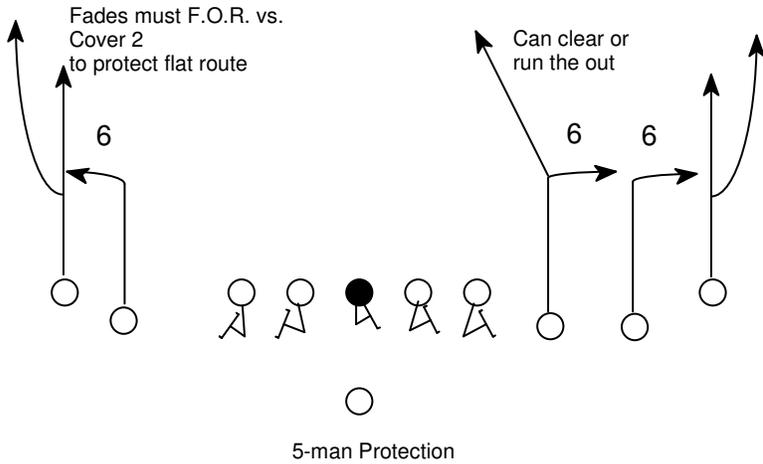


Gunter Brewer: 3-Step Passing Game

CYCLONE

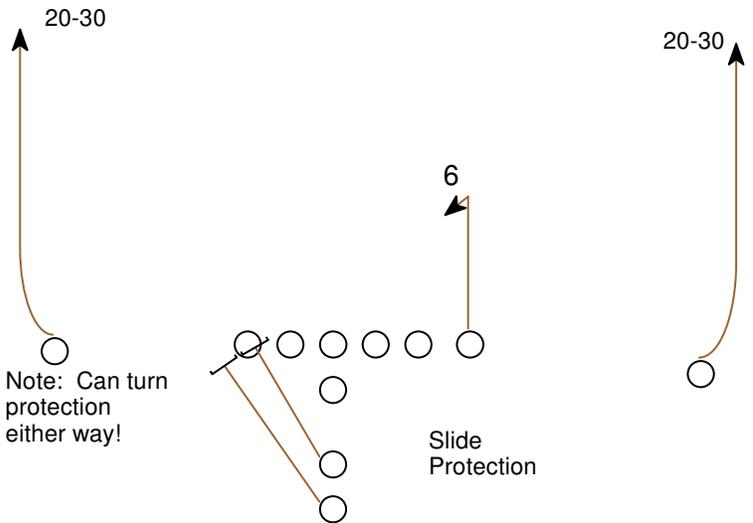


All 3-step game has weather names

Cyclone:

With 3 receivers, you can run clear or Y-stick option route
 Protection: Can slide and cut or slide one way or the other, mix it up
 Gun: Catch, turn and throw - to the outside pad of WR so he can turn and keep running
 Slot 2-3 yards from EMOLS, throw boundary throw because of shortness
 Back will seal if you have one, or resp. for LB if you BOB protect
 Read the corner, if he bails throw quick-out, if he is up tight you can throw the fade
 Work out of gun and under center, they're different
 Split no more than Hash +4 for the fade to field

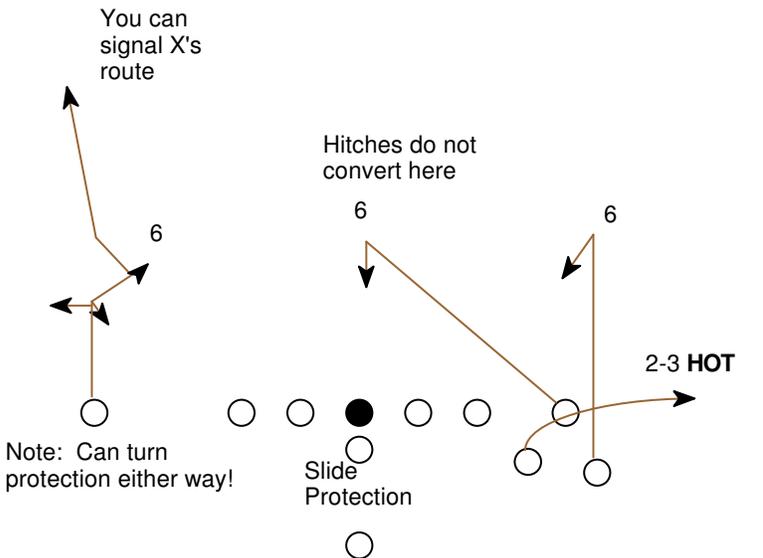
FADES



Fades:

Keep it under 30 yards, not a long throw
 Keep the 5 yard highway from the sidelines, put the ball over the shoulder.
 Check to it vs. press coverage or C2
 Protection can turn, BOB, slide, use variation
 Work inside with foot fire, stick it where they're going, release and clear the hip - when DB opens up run by it
 To the field, hash +2 at most hash +4 - run landmarks both ways.
 Take the ball from the defender and turn away from him, so he cannot rip it away
 In the Red Zone, QB throwing to a general point (pylon) "If we're even, we're leavin'" - get even with the DB and you should run by him, advantage because you know the QB
 'Fade-Stop' - QB underthrows to outside, WR opens hips outside to make the catch

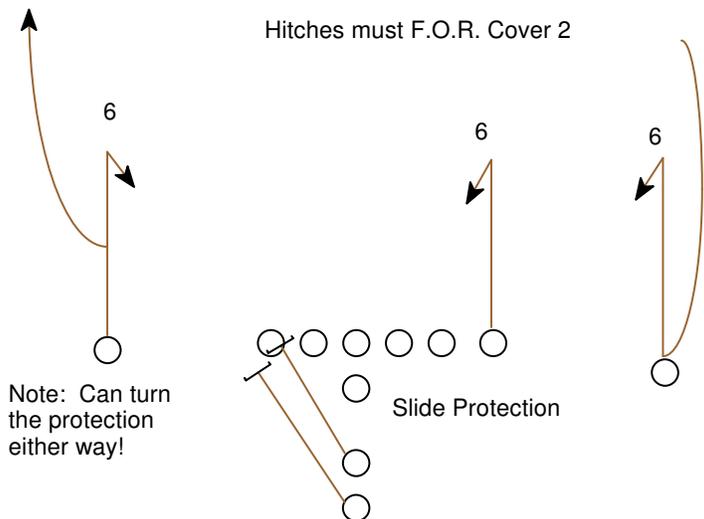
GREEN BAY



Green Bay:

Spacing route from bunch
 Spacing on bunch: 2-2-2
 Make them cover X with more than one person to open up more things
 Slant is primary through to X, adjust it to take what they give you.
 Sluggo: 3 step, 3 step, 3 step & go slant&go
 Non-traditional 3-step (hold it), or quick 5
 Come off X to sit route, to hitch, hot throw is flats
 Never throw the flat late

HAIL



Push the hitches down the field in as few steps as you can to get the 6 yards.

Vs. Cover 2, convert to a fade, F.O.R.

Hash +2 split, Hash +4 max split to the field

As you put your foot down and *tight spin outside*, ball is there on the soft shoulder.

Timing of QB: 1-2-3 ball's away, in gun catch and throw

- may or may not have the laces, don't waste time

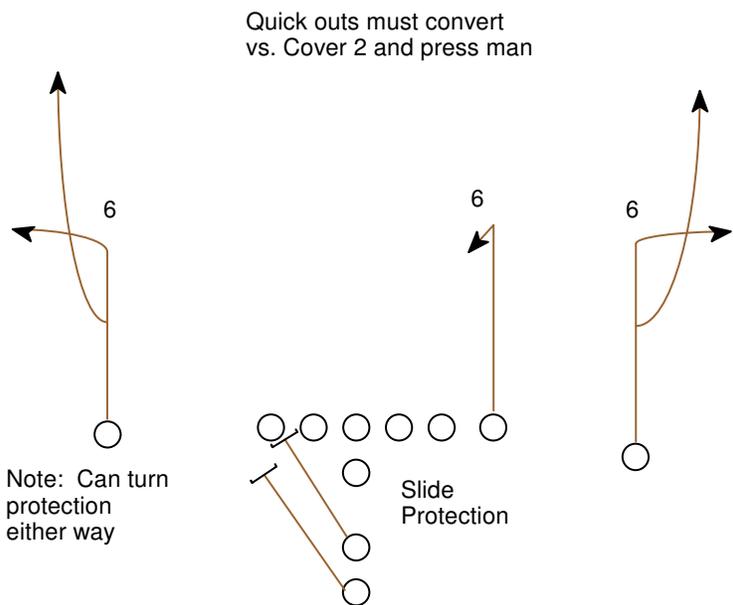
LB at depth are not an issue for the protection

Take advantages of hitches when they're given to you in soft coverage

Call *hitches* when you think you might get pressed - that way it will convert to a fade. If you call fade, you're stuck with it.

Hitch & Go: QB reload the ball, throw it in the 5-yard highway. WR studder move, turn head & drop hips, clear hip back outside and *burst!*

THUNDER



6 yards = 4 steps

Hash +2 or Hash +4 field

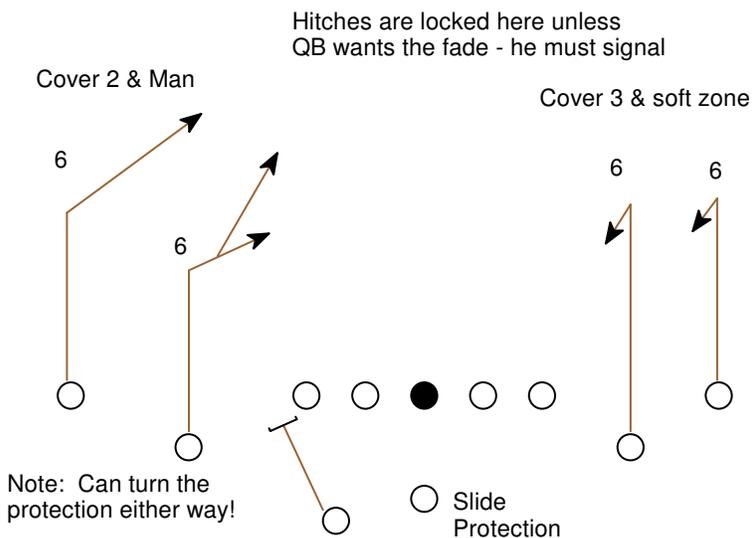
boundary 1 yd inside #s, hit it on the run - as hips sink and head turns, ball is in the air

Toughest 3-step to stop, no indication to DB that he's going to turn - also one of the hardest to time up

Rule for #3 receiver is to just clear out

The more vertical push you get, the more space you get to catch and run with the football

HURRICANE



Used to indicate combination routes.

Game plan something where, for example, to the field game plan double hitches and backside double slant

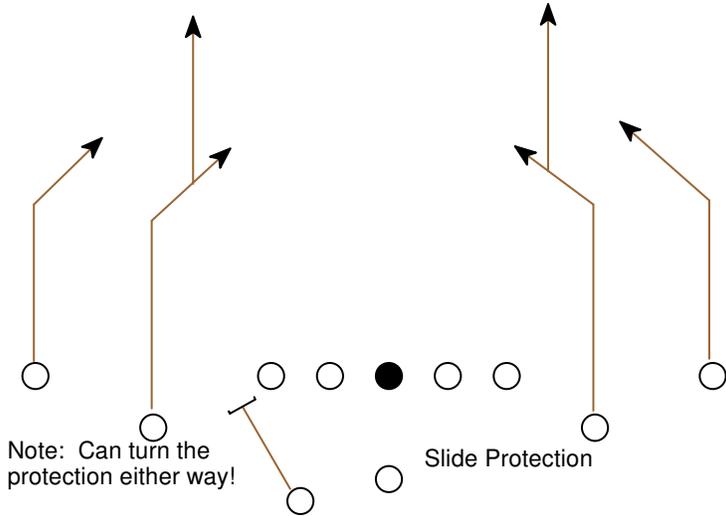
Inside slant, adjust off defender

Take the same concepts, use as many different formations and personnel groups as you can.

And being lucky helps.

STORM

Outside WR's 3 steps
Inside WRs 1 step



Note: Can turn the protection either way!

Slide Protection

Double Slants

3 steps by outside defender and cross his face - if it is zone, cross defender he's on and stay inside next defender. Man, continue running. Adjust angle on DB
Inside receivers, inside foot back, take one step, feel his inside shoulder and cross his face. If he stays inside, cross face to widen window for outside. If he buzzes we follow inside step on him and *keep it thin to win*, run off his inside shoulder and get thin

Can get in empty and combo this route

As you work slants, spend time working ball on back shoulder & back hip, that's where it will end up.

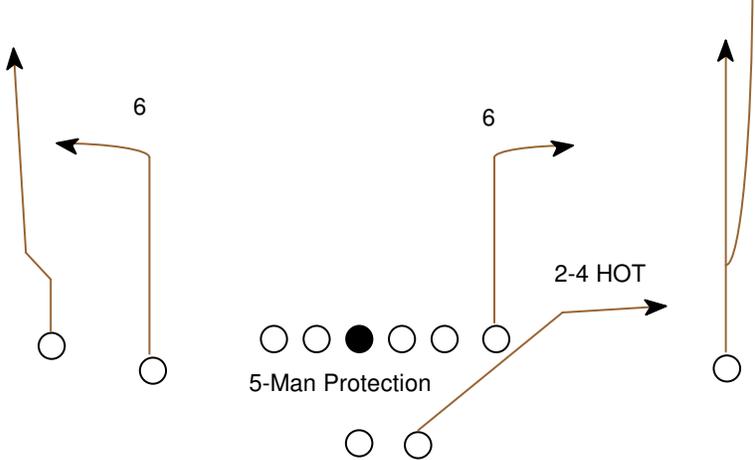
Routes can look different every time - like a drag, like an in route, like a seam - depends on DB on him

If man on #2 is off of blitzes, he runs route off next guy up

Catch, turn and throw by QB in Gun

Y-STICK

Fade must
F.O.R
Cover 2



5-Man Protection

2-4 HOT

3 receivers on pattern side

Quick 5-step or Big 3 step

Take a shot at the Fade

Inside is running option type route, working outside shoulder of inside receiver

Back running flare or angle route

Backside run a man-beater route combo

Play a 2-man game off flat defender, vs. Under you know you can out-leverage Sam

Y-stick foot down at 6 yards, when in doubt break out - if defender runs out, sit down and stay in

Empty - #2 runs quick out because of spacing