MULTIPLE SPREAD OFFENSE – SECTION 1
2016

O Structure – Communication - Alignment

The Multiple Spread Offense focuses on being FLEXIBLE and FUN
#1 – Flexible in design and implementation while being FUN in everything for everyone
#2 – Simple and Sound in design + teaching-learning (Stacking System)
#3 – Quality versus Quantity + Consistent Blitz Beating Concepts built into the offense
#4 – People Oriented - multiple only in that the system can accommodate the strengths of players from year to year / week to week / game to game (Always people over system)
#5 – Team Oriented (Strength in #’s versus Individuals) + balanced run-pass offense
FUN – no huddle / super-sonic tempo / packaged plays / balanced = SCORE points

*This was modeled-researched-designed from some GREAT coaches – assistants - players
HC Jim Scott @ Aurora University (1st Chicago-land D3 team to make NCAA play-offs)
HC Vince McMahon @ Illinois Valley Community College (JCAA Football Hall of Fame)
HC Bob Naslund @ Luther College (Luther College Hall of Fame)
HC Dick Wuest @ Decorah, IA High (4x State Champ / Luther College Hall of Fame)
OC Mike Eayrs @ Luther College / QC Minnesota Vikings and Green Bay Packers
DC Dan Marlow @ Luther College / Oregon State / NIU (Luther College Hall of Fame)
HC Gary Hartje @ Milledgeville, IL High (Illinois High School Football Hall of Fame)
Frosh-Soph HC Rich Malson @ Milledgeville, IL High and Strength-Conditioning Coach
DC Gary Schott @ Milledgeville, IL High and HC Basketball
HC LaVern Pottinger @ Belvidere, IL High (2x State Champ – No-huddle Option Offense)

Offensive Structure (Multiple Spread)

Offensive Positions
Numbering System and Run-Pass Concepts
Offensive Communication

Triangle Offensive Principles (Triple AAA)

Simple
Sound
Slow to Fast

Offensive Alignment (Multiple)

Regular Sets
Spread Sets
Pro Sets
Flex Sets
Zero Sets
OFFENSIVE STRUCTURE AND ALIGNMENT

1. **TRIANGLE PRINCIPLES** - Numbers / Angels / Field – PACKAGED PLAYS
2. **NO HUDDLE** - take what defense gives offense + everyone contributes - BALANCE

### OFFENSIVE POSITIONS

<table>
<thead>
<tr>
<th>B</th>
<th>Y</th>
<th>Q</th>
<th>A</th>
<th>Z</th>
<th>X</th>
</tr>
</thead>
<tbody>
<tr>
<td>LT=Left Tackle</td>
<td>LG=Left Guard</td>
<td>C = Center</td>
<td>RG=Right Guard</td>
<td>RT=Right Tackle</td>
<td></td>
</tr>
<tr>
<td>Physical blocker</td>
<td>Athletic puller</td>
<td>Best All-Around</td>
<td>Athletic puller</td>
<td>Physical blocker</td>
<td></td>
</tr>
</tbody>
</table>

- **Y** = Tight End
- **F** = Flex End
- **H** = Hybrid
- **B** = 2 back
- **Q** = Qback
- **A** = 1 back
- **Z** = Slot Rec
- **S** = Split End
- **X** = Split End
- **Q** = Qback
- **A** = 1 back
- **Z** = Slot Rec

**Call:** Ace Right (left)
Spread 2x2 *Auto gun
**Signal:** pointer finger up (one)

### NUMBERING SYSTEM - Run Point Of Attack + Blocking Concepts

<table>
<thead>
<tr>
<th>Stretch</th>
<th>Sweep</th>
<th>Power</th>
<th>Blast</th>
<th>Dive</th>
<th>Blast</th>
<th>Power</th>
<th>Sweep</th>
<th>Stretch</th>
</tr>
</thead>
<tbody>
<tr>
<td>9</td>
<td>7</td>
<td>5</td>
<td>3</td>
<td>1/2</td>
<td>4</td>
<td>6</td>
<td>8</td>
<td>0</td>
</tr>
</tbody>
</table>

- **Y** = Tight End
- **LT** = Left Tackle
- **LG** = Left Guard
- **C** = Center
- **RG** = Right Guard
- **RT** = Right Tackle
- **X** = Split End
- **S** = Split End

**Pass Point Of Attack + Pass Concepts**

### OFFENSIVE COMMUNICATION – “saying nothing means something”

*Qb claps quickly to alert sonic tempo + 1 big clap (visual cue) on 1st “Ready” of cadence “Ready…..(Pause + Guards & Y shift to 3pt)…..”Down-Ready-Set-Go”….”Ready-Set-Go”

1ST “GO” = (nothing) “DOWN” = “center-center” - pointers together
2nd “GO” = “tackle-tackle” - thumbs together “NANU” = silent Qb sneak - fingers tapping thumb
DTO = "end-end" knuckles together (Qb claps & OL-Y shift to 3pts on 2nd Ready = snap on 2nd GO)
***If NOT on 1st GO = QB uses snap cue 1st – then “Ready” with clap (pause) + cadence

**Directional Cues:**
- **Left** = “L” names (Lisa)
- **Right** = “R” names (Ray)
- **North** – drop back play action pass (half slide pro)
- **South** – screen (screen pró)
- **West** – waggle play action pass (sweep pro)
- **East** – draw play (pass or run)

**Bunch** – team bunches together 2 yards behind the ball (Loose Huddle) *hands bunched up

**Regular Tempo (look & see)** – Qb looks @ defense (Safeties / Edge / 3 tech) *pointer on eye

**Sonic Tempo** (fast) – 1 word to communicate everything (Packaged Plays & 2 min) *Nothing

**Gogo Tempo** (faster) – cues to **REPEAT** same set and play again *basketball traveling signal

**Nascar 1-2-3 Tempo** (fastest) – cues All (set and play 1-2-3) *pointers + thumbs in triangle

**Freeze Tempo** (double cadence) - “Freeze” & dummy + “Ready” + new play *hands over arms

**Motions:**
- **Fly** (fast) = @ “Down” go from spread to backfield *hand flapp’in up and down
- **Scat** (ghost) = @ “Down” go from backfield to spread *hand motioning outward

**Movements:**
- **China** = All back-recs align opposite in tri squeeze *fist shifting in front
TRIANGLE OFFENSIVE PRINCIPLES

#1 NUMBERS - Safeties and Mike tell all (Qb points @ before every play)
- **1 HIGH** = 8 man front  
- **2 HIGH** = 7 man front
- **MIKE** = Middle Backer in middle or if split then backer aligned toward play side

#2 ANGLES - Find Best Edge + 3 tech
- **BEST EDGE** = D-End alignment and Mr 0
- **3 TECH** = D-Tackle outside shade on O-Guard

#3 FIELD – Offensive #'s to field OR Put formation strength into the boundary
- **NUMBERS TO FIELD** = Put speed in space (speed wins over scheme)
- **NUMBERS TO BOUNDARY** = Determines if defense is formation or field conscious

SIMPLE - “Common Sense Football”

#1 RULE – Identify if Covered or Uncovered
Covered Defined = “Inside – Over – Outside” (shaded within your body frame)
OLineman Covered by DLineman (hand on ground generally)
Backs Covered by Backer (Mike is always play side middle backer)
Recs Covered by DB (Corner #1 or Safety #2 or Backer Mr 0 - intentions)

#2 RULE – Over Communicate
Make Defensive Recognition Calls (point @ key defenders)
Make Play Cue-Calls (Recs signal call or acknowledge call received)
*more important we know what we’re doing – than Defense thinking they know

#3 RULE – Triple A
ALIGNMENT - get aligned on ball ASAP - proper spacing – identify Defense
ASSIGNMENT - Listen to YOUR cue-call / make proper cue-call for Play
ACTION - team take off (TTO - get off the ball) aggressively and confidently

SOUND

CRITICAL – Qb sneak and critical game situations ALL the time – everyday
BEAT BLITZ - Prepare for the worst – learn to LOVE crazy (NO Time Outs)
STAY THE COURSE - stick to your core and use offensive principles (smart)
#1 - TEACH COMMUNICATION
#2 - TRIPLE AAA
#3 - QB SNEAK (1st play every day)

SOLID - SLOW TO FAST

Show BIG PICTURE – know what people next to you are doing (team)
Work FEET and EYES - teach steps / footwork and landmarks everyday
Practice FAST and FASTER - makes opponent look-feel slow – WE fast
OFFENSIVE ALIGNMENT

REGULAR SETS - 21 (2 backs + 1 Yrec away)

*note – stay in gun for “Super Sonic” word cue plays (packaged plays)
*Automatic Backfield shift (gun to under center for # cue plays)

1– start in Gun (toward)

2- Qb under = shift to I set

3– shift to alignment for play call

80 series = I set
40 series = I set
20 series = B ball carrier
10 series = A ball carrier

Alignment: (2 Back set Rule) X-Z-A align toward directional call and Y-B away from call
Oline & Yrec 18 inch splits (minimum) – OG’s & Y shift to 3 pt / OT stay in 2pt
XRec align bottom of #’s – Rec stance / inside foot back
ZRec aligns on or near hash - Rec stance / inside foot back
GUN = A & B align over Tackle - toes parallel with Qb @ 5 yds – 2 pt stance
Qb GUN @ 5 yds from ball – parallel stance with hands ready
Qb UNDER = A & B align between Tackle & Guard with toes @ 4 yds - 3 pt stance

*If # Plays = Qb under center – parallel stance

Right (left)

<table>
<thead>
<tr>
<th>Y</th>
<th>⬤</th>
<th>⬤</th>
<th>⬤</th>
<th>⬤</th>
<th>⬤</th>
<th>X</th>
</tr>
</thead>
<tbody>
<tr>
<td>B</td>
<td>Q</td>
<td>A</td>
<td>Z</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

*add - “FLOP” cues A and B switch alignment

Signal: hand vertical
*Flop = hand flopping over

*note - shifts are automatic with Regular

Right Wing (left)

<table>
<thead>
<tr>
<th>Y</th>
<th>⬤</th>
<th>⬤</th>
<th>⬤</th>
<th>⬤</th>
<th>⬤</th>
<th>Z</th>
</tr>
</thead>
<tbody>
<tr>
<td>B</td>
<td>Q</td>
<td>A</td>
<td>X</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

*add - “SQUEEZE” call cues ALL recs to compress IN

Signal: hand vertical + hand-arm winged inward
*squeeze = hands squeezing in

Tight Right (left) - HIP

<table>
<thead>
<tr>
<th>Y</th>
<th>⬤</th>
<th>⬤</th>
<th>⬤</th>
<th>⬤</th>
<th>⬤</th>
<th>E</th>
</tr>
</thead>
<tbody>
<tr>
<td>A</td>
<td>B</td>
<td>Q</td>
<td>Z</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

*add - “HIP” cues A @ Hback IN-Line with Bback

Signal: fist
*HIP = fingers bent inward

Personnel Group: Tiger (2-Y)
*signal = 1 fist vertical

Flex Right (left) - HOP

<table>
<thead>
<tr>
<th>F</th>
<th>⬤</th>
<th>⬤</th>
<th>⬤</th>
<th>⬤</th>
<th>⬤</th>
<th>X</th>
</tr>
</thead>
<tbody>
<tr>
<td>B</td>
<td>Q</td>
<td>A</td>
<td>Z</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

*add - “HOP” cues A @ Hback Opposite of Bback

Signal: hand vertical + pointer on bicep (flexed)
*HOP = fingers bent downward

Personnel Group: Eagle (2 Xrec)
*signal = both arms horizontal
SPREAD SETS – 11 (1back gun + 1 Yrec away)

Alignment: (Spread set Rule) X-Z-A align toward directional call and Y-B away from call
- Oline & Yrec 18 inch splits (minimum) – OG’s & Y shift to 3 pt / OT stay in 2pt
- BRec and XRec align bottom of #’s - Rec stance / inside foot back
- ZRec aligns on or near hash - Rec stance / inside foot back
- Aback align over Tackle / toes on toes of QB @ 5 yds from ball – 2 pt stance
- Qb gun @ 5 yds from ball – parallel stance with hands ready

### SPREAD 2X2

Ace Right (left)

*note - “UNO” cues A & B switch

<table>
<thead>
<tr>
<th>Y</th>
<th></th>
<th>B</th>
<th>Q</th>
<th>A</th>
<th>Z</th>
<th>X</th>
</tr>
</thead>
</table>

Signal: pointer finger up

uno = pointer finger down

*A and B switch (learn both)

Pistol = 1 hand on hip

*A aligns behind Qb versus off-set

**SHIFT:** Aback aligns in Pistol and then shifts to off-set side by play

### STACKED SPREAD 2X2

Stacked Ace Right (left)

*note – “Stacked” cues B and X to compress in

<table>
<thead>
<tr>
<th>Y</th>
<th></th>
<th>B</th>
<th>Q</th>
<th>A</th>
<th>Z</th>
<th>X</th>
</tr>
</thead>
</table>

**Note:** B back in 2pt stance (1x1 foot Wing)

Signal: pointer finger up + hands stacked

B near Y + X near Z (outside-in)

Bone = hands breaking

Z and B to flexbone = both stacked off Y and OT

(both in 2 pt back stance)

### SPREAD CLUSTER 3X1

Tri Right (left)

*note - “TREINTA” cues A & B switch

<table>
<thead>
<tr>
<th>Y</th>
<th></th>
<th>B</th>
<th>Q</th>
<th>A</th>
<th>Z</th>
<th>X</th>
</tr>
</thead>
</table>

**Note:** add – “WIDE” cues 3 Rec Cluster (Zrec) on top of #’s

**Note:** add – “Squeeze” cues B-X-Z all 1 yd from OT

Signal: thumb-pointer-pinky up

Treinta signal = tri upside-down

Wide signal = hand and arm motioning out

Flex signal = arm flexed

Personnel Group: Eagle (2 X’s)

(Signal = both arms horizontal)

### SPREAD DB FLANKER 2X2

Five Right (left)

*note - “Cinco” cues A & B switch

| Y |   | B | Q | A | E | X |

Signal: 5 fingers up

Cinco signal = 5 fingers upside-down

**Personnel Group:** Elephant

(2 Yrecs) = extra TE toward

Zrec out and Xrec off LOS

Personnel Groups

Jaguar = Spread personnel (Y-B away + A-Z-X toward) directional call

Rabbit = 2 Abacks (2nd Aback @ B)

Rhino = 2 Bbacks (2nd Bback @ A)

Eagle = 2 Xrecs (B out) – Xrec (L) OFF LOS

Tiger = 2 Yrcs (X out) – Regular and Pro Sets

Elephant = 2 Yrcs and (Z out) – Pro Sets
**PRO SETS**  - **21** *(2 back gun + 1 Yrec toward)*

**Alignment:** *(Pro set Rule)* Y-Z-B align toward directional call and X-A away from call

<table>
<thead>
<tr>
<th>Pro Right (left)</th>
<th>PRO 2 BACK</th>
<th>Traditional 2 Back Pro</th>
</tr>
</thead>
<tbody>
<tr>
<td><img src="image" alt="Diagram" /></td>
<td><img src="image" alt="Diagram" /></td>
<td><img src="image" alt="Diagram" /></td>
</tr>
</tbody>
</table>

*note* - “**DOS**” cues A & B switch

**PRO SETS**  - **11** *(1 back gun + 1 Yrec toward)*

<table>
<thead>
<tr>
<th>Trey Right (left)</th>
<th>PRO BUNCH 3X1</th>
<th>Bunch 3x1 *use 2pt stances</th>
</tr>
</thead>
<tbody>
<tr>
<td><img src="image" alt="Diagram" /></td>
<td><img src="image" alt="Diagram" /></td>
<td><img src="image" alt="Diagram" /></td>
</tr>
</tbody>
</table>

*note* - “**TRES**” cues A & B switch

*Y-Z-B use 2 point back stance (balanced)*

<table>
<thead>
<tr>
<th>Trey Wide Right (left)</th>
<th>PRO WIDE 3X1</th>
<th><img src="image" alt="Diagram" /></th>
</tr>
</thead>
<tbody>
<tr>
<td><img src="image" alt="Diagram" /></td>
<td><img src="image" alt="Diagram" /></td>
<td><img src="image" alt="Diagram" /></td>
</tr>
</tbody>
</table>

*note – “**WIDE**” cues B and Z wide in rec stances*

<table>
<thead>
<tr>
<th>Heavy Right (left)</th>
<th>PRO WING 3X1</th>
<th><img src="image" alt="Diagram" /></th>
</tr>
</thead>
<tbody>
<tr>
<td><img src="image" alt="Diagram" /></td>
<td><img src="image" alt="Diagram" /></td>
<td><img src="image" alt="Diagram" /></td>
</tr>
</tbody>
</table>

*note - “**Pesado**” cues A & B switch

*HULK (kick game) alignment*

**PRO SETS**  - **12** *(1 back gun + 2 Yrec toward)*

<table>
<thead>
<tr>
<th>Heavy 5 Right (left)</th>
<th>PRO DB-TIGHT WING 3X1</th>
<th>B align in 2pt tailback stance</th>
</tr>
</thead>
<tbody>
<tr>
<td><img src="image" alt="Diagram" /></td>
<td><img src="image" alt="Diagram" /></td>
<td><img src="image" alt="Diagram" /></td>
</tr>
</tbody>
</table>

*note - “**PESADO 5**” cues A & B switch

*DB-TIGHT HULK (kick game) alignment*

**Personnel Group:** Tiger

(2 Yrecs) = extra TE away

*Xrec out*
**FLEX SETS – 10** (1 back gun + Flex Frec away)

Alignment: *(Flex set Rule)* Spread rules with Yrec flexed 7yds

| **FLEX 2X2** | **Signal:** backhanded peace sign  
| *note* - “Veinte” = 20 cues A & B switch |
| F | X | A | B |
| Q | Z |

*note* – “WING” call cues Z to compress to flexbone  
*note* - *wing* uses 2pt parallel stance *(1x1yd wing)*

**Personnel Group:** Falcon  
(2 Xrecs) – signal is both arms out  
*Xrecs learn Yrec*

| **FLEX 3X1** | **Signal:** backhand of thumb-pointer and middle fingers upward  
| *note* – “TRECE” cues A & B switch |
| F | X | A | B |
| Q |

*add* - ”TIGHT” cues Yrec to align tight – 3pt stance

**Personnel Group:** Eagle *(2 X’s)*  
*signal = both arms horizontal*

**ZERO SETS - 00** (0 back gun + Flex Frec away + Scat motion)

Alignment: *(Empty set Rule)* Flex rules with A spread toward unless called away

| **FLEX EMPTY 3X2** | **Signal:** hand in zero up  
| *note* – “CERO” cues Doubles with A toward in Trips |
| F | X | A | B |
| Q |

*note* – “AWAY” cues Doubles with A away (Flex Trey)

| **FLEX EMPTY 3X2** | **Signal:** hand in zero up + hand-arm motioning across body  
| *note* – “AWAY” cues Doubles with A away (Flex Trey) |
| F | X | A | B |
| Q |

**Signal:** backhanded peace sign upside-down  
*note* – backhanded peace sign upside-down  
*A and B switch (learn both)*

**Signal:** hand in zero up + hand-arm motioning across body  
*away signal = zero + moving across body*

| **FLEX EMPTY MO 3X2** | **Signal:** *scat = pointer finger on nose + hand motioning*  
| *note* – “AWAY” cues Doubles with A away (Flex Trey) |
| F | X | A | B |
| Q |

*scat out = pointer finger on nose then motioning out  
*scat across = pointer finger on nose then motioning across*