



# EVOLUTION OF THE AIR RAID

2022

# QUICK PASSING GAME



# Why Quick Game

- Short Routes based on Timing
- Can be effective in all parts of the field.
- Can let you throw the ball with inferior offensive lineman
- Don't have to have a strong armed QB.
- Has answer to a lot of questions.





# Practicing the Quick Game

- **Settle & Noose**
- **Pat-N-Go**
- **Routes on Air**
  - **Half Field Concepts**
  - **Whole Field Concepts**







# HITCH

- Hitch-Cross Whip
- One Read... Then Roll!!!
- Newer Concept that We DON'T Call Nearly Enough.
- Gives you a great "Bootleg" feel to your quick Game.
- Catch and Throw or Reverse Out





# FLAT

- Peek-Flat... Backside vs. Press
- Awesome versus Cover 3
- Backside Route is Deadly against Press.
- Another Route we take into every game and don't call nearly enough.
- 1-Step Throw





# STICK

- PEEK-SWING-STICK
- Some Read it the Opposite. If you chose to do that be sure and do the same with Corner.
- Foundational Air Raid Play.
- Great for RPO.
- Stick Z-Post Tag





# Slant

- **Slant-Slant-Shoot**
- **Ready from Short Side to Wide**
- **Find the Window against Zone.**
- **Run versus Man**
- **Can Call "Lock"**
- **Great Tags.**





# Corner

- **Corner-Swing-Lazy**
- **Great RedZone Play**
- **Use same progression as Stick**
- **Has some Tags.**

