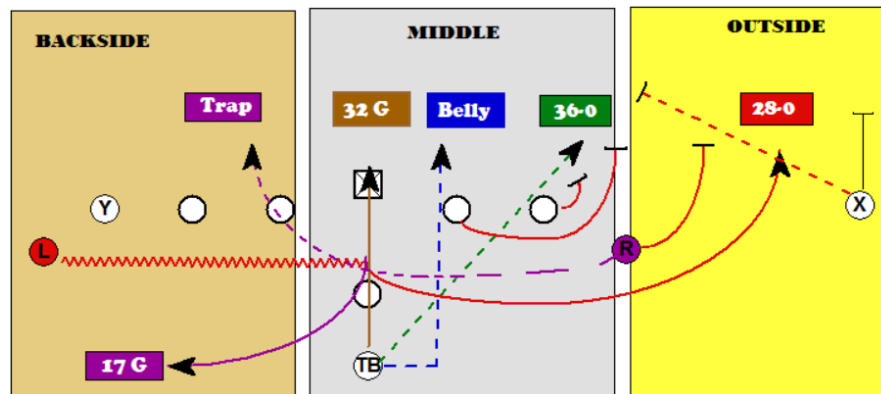


CHAPTER NINE

Jet/Rocket

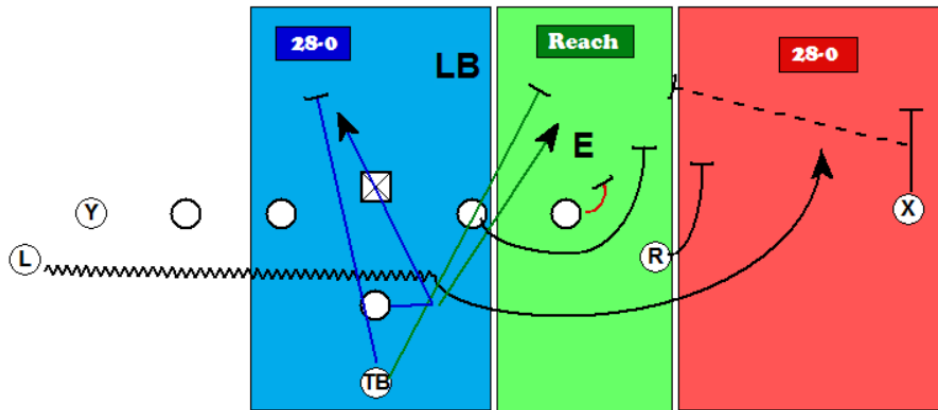
Fly Sweep	47 / 28 "O"
Rocket Sweep	47 / 28 "T"
Counter	41 / 22 Trap
FB Guard Trap	31 / 32 G & GUT
Iso Lead	33 / 34 Belly
Off Tackle Power	35 / 36 "O"
Play Action Pass	17 / 18 G Pass

The JET series allows a coach two entirely different philosophical decisions: First, this series can completely replace the Buck or GO family. I always recommend to staffs who are brand new to the Wing T because Buck, or 26 G.O. is a very “expensive” play, which means it takes a lot of practice time to perfect. As the first picture below shows, you can run Belly, Down, guard trap, tackle trap, counter, and waggle all off the jet motion.



The second option for coaches is to let your Quarterback have the option of pulling the ball out of the Jet sweeper and running the ball. I really like this option and have come with three ways to do this.

- 28/47-0: Playside guard pull; QB reads playside ILB. If ILB chases pulling guard, QB runs at the backside ILB.
- 28/47 COG: No Pull. TB lead blocks for Wing in motion. QB still reads playside ILB. If QB runs the ball he follows the backside Guard who COGS (fold/gut) with center in playside A-gap.
- 28/47-REACH: Everyone reach blocks & read the End. Hand off to motion man if End can get hooked. If End chases motion, blocker climbs to LB and QB follows in the C-gap.



FO The Jet/Rocket is a way to get the ball to the wings at full speed and get to the edge as quickly as possible. The Pistol has added another dimension to the Jet game, allowing the QB make reads and continue putting the defense in conflict.

FOOTWORK: LIZ/LAZER...RIP/ROCKET

LIZ/RIP Snap ball when Wing is at inside leg of G. Hold ball out in front as snap hits hands.

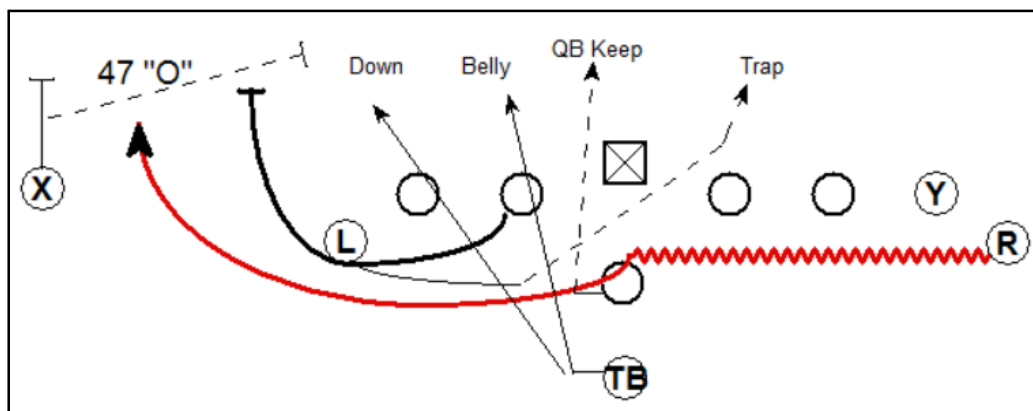
Win should be there & almost "intercepts" the snap.

Shuffle step towards the motion, reading playside ILB for keep if pulling playside Guard.

TB runs up middle but never gets ball. He tracks backside ILB in case QB keeps it.

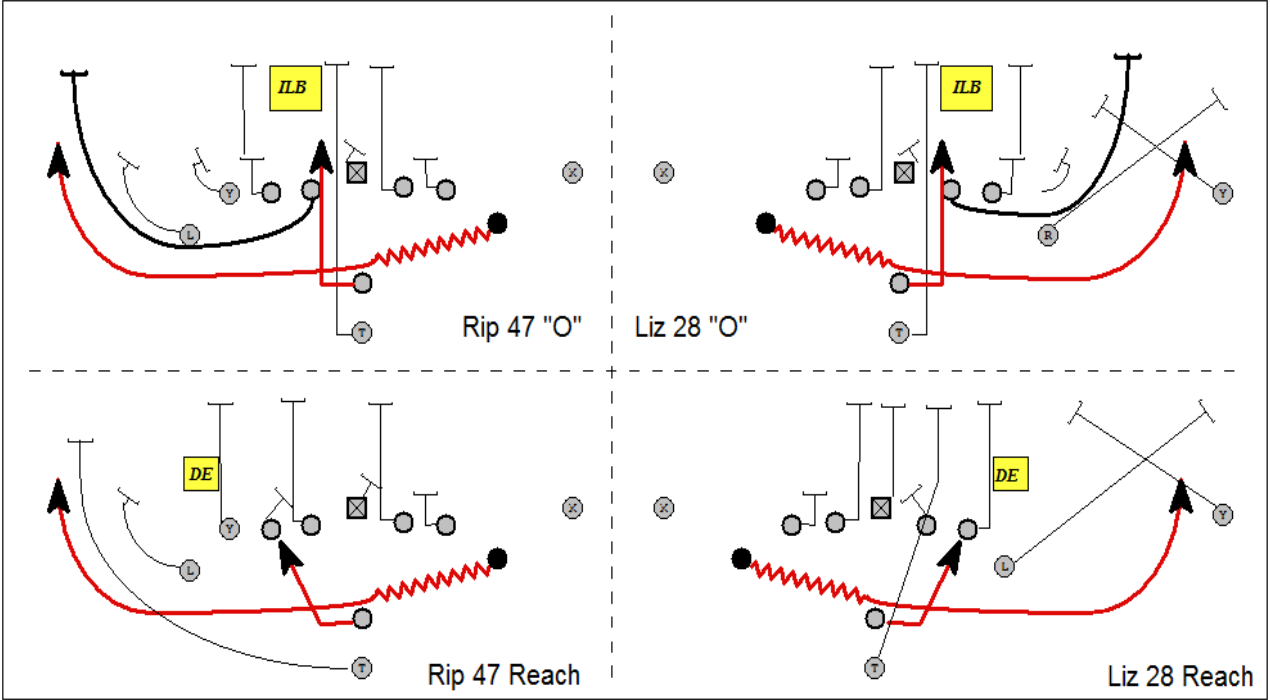
If we call reach, we leave the DE unblocked and QB keeps off tackle if DE chases motion back.

LAZER/ROCKET Open playside, pitch with right hand on 47 and left on 28. After pitch reverse pivot back to defense and fake to TB up the middle.

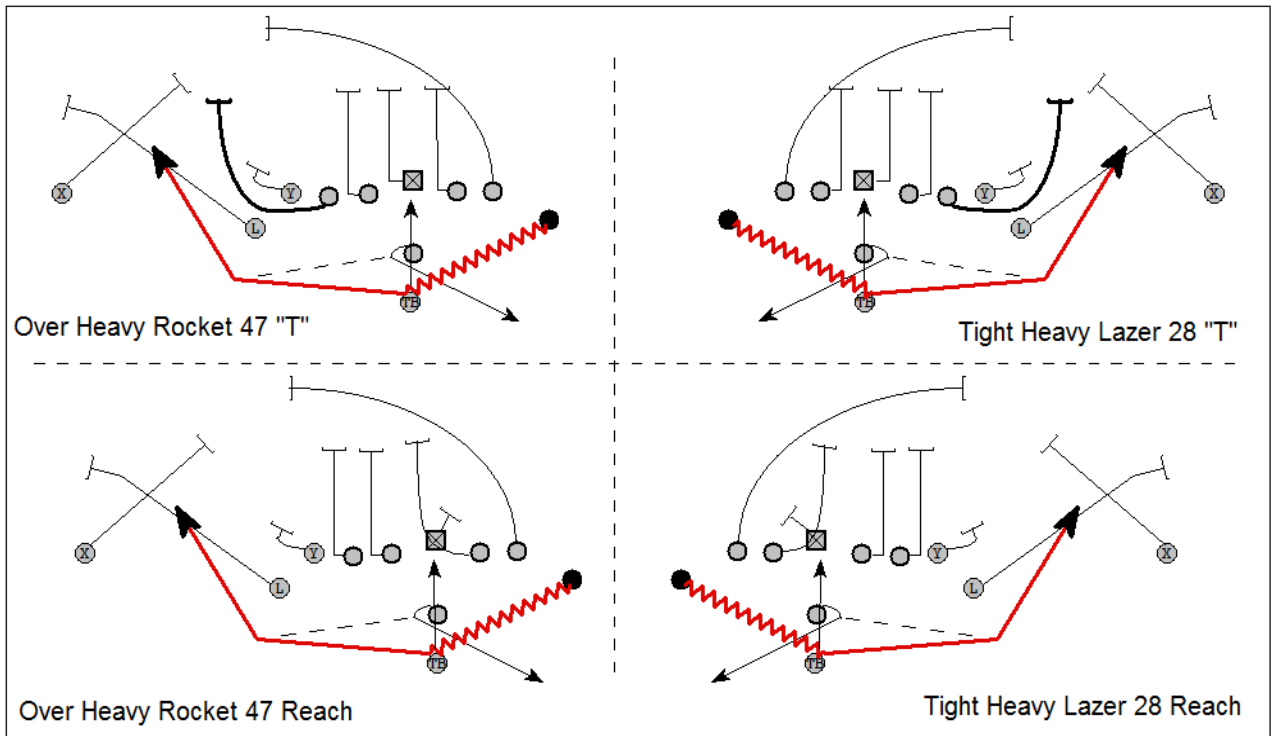


PISTOL WING T

LIZ / RIP



LAZER / ROCKET

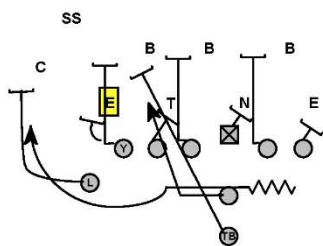


JET FAMILY

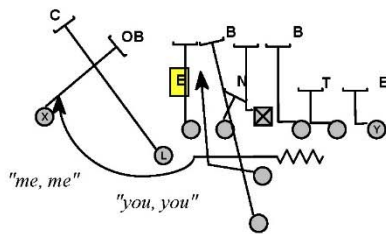
3 VARIATIONS

REACH

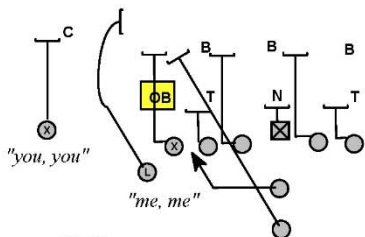
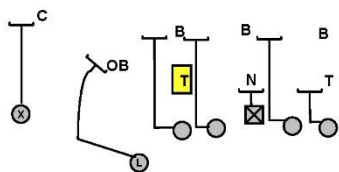
Read last playside D-Lineman



Influence Lateral Reach Step by TE or T
 If DE sits, then TE/T reach block him.
 If DE chases Motion man, DE/T climb to LB
 If DE inside TE (7 tech), TE down blocks
 & QB will not keep the ball.



weakside vs Even front

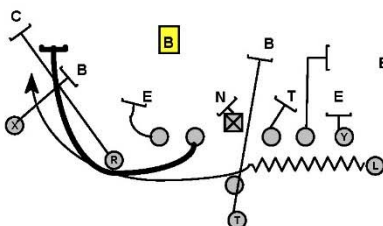


vs ODD
 Do not like without TE.
 Run it at TE and read OLB that is on TE

"O" (onside)

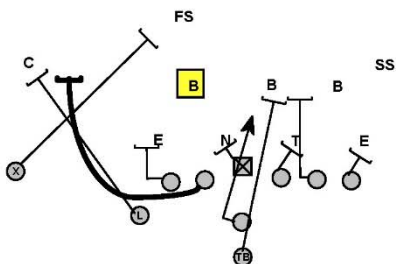
Read 1st playside LB from center

TB blocks backside ILB

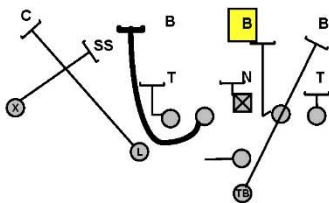


Run motion away from 3-tech vs Even fronts.
 Read ILB, who should chase pulling Guard.

Don't like vs Even fronts without TE
 because DT stacked on Guards make it
 tough for QB to run



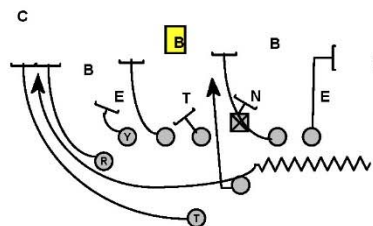
4-3 Team is completely outmanned



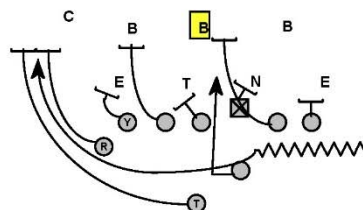
CRACK call tells X to crack 1st man over the OLB

COG

Read 1st playside LB from center



If want to run motion to 3-tech, then run COG.
 Backside Guard is doing TB job.
 Influence ILB with the lead block path of TB



Read Mike LB vs a 4-3 defense

Only COG vs Even Fronts

JET FAMILY

RB COACHING POINTS

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

YOU ME CRACK CALL

The Split End (X or Y) and Wing decide who gets the 2nd player from the sideline. Either player can make the call and they are always referring to the OLB.
RULE OF THUMB: Do not crack OLB who is less than 3yds from LOS

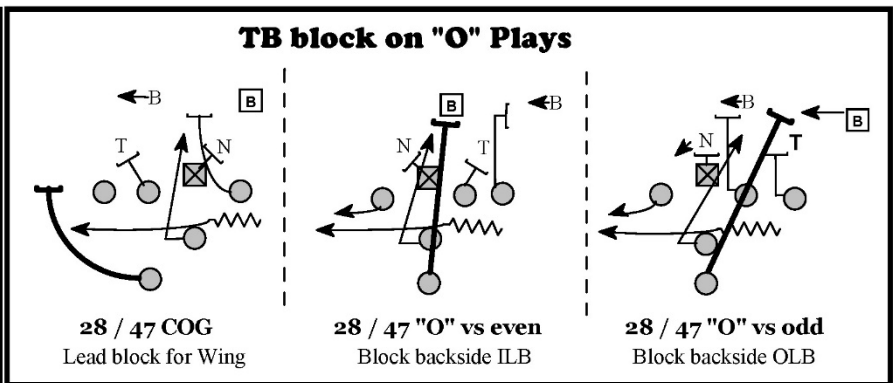
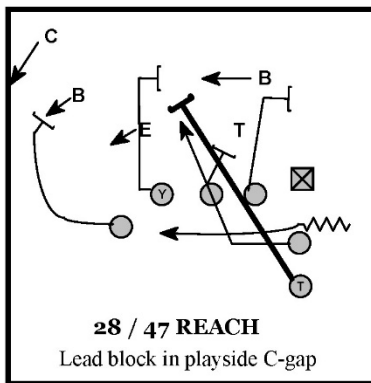
Tips for the Motion Wing

Motion man will try to slow down on handoff.
 Take handoff at full speed.
 Ball Carrier tries to "catch" the lead blocker,
 Put hand on back.

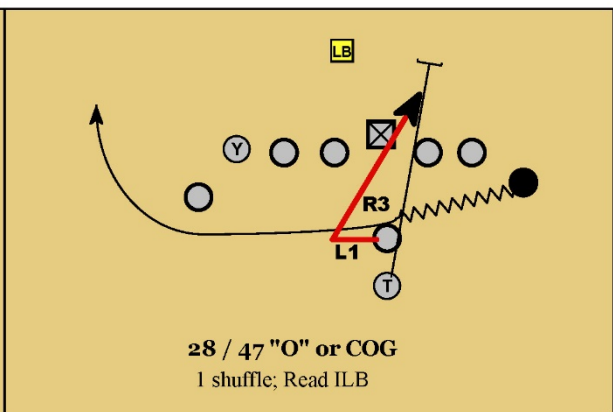
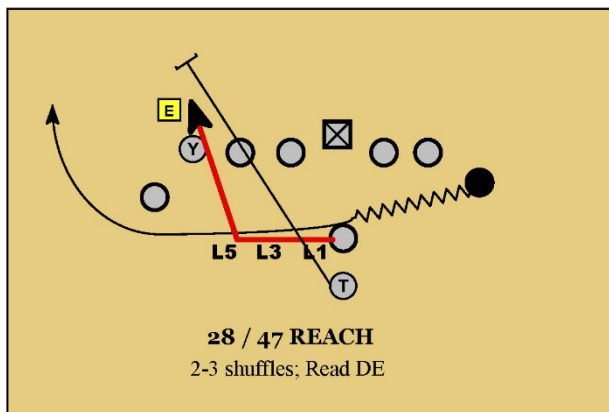
BUBBLE if you get the Ball
 FAKE FLAT if you don't.
 need to stay flat so can run counter

SETUP YOUR BLOCKS.
 Jab Inside before going outside.
 Jab Outside before cutting back.

If You See the Butt - Cut It Up
 If In Doubt - Take It Out



QB FOOTWORK



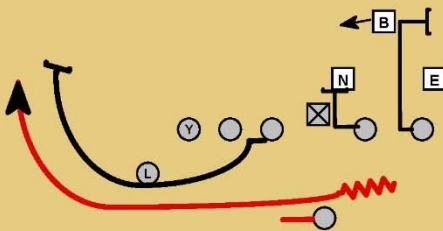
JET FAMILY

LINEMEN COACHING POINTS

My Book: "O-LINE MANUAL" has detailed pictures of each technique

Pulling Technique

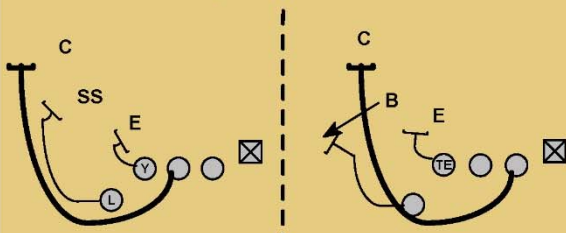
Same for a pulling Guard or pulling Tackle



BACK - BACK - FLAT
 "Pick It Up Put It Down": 6" step, 45-degree back.
 "Hit the Midget": Drive the elbow in the hip.
 Gain 1-yd depth on 2nd crossover step.
 Turn upfield with square shoulders.

Puller reacts off Wings block.
 If Wing kicks out, turn up inside.
 If Wing hooks, try to go around hook
 Keep peeking for ILB run through

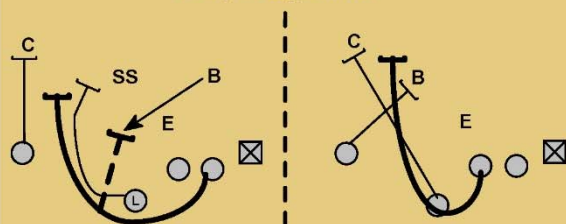
TE / Wing Flank



Wing can hook the OLB

Wing kicks out the OLB

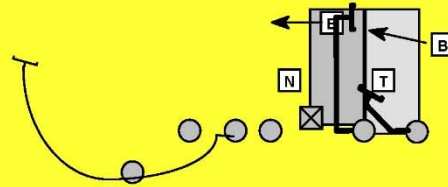
WR / Wing Flank



Wing can hook the OLB

Wing kicks out the OLB

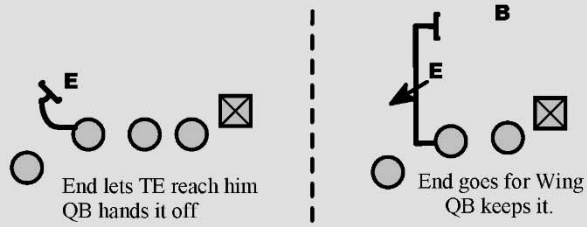
Gap Highway (backside)



A path between your nose and playside mans nose.
 Lateral playside step & get helmet across anyone on the highway.
 NEVER CHASE:
 If DL cross your face, keep climbing the highway & turn back

TE / T READ-REACH Tech

On 28 / 47 "REACH"....
 The blocker at end of LOS does a "READ - REACH" block
 He laterally steps to reach the last defender on LOS.
 If defender slants inside or sits still, then reach block him...
 If defender flies to sideline to chase WingBack,
 then do not reach, instead climb to backer



End lets TE reach him
 QB hands it off

End goes for Wing
 QB keeps it.

"You" Call

If TE / T can't reach DE, make a "YOU" call.
 The Wing down blocks (helmet in back) on End,
 TE/T hook or kickout the OLB.



WINGBACK pull towards sideline.
 1st two steps flat. 3rd step upfield
 Aim 1 man outside OLB force player.
 If can't hook him, kick him out to sideline

TACKLE & TIGHT END
 "Pick It Up Put It Down" 6" lateral step.
 Toes point towards goal line.
 2nd crossover step at DL crotch

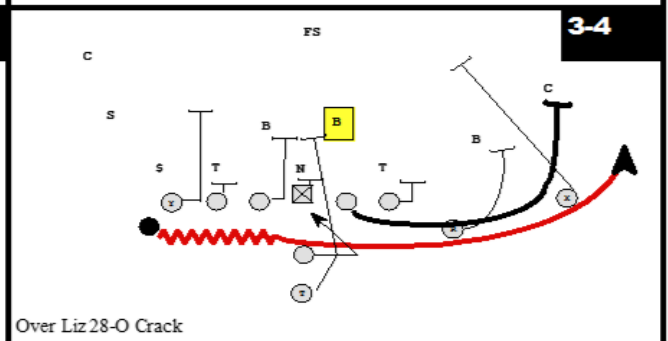
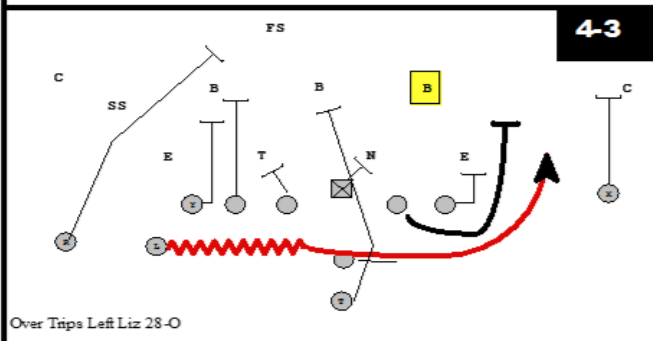
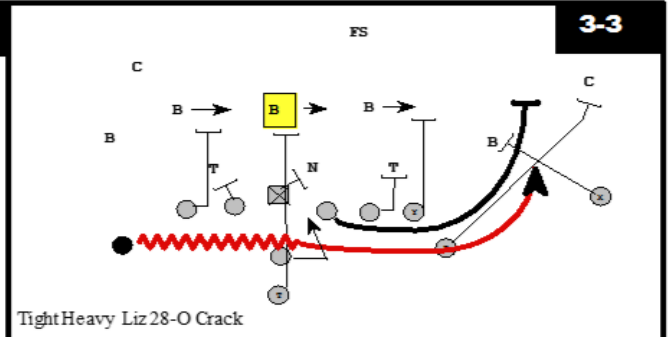
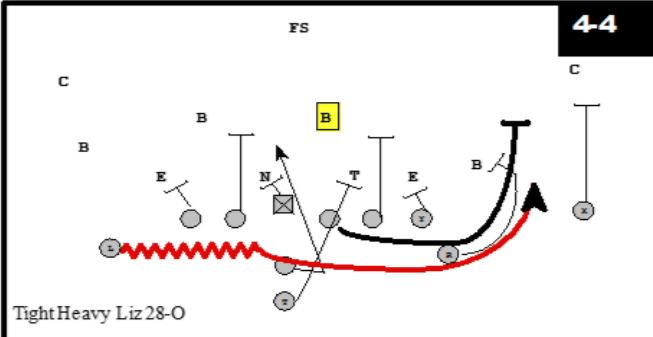
JET FAMILY

Code Word:
OREGON 40

Liz 28-0

SIGNAL
Make "O" with Right hand

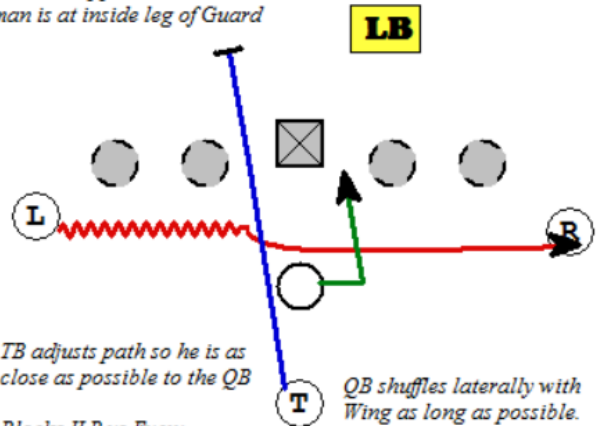
Snap Count:
READY



RT	Reach - Backer
RG	Pull & Read RW block
C	Play side - On - Away
LG	Reach - On - Away - Backer
LT	Reach - On - Away
Y	PLAYSIDE: Reach - Backer BACKSIDE: Gap Highway
X	You-Me Call. Stalk or Crack
L	You-Me Call. Reach OLB or kickout Corner
T	B-Gap - Backside LB
R	Liz Motion. Catch Lead Blocker. Yards Inside-Miles Outside
QB	Step Play side & Ride. Read Playside ILB. If keep cut off Center's block

BACKFIELD STEPS

Ball is snapped when motion man is at inside leg of Guard



Blocks ILB vs Even;
Blocks OLB vs Odd.

ADJUSTMENTS

*Lots of interior pressure is taken care of with this play.
Call "Liz 28 Reach" instead of "28-0" and RG will not pull.*

DEFENSIVE CONFLICTS

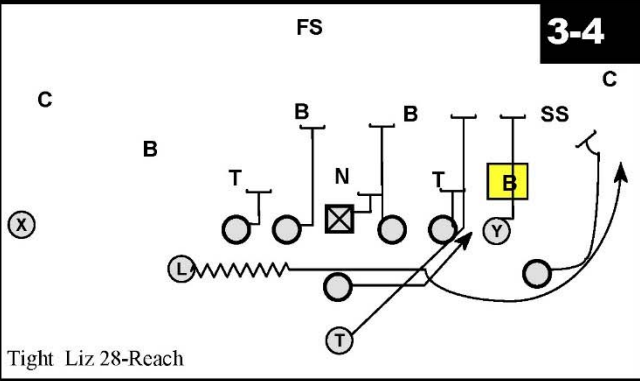
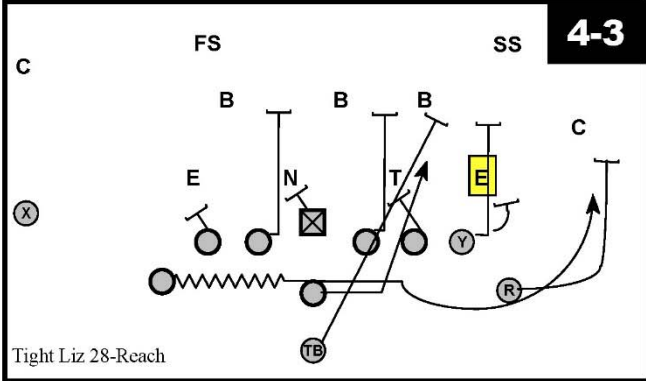
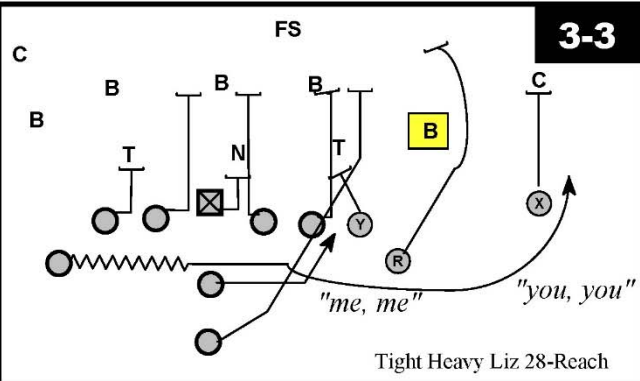
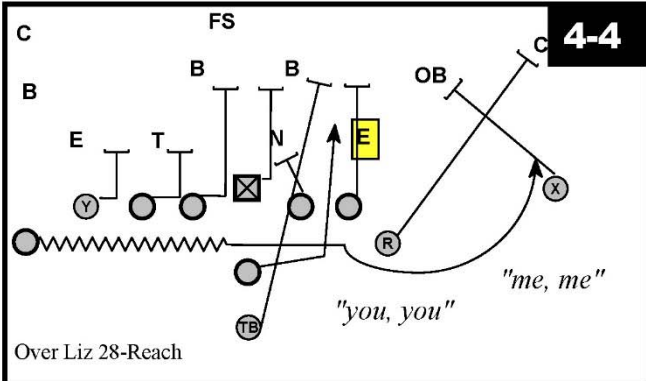
Pulling play side Guard sets defense up for many influence plays such as G-sucker and G-Read.
Pulling play side Guard open up the QB run up middle

JET FAMILY

Code Word:

Liz 28-REACH

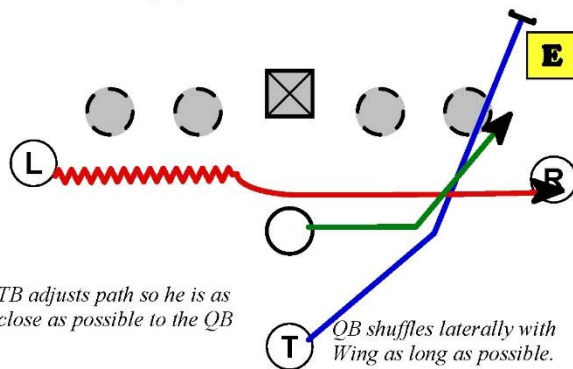
Snap Count: READY



RT	Read Reach - Backer
RG	Reach - On - Backer.
C	Reach - On - Away
LG	Scoop - On - Backer
LT	Scoop - On - Backer
Y	PLAYSIDE: Read Reach - Backer BACKSIDE: Gap Highway
X	You-Me Call. Stalk or Crack
R	Liz Motion. Catch Lead Blocker. Yards Inside-Miles Outside
T	C-Gap - Playside LB
L	You-Me Call. Reach OLB or kick out Corner
QB	Step Playside & Ride. Read Playside End If keep follow Tackle & TB block

BACKFIELD STEPS

Ball is snapped when motion man is at inside leg of Guard



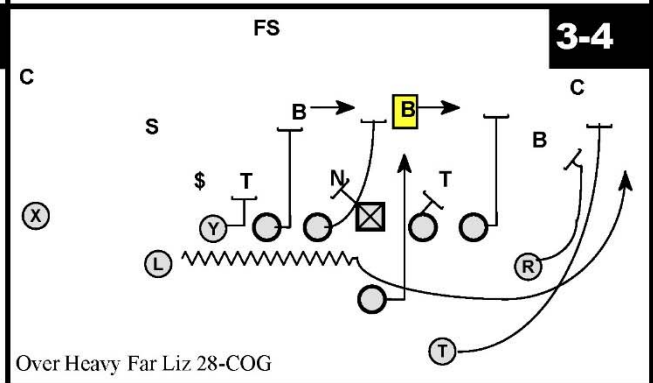
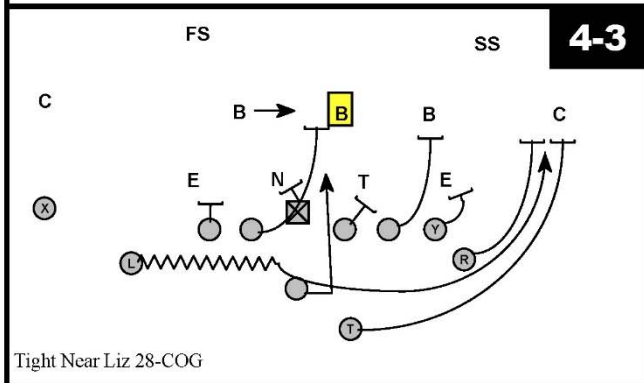
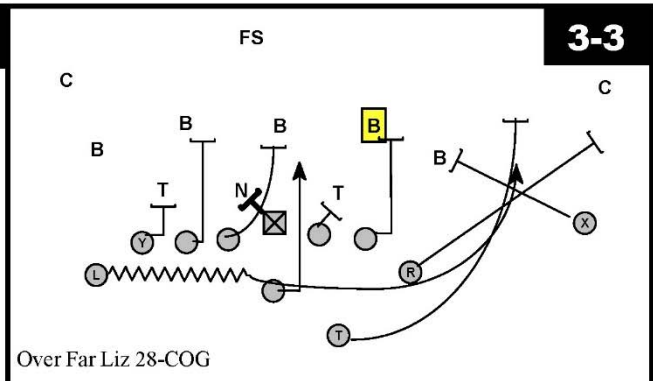
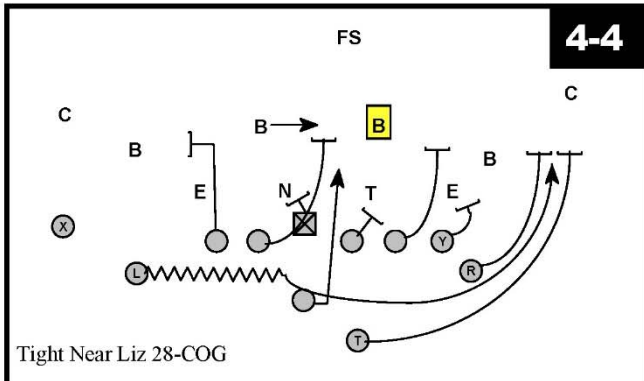
JET FAMILY

Code Word:

This allows us to run motion man TOWARDS the 3-tech side

Liz 28-COG

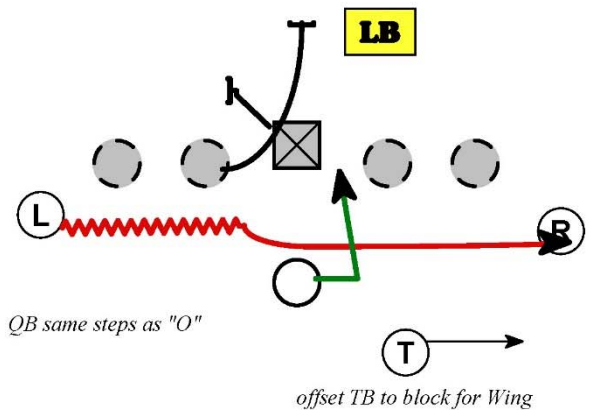
Snap Count:
READY



RT	Reach - Backer
RG	Out - On (we will always have 2 or 3-tech)
C	On - Away
LG	COG to Backer
LT	Scoop - On - Away
Y	PLAYSIDE: Reach - Backer BACKSIDE: Gap Highway
X	You-Me Call. Stalk or Crack
L	Liz Motion. Catch Lead Blocker. Yards Inside-Miles Outside
T	Lead Block for Wing
R	You-Me Call. Reach OLB or kick out Corner
QB	Step Playside & Ride. Read Playside ILB. If keep cut off Center's block

Only run vs odd fronts who shift DL one gap over. We run 28/47 "O" motion away from 3-tech. 28/47 COG allows us to motion TO the 3-tech

BACKFIELD STEPS

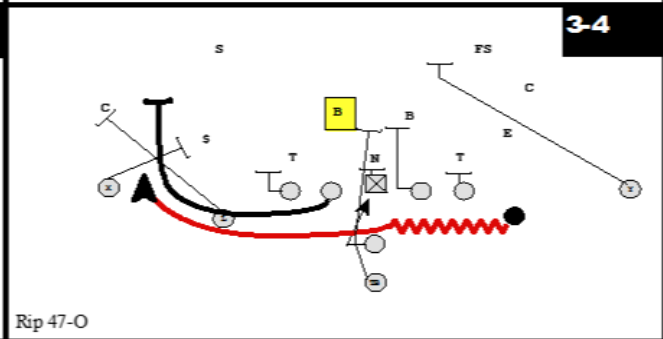
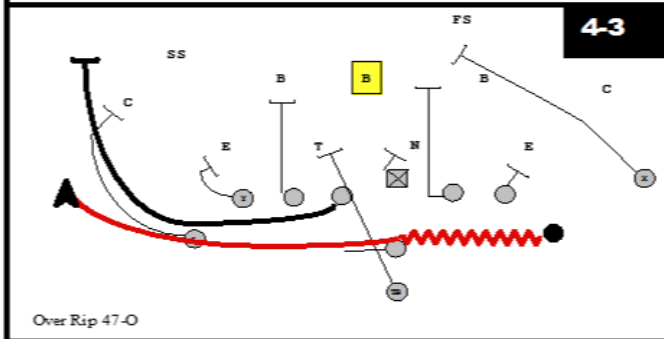
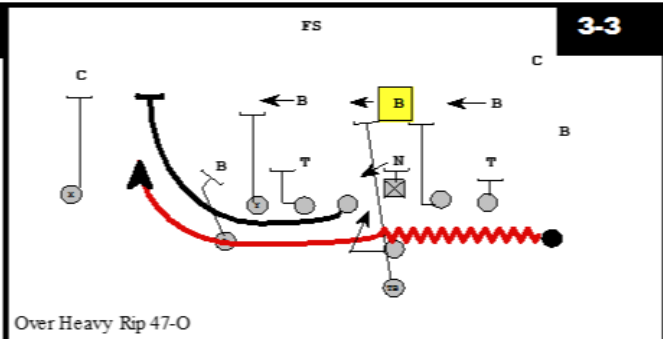
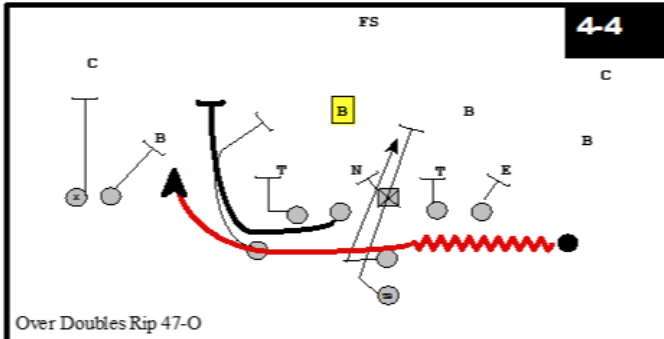


JET FAMILY

Code Word:
OREGON 29

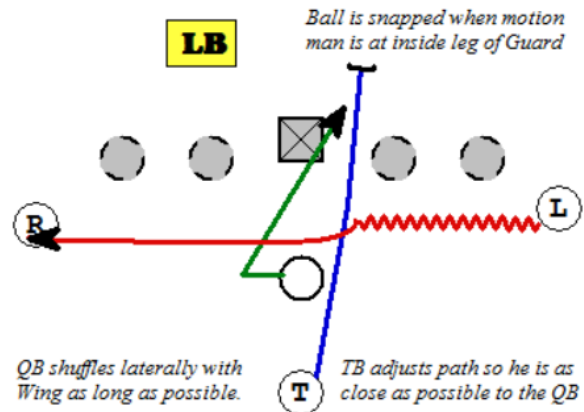
Rip 47-0 SIGNAL Make "O" with Right hand

Snap Count:
READY



RT	Reach - On - Away
RG	Reach - On - Away - Backer
C	Playside - On - Away
LG	Pull & Read LW block
LT	Reach - Backer
Y	PLAYSIDE: Reach - Backer BACKSIDE: Gap Highway
X	Rip Motion. Catch Lead Blocker. Yards Inside - Miles Outside
L	B-Gap - Backside LB
T	You-Me Call. Reach OLB or kickout Corner
R	You-Me Call. Stalkor Crack
QB	Step Play side & Ride. Read Playside ILB. If keep cut off Center's block

BACKFIELD STEPS



ADJUSTMENTS

Besides a "You-Me" all for perimeter blocking.....all the Baylor perimeter rules apply:

ARC CRACK LOAD

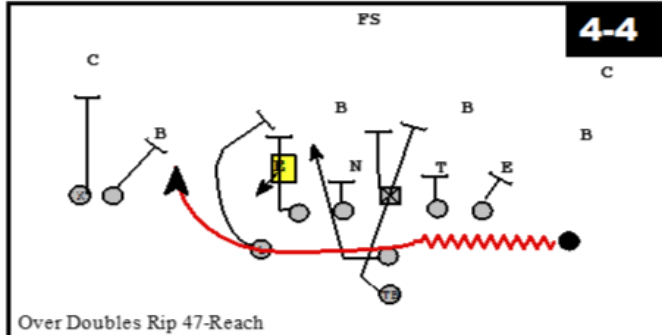
DEFENSIVE CONFLICTS

JET FAMILY

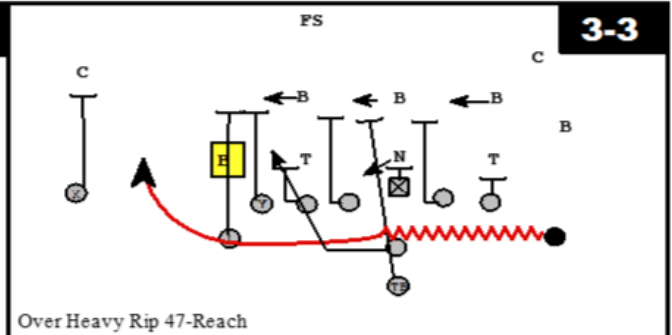
Code Word:

Rip 47-REACH

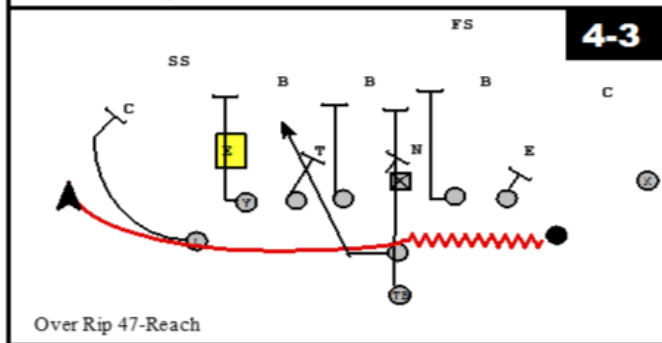
Snap Count:
READY



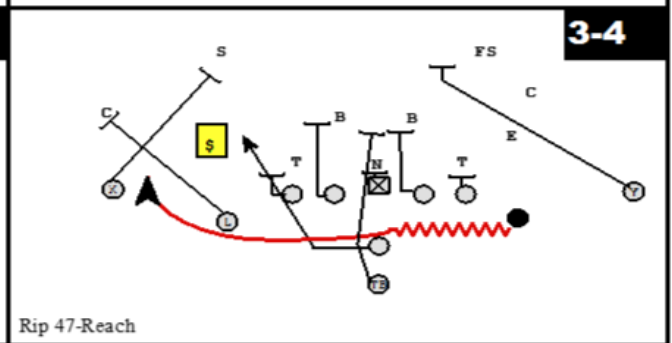
Over Doubles Rip 47-Reach



Over Heavy Rip 47-Reach



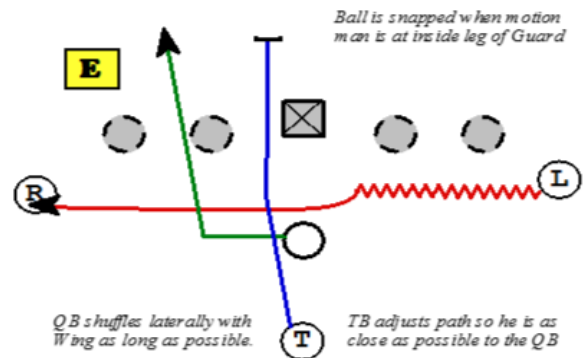
Over Rip 47-Reach



Rip 47-Reach

RT	Reach - On - A way
RG	Reach - On - A way - Backer
C	Playside - On - A way
LG	Reach - On - Gap - Backer
LT	On - Gap - Backer
Y	PLAYSIDE: On - Gap - Backer BACKSIDE: Gap Highway
X	Rip Motion. Catch Lead Blocker. Yards Inside-Miles Outside
L	B-Gap - Backside LB
T	You-Me Call. Reach OLB or kick out Corner
R	You-Me Call. Stalk or Crack
QB	Step Playside & Ride. Read Playside DE. If keep cut off LG & LT block

BACKFIELD STEPS



ADJUSTMENTS

If we all REACH...then we read playside DE instead of Linebacker. Playside offensive tackle reach step to influence the DE, but then climbs inside of DE to Playside ILB. If DE widens with Jet, QB runs ball inside B-gap

DEFENSIVE CONFLICTS

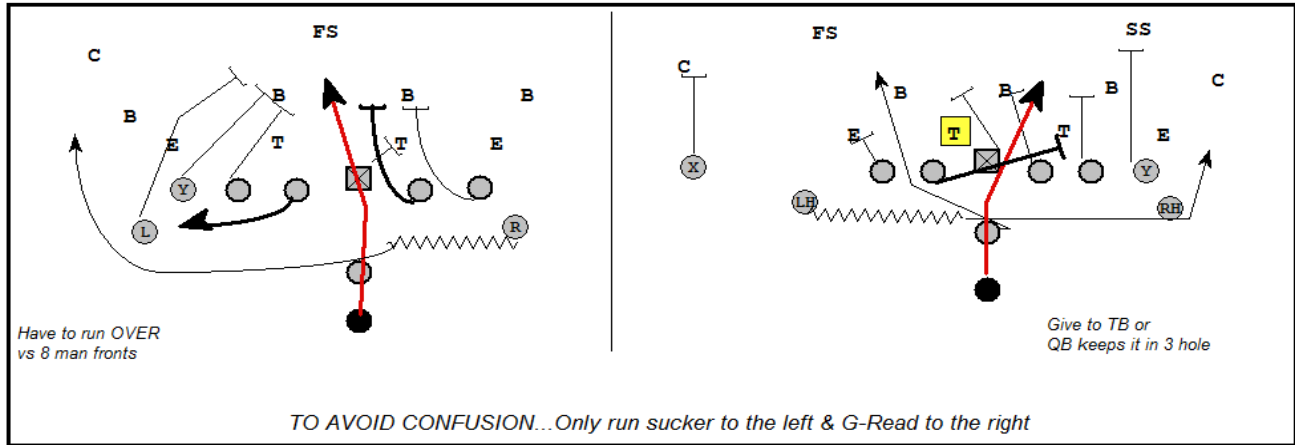
JET FAMILY

INFLUENCE

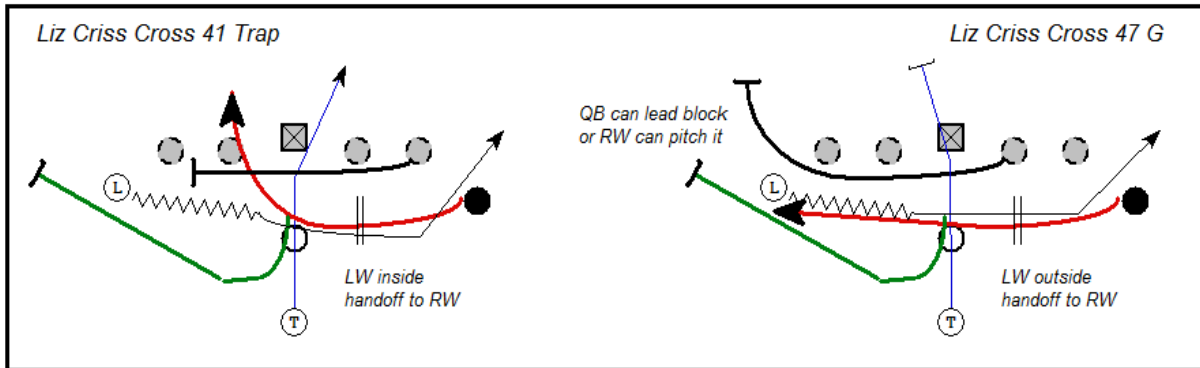
Rip 31 G SUCKER

Do not run either play at a NG

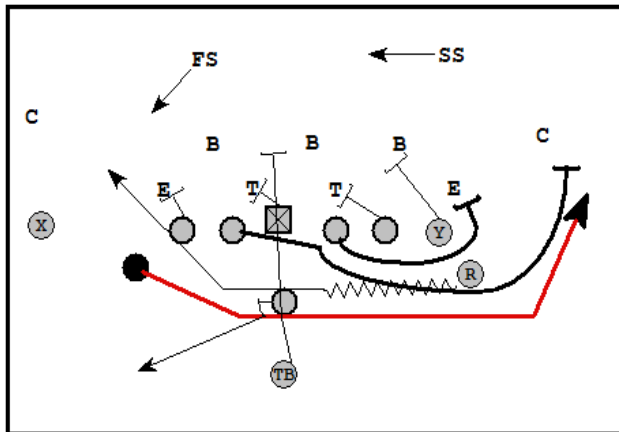
Liz 32 G-READ



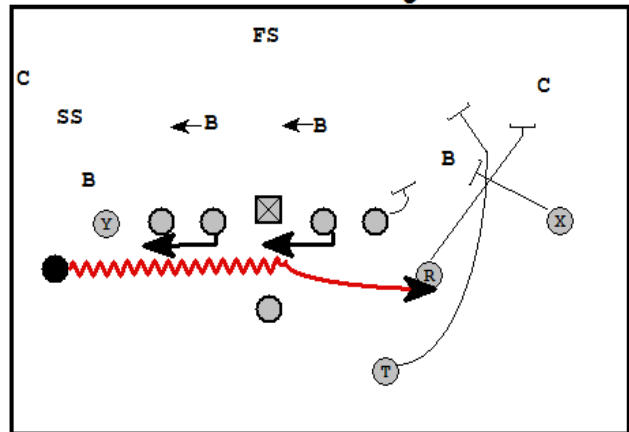
CRISS CROSS



Rip 28 G.O.



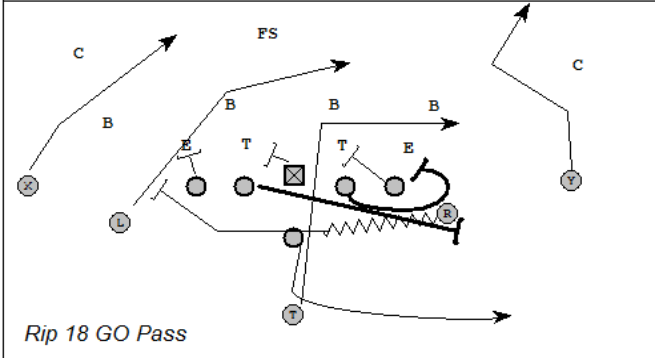
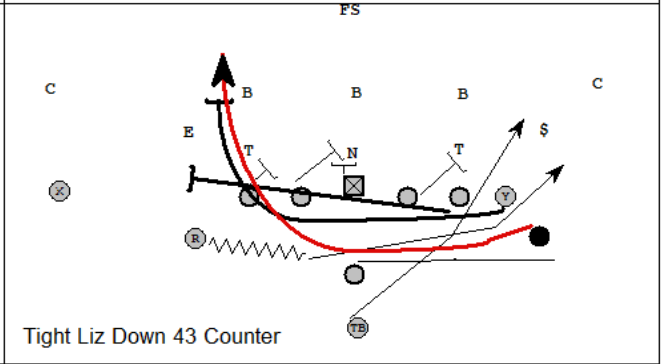
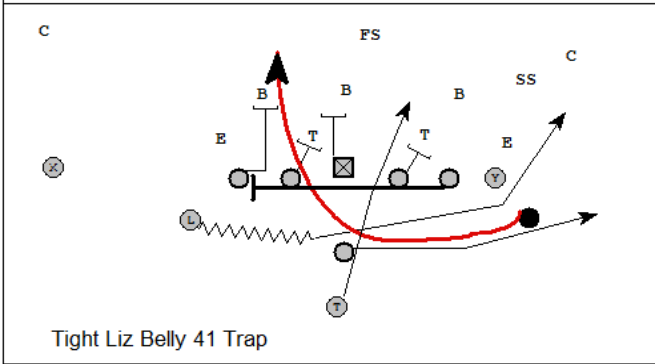
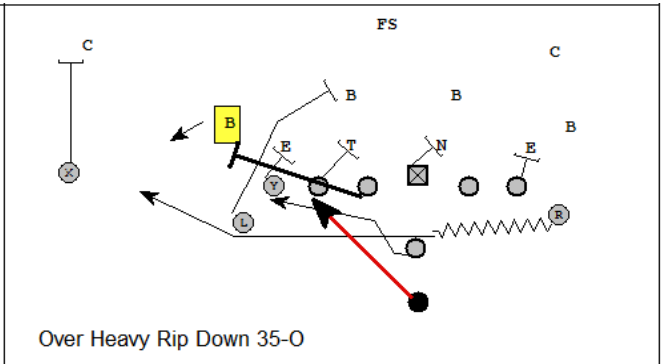
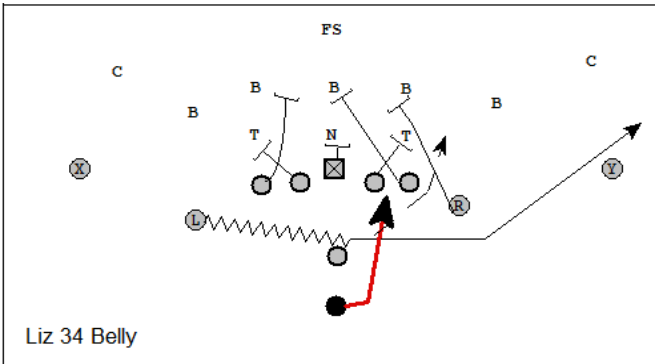
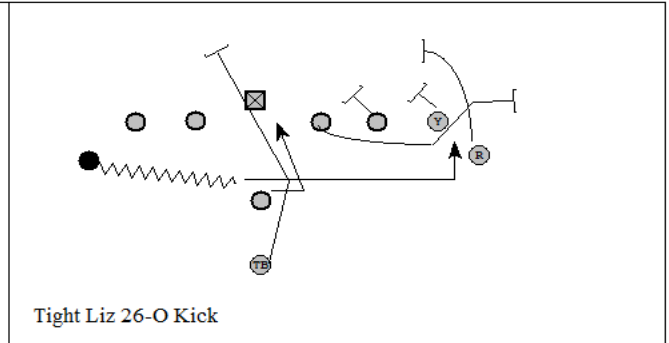
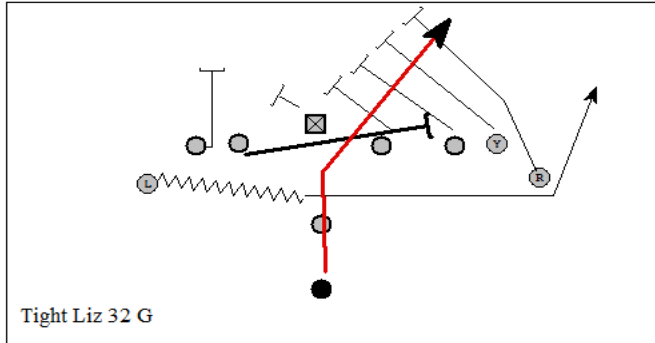
Guards Away



JET FAMILY

PLAYS OFF LIZ/RIP

You can run entire offense off Liz & Rip Motion. Teams that do not run Buck Sweep do this



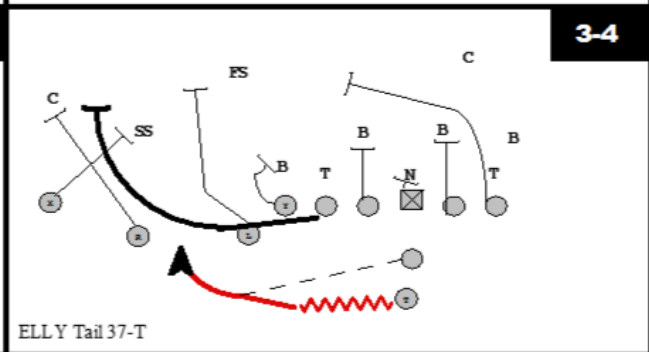
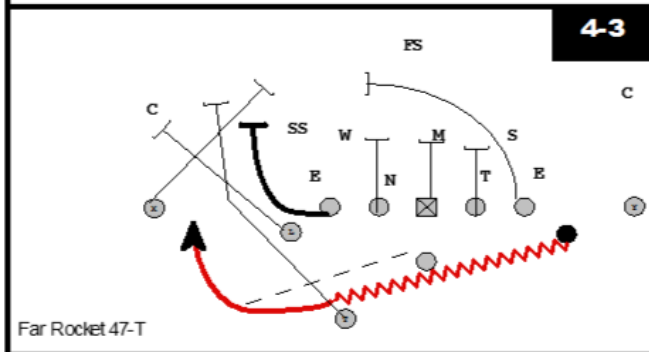
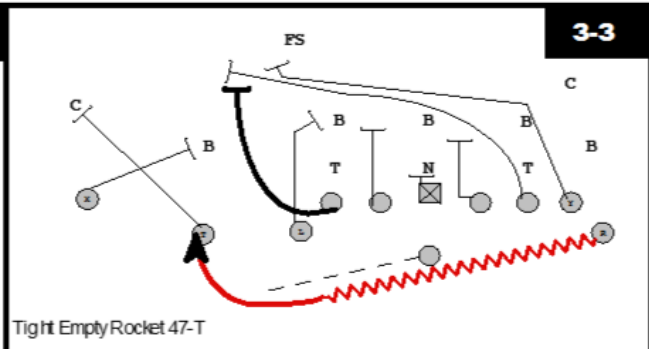
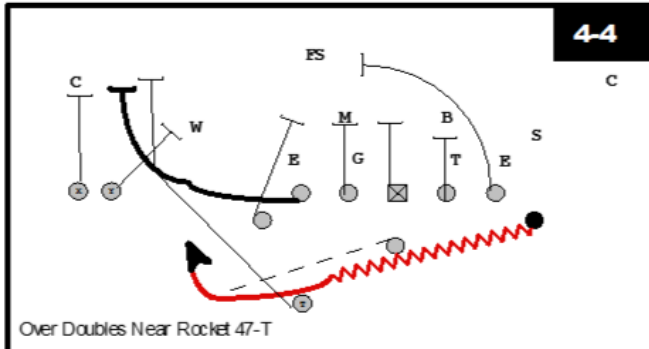
JET FAMILY

Code Word:
RICE 29

Rocket 47-T

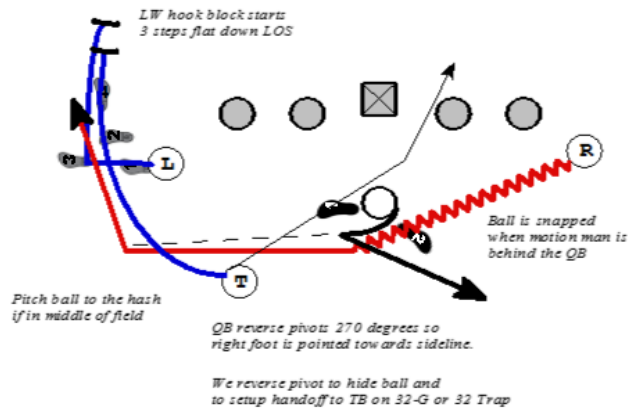
SIGNAL
Eating out of a bowl

Snap Count:
2nd HIT



RT	TD block
RG	Escape to Backer
c	Escape to Backer
LG	Escape to Backer
LT	Pull and block Alley player
T	OVER: Hook EMOL; BACKSIDE: TD block
x	You-Me Call. Stalk or Crack
R	Rocket Motion Open, catch, and run!!!
L	Fake 32 G if no Near or Far call
T	You-Me Call. Reach OLB or kickout Corner
QB	Reverse pivot 270 degree flat. Pitch to the Hash

BACKFIELD STEPS



We can fake the pitch & inside handoff to the TB on a 32 G or Trap

ADJUSTMENTS

DEFENSIVE CONFLICTS

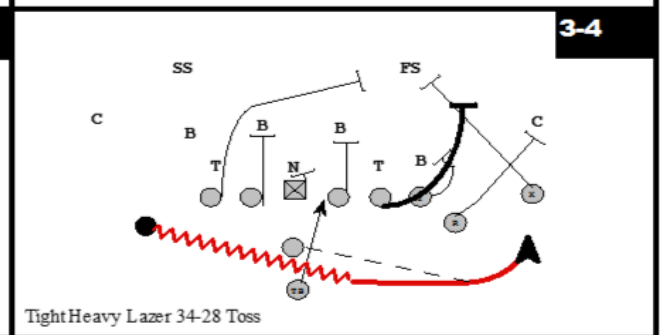
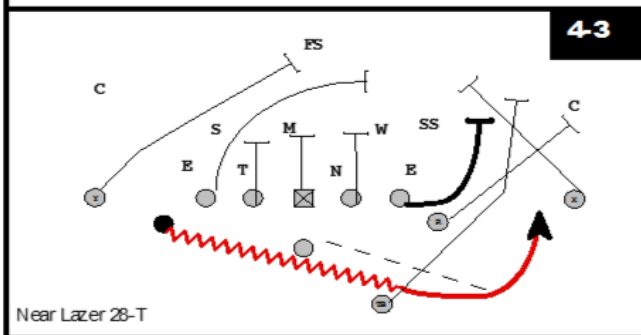
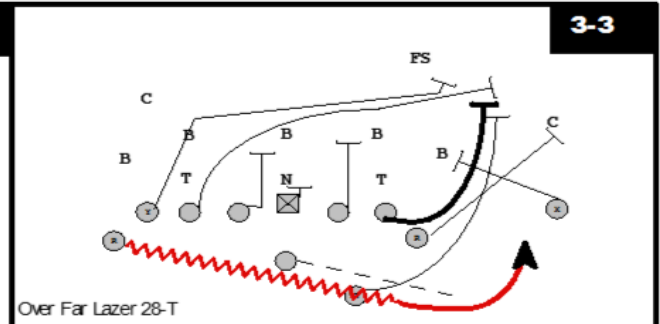
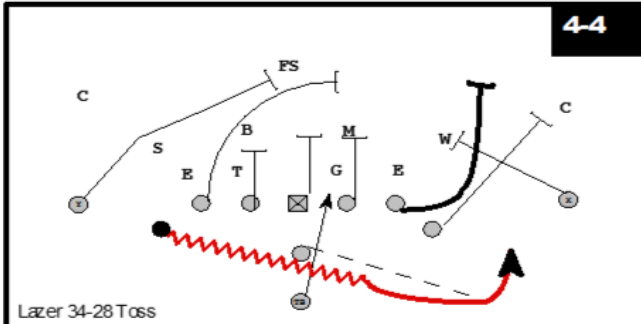
JET FAMILY

Code Word:
RICE 40

Lazer 28-T

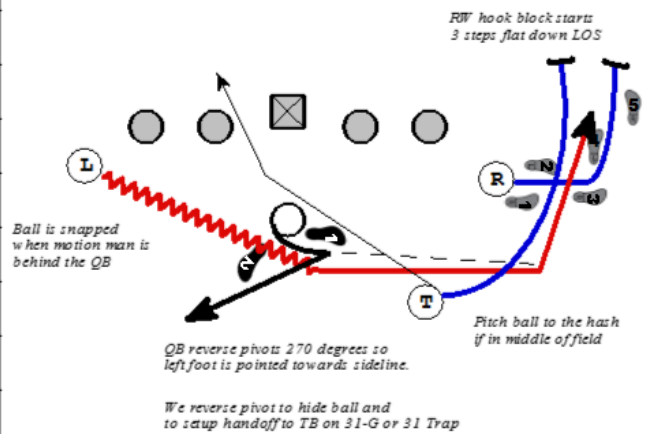
SIGNAL
Eating out of a bowl

Snap Count:
2nd HIT



RT	Pull and block Alley player
RG	Escape to Backer
C	Escape to Backer
LG	Escape to Backer
LT	TD block
T	OVER: Hook EMOL; BACKSIDE: TD block
X	You-Me Call. Stalk or Crack
L	Rocket Motion Open, catch, and run!!!
R	Fake 31 G if no Near or Far call
TB	You-Me Call. Reach OLB or kickout Corner
QB	Reverse pivot 270 degree flat. Pitch to the Hash

BACKFIELD STEPS



We can fake the pitch & inside handoff to the TB on a 31 G or Trap

ADJUSTMENTS

We can fake the pitch & inside handoff to the TB. Fake pitch and pass ball to receiver who runs a seam route after faking a crack block.

DEFENSIVE CONFLICTS

The motion man catches the ball and only has 1, maybe 2 players outside of him. This play is same as quick pitch to a halfback who lines up behind the tackle.

PISTOL WING T

TOSS (Quick Pitch)

Our Toss Package is always ran from under Center. It compliments our Under Center Guard Trap & Midline

