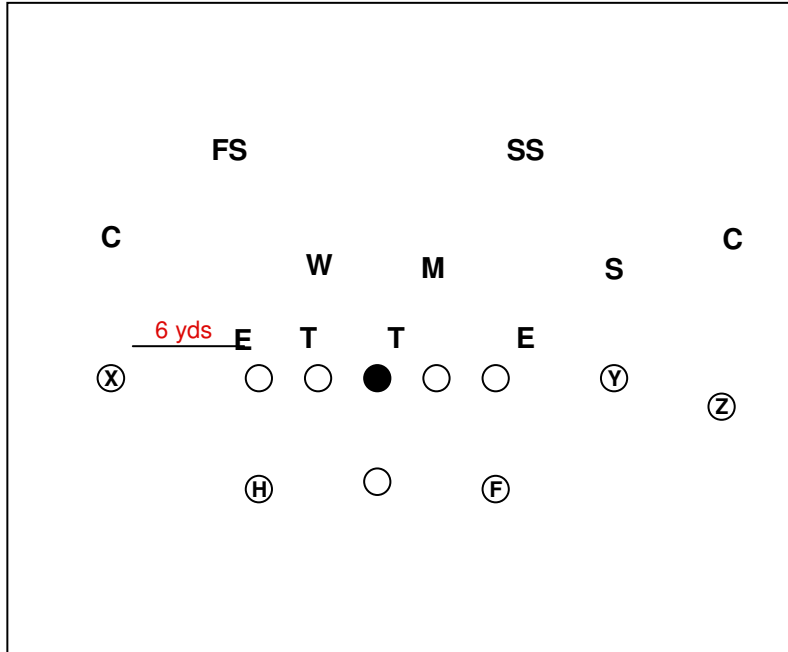
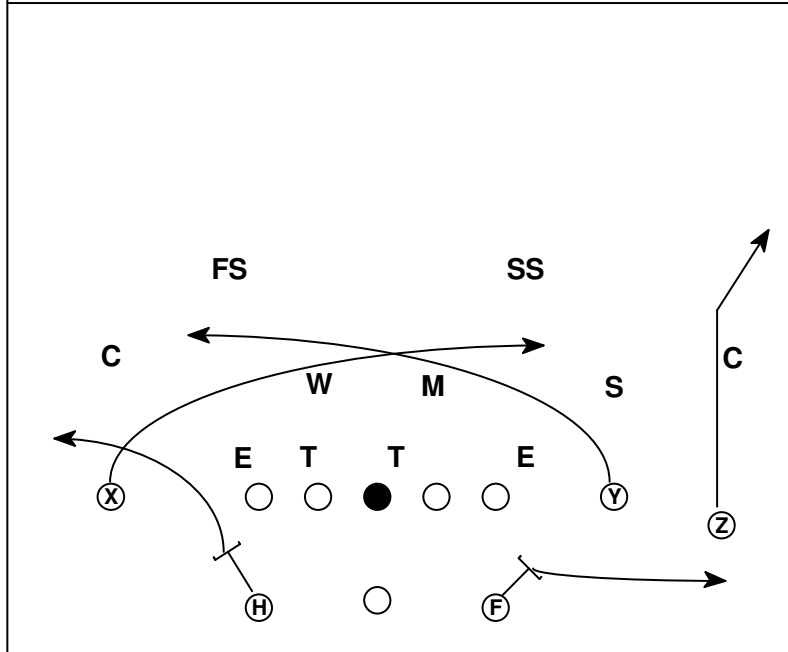


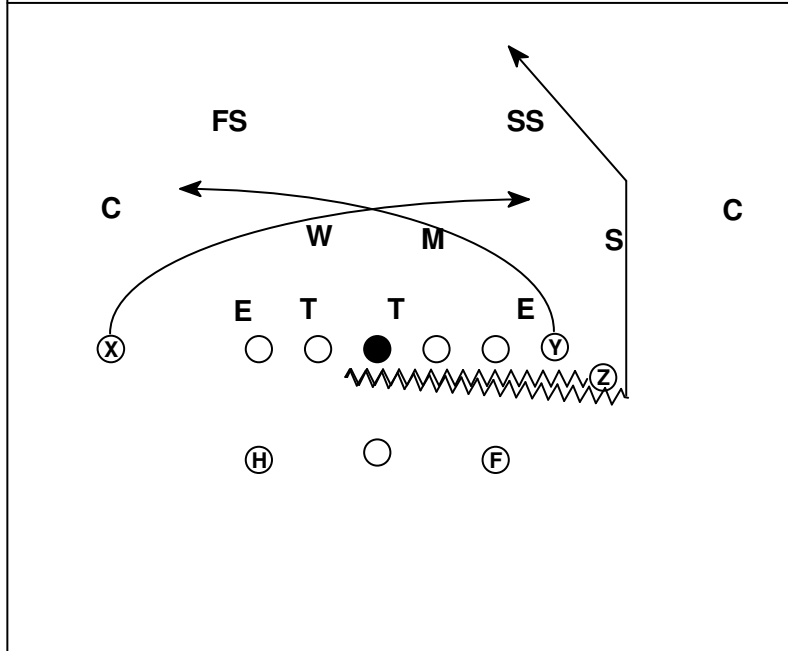
Air Raid I: Chris Hatcher



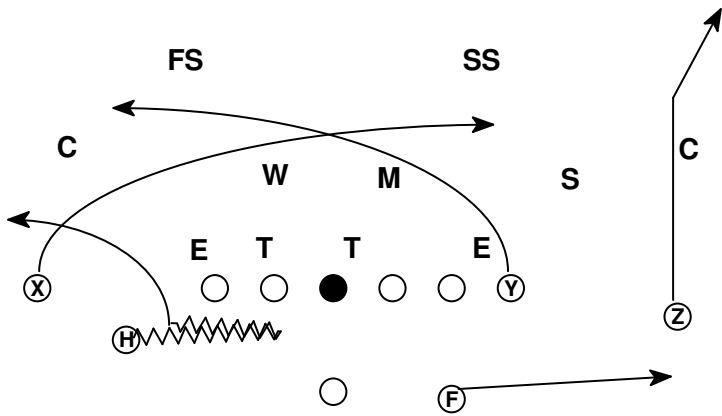
Man Protection:
 5 OL get 4 Bigs and Mike
 F & H get OLBs
 QB heels at 5, deep routes takes a 3 step drop, quick routes 1 step drop
 Backs align with outside leg splitting crack of the tackle to get to the corners quickly
 X: Reduces split to 6-8 yards
 Y: Can be tight (base) or Flex by call
 Flex helps him get off the jam



Mesh
 Z runs corner route: 10 yards and 45 degree angle, look over outside shoulder. Inside the +20 angle for back pylon, outside 20 angle to front pylon. Condense the route closer to the goal line.
 Y: Angle 6 yards or less, sets the depth of the mesh
 X: Angle of 6 yards, makes the mesh happen - comes underneath the mesh. Y can never be wrong.
 After mesh, find first available hole and sit in it.
 Receivers cannot sit before the mesh point.
 Run vs. man, settle vs. zone - look across to other mesh, if someone is following him then its man
 F: Swing route, check release. Start out like you're stealing 2nd base, stay flat - get width
 H: Arrow route, get width, create a stretch

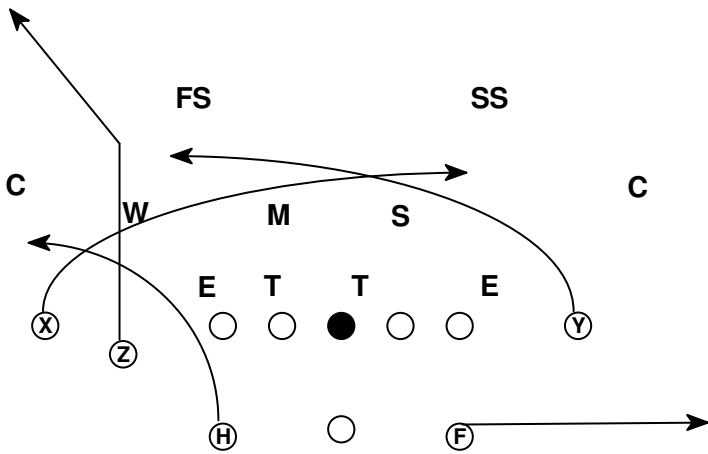


Tag System
 "Wing Set", "Orbit Motion"
Mesh Post - Z Receiver now runs a post



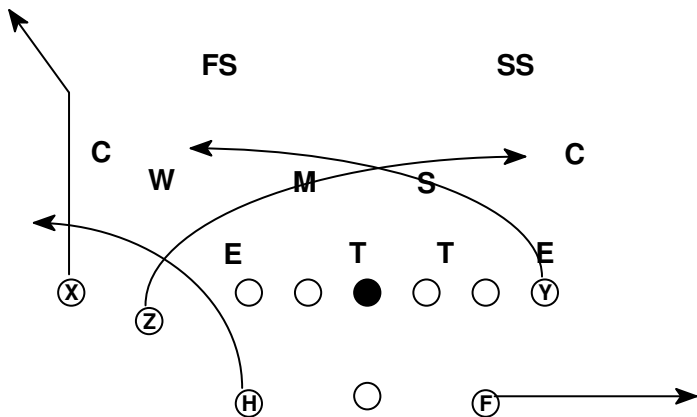
Split the H out into slot, Y in tight
Use orbit motion with H, then run to arrow route

One-back set can bring in another receiver for the H



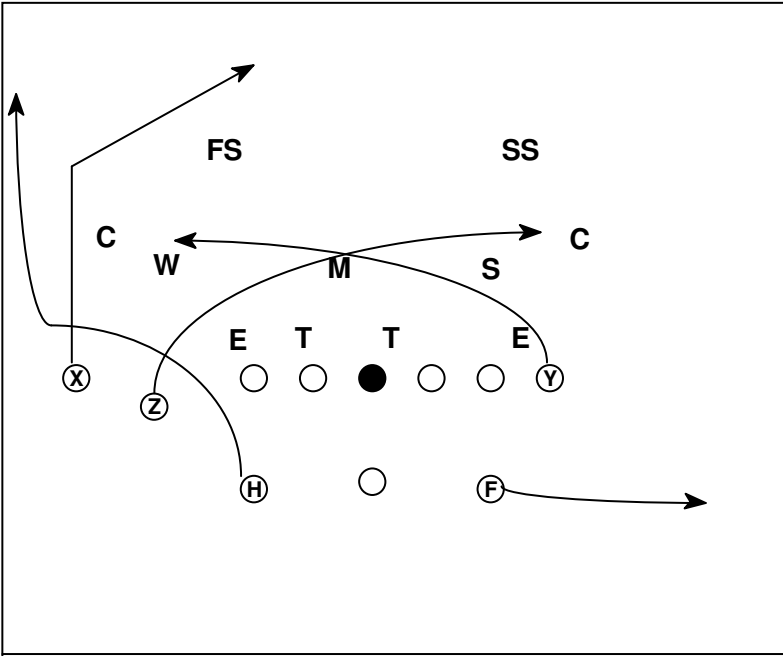
"Flip Set"

Flip flanker over, still in a right set
Mesh Route, Flanker still runs corner route
QB never passes up open receiver, get the ball off as quickly as possible.
Can tag "Post" to Z receiver again from this set
QB still reads deep - middle - short.



Mesh Swap

Still in Flip Set, now Swap tells Z and X to swap their routes
Can also tag "Swap Post" where X now runs Post.
Can also use "Flop" set - Z outside of X
"Flip" tells Z to line up inside of X
Could use short motion in with Z out of "Flop" set and still get the same play.
Can only do what the QB can handle. Gives lots of variety in a simple way, worked on a daily basis.
Great goal line play.

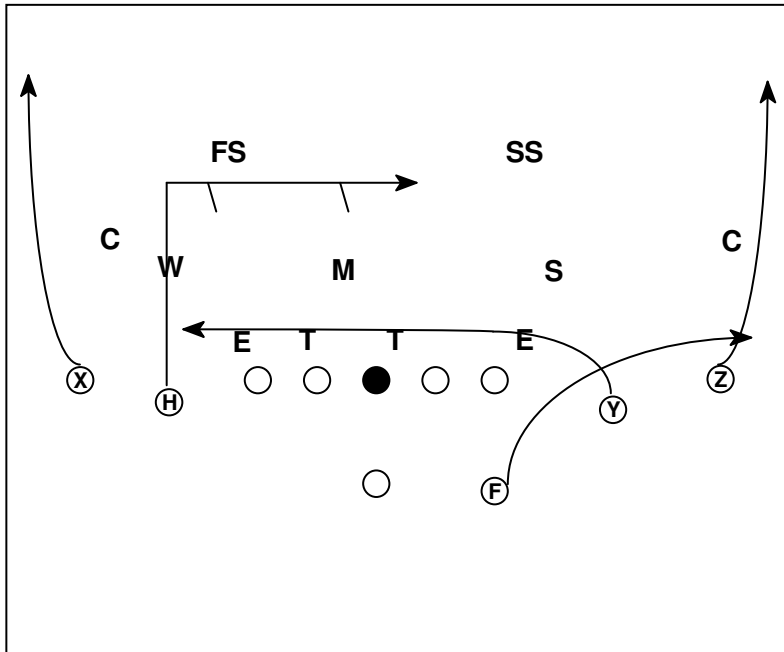


Mesh H-Wheel

Post route has to be tagged - so this is Swap Post H-Wheel

H: Runs shoot or Arrow, then runs wheel down the sideline

Use when you've hit the back in the flats and its being overplayed now



Y Shallow

Like to run out of 2x2 set, balanced

Want the F to be to the side of the Shallow

Vs. zone coverage, show shallow to inside guys - vs. man may work to outside receiver

Y: Shallow route, replace heels of defensive linemen - if you get a zone dropper get underneath of him (never settle)

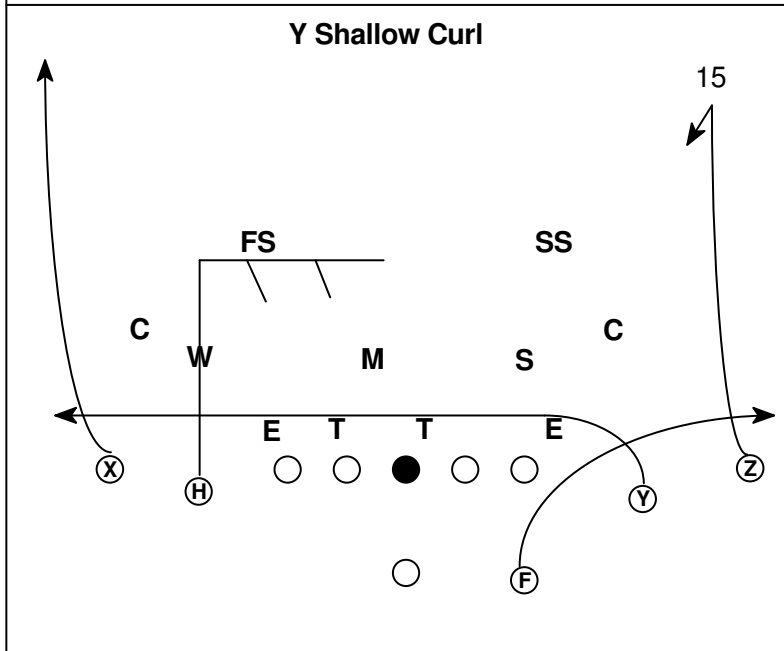
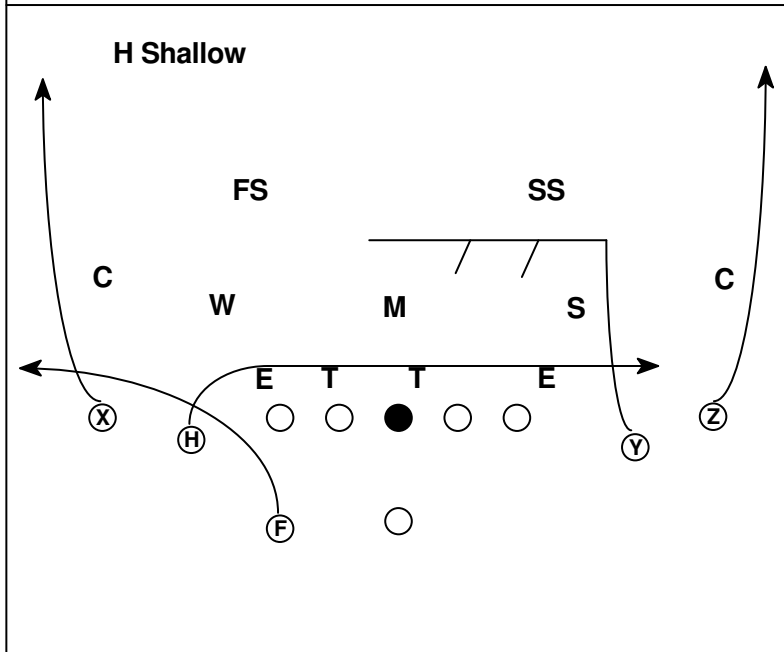
H: Hunt route, run to ten yards, then look for a place to settle down in. Same rules - run vs. man, settle vs. zone. Push outside shoulder of flat defender - if he starts to widen, don't go around him just cut back underneath. Would like to hit him on the side we're reading to, but could hit on other side of overplaying Mike.

X and Z: Vertical, clear out

QB: 3 step route - shallow to hunt to arrow

FB: Shoot/arrow route; 0-3 yds depth, width is the key

Tell receivers to get outside #s on shallow rather than get straight upfield



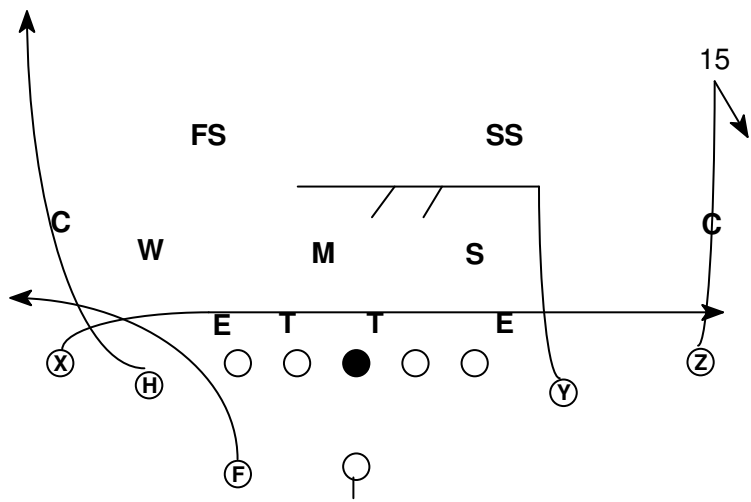
Y Shallow Curl

Creates a curl/flat route

QB Reads: Reads shallow to curl to F in the flat

Forgets the hunt route - may come open but he's not looking for it

Good 3rd & Long play



Shallow Comeback

Take shallow route to comeback side
 Line up in Trips, H receiver motions across to doubles
 Shallow route with outside receiver
 Y: Push outside shoulder, run Hunt route
 H: Works vertical route - work to upfield shoulder of
 Corner and rub him as he goes by, especially good
 versus man coverage
 F: Flat
 Z: 15 yd comeback
 QB Reads 1 - shallow, 2 - comeback; no third read
 because of the timing

Using motion out of Trips

