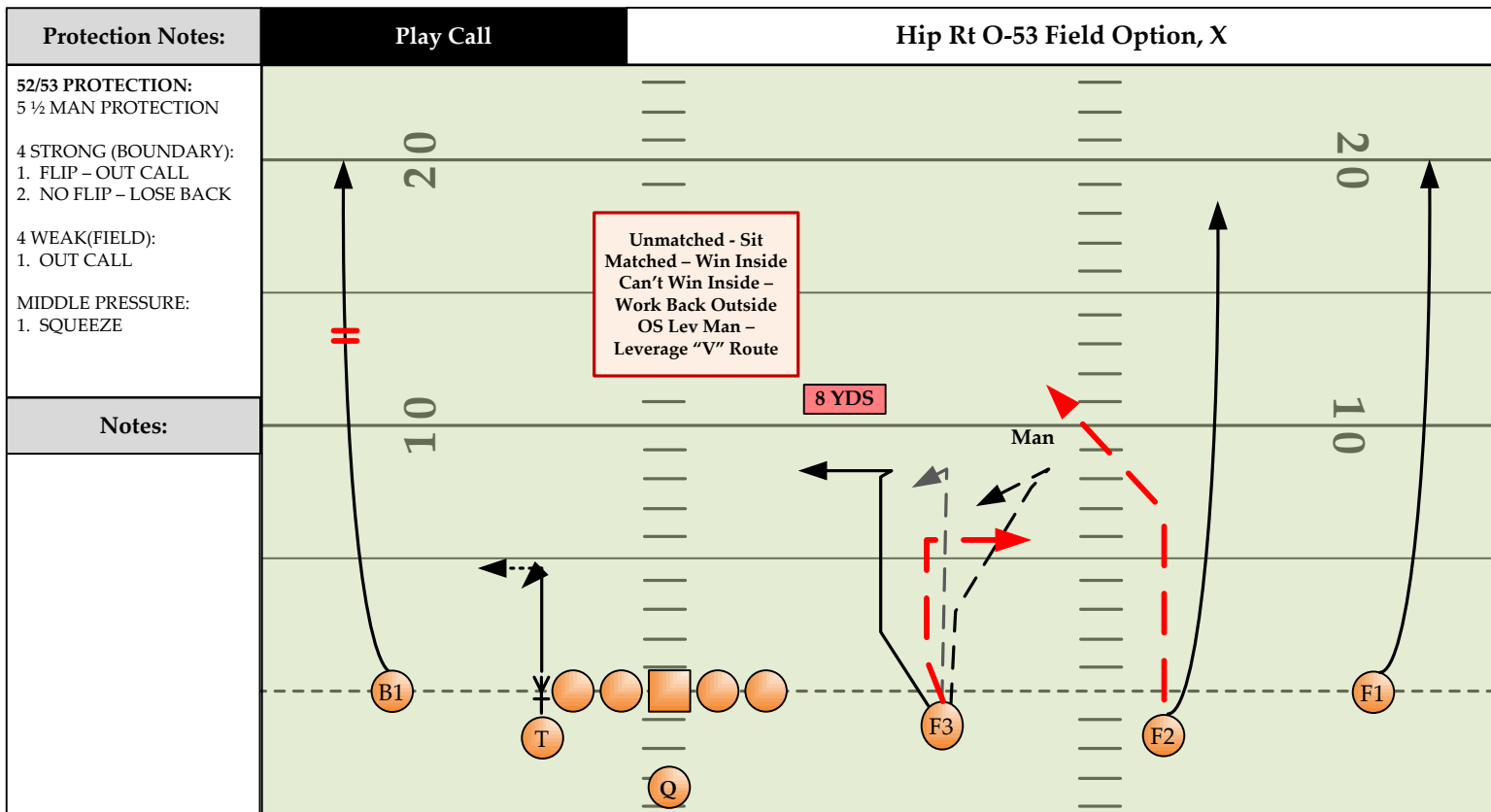




ROUTE PRINCIPLE: FIELD OPTION (52/53)

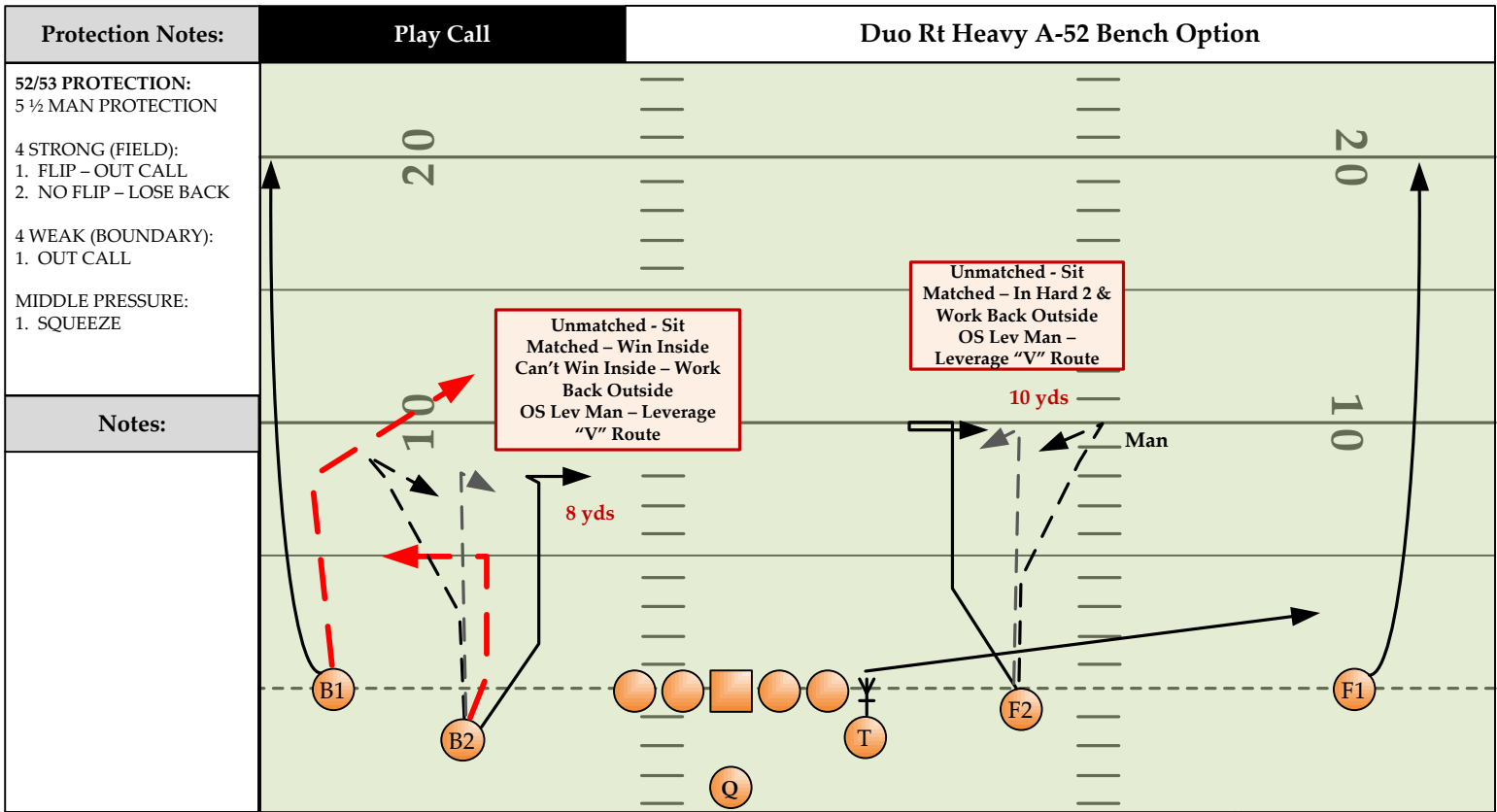


PLAYER	ROUTE	Assignment	Pressure
F1	Protection	Protection Release. Vs. Press = Win	
F2	Protection	Protection Release. Vs. Press = Win	NO DEEP = OHIO
F3	Option Route	Option Route @ 8 yds. Unmatch - Sit. Matched - Win Inside. O/S Lev Man - "V" Route.	NO DEEP = OHIO
TB	O Route	Outside Choice Route @ 4 Yards	
B1	Protection (X)	Protection Release. Vs. Press = Win.	

COVERAGE	READ	PROGRESSION
1/2	ISOLATION ON HOOK DEFENDER	OPTION to O-ROUTE
6 / 6-Z	ISOLATION ON HOOK DEFENDER	OPTION to O-ROUTE
1/4	ISOLATION ON HOOK DEFENDER	OPTION to O-ROUTE
3 STR	ISOLATION TO X	X ON INDY CUT
3 WK	ISOLATION ON HOOK DEFENDER	OPTION to O-ROUTE
FIRE ZONE	FLIP PROTECTION IF NEEDED OR LOSE BACK.	OPTION to O-ROUTE
32	ISOLATION ON FIELD SEAM DEFENDER	OPTION
1 HOLE	MOVE THE HOLE DEFENDER	X ON INDY CUT
1 FIRE	FLIP PROTECTION IF NEEDED OR LOSE BACK ISOLATION TO X	X ON INDY CUT
NO DEEP	DRIFT AND THROW TD	WARM OHIO



ROUTE PRINCIPLE: BENCH OPTION (52/53)

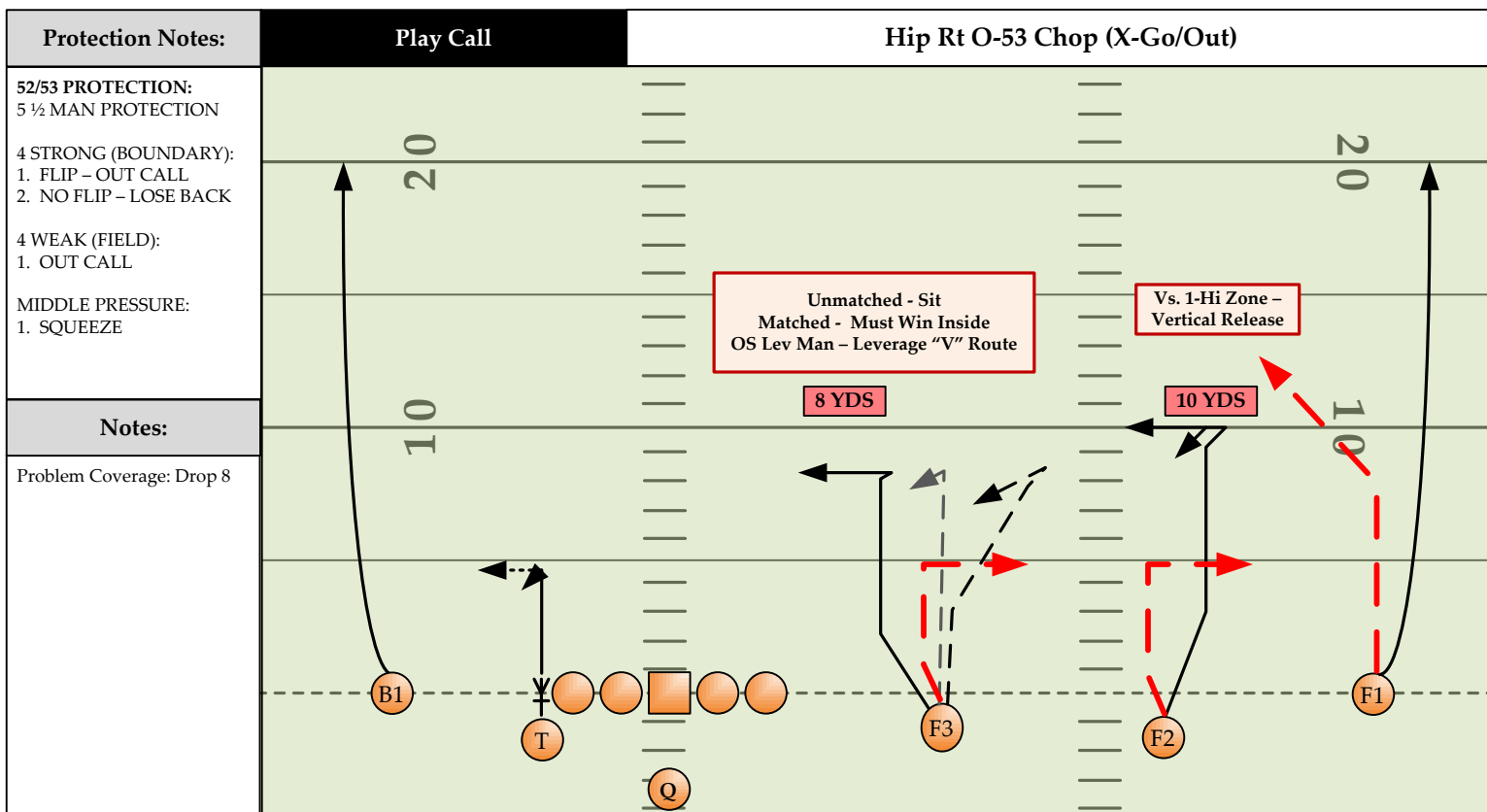


PLAYER	ROUTE	Assignment	Pressure
F1	Protection	Protection Release. Vs. Press = Win	
F2	BS Option Route	Option Route @ 10 yds. Unmatched = Sit, Matched = Stay out of box - Push in hard 2 and back out. OS Lev Man - "V" Route	
TB	A-Route	Arrow Route 2-3 Yds on Sideline	
B2	FS Option Route	Option Route @ 8 yds. Unmatch - Sit. Matched - Win Inside. Can't Win Inside - Work Back Outside. O/S Lev Man - "V" Route.	No Deep = Ohio
B1	Protection	Protection Release. Vs. Press = Win	No Deep = 5-Step

COVERAGE	READ	PROGRESSION
1/2	ISOLATION ON BOUNDARY CURL DEFENDER	FS OPTION to BS OPTION
6	ISOLATION ON BOUNDARY CURL DEFENDER	FS OPTION to BS OPTION
1/4	ISOLATION ON BOUNDARY CURL DEFENDER	FS OPTION to BS OPTION
3 STR	ISOLATION ON BOUNDARY CURL DEFENDER	FS OPTION to BS OPTION
3 WK	PLAY AWAY FROM ROTATION HORIZ. READ ON FIELD CURL DEFENDER	ARROW to BS OPTION
FIRE ZONE	FLIP PROTECTION IF NEEDED OR LOSE BACK.	FS OPTION to BS OPTION
32	ISOLATION READ ON BOUNDARY SEAM DEFENDER	FS OPTION to BS OPTION
1 HOLE	MOVE THE HOLE DEFENDER	FS OPTION to BS OPTION AL. MATCHUP WITH X
1 FIRE	FLIP PROTECTION IF NEEDED OR LOSE BACK ISOLATION ON OPTION F3 DEFENDER	FS OPTION to BS OPTION AL. MATCHUP WITH X
NO DEEP	DRIFT AND THROW TD	5-STEP to OHIO

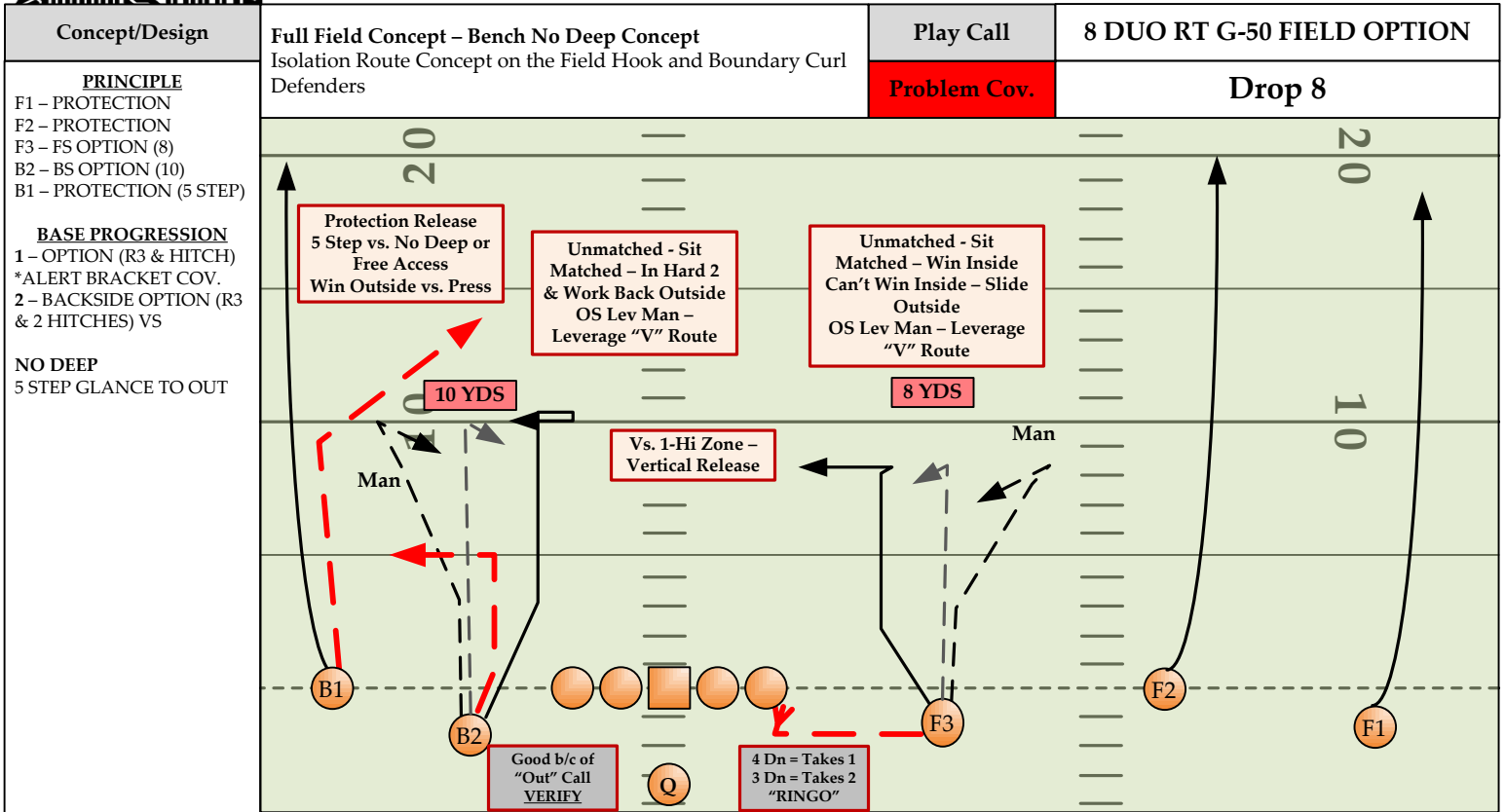


ROUTE PRINCIPLE: CHOP (52/53)



PLAYER	ROUTE	Assignment	Pressure
F1	Protection	Protection Release. Vs. Press = Win	NO DEEP = 5-STEP
F2	Choice	Choice Route @ 10 yds. Unmatched = Sit, Matched = Win Inside.	NO DEEP = OHIO
F3	Option Route	Option Route @ 8 yds. Unmatch – Sit. Matched – Win Inside.	NO DEEP = OHIO
TB	O Route	Outside Choice Route @ 4 Yards	
B1	Protection (X)	Protection Release. Vs. Press = Win (X = Individual cut if signaled by QB)	

COVERAGE	READ	PROGRESSION
1/2	FIELD HOOK to FIELD CURL DEFENDER	OPTION to CHOICE
6 / 6-Z	FIELD HOOK to FIELD CURL DEFENDER	OPTION to CHOICE
1/4	FIELD HOOK to FIELD CURL DEFENDER	OPTION to CHOICE
3 STR	ISOLATION TO X	X to O ROUTE
3 WK	FIELD HOOK to FIELD CURL/FLAT DEFENDER	OPTION to CHOICE
FIRE ZONE	PLAY AWAY FROM ROTATION. FLIP PROTECTION IF NEEDED OR LOSE BACK	OPTION to CHOICE. AL X to (O ROUTE)
32	HORIZONTAL READ ON FIELD SEAM DEFENDER	OPTION to CHOICE
1 HOLE	MOVE FREE SAFETY.	PLAY X to O ROUTE vs. CLEAN BOX. PLAY OPTION to CHOICE vs. DIRTY BOX
1 FIRE	FLIP PROTECTION IF NEEDED OR LOSE BACK ISOLATION TO X	PLAY X to O ROUTE vs. CLEAN BOX. PLAY OPTION to CHOICE vs. DIRTY BOX
NO DEEP	DRIFT AND THROW TD	DOUBLE OHIO



BASE FORM Empty

PROTECTIONS 50-51 Protection – No Deep Beater to Boundary, Hot and Alert 0 to the Field

VARIATIONS

PLAYER	ROUTE	Assignments	Pressure
F1	Protection Release	Protection Release. Press Coverage = Win	N/A
F2	Protection Release	Protection Release. Press Coverage = Win	N/A
F3	FS Option	Option Route @ 8 yds. Unmatched = Sit, Matched = Win Inside, Can't win inside – work back out. OS Lev Man – "V" Route	N/A
B2	BS Option	Option Route @ 10 yds. Unmatched = Sit, Matched = Stay out of box – Push in hard 2 and back out. OS Lev Man – "V" Route	No Deep - Ohio
B1	Protection Release	Protection Release. Press Coverage = Win	No Deep – 5 Step

QB Notes 50/51 PROTECTION

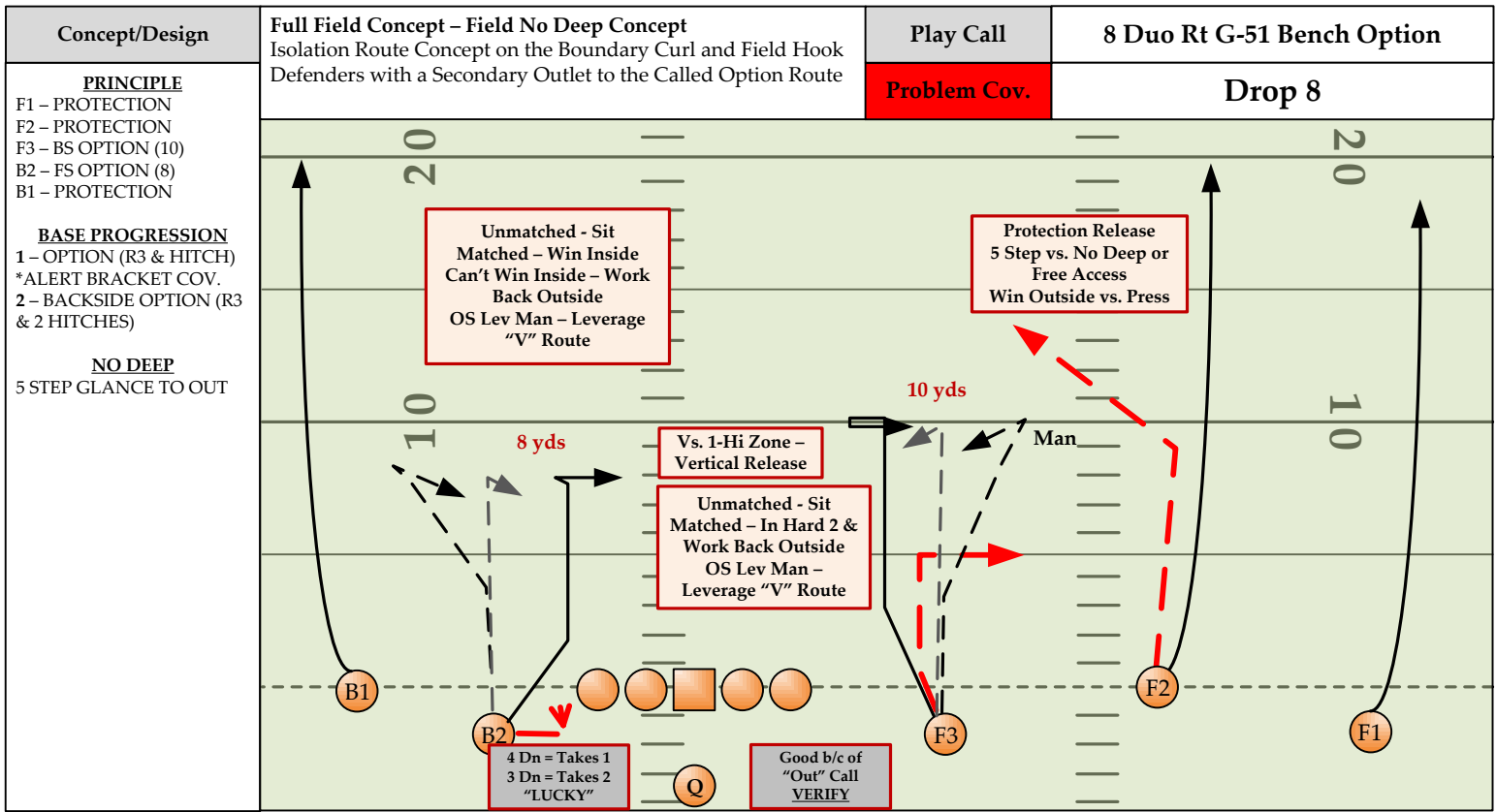
- 1) vs. 4 Down to the Callside of the Protection it takes 1. Versus 3 Down to the Callside of the Protection it takes 2.
- 2) Good Opposite the Protection Call because of an "Out" Call made by the Tackle – Verify {Front/Safety Activation}
- 3) Mechanics to Handle 4 Man Pressure to the Protection Callside – Flip the Protection
- 4) Mechanics to Handle No Deep – 1. Alert Zero (1st WR off the ball) 2. QB Drift opposite the Protection Callside 3. The WR's will warm their routes – Signal and Verbalize "No Deep"

COVERAGE	1 Hi Zone	1 Hi Man	1 FZ	2 Hi Zone	2 Hi Man	Quarters	HOT	No Deep
MOVEMENT KEY	Hook Defender	Hole Defender	Hook Defender	Fld Hook to Bndy Curl Def	Fld Hook to Bndy Curl Def	Fld Hook to Bndy Curl Def		Alert 0
PROGRESSION	FS to BS Option	FS to BS Option (AI Protection)	FS to BS Option	FS to BS Option	FS to BS Option	FS to BS Option		5 Step to Ohio



ROUTE PRINCIPLE: 50-1 BENCH OPTION

2013



BASE FORM	Empty
PROTECTIONS	50-51 Protection – No Deep Beater to Field, Hot and Alert 0 to the Boundary
VARIATIONS	

PLAYER	ROUTE	Assignments	Pressure
F1	Protection Release	Mandatory Outside Release – Body Contact.	N/A
F2	Protection Release	Protection Release. Press Coverage = Win.	NO DEEP = 5-STEP
F3	BS Option Route	Option Route @ 10 yds. Unmatched = Sit, Matched = Stay out of box – Push in hard 2 and back out. OS Lev Man – “V” Route	NO DEEP = OHIO
B2	FS Option Route	Option Route @ 8 yds. Unmatched = Sit, Matched = Win Inside, Can’t win inside – work back out. OS Lev Man – “V” Route	
B1	Protection Release	Mandatory Outside Release – Body Contact.	

QB Notes | 50/51 PROTECTION

- 1) vs. 4 Down to the Callside of the Protection it takes 1. Versus 3 Down to the Callside of the Protection it takes 2.
- 2) Good Opposite the Protection Call because of an “Out” Call made by the Tackle – Verify {Front/Safety Activation}
- 3) Mechanics to Handle 4 Man Pressure to the Protection Callside – Flip the Protection
- 4) Mechanics to Handle 3 Man Pressure to the Protection Callside – “Ringo/Lucky” Call
- 5) Mechanics to Handle No Deep – 1. Alert Zero (1st WR off the ball) 2. QB Drift opposite the Protection Callside 3. The WR’s will warm their routes – Signal and Verbalize “No Deep”

COVERAGE	1 Hi Zone	1 Hi Man	1 Hi FZ	2 Hi Zone	2 Hi Man	Quarters	HOT	No Deep
MOVEMENT KEY	Hook Defender	Hole Defender	Hook Defender	Bndy Curl to Fld Hook Def	Matchup	Bndy Curl to Fld Hook Def		Alert 0
PROGRESSION	FS to BS Option	FS to BS Option (AI Protection)	FS to BS Option	FS to BS Option	FS to BS Option	FS to BS Option		5 Step to Ohio