

SIMPLIFIED

**AIR RAID**  
**OFFENSE**

*HOW TO SCORE POINTS  
WITH LESS PLAYS*



**Ron McKie**

# Simplified Air Raid Offense: How to Score Points with Less Plays

By: Ron McKie

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## Chapter 1: Why You Want to Simplify the Air Raid Offense

Many of us have dreams of becoming the next great offensive innovator of football, having our faces on the Mount Rushmore of Influential Football Coaches, and that's why we do what we do. We attend the clinics, read all the books, visit colleges, all in hopes of having the greatest offense in the world.

But somehow, in football the midst of it all, we've only created a massive football playbook. which causes confusion for most players. We've caused confusion for our players.

Basically, we've caused our offense to look - and play - like shit.

Today's the day we simplify our play book! Today's the day we cut out the plays that don't work - (the ones we've installed because we saw some college or NFL team run them) - and run the ones that actually work. Today is the day we get great at a core group of plays.

Today is the day we run the Simplified Air Raid Offense.

## Chapter 2: Communicating the Play, Formation, and Snap Count

### How to Signal in the Play

In this offense, communication is key. Communication is key in this offense. You can't have a wordy play (- Dual Right Y-Stack F-Motion Zelda Key 3, for example) - if you want to go fast.

Therefore, you first must simplify the communication system. Here's our format: Formation - Motion - Play - RPO (if run).

Now, that might seem like a lot, but we will fold in our RPO into our play call. This way we only call one play, and everyone knows what they are doing. I stole this idea from the amazing James Vint (who has written an RPO book that you must read).

Here is a sample of our play calls, which will usually have either a "L" or a "R" in the words to let our players know which different the play is going:

- Inside Zone - Zelda/Zorro
- Pin and Pull - Giants/New York
- Y-Stick - Stick
- Y-Corner - Corner
- Shallow Cross - Wide Receiver Tagged - Shack
- Mesh - Mesh (Creative, I know)
- Y-Sail - Shark

You can come up with anything you want, just remember make it simple so you can play fast.

## **Formations to Use in the Simplified Air Raid Offense**

Now, you can run any formation you want in this offense, the world is your freaking oyster!

But remember to keep in mind that every formation you install takes time away from practicing your base plays. Taking time away from practicing your base plays makes your players play slower, and playing slower makes your offense less effective, which means scoring less points, and scoring less points means winning less games.

You get where I'm going with this?

That's why we use these three formations:

- Dual Rt/Lt - 2 x 2 Spread Formation. The Rt/Lt tells which side the Y will line up. The F goes opposite.
- Trio Rt/Lt - 3 x 1 Spread Formation. The Rt/Lt tells which side the Y and F to line up to.
- Green/Blue – Two Back Formation. The Rt/Lt tells which side the Y will line up. The F goes opposite BUT he will be in the backfield.

## **Why do we use these formations?**

We use these three formations because we know what the defense will do. If the defense is running an even front then we know we will get two 5-techniques, a shade, and a 3-technique. If the defense is running an odd front, then we know we will get two 5-techniques and a nose guard.

That keeps things simple for our offensive linemen, and they will rep against those two different fronts every single day in practice.

“But Coach, I heard that having multiple formations are great for keeping defenses off-balance. Why can't I have 300 different formations?” you ask?

The reason for not having multiple formations is because all those formations will cause the defense to line up in different techniques. When a defense lines up in different techniques it puts additional stress on your offensive linemen to know the technique and to figure out their blocking assignments.

This will then cause delay, and delay is what we don't want. We are trying to go as fast as humanly possible. Tempo over everything.

Utilizing three formations allows us to play fast and ***TO KNOW WHAT THE DEFENSIVE LOOK WILL ALWAYS BE!***

Knowing what the defensive look will always be is a huge plus for us, and therefore we only use three different formations.

### **Keeping the Defense on its Toes**

I get it, you're afraid if you go too fast that the defense will jump the snap count, destroy your quarterback, cause a fumble, and ruin your season.

Well don't be afraid. There are ways to counter that disastrous situation without having to spend a considerable amount of practice time toward different tempo styles.

Remember, we only have one speed – **FUCKING FAST AS SHIT SPEED!**

If you introduce multiple tempos, then the players will not play at their quickest speed because they will *assume* that they will be going slow. How do I know that? Because that's what happened to my players. I tried to install different types of tempo and it caused us to play slower.

So, I said "Screw that!" and focused on one speed.

Now, what does that have to do with getting the defense on its toes?

Well, we came up with a key word that told our players to FREEZE.

Freezing the defense is the best way to have "multiple" tempos without having "multiple" tempos. This simple adjustment allows your players to play as fast as they can while making the defense scared about getting a stupid penalty.

And if there's one thing that drives defensive coordinators crazy it's stupid penalties.

**That's great. But how do I do that?**

Come up with a code word. A couple of code words in fact, so that when you signal in the code word the players will line up as fast as possible and **WON'T MOVE A FREAKING MUSCLE!**

Words we have used:

- Weather - Lighting, Thunder, Rain, Snow, Hail
- NFL Teams - Lions, Packers, Falcons, Rams
- NBA Teams - Cavs, Warriors, Nuggets, Lakers

You get the idea. Have a couple of code words that tells your players there's no play. Signal in the code word every three to four plays and enjoy the free five yards.

## **Chapter 3: How to Run God's Play - The Inside Zone Run Scheme**

### **Why We Run the Inside Zone**

Inside zone is the foundation of the *Simplified Air Raid Offense*. It's what makes the entire offense go and it's also the starting point for attacking the defense and knowing which constraint to call.

Why run the inside zone and not something more 'powerful' – like power or buck or dive or counter?

The inside zone is the simplest and most diverse running scheme that protects *EVERY SINGLE GAP*. Every offensive linemen has the same responsibilities – to protect your inside gap for three steps *before* climbing to the next level – so that if a lineman goes down then another one can seamlessly go in.

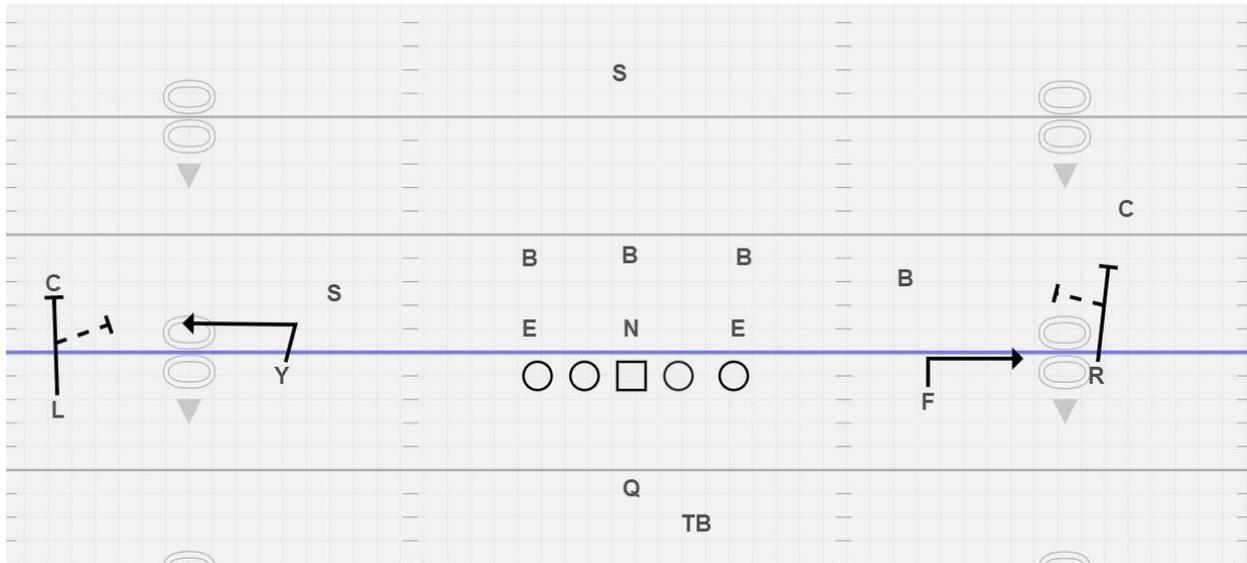
This means your running game will not miss a beat if you get an injury on the offensive line. That's a big advantage for me because it allows the team to maximize our practice time by working on the same drills for the offensive linemen, regardless of which position they play.

### **These Are the Best RPOs to Pair with the Inside Zone**

Let's get one thing straight about these RPOs, your quarterback can do this. He isn't stupid, his arm isn't weak, and there aren't too many things for him to consider.

So, stop making bullshit excuses for why your guy/team/offense can't run these RPOs. Got it? Good.



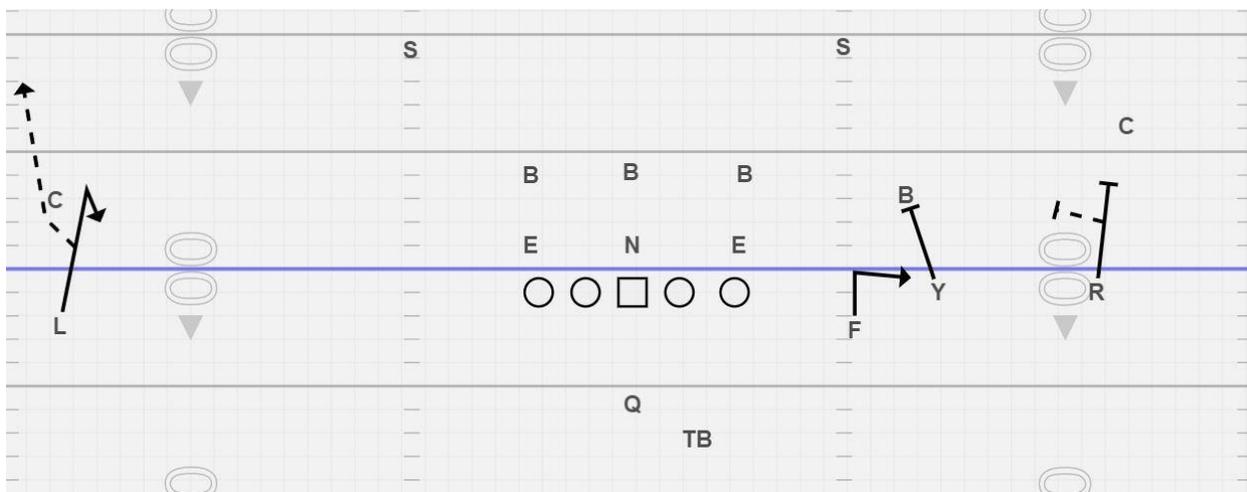


As you can guess, you will call this quick screen out of 2 x 2 formation if your best wide receivers are your slots.

## **Second RPO Tag**

The second RPO we run is out of our 3 x 1 formation. We love to run the quick screen to the number three wide receiver because he is the best wide receiver on our team. Remember, we are trying to structure our offense so that the ball will either be in the running back's hands or our best wide receiver's hands.

If your best wide receiver is the number two or number one guy in your 3 x 1 formation, then you can run the quick screen to him.

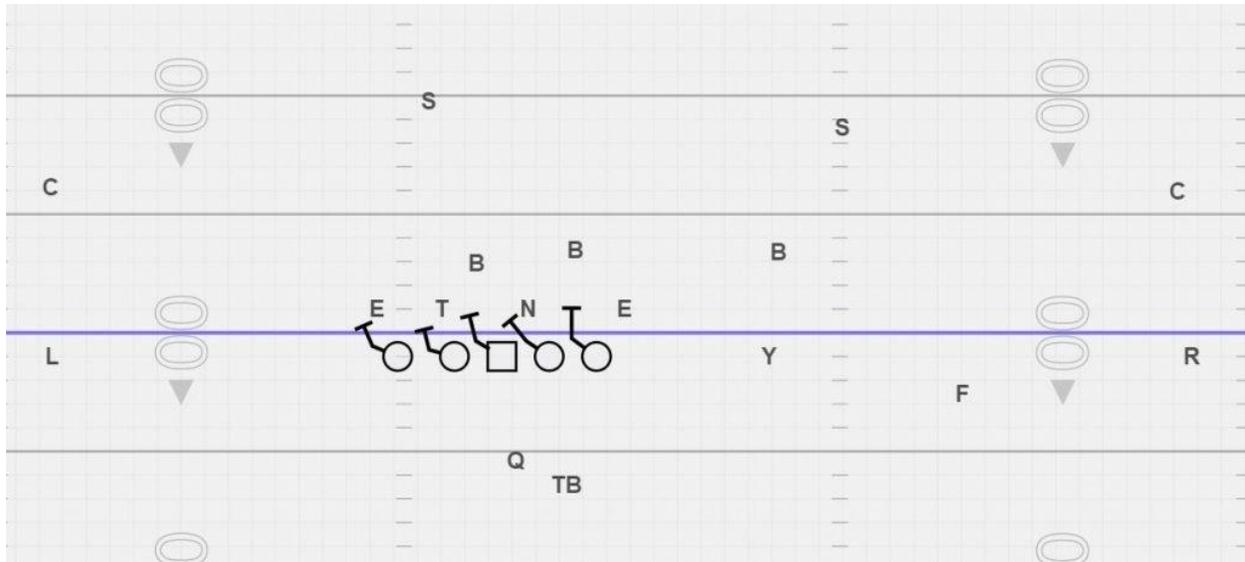






**BST** - He has a defender in his play side gap. Regardless, he asks himself "Do I have anyone in my play side gap?" He will take three steps to the right while checking his gap. If that 3-technique stays in the B- gap, then the tackle will wash him out. If that defender does something strange and goes away from the B- gap, then the tackle will work up to the second level on his fourth step.

### **Blocking Inside Zone Scheme Against an Under Front**



**PST** - He has a defender over him. He will take three steps to the right and asks himself, "Is there a defender in my play side gap?" Most of the time, that 5-technique will stay with him because he is taught not to get reached. So, on the third step, the tackle will stay on the block.

**PSG** - He has a 3-technique in his play side gap. Regardless, he asks himself, "Is there someone in my play side gap?" He will take three steps and if that 3-technique stays in his gap, then he will block him. If that 3-technique spikes into the A-gap, then he will move to the second level.

**Center** - He doesn't have a defender in his gap. He will continue to take three steps toward his play side gap. He asks himself, "Is anyone showing up in my gap?" If the answer is yes, then he will lock onto that defender. If the answer is no, by his third step he will climb to the second level.

**BSG** - He has a shade on him. Regardless, he will still take three steps toward his play side gap. He asks himself, "Is this shade attacking my gap?" If the answer is yes, then he will be pushing the defender to the right. If the shade spikes across his face by the third step, he will work up to the second level.

**BST** - He has a defender on his outside. Regardless, he asks himself "Do I have anyone in my play side gap?" He will take three steps to the right while checking his gap. If no one shows up, then the tackle will work up to the second level on his fourth step.

### **Running Back's Aiming Point**

The running back is aiming for the A-gap defender and that is where he should be heading by his third step. This is something you must teach your running back, and you can teach him this by having him ask himself these few questions:

1. Is there a fat guy lined up in the first gap to the left of the center?
  1. Yes - then that's my aiming point.
  2. No - then I'm asking myself a new question.
2. Is there a fat guy lined up in the first gap to the right of the center?
  1. Yes - then that's my aiming point.
  2. No - then I'm asking myself a new question.
3. Is there a fat guy lined up directly in front of the center?
  1. Yes - then I'm running it up the center's butt.
  2. No - then I have no idea what my aiming point is. All I know is the defense fucked up and I'm going to score.

### **Quarterback's Thought Process**

The quarterback is reading the C-gap defender. The C-gap defender can do two things:

- Run up the field
- Chase the running back

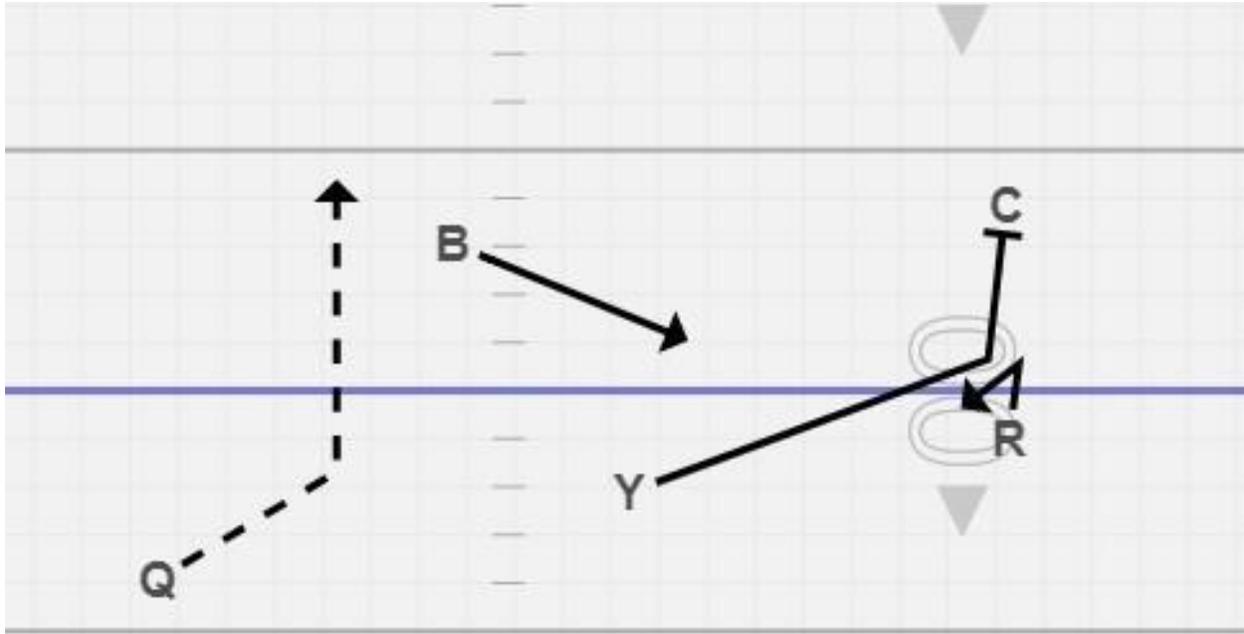
Whatever the C-gap defender does dictates what the quarterback will do:

- If the C-gap defender runs up the field, then the quarterback will **hand** the ball off to the running back.
- If the C-gap chases the running back, then the quarterback will **pull** the ball and attack the Apex defender to determine whether he will throw the key screen or run the ball.

If the quarterback gets a **pull read**, the quarterback will now attack the Apex defender for a run/pass option. The Apex defender can do two things:

- Attack the quarterback – Pass read





The quarterback is attacking the Apex defender – man head up to inside the Y receiver. The Apex defender attacks the key screen. This is a **RUN READ**. All the quarterback must do is turn up field and get **at least four yards**.

Honestly, don't yell at your player if he doesn't get more than four yards. Otherwise you'll have your defensive coordinator worrying that you have a "running quarterback".

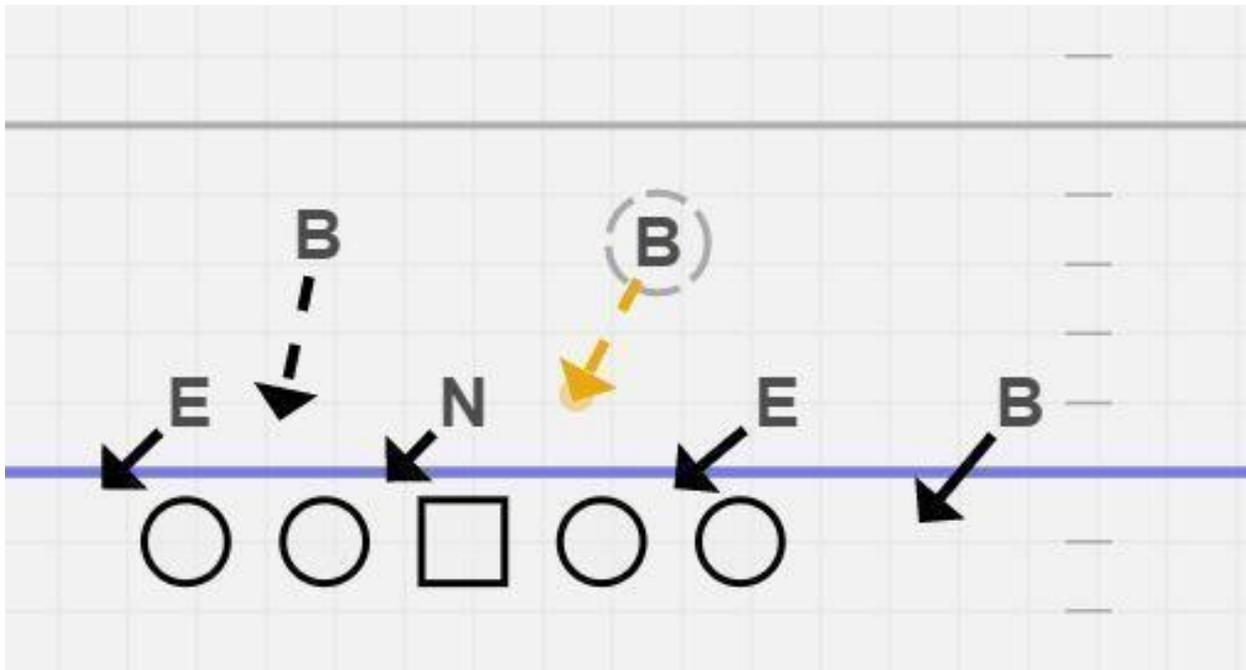
### **How to Run the Inside Zone against an Odd Front**

Repeat after me: I will not fear the 3-4 defense. Say it again...and again...and again!

Now, I know you are thinking "Why the hell did I just say that out loud three times in a row by myself?" Because you will not fear the 3-4 defense!

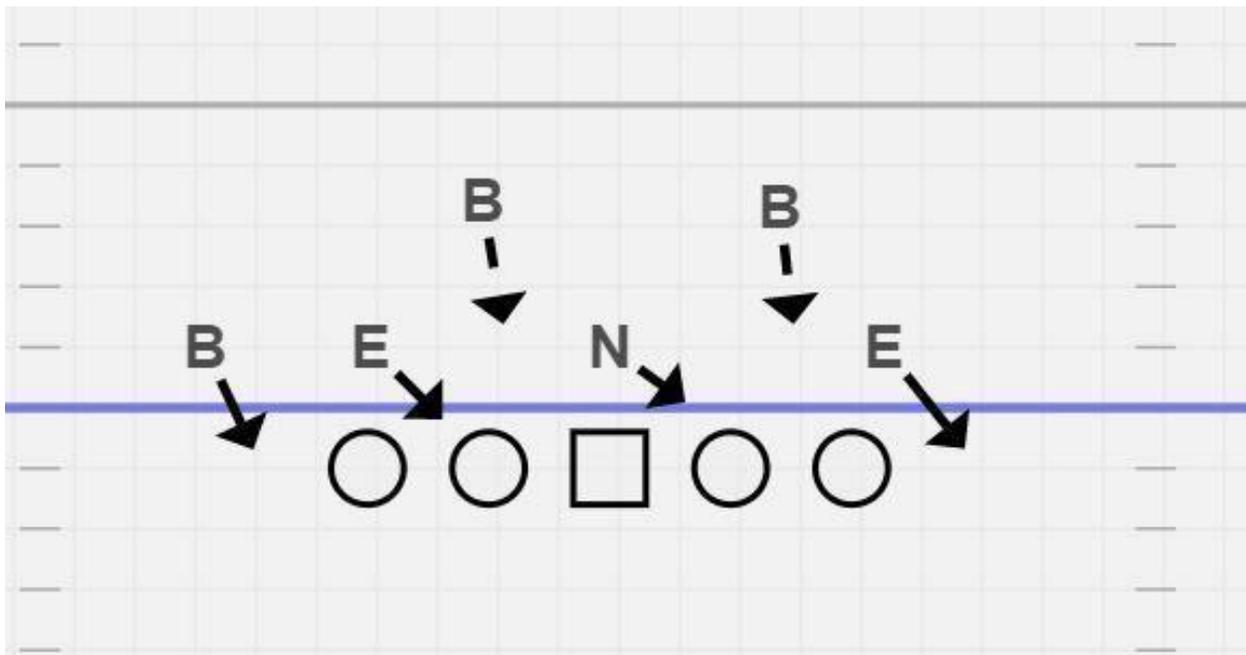
The 3-4 defense is just a fancy 4-2 defense. Basically, the defense will be slanting one way or the other and bringing an outside linebacker. Don't believe me? Look at the pictures below:

### **3-4 Front Slanting Left**



Noticed how the defense ends up with a two 5-techniques, a 3-technique, and a shade. Just like the even front. So, your players know what they are doing and they know how to block this front since they've have seen it every single day in practice.

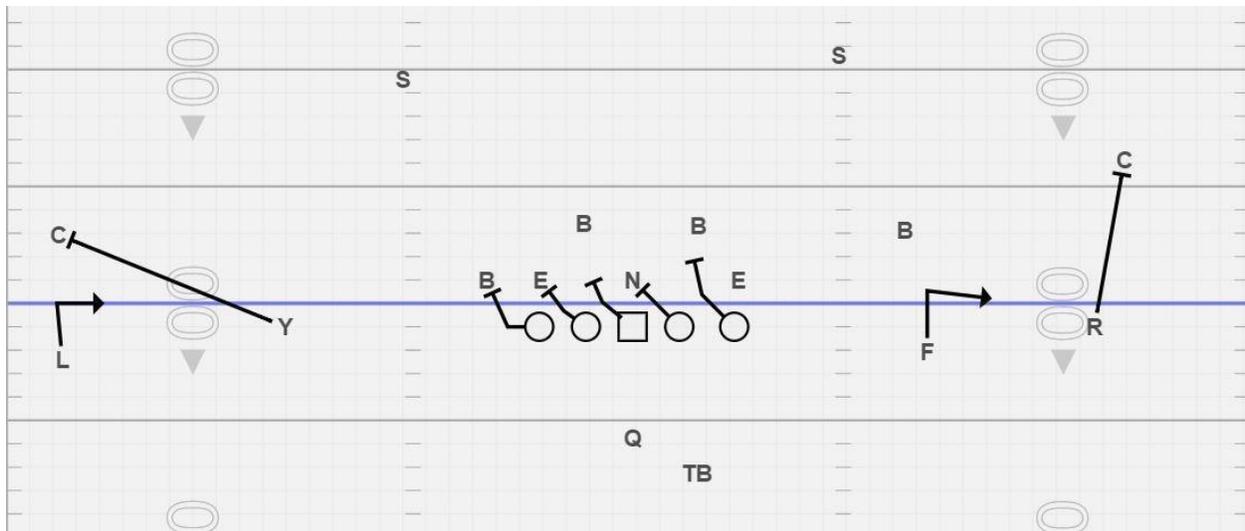
### **3-4 Front Slanting Right**



Again, look at how the defense ends up with a two 5-techniques, a 3-technique, and a shade.

Your offensive linemen know this look because you rep the shit out of in practice. There is nothing new to learn here. They still have the same exact thought process on how to block the inside zone.

### **Blocking Inside Zone Against an Odd Front**



**PST** - He has a defender over him. He takes three steps to the right and asks himself, "Is there a defender in my play side gap?" Most of the time, that 5-technique will slant inside of him if there is a backer on the outside. If that defensive end slants into the gap, then that isn't his responsibility. He will now take the outside linebacker.

**PSG** - He does not have a defender over him, yet, he will still take three steps toward his play side gap. He asks himself, "Is there anyone showing up in my gap?" If the 5-technique doesn't spike inside or a linebacker shoots into the gap, then he will work to the second level.

**Center** - He has a nose on him. Regardless he will still take three steps toward his play side gap. He asks himself, "Is this nose attacking my gap?" If the answer is yes, then he will be pushing the defender to the left. If the nose spikes across his face by the third step, then he will work up to the second level.

**BSG** - He has a nobody in his gap. Regardless, he asks himself, "Is there someone in my play side gap?" He continues to take three steps to make sure no one shows up. If someone

shows up during those three steps, then he will block him. If no one shows up in three steps, then he will work to the second level.

**BST** - He has a defender on his outside shoulder. Regardless, he asks himself, "Do I have anyone in my play side gap?" He continues to take three steps to the right while checking his gap. If that 5-technique slants into the B-gap, then the tackle will wash him out. If that defender does something strange and goes away from the B-gap, then the tackle will work up to the second level on his fourth step.

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3. Is there a fat guy lined up directly in front of the center?
  1. Yes - Then I'm running it up the center's butt.
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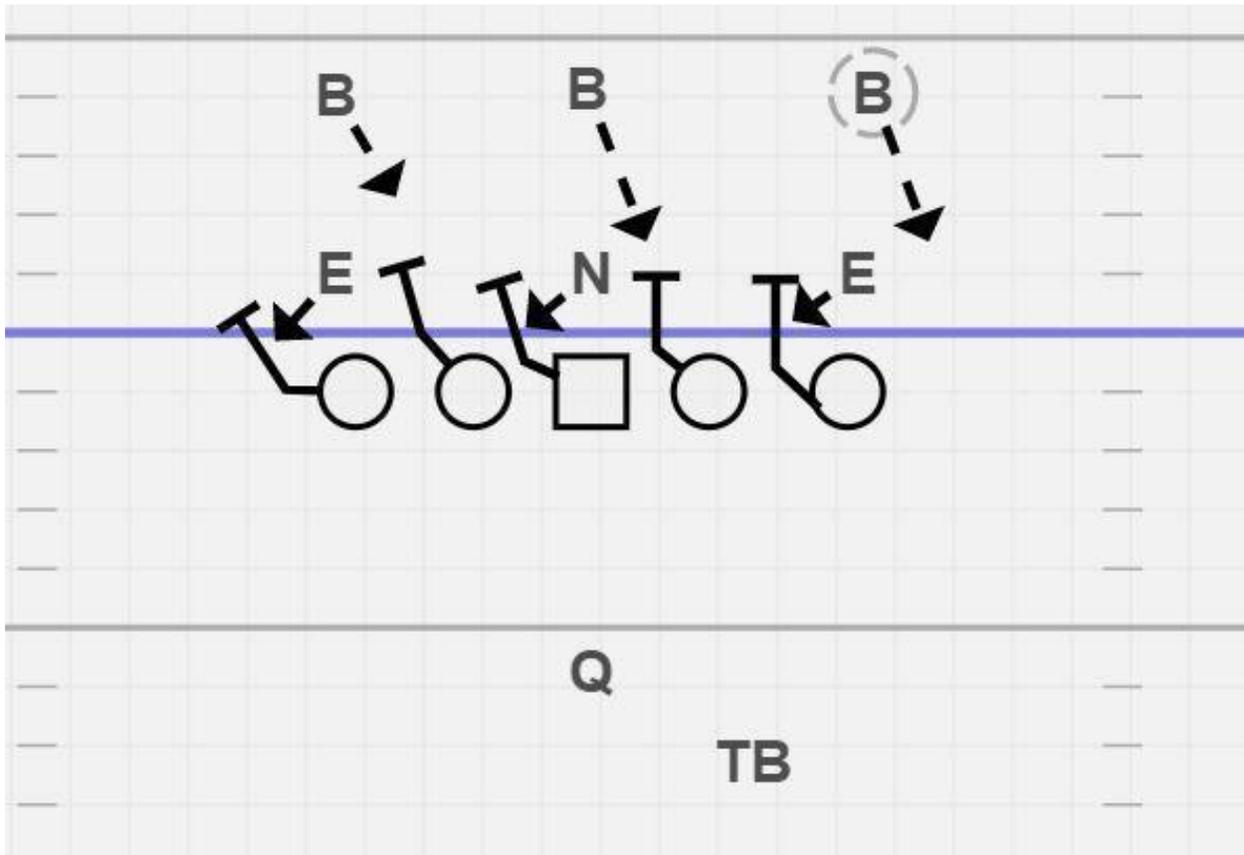
- If the C-gap defender runs up the field, then the quarterback will **hand** the ball off to the running back.
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If the Quarterback gets a **PULL READ**, the quarterback will now attack the Apex defender for a run/pass option. The Apex defender can do two things:

- Attack the quarterback – Pass read
- Attack the key screen – Run read







**PST** - He has a defender over him. He takes three steps to the right and asks himself, "Is there a defender in my play side gap?" If the defender slants to the outside, then he will lock on by his third step and drive the defender to the sideline. If the defender on him slants into his backside gap, then he will take his three steps to the left and then climb to the linebackers responsible for the C-gap.

**PSG** - He does not have a defender over him, yet, he is still taking his three steps toward his play side gap. He asks himself, "Is there anyone showing up in my gap?" If the 5-technique doesn't spike inside or a linebacker shoots into the gap, then he will work to the second level.

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**BSG** - He has a nobody in his gap. Regardless, he asks himself, "Is there someone in my play side gap?" He continues to take three steps to make sure no one shows up. If someone shows up within those three steps, then he will block him. If no one shows up in three steps, then he will work to the second level.

**BST** - He has a defender on his outside shoulder. Regardless, he asks himself, "Do I have anyone in my play side gap?" He will take three steps to the right while checking his gap. If that 5-technique slants into the B-gap, then the tackle will wash him out. If that defender does something strange and goes away from the B-gap, then the tackle will work up to the second level on his fourth step.

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- If the C-gap chases the running back, then the quarterback will **pull** the ball and attack the Apex defender to determine whether he will throw the key screen or run the ball.





You can create these kind of plays while using the Inside Zone Running Scheme by using a simple tag.

## **LOCK TAG**



This tag only affects the backside guard and tackle in the inside zone scheme. The center, play side guard, and play side tackle run their normal inside zone rules.

How will the blocking scheme change for the backside guard and tackle? The **LOCK TAG** tells the backside guard and tackle to lock onto their defenders.

It's very simple: the tackle is always locked on to the man head up or outside of him, whereas the backside guard is only locked on if he has a man head up or outside of him.





- Set the 3-technique to the running back's side (if the defense runs an even front).
- Slant away from the running back (if the defense runs the 3-4 or 3-3 stack).

Does this mean you can't run the ball? Of course not. It just means you must utilize a different play; something to counter their counter. Therefore, you will run the **pin and pull RPO**.

### **How to Run the Pin and Pull RPO Against an Even Front**

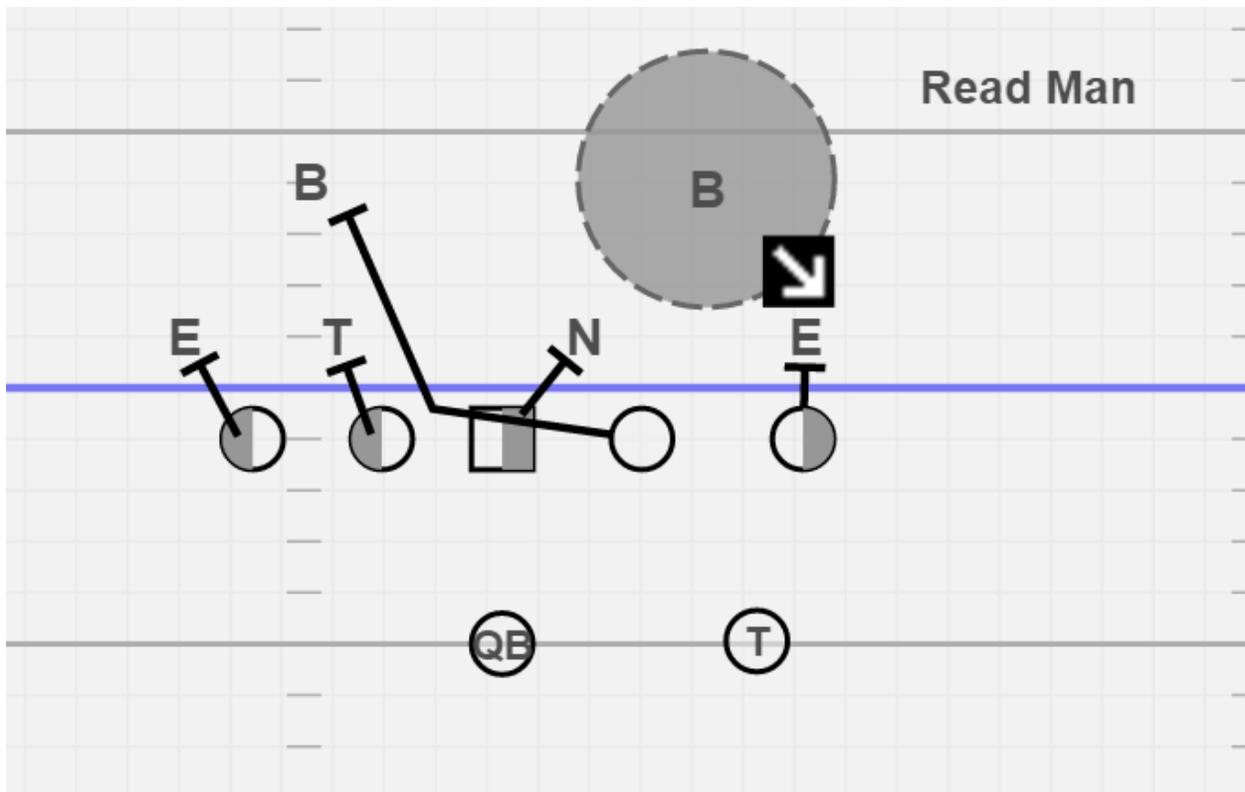
The even front is the simplest front in the game of football. It's the front every defensive coordinator wants to run because it's "smashmouth" defensive football. We will carve this front up like a Thanksgiving turkey!

Rules for blocking the pin and pull RPO are simple:

- If you have a man head up or outside of you, then you will base block the defender.
- If you don't have a man head up or outside of you, then you will block down on the defender in the backside gap.
- If someone is blocking down for you, then you will be pulling.

A guard or center will pull when we run the pin and pull RPO against an even front.

### **Blocking the Pin and Pull RPO to the 3-Technique:**



**PST**: Base block anyone head up or outside of you.

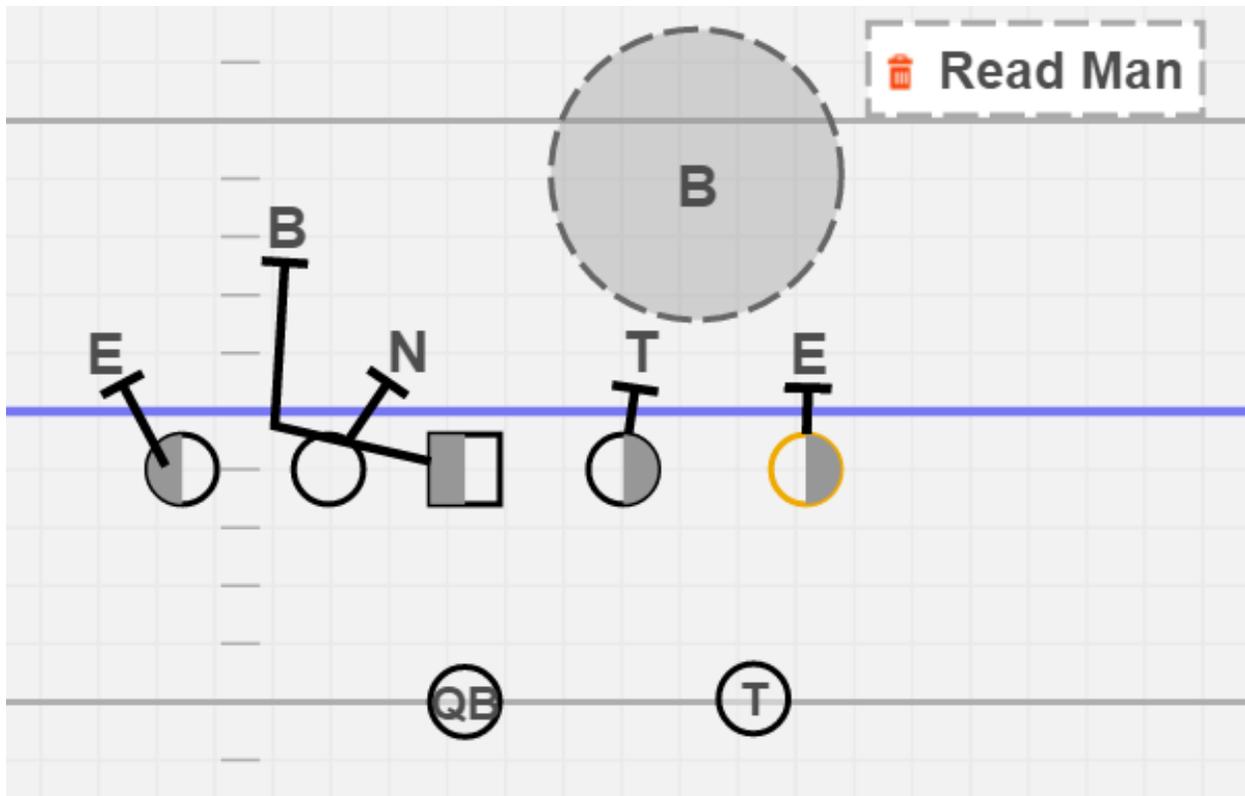
**PSG**: Base block the man head up or outside of you.

**Center**: Block back on the shade.

**BSG**: Execute a skip pull. Your eyes will be tracking the front side linebacker as you skip pull. This is the man you are going to be blocking.

**BST**: Base block the man head up or to the outside of you.

**Blocking the Pin and Pull RPO to a Shade/1-Technique:**



**PST**: Block the man head up or to the outside of you.

**PSG**: Block back on the shade.

**Center**: Execute a skip pull around the play side guard's block. Your eyes will be on the front side linebacker as you skip pull. He is who you will block.

**BSG**: Block the man head up or to the outside of you.

**BST**: Block the man head up or to the outside of you.

### **Running Back Rules**

The running back will line up with his heels even on the toes of the quarterback and will line up in the B-gap. When the ball is snapped, the running back will take a little jump-hop before turning his shoulders perpendicular to the line of scrimmage. His eyes will be on the play side tackle/tight end while he is sprinting towards the sideline.

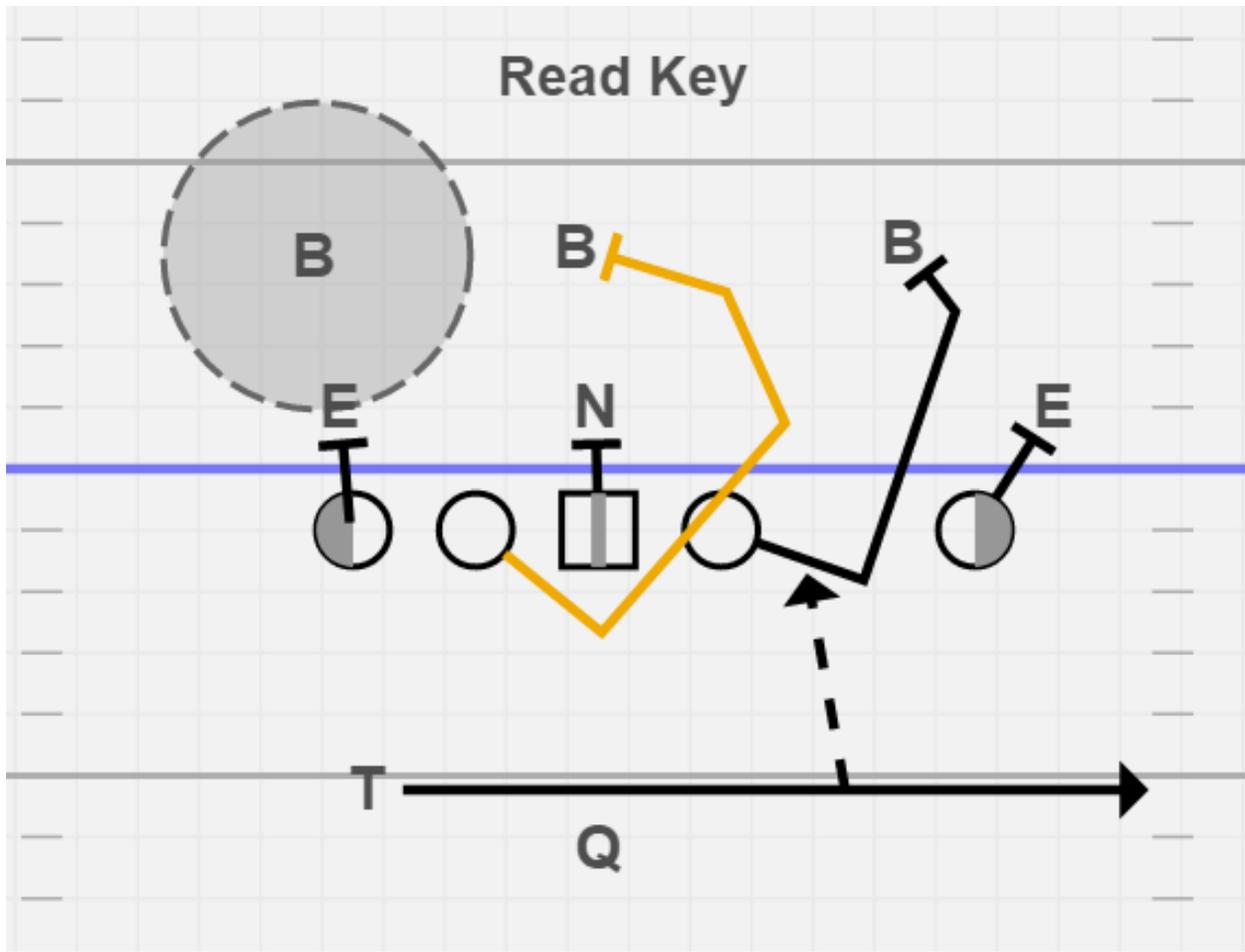
If the tackle or tight end blocks their man towards the sideline, then the running back will put his foot in the ground and cut up the field. If the tackle or tight end reaches their man and hooks him, then the running back will get to the outside before cutting up the field.

Now, let me answer some quick questions:

1. **Won't the running back's alignment give the play away?**
  - Don't worry about that. We will be utilizing tempo. That means if the defense can get their play in, get aligned, notice where the back is lining up, alert the defense to where the back is lining up, and then check whatever they planned to stop the pin and pull RPO, then you aren't going fast enough.
2. **Should the quarterback take a shuffle step as well?**
  - The quarterback will take a shuffle step. He will do this because it helps influence the read defender. We will talk about that later in the quarterback chapter.
3. **Why is the running back hopping before sprinting towards the side line? Is he a rabbit?**
  - I don't know if your player is a rabbit, but I can tell you why he is going to mini-hop. It helps for the timing of the quarterback read and gives the guards time to pull.

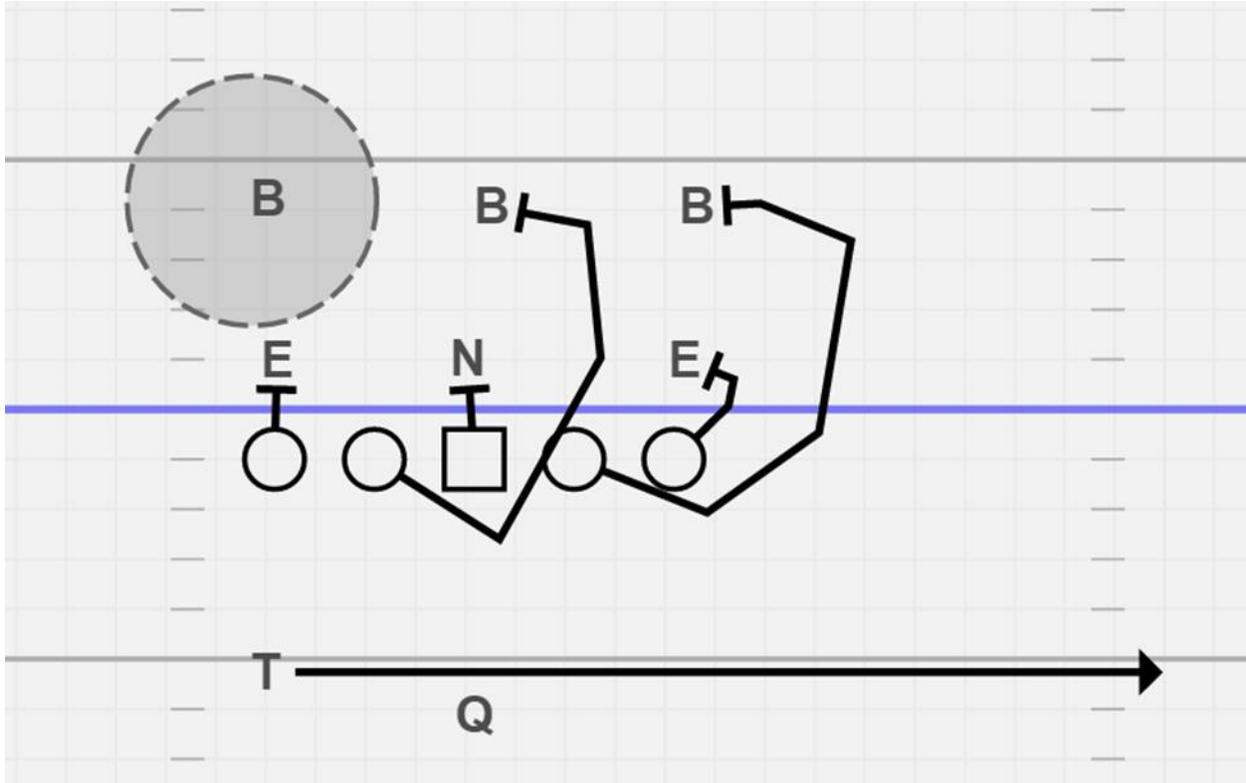
Let's look at some diagrams.

### **End Man on Line of Scrimmage Gets Blocked to the Sideline**



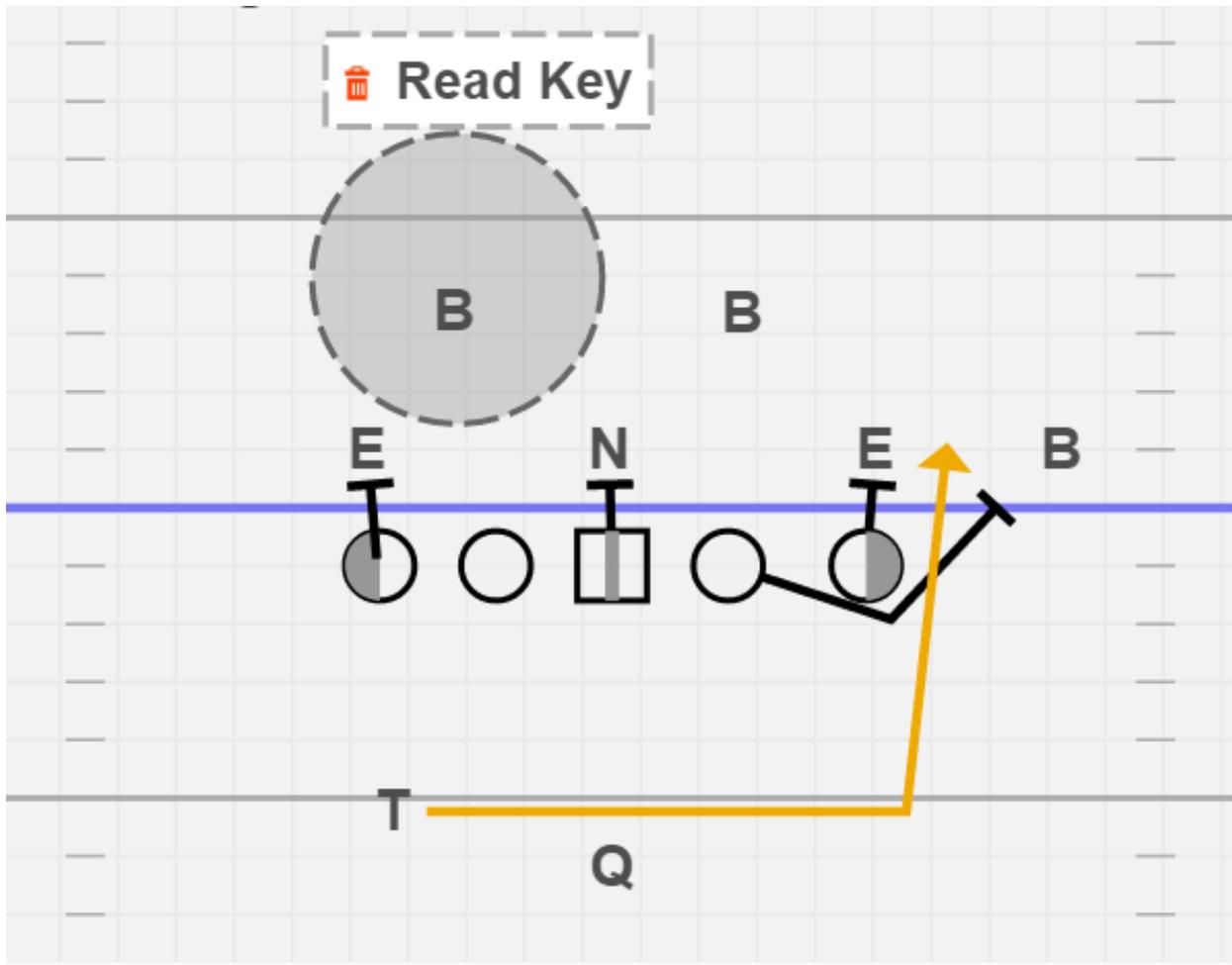
The tackle is forcing his defender towards the sideline. The running back should be sticking his foot in the ground and getting north and south as quickly as possible.

**End Man on Line of Scrimmage gets Hooked**



Here, the tackle/tight end has hooked their defender. At what point does the running back plant his foot in the ground and get north and south? There isn't one, unless the running back wants to get yelled at and watch the rest of the game from the sideline.

### Tackle Gives 'KICK-KICK' Call



This is a situation you need to rep. The running back needs to see that the play side tackle has a defender head-up of him and a defender outside of him. The running back needs to know there is going to be a **kick-kick** call from the tackle. When the tackle gives the **kick-kick** call, then the running back knows he will be sticking his foot in the ground and getting north and south as soon as he passes the play side tackle.

If the quarterback pulls the ball, the running back will see how many defenders he can fake out by pretending he still has the ball. We call it **riding the wave**. The running back could also sprit to the sideline and the play action will pull the read defender away from the snag route. This will make it easier for the quarterback.

### Wide Receiver Rules

Here is some advice I wish I knew a long time ago: **Wide receivers don't need to block anyone!**

I know a lot of coaches will balk at that and say, "If wide receivers don't block, then they aren't getting the ROCK!" I was one of those coaches. I was stupid.

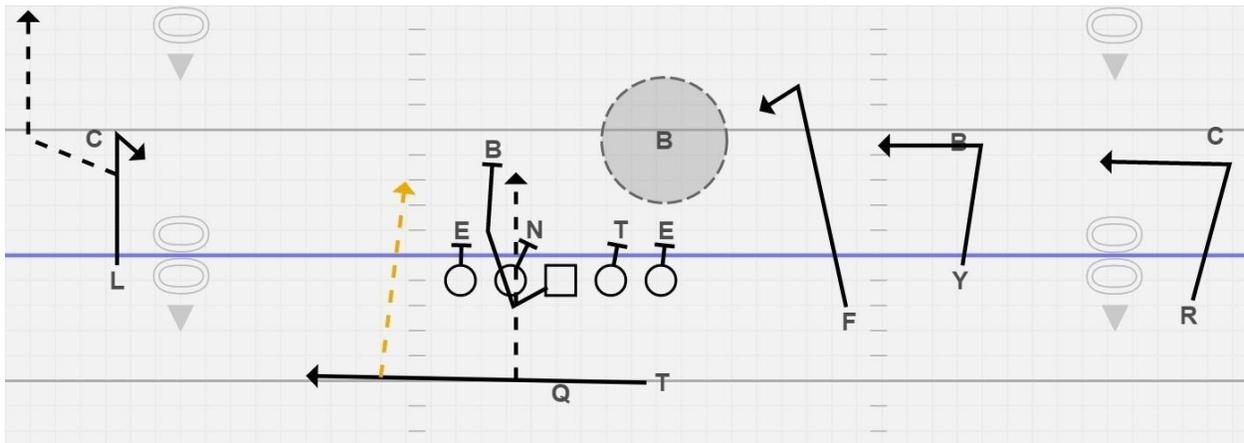
If I wanted wide receivers to be blockers, then I would line up in the I formation and run the old school power. Receivers are there to catch balls and make the quarterbacks look good. They aren't there to destroy safeties and corners. Let them do what they were put onto the field to do. Score touchdowns!

## **Route Rules**

The rules for this play are the same rules as our one back power RPO.

The wide receiver closest to the running back will have a snag route. His aiming point is one yard behind the read key. Every other wide receiver to the running back's side will be running a five-yard in, called a Fin route.

## **Wide Receiver Routes Vs Even Front**



Should the Wide Receivers care if this is a under or an over front? Nope. Like Happy Gilmore says: "Who Gives a Shit?!"

The only thing wide receivers need to care about is the read key, and in an even front, the read key is the first linebacker lined up on the running back's side.

**L Receiver:** If the corner is five yards or more off the L receiver, then he will run a three-step hitch. He should expect the ball on his third step. If the corner is less than five yards from the L receiver, then he will run a mandatory outside release vertical. He needs to get

the corner to turn his hips and run with him. If he doesn't run with the L receiver, then he will block him.

**F Receiver:** The F receiver will run a snag route, and his aiming point will be one yard deeper than the read key's initial position. Once he gets to this spot, the F receiver you stick his toe in the ground and show his hands to the quarterback. Do not drift.

**Y Receiver:** The Y receiver will run a five-yard in route, or Fin route. If there is a defender over or slightly inside of him, then you will attack the defender's outside shoulder when you release. This will open the snag route for the F receiver and makes it easier for the quarterback to throw the ball.

**R Receiver:** The R receiver will run a five-yard in route, or Fin route. He is running the "oh shit" route. The R receiver does not have to burst out of his stance; he needs to attack the corner's outside shoulder for five yards and make the corner turn his shoulders. The R receiver will do this to open the first Fin route and make it easier for the Y Receiver and the quarterback.

## **Quarterback Rules**

The quarterback needs to check a couple of conditions before he gets the play started.

First the quarterback needs to make sure the running back is lined up correctly. While this shouldn't be his job to check the players positions, if the running back isn't lined up correctly with the quarterback, then the timing of the play will be off.

This play is like a well-made watch; everything must be in sync. So, the quarterback must be mindful of the running back's position. The running back will line up correctly the more times he reps the play. However, in the beginning, it's important that the quarterback helps him out.

Once the quarterback is sure the running back is even with him, then he will look over at the single wide receiver's side. The quarterback must ask himself this question: Is the corner playing more than five yards off the receiver? If the answer is **yes**, then the quarterback will throw the hitch route all day long. **ALL DAY LONG!!!**

As a coach, you need to train the quarterback that you are okay with taking the free five yards every time. As a matter of fact, you need to train yourself that *you* are okay with *him* taking the five yards every time.

**REMEMBER: If it's free, then give me three!!!**

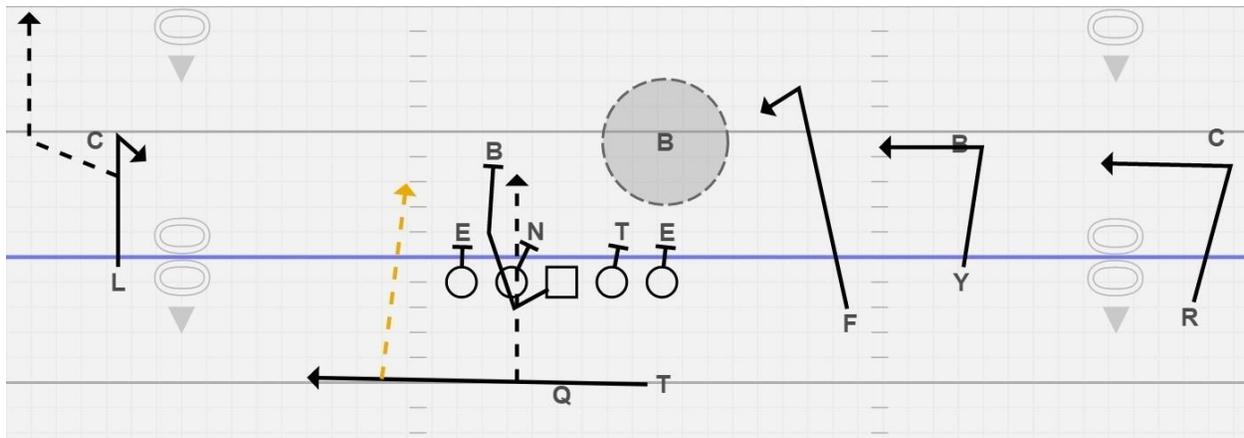
If the FREE YARDS aren't there, then the quarterback needs to locate the read key. The rule for this play is as follows:

- If it is an EVEN front, then you are reading the SECOND linebacker away from the side the play is going too.
- If it is an ODD front, then you are reading the THIRD linebacker away from the side the play is going too.

Again, just like the wide receivers, the quarterback can use this general rule:

- The read key will be the first linebacker on the same side as the running back.

### Quarterback Thoughts Vs an Even Front



The quarterback has already checked to make sure the running back is lined up right. He locates the single receiver side and that the corner is five yards or more off the single receiver. Where's the front side linebacker? He's not there. That's strange. Why isn't he there? Uh oh, the defense is in an even front.

Does the quarterback have to wonder if it is a under or an over front? Nope.

The only thing the quarterback is worried about right now is if there is a front side linebacker threatening the hitch route. If there is no front side linebacker in sight, the quarterback now has the green light to throw the hitch. You must stress to your Quarterback to **take the free yards!!!**

So the corner is sick of giving up free yards and takes it personnel. He has decided to get in the single wide receiver's face and talk about the receiver's mother. That's fine. The quarterback knows the hitch is dead and now locates the read key. Does it change? Nope. It's still the first linebacker lined up on the same side as the running back.

### **Quarterback's Thought Process:**

- If the read key stays still or drops back to cover the snag route after the ball is snapped, then the quarterback will hand the ball off.
- If the read key follows the guard pull and crosses the center's face, then the quarterback will pull the ball, flip his hips, and throw the snag route.
- If the quarterback sees color enter the **grass** area where the snag is, then I will throw the Fin route.

Simple reads, right?

I know what you are going to say, "Coach McKie, my quarterback has a ton of 'what-ifs' he needs to process and that makes me uncomfortable."

You're right, but that's why you will drill the play every single day so that the 'what-ifs' become second nature.

### **How to Run the Pin and Pull RPO Against an 3-4 Front**

Why is it that the spread offense gets a bad rap for following college football trends, while nobody says anything to defenses that are doing the same thing? Could it be that defensive coaches wish to be on the offensive side of the ball, and they are lashing out us? Or is it because no one gives a damn about the defensive side of the ball?

Whatever the case, you can bet that most of the teams in your region are going to be running some form of odd man front. Don't freak out. Odd front teams are simple to deal with as long as you know the pin and pull RPO blocking scheme.

### **Blocking the Pin and Pull Against a 3-4 front**

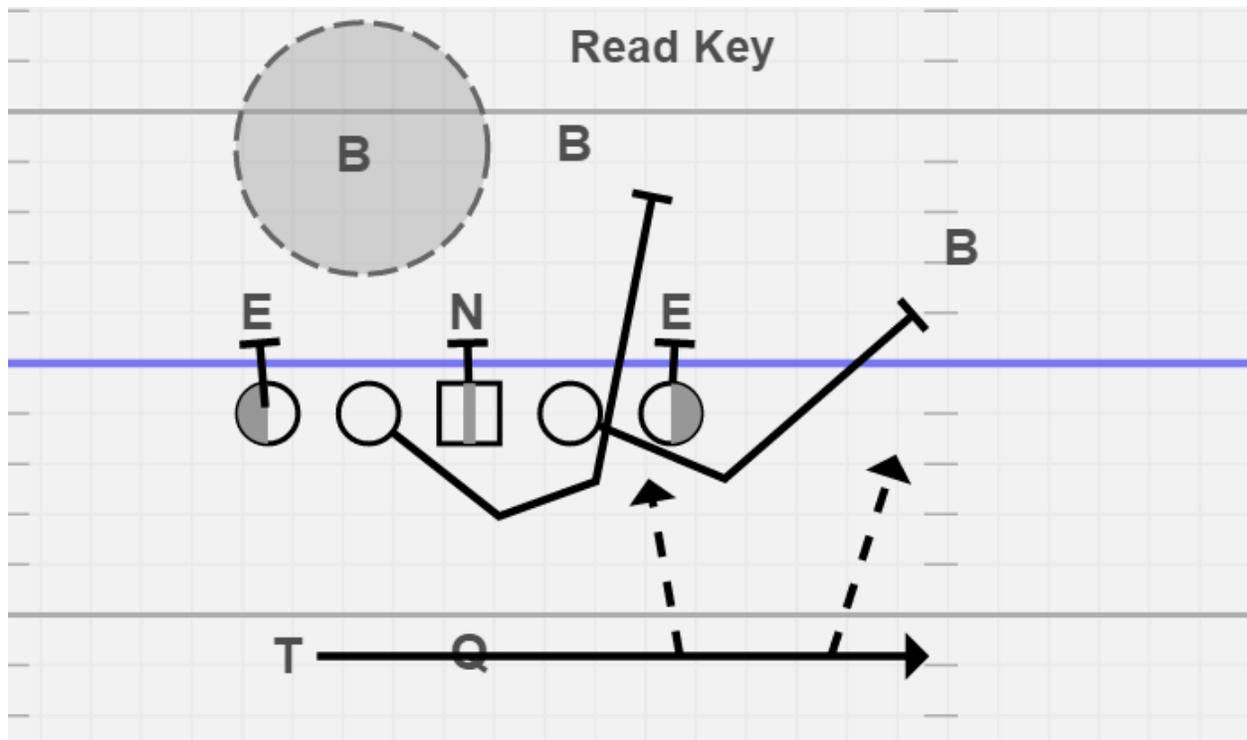
Defensive coaches call a 3-4 defense a 50 front, because they want to confuse offensive coaches.

There are three ways defenses will use the 3-4 front:

- Straight 5-man box with no blitzers.
- Bringing a blitz from the front side.
- Bring a blitz off the back side.

I'm going to show you how to block each one.

### Blocking Against 3-4 Front Without Any Blitzers



**PST:** Block anyone head up or outside of you. Since there is someone head up or outside of you, then you will base block this defender.

**PSG:** There is no one in your play side B-gap or in your backside A-gap. You will skip pull around the right tackle, while your eyes are on the front side linebacker. This will be the defender you are responsible for blocking.

**Center:** There is someone covering you. You are responsible for this defender and will base block this man.

**BSG:** There is no one in your play side A-Gap or in your backside B-Gap. You will skip pull around the center while your eyes are on the backside linebacker. This will be the defender you are responsible for blocking.

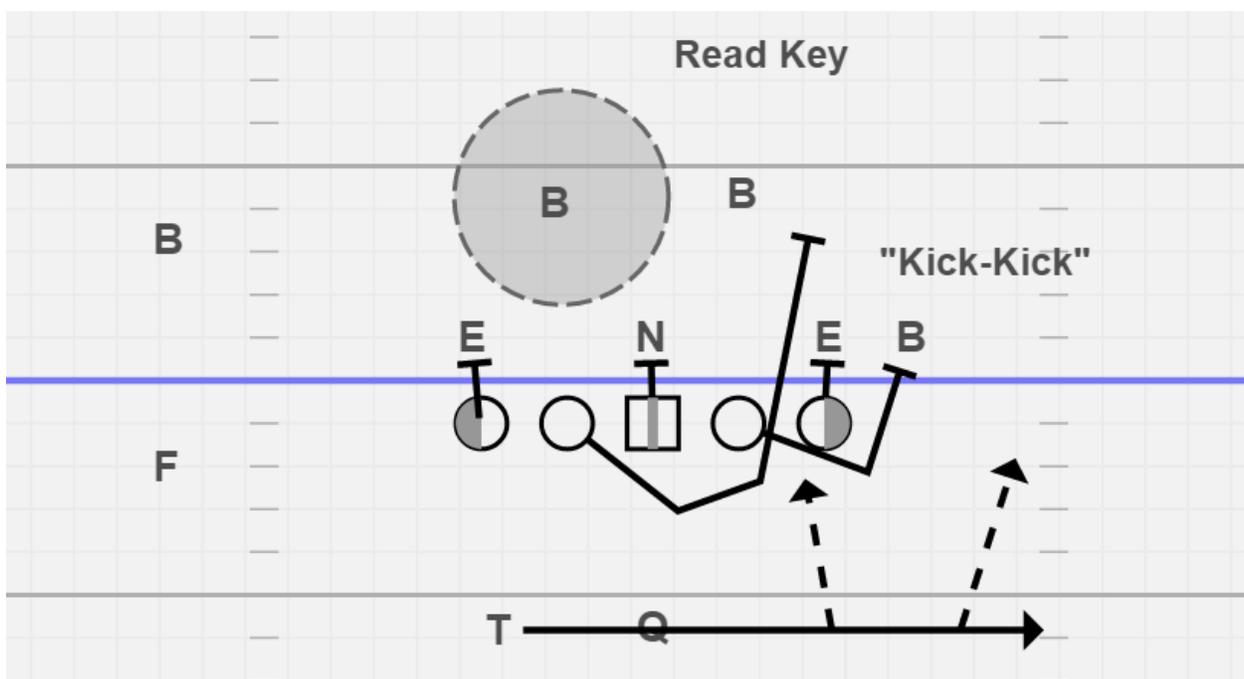
**BSI:** You are blocking anyone head up or outside of you. Since there is a defender on you base blocking this man as he will be the defender you are responsible for.

That is the look we love to see.

**REMEMBER: 5-man box means you RUN THE FOOTBALL!!**

Defensive coordinators won't sit back and let you run the ball the entire game. They will bring in pressure once four rushing touchdowns have been scored from the pin and pull RPO. Are you going to get scared? Hell no! You're going to rub your hands together and prepare your nipples for the massive amount of scoring you are about to do.

### **Blocking Pin and Pull RPO Against 3-4 Front with a Front Side Blitz**



**PST:** Block anyone head up or to the outside of you. Since you have a defender head up and a defender to the outside of you, you will give a **KICK-KICK** call. This will alert the right guard that he will be **kicking** out the defender to the outside of you.

**PSG:** There is no one in your play side B-Gap or in your backside A-Gap. This means you will skip pull around the right tackle. You heard the **KICK-KICK** call from the right tackle, which means you will be kicking out the defender that is to the outside of the right tackle.

**Center:** There is someone covering you. You are responsible for this defender and you will base block him.

**BSG:** There is no one in your play side A-Gap or in your backside B-Gap. You will skip pull around the center while your eyes will be on the front side linebacker. You are eyeing this defender because of the right tackle's **KICK-KICK** call. This will be the defender you are responsible for blocking.

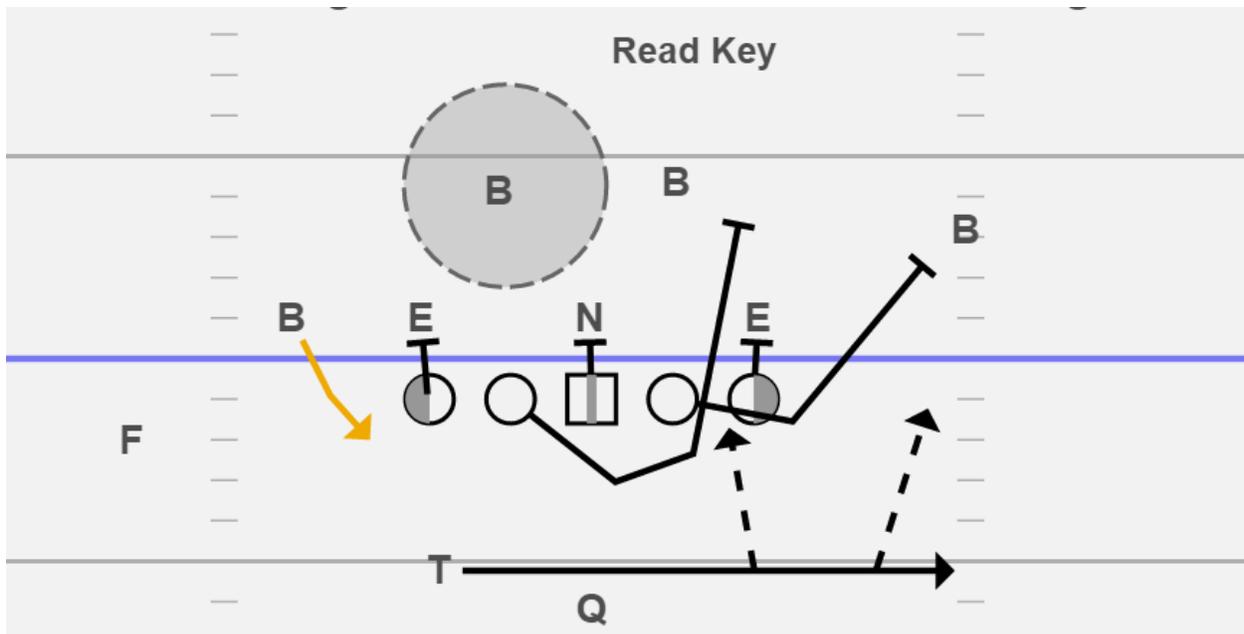
**BST:** You are blocking anyone head up or to the outside of you. This is the defender you are responsible for and you will base block him.

It's that easy!

Everyone is accounted for, and the quarterback knows who to read. The only thing that changes is the back having to cut up sooner, but that isn't a big deal because he's repped getting north as soon as possible all week during practice. Besides, what the running back does isn't your concern right now. All you care about is being able to block the defenders up front.

Here is the last situation against a 3-4 front.

### **Blocking the Pin and Pull RPO Against 3-4 Front with Back Side Blitzer**



**PST:** Block anyone head up or to the outside of you. Since there is someone head up or to the outside of you, then you will base block this defender.

**PSG:** There is no one in your play side B-gap or in your backside A-gap. You will skip pull around the right tackle while your eyes are on the front side linebacker. This will be the defender you are responsible for blocking.

**Center:** There is someone covering you. You are responsible for this defender and you will base block him.

**BSG:** There is no one in your play side A-Gap or in your backside B-Gap. You will skip pull around the center while your eyes will be on the backside linebacker. This will be the defender you are responsible for blocking.

**BST:** Blocking anyone head up or to the outside of you. If there is a defender on you, then you will base block this man.

You may be asking, “This is the same way we block the pin and pull RPO when the defense doesn’t bring any blitz. How is that possible?”

Answer: The blitzing defender is the quarterback’s read key. Since the defender is blitzing, then the quarterback pulls the ball and throws it to the snag route. But, we are getting ahead of ourselves. Just remember if the defense decides to bring pressure off the backside of the play, then we will be scoring at will.

## **Running Back Rules**

The running back will line up with his heels even on the toes of the quarterback and he will line up in the B gap. When the ball is snapped, he will take a little jump-hop before turning his shoulders perpendicular to the line of scrimmage. While the running back is sprinting towards the sideline, his eyes will be on the play side tackle or tight end.

If the tackle or tight end blocks their man towards the sideline, then the running back will put his foot in the ground and cut up the field. If the tackle or tight end reaches their man and hooks him, then the running back will get to the outside before cutting up the field.

It's that simple. Now, let me answer some quick questions:

**1. Won't the running back's alignment give the play away?**

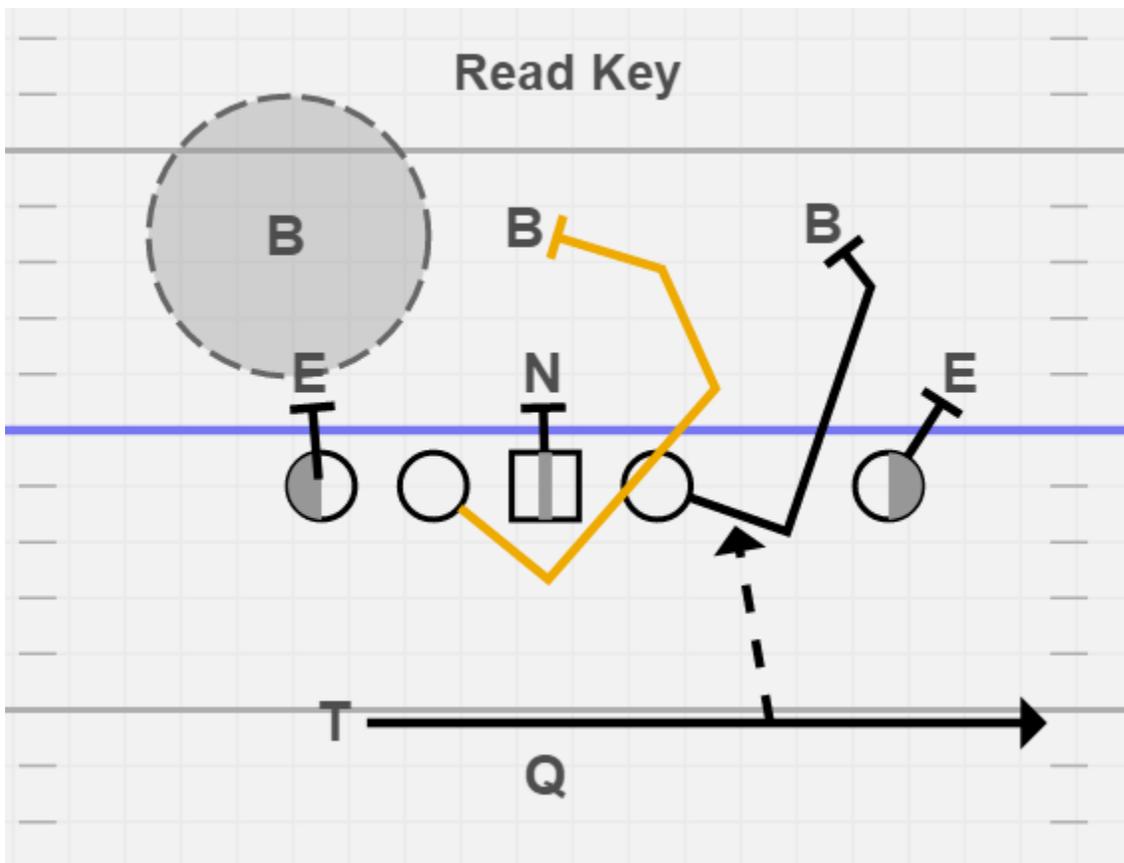
- a. Don't worry about that. We will be utilizing tempo. That means if the defense can get their play in, get aligned, notice where the back is lining up, alert the defense to where the back is lining up, and then check whatever they planned to stop the pin and pull RPO, then you aren't going fast enough.

**Should the quarterback take a shuffle step as well?**

- b. The quarterback will take a shuffle step. He does this because it helps influence the read defender, but we will talk about that later in the Quarterback chapter.
2. Why is the running back hopping before sprinting towards the side line? Is he a rabbit?
- a. I don't know if your player is a rabbit, but I can tell you why he is going to mini-hop. It helps for the timing of the quarterback read and gives the guards time to pull.

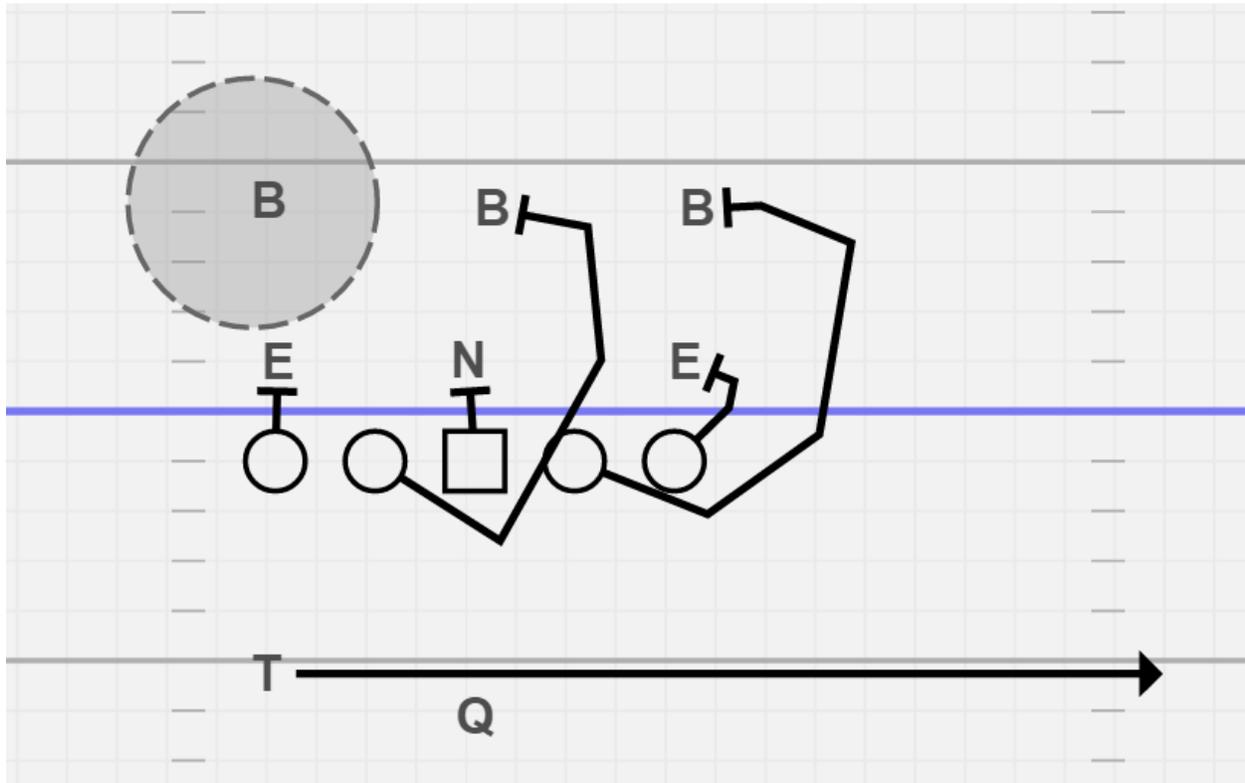
Let's look at some diagrams.

**End Man on Line of Scrimmage Gets Blocked to the Sideline**



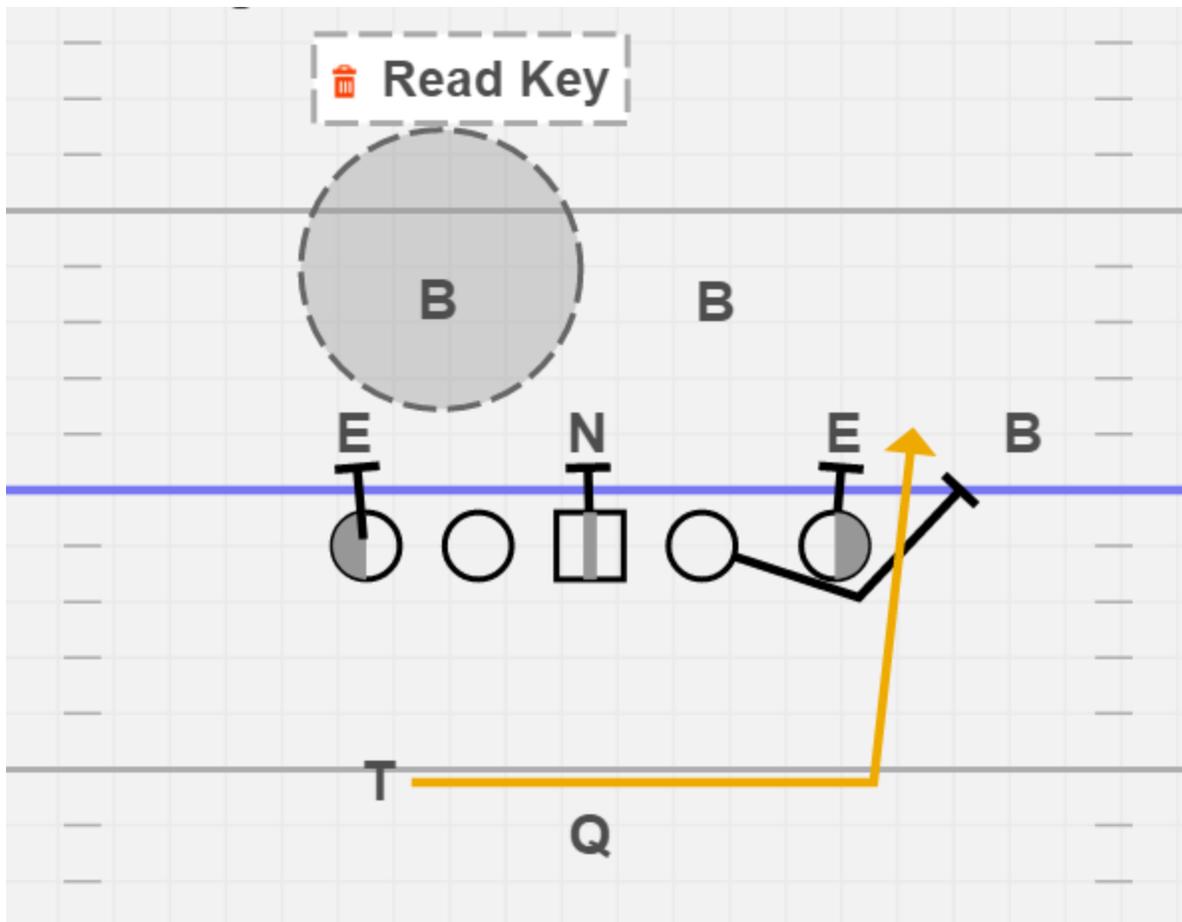
Here, the tackle is forcing his defender towards the sideline. The running back should be sticking his foot in the ground and getting north and south as quickly as possible.

### **End Man on Line of Scrimmage gets Hooked**



The tackle/tight end has hooked onto their defender. At what point should the running back plant his foot in the ground and get north and south? There isn't one. Unless the running back wants to get yelled at and watch the rest of the game from the sideline.

### **Tackle Gives 'KICK-KICK' Call**



This is a situation you need to rep. The running back needs to see that the play side tackle has a defender head up him and to the outside of him.

The running back also needs to know there is going to be a **KICK-KICK** call from the tackle. When the tackle gives a **'KICK-KICK'** call, then the running back knows he will be sticking his foot in the ground and getting north and south as soon as he passes the play side tackle.

If the quarterback pulls the ball, the running back will see how many defenders he can fake out by pretending he still has the ball (aka, riding the wave). The running back could also sprit to the sideline and the play action will pull the read defender away from the snag route. This will make it easier for the quarterback

## **Wide Receiver Rules**

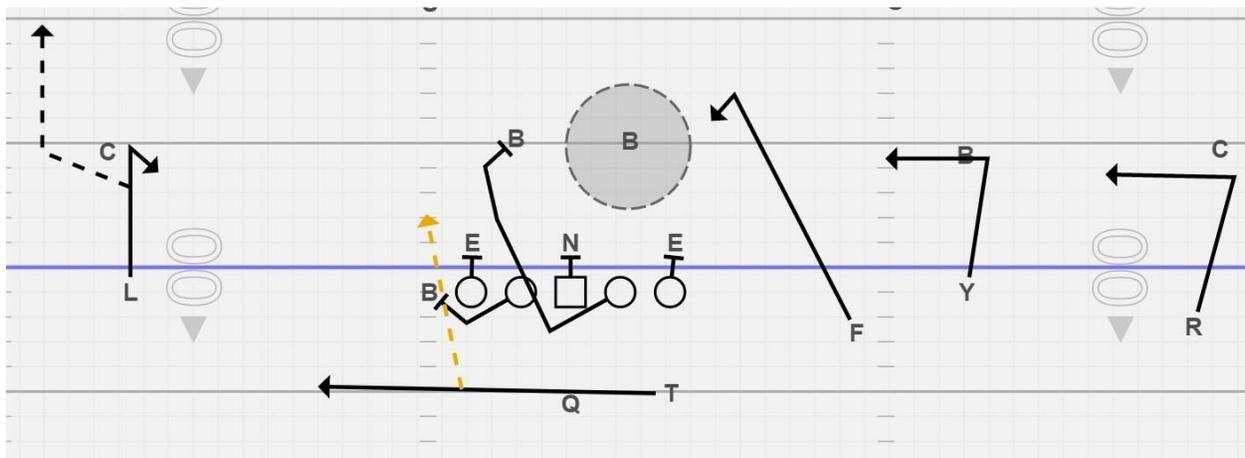
Remember: Wide receivers don't need to block anyone!



you release. This will open the snag route for the F receiver and makes it easier for the quarterback to throw the ball.

**R Receiver:** The R receiver will run a five-yard in route, or Fin route. He is running the “oh shit” route. The R receiver does not have to burst out of his stance; he needs to attack the corner’s outside shoulder for five yards and make the corner turn his shoulders. The R receiver will do this to open up the first Fin route and make it easier for the Y Receiver and the quarterback.

### **Wide Receiver Routes Vs an 3-4 Front with Front Side Blitzing**



Here, the defense is bringing front side pressure. This will not change the wide receiver’s routes Notice how the read key is the same defender as before. The wide receivers know the rules as they are the same as before.

**L Receiver:** If the corner is five yards or more off the L receiver, then he will run a three-step hitch. He should expect the ball on his third step. If the corner is less than five yards off the L receiver, then he will run a mandatory outside release vertical. He needs to get the corner to turn his hips and run with him. If he doesn’t run with the L receiver, then he will block him.

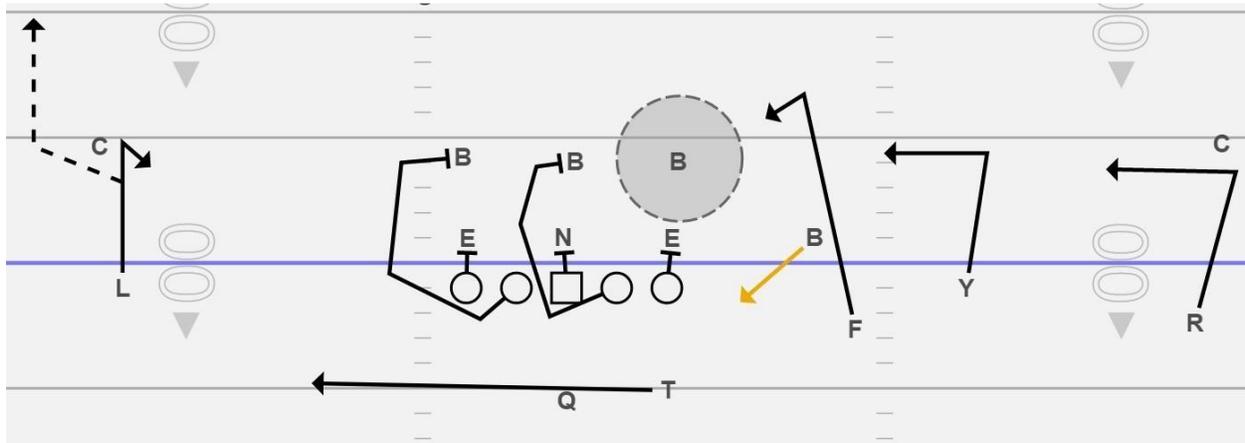
**F Receiver:** The F receiver will run a snag route, and his aiming point will be one yard deeper than the read key’s initial position. Once he gets to this spot, the F receiver you stick his toe in the ground and show his hands to the quarterback. Do not drift.

**Y Receiver:** The Y receiver will run a five-yard in route, or Fin route. If there is a defender over or slightly inside of him, then you will attack the defender’s outside shoulder when

you release. This will open the snag route for the F receiver and makes it easier for the quarterback to throw the ball.

**R Receiver:** The R receiver will run a five-yard in route, or Fin route. He is running the “oh shit” route. The R receiver does not have to burst out of his stance; he needs to attack the corner’s outside shoulder for five yards and make the corner turn his shoulders. The R receiver will do this to open up the first Fin route and make it easier for the Y Receiver and the quarterback.

### **Wide Receiver Routes Vs an 3-4 Front with Backside Blitzer**



This one seems different. Will the wide receiver run his snag route behind the blitzing linebacker?

No, because that’s not the read key. Remember, the general rule is that the read key is the first linebacker lined up on the same side as the running back.

The blitzing linebacker is not the first linebacker to the back’s side. Nothing really changes for the wide receivers.

**Note: The F Receiver must be mindful of a fake blitz and drop by the blitzing linebacker.**

**L Receiver:** If the corner is five yards or more off the L receiver, then he will run a three-step hitch. He should expect the ball on his third step. If the corner is less than five yards off the L receiver, then he will run a mandatory outside release vertical. He needs to get the corner to turn his hips and run with him. If he doesn’t run with the L receiver, then he will block him.

**F Receiver:** The F receiver will run a snag route, and his aiming point will be one yard deeper than the read key's initial position. Once he gets to this spot, the F receiver you stick his toe in the ground and show his hands to the quarterback. Do not drift.

**Y Receiver:** The Y receiver will run a five-yard in route, or Fin route. If there is a defender over or slightly inside of him, then you will attack the defender's outside shoulder when you release. This will open the snag route for the F receiver and makes it easier for the quarterback to throw the ball.

**R Receiver:** The R receiver will run a five-yard in route, or Fin route. He is running the "oh shit" route. The R receiver does not have to burst out of his stance; he needs to attack the corner's outside shoulder for five yards and make the corner turn his shoulders. The R receiver will do this to open up the first Fin route and make it easier for the Y Receiver and the quarterback.

## **Quarterback Rules**

The quarterback needs to check a couple of conditions before he gets the play started.

First the quarterback needs to make sure the running back is lined up correctly. While this shouldn't be his job to check the players positions, if the running back isn't lined up correctly with the quarterback, then the timing of the play will be off.

This play is like a well-made watch; everything must be in sync. So, the quarterback must be mindful of the running back's position the running back will line up correctly the more times he reps the play. However, in the beginning, it's important that the quarterback helps him out.

Once the quarterback is sure the running back is even with him, then he will look over at the single wide receiver's side. The quarterback must ask himself this question: Is the corner playing more than five yards off the receiver? If the answer is **yes**, then the quarterback will throw the hitch route all day long. **ALL DAY LONG!!!**

As a coach, you need to train the quarterback that you are okay with taking the free five yards every time. As a matter of fact, you need to train yourself that *you* are okay with *him* taking the five yards every time.

***REMEMBER: If it's free, then give me three!!!***

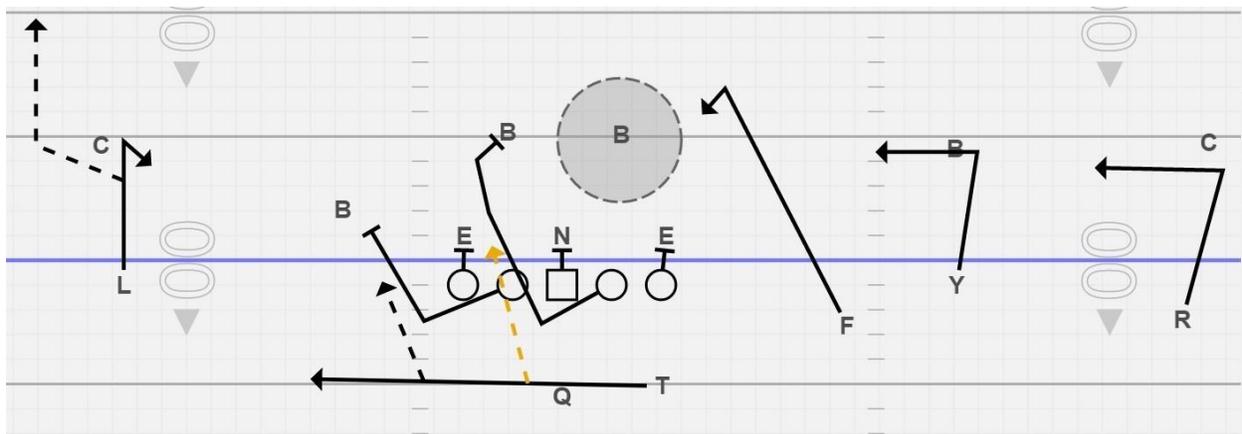
If the FREE YARDS aren't there, then the quarterback needs to locate the read key. The rule for this play is as follows:

- If it is an EVEN front, then you are reading the SECOND linebacker away from the side the play is going too.
- If it is an ODD front, then you are reading the THIRD linebacker away from the side the play is going too.

Again, just like the wide receivers, the quarterback can use this general rule:

- The read key will be the first linebacker on the same side as the running back.

### **Quarterback Thoughts Versus a 3-4 Front with No Blitzing**



The quarterback must keep an eye out for that linebacker to the single receiver side, because he may undercut the hitch route.

Depending on the quality of your quarterbacks' arm, you can decide for yourself if he is capable of making that throw.

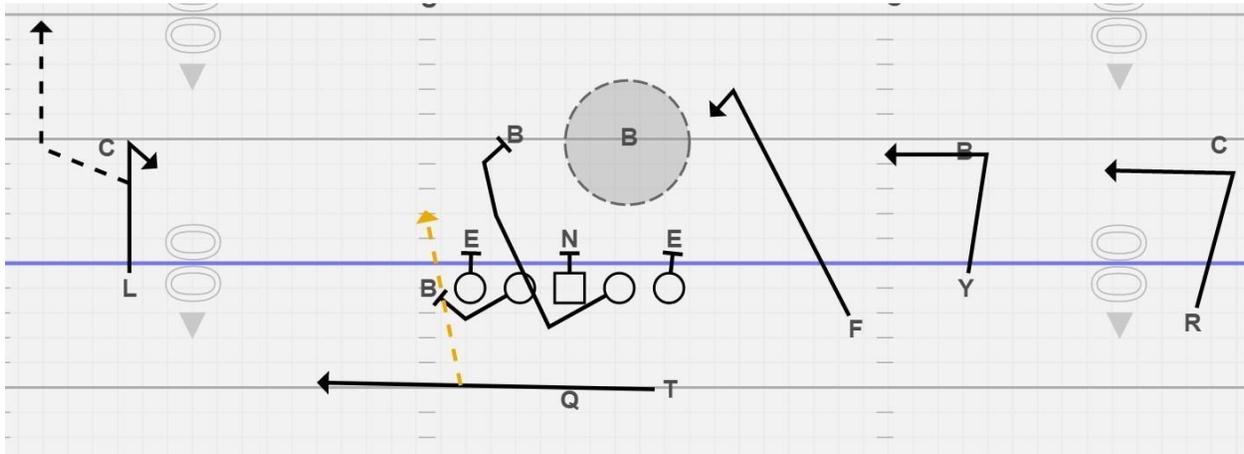
Since the quarterback has eliminated free five yards, then he will turn his attention to the backside. He locates the read key, who is the first linebacker lined up on the same side as the running back.

### **Quarterback's Thought Process:**

- If the read key stays still or drops back to cover the snag route after the ball is snapped, then the quarterback will hand the ball off.

- If the read key follows the guard pull and crosses the center's face, then the quarterback will pull the ball, flip his hips, and throw the snag route.
- If the quarterback sees color enter the **grass** area where the snag is, then I will throw the Fin route.

### Quarterback Thoughts Vs a 3-4 Front Frontside Blitzing



Here, the quarterback has already checked to make sure the running back is lined up in the right position, and he will locate the single receiver side. The corner is five yards or more off the single receiver. Where's the front side linebacker? He's blitzing. Now, the quarterback has the green light to throw the hitch.

You must stress to your quarterback to **take the free yards!**

So, the defense has gotten sick of giving up free yards, and they have made their corner press the single wide receiver. Now the quarterback will need to locate the read key, which is still the first linebacker lined up on the same side as the running back.

### Quarterback's Thought Process:

- If the read key stays still or drops back to cover the snag route after the ball is snapped, then the quarterback will hand the ball off.
- If the read key follows the guard pull and crosses the center's face, then the quarterback will pull the ball, flip his hips, and throw the snag route.
- If the quarterback sees color enter the **grass** area where the snag is, then I will throw the Fin route.

### Quarterback Thoughts Vs a 3-4 Front with Backside Blitzing



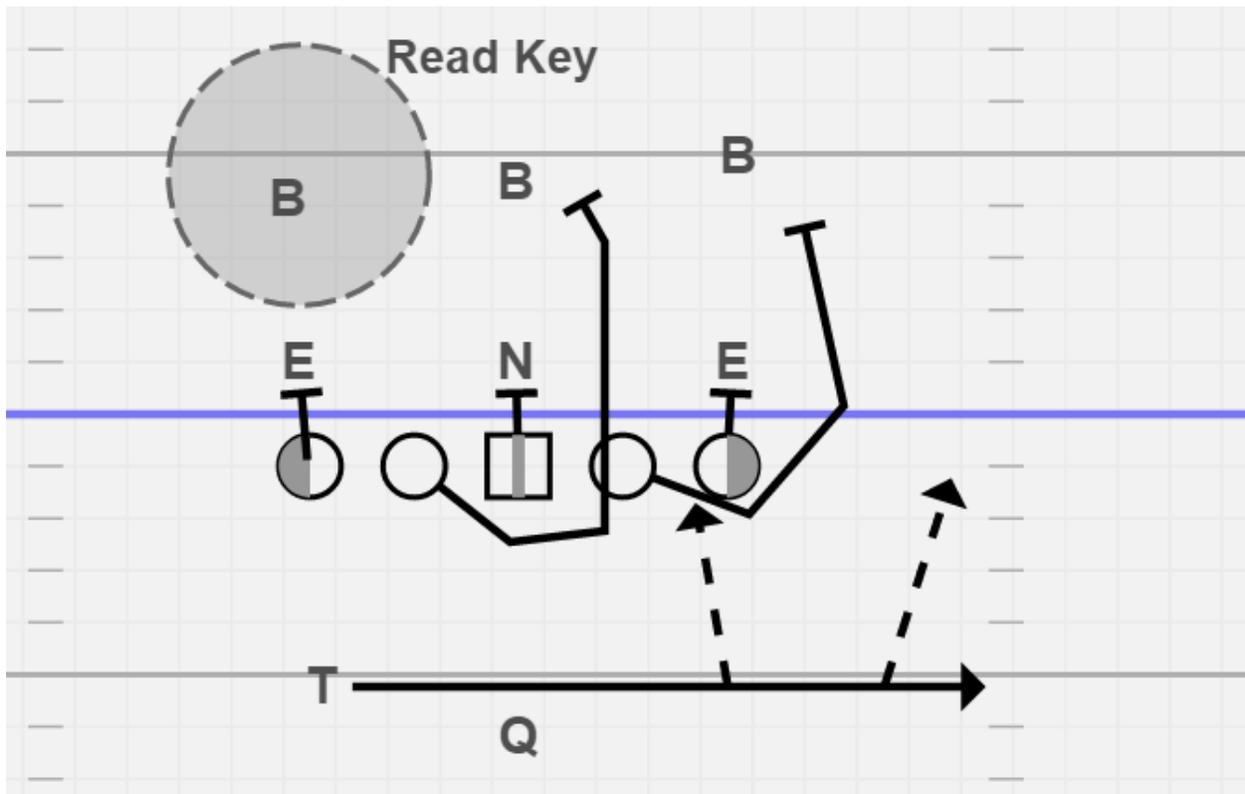
We are going to run on this defense all night long. We are going to score at will on this defense. We are going to make the opposing defensive coordinator look at himself in the mirror after he plays us and ask, "What was I thinking? Why am I running the 3-3 Stack? Have I lost my damn mind? I need to get out of this profession because I'm horrible and suck donkey butt."

Okay, maybe that was a little over the top, but that's how you must think! There are too many offensive coordinators who tuck tail and run when they go up against a 3-3 Stack.

But that's not going to be you because you know how to attack it! Especially when you call the pin and pull RPO.

*NOTE: If you are facing a 3-3 stack team, then it is important to get into some form of 3 x 1. It doesn't matter how – motioning to 3 x 1, starting out in 3 x 1, shifting to 3 x 1 - just get it done. This will 'BREAK' the stack and makes it easier for your players to recognize who to block.*

### **Blocking the Pin and Pull RPO Against a 3-3 Stack**



**PST:** Block anyone head up or to the outside of you. Since there will be someone head up or to the outside of you, then you will base block this defender.

**PSG:** There is no one in your play side B-gap or in your backside A-gap. You will skip pull around the right tackle while your eyes are on the front side linebacker. This is the defender you are responsible for blocking.

**Center:** There is someone covering you. You are responsible for this defender and you will base block him.

**BSG:** There is no one in your play side A-Gap or your backside B-Gap. You will skip pull around the center while your eyes are on the backside linebacker. This is the defender you are responsible for blocking.

**BST:** Block anyone head up or to the outside of you. If there is a defender on you, then you are to base block him.

## **Running Back Rules**

The running back will line up with his heels even on the toes of the quarterback and he will line up in the B gap. When the ball is snapped, he will take a little jump-hop before turning his shoulders perpendicular to the line of scrimmage. While the running back is sprinting towards the sideline, his eyes will be on the play side tackle or tight end.

If the tackle or tight end blocks their man towards the sideline, then the running back will put his foot in the ground and cut up the field. If the tackle or tight end reaches their man and hooks him, then the running back will get to the outside before cutting up the field.

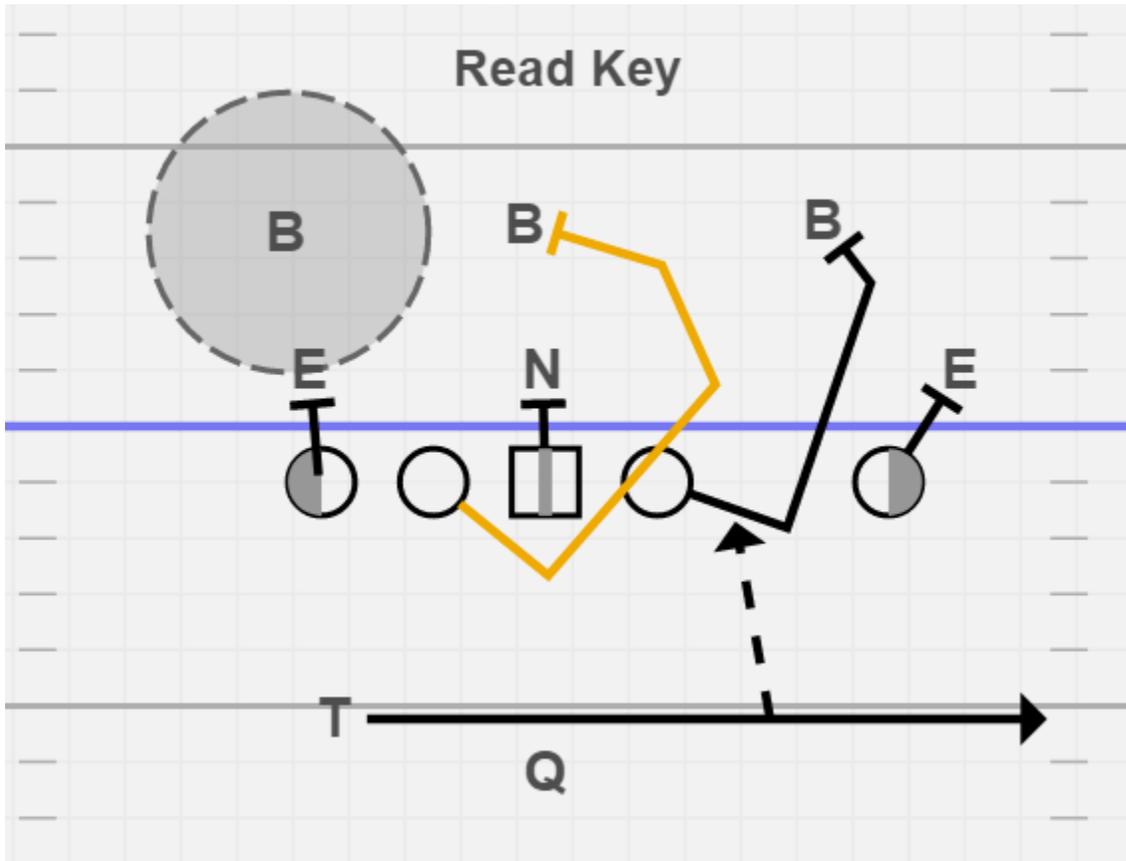
It's that simple. Now, let me answer some quick questions:

1. **Won't the running back's alignment give the play away?**
  - Don't worry about that. We will be utilizing tempo. That means if the defense can get their play in, get aligned, notice where the back is lining up, alert the defense to where the back is lining up, and then check whatever they planned to stop the pin and pull RPO, then you aren't going fast enough.
2. **Should the quarterback take a shuffle step as well?**
  - The quarterback will take a shuffle step. He will do this because it helps influence the read defender. We will talk about that later in the quarterback chapter.
3. **Why is the running back hopping before sprinting towards the side line? Is he a rabbit?**

- I don't know if your player is a rabbit, but I can tell you why he is going to mini-hop. It helps for the timing of the quarterback read and gives the guards time to pull.

Let's look at some diagrams.

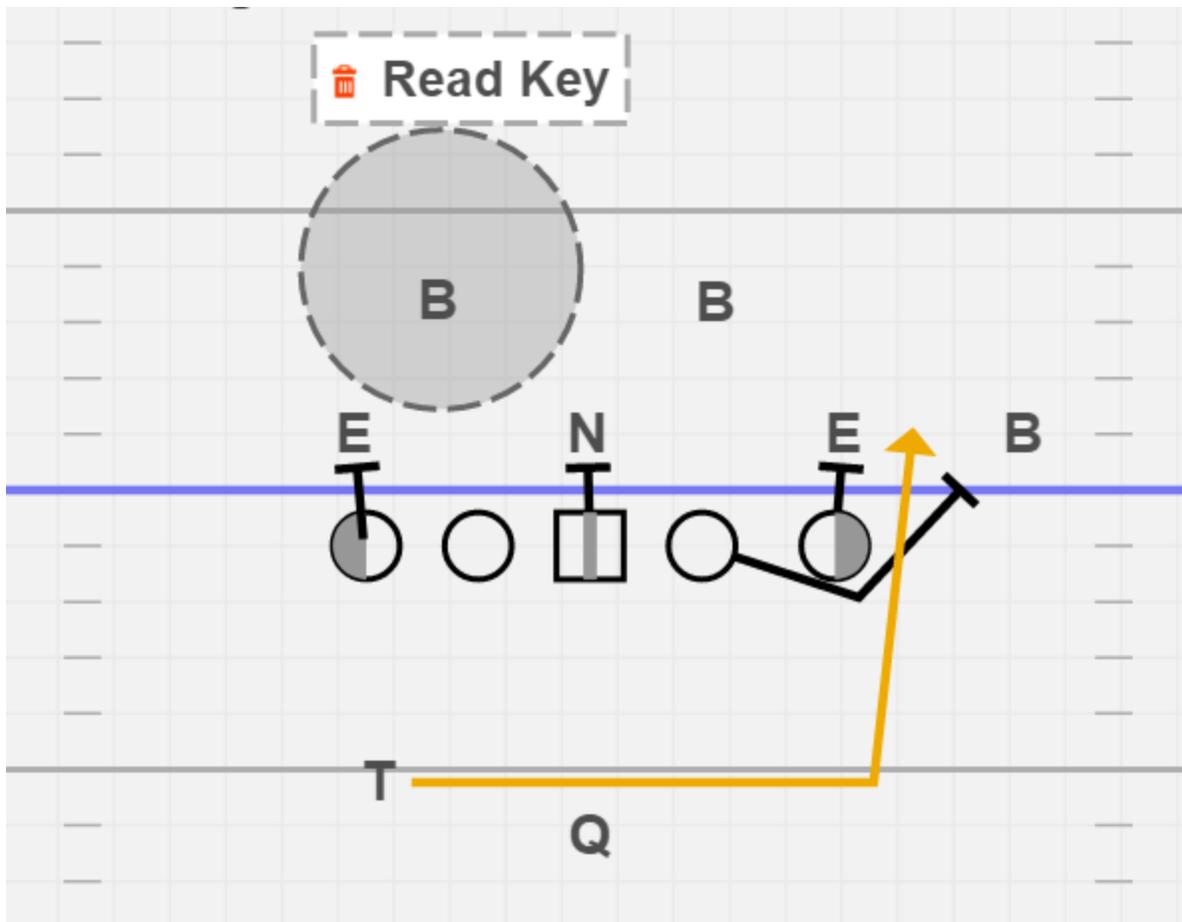
### **End Man on Line of Scrimmage Gets Blocked to the Sideline**



Here, the tackle is forcing his defender towards the sideline. The running back should be sticking his foot in the ground and getting north and south as quickly as possible.

### **End Man on Line of Scrimmage gets Hooked**





This is a situation you need to rep. The running back needs to see that the play side tackle has a defender head up him and to the outside of him. The running back also needs to know there is going to be a **KICK-KICK** call from the tackle. When the tackle gives a **KICK-KICK** call, then the running back knows he will be sticking his foot in the ground and getting north and south as soon as he passes the play side tackle.

If the quarterback pulls the ball, the running back will see how many defenders he can fake out by pretending he still has the ball (aka, riding the wave). The running back could also sprit to the sideline and the play action will pull the read defender away from the snag route. This will make it easier for the quarterback

### **Wide Receiver Rules**

Remember: Wide receivers don't need to block anyone!

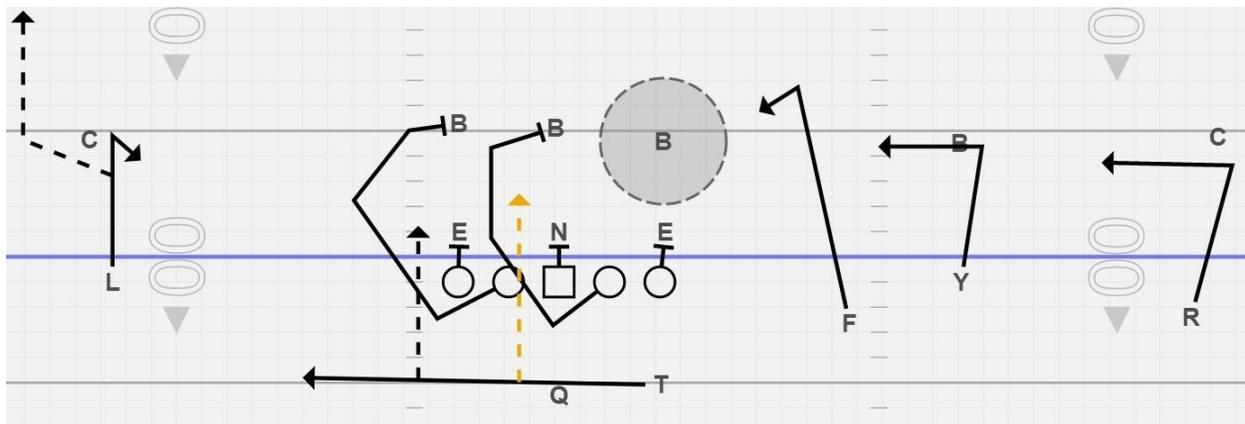
Let them do what they were put onto the field to do. Score touchdowns!

### **Route Rules**

The rules for this play are the same rules as our one back power RPO.

The closest wide receiver to the running back will have a snag route. His aiming point is one yard behind the read key. Every other wide receiver to the running back's side will be running a five-yard in (Fin route).

## Wide Receiver Routes Vs 3-3 Stack



Does the wide receiver care that the defense is in a 3-3 Stack? Nope. The only thing they care about is if the read key has changed, which it hasn't, so nothing changes for the wide receivers. This is simple, isn't it?

**L Receiver:** If the corner is five yards or more off the L receiver, then he will run a three-step hitch. He should expect the ball on his third step. If the corner is less than five yards off the L receiver, then he will run a mandatory outside release vertical. He needs to get the corner to turn his hips and run with him. If he doesn't run with the L receiver, then he will block him.

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corner's outside shoulder for five yards and make the corner turn his shoulders. The R receiver will do this to open up the first Fin route and make it easier for the Y Receiver and the quarterback.

## Quarterback Rules

The quarterback needs to check a couple of conditions before he gets the play started. First the quarterback needs to make sure the running back is lined up correctly. While this shouldn't be his job to check the players positions, if the running back isn't lined up correctly with the quarterback, then the timing of the play will be off.

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Once the quarterback is sure the running back is even with him, then he will look over at the single wide receiver's side. The quarterback must ask himself this question: Is the corner playing more than five yards off the receiver? If the answer is **yes**, then the quarterback will throw the hitch route all day long. ALL DAY LONG!!!

As a coach, you need to train the quarterback that you are okay with taking the free five yards every time. As a matter of fact, you need to train yourself that *you* are okay with *him* taking the five yards every time.

***REMEMBER: If it's free, then give me three!!!***

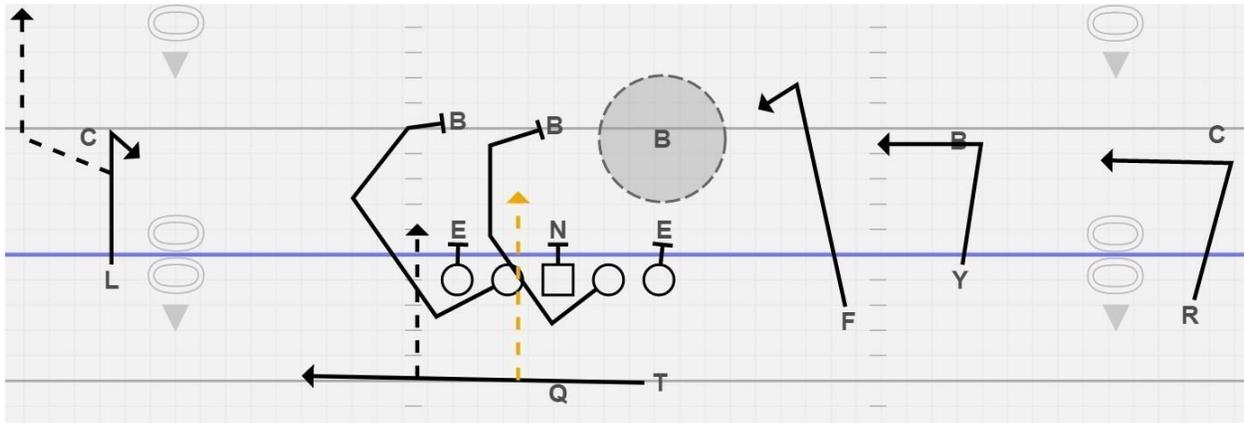
If the FREE YARDS aren't there, then the quarterback needs to locate the read key. The rule for this play is as follows:

- If it is an EVEN front, then you are reading the SECOND linebacker away from the side the play is going too.
- If it is an ODD front, then you are reading the THIRD linebacker away from the side the play is going too.

Again, just like the wide receivers, the quarterback can use this general rule:

- The read key will be the first linebacker on the same side as the running back.

## Quarterback Thoughts Versus a 3-3 Stack



The quarterback has already checked to make sure the running back is lined up right and he will locate the single receiver side. The corner is five yards or more off the single receiver. The front side linebacker is part of the 3-3 stack and there is nothing but grass out there. The quarterback has the green light to throw the hitch.

You must stress to your quarterback to **take the free yards!!!**

So, the defense has gotten sick of giving up free yards, and they have made their corner press the single wide receiver. Now the quarterback will need to locate the read key, which is still the first linebacker lined up on the same side as the running back.

### **Quarterback's Thought Process:**

- If the read key stays still or drops back to cover the snag route after the ball is snapped, then the quarterback will hand the ball off.
- If the read key follows the guard pull and crosses the center's face, then the quarterback will pull the ball, flip his hips, and throw the snag route.
- If the quarterback sees color enter the **grass** area where the snag is, then I will throw the Fin route.

### **How to Run the Pin and Pull RPO When the Defense Goes Man-to-Man**

YOU NEED TO BE EXCITED WHEN TEAMS GO MAN TO MAN!

When defenses go man-to-man, that means you are doing something right. It means you have been gashing them, destroying them, making their defense look like a small-time middle school program that just started playing football last week.

So, let's stop being a wuss about man-to-man defense and embrace the scoring opportunity!

Now, let's get down to the main point of this lesson.



**Y Receiver:** The Y receiver will run a snag route. His aiming point will be one yard deeper than the read key's initial position. Once he gets to this spot, he will stick his toe in the ground and show his hands to the quarterback. It's important for the Y receiver to not drift because he doesn't want to make it easy for the middle linebacker. The quarterback may throw it to him while he is moving, which is fine, the route will then turn into a slant route.

**R Receiver:** The R receiver will run a five-yard in route, or Fin route. He is running the "oh shit" route. The R receiver does not have to burst out of his stance; he needs to attack the corner's outside shoulder for five yards and make the corner turn his shoulders. The R receiver will do this to open the first Fin route and make it easier for the Y Receiver and the quarterback.

### **Wide Receiver Rules**

They are running a rub route, or what the defense likes to call a pick route. It is important that the receivers make it look like they are trying to run a route and not make it look obvious that they are running a pick route.

***Note: If you think this is cheating, then you do not have to run the route. I promise you, though, it isn't cheating. Stop being a baby.***

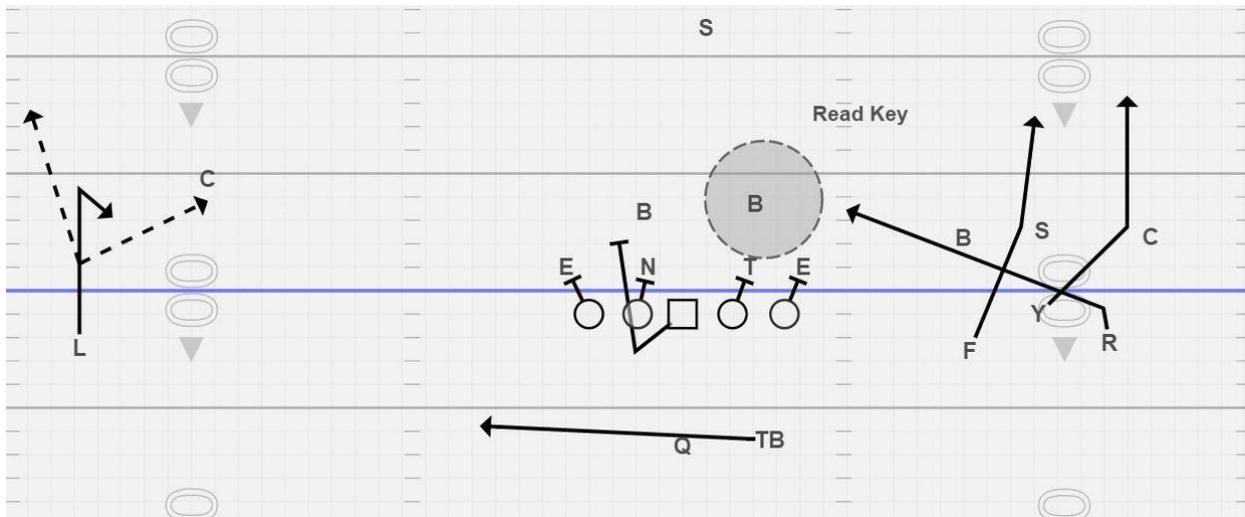
### **Quarterback's Thought Process**

The defense is in Man. This could be a big play. If the key read gives the quarterback a pull read, then he needs to get the ball out fast. He will want to hit the Y Receiver in stride.

- If the read key stays still or drops back to cover the snag route after the ball is snapped, then the quarterback will hand the ball off.
- If the read key follows the guard pull and crosses the center's face, then the quarterback will pull the ball, flip his hips, and throw the snag route.

If the quarterback sees color enter the **grass** area where the snag is, then I will throw the Fin route.

### **L/R Pick Tag**



This is a great tag to run when setting the formation into the boundary.

**L Receiver:** If the corner is five yards or more off the L receiver, then he will run a three-step hitch. He should expect the ball on his third step. If the corner is less than five yards off the L receiver, then he will run a mandatory outside release vertical. He needs to get the corner to turn his hips and run with him. If he doesn't run with the L receiver, then he will block him.

**F Receiver:** The F receiver will release with his eyes on the defender over the Y receiver. He will aim for the shoulder closest to him and run a yard behind his aiming point. The F receiver will SPRINT up the field the moment he passes behind the defender over the Y Receiver. It is important for him to make the defender over the Y Receiver run through him or run around him.

**Y Receiver:** The y receiver will release with his eyes on the defender over the R/L receiver. He will aim for the shoulder closest to him and run a yard behind his aiming point. The Y receiver will SPRINT up the field the moment he passes behind the defender over the R/L receiver. It is important for him to make the defender over the R/L Receiver run through him or run around him.

**R Receiver:** The R receiver will run a snag route. His aiming point will be one yard deeper than the read key's initial position. Once he gets to this spot, he will stick his toe in the ground and show his hands to the quarterback. It's important for the Y receiver to not drift because he doesn't want to make it easy for the middle linebacker. The quarterback may throw it to him while he is moving, which is fine, the route will then turn into a slant route.

## **Wide Receiver Rules**

They are running a 'Rub' route. Or what the defense likes to call a 'Pick' route. It is important that the receivers make it look like they are trying to run a route. The Receivers cannot make it look obvious they are running a 'Pick' route.

*Note: If you think this is cheating, then you do not have to run the route.*

### **Quarterback's Thought Process**

The defense is in Man. This could be a big play. If the key read gives the quarterback a pull read, then he needs to get the ball out fast. He will want to hit the R/L receiver in stride.

- If the read key stays still or drops back to cover the snag route after the ball is snapped, then I will hand the ball off.
- If the read key follows the guard pull and crosses the center's face, then I will pull the ball, flip his hips, and throw the snag route.
- If I see color enter the **grass** area where the snag is, then I will throw the ball away.

## **Chapter 5: Let's Go Deep: Drop Back Game in the Simplified Air Raid Offense**

### **How to Cross Up the Defense with the Shallow Cross Concept**

The longer I coach the more I realize that defenses can't defend crossing routes...at all! I mean, the players really suck at it. You would think they wouldn't be so bad at stopping it since every single defensive guru swears up and down how Nick Saban's match coverage stops the shallow cross concept. I call bullshit.

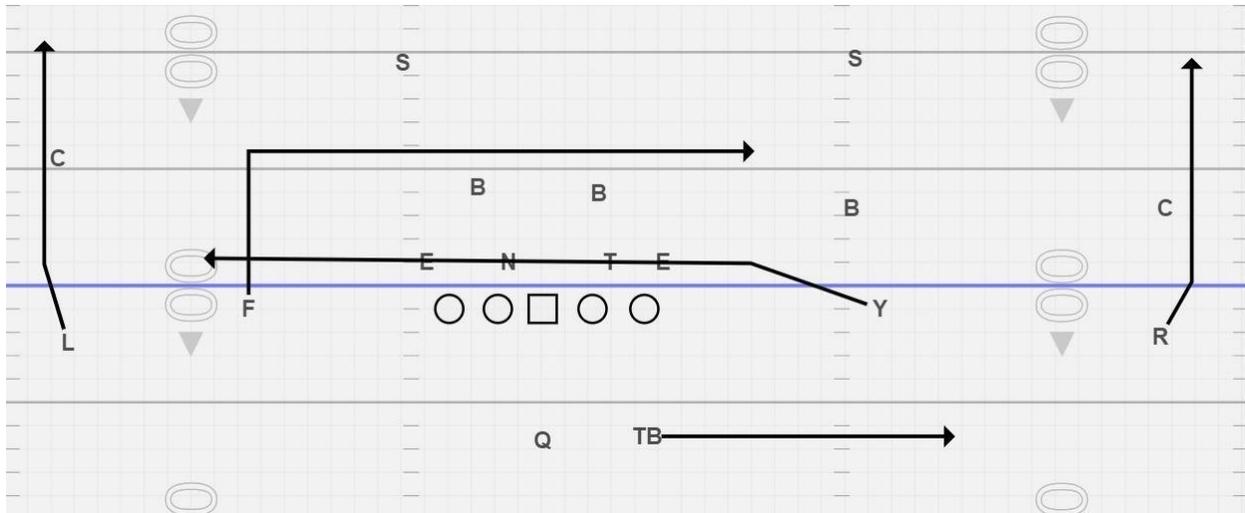
Players don't know how to defend the shallow cross because most teams don't see it that often. Sure, defenses may stop it in 7-on-7, but this isn't 7-on-7.

### **Only Run the Shallow Cross Concept with the Slot Receivers.**

"Coach McKie, I thought you could run the shallow cross concept with any receiver on the field," you say.

You are correct, but you won't be great at the shallow cross concept. Remember, if you want to be great at anything, then you need to practice it. If you want to be able to run the shallow cross concept with all four wide receivers, then you better devote practice time to all four wide receivers running the shallow route. But keep it simple so it won't take away precious practice time from other things.





**L Receiver** - The L receiver will run a **mandatory outside release vertical!** He will not slow down. He has a job to do and that job is for him to blow the top off the coverage.

**F Receiver** - The F receiver will run the dig/hunt route. He will outside release the defender head up or to the inside of you. **He will not go inside this man!** The F receiver will run 10 yards before speed cutting into the dig/hunt and he will **stop** in the first available window - grass area - and show his hands to the quarterback.

**Y Receiver** - The Y receiver will run the shallow concept. Once the ball is snapped, he will run *through* the heels of the defensive linemen and settle in grass. The Y receiver's job is to see how fast he can get to the opposite side of the field. He will expect the ball any time after he passes the center's face.

**R Receiver** - The R receiver will run a **mandatory outside release vertical!** He will not slow down. He has a job to do and that job is for him to blow the top off the coverage.

**Running Back** - The running back will run a swing route to the side of the shallow concept. If he gets to the sideline without getting the ball, then he will sit down and turn his numbers to the quarterback.

## **Quarterback's Progression**

The quarterback has a simple progression; a yes/no system. Here's his progression:

1. Is there color in the shallow cross area?
  - o No - Throw the shallow cross.
  - o Yes - Hitch up and look for the dig/hunt route.
2. Is there color in the dig/hunt route?

- No - Throw the dig/hunt route.
  - Yes - Hitch up and look for the swing route by the running back.
3. Throw the swing route because no one will be covering the running back.

## **Tag the Shallow Cross to Make the Defense Pay**

I have a confession. I don't run many tags for the shallow cross concept, but I know you can and many coaches choose to. I feel adding tags expands the playbook and expanding the playbook means you are asking your players to remember more plays which ultimately makes them play slower. When players play slow, they won't be successful on offense, which in turn loses games. We don't lose games. Therefore, we don't run too many tags.

Love my freaking logic right there, don't you?

## **The Post Tag**

The post tag is the only tag we use in the shallow cross concept, because it's simple to execute and use in the course of the game. It's so simple that you are going to think I'm pulling your leg. (I promise. I'm not.)

This is what you do: You or the coach in the box will look for the safety that jumps the dig/hunt route on the shallow cross concept. When either of you see that safety jumping the dig/hunt, then you will tag either the L or R receiver who's post route attacks that safeties area.

That's it!

Now, I know some coaches are always tagging the post to be over on top of the receiver running the dig/hunt route. They like doing that because it gives them the "Mills Concept" that Coach Steve Spurrier perfected while at Florida. That's cool if you want too, but I don't enjoy it because I've noticed the backside safety jumping the dig/hunt route.

Why would I want to have the post running into the safety who isn't jumping the dig/hunt? That's just freaking stupid.



Notice how the R receiver is attacks the grass area the safety is gives up. If I tagged the L receiver to run the post, then he would be running it right into the left safety who is doing his job. That would have been a waste of a play and tag. And I know I don't have to tell you that wasting plays is a horrible idea.

## **Quarterback's Progression**

The quarterback has a simple progression for the tag; an if/then progression:

1. Is there color by the receiver who was tagged for the post's area?
  - o No - Throw the Post.
  - o Yes - Hitch up and look for the shallow cross route.
2. Is there color in the shallow cross area?
  - o No - Throw the shallow cross.
  - o Yes - Hitch up and look for the running back.
3. Throw it to the running back because he WILL BE WIDE OPEN!

## **Punish the Defense with the Y-Cross Concept**

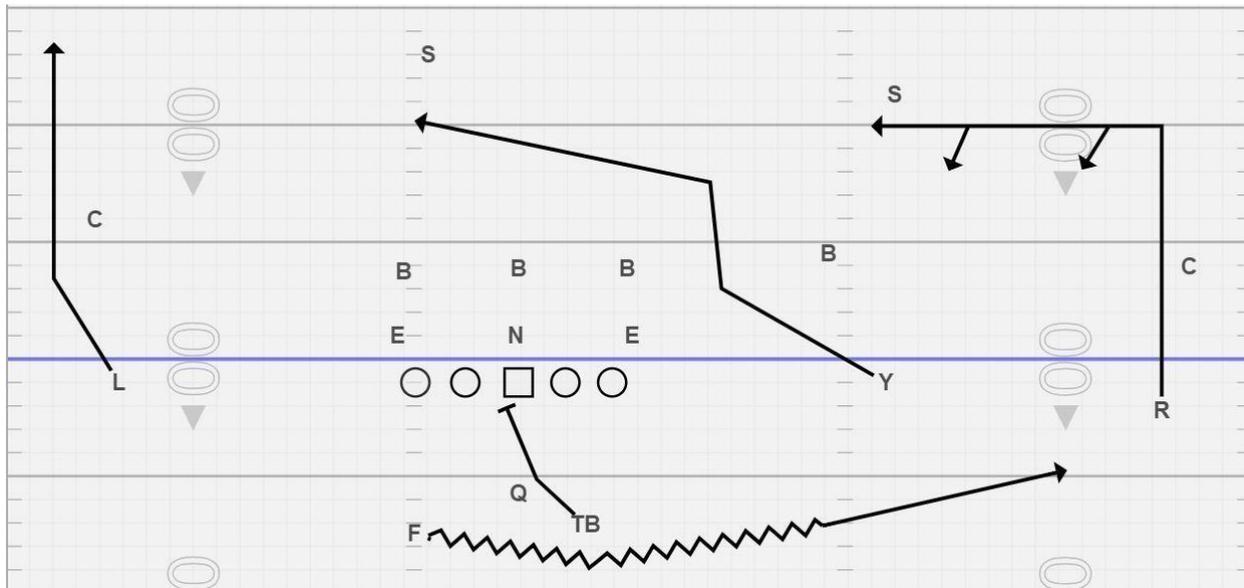
If you are running the ball correctly - killing the defense with the Inside Zone and Pin and Pull RPO - then defensive coordinators will start to get aggressive.

They will try all those fancy blitzes they see on Saturday nights, tell their players to get more aggressive on the run game, anything they can to stop you from embarrassing them in front of their fans. That's when you will punish their aggression with the greatest pass play in the history of football - the Y-Cross concept.

The Y-Cross concept can be ran as a standard drop back or as a play-action pass. The decision is up to you. We've used the Y-Cross concept as a play-action pass more than a drop-back pass because it pairs up well with our RPO game. When defenses sell out to stopping the RPO game, then we hit them up with the Y-Cross. And most of the time it's for 6.

We run the Y-Cross concept out of every formation we have, although, we've found that the two best formations to run the Y-Cross concept is from the two-back formation and the 3 x 1 formation.

## Y-Cross from the Two-Back Formation



There is something about two-back push motion that makes me tickle in the private region. I think it has to do with having the defensive coordinators think we are going to run the ball, so they pack everyone into the box - making sure it's easy to air it out.

If you are a defensive coordinator that does this, then let me tell you to your face: THANK YOU VERY MUCH!

## When We Call Y-Cross from the Two-Back Formation

We the defense is starting to jump your RPO game. Once you notice the linebacker and/or the safety reacting hard to the snag route by your slot receiver, then you **must call the Y-Cross concept**.

## Why You Should Use Y-Cross with Push Motion

The push motion creates confusion among the defensive players. Remember, they are kids ranging from 15-18 years old and they have a bunch of other shit going on outside of football. And now they are being asked to defend your POTENT, HIGH-SPEED OFFENSE. Add in some motion and their heads will be spinning.

## Wide Receiver Routes

**L Receiver** – Mandatory Outside Release Vertical (MOR). The L receiver must blow the top off the coverage. He cannot slow down because if he does, he will be picking splinters out your ass.

**Y Receiver** – Crossing route is 18-22 yards to the opposite hash. The Y receiver must go under the Sam and over top the Mike. He can stop in grass and show hands after he goes over the top of the Mike linebacker.

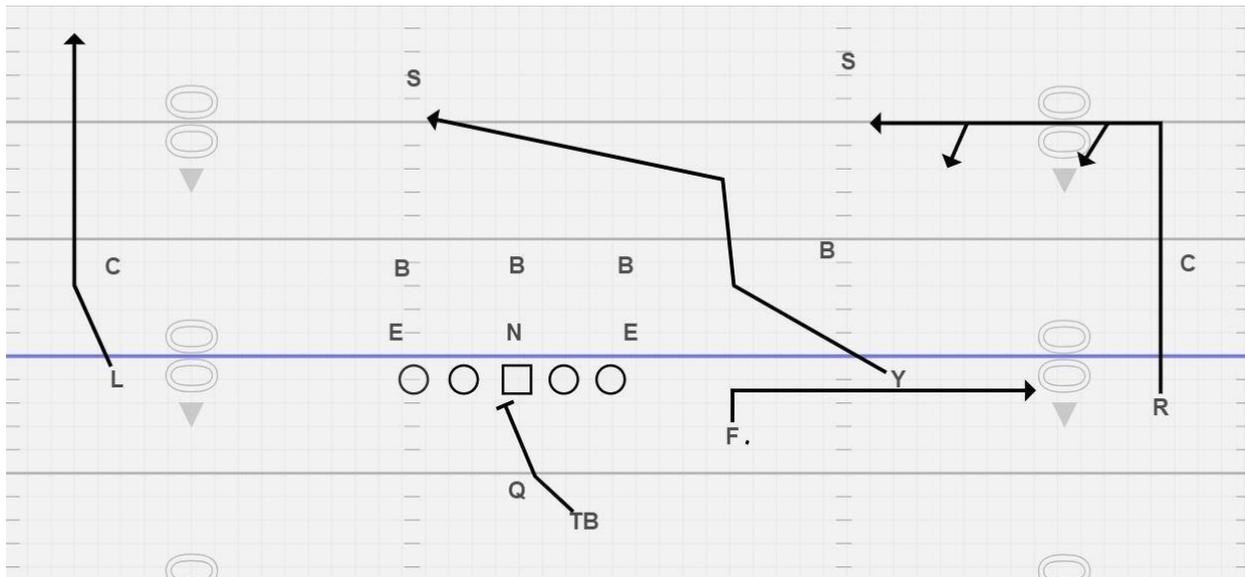
**R Receiver** – A 15-yard dig. Sit in the grass. Keep going if it is his man.

**F Receiver** – The F receiver is running the push motion swing route - aka the “Comet Route”. He is running the “oh shit” route. If there is no defender around him, you can guarantee 10 yards then give a “Ball” call.

## Quarterback's Progression

The quarterback's progression is L to Y to R to F, unless he hears a “ball” call from the F receiver. The “ball” call is an automatic throw. If the ball gets picked off, it's not the quarterback's fault, it's the F receiver's fault.

## Y-Cross from 3 x 1 Formation



The Y-Cross concept from a 3 x 1 formation has been (as the kids would say) money for us in the past two years. Defenses love to have the backside safety man up the Y receiver coming across the field.

They do this because it's what all the defenses do in college, so defensive coordinators do it in high school. (Of course, defensive coaches don't get shit for *doing* this like offensive coaches do when they run the spread.)

Now, when the backside safety goes to man up the Y receiver coming across the field, he gives up inside leverage. This allows the quarterback to **drill the ball to the Y Receiver** off the play-action.

### **Wide Receiver Routes**

**L Receiver** – Ten-yard post. The L receiver's angle of departure is behind the safety. If the safety bails, then he will still try to get behind him.

**Y Receiver** – Crossing route is 18-22 yards to the opposite hash. The Y receiver must go under the Sam and over top the Mike. He can stop in grass and show his hands after he goes over the top of the Mike linebacker.

**F Receiver** – Bubble Screen. The F receiver will take two steps forward, then back pedal towards the sideline.

**R Receiver** – A 15-yard dig. Sit in the grass. Keep going if it is his man.

### **Quarterback's Progression**

The quarterback's progression is L to Y to R to F, unless he hears a "ball" call from the F receiver. The "ball" call is an automatic throw. If the ball gets picked off, it's not the quarterback's fault, it's the F receiver's fault.

### **Tagging the Y-Cross Concept**

Sometimes defensive coordinators do a good job of finding out what your favorite play is, and they will do everything they can to stop that play. So, for us, they will recognize that our favorite drop back pass will be the Y-Cross concept and they will try to take it away.

That's fine, because we are prepared for this. We know that our core plays need to have one tag to it, we know when to call it, and we know it will piss off the defensive coordinators.

### **Flood the Field with the Y-Sail Concept**

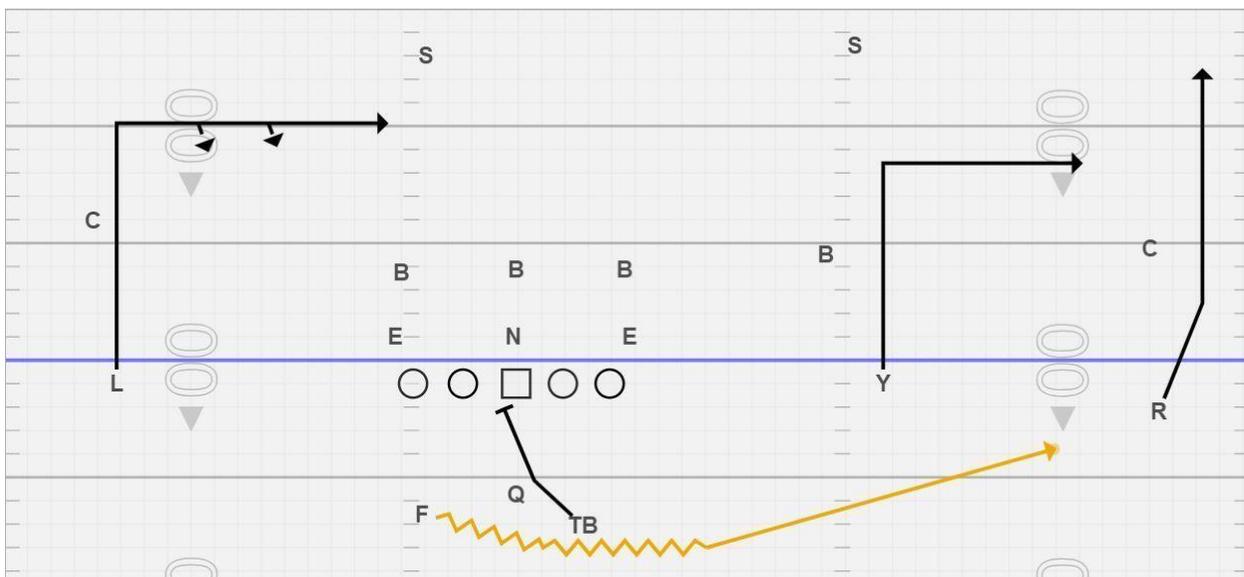
Is the defense playing a soft zone? Are they over compensating for the Y-Cross concept? Are they sitting in a two-high read coverage and daring you to do something about it?

If you answered “YES” to any of those questions, then you need to run the Y-Sail concept. It is the best air raid concept to take advantage against for these reasons:

1. Two-High Structures: This is because it FLOODS one side of the field and stretches the defense, making the play a 3-on-2 concept, where the defense is never right.
2. A Weak Safety: If your best play is the Y receiver (and it should be), then you are creating a match-up of your best player going against their worst player. That's a match-up we dream about.
3. Teams that Man #1 and Zone Up #2 and #3: Teams are starting to do this type of defensive coverage to counteract teams going 3 x 1. That's alright, because you will be running off the corner - which opens a ton of grass for an easy completion.

Just like the Y-Cross concept, we love to run the Y-Sail from two formations: Two-back push motion and 3 x 1.

### **Y-Sail from the Two-Back Push Motion Formation**



Like I said previously, the two-back push motion formation is freaking unbelievable because it forces defensive coordinators to put six, seven, or eight people in the box by preying on their fear of stopping the run.

This is great because more people in the box means less people to stop the pass.

## Wide Receiver Rules

**L Receiver** - The L receiver will run a 15-yard dig. He will stop in grass after he comes out of his break.

**F Receiver** - The F receiver will run the push motion flat route, or the "comet" screen. If there is no one around him, then he will give a "ball" call. This will tell the quarterback to throw it to him NOW! If he does not get 10 yards on a "ball" call, then he is coming out.

**Y Receiver** - The Y receiver will run a 10-yard out/sail out. This is a **SPEED OUT!** He will not pound his feet and try to make a cut so perfect it will give Jerry Rice an erection. We want him to come out of the break **FAST!**

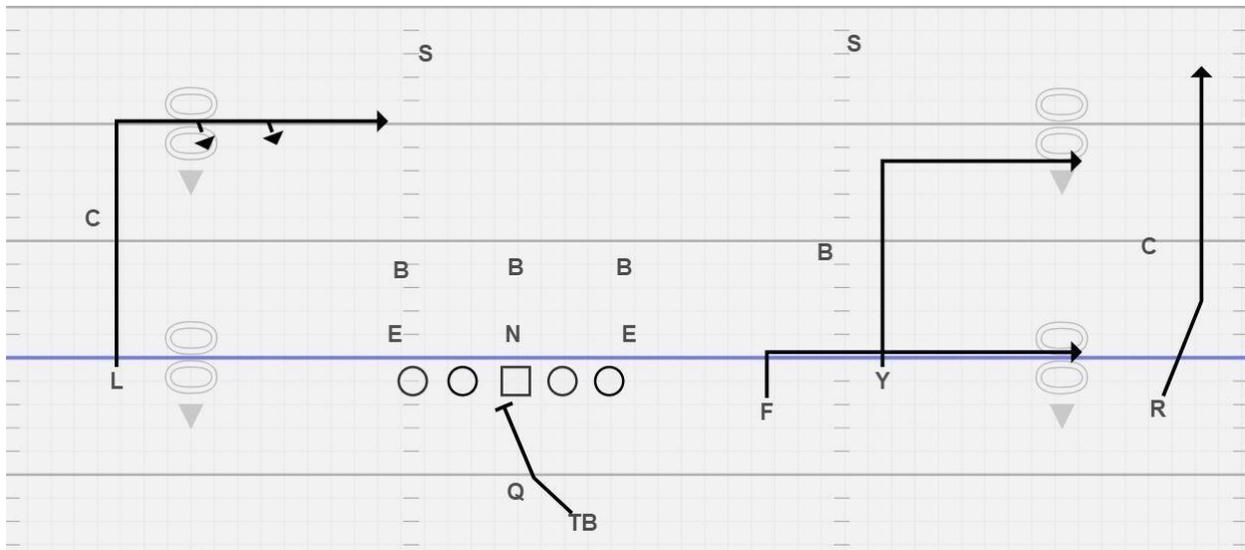
**R Receiver** - The R receiver will run a mandatory outside release vertical (MOR). His job is to blow the top off the coverage. He will not slow down, but if he does then he will be sitting with mommy and daddy in the stands because he won't be playing for me again.

## Quarterback's Progression

The quarterback will take a quick three step drop/flash fake, drop stop and will look at:

1. Vertical
2. Sail
3. Comet
4. Backside dig

## Y-Sail from the 3 x 1 Formation



I love to run the Y-Sail from the 3 x 1 formation because the backside safety is screwed. He isn't anywhere in the play because most defensive coordinators will have him worrying about #3 running a vertical.

That's fine, because now we will run a play-action fake to hold the front side safety and play the 2-on-1 game off the Apex linebacker. The defensive coordinator will never be right. If the Apex defender takes the sail route (turns his hips and runs with him), then the quarterback will throw the flat route. If the Apex defender bites on the play-action, then the quarterback will throw the sail route.

## **Wide Receiver Rules**

**L Receiver** - The L receiver will run a 15-yard dig. He will stop in grass after he comes out of his break.

**F Receiver** - The F receiver will run the push motion flat route, or the "comet" screen. If there is no one around him, then he will give a "ball" call. This will tell the quarterback to throw it to him NOW! If he does not get 10 yards on a "ball" call, then he is coming out.

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**R Receiver** - The R receiver will run a mandatory outside release vertical (MOR). His job is to blow the top off the coverage. He will not slow down, but if he does then he will be sitting with mommy and daddy in the stands because he won't be playing for me again.

## **Quarterback's Progression**

The quarterback will take a quick three step drop/flash fake, drop stop and will look at:

Vertical

1. Sail
2. Flat
3. Backside dig

## **Improve the Y-Sail Concept with This Simple Tag**

Sometimes the safety will jump the sail route by the Y receiver and make the Y-Sail concept difficult to complete, but there's a simple tag you can give the R/L receiver that will result in a HUGE gain for your offense.

You ready for it? It's the **POST** tag. This simple tag will DESTROY defenses who get over-aggressive about stopping the sail route.

## **Chapter 6: Pass Blocking: Protection Up Front So You Can Throw It Down Field**

### **Why We Use Two Pass Protections**

I'm a huge believer in keeping things simple. It's the driving force behind everything I do - marriage, parenting, teaching, and coaching. It helps me keep calm, focused, and from losing my shit when things don't go the way I planned. (We've all been there.)

So why would I want to complicate things for my offensive linemen? Why would I want to have three different drop-back protections, one quick game protection, three play-action protections, and a sprint out protection?

That's **FREAKING CRAZY!!!**

Yet, coaches want their offenses to have all that shit so the coaches can brag to their coaching buddies about all the different plays they can run.

Well, not me. I don't want my offensive linemen to have to think. I want the pass protection to be so simple that my players can protect my quarterback in their sleep.

That's why we only use one protection for both drop back, quick game, and play-action: Half-slide protection.

### **Why the Half-Slide?**

It's simple. The half-slide protection lets your players know what gaps they are going to block and which men they will block. It also lets you make the call, not your quarterback or running back.

Remember, we want things simple for our offensive linemen. The half-slide is what makes it simple, so don't over think this.

### **Block Every Front Using the Five Man Protection**

This is an important rule for pass blocking if you are going to be sending the ball into the route:

## THE QUARTERBACK IS RESPONSIBLE FOR THE SIXTH DEFENDER!

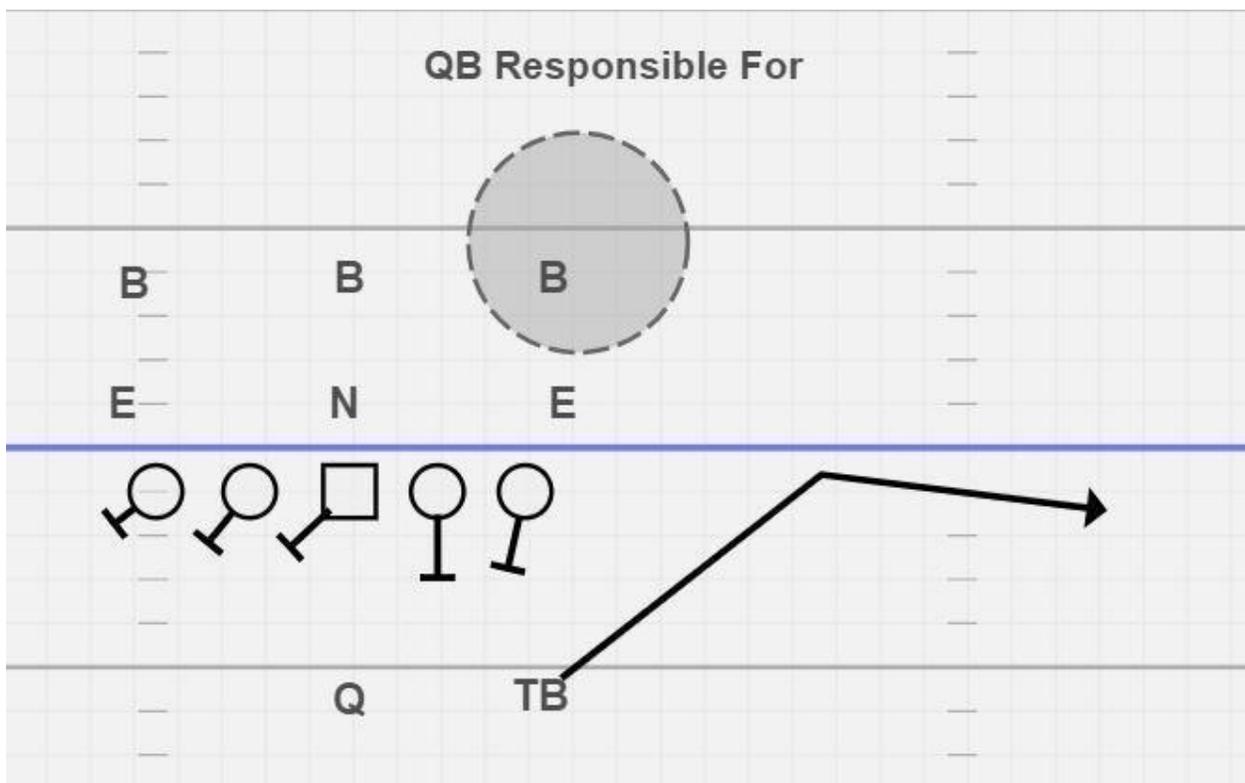
Sorry, had to get that off my chest. I'm sick of defensive coaches on Twitter, Facebook, Coach Huey, and every bar at a coaching clinic talking about sending six defenders when the offense is sending a back out into the route. No shit, Sherlock. I'd do that too if I knew five offensive linemen were staying in to block without the back's help.

But that doesn't matter to us because we will always have our quarterback responsible for the sixth defender. The quarterback knows if that defender blitzes, then he will need to get the ball off RIGHT NOW!

How will we train our quarterback to know who the sixth defender is? By always sliding the line *opposite* his first progression. The quarterback knows that his backside is covered - it's safe and he can relax his buttohole - and the only possibility of a sack is from the direction he is looking at.

That's as simple as you can get.

### Pass Blocking a 3-3 Stack Front



Nothing changes for the offensive linemen. The slide side is responsible for their gaps. The man side is responsible for their man. (*Note: In this example we are sliding to the left - Lou call.*)

## **Offensive Line Responsibilities**

**PST** - He is responsible for the play side C-gap. He will kick-slide and protect that gap at all costs.

**PSG** - He is responsible for the play side B-gap. He will kick-slide and protect that gap at all costs.

**Center** - He is responsible for the play side A-gap. He will kick-slide and protect that gap at all costs.

**BSG** - There is no one to man up on., so he will kick-slide and protect his inside gap. If the nose guard slants in his direction, then he will block him. If nose guard doesn't come, then he will help the center while keeping his eyes on the middle stack backer.

**BST** - He will lock onto the 5-technique. If the 5-technique goes home to eat a bowl of cereal, then you better be there to knock the spoon from his mouth.

## **Quarterback's Responsibilities**

The quarterback is responsible for the backer on the same side as the running back. (*Note: We are using the same rules we used for the Pin and Pull RPO. We do this so it keeps things consistent for our kids.*)

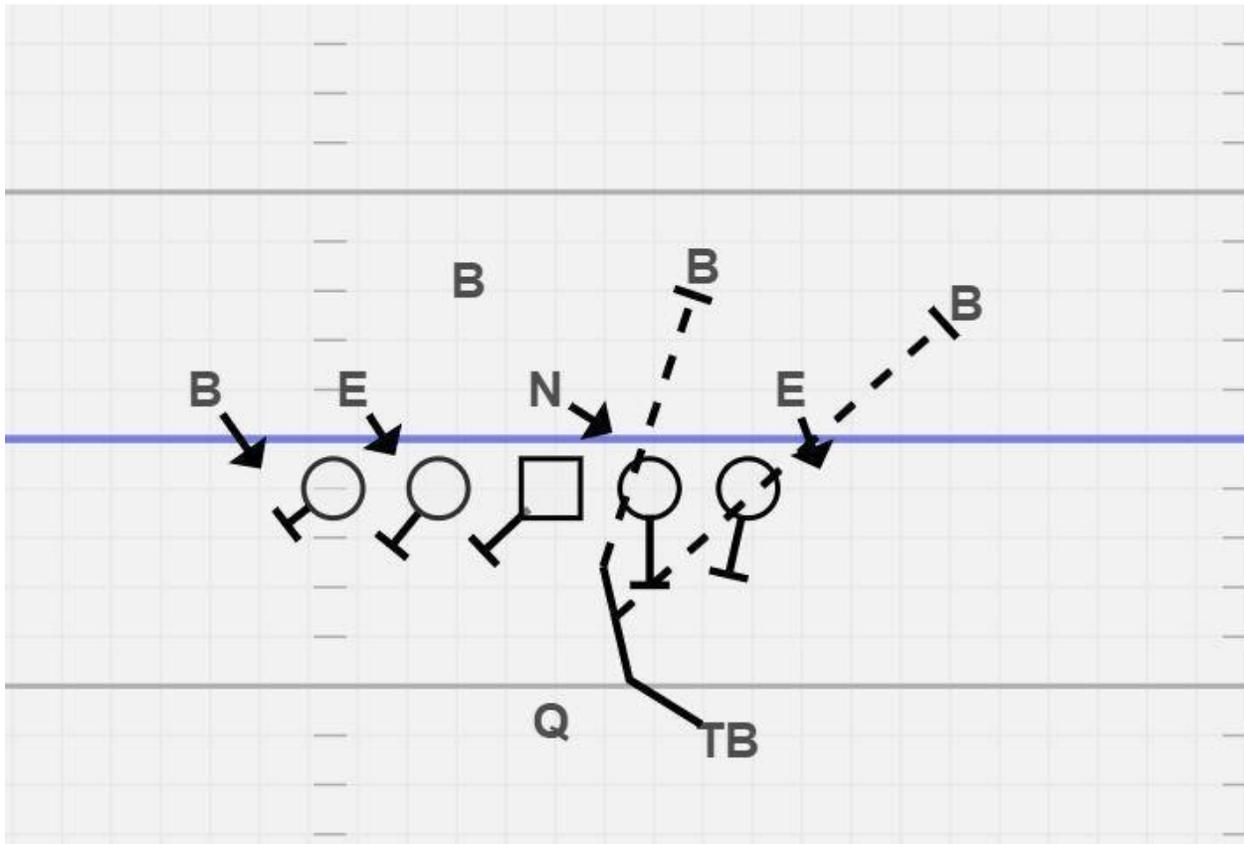
If that linebacker blitzes, then the quarterback knows he must get rid of the ball in a hurry. If that linebacker sits there, then he will have enough time to go through his progressions.

## **Simple but Effective Play-Action Protection**

Play-action is a huge part of offense. Since we run the ball as much as possible (by using the Inside Zone or the Pin and Pull RPO), defenses are going to try and stop our rushing attack.

Don't worry about them. In fact, we encourage defenses to sell out to stopping the run because that means we can sling the ball all over the field. And really, isn't that what we want?

## Play-Action Blocking Against a 3-4 Front



Don't be afraid of teams that run the 3-4 defense. Remember, it will end up as a four-man front after they slant. (*Note: If the defense you are going up against is a true two-gap 3-4 defense, then that team has DUDES. Hopefully you have some dudes as well.*)

The pass blocking is the same as the five-man protection, but the running back is responsible for the linebacker who is on the same side as he is instead of being in the route.

### Offensive Line Responsibilities

**PST** - He is responsible for the play side C-gap. He will kick-slide and protect that gap at all costs.

**PSG** - He is responsible for the play side B-gap. He will kick-slide and protect that gap at all costs.

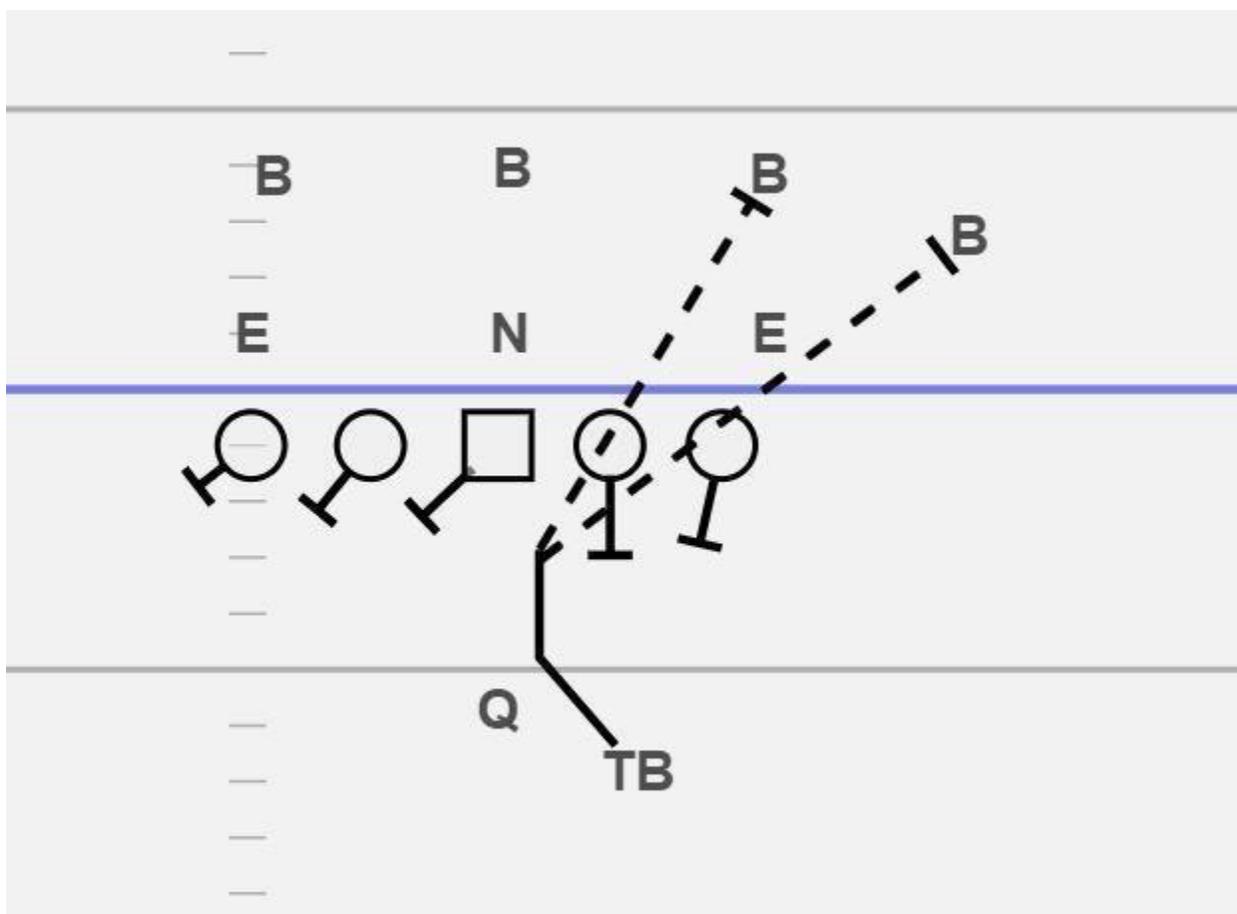
**Center** - He is responsible for the play side A-gap. He will kick-slide and protect that gap at all costs.

**BSG** - There is no one to man up on., so he will kick-slide and protect his inside gap. If the nose guard slants in his direction, then he will block him. If nose guard doesn't come, then he will help the center while keeping his eyes on the middle stack backer.

**BST** - He will lock onto the 5-technique. If the 5-technique goes home to eat a bowl of cereal, then you better be there to knock the spoon from his mouth.

**Running Back** - He is responsible for the linebacker on the same side of him and the outside linebacker to his side. If both blitz, then he will block the inside linebacker since he is the one closest to the quarterback.

### Pass Blocking a 3-3 Stack Front



In this play, nothing changes for the offensive linemen. The slide side is responsible for their gaps and the man side is responsible for their man. (*Note: In this example, we are sliding to the left - Lou call.*)

## **Offensive Line Responsibilities**

**PST** - He is responsible for the play side C-gap. He will kick-slide and protect that gap at all costs.

**PSG** - He is responsible for the play side B-gap. He will kick-slide and protect that gap at all costs.

**Center** - He is responsible for the play side A-gap. He will kick-slide and protect that gap at all costs.

**BSG** - There is no one to man up on., so he will kick-slide and protect his inside gap. If the nose guard slants in his direction, then he will block him. If nose guard doesn't come, then he will help the center while keeping his eyes on the middle stack backer..

**BST** - He will lock onto the 5-technique. If the 5-technique goes home to eat a bowl of cereal, then you better be there to knock the spoon from his mouth.

**Running Back** - He is responsible for the linebacker on the same side of him and the outside linebacker to his side. If both blitz, then he will block the inside linebacker since he is the one closest to the quarterback.

## **Chapter 7: Simplified Screen Game: Make the Defense Defend the Entire Width of the Field**

### **Why We Run These Screens**

The main principal of running the spread offense is to have the defense defend the entire length and width of the football field. The defenses will have to be worried about defending the entire length of the field with our Y-Cross, Y-Sail, and shallow cross concepts. So, the question is, "How do you get the defense to defend the entire width of the field?"

Screens. Screens force the defense to run sideline to sideline and it also makes them tackle in space.

In this module, we are going to talk about three screens:

1. Quick wide receiver screens
2. Slow running back screens
3. Tunnel screens

With these three screens, you will have defensive coordinators crying in frustration by the end of the game.

Screens make the big guys – the defensive linemen and linebackers – run sideline to sideline. This makes them tired, and when the big, fat, ugly defensive linemen and linebackers get tired we will score at will.

Don't be afraid to call screens early in the game, even when you aren't getting any yards, because those no gains in the first and second quarter become 30, 40, 50-yard gains in the third and fourth quarter.

### **Wear Out the Defense with Quick Wide Receiver Screens**

Quick wide receiver screens are a simple way to get your play makers the ball, while forcing the defense to sprint sideline to sideline. They are simple, easy to install, and you can fold them into your running game, so you can make the playbook look complicated when you're keeping it simple.

Here are a couple of things you need to know about the quick screen game:

1. **Wide Receivers Must Block.** It's a huge part of this play. The question that's always asked is, "How do you make wide receivers block?" Easy! Take them to the sleds, force them to block the sleds for 10 minutes a day, and I **PROMISE YOU** they will become better blockers.
2. **You Must Be Okay With a Few Dropped Balls.** For some reason, coaches are okay with a toss sweep getting stopped for no gain, but they get pissed off if a wide receiver drops a quick screen. Aren't those two things the same? Then why are you going to get mad about it? Don't get mad because even though your wide receiver dropped the ball, the defense had to *sprint* to the sideline. Isn't that what we want anyway?
3. **Mix Up Who You Throw the Ball To.** Get everyone involved, even if it means you have to throw the ball to the weakest of the four wide receivers. This forces the defense to prepare for everyone. and it keeps your players in the action. If they know they are never going to get the ball, then they won't block. So, toss them the ball every once in a while, and give them something to look forward to.
4. **You Must Fake the Screen and Go Deep Once a Quarter.** We will talk about this in the next video but faking the quick screen and going deep will force defensives to not fly to the quick screen. If they do fly to the quick screen, then you can destroy them on easy throws deep down the field because the wide receiver will be wide open.

### **De-pants the Defense by Faking the Quick Wide Receiver Screen**



It's all driving you crazy so you call a timeout. You are screaming and yelling at your players to be more aggressive, make plays, and be an athlete. You break the huddle and your players are fired up. They come out and stop the offense for a loss on a bubble screen.

Great! Now the players are feeling it. They are juiced and ready to **TEAR SOMEONE'S HEAD OFF**. And you know what happens the **very next play?**

Your kids are so aggressive they jump the pump fake to the quick screen and let their man free down the field. **TOUCHDOWN!**

## **Wide Receiver Rules**

**L Receiver** - The L receiver will run the gift route. His job is to be the "oh shit" route in case something happens.

**F Receiver** - The F receiver will run the push motion comet screen. When the quarterback pump fakes towards him, the F receiver will throw up his hands as if he was catching the ball. He is trying to get every defensive back's eyes on him. The F receiver will stop at the bottom of the numbers after he fakes the catch and shows his hands to the quarterback. The F receiver is an "oh shit" route in case something goes wrong.

**Y Receiver** - The Y receiver will fake block the comet screen. He must ***sell the block!*** Pound his feet and show his hands. When the defender tries to engage him, the Y receiver will slip by him (either inside or outside) and get on the hash.

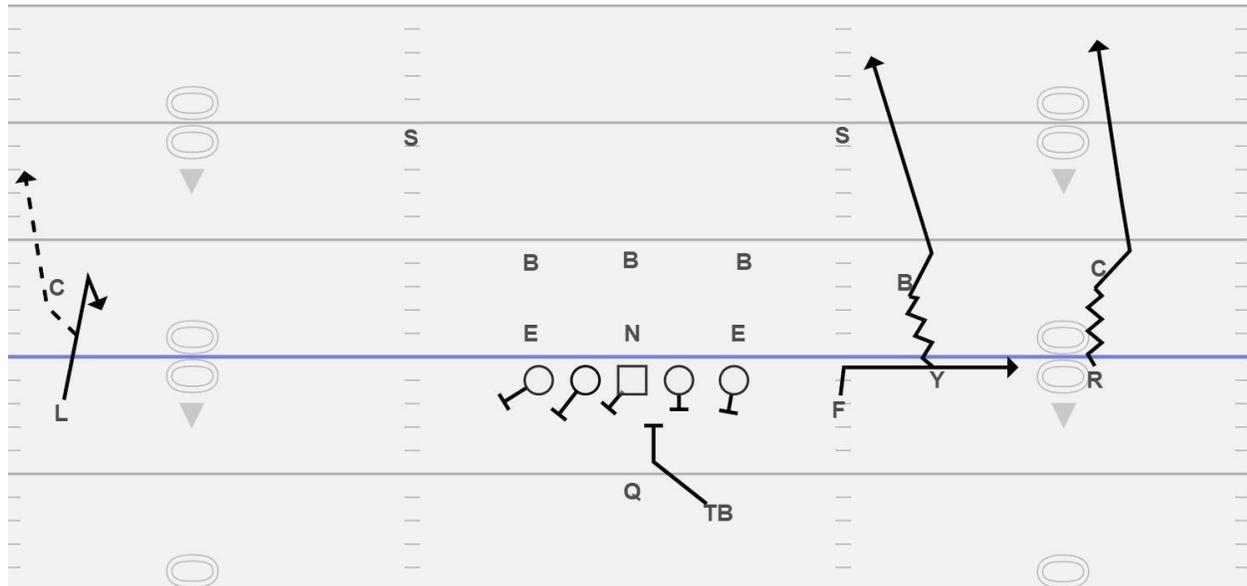
**R Receiver** - The R receiver will fake block the comet screen. He must ***sell the block!*** Pound his feet and show his hands. When the defender tries to engage him, the R receiver will slip by him (either inside or outside) and get to the bottom of the numbers.

## **Quarterback's Thought Process**

The quarterback will pump fake the comet screen to the F receiver and **HE WILL MAKE SURE HIS HAND COMES OFF THE BALL TO SELL THE FAKE!** The quarterback will then reset his feet and go through his progression:

1. Numbers - If there isn't a defender in the grass area of the numbers route, then you will throw him the ball. If there is a defender, then you will hitch up and go to your second progression.
2. Hash - If there isn't a defender in the grass area of the hash route, then you will throw him the ball. If there is a defender, then you will hitch up and go to your second progression.
3. Comet route - Check the ball down to the F receiver running the comet route.

## 3 x 1 Formation



You should be in some form of 3 x 1 over 60 percent of the time. This means you should be running a key screen for a good amount of time in this formation.

Defenses can only stay two-high for so long, and once they start to spin down to take away the key screen that is when you *NEED TO GO TO THE FAKE QUICK SCREEN FOR THE TOUCHDOWN!*

## Wide Receiver Rules

**L Receiver** - The L receiver will run the gift route. His job is to be the “oh shit” route in case something happens.

**F Receiver** - The F receiver will run the push motion comet screen. When the quarterback pump fakes towards him, the F receiver will throw up his hands as if he was catching the ball. He is trying to get every defensive back's eyes on him. The F receiver will stop at the bottom of the numbers after he fakes the catch and shows his hands to the quarterback. The F receiver is an “oh shit” route in case something goes wrong.

**Y Receiver** - The Y receiver will fake block the comet screen. He must *sell the block!* Pound his feet and show his hands. When the defender tries to engage him, the Y receiver will slip by him (either inside or outside) and get on the hash.

**R Receiver** - The R receiver will fake block the comet screen. He must *sell the block!* Pound his feet and show his hands. When the defender tries to engage him, the R receiver will slip by him (either inside or outside) and get to the bottom of the numbers.

## Quarterback's Thought Process

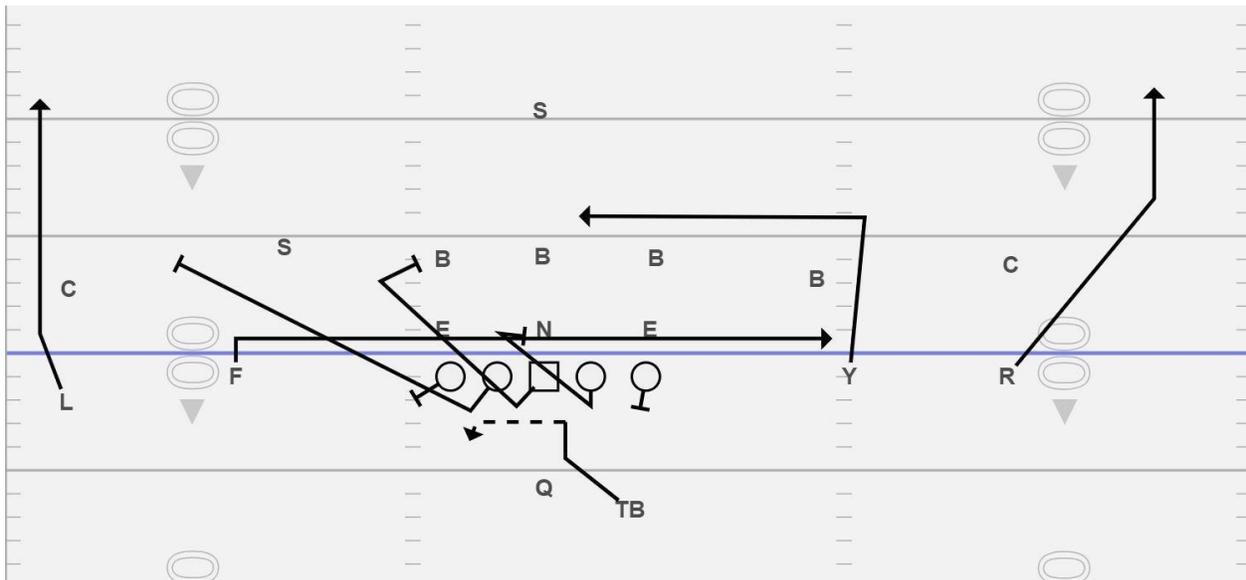
The quarterback will pump fake the Key 3 screen to the F receiver and **HE WILL MAKE SURE HIS HAND COMES OFF THE BALL TO SELL THE FAKE!** The quarterback will then reset his feet and go through his progression:

1. Numbers - If there isn't a defender in the grass area of the numbers route, then you will throw him the ball. If there is a defender, then you will hitch up and go to your second progression.
2. Hash - If there isn't a defender in the grass area of the hash route, then you will throw him the ball. If there is a defender, then you will hitch up and go to your second progression.
3. Key 3 screen - Check the ball down to the F receiver running the Key 3 screen.

## Get Mileage Out of Your Playbook with the Slow Running Back Screen

The **slow running back screen** is one of the most versatile screens in the playbook. You can mix and match any quick game, drop back pass, or run the slow running back screen. The only thing holding you back is your own mind. Here are a couple of plays I like to combine with the slow running back screen.

## Shallow Cross + Slow Running Back Screen = Defensive Tears



If your quarterback is having a hard time remembering to throw the ball to the running back on shallow cross, then you can pair the slow running back screen with the shallow

cross concept. This will force the quarterback to either throw the ball to the shallow cross route or dump the ball off to the running back. Easy, right?

## **Wide Receiver Rules**

The wide receivers are executing their normal shallow crossing concept.

## **Offensive Line Rules**

**PST** - Pass set. Make sure the 5-technique runs up the field and **DO NOT** get beat inside!

**PSG** - Pass set for a quick two-count before releasing towards the bottom of the numbers. Block any different color jersey that is in the alley way (the bottom of the numbers to the sideline).

**Center** - Pass set for a quick two-count before releasing to the hash. Block the first colored jersey you see in the sidewalk (the area of the field inside the hash mark).

**BSG** - Pass set for a quick two-count before releasing for a step. After the first step, whip around and **DECLEAT** the first colored jersey you see. This is also known as being the Rat Kill.

**BST** - Pass set. Make sure the 5-technique runs up the field and **DO NOT** get beat inside!

## **Running Back Rules**

The running back will step up inside the block for a quick two-count. He will then drift to the side of the slow running back screen; if it is called to the left, then he will drift left, if it is called to the right then he will drift right. The running back must be able to see the quarterback's eyes. Remember, if the running back can't see the quarterback's eyes, then the quarterback cannot see his. Once he catches the ball, the running back will get behind the big guys and **RUN HASH TO NUMBERS, TO SIDELINE, TO TOUCHDOWN!**

## **Quarterback Rules**

The quarterback will take a quick three-step drop and he will be looking in the grass area of the shallow cross route. He should be asking himself this question: Is there a different colored jersey in the shallow cross area?

1. No - Throw the shallow cross to the tagged receiver running across the formation.
2. Yes - Pump fake the shallow cross and come back to the slow running back screen. Throw a catchable ball; the running back will do the rest.



**BSG** - Pass set for a quick two-count before releasing for a step. After the first step, whip around and **DECLEAT** the first colored jersey you see. This is also known as being the Rat Kill.

**BST** - Pass set. Make sure the 5-technique runs up the field and **DO NOT** get beat inside!

### **Running Back Rules**

The running back will step up inside the block for a quick two-count. He will then drift to the side of the slow running back screen; if it is called to the left, then he will drift left, if it is called to the right then he will drift right. The running back must be able to see the quarterback's eyes. Remember, if the running back can't see the quarterback's eyes, then the quarterback cannot see his. Once he catches the ball, the running back will get behind the big guys and **RUN HASH TO NUMBERS, TO SIDELINE, TO TOUCHDOWN!**

### **Quarterback Rules**

The quarterback will take a quick three-step drop and he will be looking in the grass area of the shallow cross route. He should be asking himself this question: Is there a different colored jersey in the Y-Stick area?

No - Throw the Y-Stick to the Y receiver.

1. Yes - Pump fake Y-Stick route and come back to the slow running back screen. Throw a catchable ball; the running back will do the rest.



**BSG** - Pass set for a quick two-count before releasing for a step. After the first step, whip around and **DECLEAT** the first colored jersey you see. This is also known as being the Rat Kill.

**BST** - Pass set. Make sure the 5-technique runs up the field and **DO NOT** get beat inside!

### **Running Back Rules**

The running back will step up inside the block for a quick two-count. He will then drift to the side of the slow running back screen; if it is called to the left, then he will drift left, if it is called to the right then he will drift right. The running back must be able to see the quarterback's eyes. Remember, if the running back can't see the quarterback's eyes, then the quarterback cannot see his. Once he catches the ball, the running back will get behind the big guys and **RUN HASH TO NUMBERS, TO SIDELINE, TO TOUCHDOWN!**

### **Quarterback Rules**

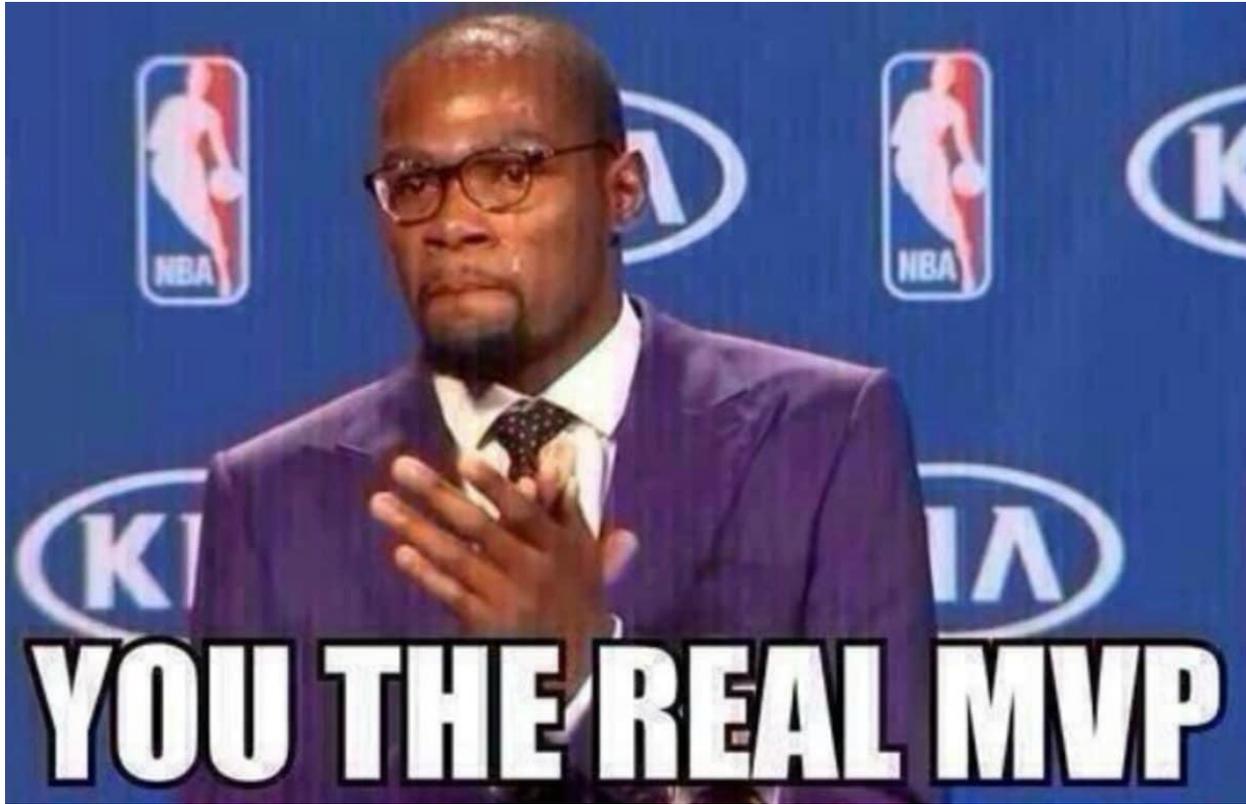
If the quarterback sees anyone go with the push motion, he should ask himself this question: Did anyone react to the push motion?

1. No - Throw the comet screen to the F receiver.
2. Yes - Pump fake the comet screen and come back to the slow running back screen. Throw a catchable ball; the running back will do the rest.

### **Tunnel Your Way into the Opposing Team's Endzone**

The **tunnel screen** has been around as long as the air raid offense. It was *the screen* Coach Hal Mumme hung his hat on, and with good reason. The tunnel screen is a quick and simple way for you to get the ball to your best wide receiver and to get him behind your offensive line. How simple of a play can you make that does that?

## **Chapter 8: That's a Wrap.**



That's it! You've completed the entire course.

Thank you so much for being a part of this course. I know you are going to apply everything you learned here to your offense and freaking murder defenses. If you need any help - questions, how to install, do I have any other tags - then please feel free to email me.

**Until next Game Plan, let's continue to Master the Spread, Score Points, and Have Fun!**

