WHAT to look for in FOOTBALL and WHY

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MILLIONS of people annually watch football games. Few spectators ever played football. This booklet has been prepared with the idea of furnishing some of the essential information that will lead the reader to a greater enjoyment and fuller understanding of this popular game. Outlined here you will find some of the fundamentals of quarterbacking and diagrams of offensive and defensive formations. It may even help improve the calibre of the grandstand quarterbacks.

A quarterback must always keep the following essential points in mind:

1. Direction and strength of the wind
2. The score
3. The time remaining to play
4. The down to be played and yardage needed for a first down.

Bearing these points in mind you can map out for yourself game strategy. To make a simple illustration—You have the ball—you are behind—game time is running out—you will gamble—throw passes. On the other hand if your team is ahead—you have the ball—you'll do nothing to risk losing control of it any sooner than necessary. Another illustration—you have the ball—the game is in the 1st quarter—no score—second down—you have only one foot to go for a first down—you may cross-up your opponents by throwing a pass or trying a trick scoring play while they are looking for a plunge designed to make just the first down yardage. You don't always do what seems the correct thing.

You cannot watch clearly all 22 players, but keep in mind the general offensive and defensive formations being used. Watch the ball and keep looking just ahead of the ball carrier—you will see the blocking and develop-
ment of the play. Before the ball is snapped quickly glance at the offensive formation—then to the defensive formation. A knowledge of the possibilities of the various formations will increase your skill in diagnosing plays.

**OFFENSIVE FORMATIONS**

Coaches use basic formations and variants of them to best use the material and type of attack he wishes to employ.

The T. Formation is perfectly balanced—you have equal strength both to right and to left. The quarterback is directly behind the center and handles the ball on every play. The quarterback (1) must be a good ball handler, (2) able to fake giving the ball to one man and give it to another, (3) able to move with the ball either to the right or left, (4) fake and throw lateral passes, (5) able to fake giving the ball to a back then throw a forward. With this formation the direction of the play is not immediately disclosed. For example—the quarterback gets the ball and both right and left halves drive straight into the line on a "quick-opening" play. Defensive men must protect their own territory not being sure which back will be given the ball. It is very difficult for the defense to recover from the fake so that such a play amounts to a man to man proposition.

This shows one of the many variations of the T., with splits in the line. There is one yard between each lineman—this splits the defense.

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in motion—the ball is snapped while he is moving laterally. Note: The defense must adjust to meet the new formation.

**SINGLE WING BACK FORMATION**

The single-wing concentrates the back-field strength on one side. It affords bucking strength by the Fullback; gives good blocking angles for End runs and reverse plays and the left Halfback is in a good position to forward pass. The single-wing formation can be run from a balanced line with the backs to the right giving a single-wing right formation or with the backs to the left giving a single-wing left formation.

A very common single-wing attack is one with an unbalanced line. In this formation both tackles are on one side of the Center. It is also to be noted that in the single-wing formation you can use the Flanker and man in motion plays.

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**Double Wing Back Formation**

The double-wing gives a dual threat on both sides of the line of scrimmage. The Fullback must fake and give the ball to either the Backfield then pass. The Fullback must also be able to pass and have another ball to one of the Halfbacks, thus clearing the ball from the line of scrimmage.

This is an excellent passing formation, especially when the defenses are playing against a single-wing back formation and the man in motion plays.
SINGLE WING BACK FORMATION

The Single Wing Formation is best suited for use by teams of average ability. The Halfback splits his responsibilities of both running and catching passes. The wind, pressure, and ability of the man in motion---the Halfback---is a great决定了. The other back has the left Halfback to a good position to cover the punt return. The defense on a fourth down will often move one of the Halfbacks deep to help cover the punt return, or known as a Double Safety.

DOUBLE WING BACK FORMATION

The double-wing formation gives a double team on both wing of your opponent's tackles. This formation requires good ball handling on the part of the Fullback. He must fake and give the ball to either Halfback. The Fullback must also be able to spin and fake giving the ball to one of the Halfbacks; then drive into the line carrying the ball.

This is an excellent passing formation. Four eligible receivers can quickly get across the line of scrimmage to establish a pass pattern.

Keep in mind that in the double-wing back formation you can also employ the Flanker and the man in motion plays.

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used to punt, however, you can run and pass from the deep punt formation. Each back is in a position to receive the ball from Center.

Note the defense against punt formation. The Safetyman plays deep to catch punts. The defense on a fourth down will often move one of the Halfbacks deep to help cover the punt. This is known as a Double Safety.

**PUNT FORMATION**

There are two punt formations.

1. The Regular Punt or Deep Punt formation. In this the left Halfback is 10 yards behind the ball. This formation is primarily

2. Short Punt formation is the same as the deep formation except that the left Halfback

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is 7 yards instead of 10 yards behind the ball. The Flanker and man-in-motion plays can be used in both Deep Punt and Short Punt formation.

**PASSING GAME**

There are two types of passes.

1. Passes indicated Immediately. In this type of pass the pattern is established on a basis of pulling the defensive men out of position. This can be accomplished by the End or Back by his own clever maneuvering getting free of the defensive man; or by decaying one defensive man out of position and having a team-mate run into the unguarded territory and catch a pass.

2. The second type of forward pass is a pass off a play that starts like a spin, run or kick. Example: A player fakes a kick and draws defense out of position to cover the kick—then passes. Or a player with the ball starts around end on a sweep play and after 7 or 8 steps throws a pass.

A good passing team must have along with an accurate passer, good receivers and blockers who will check opponents so the passer has an opportunity to aim and throw.

**PUNTING GAME**

Watch the yardage gained or lost on an exchange of punts. Your team punts 40 yards past the line of scrimmage. Later your Opponent punts 30 yards past the line of scrimmage. You gain 10 yards or the equivalent to a first down by rushing.

In order to maintain this advantage you must tackle the safety man before he returns the punt for a long gain and also your team must be strong on the defense so that the yards gained in the exchange of punts is not nullified by your Opponents running and passing attack.

**DEFENSE**

At Pennsylvania we have a defensive Quarterback, our Center, who is responsible for calling defensive formations. We spend considerable time coaching the Center on the proper selection of a defense; just as we do with our offensive Quarterback.

Obviously it would not be wise to call the same defensive maneuver every time because your opponent could take advantage of the known defensive tactics.

For example: You expect the Opponents to pass. There are two sound ways for Your team to break-up a pass.

1. Drop back several linemen into the secondary to cover the receivers coming down field.

2. Rush in extra men (perhaps your Fullback and Center who are backing up the line) to hurry the passer and make the passer throw off balance or even be tackled before the ball is thrown.

The coach varies the position of his 11 men on the defense to best meet the offensive formation of the opponents taking into consideration personnel as well as the offensive formation employed. In planning a defense for a particular game the coach will place his 11 men on defense in a position to best stop the Opponent's strongest plays. This is why scouting is so essential. It must be kept in mind that a coach often varies from the fundamental defensive alignment. Therefore you see, 6-3-2-5-4-2-7-2-2- defensive alignment.

In other words, if Your team has an exceptionally strong running attack to the right then your Opponent will probably over-shift their defensive strength to stop your strongest plays. Similarly if Your team has an exceptionally accurate passer the Opponent will concentrate their defense on stopping your passing attack. Further, if Your team has a hard driving Fullback that powerfully bucks into the line—your Opponent would use a defense to stop him.
The 6-2-2-1 Defense

This defense is the most widely used in the modern game. I believe it is the best all-around defense. The 6-2-2-1 alignment gives balanced strength against a run, a pass or a kick. This defensive formation is used in illustrating most of the offensive formations.

The 5-3-2-1 Defense

This defense is used considerably on third or fourth down when your opponent needs five or more yards for a first down. In other words, if your opponent does gain a yard or two it is not sufficient for a first down so you can put one of the linemen in the backfield. This cuts down on your defense strength on

the line of scrimmage but adds to the defensive backfield strength which must stop the long gaining types of play.

The 7-1-2-1 Defense

This defense is very strong at the line of scrimmage. It is often used against an opponent when they need only a yard or two for a first down. This defense is rather generally used on the goal line.

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