

# CHAPTER 14



## Draws & Screens

### Wraparound Sally

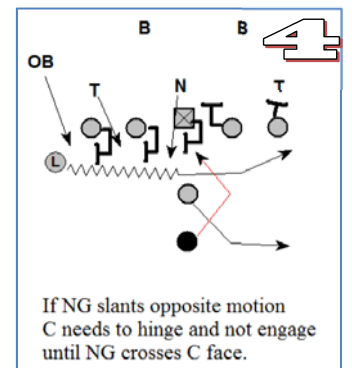
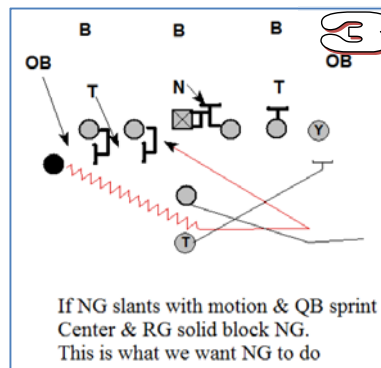
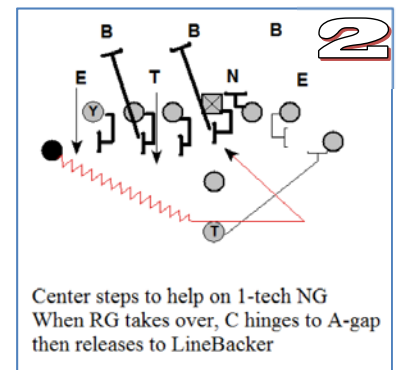
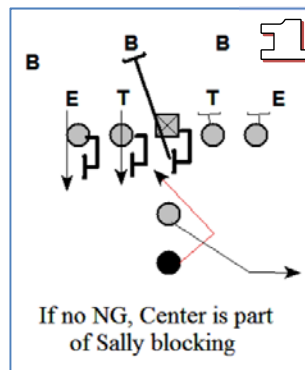
This is our signature play and serves as the draw play in the PISTOL WING T offense. This play and Belly Sweep (33-47-G) will be your best run plays statistically speaking. The wraparound handoff is explained in the SKILLS & DRILLS Manual. What we are going to talk about here is the key to this play: the step & hinge backside blocking.

This play gets screwed up when the offensive linemen engage the rusher to early. They have to maintain discipline and patience! Do not touch any rusher until they cross your face. Do not chase a rusher who not rushing in your gap. If you can get your blockers to not do those two things then this play will put your program on the map.

The backside Left Tackle and Left Guard 90-degree step as big laterally as possible. Many of my linemen hopped out of their stance to seal off the inside pass rush lane and force the rusher to go around them.

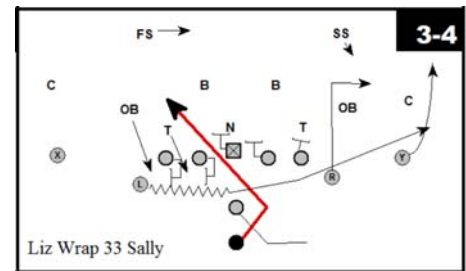
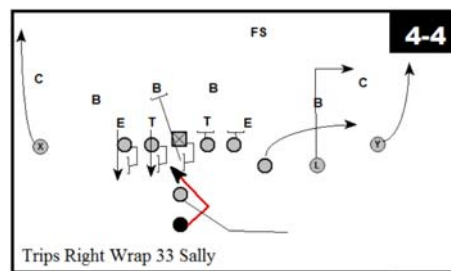
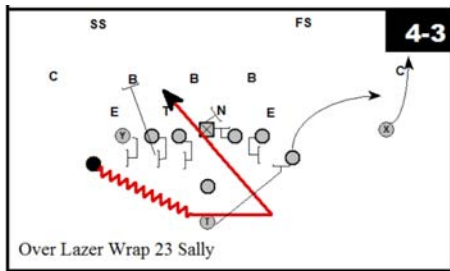
One the inside foot hits the ground, hinge, or swing back with the outside foot so that the blocker is facing the sideline. If the rusher tries to engage inside and makes contact as that inside foot hits the ground, fight like hell to get inside and push the rusher towards the sideline.

Once you have hinged and are facing the sideline, hold your water! Let the rusher up field without touching him and wait until he crosses the bridge of your nose. When he passes you, jam inside right fist between his shoulder blades and the outside left fist on the D-Lineman's hip. Then push him up field towards the goal line.



If your Tight End is in an OVER call, then he does the same thing. We call this entire technique “SALLY” blocking. The tough block is the Center when he has a NoseGuard (pictures 3 and 4). The center takes a short 90-degree lateral step to the right hoping the NG follows the motion of the RB and the QB. If he does this then solid block him with the Right Guard, letting him chase the QB. If he slants opposite the motion, then hinge with the left foot and do not engage until the NG crosses your face. BUT since you are very close to the handoff landmark, the Center cannot let the NG bend his path towards that handoff landmark. Make sure that the Center pushes the NG straight upfield.

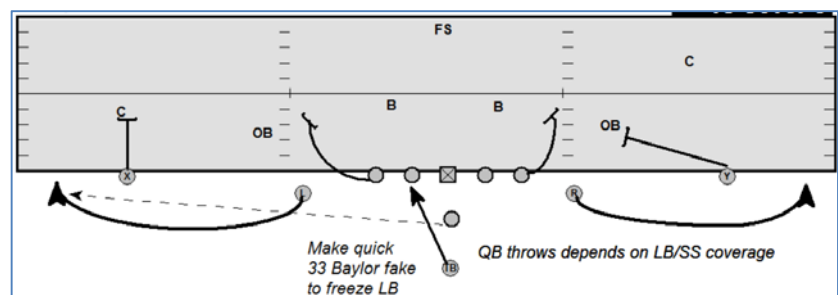
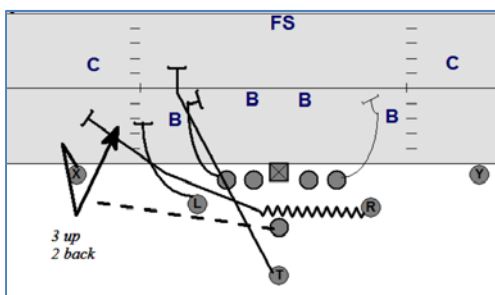
If no rusher crosses a backside linemens face, then go get a Linebacker. On the playside, the RG and RT have to solid protect with inside gaps taking the priority.



<b>RT</b>	Step & Cup. Push any C-gap rusher towards sideline
<b>RG</b>	Step inside, protecting A-gap at all costs. If no A-gap threat, pivot and push any B-gap rushers towards sideline
<b>C</b>	Push NG or right A-gap defender away from 3 hole. If NG or 1-tech attack centers left A-gap, push him upfield. Do not give ground.
<b>LG</b>	Step & Cup. Only block B-gap rushers, but do not block until cross the face. If nobody crosses his face, release to nearest Linebacker
<b>LT</b>	Step & Cup. Only block C-gap rushers, but do not block until cross the face. If nobody crosses his face, release to nearest Linebacker
<b>Y</b>	PLAYSIDE: Step & Cup. Block D-gap rushers after crossing his face. If nobody crosses his face, release to nearest Linebacker

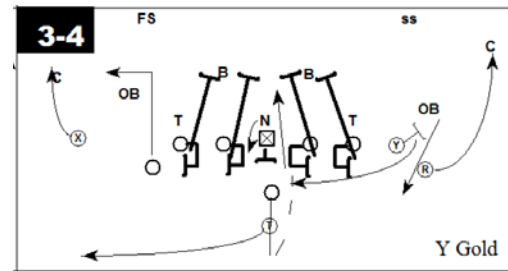
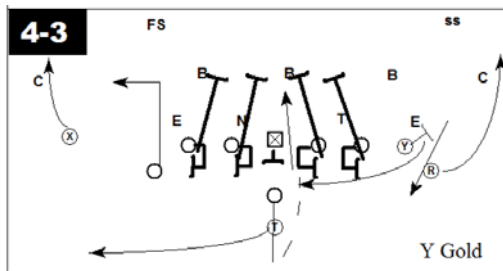
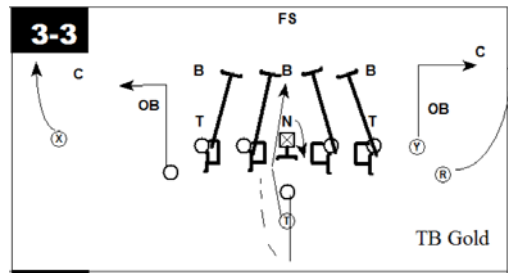
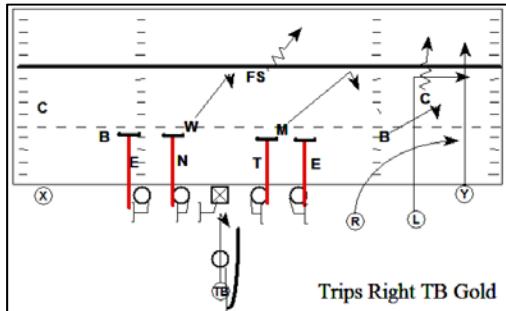
## Perimeter Screens

The blocking here is pretty simple. We tell the Center and Guards to hit the D-Lineman really hard and then go get a backer. We arc release the tackles immediately to get inside backers. Both Tackles release because they do not know which way the QB is going to throw the ball. The 13 Baylor fake helps freeze the ILB. The perimeter is blocked with a “YOU-ME” call which is described in the other manual. If we pump fake & throw the fade, the tackles cannot release. We call this play “Rip Purple Quik & Go” or “Purple Bubble & Go”. When the tackles here “and go” they block the ends.



### MIDDLE SCREEN - GOLD

We tell both Guards and Tackles to “SALLY” block for 2 seconds and then release to backers. The do exactly the Sally technique described at the beginning of this chapter and then release. Ideally we want to push the rusher towards the sideline instead of letting them rush straight up field. The Center can take the NG the direction he wants to go, but needs to really push him towards the sideline to get him out of the QB line of sight. The TailBack or TightEnd sits in the unoccupied A-gap and waits for the throw. If the QB cannot see the receiver he knows to lob the ball to that unoccupied A-gap which is another reason why it is important that the Center moves the NG and does not let him sit there.



SCREEN LEFT - SILVER

While it is easy to draw up the screens in both directions, I have never ran Silver to the right in 14 years of calling this offense. Since I only run Silver 2-3 times a game I cannot justify the reps in practice to perfect it in both directions.

We release the Left Tackle and Left Guard for our screen game. The SALLY rule is to block for a 2-count and then release. The Left Tackle blocks the first man from the sideline at the time he releases. He does not block the 1<sup>st</sup> man from sideline based on the way the defense lined up before the snap, he is looking for the 1<sup>st</sup> man after that 2-count because if the CB chases the X-receiver to the middle of the field, then the OLB or even ILB might be the new #1 guy. Same for the Left Guard. He finds the #2 guy from the sideline after he releases.

If the X-receiver is part of the blocking (see TB and L-Silver) he always tries to crack the alley player or safety hoping to take the Corner with him. Although I never used the Tight End as a blocker, if we ran a TB Silver out of the OVER formation, then the TE would have #1 from sideline, LT has #2 from sideline, and LG has #3 from sideline.

Our X-Silver is what many coaches call their “slip screen” or “jailbreak” (top two pictures). Again if the Left Wing does not go in motion then he has #1 from sideline, LT has #2, and LG has #3.

