



ROUTE PRINCIPLE: LION THUNDER

2013



Concept/Design	<p>QUICK GAME CONCEPT VS. 1-HI HORIZONTAL STRETCH OFF OF FIELD FLAT DEFENDER</p> <p>PRINCIPLE F1 – LOCKED HITCH F2 – PROTECTION F3 – HASH HITCH B2 – LOOKIE B1 – SLANT</p> <p>BASE PROGRESSION KEY FREE SAFETY TO ESTABLISH COVERAGE</p> <p>2 HIGH KEY BNDRY CURL DEFENDER HORIZ. MOVEMENT KEY QUICK GAME FOOTWORK 1. LOOKIE 2. SLANT</p> <p>1 HIGH ZONE KEY FIELD FLAT DEFENDER HORIZONTAL MOVEMENT KEY QUICK GAME FOOTWORK 1. LOCKED HITCH 2. HASH HITCH</p> <p>1 HI MAN QUICK GAME FOOTWORK 1. BEST MATCHUP SLANT</p>	Play Call	6 DUO RT G-351 LION THUNDER
		Problem Cov.	

BASE FORM	Empty
PROTECTIONS	350/351 PROTECTION

VARIATIONS	
-------------------	--

PLAYER	ROUTE	Assignments	Pressure
F1	LOCKED HITCH	LOCKED HITCH @ 6 YARDS.	
F2	PROTECTION		
F3	HASH HITCH	GAIN ON STEM TO HASH. HITCH @ 5 YARDS	
B1	SLANT	3 STEP SLANT	
B2	LOOKIE	1-STEP SLANT. GRAB THE INSIDE HAND OF THE 1 ST DEFENDER OVER TO INSIDE OF YOUR ALIGNMENT. (GET VERTICAL)	

QB Notes	350/351 PROTECTION

COVERAGE	1 Hi Zone	1 Hi Man	1 Hi FZ	2 Hi Zone	2 Hi Man	Quarters	HOT	No Deep
MOVEMENT KEY	Field Flat Defender	Best Matchup	Field Flat Defender	Bndy Curl Defender	Best Matchup	Bndy Flat Defender		
PROGRESSION	Locked Hitch to Hash Hitch	Lookie to Slant	Locked Hitch to Hash Hitch	Lookie to Slant	Lookie to Slant	Lookie to Slant	Lookie to Slant	Lookie to Slant



ROUTE PRINCIPLE: LION STEELER

2013



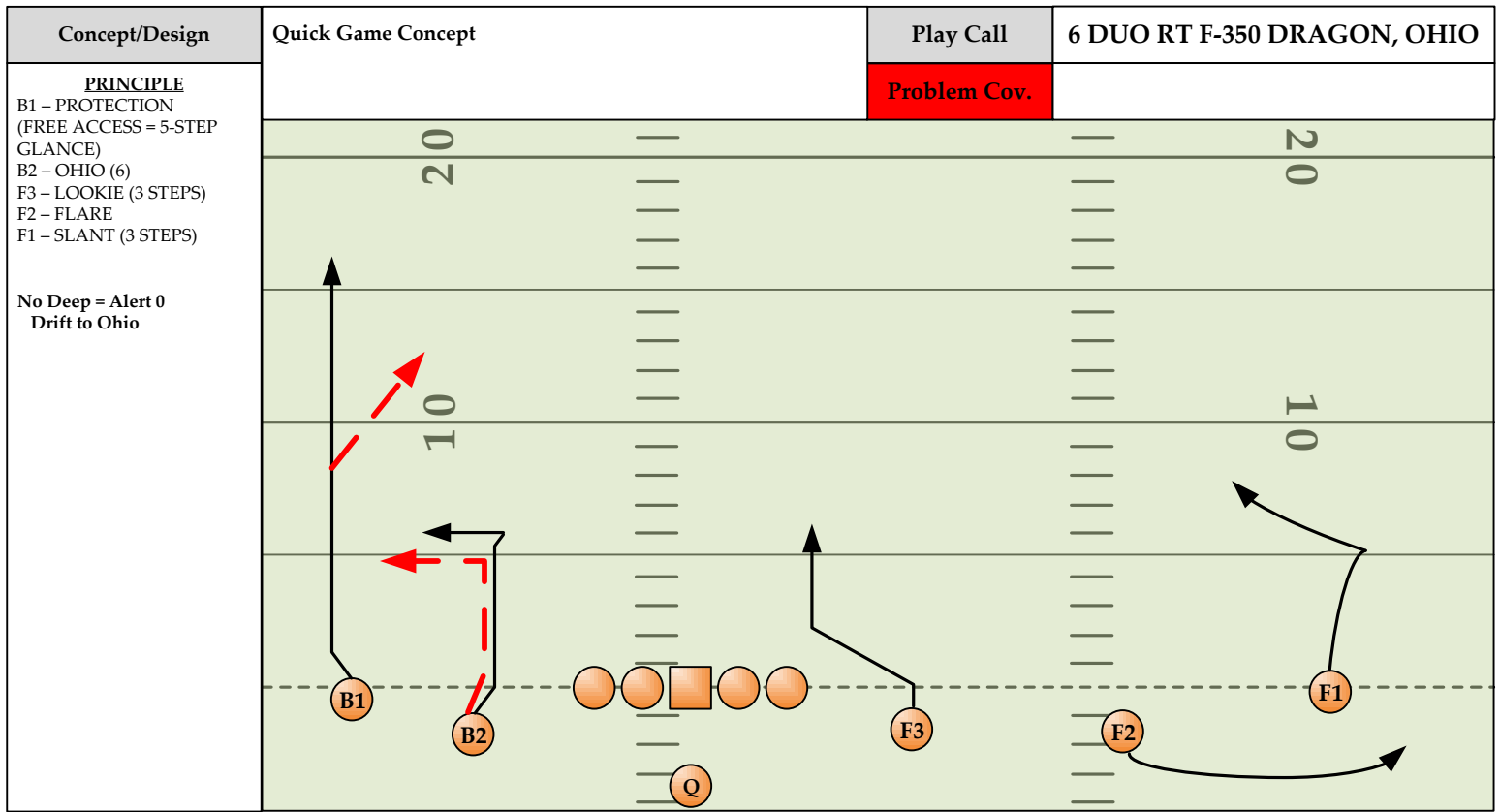
Concept/Design	<p>QUICK GAME CONCEPT VS. 1-HI HORIZONTAL STRETCH OFF OF FIELD FLAT DEFENDER</p> <p>PRINCIPLE VS. 2-HI HORIZONTAL STRETCH OFF OF BOUNDARY CURL DEFENDER</p>	Play Call	4 DUO RT F-351 LION STEELER
<p>F1 – STEELER F2 – CORNER F3 – FLARE B2 – LOOKIE B1 – SLANT</p> <p>BASE PROGRESSION KEY FREE SAFETY TO ESTABLISH COVERAGE</p> <p>2 HIGH KEY BNDRY CURL DEFENDER HORIZ. MOVEMENT KEY QUICK GAME FOOTWORK 1. LOOKIE 2. SLANT</p> <p>1 HIGH ZONE KEY FIELD FLAT DEFENDER HORIZONTAL MOVEMENT KEY COMBINATION FOOTWORK 1. FLARE 2. STEELER</p> <p>1 HI MAN QUICK GAME FOOTWORK 1. BEST MATCHUP SLANT</p>	Problem Cov.		

BASE FORM	Empty
PROTECTIONS	350/351 PROTECTION

VARIATIONS			
PLAYER	ROUTE	Assignments	Pressure
F1	STEELER	STEELER @ 6 YARDS. UNMATCHED – SIT.	
F2	CORNER	CORNER @ 12 YDS	
F3	FLARE	GAIN ON STEM TO HASH. HITCH @ 5 YARDS	
B1	SLANT	3 STEP SLANT	
B2	LOOKIE	1-STEP SLANT. GRAB THE INSIDE HAND OF THE 1 ST DEFENDER OVER TO INSIDE OF YOUR ALIGNMENT. (GET VERTICAL)	

QB Notes	350/351 PROTECTION

COVERAGE	1 Hi Zone	1 Hi Man	1 Hi FZ	2 Hi Zone	2 Hi Man	Quarters	HOT	No Deep
MOVEMENT KEY	Field Flat Defender	Best Matchup	Field Flat Defender	Bndy Curl Defender	Best Matchup	Field Flat Defender		
PROGRESSION	Flare to Steeler	Lookie to Slant	Flare to Steeler	Lookie to Slant	Lookie to Slant	Lookie to Slant	Lookie to Slant	Warm Pivot to Warm Corner



BASE FORM	Empty
PROTECTIONS	350-351 Protection
VARIATIONS	

PLAYER	ROUTE	Assignments	Pressure
F1	SLANT	3 STEPS	NO DEEP = 5 STEP
F2	FLARE	Stop at 2 Yards from the Sideline STRETCH THE FIELD	N/A
F3	LOOKIE	3-STEP SLANT. GRAB THE INSIDE HAND OF THE 1 ST DEFENDER OVER TO INSIDE OF YOUR ALIGNMENT. (GET VERTICAL)	N/A
B2	OHIO	OHIO @ 6 YARDS	N/A
B1	PROTECTION	PROTECTION RELEASE - 5 STEP VS. FREE ACCESS	NO DEEP = 5 STEP

QB Notes	350/351 PROTECTION
-----------------	--------------------

NO DEEP: Alert 0 and Drift to Ohio

COVERAGE	1 Hi Zone	1 Hi Man	1 Hi FZ	2 Hi Zone	2 Hi Man	Quarters	HOT	No Deep
MOVEMENT KEY	Fld Curl Def	Match-up	Fld Curl Def	Bndy Flat Defender	Match-up	Bndy Flat Defender		
PROGRESSION	Flare to Slant	Protection to Ohio	Flare to Slant	Protection to Ohio	Protection to Ohio	Protection to Ohio		OHIO