



# **NORTH MAC Panthers' Gun Read Option Offense: A Complete Offensive System**

**IHSFCA Coach's Clinic April 1st 2016**



# Foundation for Change

- **Sangamo all conference team 2014**

- First team all conference kicker
- Honorable mention defensive back

- **It's all about**

- **Sangamo all conference team 2015**

- First team all conference K and O
- First team all conference RB and
- First team all conference FB and
- First team all conference OT and
- First team all conference Guard
- First team all conference DE
- First team all conference DT
- First team all conference DB
- Second team all conference C and



# North Mac Coaching Philosophy

## What We Believe In

- 1. Building better young men make better football players**
- 2. Elevated expectations for your players (on and off the field)**
- 3. Academics come first (mandatory study tables)**
- 4. Coaches have to “know their place”**  
One coaching style is not for all



# Panther Offensive Philosophy:

- Control the Game With our Offense – Control the ball, clock, the tempo, and ourselves.
  - Control the ball – Run the ball and complete high percentage passes
  - Control the clock – Sustain drives and possess the ball to keep defense off the field
  - Control the tempo – Dictate the pace of the game to limit defensive adjustments
  - Control ourselves – Limit mental mistakes that lead to negative plays and turnovers



# Why the Gun Read Option

- Flexible
  - System can “fit” different kids with different skill sets, rather than trying to “fit” kids into a rigid system
- Dynamic and Versatile
  - Can accomplish a lot of different things against different looks without changing much offensively
- Simple
  - Schemes and concepts require kids to think less and play faster



# Dictate to the Defense

- Use the field
  - Force defense to defend sideline to sideline
- Spread the ball around
  - Use multiple offensive weapons in the running and passing
  - Complete short, high percentage, passes
- Run the ball
  - We want to run the ball against a favorable box



# What the G.R.O. has done for u

- 2015 Offensive Statistics - 4854 yards of total offense

- Rushing

- 511 Attempts
- 3763 Yards
- 7.4 Yards per carry
- 342 Rushing yards per game
- 50 Rushing Touchdowns
- 4 Different players with over 700 yards rushing
  - (QB 1183, RB 901, RB 799, FB 722)

- Passing

- 125 Attempts
- 79 Completions
- 1095 Yards
- 63% Completion Rate
- 13.9 yard per completion
- 100 yards per game
- 10 passing TDs



# The Gun Read Option - Absolut

- Shotgun - Get away from the line of scrimmage
  - More room for the read
  - Footwork in run game and passing game
  - Helps the QB get the ball out quick in passing game
  - Creates natural running lanes in the run game
- QB has to be a run threat
  - He doesn't have to be your best ball carrier, but the defense respect him in the run game
- Read at least one defender 90% of the time





# Basic Formations

- Base

E

L

T

G

C

G

T

R

Q

RB



# Basic Formations (cont.)

- Trips

E

T

G

C

G

T

L

Q

RB



# Basic Formations (cont.)

- 2 Back

E

T

G

C

G

T

R

L

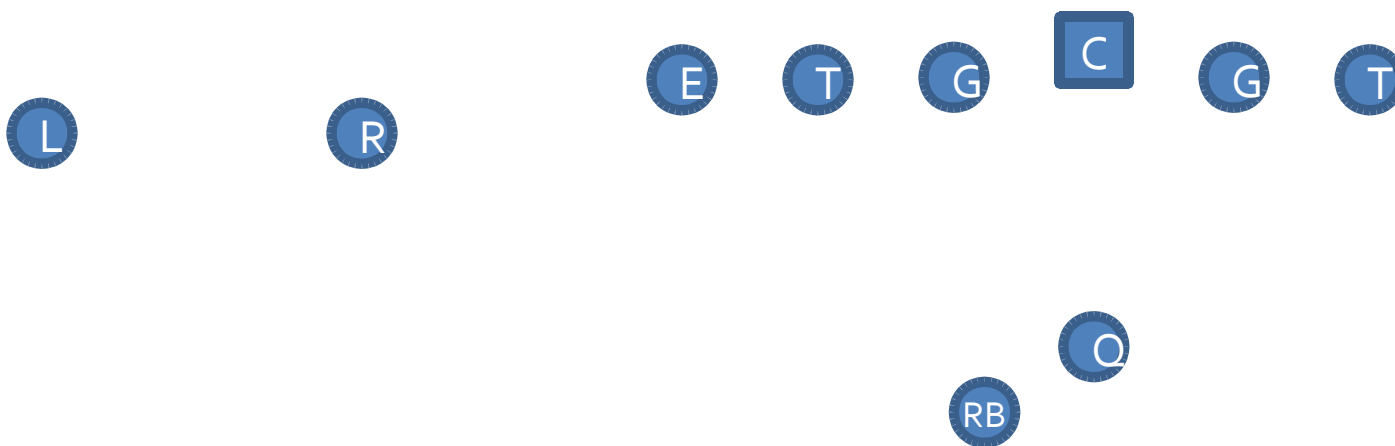
Q

RB



# Basic Formations (cont.)

- TE Trips





# Basic Formations (cont.)

- TE

E

L

T

G

C

G

T

E

Q

RB



# Run Game – 2 Part System (Scheme and Tag)

- Offensive Line – Part 1
  - Blocking Scheme and Direction
  - Always the Same
  - Power, is Power, is Power...
- Backfield and Edge – Part 2
  - Tag
  - Dependent on Scheme and Direction
  - Rules are almost always the same regardless of formation or blocking scheme



# Blocking Schemes

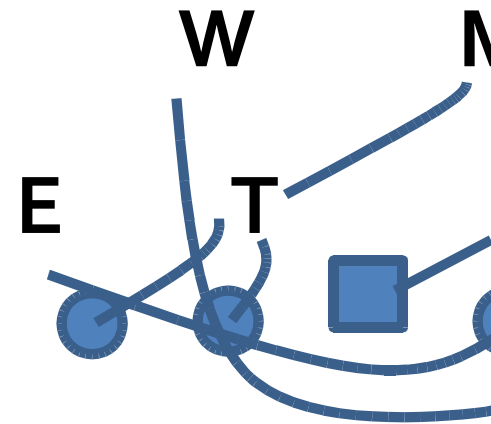
- Simple and few in number
  - Quality over Quantity
  - Confidence and Mastery
  - Use the same schemes for multiple concepts
- G&T – Counter trey concept
- Power – B Gap run game
- Trap – Inside Run game
- Zone – Outside Run/ Sweep Concept (Jet)



# Blocking Schemes (G&T)

- G&T
  - PS G and T double team point of attack and work to BSLB
  - C pull-check (crack) for pulling G
  - BSG trap pull and kick out last man on LOS
  - BST pull and lead through to PSLB
  - Leave the BSE (backfield will account for him with a TAG)

GT Le



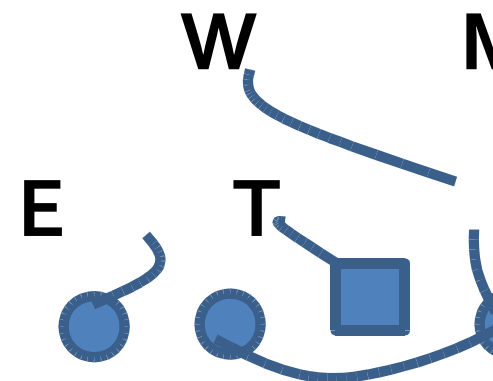




# Blocking Schemes (Power)

- Power
  - PS G and T double team point of attack and work to BSLB
  - C pull-check (crack) for pulling G
  - BSG power pull to PSILB
  - BST – BS B-gap
  - Leave the PSE (backfield will account for him with a TAG)

## Power R

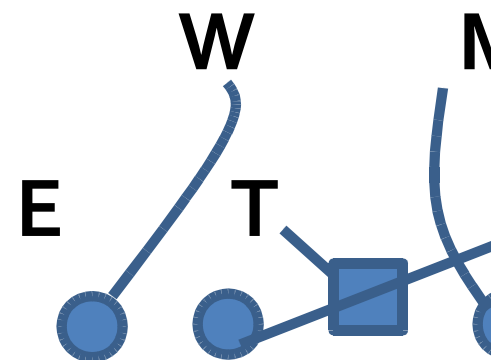




# Blocking Schemes (Trap)

- Inside Trap – 2 or 3 tech
  - PST – Through C to OLB
  - PSG – PSILB
  - C – Pull-check (crack) for BSG
  - BSG – Trap first DL head-up or outside PSG
  - BST – BSILB
  - Leave the BSE (backfield will account for him with a TAG)

## Inside Trap

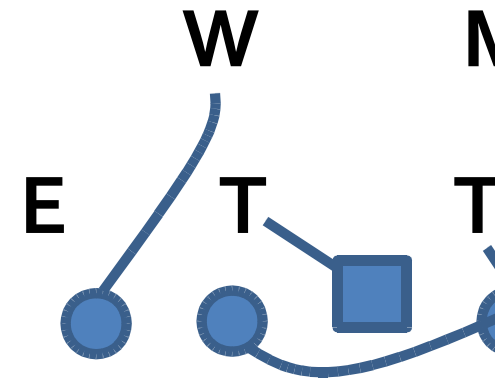




# Blocking Schemes (Trap cont.)

- Wide Trap – 2i or 1
  - PST – PILB
  - PSG – Down on DT
  - C – Pull-check (crack) for BSG
  - BSG – Trap first DL head-up or outside PSG
  - BST – BSILB
  - Leave the BSE (backfield will account for him with a TAG)

## Wide Trap

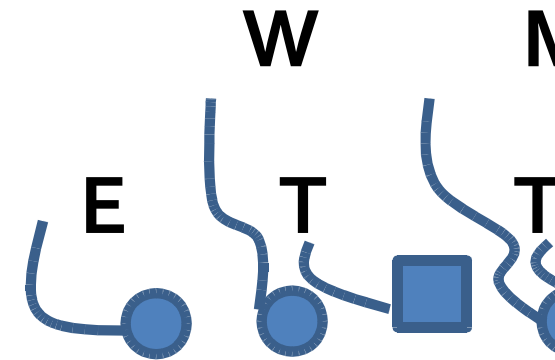




# Blocking Schemes (Zone)

- Zone – Stretch
  - Covered
    - Zone step play-side, post and climb
    - Work to next level
  - Uncovered
    - Reach step to play-side number of next man over
    - Turn the corner

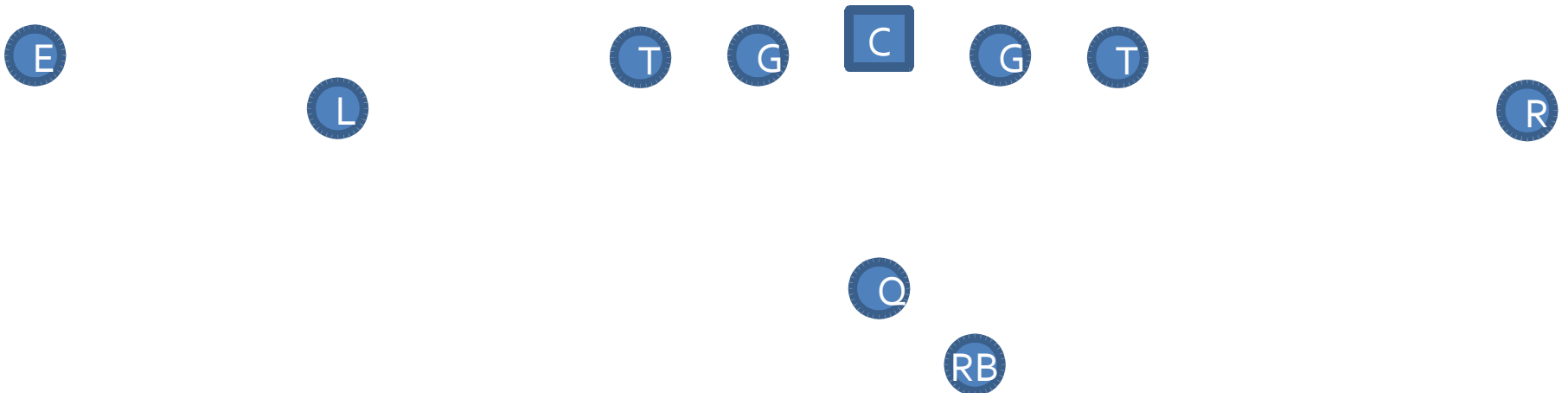
## Zone Le





# RB Alignment

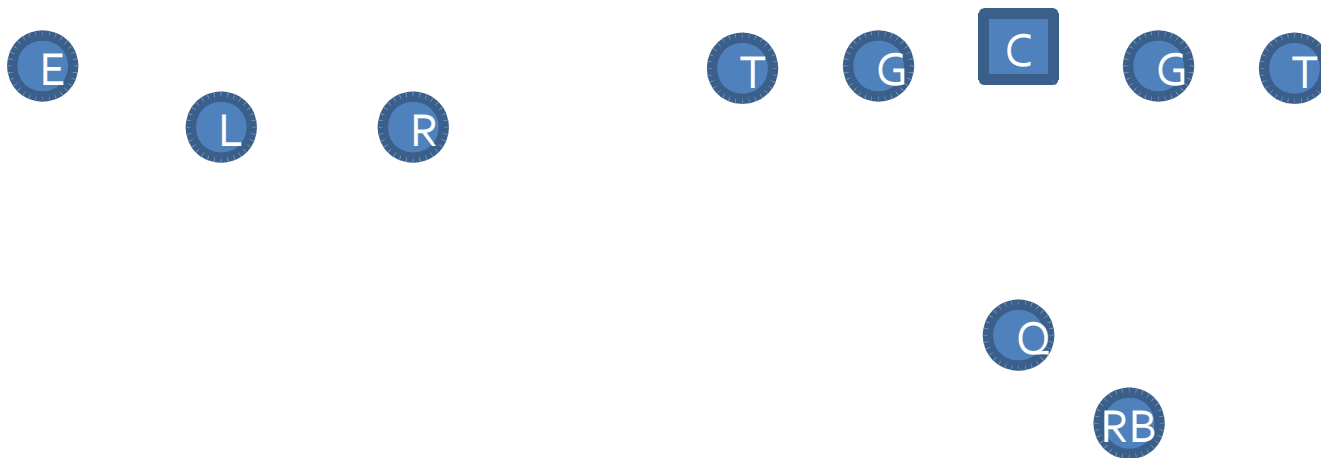
- RB Alignments
  - Dependent on scheme, not formation
  - Power and Zone – Align to scheme side
  - GT and Trap – Align away from scheme side





# RB Alignment Examples

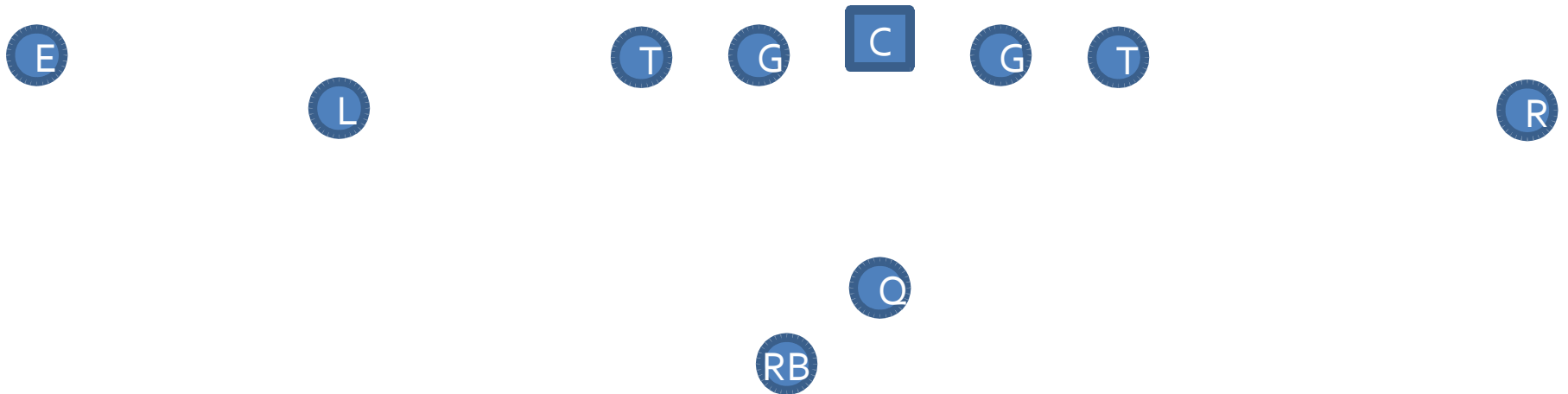
- Power Right – With the Call





# RB Alignment Examples

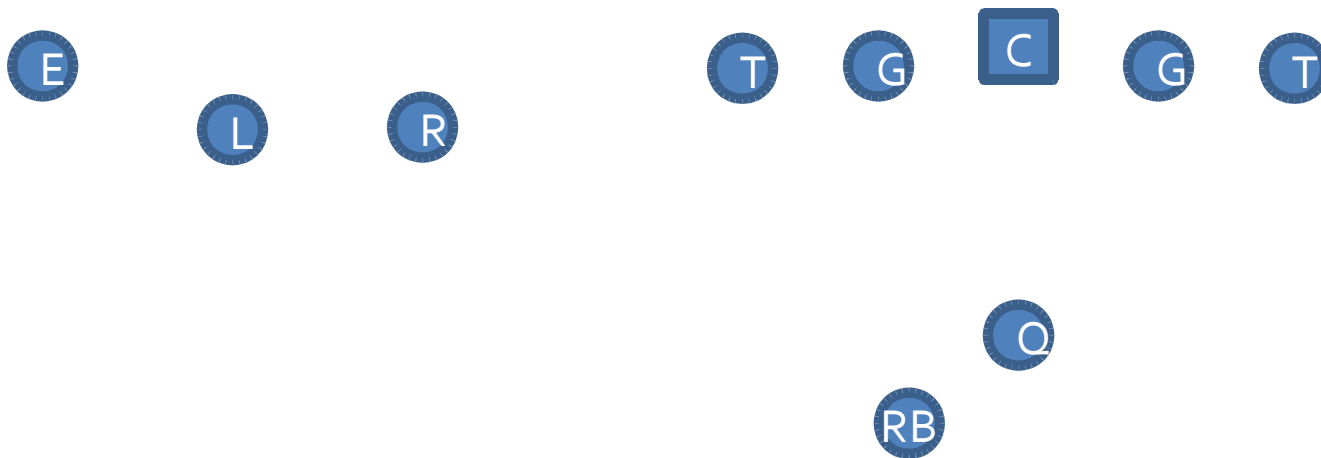
- Zone Left – With the Call





# RB Alignment Examples

- GT Right – Away from Call

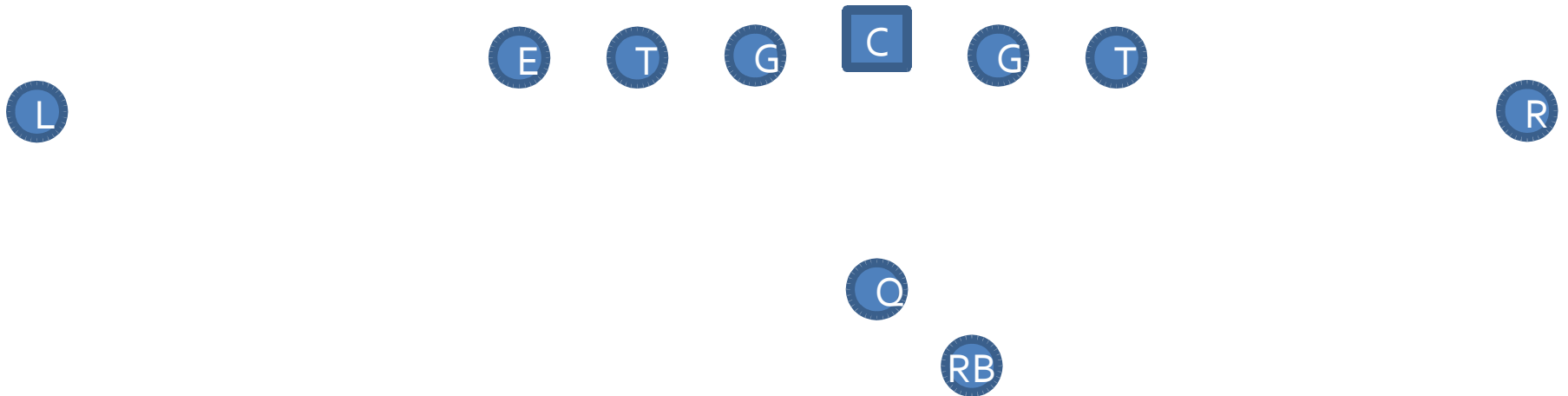






# RB Alignment Examples

- Trap Left – Away from Call





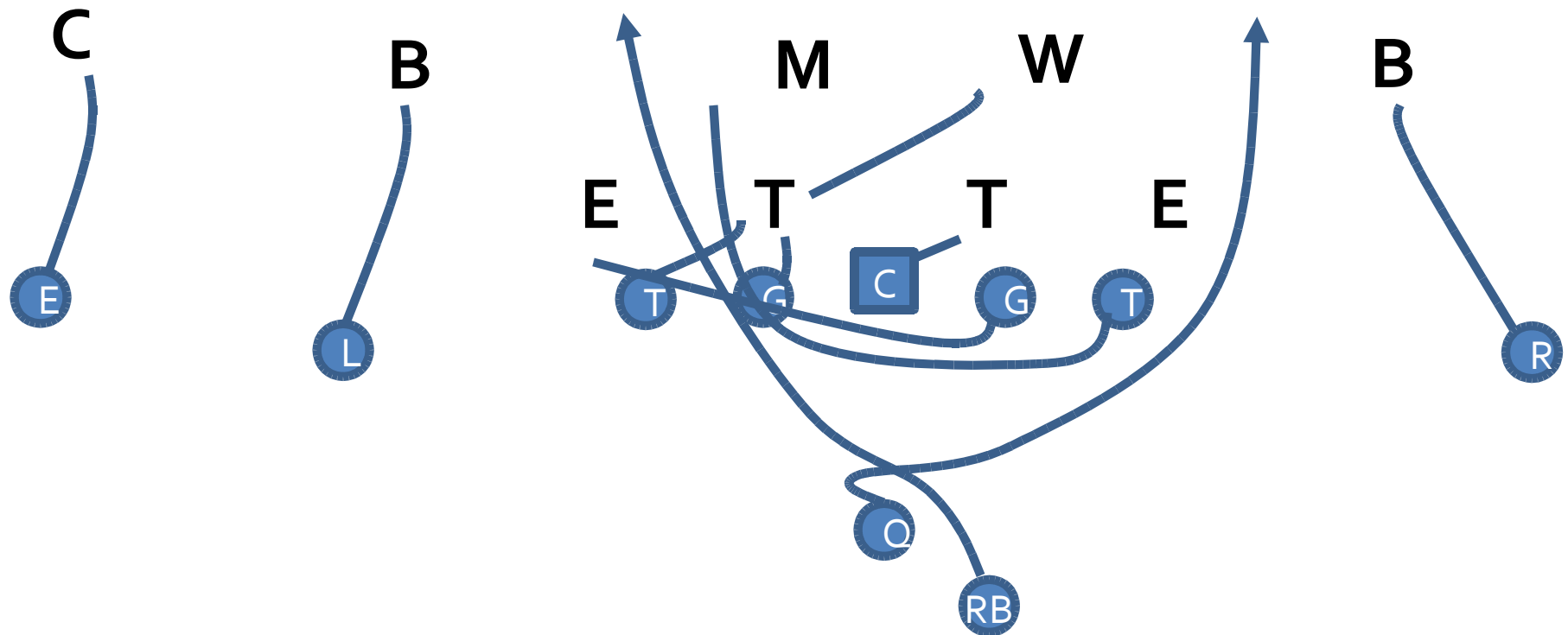
# TAGS

- The “Play” part of the call
  - Skill players’ assignments
  - Direction dependent on scheme
  - Rules are the same regardless of formation or scheme
- Tags are paired with multiple schemes
  - **Read:** 2 Man Read Option – QB and RB
  - **Option:** Triple – QB, RB, and Backside Slot (may require mo
  - **Swing:** Triple – QB, RB, and Play-side Slot



# TAGS – Read Examples

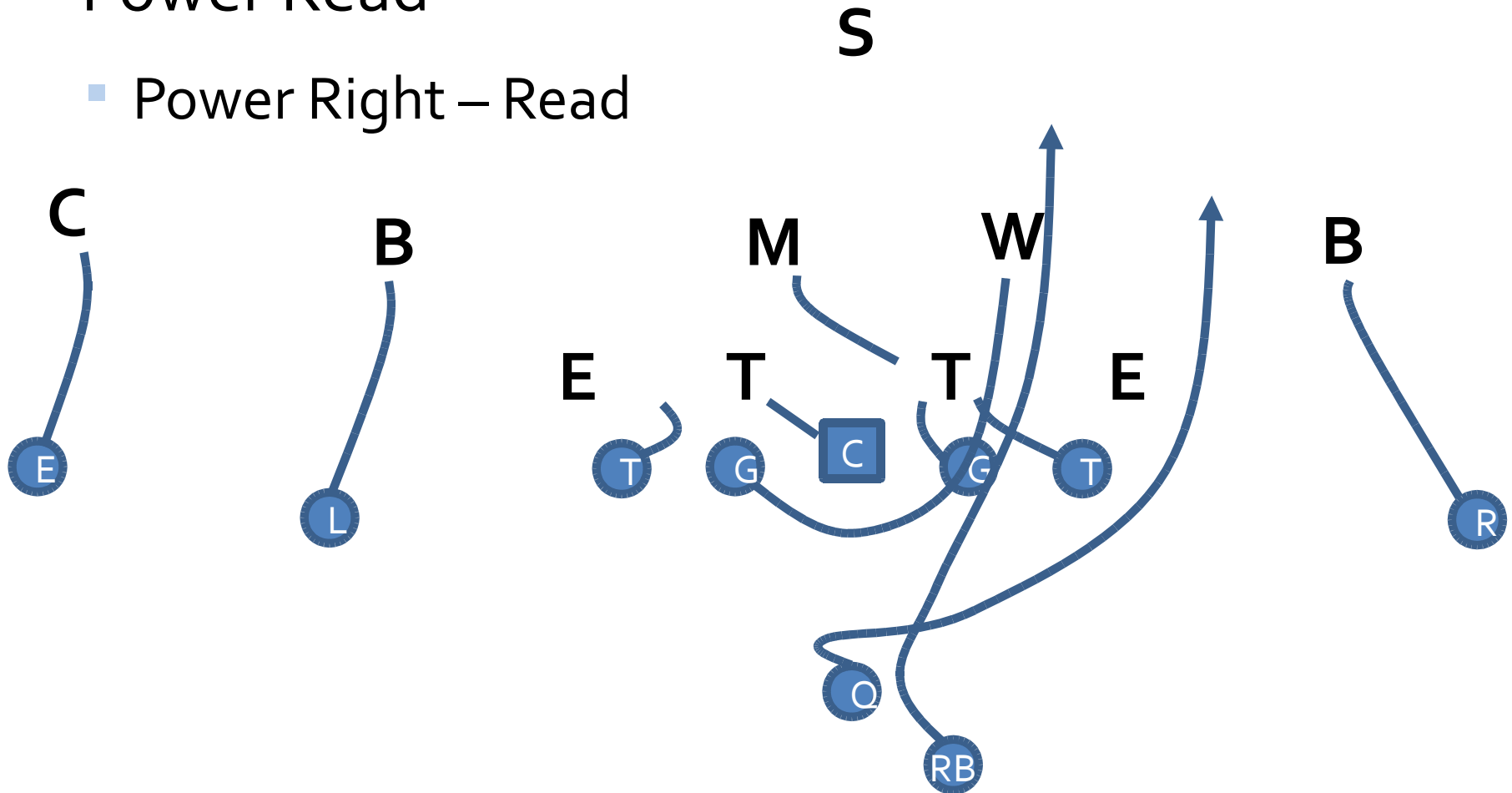
- GT Read
  - GT Left – Read





# TAGS – Read Examples

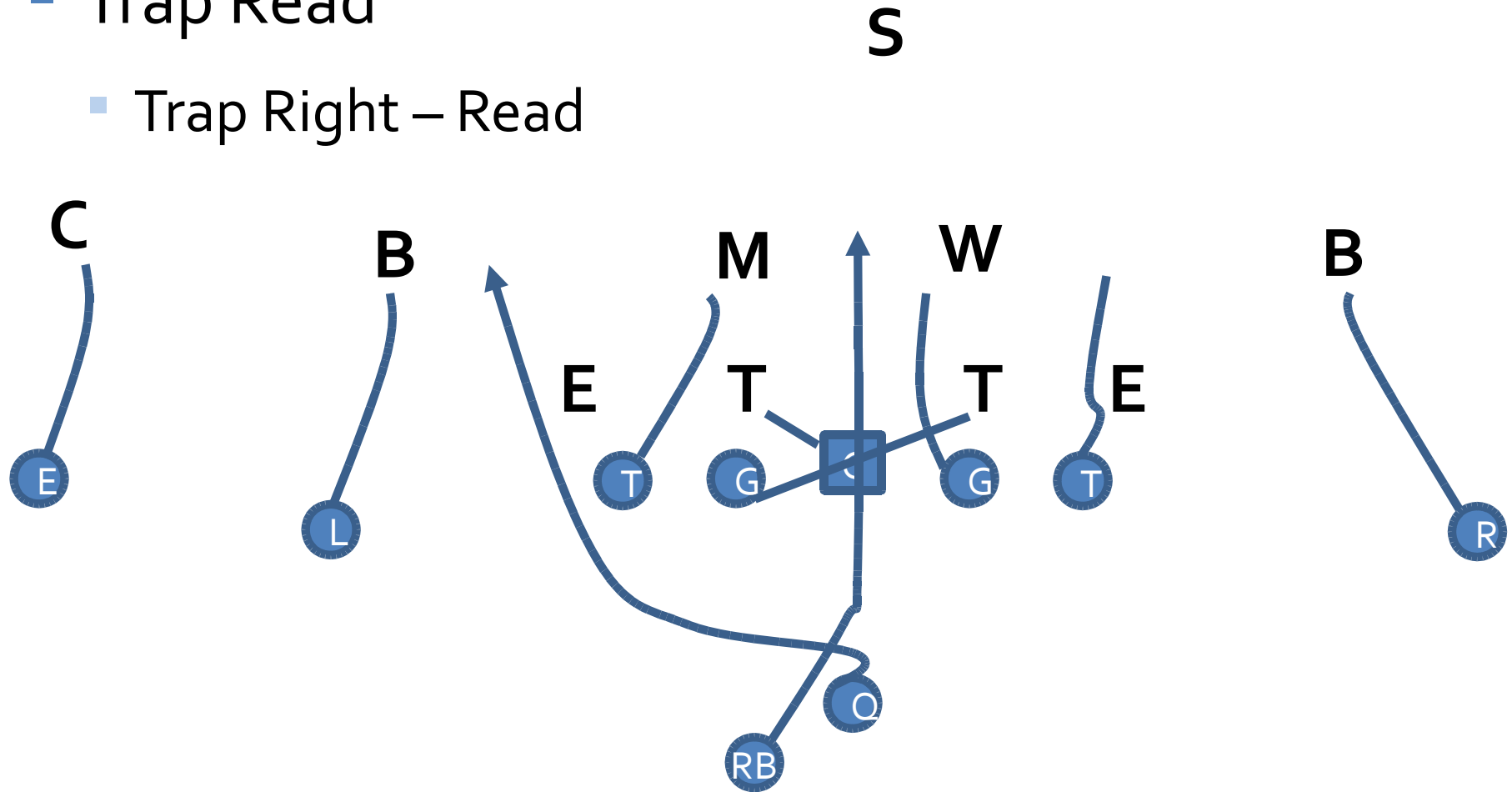
- Power Read
  - Power Right – Read





# TAGS – Read Examples

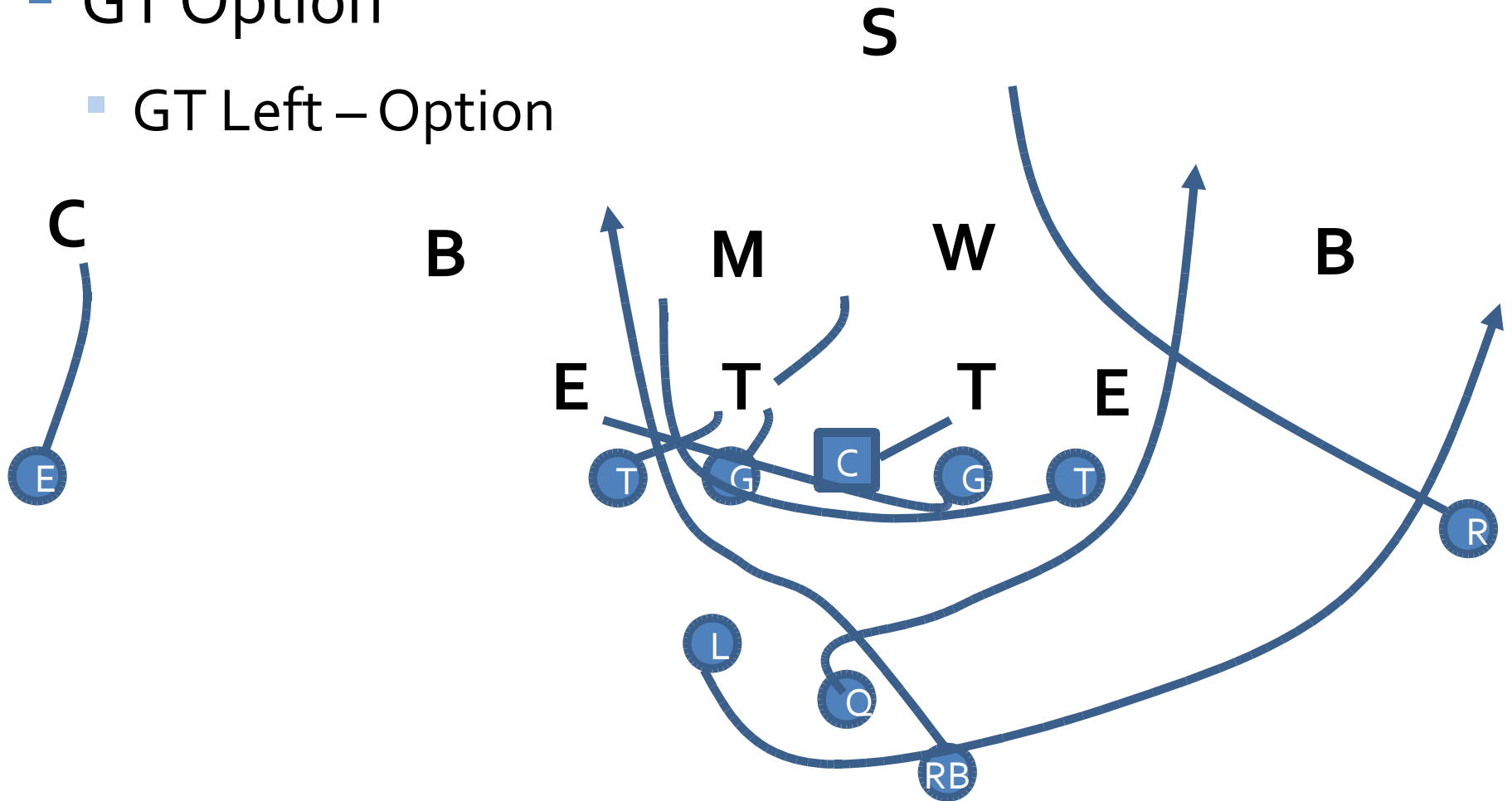
- Trap Read
  - Trap Right – Read





# TAGS – Option Examples

- GT Option
  - GT Left – Option

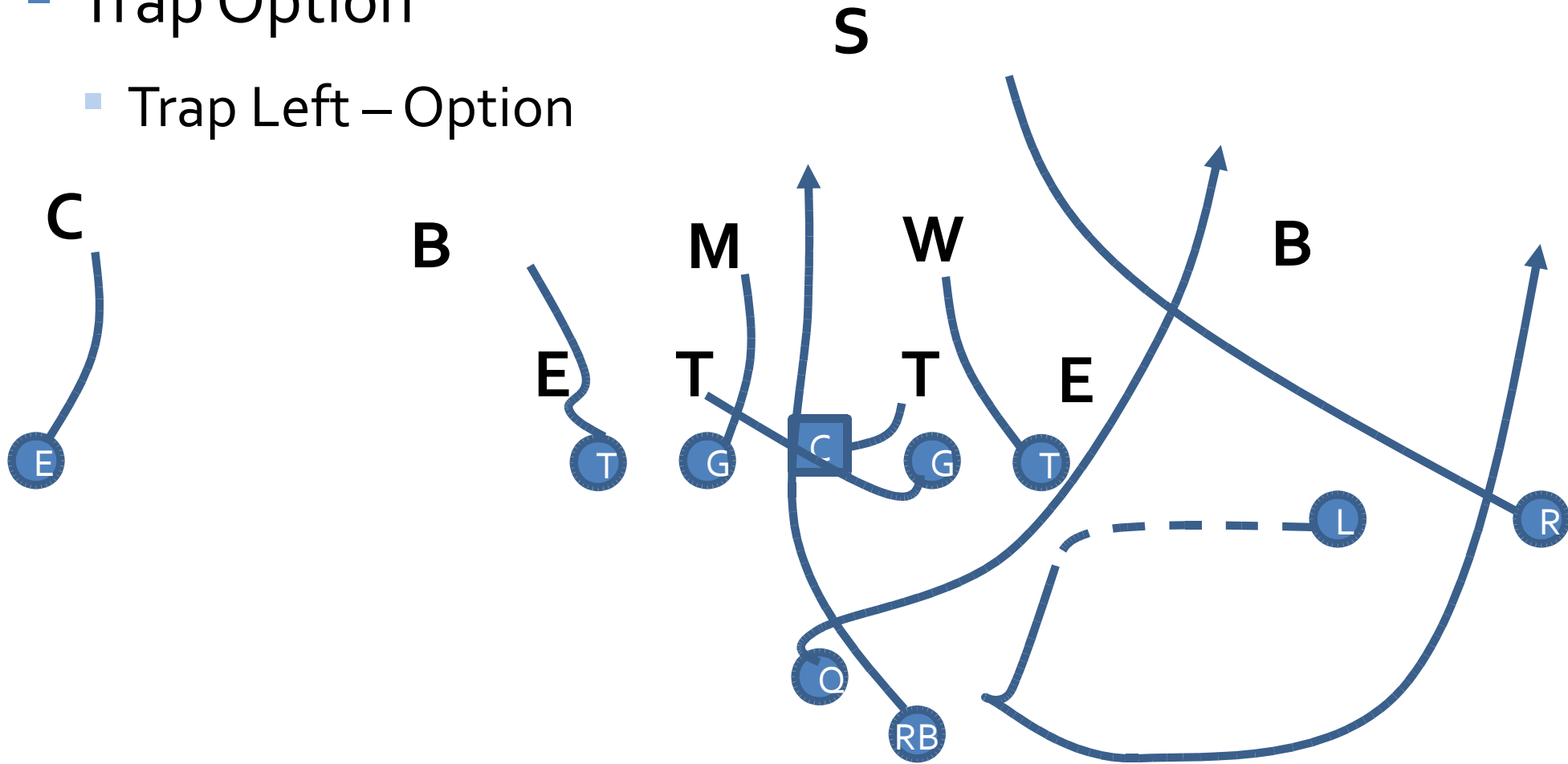






# TAGS – Option Examples

- Trap Option
- Trap Left – Option

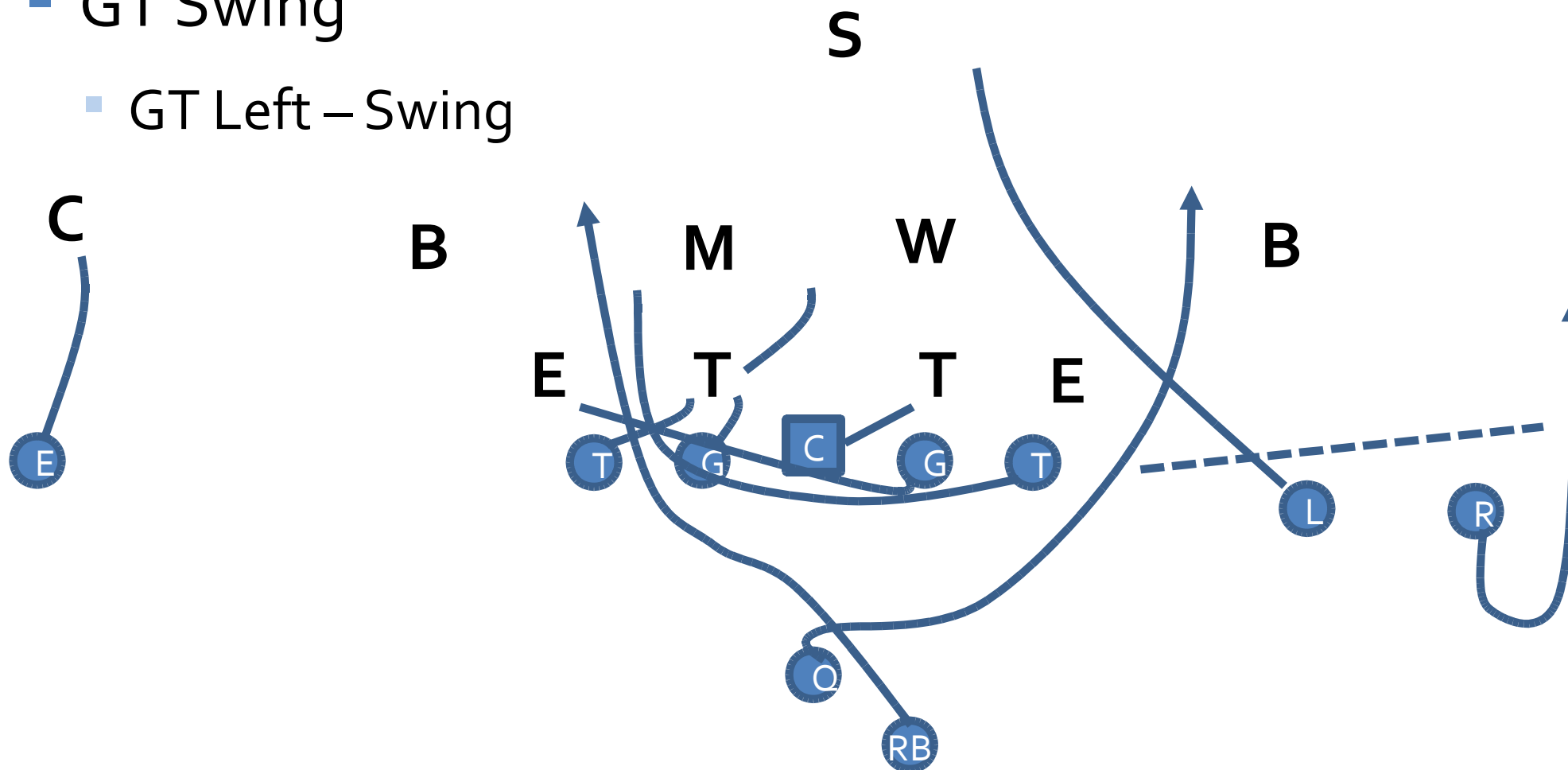






# TAGS – Swing Examples

- GT Swing
- GT Left – Swing

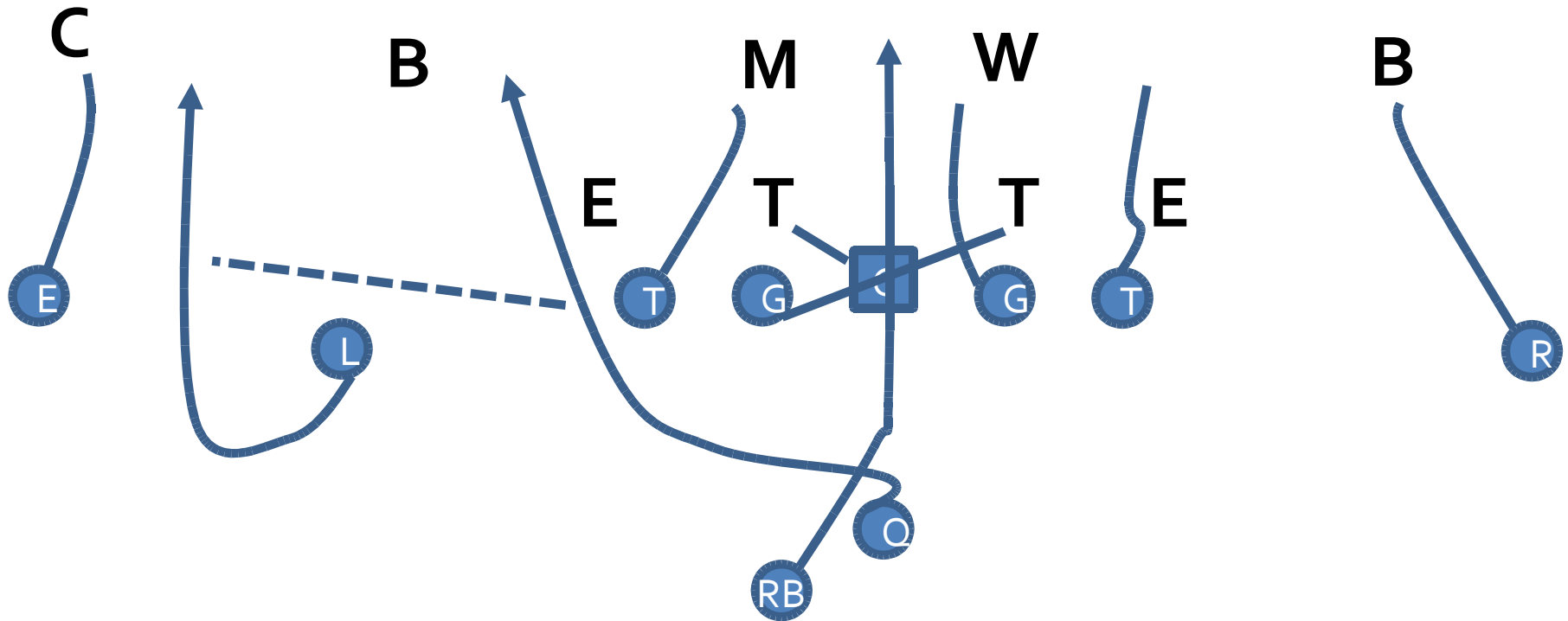




# TAGS – Swing Examples

- Trap Swing
  - Trap Right – Swing

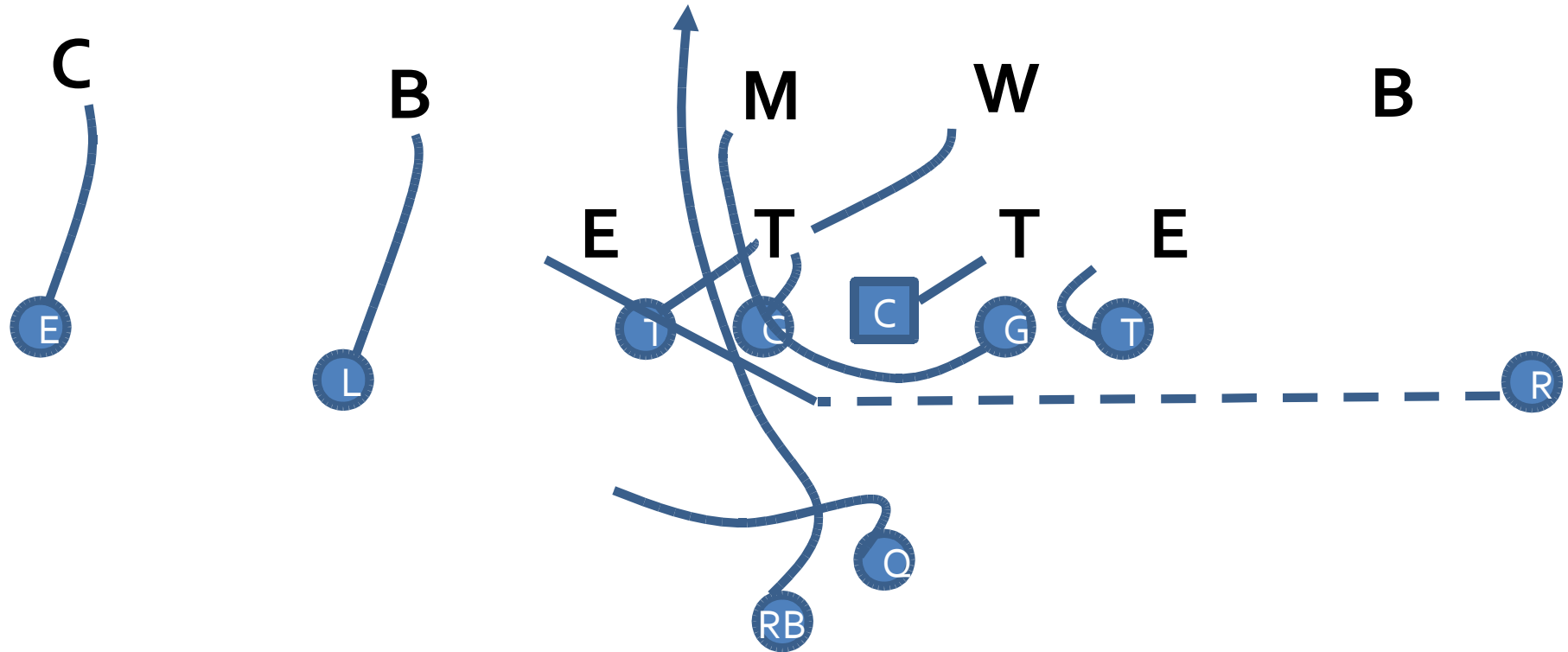
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# TAGS – Slam Examples

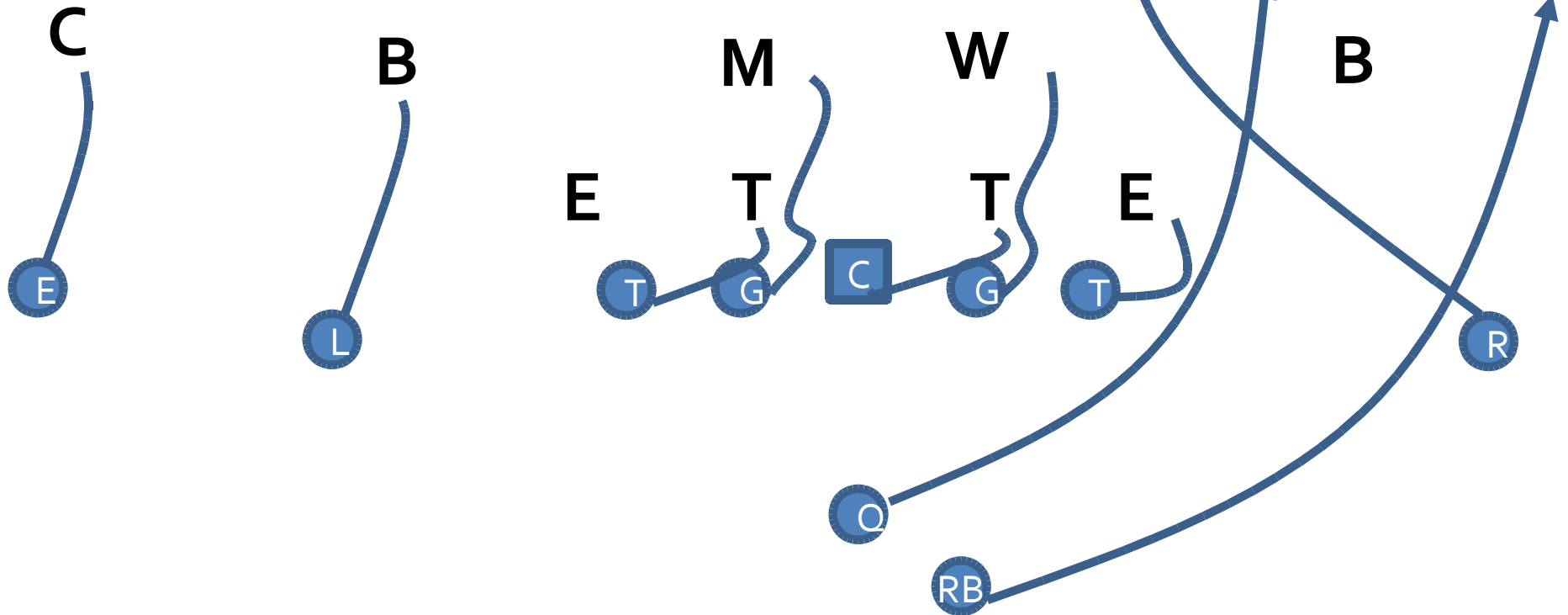
- Power Slam
- Power Left – Slam





# TAGS – Speedo Examples

- Zone Speedo
- Zone Right – Speedo

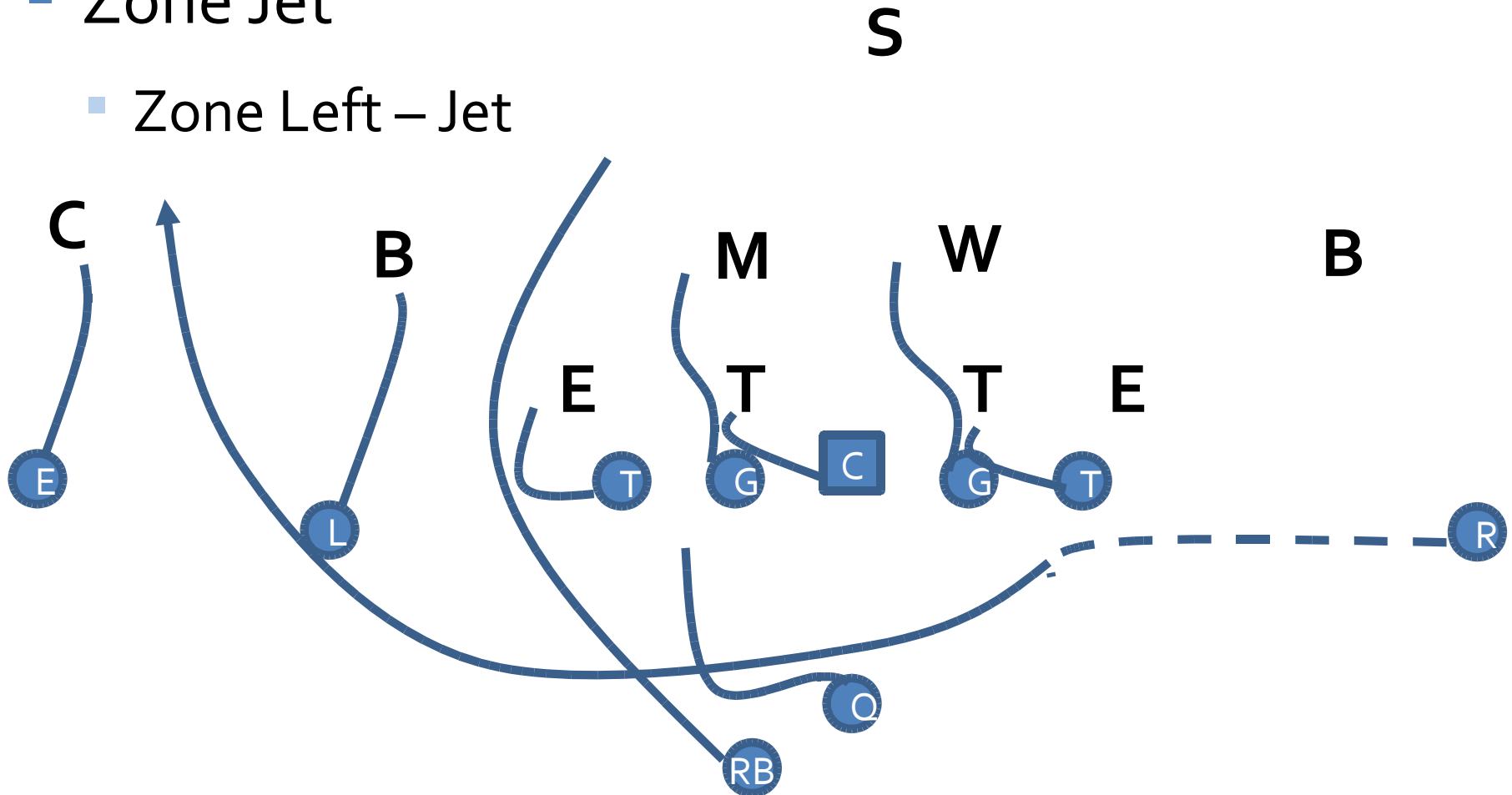




# TAGS – Jet Examples

- Zone Jet

- Zone Left – Jet

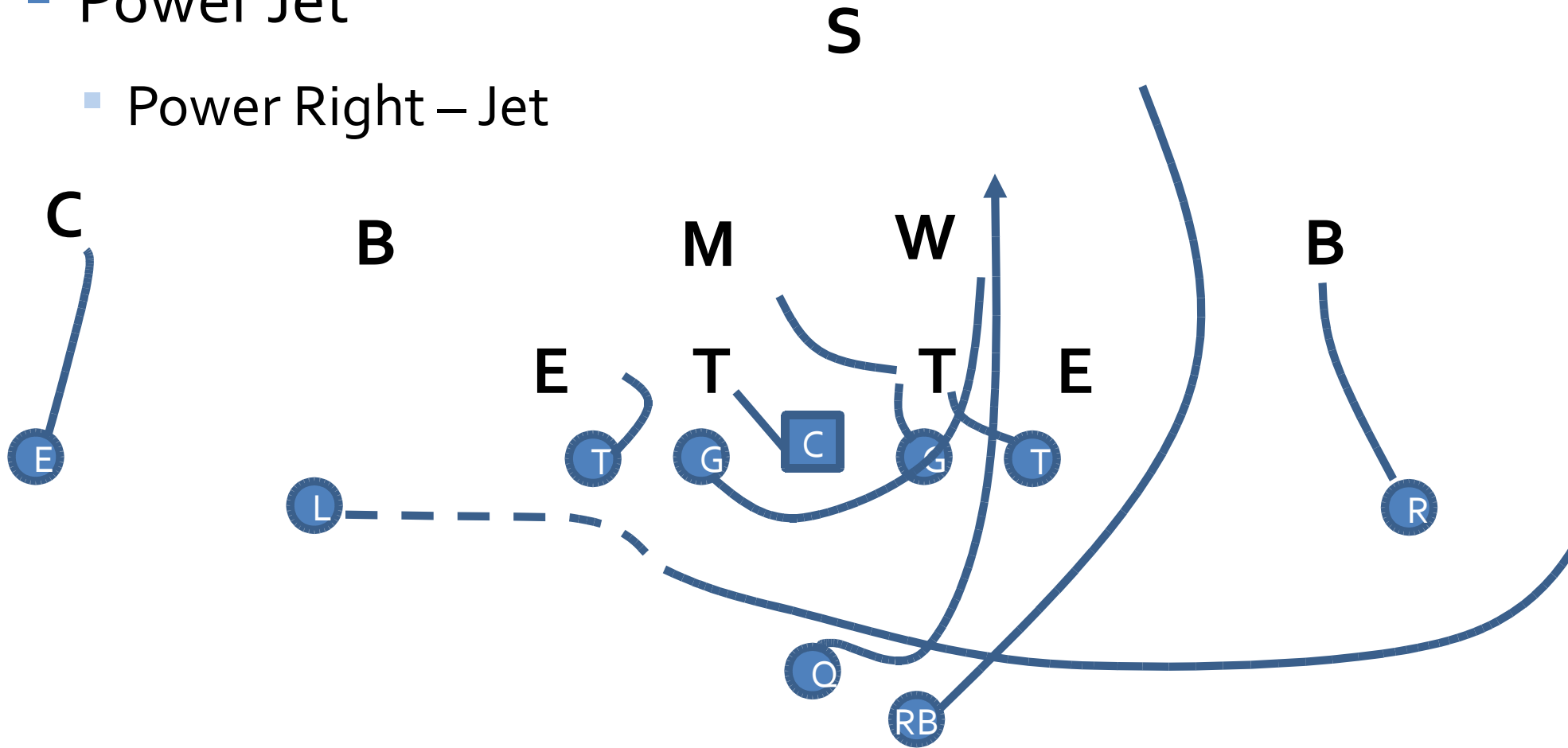




# TAGS – Jet Examples

- Power Jet

- Power Right – Jet





# Special Tags – NOW and SN

- Flat Passing Game
  - Part of our run game – Use almost any inside run scheme
  - Take what the defense gives us
  - Get it out there!
  - Make the defense run laterally and tackle in space
  - Ends and Slots have to block
- Now
  - Quick stand up to #1 Outside Receiver



# NOW and SNAP (cont.)

- Has to be 100% completion
  - Drill it everyday
  - Drill it game-speed

X



LE



LS



QB



QB



RS







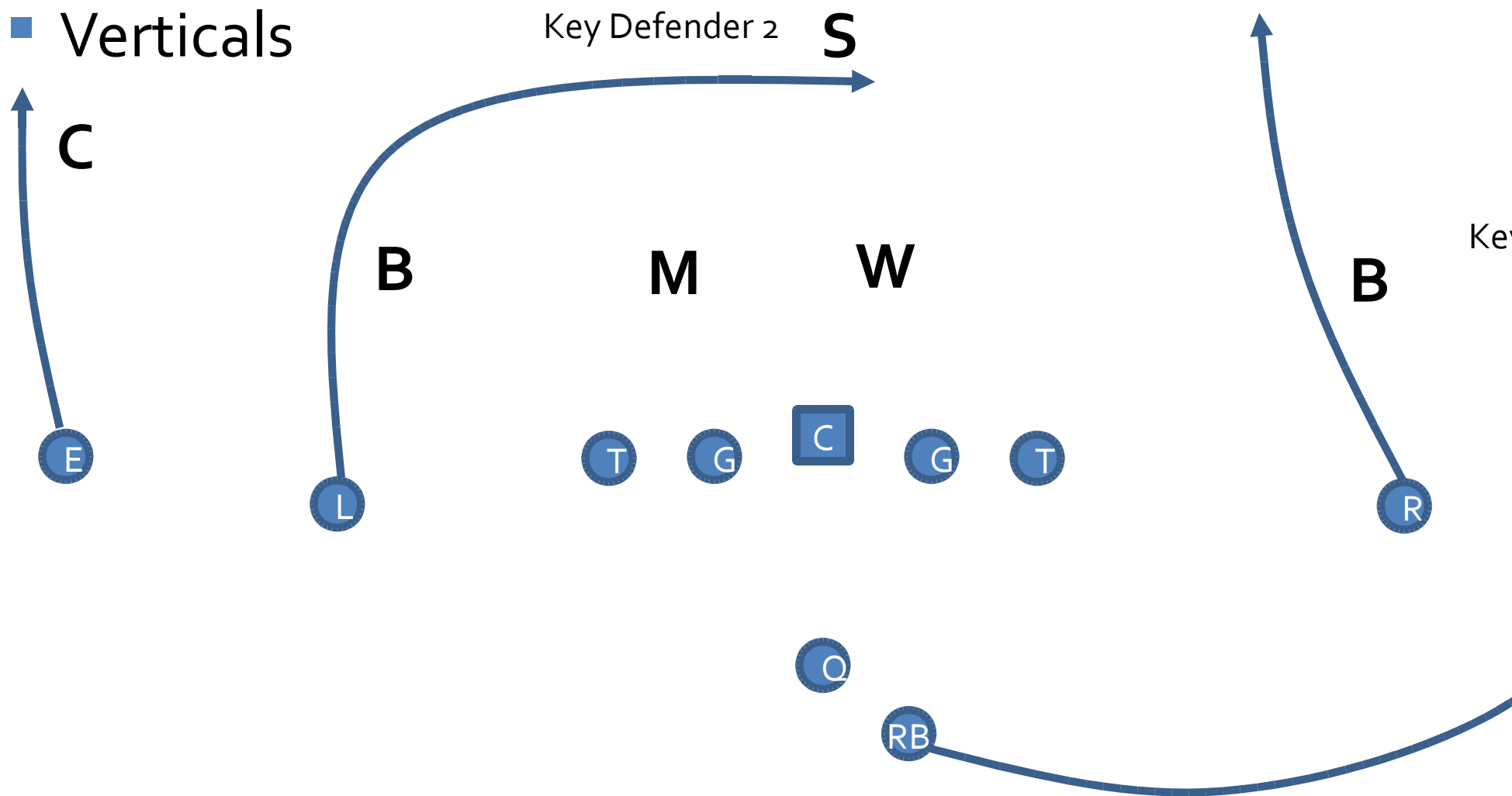
# Passing Game

- 3 Step, Sprint, Play-Action
  - Simple route combinations
  - Similar in various formations
  - Specific, easy read for QB
    - One side of the field
    - Key Defender – usually 1, sometimes 2
    - Usually only 2, sometimes 3 options
- Quick Game
  - “Audible” Routes



# 3 Step Example

■ Verticals





# ■ Snag/Triangle Concept

