

First off, some quotes from a different article about Chow than the AFCA PDF file:

"The last thing in setting up our passing game is that we try to control the blitz. There are so many things happening with the fire zones and zone blitzes and there is so much suffocation with the coverages and disguises, that we feel the best way to control the blitz is with the screen pass. We run a lot of screens. We run a lot of receiver screens and a lot of pop out screens where we just throw the ball outside to the receiver. When those screens get blown up or knocked down, I do not think you should be that upset about it. It is no big deal. It tells the defensive line they cannot be in a hurry to get upfield because we may throw the screen pass. It is all done with our blitz control package.

"Then we look at our running game. It is very simple. We run a trap-draw. All we are trying to do is to trap the outside rush man. That is the man that gets his butt up the field."

"We have one strongside vertical, one middle vertical, and one weakside vertical. We have a couple of horizontal stretches, and we have a couple of man routes. We have a few one man routes. We have a route to attack cover two and we have the four verticals game. That is our passing game. We have two horizontal stretch routes, a man route, four verticals, and a cover two beater. That is all we do. We attack every one we play with these plays. Our kids know these plays the second day of practice.

"We do not run the 7-step drop game because we cannot protect the passer. We run the football. We throw the ball on time, we run screens and draws, and we are going to run some gimmicks just to slow the game down a little. That is our game plan every week."

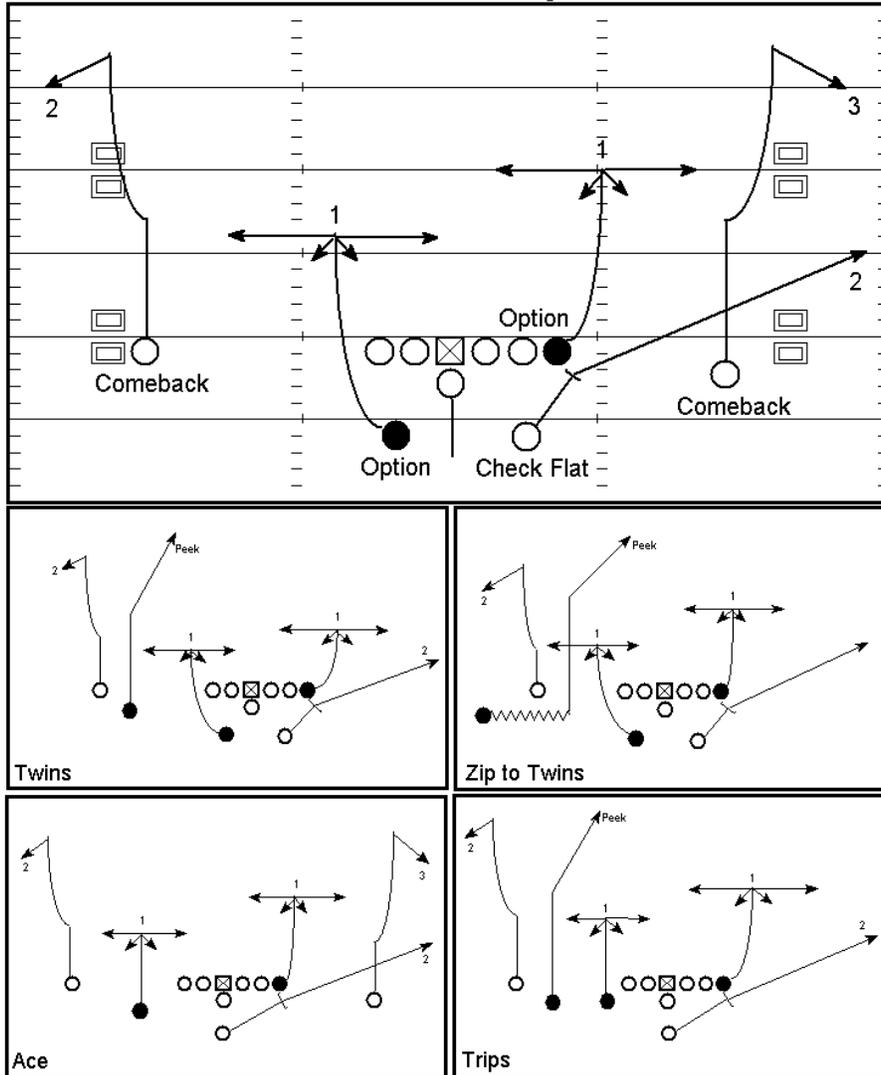
Now some info from Coach Bill Mountjoy:

Here are the QB READS Which Norm kept out of the playbook ON PURPOSE!

NORM CHOW POST SNAP READS - "60 SERIES"

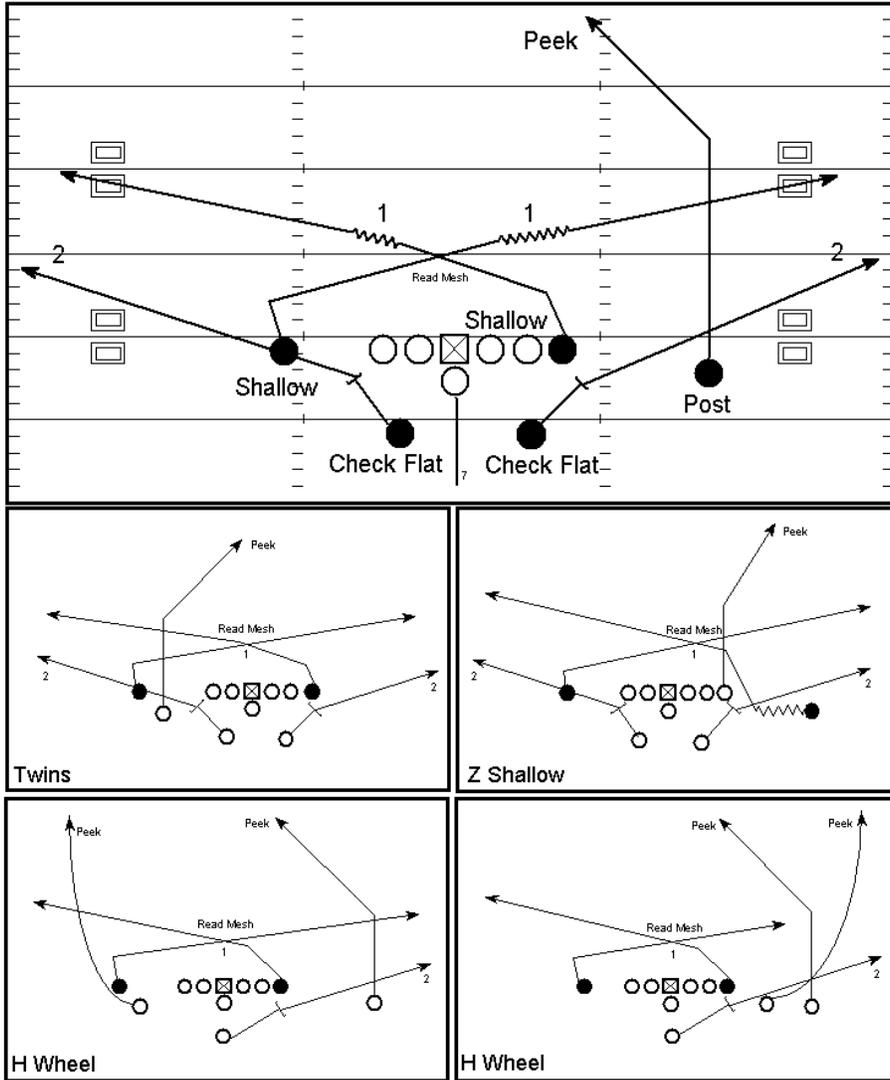
"60 Y OPTION" - 5 step drop. Eye T.E. and throw it to him unless taken away from the outside by S/S (then hit Z), OR inside by ILB (then hit FB). Don't throw option route vs. man until receiver makes eye contact with you. Vs. zone - can put it in seam. Vs. zone - no hitch step. Vs. man - MAY need hitch step.

60 H/Y Option



"62" - 5 step drop. Take a peek at F/S - if he's up hit Z on post. Otherwise watch X-Y mesh occur - somebody will pop open - let him have ball. Vs. zone - throw to Fullback.

62 X Shallow



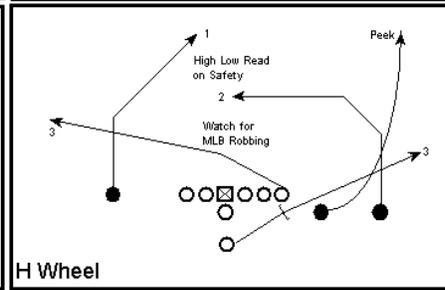
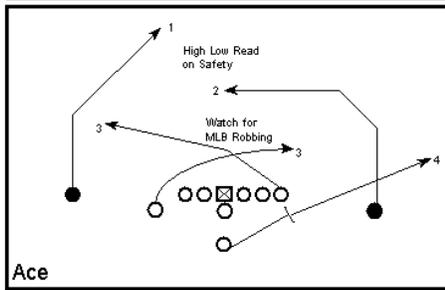
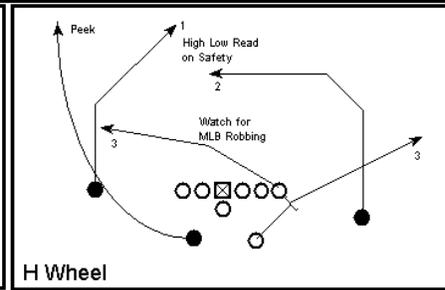
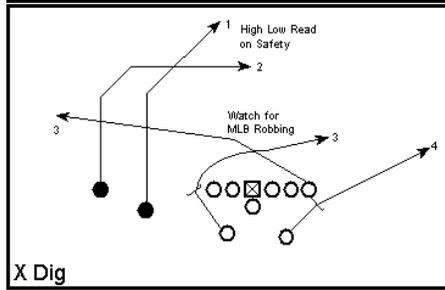
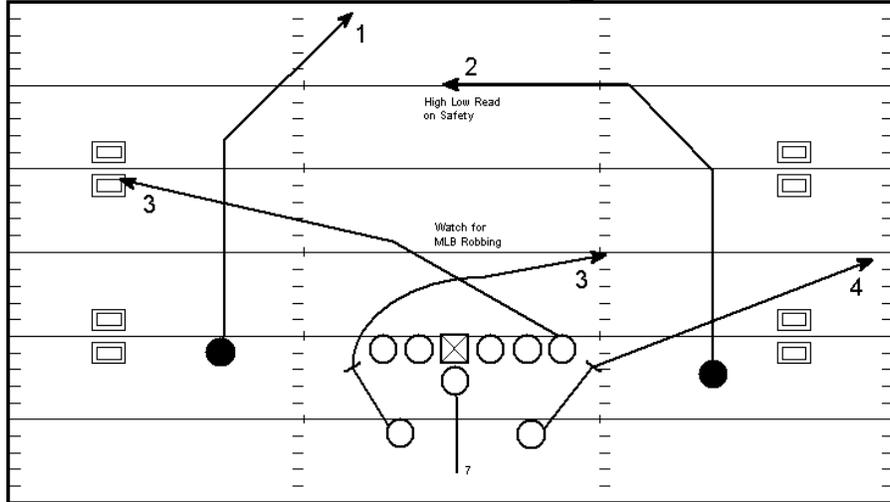
More from Coach Chow on 62:

They use this (version of Kentucky Mesh) crossing route against man coverage: "We tell the TE he is responsible for the depth of the route. We tell the X-receiver that he is responsible for the mesh of the route. The X-receiver comes underneath the Y-end. If Y goes 6 yards deep, then X has to go 5 yards deep. They are going full speed. It is not a pick route. It is simply a crossing route. The quarterback watches the mesh occur with the crossing routes. The quarterback turns his shoulders to the receiver that comes open and throws the ball to him.

"If we made a mistake and the defense is not running man coverage, and are playing zone and we are running crossing routes, we tell the QB to look at the back on the two receiver side (the TE side) and turn his shoulders and throw to the back in the flat. We want to throw it 3 yards and get 3 more on the run. We have to look at the crossing receivers and, if they are covered, throw to the backs."

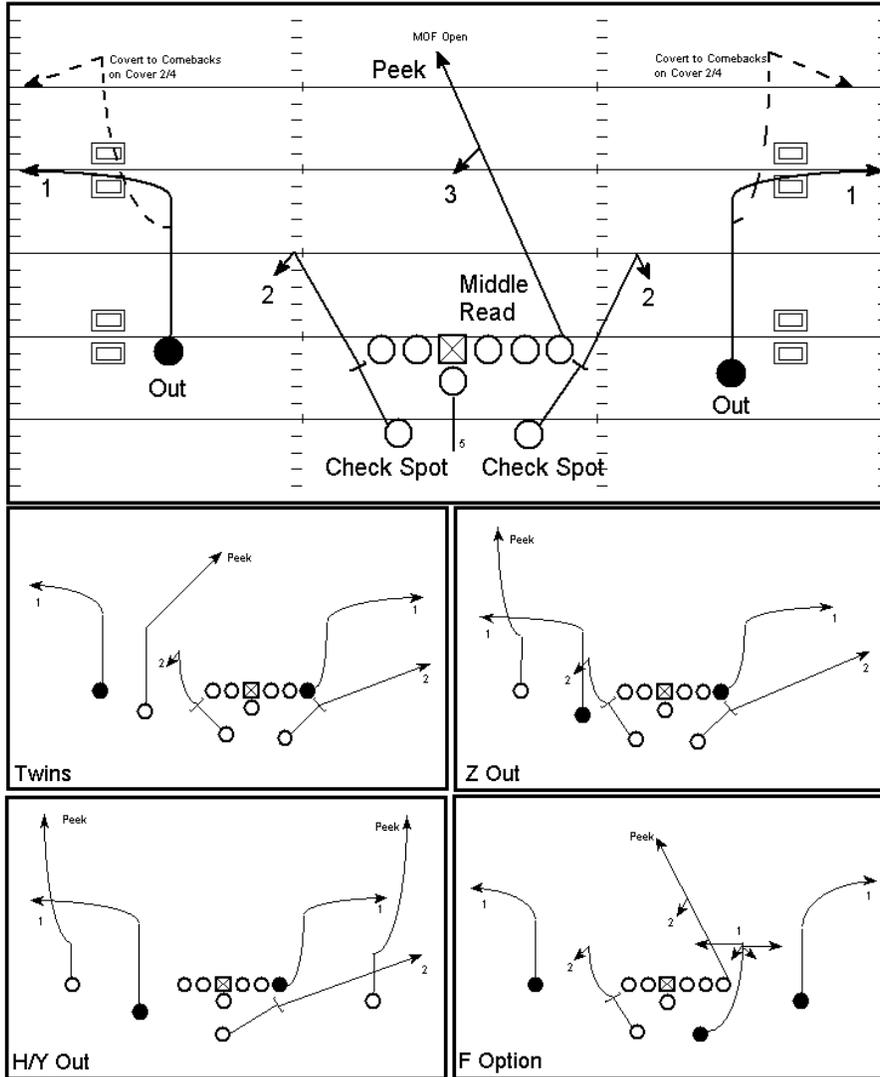
"63" - 5 step drop and hitch (7 steps permissible). Read F/S: X = #1; Z = #2;
 Y OR HB = #3.

63 Z Dig



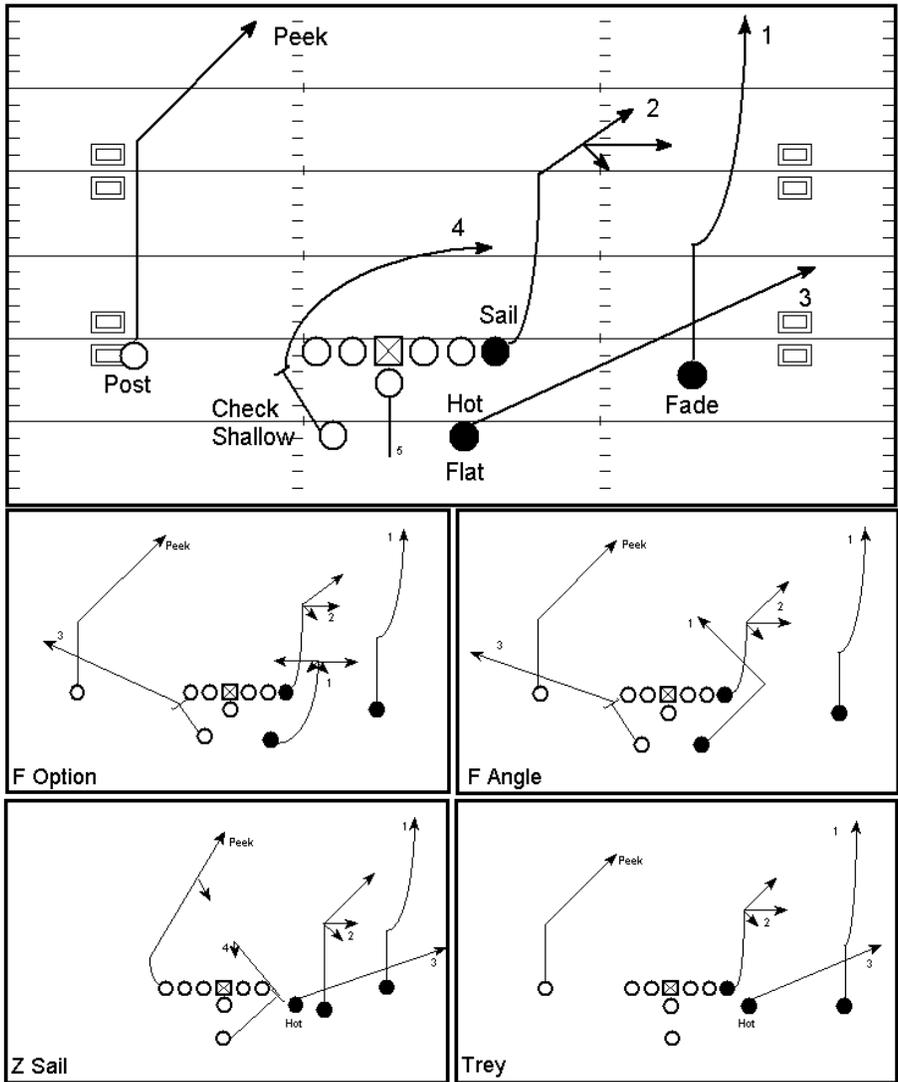
"64" - 5 step drop. Key best located Safety on 1st step. Vs. 3 deep look at F/S - if he goes weak - go strong (Z = #1 to FB = #2 off S/S); if he goes straight back or strong - go weak (X = #1 to HB = #2 off Will LB). Vs. 5 under man - Y is your only choice. Vs. 5 under zone - X & Z will fade.

64 Out



"65" - 5 step drop and hitch. Read the S/S. Peek at Z #1; Y = #2; FB = #3. As you eyeball #2 & see color (F/S flash to Y) go to post to X. Vs. 2 deep zone go to Z = #1 to Y = #2 off S/S.

65 Flood



More from Coach Chow about 65:

" ..we send the Z on the go. We tell the split end to go to the middle deep area. The tight end goes to the area where the deep and underneath areas meet. The back checks the rush and runs an arrow. The backside back runs a little checkdown. That is how we try to design our passing game. If the defense is running a 3-deep with four men underneath, we feel we have a chance."*

*(Translation: We will shred their asses.)

The deep man is #1, they want to hit him on the fifth step. "If he hits that fifth step and has to hesitate or hitch to make the throw, we tell him not to throw it." He feels that, with corners being so good these days, any hesitation is too much time for the corner to recover. The TE is #2: "We want him to sit down and look for the quarterback. We call this our sail route. We find the dead spot in the zone and we sit there."

He says most teams run this with a TE running an out, to get a 1,2,3 vertical look. They don't because they want to get that triangle, **which makes it tougher to cover**. If the QB has an open window outside he throws it, if he has an open window inside to the TE, he throws it. He wants the TE to get into a position where he can shield the defender from the ball.

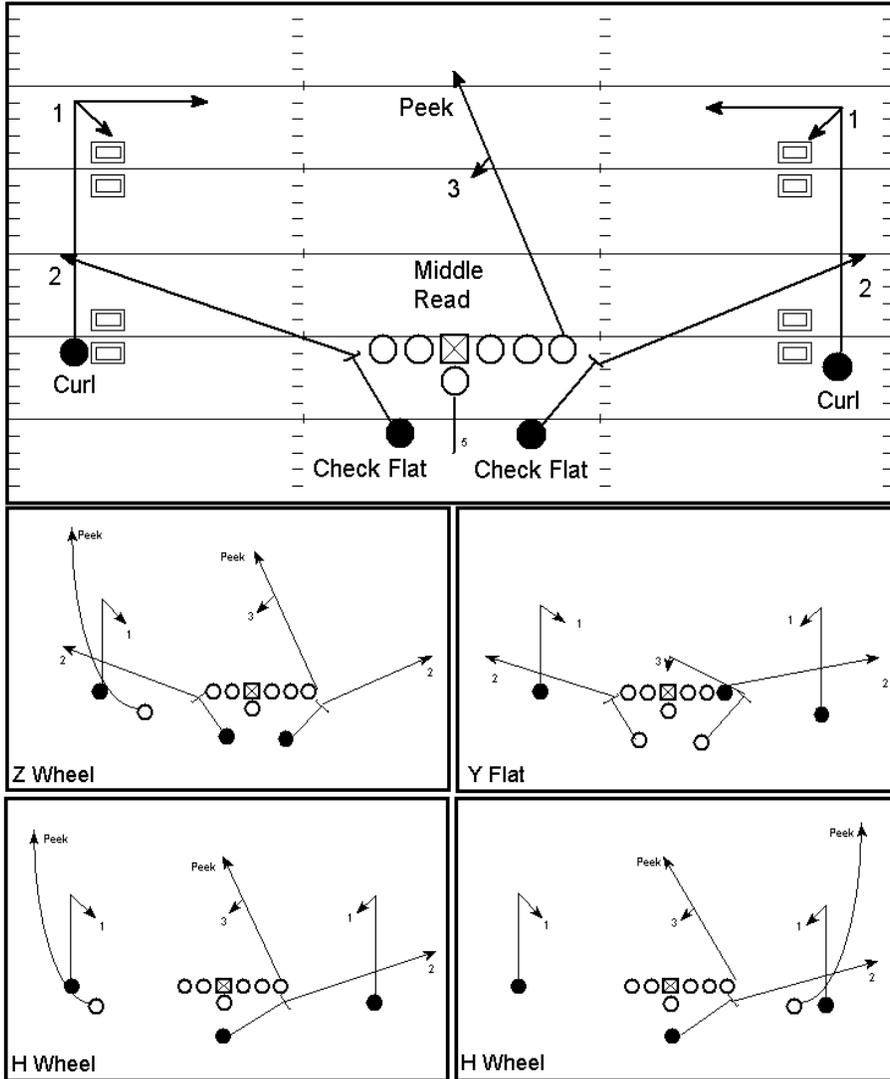
After 5 steps he looks to Z, then to the TE, then to X down the middle if the FS jumps the TE. If the first 3 are covered they look to the frontside Halfback on a 5-6 yard Flat so he can get the ball on the run and run the ball downfield.

If they take away the Flat, the QB goes to the backside checkdown.

Also, they tag this with an Arrow by the Fullback looking to get him under the Sam who is jumping the TE. Against man they want the TE to push outside at the top of his route if the SS comes up to stop the inside route.

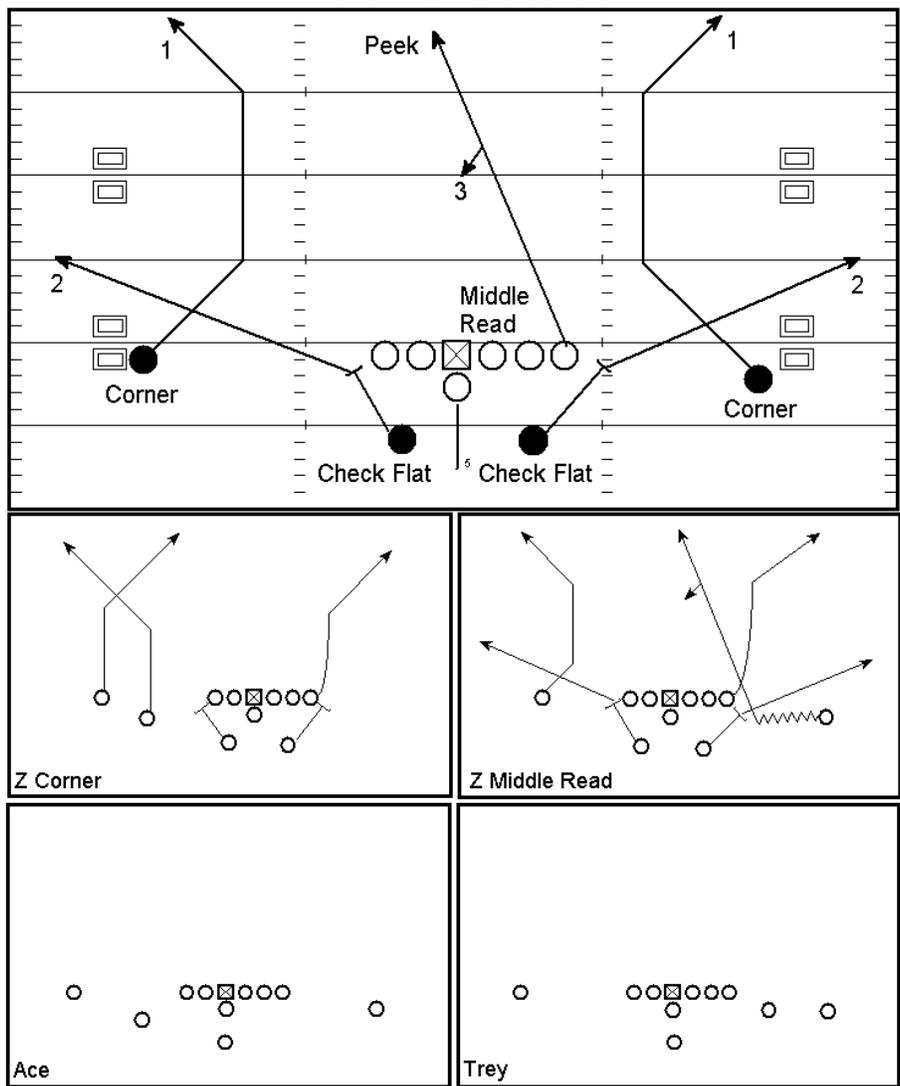
"66" - 5 step drop and hitch. On your first step read Mike LB (MLB or first LB inside Will in 3-4). If Mike goes straight back or strong - go weak (X = #1; HB = #2). If Mike goes weak - go strong (Y = #1; Z = #2; FB = #3). This is an inside-out progression. NOT GOOD vs. 2 deep 5 under.

66 Curl



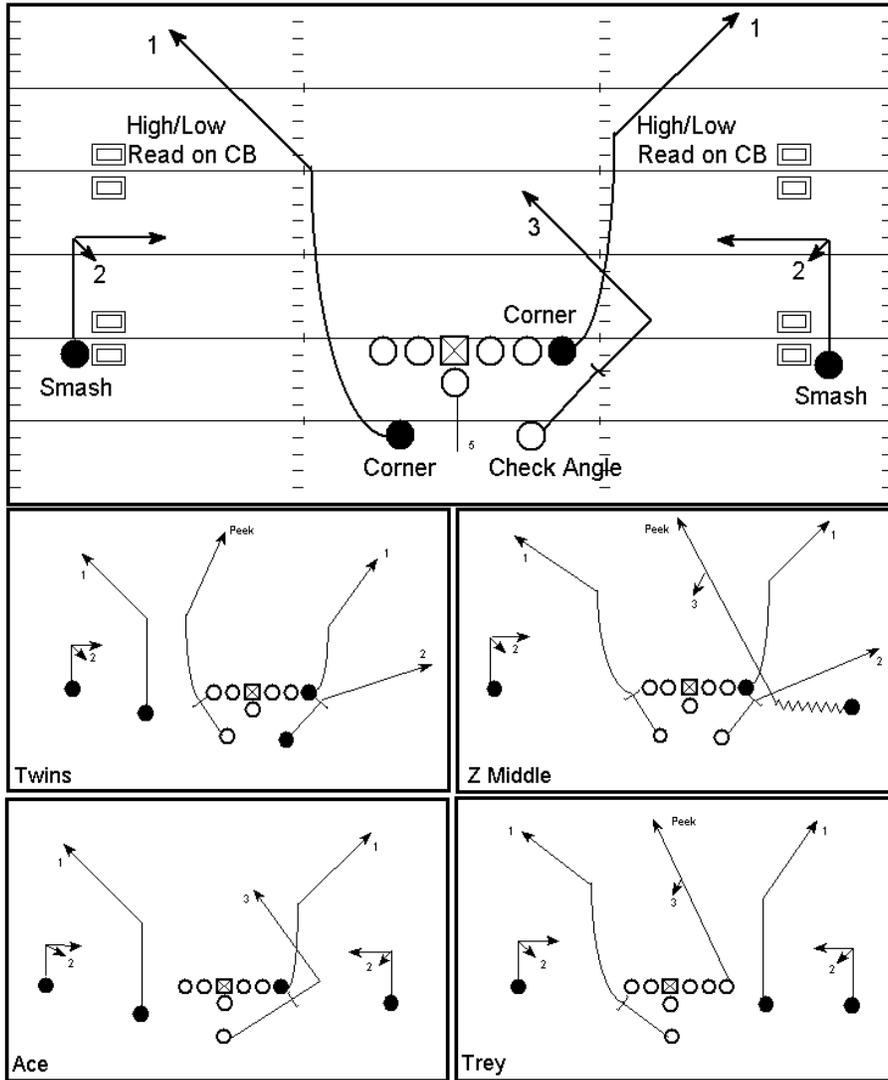
"67" - 5 step drop and hitch. Read receiver (WR) rather than defender (Corner). Vs. 2 deep go from Y = #1 to Z = #2. Vs. 3 deep read same as "64" pass (Will LB) for X = #1 or HB = #2. Equally good vs Cover 2 regardless if man OR zone under.

67 Corner



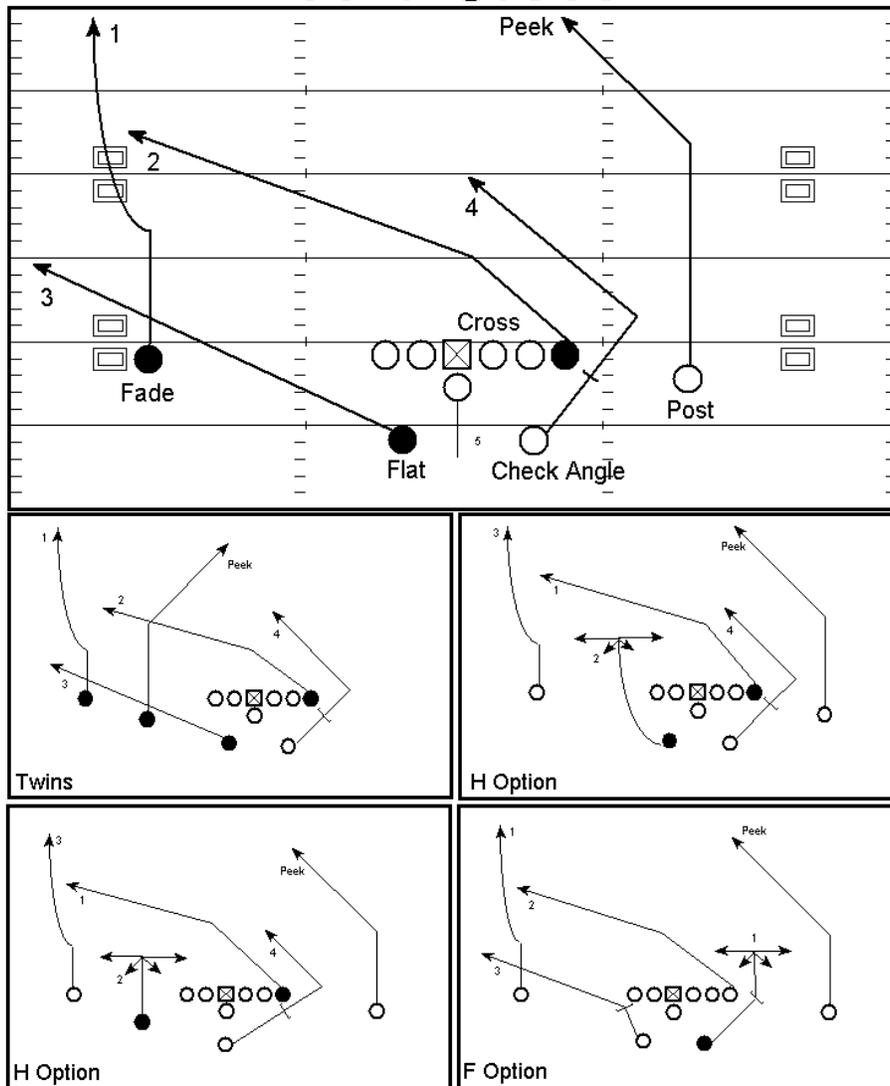
"68 SMASH" - 5 step drop and hitch. Vs. 2 deep look HB = #1; FB = #2 (shoot); Z = #3. Vs. 3 deep - stretch long to short to either side. Vs. man - go to WR's on "returns".

68 Smash



"69 HB OPTION" - 5 step drop - hitch up only if you need to. Eye HB: HB = #1; Y = #2. QB & receiver MUST make eye contact vs. man. Vs. zone - receiver finds seam (takes it a little wider vs. 5 under). Only time you go to Y is if Will LB and Mike LB squeeze HB. If Will comes & F/S moves over on HB - HB is "HOT" and will turn flat quick and run away from F/S. Otherwise HB runs at his man to reinforce his position before making his break.

69 Y Cross



NOTE: BLITZ AUDIBLES IN "60 SERIES" when we want "Y" to enter in protection on widest rusher (S/S or OLB) his side: "MAX PRO".

1. "67 Stay"
2. "63 Stay" - gives X on post if F/S lines up strong on Y.
3. "62 Stay" - gives Z on post if F/S aligns weak on HB.