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# CHAPTER 13



## Midline and Veer in the Wing T

Every coach must develop a philosophy as to why they want to run or pass the ball, how often they want to do either

I'd like to take a look at the Midline and Veer. I understand those aren't traditional Wing-T plays, but because of all our unbalanced formations and the way people defend the Wing-T, some of the best things we've got going are the Midline and Veer. I want to tell you this upfront, if you're a Veer guy, I'm probably not helping you much at all. In the sense that we are a Wing-T football team that runs the Veer. And the Veer has been very good to us. I mentioned in one of our other chapters that I tell our kids all the time "Coach Holmes does not call any bad plays." We all know that's not necessarily the case, but I tell them that the Ride Option for example, is a guess play. I think the Defensive End is going to react a certain way. He's going to close down the inside, and we're able to get to the edge to run the option. Well, guess what? Now it's 3rd and 3, I called the Ride Option, he gets uphill, boom, we're tackled in the backfield, had to pitch it early, don't pick up first down, that was a bad call on my part.

We want to run the Veer and if we execute it properly, we're going to have the opportunity for sure to pick up that four yards or whatever we need to get that first down. When we started looking at the Veer, we asked why did we want to use the Inside Veer in the Wing-T.

### Why the Inside Veer fits into the Wing-T

- 1) Gives you a great Outside Run to the Split End side.
- 2) Allows the guess factor to be eliminated from the Ride (XB) series to the SE side.
- 3) Makes it hard for people to play man coverage versus the Wing-T.
- 4) Makes defenses play assignment football,
- 5) Defenses like to get up field against the Wing-T. "hard to block easy to read".
- 6) Giving the Ball to the Fullback gives you a quick hitting play in the Wing-T



Number one, the Veer was a part of the offense before the Speed Sweep ever came along. We needed an outside run play, into the Split End side which was the pitch off the Veer, to force people to have to defend the area of the field between the Split End and the offensive tackle. We needed to force them to have to get a support player into that area. If we could force them to get a support player into that area, we now have a soft edge on the backside trying to defend our Bucksweep, our Power Sweep, the Belly, Belly Option, all the things that we could do to Tight End side and this is what we wanted.

Secondly, it allows the guess factor to be eliminated from the Ride (XB) Series to the Split End side. Again, as I mentioned, we want to take the guess factor out. We want to eliminate the guess factor from the Ride Option in our play calling.

When you have the Veer in your offense It makes it hard for people to play man coverage versus the Wing-T. We think when you play triple option football, most defensive coordinators realize you won't be playing man coverage when people are running triple option. The other thing we talk about is how people play the secondary versus teams that run the triple option, when you go back to when the University of Oklahoma and those guys were running the triple, anytime you had a Split End side, you had to invert your secondary that way or you ran out of people, you couldn't handle the load option. So, by us being a Wing-T team with Veer and the treat of running it most of the time into the Split End side, we're forcing them to invert to that side, which gave us what we want back to the TE which is a defender that is responsible for pitch/contain and deep 1/3 in pass coverage.

Number four, makes defenses play assignment football. Running the Triple Option makes defenses play assignment football. They can't wheel and deal and gamble so much because everybody has certain responsibilities and defending the triple option forces them into assignment football. Defenses' believe that penetration, penetration, penetration, is a big key in stopping the Wing-T. As I went to talk to Coaches that run the Triple Option they believed that what we have listed as number 5 was important. If a person is hard to block because they are blowing up-field that they are easy for your QB. With this understanding the things that defensive coordinators believe you should do to defend the Wing T are just opposite to what you should do to defend the Triple Option.

Lastly, giving the ball to the Fullback gives you a quick hitting play in the Wing-T. The other thing I like about is that I like one of the things that is a negative, if that's what you want to call it, if that's your thought process, is to the Wing-T offense, there are very, very few fast hitting plays. Everything is a little delayed before it gets into the line of scrimmage, in true Wing-T packages. The Trap is about the only thing you have that hits right now. This gives us a play in our offense where we're handing that football to the Fullback and the read is right there. It gives us a very quick hitting play into the line of scrimmage. This gives another element to what we're trying to getting done.

## **CHECK AT THE LINE OF SCRIMMAGE.**

Now, we believe if you're going to run the triple option, the most important thing is you've got to give your Quarterback the ability to check the direction that the play is going at the line of scrimmage. For us, we want to run the Veer to a 1-technique. If there's a 3 and a 1, we're going to check it and run it at the 1-technique. We want to force the 5-tech to have to take the dive. We have that ability built into our cadence as mentioned earlier and we want to check to the 1-technique.

### **Why should your Quarterback Check at the line of scrimmage?**

- 1) Prefer to run play to shade or 1 technique instead of a 3 technique.
- 2) Secondary rotation will send the play the other way.
- 3) Front adjustments to unbalanced formations will allow a check to short side.



If the secondary is rotating around because we're in unbalanced formations, and they're pulling the whole secondary around the unbalanced side, then obviously if the secondary rotates to the unbalanced, we want to check the Veer and go away from the direction the secondary has rolled.

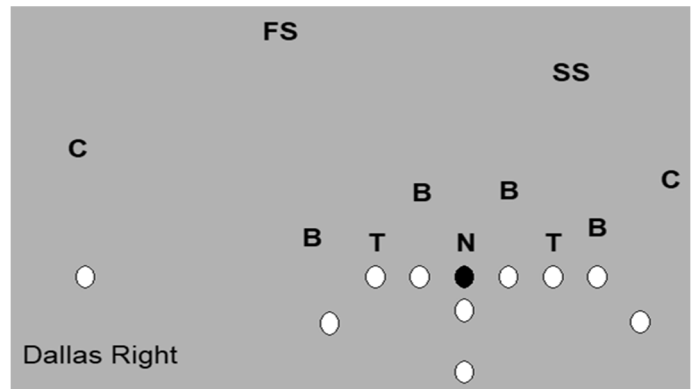
The third point here is the key for us. How do they adjust their defense to all of our unbalanced formations?

## FORMATIONS FOR RUNNING INSIDE VEER

As a coach for many years, and many of those years as a Defensive Coordinator I believe that the Outside Veer was the most difficult play to defend when it was executed properly. Well when teams adjust to our unbalanced formations they often will have to adjust their option responsibilities. If they slide their front down one man to defend our unbalance formations, then you run the Inside Veer to the short side and the Defense must defend it like Outside Veer in their option responsibilities and we don't have to teach the mesh and blocking rules for the Outside Veer.

We like running the Inside Veer from both balanced formation and unbalance looks. The advantage of unbalanced looks again is about how defense adjust to your formations. You will be able in the Game Plan Chapter see the 5 ways that Defenses adjust to unbalanced formation and you will be able to anticipate the sets you will want to use vs a specific adjustment philosophy of the team you are playing that week.

The last point I was taught in running the Inside Veer is you always want 2 hats (blockers) assigned to the play side Linebacker. One that can make the block on the Linebacker on a give read and one for the Linebacker when the defensive lineman gives you a pull read.



Red and Blue. This is Dallas Right for us, the formation below. What we're hoping to get because of the Veer, is if they're inverted to the Split End side, they got to push the Strong Safety down and now the Corner is not only a deep third defender, he has to be a pitch-contain guy.

### TIGHT DOUBLE

We like to bring our Split End down into crack alignment. Now we got to hat, all the option guys that I tried to learn the option game from, told me when you're running inside Veer, one of the most important things of all is that you have two hats on that linebacker. You got to assign two hats to him.

So, here's the thought process. If we're Veer releasing underneath with our Left Tackle, and the Defensive Tackle's not closing, that's a give read. We've got to have somebody block the linebacker in the mouth. If they're playing games with us, and the Defensive Tackle is pinching to take the dive or close it, that linebacker's responsibility is to step across the top and put him on Quarterback. For us, we always are trying put two hats to the Playside Linebacker when we're running the Veer. By bringing ourselves down into the crack alignment, we can

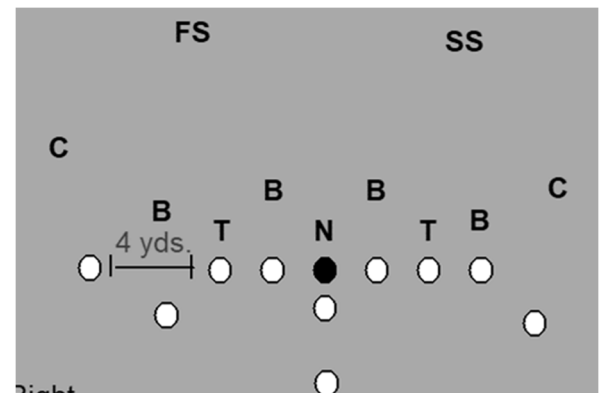


Fig 13-2: C DALLAS RIGHT

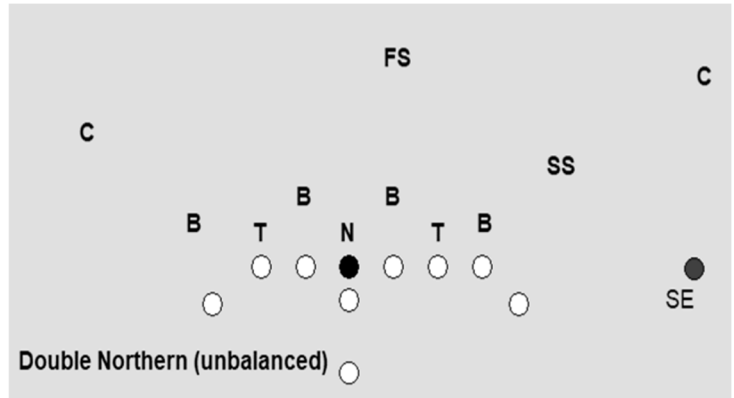


simply let the Split End go crack, we can arc to the corner with the Wingback, and now we got angles to get two good hats on the linebacker.

**UNBALANCED**

Obviously here we've brought our Split End over unbalanced. Now we can come back and we can run the Veer strong, or we can go back and run the Veer to the nub if they turn and slide the front or rotate the secondary.

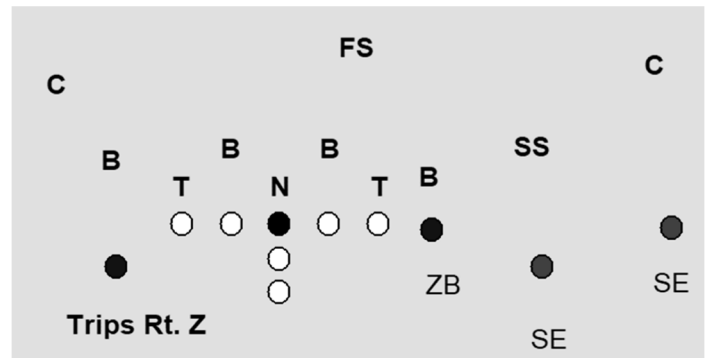
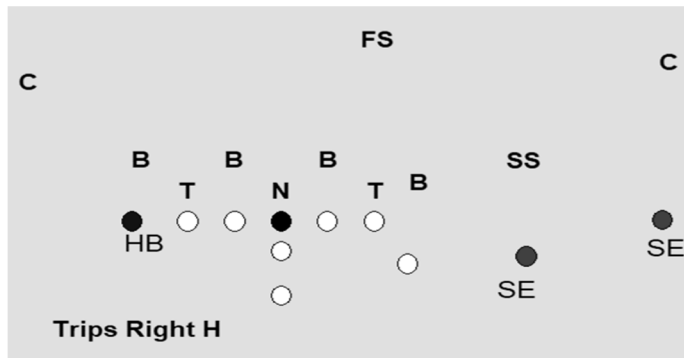
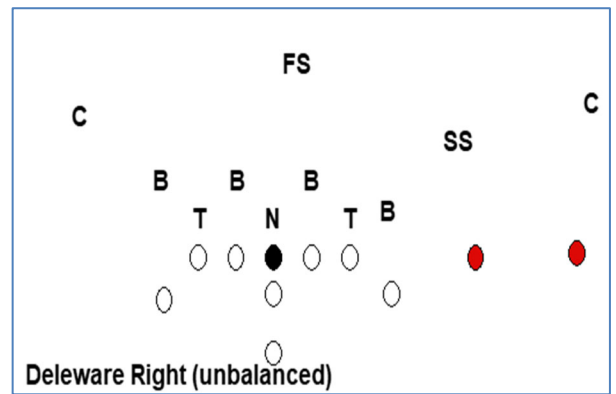
Obviously, this front for us is a great way to run the Veer, we call it Delaware Right. It's drawn up against the 3,4 but we really love it against this formation against 4,4 type fronts. That's what we really like best against them.



**TRIPS RIGHT H**

Now obviously we can get a trips because we're looking for them to invert to Cover 3. We still can get our Wing in motion, and all we have to do is arc release our Halfback and able to go pitch off the End.

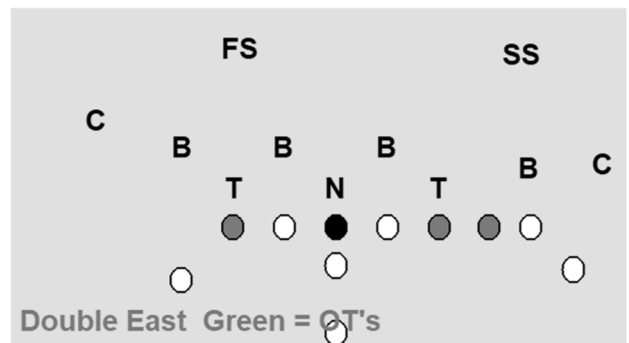
Now we're in Trips Right Z. We can still run the triple into the trips side. You get a chance to stalk. You get a chance to get a man on point (Free Safety). The Z-back can still B.O.B. or we can arc him and run him to the point, or we can stalk the inside SE and B.O.B. to linebacker. But we'll get into the schemes in a minute and that's why we like this formation.



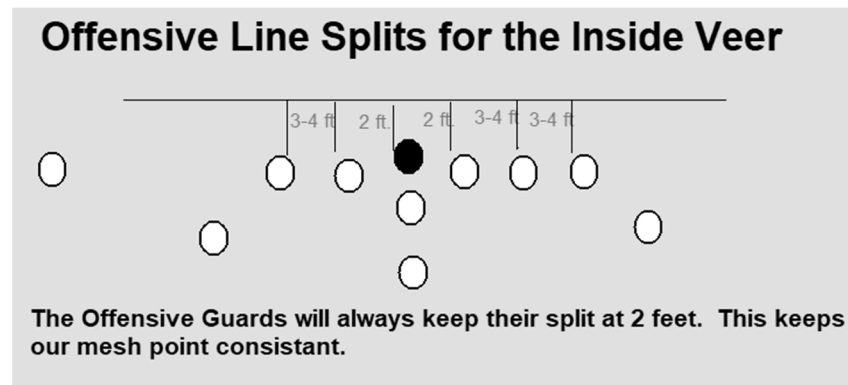
**TACKLES OVER**

Next formation here is our Double East Formation. What we've done is we brought in a sub tackle, so it's a 2-4 unbalanced trying to get them out flanked, trying to force the defense to make an adjustment.

**OFFENSIVE LINE SPLITS FOR THE INSIDE VEER**



Now for us, our basic splits in our Wing-T are 2 feet between Center and Guard, 3 feet between Tackle and Guard, and 3 feet between the Tight End and Tackle. So, we're 2, 3, 3. When we run the Veer, we are 2 feet always because those are what we use as our aiming point for the track we want our Fullback on. We're going to stretch the Tackle from 3 feet, and we're moving him to 4 feet. The Tight End also goes to 4-foot splits. You say "Coach you're tipping the play off." We might be a little bit, but here's the deal. We want to keep the dive read removed as far as we can from the Fullback on the mesh. It makes it easier for our Quarterback to read, because when we're over split him, if he's not closing right now, he's not going to be able to take the dive. So, then we're giving the football. Split them out. Makes it easier for the Quarterback to read. It is very important the Guards stay with their 2-foot split.



## COACHING POINTS FOR INSIDE VEER

The Offensive Tackles and Tight End will vary their split, depending on the type of front we are playing. We will have the same split on both sides in case we must check opposite.

Now it's very important even though we call Veer in the huddle to the left we need the right side to take the same Veer split, because as I mentioned in the first slide, we've got to give our Quarterback the opportunity to check it and go both ways. We will always try to have 2 blockers assigned to the Playside Linebacker, one from the inside and one from the outside. Over splitting the Offensive Line will give the Fullback better lanes to hit and also makes the Defensive Lineman easier to read for the QB.

**The Offensive Tackles and Tight End will vary their split, dependant on the type of front we are playing and will have the same split on both sides incase we must check opposite.**

**We will always try to have 2 blockers assigned to the playside inside LB. One from the inside and one from the outside.**

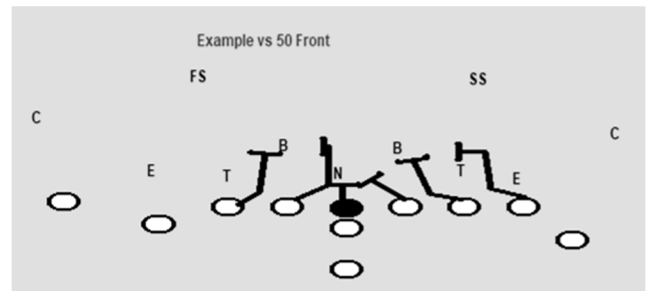
**Over splitting the OL will give the Fullback better lanes to hit and also makes the Defensive Lineman easier to read for the QB.**



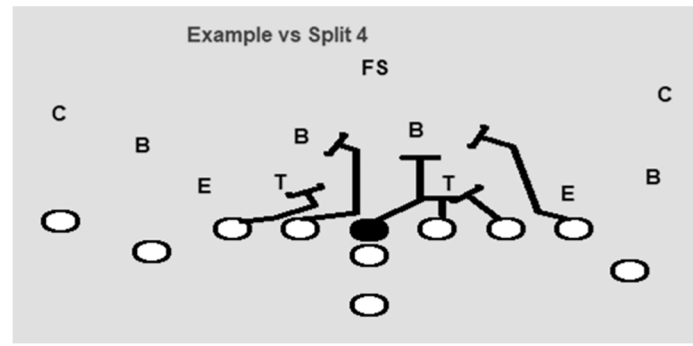
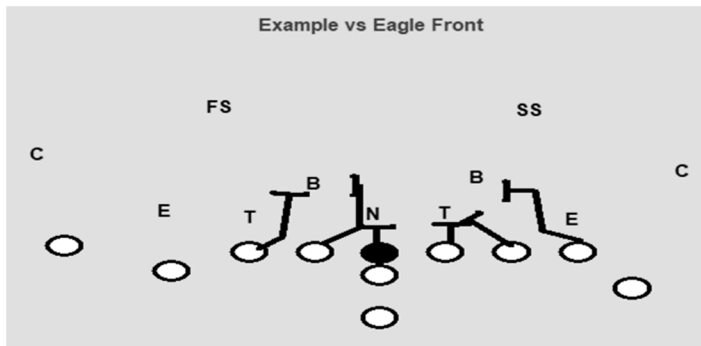
## OFFENSIVE LINE BLOCKING RULES

We aren't too complicated with our blocking rules on the Veer. And that is by design. We don't want to be complicated. We will always double team the first down lineman from a 3-technique inside. The double team block is different from the Wing-T technique, we want to drive the defensive lineman straight back to cut off backside Linebacker pursuit.

Between the Center-Guard-Tackle Playside, if you're not involved in the double team, you're up to the linebacker. That's the way we word it. So we look here it's a 3-4 defense, it's a 50 look. Who's the first defender from inside the 3-technique? It's the Nose. We are going to double the Nose right here. The third guy out of the 3, knows he's going to linebacker. We scoop the backside on all of our Veer plays. We call them Bama. Bama is the Inside Veer because it clues our Quarterback in to read the first defender from B-gap out. So Bama means first defender from B-gap out. For us it's Bama Right and Bama Left. That's what we call it.



Following our rules and the defense gets in a Bear look with a Nose and 3 technique. We always will double the first defender from 3 technique inside. So we will double the 3 and the Center and all backside linemen will scoop.

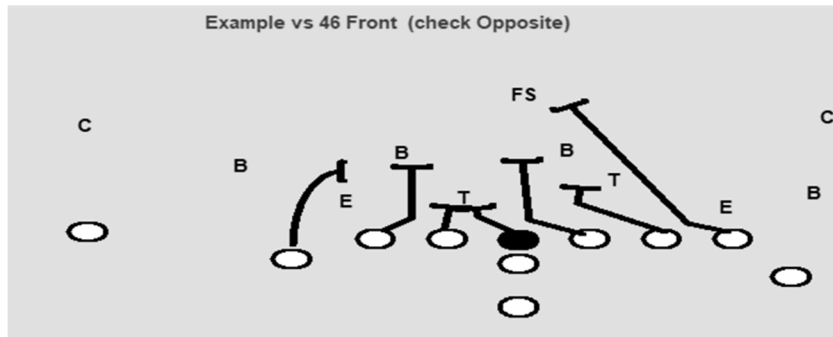


We got a Split 4 look. If we've got a Split 4, we're going to find the 3-technique and we're doubling the first man from the 3-technique. Center is scooping and if he's not involved in a double, he's climbing to the linebacker. Rules are the same, and it holds up for us in whatever we get. Double team the first man from 3-technique inside. The other of the interior linemen, if we're running Veer to the right, climbs to the linebacker, we scoop for backside. We keep it pretty simple.



**EXAMPLE VS 46 FRONT (CHECK OPPOSITE)**

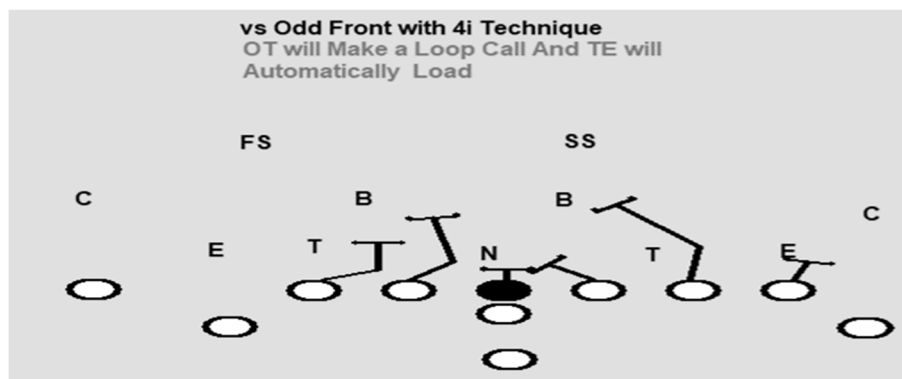
When facing defenses that give us a 1 technique and a 3 technique we will want our QB to check and run at the 1 technique. Since we are double teaming the first defender from 3 technique inside the 1 technique will be our double team block coming from the Guard and Center. This allows our play side OT to release to the LB.



Now we're running Veer to the left. We've got a 1-technique. We're going to double the first man from B-gap in. The next guy's to the backer.

**INSIDE VEER: VS 43 TO TE SIDE (TUG)**

Other Blocking Schemes for Inside Veer: vs Odd Front with 4i Technique (OT will Make a Loop Call and TE will Automatically Load)



Here's the next coaching point. The only variation that we have in our Veer is what do we do when we have a 4i. We line up and they've got a 50 look, shade weak, and then a 4i. We're running Veer to the right. We're going to double team the first man from 3-technique in so there's a double on the Nose. The Tackle knows he's not involved in the double team, so he's going to the linebacker. When that happens, and this guy is in the 4i, we know we are not going to be able to get to that linebacker. So, we tell our Tackle to make a call and his call is "Loop". He's not going underneath, he's going around the 4i to get to the backer. That loop call is telling our Quarterback and Fullback there's a 99% chance you're not going to get the football. It's almost a pre-snap read that you're not going to get it. They're putting this guy in the 4i to be able to take the dive. We coach our Quarterback unless the 4i widens with that reach block, you should be pulling the football. Anytime



that we call loop, our number 3 guy, whether it's the Tight End or the Wing, automatically load blocks the number 3 defender. For us we do not want our Quarterback, because of the number of reps that we're able to get, we try to keep our quarterback from having to execute the option against the possibility of a hot 2 and 3 coming right into their face right now. So if it's a 4i, we're going to loop it. The Fullback knows he is actually going to chop the outside leg of the 4i. That's what he's anticipating. The ball is in, it's disconnected, cut the outside leg of the 4i, we're automatically loading. So the Quarterback now when we have a loop called, he knows, it turns into a keep in our terminology. He'll pitch off number 4.

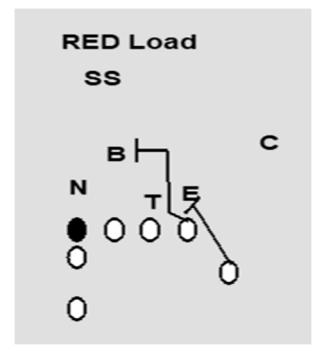
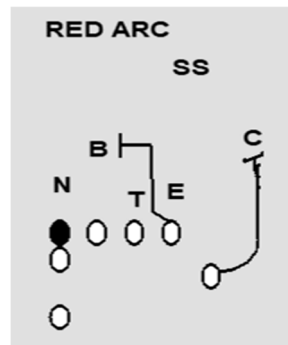
### PERIMETER BLOCKING SCHEMES TO TE SIDE

We have calls. I know people that are full time options teams they like to use a count system. Whatever the counting is tells them how to block the perimeter. We don't have enough time to be as thorough on that because we are a Wing-T team that runs the Veer. What I do is, we have these tags.

Red tell the Tight End to go to the backer. Bama Right, Red Arc. Red tells the Tight End to go to the backer. Load tells us we're going to block the #3 defender, which is the guy for us who lines up on the Tight End. Arc means you are arc release and block #4. BOB means Wingback is going outside the # 3 defender to block the first linebacker he comes to, and BOSS means the back will arc outside and he goes to safety support. Those are the terms that we are using over to the Tight End side on how we want to block the perimeter.

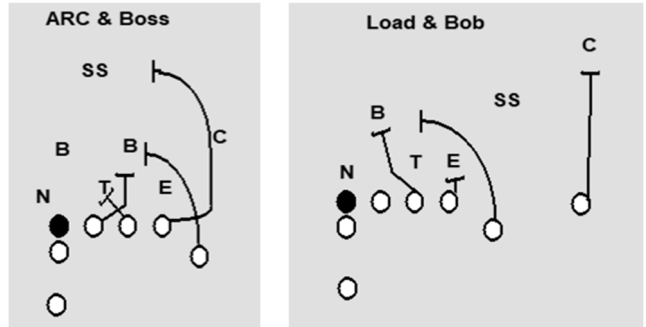
- RED = TE to LB
- LOAD = Block # 3 (QB Player)
- ARC = Block # 4 Player
- BOB= Wing on 1st LB Inside (**Back outside for Backer**)
- Boss= Back on Safety Support

We're running Bama (our Veer play call) Right. We've already talked about the interior linemen rules. The drawing above to the left is Bama Right Red Arc. We're telling the Tight End to go Red, so now we've got the two hats on the backer and we tell our Wing to arc. So, Red Arc. That's how we want to block it there. We can come back and run Bama Right Keep Red Load (top drawing on right). We told the Tight End to go Red. We told the Wingback to go Load and now since it's Bama Keep, the Quarterback knows to pitch off of number 4. We Load it, and that way we don't have to worry about our Quarterback having to defend against the 2 and 3 pitching down its side being in his face right now.



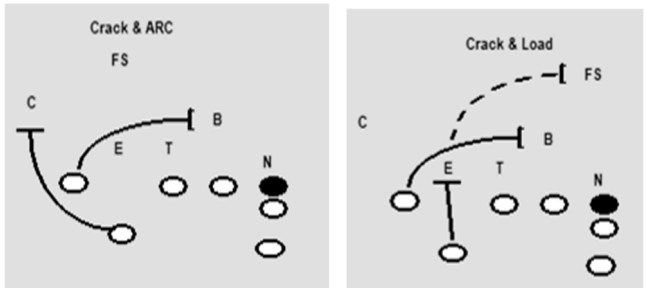


The next two are, (top Left) is Bama Right Arc and Boss versus a 4-3 look. We are telling the TE to Boss which sends him to the Safety support and the Wingback to Bob. Vs a 4-3 we know the dive read is always the first defender past the 3 technique so the DE is responsible for the dive. The drawing has a "TUG call" but our base rule would be to double team the 3 technique.



By calling Load first we are telling the TE to block the defender over him and we are telling the WB to BOB block the Linebacker. This obviously helps the QB by separating the Dive and Pitch reads.

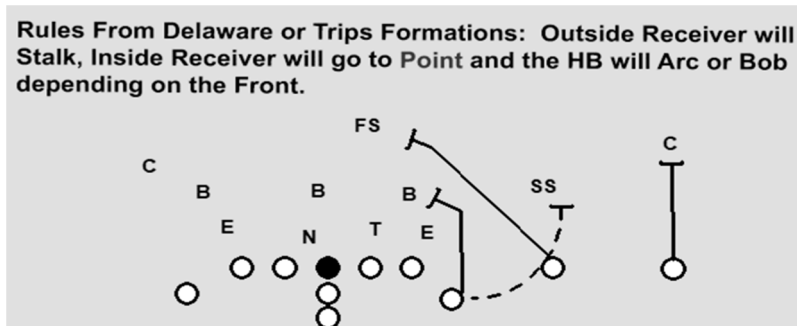
The Backside Split End, they have some calls. We can tell the Split End to crack, and the Wingback arcs. Crack means you're going to block the first defender inside on the second level. That's what crack tells our Split End on any play we have. If you come to crack, you have first man on the second level, We are telling the Wing to arc and he will go block the number 4 defender. What are the rules for the linemen here?



This is Bama left. We're going to double team the first man from 3-technique inside. So, they would double the Nose, Veer release to the backer. Now we've got a threat of that hot 2 and 3. Generally, because of the Jet Sweep now, if we brave our Split End down in crack alignment, they're widening that outside backer. If they don't, we're able to pin them right down and be outside on the Speed Sweep.

Next one, we've got a crack and we've got a load. We're doubling with two hats on the backer. We're loading number 3. We're able to read the Veer and pitch off the corner.

**DELAWARE BLOCKING RULES**



Anytime we get an 8-man front, which is what we love, we like to run Veer out of this loose formation. We're going Delaware Right Bama Right BOB. The Split Ends' rules are always the same. This Split End blocks the man he lines up on.



The inside slot Split Ends job is to block the point, that's the deep middle third player that can run the alley. We tag it Bama Right BOB, now it's back on backer. Defensive End is you're dive read and Strong Safety is your pitch read. If we choose to do so, if the Will backer is playing wider, we can with an arc scheme, we can go Bama Right Arc. Now we'd have to pitch off the backer when he shows.

## **FULLBACK TECHNIQUES**

Fullback is aligned with his heels at 4 yards from the front tip of the football, in a 3-point stance His aiming point is the outside cheek of the Offensive Guard. It is imperative that the Offensive Guard has a 2-foot split. To make the thing where you want it, that mesh has just got to be automatic and it's got to fit. We tell him as you're hitting that track from your 3-point stance right off the outside hip of the guard, you want to stay on the track. You want to work hash, numbers, sideline. Stay on your track. You only cut back if a guy forces you to cut back. He will continue on his track and anticipate the block on the linebacker. He should think, hash, numbers, sideline.

We think this is a huge coaching point. If the Fullback is running the Veer to his right, he should step with his left foot first. If the Fullback is in his stance and he's running Veer to the right, what they would like to do is they want to step with their right foot to their direction they're going. The mesh is occurring right now on the second step. What ends up happening, he closes the hip off on his 2nd step and there's not as much space for the pocket when he steps with his right foot first. When running the Veer to the right the Fullback should step with his left foot first and right foot second, now the mesh is happening with his inside foot back. It gives a much easier transition and now as the ride comes though the next step and when the Fullback is hitting that third step, the ball is already seated. That's a small coaching point that helps us. Veer to the right, it's left, right, pockets open.

Now, how do we take the mesh? We coach our Fullback inside elbow up, bottom hand down. We want them to press on the football, but my fingertips are staying open. Press to the ball, forearm to forearm. The Fullback will have some tension on the ball with his forearms but he will not close his fingers around the ball. Everything that we do in the Wing-T is we take the snap and we're going to seat the ball into our belly button in everything that we do.

**A) Fullback aligned with his heels at 4 yards from the front tip of the football. Aiming point is the outside cheek of the Offensive Guard. He will continue on his track and anticipate the block on the linebacker. He should think, hash, numbers, sideline.**

- **B) If the fullback is going to his right, he should step with his left foot first, so the inside leg is back on the mesh. (2<sup>nd</sup> step)**
- **C) We want the fullback's arms to fit over the top and bottom of the ball and his hands over the end of the ball. If he does not feel the QB pull the ball as he clears the front hip of the QB he should squeeze the ball as to keep**
- **D) The Fullback must hit the hole full speed every time and anticipate getting the football.**
- **F) If the Fullback should here the OT call "Loop" he will automatically run through the outside leg of a 4i DT and cut his outside leg.**



The Veer is not a Wing-T play. It's very important, and we'll talk about the Quarterback steps, but I want to show this mesh too. When I receive the snap, the ball is extended right now. I can't pull it to my belly. I've got to extend the ball. Step left foot, right foot, and that's where the mesh hits. You got to convince the Fullback to hit the hole full speed every time. He doesn't know whether he's going to get the football. He doesn't need to predetermine whether he's going to get it. Hit the hole like you have it.

I remember many, many years ago I'm sitting in a clinic and the coach is talking about running the split back Veer, how they don't block the tackle and don't block the end. There was an old guy that was sitting in the back of the room and he raised his hand, he said "Coach, you mean to tell me that you're going to run this football play and the guy that gets to tackle the Fullback, nobody's blocking him? And the guy that gets to tackle the Quarterback, nobody's going to block him?" He said "Okay. Just make sure you got a lot of Fullbacks and Quarterbacks because if there isn't anybody that's going to block us, we're going to hit him."

Point being that kid is going to hit that thing every time because he may not get it 4 times in a row because they're closing. But eventually that defender is going to say "There's no reason to tackle him. I've got to come off and take that Quarterback." If you execute it right, Fullbacks got a chance. If they keep hitting him, sometimes they lose their enthusiasm about running it up in there. You got to have a kid that's willing to do that.

If the Fullback should here the OT call "Loop" he will automatically run through the outside leg of a 4i DT and cut his outside leg. We're 99% sure it's going to be a disconnect and all we ask him to do is cut that outside leg of the 4i. I have a funny story but it's true story. I hope you get this point about this game of Football. . We think our kids know what we're talking about. We hope they know what we're talking about. Before I got to Dublin High School, they were a Georgia Southern, Georgia Tech, Navy Triple Option football team. The Coach have focused all week on how to execute against a 4i technique. The Fullback was taught to disconnect and block the 4i through his outside thigh pad.

It didn't happen the first three times they face it. The starting Fullback never chops the outside leg of the 4i. The assistant coach who coached the Fullbacks, who actually coached with me for a while, got really upset. The Coach jerks the starter out, gets on him, puts the back up in, and he tells him "Son, you've got to cut the 4i." "Yes sir got it coach" the kid goes in the game. Next two times they run it; he didn't block the 4i yet. The Coach now pulls the backup Fullback out of the game, obviously upset and goes over and jumps on the kid. "I thought I told you, you have to cut the 4i" the kid looks at him just as innocent as he possibly could and said "Coach I've looked all over the field and nobody has glasses." To him, a 4i was somebody that had glasses. That's a true story. The point that I'm trying to make is we have to be great teachers of this game. We can't assume that a kid understands what middle third is you have to teach him what middle third is. They don't understand that stuff anymore. It's Greek to a lot of our kids. We have to do a good job to teach them.

## **QUARTERBACK THOUGHT PROCESS**

We're going to read the first down lineman past a 3-technique. If you have a 3-technique to one side and a 1-technique to the other, check it and go to the 1-technique. If I call Bama Right in the huddle, they come up and all of a sudden, the 3-technique is to the right and the 1-technique is the left, our Quarterback is simply going to say "Check



opposite.” It doesn’t mean we’re running Veer. We can check opposite on the Speed Sweep, check opposite on the Bootleg, whatever it is that we’re doing, check opposite just means go the other way.

If you have a 4i technique to each side, disconnect from the Fullback, pitching off #4.

If we face a shade strong 50 front, we usually check it and run away from the shaded Nose. We will run that to a 3-technique as opposed to a shade Nose and a five.

- A) Read the first down lineman past a three technique. If you have a three technique to one side and a one technique to the other check to the one techniques side.
- B) If you have a 4i technique to each side the OT should call “loop” and you will automatically disconnect form the fullback and the QB player will be loaded and you will pitch off # 4.
- C) When facing a shade strong 50 front we will usually check and run away from the shade. We like this because it really becomes the outside veer!

## QUARTERBACK TECHNIQUE

I want to go through the Quarterbacks steps right quick. The quarterback receives the snap. We’re going to the right. We’ve got our feet staggered. I want to take the playside foot and I want to step at 4 o’clock. 3 o’clock is straight out. I want him to receive with his weight on the foot opposite the direction the play is going, he will step with his playside foot and point his toe at 4 o’clock and it is a normal walking step. As I receive the snap, I want to extend the football back as far as I can until my shoulder and chin rest together. My left foot still has not moved. The Quarterback should have his knees bent, ball extended with his arms extended at breast plate level of the Quarterback. The Quarterback cannot put the ball down and try to bring the ball up to mesh. Receive the snap, extend the ball, breastplate height, chin on shoulder, and eyes on defender. As the Fullback comes, that’s when my left foot starts to move and it rides and extends. We just talked about the Fullback. The Quarterback’s decision has got to be made during the ride. That’s how long he has to make that decision. All we’re telling him if he’s going to pull it, jerk the football violently back to your chest so the Fullback can feel it before the Fullback closes the fingertips over the end of the ball.

We want that mesh, as we mentioned, extending the arms back as deep as possible. Chest high, knees slightly bent, ball is extending back far enough that the chin rests on the shoulder.

The Quarterback should focus on the inside shoulder pad tip of the first defender from the B-gap out. That’s where we want his eyes from the time he receives the snap until he finishes the ride with the Fullback.

### Quarterback Technique for the Inside Veer

- A) As you receive the snap you will extend as far back past the back shoulder as possible while stepping with the play side foot at 4 o’clock (right) or 8 o’clock (left). If the extension is correct the front shoulder should rest on the chin of the QB.
- B) We want the ball meshing with the fullback as deep as possible for an extended ride time.
- C) The ball should be at chest high for the QB with his knees bent slightly. Again if the ball is extended back far enough the chin of the QB will be resting over his front shoulder.
- D) The QB should focus on the inside shoulder pad tip of the first down lineman from a three technique outside.



If the Quarterback's read closes, that means the near shoulder of the QB's dive read is coming toward him we want the QB to pull the ball from the Fullback. We call this a pull read. If the near shoulder of the dive read is going up-field, that is a give read. If the dive reads near shoulder is going away, that is a give read. Focus on the near shoulder. Bring back my point now of our splits. We're over splitting the Tackles whenever we are running BAMA. This makes the read easier for our QB. If the shoulder of the dive read is not coming to the Fullback immediately, he's not going to get to our Fullback. Not if the Fullback is hitting that hole like he should. The dive read may tackle him, but we are going to get those 4 yards that we're looking for on each play.

What do we do now if the read just sits there? We feel like we can give it. We feel like our Fullback can ram it up in there. We tell the Quarterback that you're going to keep this ball if he does a good job on the ride. The best triple option team we may have had was when I was coaching in Tennessee. I had my third Running Back was the Fullback, like our philosophy says. I had a quarterback that ran 4.9, but he could read the heck of it and he was a good operator. And both my Wingbacks were phenomenal, and I used to explain to them like this. If you will ride and extend the ride, they'll tackle our Fullback. Great. You take the ball to the end and pitch the thing to somebody who knows how to go to the house. As simple as that sounds, force them to take the dive because you mesh and you ride the heck out of it. Take it to the Defensive End, and pitch the football.

## MIDLINE OPTION

We just finished looking at our Veer series, now let's look at the Midline. The Midline for us is the perfect fit for the Wing-T. It fits with the Wing-T and what we're trying to do. Versus an even front the release of that Playside Offensive Guard who's releasing the linebacker and the threat of the trap. Those two fits together so great that 3-technique is going to close and jump all over that Fullback most of the time.

Versus an odd front that wants to slant, we feel it makes it much easier for the QB to read.

We can tell, are they slanting strong or slanting weak? And as I mentioned before with the Ride play, we don't use any motion when we're running Midline. Sometimes we will call motion in the play if we know we can dictate how the defense will react to motion.

Another thing we will look at is how we like the Midline vs teams that are taking their 9 technique and stepping him out on the snap to our Wingback. They are trying to make it difficult for the Wing to block down on the DE

### Quarterback Thought Process

- A) If your read closes (near shoulder come to you) Pull Now, step around trash and anticipate pitching the ball.
- B) If your read steps out or moves up field, Give Now, continue to carry out your fake to hold the DB's attention.
- C) If your read sits and doesn't commit, extend your ride and determine. We coach our QB that he will keep this ball if he does a good job riding. You may want your FB to get the ball, however.

### Why the Mid-Line and the Wing-T fit together!

- A) Versus an Even Front the release of the OG to the LB and the threat of the Trap make the defensive tackle close in a hurry.
- B) Versus an Odd Front that wants to slant, we feel it makes for an easy read for the QB.
- C) Teams that want to step a 9 technique out to jam a Wing can't defend the turnout block by the TE and take the QB!
- D) It is a play we can run from any formation and not have to include motion.



and also force the Wingback wide on his Bob block and allowing their Linebacker to beat the Wingback to the point of attack on the Belly.

## BLOCKING RULES FOR MIDLINE

Tight End your rule is turnout on #3 defender on the line of scrimmage from the Center. Don't count the Nose. Find the third defender on the line of scrimmage to turn out. If there's only two defenders on the line of scrimmage, go to #4. Turn out on the corner. Guys we've had a lot of rules. The problem is I personally out of wording of all these things we're very sound. The Midline is probably the hardest to have concrete written rules. The 4-3 messes with the wording of our rules. We have to teach the Tackle to treat the Sam like he's #2 on the line. He blocks out on the Sam. The Tight End has to turn out on the 9. I kind of cleared that up front. Anytime #3 is lined up in a 7, my Tight End will make a TED call so that the Tackle is now turning out on the 7. The question is where is the outside backer? If it's a 4-3 you've got Sam sitting inside and the corner outside. The Tight End will turn out on the 7. Tackle will block out on the outside defender. If it's a true 4-4, then we're turning out on the 7 and the Tight End has to fold underneath to get inside for that overhang outside backer.

Playside Tackle will turn out on the #2 defender on the line of scrimmage. The problem is versus a 4-3 alignment, we consider the Sam linebacker to be #2. They just have to recognize the front. Obviously, if they're a 4-3 team and we know it, we're repping it that week in practice. It's not an issue but it's hard to find those definite words that handles every front.

Playside Guard, your rule is to block the first linebacker from the Center. If it's a Mike, that is aligned head up on the Center or cheated to the play side A Gap he is yours. If it's a 3-4, or it's a 50 the linebacker that's lined up on top of you will be the first Linebacker from the Center.. You have the first linebacker playside from the Center. That's your rule. We tell the Guard to "cram" his way to the LB, meaning if you are taking your path to the LB and a level 1 defender is between you and the LB'er you will try to block him into the LB. The movement inside should allow the QB to pull the ball and the Fullback will bend through the hole and pick up the LB'er that the Guard was trying to block.

Center blocks man-on, you block the man over you. If you're uncovered, block away.

Backside Guard, you have first defender backside. It doesn't matter whether he's level 1 or level 2. You have #1 defender backside. You and the Center can combo off of a 1-technique because if you're running Midline Right, and the Left Guard has a 1-technique, Fullback is hitting right up the crack. We're

### Blocking Rules For Mid-Line

- A) **TE:** Turnout on # 3 Defender on LOS from Center. If your # 3 defender is in a 7 technique you can call "TED" and the OT will turnout on # 3 and you will fold underneath.
- B) **Play Side OT:** Turnout on the # 2 Defender on the LOS from the Center. Versus a 4-3 alignment we consider the SLB to be the #2 defender.
- C) **Play side OG:** Block the first Linebacker from the Center to the Play side. If you have a Defensive Lineman between you and him "cram" your way to the LB.
- D) **Center:** Block the man over you. If you are uncovered, then you will block back (away from the call).
- E) **Backside Guard:** Block first defender backside. You and the Center may combo a 1 technique.



going to combo. The Center will help on the 1 and then the guard's able to overtake him and we're climbing to the next level.

**Backside Tackle**, step and hinge. If we're running Midline to the right, Left Tackle will step 45 degrees up inside and hinge. All we want him trying to do is force whatever is off the back edge to run around the outside hip of the Offensive Tackle when he hinges. We used to use those words identical. We got this whole thing from Rice several years ago when they were a Midline triple team. It might have cost us a chance to play for another state championship. We got tackled from behind on a 5-technique on the backside. I say 5, he was a 5 in a 4-3. Guess where he cheated? Head up and ran a Fullback stunt inside, laid out and stripped our Quarterback from behind. What we coach that Tackle now, your rule is step and hinge. If the guy cheats to a 4i or cheats his alignment from what is normal, cut him right now. Cut block him on the backside and do not allow an inside stunt through the B Gap.

All lineman will extend their splits for the Midline. Remember we don't move the guards when we're running the Veer, 2 feet is a must because of the aiming point of the Fullback. When we run Midline, all the linemen split. The guards will go from 2 feet to 3 to 3 1/2 feet with their split. The Tackles will go from 3 feet to 3 1/2 to 4 feet. Same with the Tight End. We make it easier for our Quarterback to read. When we expand the splits, it forces the defensive linemen to have to make a choice.

## MIDLINE TECHNIQUES FOR THE QUARTERBACK

Basically, what we're asking the Quarterback to do if we're running Midline to the right, the Quarterback is going to have his right foot up in his staggerd stance. All the weight should be placed on his forward right foot. On the snap we want the QB to extend back with his left foot to 8 o'clock. Now it is important that the QB reach back with the left foot as far as possible. Just as the left foot is hitting the ground the QB will be pushing off his right foot and open with his back facing the left side line. His toes should be even and he should be arms length on the left side of the mid line. When the QB has his feet in place he should be able to hold the ball out and if he dropped it the ball would hit on the midline. This spacing is important to have a consistent mesh with the Fullback. The depth the QB can get off the line of scrimmage will have a direct result on your ability to run the Mid Line versus an odd front. If the QB only opens with his right foot on the snap he will be up in the line and

- **F) Backside OT: Step and Hinge to cutoff backside chase. If you have a 4i technique or a versus a slant team you will scoop and cut.**
- **G) All lineman will extend their splits for the Mid-Line and always anticipate the play to be checked the opposite way!**

### Mid-Line Techniques for the Quarterback

- **A) QB: On midline right, the QB will step with his left foot first at 8 o'clock. Then he will step with his right foot so it will align with the left foot about 2 feet from the midline. The feet should be parallel to each other and perpendicular to the midline. The ball will only be pushed back to the back shoulder. Pushing the ball back further will cause the ball to not be over the midline.**
- **B) The Quarterback will read the first defender past the "A" gap. He should read the near shoulder pad tip of his key.**
  - 1) IF the shoulder pad tip comes toward you then "pull the ball".
  - 2) If the shoulder pad tip steps out or goes upfield then "give the ball".
- **C) When the QB pulls the ball going to his right we want him to take three steps. He should step with his right foot first, then his left, and on his third step with his right foot he should be able to plant on the proper foot to accelerate into the C gap with the ball.**



if your Center cannot get movement on the Nose the Fullback will not have an opportunity to cut off the Centers block. The biggest difference is how do I handle the football. It's the same as when we were running the Veer. The ball never gets pulled to the belly button like Wing-T plays. When I step back, the ball is extended and again it's at chest height, knees bent. Eyes now on Midline, then it means the Quarterback is reading the first defender past the Midline. Bama, first one pass B-gap. A 1-technique is the read. We don't want to run the Midline to the 1-technique. But if we do, the Guard is going to cram his way through the 1 which basically means he's man blocking him and it's an automatic disconnect. Usually for us, if we're just as good running the Veer as we are with the Midline, if we get two 1-techniques, the Quarterback will check and call Bama if I've called Midline in the huddle. And we'll run the Veer as opposed to the Midline.

Now, I just want to bring up one coaching point so we don't confuse the two plays. When we ran the Veer, we want the ball extended until our chin goes on our shoulder. When you run the Midline, if you extend the ball back past your back shoulder, you pull the ball off the midline. So, when I step back to run the Midline, the ball has to stop right on my back shoulder. The feet will not move when riding the Fullback on the Mid Line Option. The QB will only ride with his arms like we taught on our Ride Series. The QB must have patients on his ride, the only time we have had a problem with fumbles is when the QB gets in a hurry and drags the ball on the Fullbacks hip when trying to run the football.

The Quarterback will read the first defender past the "A" gap. He should read the near shoulder pad tip of his key. If the shoulder pad tip comes toward you then "pull the ball". If the shoulder pad tip steps out or goes up field then "give the ball".

When the quarterback pulls the football, we're going to the right, these are huge coaching points. I step and mesh. If I'm pulling the football and I'm running Midline to the right, we want him to step with his right foot first. 1, 2, 3, because the ball is going to get run by the QB in the C-gap. You're not trying to get outside. As soon as that third step hits the ground, I've got the proper foot I need to push off up to accelerate up into the C-gap. You want to coach him and you want to teach him: Three steps, take the third step to the ground, hit the hole.

Here's the biggest difference in this and the Veer. In the Veer we told the Quarterback to give unless. This one if you're not sure, keep it. Keep it. Be selfish. I'll let you be selfish when we run Midline. We want him to think that way. If we've got 2 one techniques, teach the Fullback and the Quarterback to automatically disconnect or, if we run the Veer really well, we'll let them check it to the Veer.

### Mid-Line Techniques for the Quarterback

- We tell our Quarterback we want him to be a little selfish on this play!
- We want to always run this play away from a 1 technique. If we have 2 1-techniques, we will teach the FB & QB to automatically disconnect and the FB will go around for a LB. Normally we will check to Inside Veer or Speed Sweep!





## MIDLINE TECHNIQUE FOR RUNNING BACKS

Fullback is going straight up the Midline. If there's Nose, cut off his block. If the Center is uncovered, straight through the line of scrimmage, and now you want to be able to cut off of the block of the person on the linebacker.

- **Fullback:** Run directly up the midline and read the defender over the Center. You will make your cut off the Centers block. If the Center is uncovered, then continue through the LOS and make your cut off the OG's block on the Linebacker.

Playside Halfback: this is huge. You are responsible for the first linebacker from the Center. He's going to slide step. It's a B.I.B. block, back inside on the backer. He's going to slide step and his rule is to release inside for the first linebacker from the Center. Same as the Veer. To have to be able to protect your Quarterback, you need two hats on the linebacker. If the 3-technique is running up field, you're giving, so that's what the Guard is for on the Linebacker. If the 3-technique is closing, the Quarterback is pulling the ball and we anticipate the Linebacker scraping over the top. This is the block that the Wingback is responsible for.

Backside Halfback leaves on the snap regardless. You work for pitch relationship. Because of the ride and the timing, the Wingback can get into pitch relationship. I think we've been running it now for 22 years. The Quarterback has probably pitched it 4 times in 22 years on the Midline. We ran it into the Split End, the defense pinched everybody down inside, forced the Quarterback outside, somebody out of the secondary shows up, and we have a pitch man out there, and he pitched him the football.

- **Play side HB:** You will be responsible for the 1<sup>st</sup> Linebacker from the Center. You will slide step latterly and go through the LOS (B or C Gap) for the Linebacker.
- **Back side HB:** Leave on the snap and work for pitch relationship. If the QB is force outside he will have the option to pitch.

Remember we're 3 feet, 4 feet, 4 feet with our splits up front. Playside Guard's rule is first linebacker from the Center. He's fire blocking on this 50 linebacker. Huge coaching point for the Guard. Always make sure your head is on the inside breastplate of the Inside Linebacker. Tackle, your fanning to the Defensive End. There's the dive read on the DT. Tackle is fanning on 3, Tight End is fanning on 4. Wingback, B.I.B. block, step inside. If the read closes, Quarterback's pulling, it's the Wing's job to be where he needs to be in order to have the linebacker sealed. Center has Nose. Step and hinge the backside. Remember the left guards rule is #1 defender backside.

## MIDLINE BLUE

Now, one of our variations is Midline Blue. This has been a pretty solid play against the book written about defending the Wing-T where they want to take the Playside DE, step him out, to try and force the Wingback wide so he will not be able to get to a linebacker on the Belly play. And we see some of that now. If they want to step the 9 technique our then



we're going to run Midline Blue. One of Coach Moore's analogies the kids love. We want the Playside Guard and Tackle to block down. We want the Tight End to block out. He says if you look in the dictionary, if you had the blues, you were feeling down and out. So that's why we call it Midline Blue. Guard and Tackle are down, Tight End is out. Great scheme. So, when we Veer release, the Tackle's going to close with the Veer release and he's a player, we can still give it obviously. But if he's closing hard, you turn out the 9-tech, there's a big old seem in the C-gap for the Quarterback

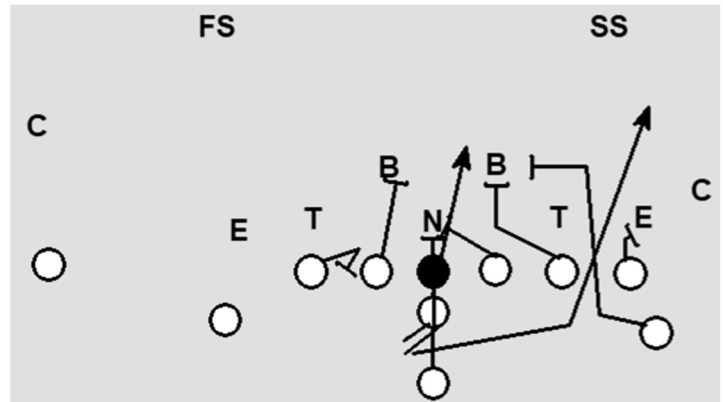


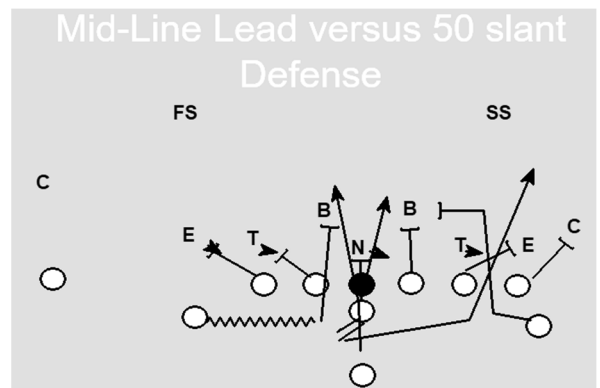
Figure 6: MIDLINE BLUE vs 50

### MIDLINE LEAD

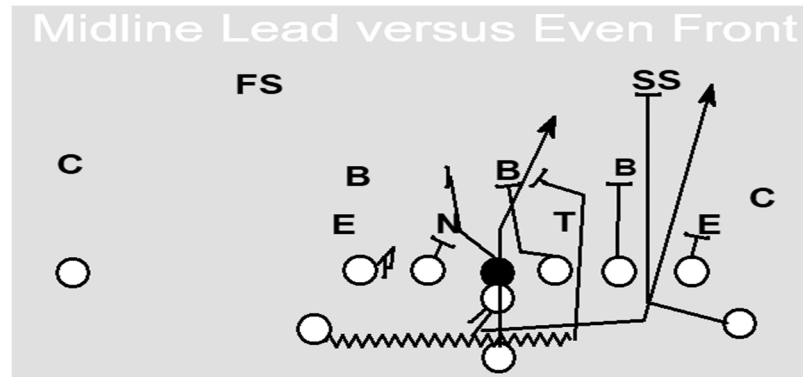
It's a good football play. The first time we ever did this, we schemed it up against the even front. This thing has paid us much success. I really think we were the first people to ever do it. Might not be, but I think we were. We didn't get it from anyone, I can tell you that. We're running the Midline and people are slanting to our TE side. We know we are not going to pitch the ball and there really is no need to have a pitch man. We felt we could use him as an additional blocker and create angles against slant team that are slanting to our Tight End

Well here was what was happening. The strong side DT was slanting outside. That told the Quarterback to do give it. Now as he's giving it, the Nose man was slanting strong side and our Center would take him that way. So the Fullback was hitting it just like it was an even front. This Backside Guard was going to 1 and that Backside 4i was slanting down inside. They had the DT back off the football which made it hare for our OT to cut him off. What ended up happening is that 4i slanting down inside kept making the tackle for a 2-yard gain. This did not fit our philosophy of needing to gain 4 yards per attempt to make a play successful. Our players were doing exactly what we're telling them, exactly the way we coach them, and we're getting 2-yards a snap.

What we came up with is when we run Midline Lead versus an odd front, everybody on the play side still blocks midline. On the backside, the Guard and Tackle fan on 1 and 2 on the line of scrimmage. So we're able to cut off the slant guy. Now when the backside Wingback motions across against an odd front he will stop behind the first Guard he comes to and then will go ICE the backer. This turned out to be all we needed because we're not pitching the football anyway.



## MIDLINE LEAD VERSUS EVEN FRONT



The first time we used the ML Lead was against an even front. We would send our WB to the MLB and as our QB turned into the C Gap if he kept the ball the ½ field safety was making the tackle for a 4-5 yard gain. We know if we could get a block on him that we could go to the house. Then we needed Midline Lead. This is actually how it originated, then we came up with how to block the odd front later. We were playing a football team. They were actually a 4-4 front, not a 4-3. What was happening is they were sitting their Free Safety right over the top of our Tight End. Every time our Guard would release inside for the 1<sup>st</sup> LB play side the 3 technique would close and take our Fullback. The Quarterback was reading it and would pull the ball and on his 3<sup>rd</sup> step duck up into the C Gap. We were in Split End over unbalance to remove the Corner and they simply slid the FS over the top of our TE. We were not able to account for him and he would feel when our TE would turnout. He was making the tackle and if our QB could have made him miss we would have had several long runs but instead we were only able to gain 4-6 yards.

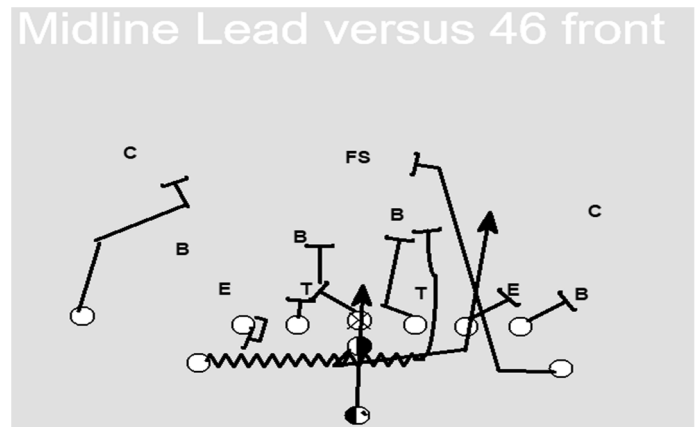
So, we went back and we said, “if we had a way to get somebody on him, we’d be in business.” Here’s what happened. Everybody runs Midline. We go Midline Lead, it’s an even front, it’s a 2 call. If it’s a 2 call, it tells him to stop square up on the outside leg of the second guard he comes to. When the ball is snapped he is responsible for the 1<sup>st</sup> LB from the Center. Playside Guard veer releases to Mike. Now the backside WB who is in motion will able to go become the second hat on the backer. You fan 2. You fan 3. If it’s an 8-man front, outside backer wide, you fan or use a TED call and fold the OT and TE if you have the OLB off the ball. . Now when the play side Wingback BIBs, he knows on ML Lead he is able to go down field and block the safety.

It’s a true story. I came to Georgia 17 years ago. We put this play in. I bet my Quarterback. The first time we run this, 6 points. Steak dinner for you or steak dinner for me. He still hasn’t bought me that steak dinner he owes me. We ran it during my first game in Georgia. We called it during our second series. They were a split 4 team. He went to the house. A very good player. Wish I could go back and get back the film but it’s too old to go get it.



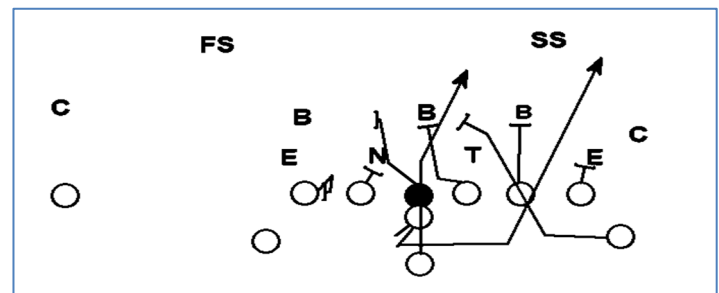
### MIDLINE LEAD VERSUS 46 FRONT

Here was the look we ran it against, the true Split-4. We're able to fan the 7, fan the outside backer. Now the Wingback is down on the Safety. It was time to pee on the fire and call in the dog, the hunt was over.



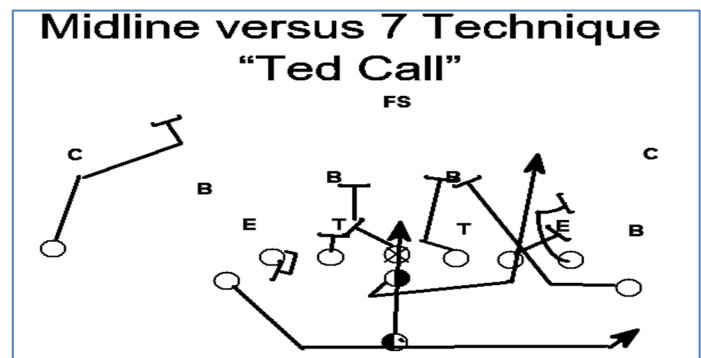
### MIDLINE OPTION

The main thing is to make sure the Tackle treats the SLB as #2. Tight End blocks out on #3. Playside Guard veer release up to the Mike. Step and hinge with the Backside Tackle.



### MIDLINE VERSUS 7 TECHNIQUE "TED CALL"

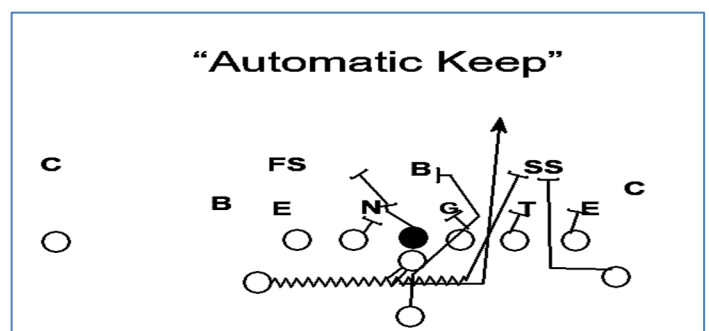
When we got a 7-technique, we want to Ted it. Really, if the outside backer is up on the line, we'll go ahead and fan it. We want to Ted it with the Tackle and Tight End when people have the OLB backed off the ball and can fit inside or outside of the DE.



### "AUTOMATIC KEEP"

Here we have a 1-technique, Guard has to cram his way into the backer. It's an automatic disconnect and it becomes a Quarterback follow back up inside.

I think if you're a Wing-T guy, there's no question that it fits great in what you're trying to get done. You don't have to be the best Veer and Midline team. If you can run it and execute it pretty doggone well, there's been lots of times we've gone out to a game on Friday night and they're giving our Wing-T fits. We start mixing in a little bit of Midline and Veer and we start hitting some plays, and the next thing you know, we're getting back into our Wing-T stuff and it's opened up, it's good to go.



## WATCH THE ON FIELD DRILLS

While you are reading about it in book;

## WATCH THE GAME FILM

That goes with the drawing in the book.

## TAKE NOTES.

**ROGER HOLMES**  
2 TIME GEORGIA STATE CHAMPION  
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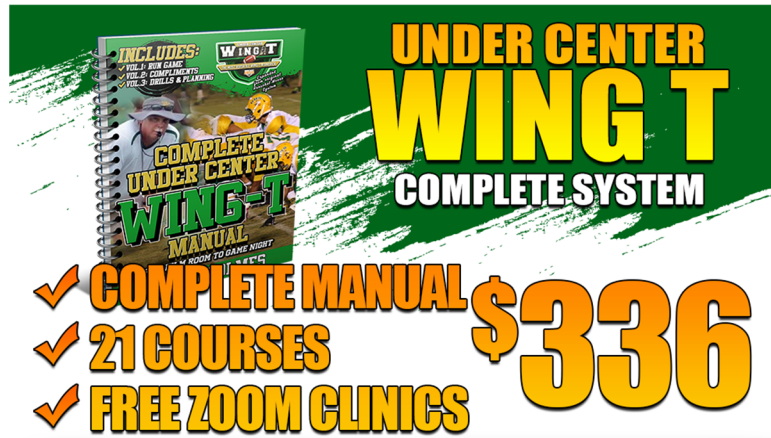
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