

How to run the

PRO STYLE 
SPREAD OFFENSE

**New Mexico Triple
Option Playbook**

By Jason Hahnstadt

Play Assignments:

Q: Zone Read the first man on backside of play in a 4i or wider. If he can tackle RB for a loss, then keep and attack downhill and widen gaining ground. Pitch off #2 (next outside LB or secondary defender) unless WR cracks Safety – then pitch or run off #3.

H: Mesh with QB from Gun positioning after short motion. Aim point is opposite A gap. Bang or Bounce outside finding a hole. Must get 3-5 yd.

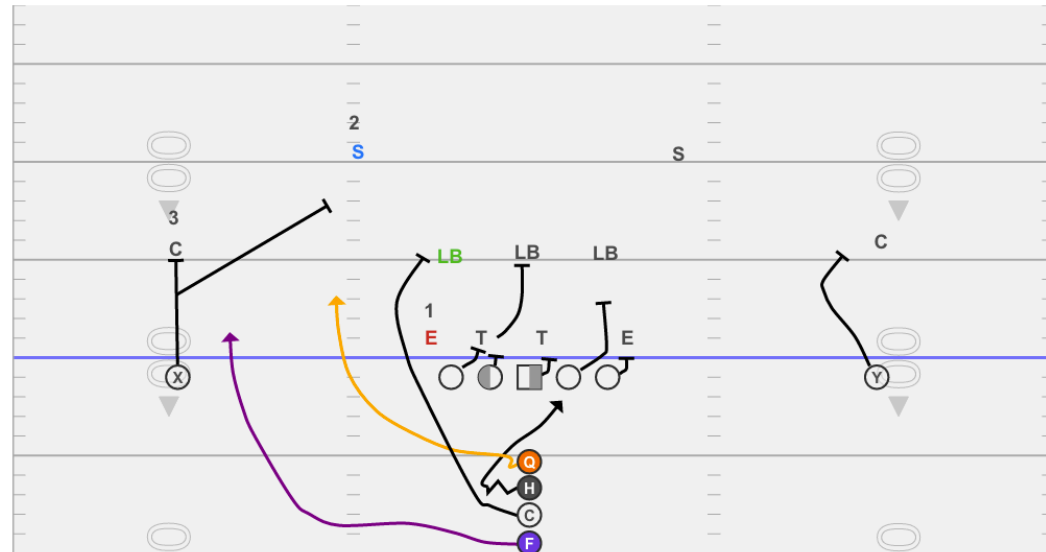
C: Cruiser is lead blocker that cleans up the box and works up to the safety. He must communicate to QB who the read key is (#1) and does not block him on the zone triple.

F: Pitchback – on snap gets to 5x1 relationship with QB after his first three steps following the mesh. Stays in pitch relationship downfield.

PACK RIGHT 31 TRIPLE vs 4-3

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X: Playside WR push crack block vs 2 high safety. Vs 1 high, stalk block Corner.

Y: Backside Run Block, get in the play, make the TD block down field. Vs 2 high safety, work to get safety, then back to corner if Safety is gone. Must make defender "run the post" which means get blocked or cut under you resulting in a bad pursuit angle.

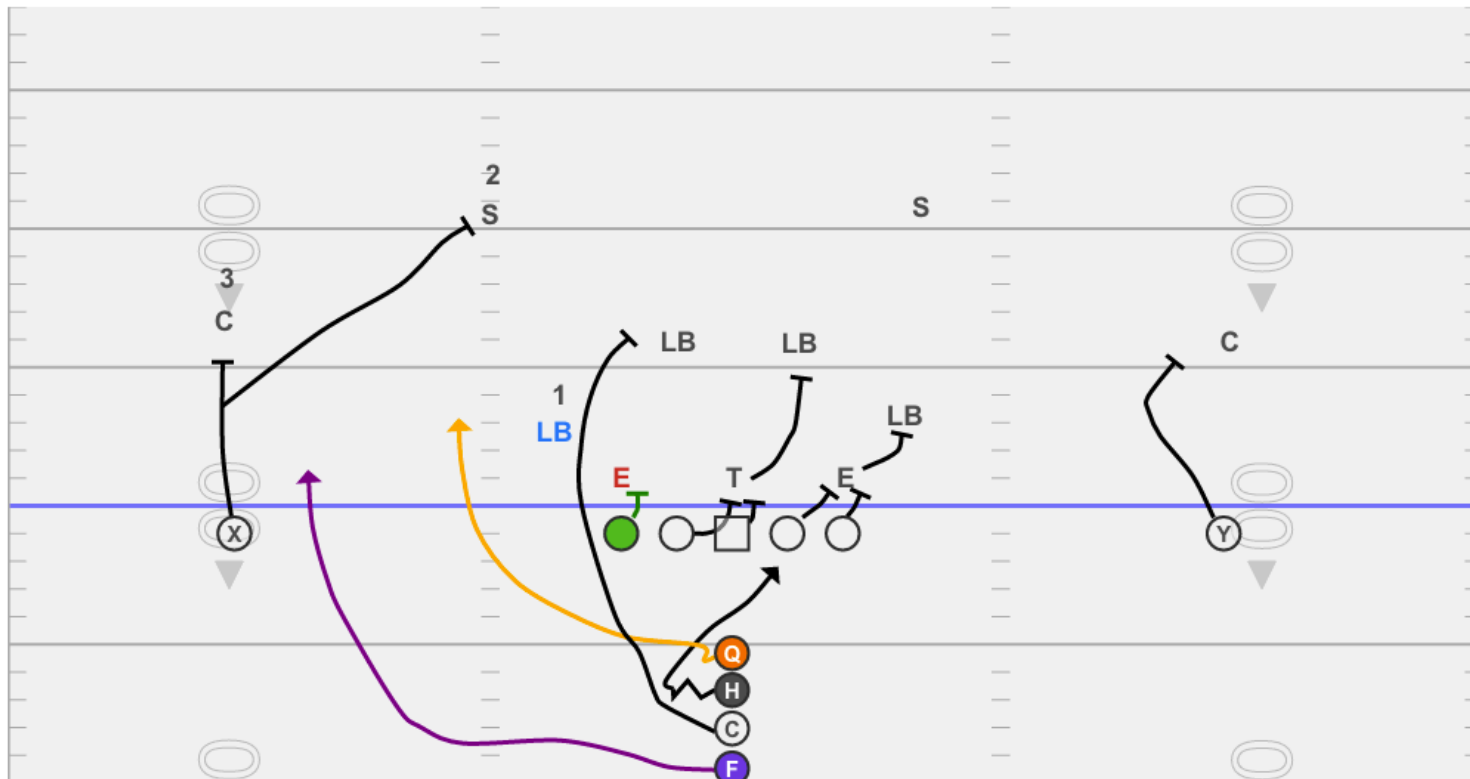
OL: Use covered/uncovered rules to zone block away from playcall side. If uncovered, double with covered OL to the play-side. If covered, either block man on, or double if next OL backside is uncovered.

Can also use Count system to help ID Mike. Label the Mike as a 0, then work out 1 and 2 both sides. Mike is the Shade T on the Nose in the diagram seen above.

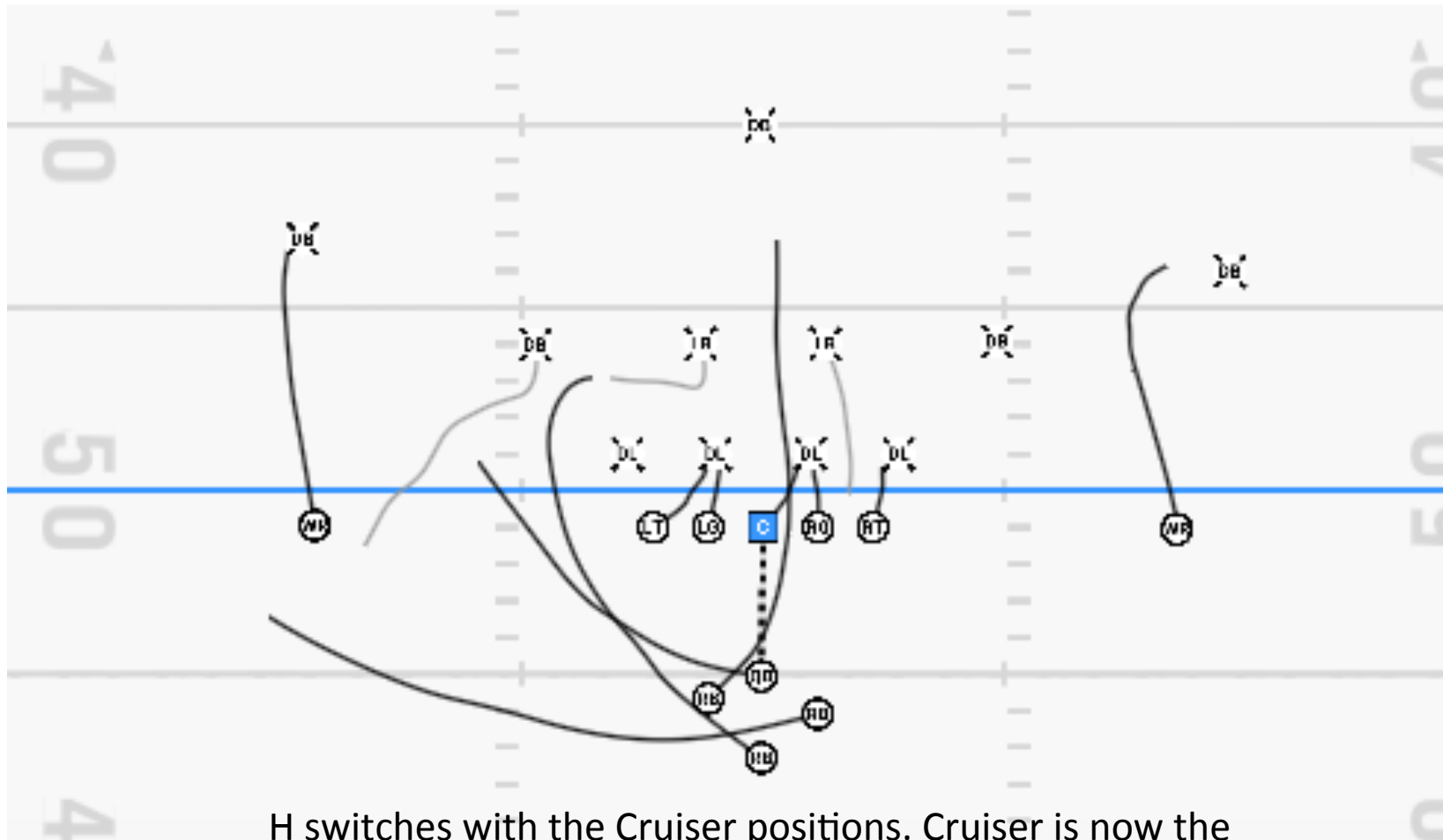
PACK RIGHT 31 TRIPLE vs 3-4

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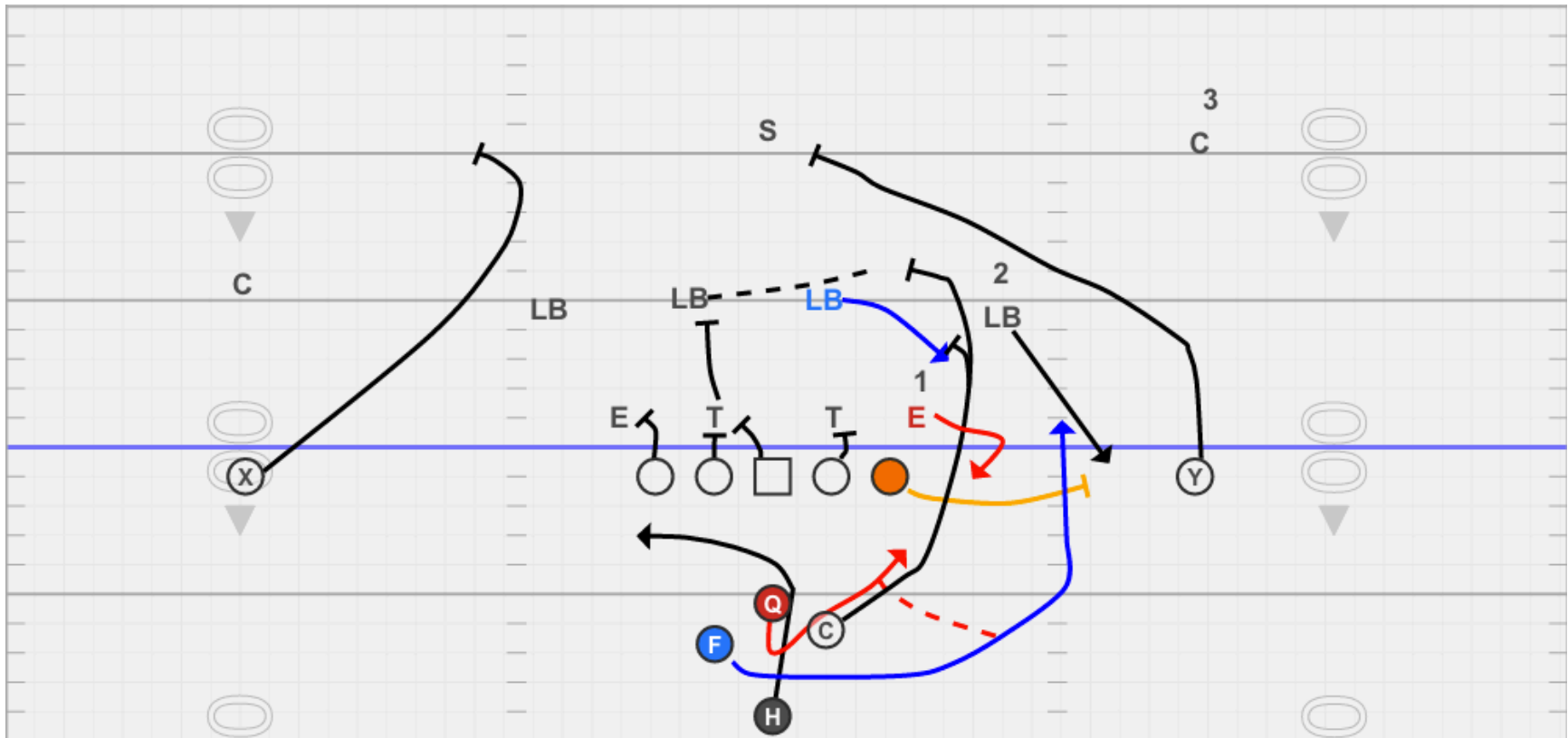


Diamond R 30 Triple H



H switches with the Cruiser positions. Cruiser is now the Pistol Back, H is the pitch. Same assignments from different positions.

Diamond R 21 Zone Option



ORBIT TWINS OVER 31 TRIPLE vs 4-2-5

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