

High School Approach to the Air Raid Passing Attack

Jeremy Plaa

Head Coach

Thomas Downey High School, Modesto, CA

www.tdfootball.com

plaa.j@monet.k12.ca.us



•What is the Air Raid?

- Offensive system that is pass-heavy
(Coach Leach @ Texas Tech, Coach Mumme, Coach Hatcher @ Georgia Southern).
- Passing game practice takes up MOST of practice time, and run/screen game is simple & designed around passing game.
- “Pass to setup the run.”

•Advantages of Air Raid in High School

- Uses every inch of the field, both horizontally and vertically.
- Gets out more athletes for football.
- Can be worked on through Spring & Summer without pads.
- Can be integrated into most offensive systems.
- Fun to coach, play, and watch.

•Problems of Air Raid in High School

- Takes up a lot of practice time if you have too many concepts.
- Potential for our own defense to be on the field longer if we score too fast or if we drop passes.
- Potential for higher risk of turnover.
- Wind, mud, and/or rain could sabotage offensive game plan.

•Best of Air Raid in High School

- Use the practice ideas to maximize reps of your best pass play concepts.
- Use the practice organization of the Air Raid to improve other areas of offensive execution.
- Integrate the Air Raid concept with your best run plays and screens, and become a balanced offense.

•OUR High School Approach to the Air Raid

- We integrate the Air Raid approach to practice and QB reads/routes, into our running game attack; which is the Spread Gun Wing-T.
- We spend Spring installing Air Raid concepts to QB/WR's, and our Wing-T attack to our linemen.

Spring

- Thoroughly install the Slant warmup on the first day.
- Thoroughly install the Pat N Go warmup on the second day.
- Use the “Stops” play to install the Routes on Air drill the rest of the week.
- After that, install pass play concepts in the Spring, one per week.
- Only take 1-2 plays into any passing league game, and focus on execution of the play versus 1 high or 2 high.
- Start to decide which plays & formations best suit your personnel.
- Linemen work Run schemes first, pass scheme second.

Summer

- Re-Install pass game concepts for Spring sport athletes.
- Get as much 7 on 7 as possible.
 - Play with a goal.
 - One play out of many formations OR 2-3 plays out of one formation.
- Make final decisions on best pass plays & formations.
- Linemen work pass pro vs every stunt possible.

Pre-Season

- Eliminate all formations and/or plays that don't fit personnel.
- Pick best pass plays and align run game & screen game to those plays.
- Develop a plan for the first week of practice to have entire offense installed.

In-Season Practice

- Slants (2 min)
 - Pat N Go (3 min)
 - Routes on Air (15-20 min)
 - Live 11 on 11 (10-20 min)
- (Times are increased at the beginning of the season)*

Slants Warmup

Quarterback Focus

- Take proper stance
- Simulate Gun snap, work on quick release
- Throw right on one day, throw left the next

Receiver Focus

- Use proper stance & eliminate false steps
- Use coaches or managers to work releases versus soft and hard cornerbacks
- Half speed to $\frac{3}{4}$ speed warmup, focus on footwork and execution

Pat N Go Warmup

QB Focus

- Work footwork and a quick, soft throw
- Guard against "bombing" the ball.
- Throw it to the "bucket"

Receiver Focus

- Work release versus hard/soft cornerbacks, and "stacking the cornerback."
- Run on landmarks, keep the "jungle" open for the ball.
- Watch the ball all the way to the hands- "Snap the eyes to the hands."

Routes on Air

- Work all pass routes at least five times each in the pre-season.
- Focus on "five-ball catch", team-clap, move on to next play.
 - If no five-ball catch in first five plays, must keep repeating the play until we get a five-ball catch.
- As the season moves on, we save time and advance plays every time we get a five-ball catch- works well for motivation.
 - It also saves our QB's/WR's arm and legs.
- Mondays: All passes from Left Hash.
- Tuesdays: All passes from Right Hash.
- Wednesdays: Either or both- whatever specific plays need more work.
- Chart completions of each QB to improve completion rate each day. Aim for 95% completion rate by first week of the season (three-week goal- have them try to beat previous day's % everyday in pre-season).

Quarterbacks

- Rotate after every throw.
- "How do I know who to throw to?" --Throws never cross in the air.
- Eyes must go through any/all read progressions.
- Keep the drill moving quickly.
- Bring two footballs each to the drill, so they are not waiting on receivers to return a ball.
- Don't throw the ball if the receiver runs the wrong pattern.
- Five quick pushups for mistakes.

Receivers

- Work on route precision.
- After the catch, all receivers must cover the ball and sprint through the "next line": works on YAC
- After that, receivers must hustle the ball back and put the "egg in the nest."
 - Receivers must always stay out of the next rep.
- Drops and mistakes result in 10 pushups.

Quick Passing Game

- Stops: Horizontal stretch, everyone runs a Stop route. High percentage, catch & run (all formations)
- Scissors: Mirror Slant-Arrow route (Spread)
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Dropback & Rollout Passing Game

- Viper: 4 verticals, most important pass because it dictates to the defense to be in 2 High (Spread or Trips)
- Mesh: Combination of Shallow & Mesh, great versus Cover 3, but good against all coverage's (Spread)
- Stretch: Horizontal stretch play, high percentage quick Out to the short side (Trips)
- Smash: Traditional pattern except we choose the inside WR to the boundary depending on Safety's leverage (Spread)
- Bench: Roll pass with Bench route on the outside. High percentage situational throw. (Spread or Trips)

Clinic presentations that include practice & game film are available at
www.tdfootball.com/clinic