

# BOBCAT OFFENSE TRIPLE OPTION



# OPTION FOOTBALL

## OPTION BENEFITS

- Neutralize a dominant defender.
  - (hard to block=easy to read)
- Defense must play assignment football.
  - Exploits Undisciplined Players
- Blocking Angles and Double Combos.
  - O-line plays downhill
- Defensive players are placed in Run/Pass conflicts.
  - Big Plays. 18.9 yds/catch...Led NAIA with 9.59 yds/att.

## FLEXBONE

- Goal Line to Goal Line Offense.
- Emphasis on execution and fundamentals
- Balanced Formations – Simple to Unbalance
- No Huddle – See the front and make best call. Less pressure on the QB.
- Preparation Advantage – 3 day prep for something we do everyday.
- Discourages Pass Rush/Stunts

# NO HUDDLE

- No Huddle – Get best play called.
  - Use Wristbands – everyone has one.
  - Averaged 4.3 more plays per game than opponents.
- Cadence is used to trigger motion
  - Leave late and go fast.



# FORMATIONS

BASE

CLOSE

BASE OVER

RIGHT/LEFT BASE

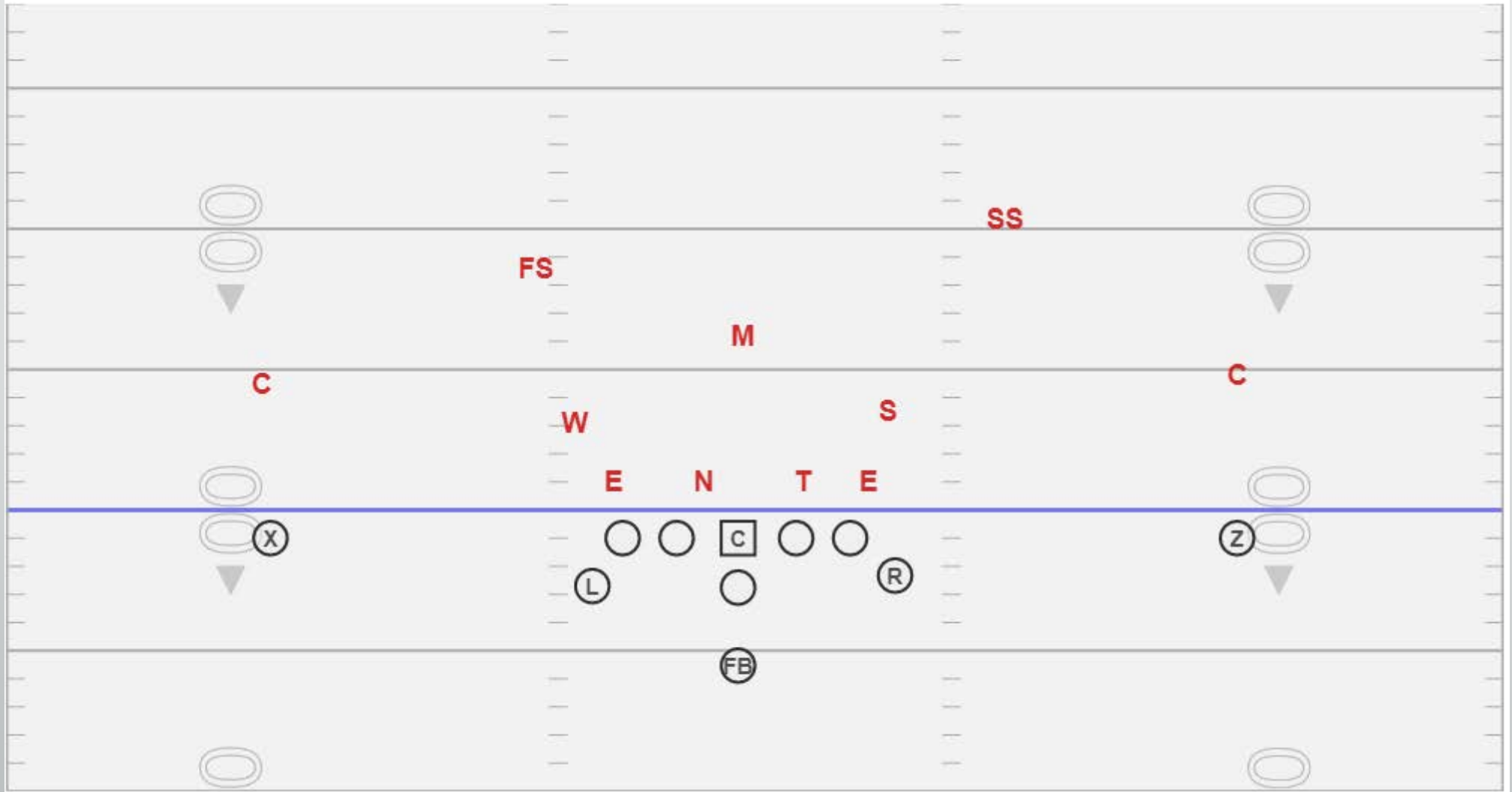
JACKS

FLEX/X

# BASE

## BASE FORMATION vs PRO - 4

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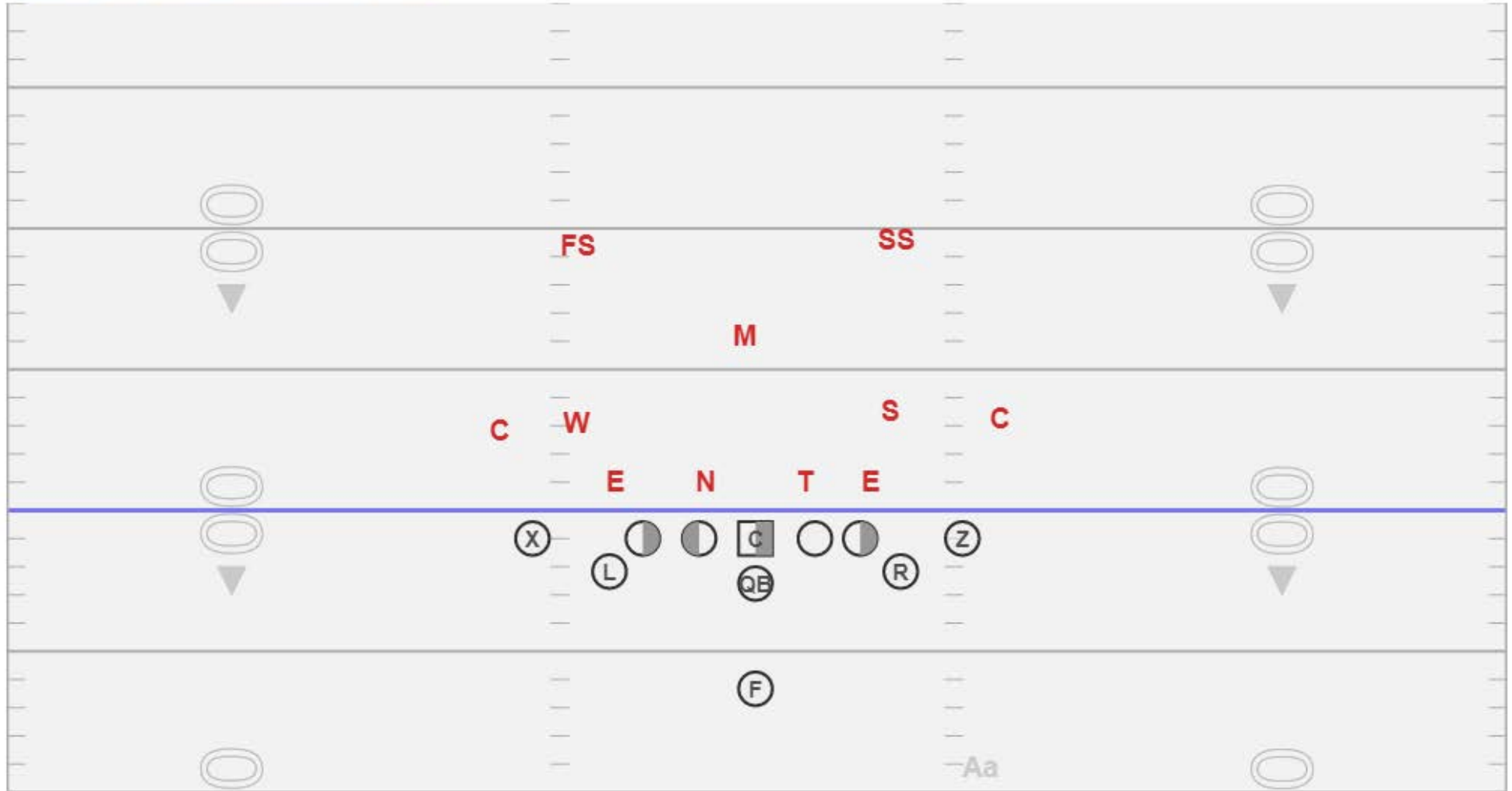


# CLOSE

## CLOSE FORMATION vs PRO - 4

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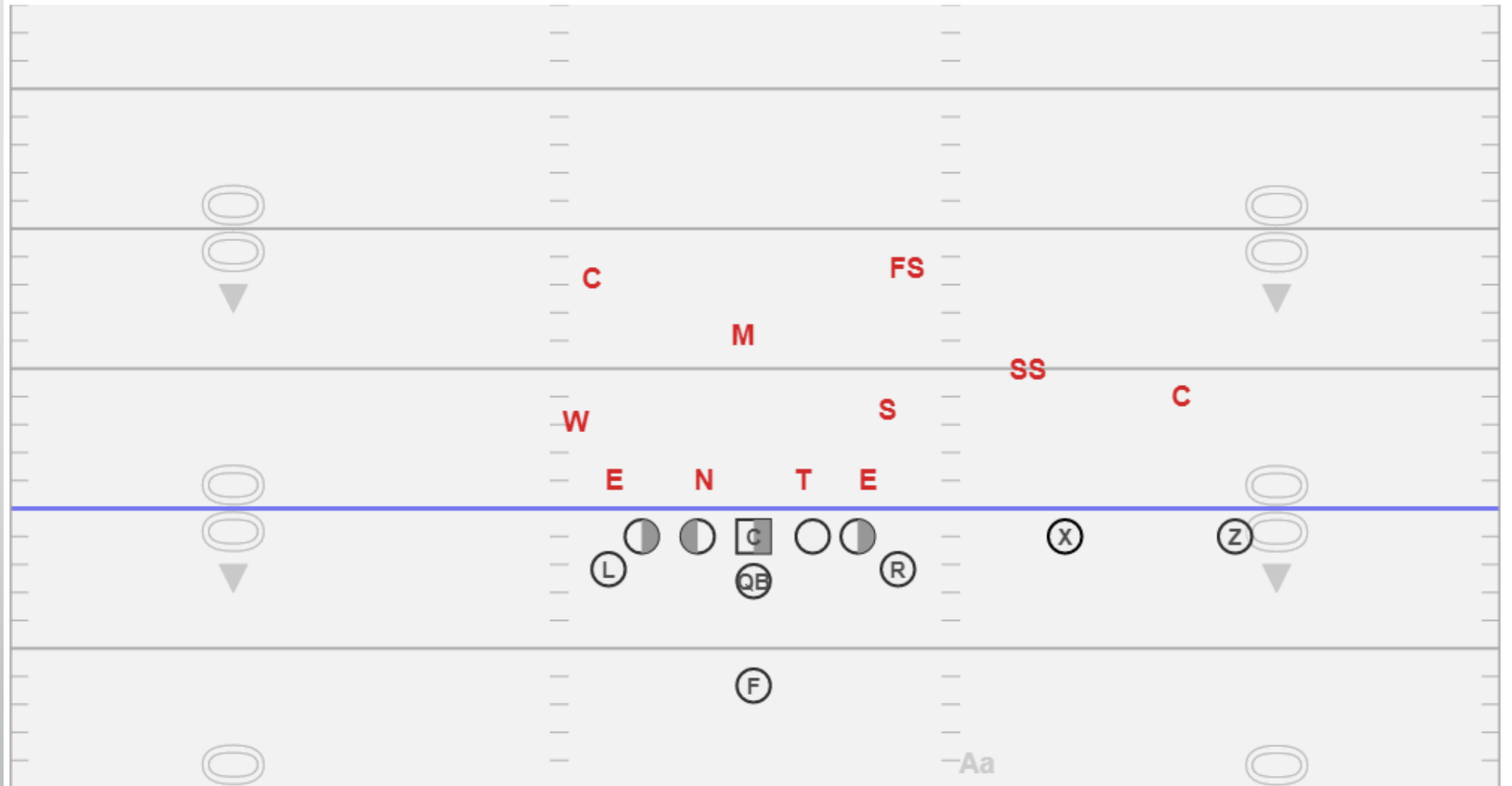


# BASE OVER RIGHT

BASE OVER RIGHT FORMATION vs PRO - 4

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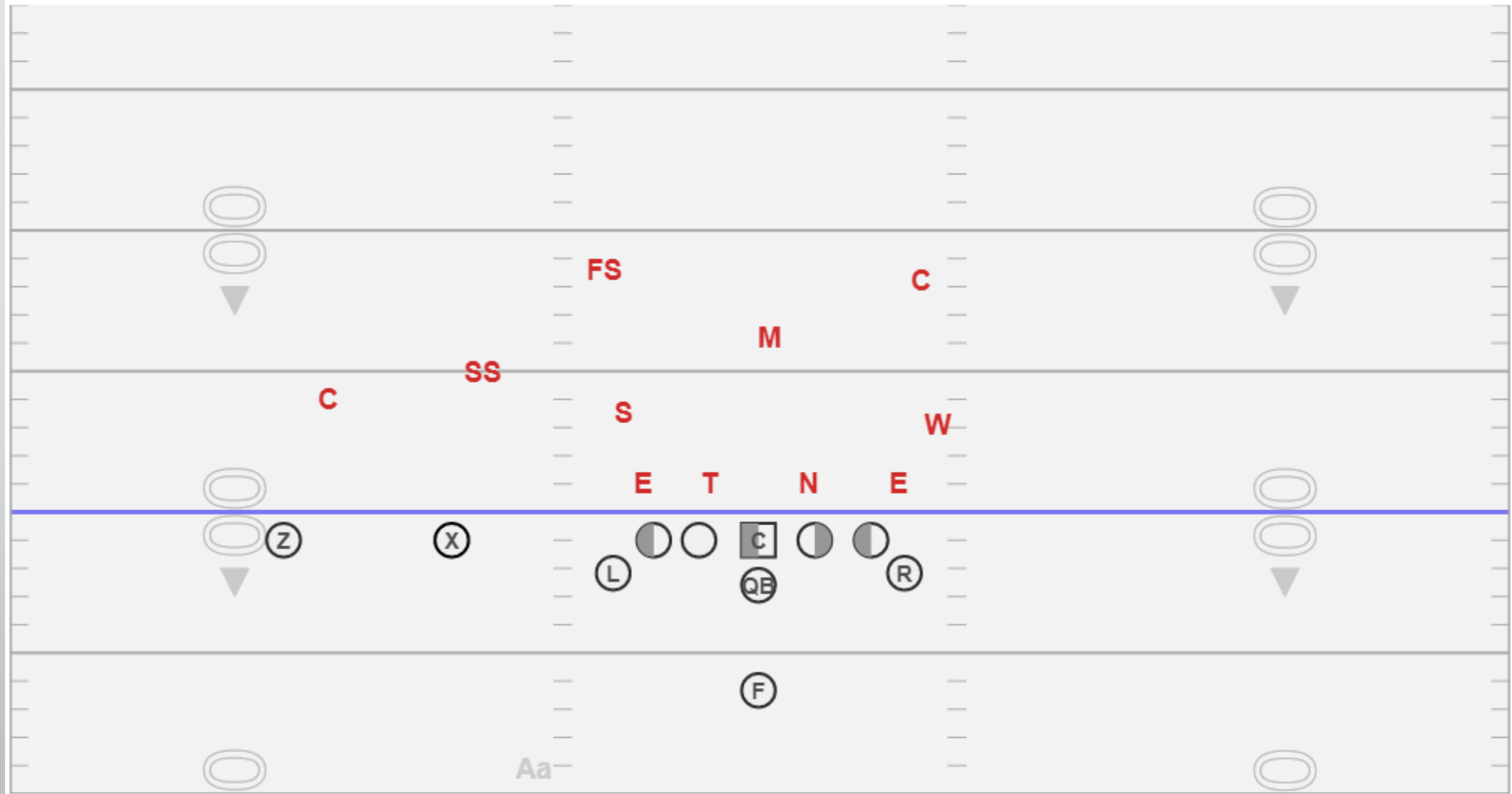


# BASE OVER LEFT

BASE OVER LEFT FORMATION vs PRO - 4

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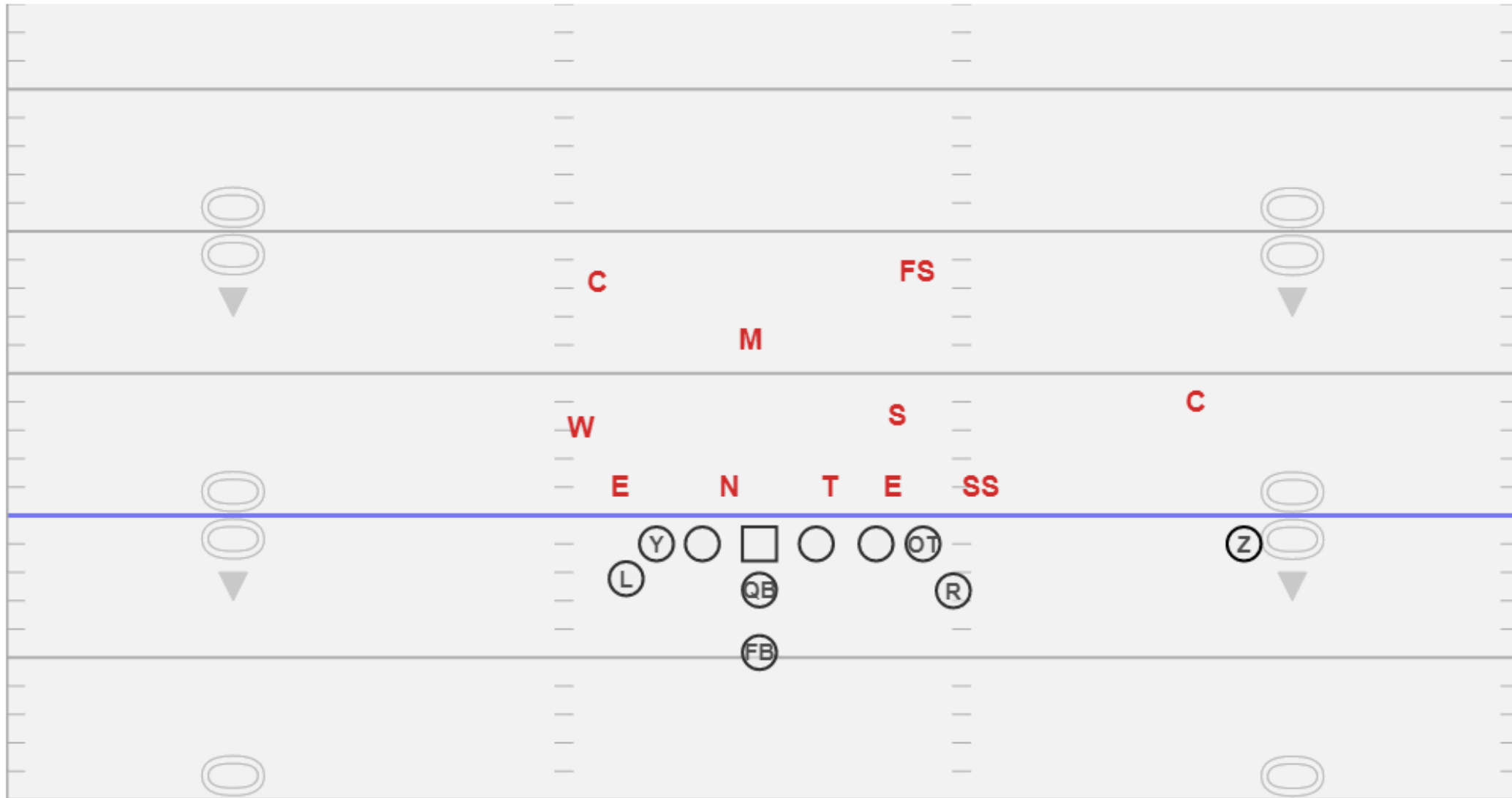


# RIGHT BASE

## RIGHT BASE FORMATION vs PRO - 4

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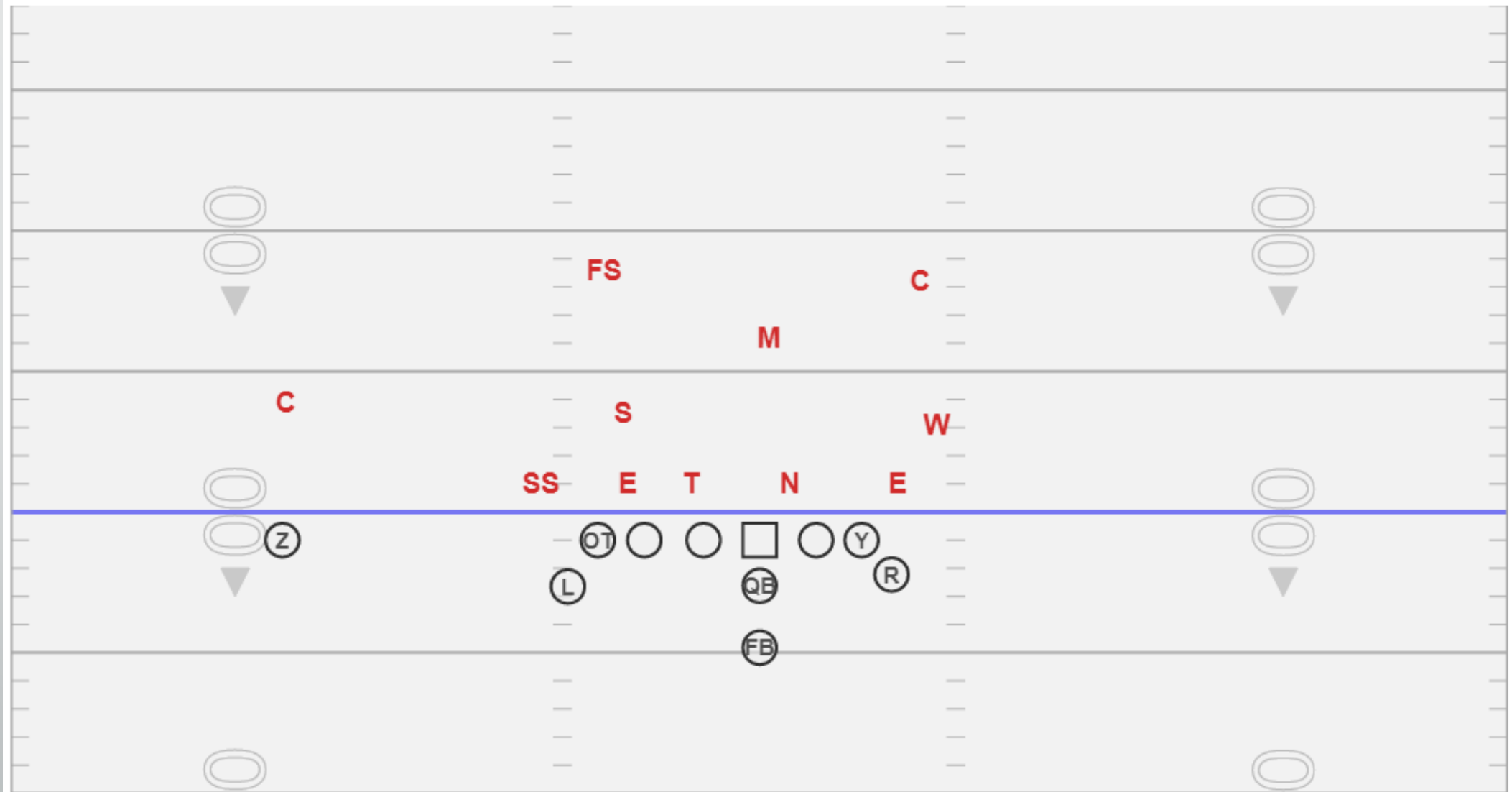


# LEFT BASE

## LEFT BASE FORMATION vs PRO - 4

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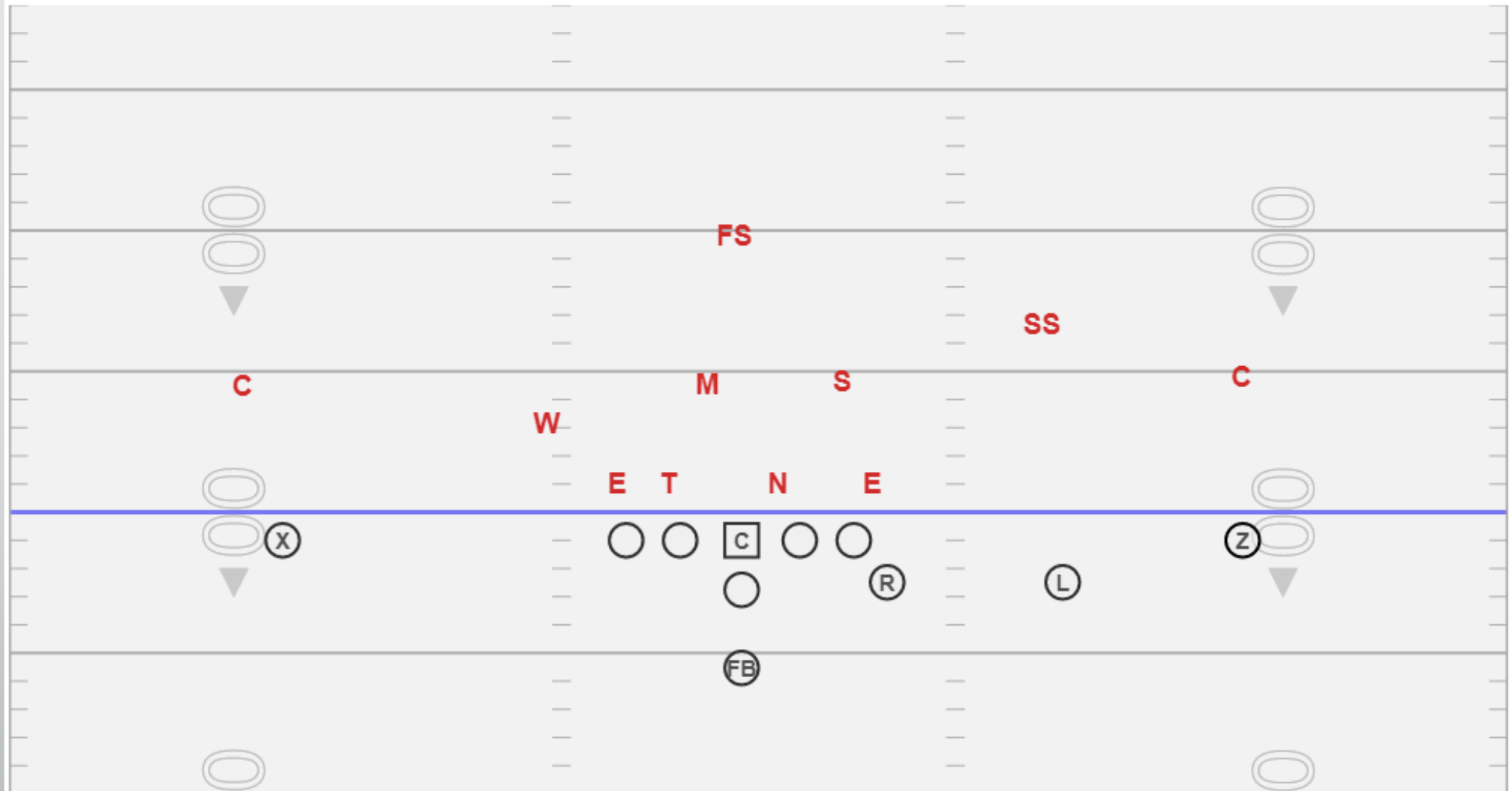


# JACKS RIGHT

## JACKS RIGHT FORMATION vs PRO - 4

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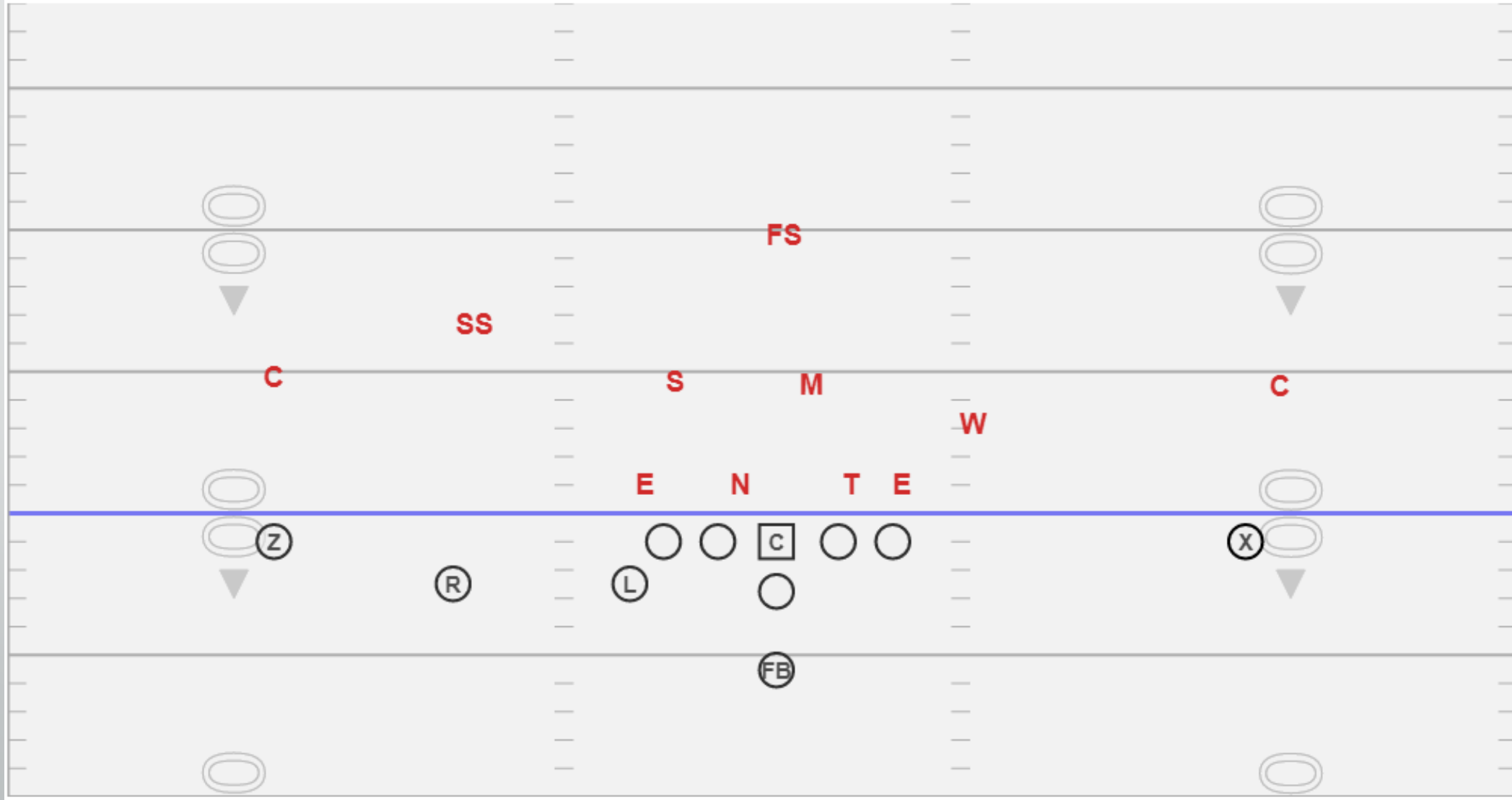


# JACKS LEFT

## JACKS LEFT FORMATION vs PRO - 4

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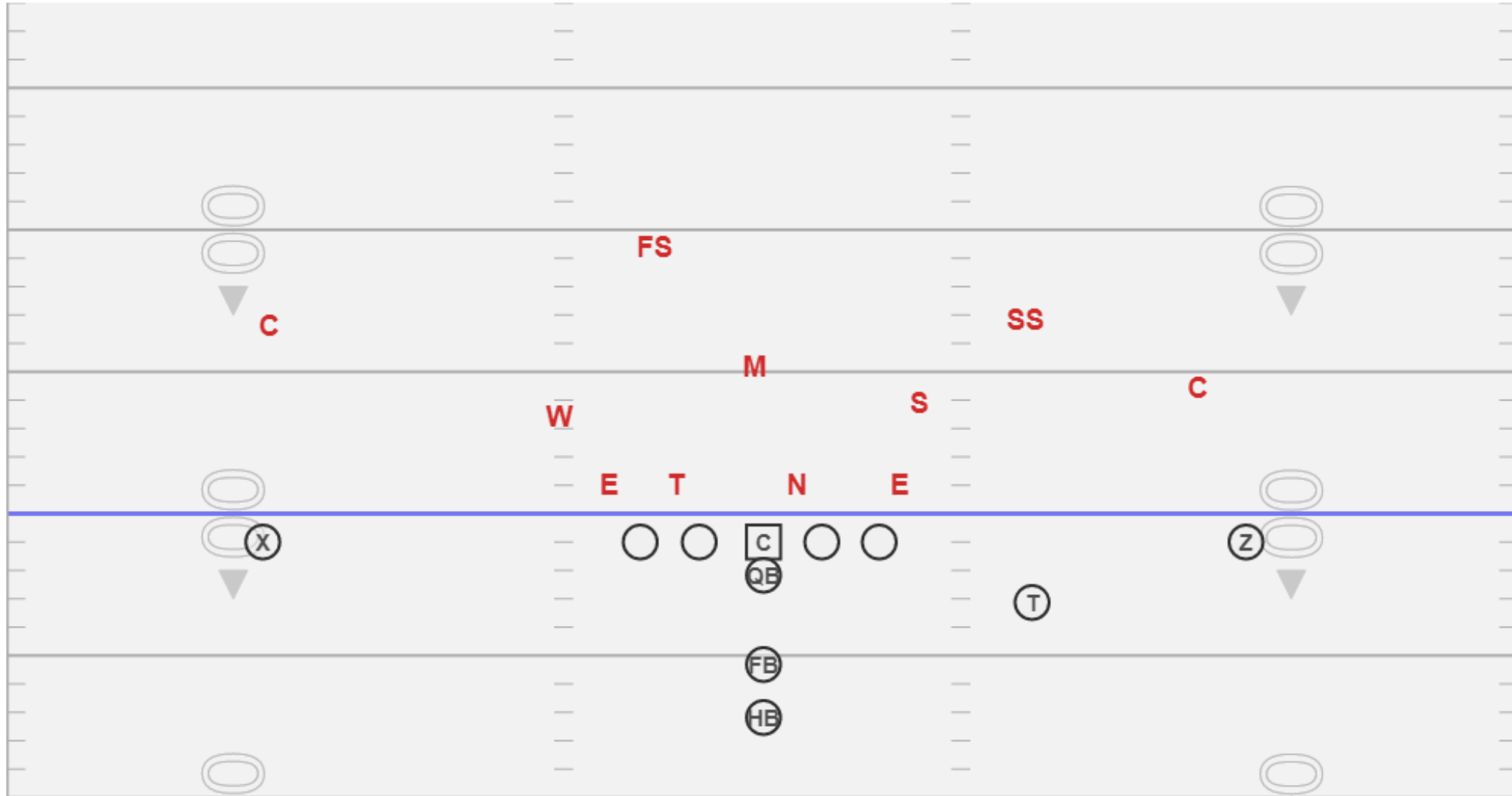


# FLEX RIGHT

## FLEX RIGHT FORMATION vs PRO - 4

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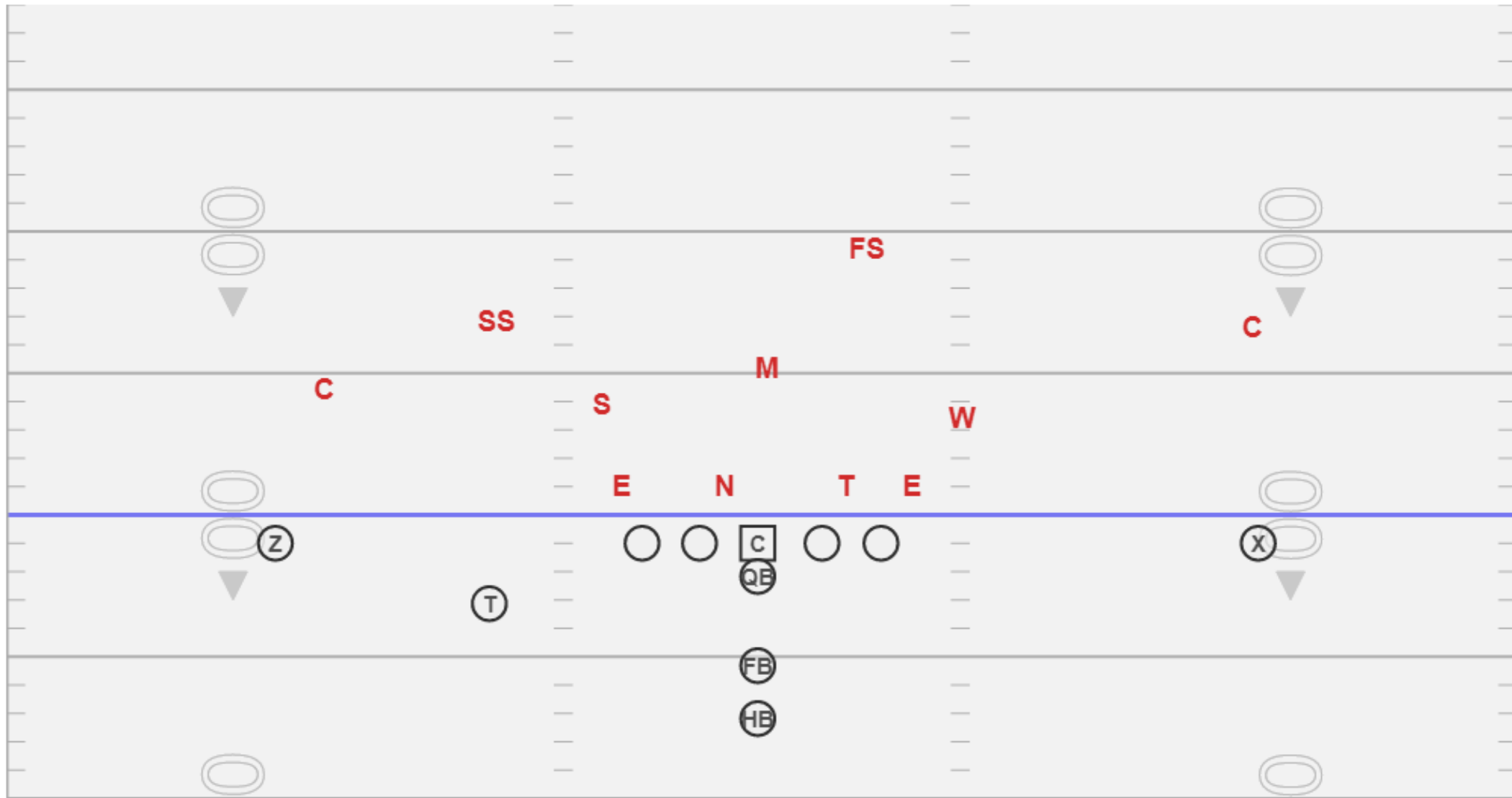


# FLEX LEFT

## FLEX LEFT FORMATION vs PRO - 4

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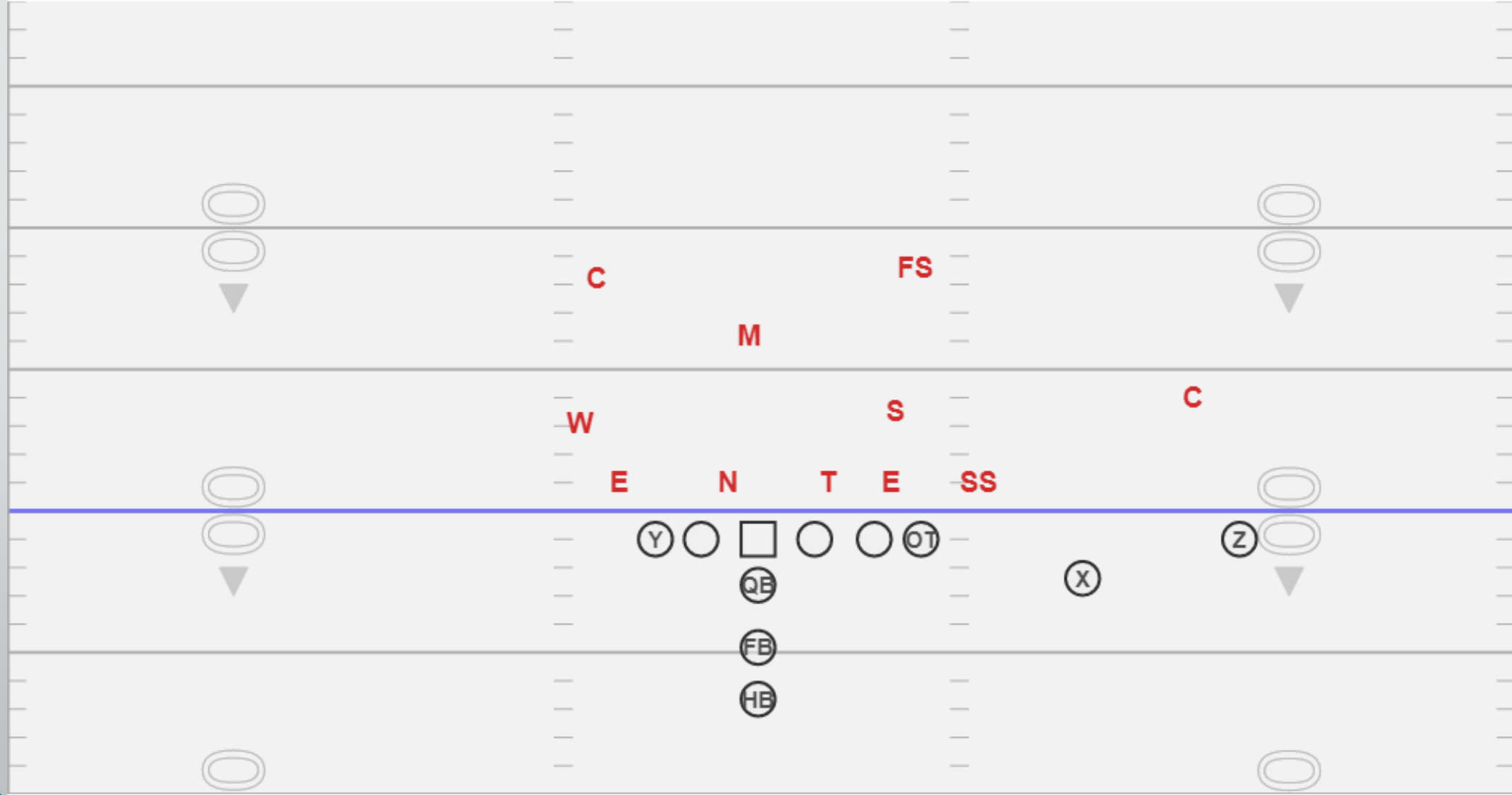


# RIGHT X

## RIGHT X FORMATION vs PRO - 4

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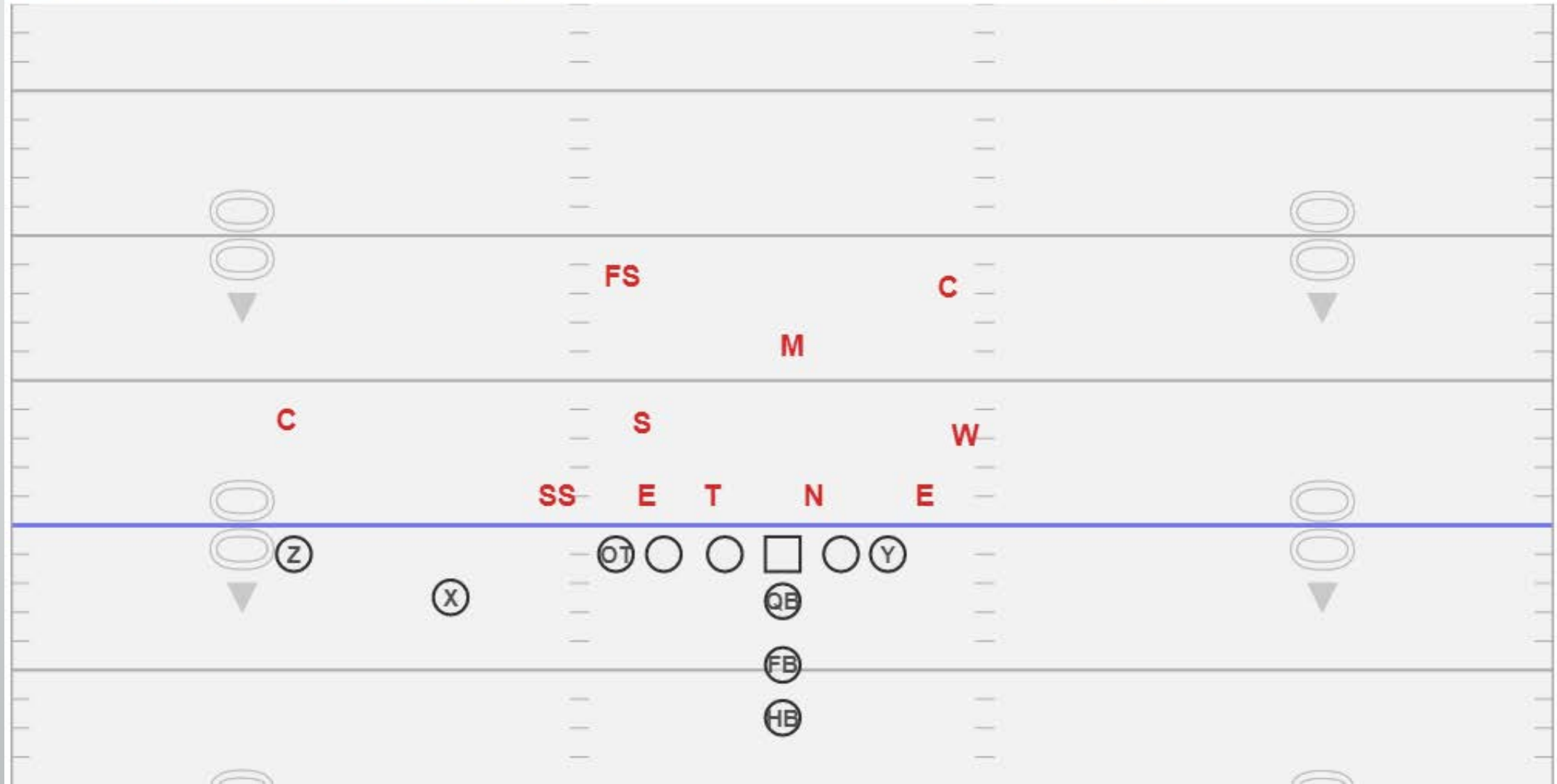
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# LEFT X

## LEFT X FORMATION vs PRO - 4

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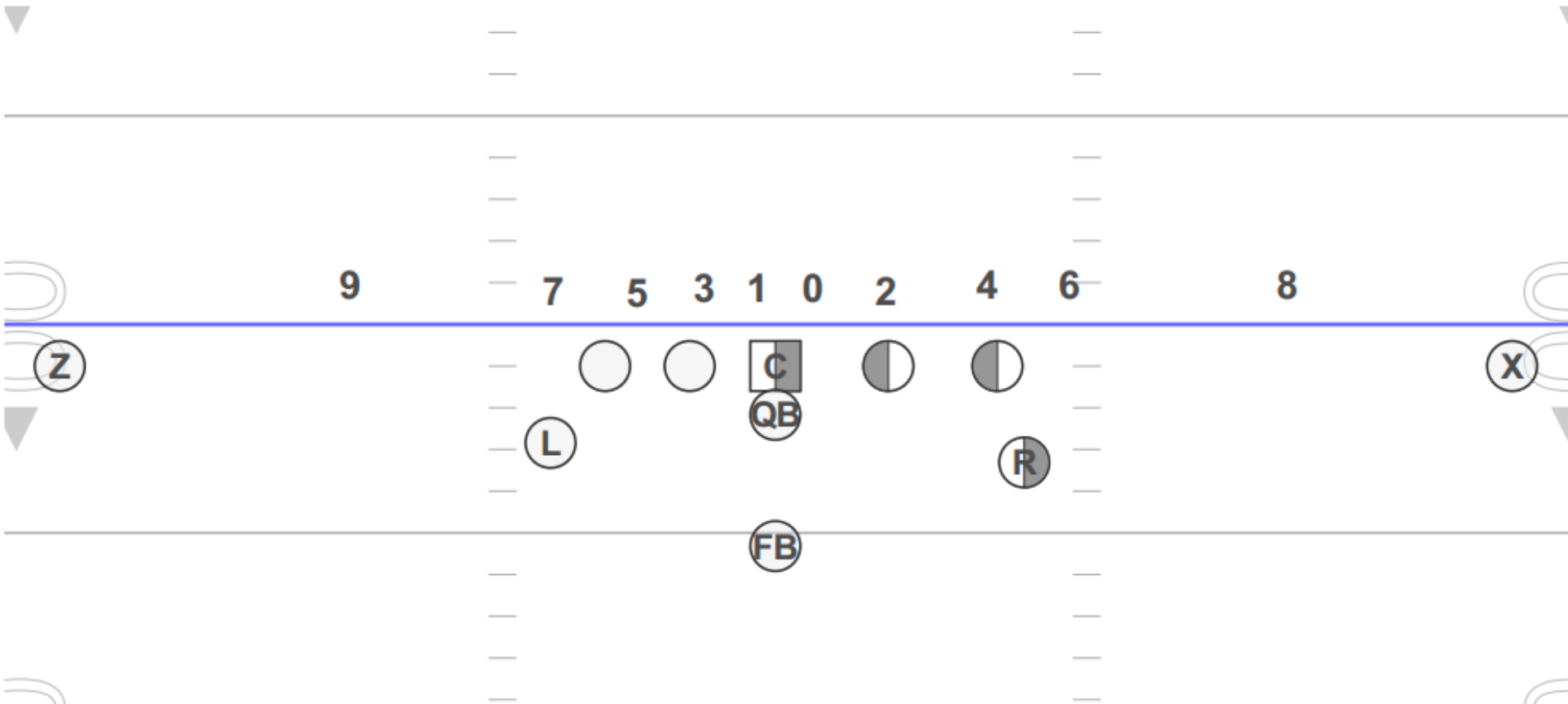


# PLAY SERIES

- 10's – DOUBLE OPTIONS
- 20's – COUNTER
- 30's – GIVE/TOSS/BELLY
- 40's – TRIPLE OPTION – ISV, ML, ML TRIPLE
- PAP/WAGGLES – ISV and TOSS ACTION
- 50's – 3 STEP DROP PASS
- 60's – SCREENS
- 70's – SPRINTOUT PASS/DRAW
- 80's – SPECIALS
- 90's – 5 STEP DROP PASS

# POINTS OF ATTACK

① BASE 42 VEER PRO 4



3 Foot O-Line Splits

# OFFENSE - RUN GAME

## INSIDE VEER

- 42-43 ISV + Tags

## MIDLINE

- 40-41 Double + Tags

## 40-41 Triple

## ZONE DIVE

- 32-33 Give

## ROCKET TOSS/OZ

- 38-39 Toss

## BELLY/OPTION/FOLLOW

- 34-35 Belly
- 14-15 Option
- 32-33 Follow

## COUNTER

- 28-29 Reverse
- 26-27 COOP
- 20-21 Trap
- 22-23 Counter Dive
- 24-25 Cross Buck
- 18-19 Cradle

# OFFENSE - PASSING GAME

## PLAY ACTION

- 42-43 Flash
- 042-043 Dump
- 242-243 Fade/Out
- 342-343 Wheel/338-339 Wheel
- 542-543 – Slant/Bubble
- 642-643 – Double Post
- 742-743 + BS Tags
- 742-743 Ghost
- 842-843 Sail

## WAGGLE

- 38-39 Waggle

## 3 STEP

- 150
- 250
- 450
- 550
- 750
- 750 (Comeback)
- 950

## SPRINT OUT

- 378-379 Wheel
- 378-379 Broken Wheel
- 978-979 Out

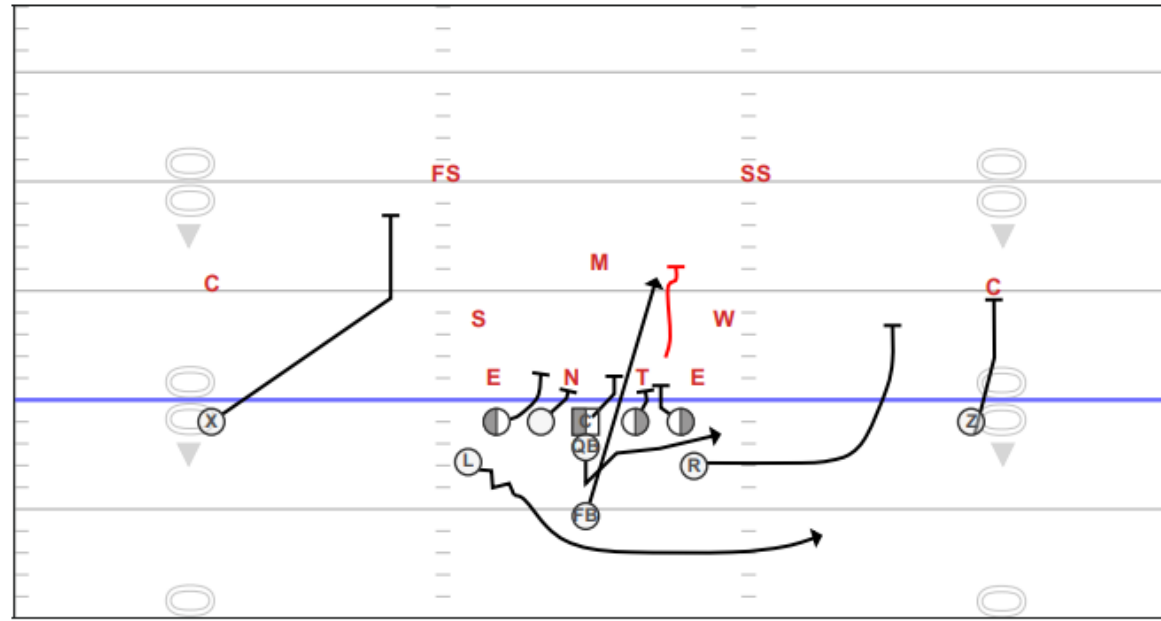
## SCREENS & DRAWS

- 70-71 Draw
- 62-63 F Screen
- 64-65 Tunnel

# ***INSIDE VEER -42-43 VEER***

- ***184 Attempts***
- ***5.6 yards per attempt***

## BASE 42 VEER INSTALL VERSUS 3 TECH vs PRO - 4



BST Scoop

BSG Scoop

PST PSLB - Combo if G is covered

PSG Base to Ace

C Base to Scoop

L Tail Motion - leave on "set". Aiming points are the hands of the FB for 1st 2 steps, then through the feet of the FB. "Hands, Hands, Feet" Leave Late & Go Fast.

QB Step at 4 O'Clock(42) or 8 O'Clock(43), get 2nd foot on the ground as quick as possible. Reach ball deep while keeping eyes on Hand Off Key. Mesh and ride with the Fullback. Thought process is hand the ball to the Fullback every time unless...the HOK attacks flat down his side of the LOS and is crossing the FB face. If you get a pull read, look to score. If #2 attacks pitch and drift(sit). Pre snap read for 2 quicks - pull and pitch.

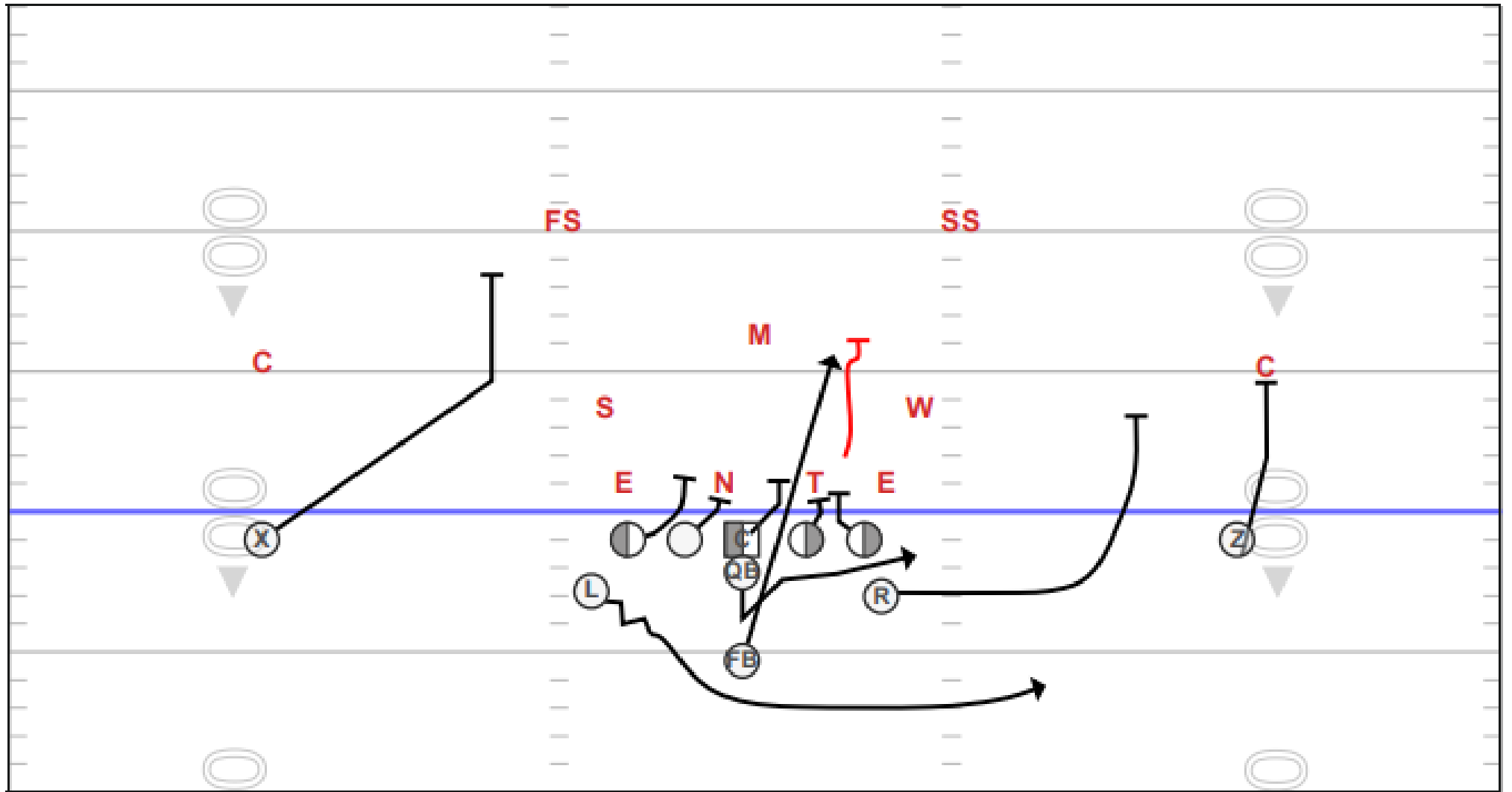
FB Inside Veer Track - aiming point is inside hip of the guard. Mesh with QB and with vision on your action key.

R 5 step Arc - Block #3 or who becomes #3

PSWR Near Deep Defender

BSWR Backside Cutoff

# BASE 42 VEER INSTALL VERSUS 3 TECH vs PRO - 4



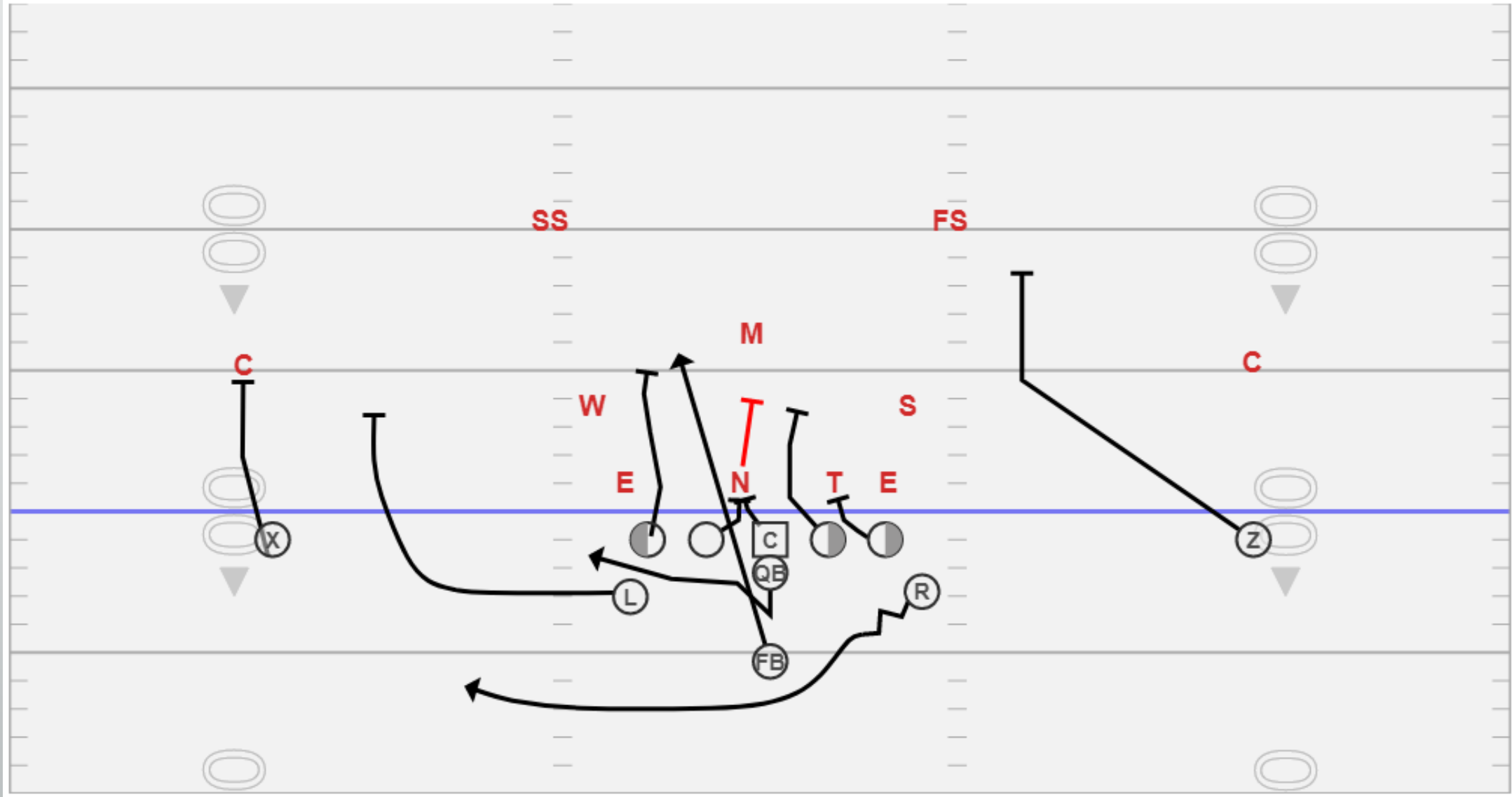
BST	Scoop
BSG	Scoop
PST	PSLB - Combo if G is covered
PSG	Base to Ace
C	Base to Scoop
L	Tail Motion - leave on "set". Aiming points are the hands of the FB for 1st 2 steps, then through the feet of the FB. "Hands, Hands, Feet" Leave Late & Go Fast.
QB	Step at 4 O'Clock(42) or 8 O'Clock(43), get 2nd foot on the ground as quick as possible. Reach ball deep while keeping eyes on Hand Off Key. Mesh and ride with the Fullback. Thought process is hand the ball to the Fullback every time unless...the HOK attacks flat down his side of the LOS and is crossing the FB face. If you get a pull read, look to score. If #2 attacks pitch and drift(sit). Pre snap read for 2 quicks - pull and pitch.
FB	Inside Veer Track - aiming point is inside hip of the guard. Mesh with QB and with vision on your action key.
R	5 step Arc - Block #3 or who becomes #3
PSWR	Near Deep Defender
BSWR	Backside Cutoff



# BASE 43 VEER INSTALL VERSUS SHADE vs PRO - 4

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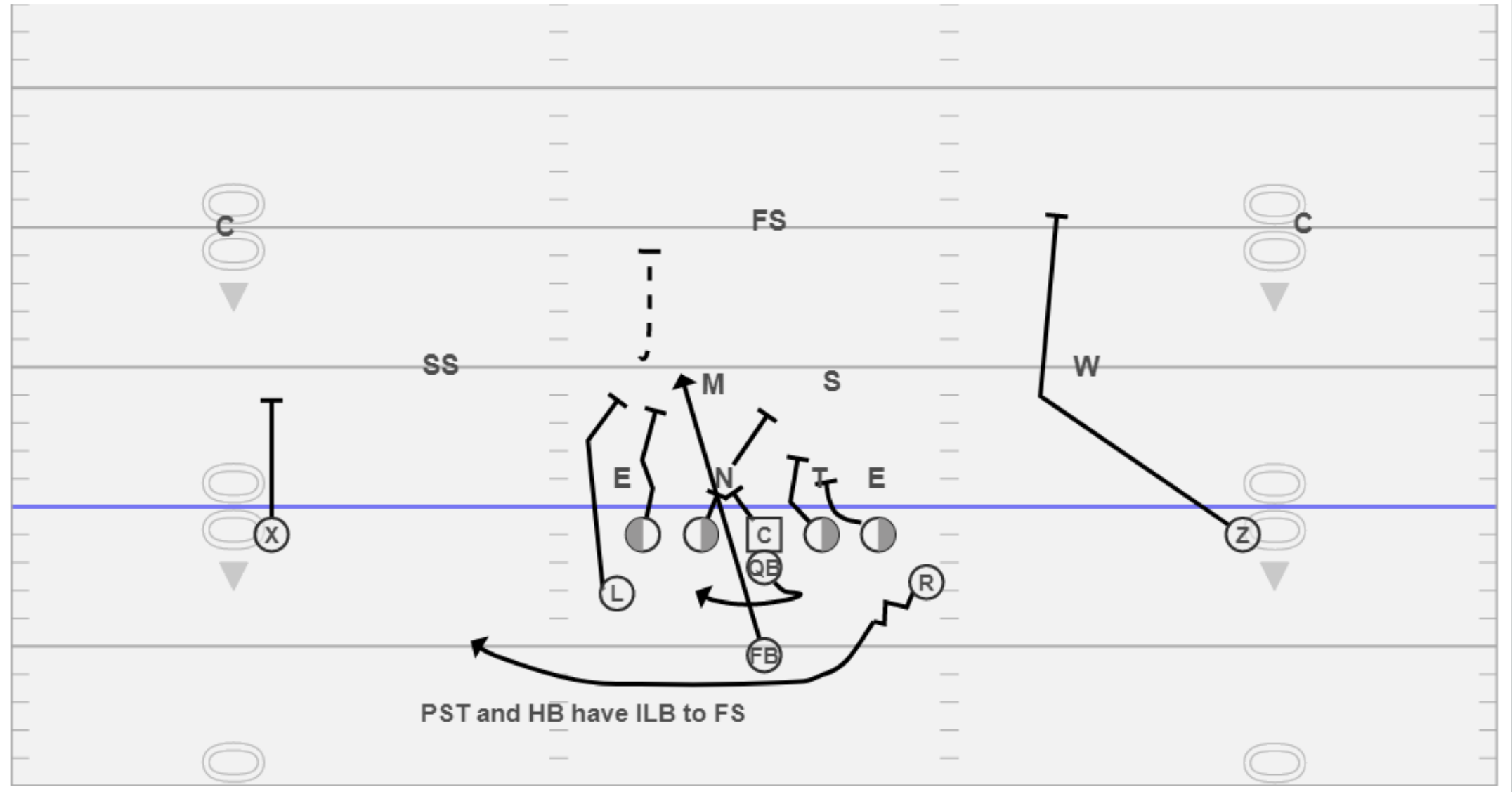
# *INSIDE VEER TAGS*

- *42-43 Load*
- *42-43 Hammer*
- *42-43 Loop*

# BASE 43 LOAD INSTALL vs SPLIT - 3

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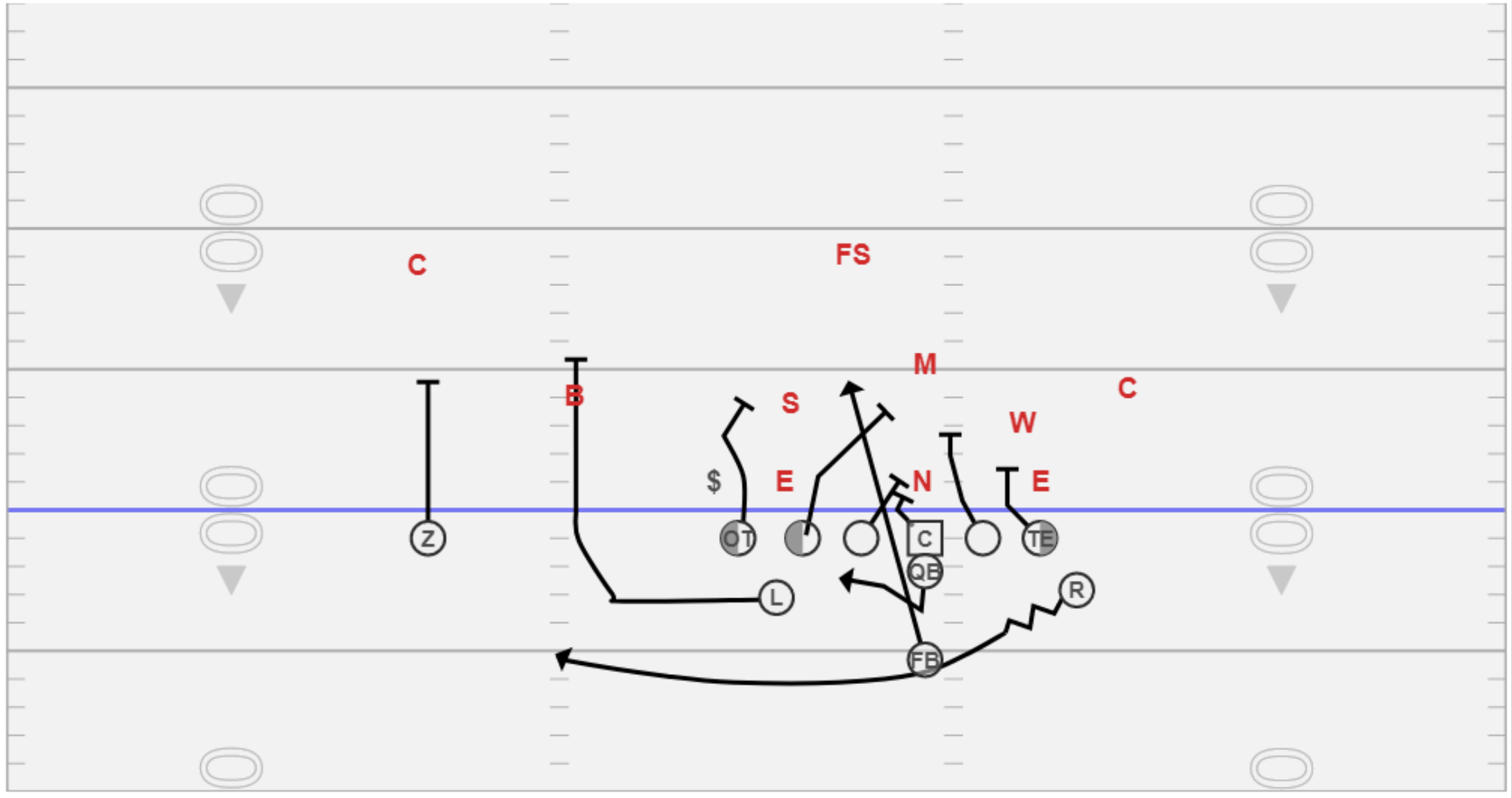
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# LEFT BASE 43 HAMMER STRONG INSTALL vs STACK - 3

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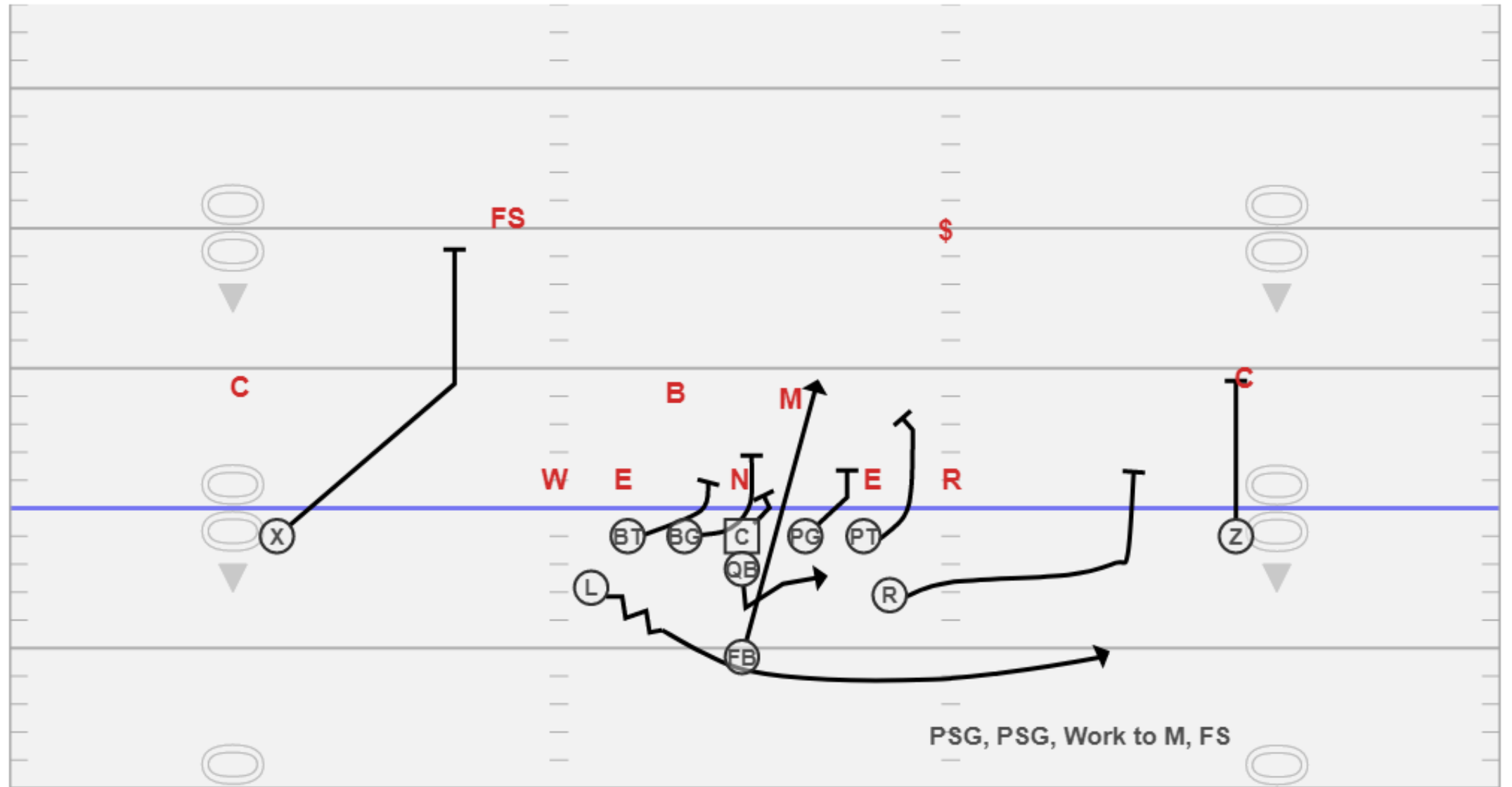
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# BASE 42 LOOP INSTALL vs OKIE - 4

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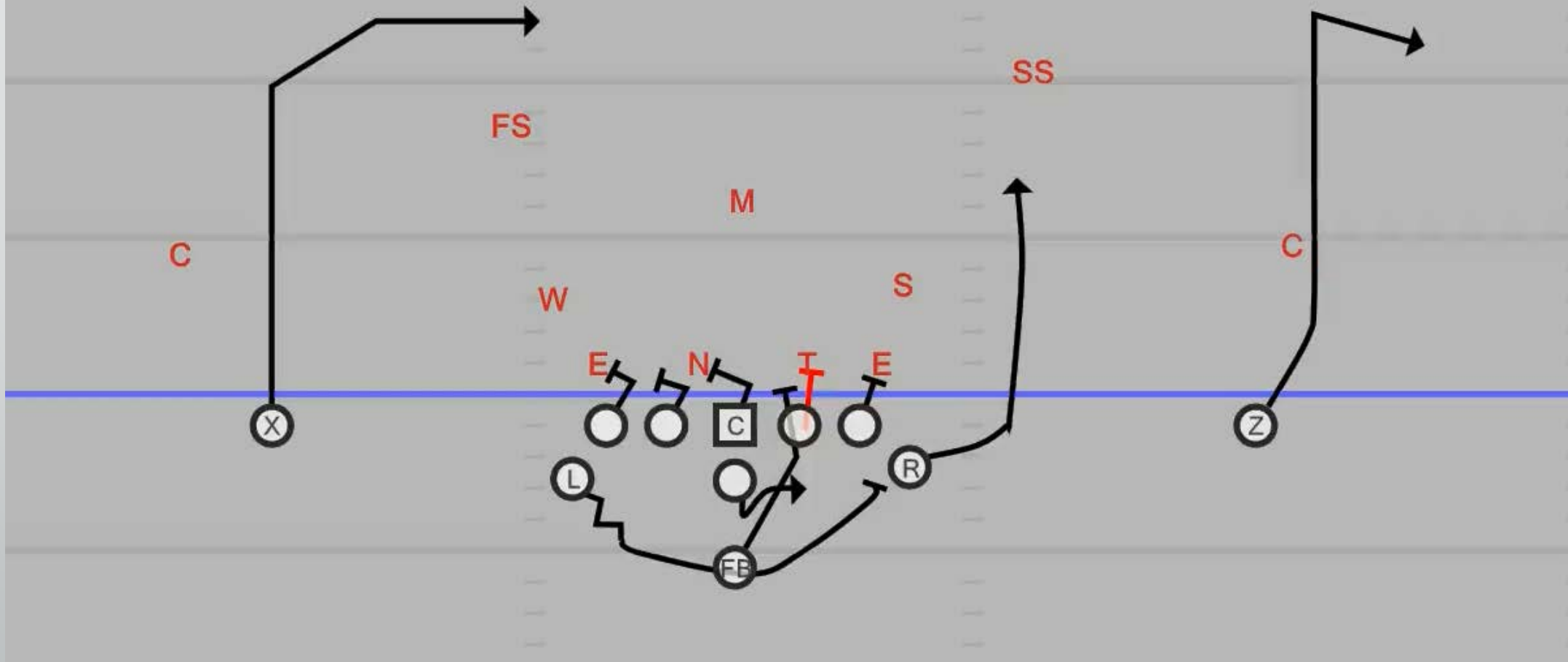
# PAP

- 9.59 Yards per Pass Attempt
  - 1<sup>st</sup> in NAIA
- Pass Efficiency Rating = 151.0
  - 4<sup>th</sup> in HAAC, 15<sup>th</sup> Nationally
- 18.9 Yards Per Catch

# 42-43 FLASH

- RPO CONCEPT?
- QB & WR READ THE BACKSIDE CB ALIGNMENT
- 7 YARD+ Cushion – Throw the Flash BS
- EVERYBODY ELSE IS RUNNING ISV.

# PLAY ACTION PASS PRO





**PST**

Aggressive step with inside foot. Block man on, no man then on block inside gap.

**PSG**

Aggressive step with inside foot. Block man on, no man on then block inside gap.

**C**

Aggressive step with play side foot. Block BS A gap.

**BSG**

Aggressive step with inside foot. Block BS B Gap

**BST**

Aggressive step with inside foot. Block BS C/D Gap

***342-343 Wheel***

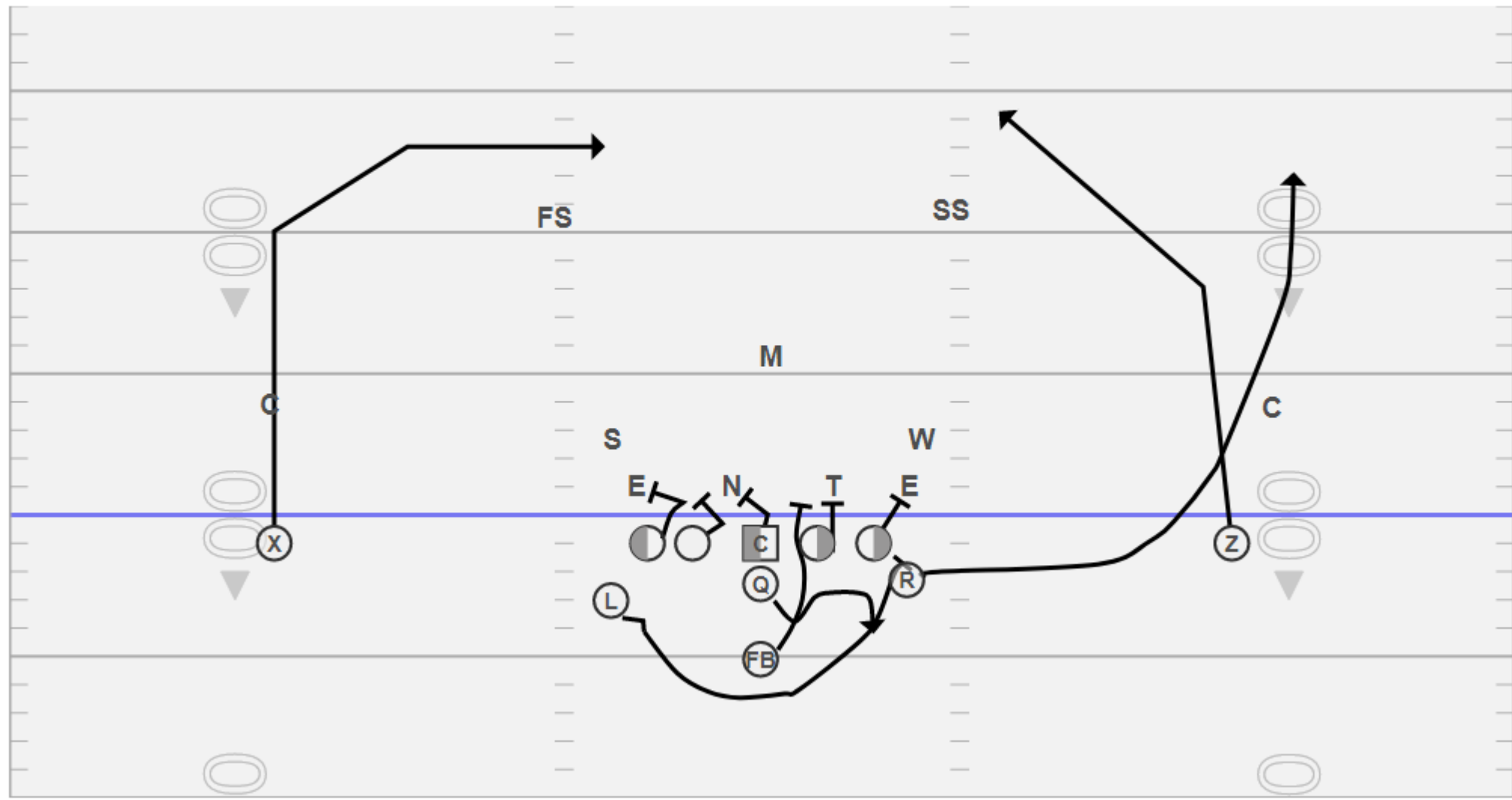
***338-339 Wheel***

- ***WR Post/#2 Wheel***
- ***19 Positive Plays out of 37 attempts(17 completions & 2 Scrambles)***  
***- 1 int.***
- ***15.75 yards per attempt.***

# BASE 342 WHEEL INSTALL vs PRO - 4

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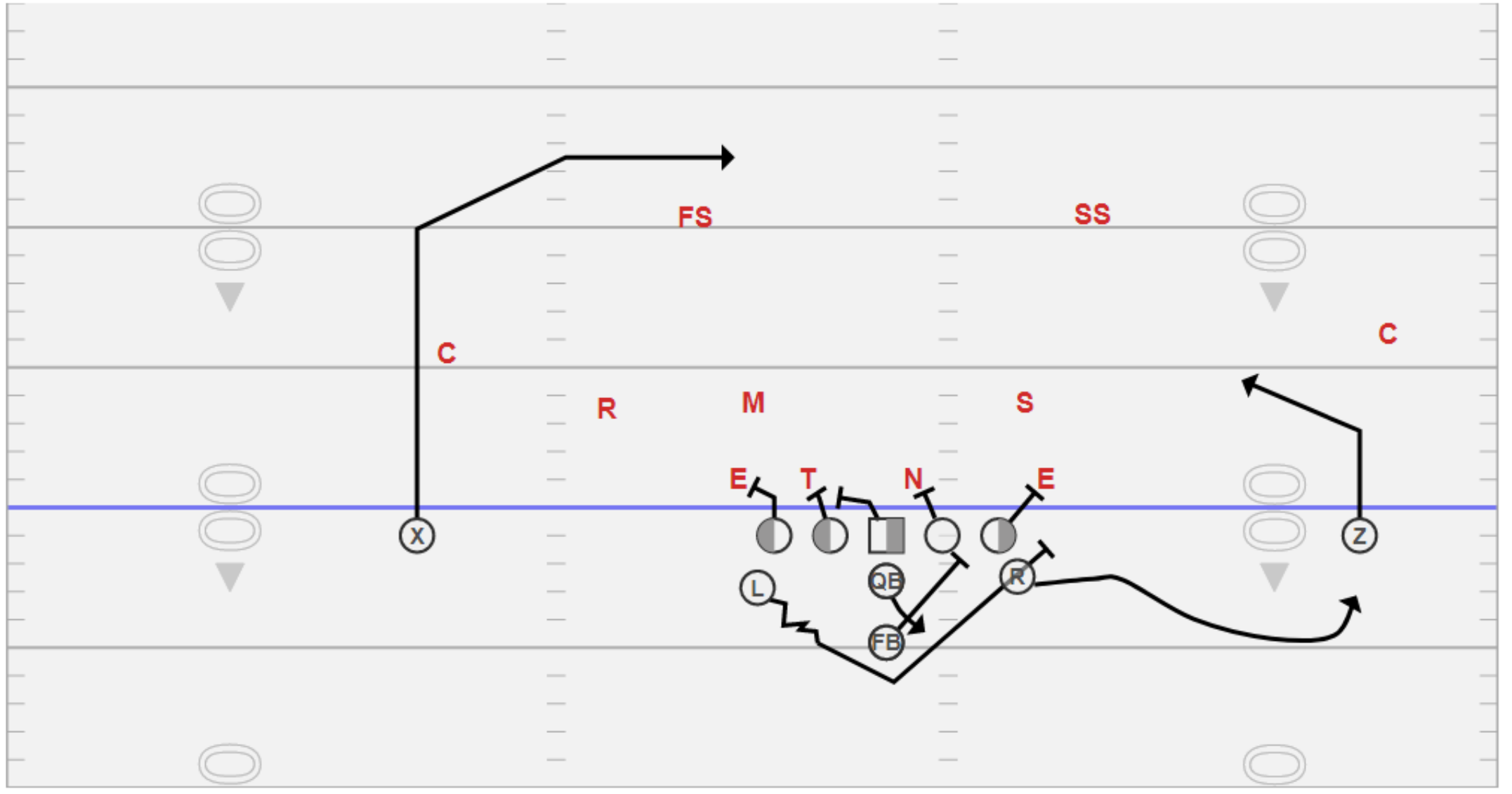
# PAP

- 542-543 – SLANT/#2 BUBBLE 6.5  
Yd/Att.
- 742-743 – WR FADE/#2 SEAM 5.6  
Yd/Att.
- 742-743 with BS TAGS – 2/5/ W/ 1  
Scramble & 1 DPI. 2 TD's

# BASE 542 INSTALL vs 4-2 ROVER

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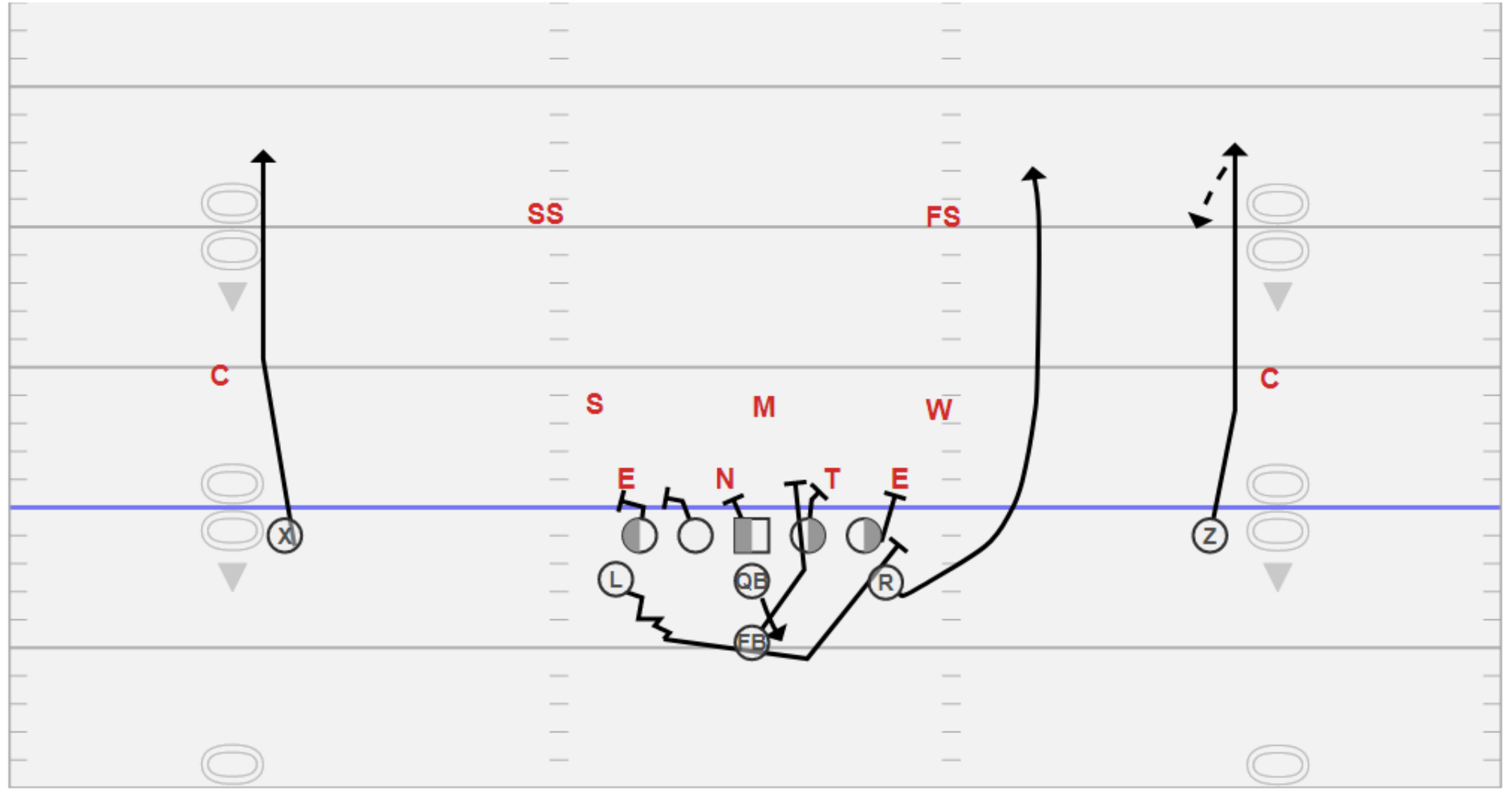
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# BASE 742 INSTALL vs PRO-4

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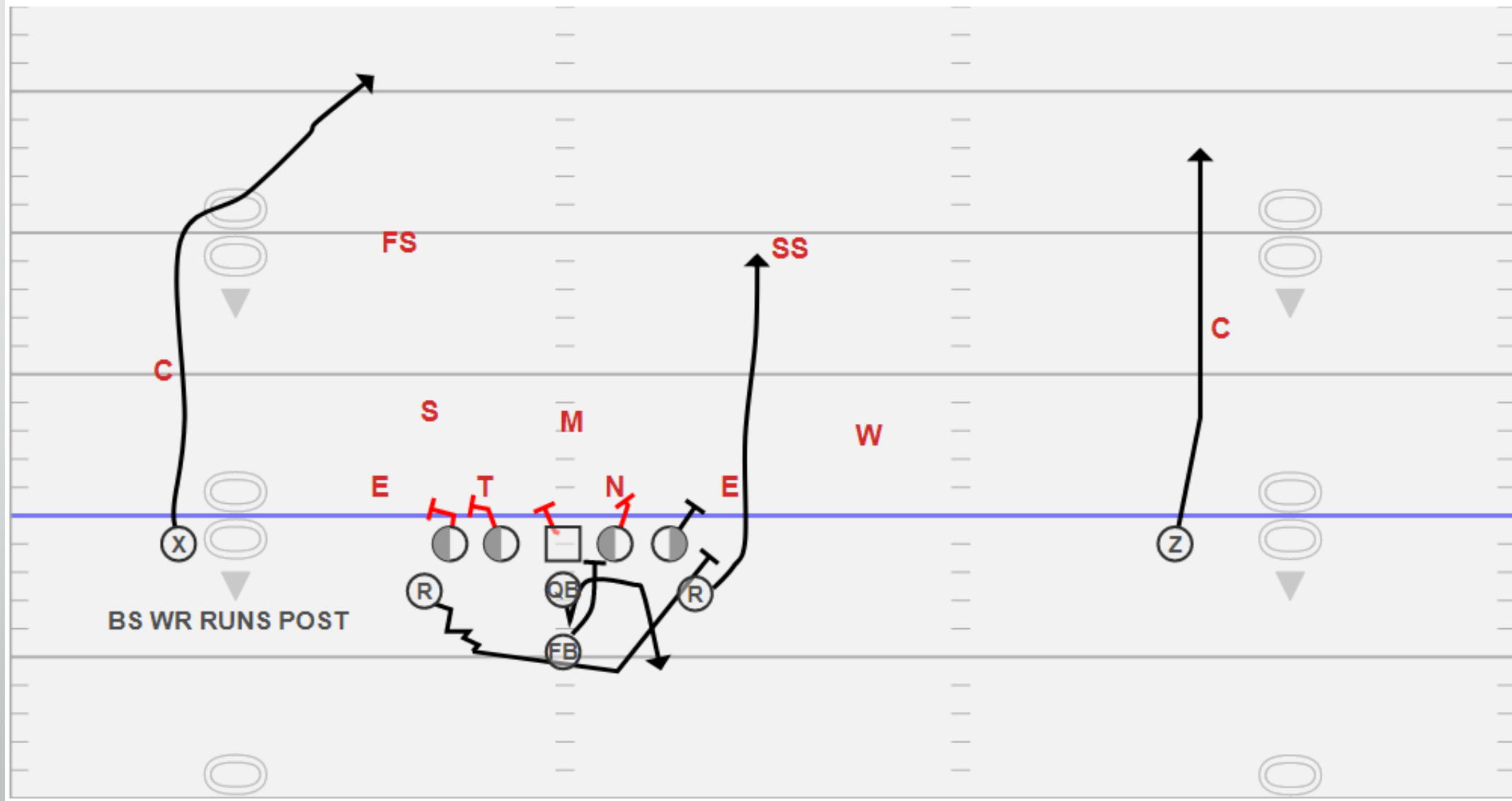
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# BASE 742 BACKSIDE POST INSTALL vs PRO - 4

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# 32-33 GIVE

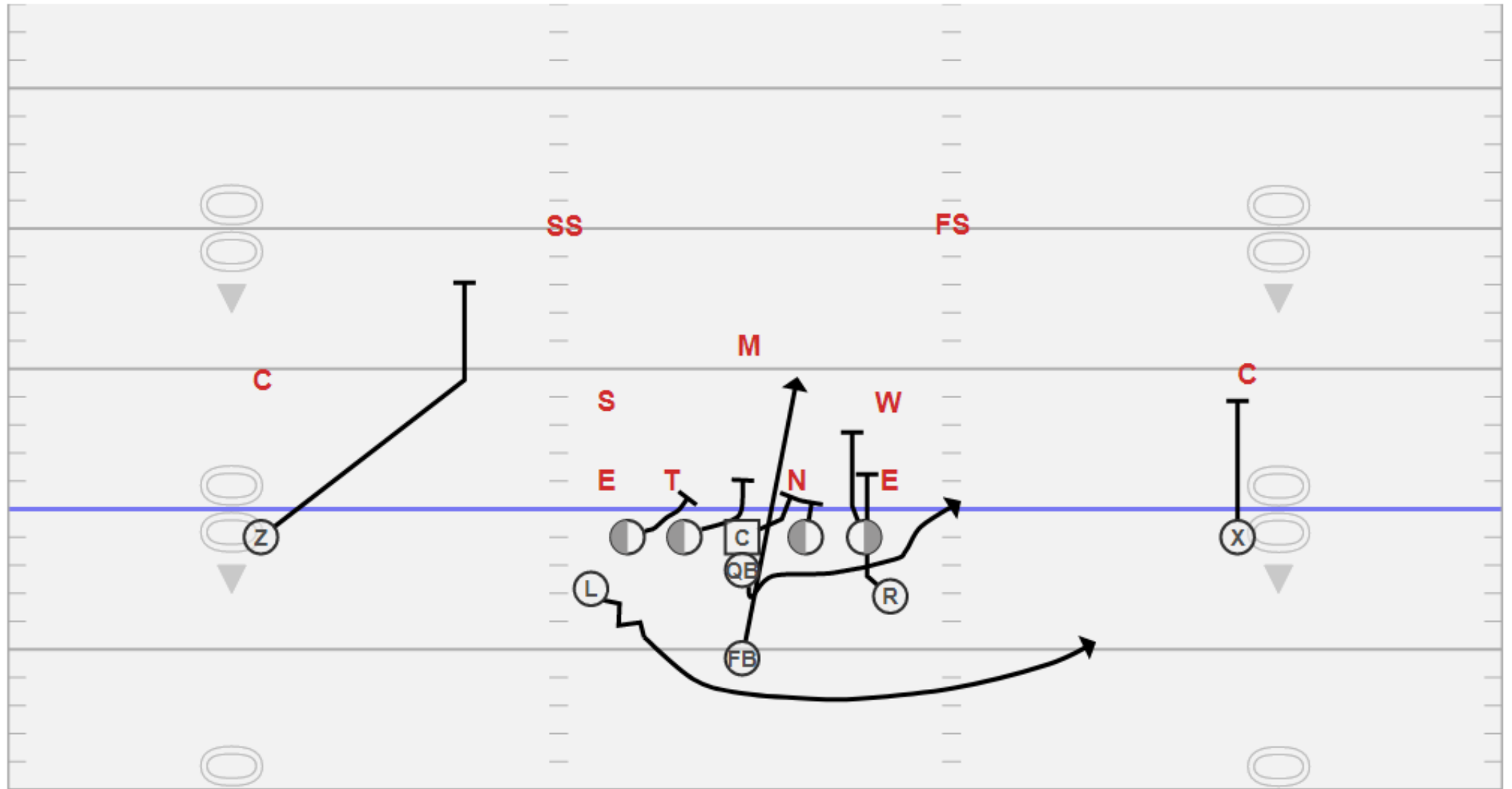
- Z#%@ DIVE
- 32-33 Give - 135 Attempts/4.18  
Yards Per Attempt



# BASE 32 GIVE INSTALL vs PRO-4

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**QB**

Inside Veer action - Mesh with FB with good depth, hand ball to FB and attack the Perimeter with a downhill angle.

**FB**

Inside veer path, square shoulders as you complete the mesh. Key the action key for your path.

**PSHB**

Step with inside foot, skin the tackle. hug the hip of the PST and run your cylinder. If the 5 tech is in your path block him. If the 5 tech squeezes, climb to LB. If the 5 tech widens climb to LB, do not turn your shoulders.

**BSHB**

Tail or Toss motion depending on game plan.

**PSWR**

Inside run, backside cutoff technique

**BSWR**

Backside Cutoff

**PST**

Power Veer technique, run your cylinder. - step with inside foot, vertical 2nd step. If 5 tech squeezes lock up and drive block him. if 5 tech works up field or widens, climb to inside backer

**PSG**

Base to Ace(1 Shade) - Zero Nose Zone B gap

**C**

Scoop

**BSG**

Scoop

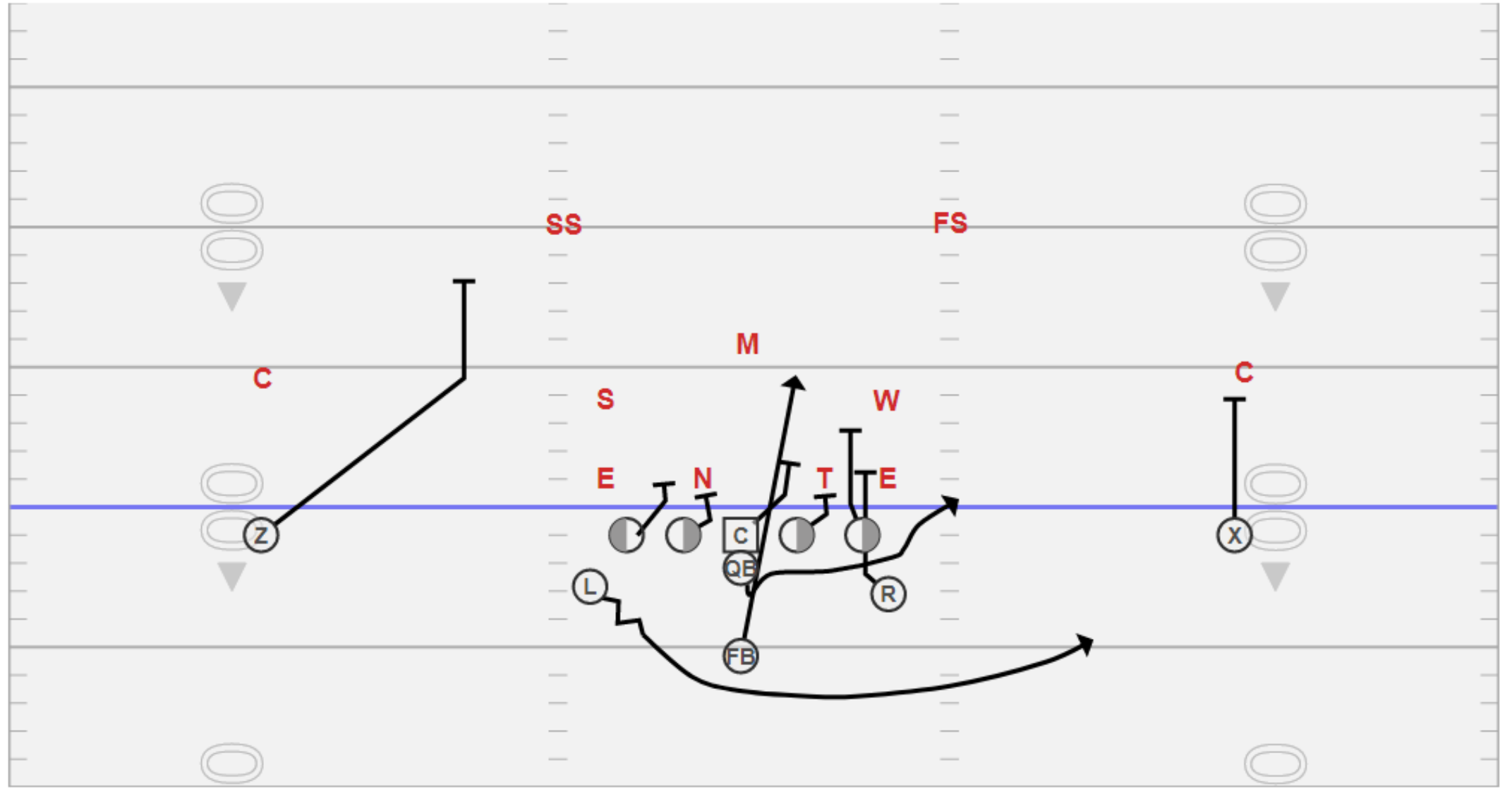
**BST**

Scoop

# BASE 32 GIVE VERSUS 3 TECH INSTALL vs PRO-4

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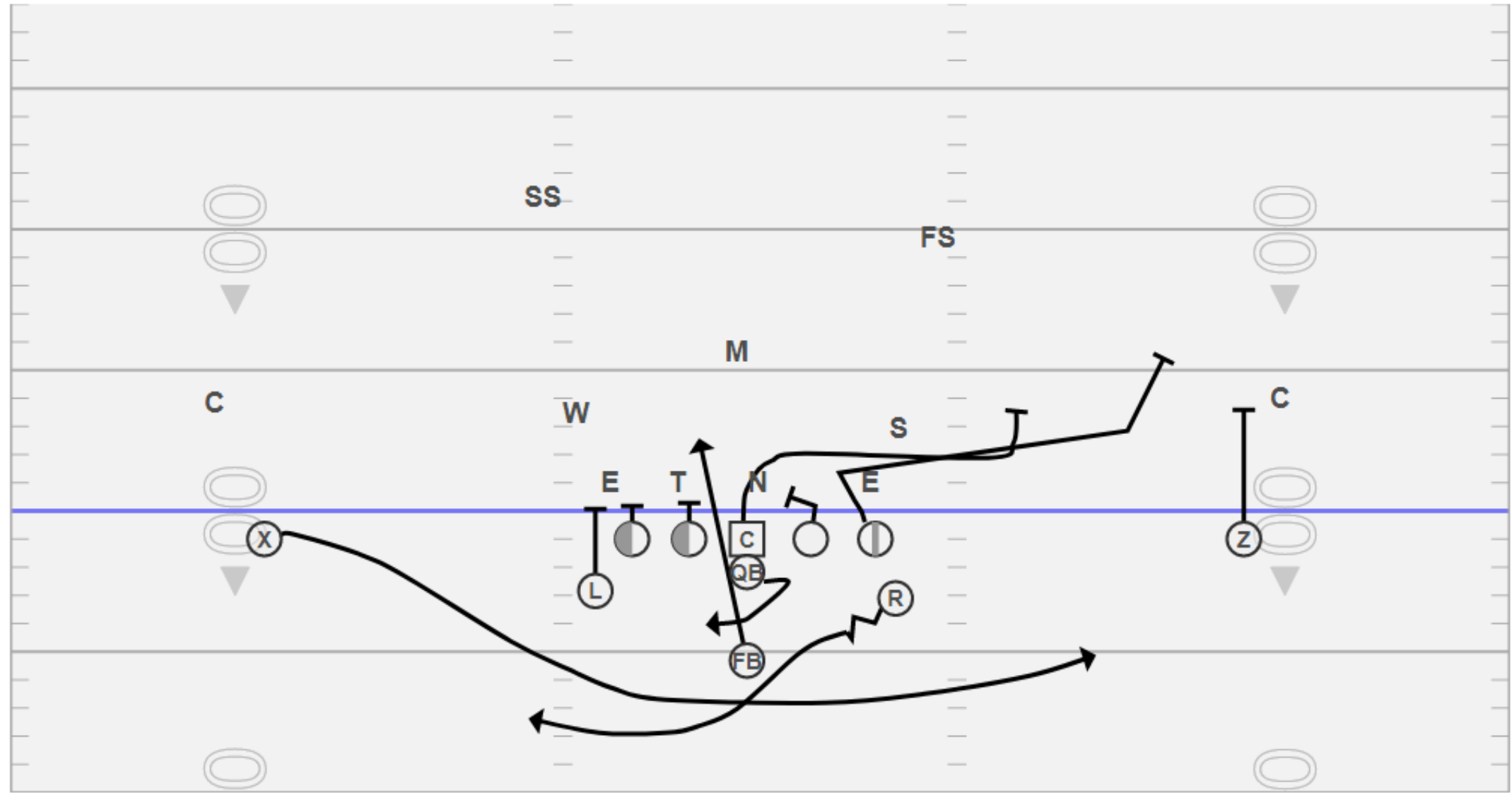
# 28-29 REVERSE

- **WR REVERSE – COUNTER**

# BASE 28 REVERSE INSTALL vs PRO - 4

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**BST**

Base

**BSG**

Base

**C**

Release play side - look for backside pursuit

**PSG**

Base to Ace

**PST**

Inside Release - Work outside to Force Player

**BSHB**

Base - secure C/D gap

**PSHB**

Tail motion opposite

**FB**

Inside Veer Path Opposite

**QB**

Fake ISV opposite, soft toss to WR on reverse path.

**PSWR**

Stalk CB

**BSWR**

1 jab step and work to get 6 yards deep on reverse path. Key the blocks of the PST and C.

# BASE OVER LEFT 28 REVERSE INSTALL vs SPLIT - 3

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