

Deep Passing Game

Drop Back Protection with no TB help YELLOW

Drop Back Protection with TB help GRAY

Sprint Out Protection RED & BLUE

**On the original set of DVDs, we only had one cup protection and we called it Yellow. Then I changed it to White and added Gray. However, the words “WHITE”, “TIGHT”, AND “Y” sound a lot alike, so I have went back to Yellow. If we want the TB to block we change the color to GRAY. If we want the TE to stay in to block we tag it with “STAY”. If we want all backs to block so we can focus on 1 or 2 routes then we tag it “MAX”*

Just like in our run and screen games, we want to run a few basic concepts out of a ton of formations and to all of our players. We try to run each concept in our Yellow, Red, & Blue protection schemes so the opponent has to worry about both drop back and sprint out attacks.

PASSING CONCEPTS

- Vertical Concepts (VALLEJO)
- Middle Concept (MALIBU)
- Crossing Concepts (DAYTON)
- In-Out Concept (INDY)
- Flood Concept (FRISCO)
- Choice Concept (CHICAGO)

PASS PROTECTION

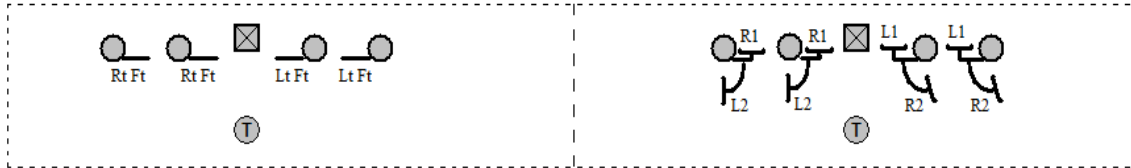
TECHNIQUE

GUARD & TACKLE INITIAL STEPS

6 inch lateral jab-step to the inside to take away shortest path to the QB.

If contact is made on this step, the OL must hold his ground & force DL outside.

The 2nd step is a 45 degree drop step.



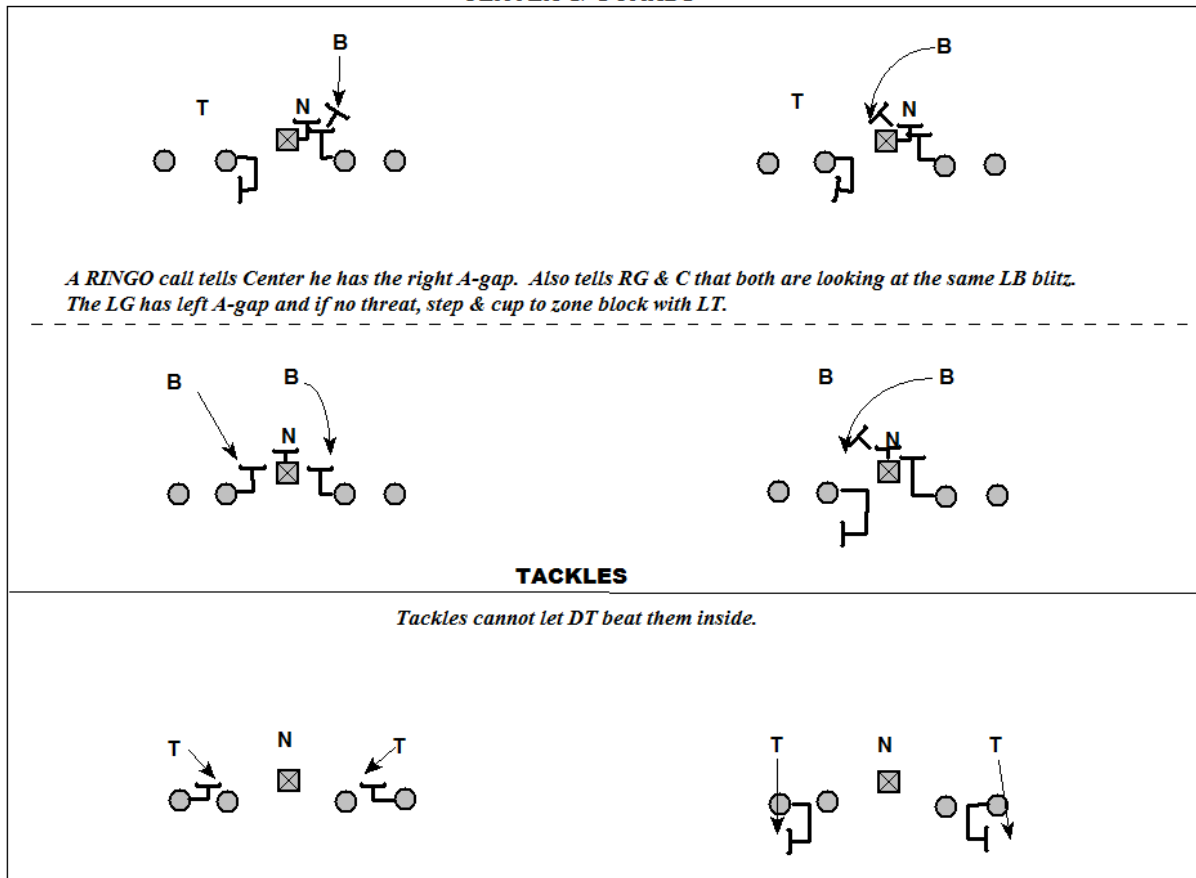
CENTER INITIAL STEPS

Must quickly get into a balanced 2-point stance after the snap.

LUCKY call tells Center to protect his LEFT A-gap and first ILB to his LEFT.

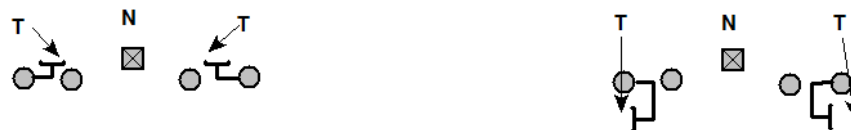
RINGO call tells Center to protect his RIGHT A-gap and first ILB to his RIGHT.

CENTER & GUARDS



TACKLES

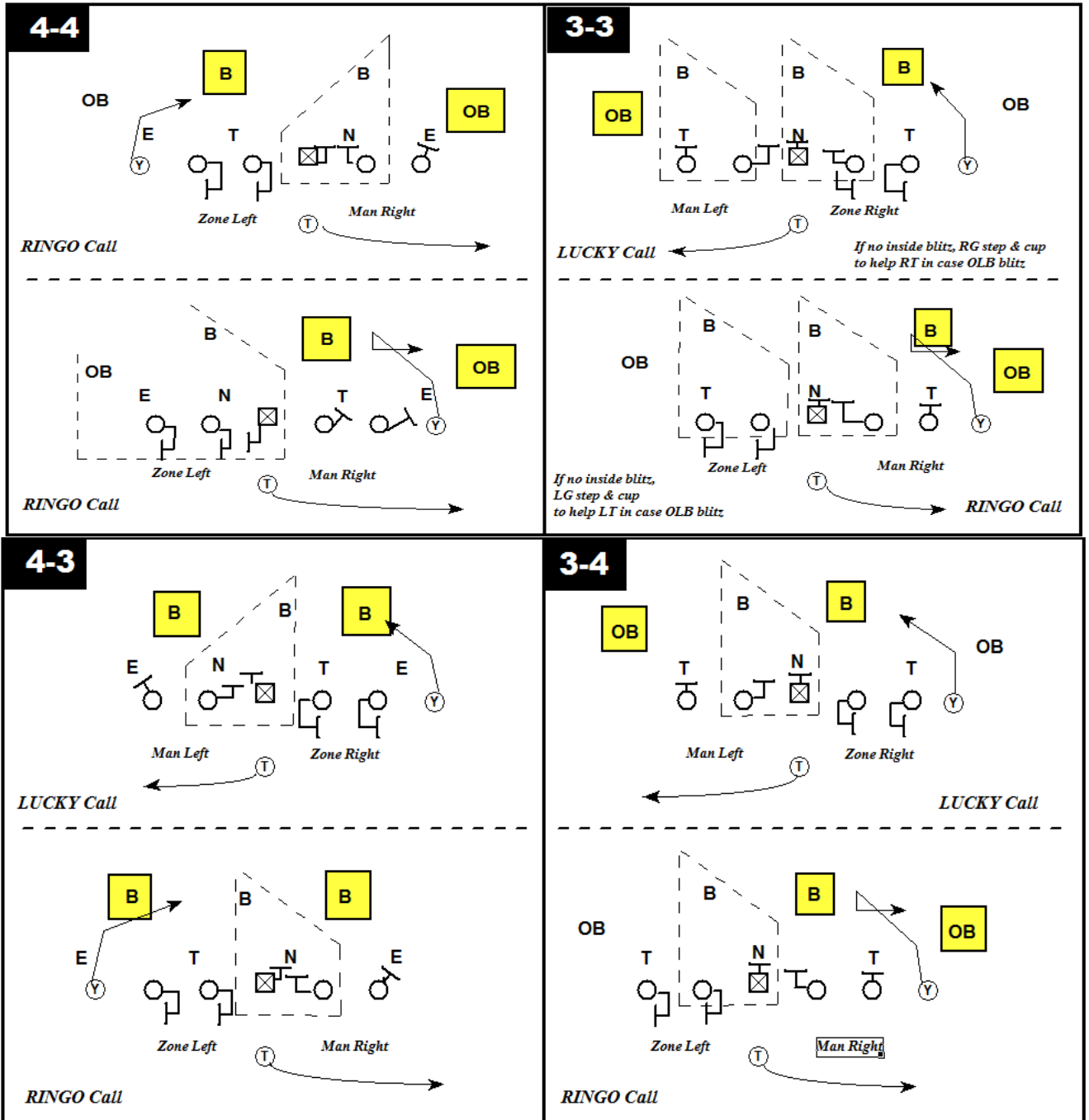
Tackles cannot let DT beat them inside.



PASS PROTECTION

YELLOW (Drop Back - No TB)

TB swing neutralizes OLB blitz on side he is swinging to.
 Man block side that TB swings to. Zone block backside.

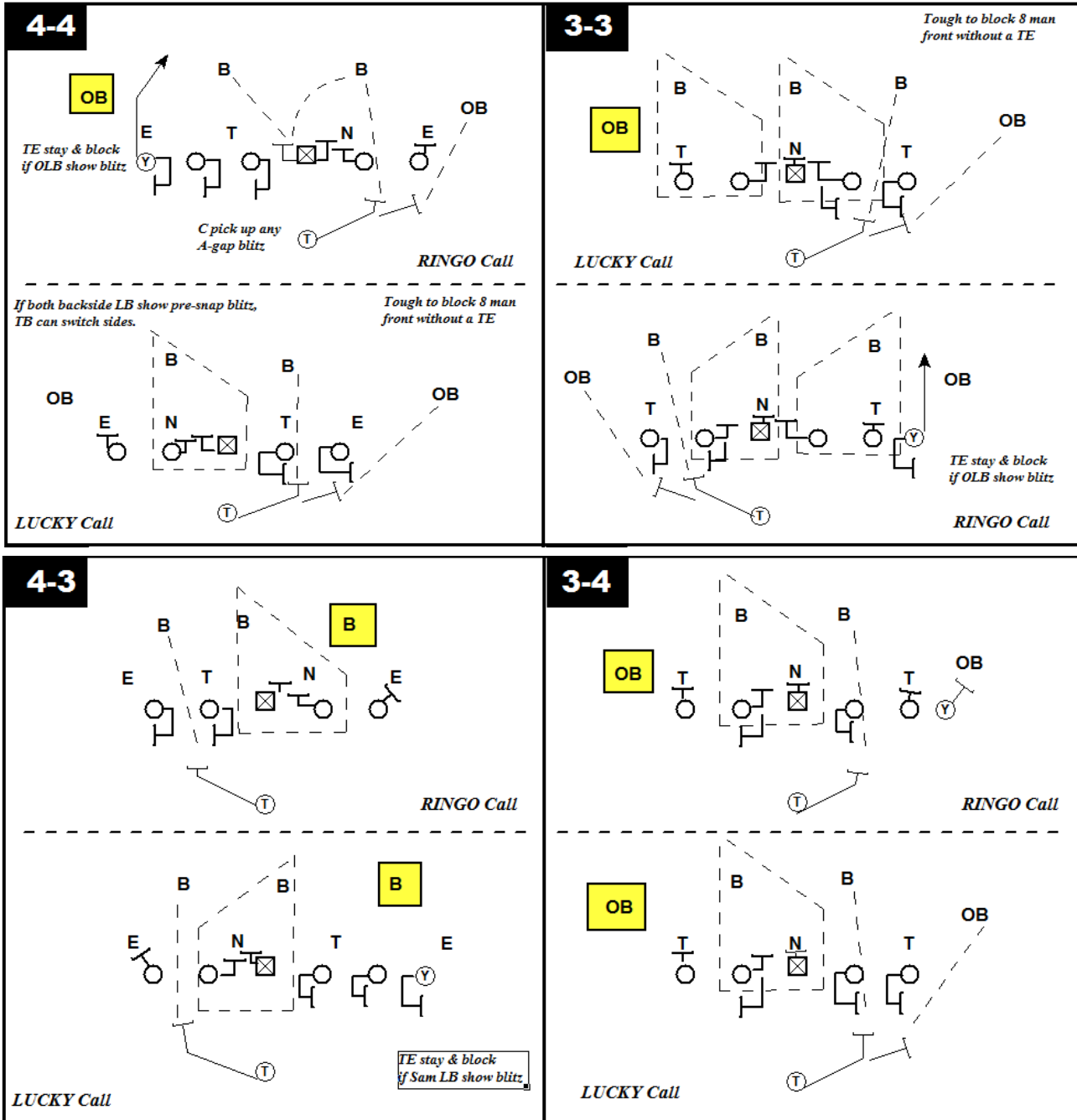


PASS PROTECTION

GRAY (Deep Pass - TB Help)

TIGHT or OVER: TB blocks opposite the TE.

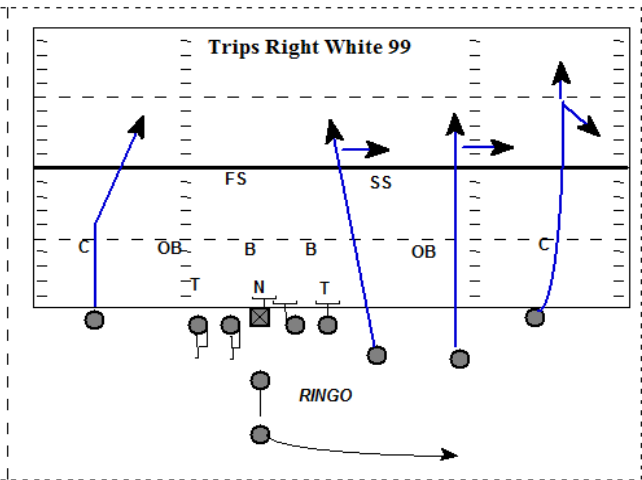
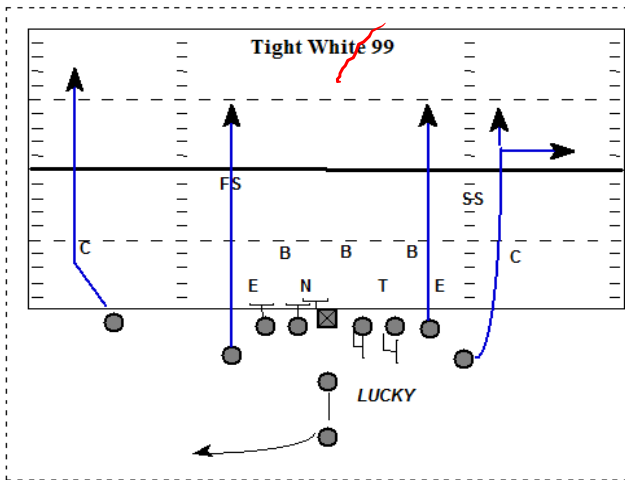
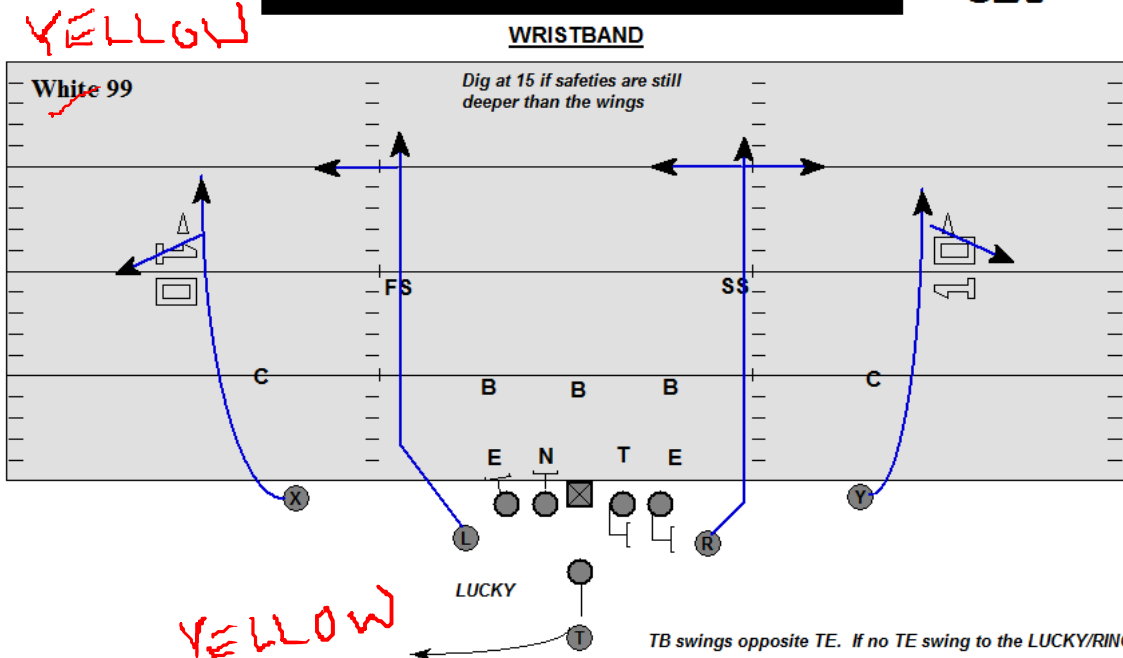
NO TIGHT END: Tailback blocks opposite the LUCKY / RINGO call



Code Word:
VALLEJO 29

VERTICALS

Snap Count:
SET



ROUTE ASSIGNMENTS

X	Fade. If can't beat CB at 15yds break out & comeback to 12 yds on sideline
Y	Fade. If can't beat CB at 15yds break out & comeback to 12 yds on sideline
L	Run down the seam. If both safeties deep break out at 15. If #3 on Trips head to middle of field
R	Run down the seam. If both safeties deep break out at 15. If #3 on Trips head to middle of field

QB READ PROGRESSION

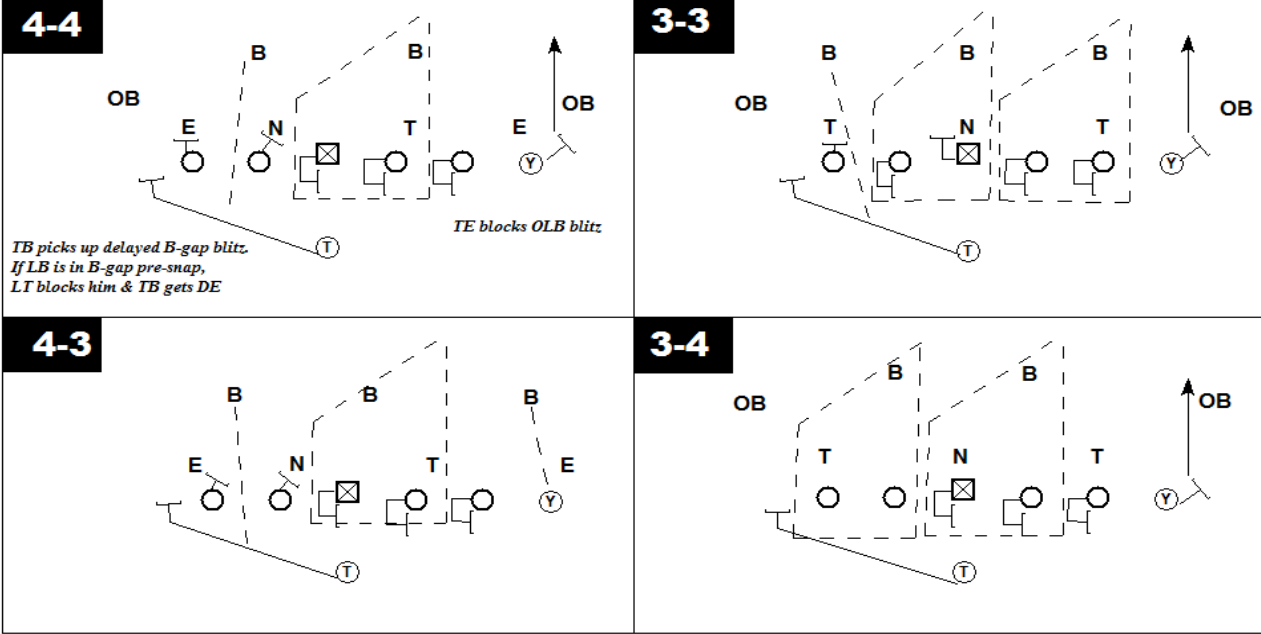
- vs 1 Safety: Look him off and fire to opposite Wing in 15-20yd window
- vs 2 Safeties: If can't beat them at 15 yds, break out.
- If outside SE can't beat CB at 15yds, break out & back to 12 yards.

vs 2 Safeties

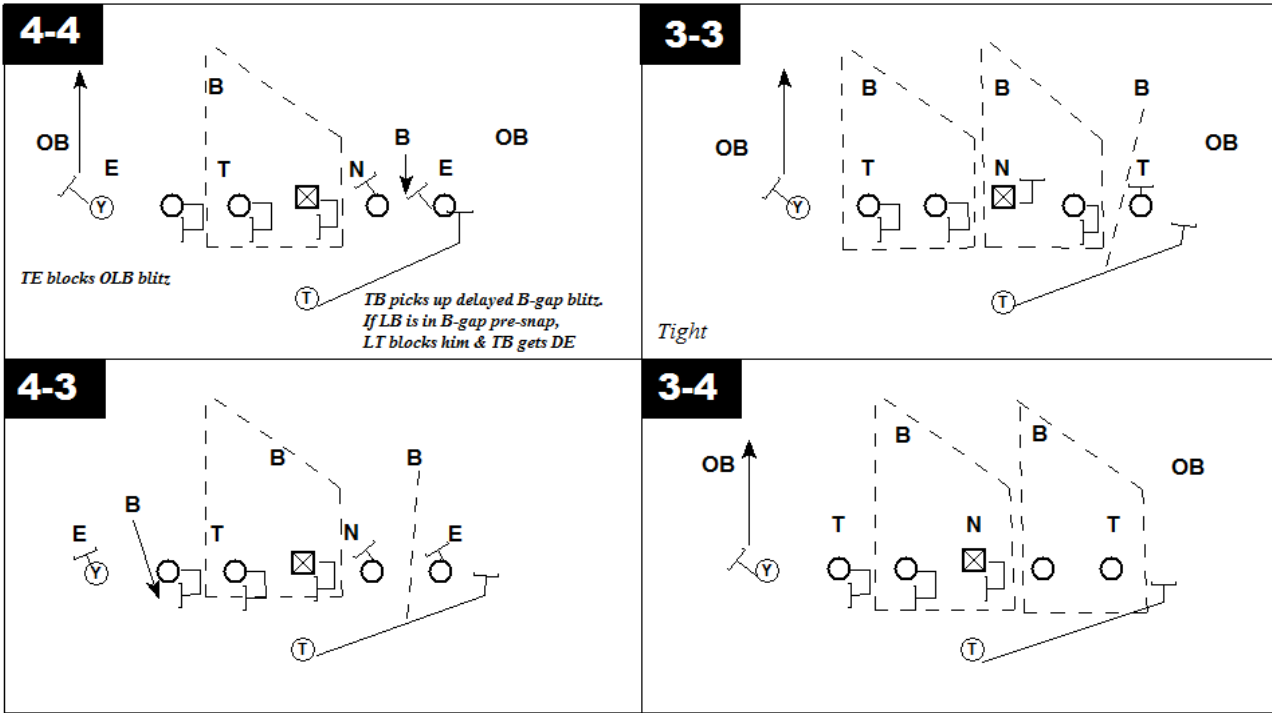
White Protection

PASS PROTECTION

BLUE (Sprint Left)



RED (Sprint Right)

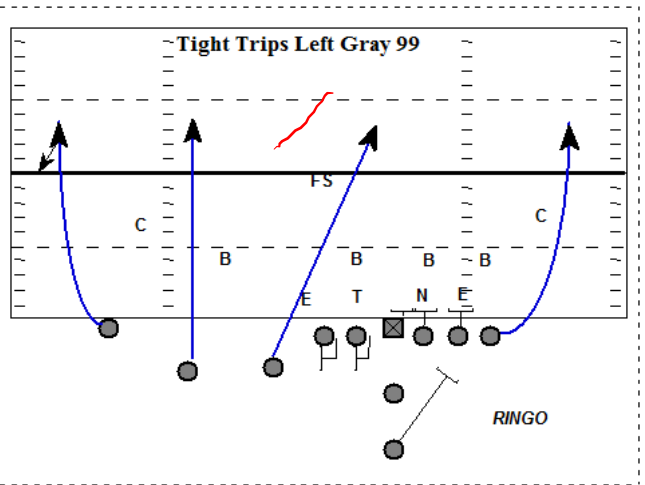
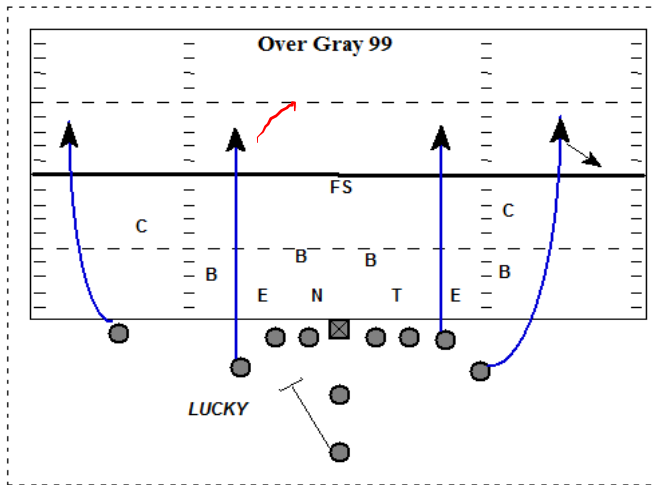
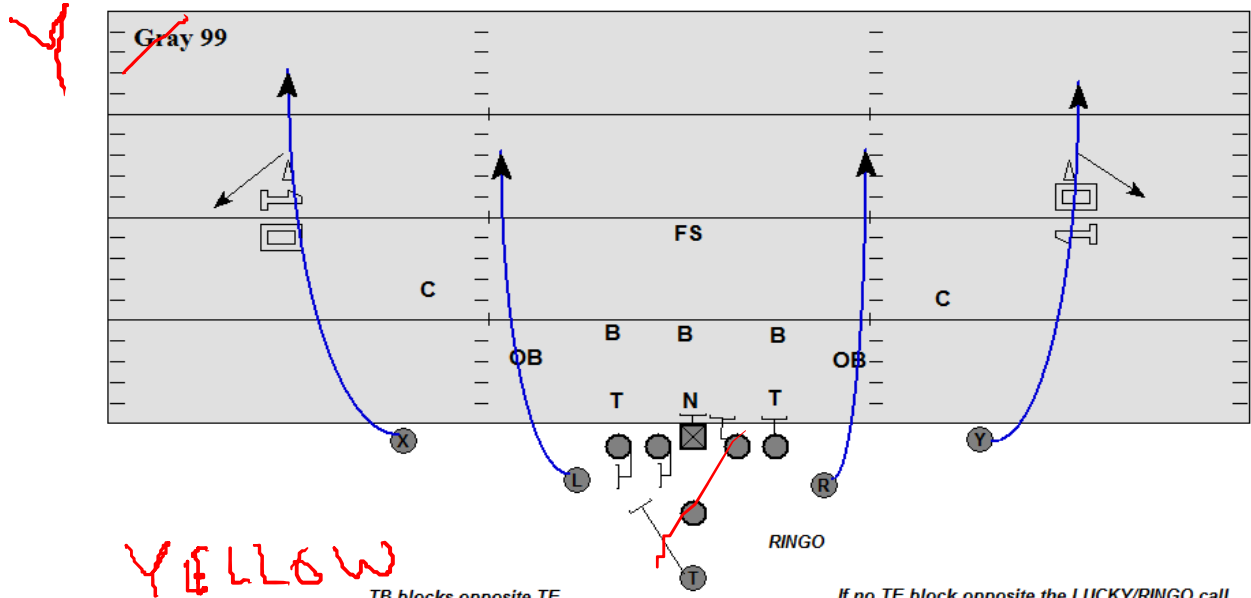


Code Word:
VALLEJO 40

VERTICALS

Snap Count:
SET

WRISTBAND



ROUTE ASSIGNMENTS

X	Fade. If can't beat CB at 15yds break out & comeback to 12 yds on sideline
Y	Fade. If can't beat CB at 15yds break out & comeback to 12 yds on sideline
L	Run down the seam. If both safeties deep break out at 15. If #3 on Trips head to middle of field
R	Run down the seam. If both safeties deep break out at 15. If #3 on Trips head to middle of field

QB READ PROGRESSION

vs 1 Safety: Look him off and fire to opposite Wing in 15-20yd window
 vs 2 Safeties: If can't beat them at 15 yds, break out.
 If outside SE can't beat CB at 15yds, break out & back to 12 yards.

vs Cover 3

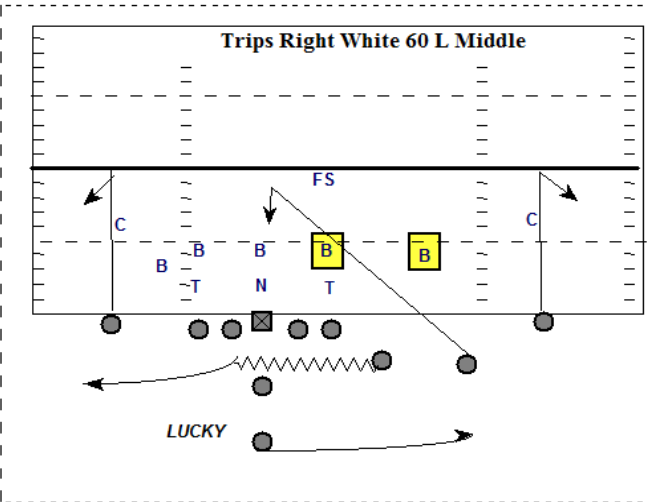
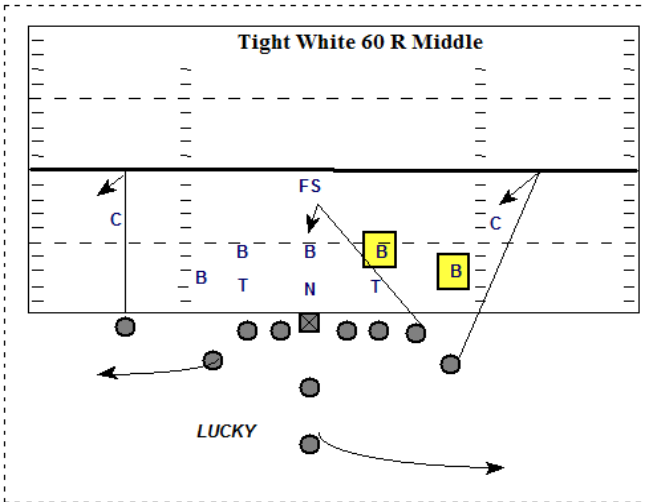
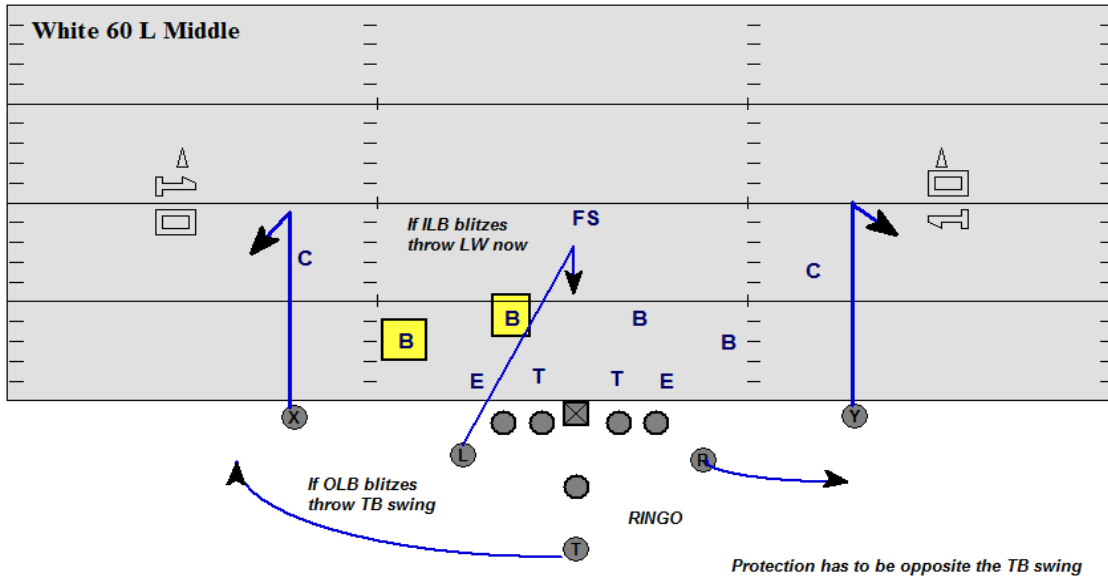
Gray Protection

Code Word:
MALIBU 40

MIDDLE CONCEPT

Snap Count:
SET

WRISTBAND



ROUTE ASSIGNMENTS

X	10 yard comeback. Break out vs inside shade CB
Y	10 yard comeback. Break out vs inside shade CB
L	8 yard hole in middle or bubble route
R	8 yard hole in middle or bubble route

QB READ PROGRESSION

- Start on outside if SE can beat the CB on the out routes.
- Come back to middle as Wing or TE finds hole between LB
Hit the hole player right away vs ILB blitz
- TB Swing is the 3rd read or hot read vs OLB blitz.

vs 1 Safety

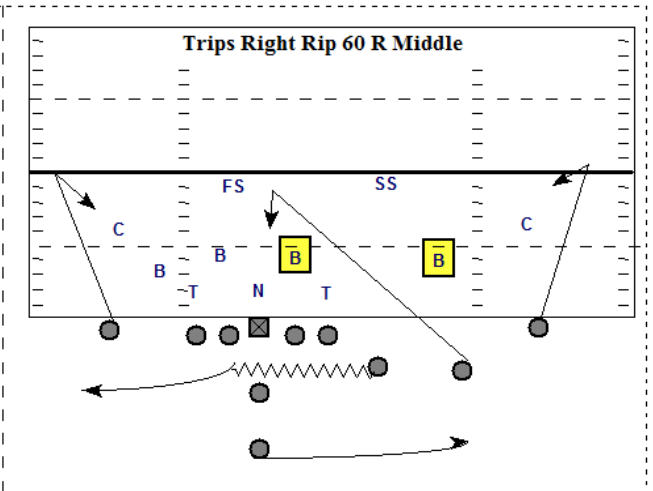
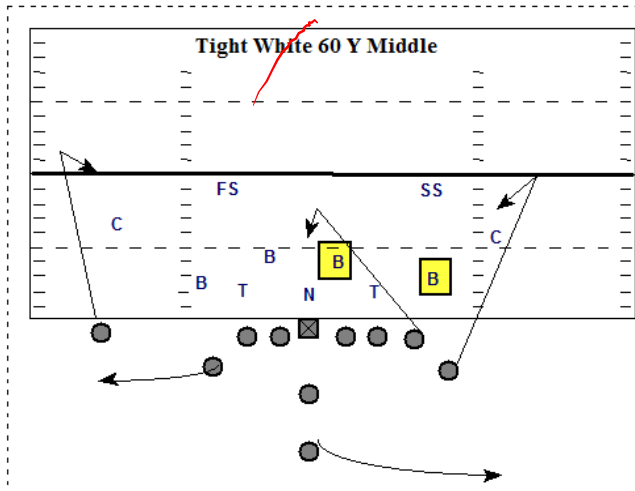
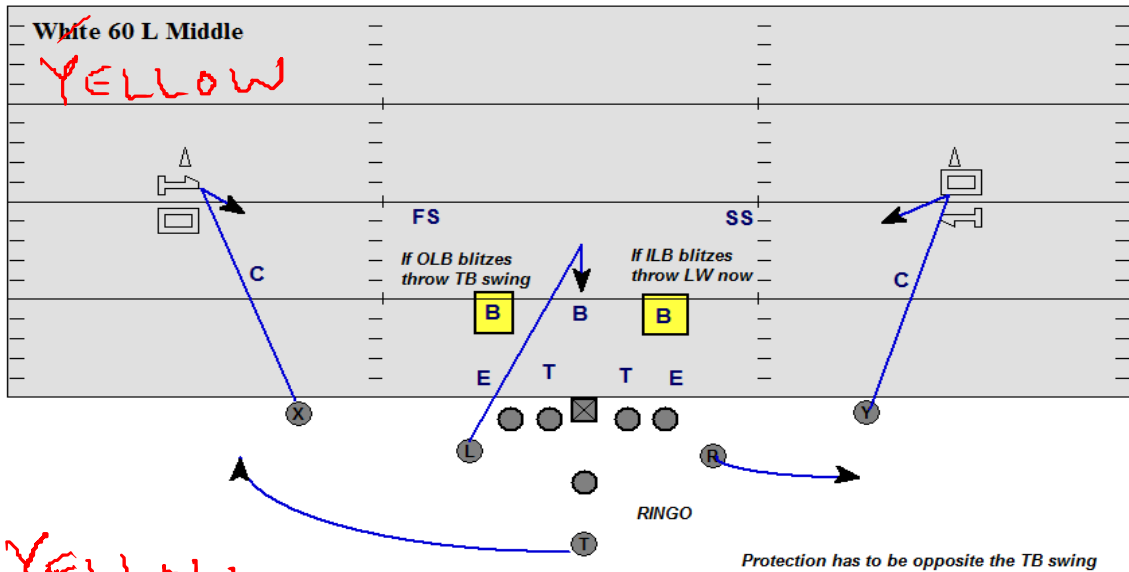
White Protection

Code Word:
MALIBU 29

MIDDLE CONCEPT

Snap Count:
SET

WRISTBAND



ROUTE ASSIGNMENTS

X	10 yard comeback. Break out vs inside shade CB
Y	10 yard comeback. Break out vs inside shade CB
L	8 yard hole in middle or bubble route
R	8 yard hole in middle or bubble route

QB READ PROGRESSION

- Start on outside if SE can beat the CB on the out routes.
- Come back to middle as Wing or TE finds hole between LB
- Hit the hole player right away vs ILB blitz
- TB Swing is the 3rd read or hot read vs OLB blitz.

vs 2 safeties

White Protection

Code Word:
YOSEMITE 40

CROSSING CONCEPT

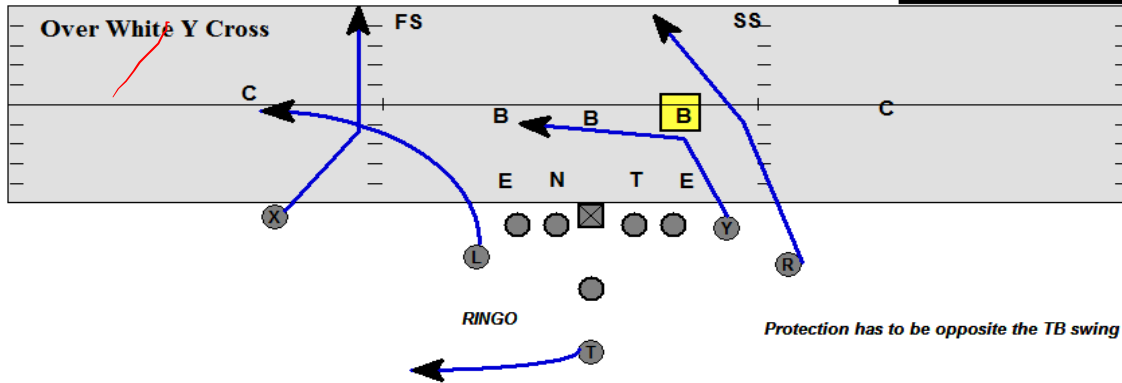
Snap Count:
SET

WRISTBAND

*X&Y are brothers; L&R are brothers.
If your brother is crossing, then you run safety off.
If your brother is not crossing, get to the flats: (SE comeback / Wing arrow)*

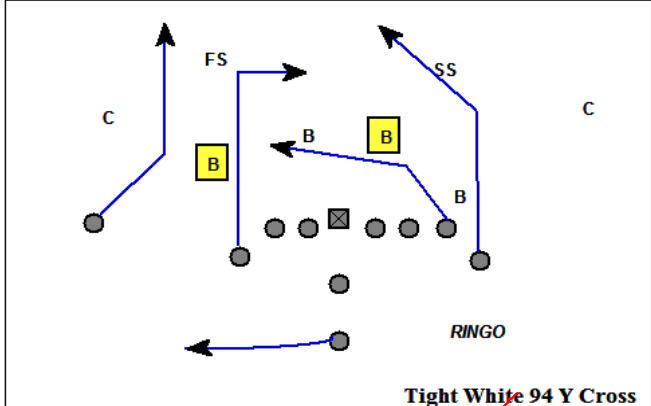
YELLOW

BROTHERS

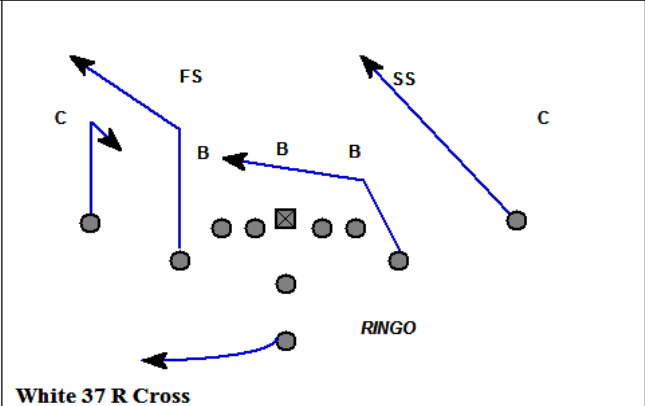


Protection has to be opposite the TB swing

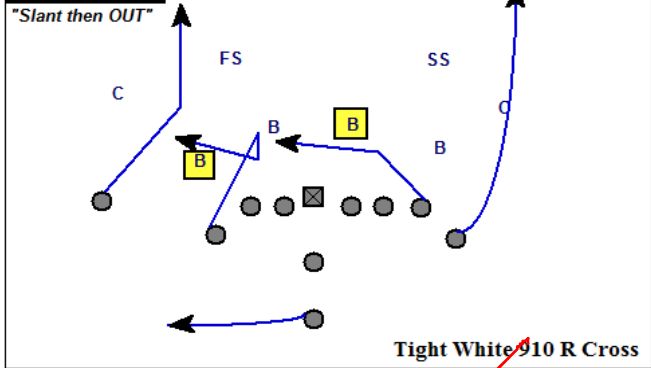
DIG



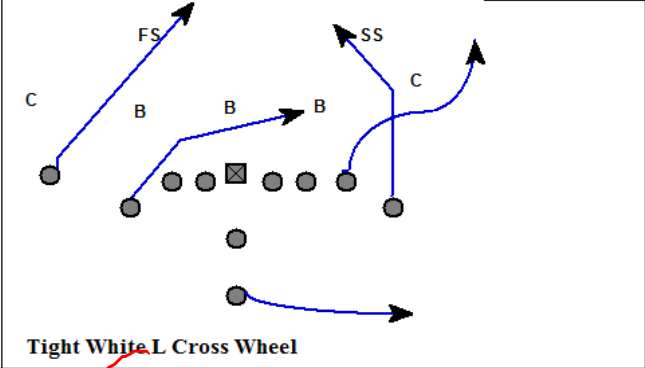
SMASH



SCOUT



WHEEL



vs 2 safeties

White Protection

Code Word:
YOSEMITE 40

CROSSING CONCEPT

Snap Count:
SET

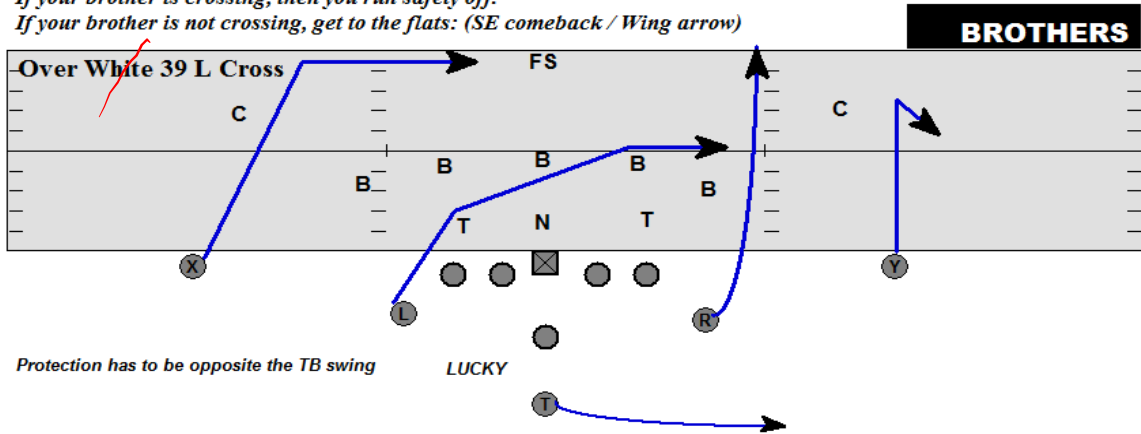
YELLOW

WRISTBAND

X&Y are brothers; L&R are brothers.

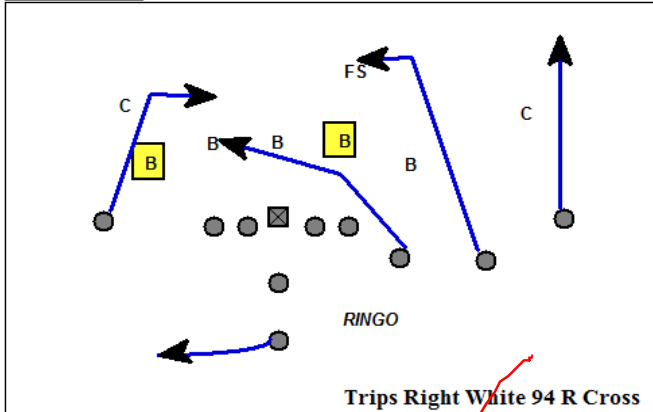
If your brother is crossing, then you run safety off.

If your brother is not crossing, get to the flats: (SE comeback / Wing arrow)

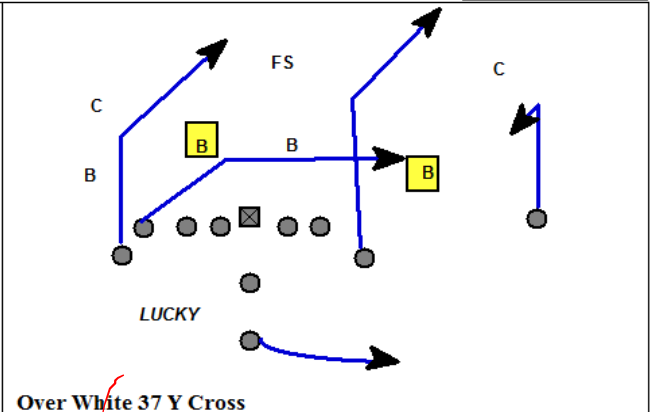


Protection has to be opposite the TB swing

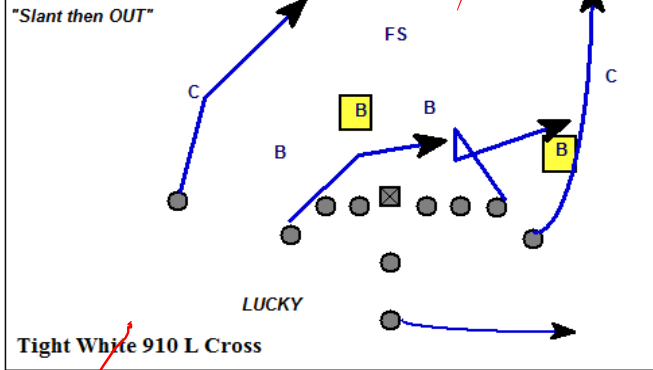
DIG



SMASH

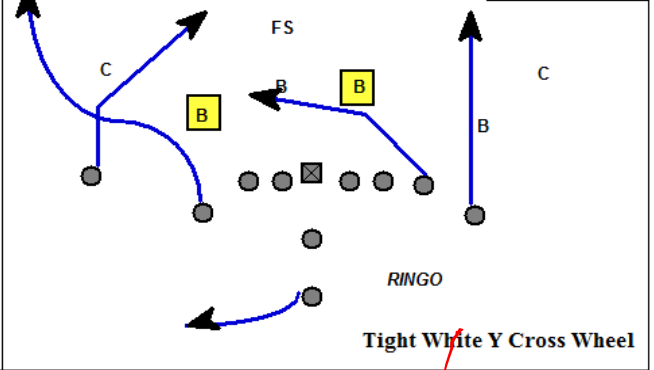


SCOUT



"Slant then OUT"

WHEEL



vs 1 safeties

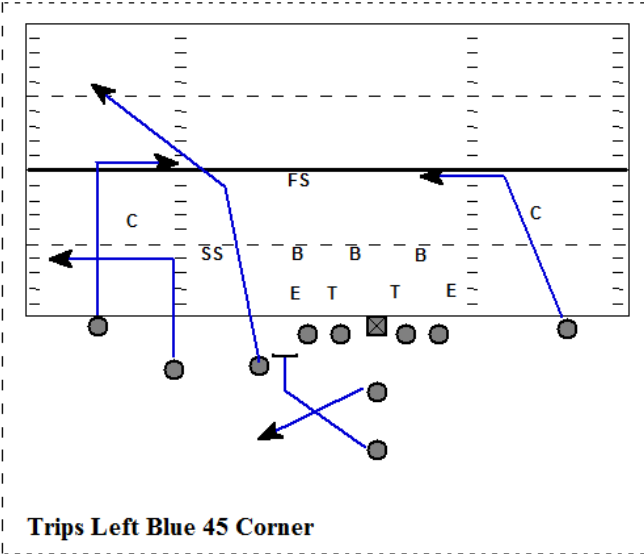
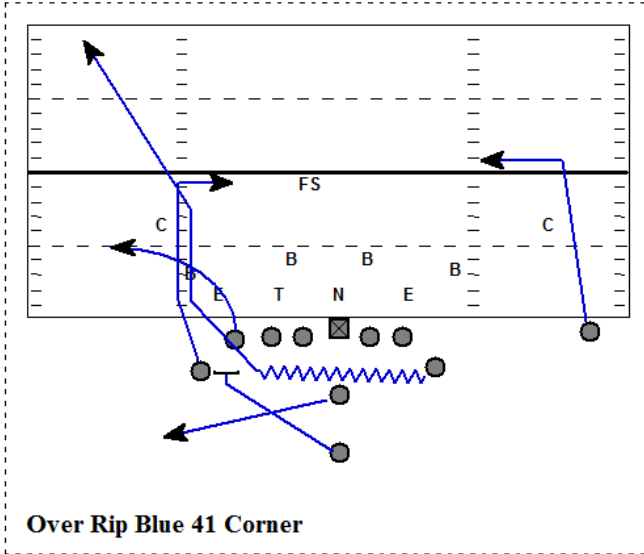
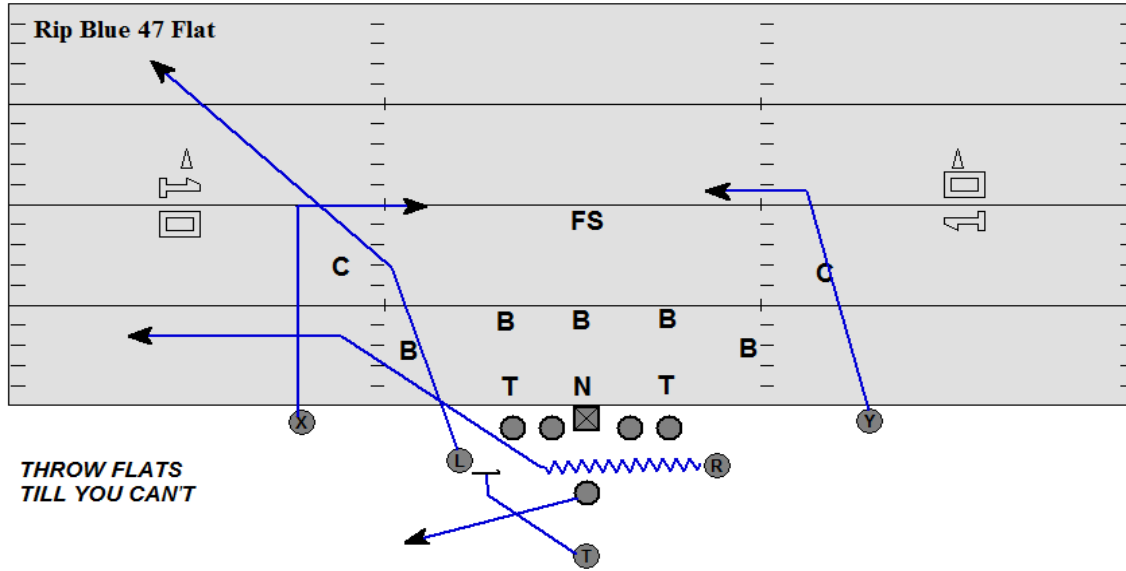
White Protection

Code Word:
INDY 29

IN-OUT CONCEPT

Snap Count:
SET

WRISTBAND



4 Route - DIG

*Eyeball the Curl-Flat defender.
BLITZES: replace him.
Straight drop, hitch at 10.
Good 45 degree drop, curl around him*

QB READ PROGRESSION

*Out - Dig - Corner
Read Flat defender to Corner.*

vs 1 safety



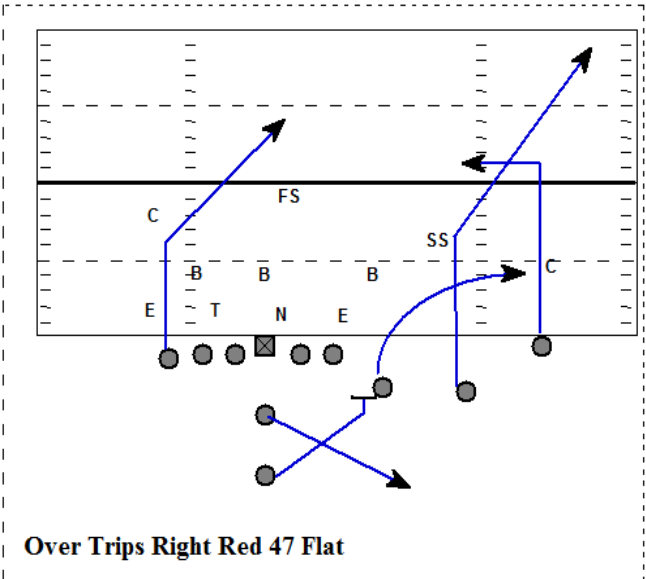
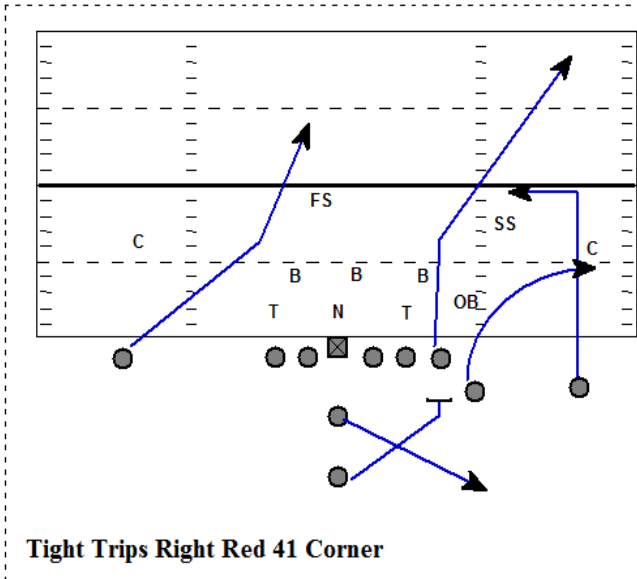
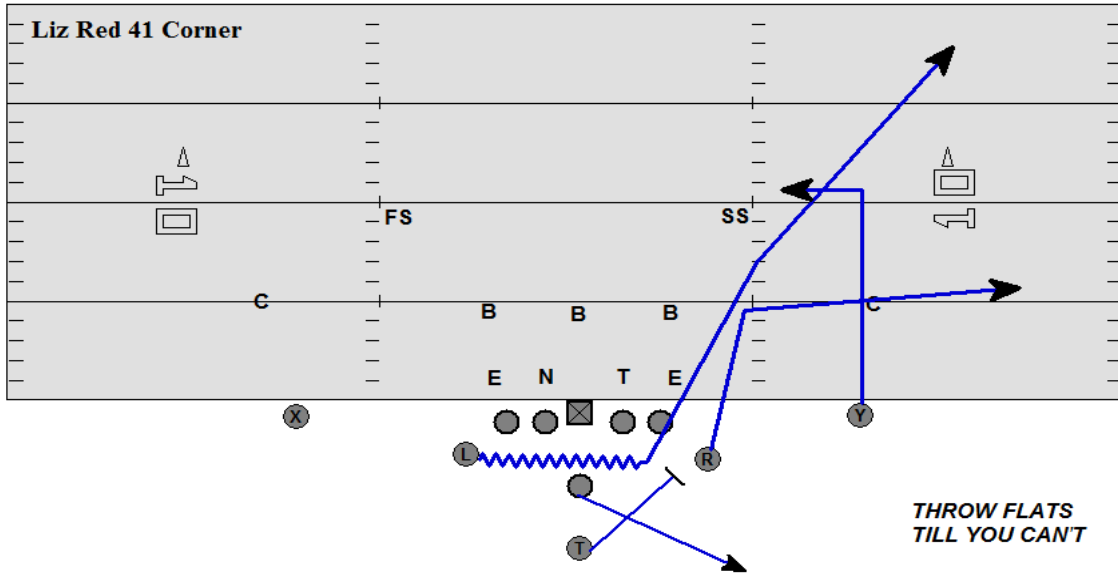
Blue Protection

Code Word:
INDY 40

IN-OUT CONCEPT

Snap Count:
SET

WRISTBAND



4 Route - DIG

*Eyeball the Curl-Flat defender.
BLITZES: replace him.
Straight drop, hitch at 10.
Good 45 degree drop, curl around him*

QB READ PROGRESSION

*Out - Dig - Corner
Run it at the TE flank vs 3-4 teams who put OLB on TE.
vs 4-3 team this puts the CB in conflict*

vs Cover 2

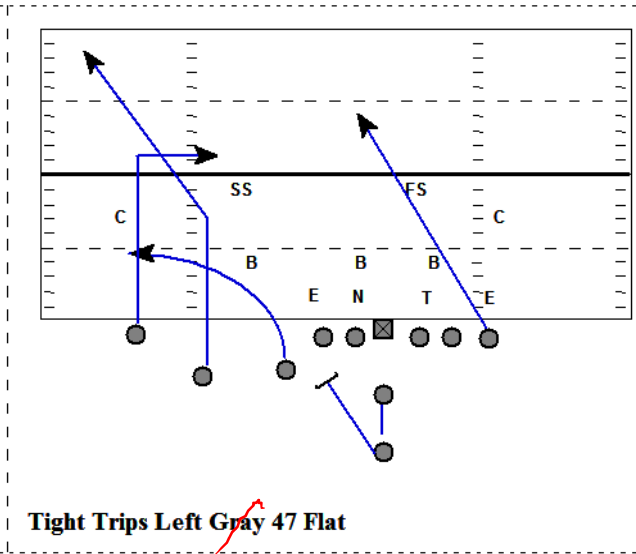
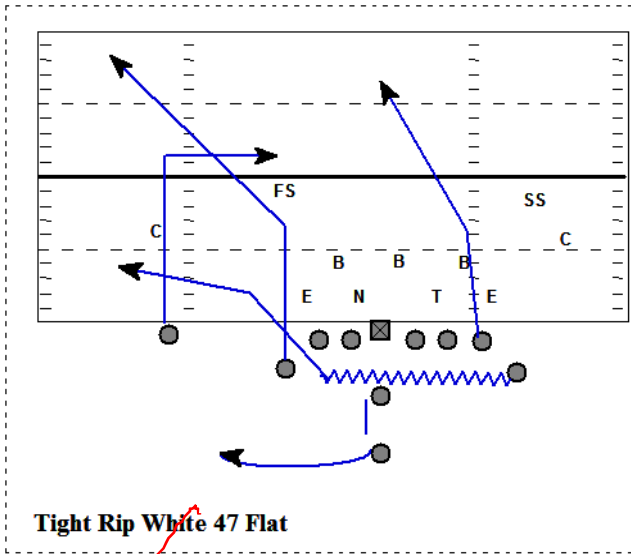
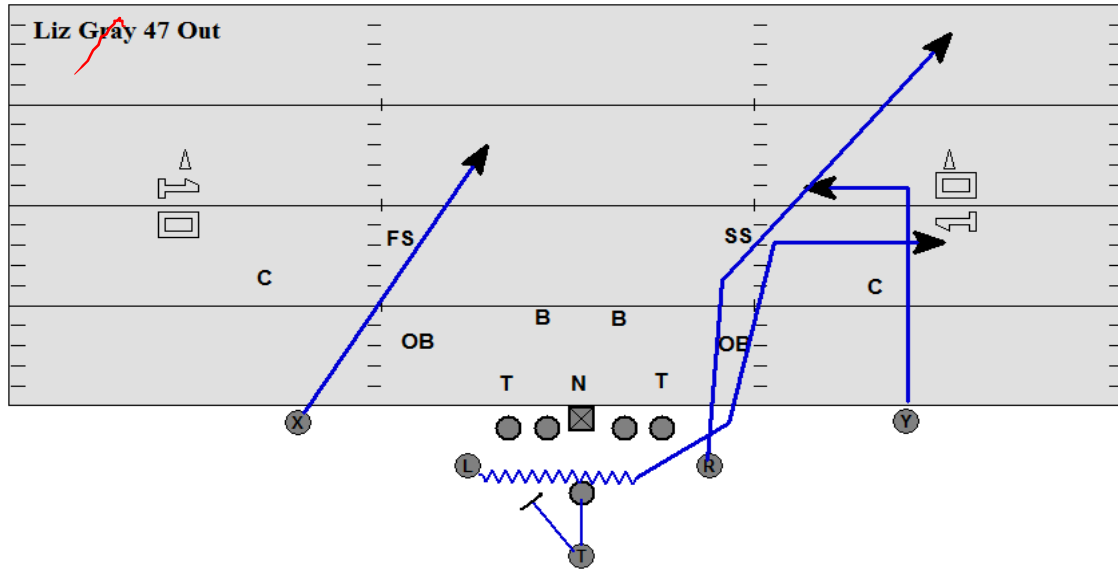
Red Protection

Code Word:
INDY 29

IN-OUT CONCEPT

Snap Count:
SET

WRISTBAND



4 Route - DIG

*Eyeball the Curl-Flat defender.
BLITZES: replace him.
Straight drop, hitch at 10.
Good 45 degree drop, curl around him*

QB READ PROGRESSION

*Out - Dig - Corner
Not a great route vs 3-4 Quarters coverage.
The 4-3 CB is in conflict.*

vs Cover 4

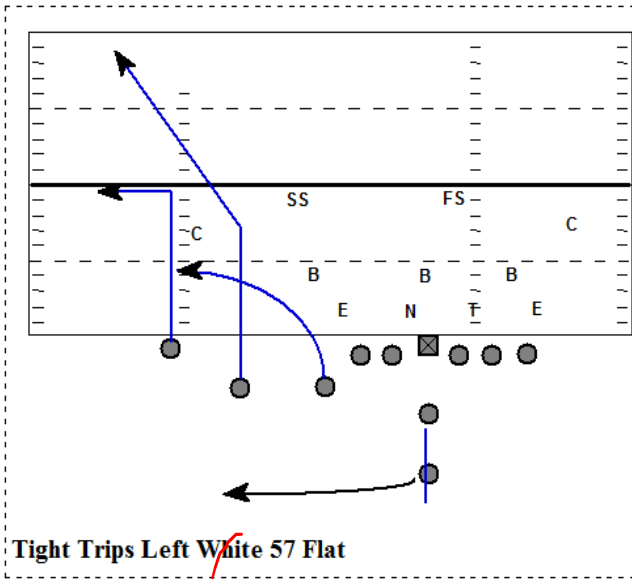
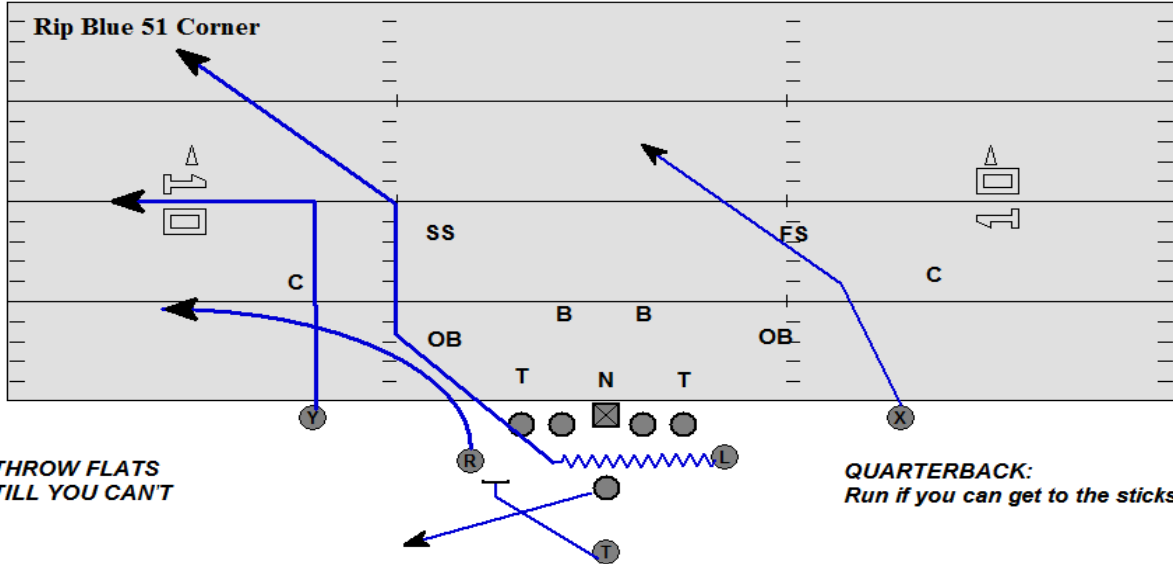
White / Gray Protection

Code Word:
FRISCO 29

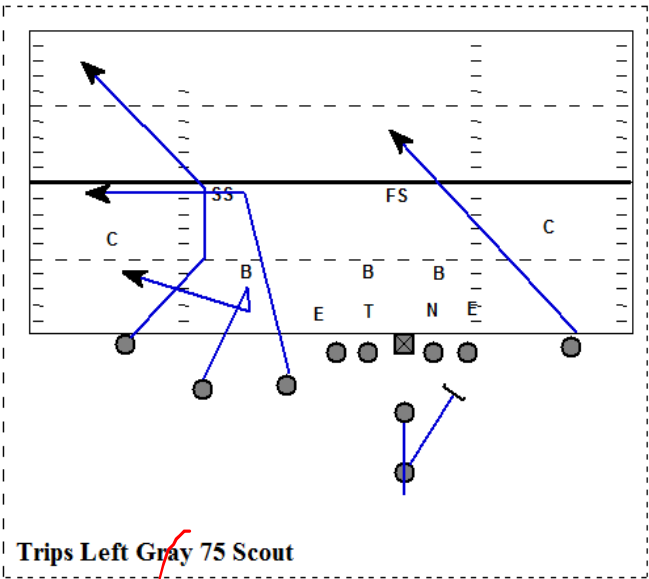
FLOOD CONCEPT

Snap Count:
SET

WRISTBAND



Tight Trips Left White 57 Flat



Trips Left Gray 75 Scout

FLOOD CONCEPT

*Someone at 5yds on sideline;
Someone at 10yds on sideline;
Someone at 22 yds on sideline*

QB READ PROGRESSION

This route is best sprinting out, which puts flat defender in conflict.

Great Cover 3 Beater

vs 2 safeties

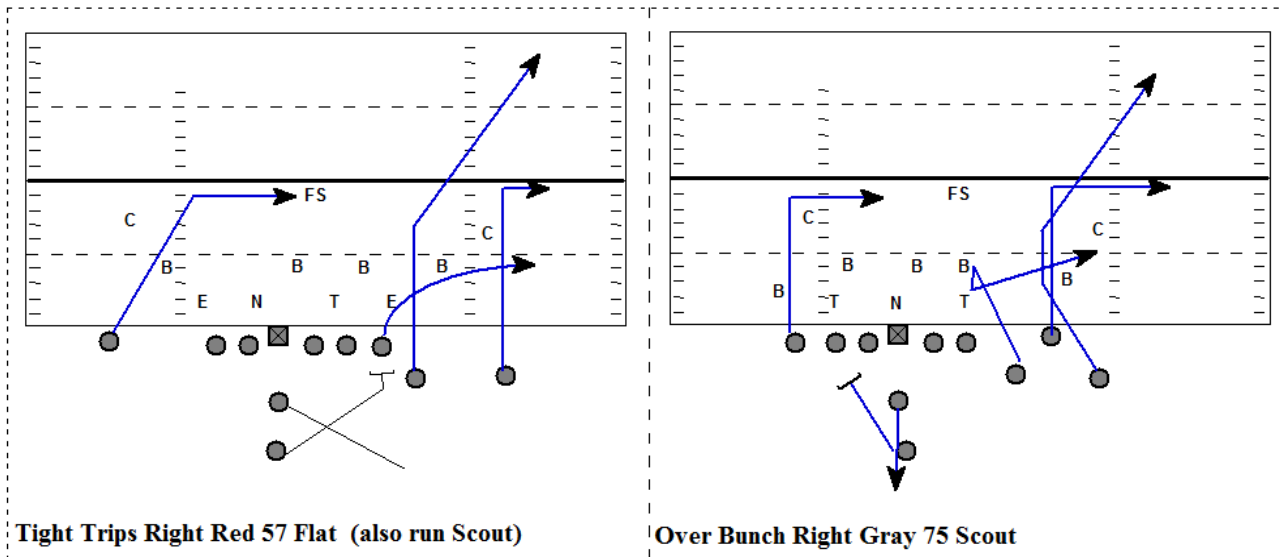
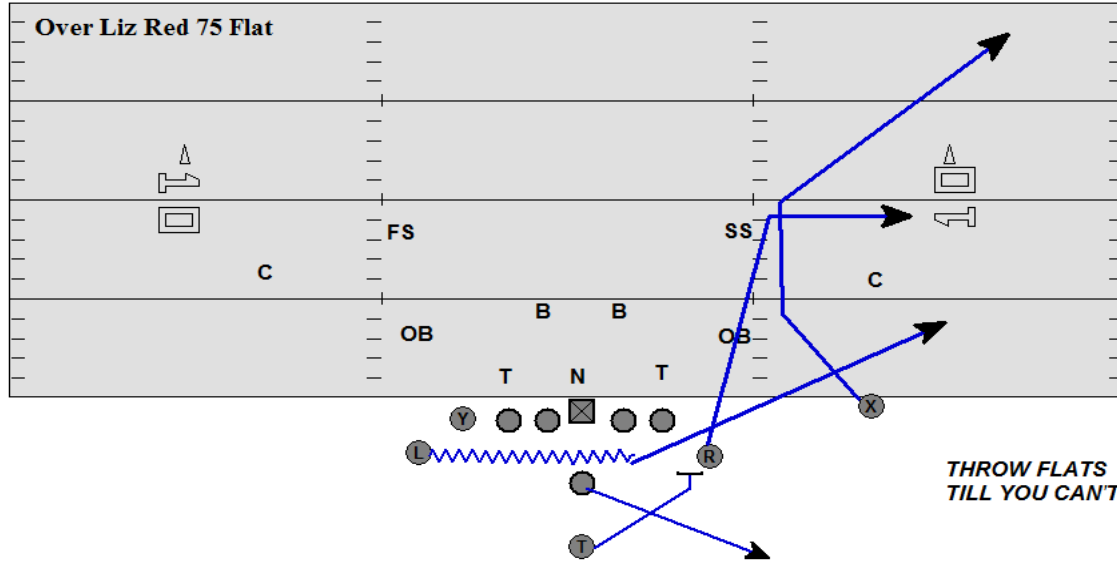
Blue / Gray / White

Code Word:
FRISCO 29

FLOOD CONCEPT

Snap Count:
SET

WRISTBAND



FLOOD CONCEPT

*Someone at 5yds on sideline;
Someone at 10yds on sideline;
Someone at 22 yds on sideline*

QB READ PROGRESSION

This route is best sprinting out, which puts flat defender in conflict.

Great Cover 3 Beater

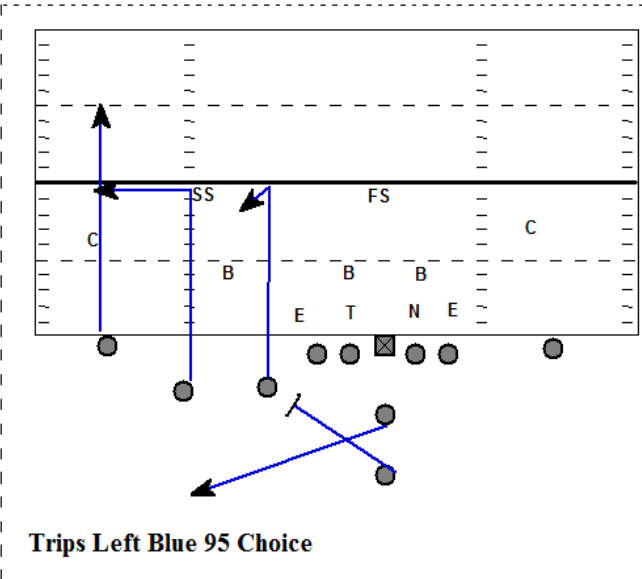
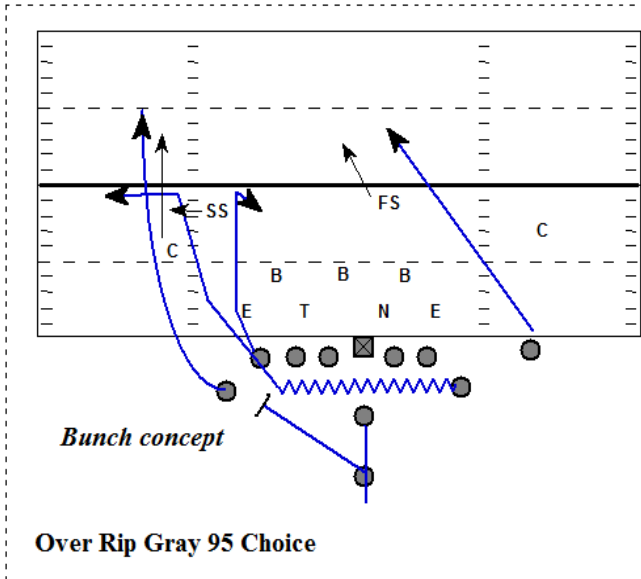
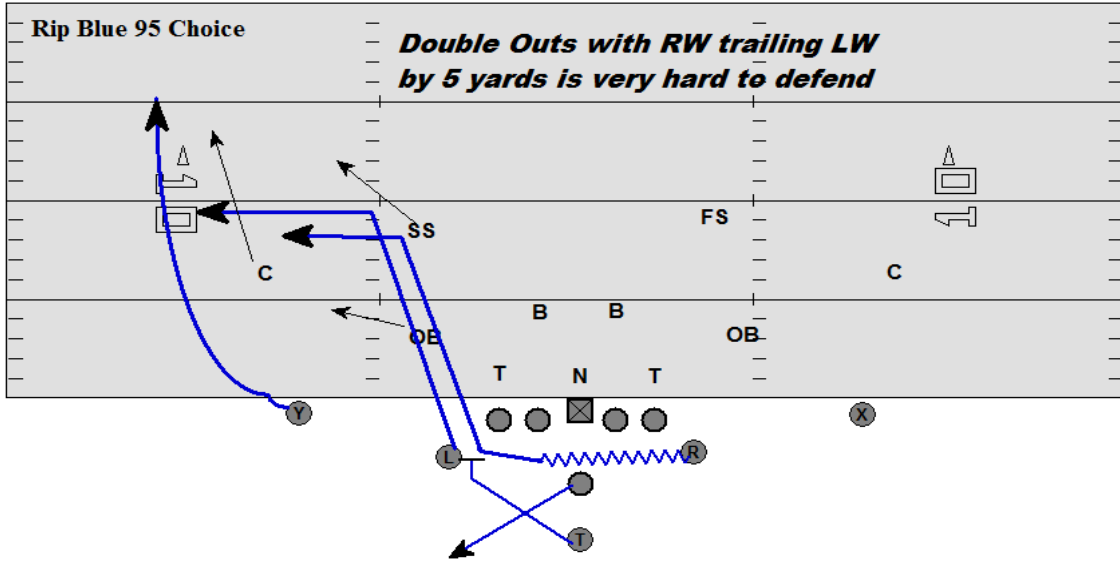
vs 1 safety		Red / Gray / White
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Code Word:
CHICAGO 40

CHOICE CONCEPT

Snap Count:
SET

WRISTBAND



6 Route - Choice

*Eyeball the Curl-Flat defender.
BLITZES: just turn & sit at 10.
If he drops inside, break out. If he drops under, break in.
Always green light to run past safety trying to rob*

QB READ PROGRESSION

*Out - Choice -- Take a peek at Fade
Reading playside Safety.*

vs 2 safeties

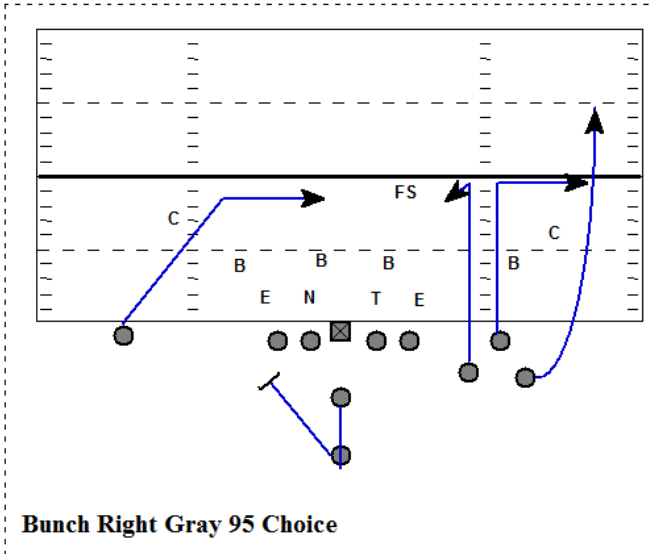
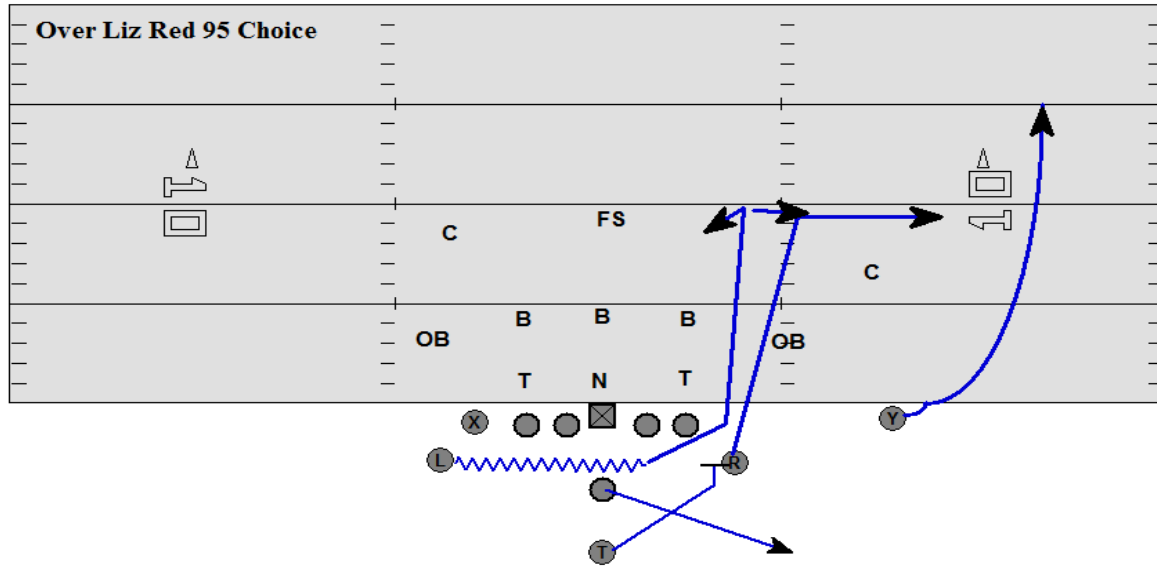
Blue / Gray Protection

Code Word:
CHICAGO 40

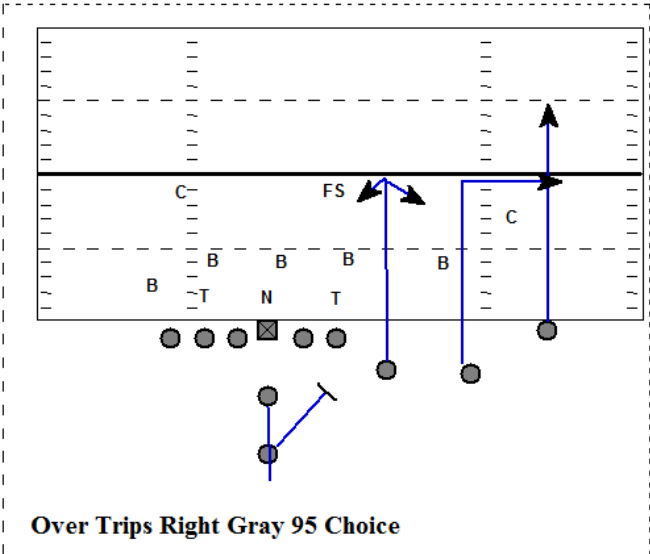
CHOICE CONCEPT

Snap Count:
SET

WRISTBAND



Bunch Right Gray 95 Choice



Over Trips Right Gray 95 Choice

6 Route - Choice

*Eyeball the Curl-Flat defender.
BLITZES: just turn & sit at 10.
If he drops inside, break out. If he drops under, break in.
Always green light to run past safety trying to rob*

QB READ PROGRESSION

*Out - Choice -- Take a peek at Fade
Reading playside Safety.*

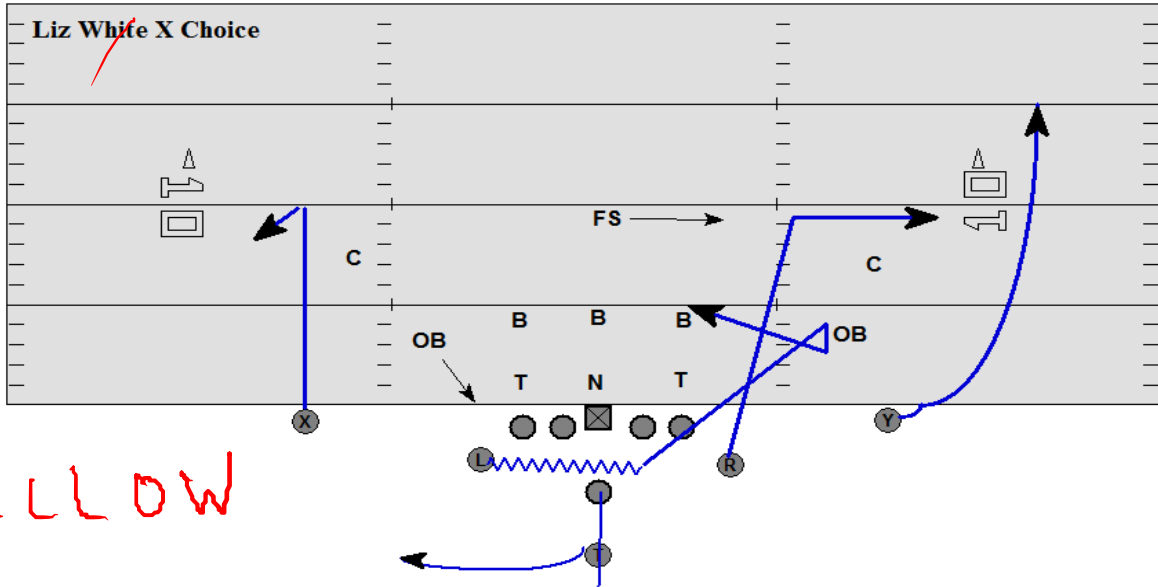
vs 1 safety

Red / Gray Protection

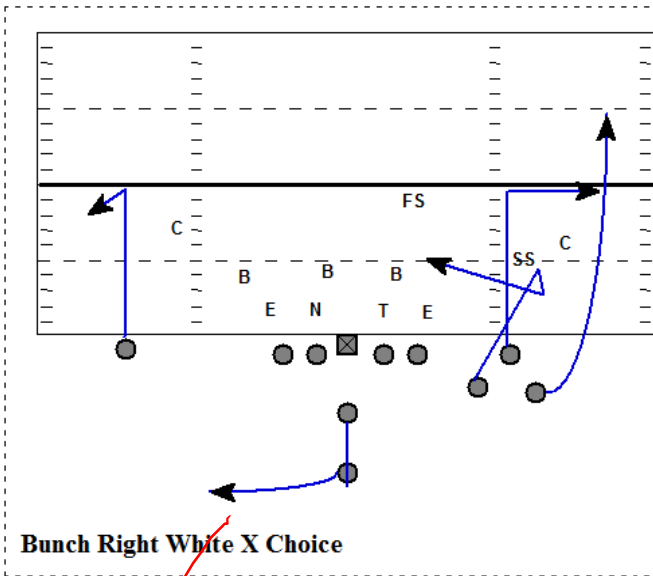
CHOICE CONCEPT

**Snap Count:
SET**

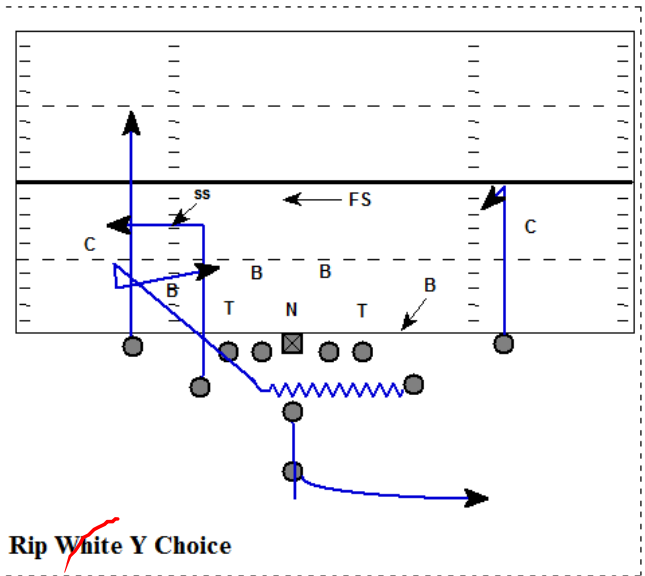
vs INVERTED SAFETIES



YELLOW



Bunch Right White X Choice



Rip White Y Choice

Inverted or Rolled Coverage

*Run this when the coverage rolls with motion;
Run this when they blitz the backside*

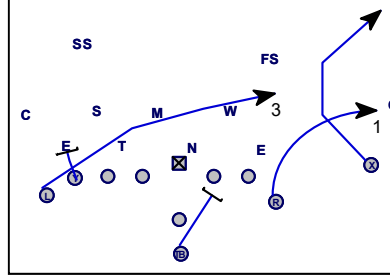
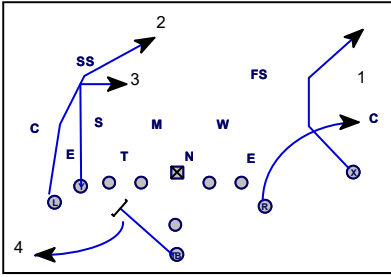
QB READ PROGRESSION

Choice - Swing - Run

Have the arrow away from the Choice run a FIN route so QB finds him in middle of field if Choice & TB Swing are covered

vs rolled coverage

White Protection



Hitch vs Cover 3
Post Corner vs Cover 2

