

OFFENSIVE CADENCE

SNAP COUNT, CHECKS, AUDIBLE SYSTEM

SUMMARY

Our snap count and audible system is based on forcing the defense to show their blitzes and coverages therefore allowing our QB the opportunity to modify the play or pass protection. We also want the ability to change the pace of the game at a moments notice and keep the defense off guard.

SETUP

After breaking the huddle the players will immediately lineup in their position and get to their final set stance. There will be no set call and the players should be ready to start the play. **Note:** If a shift will occur the players shifting should start in a 2 point stance and once the shift is completed they should enter their final stance immediately.

CADENCE

There are 4 types of cadences in our offensive system.

Static: This set pattern cadence consists of “Number” : “Number” : “Rio” : “Set”. The number can be a single, double or triple digit. The Snap will always occur on “Set”. For example: **343 : 343 : Rio : Set**. If it's on 2 it will be on the second **Rio : Set**.

Durango: This is used as a snap alert count. This alert CANCELS the snap count called in the huddle. So even if “on 1” is called in the huddle, when the snap alert is heard, “Durango”, at the LOS, the prior snap count is cancelled and at the first sound after the alert, the ball is snapped. For example: **Durango : Set**. The ball is snapped on set.

Reasons why this type of cadence is used:

1. The play clock is winding down and there is no time to go through the full cadence.
2. During the static cadence the defense shows something and the offense adjusts with line calls or an audible. Instead of restarting the cadence, the snap alert can be used instead.
3. The QB notices the defense is not set and wants to go on a quicker count to catch them off guard.
4. An audible is called or we are in a no-huddle situation.

Note: In the huddle the QB is allowed to call “Second Durango” which means TWO “Durangos” are called before the ball is snapped. For example. “Durango” : “Set” , “Durango” : “Set”. The ball will be snapped on the second “Set”. This can be used to get the defense to show their blitzes and coverages.

Silent: The QB says nothing at the LOS and the center snaps it to the QB. Everyone moves on first movement.

First Sound: At the first sound of the QB the ball is snapped. QB typically yells “Set”

Poison: Called in the huddle or at the line in a no huddle situation, THIS SUPERSEDES ALL OTHER SNAP COUNTS. It is strictly used to draw the defense offsides with NO INTENTION of snapping the ball. The QB is encouraged to use the full audible system below including the Durango snap alert. UNDER NO CIRCUMSTANCES WILL THE CENTER SNAP THE BALL AND THE OFFENSE RUN A PLAY. All players should stay in their set position. The offense will either take the 5 yard delay of game or call a timeout.

PLAY CHECKS

Play checks are general plays called in the huddle but the exact play is not known until the QB calls it at the LOS. This allows us to run a play that is most advantageous against the defense.

Standard checks are:

1. Zone Check (Run play)
2. Hog Check (Run play)
3. Louie Check (3 step pass play to the left)
4. Ringo Check (3 step pass play to the right)
5. Lion Check (1 step pass play to the left, 11, 22, 33)
6. Rhino Check (1 step pass play to the right, 11, 22, 33)

When a check is called, the QB must use the static cadence and the numbers will correlate to the specific play. For example if Zone check is called and at the line the QB calls "43 : 43" during the static cadence then "43 zone" is the play. If Louie Check is called and at the line the QB calls, "949 : 949" using the route tree concept the receivers on the playside run a 9-4-9 route combination.

AUDIBLES-NO HUDDLE

This audible system exists to change the play at the LOS or in a no huddle situation.

Live Audible: The audible is triggered by the QB yelling out any state. For example if the QB calls "Wisconsin", the prior play is dead and the following verbal cues will tell the team which new play will be run. It works much like the play check system. Here are some examples:

1. Wisconsin : Ringo : 91 : 91= Audible engaged, 3 step pass play to right with routes 9-1
2. Arizona : 44 : 44= Audible engaged, 44 Zone running play
3. Iowa : Lex 918 : 918= Audible engaged, Playaction Passing Play to left with routes of 9-1-8
4. Iowa : Hawkeye : Hog 43 : 43= Audible engaged, Hawkeye Motion - 43 Hog

The following are additional rules to the audible-no huddle system

1. When an audible is called the cadence automatically sets to Durango. This allows time for players to process the call and make any necessary line calls.
2. If the QB calls an audible using the state alert call but then calls another audible with a state alert AGAIN, first one is cancelled and the second one is used. This is more likely in a no-huddle situation in case the defense shifts and the QB needs to change the call.

Dummy Audible: To avoid the defense picking up on verbal cues a dummy audible alert can also be used. Any time a QB yells out a well-known Minnesota city such as "Minnetonka or St. Paul" whatever play the QB verbalizes at the line is ignored and the original play is executed. However the QB can follow that up with a live audible call if need be to change the play.

Ice Alert: Any time the QB or Coach yells "Ice" the offense will run to the line without huddling and the audible-no huddle system will be used to call the play at the LOS.

We may also define a default ICE play. For example the default play could be Ringo 99 Cross 9. During the game the QB would just call Ice and use the Durango Cadence to quickly run the play without any audible instructions. This could be a season long play or changed weekly depending on player awareness.

Each week there will also be a special Ice Alert with the tag of a our opponents nickname. For example "Ice" "Wolfpack" We will then run a trick play chosen for that week to catch the defense off guard.