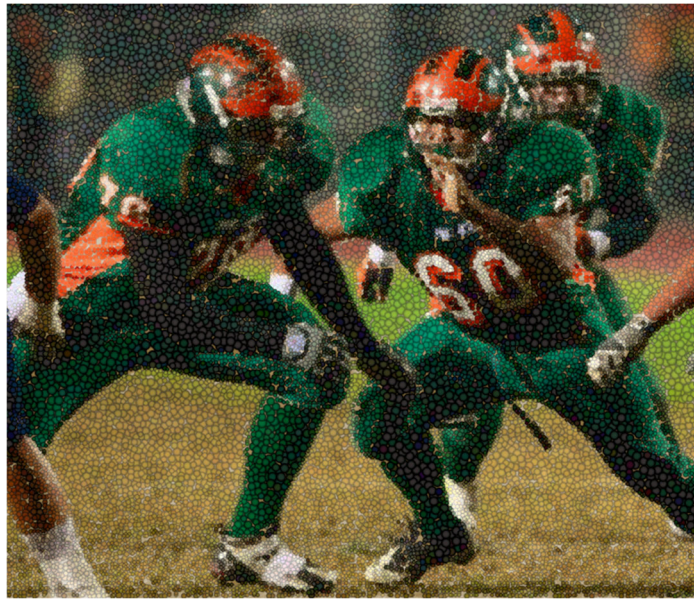


# CHAPTER 5



## Most Versatile Blocking System in America

What I want to cover now is what I think is the most important thing in keeping the Wing-T offense effective today versus all the multiple defenses and things that teams do to defend the Wing T. I believe that this is the key to Keeping the Wing-T Alive. The most important part to our system is our blocking system. It is the most versatile offensive blocking system that I've run across in my 39 years of coaching football. I didn't invent it, the system was put together and invented by Coach Herschel Moore, who was my mentor and did a great job of teaching me the game of football, so I want to make sure I gave him credit in this book about what we're going to talk about and what we've done.

We are a Wing T team and I use the same backfield series that were part of the Delaware Wing T but for my system I have multiple ways of blocking each play and it is built into our system because of our terminology. Most of our plays will be run with at least 5 variations and sometimes up to 15 or more variations.

### THE BLOCKING SYSTEM

For many offensive systems the hole the ball is going is the gap between lineman. In our system each of our offensive linemen have a number and they are known as the call man. Everything is predicated by the call man.

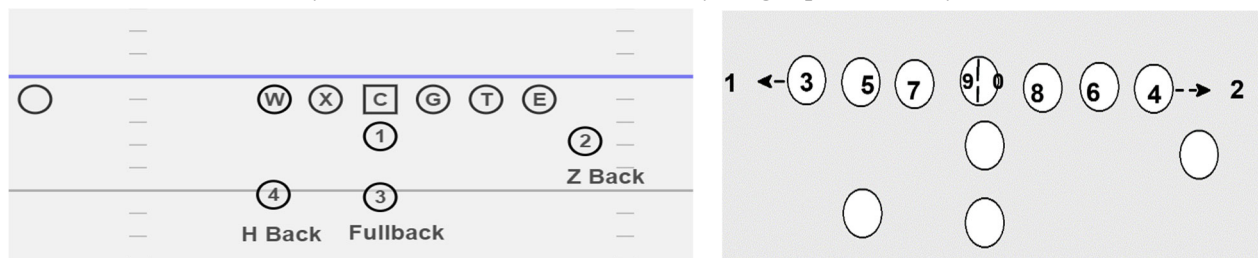


Fig 5-1: HOLE & BACKFIELD NUMBERS



## BUCKSWEEP ADJUSTMENTS

When we pull both guards with the special technique involved for Buck Sweep or Bootleg the term Special is used. (Example Call: Buck 42 Special). If we wanted to pull the Front Side Tackle and the Backside Guard, we would call TEX. Whenever we have 2 letters in the call T and X the first letter “T” will kick out and X will lead through the hole.

The only other thing that we have is we can pull both guards with that special Wing-T technique that they use when running Bucksweep or Bootleg. If they're going to get the width and depth that you teach on bootleg pulls or Bucksweep pulls, then we use the term ‘SPECIAL’. Our Bucksweep in our play call is Buck 42 special, so both guards know that they're pulling with that special technique.

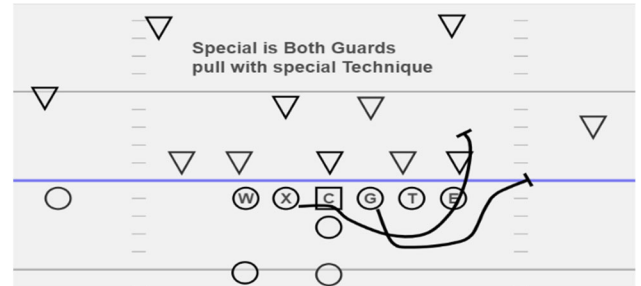


Fig 5-4: Special Technique

We're running Buck, that's the backfield action, buck action. We're calling buck four-man, gets the football. If he's running into the two-hole, where is that? Outside the tight end, anything outside of the TE is a two-play. We add special and both guards are pulling.

The Backside Tight End pull is called ‘reverse’. The Delaware Counter Criss-Cross. We would say 4-27 Y Reverse. Y means the fullback does the trap. Reverse means the tight end is pulling through the hole. The term ‘reverse’ has nothing to do with how many times you hand it off in our system.

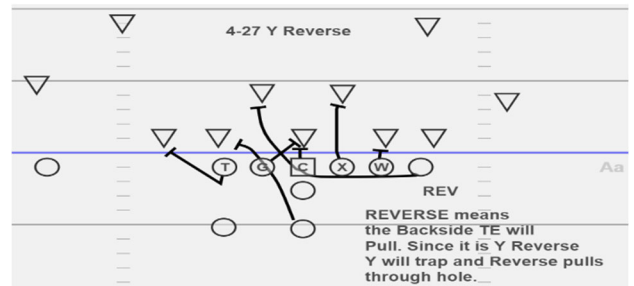


Fig 5-5: Y REVERSE

When the puller is from the playside all linemen outside the puller will block down. If you are playside but behind the puller your rule is man reach. In Fig 5-6 the Tackle & TE block down because the RG is inside them & pulling.

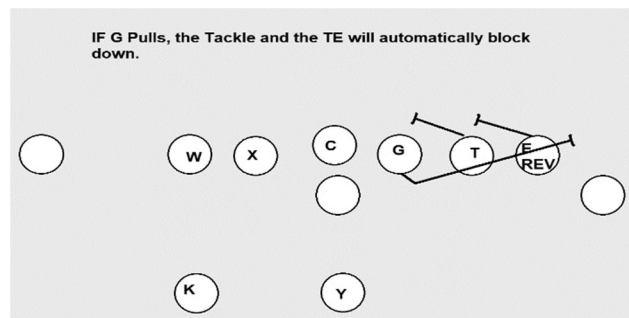


Fig 5-6: DOWN BLOCK IF OUTSIDE THE PULLER



## RUNNING BACK BLOCKING EXAMPLES

Say we come out and we want to run a Y play. Sweep 44 Y Double, that's our Power Sweep. Who's the four-man? The tight end. What's his rule? Post-lead. Is there a man on him? Yeah, post. The first man past the call, what is his rule always? Lead or influence. The wing is leading.

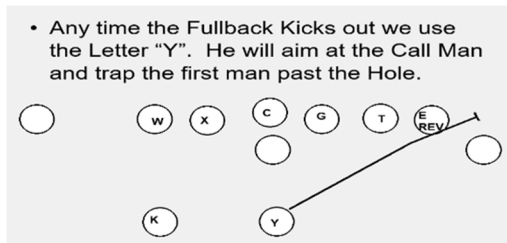


Fig 5-19: Y BLOCK BY FULLBACK

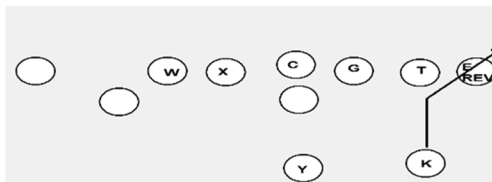


Fig 5-20: K BLOCK BY NEAR BACK

By tagging this play with the term double it tells our TE and WB they will work together with a Post/Lead Double Team. So the Fullback is Y, he's going to aim at four and kick out on the first thing past the hole. **It should be 44 Y-X Double.** (We do not normally call X when a Y Block is used from the 5 or 6 man outside. We simply tell X he always pulls. The rest of the players on the play side C, G, and T are behind the call man so their rule is Man-Reach.

A K Block means the near back will kick out at the call man. It does not mean the HB or ZB but the near back. When we run a K Block the C, G, and T will all man block. The TE on a 3 or 4 K Play will have this special rule. Find the end man on the LOS and block the first man inside. If he has a LB stacked behind him the TE will call "Tite " and this will tell the offensive tackle you will block tackle and I will block LB.

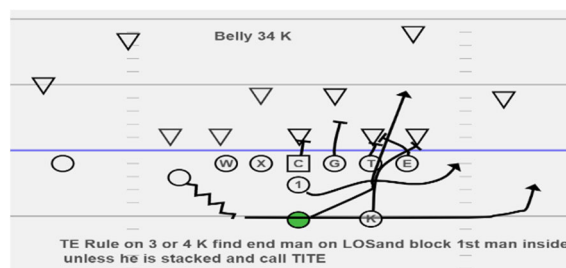
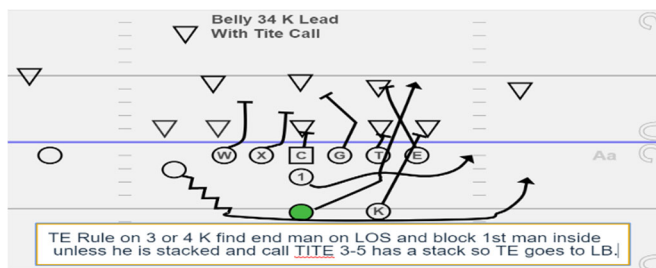


Fig 5-21: BELLY 34 K LEAD AND BELLY 34 K

You can motion a back across the formation and since he is the nearest back he is the K Man. Example is Texas Right Hike Belly 34 K Lead.

If we wanted the quarterback to run Belly Keep. The Word "Keep" starts with what letter, K. All the linemen will block man because of the K. Instead of kicking now, the K guy does what? Logs and your quarterback is outside.

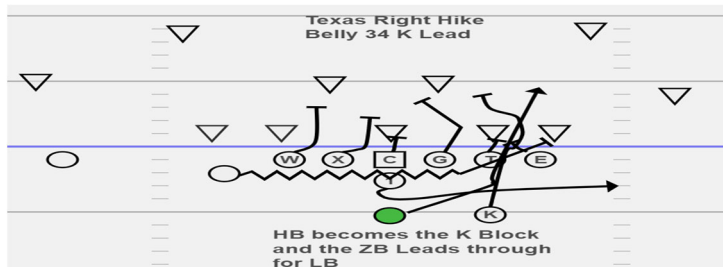


Fig 5-22: TEXAS RIGHT HIKE BELLY 34 K LEAD



## COUNT SYSTEM

The next thing that we want to talk about is our man blocking rules, and how we count. The center is always responsible for zero. Zero is the man that's lined up on the center. The G has one, T has two, and TE has three. One, two and three on the backside as well, that's man blocking.

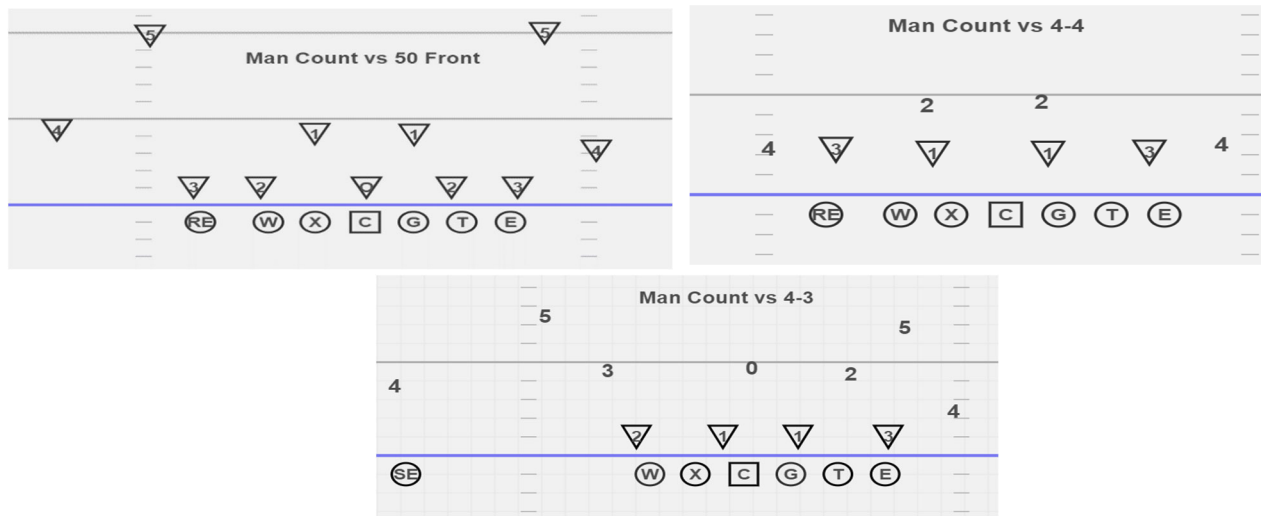


Fig 5-26: COUNT SYSTEM EXAMPLES

Now how do we handle it when we have a stacked 3-5 look. The one on the center is always zero and number one is stacked on top. Two is over the Tackle, 3 is stacked behind. Four is on the TE. Remember, the man on the TE is always #3 only in option counts. We always have our playside G to step to the LB stacked over our tackle to anticipate him blitzing the B Gap. If he does not come, he will turn back on the MLB. If the MLB is threatening the A Gap by his alignment or stance the G will go straight to him.

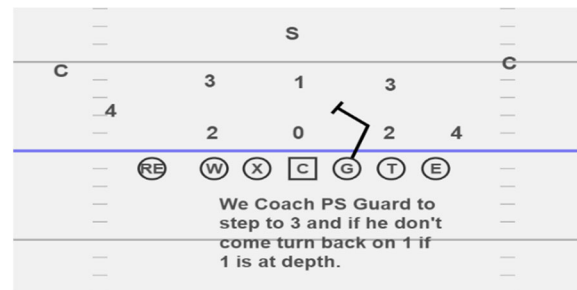


Fig 5-27: MAN COUNT VS 3-5

We want to give our offensive lineman the best advantage we can to be able to keep their guy from getting to the spot where the ball's going. So we have the following line calls, which uses the first letter to be the man that is blocking the defender on the LOS and the fold man will go to the backer.

- **COG:** C-enter O-ver G-uard: Center blocks the 1 or 2i tech and Guard folds around to get to Linebacker
- **GUS:** G-uard U-nder C-enter: Playside Guard blocks shaded Nose and Center folds around to Linebacker
- **TUG:** T-ackle U-nder G-uard. Tackle blocks down on 3-tech & Guard folds around.
- **GUT:** G-uard U-nder T-ackle: Guard blocks out on 3 or 4i & Tackle folds around.
- **TED:** T-ackle blocks out on inside shaded End and Tight End folds around.

The person that's blocking the down linemen, his letter comes first.





# SECTION TWO



## **RUN GAME**

CH 5: VERSATILE BLOCKING SYSTEM

CH 6: BUCK SWEEP

CH 7: GUARD TRAP

CH 8: STRONGSIDE DOWN SERIES

CH 9: WEAKSIDE BELLY RIDE SERIES

CH 10: POWER SERIES

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# CHAPTER 6



## 7 Ways to Run Buck Sweep

If you're looking to be a Wing-T football coach, there are a couple of things to me that you need to understand about this offense. Whenever you're running this offense plays are put in by series. We want to teach the Buck series, we want to teach the Belly series, the Ride series, and the Counter series. We want to teach all the different types of series. What happens in the Wing-T is, there's always a point in the middle of that series where there are three or four different plays that you run in that series that they all look the same and then the ball disperses.

The second thing I think is important in understanding the Wing-T is, from a blocking standpoint, you're always looking for a down block one direction, and somebody kicking out in the other direction and a lineman leading through the hole. This is the basic philosophy in Wing T Blocking

Let's take a look at the Buck Series, which is a staple series in the Wing-T offense. The plays that we're going to go over are the run plays in the Buck series, which are:

1. the Bucksweep,
2. Fullback Trap,
3. Counter Criss-Cross.
4. Bootleg / Waggle

In this chapter we are going to examine the Buck and Trap in this chapter. Counter Criss Cross is covered in Chapter 11 and Boot/Waggle is covered in the Play Action Pass chapter 15. We're going to talk about technique and the backfield actions. We're going to talk about play variations, different ways to block, and the reasons why I would use those scenarios.



The Bucksweep forces the defense to cover all the areas in the field. You've got a play that's off tackle in the Bucksweep, the Fullback Trap that hits up inside, the Counter Criss-Cross, which is basically the off-tackle play to the weak side, and lastly, you've got the bootleg pass so you can attack the flank. The whole series fits together and that's part of the Wing-T philosophy.

## KEYS TO SUCCESSFUL BUCK SERIES

When you talk about the Buck series, when everything is happening along the mesh point, what you're looking at is you've got your Fullback hitting the A-gap, and you're Halfback appearing to be running outside. You've got the Trap, the Bucksweep, the Counter Criss-Cross, and the bootleg. In the middle of this play, the defense still does not know whether we're attacking A-gap, Playside C-gap, Backside B-gap, or outside with the bootleg. Deception is a huge part of the Wing-T, so your backfield steps and your actions are all a huge part of trying to make this thing where you want.

On the Buck series, the key to making the Buck series successful: every back has to carry out their *fakes*. If you want to be successful running the Wing-T, having kids that are willing to carry out their fakes is very important. We tell our Running Backs, and this is something that we want them to believe in, when you're running a play fake, we expect every player on our football team to throw a block on every play.

We want *every player to have a block* on every play. The Running Back's look at your kind of funny and they say "throw blocks?" Well then you look at them and you say, "What's the purpose of a block?" A good block keeps a defender from being able to make the tackle. If I carry out my fake on the Bucksweep and I'm forcing the Corner or the Defensive End to honor the fake, he's not making the tackle. If you're not willing to carry out your fakes, which essentially is the same as a great block, then don't be fussing with your offensive lineman if you don't think they're getting the blocks done when they need to be. Everybody's responsible for a block.

*Timing* is essential to being a good Wing-T football team. The action, the smoothness of the plays, the ability for the timing and the motion, all of those types of things are keys in making that happen. We already talked about where each player's responsible for a block on every player. A great fake is the same as a good block. You need all four plays in this Buck series to make it successful.

Then for us, like from week to week, we feel like you've got to have *different blocking variations* in order to keep the Bucksweep an effective play, to be able to keep the defensive team you're facing from just honing in on one particular thing and being able to take the Bucksweep away from you.

### Why the Buck Series

1. The Buck Series forces the Defense to cover all areas of the field on each play with the threat of a play in each area of the field when the ball is snapped.

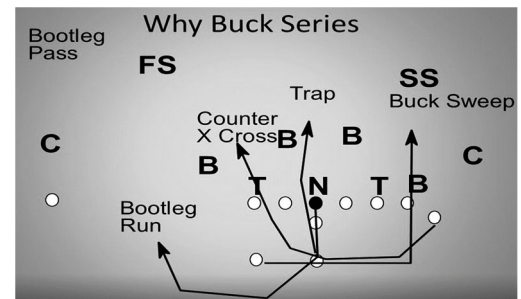


Fig 4-1: DECEPTION OF THE BUCK

### Keys to Successful Buck Series

1. All backs must be willing to carry out all backfield fakes.
2. Timing is essential to backfield action being effective.
3. Each player is responsible for a "block on each play"
4. You need all four plays in the series to slow down the Defense.
5. You need to have blocking variations for each play to be effective week to week.

Fig 6-2: KEYS TO SUCCESS

