

MOTIONS

• MOTIONS IN THE NO HUDDLE SPREAD PRO SYSTEM IS A WEAPON. WE WILL EMPLOY MOTIONS, FAST MOTIONS, AND SHIFTS TO ATTACK THE DEFENSE

- MOTIONS WILL BE CONTROLLED BY THE QB USING HANDS OR FEET INDICATORS
 - A MOTION CALL MAY BE GIVING TO THE OL IF THE MOTION BRINGS BACKERS INTO THE BOX

MOTIONS NEED TO STRESS THE DEFENSE. BUILD FORMATION PRE AND POST SNAP.

MOTIONS

RECEIVER MOTIONS

- AP
- · AC
- GHOST

Y MOTIONS

· YIG

BACKS MOTION

- · AC
- FREE

BBB

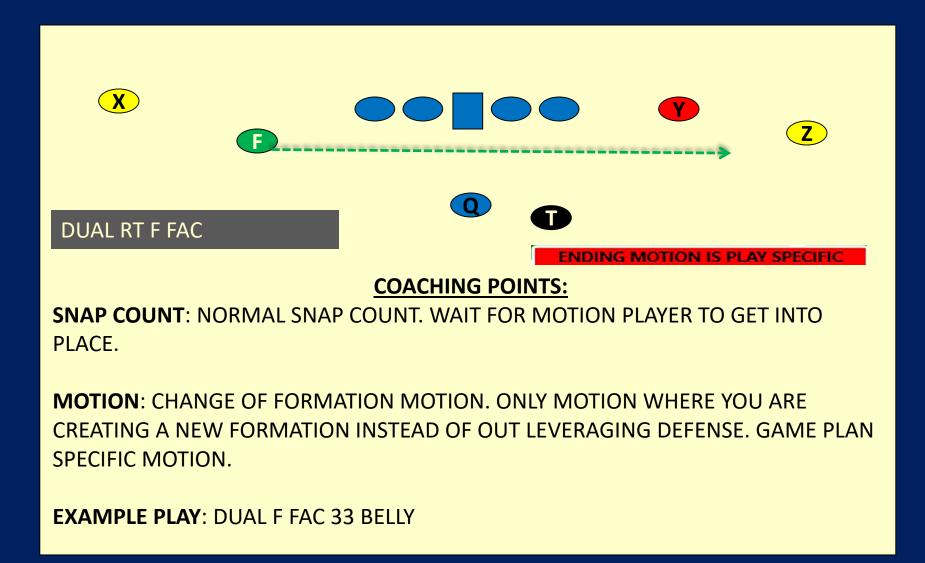


SNAP COUNT: QB WILL PUT IN MOTION PRIOR TO THE DOWN. H BEGINS MOTION FULL SPEED AND BALL WILL BE SNAPPED AT TACKLE.

MOTION TO FIELD: FIVE HARD STEPS AFTER BALL IS SNAPPED BEFORE TURNING MOTION TO BOUNDARY: THREE HARDS STEPS AFTER BALL IS SNAPPED BEFORE TURNING.

EXAMPLE PLAY:





HAC



SNAP COUNT: QB WILL PUT IN MOTION PRIOR TO SAYING DOWN H BEGINS MOTION FULL SPEED AND BALL WILL BE SNAPPED AT TACKLE.

MOTION TO FIELD: FIVE HARD STEPS AFTER BALL IS SNAPPED BEFORE TURNING MOTION TO BOUNDARY: THREE HARDS STEPS AFTER BALL IS SNAPPED BEFORE TURNING.

EXAMPLE PLAY:

SPLIT RT HAC 33 BELLY GIFT

GHOST



COACHING POINTS:

SNAP COUNT: NORMAL SNAP COUNT AS THE MOTION IS SLOWER. SNAP BALL ONCE BACK IS NEAR YOU IN THE BACKFIELD.

MOTION: MUST GIVE YOURSELF SPACE FROM THE TACKLE TO GET TO FULL SPEED. GIVE APPEARANCE THAT IT IS QUICK MOTION THEN ONE YARD FROM TACKLE CHANGE DIRECTION TO AIIM FOR BEHIND THE QUARTERBACK, GET INTO COMET RELATIONSHIP

EXAMPLE PLAY: DUAL F GHOST 33 BELLY GIFT