



# Spread Offense Concepts

By Jason Hahnstadt

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-Jason Hahnstadt

# Philosophy

“To execute what we can execute well,  
with great confidence and excellence.”

# Outcomes

After completing this course, you will be able...

- To install every play to coaches and players at all levels quickly.
- To explain the concepts behind each play call.
- To give situations when each play should be called.
- To excite coaches and players about the potential for big plays.
- To demonstrate the simplicity, yet effectiveness of this Offense to players, coaches, feeder programs and anyone else.

# Advantages

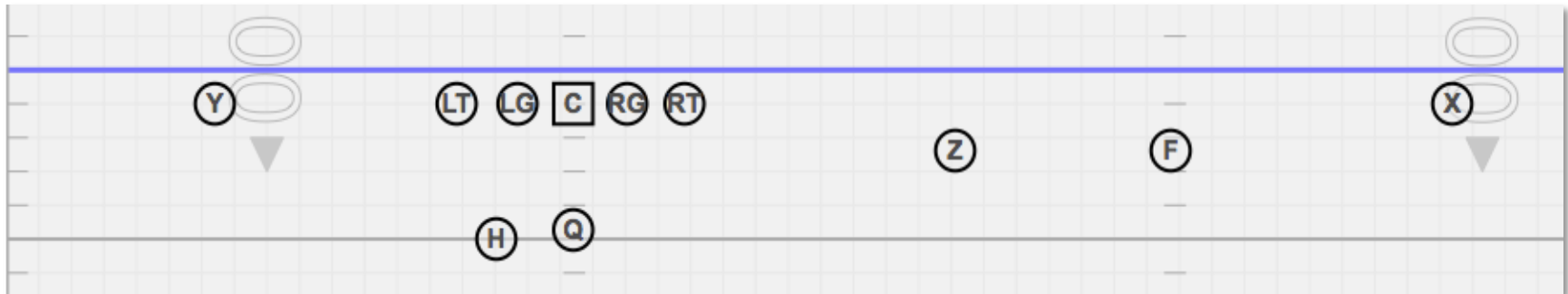
- High percentage running and passing plays.
- Forces defense to cover the entire field.
- Flexible use with multiple formations and situations.
- Creates matchup problems.
- Simple to learn and practice.
- Builds confidence.
- Huge running lanes – Creates scores and Big Plays!
- Gets your athletes the ball in space.

# Goals

- 300+ yds. per game Offense
- 28+ points scored per game.
- 100% pass completion (Bubble Routes)
- 7+ yards per catch average.
- 5+ or more big plays (4<sup>th</sup> down conversion, gain of 15+ yds., score TD or 2 pt. conversion)
- Exhaust defenses with tempo hurry-up.

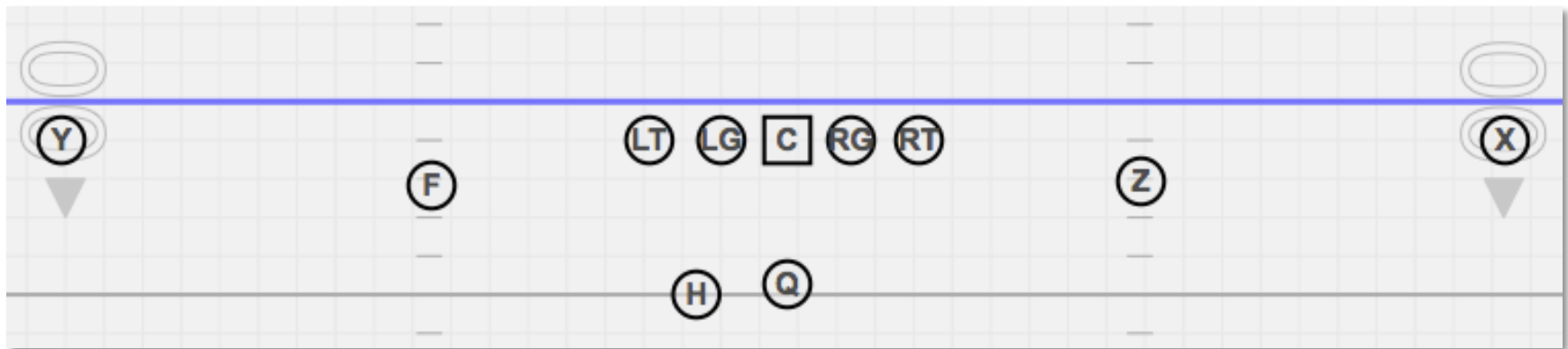


## Trips Right





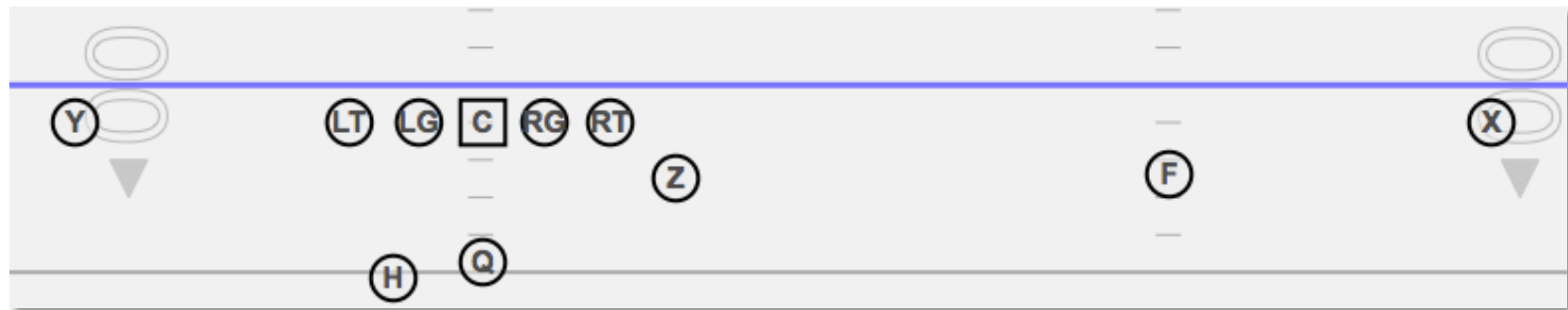
## Doubles Right





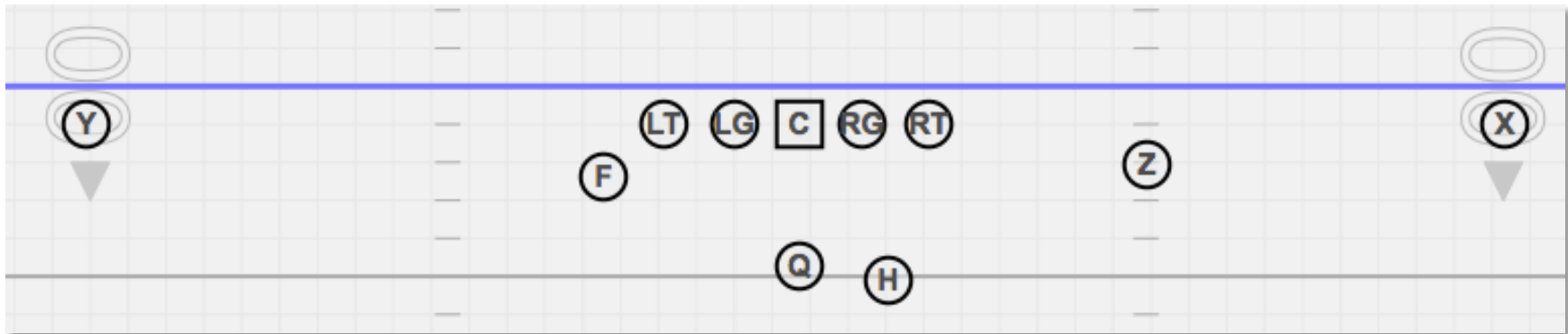


## Trips Right Wing

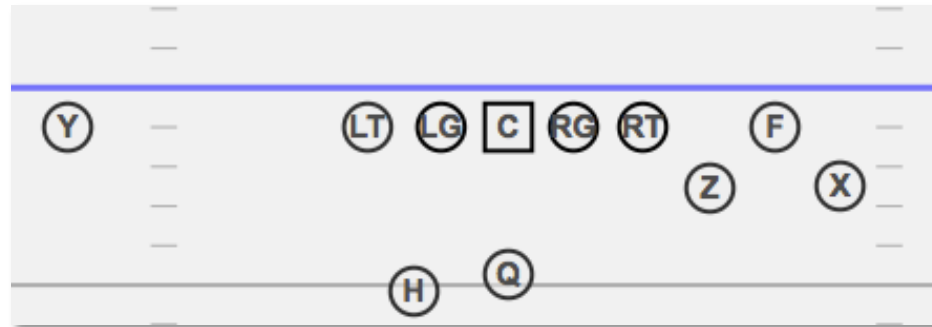




## Doubles Right Wing

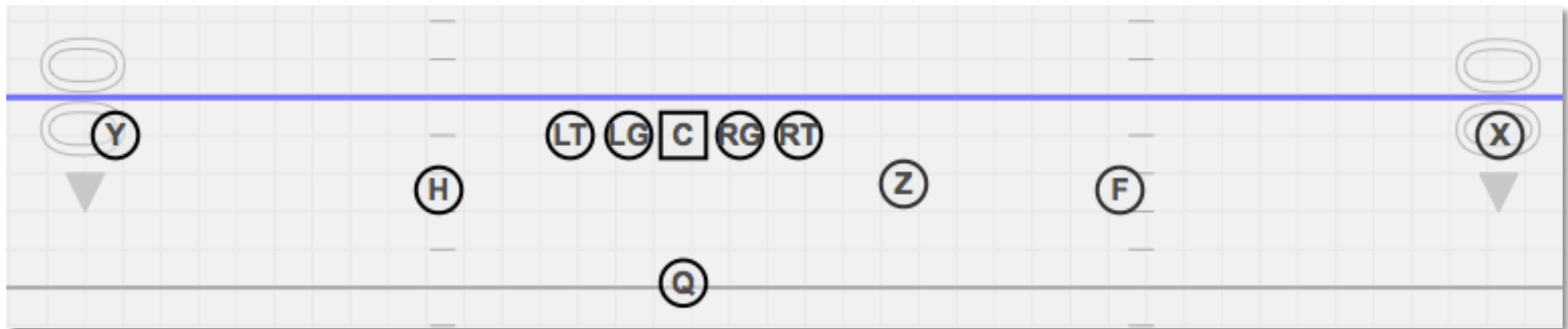


## Bunch Right



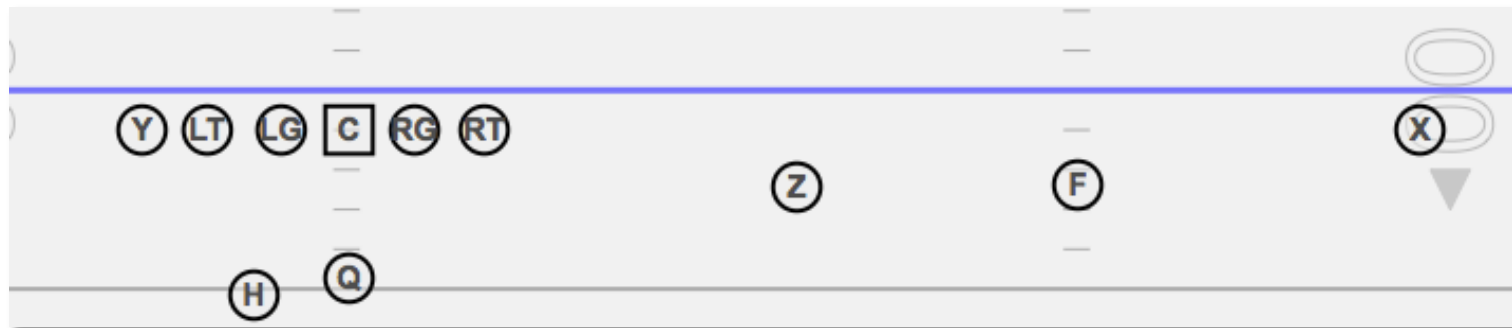


## Empty Right



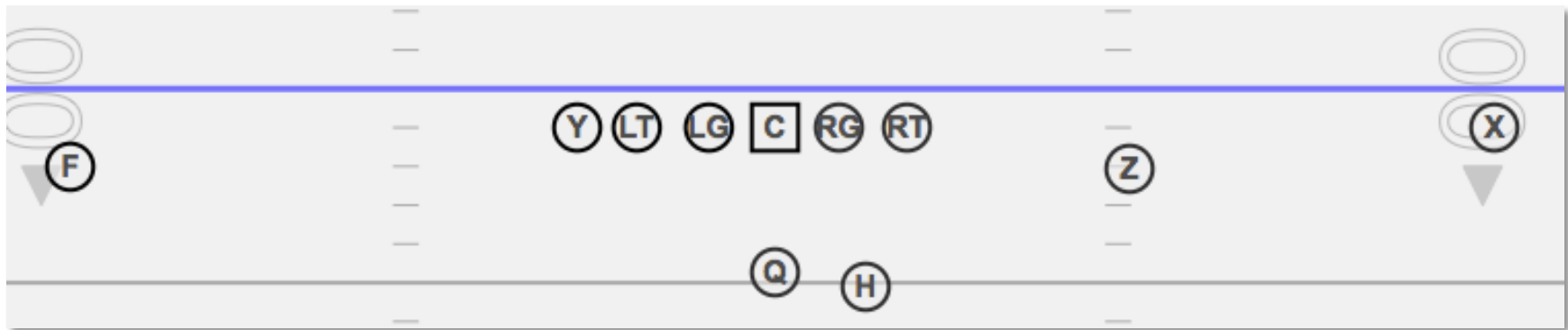


## Trips Right Heavy



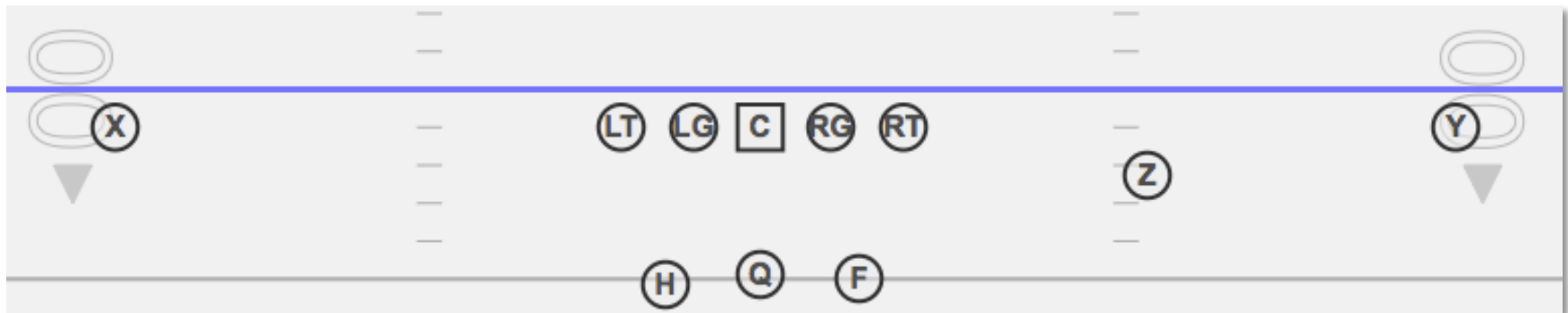


## Doubles Right Heavy





## Split Right



# Definition of Covered

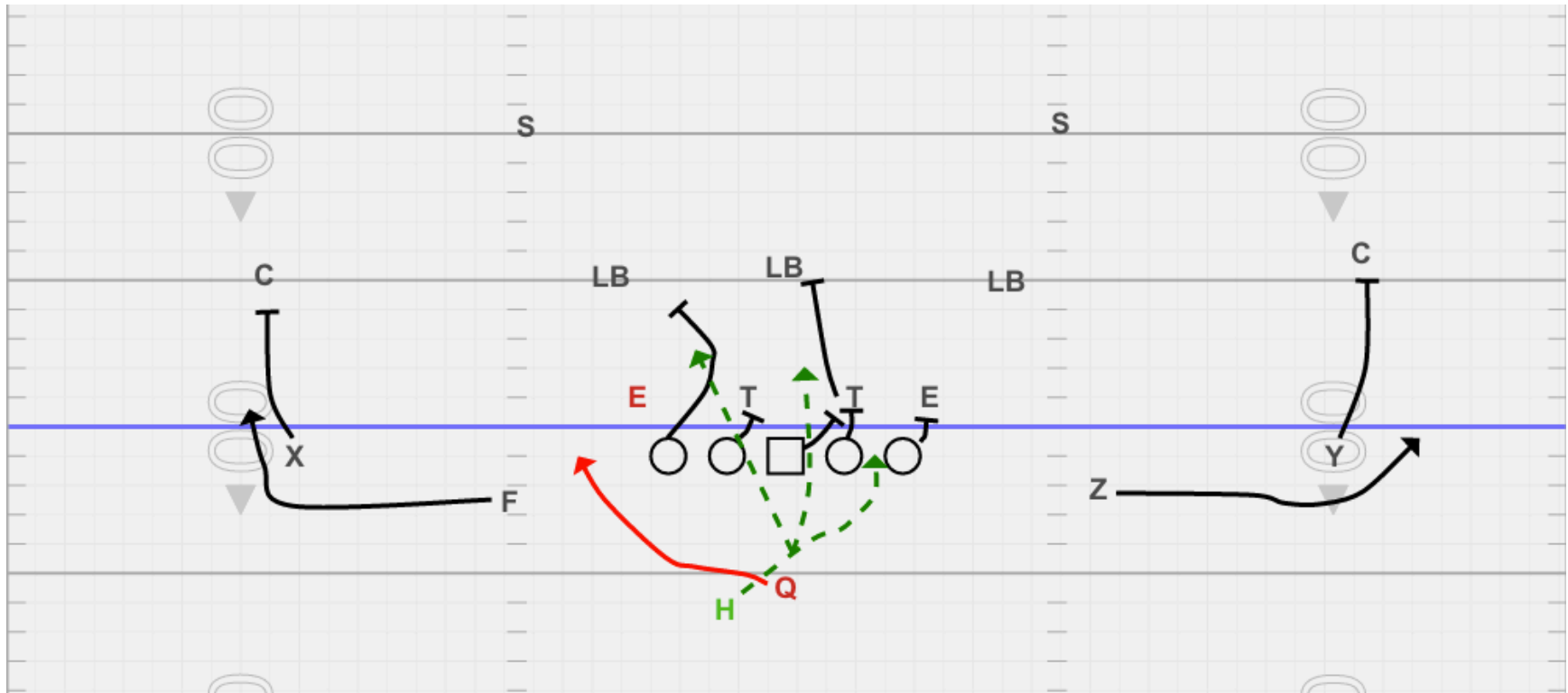
- Keep things as simple as possible for players. Define “Covered” as anyone defender lined up either head up or outside shaded. I’m referring to a 2 or 3 technique.
- Players must use a call to define who is involved in a Combo Block. Play Side Calls are Jack (Center/Guard) Queen (Guard/Tackle) and King (Tackle/TE) Backside calls are ACE (Center/Guard), DEUCE (Guard/Tackle) and Trey (Tackle/TE).



# Inside Zone

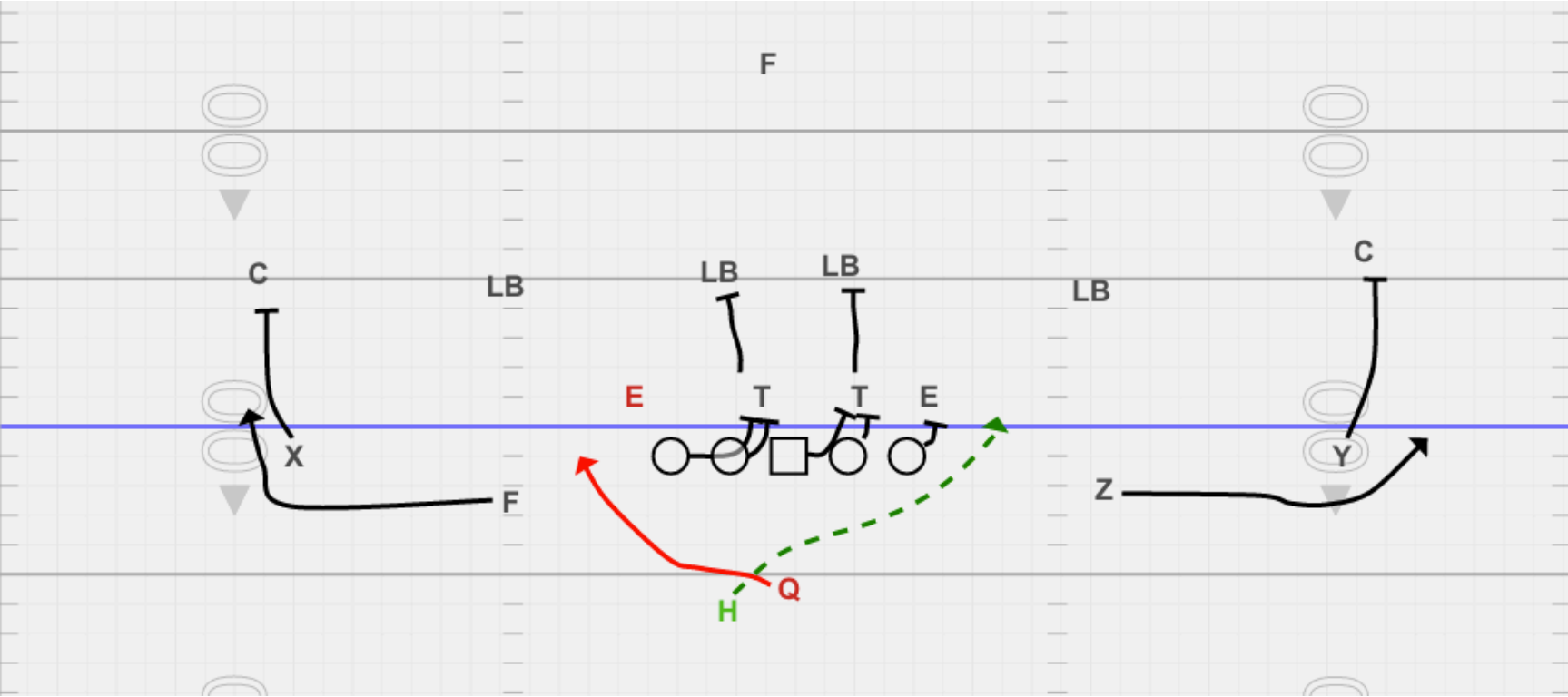
- OL Rules (GET A COMBO BLOCK FIRST): Covered – Reach Block Defenders outside  $\frac{1}{2}$  of man. Uncovered – Reach to Block Nearest defenders inside  $\frac{1}{2}$  of man. (DRIVE COMBO TO LB LEVEL) At LB level, If no defender show, continue helping in a double team block. If defender shows, nearest OL should see him and come off to pick him up.
- QB: MESH with H. Read unblocked End Man on Line of Scrimmage. If he can make a tackle on the H, pull ball and keep on run outside. This play is always a give unless he can make a tackle.
- RB: Open with playside foot toward QB – your responsible for getting in correct position to QB. Do not reach and take ball, be patient and allow QB to place ball in belly. Clamp down on ball as you pass QB's midline because it is a give. If QB pulls before you pass the midline carry out fake bounce route path around the line to the opposite side turning back to defense to hide the ball fake.

# Doubles Right IZ Right vs 4-3





# 1Z vs 4-2-5



# IZ vs 3-4

