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

Y ● ● ■ ● ● X **B** **Z** **Q** **A**	**Call:** Ace Right (left) Spread 2x2 *Auto gun* **Signal:** pointer finger up (one)

LT=Left Tackle *Physical blocker*	**LG**=Left Guard *Athletic puller*	**C** = Center *Best All-Around*	**RG**=Right Guard *Athletic puller*	**RT**=Right Tackle *Physical blocker*
Y = Tight End **F** = Flex End **H** = Hybrid	**B** = 2 back *Rec + Runner*	**Q** = Qback *Distributor* *Reader*	**A**= 1 back *Runner + Rec*	**Z** = Slot Rec **S** = Split End *Athletic Rec*	**X** = Split End **E** = Tight End *Wide Rec*

NUMBERING SYSTEM - Run Point Of Attack + Blocking Concepts

Stretch 9	Sweep 7	Power 5	Blast 3	Dive 1 2	Blast 4	Power 6	Sweep 8	Stretch 0
	(Y)	(LT)	(LG)	[C]	(RG)	(LT)	(X)	
9 **Smash**	7 **Stop**	5 **Flood**	3 **Out**	1 2 **Go**	4 **Out**	6 **Flood**	8 **Stop**	0 **Smash**

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)   **Signal –** hand saluting over eyes
South – screen (screen pro)   **Signal –** hand under chin
West – waggle play action pass (sweep pro)   **Signal –** hand on side of face
East – draw play (pass or run)   **Signal –** hand on back of head
*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*
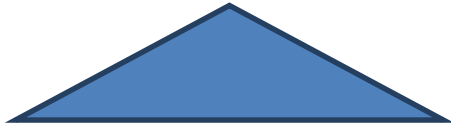**Movements:** **China = All backs-recs align opposite** in tri squeeze **fist shifting in front*

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)*
OLine Covered by DLine *(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)*
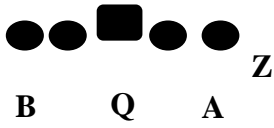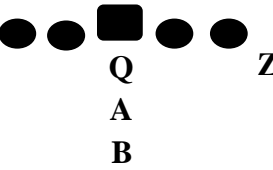**Work FEET and EYES** *- teach steps / footwork and landmarks everyday*
Practice FAST and FASTER *- makes opponent look-feel slow – WE fast*

OFFENSIVE ALIGNMENT
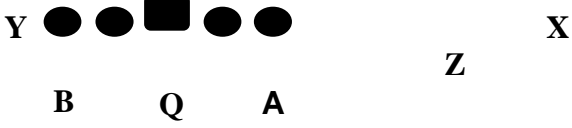
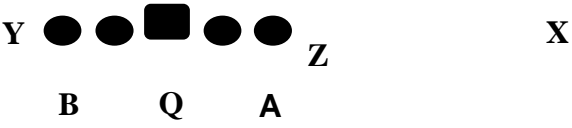## REGULAR SETS - 21 *(2 backs + 1 Yrec away)*

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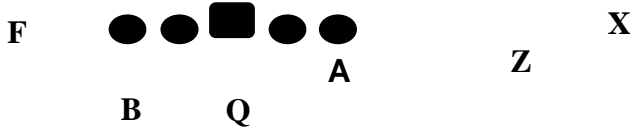***Automatic Backfield shift** (gun to under center for # cue plays)*

1– *start in Gun (toward)*	2- *Qb under = shift to I set*	3- *shift to alignment for play call*

● ● ■ ● ●   Z
 	
B   Q   A
 	
Super Sonic = Qb gun
	
	● ● ■ ● ● Z
	    Q
	    A
	    B
	#'s = Qb under center
		80 series = I set
		40 series = I set
		20 series = B ball carrier
		10 series = A ball carrier
		
		Backs shift with play call

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)
 	
Y ● ● ■ ● ●   X
             Z
    B   Q   A
***add - "FLOP"** cues A and B switch alignment*
	Signal: hand vertical
	**Flop = hand flopping over*
	
	note - **shifts are automatic with Regular*

Right Wing (left)
 	
Y ● ● ■ ● ●
            Z   X
    B   Q   A
add - "SQUEEZE"** call cues **ALL** recs to compress **IN
	Signal: hand vertical + hand-arm winged inward
	
	**squeeze = hands squeezing in*

Tight Right (left) - HIP
 	
Y ● ● ■ ● ● E
   A
   B   Q   Z
***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
 	
F   ● ● ■ ● ●   X
         A   Z
    B   Q
***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* Y ● ● ■ ● ● X B Z Q **Aback Shift* A **FLASH (kick game) spread set*	**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* Y ● ● ■ ● ● Z X B Q A **Bback 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* Y ● ● ■ ● ● X B Z Q A **add – "WIDE" cues 3 Rec Cluster (Zrec) on top of #'s* **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)** Y ● ● ■ ● ● E B Q A **note - "Cinco" cues A & B switch*	*X align off LOS (flanker)* **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 Yrecs (X out) – Regular and Pro Sets
Elephant = 2 Yrecs and (Z out) – Pro Sets

PRO SETS - 21 *(2 back gun + 1Yrec toward)*

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

PRO 2 BACK	Traditional 2 Back Pro
Pro Right (left) X ● ● ■ ● ● Y Z A Q B *note - "DOS" cues A & B switch*	**Signal:** peace sign (palm facing) (2 fingers for 2 back Pro) *Dos signal = peace sign upside-down (palm facing)* *A and B switch (learn both)*

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

PRO BUNCH 3X1	Bunch 3x1 *use 2pt stances
Trey Right (left) X ● ● ■ ● ● Y Z B A Q *note - "TRES" cues A & B switch* *Y-Z-B use 2 point back stance (balanced)*	**Signal:** Ok sign (3 fingers) up with palm facing *trey auto squeeze (1x1x1yd)* *Tres signal = trey upside-down with palm facing* *A and B switch (learn both)*

PRO WIDE 3X1	B and Z align wide in rec stance
Trey Wide Right (left) X ● ● ■ ● ● Y Z B A Q *note – "WIDE" cues B and Z wide in rec stances*	**Signal:** Ok sign (3 fingers) up + hand and arm motioning out *Tres wide signal = trey upside-down + arm+hand wide* *A and B switch (learn both)*

PRO WING 3X1	B align in 2pt tailback stance
Heavy Right (left) X ● ● ■ ● ● Y B Z A Q *note - "Pesado" cues A & B switch* *HULK (kick game) alignment*	**Signal:** fist (backhand) with pinky upward *Pesado signal = fist (backhand) with pinky – both upside-down* *A and B switch (learn both)*

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

PRO DB-TIGHT WING 3X1	B align in 2pt tailback stance
Heavy 5 Right (left) E ● ● ■ ● ● Y B Z A Q *note - "PESADO 5" cues A & B switch* *DB-TIGHT HULK (kick game) alignment*	**Signal:** 5 fingers (backhand) up *Pesado 5 signal = 5 fingers (backhand) upside-down* *A and B switch (learn both)* **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 **Doubles Right (left)** *note - "Veinte" = 20 cues A & B switch* F ● ● ■ ● ● X B Z Q A *note – "WING" call cues Z to compress to flexbone* *note - *wing uses 2pt parallel stance (1x1yd wing)*	**Signal:** backhanded peace sign *wing= hand winged inward* **Veinte signal =** *backhanded peace sign upside-down* *A and B switch (learn both)* **Personnel Group:** *Falcon (2 Xrecs) – signal is both arms out* *Xrecs learn Yrec*

FLEX 3X1
Trips Right (left)
note – "TRECE" cues A & B switch
 	
F   ● ● ■ ● ●   X
            B   Z
      Q   A
 	
add - "TIGHT" cues Yrec to align tight – 3pt stance
	Signal: backhand of thumb-pointer and middle fingers upward
	trece signal = trips upside-down
	
	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 **Zero Right (left)** *note – "CERO" cues Doubles with A toward in Trips* F ● ● ■ ● ● X B A Z Q	**Signal:** hand in zero up *cero signal = zero upside-down*
FLEX EMPTY 3X2 **Zero Right Away (left)** *note – "AWAY" cues Doubles with A away (Flex Trey)* F ● ● ■ ● ● X B A Z Q	**Signal:** hand in zero up + hand-arm motioning across body *away signal = zero + moving across body*
FLEX EMPTY MO 3X2 **Doubles Right Scat (left)** F ● ● ■ ● ● X B Scat Z Scat Across ←- - - Q - - - A - - - -→ Out *Back leaves on "Down" after "Ready" + 1 sec pause*	**Signal:** *scat = pointer finger on nose + hand motioning *scat out = pointer finger on nose then motioning out* *scat across = pointer finger on nose then motioning across*