

# QUICK GAME ISSUES

- “I HAVE DIED ON QUICK GAME HILL BEFORE, AND HAVE ONLY MYSELF TO BLAME.”
  - Routes are mostly mirrored
    - No Intermediate route to progress to
    - Essentially one side of field rendered useless
  - 1 Defender Key
    - Gives you one option only
    - QB Gets Pre-Snap leverage idea, but post snap the scene changes
    - Limiting and In my Opinion Not a great answer. Easy to coach doesn't mean its best practice.
  - One choice for QB and no viable exit strategy if things go south
    - (bad read, route, snap, etc)
  - SCARED TO CALL IT | RISK VS. REWARD