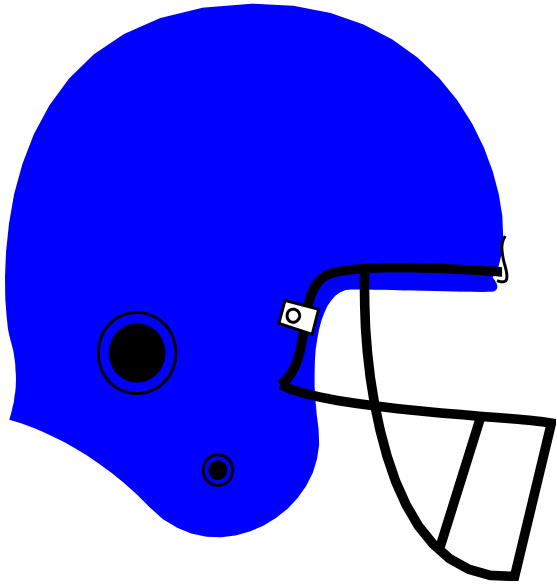


TOP GUN

QUARTERBACK • RECEIVER SCHOOL

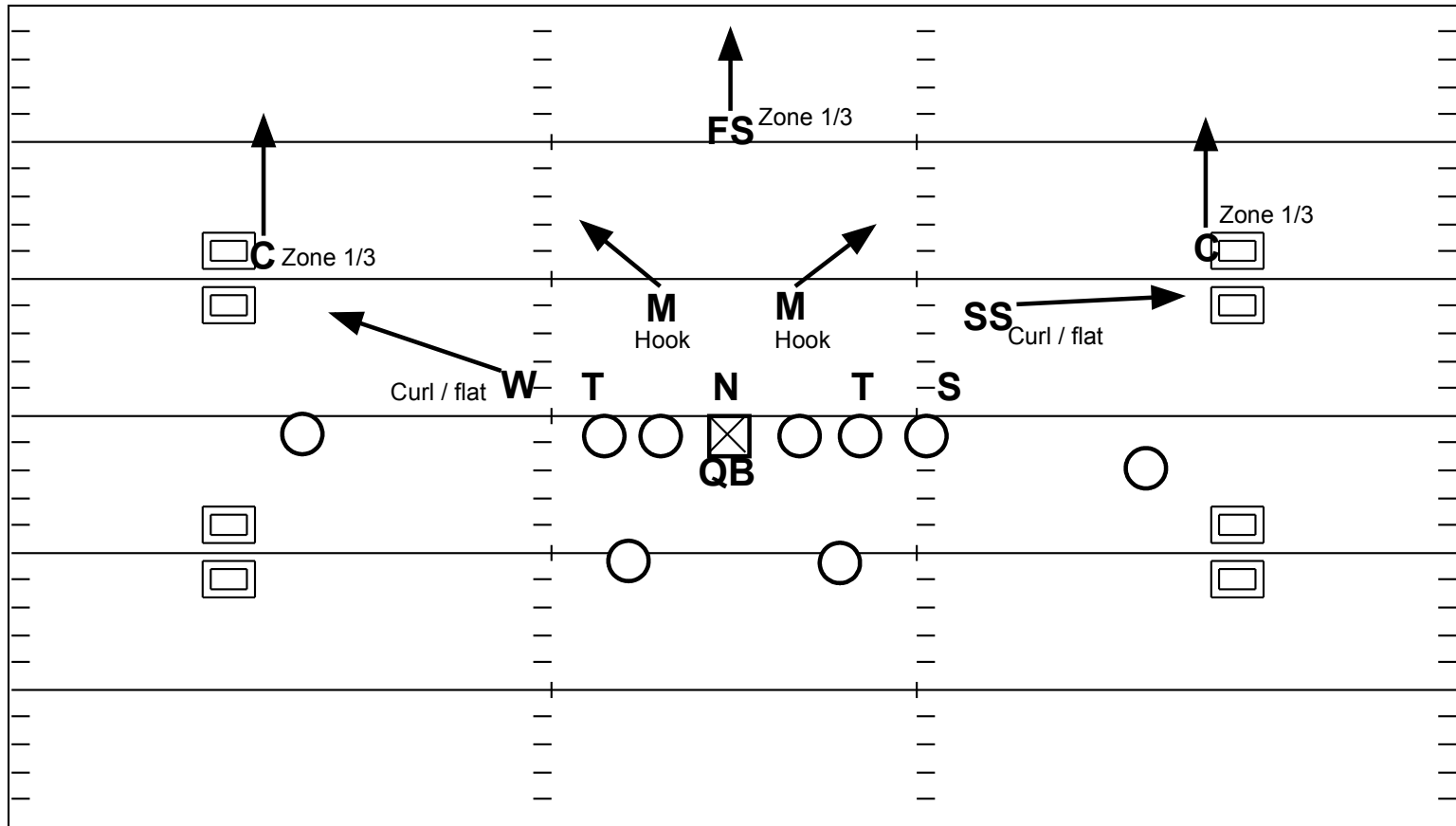


**THE TEN BASIC
QUARTERBACK
READS**

Basic Coverages

- Cover 3 Zone
- Cover 2 Zone
- Quarters
- Cover 1 Free Man
- Cover 0 Man

COVER 3 ZONE



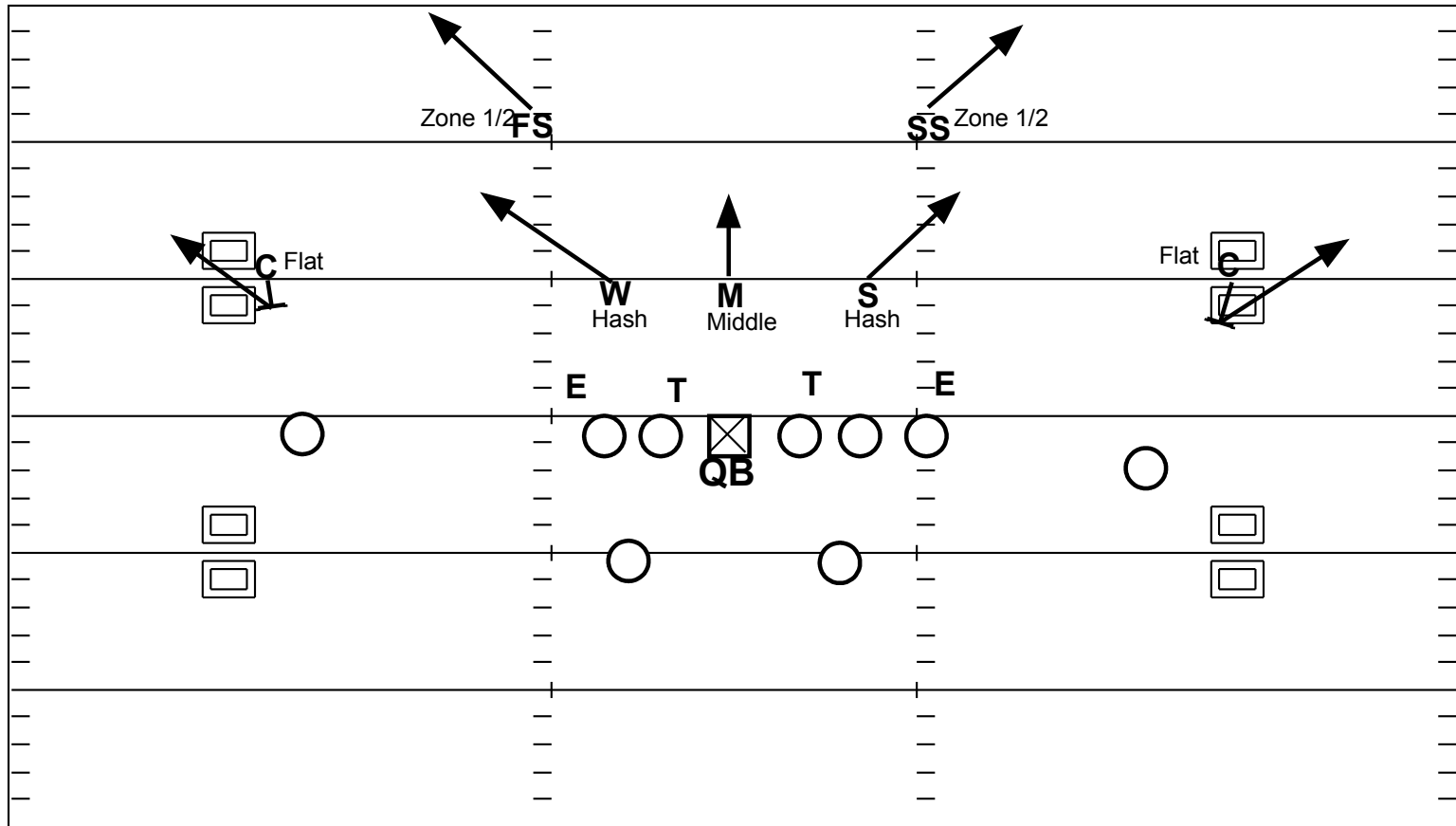
STRENGTHS

1. Three-deep secondary.
2. Four man rush.
3. Run support to SS.

WEAKNESSES

1. Weakside curl / flat.
2. Strong-side curl.
3. Limited fronts.
4. Flood routes.
5. Run support away from SS.
6. Dig routes. (Square-in routes)
7. Four verticals.

COVER 2 ZONE



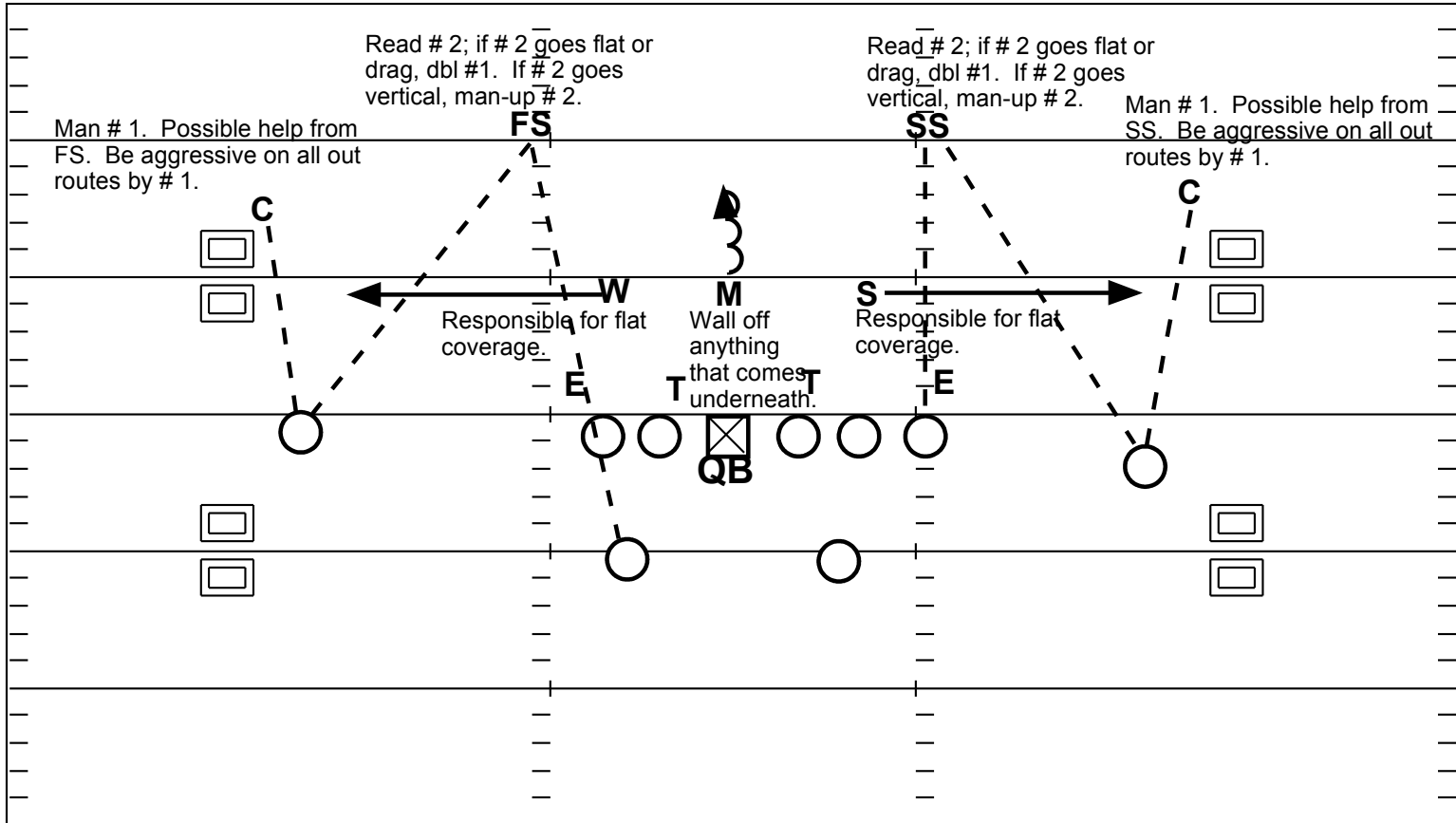
STRENGTHS

1. Five underneath coverage.
2. Ability to disrupt timing of outside receivers with 'jam'.
3. Can rush four.
4. Flat areas.

WEAKNESSES

1. Deep coverages;
 - a. fade area,
 - b. deep middle.
2. Strong-side curl.
3. Run support off-tackle.

QUARTERS COVERAGE



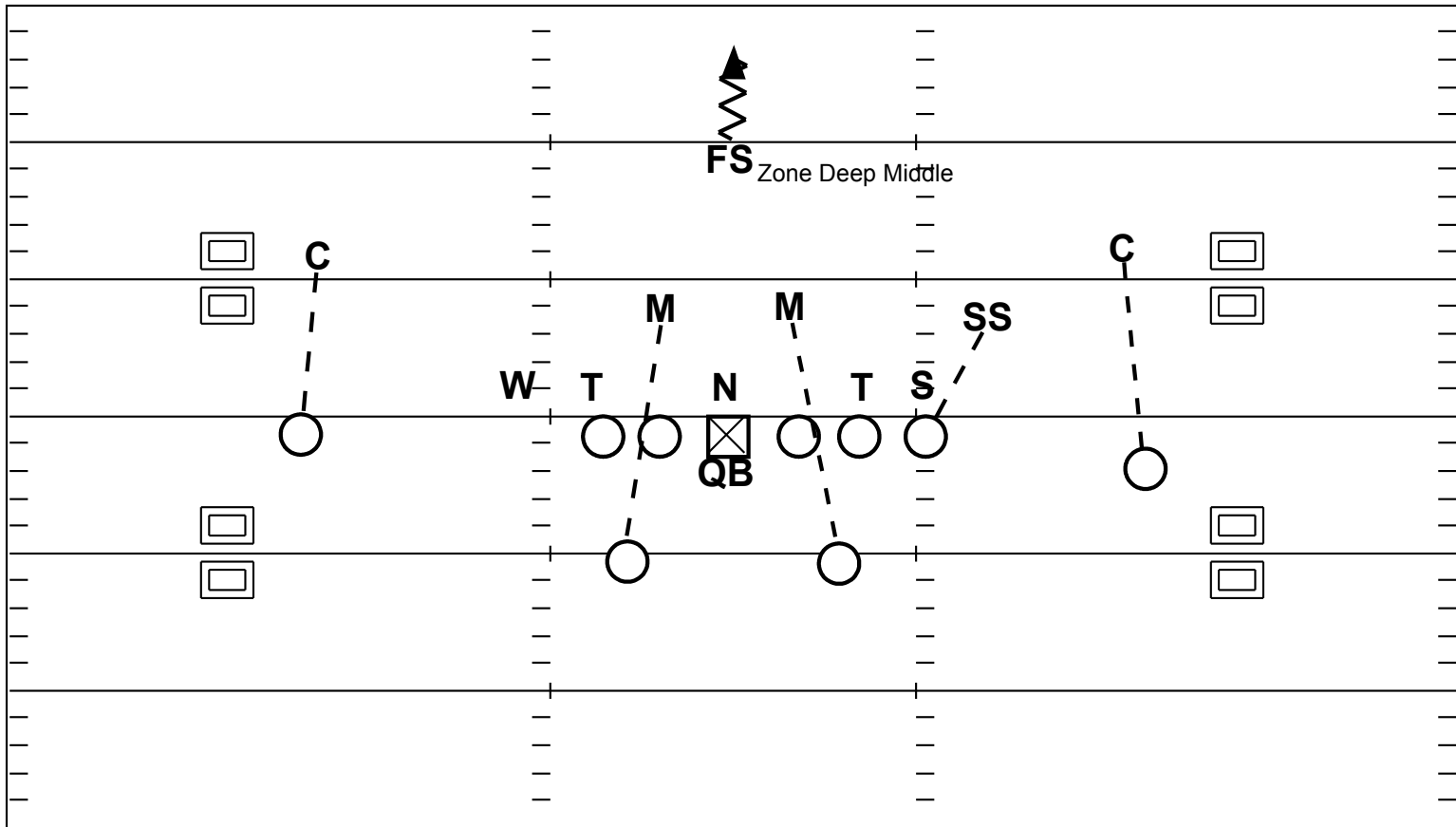
STRENGTHS

1. Four-deep coverage.
2. Run support from safeties.
3. Ability to double cover outside receivers.
4. Allows corners to play aggressive technique on outside receivers because they have help over-the-top from safeties.

WEAKNESSES

1. Flat coverage.
2. Safeties are very susceptible to play-action.
3. Double coverage on # 1 can be nullified by having # 2 attack the coverage of safety.

COVER 1 FREE



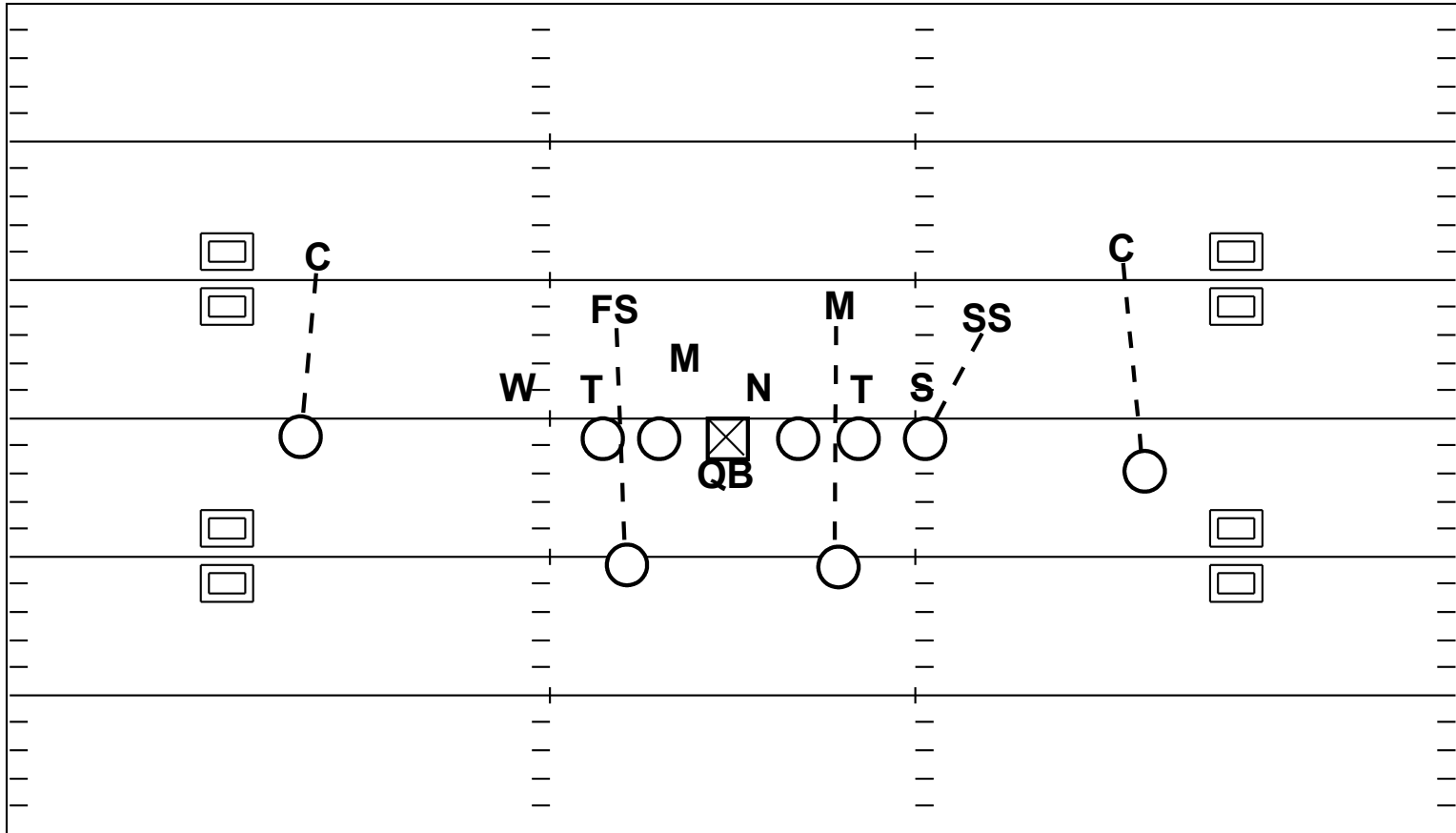
STRENGTHS

1. Help in the deep middle.
2. Tight coverage.
3. Good run support to SS.
4. Can rush five.

WEAKNESSES

1. No underneath help;
 - a. crossing routes,
 - b. breaking routes,
 - c. pick routes.
2. Play action passes.
3. Out routes.

COVER 0 MAN



STRENGTHS

1. Pass rush.
2. Can rush six.
3. Tight coverage.
4. Good run support.

WEAKNESSES

1. No underneath help;
 - a. crossing routes,
 - b. breaking routes,
 - c. pick routes.
2. Nobody in the middle of the field - deep post route.

Basic Quarterback Reads

- #1 The Slant Read
- #2 The Stick Read
- #3 The Inside Sideline Read
- #4 The Curl Read
- #5 The Sideline Read
- #6 The Dig Read
- #7 The Double Square-in Read
- #8 The Deep Out Read
- #9 The Deep Reads
- #10 Man (Single-coverage Reads)

Quarterback Pre-snap

- Always get to the line quickly with your hands under center.
 - ◆ If the defense is going to shift, they will do it after you get under center.
- Look for the safeties.
 - ◆ Is there anyone in the middle of the field?
- Look for the best side to read.
 - ◆ Number of defenders vs. Number of receivers.

Quarterback Pre-snap

- Look at the defender's leverage.
 - ◆ Leverage refers to the defender's relationship to the receiver, or the area of the field the defender must cover.
- Know where all the routes are going to be run.
 - ◆ Look for possible blitzes.
 - ◆ Know where your hot routes are.
- At his point the QB will have a pretty good idea of where he is going to go with the ball – this is *extremely important*.

During The Dropback

- Realize you are making the final decision on where to go with the ball on your way back -- not at the end of your drop.
 - ◆ If you haven't made a decision by the time you get to the end of your drop, go to the contingency plan right away.
 - ◆ With the exception of a quick 3-step drop, take two shuffle-steps up in the pocket max, before going to the contingency plan.
 - For example; you've made a decision on where to go with the ball and you're waiting for the receiver to break away from the defender.

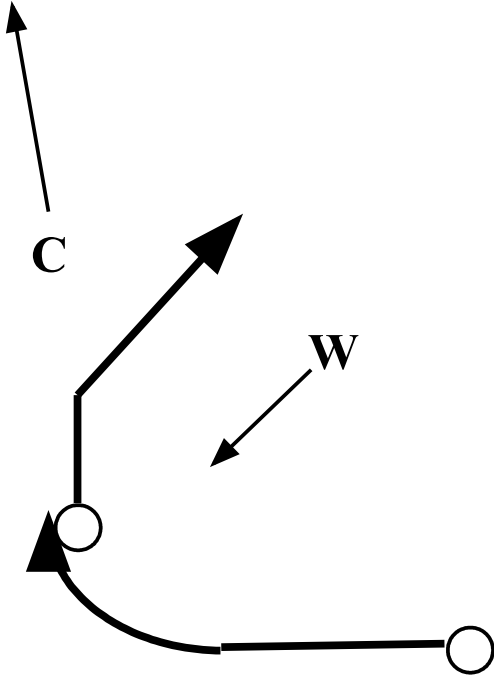
#1 The Slant Read

- Key flat defender.
 - ◆ OLB, Strong Safety or CB.
- Throw away from the flat defender.
 - ◆ If he covers the slant, hit the flat / swing route.
 - ◆ If he goes flat, hit the slant.

The Slant Drop

- The Quarterback's specific drop is dependant on the flat defender's leverage.
 - ◆ If the flat defender is close to the LOS (Pro 4 – 3) , the drop will be deeper (three-big) so the QB can throw behind him.
 - ◆ If the flat defender is way off the LOS (College 4 – 3) , the drop will be shallower (three-quick) so the QB can throw in front of him.

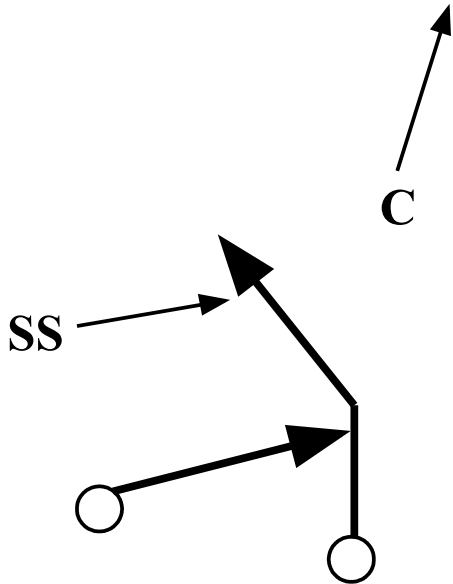
SLANT - FLAT / SWING READ



FS

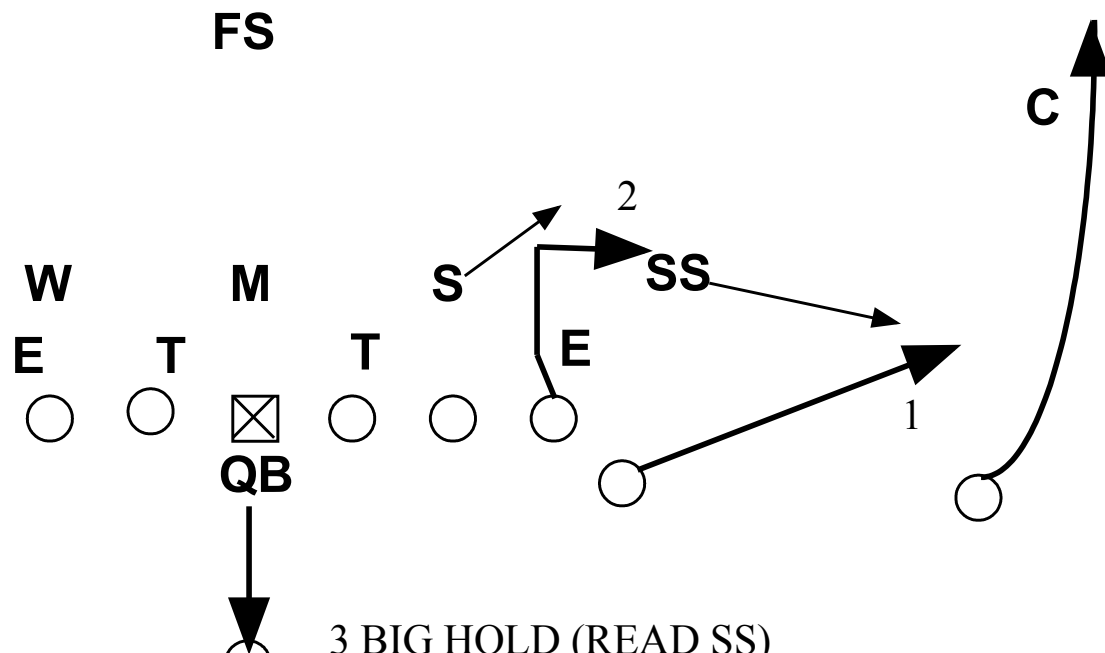
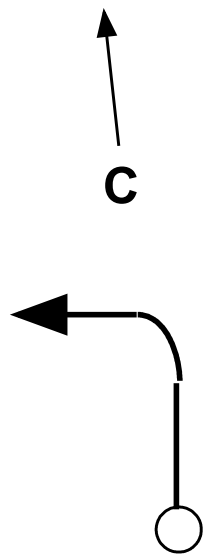
⊠
QB

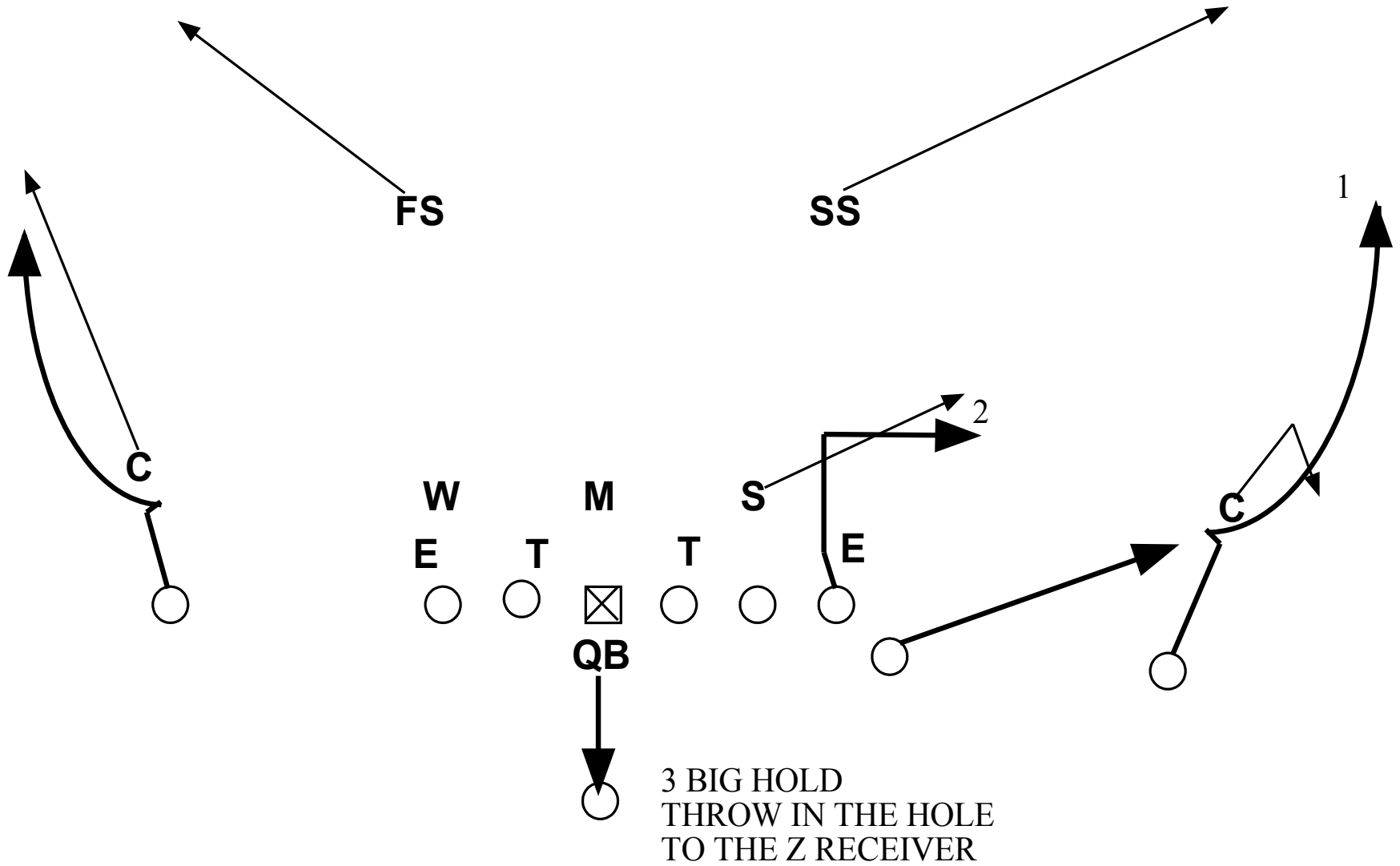
3 STEP (READ FLAT DEFENDER)



#2 The Stick Read

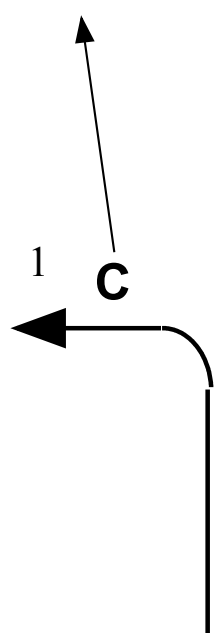
- Key the strong safety or defender who will cover that area.
- Check pre-snap leverage.
- Look for the flat, then the stick.
 - ◆ Many times looking at the flat route first will open up the stick route.
- Vs cover 2, look to the strong-side fade first.



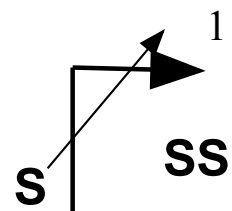


#3 The Inside - Sideline Read

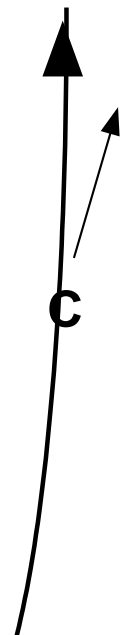
- Key the strong safety or defender who will cover that area.
- Check pre-snap leverage.
- Look for the swing, then the sideline.
 - ◆ Many times looking at the swing route first will open up the sideline route.



W M
E T T E



SS

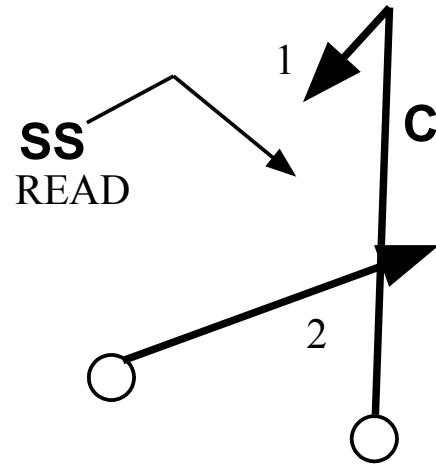
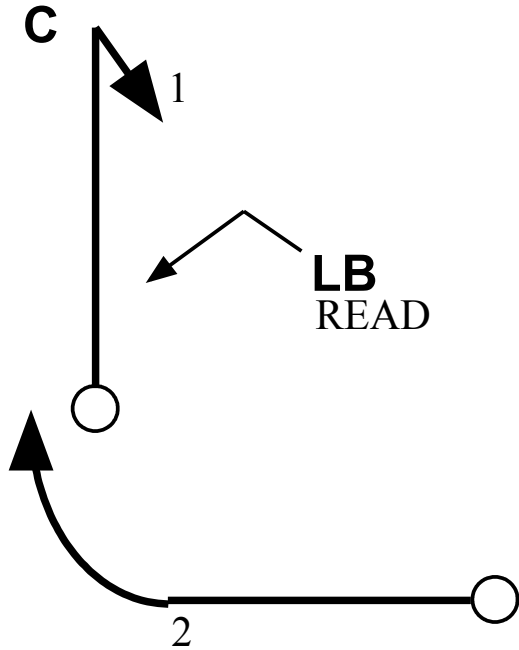


#4 The Curl Read

- Key flat defender.
 - ◆ OLB, Strong Safety or CB.
- Throw away from the flat defender.
 - ◆ If he goes flat, hit the curl.
 - ◆ If he drops to curl, hit the flat / swing route.

CURL - FLAT / SWING READ

↑
FS

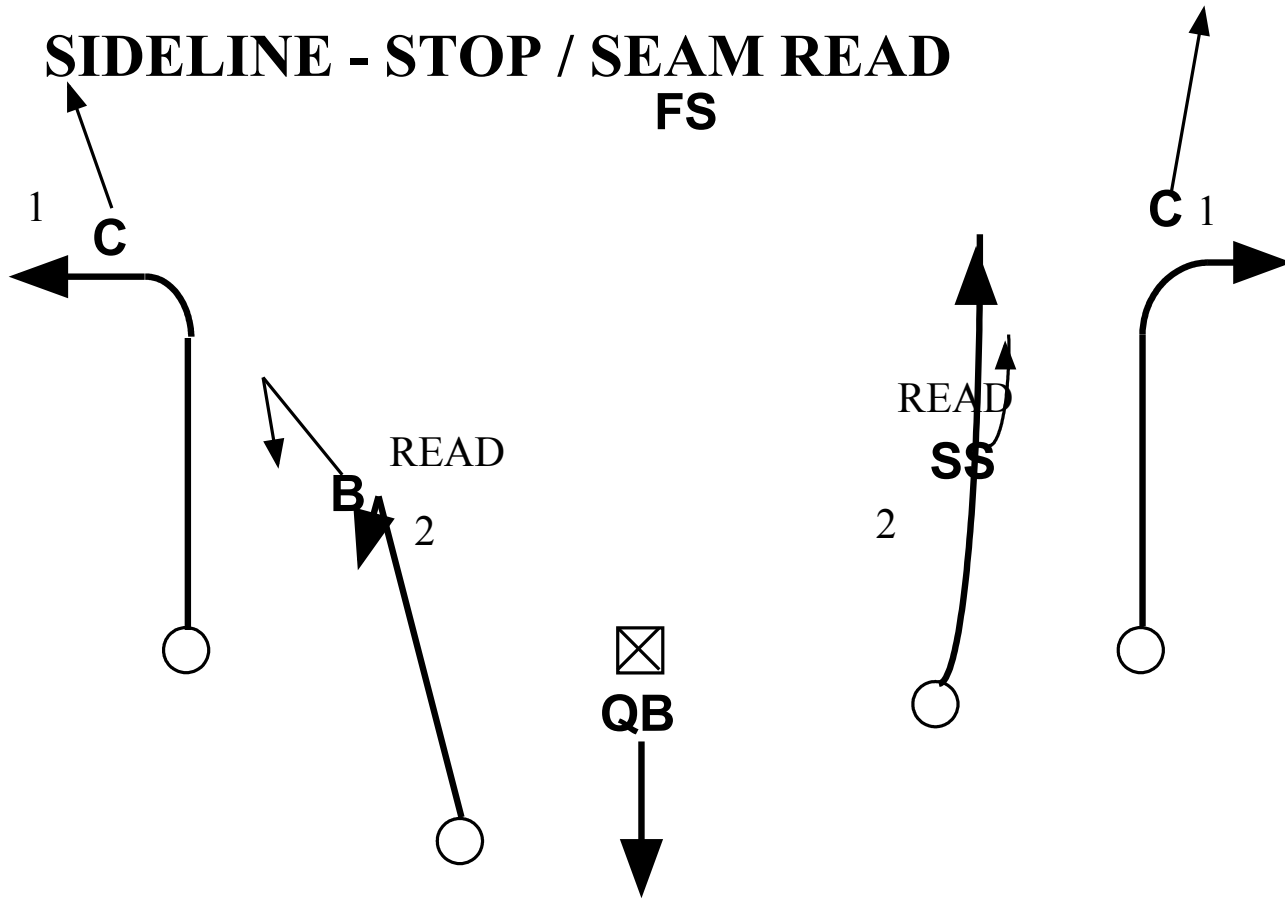


5 BIG HITCH (READ LB or SS)
TO GET CURL OPEN LOOK TO
SWING or FLAT FIRST

#5 The Sideline Read

- Vs cover 2, the sideline will automatically turn into a fade route.
- Check corner and safety alignment.
- Check OLB / Strong Safety alignment.
- Key flat defender.
 - ◆ OLB, Strong Safety or CB.
 - ◆ If the flat defender can get underneath the the route, throw to the stop or seam.

SIDELINE - STOP / SEAM READ FS

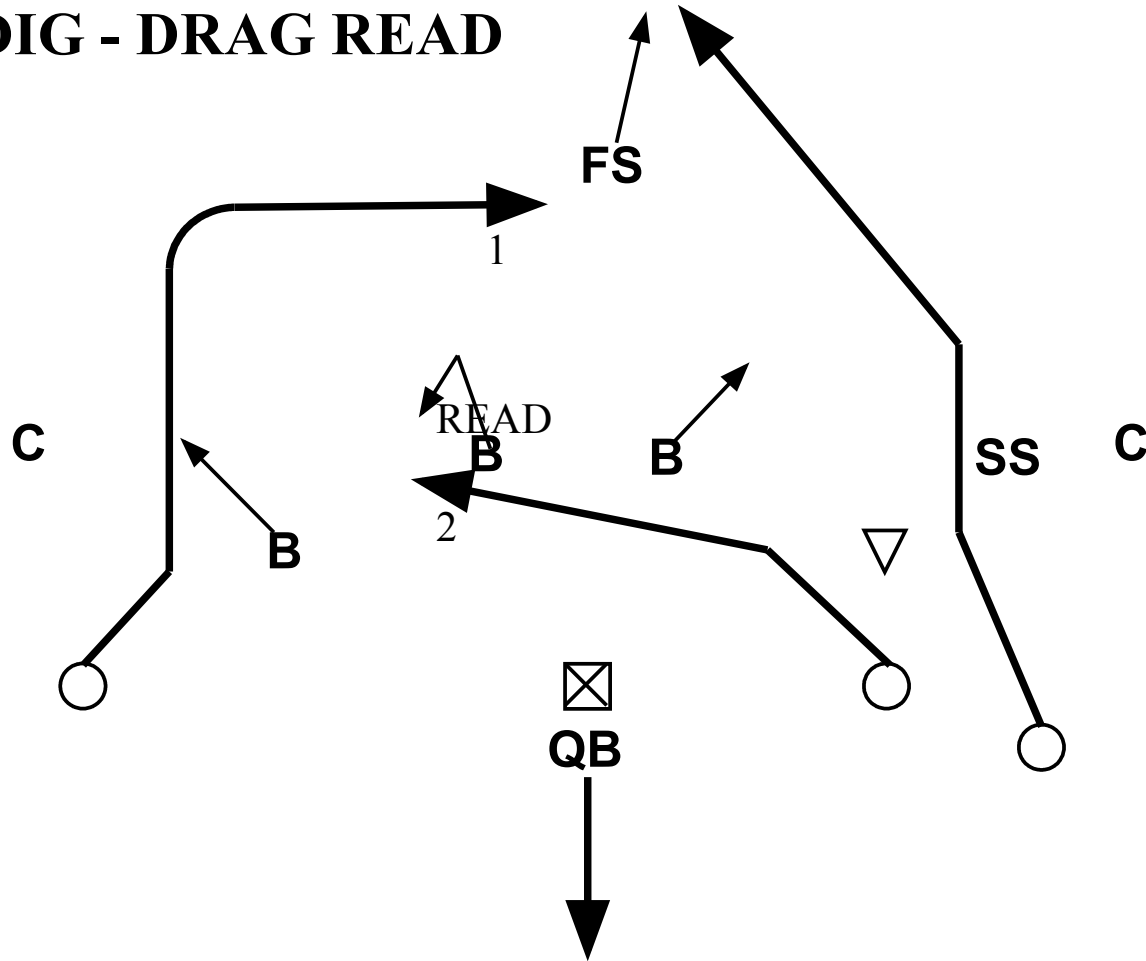


5 ROLL (READ LB or SS)

#6 The Dig Read

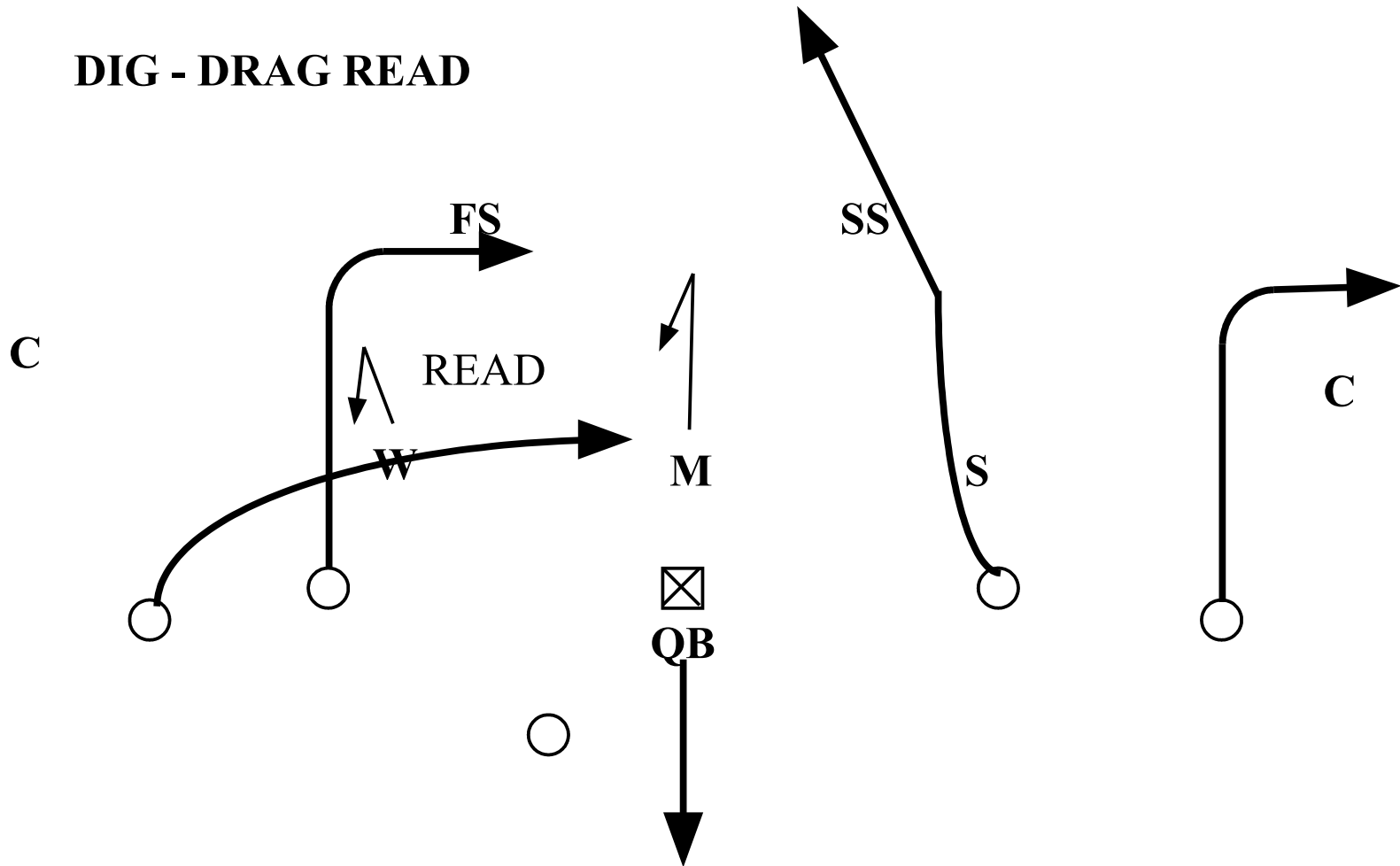
- Key the underneath coverage.
 - ◆ While dropping back, take a look at what the linebackers are doing.
 - ◆ If they drop, hit the drag.
 - ◆ If they jump or wall the drag, go for the dig.
- Vs. Quarters coverage, the drag usually becomes the safest throw.

DIG - DRAG READ



7 QUICK HITCH (READ INSIDE BACKER)
TO GET "DIG" ROUTE OPEN, LOOK AT
TE "DRAG" ROUTE FIRST.

DIG - DRAG READ

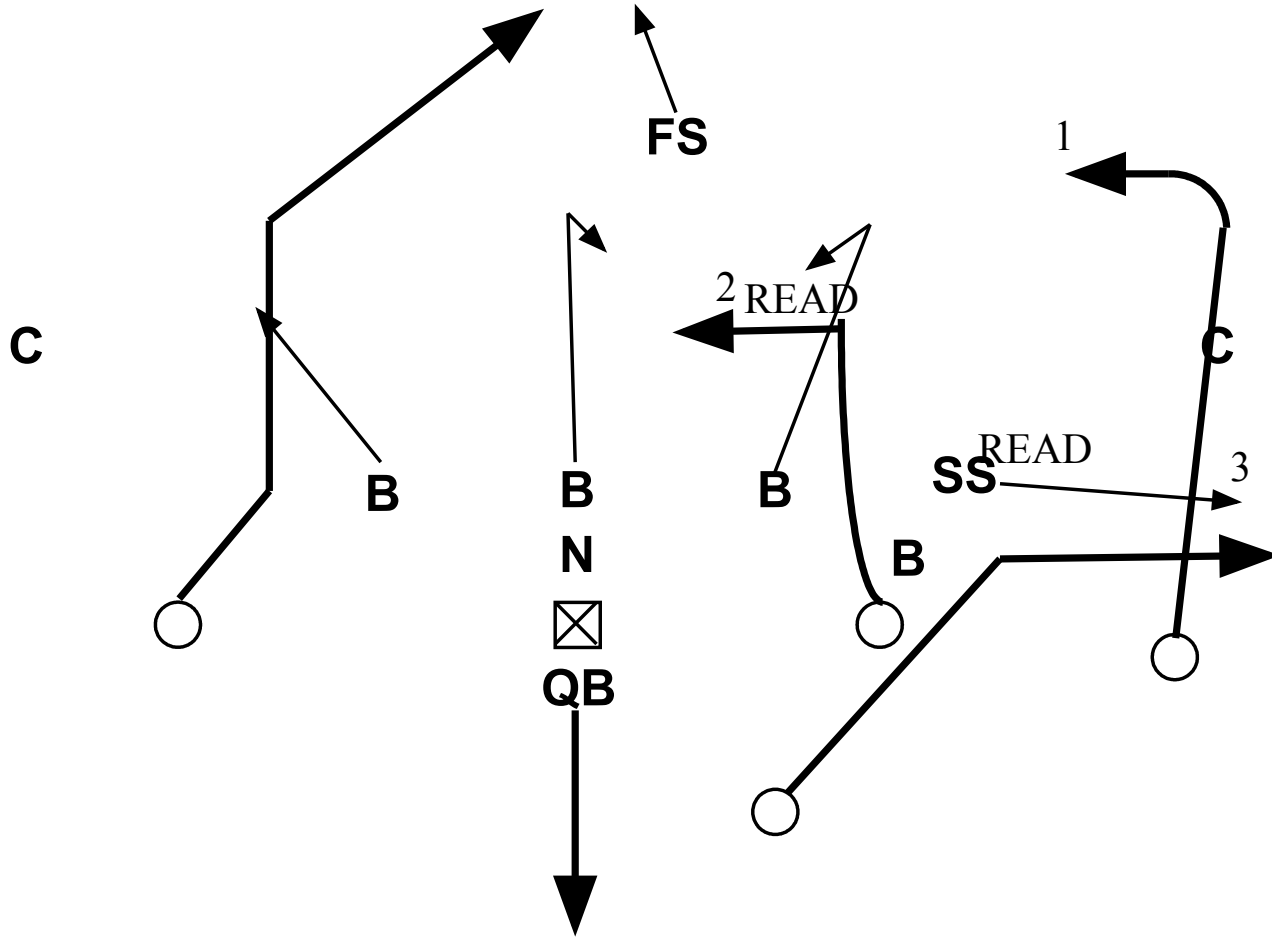


7 QUICK HITCH (READ BACKERS)
TO GET THE "DIG" ROUTE OPEN, LOOK AT
INSIDE RECEIVER "DRAG" ROUTE FIRST.

#7 The Double Square-in Read

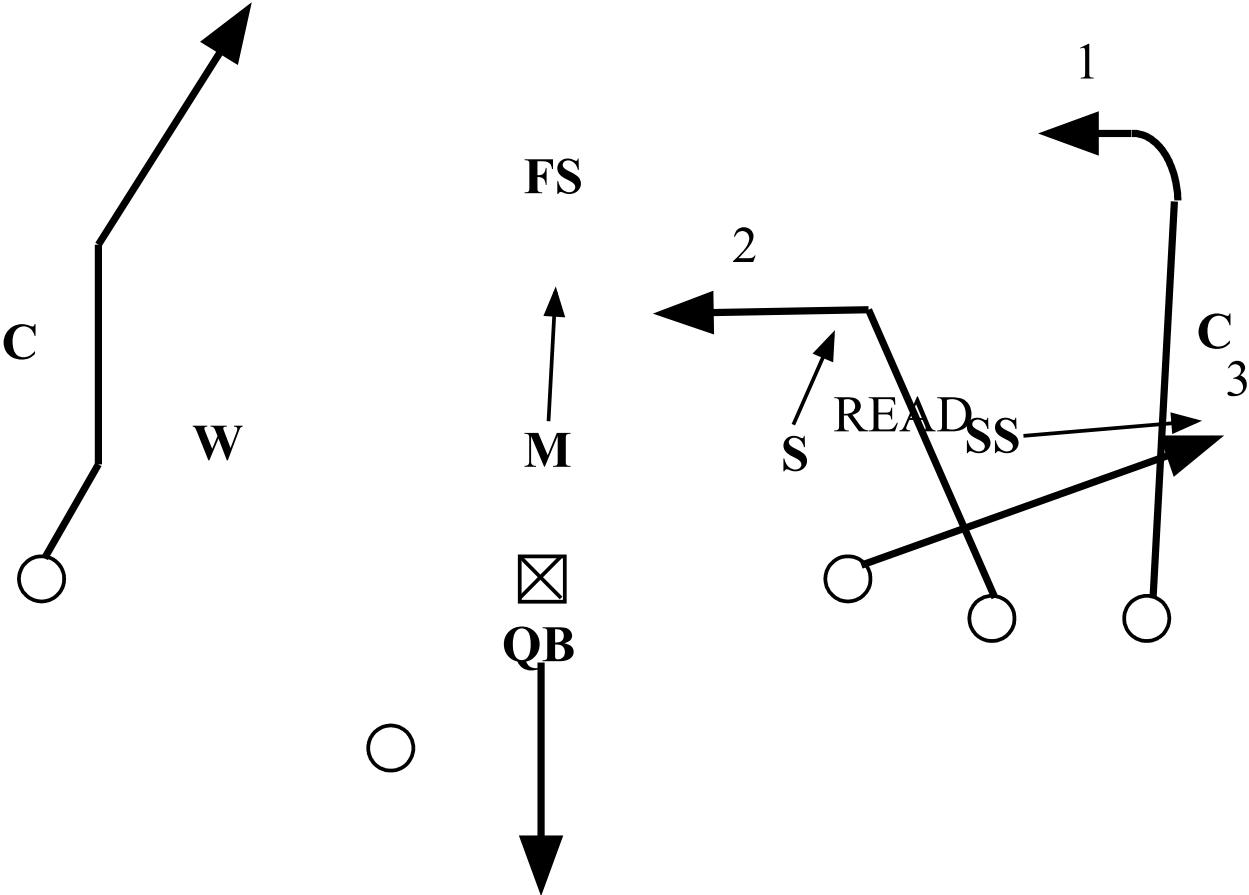
- Key outside linebacker to the strong safety.
- If LB takes medium square-in route and SS takes flat area, hit the deep square-in.
- If either LB or SS takes away the deep square-in, throw to the area they vacate.

DEEP SQUARE-IN - MED SQUARE-IN READ



5 BIG HITCH (READ BACKER TO SS)
TO GET WR OPEN LOOK TO TE FIRST, RB LAST

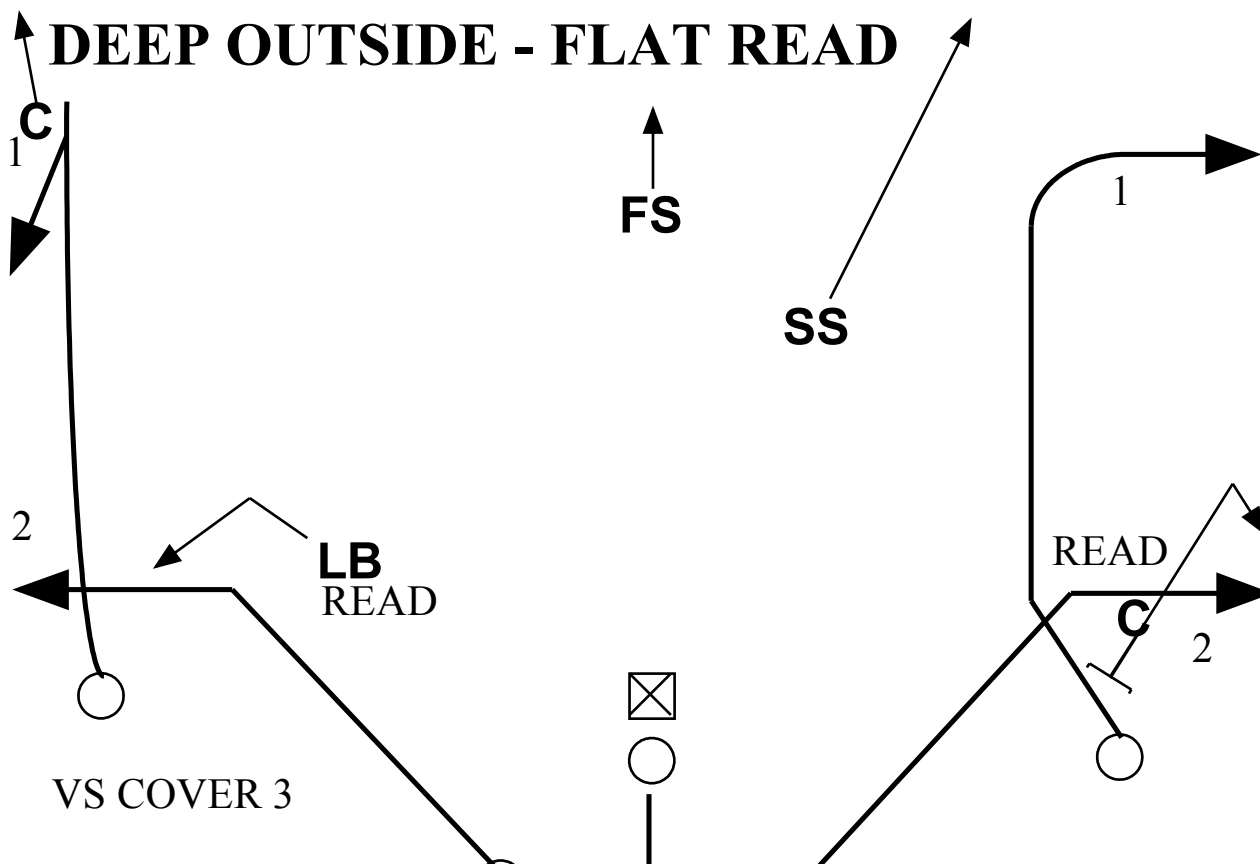
DEEP SQUARE-IN - MED SQUARE-IN READ



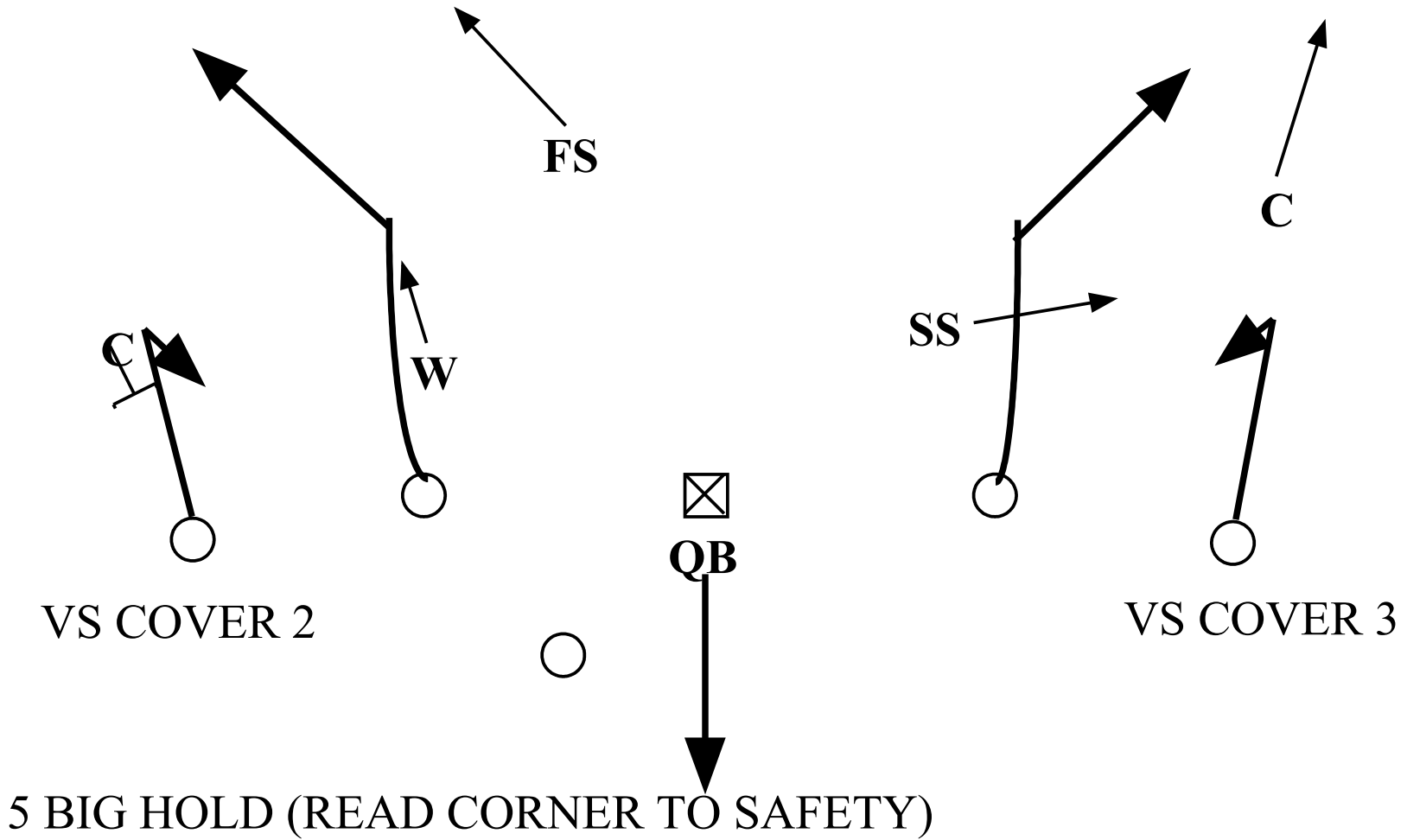
5 BIG HITCH (READ BACKER TO STRONG SAFETY)

#8 The Deep Out Read

- Great route vs. cover 2
 - ◆ The flat route will hold the corner.
 - ◆ If the corner runs with the WR, hit the flat route right away.
 - ◆ If the corner comes off the WR, continue your drop and hit the WR on the Deep Out.



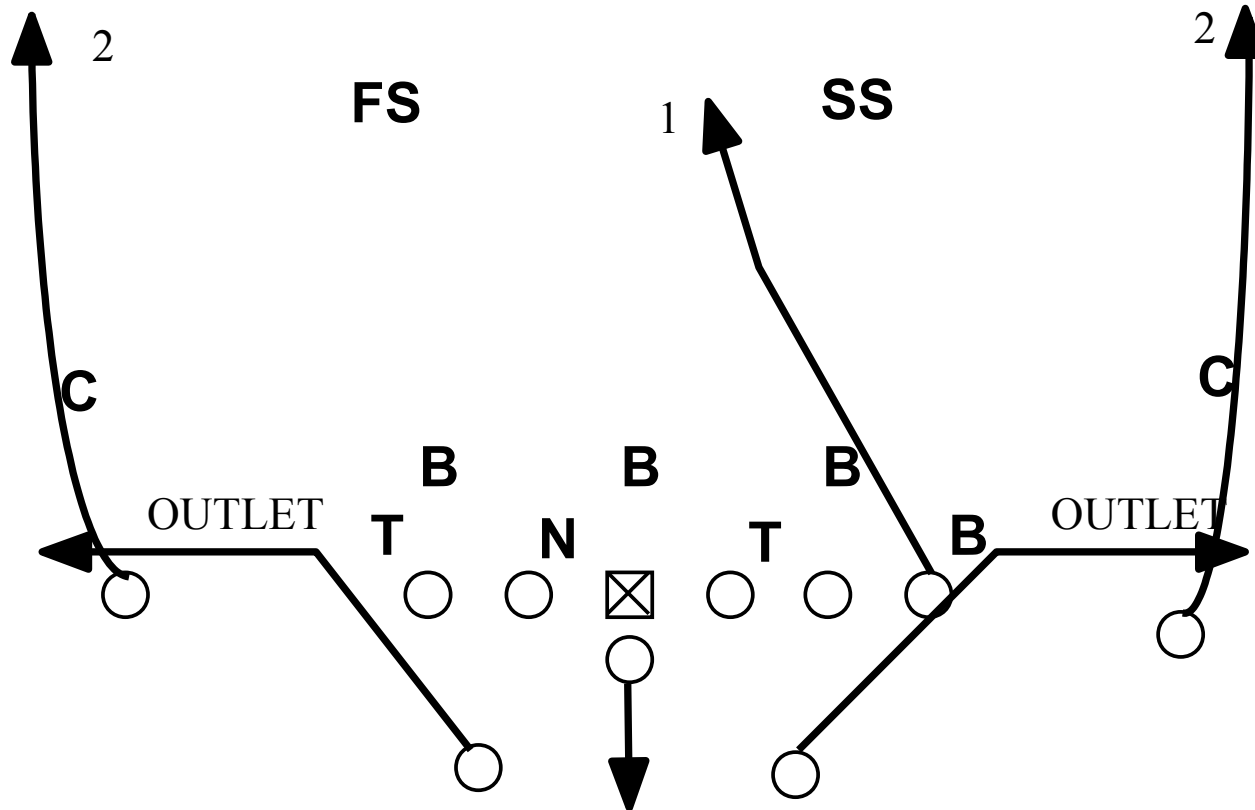
DEEP OUTSIDE - FLAT READ



#9 The Deep Reads

- This is a timing pass.
- Realize that deep passes are not high percentage completions.
- Get a good idea where you have the best chance to go with the ball on your pre-snap read.
- If you are not sure where to go deep with the ball on your third step (of a 5-step drop), let the ball go to an underneath receiver.

DEEP READS

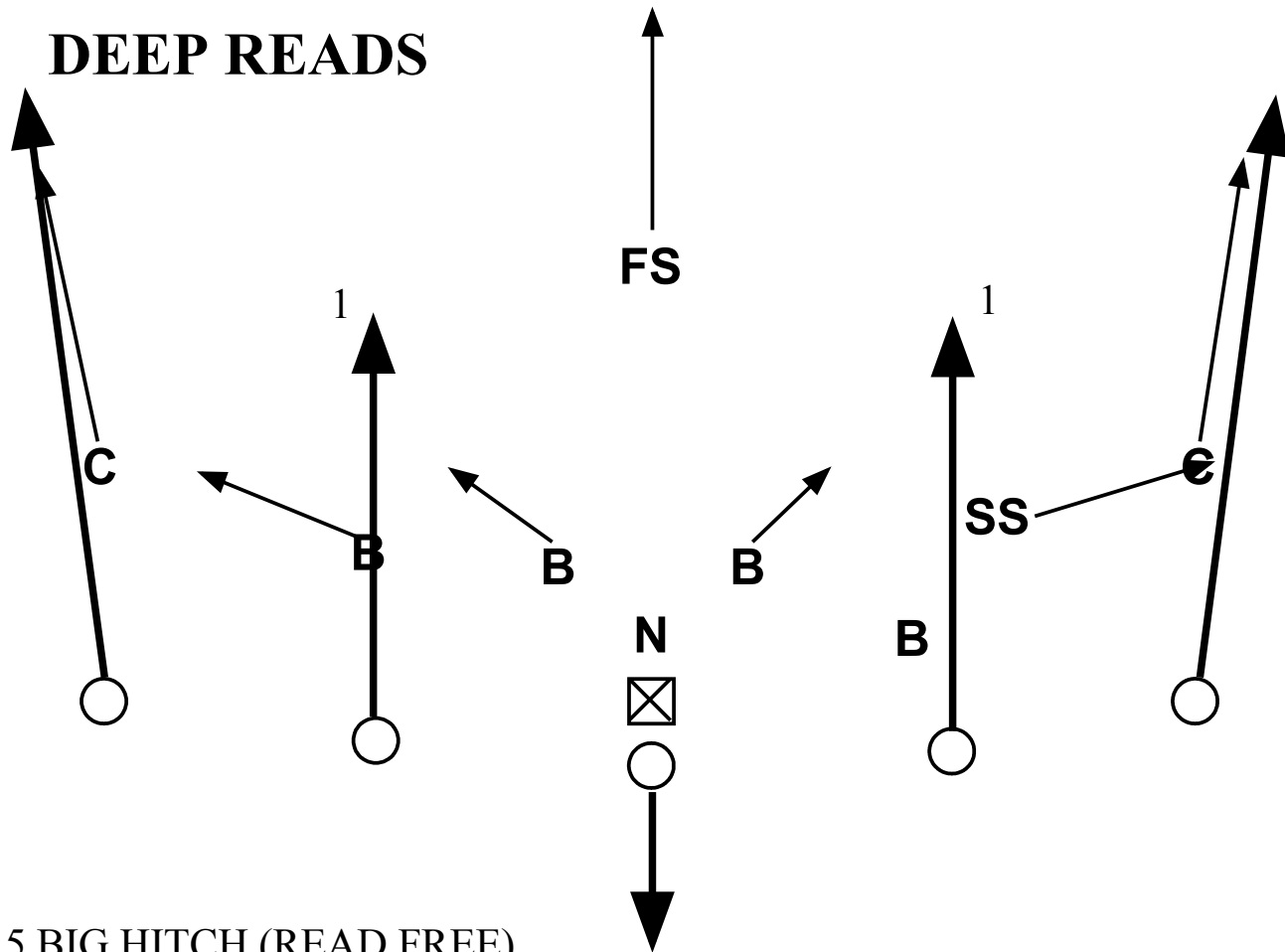


5 BIG HITCH (READ FREE) LOOK TO THE SIDE
THE BACK RELEASES TO (THIS WILL ANCHOR THE CORNER).
TO GET TE OPEN LOOK TO WR FIRST.
HIT TE AS HE PASSES THE BACKER DROP.

Four Verticals

- Four verticals vs. Cover Three
 - ◆ The inside seams are the first read.
 - ◆ Hit the seams as they pass by the linebackers at about 15 yards.
- Look the safety off with a good look at the Wide Receivers as you drop.
 - ◆ Throw away from safety coverage.

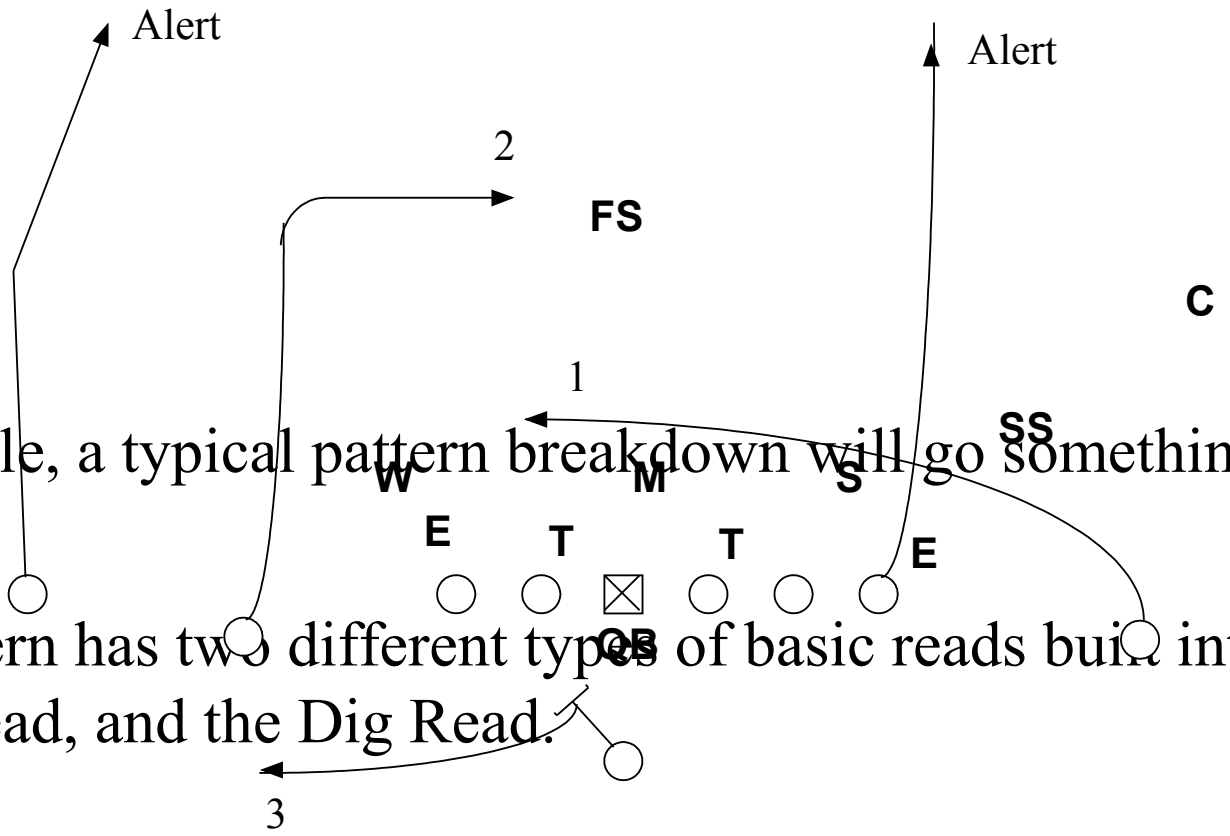
DEEP READS



5 BIG HITCH (READ FREE)
TO GET SLOT OPEN LOOK TO WR FIRST.
HIT SLOT AS HE PASSES THE BACKERS DROP.

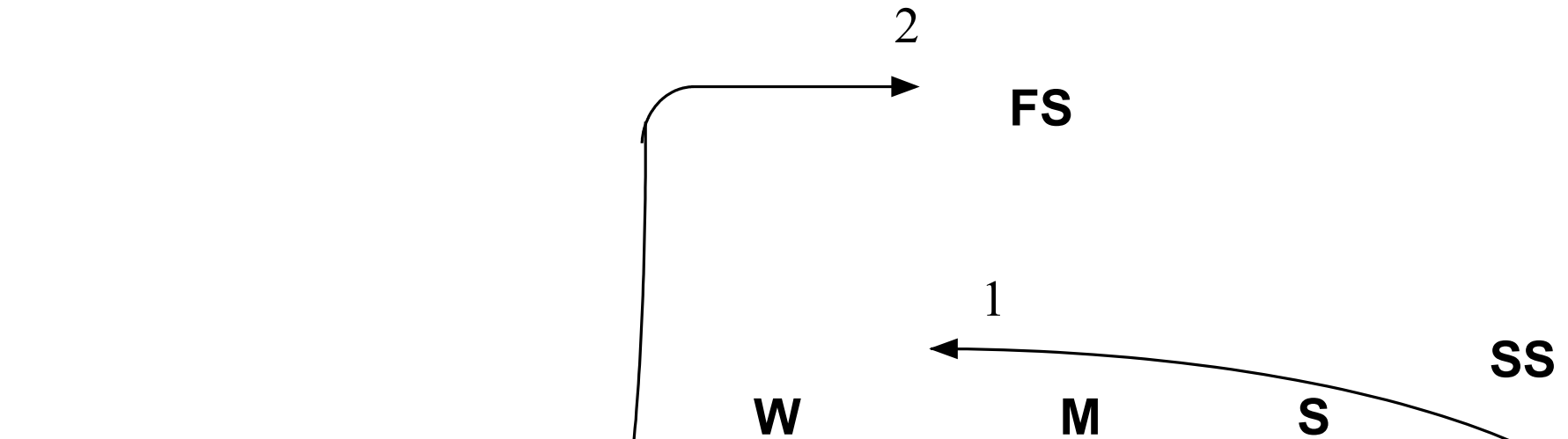
Incorporating More Complex QB Reads

- Once the QB is aware of the fundamentals of reading zones, the basic reads can now be incorporated into almost any number of more complex reads.



As an example, a typical pattern breakdown will go something like this:

1.) This pattern has two different types of basic reads built into it -- The Deep Read, and the Dig Read.



We will isolate and teach the Dig REad first. He will stick to this read versus a typical cover four (in most cases). The progression of the pattern is based on which receiver will break open first, followed by which receiver will be open second, and so on. It should be noted that in many offenses, the pattern that is designed to open up first is the “bait” route.

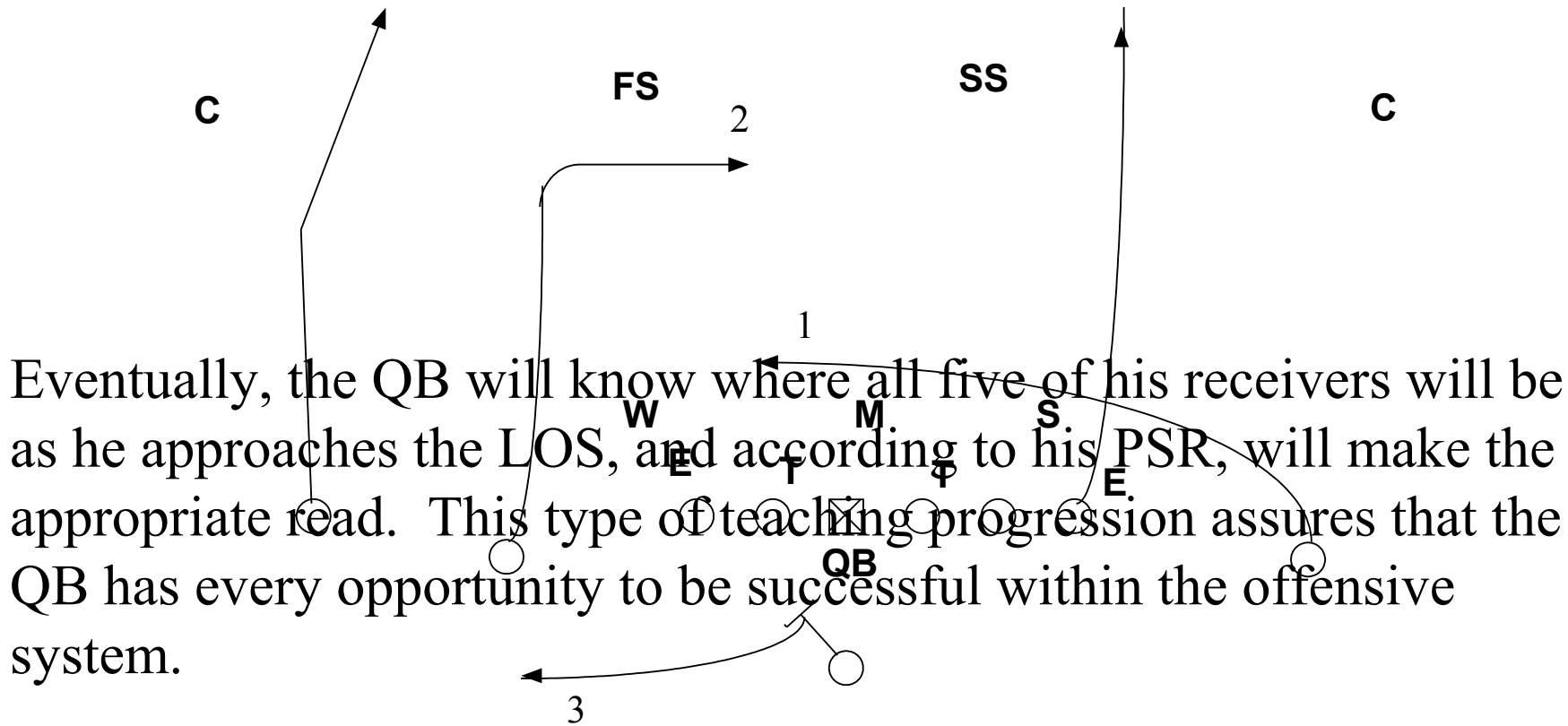
Alert

Alert

FS
(Read)

If the QB sees cover three with the right leverage, he will be alert for the two deep routes. He will look off the safety, and make the appropriate deep throw quickly. If in the first three steps of his drop, he doesn't like what he sees, he will go immediately to his Dig Read – then to his outlet or contingency plan if time permits.

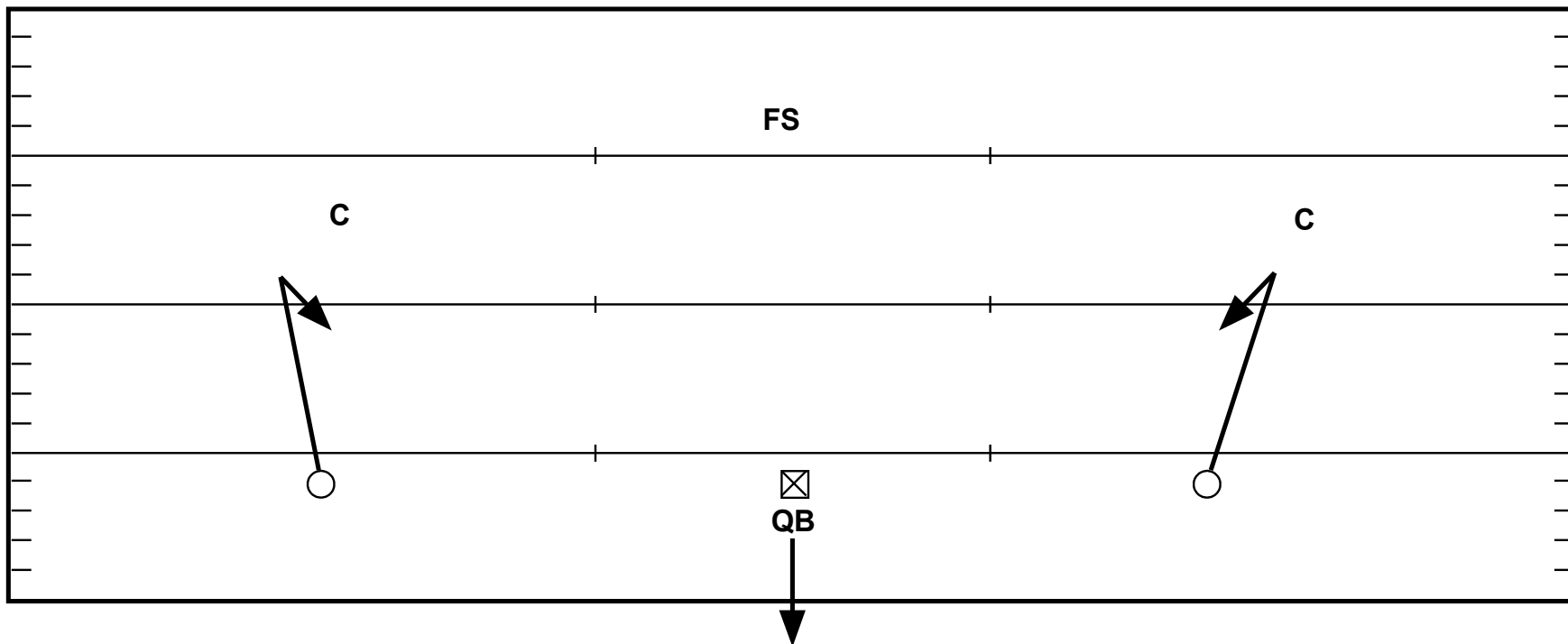
QB



Eventually, the QB will know where all five of his receivers will be as he approaches the LOS, and according to his PSR, will make the appropriate read. This type of teaching progression assures that the QB has every opportunity to be successful within the offensive system.

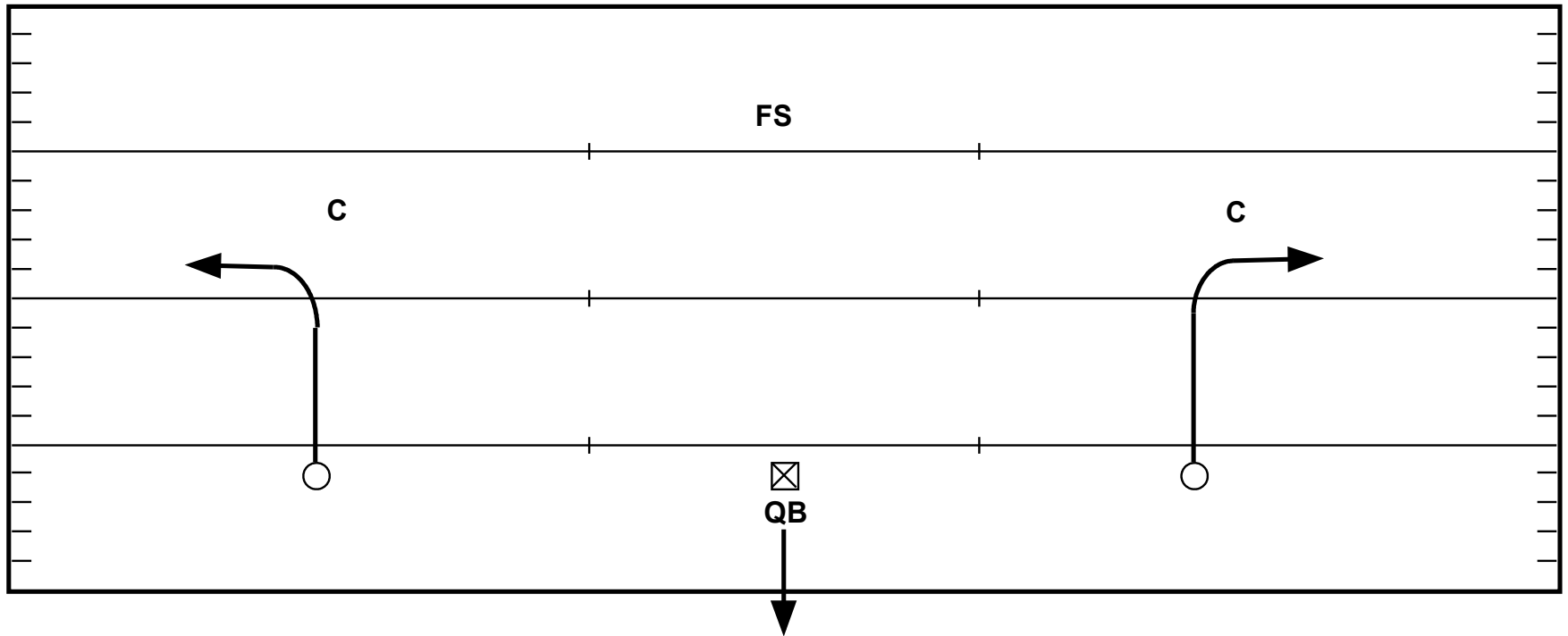
#10 Man (Single-coverage) Leverage Reads

- Where is the blitz coming from?
 - ◆ Identify your hot route(s).
- What are the receiver routes?
 - ◆ Think about possible safety help.
- What are the individual match-ups?
 - ◆ Does a particular receiver have an advantage against his defender?
- Which receiver has leverage on his defender?
 - ◆ Which defender is in a bad position to cover the called route?



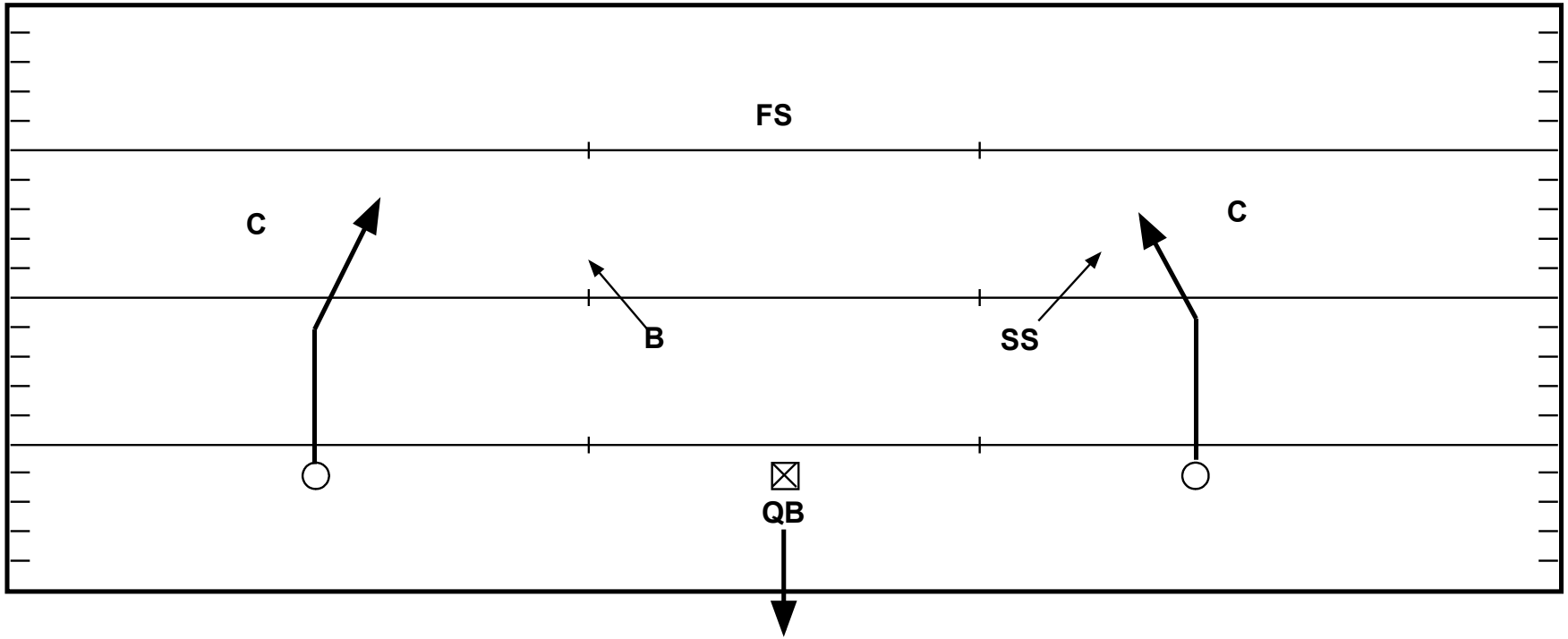
Quick Hitch:

The receiver to the right would be the correct throw due to the defenders leverage and depth. He would have to go through the receiver to make the play. The left corner has inside leverage and is in a better position to make the play.



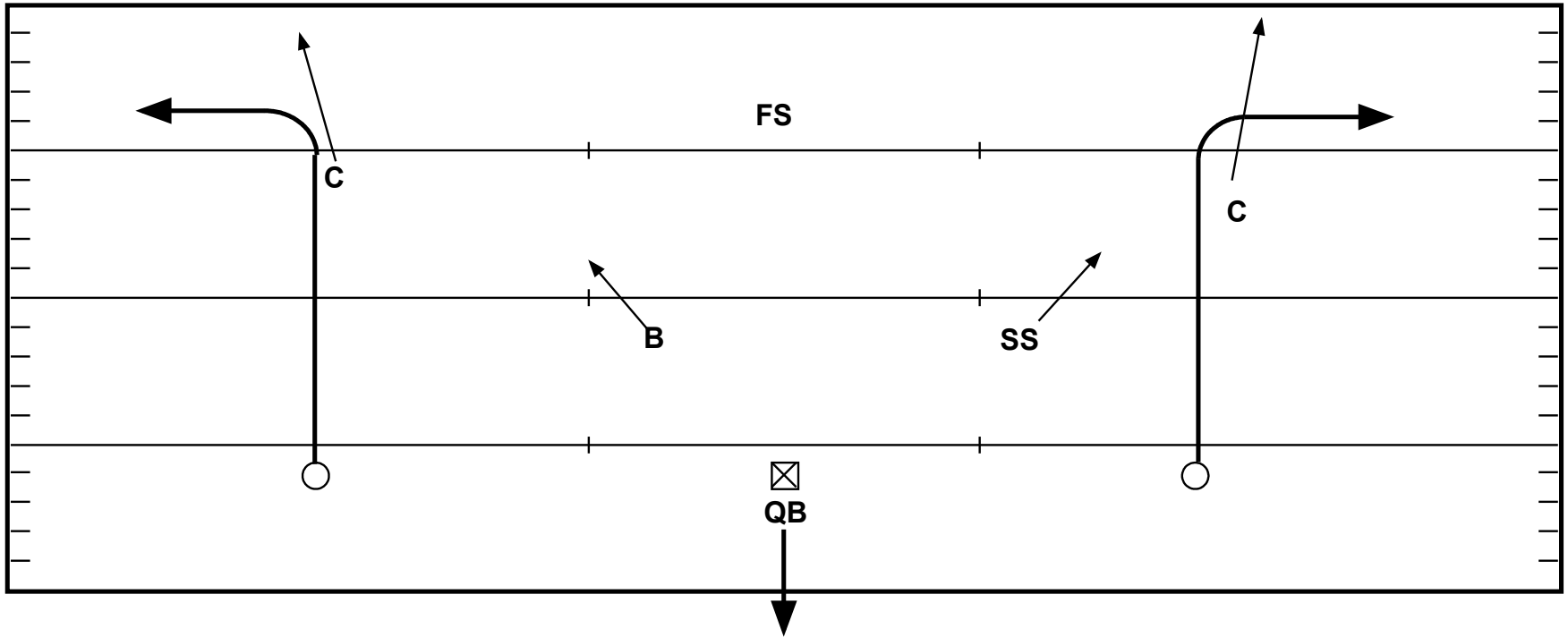
Quick Out:

The receiver to the left would be the correct throw due to the defenders leverage and depth. The left corner has inside leverage and would have a difficult time getting making the play.



Quick Slant:

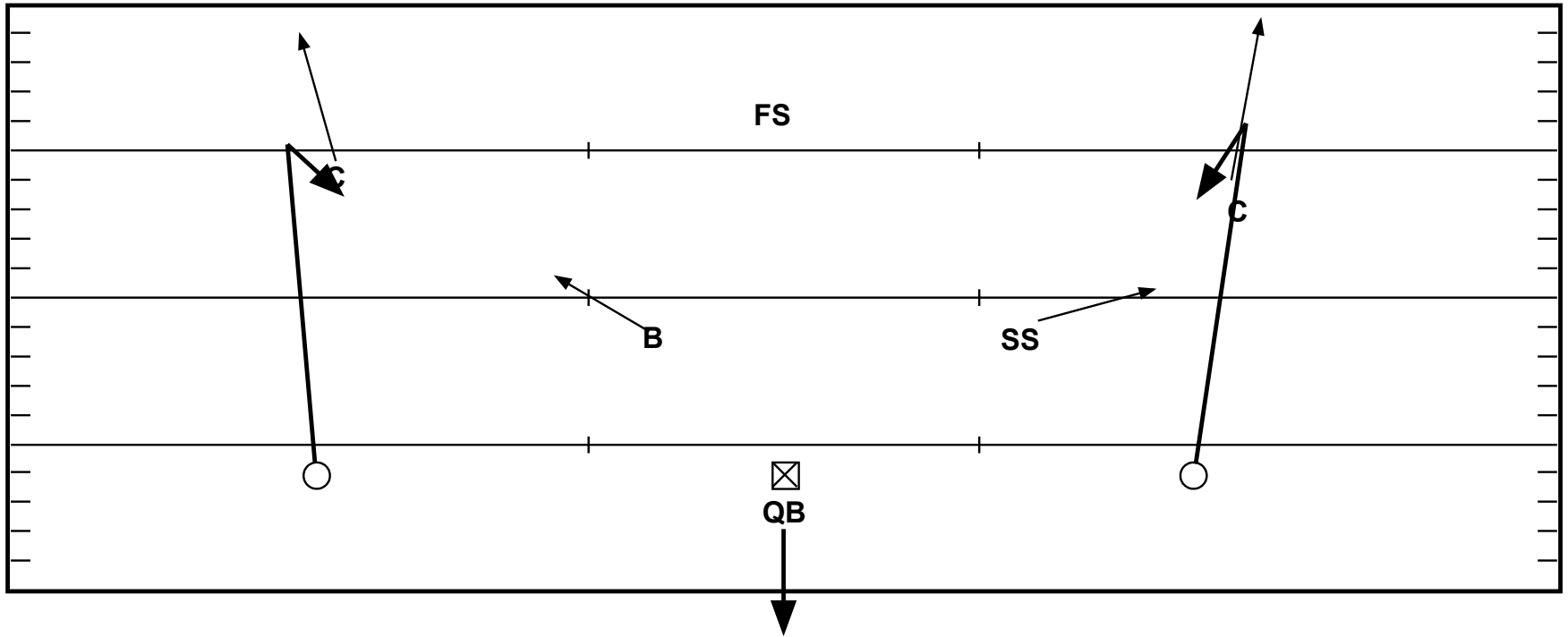
The receiver to the left would be the correct throw. Although the corners have equal leverage, the strong safety has a better angle to get into the passing lane. There is a much better throwing lane on the left.



Twelve-yard Speed-out:

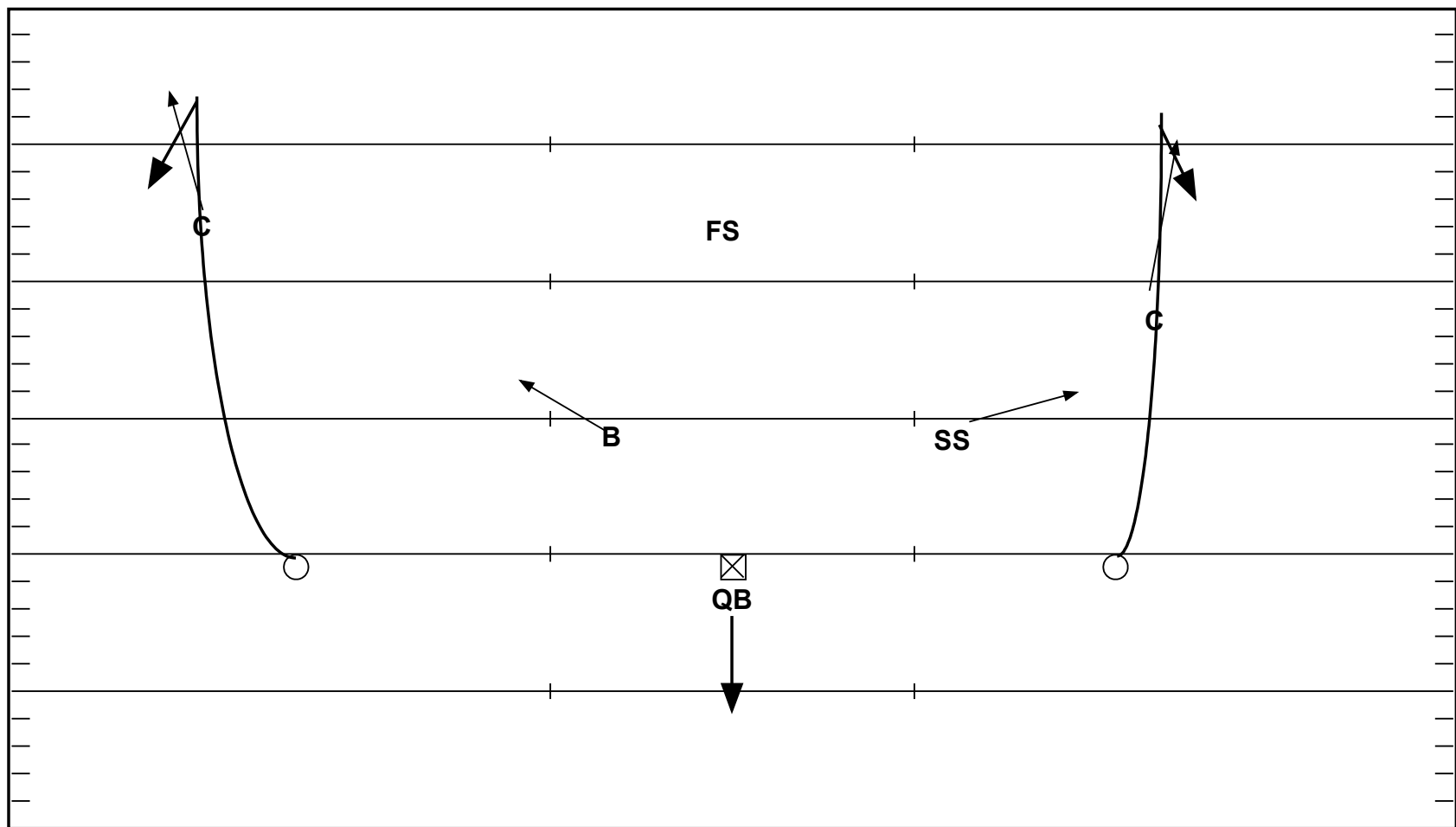
The receiver to the left would be the correct throw.

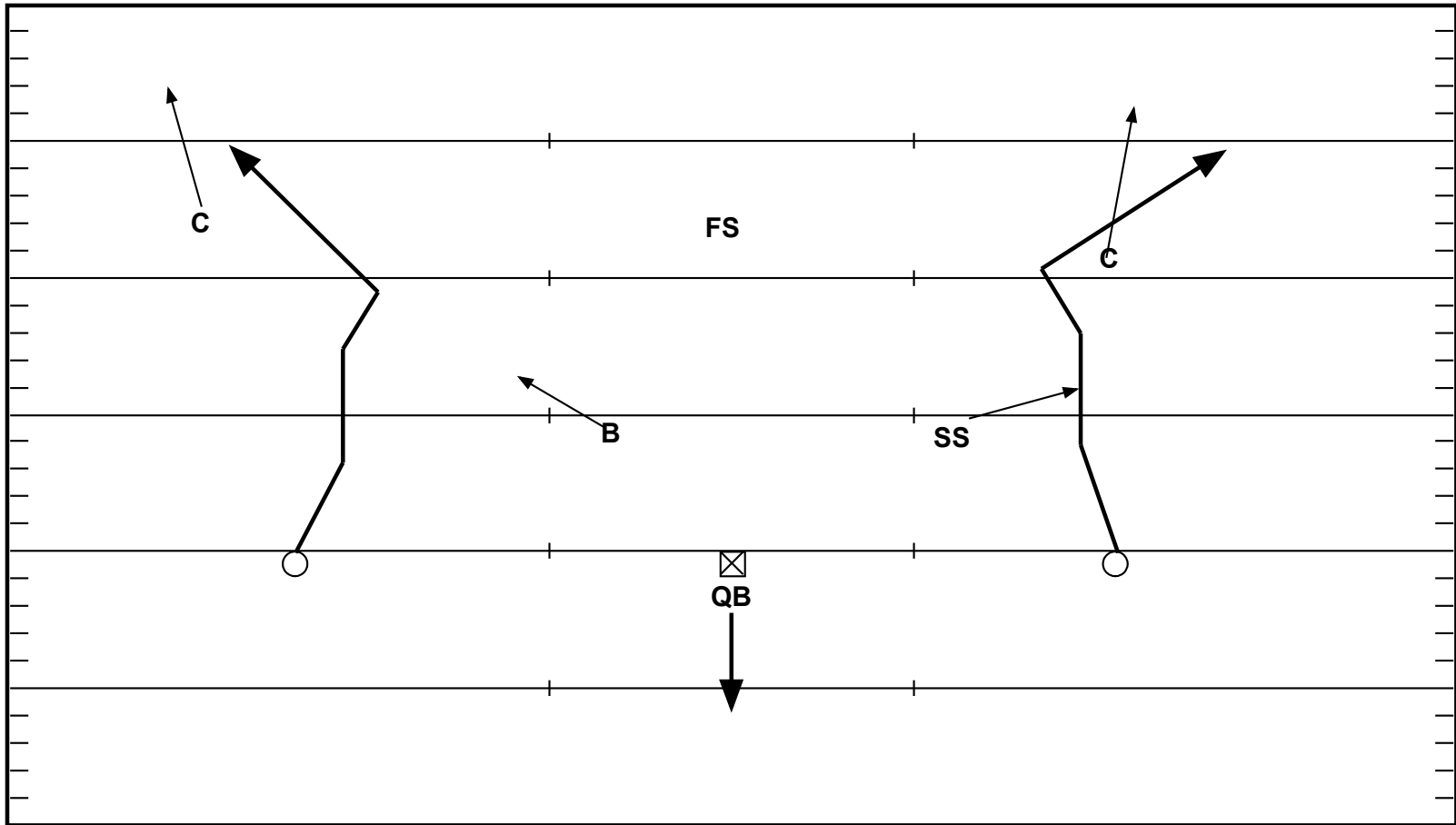
The corner on the left has a inside out leverage. He is giving up the out. The backer on the left side can't get into the passing lane.



Twelve-yard Curl:

The receiver to the right would be the appropriate throw. The corner on the left has an inside out leverage and therefore has got leverage on the route. The corner on the right side has outside leverage and the strong safety would most likely be pulled out of the passing lane by a flat or swing route to that side.



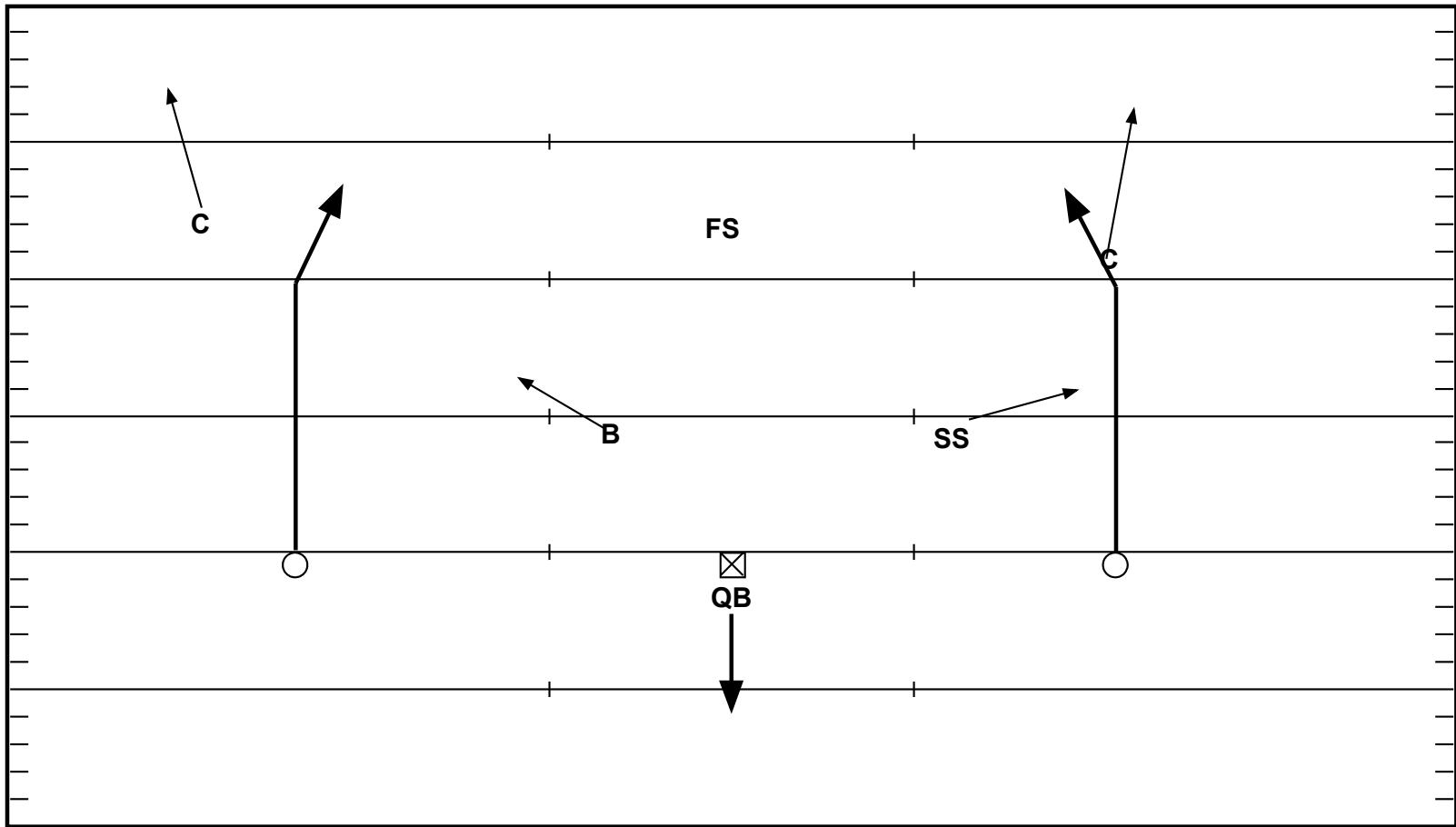


Post-corner route:

The receiver to the right would be the appropriate throw.

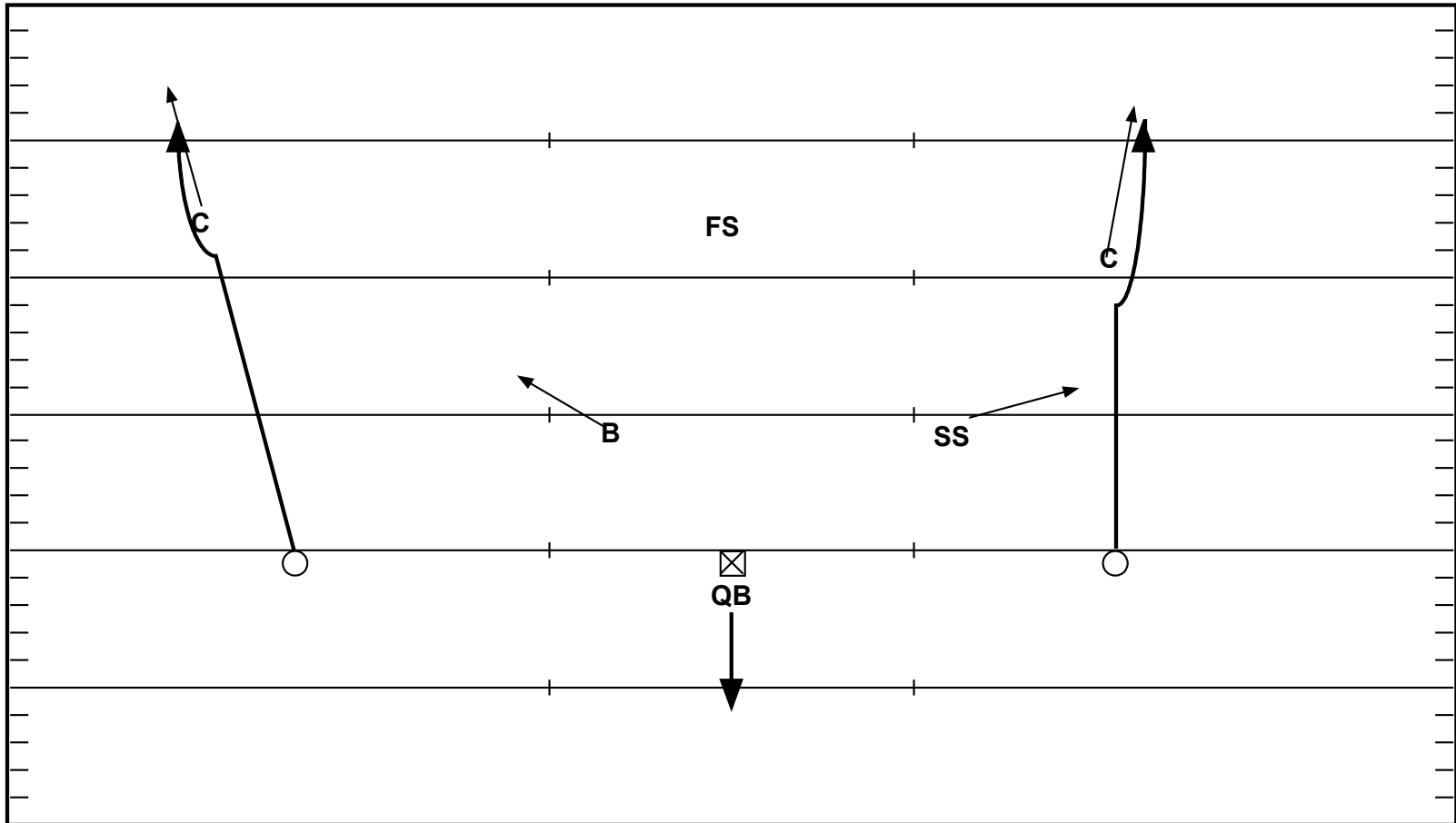
The right corner is playing the receiver tighter than the corner on the left and is more susceptible to a counter route.

The corner on the left is playing deep outside and most likely will not bite on the post move.



Skinny Post:

The receiver to the left would be the appropriate throw.
 The left corner is playing deep outside and
 is giving up the skinny-post. The underneath
 coverage is not in a position to get into the throwing lane.
 The Free Safety should be looked off before the throw.

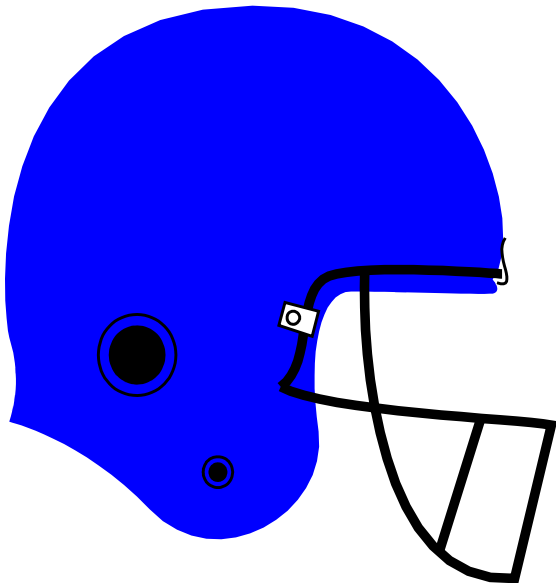


Streak:

The receiver to the right would be the appropriate throw. The right corner is playing more head up and tighter than the left corner. The left corner is playing deep outside and protecting his deep third.

TOP GUN

QUARTERBACK • RECEIVER SCHOOL



**THE TEN BASIC
QUARTERBACK
READS**

END