

# Installing the Quick Passing Game In The Pistol Offense



James Vint  
coachvint@gmail.com

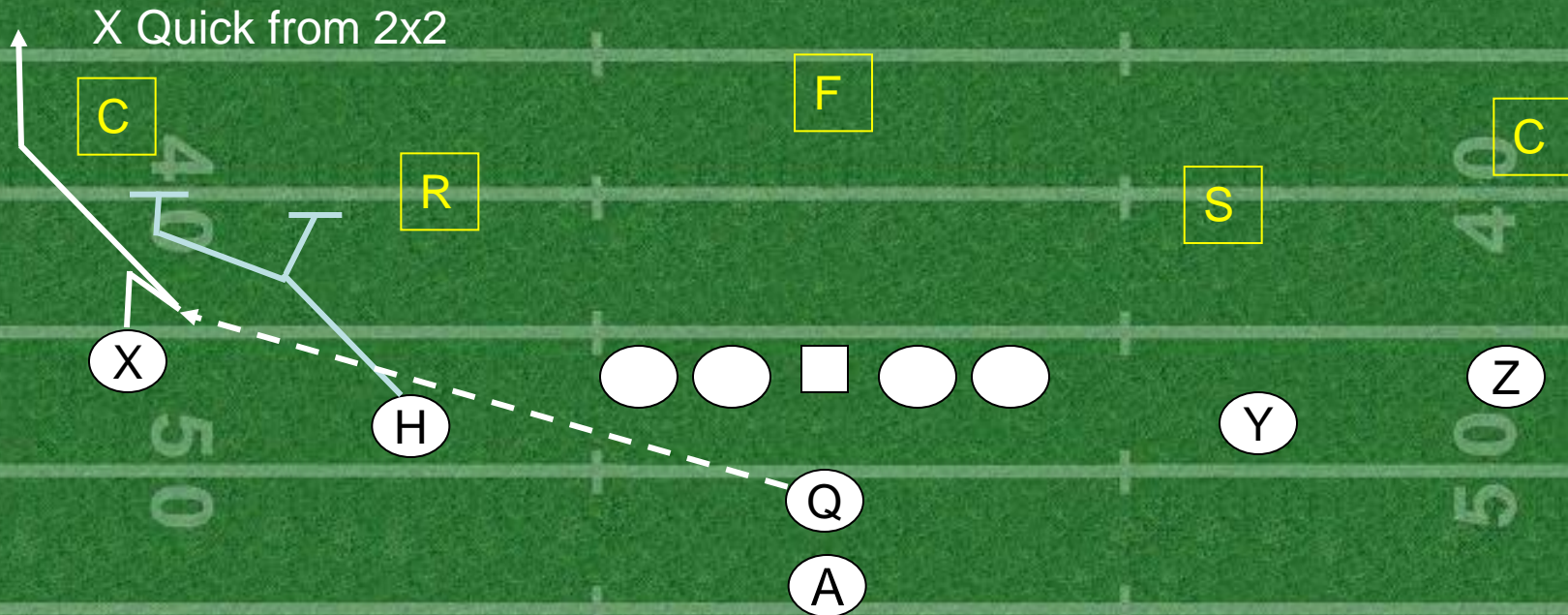
# Installing The Quick Passing Game

- Basic and Simple to protect
- Pistol Allows Your QB to receive the snap more quickly
- Gets the ball to your best athletes quickly
- Allows you to complete passes at a high percentage
- Takes advantage of blitzing defenses
- Gives you the potential for big plays

# Components of the Quick Game

- Gap Punch Protection
- Catch and Throw
- 3 Quick
- 3 and Hitch
- Bubble Concepts
- Quick Concepts
- 3 Step Combinations
- Uncovered Rules

# Installation of the X and Z Quick



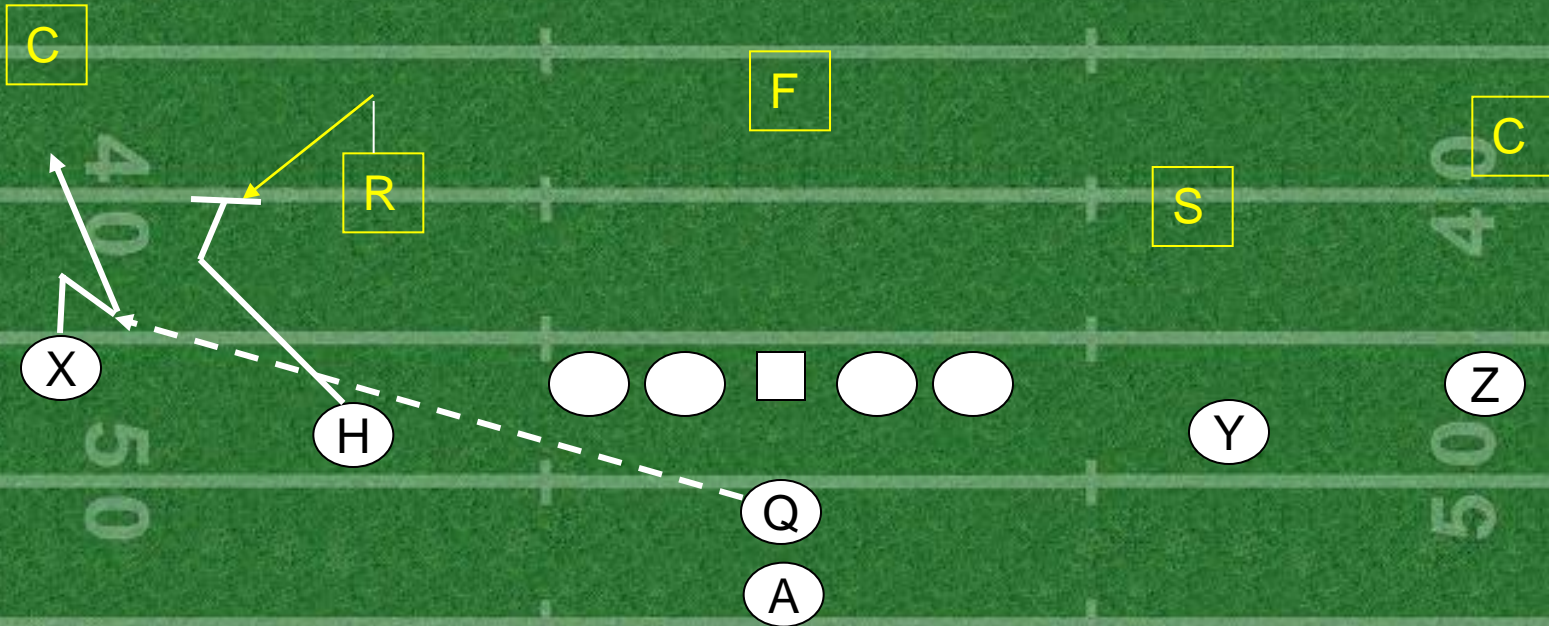
X Releases hard upfield for two steps, turns inside, and settles.

H Release on a 45 degree angle and reads first threat.

QB secures the snap, pivots, and throws to the X.

The X gets upfield and works back to the sideline.

# Installation of the X and Z Quick

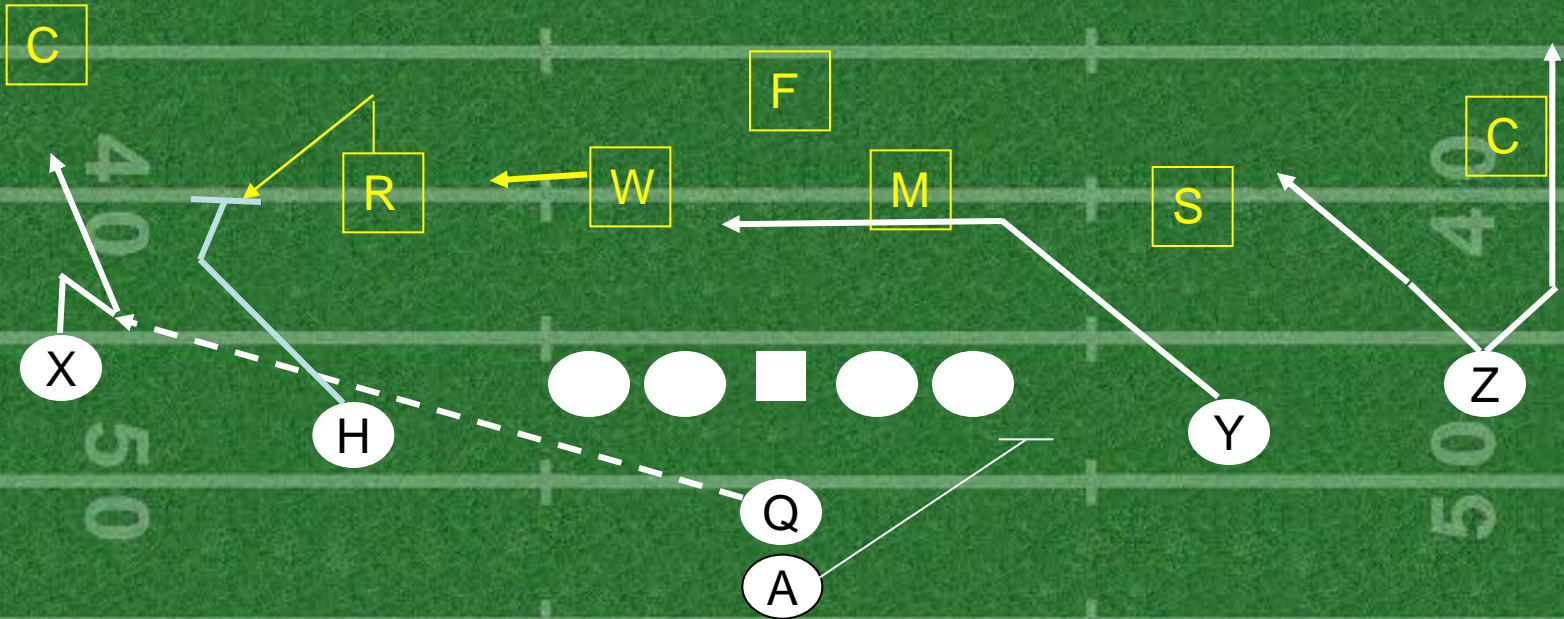


The H must be drilled in reading who to block.

The X will work to daylight, and we drill securing the football and turning outside.

We get a good athlete the football in open space.

# Installation of the X and Z Quick

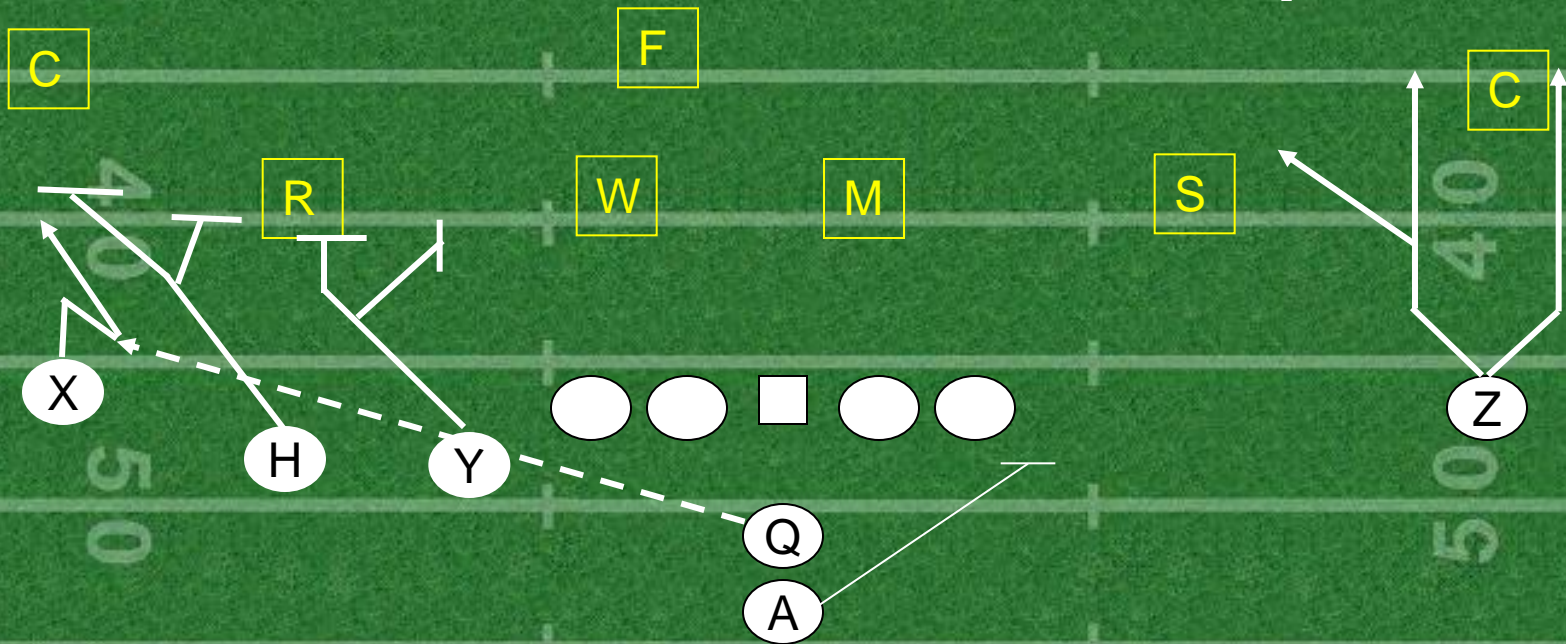


The X runs slant cross at 4 yards looking to replace the LB.

The Z Runs a Vertical, with his release based on the technique of the corner.

The A Back protects opposite the call.

# The X Quick From Trips



From Trips, both the H and the Y will be blocking on the front side.

You must drill the read for the H and the Y.

The must be versed on who to block, and how to block.

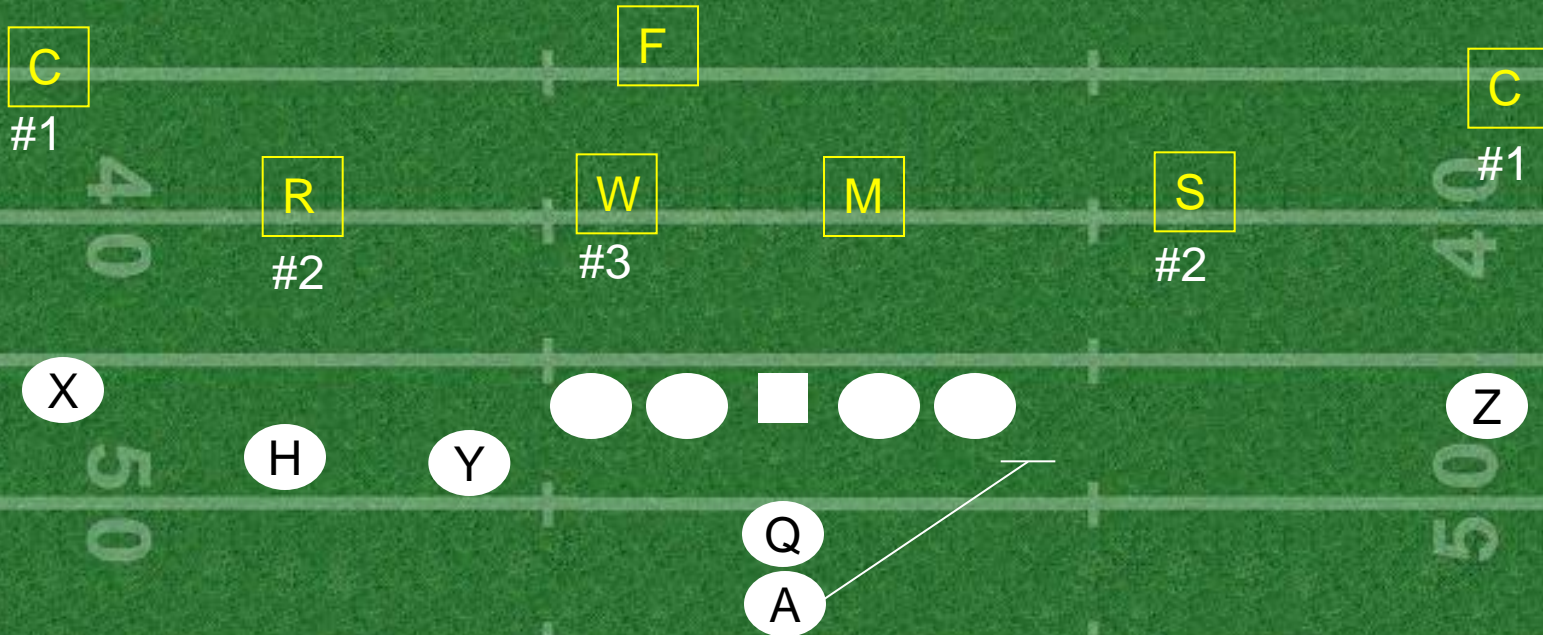
Coach them up to stay under control and get the defender walled.

# QB Presnap Reads From Trips

- The QB Checks for the overhang player away from trips.
- If there is no overhang player, the QB will work to the void.
- The QB must know where he is going with the ball before the snap.
- The ball must be delivered on time and on target.
- To the trips side, the QB locates the number three defender.
- If number three is in the box, we throw outside the box.



# QB Presnap Read (Trips)

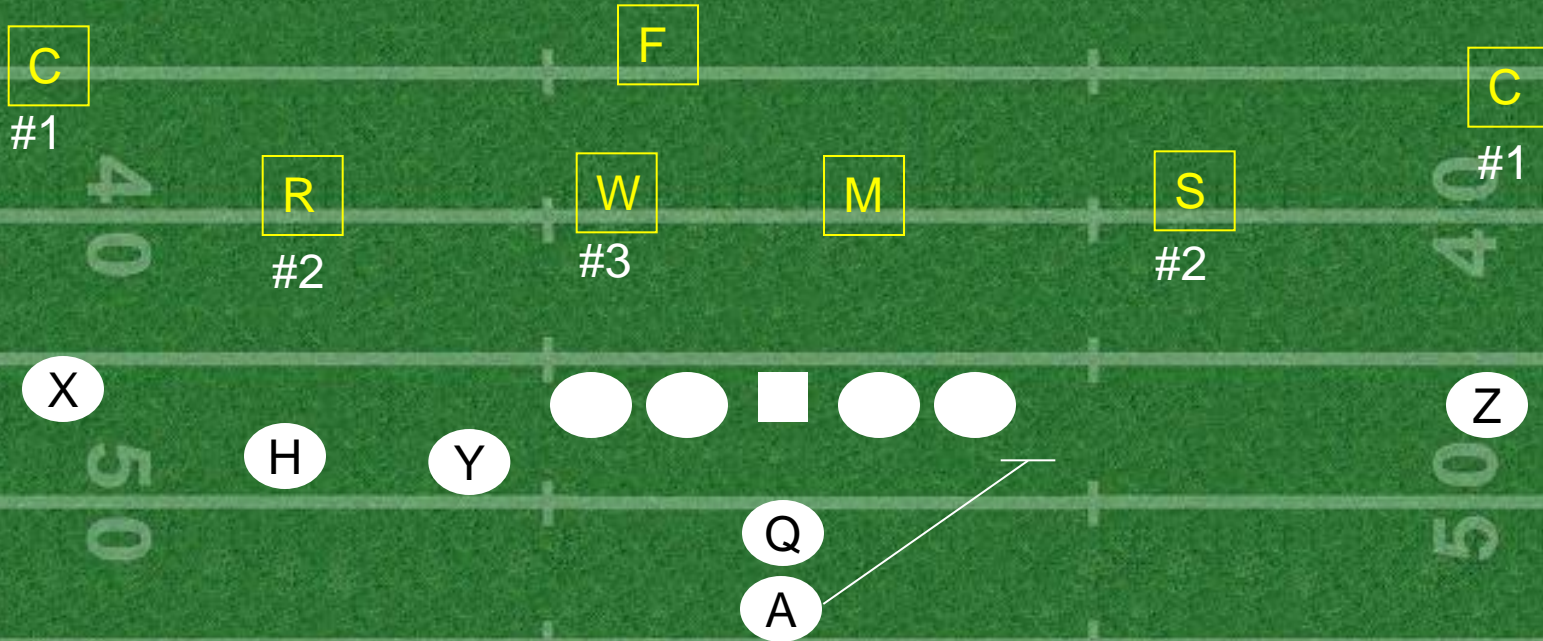


From Trips, the QB looks for the number 3 defender.

If the number 3 defender to the trips side is in the box, he can throw to the trips side.

On the back side, he looks at the number 2 defender. If number two is in the box, he can throw the quick to the backside of trips.

# QB Presnap Read (Trips)



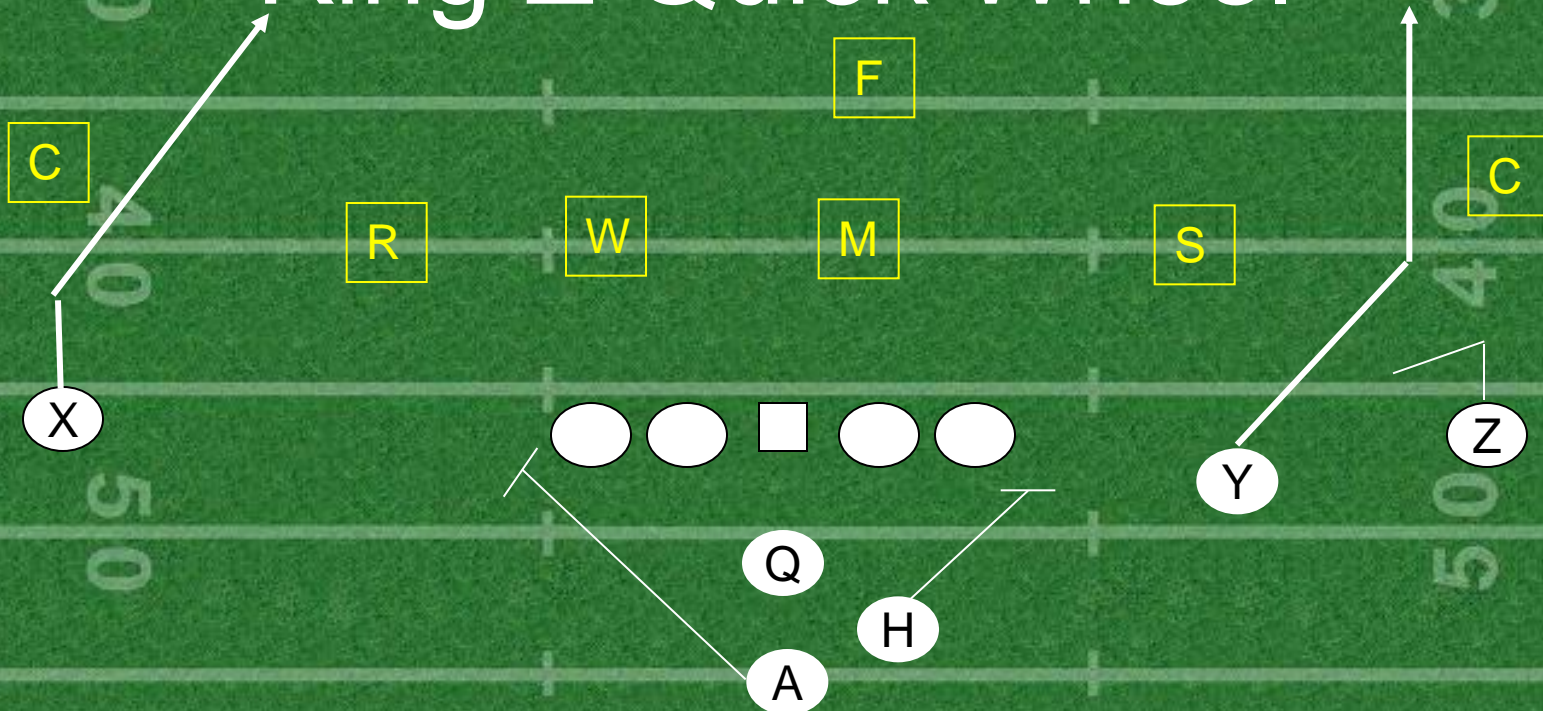
The number 3 defender to the trips side is in the box, so we can go to the trips side.

The number 2 defender is outside the box, telling the QB he can not got backside.

We use this to teach our X and Z Quick.



# King Z Quick Wheel



Our Z will run his quick route.

The Y will release as if he is going to block the corner.

He will settle his feet for one count and explode vertical.

Our Y is looking to work up the seam, reading off the safety.

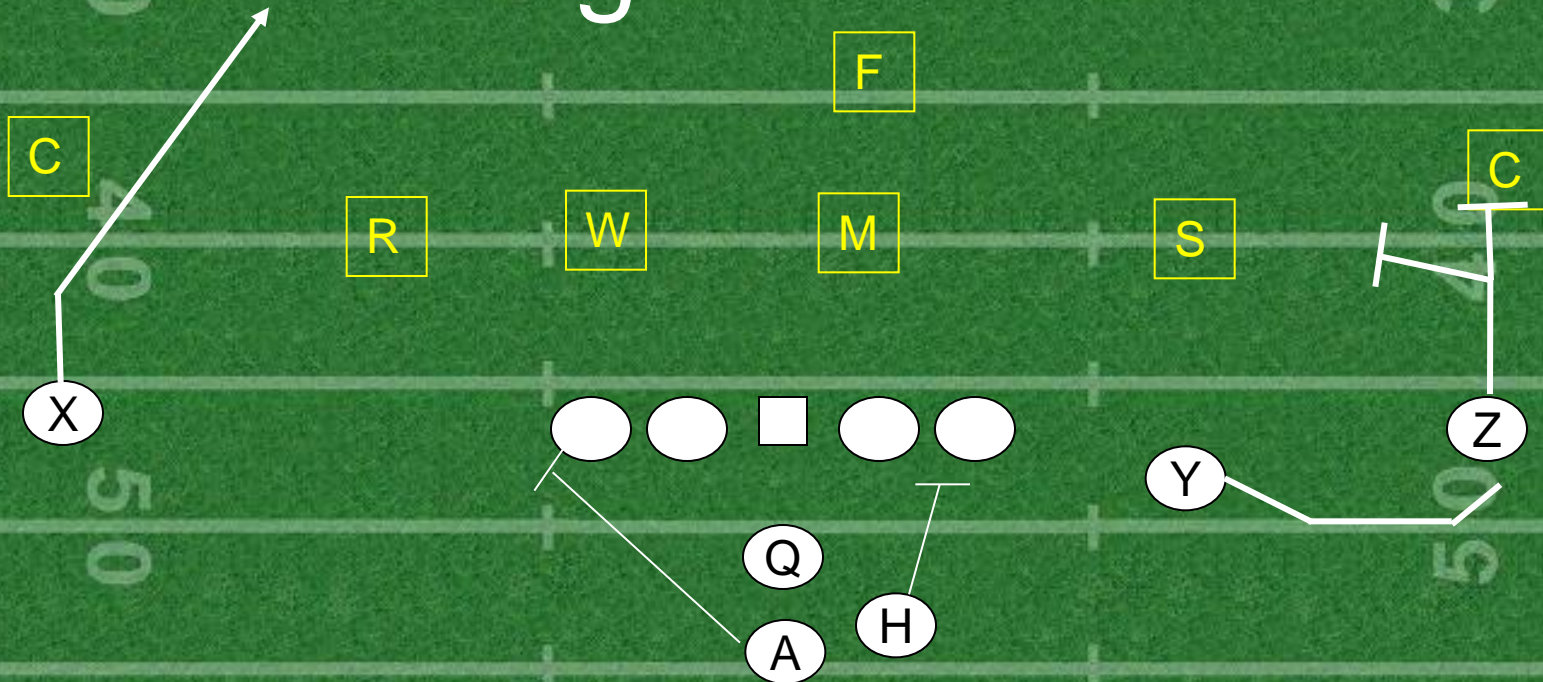
QB Will Pump The Quick

# Installation of The Bubble Screen

- We can get the football to our best athlete in open space
- We can run the bubble from several formations
- We install complimentary plays to expose defensive adjustments designed to stop the bubble
- The Bubble is a high percentage pass



# King Y Bubble



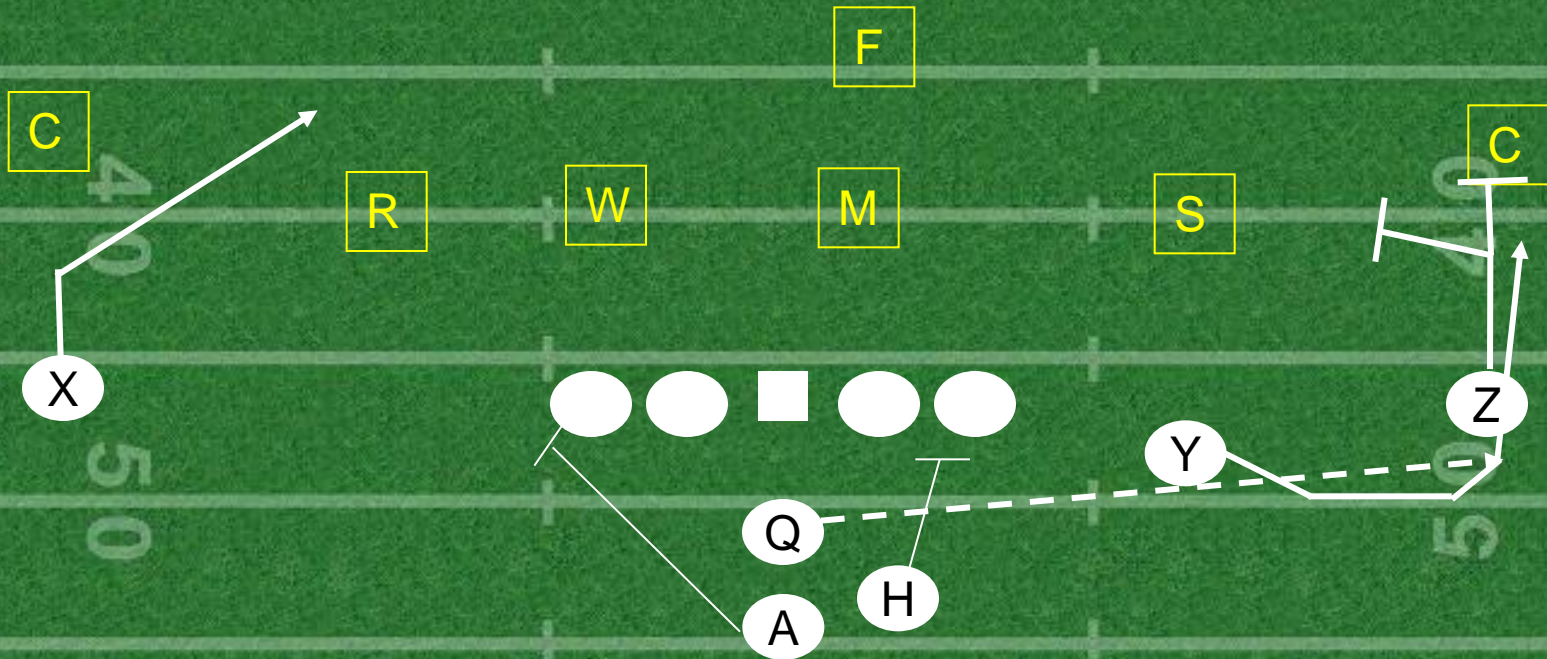
The Outside receiver to the bubble side releases vertical and looks to block the force player.

His progression is press stalk to push crack.

If the corner bails, snap eyes inside.

If the corner plays hard, engage and remain neutral.

# King Y Bubble

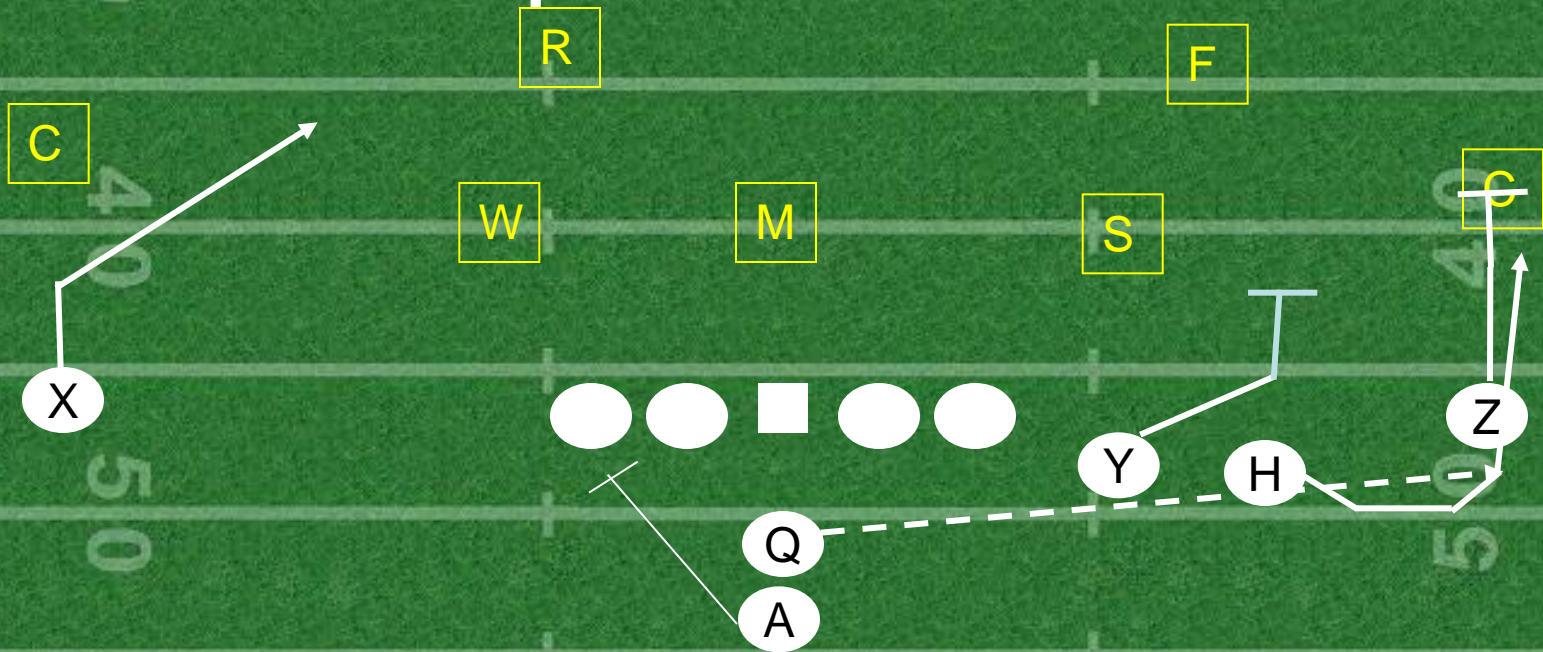


The bubble player will drop step with his inside foot, then step with his outside foot and work parallel to the LOS.

The throw must be a forward pass.

The QB is throwing a sharp ball through the outside shoulder of the receiver.

# Trips H Bubble



From Trips, we can throw the bubble to #2 or #3.

Vs. Cover 2 we can throw to number 2 if the OLB is inside our Y.

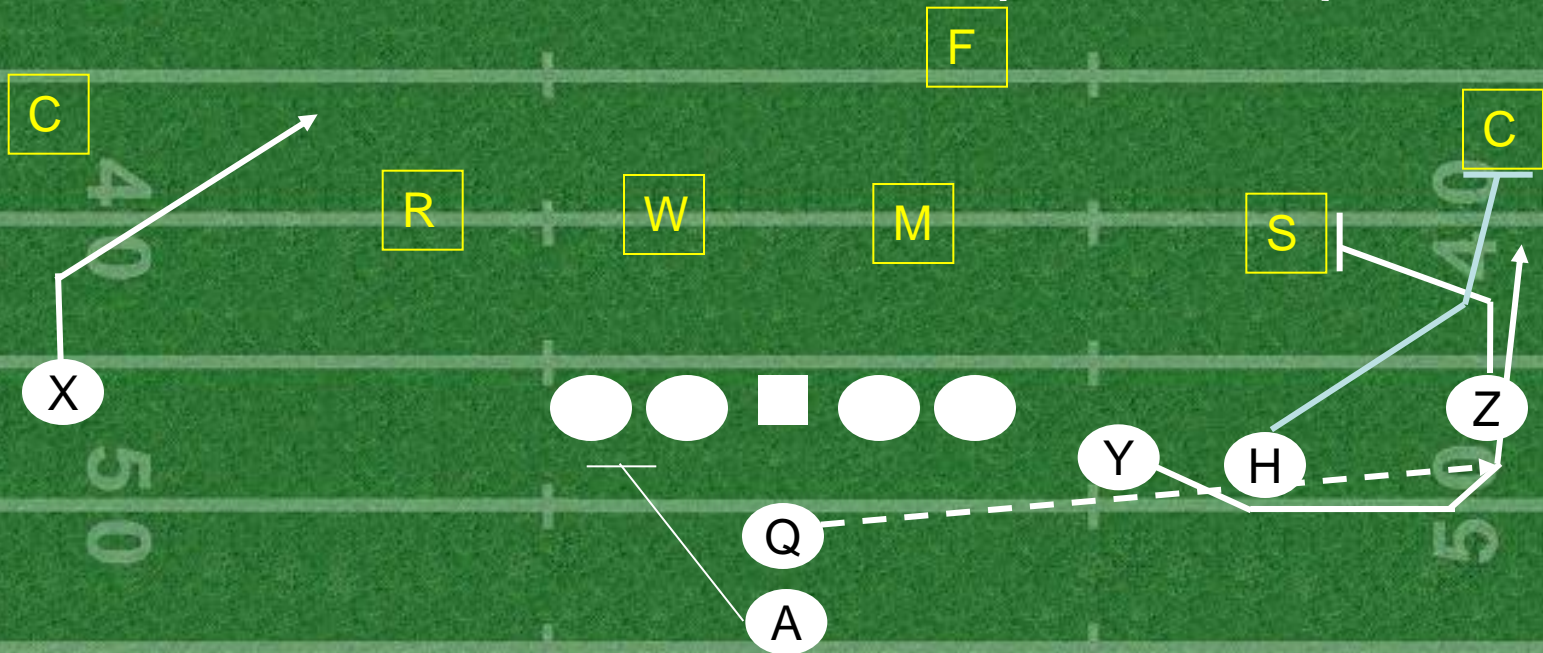
The Y will work an outside release working to maintain leverage on the OLB.

In the picture above, he must not let the S get outside.





# Bubble Switch (Crack)

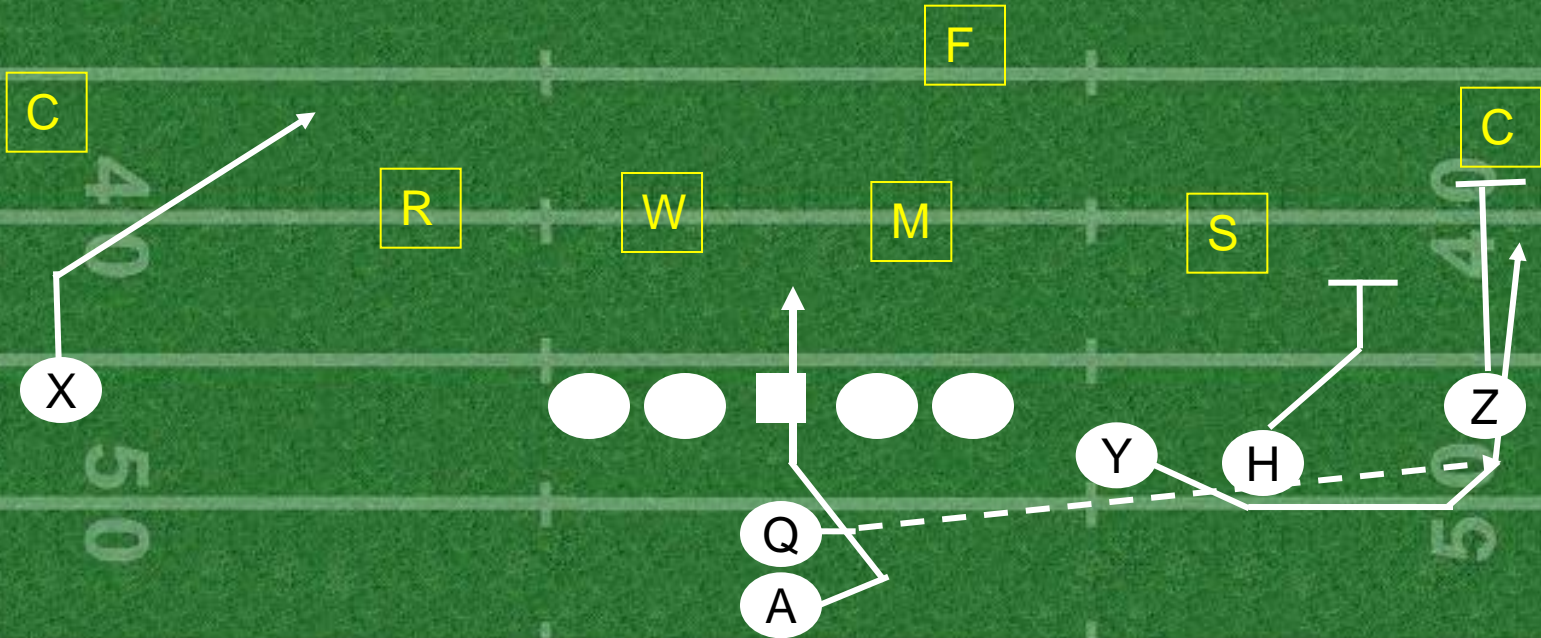


We run crack when the #2 defender is outside of our #2 receiver.

Our outside receiver will wall the number 2 defender.

Our H will work up and block the corner.

# Trips Bubble Zone



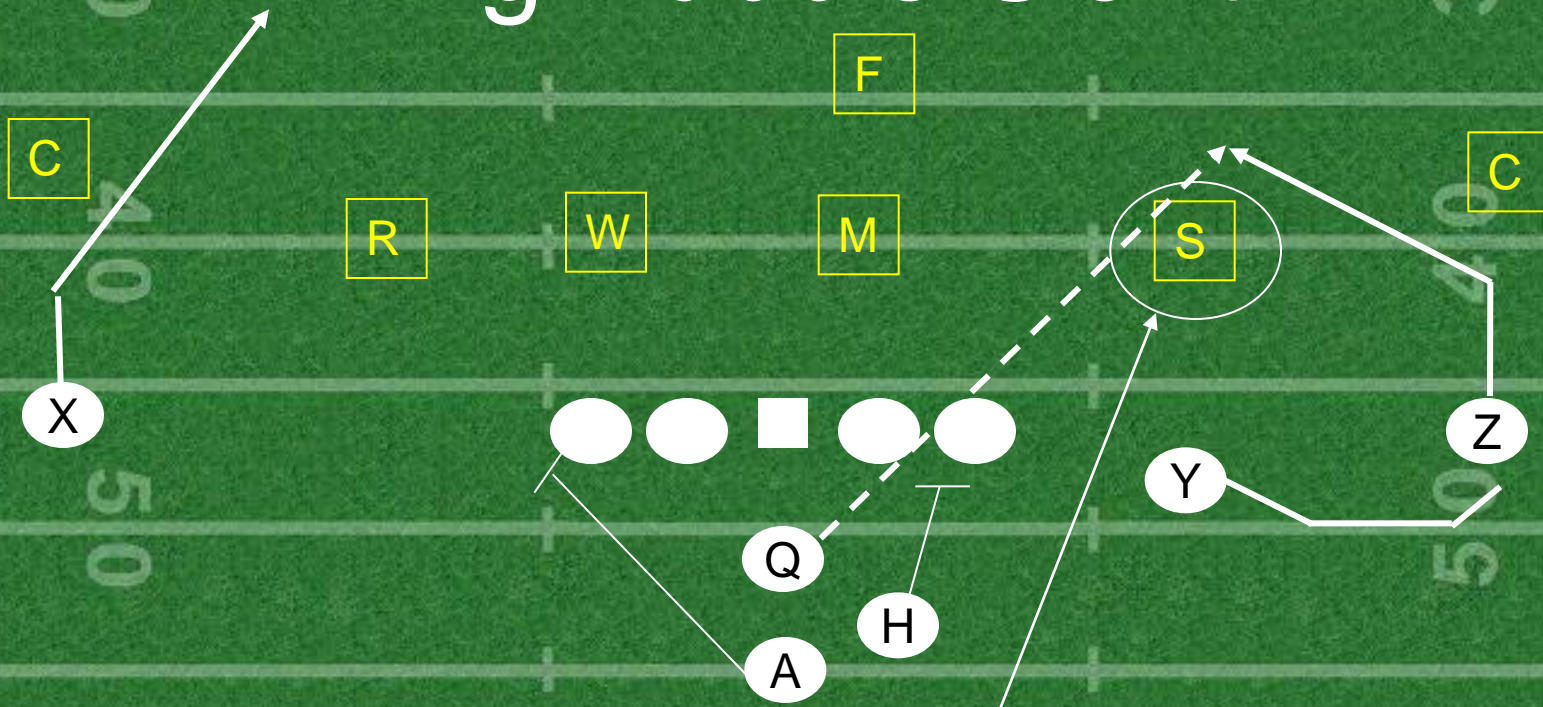
We are going to use zone action to hold the number 3 defender.

The QB and running back will execute their ride mechanics

The QB will flash and throw.

You must run the zone with bubble action to complement the Zone Bubble.

# King Bubble Slant

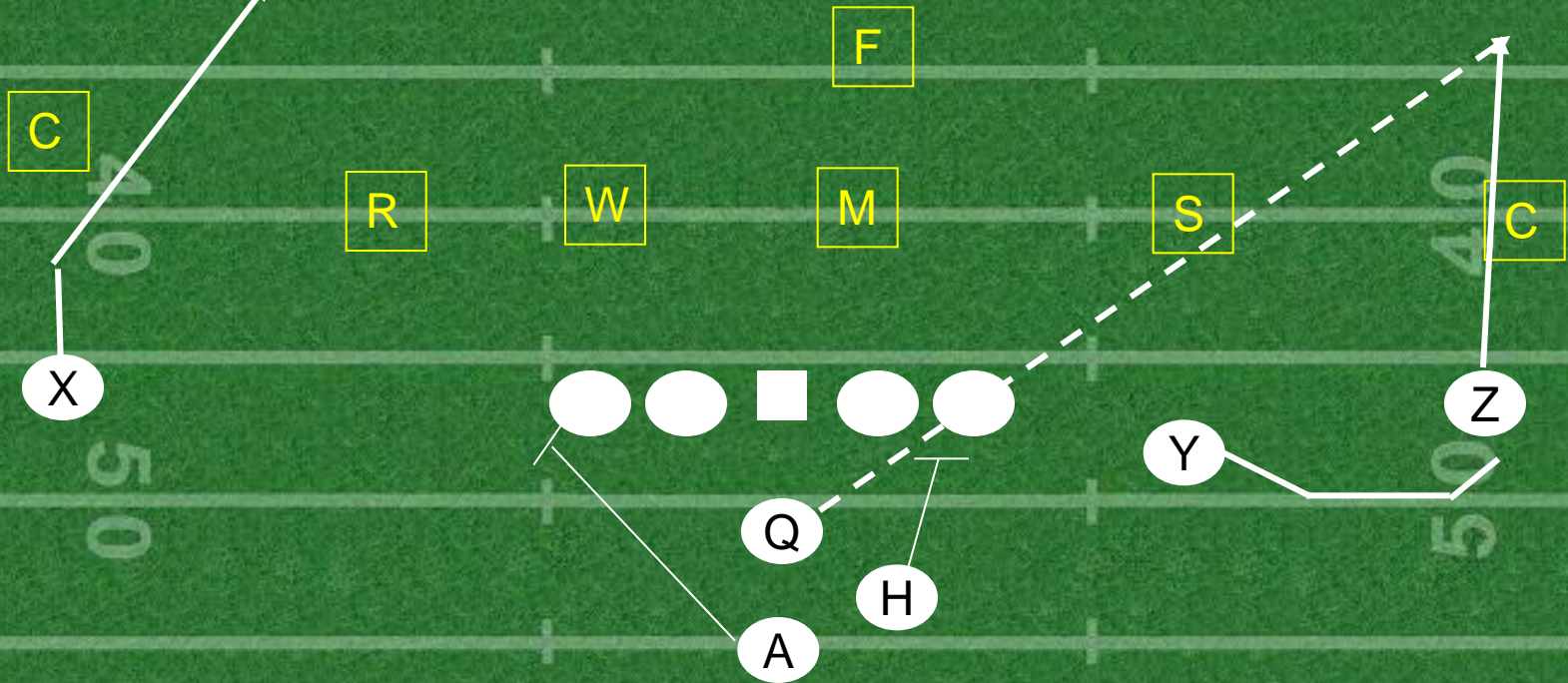


QB must read the number 2 defender.

If number two runs with the bubble, throw the slant.

If number two sinks under the slant, throw the bubble.

# Twins Bubble Vertical

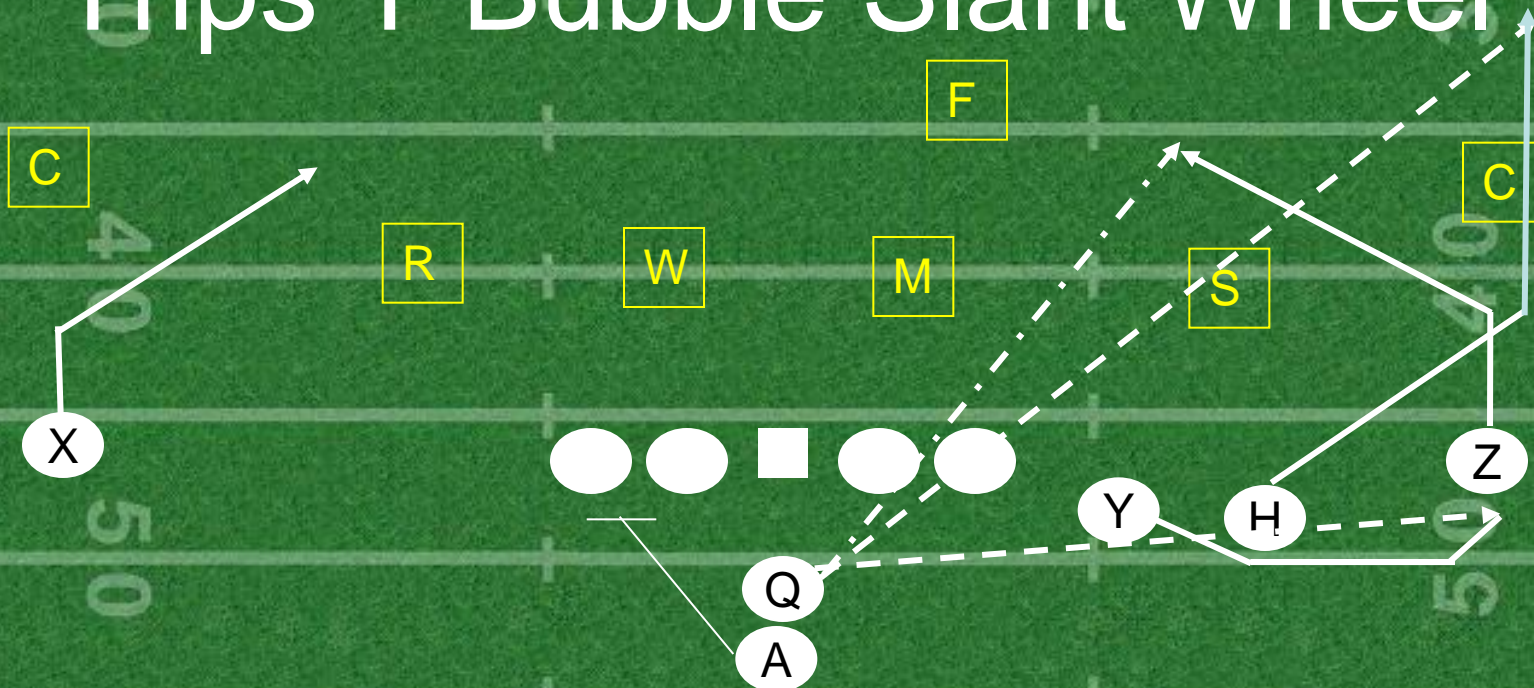


When we call the bubble vertical, we are throwing the vertical.

We call this vs. Cover 2, and Cover 0, and Man Free.

The QB will short-pump the bubble, and throw the vertical.

# Trips Y Bubble Slant Wheel



The H will run the wheel working off the butt of the slant of the Z.

The Z will work his slant at 5 yard, looking to step on the toes of a squat corner.

The Y will work his bubble route.

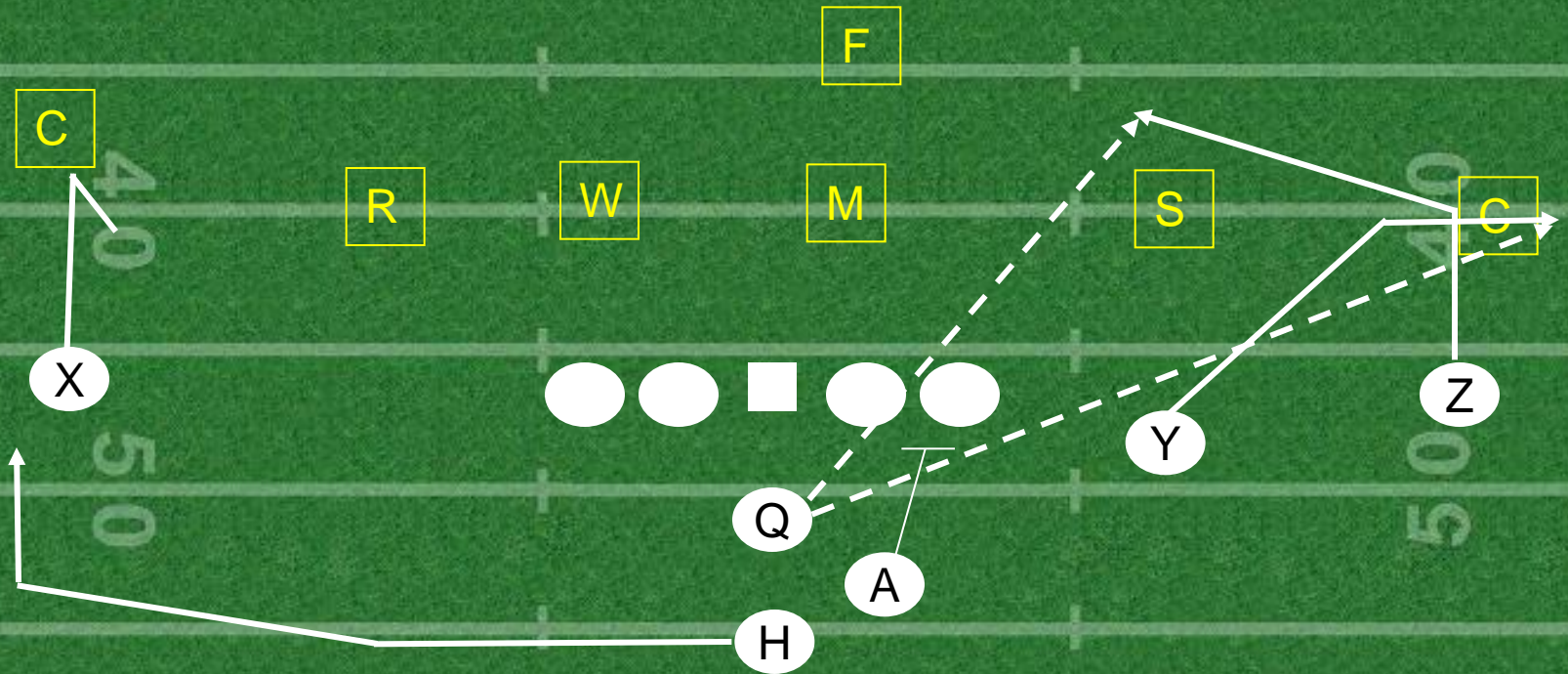
The QB reads Slant to Wheel to Bubble.

# Installing The Slant Flat Combo

- The Slant/Flat Combo is a read route
- The QB will read the number 2 defender
- If number 2 sinks, throw the flat
- If number 2 widens, throw the slant
- The QB is looking for line of sight
  - Line of sight is a direct line between the QB and the receiver with no defender in the path.
- We can create a triangle read for the quarterback



# Twins Slant Flat Combo



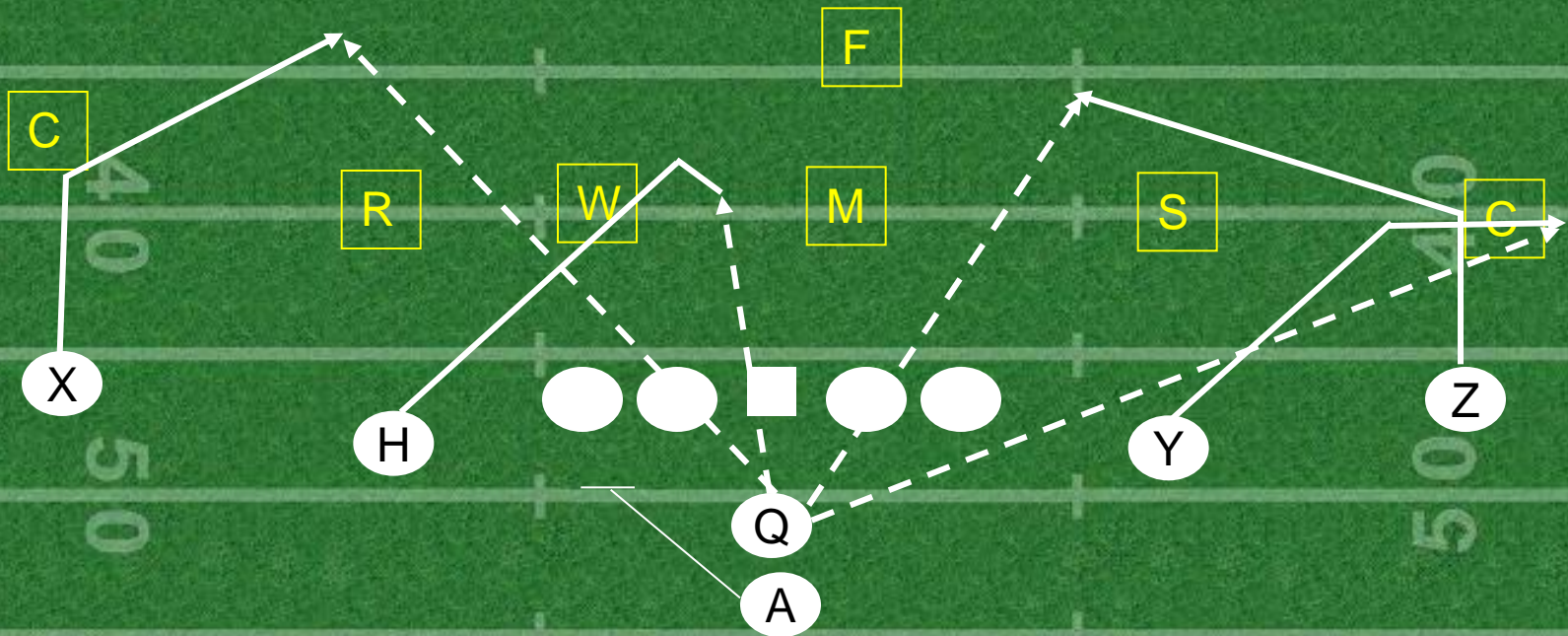
QB makes a presnap read to throw frontside or backside.

The QB will read the number 2 defender.

The QB uses 3 quick footwork.



# Slant/Flat from 2x2 Set



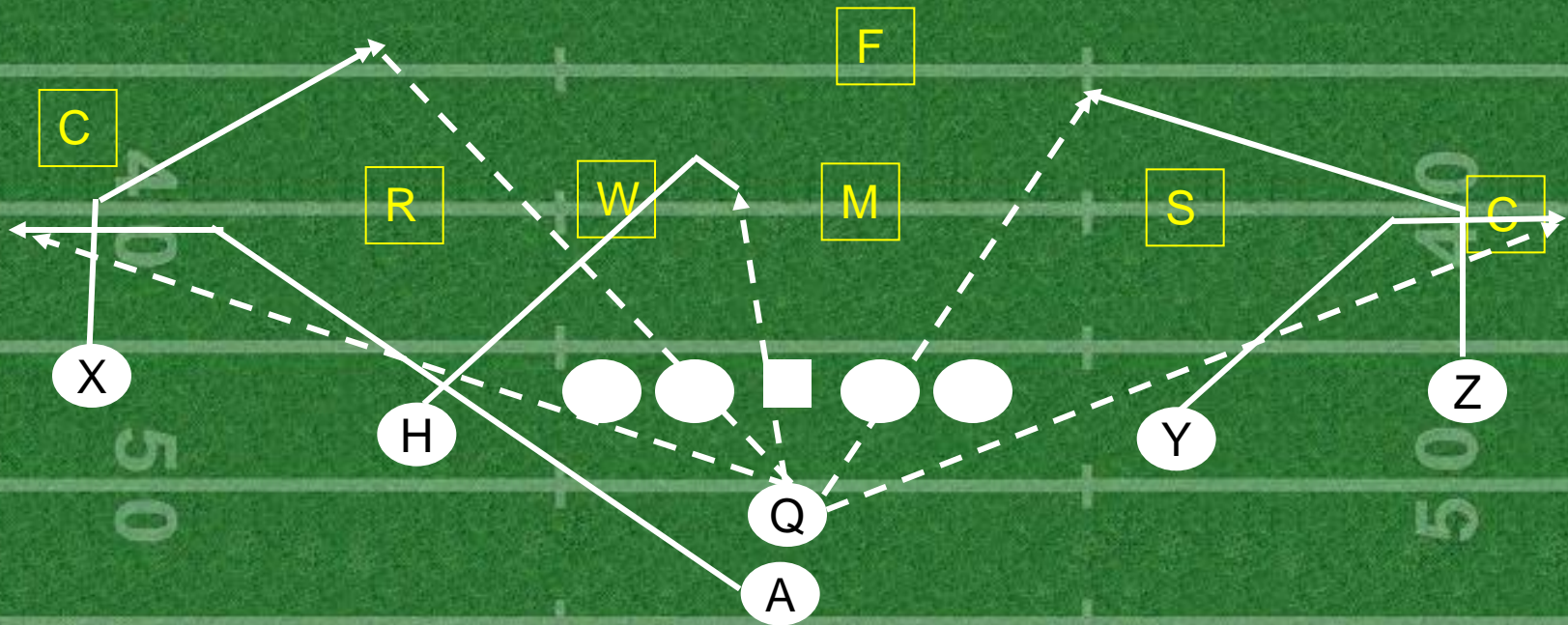
When we run the slant/flat from our 2x2 set, the backside #2 runs a search route, trying to find the hole between the backers.

The backside WR runs a deep slant, looking to get over the top of the backside backers.

With the search route, we have now created a triangle read for the QB.

Progression is slant/flat, search, deep slant.

# Slant/Flat Mirror from 2x2 Set

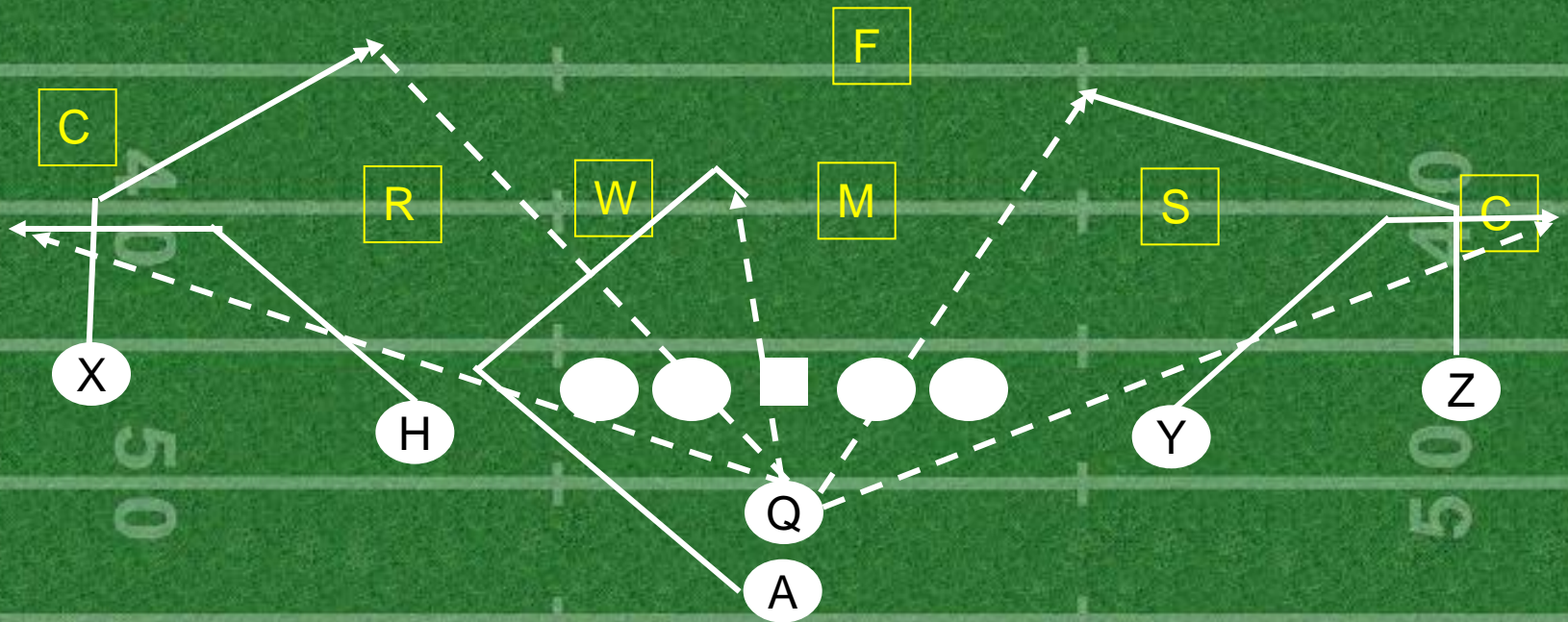


We now have a triangle read for the quarterback to both sides.

The QB looks for the sandbox created by the #2 and #3 defender.

QB will make a pre-snap read to determine front or back side.

# Switch/Change Call

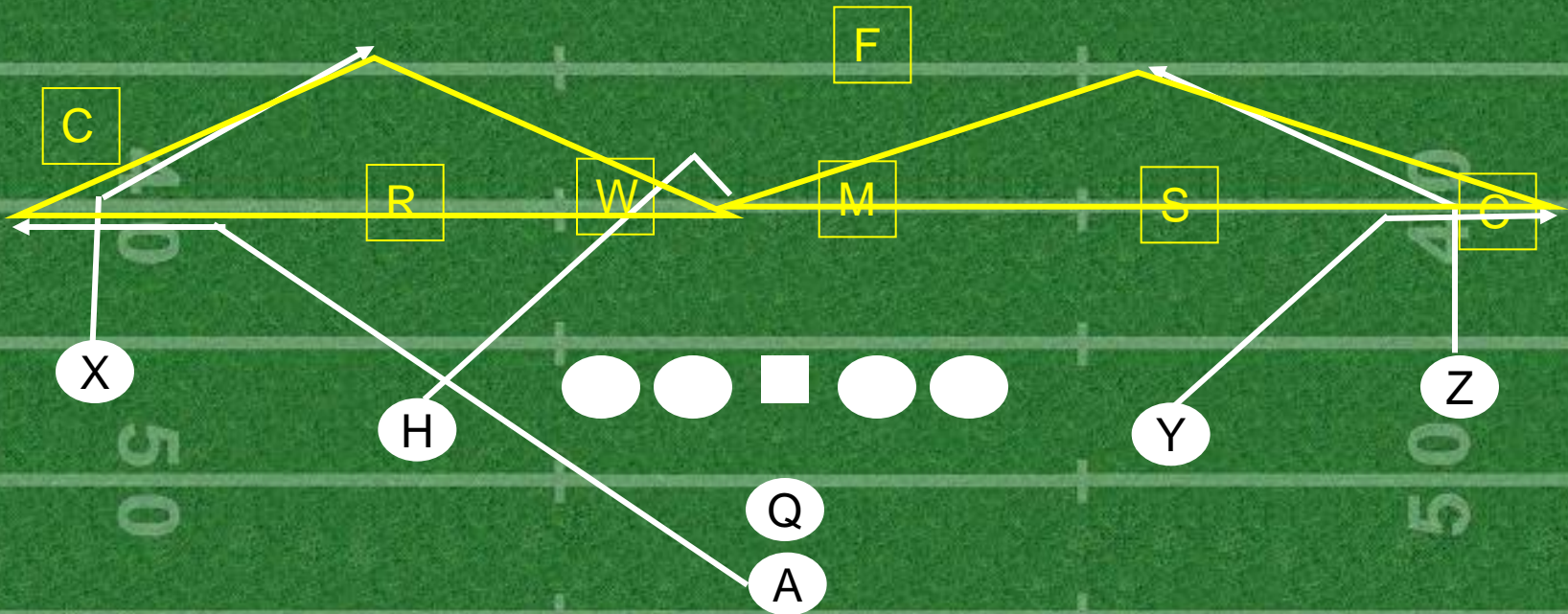


We can use a switch/change call to exchange the routes of the H and the A.

The A runs the angle while the H runs the flat.

We maintain the exact same triangles.

# Creating Our Triangle

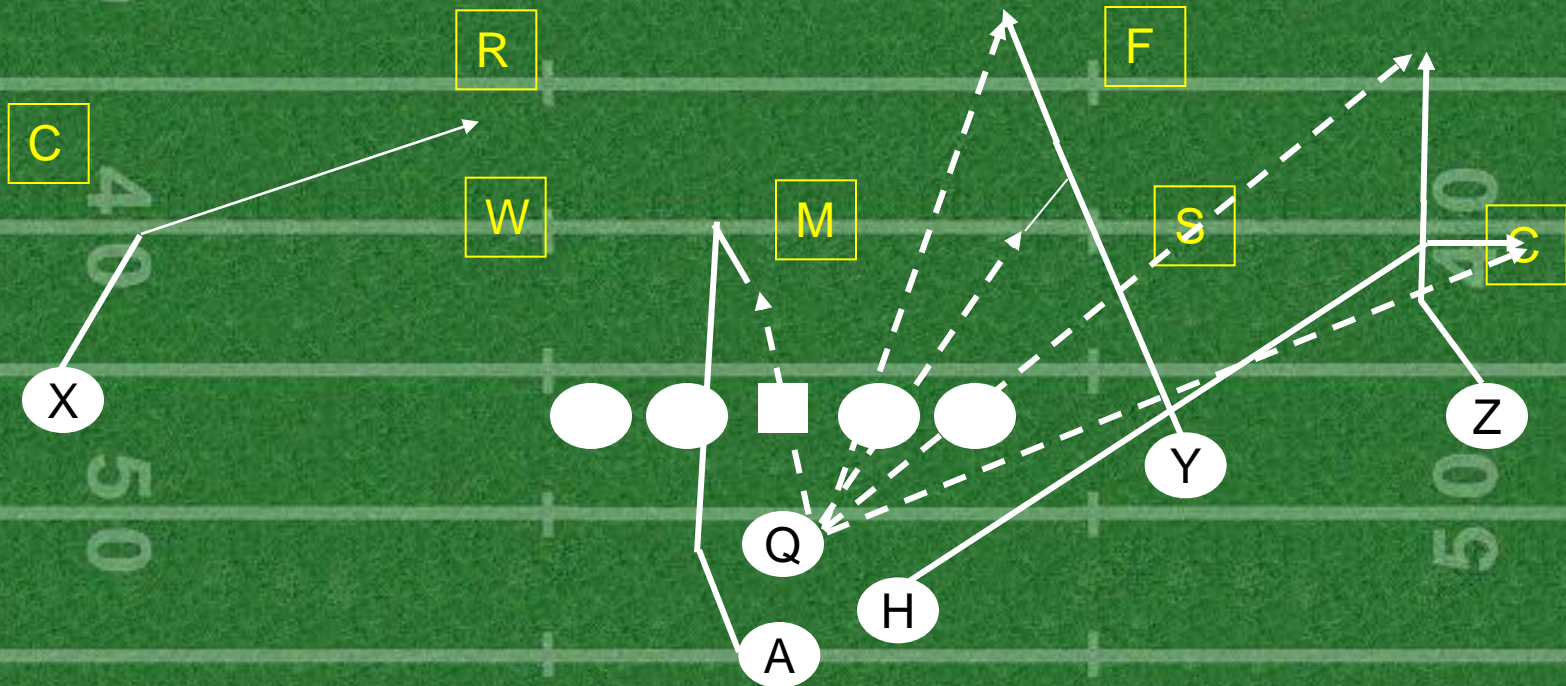


When we create the triangle, we have spacing that forces defensive movement.

We have naturally created lines of sight from quarterback to receiver.

Our triangles can work from two to three different depths.

# Twins Slant Flat Combo vs. C-2

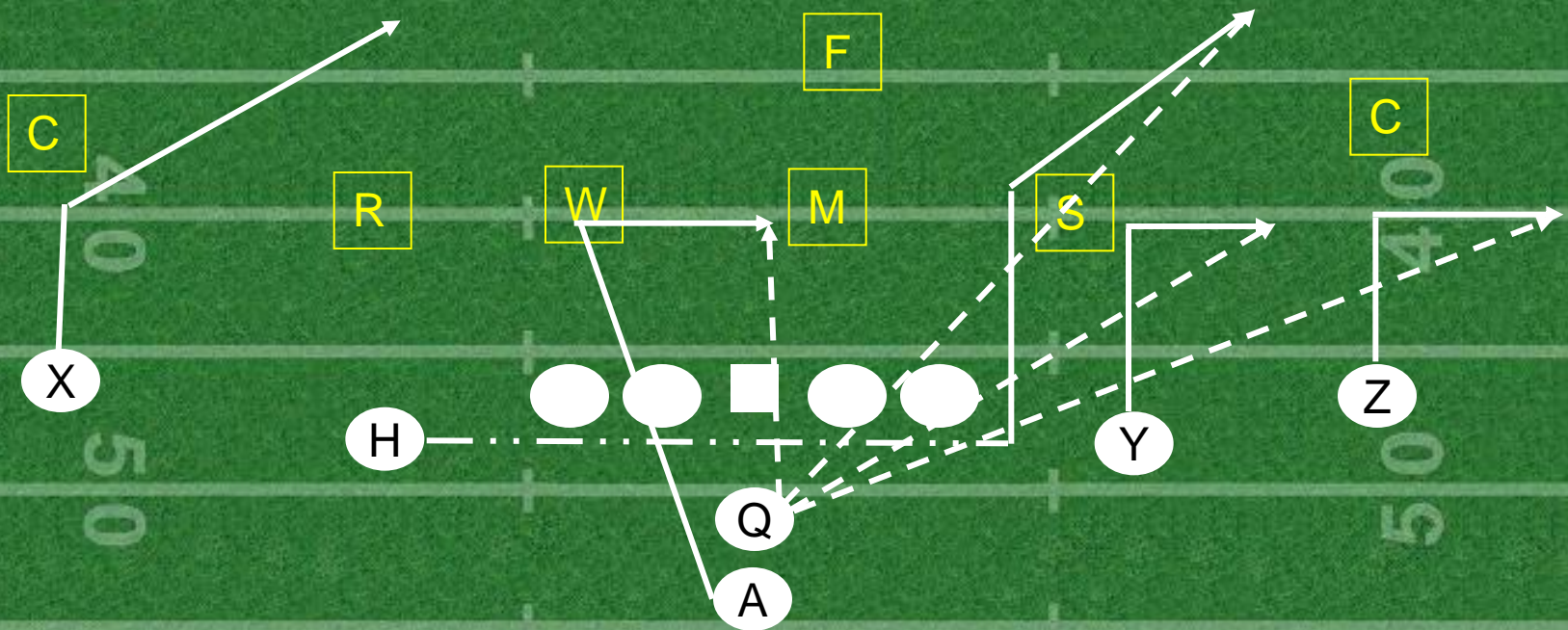


- Vs. Cover 2, we want to stretch the frontside safety.
- Our Y runs a seam at the inside jersey of the half-field safety, looking for space to settle. If he sees the promised land, he bursts.
- The backside A runs a sit and settle in the A gap at 5 yards.

# Rollover Series

- Our rollover series stretches half the field horizontally.
- We are getting high percentage passes with the potential for a consistent 5-7 yard gain.
- We can adjust the routes vs. various coverages.
- Great versus man and zone

# Rollover Series



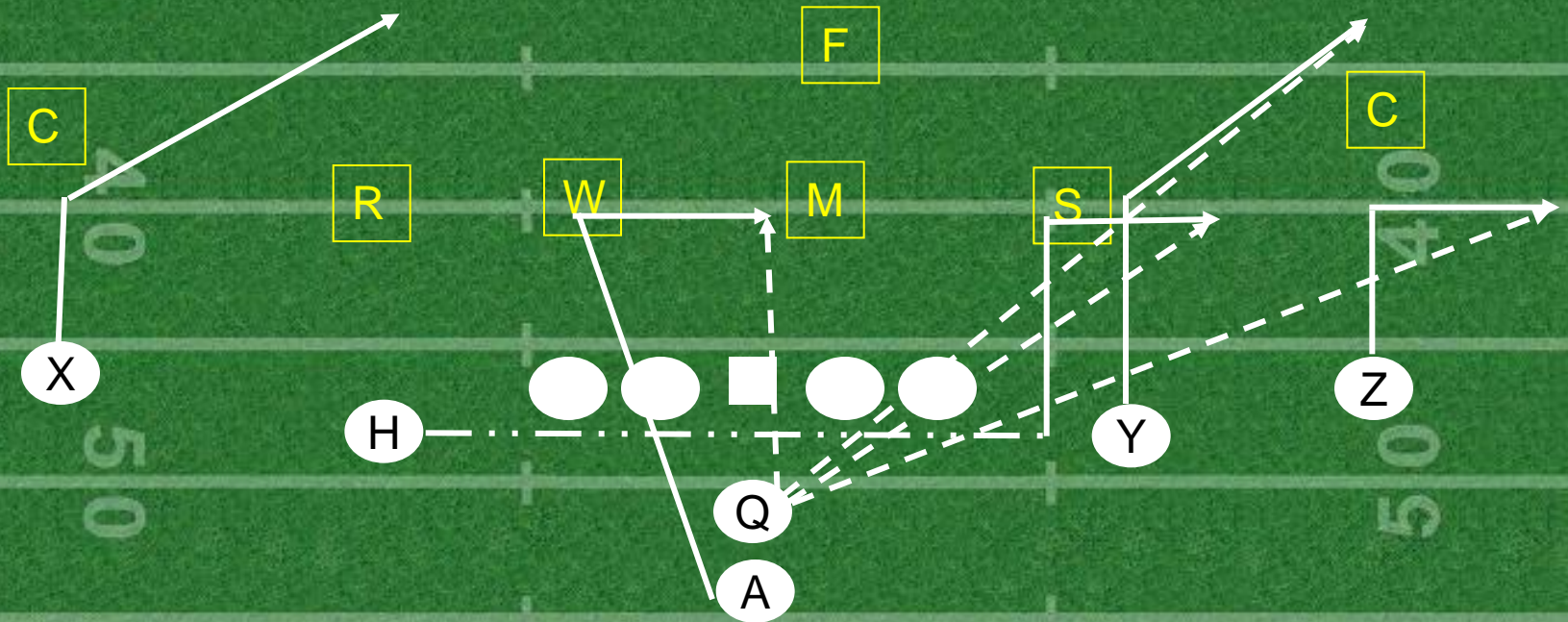
#1 and #2 run four yard speed out routes.

#3 or the motion man will run six yards and burst to the corner without getting too wide.

We have a post and an cross on the backside.

We can semi-roll the QB to the call side.

# Rollover Series w/Switch

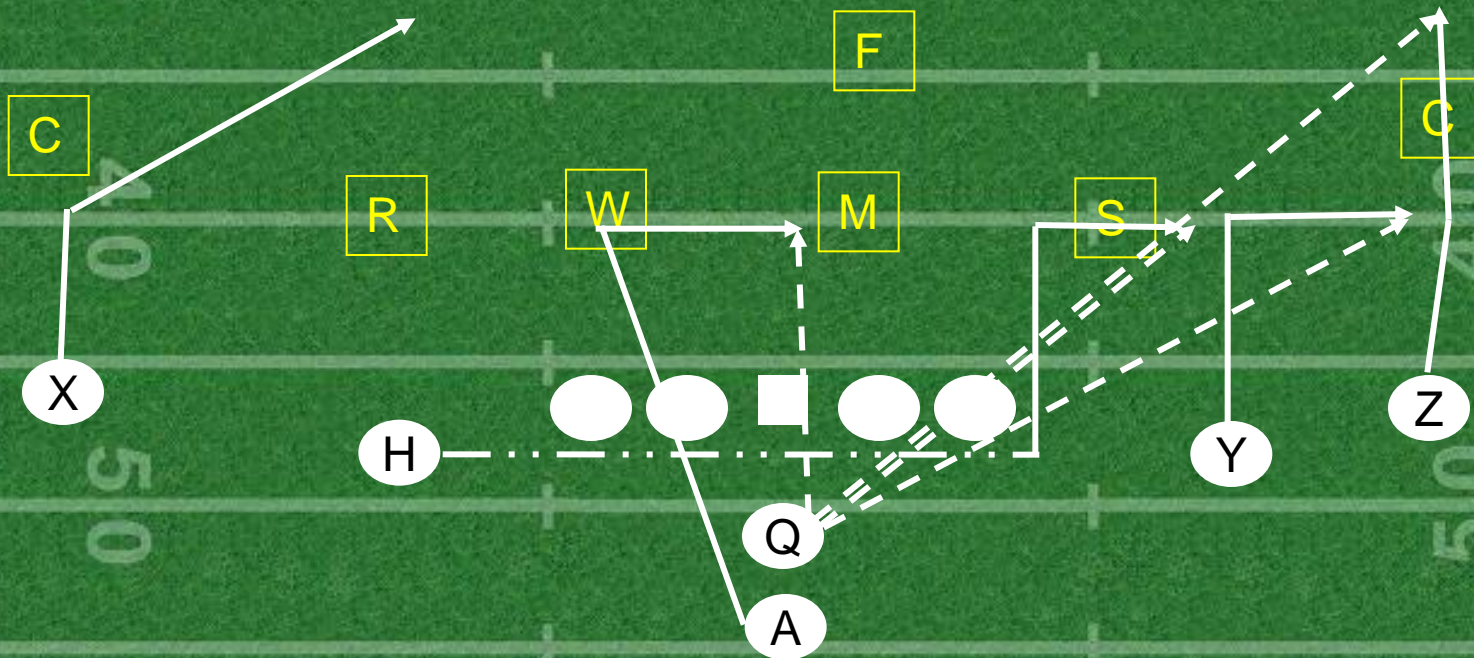


Motion man can run the out, with #2 running the corner route.

The Y must burst to get vertical to clear the out route.



# Rollover Series #1 Vertical

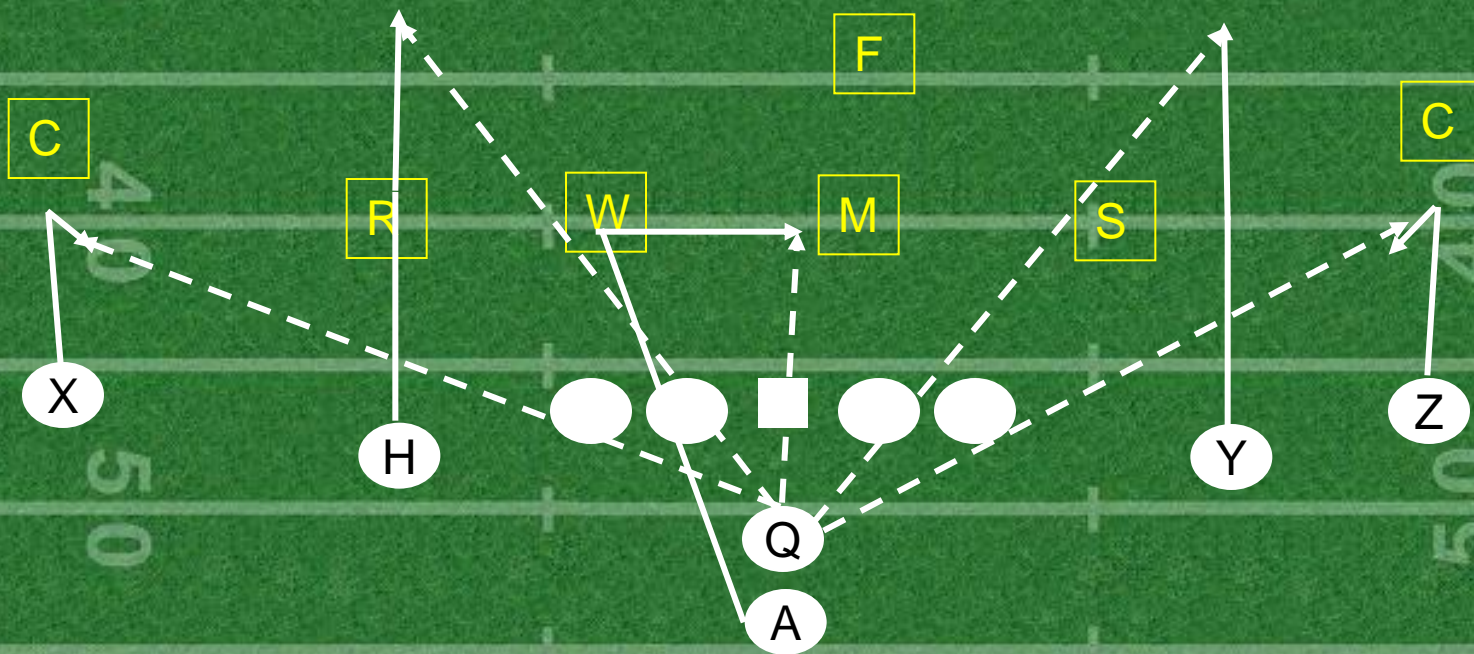


We can check to a vertical with the Z.

This clears for the outs by the Y and H.

We can motion to trips, or run this from trips.

# Hitch Series

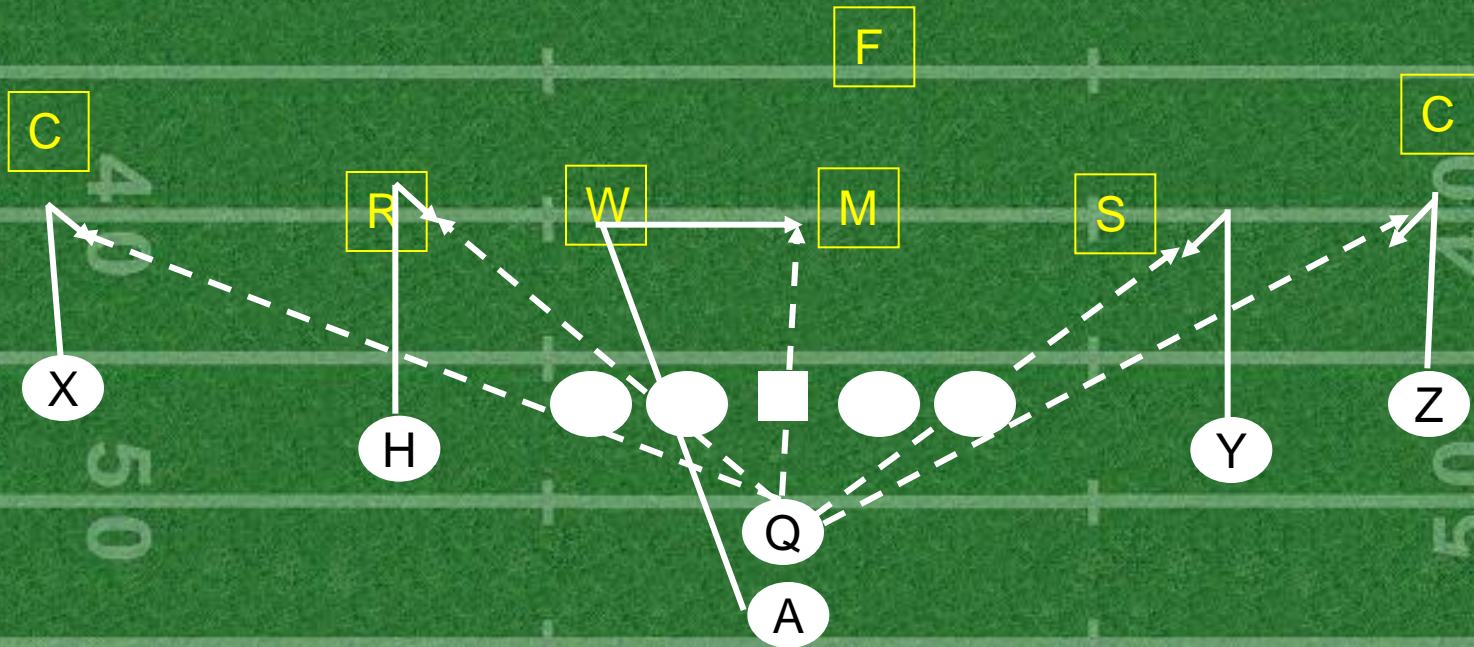


The Y and H run Vertical to clear the #2 defender.

The Z and X work outside verticals for 5, plant, and come back to 3.

QB is going to go one step and throw.

# All Hitches



We will work all stops versus Cover 4, soft man coverage, or versus a defense blitzing the edge.

We want to create a quick, high percentage throw versus for the quarterback.

QB is going to go one step and throw.

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