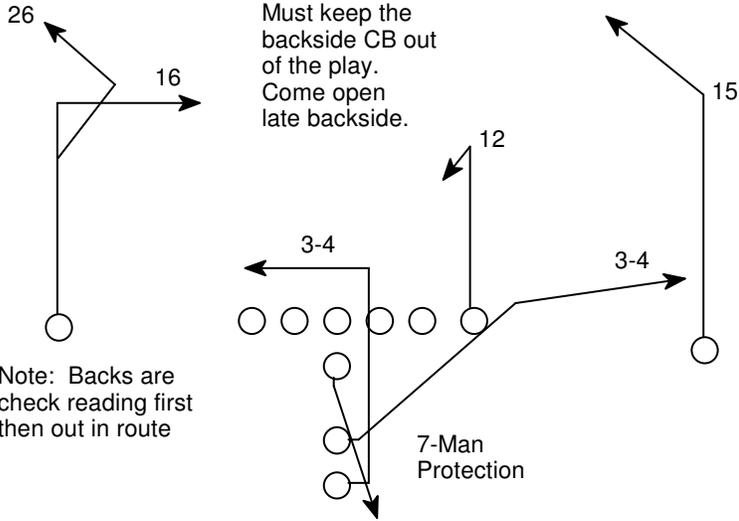


# Gunter Brewer: Attacking 2 High Safeties

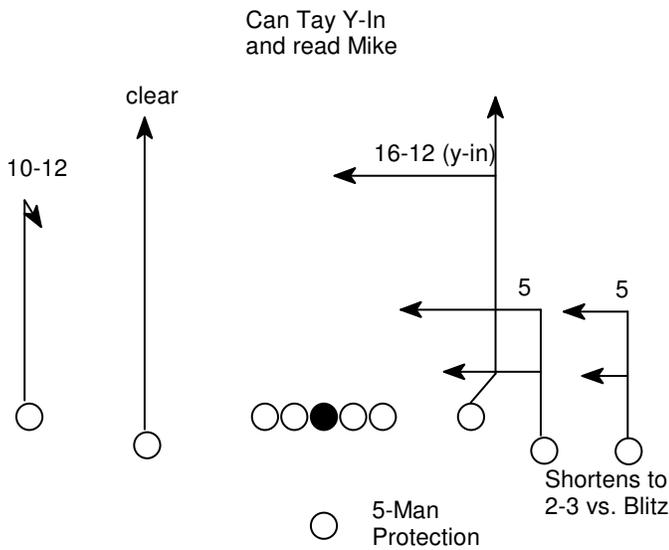
## BOSTON



## Boston

2 High is either Quarters, Cover 2, or Cover 6  
 This route is designed for Quarters on TE side  
 QB reads near safety, trying to get him to bite on TE  
 Take post over top of Safety for home run  
 Read post to hook to safety  
 Backside with dig or corner route  
 WR field side 8-10 yds from EMOLS

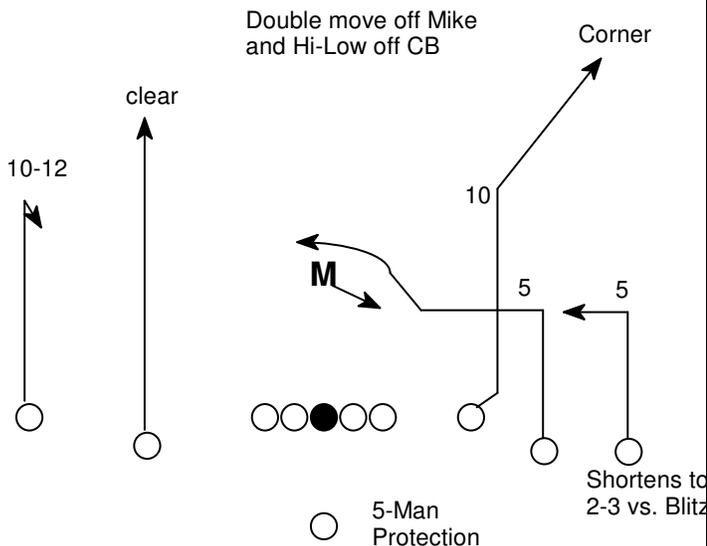
## CHICAGO



## Chicago

Effective vs. Tampa 2  
 If Mike has to wall #3 vertical, creates a hole in middle #3 5-6 yards from EMOLS, release outside for two yards, then up field. Can tag him on 16 yard DIG  
 Non-Traditional 3-step (Quick 5)  
 8 yds from #1 to #2  
 Can tag "In" and read Mike, shorten to 12 yards for drag or in. Chicago read is strictly inside-out normally  
 Backside clear out, 10-12 hook which we rarely throw  
 BOB Protection  
 Spacing type of route, also a timing route  
 Like running this out of any personnel, any way you can get in to it  
 Want the ball to be thrown when the WR turns around  
 Won't get the seam open often, they'd rather take it away and give up the short stuff

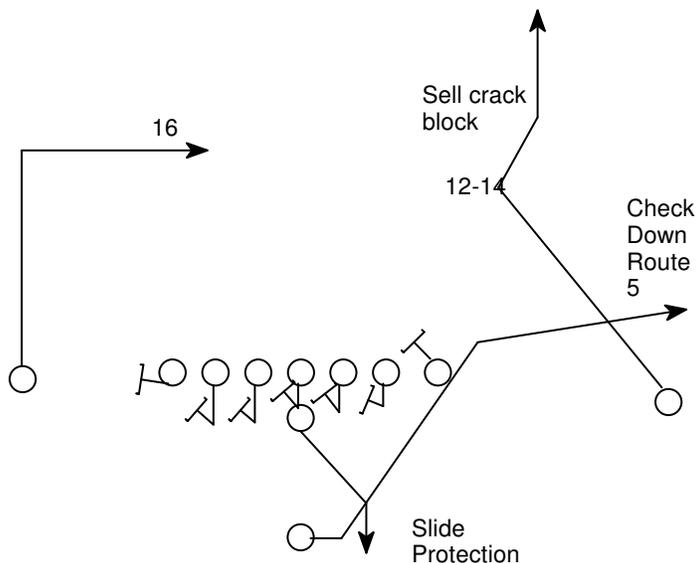
## CHICAGO Y-CORNER



## Chicago Y-Corner

Used in the Red Zone  
 Work off the Mike

## CRACK & GO



## Crack & Go

Quarters

Playside safety is hammering the back, need a way to cut your splits down and get him and then act like you are, and get him...

Backside Dig is come open late

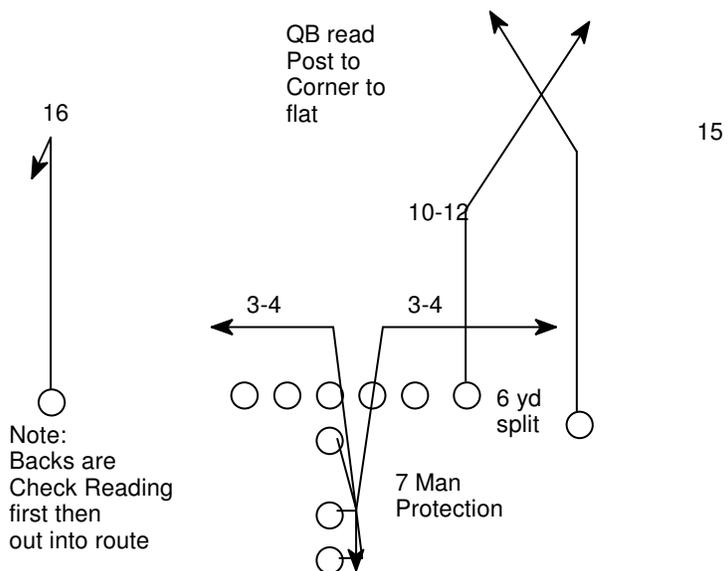
Split 8-10 yards for Z, drive selling crack block, stick your foot down and go vertical

If you can't run the ball, this play isn't very good - but if you run the ball well to the TE, this play is good

For every run, have a pass off of it

Also good from 21 personnel

## SCISSORS



## Scissors

Read Post to Corner to Flat

Post coaching point - 3 steps, eyes to the sky - don't look back after 3 steps

Split - don't get more than 6 yards away from each other, otherwise the QB has to wait too long to read their cross and the safety

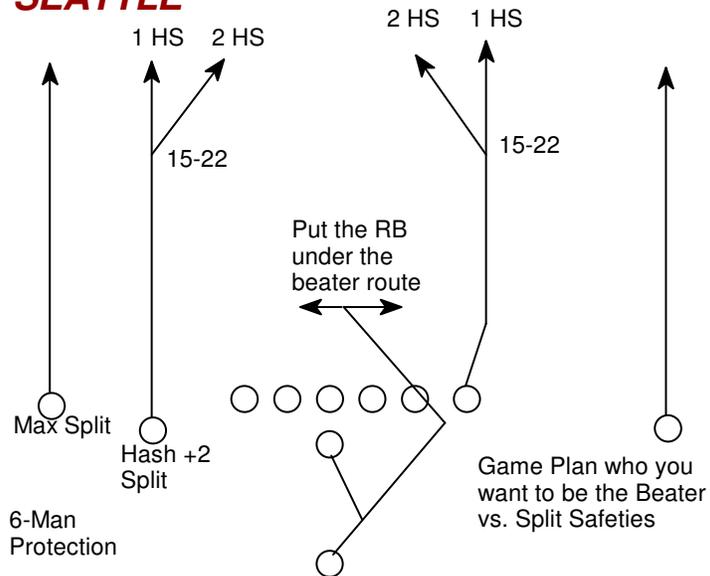
Look to see if the safety respects the post. If he doesn't, let it go.

Use motion and shifts to get your TE & Z 6 yards apart

Secondary people don't see enough deep balls in practice, make them see it in a game

Quarters w/ outside leverage by corner, should be able to hit the post

## SEATTLE



## Seattle

Z and X take max splits, inside receivers work hash +2

Back under Beater Route - Beater is one of two receivers (#2), one of the two has to beat the covering defender. Person without beater stays hash +2 the whole time no matter what

Back can run option route as well, sit over MOF and break one way or the other

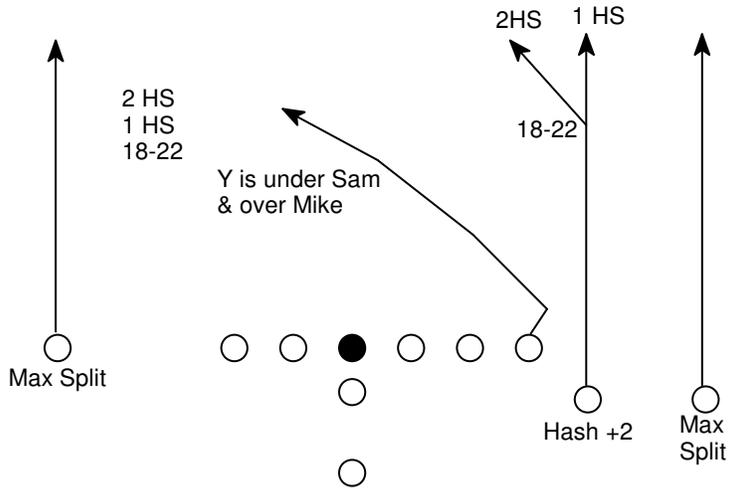
Ball thrown no deeper than 22 yards

Most important thing on 4 verticals is back releasing quickly to draw the underneath coverage

Catch at 18-22 because any deeper, a safety is waiting to light him up

Throw to the underneath if they're dropping back

## SEATTLE 2



### Seattle 2 from Trips set

Max splits outside, Hash +2 landmark

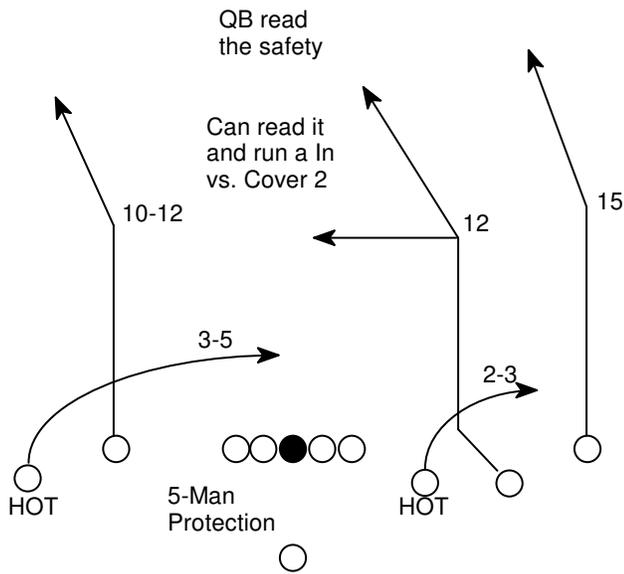
Primary rule is Y under Sam, over Mike

#2 is the beater - his whole world revolves around beating the down defender

Beat the down defender and then lull in the hole, throttle down so as not to go past that 22 yard point

Most important thing is getting the back out in Seattle

## NEW YORK



### New York

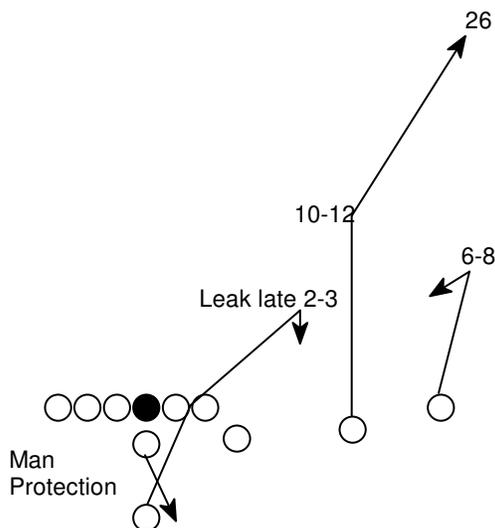
Z landmark post 15 yards locked on near goal post, #2 12 yards landmark post locked (can convert - but it is not converted on video)

Corner route backside is to take the backside safety and corner out of the play

Must have good protection to push the ball downfield from an empty formation

Concept in Red Zone still works (shown from Bunch) uses corner move, back to post

## ST. LOUIS



### St. Louis

Attack through Smash off playaction, different look

Outside receiver can go wider and deeper,

Would like to get other back in to the middle, but at least get one back out

Read corner for hitch or smash route