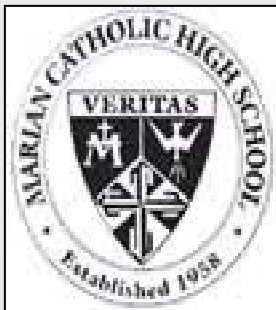


# The "QUICK" PASSing Game

Session # 1

Overview / Philosophy / Theory



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# Clinic Presentation RESOURCES

Scholastic COACH & Athletic Director  
[the Magazine]

**April**, 2004

"The Quick Passing Game, Part I"  
[pp. 28-34]

**May/June**, 2004

"The Quick Passing Game, Part II"  
[pp. 18-24]

**August**, 2004

"The Quick Passing Game, Part III"  
[pp. 18-22]

**WebSite** [to access the Presentation]:

[marianchs.com/athletics/football](http://marianchs.com/athletics/football)

# Summation/Wrap-Up/Preview

Personal OPINION :

"QUICK Game" defined : 1,2 and 3-STEP "drops"  
+ SHOTGUN +1 and +3

The "QUICK" Game IS for EVERYONE, and should NOT be limited to "selected" programs in "selected" geographic parts of a STATE, or the USA. This **S Y S T E M / P A C K A G E** can be "adapted to" and/or "modified" to fit any offensive SCHEME - regardless of style, point of emphasis, coaching background, etc.

Its **IMPLEMENTATION** and **INSTALLATION** processes require the SAME types of "decision-making," logistics, preparation, and organizational and administrative skills as it would in ANY hase of ANY offensive strategy. **Nothing More...Nothing Less!**

The major hurdle is **FEAR** . . . **FEAR** of failing, **FEAR** of the UNKNOWN, and **FEAR** of "buying ownership" and/or "making a commitment" to experience the P O S I T I V E **contributions** & **differences** this package CAN / WILL provide. It will be my **GOAL** or **OBJECTIVE** to eliminate those **FEARs** in these three(3) sessions.

# PROGRAM Background, History, & Tradition



**1987-2004 [eighteen (18) yrs.]**

- OVERALL Record : **129 - 62** [191 Games]
- WINNING Percentage : **68%**
- Thirteen (13) Illinois High School Association [IHSA] State PLAYOFF appearances
- IHSA Playoff Record : **18 - 12**
- IHSA Playoff WINNING Percentage : **60%**
- IHSA CLASS 4A State CHAMPIONS, **1993**; Undefeated; 14-0
- 5A State Champion Runner-Up, **1999**
- Conference OPPONENTs have WON twenty (**20**) Class 4A, 5A, 6A, and/or 7A State Championships over the past eighteen (18) yrs.
- Chicago **CATHOLIC LEAGUE** Conference Champions, **1997 & 2000**
- Two (2) Chicago **PREP BOWL** Championship Game appearances
- Chicago **PREP BOWL** Runner-Up, **1997**
- Chicago **PREP BOWL** CHAMPIONS, **2000**

# An OVERVIEW

## An OVERVIEW

**WHY** have a "**QUICK**" Passing Game?

Because the "**QUICK**" Game :

1. Makes **MAXIMUM** use of the OVERALL football talents, abilities, athleticism, & skills of your athletes in **THROWING**, **CATCHING**, & **RUNNING** w/the football.
2. CREATES a "built-in" level of **UNpredictability** for "**SITUATIONAL**" play-calling sequences such as
  - **DOWN+DISTANCES** [ie. 1st+10, 3rd+1-3, etc.]
  - "**RED**" Zone vs. "**GREEN**" Zone
3. Provides an easy **OPPORTUNITY** for your **BEST** players to make **BIG** plays in games [ie. TD's, YAC, etc.]
4. Provides a "built-in" **TEMPLATE** for an effective **TWO (2) -MINUTE** offense - creating viable ways to **SCORE** points @ the END of the **1st** Half or the END of a Game, play "catch-up" quickly when behind, and/or change/create **TEMPO** w/a **NO Huddle** format. Creating a "Quick-paced," "UP-tempo" **EXECUTION mode** produces **MORE** plays and **MORE** points

5. Affords your offense a Manageable Number of specific "**SITUATIONAL**" plays that can turn a game around and/or provide a POSITIVE momentum shift @ critical times during a game - ie. "**BIG MO**" and "**GO-4-IT**" plays executed AFTER turnovers, or @ the START of a game or half.
6. DISCOURAGES Eight (8) - and Nine (9) - Man fronts
7. Has "**MULTI**" - functionality. This "QUICK" game represents **1/4**th of our COMPLETE passing game, and ONLY **1/7**th of our TOTAL offensive packages. Additionally it serves as our **TWO (2) - MINUTE / NO-Huddle** offense [Diagrams 1 & 2]
8. Is a "Talent **EQUALIZER.**" **IF / WHEN** you are physically **OVER**matched by an opponent, and **UNABLE** to dominate/control the L.O.S. and **RUN** the **ball** effectively, the "QUICK" game be used to "set-up" the **RUN, MOVE** the football w/consistency, maintain possessions, and **SCORE** points; "Long Hand-Offs;" a necessary extension of our "RUN" game
9. Forces additional defensive "**Prep/Practice**" time
10. Has EASY "Maskability" (Camouflage)

11. WILL/CAN enhance your **offensive** **PRODUCTIVITY** w/respect to TOTAL YARDS, YARDS per Play, # of Plays, POINTS Scored, TD's, etc.  
**NOTE:** The next two (2) slides will illustrate, confirm, and validate this point
12. Creates **UN**wanted and sometimes **UN**manageable "**STRUCTURAL**" changes in your opponents' **BASE** front(s), coverage(s), and blitz package(s).
13. Creates **FAVORABLE** **personnel** "MatchUps" or "**MisMatches**" [ie. LB's on WR's or RB's "in space"]
14. Requires **SIMPLE** "Pass Pro" blocking schemes [even w/"undersized" offensive lineman]
15. Has "built-in" '**Blitz-Control**' routes for the RB's, and **SIMPLE** "**Sight Adjustments**" and/or "**Route Conversions**" for the WR's
16. Is FUN, and challenging to "**CUSTOMIZE**," "**TWEAK**," & "Add-On" on a Game-to-Game, & Season-to Season
17. Is Player-, Fan-, Parent-, & Coach-**FRIENDLY**, as well as **EXCITING** and **FUN** to play, coach, and watch

# Eighteen (18) YEARS of PRODUCTIVITY

<u>CATEGORY</u>	<u>TOTALs</u>	<u>AVG./SEASON</u>	<u>HIGH</u>	<u>LOW</u>
TOTAL YDS.	55,997	3,111	5,772 [1993]	2,222 [2004]
RUSHING	31,394	1,744	3,653 [1993]	766 [1998]
PASSING	24,603	1,367	2,075 [2003]	856 [2001]
TOTAL PLAYS	10,982	610	871 [2000]	480 [2004]
RUN:PASS Ratio :	66%	RUN:34% PASS	= 2:1 RUN / PASS	
PASS ATTEMPTs	3,670	204	254 [1999]	155 [1991]
COMPLETIONs	1,817	101	138 [1999]	69 [2001]
COMPLETION %		50%	60% [1993]	32% [2001]
YDS./COMPLETION		13.5		
PASSing YDS./ GAME		130	284 [2003]	
TD PASSes	244	14	21 [2003]	4 [2001]

\* Our program has played an AVERAGE of eleven (11) games/season

\*\* This **SYSTEM** has produced seventeen (17) QB's who have thrown for a MINIMUM of 1,100 yds. in a season; but, ONLY one (1) Division I QB

# A **Summary** of a “**TYPICAL**” Season

- **8-12** different players will have **RUSHing ATTEMPTs**
- **8-12** different players will have **PASS RECEPTIONs**
- **10-15** different players will **SCORE POINTs**
- The OFFENSE will score on **75-80%** of our “**1st POSSESSIONs**”
- The OFFENSE will score **POINTs** on **75-80%** of our possessions in the **GREEN** Zone [+20 - GL]
- Convert **75+** % of our **2-POINT** conversion attempts

**ADDITIONALLY,**  
the **OFFENSE** will :

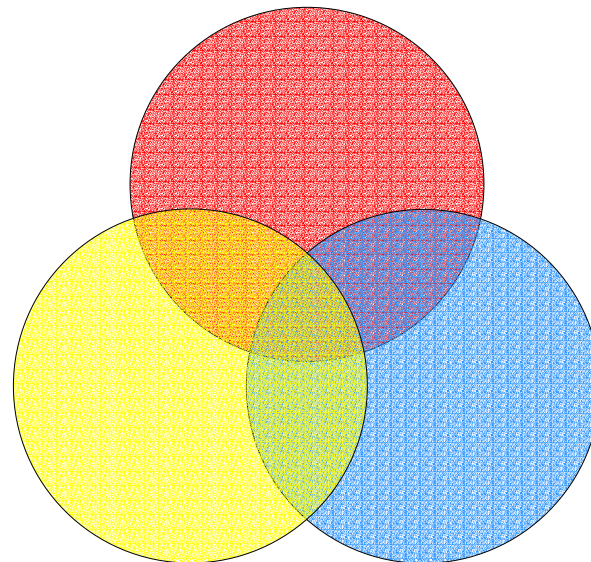
- Average more than fifty-three (**53**) plays per game
- Averages **5.5+ yds.** per offensive play
- Converts **42+%** of **ALL 3rd DOWN** attempts

and,

- \* The “**QUICK**” **PASSing** Game phase of the **OFFENSE** will account for :
  - **45%** of our **TOTAL YARDs**
  - **40%** of our **TD's**
  - **35%** of our **POINTs SCORED**

# **TOTAL** Offensive PACKAGE

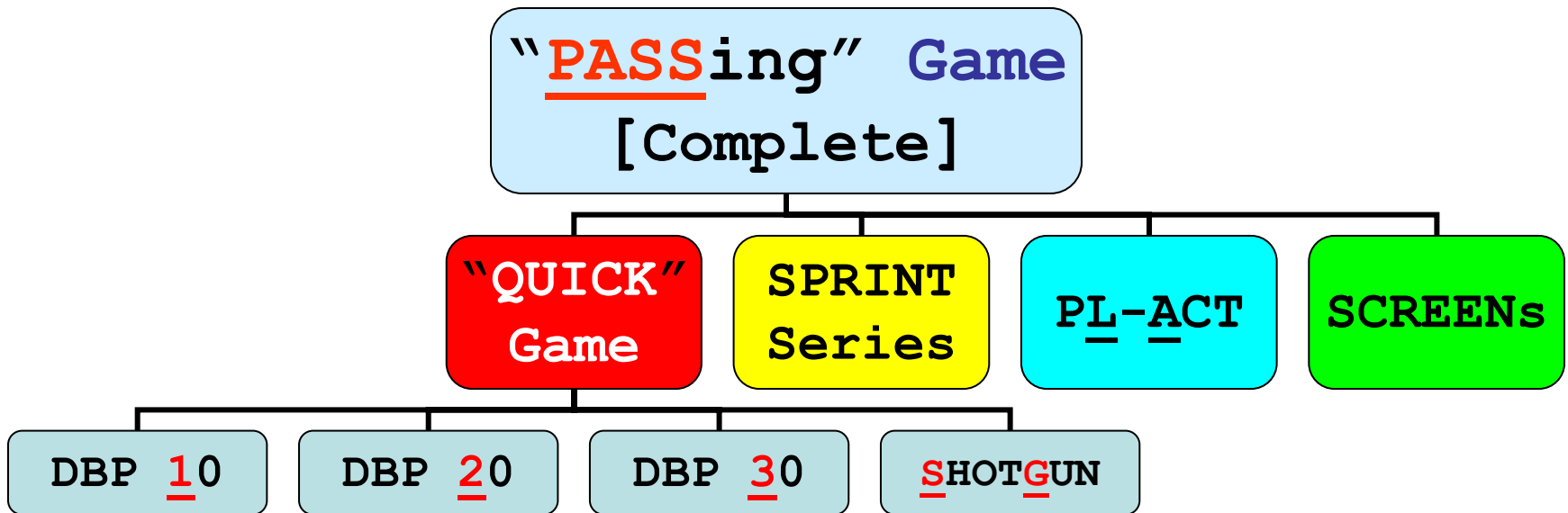
**RUN** Game



**"SPECIALS"**

\***PASS**ing Game

# 1. Complete PASSing Game



## PLAY Initiation MODES :

DBP	=	<u>D</u> rop <u>B</u> ack <u>P</u> ass
<u>10</u>	=	1-Step DROP
<u>20</u>	=	2-Step DROP
<u>30</u>	=	3-Step DROP

## ROUTE COMBINATIONS :

<u>I</u> SO's	[SINGLE rcvr]
<u>D</u> UO's	[two (2) rcvr's]
<u>T</u> RIO's	[three (3) rcvr's]
<u>F</u> ULL <u>P</u> ATTERN	[4-5 rcvr's]

## 2. "QUICK" PASSing Game

### "QUICK" Game

ISO' s

FADE  
DANCER  
INDIANA  
CRUNCH  
SKINNY  
LIGHTNING  
THUNDER  
STING  
FLY  
ARROW  
SWIRL  
POST  
CORNER  
ROLL  
UNDER

DUO' s  
(COMBO' s)

IOWA  
HAWKEYE  
HAWAII  
WILDCAT  
COBRA  
SLITCH  
DRAGON  
SLIDE  
SWOOSH  
CHAMP  
ZELDA

TRIO' s

SCAT  
MIAMI  
OVERLOAD  
BULLET  
VOID  
HAWAII  
CR - FL - CR  
SK - FL - FL  
FL - CR - CR  
FL - CR - FL  
"BUBBLE"  
"GOOFY"

FULL

VIRGINIA  
"SALUKI"  
STICK (BRONCO)  
MONEY (\$)  
LION-RHINO  
"MESH"

# Basic PHILOSOPHY

- a LEGITIMATE commitment MUST be made to "Throwing the Ball," and striving for a MINIMUM Run:Pass "MIX" of 65% Run : 35% Pass, w/the "QUICK" Game the BASE of the PASS offense
- There are six(6) "Keys to Success" w/respect to the "QUICK" Game:
  1. SIMPLICITY...Keep it SIMPLE [KISS Principle]
  2. FLEXIBILITY ["Chameleon"]
  3. FUNCTIONALITY...BASE,2-MIN., NO-Huddle, etc.
  4. ADAPTABILITY...the "Dirty Dozen" concept
  5. Built-In LEVEL Progression [Frosh > Soph/JV > VARSIITY]
  6. MASKability...Multiple formations, initiation modes, motion-friendly, route EXCHANGES, multiple formations, "trades," etc.

- The "QUICK" Game MUST be incorporated into EVERY practice!
- If it represents 1/4th of your offense, it MUST be practiced 25% of your DAILY practices, & it MUST constitute 25% of EACH Game Plan [the %'s will change accordingly w/your emphasis & commitment]
- A definite commitment MUST be made to participate in SUMMER "7-on-7" PASSing Leagues, Tournaments, Camps, etc.
- A "New" set of basic terminology and drills MUST be 'learned' and 'mastered' by ALL coaches & players - ie. routes, sight-adjustments, route conversions, read progressions, motions, masks, pass protections, "checks," blitz controls, etc.

# The **LANGUAGE** of the "QUICK" Game

The "QUICK" Game requires a "new" **LANGUAGE** in itself BECAUSE it MUST define the following essential components:

- ❖ The **IDENTIFICATION** and **NAMING** of defensive "structure" [named by BASE fronts-*ie.* SplitHawk, SkyHawk, Hawk, etc.]
- ❖ **RECOGNITION** and **NAMING** of secondary "coverages" [*ie.* CVR 2, 3, 4, 6, etc.]
- ❖ Offensive FORMATIONS
- ❖ Wide receiver **ALIGNMENTS**, alignment & route **LANDMARKS**, **AIMING POINTS**, **SIGHT ADJUSTMENTS**, and **ROUTE CONVERSIONS**, etc.
- ❖ **BASE** routes [ISO's, DUO's (Combo), Trio's, & Full pattern]
- ❖ Pass **PROTECTION** schemes ["BOB," SLIDE, "MAX," etc.]
- ❖ **PLAY** "CALL" sequencing, **AUDIBLES**, & "Check w/Me's"
- ❖ **BLITZ** control(s)
- ❖ QB "READ Progressions"

# TERMINOLOGY [w/**Acronyms**, etc.]

“QUICK Game” related :

DBP 10-20-30	CVR 2 ZONE	SAM
SHOTGUN (SG)	CVR 2 MAN	DANNY
SPRINT (“DASH”)	CVR 3	GEORGE
STRUCTURE	CVR 4	“GUC”
SERIES	CVR 6	“GUT”
SYSTEM	MAN-Free	“TUG”
PACKAGEs	5U-2D	“TUY”
SIGHT ADJUSTMENT	4U-3D	“CHUG”
WINDOWS	UNDER (U)	ACE
SEAMs	DEEP (D)	DEUCE
“GREEN GRASS”	“PRESS”	TRAY
“CHOKe the MOTOR”	“LOOSE”	SCOOP
“SETTLE”	“BUMP+RUN”	KICK-OUT
MASKs	REDUCTION Fronts	Pass SET

"HOT"

HORIZONTAL Stretch

VERTICAL Stretch

EXCHANGE

SWAP

"Bleeding"

Empty

5-Pak

QUADs

"Stuff"

Seaparation

Iso-Duo-Trio

Blitz CONTROL

Landmarks

Aiming Points

"Prevent"

GO-4-ITs

UMBRELLA

COUNT-in-the-BOX

SPY

TECHNIQUEs

8-Man Front

9-Man Front

Gaps

E-T Twist

T-T Twist

N-T Twist

D/B-5

"Edge"

PLAYside (PS)

BACKside (BS)

STRONGside

WEAKside

BASE Front

REVERSE ACE

"OLLIE"

TRAP-2/3

TRAP-5

TRAP-Express

Zone Block

Bengal "Tilt"

Pass "Pro"

Levels

Combo block

"Fit"

"T-K-O"

Richie-Louie

"Big-on-Big"

[ B-O-B ]

# THEORIES for an Effective "QUICK" Passing Game

1. The SUM of the ISO and COMBINATION [DUO, TRIO, & FULL] patterns MUST attack EACH of the three (3) major VERTICAL and five (5) Horizontal SUB-ZONES.

VERTICAL = Short [L.O.S. - 7 yds.], Medium [8-15 yds.],  
Long [16+ yds.]

HORIZONTAL = Flat, Curl-Hook, Intermediate SEAM, Corner,  
Deep SEAM

2. SPREAD & CONSTRICT formations to take advantage of required HORIZONTALLY "stretching" of the WIDTH of the field

3. Incorporate "Field LANDMARKS" for WR alignments - ie. Top & Bottom of the NUMBERS, Hash marks, End Zone pylons ["Sideline" and "Hash" RULES]

4. "BLOW the TOP" off of BASE CVR 2 and/or CVR 3 secondary coverages w/18-23 yd. routes that "stretch" the VERTICAL length of the field; w/DBP 30 or SG modes of initiation]

5. DESIGN "route combinations" [DUO, TRIO, & FULL] that DO NOT "Bleed" = allow one (1) defender to defend two (2) receivers, two (2) defenders to cover three (3) receivers, etc.

6. Route "DEPTHS" MUST coincide/correlate w/the "Play Initiation MODE"

Initiation MODE

Route DEPTH(s)

DBP 10

@ or NEAR the L.O.S.;  
ie. Q OUTs & INs, "Press"  
FADE, SCREENs, etc.

DBP 20

2 - 7 yds.; ie. "Up-Field"  
FADEs, Q SLANTs, etc.

DBP 30

8 - 12 yds.; ie. Fly,  
Hitch, OUTs, SWIRL, etc.

S G

13 - 25 yds.

7. DISCOURAGE Interceptions @ ANY Time !; INT.'s are Unacceptable & NOT tolerated in PRACTICE and Games! \* CHART ALL passes in practice (ie. ALL drills) and games]

8. Commit to two (2) BASIC "Route Philosophies" :

1. "RUN" vs. Man-to-Man coverage(s)
2. "SETTLE" vs. Zone(s)

**6.Route “DEPTHS” MUST coincide/correlate w/the “Play Initiation MODE”**

<u>Initiation MODE</u>	<u>Route DEPTH(s)</u>
DBP <u>10</u>	@ or NEAR the L.O.S.; ie. <u>Q</u> OUTs & INs, “Press” FADE, SCREENs, etc.
DBP <u>20</u>	2 – 7 yds.; ie.“Up-Field” FADEs, <u>Q</u> SLANTs, etc.
DBP <u>30</u>	8 – 12 yds.; ie.Fly, Hitch, OUTs, SWIRL, etc.
S G	13 – 25 yds.

**7.DISCOURAGE Interceptions @ ANY Time !; INT.'s are Unacceptable & NOT tolerated in PRACTICE and Games! \* CHART ALL passes in practice (ie.ALL drills) and games]**

**8.Commit to two(2) BASIC “Route Philosophies” :**

- 1.“RUN” vs. Man-to-Man coverage(s)
- 2.“SETTLE” vs. Zone(s)

**9.DESIGN** routes that will involve ALL eligible receivers, **BUT**, get the ball into the hands of your “BEST” receiver as **MUCH**, and as **OFTEN**, as possible by using MOTION, alignment, “trades,” etc.

**10.RECEIVERS** are “running backs” **AFTER** they catch the ball, therefore “**RAC**” = **RUN** after catch, and/or “**YAC**” = **YARDS** after catch are aspects of this package that **MUST** become a focal point of your teaching & coaching. “**BIG PLAYS**” in the “**QUICK**” passing game = plays of 25 yds. or more, are the **DIRECT RESULT** of players using their “natural” and/or “coached” athleticism to turn 3-7 yd. passes into 25+ yd. gains.



# “LOW-Light” CutUps

## W H Y ?

To **Identify**, **Address**, & Recognize commonly made **MISTAKE**s that are :

- **CORRECTABLE**; “It’s O.K. to make mistakes, that’s the way we LEARN;” however, “Don’t make the SAME mistake TWICE!” Coaches responsibility: TEACH them HOW to make the CORRECTIONS and eliminate the mistake.
- Created by **POOR Technique** [in catching, throwing, downfield blocking, etc.], **LACK of Focus** and/or **Concentration**, **LACK of Attention** to **Detail(s)** [MISalignment, incorrect “READs,” incorrect “aiming points on routes, etc.]. Mistakes are viewed in a **VISUAL** format [ie.DVD] for players to **SEE** the “error of their ways” so to speak.



Session # 2

"Job Descriptions" / Installation /  
The "Intangibles"



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Marian Catholic H . S .  
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# "SKILL" Position **Pre-Requisites**



## **QUARTERBACKs [Q]**

Must have :

- **INTELLIGENCE** to understand the philosophy & concepts of the offense
- **QUICK, DECISION-MAKING** skills
- Excellent **LEADERSHIP** Qualities
- **QUICK** Feet; **QUICK** Release
- A **STRONG, & ACCURATE** Arm
- “**PLAYMAKER**” capabilities
- The desire & dedication to become a great “**STUDENT** of the GAME” by developing a complete understanding of **OUR** Offense & **OPPOSITION** defenses
- **RHINOCEROS** skin [Thick]
- Position “**PERFECTIONist**”
- A “**SWAGGER**” = *tolerable cockiness*  
\* Never confuse **COCKINESS** for **CONFIDENCE**

## WIDE RECEIVERS [X-Z-W]

Must be :

- "PHYSICAL" players
- Above AVG. DOWNFIELD Blockers
- ATHLETIC; capable of making "Big-Plays" CONSISENTLY
- Able to RUN with "Intelligent Speed"
- Able to "CATCH the BALL" with Above AVG. CONSISTENCY
- Willing to Run PRECISE Routes
- INTELLIGENT; make good Route "Sight Adjustments"
- Big-Time "RACsters" w/Above Avg. ability to make RUN AFTER CATCH yardage

**NOTE:** X & Z are our TALLEst "SPEED" rcvrs., & run the BEST Fade routes; W's are POSSESSION rcvrs., run the most precise routes, & have the BEST hands



## TIGHT ENDS [Y]

### Must be:

- PHYSICAL, STRONG Run-Blockers
- Capable of going DEEP & OVER the MIDDLE
- Able to make the “TOUGH” Catches
- Capable of getting OPEN in our PL-ACT packages

## RUNNING BACKS [H-T]

### Must have :

- Above AVG. Run & Pass BLOCKERS
- GREAT Hands!
- The ability to BEAT “1-on-1” LB Coverage, & GO Deep
- WR Skills & Mentality; Must “FIT” into our 2-MIN., and 5 WR Packages
- “YACKability” & “RACability”
- YARDS / RUN AFTER Catch
- “VISION in the Hole” = See and/or Feel the run & pass lanes



# INSTALLING the QUICK Passing Game

## The LOGISTICS

1. The process **MUST** begin with a series of formal, structured **MEETINGS** with the Offensive Coordinators at **EACH** level. Introduce and discuss the basic concept(s) & philosophy, your goals & objectives, the “new” terminology, and the specific X’s + O’s - ie. **BASE** routes, formations, pass pro schemes, “masks,” audibles “check w/me’s,” blitz control, coverage recognition, reads, drills, etc. Utilize **AVAILABLE** technology in **ALL** phases of your presentations  
**PREMISE** : If a student(athlete) doesn’t learn the way you teach, then teach the way the student(athlete) learns]
2. Conduct the **SAME** types of *meetings* with your Varsity **SKILL POSITION** players [QB’s-WR’s-RB’s-TE’s]. Have separate meetings for the Q-LINE to intro Pass Pro schemes, Line Calls, etc.
3. **LEARN and EXECUTE** the offense during **SUMMER** camp, participation in organized **PASSing** Leagues, and by competing in **7-ON-7 PASSing** Tournaments and/or Leagues

# INSTALLING the QUICK Passing Game (cont'd)

4. The **QUICK** Game offense **MUST** become an integral part of your **DAILY** practice plan. **ALL** aspects **MUST** be “built-in” to **POSITION, GROUP, and TEAM** practice segments [**TIME allotment T.B.D**]
5. **WHEN** and **IF** “**EXTRA**” **practice time** is *required* and/or *necessary* [which has become the **RULE** more than the **EXCEPTION**] the following three (3) strategies will accommodate this need :
  - a. **PRE-** and **POST-**practice “**Specialty**” periods by **POSITIONS, GROUPS, or TEAM** [ie. **QB's + WR's; 7-On-7; etc.**]
  - b. Daily “**SPECIALTY**” segmentation during **Defensive** sessions - ie. **SCRNs, P.A.T. plays, Pass “Checks,” “Routes on Air,” Fade & Fade-Hitch, etc.**
  - c. **BREAKFAST Club** – **Mon. thru Thurs. mornings**[**6:45 – 7:15 AM**]; during the season; **ONLY** when needed  
[**GAME PLAN or Practice-Related**]
6. The **QUICK** Game **MUST** become an integral part of **EVERY** **Game Plan**

# the Intangibles [a Summary]:

1. The **QUICK** PASSing GAME has many **VARIATIONS**, and represents Marian Catholic's "Cloned" version of the West Coast Pass Offense ... *Adaptable AND Executionable @ the H . S . Level*
2. It is easily "**Tweaked**," **Upgraded**, and/or **Modified** to compensate for season-to-season personnel changes & "new" concepts [A Yearly/Seasonal **CHAMELEON**]; it is **BOTH** fun & challenging to "**CUSTOMIZE**" to your strengths
3. When executed properly, the **QUICK** Game is a **LOW Risk - HIGH Production** package, featuring a **LOW Turnover** : **HIGH Scoring** ratio
4. It is a **FINESE-Type** Attack with **BALL CONTROL** and **BIG-PLAY** Potential
5. The **QUICK** PASS Series utilizes ALL five (5) eligible pass receivers; **MAXIMIZEs** "**RAC**" [RUN After CONTACT; is **UN**predictable; AND features built-in outlets, quick throws, a fast vertical game, simplified reads, & easy-to-learn protection schemes
6. This **PACKAGE** was designed to defeat the wide variety of Zone, Man-to-Man, and/or Combo multiple coverages we deal with each season, AND features a large number of plays specifically designed to defeat the MAN-Under, PRESS, JAM, and/or SQUAT coverage concept that has become the "**COVERAGE of CHOICE**" in the past five(5) yrs.

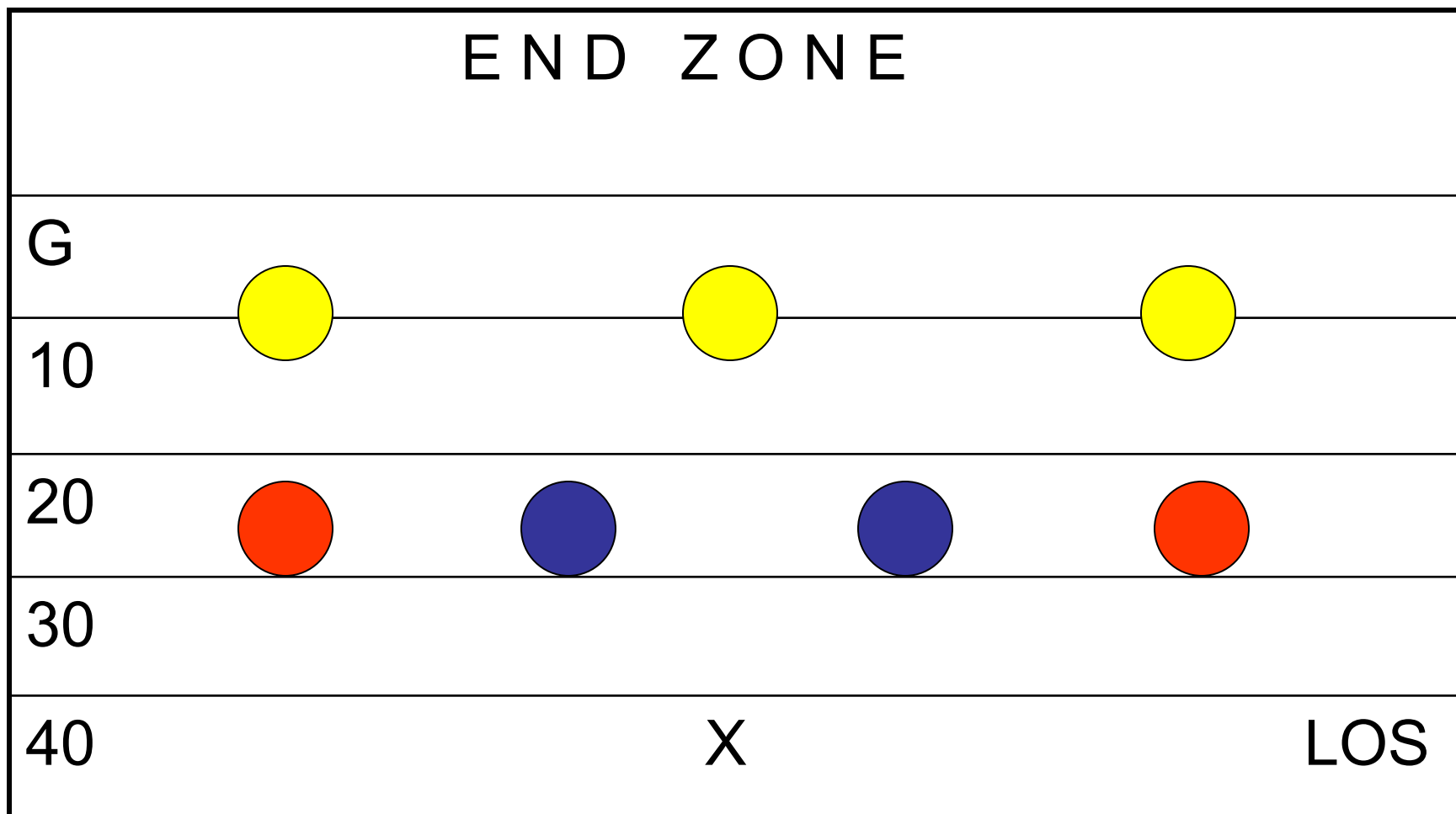
# Play Call "SEQUENCING" [in ORDER]

- FORMATION
- BACKFIELD SET
- MOTION [if applicable]
- < PLAY >  
[Run/Pass; w/potential "Check w/Me"]
- DIRECTION [potential "Check w/Me"]
- BLOCKING SCHEME [if PRE-called]
- SNAP COUNT

Example [PASS play]:  
"Spread R, GUN Weak, 'SHALLOO,  
'BOB,' 'Check w/Me', on 'GO'"

# "Routes-on-Air (Barrels)"

CVR 3; 4U-3D

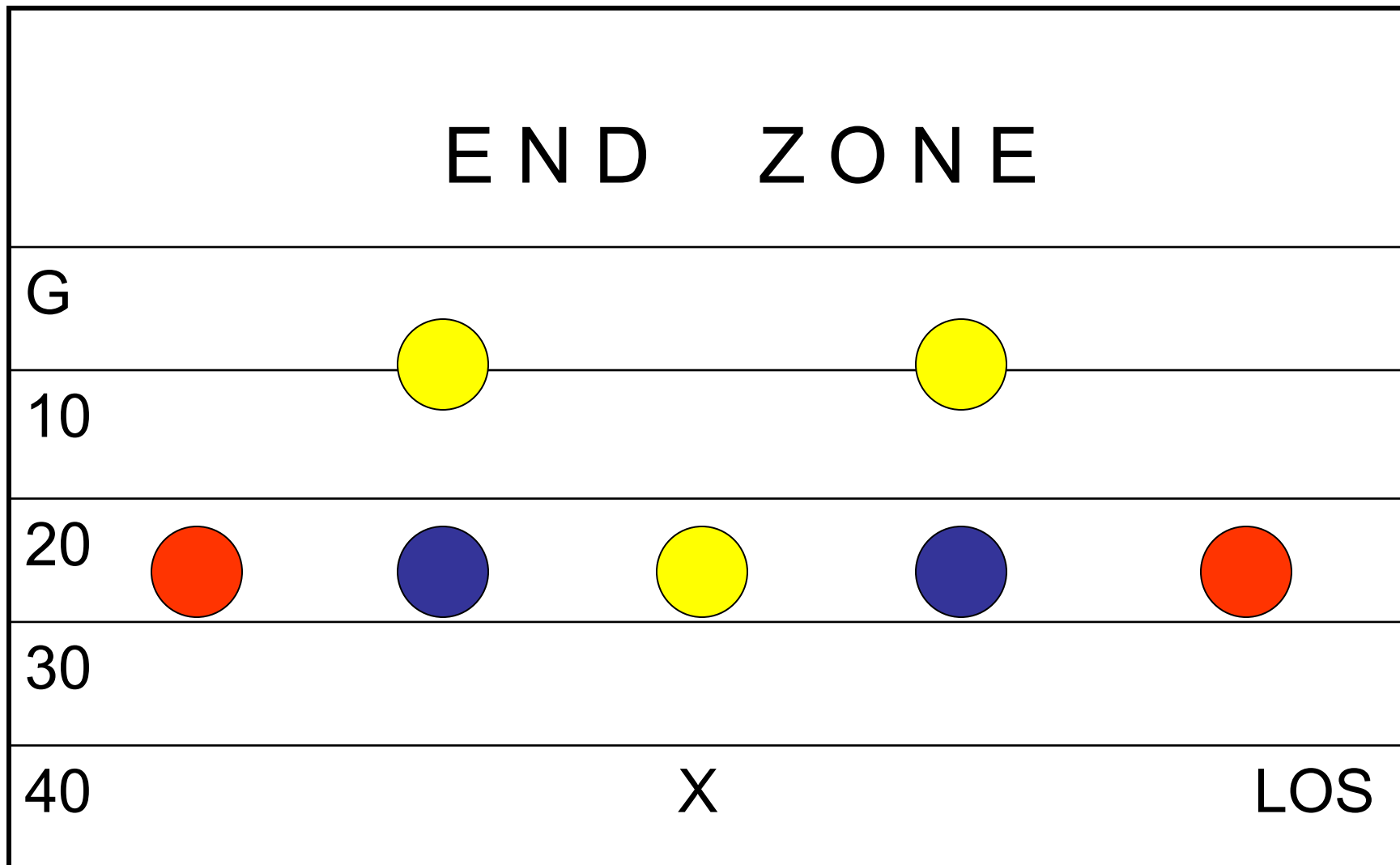


\* EVERY play is a TOUCHDOWN !

 = 55 gal. BARRELS or "StandUp" dummies

# "Routes-on-Air"

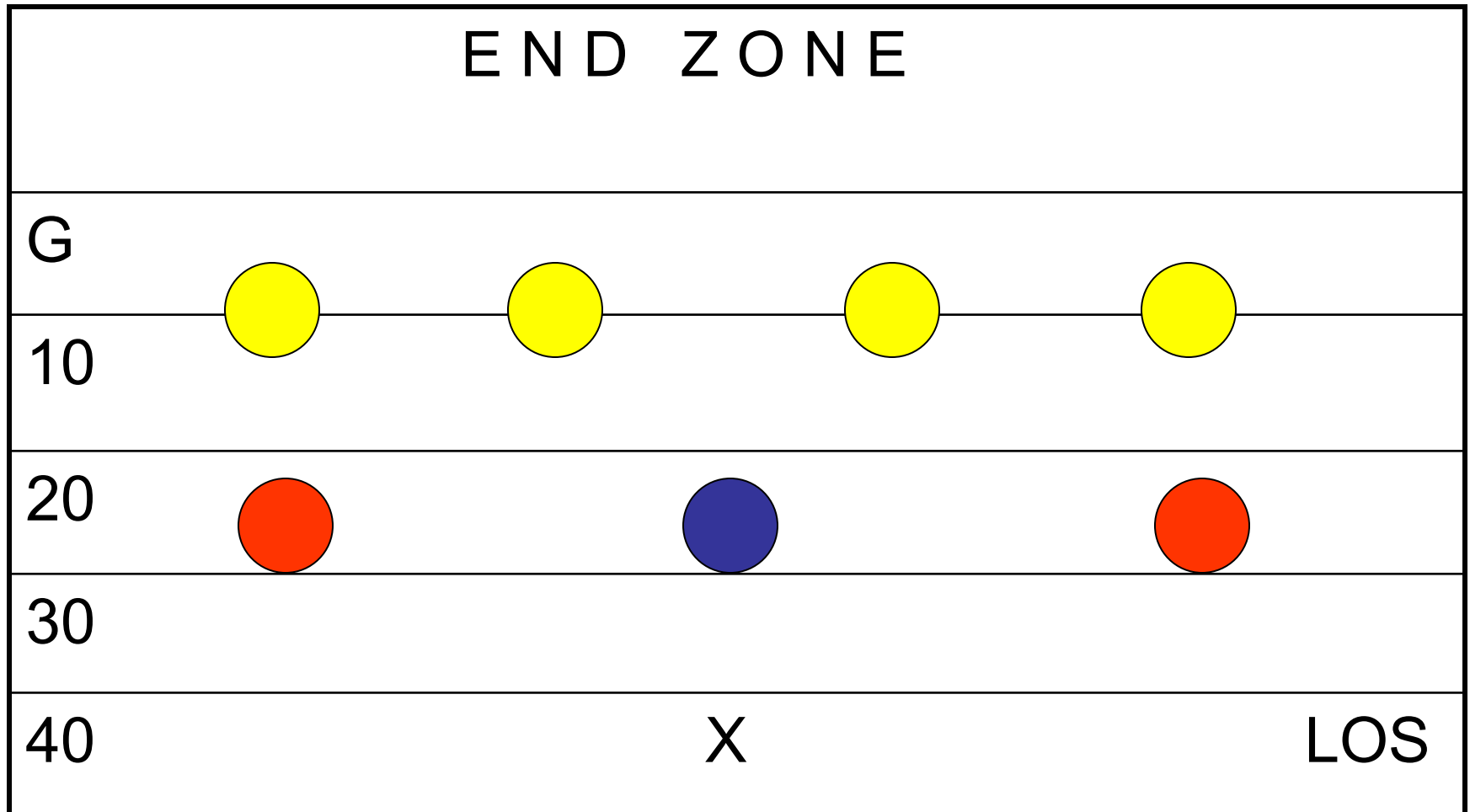
[C-2 (5U-2D) Zone]



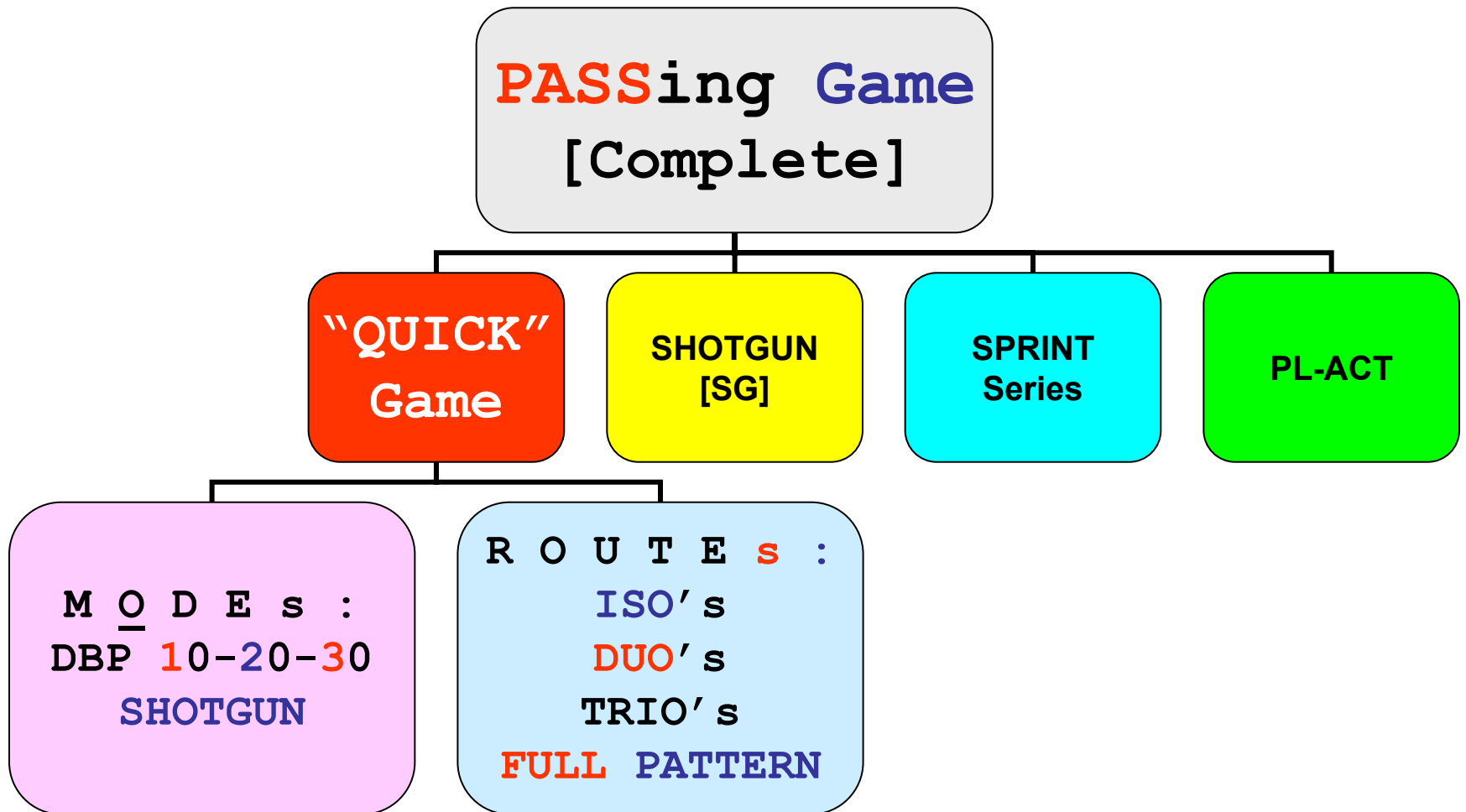


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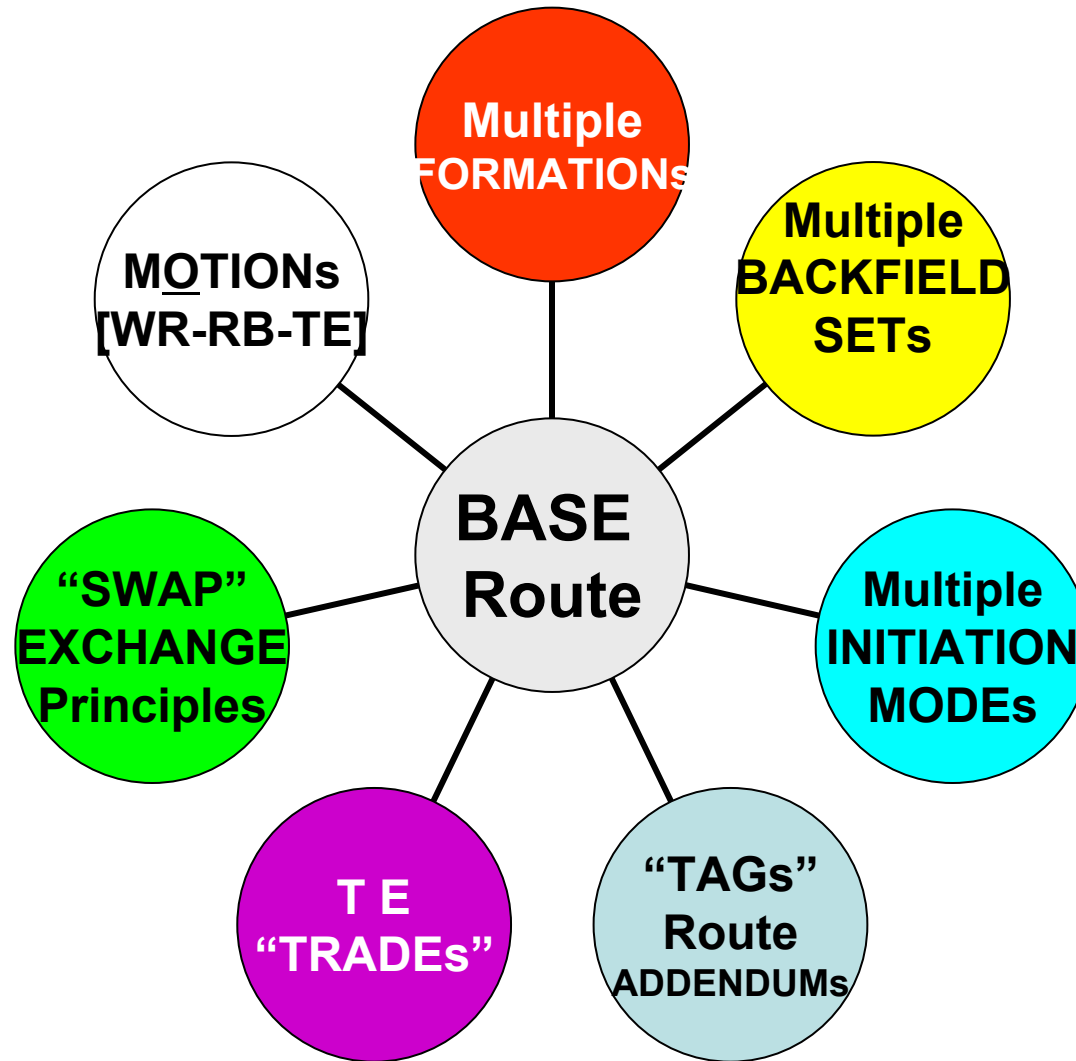
CVR 4; 3U-4D



# COMPLETE PASSing GAME



# PASSing Game "MASKs"



# "QUICK" Game M E N U [by MODEs]

MODEs	<u>I</u> SO' s	DUO' s	TRIO' s	FULL
DBP <u>10</u>	FADE INDIANA	CHAMP ZELDA	BUBBLE GOOFY	
DBP <u>20</u>	FADE (UP) CRUNCH SKINNY	IOWA HAWKEYE DRAGON WILDCAT		
DBP <u>30</u>	LIGHTNING THUNDER DANCER STING FLY POST	SLIDE COBRA HAWAII SWOOSH	HAWAII BULLET SCAT " 5 5 8 "	VIRGINIA
S G I G	FLY	SLITCH WHEEL	MIAMI VOID OVERLOAD SCAT F - C - F S - F - F C - F - C F - C - C	"SALUKI" STICK MONEY (\$) "MESH" LION-RHINO^

**TWO (2) MIN.** [**NO** Huddle] Offense (**WRISTBAND**)

<b>PLAY TYPE</b>	<b>SCRIPT # 1</b>	<b>SCRIPT # 2</b>
<b>DRAW</b> :	1. QB DRAW ["GUC"]	1. SG DRAW ["TRAP"]
<b>SCREENS</b> :	2. "BUBL-GOFFY" ^	2. "BUBL-GOFFY" ^
	3. "ROCKET" ^ [XorZ]	3. "ROCKET" ^ [XorZ]
"CLOCKs" : [ <b>Stoppers</b> ]	3. WILDCAT-COBRA ^ [DUO side]	3. IOWA-SLIDE ^ [DUO side]
	4. F-C-F/"5-5-8" ^ [TRIO side]	4. F-C-F/BULLET ^ [TRIO side]
" <b>GO</b> -4-IT"	5. VIRGINIA	5. VIRGINIA
<b>CONTROLS</b>	6. LION-TIGER ^	6. LION-TIGER ^
	7. SCAT	7. MIAMI
	8. STICK	8. "SALUKI"

# "ISO" Routes [15]

FADE (s)	vs. "PRESS" & "LOOSE" CB's; three (3) RELEASEs
DANCER	FADE + Hitch(STOP) @ 7-9 yds.
LIGHTNING	6-7 yd. Hitch(STOP) w/"return" to QB (In)
THUNDER	"Stutter" STOP + GO @ 5 yds.
INDIANA	"Quick" IN down the L.O.S. vs. "LOOSE" CB
SKINNY	3-Step SLANT; w/emphasis on "Head Snap"
UNDER	7-9 yd. SQUARE In w/ "Whip-Out" option
ARROW	DIAGONAL Out to a 6 yd. X 1 yd. "aiming point"
CRUNCH	5 yd. SQUARE Out; w/emphasis on "Head Snap"
STING	6-7 yd. "SPEED CUT" Out; w/CROSSSS-OVER step
ROLL	45° "COME-BACK;" 13-9 yds. back to 11-7 yds.
SWIRL	Diagonal IN to 6yds. w/"Settle" or "Whip-Out"
FLY	"Take-Off;" "HomeRun"
POST	"Step+Nod" near Goal Post @ 8 yds.
CORNER	"Step+Nod" near Goal Post @ 10 yds. to 35 yds.

# "DUO" (Combo) Routes [11]

IOWA	Skinny + Arrow [ARW "under" the SK]
HAWKEYE	Skinny + Sting [SK "under" the ARW]
DRAGON	<u>DBL</u> Slant; # 1 @ 6 yds. / # 2 @ 3 yds.
WILDCAT	Crunch + Lightning
COBRA	Lightning + CB-S "SEAM"
SWOOSH	Swirl + Arrow
WHEEL	Skinny + "Upfield" ARC
HAWAII	<u>DBL</u> Lightning; # 1 Hitch OUT / # 2 "Stem" Hitch
CHINA	Under + Corner
CHAMP	"BUBBLE" Screen to # 2
ZELDA	"GOOFY" Screen to # 1

\* ROUTEs are designated from the "OUTSIDE (#1) - IN (#2)"

# "TRIO" Routes [12]

SCAT	Swirl (w/"Settle) + Corner + Arrow
MIAMI	Shallo + Curl (@ 13 yds.) + Arrow
OVERLOAD	"Buster" + " <u>0</u> " (10 yd. SQ. Out) + Arrow
BULLET	Dragon + Arrow
VOID	"Buster" + Fly + Arrow
HAWAII	Three ( <u>3</u> ) Lightnings
C - F - C	Crunch - Fly - Crunch
F - C - C	Fly - Crunch - Crunch
F - C - F	Fly - Crunch - Fly
S - F - F	Skinny - Fly - Fly
"BUBBLE"	#1 + #2: BLOCK DB's 1 + 2; #3: "BUBBLE" SCRNs
"GOOFY"	#1: Diagonal IN; #2 + #3: BLOCK 2 + 3

# FULL Pattern Routes [6]

VIRGINIA	4-5 Verticals [aka: "Steamer"] #1's: SIDELINE Fly, #2's: HASH Fly, if #3, "Check Down" in MOF @ 7-10 yds.
"SALUKI"	#1: Shallo Cross DRAG, #2: Curl @ 13 yds. #3 (RB) - lateral "Woo-Woo"
STICK	#1: "Buster," #2: 7-9 yd. SQ. Out, #3: [Y or RB] Arrow
MONEY (\$)	to <u>PLAY</u> side > #1: 15 yd. "DIG," PS #2: Corner #3: S-S "SEAM," BS #2: SAME as #1 [15 yd. "DIG"]
"MESH"	#1's: "Buster" or Post-Corner, #2's: Shallo Cross DRAGs w/ <u>WIDE</u> side rcvr. "Over-the-Top" ["Mesh"]
LION-RHINO ^	Virginia; w/one(1) #1 designated to run a 20 yd. "DIG" [usually from the WIDEside <u>L</u> ion = <u>L</u> -side #1 / <u>R</u> hino = <u>R</u> -side #1

\* ALL "DIGs" have a "WINDOW settle" Option



Session # 3

The "Package" / "X's & O's"



Ron Guagenti  
Offensive Coordinator  
Marian Catholic H . S .  
Chicago Heights, IL





# FORMATIONs & ASSESSMENTs

w/2-BACKs :

## 1. PRO R-L

```

Z                Y
O      O O X O O O      X
                O      O
  
```

STRENGTHs (PASSing Game)

1. ISO routes to **X** + **Z**
2. PL-ACT  
[w/Y + H/T (RB' s)]
3. Y - X DUO (combo) routes
4. Screens [H/T/Y]
5. MO to SLOT

## 2. TWINS R-L

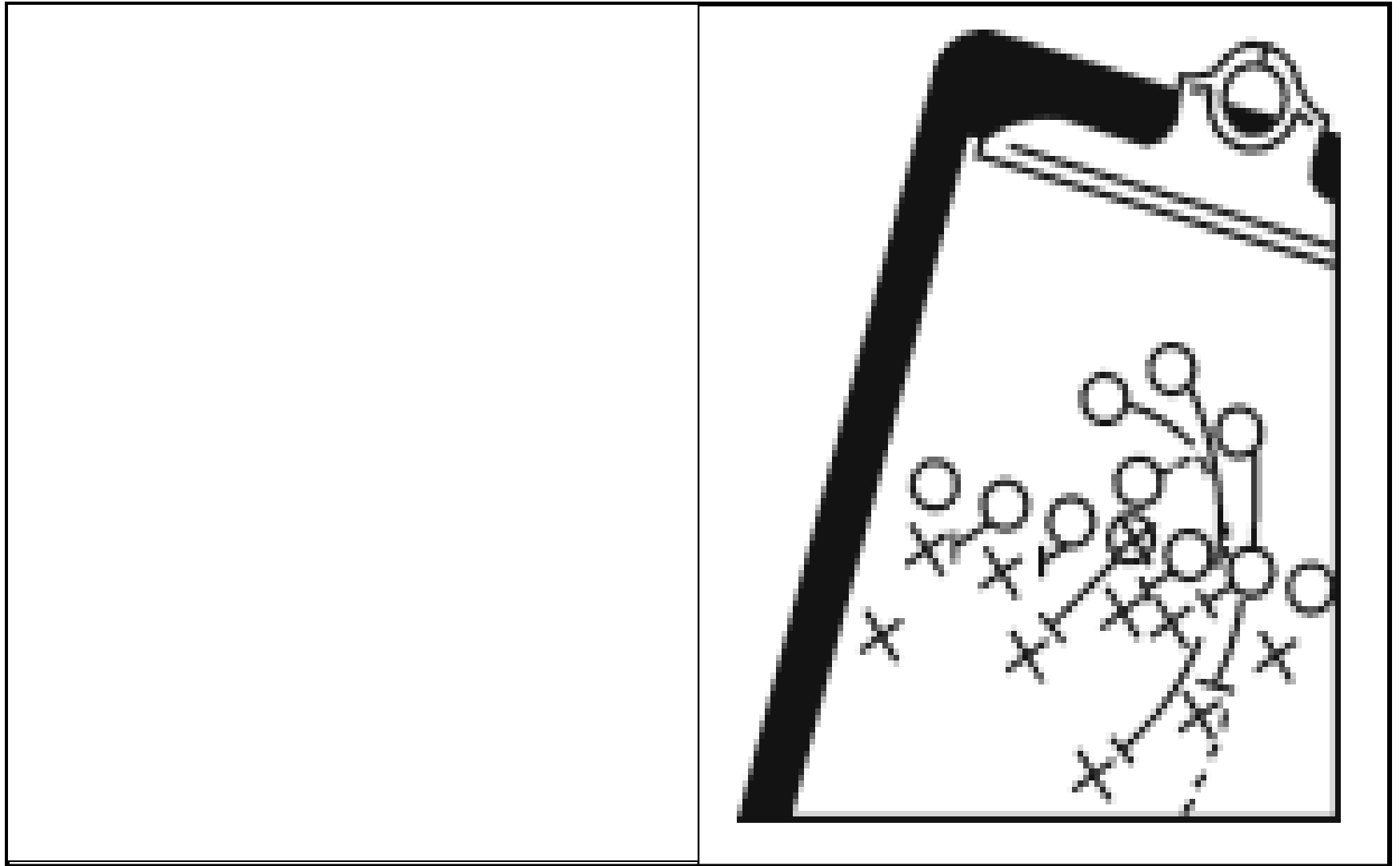
```

Z                X
O      O O X O O      W      O
                O      O
  
```

STRENGTHs (PASSing Game)

1. ISO routes to **Z**
2. DUO routes to W + **X**
3. WR Screens
4. MO changes STRENGTH of  
TWINS [ R>L; L>R ]

w/2-BACKs :













w/1-BACK :

## 5. DBL SLOT

**Z** **X**  
O            O O X O O            O  
      O            O            O  
      T                            W

### STRENGTHs (PASSing Game)

1. DUO (Combo) routes **Z**-T & **X**-W sides
2. MO to CANEs [3x1]
3. ALL WR Screens
4. 4-Verticals











# BACKFIELD SETs :

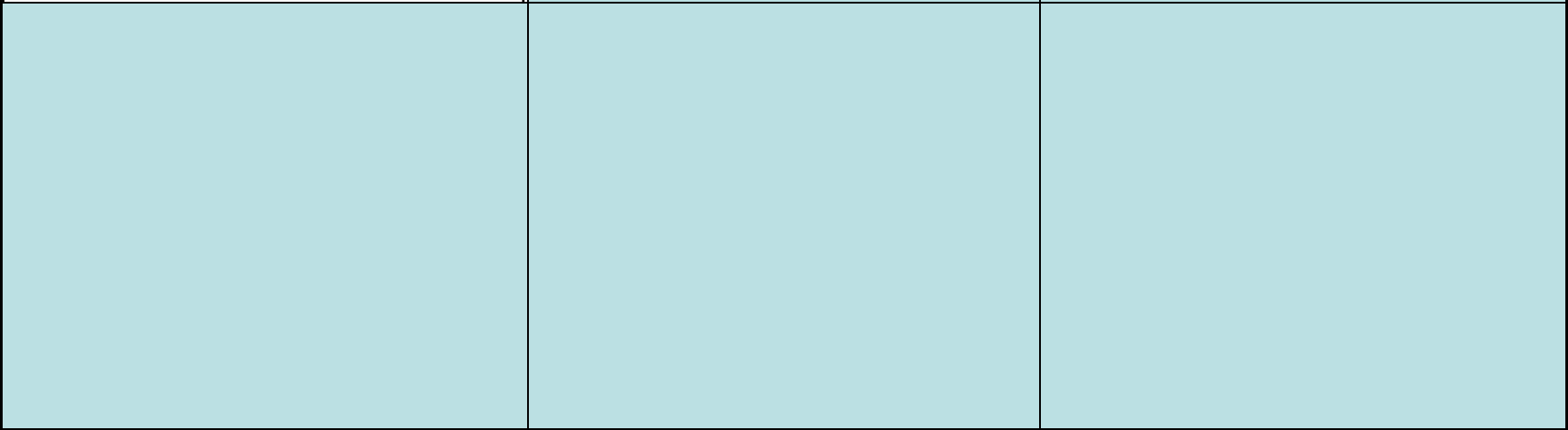
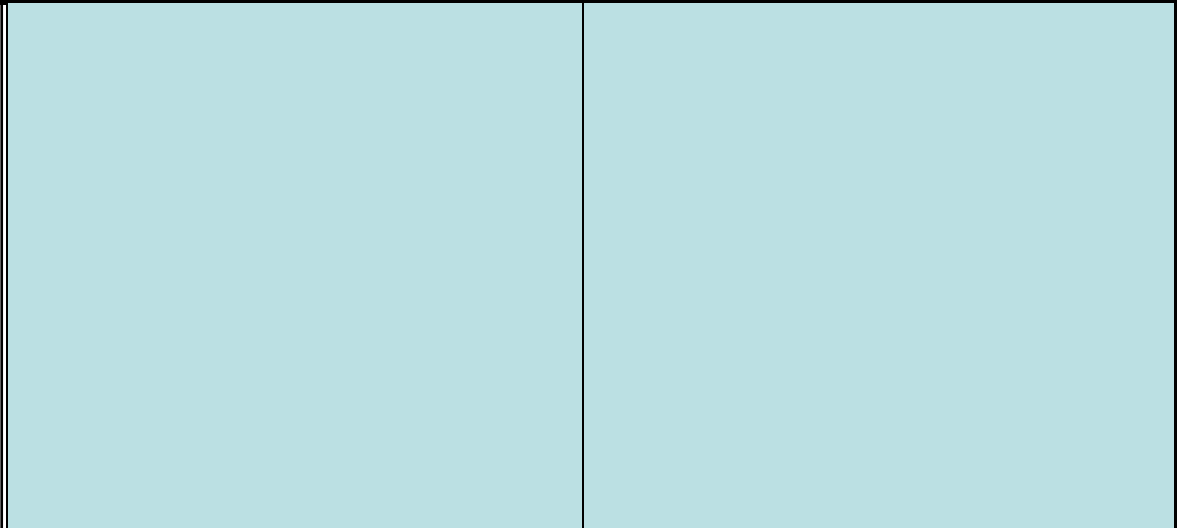
<p><u>"I"</u> O O X O O O     O     O     O</p>		

# BACKFIELD SETs :

SG - "HUSKIE"

○ ○ X ○ ○ ○

○ ○ ○



# "I S O" [Single(1) RCVR ROUTEs]

1. LIGHTNING [DANCER]

["STOP" or "HITCH"]

@ 7 yds.



C

O

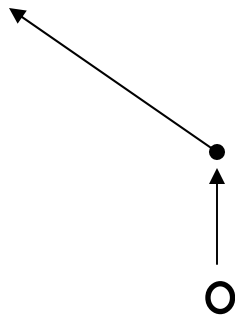
5. SKINNY

[3-Step Slant IN]

@ 5-6 yds.]

C

Q

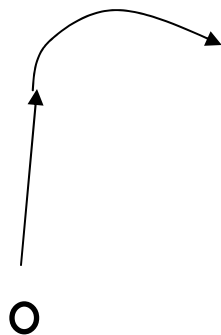


## 9. STING

["SpeedCut" OUT @ 7yds.]

C

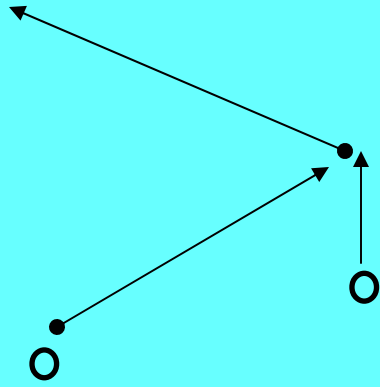
Q



“D U O” [Combo’s; two(2) RCVR ROUTEs]

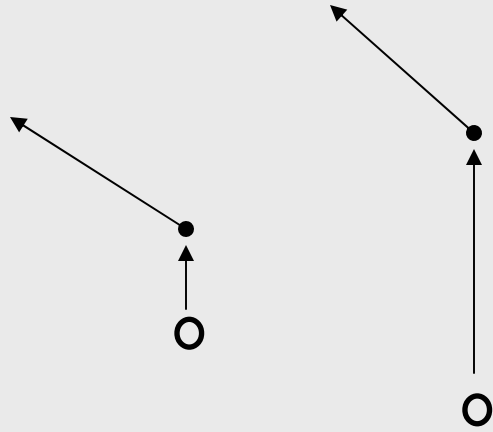
1. IOWA [ARW “under” SK]

C  
Q



# 5.DRAGON [DBL Skinny's]

C  
Q

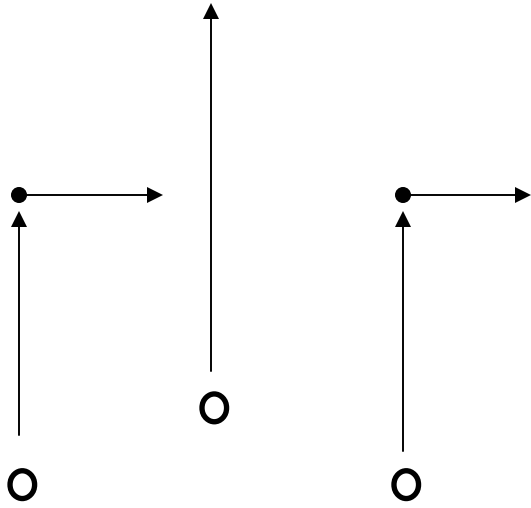


@3-Steps/@6-Steps



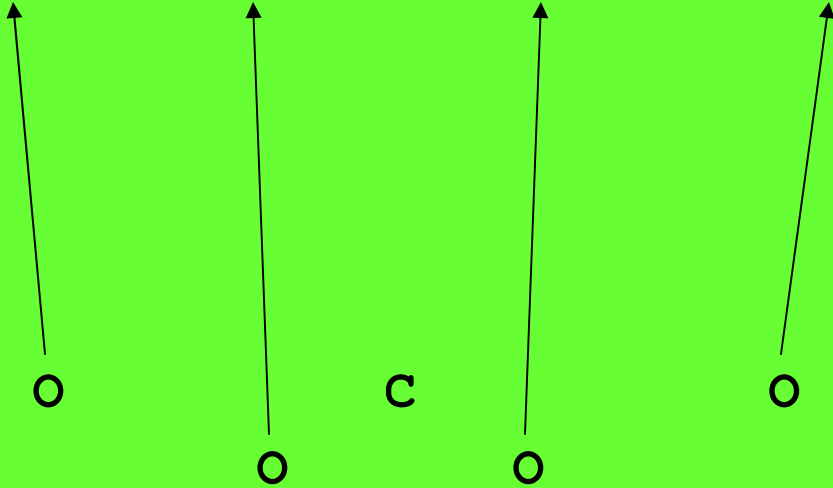
5. "C-F-C"

C  
Q



# “FUL L” Pattern ROUTEs [4-5 RCVR's]

1 . VIRGINIA



# 5. LION-TIGER^

