

Deerfield High School Warrior Flexbone

Inside Veer

“When in Doubt, Run the Triple”

Head Coach: Steve Winiecki

Offensive Coordinator: Brandon Geuder

How I Got Here

Steve Winiecki

Head Coach since 1999

Offensive schemes: I, Spread

→ Flexbone since 2010



Brandon Geuder

Offensive Coordinator since 2012

Offense has averaged over 300 yards rushing per game.

8th most prolific rushing game in IHSA history (630 yds)

Why We Run Flexbone



- Best fit for our kids
- Gives us a chance to control the game vs. larger/stronger teams
- Limits what the opponent can run against us
- Hard to prepare for in a week

Why Not to Run the Flexbone



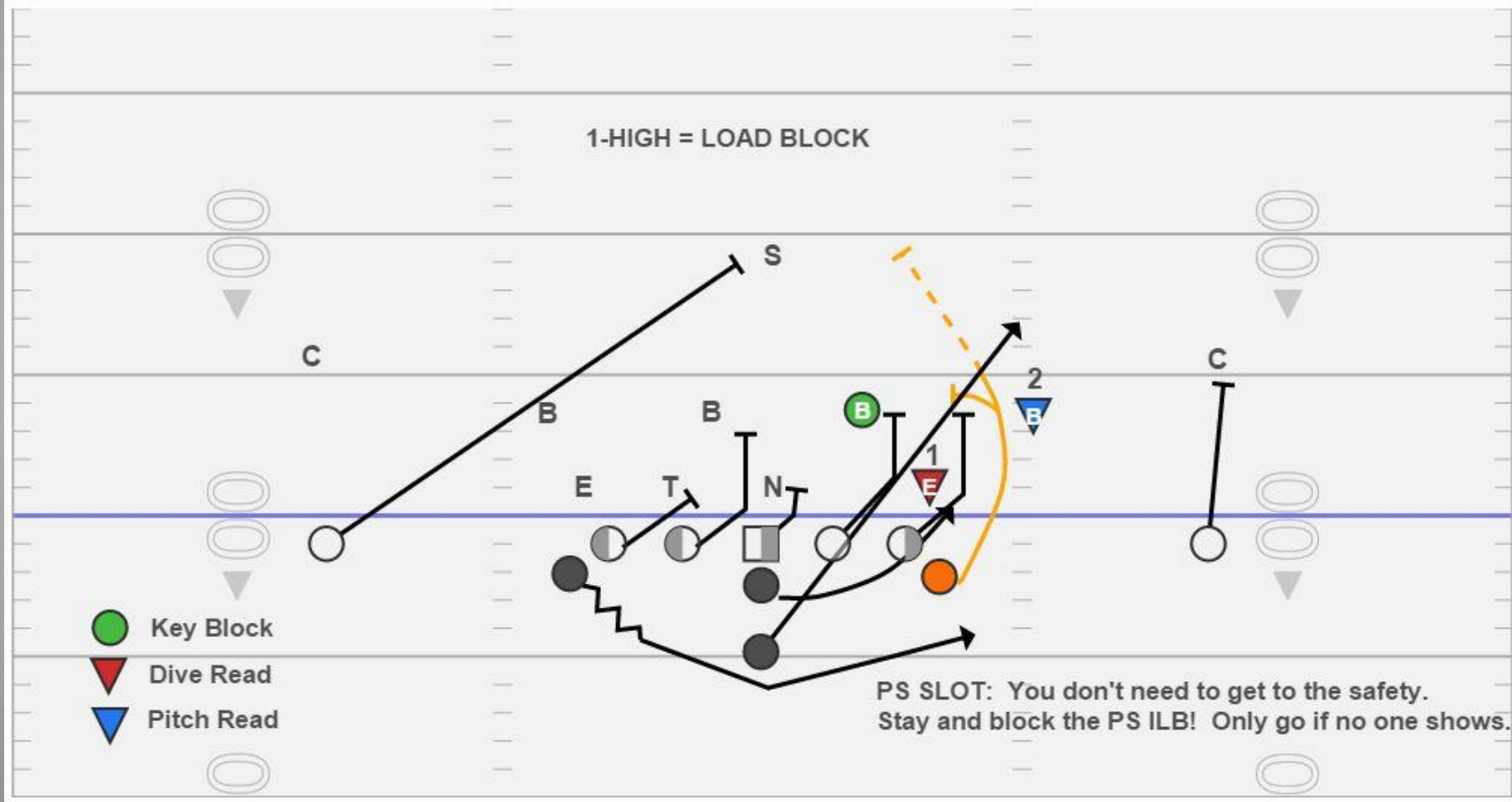
- Tough to play catch-up
- Limits what you can do in the passing game
- Limits college video on your kids
- Parents/Administration want a more “wide open” offense

Inside Veer Count

ACE (FLEXBONE) 22 OPTION vs 4-4

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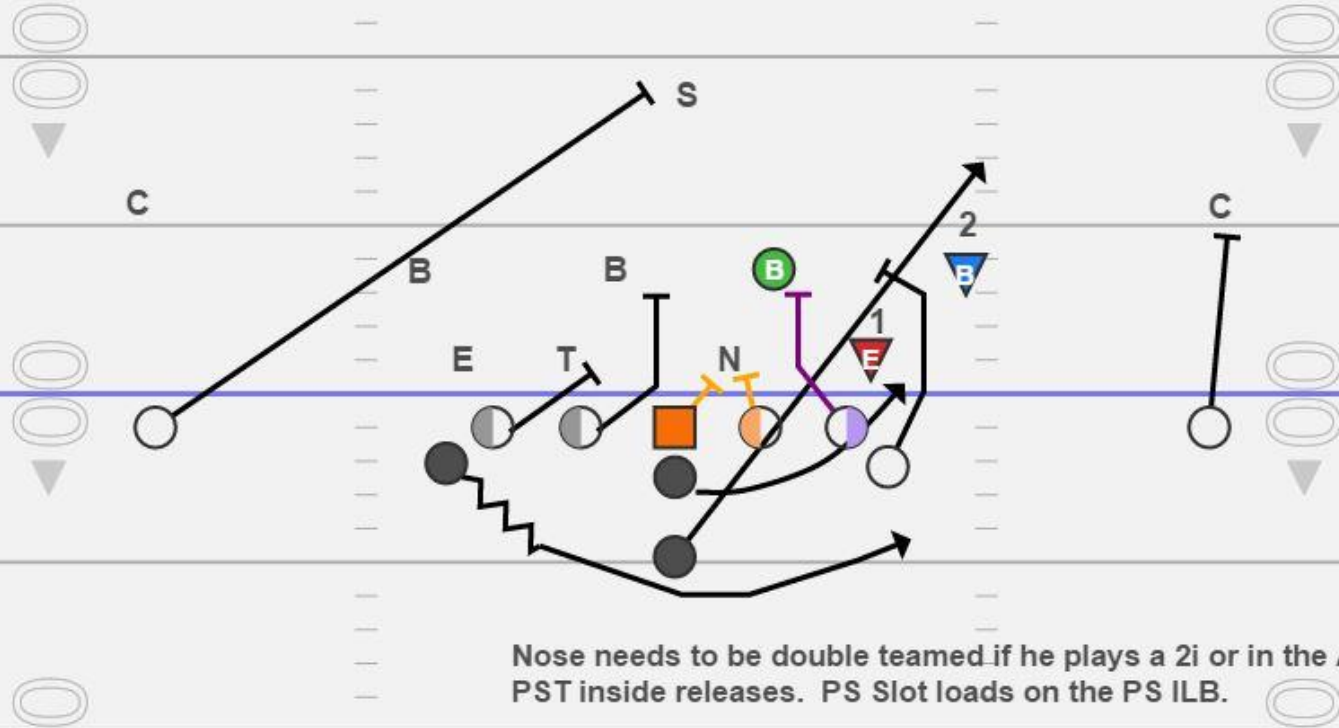
Inside Veer: Ace Call

ACE (FLEXBONE) 22 OPTION "ACE" vs 4-4

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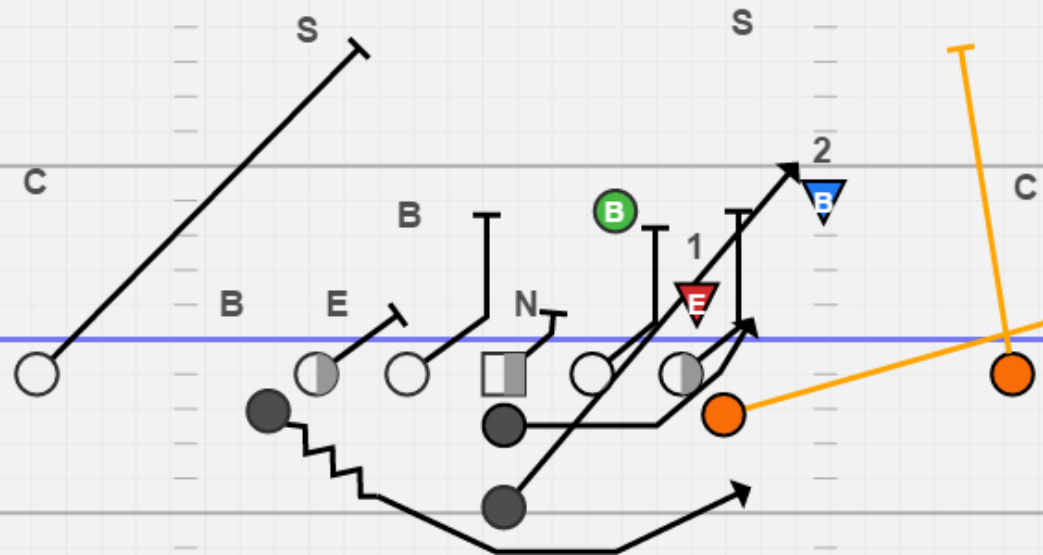
1-HIGH SAFETY = LOAD BLOCK



Inside Veer: Cross Block

22 OPTION

2-HIGH SAFETIES = CROSS BLOCK

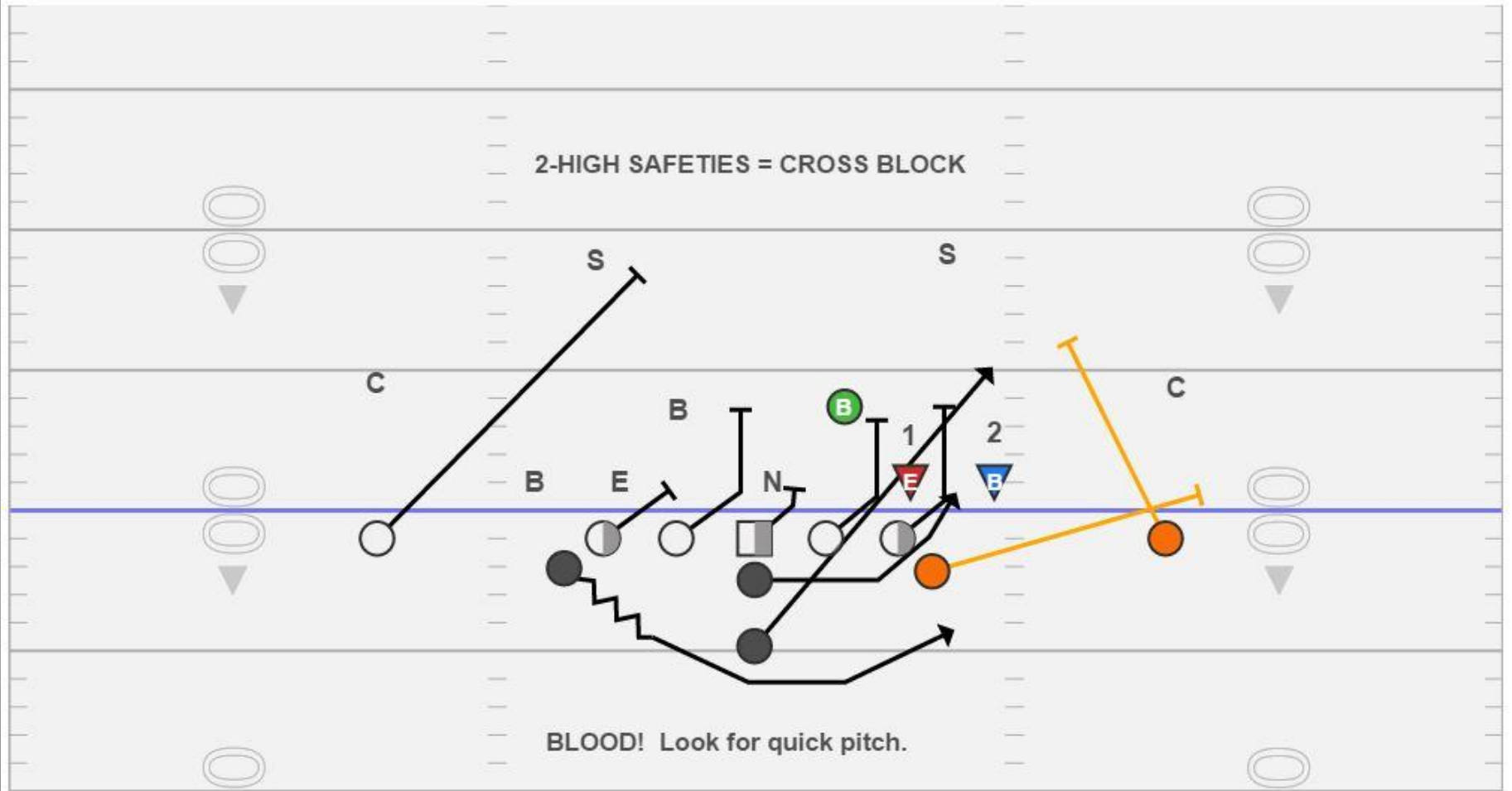


Inside Veer: Blood! Call

ACE (FLEXBONE) 22 OPTION vs 3-4 SAW

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Game Planning

- Drives the defensive staff nuts
- More focused on what we need to do better
- Hard to get good tendencies on an opponent
- Look for:
 - Base front/coverage
 - Formation adjustments
 - Aggressiveness of defense
 - Who is their best DL?
 - How disciplined are their DEs?
 - Do the LBs stay blocked?
 - Are the safeties reading backfield/OL?



Practice Planning

Weekly Breakdown



MONDAY

- Offensive emphasis day
- Individual time/Triple Read Drill
- Install new “tweaks” for the week
- Unit install vs probable defense

TUESDAY

- Defensive emphasis day
- Unit option plays vs defense

Practice Planning

Weekly Breakdown



WEDNESDAY

Kicking Emphasis Day

- 7on7/Pass Pro
- Unit pass
- Unit option with P.A. called within script

THURSDAY

- All unit time
- Review game plan
- Practice “special plays”
- 3 Defense Drill
- 20 in 10 Drill

Game Day

Play Calling

- Call plays off of wristbands (whole offense)
- QB either/or checks (last man with the chalk)
- Change tempos by situation

Adjustments

- What If? binder

Examples:

- Wide DT (3/4i-tech) = Midline
- 3-3 Front = TE and Outside Veer
- Double Eagle or Blitzing PS ILB = Rocket Sweep
- Fast Flowing BS ILB = Counter Iso/Option



Thank You!

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