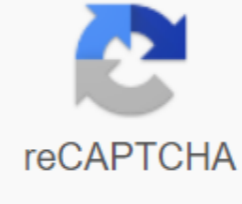




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## Air raid offense playbook pdf

FREE AIR RAID PLAYBOOK Erick Streeleman 2017-01-07T00:48:31-00:00 I look like you! I am a high school coach and I know the frustration of trying to install and run a system that was designed for D1 programs or the NFL. Most playbooks are long, bulky, and full of verb that doesn't make sense for 16 and 17 year olds. As a result, you spend all your time putting everything into words that kids can really understand and rewrite the playbook so that it makes sense for your guys. I was there. I've lived through this disappointment! So, I created a fleeting game and an Air Raid Playbook that is simple, concise and easy to implement. That's the same Air Raid Playbook and crime is famous at Kentucky and Texas Tech, but it's simplified and focused on high school athletes. I designed it with four goals in mind. I want you to increase production, give your QB a chance of success, reduce injuries, and have fun. If you want a passing game that accomplishes these four goals, download the playbook now and start winning with a pass! Air Raid Playbook: Air Raid is a progression-based crime. It's the best crime for high school because it's systematic. If you can teach your QB to count to 3, then you can install and launch Air Raid Offense. Concepts are designed to take advantage of an every defensive scheme. This Air Raid Playbook will make your crime more explosive than ever. Air Raid Concept: This version of the Air Raid playbook is flexible. In high school the most important thing is that our best players are on the field and in place to contribute. At its heart, this one rear system is designed to run out of ace and travel. But, any formation can really be the formation of an air raid. Concepts are the most important thing. The Air Raid Passing game is flexible because you can use it as an add-on to the current offensive system and formations. You can run Air Raid Crime as an offensive spread system or you can run these concepts with two tight ends or two backs. Download the free Air Raid Playbook and learn how to win with an Air Raid crime pass is known to be one of the easiest passing crimes to set up. Even if you don't know anything about passing the game or have never coached a QB before in your life, you can put this offense and see the results. Why is it so easy? Because the creators of Air Raid have decided to change the way football passing offenses have traditionally been established and, more importantly, a change in how teams practice. If you go to a typical high school football practice today, you'll probably see these old practice traditions still used - even if they've long proven a waste of 1. Long queues of players waiting for one player to pass the ball to them on the same run route. 2. 20 plus minutes just warming up and stretching before even another 15 minutes just running the conditioning at the end of practice because we have to win the battle of conditioning. There's more, but I won't go into it. If you go to the Air Raid practice team, not only will you not see any of this, but you will also see the following: 1. Warm-ups are also designed to include work skills like throwing and catching the ball. No more stretch lines and endless high knees and butt kickers! 2. Each receiver in each route of catching the ball is all thrown in progression from up to 5 quarterly (or coaches) at a time. My favorite drill here is called Air Routes. 3. NO AIR CONDITIONING! Just a lot of sprinting all the practice. If you have so many standing around practices that you need conditioning, you need to change the pace of practice and design. Guys should be conditioned as part of the practice ... and even then, not conditioned hard every day! It never made sense to me why coaches would condition every day... This is the perfect recipe for burnout and slow feet. So don't just run these plays (or find 11 more awesome Air Raid plays here). It was a practice strategy as much as playing themselves that make Air Raid what it is today. Learn more from coaches who have whole game breakdowns you can see charts like Lincoln Riley in Oklahoma. The concept of the grid is one of Mike Leach's favorites. It's a fairly simple concept, but one that can give teams quite a bit of trouble. Crossing routes is a challenge to speed defenders, and can cause confusion based on the idea that offensive players cross paths. The receivers know that if it's the person they keep running around, if that's the area, they're sitting down. The simple rub from inside the receivers gives QB easy to read and routes X and q can be configured to attack different coverages. For example, you can run the post behind the grid to challenge the safes and pull them out of the equation on a deeper grid concept. This dual tilt concept is a great way to put flat defenders in a quandary. On the front side with Y and q we have two route options. Y will read the corner and will read the external backer. The key to read is on the Y and No. The external backer is reading. The way to switch this game and add a defensive conflict is to put back on the Y/I side and swing it to add a read to the outside backer. The Post-Wheel concept is one of the main elements of air raiding. Y wants to share the safes. If they bailed out, Y could sit down. Another concept of rub here with H and W. Kew is to read whether to stretch security on a pole or cut its route in a slope if the window is there. Check the back swing and X dig the back. Here's another double tilt concept, but this time we have / On the front of the formation. THE WB will make pre-snap reads based on quarterback alignment and will be deciding what would be his hand read. Typically, if the protection is in cover two, the QB will try to hit disappear between angle and safety, if the person concept is detected, it should go in front of the double tilt. Y Option play is a staple in most passing crimes. There is a great clip of the cowboy great, Jason Witten on this concept game. Option Y provides an optional route for one of your internal receivers. Flash F will hopefully pull Sam out of the box and open the window for Y. If Sam is sitting on Y, then flash F should be open pretty quickly. This is a great game for a team that has QB and Y that are on the same page. The four vertical concepts are potentially the epitome of what an air raid crime is all about. Gone are the days of 4 direct routes to fly. Now receivers are reading the coverage and bending routes of the stem defenders and open the windows for their BS. Here we have a 3x1 version of four vertical concepts. This version gives us another Y option, but instead of a stick concept we now use vertical or drag. Y will read the rear safety and decide when to bend the route in. This route concept provides a lot of options for QB. In fact, it's a high-low read. There are tons of options and the WB should be experienced enough to understand the reads here. X and Y should be the first key for THEB, with F being a quick option if the external backer stacks back on Y. H or y really attracts attention in this game, but could be a killer threat here if strong safety jumps Y dig here and corner overleveraged. The inner RPO zone is probably the most used RPO in the game right now. Making your run game and marrying it to a fast pass game concept can be a deadly concept for any offensive coordinator. Typically, QB will check the box and see where the numbers are. The inside zone of the track is used by RB and THEB will decide whether to give or pull the ball. The key to read on this mike game, which is marked in red below. If he steps up, QB should pull and throw to Y. If he sits, the KB should give. A simple game that can significantly build and put defensive players in a quandary. The bubble concept is not new to football by any means, but it is still an effective and simple game for aerial crime raids to implement in its playbooks. There are so many different concepts that you can build from a bubble that it can serve as a great base to play for almost any offense. Getting air-raid receivers blocking can be the biggest challenge for going through the first offense screen game. You can always start a simple and just run one or two of these concepts. The grid is here to have a concept and with just a few tags, you can make it tough for the defense who think they stopped it. Take control of the passing game and know that you have options far behind the throwing disappears (the lowest possible throw percentage in football). Show your QB simple progression and then all you need to teach them is how to move fast through it. The easier you keep it the better and there is no need to get greedy with your passing game. Just take what they give you and soon enough someone will miss something and you will get the huge plays you are looking for. In the mid-1980s, the college football offensive landscape was built around the launch of football. Of course, some teams with strong armed defenders will run some sort of Pro Style offense, with their passer standing tall in his pocket... But most of the games were still in the running game. In fact, there were still plenty of college teams at that time that only ran the ball in offenses such as the triple-option offense. In response, some college coaches began trying to go the full opposite route. They created a pass of the first attack that featured several wide receivers and a tendency to throw the ball all over the field to completely confuse the defense. Instead of keeping the ball on the ground, these offenses threw it almost three times as often as they ran. The crimes have proved very successful, but they are believed to be trick-type crimes that could only survive at the college level. But now some NFL teams are picking on some of the basics of Air Raid Offense, and even lower-level football teams are working it out, too. Air raid offense creates inconsistencies by going from a smaller lineup to multiple wide receivers. But despite its name, the offense isn't all about throwing the ball deep in the back of the field every game. Air Raid Offense uses short passes and quickly reads like an almost expansion running game. And when these offenses do run the ball, they use a lot of the wrong direction plays to keep the defense guessing even more. Teams with a lot of wide receivers - Air Raid offense is usually four wide receivers on the field at the same time at each game. So a team that wants to run this offense should have a bunch of qualified players in that position. Teams with accurate quarterbacks - a quarterback in an air raid offense doesn't need to be able to throw the ball downfield all the time, but he has to have a strong, accurate hand with some lightning on it. With only five attacking linemen on the field, it's important that the running back in this system can get players on the open field. Teams that are bigger - Teams with big offensive linemen who don't move well, or with tight ends and fullback, wouldn't be best suited for air raid offense. This type of staff will be a much better fit for Pro Style offense. Teams that lack qualified wide receivers - At the same point, teams without stable wide receivers they can rotate in and out won't be well suited for air raid. In addition to the four wide receivers on the field each game, it's good to have some extras in position to replace to keep everyone fresh. Teams that are slower - Similarly, teams with either slower offensive linemen or even larger, slower wide receivers probably won't do well in air raid. It's great to have one possession wide receiver, which is bigger, but if all teams are wide receivers of this type of body, they can't run the offense for his peak performance. Air Raid Assault will extend the field to each game, with multiple players positioning skill on the field rather than a large group of players. This will force the defense to resist either more defensive backs. Otherwise, they will ask slower linebackers to cover those receivers. Here are the more traditional personnel in air raid offense: Backfield: Quarterback (QB) H-Back (H) Offensive Line: Center (C) Two Guards (G) Two offensive tackles (T) Wide receivers X Wide Receiver (X) Y Wide receiver (Y) Wide receiver (I) flanker (F) Air Raid offense in some way. In addition to the four wide receivers on the field, the quarterback will line up in a shotgun rather than under center. Offensive linemen will also take wider splits between it than they would in other, more traditional crimes. Standard formation for all air raid plays: Center - Will line up in its normal position in the middle of the field. Guards - Line up in their normal positions, on both sides of the center. Offensive tackles - Will line up in their normal positions, on both sides of the guards. X Wide Receiver - Will line up to split wide near the sideline, on the line of scrimmage. Flanker - Will line up halfway between tackles and X wide receiver, a yard or two from the line of scrimmage. Wide receiver - Will line up wide near the opposite sideline X wide receiver, a yard or two from the line of scrimmage. Y Wide receiver - Will line up halfway between tackle and wide receiver, at the line of scrimmage. quarterback -- Will line up in a shotgun, about five yards right behind the center. H-Back - Will line up in the backfield about two yards to either the defender on the left or right. Air raid crime Will always have five players run the passing route on each game, with different players attacking different depths of defense. This will force the defense to cover the entire field, the field, also give the defender the opportunity to throw deep, in the middle or dropping it on shorter routes. To understand how the Air Raid offense will use a combination of routes to confuse defense, we look at two different passing plays that can be run out of this offense. Shallow Cross The idea of this pass play is to clear outside cornerbacks and get safety attention by launching deep routes on the outside. It will hopefully open up space in the middle of the field for two receivers who should be in just front of one cover. Here's a breakdown of the staff and the responsibility of each player: a. Offensive line offensive line will take their normal positions on the field, with additional wide splits between them to distribute defensive linemen. On the snap, they will snap and pass the block. Because of the five players running passing routes, five offensive linemen must only block four defensive linemen and none else as it is a difficult blitz against Air Raid.b. X Wide Receiver The X will line up to split wide to the left at the line of scrimmage. On the snap, he'll run the fly route down the left sideline, ideally taking a cornerback with him as well as drawing attention from free safety. If the quarterback doesn't follow the X, the quarterback will know that the defense is in the coverage.c zone. Wide receiver On the opposite side of the field will line up a wide yard or two from the line of scrimmage. Like X, he'll run the fly route down the right sideline, ideally taking a cornerback with him and drawing attention from a strong safety.d. Flanker The flanker will line up in the slot left, a yard or two from the line of scrimmage. On the snap, he will run in a route about 11 yards down the field. This game is designed to draw two safes deep with outside receivers, opening up space in the deep middle for the flanker. Y Wide Receiver The Y line up in the slot on the right, on the line of scrimmage. On the snap, he will run a shallow drag route about three yards deep to the left sideline. He will hopefully face just one cover from nickelback.f. H-Back He line up about two yards to the right of the quarterback. On the snap, he will run a flat route to the right, staying close to the line of scrimmage. H will serve as a protective valve protector in case the other four receivers are not open. The quarterback he lined up in a shotgun, about five yards right behind the center. On the snap, the quarterback will go through his passing progression, starting deep with two outside receivers, then turning to F, Y and finally H if everyone else is covered. The defender should be able to determine if the defense is running the zone or from person to person coverage based on the fact follow the outside receivers downfield. All Slants This Air Raid play will be slightly different, in that all four wide receivers will run the same main route - tilt. The idea here is to provide the quarterback with quick passing routes so that he can make a quick decision and get the ball out of hand quickly, allowing the receiver who catches the ball to make a move into the open field to gain extra yards after the catch. Here's a breakdown of personnel and responsibility of each player: a. Offensive Line Like play above, the offensive line will line up with additional wide splits to spread the defensive line. When they snap the ball, they pass the block again, having to block, most likely only four defensive linemen.b. X Broad will line up to split wide left again, at the line of scrimmage near the sideline. On the snap, the X will run a quick tilt towards the middle of the field. It will run a tilt about four yards deep. Broad will line up to split wide right again, a yard or two from the line of scrimmage. On the snap, he will also run a quick slope to the middle of the field, about four meters deep. His itinerary will reflect that of X.d. Flanker The Flanker will line up between offensive tackles on the left side and X, about two yards from the line of scrimmage. On the snap, he will run inside the tilt, but it will take a slightly different depth on his tilt. He will start his tilt for about four yards, but will take a less sharp angle to the middle of the field. Y Wide Receiver The Y will line up between offensive tackles on the right side of the field and q, at the line of scrimmage. Like Flanker, it will run a parallel sloping route that will start at about four yards and then take a deeper slope to the middle of the field.f. H-Back The H line up about two yards to the right of the quarterback on this game. On the snap, he will run the same flat route to the right as he did on Shallow Cross play. H will again serve as a protective valve protector. The quarterback he lined up in a shotgun, about five yards right behind the center. On the snap, the quarterback will go through his progression route, checking how quarterbacks follow (or not after) receivers to determine if defense plays from person to person or coverage area. Air Raid Offense is a great way to move the ball downfield quickly and efficiently using a quick passing game. When the offense wants to run the ball, too, it can do it effectively, catching the defense by surprise with the wrong game, such as a counter run. However, the Air Raid offense is not for every team... This is especially not good for more advanced teams that are either built to run football more or football, but on deeper games. In addition, an air raid is not option for much younger football teams who probably don't have a quarterback with a strong enough hand to throw the ball around the field just yet. More. air raid offense playbook pdf. air raid offense playbook madden 21. air raid offense playbook madden 20. air raid offense playbook madden 19. air raid offense playbook ncaa 14. mike leach air raid offense playbook pdf. mike leach air raid offense

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