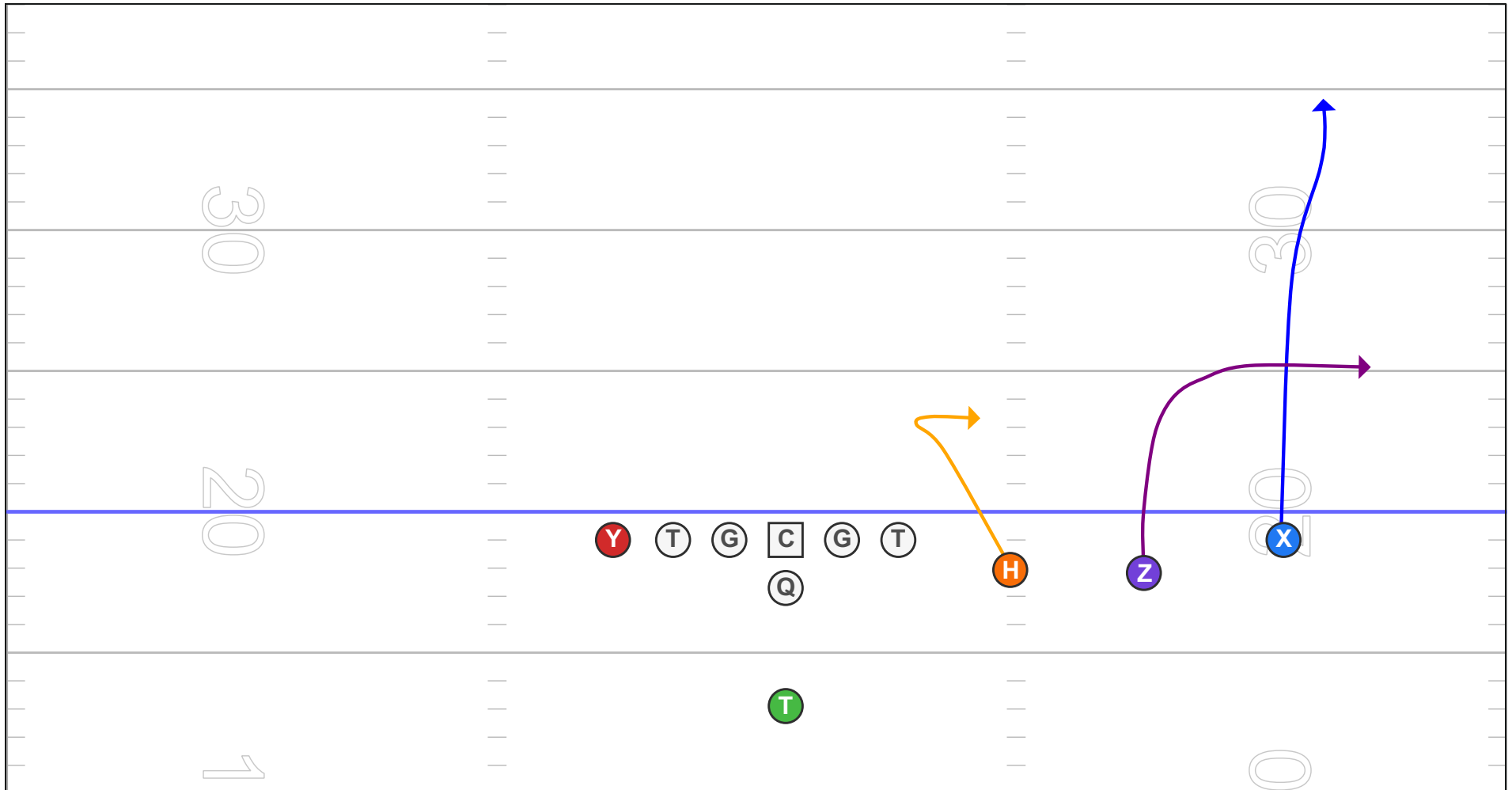


# PASS GAME - NAMED CONCEPTS



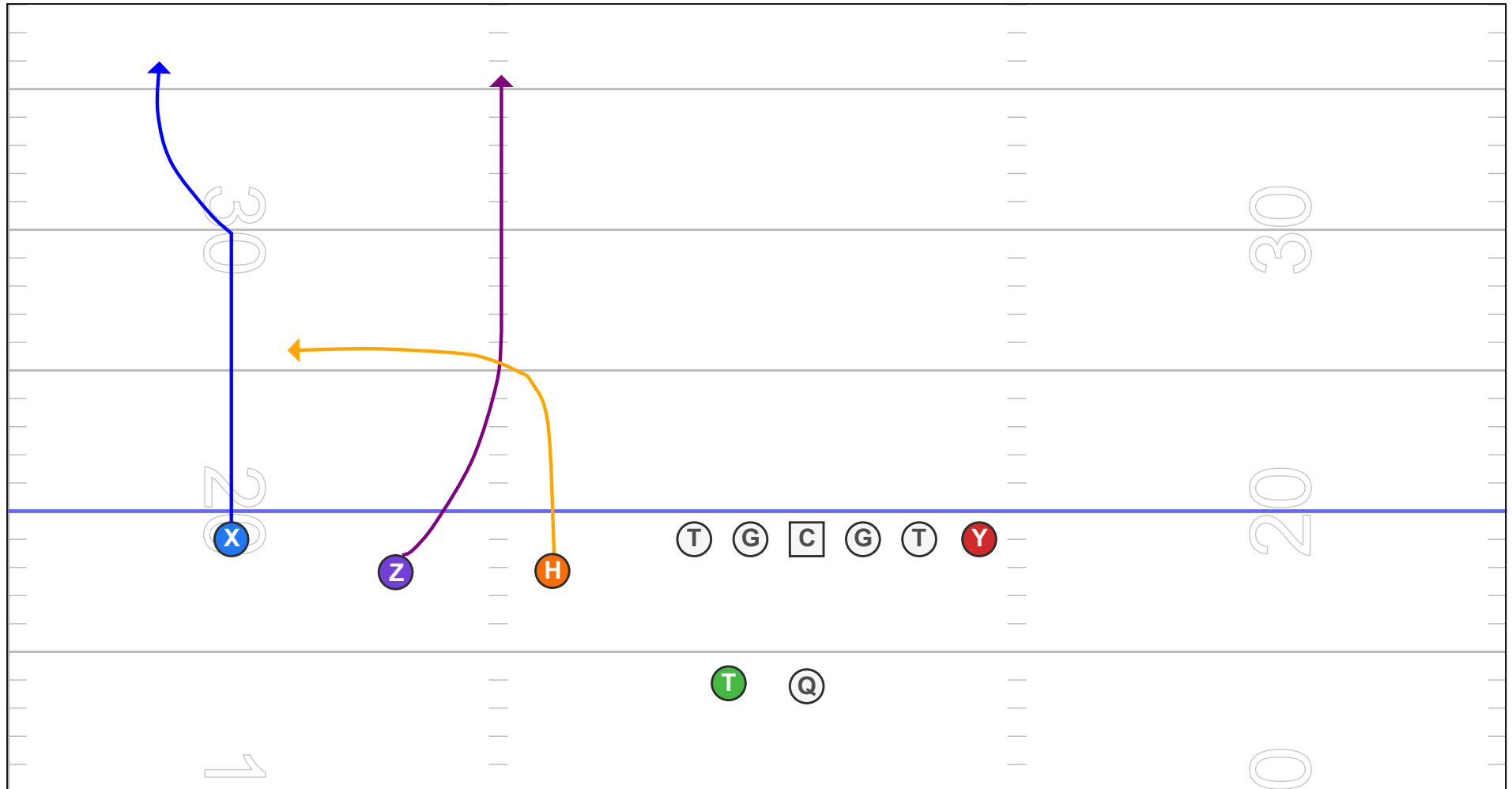
# LT TRIPS RINGO STICKS



**LT** - **LG** - **C** - **RG** - **RT** - **Y** - Backside rule **Z** - #2 receiver 5 route - attack vertical - speed cut at 5 yards - flatten to sideline **X** - #1 receiver 9 route - attack middle of defender - fade at 10 yards - drift 2 yards to the outside - track football **H** - #3 receiver Stick route - attack 2 yards inside - reverse pivot at 4 yards - eyes on QB - slide to open area **T** - **Q** - Presnap read hard deck & safety alignment on vertical route - Postsnap read alley.

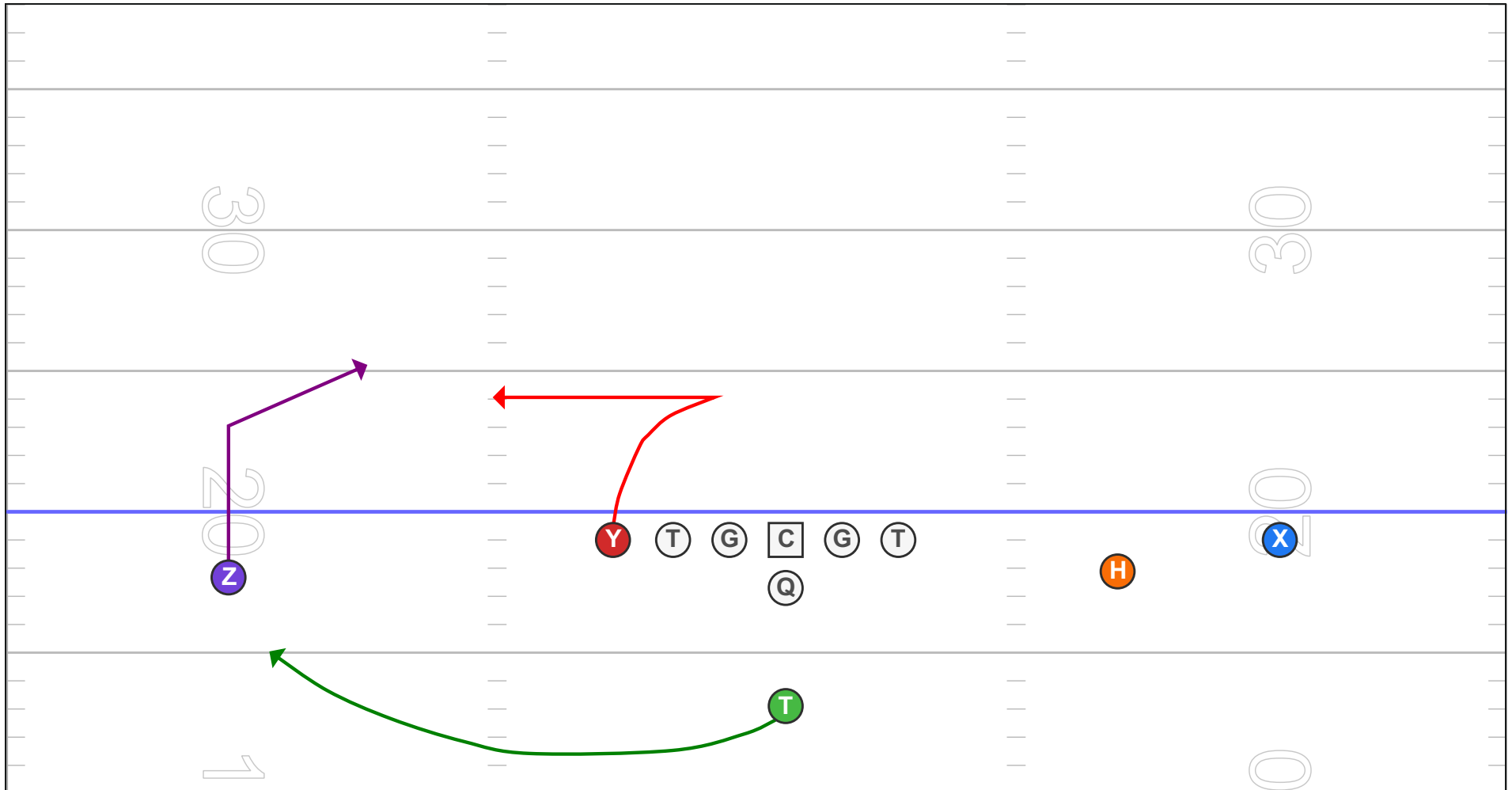
2

## RT TRIPS LOUIE 995



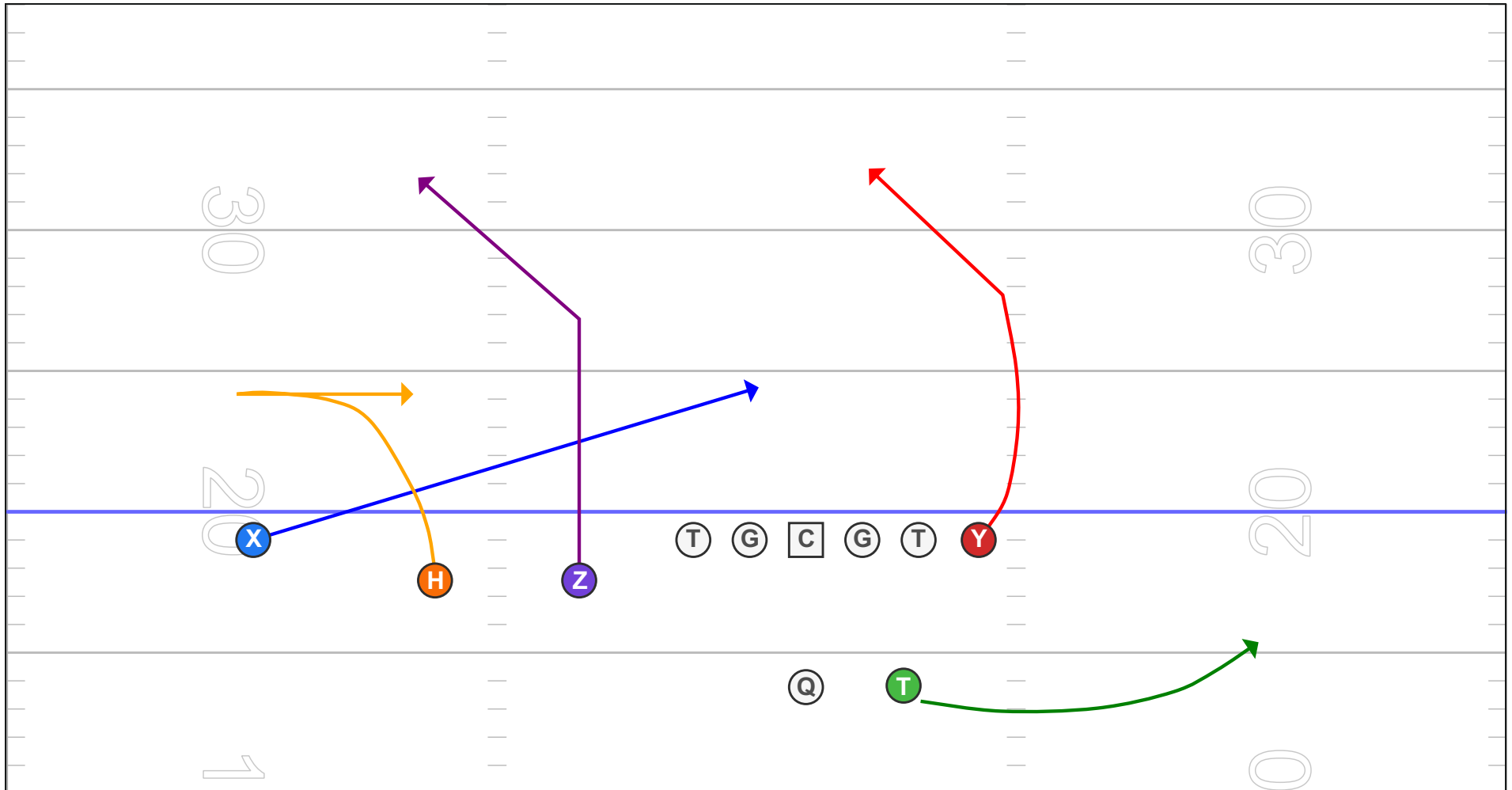
**LT** - **LG** - **C** - **RG** - **RT** - **Y** - Backside rule **Z** - #2 receiver 9 route - inside release - get vertical up the hash marks (when outside 9 route is next to you) **X** - #1 receiver 9 route - attack middle of defender - fade at 10 yards - drift 2 yards to the outside - track football **H** - #3 receiver 5 route - attack vertical - speed cut at 5 yards - flatten to sideline **T** - **Q** - Presnap read hard deck and safety alignment - Postsnap read alley and confirm corner depth

# LEFT LOUIE CHIEFS



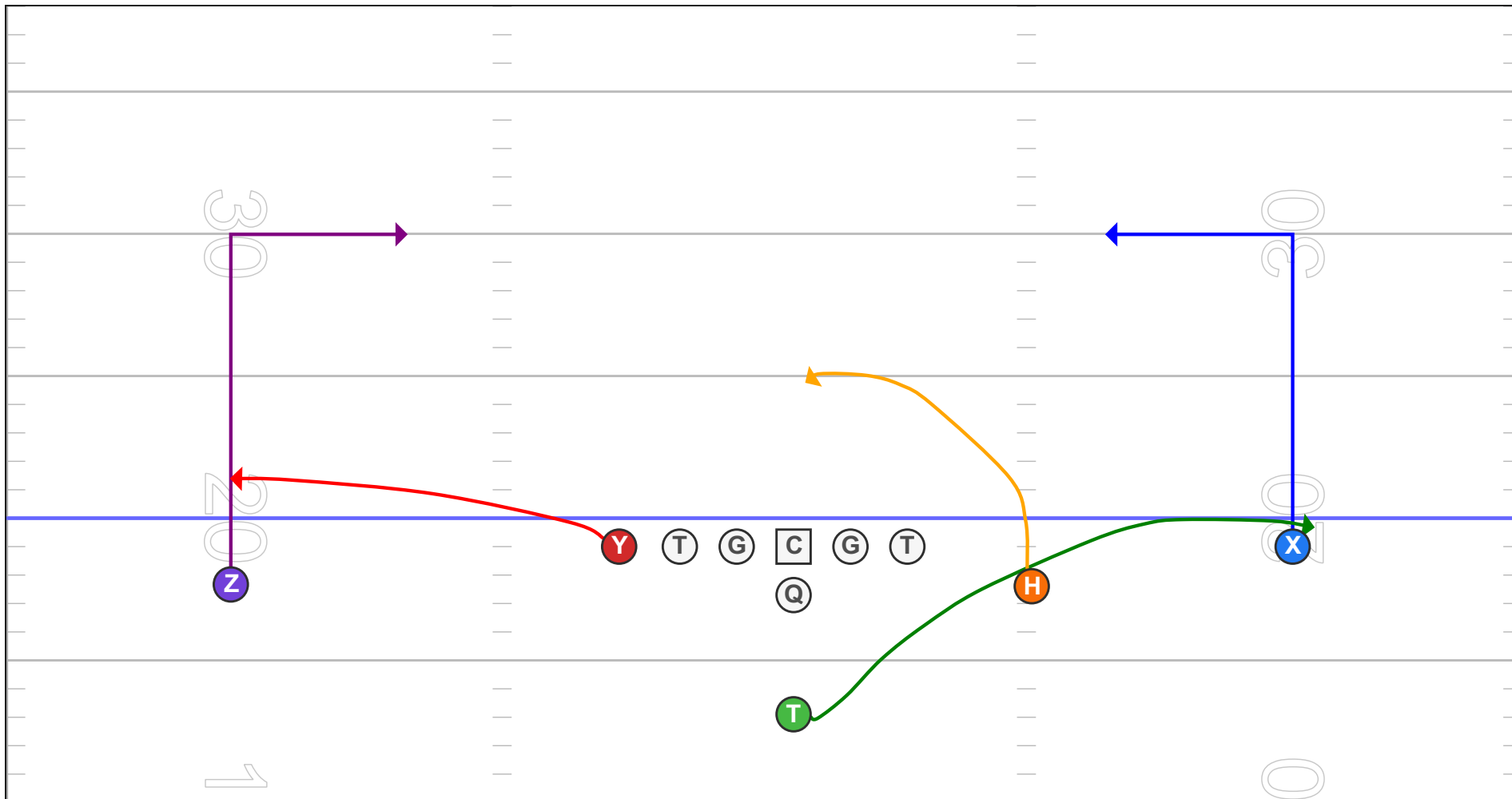
**LT - LG - C - RG - RT - Y** - #2 receiver Whip route - attack 2 yards inside - reverse pivot at 4 yards - eyes on QB - run to sideline **Z** - #1 receiver 2 route - attack vertical for 3 yards - 45 degree angle for slant route **X** - Backside rule **H** - Backside rule **T** - Swing to playside call **Q** - Presnap read CB playing press or not and alley alignment - Postsnap read alley.

# RT TRIPS OVER LOUIE DALLAS



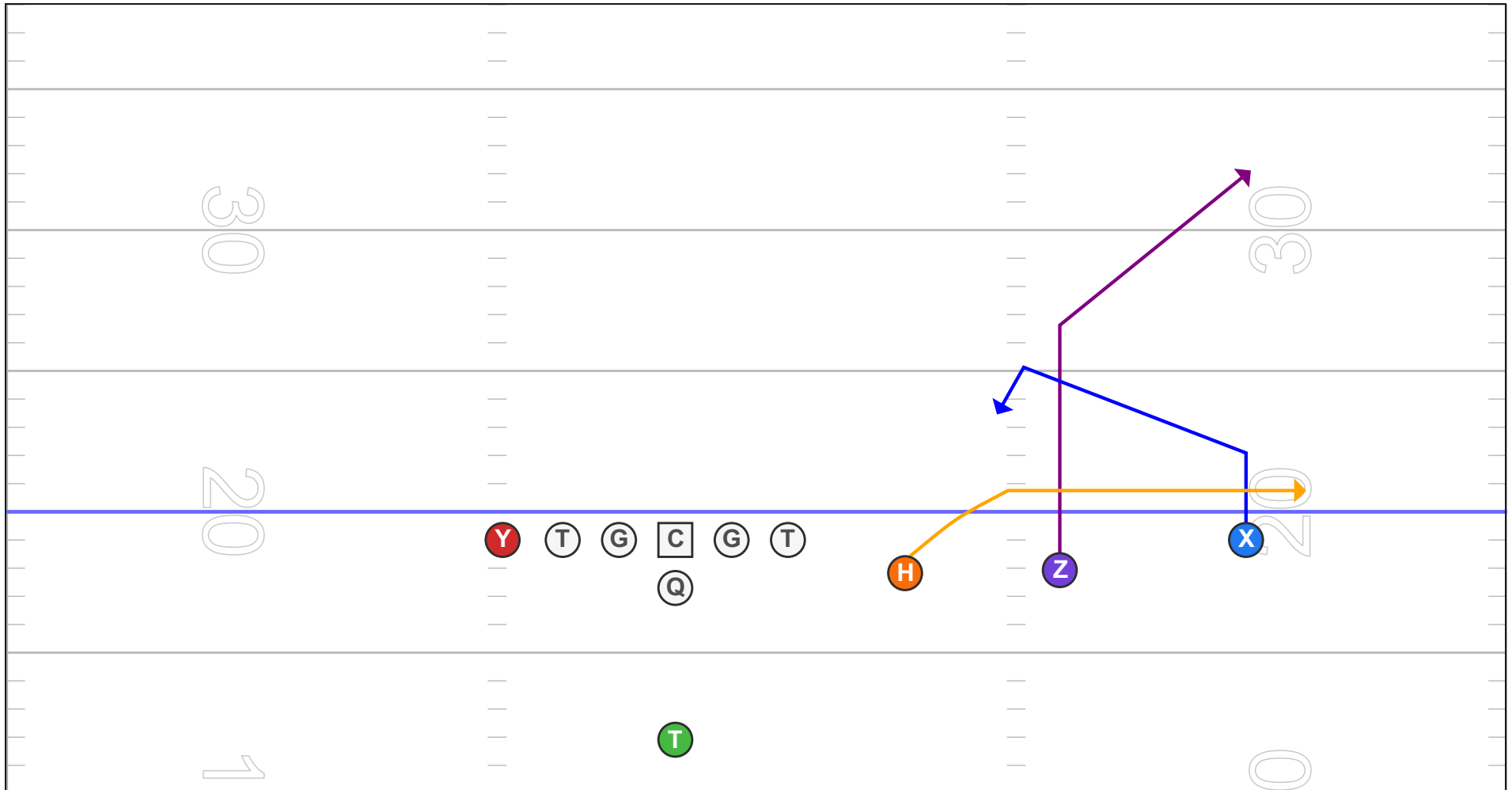
**LT - LG - C - RG - RT - Y** - #4 receiver 8 route - Outside release - cut at 8 yards - skinny post **Z** - #3 receiver 7 route - vertical for 7 yards - cut to 7 route (45 degree angle) **X** - #1 receiver Dallas route - Aim for presnap middle linebacker depth - look early for ball **H** - #2 receiver Slash route - run flat route 5 yards outside your alignment - reverse pivot at 4 yards - run flat inside **T** - Swing route to the Y side **Q** - Presnap read if extra defender is brought over to trips side and 1/2 high safeties - Postsnap read X to H - If 2 high read Z to Y

## LEFT RINGO BRONCO



**LT** - **LG** - **C** - **RG** - **RT** - **Y** - #2 receiver Whip route - attack 2 yards inside - reverse pivot at 4 yards - eyes on QB - run to sideline **Z** - #1 receiver 2 route - attack vertical for 3 yards - 45 degree angle for slant route **X** - #1 receiver 10 yard dig **H** - #2 receiver spot route over the middle **T** - Flat route to playside call **Q** - Read Alley to backer on playside

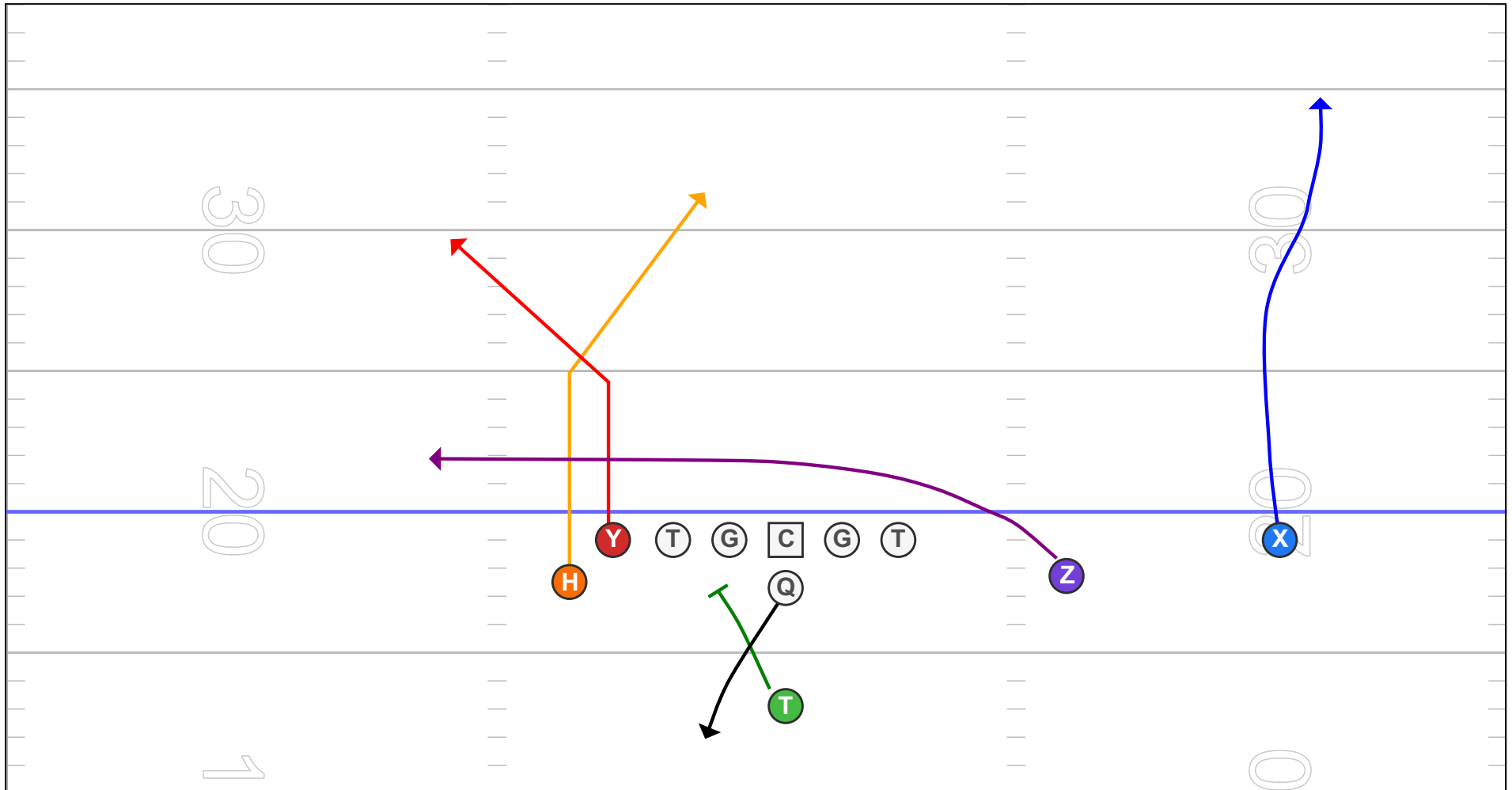
# LT TRIPS RINGO SNAG



**LT** - **LG** - **C** - **RG** - **RT** - **Y** - Backside rule **Z** - #2 receiver runs 7 route - vertical for 7 yards - 45 degree cut to sideline - track football **X** - #1 receiver Snag route - vertical for 2 yards - slant cut to 6 yards - comeback 1 yard inside z's presnap alignment - settle for ball **H** - #3 receiver 1 route - fly to the flats **T** - **Q** - Postsnap read CB depth for 7 route - Confirm alley for Snag or flat route



# LT OVER TIGHT LEX TEXAN

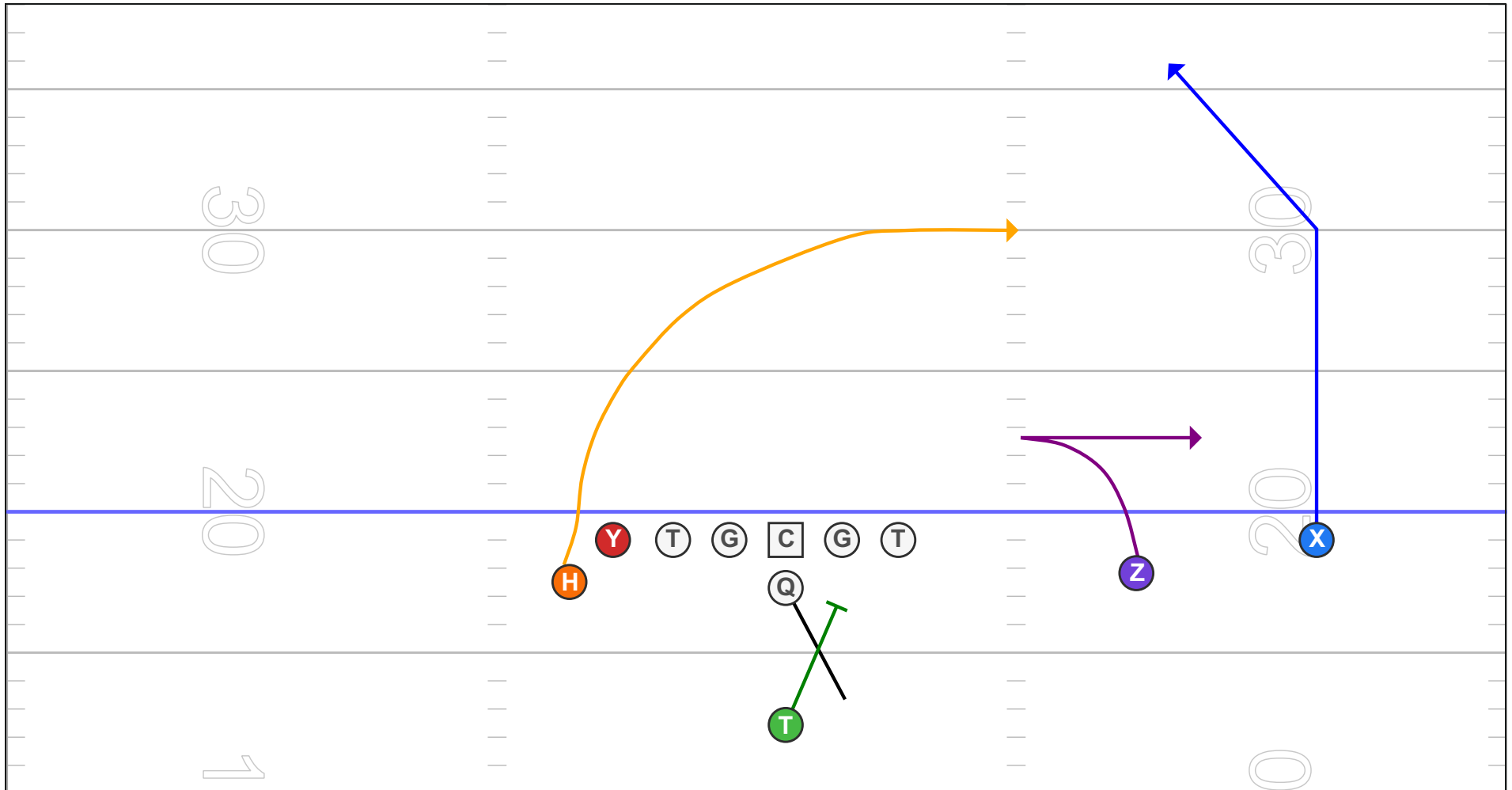


**LT** - **LG** - **C** - **RG** - **RT** - **Y** - #2 receiver 7 route - vertical release with H for 7 yards - cut behind H receiver for 7 route. **Z** - #3 receiver Drive route - inside release to sideline - depth no more than 3 yards **X** - #4 receiver 9 route - attack middle of defender - fade at 10 yards - drift 2 yards to the outside - track football **H** - #1 receiver 8 route - vertical release with Y for 7 yards - cut in front of the Y receiver for a skinny post **TB** - Fake Zone to the left **Q** - Presnap read playside corner and safety relationship - Postsnap playaction fake - read CB for 7 to drive route - safety check for 8 route

9

0

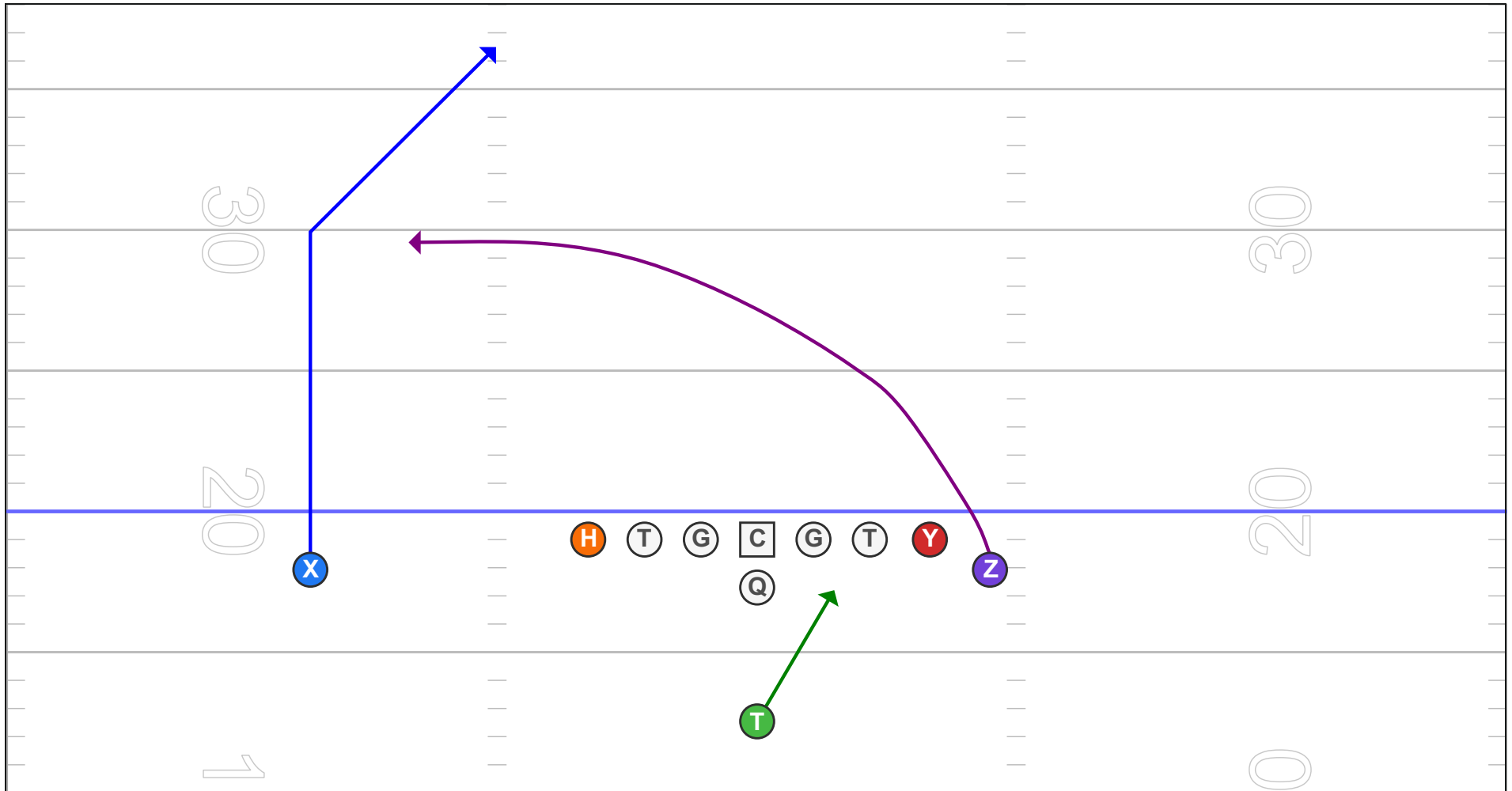
# LT OVER TIGHT RAGE RAM



**LT - LG - C - RG - RT - Y - Z** - #2 receiver Whip route - attack 2 yards inside - reverse pivot at 4 yards - eyes on QB - run to sideline **X** - #1 receiver 8 route - attack vertical - cut to skinny post at 10 yards - Track ball **H** - #3 receiver Cross route - Easiest release - start vertical looking at safety - round route across the field- finish at 10 yards depth **T** - Playaction fake **Q** - Presnap check number of deep safeties - 2 deep safeties the post wont be open - Postsnap hard playaction fake - 1 deep safety post to crossing route - 2 deep safeties crossing to whip route

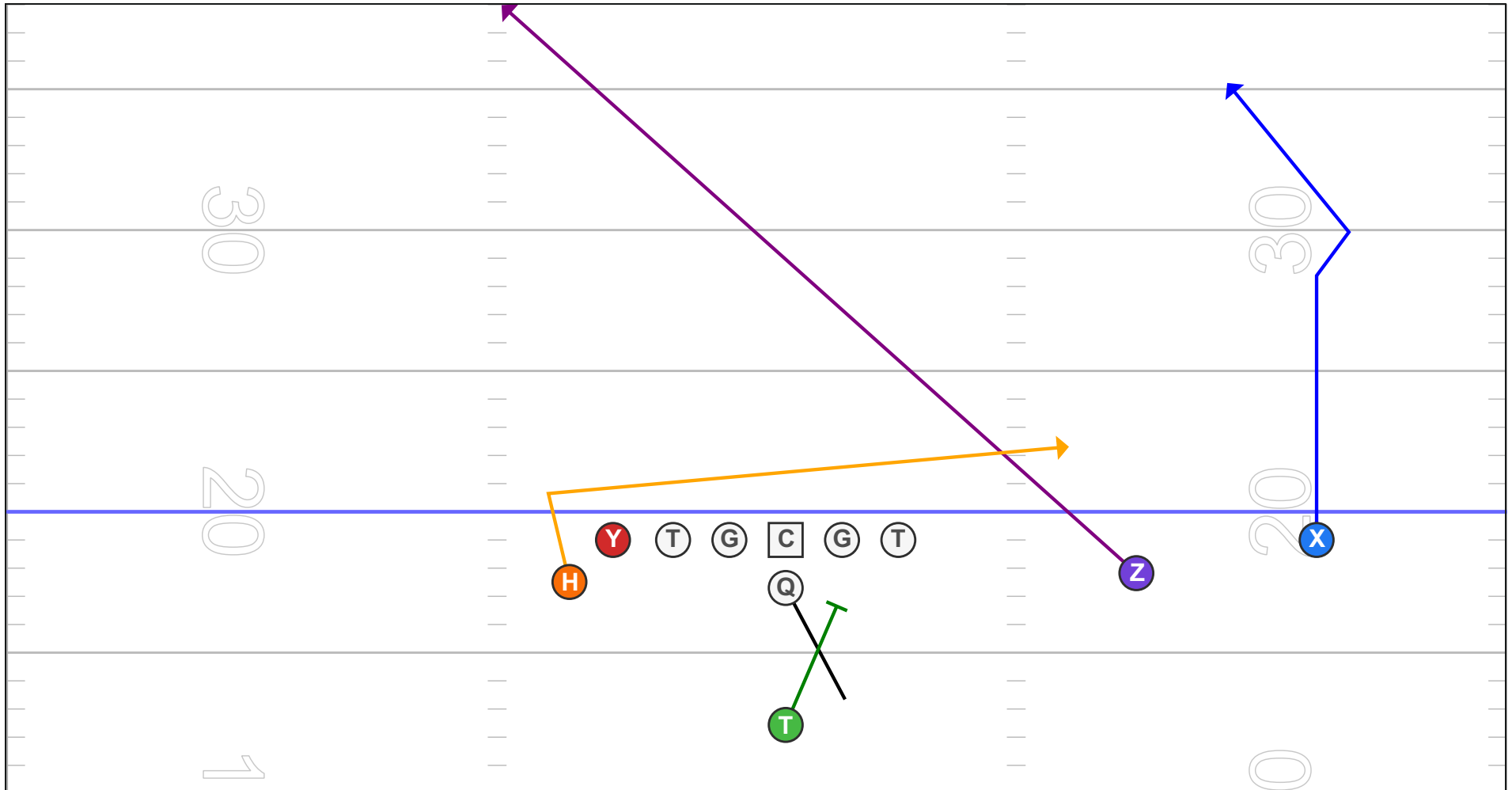
12

## RT HULK RAGE RAM



**LT - LG - C - RG - RT - Y - Z** - #1 receiver Cross route - Easiest release - start vertical looking at safety - round route across the field- finish at 10 yards depth **X** - #2 receiver 8 route - attack vertical - cut to skinny post at 10 yards - Track ball **H - T** - Playaction fake **Q** - Presnap check number of deep safeties - if more than one check to run play. Postsnap hard playaction fake - eyes up on safety - Post to crossing route read.

# LT OVER TIGHT RAGE VIKINGS



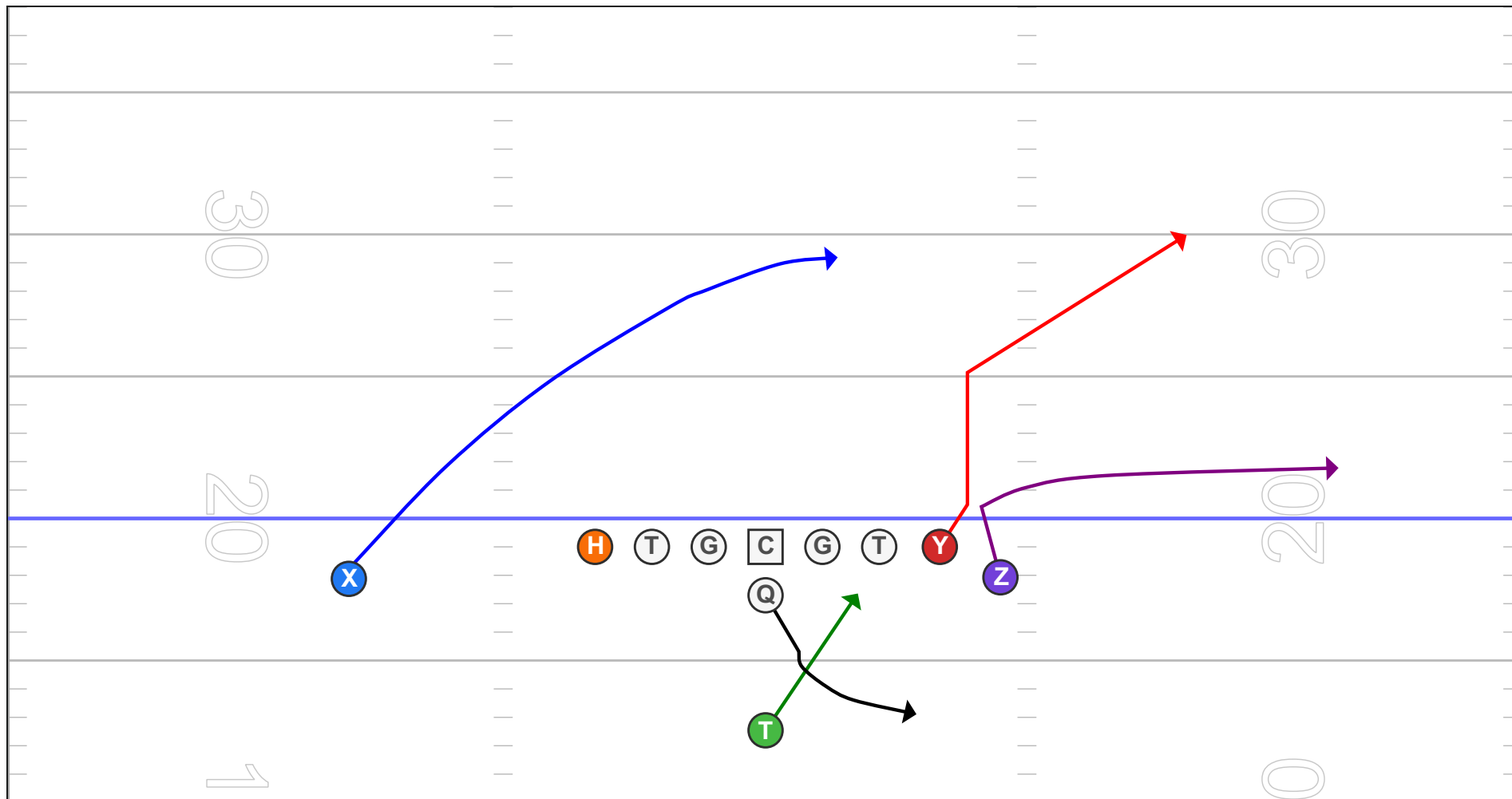
**LT** - **LG** - **C** - **RG** - **RT** - **Y** - **Z** - #2 receiver Edge route - inside release - straight across field at 45 degree angle - should be at 18 yard depth on opposite hash **X** - #1 receiver Dino route - attack vertical - cut outside at 8 yards - cut to post at 10 yards - Track ball **H** - #3 receiver Drive route - Check for outside pressure - Block down - Easiest release - depth no more than 3 yards **T** - Playaction fake **Q** - Presnap check number of deep safeties - 2 deep safeties check to Texan or run play - Postsnap hard playaction fake - Read FS and confirm backside CB - Check down to drive route.

The diagram illustrates the decay of a Z boson into a quark-antiquark pair. A horizontal blue line represents the detector plane. Above the plane, a purple line with an arrow (Z) decays into a blue line with an arrow (X) and a green line with an arrow (T). Below the plane, an orange line with an arrow (H) decays into a red line with an arrow (Y) and a black line with an arrow (Q). A green line with an arrow (T) is also shown. The diagram is labeled with '30', '20', and '1' on the left and right sides.

**LT** - **LG** - **C** - **RG** - **RT** - **Y** - **Z** - #2 receiver Edge route - inside release - straight across field at 45 degree angle - should be at 18 yard depth on opposite hash **X** - #1 receiver Dino route - attack vertical - cut outside at 8 yards - cut to post at 10 yards - Track ball **H** - #3 receiver Drive route - Check for outside pressure - Block down - Easiest release - depth no more than 3 yards **T** - Playaction fake **Q** - Presnap check number of deep safeties - 2 deep safeties check to Texan or run play - Postsnap hard playaction fake - Read FS and confirm backside CB - Check down to drive route.



## RT HULK RAGE SPIDER vs 3-4 (STRONG)



**LT** - **LG** - **C** - **RG** - **RT** - **Y** - #2 receiver 7 route - attack alley - release to 7 route at 5 yards - runner to corner of end zone **Z** - #1 receiver Flat route - quick down block - release to flat route **X** - # 3 receiver Crossing route - reduce split - run a crossing route to the back of the end zone **H** - Backside h-wing or Y (in another formation) always stays in for pass pro. **T** - Playaction Fake **Q** - Presnap read if they overload on playside - Postsnap fake handoff - semi-rollout - read flat route to corner route - If FS over plays backside crossing route could be open