

Formation: Gun Bunch

Play: Curl Flat

Setup:

1. Block HB
2. Streak TE
3. Out route B/Circle
4. Drag X/Square

Reads:

1. The out route quickly in the flats
2. The Streak route down the seam vs a vacated middle of the field
3. Deep Corner route vs a cover 2 look
4. Backside drag

Overview:

In the video, I ran this play flipped just to give you a look at what I like to do from bunch and that you can run the same setup flipped if you mirror it. You are going to want to immediately look at the out route and take it if it is there. If not, then you start to work your eyes upfield and look inside toward the tight end. The money route is our deep corner vs cover 2, but you don't want to stare it down and miss wide open reads earlier in the progression.

Play: Pa Post

Setup:

1. Drag TE

Reads:

1. Drag to the tight end right away
2. High low in the flats between the C route to the left WR and the Drag
3. Backside high low between the slant and the angled route to the slot

Overview:

This is probably the most popular play in madden 18, and with good reason. The play action will help protect you from any blitzes your opponent sends, and then you have a pressure release and multiple high lows that really stretch the defense vertically.

Play: HB Base

Setup: none

Overview:

This is by far the most dominant run from a gun bunch formation. The reason I love New England's gun bunch is because it has all the passing plays I want, but it also has the best run from this formation that cannot be found in a lot of other playbooks with gun bunch. You can run base all the way down the field until your opponent accounts for it, and when they do it will leave our passing plays wide open.

Play: Corner Strike

Setup: Drag A/X

Reads:

1. Table route to the HB
2. Drag route to the slot WR
3. The C route to the single WR side

Overview:

This setup is a great 3 man read to the left side of the field. That is the side that we want to focus on because it is very hard to stop all 3 of those routes that attack the same area of the field. If the table route gets overplayed, we have the C route overtop. Those two routes will force the flat routes to jump out to the sideline, leaving the drag wide open behind.

Play: Corner Strike(bomb)

Setup:

1. Max protect, then slide protect to the bunch side
2. Drag X/Square
3. Fade A/X
4. Motion B toward the sideline, hike right before he sets or let him set and then hike.

Reads:

1. Corner route vs cover 3,4,or man
2. The fade route vs a cover 3 or 4 look, pass lead to the sideline

3. The backside drag

Overview: If our opponent is sitting in a cover 3 or cover 4 look, this play will get them out of it very quickly. This is a great one play touchdown that happens because that corner route will bring down the outside third defender and that deep middle third will not be able to get to the fade fast enough. Pass lead it high and outside and it will be a touchdown if given a cover 3 defense like shown in the video. If it is not there, we have our dumpdown drag.

Play: Verticals

Steps:

1. Max Protect, then slide protect to the bunch side
2. Streak the slot WR
3. Drag the single WR backside

Reads:

1. The streak to the slot right away
2. The wheel route quick throw if the flat is not there
3. The deep wheel downfield, pass lead to the sideline
4. Backside drag

Overview:

This is a great play because it has quick throws but can also beat your opponent deep down the field. Vs cover two it puts your opponent's deep safety in a bind, and forces them to either guard the wheel or the streak. Whichever one they guard, we will throw the opposite. We also have our backside drag as a safety route.

Play: Pats Sail

Steps:

1. Streak the slot WR (we restreak him to get rid of the bad release)
2. Block HB
3. Slant/In/Drag the B/Circle Receiver, depending on what you see from your opponent

Reads:

1. Your TE quick in the flats
2. The streak quick throw

3. A high low between your Post and your B/Circle WR
4. The post route late toward the sideline

Overview:

Pats Sail is a great play because you have a post that is unguardable vs zone and also kills man. That is the route that we base the setup around, and all the other routes on this play are built to either open up the post or for the post to open up the rest of the routes. Once you throw the post late to the sideline a few times, your opponent will overcompensate for it and leave all the other routes open.

Formation: Tight Slots

Play: HB Wheel(bomb)

Steps:

1. Block HB
2. Out route B/Circle, or X/Square if flipped

Reads:

1. Drag to our TE or slot WR if flipped
2. Corner route with the high-low read
3. Deep bomb to the post; quickly vs a cover 2, or let it develop vs cover 3 or cover 4

Overview:

This is another deep coverage bomb like shown from Corner Strike in Gun Bunch. This one however has one less player blocking which will give us an additional read. The out route is never really a viable option on this play, which will give us a 3 man read. We first want to look at the drag, and hit it if it is wide open and take what the defense gives us. If it is not, look for the corner route, and also you can peek the post and see what defense it is in. I never wait on a play and skip wide open reads just to try and bomb, but if you see that the bomb is there and you have time then be patient and then throw it overtop.

HB Wheel(regular setup):

Steps:

1. Drag the TE

Reads:

1. The quick drag right away. If it is open, take it until your opponent covers it.

2. Quick glance at the HB Wheel. If the flat zone isn't there, throw it

3. The corner route if the drag route pulls the flat zone down

4. A high low between the deep post and the dig route

Overview:

This is a very deadly play because we have all 5 players sent out on a route. We have nobody blocking, but we have multiple pressure releases that we can go to if your opponent does try to blitz you. The routes on this play attack every area of the field and really space out the defense.

Play: Drag Cross Ups

Steps:

1. Streak X/Square

2. Streak or Drag B/Circle(both looks shown in video)

Reads:

1. The quick throw to the streak routes down the seam, or the drag if you chose to drag one of the WRs

2. The quick throw to the wheel routes if no flat routes

3. The deep bomb to the streak, or the pass to the wheel in the vacated zone

Overview:

This is a very unique look that can be hard to duplicate in any other playbook. It is a good play to mix in with HB wheel and this play attacks areas of the field that are extremely hard to guard all on the same play. With the same setup, you can quickly throw a seam, bomb the defense vs a cover 3, and also get a deep wheel in the hole shot vs a cover 2 defense.

Play: HB Dive

Steps:

1. ID the mike on your opponents user to prevent shooting the gap
2. *Optional* Motion the A/Square receiver in and hike when he passes the right tackle

Overview:

This is a great up the middle run which you can either quickhike, or set up with a lead blocker by motioning the right slot WR across the formation but hiking pretty much as soon as he goes in motion. It is a good play to mix in with these great passing plays, and also with our other running play to create a good running combo.

Play: HB Draw

Steps:

1. ID the mike on your opponents user to prevent shooting the gap
2. *Optional* Motion the A/Square receiver in and hike when he passes the right tackle

Overview:

This is play two from our running combo from undercenter tight slots. This play is a great mixup because although it hits generally the same area that the HB Dive does, the timing on this play is much slower. What this will do is cause the defense to drop back into coverage and also possibly confuse our opponent and get him to step away and guard the pass. Make sure with any draw that you lay off of the turbo button until you are committed to a hole.

Formation: SB Ace Slot

Play: HB Slant 18

Steps:

1. Slide protect to the stretch side
2. ID the outside defender

Overview:

This is the first play in our 3 play running scheme. I primarily run this formation from the 10 yardline and in, but you can also run this running

scheme anywhere on the field. Playmaker the run to whichever side has the numbers advantage for you offensively, ID the mike as the outside defender, slide protect that side, and hit the edge.

Play: HB Dive

Steps:

1. ID the mike on your opponents user to prevent shooting the gap
2. Pinch Offensive line/Slide protect down

Overview:

This play is a perfect counter to the HB Slant 18 that will hit right up the middle as opposed to the outside Slant run. That is why prefer this formation in the redzone, it has a great outside run but also the best inside run in the game which is this halfback dive. It is a quick hitter and I like to come out and try to hurry and ID the mike and then get the snap off. You can also quickhike the play immediately out of the huddle to try and catch your opponent off guard.

Play: HB Draw

Steps:

1. ID the mike on your opponents user to prevent shooting the gap

Overview:

This is the perfect play to add to our inside/outside run combo from HB Slant and HB dive. What makes the draw so perfect is because it has a different timing than both the other two run plays. The draw allows us to be more patient at the line, see the defense and really react before we even have the ball. Your opponent will not be expecting a draw from undercenter in the redzone and the draw will absolutely kill the most popular redzone defense, which is cover 4.

Play: PA Scissors Flood

Steps:

1. Drag the left tight end
2. Slant the right side tight End
3. Smart route both the post routes to the WRs

Reads:

1. Quickthrow; read the mesh between the slant and the drag
2. Highball to whichever wide receiver is open first

Overview:

This is a really dominant play because we have two high ball routes in the endzone that will hit at different times, so you can really read whichever one is open or wait until one clears the zone and then throw it after the zone jumps on the other post. Those post routes make the play, but what really works is the quick throws to either the slant or drag. If both quick routes are taken away immediately and after they clear the yellow zones, then one of the post routes will be open for a high ball(LB/L1+Up on the left stick).

Formation: Gun Trips TE

Play: Drive Post

Steps:

1. Out route the HB

Reads:

1. Quick out route to the HB if no hard flat
2. Corner route to the tight end if the out route sucks down the flat zone
3. High low between the post and the drag to the Y/Triangle WR
4. The outside drag late

Overview:

This is a great play because it attacks the levels of the defense in two areas of the field, the right side and the middle. Our first read will be to the right where we have a high low between our corner and out route. If that is locked up, switch your eyes to the middle of the field where we have the post and the drag as a high low.

Play: PA Shot Wheel

Steps:

1. Fade the tight end
2. Put the B/Circle route on a hitch route

Reads:

1. Quick throw down the seam to the Tight End

2. Playmaker the hitch to B/Circle; if no hard flat zones playmaker to the sideline, if there is a hard flat playmaker him inside across the field
3. The Y/Triangle route open early or late toward the sideline
4. The deep post to X/Square between a cover 2 or beneath the zone

Overview:

I love this play because I love how you can attack the defense differently with just that playmaker hitch route. You can choose where to attack the defense post-snap which is a very useful tool. This play also has a deep over route that has to be user guarded, and a deep post.

Play: PA Counter Go

Steps:

1. Fade or Streak X

Reads:

1. Speed out to the tight End
2. The over route to B/Circle, you can lob it to the sideline vs cover 1
3. Speed out to the Middle WR on the left side of the field

Overview: All plays in the eBook from this formation will beat man, but this play is specifically meant to kill man from 3 different receivers. If your opponent is in man they will not be able to stop all 3 routes on this play. The speed outs are man killers regardless of who is guarding them, and then the over route will also consistently get 3+ steps of separation.

Play: PA Slot Corner

Steps:

1. Streak X/Square
2. Hitch route Y/Triangle
3. Streak the Tight End

Reads:

1. Quick throw to the TE down the seam
2. Read the flat zone and what type it is. Hard flat=throw the corner, cloud flat or purple zone=throw the hitch

Overview: All our plays from Trips TE attack the middle of the field or attack the right side of the field, so we need a play like PA Slot corner to attack the left side of the field as well. We have the hitch in place of a flat route or

out route just to give us the option to playmaker him across the field, but what we really want to read is if someone is hugging the hitch route, throw the corner, and if someone is backed off of the hitch route just throw it and get up the field.

Play: 45 Quick Base

Steps:

1. ID the mike on the middle defender to the left side

Overview:

I love the HB base in this game, and any run play in the game is deadly when running it to the trips side if your opponent does not have the correct amount of people on that side of the field. We have 6 blockers on the left side of the field, and if your opponent does not have an adequate amount of defenders on that side then you will be able to run this play until they choose to adjust to it and sent more defenders over to that side.

Formation: Singleback Y Trips

Play: WR Post

Steps:

1. In route the B/Circle WR(leave him vs a cover 2 and you can hit the post between the safeties)

Reads:

1. Drag to the TE right away
2. Wait on the drag and then high low between the drag and C route
3. RB/R1 across the field on the over
4. Checkdown to the backside in route

Overview:

The reason I love this formation is because of what it allows you to do by manipulating your opponents cloud flats. If there is a cloud flat on the left side of the field, it will automatically man up to the left side WR. This will in turn allow the c route to work every time because it is a man beating route. We also have 3 routes over the middle at different times that will create a nice levels sort of play.

Play: PA boot Rt

Steps:

1. In route RB/R1

Reads:

1. Whip route right away in the flats if your opponent does not have a hard flat
2. The in route over the middle to RB/R1
3. The deep over route to X/Square

Overview:

As shown from multiple other plays throughout this eBook, the deep over route is extremely tough to guard from any formation. This one in particular gets across the field in a hurry but will still get underneath any deep zone whether it is a cover 2, 3, or 4. It is also a man beating route so it is an extremely tough play to stop.

Play: HB stretch

Steps:

1. Slide protect to the stretch side
2. ID the mike on the inside linebacker to the stretch side
3. *Optional* playmaker run to the other side and motion over RB/R1

Overview:

This run gives you a few different options from it. You can run it as is, using the ID the mike and slide protection to hopefully set you up for a big run off the right edge. You can playmaker the run to the left, motion the wr across and run it to the left side. You can also make it look like you are running it to the left side with the same motion, but in turn still run it to the right side.

Play: Pump HB Draw

Steps: None

Overview:

This is a great mix in play to combine with the HB Stretch. As I said in other formations, I am a huge fan of HB draws in undercenter formations. The timing is slow and allows you to read the defense before you even get the ball, so once you do you can get to your hole and go. It is also a great mix

in because it fakes the pass to the bubble screen, which is the last play I break down.

Play: Bubble Screen

Steps: None

Overview:

The bubble screen in madden 18 is an extremely effective route vs all coverages. As shown in the video, there are very few ways that you can stop this bubble screen without using it. If you notice your opponent is using the bubble screen and playing that far out wide, then it puts them out of position vs every other play that we run from this formation. The bubble screen is a great play but should be saved for short yardage situations.