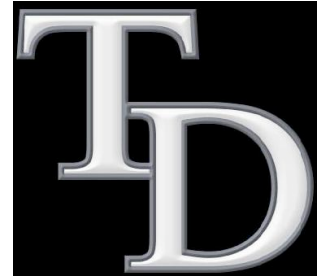


No-Huddle Communication & The Passing Attack in the Spread Gun Wing-T



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How do you incorporate the No-Huddle?

- As soon as the play is over, we signal in our formation with cards. Use bench players to do this.
- Build your personnel groups into formation calls, and practice speedy substitutions during practice time.
- The O-line goes immediately to the LOS and gets their splits, after each play. "Set your feet!"
- We put code words and numbers on our playsheet, that coordinate with a call sheet on wrist coaches.
- Motion calls are built into the code words to make play calling faster.
- Keep the cadence simple, and make use of "freeze plays" to keep the defense honest.

How do we call our Passing Game?

- All receivers are numbered from left to right: 1, 2, 3, & 4 (regardless of formation), the Tailback is always 5.
- When we call a play, we use a two-digit number.
 - The first number calls out the primary receiver.
 - The second number tells that primary receiver the route to run.
 - The other WR/HB to that side of the ball runs the "compliment" route.
 - The WR on the *backside* runs a take route.

What are the passing routes?

- Even numbered routes break inward- odd numbered routes break out.
- Wide Receivers: 0-Hitch, 1-Out, 2-Slant, 3-Bench, 4-Curl, 5-Chair, 6-Dig/Shallow, 7-Corner, 8-Post, 9-Go
- Halfbacks: 0-Hat (Hitch/Flat), 1- Shoot, 2-Slant, 3- Out, 4-Curl, 5- Chair, 6-Dig/Shlw, 7-Corner, 8-Post, 9-Go

What are the compliment routes?

- Compliment routes are what the other receiver, on the same side of the ball, must learn to run.
- If the WR is the primary, and he's running a 0,1,or 3: The Halfback runs a Corner (7).
 - If the WR runs a 5 or 6: The Halfback runs a Go (9).
 - If the WR runs a 2 or 4: The Halfback runs a Shoot (1).
 - If the WR runs a 7,8,or 9: The Halfback runs an Out.
- If the HB is the primary, and he's running a 0,1,2,3, or 4: The WR runs a Go (9).
 - If the HB runs a 5 or 6: The WR runs a Post (8).
 - If the HB runs a 7, 8, or 9: The WR runs a Hitch (0).

How does it all go together?

- Putting our pass protection together with our route-calling system is how we put it all together.
- Waggle Pass is the only pass play that we do not call out routes or blocking assignments.
- Big: Belly Play Action, use route-calling system. Best plays: Trips Big 18, Big 23/33
- Dropback: Launch point behind Center, zero or one back blocking inside.
- Rollout: Launch point behind OT.

What other passes best compliment the Spread Gun Wing-T offense?

- Viper: Four verticals is the #1 play to force defenses out of stuffing the run.
- Mesh: Crossing route with HB's, that deceives LB's of Gap/Down blocking by HB's.
- Stretch: Our best Trips dropback play.
- Smash: Great way to utilize the Hitch route, and if defense takes it away, an easy homerun play.

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