
CHAPTER SIX

GO Family

HB Sweep.....	45 / 26 G.O.
HB Power.....	45 / 26 G-Lead
TB Guard Trap.....	31 / 32 G
Counter	24 / 43 Counter
Boot & Waggle	17 / 18 G.O. Pass

The offense can still be very effective if you eliminate 26 & 45 G.O. and replace it with Liz 28-O and Rip 47-O. You would still run Guard Trap (32-G) and Waggle (17 GO Pass) off the flat Liz/Rip motion fakes. I highly recommend this if your program is in the first year of installing the Wing T because teaching and perfecting 26/45 G.O. takes an enormous amount of time.

Since 26 G.O. and Down 36-O are sister plays that put the DE in conflict, if you replace 26 G.O. with Liz 28-O...then you must then run Down 36-O with flat Liz motion. Do this if you do not have a good tight end.

FOOTWORK: G.O. FAMILY

Quarterback: The only family with QB back to the defense. The QB always pivots off midline with his playside foot so TB always has midline. QB has to hide ball in belly. Do not fake to any backs. After TB goes by him first, followed by the Wing back, he counts “1-thousand one” before making his GO pass fake.

Tailback: On 32-G your TB will want to take his first step at the 2 hole or he will jab laterally with his left foot thinking he has to “go around” the QB. He has to explode right at the crack of the Center’s butt trusting that his QB will pivot out of his way.

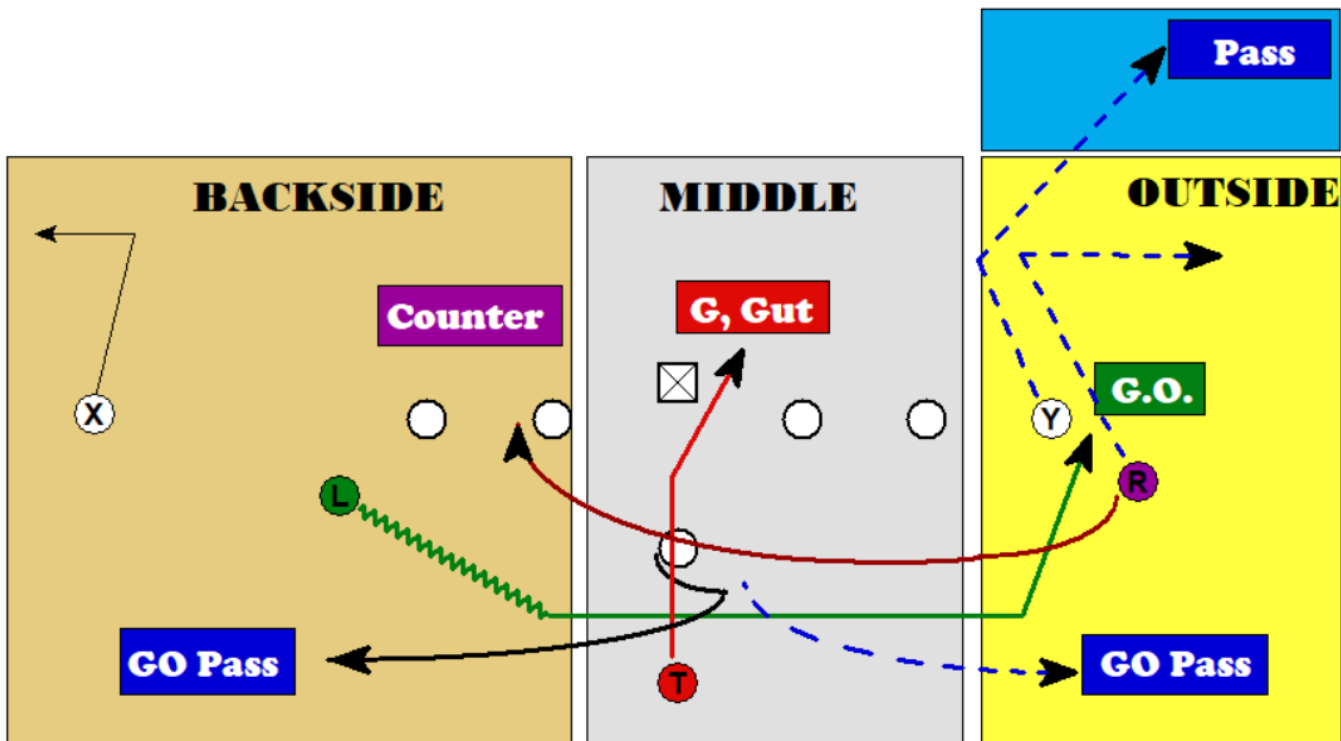
Wingbacks: L or R three step motion aiming for 4 yard landmark between the QB and TB. Ball is snapped at outside leg of Guard, which should be Wing backs 2nd step. The TB passes the QB first.

It is often said by critics that the wing can’t block the DE. DE will squeeze or lean inside as TE down blocks, making this block easier for the wing. If DE “throws and crossface” wing block, aim the helmet in his back. Wing must violently explode into the hip of the DE, almost leaving the ground. This is referred to as a “torpedo block”. After contact, the wing slides down the DE’s legs, ending on all fours, a “crab block”. Must time up with ball carrier and backside G pull to arrive as wing hits the ground.

Defensive Conflict: If DE is inside shade of TE or squeezing really hard, G.O. is a good play because the DE can be down blocked. If playside ILB is blitzing B-gap or scraping really hard, run 32-G. If backside ILB makes tackle on 32-G, run GO Counter. If they blitz backside OLB when WB goes in motion, run GO Pass with TB in flats. If they blitz playside OLB, run 26 GO Pass and hit TE on a SCOUT route in flats.

G.O. (Bucksweep)

The Bucksweep is the essential wing-t play, with a block down in the hole, a kick out in the hole, and lead blocker through the hole. Combined with the misdirection of the FB on the midline and the myriad of plays off the Bucksweep, this play has become an essential, the bread and butter, part of the offense.



BUCK STEPS

- ▣ **QB spins on playside foot**
 - Buck Right, Spin on Right foot
 - "Spin" off the midline
 - TB goes first on the midline
 - HB goes by second at 4yd landmark



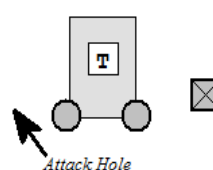
PISTOL WING T

PLAYBOOK TERMINOLOGY

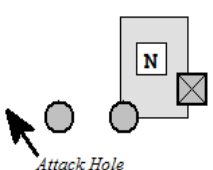
My Book: "Wing-T: PRACTICE & DRILLS MANUAL" has detailed pictures of each technique

All of these techniques are easier to perform with linemen knuckles even with the center's heels creating 1yd separation

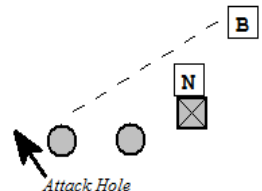
Gap-Down-Backer



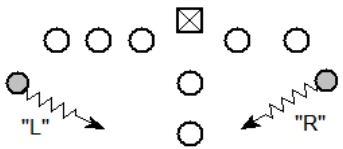
GAP ZONE.
Area away from Attack Hole from bridge of the players nose.
This can be a GAP or a DOWN block.



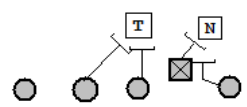
DOWN ZONE.
Area away from Attack Hole all way to the center. This block requires a flat, lateral 1st step with flat crossover 2nd step



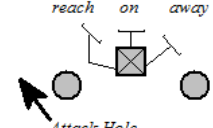
BACKER
If nobody in Gap or Down, get LB. In this example have to see centers helmet between you & NG



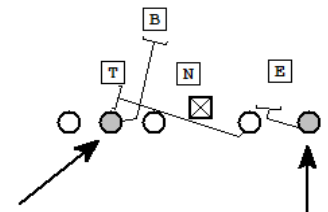
Implied Motion
If a motion has quotations around it "L" or "R"; that player has to know he goes in motion. We won't say or signal the motion in the playcall. L or R motion that is not normally done will not have quotations and will be said or signaled.



Double Team
LG and LT are traditional double team.
LG is POST; LT is LEAD.
C and RG are not. Center is "away" and right guard is reaching

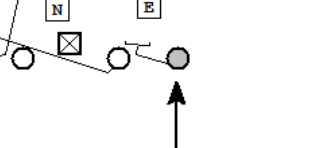


REACH - ON - AWAY
REACH is gap towards Attack Hole ON is a man between your feet. AWAY is area away from Attack Hole, but different technique than GAP.



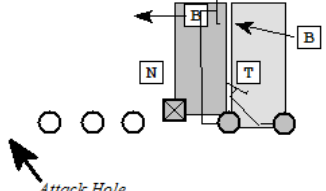
Escape to Backer

PLAYSIDE: The kickout man is ON you. Lateral step, grab grass, kiss the bicep and block nearest LB



Pull Check

BACKSIDE: DL is in gap between you & puller. "superman" dive across his thighs. or reach if you can get your helmet across

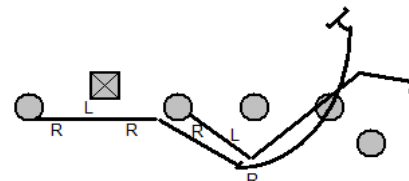
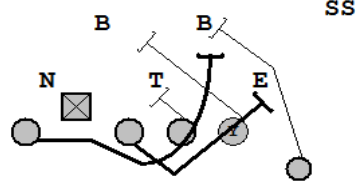


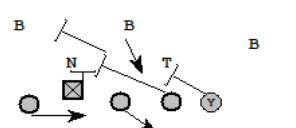
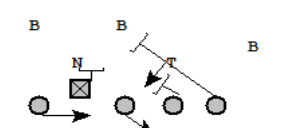
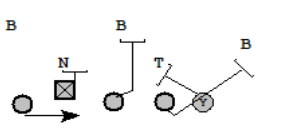
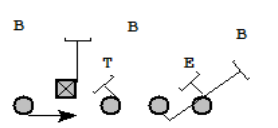
Gap Highway (backside)

Your "highway" is a path between your nose and playside mans nose. Take playside lateral step & get helmet across face of anyone on your highway. vs ON player: 2nd step is short drop step, reacting to his path. vs playside GAP player: 2nd step crossover to his crotch. NEVER CHASE: If they cross your face, keep climbing the highway & turn back

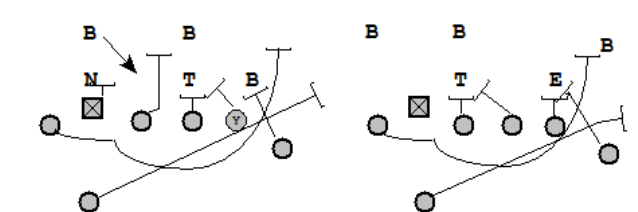
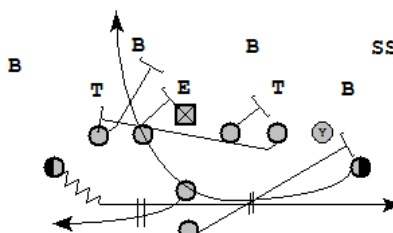
GO FAMILY

Notes about Blocking GO Family

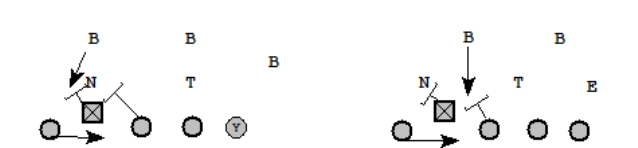
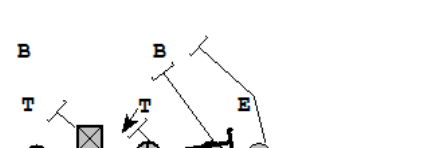
 <p>BACKSIDE GUARD Pull Flat to opposite A gap. Immediately locate the frontside LB. "Retrace" frontside Guard path. At 2-3 yd depth behind RT, come downhill scraping RW block and collision with LB in the hole</p>	<p><i>If pulling to a non-TE flank, playside Guard will only get depth on 1st step & flatten out on the 2nd step</i></p> <p>PLAYSIDE GUARD Pull 45-45 with Rt then Lt foot. Flatten out on 3rd step at 3yd depth. Push off Rt foot and attack LOS aim 1 man inside of force player so he cannot cross face before contact. Kick out with Right Shoulder</p>	 <p>G.O. "SHORT" If DE cannot be blocked by Wing, Send Wing to Backer and kickout with Playside Guard. This moves the hole 1 gap inside</p>
---	--	---

<p><i>Careful of RT-TE double teams on G.O. ILB can shoot thru B-gap window</i></p>  <p>DOWN BLOCK BY TACKLE He climbs to LB if he sees center helmet between him & the NG</p>  <p>DOWN BLOCK BY TACKLE If DT pinches on RT 1st step Down block him with helmet behind DT. TE gets LB</p>	<p>"T" CALL</p>  <p>TEE CALL vs READING DT If DT is reading/spinning or if ILB is reaction blitzing to pulling G</p>  <p>TEE CALL vs A GAP 20 TECH If DT headup DT is pinching A gap. Careful of LB read blitz & chasing Tackle</p>
---	---

Playside LB Problems

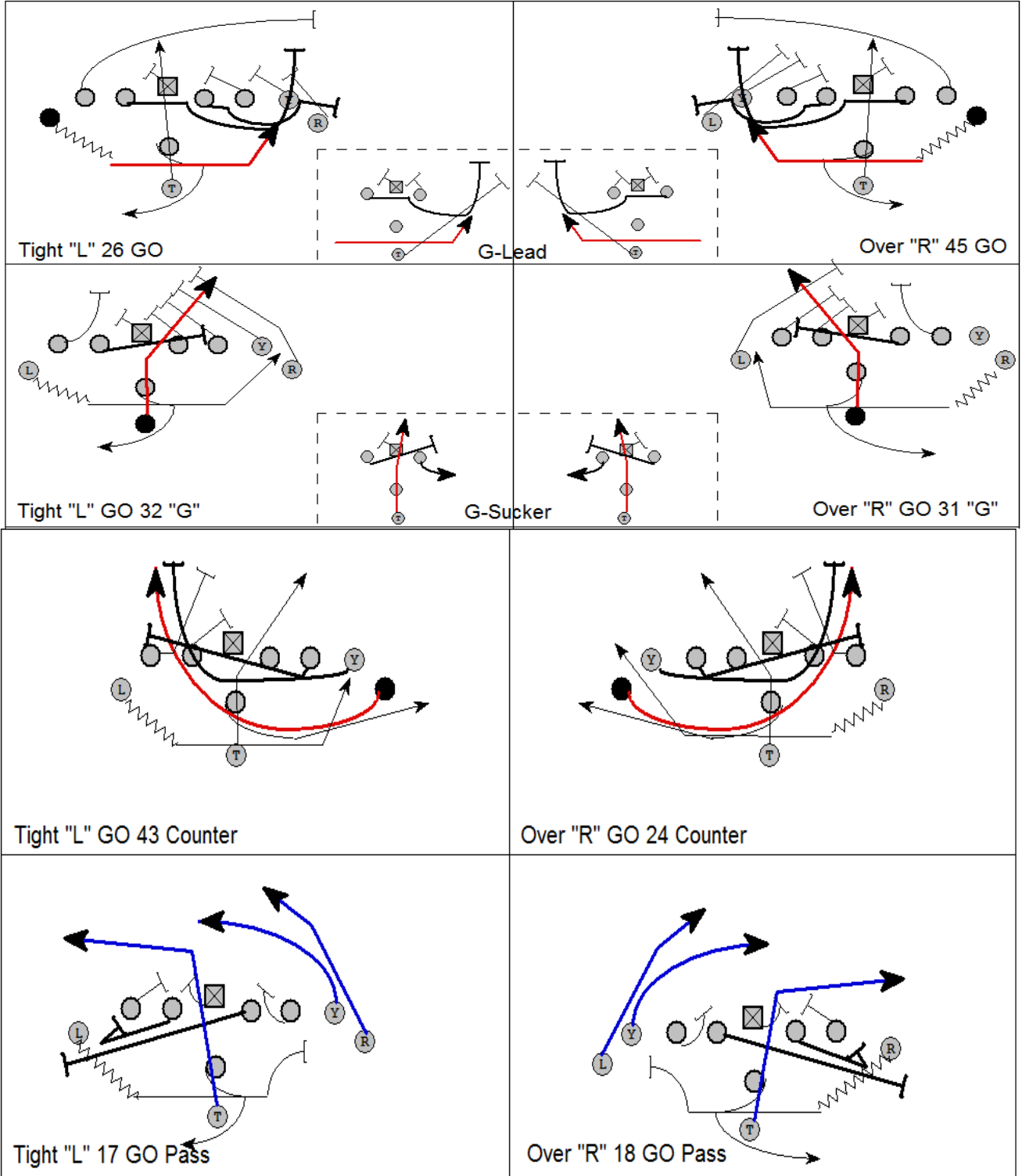
 <p><i>Playside Penetration solved by running G-Lead</i></p>	<p>CRISS CROSS 41 TRAP</p>  <p>G-LEAD sets up double handoff (criss-cross) backfield action</p>
---	---

Guard Trap

 <p>DOMINO vs double A gap threat</p>	 <p>LONG CALL</p>
---	--

PISTOL WING T

GO FAMILY

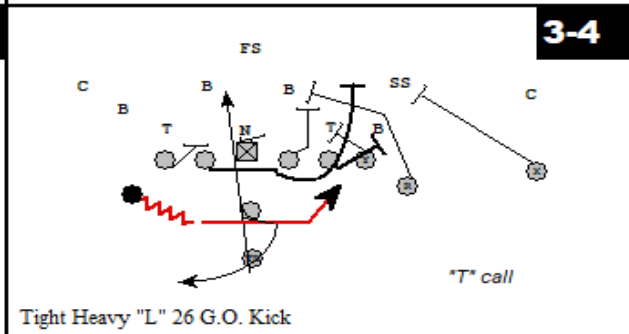
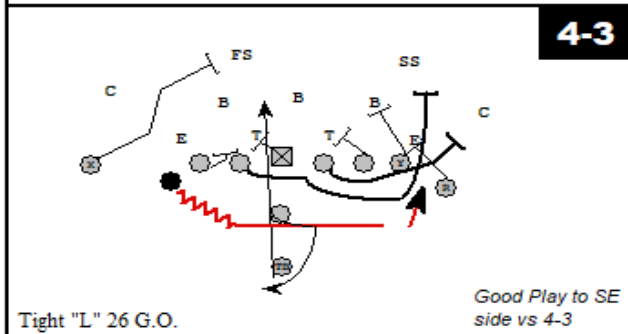
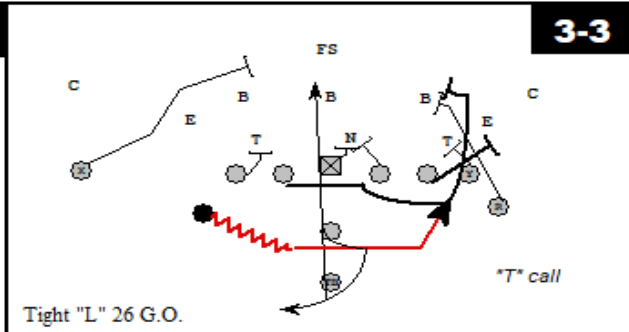
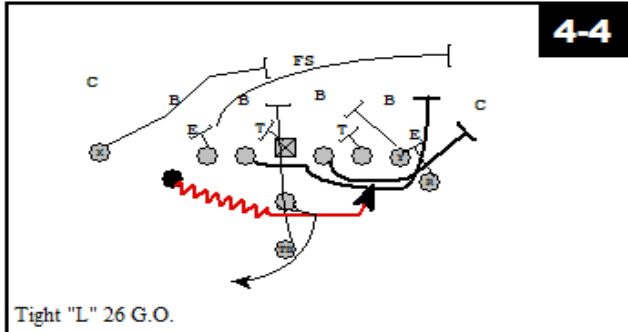


GO FAMILY

Code Word:
GONZAGA 40

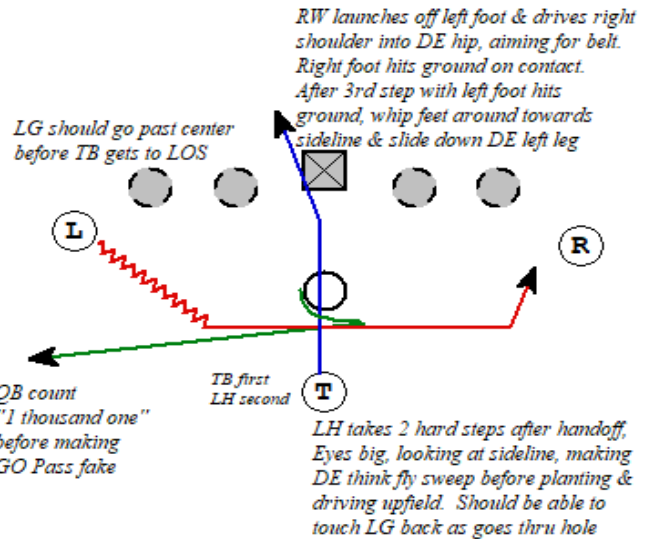
26 G.O.

Snap Count:
READY



RT	Down-Backer; "T" pull vs 3 man front
RG	Pull & Kick out Force contain; Down-Backer on "T" call
C	Reach-On-Away
LG	Pull Flat, Gain Ground, Seal inside: "Scrape Paint off the wall!"
LT	Pull Check - On - Away
Y	Down-Backer
X	BACKSIDE: Cutoff Safety; PLAYSIDE: Crack 2 shell safety; Stalk 1 shell CB
L	A 4yd landmark, take ball, follow LG; Cutback play.
T	Stay on midline
R	Gap - Down - Crab block DE; Build a wall vs LB
QB	Open to HB or motion, stay off midline, fake 17 GO

BACKFIELD STEPS



ADJUSTMENTS

Tee: vs 3 man fronts. Tackle kicks out force player. RG takes care of play side blitz.

Kick: Wing gets ILB. Puller kicks out 9

DEFENSIVE CONFLICTS

If strong DE is outside TE, run Down. If Sam ILB makes tackle, run sucker. Run if DE is squeezing hard

SIGNAL

Both hands making STOP signal