

# Blitz Control from the Shotgun

by **Howie Kangas**

There are a couple of handfuls of dominant programs in the State of Minnesota. These programs feed themselves and have no reason to change course. Then there is the rest of us that are doing whatever we can to be competitive

For this reason My focus is blitz control from the shotgun. This is a little misleading because it is more of a blitz deterrent than total blitz control. I will cite a number of examples of blitz deterrents but first I will write of our overall offensive philosophy. Our thoughts are that we go into the season with a lot of tools. As coaches we have all been sold on the K.I.S.S. principle. We do not buy it anymore. If we keep things simple we become simple to defend. The tools we have in the tool box may not always work but we have them in the playbook to give ourselves a chance and give us hope against teams that have superior personnel.

Our base look is the shotgun. We have two wide receivers, two slotbacks, a running back directly behind the QB and lineman in a two point stance.

The first deterrent is the spread itself. When the offense spreads the defense has to walk with them and cover the whole field. When the defense blitzes the run and misses the play has a good chance at being a touchdown.

The second tactic we use is to sprintout. Sprintout from the shotgun is much easier and more effective than being underneath the center. The QB is able to threaten the perimeter more quickly. This puts the Linebackers in a situation where if they blitz there is little room for error on their part. Our offensive Line is going to base block the front and at the same time know they have a Gap run through responsibility to the inside.

In this example we are sprinting to the short side of the field. Our wide receiver has a choice route depending on what the corner does. The slot helps secure the tackle and then releases to the flat. The fullback blocks the edge and the QB has a pass/run option. If the blitzer comes up A or B Gap and doesn't get through clean it is a big play possibility for the offense.

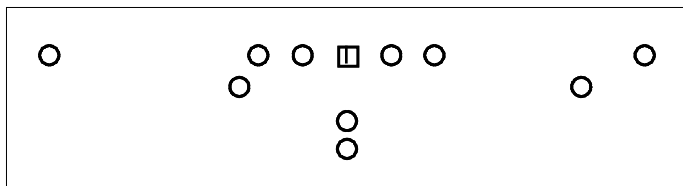
The third tool we use is the Quick Pass Game (3 step if your under the center). Basically this involves either max protection or a hot receiver. Either way the QB needs to get rid of the ball on time.

The fourth thing is combining the power plays with Quick Screens. For example if we have QB ISO called and the Defense has us outnumbered in the box or is threatening to blitz the play we will have it packaged with a quick screen of some sort.

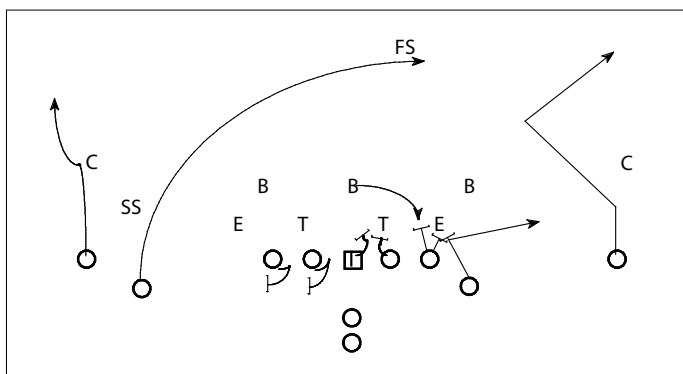
The fifth thing we think is in our favor is our base run game, the triple option. We understand that we may not be as good at running the option as those teams that have their QB underneath the center. However, the concept is still the same. The inside veer gives us a chance to block the linebackers whether they blitz or play it straight up.

The last thing we do with the spread is run a few formations with a lot of motions it allows to run the same plays with a different look.

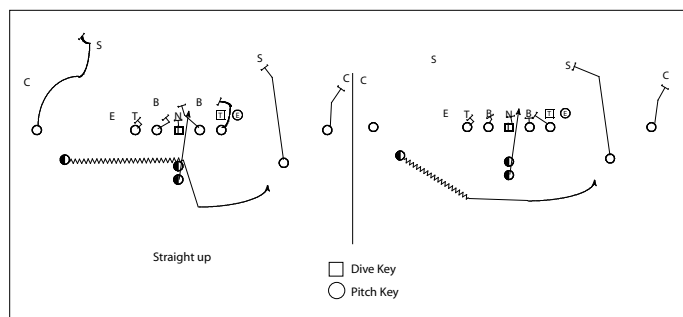
In conclusion, we are not a dominant program. Our philosophy is to adjust to the ability and talents of our current players. If we do that we have a chance to score some points and hopefully we will win some games. The shotgun gives us a chance to do that. If you have any questions do not hesitate to ask. ekangas@perham.k12.mn.us



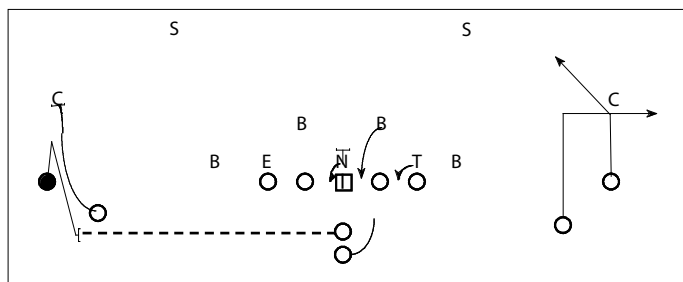
Base look, the shotgun



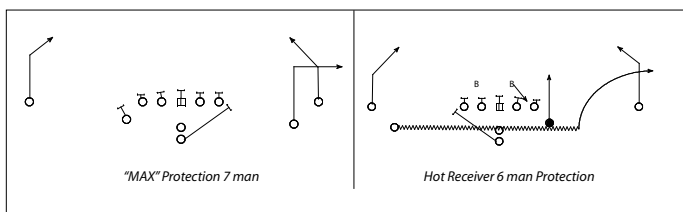
2nd tactic - the sprintout



Third tool we use is the Quick Pass Game sprintout



Fourth - Combining power plays Quick Screens



Third tool - the Quick Pass Game