



**ORION HIGH SCHOOL
CHARGER FOOTBALL
"BELIEVE"**

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March 29 - 31, 2012**

Creating Mismatches With The Use of Multiple Formations In A No Huddle Offense

I. OFFENSIVE PHILOSOPHY

1. **PLAY FAST AND SCORE!!!!**
2. "What are we?"
3. We try and fit the talent we have to our system, not the system to the kids.
4. "Smoke And Mirrors" - confuse defense by running our best plays from a variety of different sets.

II. MULTIPLY FORMATION

1. Puts our best athletes in positions to be playmakers. "Best player, Best play"
2. Keeps opposition off-balance and thinking (not reacting)
3. Changing formations sets up great angles for o-line and allows us to attack the Defenses weakness.
- 3: Simpler then what it appears. Blocking schemes don't change, routes don't vary.
4. Passing game- with all the different platforms our quarterbacks throw from it Keeps the defense from knowing exactly where our QB will throw from.
(Pocket, Rollout, Play-Action, etc)

III. NO HUDDLE

1. Tempo - the faster the better. Make Defense play uncomfortably fast.
2. Allows us to keep the same defense on the field allowing us to find mismatch's
3. Preparation- know what you want to run in all situations.
4. Practice time - allows you get more done, and is very difficult for opponents to Simulate in their preparation for us.

IV. CONCLUSION

1. Script everything -script first 15 plays, 1st downs, 2nd downs, 3rd downs, goal line, anything that might come up
2. Disadvantage - Your defense will spend a lot of time on the field.
3. BELIEVE - "Live by the sword, Die by the sword"
3. Questions???