

BUNCH PASSING IN THE DOUBLE WING OFFENSE

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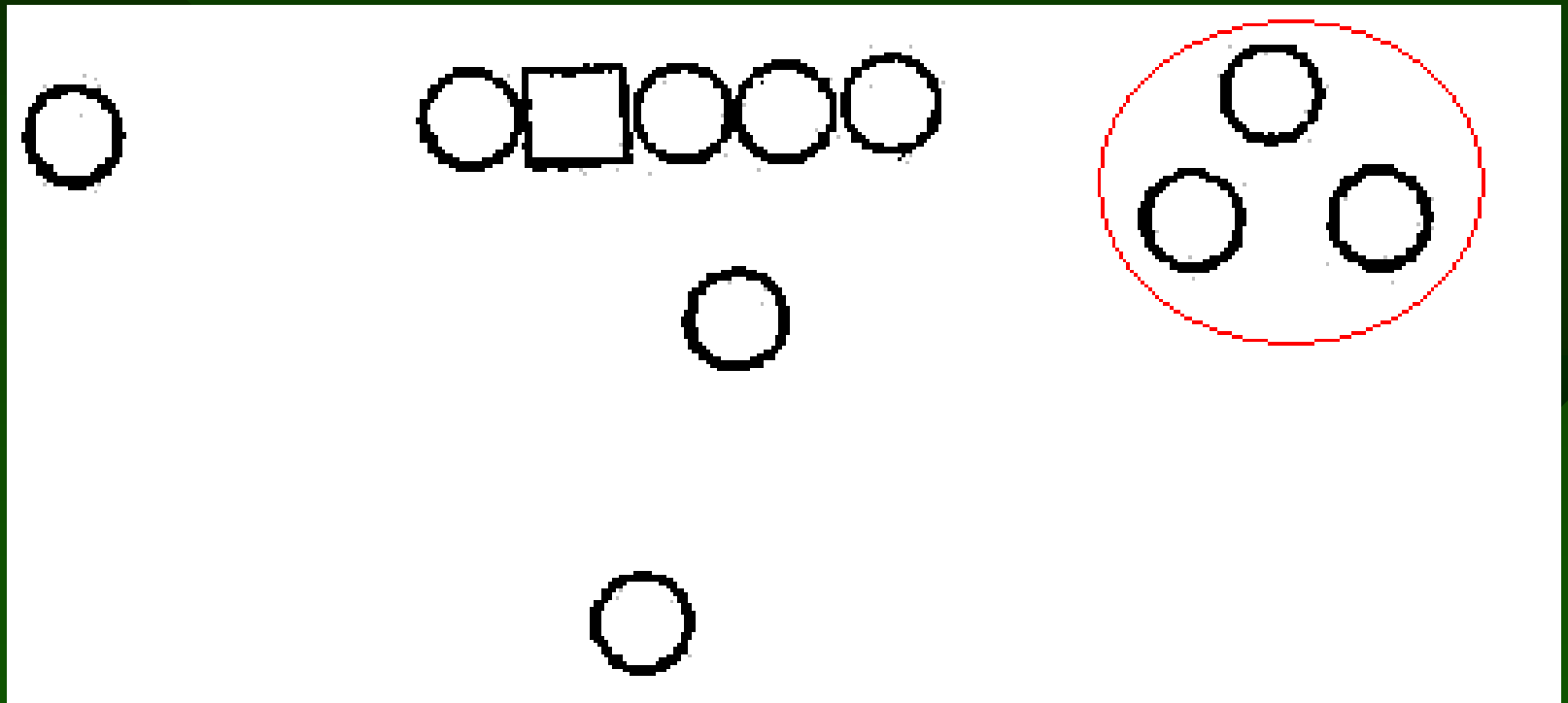
The Need to Pass the Ball

- I watched San Francisco Lowell HS lose by 35 points in November 2003 because they COULD NOT pass the ball, even with 10 defenders in the box.
- I don't want any of you to find yourselves in this situation.

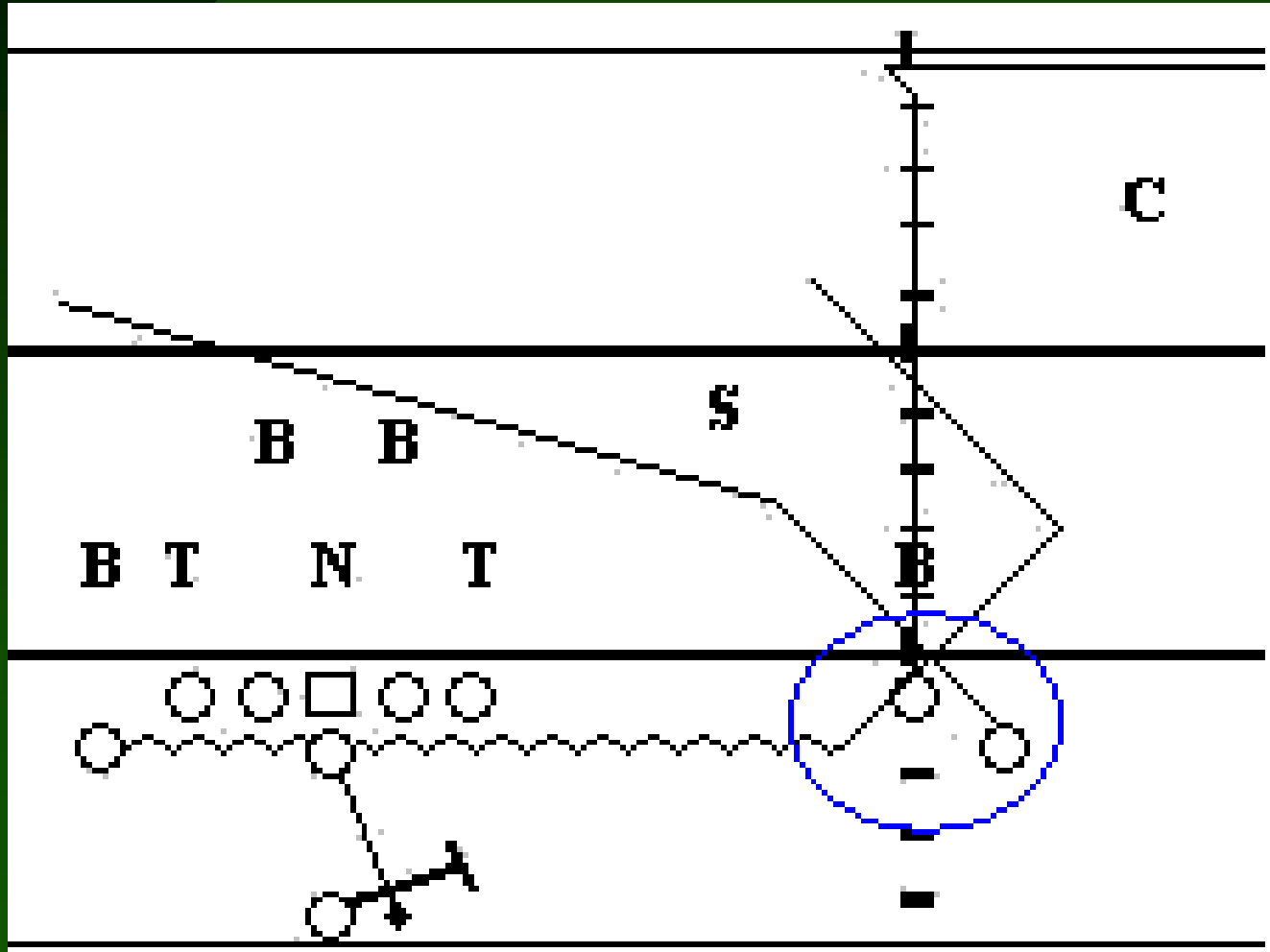
What is a Bunch?

- Definition: Three receivers in close proximity to each other (i.e., within 5-7 yards) when the ball is snapped.
- Examples Follow:

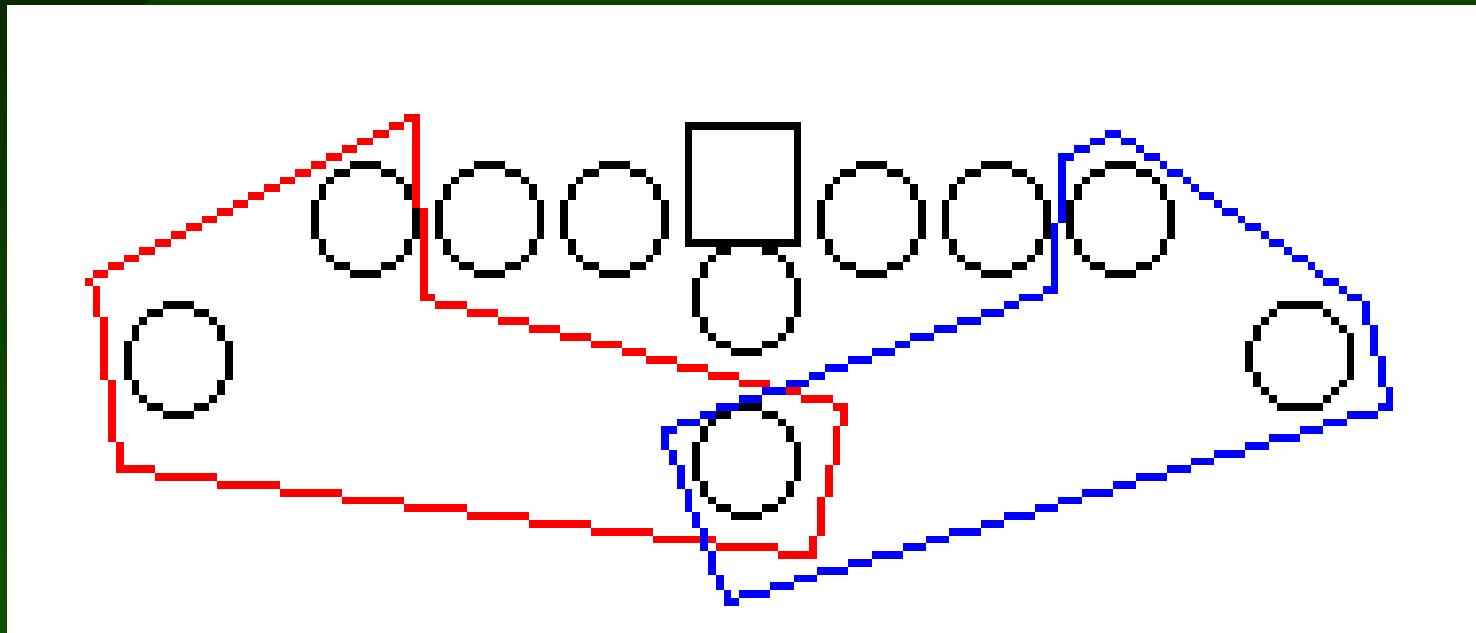
This is a Bunch



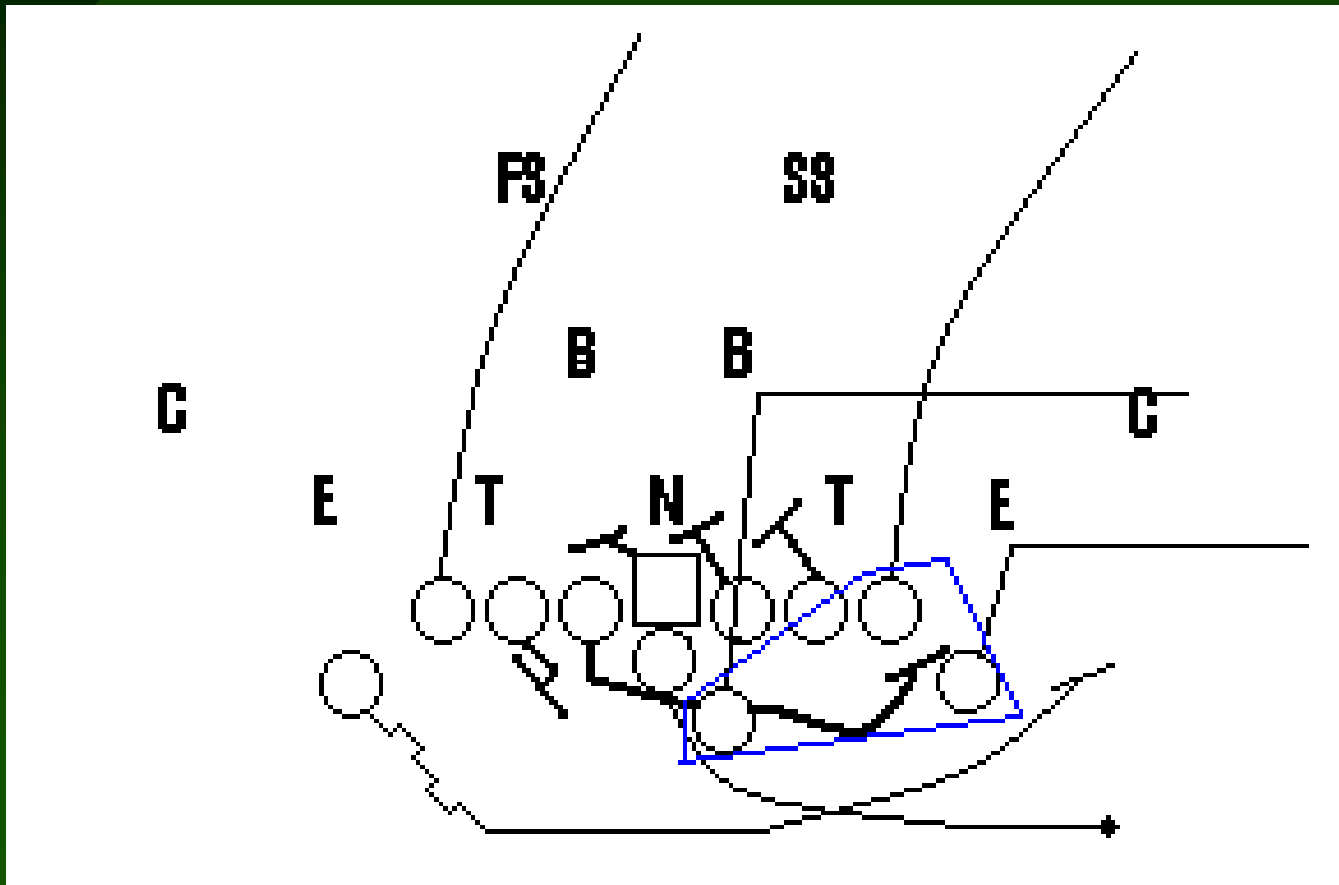
This is a Bunch



This is a Bunch – Both Ways



...as Coach Don Markham knows...



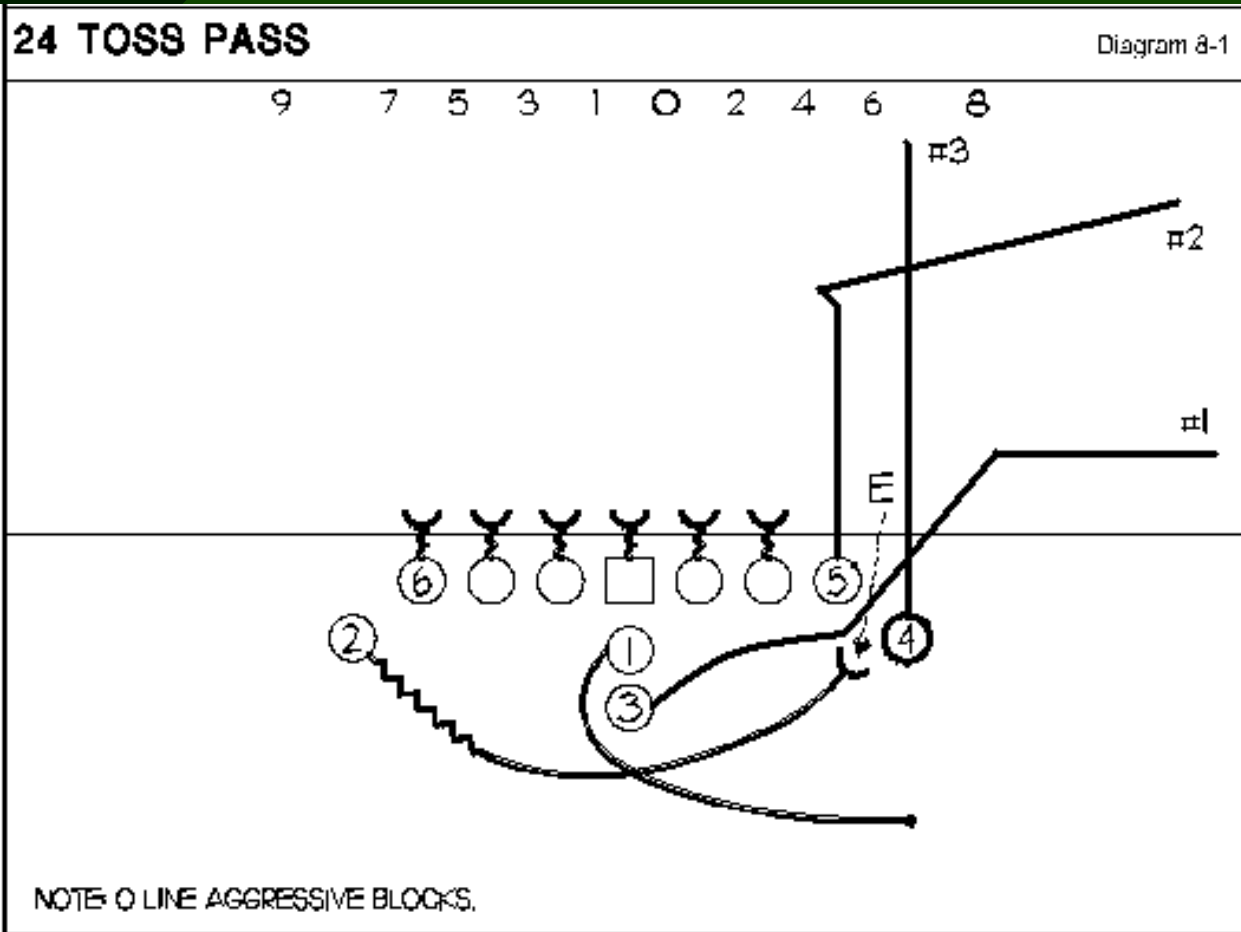
Why Bunch Pass?

- Complicate defensive task – adding a third dimension to the field. (Why Pass?)
- Make zone coverage harder and man coverage nearly impossible. (Why Bunch?)
- Strengthen ground attack through play action.
- Situational Weapon.

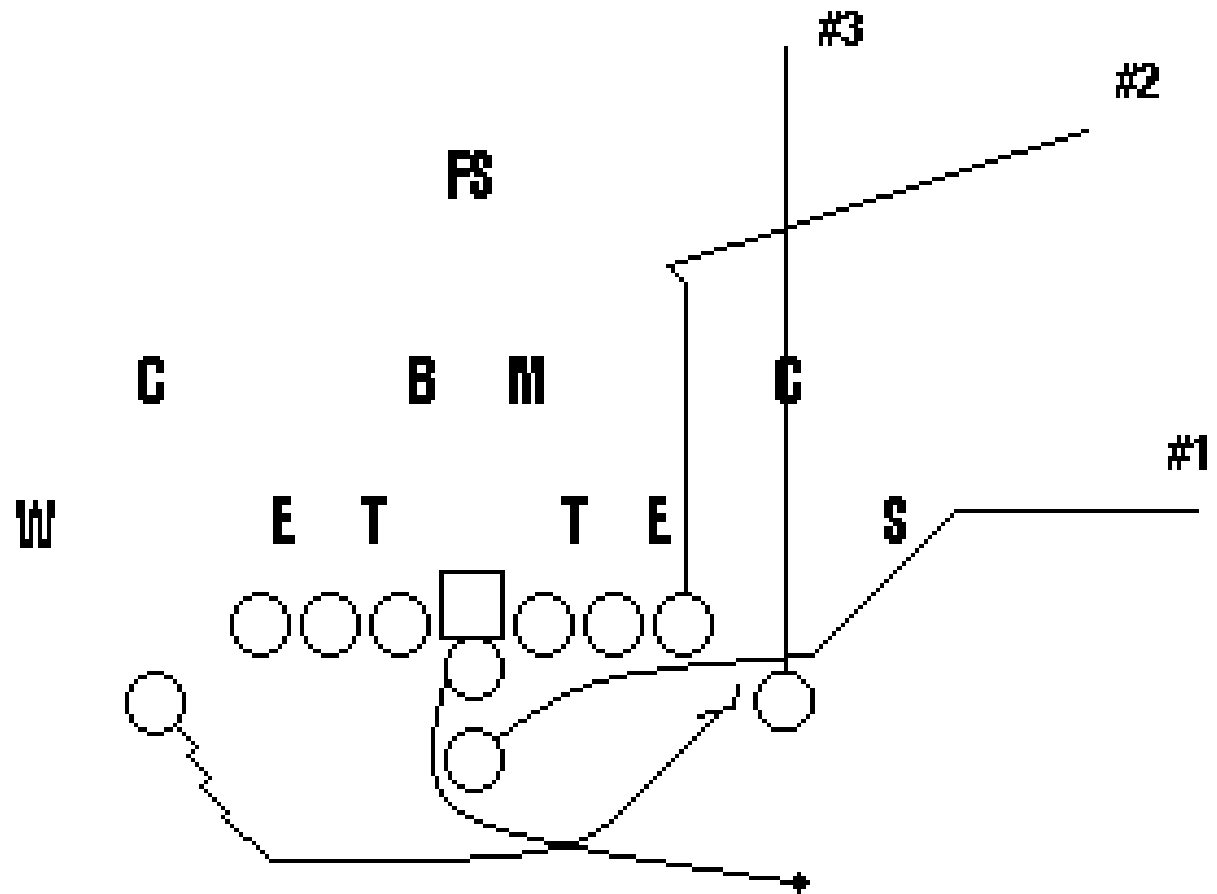
How to Bunch Pass in DWing

- Five Suggested Pass Route Packages from Bunch; one from modern Spread Passing Game (Texas Tech, etc.)
- These are Situational Tools/Weapons

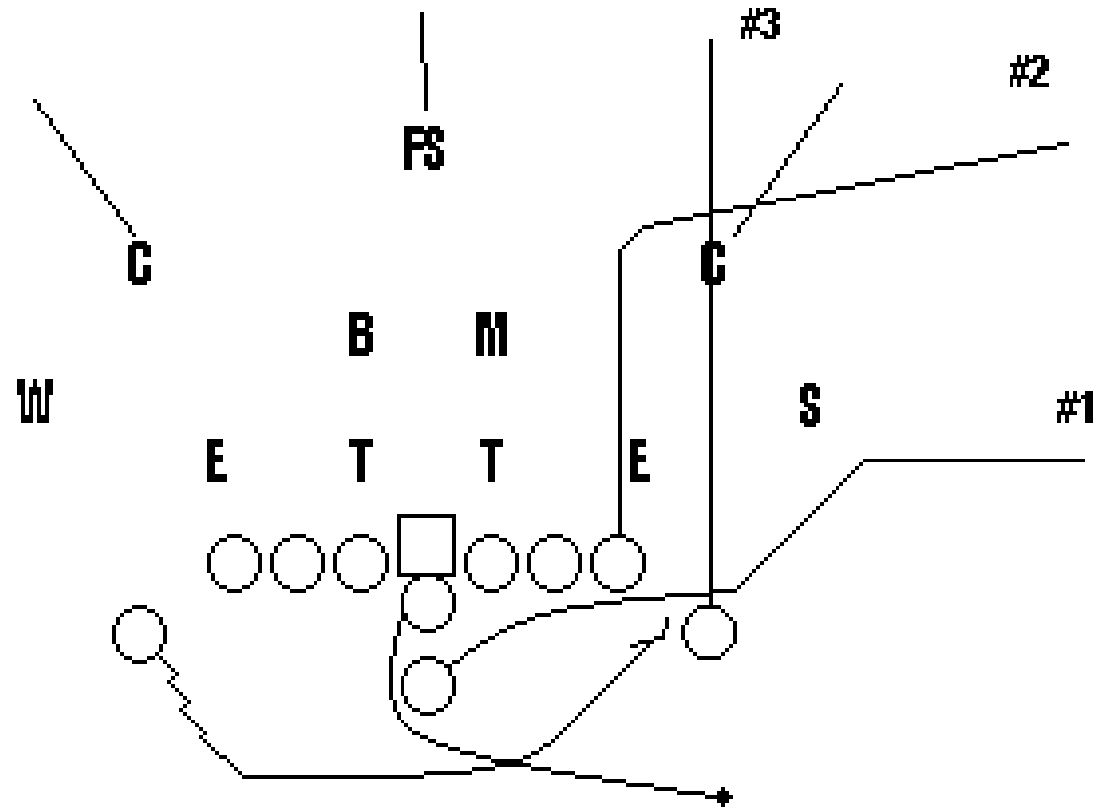
TOSS PASS - FLOOD



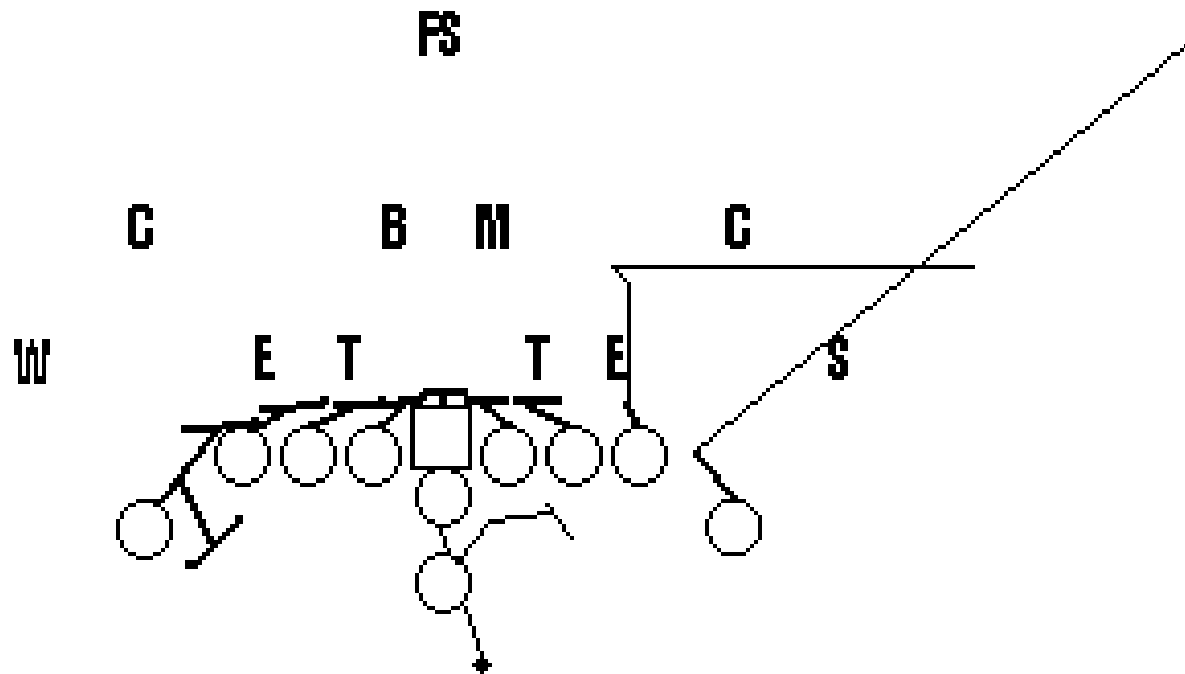
TOSS PASS - FLOOD



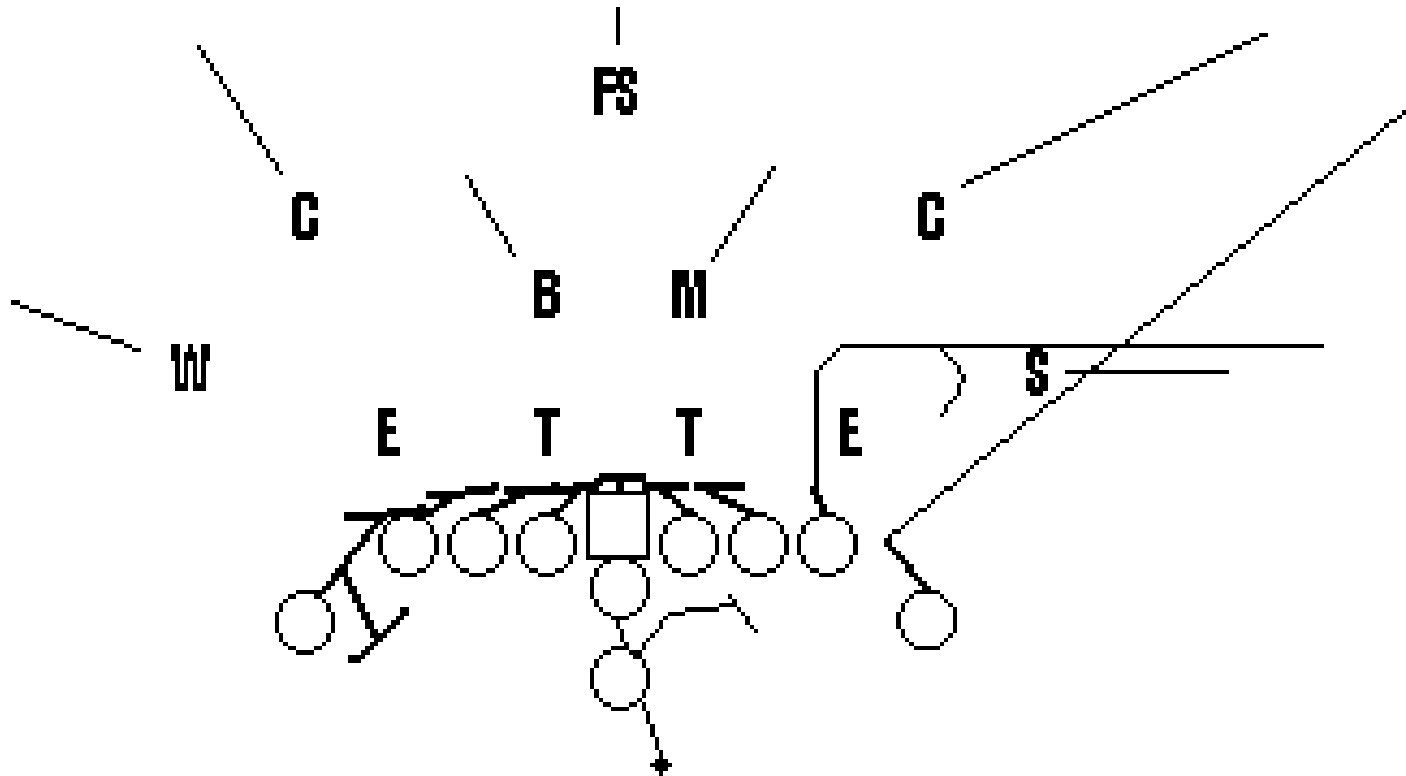
TOSS PASS - FLOOD



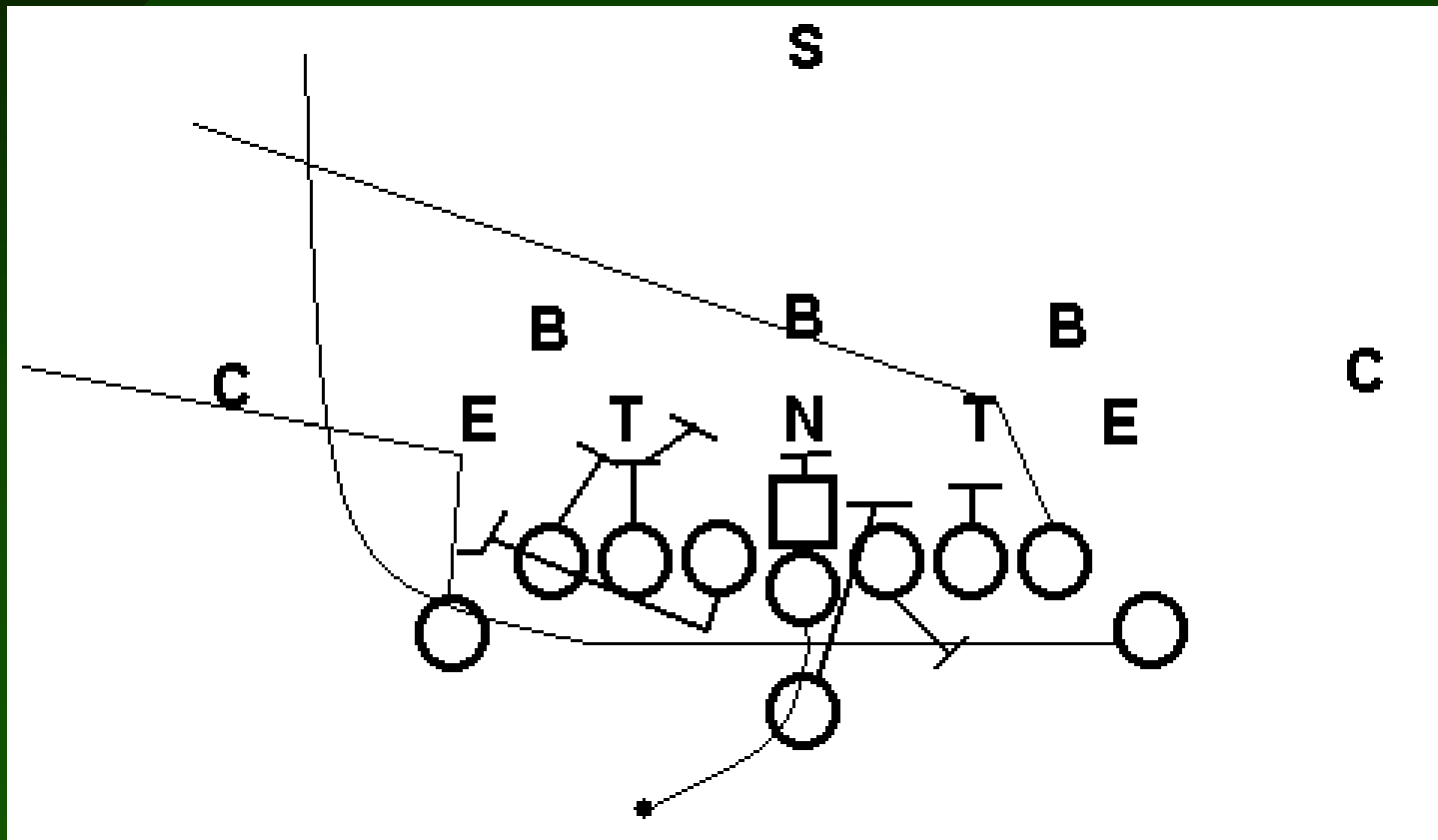
WEDGE PASS - FADE



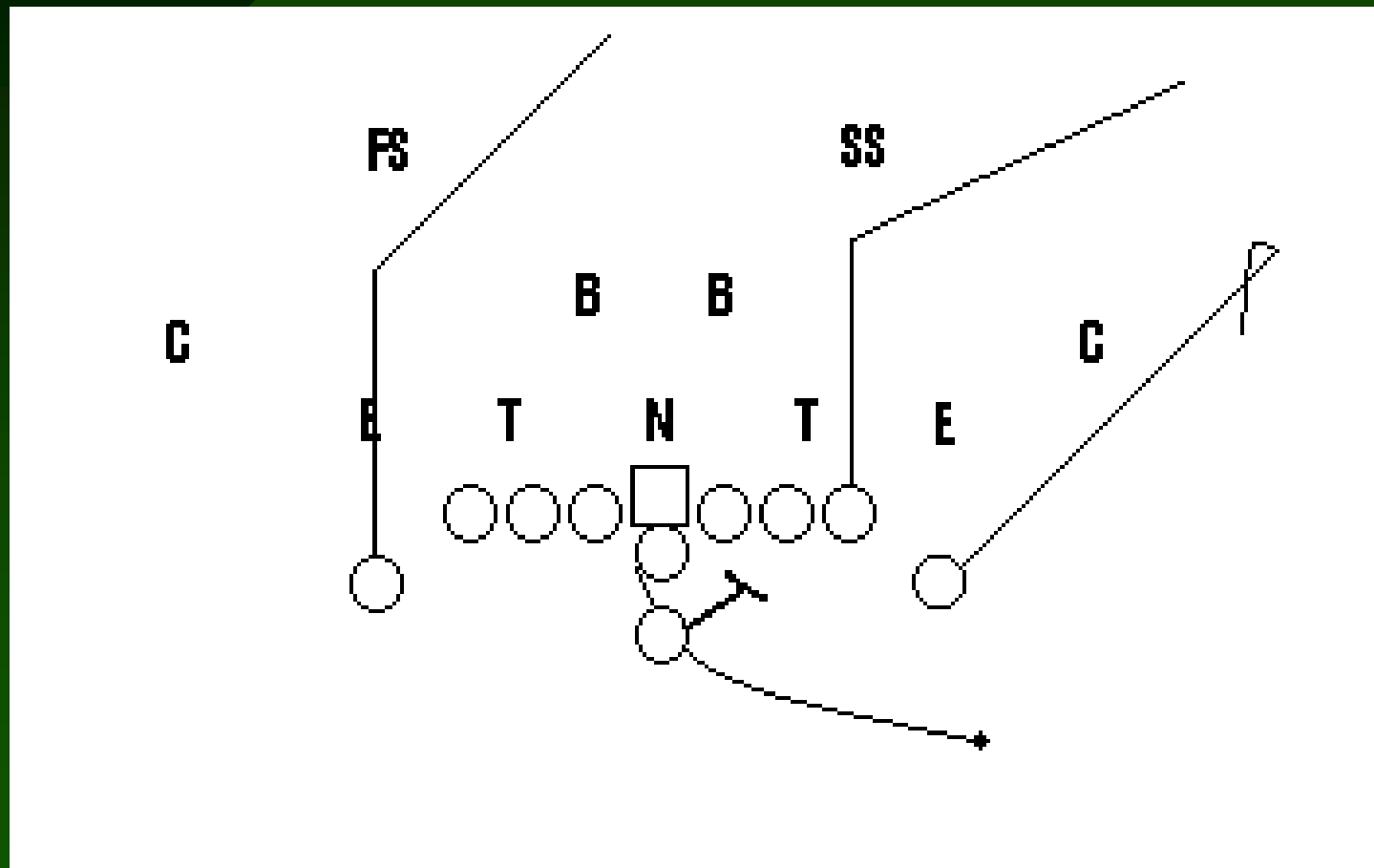
WEDGE PASS - FADE



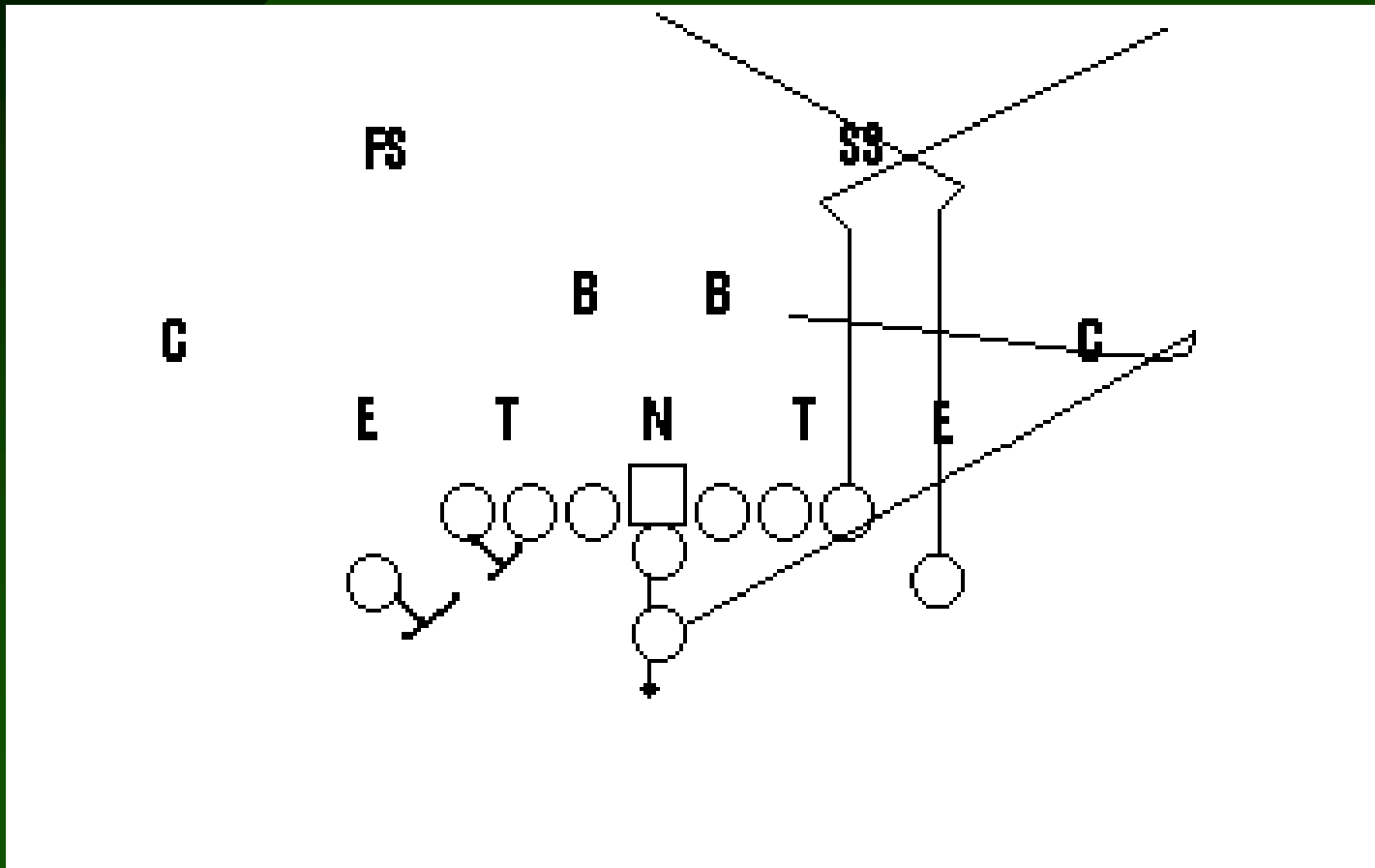
WEDGE COUNTER PASS



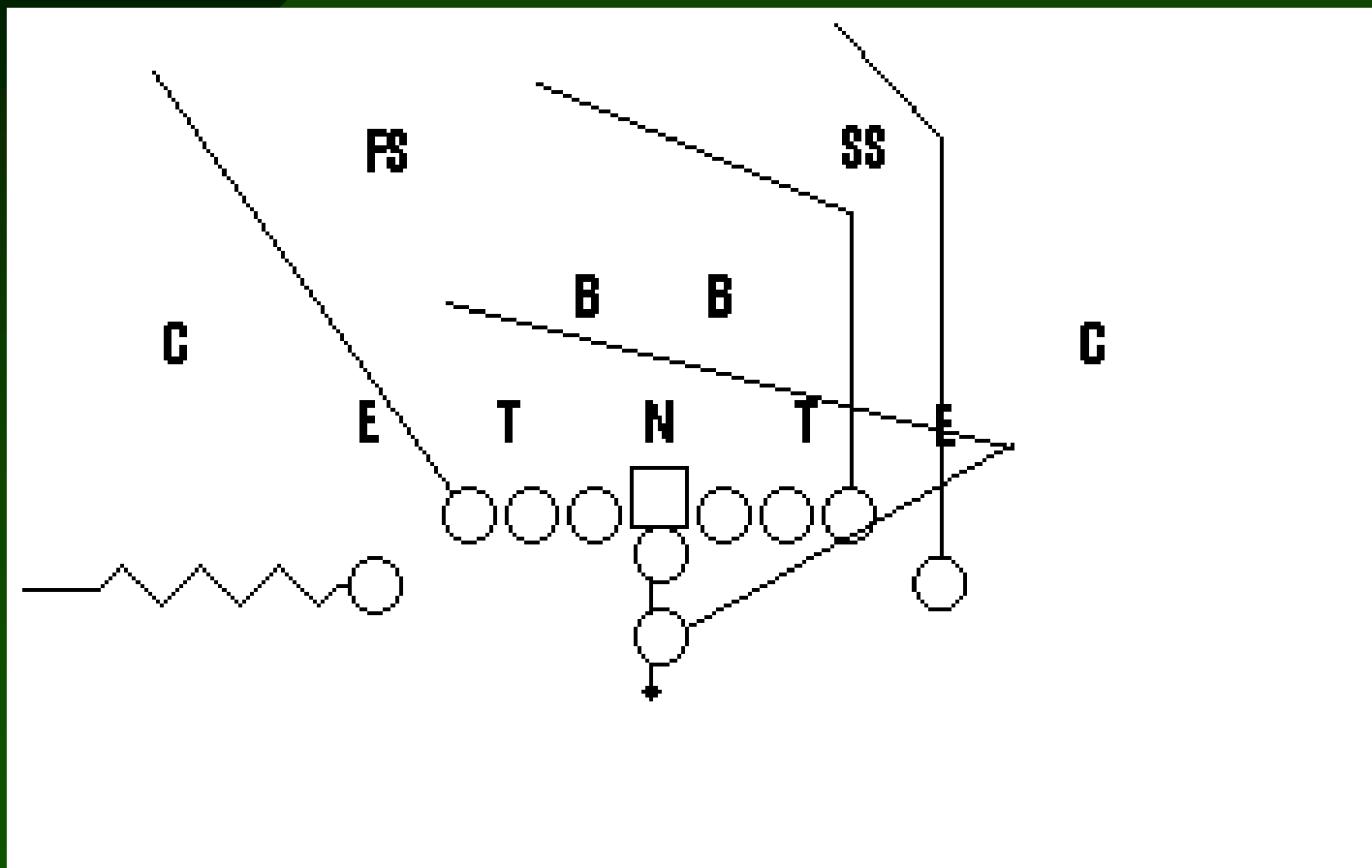
HINGE PASS



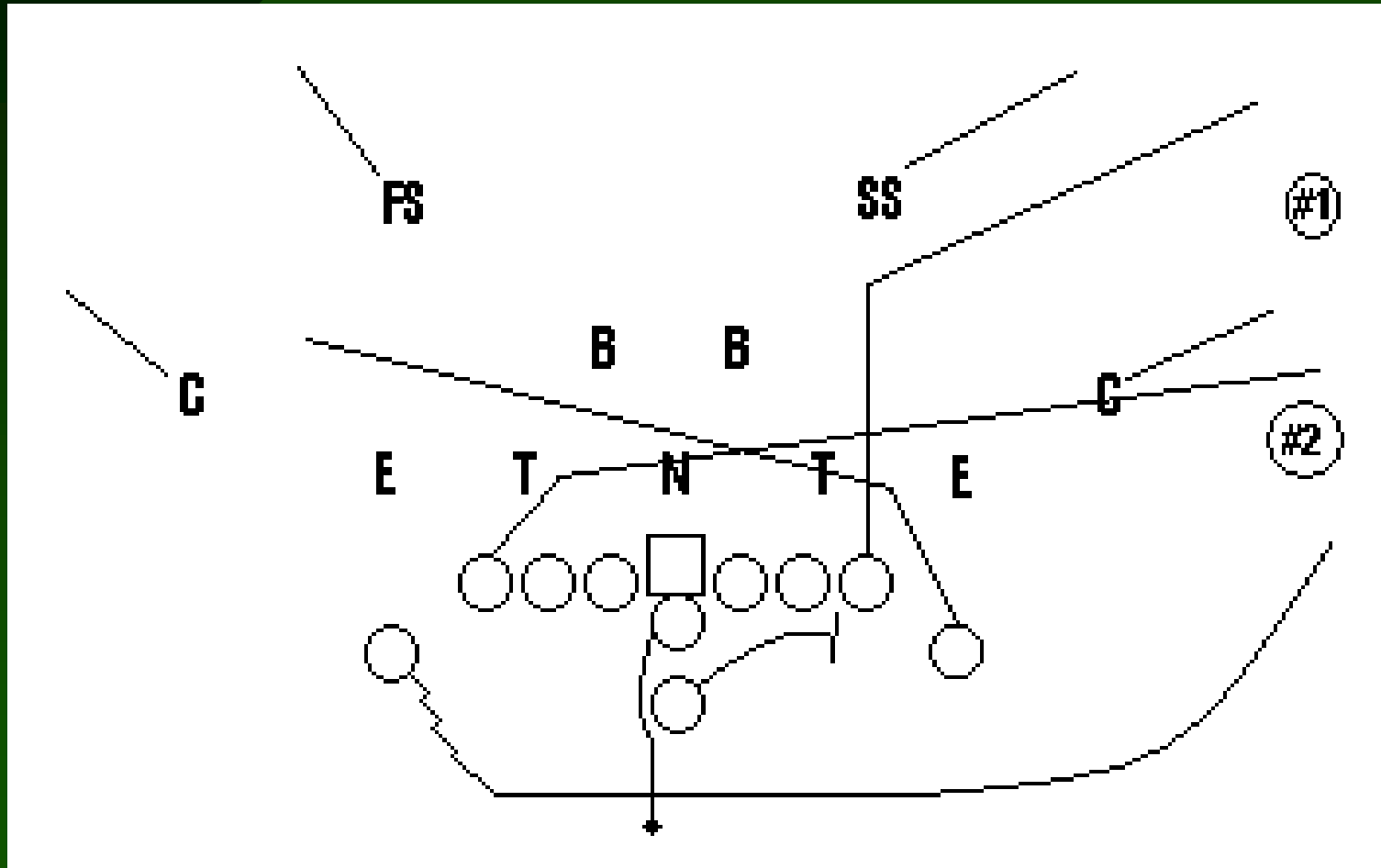
TWIST PASS



OVER PASS



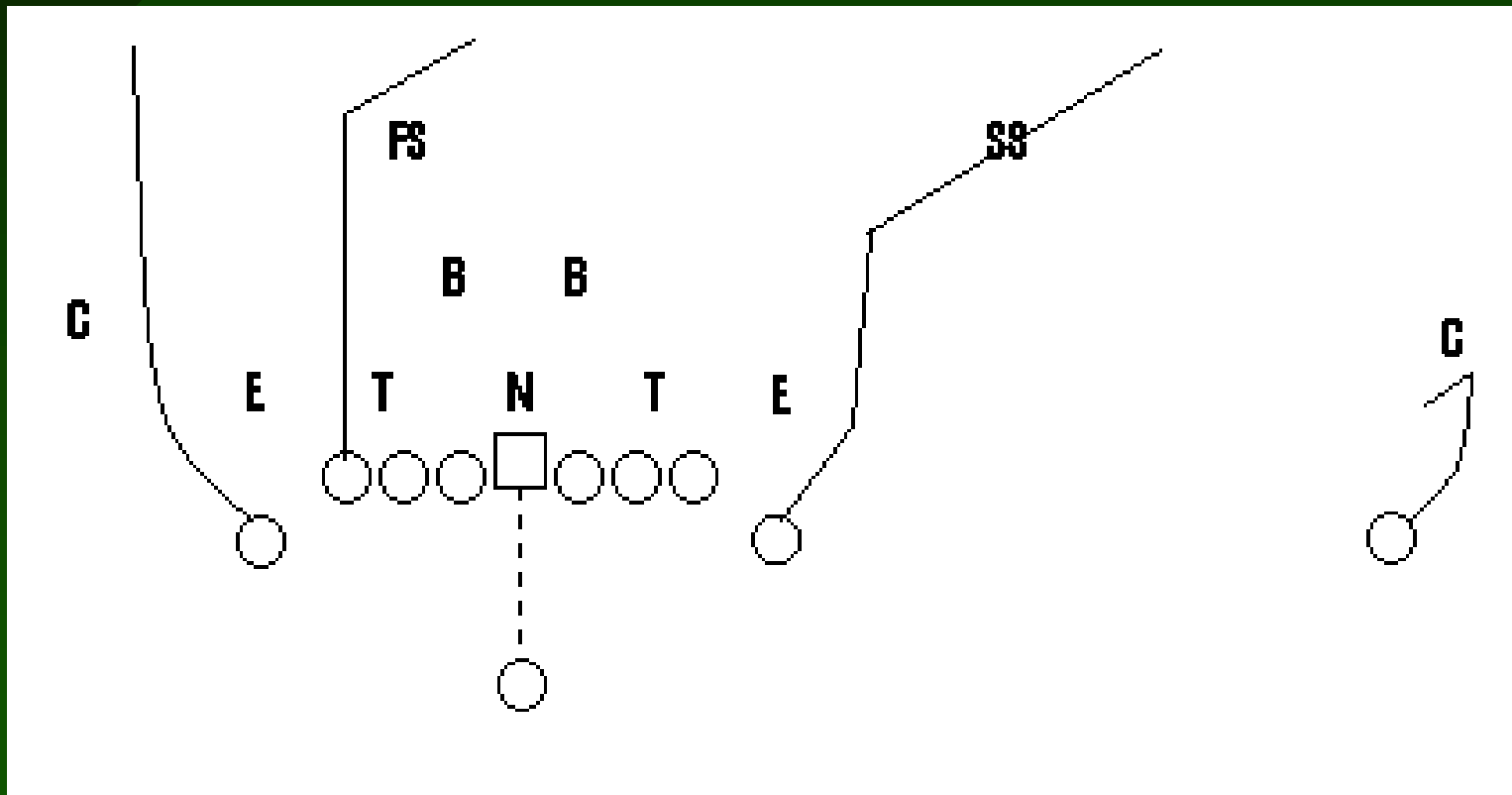
K-MESH PASS



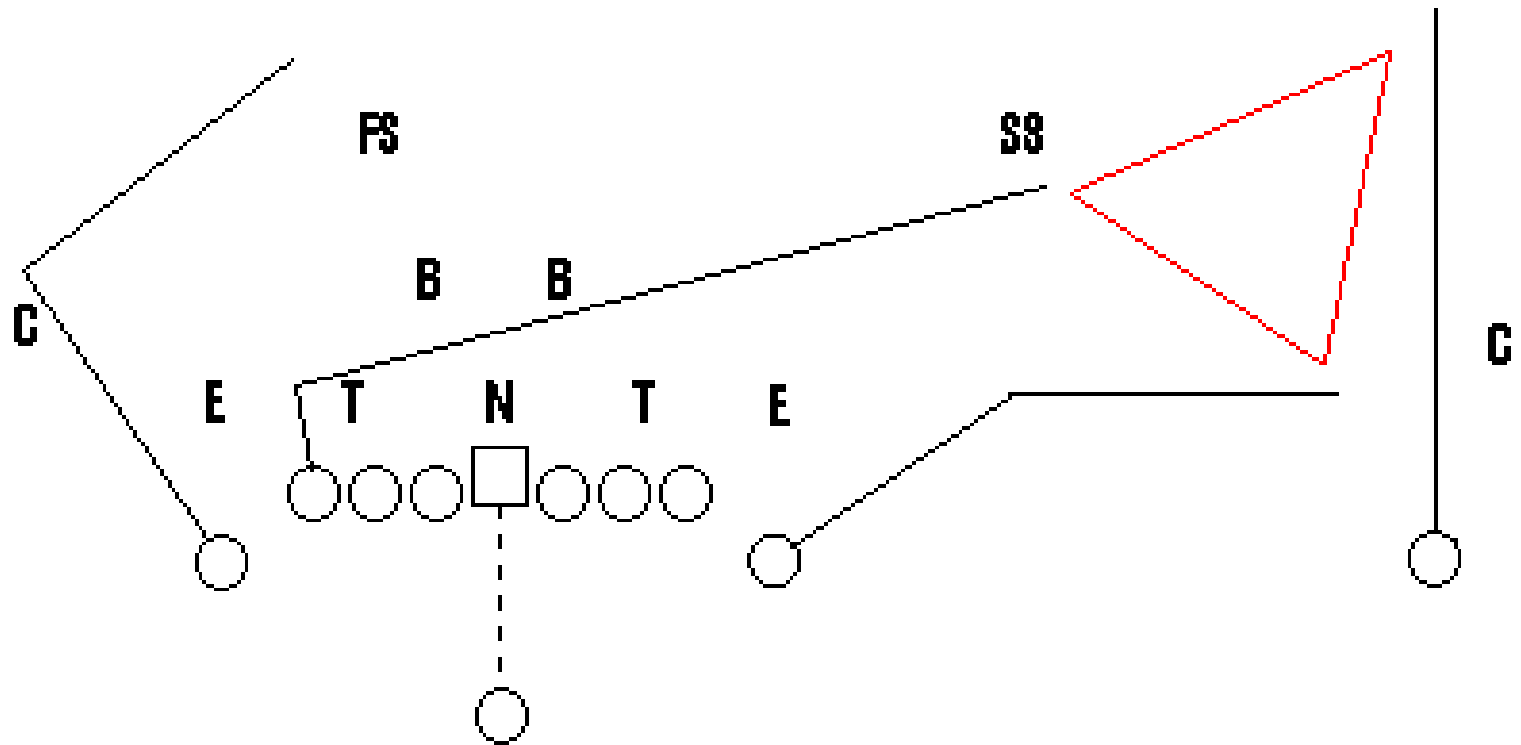
Other Passing Options

- Spread formations, Over variations, etc.
- Direct Snap Ideas:

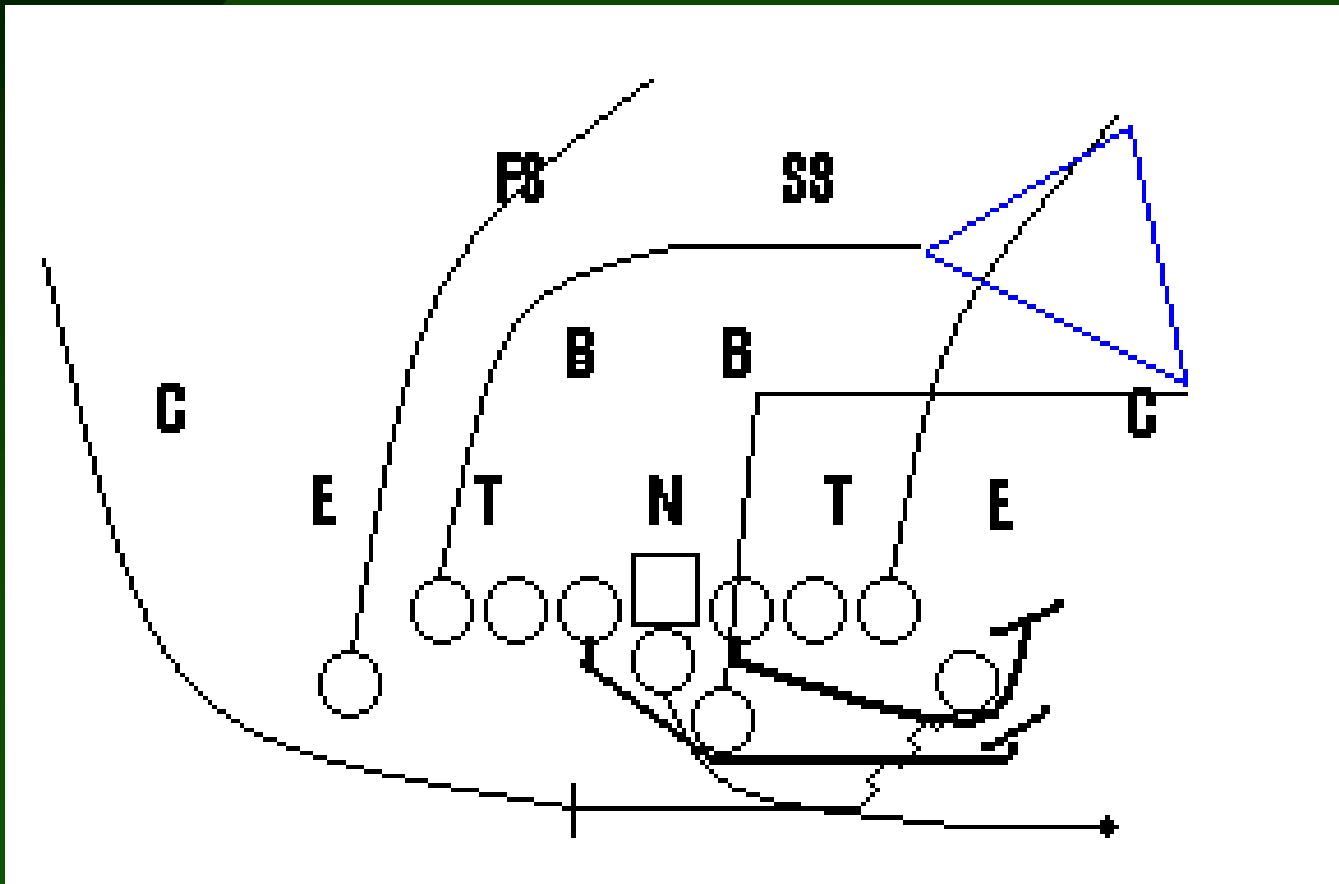
SST SMASH



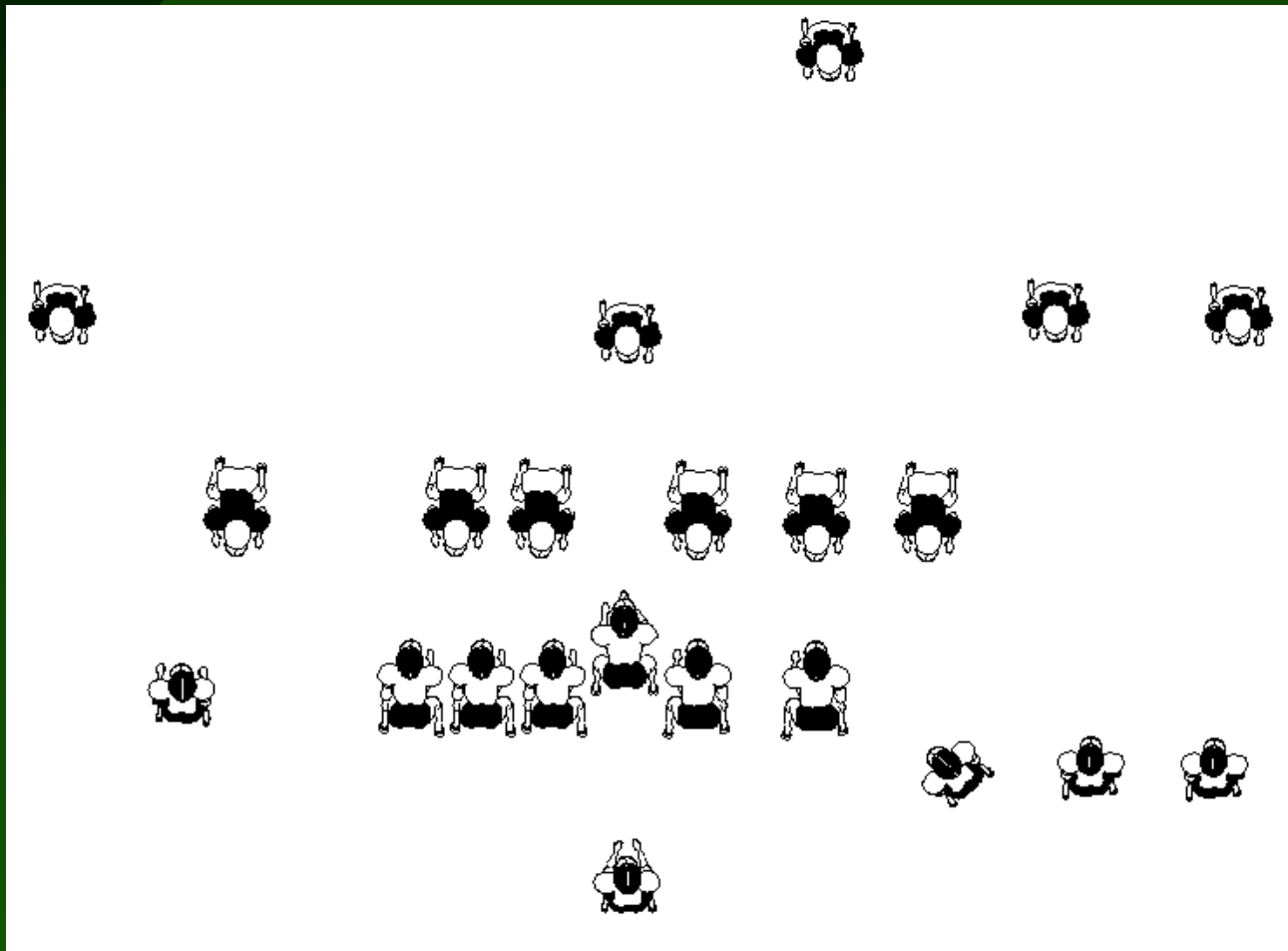
SST Y CROSS



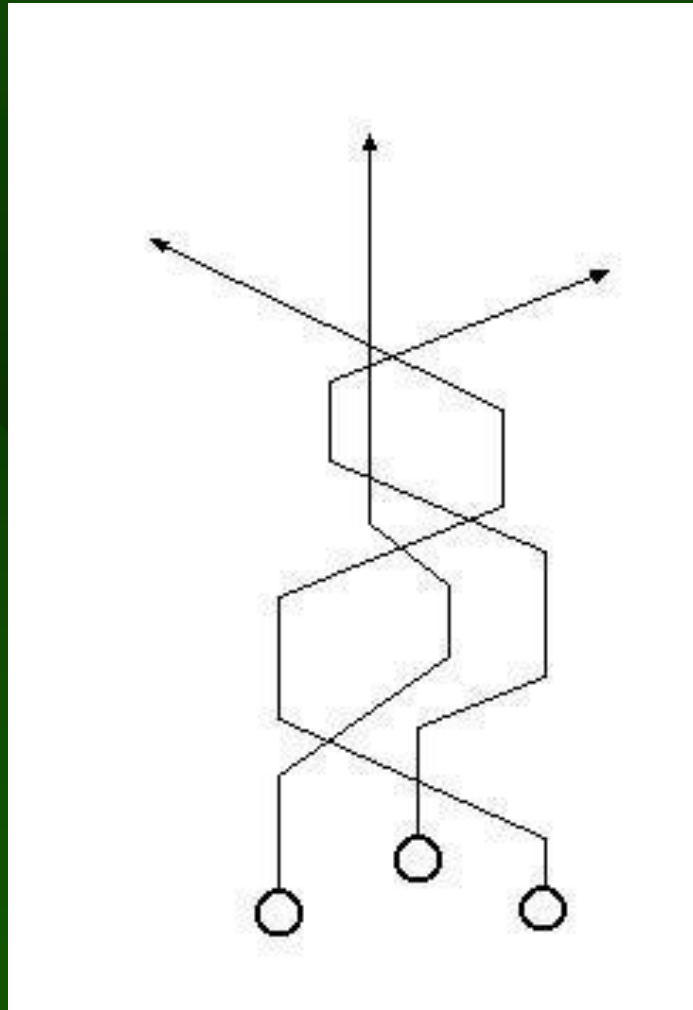
MARKHAM'S 18 BOOT



TITAN IIIC



THANKS FOR YOUR TIME



Bunch Passing