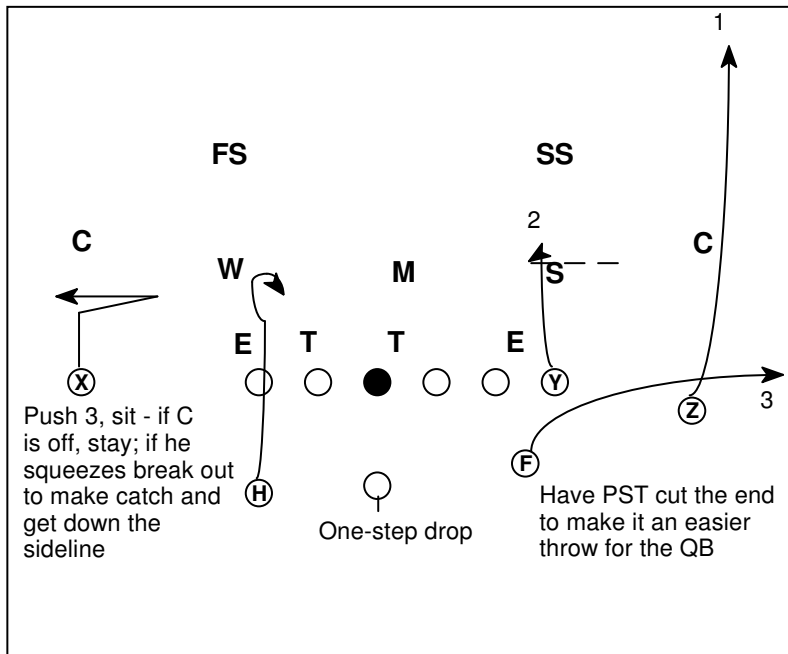
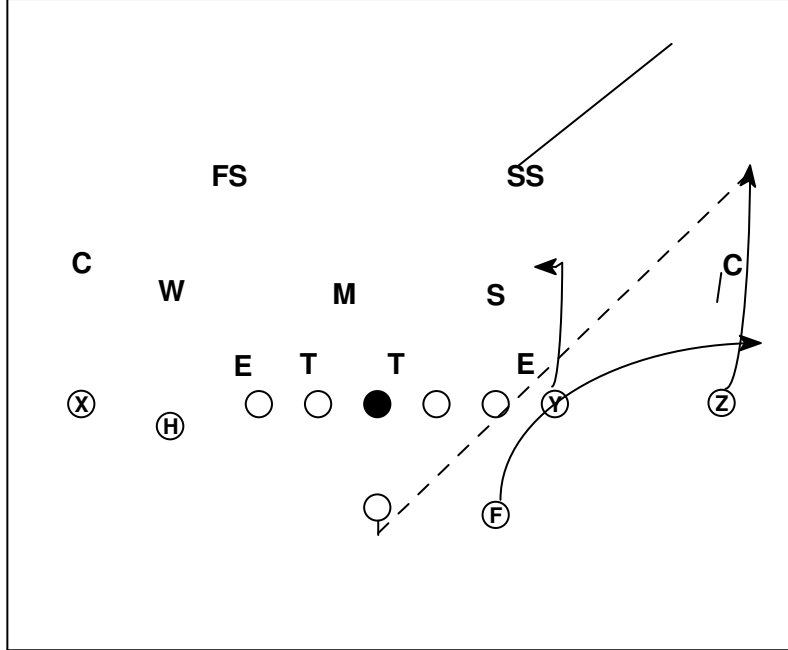


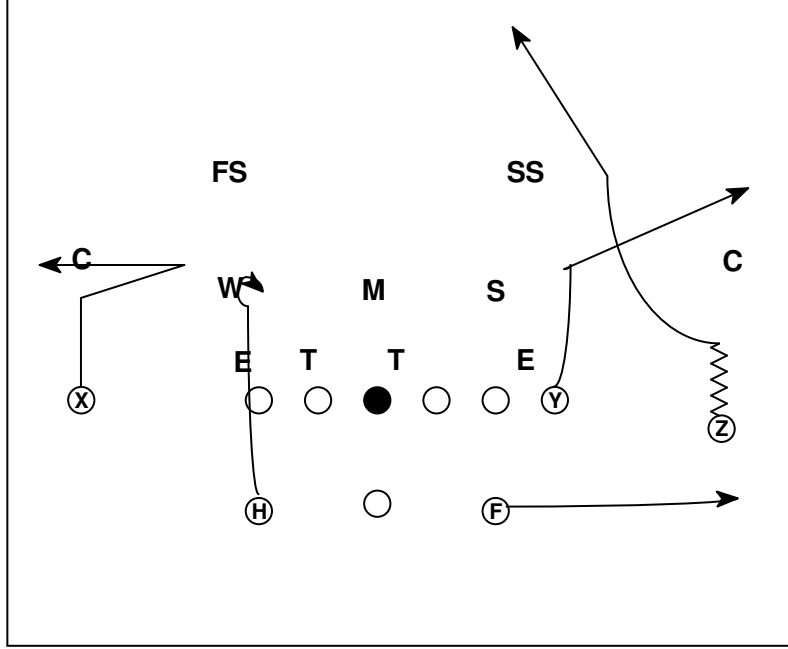
# Air Raid II: Chris Hatcher



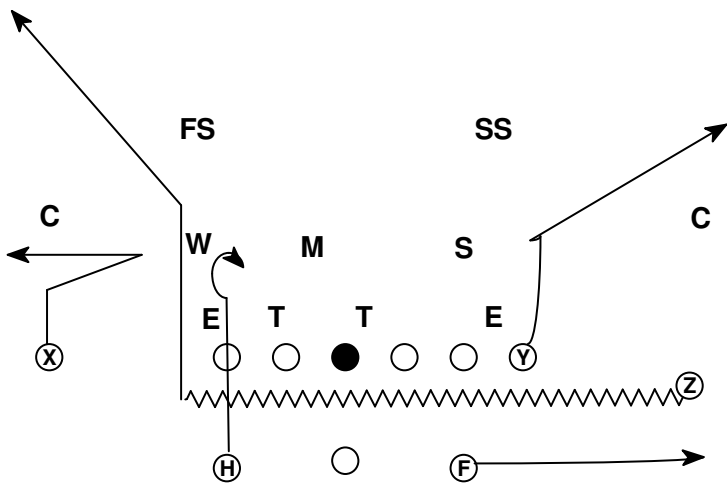
Need a good TE or slot receiver, and everything else works off of him for these routes.  
 Must have good short yardage passing game in your offense.  
**Y-Stick:** Short yardage, ball-control route  
 Show 2-back, TE look  
 Throw hot off of any defender coming from play-side w/ quick throw to the back.  
 Good play vs. Cover 2  
 Z: Force outside release and get vertical  
 Y: Best possible release, push to 5 yards, turn around - if he's open, hit him, if not work out to get open  
 F: Cheat up to 3 yd depth, a little wide, arrow route as wide as possible  
 H: 'Sit' route, check-release  
 X: 3-step slant, sit down & return route  
 QB: 'Peek' at vert, then TE, to back. Throw immediate to back on a blitz  
 Key defenders, don't read the defense. Key Sam, if he goes out hit TE, if he squeezes hit back



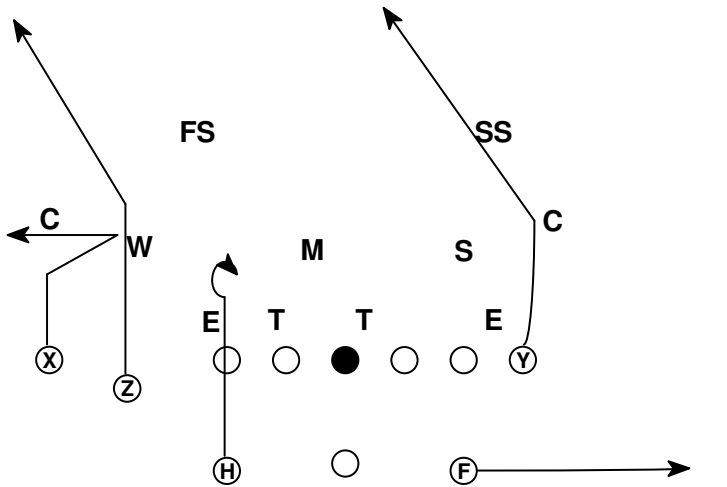
"Hole Routes"  
 If the Corner squats to take away the quick throw to the flat, and the safety doesn't get over quickly, shoot the ball in the hole to the Z on the vertical.  
 You have to practice these routes individually to be successful.  
 Good 1st & 10 route to get started, or a short yardage play



**Y-Corner** goes hand & hand w/ Y-Stick  
 Y: Get outside release, stick at 5 yards, head fake; break the route to the corner  
 Z: Studder off the ball, scissors route off butt of TE - run to open area on the field  
 F: Swing route  
 H: Sit  
 X: Slant/Return route  
 'Smash' route combination  
 QB: 1-step drop: 1) TE, 2) Z, 3) F  
 Most routes, they work 3 receiver side and then 2 receiver side. No settling by Z, good Goal Line route  
 For Z, if backside Safety stays on the hash, you go middle, if goes to the middle, keep skinny  
 QB keys the SS, if he bites on Y, hit the Z; if he hangs key the Corner to hit Y or F  
 Use a lot of motions and formations to change & deceive the defense



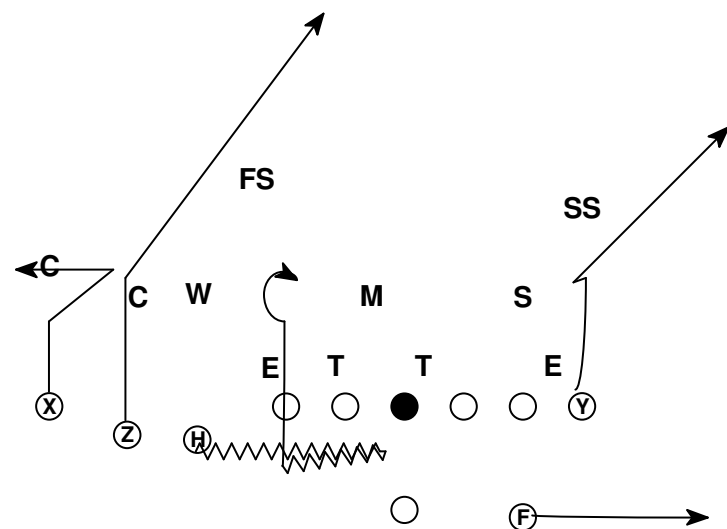
QB gets man coverage, use motion and read 1 to 2 to get the Corner out of there.  
You can run a Post or a Corner from the Z after the motion



**Y-Corner with Post tag**

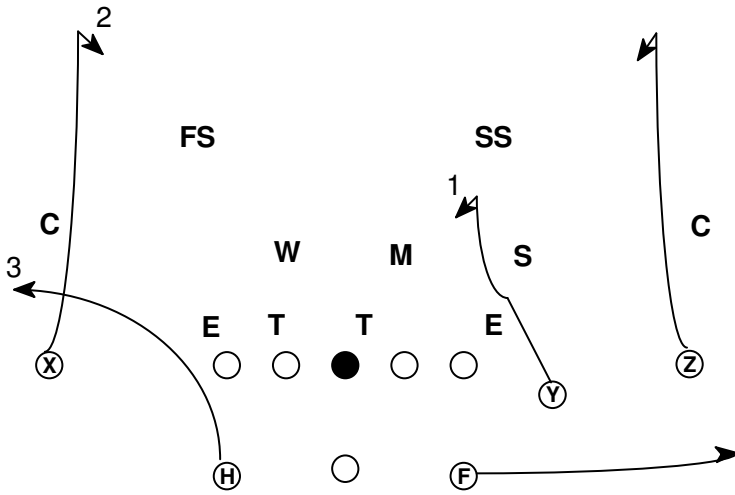
'Flop' Set

Good for when a team is overplaying the Y-Corner, tag the Post (however you need to with your terminology) to get the Y open in the middle of the field



Trips Set, Orbit Motion for H to sit route  
Corner or Post with Z, slant return with X  
Y runs Corner, F runs swing - read it 1 to 2  
Same concept, different formation

Tell QB if there's no defender where you want to throw it, release the ball now. (Green grass, throw?)



**All Curl:** Curls by 3 receivers

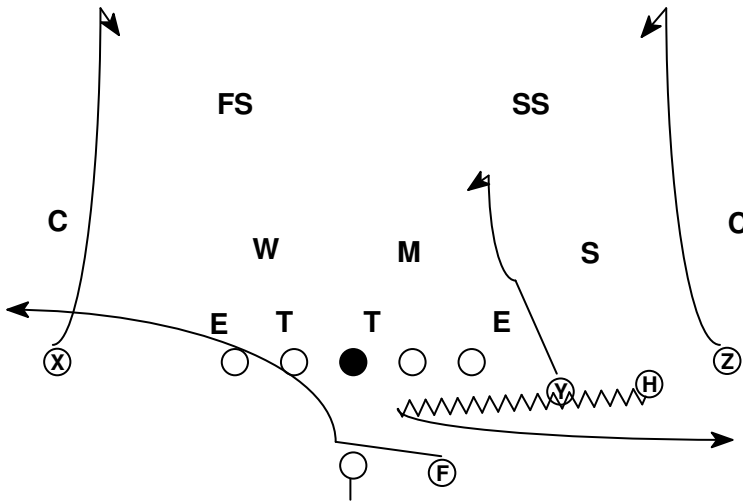
Y: 8 yard curl route. He has a lot of options from Tackle to Tackle, wherever he gets room - just not outside box

Z: 15 Yard curl (depending on timing)

QB: 3 step drop. Reads TE to BS Curl/Flat - weak read, away from 3 receivers

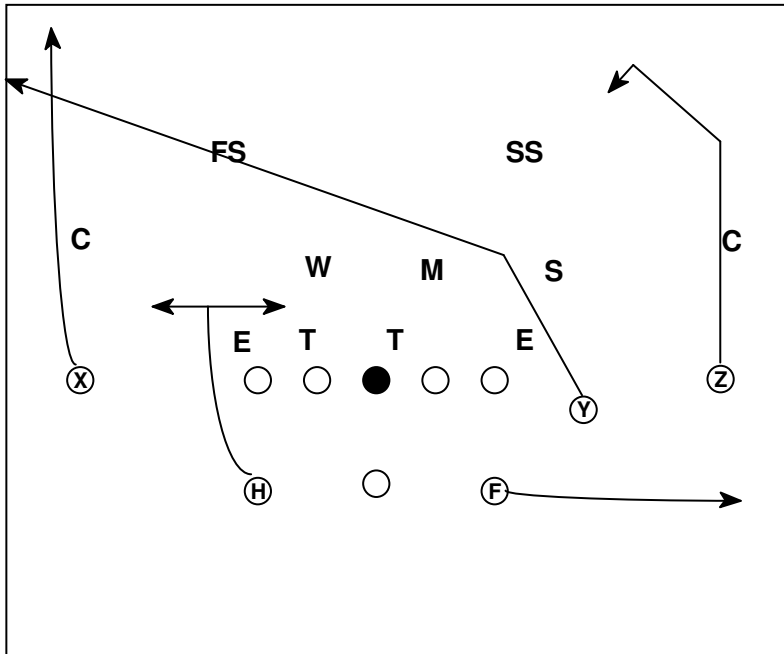
Curl routes work up to 15, inside release, when he breaks out he's working directly back to the QB

If you don't get the ball, work back and defeat the curl dropper - ex. if X curls and doesn't get the ball, he's working to get a hole on the Curl dropper (Will backer)



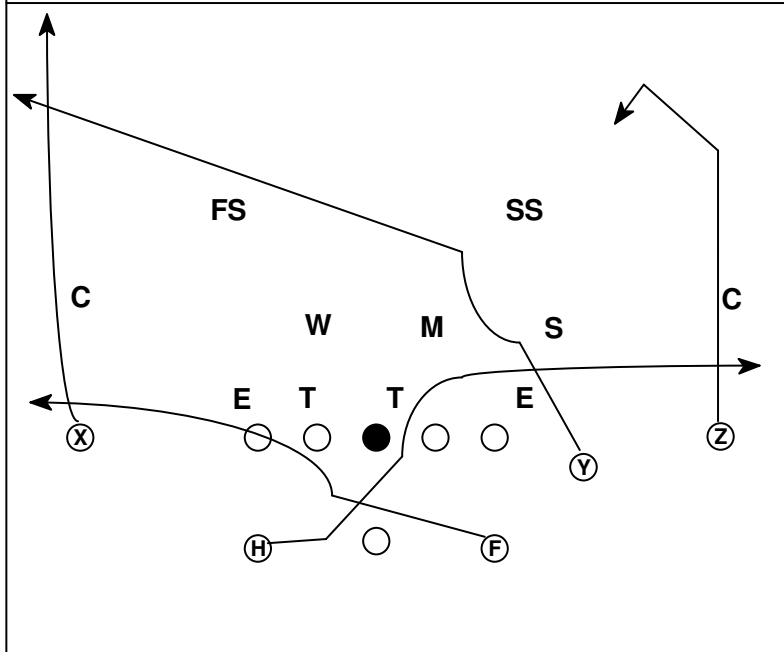
H goes in motion, then he's getting width - doesn't matter how, can be shoot, arrow, bubble

QB gives draw fake to F, then 3-step to freeze backers  
Playaction off of the same look

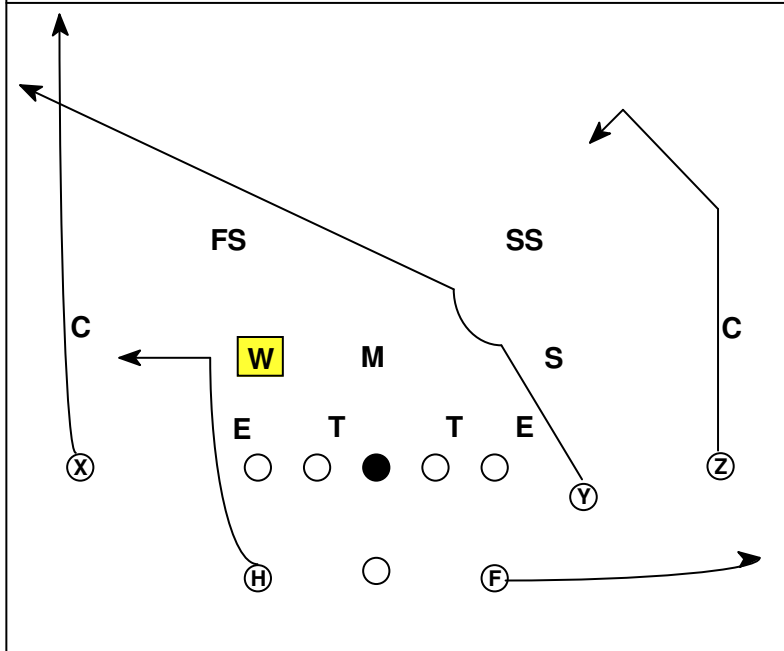


**Y-Cross**

2-back set 99% of the time for Y-Cross, due to personnel  
 Weak-side read, but TE is coming across (Y-Cross)  
 X: Run vertical, get deep as quick as possible - think TD  
 Y: Work under Sam, over top of Mike - aiming point across field at 22 yards. Mike reaction will adjust his route - but he must go over the top of Mike (use All Curl to get him to stop carrying too deep)  
 QB may hit him in the hole or, hit at the #s with an arc  
 Z: 10yd vertical push, 5yd post push, then curl  
 F: Swing route  
 H: Option cut, can work in or out depending on Will backer - "H Option"  
 Man protection, RBs take two remaining backers  
 QB: 1) X, 2) Y, 3) H (sometimes tell him to read backside - Y to Z to F)



**Y-Cross off playaction draw fake, backs crossing**



QB Key in Y-Cross is the Will Backer  
 If Will bites on the H, hit the Y-Cross  
 If Will sinks, hit the H Option