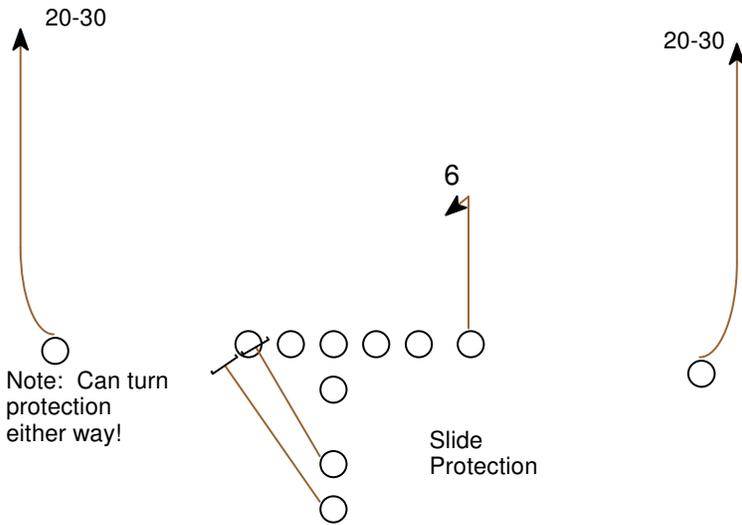


Gunter Brewer: Vertical Passing Concepts

FADES

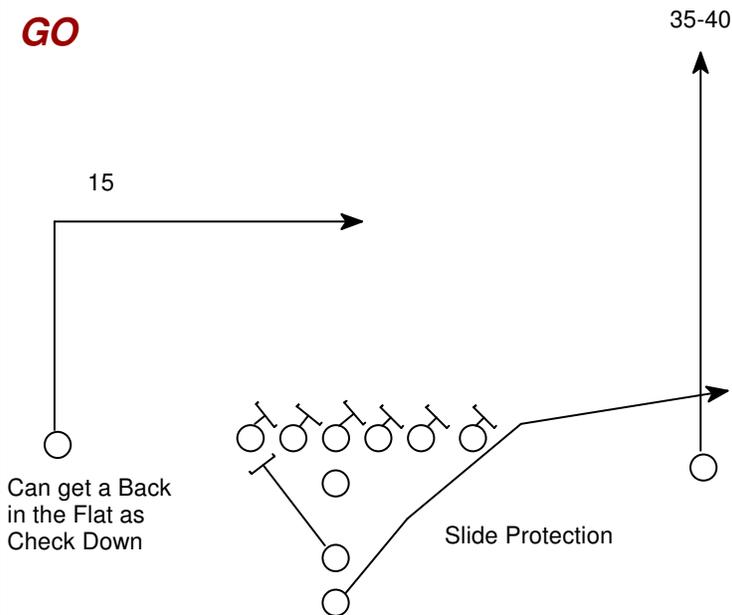


Fades:

Most used vertical concept, least coached.
 Does not have to be extremely long, under 30 yds
 Split to the field is hash +2, max hash +4
 Boundary 1 yd inside of #s (collegiate)
 3-step throw to 5 yard highway

Rip through DB hip to avoid getting walled to the outside
 We adjust to the ball, ball does not adjust to us
 You push vertical to win
 Soon as DB opens his hip, clear that lane

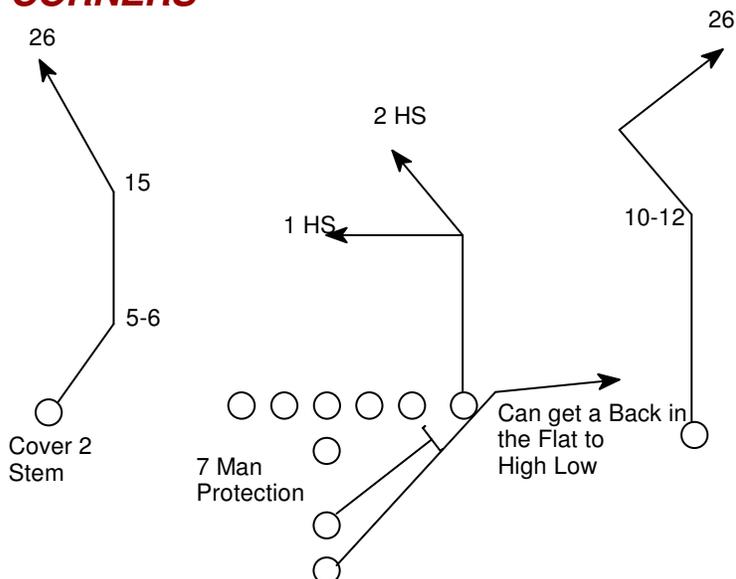
GO



Go:

Push the ball even further down the field, up to 40yds
 Quick 5 step
 Back leaking out late for a place to dump, backside dig is 'come open late' route, if that isn't there we can come back side
 Hash +2 to field, no more than +4
 Boundary at the #s
 WR stick and go outside, ball lands at top of numbers
 Work back toward the field (#s), rather than to sideline
 Push vertically, let the ball fade you

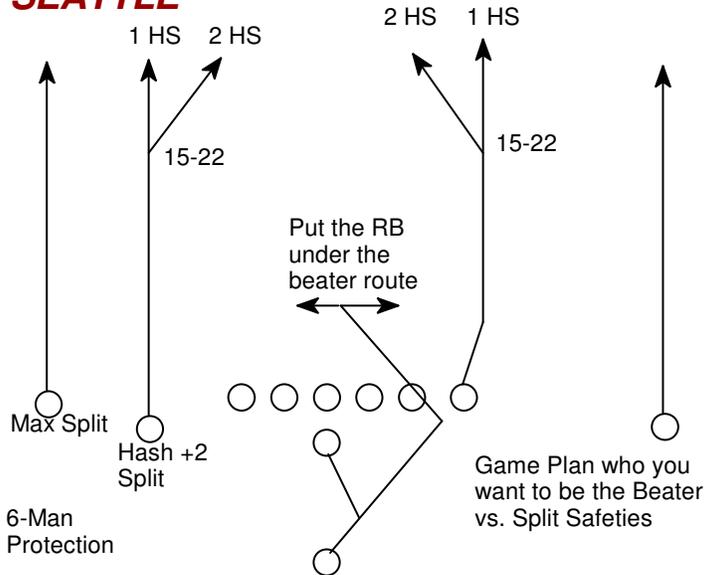
CORNERS



Corners

7 Steps, can go 5 step and get the timing down
 26 on the angle every time - ball leads us back downhill or over the top every time
 QB reads the corner position to decide whether to put it underneath or over the top
 Corner - 7 steps, 3 steps on post, break at 26
 Buy some ground for the QB by breaking in on the post 3 steps, then open inside foot to angle at 26
 Need someone to leak one way or the other from the protection to give you a flat route
 Cover 2 Stem: 5 steps In, up, tight turn to corner
 Play with footwork to get the timing right

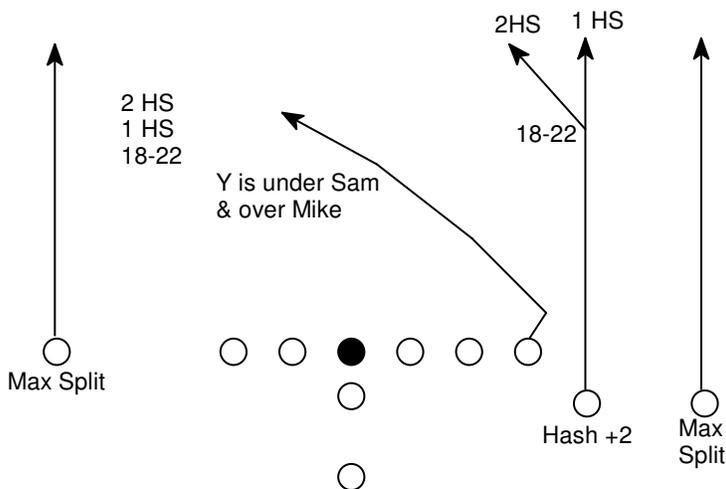
SEATTLE



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

SEATTLE 2

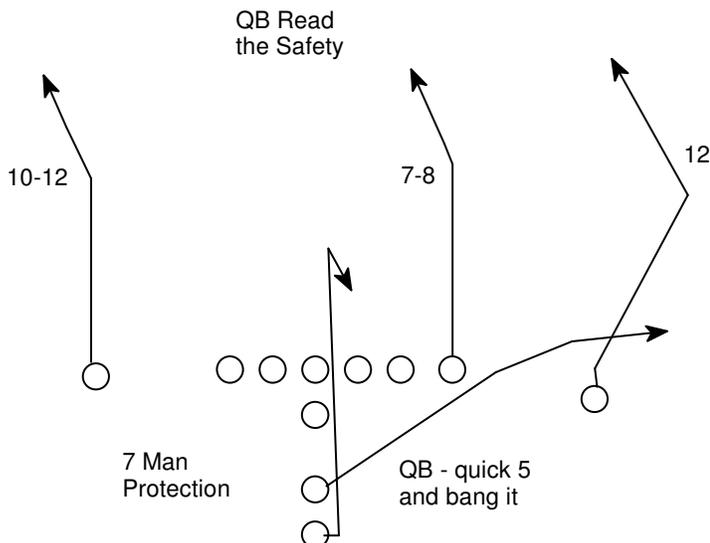


Seattle 2 from Trips set

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

DINO



Dino (Double Glance?)

Tough throw for QB, version of double Post that works more like double Slant
 7 steps with cut split, 45 degree angle to create separation then get to 12 yards
 QB reads Safety - if he stays inside, hit cut. If he jumps outside, hit TE.