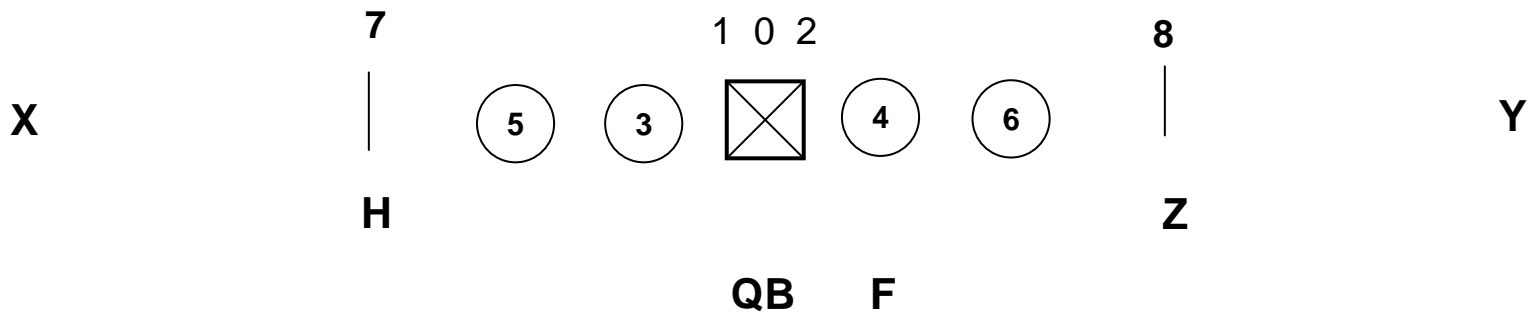


Gun Spread Offense

Basics

Hole Numbering



Play Calling

Formation + Motion + Series + Point of Attack + Blocking Scheme

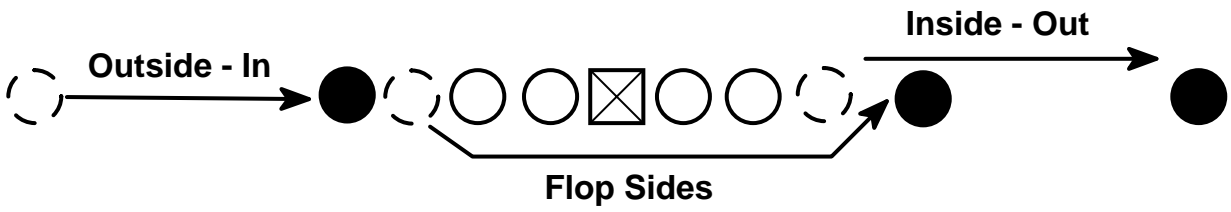
Gun Lizo 3 4 Load

ex...Slot RT Ripo 34 Down on 2

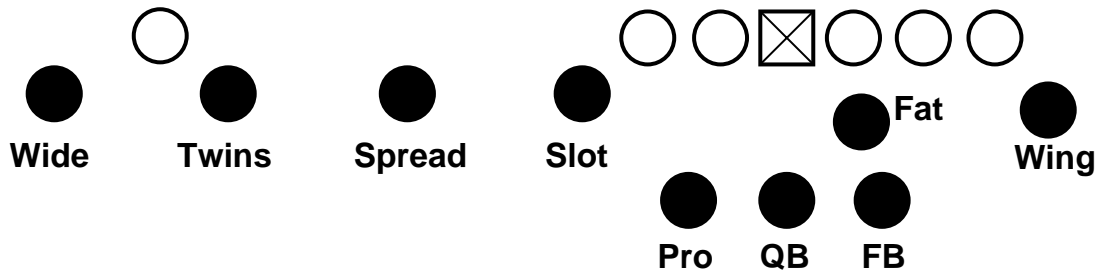
Snap Counts

ex...Down, Green 133, Brown 46, Set, Go, Go

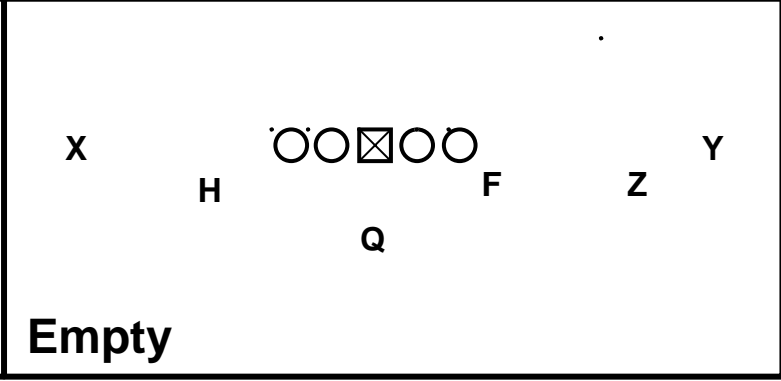
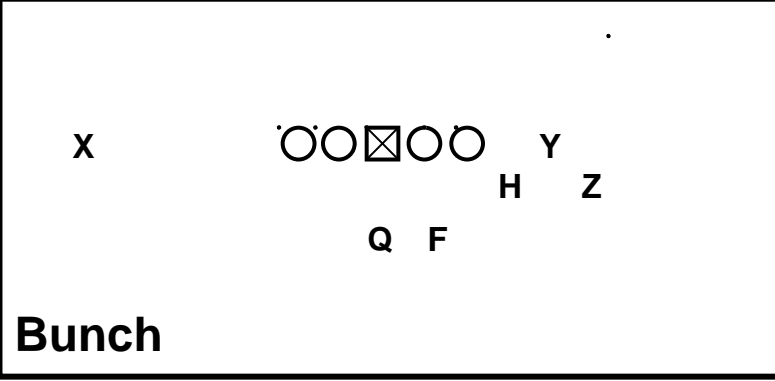
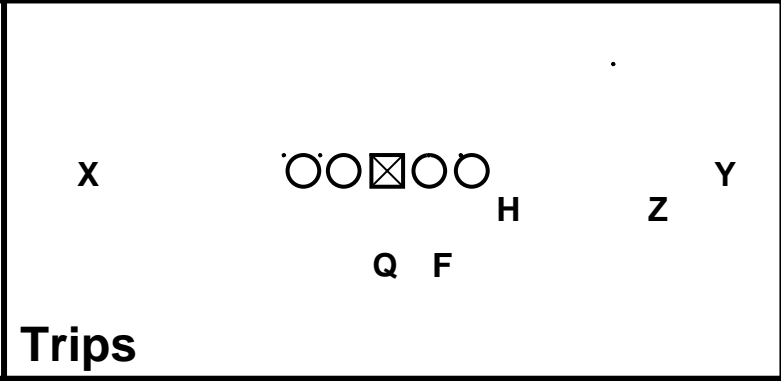
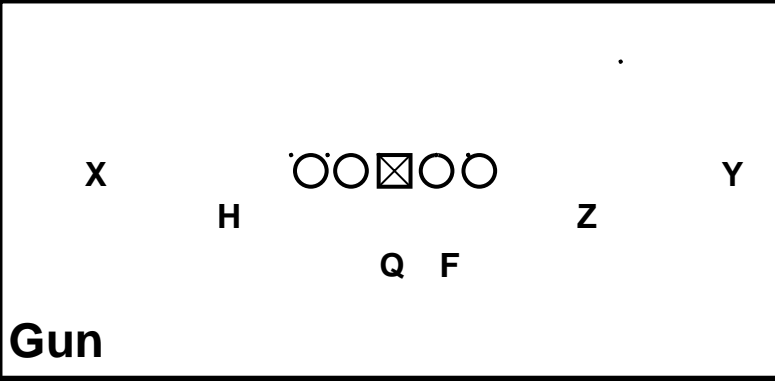
X/Y Shifting



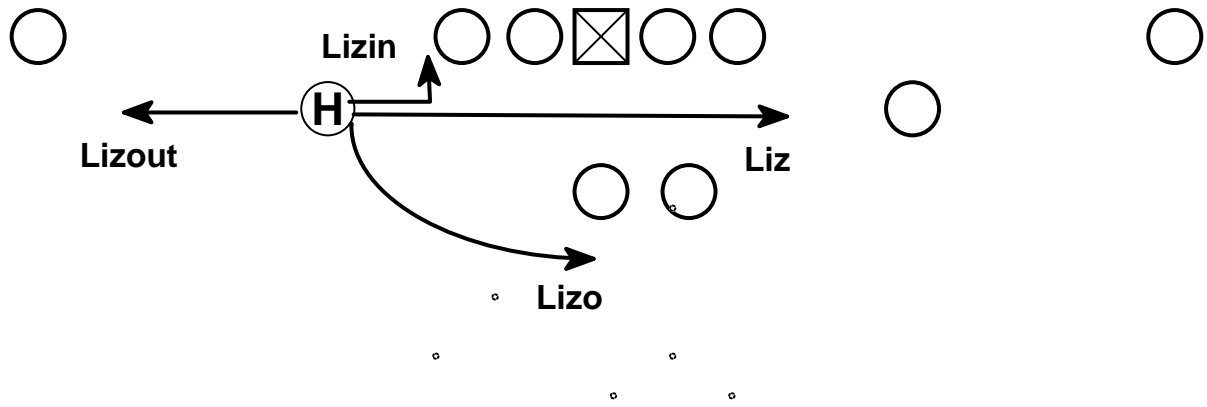
H/Z/F/QB Shifting



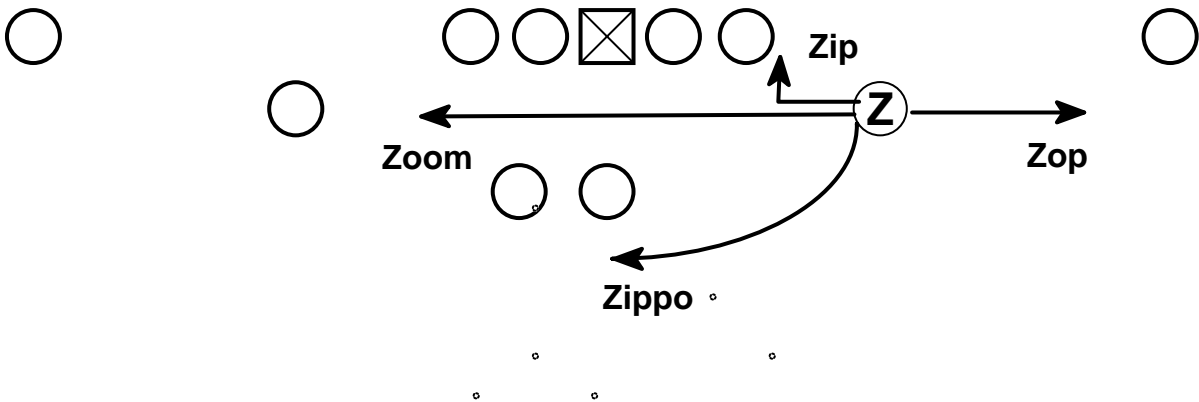
Formations



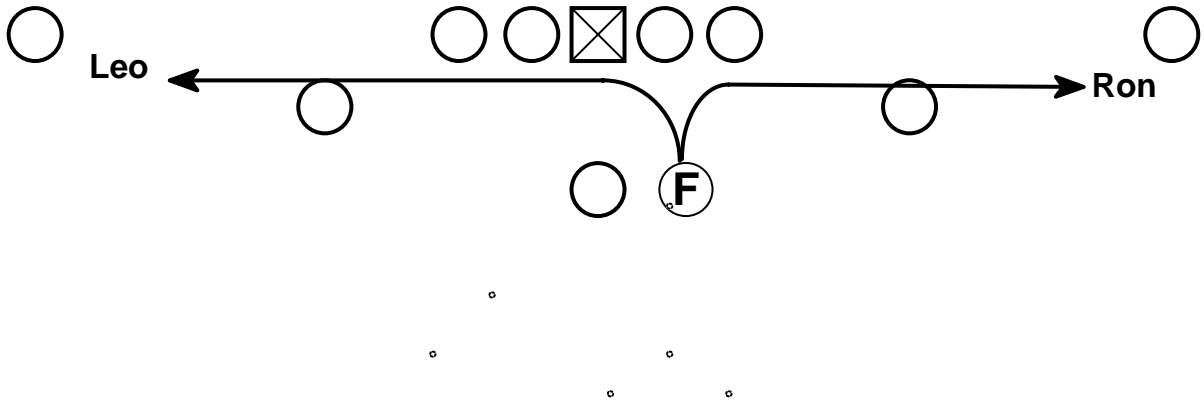
H Motions



Z Motions



F Motions



Pass Series

Pass Protections

50 Slide Right

60 Slide Left

70 Half Roll Left

80 Half Roll Right

90 Quick

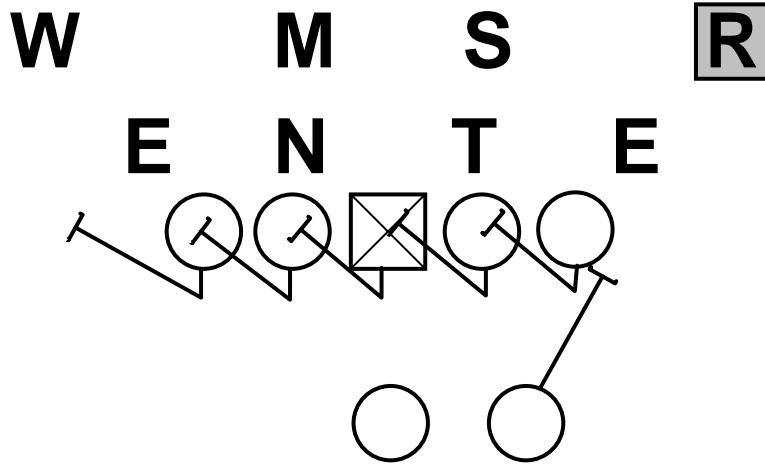
100 Action Pass

200 Power Action Right

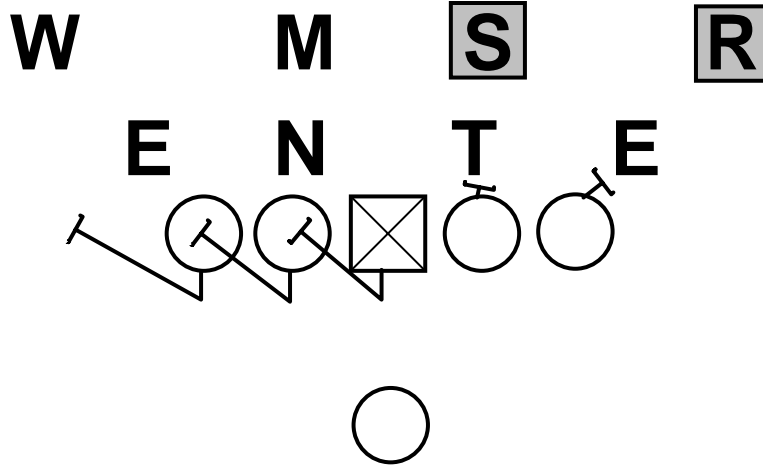
300 Draw Action

700 Man

60 Slide Protection



700 Man Protection



Quick

Man Beater Concepts

Smash Concepts

Rub Concepts

Man Beater Concepts

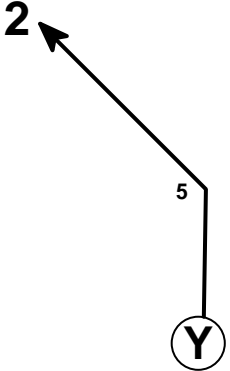
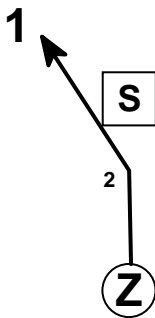
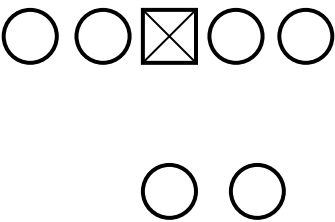
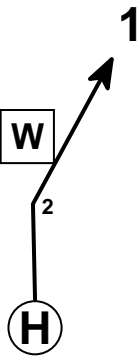
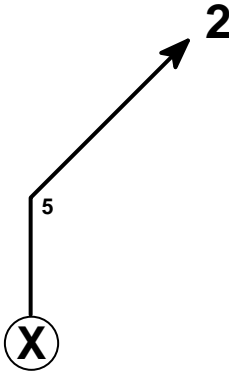
94 Double Slant

95 Turn

98 Slant/Arrow

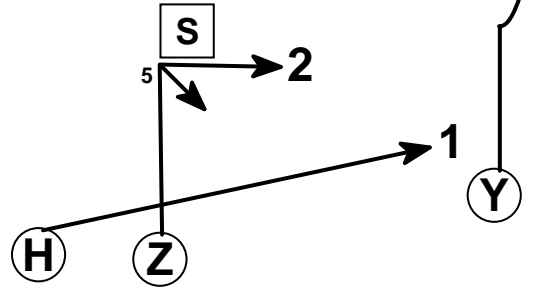
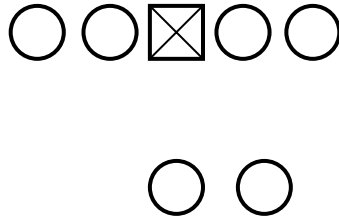
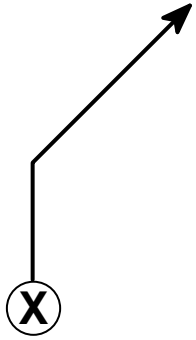
99 Fade/Streak

94 Double Slant

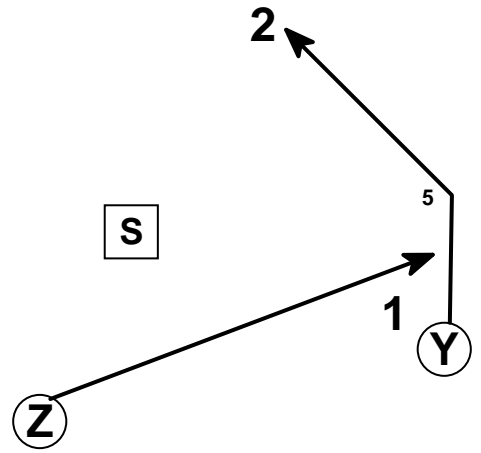
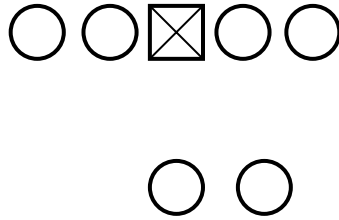
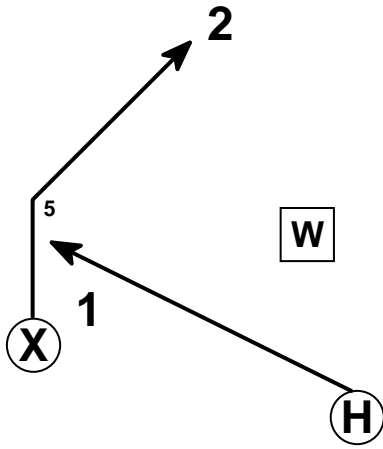


95 Turn

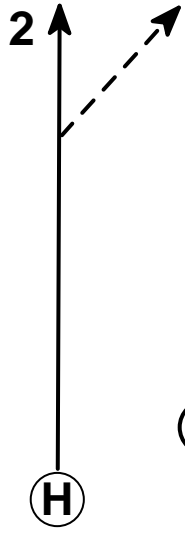
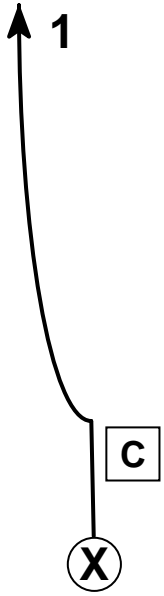
Peek



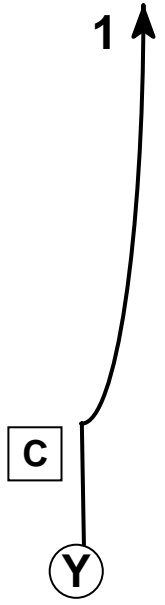
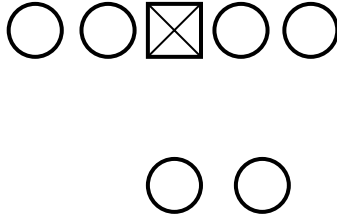
98 Slant Arrow



99 Fade Streak



FS



Smash Concepts

CB Hi-Low Reads

90 HBO

93 Bench

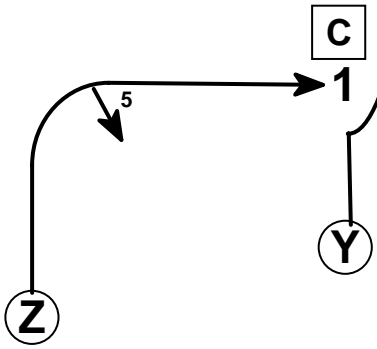
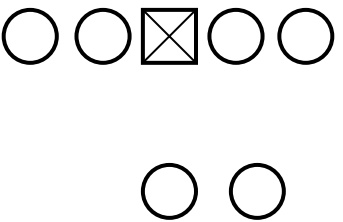
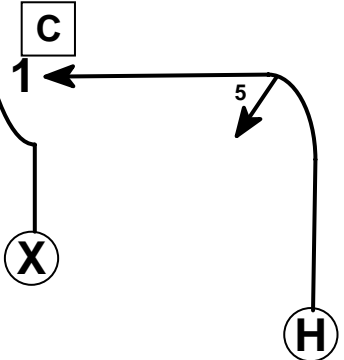
96 Stop

97 Flag

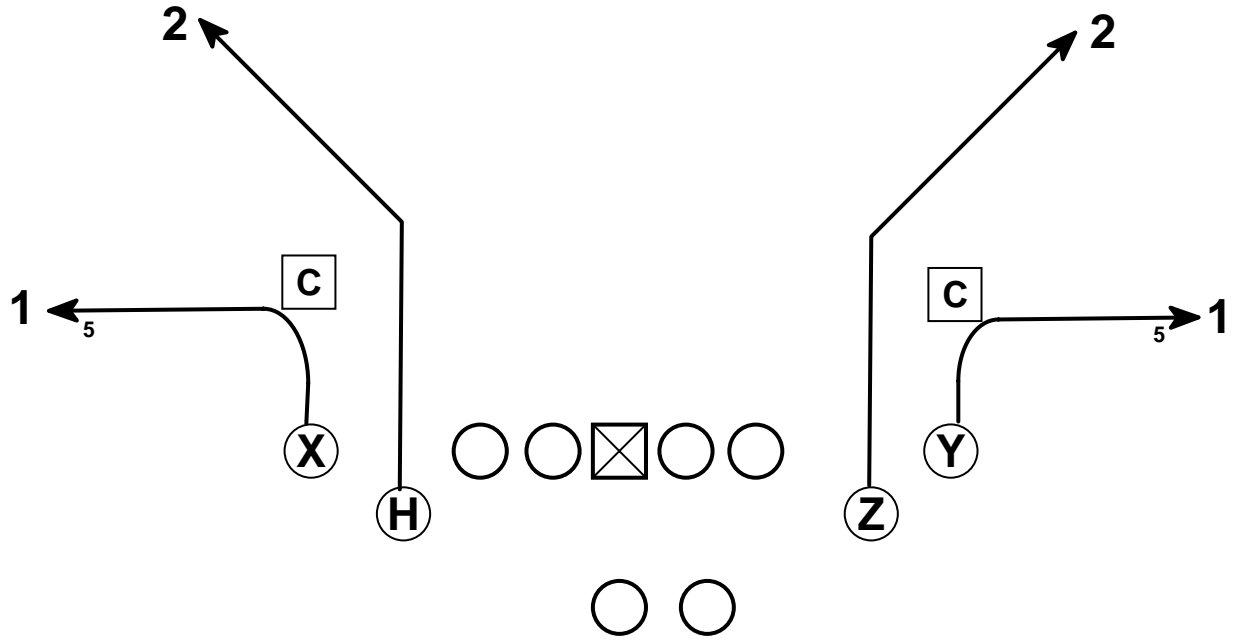
90 HBO

Peek

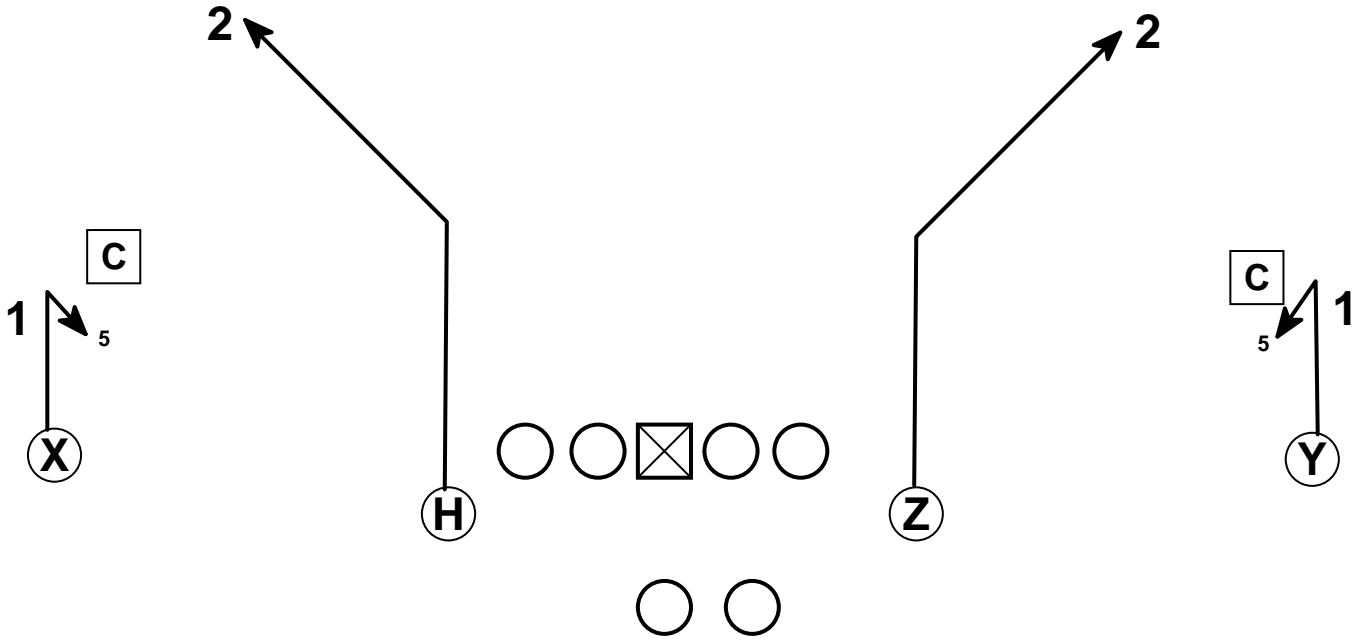
Peek



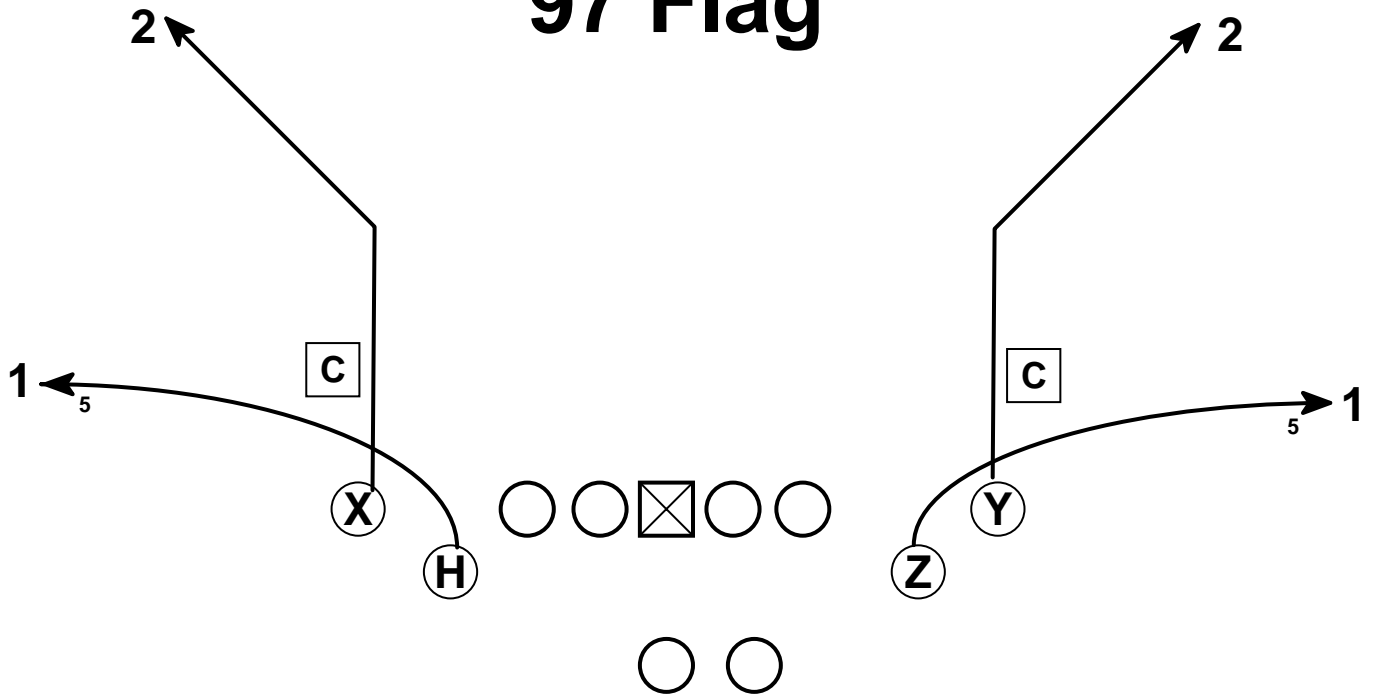
93 Bench



96 Stop



97 Flag

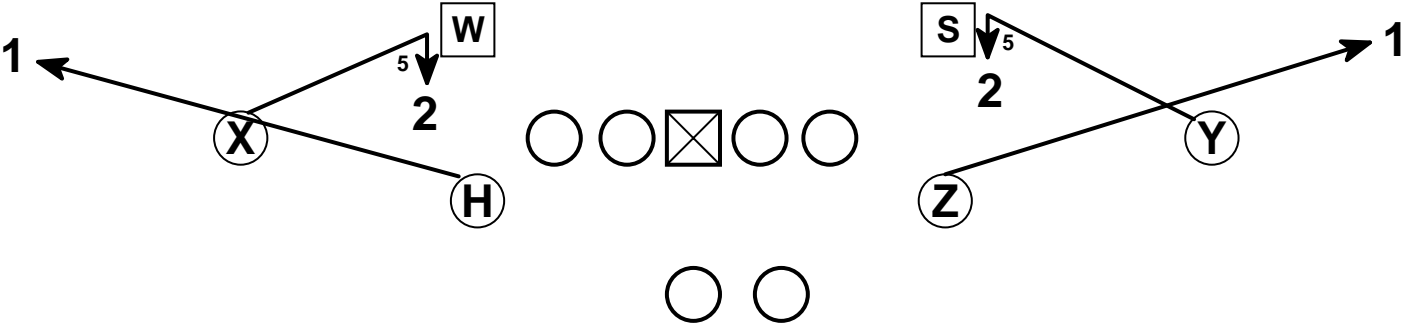


Rub Concepts

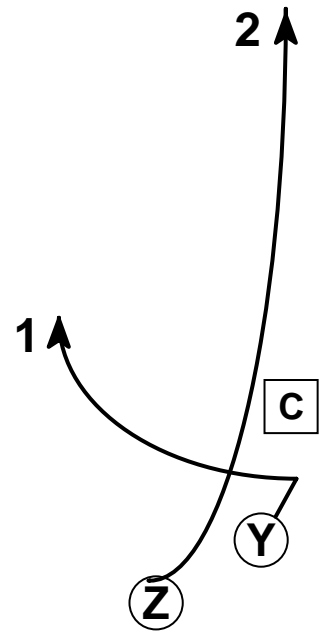
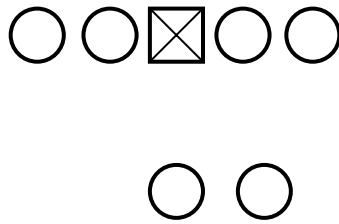
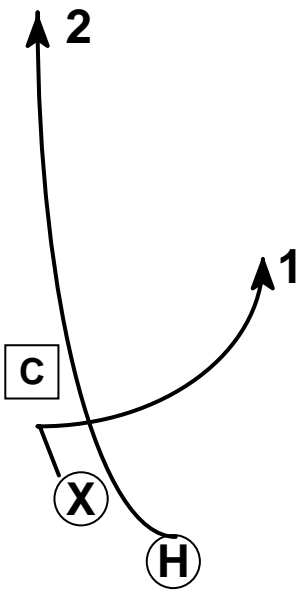
91 Rub

92 Delay

91 Rub



92 Delay



Dropback

Flood Concepts

Vertical Stretch Concepts

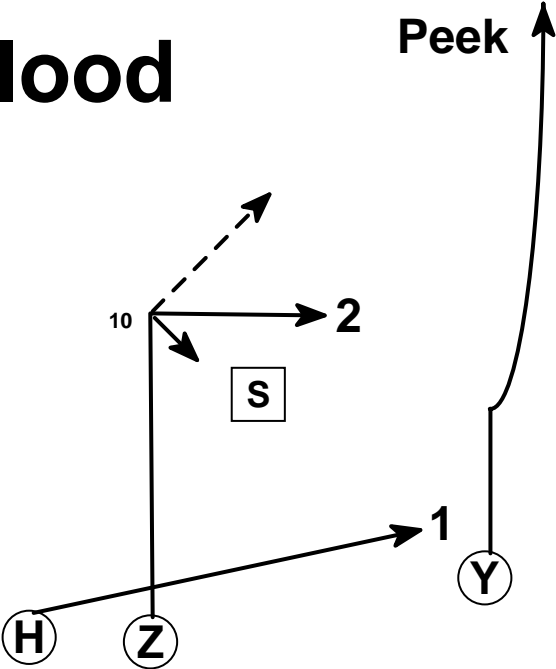
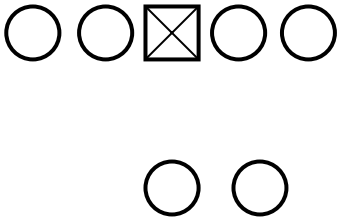
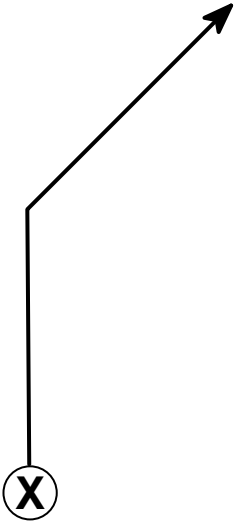
Horizontal Stretch Concepts

Flood Concepts

65 Strong Flood

69 Weak Flood

65 Strong Flood



Vertical Stretch Concepts

60 Option

63 Out

67 Florida

67 Ralph

67 Lonnie

60 Option

Peek

Peek

C

X

1

6-8

H

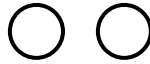
2

10-12

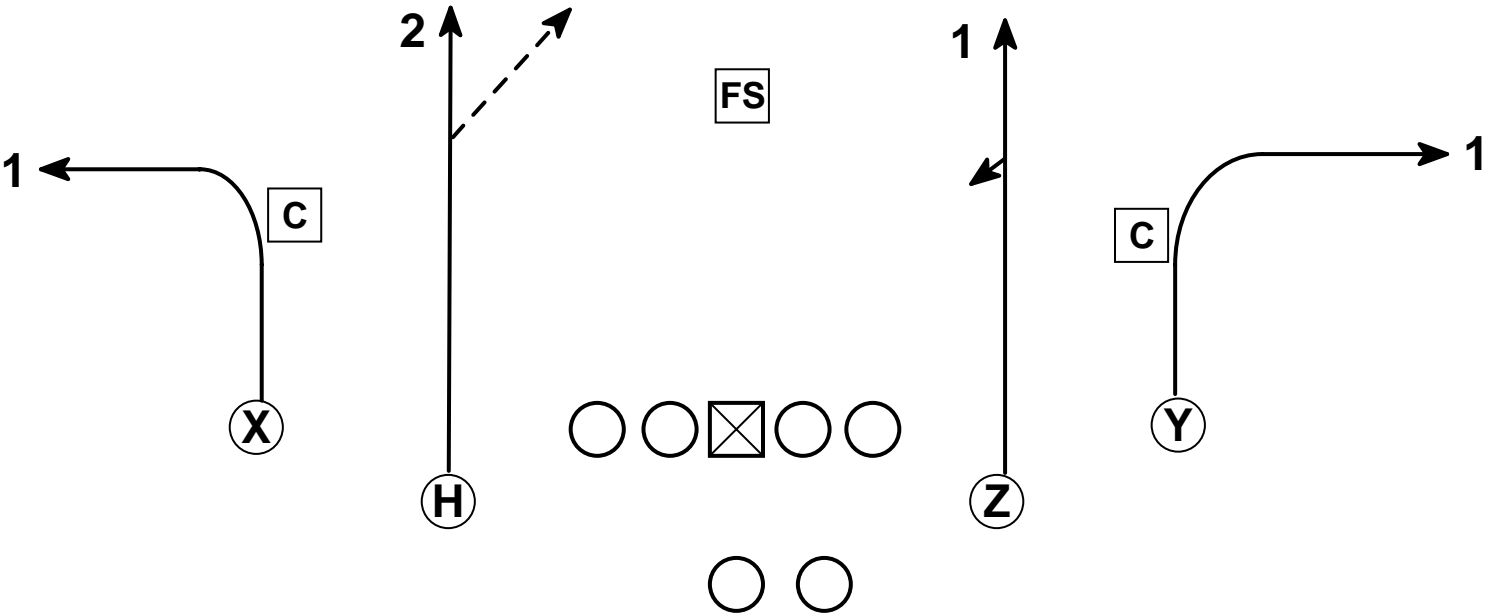
Z

C

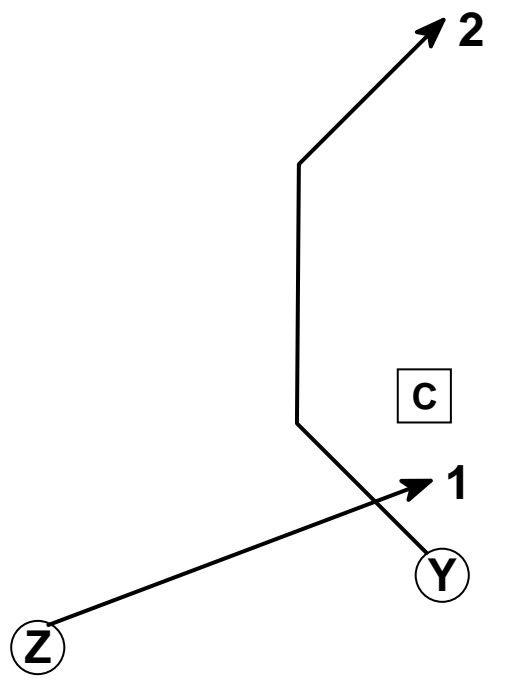
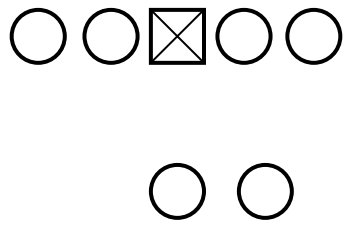
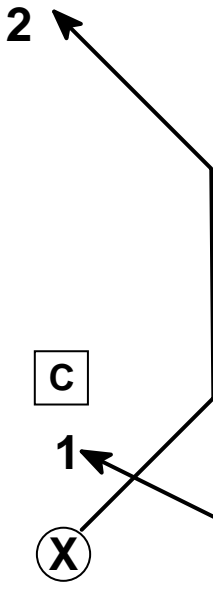
Y



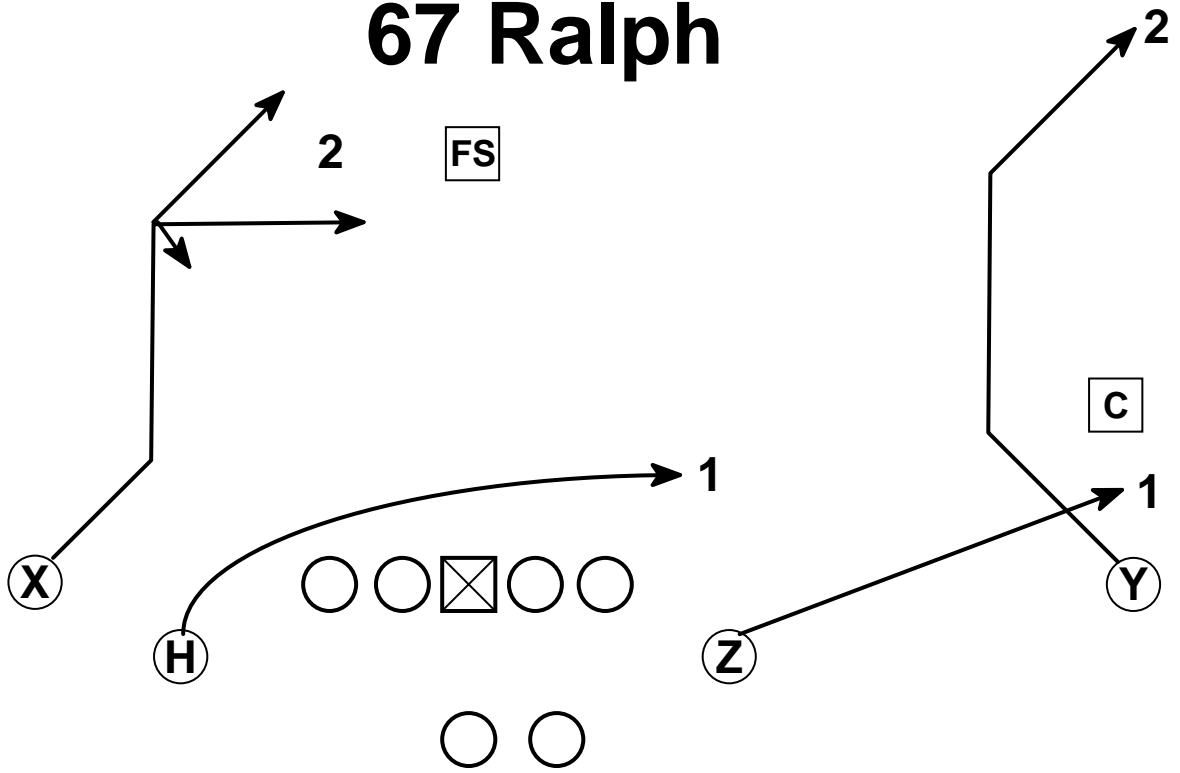
63 Out



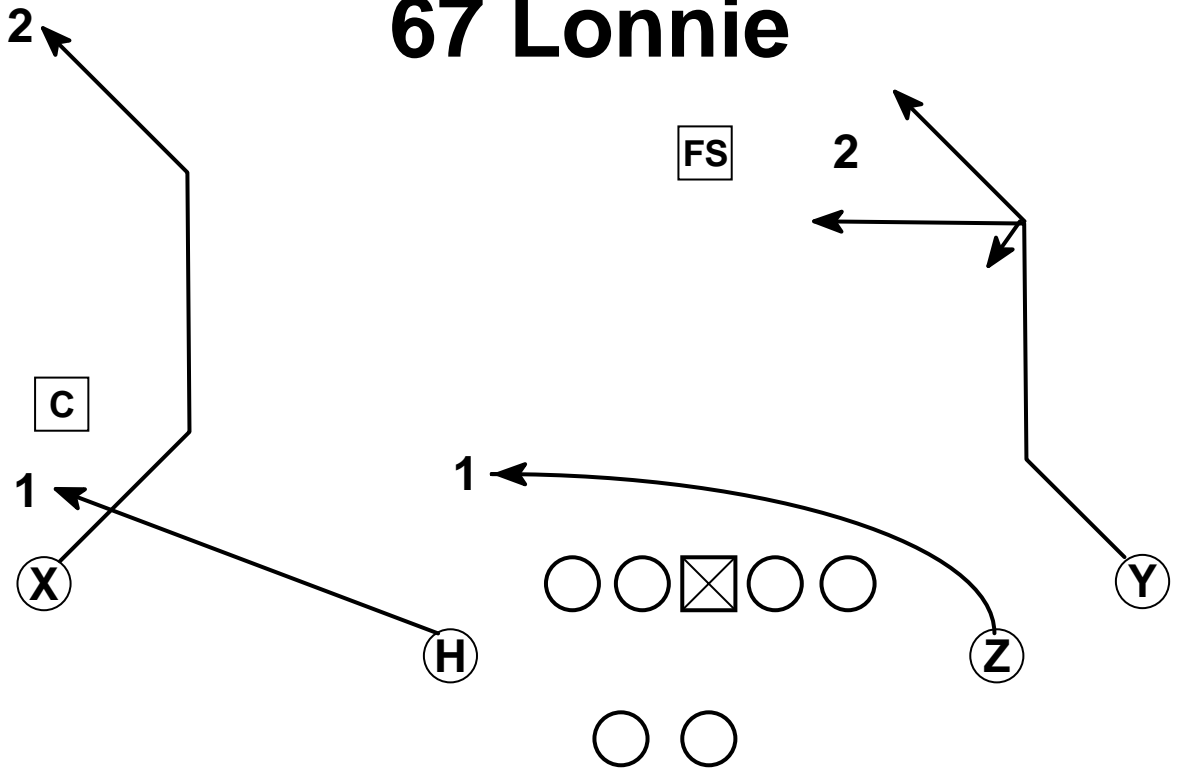
67 Florida



67 Ralph



67 Lonnie



Horizontal Stretch Concepts

61 Cross

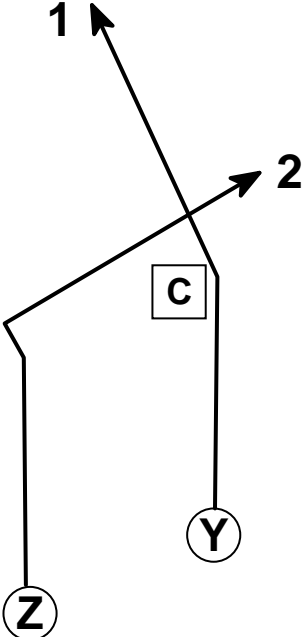
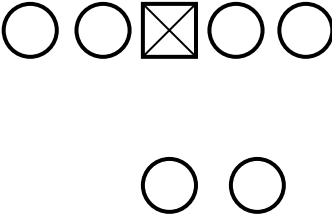
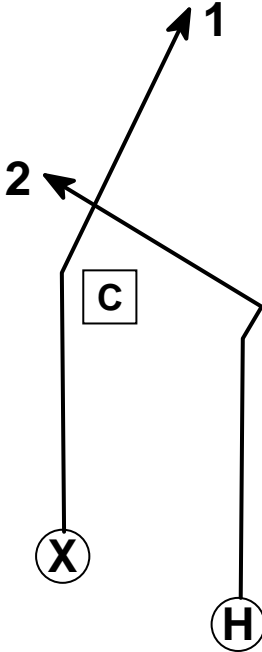
62 Switch

66 Curl

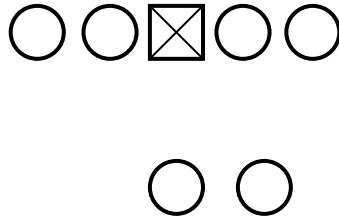
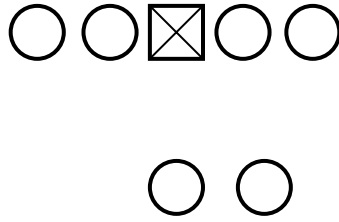
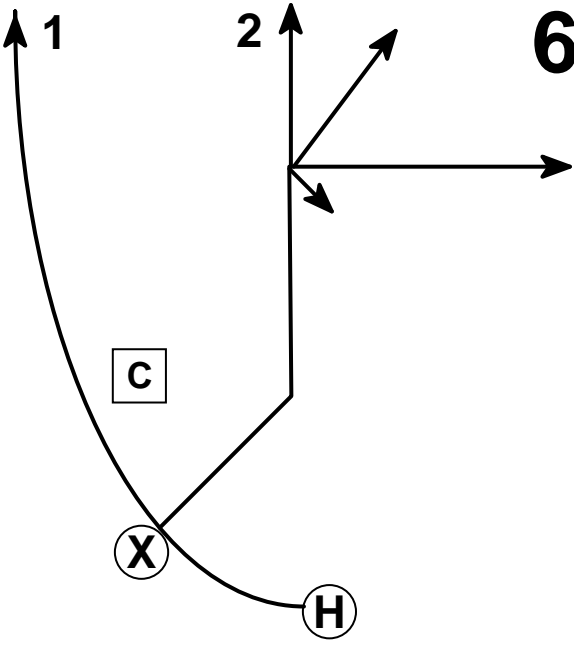
66 Bubble

68 Post

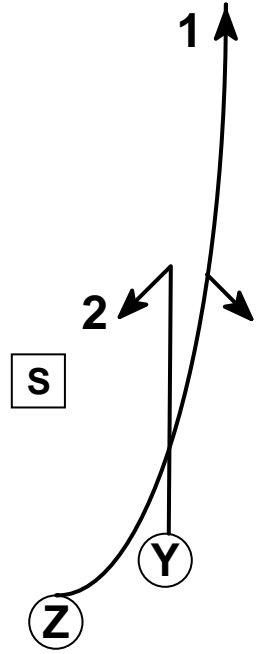
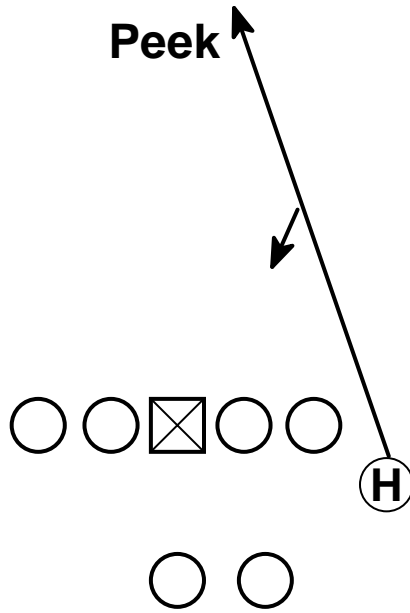
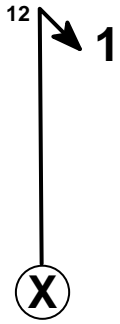
61 Cross



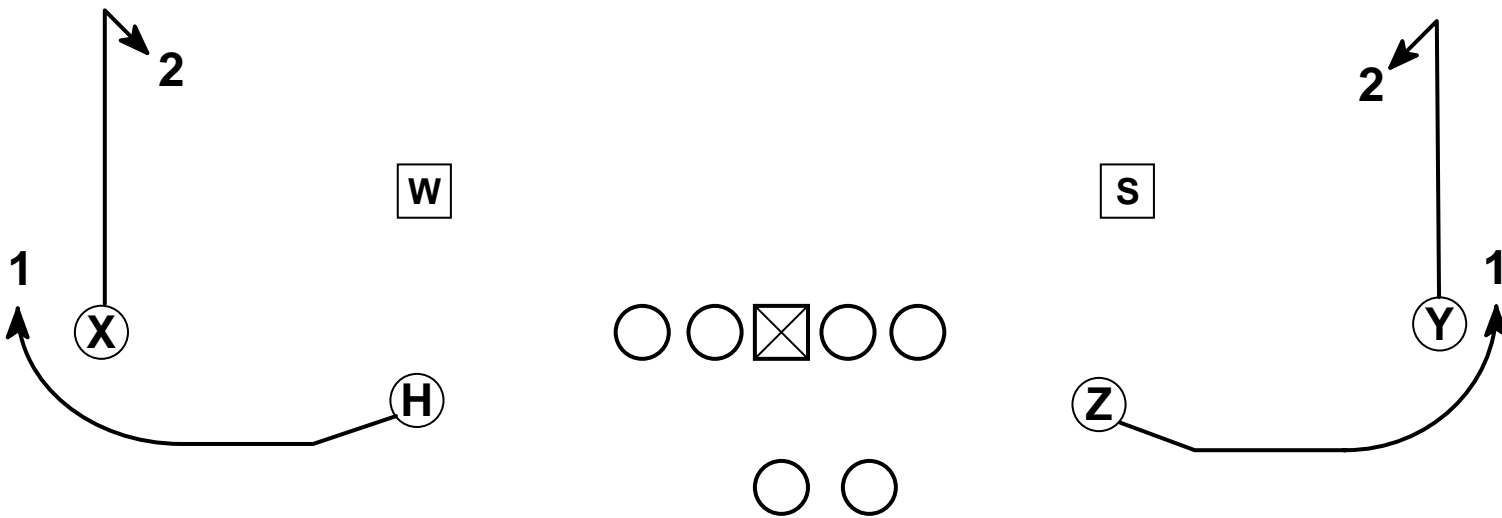
62 Switch



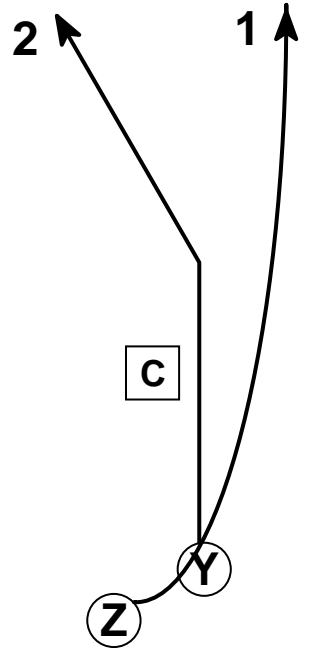
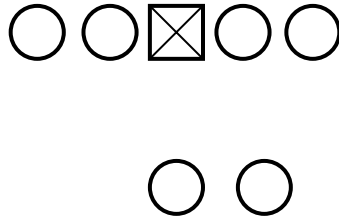
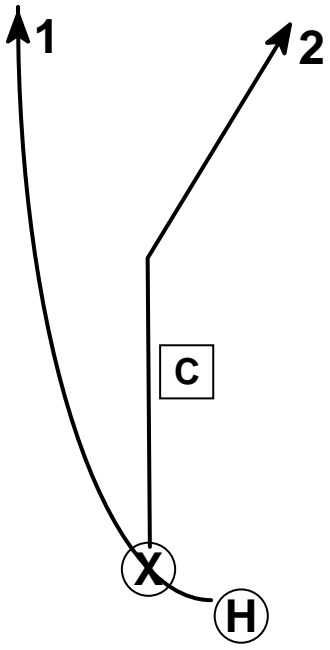
66 Curl



66 Bubble



68 Post



Crossing

Crossing Concepts

Kentucky

Miami

Drive

Dig

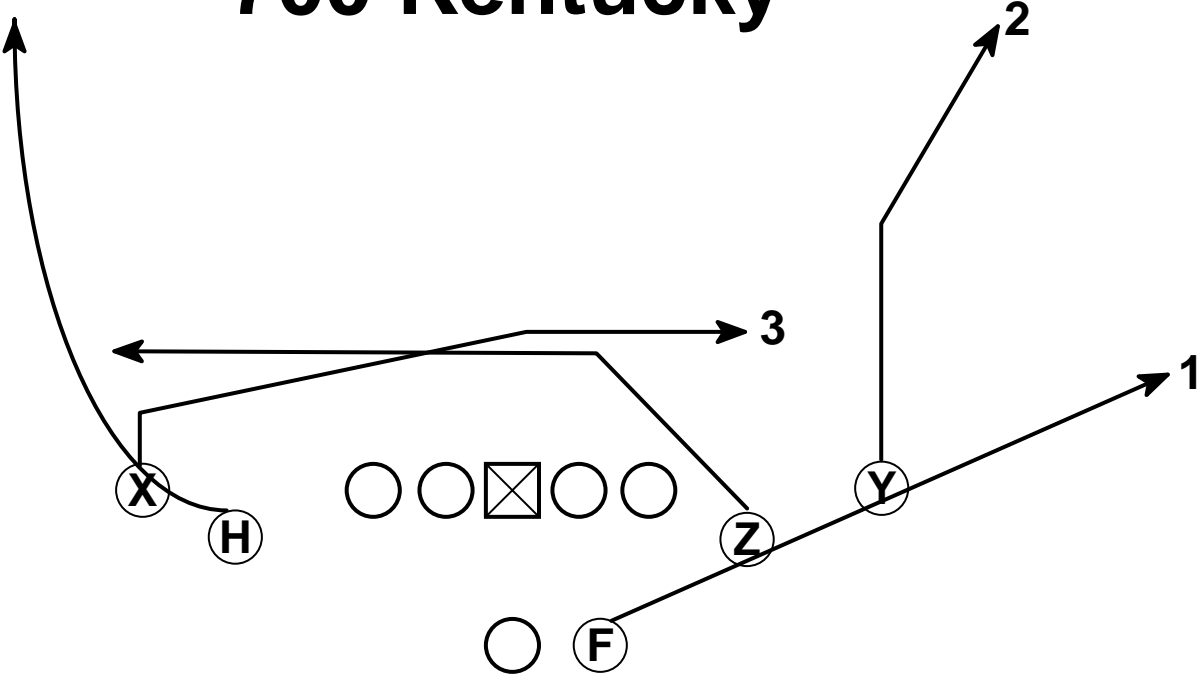
Scat

Florida State

Rub

Kentucky

700 Kentucky



Kentucky Reads

X Corner Read

Y Corner - F Flat Read

Y Corner - X Drag Read

X Drag - F Flat Read

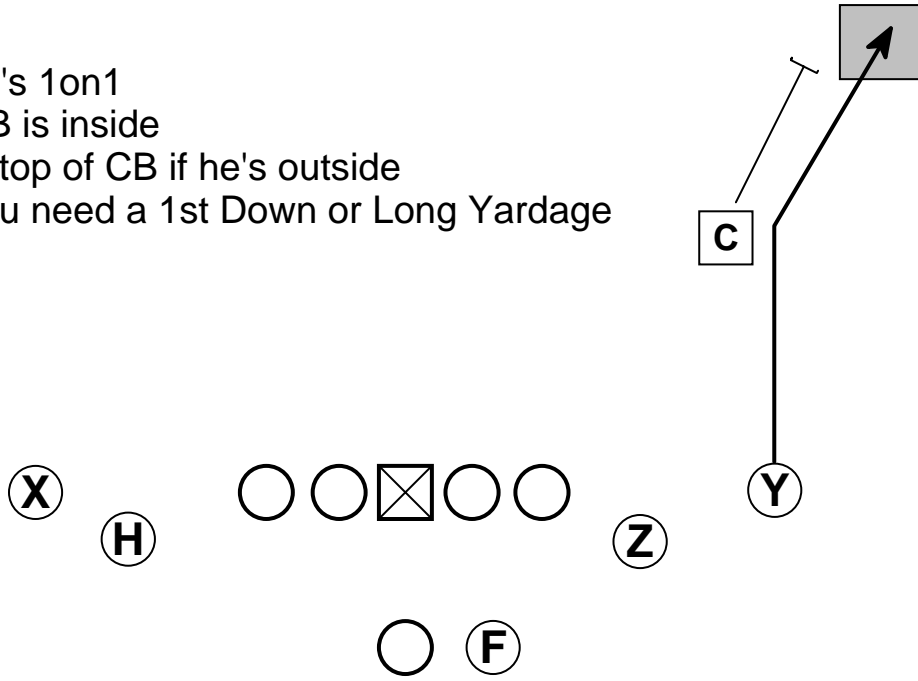
X/Z - Mesh Read

H Wheel - Z Drag Read

QB Bomb Read

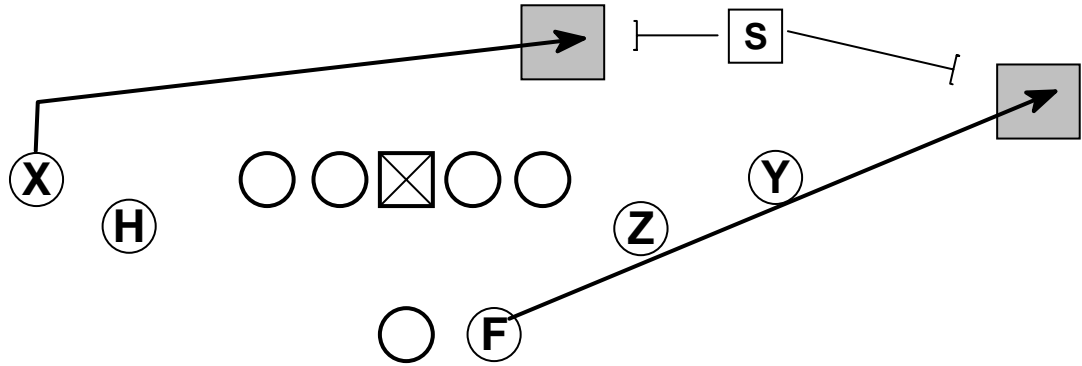
X Corner Read

1. Throw to Y if he's 1on1
2. Throw to Y if CB is inside
3. Throw over the top of CB if he's outside
3. Throw to Y if you need a 1st Down or Long Yardage



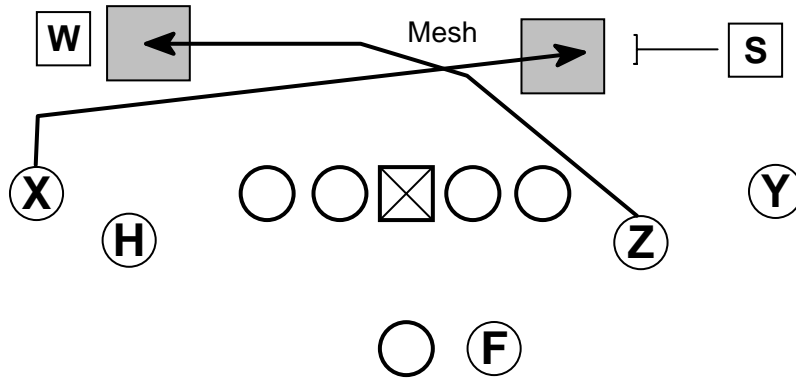
X Drag - F Flat Read

1. Horizontal Read on Sam
2. If Sam covers Flat throw Drag to X
3. If Sam covers Drag throw Flat to F



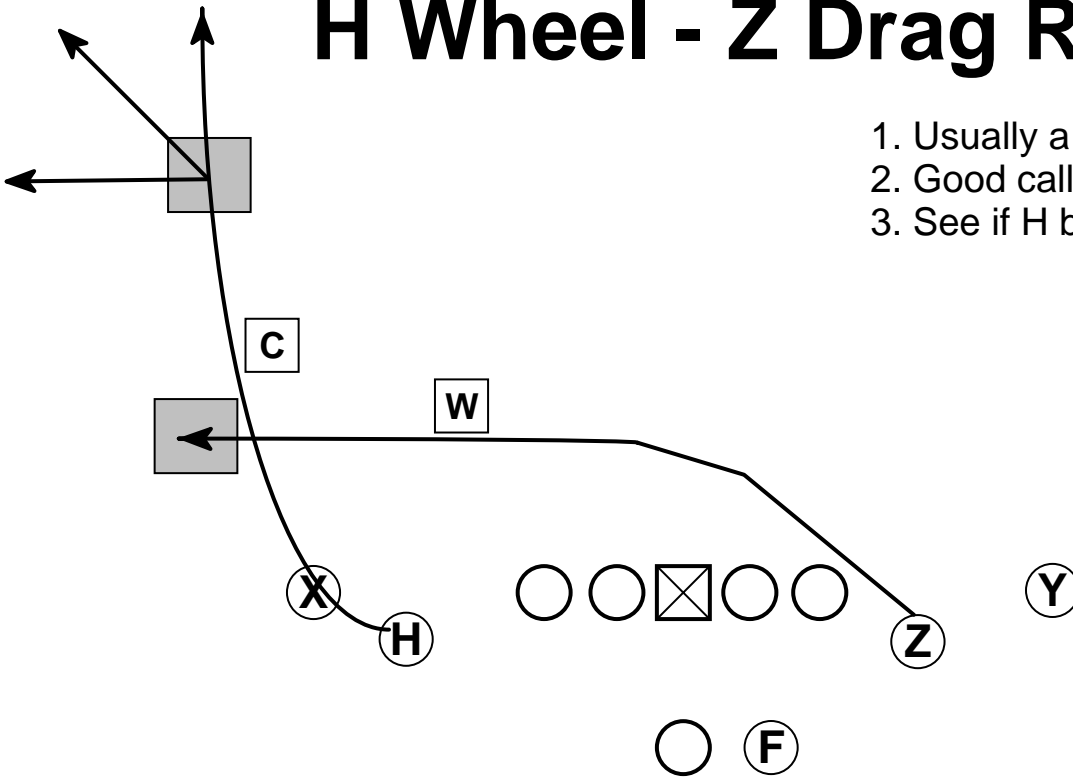
X/Z - Mesh Read

1. Read Mesh point
2. If Sam covers X Drag go Z
3. If W is in picture throw ball away or run



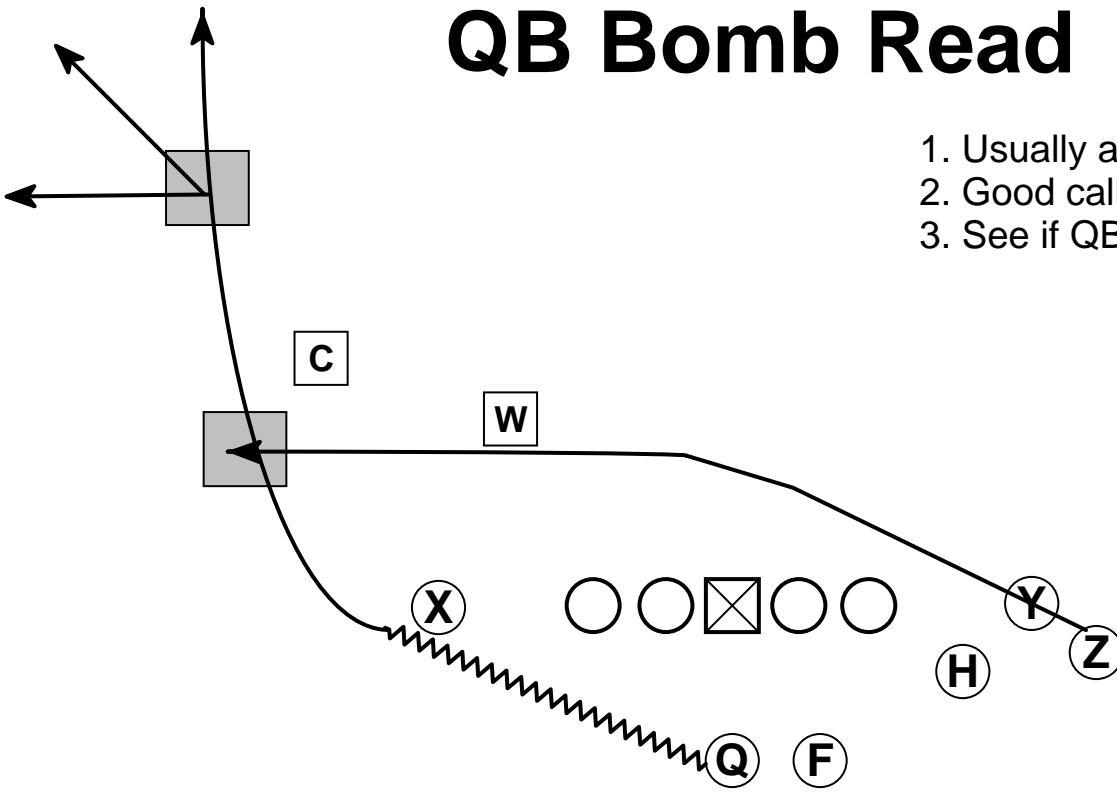
H Wheel - Z Drag Read

1. Usually a call from sideline
2. Good call against man coverage
3. See if H beats CB Deep

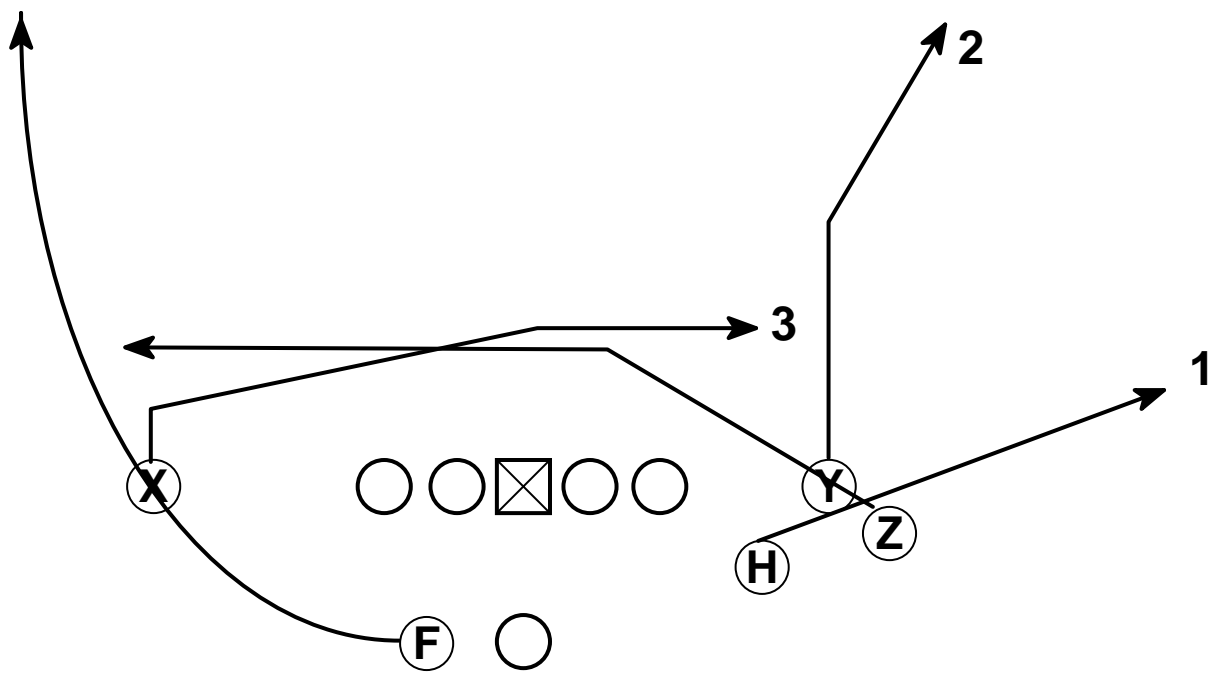


QB Bomb Read

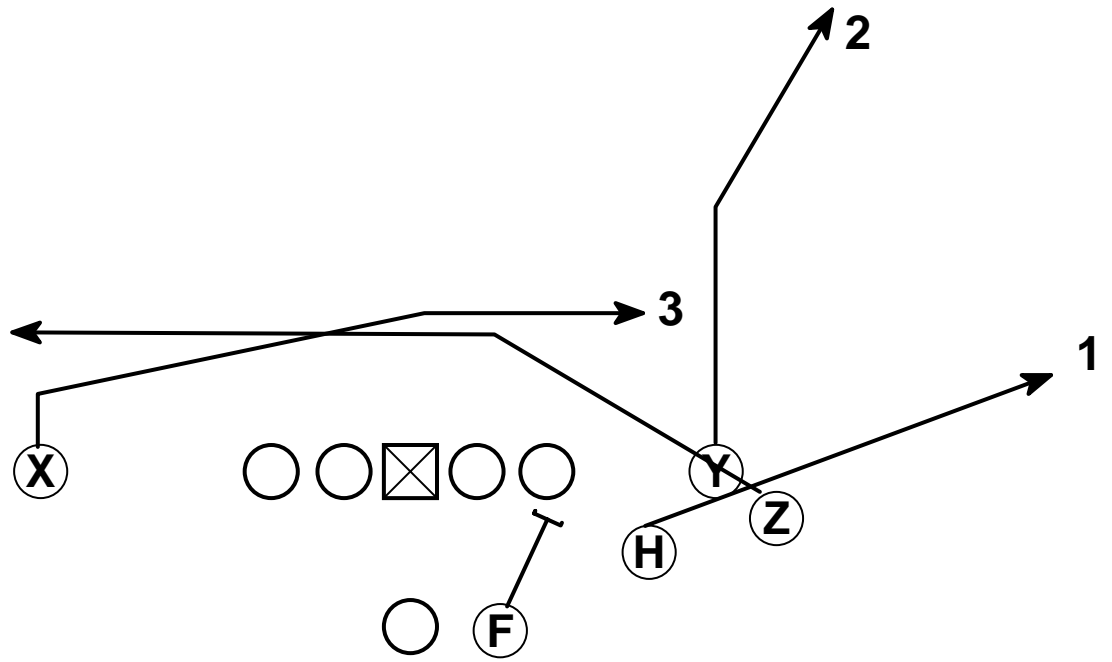
1. Usually a call from sideline
2. Good call against man coverage
3. See if QB beats CB Deep



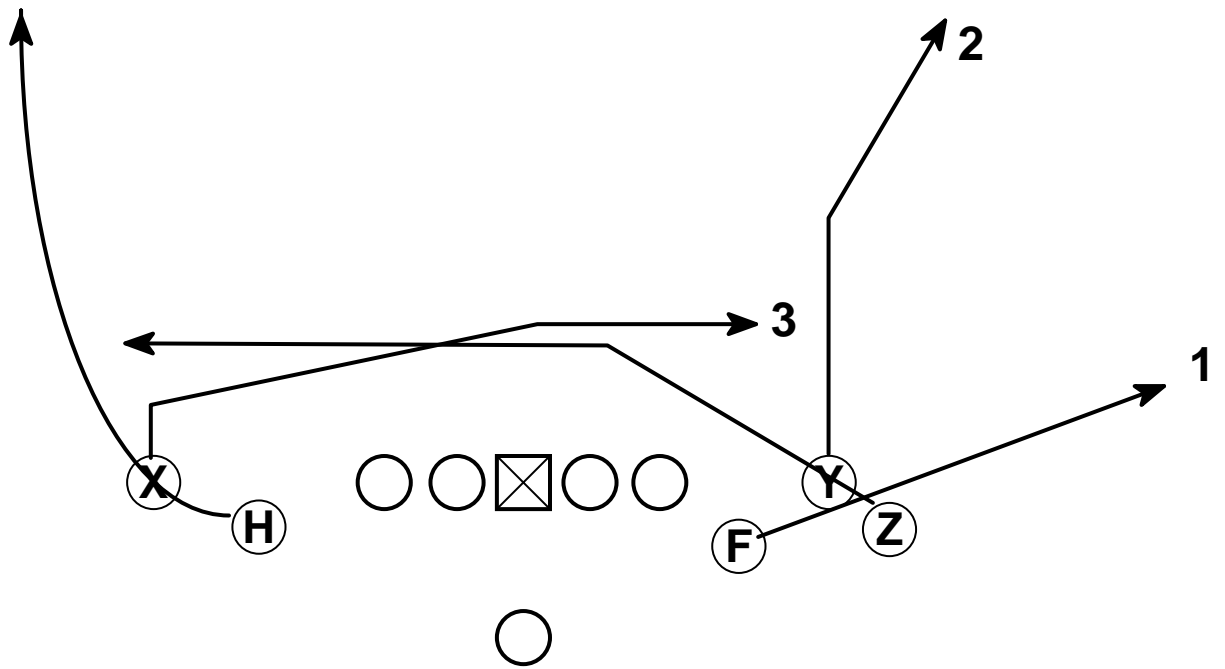
Bunch RT 700 Kentucky



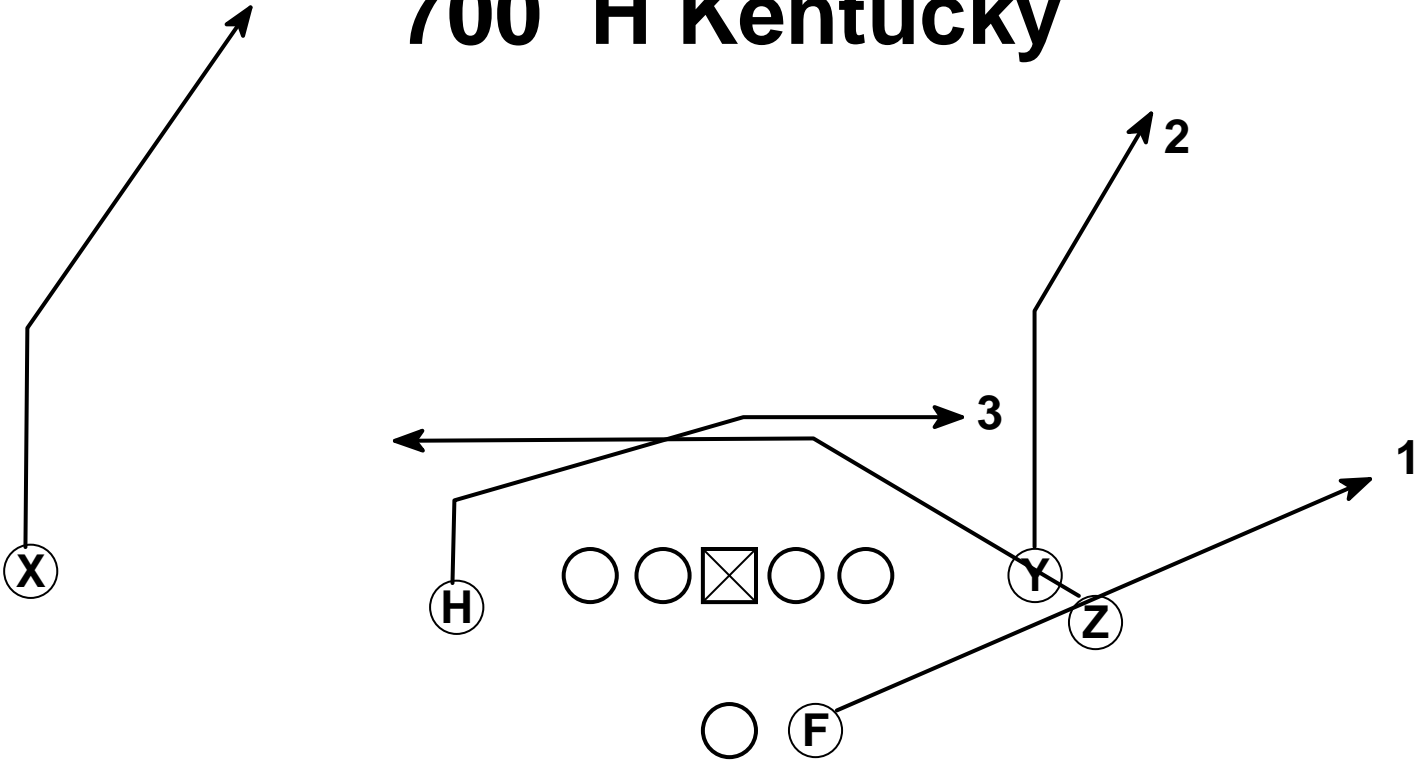
Bunch RT 60 Kentucky



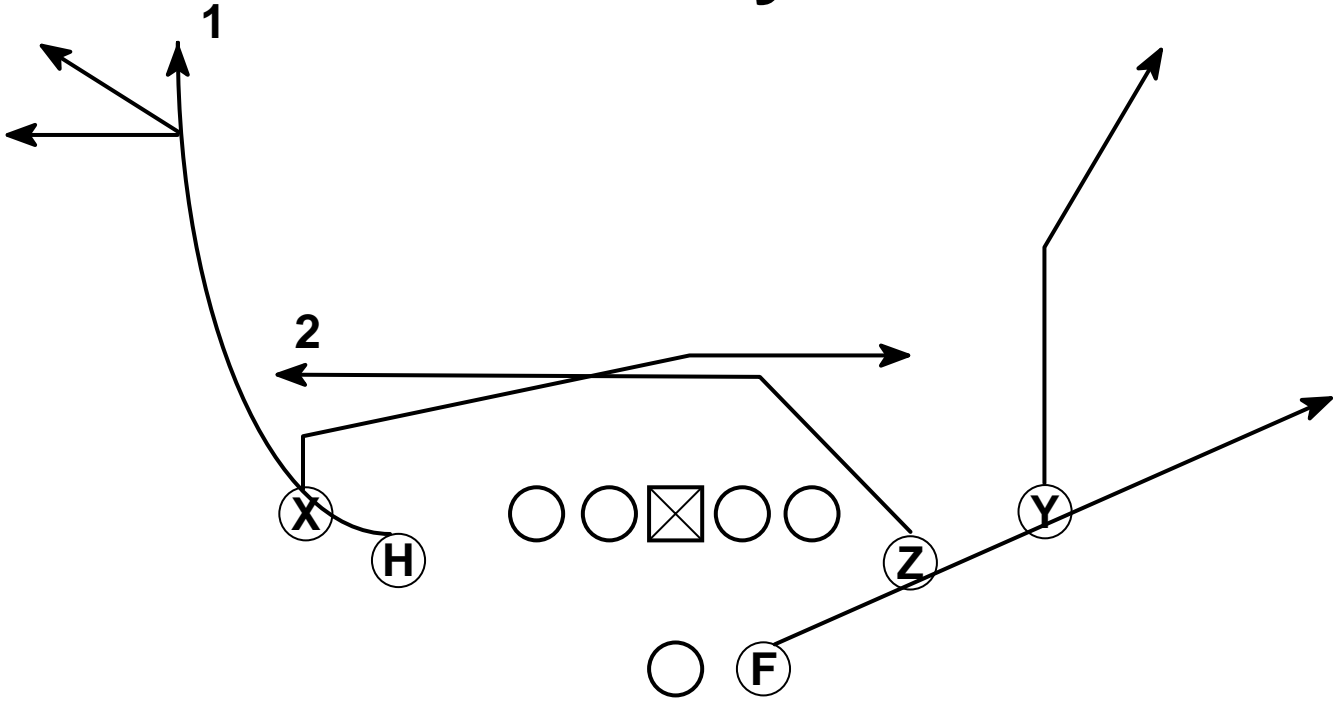
Empty RT 700 Kentucky



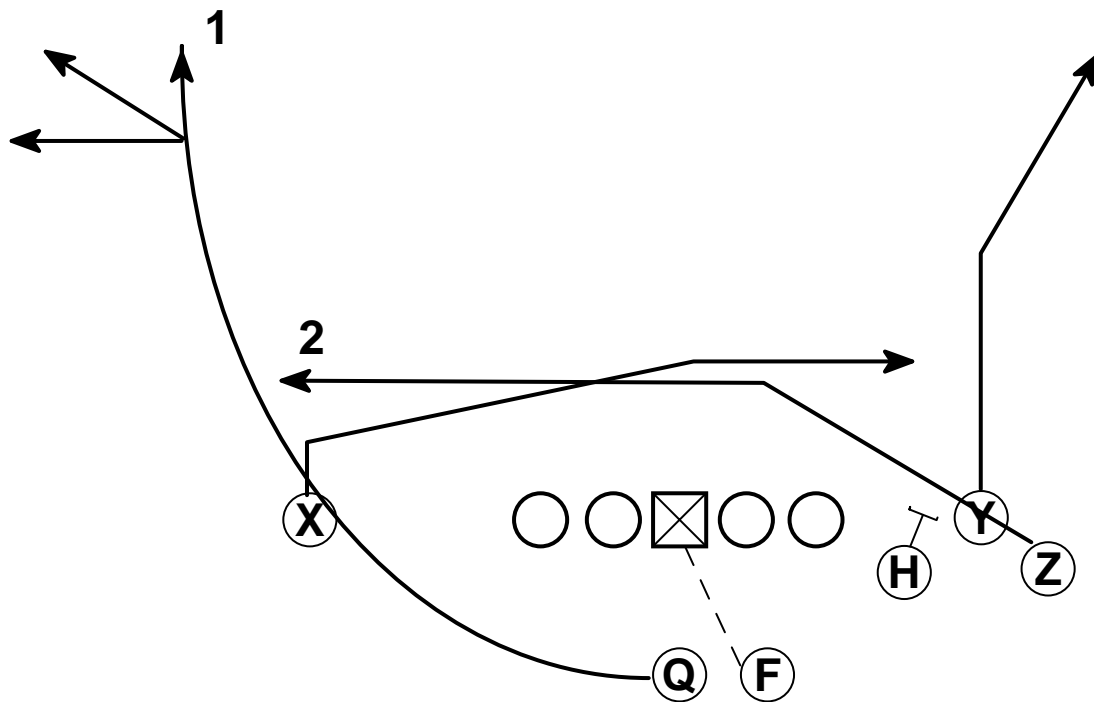
700 H Kentucky



700 Kentucky H Wheel



60 QB Bomb Kentucky



Miami

Miami Rules

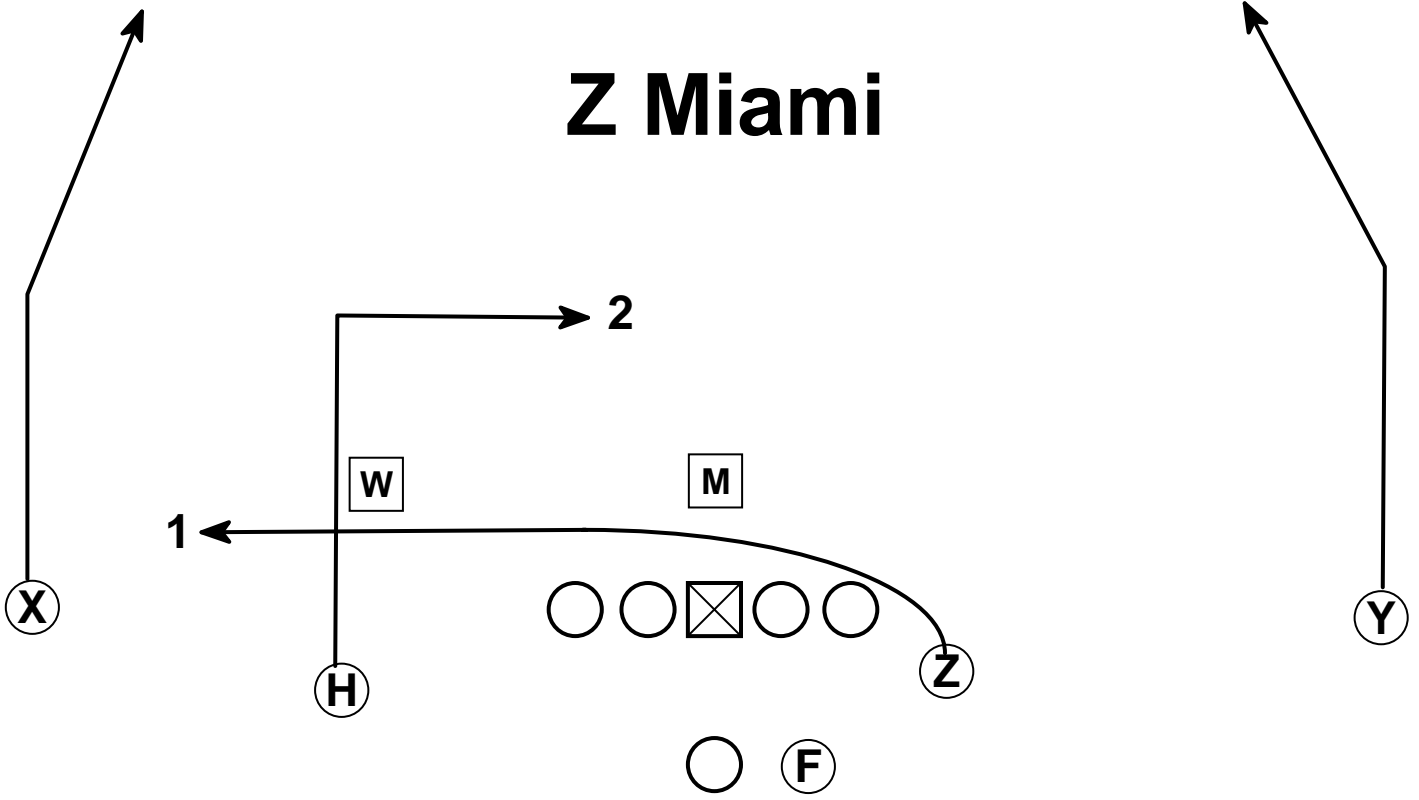
Called WR runs Miami

**Miami is a shallow cross route at the heels of the DL.
Read opposite OLB to determine if you sit or keep
running.**

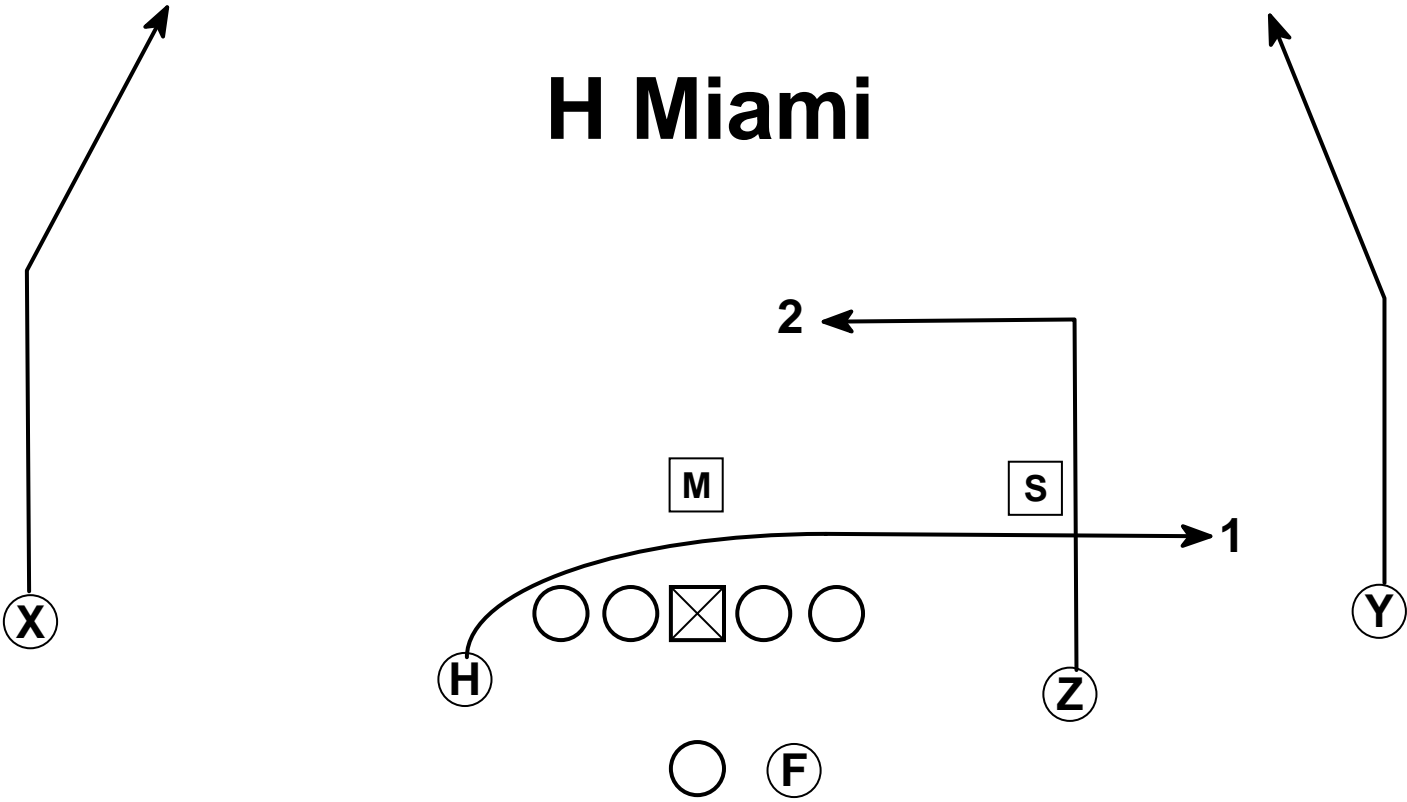
1st Opposite WR runs 10 Yard Dig

All other WR's influence Safeties with Post or Corner

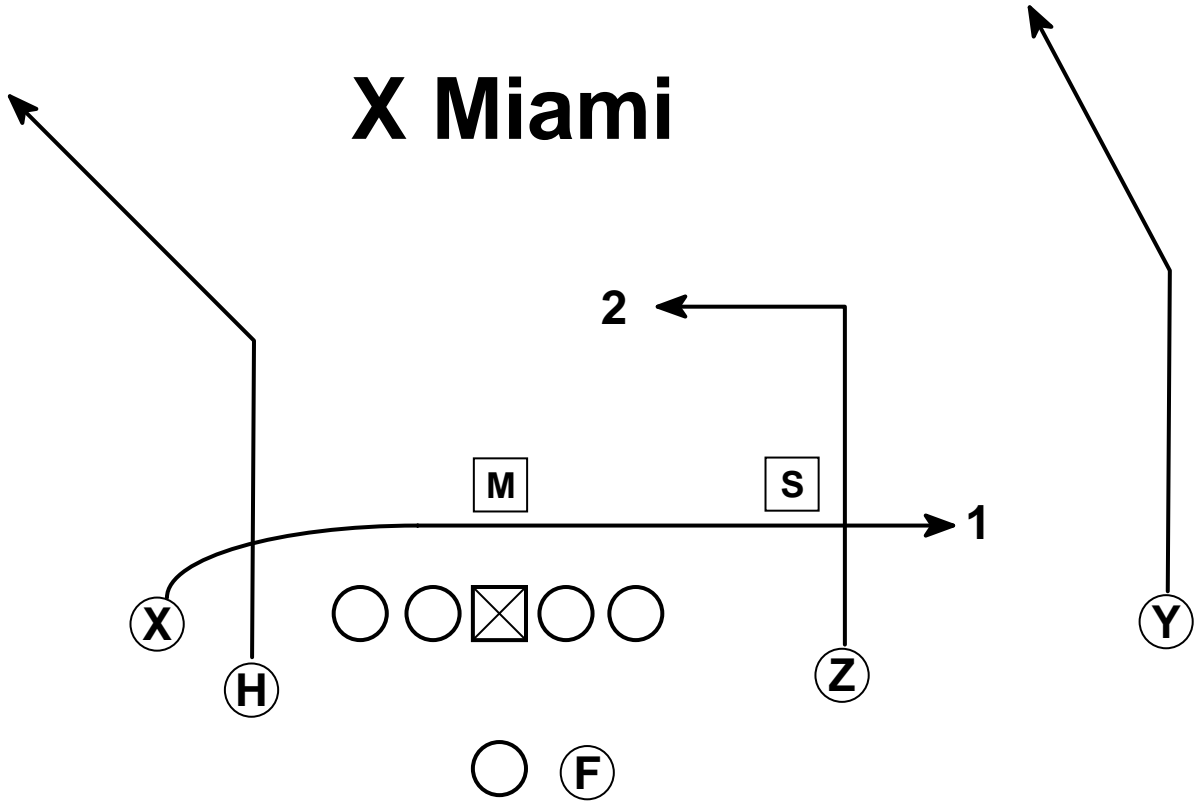
Z Miami



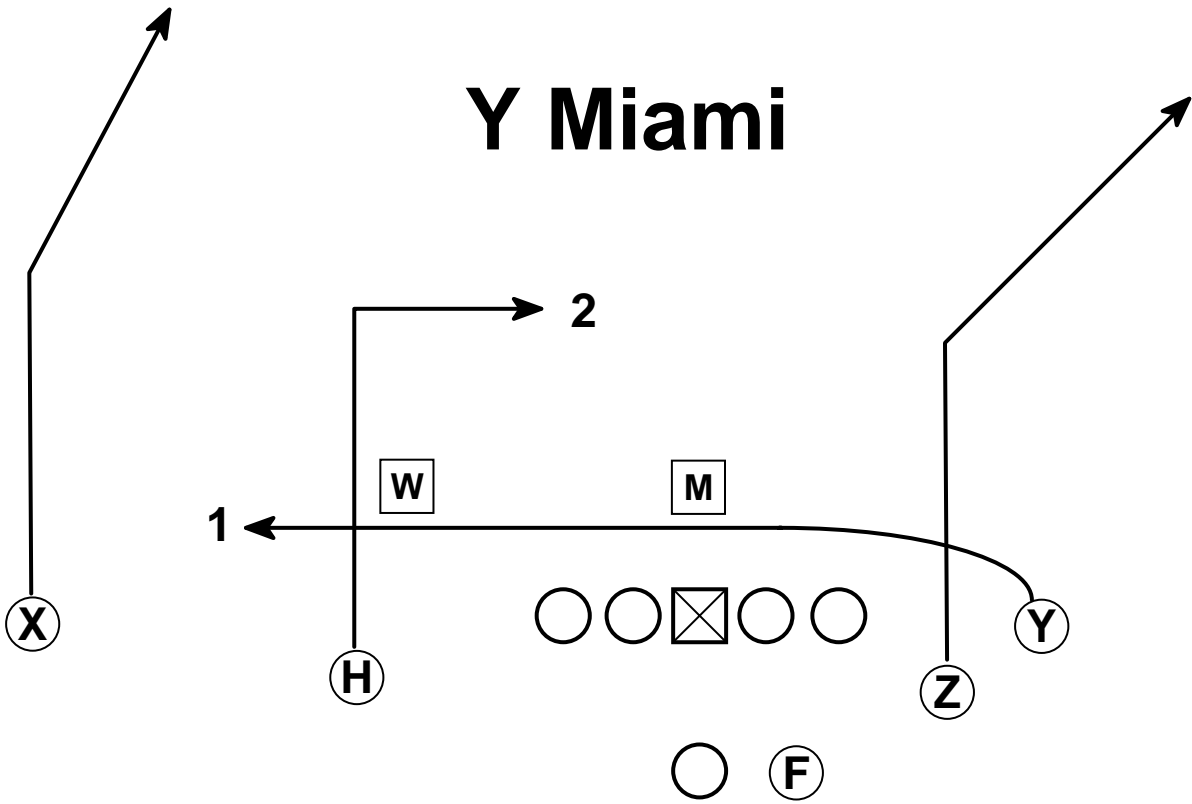
H Miami



X Miami



Y Miami



Drive

Drive Rules

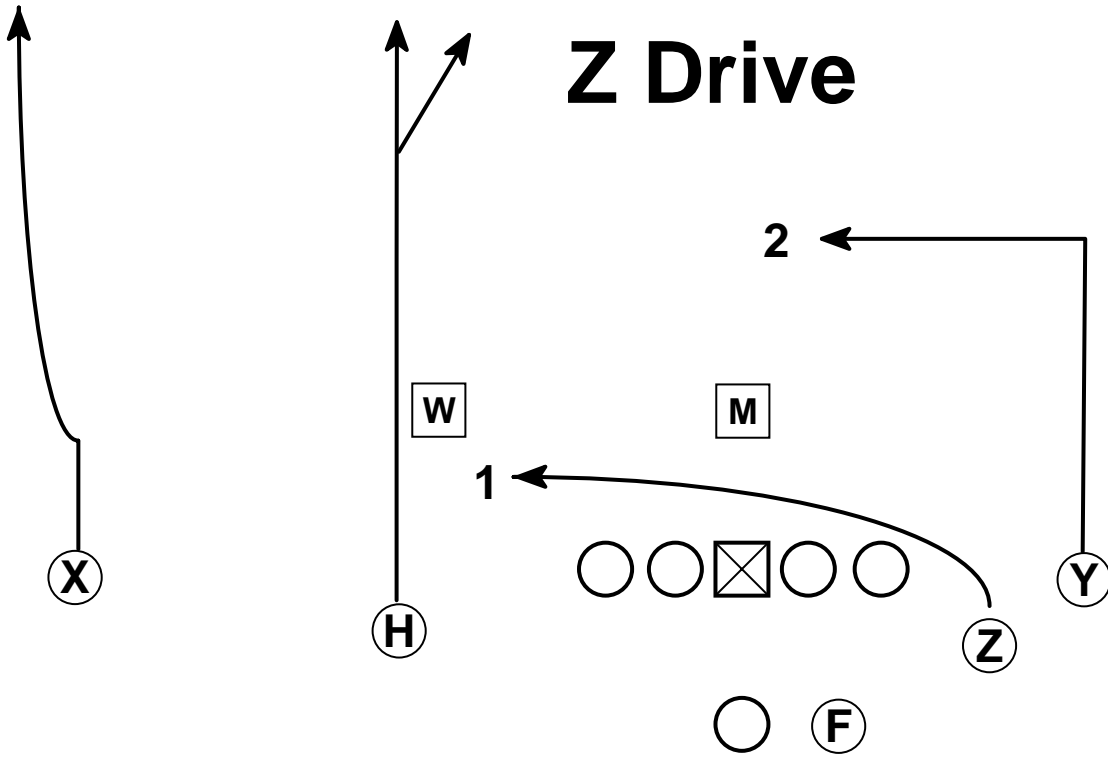
Called WR runs Drive (Same as Miami)

**Drive is a shallow cross route at the heels of the DL.
Read opposite OLB to determine if you sit or keep
running.**

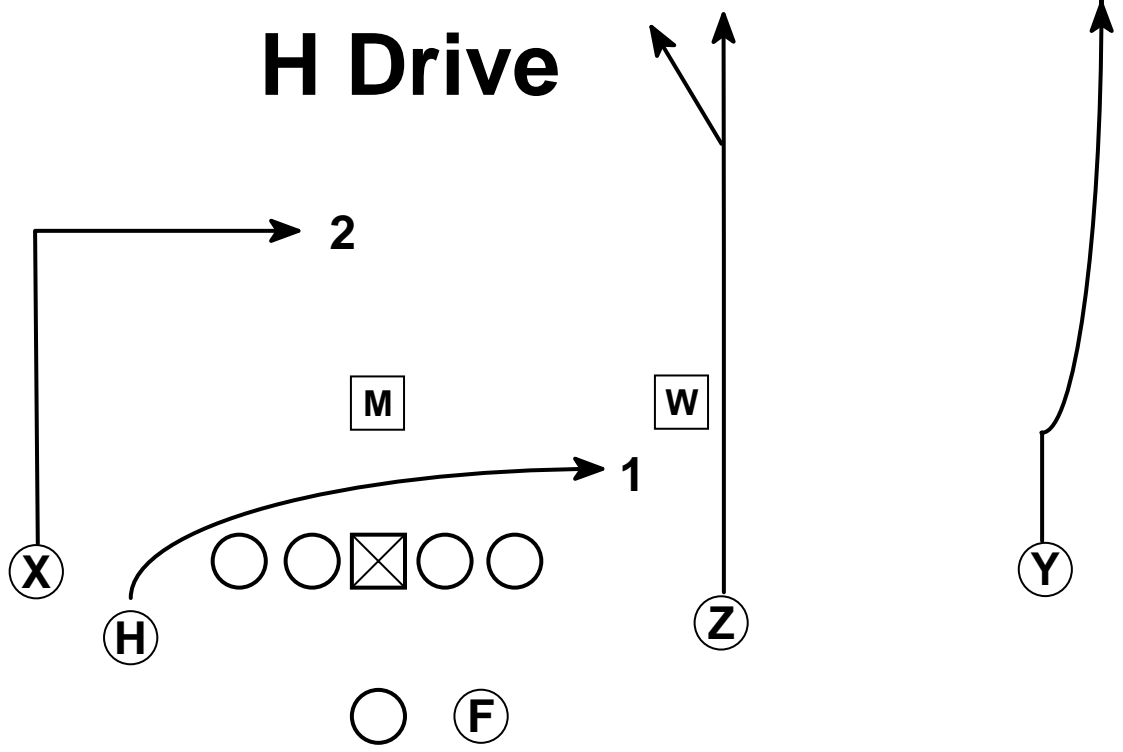
Same side WR runs 10 Yard Dig

All other WR's influence Safeties with Streaks and
Fades

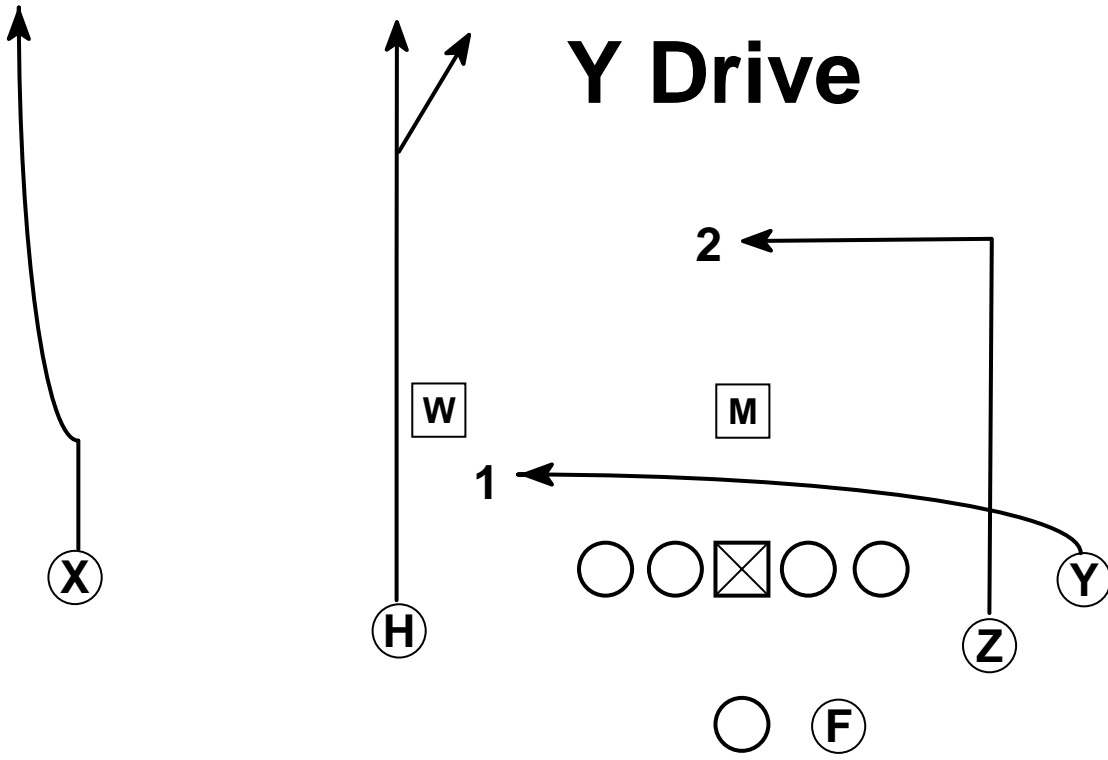
Z Drive



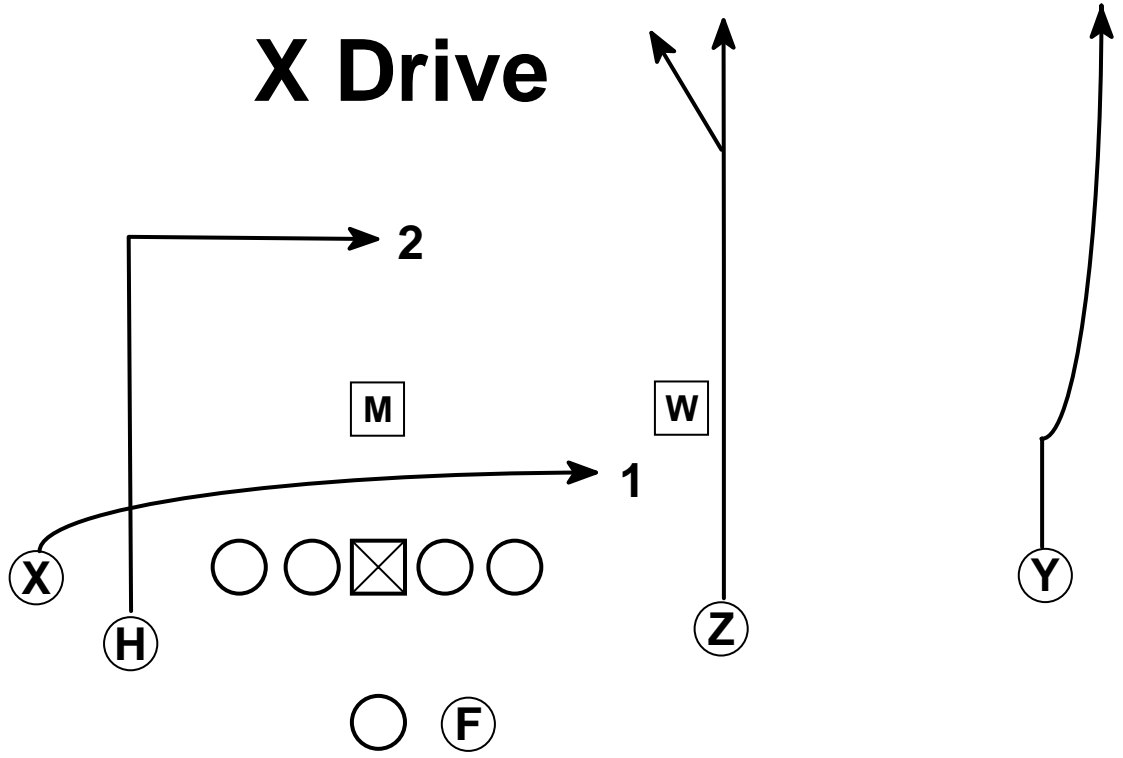
H Drive



Y Drive



X Drive



Dig

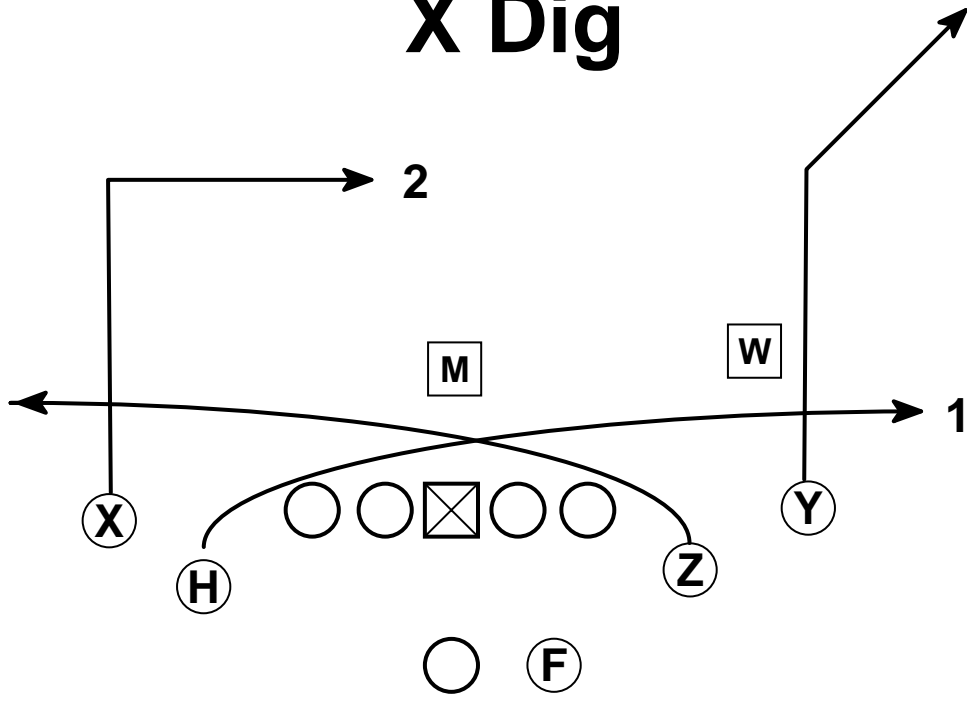
Dig Rules

Called WR runs 10 Yard Dig

Same side and next opposite WR's runs Drags
use Kentucky Drag rules

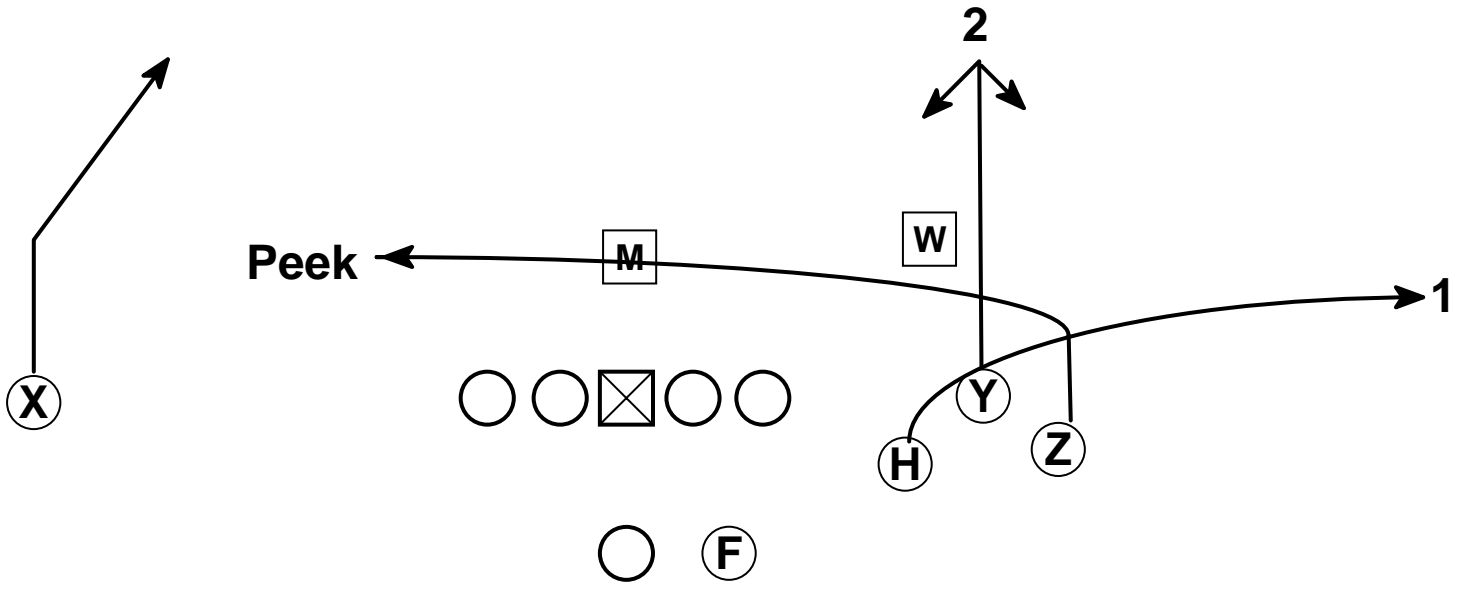
Last WR influence Safeties with Post and Corners

X Dig



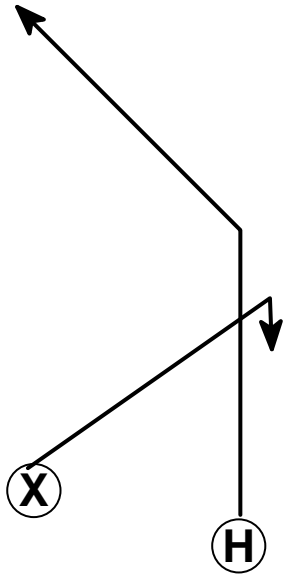
Florida State

Florida State



Scat

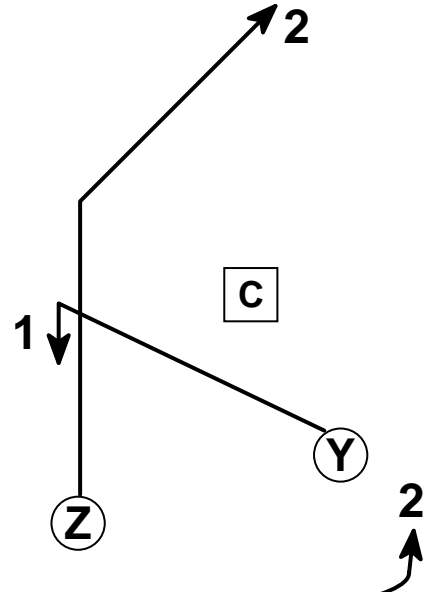
Scat



1



2



Movement Passes

Movement Passes

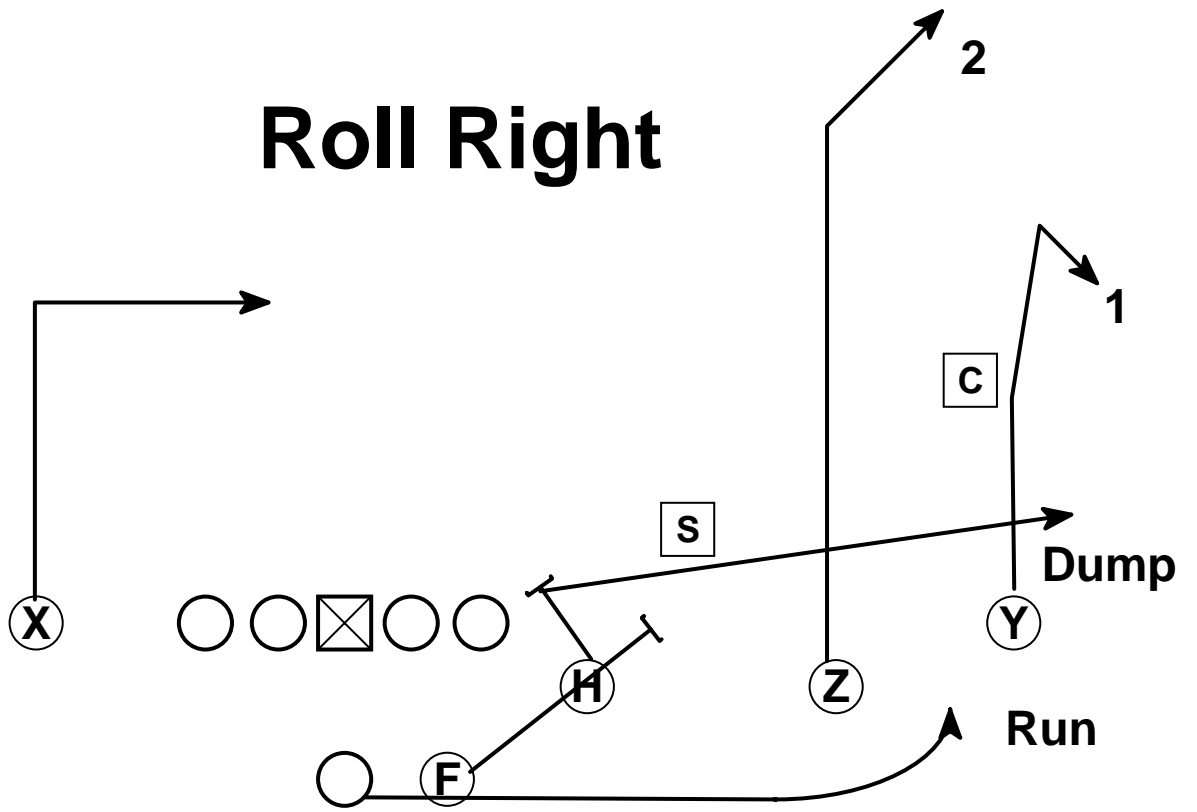
Roll Right

Gap Pass

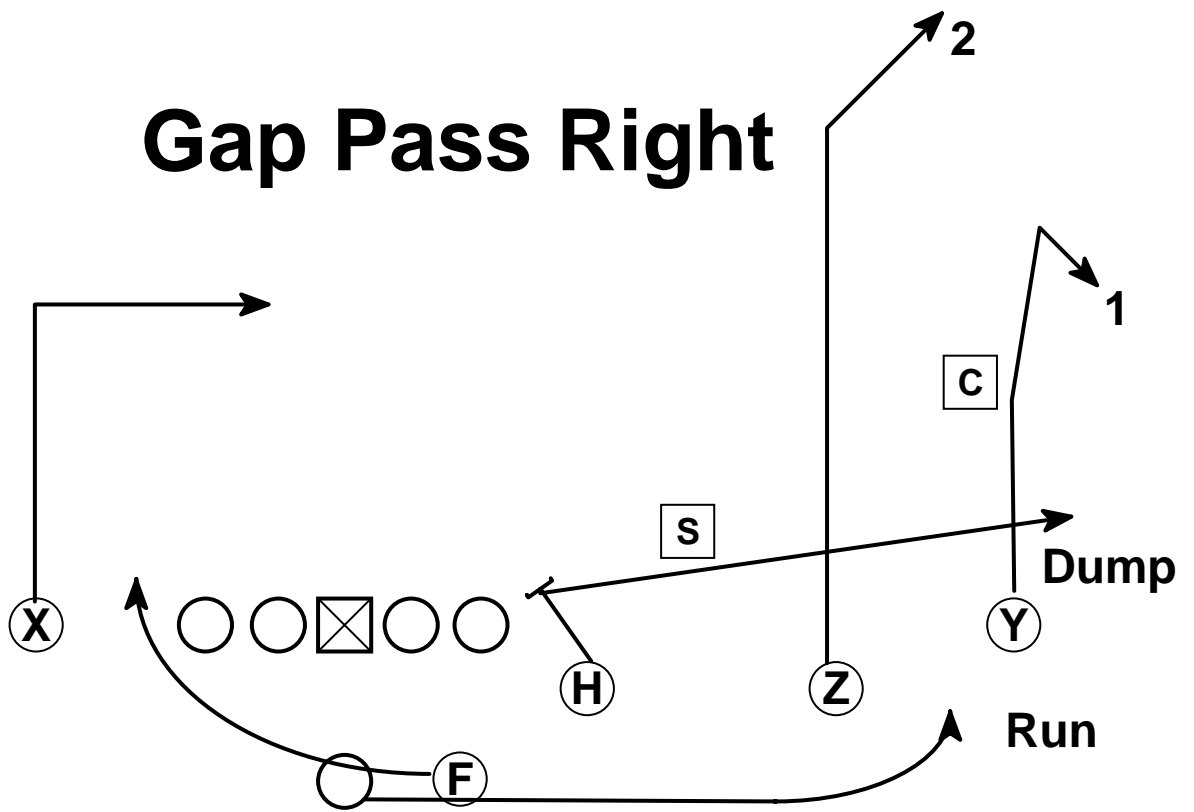
Bootleg Pass

Waggle Pass

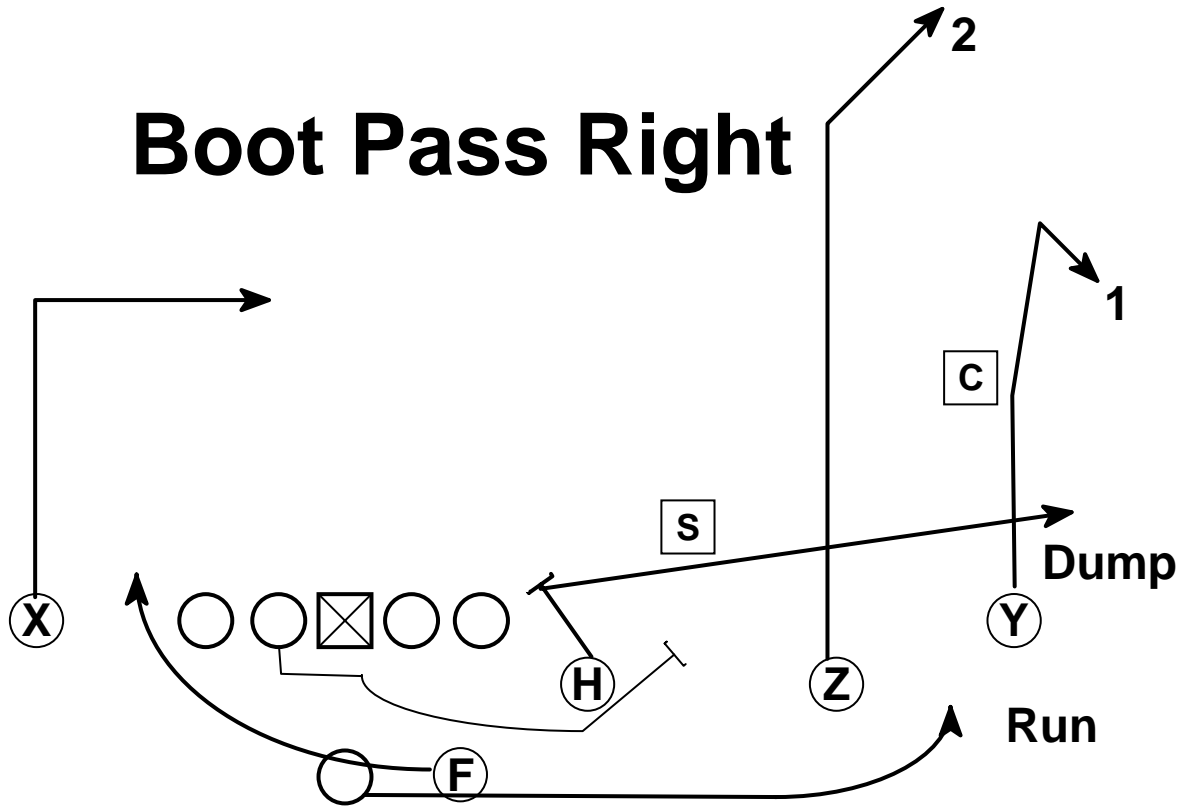
Roll Right



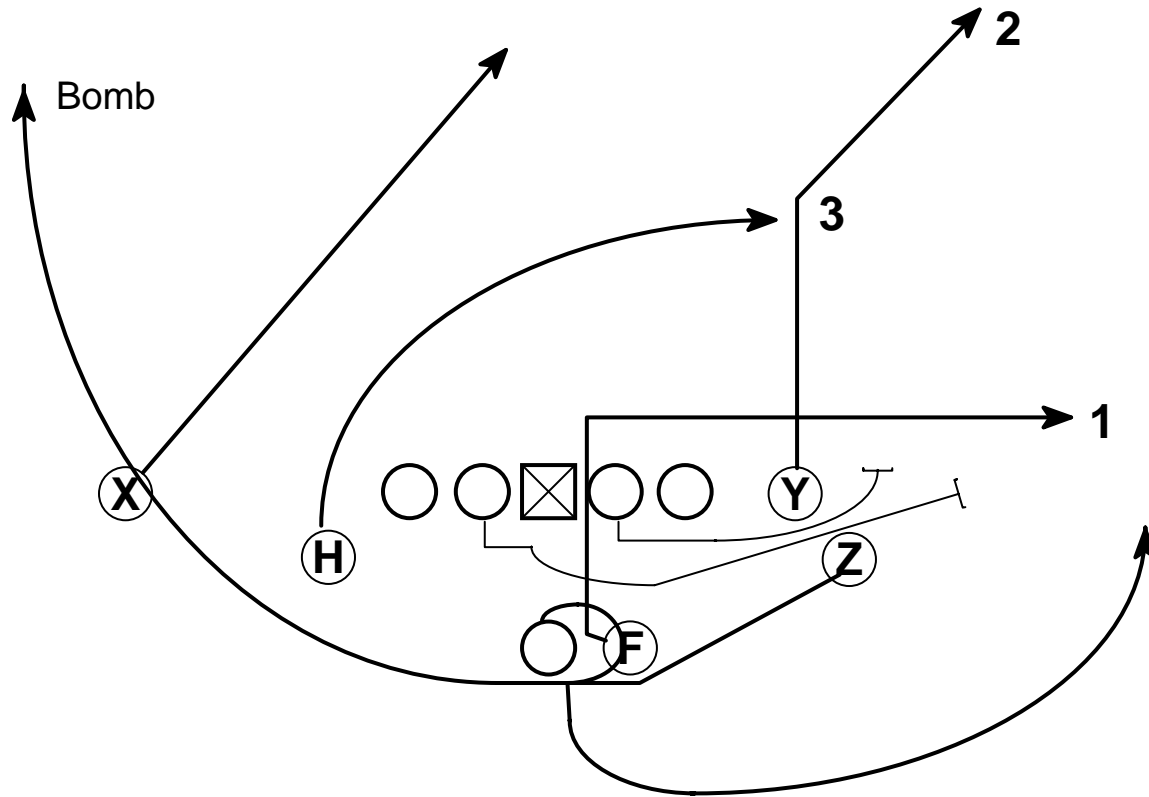
Gap Pass Right



Boot Pass Right

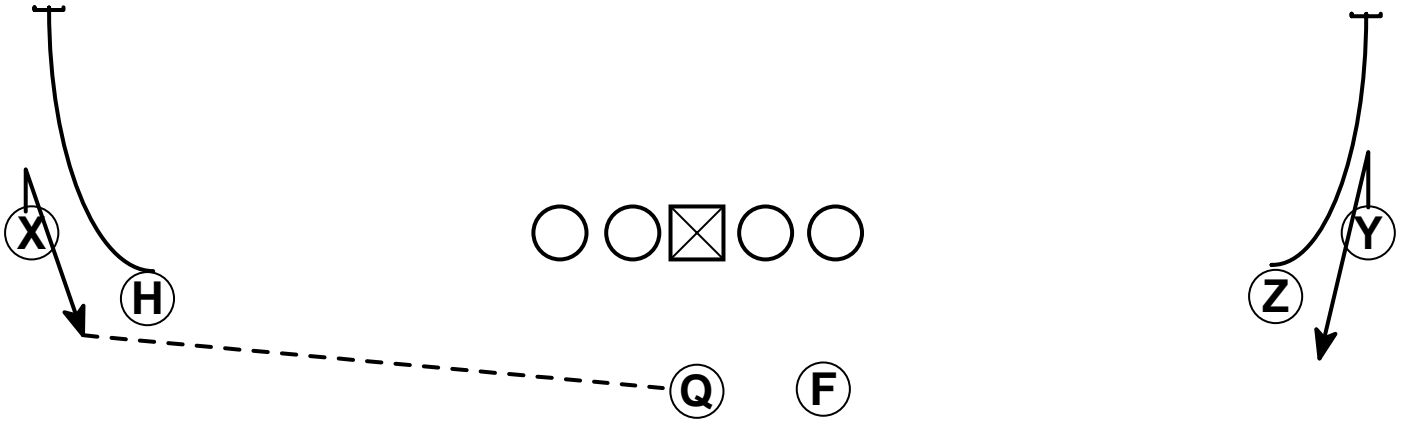


Waggle Pass Right

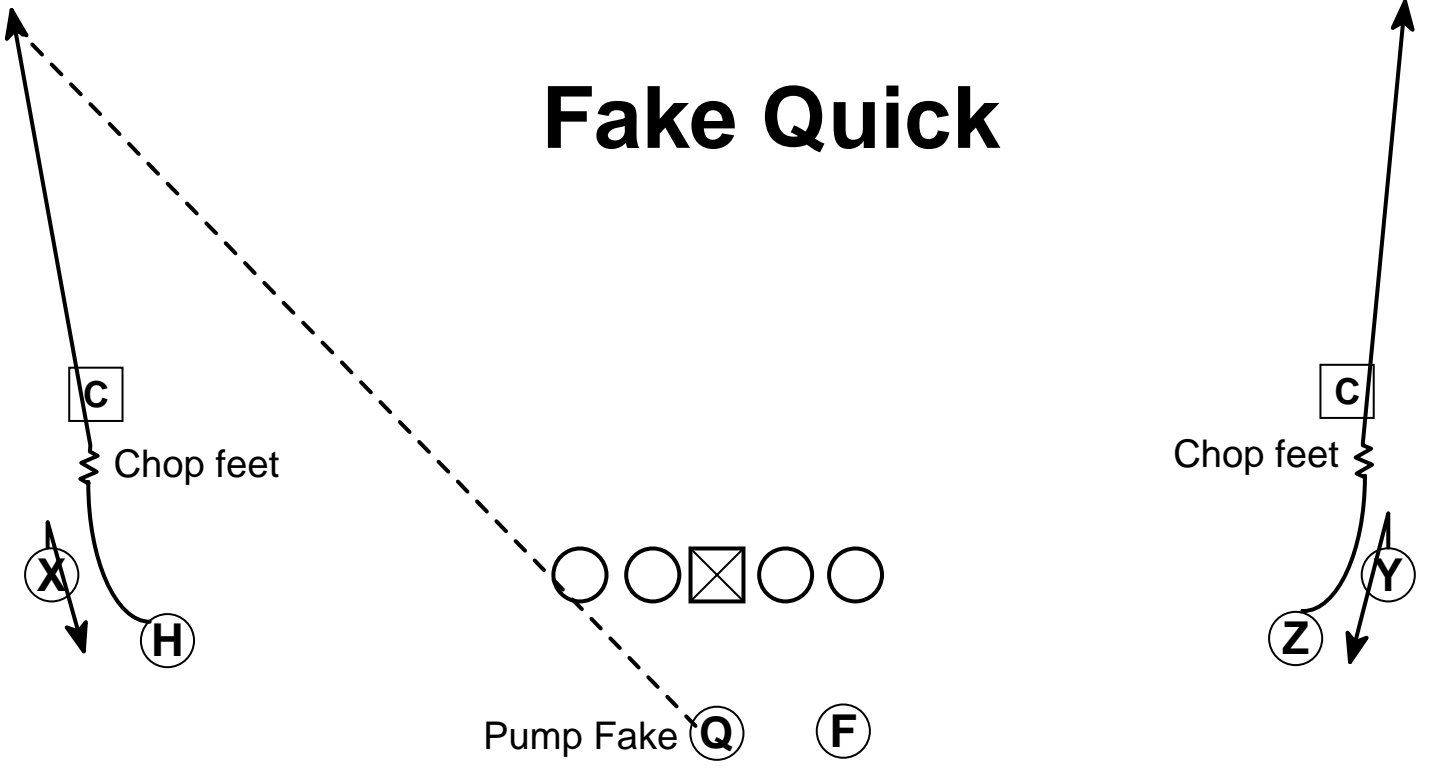


Screens

Quick



Fake Quick



Stack Quick

⊗



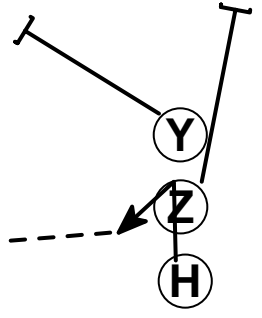
⊗

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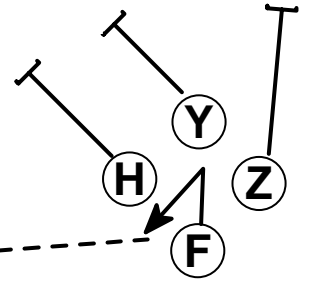


Diamond Quick

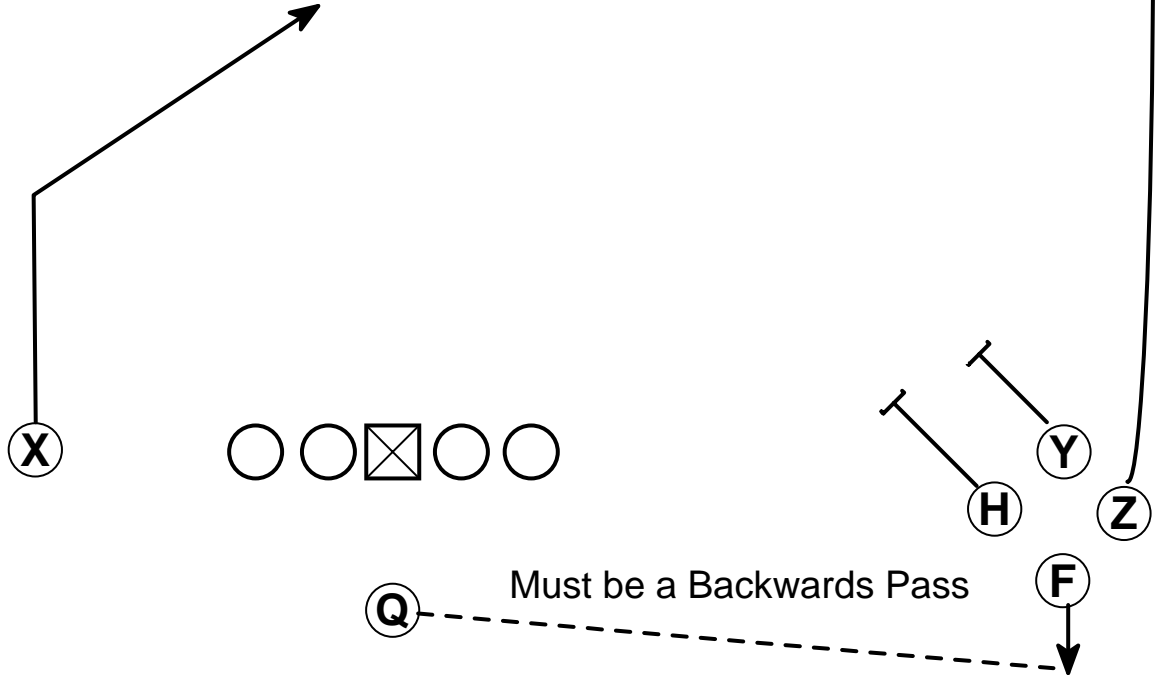
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○ ○ ⊗ ○ ○

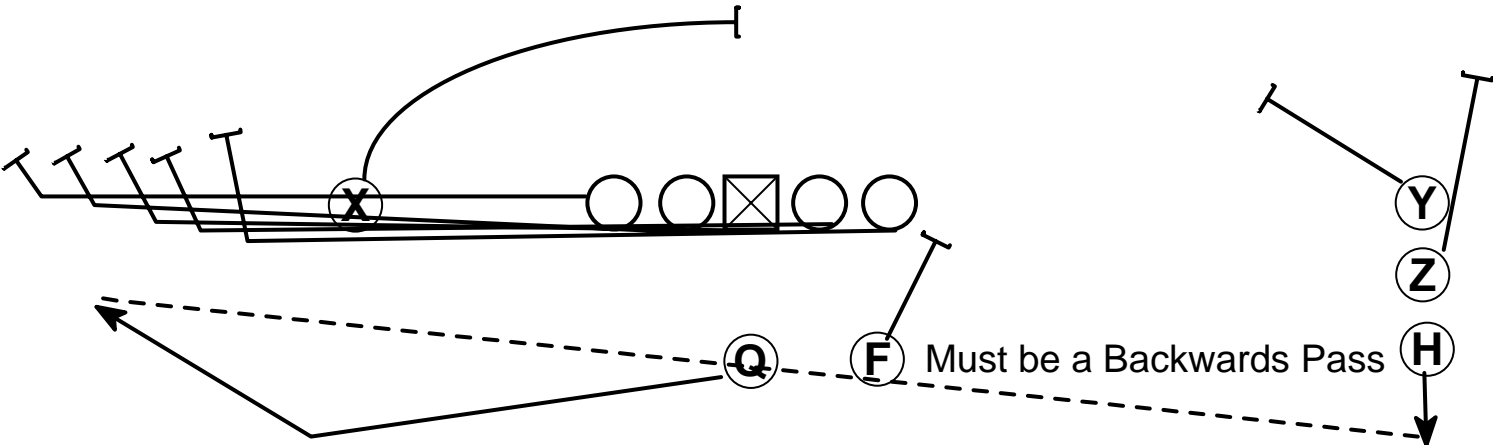
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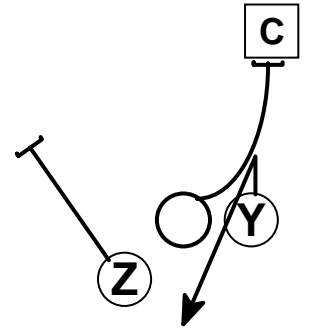
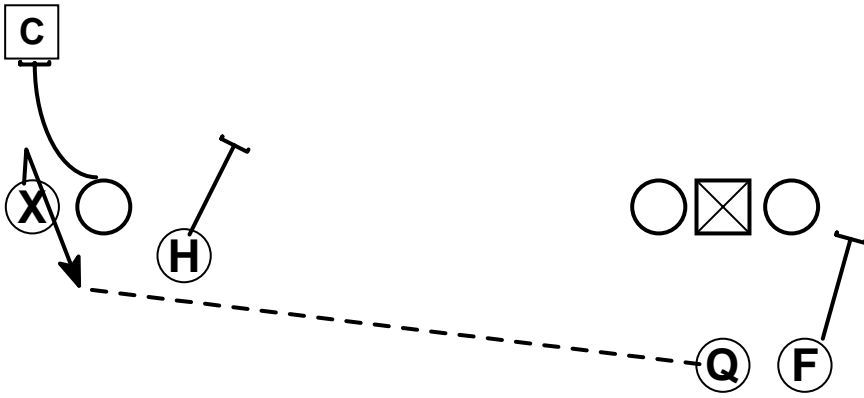
Diamond Double Pass



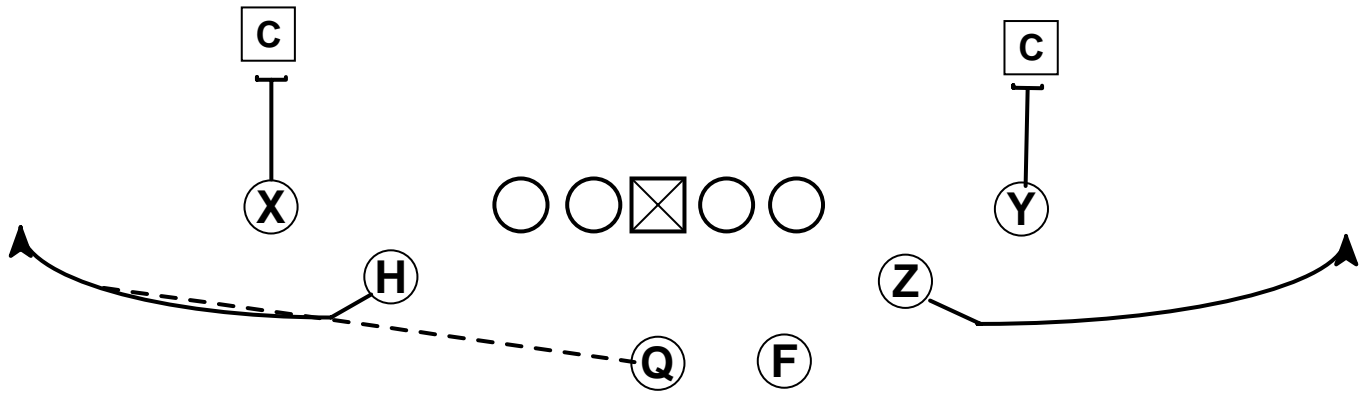
Stack QB Throwback



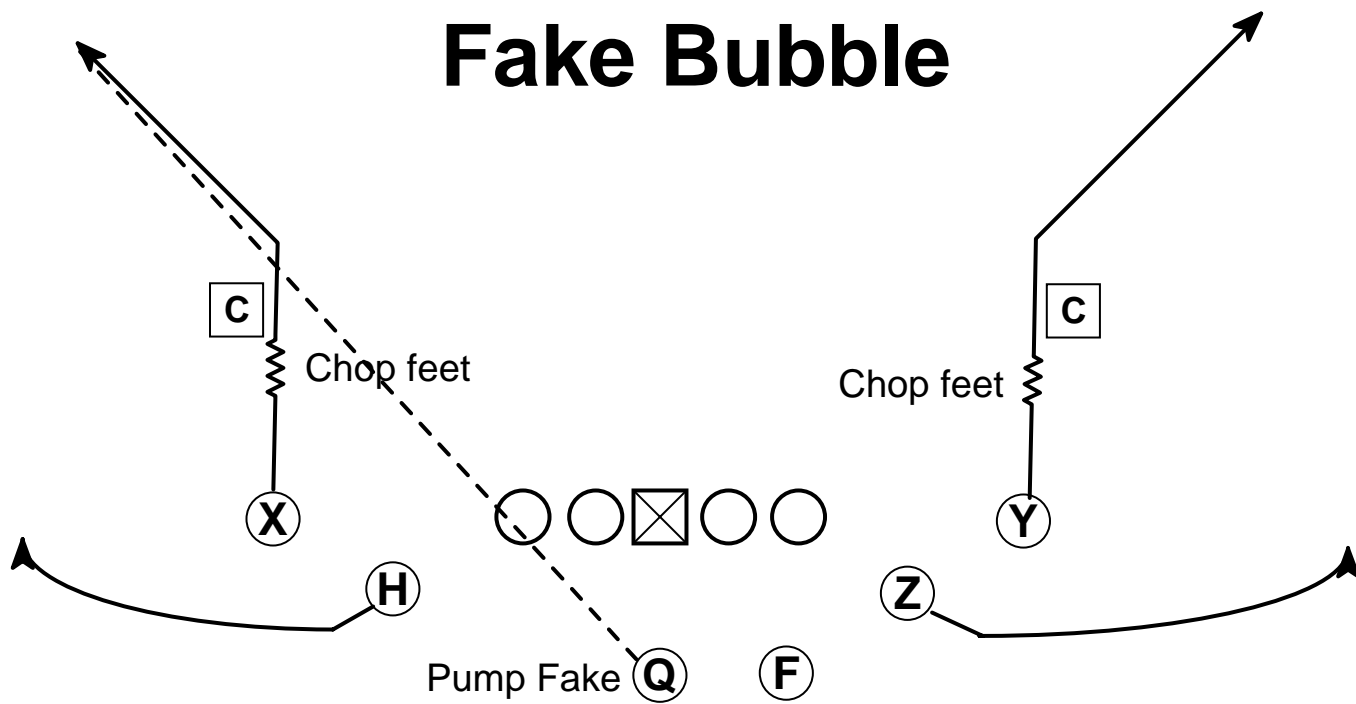
BYU



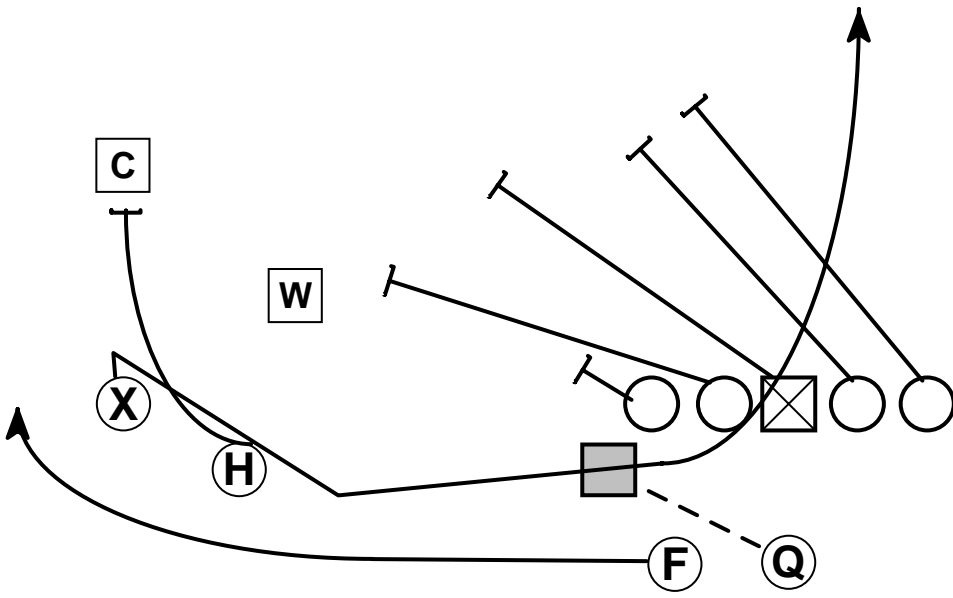
Bubble



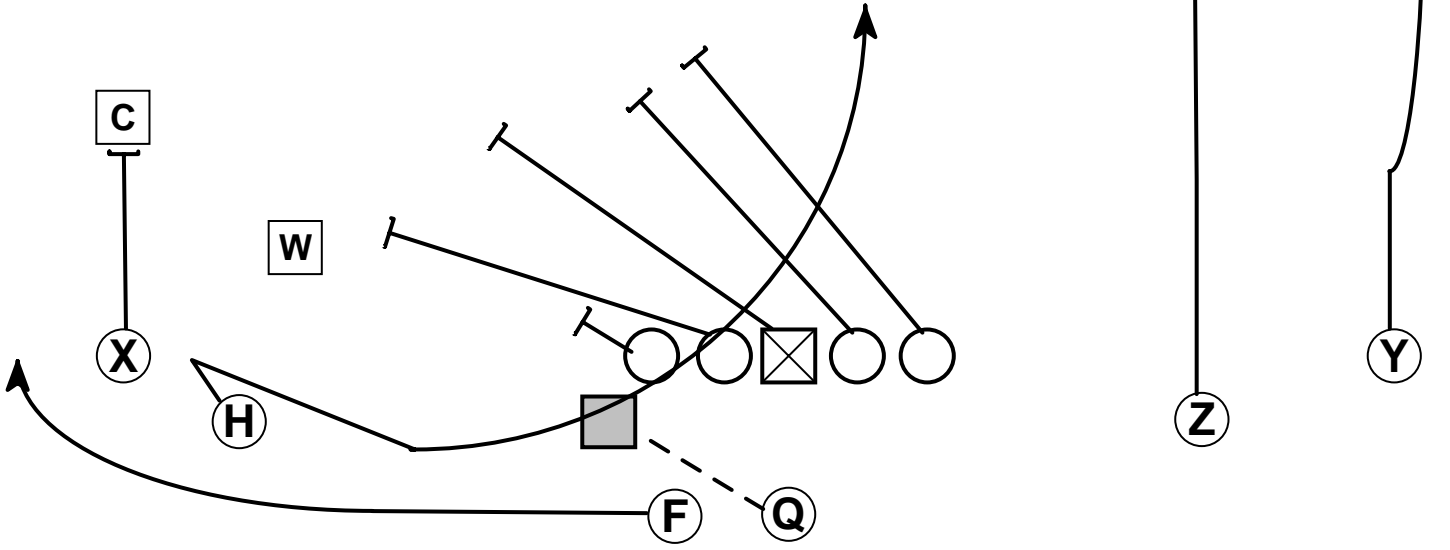
Fake Bubble



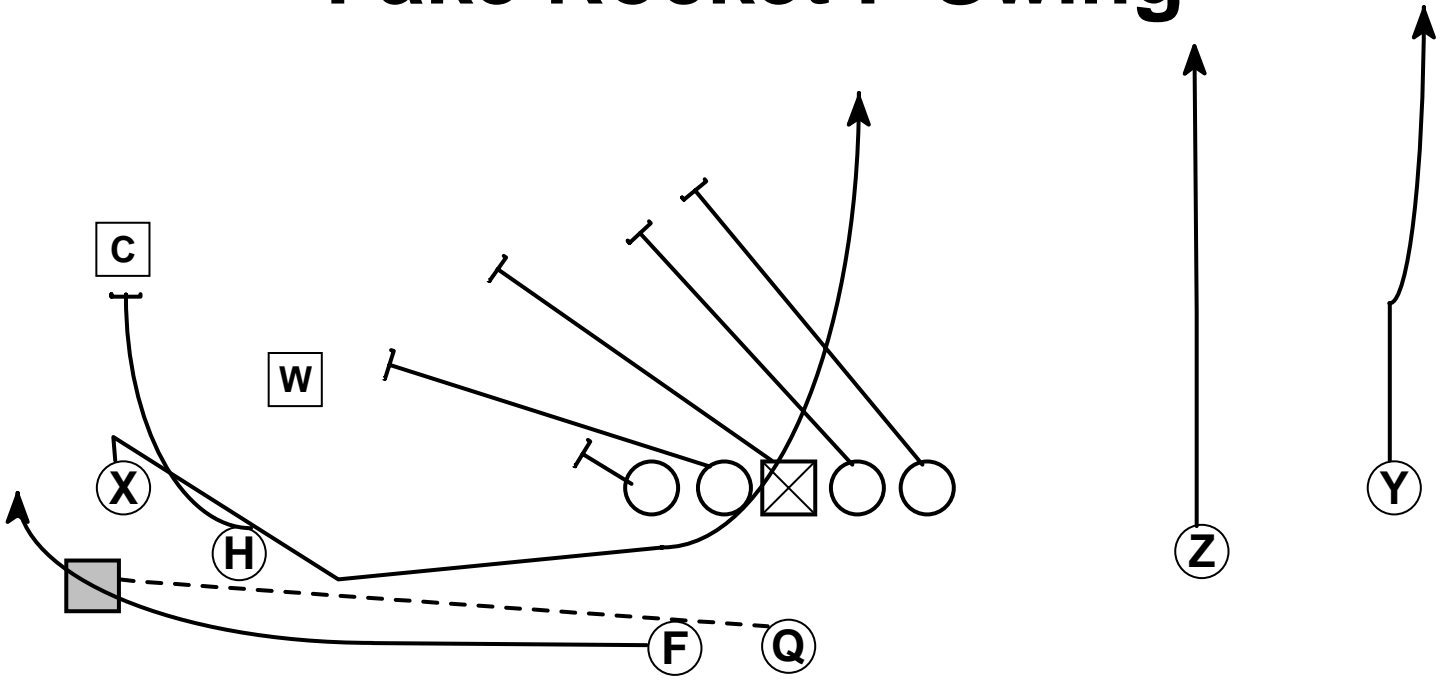
X Rocket



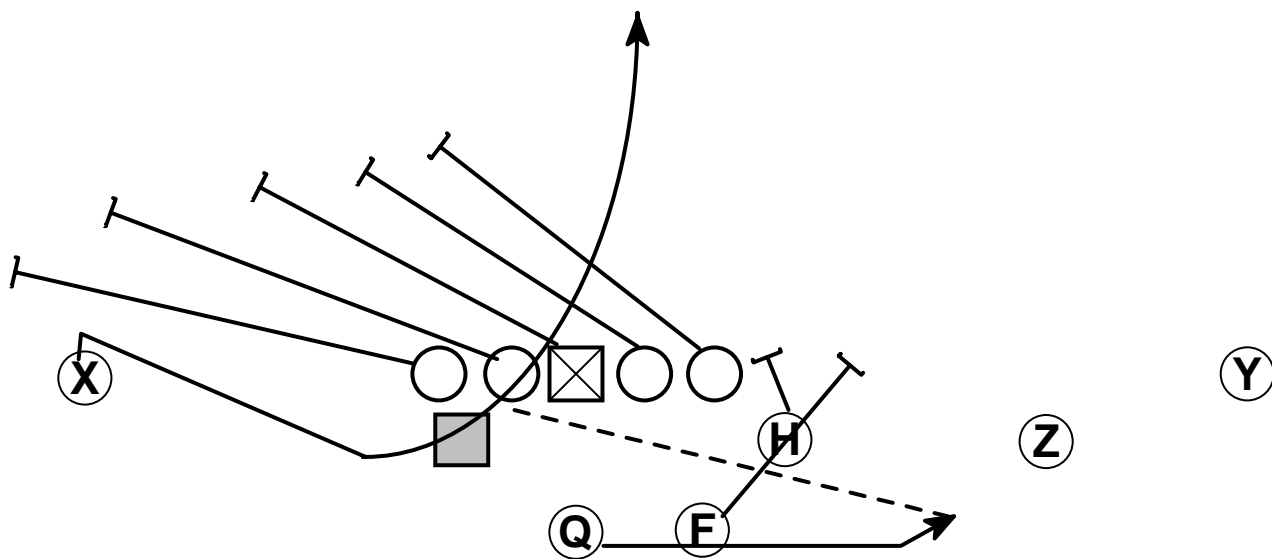
H Rocket



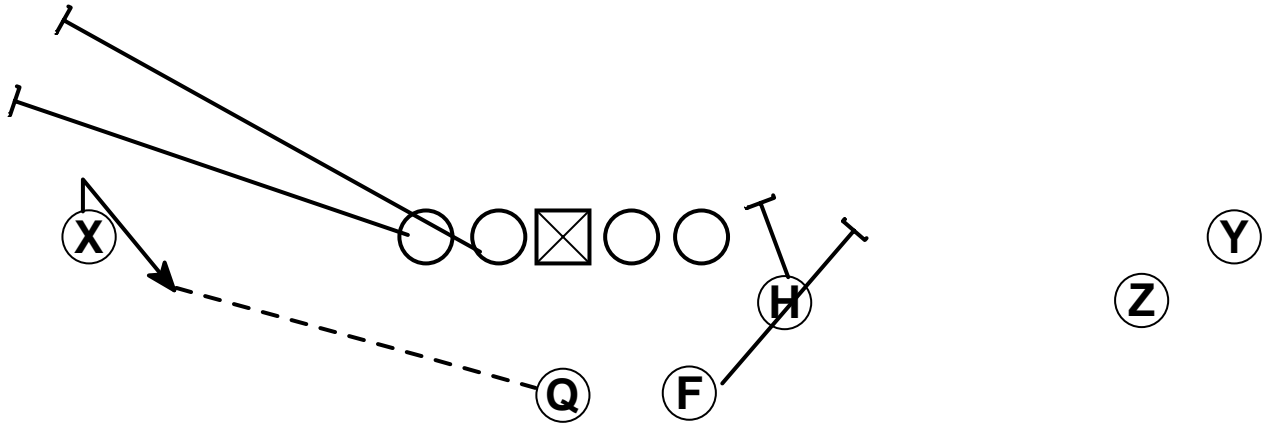
Fake Rocket F Swing



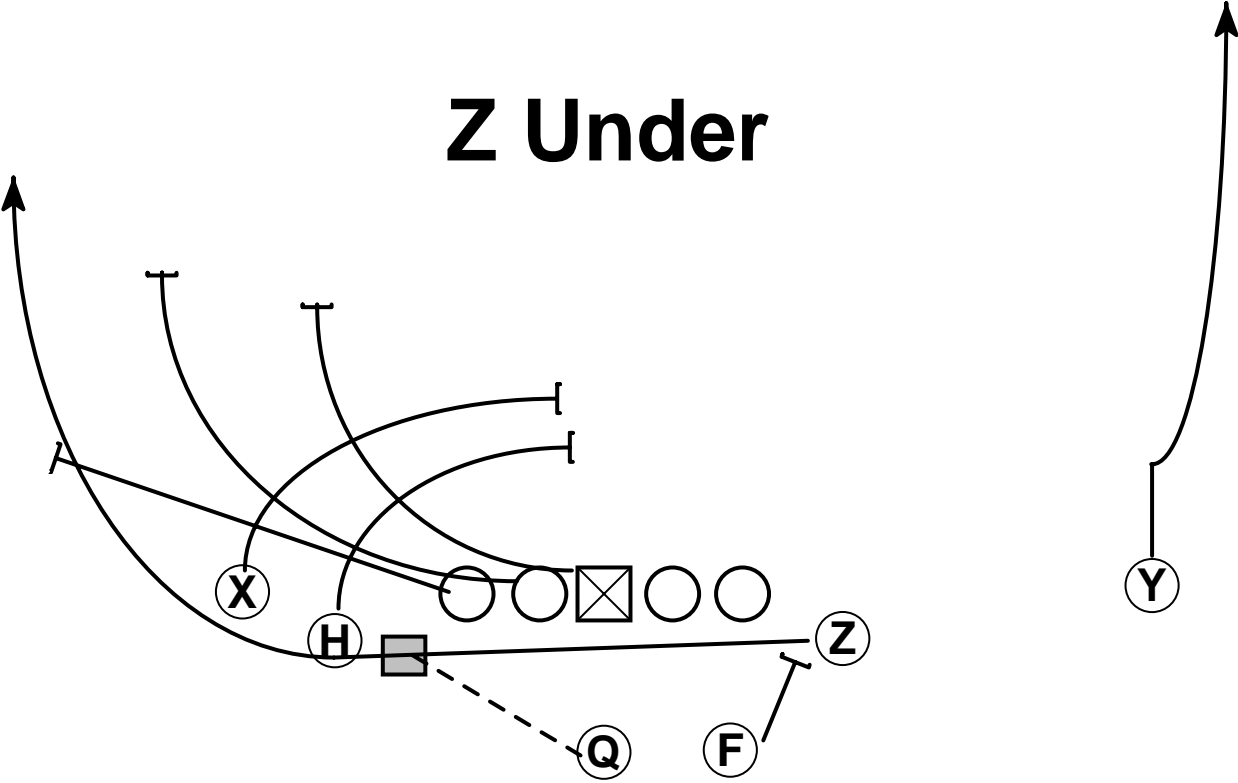
Roll RT X Rocket



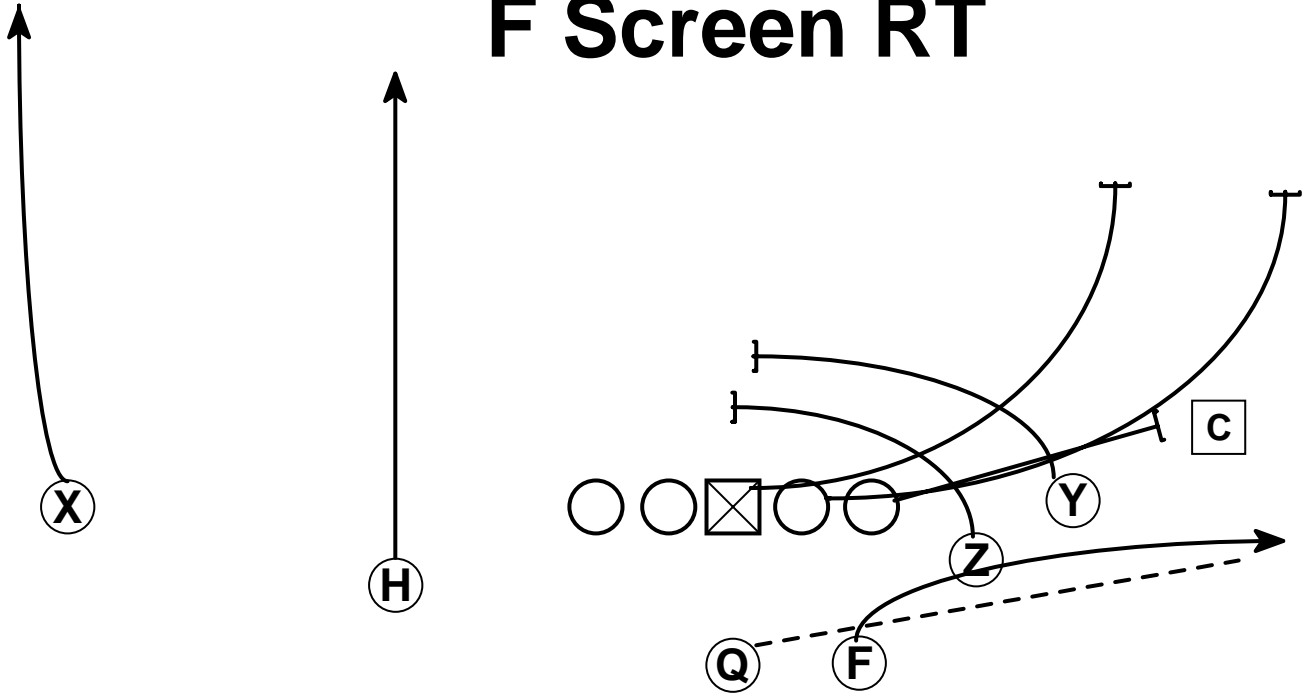
X Slip



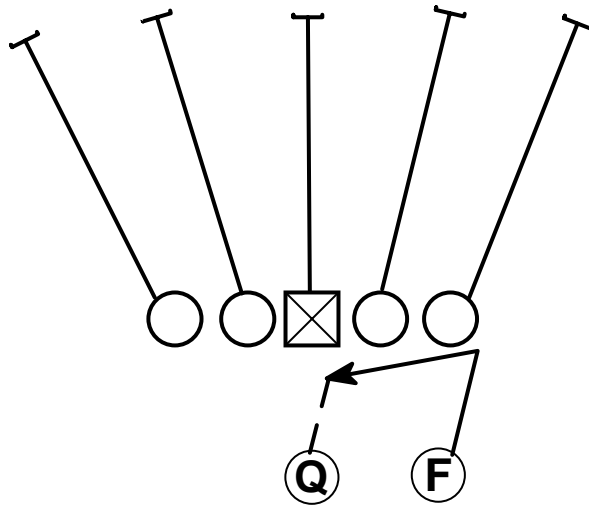
Z Under



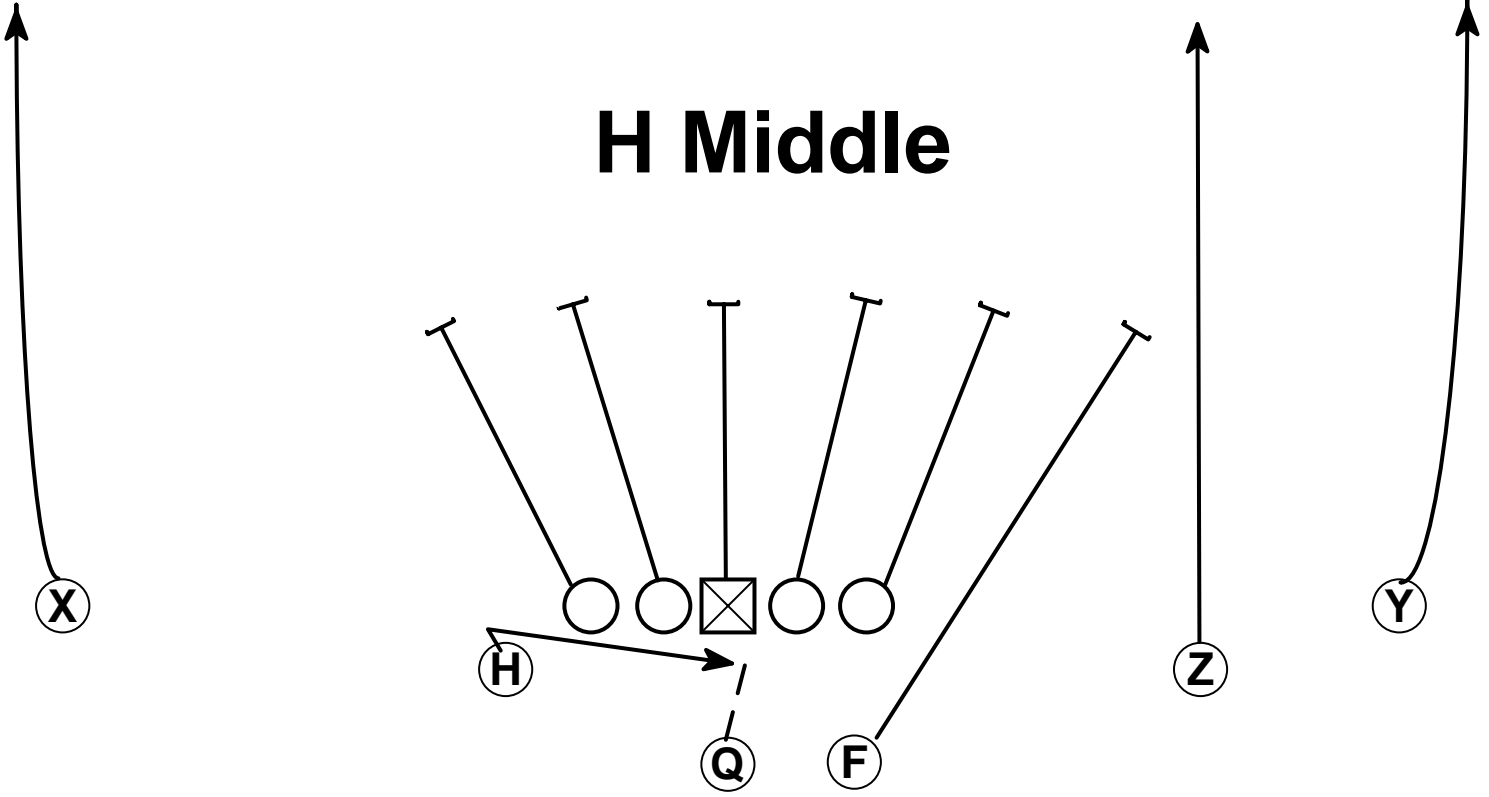
F Screen RT



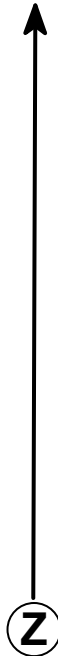
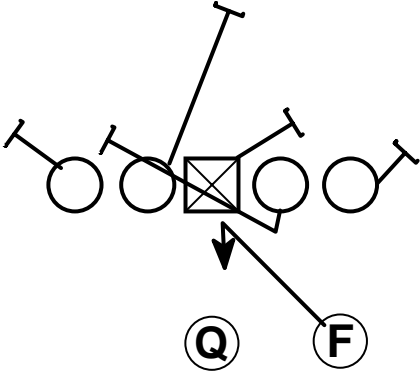
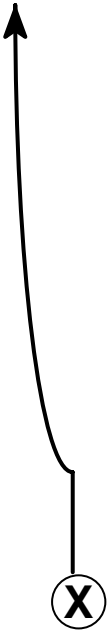
F Middle



H Middle



Shovel



Utah

X

H

O

O

X

O

O

E

Q

F

Z

Y

