
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.

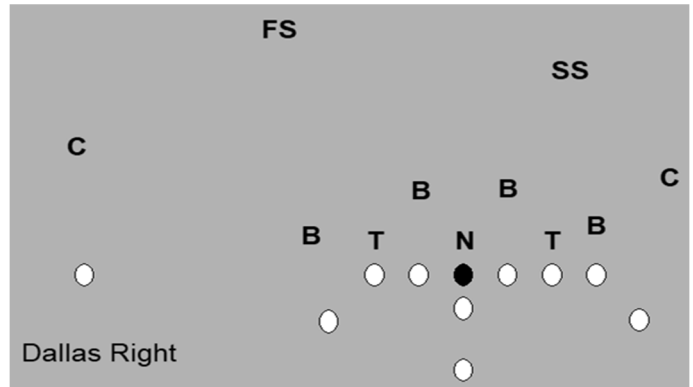
The third point here is the key for us. How do they adjust their defense to all of our unbalanced formations?

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

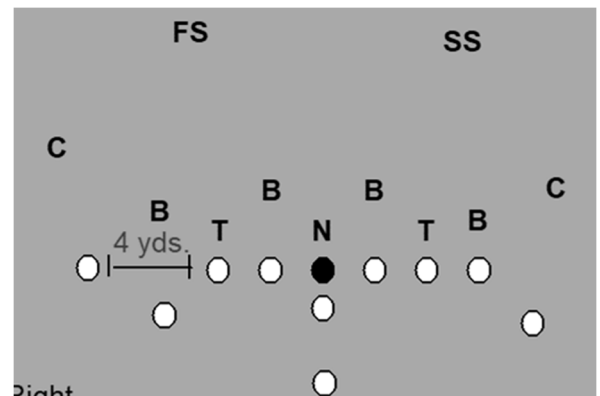


Fig 13-2: C DALLAS RIGHT

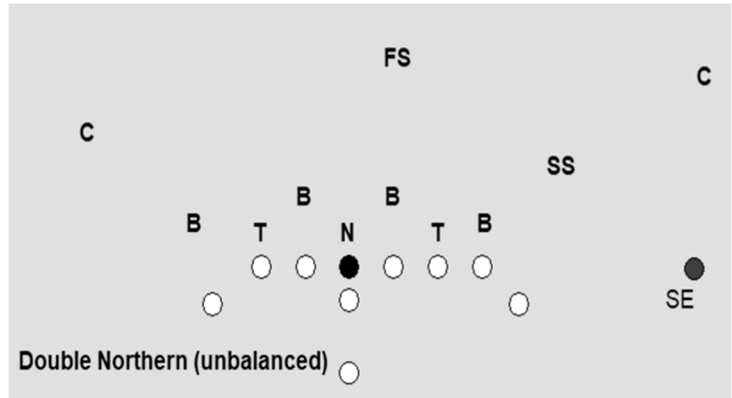


simply let the Split End go crack, we can arc to the corner with the Wingback, and now we got angles to get two good hats on the linebacker.

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.

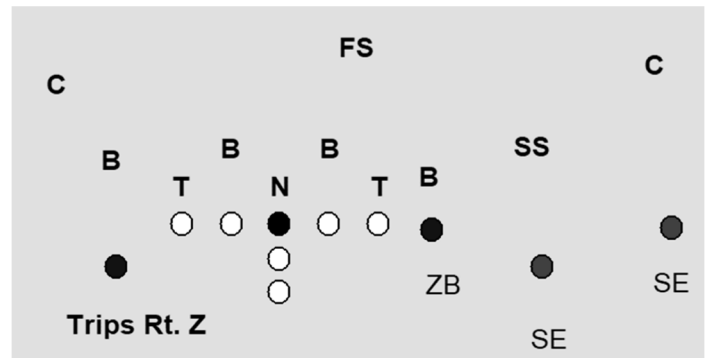
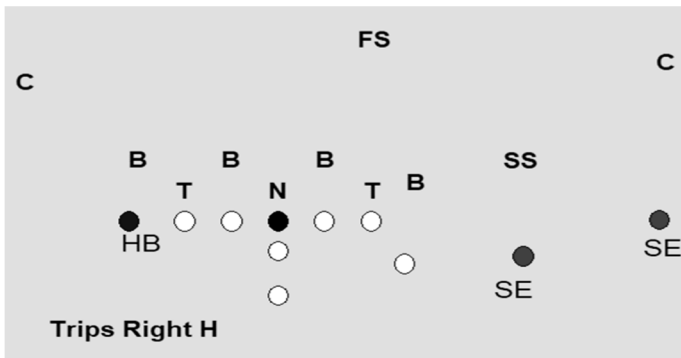
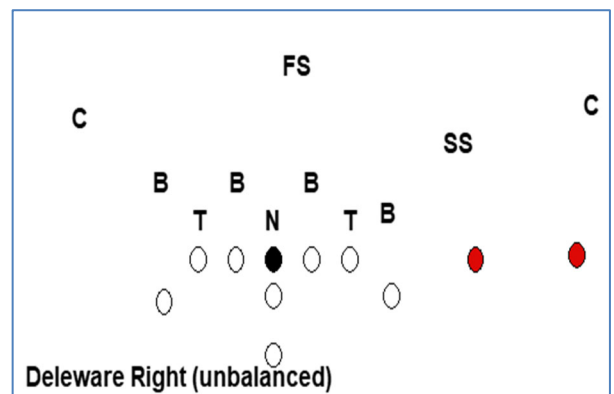
Obviously, this front for us is a great way to run the Veer, we call it Delaware Right. It's drawn up against the 3,4 but we really love it against this formation against 4,4 type fronts. That's what we really like best against them.



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

