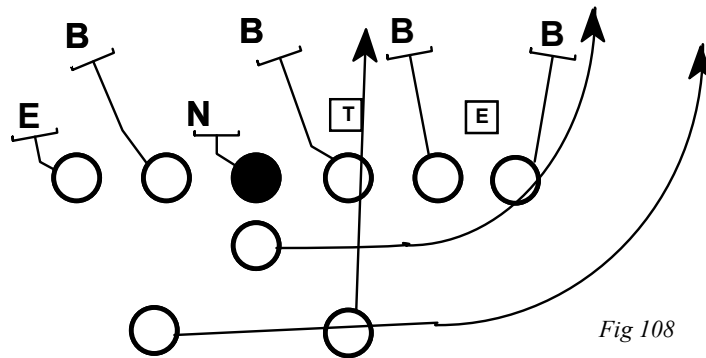


# CHAPTER 10: VEER OPTION

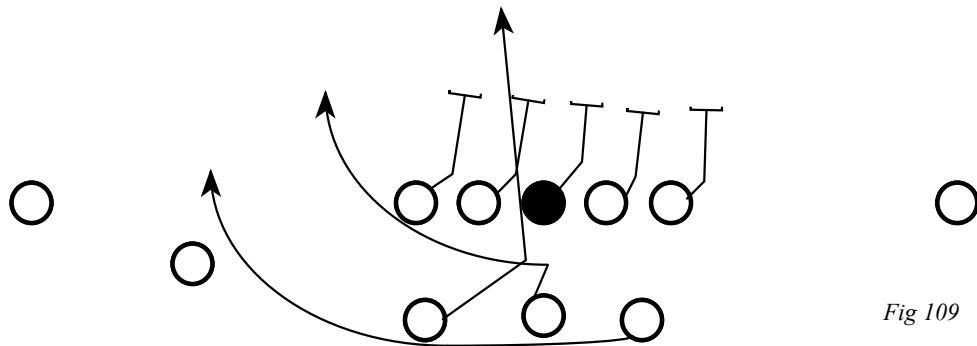
## VEER OPTION: traditional triple option adapted to the Tex-Bone

### Veer Option History

Split Back Veer ran from under center originated in the 1960s. The set is often credited to head coach Bill Yeoman at the University of Houston (Figure 108). Tom Osborne and the University of Nebraska also used Veer extensively from 1980s through the 1990s.



Outside Veer triple option gained notoriety in the 2000s at the University of West Virginia under head coach Rich Rodriguez (see Figure 109).



### Tex-Bone Veer Option

Tex-Bone Veer Option is a standard option scheme adapted for shotgun and multiple formations. The Tex-Bone version runs a simple gap-control blocking scheme that looks similar to traditional veer option looks.

The Tex-Bone Veer Option works most effectively when ran toward an A-gap defensive tackle (2, 1, or 0-technique). It also works well when ran to a B-gap defensive tackle (3-technique). With no pullers the linebackers generally stay home and play their gaps.

## VEER OPTION TO AN A-GAP DEFENSIVE TACKLE

Figure 110 shows Tex-Bone Veer Option to a 0 or 1-technique. The play side tackle is B-gap to play side linebacker. The play side guard is A-gap to the play side linebacker. One of these two players should be able to work up to the play side linebacker because both are rarely covered at the same time. The center is backside A-gap to backside linebacker, the backside guard is backside B-gap to backside linebacker, and the backside tackle covers the backside C-gap.

Tex-Bone Veer Option uses a straight gap blocking scheme comparable to a slide blocking pass protection. All offensive linemen first look for their immediate gap threat and a looping defensive lineman coming to them before moving to the linebacker.

The fullback in the two illustrations is again the dive player. (As he is in all triple option schemes.) Both illustrations show the wing from the backside as the pitch player. In the Tex-Bone there are many different ways to align or motion the pitch player. The quarterback keys the dive first, then the pitch key.

## VEER OPTION TO A B-GAP DEFENSIVE TACKLE

The play side guard and play side tackle fold the 3-technique to the play side linebacker against a B-gap defensive tackle in the illustration on the next page. This is why the guard and tackle are described as “level one gap threat” to play side linebacker. One of these two players works to the play side linebacker regardless of the defensive front. It’s more likely that the tackle works to the second level when running Veer Option to an A-gap defensive tackle. When running to a B-gap defensive tackle it is more likely that the guard works to level two.

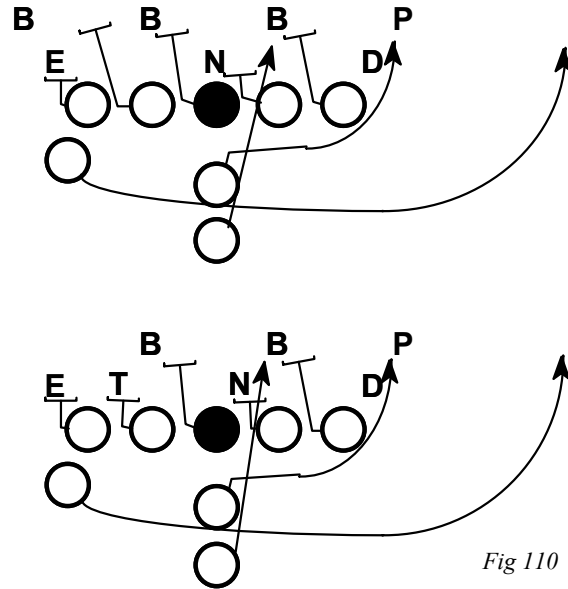


Fig 110

We prefer to fold and wash down the 3-technique as the play side guard takes a skinny angle to the second level. Folding the 3-technique (see Figure 111) makes sense for three reasons:

1. Folding gives us a chance to wash the 3-technique laterally down level one to create space for the dive player.
2. Folding around the back-blocking tackle gives the guard a better angle to reach the play side linebacker.
3. There is a good chance the play side linebacker scrapes over the top of the guard and gets to the point of attack unhindered if we choose to send the guard directly to the second level. Folding gives the guard a better angle to the linebacker.

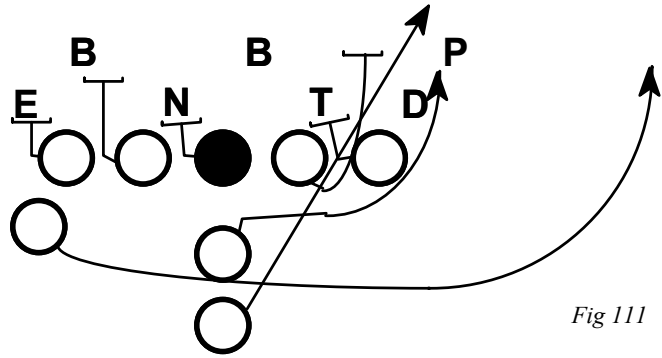


Fig 111

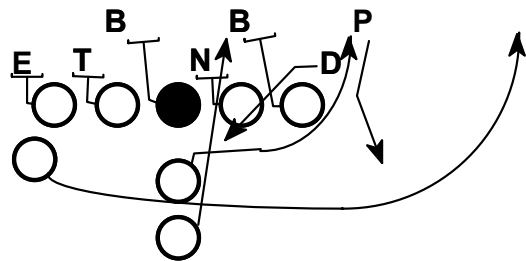
Veer option is the same on the backside against the B-gap as it is against an A-gap defensive tackle. The center, backside guard, and backside tackle are A-gap, B-gap, and C-gap.

The fullback needs to take a wider dive path to the B-gap because we are folding the 3-technique. This wider dive path requires a small amount of practice for the quarterback to learn where his first and second steps are so he reaches the mesh point with the fullback. The quarterback adjusts his first step to the inside leg of the guard (rather than his normal step to the outside foot of the center) in order to do so properly. This allows him to present the ball to the fullback on his wider B-gap path.

Nothing changes for the backside wing pitch player. Nothing changes for the quarterback's keys either. The quarterback reads the dive key first and the pitch key second.

## VEER VS. THE BLITZ

Nothing changes against an edge blitz shown in Figure 112. (See the developing theme?) The dive key takes the fullback. The quarterback then anticipates the pitch defender containing the ball by covering the pitch back.



Defenses are not compelled to employ this type of blitz naturally. Defenses are able to assign the blitzing outside linebacker to the quarterback while the safety covers the pitch back. In most circumstances the pitch key (the blitzer) will take the pitch back and a safety will be responsible for the quarterback.

A key coaching point is making sure the tackle does not get engaged with the squeezing dive key. We want the tackle to work quickly to the play side linebacker.

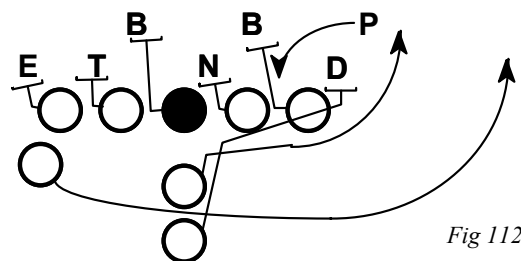


Fig 112

Expect to give the dive when facing a B-gap blitz because the dive key is working up field (see the bottom of Figure 112). The folding pitch key is likely to tackle the dive player in the hole on the give. This is why defenses blitz the B-gap.

Running a B-gap blitz is a big gamble for the defense however. Blitzing the pitch key to the B-gap is a great way to tackle dives but a bad way to cover pitches. The best counter is to block the dive key with the fullback (we call this a fullback load). The fullback load ensures that we get to the pitch phase of the play.

The chances for a big play increase when the fullback loads on the dive key, the pitch key spikes inside, and the ball gets pushed to the edge. Defenses take a large risk when they can't induce the dive give because the dive key is blocked. This means the pitch is insufficiently covered. The results are often large yardage gains.

## POSITION FUNDAMENTALS

### Fullback Fundamentals

We run our base A-gap dive against an A-gap defensive tackle. The dive path is to the B-gap against a B-gap defensive tackle. All paths are identical through the mesh point in the top illustration to the right. The dive player steps with his play side foot first before receiving the handoff with his inside elbow up.

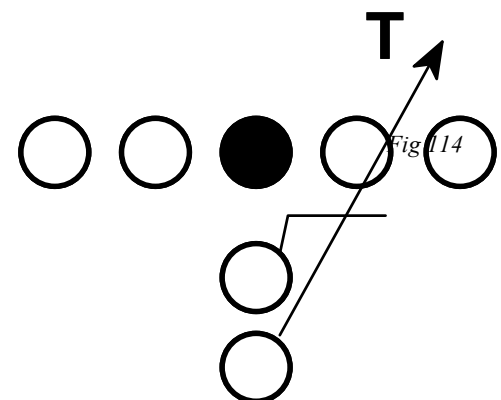
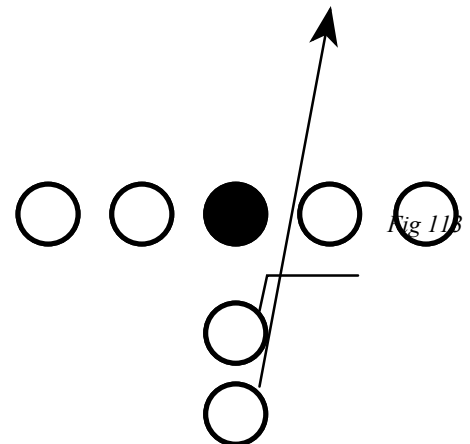
The dive must hit fast. Both the quarterback and fullback must work downhill quickly when the ball is snapped to maximize speed (see Figure 113). The level one read is the nearest defensive lineman down block. The level two read is the block on the play side linebacker.

### Wide Fullback Path

Figure 114 shows the B-gap dive path. The quarterback must take his first step to the inside leg of the guard (instead of the outside leg of the center) to match the fullback. This is the dive path we prefer when running a play side fold block on a 3-technique.

### Load Fullback Path

We discussed loading the fullback on the defensive end in the Power Option chapter. It's also a good choice when running the Veer Triple Option in the Tex-Bone. Figure 115 shows the fullback load.



### Tight Fullback Path

Running a tight fullback path is also one of our options. We use the path (in Figure 116) when defensive ends attempt to give difficult looks to the quarterback (such as slow playing).

Sometimes defensive ends cross the line of scrimmage far enough to induce a give to the fullback. The defensive end then attempts to collapse inside and tackle the fullback after the give. Tightening the path of the dive player makes it increasingly difficult for the dive key to give unclear reads to the quarterback. This forces the dive key to move more decisively to either the dive player or the quarterback.

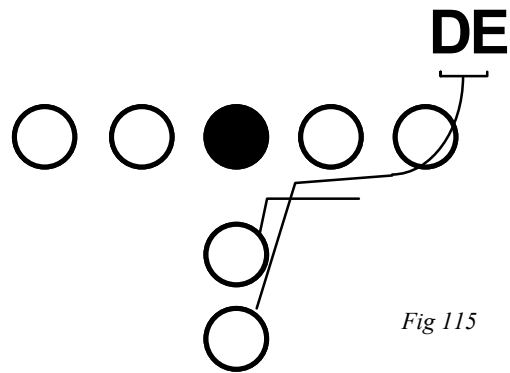


Fig 115

### Quarterback Fundamentals

Quarterback fundamentals for Veer Option are the same as all triple option schemes. The first step is to the outside leg of the center while the second step squares the quarterback to path of the fullback as he dives to the A-gap.

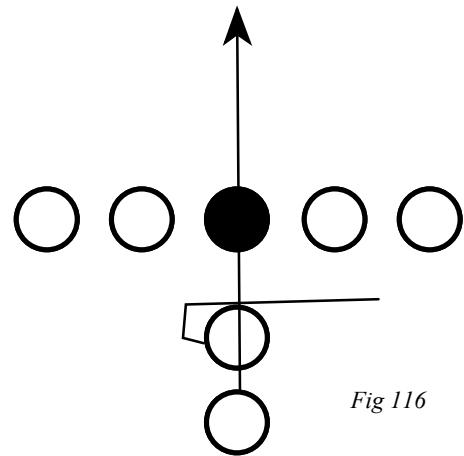


Fig 116

The

Quarterback then gives the ball to the dive player unless it is covered. It is the fullback's ball on Veer Option until the dive key forces the quarterback to take the ball from him. This is true with all triple option plays.

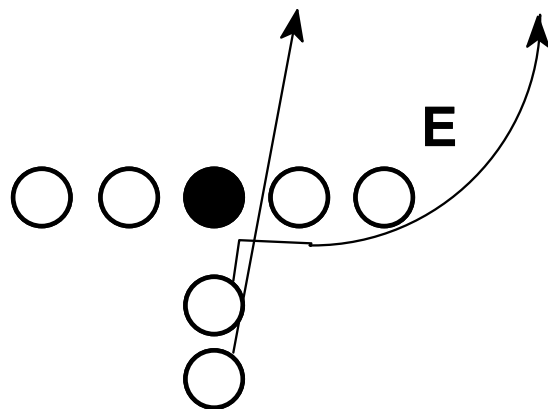


Fig 117

The quarterback in Figure 117 rides the fullback to his front foot in Veer Option. The QB must decide by the time the ball reaches his front foot whether he is giving to the fullback or pulling. He then attacks the alley if keeping the ball and enters the pitch phase.

### Pitch Fundamentals

The pitch player must gain ground with his first step. Remember, the pitch player does not need motioning into pitch relationship as long as he moves efficiently at the snap. The pitch player aims for the quarterback's feet in Figure 118. The quarterback then steps downhill and out of the way with his first step. We want him to pass tightly behind the dive mesh on his way to pitch relationship (four to five yards). The pitch player

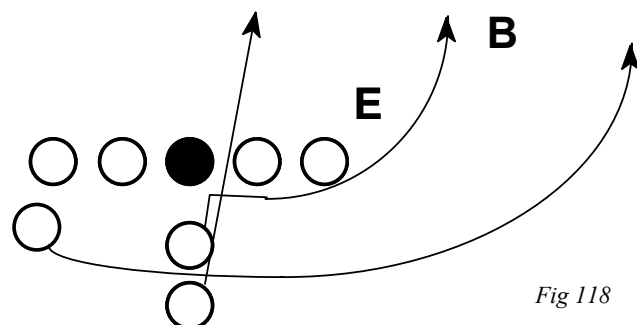


Fig 118

in the final phase gains width from the quarterback to receive the ball downhill toward the end zone.

### Playside Wing/Slot Fundamentals

The slot or wing releases directly to the safety against the two high safety defenses in Figures 119 and 120. We cannot leave a safety unblocked to the play side.

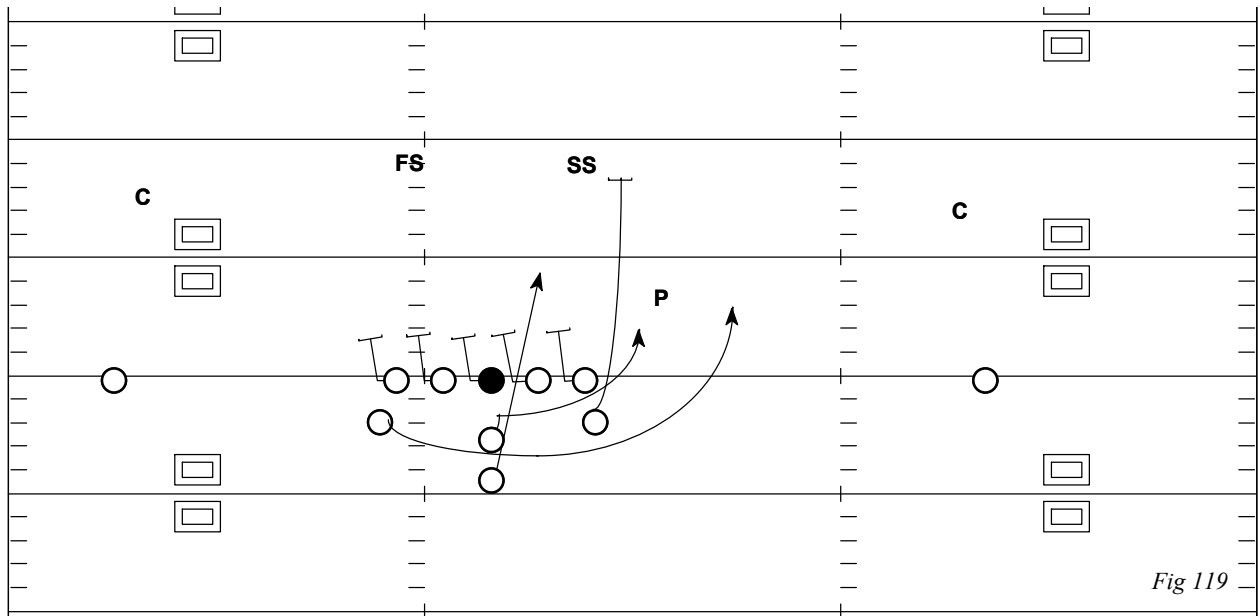


Fig 119

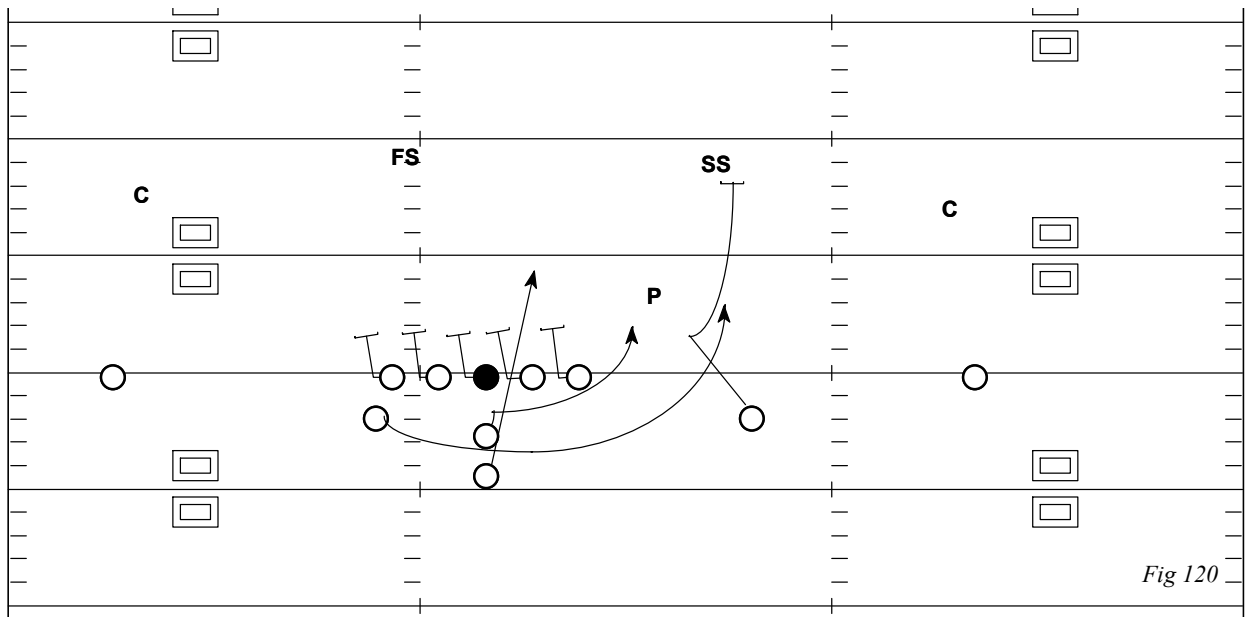


Fig 120

The wing or slot checks for scraping linebackers inside the box prior to moving towards the single safety against a one high safety defense. Illustrations 121 and 122 show these responsibilities.

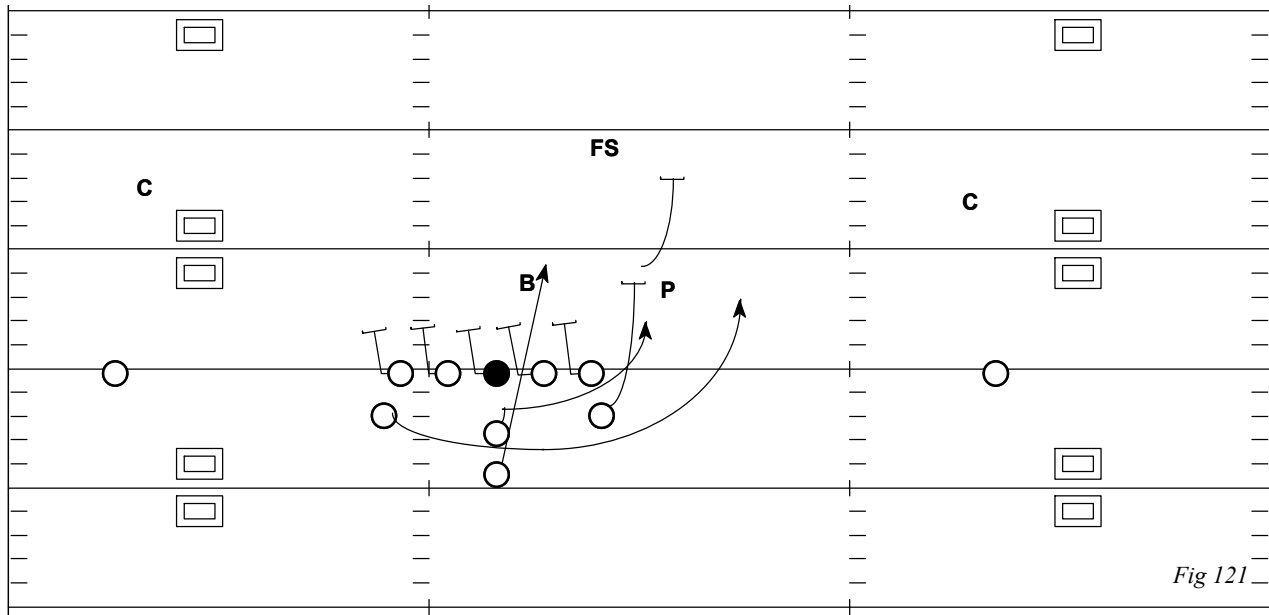


Fig 121

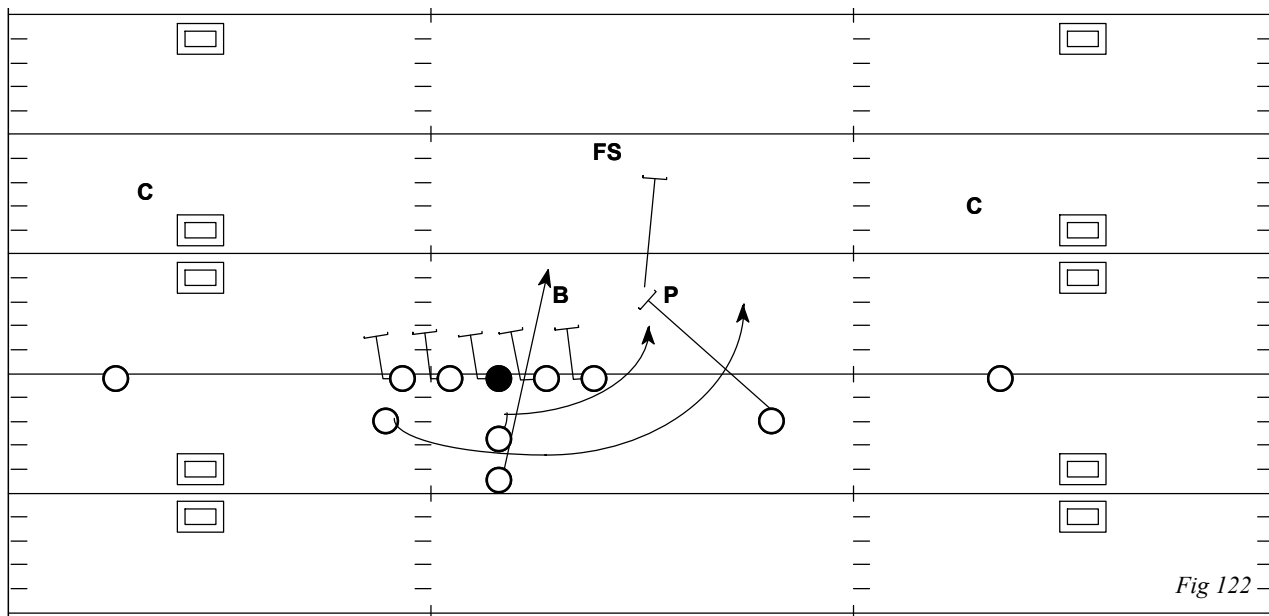


Fig 122

### Offensive Line Fundamentals

The plays illustrated in Figure 123 features down blocks across the first level. Successful execution requires linemen to gain ground with their first step. The goal is to achieve horizontal displacement along the line of scrimmage. Blocking gap threats is the first rule of down blocking. Checking/blocking looping defensive linemen coming towards the gap is the second rule. Linemen then work to the near linebacker in the third phase.

Veer and Power differ in their blocking scheme. Front side blockers with no gap threat work to the play side linebacker in Veer. Front side blockers with no gap threat work to the backside linebacker in Power by contrast. This distinction is important for coaches and players to understand.

Linemen must anticipate linebacker movement once they process their responsibilities for the play (front side or backside linebackers). Anticipation is an essential component of successful blocking at the second level. A lineman stands to miss the block if he aims for where the linebacker is now instead of the linebacker's destination point.

### Play Side Tackle Arc Release

Arc releases (also described as a “banana” release) are an essential component of Veer Option.

Teams are likely to encounter squeeze and scrape defenses against the Veer. Squeeze and scrape means the defensive end squeezes down when the tackle releases inside and the play side linebacker scrapes over the top. The defensive end (who is the dive key) then takes the dive and the scraping linebacker takes the quarterback. This is a common tactic for combating Zone Read. It is also used against the Outside Veer.

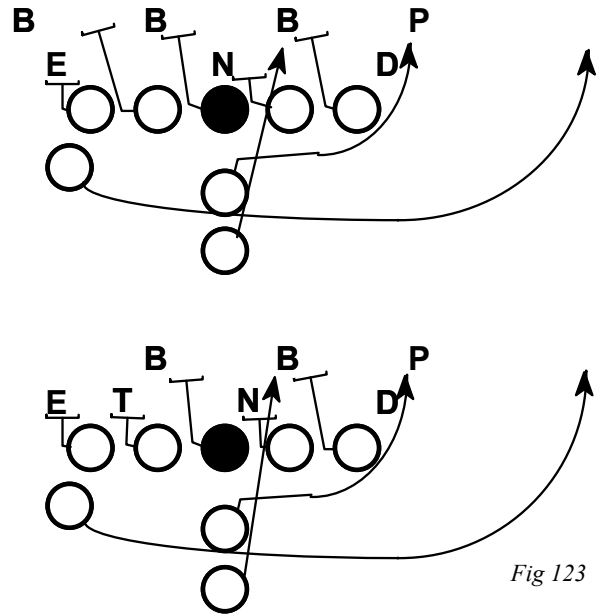


Fig 123

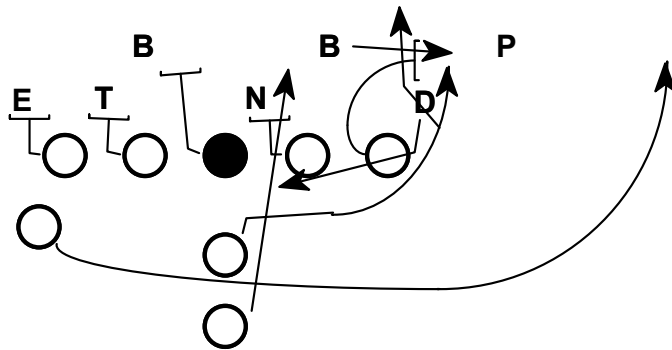


Fig 124

underneath the offensive tackle on his way to the pitch phase.

Proper arc releases like the one in Figure 124 are an excellent response to squeeze and scrape defensive tactics.

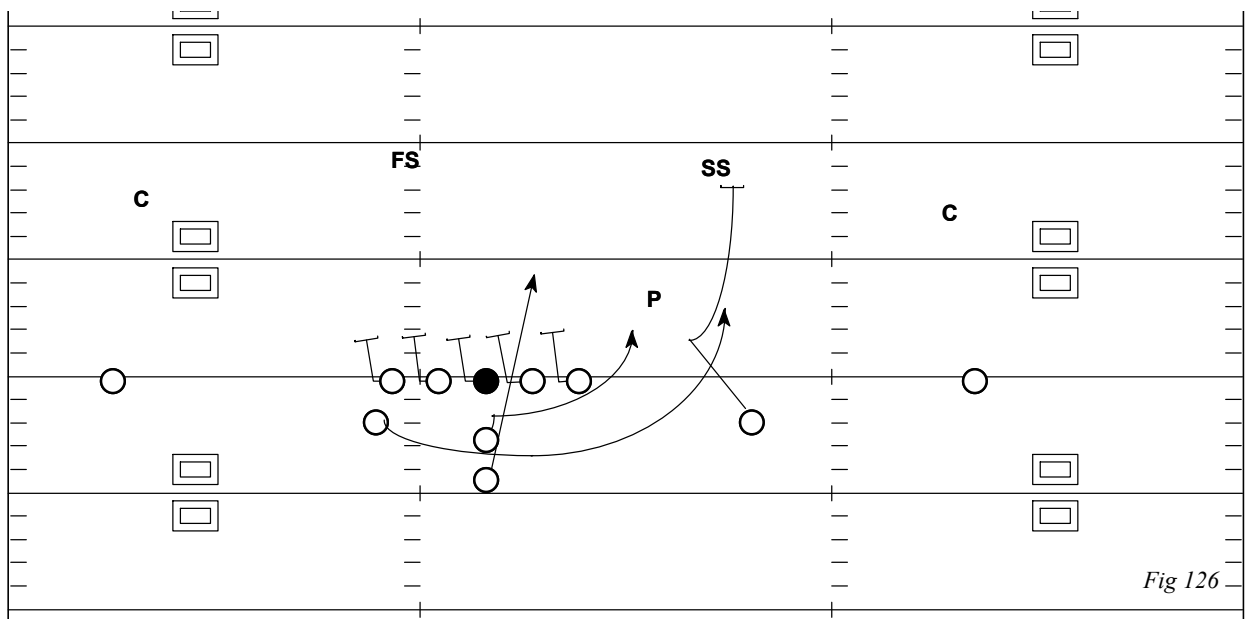
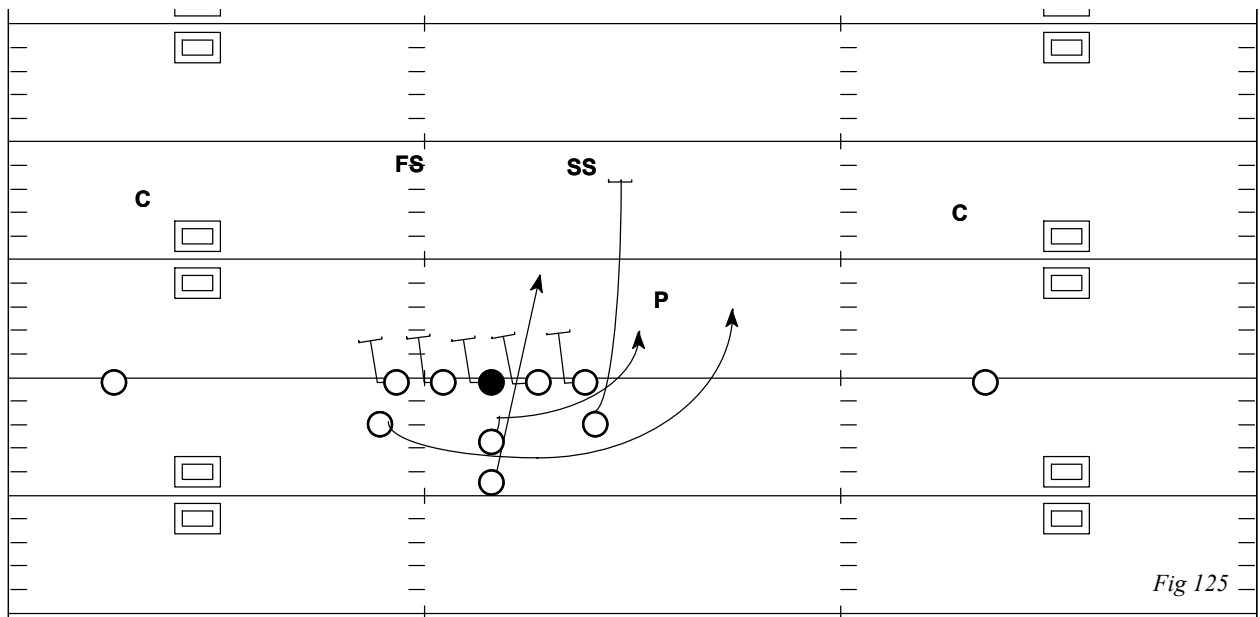
### Plays Blocked for Touchdowns

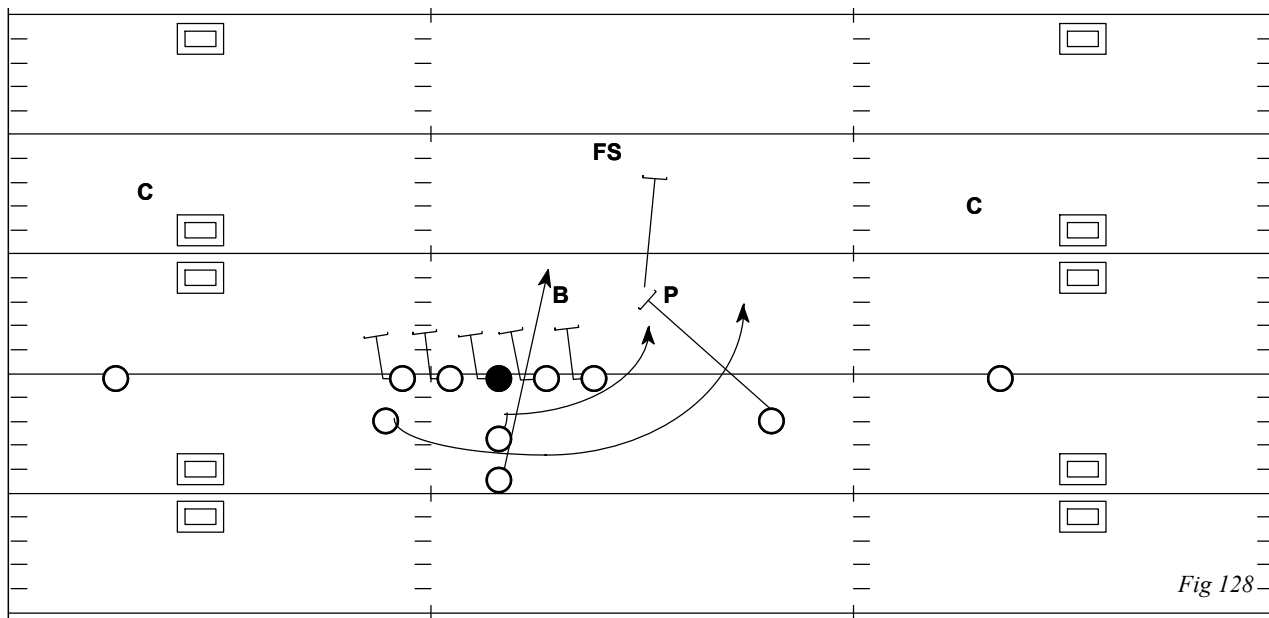
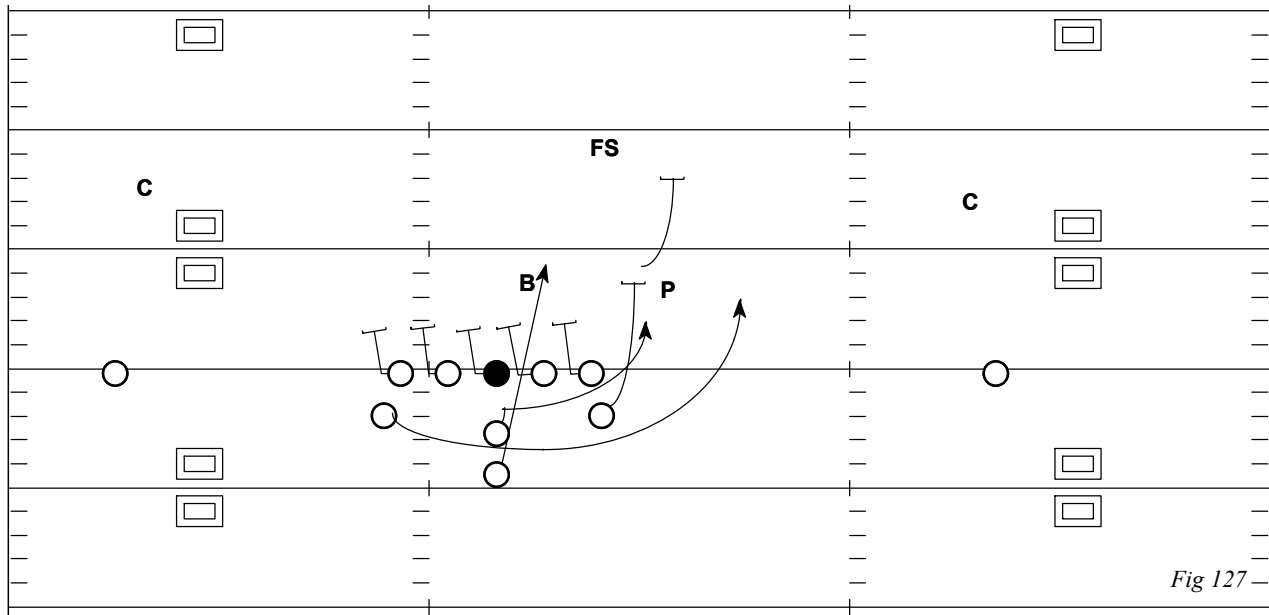
Triple option plays are blocked for touchdowns—not first downs. Most one-back plays in particular are not blocked for touchdowns because they often leave a safety unblocked. Play callers for triple option teams are able to match their offensive sets to the defense they are facing. This allows individualized blocking schemes to account for all play side defenders—including safeties.



Figures 125 and 126 show the blocking schemes for all interior players in Tex-Bone Veer. Naturally it is impossible to block every defender because one offensive player is running the ball. Our goal is to leave the unblocked player as far away from the point of attack as possible.

The play side wing or slot always works to the play side safety versus two high safety defenses in Figures 125 and 126. Chances of reaching the single high safety are still good after accounting for defenders in the box—including scraping linebackers in the second set of illustrations (Figures 127 and 128).

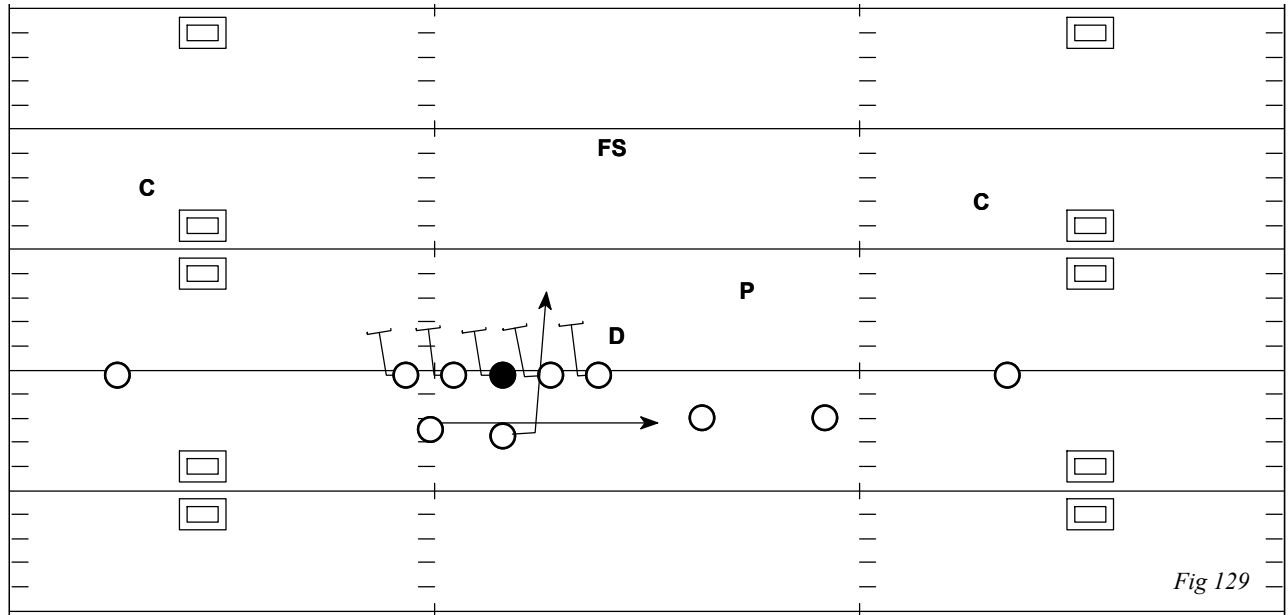




## VEER READ

The Tex-Bone is able to run Veer Read in addition to the standard triple option Veer. The plays are similar beyond variances that distinguish the two blocking schemes. The dive key is the only player optioned in Veer Read. The quarterback gets the ball to the running back on the sweep if the dive key squeezes or pulls the ball and runs the dive path if the dive key works up field to contain the sweep player (see Figure 129).

We match our perimeter blocking to the defense presented. The Power Read chapter discusses several options for straight man-to-man blocking and cross blocking for the perimeter. Make sure your Power Read and Veer Read formations pick up the front side safety (or the only safety depending on the defense) at all times when game planning.



## JET MOTION VEER READ

**J**et Motion is another way to run Veer Read. Through Jet Motion we are able to run the sweep action with a motion player instead of with a stationary back. All the same rules from Jet Motion Power Read apply to Jet Motion Veer Read.

The back out of the backfield must arc release to the pitch key. The dive key is the only player being optioned. The front side wing or slot in the illustration on the previous page applies his one high safety or two high safety rules in terms of blocking responsibilities. (Figure 130 shows a one safety high defense specifically.)

*Fig 130*

