Double Out



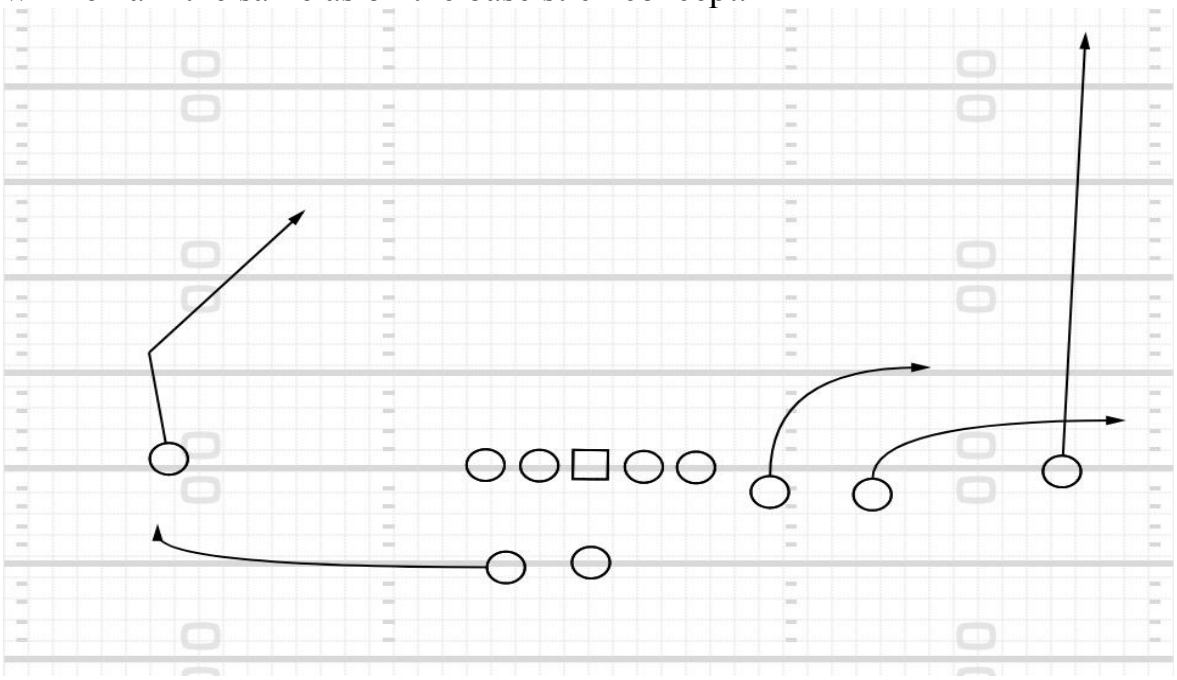
Double Out Concept

Our double out concept is part of our quick game package and is used with a no-drop delivery by the quarterback. The double out concept is used primarily against zone coverage and is a close cousin to the "Stick" concept with identical reads for our quarterback.

Here is how we will call the Double Out concept in 2019

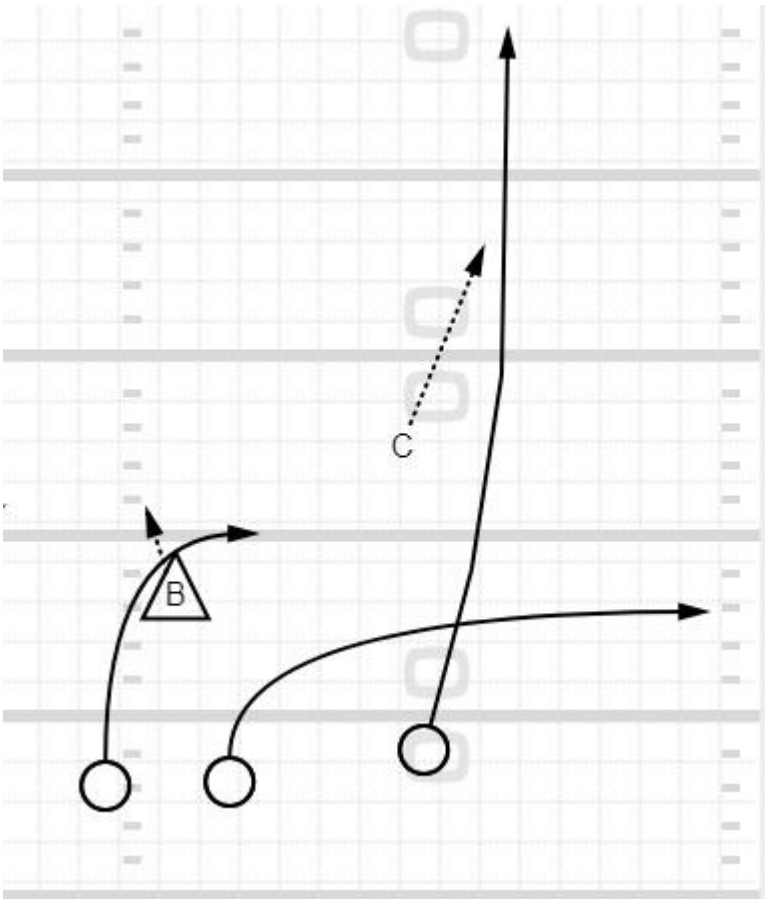
Concept	Code Words	Signal
Double Out	Thunder, Lightning, Storm	Like holding an umbrella

This concept is read and executed in exactly the same manner as our stick concept with one exception. Instead of running a stick route with the inside receiver we are running a 3 step quick out (5 yards) and a shoot (build 3-5 yards) route by the middle receiver towards the sideline. What this does is put an immediate stretch on the Area Outside defender and forces and immediate reaction. Everything else will remain the same as on the base stick concept.

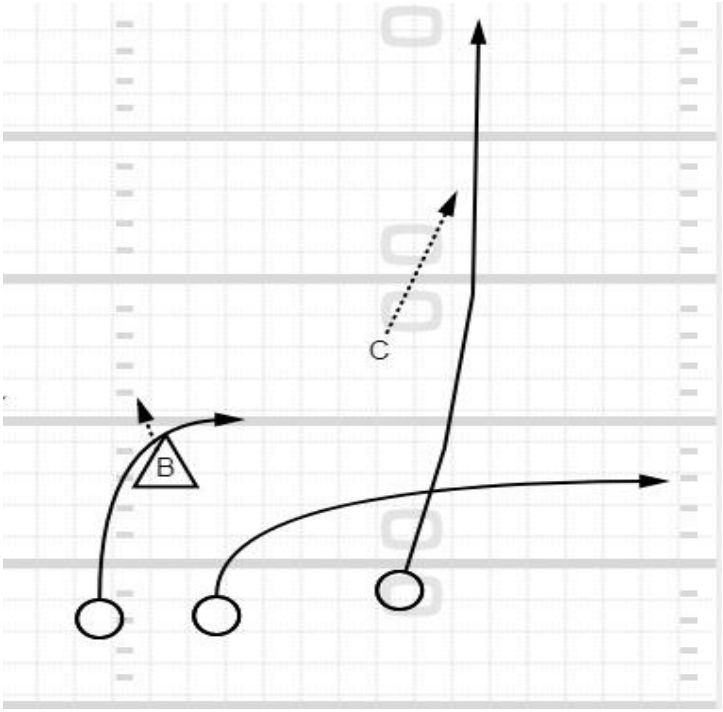


Trips Rt Thunder

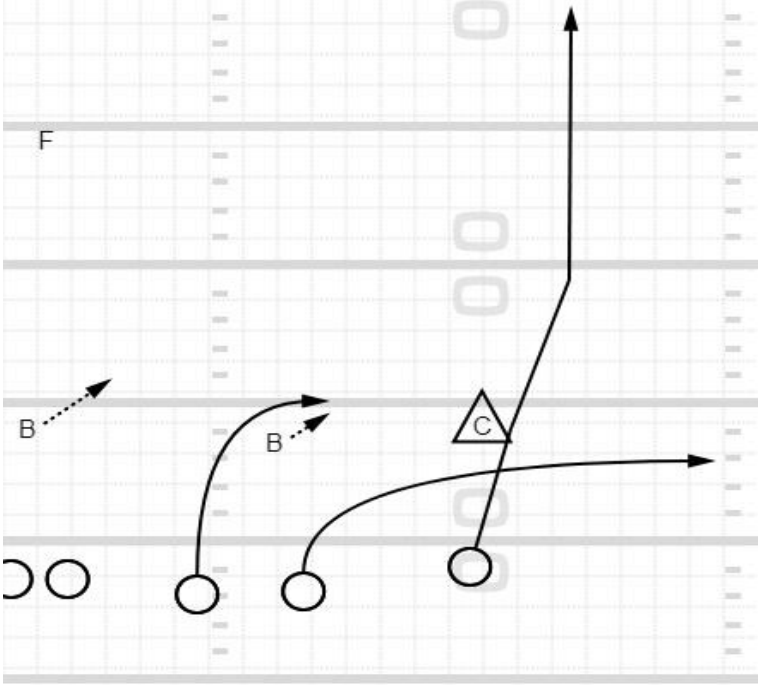
As with the stick route the quarterback will read the area outside defender. If the A.O. Defender sits or collisions the quick out the ball will immediately go to the shoot route (See Below)



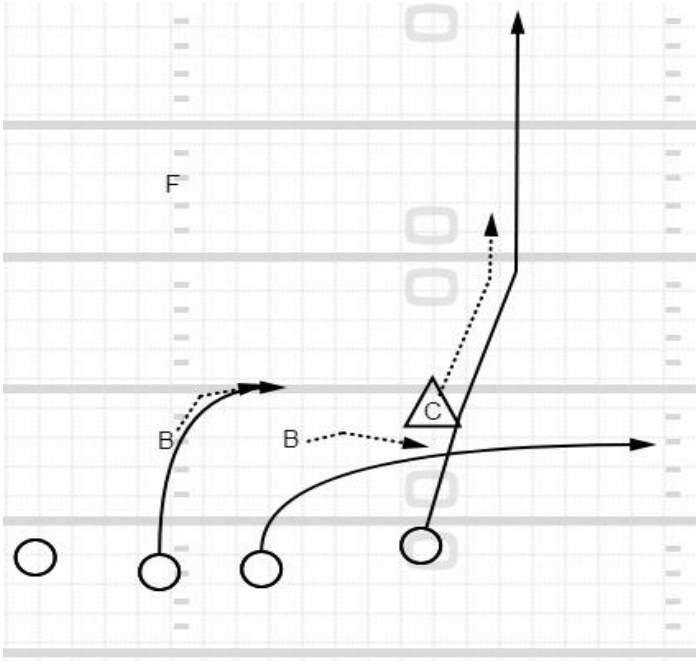
If the Area Outside Defender chases the shoot route the ball will go into the hole to the quick out. Again this ball must be thrown to the proper spot and on time. (See Below Diagram)



As a reminder if the cornerback reveals himself to be the area outside (Flat) defender the ball will go to the vertical route in the hole on the sideline outside the numbers on the vertical route.(See Below Diagram)



If man to man coverage is recognized or the read becomes cloudy the qb should work the backside with the slant or slant/swing combo weak with the single receiver and the running back.



Trips Rt Lightning vs. Man to Man coverage