

The Wildcat Multi Spread Offense

A Running Spread Offensive Playbook for Youth Football

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100 youth football spread offense plays



Table of Contents

1. Spread History	9
2. Introduction - What is the Wildcat Multi Spread Off.....	12
3. Wildcat Multi Spread Formations.....	19
4. Holes / Route Tree / Motions / Snap /	53
5. Texas Formation Series Plays.....	61
6. Cake Formation Series Plays.....	124
7. Ace Formation Series Plays.....	163
8. Jumbo Formation Series Plays.....	176
9. Squad Formation Series Plays.....	217
10. Blocking	266
11. Player Profiles.....	307
12. Attacking Defenses Strategy	321
13. Sources.....	326

Schools of Spread Offenses

1. TCU Spread – Original – Coach Dutch Meyer TCU
2. Wildcat Single Wing Spread – Coach Bill Snyder Kansas
3. Jet Spread – Coach Tiger Ellison / Coach Dutch Meyer
4. Air Raid – Coach Mike Leach / Hall Mumme
5. Spread Option – Coach Urban Meyer
6. Power Spread – Coach Gus Malzahn
7. Pistol Spread – Coach Jerry Glanville / Coach Chris Ault
8. Pro Spread - Coach Lane Kiffin / Coach Jimbo Fisher

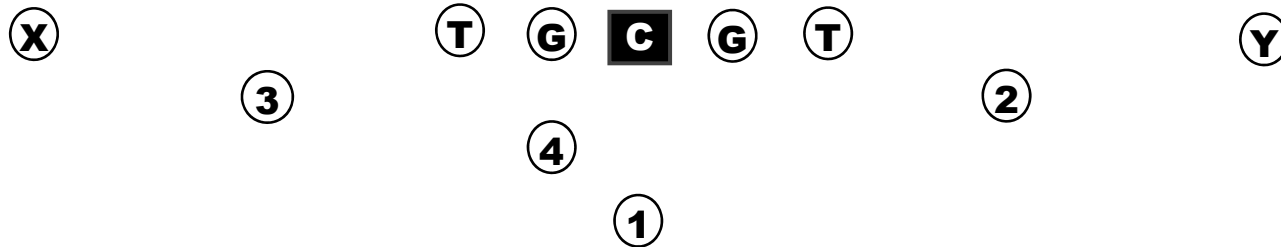
• <https://www.footballstudyhall.com/2016/5/6/11606684/the-4-main-schools-of-spread-offense-smashmouth-option-air-raid-pro-style>

What is the Wildcat Multi Spread

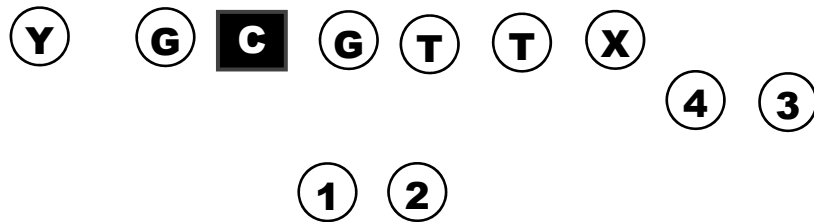
- Developing a Multi Formation Running Spread playbook for youth football, not focused on passing.
- Adding Spread Plays that were successful for my youth Offenses over the last 20 years
- Adding Spread Plays that were successful against my youth Defenses over the last 20 seasons
- Adding Spread Plays that I think will work in youth football
- Adding Spread Pass plays that worked in 7on7
- Creating an Offense for Older and or more experienced youth football players up to 14U or 8th grade.

Main WMSO Formation Families

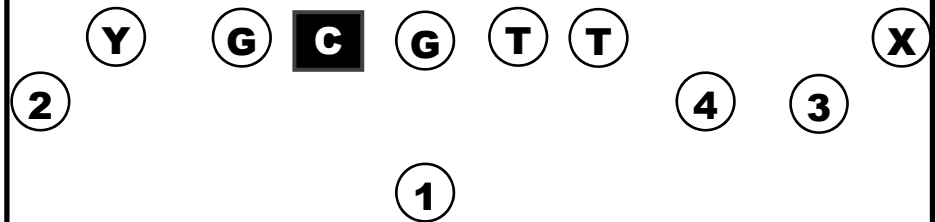
Texas Formation



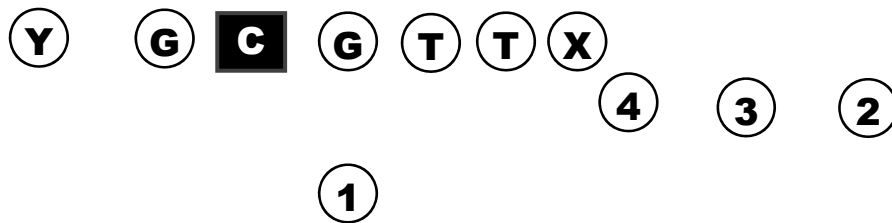
Cake Formation



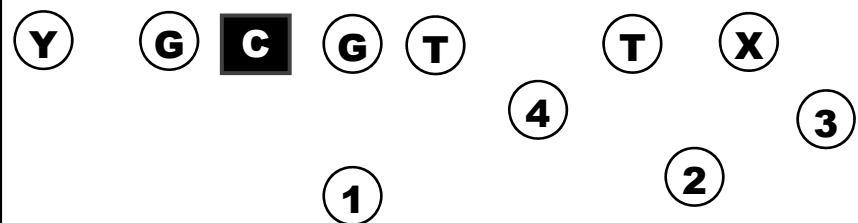
Ace Formation



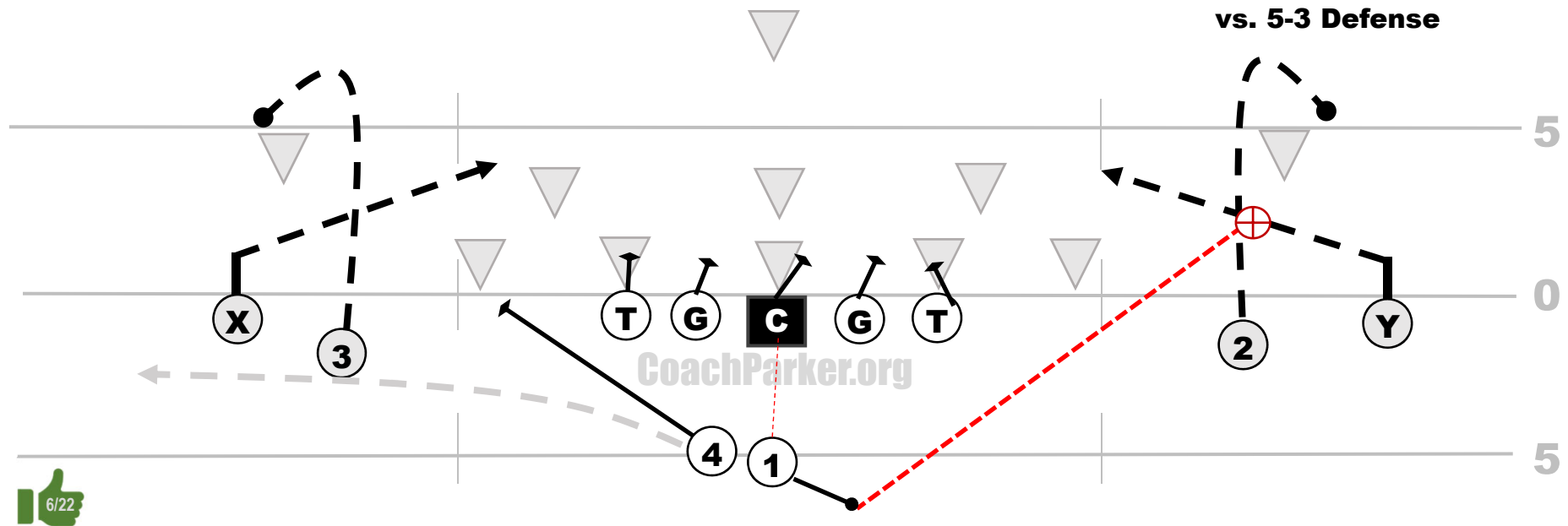
Jumbo Formation



Squad Formation



Tex Lt 2x2 Slant Curl Mirror



Play Strategy

Another play from my 7on7 teams. Great crossing route play. #1 should read CBs and find weakest CB and or who is covered by a slow Defender.

This should be a quick throw.

Once again this is making it tough on the youth football Cornerback with crossing routes.

Player Assignments

- X – Runs Slant
- T – GOO Pass Pro
- G – GOO Pass Pro
- C – GOO Pass Pro
- G – GOO Pass Pro
- T – GOO Pass Pro
- Y – Runs Slant

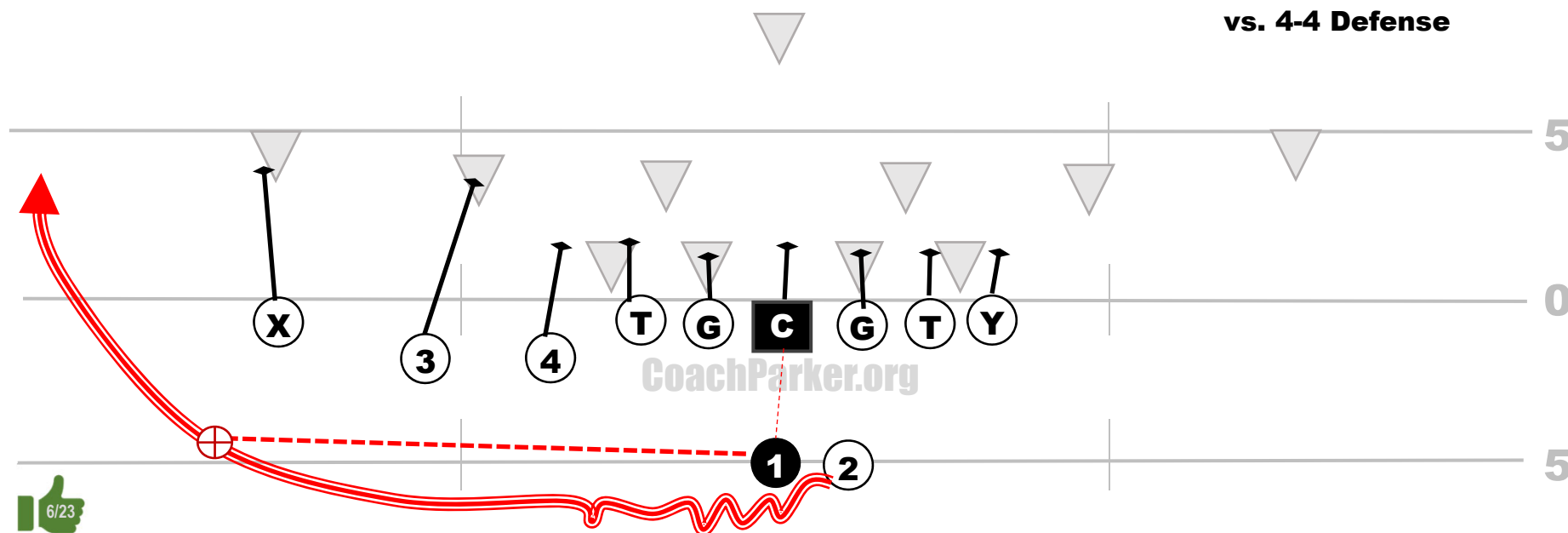
- 1) Pre-reads Defense. Move FB if needed. Quick step to chosen side. Look for open receiver? Who did CB cover, throw to open receiver?
- 2) Run outside hitch route behind CB
- 3) Run outside hitch route behind CB
- 4) Blocks outside pass rush, if no rush turn into swing pattern wide for outlet pass

Coaching Points

- Who does CB take? Throw to open receiver.
- Does FS come down? Does OLB take the inside Receiver?
- Who's most open on pre-read?
- Who is the weakest CB
- All receivers should be looking for ball early.
- #1 should get rid of football quickly. If no one open run or dump at FB feet.

Slice Even Left 2Dmo Left Screen

vs. 4-4 Defense



Play Strategy

Slice is just Cake with a split end and the two blocking backs wide. I like this formation to attack the DE / contain man with two blocking backs. They should seal block him inside if they can.

We are running a long screen on this play. Deep motion with a blocker is great way to beat a tough contain man coming up and jamming the receiver in a motion at the LOS. Also puts a ton of pressure on CBs and LBs.

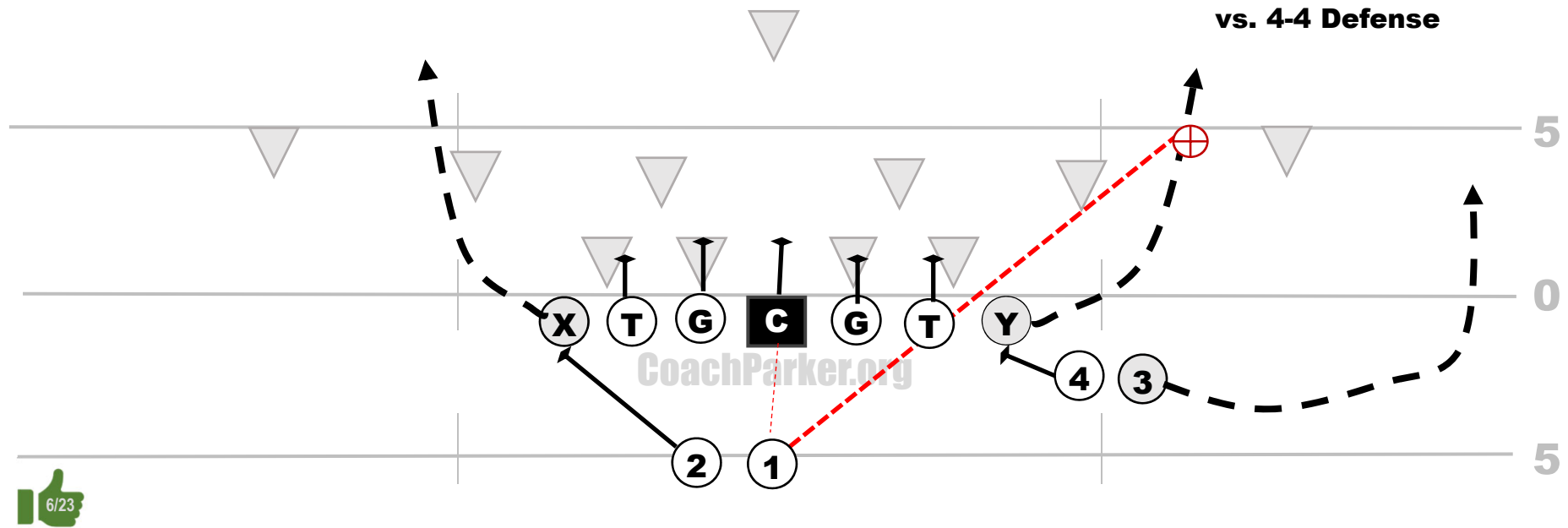
Player Assignments

- X – Run Go blocks CB
 - T – GOO Pass Pro
 - G – GOO Pass Pro
 - C – GOO Pass Pro
 - G – GOO Pass Pro
 - T – GOO Pass Pro
 - Y – GOO Pass Pro
- 1) Pre-reads defensive scheme, adjust blocking, receives direct snap, throws quick screen
 - 2) Goes in deep motion behind #1 and runs swing screen route wider than the contain man
 - 3) Block DE/OLB contain rusher
 - 4) Block DE/OLB contain rusher

Coaching Points

- Watch for Defense not rotating to strong side
- Do DBs, LBs have #2 out of backfield
- Warm up your #1s throwing touch swing screens
- Can Center pull around?

Wedding Rt Even 3Bubble Dbl Pop Pass



Play Strategy

Wedding Cake is just Cake Wide where the two blocking backs align outside the tight end.

On this play we are trying to catch the CBs and LBs playing run but sending out two Tight Ends and a Blocking back.

Make sure LBs have come up on the run and are not sitting on the flat routes.

Player Assignments

- X – Run Flare
- T – Pass Pro
- G – Pass Pro
- C – Pass Pro
- G – Pass Pro
- T – Pass Pro
- Y – Run Flare

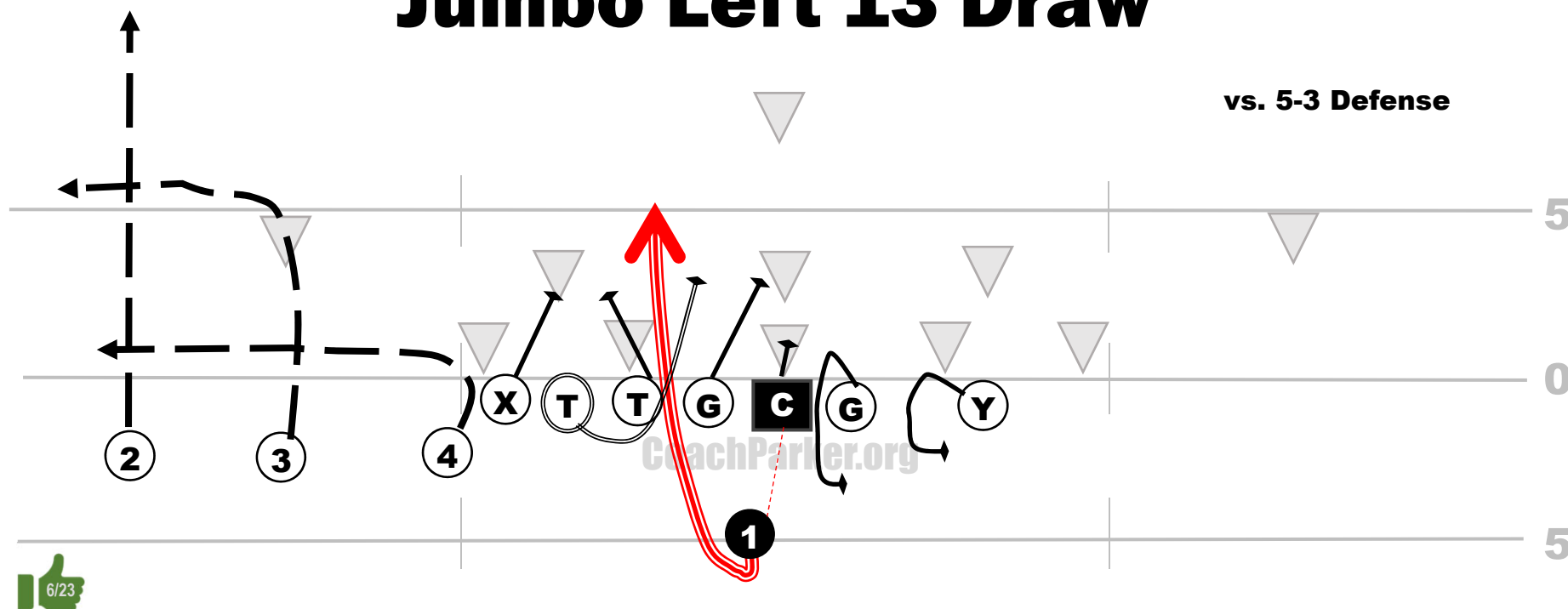
- 1) Pre-reads defensive scheme, adjust blocking, receives direct snap, Looks at X then back to Y & 3, throws to open receiver
- 2) Blocks backside pass rush
- 3) Bubbles out for Screen
- 4) Blocks DE / OLB pass rush

Coaching Points

- Good 2nd down play
- Make sure Defense is playing run
- Look at backside TE if Defense over rotated to strong side.
- If CB playing to tight #3 might be open on Swing. You could switch routes and have him run fake block quick out too.

Jumbo Left 13 Draw

vs. 5-3 Defense



Play Strategy

This #1 Draw plays works great when the Defense thinks there is a legitimate passing threat, and or your #1 back is a very good outside runner.

A similar #1 draw play was used against us a few years ago and it was very tough to stop since the #1 back was completing a huge percentage of passes to the #3 receiver on the edge.

Player Assignments

- X – GOLD
- T – Pulls Inside if uncovered to lead block
- T – BB Split
- G – BB Split
- C – MOMA
- G – GOO Hinge
- Y – GOO Hinge

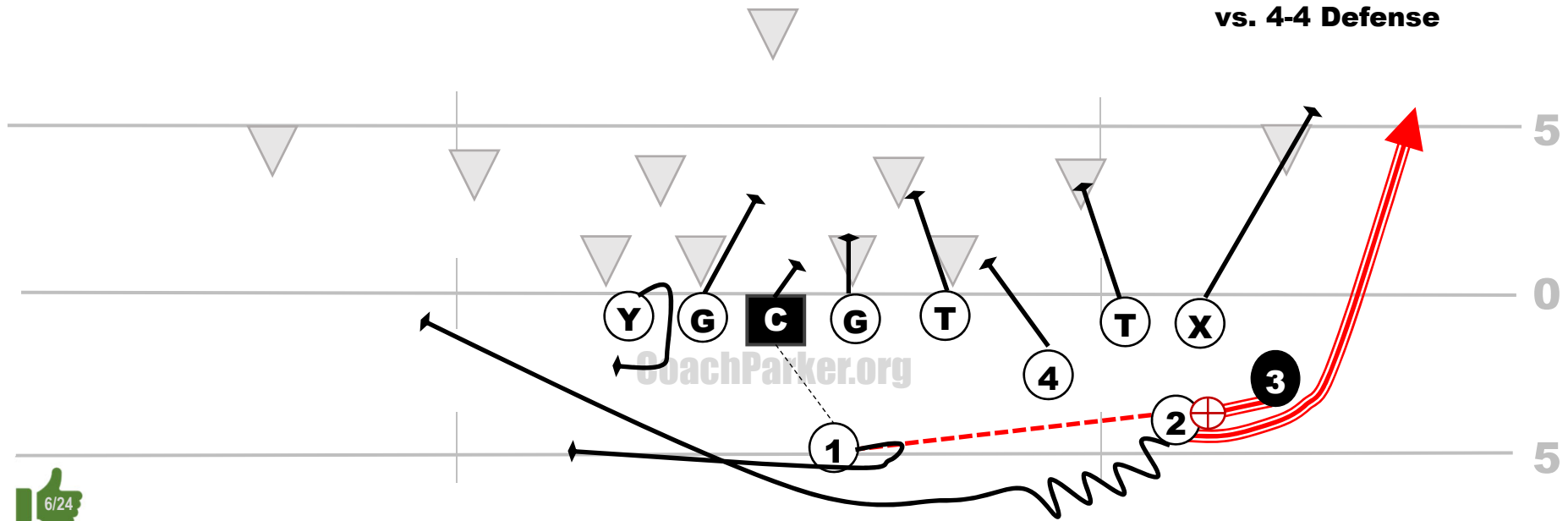
1. Pre-reads Defense, adjusts blocking, receives snap, drops steps, head shoulder fakes to receivers, and Runs to hole.
2. Runs a Go Route
3. Runs medium Out route
4. Chips DE / Contain man and blocks if needed or releases on quick out

Coaching Points

- Great play if you have agile tackles and lineman that can pull
- #1 should shoulder fake to playside receivers then run the draw behind the pulling tackle.
- Run tough and protect the football.
- This play needs to be set up with sweeps and passes before running down the middle.
- Wait till Defense spreads out and gives up the middle.

Gang Rt 2Dmo 3Screen

vs. 4-4 Defense



Play Strategy

This is a twist to the main play out of the Squad formation. It is a quick screen play to #3 with the #2 in deep motion faking a sweep. He has 3 blockers to make a wall.

Player Assignments

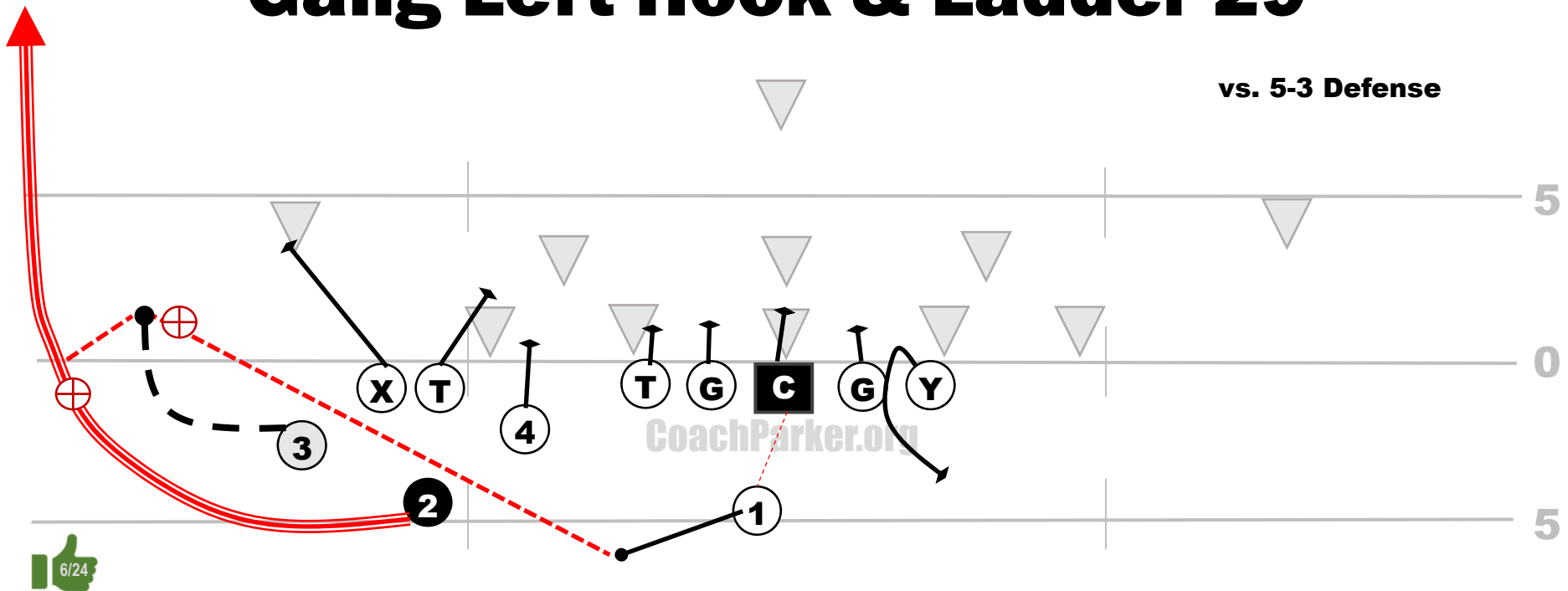
- X – Pass Pro – OLB/CB
 - T – Pass Pro – DE / OLB
 - T – Pass Pro
 - G – Pass Pro
 - C – Pass Pro
 - G – Pass Pro
 - Y – Pass Pro Hinge
1. Pre-reads Defense, adjusts blocking, Receives Snap, Turns and throws quick screen pass to #3 and boots
 2. Runs Deep Motion faking a Sweep
 3. Open to #1 and Runs Quick Screen
 4. Blocks down first man rushing Dog gap between Tackle and Power Tackle

Coaching Points

- Look for the Defense shifting or keying on #2
- #2 make a great fake
- Practice screen throws before game. This is a touch throw.
- Play around with splits to make sure the blocking and passing are at the rights width.
- #1 needs to get football off quickly since little backside blocking

Gang Left Hook & Ladder 29

vs. 5-3 Defense



Play Strategy

Squad Gang is a new and funky formation so throw in the Hook and Ladder and it sizzles into a little trickery.

I watched a 11U team run this on YouTube this season and I added it here to Gang. I look forward to running this play in the Fall of 2019.

I've also had this play run on me in a scrimmage for a TD. It was demoralizing.

Player Assignments

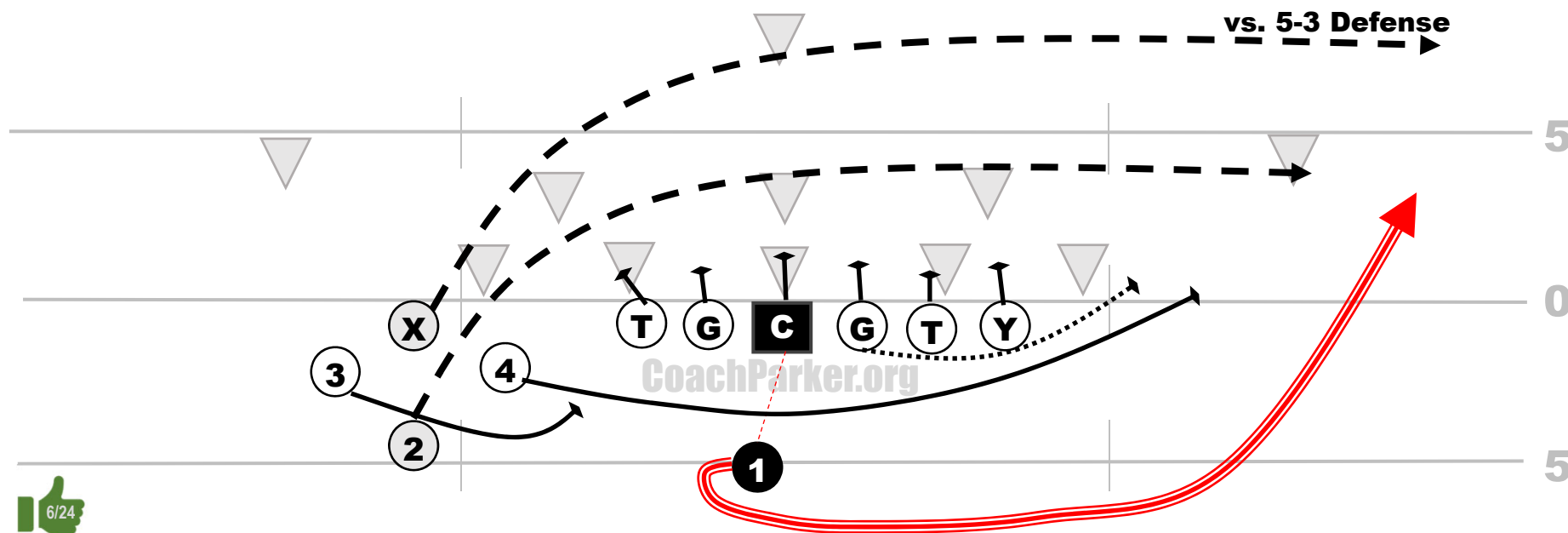
- X – Blocks 2nd man outside of #4
- T – Blocks 1st man outside of #4
- T – Pass Pro
- G – Pass Pro
- C – Pass Pro
- G – Pass Pro
- Y – Pass Pro Hinge

1. Pre-reads Defense, adjusts blocking, Receives Snap, fades three steps to receivers, and throw to #3 on quick bubble
2. Runs Sweep outside of #3 about 5 yards looking for pitch from #3
3. Runs a quick Bubble looking for football early to then pitch to #2
4. Blocks first man outside of Tackle

Coaching Points

- This is a gadget play when you need a long first down and or PAT.
- Look for Defenders unrotated or playing off deep
- If Defenders rushing hard on #2 to get screen, then this play should be open when he sweeps to outside of #3
- Get football out of #1 hands quickly
- You can run routes farther down field also if need be

Diamond Left 1@ Boot 2X Drags



Play Strategy

This is just a simple boot play with the bunch receivers running drags to see if they might be open backside.

#1 should really be concerned with running the boot.

Player Assignments

- X – Runs Deep Drag Route behind FS
 - T – Pass Pro
 - G – Pass Pro
 - C – Pass Pro
 - G – Pass Pro – Pull?
 - T – Pass Pro
 - Y – Pass Pro
1. Pre-reads Defense, adjusts blocking, Receives Snap, looks over at bunch then reverse pivots and runs boot option pass looking for drags
 2. Runs drags behind LBs
 3. Runs Screen - Blocks inside
 4. Check rush then Blocks backdoor

Coaching Points

- Looking for Defense to be rotated heavy to the bunch side.
- #1 should boot hard and only throw if receivers are wide open
- You could adjust blocking with Zone or Reverse blocking to help boot
- Does #1 have speed to beat the Defense to the edge?

Blocking Calls & Vocabulary

- 1) Jaw - Inside Track Block
 - 2) Right / Left Angle Track Block (Roger / Larry)
 - 3) GOD / GODLI – Gap On Down – Inside LB
 - 4) GOLD – Gap on LB Defender
 - 5) GOO – Gap on Outside
 - 6) GOO Hinge – Gap on Outside Bucket Step back
 - 7) Pass Pro - Pass Blocking
 - 8) Wedge – Wedge Block
 - 9) BB Split – Butt to Butt Split Block at Hole
 - 10) Zone – Rat / Lynx
 - 11) Dracula – D - Man Count System
 - 12) Pulling Concepts – See Charts
- ❖ GAP – refers to space between the linemen. GAP rule is block GAP toward the ball or play side for Center.
 - ❖ On or Over – On refers to the defensive linemen who are head up or outside shade of o-lineman, Over refers to Linebackers
 - ❖ Down – Continue blocking the next man on the line.
 - ❖ Downfield – Block down field
 - ❖ GOD – Gap ON Down or Downfield Defender (very popular in youth football.)
 - ❖ GOO – Gap On Over or Outside
 - ❖ ION – Inside Gap, On
 - ❖ MOMA – Man on Man Away
 - ❖ Linebacker – block the most dangerous Linebacker
 - ❖ GOL – Gap, ON, Linebacker
 - ❖ Inside or Outside – block d-linemen in the GAP or On the next lineman to his inside or block outside gap and over for outside call.
 - ❖ Fill – Tells lineman to block any defender in pulling lineman's area
 - ❖ SAB – Severe Angle Blocking – angle blocking scheme at 30% angle on play side either in or out.

Player Types – Center

The Center is your most important offensive lineman. Every offensive play starts with your Center. A bad snap is an offensive drive staller / killer, a possible turnover and a confidence killer for your Quarterback.

Playing Center is very difficult and highly stressful for weak minded less confident players. DO NOT take this position lightly when choosing a Center. The Center must set up the huddle, set up the O-line, grip the football without moving the football all around before the snap, he must hear audibles and then the snap count, deal with QBs not positioning their hands right under his butt, or QBs that whisper the snap count, he must worry about blitzing LBs setting up over his head before the snap, he must snap and then be able to protect himself and block his assignment without being mauled by massive NGs or yelled at by the coach for a bad snap. Make sure you understand what it takes to play Center before choosing your Center.

If you cannot snap the football with confidence, then your offense will NEVER be successful. I see too many youth football coaches forget this fact. One or two bad snaps during a youth football game will usually guarantee a loss.

Make sure to make recruiting and drafting a shotgun Center one of your highest priorities on Offense. Finding or training a good Center should be as or

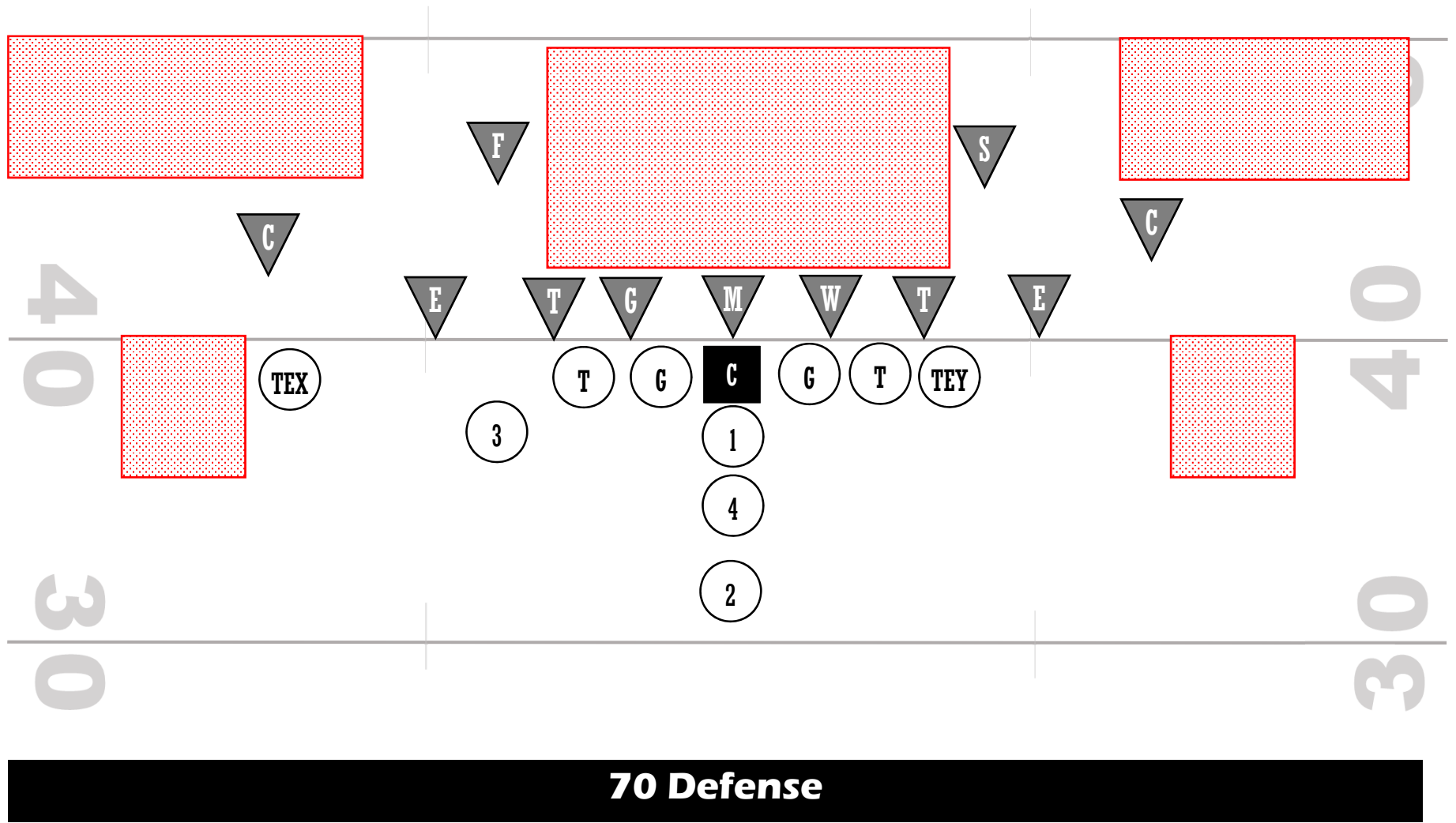
more important as finding a good Quarterback or Tailback. The Center starts the offensive play and without a good Center the offense will stall. You will lose too many games if the more than 10% snaps go over your WQB's head.

Above being an accurate snapper, your Center must be smart, reliable, coachable and always at practice. They must also understand how important their role on the offense is to the success of your football team. A few other traits are good hearing, great hands, understanding parents, and committed to being a Center. Too many coaches turn a guard into a Center. This works in an emergency but rarely works out in the long term since being a Center is very tough and stressful. Players that do not want to be Center do not last at Center for very long.

Centers come in all sizes, but I prefer medium to big Centers with very quick feet, so their size and speed makes it difficult for the defense to penetrate the "A" gaps. I've had small Centers a few seasons and this is ok if your O-Guards are bigger and can protect the Center / "A" gaps. In the WMSO your guards cannot always protect the Center since they might be pulling.

Lastly, your Center must be smart, know how to snap the ball and mistake free. He must also want to be a Center. Choose these traits over size when identifying and choosing a Center.

Attacking 70 Defenses



The Wildcat Multi Spread Offense Playbook by Coach Parker - CoachParker.org

#	SLD	Play Name	Form Fam	Run / Pass
1	62	Tex Left 2Dmo 29 Rocket Sweep	Texas	Run
2	63	Bear Right 2Dmo 2@ Rocket Sweep	Texas	Run
3	64	Tex Left 2Dmo 27 Stretch / Fly Sweep	Texas	Run
4	65	Bear Rt YSplit 2Dmo 28 Fly Sweep	Texas	Run
5	66	Tex Left 2Dmo Direct FB 446 Dive	Texas	Run
6	67	Speed Right 2Dmo Direct FB 445 Dive	Texas	Run
7	68	Fort Worth 11 Draw G-Pull	Texas	Run
8	69	Dallas 2Dmo 12 Draw T-Pull	Texas	Run
9	70	Tex Left 2Dmo 13 Lead G-Trap	Texas	Run
10	71	Mule Snake Lt 14 Trap	Texas	Run
11	72	Tex Left 2Dmo 15 Lead Dive	Texas	Run
12	73	Dallas FBR 2Dmo 16 Lead Dive	Texas	Run
13	74	Tex Left 2Dmo 36 WB Counter	Texas	Run
14	75	Ft Worth 2Dmo 35 WB Counter	Texas	Run
15	76	Tex Left 2Dmo 3@ Reverse	Texas	Run
16	77	War Rt 3Dmo 29 Reverse	Texas	Run
17	78	Tex Left 2Dmo 3@ Dbl Reverse	Texas	Run
18	79	Bear Rt Split Rt 3Dmo 29 Dbl Reverse	Texas	Run
19	80	Tex Left 2Lmo 19 Power Sweep	Texas	Run
20	81	Bear Rt 3Lmo 1@ Power Sweep	Texas	Run
21	82	Tex Left 2Dmo 1@ Boot	Texas	Run
22	83	Dallas 3Dmo 19 Boot	Texas	Run
23	84	Tex Left 2Dmo Direct FB 440 Wedge	Texas	Run
24	85	Speed Rt 3Dmo Direct FB 440 Wedge	Texas	Run
25	86	Ft Worth Snake Rt 3Lmo 2WR 18 Stretch	Texas	Run
26	87	Tex Lt 1x2 Snake 2Lmo 19 Stretch	Texas	Run
27	88	Tex Left 2Dmo 2@ Cut Back	Texas	Run
28	89	Tex Rt 0x2 3Dmo 39 Cut Back	Texas	Run
29	90	Tex Left 2Dmo 29 Sweep Option TD1 Pass	Texas	Pass
30	91	Ft Worth 3Dmo 3@ Sweep Option TD1 Pass	Texas	Pass
31	92	Dallas 2Dmo 19 Swp Opt TD1 Screen Pass	Texas	Pass
32	93	FTW 3Dmo 1@ Swp Opt TD1 Screen Pass	Texas	Pass
33	94	Tex Rt 0x2 3Dmo FB 49 Screen	Texas	Pass
34	95	Tex Left 2Dmo FB 4@ Screen	Texas	Pass
35	96	TexR 0X0 3Dmo Double XTE Pop Pass	Texas	Pass
36	97	FTW 2Lmo 80Y Flare TD1 Pass	Texas	Pass
37	98	Tex Left 2Dmo 29 Rocket Screen	Texas	Pass
38	99	Tex Rt 0X2 3Dmo 3@ Rocket Screen	Texas	Pass
39	100	Dallas Slant Wheel "Southwest" Pass	Texas	Pass
40	101	Ft Worth 0x3 3Dmo Slant Wheel Pass	Texas	Pass
41	102	Dallas 2x0 Slant Wheel Comeback Pass	Texas	Pass
42	103	Dallas 0x3 3DMo Slant 2Wheel Comeback Pass	Texas	Pass
43	104	Tex Lt 2x2 Hook'Ins Mirror Pass	Texas	Pass
44	105	TexL 2x1 Hook'Ins Pass	Texas	Pass
45	106	Tex Lt 2x2 Longhorns Mirror Pass	Texas	Pass
46	107	Dallas 2x0 2Dmo Longhorns Pass	Texas	Pass
47	108	Tex Lt 2x2 4HBL Slanted Arrows Mirror Pass	Texas	Pass
48	109	TexR 1x2 Slanted Arrows Pass	Texas	Pass
49	110	Tex Lt 2x2 Slant Curl Mirror	Texas	Pass
50	111	Tex 3x0 2Dmo Slant Curl Pass	Texas	Pass

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51	112	Tex Lt 2x2 All Go Vertz Mirror	Texas	Pass
52	113	Ft Worth 0x2 3Dmo Go Vertz Right Pass	Texas	Pass
53	114	Dallas Grasshopper Pass	Texas	Pass
54	115	Ft Worth 3HBL 3OutMo Screen Grasshopper Pass	Texas	Pass
55	116	Max 2x0 Lt Stack 4Outmo 2Screen Pass	Texas	Pass
56	117	Max Stack Lt 0x2 4outmo 2Screen Pass	Texas	Pass
57	118	MAX 4WBL Double Curls Quick Out Pass	Texas	Pass
58	119	Ft Worth Max Double Curls 4Sail Pass	Texas	Pass
59	120	Tex Max 1x2 3Q-Out – 4Swing	Texas	Pass
60	121	Tex Max 1x2 3Sail	Texas	Pass
61	122	Dallas 2x1 TD1 Pass	Texas	Pass
62	123	DFW Right Dbl TEs TD1 YTE Lean Pass	Texas	Pass
63	125	Crumbs Left Even 11 Wedge	Cake	Run
64	126	Crumbs Right Even 3Dmo 21 Wedge	Cake	Run
65	127	Cake Left Mega Splits 13 Power	Cake	Run
66	128	Wedding Rt Mega Splits 2OutMo 14 Power	Cake	Run
67	129	Cake Left Mega Splits 23 Power Lead	Cake	Run
68	130	Wedding Rt Mega Splits 24 Power Lead	Cake	Run
69	131	Sheet Left 15 Power	Cake	Run
70	132	Cake Rt Slp NZT 2OutMo 16 Power	Cake	Run
71	133	Sheet Left 25 Power Lead	Cake	Run
72	134	Cake Rt Slp NZT 26 Power Lead	Cake	Run
73	135	Slice Left 17 Power Stretch	Cake	Run
74	136	Sheet Rt 18 Power Stretch	Cake	Run
75	137	Slice Left 27 Power Lead Stretch	Cake	Run
76	138	Sheet Rt 28 Power Lead Stretch	Cake	Run
77	139	Wedding Left 19 Power Sweep	Cake	Run
78	140	Slice Rt 1@ Power Sweep	Cake	Run
79	141	Wedding Left 29 Power Lead Sweep	Cake	Run
80	142	Slice Rt 2@ Power Lead Sweep	Cake	Run
81	143	Slice Even Left 2Outmo Rt Screen	Cake	Pass
82	144	Slice Even Left 2Dmo Left Screen	Cake	Pass
83	145	Wedding Left Even 42 Gut Counter	Cake	Run
84	146	Wedding Right Even 41 Gut Counter	Cake	Run
85	147	Slice Left 3Lmo 29 Reverse	Cake	Run
86	148	Slice Rt 2Outmo 2@ Reverse Sweep	Cake	Run
87	149	Sheet Right Even 13 FB Trap Counter	Cake	Run
88	150	Sheet Left Even 14 Trap Counter	Cake	Run
89	151	Slice Right 13 Quick Ld Counter	Cake	Run
90	152	Slice Left 3OutMo 14 Quick Ld Counter	Cake	Run
91	153	Sheet Even Left 26 Pwr Ld Counter	Cake	Run
92	154	Sheet Even Right 16 Power Ld Counter	Cake	Run
93	155	Sheet Even Left 3@ Reverse	Cake	Run
94	156	Sheet Even Right 39 Reverse	Cake	Run
95	157	Slice Lt Even 1@ Boot	Cake	Run
96	158	Slice Even Right 29 Boot Opt 3Drag Pass	Cake	Pass
97	159	Slice Lt Even 2Outmo YPopPass	Cake	Pass
98	160	Wedding Rt Even 3Bubble Dbl Pop Pass	Cake	Pass
99	161	Crumbs Lt Even Swp Opt TD1 Pass	Cake	Pass
100	162	Wedding Rt Even Swp Opt TD1 Pass	Cake	Pass
101	164	Ace Left 2Lmo 17 Stretch	Ace	Run

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102	165	Ace Rt 2Lmo 18 Stretch	Ace	Run
103	166	Ace Left 2Lmo 29 Jet Sweep	Ace	Run
104	167	Ace Rt 2Lmo 2@ Jet Sweep	Ace	Run
105	168	Ace Left 3Dmo 29 Double Reverse	Ace	Run
106	169	Ace Rt Even 3Dmo 2@ Dbl Reverse	Ace	Run
107	170	Ace Left 29 Rocket Reverse	Ace	Run
108	171	Ace Rt 2@ Rocket Reverse	Ace	Run
109	172	Ace Left Even 3@ Rocket Reverse	Ace	Run
110	173	Ace Rt Even 39 Rocket Reverse	Ace	Run
111	174	Ace Left 2Dmo 41 Gut Counter	Ace	Run
112	175	Ace Even 2Dmo 40 Gut Counter Wedge	Ace	Run
113	177	Jumbo Even 3Dmo 10 Wedge	Jumbo	Run
114	178	Jumbo Even 3Outmo 40 Gut Wedge	Jumbo	Run
115	179	Jumbo Left 19 Power Sweep	Jumbo	Run
116	180	Jumbo Right 1@ Power Sweep	Jumbo	Run
117	181	Jumbo Left Pick Ur Hole (@7) – “Black Jack”	Jumbo	Run
118	182	Jumbo Right Pick Ur Hole (@8) – “Black Jack”	Jumbo	Run
119	183	Jumbo Left 13 Draw	Jumbo	Run
120	184	Jumbo Right 14 Draw	Jumbo	Run
121	185	Jumbo Lt Even 9@ Statue Liberty Reverse	Jumbo	Run
122	186	Jumbo Right Even 49 Statue of Liberty	Jumbo	Run
123	187	Jumbo Right Even 39 Reverse	Jumbo	Run
124	188	Jumbo Left Even 3@ Reverse	Jumbo	Run
125	189	Jumbo Left Even Double Curl 4Quick Out #4 Pass	Jumbo	Pass
126	190	Jumbo Right Even Dbl Curl 4Quick Out #4 Pass	Jumbo	Pass
127	191	Jumbo Left 2Slant 3Wheel #3 Pass	Jumbo	Pass
128	192	Jumbo Rt Even 2Slant 3Wheel Pass	Jumbo	Pass
129	193	Jumbo Left #2Screen Pass	Jumbo	Pass
130	194	Jumbo Right Even #2Screen Pass	Jumbo	Pass
131	195	Jumbo Left Even Flood XFlare Pass	Jumbo	Pass
132	196	Jumbo Left Even Flood YGO Pass	Jumbo	Pass
133	197	Jumbo Left BigR Split Y Slant “Lone Ranger”	Jumbo	Pass
134	198	Jumbo Rt BigL XSplit Slant “Lone Ranger”	Jumbo	Pass
135	199	Worm Left 19 Power Sweep	Jumbo	Run
136	200	Worm Right 1@ Power Sweep	Jumbo	Run
137	201	Worm Left 17 Power Stretch	Jumbo	Run
138	202	Worm Right 18 Power Stretch	Jumbo	Run
139	203	Worm Left Wham 15 Power Dive	Jumbo	Run
140	204	Worm Right 16 Wham Power Dive	Jumbo	Run
141	205	Worm Lt Even 2@ Reverse Opt 3Drag Pass	Jumbo	Pass
142	206	Worm Rt Even 39 Reverse Opt YDrag Pass	Jumbo	Pass
143	207	Worm Lt BigL 19 Roll Out 2QOut XGo	Jumbo	Pass
144	208	Worm Rt Even 1@ Roll Out 2QOut YGO	Jumbo	Pass
145	209	Worm Left Even 2@ Reverse	Jumbo	Run
146	210	Worm Rt Even 39 Reverse	Jumbo	Run
147	211	Beast Left Tank Power Dive	Jumbo	Run
148	212	Beast UC / “Ape” Right Tank Power Dive	Jumbo	Run
149	213	Beast UC / “Ape” Left Even Wedge	Jumbo	Run
150	214	Beast UC “Ape” Right Even 2MDmo Wedge	Jumbo	Run
151	215	Beast Left Even Texan Counter	Jumbo	Run
152	216	Beast Right Even Texan Counter	Jumbo	Run

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153	218	Gang Left 2Screen	Squad	Pass
154	219	Gang Rt 2Dmo 3Screen	Squad	Pass
155	220	Gang Left 2Screen, Xout 3Go or TD1	Squad	Pass
156	221	Gang Rt 2Dmo XoutMo 3Fly or TD1	Squad	Pass
157	222	Gang Left 15 Draw	Squad	Run
158	223	Gang Lt 2Dmo 16 Draw	Squad	Run
159	224	Gang Left 2Outmo 12 Draw G-Pull	Squad	Run
160	225	Gang Rt 2Outmo 11 Draw	Squad	Run
161	226	Gang Left 19 Power Sweep	Squad	Run
162	227	Gang Rt 2Dmo 1@ Power Sweep	Squad	Run
163	228	Gang Left 19 Sweep Opt Flood Pass	Squad	Pass
164	229	Gang Rt 1@ Sweep Option Flood Pass	Squad	Pass
165	230	Gang Rt 3Dmo 39 Reverse Option YCurl	Squad	Pass
166	231	Diamond Lt 3Dmo 3@ Reverse Option YCurl	Squad	Pass
167	232	Gang Left 3DMo Fk Reverse XFly 2Wheel	Squad	Pass
168	233	Gang Rt 3Screen XSeam 2Wheel	Squad	Pass
169	234	Gang Left Hook & Ladder 29	Squad	Pass
170	235	Gang Rt Hook & Ladder 2@	Squad	Pass
171	236	Gang Left 2Screen 3@ Reverse	Squad	Pass
172	237	Gang Rt 2Screen 39 Reverse	Squad	Pass
173	238	Diamond Left 10 Wedge	Squad	Run
174	239	Delta Even Rt 2Dmo Fk Dbl Rvrs 10 Wedge	Squad	Run
175	240	Diamond Left 12 Draw G-Pull	Squad	Run
176	241	Diamond Rt 2Outmo 11 Draw	Squad	Run
177	244	Diamond Left 2Screen 3@ Reverse	Squad	Run
178	245	Diamond Rt 2Screen 39 Reverse	Squad	Run
179	246	Diamond Left 42 Gut Counter	Squad	Run
180	245	Diamond Rt 2Outmo 40 Gut Counter	Squad	Run
181	246	Diamond Left 2@ Reverse	Squad	Run
182	247	Diamond Rt 3Outmo 29 Reverse	Squad	Run
183	248	Diamond Left 2Screen 3Go	Squad	Pass
184	249	Diamond Rt 3Go 2Screen	Squad	Pass
185	250	Diamond Left 2Screen YFlare	Squad	Pass
186	251	Delta Even Rt 2DMO 3Drag YFlare	Squad	Pass
187	252	Diamond Left 1@ Boot 2XDrags	Squad	Pass
188	253	Diamond Rt 19 Boot 3XDrags	Squad	Pass
189	254	Diamond Lt 3DMo XGo 2Wheel 3@ Sweep	Squad	Run
190	255	Diamond Rt Fly Wheel 3Mo 39 Sweep	Squad	Run
191	256	Simple Left 2Screen	Squad	Pass
192	257	Simple Left Monster Mash	Squad	Pass
193	258	Delta Left 2Dmo 3Go Pass	Squad	Pass
194	259	Delta Even Rt Dmo 2Screen 3Go Pass	Squad	Pass
195	260	Delta Left 2Lmo 29 Jet Sweep	Squad	Run
196	261	Delta Rt Even 2Dmo 47 Counter	Squad	Run
197	262	Sail Lt 3Lmo 29 Sweep	Squad	Run
198	263	Sail Rt Even FB Trap 23 Counter	Squad	Run
199	264	Sail Lt 2Swing 3Go	Squad	Pass
200	265	Sail Left 3Lmo XGo 2Screen	Squad	Pass