

Coach Dwayne Nunez

Marshall University
Pass Game

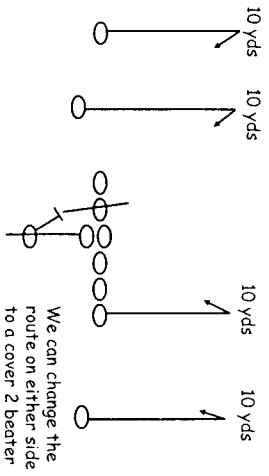
Base Pass Game

- Based on coverage
- 1 high safety/2 high safety

1 High Safety side

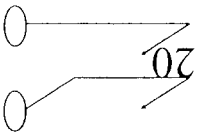
1. Turn
2. Curl/flat
3. Hide

Rt Weaker Turns



Outside Receivers - Turn

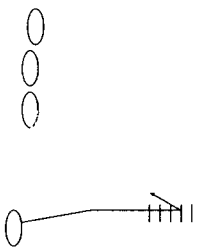
- Route should be run on 2 yards below the numbers if you are into the boundary
- Run on top of the numbers if you are to the field
- You can weave to get to your landmark
- 10 yards depth
- Work back to QB
- Come off like go routes



Inside WR's - Turn

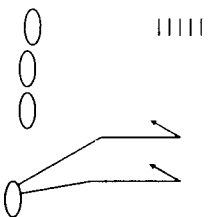
- 10 yard route
- Landmark: within 2 yards of the hash
- Work back to QB
- Get open

Inside WR's Route - Turn

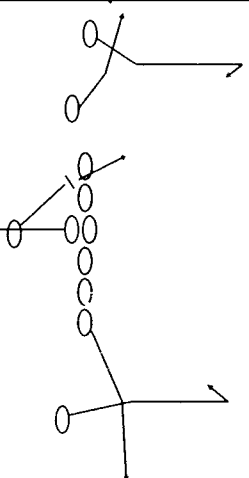


Inside WR into the boundary

- Do not get any wider than your original alignment
- You can work in a couple of yards
- You do not have to go all the way to the hash

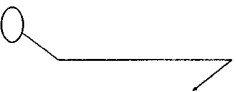


- Curl/flat on both sides
- We can tag one side with another route:



Outside WR's Routes - Curl

- Vs all tech - take inside stem
- Push up the field to 14 yards
- Work back to the QB
- Regular split-route should not be wider than top of numbers



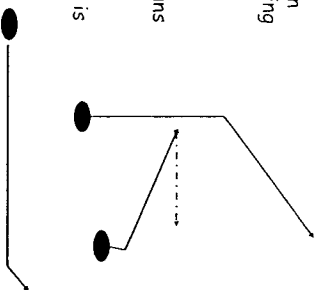
A - Flat

- Point first step at 5 yards on the sideline
- Do not slow down until you cross the numbers
- Do not flatten out when you look back at the QB



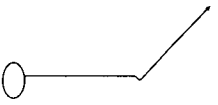
Hide

- 2 WR combination along with a running back
- The outside WR runs a hide route
- The inside WR runs a 26 yard corner route
- The running back is running a wide route



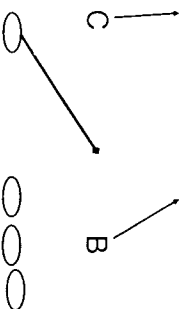
Corner

- Make break at 12 yards
- End up 26 yards on the boundary
- Make good stick at the top of the stem
- Accelerate out of your cut



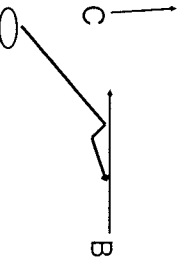
Hide

- 5 yards depth
- Work under alley player and sit



Vs. Buzz

- Go under alley player



Vs. Press Man

- Sell mesh for 5 steps and work back out

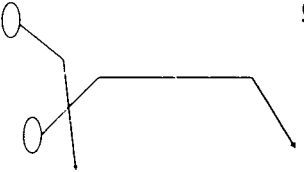


2 HS side

- Corner
- Dodge
- Dangle
- Spin

Corner

- Corner flat
- The outside WR runs a 26 yard corner
- The inside WR runs a man beater flat



Corner (7 route)

- 26 yard route
- Make break at 12 yds
- Stem inside at least halfway between the numbers and the hash
- Give good post move at the top of the stem
- Do not round the route
- Split no closer the sideline than 2 yards above the numbers



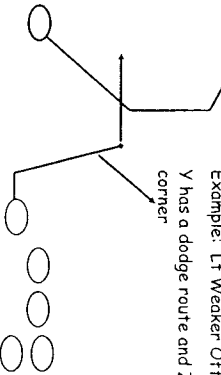
Fast Flat

- Point first step at angle towards 5 yards on the sideline
- Sprint until you cross the numbers
- Do not lose your depth when you turn to look at the QB



Dodge rules

- 2 man side
- We will call who has the dodge route: the other person has a corner
- Example: Lt Weaker Off m-1 Y Dodge
- Y has a dodge route and Z has a corner



Corner (7 route)

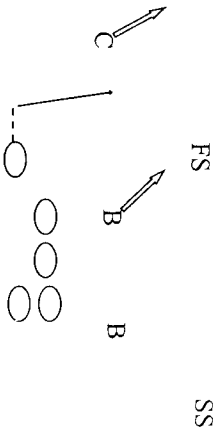
- 26 yard route
- Make break at 12 yds
- Stem inside at least halfway between the numbers and the hash
- Give good post move at the top of the stem
- Do not round the route
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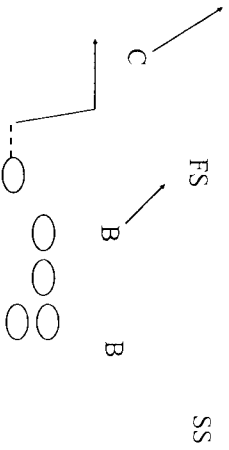
Dodge Route

- Vs zone
 - Take 2 shuffle steps
 - If the flat is open, run a 5 yard out
 - If the flat is not open, run a 5 yard hitch between the 2 droppers
 - If the defender overplays, skinny slant
- Vs man
 - No shuffle
 - Run 5 yard out
- You are the hot receiver on your side

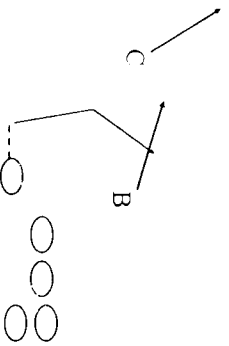
Dodge vs Zone(Flat player)



Dodge vs Zone(No Flat player)

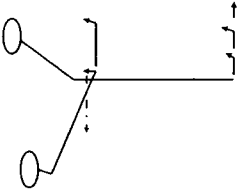


Dodge vs Overplay - Slant



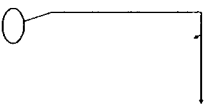
Spin

- The inside WR runs a 14 yard in; find a window
- The outside WR runs a spot no deeper than 5 yards

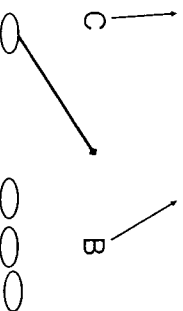


In

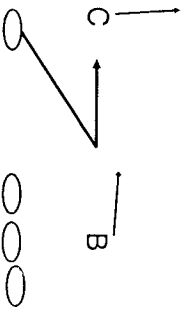
- 14 yard route
- Work over the top of linebackers
- Peek to the inside as you are running the route to find where hole will be
- Idle in open holes



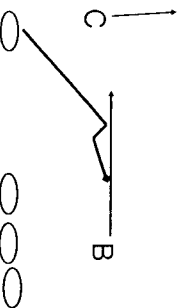
Scat vs. LB drop



Vs. Match



- Go under LB and sit



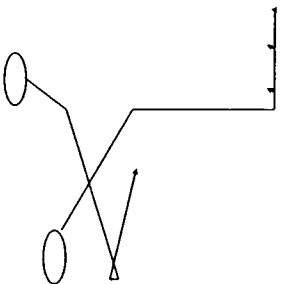
- Sell mesh for 5 steps and work back out



Dangle

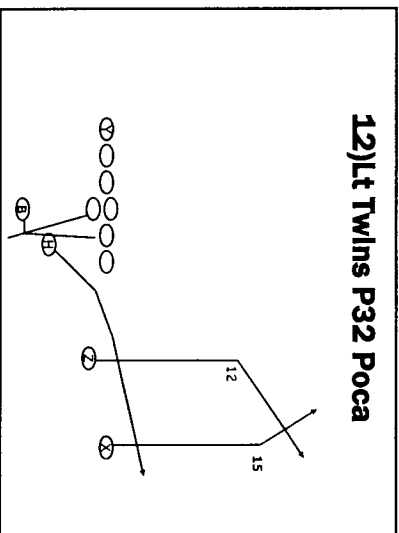
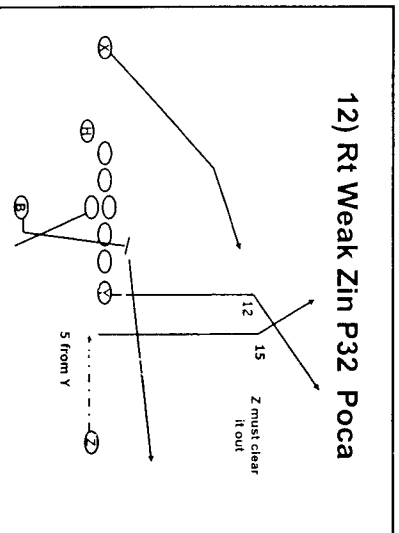
- The outside WR will stem in and make route look like the outside corner.
- At 14 yards, turn in and find the open window
- The inside WR runs an angle route. Sell the flat for at least 5 steps.

Dangle

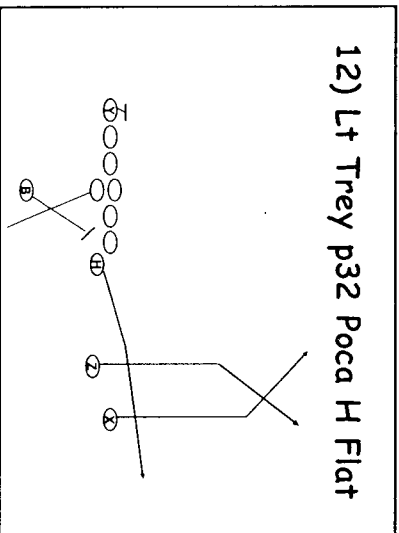


Coach Dwayne Nunez
Marshall University
Play Action Pass

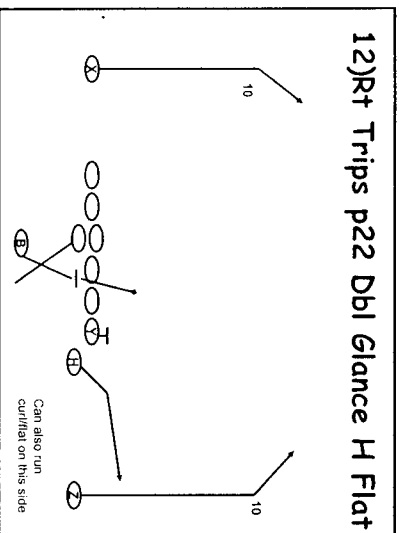
- 3 Types
1. Run Action
 2. Boot/Naked
 3. Boot/Naked Throwback



Poca = Post + Corner

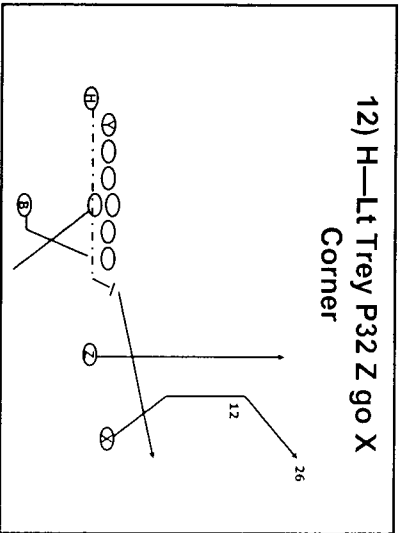


Not good vs. CB 2

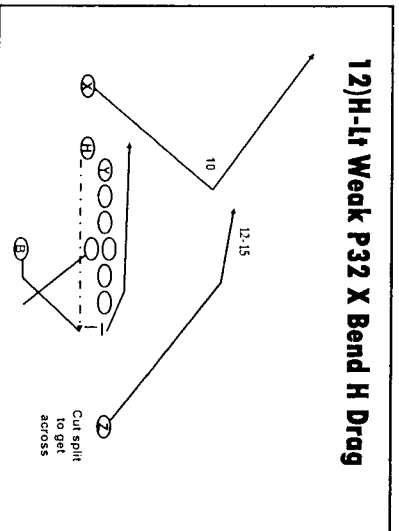


Great vs. CB 3

**12) H—Lt Trey P32 Z go X
Corner**

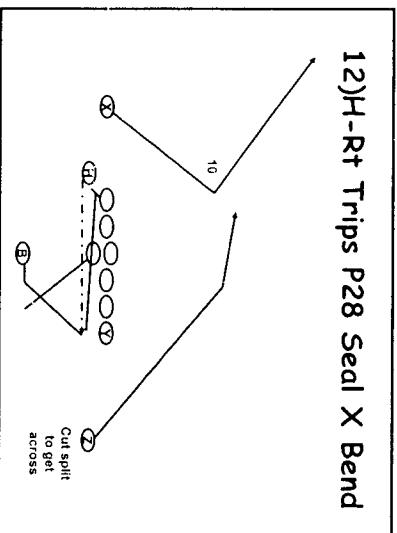


12) H-Lt Weak P32 X Bend H Drag

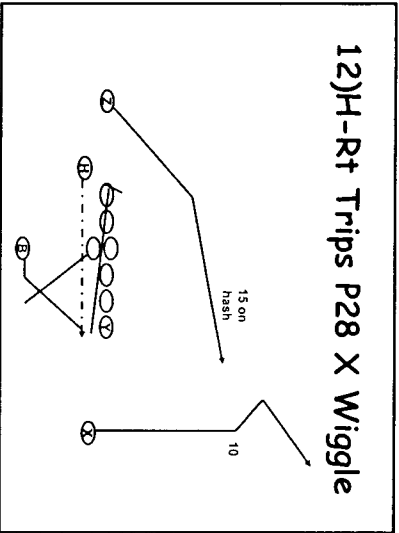


or P 28

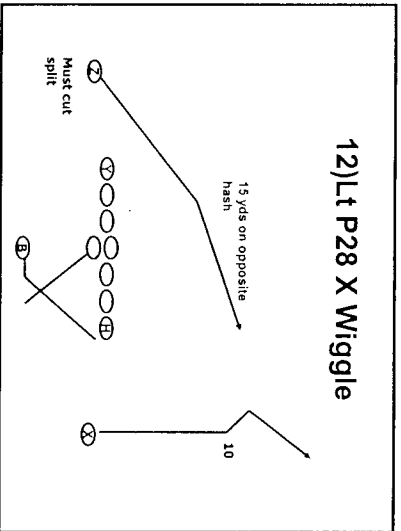
12) H-Rt Trips P28 Seal X Bend



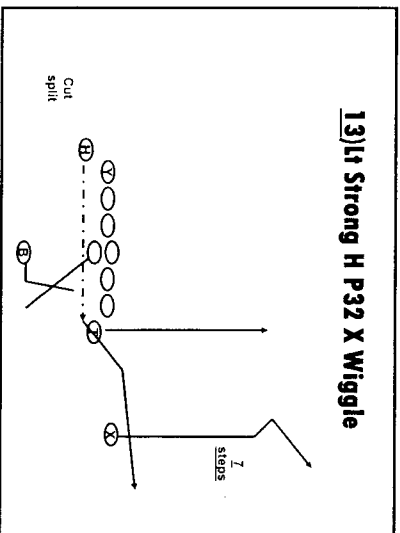
12) H-Rt Trips P28 X Wiggle



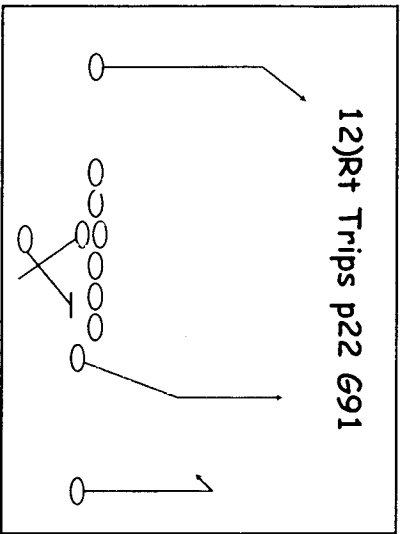
12) Lt P28 X Wiggle



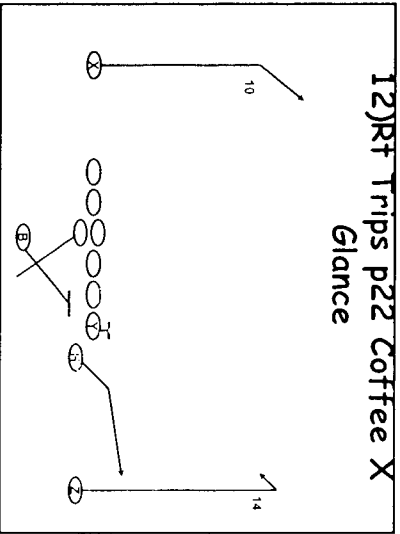
13) Lt Strong H P32 X Wiggle



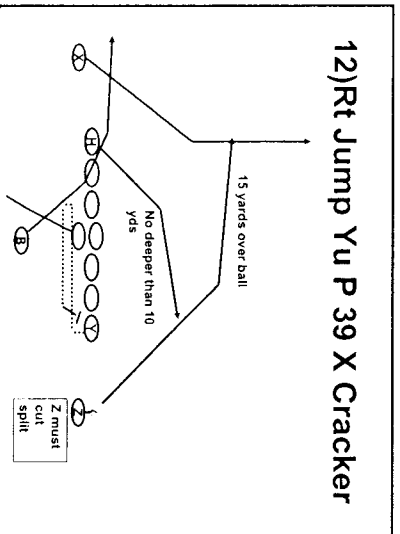
12)Rt Trips p22 G91



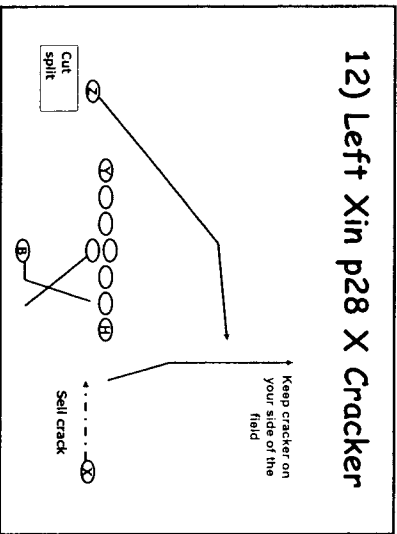
12)Rt Trips p22 Coffee X
Glance



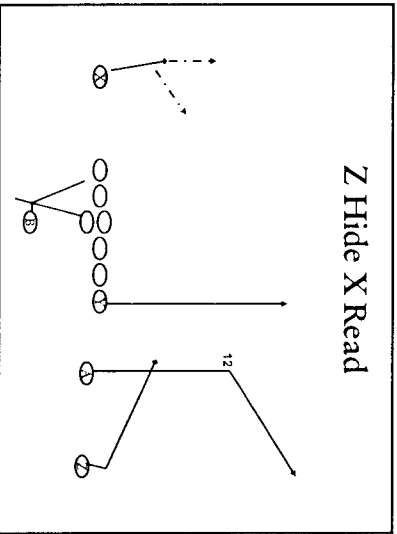
12)Rt Jump Yu P 39 X Cracker



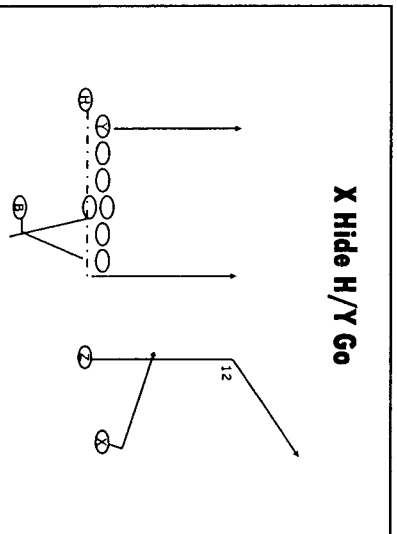
12) Left Xin p28 X Cracker

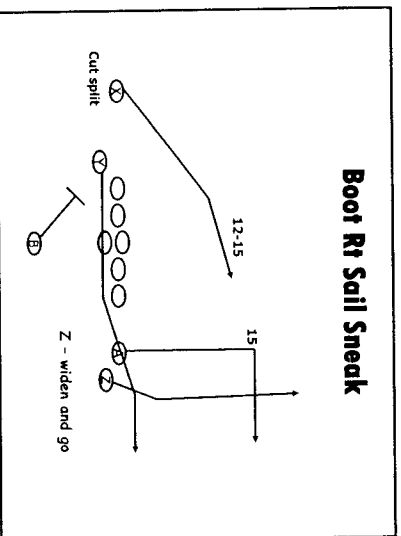
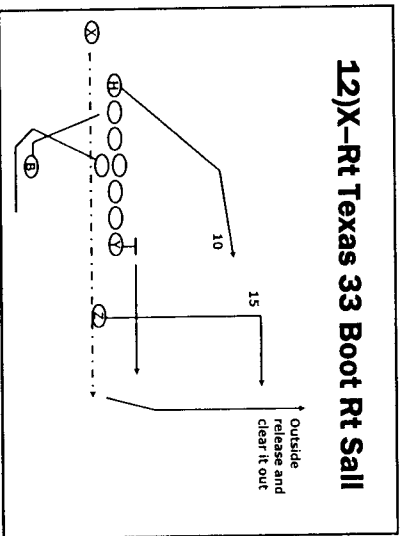
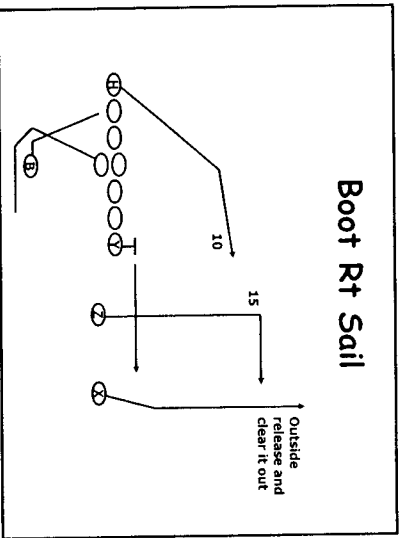
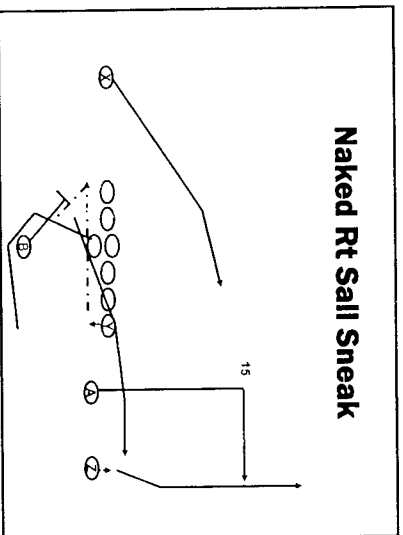
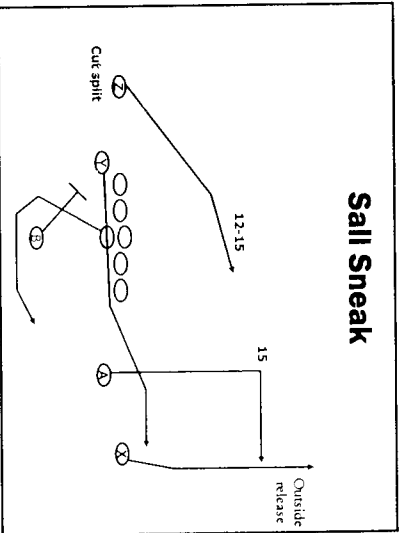
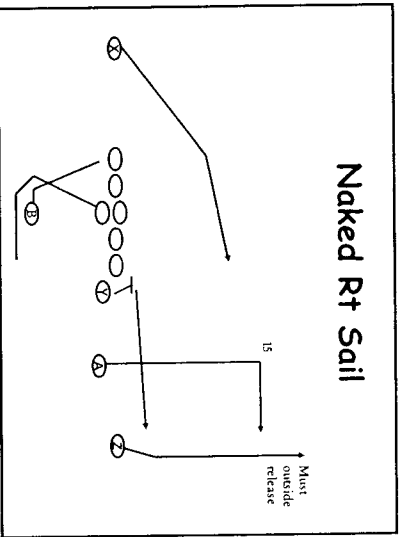


Z Hide X Read



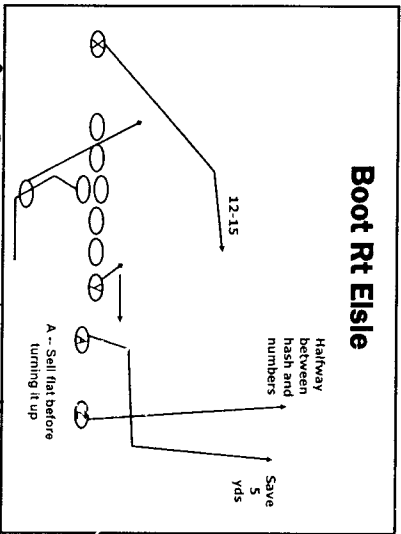
X Hide H/Y Go



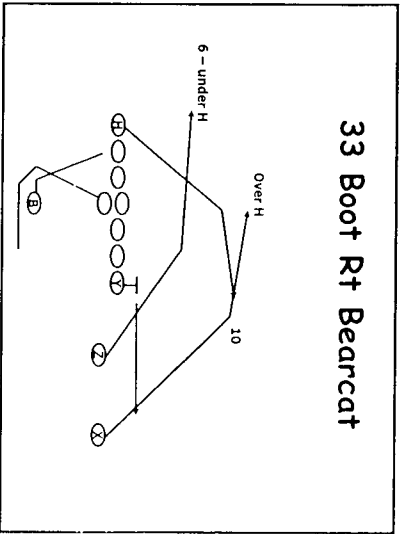


Y - Shove the end down inside

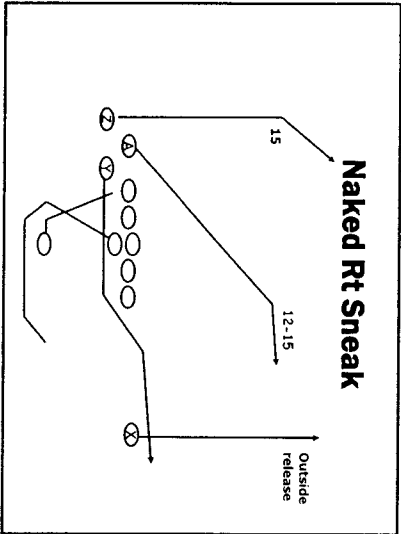
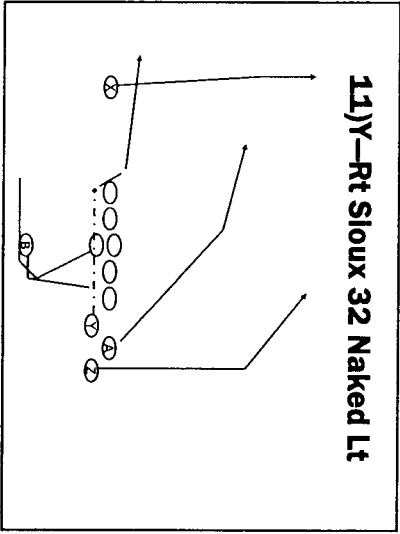
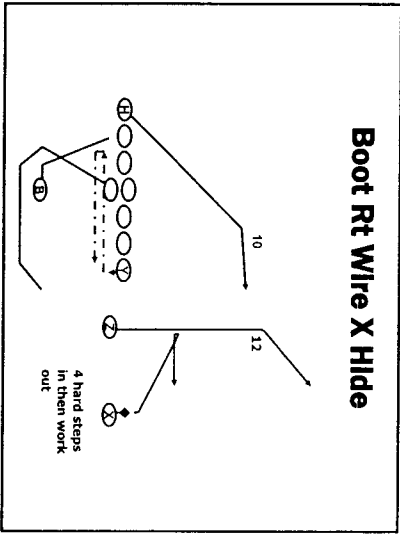
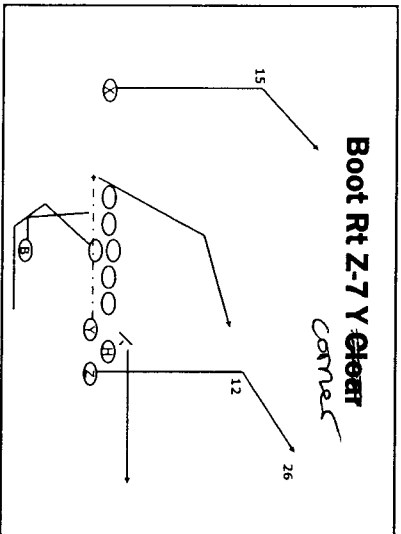
B
 → Guard can bypass or hard crashing end.



- Run from the hash to Room
Give the wheel enough Room

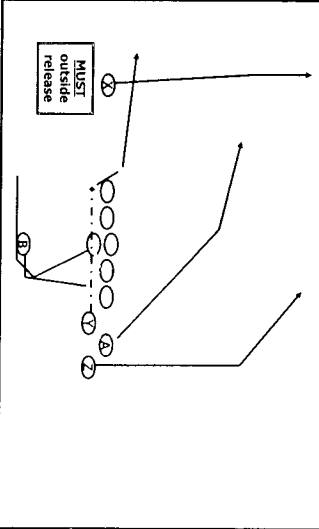


man breaks

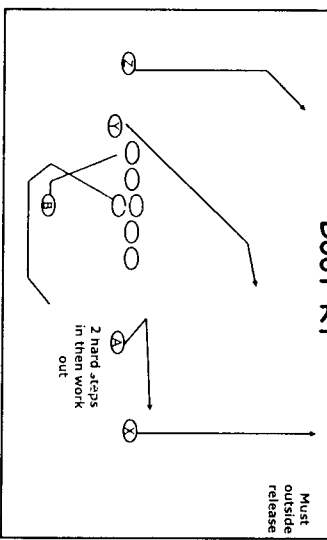


- can't boot with sneak. Always run naked

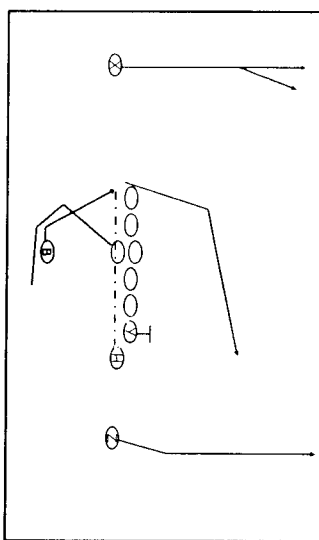
11)Y-Rt Sloux 32 Naked Lt



**11) Lt Weaker Off 33
Boot Rt**



**12)H-Rt Weak 33 Naked
Rt Wire X Throwback**



Bunch Passing Game

Dwayne Nunez
Wide Receiver Coach
Marshall University

Bunch Formations

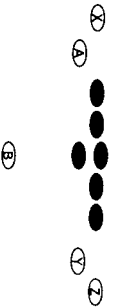
- Very hard to play man coverage against
 - Makes defense play combo coverage
- Defenses defend with only 1 or 2 looks
 - Triangle
 - Box

Different types of Bunch Formations

- 2 man bunch
 - Shrink formation
 - Stack receivers
- 3 man bunch
 - Tight to formation

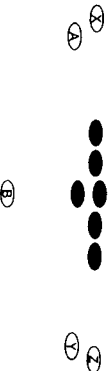
Right Squeeze

- Can use different personnel groupings
- Splits can vary – tight to 5 yard splits



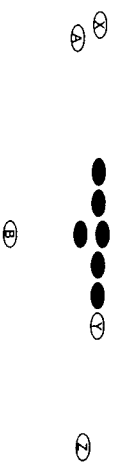
Stack

- WR's line up in a single file line
- Stagger the receivers slightly
- Splits can be wider



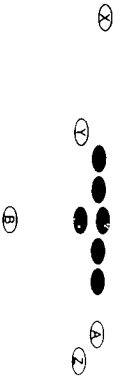
Right stack

- Stack one side



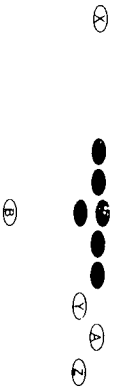
Sioux

- Z and A go to the formation side and A is on the ball
- A's split is 3 yards from the tackle
- X and Y go away from the direction

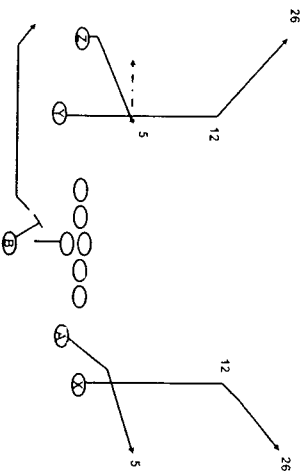


Bunch

- Z, Y, and A go to the formation side and A is on the ball
- A's split is 3 yards from the tackle
- X goes away from the direction



X Flag Z Hide



X Flag Z Hide

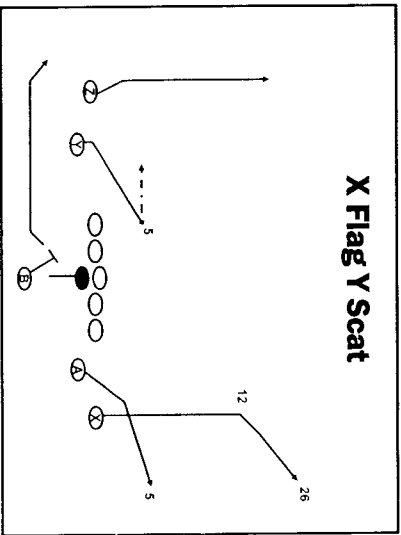
- 6 man protection
- X and A's side – flag/flat combination
- Z and Y's side – Smash combination with back on a wide

X Flag Z Hide

- RB responsibility
 - Check release
 - Wide route – get width fast
 - Y runs a corner route
- Break at 12 yards
- Aim for 26 yards
- Z runs scat
 - 5 yards depth
 - Get under the alley player
 - Find window

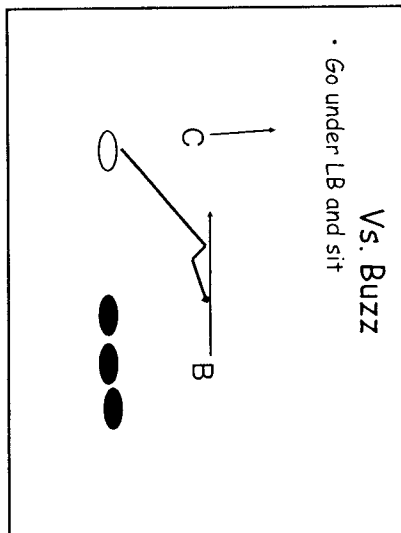
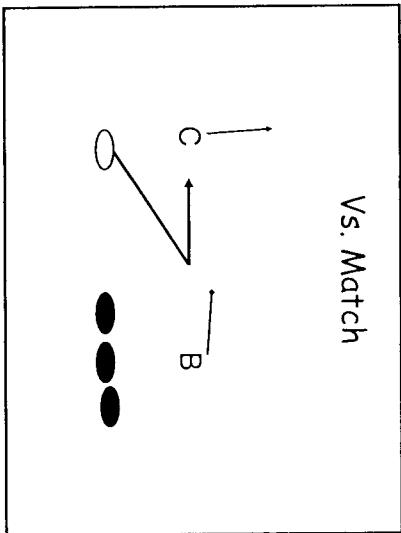
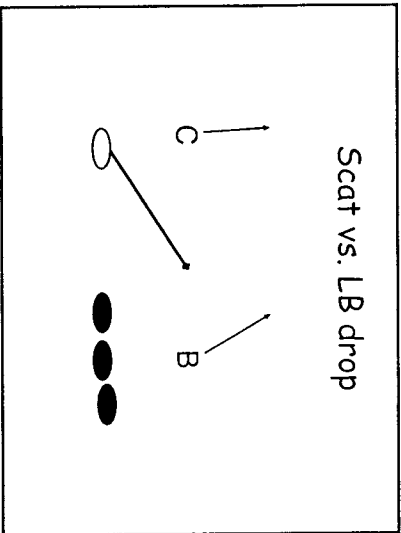
QB's read

- Man or cover 3
 - Work smash side
 - Corner to smash to back
- Cover 2
 - Work corner side
 - Read flat player

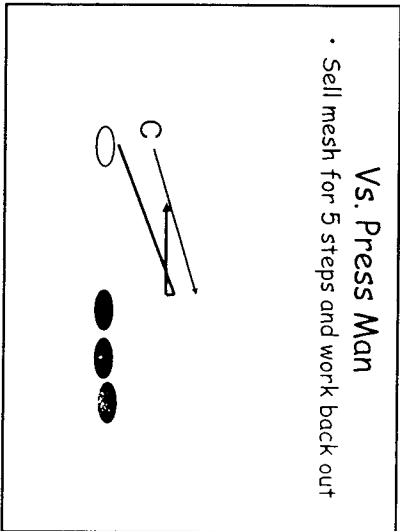


- ### X Corner Y Scat
- Z has an outside release go
 - Y has a scat route
 - X runs a flag
 - A runs a flat

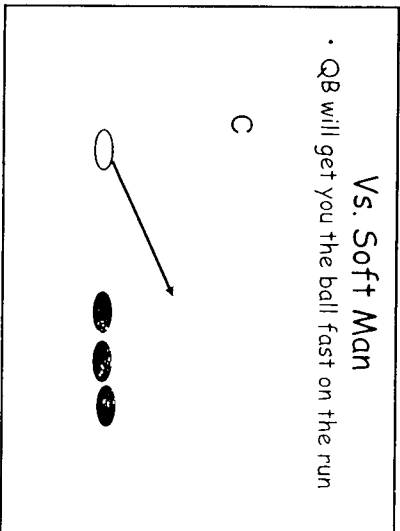
- ### Scat route
- 5 yards depth
 - Work hole between inside linebacker and alley player
 - If ILB drops, sit
 - If ILB matches, work out
 - Vs. soft man, QB will get you ball early
 - Vs. Press man, work in 6 steps and reverse



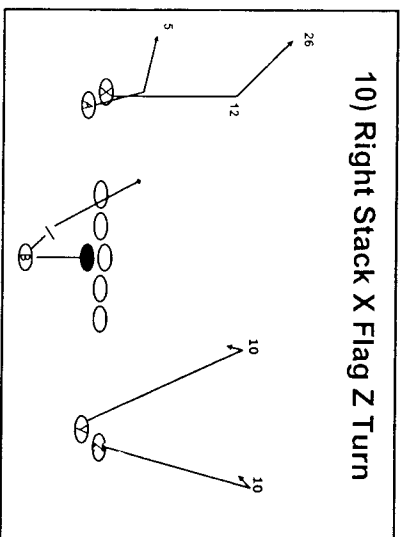
- Vs. Press Man**
- Sell mesh for 5 steps and work back out



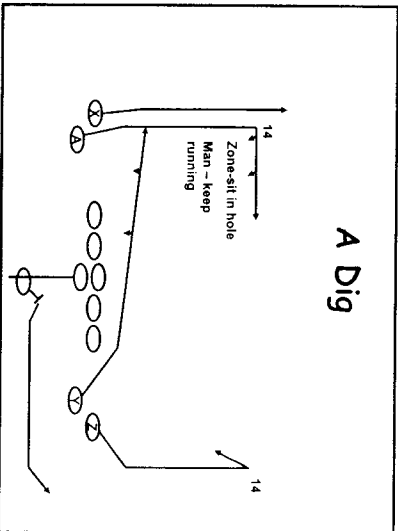
- Vs. Soft Man**
- QB will get you the ball fast on the run



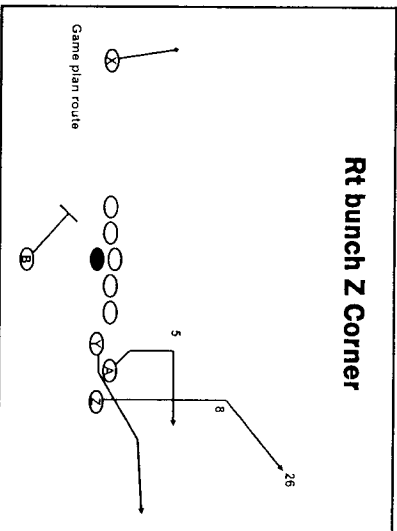
10) Right Stack X Flag Z Turn



A Dig

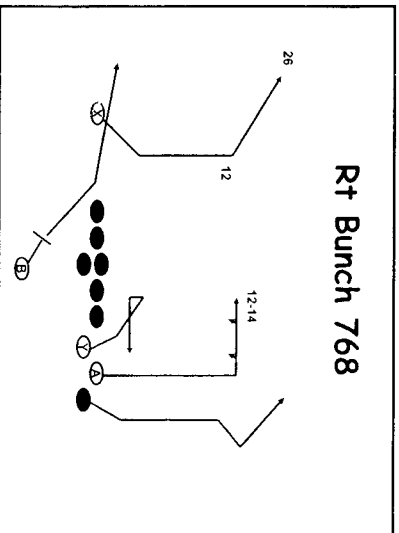


Rt bunch Z Corner



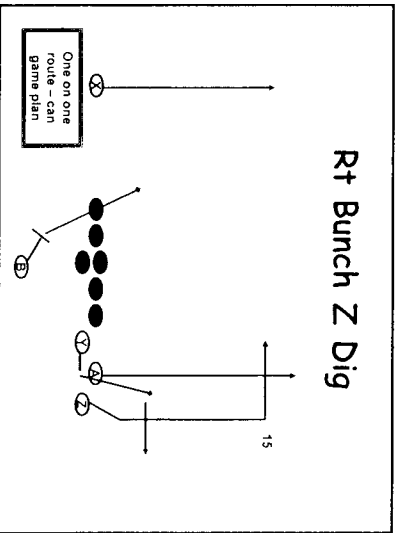
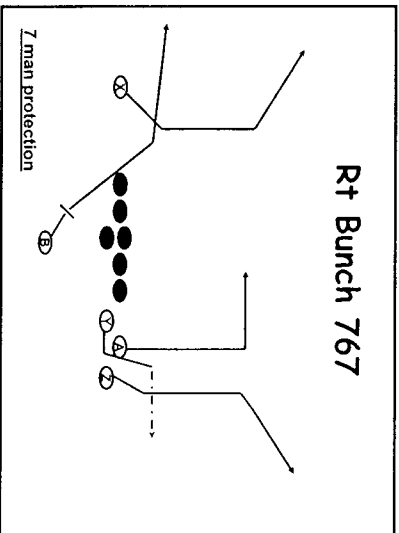
Rt bunch Z Corner

- X – game plan route
- Take one on one
- Z has a corner route -- make break at 8 yards
- Y has a flat route
- A has a 5 yard out
 - Stem in
 - Don't be in a hurry



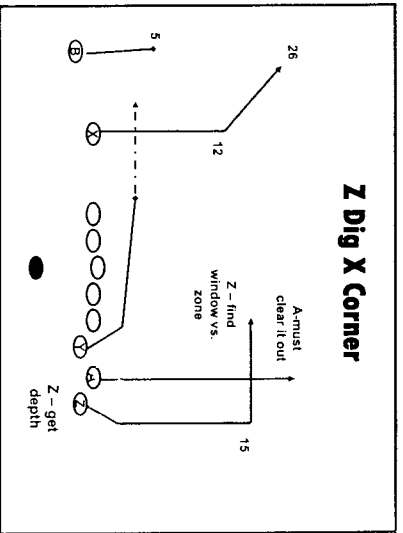
- ### Rt Bunch 768
- X has a flag route – 12 to 26
 - A has a dig
 - 12-14 yards
 - Find window versus zone
 - Run versus man
 - Z has a corner post
 - At about 10 yards, give corner move for 3 steps then break to post

- ### Rt Bunch 768
- B has a flat route
 - Y has an under – sell crossing route and pivot back
 - This route can change weekly

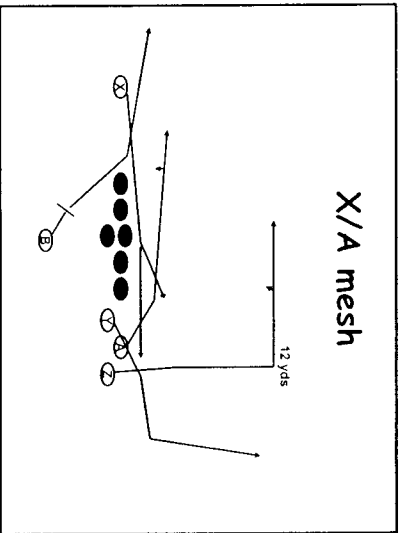


- ### Z Dig
- X – one on one route; can game plan
 - A – must clear it out; do not get held up
 - Priority release
 - 30 yard sprint
 - Z – 15 yard dig; can sit in hole
 - B – stop route
 - Y – underneath route; can change
 - Dodge/under/whip

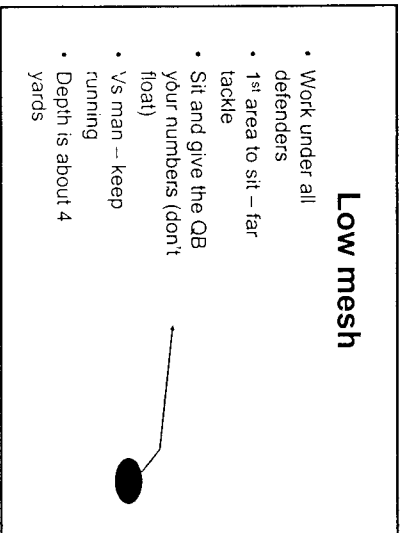
Z Dig X Corner



X/A mesh

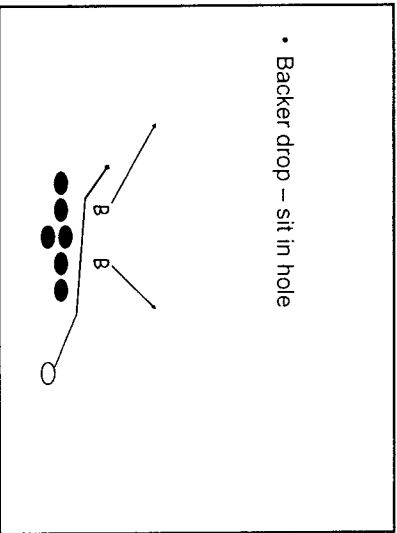


Low mesh

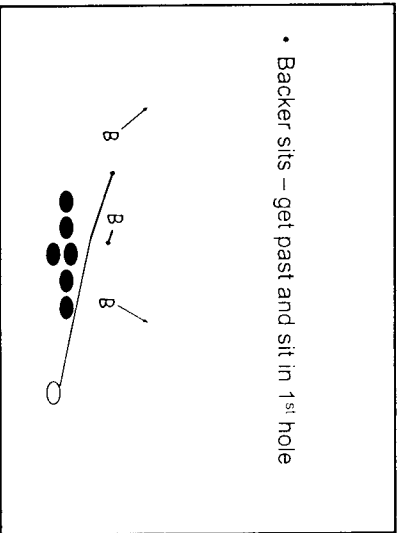


- Work under all defenders
- 1st area to sit – far tackle
- Sit and give the QB your numbers (don't float)
- V's man – keep running
- Depth is about 4 yards

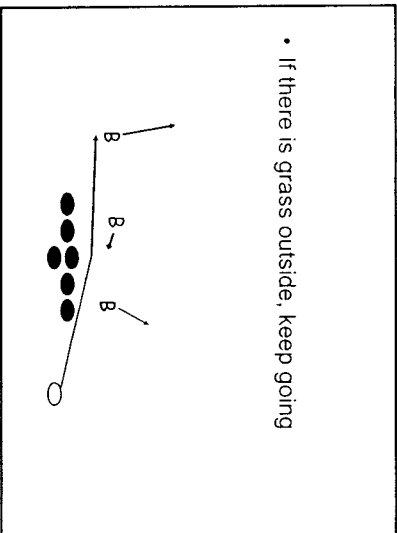
- Backer drop – sit in hole



- Backer sits – get past and sit in 1st hole



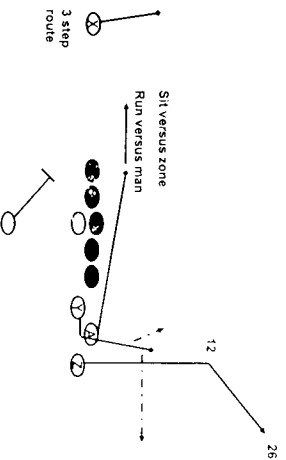
- If there is grass outside, keep going



High Mesh

- 4-6 yards of depth
- Can sit starting at opposite tackle
- Keep running versus man coverage

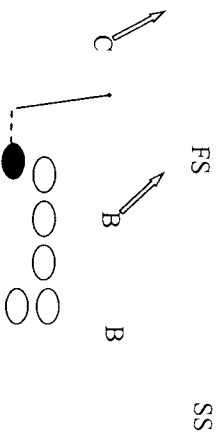
Y dodge



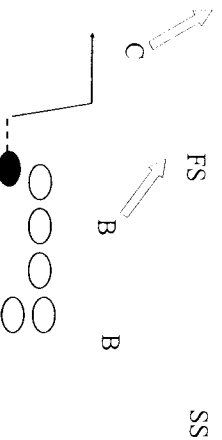
Dodge Route

- Vs zone
 - Take 2 shuffle steps
 - If the flat is open, run a 5 yard out
 - If the flat is not open, run a 5 yard hitch between the 2 droppers
- If the defender overplays, skinny slant
- Vs man
 - Run 5 yard out
 - Can slant versus overplay

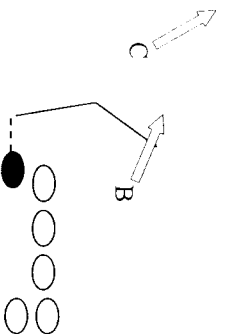
Dodge vs Zone(Flat player)



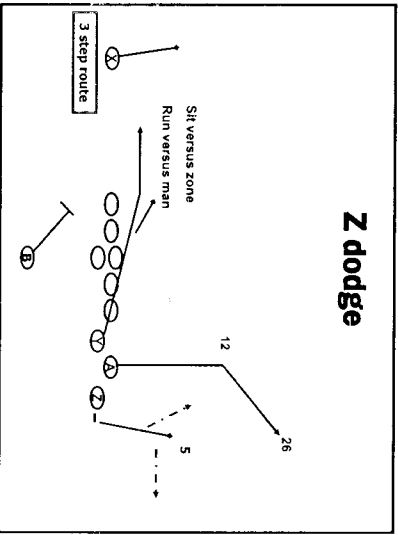
Dodge vs Zone(No Flat player)



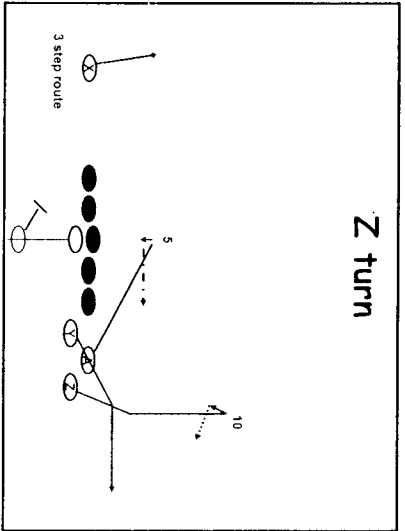
Dodge vs Overplay - Slant



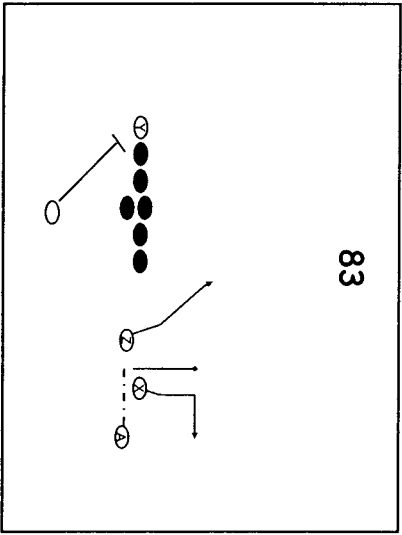
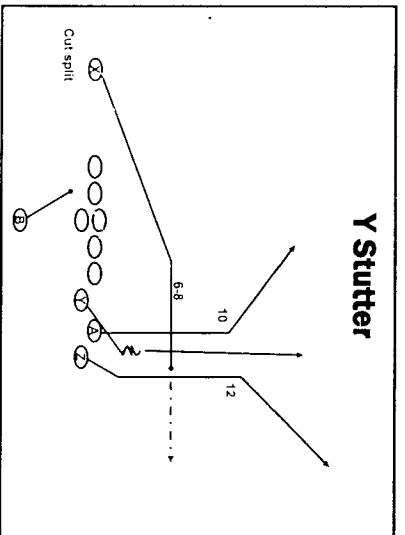
Z dodge



Z turn



Y Stutter

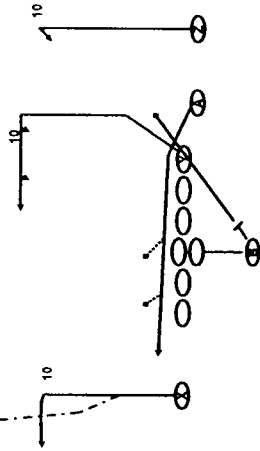


Coach Dwayne Nunez

Marshall University
Control Pass Game

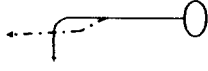
11) Rt Trippers M-10

Convert vs. cover 2



X's Route - Menu 10

- Make break past 8 yards
- Round route to 11 yards
- Make a smooth cut
- Convert to fade vs. cover 2



Y's Route - Menu 10

- 10-12 yard route
- Release for width
- Go in front of A
- Work over the top of linebackers
- Sit in hole if open



Drive route

- Work underneath linebackers
- Find first open hole beginning at the center
- Sit and give the QB your numbers - don't float
- Vs man - keep running



Drive route

- Backers drop - sit over the center



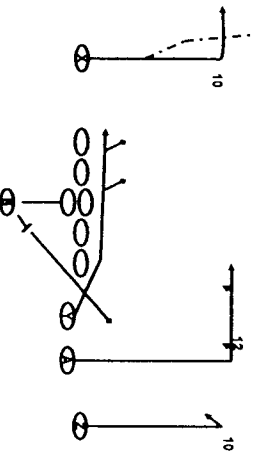
Drive route

- Backer sits - get past and sit in 1st hole



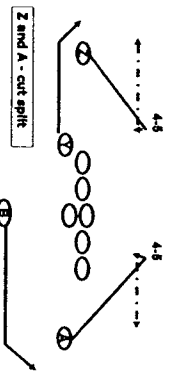
10) Rt Trips M-10 Switch

CONVERT vs. cov 2



11) Lt Weaker Off Scat

Must outside release



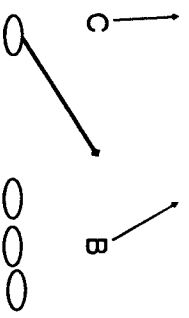
Scat

- 1 WR side - one receiver runs scat route
- 2 WR side - inside WR runs scat route
- Outside WR runs outside release go
- 3 WR side - 3rd WR runs zombie; 2nd WR runs scat; 1st WR runs outside release go

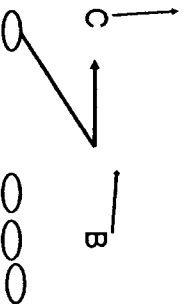
Scat route

- 5 yards depth
- Work hole between inside linebacker and alley player
- If ILB drops, sit
- If ILB matches, work out
- Vs. soft man, QB will get you ball early
- Vs. Press man, work in 6 steps and reverse

Scat vs. LB drop

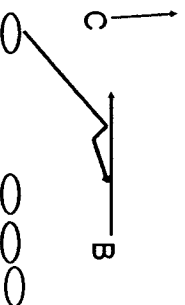


Vs. Match



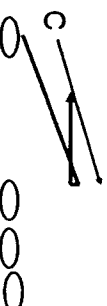
Vs. Buzz

- Go under LB and sit



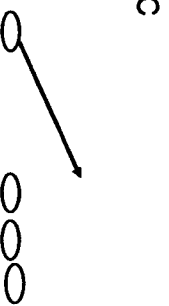
Vs. Press Man

- Sell mesh for 5 steps and work back out



Vs. Soft Man

- QB will get you the ball fast on the run



Zombie into Boundary

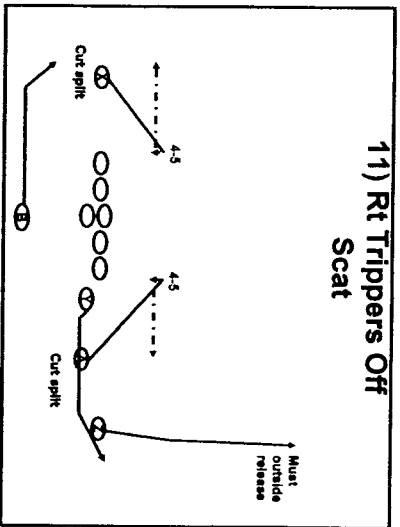
- Bubble to the top of the numbers
- Once you get to the top of the numbers, work at a 45 degree angle
- Turn up the field when you get 5 yards from the sideline

Zombie to Field - ball on hash

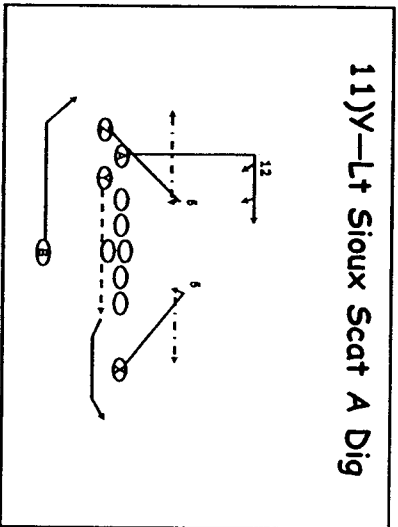
- Run Zombie path until you get to the hash
- At the hash, work at a 45 degree angle

The length of the zombie is the same every time. As the ball moves off the hash, you run outside the hash that far.

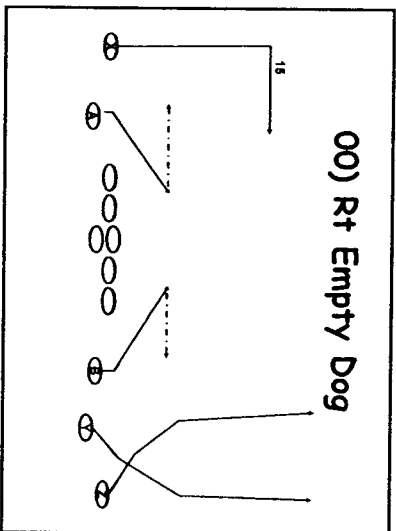
11) Rt Trippers Off Scat



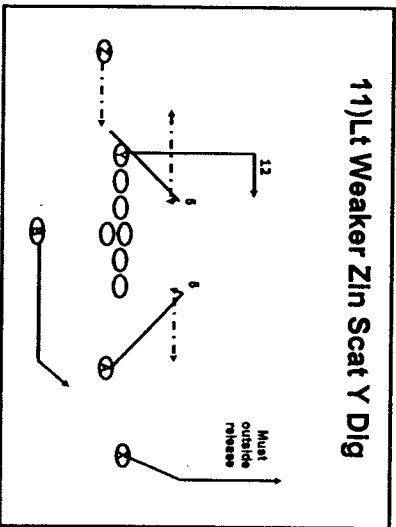
11)Y—Lt Sioux Scat A Dig



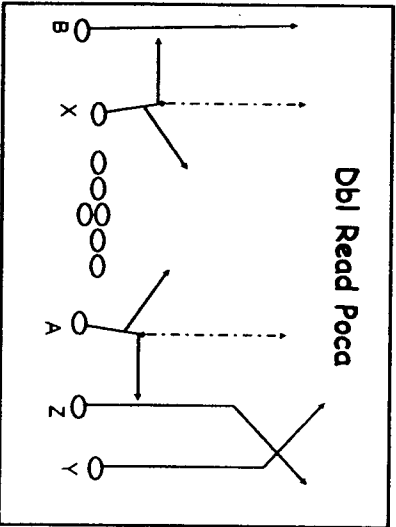
00) Rt Empty Dog



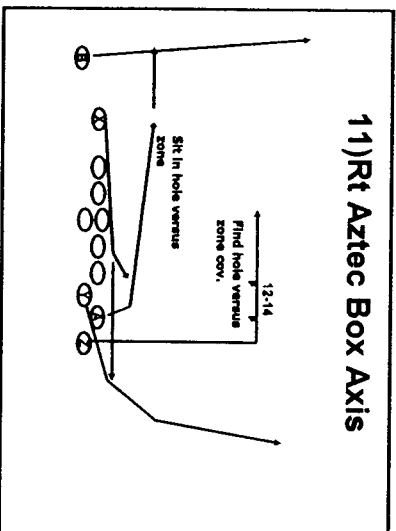
11)Lt Weaker Zin Scat Y Dig

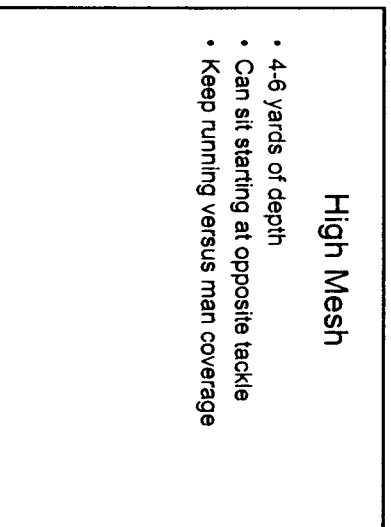
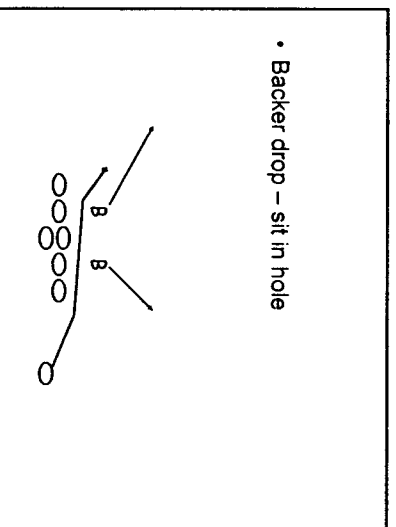
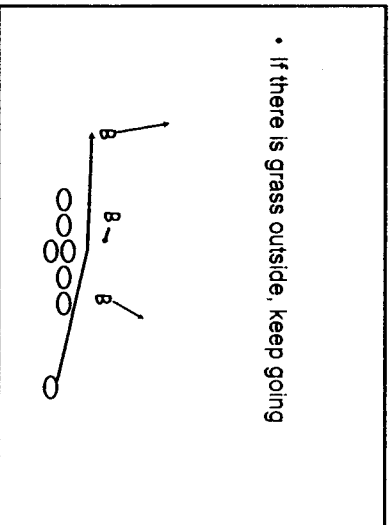
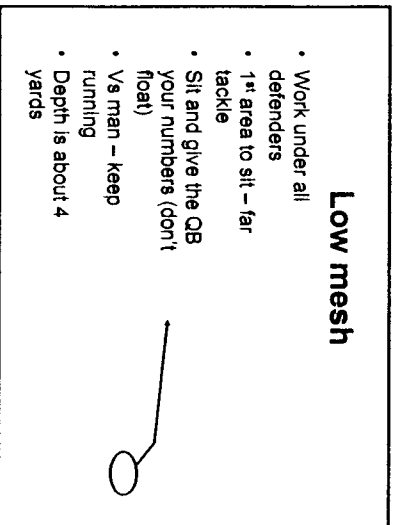
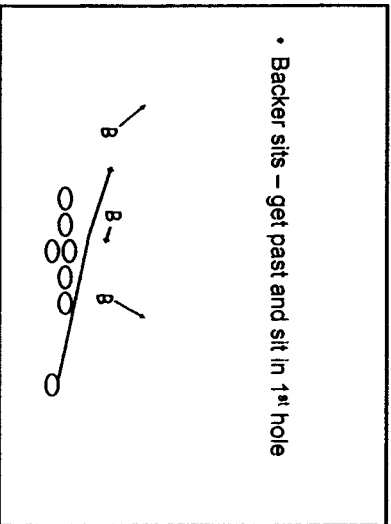
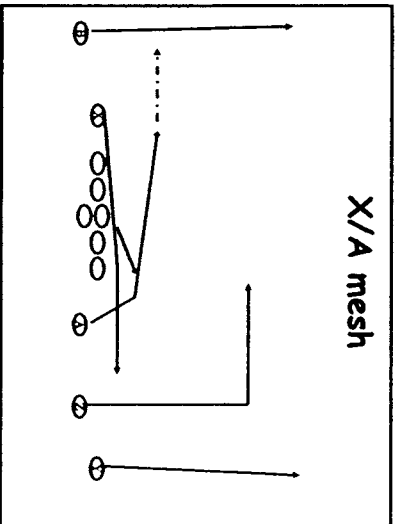


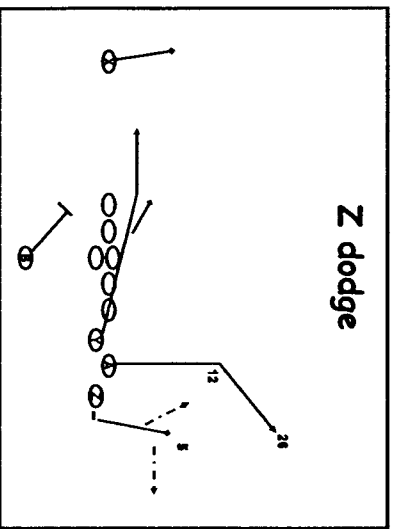
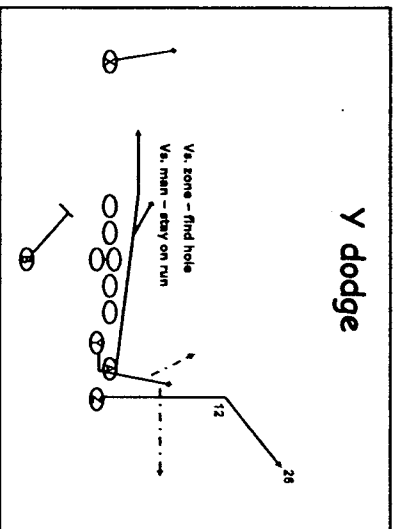
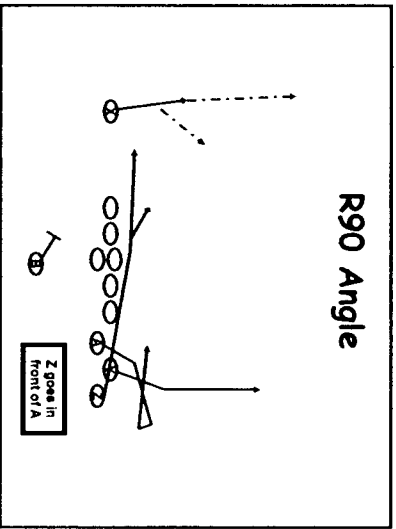
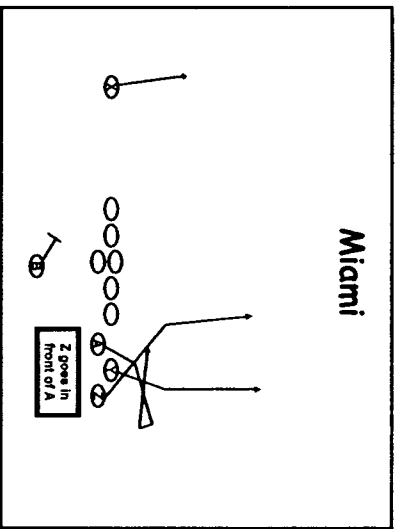
Dbl Read Poca



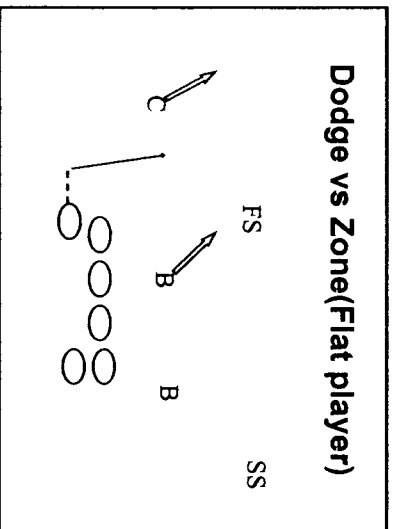
11)Rt Aztec Box Axis

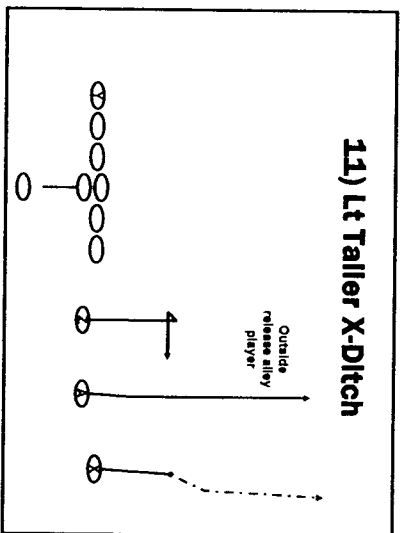
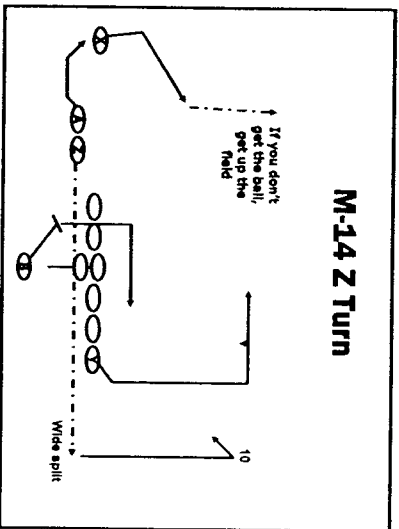
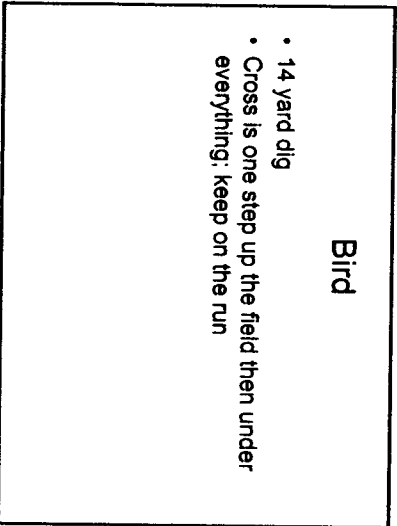
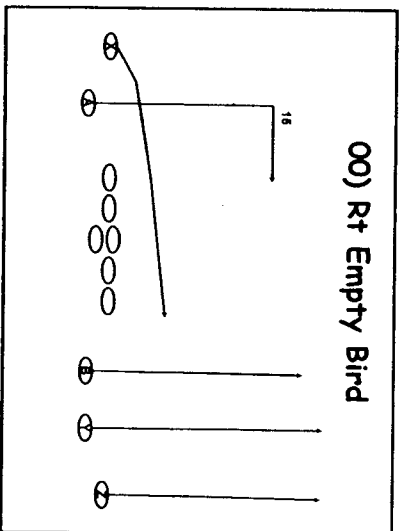
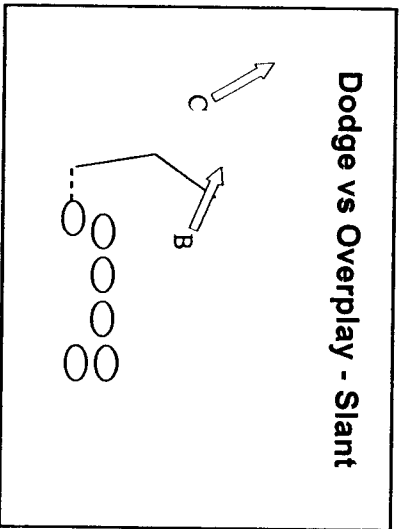
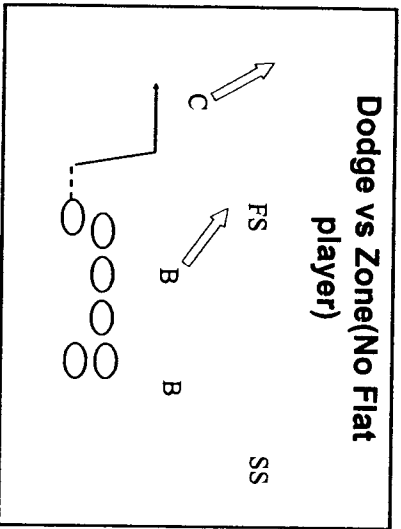






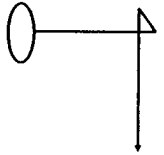
- ### Dodge Route
- Vs zone
 - Take 2 shuffle steps
 - If the flat is open, run a 5 yard out
 - If the flat is not open, run a 5 yard hitch between the 2 droppers
 - If the defender overplays, skinny slant
 - Vs man
 - Run 5 yard out
 - Can slant versus overplay





Dallas route

- 5 yard route
- If open at 5 – sit and give QB your numbers
- If matched inside – work away
- If LB overplays – Jump inside
- If true man – break out



Dallas route

- No match
- Matched – pivot and work away

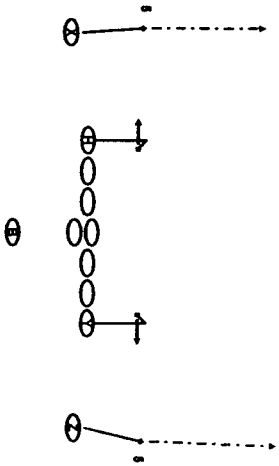


Dallas route

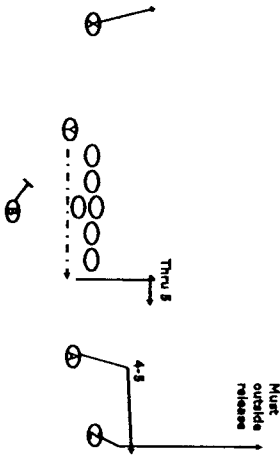
- Overplay – Jump inside
- Vs man coverage – break it out (no pivot)



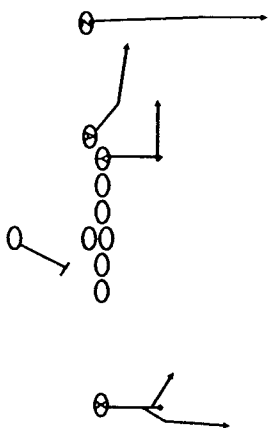
12)Rt Dbl Ditch



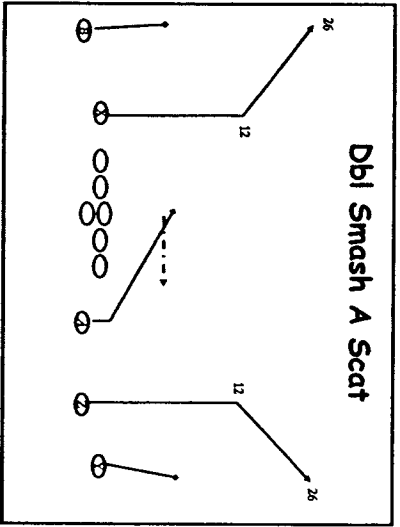
Dallas Qk 4



Dallas



Dbl Smash A Scat



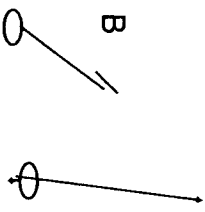
Screen Game
 Dwayne Nunez
 Marshall University

Types of Screens

- Check at line – defensive alignment
- WR screens – no linemen
- WR screens – linemen
- Back screens – no linemen out
- Back screens – linemen out

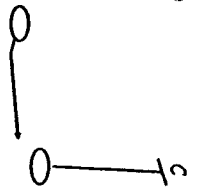
Ghost

- Get up the field – do not dance
- 2nd WR – cut off alley player; take a good angle



Bubble – 2 Receivers

- Inside WR runs bubble
- Catch ball and work to the sidelines
- We want to go outside the block
- **Do not** cut back towards middle
- Get 5 yards
- Outside WR – run directly at CB
- Do not get beat inside
- Once you make contact, work to hook him



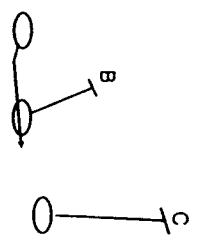
Bubble

- Take a drop step
- Cross over and aim for one yard behind LOS on sideline
- Sprint to sideline
- Stay wide after the catch



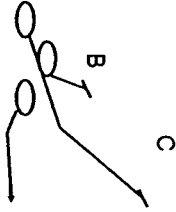
Bubble – 3 Receivers

- Inside WR runs bubble
- Catch ball and work outside
- Do not cut back towards middle
- Get 5 yards
- Outside WR – run directly at CB
- Do not get beat inside
- Once you make contact, work to hook him
- Middle WR – block man over to man inside

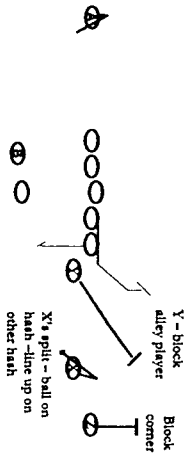


Bubble – Bunch Formations

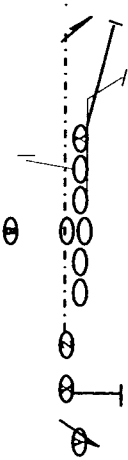
- The outside WR runs a *slow* bubble to let the TE get outside
- The middle WR blocks the man over. Get him pinned.
- The 3rd WR arcs to block the corner



72X



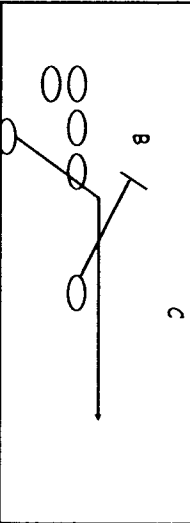
11)Z-Lt Weaker Fax 73Z



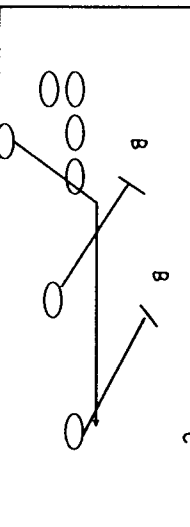
74/75

Running back screen
WR's to play side crack first man inside

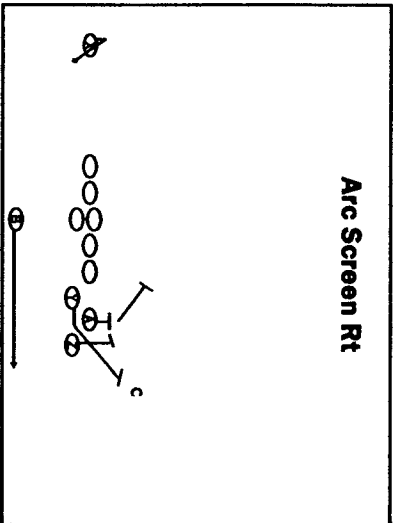
74/75 One WR Side



74/75 Two WR Side



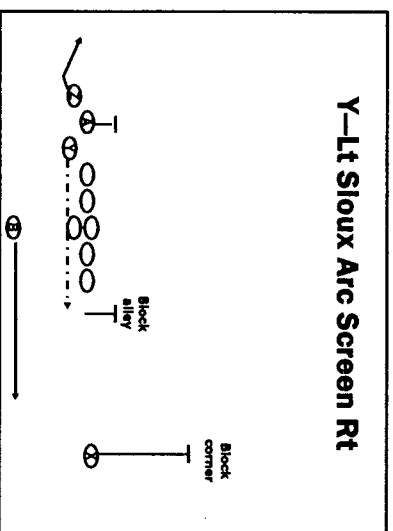
Arc Screen Rt



Blocking Scheme

- A and Z double team point to inside linebacker
- Y arcs on 1st man outside

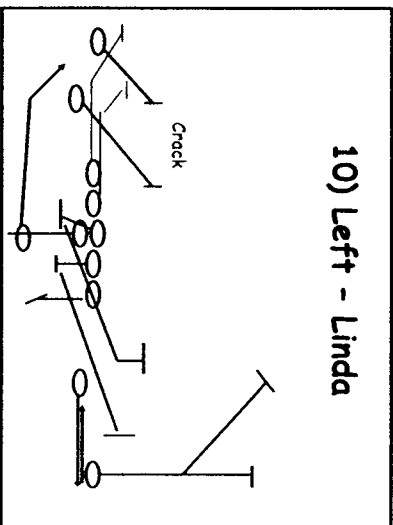
Y-Lt Sloux Arc Screen Rt



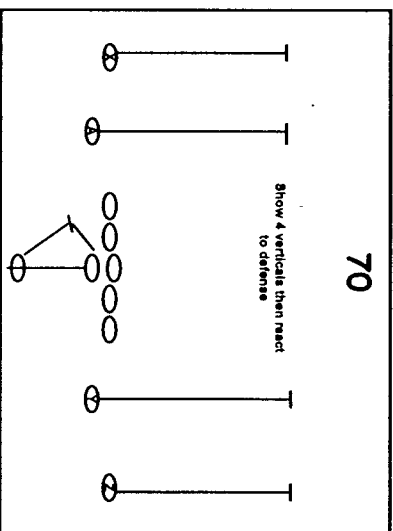
Ralph/Linda

- Double Screen
- Crack to the play side (Ralph-right, Linda-Left)
- Backside widest WR's rule:
 - 1 HS - block Corner
 - 2 HS - block Safety
- 2nd WR is the slow screen receiver
- Run to the feet of the outside WR. When the QB looks back at you, work back in

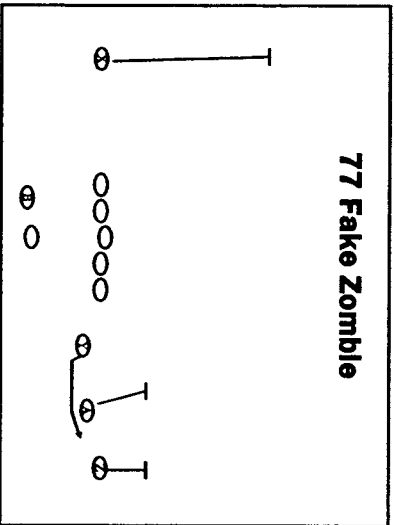
10) Left - Linda



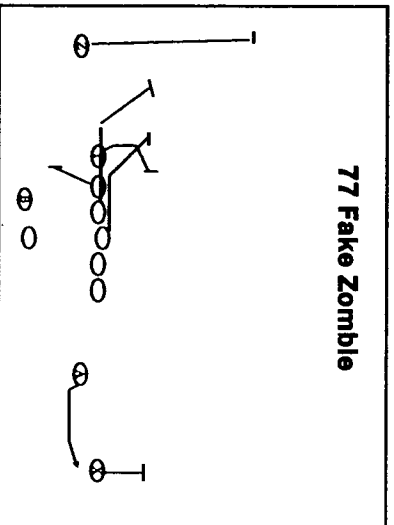
70



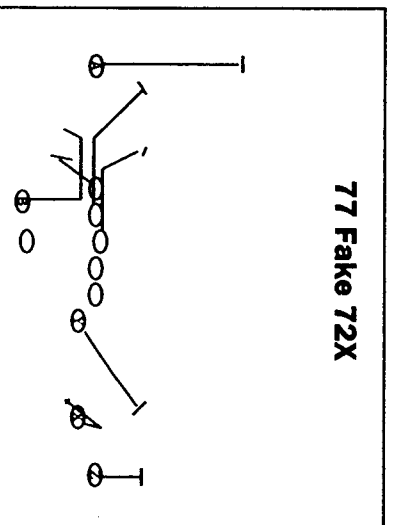
77 Fake Zombie



77 Fake Zombie



77 Fake 72X



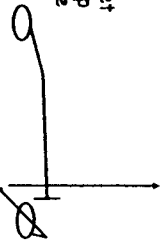
78/79

- Take 3 baby steps outside
- Pivot and work back one yard inside alignment and one yard deep
- Make cut behind OT's block
- Split: ball on hash, line up in the middle of the numbers

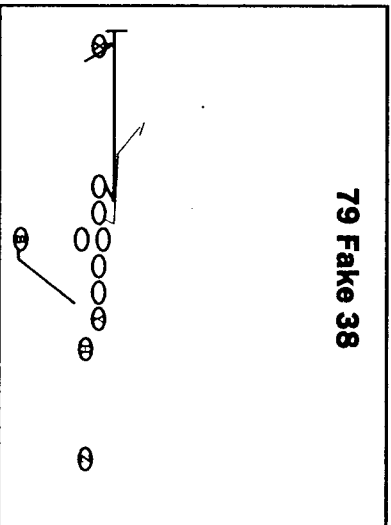


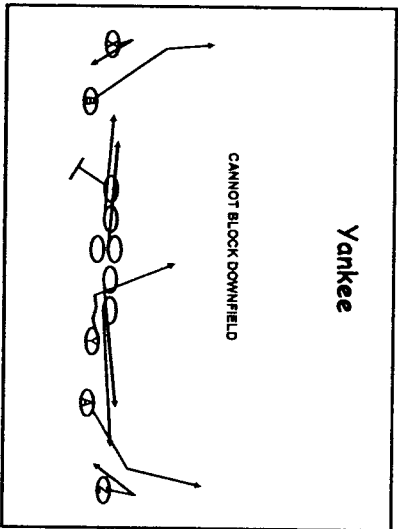
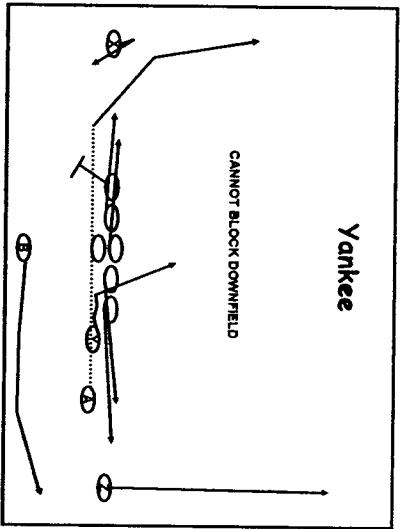
78/79

- The tackle will kick out the man over the WR
- Take 3 baby steps up the field and get back one yard deep and one yard inside alignment
- Catch the ball and get up the field



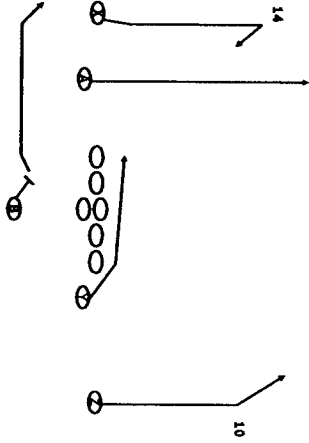
79 Fake 38



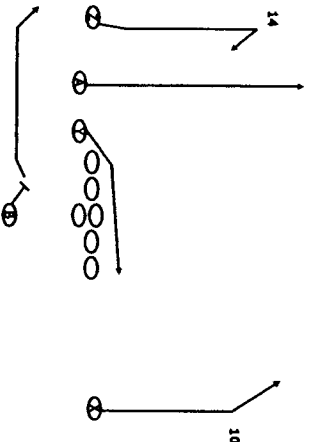


Coach Dwayne Nunez
Marshall University
Vertical Passing Game

40G Clear Wide

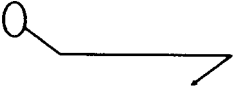


G94 Far/Wide



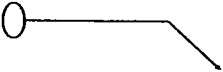
Curl

- 14 yard route
- Work back to the QB
- Do not round out
- Keep shoulders down and arms pumping
- Regular split – never wider than the top of the numbers

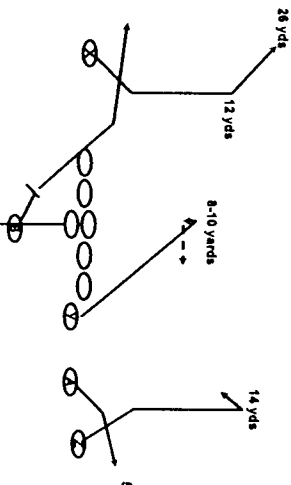


Glance

- Post route
- Run through 10 yards (7 steps)
- Must cross the corner's face
- Ball will be caught around 18 yards

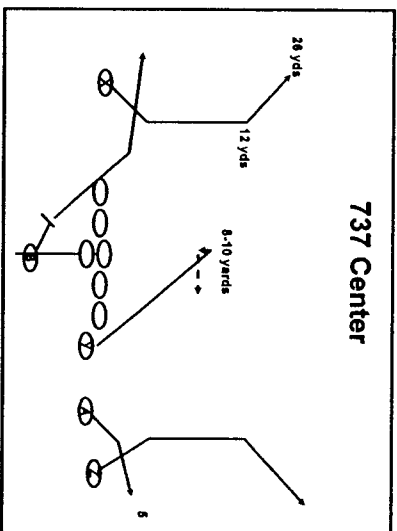
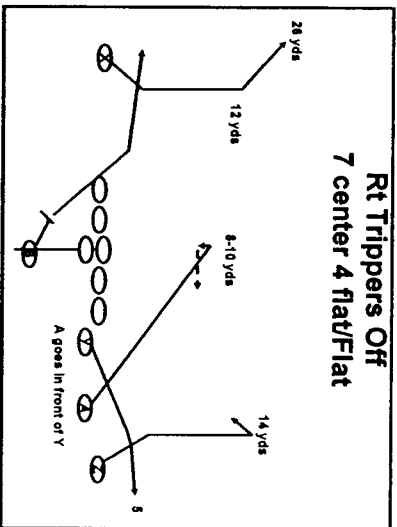


734 Center

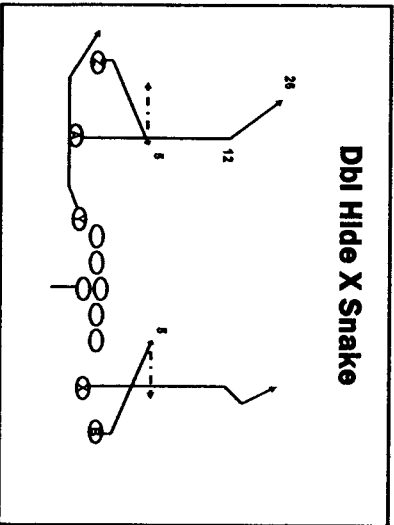


Rt Trippers Off 734 Center Flat

- X has a corner route; break at 12 aiming for 26 yards on the sideline
- A has a fast flat; aim for 5 yards on the sideline
- Z has a 14 yard curl
- Y has an 8-10 yard center route
- B has a flat route

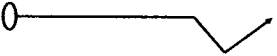


Dbl Hide X Snake

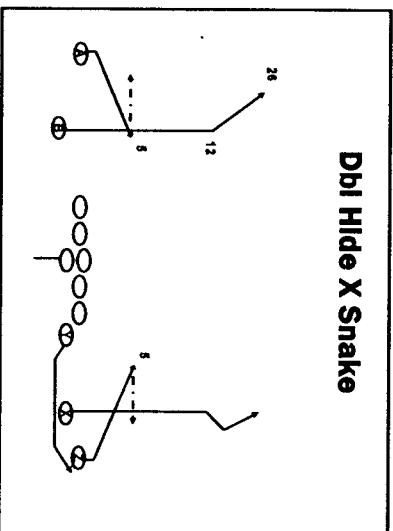


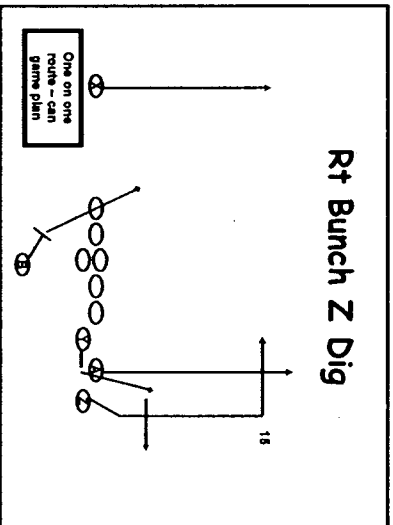
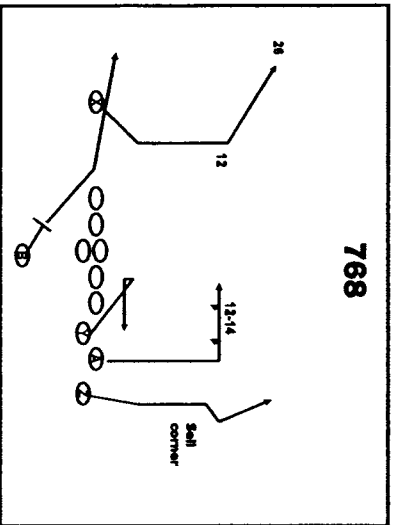
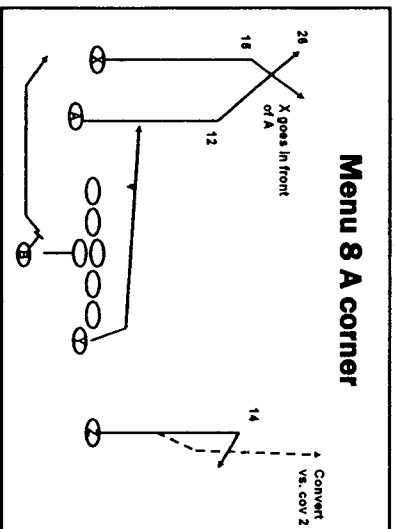
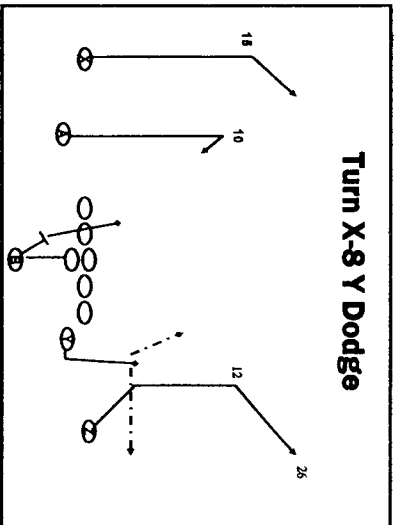
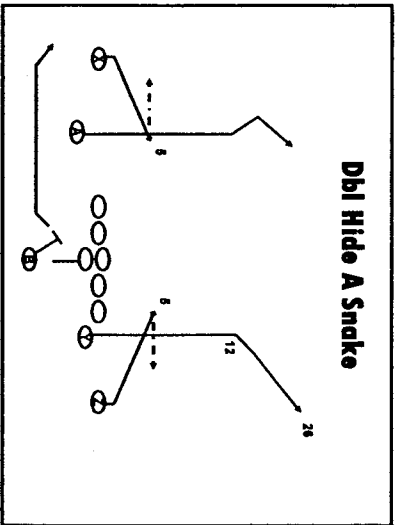
Snake

- Double move route
- At 12 yards, break to the corner
- Try to freeze the corner's feet
- Peek over your shoulder
- On the 3rd step, break back on a high angle



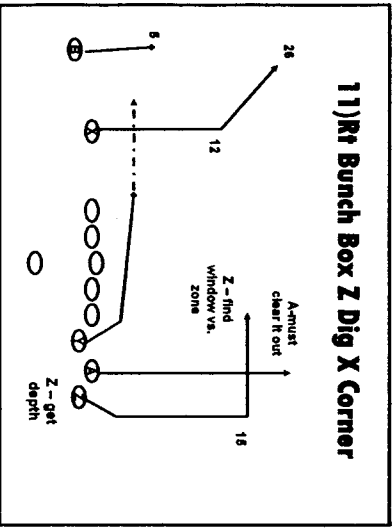
Dbl Hide X Snake



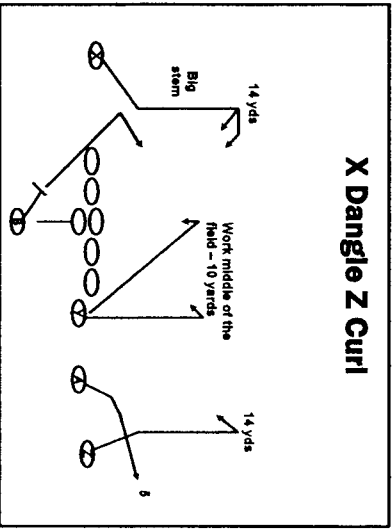


- ### Z Dig
- X - one on one route; can game plan
 - A - must clear it out; do not get held up
 - Priority release
 - 30 yard sprint
 - Z - 15 yard dig; can sit in hole
 - B - stop route
 - Y - underneath route; can change
 - Dodge/under/whip

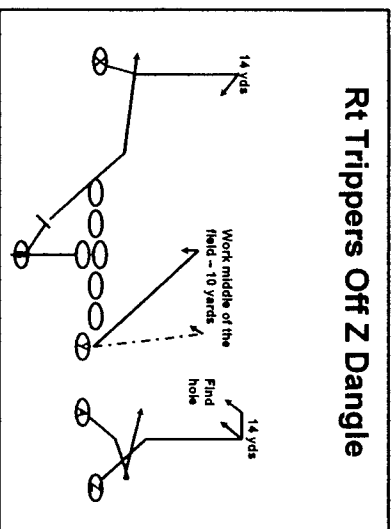
11) Rt Bunch Box Z Dig X Corner



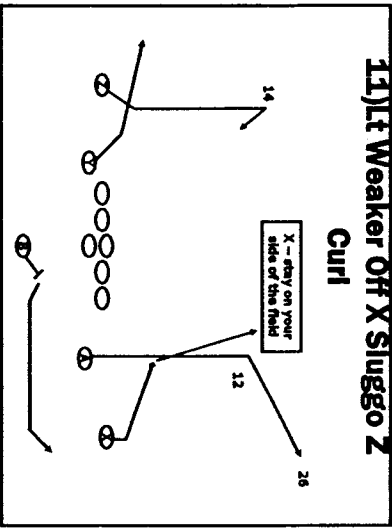
X Dangle Z Curl



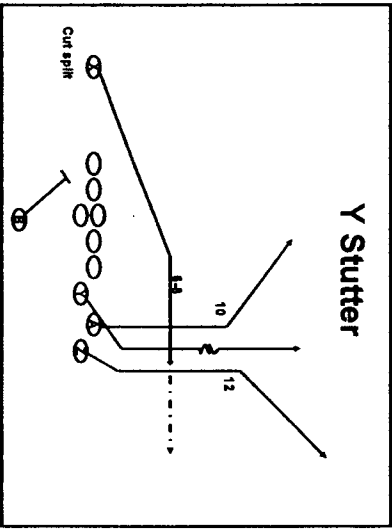
Rt Trippers Off Z Dangle



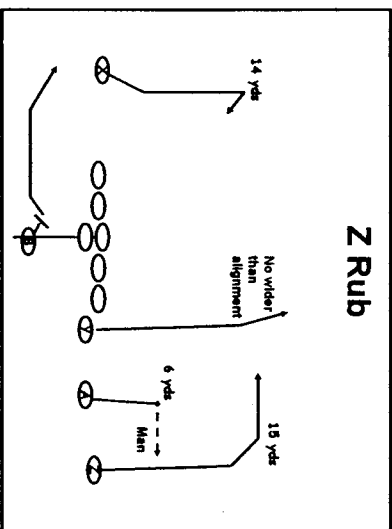
11) Lt Weaker Off X Sluggo Z Curl



Y Stutter



Z Rub



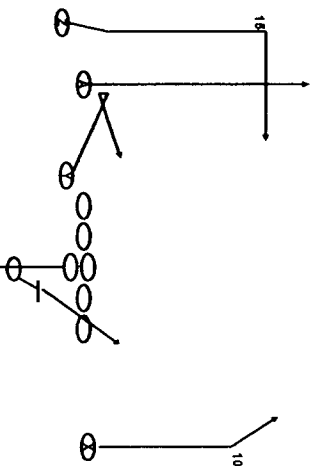
Rt Trippers Off Z Rub

- Z has a 15 yard dig; use post stem
- A has a deep hitch; 6 to 8 yards
 - If A is matched, break out
- Y has a clear route; do not get any wider than your alignment; Y must clear out fast
- X has a 14 yard curl; do not curl any wider than the top of the numbers
- B has a wide route

Menu 9 Rules

- The outside landmarks are 5 yards from the hash
- The inside receivers landmark are 2 yards outside the hash

696 under/stop

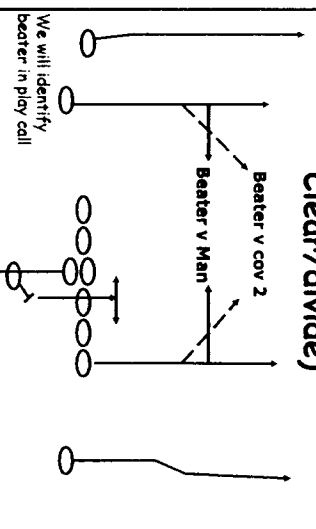


Outside WR - Menu 9

- Must quickly close cushion on the DB
- Save 5 yards from the sideline
- Do not look for the ball until you are 18 yards down the field
- Turn head to look for ball. Do not turn shoulders
- Catch ball over outside shoulder
- Hit landmark by 12 yds



10) Right - Menu 9 (999 Clear/divide)



Inside WR Route - Menu 9

- Landmark is at least 2 yards outside the hash
- Stay on landmark, do not float around

