



Montgomery County High School

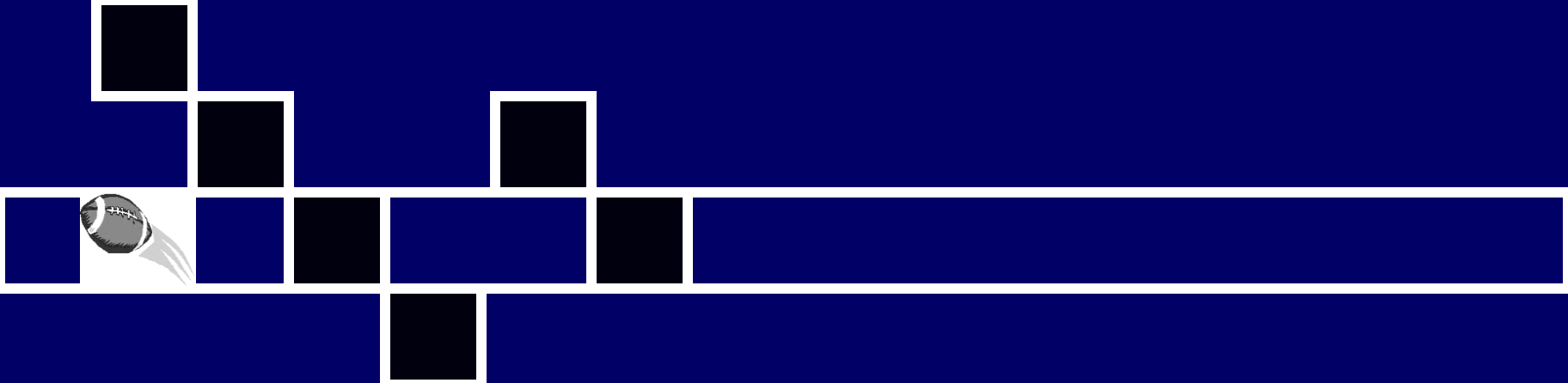
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Ben Blank
Head Coach

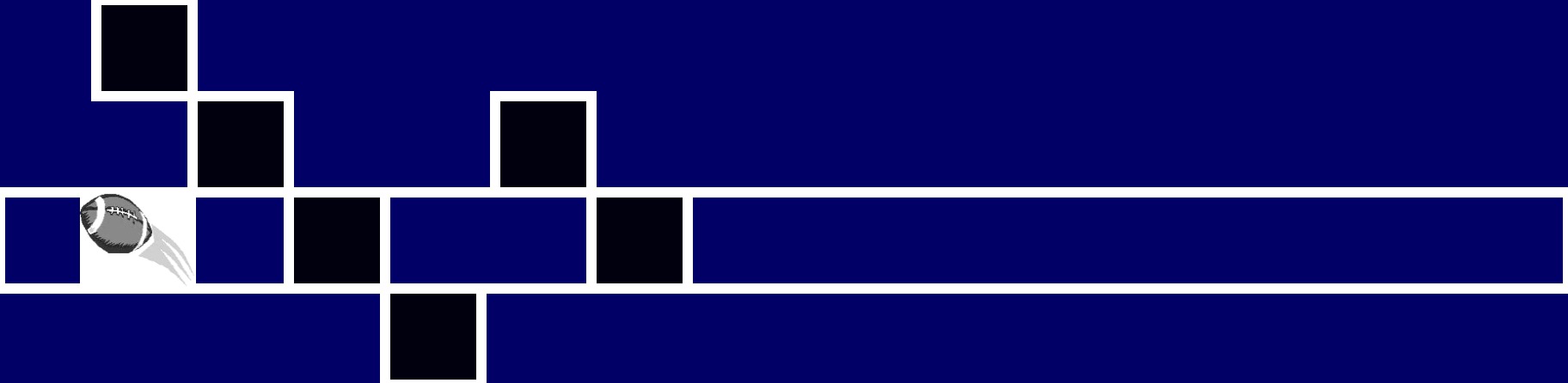


Shotgun No Huddle Spread Offense



Montgomery County High School





Six Best Routes of 2005



Montgomery County High School



Why We Use the Spread Offense

- Ability to recruit athletes out for the team
- Exciting football
- Fun to practice
- Easy for skilled guys to work on skills in the offseason
- Never out of a game
- Gives an identity and gives us something to believe in
- Allows us to put the ball in the hands of our best players
- Allows us to play smaller linemen

School Information

Class 2 School of 463 Students

45 Players in 9-12 program

Rural School District

Spread No Huddle Offense

Record Previous Four Seasons

2002 10-1

2003 9-2

2004 9-2

2005 12-2 (State Runner Up)

Season Stats

First Downs 216

Total Plays 815(58 avg.)

Rushing Yards 1609

Rushing TD 29

Passes Attempted 462

Passes Completed 292

Passing Yards 4,422

Touchdowns 52

Interceptions 6

Points 578 (41.3 avg.)

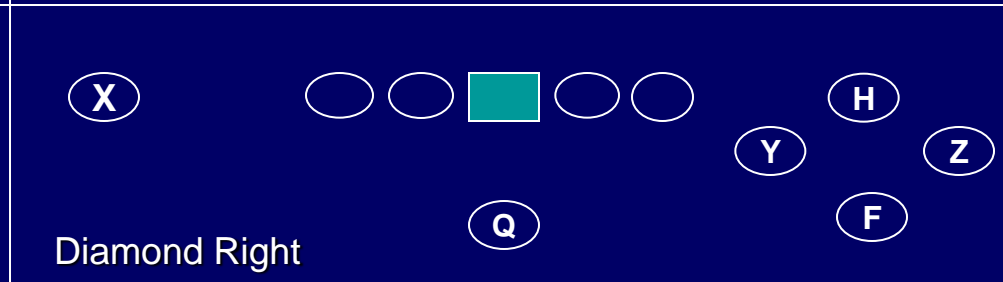
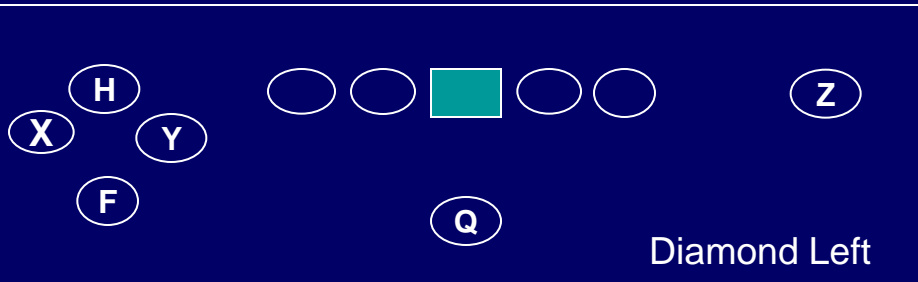
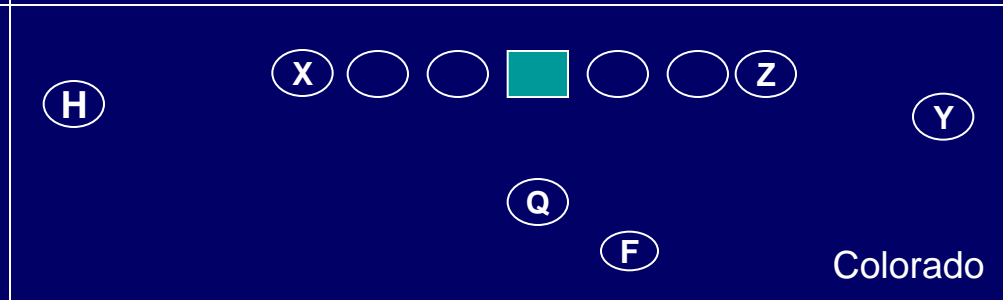
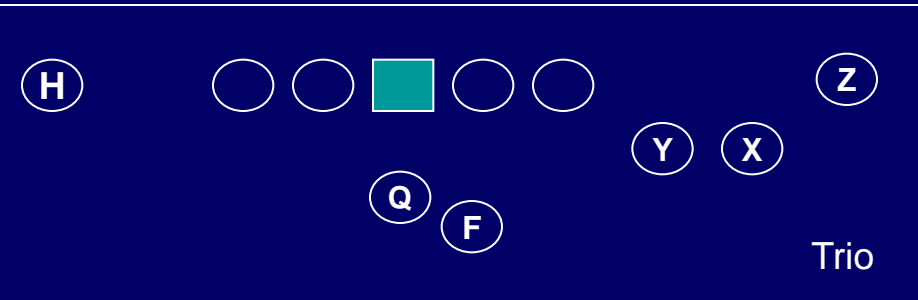
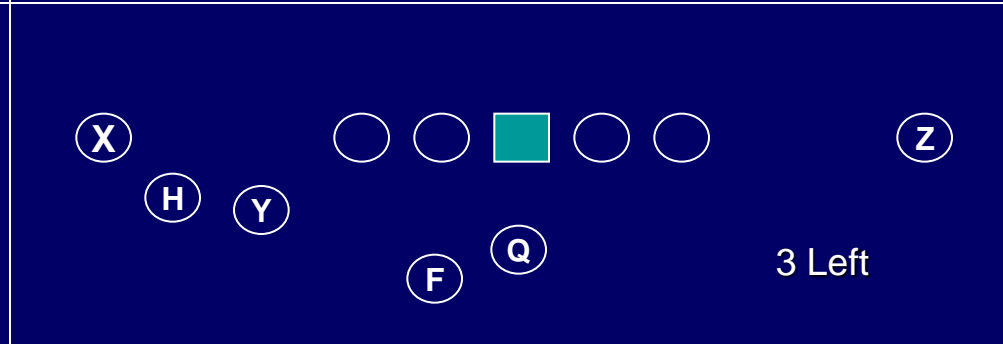
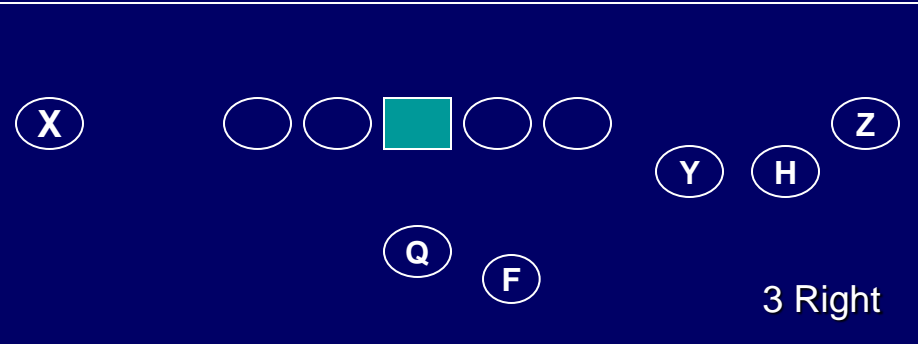
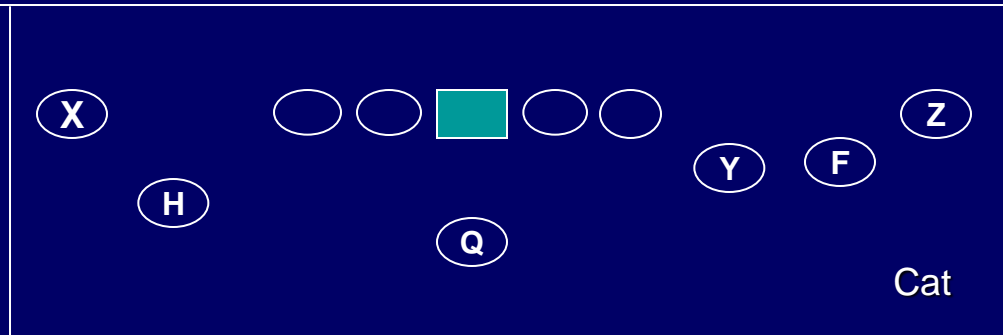
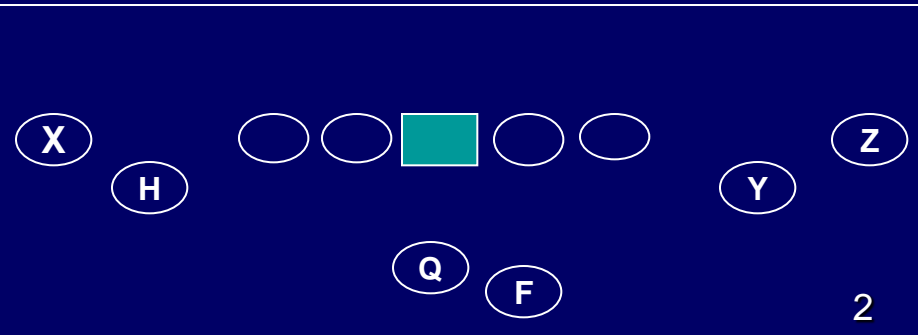
Personnel Notes

- Two point stances for linemen
- Best receivers play slots (H & Y)
- Stress footwork for offensive linemen
- Linemen have 3 foot splits between C-G, 3 ½ feet between G-T
- Repetition, Repetition, Repetition
- 2 Platoon System: offense and defense practices separately
- Between a great athlete and a smart athlete, use the smart athlete on offense

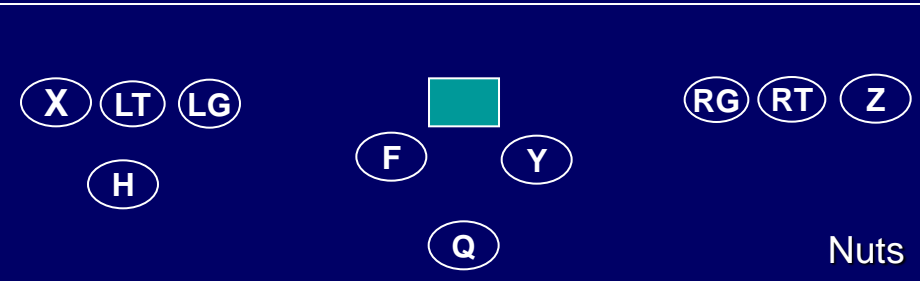
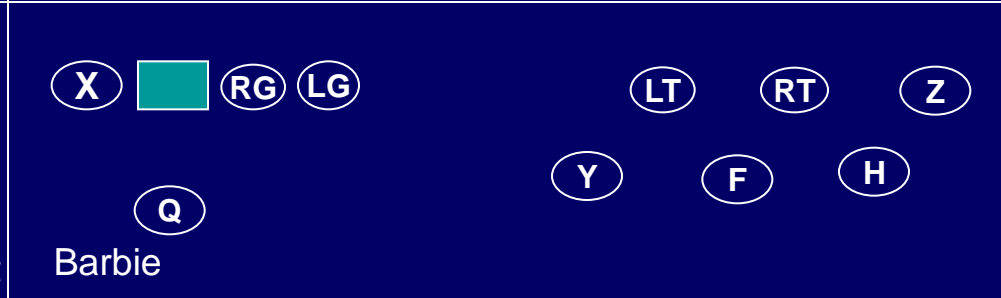
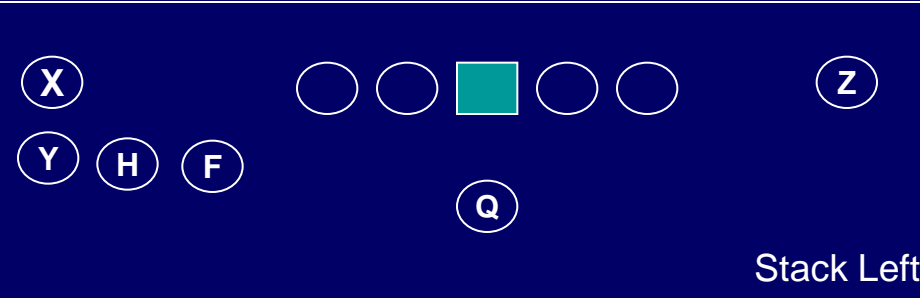
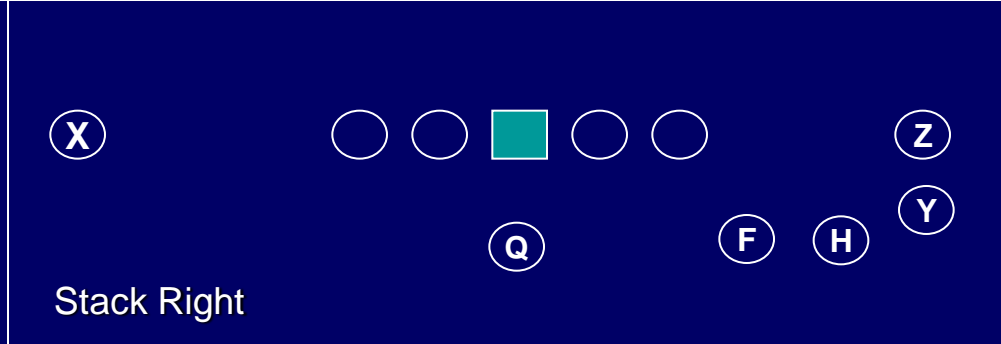
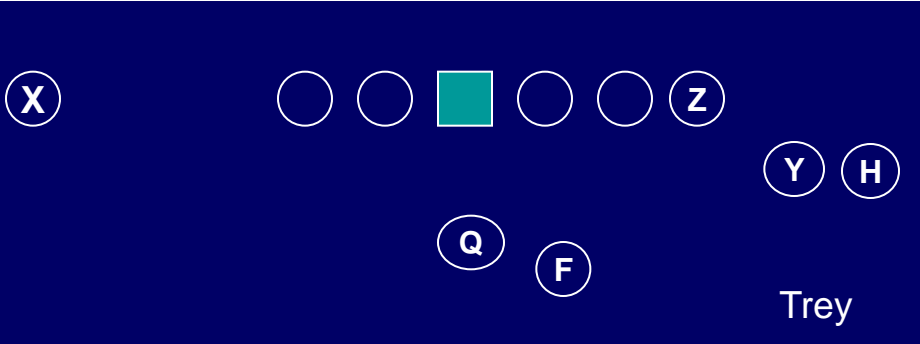
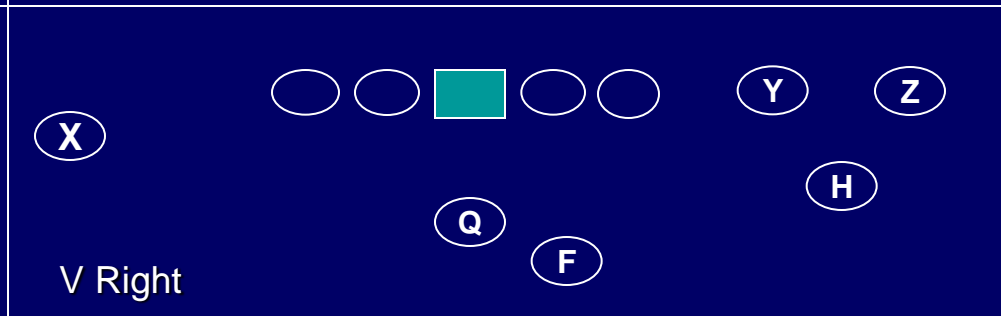
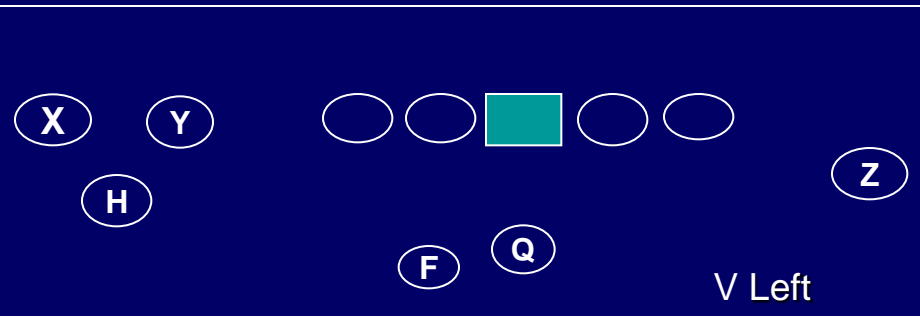
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FORMATIONS

Formations



Formations



Pass Protection

With a Back

- Man on Man Blocking
- Back Calls out LB he will read
- Uncovered Linemen reads the other LB
- Solid Call = Back stays in to block

No Back Protection

- Man on Man blocking
- Uncovered linemen dual reads linebackers
- Block most dangerous (Inside, Backside, Frontside)
- Make the unblocked man come from the farthest point
- Don't come off man blocking to block blitzter!!!!!!

Sprint Protection

- Center to play side tackle reaches play side gap
- BS guard and tackle hinge block
- RB seals outside, play side tackle reaches
- RB-Don't knock the tackle off the block.

Drive Route

CAT F Drive

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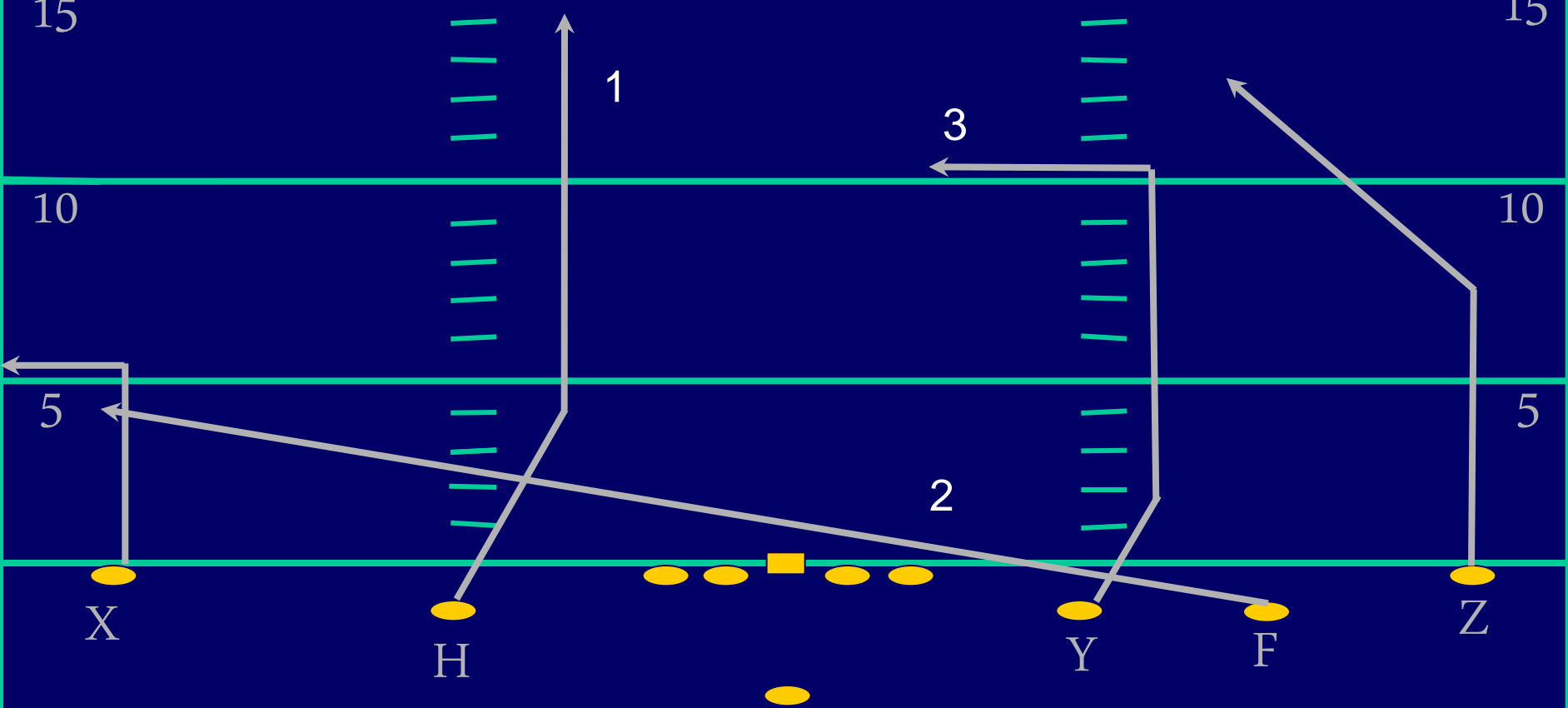
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Drive

- A good 1st and 10 call vs any coverage
- Bread and butter play of our offense
- Blitz beater to both sides
- Tagged receiver: stretch alignment runs drive route no deeper than four yards across the field
- 1st receiver inside tag: shrink alignment runs Dig 10-12 yards outside release to four yards to push 10 Dig it across
- 2nd receiver inside tag: pressure release run at first defender inside and then get vertical, make him honor you
- 3rd receiver inside tag: run five yard out
If there are four receivers inside tag, run Slant-Wheel
- Other Rules
 - One receiver outside tag: run Post
 - Two receivers outside tag: Post/Wheel

Read:

1. Pressure release
2. Drive
3. Dig

Key: Read first inside LB of the tag route.

Tags: Corner, Pivot, F Shoot

CAT X Drive

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Follow Route

Follow

- A good 1st and 10 call vs any coverage
- Blitz beater to both sides, good red zone call as well
- Tagged receiver: 10-12 yard Dig
- 1st receiver inside tag: runs under, if on the same side as F receiver must set the depth.....If not, run under the other receiver.
- 2nd receiver inside tag: runs under, same rule as 1st receiver
- 3rd receiver inside tag: run five yard out unless on the same side of F, then run curl
- F: always runs the shoot route unless tagged "Follow"

- Other Rules

- One receiver outside Tag: Run Post

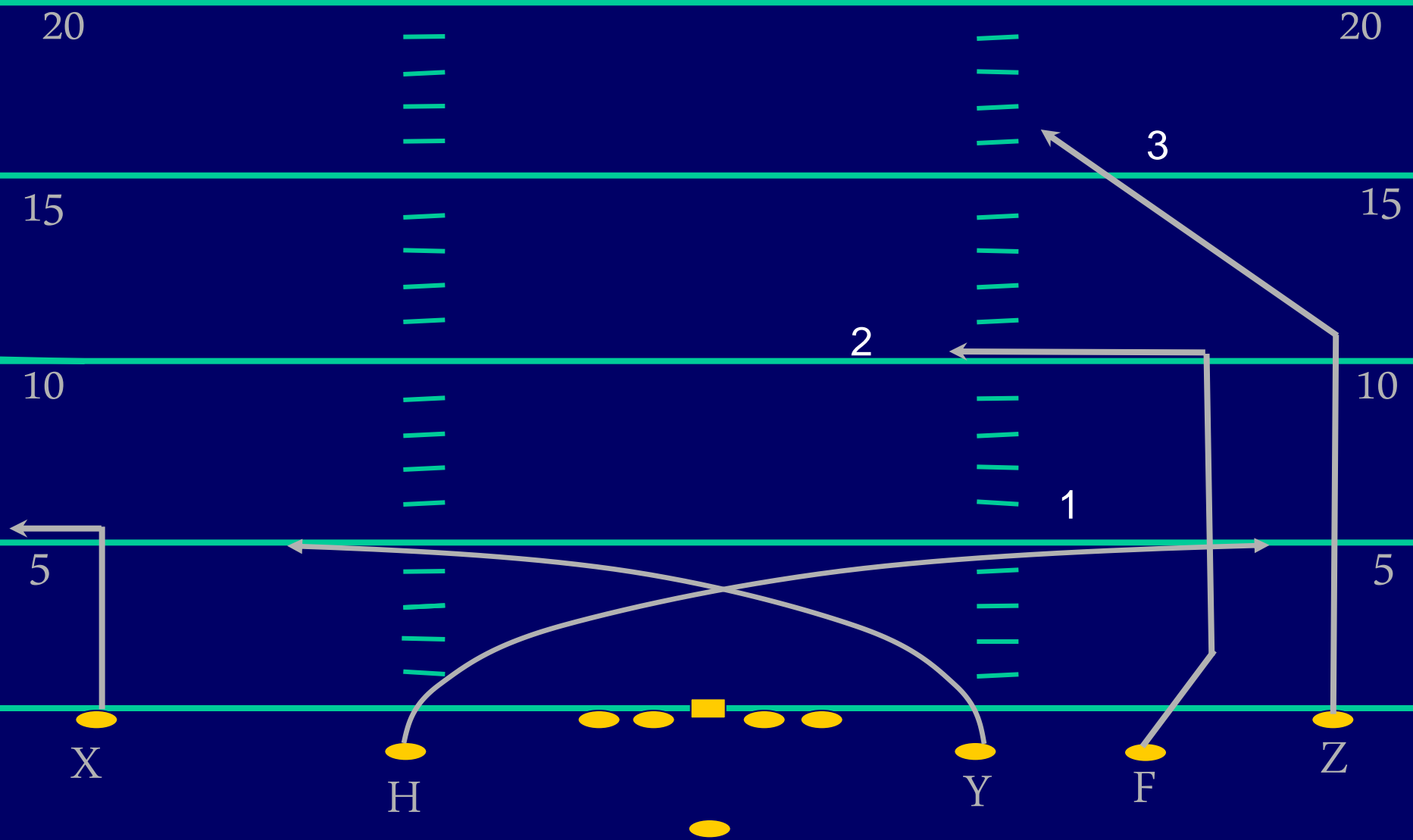
Read:

1. F
2. Under
3. Dig

Key: Flat Defender.

Tags: Pivot (for both receivers running unders)

CAT F Follow



CAT X Follow

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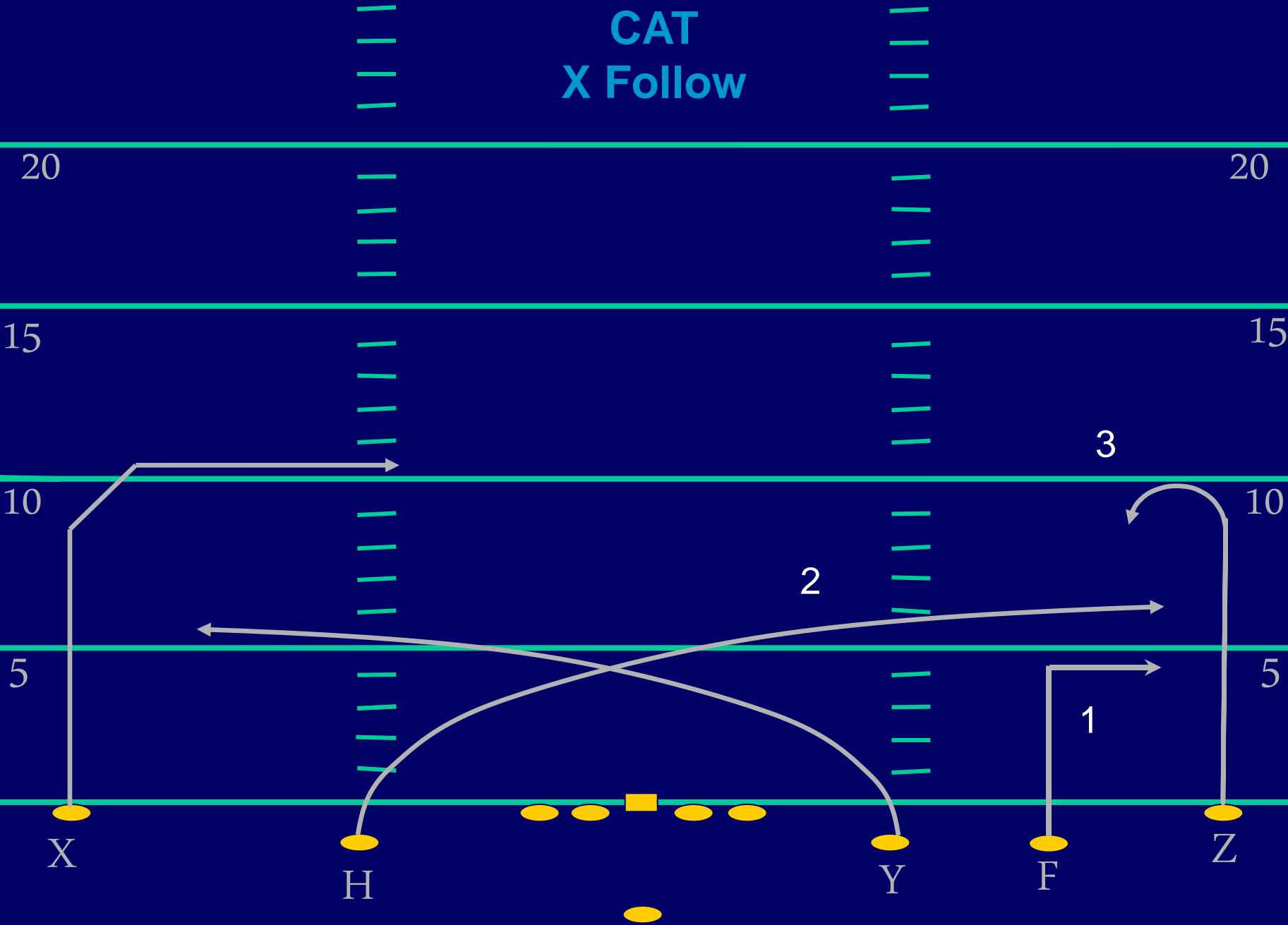
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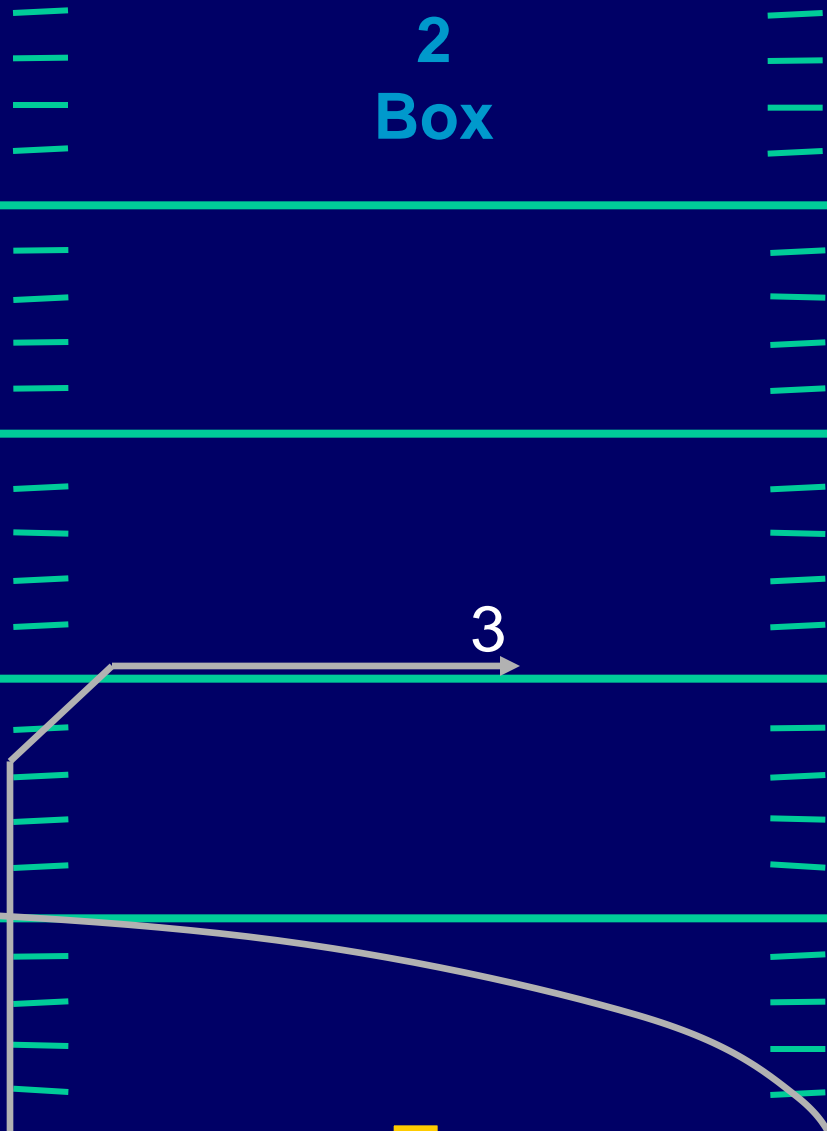
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Box Route

2 Box



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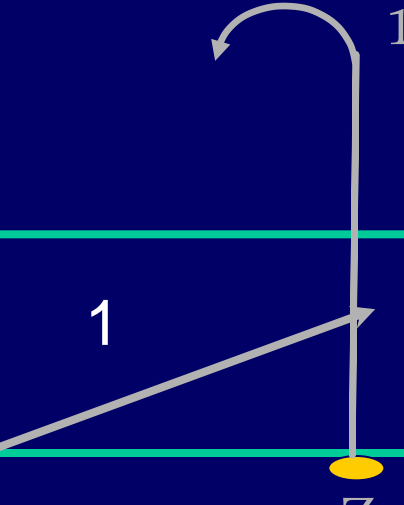
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Box

- **Man or Zone beater. Good to run against teams that like to bring inside pressure**
- **F always runs shoot**
- **Tagged receiver: 10-12 yard Dig**
- **Outside receiver from F always runs a Post.**
- **Outside receiver to F runs a Curl**
- **Inside receiver to F always runs an Under**
- **Inside receiver away from F runs a Dig**
- **Other Rules**
 - **One receiver outside tag: run Post**
 - **Can't run Trips away from F**

Read:

1. **Shoot**
2. **Under**
3. **Dig**

Smash Route

Smash

- Good vs anything.....like to sprint to this route.
- Mirrored route
- Outside receivers run a six yard hitch
- Inside receivers push to ten and read corner
 - 1. if no defender on the corner route, run it
 - 2. if defender jumps to the corner or corner is covered, sit down
- QB reads the route the same as the inside receiver
- If we run smash to a three receiver side then #3 runs a post
- Inside receiver away from F runs a Dig

Read:

1. Hitch
2. Corner
3. Post

Cat Smash



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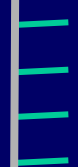
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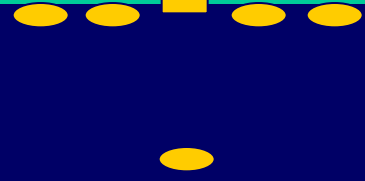
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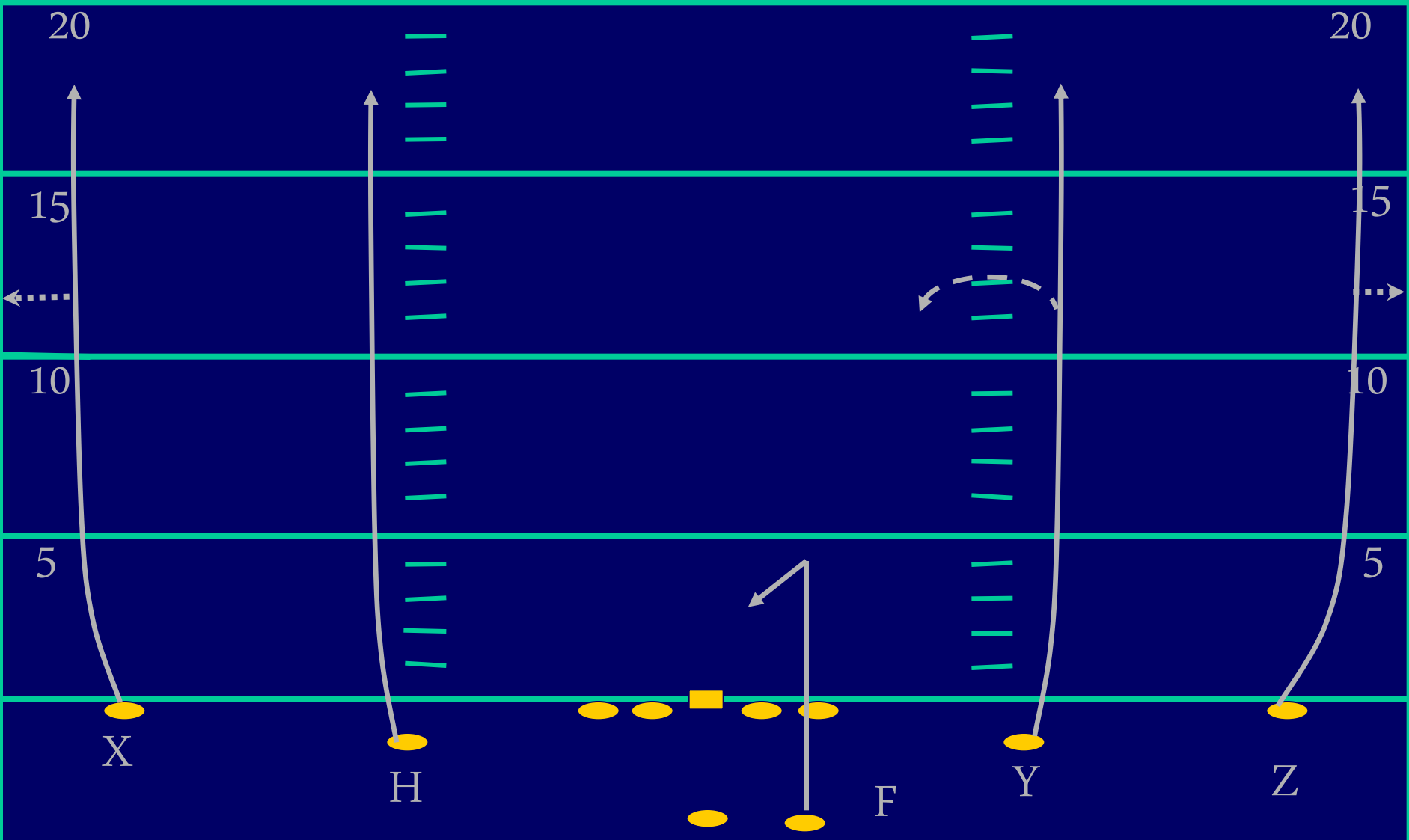
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Fade

2 Fade

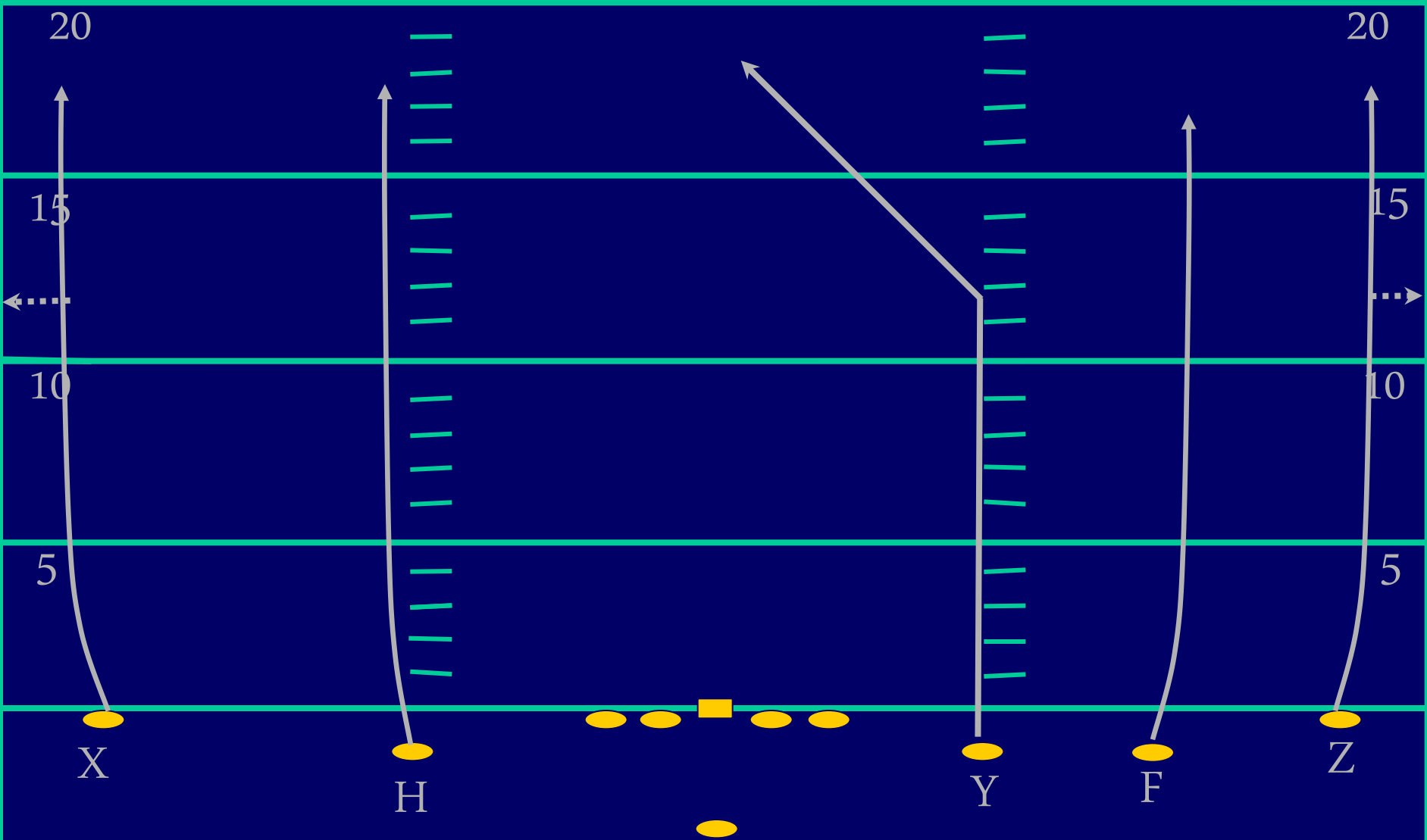


Fade

- **Mirrored Route**
- **Have to throw this route**
- **All our quick game is based on the threat of going deep**
- **Tagged Outside Receiver: push vertical**
 - if MOFC, run a 12 yard out
 - if MOFO keep running vertical splitting the numbers and sideline
- **Inside Receiver of tag: get vertical a yard outside the hash**
 - if MOFC, expect ball 15-18 yards

Inside Receiver on side of F: get vertical a yard outside the hash
-if MOFC, bend at 12-15 yards
- **If we run out of trips, #3 must get up the opposite hash**
- **F runs a Sit route 4-5 yards from the LOS unless tagged**
- **Tags for F: 5, Shoot**
- **If tagged 5, F runs a Post**

Cat 5 Fade



Flood

3 Right Solid Flood Right

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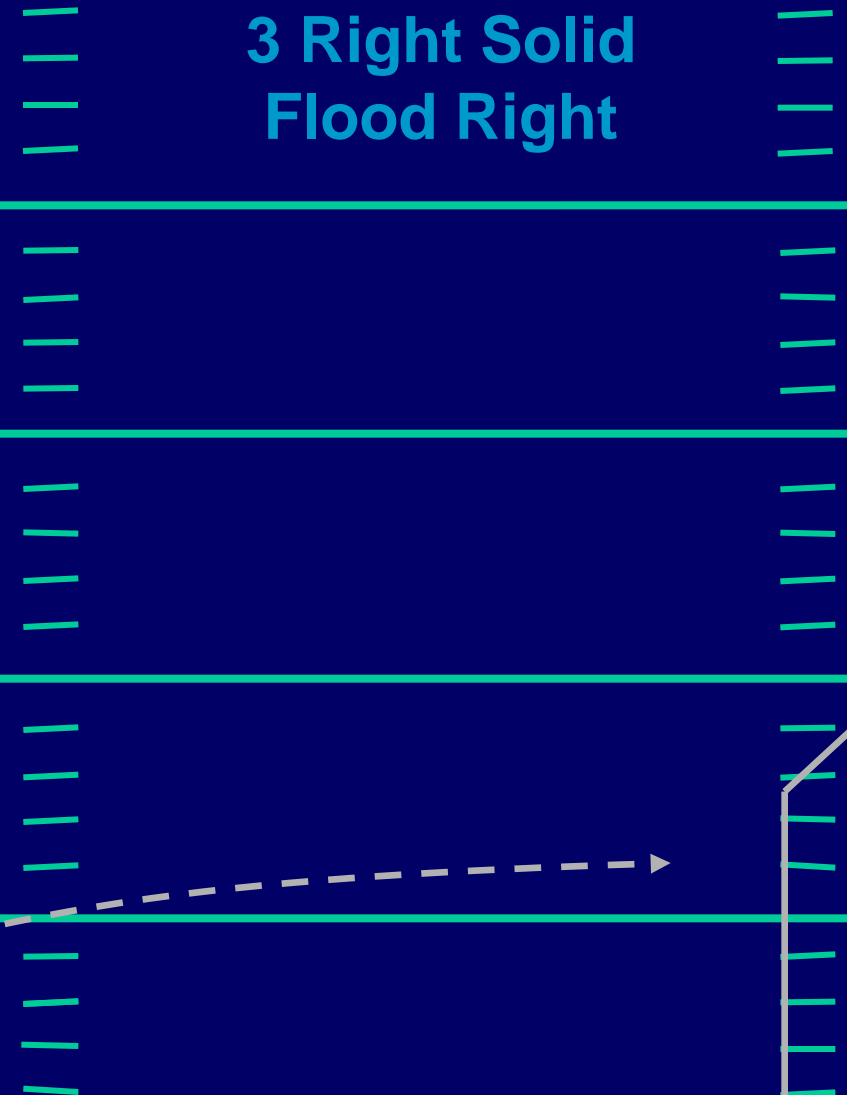
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Flood

- **Go to Route, good anytime**
- **Sprinted to this route**
- **3 Receiver Side Rules:**
 - **#1 Receiver**
 - **-outside release and get vertical**
 - **#2 Receiver**
 - **-Shoot route**
 - **#3 Receiver**
 - **-push ten yards and bend route to the sideline**
- **Backside Receiver**
 - **-sprint out rules**
- **2 Receiver Side Rules:**
 - **#1 Receiver**
 - **-outside release and get vertical**
 - **#2 Receiver**
 - **-push ten yards and bend route to the sideline**

Tags: F shoot when run to the two receiver side.

Trick Plays

Bubble

Barbie Y Bubble

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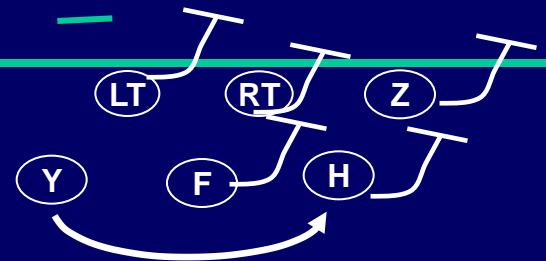
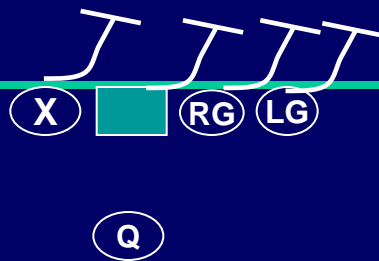
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Barbie X Throwback Bubble

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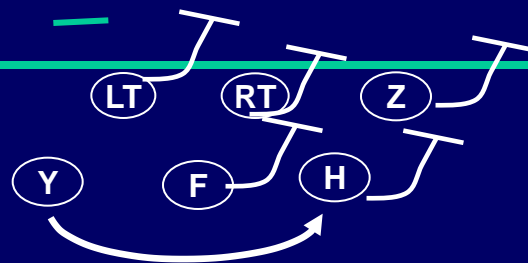
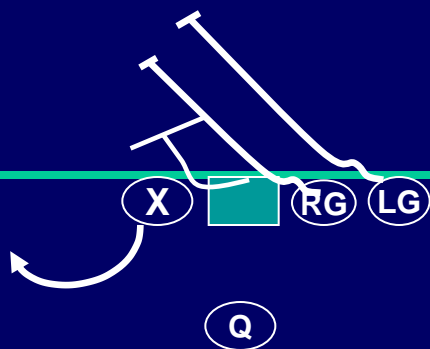
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Slip Screen

Barbie H Slip Screen

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