

MADDEN SCHOOL

Madden 19 West Coast Offensive eBook

Formation: Gun Bunch Wk

Play: Stick (cover 3 beater)

Setup:

1. Fade the slot WR

Reads:

1. Flat route to TE
2. Corner route
3. Deep bomb to the slot WR
4. Backside slant

Overview:

This play should be run with the bunch side to the wide side of the field. We have a corner flat combo on the bunch side that beats zone coverage, and then also have a safety route backside and a deep bomb in case we are faced with a cover 3 with no inverted outside corner. If the corner is inverted, that then opens up the corner route even more.

Play: Mesh Post (regular setup)

Setup:

1. Optional** Block the RB

Reads:

1. Quick flat route to the TE
2. Double drags over the middle
3. Deep Post (optional high ball depending on coverage/opponent's user)

Overview:

Mesh post has been one of the most effective plays in the game for the last two years. The deep post is extremely hard to guard, especially when faced with a high low underneath with the drags that must be user guarded or shaded down to take away. You can mix in this play when your opponent begins to focus on taking away some of the sideline attacks that we use.

Play: Mesh Post (Max protect)

Setup:

1. Max protect

MADDEN SCHOOL

2. Fade slot WR if expecting zone look

Reads:

1. High low with the post/drag
2. Run with QB, possible bomb to fade if the right look

Overview:

This is our first max protection play and it is going to be our only setup where not really every route is viable. You can leave the slot on a drag if you would like for an extra read, but I like to fade that WR to open up the window for the post more and clear it out. Usually when you run mesh post you will have the drag or post open, but if not then here I will look to scramble or just throw it away and live for another down.

Play: Deep Corner

Setup:

1. Wheel the HB
2. In route the left WR

Reads:

1. High low to the corner/flat
2. High low with the in route/post
3. Wheel route to the HB after he clears the flat zone (post will pull the deep zone)

Overview:

This is one of two plays from the gun bunch formation that I like to send 5 routes out on. With the blitz heavy defenses that are in the meta now, it is not always necessary to max protect and at times I like to send 5 routes out and make good solid reads. We have multiple high low reads and three hot reads to the flat route, wheel, and in route. We also have 2 deep hitters that we can attack over the top as well.

Play: Z Spot

Setup:

1. Max protect
2. Fade the outside bunch WR
3. Drag/In route single WR

Reads:

1. Single WR route across the middle of the field (can read it late too)
2. Corner route to the sideline. Be patient, we are max protecting so we will have time
3. Fade vs a cover 3 if the deep zone shoots out to guard the corner route

Overview:

MADDEN SCHOOL

There are times where we need to max protect, and I like this setup because we can max protect and still have 2-3 viable routes. We have the deep corner route that beats man and gets behind any zone so if the flat zones match it, it will still get open. Then we also have a safety route backside, and a possible deep bomb if the play works like our Stick setup does.

Play: Verticals (5 route setup)

Setup:

1. Streak HB
2. Motion outside WR to the sideline and hike before he sets

Reads:

1. Quick throw to the motion-out wheel
2. TE on the Wheel
3. Streak to the HB
4. Over route to the slot WR

Overview:

With 5 routes out, we usually will not have that much time to throw it to the 4th read. However, we have a lot of quick hitters on this play to combat whatever blitz our opponent will send at us. I like to go to this play on a short yardage down and distance like 3rd or 4th and 1. Opponents tend to blitz so it gives us an easy option to hit our quick reads. If we do not get blitzed, be patient and make the open read or wait until the deep over comes open if nothing is open quick.

Play: Verticals (max protect)

Setup:

1. Max protect
2. Drag the single side WR
3. Motion the outside WR to the sideline, hike before he sets

Reads:

1. Quick throw to the motion wheel
2. High low with the drag and the over route

Overview:

While max protecting, we still keep our best route with the wheel route and then also have a high low with the drag and the over route. It keeps the opponents from using our most important route and then makes them pick between one or the other.

Play: Inside Cross

Setup:

MADDEN SCHOOL

1. Fade the outside bunch WR
2. Streak the slot WR
3. Block the TE
4. In route the single WR and smart route him
5. Motion outside WR out, hike before he sets

Reads:

1. Quickthrow down the seam to the streak
2. Outside pass lead to the outside fade
3. RB route across the middle after he cuts
4. Safety in route on the backside

Overview:

This is a play that allows us to utilize our runningback on a route different than a simple wheel or fade route. There aren't many good RB routes out of Bunch, and this setup allows us to hot route a cover 2 beater concept while having an effective RB route and a safety route as well.

Play: Deep Attack (regular setup)

Setup:

1. Flat route the TE
2. Fade the slot WR
3. Motion outside wr toward the sideline, hike before he sets

Reads:

1. Flat route right away
2. Fade down the seam
3. High low with the in route and the deep post

Overview:

This is a play I like to go to when I want to balance out how my opponent plays mesh post. A lot of focus will go to guarding that post from the bunch side, and with this play you get a post route from the single WR side. With most plays I like to have that post with a high low read with it, so here I use the stock in route and motion it to the outside to give better timing with the read.

Play: Deep Attack (max protect)

Setup:

1. Max protect
2. Fade slot WR
3. Hitch route the outside bunch WR

MADDEN SCHOOL

Reads:

1. Fade down the seam
2. Playmaker the hitch route either inside or outside depending on coverage
3. Post over the middle

Overview:

This is another max protect setup, but with this one we get a playmaker hitch to go along with our deep post route over the middle. Playmaker hitch is not as good as it was last year, but is still effective both against man and zone. Our opponent will either have to give that up or jump it, and if they jump the hitch we are max protected so we have time to wait on our deep post.

Play: HB Draw

Setup:

1. *Optional* Motion the outside bunch WR inside a few steps and hike for extra blocking

Overview:

This is the only run I like to go to from Gun Bunch, unless for some reason the situation calls for an HB sweep. I do not like to run a lot from this formation but a HB draw is great to keep the defense honest and give something that the opponent must respect. If they do not respect the draw then we will keep on running it until they adjust.

Play: Any – Flat Concept

Setup:

1. Flat route the outside bunch WR
2. Wheel HB
3. Flip the play

Reads:

Depending on which play you run it from, the read will be different. I like to run it out of Deep Corner mostly, where I also hitch the slot WR. I like to wait until the HB cuts upfield then pass lead him inside and cut it off

Overview:

This is a nice wrinkle to mix in, similar to how people set it up with a Gun Trey or Trips TE look with the HB wheel. We have to flat route and then flip because you cannot put the outside single WR on a flat. I save this for late game scenarios when I know I need a first down.

Play: Flipping Concept – Any play

Setup:

Watch the video in detail to see the specific ways you can utilize this concept

MADDEN SCHOOL

Overview:

This is another way to play mental games with our opponent. As broken down in the video, you can hot route a receiver and then when it flips your hot route will still be the same. In doing this, you can hot route a receiver before you flip the play, and that same WR will be in the route you want after flipping. I break down a few different cases where this will be useful in messing with our opponents adjustments.

Formation: Doubles Y Open

Play: QB Draw

Setup:

Highlight the RB and hold either left or right on the left stick

Overview:

This is a glitchy way to get an instant QB Draw from an undercenter formation. It can break vs regular defenses but I like to go to it in a short yardage situation.

Play: Inside Cross

Setup:

1. Drag the slot WR
2. Fade the TE
3. Comeback the stock comeback
4. Block HB

Reads:

1. Drag right away
2. High low with drag and comeback
3. In route over the middle, possible high ball

Overview:

This isn't going to be a play we run often but it is a play that we can go to when we want to keep our opponent honest from this formation. We do not want to let people key in on the QB Draw so mixing in this play with good concepts and a good in route keeps our opponent honest.

Play: Bubble Screen

Setup:

1. Drag the outside right WR

Reads:

1. Bubble screen

MADDEN SCHOOL

2. Backside Drag

Overview:

One of the reasons why I like this bubble screen is it is something our opponent must respect quick to the left, but we can also hot route from it. I like to put our safety drag on the right just in case it the screen is not open.

Play: HB Dive

Overview:

I like to mix in the dive along with the QB draw because it is different timing. I will usually run the draw when it isn't a short yardage situation but being able to spread out the defense allows the draw to be super effective unless they manually bring defenders inside to stack the box. If they do that, it will open up our passing plays.

Formation: Doubles North

Play: Stick (redzone)

Setup:

1. Smart route the stick route
2. Wheel the HB

Reads:

1. Low ball to the stick route/flat if they don't have a zone
2. Slant over the middle
3. RB on the wheel

Overview:

This is my go to redzone passing play. There are too many things to guard with both flat routes, the stick route, slant for a high ball, or the RB on the wheel. When you factor in our two run plays as well, this is an extremely hard redzone play to stop.

Play: HB Pitch

Overview:

This is one of our two runs from our redzone scheme. It gives us a good outside run that we call when it looks like the defense is stacked inside and not trying to close off the edge. We can also spin back inside if we call it and the defense flies out to take the edge away.

Play: HB Ace Power

Overview:

MADDEN SCHOOL

This run works perfectly as a one two punch with our HB pitch play. When they know we have the pitch play they will work to take the outside away, then we will hit them with the ace power and have a pulling guard to clear the way through the middle.

Formation: Singleback Y Trips

Play: China Smash

Setup:

1. Flat route the slot WR
2. Block the RB

Reads:

1. Quick throw to the flat if no flat zone
2. High or low ball to the TE
3. In route across the field
4. Deep post over the middle

Overview:

Play: Square Out

Setup:

1. Drag the slot WR
2. Drag the single side WR
3. Fade the TE

Reads:

1. High ball to the TE
2. Double drags
3. Deep Post over the middle

Overview:

This play works well because it is similar to our china smash play, however we have the post coming from the other side. Opponents try to man up the post route to take it away, but with this play now we can run a post from either side of the field. The fade route clears out the middle and then we have safety drags underneath as well.

Play: HB Draw

Overview:

Undercenter draws have been extremely effective in madden for years, and this one is a perfect run for us out of Singleback Y Trips because we do not have a regular dive. To stop our two

MADDEN SCHOOL

passing plays they will need to drop more back into coverage, which is a perfect time to mix in the draw.

Play: HB Toss

Overview:

This toss is extremely glitchy with our outside blocking. It is similar to the popular toss people run out of the Singleback Trio formation because it just gets excellent blocking on the perimeter. We also have reach blocks by our lineman and our play side guard pulls so it does a great job of sealing off the edge.

Formation: Gun Tight Slots

Play: PA WR Seam (playmaker hitch)

Setup:

1. Hitch route the left slot WR
2. Streak the right outside WR
3. In route the TE
4. Motion the TE in a few steps and hike so he blocks

Reads:

1. Quick throw the streak with inside pass lead
2. Playmaker the hitch inside or outside
3. Deep over route

Overview:

This play has been a staple in my west coast offense for the past 3 years. The over route that we have is quick and it gets over the top of any flat zones to the sideline. We also have a playmaker hitch that gives us more control to attack wherever the hole in the zone is.

Play: PA WR Seam (double drags)

Setup:

1. Drag the TE
2. Drag the slot WR
3. Streak the right outside WR

Reads:

1. Double drags over the middle
2. Streak route down the seam
3. Over route to the left outside WR

MADDEN SCHOOL

Overview:

Play: Bench swap

Setup:

1. Fade the TE

Reads:

1. Table route to the RB
2. Out route on the left side
3. Either corner route

Overview:

The bench concept has been a staple in madden for years as it is an excellent way of attacking the sidelines. I prefer the bench swap play over the bench switch because this one gives us a table route to the RB and lets us utilize an extra route, rather than the blue route that comes with bench switch.

Play: HB Draw

Setup:

1. Motion the TE inside and quick snap (same motion as first setup from PA WR Seam)

Overview:

Motioning in the TE allows us to get a bit better blocking with the draw, and I also like the motion because it is the same exact motion that we run from the first setup of PA WR Seam. This means once we show the motion look once from PA WR Seam, they will not be able to key in on the motion when we run draw since we make it all look the same.