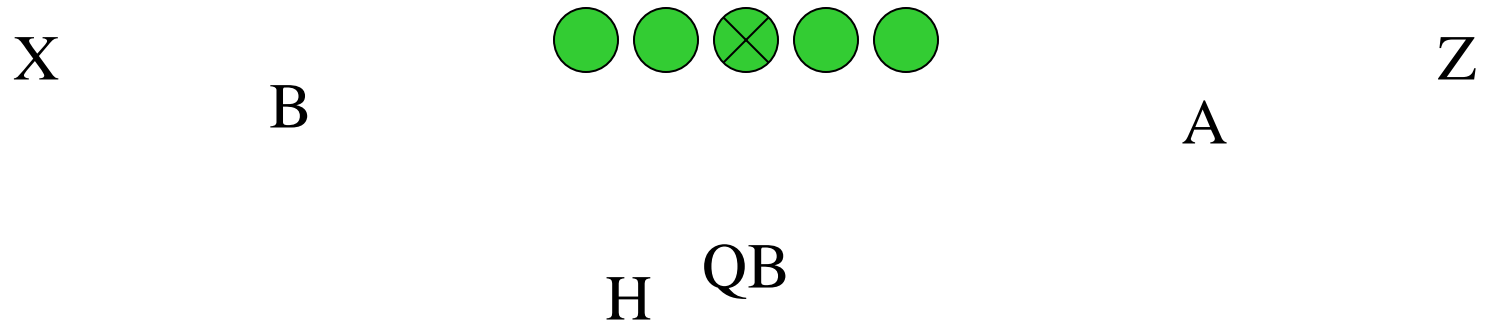
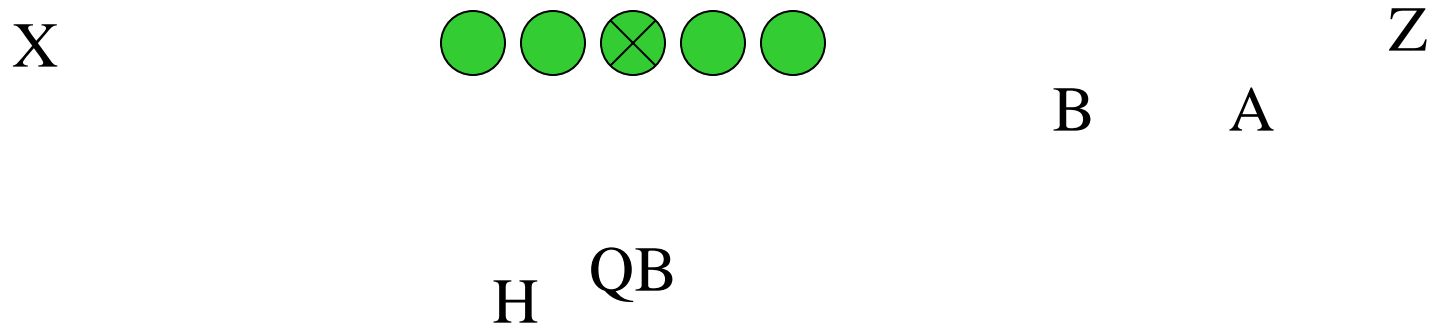


Shotgun Spread Option Offense - Ron Weak

Spread Right



Trips Right



Spread Left

Z

A



B

X

H QB

Trips Left

Z

A

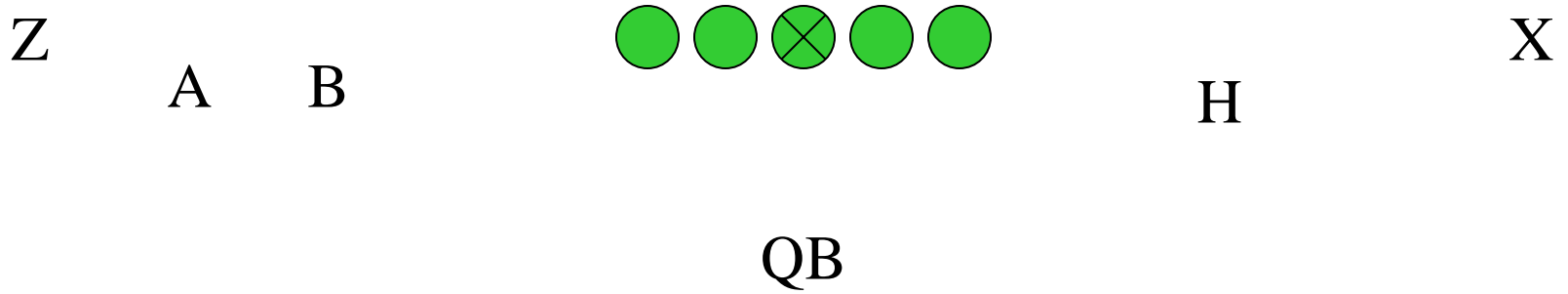
B



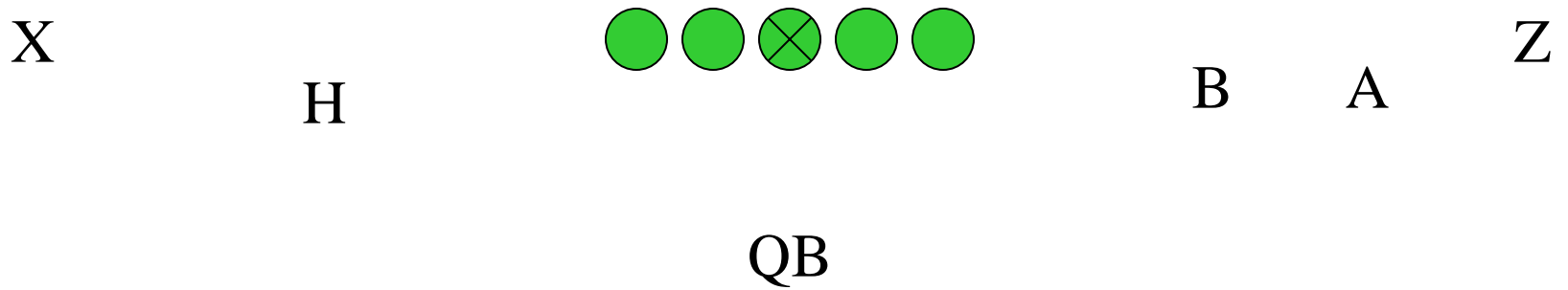
X

H QB

Trips Left Empty



Trips Right Empty



Bunch Right

X



A
B Z

H QB

Bunch Left

A
B Q



X

B QB

Quads Right

X



B

H

A

Z

QB

Quads Left

Z

A

H

B

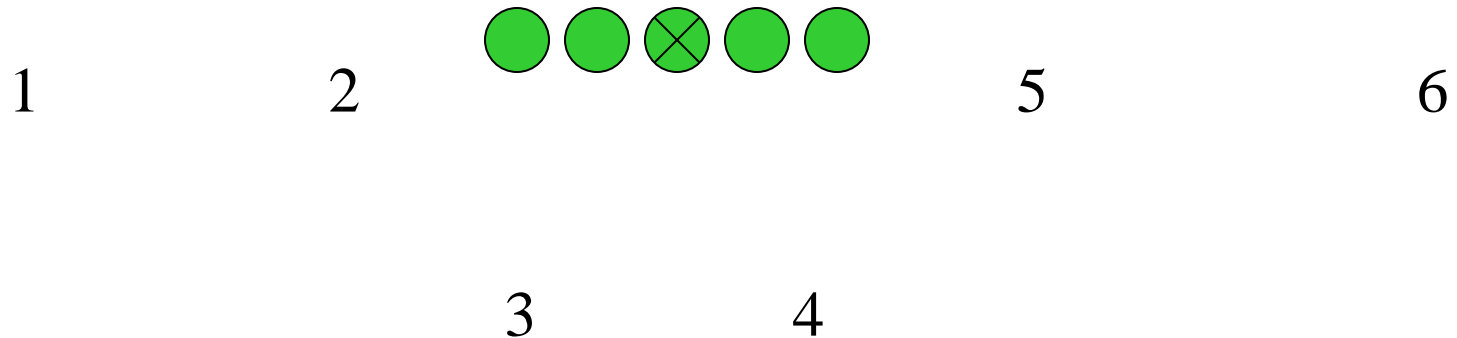


X

QB

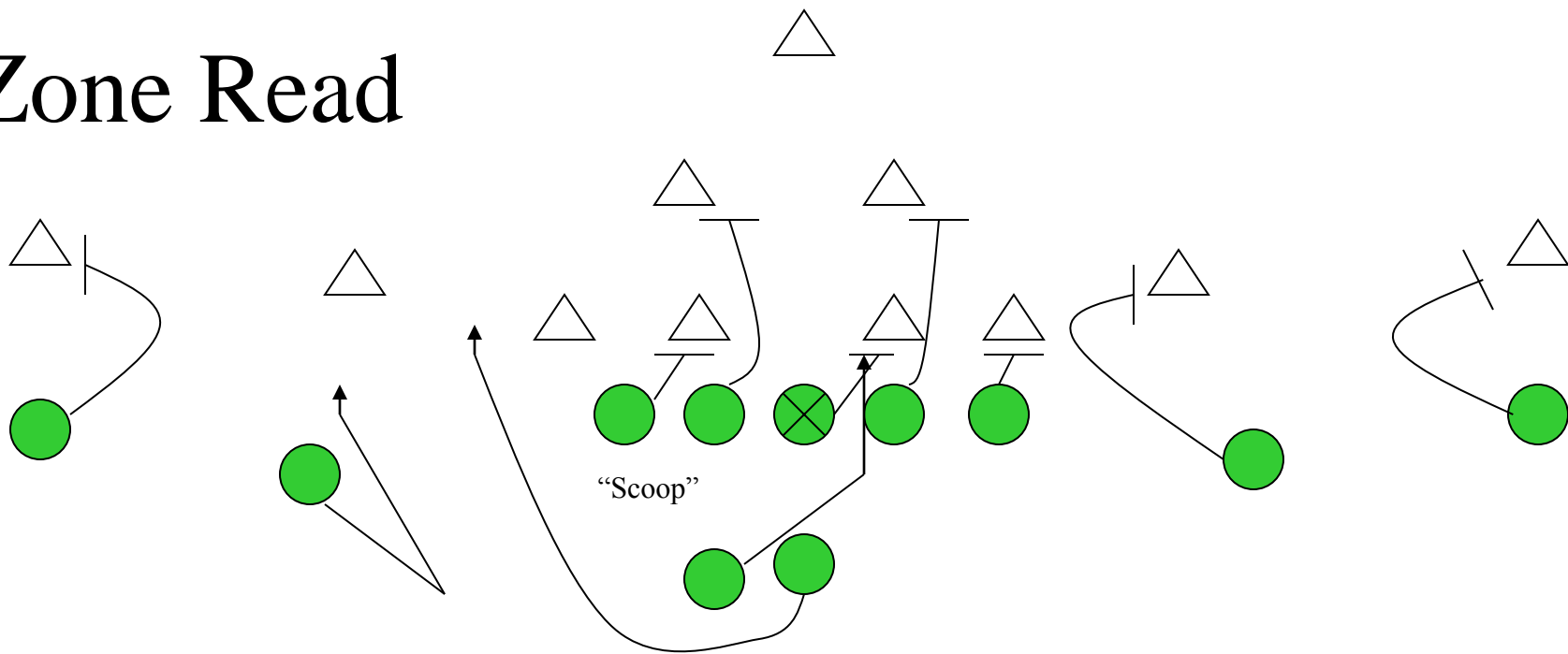
System of Movement

- Any “lettered” player can motion to any of the numbers given below.
- Players will have their motion determined by a call in the play stating their letter and a number. i.e.. “H5” The H back would then motion to the 5 position.
- Numbers 1 & 6 would be motioning to the numbers, 2&5 would be motioning to the slot position, and 3&4 would be motioning to the running back position.



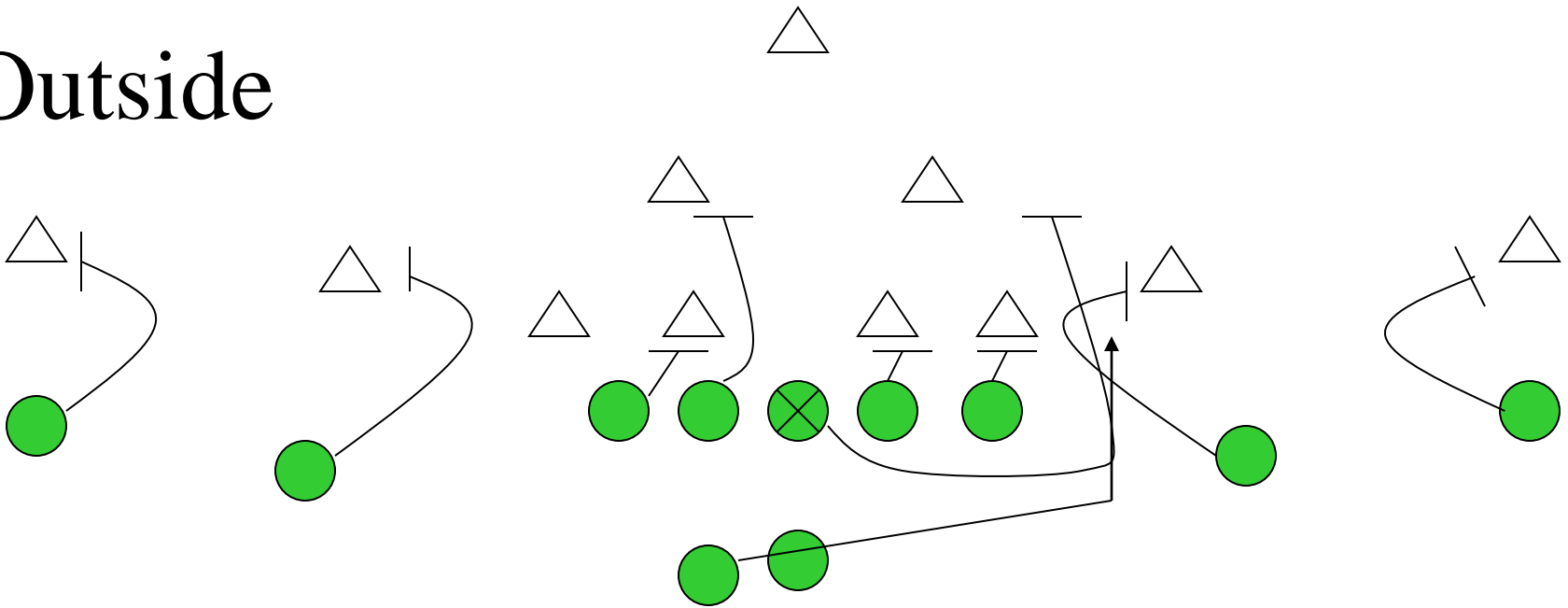
Running Game

Zone Read



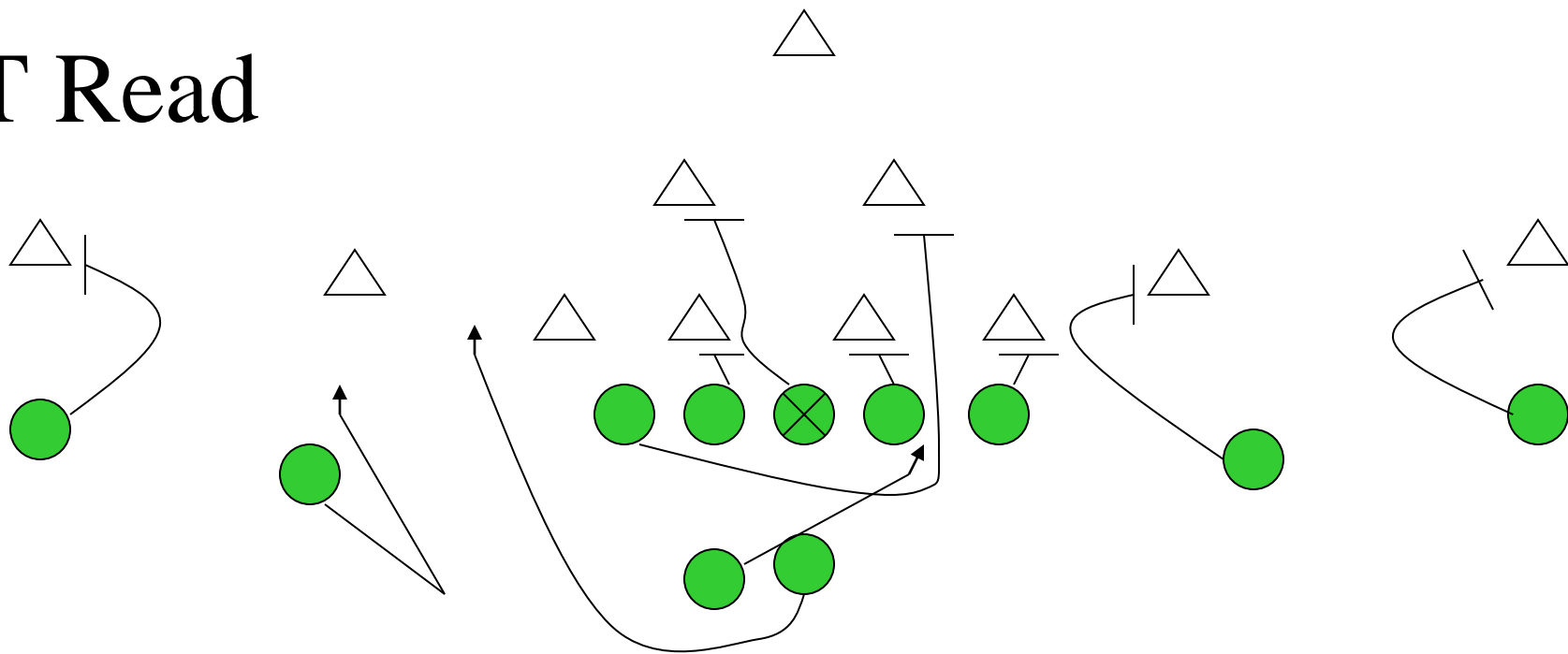
- PST:** Covered: Block Man On; Uncovered: Block C Gap to LB Work for double team.
- PSG:** Covered: Block Man On; Uncovered: Block B Gap to LB Work for double team
- OC:** Covered: Block Man On; Uncovered: Block A Gap to LB Work for double team
- BSG:** Scoop through A Gap for Nearest LB. If LB is wide make “sift” call.
- BST:** Scoop with BSG for Nearest LB. If LB is wide make a “sift” call.
- X:** Stalk or run off depending on coverage.
- Z:** Stalk or run off depending on coverage.
- A&B:** If Pitch back, retreat 3 steps at a 45 degree angle and get into pitch relation with QB. If not pitch back, cut off OLB.
- H:** Receive hand off and read the first down defender past the center. Run opposite.
- QB:** Receive snap, read back side DE. If he closes pull and attack OLB’s inside shoulder. If he runs up field, give the ball.

Outside



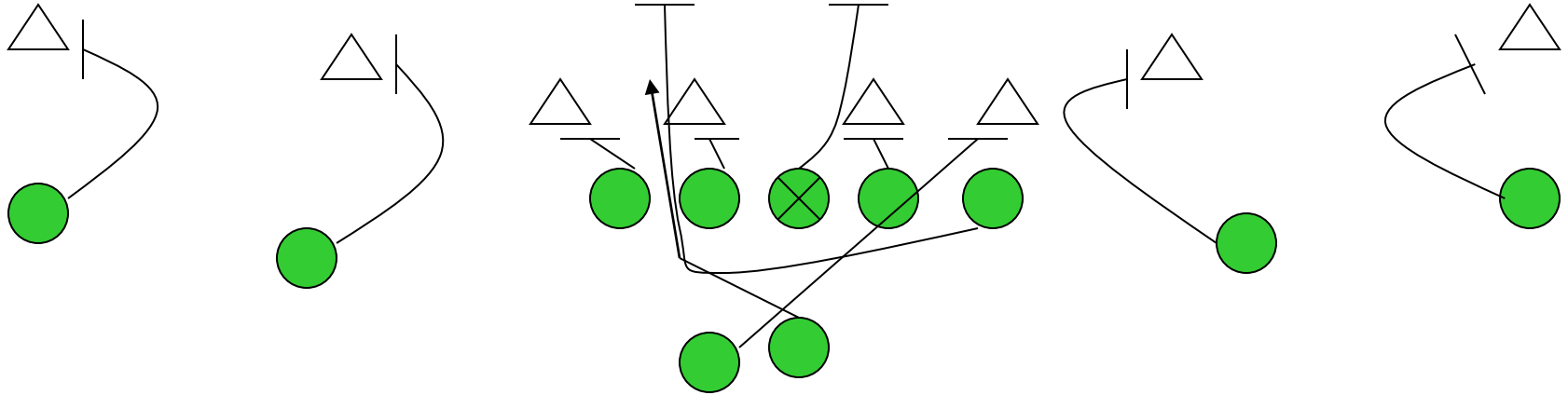
- PST:** Block Man on. Over set the DE (attack his outside arm pit) to influence him to come inside.
- PSG:** Block Man on. Over set the DT (attack his outside arm pit) to influence him to come inside.
- OC:** Pull for PS LB, meet him at the edge and seal him inside.
- BSG:** Scoop through A Gap for Nearest LB.
- BST:** Scoop with BSG for Nearest LB.
- X:** Stalk or run off depending on coverage.
- Z:** Stalk or run off depending on coverage.
- A&B:** Stalk or run off depending on coverage.
- H:** Receive hand off and run for aiming point of 1 yard wider than the tackle and 1 yard deep. Find and follow your OC's block.
- QB:** Receive snap, hand the ball to the H and boot away.

T Read



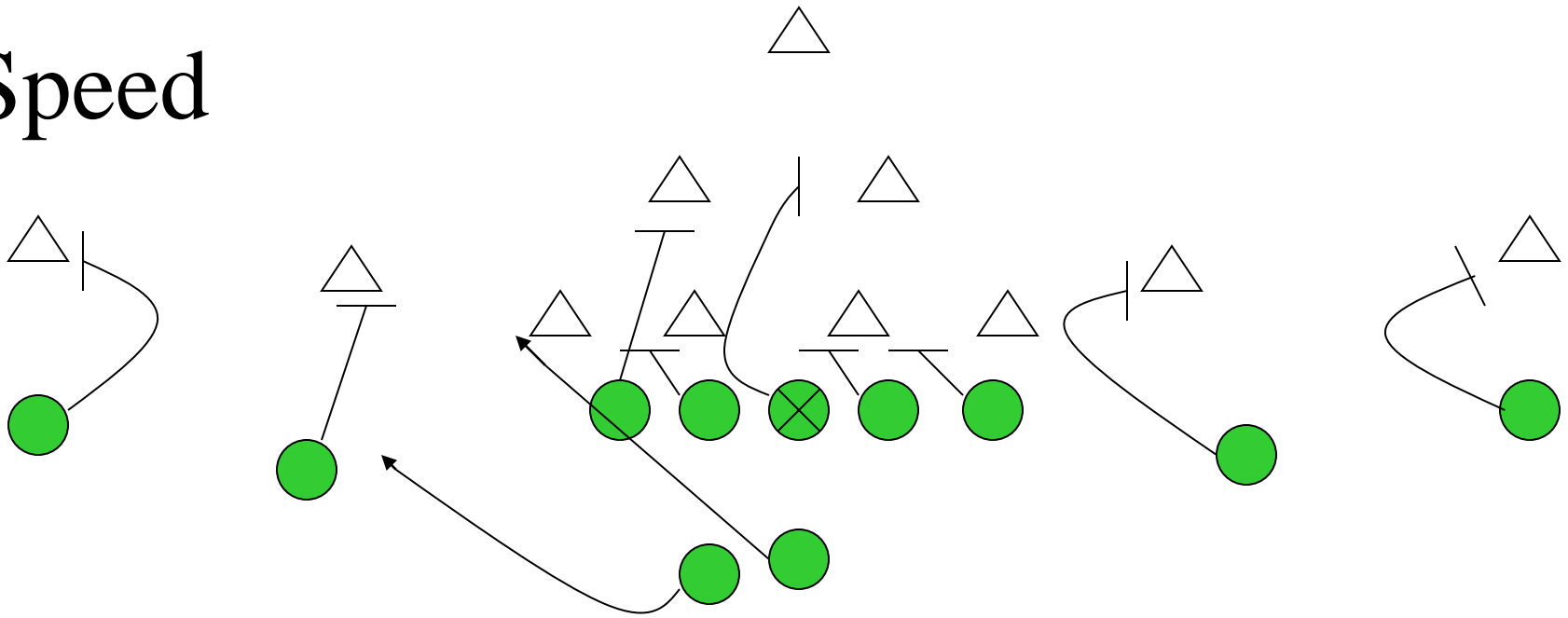
- PST:** Block Man on to the outside.
- PSG:** Make “2i” or “3” call depending on defensive alignment, Block man on.
- OC:** Block BS A gap to BS LB. Attack with square shoulders and drive him up field.
- BSG:** Block man on. You can not allow penetration!
- BST:** Pull flat down the line for PS LB.
- X:** Stalk or run off depending on coverage.
- Z:** Stalk or run off depending on coverage.
- A&B:** If Pitch back, retreat 3 steps at a 45 degree angle and get into pitch relation with QB. If not pitch back, cut off OLB.
- H:** Receive hand off and follow your pulling tackle through the hole with your shoulders square.
- QB:** Receive snap, read back side DE. If he closes pull and attack OLB’s inside shoulder. If he runs up field, give the ball.

T QB



- PST:** Block Man on to the outside.
- PSG:** Make “2i” or “3” call depending on defensive alignment, Block man on.
- OC:** Block BS A gap to BS LB. Attack with square shoulders and drive him up field.
- BSG:** Block man on. You can not allow penetration!
- BST:** Pull flat down the line for PS LB.
- X:** Stalk or run off depending on coverage.
- Z:** Stalk or run off depending on coverage.
- A&B:** Stalk or run off depending on coverage.
- H:** Fake hand off and run through the BS DE.
- QB:** Receive snap, fake to H and follow the pulling OT though the hole. Run to daylight.

Speed



PST: Block man on to near LB. Never block EMOL.

PSG: Block man on to near LB. Never block EMOL.

OC: Block PS A gap to BS LB.

BSG: Block man on to near LB. Never block EMOL.

BST: Block man on to near LB. Never block EMOL.

X: Stalk or run off depending on coverage.

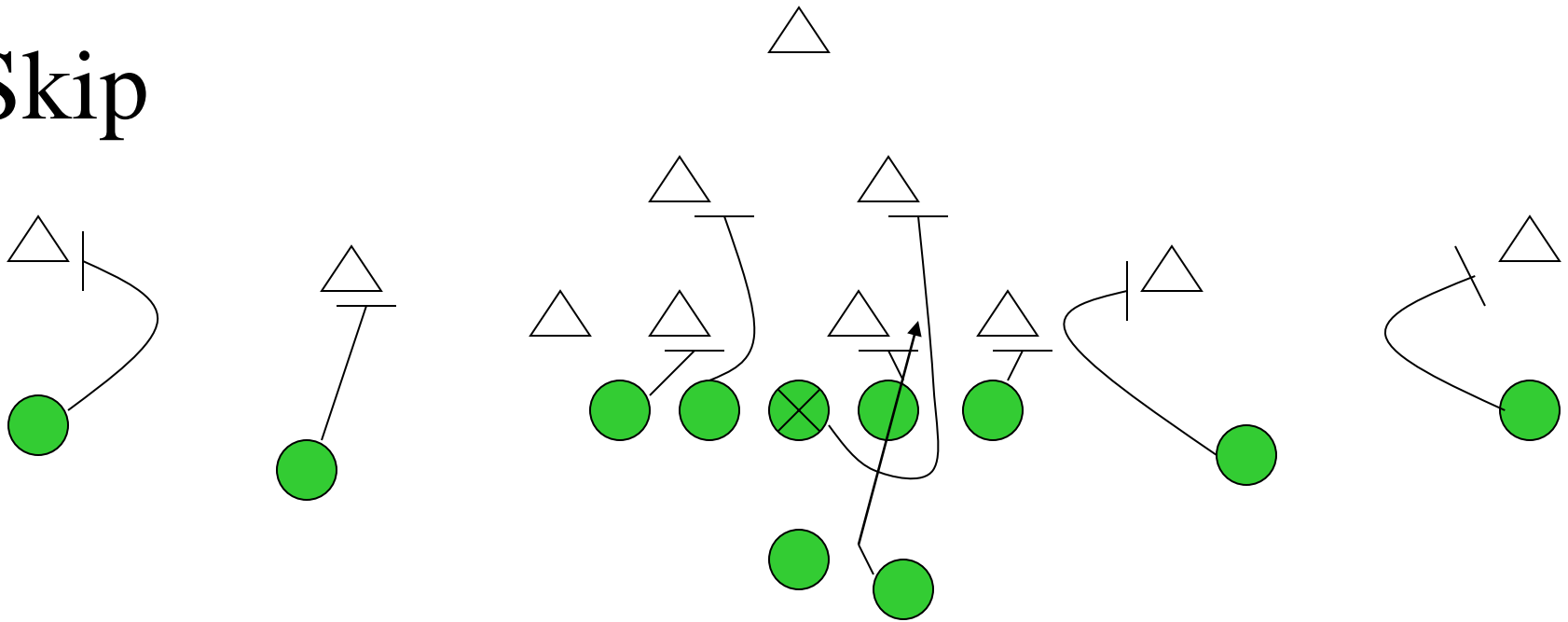
Z: Stalk or run off depending on coverage.

A&B: Stalk force player. Usually outside LB.

H: Run pitch path, remain in good pitch relation throughout the play.

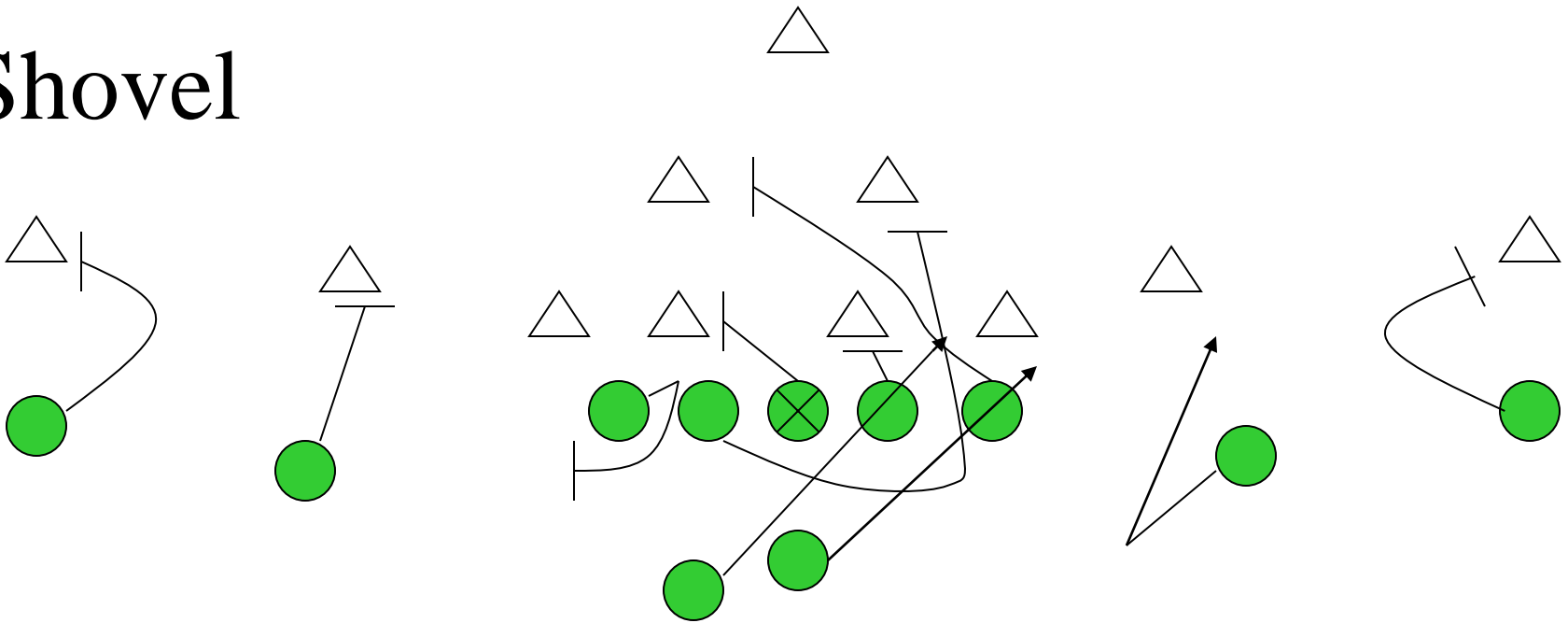
QB: Receive snap, attack PS DE's inside shoulder. If he turns his shoulder, pitch the ball. If he runs to the pitch back, cut it up field.

Skip



- PST:** Block man on.
- PSG:** Pin the “2i” inside. You must get movement.
- OC:** Skip pull for PS LB.
- BSG:** Scoop or BOB.
- BST:** Scoop or BOB.
- X:** Stalk or run off depending on coverage.
- Z:** Stalk or run off depending on coverage.
- A&B:** Stalk or run off depending on coverage.
- H:** Drop step with outside foot and follow pulling OC.
- QB:** Receive snap, hand ball to H. Play must be run and checked to the “2i” in the defensive formation.

Shovel



PST: Release inside to BS LB. Help launch the DT on your way through.

PSG: Block man on. Keep the PS B gap clean.

OC: Block back on the BS DT.

BSG: Pull for PS LB.

BST: Secure B gap and hinge back for any leakage. Give the OC a punch on a “3” technique.

X: Stalk or run off depending on coverage.

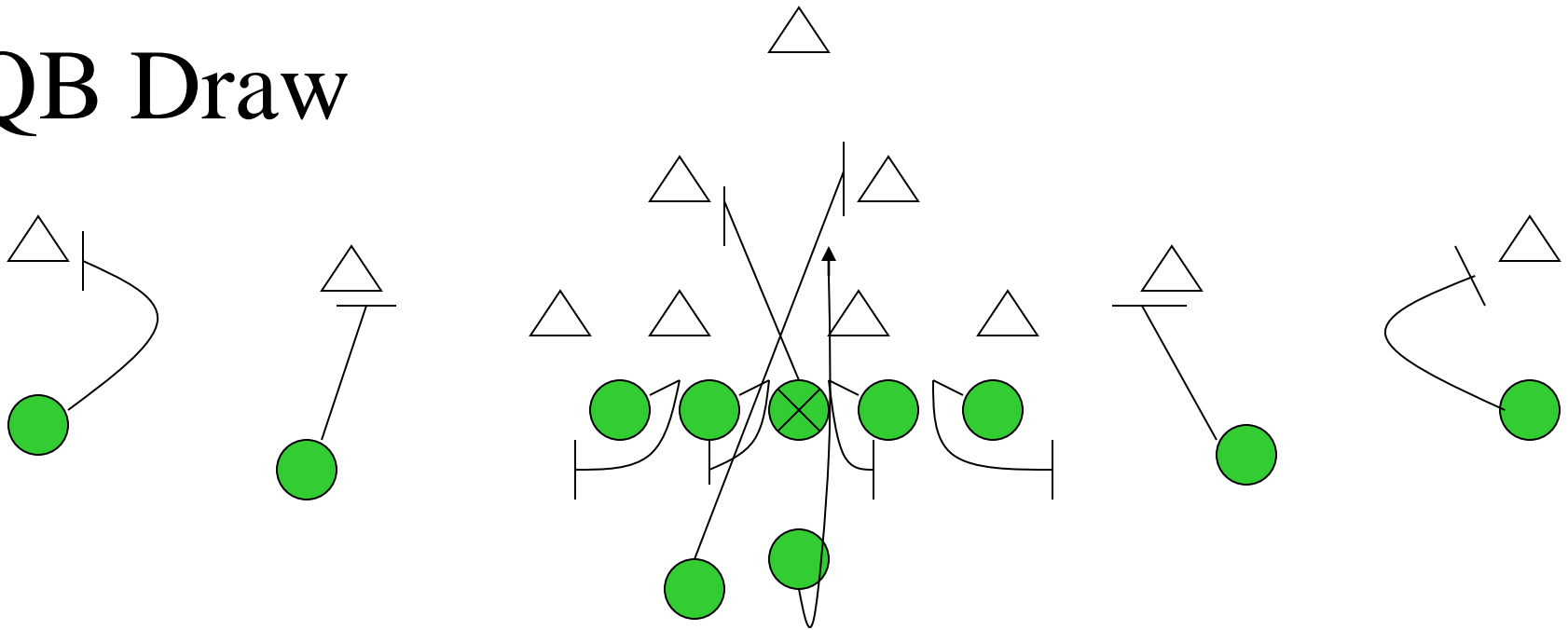
Z: Stalk or run off depending on coverage.

A&B: If Pitch back, retreat 3 steps at a 45 degree angle and get into pitch relation with QB. If not pitch back, cut off OLB.

H: Follow pulling G through B gap. Be ready to catch the pitch.

QB: Receive snap, read the PS DE. If he closes, run double option with slot back. If he runs toward you or up field, shovel the ball to the H. Do not make a blind pitch; you must see the pitch!!

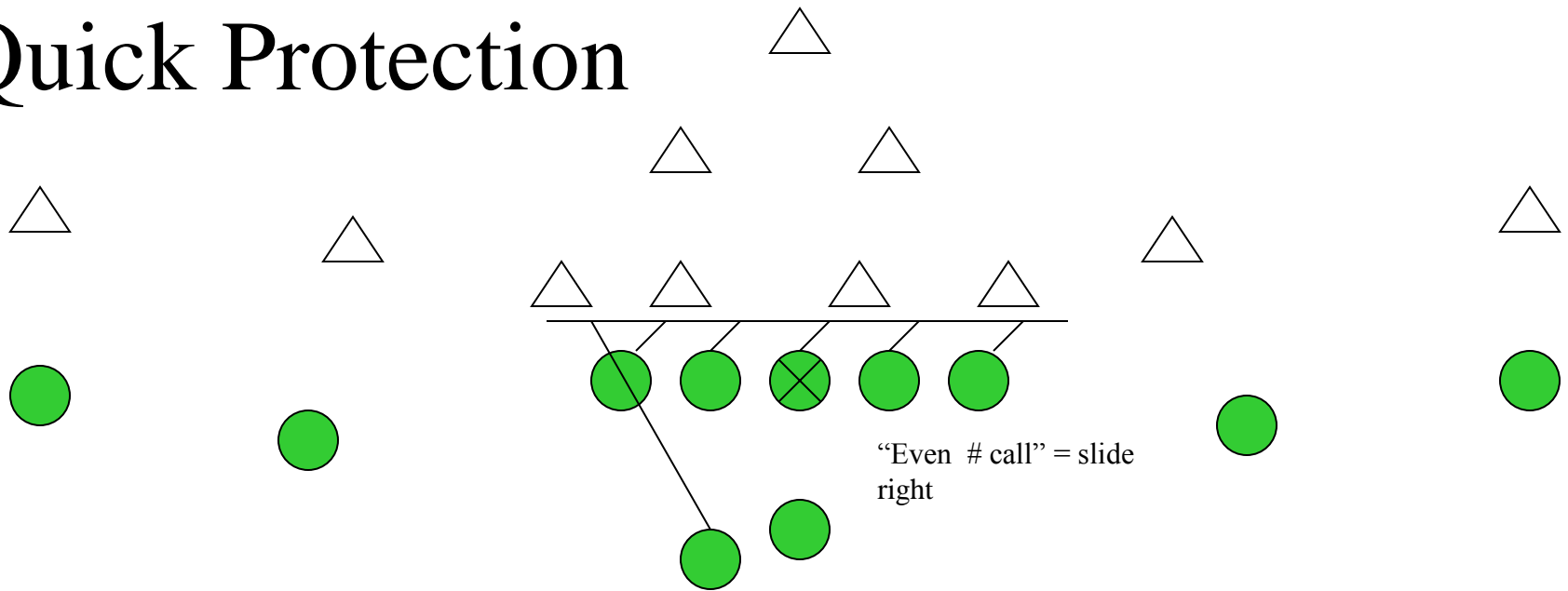
QB Draw



- PST:** Pass set inside to invite a hard outside rush. Push defender up field.
- PSG:** Pass set inside to invite a hard outside rush. Push defender outside.
- OC:** Show pass set for a count, block BS LB. Attack his inside shoulder and block him outside to create a lane for the QB.
- BSG:** Pass set inside to invite a hard outside rush. Push defender outside.
- BST:** Pass set inside to invite a hard outside rush. Push defender up field.
- X:** Stalk or run off depending on coverage.
- Z:** Stalk or run off depending on coverage.
- A&B:** Stalk or run off depending on coverage.
- H:** Run immediately to PS LB. Attack his inside shoulder and block him outside to create a lane for the QB.
- QB:** Receive snap, take a quick set up step and follow H.

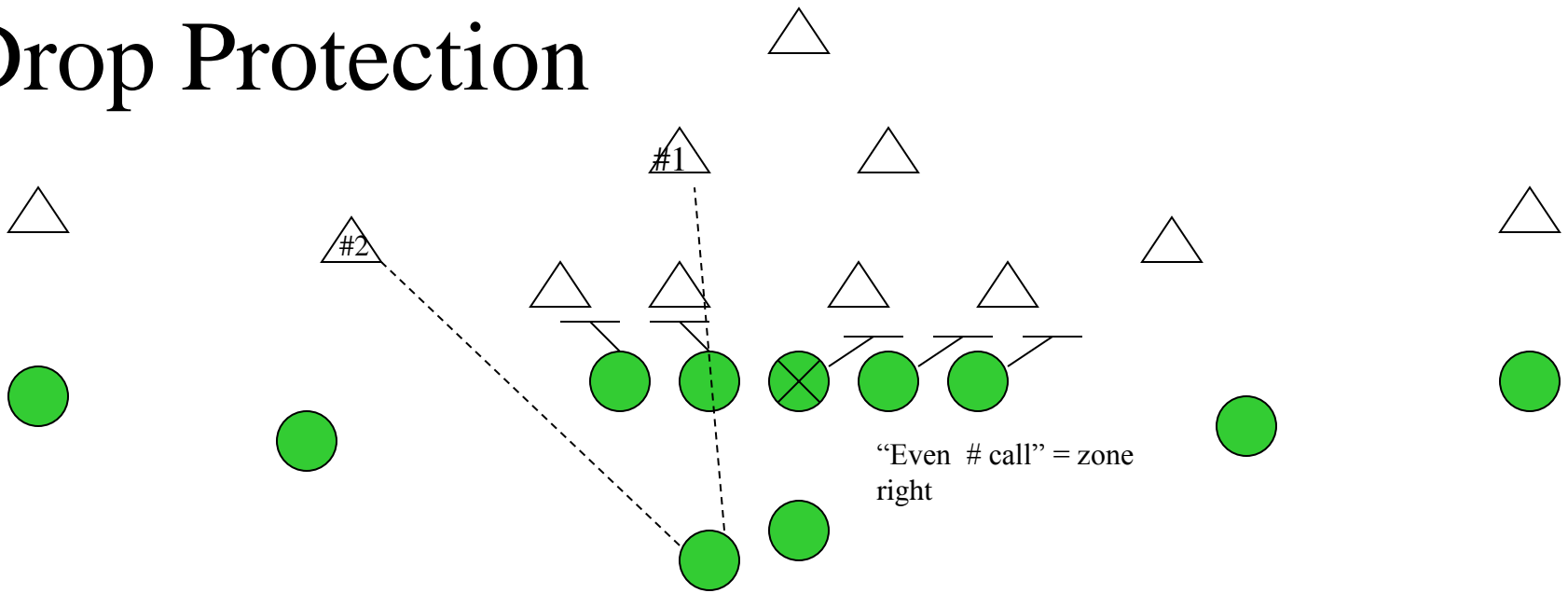
Passing Game

Quick Protection



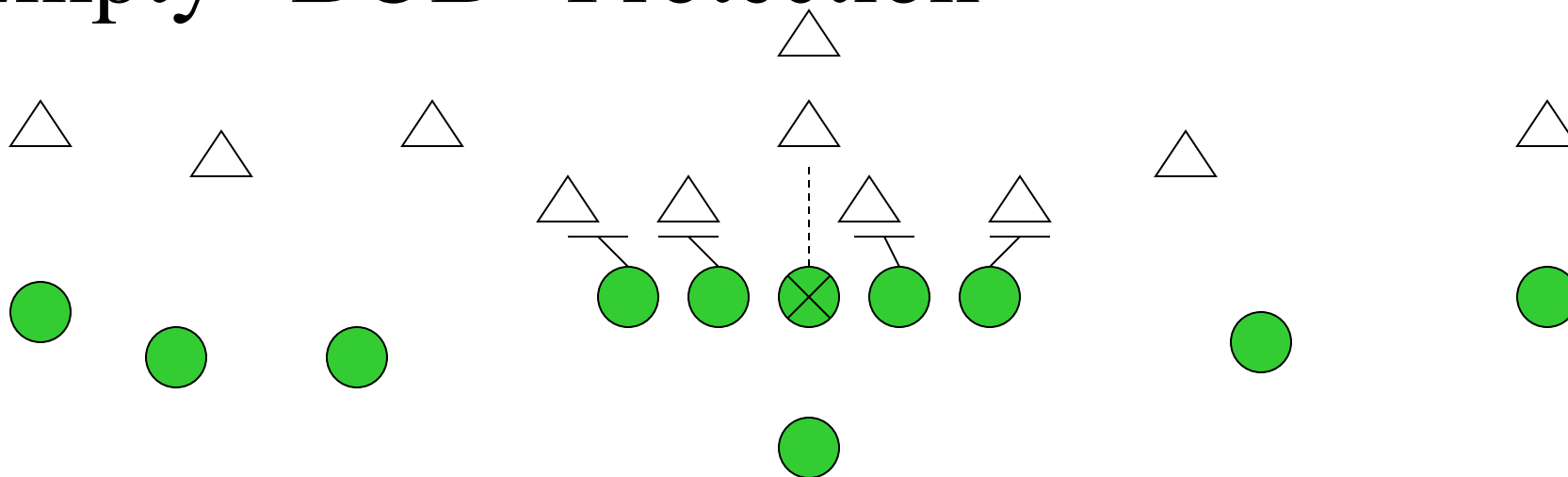
- OL:** Slide protect to the call side, keep shoulders square and stay big allowing no one to run through your gap. We will be blocking gaps and not people. If the number in the QB's cadence is even we will slide right, if it is odd we will slide protect left.
- X:** In Route
- Z:** In Route
- A&B:** In Route
- H:** Block opposite of the QB's call. You must attack the LOS and fit up with the OL.
- QB:** Call protection to the side of your throw. Be sure that the H is aligned so that he will not have to cross your face to get to his pass blocking position.

Drop Protection



- OL:** It is the OC's responsibility to call the protection to the shaded DT. He will make an even # or an odd # call. If an even number call is made the right side of the line will block zone protection (gaps) and the backside will block BOB. The opposite is true with a odd # call.
- X:** In Route
- Z:** In Route
- A&B:** In Route
- H:** Read LB's inside out #1 to #2 away from the OC's protection call.
- QB:** Receiver the snap and deliver the ball on target.

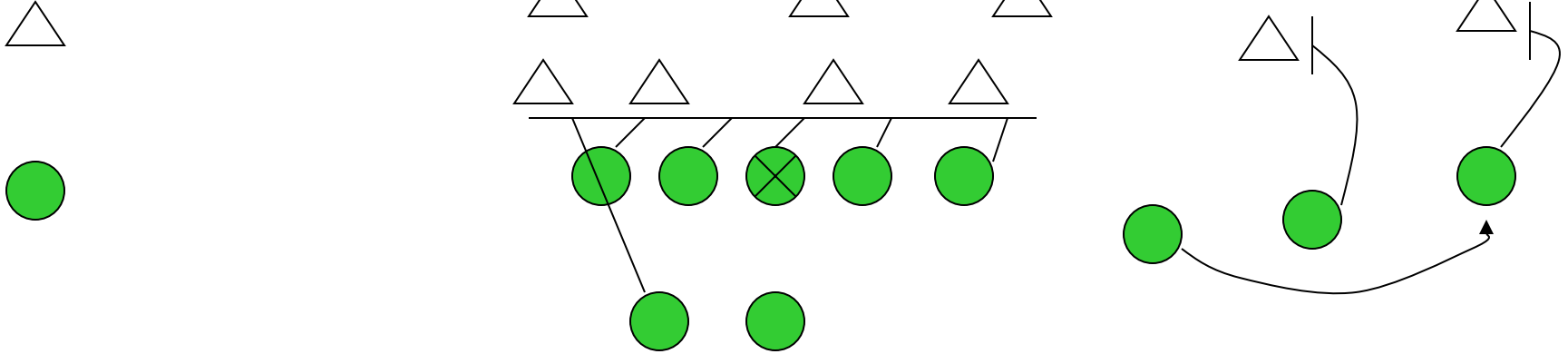
Empty “BOB” Protection



- OL:** The offensive line will block big on big protection. The OC will mirror the MLB's movement. If MLB does not blitz, help out with the most difficult DT.
- X:** In Route
- Z:** In Route
- A&B:** In Route
- H:** In Route
- QB:** You are responsible for any edge rushers (OLB's). They will not be blocked by the protection.

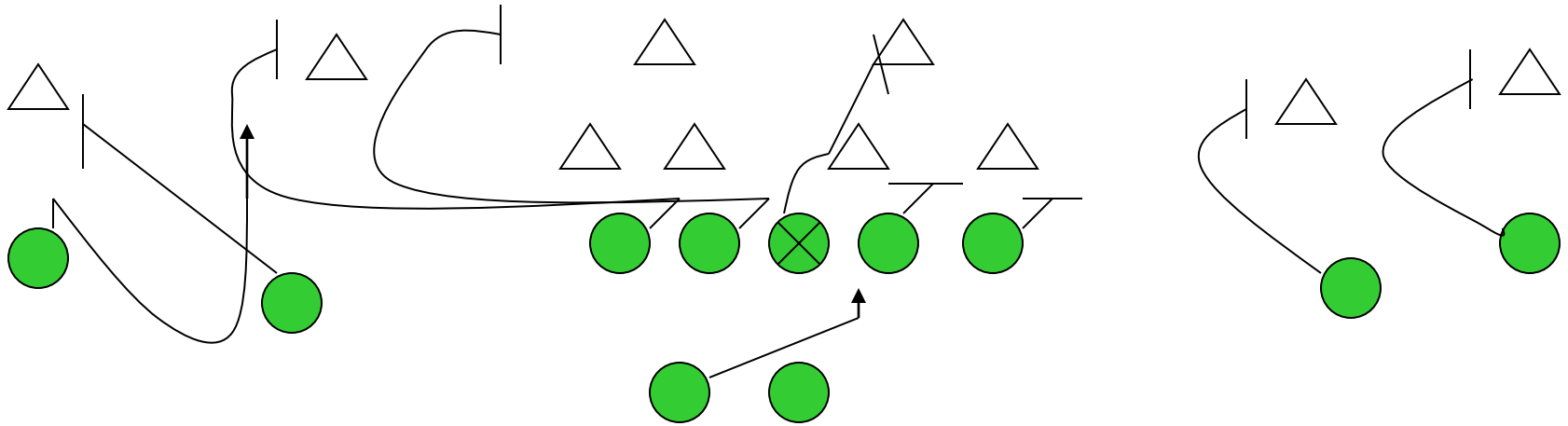
Screen Game

Pop Out



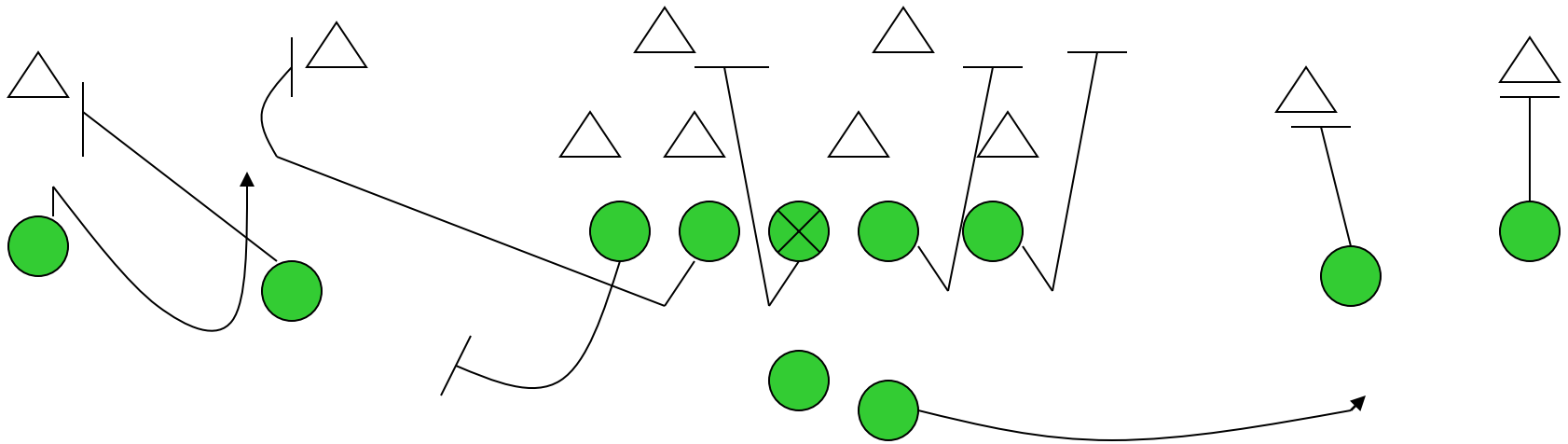
- OL:** Block Quick Pro for a count, release and get down field for a K.O.
- X:** Stalk or run off depending on coverage.
- Z:** Stalk #1 from the outside. Be patient and let him come to you.
- A:** Stalk #2 threat from the outside. Be Patient and let him come to you.
- B:** Open up with your outside foot, take three lateral steps and be prepared to catch the ball at your outside shoulder while running up field. Be sure to set up your blocks by wheeling around the outside receiver.
- H:** Block quick pro for a count, release and get down field for a K.O.
- QB:** Catch snap and fire the ball to the up field shoulder of the B back as quick as possible.

Pop In



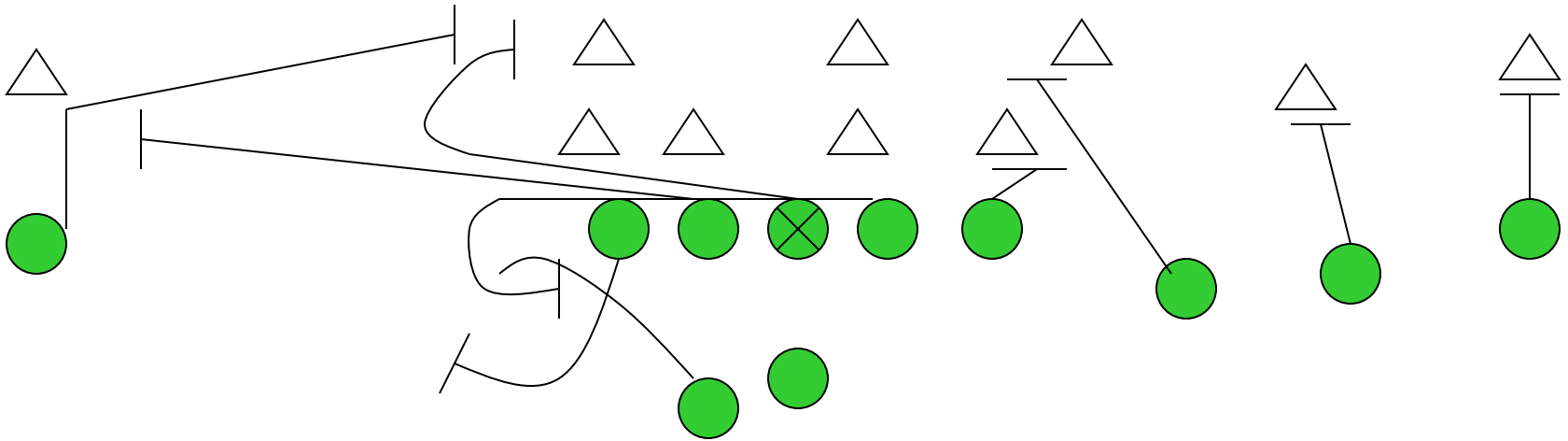
- PST:** BOB Pass Pro for a ‘thousand 1 count and release flat for #1 outside the box.
- PSG:** BOB Pass Pro for a ‘thousand 1 count and release flat for #1 inside the box to your side.
- OC:** BOB Pro for a ‘thousand 1 and count and block BS LB.
- BSG:** Secure BS B Gap. Once ball is gone get down field.
- BST:** Secure BS C Gap. Once ball is gone get down field.
- X&Z:** If away from the play, stalk or run off depending on coverage. If receiving the ball, take 1 hard step up field and come back towards the QB. You should catch the ball at the spot where the slot receiver was originally aligned.
- A&B:** If away from the play, stalk or run off depending on coverage. If on the side receiving the ball, block the defender over the outside receiver, kick him out to the sidelines to create a seam for the runner.
- H:** Fake Zone, Outside, or Sprint Out.
- QB:** Catch snap. Fake Zone, Outside, or Sprint Out.

Double Screen (Right)



- PST:** Punch, Lock, and Release to the 1st defender inside the box.
- PSG:** Punch, Lock, and Release to the 1st defender inside the box.
- OC:** Punch, Lock, and Release to MLB.
- BSG:** Punch, Lock, and Release to 1st player outside the box opposite the play call.
- BST:** Invite and run DE up field.
- X&Z:** If away from the play call, do not move until the QB makes eye contact with you. Run same path as Pop In. If on the side of the play call, block #1 defender.
- A&B:** If away from the play call, block defender over outside receiver. If on the side of the play call, block the #2 defender from the outside.
- H:** Flare to the call side.
- QB:** Throw the ball to the H if open. If not turn and find your BS Receiver on the Pop In.

Slip Screen



- PST:** Invite and run DE up field.
- PSG:** Block man on. Punch, Lock, and Release to CB.
- OC:** Step to closest shade. Punch, Lock, and Release Seal 1st defender inside the box.
- BSG:** Punch, Lock, and Release. Peel back to clean up and backside pursuit.
- BST:** Block man on.
- X:** Push crack to the first player in the box.
- Z:** Stalk or run off depending on coverage.
- A&B:** Stalk or run off depending on coverage.
- H:** Step up and show pass pro, slip behind OL. Follow them and catch the ball 2yds outside of the tackle and 1 yard deep.
- QB:** Take normal drop, drift and find H.