

READS in the QUICK PASSING GAME

Identifying the '*Read*' Player and the '*Danger*' Player

Typically, the 'read player' is the first Level 2 or 3 defender inside the Corner.

The 'danger player' is usually the defender immediately inside the defender we're reading (the 'read' player). He is considered a 'danger' because he has the potential, with an adjustment of alignment or an unusually active pass drop to disrupt our basic read or rob the route.

'Green' (2-High) Safeties playing close to the LOS (some Cover 4 looks) can also become 'danger' players because of their potential to 'rob' from above if they are not challenged by a vertical release by #2, or if they rotate to level 2 to an 'Amber' (1-High) Safety look.

The Quarterback is responsible for making the adjustments to movement in the coverage look... Green, Amber, or Red.