QSE SPORTS · PLAYBOOK

QSE Football Offensive Playbook

Every offensive formation and play, drawn as the game draws them, with the defensive calls each one beats and the ones it runs into.

Read it online at qsegames.com/guides/football/offense-playbook

Contents

1. How to read the playbook
2. Formations
    - Shotgun
    - Single Back
    - I Formation
    - Pistol
    - Empty Backfield
    - Pro Set
    - Spread
    - Wildcat
    - Goal Line
    - Jumbo Package
3. Runs
    - HB Dive
    - HB Off Tackle
    - HB Counter
    - HB Draw
    - FB Dive
    - QB Sneak
    - Tush Push
    - HB Stretch
    - HB Pitch
    - Quick Pitch
    - Jet Sweep
    - Reverse
    - Double Reverse
    - Fake Reverse
    - Statue of Liberty
    - Read Option
    - RPO
    - QB Power
    - QB Bootleg Run
    - Triple Option
    - WR End-Around
4. Quick passes
    - Quick Slant
    - Screen
    - Shovel Pass
    - Short Out
    - Check Down
    - Short Cross
5. Intermediate passes
    - Curl Route
    - Out Route
    - Mesh
    - Dagger
    - Comeback Route
6. Deep passes
    - Deep Post
    - Four Verts
    - Slant-and-Go
    - Smash
    - Deep Cross
    - Fade Route
    - Hail Mary
7. Play action
    - Play Action Short
    - Play Action Deep
    - Play Action Boot

8. Pass concepts

- Flood
- Levels
- Stick
- Sail
- Drive

9. Trick plays

- Flea Flicker
- Philly Special
- Hook And Lateral

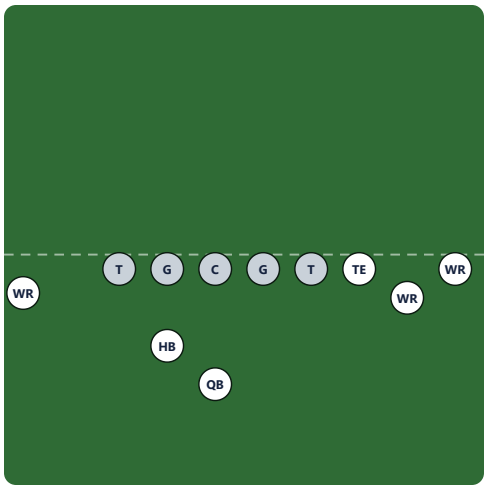
How to read the playbook

- **Diagrams** are the call sheet's own drawings. The **gold arrow** is the play's primary route - the quarterback's first read. Dashed lines are the other receivers' routes; they show the design, and the engine decides each throw from the read order. Red-orange arrows are run paths, light blue is play action.
- **Read order** is who the quarterback looks to first, second and so on (WR1 is your top receiver, TE1 your top tight end, RB1 your lead back).
- **Tags** use the same grade as the **GREAT CALL** / **INTO THE TEETH** card you get after a play, against each defensive call (in a Nickel front; Prevent in Quarter). **Strong vs** is a great call, **Beats** a good one, **Weak vs** runs into the teeth. They are tendencies in games you call, not guarantees: players, the down, and the defense's own adjustments still decide each snap.

Formations

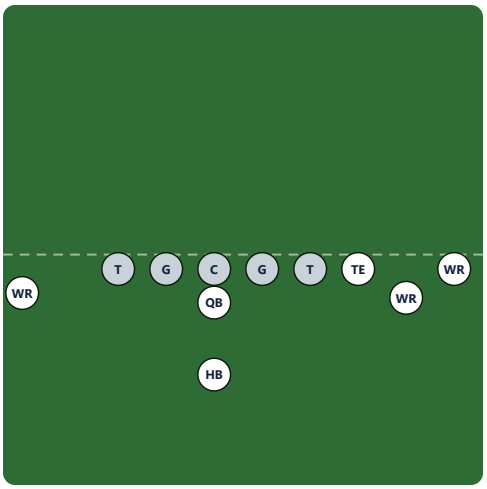
Goal Line and Jumbo Package appear inside the opponent's 5 or with 2 yards or less to go; the rest on every down.

Shotgun



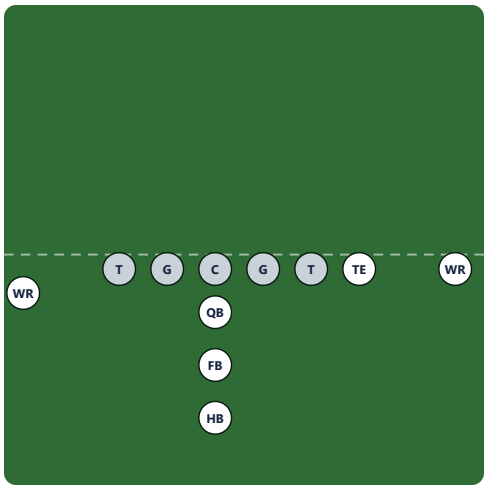
1 back, 1 TE, 3 WR

Single Back



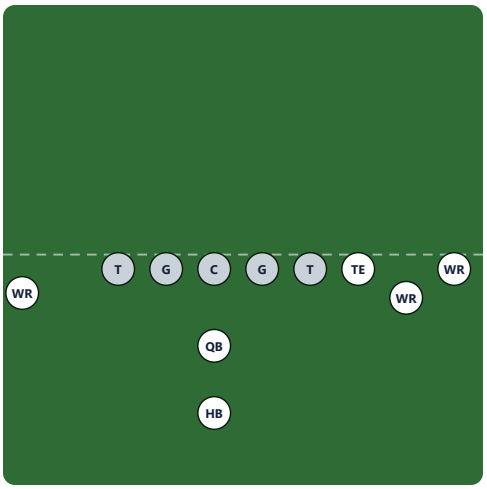
1 back, 1 TE, 3 WR

I Formation



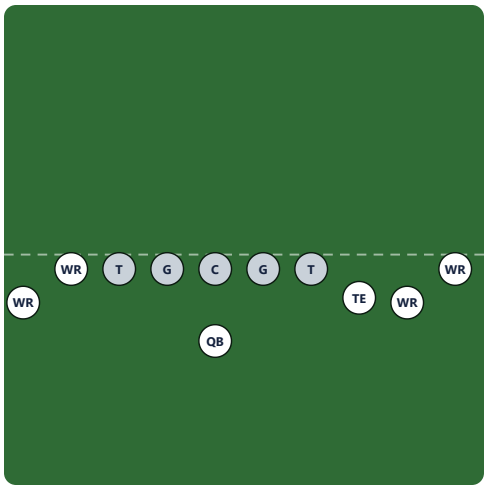
2 backs, 1 TE, 2 WR

Pistol



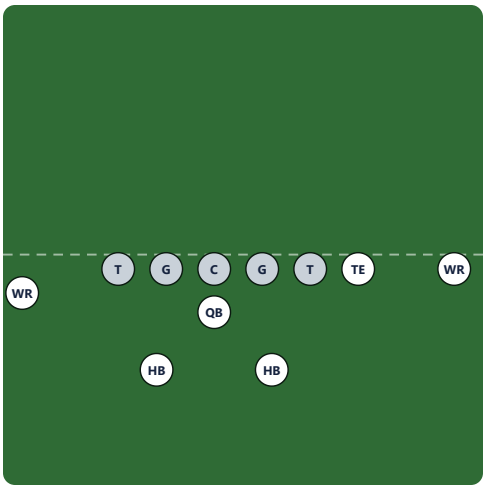
1 back, 1 TE, 3 WR

Empty Backfield



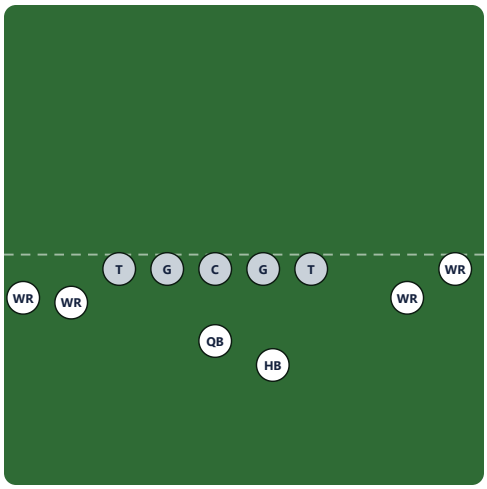
1 TE, 4 WR

Pro Set



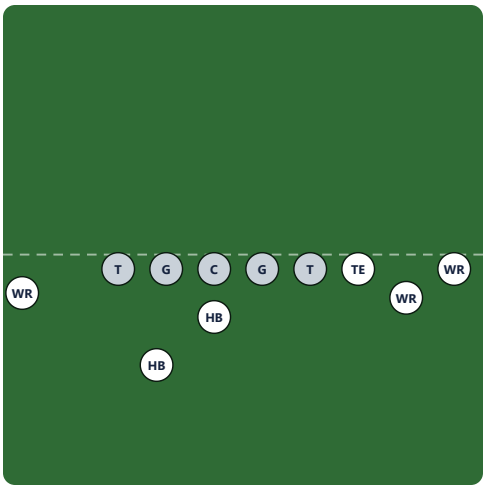
2 backs, 1 TE, 2 WR

Spread



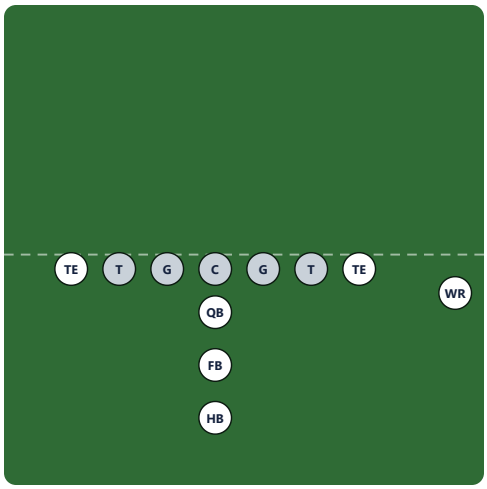
1 back, 4 WR

Wildcat



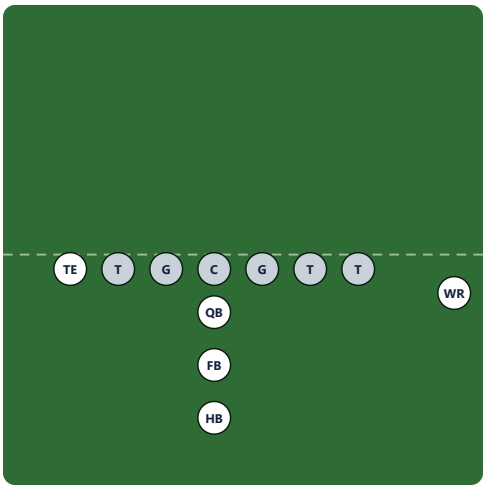
2 backs, 1 TE, 3 WR

Goal Line



2 backs, 2 TE, 1 WR

Jumbo Package

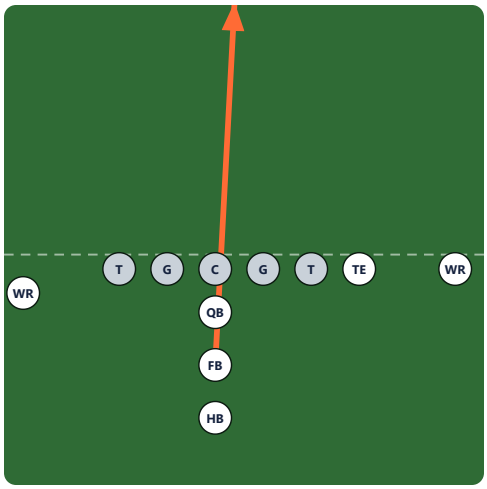


2 backs, 1 TE, 1 WR

Runs

Running-back runs are drawn from the I Formation, the outside and quarterback runs from the Shotgun and the option from the Pistol.

HB Dive

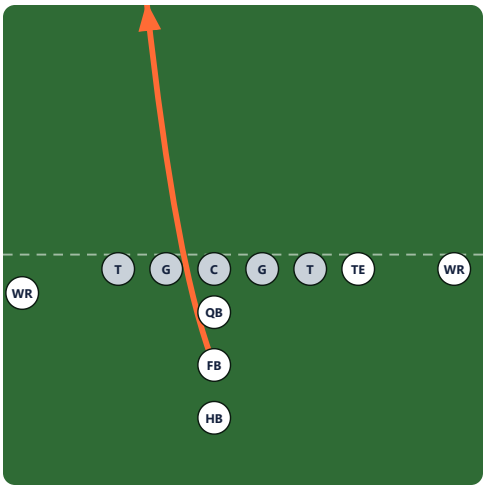


From the I Formation

Strong vs: Prevent Defense

Beats: Cover 2 Zone, Cover 2 Man, Cover 6, Cover 4 Zone, Corner Blitz, Spy QB

HB Off Tackle

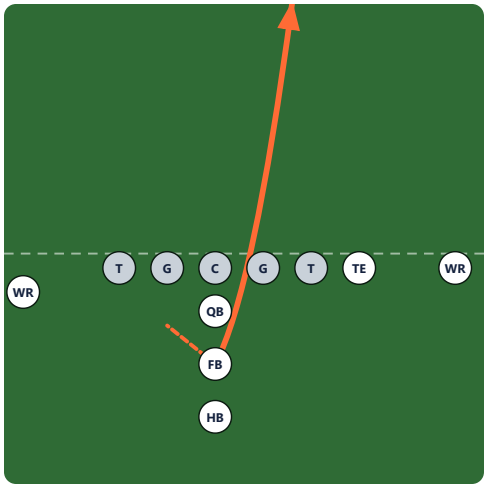


From the I Formation

Strong vs: Prevent Defense

Beats: Cover 2 Zone, Cover 2 Man, Cover 6, Cover 4 Zone, Corner Blitz, Spy QB

HB Counter

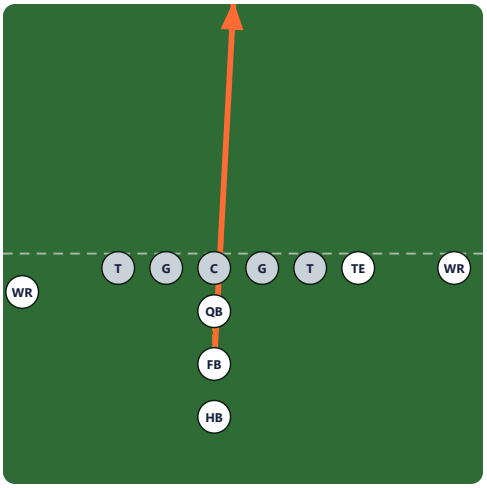


From the I Formation

Strong vs: Prevent Defense

Beats: All Out Blitz, Linebacker Blitz, Cover 0 Man Blitz, Safety Blitz, Cover 2 Zone, Zone Blitz, Cover 2 Man, Corner Blitz, Cover 6, Cover 4 Zone, Spy QB

HB Draw

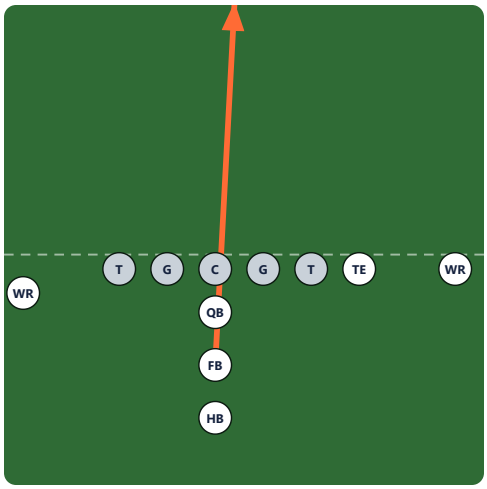


From the I Formation

Strong vs: All Out Blitz, Cover 0 Man Blitz, Prevent Defense

Beats: Linebacker Blitz, Safety Blitz, Zone Blitz, Cover 2 Man, Corner Blitz, Cover 6, Cover 4 Zone, Spy QB

FB Dive

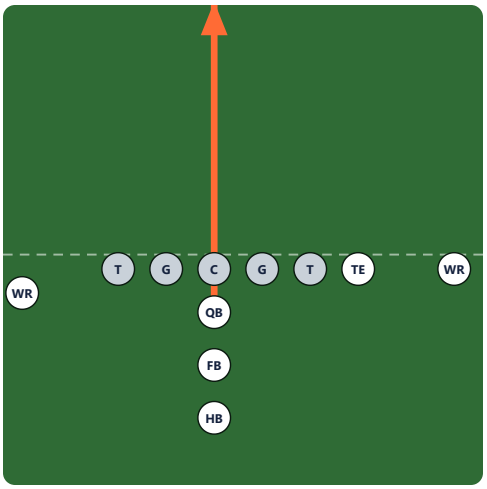


From the I Formation

Strong vs: Prevent Defense

Beats: Cover 2 Zone, Cover 2 Man, Cover 6, Cover 4 Zone, Corner Blitz, Spy QB

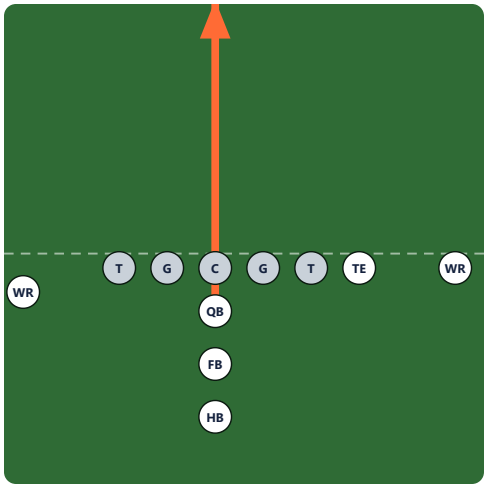
QB Sneak



From the I Formation

Beats: Prevent Defense, Cover 1 Man, Cover 2 Zone, Cover 2 Man, Cover 3 Zone, Cover 4 Zone, Cover 6, Cover 0 Man Blitz, Linebacker Blitz, Zone Blitz, Safety Blitz, Corner Blitz, All Out Blitz, Spy QB

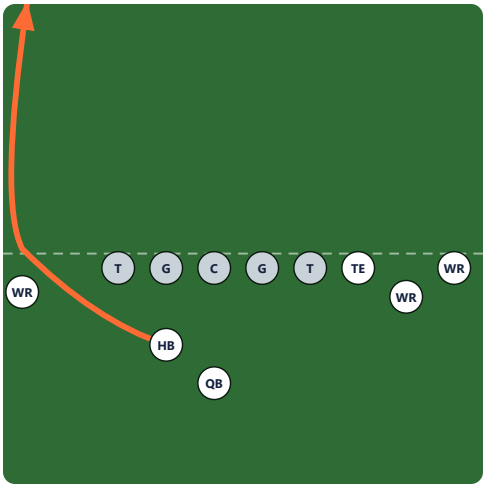
Tush Push



From the I Formation

Beats: Prevent Defense, Cover 1 Man, Cover 2 Zone, Cover 2 Man, Cover 3 Zone, Cover 4 Zone, Cover 6, Cover 0 Man Blitz, Linebacker Blitz, Zone Blitz, Safety Blitz, Corner Blitz, All Out Blitz, Spy QB

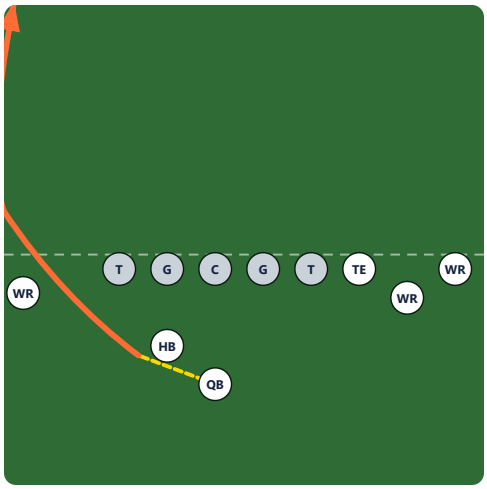
HB Stretch



From the Shotgun

Beats: Prevent Defense, All Out Blitz

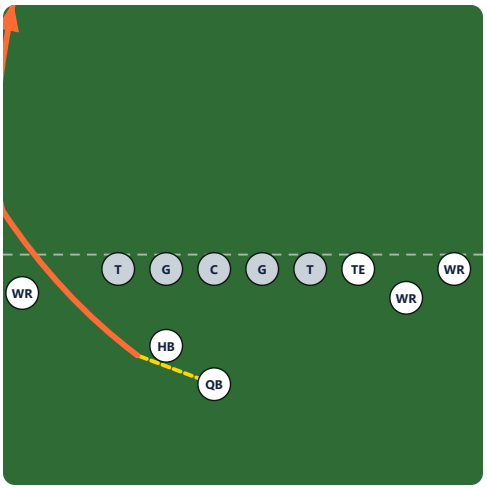
HB Pitch



From the Shotgun

Beats: Prevent Defense, All Out Blitz

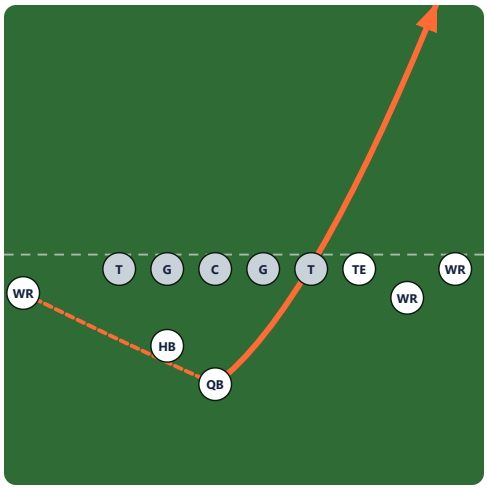
Quick Pitch



From the Shotgun

No clear edge or weakness against any call.

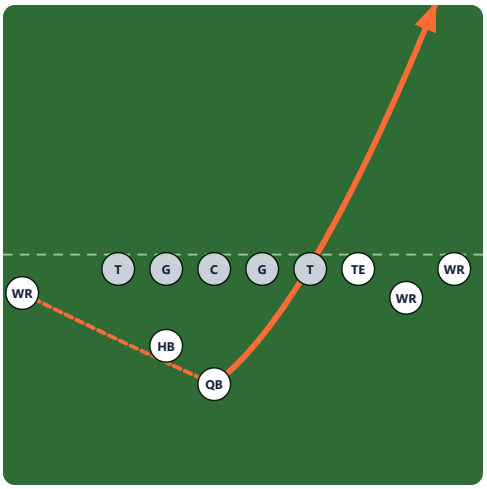
Jet Sweep



From the Shotgun

No clear edge or weakness against any call.

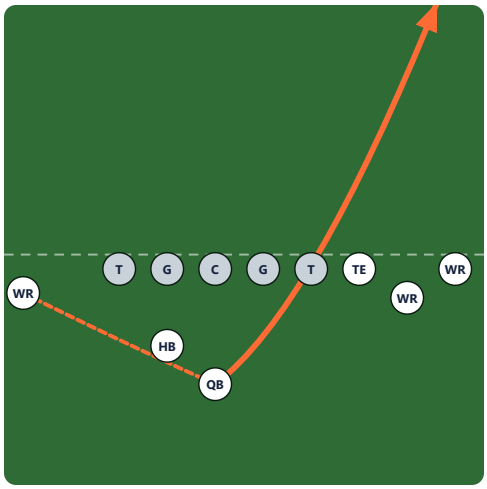
Reverse



From the Shotgun

No clear edge or weakness against any call.

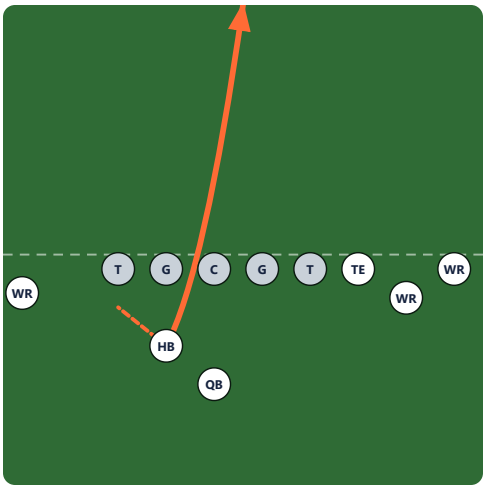
Double Reverse



From the Shotgun

No clear edge or weakness against any call.

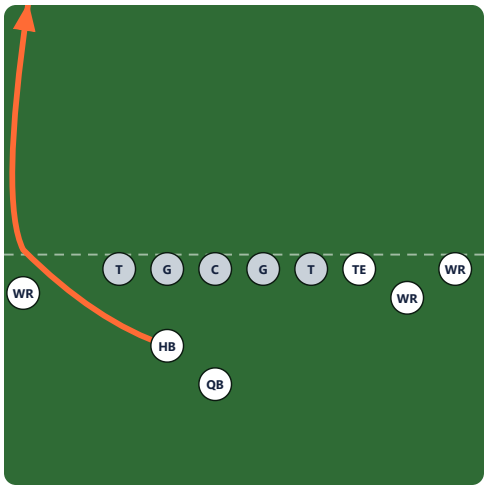
Fake Reverse



From the Shotgun

No clear edge or weakness against any call.

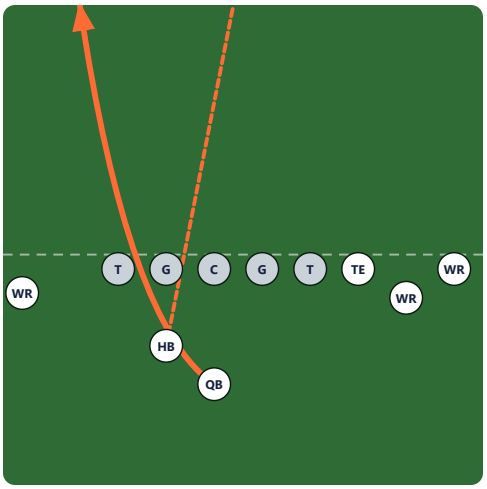
Statue of Liberty



From the Shotgun

No clear edge or weakness against any call.

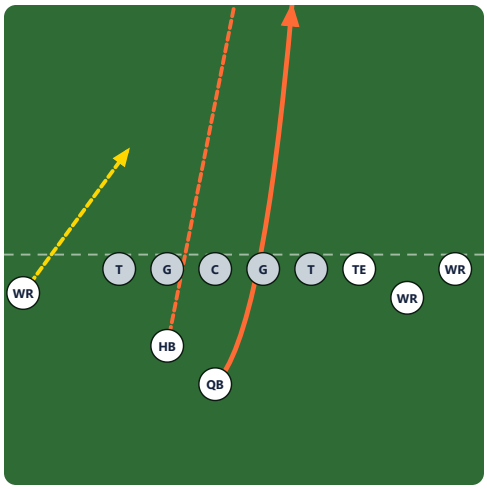
Read Option



From the Shotgun

No clear edge or weakness against any call.

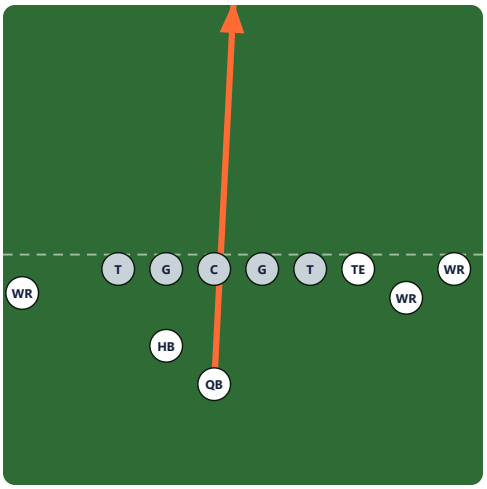
RPO



From the Shotgun

No clear edge or weakness against any call.

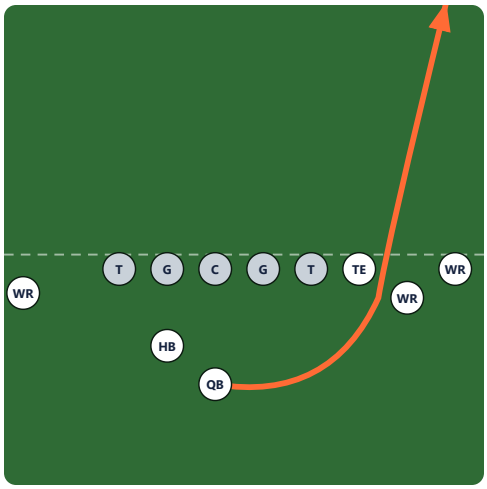
QB Power



From the Shotgun

No clear edge or weakness against any call.

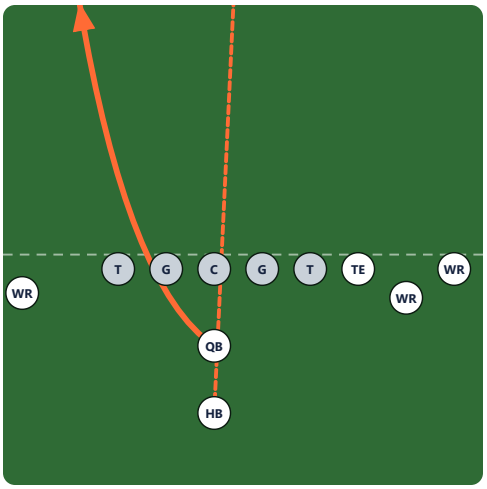
QB Bootleg Run



From the Shotgun

No clear edge or weakness against any call.

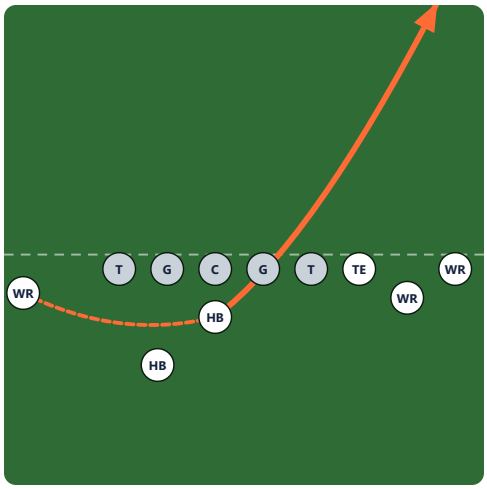
Triple Option



From the Pistol

No clear edge or weakness against any call.

WR End-Around



From the Wildcat

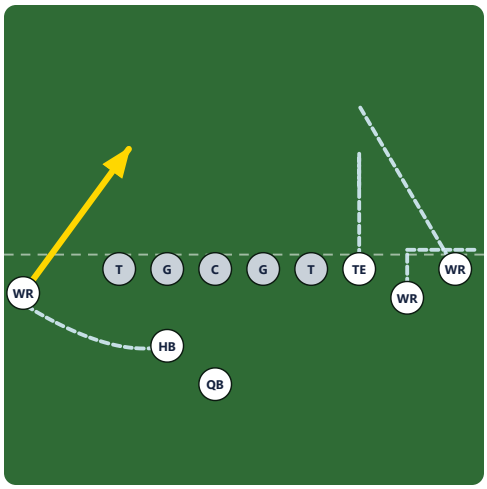
Strong vs: Prevent Defense

Beats: All Out Blitz, Cover 0 Man Blitz, Safety Blitz, Cover 2 Zone, Cover 2 Man, Linebacker Blitz, Cover 6, Zone Blitz, Cover 4 Zone, Spy QB, Cover 3 Zone

Quick passes

Drawn from the Shotgun.

Quick Slant



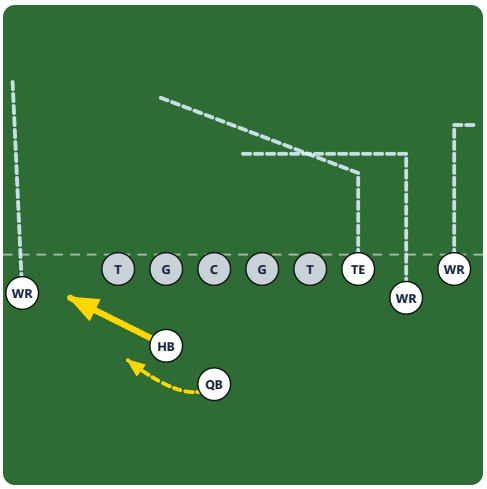
From the Shotgun · Read order: WR1 → WR2 → TE1 → RB1

Strong vs: Cover 0 Man Blitz, All Out Blitz, Linebacker Blitz, Safety Blitz, Corner Blitz, Prevent Defense, Cover 1 Man

Beats: Cover 4 Zone, Cover 2 Man, Zone Blitz, Spy QB, Cover 3 Zone

Weak vs: Cover 2 Zone

Screen



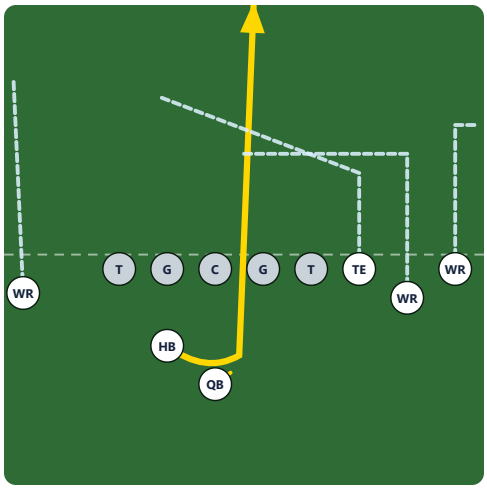
From the Shotgun · Read order: WR2 → RB1

Strong vs: Cover 0 Man Blitz, All Out Blitz, Linebacker Blitz, Safety Blitz, Corner Blitz

Beats: Zone Blitz, Prevent Defense

Weak vs: Cover 2 Zone

Shovel Pass

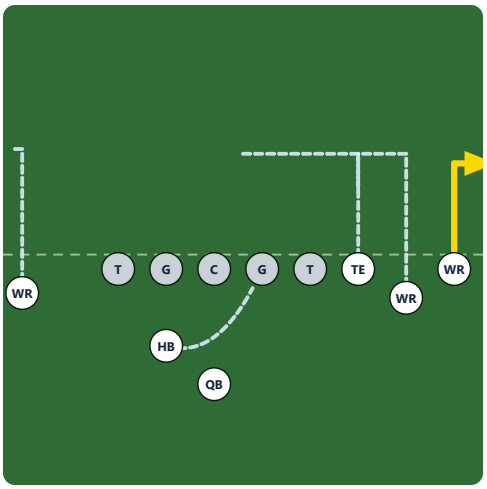


From the Shotgun · Read order: RB1 → TE1

Strong vs: Cover 0 Man Blitz, All Out Blitz, Prevent Defense

Beats: Corner Blitz, Cover 2 Man, Safety Blitz, Cover 1 Man

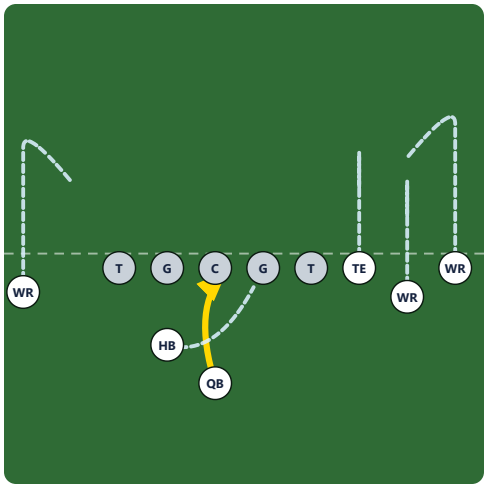
Short Out



From the Shotgun · Read order: WR1 → WR3 → TE1 → RB1

Beats: Cover 3 Zone, Prevent Defense, All Out Blitz, Cover 0 Man Blitz, Corner Blitz, Linebacker Blitz, Safety Blitz

Check Down

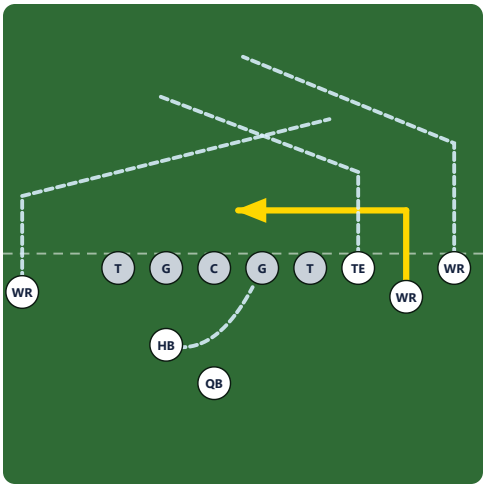


From the Shotgun · Read order: TE1 → RB1 → WR3

Strong vs: All Out Blitz, Cover 0 Man Blitz, Safety Blitz, Corner Blitz, Linebacker Blitz, Prevent Defense

Beats: Zone Blitz

Short Cross



From the Shotgun · Read order: WR2 → WR1 → TE1 → RB1

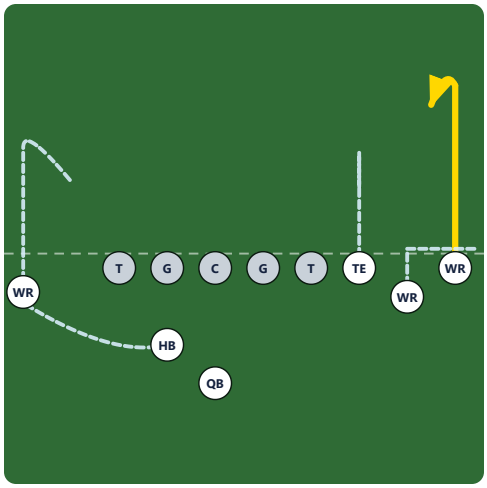
Strong vs: Cover 2 Man, Cover 1 Man

Beats: Prevent Defense, All Out Blitz, Cover 4 Zone, Cover 0 Man Blitz, Spy QB, Linebacker Blitz, Safety Blitz, Corner Blitz

Intermediate passes

Drawn from the Shotgun.

Curl Route

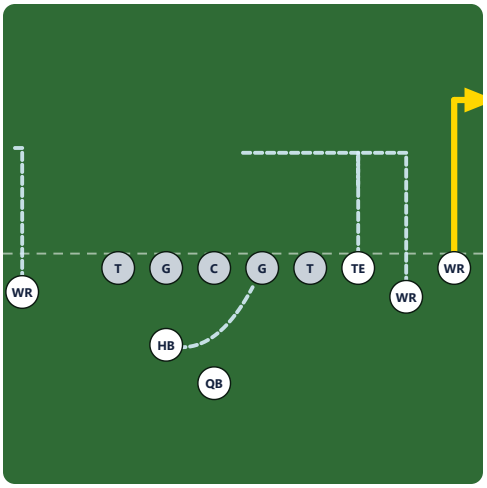


From the Shotgun · Read order: WR2 → WR1 → TE1 → RB1

Beats: Cover 3 Zone, Cover 2 Zone, Prevent Defense

Weak vs: Cover 1 Man, All Out Blitz, Cover 0 Man Blitz

Out Route

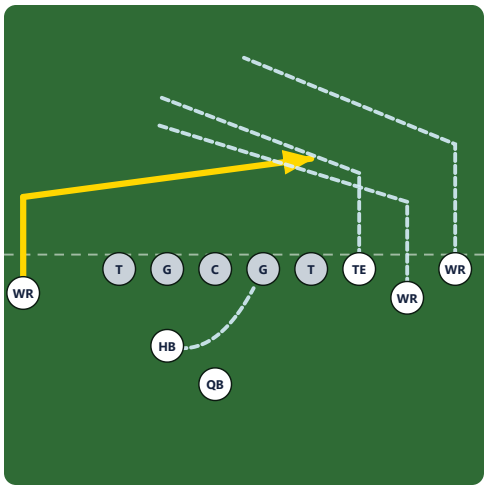


From the Shotgun · Read order: WR1 → WR2 → WR3 → RB1

Beats: Cover 3 Zone, Cover 2 Zone

Weak vs: All Out Blitz, Cover 0 Man Blitz

Mesh

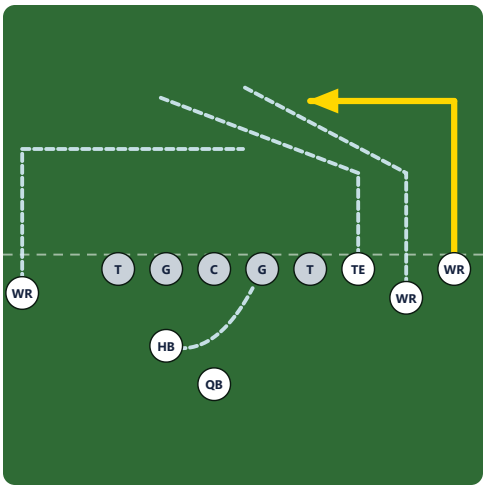


From the Shotgun · Read order: WR2 → WR3 → TE1 → RB1

Beats: Cover 2 Man, Cover 2 Zone, Spy QB, Cover 3 Zone, Prevent Defense, Cover 1 Man

Weak vs: All Out Blitz, Cover 0 Man Blitz

Dagger

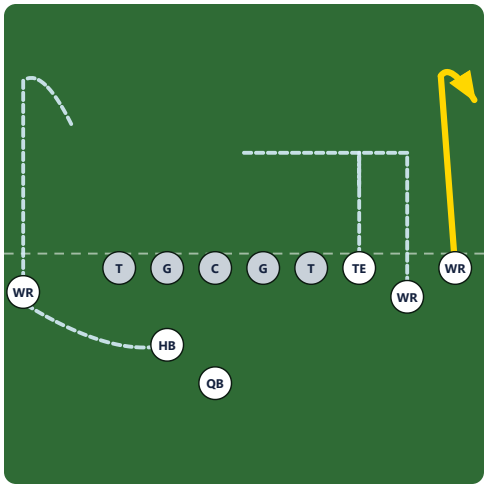


From the Shotgun · Read order: WR1 → TE1 → WR2 → RB1

Beats: Cover 2 Man, Cover 2 Zone, Cover 3 Zone, Spy QB

Weak vs: All Out Blitz, Cover 0 Man Blitz

Comeback Route



From the Shotgun · Read order: WR1 → WR2 → TE1 → RB1

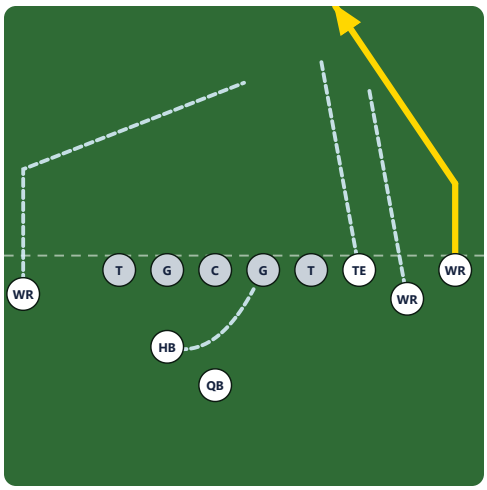
Beats: Cover 3 Zone

Weak vs: All Out Blitz, Cover 0 Man Blitz

Deep passes

Drawn from the Shotgun (Deep Cross from the Spread).

Deep Post



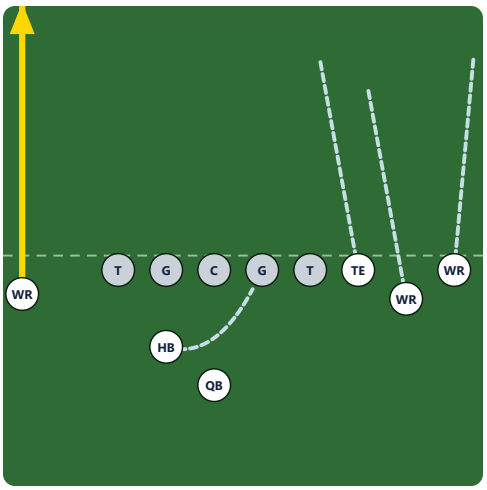
From the Shotgun · Read order: WR1 → WR2 → TE1 → RB1

Strong vs: Cover 3 Zone

Beats: Cover 2 Zone, Cover 0 Man Blitz, All Out Blitz, Spy QB

Weak vs: Prevent Defense, Cover 4 Zone, Cover 1 Man, Cover 6

Four Verts



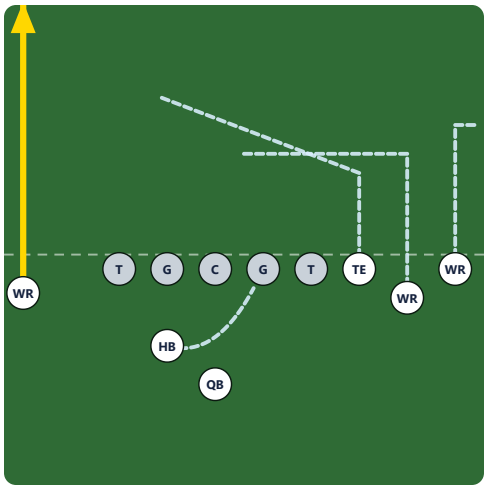
From the Shotgun · Read order: WR1 → WR2 → WR3

Strong vs: Cover 0 Man Blitz

Beats: All Out Blitz, Cover 1 Man

Weak vs: Prevent Defense, Cover 4 Zone, Cover 2 Zone, Cover 2 Man, Cover 6

Slant-and-Go



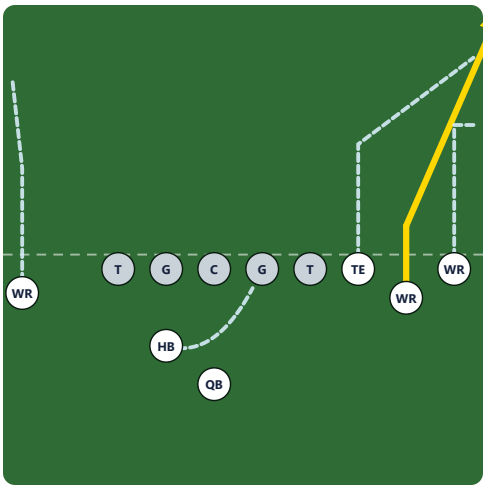
From the Shotgun · Read order: WR1 → WR2 → WR3

Strong vs: Cover 0 Man Blitz

Beats: Cover 1 Man

Weak vs: Prevent Defense, Cover 4 Zone, Cover 2 Zone

Smash

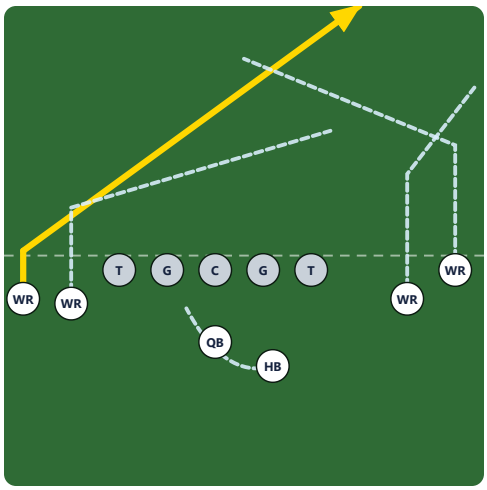


From the Shotgun · Read order: WR1 → WR2 → TE1 → RB1

Beats: Cover 3 Zone, Cover 0 Man Blitz, All Out Blitz, Spy QB, Cover 2 Zone

Weak vs: Prevent Defense, Cover 4 Zone, Cover 6

Deep Cross

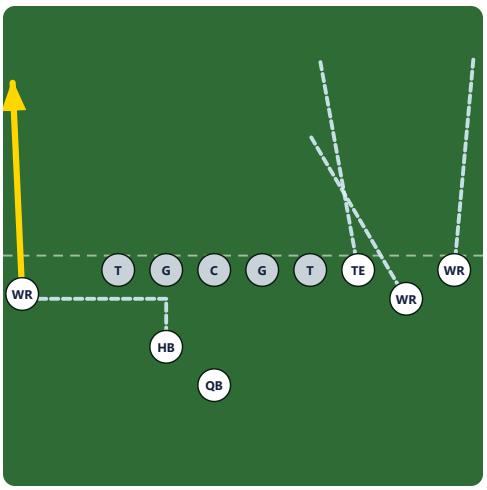


From the Spread · Read order: WR2 → WR1 → TE1

Beats: Spy QB, Cover 0 Man Blitz, All Out Blitz, Cover 1 Man, Cover 2 Man, Safety Blitz

Weak vs: Prevent Defense, Cover 6

Fade Route

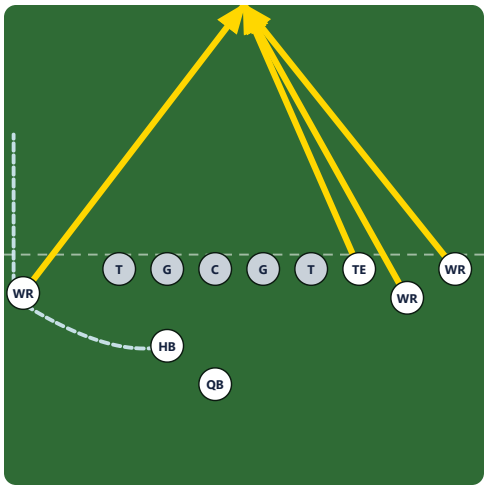


From the Shotgun · Read order: WR1 → WR2 → TE1

Beats: Cover 0 Man Blitz, Cover 1 Man, All Out Blitz

Weak vs: Prevent Defense, Cover 4 Zone, Cover 2 Zone, Cover 6

Hail Mary



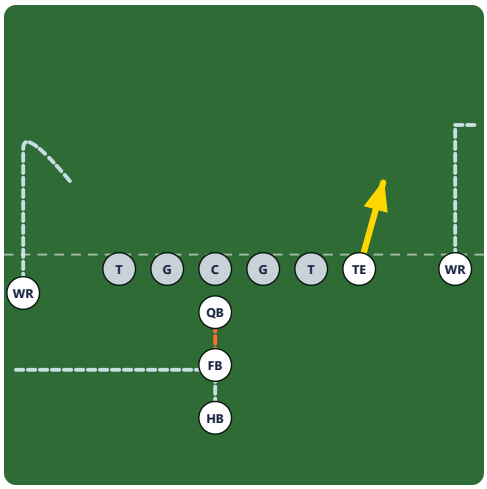
From the Shotgun · Read order: WR1 → WR2 → WR3 → TE1

Weak vs: Prevent Defense, Cover 4 Zone

Play action

Play action is offered from the I Formation, Single Back, Pistol and Pro Set; drawn from the I Formation.

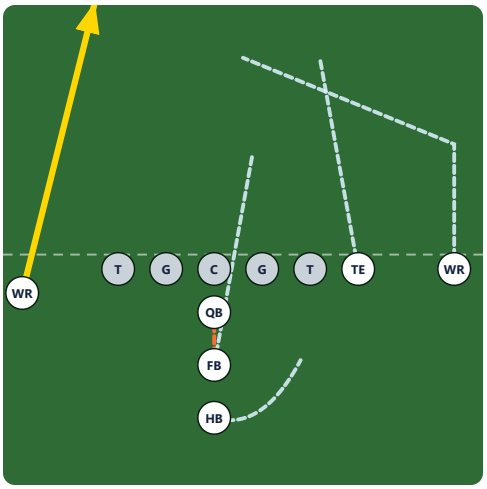
Play Action Short



From the I Formation · Read order: TE1 → WR1 → RB1 → WR2

Beats: Linebacker Blitz, Cover 1 Man, Cover 2 Man, All Out Blitz, Prevent Defense, Cover 4 Zone, Cover 0 Man Blitz, Spy QB, Safety Blitz, Corner Blitz

Play Action Deep

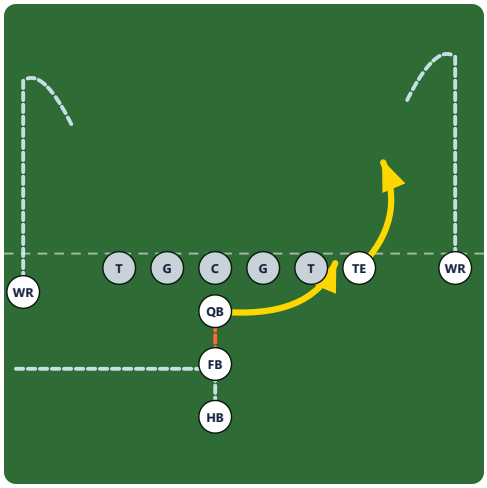


From the I Formation · Read order: WR1 → TE1 → WR2

Beats: Cover 1 Man, Cover 2 Zone, Cover 0 Man Blitz, All Out Blitz, Spy QB

Weak vs: Prevent Defense, Cover 4 Zone, Cover 6

Play Action Boot



From the I Formation · Read order: TE1 → WR2 → RB1

Strong vs: Cover 0 Man Blitz

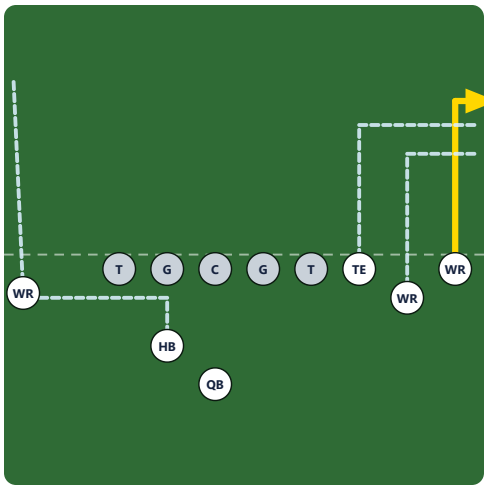
Beats: Cover 3 Zone, Cover 2 Zone

Weak vs: All Out Blitz

Pass concepts

A named concept is graded as its primary play (Flood and Sail as the Out, Levels as the Dig, Stick as the Short Out, Drive as Mesh) - the concept changes who the quarterback looks to, and the routes drawn. Drawn from the Shotgun.

Flood

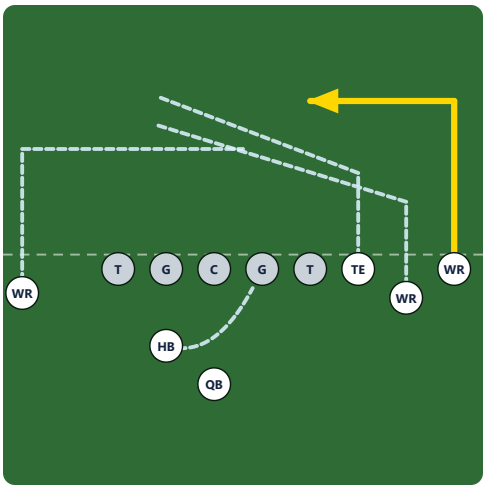


From the Shotgun · Read order: WR1 → WR2 → WR3 → RB1

Beats: Cover 3 Zone, Cover 2 Zone

Weak vs: All Out Blitz, Cover 0 Man Blitz

Levels

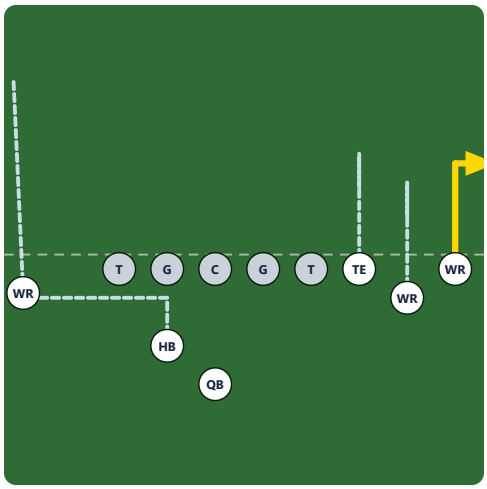


From the Shotgun · Read order: WR1 → TE1 → WR2 → RB1

Beats: Cover 2 Man, Cover 2 Zone, Cover 3 Zone, Spy QB

Weak vs: All Out Blitz, Cover 0 Man Blitz

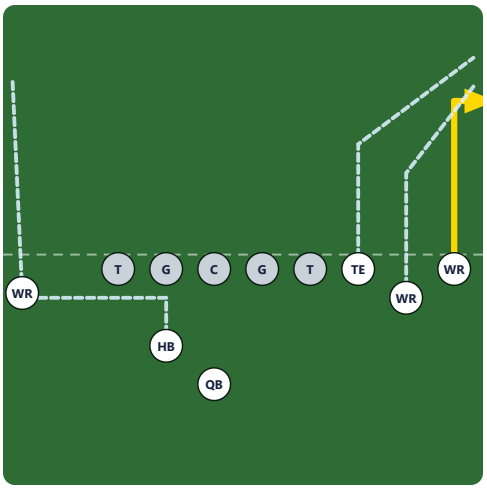
Stick



From the Shotgun · Read order: WR1 → WR3 → TE1 → RB1

Beats: Cover 3 Zone, Prevent Defense, All Out Blitz, Cover 0 Man Blitz, Corner Blitz, Linebacker Blitz, Safety Blitz

Sail

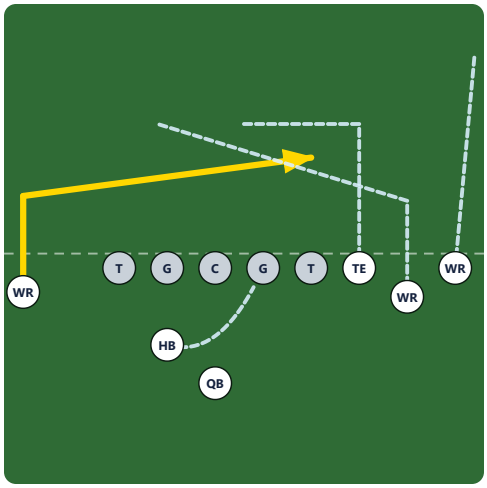


From the Shotgun · Read order: WR1 → WR2 → WR3 → RB1

Beats: Cover 3 Zone, Cover 2 Zone

Weak vs: All Out Blitz, Cover 0 Man Blitz

Drive



From the Shotgun · Read order: WR2 → WR3 → TE1 → RB1

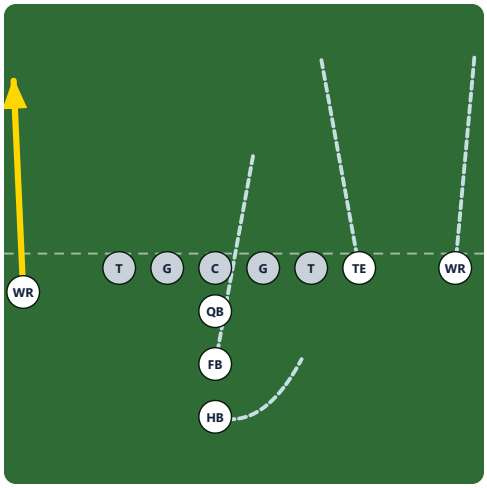
Beats: Cover 2 Man, Cover 2 Zone, Spy QB, Cover 3 Zone, Prevent Defense, Cover 1 Man

Weak vs: All Out Blitz, Cover 0 Man Blitz

Trick plays

Offered on 1st or 2nd down outside the opponent's 20; drawn from the I Formation.

Flea Flicker

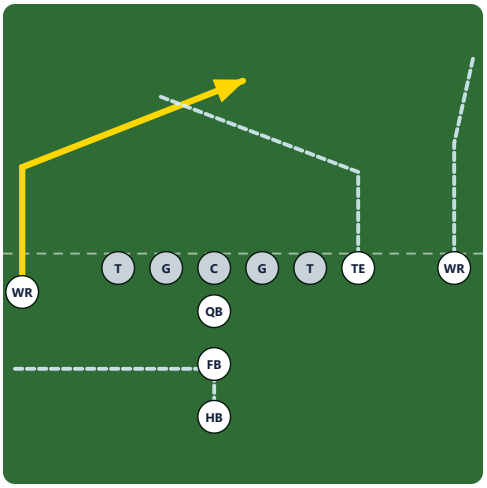


From the I Formation · Read order: WR1 → WR2 → TE1 → RB1

Beats: Cover 0 Man Blitz, All Out Blitz

Weak vs: Prevent Defense, Cover 4 Zone, Cover 2 Man, Cover 6

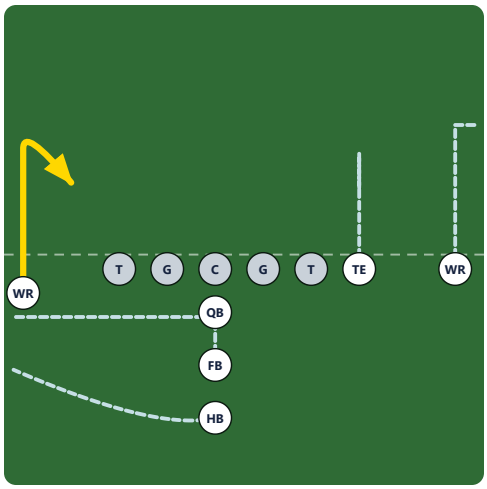
Philly Special



From the I Formation · Read order: WR1 → WR2 → TE1 → RB1

No clear edge or weakness against any call.

Hook And Lateral



From the I Formation · Read order: WR1 → WR2 → TE1 → RB1

No clear edge or weakness against any call.