Gun Spread Offense
Basics
Hole Numbering

X
7
H
5
3
4
6
8
Y
H
QB
F
Z
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

Outside - In → Flop Sides → Inside - Out
H/Z/F/QB Shifting

- Wide
- Twins
- Spread
- Slot
- Fat
- Pro
- QB
- FB
- Wing
Formations

<table>
<thead>
<tr>
<th>Gun</th>
<th>Trips</th>
</tr>
</thead>
<tbody>
<tr>
<td>X H Q F</td>
<td>X H Q F</td>
</tr>
<tr>
<td>O O X Y</td>
<td>O O X Y</td>
</tr>
<tr>
<td>Z</td>
<td>Z</td>
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<table>
<thead>
<tr>
<th>Bunch</th>
<th>Empty</th>
</tr>
</thead>
<tbody>
<tr>
<td>X H Q F</td>
<td>X H Q F</td>
</tr>
<tr>
<td>O O X Y</td>
<td>O O X Y</td>
</tr>
<tr>
<td>Z</td>
<td>Z</td>
</tr>
</tbody>
</table>
H Motions

Lizout

Lizin

Liz

Lizo
Z Motions

Zoom

Zip

Zippo

Zop
F Motions

Leo  

Ron
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
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

X

\[ \bigcirc \bigcirc \bigcirc \bigcirc \bigcirc \]

\( S \)  
\[ \bigcirc \bigcirc \bigcirc \bigcirc \]

\( Z \)  
\( H \)  

1  

2  

5  

Peek
Smash Concepts

CB Hi-Low Reads

90 HBO
93 Bench
96 Stop
97 Flag
97 Flag
Rub Concepts

91 Rub
92 Delay
91 Rub
Dropback
Flood Concepts

Vertical Stretch Concepts

Horizontal Stretch Concepts
Flood Concepts

65 Strong Flood
69 Weak Flood
69 Weak Flood
Vertical Stretch Concepts

60 Option
63 Out
67 Florida
67 Ralph
67 Lonnie
60 Option

Peek

C

X

1

6-8

H

10-12

Z

○ ○ ○ ○ ○ ○ ○ ○
67 Lonnie
Horizontal Stretch Concepts

61 Cross
62 Switch
66 Curl
66 Bubble
68 Post
61 Cross

X

1

C

2

H

Z

1

C

2

Y

○ ○ ○ ○ ○

○ ○ ○
62 Switch
66 Bubble
68 Post

X

H

C

Y

Z

□
Crossing
Crossing Concepts

Kentucky
Miami
Drive
Dig
Scat
Florida State
Rub
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
1. Rules for Y Corner Read are primary
2. High Low Read on CB
3. If Sam covers Flat throw Drag to X
1. Rules for Y Corner Read are primary
2. High Low Read on CB
3. If Sam covers Drag throw Flat to F
1. Horizontal Read on Sam
2. If Sam covers Flat throw Drag to X
3. If Sam covers Drag throw Flat to F

X Drag - F Flat Read
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
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 60 Kentucky
Empty RT 700 Kentucky
700 Kentucky H Wheel
60 QB Bomb Kentucky
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
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
H Drive

Diagram of a football play with players marked as X, H, M, W, Z, and Y.
X Drive

Diagram showing football play with players designated as X, H, M, W, Z, Y, and F.
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
Florida State
Florida State

Peek

W

X

M

H

Y

Z

F

1

2
Scat
Scat
Movement
Passes
Movement Passes

Roll Right
Gap Pass
Bootleg Pass
Waggle Pass
Gap Pass Right

Diagram of a football play with players and routes indicated.
Boot Pass Right

Diagram:

- X
- Y
- Z
- C
- F
- H
- S

Directions:
- Dump
- Run

Actions:
- Run
- Dump
Screens
Quick
Fake Quick

Chop feet

Pump Fake Q F

Chop feet

X H C

Z Y C
Stack Quick
Diamond Quick
Stack QB Throwback

F Must be a Backwards Pass
Fake Bubble

Chop feet

Pump Fake

C

X

H

Q

F

Z

Y
H Rocket

Diagram showing players labeled X, W, H, C, F, Q, Z, and Y.
Fake Rocket F Swing
Roll RT X Rocket
X Slip
H Middle

(X) (Y) (Z) (Q) (F)
Shovel