

QB Development and Tailoring your Offense to Fit Personnel

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QB Development



Johnson Jaguar Offense



- **Scheme is built around personnel - Not the other way around**
 - Tags and Verbage stay the same, but what you hang your hat on changes year to year
- **We want to play complimentary football to our Defense and Special Teams**
 - 3 & Outs are bad for everybody
- **Balanced - Try to stay close to 50/50 Run/Pass**
- **RPO Driven**
- **Variation of Tempos - Not going fast for the sake of going fast**
- **Want to establish the run game and build off of it**
- **Run Game**
 - Inside Zone (Duo), Mid Zone, Wide Zone, Power, Counter - Variations of all these
- **Pass Game**
 - Vertical Option, Play Action, West Coast Style Intermediate/Quick Game, RPO

Johnson Jaguar Offense



Last 3 Years:

- 15,482 Total Yards of Offense
- 7.8 Yards per Play
- 38.2 Points Per Game

QB Development Year at a Glance



- **Phase 1**
 - Offseason/QB School
- **Phase 2**
 - Spring Ball
- **Phase 3**
 - Summer Strength and Conditioning/7on7
- **Phase 4**
 - In Season position/install meetings

Phase 1 - QB School



- Mixture of Classwork and Drillwork
- All Quarterbacks in the Program
- First 6 Lessons are basic Football Knowledge
- Last 6 Lessons is our Offensive Terminology and Install
- Sets the foundation for the rest of the year

QB School



Lesson 1 - Leadership

Lesson 2 - Fundamentals and Speaking our Language

Lesson 3 - Coverage ID

Lesson 4 - Defensive Schemes - Fronts, Gap Control, Blitzes

Lesson 5 - Middle Field Open Coverages - Holes,
Responsibilities, and Pressures

Lesson 6 - Middle Field Open Coverages - Holes,
Responsibilities, and Pressures

QB School



Lesson 7 - Run Game and RPO's

Lesson 8 - Pass Protections

Lesson 9 - Pass Game - Quicks and Movements

Lesson 10 - Intermediate and Smash Concepts

Lesson 11 - Crossers, Gifts, and Back Out

Lesson 12 - Vertical and Play Action



Leadership

Lesson 1

Johnson QB 10 Commandments

1. Always have fun.

Football is a fun game. Don't forget that.

2. Next play.

Be able to flush whatever happened last play, whether good or bad. Mistakes are going to happen. So are big plays. All that matters is how you handle it.

3. You are held to a higher standard.

Understand and embrace that. Good enough, isn't.

4. Ignore the noise.

The only opinion that matters is that of your coaches.

5. Be consistent.

Never too high or too low. Come prepared. Everyday will have new challenges that you will have to handle. You have to be the same every single day. Everyone is watching you!

10 Commandments

6. **Be a game manager.**

Take pride in knowing every detail. Play, formation, personnel, motions, ball handling, drops, clock management. You must know it all at all times. The other 10 guys are counting on you.

7. **Get us in the end zone.**

Bottom line. That's how we measure success. Stats are a by-product of the ultimate goal - getting points on the board.

8. **Be confident.**

You have to believe in yourself before anyone else will. Big time players make big time plays.

9. **Be tough. Be poised.**

When things get hard and the pressure is on, are you going to fold or are you going to make a play? You will be tested. How will you react?

10. **KYP – Know your personnel.**

Look at match-ups. At the end of the day its our guys vs theirs. Also know what motivates your guys. Who do you have to encourage? Who do you have to push? Know your teammates!

Expectations of a Johnson QB

1. Study film. You must be more prepared than any other position. Watching tape is not optional. Know your opponent!
2. Understand basic defenses and coverages. Be able to decipher what type of defense we are facing. Be able to identify coverage and know what that coverage gives up.
3. Throwing mechanics must become automatic and you must work to maintain them. We throw from the ground up. It all starts with the legs.
4. Be precise in the backfield. Mesh with the RB's, drops, and play fakes are just as important throwing the ball.
5. Know every play. Be able to tell the other players their responsibility as well. You are the coach out on the field.
6. Be assertive with your voice. Make sure everyone can hear you. Take charge. Use inflection in your voice along with snap count to gain an advantage over the defense.
7. Keep us out of trouble. Throwing the ball away or checking it down is never a bad thing if it prevents an interception or negative play. Secure the football and live to fight another day.
8. Always find ways to improve your game. Never get complacent and never get satisfied. Work to get better every single day.
9. Play the play. Within every play there are backfield actions, reads, decisions to be made. Each play is a game in itself. Focus on that specific play and win that specific play. No matter what happens you must always play the play.
10. Lead your teammates positively with your words and actions. As you go, so goes the offense.

How to Lead

1. Always lead first with your actions.
2. Be a servant leader. What did you do to pick someone up today?
3. Make the people around you better. You're only as good as the 10 other guys on the field.
4. Know when to encourage with positivity and when to remind your teammates of our standard.
5. Invest in your teammates and your team. Spend time getting to know everyone, not just your friends.
6. Work ethic. First to arrive - last to leave.
7. Be confident in yourself and your game.
8. Do your job to make others jobs easier.

“A leader knows the way, goes the way, and shows the way.”

Today is the most important day

“Learn from yesterday, focus on today,
prepare for tomorrow.”

Bring the best version of yourself everyday!

Protect The Team

In everything you do, protect your teammates and your coaches.

The way you talk, the way you think, the way you act, the decisions you make - all with the good of the team in mind.

The team is always the most important thing!

Only 2 things can earn you the respect of the locker room:

- **Taking care of business**

- Your teammates want to see results – Get us in the endzone!

- **Taking care of your teammates**

- Your teammates must know that you care about them. Care enough to pick them up when they're down, and care enough to hold them to our standard

Lesson 1 - Situations

Scenario #1:

A teammate is frustrated with a lack of playing time and has been giving poor effort throughout practice. Coaches have gotten on to him and he responds with a bad attitude. When and how do you step in?

Scenario #2:

You hear a teammate talking negatively about coaches and game plans in the locker room. When and how do you step in?

Scenario #3:

A teammate is not taking practice seriously. He knows that he is a good player and would rather joke around at practice than focus and get better. When and how do you step in?

Scenario #4:

You hear a teammate talking about his plans for the weekend. You know that these plans are not smart and could potentially impact the team in a negative way. When and how do you step in?



Fundamentals and Speaking Our
Language

Lesson 2

QB Must Do's

- Use Inflection in Voice
- Recognize Match-ups
- Recognize numbers and spacing
- Quick Game – Cut the field in half
- Throw with timing – Good Drop = Sack Prevention
- Timing + Spacing = Completions
- There is no defense for an accurate ball thrown on time
- Strong eyes (Hudl Clip)
- Check it down

Speak our Language

- Middle of the Field Open/Closed
- Overhang Players/OLB/Conflict Player
- Inside/Out, High/Low
- CT (Catch & Throw), Reset Throw, R3 (Rhythm 3), Low Ball Push, 3H (3 and Hitch), 3DH (3 Double Hitch), 5

Scramble Rules

1. First Down
2. Touchdown
3. Out of Bounds
4. Get Down

One of these four things should end every scramble.
Don't take unnecessary hits or risks!

Taking a Snap

Ball Security - The most important thing we do! If we handle the ball every play then we must take care of it!

Snap

- Bend your knees slightly and have your hands open to center - Feet staggered
- Anticipate hard and react to easy
- You must have the ability to split attention

Backfield Action

Mesh

- Seat the ball and then put on your back hip.
- Every mesh is back hip to front hip. (This is your time to read an RPO that isn't pre-snapped)
- Feet must be consistent for each scheme. (45 degree angle, 90 degree angle, inside/outside)
- Feet and ball must move simultaneously.
- Soft elbows through the mesh
- Know what gap the RB is aiming at and help him to get there. Don't push him out of the gap or pull him away from it.
- Play action should look just like handoff.
- Likewise a handoff should look just like play action. Your job is not finished after you hand the ball. The one time you hold a LB or Safety with your pass fake could be the time we score.
- These are the details that make us elite.

Throwing Fundamentals

- Starts with the feet – Ankle Eye (Front shoulder) must be facing your target
- Balanced and Neutral Posture (Slight bend in the knees)
- Load your backside
- Foot strike initiates hands breaking
- Hips begin to open
- Scap Load
- Firm left side – Bring your chest to your non throwing hand (eat the sandwich)
- Throwing elbow at or above parallel (Don't dip the elbow)
- Let the back hip come through
- Reach on the release

Feet -> Hips -> Shoulder -> Arm -> Ball

Types of Throws

- “1” Ball –direct pass with velocity with no defender between you and the receiver.
- “2” Ball –medium arc over Linebacker in front of Safety.
- “3” Ball –Big arc over outside Shoulder of WR running vertical.
- “4” Ball – Ball thrown with touch to a WR running a screen or shallow route

Nothing beats timing and accuracy

QB Warm-up Routine

Ball Drops
Paddles and Circles
Colt Drops
Brees Steps
On one knee (Throwing Arm Knee) 10 yards (5 Throws)
Feet in Concrete (5 Throws)
Wrong Shoulder (2 Throws)
Hardin Simmons (1 Throw)
Normal Step & Throw (10 Throws)
Long Toss (move back 5 yds every throw until 40yds apart (7 Throws))

- We will do this routine everyday
- After this routine we will do any specific warm-up throws geared toward that day's practice

Lesson 2 - Situations

- HUDL Clips (MFO/MFC, Overhang)
- Taking a snap
- Backfield Action
- Throwing Fundamentals



Coverage ID

Lesson 3

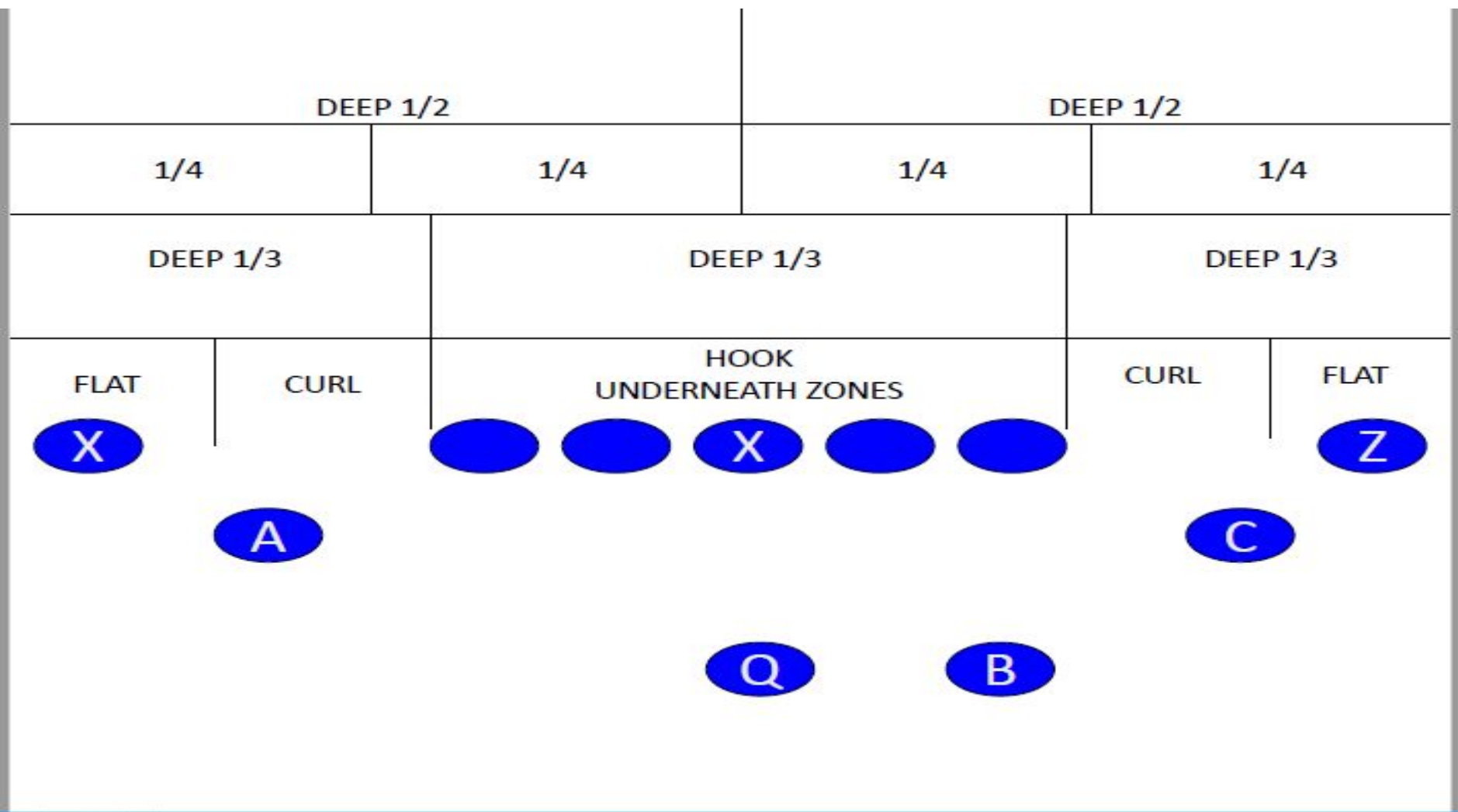
Determining Coverages

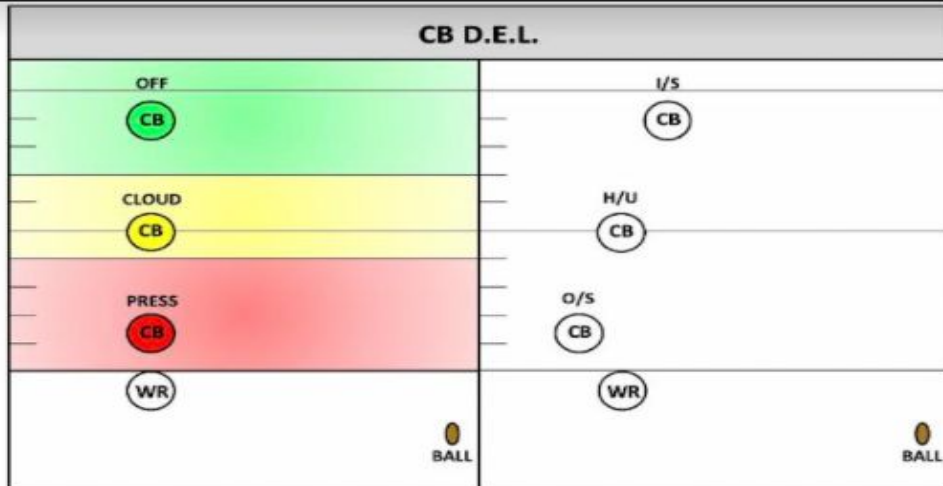
Pre Snap

1. How many safeties? Middle Field Open or closed?
2. Alignment of Corners? **DEL** (Depth, Eyes, Leverage)
3. Where is the strong safety (second defender inside)?
4. Quick game – cut the field in half. Numbers and Spacing!

Post Snap

1. Did the safeties spin?
2. Did the corners bail or sit?





DEPTH	LEVERAGE
<p>PRESS: CB is between 0-4 Yards off of the LOS Typically seen in Man Coverage or Cover 2.</p> <ul style="list-style-type: none"> - Can also be seen on Press/Bail Coverages <p>Press CB's are typically going to try and be physical and Re-Route the WR off of the LOS.</p> <p>CLOUD: CB is between 4-7 Yards off of the LOS Typically used as a means to 'hide' the coverage. The CB is trying to align at a depth that wont tell us what the Coverage is pre-snap.</p> <p>OFF: CB is off of the LOS by more than 7 Yards Typically seen in Coverages where the CB is playing a Deep Zone (Cover 3 or 4).</p> <ul style="list-style-type: none"> - Can also be seen in "Catch Man" 	<p>OUTSIDE: CB is aligned Outside of the WR Typically seen in Coverages where the CB is trying to funnel the WR to his support</p> <ul style="list-style-type: none"> - Cover 1 or Cover 2 <p>HEAD UP: CB is aligned In Front of the WR Typically used as a means to disguise leverage/coverage. Can be used in any coverage. Depth + Leverage will give you more info.</p> <p>INSIDE: CB is aligned Inside of the WR Typically seen in Coverages where the defense is vulnerable in the Seams or to inside routes</p> <ul style="list-style-type: none"> - Cover 3 or Cover 4

EYES	
<p>ON THE WR</p> <p>If the CB's eyes are on the WR than it is usually some type of Man Coverage</p> <ul style="list-style-type: none"> - Man Defenders react off of their Man <p>* In Pattern Match Coverages the Defenders will have their eyes on an Inside WR</p>	<p>ON THE QB</p> <p>If the CB's eyes are on the QB than it is usually a some type of Zone Coverage</p> <ul style="list-style-type: none"> - Zone Defenders react off of the QB's eyes

Middle of the Field Open vs Closed and Corner Leverage

Middle Field Open

Cov 2

2 Man

Cov 4

Cov 6

Middle Field Closed

Cov 1

Cov 3

Corner Leverage

Outside – Zone (Some Exceptions)

Inside – Man (Some exceptions)

Low and Outside – Cov 2

Low and Inside – 2 Man

High and Outside – Cov 4, Cov 6

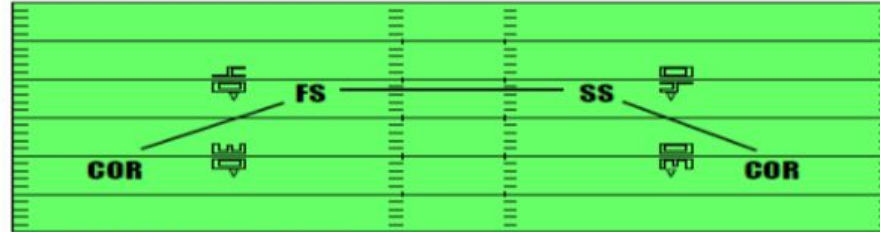
High and Inside – Cov 3

Head up – Cov 0, Cov 1

Roofline

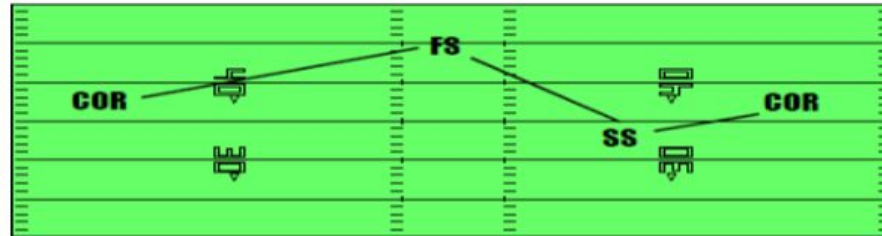
Straight Roofline = Middle Field
Open (Cov 2/Cov 4/Cov 2Man)

2 HIGH SAFETIES



1 HIGH SAFETY / 1 LOW SAFETY

Jagged Roofline = Middle Field
Closed (Cov 3/Cov 1)



SAFETY STRUCTURES

WE CAN FIT THE STRUCTURE OF THE SAFETIES INTO ONE OF FOUR FAMILIES (0/1/2/2 TILT). THE STRUCTURE OF THE SAFETIES HELPS GIVE US AN IDEA OF THE COVERAGE (ALONG WITH THE TECHNIQUE OF THE CORNERS). SAFETIES GIVE US OUR PRIMARY INDICATOR OF COVERAGE, WE WANT TO READ THE TRIANGLE (**THE THREE SAFETIES**).

- A TRUE "THREE SAFETY" DEEP DEFENSE WILL BE ID'd INDEPENDENT FROM OUR FOUR FAMILIES

"CORNERS LIE, SAFETIES TELL THE TRUTH"

0: NO SAFETIES DEEP (7 YARDS OR UNDER)

COVER 0, COULD POSSIBLY BE 2 READ

1: 1 SAFETY SITTING IN THE MIDDLE OF THE FIELD

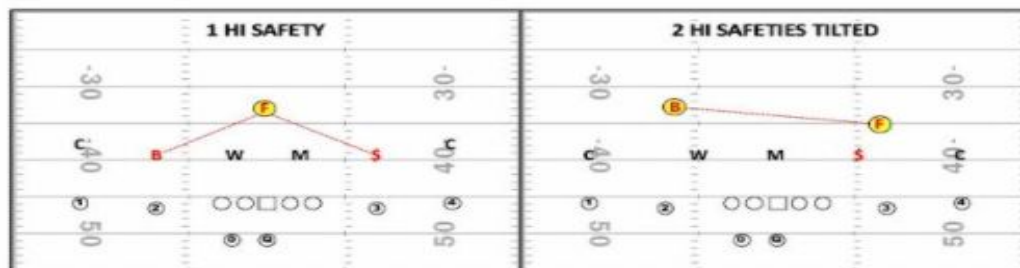
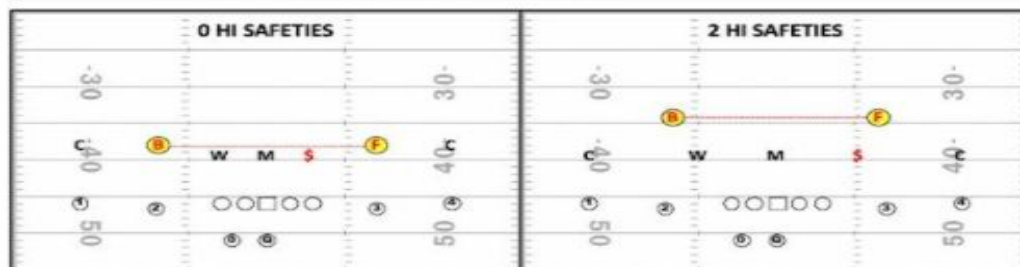
COVER 1, COVER 3, POSSIBLE COVER 9

2: 2 SAFETIES SITTING ON/NEAR THE HASHES

COVER 2, COVER 4, COVER 6, 2 READ

2 TILT: 2 SAFETIES SITTING ON/NEAR THE HASHES WITH ONE SAFETY HIGHER THAN THE OTHER
ROLLING TO 1 HI COVERAGES (COVER 1/3/9)

SAFETIES CAN ROLL TO THE FIELD OR BOUNDARY



Position Indicators

SS

- Best Indicator
- Splitting the difference between 2 WR's 6 yds off the ball – Cov 3
- Deeper than 8 yds – Cov 2, Cov 4, 2Man
- Low and head up over #2 – Man
- Lower and off the edge of LOS – Blitz

FS

- Not as reliable read as SS
- Middle of the field – Cov 3 or Man
- Deeper than 8 yds indicates Cov 2 or Cov 4
- Low – Man or Blitz

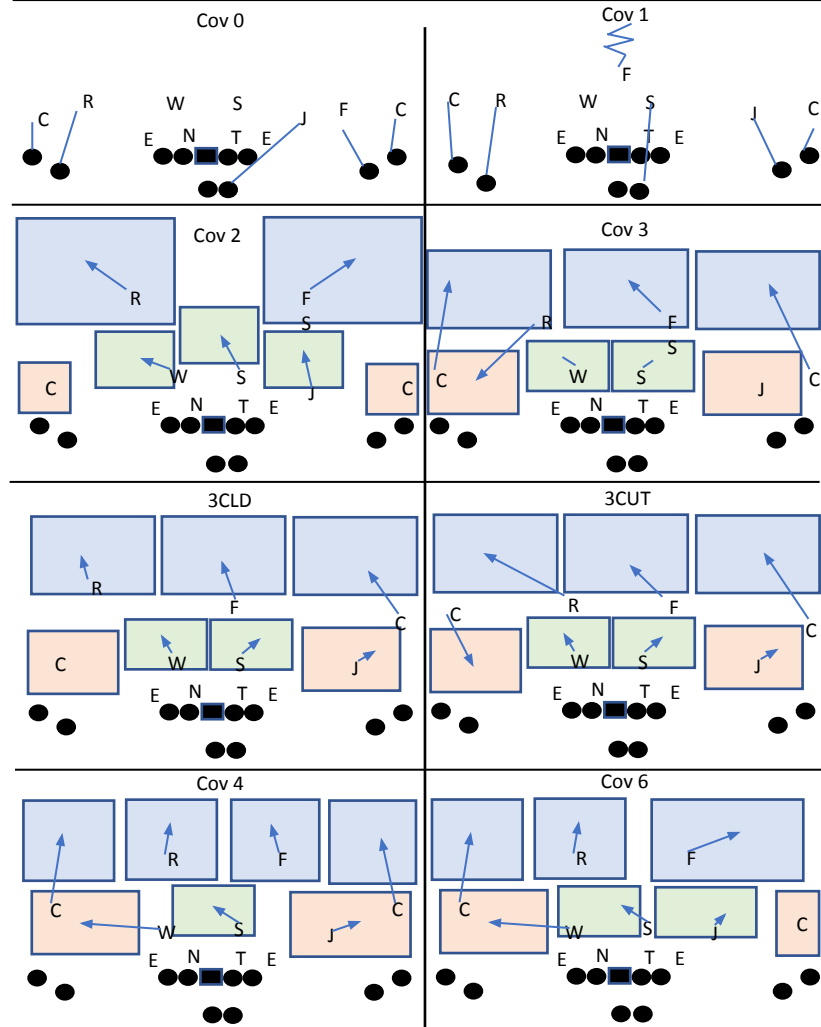
Outside Backer

- Conflict Player
- Want to play both run and pass
- Up on LOS – Force player that wants to run support or blitz
- Retreating to flats – Most likely 3 Deep coverage

Inside Backers

- Balanced - Expect Coverage Shell to stay the same
- Slid one way - Expect rotation to fill the void

BASIC COVERAGES



Coverage Notes and Variations

Notes	Variations
0: <ul style="list-style-type: none"> Straight man LB's not in coverage are run players Corners most likely head up 	0D – Straight man but LB's are covering Hook/Curl
1: <ul style="list-style-type: none"> Man Free FS occupies a deep zone in the middle of the field Every receiver covered by a man Corners most likely inside leveraged 	1ROB – FS robs a hook/curl zone instead of playing deep middle
2: <ul style="list-style-type: none"> Safeties split deep zone into 2 halves Corners are flat players and most likely outside leveraged 	2Man – Safeties split deep zone into 2 halves with everyone else in man coverage 2INV – Cov 2 but with Corners taking deep halves and safeties playing the flats Tampa2 – Cov 2 with Mike backer retreating to a deep middle field zone
3: <ul style="list-style-type: none"> Corners and FS split the field in 3 deep zones Corners most likely inside leveraged SS and LB's cover the flats and hook/curl zones 	3CLD – C plays flats to one side and is "clouded" by a safety playing over him in a deep third 3CUT – same as 3CLD but the C aligns deep and cuts to the flat on the snap 3DBLCLD – Both corners are clouded by safeties (defense loses a box player to occupy the 3 deep zones)
4: <ul style="list-style-type: none"> Corners and Safeties split the field into 4 deep zones LB's are responsible for the flats and hook/curl Corners can play press bail or play off 	4T – Safeties trace the offense's formation and line up according to WR alignment (Evident in 3x1) 4M – Cov 4 that turns into man once WR's cross a certain depth
6: <ul style="list-style-type: none"> Split field coverage in which one side is in Cov 2 while the other is in 	Variations similar to those in Cov 2 or Cov 4 Caused by changing in responsibilities or alignment

Lesson 3 - Situations

- Coverage ID – 5 seconds to list indicators and ID Coverage
- HUDL Playlist

Phase 2 - Spring Ball



- Every Practice is Filmed
- Daily Install/Film Sessions
- Weekly Intersquad Scrimmage
 - Scrimmage is graded and evaluated

Phase 3 - Summer



- Player Led Routes on Air Sessions
- 7on7 - We run our offense
 - Quarterback calls the plays

Phase 4 - In-Season



- **Monday**

- Previous Week's Game Film
- Install Meetings

- **Tuesday/Wednesday**

- Practice
Film/Gameplan
Cut-ups
- Gameplan
Diagramming

- **Thursday**

- QB Tests
- Unit Walk Through

- **Friday**

- Walk Through
- QB Reel Call

Monday/Tuesday Practice Script



JAGUAR OFFENSIVE PRACTICE SCHEDULE										
11/11/2024		Taft - Monday								
PER	TIME	QBs	WRs	RBs	TE	OL	NOTES			
Morning Pre-Practice										
Special Teams Meeting										
Position Meetings										
Stretch										
PP	6:30	Special Teams - Punt & Kickoff/Field Goal								
	6:45									
	7:30									
1	7:35									
2	7:40									
3	7:45	Team Tempo/Install								
4	7:50									
5	7:55									
6	8:00									
7	8:05									
8	8:10	Team Screen								
9	8:15									
10	8:20									
11	8:25									
12	8:30									
13	8:35	Pass Hull vs Scouts				Indy		Crawford to O		
14	8:40	Inside vs Scouts		Indy		Inside vs Scouts				
15	8:45	Quick Pass Game vs Scouts					Pass Pro			
16	8:50									
17	8:55									
18	9:00	Team Pass					Dom to Defense			
19	9:05	Team Run RPO								
20	9:10									
21	9:15	EOP								
Team Screen/Install			Pops				Fits			
Tribe Lt Moose Rip Lambo			Tempo				Tribe Dot Moose Black Saint (Speed)			
Duo 2 Across 1 Shallow Bolt			Gas 0/1, 2/3, 4/5, 6/7, You 6/7, Cash Money				Duo Moose Blue Saint (Speed)			
Trio Lt Brown Bravo Porsche			Gas 44/55 Cook, Boom, Witchita, 66/77				Tribe (Lt) Red Saint (Speed)			
Trips Clamp 2 Push Liz Porsche			Now 8/9 Cook, Numbers, Boom, Stack (Auto Base)				Ace Dot 2 Hurry Brown Saint			
Tupac			Turbo 0/1 Tracks, Numbers				Dos Lt Red Saint			
El Diablo			Funky 0/1, 2/3, 4/5, 6/7				Tribe Dot Brown Slice(Even)			
Raider/Raider Special			Fiddle/Banjo 0/1, 6/7 Fish/Bird 0/1, 2/3 Po, 6/7 Solid				Duoce Lt Dot Brown Slice(Even)			
Flash Rt Cash Money			Wolf, Shark				Duoce Lt Put 1 Race Red Swamp(Stack)/ Strike(Even)			
Putter Saddle							Special Tribe 1 Race Red Swamp (Stack/Strike (Even)			
Team Pass			Team Run RPO				H Lt Blue Zebra Frontside			
Duo Lt Hound Bravo Henry			L Bunch 4 Jet Red Zebra Wide				(Navy) Trips 2 Missile Red Zebra Frontside			
(Navy) Deuce 4 Jet Numbers Swap			R Trey Lt Red Zebra Wide/Bubble				Inside			
(Navy) Bunch 4 Push Numbers Swap			L Twins Lt Near Clamp Put Blue Zip Bubble				Bunch 4 Jet Red Zebra Wide			
Speed) Tribe Lt Bravo Brees Max			R Tribe Lt Blue Zebra Frontside				Trey Blue Zebra			
Speed) Tribe Frog Lt Hurry Alpha Seam			L Pro Lt Near Deal Blue Zebra Frontside				Pro Lt Near Deal Blue Zebra			
(Navy) Duo Hound Numbers Exchange			R H Lt Blue Zebra Frontside				H Red Zebra			
Duo Lt Hound River Wall			L (Navy) Doubles Red Base Wide(STACK)/ Doubles 2 In Brown Zip 1E				Tribe Lt Dot Black Slice(Even)			
Wins Near Put Purple Slip Alpha Wheel			R (Navy) Trips Lt 3 Missile Blue Zebra Frontside				Tribe Lt Dot Moose Brown Saint(Speed)			
Deuce Lt Tight Dot Silver Swipe Bravo Flood			L Deuce Lt Put 1 Race Red Sweep(STACK)/ Strike(Even)				(Navy) Doubles Red Base (Stack)			
Deuce Lt Put 1 Race Purple Sweep Bravo Pogo			R Special Tribe Lt 4 Race Blue Sweep (Stack)/Strike (Even)				(Navy) Trips 2 Missile Red Zebra Frontside			
(Navy) Duo Lt Moose Brown Numbers Swap			L Bunch 4 Jet Red Zorro Packer				Trey Lt Near Put Blue Zip			
Dos Fly Lt Black Alpha Post			R Goofy Trey Lt Green Gator Bash				Tribe Red Zebra Frontside			

Wednesday Practice Script



JAGUAR OFFENSIVE PRACTICE SCHEDULE							
11/13/2024							
Taft - Wednesday							
PER	TIME	QBs	WRs	RBs	TE	OL	NOTES
	6:45	Special Teams Meeting					
	7:00	Position Meetings					
	7:20	Signing Day					
1	7:50	Special Teams			Indy		
2	7:55						
3	8:00						Switch Attack
4	8:05	Goaline Run / 2 Point					
5	8:10	Red Zone Pass 15YL/20YL/5YL Going In					
6	8:15	Screen 20YL Going Out					
7	8:20	Specials/Wild Jag 20YL Going Out					
8	8:25	3rd Down Run/Pass QB Draw					
9	8:30	Situations Backed Up, Victory, Victory Waste, Kill, Early, Cash Money, Flutie, Quick Kick					
10	8:35	Team Pass Walk Through			Indy		
11	8:40						
12	8:45						
13	8:50	Team Run RPO					
14	8:55	Inside vs Attack		Perfect 15/Team Walk Through		Inside vs Attack	
15	9:00						
16	9:05	Perfect 15				Blitz Clean Up	
17	9:10	Team vs Attack					
18	9:15						
19	9:20	Outlaw					
SCREEN		SPECIALS/WILD JAG			INSIDE vs SCOUT		
Tribe Lt Moose Rip Lambo		Tupac -- El Diablo			Tribe Dot Moose Black Saint (Speed)		
Duo 2 Across 1 Shallow Bolt		Duo Dot Silver Outlaw 2 Around			Duo Moose Blue Saint (Speed)		
Trio Lt Brown Bravo Porsche		Raider -- Raider Special			Tribe (Lt) Red Saint (Speed)		
Tribe Clamp 3 Push Liz Porsche		Wild Jag Race Red Strike, Race Yellow Outlaw, Race Blue Zebra Lead			Dos Lt Red Saint		
Doubles Clamp 2 Jet Liz Porsche		Wild Jag Split Blue Zebra, Red Steel, Blue Saint			Tribe Dot Brown Slice(Even)		
Dual Lt Fly Rt Silver Spur Laser		Wild Jag Doubles Yellow Zip Wide, Mirror Fade, Yellow Saint, Duo Lt Clamp 4 Across Yellow Solid			Deuce Lt Brown Dart Frontside		
2 POINT		GOALINE RUN			H Brown Outlaw Wide(Even)		
Cue 2 Green Zip -- Pro Near Dot Silver Spur Throatback		Trio Hammer Rt Brown Black Opposite			Dos Lt Brown Outlaw Wide (Red/Blue 4)		
SITUATIONS		Jumbo Race Brown Blast/Bounce Black Opp			Duo Lt Clamp Hurry Blue Slice Bubble (Even)		
Wedge/Cash Money/Kill/Early/Saddle		Twins Far Flip Blue Zebra			Pro Lt Near Black Power Quick Out		
Backed Up, Pro Lt Near Red Zebra Lead/ Pro Near Spur Follow		Twins Lt Far Flip Red Zebra			Trips Lt 3 Missile Brown Power		
		RED ZONE PASS (LOW, MED, HIGH)					
Victory Victory Waste / Senior Victory		L Deuce Lt Put 1 Race River Slash			TEAM PASS Walk Thru		
Team Run RPO		L Trio Lt Bravo Shimmy			Raider/Raider Special (Green 5)		
Tribe 3 Flame Gold Outlaw		L (Speed) Tribe Fling Lt Numbers Max			(Navy) Duo Lt Hound Bravo Henry		
Bunch 4 Jet Red Zebra Wide		3rd and SHORT, MEDIUM, LONG			Duo Clamp 2 Jet Combo Quick Out Porsche		
Trey Blue Zebra Wide/Bubble		Twins Lt Near Clamp Put Blue Zebra Bubble (Red/Blue 1)			Deuce Put 4 Race Silver Sweep Alpha Page		
Tribe Red Zebra Frontside		Ace Dot 2 Hurry Brown Saint (Red/Blue 3)			(Navy) Duo Lt Moose Brown Numbers Swap		
Pro Lt Near Deal Blue Zebra Frontside		Duo Lt Hound River Wall			Dos Lt Fly Rt Brown Bravo Post		
H Red Zebra Frontside		Tribe Lt Red Outlaw Wide			(Navy) Duo Hound 2 Race Lt Alpha Flood (Grn/Yel 1)		
(Navy) Trips 2 Missile Red Zebra Frontside (Red/Blue 2)		(Navy) Duo Lt Hound Bravo Henry			Pro Lt Far Dot 1 Race Silver Spur Ted Shallow (Grn/Yel 2)		
Bunch 4 Jet Red Zorro Packer		(Speed) Tribe Alpha Brees Max			Deuce Lt 1 Fever Fly Rt Brown Swing Go Max (Grn/Yel 4)		
Goofy Trey Yellow Gator Bash		(Navy) Doubles Red Base Wide(STACK)/ Doubles 2 In Brown Zip (Even)			Twins Lt Near Put Silver Slip Bravo Wheel (Grn/Yel 3)		
Goofy H Strong Clamp 4 Flame Brown Steel (Red/Blue 5)		Trio Lt Couple Vertical Swap 4 Dig Max			Deuce Lt Tight Dot Silver Swipe Bravo Flood		
Goofy Duo Lt Moose Blue Zebra Lead (Red/Blue 6)		Duo 2 Across 1 Shallow Bolt			(Speed) Tribe Flick Rt Rock Flood		

Taft Thursday Walk Through

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11/11 ▾

11/11 Script ▾

11/12 ▾

11/12 Script ▾

11/13 ▾

11/13 Script ▾

Thursday Unit Walk-Thru ▾

QB

Thursday QB Test



QB Diagram List	
Taft	
<ul style="list-style-type: none"> - Diagram Each Play - Write Protection Call and Read - All Plays are from the left hash unless noted otherwise 	
1	Bunch 4 Jet Red Zorro Packer
2	Tribe 3 Flame Gold Outlaw
3	Deuce Put 4 Race Silver Sweep Alpha Pogo
4	(Navy) Duo Lt Moose Brown Numbers Swap
5	Dos Lt Fly Rt Brown Bravo Post
6	(Navy) Duo Hound 2 Race Liz Alpha Flood (Green/Yellow 1)
7	Pro Lt Far Dot 1 Race Silver Spur Ted Shallow (Green/Yellow 2)
8	Duo Lt Hound River Wall
9	Twins Lt Near Put Silver Slip Bravo Wheel (Green/Yellow 3)
10	Deuce Lt Tight Dot Silver Swipe Bravo Flood
11	(Speed) Tribe Flick Rt Rock Flood
12	Deuce Lt 1 Fever Fly Rt Bravo Swing Go Max (Green/Yellow 4)
13	Tribe Clamp 3 Push Liz Porsche
14	Doubles Clamp 2 Jet Liz Porsche
15	Dual Lt Fly Rt Silver Spur Laser
16	(Navy) Deuce Lt 1 Jet Numbers Swap
17	(Navy) Bunch 4 Push Numbers Swap
18	(Navy) Duo Lt Hound Numbers Exchange
19	(Speed) Tribe Fling Lt Numbers Max
20	(Speed) Tribe Alpha Brees Max
21	(Navy) Duo Lt Hound Bravo Henry
22	Trey Lt 2 Jet Combo Quick Out Wide
23	Duo Clamp 2 Jet Combo Quick Out Porsche
24	Bunch Lt 1 Jet Combo Spacing Curl

Taft QB Test	
What numbers are the secondary and linebackers on Taft's starting defense?	
When we are running numbers, how do you determine where you want to throw the ball?	
What are you looking for in our quick game concepts?	
What coverages and blitzes can we expect to see?	
What are your favorite plays that you feel the most confident executing on the script this week?	
What do you think our keys to victory will be on Friday Night?	
What must you do as a QB to make our offense successful?	
Write the play and RPO on the following Tempos	
Gas 0/1	
Gas 2/3	
Gas 66/77	
Gas 6/7	
Fiddle You 6/7	
Funky 0/1	
Gas 44/55 Witchita, Cook, Boom, 88/99	
Now Cook	
Wolf	
Turbo 0/1 Tracks	
Fish 0/1	

Friday QB Reel Call



QB Reel Call		
Churchill		
1	Duo Lt Hurry Brown Combo Frontside Wide	55
2	Tribe Moose Combo Curl Glance	88
3	Duo Lt Liz Combo Frontside Glance Max	22
4	(Speed) Doubles Fly Rt Combo Wide Swing	284
5	(Speed) Duo 2 Jet Combo Frontside Swing	282
6	Trey Lt 2 Jet Combo Quick Out Wide	97
7	(Navy) Duo Lt Hound Numbers Exchange	45
8	(Speed) Tribe Fling Lt Numbers Max	128
9	(Navy) Duo Lt Hound Bravo Henry	22
10	(Navy) Deuce Lt 1 Jet Numbers Swap	36
11	Deuce Lt Tight Dot Silver Swipe Bravo Flood	136
12	Duo Lt Hound River Wall	36
13	Pro Lt Near Black Power Quick Out	188
14	Tribe Red Zebra Frontside	128
15	H Red Zebra Frontside	252
16		

- Playcall from our Script paired with the exact formation (or as close as possible) from out scout cut ups
- QB calls the pass protection, ID's the coverage, and talks through read/progression
- Try to make it as gamelike as possible

Tailoring your Offense to Fit Personnel



Claudia Taylor Johnson HS - San Antonio, TX

Tempo



Unbalanced



Motion/Shift



FIB



Personnel



Screen



Johnson Jaguar Offense 2024



- Fast Skill Kids
- Undersized Offensive Line
- Inexperienced Quarterback
- Dynamic/Versatile Running Back

What can we do and how do we highlight that?



- Getting the ball out in space - Use the Perimeter
- High Percentage Throws
- Keep the offense simple but dress it up
- Play Fast

Ways that we utilized Personnel



- **Alignment**

- Formation Tags to get our guys mismatched
- Unbalanced Formations
- Small Adjustments to Break Tendencies

- **Tempo**

- Keep the defense on their heels
- Simple Reads for the Quarterback
- Force ourselves to play fast

- **Motion**

- Create mismatches
- Catch the ball on the run
- Easy/Clear Picture for the Quarterback

- **High Percentage Throws**

- Screens
- RPO's
- And Go's

Sunday Game Plan Organizer

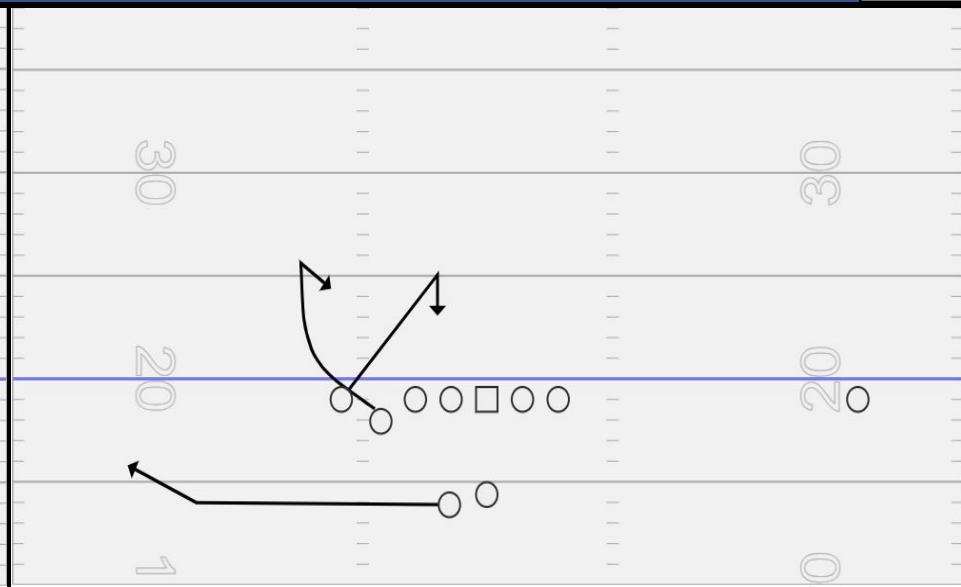
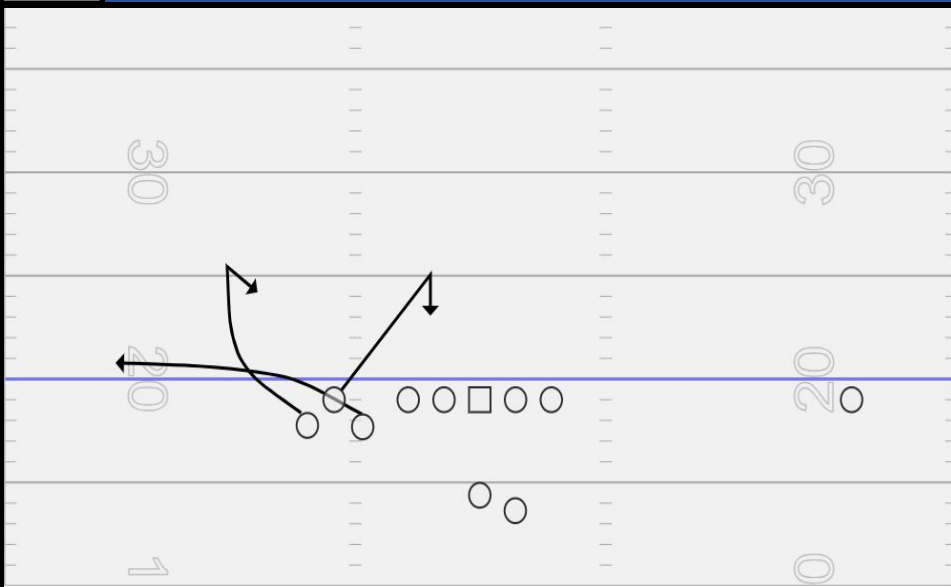


Taft Gameplan Script 2024		
RUN GAME		
INSIDE ZONE	OUTSIDE ZONE	
Bunch 4 Jet Red Zebra Wide	Tribe Dot Moose Black Saint (Speed)	Rapped One Day
Trey Blue Zebra Wide/Bubble	Duo Moose Blue Saint (Speed)	Rapped Two Days
Twins Lt Near Clamp Put Blue Zebra Bubble (Red/Blue 1)	Tribe (Lt) Red Saint (Speed)	Rapped Three Days
Tribe Red Zebra Frontside	Ace Dot 2 Hurry Brown Saint (Red/Blue 3)	New Install:
Pro Lt Near Deal Blue Zebra Frontside	Dos Lt Red Saint	Li Diablo
H Red Zebra Frontside	Tribe Dot Brown Slice(Even)	Fish/Bird
(Navy) Trips 2 Missile Red Zebra Frontside (Red/Blue 2)	Duo Lt Clamp Hurry Blue Slice Bubble (Even)	Raider/Raider Special
(Navy) Doubles Red Base Wide(STACK)/ Doubles 2 In Brown Zip (Even)	Deuce Lt Put 1 Race Red Sweep	Speed Pers.
	Special Tribe 1 Race Red Sweep	
GAP SCHEMES		
QB RUN GAME/READ		
Tribe Lt Red Outlaw Wide	Bunch 4 Jet Red Zorro Packer	
Deuce Lt Brown Dart Frontside	Goofy Trey Yellow Gator Bash	
H Brown Outlaw Wide(Even)	Goofy H Strong Clamp 4 Flame Brown Steel (Red/Blue 5)	
Dos Lt Brown Outlaw Wide (Red/Blue 4)	Goofy Duo Lt Moose Blue Zebra Lead (Red/Blue 6)	
Tribe Lt 2 Jet Brown Outlaw Wide		
Pro Lt Near Black Power Quick Out		
Trips Lt 3 Bye Brown Power		
Tribe 3 Flame Gold Outlaw		
PASS GAME		
QPG	DBP	
Duo Lt Hurry Brown Combo Frontside Wide	(Navy) Deuce Lt 1 Jet Numbers Swap	
Tribe Moose Combo Curl Glance	(Navy) Bunch 4 Push Numbers Swap	
Bunch Lt 1 Jet Combo Spacing Curl	(Navy) Duo Lt Hound Numbers Exchange	
Duo Lt Liz Combo Frontside Glance Max	(Speed) Tribe Fling Lt Numbers Max	
(Speed) Doubles Fly/Rt Combo Wide Swing	(Speed) Tribe Alpha Brees Max	
(Speed) Duo 2 Jet Combo Frontside Swing	(Navy) Duo Lt Hound Bravo Henry	
Trey Lt 2 Jet Combo Quick Out Wide		
Duo Clamp 2 Jet Combo Quick Out Porsche		
PAP	SOP/MOVEMENT	
Deuce Put 4 Race Silver Sweep Alpha Pogo	Duo Lt Hound River Wall	
(Navy) Duo Lt Moose Brown Numbers Swap	Twins Lt Near Put Silver Slip Bravo Wheel (Green/Yellow 3)	
Dos Lt Fly Rt Brown Bravo Post	Deuce Lt Tight Dot Silver Swipe Bravo Flood	
(Navy) Duo Hound 2 Race Lt Alpha Flood (Green/Yellow 1)	(Speed) Tribe Flick Rt Rock Flood	
Pro Lt Far Dot 1 Race Silver Spur Ted Shallow (Green/Yellow 2)		
SHOTS/SCREEN		
SHOTS	SCREENS/DRAWS	
	Tribe Lt Moose Rip Lambo	
Deuce Lt 1 Fever Fly Rt Bravo Swing Go Max (Green/Yellow 4)	Duo 2 Across 1 Shallow Bolt	
	Trio Lt Brown Bravo Porsche	
	Tribe Clamp 3 Push Liz Porsche	
	Doubles Clamp 2 Jet Liz Porsche	
	Dual Lt Fly Rt Silver Spur Laser	

SPECIALS		
Tupac	Wild Jag - Race Red Strike, Race Yellow Outlaw, Race Blue Zebra Lead	
Duo Dot Silver Outlaw 2 Around	Wild Jag Split - Blue Zebra, Red Steel, Blue Saint	
Duo Blue Saint 2 Reverse	Wild Jag Doubles - Yellow Zip Wide, Mirror Fade, Yellow Saint	
Li Diablo	Wild Jag Cluster Blue Zebra Lead	
(Speed) Raider - Raider Special (Green 5)	Speed Pers.	
TEMPOS		
Gas 0/1, 2/3, 4/5, 6/7, 44/55 (Boom)(Ohio)(Witchie), 66/77	Funky 0/1, 4/5, 6/7, You 2/3, You 6/7	
Now Numbers, Cook, Boom	Fiddle/Banjo 0/1	
Turbo 0/1 Tracks, Numbers		
Squeeze 0/1		
Shark		
Wolf		
3rd Down Short, Medium, Long - Run/Pass		
Run	Pass	
Twins Lt Near Clamp Put Blue Zebra Bubble	Duo Lt Hound River Wall	Short
Ace Dot 2 Hurry Brown Saint	Duo Clamp 2 Jet Combo Quick Out Porsche	
Pro Lt Near Black Power Quick Out	(Speed) Doubles Fly Rt Combo Wide Swing	
Tribe Lt Red Outlaw Wide	(Navy) Duo Lt Hound Bravo Henry	Medium
(Navy) Trips 2 Missile Red Zebra Frontside	(Speed) Tribe Alpha Brees Max	
Tribe Dot Moose Black Saint (Speed)	Tribe Moose Combo Curl Glance	
Bunch 4 Jet Red Zebra Wide		
(Navy) Doubles Red Base Wide(STACK)/ Doubles 2 In Brown Zip (Even)	Trips Couple Vertical Swap 4 Dig	Long
Wolf	Duo 2 Across 1 Shallow Bolt	
RED ZONE Run/Pass		
Run	Pass	
Goofy Duo Lt Moose Blue Zebra Lead	Duo Lt Put 1 Jet River Slash	Low
Pro Lt Near Deal Blue Zebra Frontside	Ace Silver Zip Mirror Fade/Slant	
Wild Jag Race Yellow Outlaw	Trio Lt Brown Bravo Shimmy Max	Med
Bunch 4 Jet Red Zorro Packer	Deuce Put 4 Race Silver Sweep Alpha Pogo	
H Red Zebra Frontside	(Speed) Tribe Fling Lt Numbers Max	High
Dos Lt Red Saint	(Navy) Bunch 4 Push Numbers Swap	
Goaline Run		
Train Hammer Rt Brown Blast/Black Opposite	Train Lt Hammer Lt Black Blast/Brown Opposite	
Jumbo Race Brown Blast	Jumbo Lt Race Black Blast	
Jumbo Bounce Black Opposite	Jumbo Lt Race Brown Opposite	
Jumbo Orbit Green Solid	Jumbo Orbit Yellow Solid	
2 Point Plays		
Quads Green Zip	Pro Near Dot Silver Spur Throwback	



Spacing



QB:

- ID Man/Zone
- If Zone, work the Spacing Side
- Read Inside/Out
- Footwork - 1 Step Drop (Left.Right Ball)

WR On the Ball: OTB at 5 yds

WR Off the Ball: Wrap stop at 6 yds

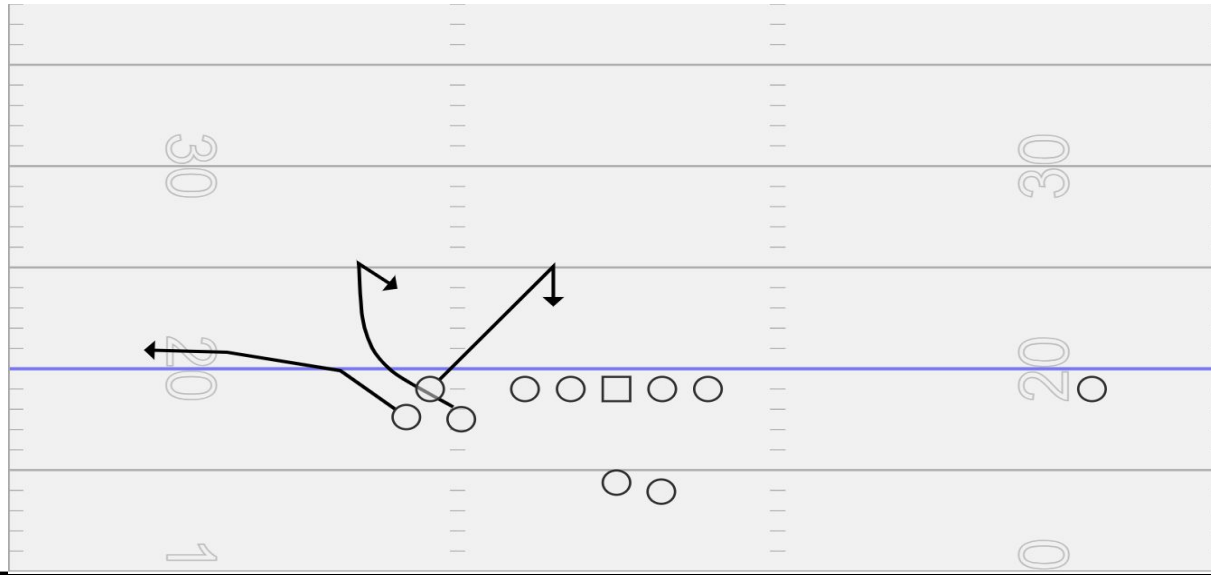
RB/Most Inside WR: Flare or Speed Out

OL: Quick Game Man/Fan

Backside: Combo Call Man Beater



Spread



QB:

- ID Man/Zone
- If Zone, work the Spread Side
- Read Outside/In
- Footwork - 1 Step Drop (Left.Right Ball)

WR On the Ball: OTB at 5 yds

WR Off the Ball: Wrap stop at 6 yds

Most Outside WR: Speed Out

OL: Quick Game Man/Fan

Backside: Combo Call Man Beater



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