

Running the Beast  
Gregory Double Wing  
By: Coach Jack Gregory

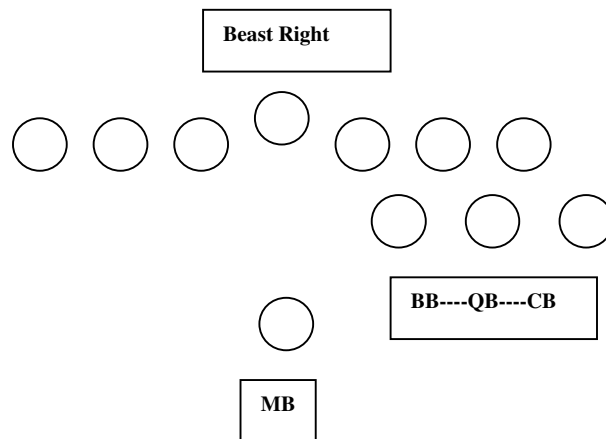
In my article concerning the Bull & Bear package I spoke about the Beast formation and some of the success I had with it. During this off-season I have spoken to a few coaches and in particular Coach Kenny Mead of Fenton Youth Football and we came up with a pretty neat play. I have had opportunity to play around with the Beast (balanced line) and in this article I am going to discuss a simple series of plays that you can use along with a few additional plays that will enhance the series or give you a different look.

**The Snap**

I happen to love this series but you have to have a good direct snapper at center and you have to rep the snap quite a bit so that you get a consistent snap as you run this series. I suggest using the Wyatt Snap (center holds the near end of the ball and slides the ball on the ground as he flips up field point at the deep back – this causes the ball to fly flat to the ground to the deep back). The snap is consistent and very easy to master in my opinion and Kenny Mead should the snap to me and we had to going in the back yard in just a few snaps with a few of his players.

**The Beast Formation**

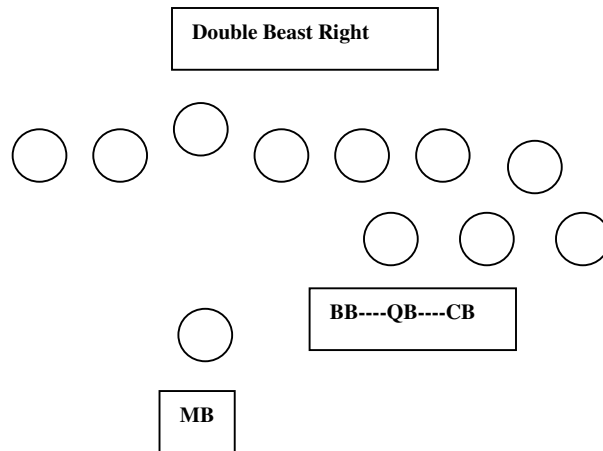
The line is in zero to six inch line splits (normal DW balanced seven man front) with the center up and the rest of the line half and half (in the middle of being fully on the LOS and as far off as they can be). The BB is the Inside WB (IWB), the QB is the Middle WB (MWB), and the CB is the Outside WB. They are line up in the B, C, and D gaps 1 yard back in three point stances. The motion back is five yards behind the center in a two-point stance ready for the direct snap from the center.



*Above image is the Beast Right formation. If you flip the wingbacks then this becomes Beast Left.*

## The Double Beast Right Formation

If we want to go unbalanced we simple add Double to the front of the formation call to tell the line that the back side tight end (BSTE) will move over to the call side and become the outside end (OSE) and the call side tight end will become the inside end (ISE). Because we put good athletes and blockers at the end positions (normally backup AB or BB in a back restricted league) we are now placing another solid blocker on the play side and unbalancing the line. The wing backs also bump out to the C,D, and E gaps as well.



*Above image is the Double Beast Right it can be called to the left by calling Double Beast Left.*

## Beast Right Part Right Blast

This play uses the part blocking scheme in conjunction with the back tag Blast. Blast tells the backs to form a wedge on the MWB (QB) and move up into the part (C gap). Normally a OLB is sitting in this gap off the LOS and makes a beautiful wedge target.

PSE (play side end) – SAB OUT

PST (play side tackle) – SAB OUT

PSG (play side guard) – SAB IN

Center (the Center ☺) – SAB IN

BSG (backside guard) – two options – you can have him pull and fold around the center and seal inside or kick out a defender on the end that is coming down hard and avoiding the PSE track.

BST and BSE (backside tackle and end) – slide down and seal off the backside leakage.

Wingbacks – MWB is the focal of wedge – fire out and then slow down and let IWB and OWB seal in and drive you forward (same as the center facing an even front on wedge).

MB (motion back) – take direct snap and follow wedge and cut to the open lane (left or right of wedge). Explode up field towards daylight.

### **Beast Right Super Power Right**

This is a staple play that I think works well with the Part Blast play. It is nothing more than our base super power play.

PSE to Center – SAB IN

BSG and BST – pull and seal inside out.

BSE – shoeshine

OWB – release and seal first LB coming playside inside. Close down tight to the LOS and fast. The farther inside you are the bigger the tunnel.

MWB – release and seal outside in.

IWB – Kick out the first defender to cross your face.

MB – take direct snap slide step playside and then follow pulling line into hole. Close down to the LOS so that you meet the BST as he crosses the PSG's position. Hit hole and explode up field to daylight.

### **Beast Right Super Lead Counter Left**

This play is a great quick counter play using your best back against teams that are going to stack up on the strong side. The SAB tracks should seal off the entire interior.

PSE to Center – SAB IN

BSG – pull and kick out first defender to cross your face. If no defender shows on the line head up field and seal outside in.

BST – pull and seal outside in. (can stay in and slide down)

BSE – shoeshine (if BST stays slide down)

IWB – lead and seal outside in.

MWB – lead and seal inside out.

OWB – kick out BSEMLOS.

MB – take direct snap and jab step to strong side and cross over step to play side and attack the hole. Explode into daylight. Get up field and outside; do not cut back inside!

### **Beast Right BB Wedge Right**

I happen to love this play. It takes a few times to get the timing down on the shovel pass but man this is a big time play. Even if you run it as the first play it normally is a big play because everyone is so focused on the MB that if you keep that shovel pass nice and low so that the BB can get it and get in the wedge without the entire front seeing it.....wow. Have the MB as he takes his second step just dead pitch it to the BB with a little quickness (not speed of ball) so that it gets to him.

PSE to BSE – Wedge Block

IWB (BB) – inside drop step look for shovel pass from MB and hit wedge fast.

MWB and OWB – kick out first man to cross your face off the edge of the wedge.  
MB – take direct snap and step down field aimed at D gap as you dead pitch in front of the BB so that he can get in the wedge. Then fake right at the D gap as if running SP action.

### **Beast Right QB Wedge Right**

PSE to BSE – Wedge

IWB (BB) – kick out first man to cross his face backside.

MWB (QB) – inside drop step and look for shovel pass and then get into wedge.

OWB – kick out first man to cross your face on play side.

MB – take direct snap and step down field aimed at D gap as you dead pitch in front of the QB so that he can get in the wedge. Then fake right at the D gap as if running SP action.

This is a good play to run if the backside is closing down and attacking the BB running wedge. This lets the QB get involved as well. I have had some really good success with this play as well.

### **Beast Right Lead QB Counter Left**

PSE to Center – SAB IN

BSG – Kick out first defender to cross your face. If no defender shows on the LOS then head up field and block outside in.

BST – pull and seal outside/in.

BSE – shoeshine

IWB (BB) – lead into hole and seal outside in.

MWB (QB) – take a drop step mesh with MB on an inside hand off and head down LOS. Hit the very first daylight you see and get up field and outside. DO NOT CUT BACK INSIDE.

OWB (CB) – release and work up field and seal off safety or deep pursuit play side. (faking the inside seal of the SP action).

MB – take direct snap attack LOS at the BB's outside hip and then make an inside hand off to MWB and break back side faking blast.

### **Beast Right Super Power Sweep**

PSE to Center – SAB IN

BSG and BST pull under OWB (CB) reach and seal inside/out.

BSE – shoeshine

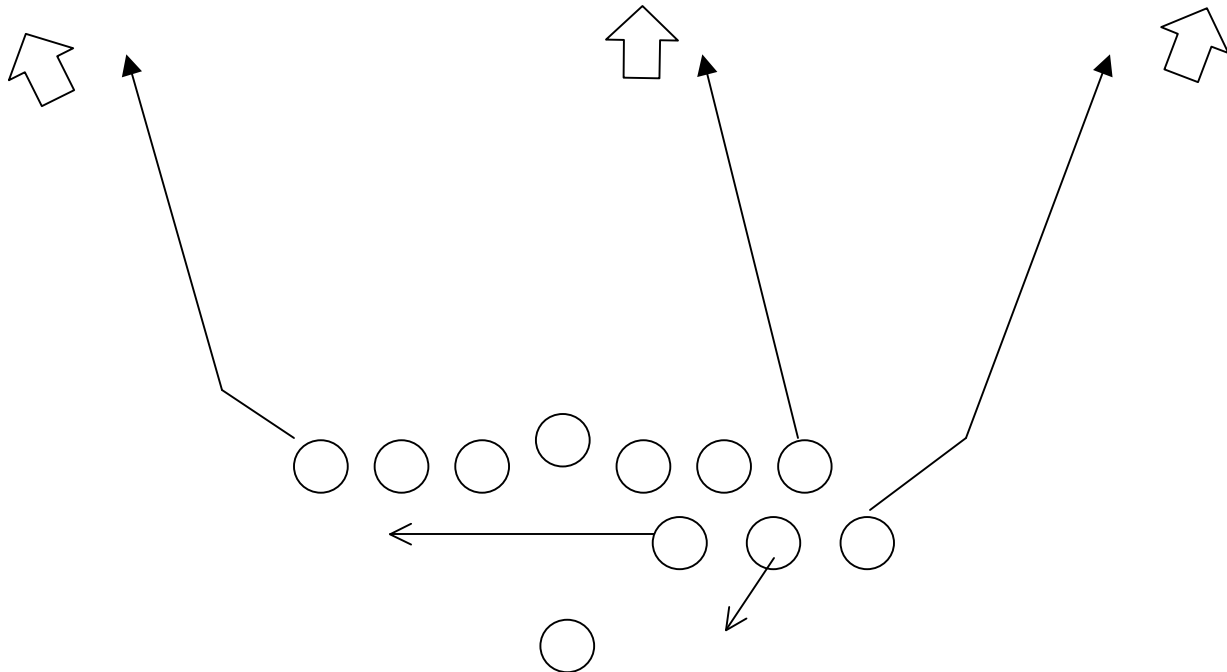
OWB – reach emlos (#3).

MWB (QB) – seal inside (#2) man.

IWB (BB) – seal inside (#1) man. If he is wide an on the LOS kick him out.

MB – Take direct snap and jab step to backside then follow pulling line man wide and at depth. As soon as you see daylight explode up field.

### **Beast Right Wedge Fade Pass Right**



PST to BST – wedge block

PSE – Seam route

OWB (CB) – radical OS release fade

MWB (QB) – hinge block play side

IWB (BB) – kick out first man to cross your face on back side

MB – take direct snap set – OUTSIDE (OWB) – INSIDE (MWB) read play side or call the receiver. Block arrows indicate the ball target.

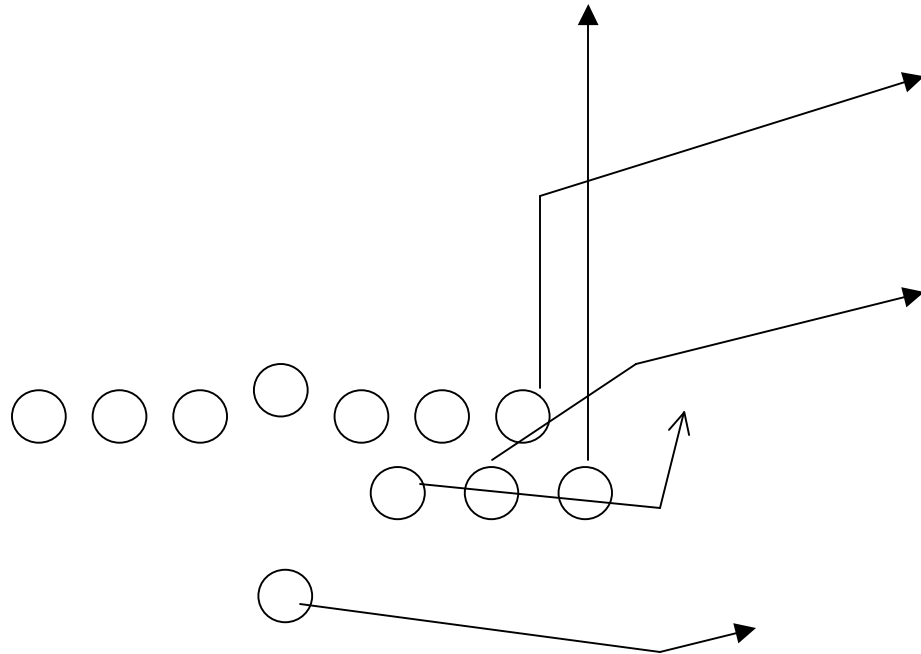
See my playbook for the Fade Pass for additional calls like GOALLINE (to adjust routes for goal line pass) or END to throw to the backside end.

The fade pass is my favorite pass to throw out of the double wing. It is simple, effective, and easy to rep, and throw. It has a low percentage of interception if executed correctly. If the defense stacks or closes down the three vertical releasing receivers become a huge threat to a sell out defense.

### **Beast Right Flood Pass Right**

This uses our power pass blocking scheme to roll the MB out and throw the flood pass. This is the other pass that I consider to be an enormous part of my double wing offense. Derek Wade at the Dallas Double Wing Symposium completely changed my mind on how to run this play and execute it. I would recommend reviewing his presentation on the

Double Wing adjustments. You can find it at [www.the-endzone.net](http://www.the-endzone.net) under offensive resources; this is Kevin Thurman's website and well worth the time to review.



PST to Center – SAB IN

BSG and BST – pull and seal the gap inside of the IWB (BB) and log any defender that crosses your face. Do not go up field; seal the D gap from the PST to the IWB as he logs the EMLOS.

OWB (CB) – release on a streak route. Your job is to pull the safety deep. You are not going to get the ball unless tagged STREAK. If any receiver catches the ball beneath you or the MB runs the ball then peel block inside.

PSE – release outside and upfield. Break at 6 to 8 yards outside angling up field slightly so that at the boundary you are 12 to 15 yards deep. If the MWB gets the ball or the MB runs you peel block back inside.

MWB – release outside, chip the EMLOS, and into the flat at about 1 to 3 yards deep. As soon as you get outside of the EMLOS get your head around and look for the ball. If the MB runs the ball peel block back inside. This along with the other peel blocks will create an alley for the lower receiver or MB to run up in near the boundary.

IWB – drop step and get under the MWB and log the EMLOS.

MB – take direct snap and look for the open receiver as you gain depth and get outside. Read LO-HI (MWB flat route to PSE out route). If the MWB (QB) is open throw it right now! If not keep moving look hi and if the PSE is open throw it to his spot (from him to the boundary). If neither is open or immediate pressure is felt get up field now.

This is a great play against a defense closing down on the offense and giving up the field. It also is a good play if you have an athletic QB that you want to throw to on the perimeter every once in while. You need to have a MB that can throw on the run (hips pointed at the target).

## **Conclusion**

There are plenty of other plays you can run out of the beast like BB Traps, Lead QB Trap, along with a host of others. The key is keeping it simple but effective and in the scope of your scheme. The beast is a great package and I highly recommend it to any one that wants a change up package but stay in the confines of the double wing system.

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