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Slower



Our Slower Tempos are certainly not anything revolutionary as teams have been using some form of these for a number of years now. We see benefits in having this set of tempos in our arsenal:

1. We can read the defense and put ourselves in the best possible play based on game plan and defensive indicators.
2. We can slow the pace of the game and control the clock. Ultimately in any tempo, the coach is the primary factor in how fast the ball gets snapped. These tempos provide built in time for slowing things down.
3. There will be times when the game conditions are now great for uptempo. The mud, wind, rain, and snow make offensive football more difficult. Putting ourselves in a good play and paying attention to ball security and the clock become the primary focus.
4. This takes the pressure off the quarterback in the decision making process. If the game plan is heavy on checks, putting control in the coaches hands may help the quarterbacks confidence in knowing he is in the right play, and he will be able to focus on execution. A young or inexperienced quarterback may need this type of support.

Look Tempo

Look is the basis of these set of tempos. It gives us the procedure to get up to the line quickly, get the defense set, and then either confirm we are in a good play or change the play based on what we have game planned. The coach in the press box is looking for some key indicators on each play, and he relays the confirmation that we are in a good play or we are changing to a different one. The communicators start with four being live, and then after the false cadence, only one is live. The Look Instructional and Example show this tempo tool.

Double Look Tempo

Double Look is a tool to use to counter a team that is checking their defense when the offense looks to the sideline. The coaches in the press box watch the defensive change and do not give the final call until the offense looks to the sideline a second time.

Kill It Tempo

“Kills” have existed in the NFL and college for a long time, and they are something I started using at the high school level in 2005. A “Kill” is basically an alert given to the team that allows them to simply change from one play to another. Typically, this is done with teams that call plays in the huddle.

Using terminology from this system, the play might be “Rip 6 Power Right Kill Sweep Right.” This tells the offense we are running “Power Right,” but if the quarterback sees an indicator (like the end in a 7 technique) he will say “Kill” and the play is then Sweep. If he doesn’t say anything they just run Power.

As stated earlier, everything done in a huddle system can be done in no huddle. We have found a way to use “kills” within the no huddle as shown in the instructional and example.

On the last page is a wristband with coaches notes (players just get a version with the play).

Utilizing these tools, we can get our offense into a good play. This kind of attack works best when facing a superior opponent or one which utilizes multiple defenses and disguises which can become confusing to a player. The onus of the complexity of the game plan is put on the coaches. The players just run plays. While simplicity and execution are

at the core philosophy of the Pro Style Pistol Offense System, utilizing tools that allow for adjustment on the field are very useful in attacking today's defenses.

KENTUCKY/KANSAS		<u>Defense</u>
1	Hitch (63 Short)	
2	Swing (Nudge 65 Spacing Y-Spot)	
3	Flat (Nudge 65 Spacing Y-Spot)	
4	65 Cruise V-Delay	
5	V-6/7 Now	
6	Sweep (Rt 40 / Lt 41)	vs. Over/Under 7 Invert
7	Ctr Lt Boot Rt (86) Ctr Rt Boot Lt (87)	vs. Over/Under 7 Invert
8	Power Option (Rt 90/ Lt 91)	vs. Over/Under 7 Invert & Odd
9	West4 Z-Fly Sweep Rt (40)	vs. Bear
10	West4 Z-Fly V-Ctr Trey Lt (37)	vs. Under Sam Up & Odd
11	West4 Z-Fly Power Rt (24)	vs. Bear
12	East5 Z-Fly Sweep Lt (41)	vs. Bear
13	East5 Z-Fly V-Ctr Trey Rt (36)	vs. Under Sam Up
14	East5 Z-Fly Power Lt (25)	vs. Bear
15	Rip0 Duo Rt (20)	vs. Under Sam Up & Odd
16	Liz1 Z-4 Zone Lt Plus (17)	vs. Over/Under/Odd
17	Liz1 Z-4 Zone Lt Plus Naked Rt Wheel (84)	vs. Over/Under/Odd Invert
18	Liz1 Duo Lt (21)	vs. Under Sam Up & Odd
19	Rip0 Z-4 Zne Rt Plus (16)	vs. Over/Under/Odd
20	Rip0 Z-4 Zne Rt Plus Naked Lt Wheel(85)	vs. Over/Under/Odd Invert