

QUICK GAME 2.0

Ways we Modified our Quick Game

We Tagged our Quicks to our QB Counter

- **Why Pass | Run Options & Counter?**
 - Gave our QB an Exit Strategy
 - Advantage w/ Athletic QB
 - Counter Times Up well with the Timeline of our Quick Routes
 - Reads in Pass Game didn't change
 - "Throw it in the stands" was no longer second best option
 - Boosted our Run Game Exponentially
 - Kept QB from forcing bad throws
- **SCHEMES COVERED IN THIS CLINIC**
 - **QUICK GAME**
 - Hitches (Covered In Clinic)
 - Outs / Flats (Covered In Clinic)
 - **SCREEN GAME**
 - RB Swing Screen (Covered)