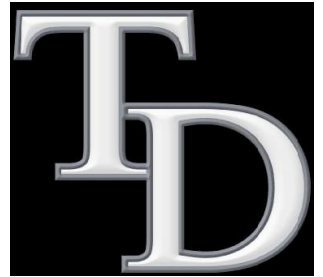


# Screens, Specials & the Hidden-Handoff Draw in the No-Huddle Shotgun Wing-T

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## *What Screen passes are used in the Shotgun No-Huddle Wing-T?*

- Wide Receiver Screen
  - Forces the defense to defend the Trips side of the field.
  - Great play if you can put a Big WR or a great Kick-Returner type of athlete to catch the ball.
- Middle Screen
  - Compliment to our Mesh Play.
  - Cross-blocking the play at point of attack simulates run, and opens a screen throwing lane.
- Standard Screen
  - Standard play versus a heavy rush or blitzing team.
  - Can be thrown to the Tailback slipping out to slot, or to the Halfback.

## *What Special plays are run in this offense?*

- Sweep HBO
  - Keeps the playside CB or Safety from crashing down on the Sweep.
  - Should be run at least once a game, if not to score, at least to scare the DB's.
- Wedge
  - A special Double-Wing play we use for short yardage and Goalline situations.
  - Ultimate "teamwork" play. Impossible to stop with the correct nasty attitude.
- Fumble-Rooskie
  - Run only out of "under center" formations. Not a "Spread Gun" play, but find a way to keep it.
  - New rules prevent linemen from carrying the ball. Run it to your fastest back.
  - Old school trick play that the kids get PUMPED about.
- Double Pass
  - A great spread trick play, but QB must be under Center.
  - Make sure first pass is backwards. Use motion to get defense to buy the first throw.
- Draw-QB Screen
  - Great to use when defense is keying on the Draw play.
  - QB gives the draw and then sneaks outside. Tailback throws the Screen pass back to the QB.

## *What is the "hidden-handoff" Draw?*

- Deceptive handoff off the Rollout pass look.
  - The Tailback takes a handoff behind his body, similar to wrap-around.
  - The key is the QB's fake- a quick jab handoff and his eyes looking outside.
  - The Rollout game must be a threat for this play to work.
- Solid blocking scheme.
  - Attacks the "backside," using a Wing-t traditional Sally blocking scheme.
  - Playside blocks aggressive; C-BSG-BST ride defenders upfield, or release to LB's.
- Can be used in other looks as well.
  - We run a play called "Delay" that has same blocking scheme, but QB & Tailback simulate a Quick Pass instead of rolling out.
  - Have WR's and HB's route-fake your best pass plays.

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