

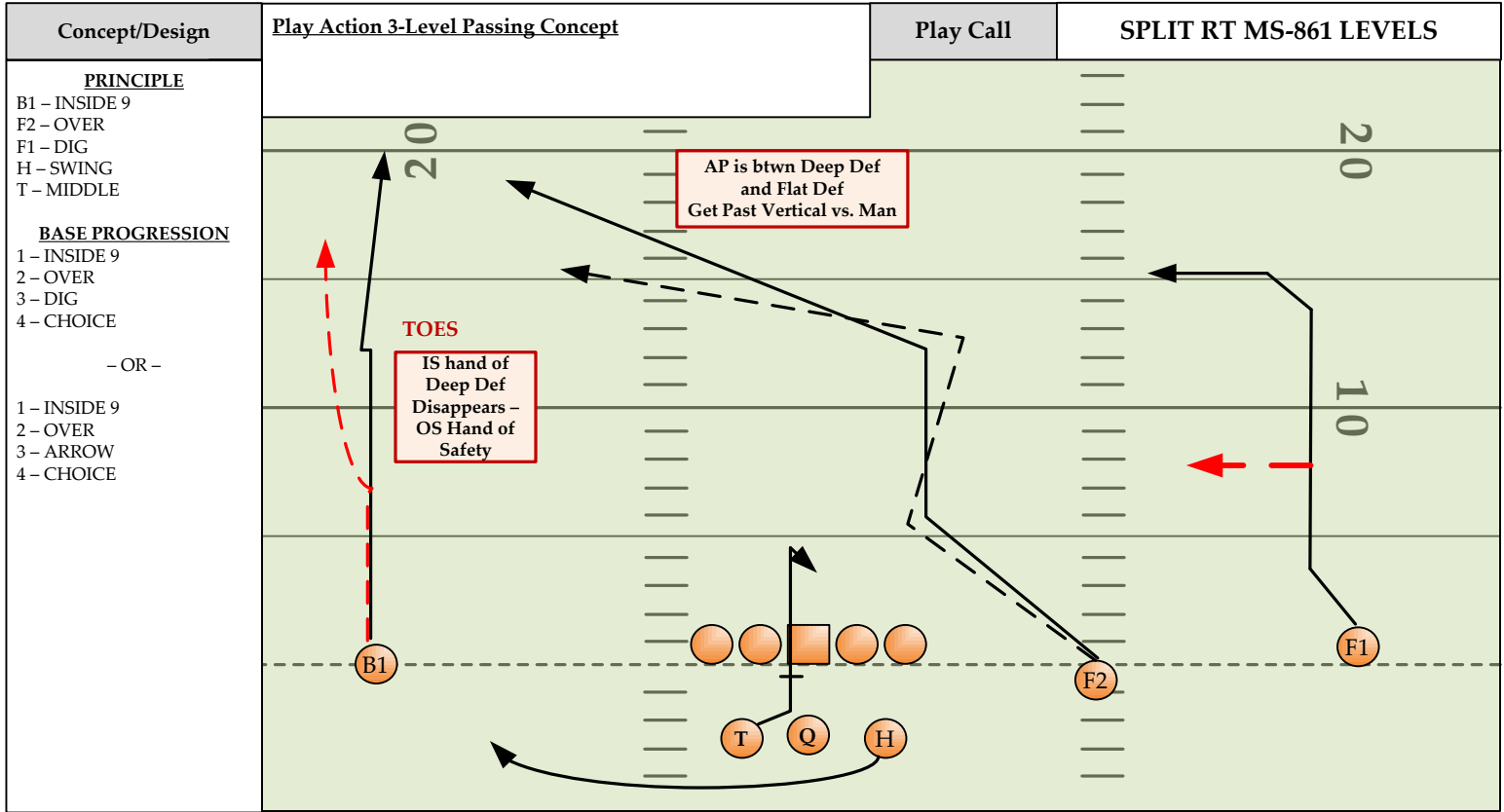




# ROUTE PRINCIPLE: LEVELS



2013



**BASE FORM**      **Deuce Up, House, Trey Hic**

**PROTECTIONS**      **860-861 Protection**

**VARIATIONS**

PLAYER	ROUTE	Assignments	Pressure
<b>F1</b>	DIG	DIG @ 15 YARDS	<b>NO DEEP = 8 yd In</b>
<b>F2</b>	LEVELS	OVER ROUTE @ 12 YARDS. AIMING POINT IS BETWEEN DEEP DEF AND FLAT DEF. GET PAST VERTICAL VS. MAN.	N/A
<b>B1</b>	INSIDE 9	RUN THROUGH THE I/S HAND OF THE CORNER VS. COV 2 - RUN THROUGH THE O/S HAND OF THE SAFETY	<b>NO DEEP = Go</b>
<b>F3</b>	SWING	GET WIDTH - STRETCH FLAT DEFENDER	N/A
<b>TB</b>	MIDDLE	DUAL - MIDDLE ROUTE	N/A

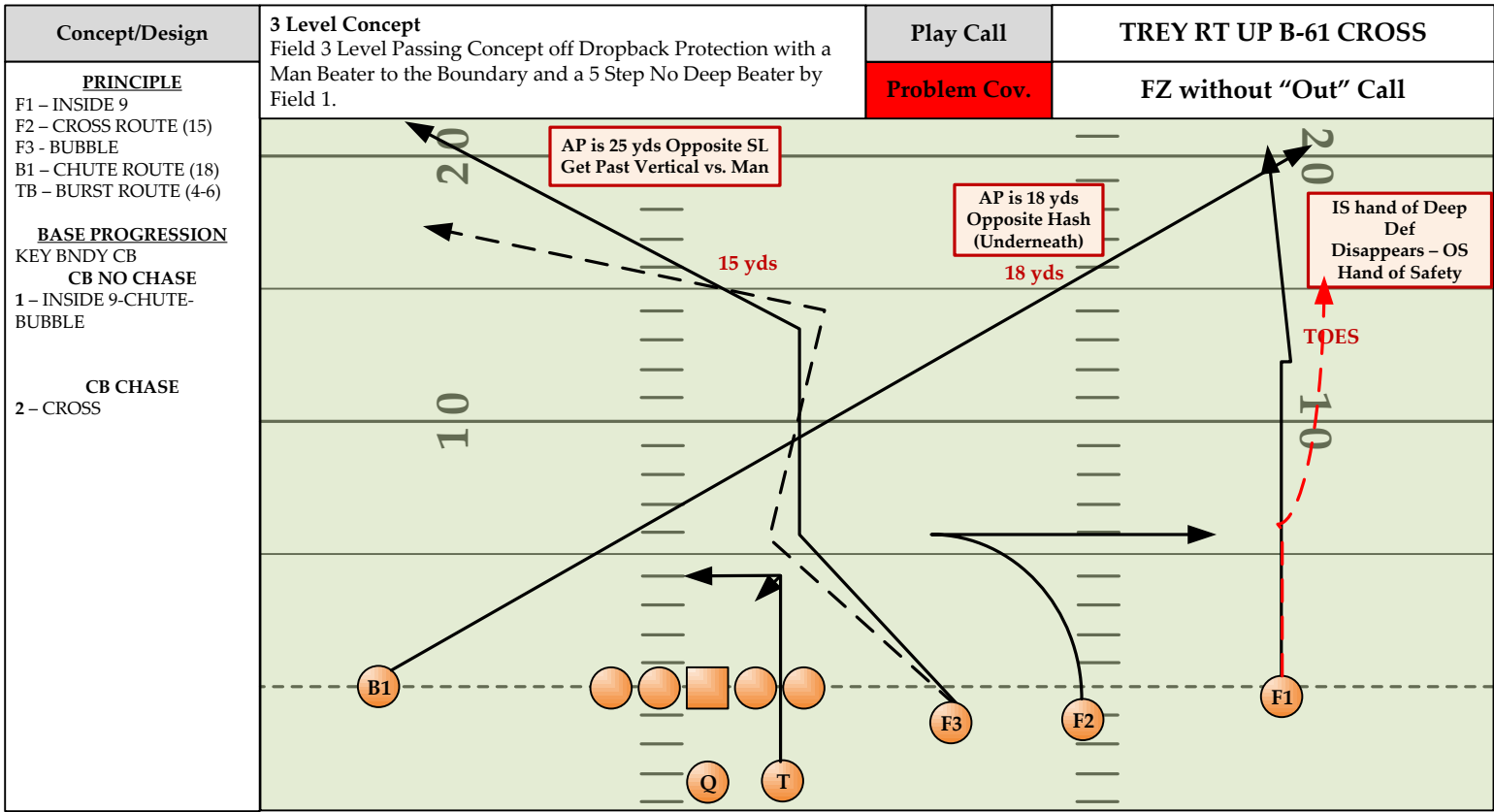
**QB Notes**      **860/861 PROTECTION**

- 1) Vs. 4 Down to the Callside of the Protection - Takes 2 / Vs. 3 Down to the Callside of the Protection - Takes 2
- 2) Good Opposite the Pass Protection Call because of an "Out" call by OT {Verify}
- 3) 4 Man Pressure to Callside: 1. Flip Pass Pro (860 to 861 or 861 to 860) 2. Possible built in "Q" if protection flip missed based on gameplan
- 4) 4 Man Pressure opposite the Callside: "Out" Call {Verify}
- 5) No Deep - Buy Time from Free Blitz and throw a TD.

COVERAGE	1 Hi Zone	1 Hi Man	1 Hi FZ	2 Hi Zone	2 Hi Man	2 Hi FZ	Quarters	No Deep
<b>MOVEMENT KEY</b>	Bndy Safety to Bndy Flat	Match-up	Bndy Safety to Bndy Flat	Bndy Safety to Bndy Flat	Bndy Safety to Bndy Flat	Bndy Safety to Bndy Flat	Bndy Safety to Bndy Flat	Protected
<b>PROGRESSION</b>	I/S 9 - OVER - SWING	I/S 9 - OVER - SWING	I/S 9 - OVER - SWING	I/S 9 - OVER - SWING (ALERT DIG)	I/S 9 - OVER - SWING (ALERT DIG)	I/S 9 - OVER - SWING	I/S 9 - OVER - SWING (ALERT DIG)	Go



# ROUTE PRINCIPLE: CROSS



<b>BASE FORM</b>	<b>Deuce Up/In</b>
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<b>PROTECTIONS</b>	<b>60-1 Protection</b>
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<b>VARIATIONS</b>	
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PLAYER	ROUTE	Assignments	Pressure
F1	Inside 9	Run through the inside hand of the deep defender. If he disappears run through the outside hand of the Safety.	No Deep = Go
F2	Pivot	Pivot @ 6 Yards.	N/A
F3	Cross Route	Cross Route @ 15 yds. A.P. is 18 yds on the Hash – Get Past Vertical vs. Man.	N/A
B2	Burst	Check Protection to Burst	N/A
B1	Chute Route	Chute Route – A.P. is 18 yds on the Opposite Hash. Find the Window between the Deep Defender & the Flat Defender	N/A

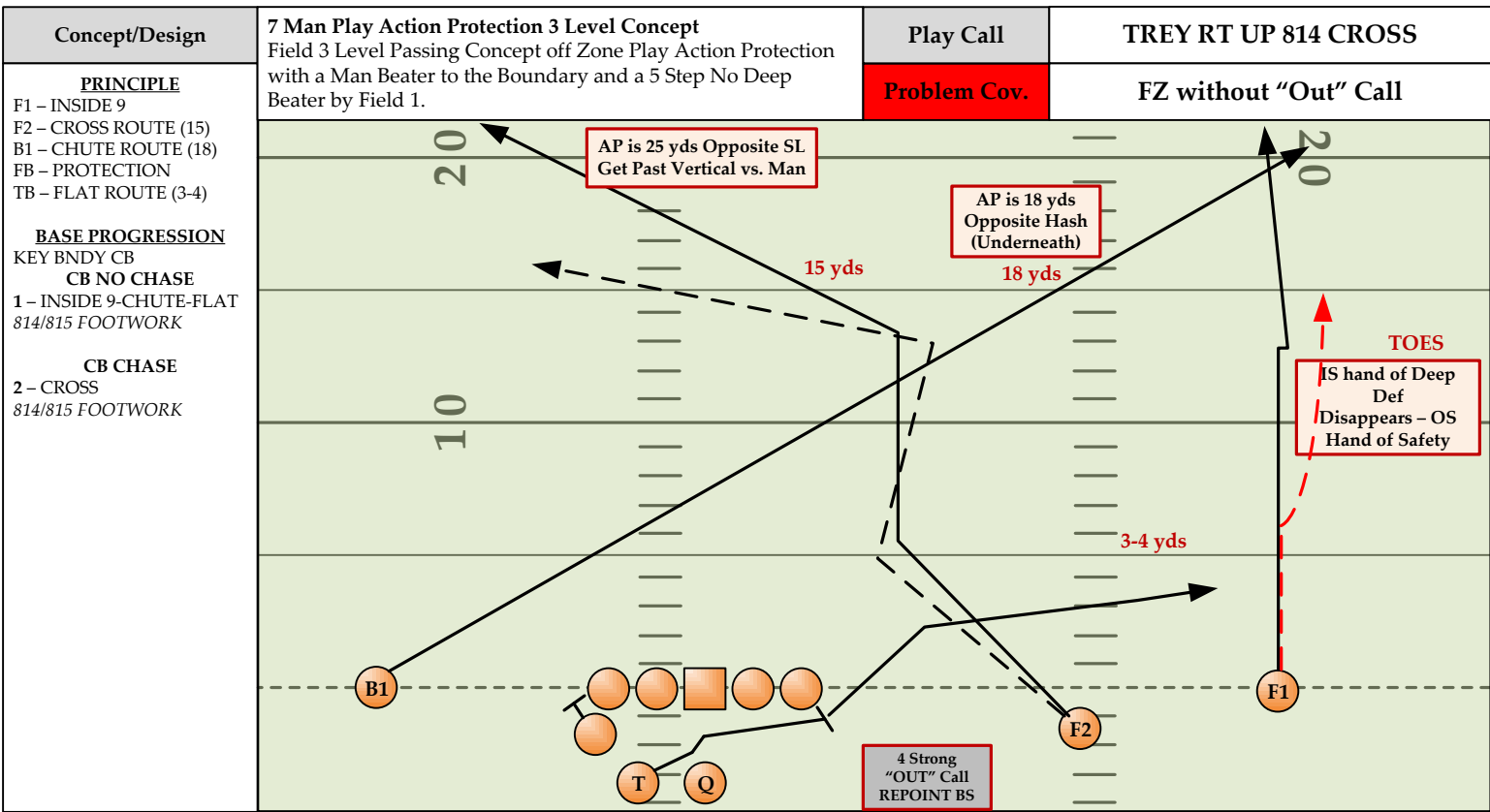
<b>QB Notes</b>	<b>60/61 PROTECTION</b>
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- 1) Vs. 4 Down to the Callside of the Protection – Takes 2 / Vs. 3 Down to the Callside of the Protection – Takes 2
- 2) Good Opposite the Pass Protection Call because of an "Out" call by OT {Verify}
- 3) 4 Man Pressure to Callside: 1. Flip Pass Pro (60 to 61 or 61 to 60) 2. Possible built in "Q" if protection flip missed based on gameplan
- 4) 4 Man Pressure opposite the Callside: "Out" Call {Verify}
- 5) No Deep – Buy Time from Free Blitzers and throw a TD.

COVERAGE	1 Hi Zone	1 Hi Man	1 Hi FZ	2 Hi Zone	2 Hi Man	2 Hi FZ	Quarters	No Deep
<b>MOVEMENT KEY</b>	Bndy CB to Fld Flat Def	Bndy CB	Bndy CB to Fld Flat Def	Bndy CB to Fld Flat Def	Bndy CB	Bndy CB to Fld Flat Def	Bndy CB to Fld Flat Def	Protected
<b>PROGRESSION</b>	Inside 9 to Chute to Pivot	Cross	Inside 9 to Chute to Pivot	Inside 9 to Chute to Pivot	Cross	Inside 9 to Chute to Pivot	Inside 9 to Chute to Pivot	Go to F1



**ROUTE PRINCIPLE: CROSS**



<b>BASE FORM</b>	<b>Deuce Up/In</b>
<b>PROTECTIONS</b>	<b>814/815 Protection</b>
<b>VARIATIONS</b>	

PLAYER	ROUTE	Assignments	Pressure
<b>F1</b>	Inside 9	Run through the inside hand of the deep defender. If he disappears run through the outside hand of the Safety.	<b>No Deep = Go</b>
<b>F2</b>	Cross Route	Cross Route @ 15 yds. A.P. is 18 yds on the Hash - Get Past Vertical vs. Man.	N/A
<b>B1</b>	Chute Route	Chute Route - A.P. is 18 yds on the Opposite Hash. Find the Window between the Deep Defender & the Flat Defender	N/A
<b>F3</b>	814/815 Protection	Block Protection	N/A
<b>TB</b>	814/815 - Flat Route	Check Protection to Flat Route	

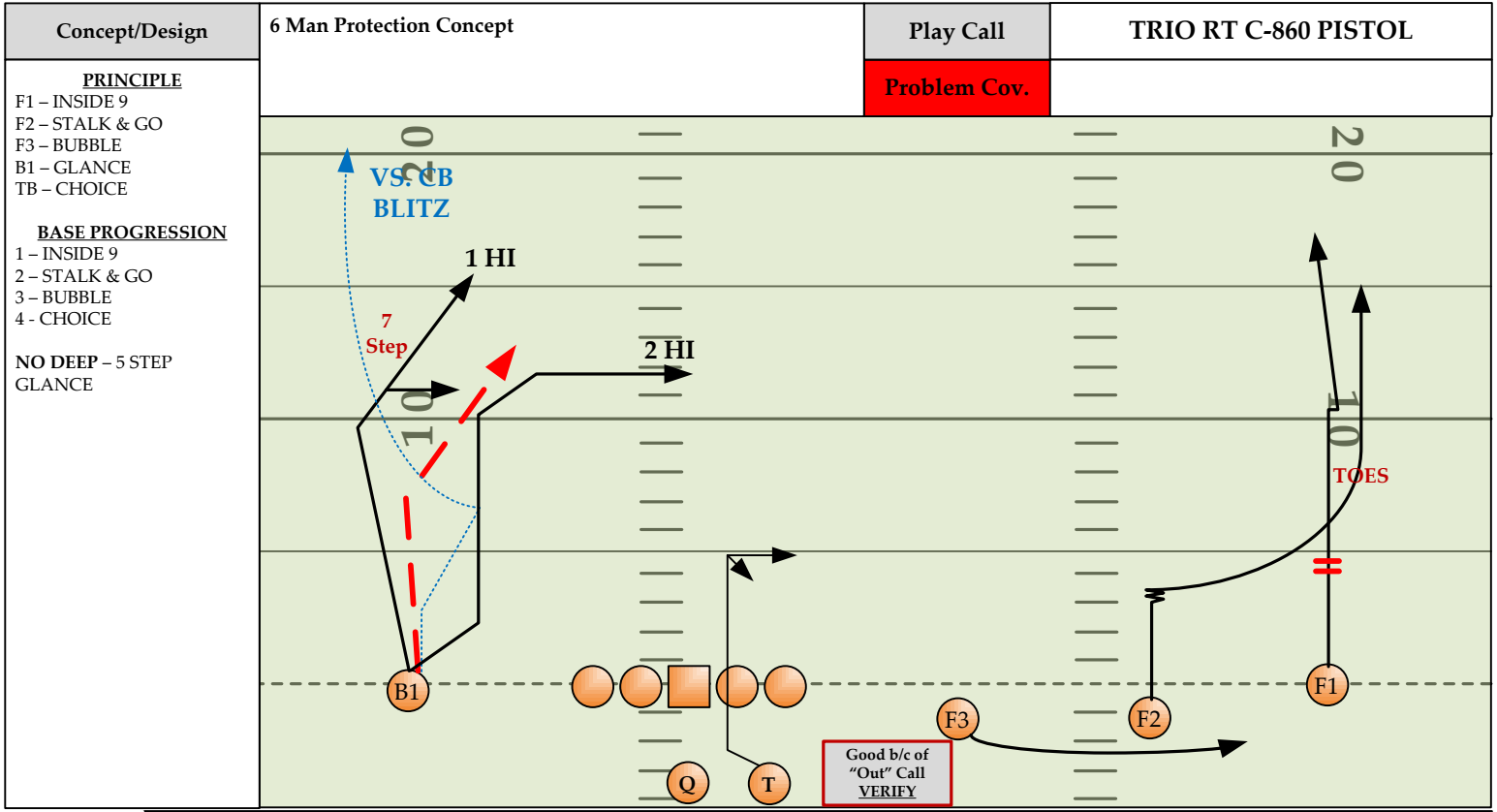
**QB Notes**    **814/815 PROTECTION**

- 1) Run Action / Play Action - 7 Man Protection that compliments our Mid-Zone Run Game
- 2) vs. 4 Strong Pressures - We are good Callside because of "Out" call and the TB will Check Release off the 4<sup>th</sup> Defender
- 3) We want our QB to ID 4 Strong - make an "Out" call to get the TB to the flat and give the QB another throw vs. Firezone
- 4) vs. 4 Weak Pressures - Takes Two to Make Us Hot
- 5) No Deep - Warm Routes or Gameplan Adjustments

<b>COVERAGE</b>	1 Hi Zone	1 Hi Man	1 Hi FZ	2 Hi Zone	2 Hi Man	2 Hi FZ	Quarters	<b>No Deep</b>
<b>MOVEMENT KEY</b>	Bndy CB to Fld Flat Def	Bndy CB	Bndy CB to Fld Flat Def	Bndy CB to Fld Flat Def	Bndy CB	Bndy CB to Fld Flat Def	Bndy CB to Fld Flat Def	<b>Protected</b>
<b>PROGRESSION</b>	Inside 9 to Chute to Flat	<b>Cross</b>	Inside 9 to Chute to Flat	Inside 9 to Chute to Flat	<b>Cross</b>	Inside 9 to Chute to Flat	Inside 9 to Chute to Flat	<b>Go to F1</b>



**ROUTE PRINCIPLE: 860-1 PISTOL**



**BASE FORM** Trio, Tap

**PROTECTIONS** 860-861 Protection – Set to the Field – No Deep Set to the Boundary

**VARIATIONS**

PLAYER	ROUTE	Assignments	Pressure
F1	INSIDE 9	Run Through The Inside Hand of the CB Vs. Cov 2 – Run Through Outside Hand of the Safety	N/A
F2	STALK & GO	Sell the Bubble Block For 2 Counts & Then Get Width Outside the Numbers.	N/A
F3	BUBBLE	Bubble , Stop at 2 Yards from the Sideline STRETCH THE FIELD	N/A
B1	GLANCE	7 Step (widen defender), 2 High – Follow, CB Blitz – Attack FS & Go.	<b>NO DEEP – 5 STEP</b>
TB	860/861 – Choice	Dual 1-2 Past – Choice Route. Work the Box vs. Man.	Dual

**QB Notes** 860/861 PROTECTION

- 1) Vs. 4 Down to the Callside of the Protection – Takes 2/ Vs. 3 Down to the Callside of the Protection – Takes 2
- 2) Good Opposite the Pass Protection Call because of an “Out” call by OT {Verify}
- 3) 4 Man Pressure to Callside: 1. Flip Pass Pro (860 to 861 or 861 to 860) 2. Possible built in “Q” if protection flip missed based on gameplan
- 4) 4 Man Pressure opposite the Callside: “Out” Call {Verify}
- 5) No Deep – Buy Time from Free Blitz and throw a TD.

COVERAGE	1 Hi Zone	1 Hi Man	1 Hi FZ	2 Hi Zone	2 Hi Man	2 Hi FZ	Quarters	No Deep
<b>MOVEMENT KEY</b>	F/S to Fld Flat Defender	F/S	F/S to Fld Flat Defender	F/S to Fld Flat Defender	F/S to Fld Flat Defender	F/S to Fld Flat Defender	F/S to Fld Flat Defender	Protected
<b>PROGRESSION</b>	Inside 9 to Stalk/Go to Bub to Choice	Glance to RB	Inside 9 to Stalk/Go to Bub to Choice	Inside 9 to Stalk/Go to Bub to Choice	Inside 9 to Stalk/Go to Bub to Choice	Inside 9 to Stalk/Go to Bub to Choice	Inside 9 to Stalk/Go to Bub to Choice	5-Step