

# Introduction to the Shotgun Offense

By: James Vint

A complete guide to installing the shotgun offense including play diagrams and adjustments.

## **Introduction**

In 1999, I had the opportunity to meet Jerry Campbell at the Atlantic City Mega Clinic. I had just been named offensive coordinator at a large school in New York City. The head coach wanted to revamp our power offense which was based out of a slot I. We decided to look into the option game. Coach Campbell, who was speaking at the clinic, visited us during spring football. He helped us install the option game and some zone combination concepts that we had great success with. Coach Campbell came back the next spring and introduced us to the gun offense. We took some concepts and started to tailor them to our own needs. Over the last five years, we have evolved into a multiple I team, with a tremendous shotgun series. We have averaged 295 yards a game on the ground over the last five years, and we have taken a team from a 20 game losing streak and turned them into a contender year-in and year-out. Coach Campbell has a great website, which I would encourage everyone to visit. It is [www.jcfb.com](http://www.jcfb.com). This site has some tremendous resources, as well as a great message board. Lyle Lansdell, Director of the West Coast Passing School, sponsors the website with Coach Campbell. They are two great football people who are dedicated to helping coaches and athletes succeed. I would encourage you to visit the website and utilize what it has to offer.

As you go through this manual, feel free to make any changes you wish. If you are using the word version, it is more difficult to edit the pages. If you are using Microsoft Publisher, you will be able to make adjustments and insert your own terminology. Print any pages and use them with your team. Technology has helped advance the game of football, and I hope this CD-Rom helps your team to improve.

## Why The Gun?

There are several reasons why the gun offense can help you score more points. The shotgun can be used within any offense that is in existence today, and forces the defense into some numbers problems. The goal of every offense is to outflank and outnumber the defense at the point of attack. The offense is trying to set up downhill blocks, while accounting for as many defenders as possible, with an emphasis on playside defenders. The defense is trying to account for each gap, as well as each potential ball carrier. The gun defense makes the quarterback a weapon that the defense must account for. When we began running parts of our offense out of the gun, we found that we were able to create holes in the defense. We have never had quarterbacks with any experience. In New York City, kids don't grow up playing a lot of football, and rarely do we have a kid come in who can throw the ball particularly well. We are taking athletic kids who are mentally tough and turning them into quarterbacks. With an athletic quarterback, we are able to use him as a running back in the backfield, which causes some problems for the defense. You don't need a kid who runs a 4.4 in this system. Of course, it helps. We have had great success with kids who run 5.0, 4.8, and of course, 4.6. You will see how this system works with any quarterback as we get into the concepts of the gun offense. We are going to use our QB as a run threat on each one of our plays, forcing the defense to account for him on each play. We want the defense to have to be aware of the threat of the quarterback running on every play, similar to our option game. When we began installing the gun, we ran two plays, and defenses struggled tremendously. Now, we run our entire base package from the gun, and defenses must prepare for everything we do.

## **Advantages of being in the Gun**

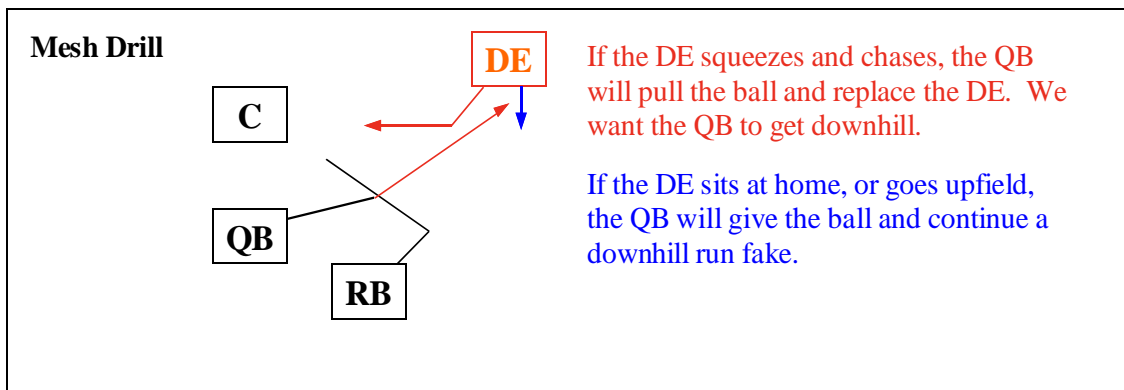
1. The defense must account for the quarterback as a runner.
2. Every play essentially becomes an option play.
3. The QB has easier pre and post snap reads.
4. The QB is working downhill on nearly every play, as apposed to uphill from under center.
5. In a two back pro look, the defense must defend three receivers and three backs.
6. In a one back, four wide look, the defense must account for two backs and four wide outs.
7. In an empty look, the defense must account for five wide outs and one back.
8. You can run your three back power game from a pro or twins look.
9. Quarterback already has depth for the pass game— Less steps=better setup and delivery.
10. The LB's are in no man's land versus a balanced attack.

## Read the Backside 5 Technique

The main concept you will get from this manual is the concept of reading the backside 5 technique. The QB will read the backside 5 technique. This allows the backside tackle to work up to the second and third level. Under center, the quarterback is not able to read the backside 5 technique, he is working uphill. From the gun, the QB can read the backside 5 tech and use his rule.

### **QB's Rule: Squeeze and Chase, pull and replace.**

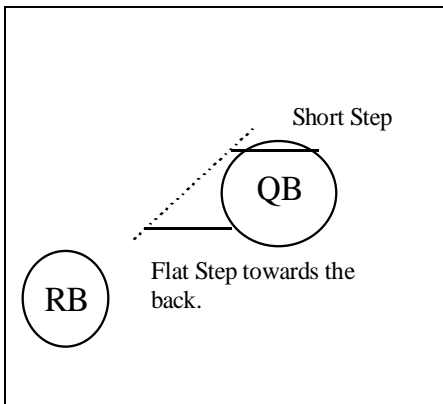
If the 5 technique squeezes the tackle's release and chases the back the quarterback is meshing with, the QB will pull the football and replace the 5 technique. This is a way of reminding the QB to get downhill. If the 5 tech does anything else, the QB gives the ball and carries out a downhill run fake to hold the pursuit. We drill this with our MESH DRILL. The QB's and running backs work together getting their mesh down, while the QB reads the 5 tech.. We vary how the 5 technique plays in each situation as we drill the mesh and read.



The five technique will either be coached to contain the QB, or to chase the back. No matter what he does, he will be wrong. The footwork for the QB and RB will be described on the next page. It is very important that the mesh is worked for at least 10 minutes on each play.

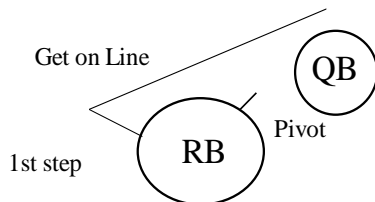
## Footwork for the QB and RB

The footwork for the Quarterback is very simple. The QB will take a flat step with his outside foot. He will step about 12 inches with his foot closest to the back. His second step is a short step, which will be with his opposite foot. If his feet are right, you could draw an imaginary line between the front of each foot that would be at about a 45 degree angle.



When the QB takes his flat step, he must get his eyes to the read. While he does this, he must reach the ball deep. We want the ball extended at least six inches beyond the back leg. We do this to elongate the mesh. We want a longer mesh to allow the QB a good read.

The footwork of the running back must be timed out to match the footwork of the QB. The back takes one step opposite the QB with his outside foot. He begins moving as soon as he sees the ball clear the center. The back will pivot his inside foot back on that imaginary 45 degree line, and form a deep pocket for the mesh. The inside arm is up, with the palm facing straight ahead. This helps to keep the elbow up. The bottom palm is facing up, with the forearm tight to the body. He shows his numbers to keep his chest up for the QB. This increases both players sensitivity to the football.



The back must time up his footwork so that the mesh with the QB is smooth. Remember, the less words you use when you teach these skills, the quicker the kids will pick it up.

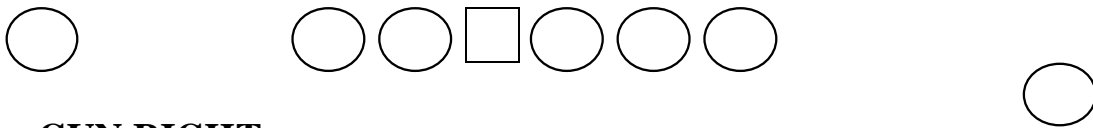
## Drill Progression

We divide our practices into 24 five minute blocks, figuring each practice will be two hours. If we are going 2.5 hours, we will have 30 five minute blocks or periods. We always spend the first 15 minutes in individual stations with our skill guys. Our QB's will do their ball drills, drop drills, and some drills to warm up their arms. While this is going on, our backs are doing their ball security drills, their ball handling drills, and their footwork drills. Five minutes of the quarterback individual drills doing gun footwork drills. The backs are going to spend five minutes of their time doing their footwork drills for the gun. Then, we bring the backs and quarterbacks together to work their group period. We like to spend three periods, or 15 minutes on the mesh drills. This is where we have our backs and quarterbacks working together meshing for each play. We spend 1.5 periods, or 7 minutes meshing with the gun. We work the mesh drill with as many different scenarios as possible. We want to get the QB's and RB's working together seeing every scenario we could see game day.

## Alignment

The QB lines up at 4 and a half to 5 yards. We use a stagger with the non-throwing foot staggered back about 4 inches and the weight slightly on the toes. The back lines up a yard outside the QB and a yard behind the QB. We allow the backs some freedom because they aren't all the same speed getting to the mesh point. Some backs are quicker, and some are not as quick, so they may vary their alignment slightly. What we want is consistency, where we don't change our alignment based on the play. We work these alignments during our group period so each back knows where to line up with each quarterback.. On the following two pages are some base formations we use within the gun offense. Other formations are discussed later.

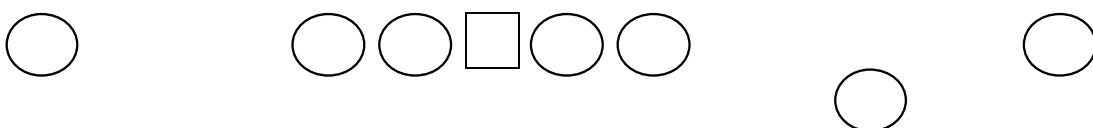
# Formations



**GUN RIGHT**  
Two Back Pro Look

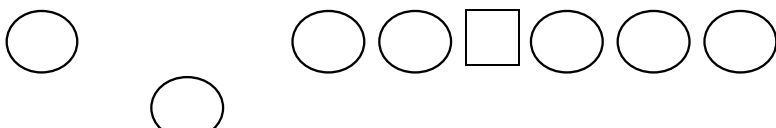
Line Splits are 2+feet, but never larger than 3 feet.

The diagram shows a formation with a center line of six players: a circle, a circle, a square, a circle, a circle, and a circle. A seventh circle is positioned to the far right. Below the center line, there are three circles: one on the left, one in the middle, and one on the right.



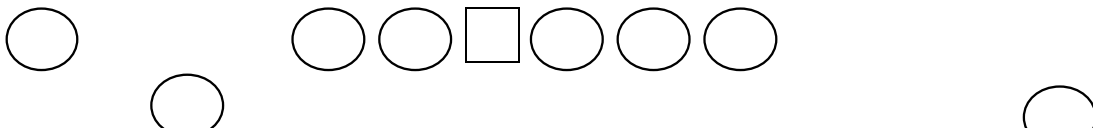
**GREEN GUN**

The diagram shows a formation with a center line of five players: a circle, a circle, a square, a circle, and a circle. A sixth circle is positioned to the far right. Below the center line, there are three circles: one on the left, one in the middle, and one on the right.



**TWINS GUN**

The diagram shows a formation with a center line of six players: a circle, a circle, a square, a circle, a circle, and a circle. A seventh circle is positioned to the left of the center line. Below the center line, there are three circles: one on the left, one in the middle, and one on the right.

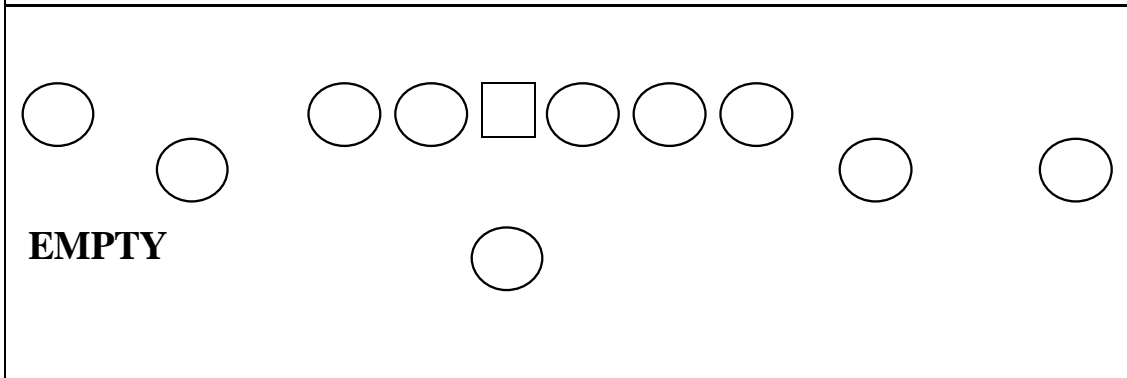
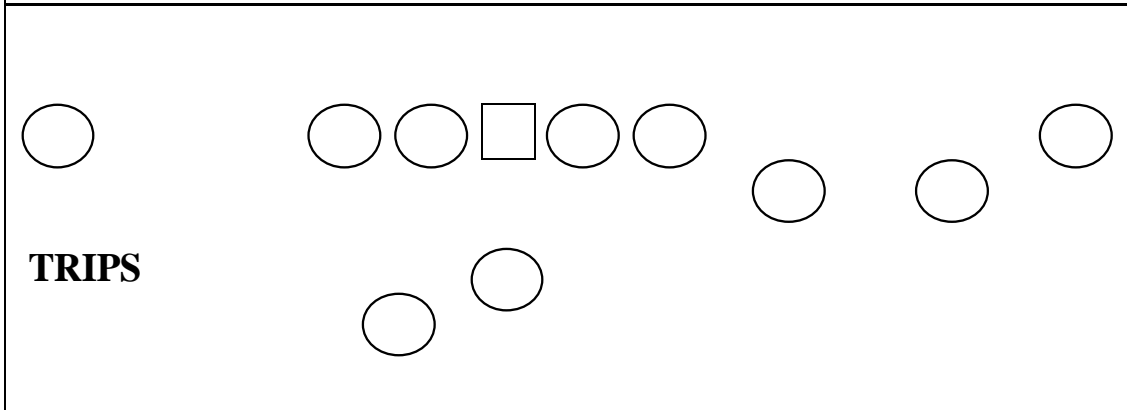
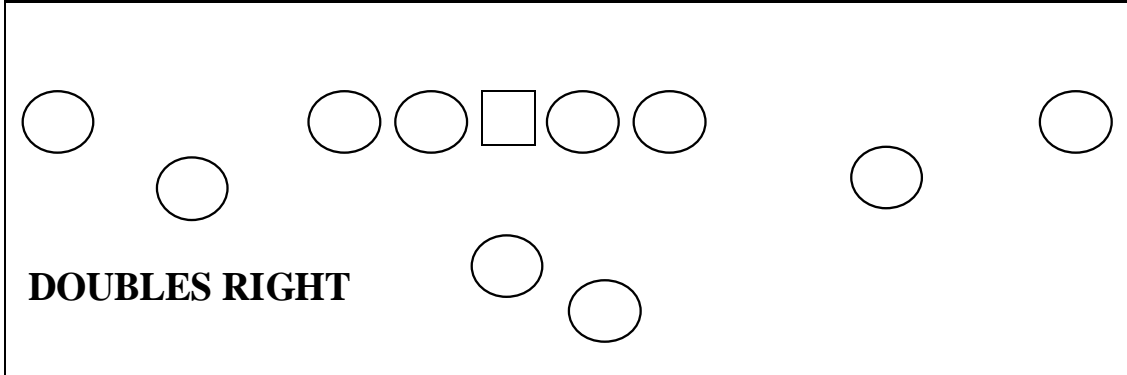
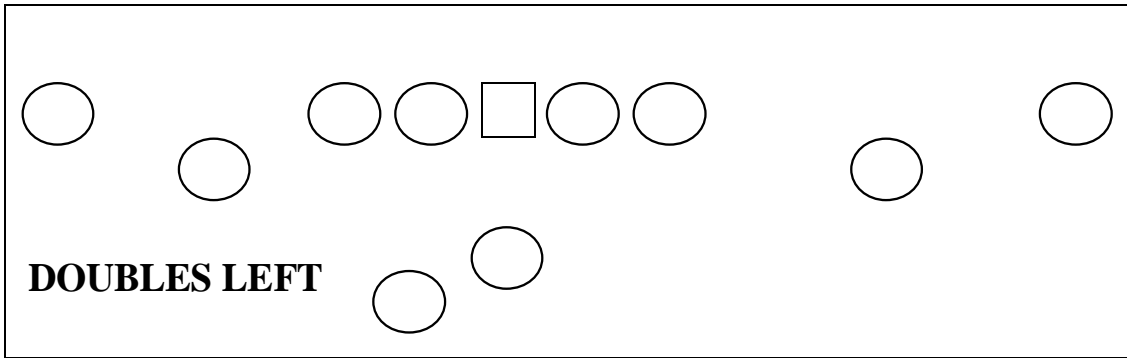


**ACE GUN RIGHT**

The diagram shows a formation with a center line of six players: a circle, a circle, a square, a circle, a circle, and a circle. A seventh circle is positioned to the left of the center line, and an eighth circle is positioned to the far right. Below the center line, there are three circles: one on the left, one in the middle, and one on the right.



Formations Continued



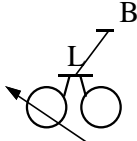
# What System Works With The Gun?

The gun will work with virtually every type of offensive system. I have helped coaches install the gun with split back veer teams, spread teams, spread option teams, multiple-I teams, and even wing-t teams. We divide the plays into several different series. We use a zone series of inside and outside zone plays, a power series, a counter series, a trap series, a sweep series, a power series, an iso series, and an empty QB run series. For each series, we have a reverse, and a play action pass. We use our screen game, 3 step game, and 5 step game to complement our play action pass series. Included with this CD Rom are practice plans on a microsoft excel format. We plan every practice broken down into five minute segments. Regardless of what system you run, you must be well-organized when game planning. You must bring your staff together to develop a game plan, and plan your practices to implement your game plan. I have also included some play sheets that will help you to put your game plan on paper. We use a tight end, so I have drawn many plays up with a tight end. You can move the tight end and the defense accordingly and make the necessary adjustments.

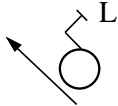
In addition to proper planning, you must make sure your players are mentally and physically prepared to play football. You must implement a weight training program to increase the strength and explosiveness of your players. Without a weight training players, your team will not be as strong or as fast as your opponents. Without training in the off-season, your players will not be able to improve as much. There are several different programs available to use at the high school level. Find training program that fits your team and implement the program.

# Offensive Line Play

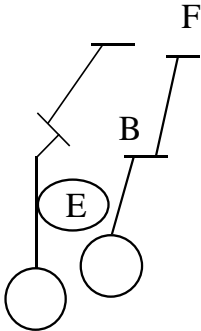
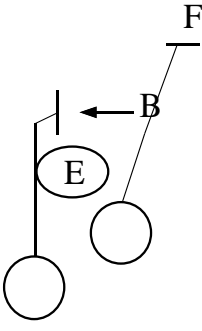
This is not a manual on offensive line play, but it is important that you understand what our thinking is as our line is concerned. We have tried to simplify everything so we can get more reps at each skill. The more reps we get, the more precise our line can be. Below is a brief description of our footwork and types of blocks.



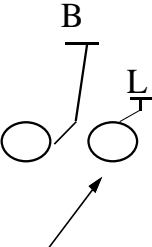
**Zone Combo**– Two OL tracking DL to LB. Jam step to get hip to hip. 2nd step is upfield and punch near number and put helmet at near ear. Get four eyes to backer. If backer fills to your side, you take the LB. The other lineman will overtake the down guy.



**Base**– The OL will step with his playside foot on the first step, and step through the crotch of the defender with the second step. A base block is designed to turn a player away from the play. The OL wants to get his butt rotated towards the ball while driving out the defender.

**Two Track Two**-This is a technique that we use with our TE and tackle. We either slot the tight end, or motion the tight end toward the read. The tackle inside releases while the tight end outside releases. If the backer steps up, the tackle picks him up and the TE goes to the Safety. If the LB flows over the top, the TE will seal him and the tackle will go up to the safety. This is a great way to get both the safety and the backer accounted for.



**Inside Zone**-On the inside zone, we work combinations with covered and uncovered lineman. The uncovered lineman steps at 45 and puts his indicator hand out. This is his hand closest to the down guy. He is looking for a slant from the D-lineman. If he gets a slant, he takes over that block. If not, he climbs to the backer. The covered lineman steps at 45 to the play side and gets to the playside number of the down lineman. If he gets a slant, he gets up to backer. If not, he steps through the crotch and drives upfield.

# Inside Zone Read

The Inside Zone Read is a great football play which is a great way to start installing the concepts of a gun offense. Your QB will be able to learn how to read the backside 5 technique. Your offensive lineman will learn how to step playside, and work towards the playside jersey number of the defender. We use the term vertical with our lineman. We want to get our second step down and contact the defender being able to move them vertically. We want to push the line of scrimmage down field. We don't want penetration, but by working downhill, we can negate penetration.

The following plays will be discussed during this section:

42-43 IS Read

42-43 IS Lead Read

42-43 Inside Scissors

42-43 Inside Read Option

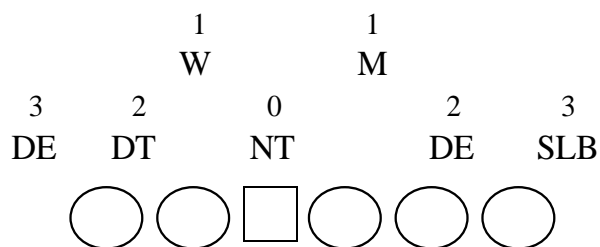
12-13 Inside Read

## Installing the Gun, Inside Zone Read

The first play we installed out of the gun was the inside zone read. This is because we ran the inside zone play from under center. We wanted to be able to run the same play, without wasting a blocker on the backside defensive end. This is a great play from one and two back looks, and can be run from the empty set.

### Offensive Line Rules Inside Zone

Our inside zone scheme is very simple, and can be installed at any level of football. When we first started running this play, we tried to get zone combinations on shaded players, but we had trouble picking up linebackers. We made an adjustment to more of a true zone blocking scheme where we could have each linebacker accounted for. We use a count system to identify defenders, and then our linemen have simple rules that tell them which number they have. As you will see, this allows us to move linemen around without them having to learn how to block this play from another position. The center is the key as he must identify who 0 is. Zero is anyone on or over the tight end. If he has a head up nose, the nose would be 0. If we have a 4-3 look with a 3 strong and a 1 tech weak and Mike in a 0, Mike would be identified as 0. Below is a sample of our numbering scheme. Once we identify 0, we number 1-2-3 on each side.



As you can see, once you establish 0, it is easy to figure out who 1, 2, and 3 are. This is a standard 50 eagle weak.

## Offensive Line Rules

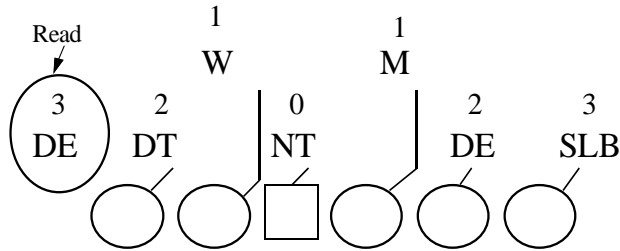
Our line rules are very simple for the inside zone play.

Center: Playside Gap 0

Guards: Playside Gap 1

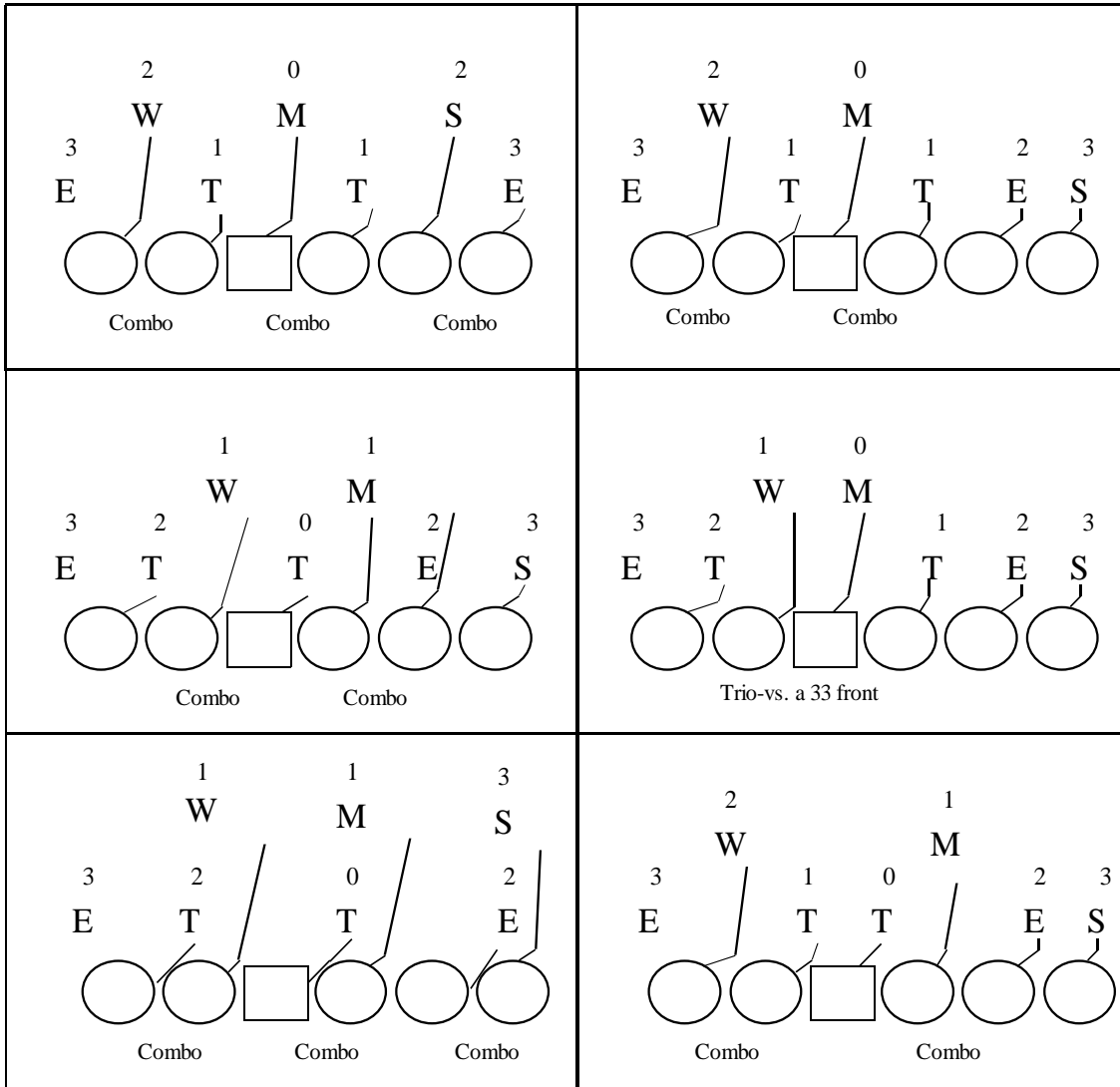
Tackles: Playside Gap 2

Tight End: Playside Gap 3



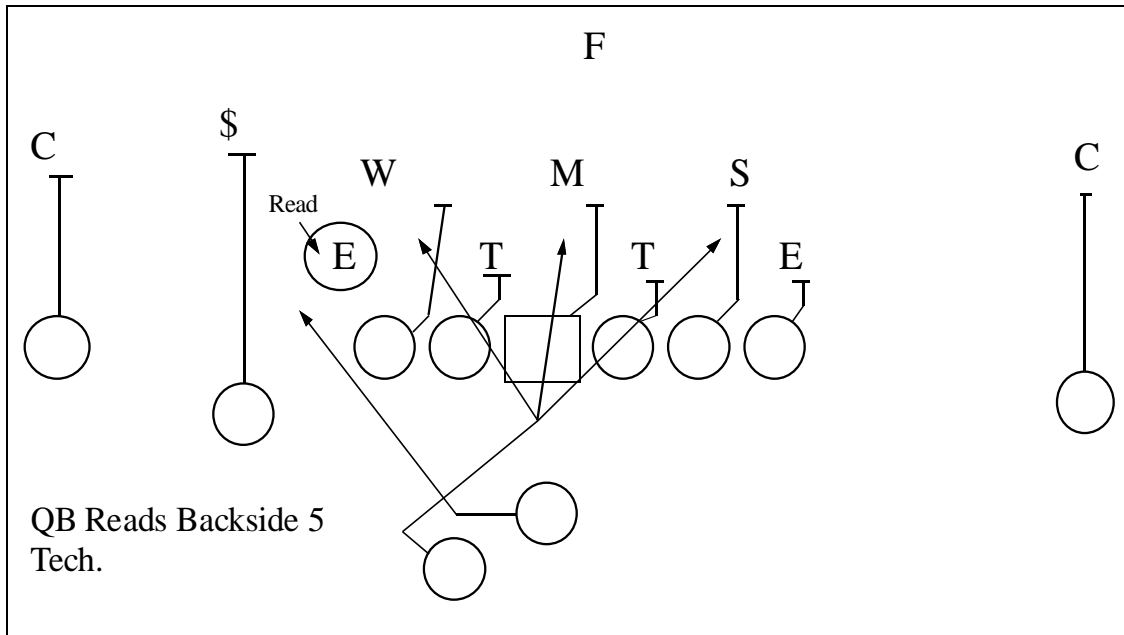
As you can see in the case above, it is pretty simple to see how the rules play out. Playside Gap is the first responsibility, and then the appropriate defender. We are still working in combination, as the uncovered lineman makes the line call. In this case, the guards would be making their combination calls. The right guard and tackle are working together on the 5 tech to Mike. The left guard and center are working together on the nose to the Will. This is the inside zone to the right. Each lineman takes a playside step to the right at 45 degrees. Their aiming point is the playside jersey number of the defender. The right tackle and tight end will vary their first step based on the width of the defender. The wider the defender, the more depth they will need on their first step. The uncovered lineman must get their hand closest to the player they are working with up. We call this getting your indicator up. We want them to have their eyes on the backer and use their indicator to feel for a stunt by the defensive lineman. This is not something you can talk about. You must practice this on the field. Our lineman work 15 minutes a day just on combination blocks. Your lineman must be able to work together or you have players running free. You have to rep the heck out it. With the inside zone, we want to get vertical movement, without giving up penetration. We want to lock on to each defender, because this play can hit on several angles. On the following pages are our count systems based on different defenses.

## Counts Versus Most Common Fronts



As you can see, the count system is pretty simple. Our guys picked it up in about a day. One note, whenever you are faced with a stack you have two choices. First, you can jam step the uncovered and covered player and have them push vertical to the backer, or you can number it and maintain your zone footwork. The stacked player always gets a high number on the playside, and the lower number on the backside whenever possible. As you can see above, the 4-3 stack with 2 techs and a 6 on the tight end has a lot of stunting possibilities, so you have to verse your guys in this. They must be quick with their feet, and be able to adjust to the stunts. Remind them playside gap is their first responsibility.

## Inside Zone Read Ace Gun 42 Inside Read vs. 4-3



Center-Playside Gap Zero. Zero is Mike, indicator looks for slant from 3 tech

RG-Playside Gap One, who is 3 tech, if 3 slants, guard is up to Mike

RT-Playside Gap Two, who is the Sam. Works with TE, indicator towards 9 tech

TE-Playside Gap Three, who is 9 tech. If 9 slants inside, TE is up on Sam.

LG-Playside Gap One, who is 1 tech.

LT--Playside Gap Two, who is the Will. Indicator is towards 1 tech for stunt.

QB-Flat Step/Short Step, reach deep for mesh. Read 5 tech for Give/Keep

RB-Step opposite, pivot, form deep pocket for mesh. Run to daylight.

Slot-Vertical Release, stalk #2 DB

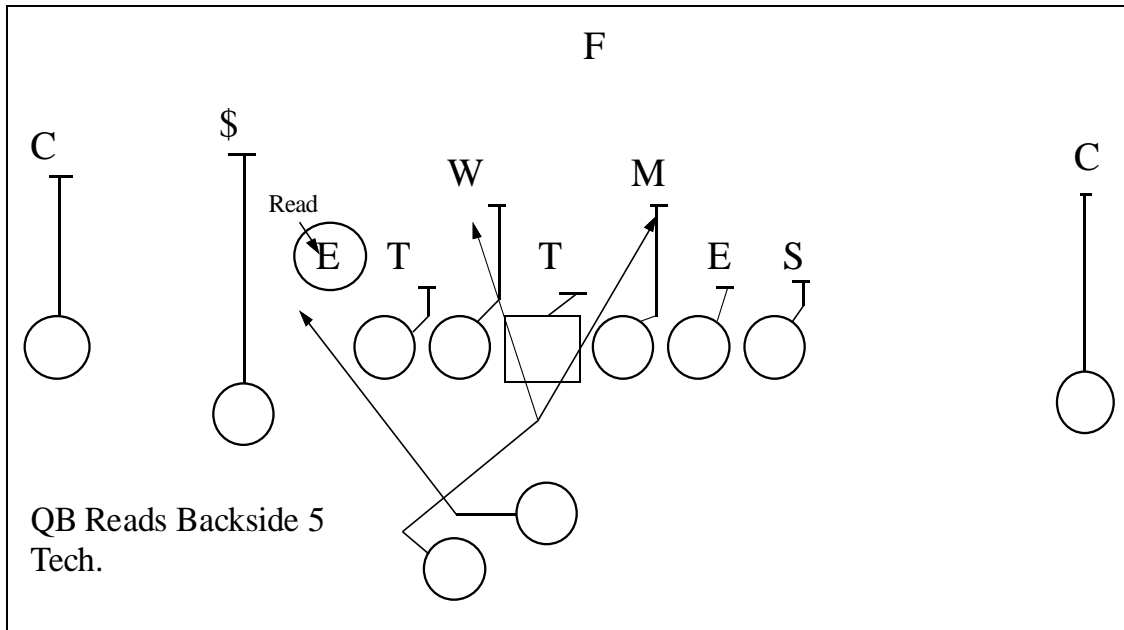
X-Vertical Release, Stalk #1 DB on your side.

Z-Vertical Release, Stack #1 DB on your side.

This is the base play from the gun that can teach your QB's the read on the backside 5, and put the defense into a heck of a predicament. They must cover your 3 wideouts and your TE, while also knowing you have two backs in the backfield. They have to pick their poison. The inside zone read is a great play for you to install!



## Inside Zone Read Ace Gun 42 Inside Zone Read vs. 50 Front



Center-Playside Gap Zero. Zero is Nose. If nose slants weak, get up to Will.

RG-Playside Gap One, who is Mike. Get indicator up for slant from end.

RT-Playside Gap Two, who is the End. If end slants, work up to Mike.

TE-Playside Gap Three, who is 9 tech. Vs. 50 he will stay on 9 in most cases.

LG-Playside Gap One, who is Will. Get indicator up for nose slant.

LT--Playside Gap Two, who is the tackle. Against 50, will stay on tackle.

QB-Flat Step/Short Step, reach deep for mesh. Read 5 tech for Give/Keep

RB-Step opposite, pivot, form deep pocket for mesh. Run to daylight.

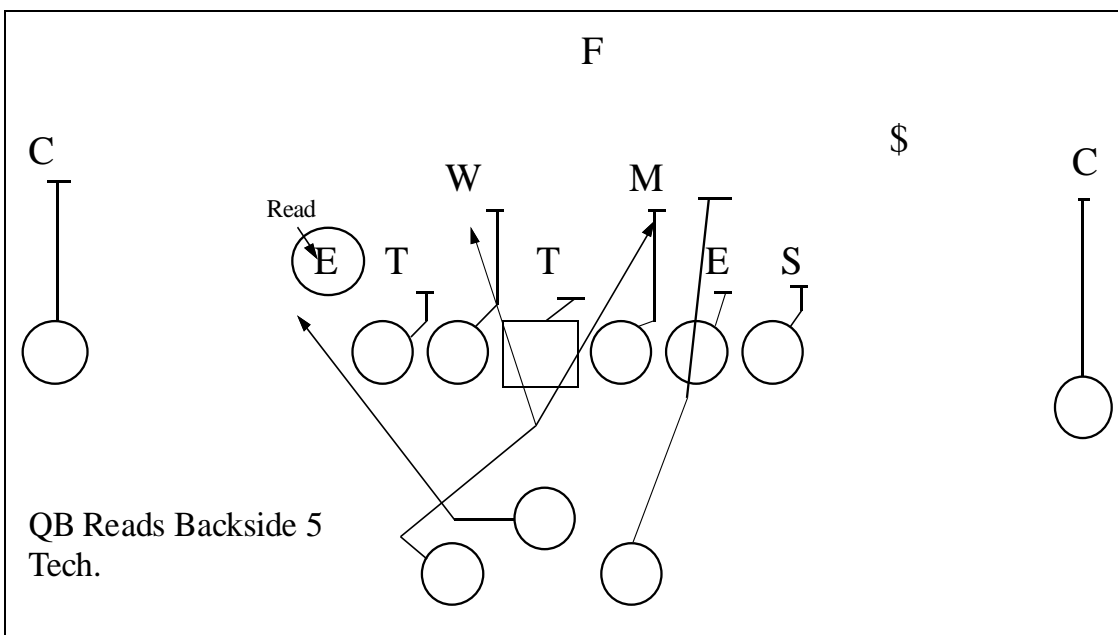
Slot-Vertical Release, stalk #2 DB

X-Vertical Release, Stalk #1 DB on your side.

Z-Vertical Release, Stack #1 DB on your side.

Versus the 50 Eagle Weak, or a 5-2 with a 1-5-9 to the tight end this is a great play to run. Speed option is a great complementary play against this look. The inside zone read can be run versus virtually any defense from any formation.

## Inside Zone Read Gun 42 Inside Zone Lead Read vs. 50 Front



Center-Playside Gap Zero. Zero is Nose. If nose slants weak, get up to Will.

RG-Playside Gap One, who is Mike. Get indicator up for slant from end.

RT-Playside Gap Two, who is the End. If end slants, work up to Mike.

TE-Playside Gap Three, who is 9 tech. Vs. 50 he will stay on 9 in most cases.

LG-Playside Gap One, who is Will. Get indicator up for nose slant.

LT--Playside Gap Two, who is the tackle. Against 50, will stay on tackle.

QB-Flat Step/Short Step, reach deep for mesh. Read 5 tech for Give/Keep

TB-Step opposite, pivot, form deep pocket for mesh. Run to daylight.

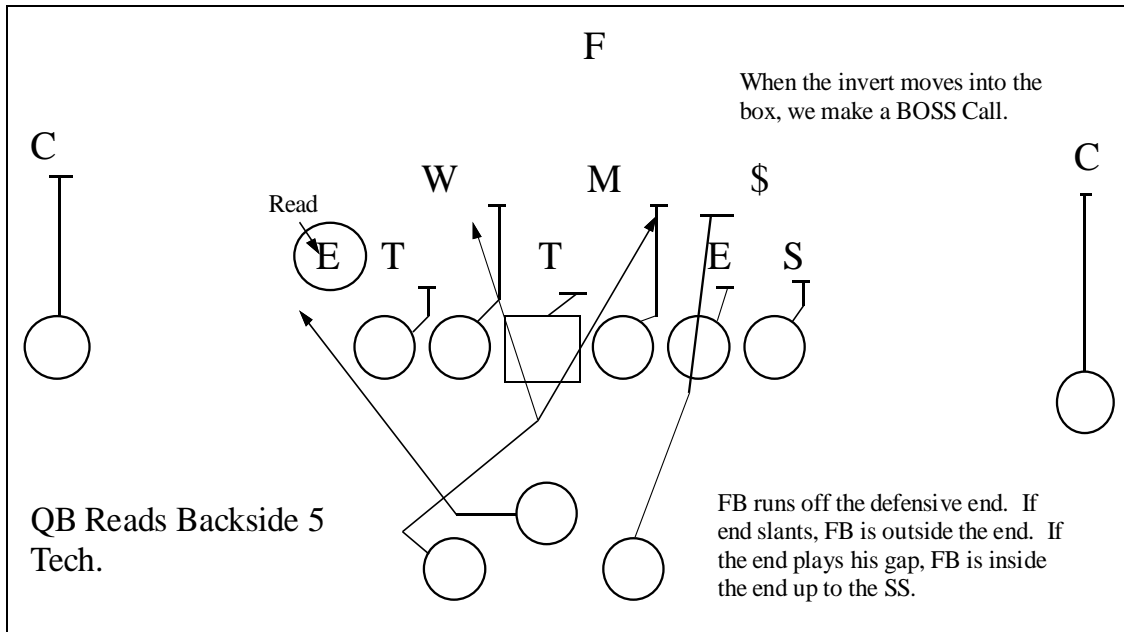
Fullback-Lead up to SS. Block any leakage in path. Aim for inside hip of RT.

X-Vertical Release, Stalk #1 DB on your side.

Z-Vertical Release, Stack #1 DB on your side.

From a two back look, you can run your lead back through to pick up any leakage. He has any defender that shows. He is working up towards the SS or inverted player. This is a great play under center as well. We like to get the fullback up on a safety because it gives us an extra blocker.

## With BOSS Call. Gun 42 Inside Zone Lead Read vs. 50 Front



Center-Playside Gap Zero. Zero is Nose. If nose slants weak, get up to Will.

RG-Playside Gap One, who is Mike. Get indicator up for slant from end.

RT-Playside Gap Two, who is the End. If end slants, work up to Mike.

TE-Playside Gap Three, who is 9 tech. Vs. 50 he will stay on 9 in most cases.

LG-Playside Gap One, who is Will. Get indicator up for nose slant.

LT-Playside Gap Two, who is the tackle. Against 50, will stay on tackle.

QB-Flat Step/Short Step, reach deep for mesh. Read 5 tech for Give/Keep

TB-Step opposite, pivot, form deep pocket for mesh. Run to daylight.

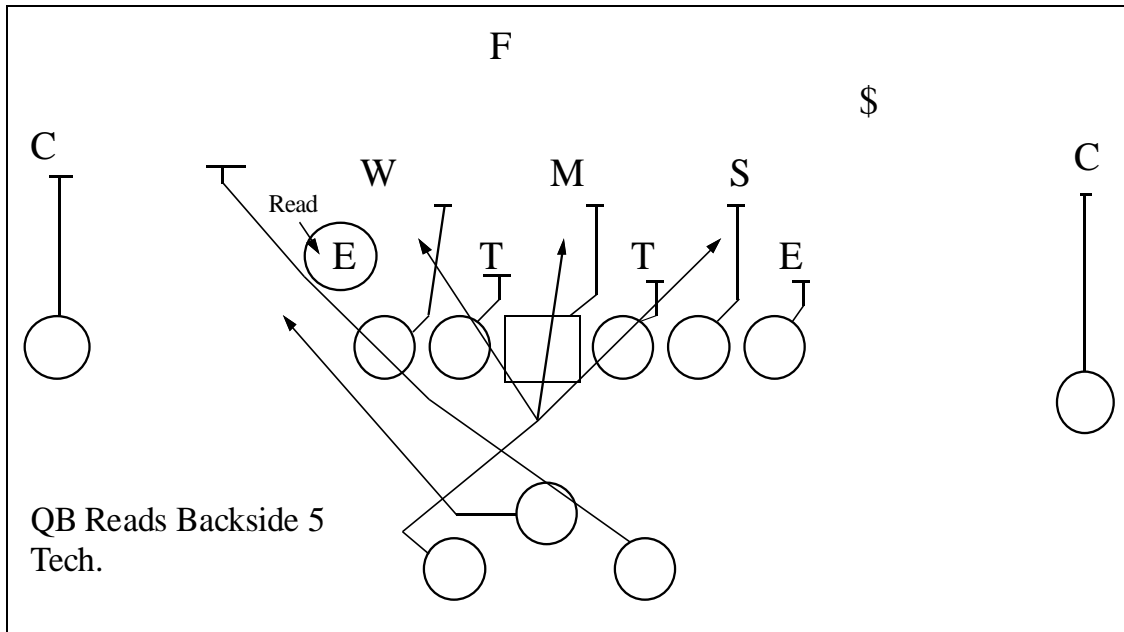
Fullback-Lead up to SS. Run off the block on the DE. Make BOSS Call.

X-Vertical Release, Stalk #1 DB on your side.

Z-Vertical Release, Stack #1 DB on your side.

When the defense brings the eighth man into the box versus a 2 back pro gun look, we make a BOSS call. BOSS is Back on Strong Safety. We want the back to pick up the eighth man. We also would formation them out of this look by going back into our one back look.

## Inside Zone Read Gun 42 Inside Scissors Read vs. 4-3



Center-Playside Gap Zero. Zero is Mike, indicator looks for slant from 3 tech

RG-Playside Gap One, who is 3 tech, if 3 slants, guard is up to Mike

RT-Playside Gap Two, who is the Sam. Works with TE, indicator towards 9 tech

TE-Playside Gap Three, who is 9 tech. If 9 slants inside, TE is up on Sam.

LG-Playside Gap One, who is 1 tech.

LT--Playside Gap Two, who is the Will. Indicator is towards 1 tech for stunt.

QB-Flat Step/Short Step, reach deep for mesh. Read 5 tech for Give/Keep

RB-Step opposite, pivot, form deep pocket for mesh. Run to daylight.

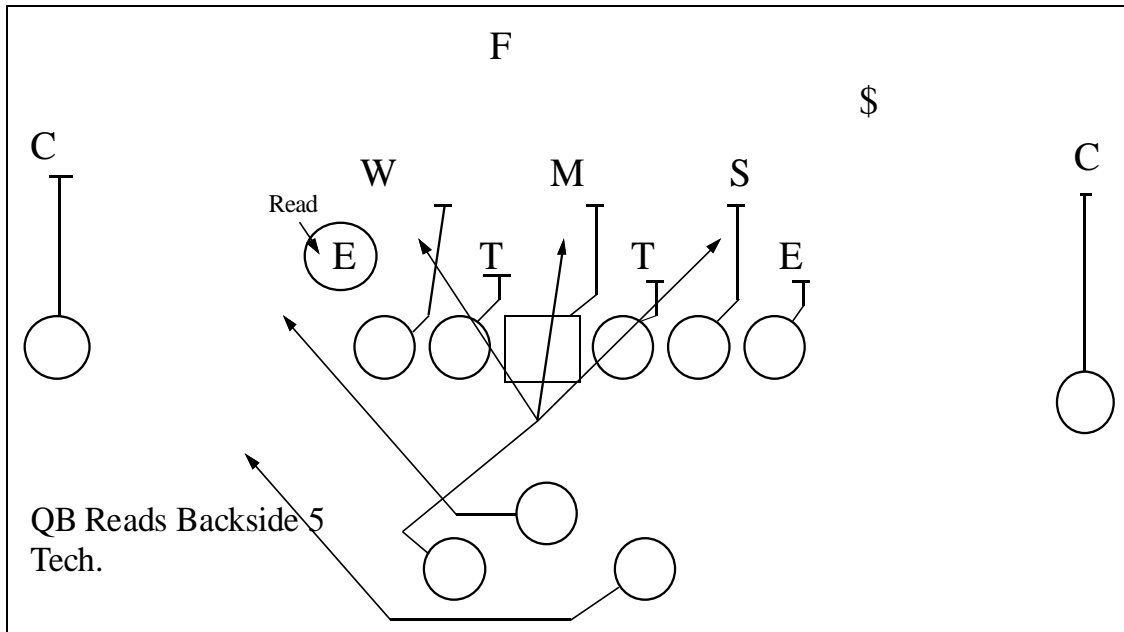
FB-On snap, sprint at backside 5 tech. Work up to FS and lead QB on pull read.

X-Vertical Release, Stalk #1 DB on your side.

Z-Vertical Release, Stack #1 DB on your side.

Scissors is an alert from a two back set that the opposite back will lead the QB if the QB gets a pull read. This look holds the linebackers for a count. The back becomes the extra blocker as he will pick up the first opposite jersey passed the read. He will block either the Will, or the Free Safety. The scissors play is a great play.

## Inside Zone Read Gun 42 Inside Read Option vs. 4-3



Center-Playside Gap Zero. Zero is Mike, indicator looks for slant from 3 tech

RG-Playside Gap One, who is 3 tech, if 3 slants, guard is up to Mike

RT-Playside Gap Two, who is the Sam. Works with TE, indicator towards 9 tech

TE-Playside Gap Three, who is 9 tech. If 9 slants inside, TE is up on Sam.

LG-Playside Gap One, who is 1 tech.

LT--Playside Gap Two, who is the Will. Indicator is towards 1 tech for stunt.

QB-Flat Step/Short Step, reach deep for mesh. Read 5 tech for Give/Keep

RB-Step opposite, pivot, form deep pocket for mesh. Run to daylight.

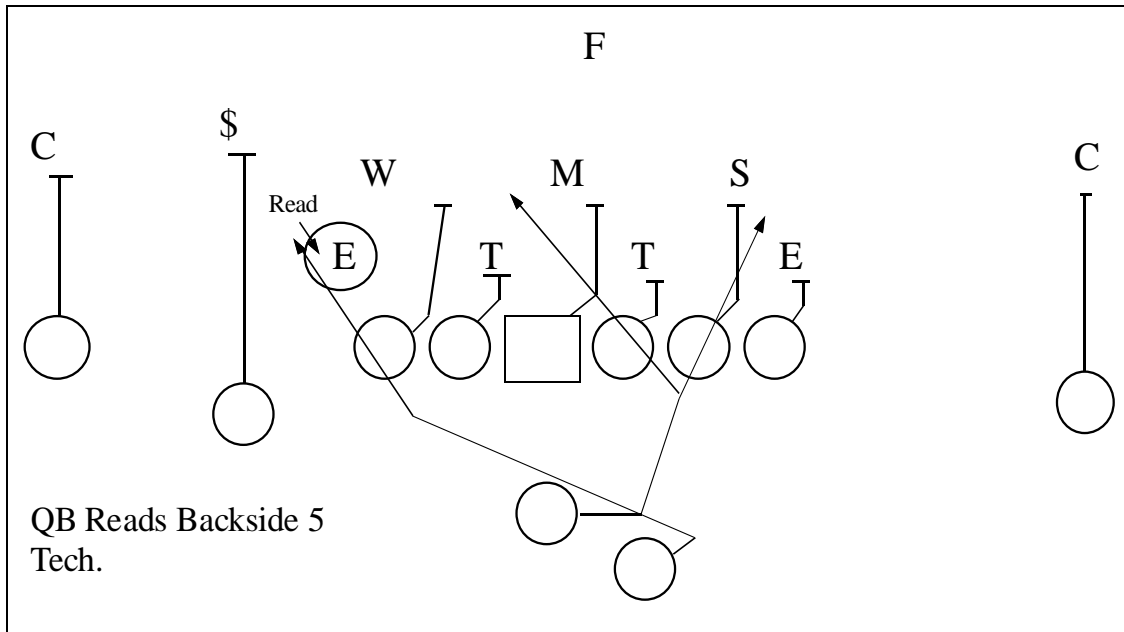
FB-On snap dropstep, crossover, and get into relationship with the QB.

X-Vertical Release, Stalk #1 DB on your side.

Z-Vertical Release, Stack #1 DB on your side.

Inside Read Option tells the backside back to become the pitch back downfield. If the QB gets a pull read, he will work downhill and pitch off the first defender to show. Usually this will be the free safety, or the Will linebacker. This is another variation of the inside read play.

## Inside Zone Read Ace Gun 12 Inside Read vs. 4-3



Center-Playside Gap Zero. Zero is Mike, indicator looks for slant from 3 tech

RG-Playside Gap One, who is 3 tech, if 3 slants, guard is up to Mike

RT-Playside Gap Two, who is the Sam. Works with TE, indicator towards 9 tech

TE-Playside Gap Three, who is 9 tech. If 9 slants inside, TE is up on Sam.

LG-Playside Gap One, who is 1 tech.

LT--Playside Gap Two, who is the Will. Indicator is towards 1 tech for stunt.

QB-Same footwork, read opposite side as mesh for give pull.

RB-Step opposite, pivot, form deep pocket for mesh. Replace 5 tech.

Slot-Vertical Release, stalk #2 DB

X-Vertical Release, Stalk #1 DB on your side.

Z-Vertical Release, Stack #1 DB on your side.

The 12-13 Inside Zone Read is a great play to get your QB the football behind the inside zone blocking. The QB will read the backside 5 technique away from the mesh. If the 5 tech squeezes and chases, now the QB will give the ball. If the 5 tech stays home, the QB pulls and replaces. This is a great variation off the read play.

# Outside Zone Read

The outside zone play is necessary when running the inside zone play. Both plays have the same aiming points, which puts linebackers in conflict. Both plays also give the offense the ability to cut-back. I like using a second tight end from under center when running the outside zone play. This can also be done from the gun. I really like the outside zone because we use our inside zone count system. The only thing we do is change our aiming point from the playside number to the playside bicep. Our goal is for the uncovered player to now overtake and seal the down guy, allowing the covered lineman to lock the box by sealing the backer.

The following plays will be discussed during this section:

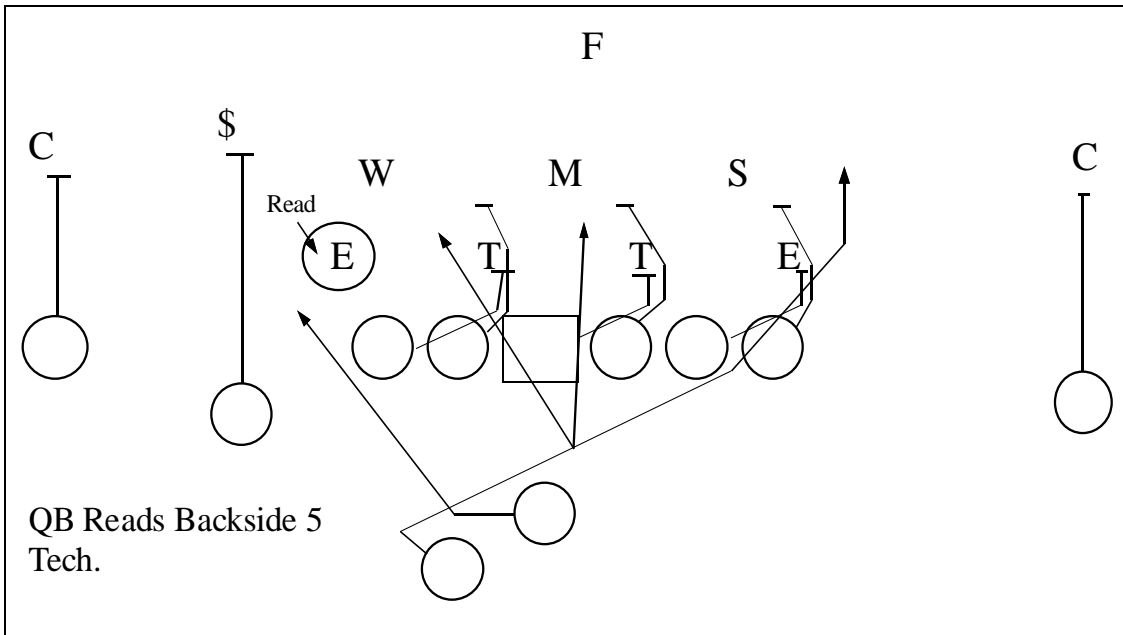
48-49 OS Read

48-49 OS Lead Read

48-49 OS Read Scissors

48-49 OS Read Option

## Outside Zone Read Ace Gun 48 Outside Read vs. 4-3



Center-Playside Gap Zero. Work with RG, overtake one unless Mike Blitzes.

RG-Playside Gap One working with C, get outside bicep of 1, get up to Mike.

RT-Playside Gap Two, work with TE, overtake #3.

TE-Playside Gap Three, get to outside bicep of #3, wall Sam.

LG-Playside Gap One, work with LT, get to outside bicep of one tech, wall Will.

LT--Playside Gap Two, work, with LG, look to overtake one tech.

QB-Flat Step/Short Step, reach deep for mesh. Read 5 tech for Give/Keep

RB-Step opposite, pivot, form deep pocket for mesh. Run to daylight.

Slot-Vertical Release, stalk #2 DB

X-Vertical Release, Stalk #1 DB on your side.

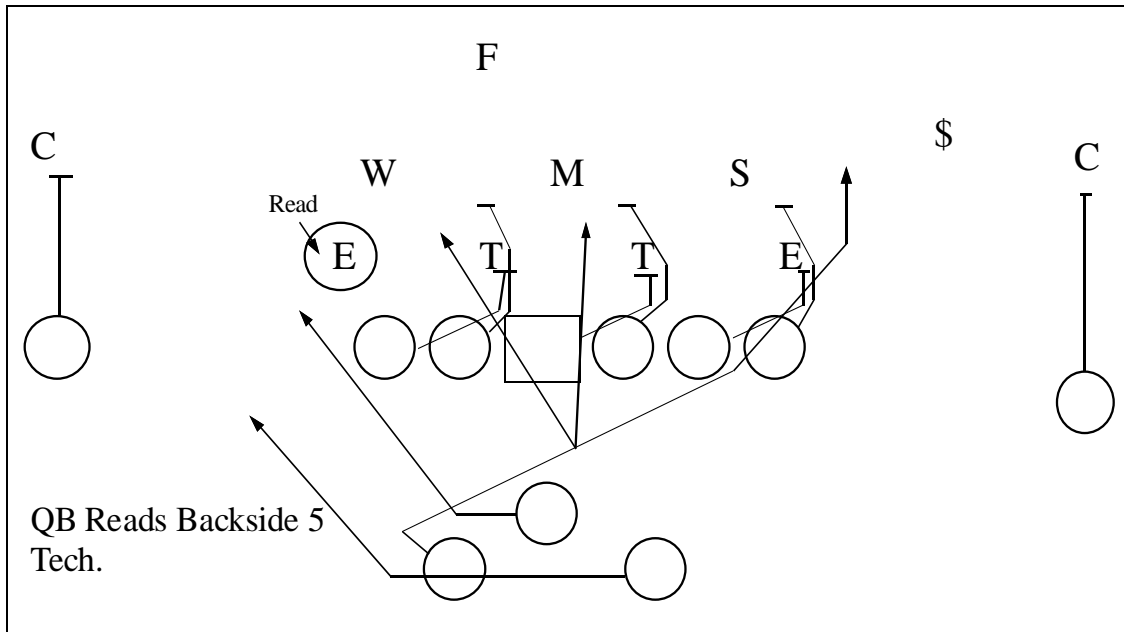
Z-Vertical Release, Stack #1 DB on your side.

The outside zone now has uncovered lineman thinking they will be overtaking the down guy as the covered lineman works up to backer. Four eyes must be to backer as the uncovered lineman will pick up any blitzes. We want the back to hit the edge, but he always runs to daylight.





## Outside Zone Read Gun 48 Outside Read Option vs. 4-3



Center-Playside Gap Zero. Work with RG, overtake one unless Mike Blitzes.

RG-Playside Gap One working with C, get outside bicep of 1, get up to Mike.

RT-Playside Gap Two, work with TE, overtake #3.

TE-Playside Gap Three, get to outside bicep of #3, wall Sam.

LG-Playside Gap One, work with LT, get to outside bicep of one tech, wall Will.

LT-Playside Gap Two, work, with LG, look to overtake one tech.

QB-Flat Step/Short Step, reach deep for mesh. Read 5 tech for Give/Keep

RB-Step opposite, pivot, form deep pocket for mesh. Run to daylight.

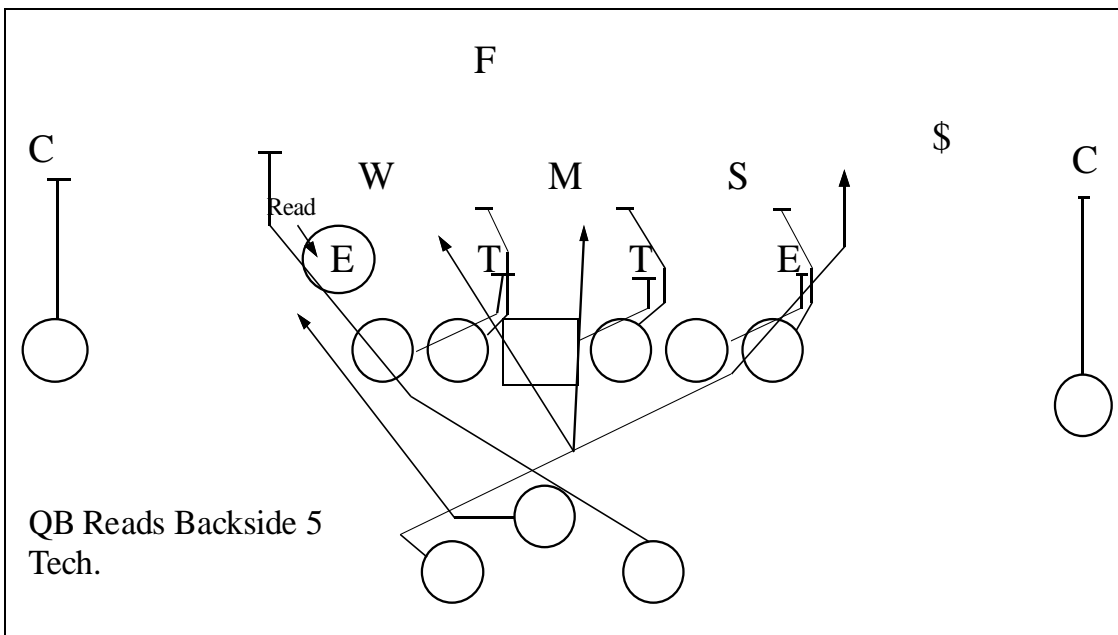
FB-Dropstep, crossover, and get into pitch relationship.

X-Vertical Release, Stalk #1 DB on your side.

Z-Vertical Release, Stack #1 DB on your side.

The outside zone option gives the defense one more player to account for on the read side. The QB will end up pitching off the Will or the FS versus a cover three look. The action of the TB and his outside aiming point make it tough for the defense to react to action. Action is fast flow, forcing the linebackers to fly out.

## Outside Zone Read Gun 48 Outside Read Option vs. 4-3



Center-Playside Gap Zero. Work with RG, overtake one unless Mike Blitzes.

RG-Playside Gap One working with C, get outside bicep of 1, get up to Mike.

RT-Playside Gap Two, work with TE, overtake #3.

TE-Playside Gap Three, get to outside bicep of #3, wall Sam.

LG-Playside Gap One, work with LT, get to outside bicep of one tech, wall Will.

LT-Playside Gap Two, work, with LG, look to overtake one tech.

QB-Flat Step/Short Step, reach deep for mesh. Read 5 tech for Give/Keep

RB-Step opposite, pivot, form deep pocket for mesh. Run to daylight.

FB-Cross in front of QB, and run off the outside jersey of the read. Lead up to FS

X-Vertical Release, Stalk #1 DB on your side.

Z-Vertical Release, Stack #1 DB on your side.

The scissors action helps to hold the linebackers, allowing the offensive line to gain an advantage on the linebackers. Anytime you can hold the linebackers, your line has an advantage. The QB also has a lead blocker on a pull read.

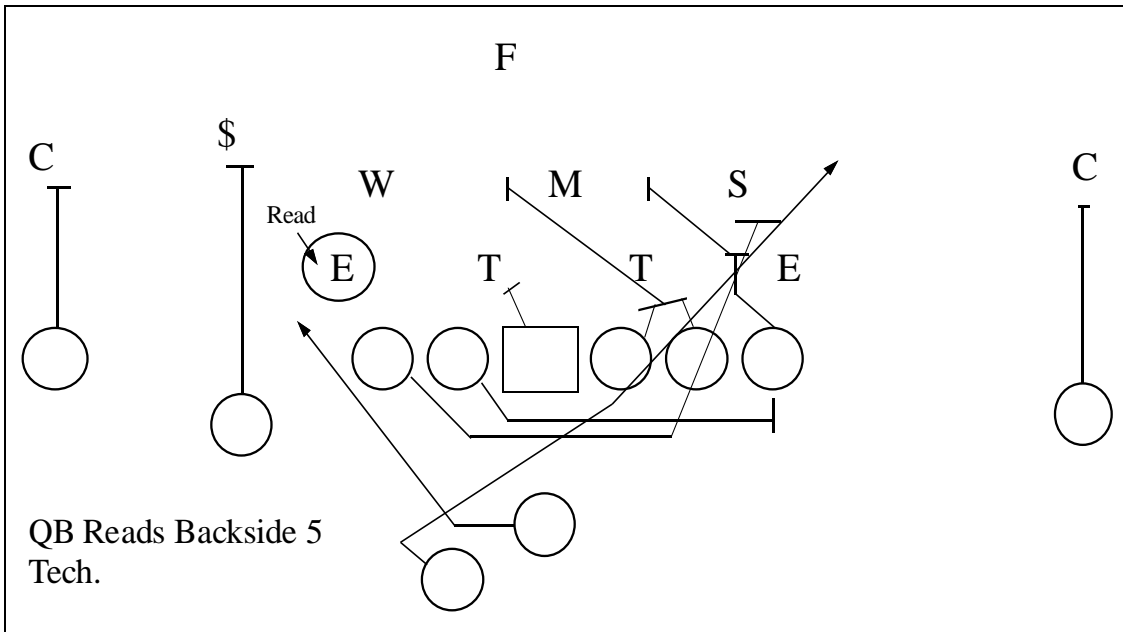
# Counter Read

The Counter Read is a great play to run from both one and two back sets out of the gun. This was the second play we put in from the gun. With the backside guard and tackle pulling, the defensive ends are taught to get in their hip pocket. This becomes a great play as the QB will get a lot of pull reads. The counter read, counter lead, and counter scissors read and the counter read option are great variations of the same counter play. You can block the counter read in many different ways, with man concepts, or man/zone concepts, or zone combination concepts. We want the backside guard to pull and kick out, while the tackle will pull and lead through.

The following plays will be discussed during this section:

- 46-47 Counter Read
- 46-47 Scissors Read
- 46-47 Counter Read Option
- 46-47 Counter Read Lead
- 16-17 Counter Read

## Ace Gun 46 Counter Read



Center-On or backside, vs. a backside one, block the one.

RG-Combo 3 tech with tackle. Protect A gap from Mike Run Through.

RT-Combo 3 tech with guard, tracking Will.

TE-Inside Release on 9 tech. Check for Sam Blitz, no blitz, wall Mike.

LG-Pull Kick Out End Man on Line.

LT--Pull Lead Through to Sam. If Sam is picked up by TE, check Mike to FS.

QB-Flat Step/Short Step, reach deep for mesh. Read 5 tech for Give/Keep

RB-Step opposite, pivot, form deep pocket for mesh. Cut vertical off kickout.

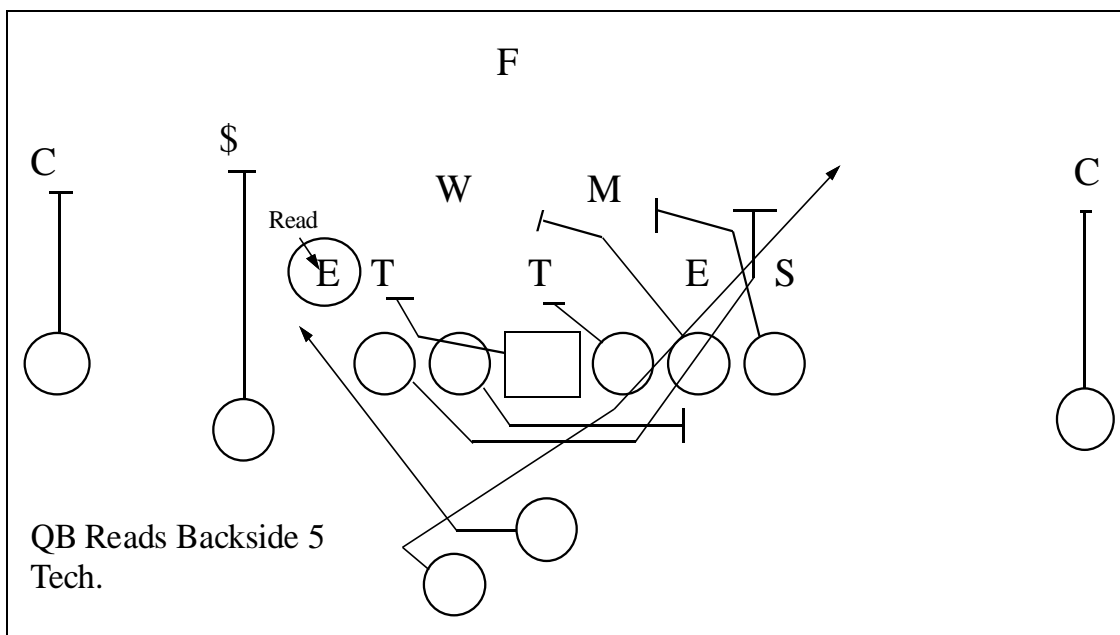
Slot-Vertical Release, stalk #2 DB

X-Vertical Release, Stalk #1 DB on your side.

Z-Vertical Release, Stack #1 DB on your side.

Versus a 4-3 defense, the tight end must check for Sam blitz before walling Mike. The guard and tackle combo tracks backside Will. If Mike blitzes, Guard must pick up A gap blitz. Versus a will blitz, a base call is made by the guard who will stay home. Tackle will pull kick out, and TE will stay on Sam.

## Ace Gun 46 Counter Read vs. 50 Front



Center-Must Block Backside Tackle.

RG-Down on 0 or 1 tech.

RT-Inside Release, protect Mike Blitz first, Wall Will.

TE-Inside Release, Wall Mike. If Mike Blitzes, Wall Will.

LG-Pull Kick Out 5 Tech.

LT--Pull Lead Through to 1st opposite color.

QB-Flat Step/Short Step, reach deep for mesh. Read 5 tech for Give/Keep

RB-Step opposite, pivot, form deep pocket for mesh. Cut vertical off kickout.

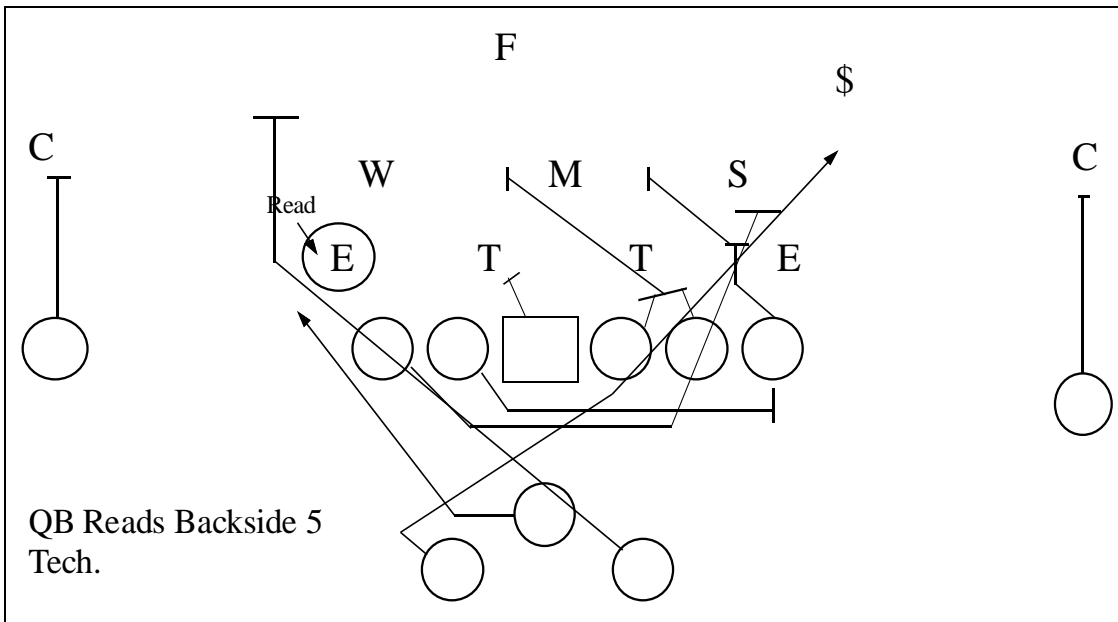
Slot-Vertical Release, stalk #2 DB

X-Vertical Release, Stalk #1 DB on your side.

Z-Vertical Release, Stack #1 DB on your side.

Versus a 50 defense, we go to more of a man scheme. We want to work down with our line-man, and protect against linebacker run throughs. We want to be able to wall off the Mike and Will if possible. Again, if Will blitzes, the guard calls base and stays home. The tackle now will kick out.

## Gun 46 Counter Scissors Read



Center-On or backside, vs. a backside one, block the one.

RG-Combo 3 tech with tackle. Protect A gap from Mike Run Through.

RT-Combo 3 tech with guard, tracking Will.

TE-Inside Release on 9 tech. Check for Sam Blitz, no blitz, wall Mike.

LG-Pull Kick Out End Man on Line.

LT--Pull Lead Through to Sam. If Sam is picked up by TE, check Mike to FS.

QB-Flat Step/Short Step, reach deep for mesh. Read 5 tech for Give/Keep

RB-Step opposite, pivot, form deep pocket for mesh. Cut vertical off kickout.

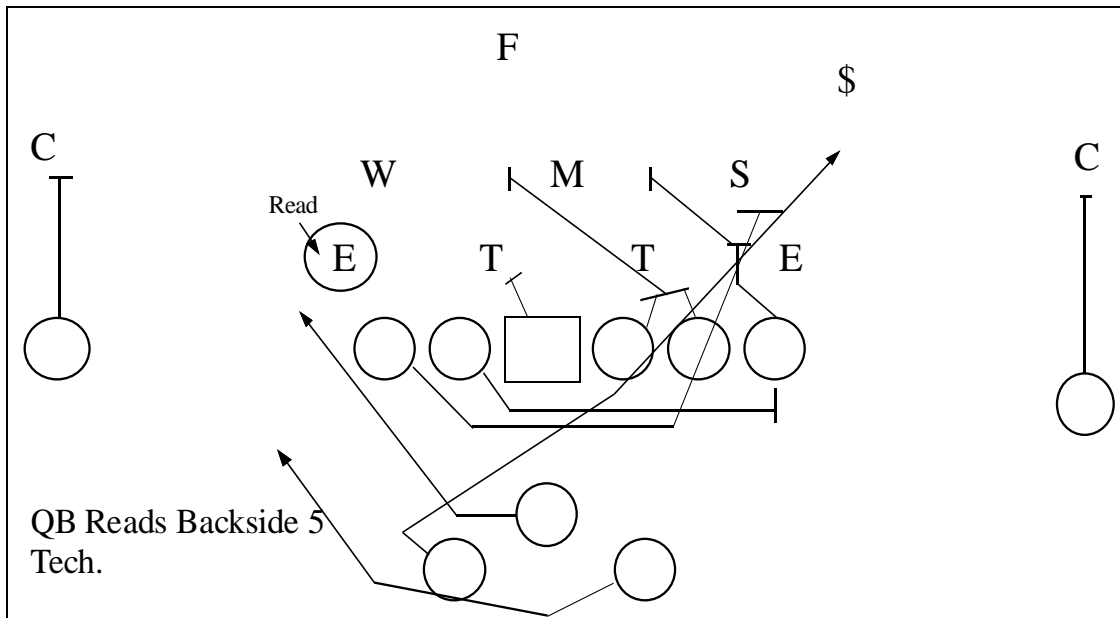
FB-On snap, run at outside shoulder of 5 tech, leading QB on pull read.

X-Vertical Release, Stalk #1 DB on your side.

Z-Vertical Release, Stack #1 DB on your side.

Just like the inside scissors read, the counter scissor read has your FB crossing under the mesh and leading the QB on a pull read. This holds the linebackers for a count, and gives you an extra blocker on the pull read. Versus a 50, you can even put the fullback man on the Will. The scissor read is a great misdirection play, with great play action possibilities.

## Gun 46 Counter Read Option



Center-On or backside, vs. a backside one, block the one.

RG-Combo 3 tech with tackle. Protect A gap from Mike Run Through.

RT-Combo 3 tech with guard, tracking Will.

TE-Inside Release on 9 tech. Check for Sam Blitz, no blitz, wall Mike.

LG-Pull Kick Out End Man on Line.

LT--Pull Lead Through to Sam. If Sam is picked up by TE, check Mike to FS.

QB-Flat Step/Short Step, reach deep for mesh. Read 5 tech for Give/Keep

RB-Step opposite, pivot, form deep pocket for mesh. Cut vertical off kickout.

FB-Dropstep, crossover, get into pitch relationship.

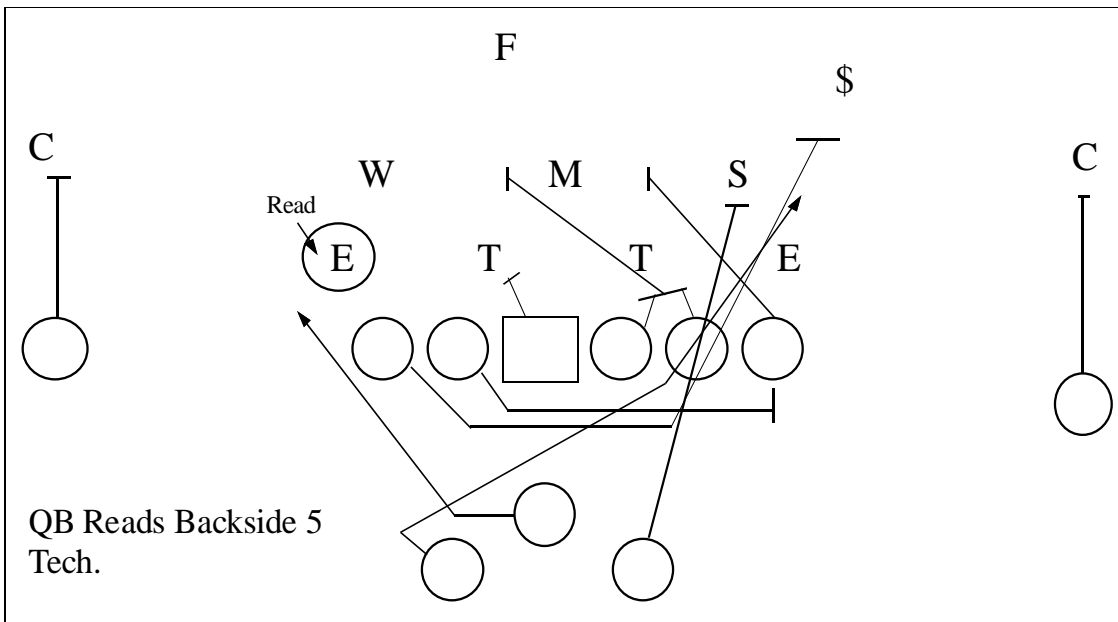
X-Vertical Release, Stalk #1 DB on your side.

Z-Vertical Release, Stack #1 DB on your side.

The counter read option gives you another variation on the counter read. Now, you can account for another defender with a pitch back. This forces the defense to have to prepare to put a defender on your pitch back. The defense can't account for all three backs. They must pick their poison.



## Gun 46 Counter Lead Read



Center-On or backside, vs. a backside one, block the one.

RG-Combo 3 tech with tackle. Protect A gap from Mike Run Through.

RT-Combo 3 tech with guard, tracking Will.

TE-Inside Release on 9 tech, wall Mike, if Mike blitzes, pick up free safety.

LG-Pull Kick Out End Man on Line.

LT--Pull Lead Through to SS.

QB-Flat Step/Short Step, reach deep for mesh. Read 5 tech for Give/Keep

RB-Step opposite, pivot, form deep pocket for mesh. Cut vertical off kickout.

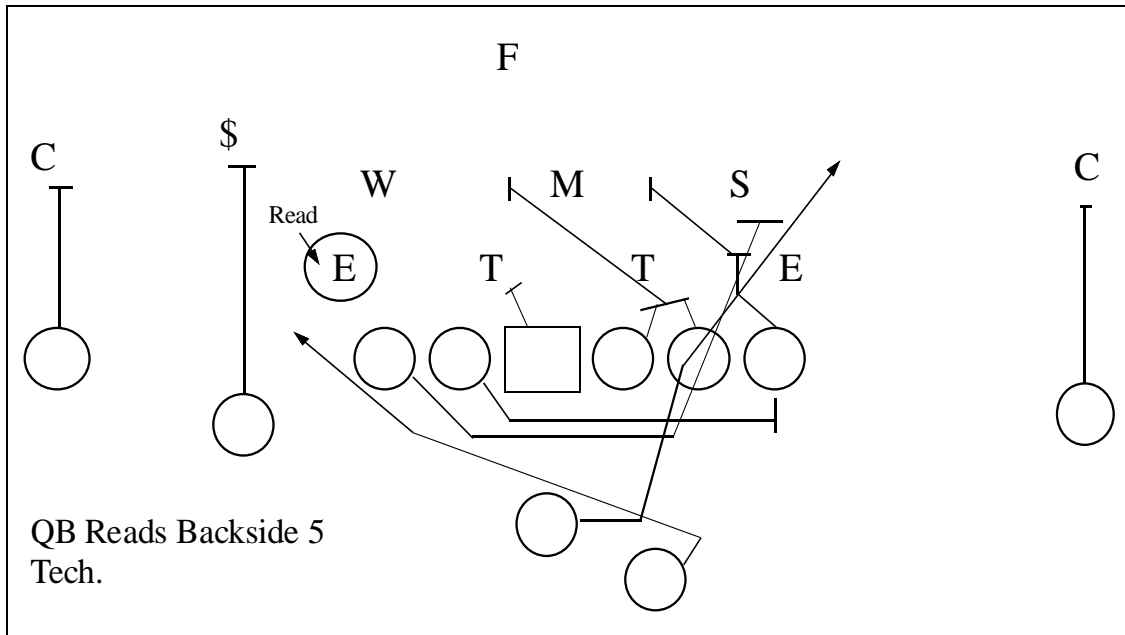
FB-Lead to Sam.

X-Vertical Release, Stalk #1 DB on your side.

Z-Vertical Release, Stack #1 DB on your side.

Adding a lead blocker means you have Sam accounted for by the fullback, allowing your to lead through to the Strong Safety. This is a great play to get an extra blocker to the playside. As you can see, very little changes with the blocking schemes.

## Ace Gun 46 Counter Read



Center-On or backside, vs. a backside one, block the one.
RG-Combo 3 tech with tackle. Protect A gap from Mike Run Through.
RT-Combo 3 tech with guard, tracking Will.
TE-Inside Release on 9 tech. Check for Sam Blitz, no blitz, wall Mike.
LG-Pull Kick Out End Man on Line.
LT--Pull Lead Through to Sam. If Sam is picked up by TE, check Mike to FS.
QB-Flat Step/Short Step, reach deep for mesh. Read 5 tech for Give/Keep
RB-Aiming point is to replace the 5 technique if you get the football.
Slot-Vertical Release, stalk #2 DB
X-Vertical Release, Stalk #1 DB on your side.
Z-Vertical Release, Stack #1 DB on your side.
The 16-17 Counter Read is designed to get the quarterback the football reading the 5 technique opposite the mesh. This is another way to get your quarterback the football behind your counter blocking scheme. When you mesh opposite the read, about 90 percent of your plays will be QB keeps.

# Trap Read

The trap read is a great play to run versus both even and odd fronts. Every offensive system needs a short and long trap play, and the trap read from the gun is a great play. Like the inside read and counter read, the trap read has several variations. Each variation uses essentially the same blocking scheme, with the back-field action changing. The trap read is a play we have had tremendous success with.

The following plays will be discussed during this section:

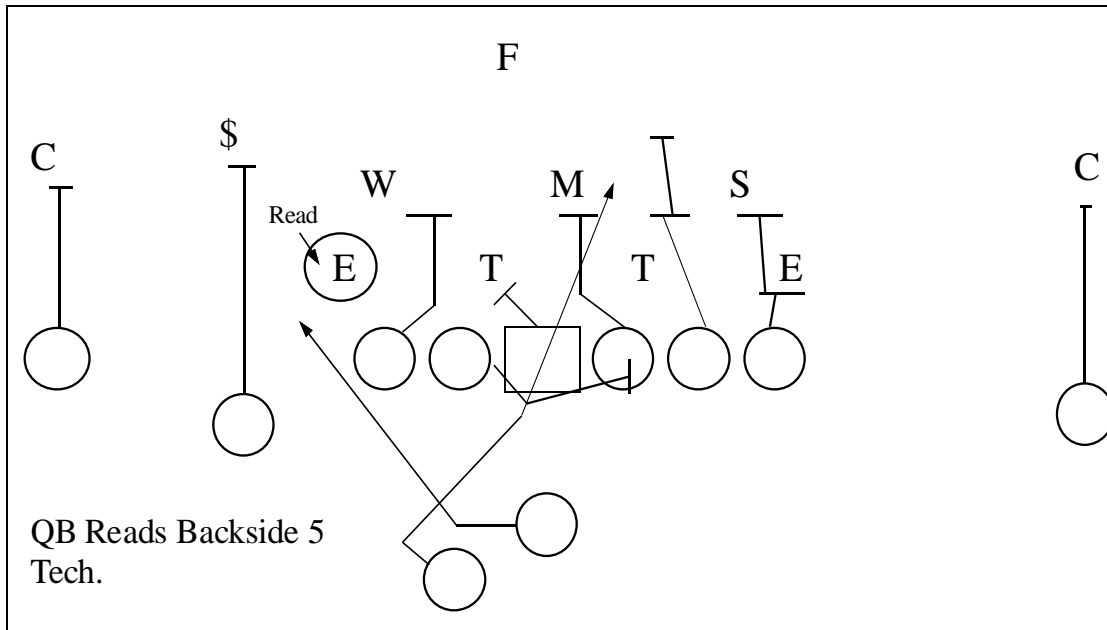
42-43 Trap Read

42-43 Scissors Trap Read

42-43 Trap Read Option

42-43 Scissors Trap Read

## Ace Gun 42 Trap Read



Center-Block backside one technique

RG-Inside Release to Mike.

RT-Inside Release, check for Mike Flow, work to Safety.

TE-Bump 9 technique with outside arm, Check Sam Blitz, work up to Sam.

LG-Trap first past the guard, the 3 technique in this case.

LT--Inside release to Will.

QB-Flat Step/Short Step, reach deep for mesh. Read 5 tech for Give/Keep

RB-Same Mesh Steps, Find Block of Trapping Guard.

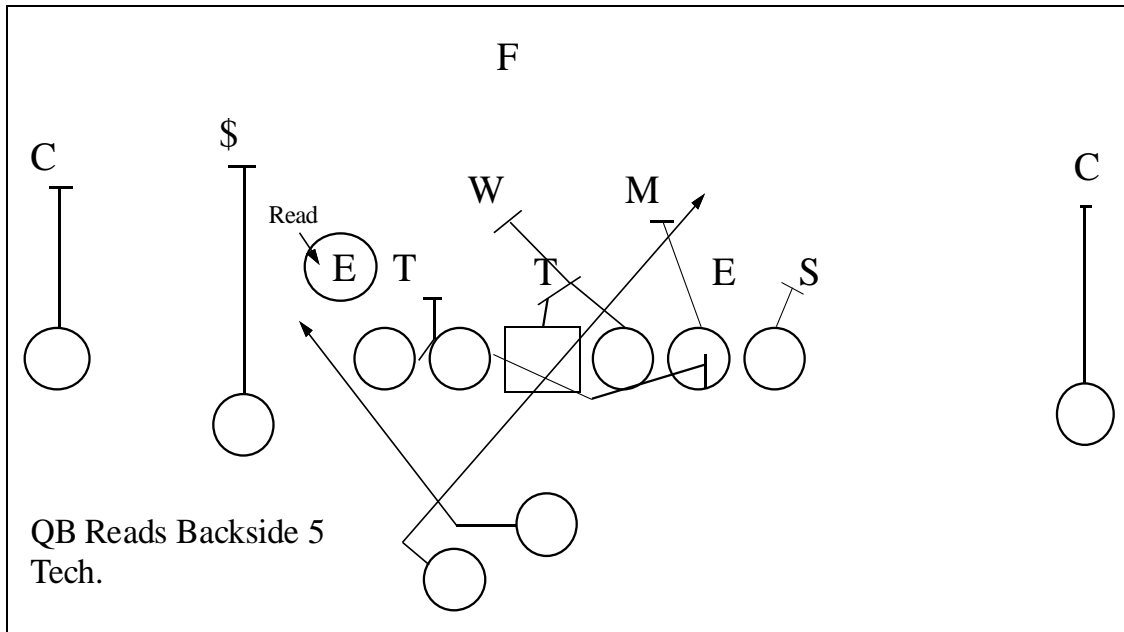
Slot-Vertical Release, stalk #2 DB

X-Vertical Release, Stalk #1 DB on your side.

Z-Vertical Release, Stack #1 DB on your side.

The Trap Read is a great play versus a 4-3 Front. You can also base this with the tackle on Sam, and the TE staying on the 9 tech. If we are getting an aggressive 3 tech, we will go to our base scheme. This is a quick hitting play that can get you big yards.

## Ace Gun 42 Trap Read vs. 50



Center-Zone combo nose to backside Will.

RG-Zone combo with center on nose or one tech to backside Will.

RT-Inside Release to Wall Mike.

TE-Base 9 tech.

LG-Trap first passed the guard. Versus this look it will be the 5 tech.

LT-Inside cutoff 4 or 3i DT.

QB-Flat Step/Short Step, reach deep for mesh. Read 5 tech for Give/Keep

RB-Find the block of the trapping guard if you get the football.

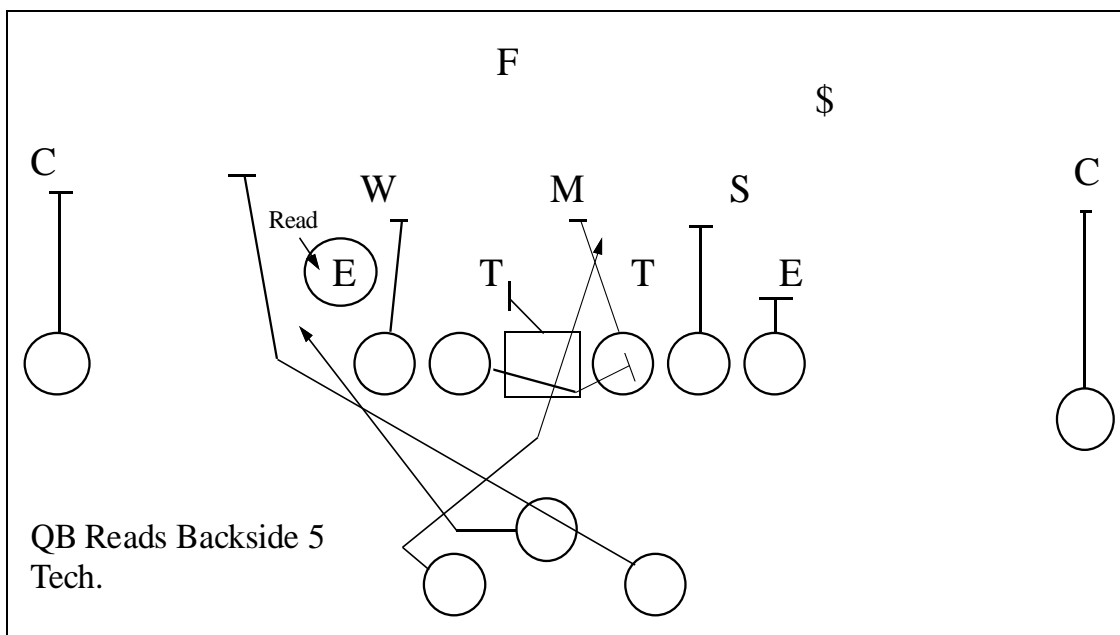
Slot-Vertical Release, stalk #2 DB

X-Vertical Release, Stalk #1 DB on your side.

Z-Vertical Release, Stack #1 DB on your side.

Versus an odd front the trap read has great potential. The trap block on a 5 tech will naturally create space. Key to this play is a clean release of PST to the Mike, and a good combo on the nose. Center and PSG must drive the nose back into the will backer. Mesh is the same as all other gun plays.

## Gun 42 Scissors Trap Read



Center-Block backside one technique

RG-Inside Release to Mike.

RT-Inside Release to Sam LB.

TE-On the scissors, we tend to have the TE stay base.

LG-Trap first past the guard, the 3 technique in this case.

LT--Inside release to Will.

QB-Flat Step/Short Step, reach deep for mesh. Read 5 tech for Give/Keep

RB-Same Mesh Steps, Find Block of Trapping Guard.

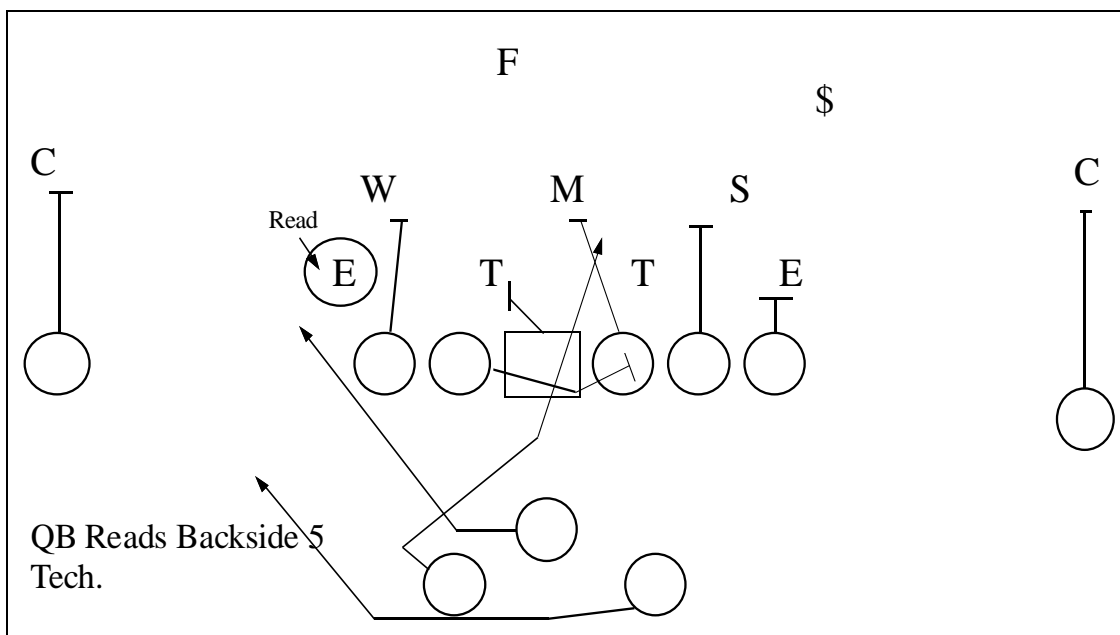
FB-On snap, run at outside shoulder of 5 tech and work up to 1st opposite jersey.

X-Vertical Release, Stalk #1 DB on your side.

Z-Vertical Release, Stack #1 DB on your side.

This scissors off the trap read is a great way to again hold the linebackers, and get an extra blocker out in front of the QB on a pull read. The scissors action again is great misdirection to stop fast flow linebackers. The slide option detailed later is set up by the scissors action.

## Gun 42 Trap Read Option



Center-Block backside one technique

RG-Inside Release to Mike.

RT-Inside Release to Sam LB.

TE-On the scissors, we tend to have the TE stay base.

LG-Trap first past the guard, the 3 technique in this case.

LT--Inside release to Will.

QB-Flat Step/Short Step, reach deep for mesh. Read 5 tech for Give/Keep

RB-Same Mesh Steps, Find Block of Trapping Guard.

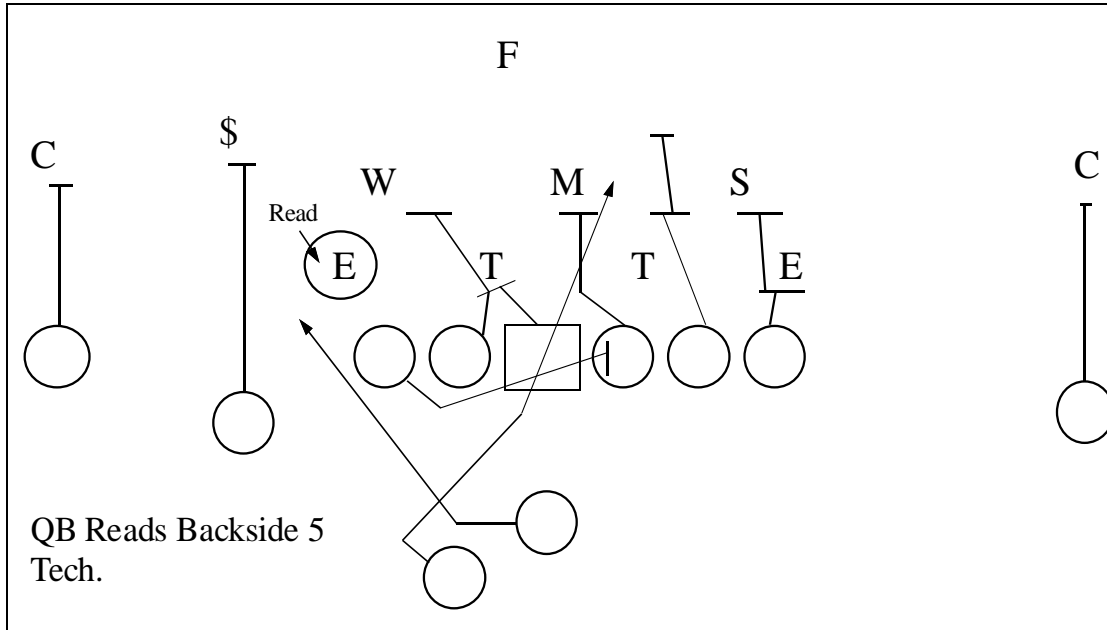
FB-Dropstep, crossover, and get into pitch relationship with the quarterback.

X-Vertical Release, Stalk #1 DB on your side.

Z-Vertical Release, Stack #1 DB on your side.

The trap read option again causes the defense to be outnumbered on a pull read by the quarterback. The blocking doesn't change, just the backfield action. By running the same play, with different backfield action, the defense has to spend more time preparing. The trap read option has big play potential.

## Gun 42 Tackle Trap Read



Center-Combo backside one tech with Guard tracking Will

RG-Inside Release to Mike.

RT-Inside Release, check for Mike Flow, work to Safety.

TE-Bump 9 technique with outside arm, Check Sam Blitz, work up to Sam.

LG-Combo one tech with Center tracking Will

LT--Trap first past the guard, the 3 technique in this case.

QB-Flat Step/Short Step, reach deep for mesh. Read 5 tech for Give/Keep

RB-Same Mesh Steps, Find Block of Trapping Guard.

Slot-Vertical Release, stalk #2 DB

X-Vertical Release, Stalk #1 DB on your side.

Z-Vertical Release, Stack #1 DB on your side.

The tackle trap read is a great complement to the trap read with the guard trapping. The trap read will entice more pull reads. This is a great play versus a 3 tech to the open side, which is a tough block back for the center. All scissors plays can be run from the tackle trap.



# I Form Read Plays

We like the gun because every play we run from the I can be run from the gun.

We like to run our one and two back gun plays, adding a backside read. This keeps the backside from pursuing quickly to the football. By running the same plays we run from under center, we don't have any new learning for the offensive lineman. We average two more yards per carry on our two back run game from the gun.

The following plays will be discussed during this section:

42-43 Iso Read

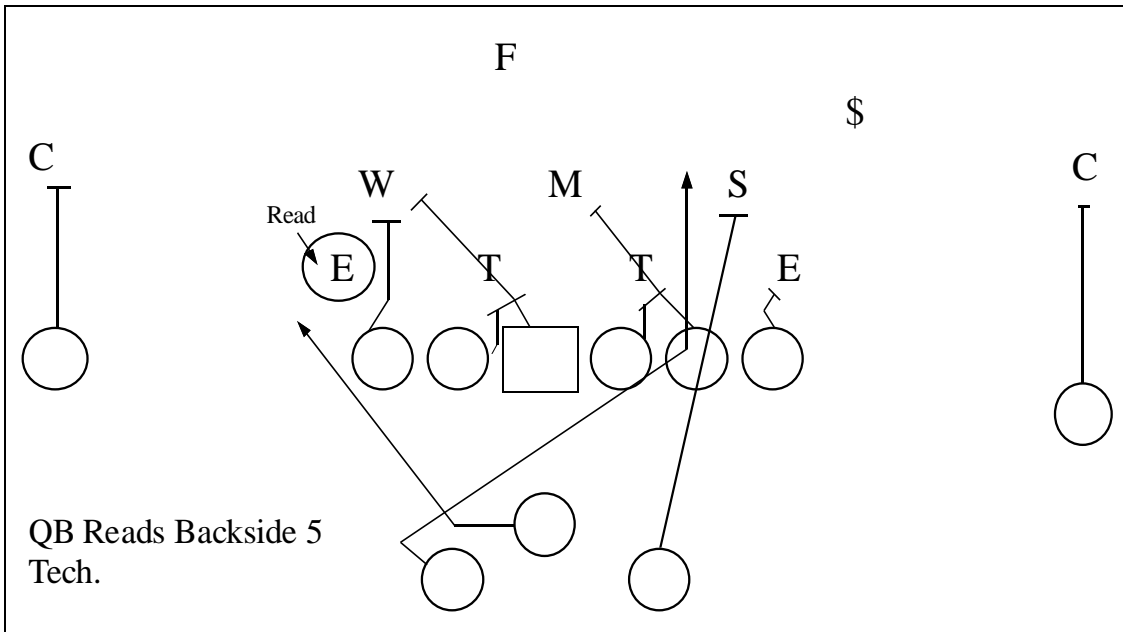
44-45 Wrap Read

46-47 Power Read

46-47 Kick Read

46-47 Sweep Read

## Gun 42 Iso Read



Center-Combo with LG, tracking Will.

RG-Combo with RT on 3 tech to Mike.

RT-Combo 3 tech with guard, tracking Mike.

TE-First step inside to protect slant, drive 9 tech out.

LG-Combo with Center, tracking Will.

LT--Inside Release to Will, if Will goes away, get up to FS.

QB-Flat Step/Short Step, reach deep for mesh. Read 5 tech for Give/Keep

RB-Aiming Point is off the combo on 3 tech, following the FB.

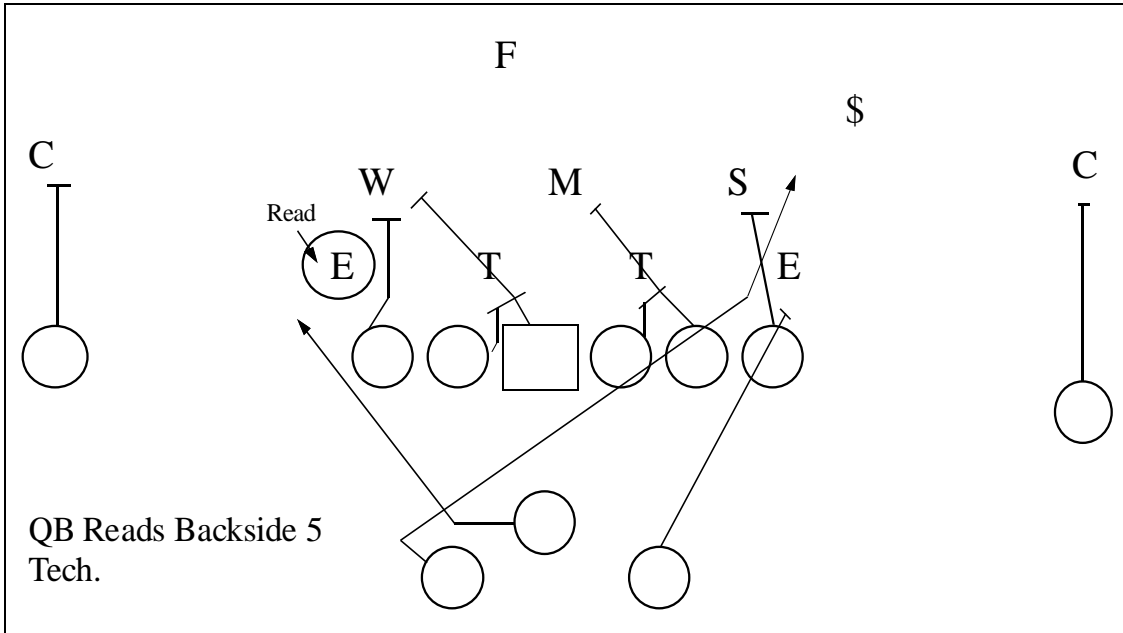
FB-Attack B gap, off double on 3 tech. Iso block on Sam.

X-Vertical Release, Stalk #1 DB on your side.

Z-Vertical Release, Stack #1 DB on your side.

The Iso read vs. a 4-3 is an Iso on the Sam. Vs. a 50, or 3-7 to the tight side will let us isolate Mike. The FB must drive vertical and let back cut off of him. The combos on the 3 and 1 tech must rotate away from the play. As you can see, this is a great way to run the ISO play. The FS and SS must make tackles versus the ISO from the gun.

## Gun 46 Power Read



Center-Combo with LG, tracking Will.

RG-Combo with RT on 3 tech to Mike.

RT-Combo 3 tech with guard, tracking Mike.

TE-Inside Release to Sam. Wash Sam down if possible.

LG-Combo with Center, tracking Will.

LT--Inside Release to Will, if Will goes away, get up to FS.

QB-Flat Step/Short Step, reach deep for mesh. Read 5 tech for Give/Keep

RB-Aiming Point is off the combo on 3 tech, following the FB.

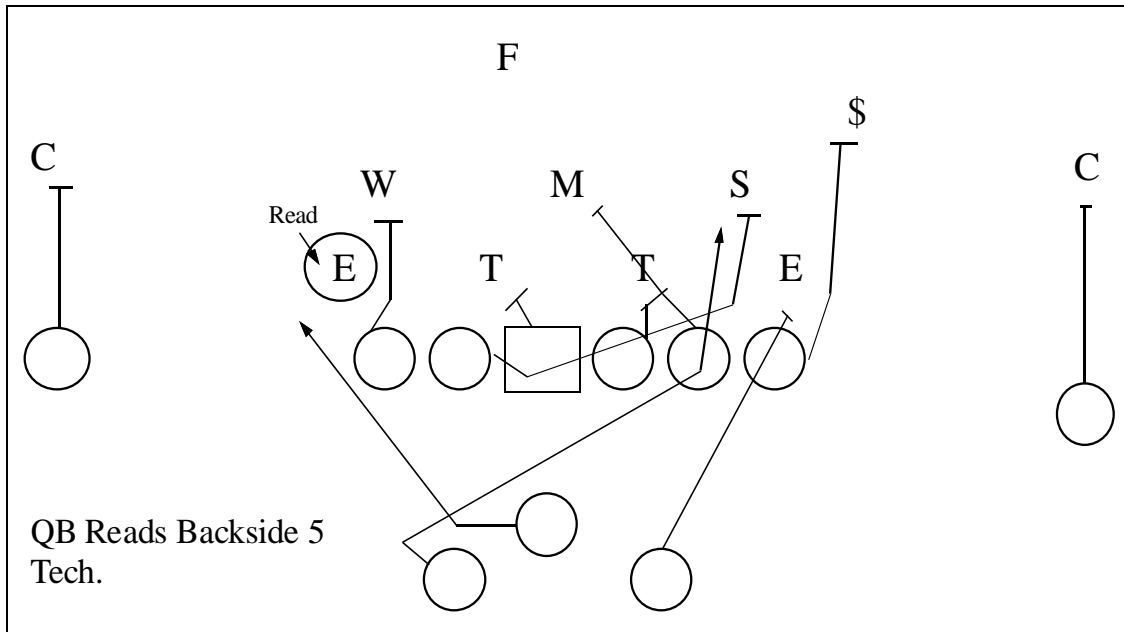
FB-Attack inside shoulder of Tight End. Drive TE out.

X-Vertical Release, Stalk #1 DB on your side.

Z-Vertical Release, Stack #1 DB on your side.

The power read is a great play to change who we have on the TE. We practice this play versus a crashing 9, as the FB must kick the TE out. We don't want this bouncing. The power read from the gun gives you a backside threat with the QB. Again, we rotate our blocking schemes to the backside.

## Gun 44 Wrap Read



Center-Block backside one tech.

RG-Combo with RT on 3 tech to Mike.

RT-Combo 3 tech with guard, tracking Mike.

TE-Outside release to Strong Safety. Use OS Veer Mechanics.

LG-Pull around and block the Sam LB. Stay vertical on Sam.

LT--Inside Release to Will, if Will goes away, get up to FS.

QB-Flat Step/Short Step, reach deep for mesh. Read 5 tech for Give/Keep

RB-Aiming Point is off the combo on 3 tech, following the FB.

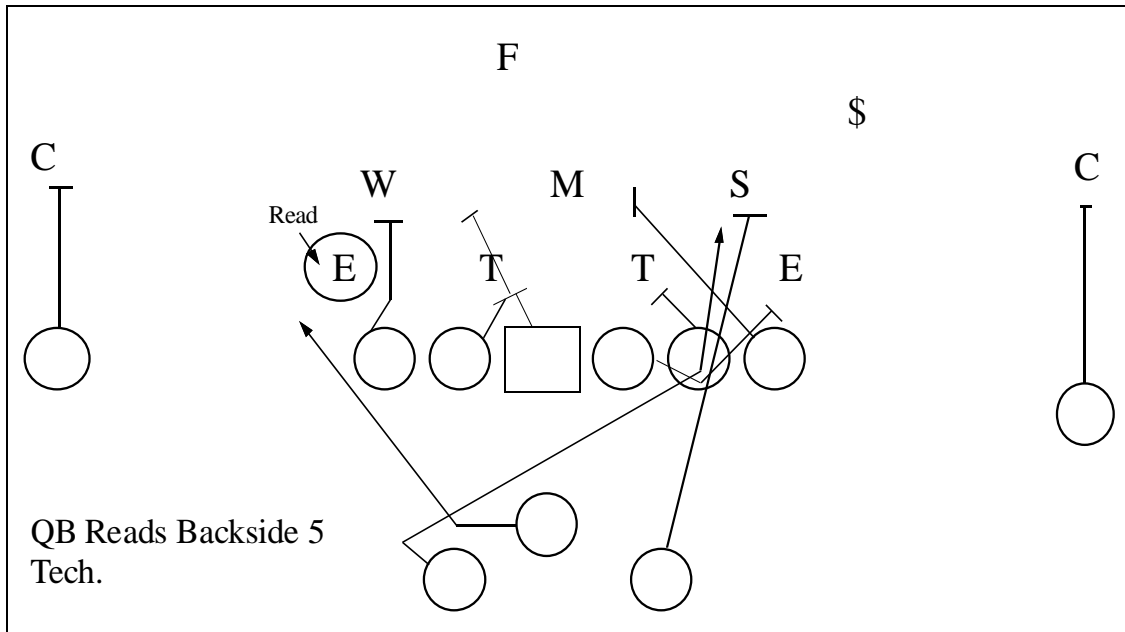
FB-Attack inside shoulder of Tight End. Drive TE out.

X-Vertical Release, Stalk #1 DB on your side.

Z-Vertical Release, Stack #1 DB on your side.

The wrap read influences the 9 tech with the TE. The TE outside releases to SS. The backside guard pulls and leads up to Sam. The outside release of the TE widens the 9 tech and the Sam. This creates more space for the FB kickout. The TB will bounce this outside off the block on Sam.

## Gun 46 Kick Read



Center-Combo backside one tech tracking Will.

RG-Pull and Kick out EMOL.

RT-Down Block 3 tech.

TE-Inside Release to Wall Mike. Don't let Mike over the top.

LG-Combo one tech with center tracking Will.

LT--Inside Release to Will, if Will goes away, get up to FS.

QB-Flat Step/Short Step, reach deep for mesh. Read 5 tech for Give/Keep

RB-Aiming Point is off the combo on 3 tech, cut inside kick out block.

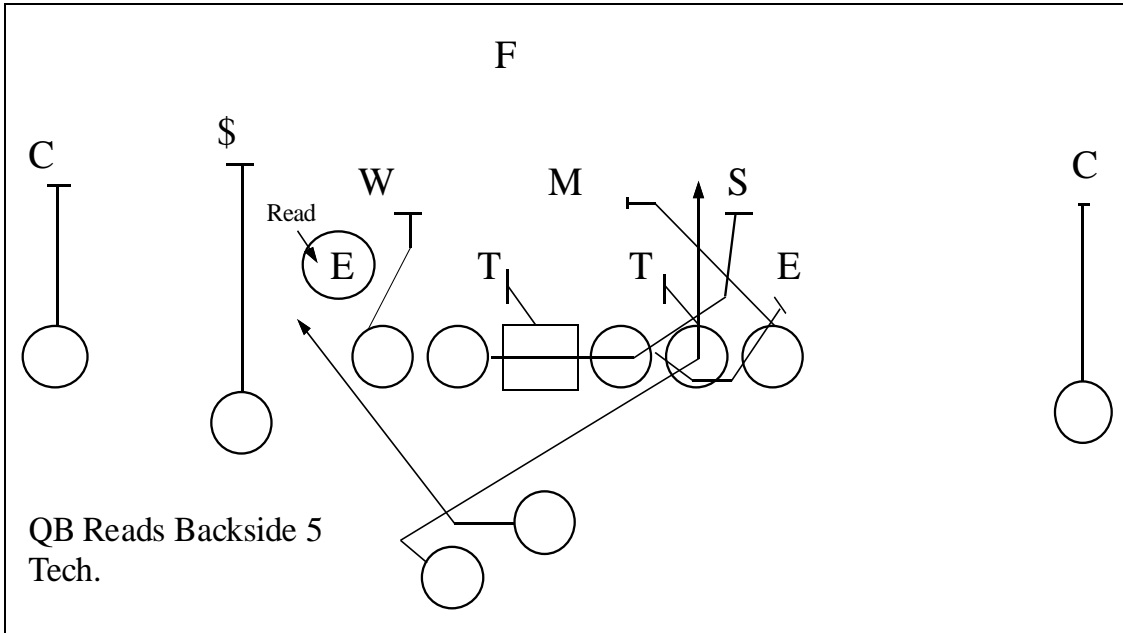
FB-Attack Sam LB. Block Sam Vertical.

X-Vertical Release, Stalk #1 DB on your side.

Z-Vertical Release, Stack #1 DB on your side.

Kick is an alert word for the playside uncovered guard or tackle to kick out the EMOL. This is a great variation of the power. You can also run kick wrap, with the backside guard wrapping and the tight end outside veer releasing. The kick gets another player kicking out the defensive end. The concept of this play is down, pull, kickout, fullback lead through.

## Ace Gun 48 Sweep Read



Center-On or backside, vs. a backside one, block the one.

RG-Pull, Kick out EMOL.

RT-Down Block 3 tech.

TE-Inside Release, check Sam blitz, wall Mike.

LG-Pull lead through to Sam.

LT--Inside Release to Will.

QB-Flat Step/Short Step, reach deep for mesh. Read 5 tech for Give/Keep

RB-Follow Block of LG leading up to Sam.

Slot-Vertical Release, stalk #2 DB

X-Vertical Release, Stalk #1 DB on your side.

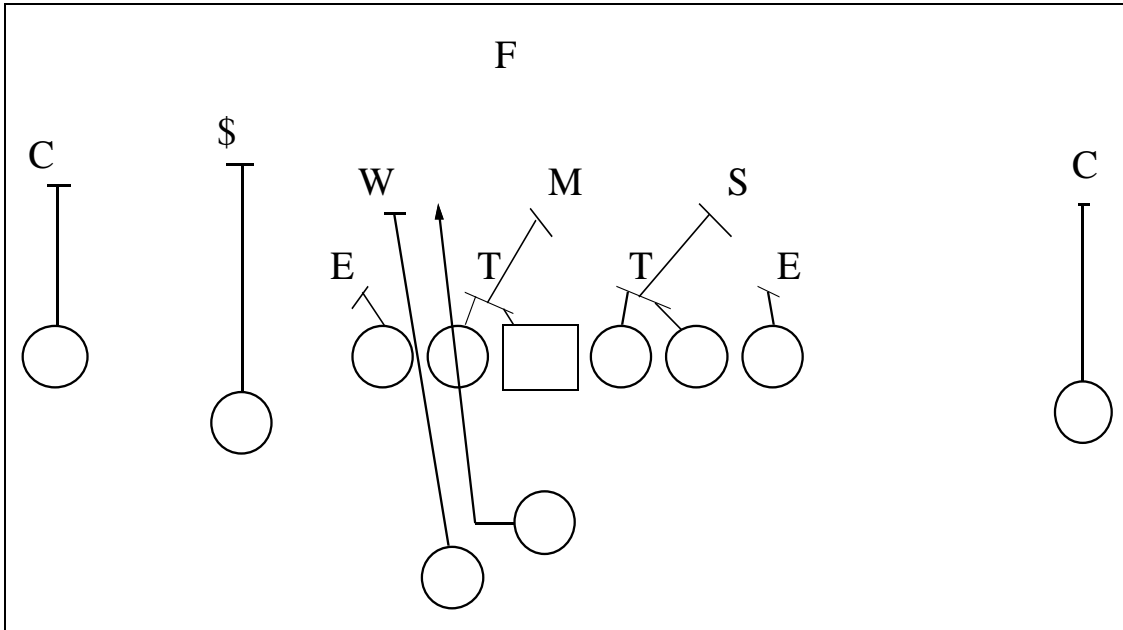
Z-Vertical Release, Stack #1 DB on your side.

For the Sweep Read, we use wing-t blocking. We want to pull our guards. The playside guard kicks out the EMOL, and the backside guard leads up to the Sam. Then, we want to work down with the other lineman. The back must be patient as he presses the line. He must be patient working down the line, and explode upfield.

# QB Run Game

One great advantage of the gun is your ability to use the quarterback as a running back. You can go to an empty set, and run all of your one back running plays. Because you are in an empty set, the defense must defend 5 pass receivers. The defense must either defend the pass with 5 defenders, or with 6 defenders. If the defense puts six players to defend the pass, they have only 5 players to defend your run game. With 5 blockers, you will be able to account for all five primary run defenders. Your quarterback does not need to be a running back, or a gifted athlete, but it certainly would help.

## Ace Gun 13 ISO



Center-Combo 1 tech tracking Mike.

RG-Combo 3 tech tracking Sam.

RT-Combo 3 tech tracking Sam.

TE-Base on 9 tech, use inside cutoff.

LG-Combo 1 tech with Center tracking Mike.

LT--Base turn out on 5 tech.

QB-Take snap, one flat step to play side, and follow block of FB.

RB-Attack Will lb.

Slot-Vertical Release, stalk #2 DB

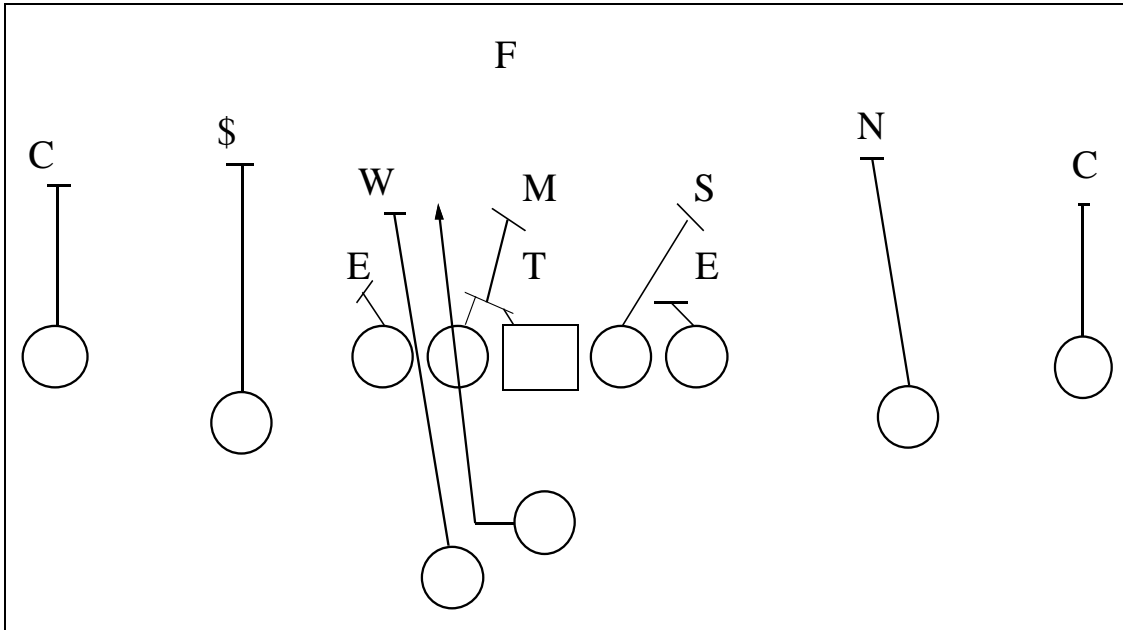
X-Vertical Release, Stalk #1 DB on your side.

Z-Vertical Release, Stack #1 DB on your side.

The QB iso from a one back gun look is a great play to run. The defense is can have a maximum of 7 players to defend the run. The offense has 7 blockers. Each defender can be accounted for. With a 7 man box, the defense is also weak versus the pass game.



## Ace Gun 13 ISO vs. 30 Stack



Center-Combo nose tackle tracking Mike.

RG-Base inside cutoff on Sam.

RT-Base on 5 tech.

TE-Vertical Stalk number 2.

LG-Combo nose tackle tracking Mike. Use hand check to protect slant.

LT--Base turn out on 5 tech.

QB-Take snap, one flat step to play side, and follow block of FB.

RB-Attack Will lb.

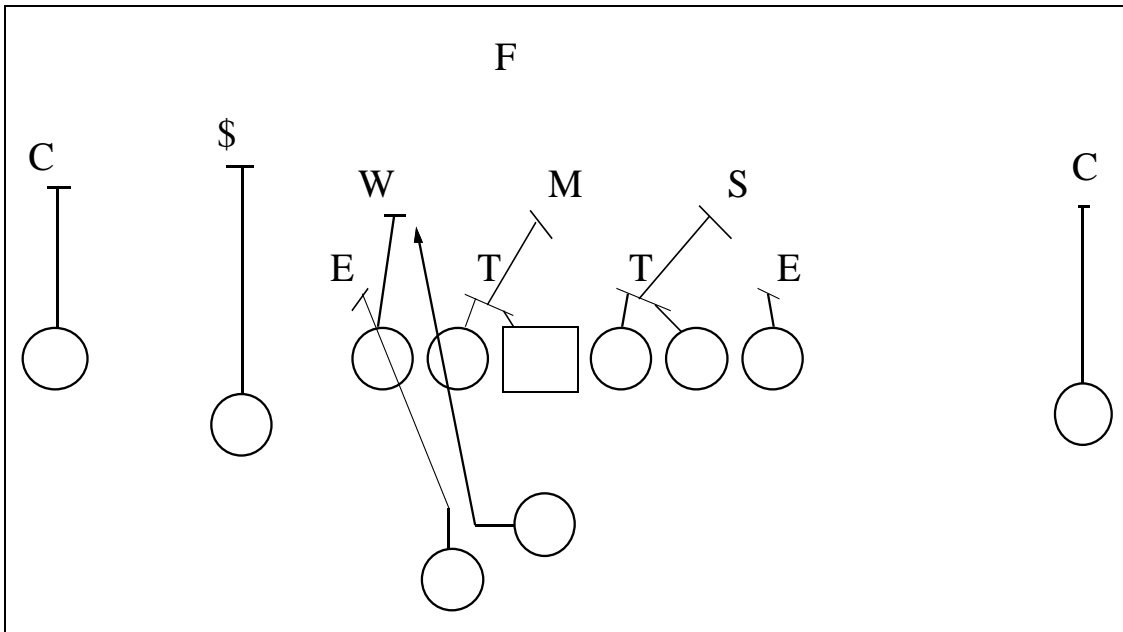
Slot-Vertical Release, stalk #2 DB

X-Vertical Release, Stalk #1 DB on your side.

Z-Vertical Release, Stack #1 DB on your side.

Versus a 30 stack, the QB Iso is a great play. The defense is limited with a 6 man box. The outside inverts must respect the threat of pass. If the outside inverts ignore the pass threat, the play action game becomes a dangerous weapon. Versus the 30 stack you can balance up and force the defense to balance up, or you can go with a tight end.

## Ace Gun 17 Power



Center-Combo 1 tech tracking Mike.

RG-Combo 3 tech tracking Sam.

RT-Combo 3 tech tracking Sam.

TE-Base on 9 tech, use inside cutoff.

LG-Combo 1 tech with Center tracking Mike.

LT--Inside release to Will.

QB-Take snap, one flat step to play side, and follow block of FB.

RB-Attack 5 tech. If 5 tech squeezes, log the 5.

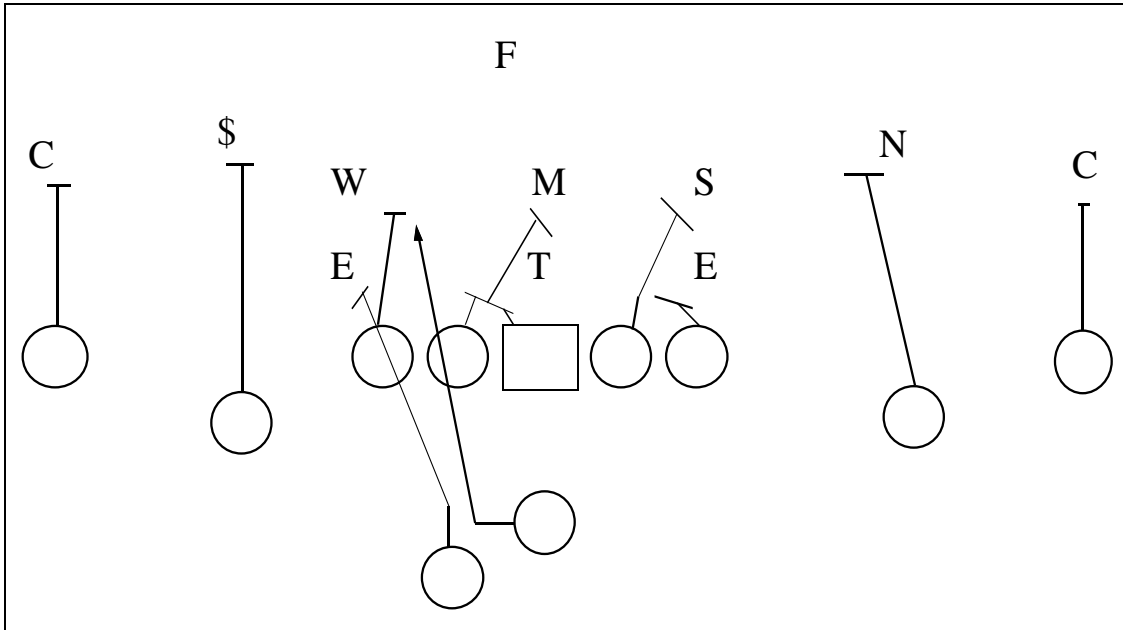
Slot-Vertical Release, stalk #2 DB

X-Vertical Release, Stalk #1 DB on your side.

Z-Vertical Release, Stack #1 DB on your side.

The QB power to the weak side is a great play to run. The tackle to the playside is responsible for the playside linebacker, while the fullback kicks out the end. You can set the back on either side to run this play. He will be able to make the block.

## Ace Gun 17 Power



Center-Combo 1 tech tracking Mike.

RG-Base inside cutoff on Sam.

RT-Inside cutoff on 5 tech.

TE-Vertical stalk on DB.

LG-Combo nose tackle with Center tracking Mike.

LT--Inside release to Will.

QB-Take snap, one flat step to play side, and follow block of FB.

RB-Attack 5 tech. If 5 tech squeezes, log the 5.

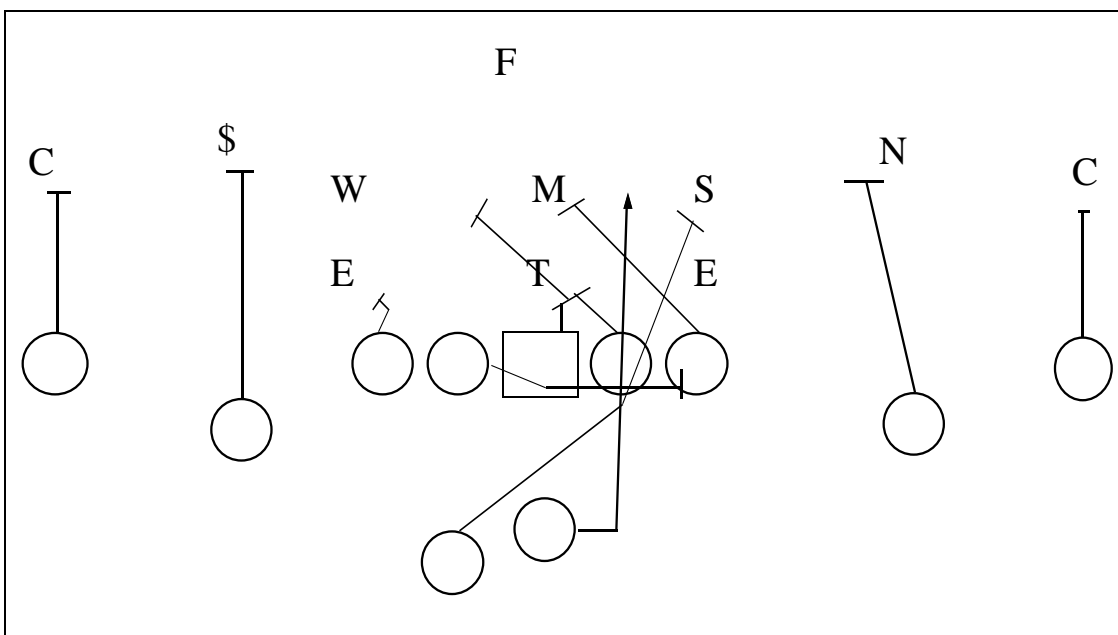
Slot-Vertical Release, stalk #2 DB

X-Vertical Release, Stalk #1 DB on your side.

Z-Vertical Release, Stack #1 DB on your side.

Versus the 30 stack the offense can again account for each defensive player. Versus any odd front defense, the QB power and QB iso are very good plays to run. Offensive players have downhill blocks.

## Ace Gun 16 Kick



Center-Combo nose tackle tracking Will.

RG-Combo nose tackle tracking backside Will.

RT-Inside Release, wall Mike.

TE-Vertical stalk on DB.

LG-Pull kick out 5 tech.

LT--Inside cut-off 5 tech.

QB-Take snap, one flat step to play side, and follow block of FB.

RB-Cross QB and attack PSLB.

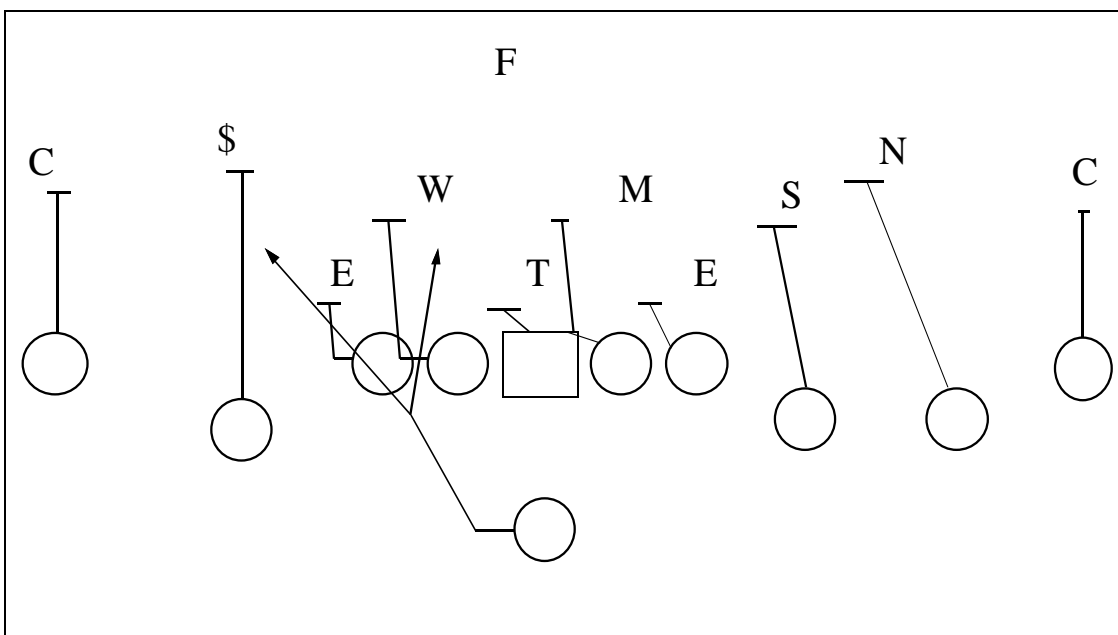
Slot-Vertical Release, stalk #2 DB

X-Vertical Release, Stalk #1 DB on your side.

Z-Vertical Release, Stack #1 DB on your side.

With a spread look and no tight end, the backside guard becomes the kick player. The kick again puts your lineman working backside, resulting in downhill blocks on defenders.

## Empty Gun 13 Inside Zone



Center-Base 0, in this case, the nose.

RG-Base 1, in this case the Mike. Work with center tracking 0.

RT-Base zone to playside, turn back 2.

TE-Vertical stalk on DB.

LG-Base zone 1, work with LT tracking 2 to LB.

LT--Base zone 2.

QB-Flat step to playside and attack outside leg of tackle, run to daylight.

ISR-Vertical Release and stalk DB.

Slot-Vertical Release, stalk #2 DB

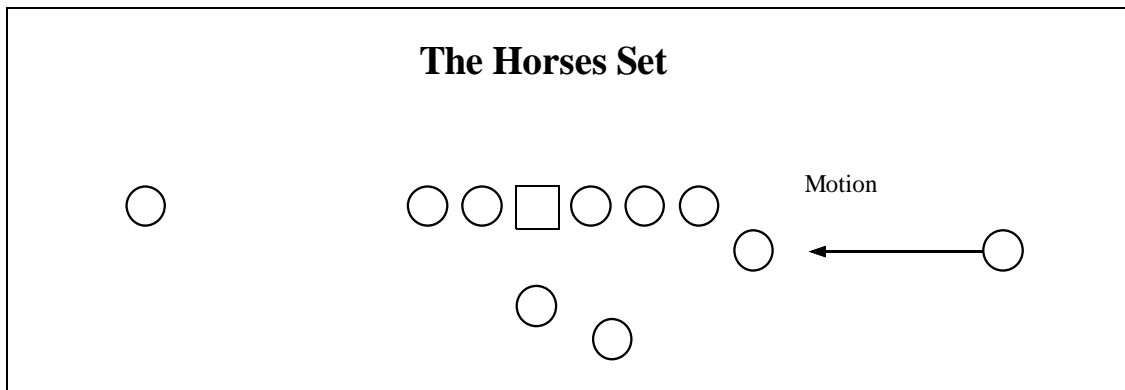
X-Vertical Release, Stalk #1 DB on your side.

Z-Vertical Release, Stack #1 DB on your side.

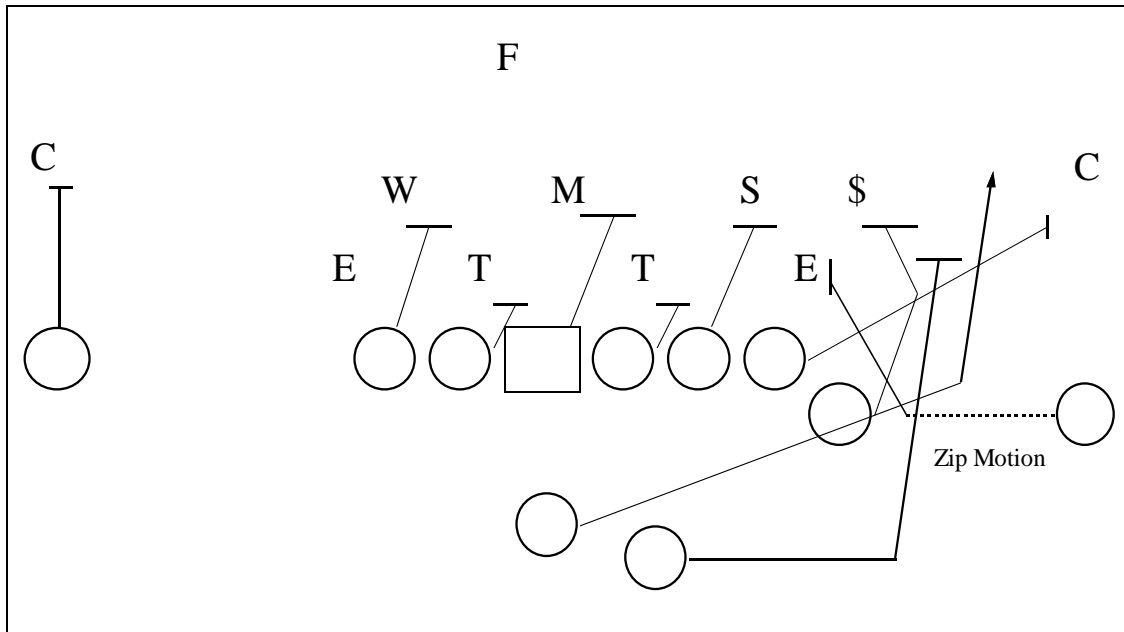
The QB zone is a tremendous play versus a 5 man box with an empty set. You can also use motion to get an extra lead blocker in front of the quarterback. The numbering system is the same zone numbering system shown earlier.

# The Horses Set

The horses set is a set we used to get our QB on the perimeter. We ran the horses set with great success. The base play is 18-19 Horses. We complement this play with 12-13 Iso, and all of our read plays. We also run our zone play, and run play action off the horses. The horses set is designed to get angle blocks on our opponents.



## Zip 18 Horses



Center-Playside Reach, get upfield.

RG-Reach 3 tech.

RT-Block Down, if no one down, protect C gap.

TE-Block Down, if no one is down, pull, block corner.

LG-Reach to the playside. Block two counts, sprint upfield.

LT--Reach to the playside, get to second level.

QB-Take snap, sprint around outside. If Sam flies, turn it up.

RB-Sprint outside, look for Sam. If Sam is caught inside, get to FS.

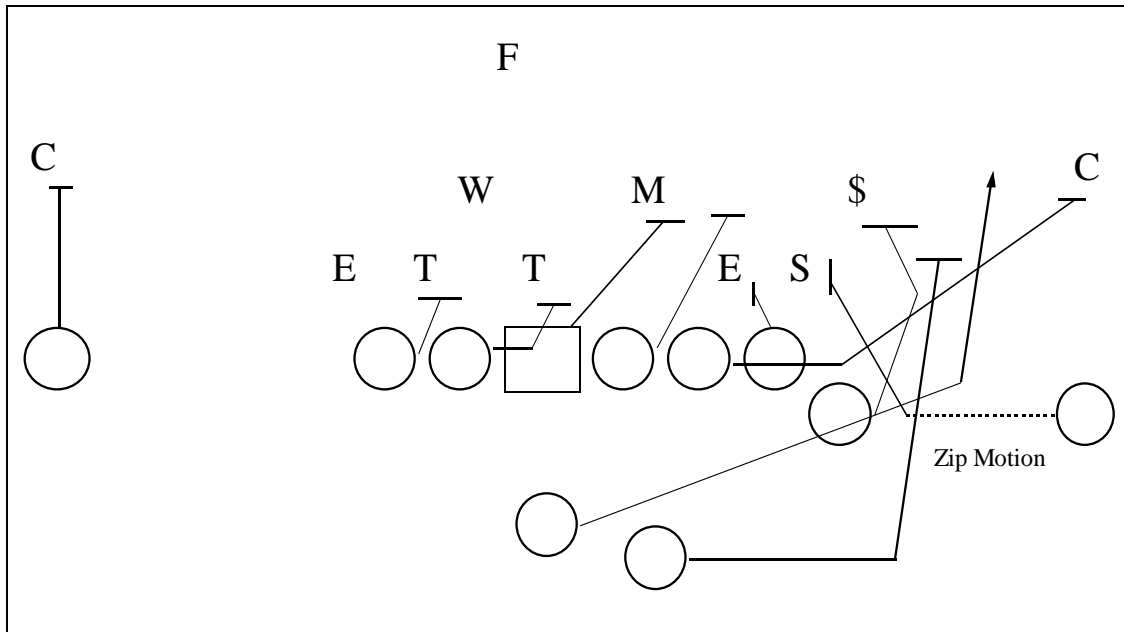
Wing-Vertical Release, block man over.

X-Vertical Release, Stalk #1 DB on your side.

Z-Zip motion, crack EMOL

Vs. a 4-3, the tight end will pull. The Z receiver will Zip motion and crack EMOL. The tackle must protect a C gap blitz in the case above. The entire offensive line will reach to the playside. We want them to get to the second levels. The backside defensive end is a non factor.

## Zip 18 Horses



Center-Playside Reach, get upfield, aim for Mikes outside shoulder.

RG-Sprint upfield, get leverage on Mike.

RT-Pull and lead to corner.

TE-Block Down,

LG-Reach to the playside, get to playside shoulder of the nose.

LT--Reach to the playside, get to second level.

QB-Take snap, sprint around outside. If Sam flies, turn it up.

RB-Sprint outside, look for defender who is free.

Wing-Vertical Release, block man over.

X-Vertical Release, Stalk #1 DB on your side.

Z-Zip motion, crack EMOL

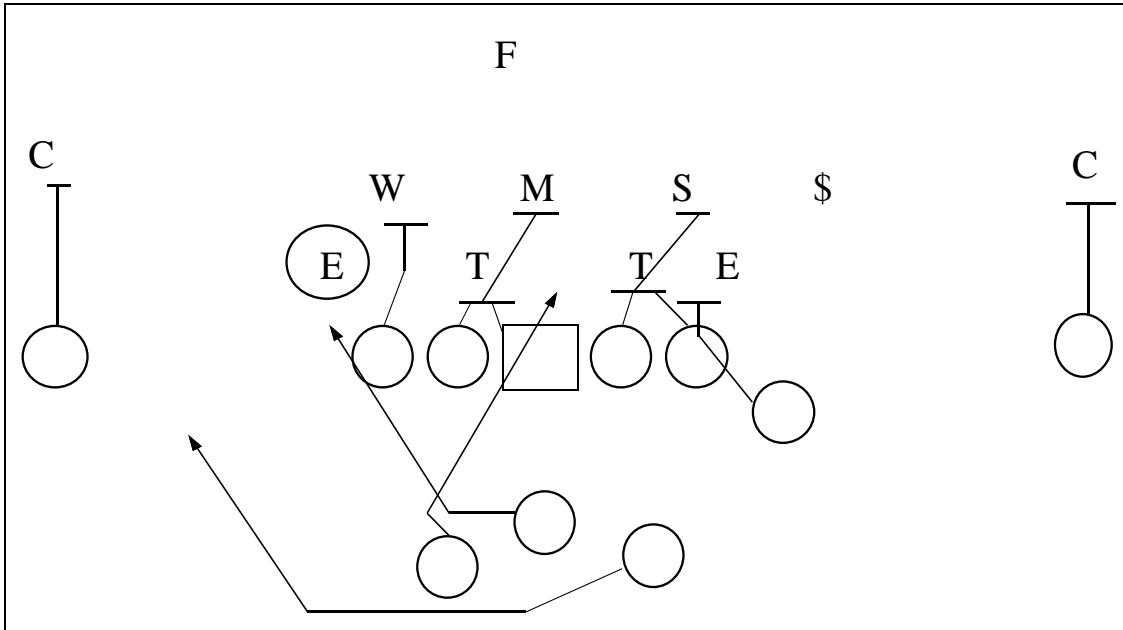
Vs a 50 look, the tight end and zip receiver block down. The tackle pulls and leads to the corner. Everyone else is reaching to the playside and getting to the second level. The 50 is not a good defense versus the horses. With an eagle strong, the tackle will again pull, and the guard will reach the 3 tech. The RB would then track Mike as he works outside.



# The Option Game

Using an option based attack is a great way to account for defenders and set up downhill blocks on other defensive players. As you have seen, nearly every play from the gun becomes an option play. This also adds pressure to 5 techniques, as they now must defend the QB reading them for a pitch. We began installing the gun with the hopes of running our option plays that we had been running under center. 75 percent of our run game from under center is our midline, load, or inside veer series, and with the exception of midline, we can run these option plays from the gun as well. On the following pages, I have outlined our gun option game.

## Gun Slot 13 Veer



Center-Slow Rotating Combo on 1 tech with LG tracking Mike.

RG-Slow Rotating Deuce Combo on 3 tech, tracking Sam.

RT-Slow Rotating Combo with RG on 3 tech, tracking Sam.

TE-Inside cut-off 5 tech.

LG-Slow Rotating Combo with Center on 1 tech tracking Mike.

LT--Inside Release to Will.

QB-Take snap, sprint around outside. If Sam flies, turn it up.

RB-Mesh with QB, if Will flies outside, replace Will. Otherwise, aim for center.

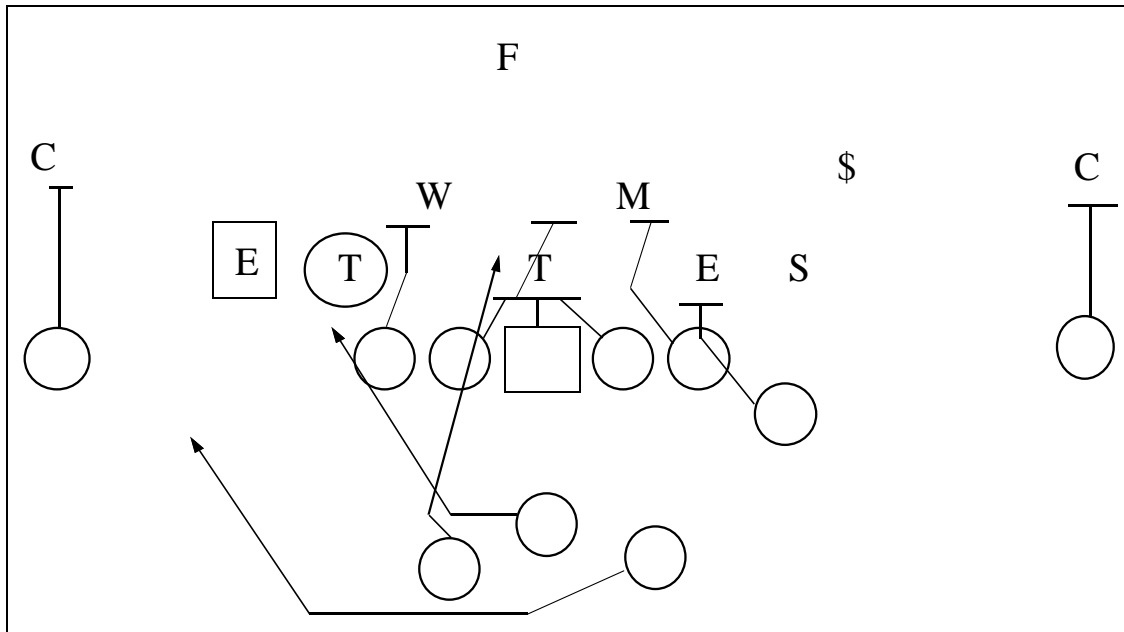
RB-Dropstep, crossover, and get into pitch relationship.

X-Vertical Release, Stalk #1 DB on your side.

Z-Vertical Stalk.

The inside veer is a great play from the gun. The QB is reading the 5, and now the linemen are going to work zone combinations, tracking the near ear of the down guy to the backside backer. We like to slot the TE so we can put him in motion and run this play against a one and 5 tech on the play side.

## Gun Slot 13 Veer vs. 50 front



Center-Slow Rotating Triple Combo on nose with Guards tracking Mike.

RG-Triple Combo on nose, tracking Mike.

RT-Inside Release, protect B gap. If Mike goes away, go to safety.

TE-Inside cut-off 5 tech.

LG-Triple Combo on nose, tracking Mike.

LT--Inside Release to Will.

QB-Take snap, sprint around outside. If Sam flies, turn it up.

RB-Mesh with QB, if Will flies outside, replace Will. Otherwise, aim for center.

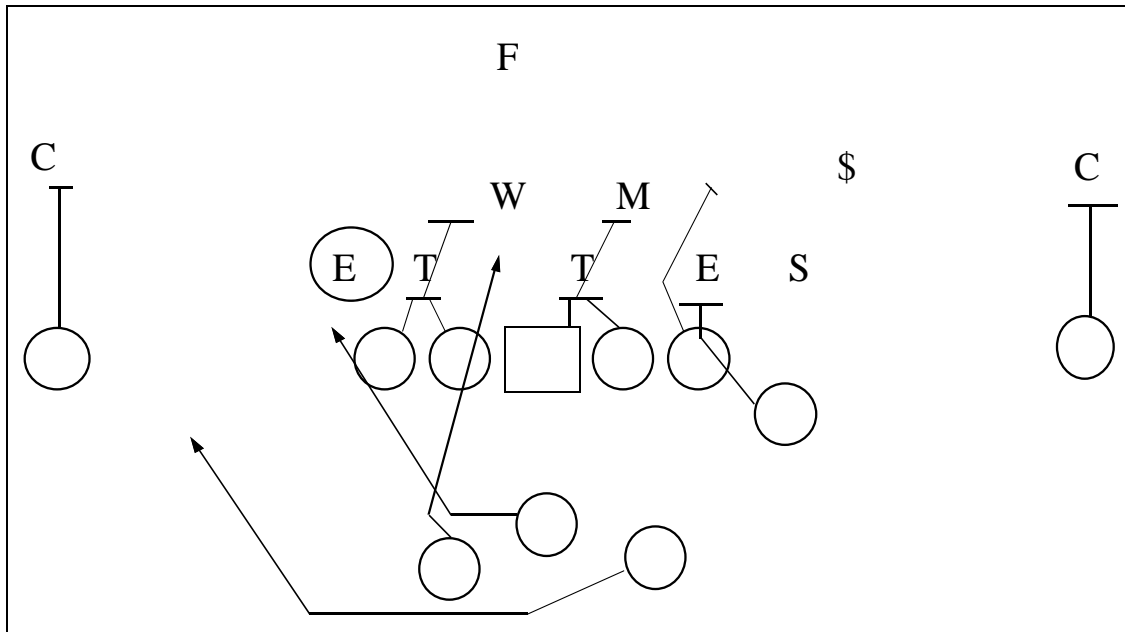
RB-Dropstep, crossover, and get into pitch relationship.

X-Vertical Release, Stalk #1 DB on your side.

Z-Vertical Stalk.

The inside veer to a true 50 with a 0-5-0 and cover 3 behind it is like stealing. This allows you to account for all 6 run defenders who threaten the veer. Versus a 50 you get to triple the nose. Remember, you block the near to playside ear of the down defender.

## Gun Slot 13 Veer vs. 52 front



Center-Slow Rotating Combo on 1 tech with RG tracking Mike.

RG-Combo on 1 tech, tracking Mike.

RT-Inside Release, protect B gap. If Mike goes away, go to SS.

TE-Inside cut-off 5 tech.

LG-Combo 3 tech with LT, tracking Will.

LT--Combo 3 tech with LT, tracking Will.

QB-Take snap, sprint around outside. If Sam flies, turn it up.

RB-Mesh with QB, if Will flies outside, replace Will. Otherwise, aim for center.

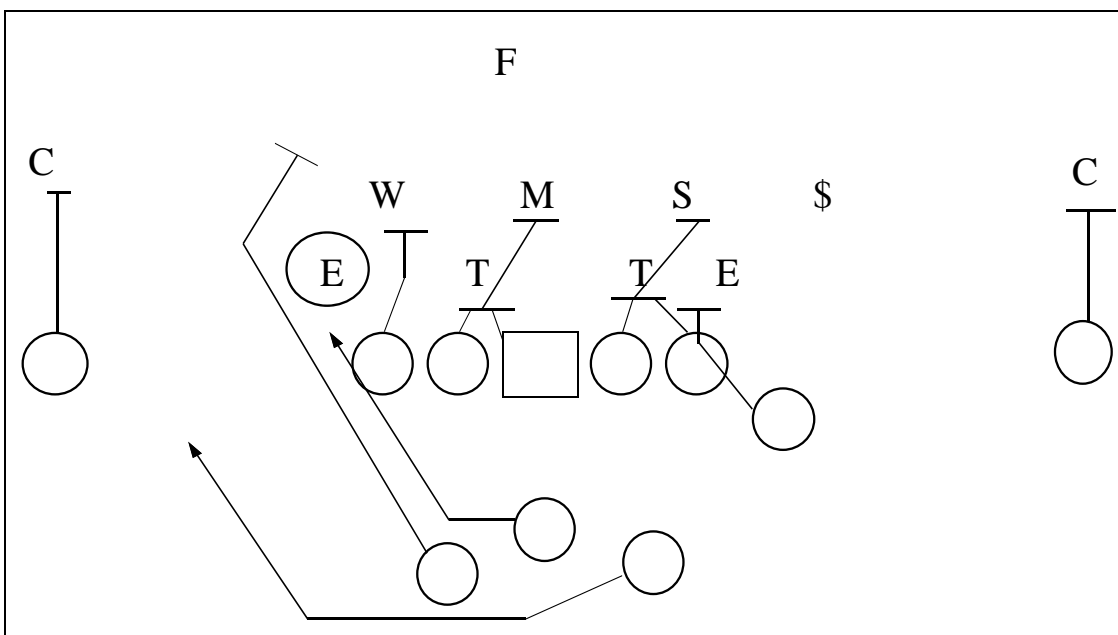
RB-Dropstep, crossover, and get into pitch relationship.

X-Vertical Release, Stalk #1 DB on your side.

Z-Vertical Stalk.

Versus a 3 tech playside, the guard and tackle must combo the 3 to the backside backer. This is still a good scenario for this play. The combo must get movement on the down guy, and they must cut-off the Will run through in the A gap. If Will gets over the top, we still have yards. If he gets into the A gap, he blows up the play.

## Gun Slot 19 Speed



Center-Slow Rotating Combo on 1 tech with LG tracking Mike.

RG-Slow Rotating Deuce Combo on 3 tech, tracking Sam.

RT-Slow Rotating Combo with RG on 3 tech, tracking Sam.

TE-Inside cut-off 5 tech.

LG-Slow Rotating Combo with Center on 1 tech tracking Mike.

LT--Inside Release to Will.

QB-Take snap, sprint around outside. If Sam flies, turn it up.

RB-Mesh with QB, if Will flies outside, replace Will. Otherwise, aim for center.

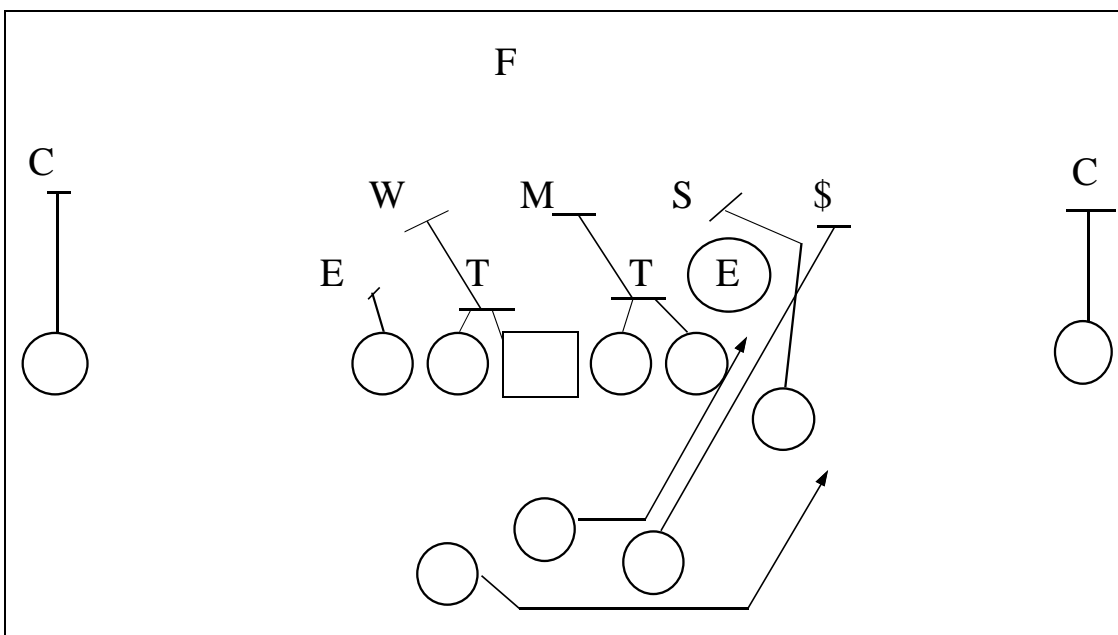
RB-Dropstep, crossover, and get into pitch relationship.

X-Vertical Release, Stalk #1 DB on your side.

Z-Vertical Stalk.

The speed play uses the exact same blocking as the inside veer, with the exception of the play-side back leading the play. He is reading the 5 tech. If the 5 tech squeezes, the lead back goes outside of him to the next color. If the 5 goes upfield, he goes inside the 5 tech to the next color. The speed puts a lot of pressure on the 5 tech and the perimeter of the defense.

## Gun Slot 18 Speed



Center-Slow Rotating Combo on 1 tech with LG tracking Will.

RG-Slow Rotating Deuce Combo on 3 tech, tracking Mike.

RT-Slow Rotating Combo with RG on 3 tech, tracking Mike.

TE-Seal Sam.

LG-Slow Rotating Combo with Center on 1 tech tracking Will.

LT--Base turn out.

QB-Take snap, sprint around outside. If Sam flies, turn it up.

RB-Mesh with QB, if Will flies outside, replace Will. Otherwise, aim for center.

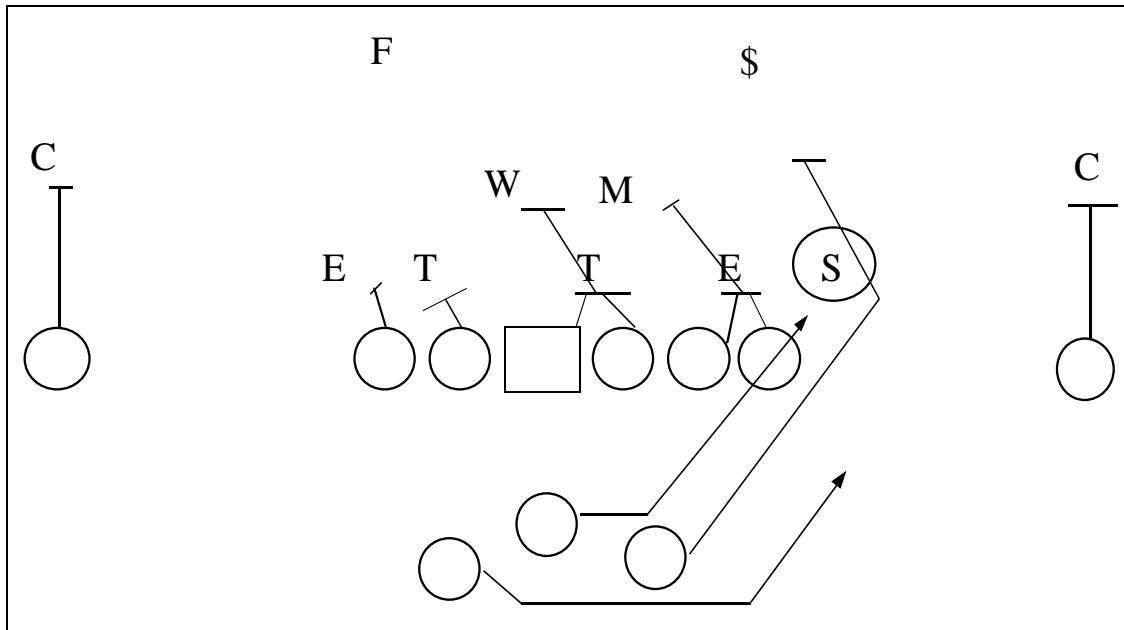
RB-Dropstep, crossover, and get into pitch relationship.

X-Vertical Release, Stalk #1 DB on your side.

Z-Vertical Stalk.

This is not best case scenario for this play. We never want to run an option into the SS unless we can get a combo on the DE. As you can see, we can still get everyone accounted for. This is a case we would want to motion the tight end and run this play to the left. By slotting or putting the TE as a twin, we can run any of our run plays to either side.

## Gun Slot 18 Load



Center-Slow Rotating Combo on 1 tech with RG tracking Will.

RG-Slow Rotating Combo on 1 tech, tracking Will.

RT-Slow Rotating Combo with TE on 5 tech tracking Mike.

TE-Slow Rotating Combo with RT on 5 tech tracking Mike.

LG-Base turn out.

LT--Base turn out.

QB-Take snap, sprint around outside. If Sam flies, turn it up.

RB-Mesh with QB, if Will flies outside, replace Will. Otherwise, aim for center.

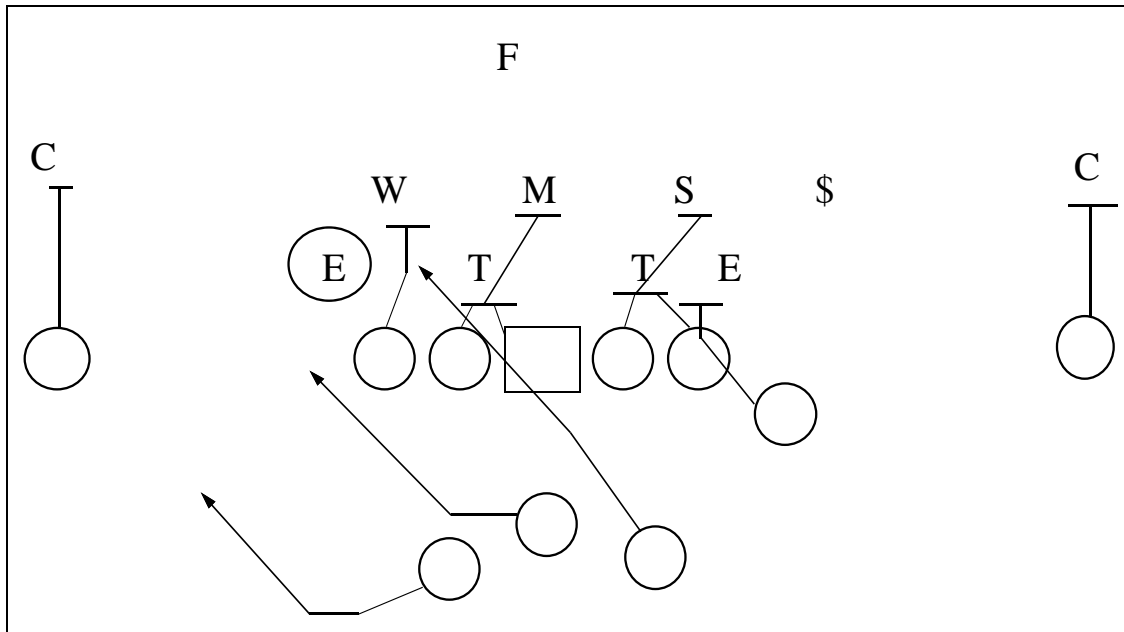
RB-Dropstep, crossover, and get into pitch relationship.

X-Vertical Release, Stalk #1 DB on your side.

Z-Vertical Stalk.

This is a great scenario for the load play. Load tells the TE he is going to combo with the PST tracking the Mike. We are now pitching off the Sam and sending the FB up to the safety. The load option to a 1-5-9 is nearly unstoppable if you execute. On paper, it is a great play, and on the field we have had great success with this play.

## Gun Slot 15 Slide



Center-Slow Rotating Combo on 1 tech with LG tracking Mike.

RG-Slow Rotating Deuce Combo on 3 tech, tracking Sam.

RT-Slow Rotating Combo with RG on 3 tech, tracking Sam.

TE-Inside cut-off 5 tech.

LG-Slow Rotating Combo with Center on 1 tech tracking Mike.

LT--Inside Release to Will.

QB-Take snap, slide and read 5 tech. If 5 comes upfield, shovel.

RB-Dropstep, pause, get into pitch relationship with QB.

RB-Follow scissors path hugging the combo on the 1, find QB, look for ball.

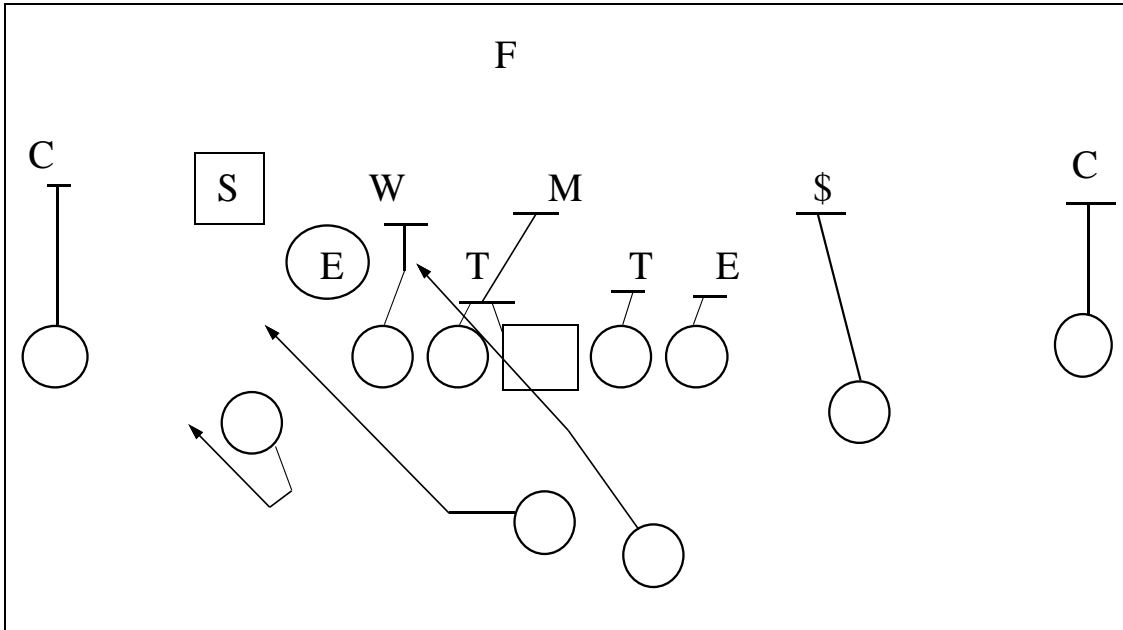
X-Vertical Release, Stalk #1 DB on your side.

Z-Vertical Stalk.

The slide option also uses veer blocking. This is a great way to give the defense another look. This also allows you to take advantage of an upfield aggressive 5 technique. The shovel forces Will to hold, and he can't go flying out. This is also a lot of fun for the kids.



## Spread Gun 15 Slide



Center-Slow Rotating Combo on 1 tech with LG tracking Mike.

RG-Base turn out on 3 tech.

RT-Base turn out on 5 tech.

TE-Vertical Release, stalk #2.

LG-Slow Rotating Combo with Center on 1 tech tracking Mike.

LT--Inside Release to Will.

QB-Take snap, slide and read 5 tech. If 5 comes upfield, shovel.

Slot-Work back 3 steps, pause, get into downhill pitch relationship with QB.

RB-Follow scissors path hugging the combo on the 1, find QB, look for ball.

X-Vertical Release, Stalk #1 DB on your side.

Z-Vertical Stalk.

The slide option also uses veer blocking. This is a great way to give the defense another look. This also allows you to take advantage of an upfield aggressive 5 technique. The shovel forces Will to hold, and he can't go flying out. This is also a lot of fun for the kids.

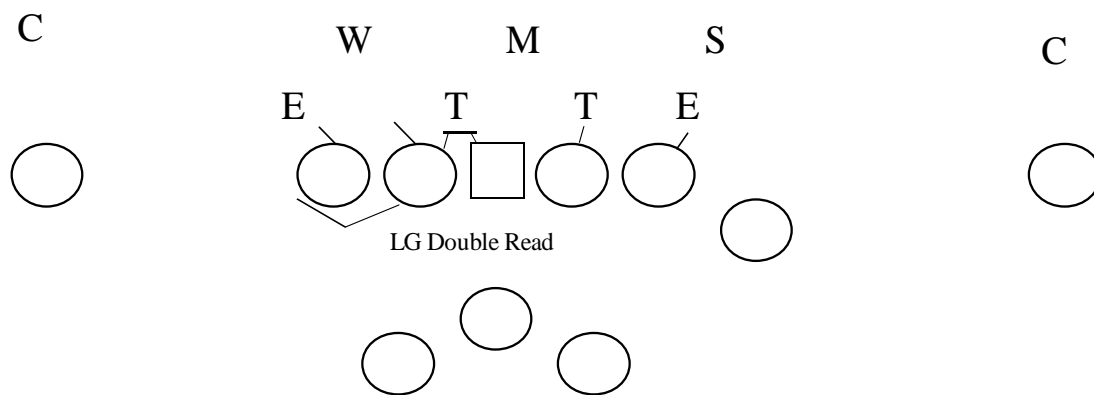
# The Pass Game

We don't throw a lot, but we have had great success when we do throw. We use very simple big on big protection, and we like to throw hot off blitzing linebackers. We don't ask our backs to do a lot of pass blocking, as we would rather get them into routes and get them free in space. I have diagramed a few of our pass plays so you can see how we incorporate the pass game into our offense. Again, like everything in this manual, you need to determine what will work for you, and what fits your players.

We like to use our screen game, 3 step game, five step game, and our play action game when we throw the football. I have detailed each route, and I have outlined the key defender. The key defender is the defender who you are keying to determine who you will throw to. Coach Lansdell of the West Coast Passing School gave us a great deal of insight into reading defenders on the pass game. I would encourage you to visit with him at [www.jcfb.com](http://www.jcfb.com).

## Big on Big Protection

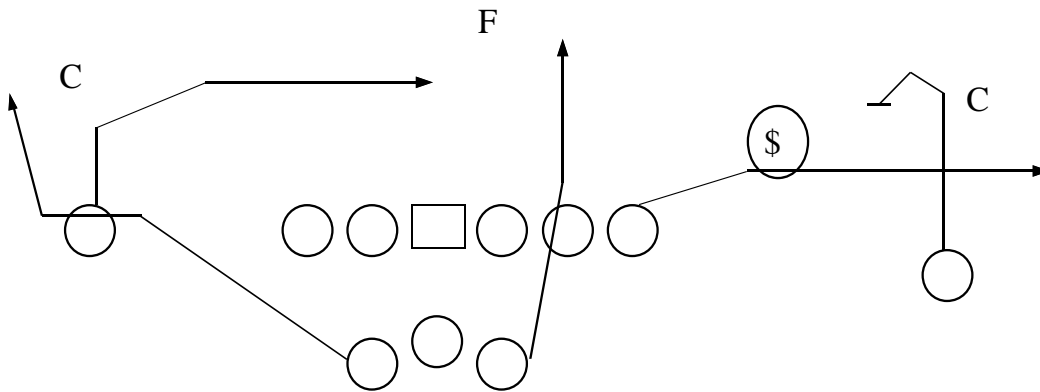
Our pass protection is very simple. We work big on big, and use hot throws to handle blitzers we can't block. We use a traditional kick slide for an outside rush, and what we call a power step for a head up or inside threat. Jerry Campbell has a great offensive line manual that describes pass blocking in detail. Below is a sample of our pass protection.



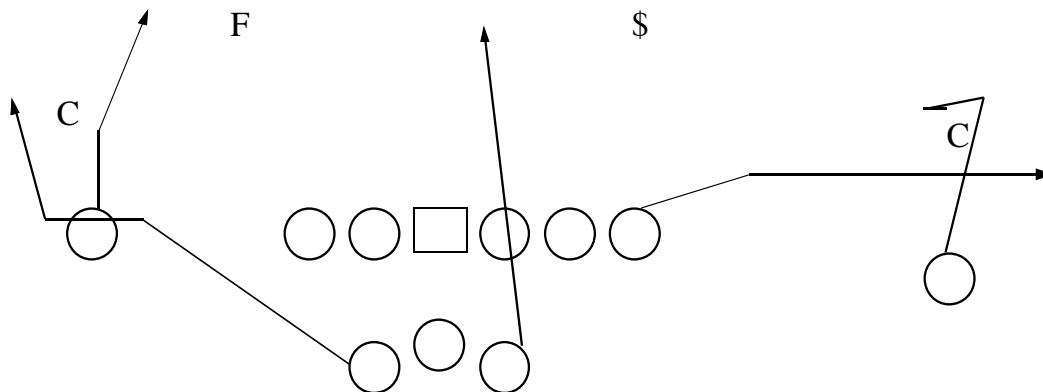
The offensive line wants to utilize a half man advantage on the defense. We want to work a half-man to the inside. The LT and RT both have a half man advantage on the DE's, and they will work base. The RG also has a half man advantage on the 3 tech, so he will work base. The Center has a half man advantage on the 1 tech. The LG will hand check and help the center while eyeing the will. If will comes through the B gap, the LG has Will. If Will comes off the edge, the guard has the will off the edge. We would throw hot with the TE off the Mike and Sam Blitz. The X is the hot on a Will blitz. The backs are also hot on an edge blitz as they swing into the flats.

# Five Step Pass Game

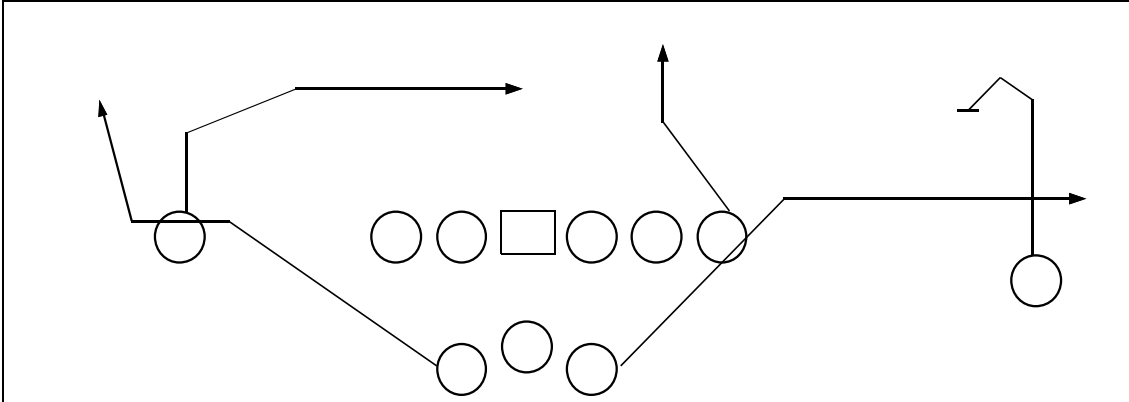
The 502 Combo is a great combo we got from Coach Lansdell. Our 0 2 combo has a frontside curl route from number 1, and a flat from number 2. Number 3 runs a slice route up the middle of the field. From a one back look, we run routes completely based on coverage.



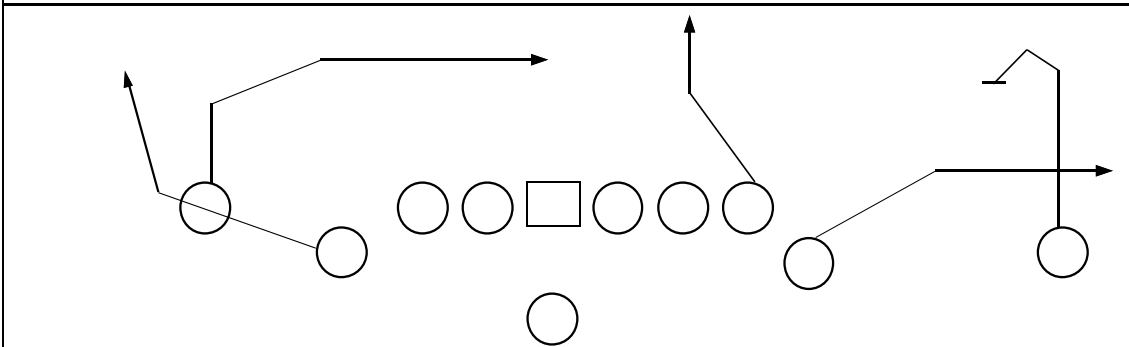
Above is 502 from a two back look versus cover 3. We are going read the Strong Safety, or number 2 defender. The corner is the number 1 defender, making the SS number 2. As you can see, the TE is our #2 receiver, so he runs a flat route, with number one running a curl. If the strong safety sinks or backpedals, we hit the flat route. If he widens with the flat, we throw to the curl. The TE slice is designed to hold the middle safety. On the backside, we run a flat and a cross at 12 yards. The backside cross is open most of the time.



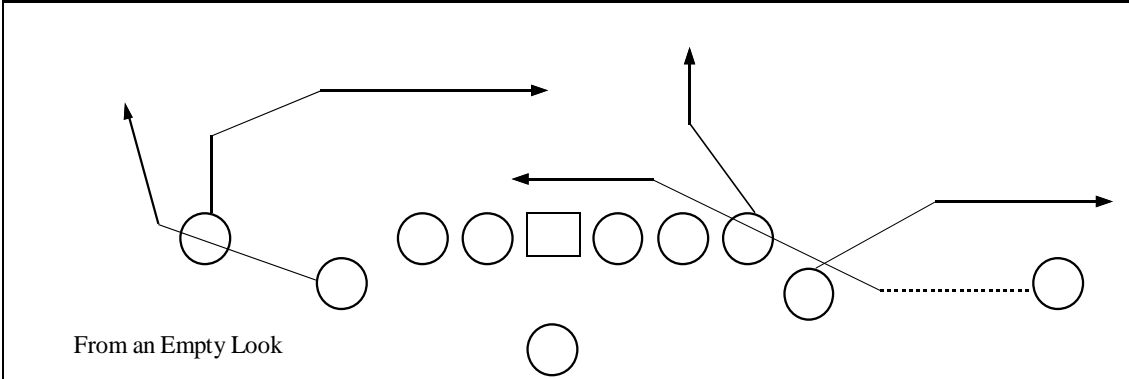
Versus cover two, we want to widen number one on his curl route, and he will get back down his stem at 12 yards, coming back to 10. This is less of a curl. The backside now runs a post to occupy the half field safety. The slice is designed to split the safety. This puts a tremendous burden on the defense as they must cover the two verticals. This keeps the Strong from jumping the curl. The corner must play the flat route, so the curl is open. The slice also is open when the Strong starts to ignore the slice.



This is our 502 combo from a two back look. We call this 502 Switch. On the previous page, you saw the 502. The 502 is a curl flat combo with the QB on a 5 step drop. Here, we have a switch call to put the TE on a slice and the back in the flat. We run switch nearly every time we run the 502. We also alert mirror, which puts both sides of the formation on a 02.



From an Empty Look

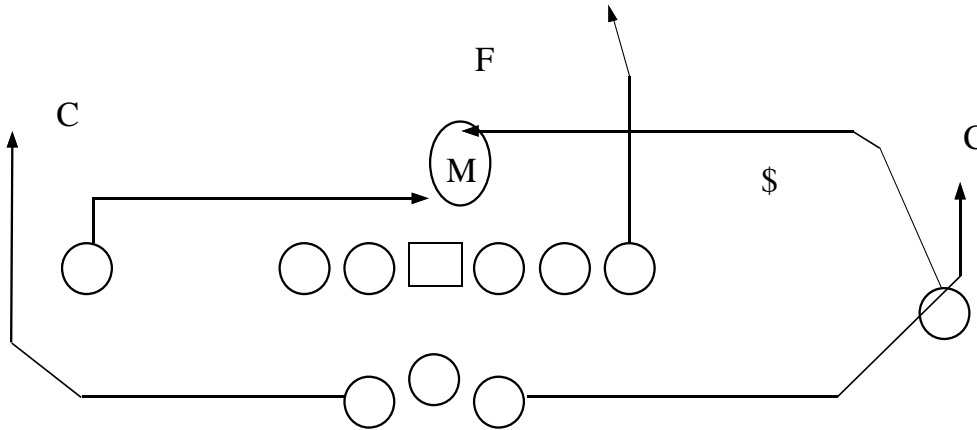


From an Empty Look

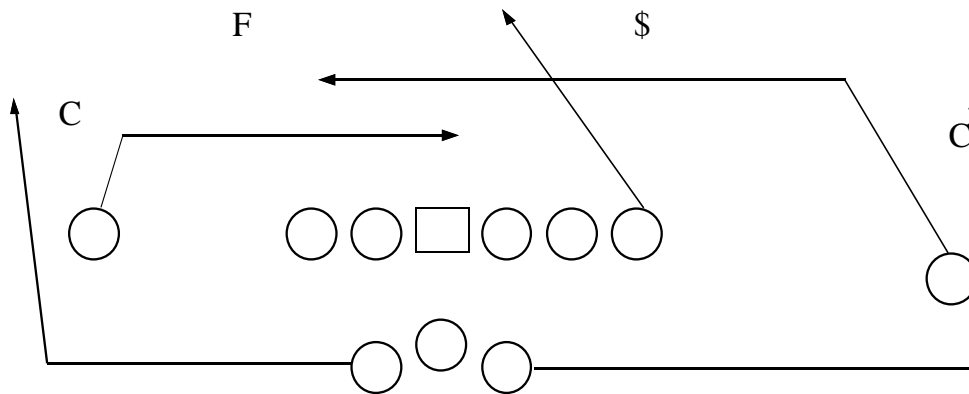
With Zip, puts the Z curl as an underneath route now. He delays as the TE and wing clear. We now read the Mike for a hi-low game with the Z under and the X cross/dig.

# 505 Combo

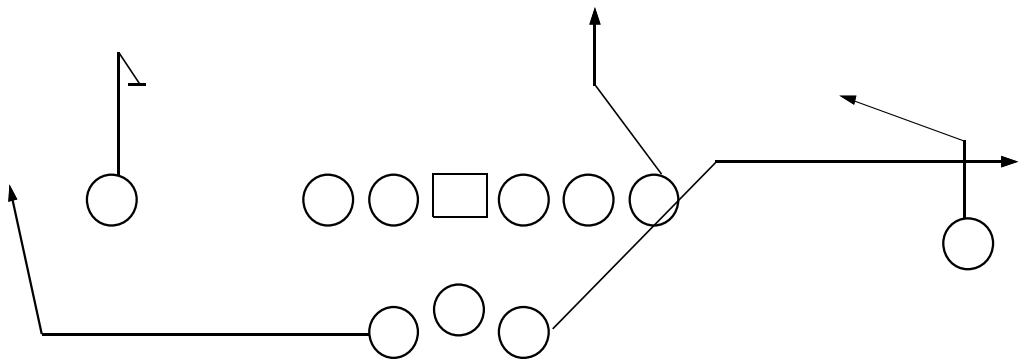
The 505 is a high/low combo on the Mike backer. This is your intermediate and shallow cross game from a five step drop. We want the backs to widen the backers, leaving Mike on an island.



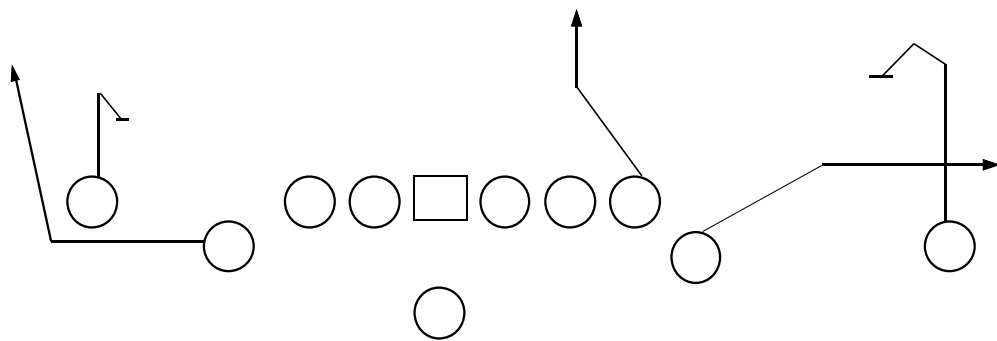
With 505, we put the outside receivers running crosses at 6 and 12. The QB is on a 5 step. If he has edge pressure, he will hit the backs right now. A blitz from an inside backer puts the TE in a hot situation. It doesn't matter who you put as your shallow crosser, as long as you have one intermediate, and one shallow.



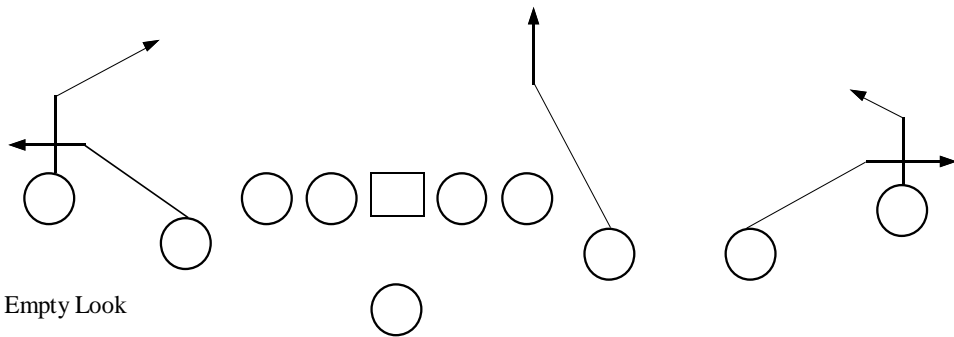
Nothing is adjusted versus cover 2 on the cross. From a one back look, with a second receiver away from the tight end we can run him on a cross versus c-2, and have the outside receiver run a skinny post corner. This would occupy both safeties, and force the corners into man. If the corners go man, we are still good because we are running away from man coverage. This also puts LB's on our backs, which is to our advantage. If they stay zone under, our crosses are effective as we throw in between backers.



This is our 302 combo, which is a slant flat combo to the frontside, with a hitch on the backside. The QB again reads the number 2 defender. The number 3 still runs a slice. The backside back must stay deeper on his swing route. The 302 is a great 3 step combo.



From an Empty Look

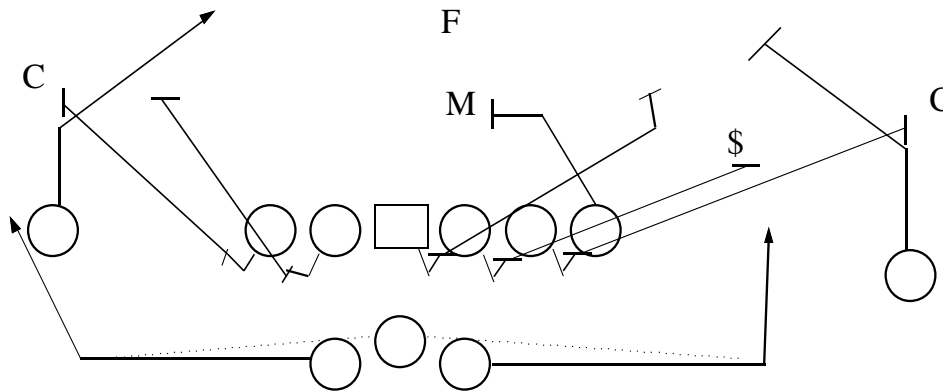


From an Empty Look

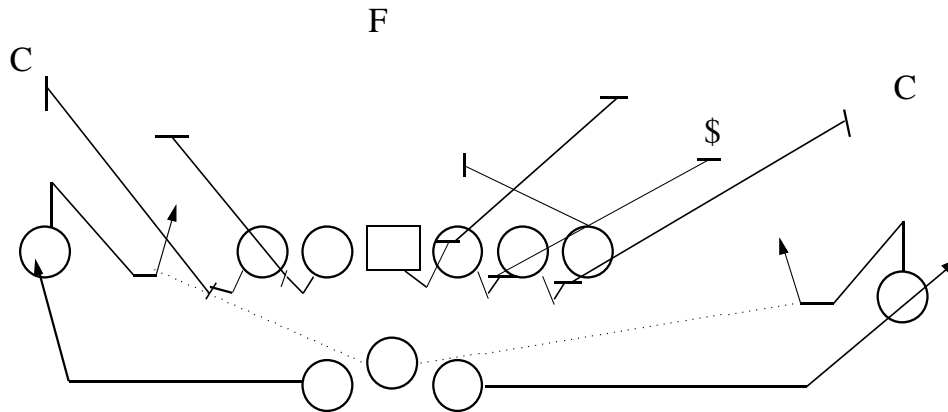
This is 302 Mirror, where we have the same combo to both sides. We can tag any of our route combinations. Mirror means the backside mirrors the front.

# Screen Game

We essentially run three screens from the gun. We run a swing screen, a flash screen, and a bubble screen. We can run these from just about any gun formation, and the footwork is easier than under center.



This is our swing screen above, which puts the backs on a swing. The line is pass setting for one count and going. The tackles have kickout their side, the guards have the alley player their side. The center has the inside alley to the call side. The tight end cracks mike. The QB just spins and throws to either back based on his pre snap read. This gets your athletes the ball in space.

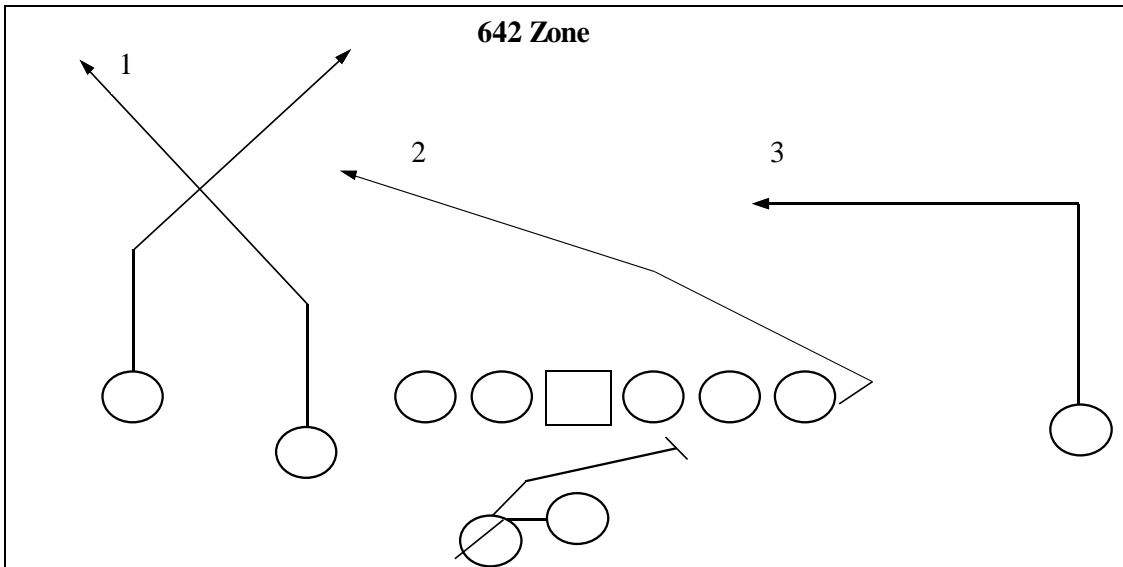


The flash screen is blocked the same way, but flash alerts the outside receivers that they are the read for the screen. We run this as a double screen, with the QB selecting which side to work towards. We can run this as more of a tunnel, as shown here. The receiver presses the corner for three steps, then works back towards the QB. We don't want him to stop moving. He just reads the butts of his blocks and finds daylight.

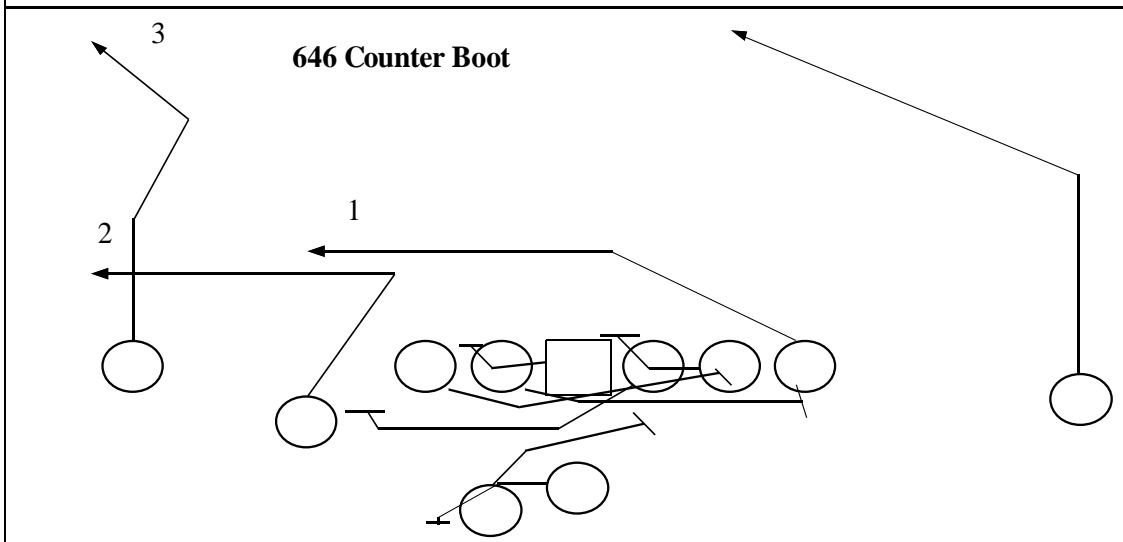


# Play Action Game

Every team needs to use their play action game. For us, 80 percent of our passes are our play action. We want to sell the run, draw the defense in, and throw over the top. Play action is easy to protect, as we aggressive run step and then plant the anchor on the line. Our play action game has designated hot reads within our play action. We try to get 4 or 5 receivers into routes, and now we use a progression. In our 3 step and 5 step game, we always have a post snap key defender. In our play action game, we have a progression based on timing of routes. I have diagramed some great play action routes on the following pages.

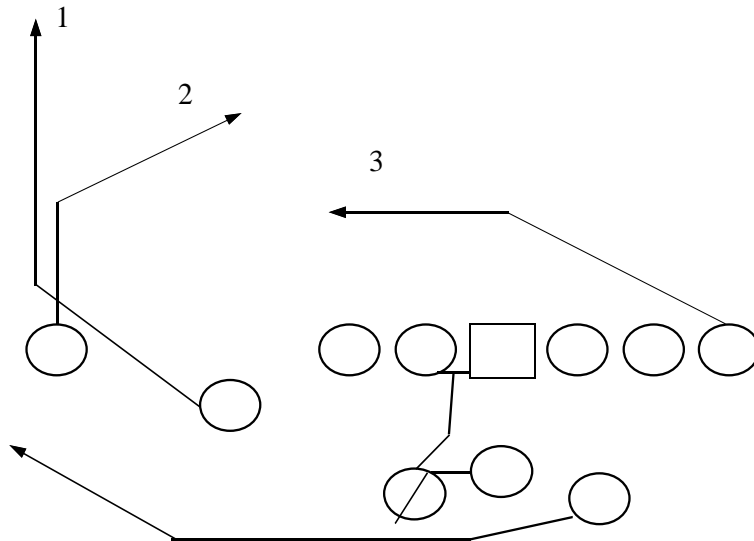


Above is our play action off the inside read from a one back set. The back meshes and blocks backside. He sells run for two steps after the mesh, then has the edge player. The TE sells zone and runs what we call an arrow at a point 16 yards upfield. The X runs a post, and the slot runs a flag. They are clearing the corner and safety. The backside Z runs a cross.



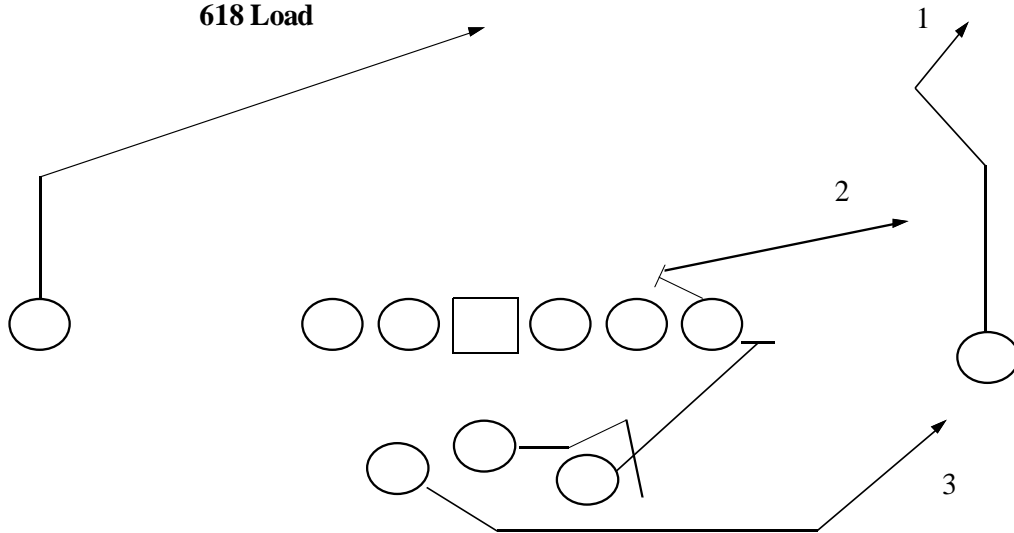
This is our play action off the counter. The guard and tackle still pull. The backside guard pulls deep to lead the QB. We block this the same under center. The TE runs to crack Mike and continues at 8 yards. The slot runs a Z out at 4 yards. The X runs a post corner. The Z runs a backside post, reading the safety. The TE is our first look. He is open behind the spot vacated by the Will. The slot is the second look, and the post corner is last because it takes the longest to run. The post corner should sell the corner that the X is going into the middle. Then, the X beats the safety to the corner. We want the corner to release the X.

### 613 Veer Pass



Above is our play action off the veer from a twins look. We usually run our veer play action from two backs with a twins look. We either bring the Z over, or run our Green set described earlier. We run a wheel to the front side, with the pitch man on a swing and the backside receiver on a cross. The wheel is tough to defend because the alley player is primary force.

### 618 Load



This is our play action off the load option. We put the lead back on the EMOL. The QB uses load footwork, gets downhill for two steps, then drops three steps. If he gets immediate pressure, he will hit the swing. The progression is shown. We must make sure the TE doesn't rush. He has to sell a low hat on the five tech. The backside post is only thrown when called from the sideline if we see the middle safety coming up on option action to be a force defender. The option puts tremendous pressure on the safeties.

# Practice Planning

On the following pages are some practice planning tools for you to use. I put a blank practice schedule similar to what we use, then I put a plan filled out so you could get an idea of what a practice plan should look like. You can use your own terminology with this as well. I also include a blank script we use for each practice period. We do a script for each part of our game plan so every coach is on the same page. We also want our scout d coaches to be able to line up the defense properly, so they can refer to the script. The essence of being successful is to be prepared.

# Christopher Columbus High School Blue Steel

## Offensive Practice Plan

Uniform: \_\_\_\_\_

Opponent: \_\_\_\_\_

Date: \_\_\_\_\_ Athletic Period: JV \_\_\_\_\_ V \_\_\_\_\_

Base Front:  
Base Coverage:

Time	Period	Quarterbacks	Backs	Receivers	Tight Ends	Off. Line
	1					
	2					
	3					
	4					
	5					
	6					
	7					
	8					
	9					
	10					
	11					
	12					
	13					
	14					
	15					
	16					
	17					
	18					
	19					
	20					
	21					
	22					
	23					
	24					

**Equipment Needed:**

The Will To Win Is Useless Without the Will To Prepare To Win

# Christopher Columbus High School Blue Steel

## Offensive Practice Plan

Uniform: Full Gear

Opponent: Lehman

Date: Oct. 4, 2002

Athletic Period: JV \_\_\_\_\_ V \_\_\_X\_\_\_

Base Front: Base 50

Base Coverage: C-3 Invert

Time	Period	Quarterbacks	Backs	Receivers	Tight Ends	Off. Line
3:45	1	Ball Drills	Agilities	Take Offs	IS Zone	IS Zone
	2	Pitch Drills	Vision Bag	Hands	OS Zone	OS Zone
	3	Gun FW	Gun FW	Stem Dr C-3	ZN Combos	ZN Combos
	4	Mesh	Mesh w/QB	Flash UP	W/OT's 2 t 2	C/G Traps
	5	Mesh	Mesh w/QB	Stalk	Releases	Kicks/Leads
	6	Swing	Swings	Stalk	Crack Mike	Alley/Sidewlk
	7	Grp Act Mesh	Grp Act Msh	Verticals	Group Act M	Group Act M
	8	X	X	Man Comp	X	X
	9	X	X	Man Comp	X	X
	10	Inside Run	IS Run	Man Com	IS Run	IS RUn
	11	X	X	Zone Read	X	X
	12	X	X	Zone Read	X	X
	13	2-3	2-3	2-3	2-3	Pass Sets
	14	3-5	3-5	3-5	3-5	Pass Sets
	15	Combos	Combos	Combos	Combos	Dbl Reads
	16	TM Out	TM Out	TM Out	TM Out	TM Out
	17	LT MD RT	LT MD RT	LT MD RT	LT MD RT	LT MD RT
	18	LT MD RT	LT MD RT	LT MD RT	LT MD RT	LT MD RT
	19	Goal Line	Goal Line	Goal Line	Goal Line	Goal Line
	20	Specials Indy	Indy	Indy	Indy	Indy
	21	Group	Group	Group	Group	Group
	22	Team Punt	Team Punt	Team Punt	Team Punt	Team Punt
	23	Extra Point	Extra Point	Extra Point	Extra Point	Extra Point
	24	Team Goal	Team Goal	Team Goal	Team Goal	Team Goal

**Equipment Needed: Blaster, Snap Machines, Agility Bags, Big Bags, Sand Bags, LOS Bag, 2 Man Lev, 5 Man Stat Sled, Cones, Ladder, Shields, Fballs, Water, Gatorade, Med Kit,**

The Will To Win Is Useless Without the Will To Prepare To Win

**Christopher Columbus High School Blue Steel**  
**Offensive Practice Script**

Date: \_\_\_\_\_

Opponent: \_\_\_\_\_

<b>Play</b>	<b>Form</b>	<b>Motion</b>	<b>Play</b>	<b>Front</b>	<b>Stunt</b>	<b>Coverage</b>	<b>Result</b>
1							
2							
3							
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