

Offensive Playbook

Passing Game: Quake (90 Series)

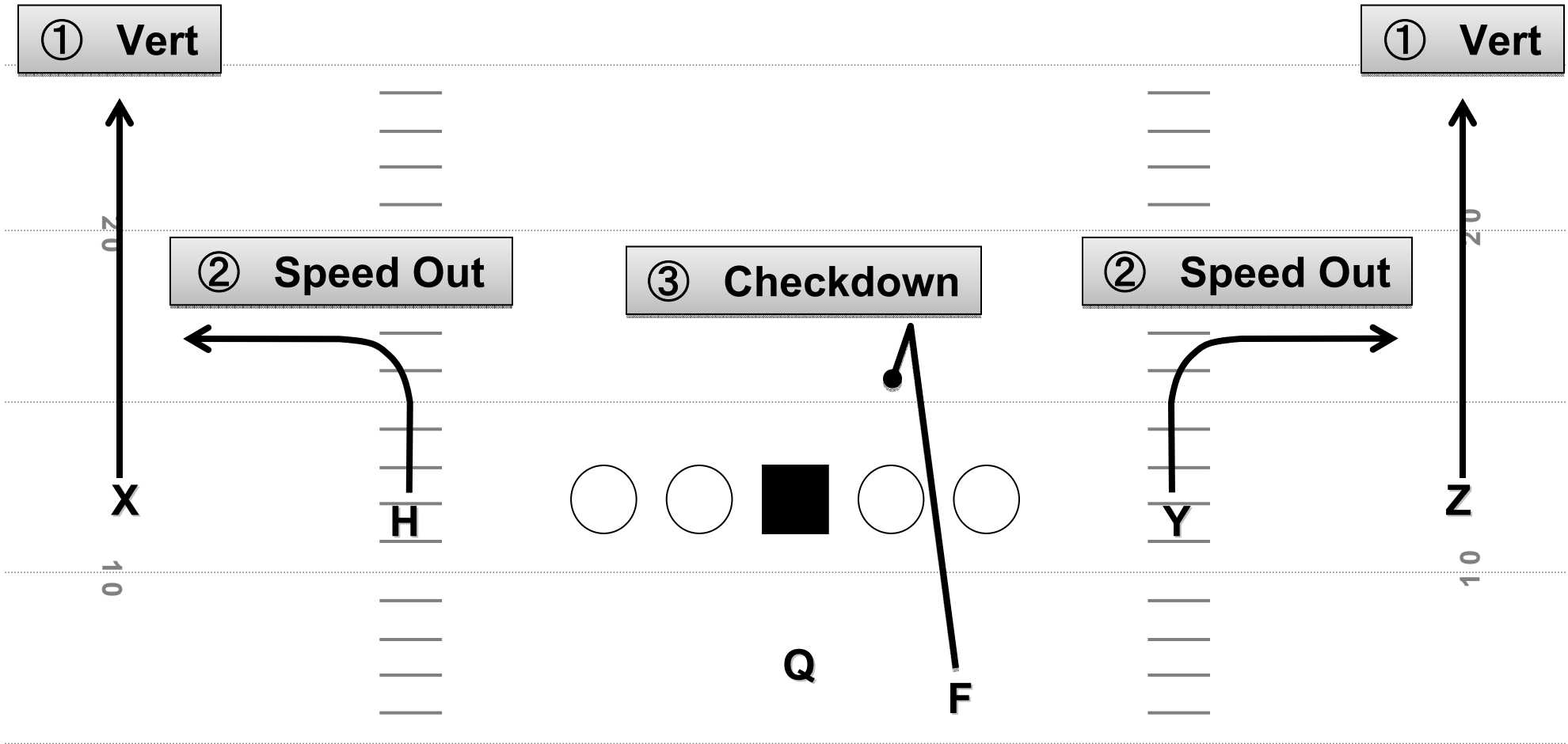


Quake

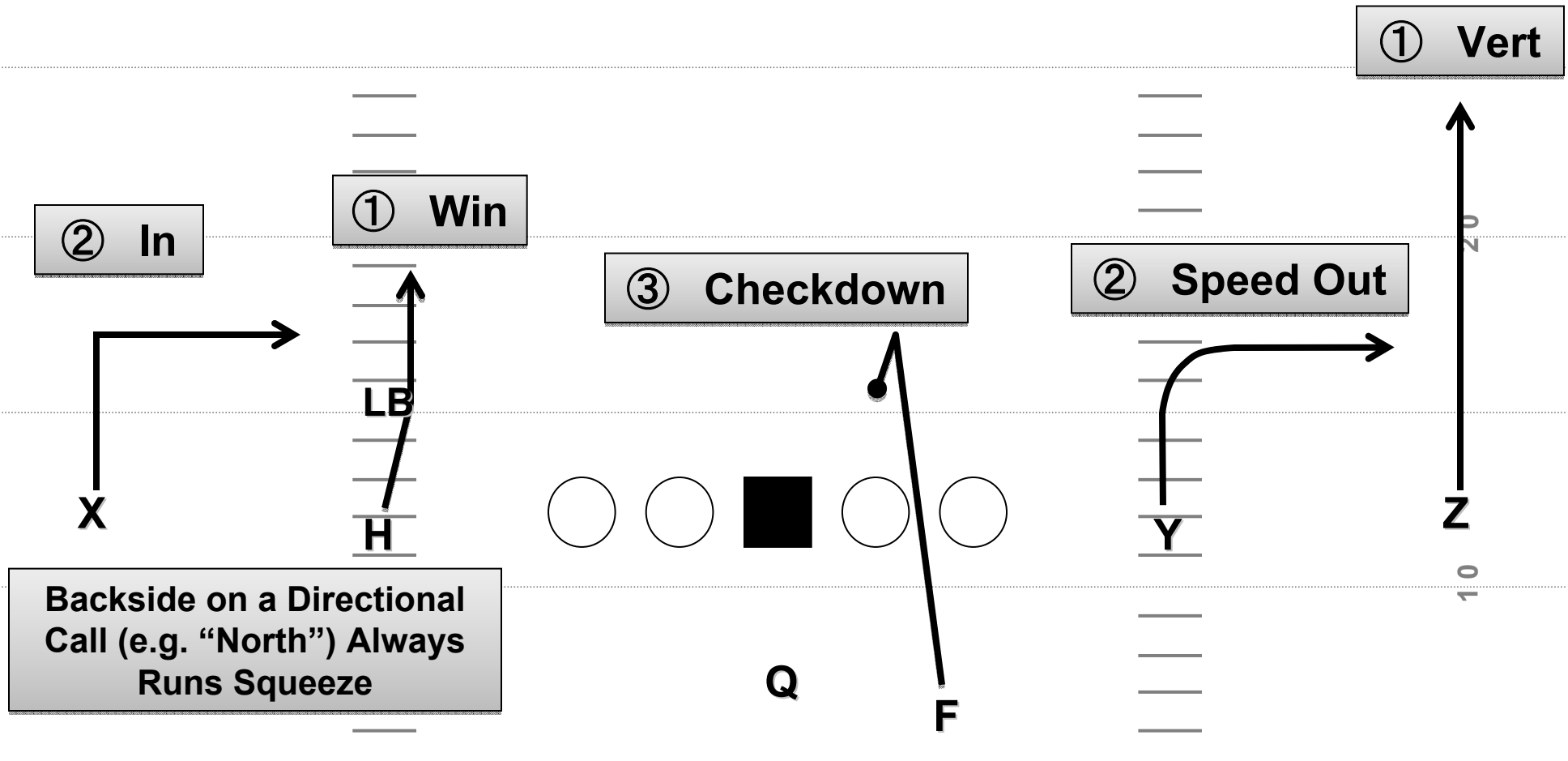
OSR Vert / ISR Speed Out

Position	Base Rules
OSR	<ul style="list-style-type: none">▪ Vert route. Stay alert for a bullet from the QB if a hole opens up.
ISR	<ul style="list-style-type: none">▪ Speed Out route. 3 yards from the LOS, curve out and flatten out <i>hard</i> at 5 yards. <i>Do not drift</i>.▪ Against a press corner, slow your route to give him time to clear the flat.▪ In Trips: #3 WR (counting outside in) is responsible for the #2 WR route on the opposite side. Get across the field fast and shallow and find grass.
F	<ul style="list-style-type: none">▪ Checkdown receiver.
QB	<ul style="list-style-type: none">▪ 90-Series (quick) pass. Catch and throw.▪ Read the cornerback to determine the best option.▪ Read Progression: Vert – Out – Checkdown. Choose a side pre-snap based on best grass. If a hole opens up, drive the ball to the OSR instead of fading him.▪ In Trips:<ul style="list-style-type: none">- Pre-Snap: Read the isolated WR (gift if poorly covered) & #3 WR.- Post-Snap: Vert – Out – Checkdown

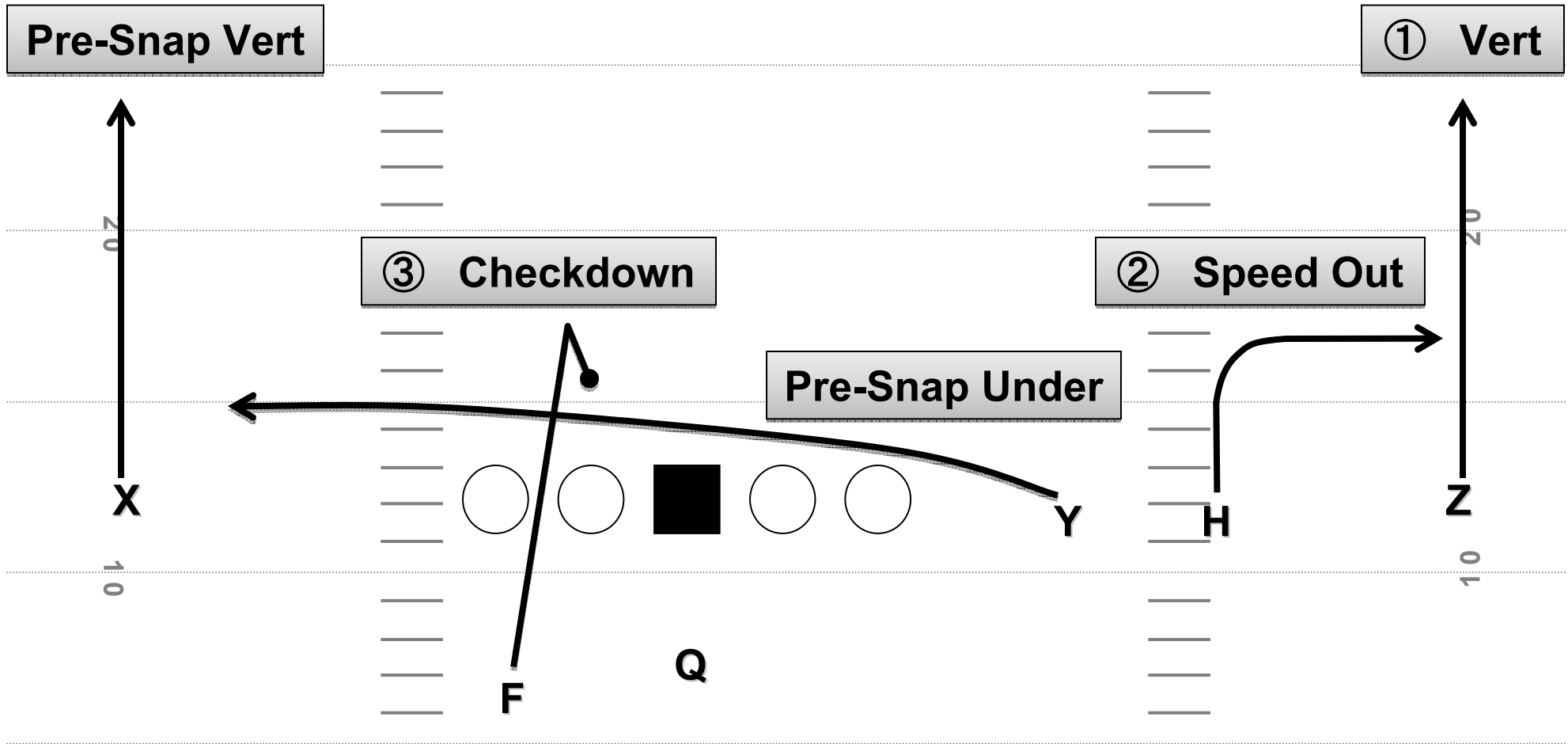
Ace 90 Quake



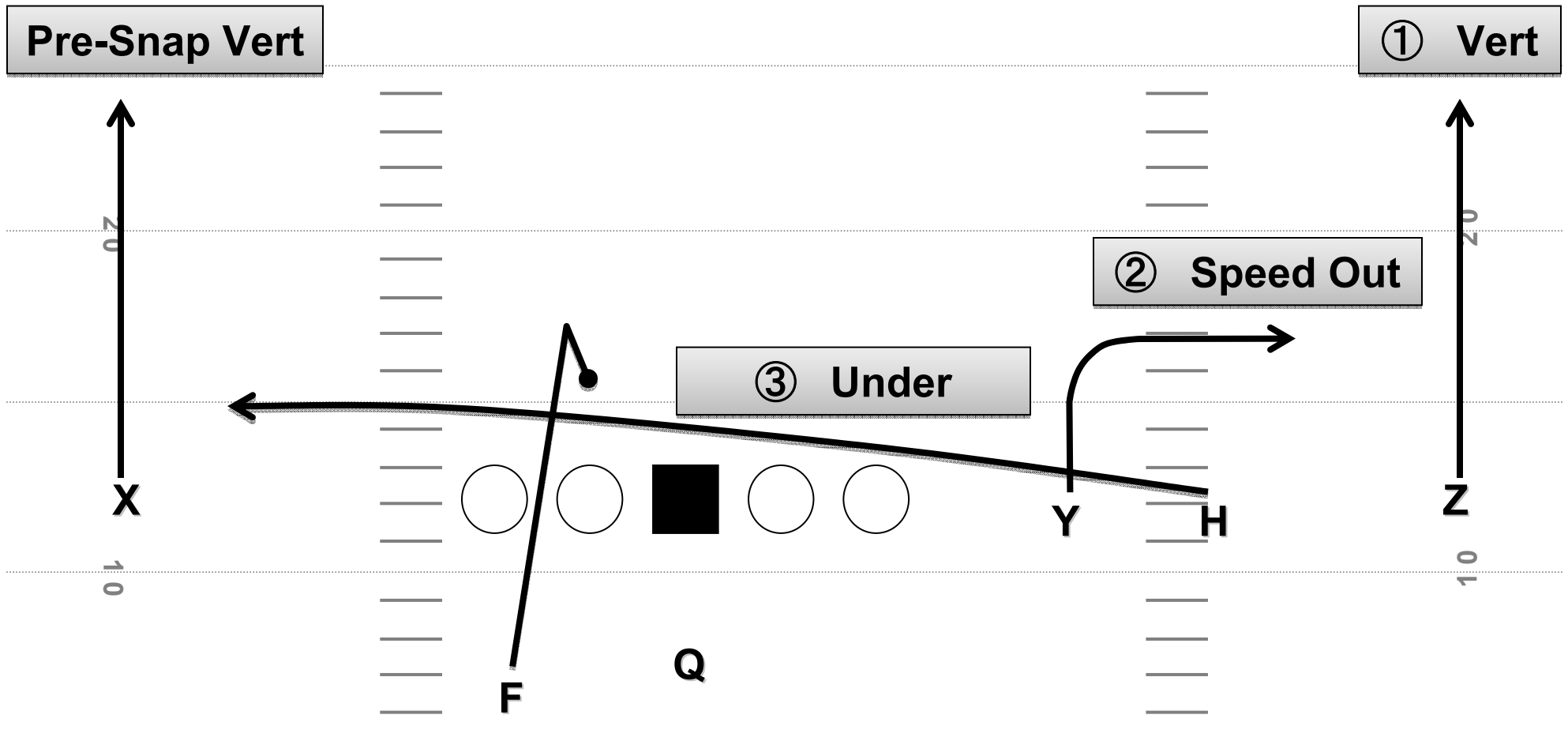
Ace 90 North Quake



Jag 91 Quake

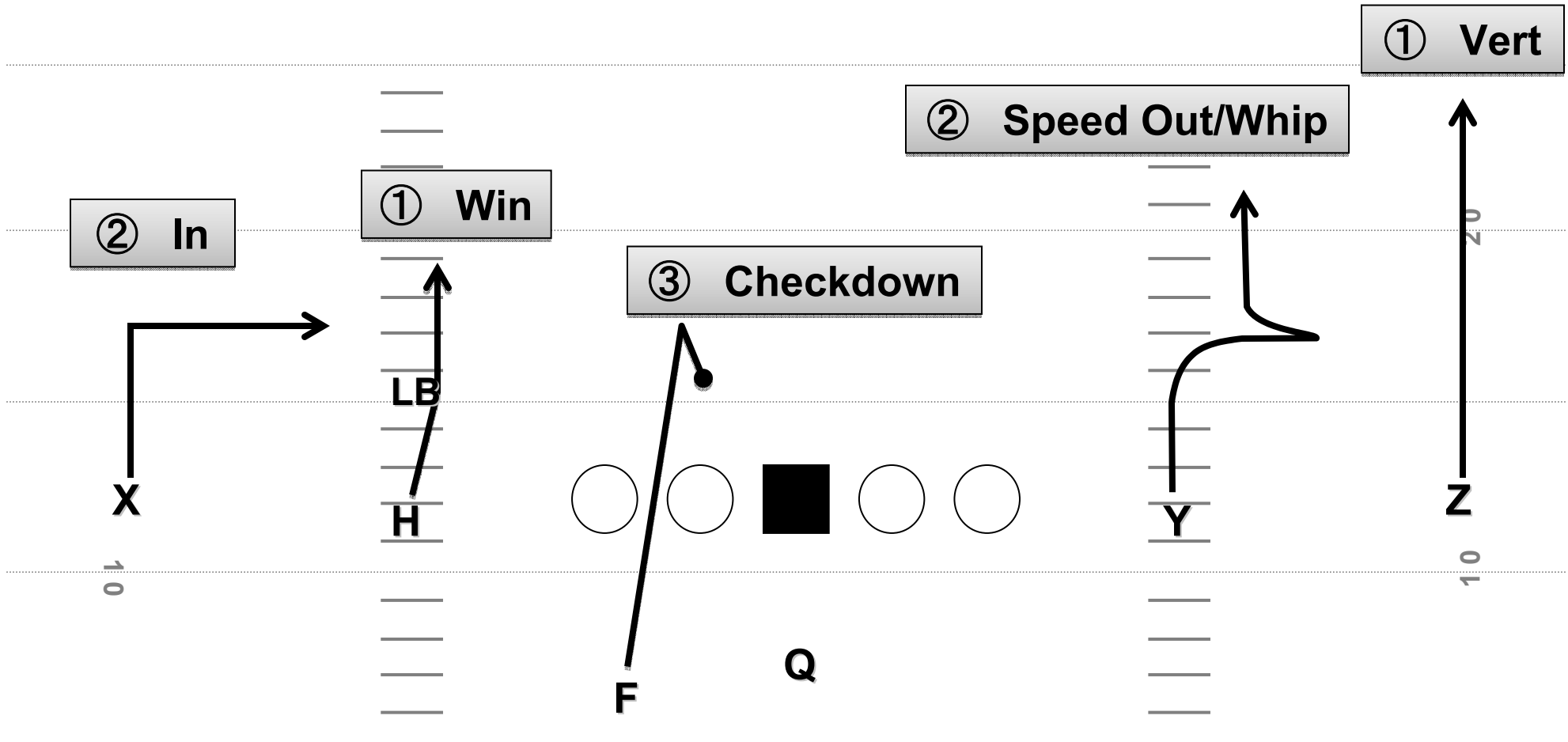


Jag 91 Quake Twist



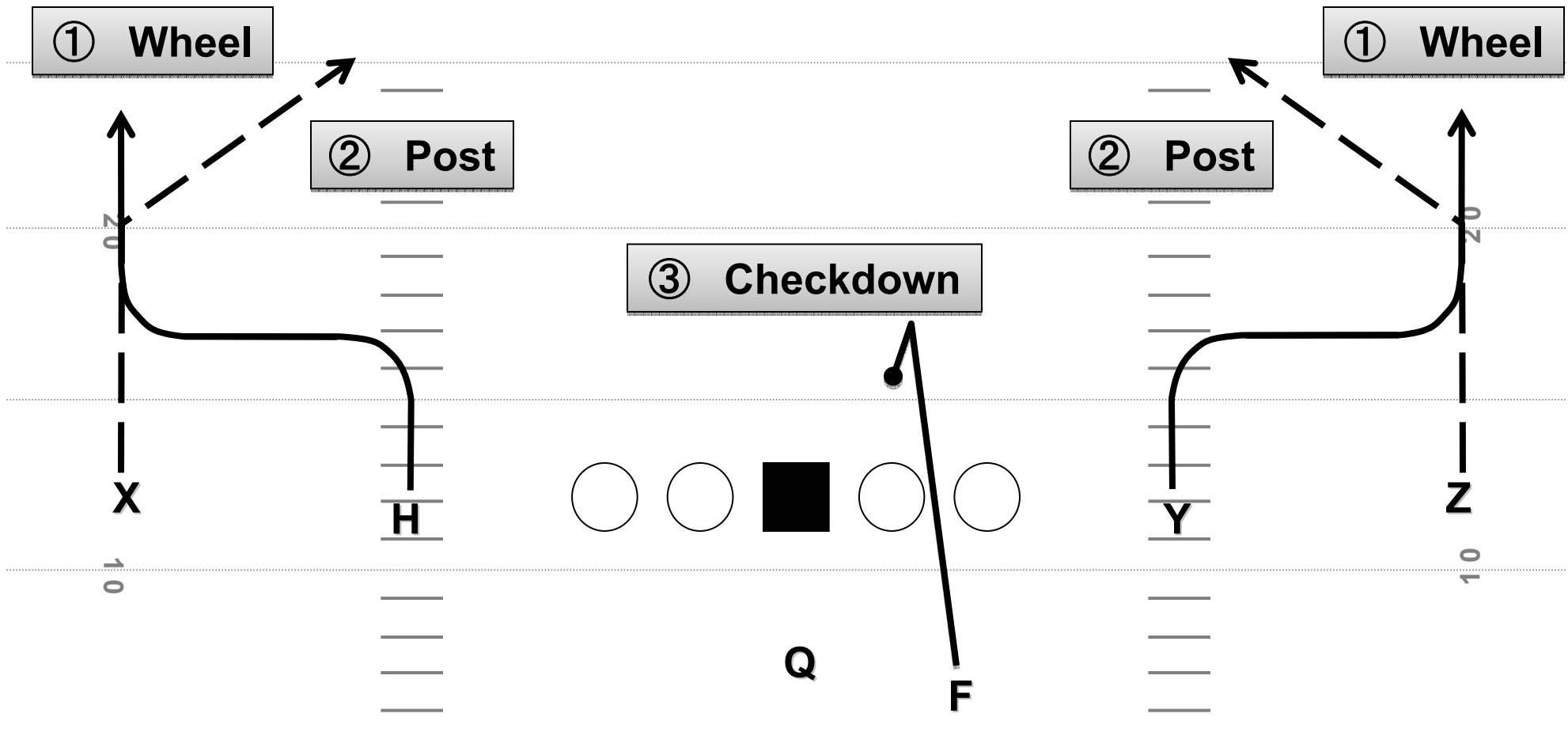
H & Y swap routes. H goes first to help pick the hole defender for Y.
Good play on the goal-line and in short-yardage situations.

Ace 91 North Quake Y Whip



Y sells the Speed Out then whips around toward the QB and heads downfield.

Ace 90 Quake Wheel



ISR run a Speed Out and then Wheel up on the numbers. OSR run Post.
QB: Read the CB and then the Safeties