



“BASIC CHECK”

All-purpose check package applicable from all formations that gets us into the most ideal category of Base play related to the defensive structure we see.

A ‘Basic Check’ contains within it the capability to get to:

- a. A core run
- b. A base pass
- c. A screen or other pre-determined blitz-beater
- d. An uncovered throw



“BASIC CHECK”

Advantages / Rationale

1. Helps account for defensive play-to-play variety

TEAMS WITH MULTIPLE ANSWERS

2. Helps us introduce special or ‘game plan’ formations that we have no background on how an opponent might handle

KEEPS US FROM OUTSMARTING OURSELVES

ALLOWS US TO BE AGGRESSIVELY MULTIPLE AND PROBE

WHILE EXECUTING THINGS WE’RE GOOD AT

3. Base downs – keeps us out of the guessing game.

3RD AND 3-6 AS WELL

4. Eliminate most structural protection problems

5. Playing ‘downhill’

6. Keep us a step ahead of their adjustments – especially beginning second half



“BASIC CHECK”

QB Thought Process

1. Is it Cover 0?

IF SO, CHECK ALLEY SCREEN (OR OTHER DESIGNATED BLITZ-ATTACKER)

2. Are there uncovered receivers?

IF SO, CHECK TO THE UNCOVERED THROW

(BUBBLE SCREEN IS A DEFAULT; WE ALSO USE NOW SCREEN AND OTHERS)
(NEED GOOD UNCOVERED ANSWERS TO FIELD AND BOUNDARY IN EMPTY)

3. Are there two HIGH safeties?

IF SO, CHECK TO THE RUN

(HIGH MEANS THEY HAVE DEPTH [11+] AND WIDTH [HASHES])

4. Check pass

WHAT REMAINS IS EITHER SINGLE HIGH DEFENSE OR COVER 4/8;
SHOULD BE SINGLED UP OUTSIDE AT THE VERY LEAST



“BASIC CHECK”

Means/Approaches

1. Have generic plays for each category that are known from day 1.

OTHER 11 PLAYERS KNOW FROM MEMORY OR QB CALLS IT OUT

2. Use different runs/passes/uncovereds/blitz-beaters

PUT CHOICES ON QB WRISTBAND

RIGHT WIDE BASIC CHECK (ROCKET, BUBBLE EAST, 34, 64)

1. CALL the pass with the term “Basic” added

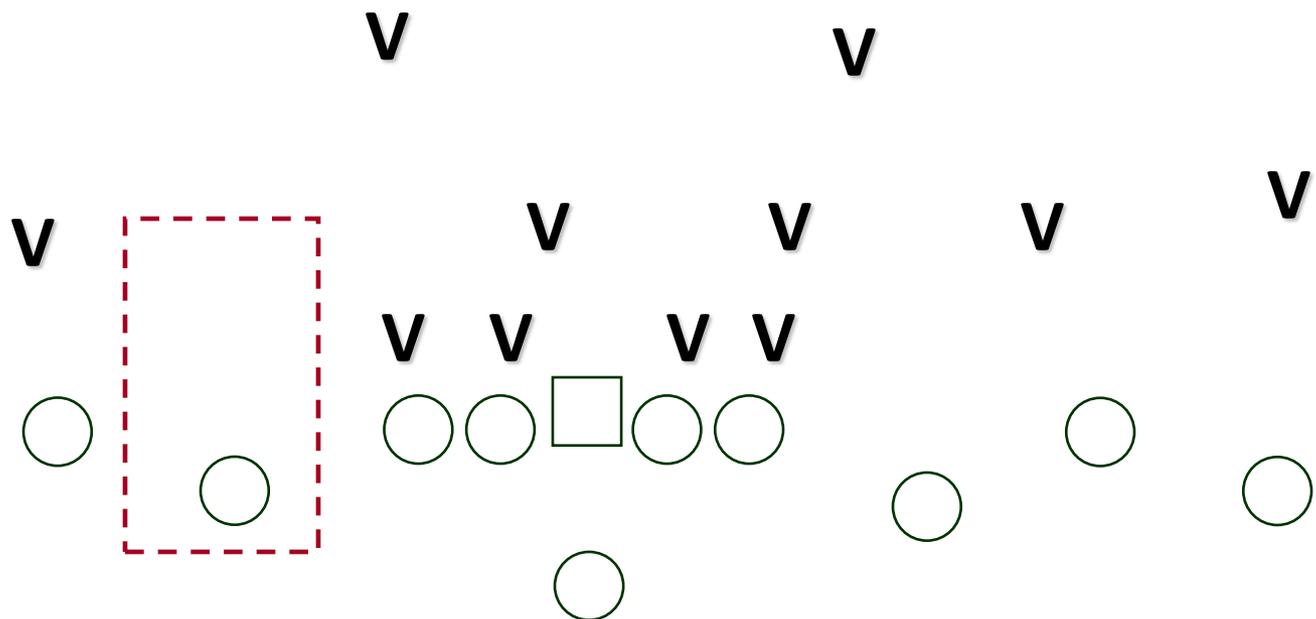
ALERTS EVERYONE THAT THE OTHER CHOICES MAY BE COMING

DON'T HAVE TO CHECK ANYTHING IF NO BLITZ, UNCOVERED, COVER 2



"BASIC CHECK"

Example 1: 3 x 2 set from 10 or 00 personnel

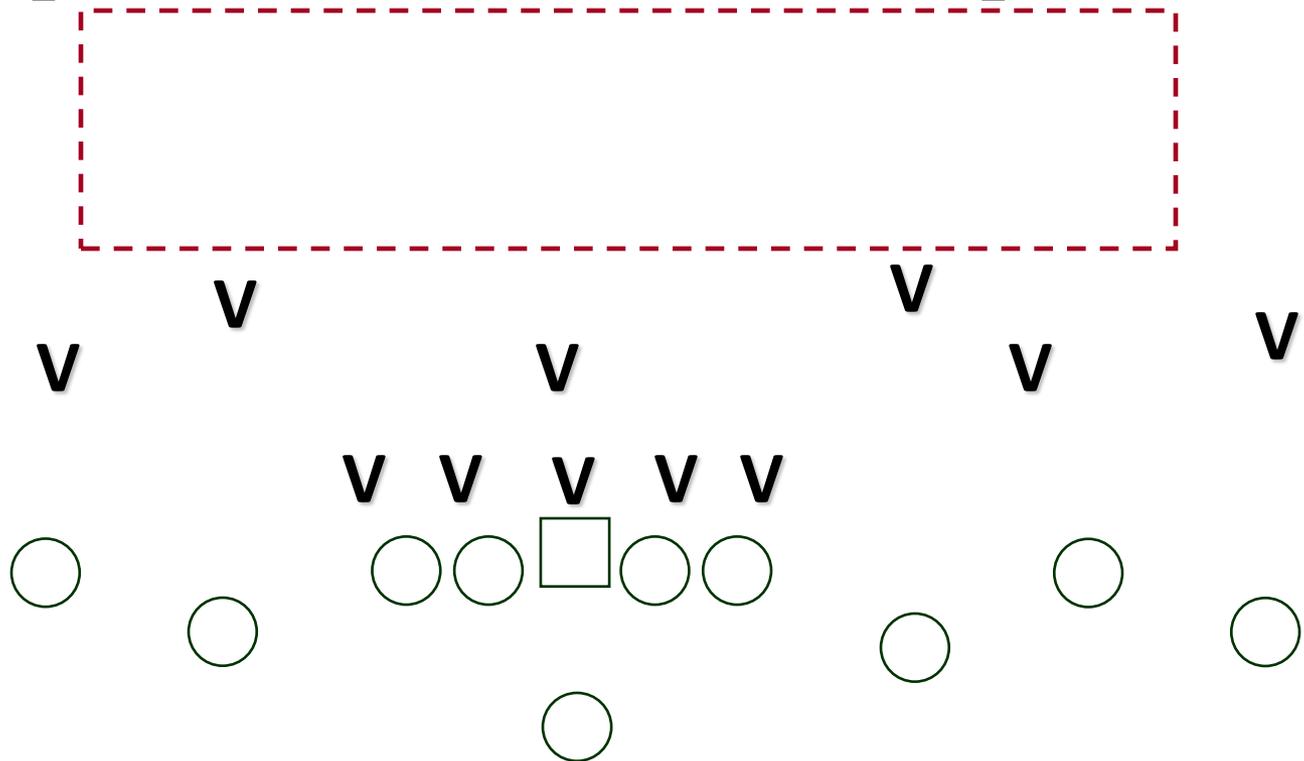


DEFENSIVE GIVES UP A CLEAN UNCOVERED;
QB CHECKS TO BOUNDARY UNCOVERED
(FOR US – BUBBLE OR QUICK FADE/FLAT)



"BASIC CHECK"

Example 2: 3 x 2 set from 10 or 00 personnel



NO SAFETIES DEEP – BLITZ LOOK!

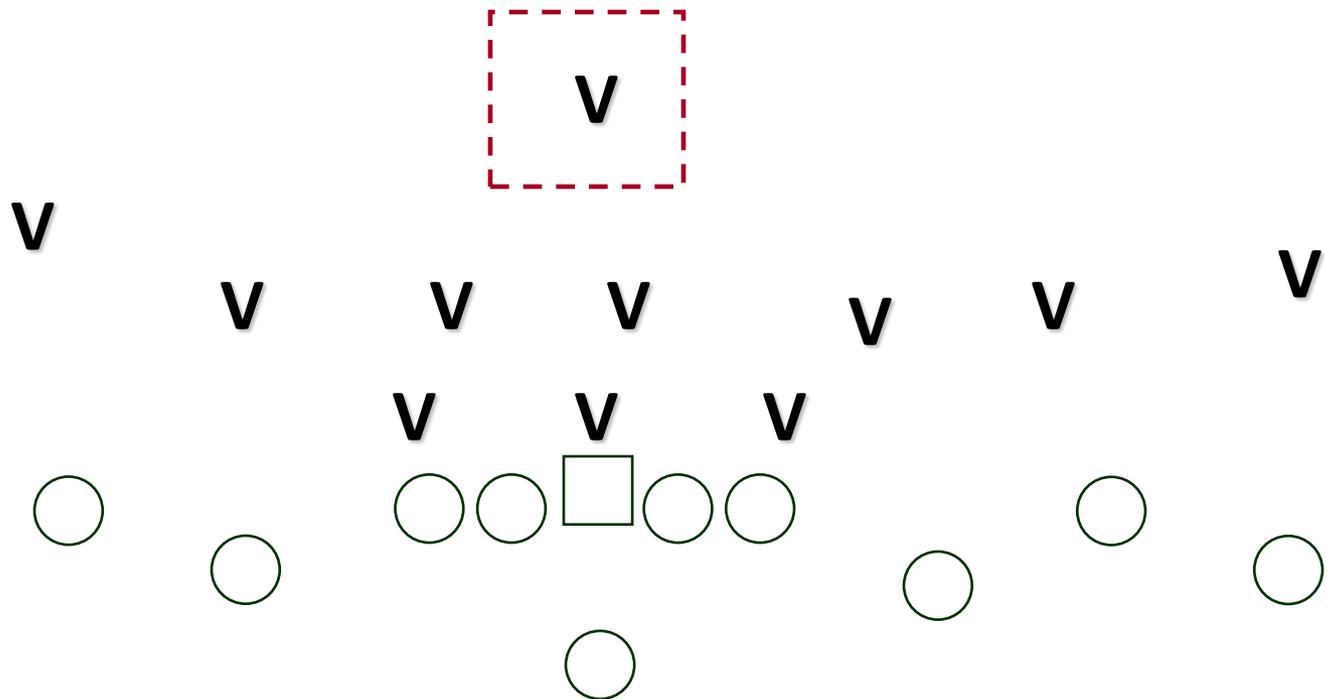
CHECK TO THE BLITZ-BEATER –

ALLEY SCREEN, NOW SCREEN, SPRINT FLAT, DOUBLE SLANT, ETC.



"BASIC CHECK"

Example 3: 3 x 2 set from 10 or 00 personnel



SINGLE HIGH WITH NO OBVIOUS UNCOVEREDS;

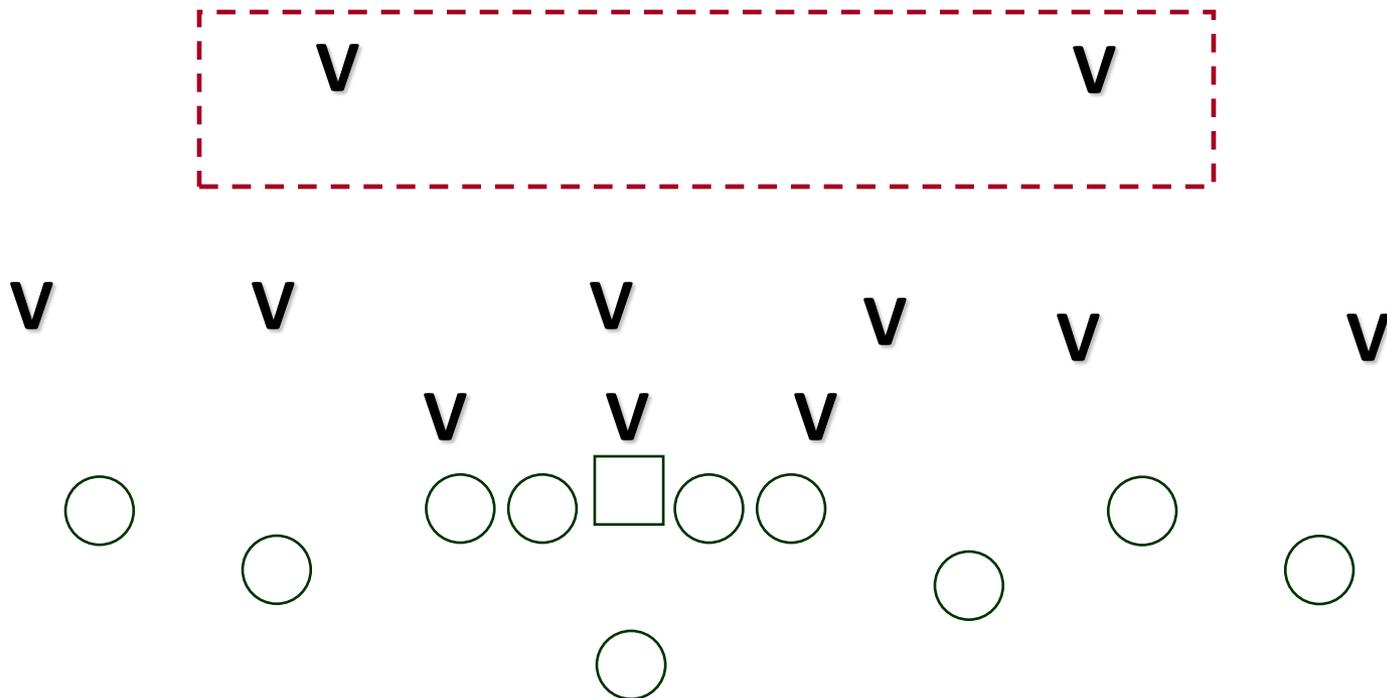
CHECK TO (OR STAY WITH) THE PASS

WE WOULD LEAN TOWARD INDIVIDUAL QUICKS OR CURL COMBINATIONS



"BASIC CHECK"

Example 4: 3 x 2 set from 10 or 00 personnel

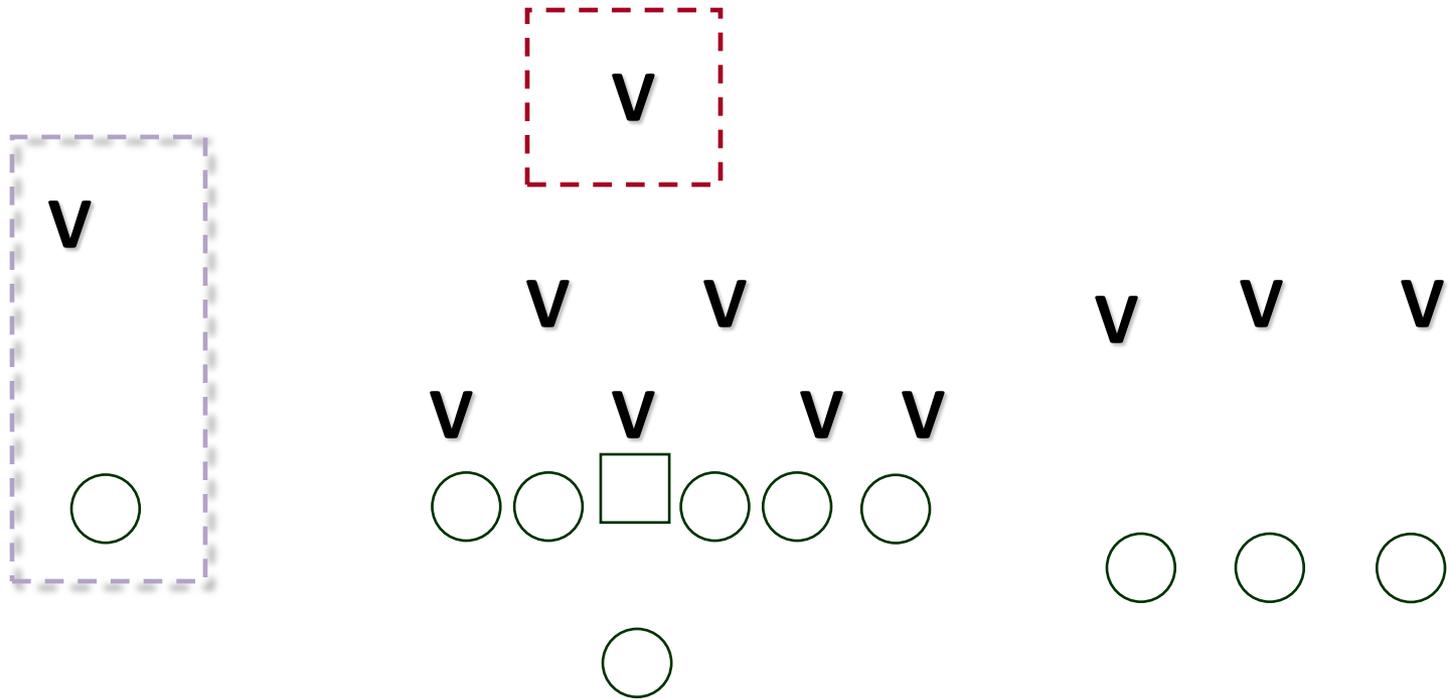


NO EASY UNCOVEREDS;
TWO SAFETIES WITH WIDTH AND DEPTH
CHECK TO THE QB RUN V. 4-MAN BOX



"BASIC CHECK"

Example 5: 4 x 1 set from 11 or 01 personnel



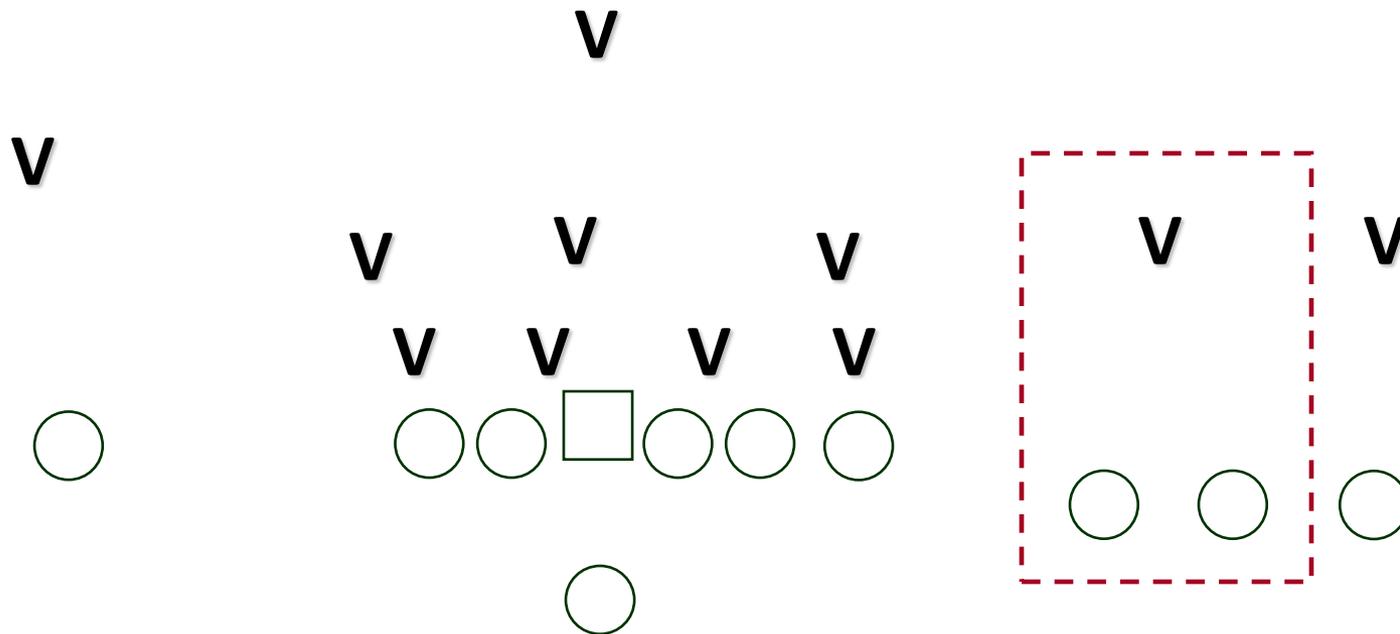
SINGLE HIGH WITH NO OBVIOUS UNCOVEREDS;
CHECK TO (OR STAY WITH) THE PASS

GREAT WAY TO GET A CLEAN 1 ON 1 FOR YOUR BEST GUY!



"BASIC CHECK"

Example 6: 4 x 1 set from 11 or 01 personnel

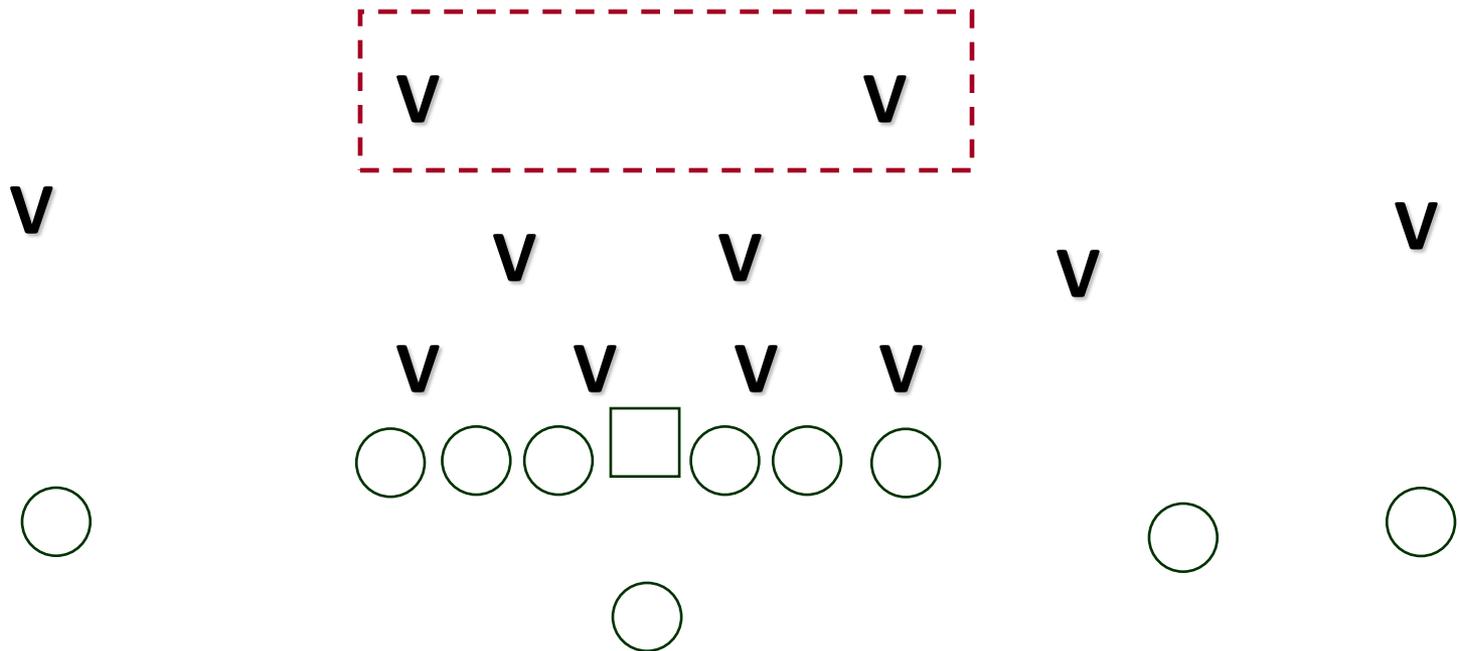


DEFENSE PRESENTS CLEAR UNCOVERED – ATTACK IT



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Example 7: 3 x 2 set from 12 or 02 personnel



WE LOVE THIS CONCEPT! EXTRA GAPS & SECONDARY FITS AN ISSUE.
NO OBVIOUS UNCOVEREDS;
TWO SAFETIES, BUT LACK OF WIDTH & DEPTH SUGGEST SUPPORT –
TREAT IT LIKE SINGLE HIGH (FOR BASIC CHK PURPOSES) AND CHECK PASS



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