

POWER RAID OFFENSE



GARRETT WINGATE
OFFENSIVE COORDINATOR
AYDEN GRIFTON HIGH SCHOOL
(252) 902-9588
wingateg06@gmail.com
TWITTER: @GARRETTWINGATE

EPC

F.T.D



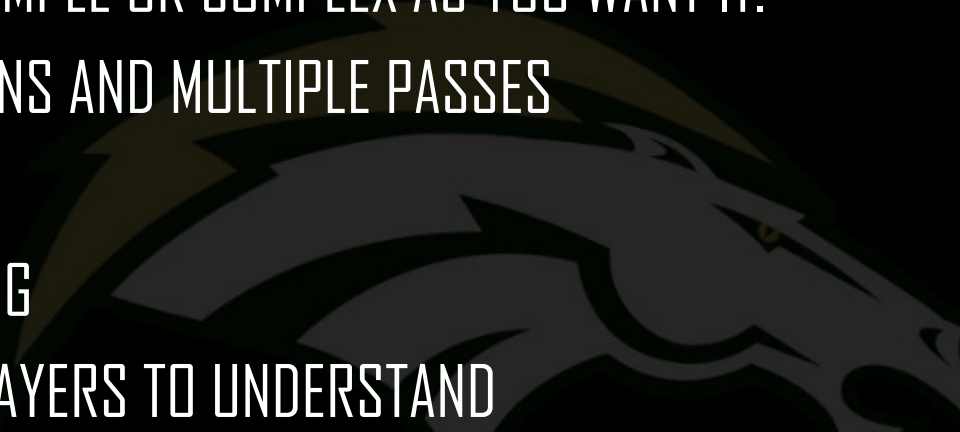
OFFENSIVE INFLUENCES

- SKIP HOLTZ (TODD FITCH)- CEO MENTALITY, POWER FOOTBALL
- RUFFIN MCNEILL (LINCOLN RILEY)- LOVE EM UP, ATTENTION TO DETAIL, NEVER BE OUTWORKED, AIR RAID
- GREG SCHIAND (PJ FLECK)- INTENSITY, MAKE THE GAME FUN, FUNDAMENTALS



WHY THE POWER RAID

- CAN BE AS SIMPLE OR COMPLEX AS YOU WANT IT.
- MULTIPLE RUNS AND MULTIPLE PASSES
- CREATIVITY
- NEVER BORING
- EASY FOR PLAYERS TO UNDERSTAND
- EVERYONE HAS A CHANCE TO GET THE BALL
- CAN SPOTLIGHT CERTAIN ATHLETES IF NEEDED



2022 OFFENSIVE STATS

- 621 POINTS
- 38.8 AVG PPG
- 52% RUN – 48% PASS
- 2,577 RUSHING YARDS, 33 TD's (2021- 3,531)
- 5.8 YDS PER CARRY
- 3,076 PASSING YARDS, 42 TD's, 181/295 (2021- 1,657, 18 TD)
- 17.0 YDS PER COMPLETION, 61% COMPLETION
- 11 SACKS
- 9 INT, 4 FUMBLES

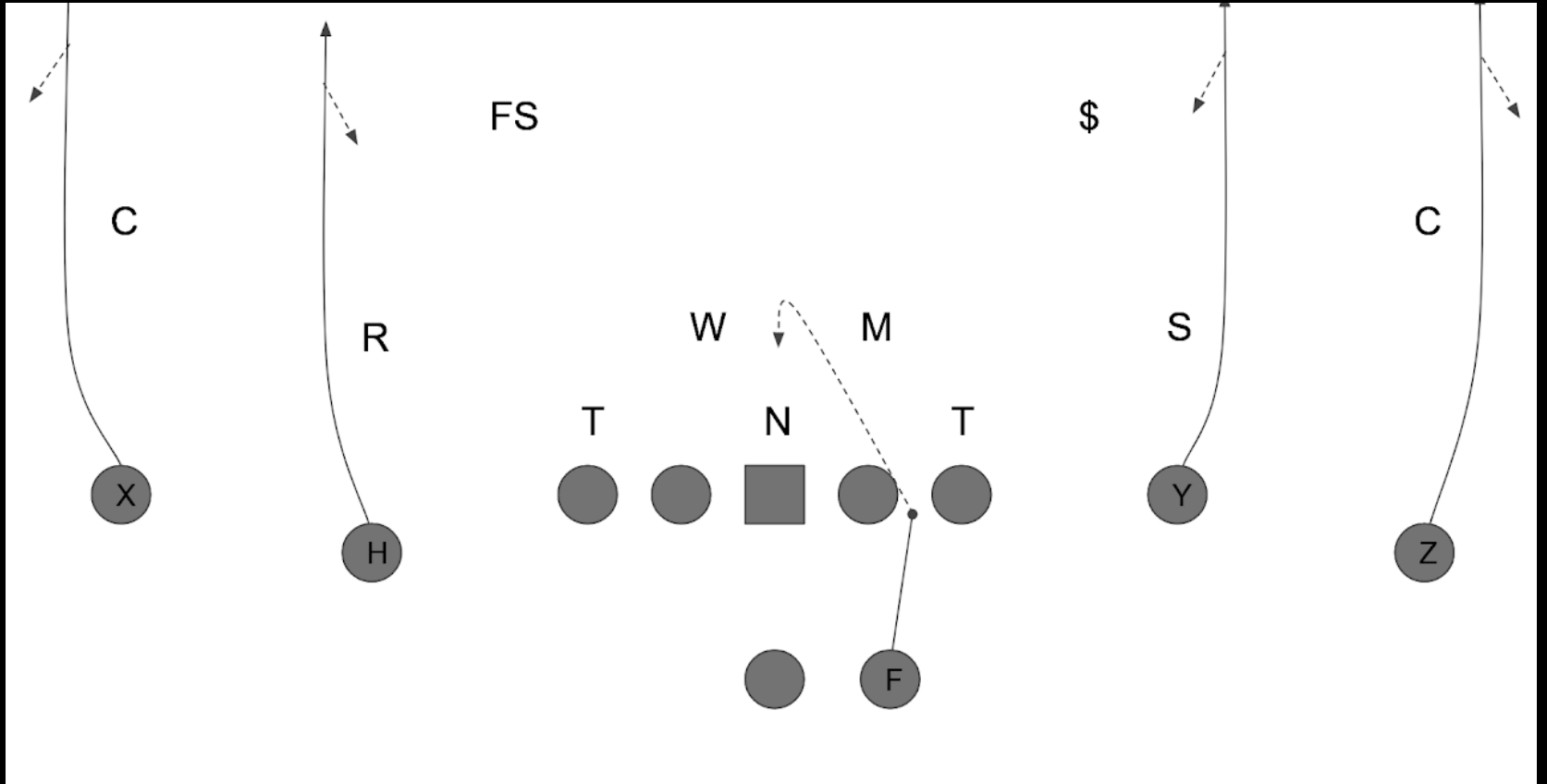


PHILOSOPHY

- BASE= AIR RAID
- NO HUDDLE, MULTIPLE TEMPO
- BALANCE IS IMPERATIVE: 50/50 RATIO
- MULTIPLE FORMATIONS, SAME PERSONELL: BASE 2X2
- CREATIVITY: 63 FORMATIONS
- FIND MISMATCHES
- ALWAS HAVE ANSWERS- IF/THEN OFFENSE
- KEYS: FIND SPACE, FIND GRASS, FIND LEVERAGE- "THE ADJUSTER"
- BE SIMPLE & MAKE THE DEFENSE WRONG!!!



ACE 2X2



AIR RAID PASS BANK

- 60 OUTS
- 64 DRAGON
- 66 INSIDE FADE
- 617/619
- 618 STICK
- 618 SWITCH
- 618 POST WHEEL
- 68
- 69 SNEAK
- 8 Y-CORNER
- 8 H-CORNER
- SISSORS

- 91 SHALLOWS
- 92 MESH
- 93 H-WHEEL
- 94 Y-SAIL
- 95 Y-CROSS
- 96 SHAKES
- 98 SMASH
- PACKER
- FLY
- TRAIL
- BAT/CELTIC
- RANT



RUN BANK

- INSIDE ZONE
- MIDZONE
- OUTSIDE ZONE
- DUO
- INSIDE TRAP
- LONG TRAP
- POWER
- LONG POWER
- FS G POWER

- GT COUNTER
- GY COUNTER
- CAT COUNTER
- CRAB COUNTER
- BUC SWEEP
- ISO
- FOLD
- OPTION
- MIDLINE



RUN GAME

CONCEPT	TIMES RAN	YPP	TD's
Counter	145/430	7.2	11
Power	9/430	2.3	0
Buck	87/430	5.8	3
Trap/Fold	15/430	9.5	3
Draw	13/430	4.8	0
Inside Zone	57/430	5.9	9
Outside Zone	26/430	3.6	2
Scramble	44/430	7.6	5



PASS GAME

CONCEPT	TIMES RAN	YPP	TDS
Slot Fade	52/309	9.9	5
Stick	13/309	4.1	0
Y-Corner	22/309	6.1	5
617/619	18/309	8.8	4
Screens	85/309	11.0	7
Verticals	63/309	11.7	10
Mesh	4/309	6.0	0
Y-Sail	16/309	17.7	4
Shallows	7/309	7.14	0



SUNDAY

1. LAST TWO GAMES- COMMON OPPONENTS
2. BASE DEFENSE
3. 3RD DOWN
4. REDZONE
5. 28 PLAYS- OPEN SCRIPT
6. 4 RUNS, 4 QUICKS, 3 DROPBACKS, SCREENS, PA
7. ADJUSTMENTS



SUNDAY

GAME 7: NASH CENTRAL (INSIDE)

#	Formation	Motion	Play
1	TARHEEL		LA
2	AUBURN	HUSTLE	33
3	CLEM/CAR	HOP	30
4	CLEM/CAR		33/34
5	GEORGIA		48
6	OREGON	HUSTLE	30
7	OREGON	HOP	33/34
8	OREGON	HOP	33/34
9	RIGHT	HOP	33 PITCH
10	TARHEEL		LA
11	TARHEEL PISTOL		48 KICK
12	TIGER	HOP	49 PITCH
13	TARHEEL		LA

GAME 7: NASH CENTRAL (TEAM)

#	Formation	Motion	Play
1	AUBURN	HUSTLE	33
2	AUBURN NORTH		HERCULES
3	CALY		74
4	CALY/UTAH		SONIC
5	CAROLINA	HUSTLE	80 Z
6	CAROLINA ASIA		81
7	CAROLINA ASIA		83
8	CAROLINA ASIA		HOOTERS
9	CAROLINA ASIA		ICHIBAN
10	CAROLINA SOUTH		LONGHORN
11	CLEM/CAR	HOP	30
12	CLEM/CAR		33/34
13	CLEM/CAR		COOKOUT
14	CLEM/CAR		HARDEES

GAME 7: NASH CENTRAL (PERIMETER)

#	Formation	Motion	Play
1	AUBURN NORTH		HERCULES
2	CALY		74
3	CALY/UTAH		SONIC
4	CAROLINA	HUSTLE	80 Z
5	CAROLINA ASIA		81
6	CAROLINA ASIA		83
7	CAROLINA ASIA		HOOTERS
8	CAROLINA ASIA		ICHIBAN
9	CAROLINA SOUTH		LONGHORN
10	CLEM/CAR		COOKOUT
11	CLEM/CAR		HARDEES
12	CLEM/CAR		SUBWAY
13	CLEMSON		LAZOR
14	CLEMSON AFRICA		71
15	CLEMSON AFRICA		73
16	LEFT PISTOL		149
17	OREGON		CHICK FILA
18	OREGON	FIRE	COOKOUT
19	OREGON	TURBO	SUBWAY
20	OREGON		X SHALLOW
21	OREGON ASIA		CHICOS
22	TIG/TAR		CHICOS
23	TIG/TAR		HARDEES
24	TIG/TAR	TURBO	LONGHORN
25	TIGER		48 STEELER
26	TIG/TAR		Y SHALLOW
27	UTAH		84

15	CLEM/CAR		SUBWAY
16	CLEMSON		LAZOR
17	CLEMSON AFRICA		71
18	CLEMSON AFRICA		73
19	GEORGIA		48
20	LEFT PISTOL		149
21	OREGON	HUSTLE	30
22	OREGON	HOP	33/34
23	OREGON	HOP	33/34
24	OREGON		CHICK FIL A
25	OREGON	FIRE	COOKOUT
26	OREGON	TURBO	SUBWAY
27	OREGON		X SHALLOW
28	OREGON ASIA		CHICOS
29	RIGHT	HOP	33 PITCH
30	TARHEEL		LA
31	TARHEEL PISTOL		48 KICK
32	TIG/TAR		CHICOS
33	TIG/TAR		HARDEES
34	TIG/TAR	TURBO	LONGHORN
35	TIGER		48 STEELER
36	TIG/TAR		Y SHALLOW
37	TIGER	HOP	49 PITCH
38	UTAH		84



28 PLAY SCRIPT

SOUTHERN NASH 2022

COUNTER

1. [REDACTED]
2. [REDACTED]
3. [REDACTED]
4. [REDACTED]
5. [REDACTED]
6. [REDACTED]
7. [REDACTED]
8. [REDACTED]
9. [REDACTED]

ZONE

10. [REDACTED]
11. [REDACTED]

SWEEP

12. [REDACTED]
13. [REDACTED]
14. [REDACTED]
15. [REDACTED]
16. [REDACTED]

PA/RPO

17. [REDACTED]
18. [REDACTED]

JETS

19. [REDACTED]

SCREEN

20. [REDACTED]
21. [REDACTED]
22. [REDACTED]
23. [REDACTED]
24. [REDACTED]
25. [REDACTED]
26. [REDACTED]
27. [REDACTED]

QUICK GAME

28. [REDACTED]
29. [REDACTED]
30. [REDACTED]
31. [REDACTED]
32. [REDACTED]
33. [REDACTED]
34. [REDACTED]
35. [REDACTED]
36. [REDACTED]

DROPPACK

37. [REDACTED]
38. [REDACTED]
39. [REDACTED]
40. [REDACTED]
41. [REDACTED]
42. [REDACTED]
43. [REDACTED]
44. [REDACTED]

GOALLINE

1. [REDACTED]
2. [REDACTED]
3. [REDACTED]
4. [REDACTED]

SPECIALS

1. [REDACTED]

HAMMER

1. [REDACTED]
2. [REDACTED]
3. [REDACTED]
4. [REDACTED]

BIG

1. [REDACTED]
2. [REDACTED]
3. [REDACTED]
4. [REDACTED]
5. [REDACTED]
6. [REDACTED]

MEDIUM

1. [REDACTED]
2. [REDACTED]
3. [REDACTED]
4. [REDACTED]
5. [REDACTED]
6. [REDACTED]

SHORT

1. [REDACTED]
2. [REDACTED]
3. [REDACTED]
4. [REDACTED]
5. [REDACTED]
6. [REDACTED]

SITUATIONALS

1. 2 PLAYS TO WIN (LONGHORN, 5 WR CHICOS)
2. DESPERADO (HAIL MARY ASIA/AFRICA)
3. VICTORY
4. FAIR CATCH INSIDE THE 40- FREE KICK
5. KICK FG BEFORE ENDZONE= PUNT

BUTT PLAYS

1. [REDACTED]
2. [REDACTED]
3. [REDACTED]
4. [REDACTED]
5. [REDACTED]
6. [REDACTED]



GAMEDAY CALLSHEET

Northern Nash v. Southern Nash

LEFT		RIGHT		OREGON (F)		33		34 Y		60's		
YODA	4	YODA Y	7	33	4	LEFT YODA 33	4	LEFT 34 Y	7	OREGON	JIMMY JOHNS	16
Y	7	YODA Q	19	67	16	OREGON 33	4	TARHEEL YODA 34 Y	7	TUL/TEX	618	7
YODA	6	YODA	6			CLEMSON 33	4			CLEM/CAR	618	7
						ARK SWITCHBLADE	10			TUL/TEX	68	2
										CLEM/CAR	68	2
TIGER		TARHEEL		OLE MISS		33 Q		34 Q		CALY/UTAH	8	6
YODA ARC	8	YODA ARC	7	6	5	GEORGIA 33 Q	19	RIGHT YODA 34 Q	19	CALY/UTAH	617	8
39	6	139	18	PLAYSTATION	13					OLE MISS	PLAYSTATION	13
										CAR SLOT	MCFLURRY	18
TULSA (F)		TEXAS (F)		BAYLOR		41 ARC		42 ARC				
73	4	83	4	39	6	TARHEEL YODA 41 ARC	7	TIGER YODA 42 ARC	8			
618	7	618	7			LEFT 41 ARC	7	RIGHT 41 ARC	8			
68	2	68	2	OKLAHOMA								
8	6	8	6	38	6	39		38				
6	5	6	5			TIGER 39	6	LEFT YODA 38	6			
				GEORGIA (F)		BAYLOR 39	6	OKLAHOMA 38	6			
MEMPHIS		HOUSTON		33 Q		RIGHT YODA 39	6	ARK 38 TOSS KEEP	9			
71 LINGO	4	81 RINGO	5							90's		
91	3	91	3			70		80		OLE MISS	6	5
39 STEELER						CLEMSON 71	2	CAROLINA 81	2	TUL/TEX	6	5
		UTAH (F)		ARKANSAS		CLEMSON 73	4	CAROLINA 83	4	CAROLINA	94	4
		84	5	SWITCHBLADE	10	TULSA 171	7	TEXAS 181	7	MIAMI	94	4
		67	8	38 TOSS KEEP	9	MEMPHIS 71 LINGO	4	HOUSTON 81 RINGO	5	MIAMI	6 X	6
		8	6	80 Z	3	TULSA 73	4	TEXAS 83	4	HOU/MEM	91	3
		CLEMSON (F)		CAROLINA (F)		MIAMI		CALY 74	5			
		HARDEES	7	HARDEES	7	HUSTLE 82 Z	2					
		COOKOUT	2	COOKOUT	2	LONGHORN	4					
		71	2	81	2	X SHALLOW	6					
		73	4	83	4							
				LONGHORN	4							
		33	4	SLOT MCFLURRY	18							
		PA										
		TARHEEL 139	18									
		MEMPHIS 39 STEELER										

GAMEWEEK PLAN

SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY
12:00 FILM STUDY	PRACTICE (140 MINS) 10 MINS FLEX	PRACTICE (110 MINS) 10 MINS FLEX	PRACTICE (60-70 MINS)	WALK-THRU 45 MINS
2:00 DEFENSE 3:00 ST 4:00 OFFENSE	10 MINS INSTALL 10 MINS ROA/OL INDY 10 MINS INSIDE/ WR INDY	10 MINS TEAM SCREEN 10 MINS ROA/ OL INDY 10 MINS INSIDE/ WR INDY	10 MINS FLEX GAME SIT CREATE SITUATIONS	28 PLAYS AND SITS
NEW CONCEPTS PLAYS	10 MINS PERIMETER/ OL PASS PRO 20 MINS TEAM	10 MINS PERIMETER/ OL PASS PRO 10 MINS REDZONE 10 MINS 3 RD DOWN		

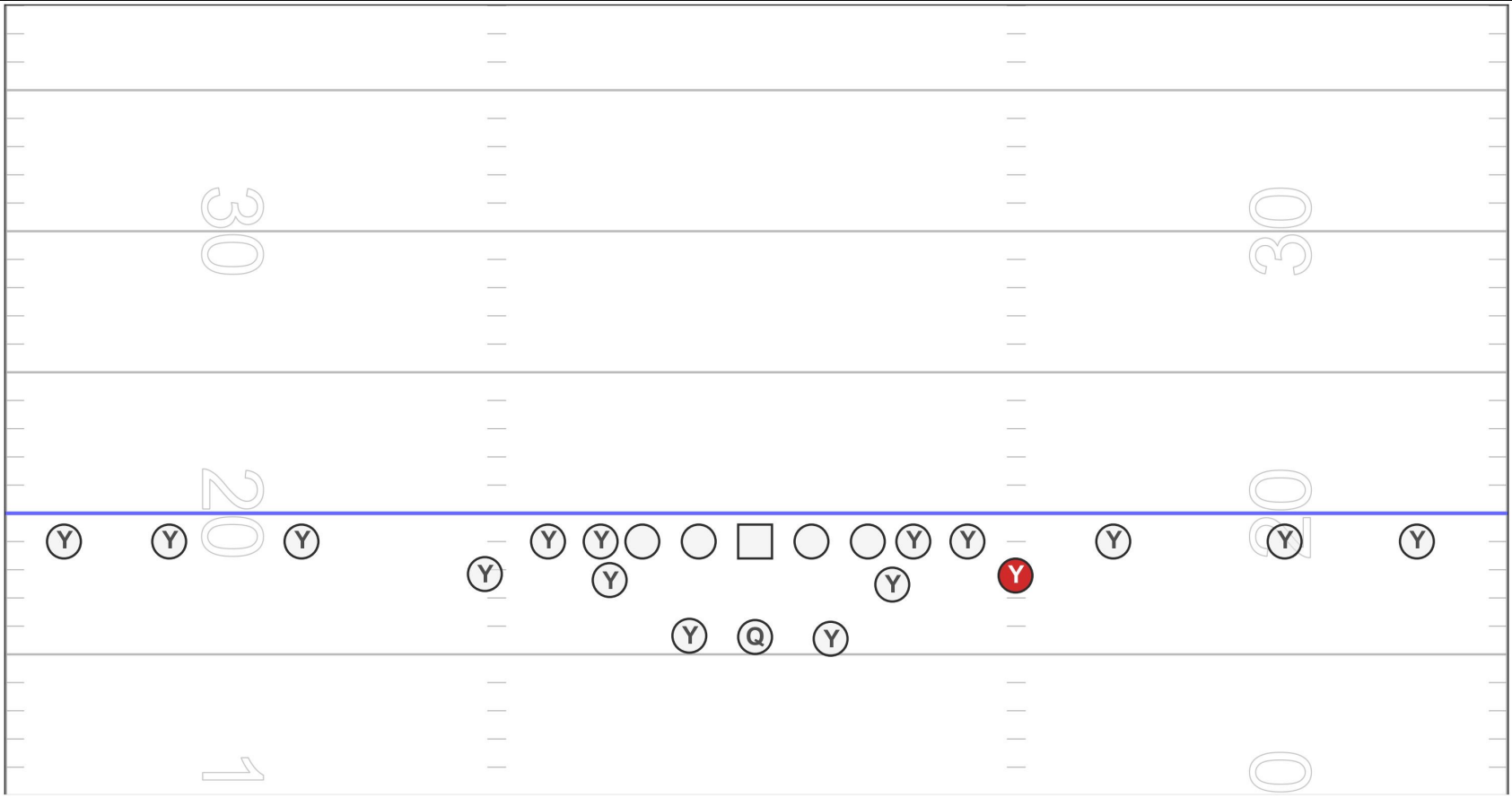


THE ADJUSTER

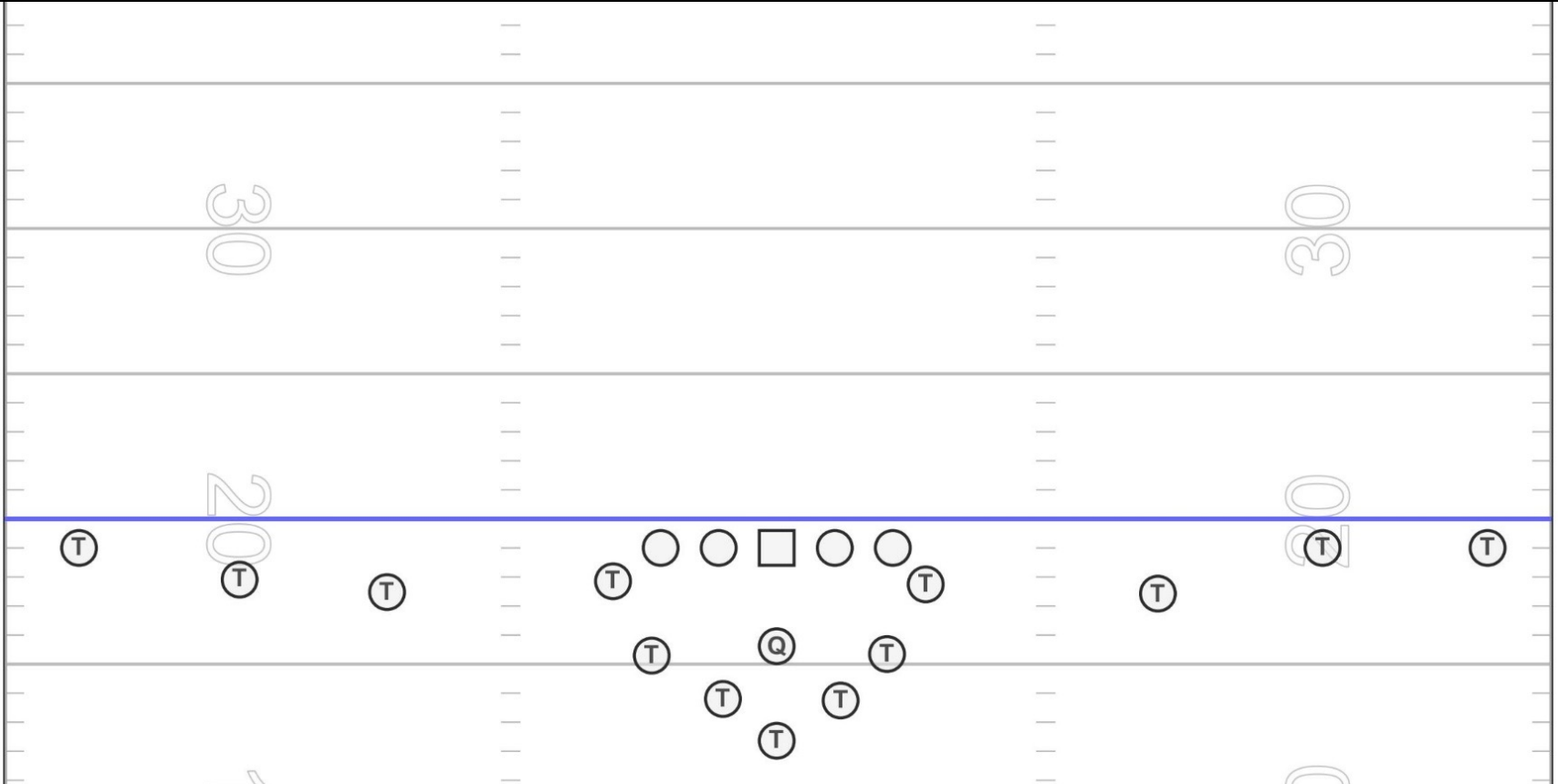
- WHO IS YOUR ADJUSTER?
- JUST LIKE DEFENSE HAS AN ADJUSTER, OFFENSE SHOULD TOO (I.E. FS)
- ADJUSTER IN OUR OFFENSE IS THE "Y" AND THE "T"



THE ADJUSTER



THE ADJUSTER



RPOS

- ANY RUN WITH ANY PASS CONCEPT
- SOME PRE-SNAP, SOME POST-SNAP
- FOLLOWS OUR PASS GAME RULES
- TAUGHT SO THAT EVERYTHING WORKS TOGETHER
- SCREEN, TO QUICK GAME, TO RUNS, TO DROPBACKS

