

JUSTTHROWITTX

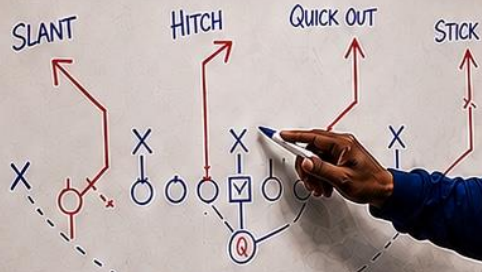
★★★ QUICK PASSING GAME SERIES ★★★

BOOK 3B

ADVANCED QUICK PASSING GAME EXECUTION

★ SEE IT. KNOW IT. THROW IT. ★

QUICK GAME = FAST DECISIONS, PERFECT EXECUTION



QUICK GAME PRINCIPLES

- GET THE BALL OUT FAST
- TRUST YOUR READS
- ACCURACY OVER ARM STRENGTH
- TIMING & RHYTHM
- WIN WITH DISCIPLINE

JT



MASTER EVERY
QUICK GAME CONCEPT



BEAT EVERY
COVERAGE



ANSWER THE BLITZ



PERFECT TIMING,
FOOTWORK &
MECHANICS



EXECUTE WITH
CONFIDENCE



QUICK DECISIONS



WIN CHAMPIONSHIPS

★★ BY COACH DAVID DIXON ★★

FOUNDER OF JUSTTHROWITTX

JUSTTHROWITTX

Quick Passing Game Series

BOOK 3B

Advanced Quick Passing Game Execution

One Throw at a Time

MASTER DOCUMENT

This master document contains the table of contents, full chapter writing, video sections, chapter review questions, final examination, answer key, and certificate artwork.

Table of Contents

Section	Description
Introduction	Why This Manual Matters
Chapter 6	Quick Game Execution
Chapter 7	Blitz Recognition
Chapter 8	Hot Reads & Quick Decisions
Chapter 9	Post-Snap Confirmation
Chapter 10	Putting It All Together
Chapter Review Questions	Three questions at the end of each chapter
Final Examination	10-question final exam covering Chapters 6-10
Final Exam Answer Key	Answers for the final exam
Certificate of Completion	80% passing score certificate

Introduction - Why This Manual Matters

Book 3B continues the JUSTTHROWITTX Quick Passing Game Series. Book 3A taught the quarterback how to see the field, understand defensive structure, and prepare his mind before the ball is snapped. Book 3B moves the quarterback from recognition to execution.

The quick passing game is not about throwing the ball fast just to throw it fast. It is about seeing the defense, knowing where the answer is, trusting the progression, and delivering the football on time. The quarterback must learn to play with rhythm, discipline, courage, and control.

Every chapter in this manual starts with video study. The player should watch the videos first, then come back to the chapter and read the lesson. After the lesson, the player must answer the three review questions before moving forward. This builds the habit Coach Dixon teaches: see it, know it, throw it.

The quarterback who masters this material will learn how to execute the quick game, recognize pressure, make hot decisions, confirm post-snap movement, and bring the entire quick passing game together under game conditions.

How To Use This Manual

- Watch the videos before reading each chapter.
- Pause the video before the quarterback throws and make your own decision.
- Return to the chapter and study the written lesson.

- Answer all three review questions at the end of each chapter.
- Complete the final exam after Chapters 6-10.
- A score of 80% or higher earns the certificate of completion.

JUSTTHROWITTX
QUARTERBACK TRAINING

6

COACH DIXON

Coach Dixon

CHAPTER

QUICK GAME EXECUTION

SEE IT. KNOW IT. THROW IT.

A coach, Coach Dixon, is standing on a grassy field, pointing at a whiteboard. He is wearing a blue JTTX cap and a blue JTTX t-shirt. Three young men, presumably quarterbacks, are sitting on the ground in front of him, wearing white jerseys with blue and red accents and JTTX helmets. The whiteboard has the following text:

EXECUTE WITH CONFIDENCE!

KEYS TO EXECUTION

- ★ FEET ON TIME
- ★ EYES ON TARGET
- ★ THROW WITH RHYTHM
- ★ DELIVER ACCURATE
- ★ NEXT PLAY MENTALITY

QUICK GAME FORMULA

SEE THE DEFENSE
KNOW YOUR READ
TRUST YOUR FEET
THROW ON TIME

The whiteboard also features a diagram of a football field with arrows indicating a passing play. The background shows a JTTX building and a red JTTX helmet on a stand.

Chapter 6 - Quick Game Execution

"See It. Know It. Throw It."

WATCH THE VIDEOS BEFORE READING THIS CHAPTER.

After watching both videos, return to this chapter, study the lesson, and complete the Chapter Review questions before moving to the next chapter.

Video 1

Purpose: Learn how rhythm, footwork, and timing control the quick passing game.

QR Code: [Insert QR Code]

[Click Here to Watch Video 1 - PASTE THE REAL VIDEO URL HERE](#)

Video 2

Purpose: Study how the quarterback gets the ball out on time without rushing his decision.

QR Code: [Insert QR Code]

[Click Here to Watch Video 2 - PASTE THE REAL VIDEO URL HERE](#)

Coach Dixon's QB Challenge

Watch both videos first. Pause the play before the quarterback throws. Make your decision out loud. Then compare your answer to the quarterback's decision. The goal is not guessing. The goal is training your eyes, your feet, and your mind to work together on time.

Core Lesson

Quick game execution starts before the snap. The quarterback must know the formation, the protection, the route concept, the defensive shell, and the best answer before the ball is snapped. When the quarterback already has a plan, the ball comes out with confidence.

Execution means the quarterback does not panic. He catches the snap, sets his feet, confirms the picture, and throws on rhythm. His feet must match the route. If the concept is a one-step rhythm throw, the ball cannot be late. If the concept requires a hitch, the hitch must be clean and purposeful.

The biggest mistake young quarterbacks make in the quick game is staring at the rush instead of trusting the read. The rush is real, but the quarterback cannot let the rush steal his eyes. His eyes tell his feet where to go. His feet tell his arm when to throw.

A good quick game quarterback understands that an accurate ball on time is better than a perfect ball thrown late. The quick game is built to protect the offense from pressure, move the chains, and create rhythm. When the quarterback executes it correctly, the offense stays ahead of the down and distance.

Key Coaching Points

- Know your answer before the snap.
- Let your feet match the route concept.
- Do not drift away from the throw.
- Confirm the read and deliver the ball on time.
- A late quick-game throw becomes a dangerous throw.

Chapter Review

1. Why must the quarterback have a plan before the ball is snapped?
2. How do the quarterback's feet help control the timing of the throw?
3. Why is an on-time throw more important than waiting for the perfect picture?

JUSTTHROWITTX
QUARTERBACK TRAINING

7
CHAPTER

COACH DIXON
Coach Dixon

BLITZ
RECOGNITION

SEE IT. KNOW IT. THROW IT.

BLITZ RECOGNITION KEYS

1. COUNT THE DEFENDERS
2. LOCATE PRESSURE
3. CHECK COVERAGE
4. MAKE THE CALL
5. GET THE BALL OUT

SIGNS TO READ

- SAFETY MOVEMENT
- LINEBACKER DEPTH
- CORNER ALIGNMENT
- DEFENSIVE FRONT

JTTX
SEE IT.
KNOW IT.
THROW IT.
★★★★★

JTTX
ONE THROW
AT A TIME

JTTX
JUSTTHROWITTX
QUARTERBACK TRAINING

Chapter 7 - Blitz Recognition

"See It. Know It. Throw It."

WATCH THE VIDEOS BEFORE READING THIS CHAPTER.

After watching both videos, return to this chapter, study the lesson, and complete the Chapter Review questions before moving to the next chapter.

Video 1

Purpose: Identify common blitz indicators before the snap.

QR Code: [Insert QR Code]

[Click Here to Watch Video 1 - PASTE THE REAL VIDEO URL HERE](#)

Video 2

Purpose: Learn how to stay calm and find the built-in answer when pressure comes.

QR Code: [Insert QR Code]

[Click Here to Watch Video 2 - PASTE THE REAL VIDEO URL HERE](#)

Coach Dixon's QB Challenge

Watch both videos first. Pause the play before the quarterback throws. Make your decision out loud. Then compare your answer to the quarterback's decision. The goal is not guessing. The goal is training your eyes, your feet, and your mind to work together on time.

Core Lesson

Blitz recognition begins with counting defenders. The quarterback must identify the front, locate the linebackers, check the depth of the safeties, and notice any defensive back who is creeping toward the line of scrimmage. Pressure usually gives clues before it arrives.

A linebacker walked up in the A-gap, a nickel defender leaning inside, a safety rolling down late, or a corner playing with outside leverage can all be warning signs. The quarterback does not need to know every blitz name. He must know where pressure can come from and where the offense has the answer.

When the defense brings more rushers than the offense can block, the quarterback becomes part of the protection. That does not mean he blocks a defender. It means he replaces the blitz with the football. The hot throw punishes pressure and keeps the offense on schedule.

The quarterback must never act surprised by pressure. He should expect the defense to test him. His job is to stay composed, confirm the blitz, and get the ball to the correct receiver. Pressure is only dangerous when the quarterback has no plan.

Key Coaching Points

- Count the box before the snap.
- Locate the linebackers and nickel defender.
- Watch for safeties rotating down.
- Know the hot answer built into the concept.
- Replace the blitz with the football.

Chapter Review

1. What are three pre-snap signs that pressure may be coming?
2. What does it mean for the quarterback to replace the blitz with the football?
3. Why should a quarterback never look surprised by pressure?

JUSTTHROWITTX
QUARTERBACK TRAINING

8

COACH DIXON

Coach Dixon

CHAPTER

HOT READS & QUICK DECISIONS

SEE IT. KNOW IT. THROW IT.



Chapter 8 - Hot Reads & Quick Decisions

"See It. Know It. Throw It."

WATCH THE VIDEOS BEFORE READING THIS CHAPTER.

After watching both videos, return to this chapter, study the lesson, and complete the Chapter Review questions before moving to the next chapter.

Video 1

Purpose: Learn how hot reads protect the quarterback and punish pressure.

QR Code: [Insert QR Code]

[Click Here to Watch Video 1 - PASTE THE REAL VIDEO URL HERE](#)

Video 2

Purpose: Practice making fast decisions without rushing the mechanics of the throw.

QR Code: [Insert QR Code]

[Click Here to Watch Video 2 - PASTE THE REAL VIDEO URL HERE](#)

Coach Dixon's QB Challenge

Watch both videos first. Pause the play before the quarterback throws. Make your decision out loud. Then compare your answer to the quarterback's decision. The goal is not guessing. The goal is training your eyes, your feet, and your mind to work together on time.

Core Lesson

A hot read is the quarterback's immediate answer when the defense sends a free rusher. The offense cannot block everybody every time. That is why the quarterback must understand where the ball goes when the defense creates pressure.

Hot does not mean panic. Hot means prepared. The quarterback sees the pressure, understands the route adjustment, and gets the ball out with control. If the quarterback rushes his footwork or throws off balance, the defense still wins even if the right receiver was selected.

The quarterback and receiver must see the same picture. If the defense blitzes from the slot, the receiver may have to break off the route, turn quickly, or replace the vacated area. The quarterback must throw with anticipation because the window opens fast and closes fast.

Quick decisions come from repetition. The player must train his mind through film, walk-throughs, and live reps. When the defense shows pressure, the quarterback should already feel where the answer is. That is how he turns chaos into order.

Key Coaching Points

- Hot means prepared, not panicked.
- The ball goes where the blitz came from when the concept calls for it.
- The quarterback and receiver must see the same pressure picture.
- Keep throwing mechanics under control.
- Turn chaos into order with preparation.

Chapter Review

1. What is a hot read?
2. Why must the quarterback and receiver see the same picture?
3. How can a quarterback make a quick decision without panicking?

JUSTTHROWITTX
QUARTERBACK TRAINING

9

COACH DIXON

Coach Dixon

CHAPTER

POST-SNAP CONFIRMATION

SEE IT. KNOW IT. THROW IT.



Chapter 9 - Post-Snap Confirmation

"See It. Know It. Throw It."

WATCH THE VIDEOS BEFORE READING THIS CHAPTER.

After watching both videos, return to this chapter, study the lesson, and complete the Chapter Review questions before moving to the next chapter.

Video 1

Purpose: Study how the defense can change after the snap.

QR Code: [Insert QR Code]

[Click Here to Watch Video 1 - PASTE THE REAL VIDEO URL HERE](#)

Video 2

Purpose: Learn how to confirm the read without holding the ball too long.

QR Code: [Insert QR Code]

[Click Here to Watch Video 2 - PASTE THE REAL VIDEO URL HERE](#)

Coach Dixon's QB Challenge

Watch both videos first. Pause the play before the quarterback throws. Make your decision out loud. Then compare your answer to the quarterback's decision. The goal is not guessing. The goal is training your eyes, your feet, and your mind to work together on time.

Core Lesson

Pre-snap recognition gives the quarterback a starting point. Post-snap confirmation tells him whether the starting point was correct. Defenses disguise coverage, rotate safeties, move linebackers, and trap routes. The quarterback must confirm the picture after the ball is snapped.

Confirmation does not mean the quarterback stares at the whole field. He uses disciplined eyes. He checks the key defender tied to the concept. If the defender widens, squeezes, drops, or attacks, the quarterback knows where the ball should go.

The quick passing game demands fast confirmation. The quarterback cannot wait until the receiver is wide open. He must read leverage, space, and timing. When the post-snap picture matches the plan, the ball comes out. When the picture changes, he moves to the built-in answer.

This is where quarterbacks separate themselves. Anyone can memorize a play. A trained quarterback can confirm the defense after the snap and still throw on time. That is quarterback development.

Key Coaching Points

- Pre-snap recognition is the starting point.
- Post-snap confirmation proves the picture.
- Read the defender tied to the concept.
- Do not hold the ball while trying to see everything.
- Confirm fast and throw on time.

Chapter Review

1. What is the difference between pre-snap recognition and post-snap confirmation?

2. Why should the quarterback read the key defender instead of staring at the whole field?
3. What should the quarterback do when the defense changes after the snap?

CHAPTER 10

PUTTING IT ALL TOGETHER

"SEE IT. KNOW IT. THROW IT."

JUSTTHROWITTX
ONE THROW AT A TIME

THE COMPLETE QB PROCESS

1. PRE-SNAP RECOGNITION
2. CONFIRM COVERAGE
3. READ DEFENDERS
4. CHECK PROGRESSIONS
5. HOT READS
6. POST-SNAP CONFIRMATION
7. EXECUTE THE THROW
8. FINISH THE PLAY

✓ SEE IT
✓ KNOW IT
✓ THROW IT
✓ WIN

PREPARE WITH PURPOSE ★ PLAY WITH CONFIDENCE ★ FINISH CHAMPIONSHIP PLAYS

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QUARTERBACK DEVELOPMENT SYSTEM

Chapter 10 - Putting It All Together

"See It. Know It. Throw It."

WATCH THE VIDEOS BEFORE READING THIS CHAPTER.

JUSTTHROWITTX Book 3B - Advanced Quick Passing Game Execution

After watching both videos, return to this chapter, study the lesson, and complete the Chapter Review questions before moving to the next chapter.

Video 1

Purpose: Connect execution, blitz recognition, hot reads, and post-snap confirmation.

QR Code: [Insert QR Code]

[Click Here to Watch Video 1 - PASTE THE REAL VIDEO URL HERE](#)

Video 2

Purpose: Learn how the quarterback uses the full quick passing game in real game situations.

QR Code: [Insert QR Code]

[Click Here to Watch Video 2 - PASTE THE REAL VIDEO URL HERE](#)

Coach Dixon's QB Challenge

Watch both videos first. Pause the play before the quarterback throws. Make your decision out loud. Then compare your answer to the quarterback's decision. The goal is not guessing. The goal is training your eyes, your feet, and your mind to work together on time.

Core Lesson

Putting it all together means the quarterback no longer treats each skill as separate. He sees the front, studies the linebackers, checks the safeties, identifies possible pressure, understands the route concept, and prepares the throw before the snap.

After the snap, he confirms the picture. If the defense plays the expected coverage, he throws the rhythm answer. If the defense rotates, he adjusts. If pressure comes, he knows the hot read. If the first answer is covered, he moves through the progression without freezing.

The quarterback must play with controlled urgency. Controlled urgency means he is fast but not frantic. He is decisive but not careless. He understands that the quick game is built on timing, trust, preparation, and discipline.

Coach Dixon teaches quarterbacks to bring order from chaos. The defense wants confusion. The quarterback must create a rally point for the offense. When everyone else feels pressure, the quarterback must communicate, execute, and lead one throw at a time.

Key Coaching Points

- Blend recognition, timing, and execution.
- Play fast without playing frantic.
- Use the built-in answer against pressure.
- Trust the progression when the first throw is taken away.
- Lead the offense one throw at a time.

Chapter Review

1. What does controlled urgency mean for a quarterback?
2. How does the quarterback bring together pre-snap and post-snap information?
3. Why must the quarterback become the rally point for the offense?



Final Examination

This final examination covers Chapters 6-10. The player must score 80% or higher to earn the certificate of completion.

1. Quick game execution starts with:

- A. Guessing after the snap
- B. Having a plan before the snap
- C. Looking only at the pass rush
- D. Waiting until a receiver is wide open

2. The quarterback's feet should:

- A. Match the rhythm of the route concept
- B. Drift backward every throw
- C. Stop moving after the snap
- D. Ignore timing

3. A walked-up linebacker or safety rolling down can be a sign of:

- A. Punt return
- B. Blitz pressure
- C. Victory formation
- D. No defensive threat

4. Replacing the blitz with the football means:

- A. Throwing the ball away every time
- B. Taking a sack
- C. Getting the ball to the built-in pressure answer
- D. Running backward

5. A hot read is:

- A. A slow-developing deep route only
- B. The quarterback's immediate answer against pressure
- C. A trick play
- D. A play with no receiver adjustment

6. Hot means:

- A. Panicked
- B. Prepared
- C. Late
- D. Confused

7. Post-snap confirmation tells the quarterback:

- A. Whether the pre-snap picture was correct
- B. The score only
- C. The coach's next play call
- D. The crowd noise level

8. The quarterback should confirm the read by:

- A. Reading the key defender tied to the concept
- B. Looking at the sideline only
- C. Closing his eyes
- D. Waiting until every route is finished

9. Controlled urgency means the quarterback is:

- A. Fast but not frantic
- B. Slow and careless
- C. Angry at the line
- D. Ignoring the progression

10. The quarterback becomes the rally point by:

- A. Creating more confusion
- B. Communicating, executing, and leading one throw at a time
- C. Blaming the receiver
- D. Refusing to adjust

Final Exam Answer Key

1. B

2. A
3. B
4. C
5. B
6. B
7. A
8. A
9. A
10. B



Certificate of Completion

This certifies that _____ has successfully completed JUSTTHROWITTX Quick Passing Game Series Book 3B: Advanced Quick Passing Game Execution.

Passing Score Required: 80%

Coach Signature: _____

Date: _____

CONSOLIDATED VIDEO LINKS BY CHAPTER

Add the clickable Microsoft Word hyperlinks for every chapter below. This gives players one place at the end of the manual where they can quickly tap any video on their phone.

Chapter 6

[• Click Here to Watch Video 1 – PASTE THE REAL VIDEO URL HERE](#)

[• Click Here to Watch Video 2 – PASTE THE REAL VIDEO URL HERE](#)

Chapter 7

[• Click Here to Watch Video 1 – PASTE THE REAL VIDEO URL HERE](#)

[• Click Here to Watch Video 2 – PASTE THE REAL VIDEO URL HERE](#)

Chapter 8

[• Click Here to Watch Video 1 – PASTE THE REAL VIDEO URL HERE](#)

[• Click Here to Watch Video 2 – PASTE THE REAL VIDEO URL HERE](#)

Chapter 9

[• Click Here to Watch Video 1 – PASTE THE REAL VIDEO URL HERE](#)

[• Click Here to Watch Video 2 – PASTE THE REAL VIDEO URL HERE](#)

Chapter 10

[• Click Here to Watch Video 1 – PASTE THE REAL VIDEO URL HERE](#)

[• Click Here to Watch Video 2 – PASTE THE REAL VIDEO URL HERE](#)