

The **Passing Tree** is the number system used for the passing routes. All routes are the same for **ALL** receivers. The route assignment depends on the position of the receiver and how it is called at the line of scrimmage. This system has all **ODD** number routes flowing toward the center of the field, while **EVEN** number routes are toward the sideline. All routes are called from **LEFT** to **RIGHT**. Inside Tight Ends, Eligible Receivers (**I**), are also called from **LEFT** to **RIGHT**. The above passing tree assumes the quarterback is on the left side of the route runner labeled. Below are the routes used in this playbook:

ROUTE NAMES:

#1 – **ARROW/ SLANT**. Slant 45 degrees toward middle. Expect the ball quickly.

#3 – **DRAG**. Drive out 5 yards then drag 90 degrees toward middle..

#5 – **CURL ROUTE/ BUTTON HOOK**. Drive out 5-7 yards, slow and gather yourself, curl in towards QB, establish a wide stance and frame yourself. Find an open or void area

#7 – **POST**. Drive out 8 yards, show hand fake and look back at QB, then sprint to deep post. Opposite of *Flag/ Corner Route*.

#9 – **STREAK/ FLY**. Can be a straight sprint or "go" route off the line of scrimmage.

#8 – **HITCH N' GO**. Drive out 5-7 yards, curl away from QB, show hand fake (sell it!, and then roll out and up the field.)

#6 – **CORNER**. Drive out 8 yards, show hand fake and look back at QB, then sprint to deep corner.

#4 - **OUT**. Drive out 5 yards then drag 90 degrees toward sideline.

#2 – **QUICK OUT.** Drive out 3 strides then hard 90 degree to sideline. Angle must be precise!

#0 - **HITCH.** Drive out two strides then come back to QB on a 45, establish a wide stance and frame yourself. This may also be thrown immediately after the QB snap. **BE PREPARED IF YOU ARE CALLED FOR THIS ROUTE.**

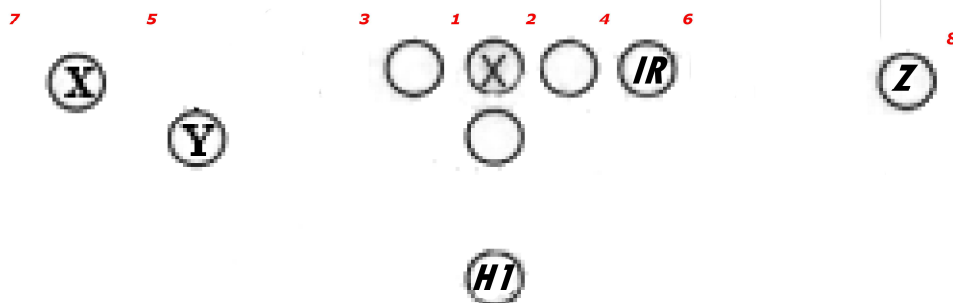
Use this page to familiarize yourself with how the quarterback and his play calling at the line of scrimmage will relate to what route you will run, or what direction the running back will run, specific to the position you are at.

Running backs will always be designated with a number. The “1” back or H1 in our diagrams, will always be lined up behind the quarterback. The “2” back and “3” back, if applicable, will be numbered accordingly from left to right, or from front to back then left to right. In a “Power I” formation, the first running back behind the quarterback would be the “H1”, then the middle running back would be “H2” and lastly, the third and furthest running back from the quarterback, would be “H3”.

If the running backs are lined up horizontally behind the quarterback, or parallel to the line of scrimmage, they would be numbered as follows. The running back directly behind the quarterback would be the “H1”. The running back to the left of the H1 would be the “H2” and lastly, the running back to the right of the H1 would be the “H3”.

*In the first demonstration, we will use one running back and one eligible tight end (IR)This will relate to any formation we run depending on the number of receivers, inside receivers (I), or running backs that are on the field.

***standard formation
showing hole assignments***



The positions above are as follows: X, Y, and Z are wide receivers that have lined up off of the line of scrimmage. IR is an "Eligible Receiver" who is designated as Inside Right. The H refers to the Halfback. In this formation, H would be the "1" back. X is the Center.

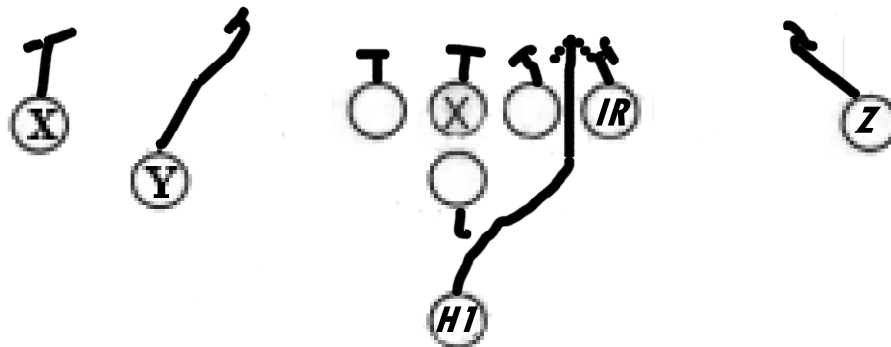
The Holes, or running lanes between blockers are **EVEN** moving Right and **ODD** moving Left. You will see the Hole assignments in RED in the diagram above.

Play A: **P14 149 I7 (STANDARD RUNNING PLAY)**

Remember: **LEFT TO RIGHT ALWAYS WHEN DETERMINING PLAYER**

Using the information given, Play A is telling us that it is a running play. Remember: **R, H, S, P & IRON** signify a running play. All players should recognize the first letter and then listen to find what hole they will be opening and blocking for. Look at the diagram below to understand more clear...

*P=Power (so run play)
1=1 back (H1)
4="4" hole
ALL OTHER NUMBERS ARE OBSOLETE
BECAUSE IT IS A RUN*



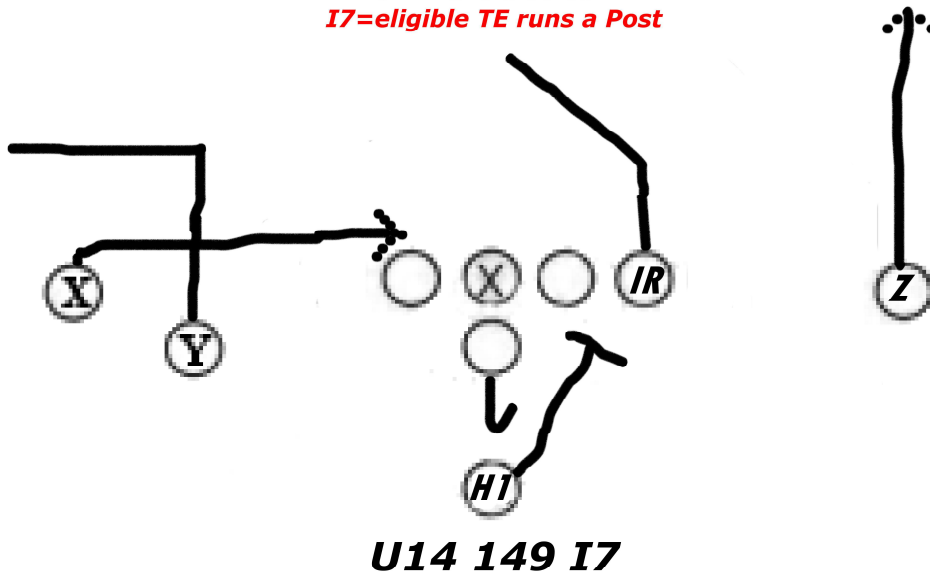
P14 149 I7

Play B: **U14 149 I7** (below)

Play B works off of the first Play but leads with U. This is telling us Play B will be a passing play because it doesn't use R, H, S, P or Iron. The H1 in this play will block toward the direction of his hole assignment or the side he is numbered to (3 hole blocks right in this diagram) The H1 is recommended to pick up blitzers. The **149** is referencing

the receivers X, Y, Z. Remember, always read the receivers Left to Right. The X receiver runs an Arrow to the middle. The Y receiver runs an Out toward the sideline. The Z receiver runs a Streak. Lastly, the I7 corresponds to the eligible receiver IR (inside right) in this diagram. The IR runs a Post to the middle of the field. See the diagram below to understand more clear...

U=pass (not R,H,S,P, or Iron)
14="1"back(H1) blocks toward "4" hole or picks up blitzing LB
1=X runs an Arrow
4=y runs an Out
9=z runs a Streak
I7=eligible TE runs a Post

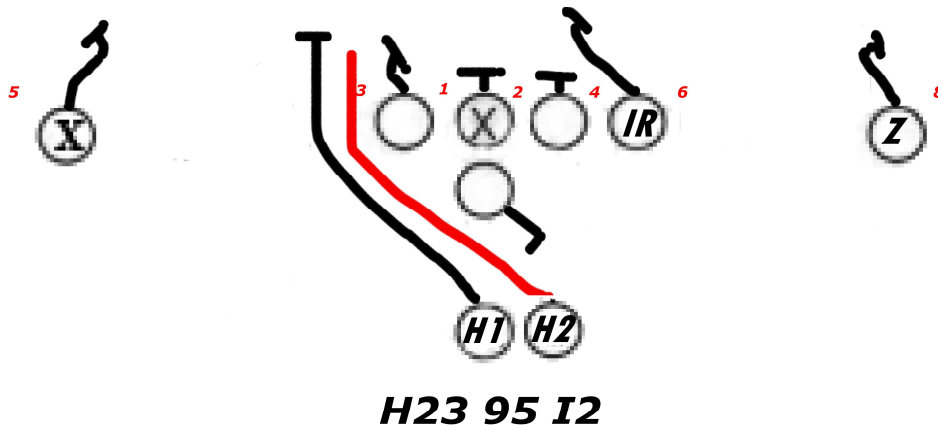


How about one more?

Play C: **H23 95 I2**

Do you know what to do?

H=Run Play
2="2" back (H2)
3= "3" hole
95 I2=nothing (run block)
H1 has the option to lead block (preferred)
or they can take a fake in the opposite direction



Remember:

R, H, S, P & IRON are running plays (Iron is a quarterback sneak to the hole given)

This scenario uses two running backs and one eligible receiver (IR).

The **H23** tells us the H2 will get the ball and run through the “3” hole.

95 I2 are obsolete because it is a running play. Receivers, Lineman, and Tight Ends need to understand that they are NOT to run a route, but RUN BLOCK.

The H1 in this scenario is preferred to lead block, but may also show a fake and head the opposite way of the ball carrier.

*Always **Left to Right** when reading the passing tree.

Use your judgment and audible to your own choosing...the defense will determine your final positioning on routes. Find a hole to sit in when facing a zone defense. Cut underneath the defense on a slant route. Run WITH a scrambling quarterback. Never sit in one place long. Break at least one defender when you have the ball.