

Offensive Coordinator Portfolio



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COACHING PHILOSOPHY



Personal

Coaching is more than just about wins and losses. It is more than just being a mentor on the football field. Being a coach means I am someone that a player can turn to when personal issues arise. I must be able to teach young men how to succeed not just in football; but also how to be a better dad, husband, co-worker, and employee.

The best quote I have ever heard is "People don't care how much you know until they know how much you care." That is the essence of a coach. Showing players that you care not just through your words, but also your actions.

Fellow Coaches

Coaches should treat each other with respect. Too many times I think some coaches feel that they are better because of the level they coach or years they have been coaching. Not matter the level that is coached or position on the staff; each coach should be afforded the respect he deserves. If coaches can't treat another with respect, how do we expect players to respect a coach or each other?

Community

I believe every coach should remember that they represent more than themselves. When interacting with members of the community it is important to smile and treat each person with respect. Even if you are in a hurry or don't want to talk to a particular person, it is important that a coach takes the time to give that respect and build those community relations. If a coach is starting a new program or trying to re-build one, nothing will help more than having a community that will back you up. Conversely not doing so can cause long-term damage to a programs reputation.

OFFENSIVE PHILOSOPHY

My offensive philosophy is the belief that simpler is better. The more reps your players are able to do, the better they will perform in a game. The less they have to think, the better they play. I believe in having a physical run game that allows us to wear a team down and control the line of scrimmage. The offensive system that I have put together allows us to do this.

Offensive System

- Mixture of pro-style with spread offense run game built on top
 - Similar to Air Raid in terms of simplicity but not as much passing. Be able to go from under center into gun and pistol
- Run game consists of inside and outside zone, draw, counter, and jet sweep.
- Pass game will consist of 3 and 5 step drop, boots, rollouts, screens, and play-action
- Attack the defense and play fast
 - Accomplish this through:
- Multiple personnel groupings
- Motions and shifts; get numbers to the point of attack
- Tempo; some drives go no huddle
- Variety of formations
- Plays and concepts are able to be run from multiple personnel and formations
- Aim to be have a balanced run/pass ratio over the season
- Throwing a deep pass early. Test the defense

Offensive Goals

- 150 yards rushing per game
- 250 yards passing
- No turnovers
- At least 8 explosive plays
- Score touchdowns in red zone
- Convert 45% of all third downs
- Convert 95% of the time all 3rd and 4th down short yardage plays
- Don't give up any sacks
- Less than 30 yards of penalties per game on offense
- 10 or less missed assignments
- Grade out higher than 83%
- Impose our will on the defensive players
- 90% positive offensive plays
- Win!!!

A black and white photograph of a football is positioned in the bottom-left corner of the page. The football is shown from a side-on perspective, highlighting its textured surface and the laces. The background is a light-colored, heavily distressed and torn piece of paper, with irregular white and grey patches and holes, creating a gritty, textured appearance.

Game Planning

- Identify players we feel we can attack and give us the best matchup
- Know fronts, coverage's, and blitzes based on not only down and distance but field position
- Use best formations to take advantage of defensive alignment
- What plays are we best executing in the offense?
- Don't waste reps practicing against one defensive play seen in three game films
- Don't add something new that will waste too many reps on offense

OFFENSIVE STAFF

A good cohesive offensive staff is important to the success of any football program. As offensive coordinator I will delegate different responsibilities for practice and game day. Game planning will include all members of the offensive staff to make sure that all ideas are able to be given for any particular opponent. However I would have final say on all plays.

Offensive Coordinator

Responsibilities include the following:


- Teaching other coaches the offensive system
 - Personnel
 - Formations
 - Huddle
 - Cadence
 - Run game
 - Pass game
- Run offensive staff meetings
- How to label scout film
- Practice planning
- Play calling on game day
- Position Group

QB Coach

- Teach QB's the following:
 - Calling the Mike
 - Identifying fronts and coverage's
 - Audible
 - Snap count
 - Pass drop steps
 - Run game action
 - Pass read progressions
- Work with WR's coach to scout coverage's and OL coach to scout fronts
- Help game plan pass game
- Help signal plays in on game day

OL Coach

- Teach OL the following:
 - Technique for run and pass block
 - Blocking scheme for run and pass game
- Work with RB, QB, and TE coach to identify fronts on scout film
- Work closely with RB coach in practice during run sessions

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- Help game plan run and pass game blocking
 - In game adjustments on the field

WR Coach/Outside Receivers

- Teach receivers:
 - Stance
 - Route Running
 - Run blocking responsibilities
- Work with QB coach to scout coverage's
- Help plan pass game
- Most likely dup in the box on game day to get a better look at coverage

TE Coach/Inside Receivers

- Teach TE's and slot receivers:
 - Stance
 - Route Running
 - Run blocking responsibilities
- Work with OL and RB coach on run game blocking
- Work with OL and RB coach for front identification on scout film
- Help plan pass and run game
- On the field during game day working with receiver adjustments

RB Coach

- Teach RB's:
 - Stance
 - Run and pass blocking
 - Aiming points on run plays
 - Routes in pass game
- Work with OL and TE coach on run game blocking
- Work with OL and TE coach for front identification on scout film
- On the field to work in game adjustments with the backs

RECRUITING

Recruiting is the lifeblood of every college program in the country. Coaches should look to recruit players that will fit our offensive system best. As offensive coordinator it is important that I convey to each coach on staff what the offense is looking for when recruiting.

Offensive position coaches will do an evaluation of any player brought in before passing them on to the OC. As OC I will then sit down with the position coach and watch the film to make a final decision.

Below is a brief overview of what coaches should look for when doing an initial evaluation (note this isn't the complete list, just should give you an idea of what I would ideally want).

Quarterbacks


- **Durability/Stamina:** frequently injured or is always taking snaps
- **Arm Strength:** able to throw the deep ball; velocity on short passes;
- **Accuracy:** able to hit his receivers in stride on deep to medium passes; fit the ball into tight windows
- **Field Vision:** goes through read progression in pocket; scrambling keeps eyes downfield
- **Pocket Presence/Mobility:** ability to feel rush and when to step up in the pocket; able to be a run threat when needed
- **Intangibles:** leadership qualities on and off the field; demeanor; mentally tough; winner

Offensive Line

- **Frame:** add weight if needed for position; tall frame more suited for tackles; shorter stockier frame better for center and guards.
- **Technique:** run and pass block; get hands inside and bring the hips; blocking scheme in high school will affect technique
- **Explosiveness:** explode off the line in a good low stance in the first two to three steps; stays engaged in block or begins to let up once hit
- **Knowledge:** smart enough to play multiple positions on the line; make front and combo calls

Wide Receivers

- **Speed/Quickness:** able to be a deep threat; get open on shorter to intermediate routes; evade tacklers; project better as TE
- **Hands:** catches every good ball thrown his way; doesn't fumble; goes up to catch jump balls

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- **Toughness:** goes over the middle on routes; doesn't leave games with injuries; willingness to block
 - **Route Running:** runs routes correctly; ability to get in and out of breaks

Tight Ends

- **Speed/Quickness:** is a threat in the pass game; can get separation from defenders when running routes
- **Hands:** same traits as receivers
- **Stance:** puts his hand in the dirt or more of a flexed out spread TE.
- **Blocking:** gets hands inside and brings hips in explosiveness
- **Route Running:** same traits as receivers
- **Knowledge:** able to learn different blocking schemes

Running Backs

- **Speed/Quickness:** create separation from defenders once in second level of defense; make cuts and avoid tacklers in the box and open field
- **Field Vision:** able to see holes that open up front; knows when to cut back
- **Decisiveness:** plants and gets up field or does he dance and continue to stretch out the play?
- **Hands:** passing threat out of the backfield; doesn't fumble
- **Blocking:** pass and run block; able to pick up blitzes
- **Durability/Stamina:** doesn't get hurt; multiple carries in a row on a drive; can seal game when needed for his team

OFFENSIVE PLAYS

This system is a multiple personnel set offense. Play calls are based on personnel followed by the formation number. This simplifies the process to where the offense need only learn really 3 formations, which can be flipped. However to a defensive coach it will appear to be multiple formations.

In addition to simplified formations, offensive plays will be run out of multiple personnel and formations. This simplifies the process, as players know what their responsibilities and routes will be when they step on the field.

Below are the types of run and pass plays that will make up this offense.

Run Game:

- Inside and outside zone (includes zone read)
- Draw
- Counter
- Jet Sweep

Pass Game:

- 3 step drop/ 1 step from Pistol and Gun (Quick Game)
 - Slants, hitches, quick outs
- 5 step drop / 3 step from Pistol and Gun
 - Fades, crossing routes, mesh, option routes, corner, posts, comebacks, curls
- Play-Action
- Rollouts
- Boots
- Screens

PRACTICE PLAN

George Fox vs. Pacific 2014 Tuesday Practice Plan

<u>Practice Periods</u>	<u>Length</u>	<u>Notes</u>
Special Teams	20 minutes	Offensive players not special teams doing indie drills
Indie Run	10 minutes	OL/TE combos; QB's/RB's work handoffs; work and correct mistakes from previous game or practice
Group Run	10 minutes	9 vs. 7; WR's work with DB's on stalk blocking
Team Run	10 minutes	Situational: 1st and 10/2nd and 4
Indie Pass	10 minutes	QB's work play-action drop; at 5 minute mark switch to passing lanes
1 v 1	5 minutes	
7 v 7	10 minutes	Situational: 1st and 10/3rd and 7
Team Pass	10 minutes	Vertical passing plays
Team Mix (Run and Pass)	15 minutes	Start at +45 drive the ball

INSTALL EXAMPLE

This is an example first day install for fall camp. Because of proprietary information some of the names will be just examples.

Day 1 Install George Fox Fall Camp August 1, 2014

Personnel: Ace, Red

Cadence: one, two

Formations: 2/3

Motions/Tags: Y-Flex, Pistol

Run Game vs. Base Defense:

(Red) 2 Y-Flex 32 Zone/ 3 Y-Flex 33 Zone

(Red) 2 36 Stretch/3 37 Stretch

(Red) 2 Pistol 36 Stretch/3 Pistol 37 Stretch

Run Game vs. Nickel Defense

(Ace) 2 Pistol 36 Stretch/3 Pistol 37 Stretch

(Ace) 2 32 Zone/ 3 33 Zone

Pass Game vs. Base Defense

(Red) 2 62 Hick/ 3 63 Hick

(Red) 2 Y-Flex 62 Hick/ 3 Y-Flex 63 Hick

(Red) 2 Y-Flex 62 All Go/ 3 Y-Flex 63 All Go

(Red) 2 Pistol 62 Smash Levels/ 3 63 Smash Levels

Pass Game vs. Nickel Defense

(Ace) 2 Pistol 62 Hick/ 3 Pistol 63 Hick

(Ace) 2 Pistol 62 Smash Levels/ 3 Pistol 63 Smash Levels

(Ace) 2 62 All Go/3 63 All Go

(Ace) 2 62 Hick/3 63 Hick

Play Action/Boot

(Red) 2 Pistol 136 Boot/3 Pistol 137 Boot

Screens

None

Additional Notes

None