

PLAYBOOK

KENNY SIMPSON'S

GUN-T

AN RPO OFFENSE

**FIND
RAY**



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Reviews



"Coach Simpson's Gun T Offensive Overview is an excellent offensive resource. This course provides the foundation of Coach Simpson's offensive philosophy. Coach believes in the monikers that "Less is More" and the "Rule of 3", which both were evident in the explanation of the offense. His explanations were clear and concise, and the presentations were easy to follow."

Todd Knipp

"This is absolutely amazing. Coach Simpson does an excellent job of explaining his system. Whether you're a young coach or an experienced coach this is must see. You can easily see why he is a successful coach. His detailed organization is on point and I cannot wait to learn more from Coach Simpson."

Mike Kloes

"I've been following coach Simpson for a while now and it's very clear to me that even though I may not be a HC, we have similar philosophies. If you are a Wing T guy looking for ways to "Modernize" your offense, or a Spread guy looking for an effective and efficient run game this is the offense you should be looking at!"

Coach Sheffer



Reviews



"The course by Coach Simpson was quite helpful. As the new Head Coach of a small school - the Gun T system is going to help us be successful right away. Being a spread coach for the last 8-9 years, this system easily blends the best of both worlds of spread and wing-."

Mike Wilson

"Coach Simpson's Gun-T Offense is dynamic and efficient. This course gets into the foundation of building blocks of the Gun-T offense and what you are trying to do offensively to be as successful as possible."

Austin Pink

"Amazing detail on numerous variations of attaching RPO's to your Bucksweep. Keeps it simple yet extremely informative. Great Job Coach Simpson, you made me a believer! Highly recommended!"

Mike Turso

"Coach Simpson does an awesome job explaining his system, and he does it a way that people like myself who are not familiar with RPOs can understand!"

Coach Coleman



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Acknowledgments



I am a big fan of “system” offenses, from the Tony Franklin System to the Rick Stewart System. Along my journey I have purchased both of their systems to help me learn how an offense functioned. In my opinion, offenses should flow and not be simply plays that are run. By coming up with a systematic approach things just seem to make sense.

I learned the game from these coaches and others that have been willing to give back to others. I did not understand how much time and effort it takes to put together a system that is simple to understand and teach until I started putting my own together. Massive amounts of time go into it, so I want to thank all the coaches that are willing to “put themselves out there” for the coaching community.

I also want to thank all the coaches that have worked with me as we have come up with our own system that we believe in and love. From Gregg Baker, who introduced me to the Wing T system to Jon Johnston who helped me see the spread game, I’ve worked with coaches that have taught me nuggets along the way. This has helped me create this system, and I would not be where I am without their influence.

The administration and community at Southside has been unbelievable. While it has been a process, I have loved every year I have spent coaching and growing this system. I also want to thank those at Alabama Christian and Madison Academy who supported me, and continue to support my efforts.

Most importantly I want to thank my players. They are why I coach and while I love the “X’s and O’s”, I love the relationships way more. While I hope to have helped mentor them, they have all influenced me as well. As a coach, never forget the reason we became coaches...the players.



Introduction



The **Gun T RPO** system is the best of 3 worlds:

The **Wing-T** offensive system has been around for many years. The best part of the Wing-T is the run game that utilizes angles and takes advantage of the defensive alignment by creating them. The Wing-T is also known for its “series” based offense, which has multiple plays that look the same in the backfield action.

The **RPO** system has taken football by storm over the last couple of decades. To be able to place defenders in “conflict” with the run/pass option game gives the offense a numbers advantage at all times. This system is also great because while it seems the quarterback must make a decision on each play, it also “shrinks” his world by having him read only one or two defenders.

The **Power-Spread** game is gaining steam throughout every level of football. To be in the shotgun, but still have a downhill running game is deadly and difficult to defend. Utilizing tight ends and H-backs has become “new” again in football. The reality is this system has been around for awhile, just not in the shotgun.

When combined into the **Gun T RPO** system, these worlds at first seem at odds with one another. However, after a deeper dig, these offenses are all concept based that build in answers to handle any defense that may show up on a given day. When I first “stepped into the deep end” by putting my offensive system out there, I was overwhelmed by the support from the coaching community.



Introduction



I, like most coaches, have worked hard to listen to people I respect and attempt to take little nuggets from those willing to give. Now I have the opportunity to give back and I hope this offensive system can be of help to you in your journey as a coach. Feel free to take any part of this offense that can help you, but I feel what makes it work is the entire system. We have worked hard to continue to grow it and work through the problems that can come from blending different worlds.

The entire system can be found on Coachtube.com:

<https://bit.ly/GUNTRPOSystem>

There is also more information on my website: FBCoachSimpson.com.

There is no magic pill. When we watch the game of football there are champions that run a variety of offensive systems. I would point out that those who seem to have the most success have a belief in their offense. Most have worked hard to go over as many “if-then” situations and build in answers. I am no different. I wanted to create an offense that would work against any coverage, any front or any blitz package the defense might throw at us. While the game is won and lost with the players on the field, I wanted to be sure to give my players every advantage I could.



Theory



This offense operates with what I call the “rule of three”. We attempt to limit the areas of the field we attack into three concepts or less. In this playbook you will see:

- 3 strong side run plays
- 3 quick side run plays
- 3 flood concepts
- 2 play action concepts
- 3 screen concepts
- 3 RPO concepts
- 3 slow screen concepts
- 1 drop back (that’s right just 1) concept

Simple is the key in this offense. We want to just “tag” each run, screen, RPO or flood concept to take advantage of the defense. Then when you mix in some motion and formations, it becomes much more difficult for a defense. The main objective is to only use a motion/formation/tag for a specific purpose, not simply to look complex. If they are not stopping your base plays, don’t stop yourself by calling something else!



RPO Overview



R.P.O. stands for Run-Pass-Option. In this offense the “R” comes first. We are trying to protect our base run game by supplying answers to problems. The RPO portion of the offense is to build-in answers to protect the running game. This offense has 1st/2nd/3rd level RPO’s. My suggestion to those of you new to this portion of the game would b

e to start with 1st level RPO’s, slowly progress to 2nd, and then possibly 3rd level RPO’s.

The beauty of the RPO game is that you can attach the SAME RPO concepts to the entire running game series. Once the quarterback learns the read he can work it on buck sweep or strong belly. Each of our RPO’s is built to address problem areas. We want to have very quick concepts we can go to in the middle of a game.

The RPO section is put in with Buck Sweep and Strong Belly and will give you simple RPO concepts that affect the least amount of players (generally the quick tackle and backside players). This allows the offense to become very good at the base run plays with minimal time spent on the backside adjustments.



Calling Plays



Play call from the coach to the players will follow this format:

- 1- Formation (+any tags)
- 2 - Any motion/shift
- 3 - Run Concept (+any tags)
- 4 - RPO Playside
- 5 - RPO Backside

These can get wordy if you run multiple movements and RPO's on each side, but many plays can be just three words. The only player who needs to learn the entire call is the quarterback. Most of the players will only be listening for part of the call or the tags. Here are some examples of play calls:

Red - Buck - Fast

This would be in our strong right (Red) formation. The run play is buck sweep. The wide receivers are running a fast screen.

Blue Flop - Train - Buck - Bubble

This would be our strong left formation (Blue) and our "A" would split out to the other side (Flop). Train is the motion call for "A" so he would come in motion behind the QB. The play would be buck sweep. The wide receivers (A) would be running a bubble screen.

Red - Bus - Jet

This would be strong right formation (Red). Our "B" would come in motion. The run play is jet sweep. Since there is no RPO attached we don't need to tag it.



Calling Plays



Red Lion - Quick Belly - 42 Fast

This would be a strong right formation (Red) and our "B" would go to make it trips left (Lion). The run play is quick belly. The screen would go to our #2 WR in the trips (42 fast).

Blue - Fly - Q Buck - Bubble

This would be strong left formation (Blue) and our "F" would motion to the quick side (Fly). The run play is quarterback (Q) buck sweep. The RPO would be a bubble (by rule our most inside player runs the bubble, so our "F").

*As you can see throughout this playbook it will be filled with our base run and pass concepts. But you can be as creative as possible. If I listed every possibility this playbook could easily be well over 400-pages.

Formations



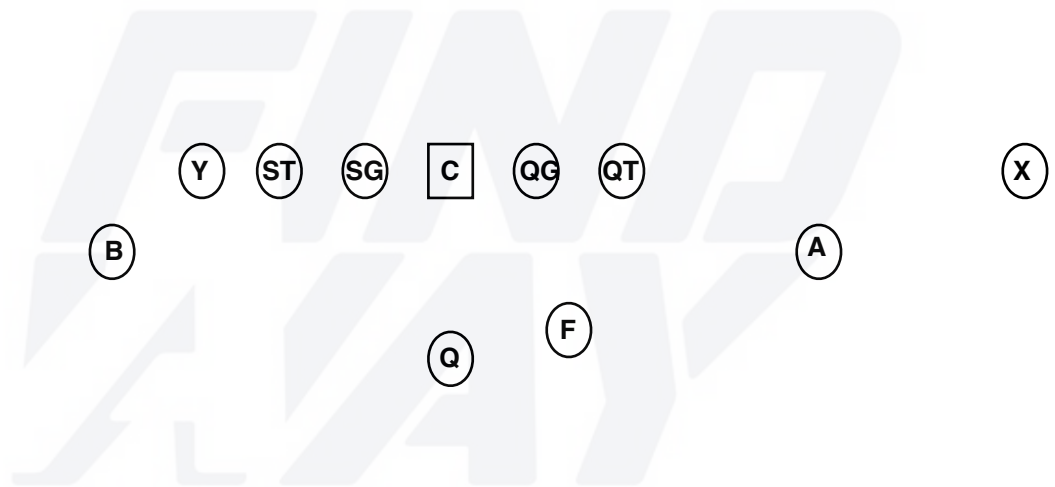
Red



Position	Alignment
X	Top of the numbers
A	Split X and QT off the ball
F	Heels on QB toes. Split the QG and QT
Y	Head even with hip of center. 2 ft splits
B	2x2 off Y
QT	Head even with hip of center. 2 ft splits
QG	Head even with hip of center. 2 ft splits
C	On Ball
SG	Head even with hip of center. 2 ft splits
ST	Head even with hip of center. 2 ft splits
Q	Heels at 5 yards



Blue



Position	Alignment
X	Top of the numbers
A	Split X and QT off the ball
F	Heels on QB toes. Split the QG and QT
Y	Head even with hip of center. 2 ft splits
B	2x2 off Y
QT	Head even with hip of center. 2 ft splits
QG	Head even with hip of center. 2 ft splits
C	On Ball
SG	Head even with hip of center. 2 ft splits
ST	Head even with hip of center. 2 ft splits
Q	Heels at 5 yards



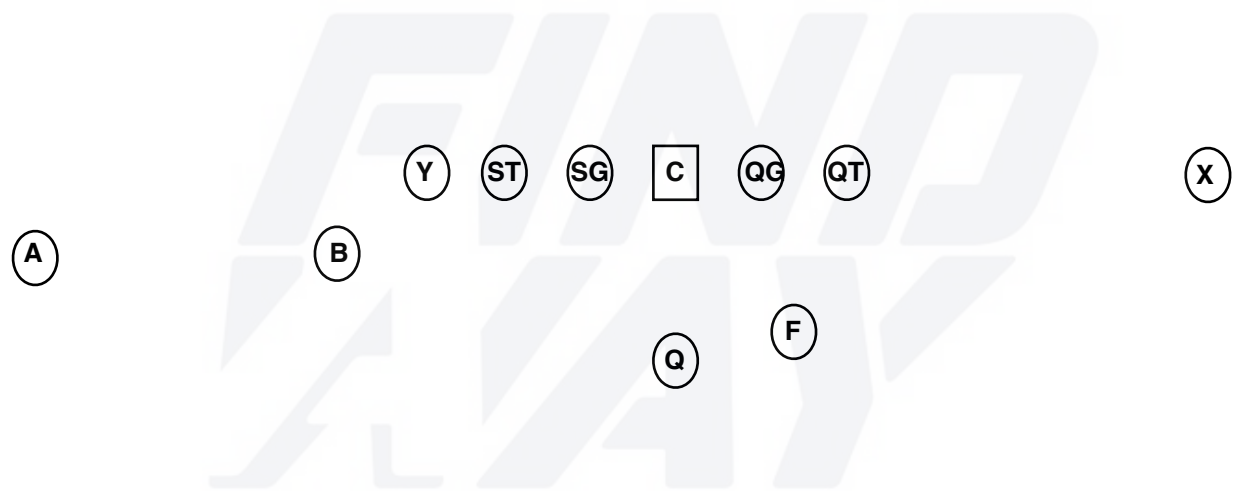
Red Flop



Position	Alignment
X	Top of the numbers
A	On numbers to the strong side
F	Heels on QB toes. Split the QG and QT
Y	Head even with hip of center. 2 ft splits
B	2x2 off Y
QT	Head even with hip of center. 2 ft splits
QG	Head even with hip of center. 2 ft splits
C	On Ball
SG	Head even with hip of center. 2 ft splits
ST	Head even with hip of center. 2 ft splits
Q	Heels at 5 yards



Blue Flop



Position	Alignment
X	Top of the numbers
A	On numbers to strong side
F	Heels on QB toes. Split the QG and QT
Y	Head even with hip of center. 2 ft splits
B	2x2 off Y
QT	Head even with hip of center. 2 ft splits
QG	Head even with hip of center. 2 ft splits
C	On Ball
SG	Head even with hip of center. 2 ft splits
ST	Head even with hip of center. 2 ft splits
Q	Heels at 5 yards



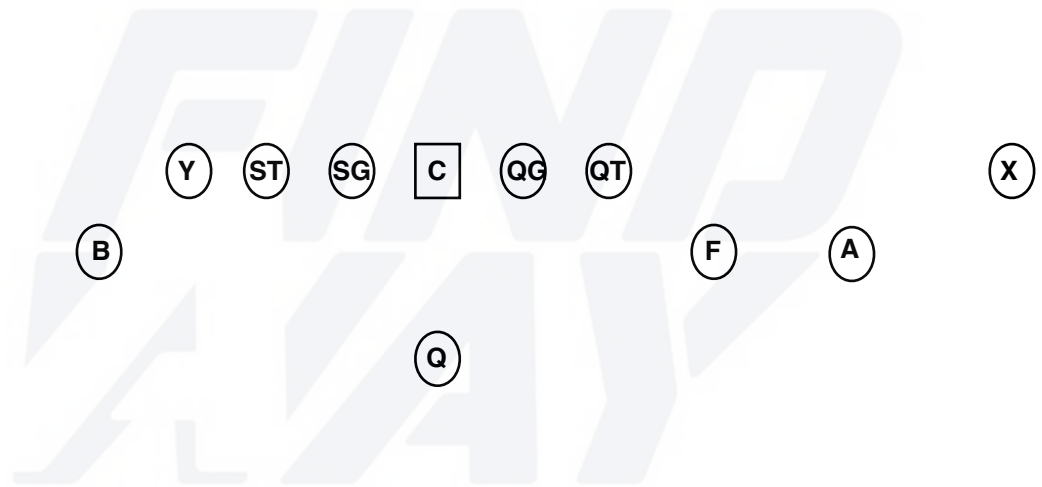
Red
Empty



Position	Alignment
X	Top of the numbers
A	Split X and QT off the ball
F	Split A and QT off the ball
Y	Head even with hip of center. 2 ft splits
B	2x2 off Y
QT	Head even with hip of center. 2 ft splits
QG	Head even with hip of center. 2 ft splits
C	On Ball
SG	Head even with hip of center. 2 ft splits
ST	Head even with hip of center. 2 ft splits
Q	Heels at 5 yards



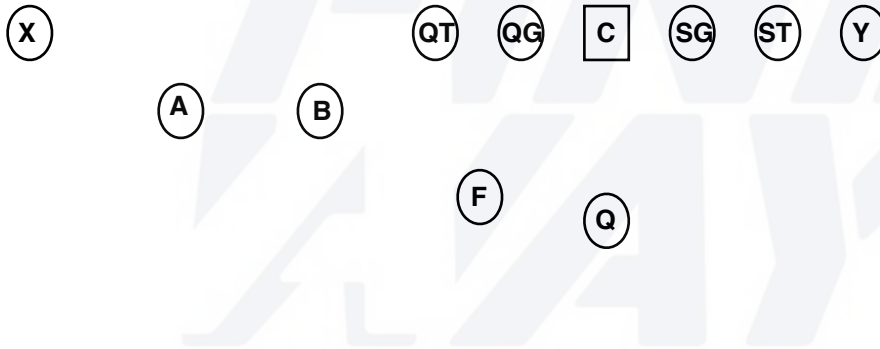
Blue
Empty



Position	Alignment
X	Top of the numbers
A	Split X and QT off the ball
F	Split A and QT off the ball
Y	Head even with hip of center. 2 ft splits
B	2x2 off Y
QT	Head even with hip of center. 2 ft splits
QG	Head even with hip of center. 2 ft splits
C	On Ball
SG	Head even with hip of center. 2 ft splits
ST	Head even with hip of center. 2 ft splits
Q	Heels at 5 yards



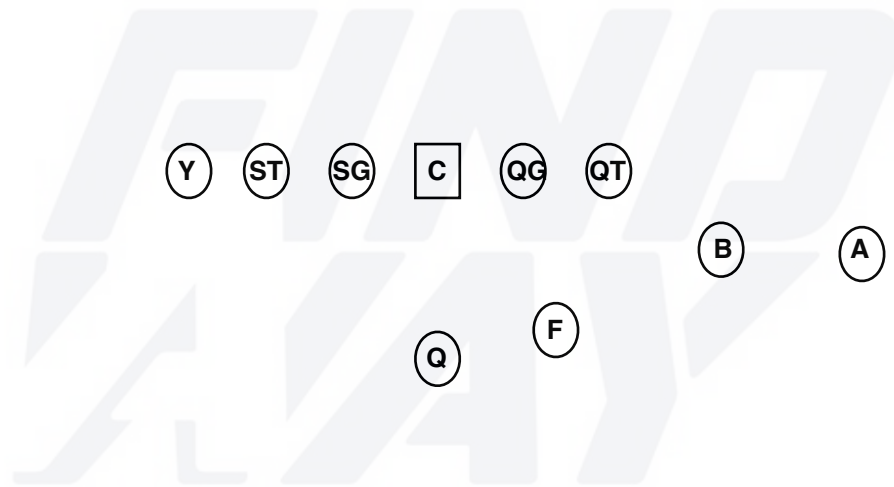
Red
Lion



Position	Alignment
X	Top of the numbers
A	Split X and QT off the ball
F	Heels on QB toes. Split the QG and QT
Y	Head even with hip of center. 2 ft splits
B	Split A and QT off the ball
QT	Head even with hip of center. 2 ft splits
QG	Head even with hip of center. 2 ft splits
C	On Ball
SG	Head even with hip of center. 2 ft splits
ST	Head even with hip of center. 2 ft splits
Q	Heels at 5 yards



Blue Roar



Position	Alignment
X	Top of the numbers
A	Split X and QT off the ball
F	Heels on QB toes. Split the QG and QT
Y	Head even with hip of center. 2 ft splits
B	Split A and QT off the ball
QT	Head even with hip of center. 2 ft splits
QG	Head even with hip of center. 2 ft splits
C	On Ball
SG	Head even with hip of center. 2 ft splits
ST	Head even with hip of center. 2 ft splits
Q	Heels at 5 yards



Red
Strong



Position	Alignment
X	Top of the numbers
A	Split X and QT off the ball
F	Heels on QB toes. Split the SG and ST
Y	Head even with hip of center. 2 ft splits
B	2x2 off Y
QT	Head even with hip of center. 2 ft splits
QG	Head even with hip of center. 2 ft splits
C	On Ball
SG	Head even with hip of center. 2 ft splits
ST	Head even with hip of center. 2 ft splits
Q	Heels at 5 yards



Blue Strong



Position	Alignment
X	Top of the numbers
A	Split X and QT off the ball
F	Heels on QB toes. Split the SG and ST
Y	Head even with hip of center. 2 ft splits
B	2x2 off Y
QT	Head even with hip of center. 2 ft splits
QG	Head even with hip of center. 2 ft splits
C	On Ball
SG	Head even with hip of center. 2 ft splits
ST	Head even with hip of center. 2 ft splits
Q	Heels at 5 yards



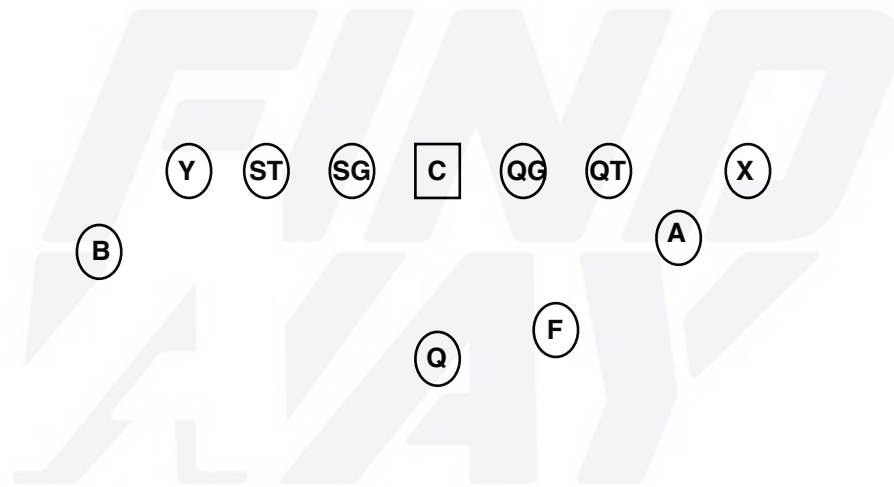
Red Squeeze



Position	Alignment
X	2 yards outside A on line of scrimmage
A	2x2 off QT
F	Heels on QB toes. Split the QG and QT
Y	Head even with hip of center. 2 ft splits
B	2x2 off Y
QT	Head even with hip of center. 2 ft splits
QG	Head even with hip of center. 2 ft splits
C	On Ball
SG	Head even with hip of center. 2 ft splits
ST	Head even with hip of center. 2 ft splits
Q	Heels at 5 yards



Blue Squeeze



Position	Alignment
X	2 yards outside A on line of scrimmage
A	2x2 off QT
F	Heels on QB toes. Split the QG and QT
Y	Head even with hip of center. 2 ft splits
B	2x2 off Y
QT	Head even with hip of center. 2 ft splits
QG	Head even with hip of center. 2 ft splits
C	On Ball
SG	Head even with hip of center. 2 ft splits
ST	Head even with hip of center. 2 ft splits
Q	Heels at 5 yards



Red Empty Squeeze



Position	Alignment
X	2 yards outside A on the line of scrimmage
A	2 yards outside F off the ball
F	2x2 off QT
Y	Head even with hip of center. 2 ft splits
B	2x2 off Y
QT	Head even with hip of center. 2 ft splits
QG	Head even with hip of center. 2 ft splits
C	On Ball
SG	Head even with hip of center. 2 ft splits
ST	Head even with hip of center. 2 ft splits
Q	Heels at 5 yards



Blue

Empty Squeeze



Position	Alignment
X	2 yards outside A on line of scrimmage
A	2 yards outside F off the ball
F	2x2 off QT
Y	Head even with hip of center. 2 ft splits
B	2x2 off Y
QT	Head even with hip of center. 2 ft splits
QG	Head even with hip of center. 2 ft splits
C	On Ball
SG	Head even with hip of center. 2 ft splits
ST	Head even with hip of center. 2 ft splits
Q	Heels at 5 yards



Red Lion Squeeze



Position	Alignment
X	2 yards outside A on line of scrimmage
A	2 yards outside B on line of scrimmage
F	Heels on QB toes. Split the QG and QT
Y	Head even with hip of center. 2 ft splits
B	2x2 off QT
QT	Head even with hip of center. 2 ft splits
QG	Head even with hip of center. 2 ft splits
C	On Ball
SG	Head even with hip of center. 2 ft splits
ST	Head even with hip of center. 2 ft splits
Q	Heels at 5 yards



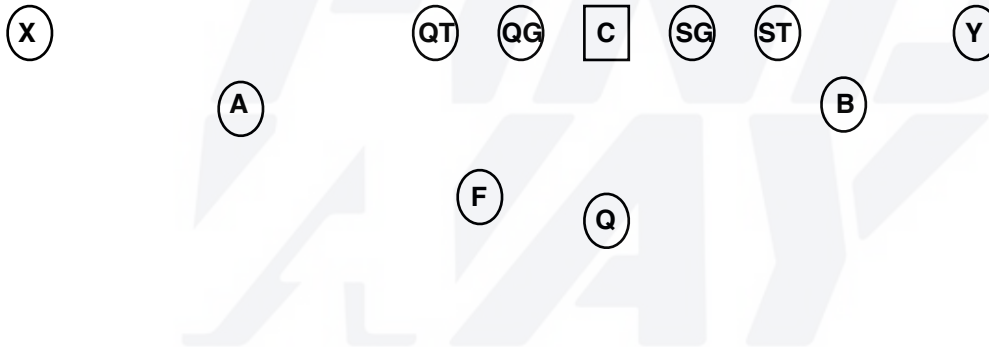
Blue Roar



Position	Alignment
X	2 yards outside A on line of scrimmage
A	2 yards outside B off the ball
F	Heels on QB toes. Split the QG and QT
Y	Head even with hip of center. 2 ft splits
B	2x2 off QT
QT	Head even with hip of center. 2 ft splits
QG	Head even with hip of center. 2 ft splits
C	On Ball
SG	Head even with hip of center. 2 ft splits
ST	Head even with hip of center. 2 ft splits
Q	Heels at 5 yards



Red
Flex



Position	Alignment
X	Top of the numbers
A	Split X and QT off the ball
F	Heels on QB toes. Split the QG and QT
Y	6 yards outside of B on line of scrimmage
B	2x2 off ST
QT	Head even with hip of center. 2 ft splits
QG	Head even with hip of center. 2 ft splits
C	On Ball
SG	Head even with hip of center. 2 ft splits
ST	Head even with hip of center. 2 ft splits
Q	Heels at 5 yards



Blue
Flex



Position	Alignment
X	Top of the numbers
A	Split X and QT off the ball
F	Heels on QB toes. Split the QG and QT
Y	6 yards outside of B on line of scrimmage
B	2x2 off ST
QT	Head even with hip of center. 2 ft splits
QG	Head even with hip of center. 2 ft splits
C	On Ball
SG	Head even with hip of center. 2 ft splits
ST	Head even with hip of center. 2 ft splits
Q	Heels at 5 yards



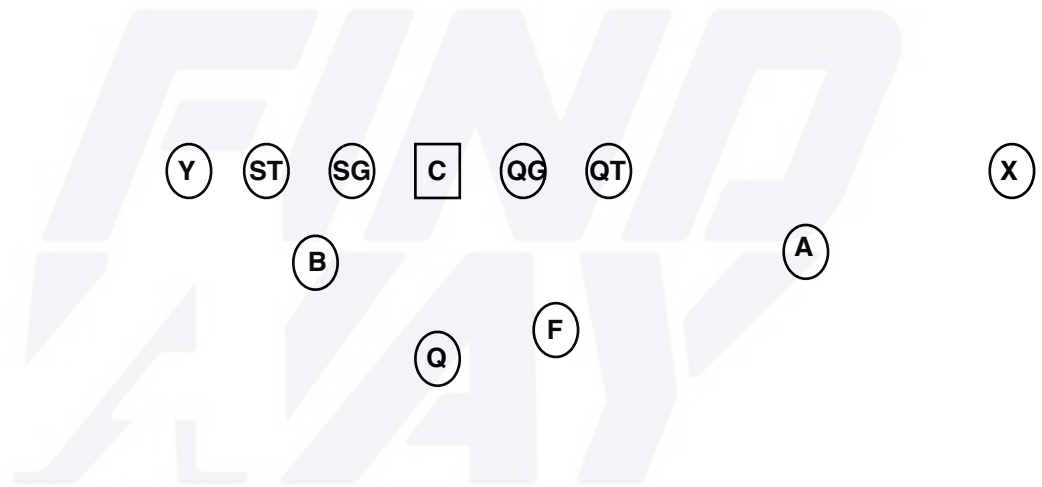
Red Power



Position	Alignment
X	Top of the numbers
A	Split X and QT off the ball
F	Heels on QB toes. Split the QG and QT
Y	Head even with hip of center. 2 ft splits
B	Between SG and ST
QT	Head even with hip of center. 2 ft splits
QG	Head even with hip of center. 2 ft splits
C	On Ball
SG	Head even with hip of center. 2 ft splits
ST	Head even with hip of center. 2 ft splits
Q	Heels at 5 yards



Blue Power



Position	Alignment
X	Top of the numbers
A	Split X and QT off the ball
F	Heels on QB toes. Split the QG and QT
Y	Head even with hip of center. 2 ft splits
B	Between SG and ST
QT	Head even with hip of center. 2 ft splits
QG	Head even with hip of center. 2 ft splits
C	On Ball
SG	Head even with hip of center. 2 ft splits
ST	Head even with hip of center. 2 ft splits
Q	Heels at 5 yards



Red
YO



Position	Alignment
X	Top of the numbers
A	Split X and QT off the ball
F	Heels on QB toes. Split the QG and QT
Y	Head even with hip of center. 2 ft splits. Line up on quick side.
B	2x2 off ST
QT	Head even with hip of center. 2 ft splits
QG	Head even with hip of center. 2 ft splits
C	On Ball
SG	Head even with hip of center. 2 ft splits
ST	Head even with hip of center. 2 ft splits
Q	Heels at 5 yards



Blue YO



Position	Alignment
X	Top of the numbers
A	Split X and QT off the ball
F	Heels on QB toes. Split the QG and QT
Y	Head even with hip of center. 2 ft splits. Line up on quick side
B	2x2 off ST
QT	Head even with hip of center. 2 ft splits
QG	Head even with hip of center. 2 ft splits
C	On Ball
SG	Head even with hip of center. 2 ft splits
ST	Head even with hip of center. 2 ft splits
Q	Heels at 5 yards



Red
Over



Position	Alignment
X	Top of the numbers
A	Normal alignment as if X were to your side
F	Heels on QB toes. Split the QG and QT
Y	Head even with hip of center. 2 ft splits. Line up on quick side
B	2x2 off QT
QT	Head even with hip of center. 2 ft splits. Line up on strong side
QG	Head even with hip of center. 2 ft splits
C	On Ball
SG	Head even with hip of center. 2 ft splits
ST	Head even with hip of center. 2 ft splits
Q	Heels at 5 yards



Blue
Over



Position	Alignment
X	Top of the numbers
A	Line up in normal alignment as if X were there
F	Heels on QB toes. Split the QG and QT
Y	Head even with hip of center. 2 ft splits. Line up on quick side
B	2x2 off QT
QT	Head even with hip of center. 2 ft splits. Line up on strong side
QG	Head even with hip of center. 2 ft splits
C	On Ball
SG	Head even with hip of center. 2 ft splits
ST	Head even with hip of center. 2 ft splits
Q	Heels at 5 yards



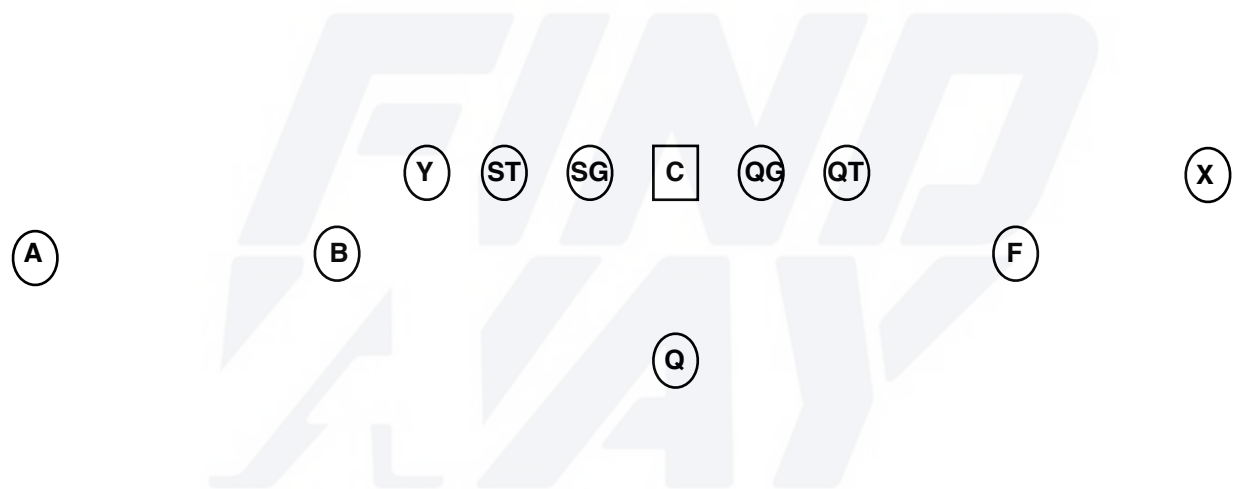
Red Empty Flop



Position	Alignment
X	Top of the numbers
A	On numbers to the strong side
F	Split QT and X off the ball
Y	Head even with hip of center. 2 ft splits
B	2x2 off Y
QT	Head even with hip of center. 2 ft splits
QG	Head even with hip of center. 2 ft splits
C	On Ball
SG	Head even with hip of center. 2 ft splits
ST	Head even with hip of center. 2 ft splits
Q	Heels at 5 yards



Blue Empty Flop



Position	Alignment
X	Top of the numbers
A	On numbers to strong side
F	Split QT and X off the ball
Y	Head even with hip of center. 2 ft splits
B	2x2 off Y
QT	Head even with hip of center. 2 ft splits
QG	Head even with hip of center. 2 ft splits
C	On Ball
SG	Head even with hip of center. 2 ft splits
ST	Head even with hip of center. 2 ft splits
Q	Heels at 5 yards



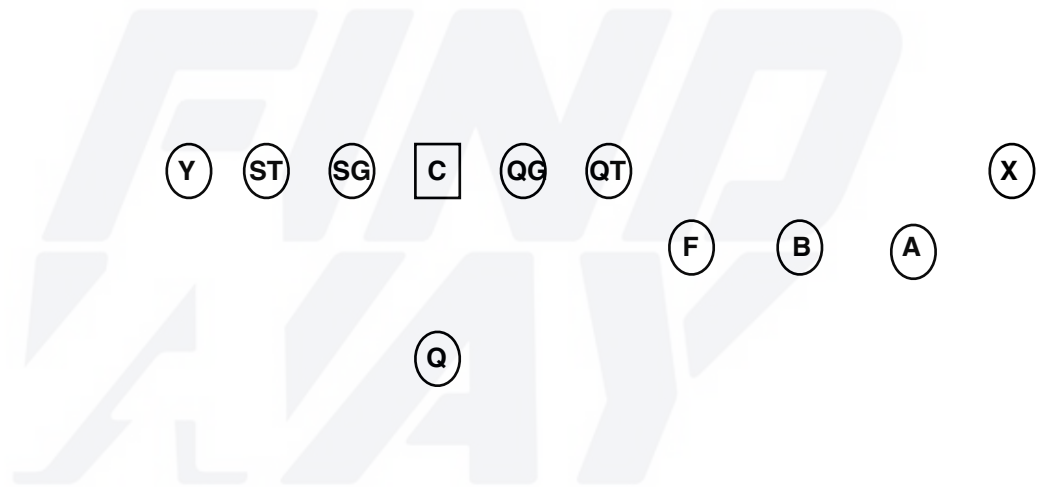
Red Empty Lion



Position	Alignment
X	Top of the numbers
A	Split X and QT off the ball
F	Split QT and B off the ball
Y	Head even with hip of center. 2 ft splits
B	Split A and F off the ball
QT	Head even with hip of center. 2 ft splits
QG	Head even with hip of center. 2 ft splits
C	On Ball
SG	Head even with hip of center. 2 ft splits
ST	Head even with hip of center. 2 ft splits
Q	Heels at 5 yards



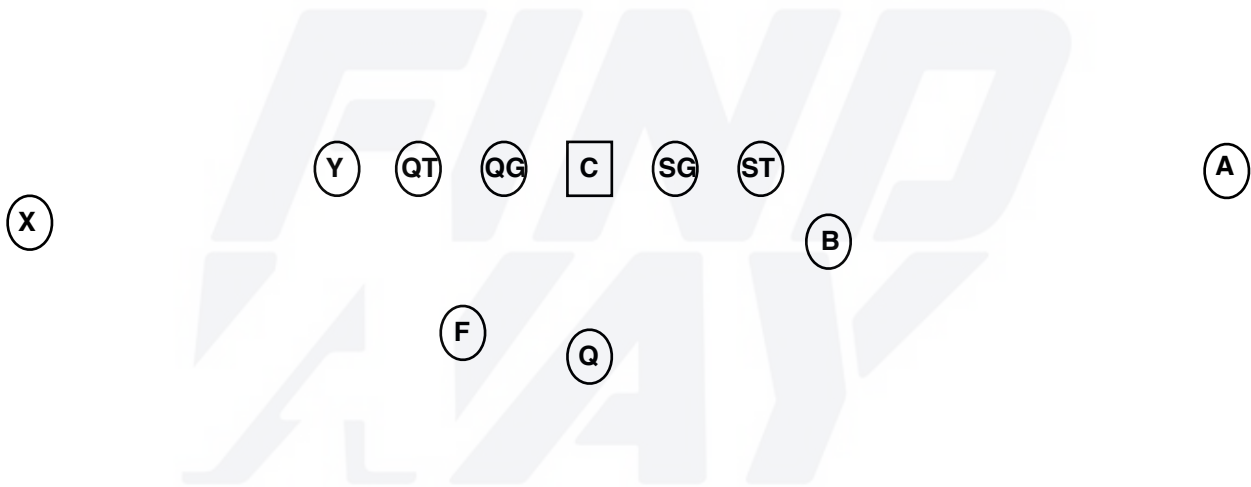
Blue Empty Roar



Position	Alignment
X	Top of the numbers
A	Split X and B off the ball
F	Split B and QT off the ball
Y	Head even with hip of center. 2 ft splits
B	Split A and F off the ball
QT	Head even with hip of center. 2 ft splits
QG	Head even with hip of center. 2 ft splits
C	On Ball
SG	Head even with hip of center. 2 ft splits
ST	Head even with hip of center. 2 ft splits
Q	Heels at 5 yards



Red Flop YO



Position	Alignment
X	Top of the numbers off line of scrimmage
A	On numbers to the strong side on line of scrimmage
F	Heels on QB toes. Split the QG and QT
Y	Head even with hip of center. 2 ft splits. Line up on Quick side
B	2x2 off ST
QT	Head even with hip of center. 2 ft splits
QG	Head even with hip of center. 2 ft splits
C	On Ball
SG	Head even with hip of center. 2 ft splits
ST	Head even with hip of center. 2 ft splits
Q	Heels at 5 yards



Blue Flop YO



Position	Alignment
X	Top of the numbers off line of scrimmage
A	On numbers to strong side on line of scrimmage
F	Heels on QB toes. Split the QG and QT
Y	Head even with hip of center. 2 ft splits. Line up on quick side
B	2x2 off ST
QT	Head even with hip of center. 2 ft splits
QG	Head even with hip of center. 2 ft splits
C	On Ball
SG	Head even with hip of center. 2 ft splits
ST	Head even with hip of center. 2 ft splits
Q	Heels at 5 yards

*FIND
A WAY*

Motions/Shifts

*FIND
AWAY*



Bus

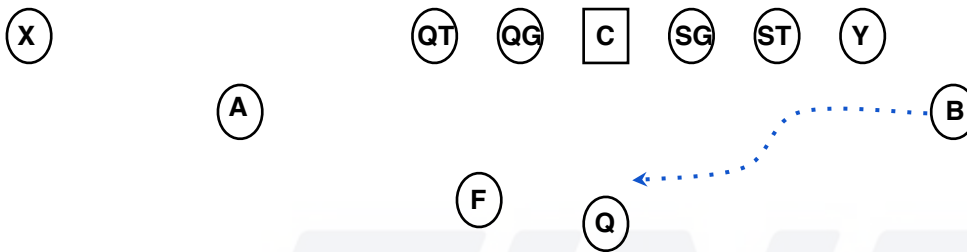


B flat motion in front of QB

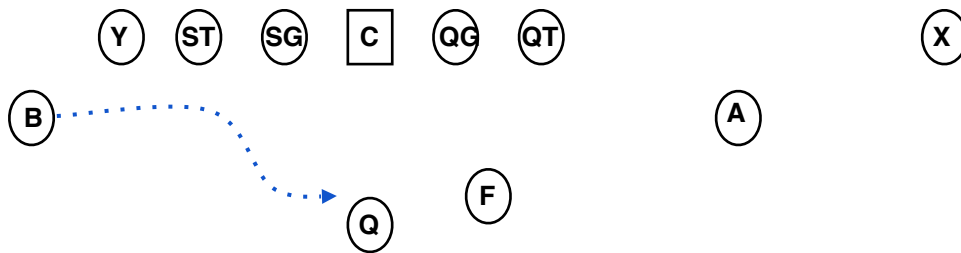
If run play, ball snapped before B crosses the QB

If pass play, ball snapped after B crosses the QB

Red



Blue





Train

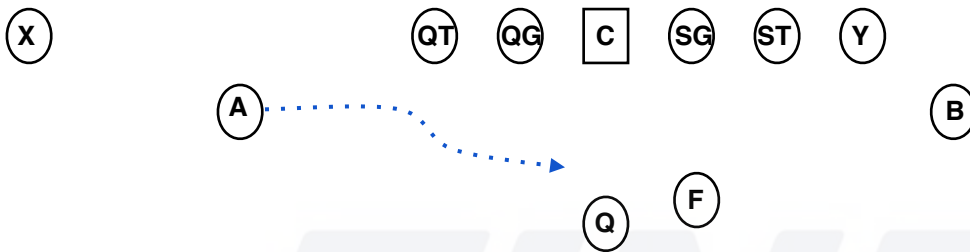


A Motion

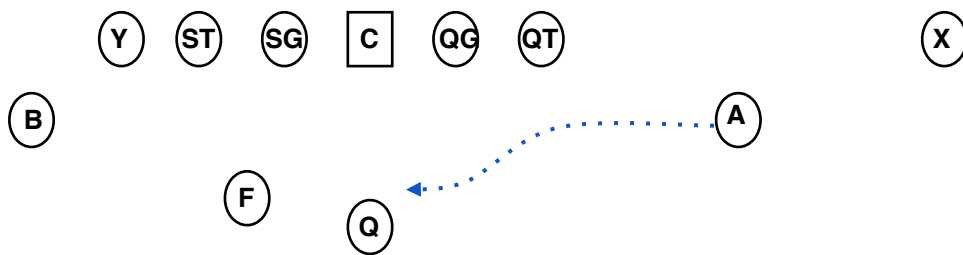
From normal, ball snapped at QT

F automatically goes to Strong

Red



Blue



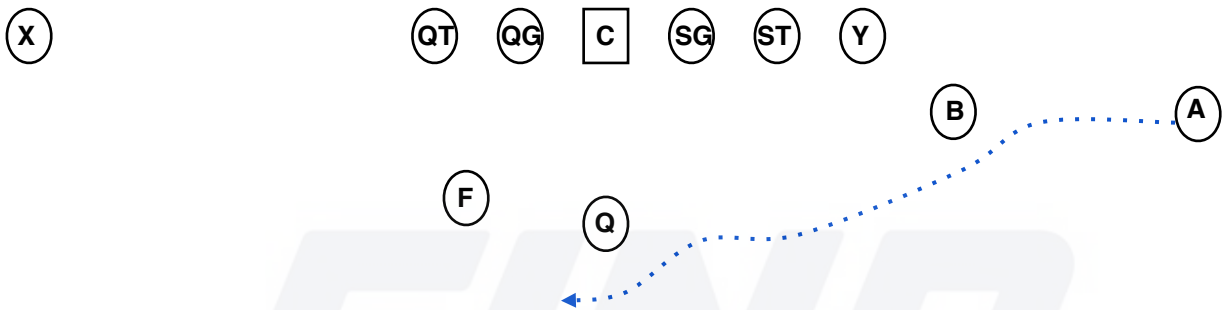


Train

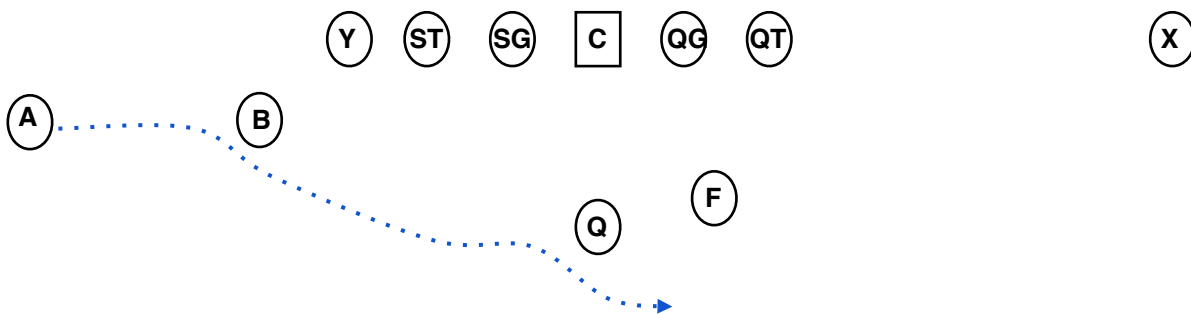


A Motion
From flop, ball snapped behind QB

Red Flop



Blue Flop



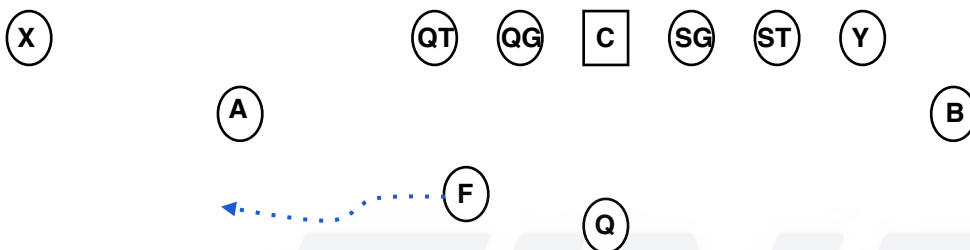


Fly

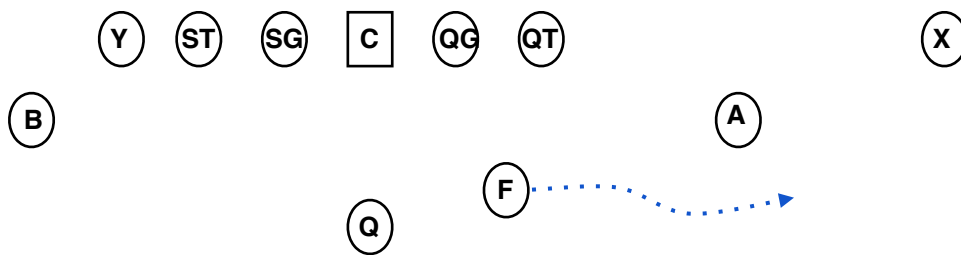
F Motion

Going out towards sideline
Ball snapped after he gets 3 steps

Red



Blue



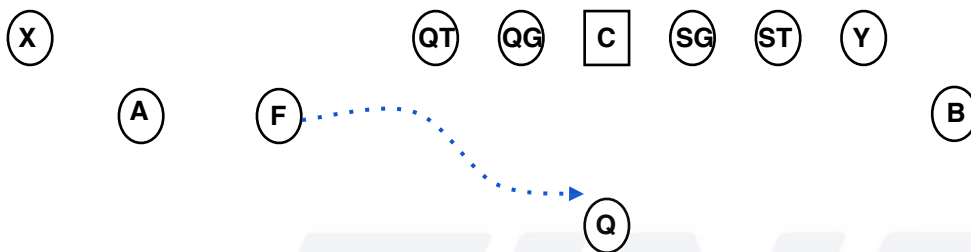


Fly

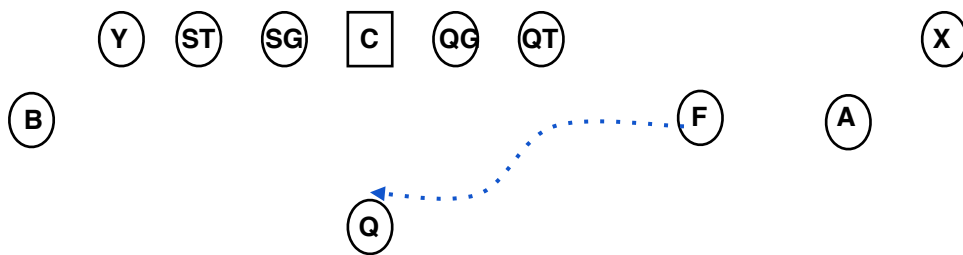
F Motion

From Empty snapped before crossing QB

Red Empty



Blue Empty

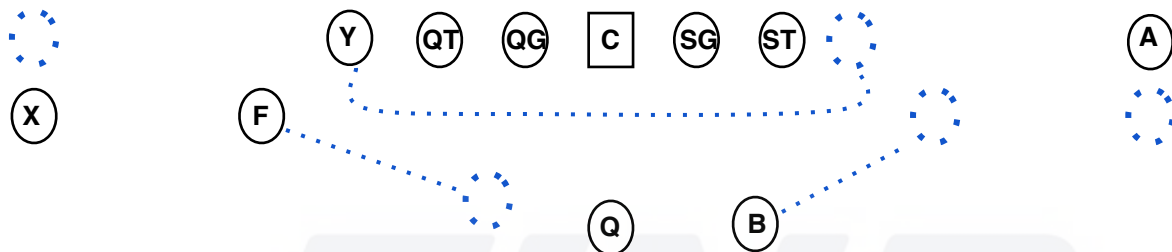




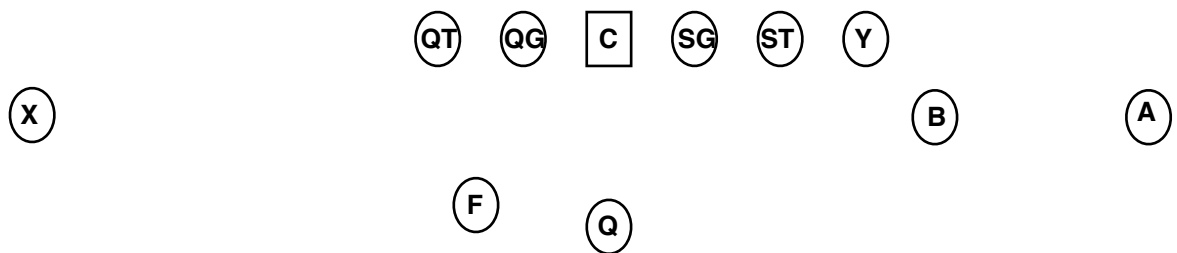
China

Shift to Red/Blue Flop
"Freeze" and Shift

Start



Finish
Red Flop

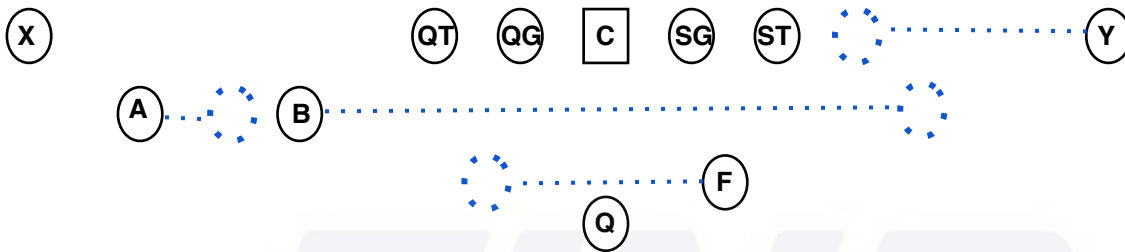




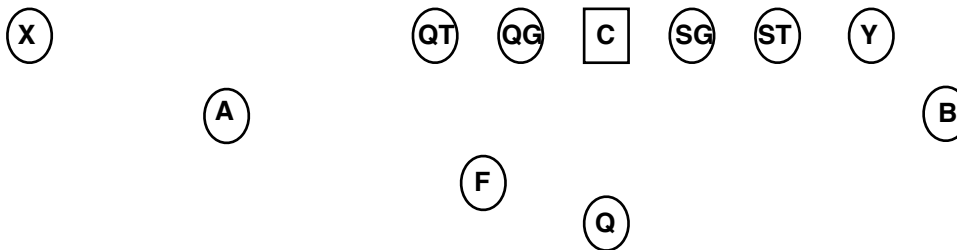
Turkey

Shift from Red-Flex-Lion-Strong
To Red

Start (Red-Flex-Lion-Strong)



Finish
(Red)



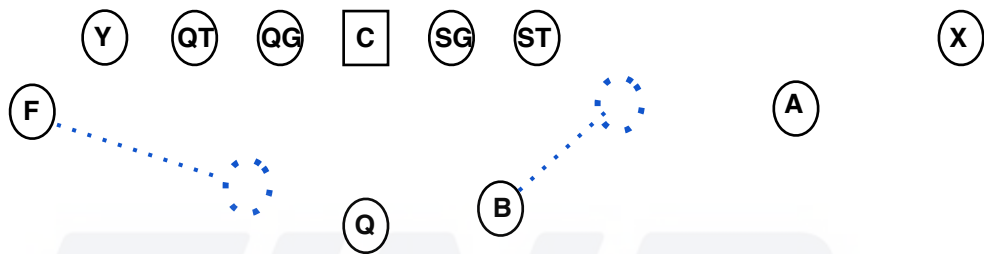


USA

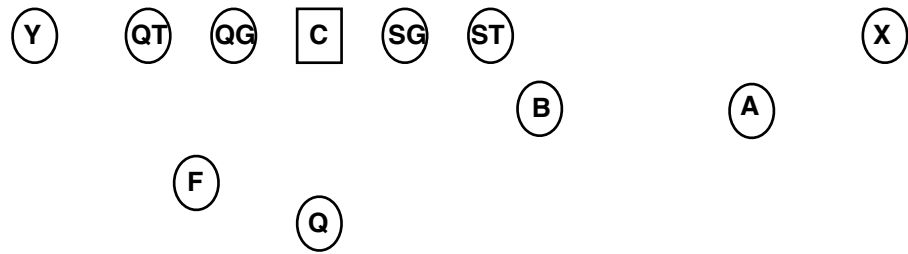


Shift to

Start



Finish





Buck Sweep



Buck Series Overview

The beauty of the Wing-T is series based offense. The buck series of this offense includes the following plays:

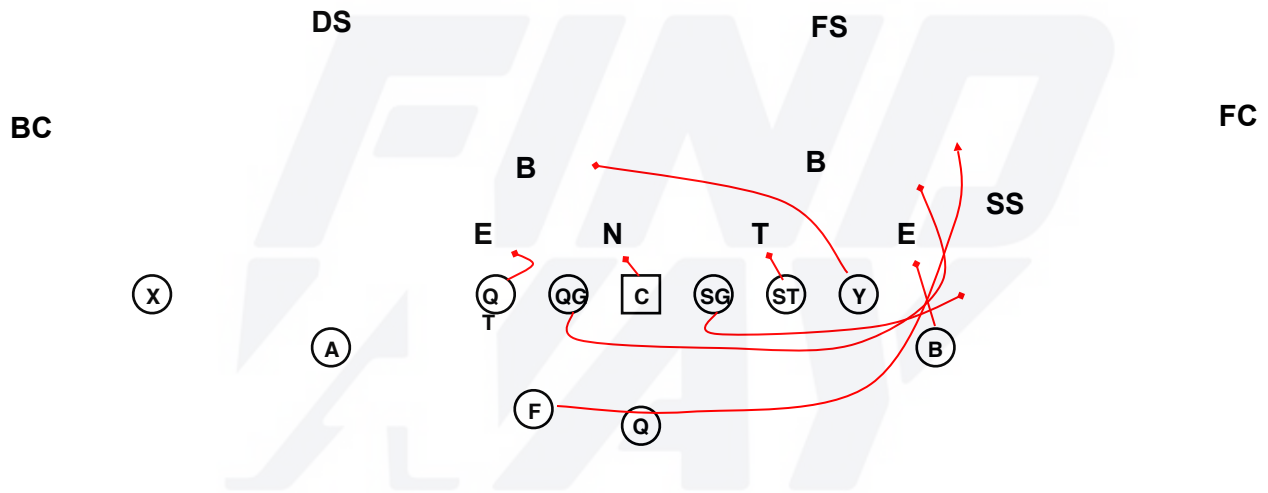
- Buck Sweep
- Counter
- Belly-Read
- Waggle
- Buck Pass

The goal of each play is to look the same in the backfield. That is the point of series football, and something I have strived to keep true in the Gun T RPO system.

What I believe makes this system unique is that this system also has RPO's built in off the buck sweep and the counter game. Each play is part of a series, but is also run as a stand-alone with built in answers.



Buck Base Rules



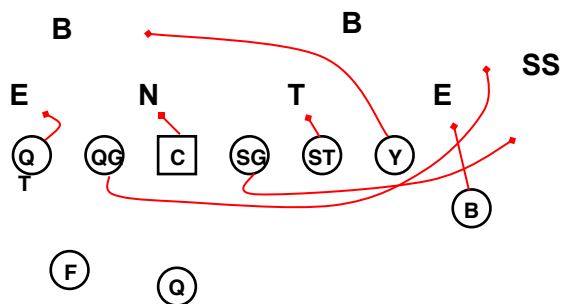
Position	Job Description
X	
A	
F	Cross QB's face for 2 steps, find quick guard and get hand on his back
Y	Gap/Down/Backer
B	Gap/Down/Backer
QT	Step Hinge or Cut
QG	Pull Wrap
C	On/Backside
SG	Pull Kick
ST	Gap/Down/Backer
Q	



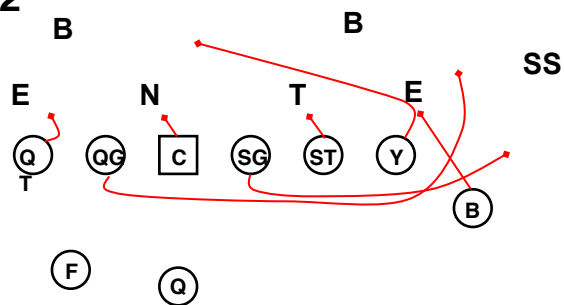
Buck



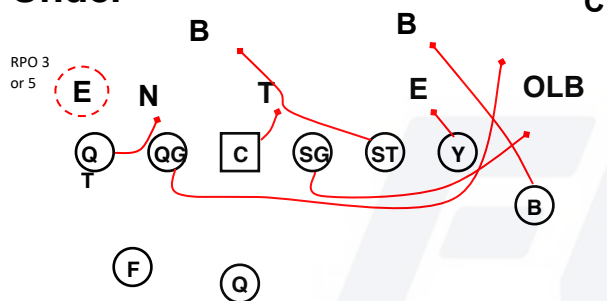
4-3



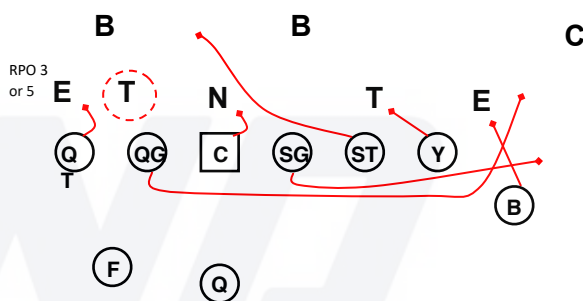
4-2



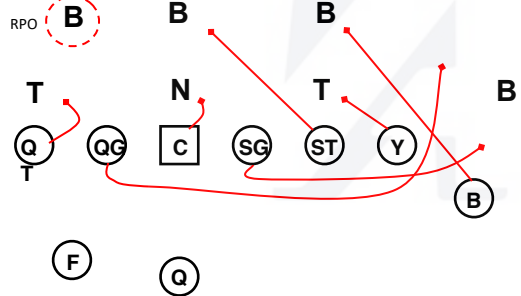
Under



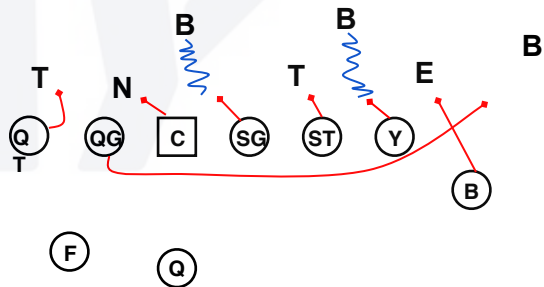
5-2



3-3



Stay Call= A & B gaps covered or 3



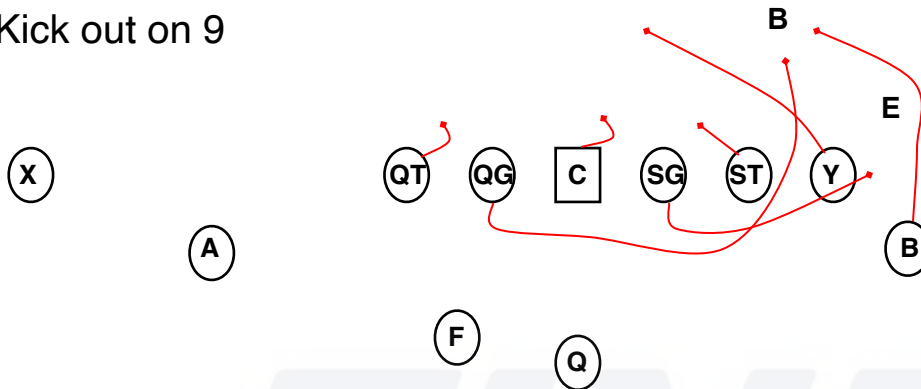


Buck Playside Tags



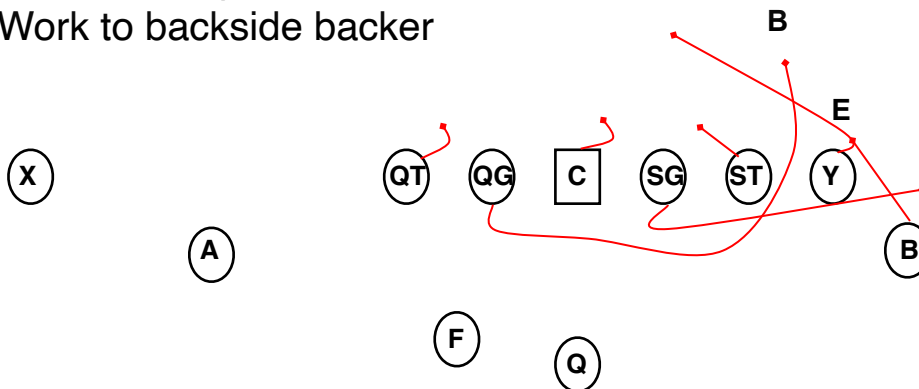
“Bypass”

Tells B leave the 9
Kick out on 9



“Dubs”

Tells Y and B to double team
Y vertical push
B horizontal push
Work to backside backer



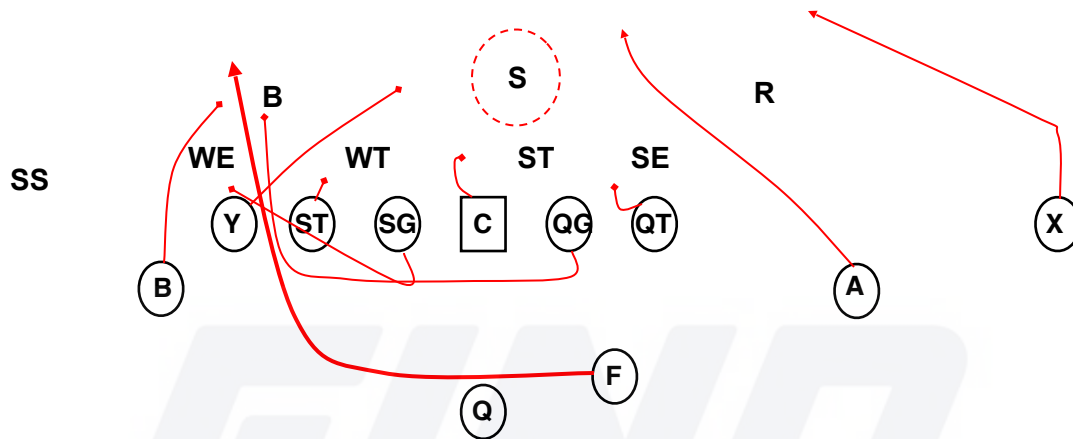


RPO's off Buck



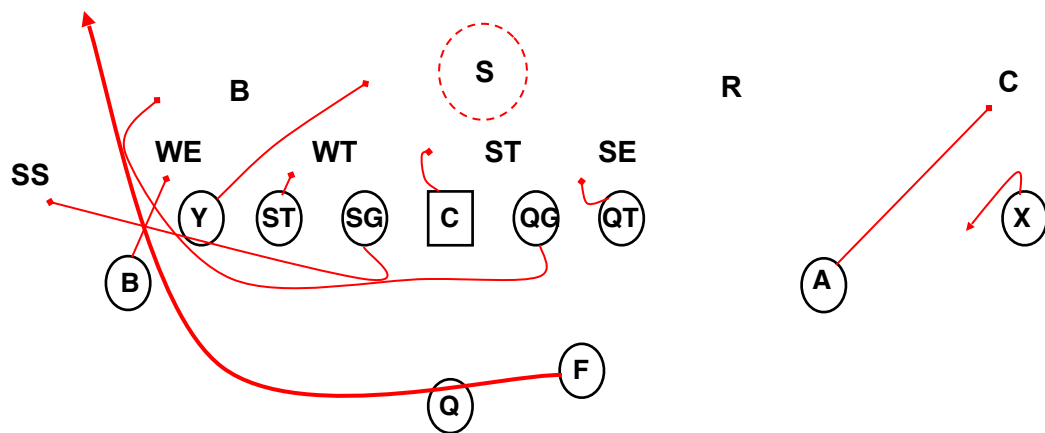
“Peak”

A Works inside leverage, X a Post. QB Reads ILB



“Key”

Can throw fast screen (A steps on toes of “X” and blocks Most Dangerous). Post snap QB reads ILB for a run



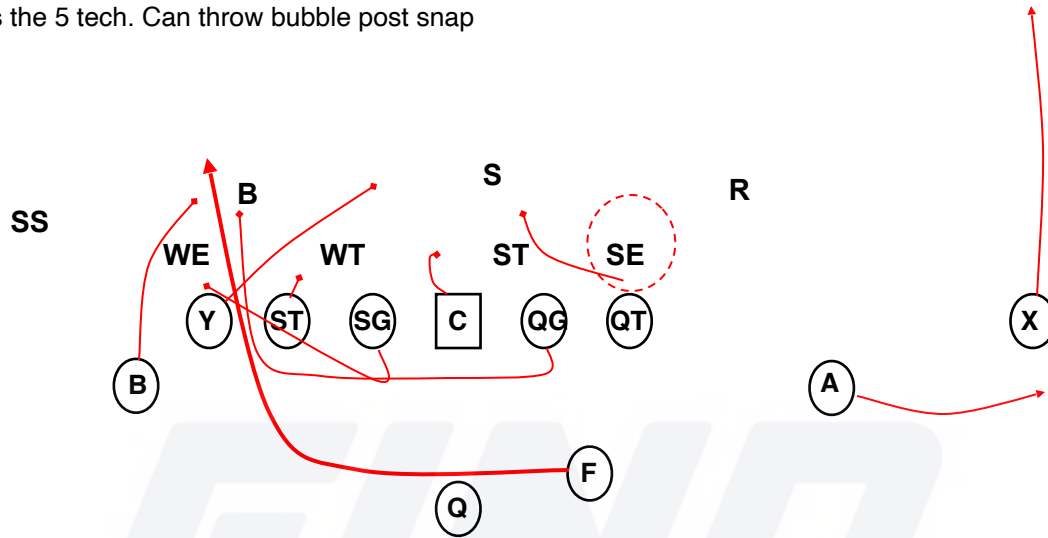


RPO's off Buck



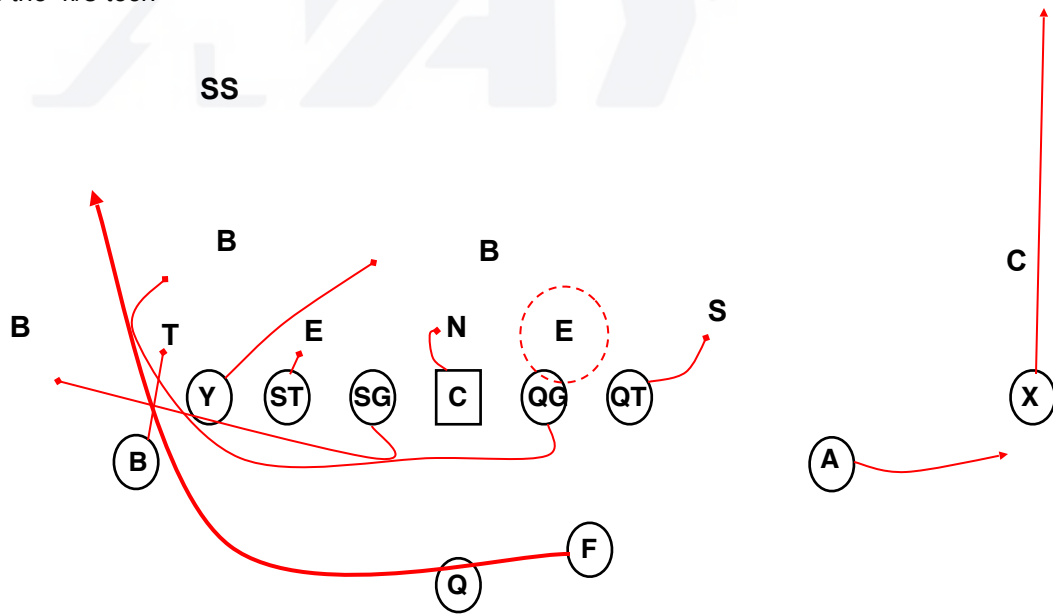
“Read and Bogo”

QB reads the 5 tech. Can throw bubble post snap



“Steal”

QB reads the 4i/3 tech

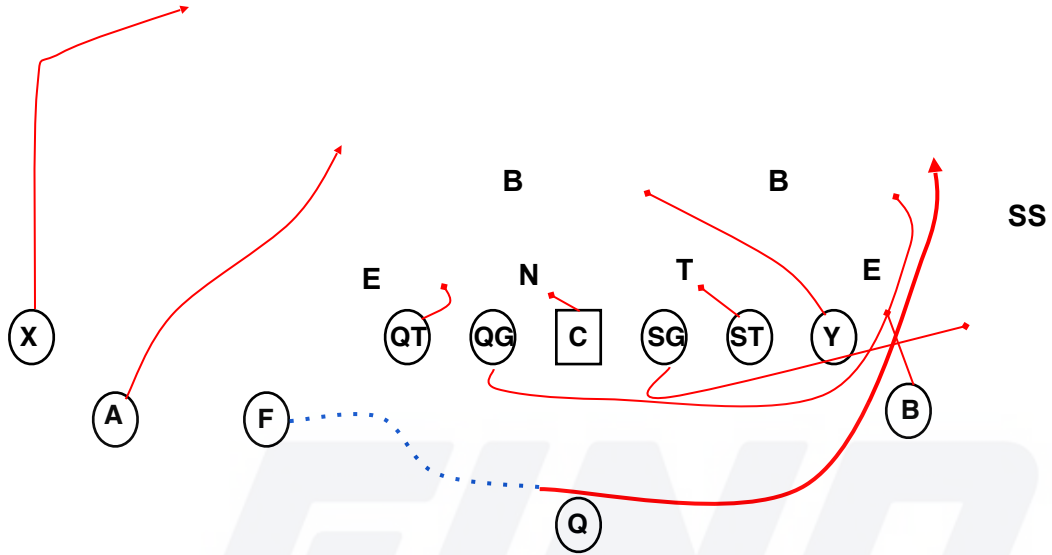




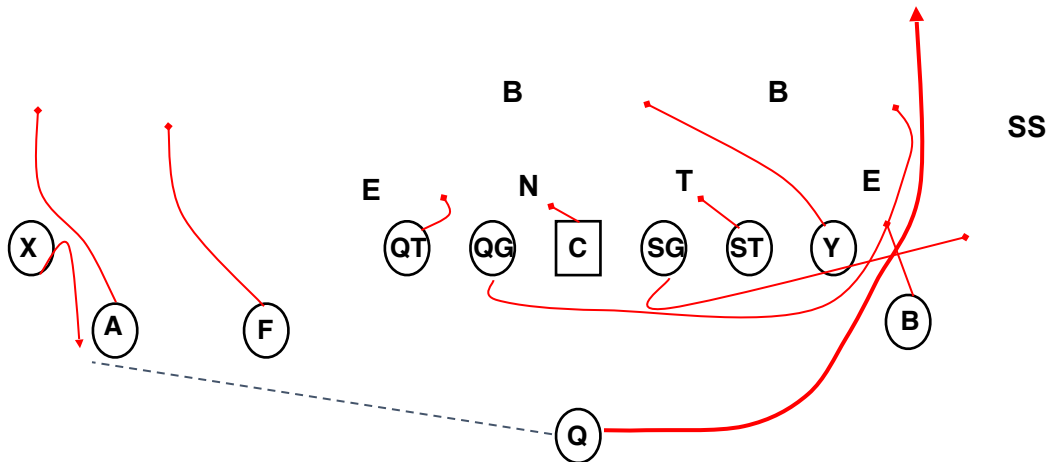
Flavors of Buck



Red-Empty-Fly-Buck (Peak)



Red-Empty-Q Buck-Fast

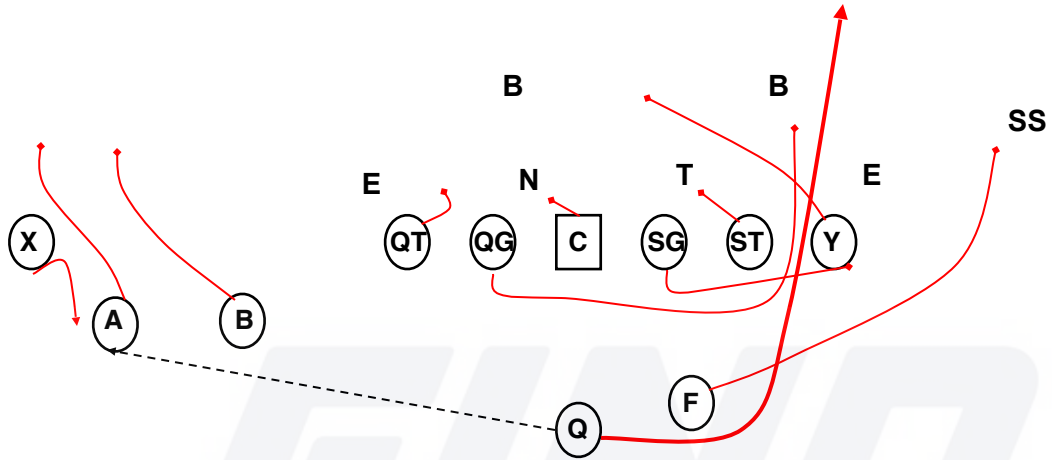




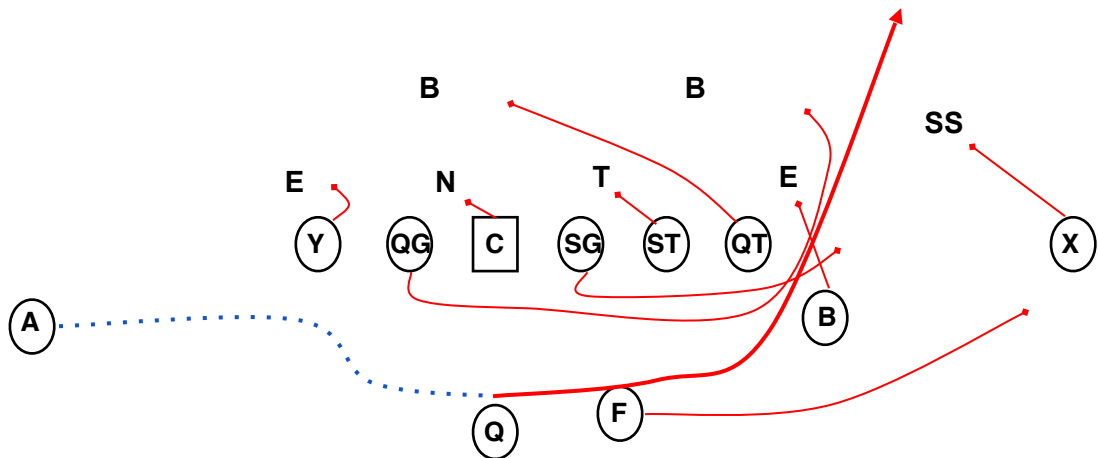
Flavors of Buck



Red-Lion-Strong-Q Buck-Fast



Red-Over-Train-Buck

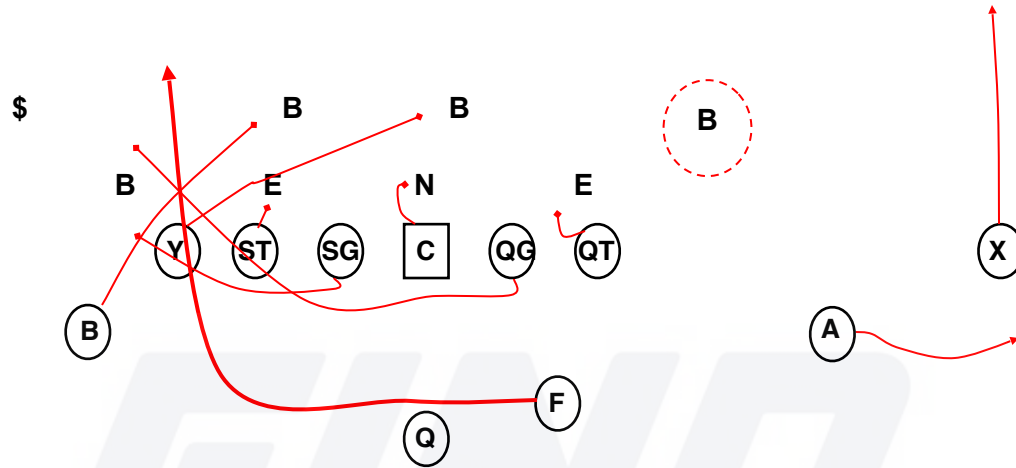




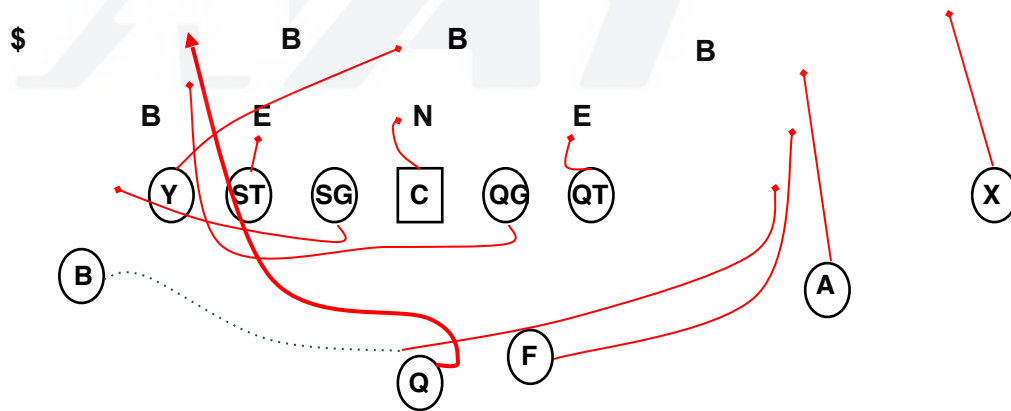
Flavors of Buck



Blue-Buck-BOGO



Blue-Bus-Q-Buck

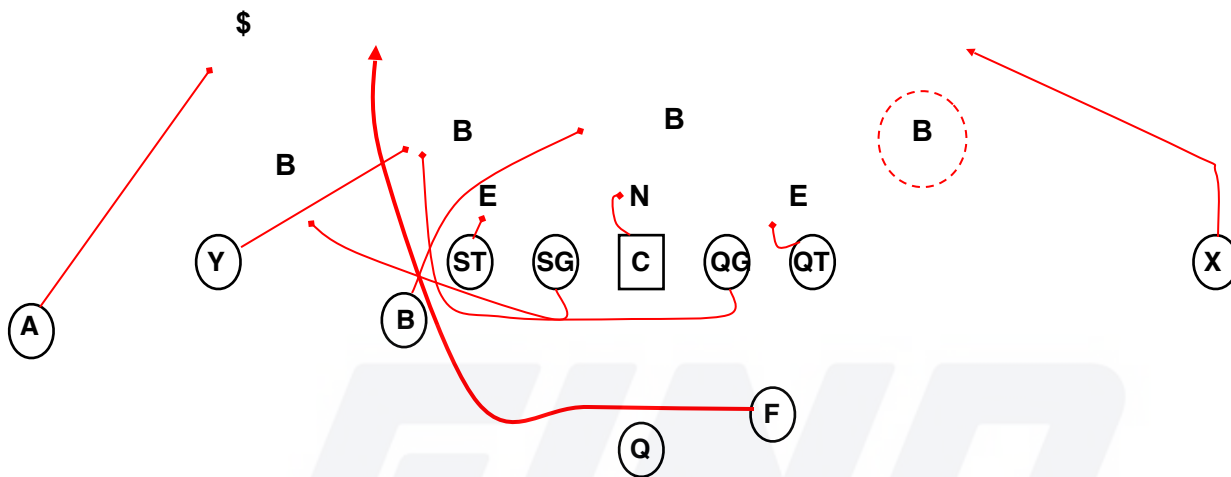




Flavors of Buck



Blue-Flop-Flex-Buck-Peak





Belly



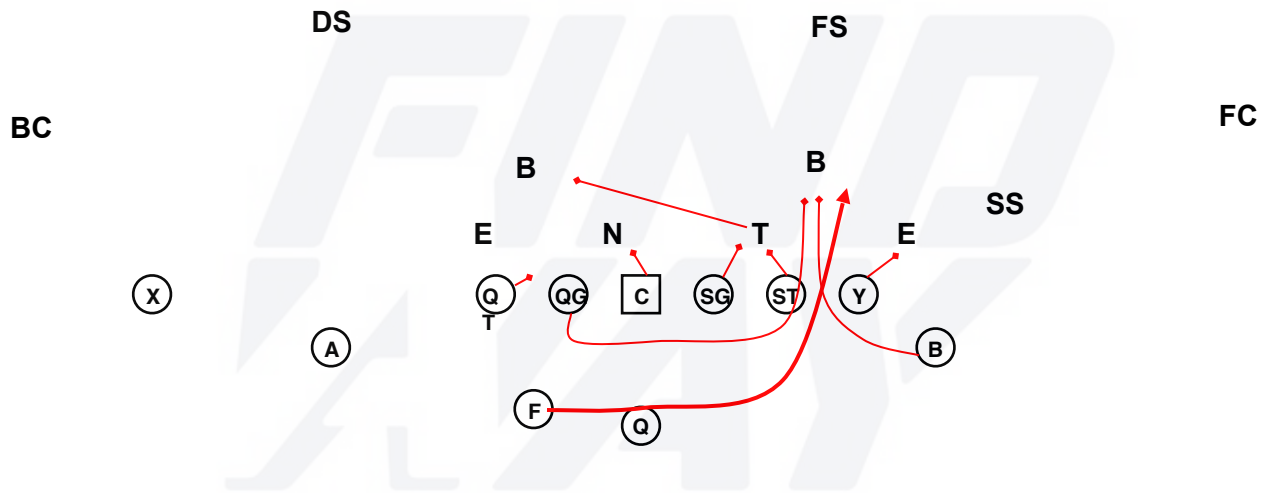
Belly Series Overview

Belly is independent from series, since the backfield action is different than the buck sweep. However, we pair it with the same play-action game and RPO's from Buck Sweep.





Belly Base Rules



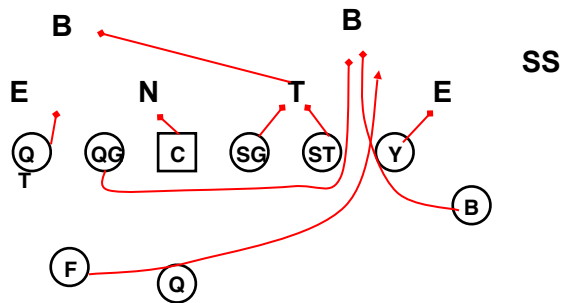
Position	Job Description
X	
A	
F	Slide step to the QB, attack downhill behind pulling guard
Y	Block out
B	Fold inside to playside LB
QT	Step-hinge unless RPO
QG	Wrap to first daylight. Eyes inside
C	On/Backside
SG	#1 Defensive Lineman
ST	#2 Defensive Lineman. If #2 is outside Y, then DBL to backside LB
Q	



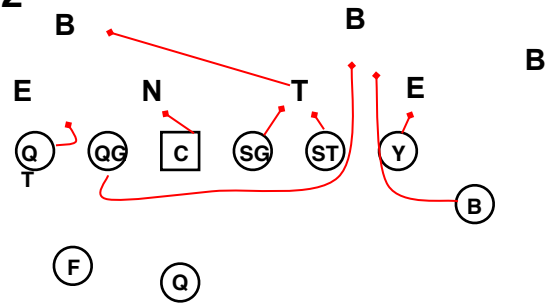
Belly



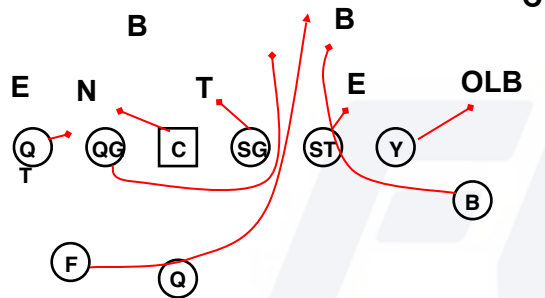
4-3



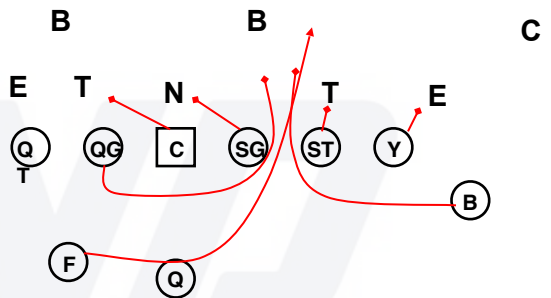
4-2



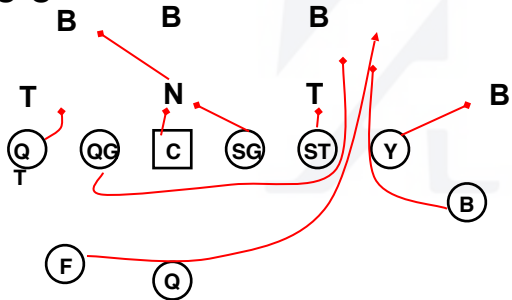
Under



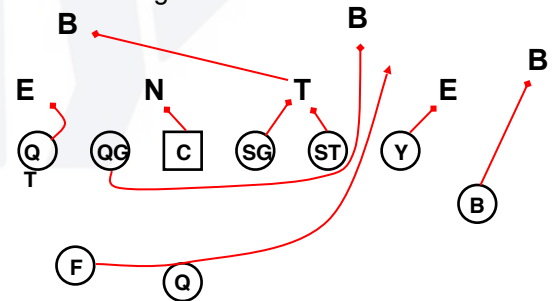
5-2



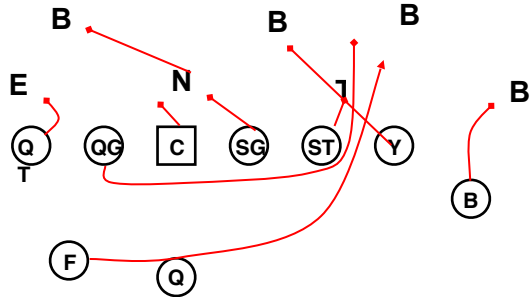
3-3



“Fan” Tells wing to block OLB



“Switch” If wide OLB, Y and B can switch



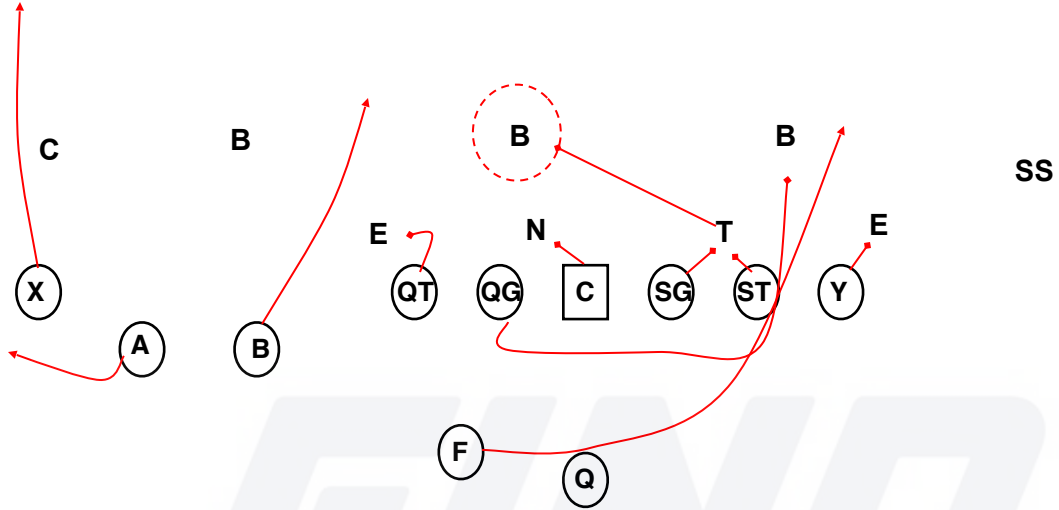


Flavors of Belly



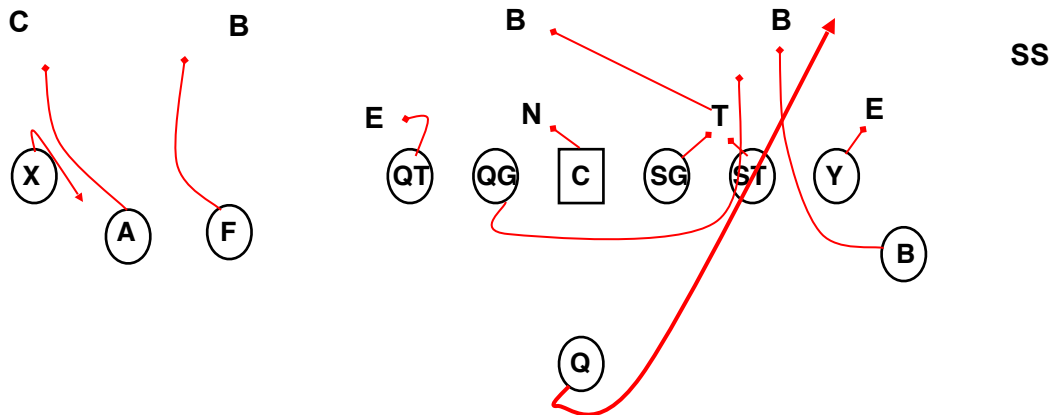
Red-Lion-Belly-B-Peak

Q reads ILB



Red-Empty-Q Belly-Fast

QB Reads #'s to trips side. A blocks most dangerous. F blocks number 2.



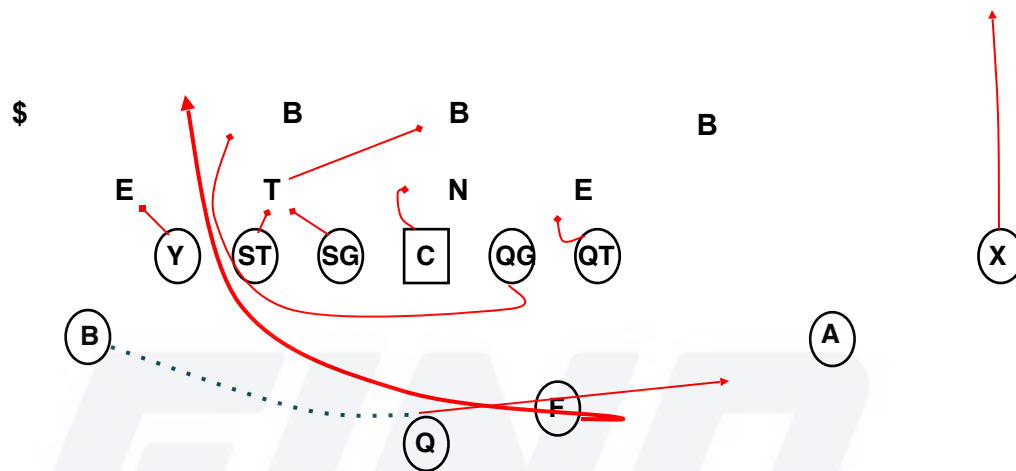


Flavors of Belly



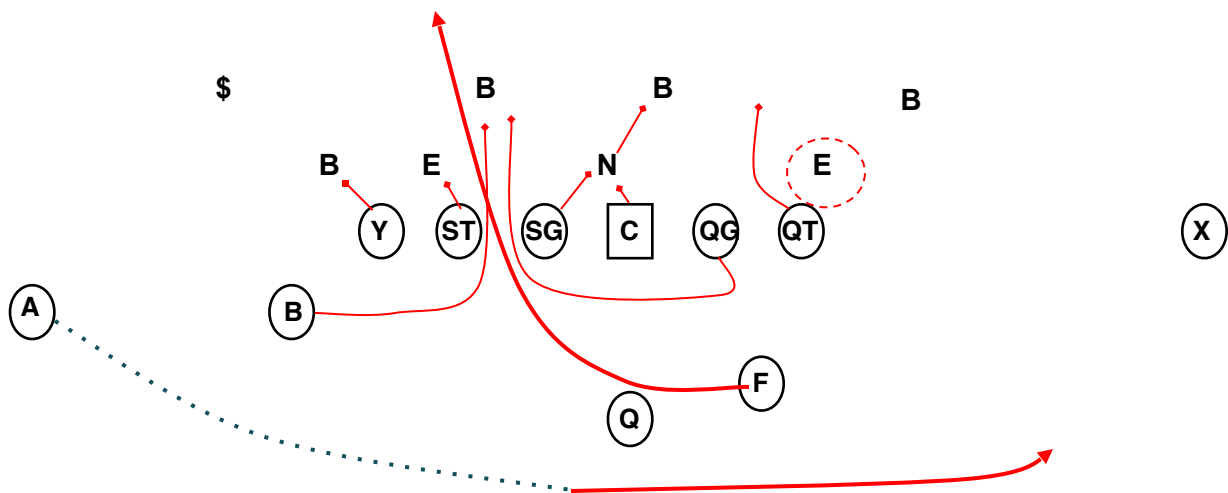
Blue-Bus-Belly

Q fake to B, hand to F



Blue-Flop-Train-Belly-Read-Bubble

Q Read First outside the QT. QT scoop second level inside. X block most dangerous.



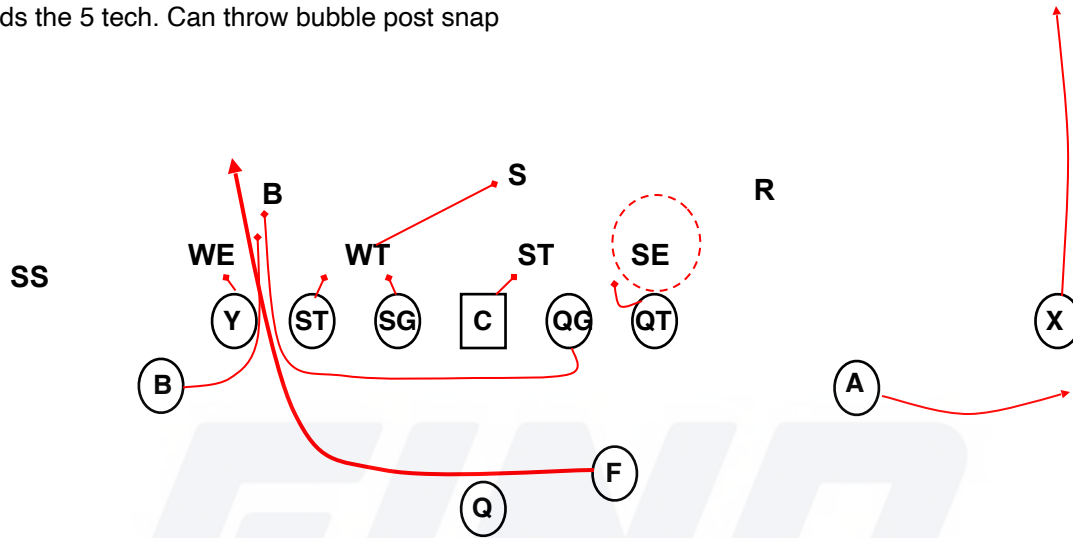


RPO's off Belly



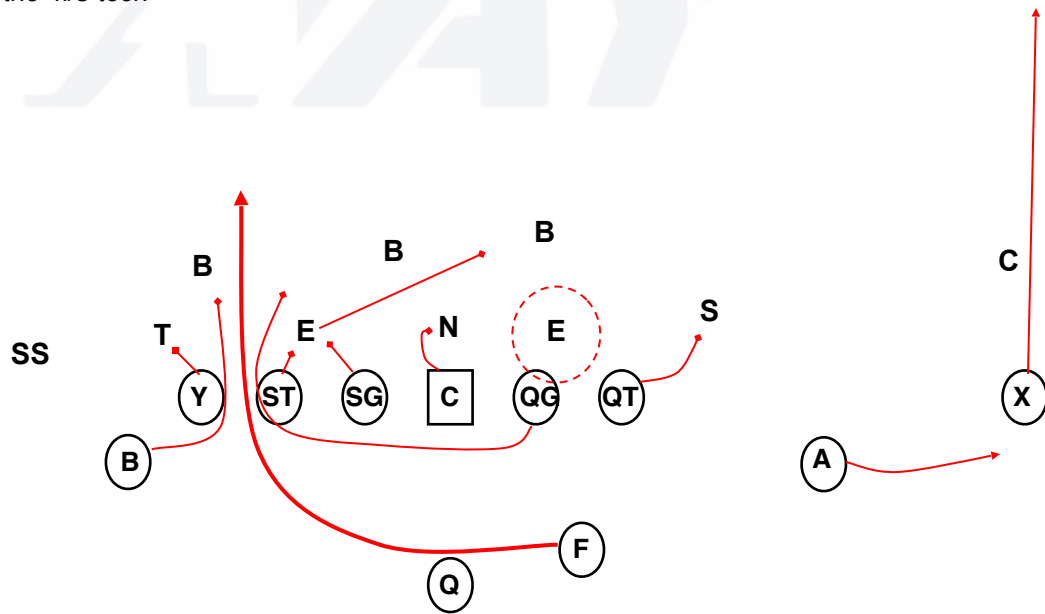
“Read and Bogo”

QB reads the 5 tech. Can throw bubble post snap



“Steal”

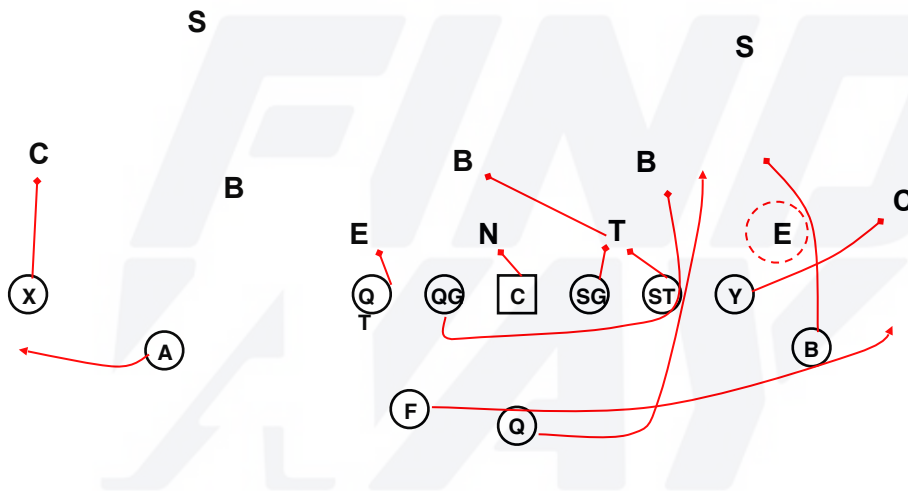
QB reads the 4i/3 tech



Belly Read



Belly Read Base Rules



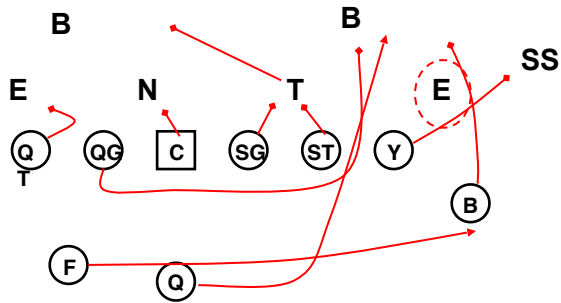
Position	Job Description
X	RPO or Screen
A	RPO or Screen
F	Run flat to edge and follow the Y/B blocks
Y	Block first edge outside read man, try to seal
B	Outside Release and look to seal any alley player
QT	Step Hinge or Cut
QG	Pull Wrap
C	On/Backside
SG	Pull Kick
ST	Gap/Down/Backer
Q	Shuffle 2 steps and read the 1st DL head up the ST to outside



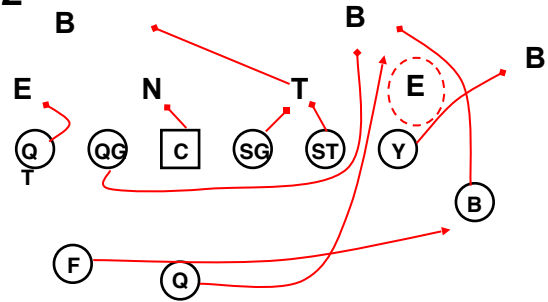
Belly Read



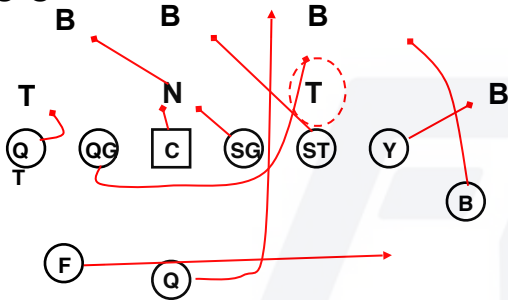
4-3



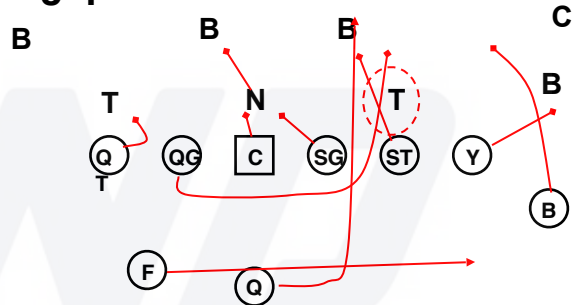
4-2



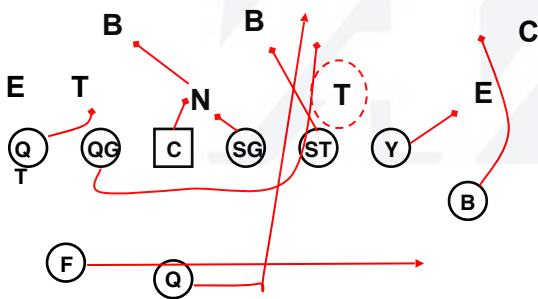
3-3



3-4



5-2





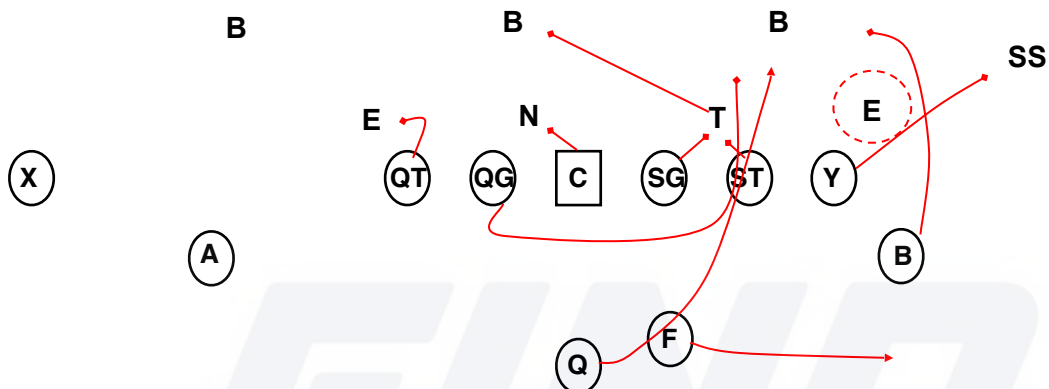
Belly Read Adjustments



Red-Strong-Belly-Toss-Read

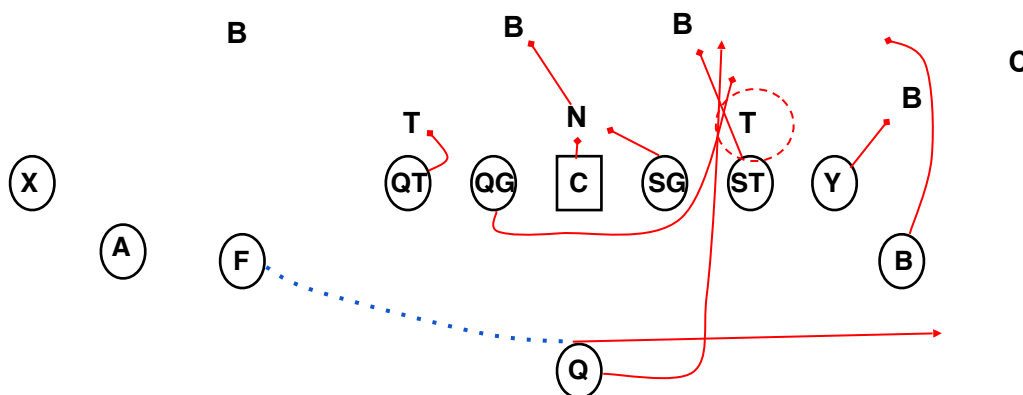
F gets wide fast

Q shuffle as read, toss ball if read squeezes



Red-Empty-Fly-Belly-Read

F fly motion to sweep



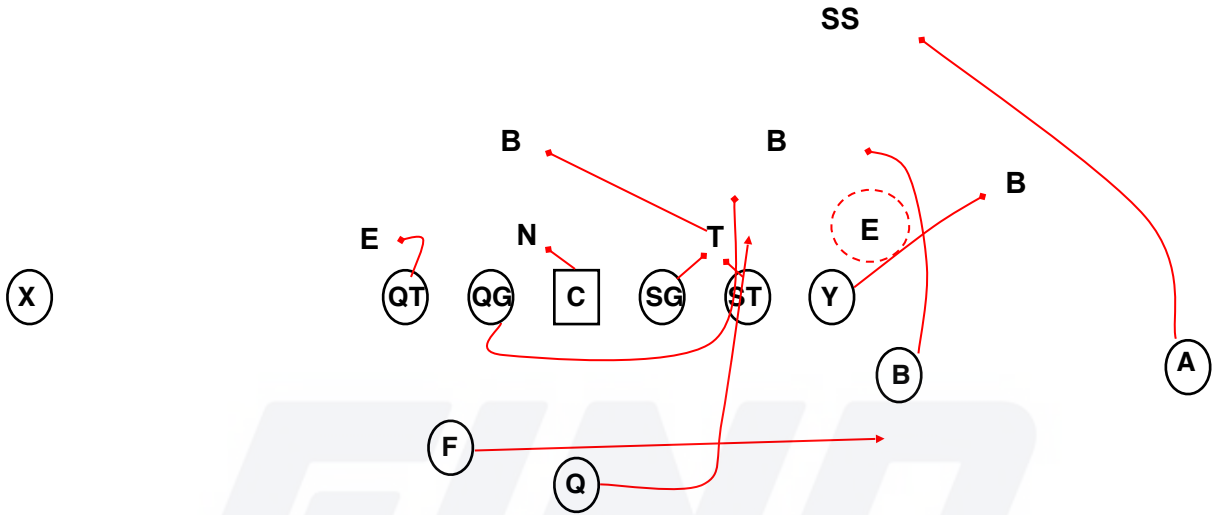


Belly Read Adjustments



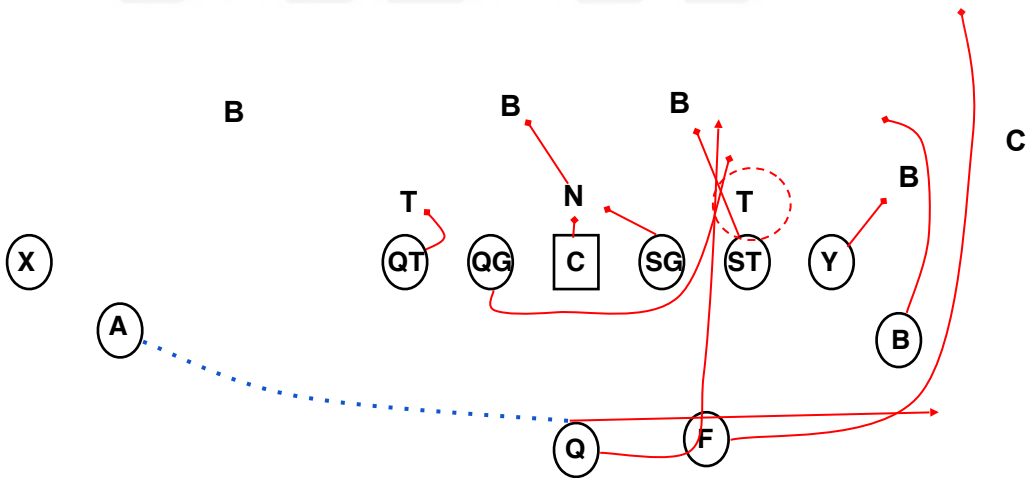
Red-Flop-Belly Read

A cracks the Safety



Red-Strong-Train-Belly Read

A train motion to sweep F outside to safety





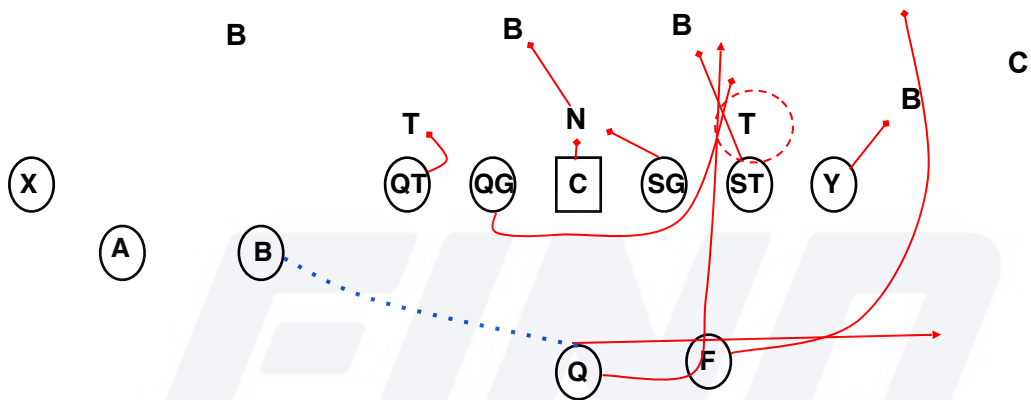
Belly Read Adjustments



Red-Lion-Strong-Bus-Belly

Read

B bus motion to jet
F outside to alley then safety
X and A RPO or screen





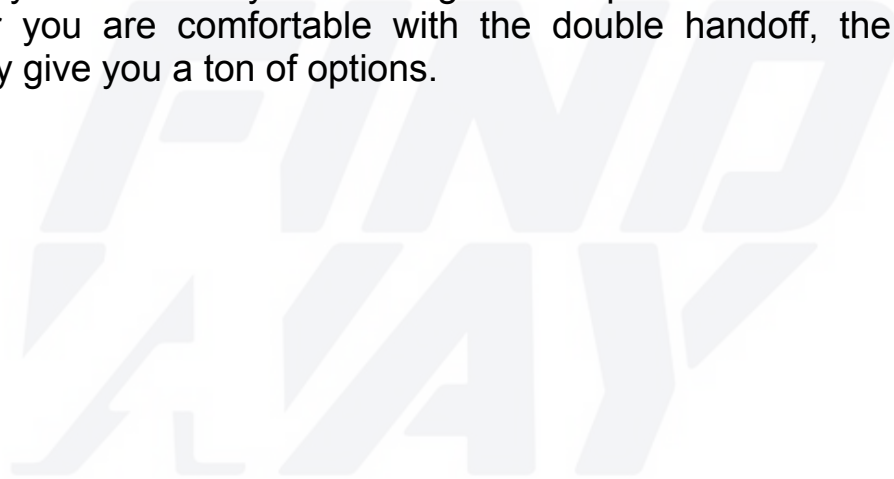
Counter



Counter Overview

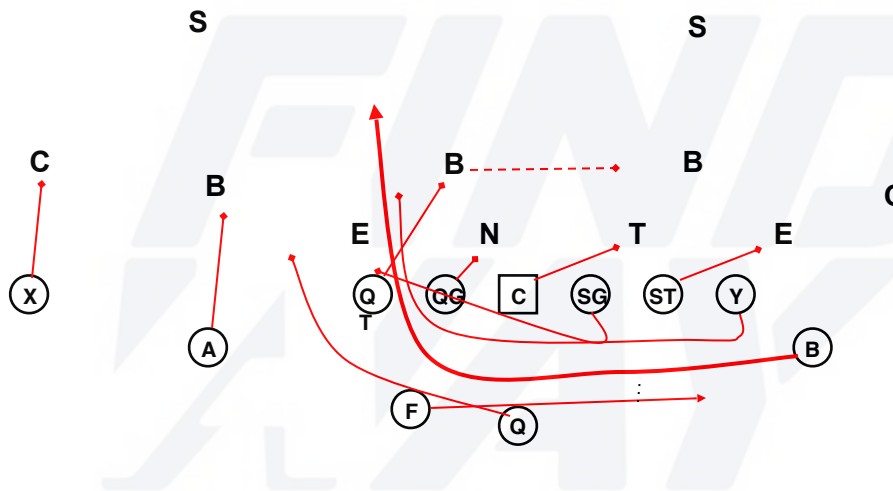
The counter is part of the buck sweep series. However, in the Gun T RPO system, it can also be run with built-in RPO's on both sides of the field. The ability to run it as old-school misdirection is dangerous, but to run it with RPO's as well makes it deadly.

Teach this play the base way first as a great compliment to all strong side run plays. After you are comfortable with the double handoff, the "flavors of counter" really give you a ton of options.





Counter Base Rules



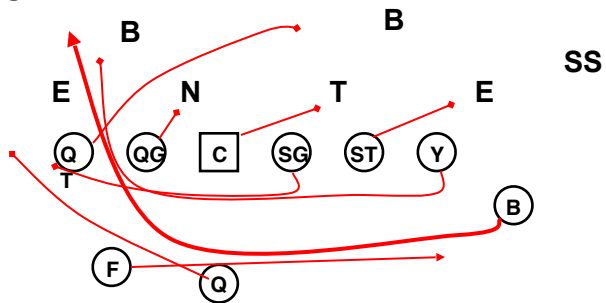
Position	Job Description
X	Block #1
A	Block #2
F	“Take” ball and give underneath carry out fake
Y	Pull Wrap
B	Counter and depth step, get ball under F
QT	Gap/Down/Backer- Work path, if playside backer flies out, don’t chase, take backside
QG	Gap/Down/Backer
C	Gap/Down/Backer
SG	Pull Kick
ST	Step Hinge
Q	Give ball and block edge



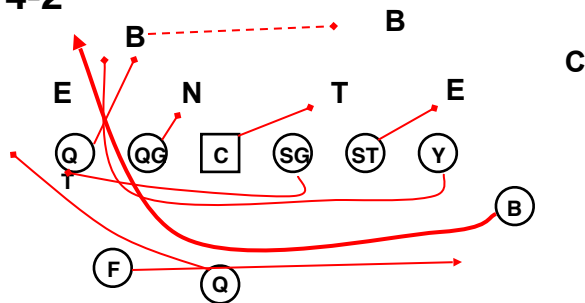
Counter



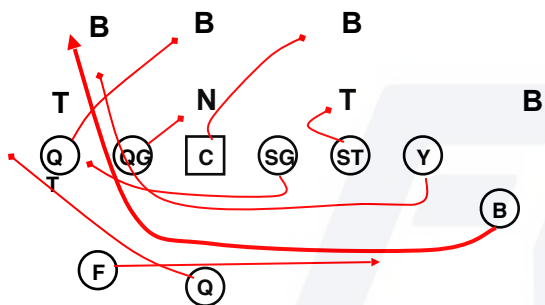
4-3



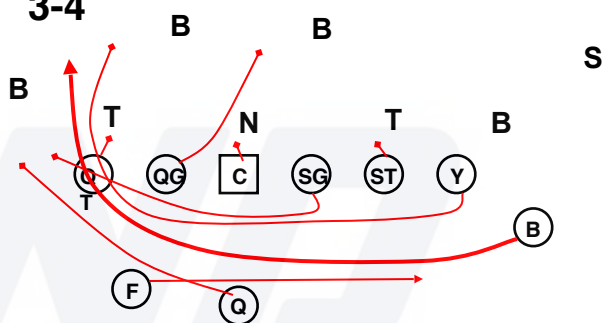
4-2



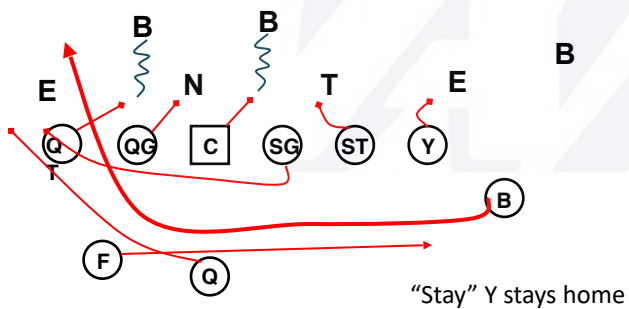
3-3



3-4



vs Blitzers

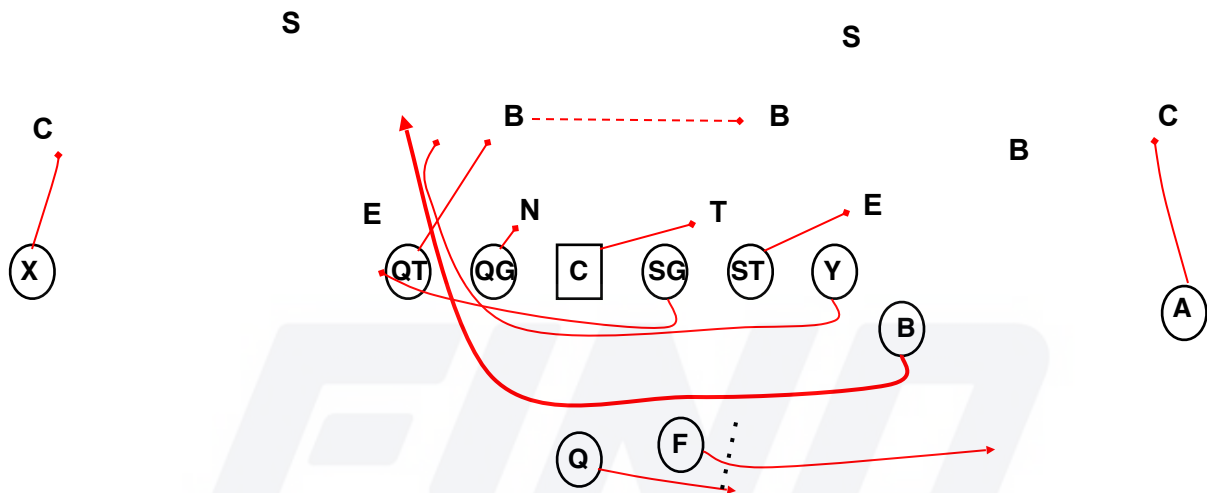




Flavors of Counter

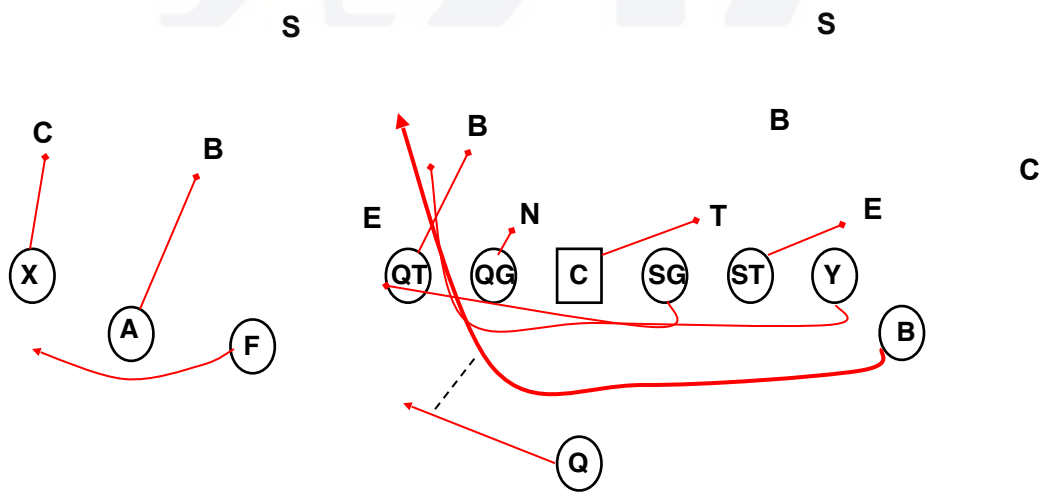


Red-Strong-Flop-Counter-Shuffle



Red-Empty-Counter-43-Bubble

Bubble Presnap



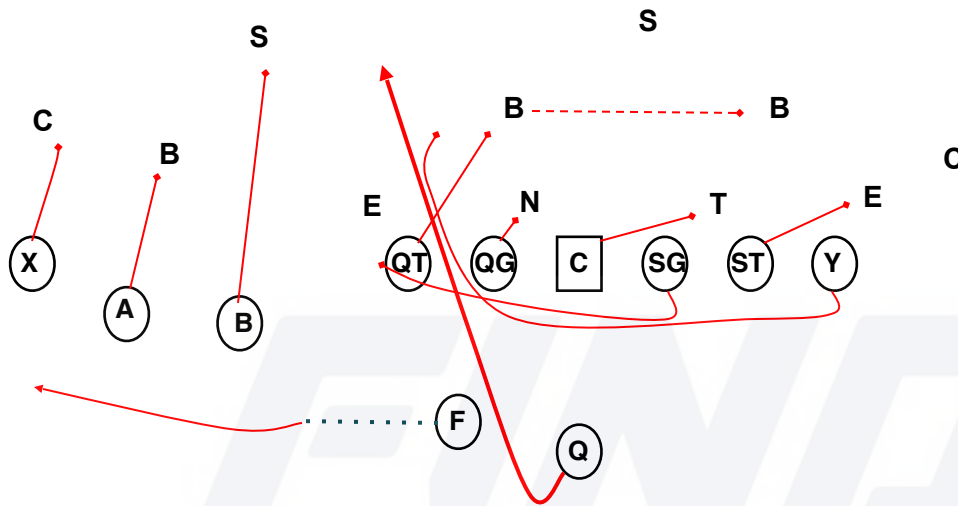


Flavors of Counter



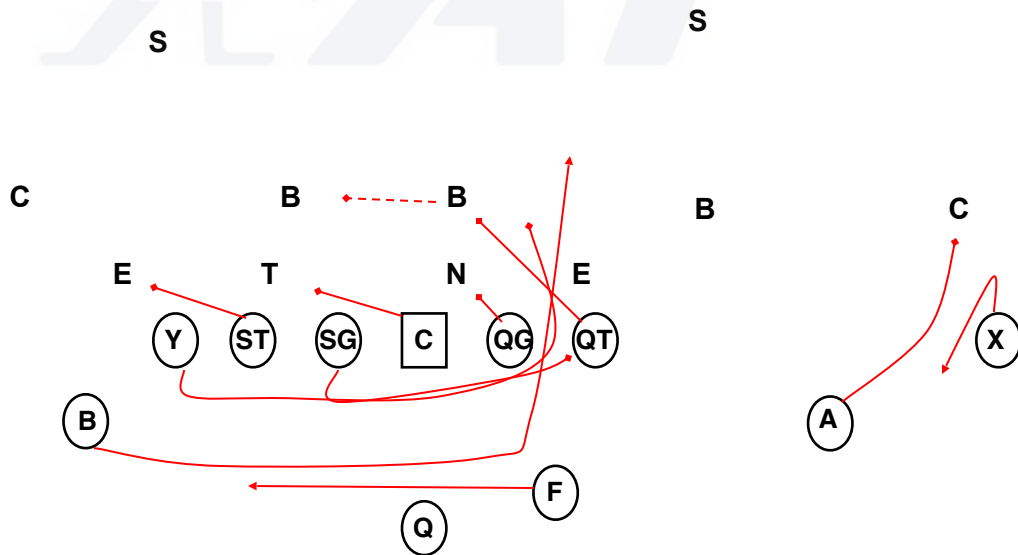
Red-Lion-Fly-Q Counter-44 Bubble

Bubble Presnap



Blue-Counter-Fast

Fast Presnap

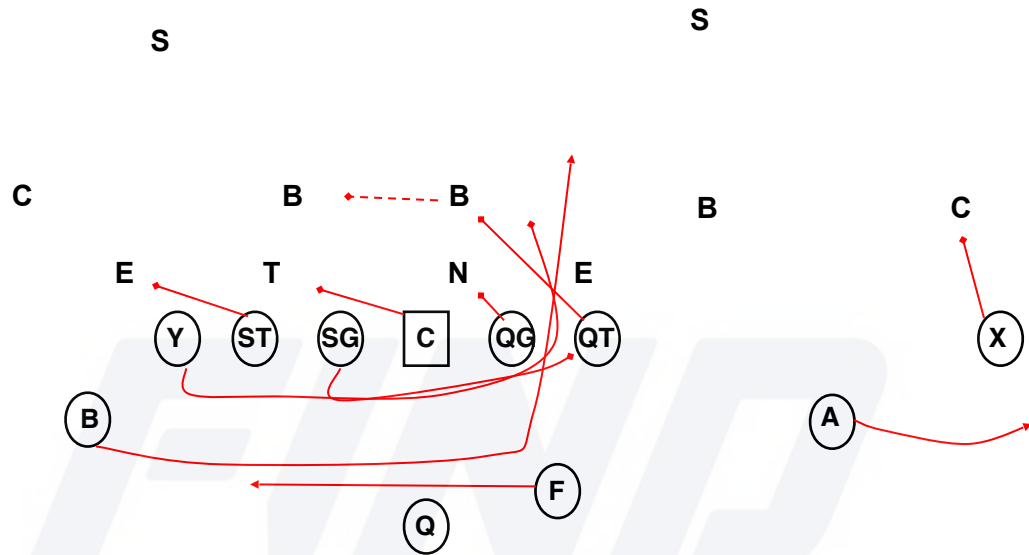




Flavors of Counter



Blue-Counter-Fast Bubble Presnap



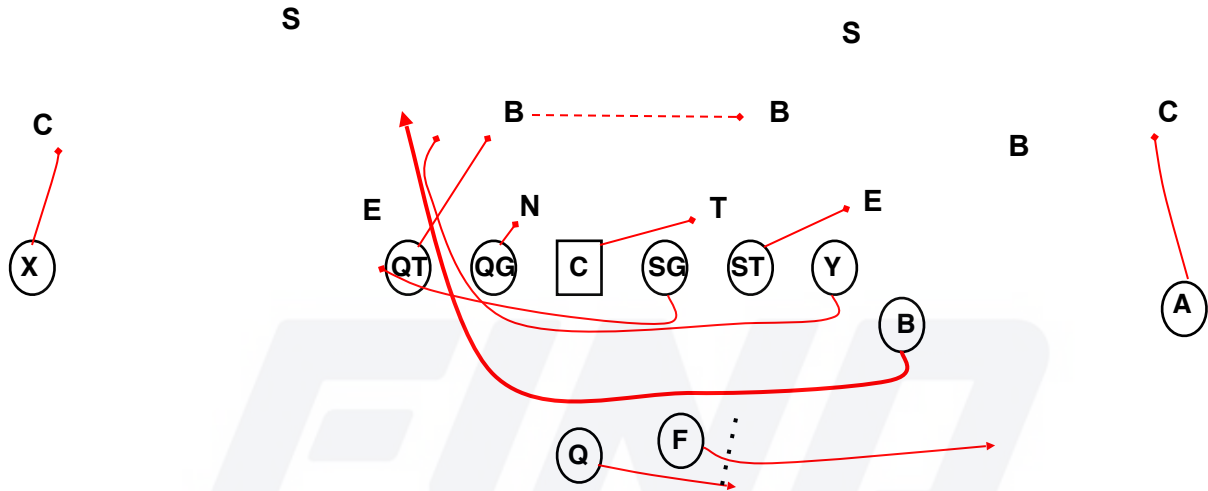


Counter Change Ups



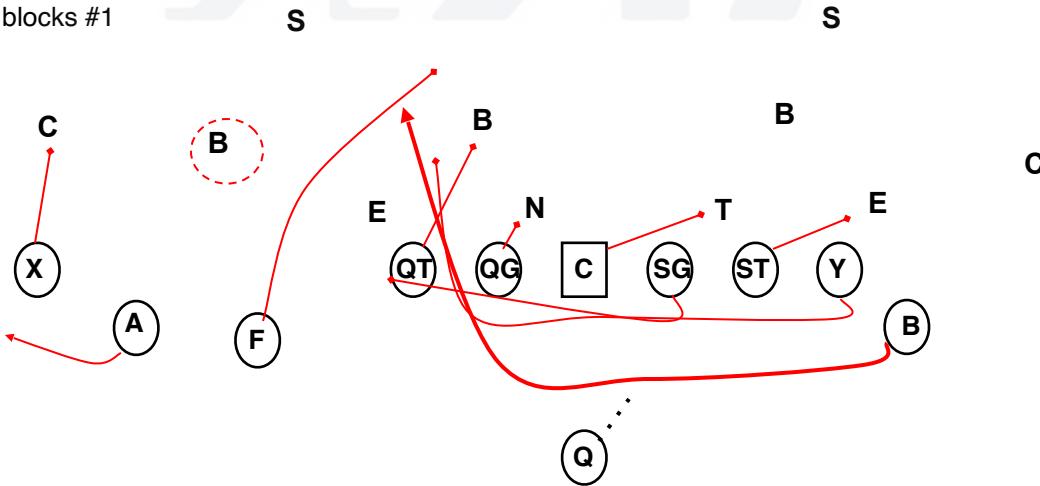
“Shuffle”

F runs option path
Q attacks edge then shuttle pass



Red-Empty-Counter-42-Bubble

Q read OLB 1st for bubble, then can shuffle if pressure. F crack 2nd level defender. X blocks #1



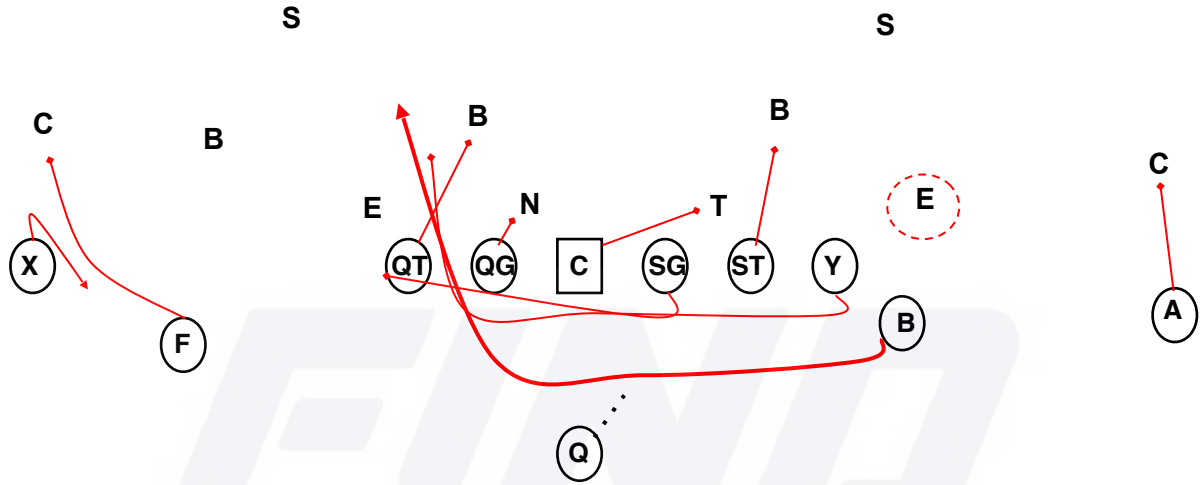


Counter Change Ups



Red-Empty-Flop-Counter-Fast

Q pre snap Fast screen. Post snap read 9 tech. F blocks most dangerous





Jet



Jet Motion Overview

In keeping with the series based offense, the Gun T RPO system uses “jet motion” and marries the following plays:

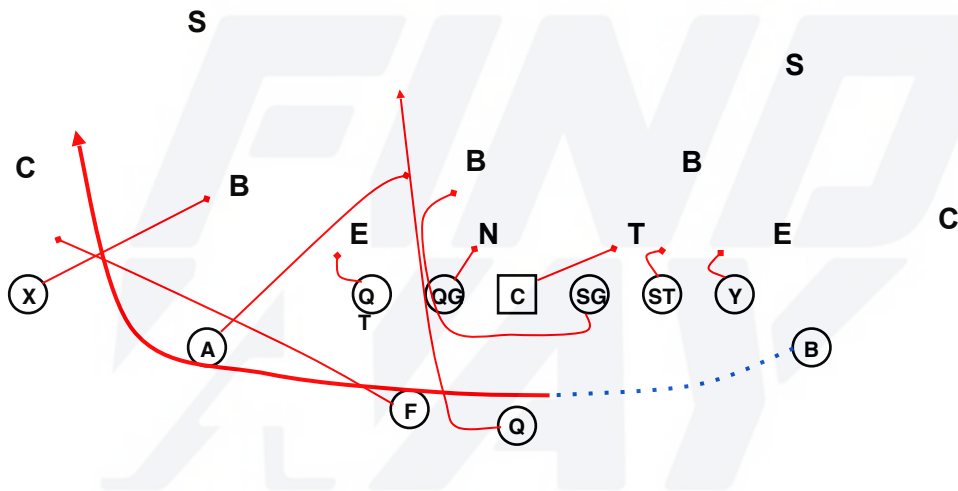
- Jet Sweep
- Quick Belly
- Quick Belly-Read
- Trips Passes
- Throwback Pass
- F Draw

This attacks the defense in every place with the same backfield action. The jet motion is difficult to adjust to as the offense transitions quickly into a 3 x 1 look. Then with the different run-pass plays built into the offense, it becomes very difficult for the defense to stop.

Each play can be run independently from the motion, but when you pair them together it gives a much more “series like” approach that is difficult to defend.



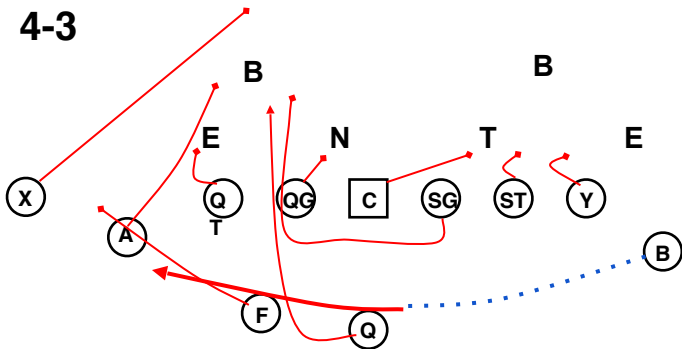
Jet Base Rules



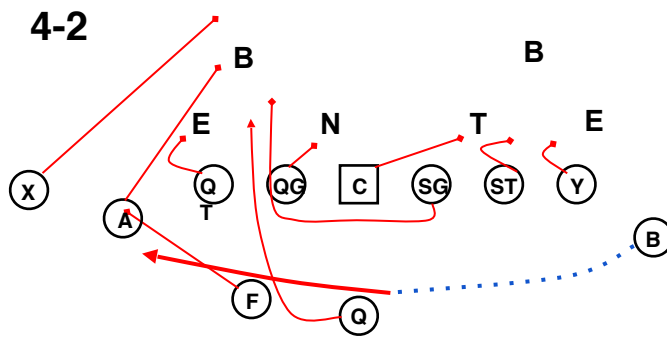
Position	Job Description
X	Crack OLB
A	Chip 5 tech if needed, crack ILB
F	Take flat path and kick first defender to show. If no one shows, wrap to corner
Y	Step inside, hinge
B	Quick Motion on Q signal, cut off F
QT	Hook DE
QG	Block #1 DL, Hook 3 tech
C	On/Backside
SG	Wrap through first gap on quickside, eyes inside
ST	Step inside, hinge
Q	Hand or toss to B



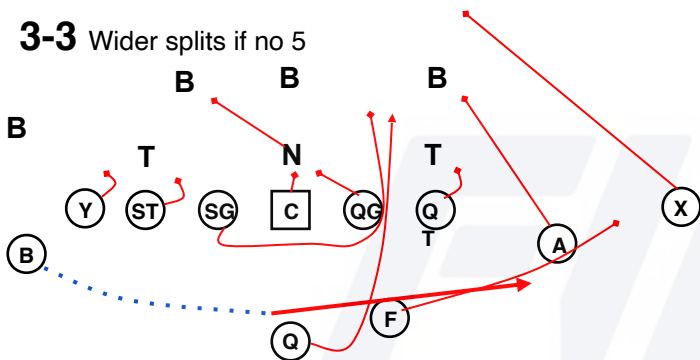
4-3



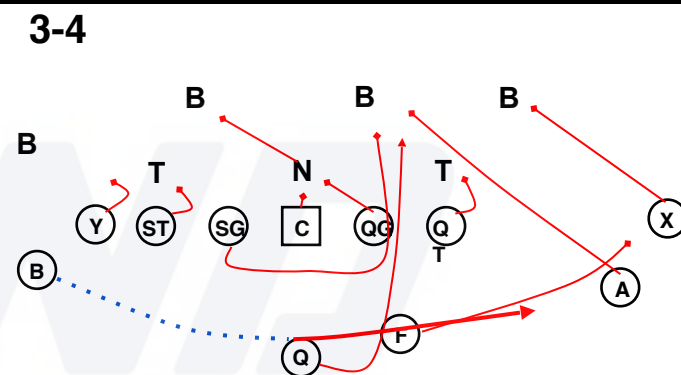
4-2



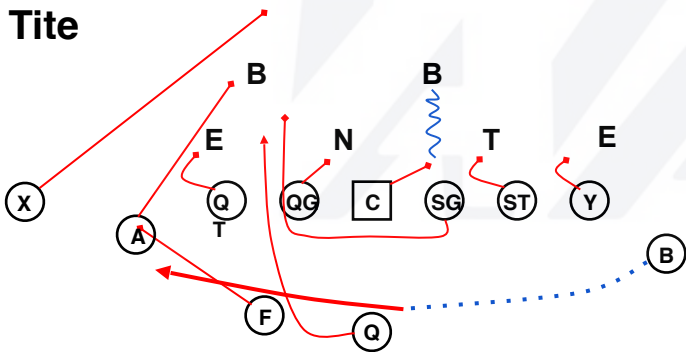
3-3 Wider splits if no 5



3-4



Tite



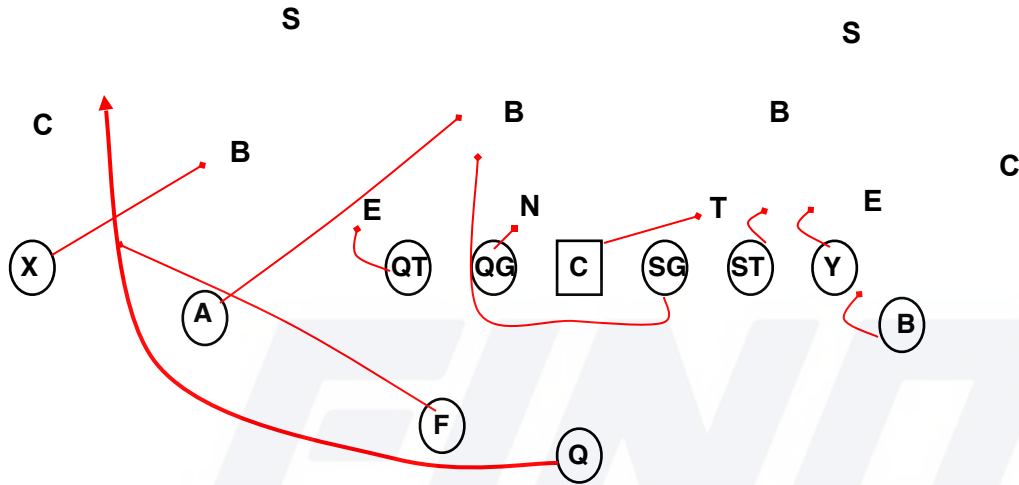


Flavors of Jet



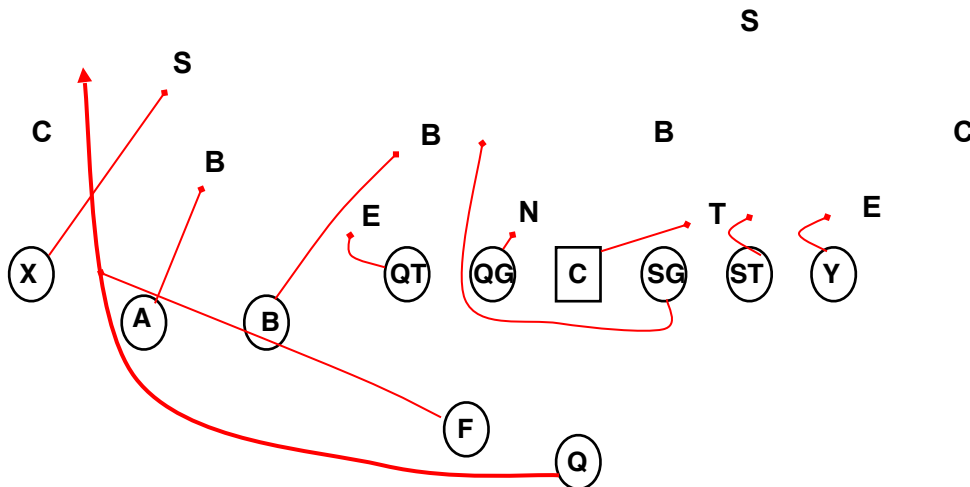
Red-Q Jet

Q ball at chin like pass
B step hinge



Red-Lion-Q Jet

B block ILB, chip 5 if needed. A Block OLB
X Crack Safety
Q ball at chin like pass



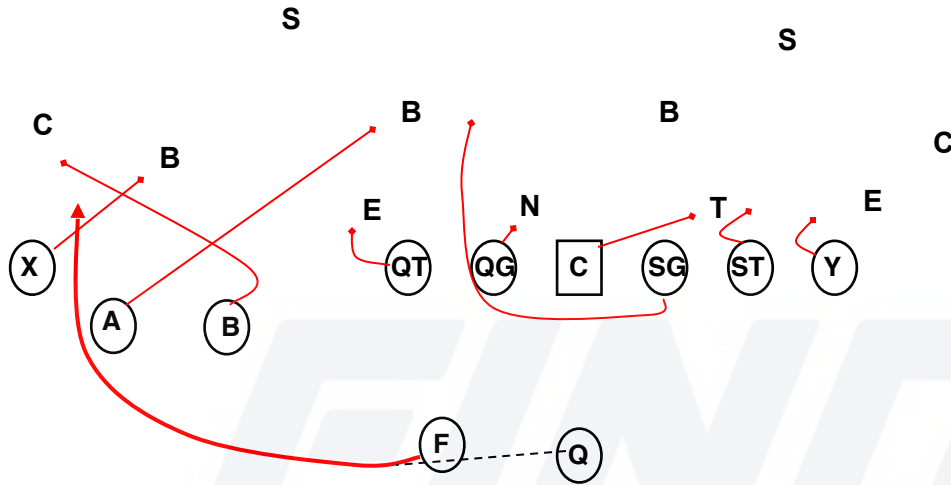


Flavors of Jet



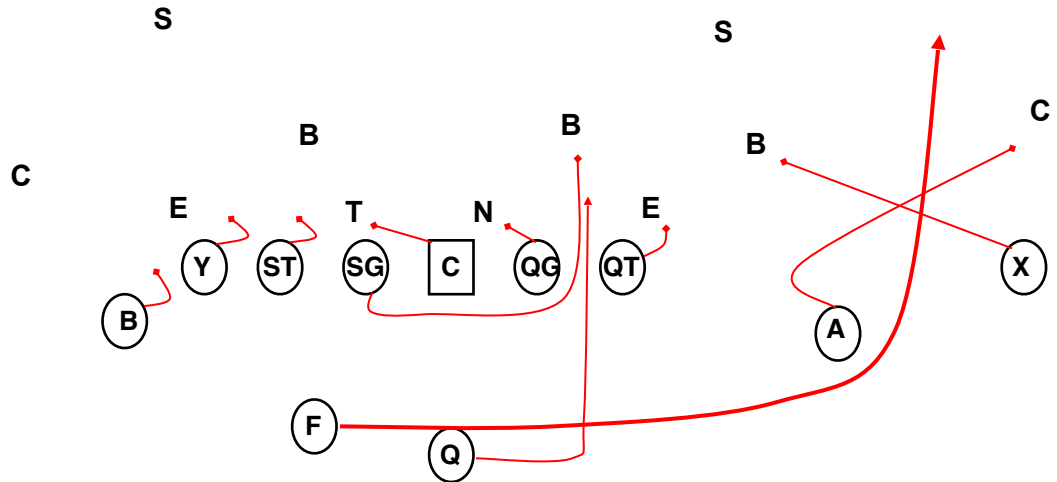
Red-Lion-F toss-Jet

B must kick now. F toss=inside most receiver kicks



Blue-Strong-F Jet

F jet=inside receiver kicks
A kick out



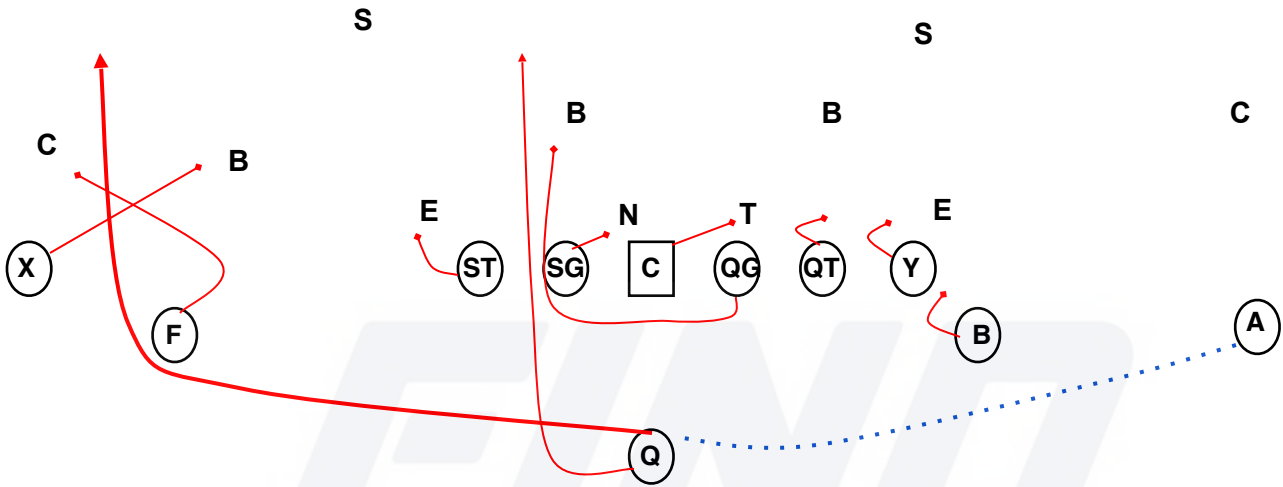


Flavors of Jet

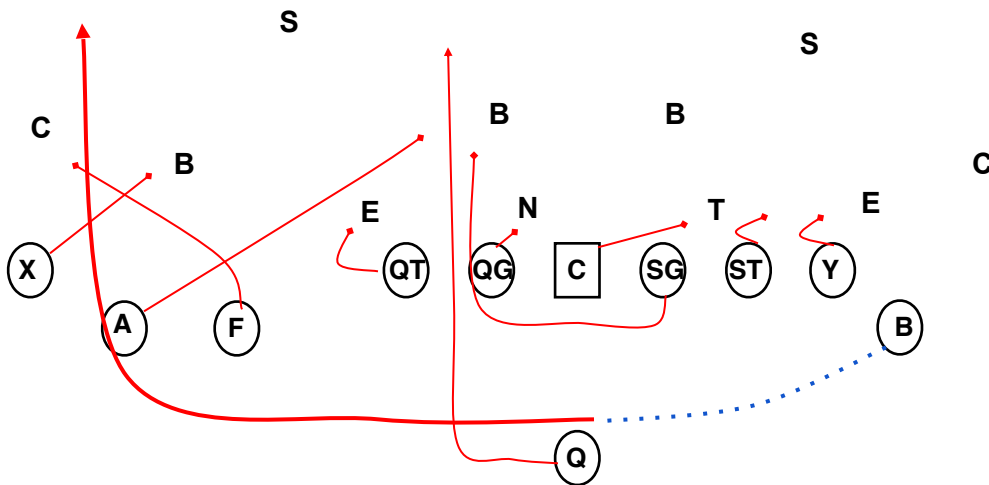


Blue-Empty-Flop-Train-Jet

Motion on QB, follow block by F



Red-Empty-Bus-Jet

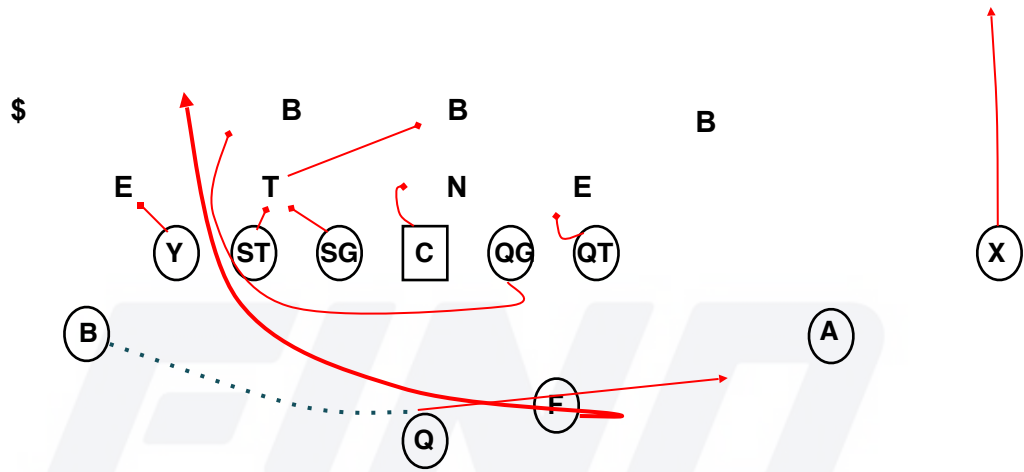




Flavors of Jet



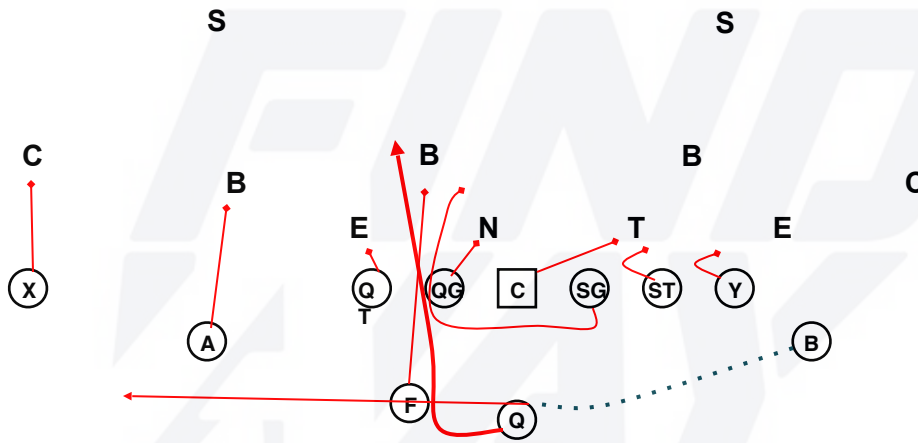
Blue-Bus-Draw



Quick Belly



Quick Belly Base Rules



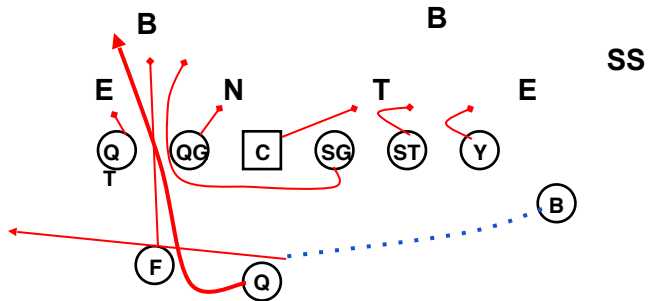
Position	Job Description
X	RPO if no motion. If motion block #1
A	RPO if no motion. If motion block #2
F	Lead on ILB (Play side)
Y	Step in, hinge
B	If motion, fake jet. No motion, step hinge
QT	#2 DL Block out, if aligned inside, take in
QG	#1 DL
C	On/Backside
SG	Wrap first gap quick side, look inside
ST	Step in, hinge
Q	Slide step, and get downhill



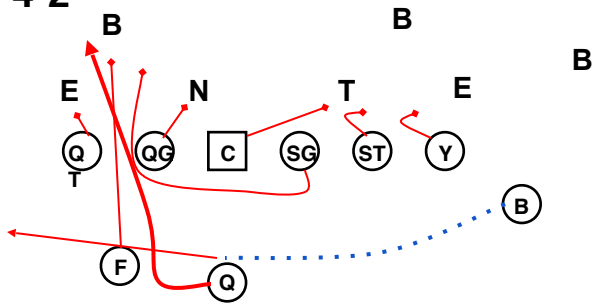
Quick Belly



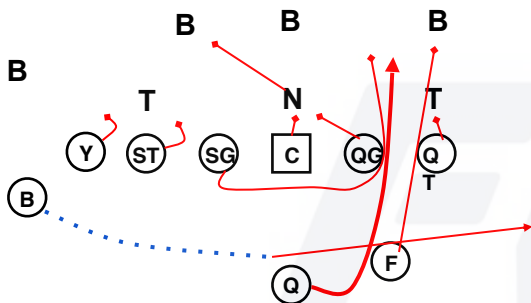
4-3



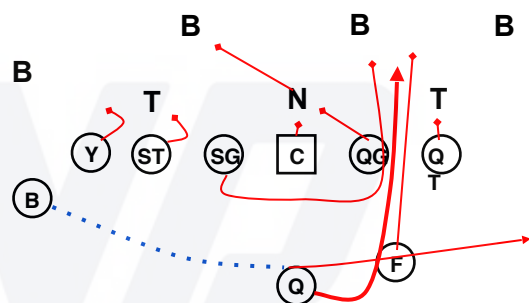
4-2



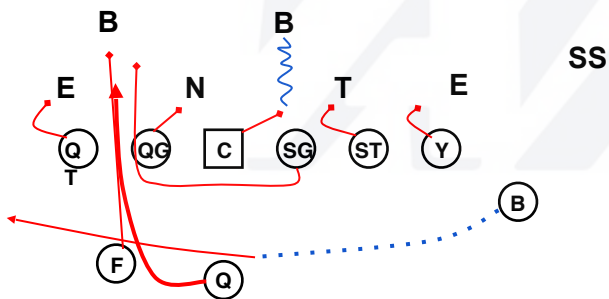
3-3 QT take where he wants to go



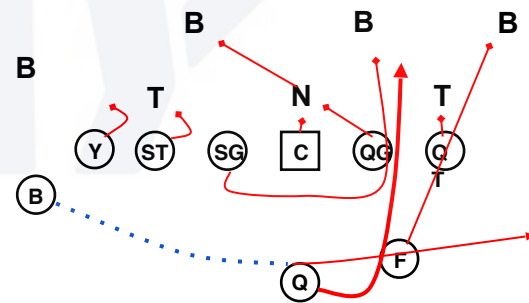
3-4



Tite



"Fan" Tells "F" block OLB

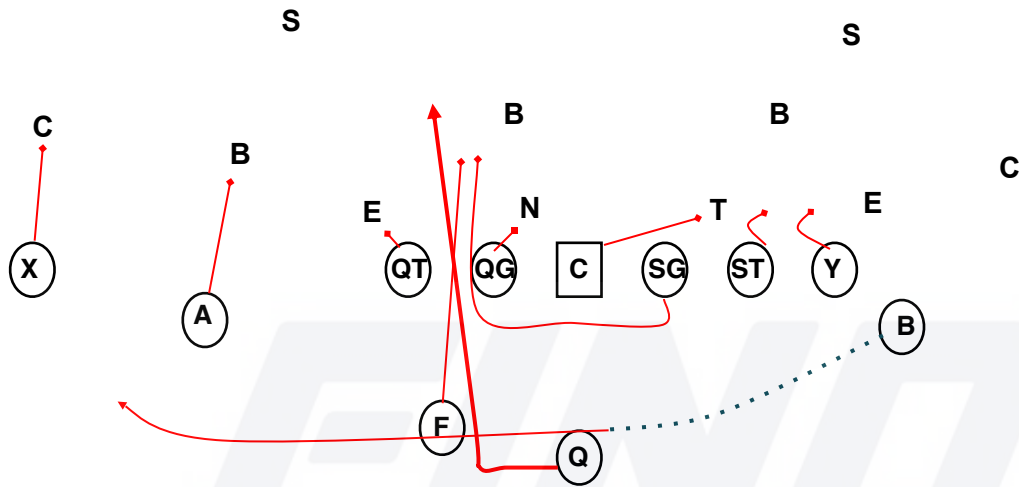




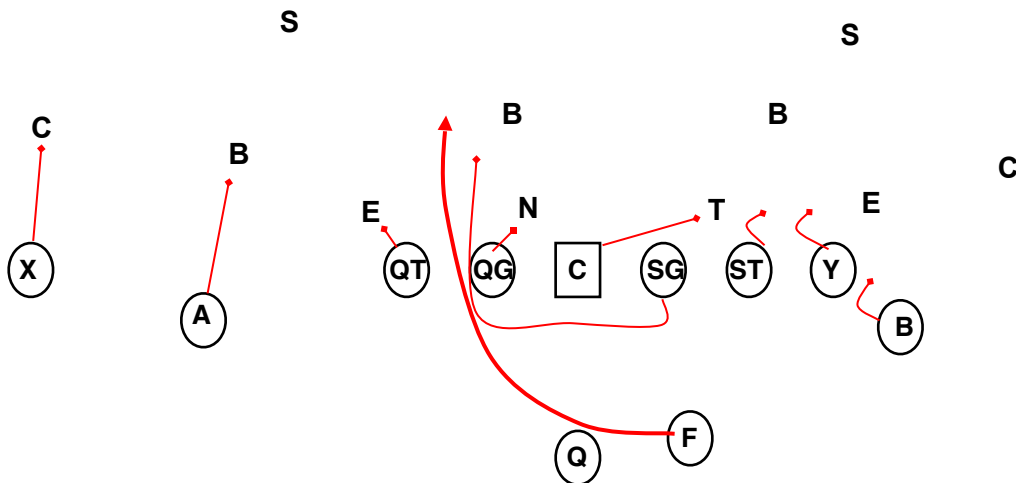
Flavors of Quick Belly



Red-Bus-Quick Belly



Red-Strong-F Quick Belly



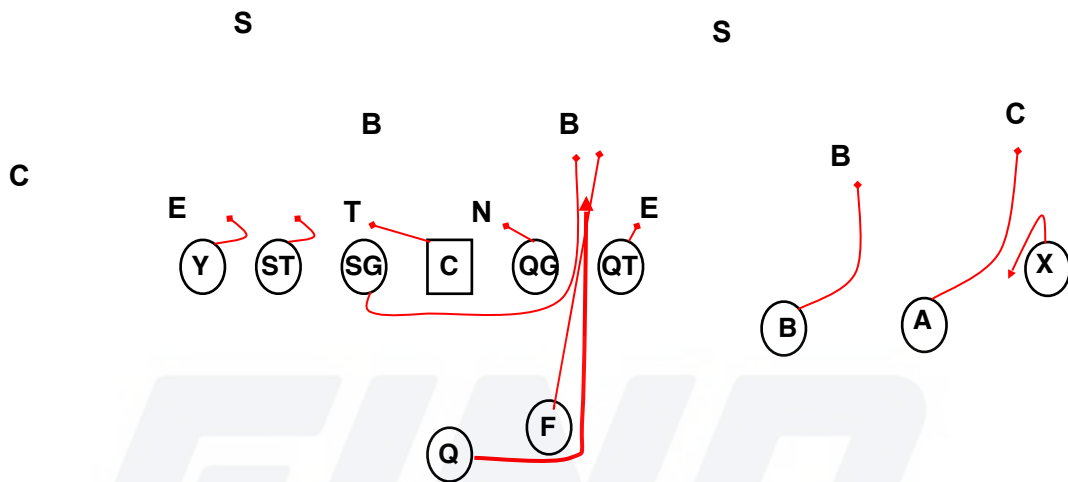


Flavors of Quick Belly



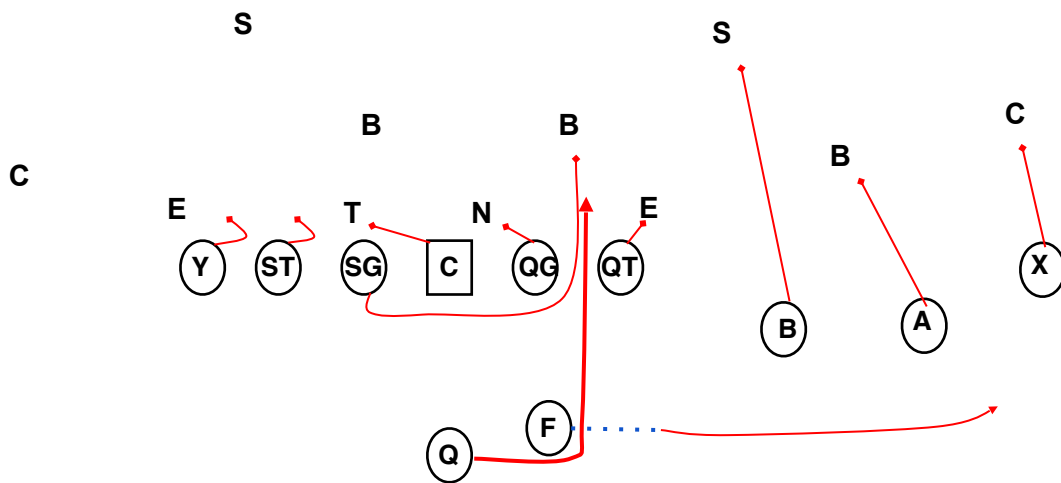
Blue-Roar-41-Quick Belly

41 Pre snap read



Blue-Roar-Fly-44 bubble-Quick Belly

44 bubble pre snap read



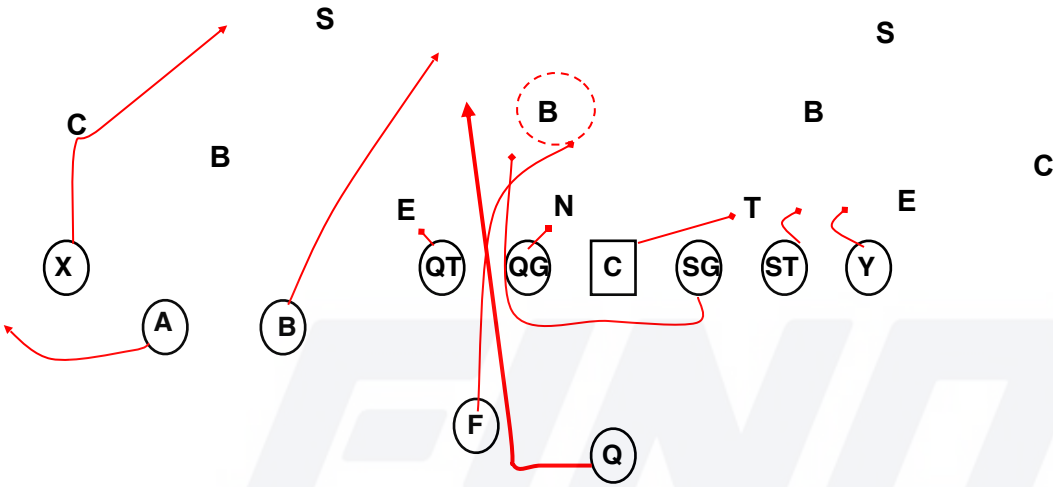


Flavors of Quick Belly



Red-Lion-Quick Belly-B Peak

Peak Post snap read

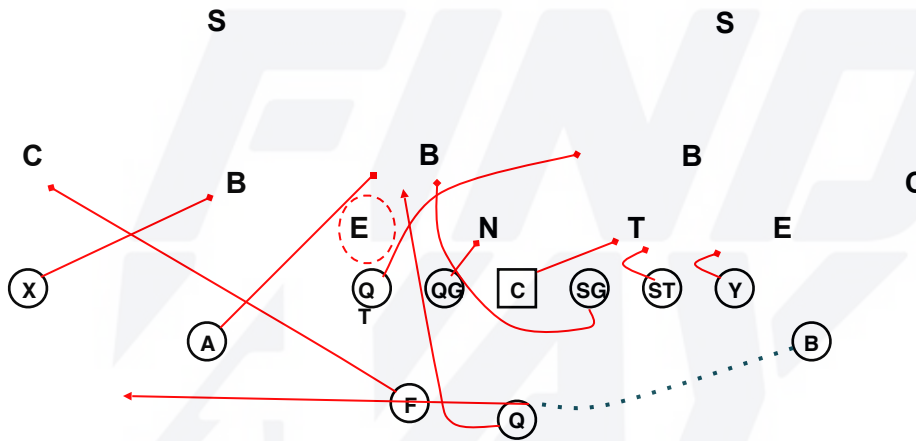


Quick Belly Read



Quick Belly Read

Base Rules



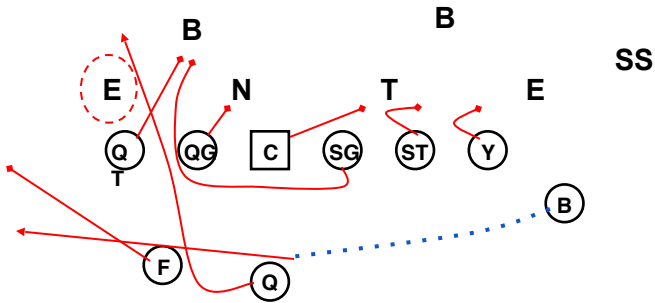
Position	Job Description
X	Crack OLB
A	Crack ILB
F	Kickout #1
Y	Step in, hinge
B	Motion, expect to run jet
QT	Gap, down, backer
QG	#1 DL
C	On/Backside
SG	Wrap first gap quick side, look inside
ST	Step in, hinge
Q	2 shuffles to read



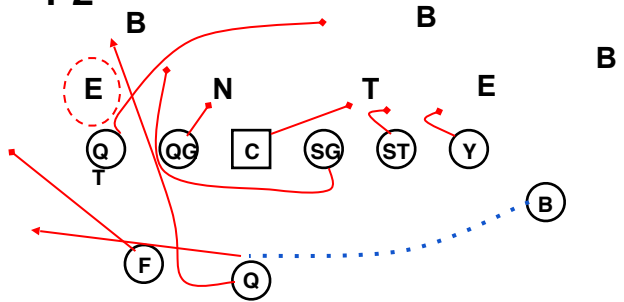
Quick Belly Read



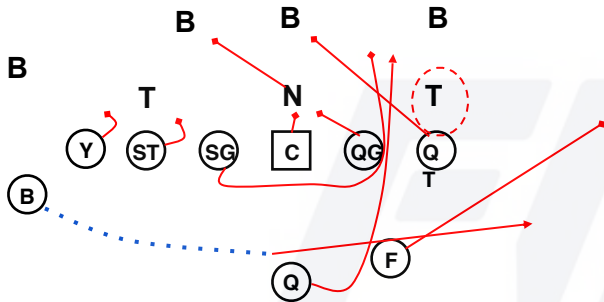
4-3



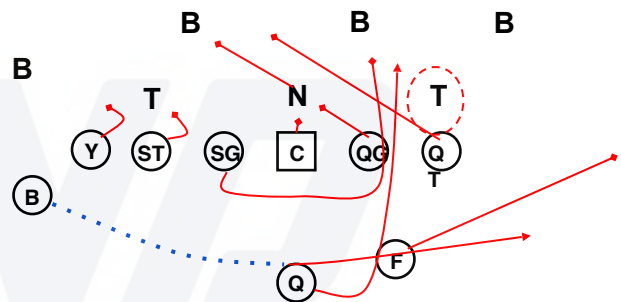
4-2



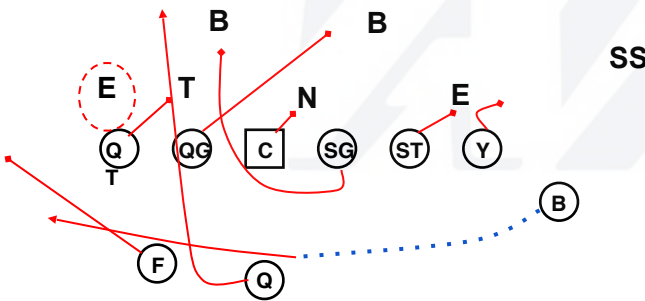
3-3 QT take where he wants to go



3-4



Under



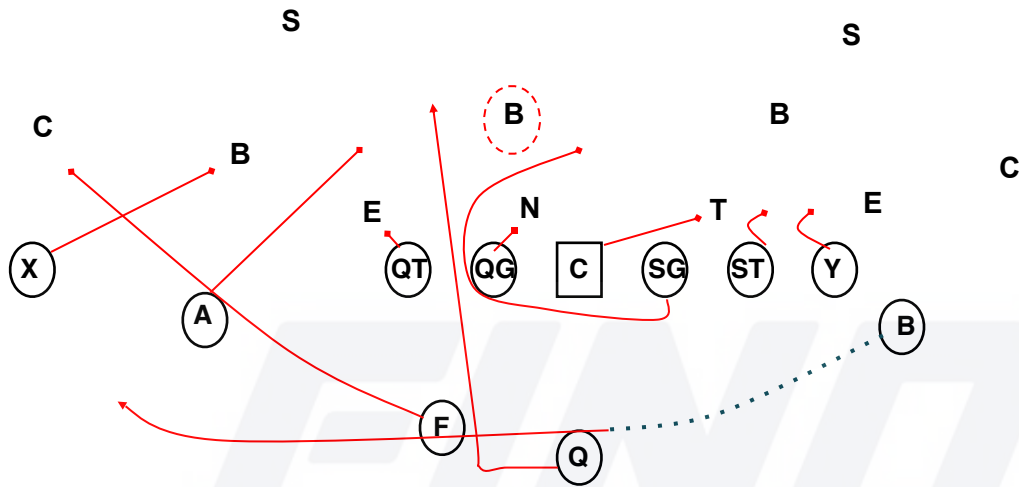


Quick Belly Read Tags

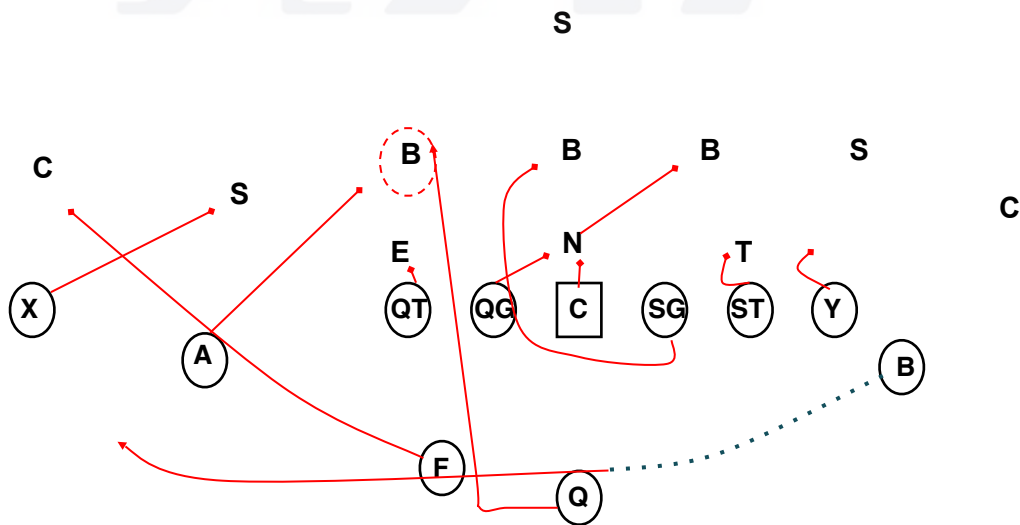


“Lock”

Tells QT to block read, and ILB is now the read



Lock vs 3-3





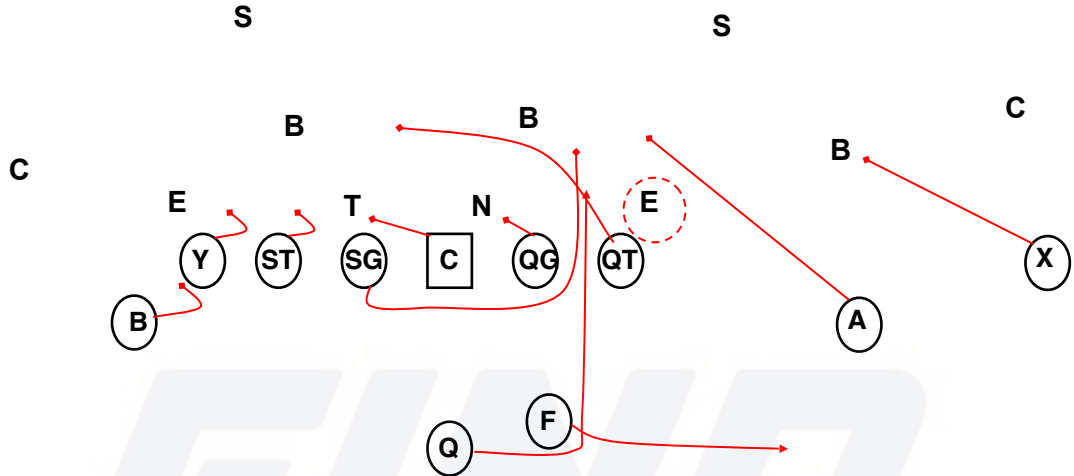
Flavors of Quick Belly



Blue-F toss-Quick Belly Read

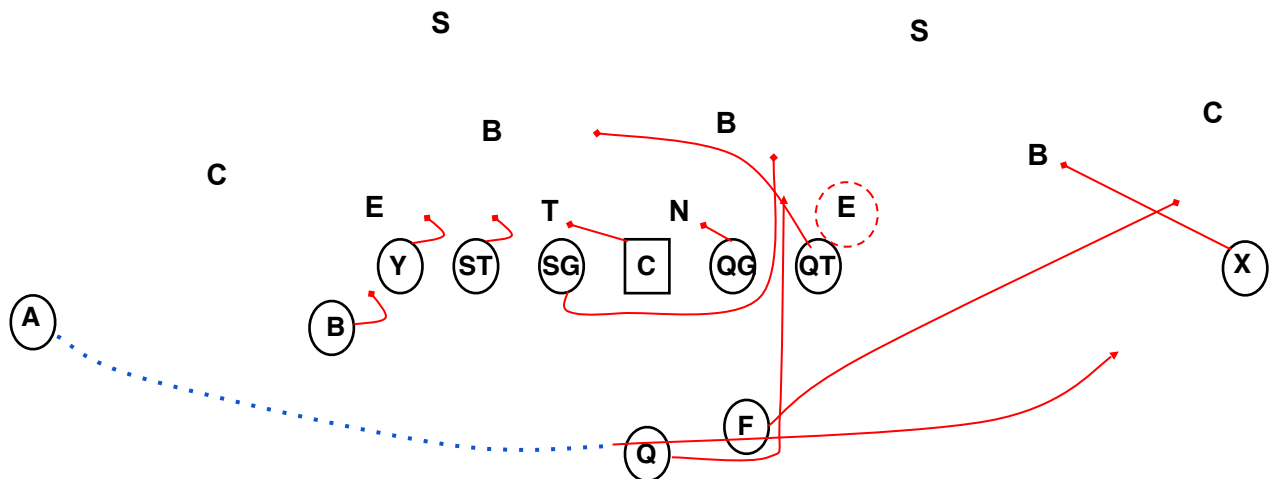
F get wide quick

Q shuffle and read, if closes, toss to F



Blue-Flop-Train-Quick Bell Read

A train motion to jet

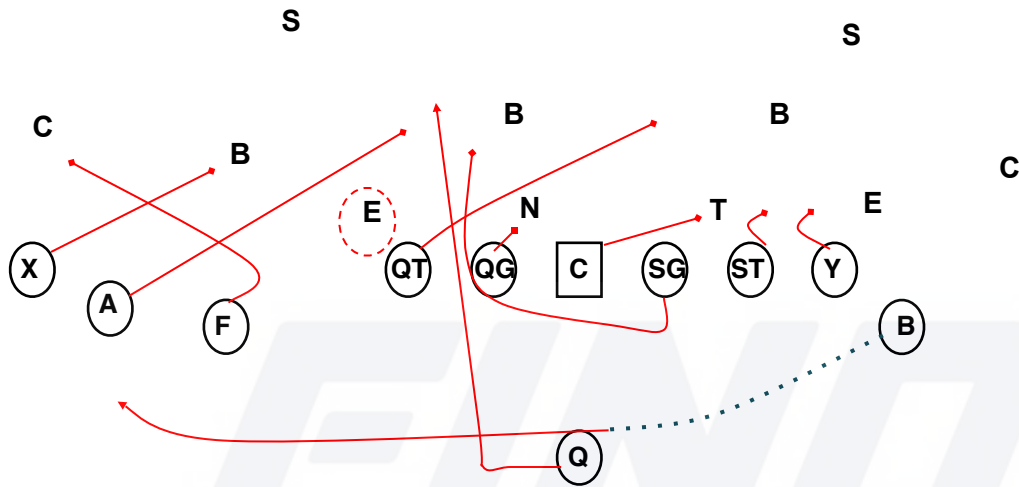




Quick Belly Read Tags

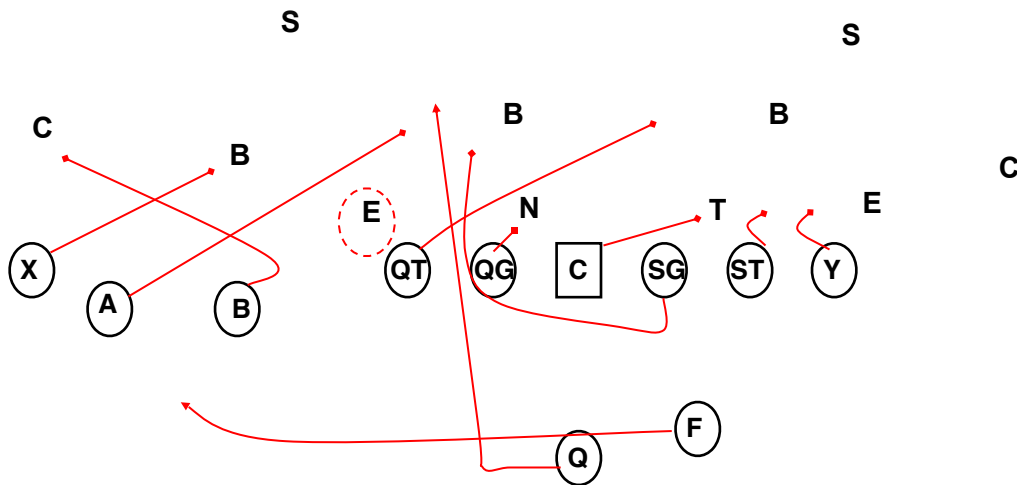


Red-Empty-Bus-Quick Belly-Read



Red-Lion-Strong-Quick Belly Read

B kicks corner force
 F takes flat sweep p



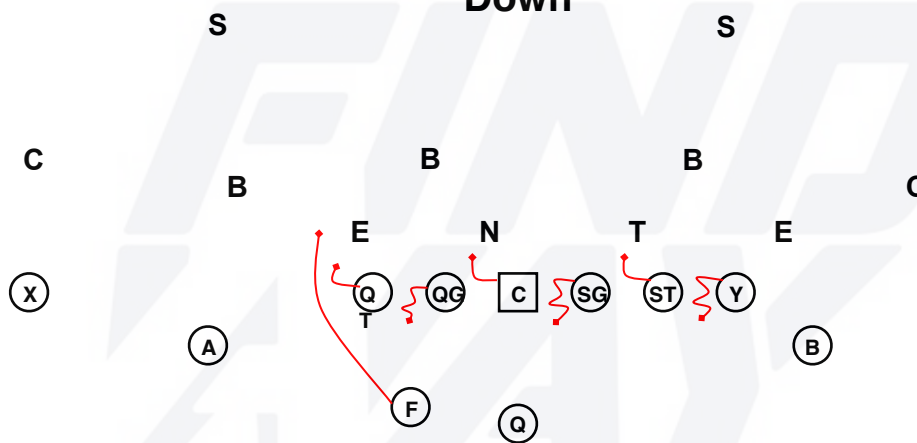
Rollout Passes



Rodeo/Lasso

Base Rules vs 4

Down

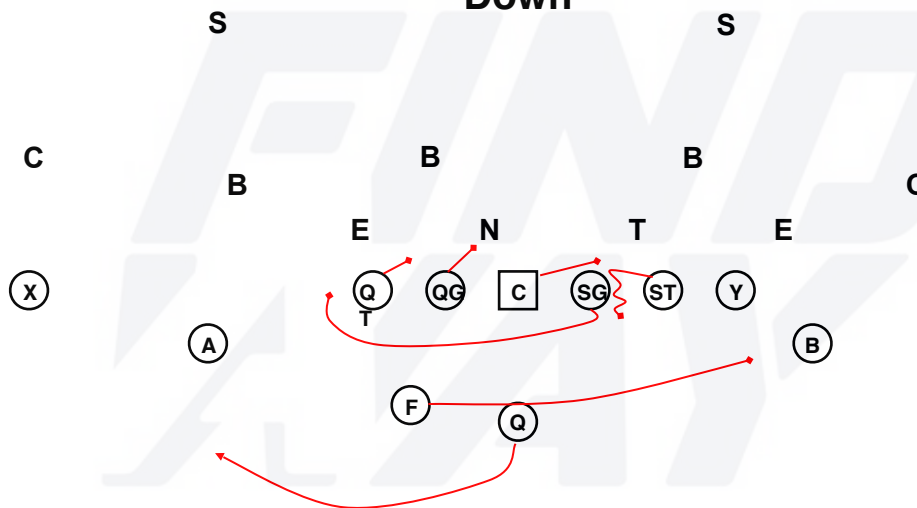


Position	Job Description
X	Route
A	Route
F	Attack outside edge, seal DE or find ILB on edge
Y	Check gap, if no pressure stay square (If not in route)
B	Route
QT	Reach end
QG	Check gap, if no pressure stay square
C	Reach 1 tech
SG	Check gap, if no pressure, hinge back
ST	Reach 3 Tech
Q	Attack edge and fit off "F" block



Rock/Load

Base Rules vs 4 Down



Position	Job Description
X	Route
A	Route
F	Play fake and block DE/OLB
Y	Check gap, if no pressure stay square (If not in route)
B	Route
QT	Block back, gap protect
QG	Block back, gap protect
C	Block back, gap protect
SG	Pull with depth and attempt to log
ST	Inside hinge
Q	Fake to F and roll out



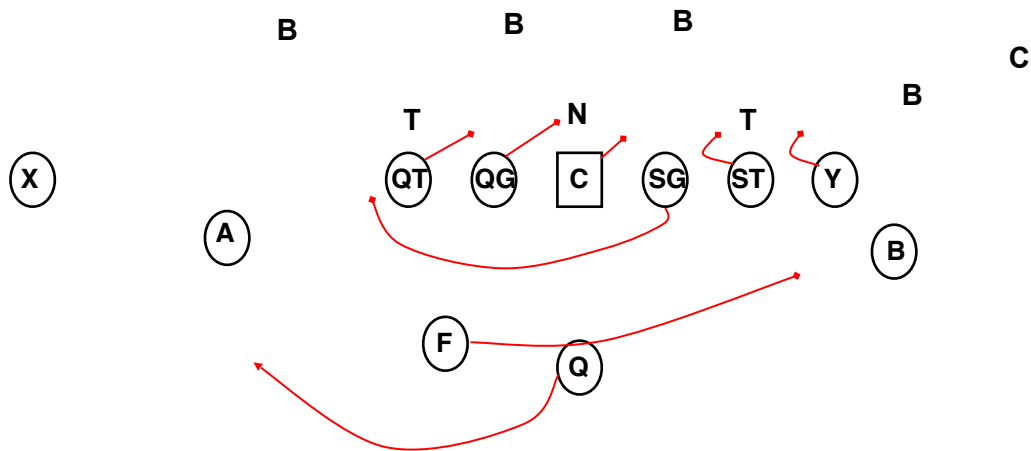
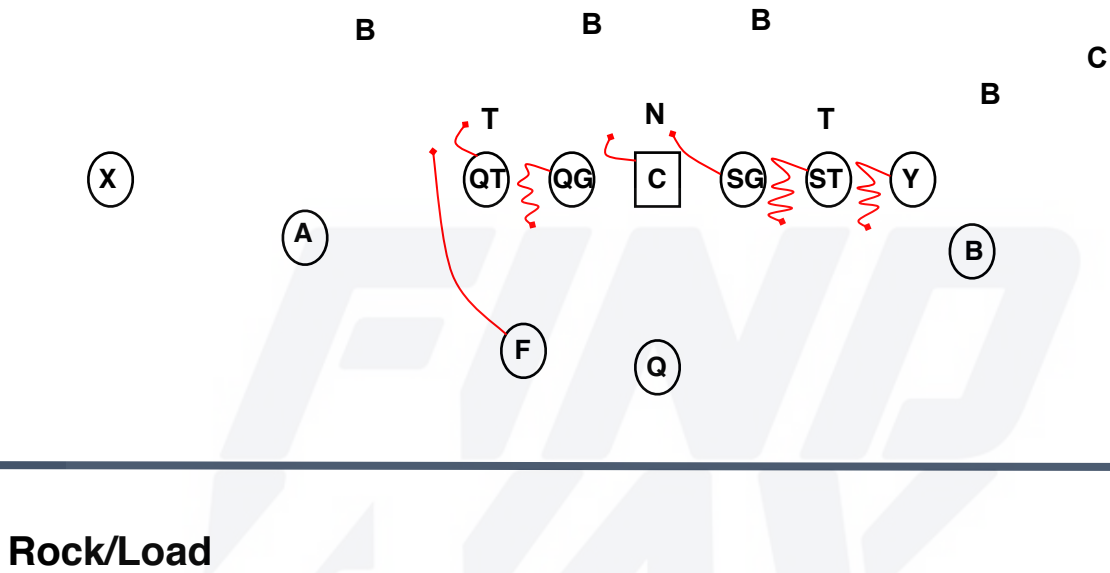
Rollout Protections vs 3 Down



Rodeo/Lasso

Playside stay square. Block gap

Backside block gap, if no show hinge with depth

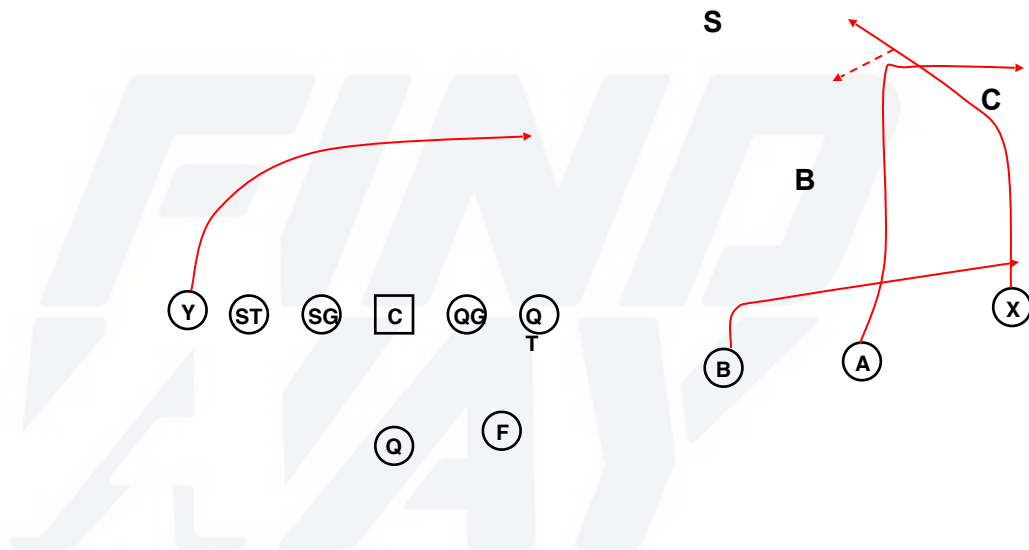


*FIND
RAY*

Flood



Flood



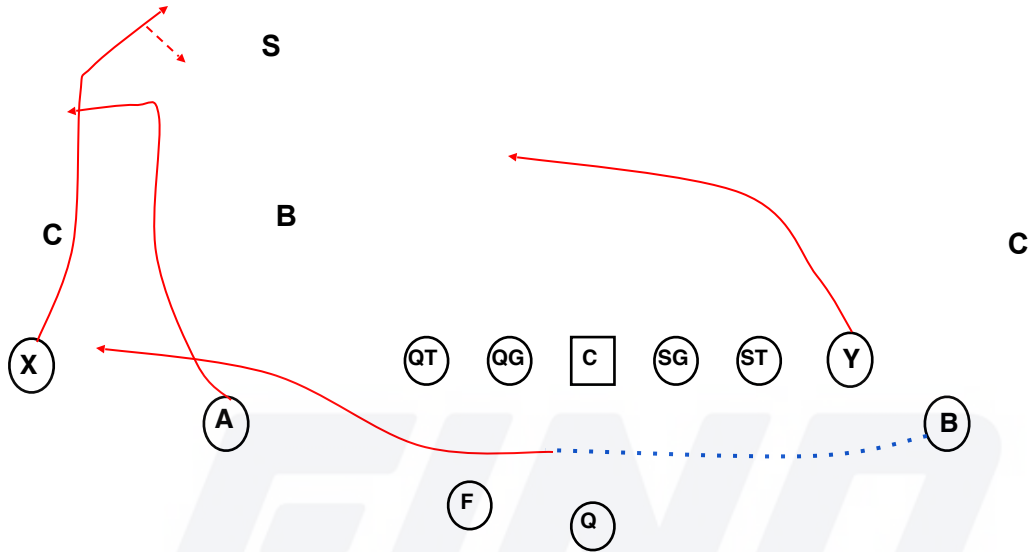
Position	Job Description
X	Skinny Post, get inside leverage on corner. If can't get over corner, turn to curl at 18
A	Smoke route, "sloppy wheel" to 16 yards, break back to 14
F	Rodeo/Lasso
Y	Drag route over LB. Choke down at hash
B	Chute route-get wide
QT	Rodeo/Lasso
QG	Rodeo/Lasso
C	Rodeo/Lasso
SG	Rodeo/Lasso
ST	Rodeo/Lasso
Q	Attack edge. Read flat defender to deep. B is hot or if flat defender drops



Flavors of Flood

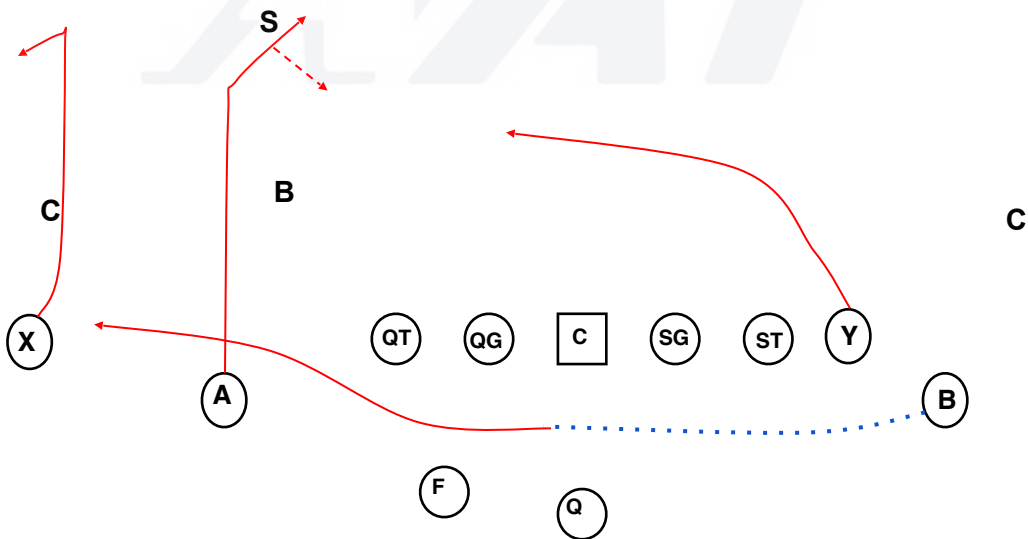


Red-Bus-Flood



Red-Bus-Flood-Switch

"Switch" tells X and A to switch routes

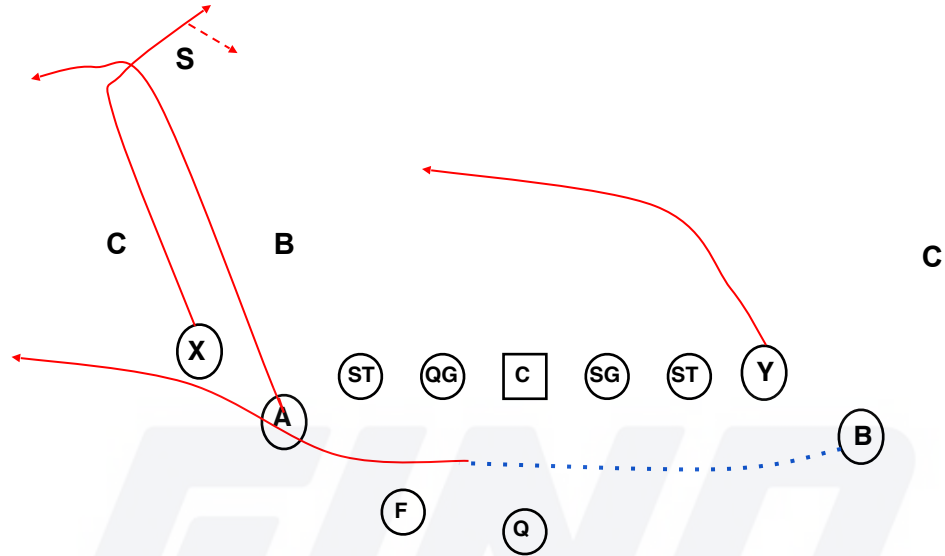




Flavors of Flood



Red-Squeez-Bus-Flood

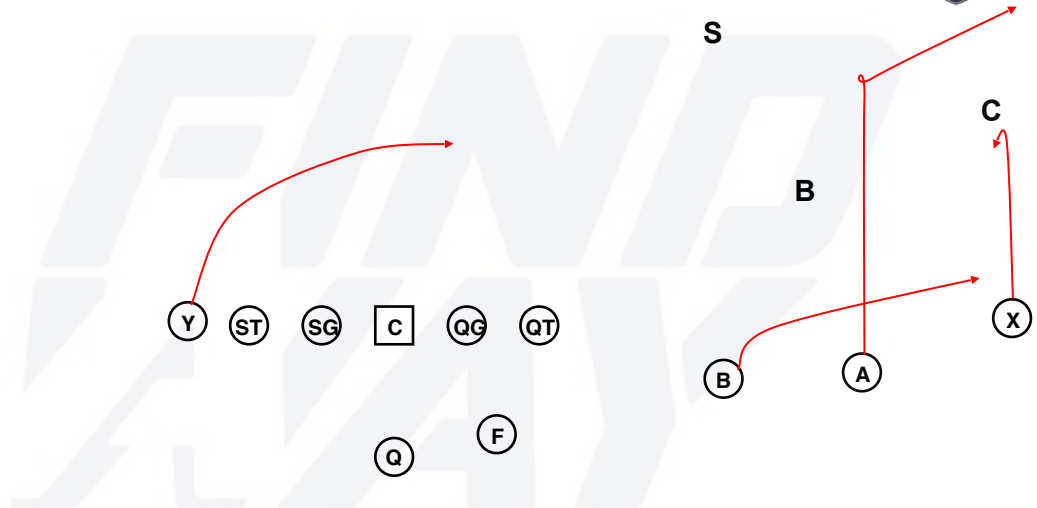




Snag



Snag



Position	Job Description
X	10-12 yards and get "clear vision lane" to QB
A	Push 7-10, aim for front pylon. QB may bend you
F	Rodeo/Lasso
Y	Drag route over LB. Choke down at hash
B	Chute route-get wide
QT	Rodeo/Lasso
QG	Rodeo/Lasso
C	Rodeo/Lasso
SG	Rodeo/Lasso
ST	Rodeo/Lasso
Q	Attack edge. Read flat defender to deep. B is hot or if flat defender drops

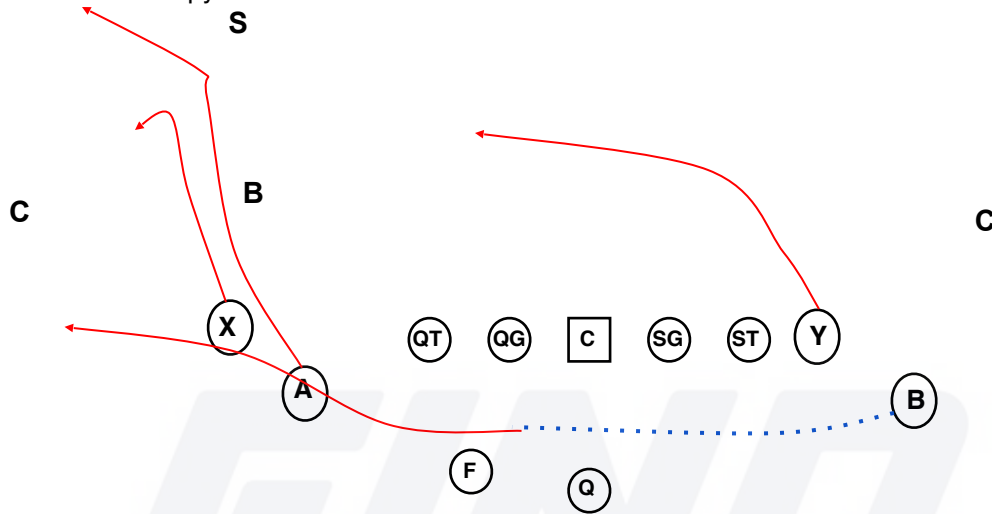


Flavors of Snag



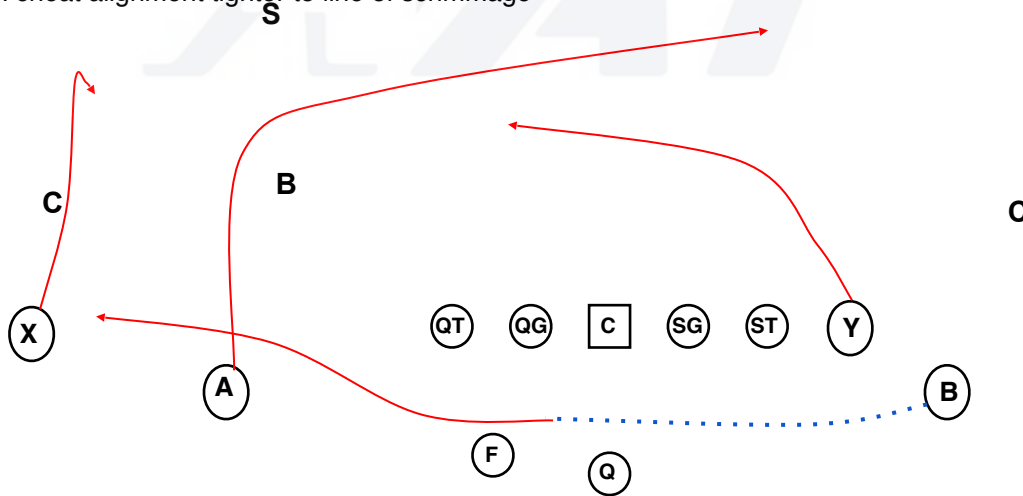
Red-Squeeze-Bus-Snag

X outside release to 12 yards
A push to 7 then front pylon



Red-Bus-Snag-A throwback

A work 7-10 and then across gaining depth to 15-20
Can cheat alignment tighter to line of scrimmage





Flavors of Snag



Red-Bus-Snag-X throwback

X work 7-10 and then across gaining depth to 15-20

Can cheat alignment tighter to line of scrimmage

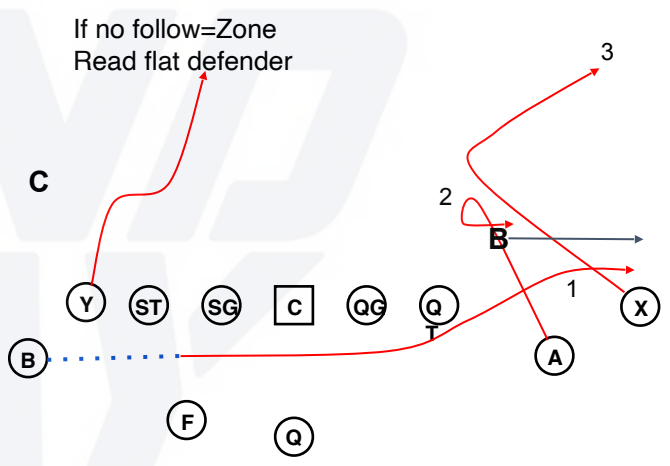
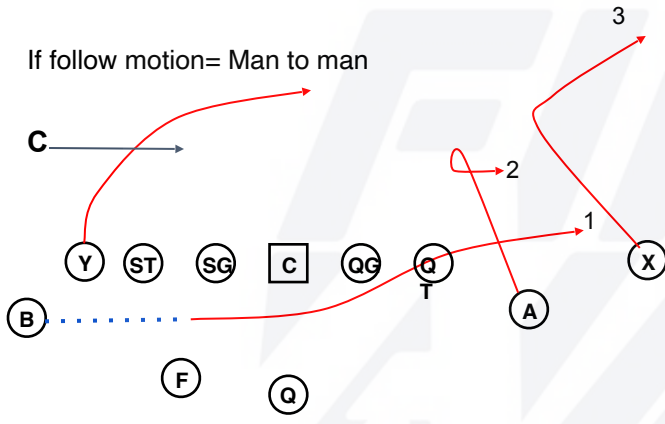




Rub



Rub



Position	Job Description
X	Tighten splits. Crack corner
A	Tighten splits. Run "In path" of man defender. Seal OLB for ball
F	Rodeo/Lasso
Y	Drag route over LB. Choke down at hash
B	Fast motion to chute route
QT	Rodeo/Lasso
QG	Rodeo/Lasso
C	Rodeo/Lasso
SG	Rodeo/Lasso
ST	Rodeo/Lasso
Q	Flat roll. Attack to run. If man, read OLB/SS for chute/stick



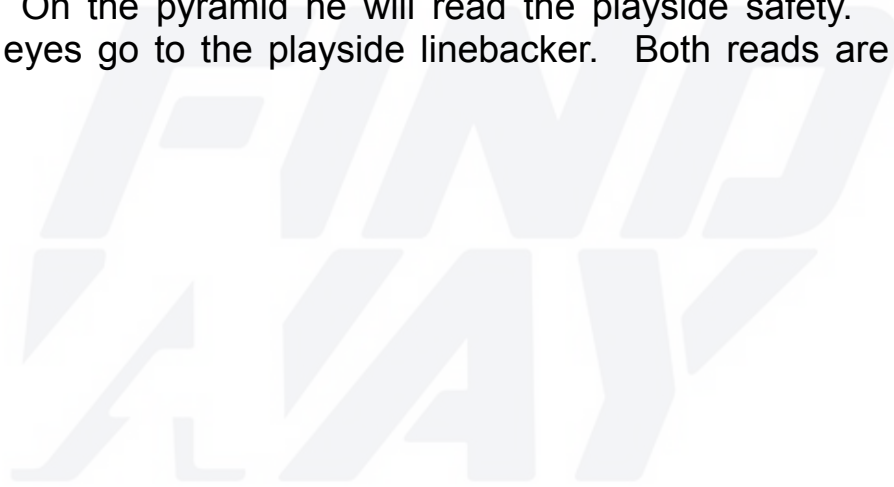
Shallow



Drop Back Pass Overview

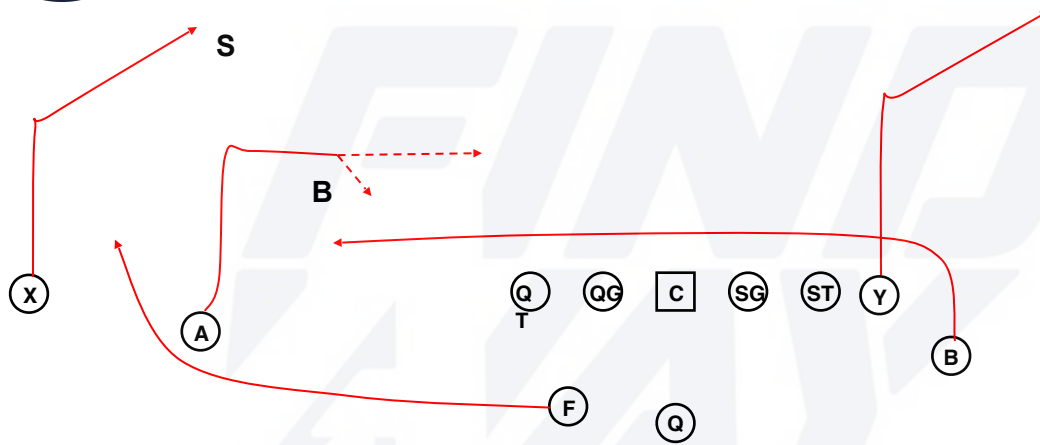
In the Gun T RPO system the goal is to run plays that work against ANY coverage with minimal adjustments. This pass concept can be read as a cover 2/4 beater with the “pyramid” signal to the quarterback. It can be read from the Dig/Shallow by reading the playside linebacker. The great part is it creates a natural “rub” for the B to come across on his shallow route.

In keeping with staying simple, the quarterback has one defender to read in both cases. On the pyramid he will read the playside safety. In the base scheme, his eyes go to the playside linebacker. Both reads are simple and clean.





Shallow



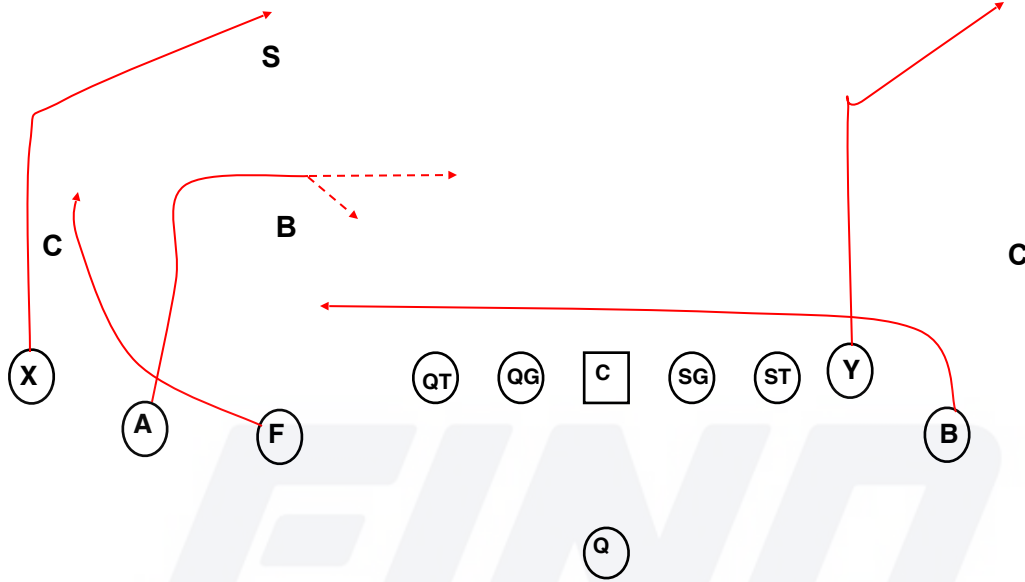
Position	Job Description
X	Post over safety. If no safety, skinny post
A	12 yard dig, if void in zone, settle, if not keep working across
F	Wheel, if OLB doesn't run with route settle to block
Y	Corner route
B	Shallow route, 2-3 yards deep, get to other side
QT	Pass pro
QG	Pass pro
C	Pass pro
SG	Pass pro
ST	Pass pro
Q	Read ILB for shallow or dig. If "pyramid" called, read the safety



Flavors of Shallow

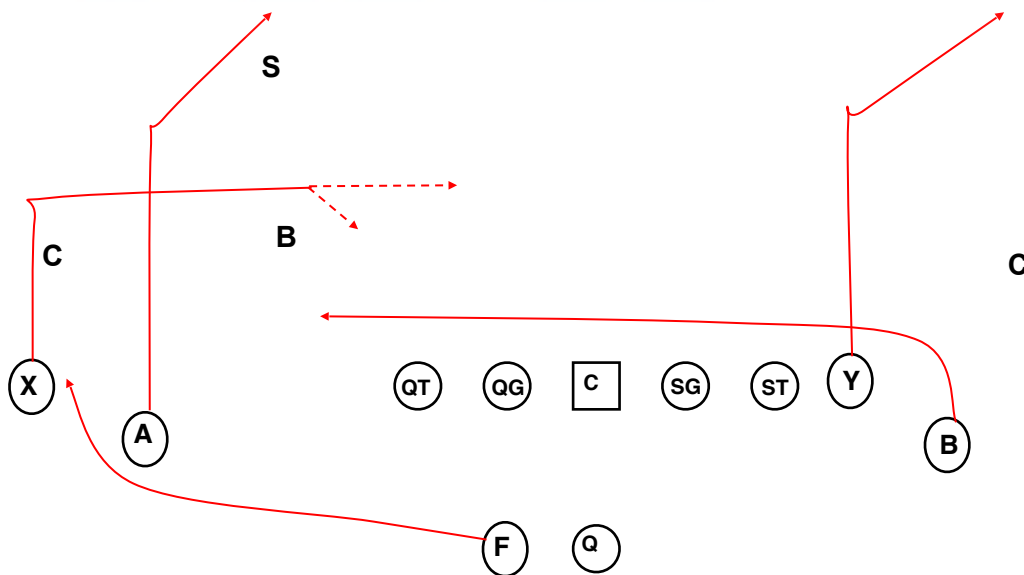


Red-Empty-Shallow



Red-Shallow-Switch

"Switch" tells X and A to switch routes

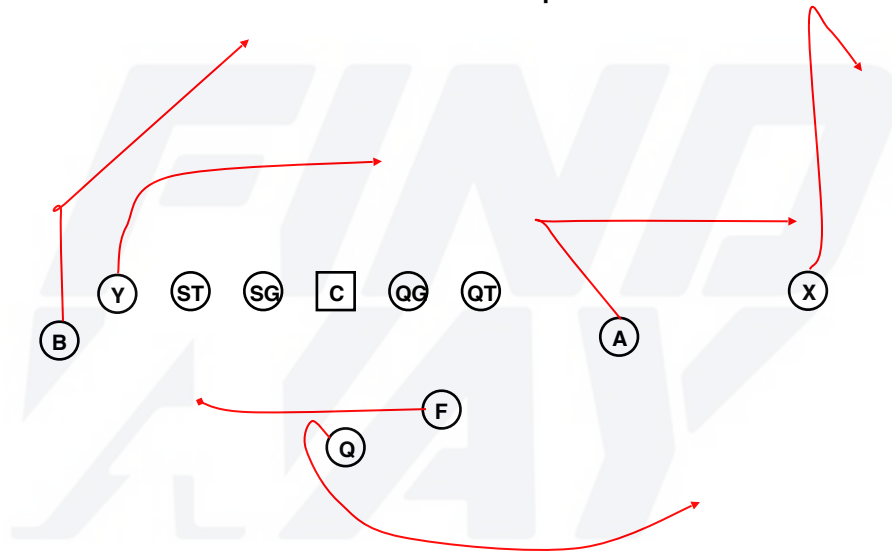


Play Action



Waggle

Can use Rodeo/Lasso protection



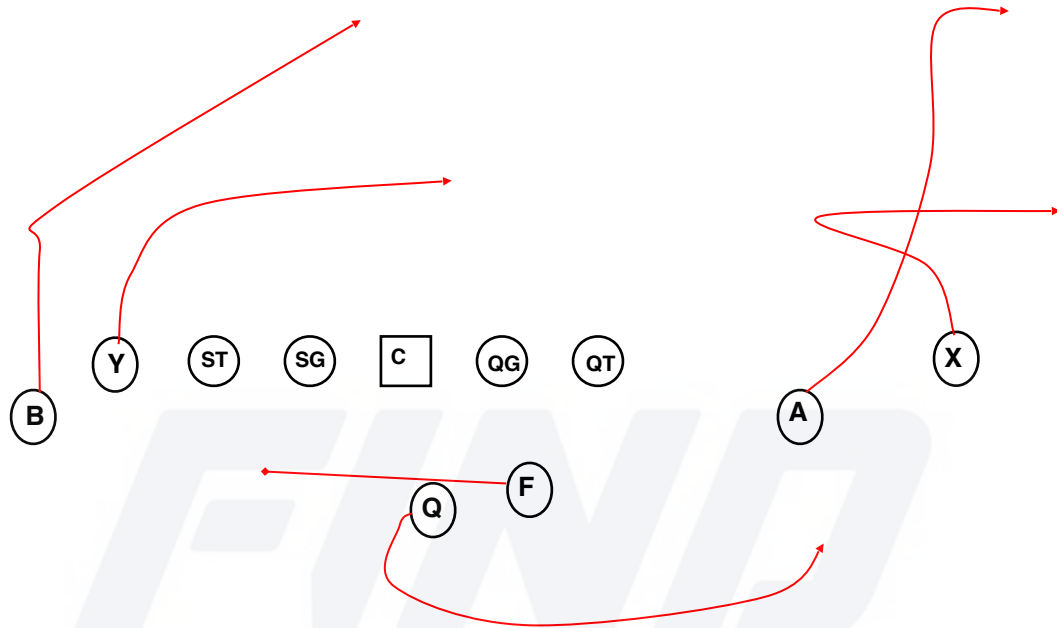
Position	Job Description
X	Smoke route. 16 yards back to 14
A	3 steps inside, break to flat
F	Fake buck and block edge
Y	Drag over linebackers
B	Post over safety
QT	Down
QG	Down
C	Down
SG	Pull and secure edge
ST	Step and Hinge
Q	Fake and shuffle, get depth. A is hot, X is primary, Y is second



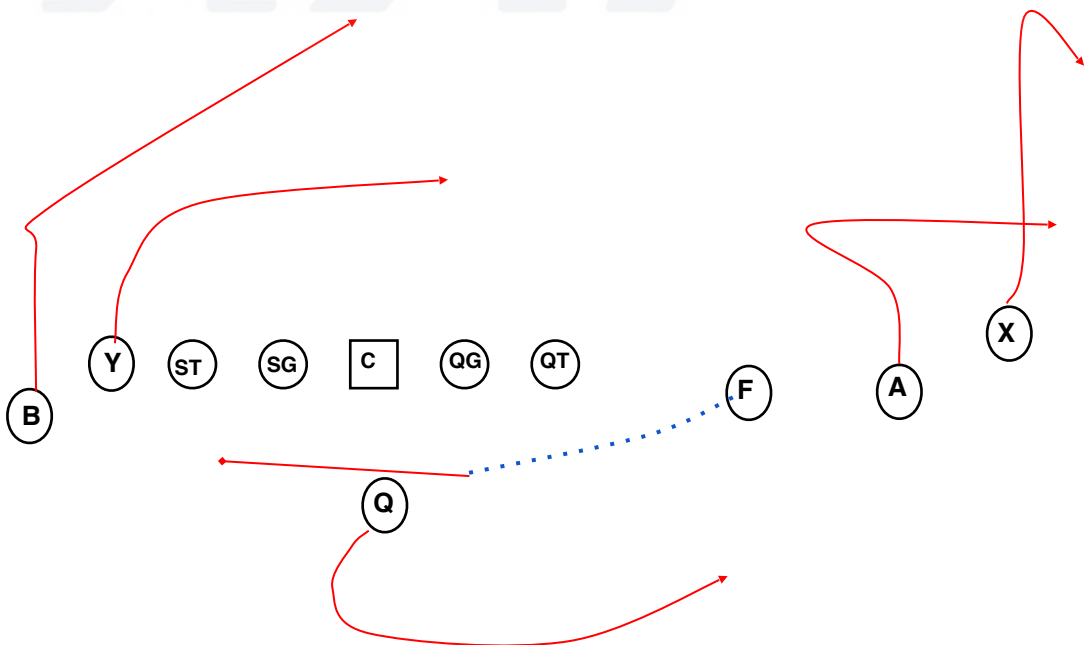
Flavors of Waggle



Blue-Waggle-Switch

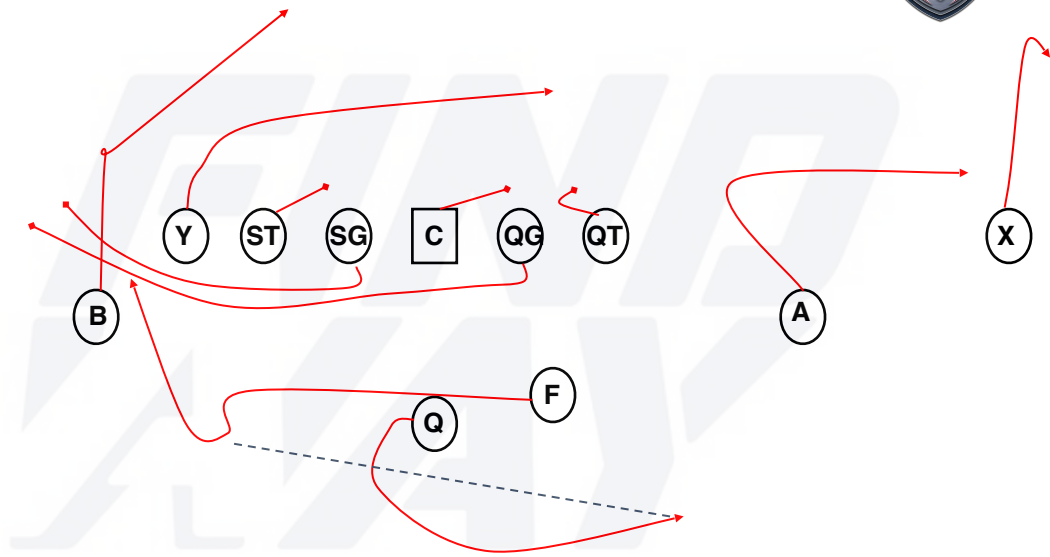


Blue-Empty-Fly-Waggle





Blue-Waggle-Throwback-Screen

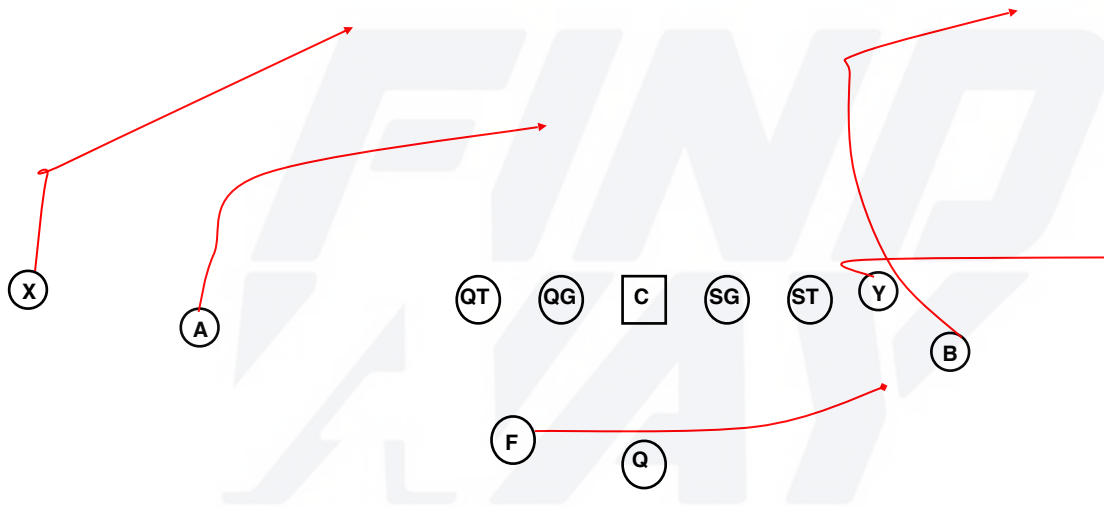


Position	Job Description
X	Waggle
A	Waggle
F	Fake buck and drift wide. Call "go" on catch
Y	Waggle
B	Waggle
QT	Buck
QG	Pull for Buck and "miss". Look inside on go call
C	Buck
SG	Pull for Buck and "miss". Block #1 on go call
ST	Buck
Q	Look like waggle and buy time. Throw to F



Buck Pass

Called if 5 tech and OLB

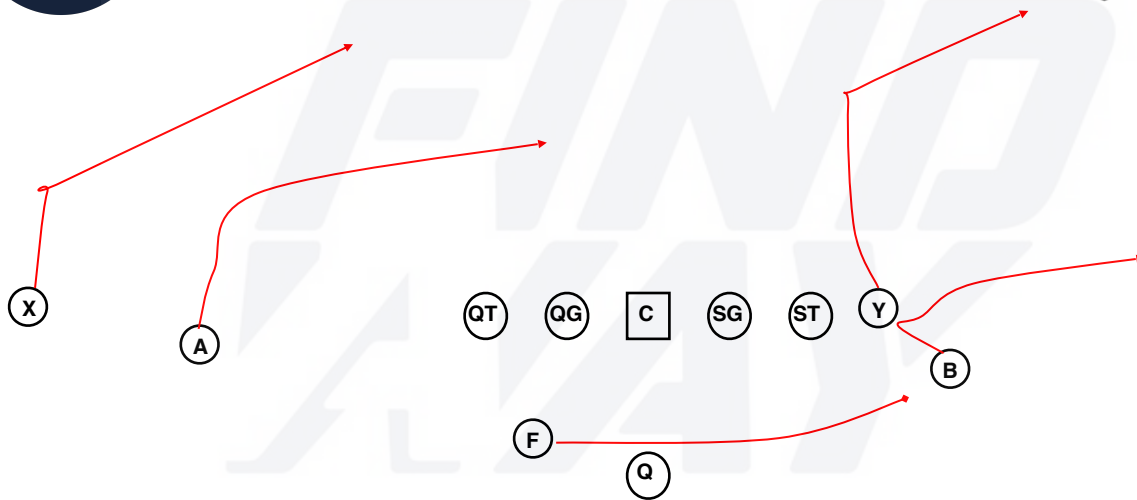


Position	Job Description
X	Post over safety. If no safety, skinny post
A	Drag over linebackers
F	Fake buck, protect edge
Y	Hands on DL for count then flat
B	Inside of OLB for release, then vert, then corner route
QT	Rock/Load
QG	Rock/Load
C	Rock/Load
SG	Rock/Load
ST	Rock/Load
Q	Flash and drop shoulder pad level as you slide step. Read deep defender for high low. If DBs "spin" work to drag



Buck Pass Switch

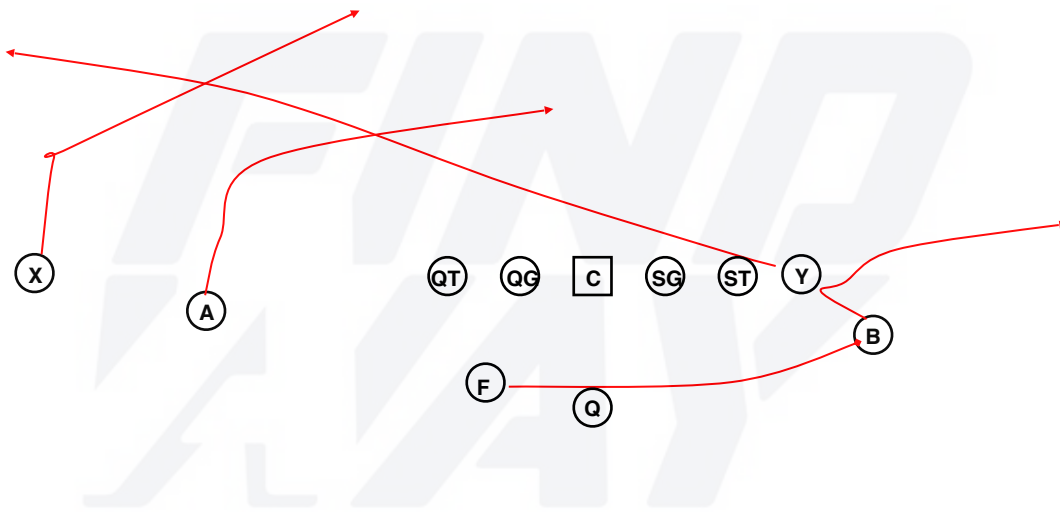
Called if 9 tech



Position	Job Description
X	Post over safety. If no safety, skinny post
A	Drag over linebackers
F	Fake buck, protect edge
Y	Inside release on OLB, then vert, then corner route
B	Block down and get hands on DL for count, then release to flat
QT	Rock/Load
QG	Rock/Load
C	Rock/Load
SG	Rock/Load
ST	Rock/Load
Q	Flash and drop shoulder pad level as you slide step. Read deep defender for high low. If DBs "spin" work to drag



Buck Pass Y Throwback



Position	Job Description
X	Tighten splits. Post over safety. If no safety, skinny post
A	Tighten splits. Drag over linebackers
F	Fake buck, protect edge
Y	Get to 15-20 yards deep across the field
B	Block down and get hands on DL for count, then release to flat
QT	Rock/Load
QG	Rock/Load
C	Rock/Load
SG	Rock/Load
ST	Rock/Load
Q	Flash and drop shoulder pad level as you slide step. Read corner to wide receiver side.



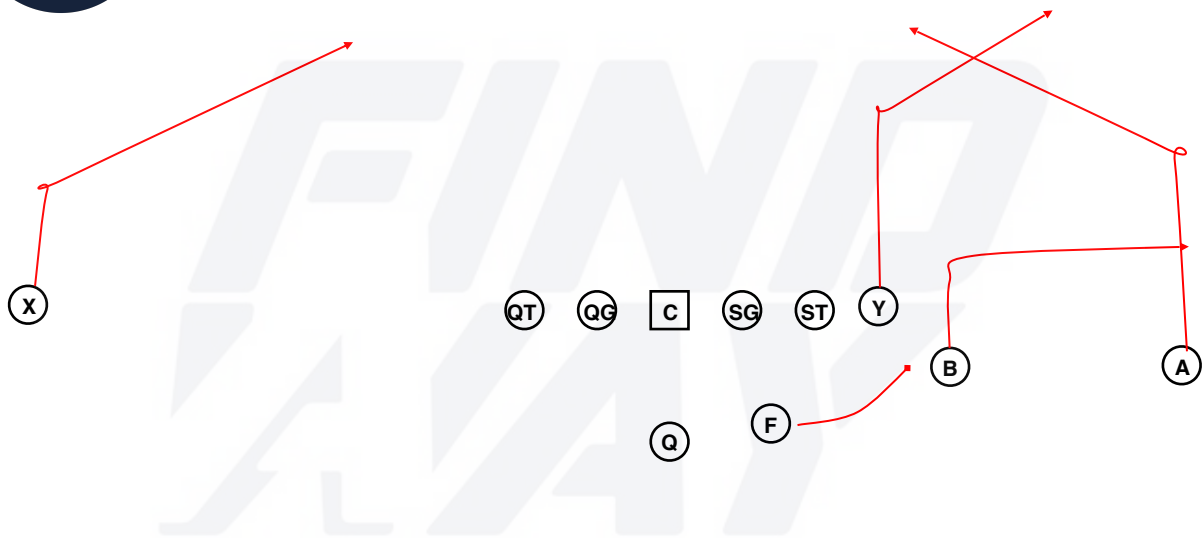
Strong Flood



Position	Job Description
X	Post over safety
A	Drag if backside
F	Rodeo/Lasso
Y	Corner Route
B	Chute route
QT	Rodeo/Lasso
QG	Rodeo/Lasso
C	Rodeo/Lasso
SG	Rodeo/Lasso
ST	Rodeo/Lasso
Q	Read # Defender to Backside



Red-Flop-Strong Flood



Position	Job Description
X	Post over safety
A	Post to skinny
F	Rodeo/Lasso
Y	Corner Route
B	Chute route
QT	Rodeo/Lasso
QG	Rodeo/Lasso
C	Rodeo/Lasso
SG	Rodeo/Lasso
ST	Rodeo/Lasso
Q	Read # Defender to Backside

Screens



Screens Numbering System



Fast Screen

41 Fast 42 Fast 43 Fast

X

A

B

F

B or F,
depending on formation

Bubble Screen

42 Bubble

43 Bubble

44
Bubble
F coming
out of backfield

X

A

B

F

B or F,
depending on formation



Fast



System

41
Fast



42
Fast

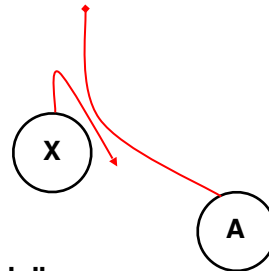


43
Fast



B or F,
depending on
formation

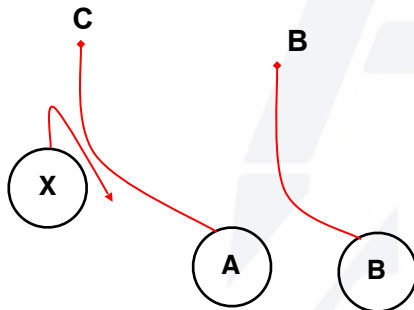
Blocking Rules



"Fast Hands"
If off coverage, gain 2
yards, turn for ball

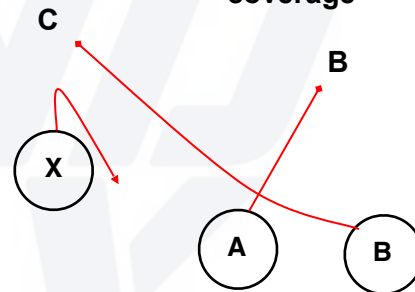
Step on toes of "X" to
Most Dangerous

41-Fast-Lion/Roar

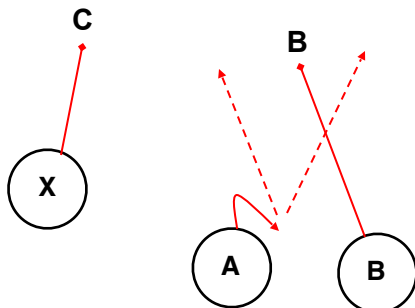


41-Fast- "X"

Prefer this against off
coverage

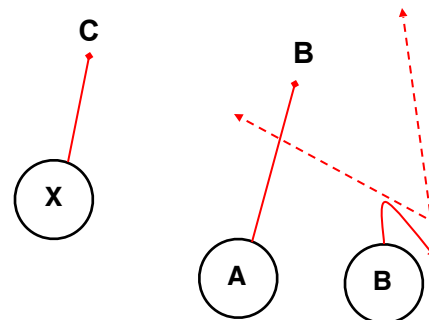


42-Fast-Lion/Roar



Cheat splits, read block
by B

43-Fast-Lion/Roar



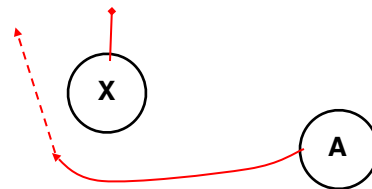
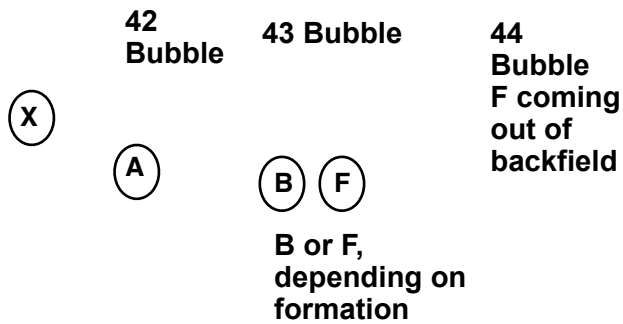
Cheat splits, read block
by A



Bubble



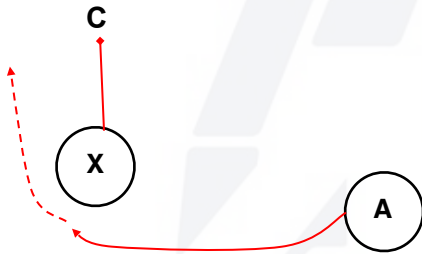
System



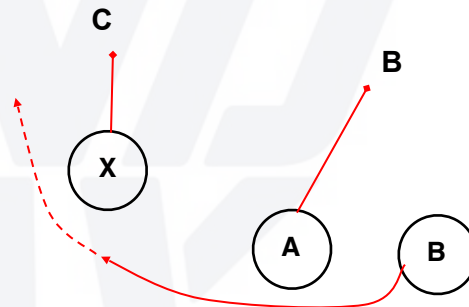
Block Most Dangerous

If don't catch now, go up now

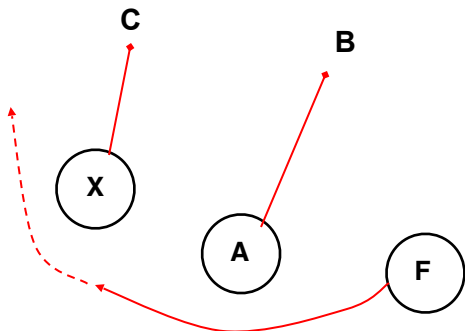
Bubble



Lion-Bubble



Empty Bubble

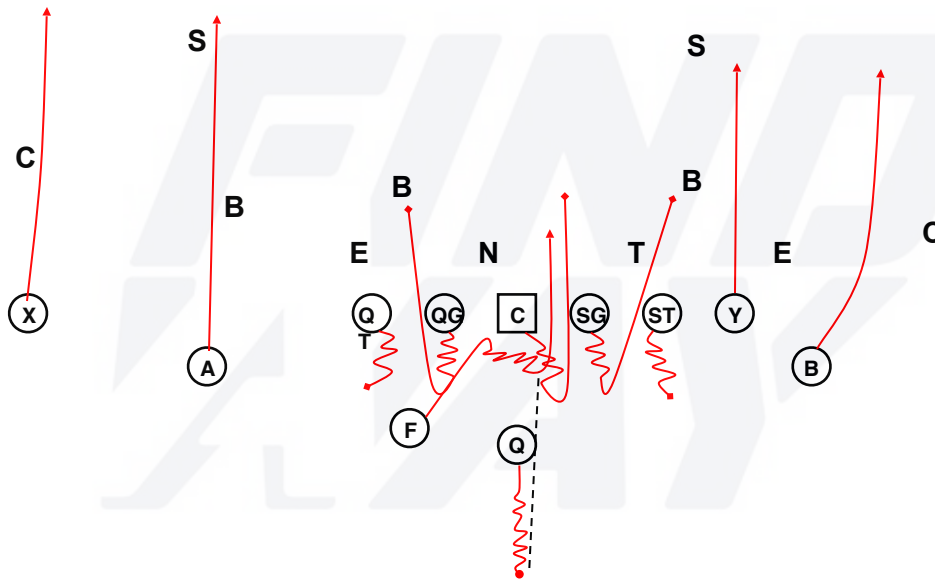


Pair with Plays

- All Strong Runs
- QB Jet as an RPO



Rocket Base Rules



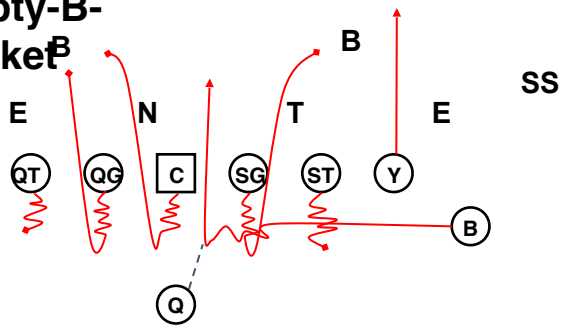
Position	Job Description
X	Go route
A	Go route
F	Step up for 2 counts, run away from any DL
Y	Go route
B	Go route
QT	Pass protect
QG	Show Pass for 1 count, then release to ILB
C	Show pass for 1 count, then release to most dangerous linebacker
SG	Show pass for 1 count, then release to ILB
ST	Pass protect
Q	Bail 3 steps and sit, then fade back to draw rush



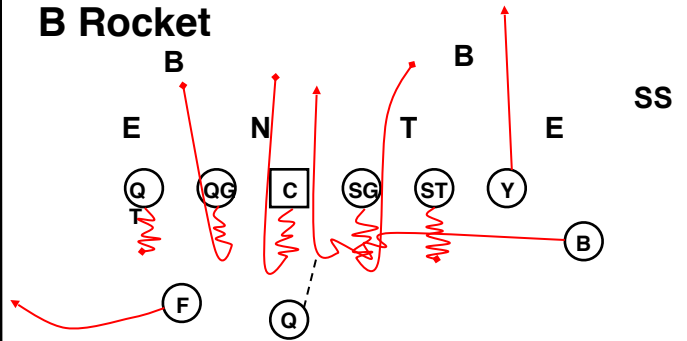
Rocket Variations



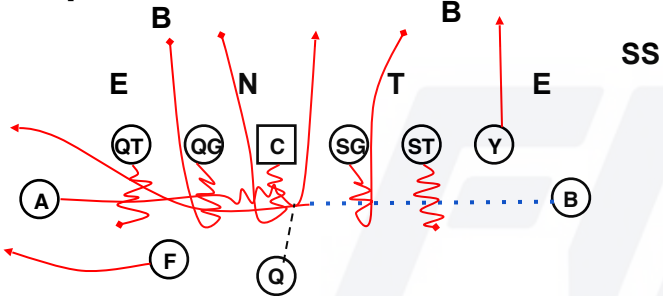
Empty-B-Rocket^B



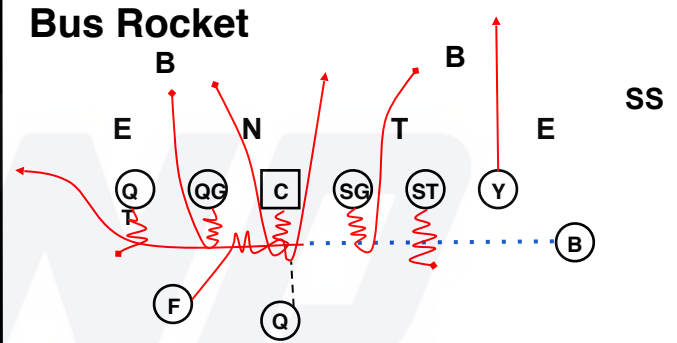
B Rocket



Squeeze-Bus-A Rocket



Bus Rocket

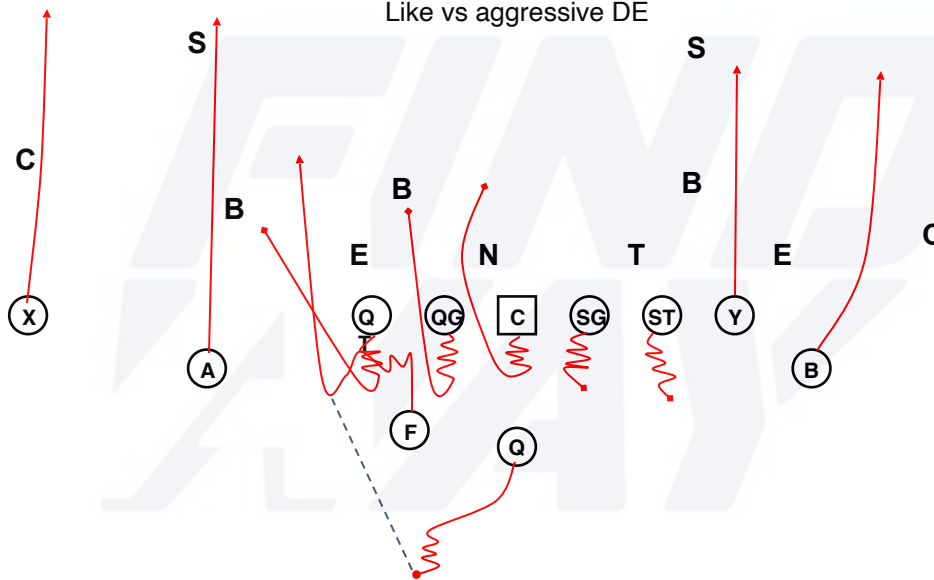




Laser

Base Rules

Like vs aggressive DE



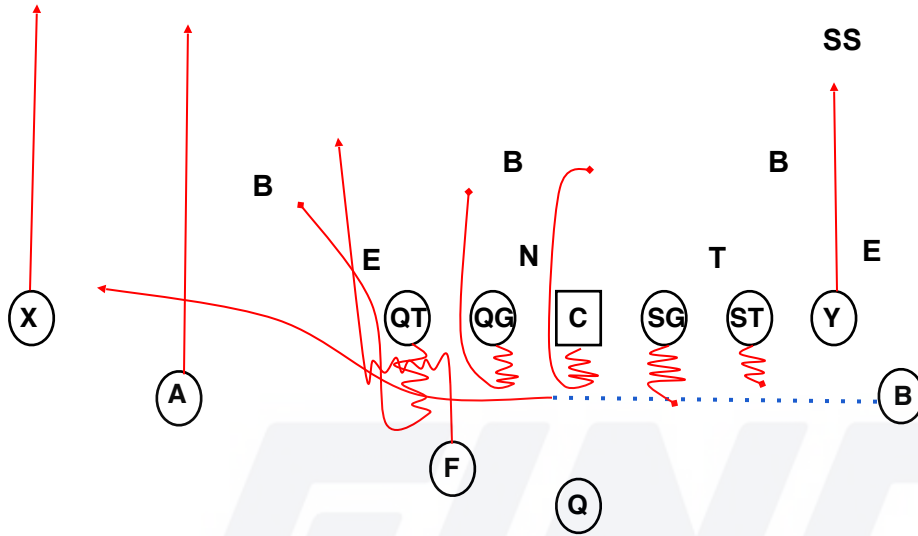
Position	Job Description
X	Go route
A	Go route
F	Attack edge for 1 count, then drift wide
Y	Go route
B	Go route
QT	Show pass for 1 count, then kick OLB
QG	Show Pass for 1 count, then release to ILB
C	Show pass for 1 count, then release to backside ILB
SG	Pass protect
ST	Pass protect
Q	Half roll for 3 steps and set, then drift to draw defense



Flavors of Laser



Red-Bus-Laser





Heavy Package



Heavy Set Overview

Using this set and these plays in the Gun T RPO offense, we are at a 90% conversion rate on 3rd/4th and short. The goal is to pick our best player and run him behind our best blockers. The goal of this set is to keep it simple and convert on short yardage.

Personnel decisions -

Strong side needs to be your best three linemen.

Keep an eligible player at the nub/"Y".

QB stays on the field if he is not the one getting the snap at the "X".

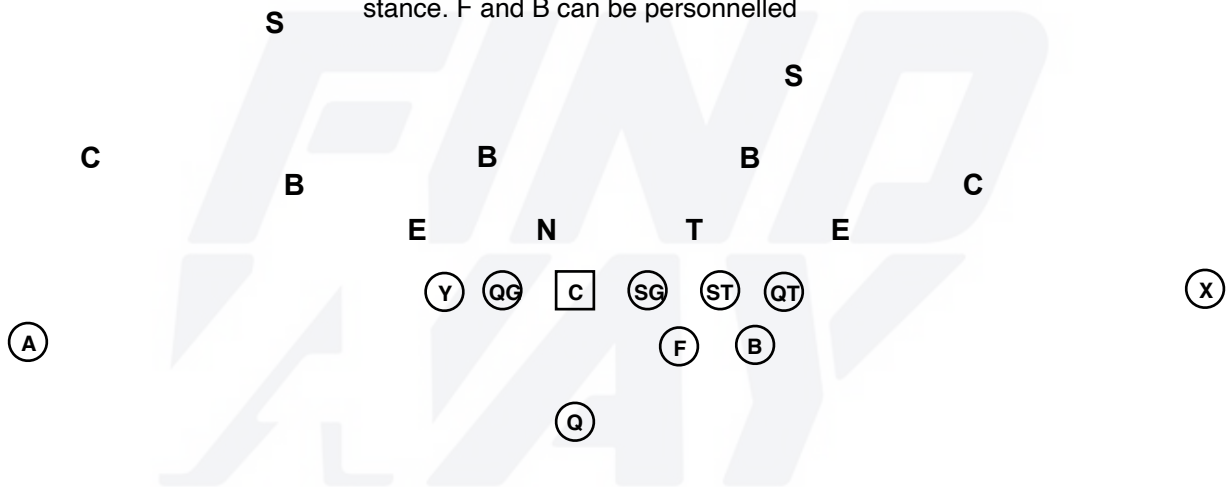
Fastest player on the team at "A".

Best players at blocking in space go to the fullback spots.



Heavy Package Base Rules

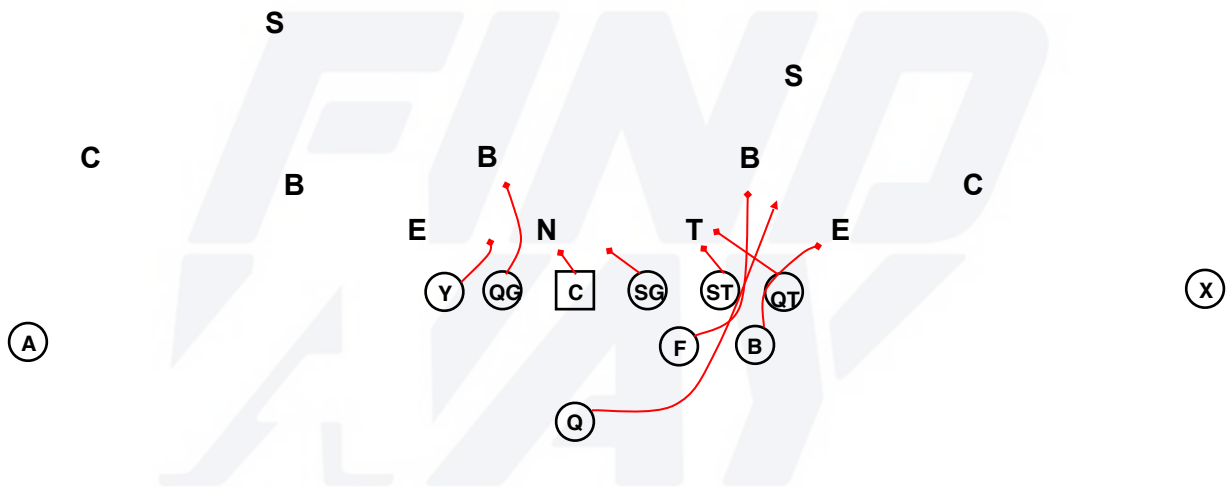
Lineman never pull. Can be in 4 pt stance. F and B can be personelled



Position	Job Description
X	On line of scrimmage. Often is the QB
A	Off line of scrimmage
F	2 ft back between SG and ST
Y	On line next to QG
B	2 ft back between ST and QT
QT	On line next to ST. Can 4 pt stance
QG	On line next to C. Can 4 pt stance
C	On ball
SG	On line next to C. Can 4 pt stance
ST	On line next to SG. Can 4 pt stance
Q	Often is best athlete. Normal depth



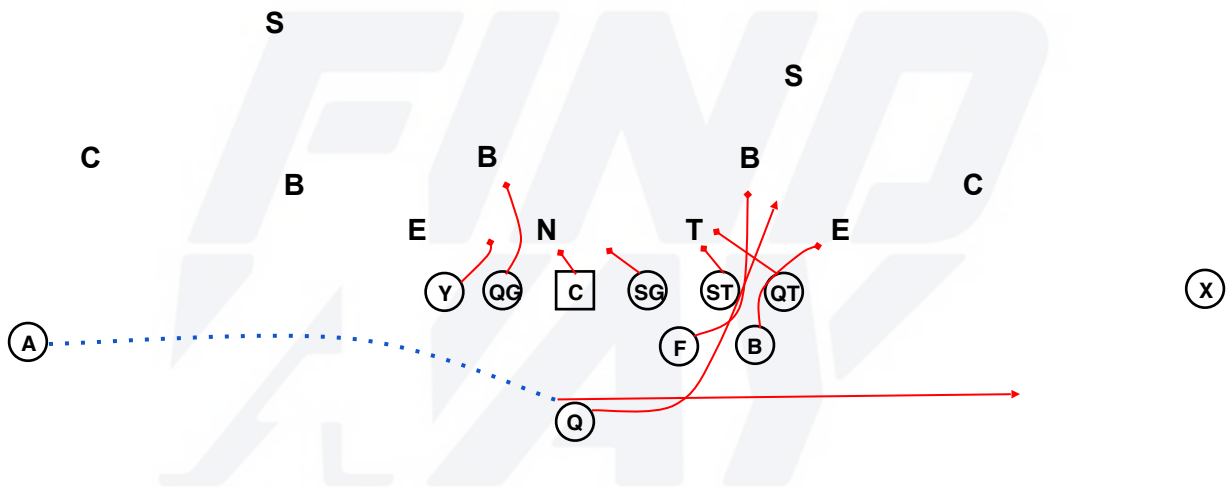
Power



Position	Job Description
X	Block #1
A	Block #1
F	Wrap to inside backer
Y	Down block
B	Kick end
QT	Down block
QG	Down block
C	Down block
SG	Down block
ST	Down block
Q	Follow F up the hole



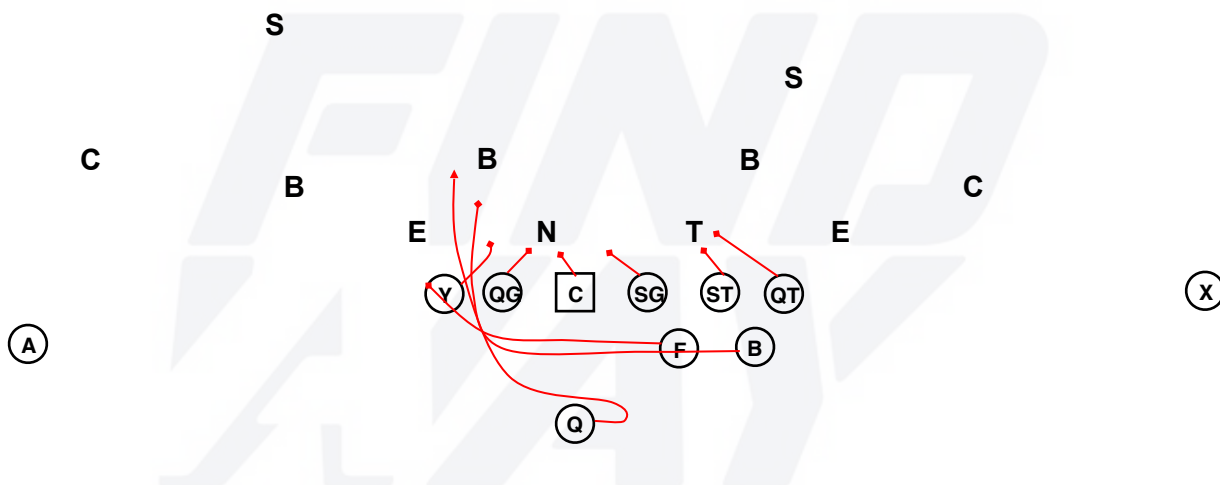
Train Power



Position	Job Description
X	Block #1
A	Train motion, fake jet
F	Wrap to inside backer
Y	Down block
B	Kick end
QT	Down block
QG	Down block
C	Down block
SG	Down block
ST	Down block
Q	Fake jet to A, run power



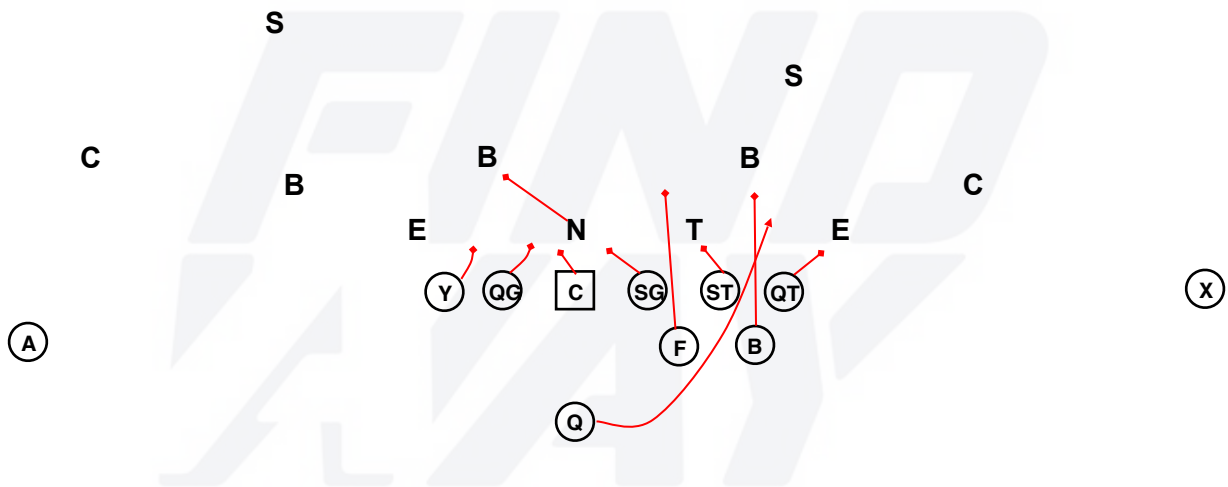
Counter



Position	Job Description
X	Block #1
A	Block #1
F	Kick back side end
Y	Down block
B	Wrap to backside backer
QT	Down block
QG	Down block
C	Down block
SG	Down block
ST	Down block
Q	Fake power for 1 step, follow F and B



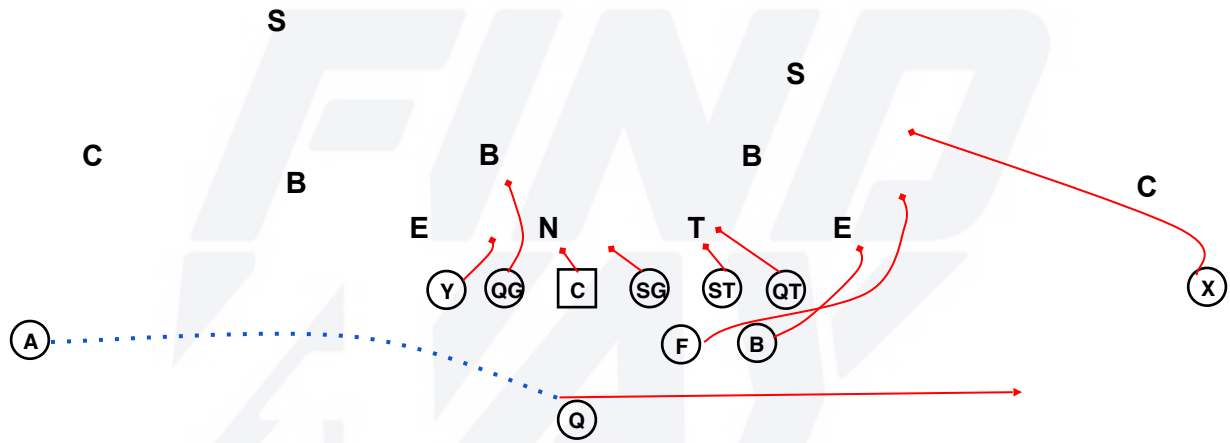
Belly



Position	Job Description
X	Block #1
A	Block #1
F	Climb to backer
Y	Down block
B	Climb to backer
QT	Kick outside
QG	Down block
C	Down block
SG	Block #1
ST	Block #2
Q	Follow B up the hole



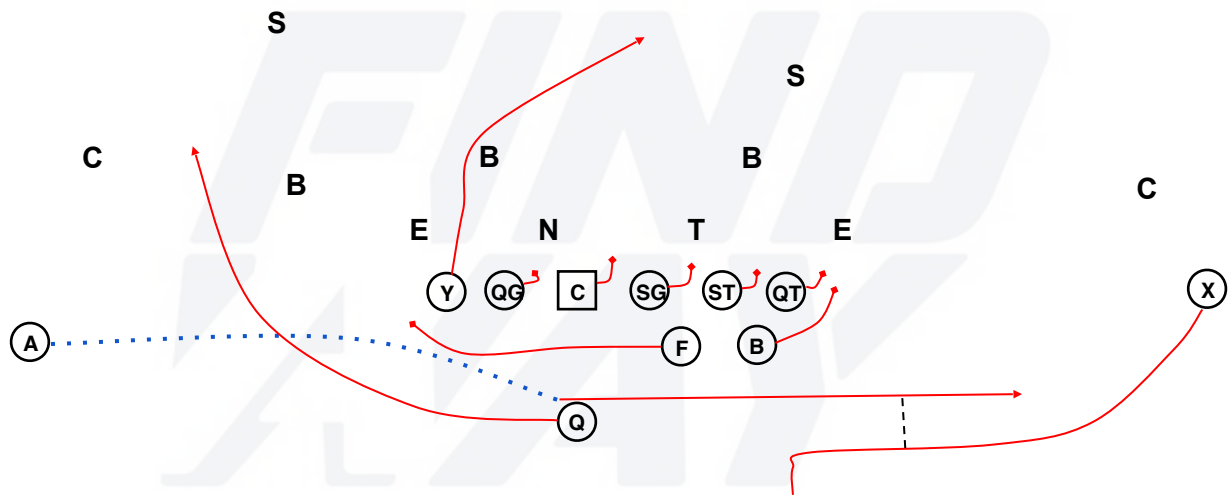
Train Jet



Position	Job Description
X	Crack safety
A	Train motion, take jet, follow second up man
F	Log the DE
Y	Down block
B	Log the DE
QT	Down block
QG	Down block
C	Down block
SG	Down block
ST	Down block
Q	Give the jet to A



Train Reverse Pass



Position	Job Description
X	Take ball on reverse, look for Y first, Q second
A	Train motion, take jet, hand to X on reverse
F	Log the DE backside
Y	Banana route behind backers
B	Log the DE
QT	Pass pro
QG	Pass pro
C	Pass pro
SG	Pass pro
ST	Pass pro
Q	Give the jet to A, run wheel route



Conclusion



This system is something I have come up with to provide built-in answers. Making the game clear and simple for coaches and players gives them confidence to play fast and know that no matter what look the defense gives us, we will have the ability to succeed. By blending the best of three offensive worlds, we feel we have an offensive system to give our athletes the opportunity to compete. I hope you have found some clarity in this system.

The entire system can be found on Coachtube.com:

<https://bit.ly/GUNTRPOSystem>

There is also more information on my website: FBCoachSimpson.com. Feel free to reach out to me if you have any questions.

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FBCoachSimpson@gmail.com



About The Author



Coach Simpson is currently the Head Football Coach at Southside High School, a 4A school in Arkansas. Taking over a program that had won eight games in five seasons and had been on a 20+ game losing streak, Simpson has led Southside to the playoffs for four-consecutive seasons and won two conference titles in the past three seasons. For his efforts, he was named 4A-2 Conference Coach of the Year (2017), named to the as a finalist for Hooten's Coach of the Year (2017) and has been the All-Star Nominee for the 4A-2 (2016 and 2019). He was also selected to coach in the inaugural FCA Texas-Arkansas All-Star Showdown (2020).

Simpson's first book, *“Find A Way: What I Wish I'd Known When I Became A Head Football Coach”*, has already been a best seller on Amazon in several categories.. Another book is already in the works and will be available in November 2020.

Simpson has also raised over \$1.5 million for Southside and has overseen several major facility projects including: New Field Turf, Expansion to Fieldhouse, Expansion to the school's home bleachers, and the addition of a press box and a new video-board.

Prior to coming to Southside, Simpson took over as Head Coach at Alabama Christian Academy in Montgomery, Alabama. During his tenure there, Simpson took over a team that had been 4-18 and led them to their first home playoff game in over 20-years. For his efforts he was named Montgomery Advertiser's All-Metro Coach of the Year as well as being voted 4A Region 2 Coach of the Year (2010). Simpson also served as the head track coach at ACA and led the girl's and boy's teams to multiple top 10 finishes in 4A.



About The Author



Simpson began his coaching career at Madison Academy, in Huntsville, Alabama. He served as a junior high basketball and football coach, before working into a varsity coaching role in football. He graduated from Harding University in 2003. He is married to Jamey and has three children: Avery, Braden and Bennett. The couple was married in 2001 after meeting at Harding University.

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FBCoachsimpson - Facebook
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