



# Install 2 pass game

TRIPLE THREAT  
OFFENSE

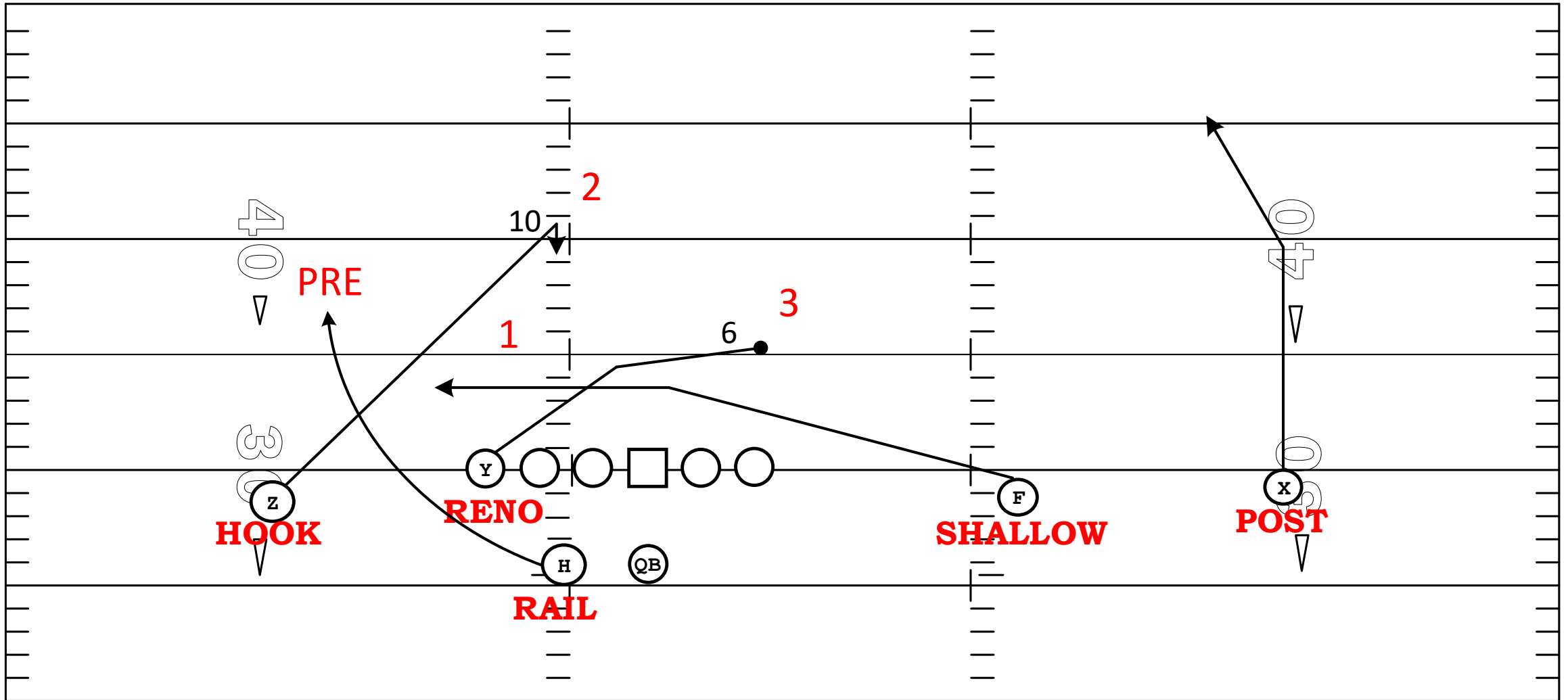


MESH





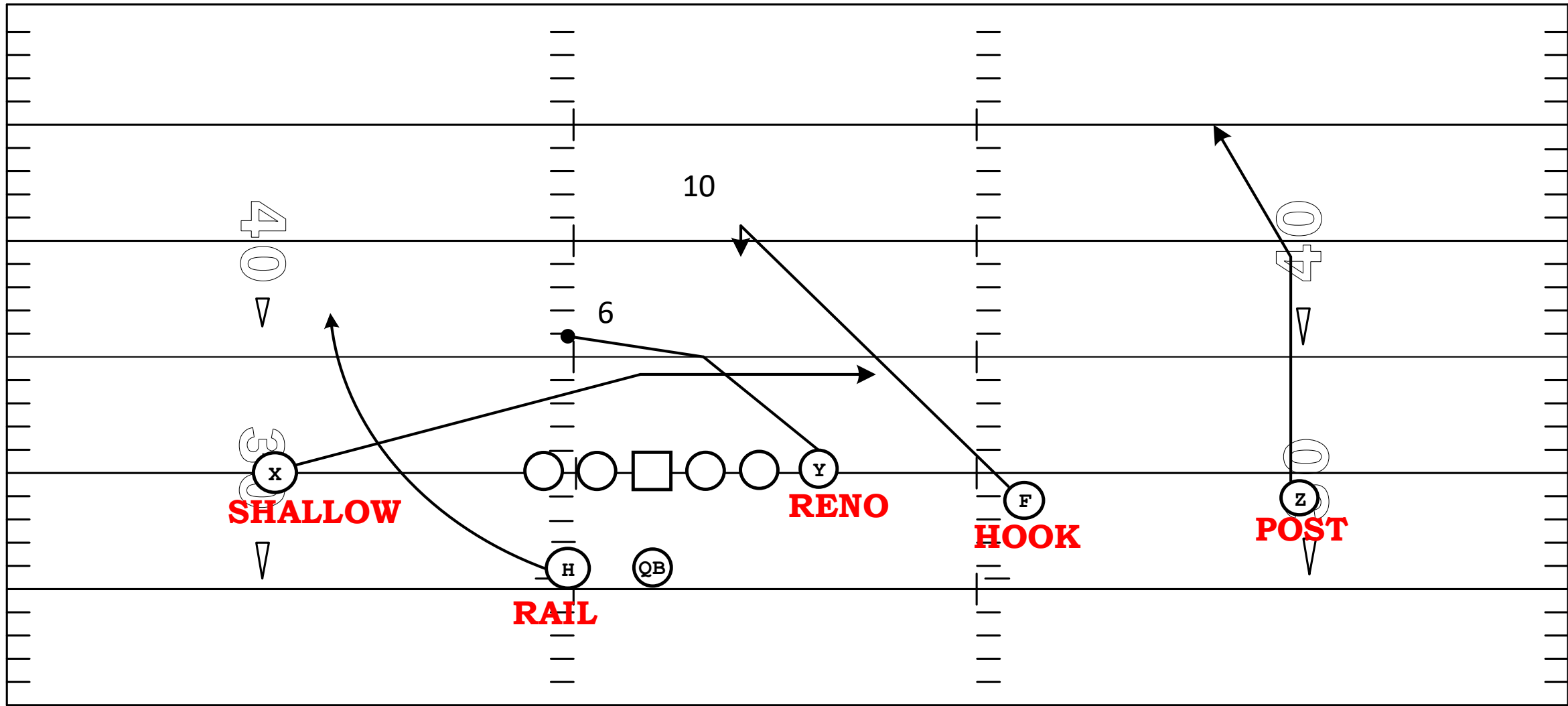
# NEAR LT 52 YF MESH



<b>POSITION</b>	<b>ASSIGNMENT</b>	<b>COACHING POINT</b>
<b>X</b>	POST	7 STEPS. IF EVEN WITH DEFENDER TAKE IT OVER THE TOP.
<b>Z</b>	HOOK	10 YARD HOOK OVER THE TACKLE. GET TO DEPTH, LAST READ IN PROGRESS TO CREATE TRIANGLE.
<b>Y</b>	RENO	6 YARD SIT ROUTE OVER THE OPPOSITE SIDE TACKLE. SET THE MESH FOR RUB.
<b>F</b>	SHALLOW	BUILD TO 5 YARDS. AIMING FOR THE SHOULDER OF THE RENO RUNNER TO CREATE RUB.
<b>H</b>	RAIL	3 HARD STEPS TO ALIGNMENT OF #1 WR, ALERT FOR HOT
<b>QB</b>	PROGRESSION	PRE SNAP, SHALLOW, HOOK, RENO



# GN WK TRIPS RT 52 YX MESH



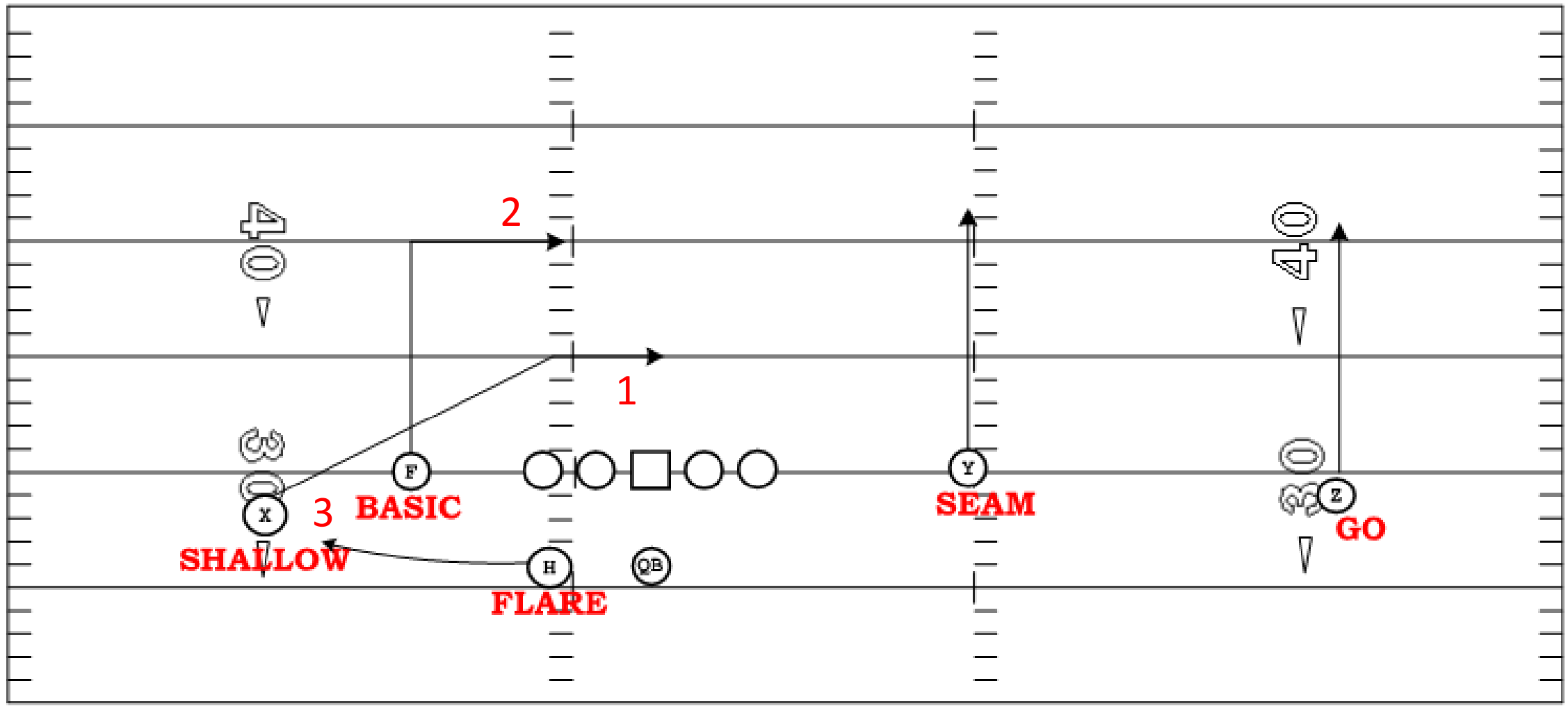
<b>POSITION</b>	<b>ASSIGNMENT</b>	<b>COACHING POINT</b>
<b>X</b>	SHALLOW	BUILD TO 5 YARDS. AIMING FOR THE HEELS OF THE DL TO BEGIN. FIND THE MESH SETTER.
<b>Z</b>	POST	7 STEP. IF EVEN WITH DEFENDER TAKE IT OVER THE TOP.
<b>Y</b>	RENO	6 YARD SIT ROUTE OVER THE OPPOSITE SIDE TACKLE. SET THE MESH FOR RUB.
<b>F</b>	HOOK	10 YARD HOOK OVER THE TACKLE. GET TO DEPTH, LAST READ IN PROGRESS TO CREATE TRIANGLE.
<b>H</b>	RAIL	3 HARD STEPS TO ALIGNMENT OF #1 WR, ALERT FOR HOT
<b>QB</b>	PROGRESSION	PRE SNAP, SHALLOW, HOOK, RENO



**DRIVE Y CLEAR**



# DUAL RT 52 DRIVE Y CLEAR





	<b>ASSIGNMENT</b>	<b>COACHING POINT</b>
<b>X</b>	SHALLOW	BUILD TO 5 YARDS. AIMING FOR THE HEELS OF THE DL TO BEGIN. EYES TO QB AFTER 3 STEPS FOR HOT.
<b>Z</b>	GO	PROTECTION RELEASE GO. MUST OUTSIDE.
<b>Y</b>	SEAM	PROTECTION RELEASE SEAM. MUST OUTSIDE.
<b>F</b>	BASIC	10 YARD DIG. STAY FLAT AT THE TOP OF ROUTE.
<b>H</b>	FLARE	3 HARD STEPS TO FLD, ALERT FOR HOT
<b>QB</b>	PROGRESSION	LOW – HIGH, SHALLOW, BASIC, FLARE

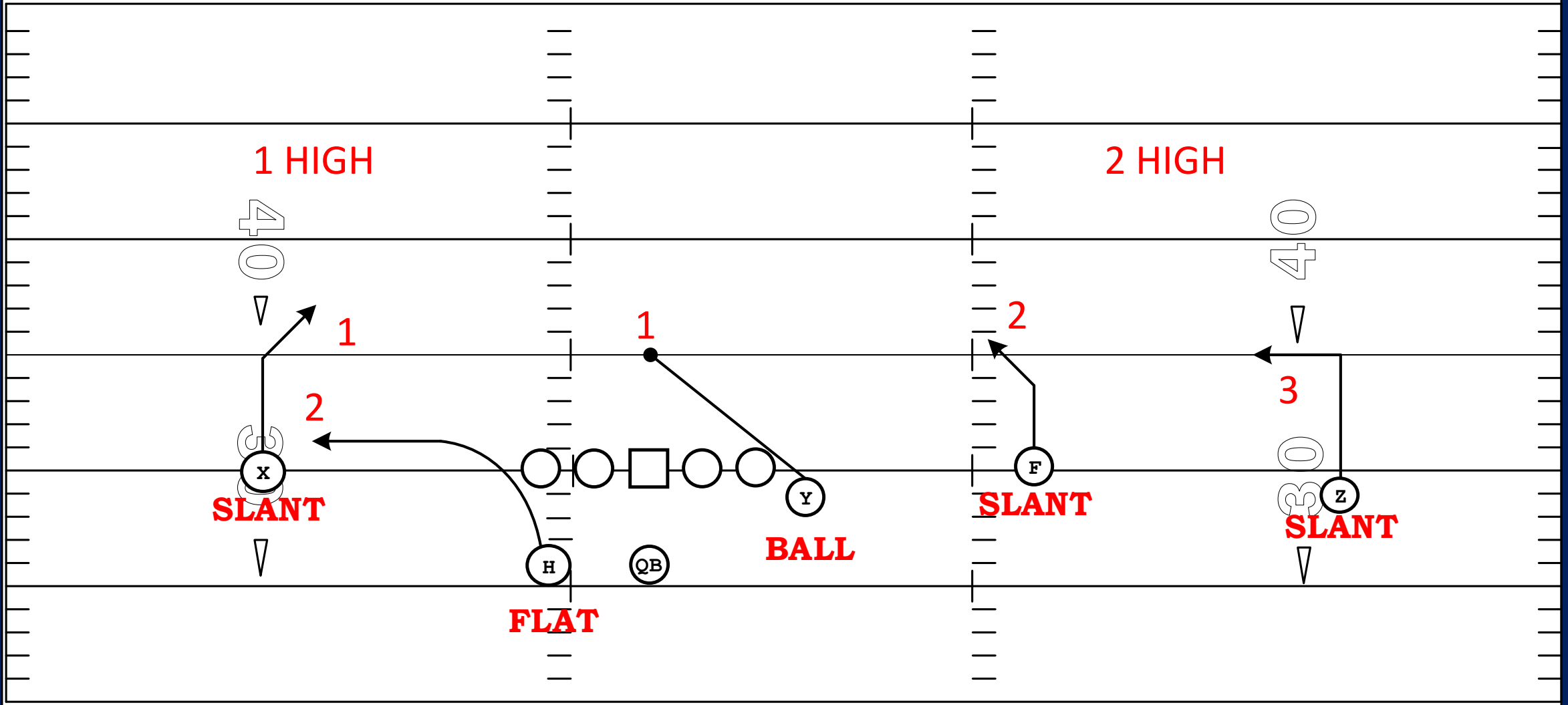


**TEXAS FRISCO**





# KING RT 52 TEXAS FRISCO



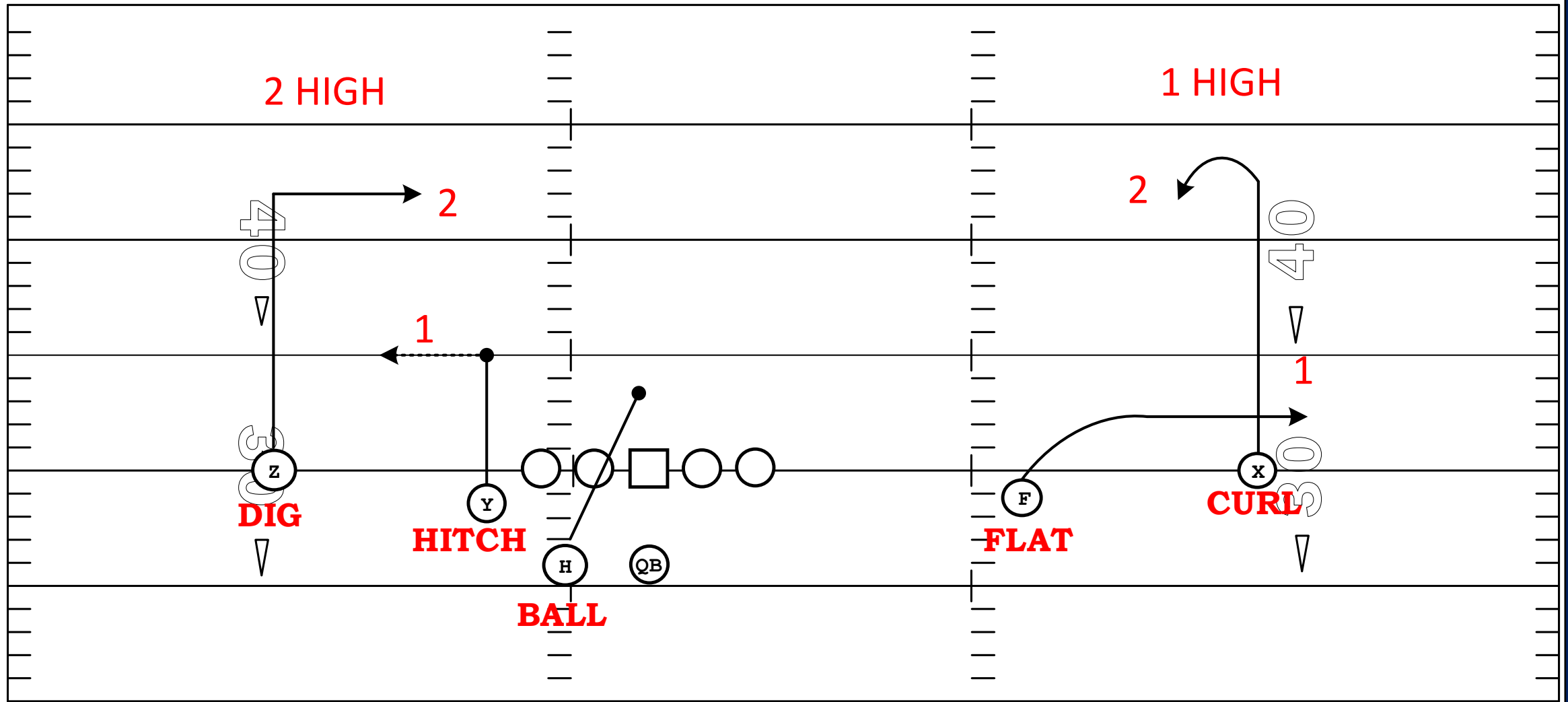
	<b>ASSIGNMENT</b>	<b>COACHING POINT</b>
<b>X</b>	SLANT	3 STEP SLANT, KEEP HIGH ANGLE.
<b>Z</b>	SLANT	5 STEP SLANT, MUST GET 5 YARDS. STAY FLAT UNDER COVER 2 CORNER.
<b>Y</b>	BALL	6 YARDS OVER THE BALL
<b>F</b>	SLANT	3 STEP SLANT, MUST CROSS FACE OF OVERHANG DEFENDER. HIGH ANGLE.
<b>H</b>	FLAT	WORK TO GAIN WIDTH 1 <sup>ST</sup> BUILDING TO 3 YARDS.
<b>QB</b>	COVERAGE READ	POST SAFETY – SPLIT SAFETY READ



**DRAKE KNIFE**



# QUEEN LT 62 DRAKE KNIFE



	<b>ASSIGNMENT</b>	<b>COACHING POINT</b>
<b>X</b>	CURL	12 YARD CURL. WORK BACK DOWN STEM TO QB.
<b>Z</b>	DIG	FASTEST RELEASE. 12 YARD DIG
<b>Y</b>	HITCH	5 YARD HITCH LOOK FOR BALL. IF YOU DON'T GET IT THEN BREAK OUT TOWARDS SL.
<b>F</b>	FLAT	2 STEP FLAT, WORKING TO GAIN WIDTH 1 <sup>ST</sup> . IF YOU GET TO NUMBERS THROTTLE DOWN.
<b>H</b>	BALL	OVER THE BALL GIVE QB EYES AT 3 YDS.
<b>QB</b>	COVERAGE READ	SPLIT SAFETY = DIG, HITCH, CHECK-DOWN POST SAFETY = CURL, FLAT, CHECK -DOWN

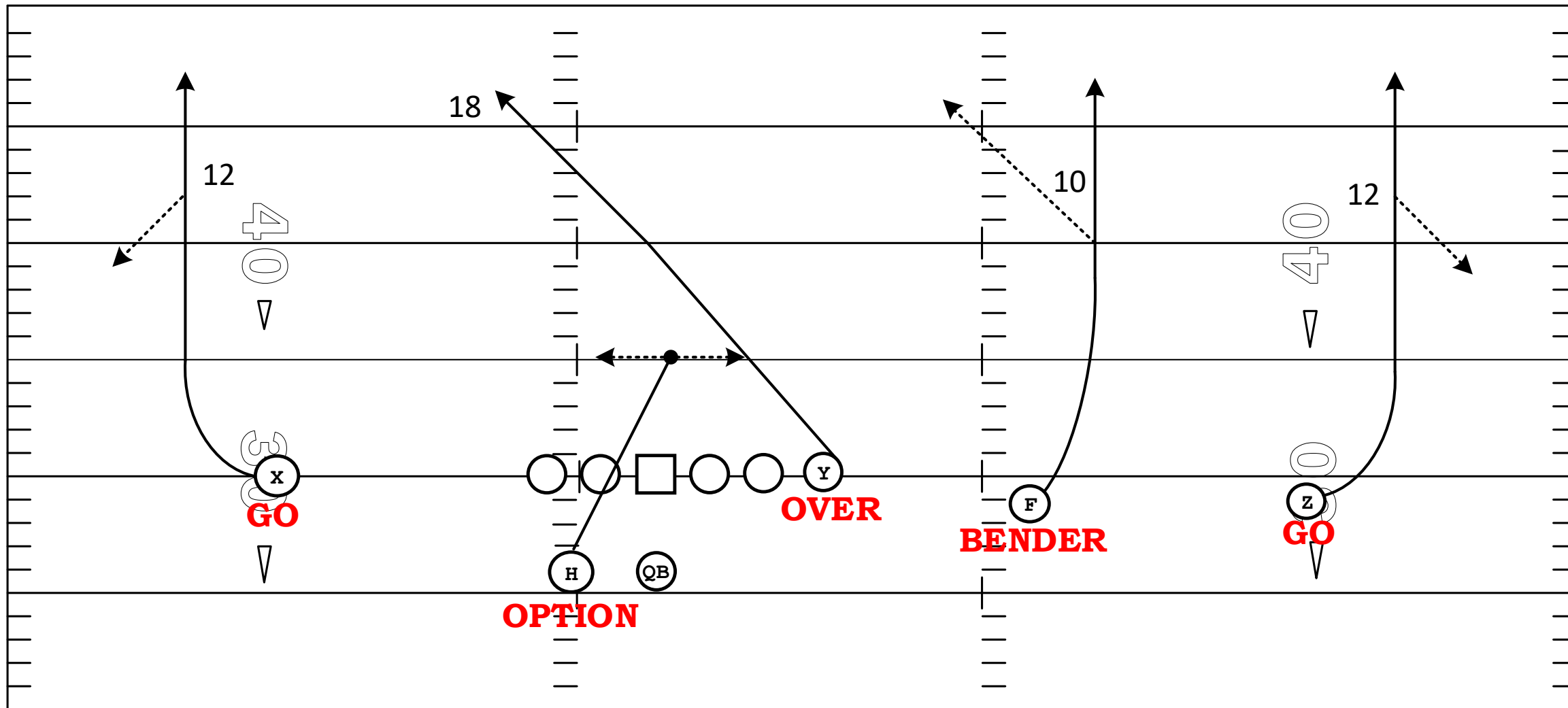


**STREET**





# TRIPS RT 62 STREET



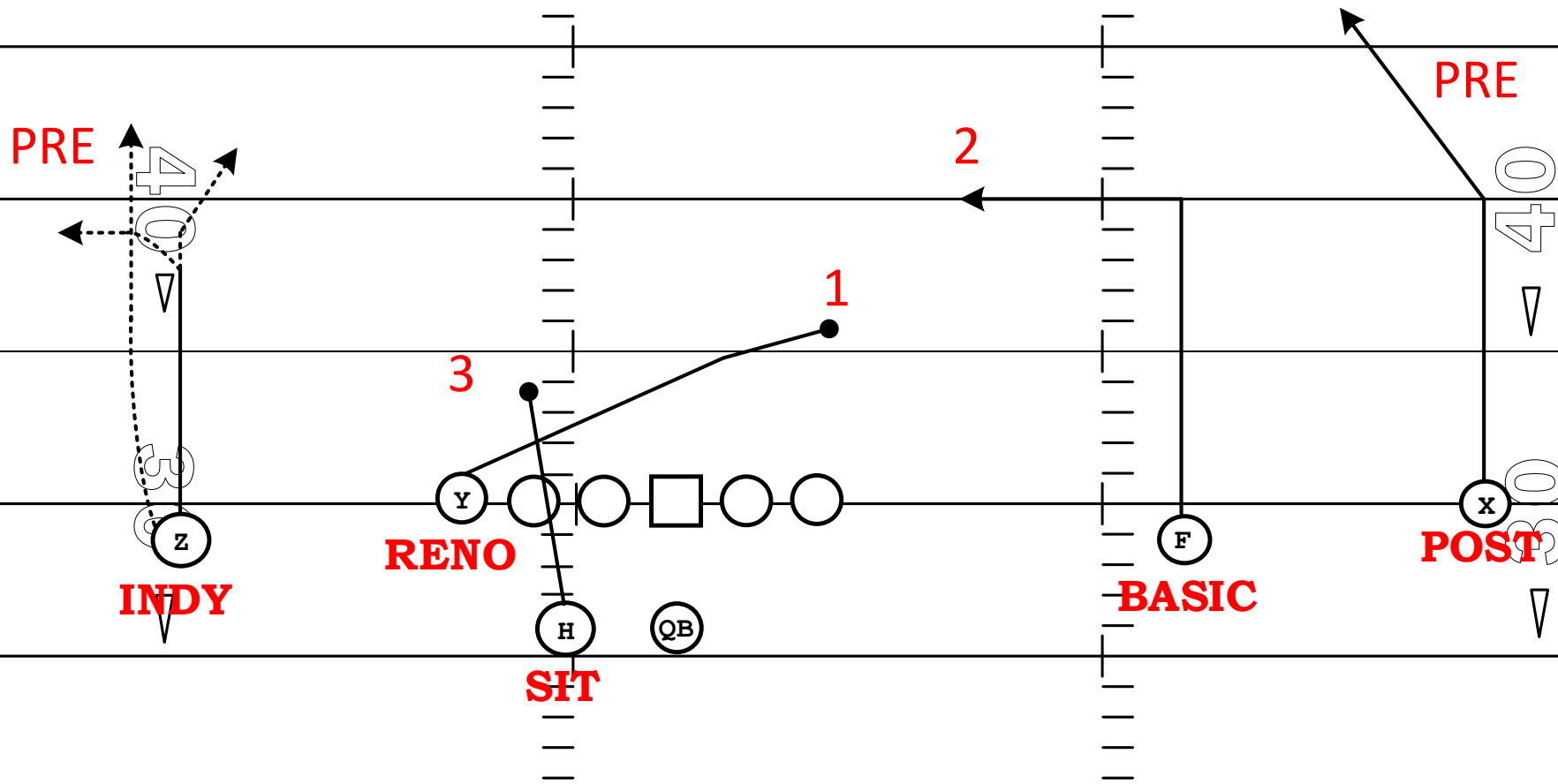
<b>POSITION</b>	<b>ASSIGNMENT</b>	<b>COACHING POINT</b>
<b>X</b>	GO	FASTEST RELEASE GO ROUTE. FIND REDLINE, DROPOUT AT 7 STEPS (12 YDS) IF NOT OVER TOP.
<b>Z</b>	GO	FASTEST RELEASE GO ROUTE. FIND REDLINE, DROPOUT AT 7 STEPS (12 YDS) IF NOT OVER TOP.
<b>Y</b>	OVER	18 YARD OVER TO OPPOSITE HASH
<b>F</b>	BENDER	LANDMARK 4 YARDS OUTSIDE THE HASH VS MOFC. BREAK AT 10 SKINNY POST VS MOFO
<b>H</b>	OPTION	VS ZONE: CHECK DOWN OVER BALL @ 5 YARDS. VS MAN: BREAK LT/RT BASED OFF LEVERAGE.
<b>QB</b>	COVERAGE READ	SPLIT SAFETY = BENDER, SEAM, CHECK-DOWN POST SAFETY = SEAM, SEAM CHECK-DOWN



**BLADE**



# NEAR LT 62 BLADE INDY



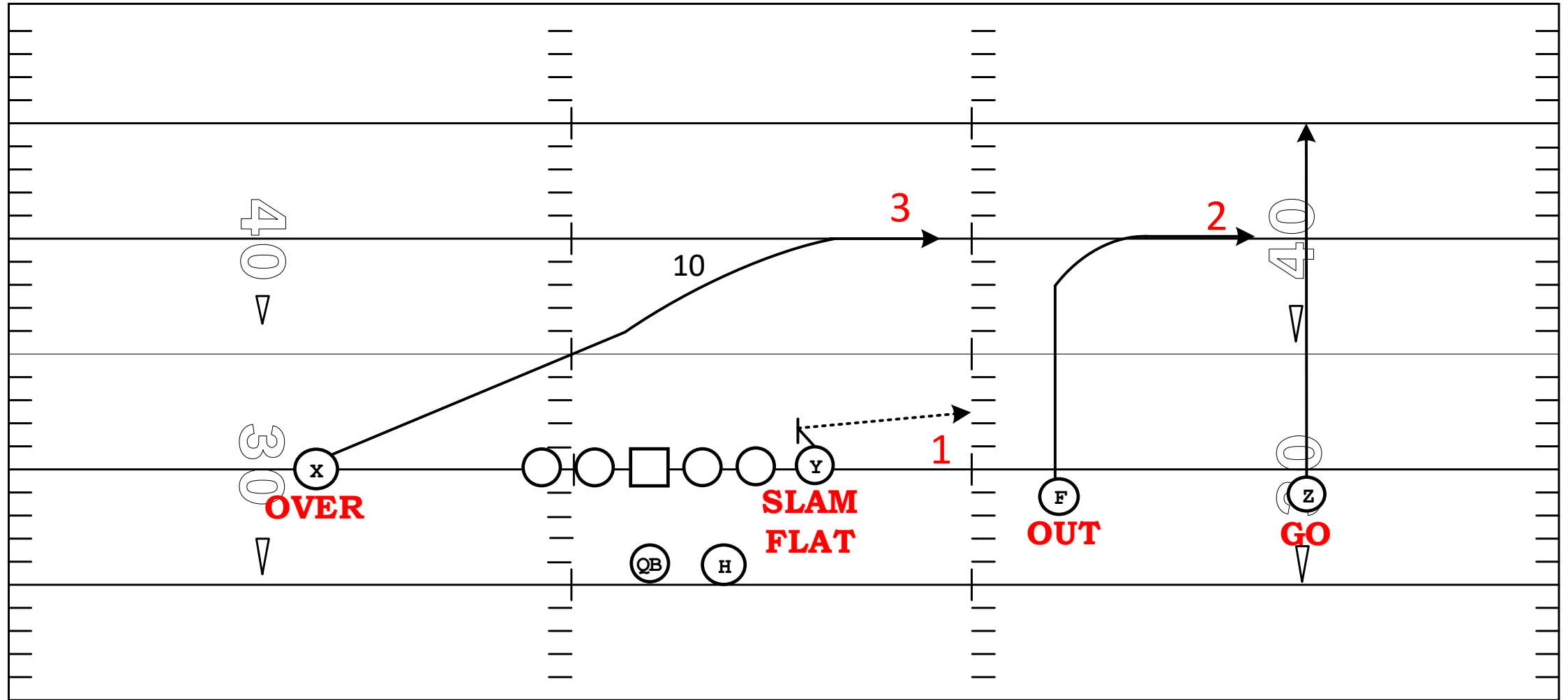
	<b>ASSIGNMENT</b>	<b>COACHING POINT</b>
<b>Z</b>	POST	7 STEPS. IF EVEN WITH DEFENDER TAKE IT OVER THE TOP.
<b>X</b>	INDY	ROUTE BASED OFF LEVERAGE. I/S – OUT, KITTY, GO O/S - GLANCE
<b>Y</b>	RENO	6 YARD SIT ROUTE OVER THE OPPOSITE SIDE TACKLE.
<b>F</b>	BASIC	10 YARD DIG. STAY FLAT AT THE TOP OF ROUTE.
<b>H</b>	SIT	CHECKDOWN OVER TACKLE AT 3 YARDS.
<b>QB</b>	PROGRESSION	PRE-SNAP, HIGH – LOW OFF THE MIKE



# NAKED FLOOD



# TRIPS RT 137 NAKED RT FLOOD



<b>POSITION</b>	<b>ASSIGNMENT</b>	<b>COACHING POINT</b>
<b>X</b>	OVER	10 YARD OVER. GETTING IN PHASE WITH QB MORE IMPORTANT THAN DEPTH.
<b>Z</b>	PRG	PROTECTION RELEASE GO, MUST OUTSIDE. ALERT FOR HOLE SHOT.
<b>Y</b>	SLAM FLAT	SLAM DOWN ON INSIDE DEFENDER SELLING RUN. SLIP OUT TO FLAT. WORKING FOR WIDTH FIRSRT.
<b>F</b>	OUT	10 YARD SPEED OUT
<b>H</b>	NAKED	HARD SELL RUN ACTION PAST LOS, COLLISION COLOR
<b>QB</b>	NAKED	OUT, SLAM FLAT, DROPBOX

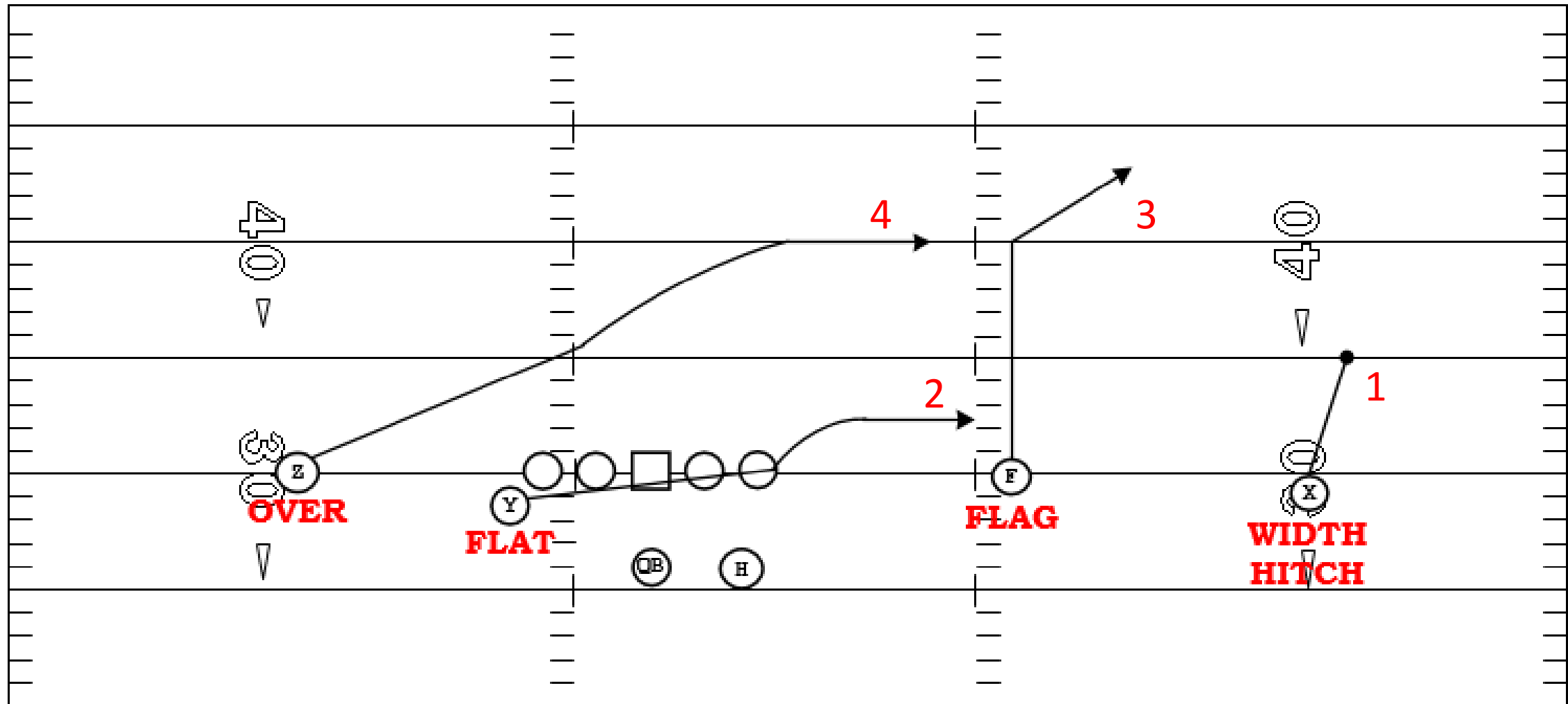




# NAKED SMASH



# QUEEN LT 137 NAKED RT SMASH



<b>POSITION</b>	<b>ASSIGNMENT</b>	<b>COACHING POINT</b>
<b>X</b>	HITCH	5 STEP HITCH
<b>Z</b>	OVER	10 YARD OVER. GETTING IN PHASE WITH QB MORE IMPORTANT THAN DEPTH.
<b>Y</b>	FLAT	SLICE ACROSS FORMATION, FLAT ROUTE GAINING WIDTH BEFORE DEPTH.
<b>F</b>	FLAG	BREAK AT 10 YARDS. KEEP ON A HIGH ANGLE.
<b>H</b>	NAKED	HARD SELL RUN ACTION PAST LOS, COLLISION COLOR
<b>QB</b>	NAKED	HITCH, FLAG, FLAT