

Delaware Wing-T



Coach Thurman

Why the Wing-T?

In an ever growing trend, more and more coaches delve into the unknowns of offensive football. You would be amazed at how many high school head coaches are unsuccessful in their careers based on their inability to gain continuity within their system. Think back to the teams you have played over the past few years and try to remember all the different formations some teams use in order to do the things they want to do. Why is it that so many teams come out in a Pro I on one series and the Shotgun Spread the next? It is the lack of flexibility in these different formations that causes them to be very broad in their approach. There is no other offensive System that has stood the test of time or has shown such ability to be versatile like the Delaware Wing-T.

What type of offense?

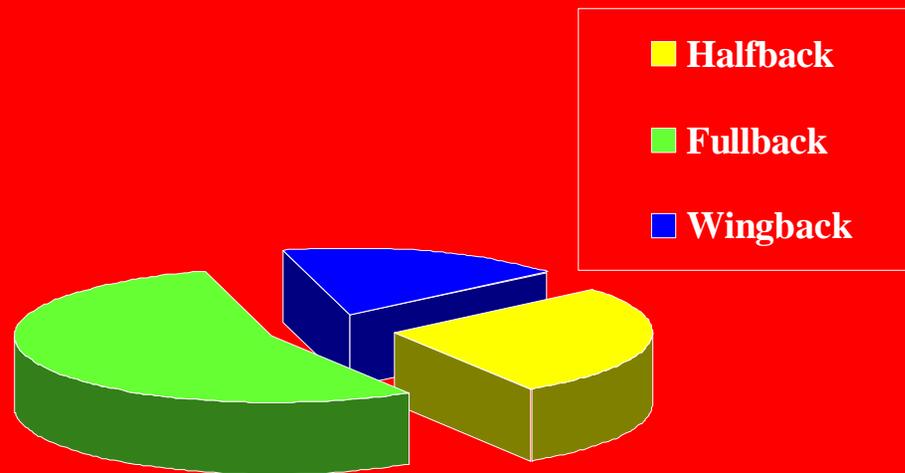
- Run Oriented Offense
- Complimentary Play Offense
- Misdirection Offense
- Quick attack potential Offense

Back Responsibility

- Fullback- Tailback of the offense, carries the ball the most in the offense, and lead blocks on occasion.
- Halfback- Carries the ball mainly on perimeter plays and lead blocks.
- Wingback- Counter threat and is used to block on perimeter.
- Quarterback- Always has bootleg and option threat.

Workload of Backs

- Fullback: 25-30 carries per game
- Halfback: 10-15 carries per game
- Wingback: 5-10 carries per game



Unique Numbering System

- Uses 3 digit number system to determine name of play
- Ex: 121
- Prefixes and suffixes can be added to adjust meaning
- Ex: 121 Waggle

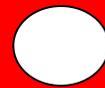
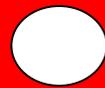
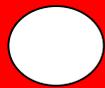
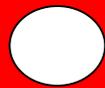
First number designates strength of
formation

100 Formation (strong right)

900

100

SE



TE

QB

WB

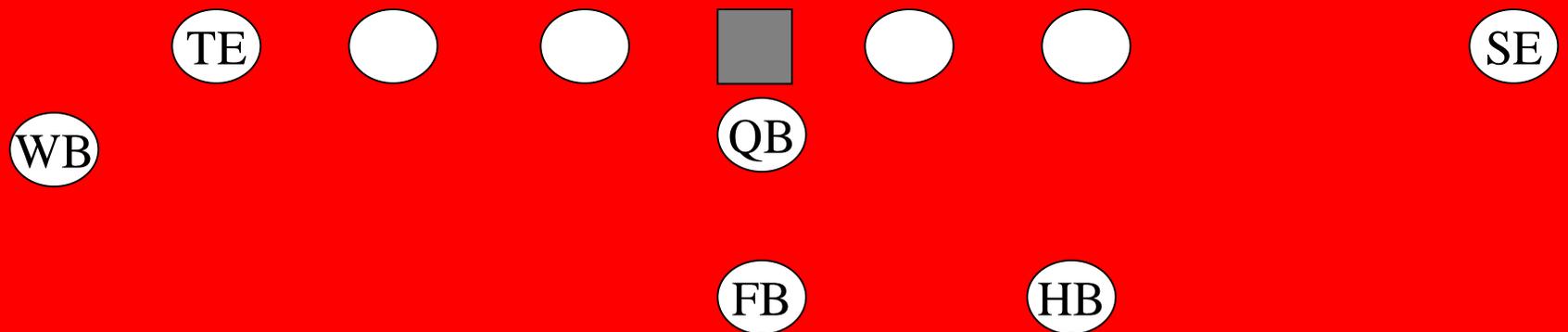
HB

FB

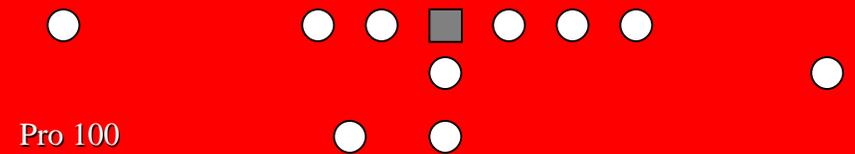
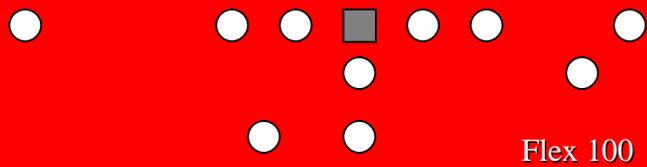
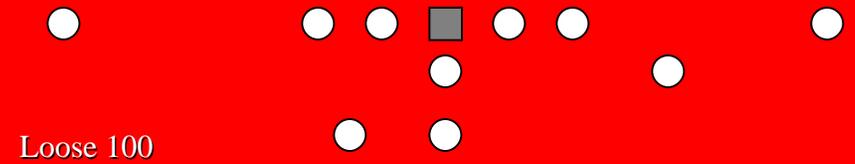
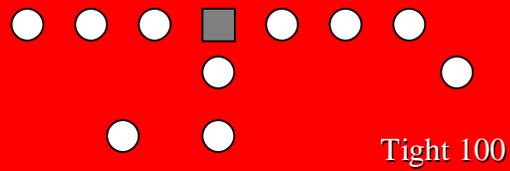
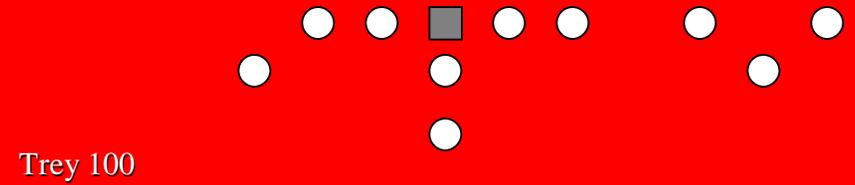
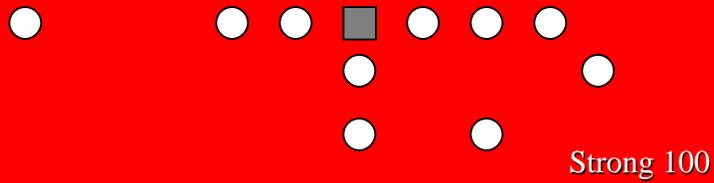
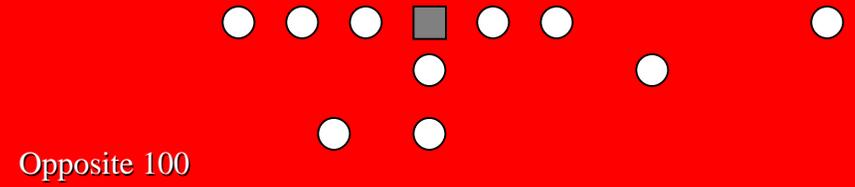
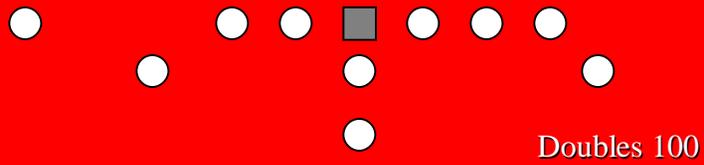
900 Formation (strong left)

900

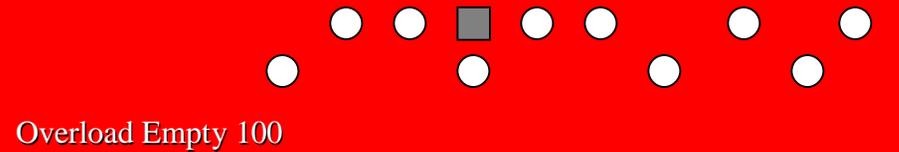
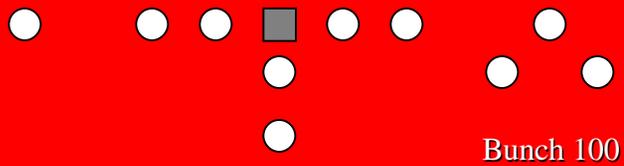
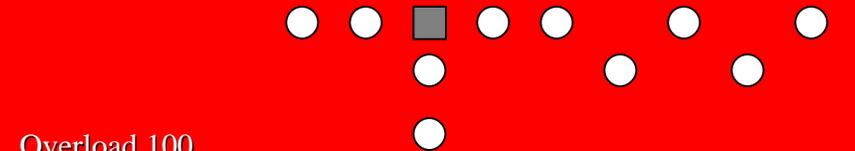
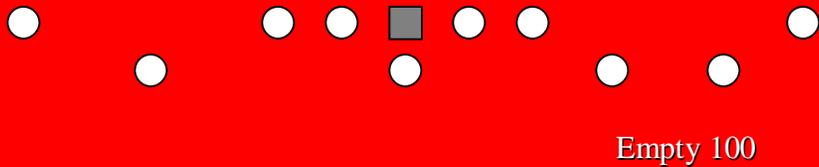
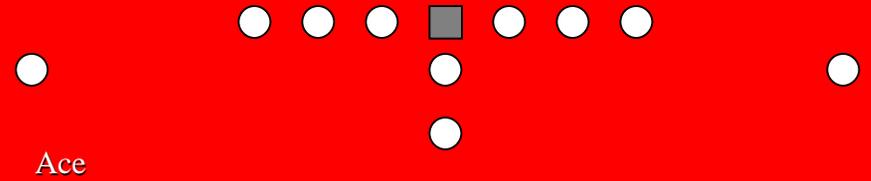
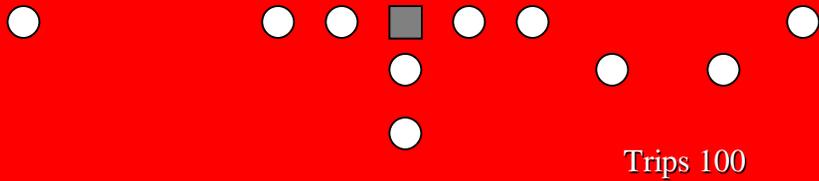
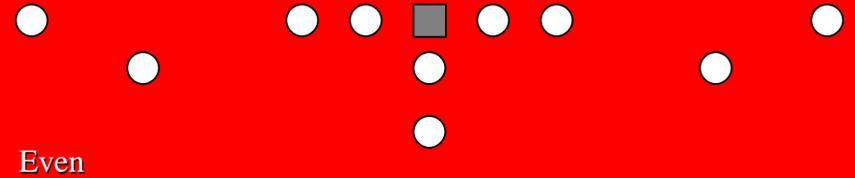
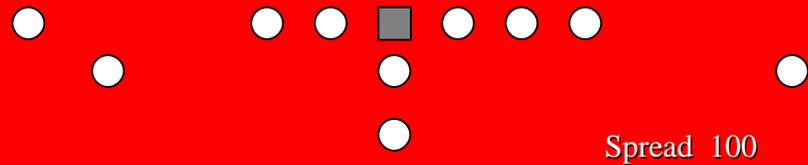
100



Formation Variations



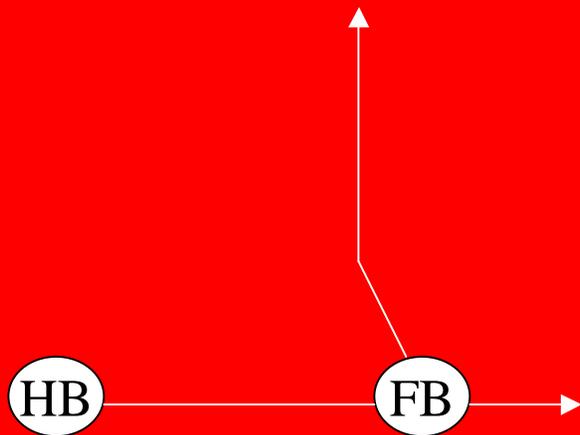
Other Formations



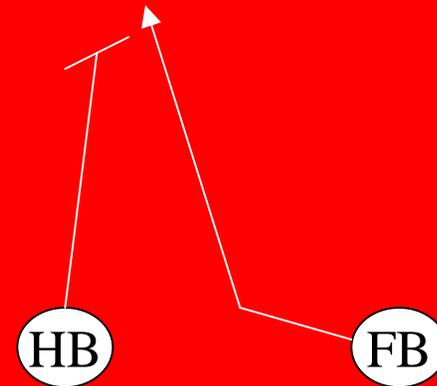
Unique Numbering System

- Second number is for the series which will be ran

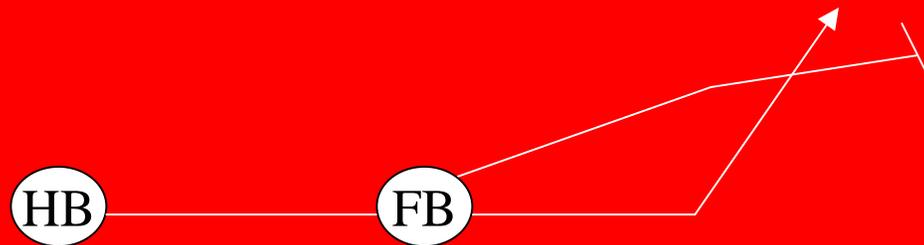
Main Run Series



20 Series (sweep series)



80 Series (belly series)



30 Series (power series)

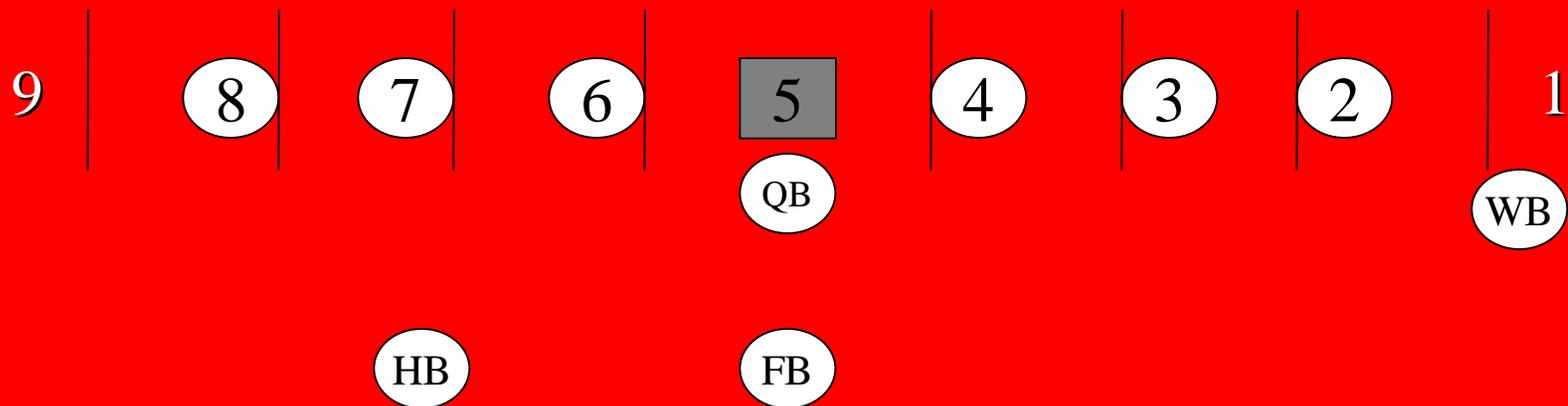
Other Delaware Series

- 10 series (sprint out series)
- 40 series (veer series)
- 50 series (5 step series)
- 90 series (3 step series)

Unique Numbering System

- Third number stands for point of attack in which the ball will be ran

Wing-T Point of Attack Numbering

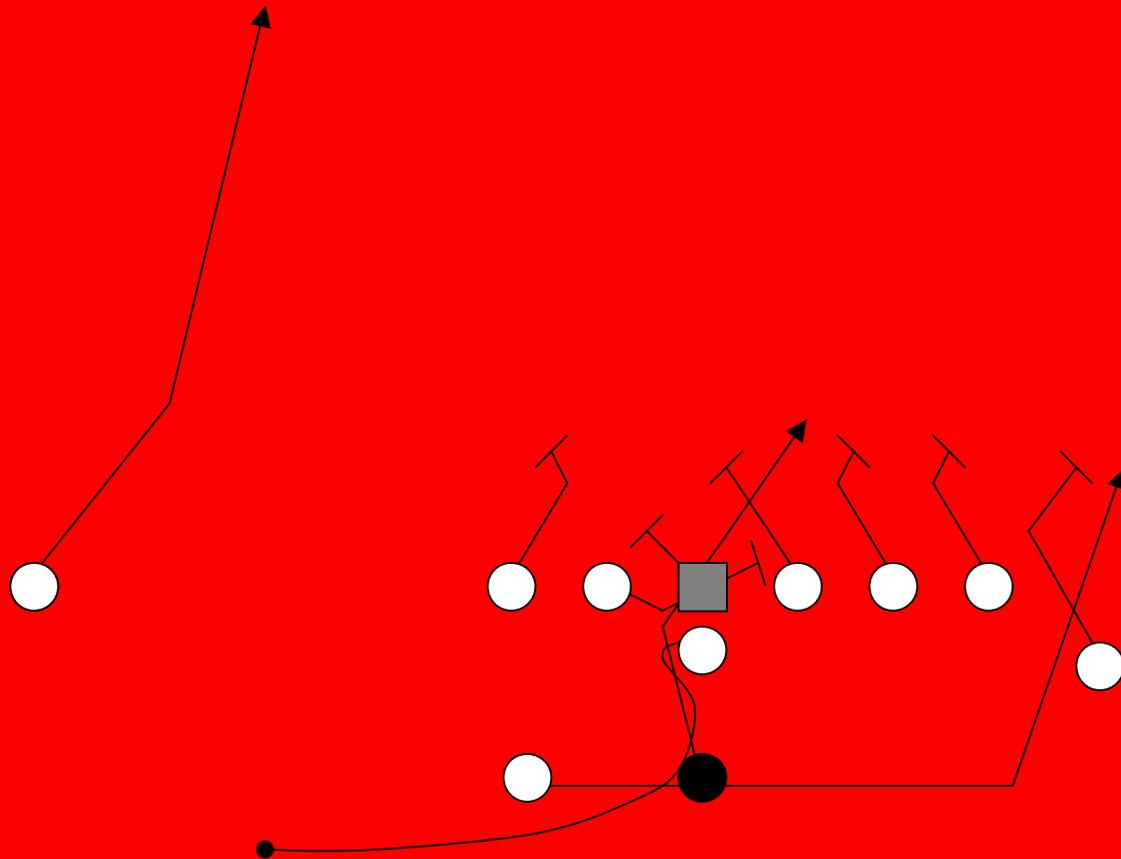


Wing-T Plays

By Series

20 Series

124 Guard Trap

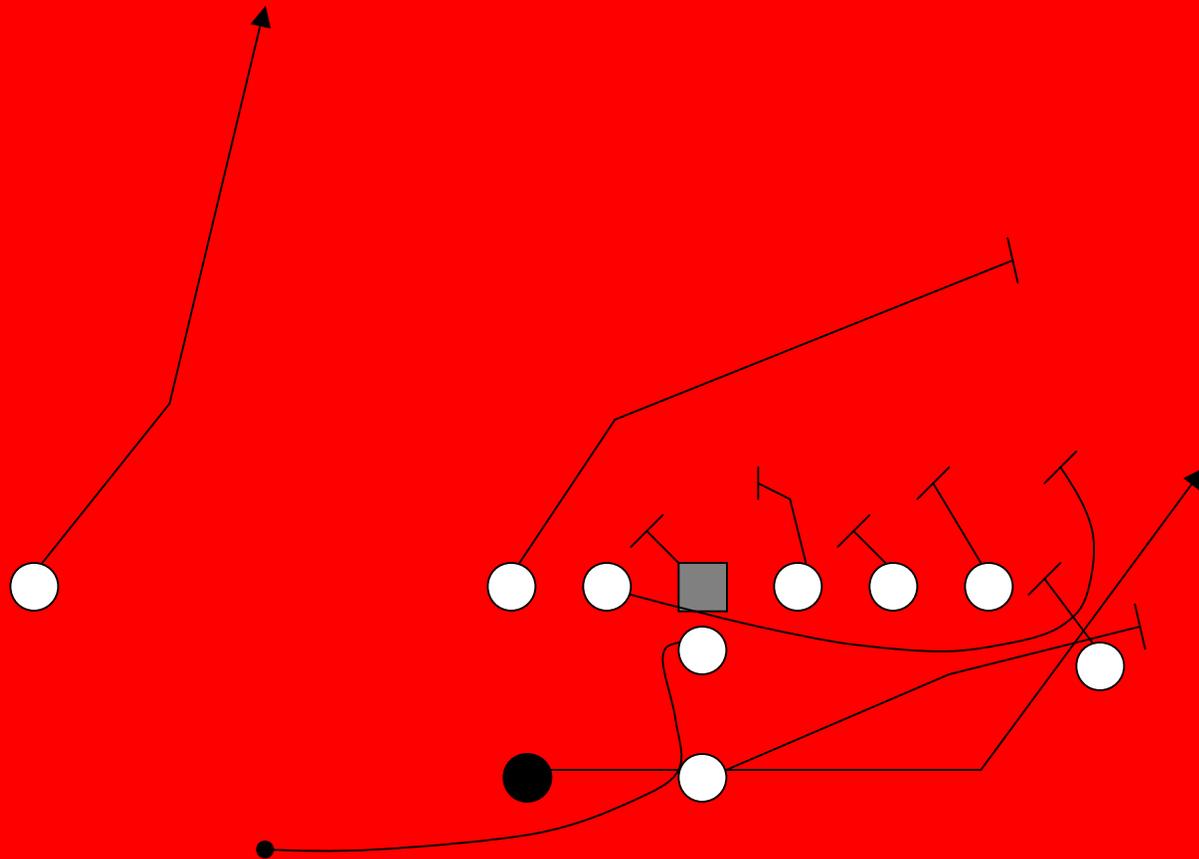


121 Waggle

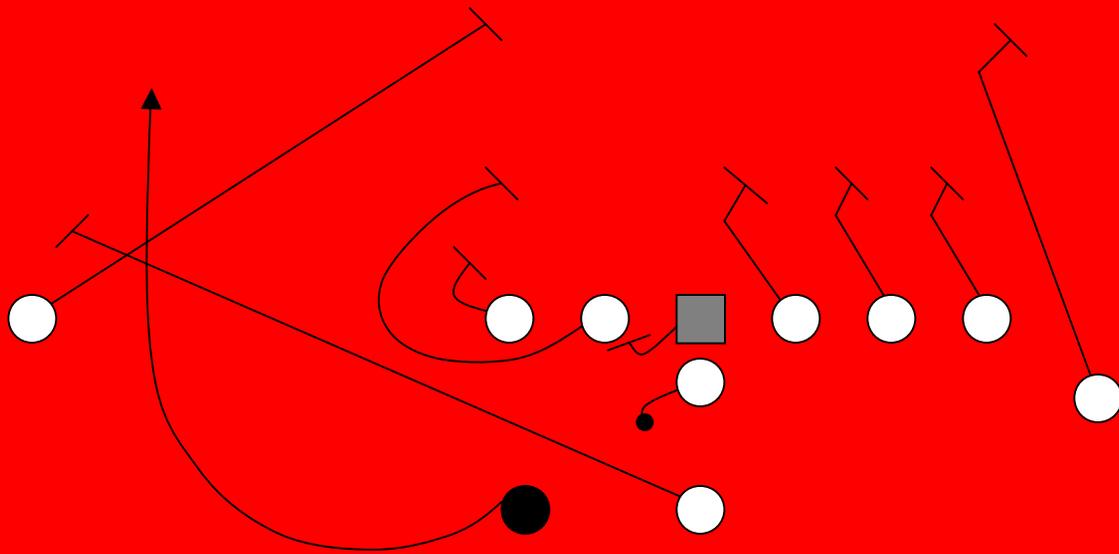


30 Series

131

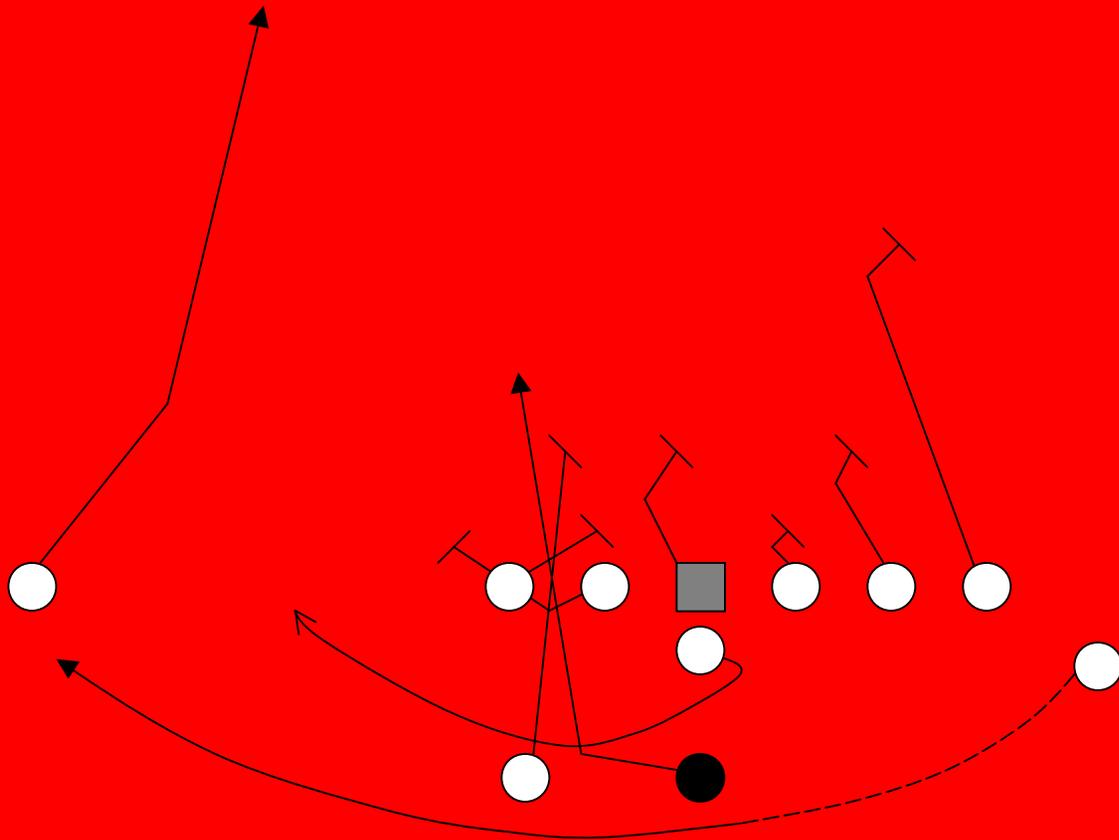


139 Quick Pitch

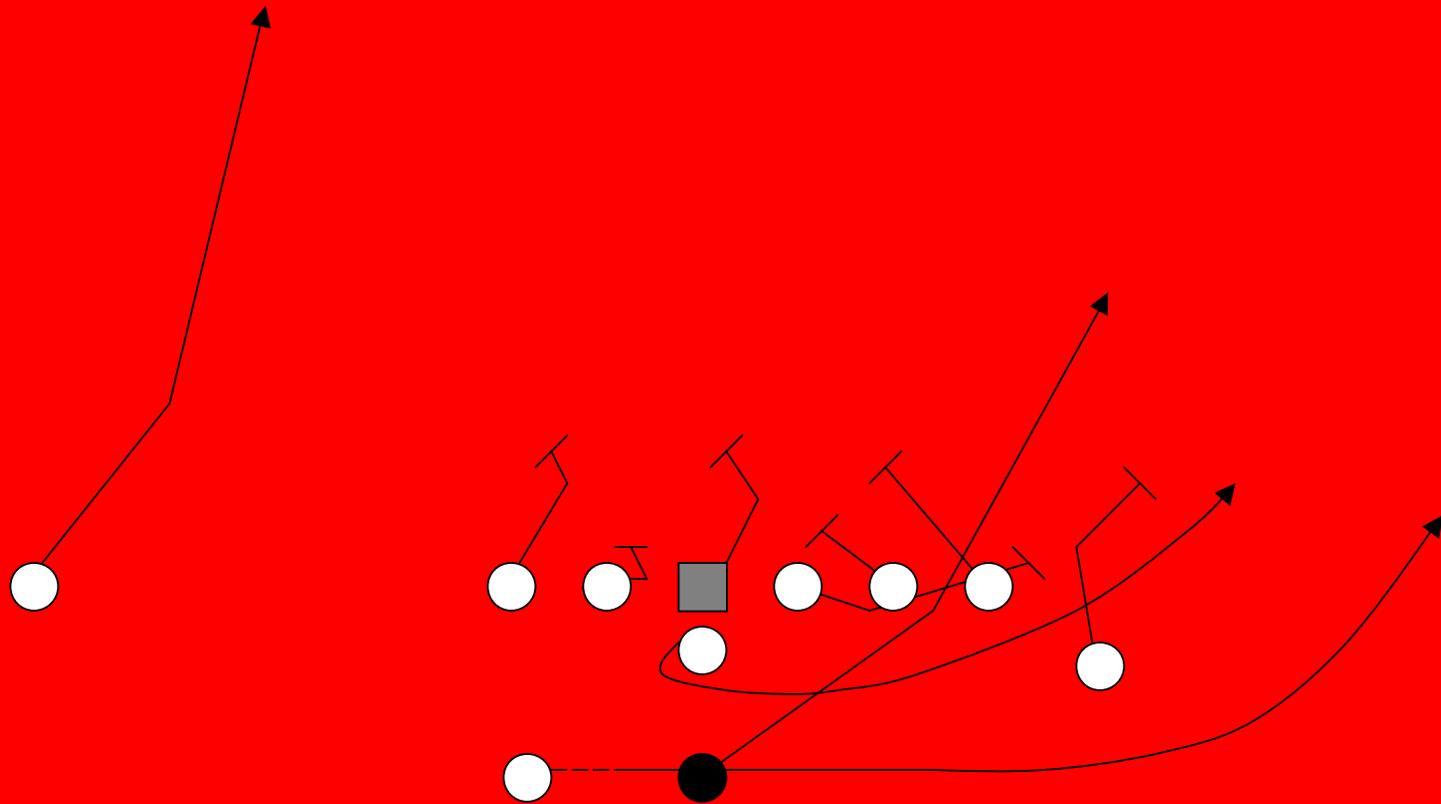


80 Series

187 Cross Block

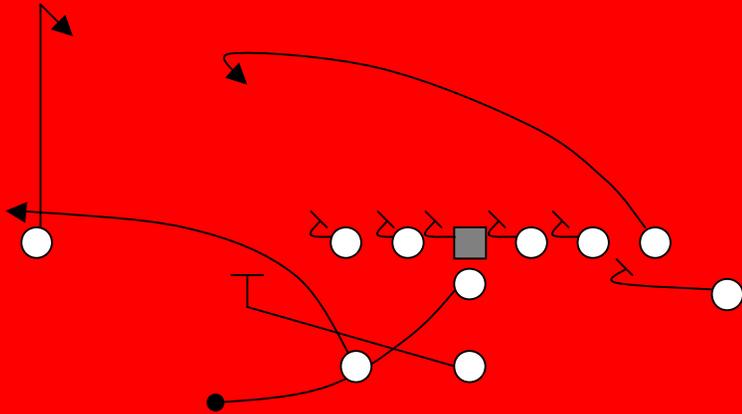


182 Down

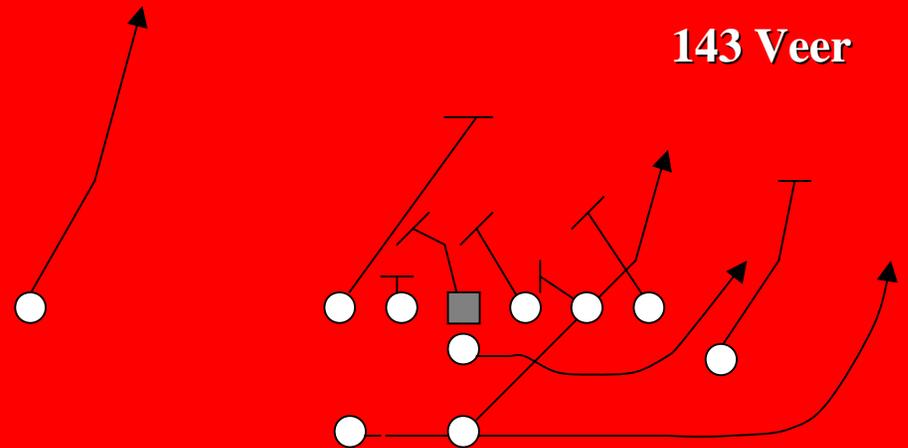


Other Play Series

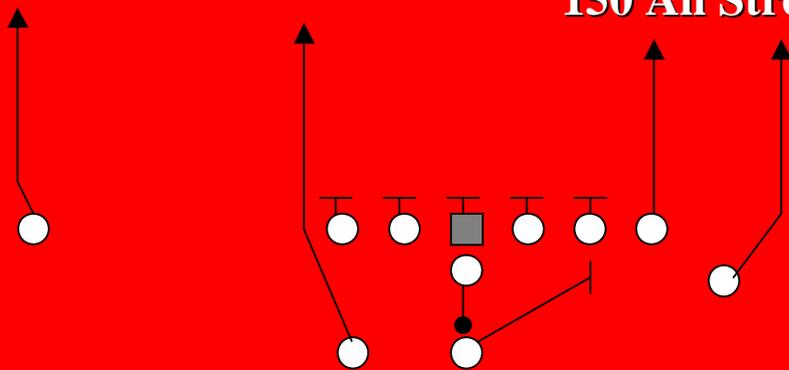
119 Flat Curl



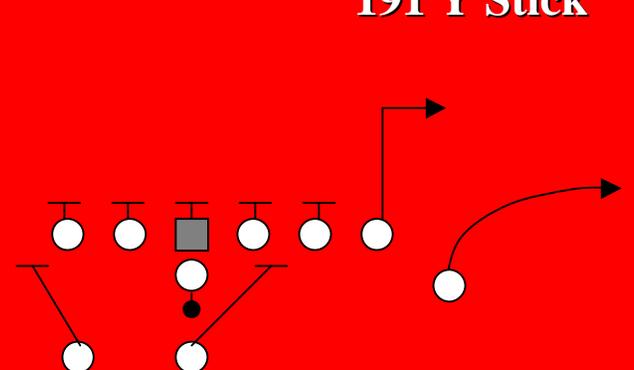
143 Veer



150 All Streak



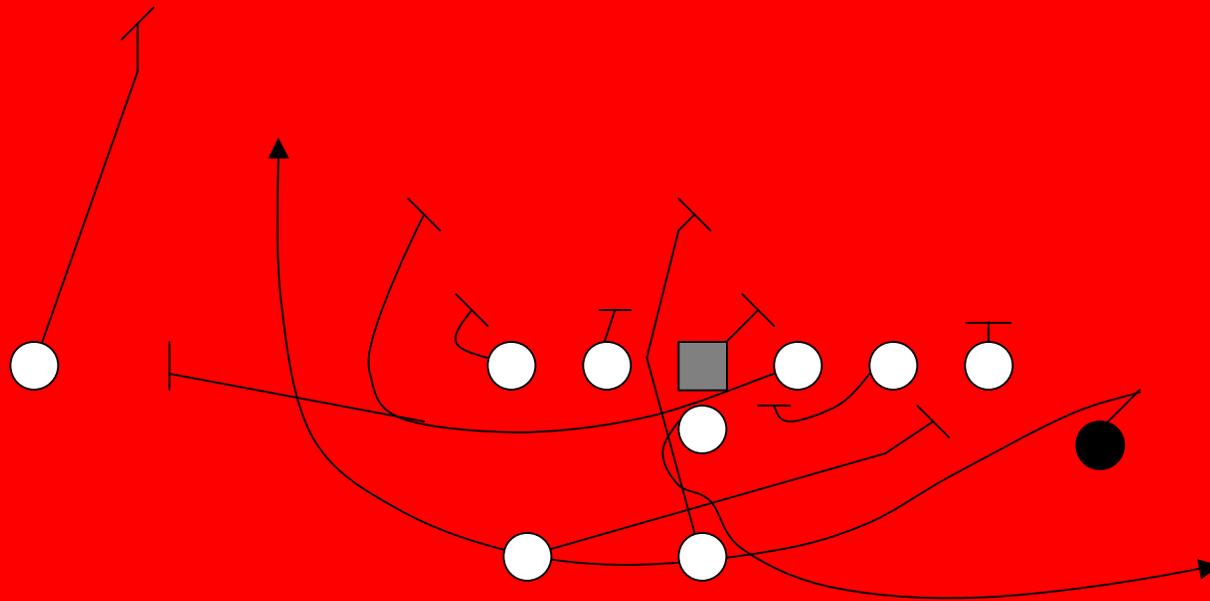
191 Y Stick



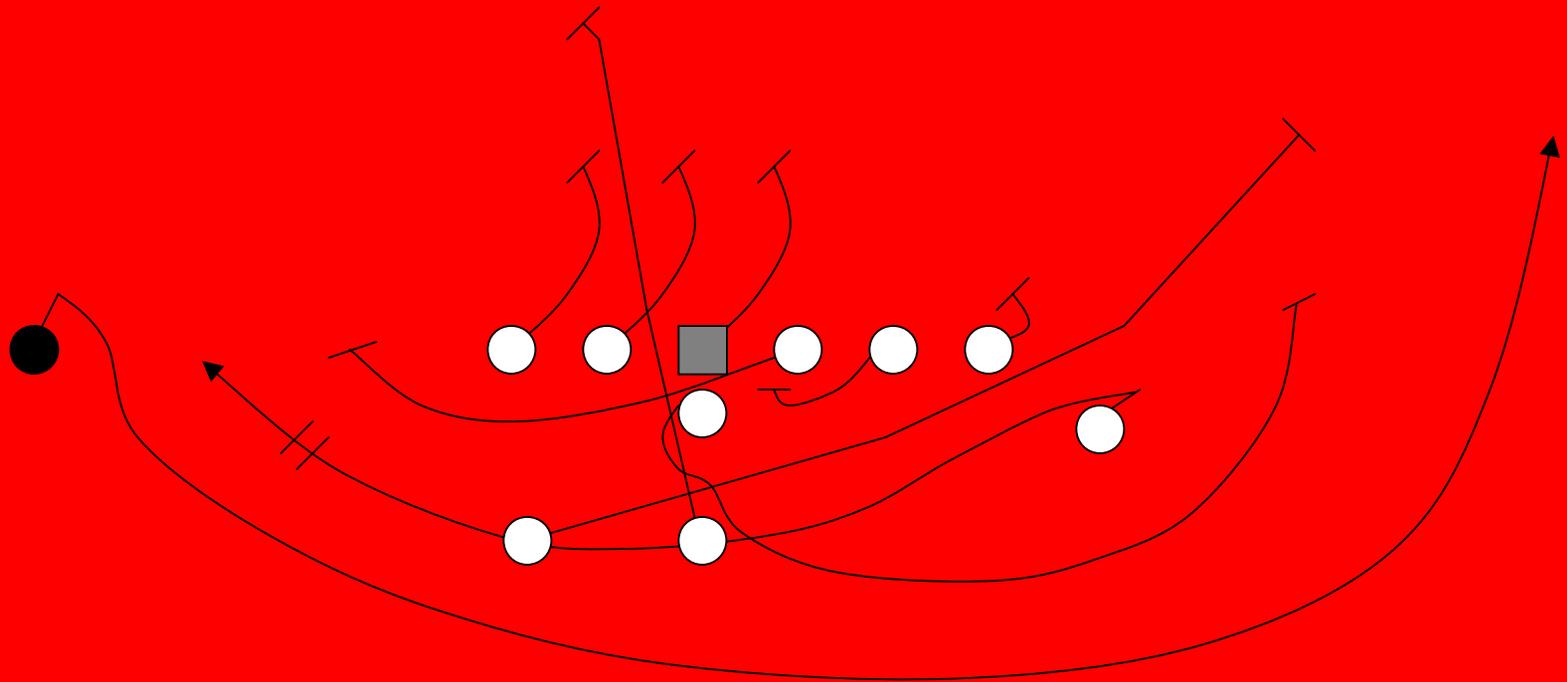
Exotic Plays

Extreme Misdirection

129 Scat Back

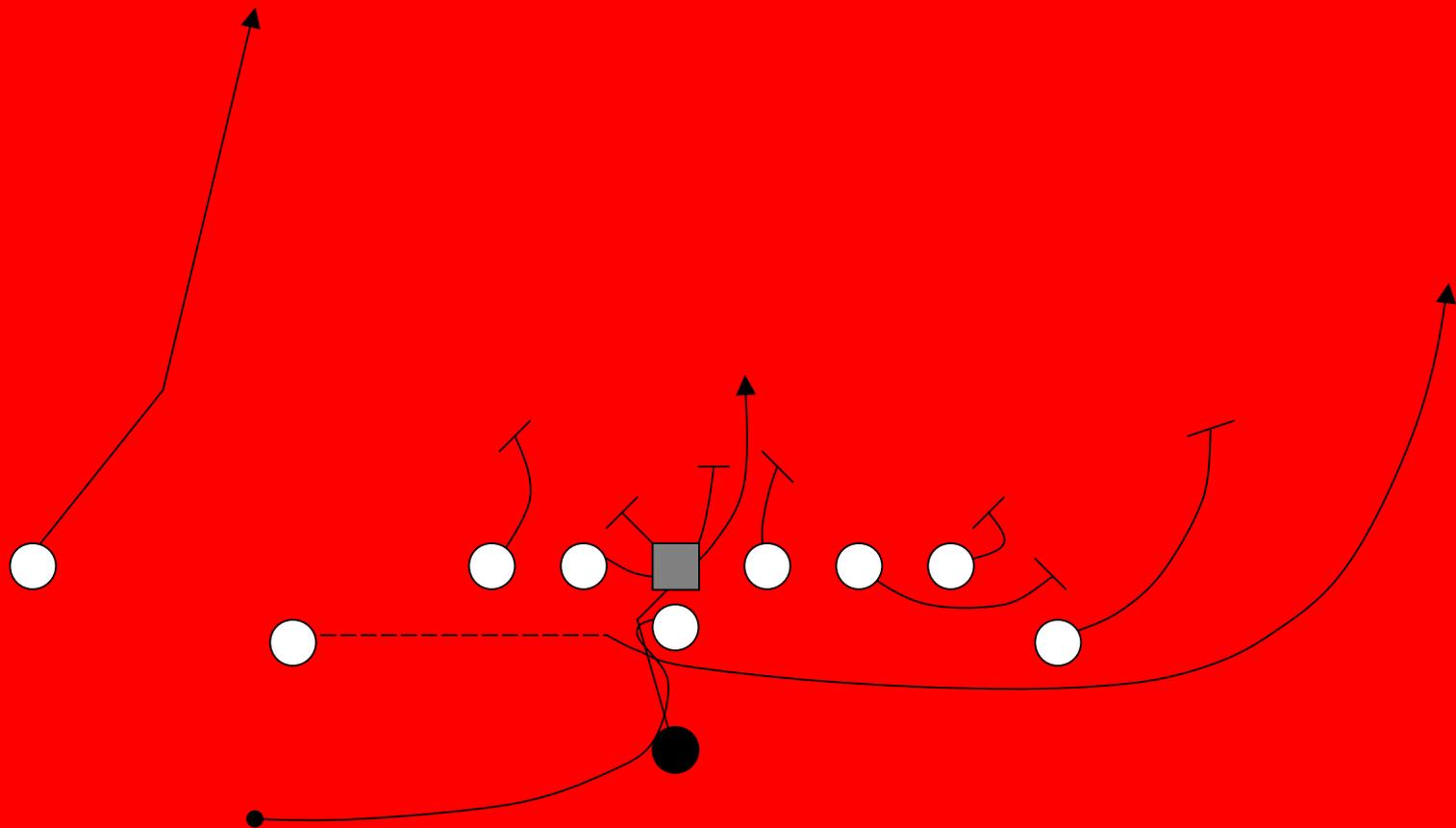


129 Scat Back Reverse

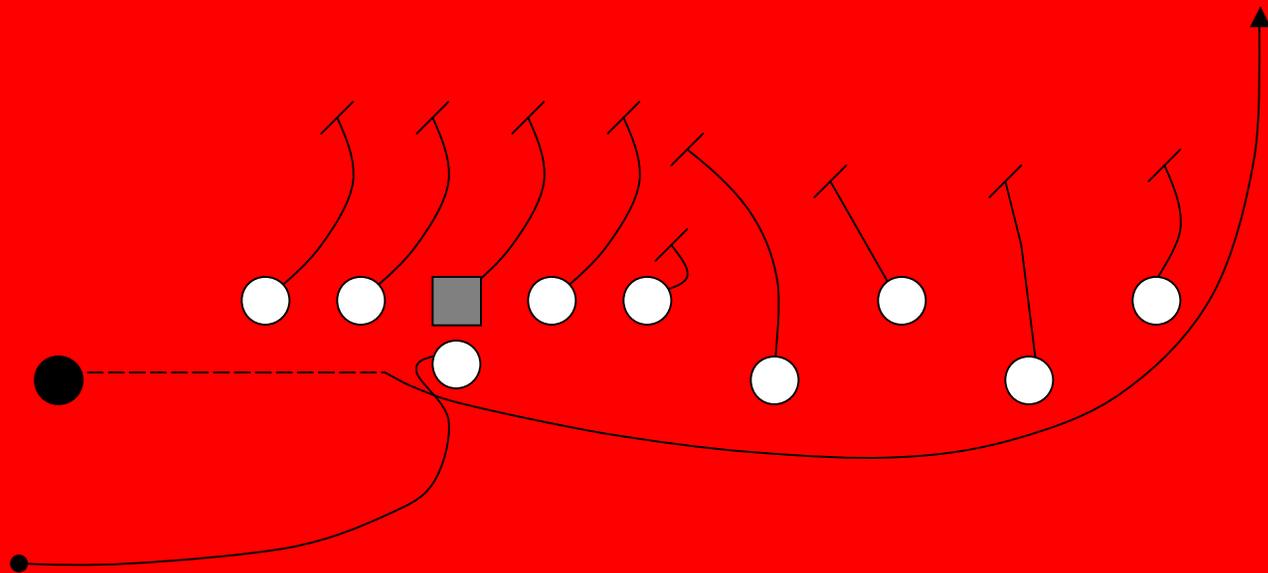


Jet Sweep Plays

Doubles 124 Jet Gut



Overload Empty 131 Jet



What to call and why?

Many times game situations can bring about moments of bad judgment. I have personally made many bad calls during games based on an inability to be decisive. It is not always easy to decide what to call on 3rd and 5 with the game on the line late in the 4th quarter. I have not eliminated the problem, but have found a way to alleviate some of the confusion. I felt that it was best to sit down in a non-pressure situation and decide the two best plays in my playbook for any possible down and distance situation. There are many times when you know what you want to call based on game planning, but for when you are struggling to call a play, just go to your chart and find the play that you have confidence in in converting a certain down and distance.

On next slide there is a copy of the play chart I use.

Play Call Chart

Yards	1 st Down	2 nd Down	3 rd Down	4 th Down
1	Diagonal Hatching	Light Gray	Green	Blue
2	Diagonal Hatching	Light Gray	Green	Blue
3	Diagonal Hatching	Light Gray	Green	Blue
4	Diagonal Hatching	Light Gray	Green	Blue
5	Yellow	Light Gray	Green	Blue
6	Yellow	Light Gray	Green	Diagonal Hatching
7	Yellow	Light Gray	Green	Diagonal Hatching
8	Yellow	Light Gray	Green	Diagonal Hatching
9	Yellow	Light Gray	Green	Diagonal Hatching
10	Yellow	Light Gray	Green	Diagonal Hatching
11-15	Yellow	Light Gray	Green	Diagonal Hatching
15-20	Yellow	Light Gray	Green	Diagonal Hatching
20+	Yellow	Light Gray	Green	Diagonal Hatching

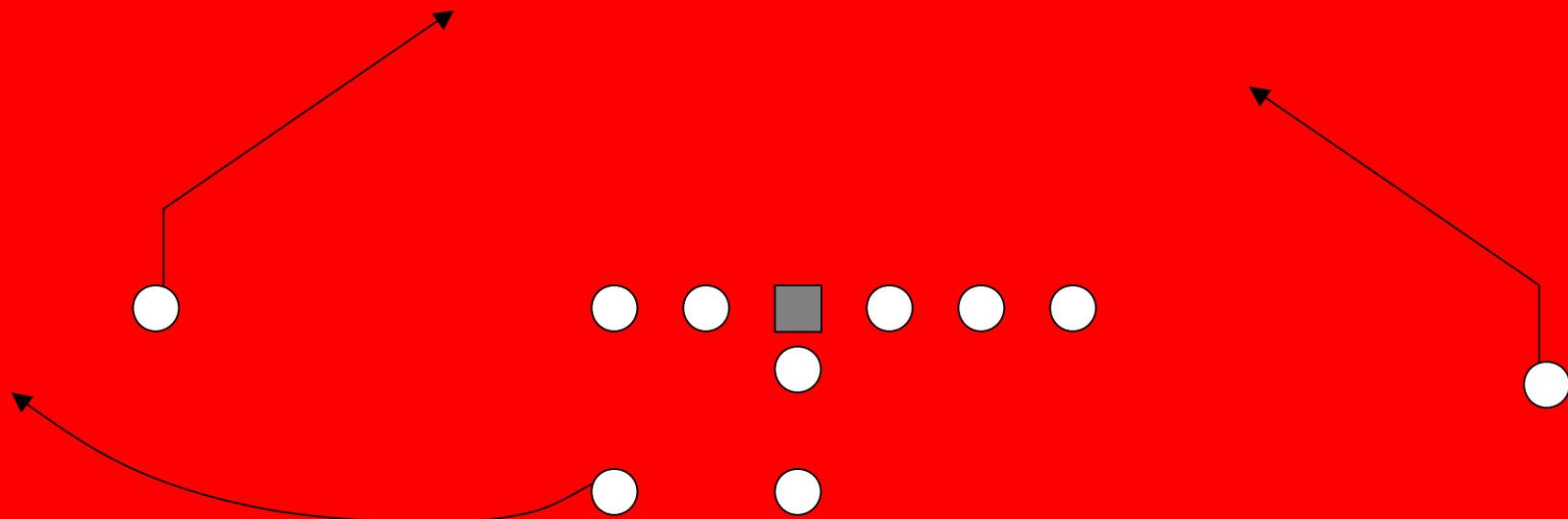
Out Flank the Defense and get the Edge

With the evolution of defensive football, it is becoming more difficult to take advantage of offensive mismatches. Why is it that the Spread Offensive is so explosive? Because it is based on the ability to “spread” the defense both vertically and horizontally. What does this mean? It makes the defense cover the entire field. They must be aware of every area from sideline to sideline and from the line of scrimmage to the end zone. If they do not spread out with you, then you get the ball to the perimeter. If they spread out with the offense, then you attack them inside. If they play off protecting the end zone, you throw short and rely on the run after catch. If they play you up tight, you rely on your athletes to beat their coverage down field for the score.

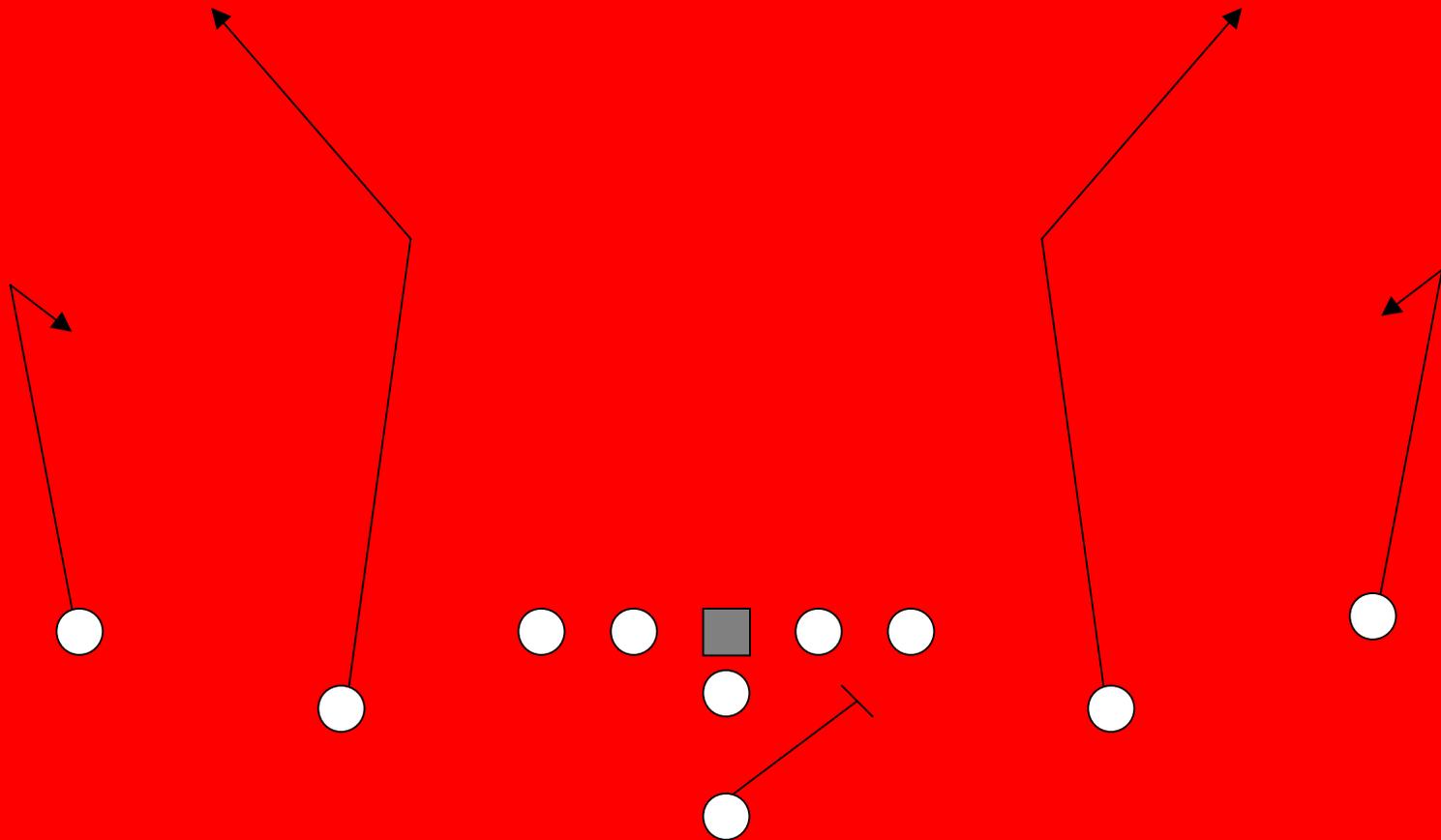
Just because the Wing-T does not spread the entire field does not mean that it cannot create a disadvantage by out flanking the defense. By using motion and pre-snap shifting, the offense can gain the advantage if the defense does not adjust.

Making the Passing Game a Priority

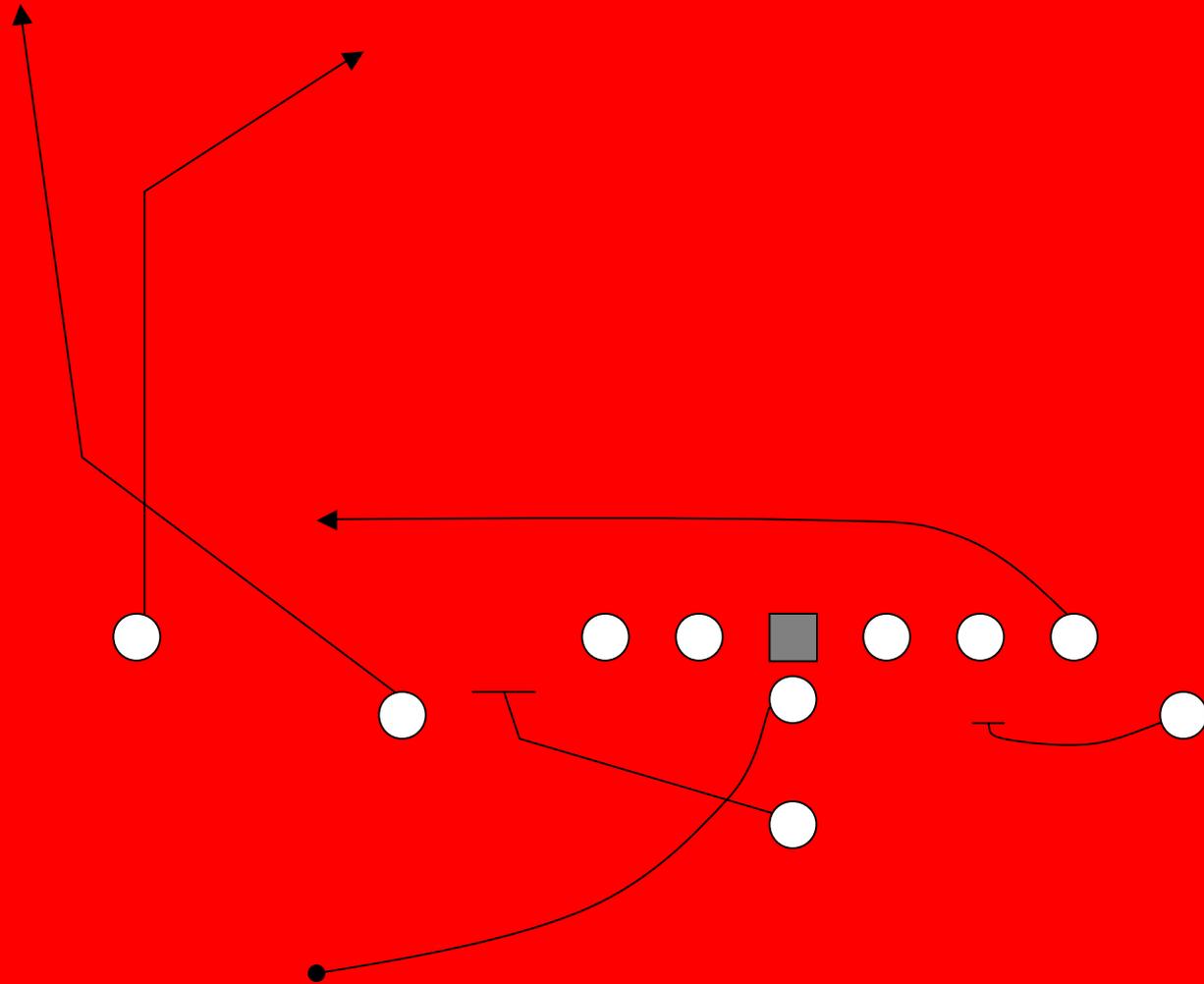
Pro 199 Slant/Flare



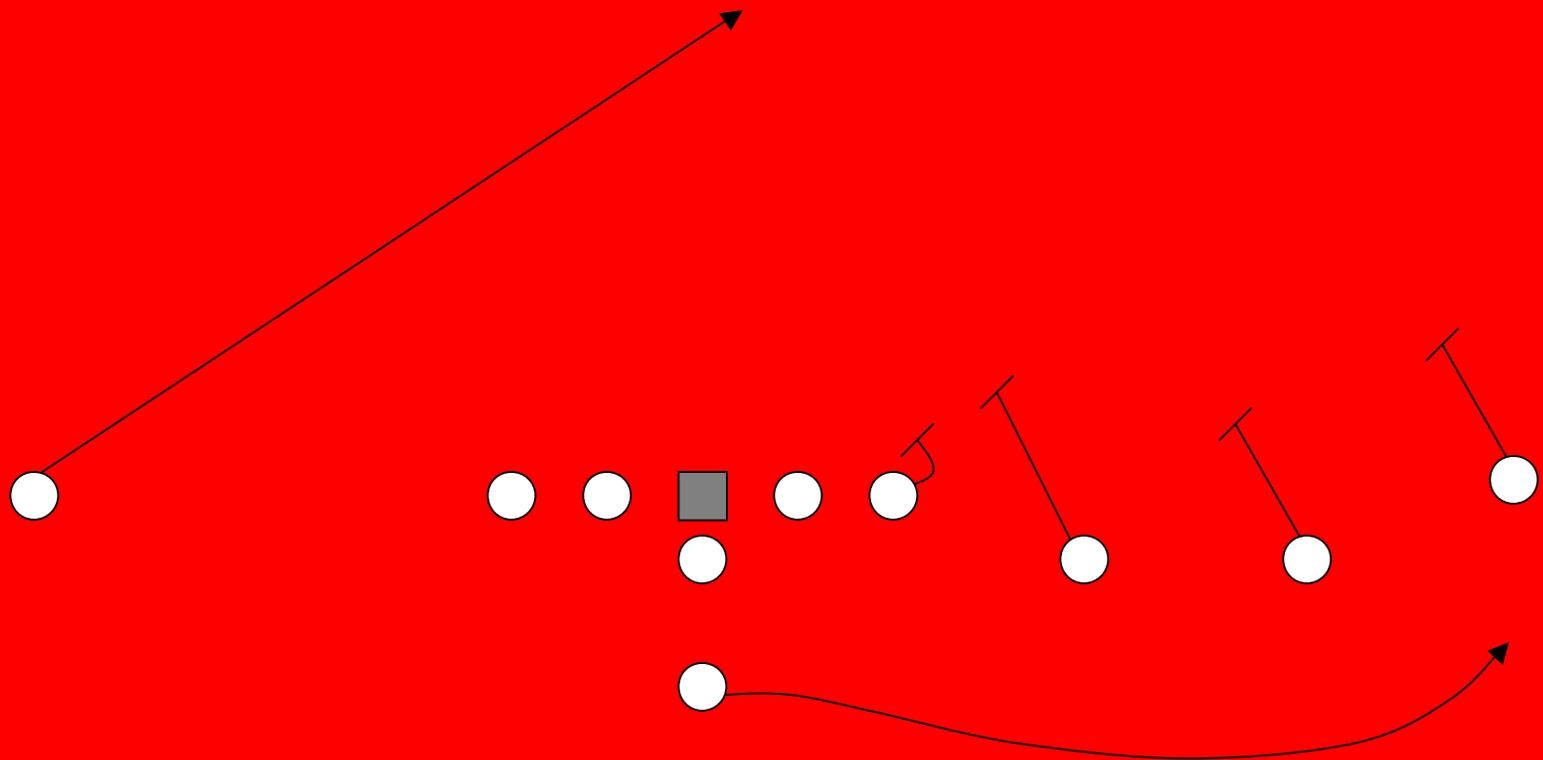
Even 150 Smash



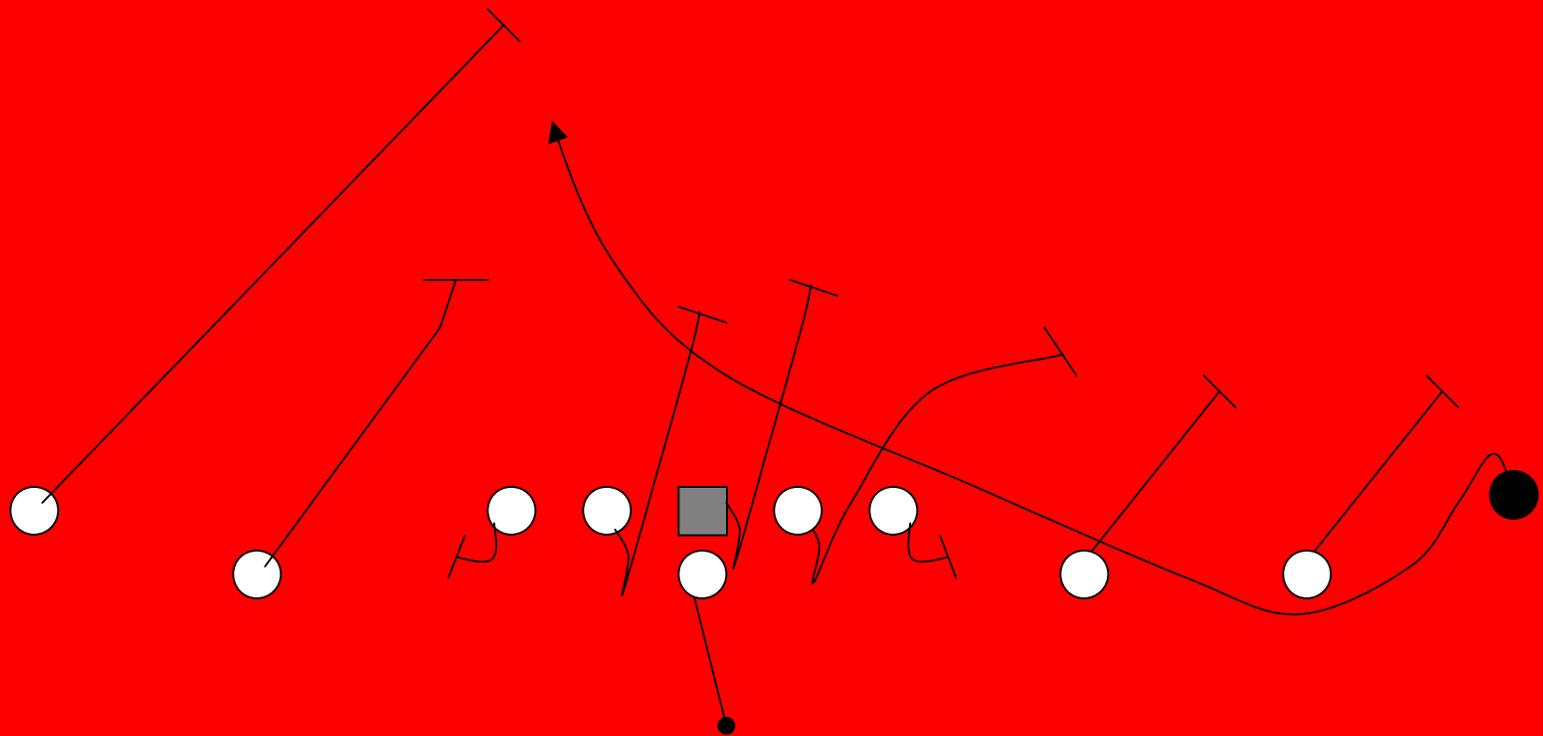
Doubles 119 Post/Rail



Trips 191 FB Bubble



Empty 151 Jailbreak Screen



Delaware Wing-T

