

# GRAND JUNCTION HIGH SCHOOL



**ROBBIE OWENS-**  
**HEAD FOOTBALL COACH**  
**OFFENSIVE COORDINATOR**

# PHILOSOPHY

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## ☐ DEFENSIVE BACKGROUND

- QB RUN GAME
- <sub>3</sub> X <sub>1</sub> FORMATIONS
- SHIFT/MOTION

## ☐ FLORIDA

## ☐ GROWING PAINS OF SPREAD

## ☐ BLOCKING SCHEMES CHANGES

## ☐ NO HUDDLE



# OFFENSIVE STATS

## 2011 Season Record 11-1

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- RANKED IN THE TOP 10 IN BOTH THE DENVER POST AND COLORADO PREPS POLLS.
- 1ST SWL TEAM TO WIN & HOST 5A PLAYOFF GAME.
- FINISHED #1 IN 5A- TOTAL OFFENSE AVG 482.7 YARDS/GAME- LED COLORADO 5A TWO CONSECUTIVE YEARS.
- # 1 IN RUSHING AVERAGING 380.3 YARDS/GAME
- #1 IN SCORING AVERAGING 42.2 POINTS/GAME
- RB- 2000 YARD RUSHER
- QB- 1000 (RUSHING)/1000 (PASSING)
- RECORD OF 21-3 THE LAST TWO SEASONS

# WHY THE PISTOL?

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- ❑ **ALLOWS US TO ELIMINATE SOME TENDENCIES WITH OUR READ RUN GAME**
- ❑ **WE CAN RUN NO HUDDLE WITH OUR ENTIRE PACKAGE!**
- ❑ **WE CAN FLIP PLAYS WITHOUT FLIPPING OUR RUNNING BACK**
- ❑ **WE ARE MULTIPLE- WE USE VARIOUS FORMATIONS /BACKFIELD ACTIONS/MOTIONS/ PERSONAL GROUPS IN ALL ASPECTS OF THE OFFENSE.**
- ❑ **WE FORCE THE DEFENSE TO PLAY OPTION RESPONSIBILITY, RESPECT THE POWER GAME, AND DEFEND THE PASS ON ANY GIVEN PLAY.**
- ❑ **ALLOWS US TO RUN OUR BASE TWO BACK OFFENSE FROM THE GUN**

# OUR IDENTITY

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- ☐ MULTIPLE FORMATION
- ☐ MULTIPLE PERSONNEL GROUPS
- ☐ CONFLICT ASSIGNMENT RUN GAME
- ☐ VERTICAL PASSING
- ☐ UP TEMPO NO HUDDLE



# PISTOL – WHAT IS IT?

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- ❑ SHORTER “SHOT GUN”
- ❑ QB HEALS AT 4 YARDS
- ❑ RB BEHIND QB- 7 YARDS
- ❑ OFFSET FB OR ‘H’BACK

# OFFENSIVE PHILOSOPHY

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- ☐ **MULTIPLE FORMATIONS/PERSONNEL GROUPS**
  - 40 DIFFERENT FORMATIONS
  - MULTIPLE MOTIONS AND SHIFTS
- ☐ **VERTICAL PASSING ATTACK**
- ☐ **SPRINT OUT PASSING ATTACK/SCREEN GAME**
- ☐ **EVERY PLAY WORKS OFF A DBL TEAM CONCEPT**
  - **VEER/ZONE CONCEPT**
  - **POWER RUN GAME**
    - ✓ ISO VARIATIONS- GUARD/TACKLE/FB
    - ✓ POWER O
    - ✓ SPEED OPTION
    - ✓ OUTSIDE ZONE
    - ✓ QB RUN GAME
    - ✓ TRAP (GUARD,TACKLE)
    - ✓ MIDLINE CONCEPT

# OUR PISTOL BASE SET





# PISTOL BASE SET (WIDE ANGLE)



# TWO BACK SET



# NO HUDDLE OFFENSE

## 3 Questions to ask yourself-

1. What's my Base Philosophy Going to be?

- ☐ Run
- ☐ Screen
- ☐ Pass (Quick Game, Intermediate, Deep)
- ☐ Personnel, Formations, Motions

2. What is truly the SPEED I want to go?

- ☐ No Huddle—use all 40 seconds
- ☐ Look (Checks)
- ☐ Fast (Hurry Up)

3. What is my communication method?

- ☐ Signals, Signs
- ☐ Words, Numbers
- ☐ Live Colors, Dead Colors



# WHY NO HUDDLE SYSTEM

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- ☐ Simplifies defensive fronts and adjustments
- ☐ Limits defensive substitutions
- ☐ Dictates the pace of game- Tempo new Offensive Trend seen in Football
- ☐ Defense reacting to us, rather than vice-versa
- ☐ Limits defensive recognition
- ☐ Increases your practice reps
- ☐ Improves Two Minute Offense Situations
- ☐ Limits the wear on offensive linemen
- ☐ Increase the number of offensive plays
- ☐ Eliminates need to condition at practice

# WE WANT...

- ...TO PLAY FAST
- ...TO PLAY PHYSICAL
- ...TO FINISH
- NO HUDDLE OFFENSE-
  - D.W.W.D.- DO WHAT WE DO
  - “WE SET THE PACE, WE WIN THE RACE!!!!”
- WIN THE PLAY- BE A 6 SECOND PLAYER



# PRACTICE/GAME TEMPO



- Averaged 60 plays per game
- Practice- 60-75 plays on Tuesday/Wednesday Practice
- Practice Offense/Defense/Special Teams Everyday
- Game- 69 plays most ran in a game
- 7 games over 60 plays per game
- Starters only played 32 of 48 quarters on the year
- Most of our stats came from 1<sup>st</sup> half

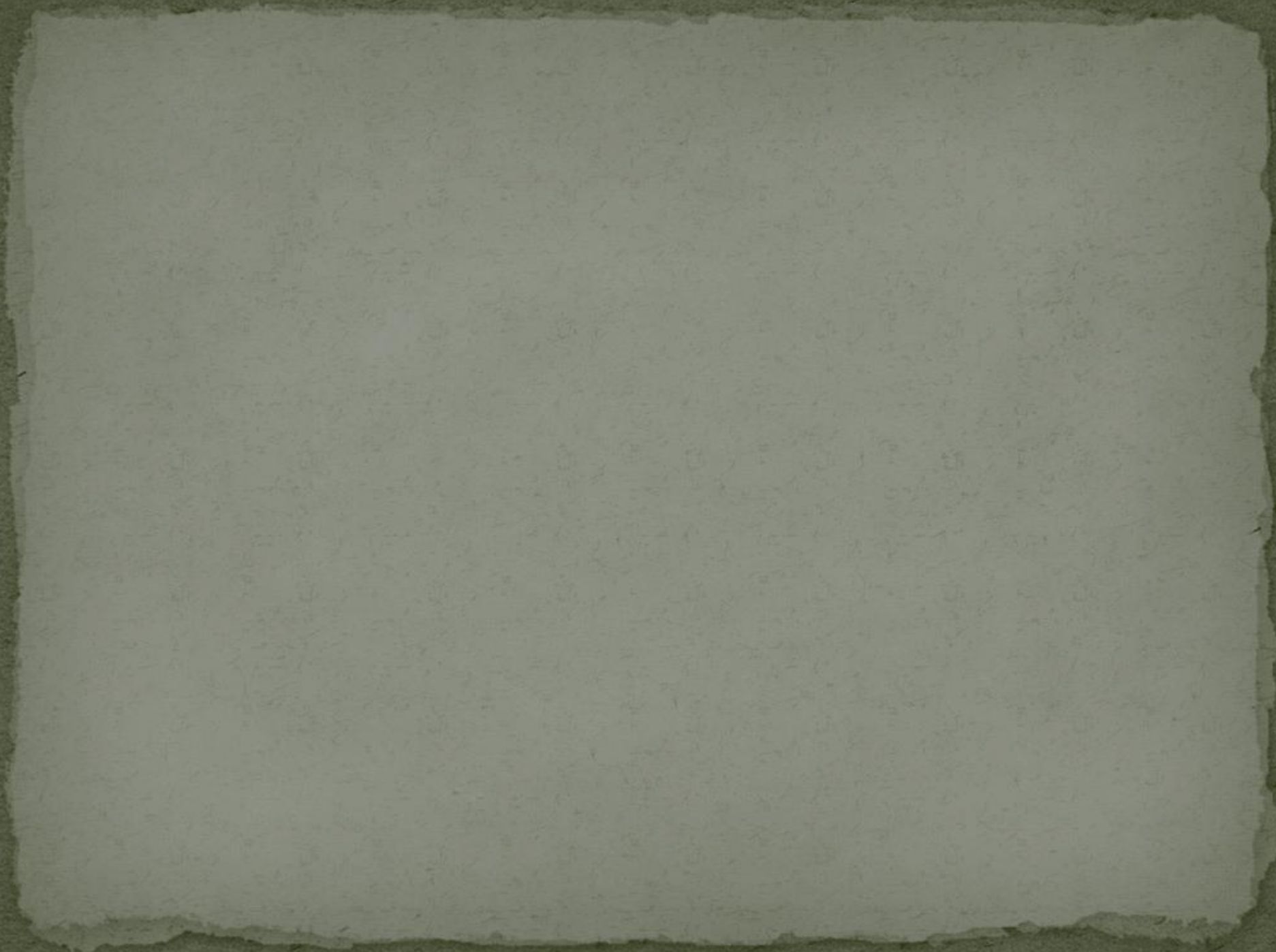


# NO HUDDLE TEMPOS

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- ☐ REGULAR- SLOWER PACE. USE ENTIRE PLAY CLOCK. FORMATION SIGNED IN AND OFFENSE SETS. PLAY THEN SIGNED IN AFTER COACHES SEE DEFENSIVE REACTION TO FORMATION.
- ☐ ATTACK- QUICKER PACE- USES 15-20 SECONDS PER PLAY. FORMATION AND PLAY SIGNED IN TOGETHER.
- ☐ HURRY UP- FAST PACE. SNAP THE BALL AS SOON AS POSSIBLE.
- ☐ LIGHTNING- 3 PLAY MEMORIZED SEQUENCE. GREAT IN RED ZONE OR AFTER A BIG PLAY.
- ☐ LOOK/PEEK- FAST PACE. NO SNAP. ADJUST TO DEFENSE.

- REGIS FREEZE TEMPO





# COMMUNICATION

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☐ What is my communication method?

- Signals, Signs
- Words, Numbers
- Live Colors, Dead Colors
- Wrist Band

# PLAY CALL- NUMBERS

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- ☐ **PLAY: 3<sub>2</sub> GATOR**
- ☐ **USE A LIVE NUMBER TO INDICATE PLAY**
  - **5 IS THE LIVE NUMBER**
- ☐ **53<sub>2</sub>, 19<sub>2</sub> GATOR, 53<sub>2</sub>, 19<sub>2</sub> GATOR**
  - **#5 INDICATES THE PLAY**
  - **3<sub>2</sub> GATOR IS THE PLAY**
- ☐ **CHANGE INDICATORS, LIVE AND DUMMY CALLS EACH WEEK.**
- ☐ **WE HAVE USED ODD NUMBERS, EVEN NUMBERS, OR CHANGED THE LIVE NUMBER BY QUARTER!**

# PLAY CALL- WORDS

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☐ **PLAY: 32 GATOR**

☐ **USE INDICATOR WORD- NORTH**

☐ **NORTH GATOR BOSTON**

- **NORTH INDICATES PLAY**
- **BOSTON INDICATES DIRECTION**
- **32 GATOR IS THE PLAY**

☐ **Right or Left**

- **R / L Code Words – Rip/Liz, Roger/Louie, Razor/Laser...**
- **Directional Codes – Male/Female, Pro/Con, Up/Down...**
- **MLB Baseball City/Mascot – Boston/Red Sox, Detroit/Tigers, Cincinnati/Reds**



# PLAY CALL- WRISTBAND

- ☐ **PLAY: 32 GATOR**
- ☐ **USE INDICATOR NUMBER- 9 “MEANS” WRISTBAND**
- ☐ **919**
  - **32 GATOR IS THE PLAY**

WB1	RIGHT	WB1	LEFT
11	ZEBRA BOSTON	26	35 ZEBRA
12	ZEUS BOSTON	27	33 ZEUS
13	ZORRO BOSTON	28	33 ZORRO
14	ZOMBIE BOSTON	29	37 ZOMBIE
15	HUSKY BOSTON	30	33 HUSKY
16	RABBIT BOSTON	31	39 RABBIT
17	STORM BOSTON	32	37 STORM
18	FREEZE BOSTON	33	33 FREEZE
19	GATOR BOSTON	34	33 GATOR
20	PANDA BOSTON	35	35 PANDA
21	PANDA G BOSTON	36	31 PANDA
22	FALCON BOSTON	37	37 FALCON
23	BEAR BOSTON	38	33 BEAR
24	BADGER BOSTON	39	35 BADGER
25	SPEED BOSTON	40	19 SPEED

# PRACTICE ORGANIZATION

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- ❑ WE PRACTICE OFFENSE AND DEFENSE EVERYDAY
- ❑ WE WATCH FILM OF PREVIOUS DAY EVERYDAY

## ➤ MONDAY-

- GAME PLAN INSTALL
- 7 ON 7
- TEAM PREP

## ➤ TUESDAY-

- TACKLE TUESDAY
- TIGER BALL
- TOP RUNS/TOP PASS
- 3<sup>RD</sup> DOWN

## ➤ WEDNESDAY-

- TURNOVER WEDNESDAY
- HASH DRILL
- 3<sup>RD</sup> DOWN
- RZ/GL/2 POINT/BACKED UP
- 2 MINUTE

## ➤ THURSDAY-

- LUCKY 13
- MOCK GAME

# BLOCKING SCHEMES

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## ❑ VERY SIMPLE

- ADJUST WITH FORMATION AND MOTION

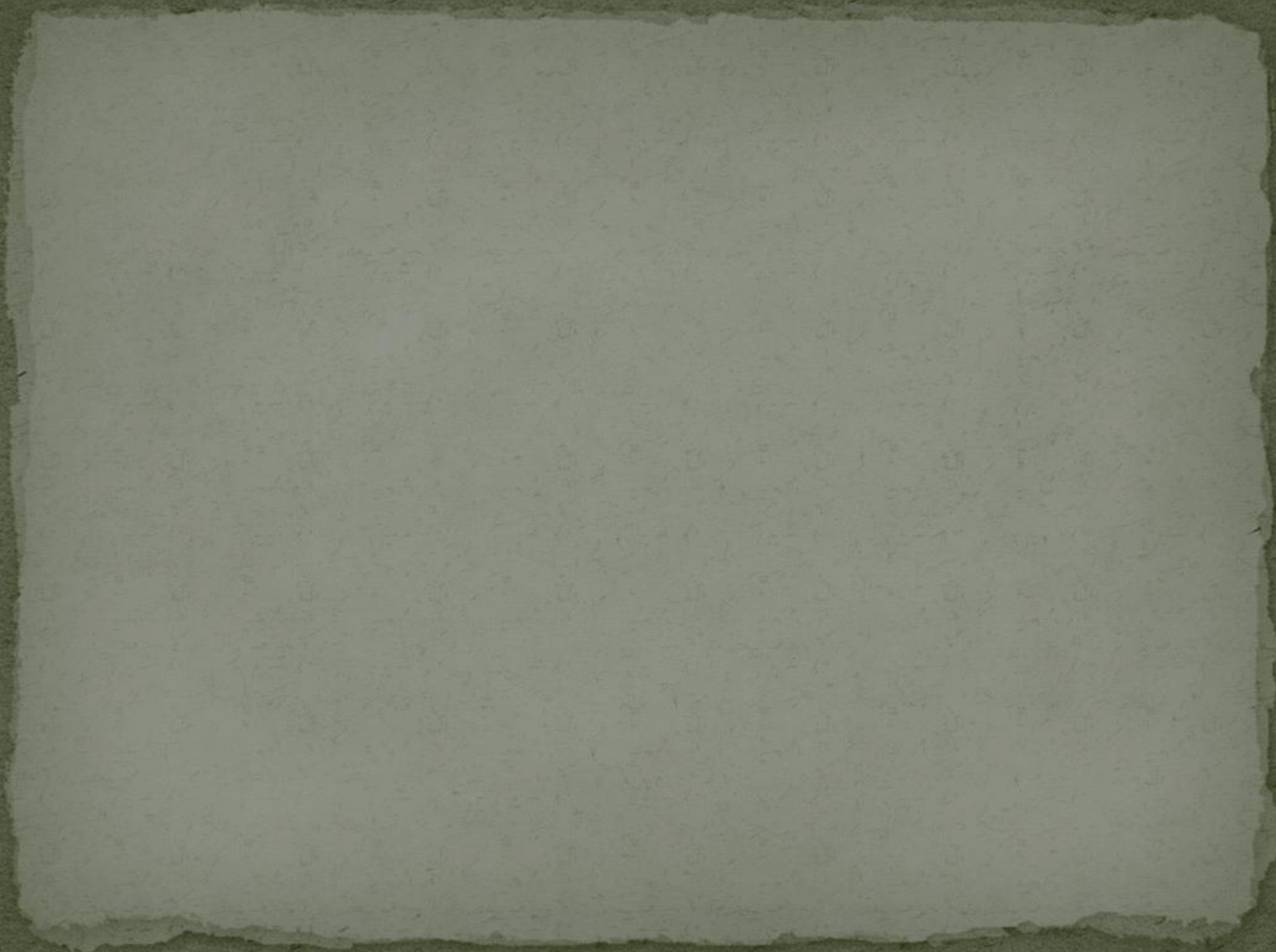
## ❑ EVERY PLAY WORKS OFF A DBL TEAM CONCEPT

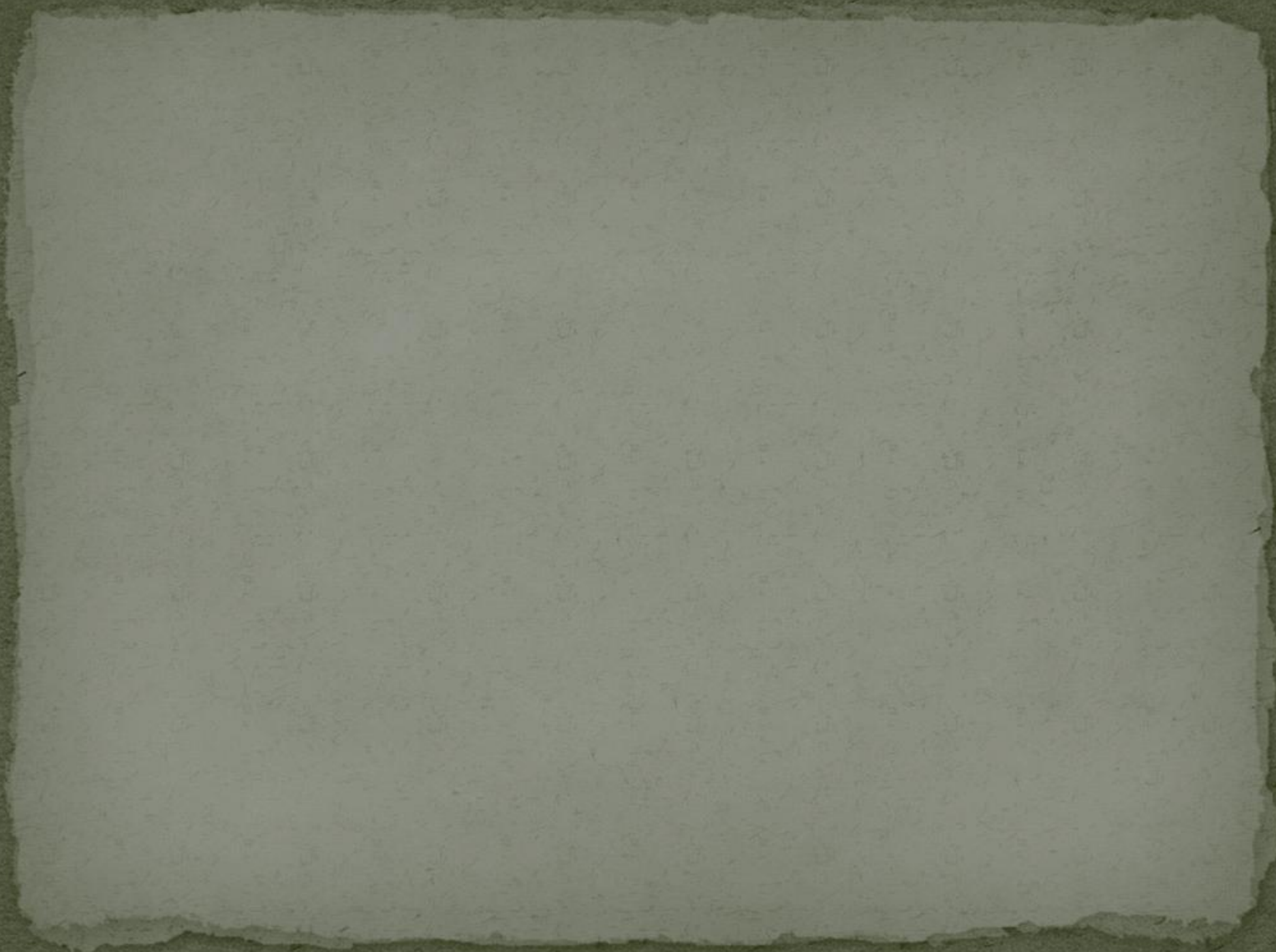
- CONFLICT ASSIGNMENT RUN GAME
  - CAN BE RUN WITH OPTION OR WITHOUT

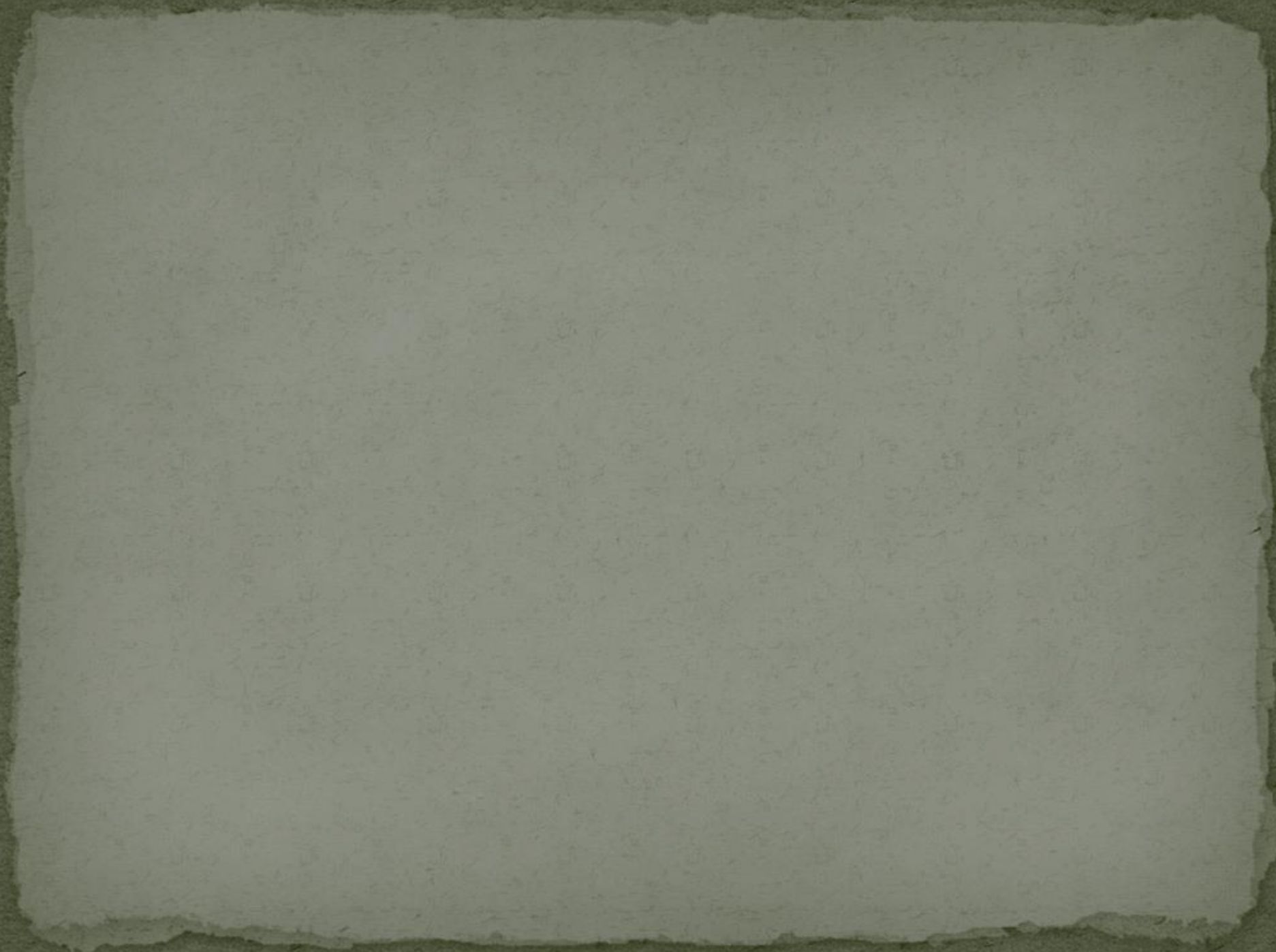
## ❑ GAME PLAN

- BASE- VEER/ZONE CONCEPT
- POWER GAME- ISO VARIATIONS (GUARD, TACKLE, FB)/POWER
- EDGE- SPEED OPTION/OUTSIDE ZONE
- INSIDE- MIDLINE/TRAP (GUARD, TACKLE)
- QB RUN- FITS OFF POWER GAME (GUARD,TACKLE,FB LEAD)
- BUBBLE/SCREEN
- DROP BACK/QUICK GAME/PLAY ACTION (BOOT)/SPRINT OUT











# Contact Info:



NO HUDDLE POWER PISTOL OFFENSE

ROBBIE OWENS

GRAND JUNCTION HIGH SCHOOL

[Robbie.Owens@d51schools.org](mailto:Robbie.Owens@d51schools.org)

Website: [www.gjhsfootball.com](http://www.gjhsfootball.com)