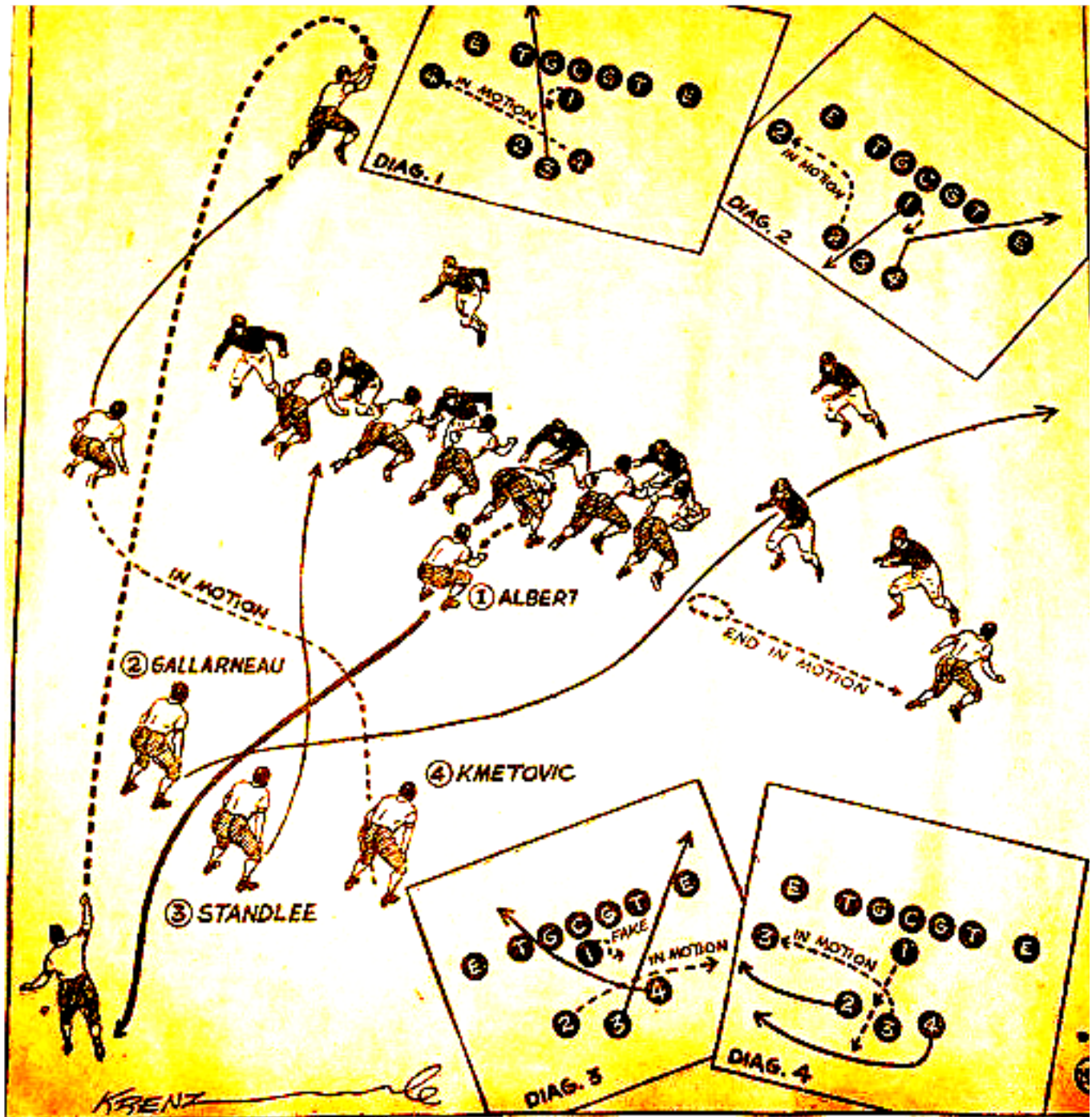


Classic T Formation with a 'Man in Motion' for Electric Football



By Greg Davis

Classic T Formation with Man in Motion for Electric Football

Introduction

The T Formation originated to give the offense the ability to strike quickly with a halfback dive play anywhere along the line. The defense must stop this play first. From this simple play, other features of the offense emerge: end runs, counters, bootlegs, rollout passes, etc. Electric Football 'coaches' can attack the whole field with this simple, effective offense.

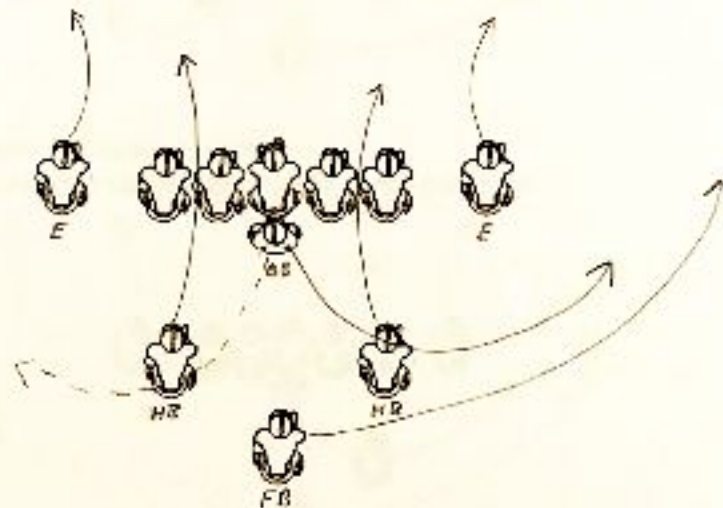
Basic Personnel

In order to attack the defense quickly and confidently, it is wise to set each player's base to perform its desired action while making only occasional base adjustments during the game as deemed necessary. Ideally, no adjustments would be needed. Generally, the type of figure used at each position is optional. However, recommended figures are of the 'fab five' style.

The 'Fab Five' L to R: Backer, Runner, Lineman, All-Purpose, Sprinter, TTQB

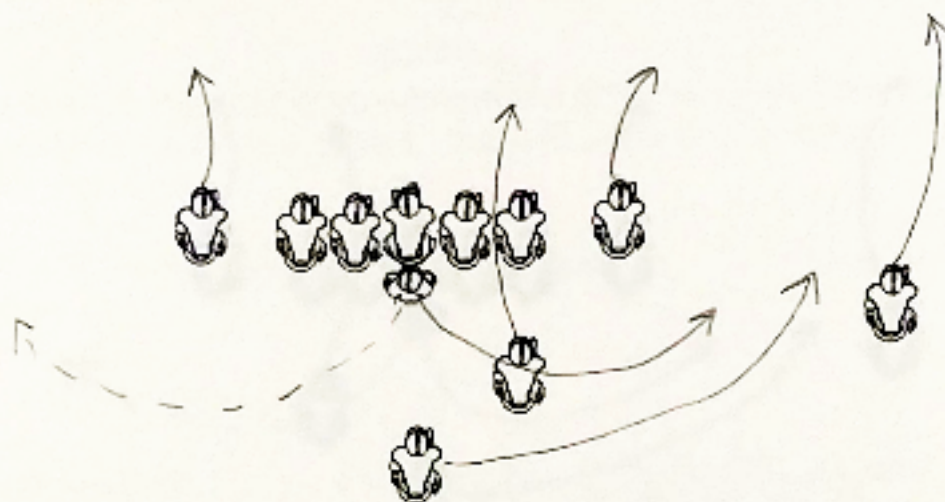
Center & Guards - Linemen; Tackles - All Purpose; Ends - Backers; Halfbacks - Left, Sprinter, Right, Runner; Fullback - Runner; Quarterback - Sprinter & TTQB

Basic Formations With Action of Backfield and Ends



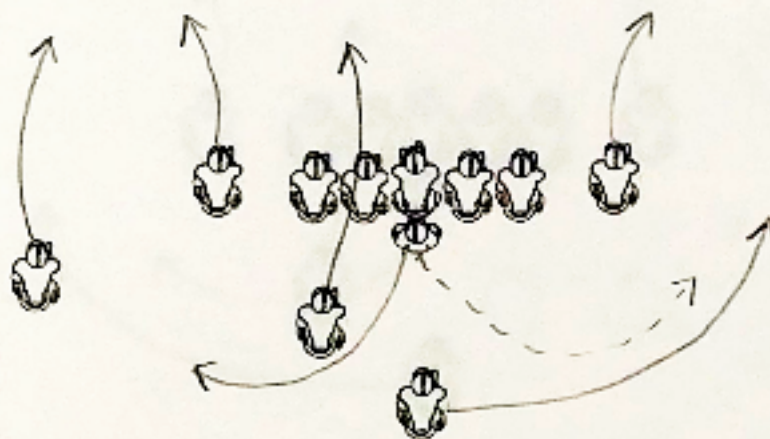
Classic T Formation

- Halfbacks 7 yard from Line of Scrimmage (LOS)
- Fullback 9 to 10 yards from LOS
- Ends split about one base width
- TTQB set to move opposite of the regular Quarterback, that is, to roll left. Dotted line shows optional action



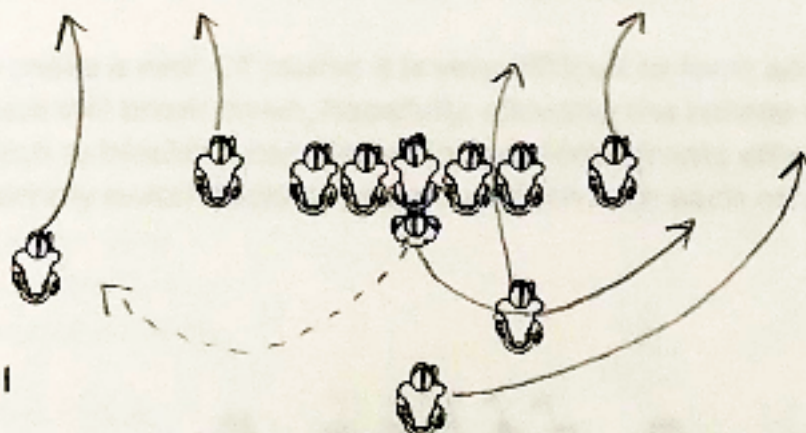
'Motion' Right Formation

- Left Halfback 'motions' to Flanker on right
- TTQB would be used for bootleg action



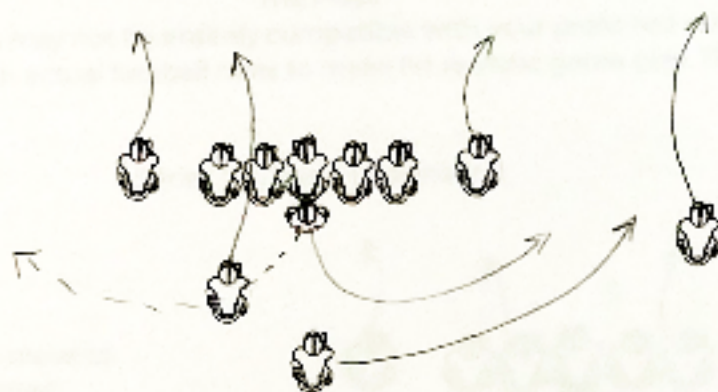
'Motion' Left Formation

- Right Halfback 'motions' to Flanker on left.
- TTQB is used with the regular Quarterback used to roll out right



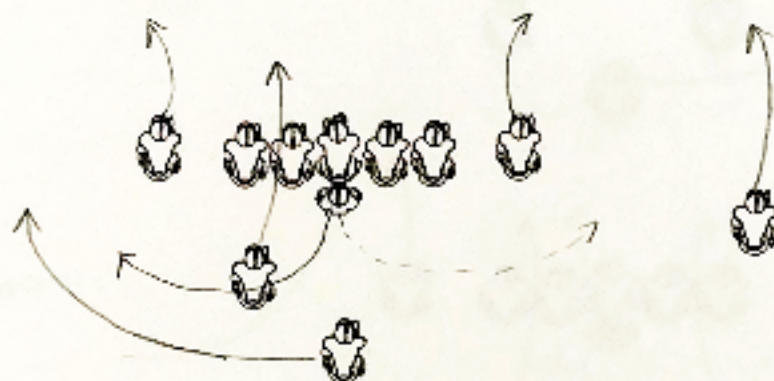
'Short Motion' Left Formation

- Left Halfback 'motions' to Flanker on left



'Short Motion' Right Formation

- Right Halfback 'motions' to Flanker on right



Fullback 'Motion' Left

- Right Halfback replaces Fullback

Interior Line Blocking Scheme

Generally the line is set to make a wall. Of course it is very difficult to form and maintain such a wall for very long. If it ever forms, the wall will break down, hopefully, allowing the runner to burst through for a long gain. This cohesive approach to blocking handles various defense fronts efficiently. To vary the blocking scheme it is advisable to simply switch tackles, guards, or both with each other.



Line splits are generally about one yard. Ends are typically split out one base width. This is to force 'loopers' on a longer path to reach the backfield to disrupt a play. Your 'motion' back might be set as a wingback rather than as a flanker if you are facing a particularly troublesome 'looper'.

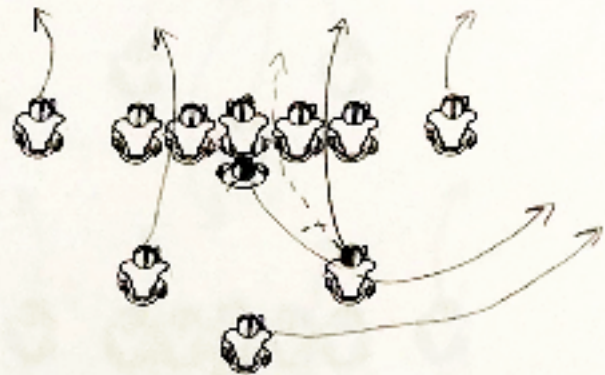
The Plays

N.B. - Scrimmage procedures may not be entirely compatible with your preferred rules. The procedures are as compatible as possible with actual football rules to make for realistic game play. The plays are adaptable to virtually any rules.

Series 1 - Classic T Formation

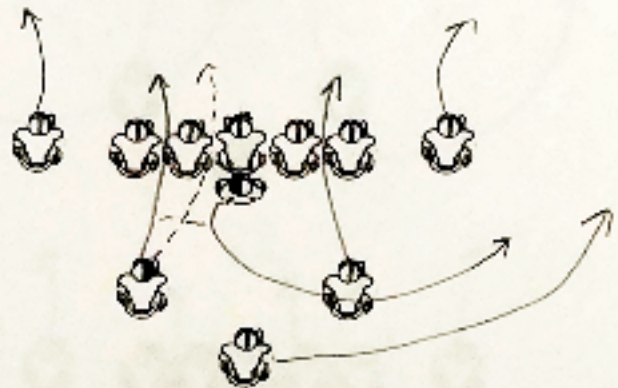
11 - Right Halfback Dive

- Players are aligned to move as shown when 'set' is called
- Where halfback attacks may be adjusted to find a weakness in the defense



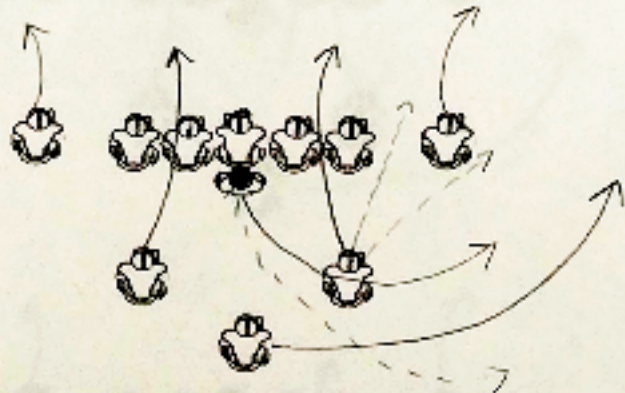
12 - Left Halfback Dive

- Same points as play 11



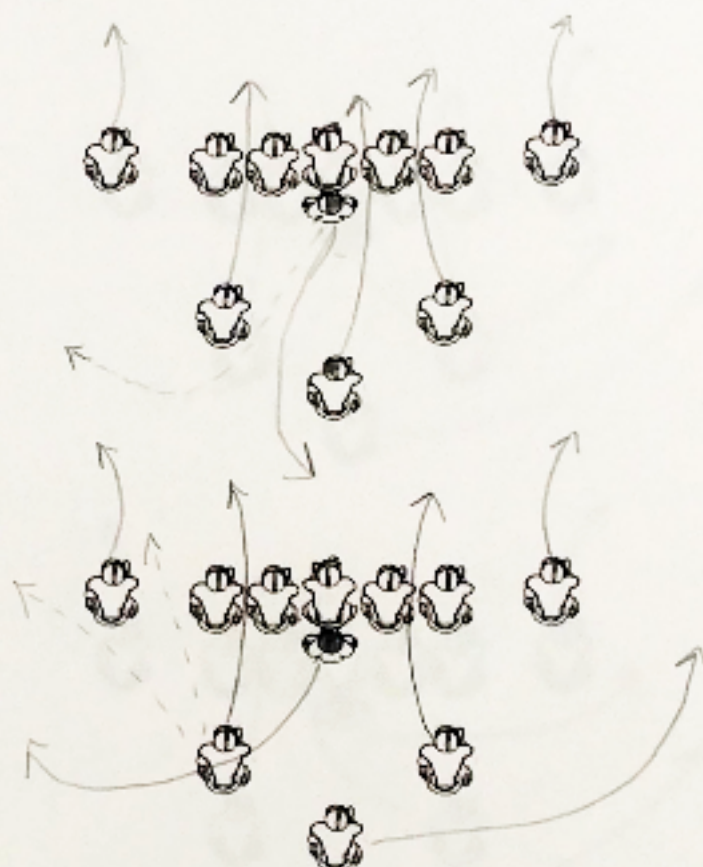
13 - Quarterback Run or Pass Option

- Quarterback path can be adjusted to stay tight around the end or to take a wider arc to give receivers more opportunity to get open.
- Quarterback rolls out. Board can be stopped any time before the crosses the LOS in order to either pass the ball or to 'scramble'.
- A scramble involves redirecting the regular quarterback figure or subbing in a TTQB to run with the ball when the board is turned back on.
- If the board is not stopped, Quarterback is treated like any runner on a run play.



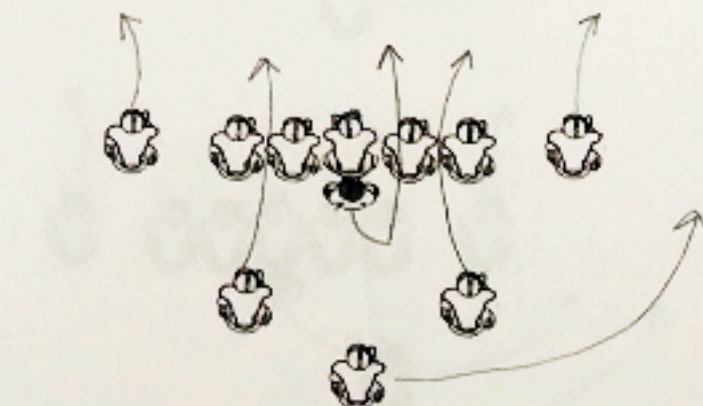
14 - Fullback Buck

- Quarterback must be sure not to interfere with the Fullback
- Can use TTQB to roll left
- For deception, align the Fullback for end run action at the start of the play then use one of the two adjustments to turn him toward the LOS; this adjustment can be used on plays 11 and 12 to add power.



15 - Quarterback Bootleg Run-Pass Option

- TTQB may be in place at 'set' or can be, for deception, subbed in after 'set' for regular Quarterback who is aligned for regular action and then adjusted to bootleg
- Left Halfback may also be adjusted to run to the flat or to end gap as shown

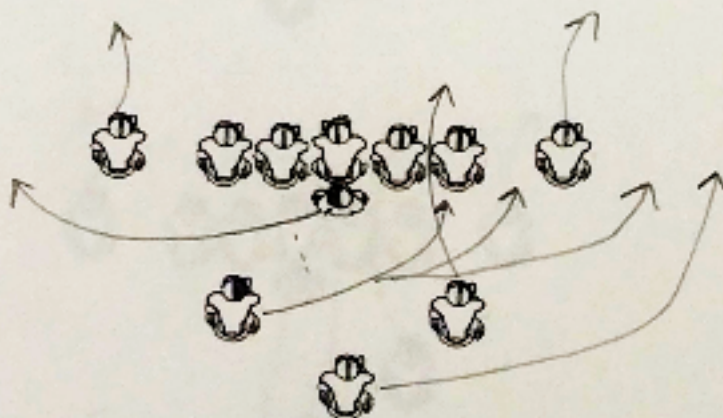


16 - Quarterback Keeper

- Board is turned on and quickly stopped
- Redirect regular Quarterback to 'scramble' upfield or sub in the TTQB to do the same
- If passing opportunity has presented itself, Quarterback can also pass

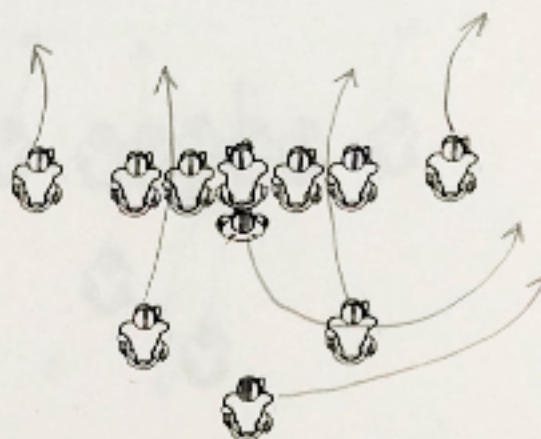
17 - Left Halfback Power Run

- For deception, adjust Left Halfback for power run and sub in the TTQB for bootleg action



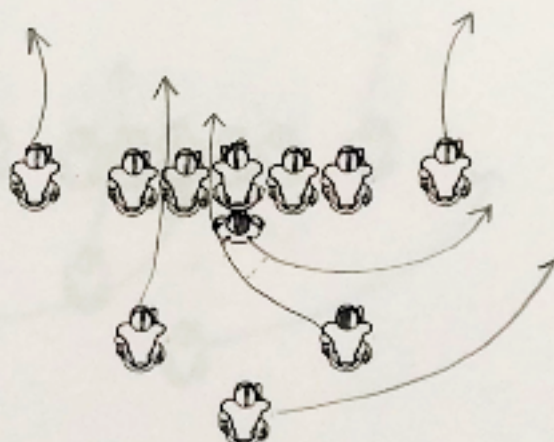
18 - Fullback End Run

- No adjustment, or, for deception, start play with Fullback facing LOS Then adjust to end run action
- May also sub TTQB in for bootleg action



19 - Fullback End Run Counter

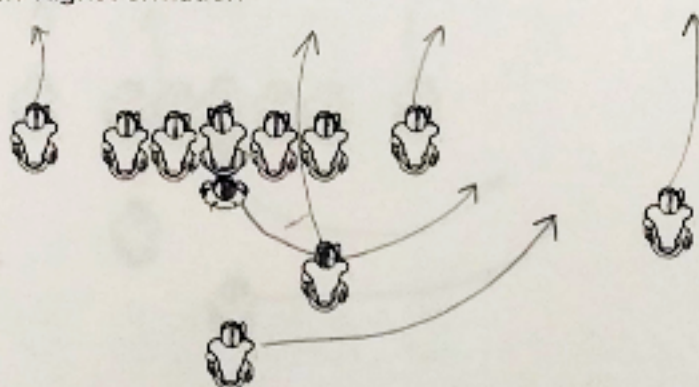
- Quarterback adjusted to run inside of Right Halfback
- Right Halfback adjusted to attack behind left side of line



Series 2 - 'Motion' Right Formation

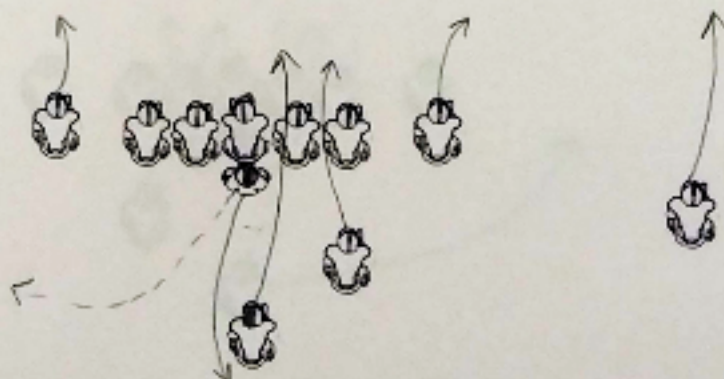
21 - Right Halfback Dive

- Same comments as play 11



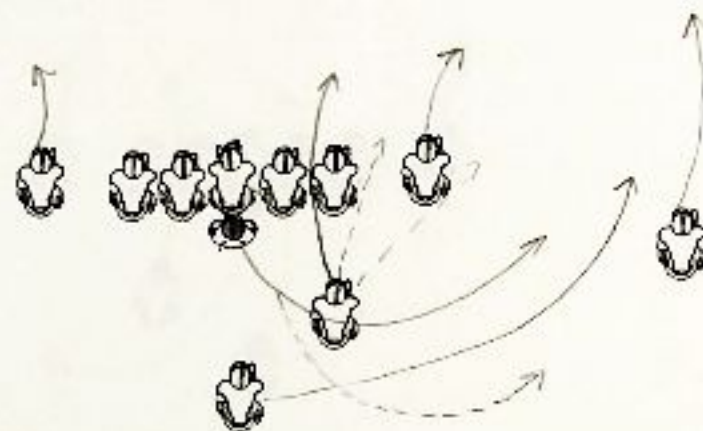
22 - Fullback Buck

- For deception, adjust Fullback to 'buck' action after 'set'.



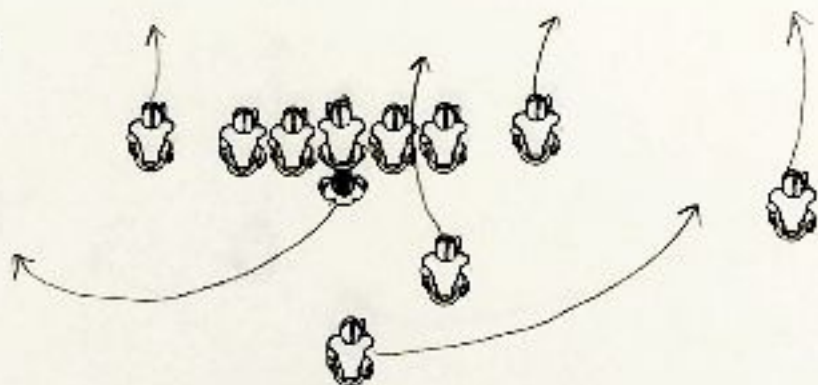
23 - Quarterback Run-Pass Option

- Same points as play #13



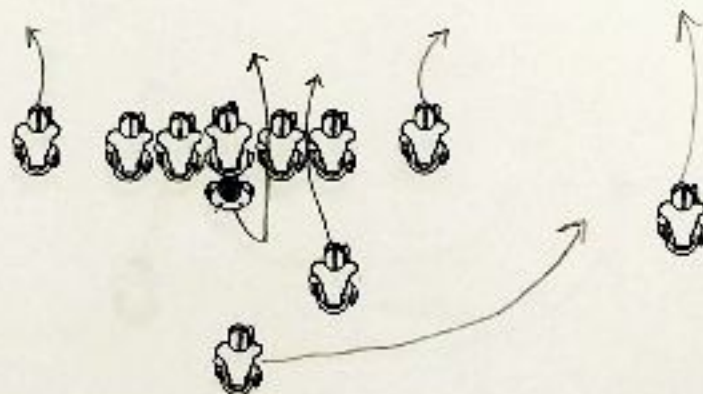
24 - Quarterback Bootleg Run-Pass Option

- TTQB used
- For deception, sub in and adjust the TTQB after 'set'
- May stop board while TTQB is behind LOS for pass or scramble; to run, simply leave the board on



25 - Quarterback Keeper

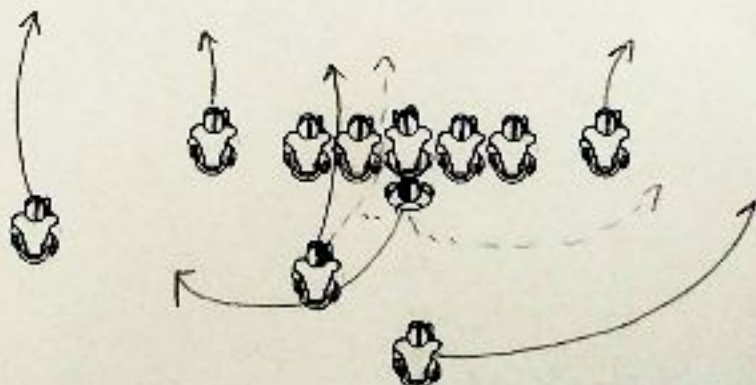
- Board is turned on and quickly stopped
- Redirect regular Quarterback to 'scramble' upfield or sub in the TTQB to do the same
- If passing opportunity has presented itself, Quarterback can also pass



Series 3 - 'Motion' Left Formation

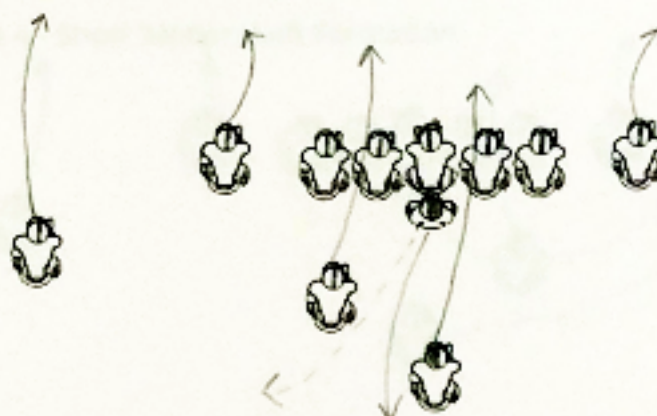
31 - Left Halfback Dive

- Use TTQB for Series 3 left roll outs
- Can adjust Fullback to 'Buck' action



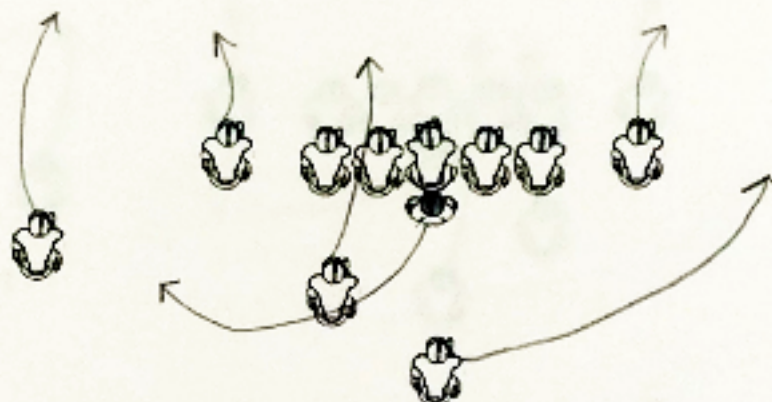
32 - Fullback Buck

- For deception, adjust Fullback to 'buck' action after 'set'.



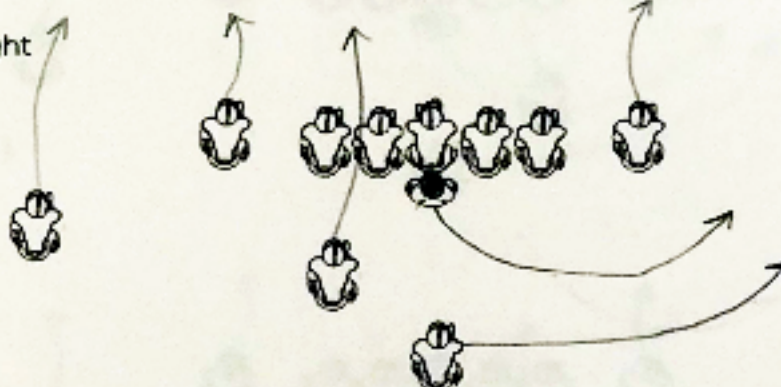
33 - Quarterback Run-Pass Option

- TTQB may be in place at 'set' or can be, for deception, subbed in and adjusted after 'set' for regular Quarterback who is aligned for regular action
- Left Halfback can also be adjusted to run to the flat or to end gap as shown
- Fullback can be adjusted for 'Buck' action



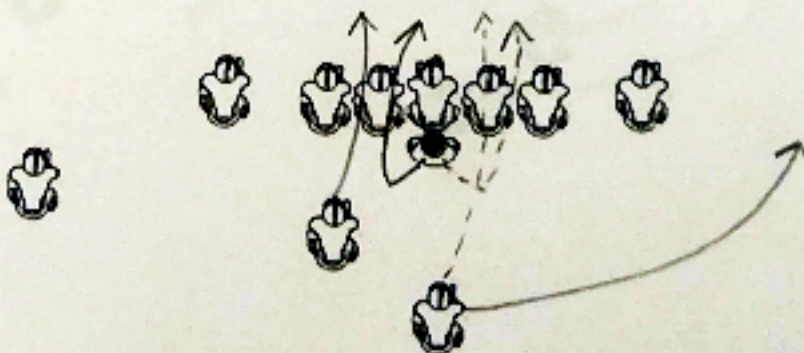
34 - Quarterback Run-Pass Option Right

- TTQB at 'set' positioned to roll left
- Regular Quarterback comes in to roll right
- Rules may limit passing if TTQB cannot return at board stop; if so, start play with regular Quarterback



35 - Quarterback Keeper

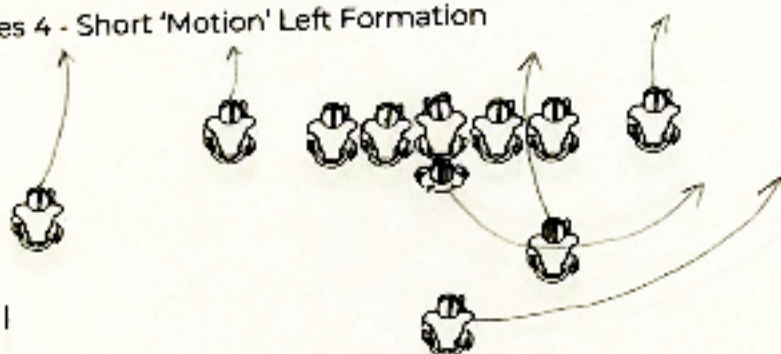
- Stop board after quick on-off to redirect TTQB or replace with regular Quarterback, if rules allow
- Regular Quarterback set to roll right could be used
- Fullback can be adjusted to 'buck' action



Series 4 - Short 'Motion' Left Formation

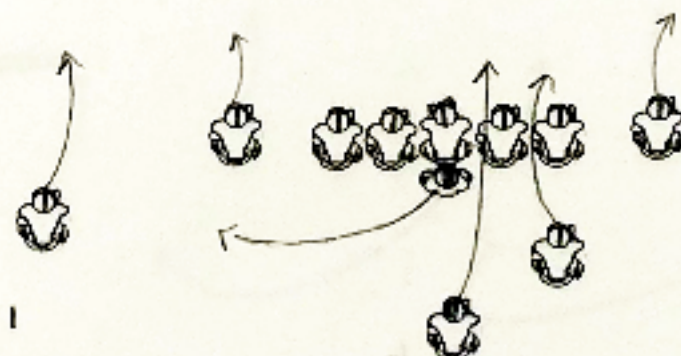
41 - Right Halfback Dive

- Same points as 11



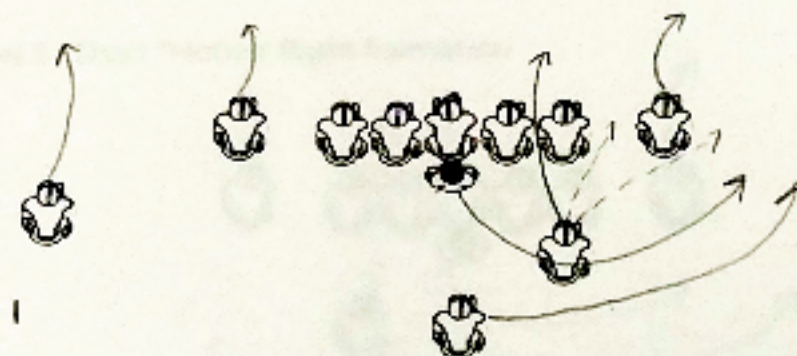
42 - Fullback Buck

- For deception, adjust Fullback from 'end run' action; sub in TTQB and adjust for 'bootleg' action



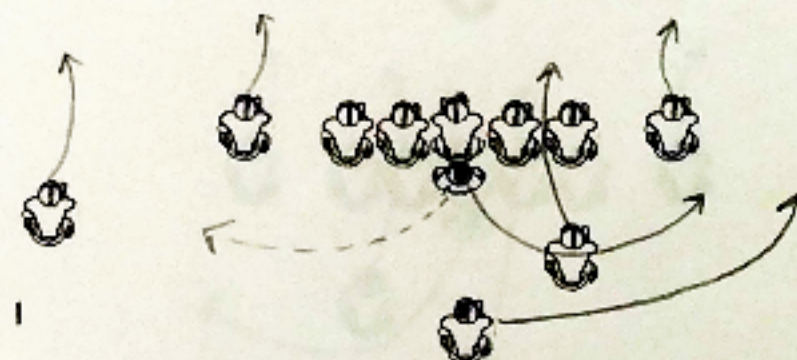
43 - Quarterback Run-Pass Option

- Same points as 13



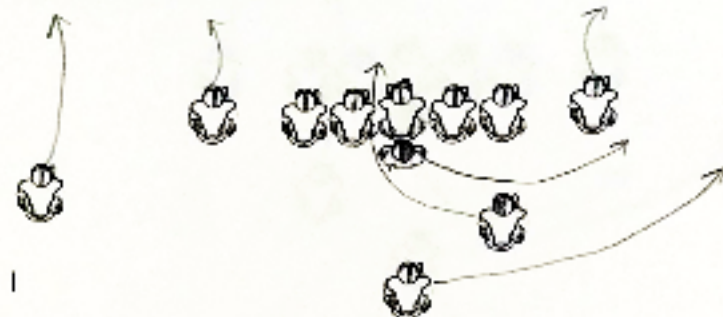
44 - Fullback End Run

- TTQB may be used for 'bootleg' action



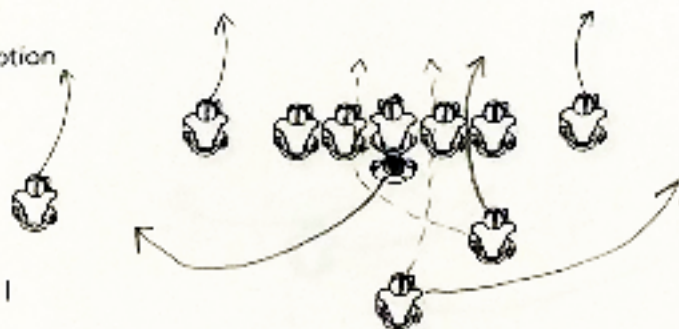
45 - Fullback End Run Counter

- Two adjustments:
Quarterback to run inside
Halfback; Halfback to run to
left side of line



46 - Quarterback Bootleg Run-Pass Option

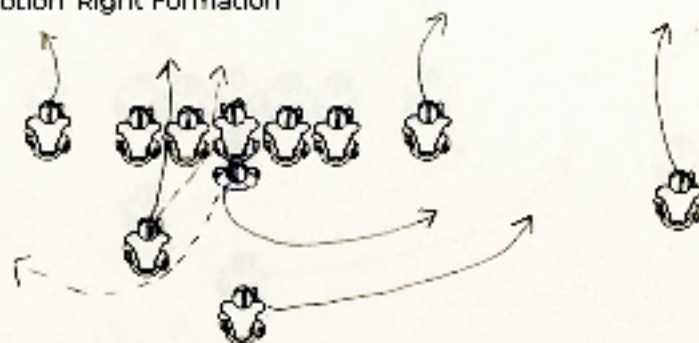
- TTQB 'bootlegs' left after
subbing for regular
Quarterback
- May adjust Halfback or
Fullback as shown



Series 5 - Short 'Motion' Right Formation

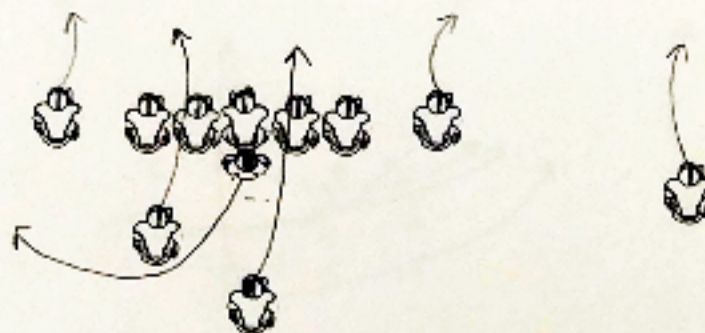
51 - Left Halfback Dive

- Same points as 11
- May use TTQB adjusted to
'bootleg' action



52 - Fullback Buck

- Same points as 32



53 - Quarterback Run-Pass Option

- Same points as 13



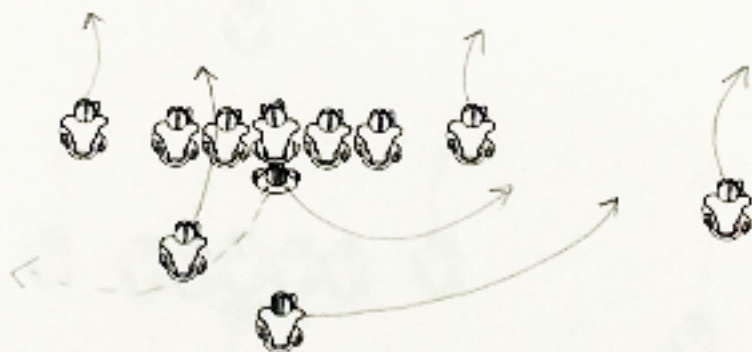
54 - Quarterback Bootleg Run-Pass Option

- TTQB subbed in and adjust for 'bootleg' action after 'set'
- For deception, Left Halfback can be adjusted for 'power' action after 'set'



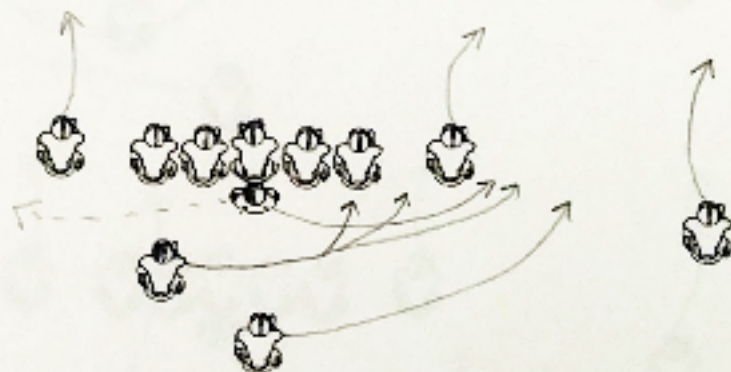
55 - Fullback End Run

- Can sub in TTQB for 'bootleg' action



56 - Left Halfback Power Run

- Can sub in TTQB for 'bootleg' action



Series 6 - Fullback 'Motion' Right

61 - Left Halfback Dive

- Same points as 11



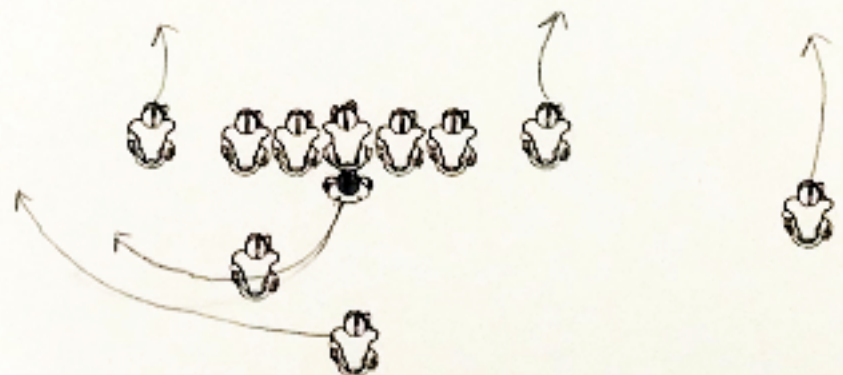
62 - Fullback Buck

- Same points as 32



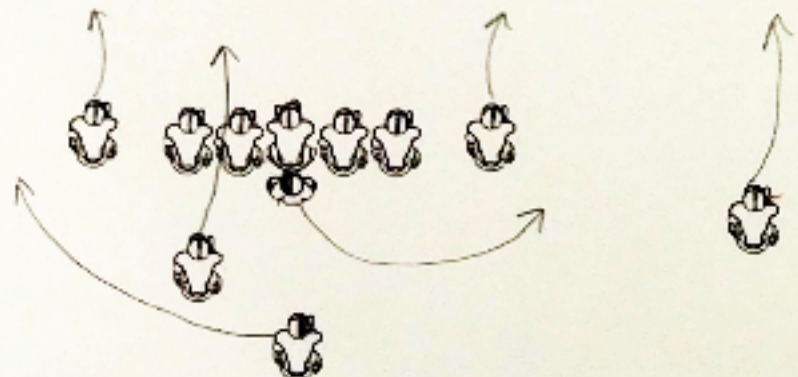
63 - Quarterback Run-Pass Option

- Use TTQB
- Otherwise, same points as 13



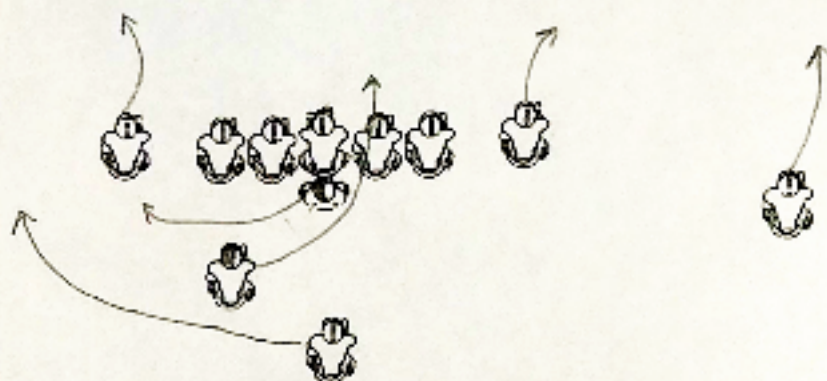
64 - Fullback End Run

- Regular Quarterback runs 'bootleg' action



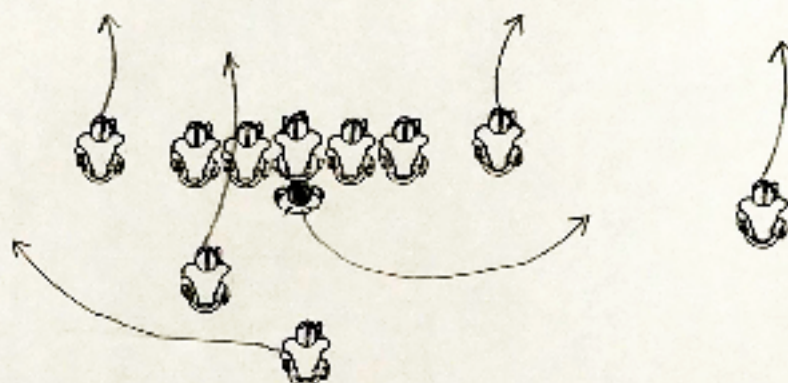
65 - Fullback End Run Counter

- TTQB subs in and adjusts to run inside Left Halfback
- Left Halfback adjusted from 'dive' action



66 - Quarterback Bootleg Run-Pass Option

- Can adjust Fullback to 'buck' action after 'set'.
- Quarterback can run 'keeper' action into the right side of the line after a quick board on-off



Post Scripta

- This is a basic system to get started with the Classic T Formation with a 'Man in Motion'. Of course, the 'motion' is simulated, constituting alternate formations.
- The purpose of the halfback dive is the same as in the original T Formation, to provide a quick-hitting play that must always be defended. This fact opens up the rest of the field for end runs, bootlegs, counters, pass plays, etc. If these plays are executed well, the defense may be forced to spread itself too thin, making the simple dive play a big gainer.
- Use this system as a starting point for your own creativity.

About the Author

- Greg Davis is a lifelong electric football enthusiast. Currently he conducts the 1970's-themed solitaire Electric B Football League, the E8FL, which can be seen on Facebook, Instagram, and YouTube.