
CHAPTER FOURTEEN

Short Passing Game

Quick Pass to Split Ends.....	Purple Quick
Swing Pass to Wings	Purple Bubble
2 WR Routes.....	Purple Arrow
.....	Purple Smash
Trips Packages	Purple Stick & In
2 WR Routes.....	Purple 99, 91, 88, 22

PURPLE PASS PROTECTION

Purple is the basic fire out man protection, with priority being inside gaps.

D-gaps are taken care of by swinging the Tailback out of the backfield.

QB FOOTWORK

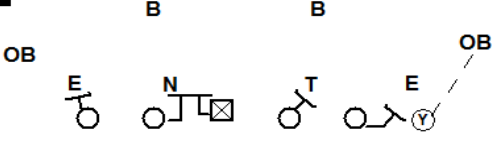
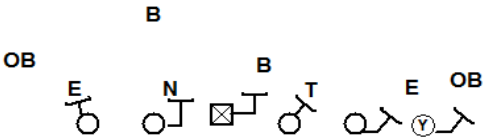
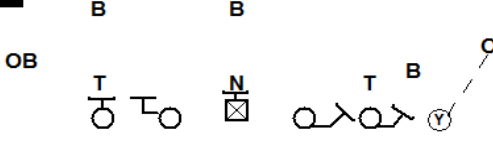
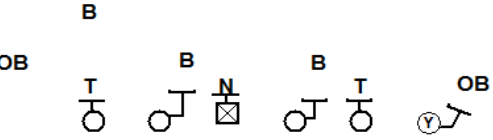
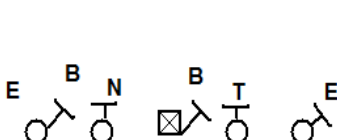
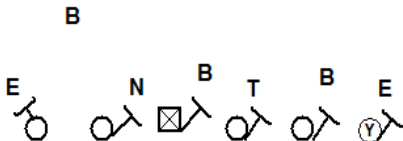
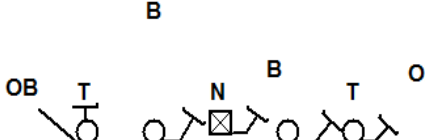
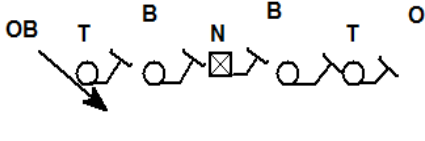
These are 1-step “rhythm” throws or quick 3-step without hopping forward on the release. The deepest routes are ran at 7 yards, but primarily this package is slants, bubbles, and hitches..

PASS PROTECTION

PURPLE (Quik Pass)

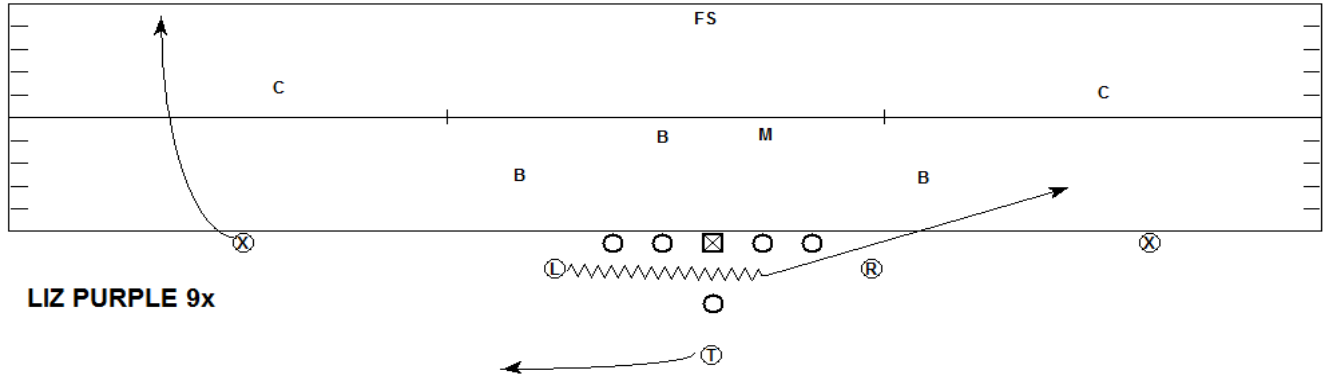
TB will give a "LUCKY" or "RINGO" call to tell Line which way to slide vs blitz
 If there is a Tight or Over call, we always slide TOWARDS the TE.

TECHNIQUE: Attack inside number, "helmet to pecker". Force DL hands to stay down

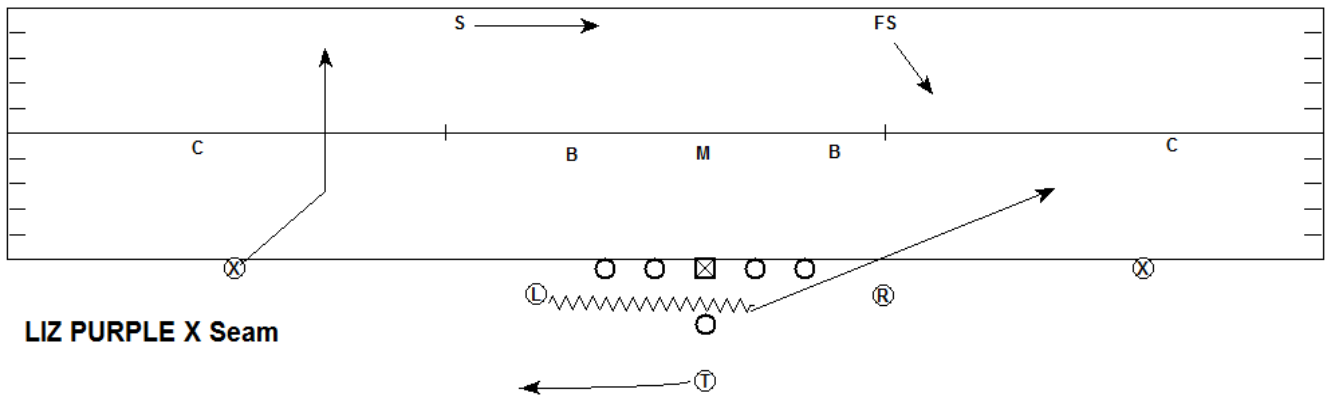
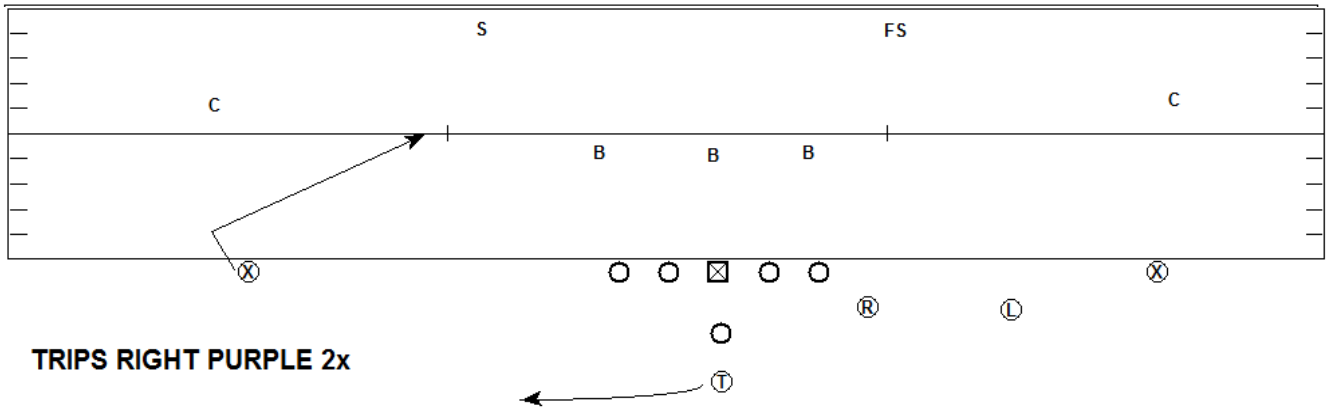
<p>4-4</p>  <p><i>RINGO Call.</i> TE can release if OLB does not show blitz</p> <hr/>  <p><i>RINGO Call.</i> TE stay & block. C protect Right A gap</p>	<p>3-3</p>  <p><i>RINGO Call.</i> G help DT pinch vs 3- man fronts if not blitz</p> <hr/>  <p><i>RINGO Call.</i> TE stay & block. G take care of inside</p>
<p>4-3</p>  <p><i>RINGO Call.</i> LT forced to leave DE alone. Hot throw to TB</p> <hr/>  <p><i>RINGO Call.</i> Everyone block right gap</p>	<p>3-4</p>  <p><i>RINGO Call.</i> LT forced to leave DE alone. Hot throw to TB</p> <hr/>  <p><i>RINGO Call.</i> Hot throw to TB</p>

1-WR ROUTES

*vs 1-safety lead WR to sideline. Drop ball in the 20-25 yard window just outside numbers
vs 2-safety throw fastball just as X clears the CB in the 8-15 yard window before safety comes over*



*vs 4-3 throw ball as soon as right foot plants
vs any OLB, read him. Keep feet moving as slant clears OLB. If not open dump to TB swing*

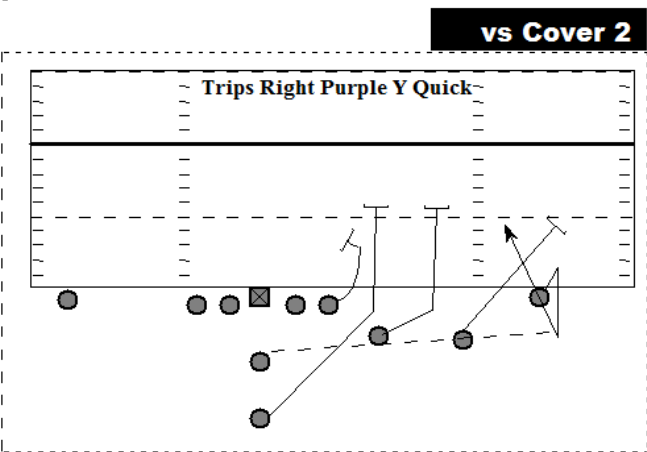
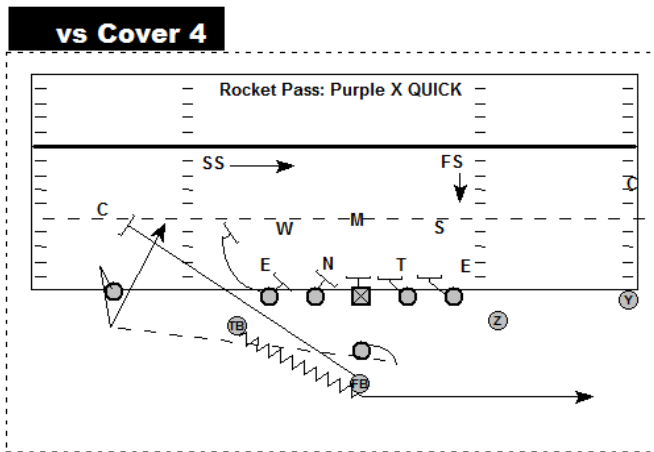
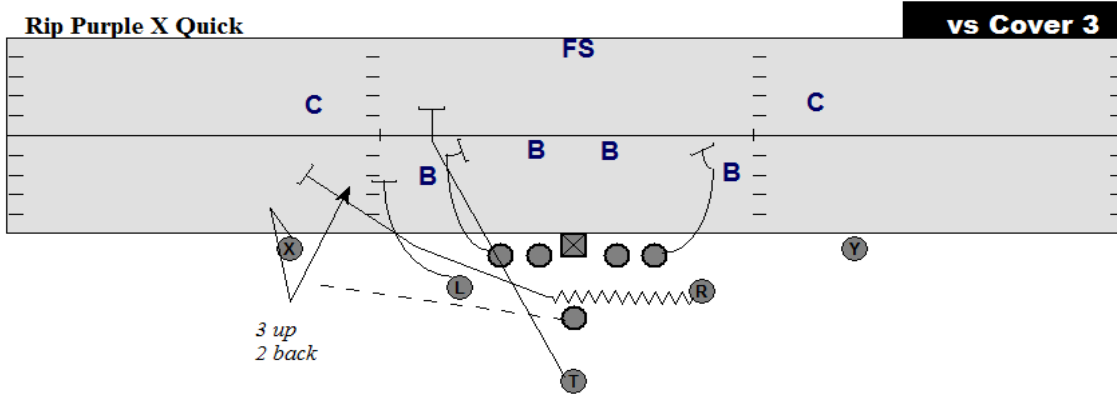


Code Word:
QUINCY 40

QUICK

Snap Count:
SET

SIGNAL: Shooting a gun from the hip



ROUTE ASSIGNMENTS

X	3 up, 2 back. Get upfield as soon as catch ball
Y	3 up, 2 back. Get upfield as soon as catch ball
L	Kick out CB if no motion.
R	Hook OLB if in motion

QB READ PROGRESSION

PRE-SNAP: if CB is inside 5 yards, either QB or WR tug at facemask changing Quick route to a 9-fade.

Otherwise throw the ball as quickly as possible.
Don't even try to find the laces

QUICK & GO

On Quick or Bubble, both Tackles arc release to cutoff ILB.

Quick & Go is pump fake to SE, gather, throw fade to whomever would have blocked out CB.

Tackles cannot arc release when they hear "GO"

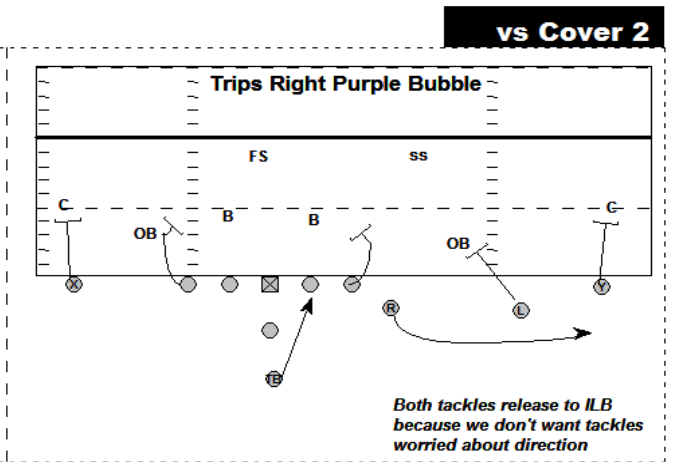
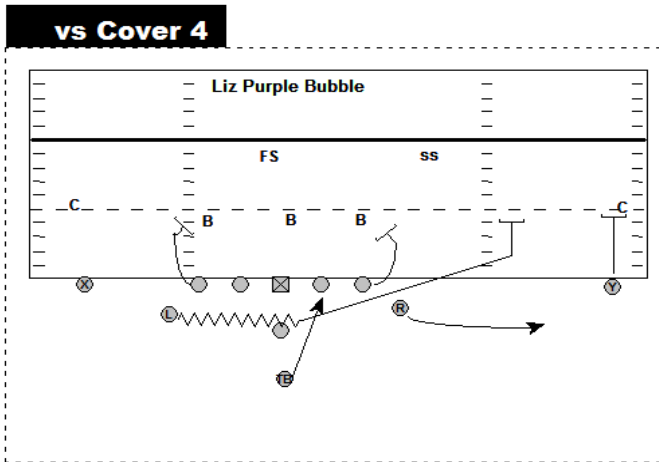
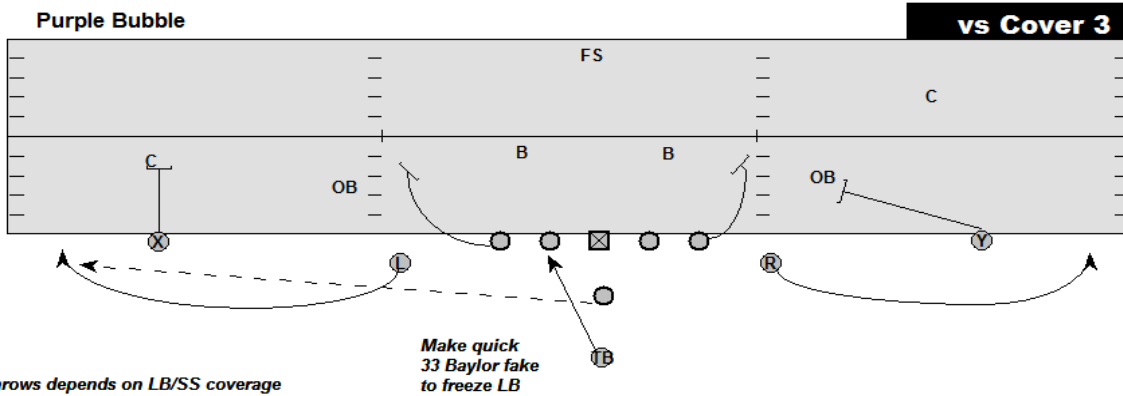
		Purple Protection
--	--	--------------------------

Code Word:
BOSTON 40

BOSTON

Snap Count:
SET

SIGNAL: Swinging motion with hands



ROUTE ASSIGNMENTS

X	Crack or Stalk the greatest threat.
Y	Crack or Stalk the greatest threat.
L	If in motion, block 2nd defender from LOS
R	Run to sideline gaining depth of 3 yards. Should be running to LOS as catching ball

Wing running the bubble gains enough depth so the QB has to throw ball forward, making a drop an incomplete pass, not a fumble.

QB READ PROGRESSION

PRE-SNAP: if OLB is inside 5 yards, either QB or WR tug at facemask changing Bubble route to a "Bubble & GO".

On the Bubble, the QB makes a really quick fake to TB.

BUBBLE & GO

On Quick or Bubble, both Tackles arc release to cutoff ILB.

Bubble & Go is pump fake to Wing, gather, throw fade to SE.

Tackles cannot arc release when they hear "GO"

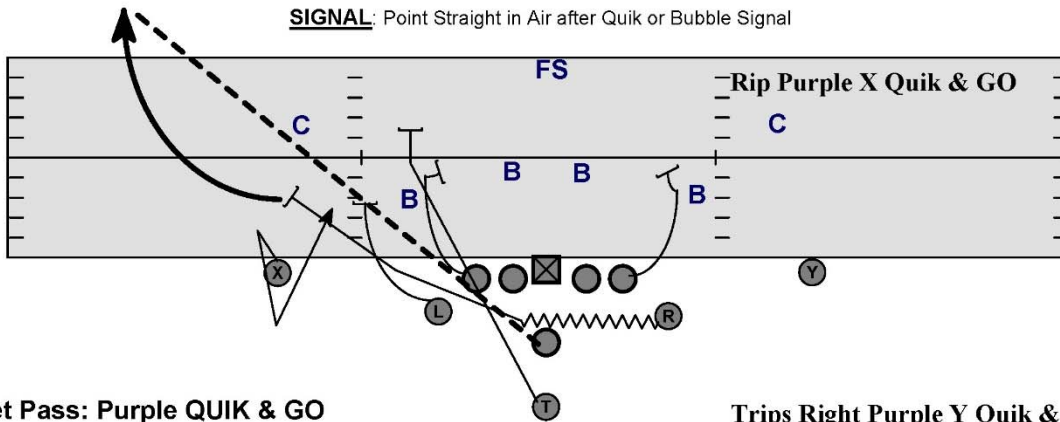
Purple Protection

Code Word:

AND GO

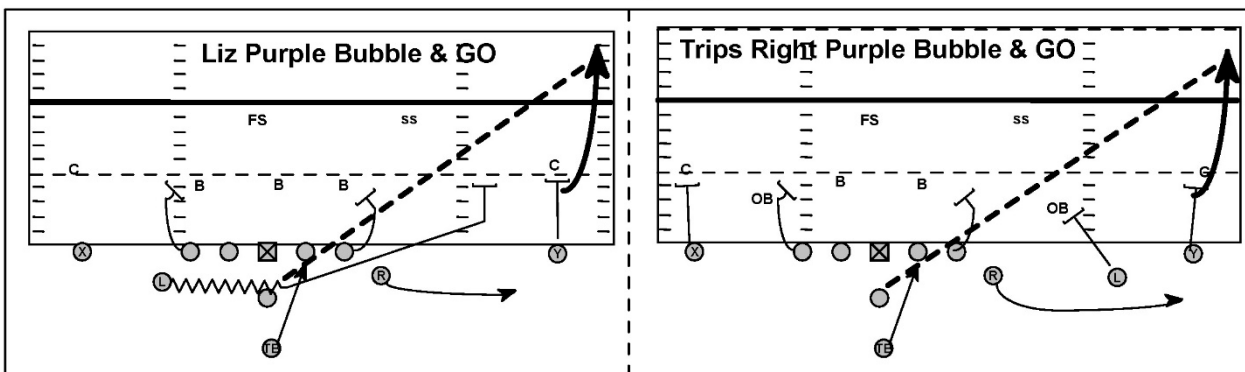
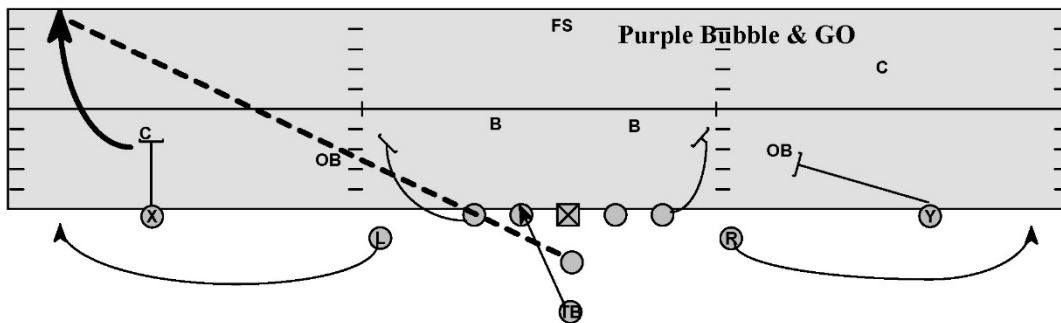
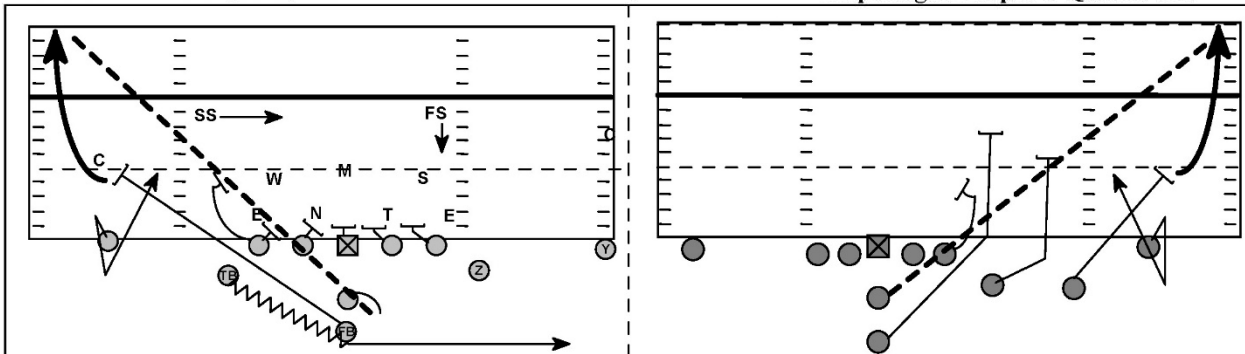
Snap Count:
SET

SIGNAL: Point Straight in Air after Quik or Bubble Signal



Rocket Pass: Purple QUIK & GO

Trips Right Purple Y Quik & GO

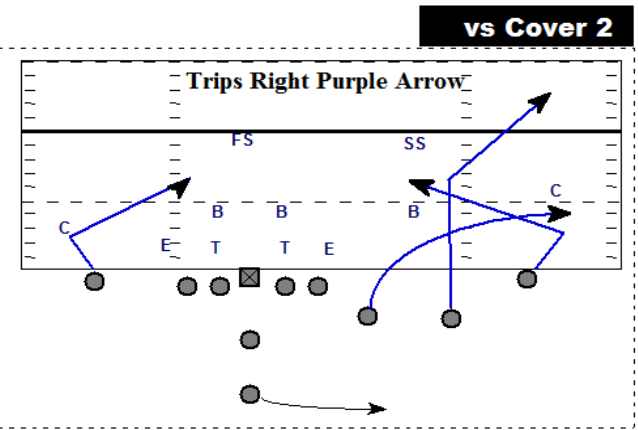
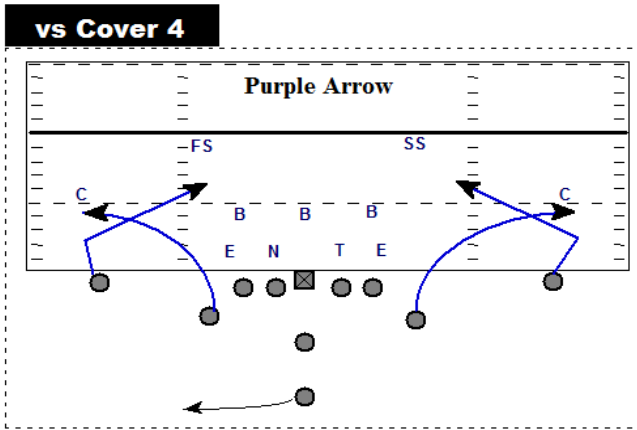
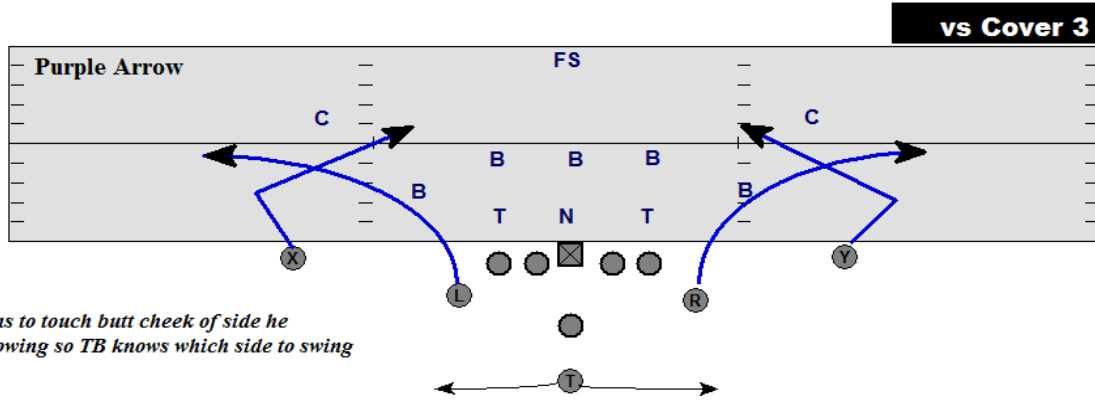


Code Word:
ANAHEIM 40

SLANT-ARROW

Snap Count:
SET

SIGNAL: Shoot Bow & Arrow



ROUTE ASSIGNMENTS

X	Slant
Y	Slant
L	Arrow
R	Arrow

QB READ PROGRESSION

vs 4-3 read the CB: if he backpedals, throw the arrow.
vs all other defenses: read OLB.
If OLB sits on slant and CB is in squat cover 2...throw TB swing

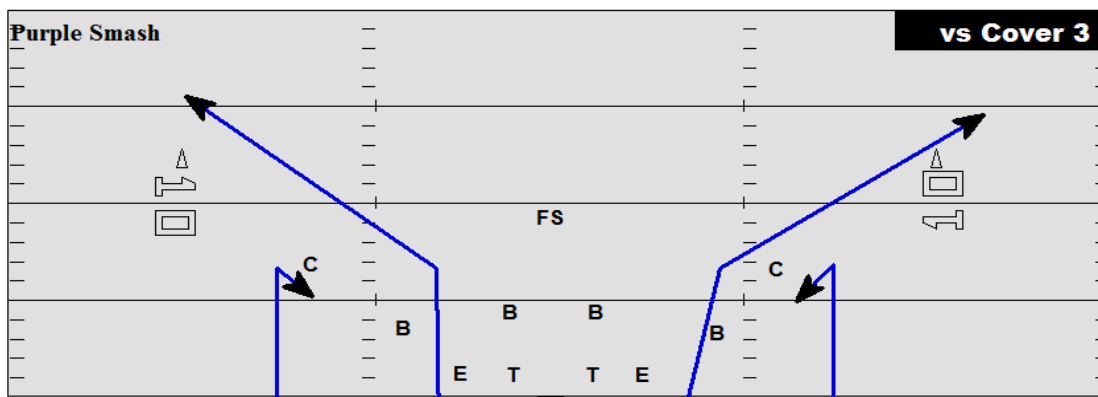
		Purple Protection
--	--	-------------------

Code Word:
SELMA 40

SMASH

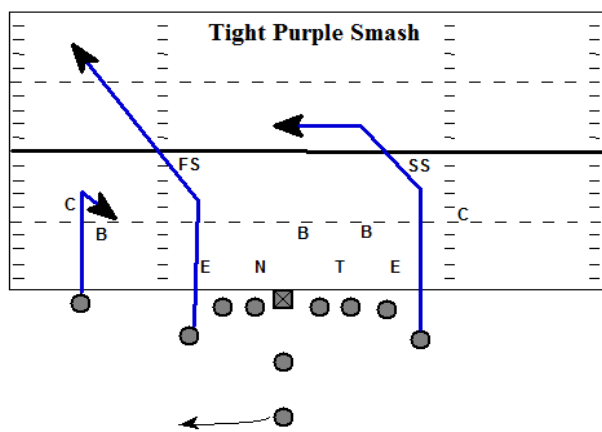
Snap Count:
SET

SIGNAL: Pounding palm with fist

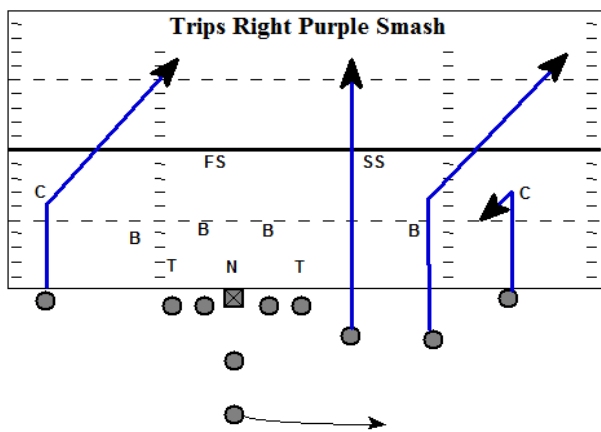


QB has to touch butt cheek of side he is throwing so TB knows which side to swing

vs Cover 4



vs Cover 2



ROUTE ASSIGNMENTS

X	4 step hitch
Y	4 step hitch
L	Corner route if 2nd WR from sideline. Seam route if 3rd WR from sideline
R	Corner route if 2nd WR from sideline. Seam route if 3rd WR from sideline

QB READ PROGRESSION

PRE SNAP: Wide side of field; Their worst player; Our Hot Hand
RHYTHM: Read FLAT defender. Throw Flats Until You Can't
READ: Go from OLB immediately to CB. If CB jumps the hitch, throw the corner route

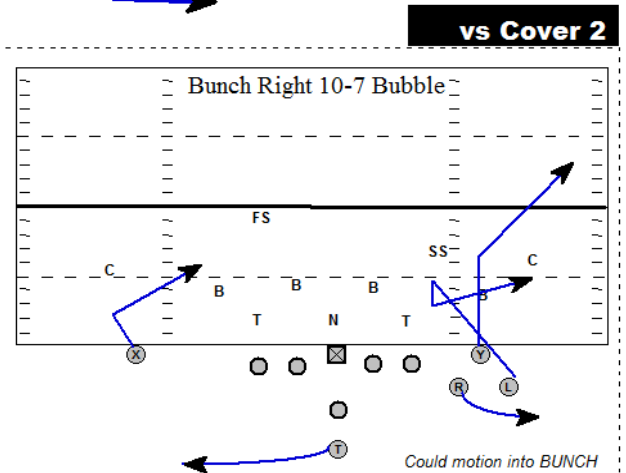
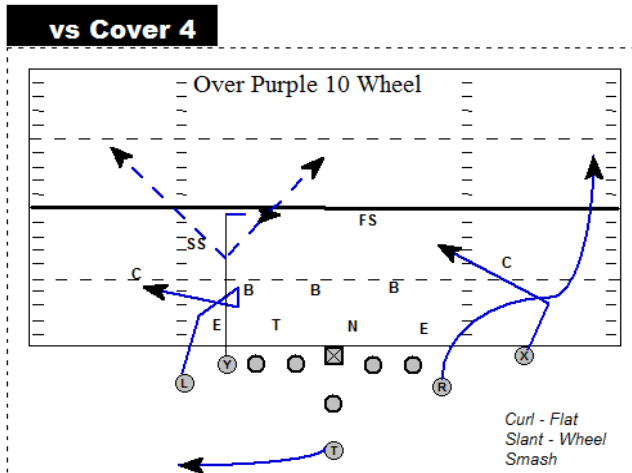
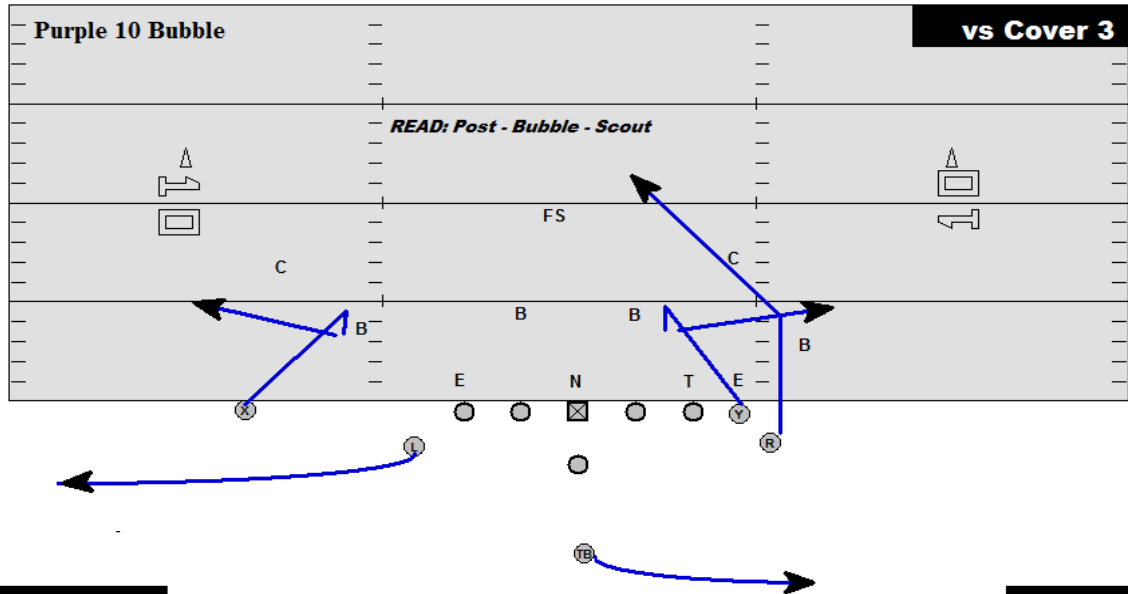
Purple Protection

Code Word:

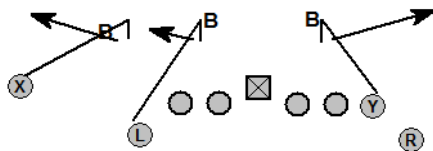
SCOUT

Snap Count:
SET

SIGNAL: Boy Scout Signal



SCOUT ROUTE (10 on passing tree)



*If LB flares, sit & replace.
If LB stays inside, "PUNCH & PIVOT" with outside hand and break out towards the sideline*

QB READ PROGRESSION

Free Safety pre-snap. If 10yd or more throw backside tag.

If FS at 9yd or less.....run the SCOUT combo.

Look for ILB blitz on 1st step. The Scout route sits & replaces the blitzing ILB. Throw now vs blitz.

Peek at FS on 2nd step for homerun ball.

Read flat defender and throw SCOUT-FLAIR on 3rd step

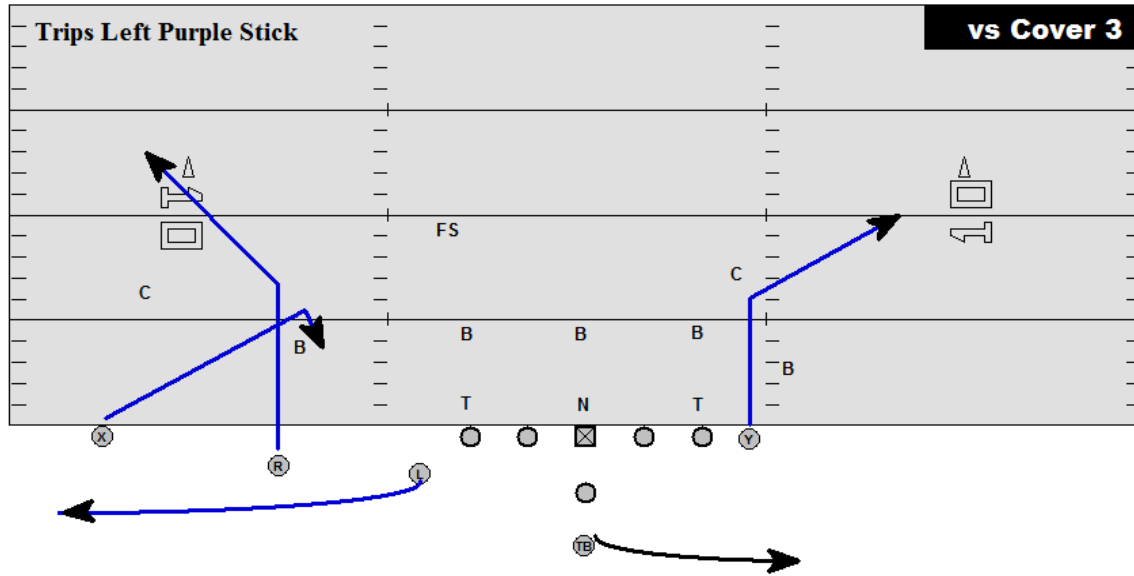
		Purple Protection
--	--	--------------------------

Code Word:
SAN DIEGO 40

TRIPS: Stick

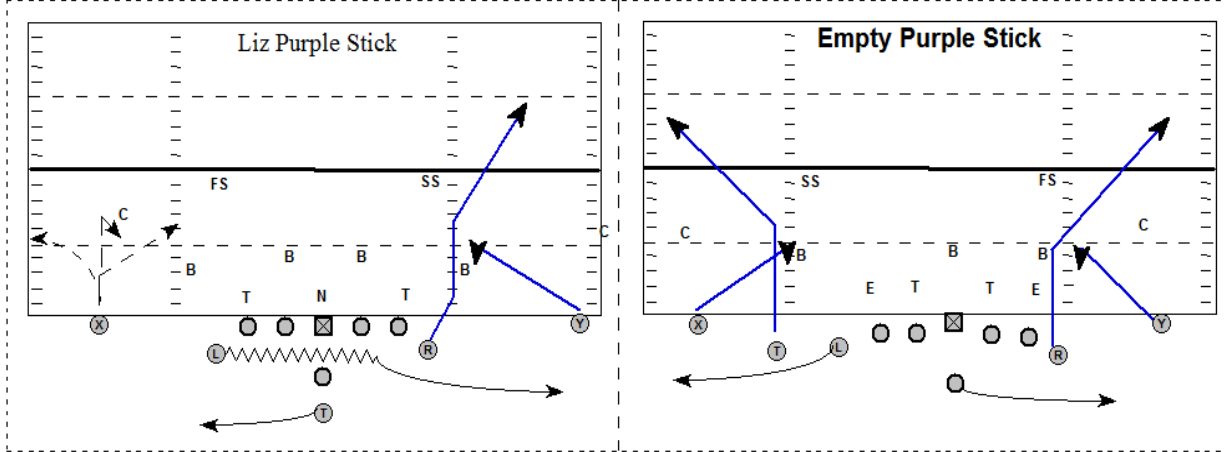
Snap Count:
SET

SIGNAL: Pounding walking stick in ground



vs Cover 4

vs Cover 2



Note: Can motion the Backside WB and block, or not motion and run backside tag route

ROUTE ASSIGNMENTS

X	Run at flat defender's pre-snap alignment spot
Y	Run at flat defender's pre-snap alignment spot
L	Corner route if #2 WR. Bubble if #3 WR
R	Corner route if #2 WR. Bubble if #3 WR

QB READ PROGRESSION

Read Flat defender. If he buzzes flats, throw to SE stick route.. If flat defender sits or backpedals, hit bubble.

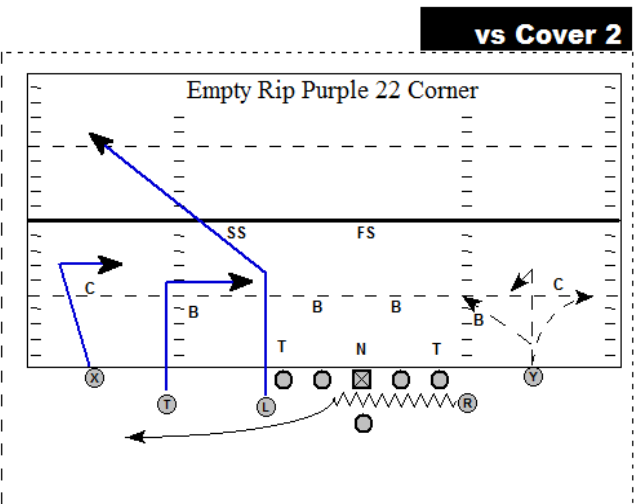
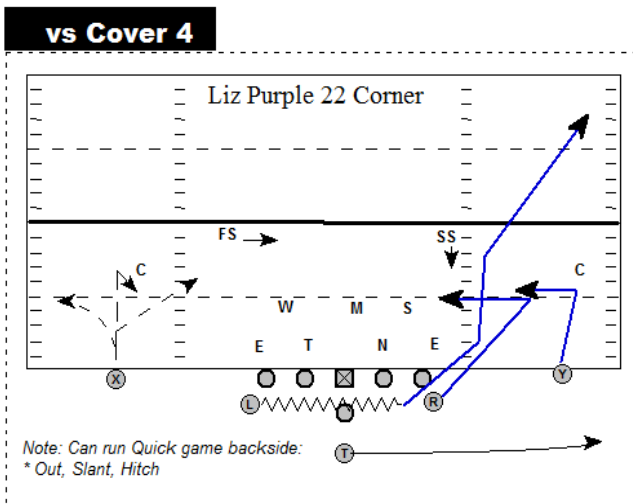
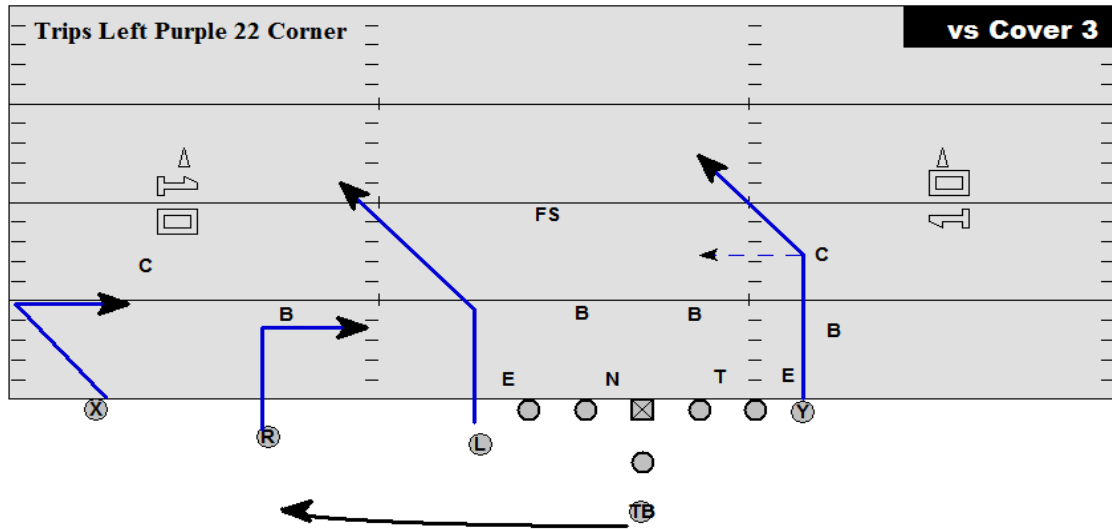
Take a quick peak at Corner route, but it is only to keep CB honest. If both covered, throw TB swing.

Purple Protection

Code Word:
IRVINE 40

TRIPS: IN

Snap Count:
SET



ROUTE ASSIGNMENTS

X	Angle to sideline, break in at 5 yards
Y	Angle to sideline, break in at 5 yards
L	Break in at 5yds if 2nd WR from sideline. Run Corner route if 3rd WR from sideline
R	Break in at 5yds if 2nd WR from sideline. Run Corner route if 3rd WR from sideline

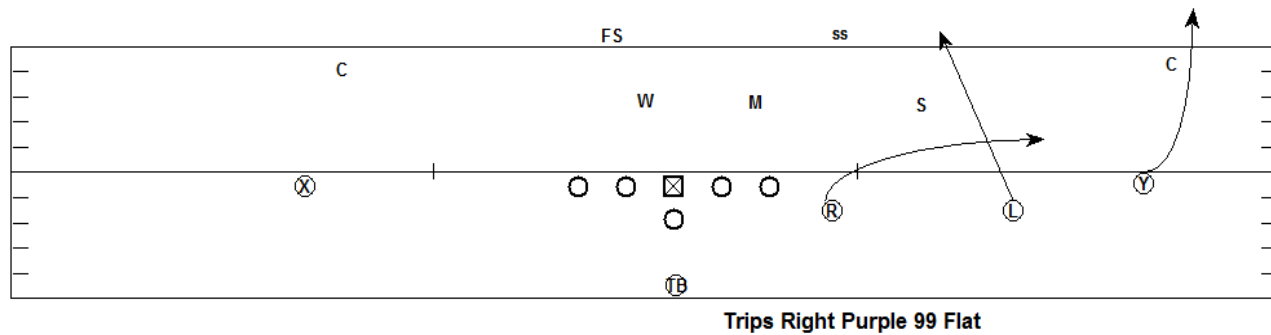
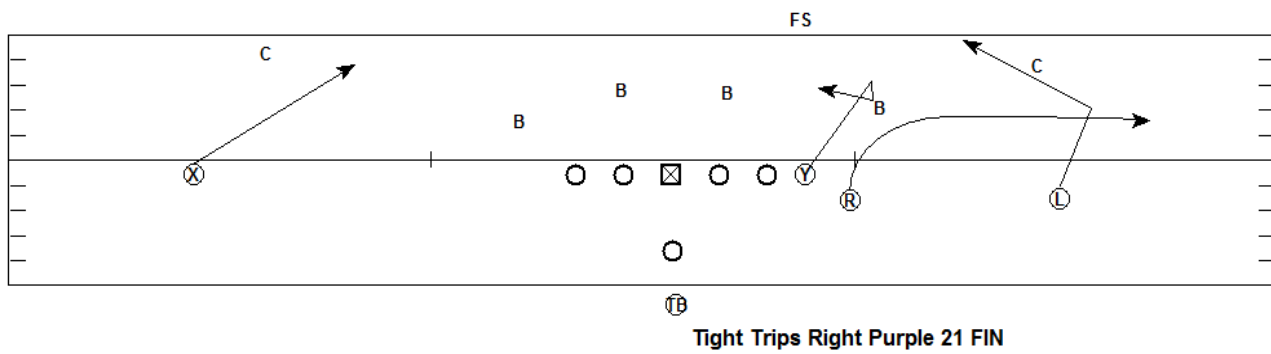
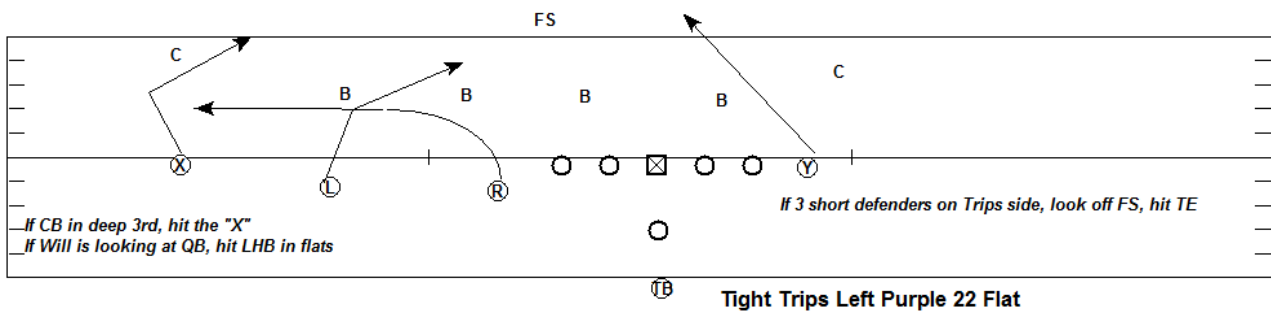
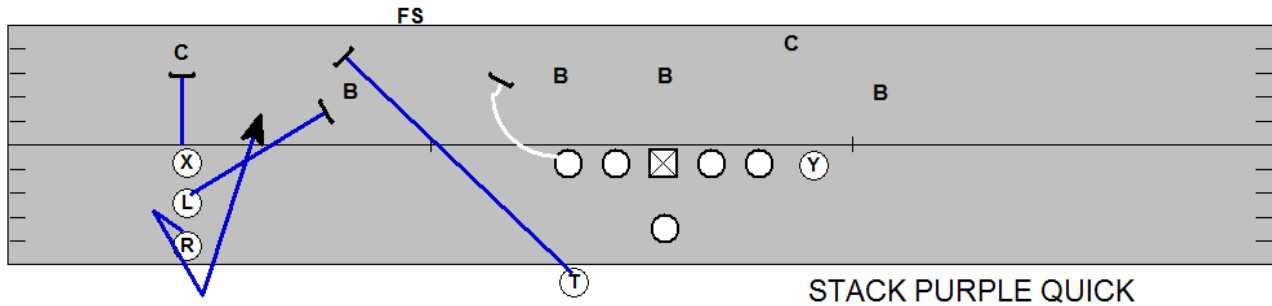
QB READ PROGRESSION

Read Flat defender. If he buzzes flats, throw to Wing receiver. If flat defender sits or backpedals, hit SE right away.

If both covered, throw TB swing.

Purple Protection

PURPLE TRIPS



RUN-PASS OPTIONS

RUN-PASS Option plays would fall under "Check With Me" Tempo.

The 2 plays are called in the Huddle, players sprint to LOS and QB uses the code words on pages 49-53 in Chapter 5.

