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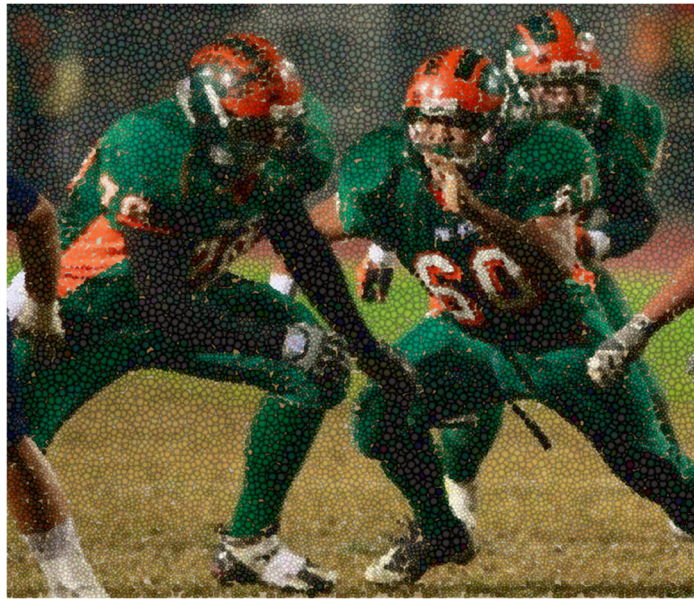
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CHAPTER 5



Most Versatile Blocking System in America

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

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

THE BLOCKING SYSTEM

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

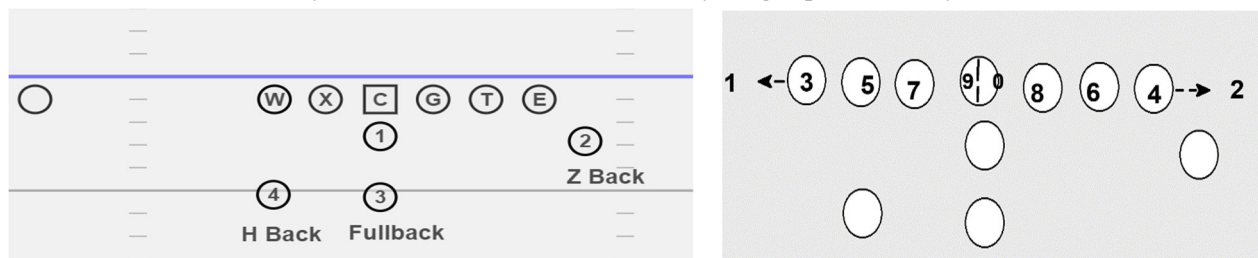


Fig 5-1: HOLE & BACKFIELD NUMBERS



In our numbering system all even numbers are to the right and odd numbers are to the left. The numbers do not flip with a play call. Example Buck 42 Special is always Bucksweep to the Right and Buck 21 Special is always Bucksweep to the Left.

Our center will have two numbers assigned to him to determine which side the lead block is coming from. His numbers are 0 on his right cheek and 9 on his left cheek.

Our fullback is the 3 back. Our Left Halfback which we call the H Back is our 4 Back. Our Right Halfback, which we call our Z-back, is the 2 back; H-back, Fullback, and Z-back.

Each lineman is assigned a Letter to communicate who is pulling on each of our Plays. They are assigned their letter determined by the fact if they are playside or backside of play. These letters do flip by the direction of the play. Remember our numbers never change but the letters do flip with playside or backside.

When we start lettering our linemen, everything is considered to be the playside or backside.

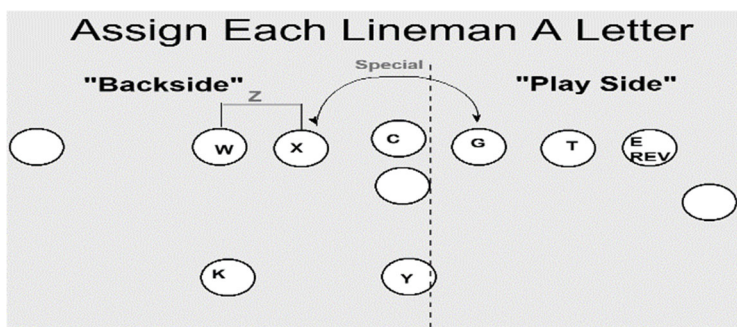


Fig 5-2: Assign Each Lineman a Letter

It's not right or left, it's playside or backside. For our center, he's always considered playside in our system. The center's letter is C. If we have a play, Ride 35 C&X; that means C and X are pulling. The first letter determines who will kick out and the 2nd letter will pull through the hole. If the playside guard pulls, the play call has the letter G in it. If the Playside Tackle pulls, he's T. If the Playside Tight End is pulling to the outside, that's an E pull. So those were the front side pulls: C, G, T, and E.

The backside pulls: If the backside Guard pulls to the play, that's an X pull. If the backside Tackle is pulling, he's W. If both the backside Guard and Tackle pull, Counter Trey type blocking, then that is called a Z pull. Our fullback also has a letter because he's treated as a backside puller. Our fullback in our system is Y. The backside pulls are, W X, Y, and Z.

An example of a play call is: Buck 30 X (Fullback Trap to the right). Buck tells our backs the backfield action and this is how we teach the backs their steps. The first number "3" tells which back is getting the ball (the fullback is our 3 back). 0 is the call man (where the play is going, and the blocking rules begin with him). X tells us who is pulling.

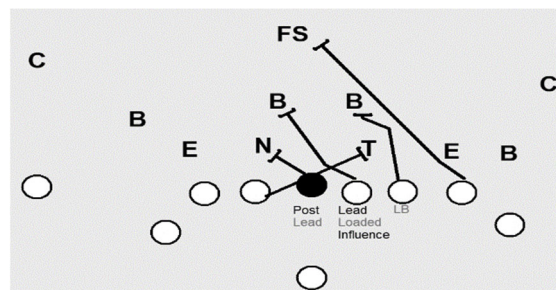


Fig 3-3: BUCK 30 X VS SPLIT 4



BUCKSWEEP ADJUSTMENTS

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

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

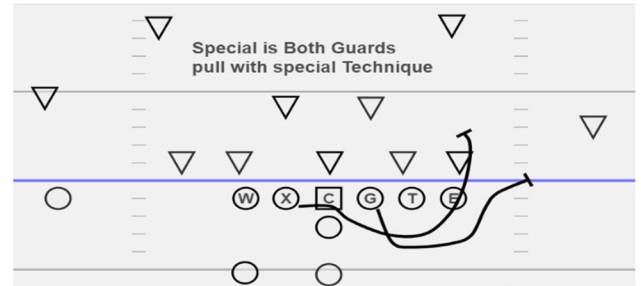


Fig 5-4: Special Technique

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

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

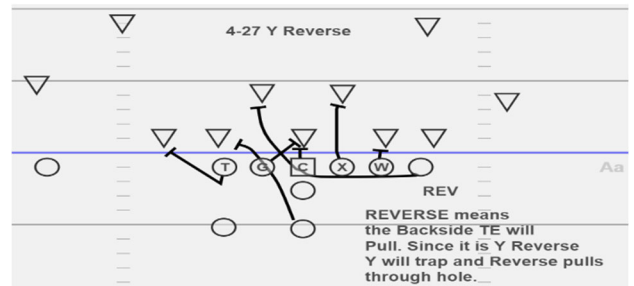


Fig 5-5: Y REVERSE

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

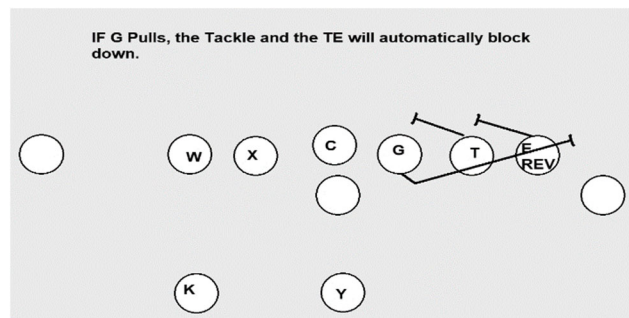


Fig 5-6: DOWN BLOCK IF OUTSIDE THE PULLER



Now, on the Bucksweep, the guard's pulling because we said 'special'? If the frontside G pulls everybody outside of him is blocking down. We want to come up and we want to run Bucksweep and we're facing a traditional 3-4 look. We'll just go from here back, so we get a little bit of understanding of how the flexibility comes. Delaware ran this one way, and one way only. Traditional Bucksweep: down, down, down, frontside guard pulls, gets his depth, inside out kicks the corner.

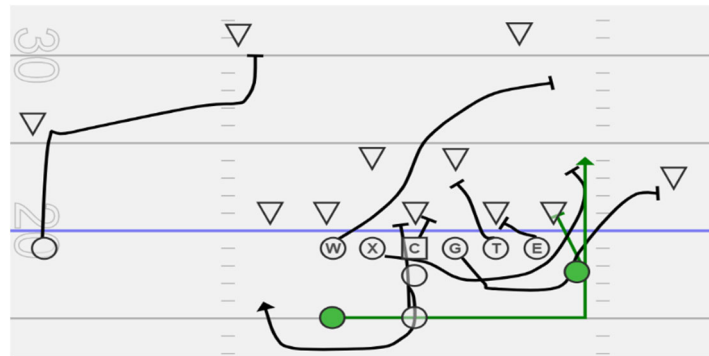


Fig 5-7: BUCK 42 SPECIAL

Let's look at a situation that happens several times during the season. The playside inside linebacker is a really good football player. He's keying guards every time we try to run the Bucksweep and he's scraping downhill fitting right in the hole. To counter this, we want to take his read away from him which was the playside guard on Buck 42 Special.

The next play they were going to is Buck 42 T & X, we call it TEX. T means playside tackle pulls. What does X mean? The backside guard is pulling. Let's look at this versus a straight-up 50 schemes. Since the playside tackle (T) is pulling the tight end blocks down because anytime a playside guy pulls everybody outside of him blocks down. The playside guard is now on the playside, but inside the pulling tackle so his rule is man reach. If I'm on the playside, but I'm inside the puller, my rule is man reach. The Center is also on the inside of the puller, so his rule is man reach.

How do they coach that 50-backer? Step up, take on the guard. Now he's not scraping outside and fitting in that C-gap. It takes his read away.

The wing is responsible from 1st defender aligned from the TE outside and we'll talk more about the backside when we get into the Buck series itself. All I'm trying to do is show you how simple the rules are.

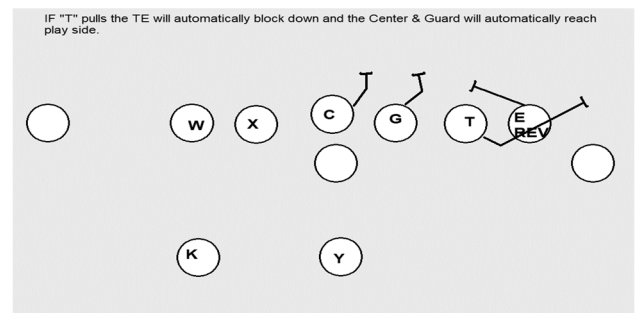


Fig 5-8: TEX CALL

Many defenses like to take the playside D-Tackle and pinch him down inside to blow up the Trap or Midline. This makes the down block by the tight end on the pinching 4 technique a tough thing to do. It's hard to cut off a 4i pinching inside with the tight end.

Instead of running Buck 42 Special or Buck 42 TEX, all we have to do now is run Buck 42 EX. Now the tight end pulls and kicks the edge support. Our WB will follow his same rule and block the first defender from the TE outside. Our



center, guard and tackle are all on the playside and inside the puller, so their rule is man reach. The tackle now blocks the 4i. If he pinches inside, he's able to wash it down inside. So we've just bought the Bucksweep three different ways.

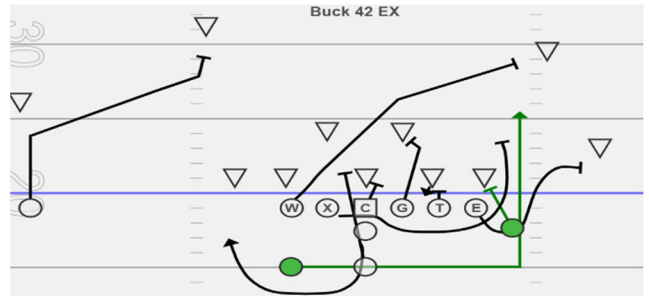


Fig 5-9: EX CALL

This type of flexibility in our system allows us to take advantage of what the defenses are doing to stop our offense.

Furthermore, we don't have to eliminate the Bucksweep because of hard scraping linebackers or pinching D-Tackles. With our offensive flexibility, we can take the defensive reads away from them.

BELLY ADJUSTMENTS

The Delaware Down play is running the Fullback to the strongside Tackle-Tight End hole with a pulling playside guard kicking out. However, in order to use our blocking system, we call it Belly 34 G BOB. The Belly is not the play, it is the backfield steps needed in order to run the series. We're going to give the ball to the three back (FB) and his aiming point is the four-hole, which is off the outside leg of the tackle.

Since the Playside guard is pulling we add the letter "G" after the 34. And remember, everybody outside the guard blocks down. So looking at Fig 5-10 versus a 50 front, the tight end and tackle blocks down, and the center scoops. The "BOB" tells the wingback to go outside to the backer (B-ack O-utside to B-acker).

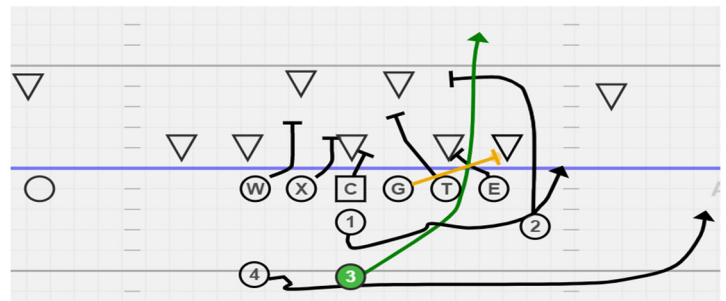


Fig 5-10: BELLY 34 G BOB

Let's revisit the previous scenario of playing a absolute stud of a playside inside linebacker. He's going Power 5 division 1 and your wingback only weighs 170 lbs. The wingback doesn't have the courage to do that all night long, so what do we do? We can simply go from G BOB to T BOB... Belly 34 T BOB. Now we pull the playside tackle instead of guard so the stud linebacker does not scrape as hard since his key is not pulling. In fact, since the playside guard is inside the puller, his rule is man reach. Now we've given the inside linebacker a base block read and by his rules he must step up and take it on. The Wing still BOB blocks to the inside backer but now that ILB is not scraping hard and the Wing has a chance.

If the tackle pulls, everybody outside of him blocks down, which is what the Tight End does. The center is considered playside, he's man reach. The tackle pulls and traps end. That is an example of taking the Belly with a different blocking scheme and trying to not give the LB an immediate read as to what we are trying to do.

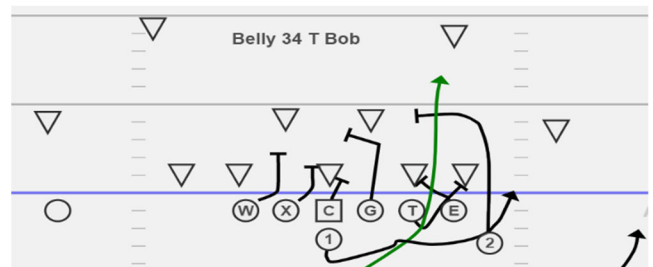


Fig 5-11: BELLY 34 T BOB



BACKSIDE ADJUSTMENTS

Let's remember what we said these lineman's numbers are:

- Center has 2 numbers; Right Cheek is 0. RG is 8, RT is 6, Right TE is 4.
- Left Side of the Center is 9, LG is 7, LT is 5 and a Tight End on the left is 3.

Since we do not flop our linemen, these letters never change. Even numbers are always on the right and Odd numbers are always on the left. However, the letters were not right and left, they were playside and backside. So, a play being ran to the LEFT would have the playside letters G, T and E on the left and the backside letters W, X, Y, and Z on the right. A play being ran right, like the examples below, would have G,T,E on the right and W,X,Y,Z on the left.

With this in mind, let's look at our two basic backside rules:

1. When pulling playside, all backside players scoop unless we have a special rule.
2. If pulling a backside player (W, X, Y, and Z), the playside blockers follow their post-lead rules.

POST LEAD PRINCIPLE INVOLVES MAN AT THE HOLE & 2 PLAYERS OUTSIDE HIM.

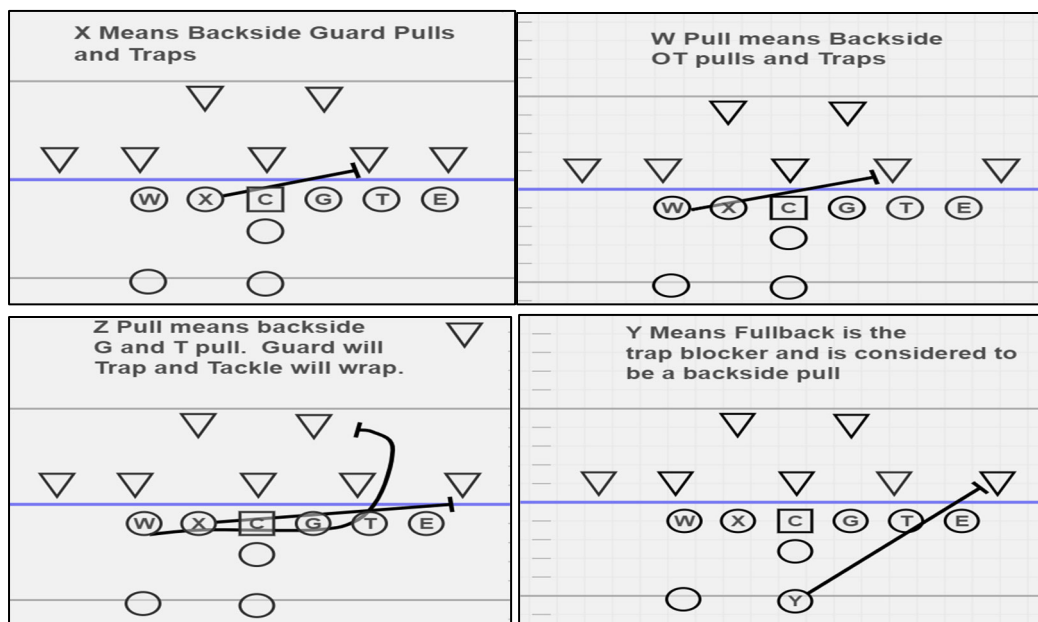


Fig 5-12: BACKSIDE PULLS

Lets look at Buck 30 X as an example. That's the fullback trap from Buck action, faking the Bucksweep to the HB and QB faking the bootleg. The 3 tells the Fullback he is getting the ball, the 0 is the hole or blocker we are running behind, and the X tells the backside Guard to pull and trap the first defender past the 0 man.

The center has two rules to follow since he is the first man past the backside puller. (1) Post and (2) Lead.

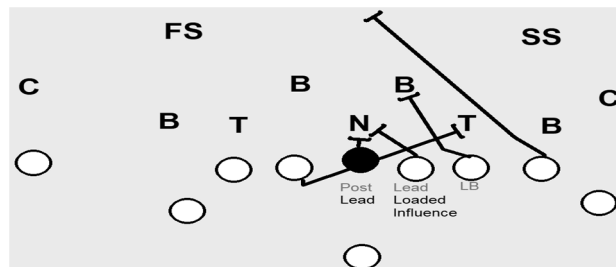


Fig 5-13: BUCK 30 X vs 50 FRONT



Post means you will block the man aligned on you and if no one is aligned on you then you will (2) Lead, meaning to block away from the direction the play is going. The first lineman (RG) past the Call man will have the following rules:

- (1) Lead
- (2) Loaded is **only used on 0-9 X plays** for only the Guards. They will not have the loaded rule on 0-9 W or any other play.
- (3) Influence

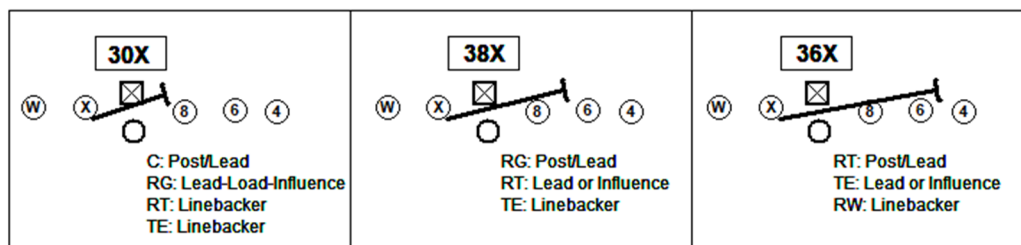
<ul style="list-style-type: none"> • When using the Post Lead Principals the following Rules are applied. • The Call Man will follow these Rules <ol style="list-style-type: none"> 1) Post (Block the man over you) 2) Lead (Block the first defender away from the Call) 	<ul style="list-style-type: none"> • The first man past the Call Man will follow these 3 Rules: <ol style="list-style-type: none"> 1) Lead (Block the first man inside you.) 2) Loaded: (Look for 2 LB's between the call man and the next 2 adjacent men. Split 4 Defense.) 3) Influence: Pull to outside or pass set to get DL up field.
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Fig 5-14: POST LEAD PRINCIPALS

The remaining linemen have the following rules:

- (1) Second Blocker Past Call Man: Go to Linebacker
- (2) Third Blocker Past Call Man: release downfield and find a Linebacker.

If I'm on the playside, but it was an eight-play, say 38 X, the call man is the Eight, or Center and his rule is Post/Lead. Then the next man, the six-man, rule would be lead or influence. Remember that loaded is only if it's a zero or nine X play. If we are running a six-play, then the six man would Post-Lead, the next man out would lead-influence, and two players away would get linebacker. If it's 30 X, the eight man's rule is lead-loaded-influence, because it's zero.



So, once you hear those letters, W X, Y, and Z, immediately locate the call man. Call name is Post-lead, next man is lead-influence; next man is linebacker. It doesn't get any simpler than that. We will get into more detail in Chapters 6 through 10, but I wanted you to see some of the flexibility that we get into and how we have answers for anything defense does.

I have found being a Wing-T coach that people show up on Friday night and run a different defense than they normally run a great deal of the time. If your kids can understand their post-lead rules, it doesn't matter what they line up in. You can be sound against any look.



BUCK 30-X EXAMPLE

Let's start by looking at a 3-4 defense. Now I'm an old guy and I still call it a 50, but it's the same thing.

The center rule is Post/Lead and in this defense, he does have somebody to post. The right guard then will follow his rules and his rule number 1 is Lead and he has a defender to Lead on so he now will lead. Right tackle has his rule of first LB from Center. (Fig 5-15).

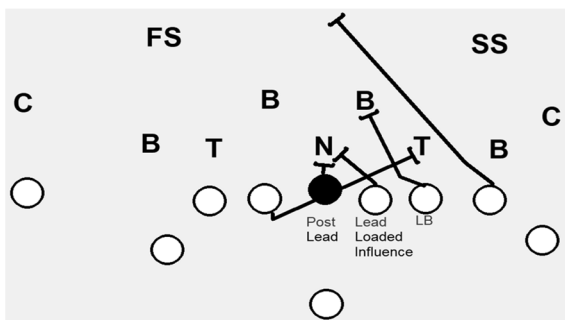


Fig 5-15: BUCK 30 X vs 50 FRONT

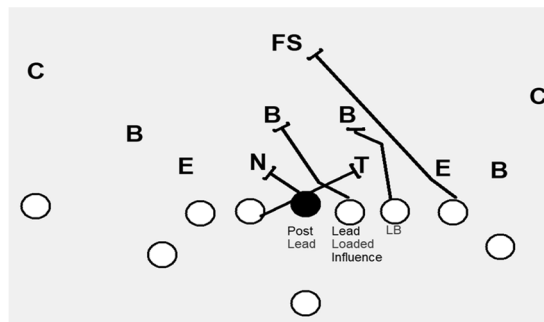


Fig 5-16: BUCK 30 X VS SPLIT 4

Fig 5-16 shows the same play versus the old split four defense. Our center's number is zero and he will not have anyone to Post so he goes to his second rule which is Lead. Now this is a zero X play so the playside guard rules are going to be Lead, Loaded or Influence. Versus a split 4 defense, is there anybody for him to lead on? No. How many linebackers are between the call man and the two adjacent men? There are two and he had that rule built in for zero and nine X, which is called Loaded. If it's loaded, he goes to the backside linebacker. The right tackle will follow the rule of the 2nd man from Call Man and block 1st LB from center.

Now let's take a look at a 4-3 defense. The center will follow his rules (1) Post and (2) lead. He has no one to Post so he then goes to rule #2 and lead blocks. The Right guard first rule is to Lead but since he has no one to lead he goes to Rule #2. It is not Loaded since there are not 2 LB's from call man and each adjacent man so he follows Rule #3, which is influence. What's the right tackle's rule? The second man past the call man has got one rule which is linebacker. The first linebacker from the call, that's who he has.

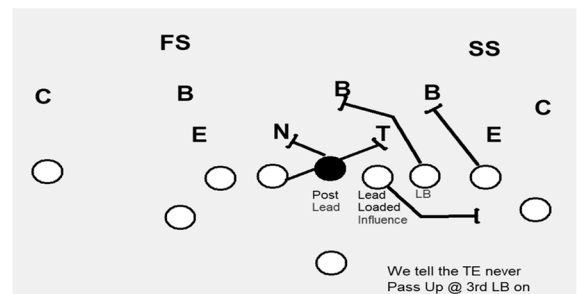


Fig 5-17: BUCK 30 X VS 4-3

Since the 3-4 is a two-linebacker defense, the tight end will go block the middle third defender. The Split 4 is a two-linebacker defense; so he blocked the safety (Fig 5-15 & 5-16). However, the 4-3 is a three Linebacker look and we never want to pass up the third linebacker. So, the Tight End releases underneath and tries to get to the third Linebacker. If the Linebacker scrapes outside, then the TE continues to the middle third defender.

The playside guard is letter "G" and the backside guard is letter "X". Since this play is called "30-X" the backside guard pulls and traps the first man outside of zero, which is the right cheek of the center.

When we're playing this football team whose five-technique or four-technique reads the hat very, very well. My tackle's trying to release underneath him and climb to the backer and that defender is playing great with his hands and puts



his face in the V of his neck, he's squeezing the heck out of him, he won't let him climb to the backer and there's no daylight or separation for your guard to get in there and dig him out on the trap.

We have noticed when we are watching the film on that guy on the weekend, if you give him a high hat, he's pass-rushing right now. You are pulling outside on the sweep and he's trying to get in your hip pocket and beat the down block. Our players do not have to understand this, but all I have to do is call Buck 38 X because they know the rules. The right guard is the eight man, correct? What is his rule? Post-lead. Well, there is nobody for him to post so he's going to do what? He is going to lead.

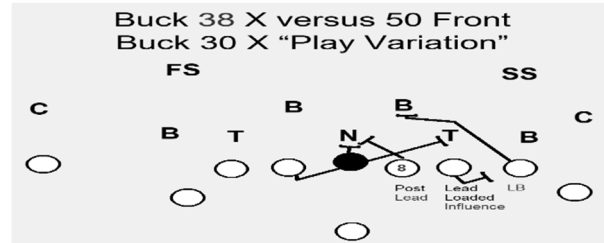


Fig 5-18: BUCK 38 X VS 50 FRONT

The tackle's rule, the first man past the call, has two rules: lead or influence. There is nobody for him to lead on so he can influence, hopefully to invite the tackle up field. The tight end is the second man past the call. There is one rule for the second man past the call: linebacker. He is going to the linebacker. The left guard still pulls and traps the first thing past the 8 man.

INFLUENCE

Influence means we're trying to change the thought process of the defensive linemen that we're influencing. We want to teach our young men 3 different techniques they can use when their rule is influence.

1. **PULL OUTSIDE:** The first technique we will use with the offensive linemen is going to pull outside just like he's running a sweep and see if we can get the guy in his hip pocket running up field.
2. **PASS SET:** If the defensive lineman will not run up field to a sweep pull, we will then use our 2nd technique which is to pass set off the line of scrimmage for 2 steps and then turn out on the next defensive lineman outside. We want to give the defensive lineman a high hat to see if he's an aggressive up field pass rusher. I can tell the folks that are out there now that is a better influence for us now than it was 10 years ago. Because everybody is coaching their d-lineman now because of as much spread and pass game as they see when they get that high hat, they're coming up field like crazy. The key for the offensive linemen is when I set for the high hat, my rule is to turn out on the next lineman.
3. **REACH-TURN OUT:** Our last influence technique which for us defensively gives us a lot of problems, is using a man reach technique. You have got a 3-technique that you're trying to influence. What is he told? Don't get reached. We ask our offensive lineman to step like he is attempting to reach the man on him and then turnout on the next down lineman.

It's as simple as the offensive line coach saying that guy the game, "If your rule is the influence; let's go to a pass set as opposed to a sweep." So you can change it right in the middle of the game if you're not being able to influence it the way you want it.



RUNNING BACK BLOCKING EXAMPLES

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

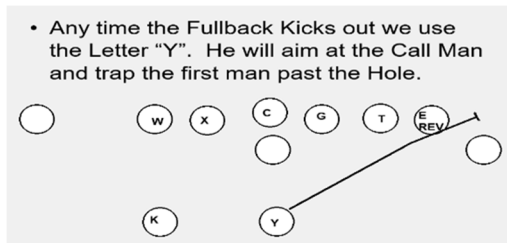


Fig 5-19: Y BLOCK BY FULLBACK

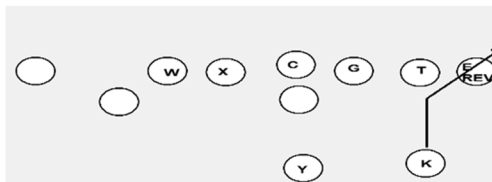


Fig 5-20: K BLOCK BY NEAR BACK

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

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

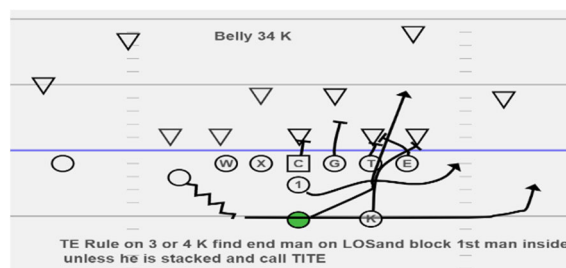
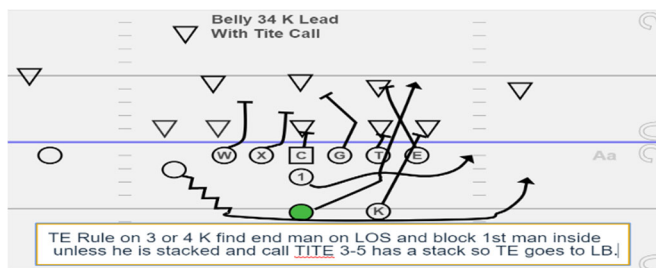


Fig 5-21: BELLY 34 K LEAD AND BELLY 34 K

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

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

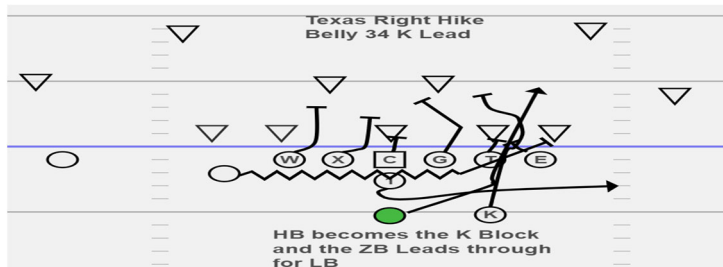


Fig 5-22: TEXAS RIGHT HIKE BELLY 34 K LEAD



TAGS FOR OUR BACKS:

BOB: The Wing has to go thru the D-End and not around him. We tell the Wing to aim at the hip of the D-End pre-snap and that is his path. Obviously after the ball is snapped, the D-End will squeeze down or come up field and our Wing path is directly thru where the D-End was lined up pre-snap. If the Wing goes around the End there will be a hole that opens up between the End and the Wing when the End moves forward on the snap. A good Inside Linebackler will attack that hole.

Back Blocking Calls

- BOB= Back Outside on LB
- BIB = Back Inside for LB
- BOSS = Back on Safety Support
- Load = Block # 3 Defender
- Arc = Block # 4 Defender

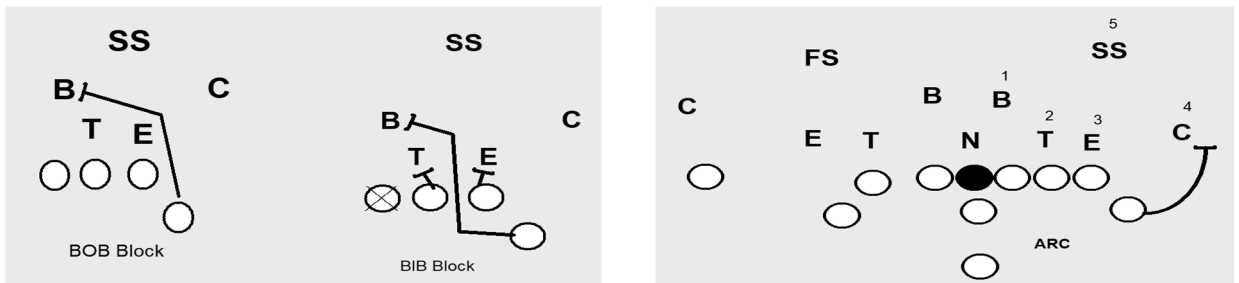


Fig 5-23: BOB, BIB, & ARC BLOCKS

BIB: The Wing does a lateral hop towards the QB and when his left foot hits the ground, he pushes off that foot to go thru the B-gap. This is his block on Belly-Ride and Midline.

ARC The Wing's steps are to throw the elbow nearest the sideline, open step towards the sideline with his outside foot, crossover, and then take a 3rd step with that outside foot. All 3 of these steps are parallel to the line of scrimmage. The Wing does not go upfield until he has taken that 3rd step and he blocks the #4 defender.

BOSS. He will arc release outside like he's going to block four and he passes four up and he goes to safety support. So we can take our WB off of any of his rules.

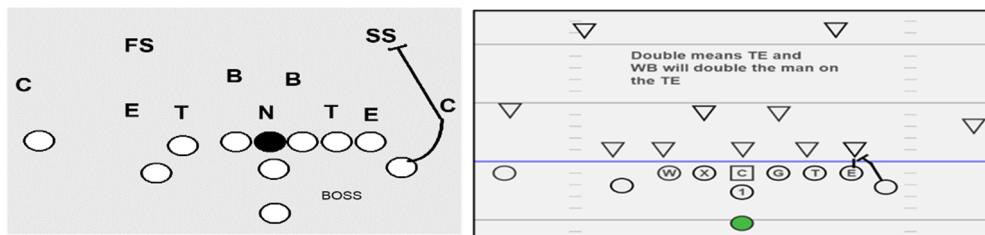


Fig 5-24: BOSS & DOUBLE

DOUBLE: The TE and WB on the play side will double team the defender on the TE.

BAT: The WB will block the defender aligned on the OT. If no one is on the OT he will influence and block out.

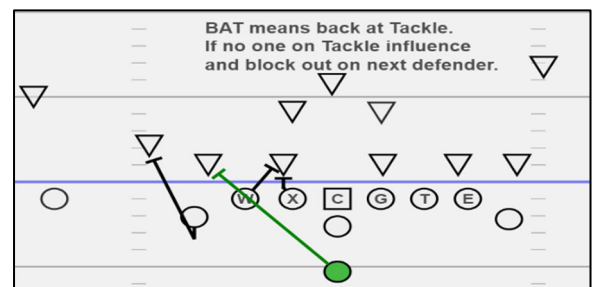


Fig 5-25: BAT BLOCK



COUNT SYSTEM

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

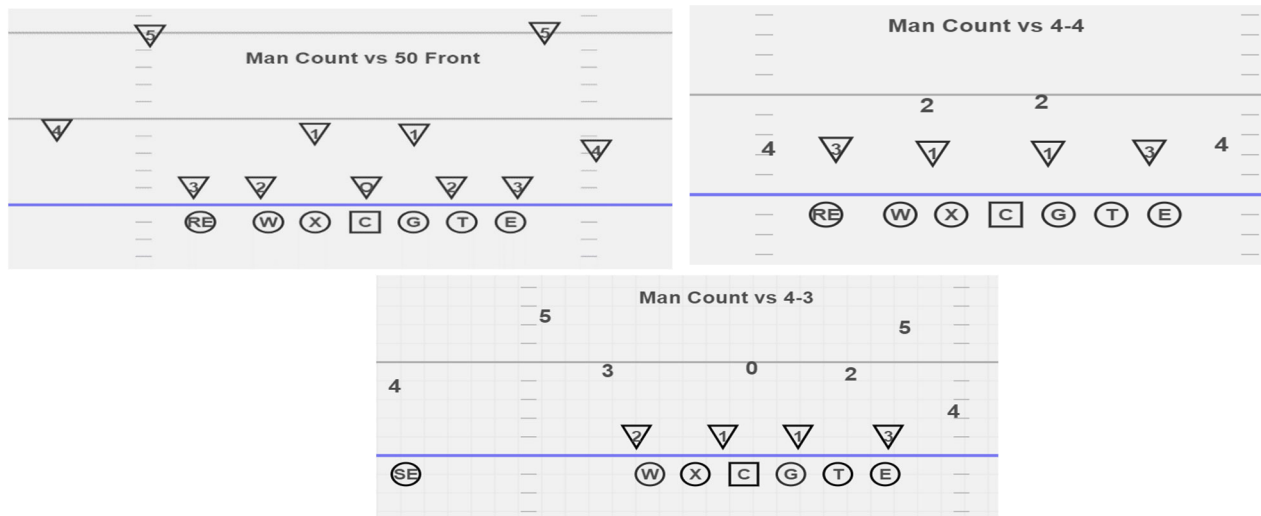


Fig 5-26: COUNT SYSTEM EXAMPLES

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

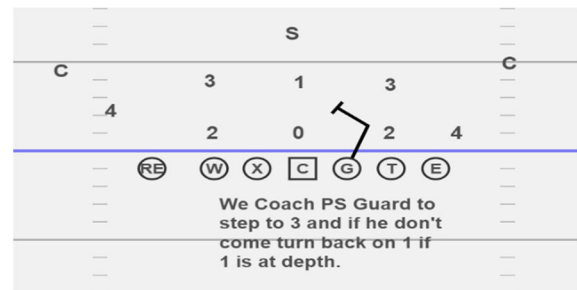


Fig 5-27: MAN COUNT VS 3-5

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

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

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



Let's look at Fig 5-28. If the play is going to the left and the Guard does not feel like he can get his head inside where it needs to be, then he makes a "COG" call. This would probably be versus a 1 or 2-technique. Center steps laterally with head in front if vs a penetrator or steps 45 with head in back versus a reader. The Guard forearm should rub the Center's ass and he is looking at cutting off the backside ILB.

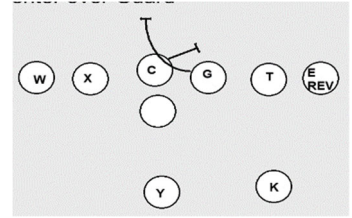


Fig 5-28: COG CALL

In Fig 5-29, the scenario that we run into is a shade nose and a 50 backer. The play is going to the right; the C can't get his guy reached. Now we'll call for the G to come down and take care of the shade, and the C pulls for the LB'er. That to us, its GUS, Guard under Snapper (Center).

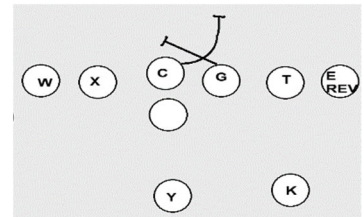


Fig 5-29: GUS CALL

Now we can come up and we're trying to run this Power Sweep outside, but we're not good enough to reach that 3-technique. We can't reach a good 3-tech with the Guard, so we call TUG, Tackle under Guard. Because who's doing the down block? The Tackle.

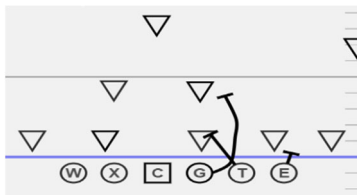


Fig 5-30: TUG CALL

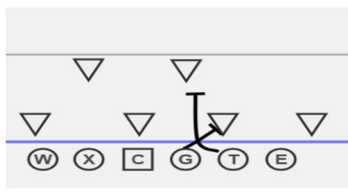


Fig 5-31: GUT CALL

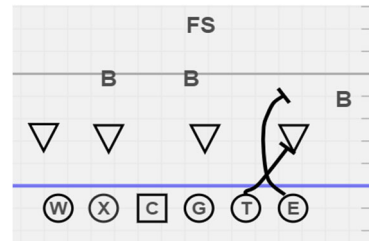


Fig 5-32: TED CALL

The person who blocks the downline lineman's letter comes first, so that is Tackle under Guard.

In Fig 5-31, the DL is in a 4i and the Tackle can't get his head inside on a play going to the left of the tackle. This could be our dive behind the RG or a Belly Ride going to the left. So we make a GUT call and the Guard blocks out on the down lineman. We also like this on the playside of Belly-Ride vs a 0 and a 4-tech.

TED call tells the Tackle to turnout vs a 7 technique and the Tight End will fold underneath to the LB. We use this a lot on the Midline.

OTHER LINE CALLS

We have a few more terms that we use that can take lineman off of their rules, and it simply tells them who to go to.

GREEN – takes the playside guard off his rule and sends him to the playside LB.

GOLD – takes the playside guard off his rule and sends him to the backside LB.

TAN – takes the playside tackle off his rule and puts him on backside LB.

RED – pulls him off his rule and puts him on playside LB.



‘Green’, tells the Playside Guard to forget your rule, you're going to the Playside Linebacker. We'll show that probably in our Tackle Trap series against the split four.

Gold tells the Guard to forget your rule, you have the first linebacker head up to backside on 0 and 9 plays with a “Gold” call the OT now will have 2nd LB.

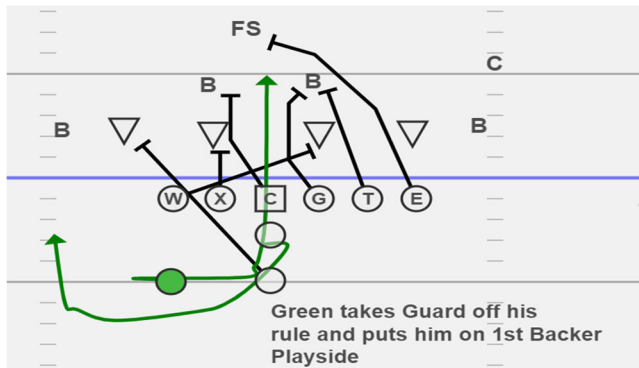


Fig 5-32: COUNTER 40 W GREEN

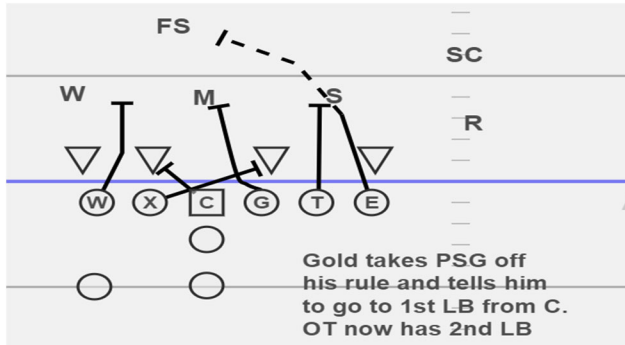


Fig 5-33: BUCK 30 X GOLD CALL

Tan tells your Tackle to forget your rule and go to the Backside Linebacker. Sucker tells the Guard to pull outside like a sweep.

Red tells the Tight End to forget your rule, go to linebacker.

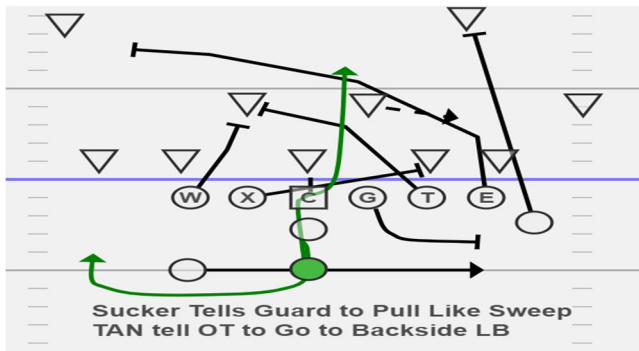


Fig 5-34: BUCK 30 X SUCKER TAN

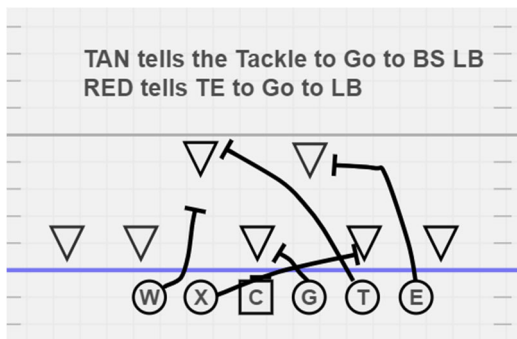


Fig 5-35: TAN & RED CALLS

