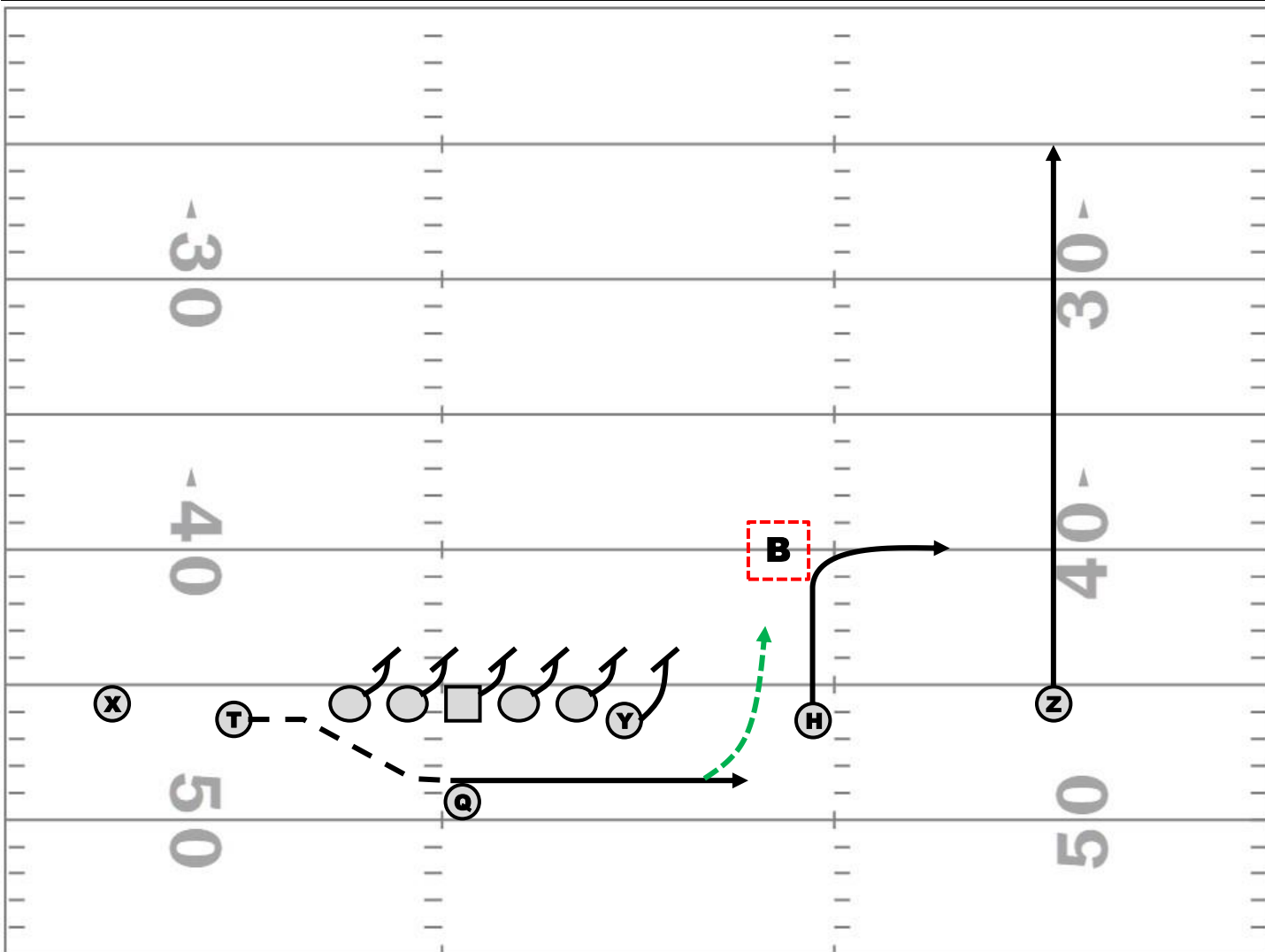


JET SWEEP PASS



DESCRIPTION

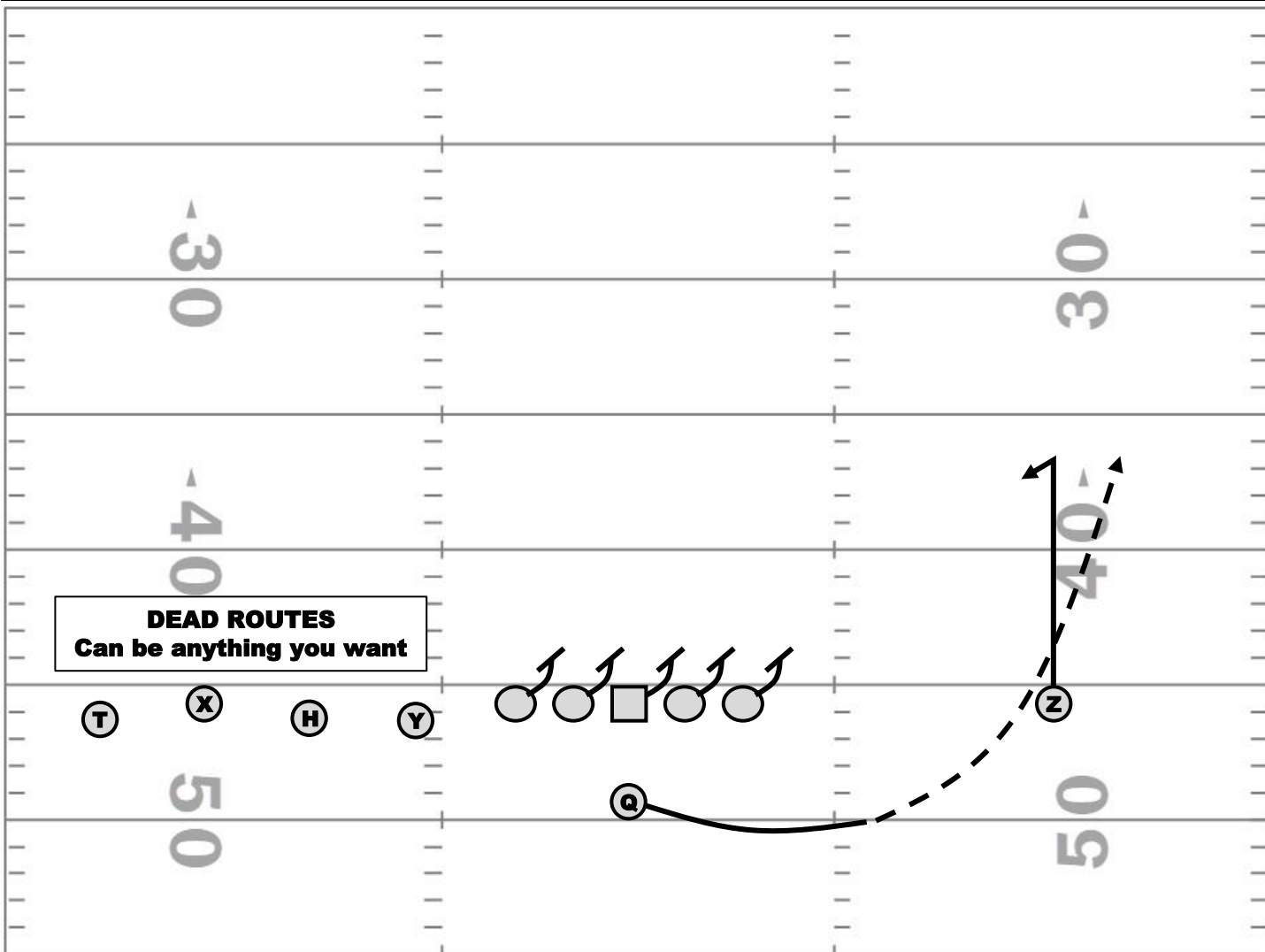
Shown from an attached TE empty set, however, it can be run from a variety of formations using the same basic premise.

Motion Man (T), will go in a Jet Sweep Motion in front of the QB and take the handoff. After the handoff, the T will attack the perimeter staying parallel to the LOS. The T is making a read on the OLB for a Run/Pass option. If the OLB flows to the flats and takes the Out the T should tuck it and run inside of the OLB (green dashed line). If the OLB gets outflanked by the H WR the T should throw the Out.

The O-Line in this example is executing a Sprint-Out Protection in which they reach and overtake their Playside Gap. The Y is attached to help secure the edge.

The H WR can do a 5YD Out (4 steps) or a 10YD Speed Out (6 steps) depending on how you choose to design the play. The H Must fight to get Outside the OLB.

QB SPRINTOUT HOOK N LATERAL



DESCRIPTION

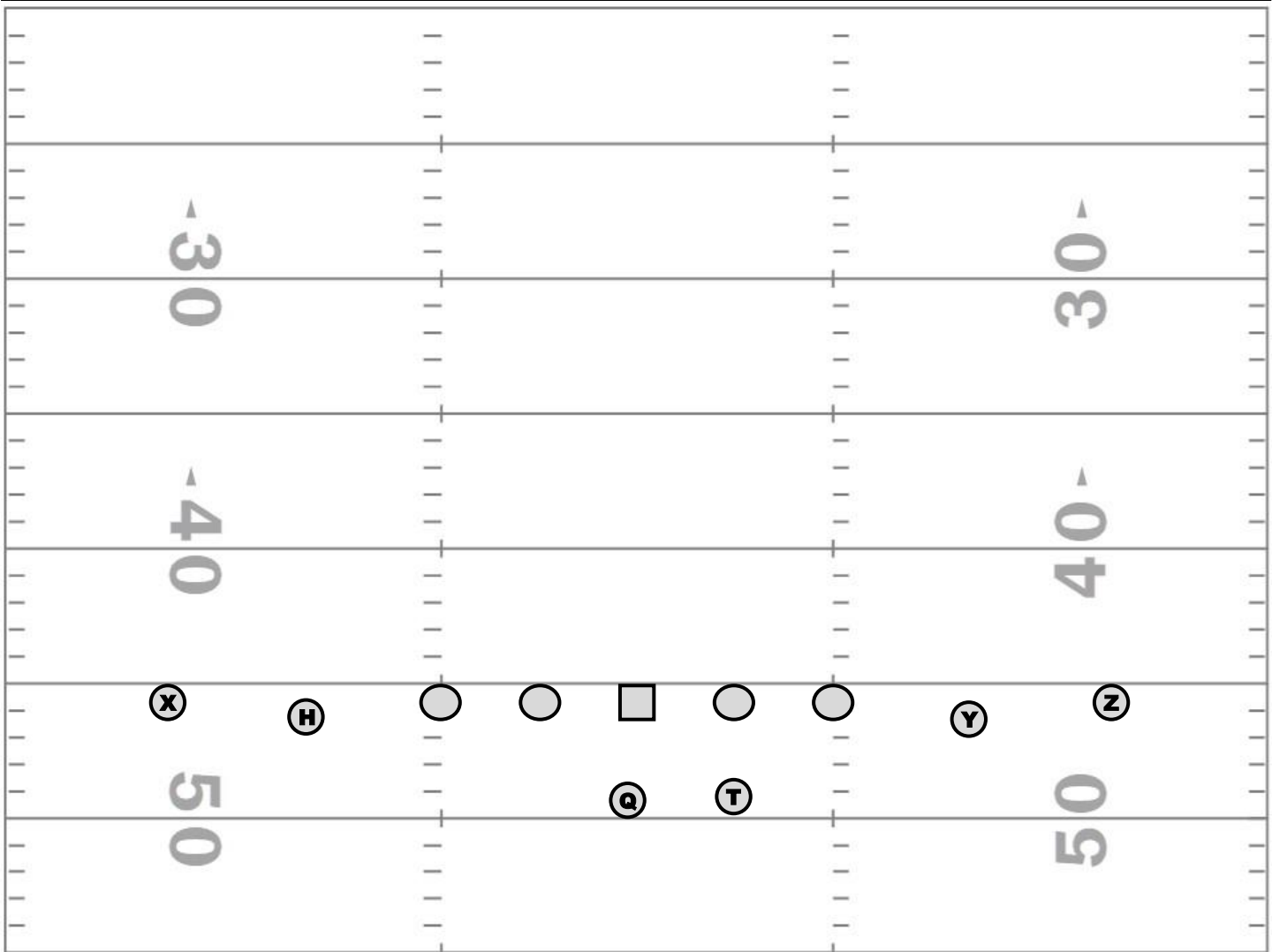
QB Sprintout away from a Quads set. Particularly good vs a team that doesn't have a weakside alley defender, usually when teams over rotate to the Quads.

QB will secure the snap and sprintout to the Single WR. The depth of this sprintout is flatter than normal as the QB wants to get width from the box. The QB will hit the Z WR once the WR is squared up and facing the QB. After throwing to the Z, the QB needs to use his momentum and now attack vertically aiming 2-3 Yards outside of the WR in order to take the toss.

The Z WR will run a 'Stop' Route. It is illustrated above at 8YDS but the depth can vary depending on the WR's speed. Additionally, the Route can be taught to snap off once the CB has opened his hips and is in a zone turn, this requires practice and teaching. Once the Z catches and secures the pass, he will work back toward the LOS a few steps and then toss to the QB.

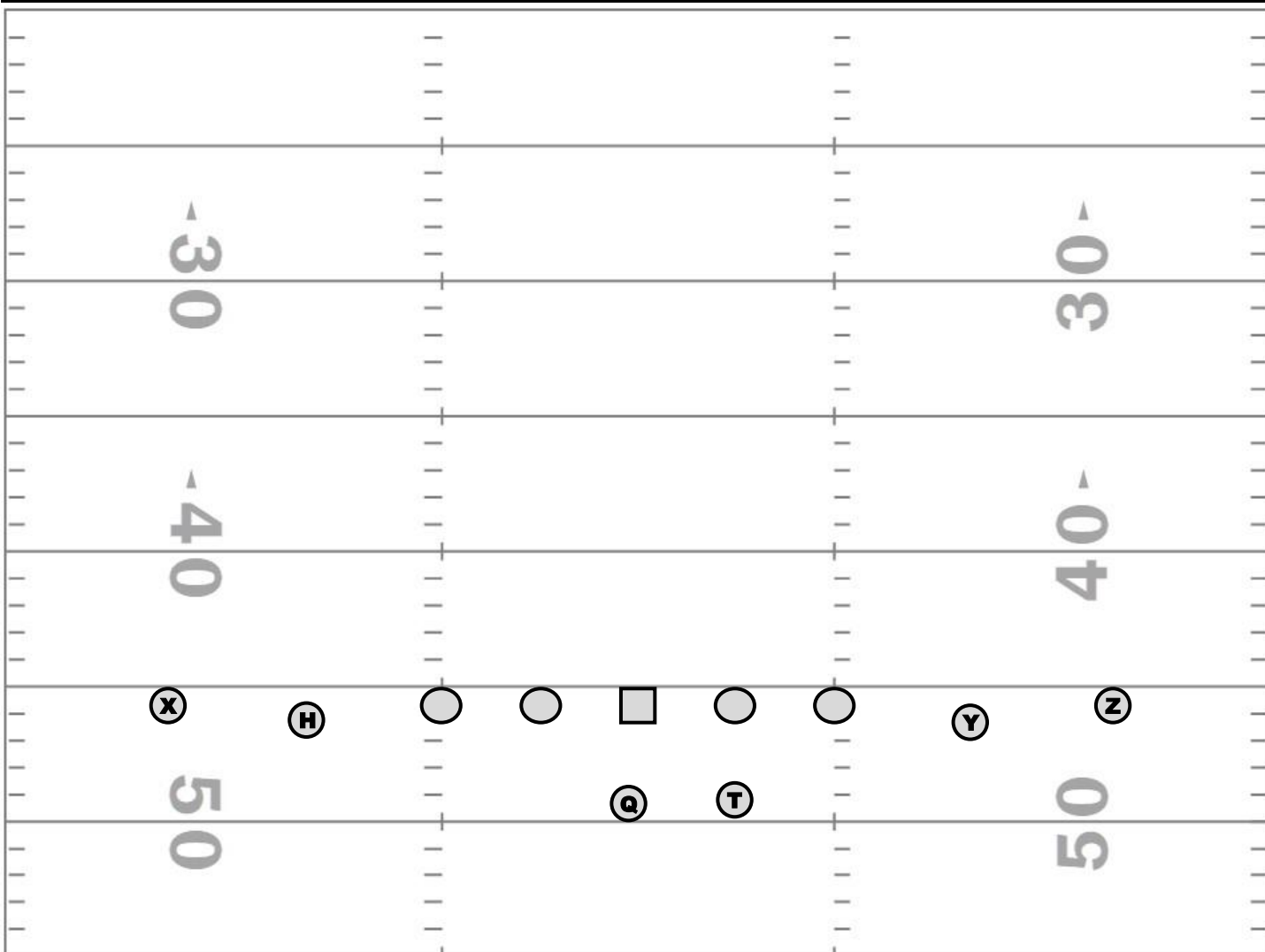
The O-Line in this example is executing a Sprint-Out Protection in which they reach and overtake their Playside Gap. You could use a TE/Wing/RB to help secure the edge, but that runs the risk of an Alley defender who would be a factor in the throw.

QB SPRINTOUT HOOK N LATERAL



DESCRIPTION

QB SPRINTOUT HOOK N LATERAL



DESCRIPTION

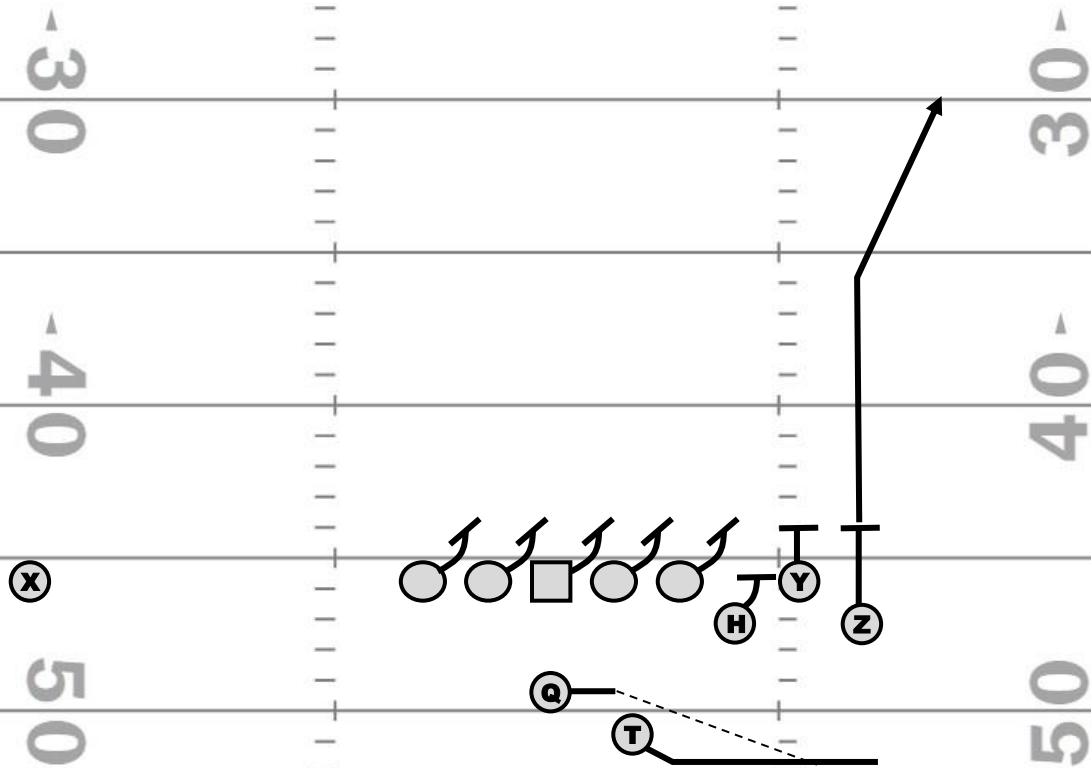
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The O-Line in this example is executing a Sprint-Out Protection in which they reach and overtake their Playside Gap. You could use a TE/Wing/RB to help secure the edge, but that runs the risk of an Alley defender who would be a factor in the throw.

TOSS SWEEP HB PASS



DESCRIPTION

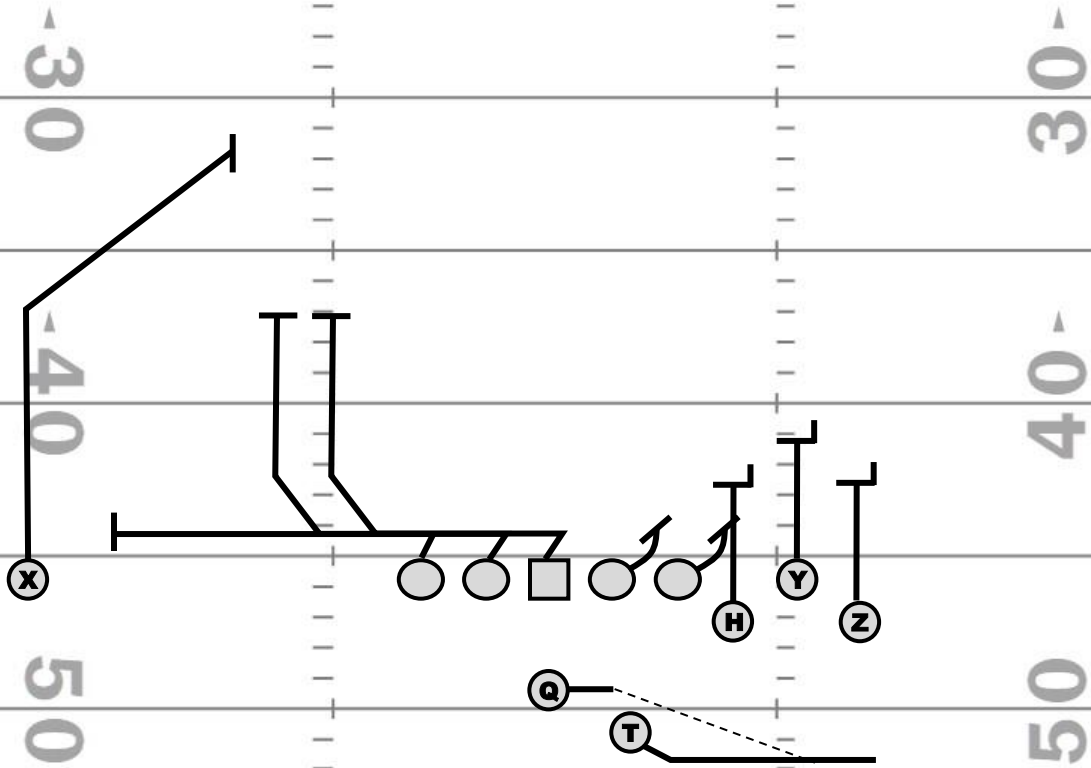
The QB will catch and secure the snap and take 1 Big step flat toward the sideline (RT Foot) and underhand toss to the RB.

The RB will dropstep on the catch of the snap, then work flat toward the sideline. Catch and secure the toss from the QB and stay on the move. If the Z WR is open, throw it. If the coverage falls off and covers the WR, the RB will tuck and run.

The Z WR comes off the ball at full speed and will chop his feet and show his hands to the CB to sell the block. Once the CB bites up, accelerate and go by. The Angle of the Corner Route is set hi and skinny to gain as much vertical space as possible. The WR should be aware that the RB might throw him flatter (like an Out Cut).

The O-Line in this example is executing a Sprint-Out Protection in which they reach and overtake their Playside Gap.

TOSS SWEEP HB PASS



DESCRIPTION

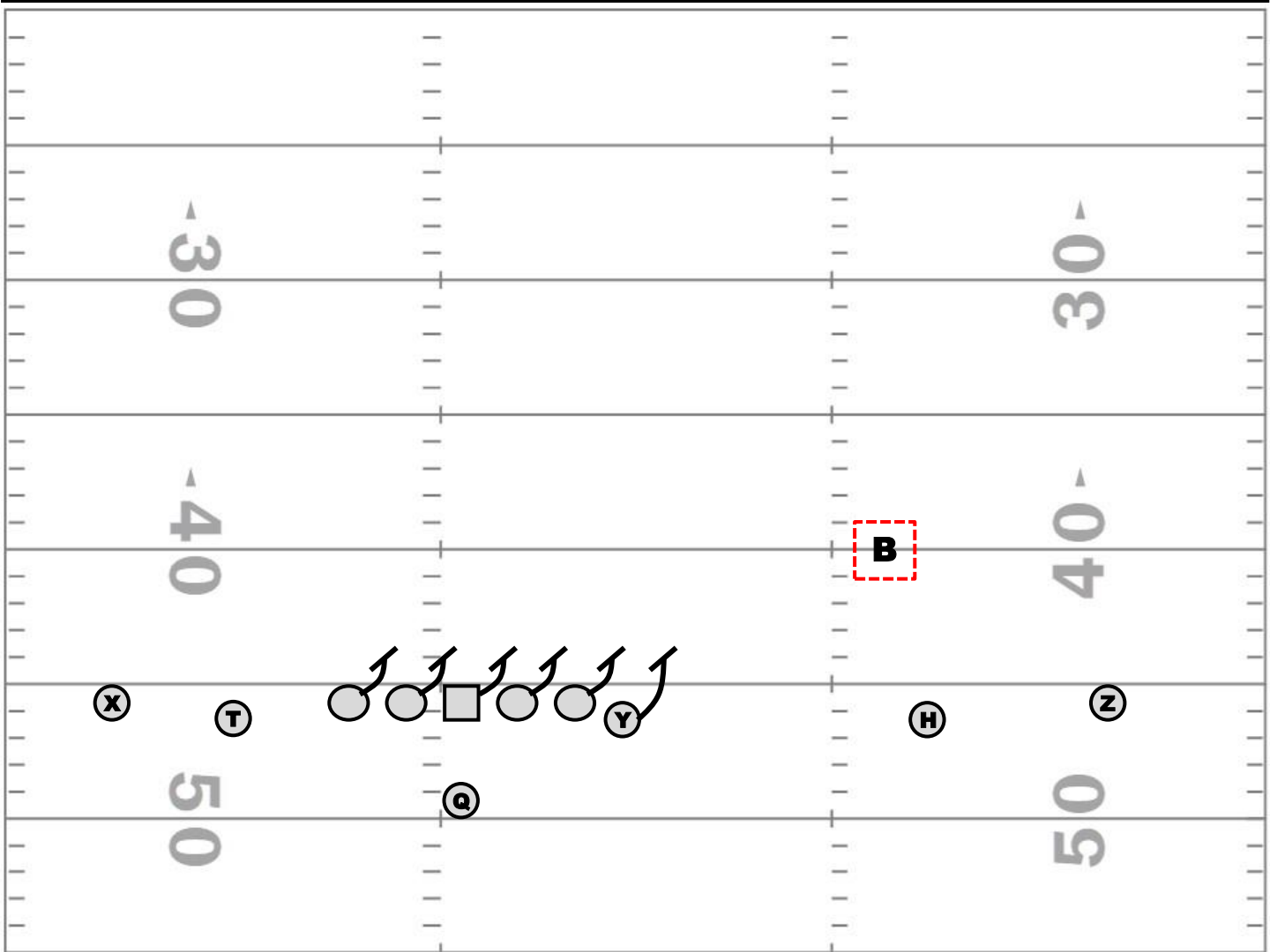
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The RB will dropstep on the catch of the snap, then work flat toward the sideline. Catch and secure the toss from the QB and stay on the move. If the Z WR is open, throw it. If the coverage falls off and covers the WR, the RB will tuck and run.

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The O-Line in this example is executing a Sprint-Out Protection in which they reach and overtake their Playside Gap.

4 TRIPS DAGGER



DESCRIPTION