



# **QB PROGRESSION RULES**

# 90 Shallow

- Peek, Shallow, Dig, Back
- Can Shallow any receiver. R can give a “Ball” Call
- 3 x 1 “Trail”

# 92 Mesh

- High-Swing-Frontside/Backside Mesh-Shoot
- Mesh: Always set from RT @ 6. Settle vs. Zone, Climb vs. Man.
- 92 Left

# 93/94 Sail

- Peek-Sail-Swing-Curl-Flat
- Take 2 by outside guy
- 3 X 1 TAGS H-Shoot, H-Slant

# 95 Y-Cross

- Go-Cross-Option-Curl-Flat
- Y-Under SAM over MIKE attack 22-yards.
- 3-Step Throw. Once Y-Stacks Mike he is open.

# 6 Verticals

- Pre-Snap Best Grass/ Vertical-Vertical-Option
- Work X, H, Y, R, Z
- 3-Step Throw.

# 61/62 FLAT

- Peek, Out, Backside
- 1-Step Throw. Pre-Snap (Press Quick Game Rules)

# 63/64 Stick

- Peek, Swing, Stick, Backside
- 1-Step Throw. Pre-Snap (Press Quick Game Rules)



# 68/69 Corner

- Corner, Lazy, Swing, Backside
- 1-Step Throw. Pre-Snap (Press Quick Game Rules)