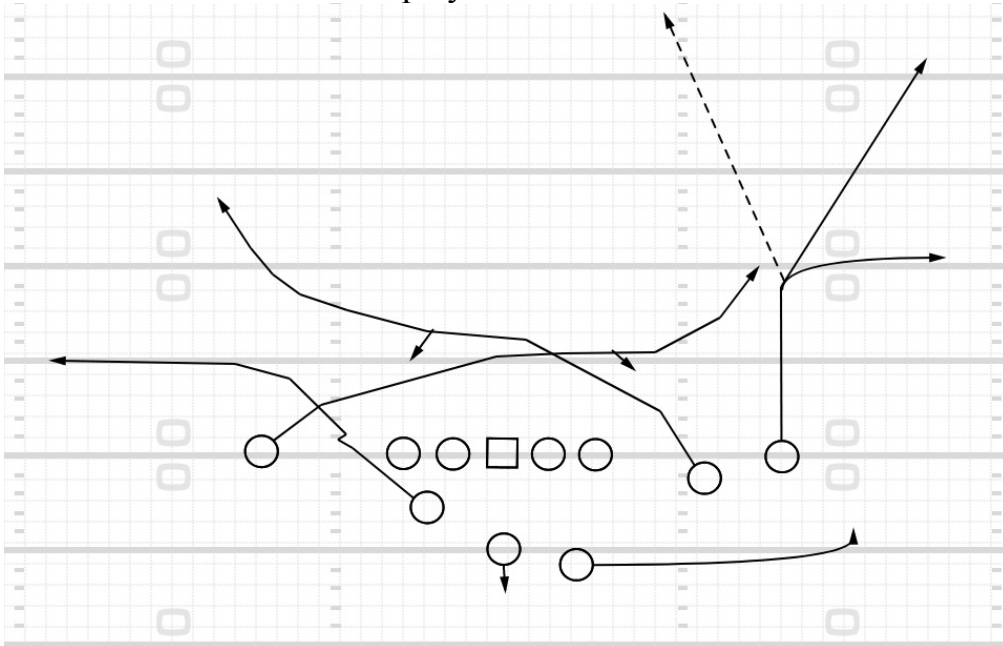
quarterback.



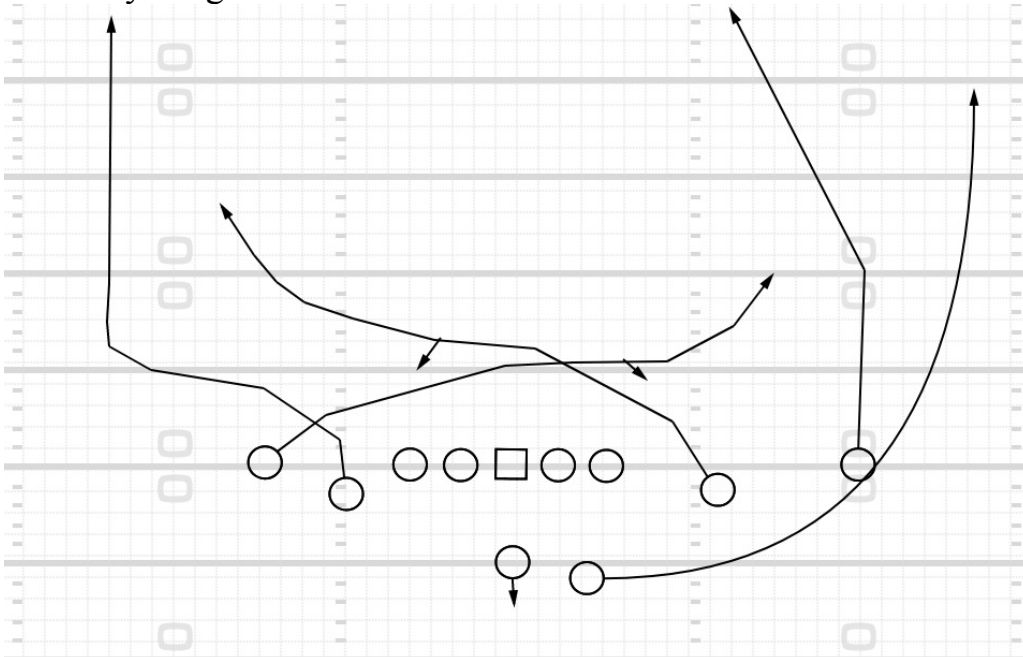
Trips Rt 72

## Mesh Variations

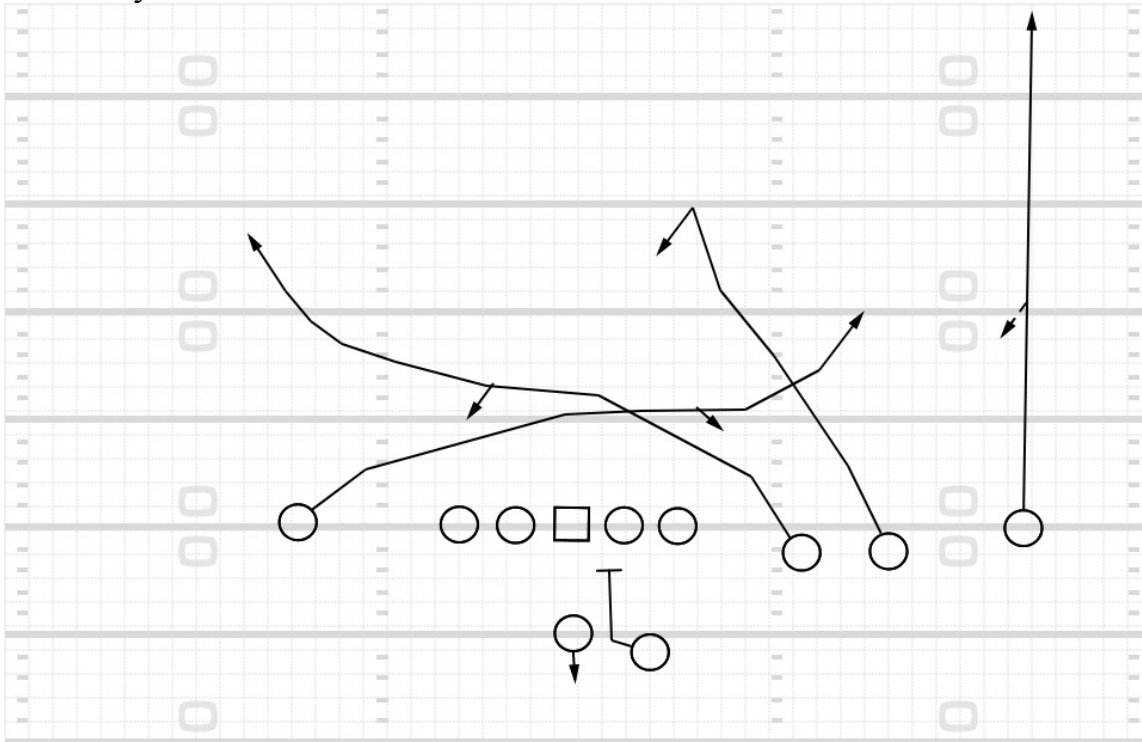
On the following pages you will find a number of our variations and flexibility of how we can call the Mesh play in our offense.



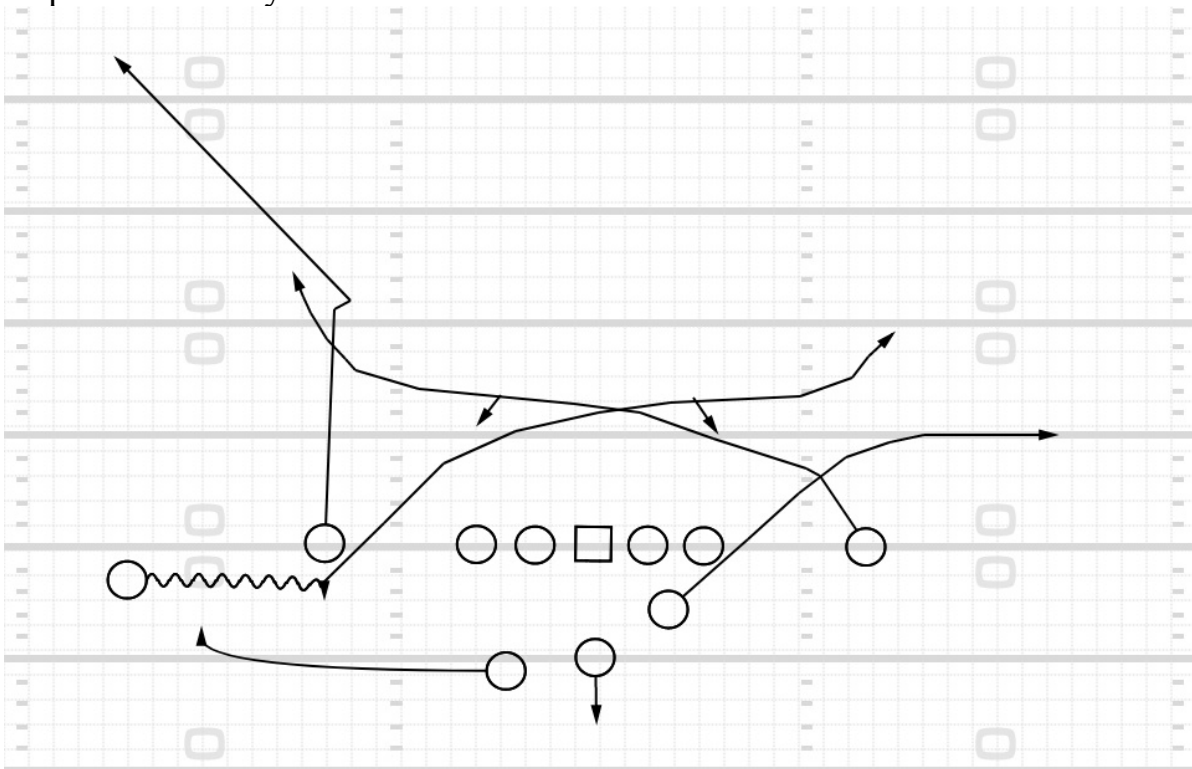
70 "Pony" Tag = Post



72 Harley

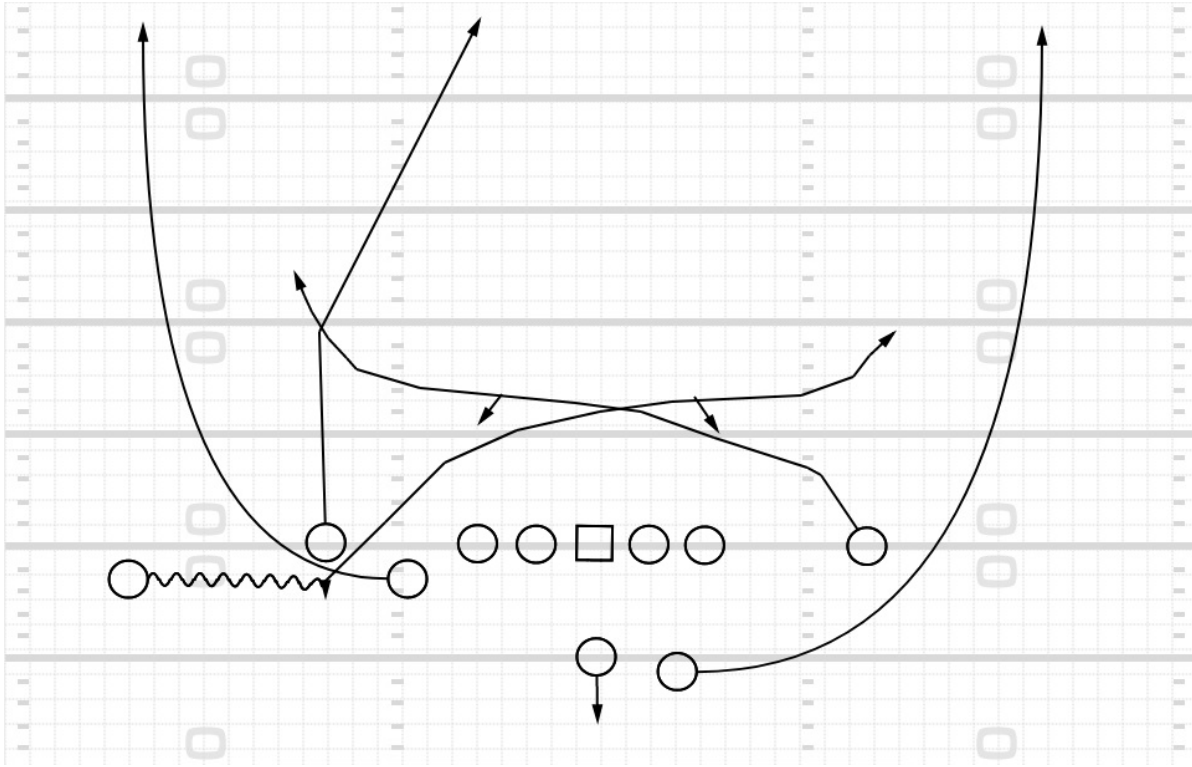


Trips Rt 70 DC Pyramid

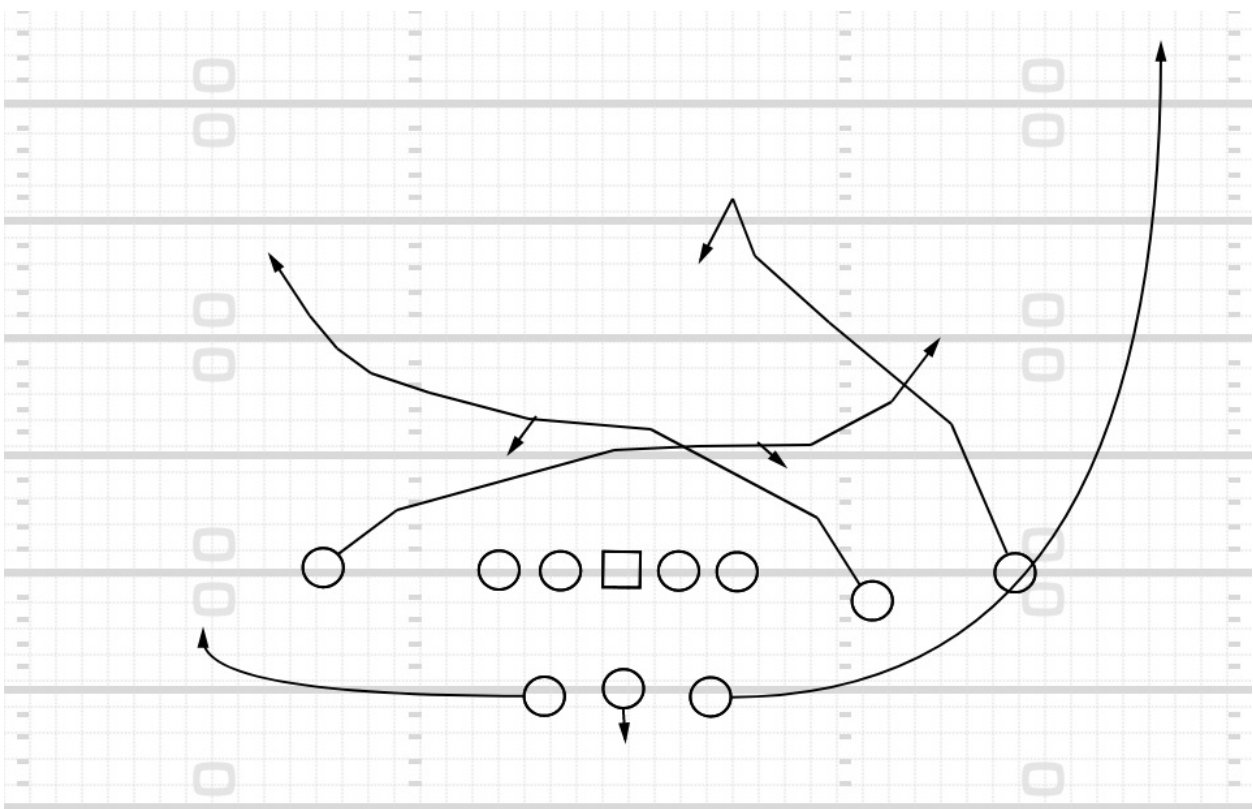


Ray 75





Flex Ray 71 Harley



Tails Rt 74 Egypt Harley



# Scissors

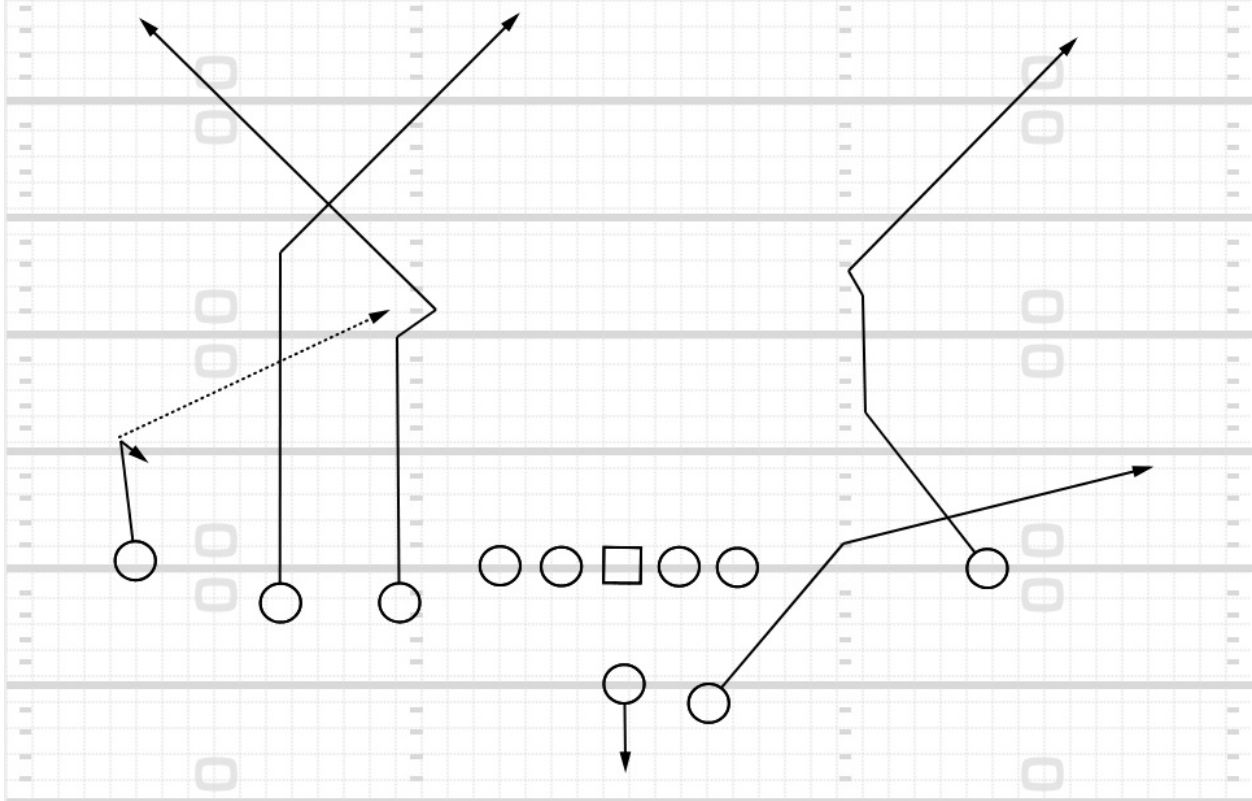


## Scissors

Our scissors route is a specific variation of our smash route from a trips alignment. This is a three step drop by our quarterback in the shotgun and we will utilize this play in the redzone.

Here is how we will call the Scissors route in 2019

Concept	Code Words	Signal
Scissors	Slash, Cut	Downward chop with hand



Trips Left Slash

# Sluggo

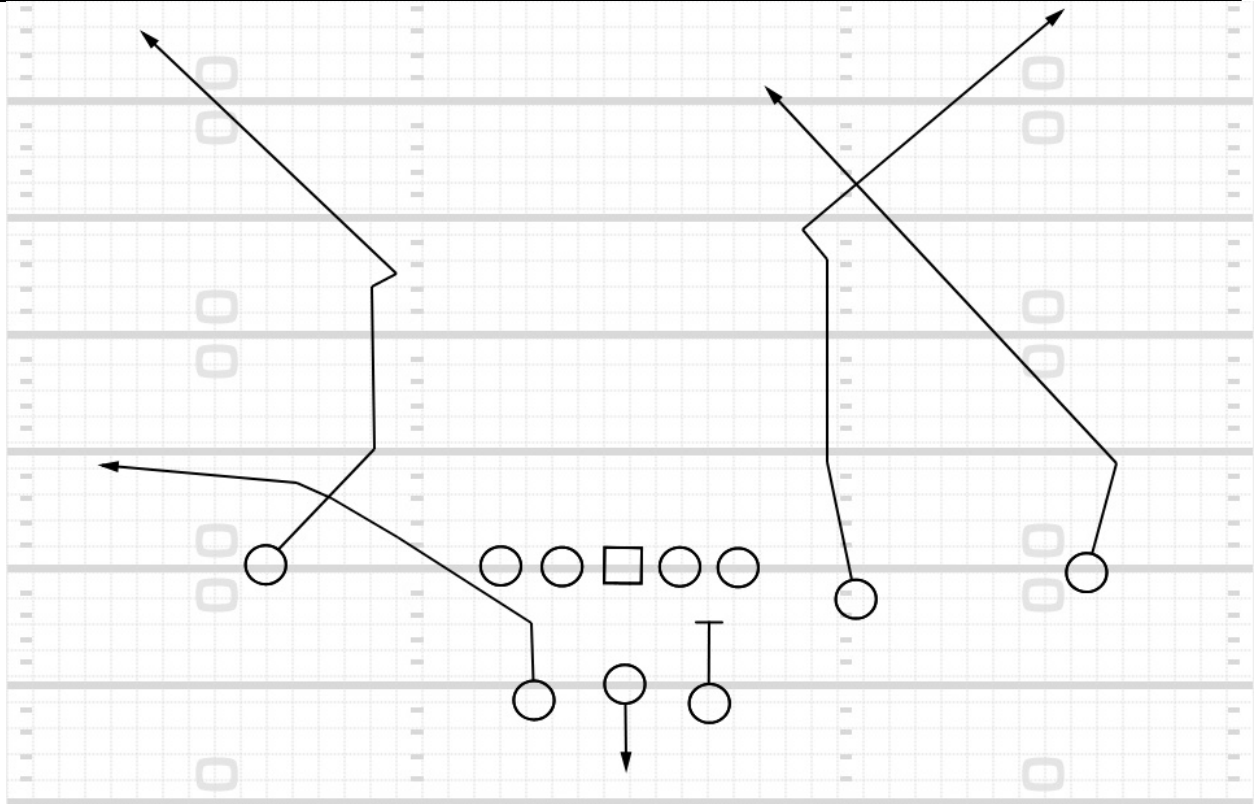




## Sluggo

Our sluggo concept is a check used vs two deep coverage in a long yardage situation. The quarterback will be taking a three step drop in the shotgun. Here is how we will call the Sluggo route in 2019

Concept	Code Words	Signal
Sluggo	Tyson	



Tails Rt Tyson (Sluggo)