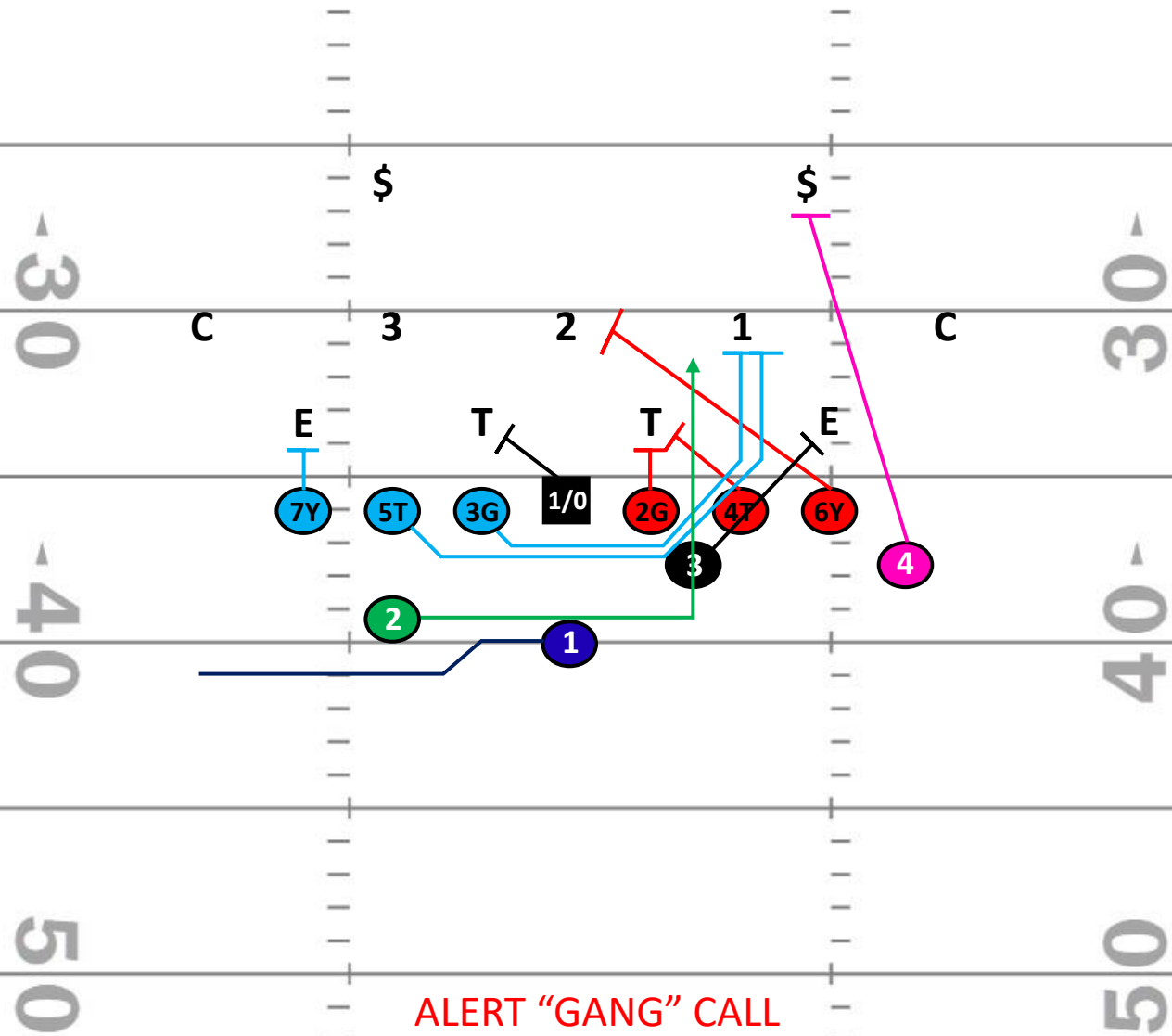


24 POWER (vs Even)

BLOCKING RULES



6Y – Down to Backer

4T – On to Down

2G – On to Down

C – On to Down

3G – Pull to Lead

5T – Pull to Lead

7Y – On to Cutoff

1 – Hand Off, Boot Away

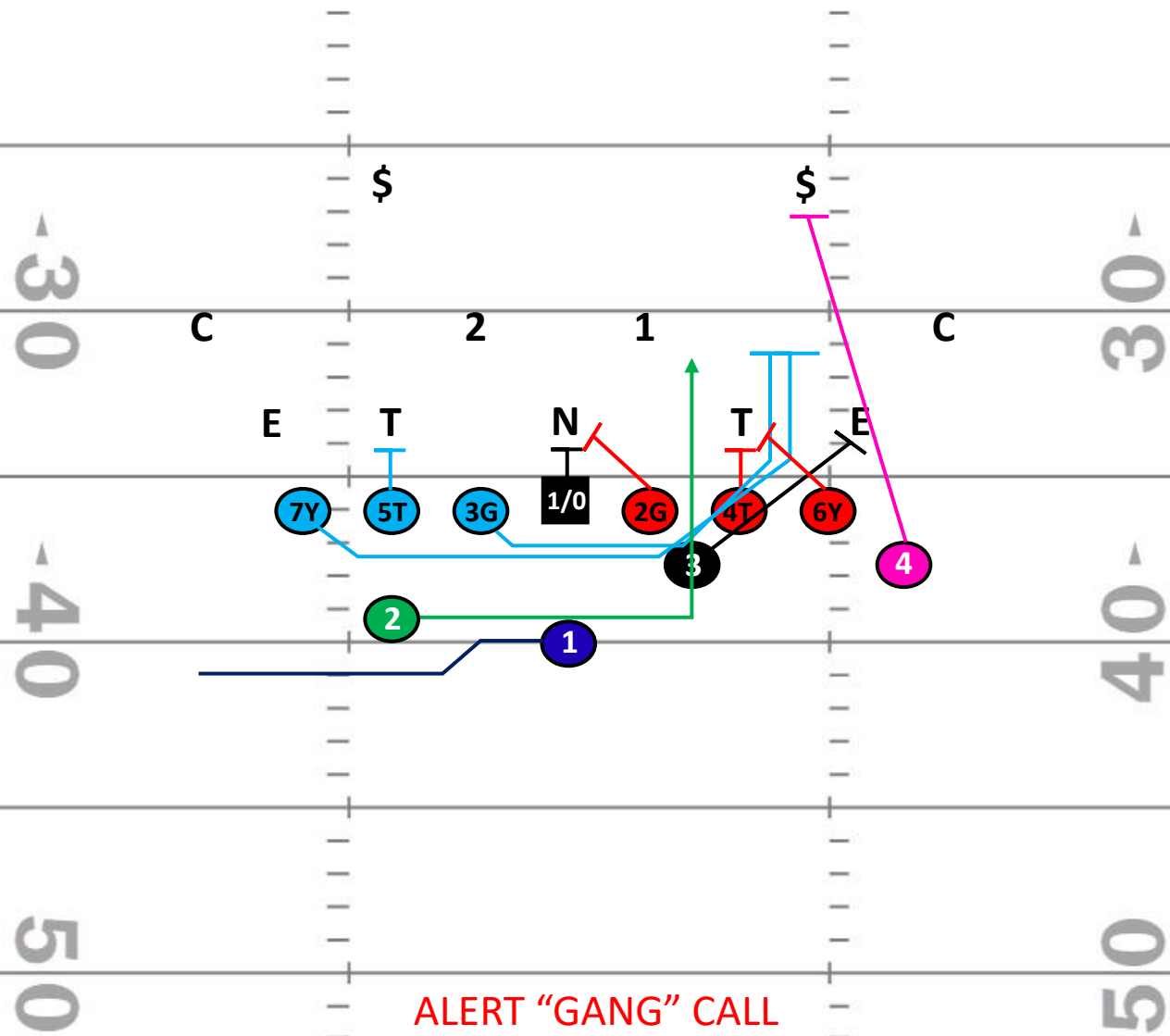
2 – Follow 3Back

3 – Kickout 1st Man O/S 4 Hole

4 – Near Safety

24 POWER (vs Odd)

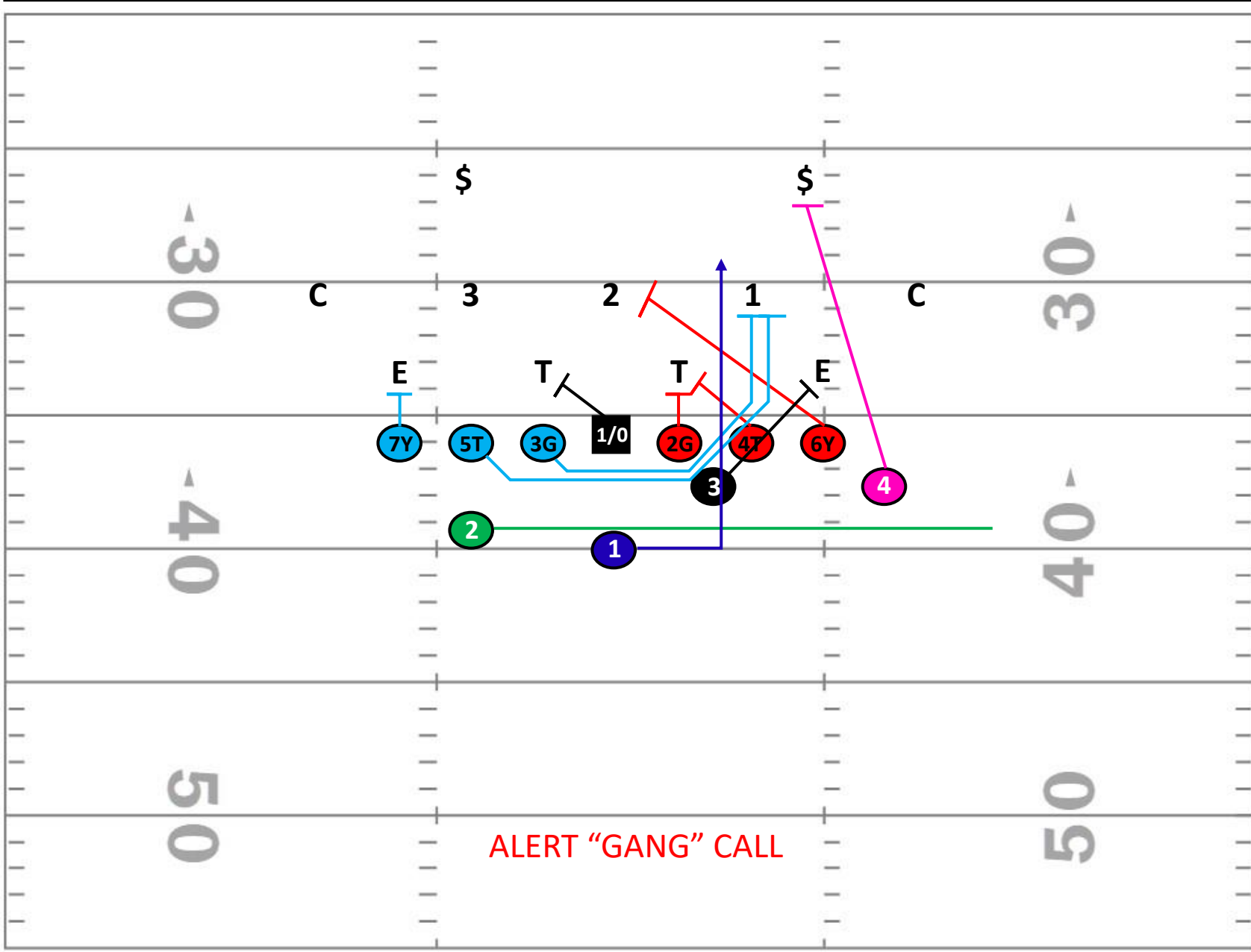
BLOCKING RULES



- 6Y – Down to Backer
- 4T – On to Down
- 2G – On to Down
- C – On to Down
- 3G – Pull to Lead
- 5T – Block On, make a “YOU” call
- 7Y – Pull to Lead (“YOU” Call tells you to Pull)
- 1 – Hand Off, Boot Away
- 2 – Follow 3Back
- 3 – Kickout 1st Man O/S 4 Hole
- 4 – Near Safety

14 POWER

BLOCKING RULES



- 6Y – Down to Backer
- 4T – On to Down
- 2G – On to Down
- C – On to Down
- 3G – Pull to Lead
- 5T – Pull to Lead
- 7Y – On to Cutoff
- 1 – Fake to 2, Follow Pullers
- 2 – Fake Trojan (Fake to Sideline)
- 3 – Kickout 1st Man O/S 4 Hole
- 4 – Near Safety

24 POWER

BLOCKING RULES

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C

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7Y

5T

3G

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2G

4T

6Y

2

1

3

4

6Y – Down to Backer

4T – On to Down

2G – On to Down

C – On to Down

3G – Pull to Lead

5T – Pull to Lead

7Y – On to Cutoff

1 – Hand Off, Boot Away

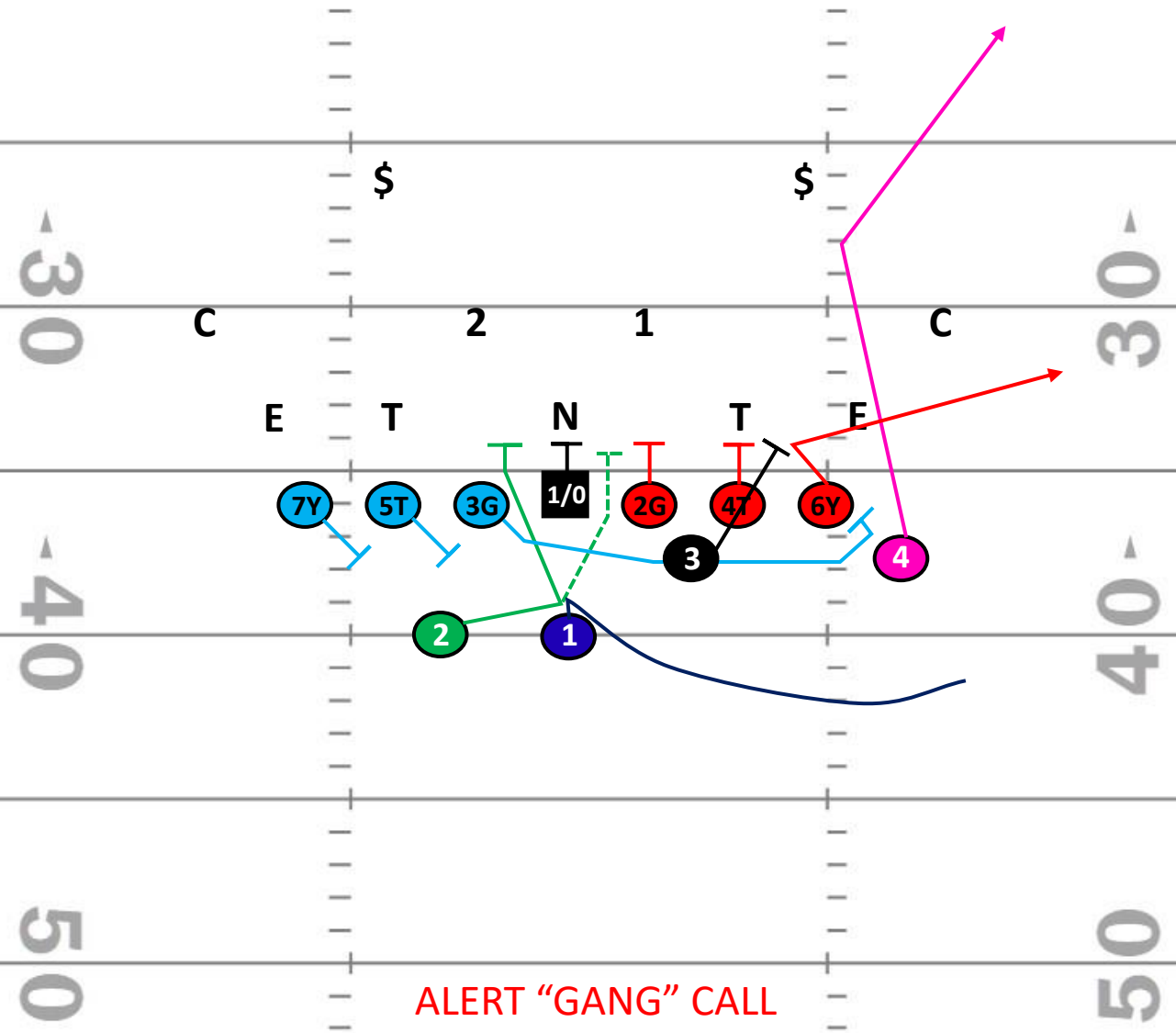
2 – Follow 3Back

3 – Kickout 1st Man O/S 4 Hole

4 – Near Safety

14 POWER PASS

BLOCKING RULES

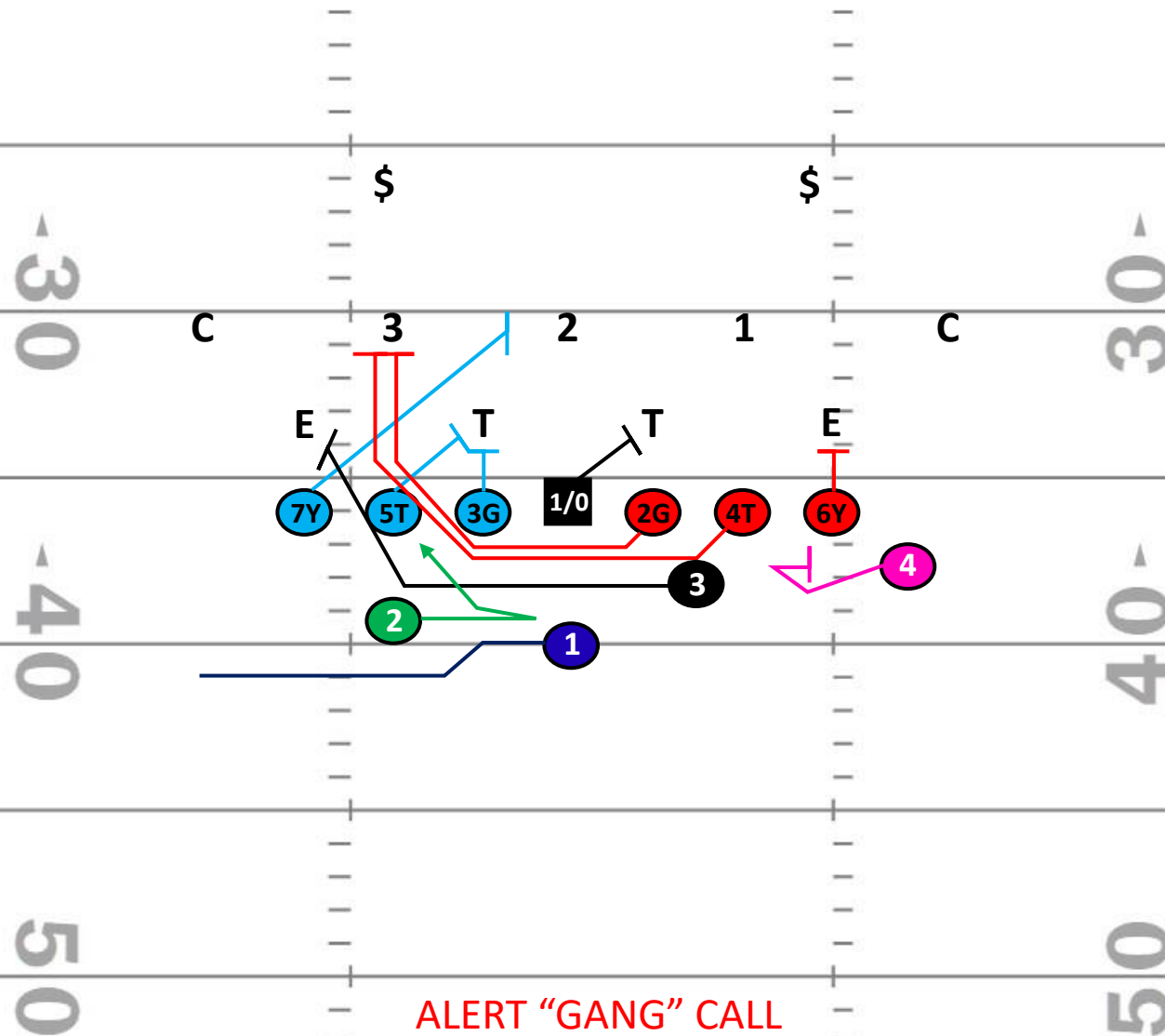


ALERT "GANG" CALL

- 6Y – Down Block, Engage, Ricochet out and run a Flat Route
- 4T – On
- 2G – On
- C – On to Down
- 3G – Pull to S
- 5T – Waterfall
- 7Y – Waterfall
- 1 – Fake Power to 2 Back, Boot out, Read it Corner to Flat to QB Keep
- 2 – Fake Power, Fit opposite of the Center
- 3 – Kickout 1st Man O/S 4 Hole
- 4 – Fake your Safety Block path, run a Corner/K Route (Break to Corner around 7-8YDS)

25 COUNTER (vs Even)

BLOCKING RULES



6Y – On to Cutoff

4T – Pull to Lead

2G – Pull to Lead

C – On to Down

3G – On to Down

5T – On to Down

7Y – Down to Backer

1 – Hand Off, Boot Toward It

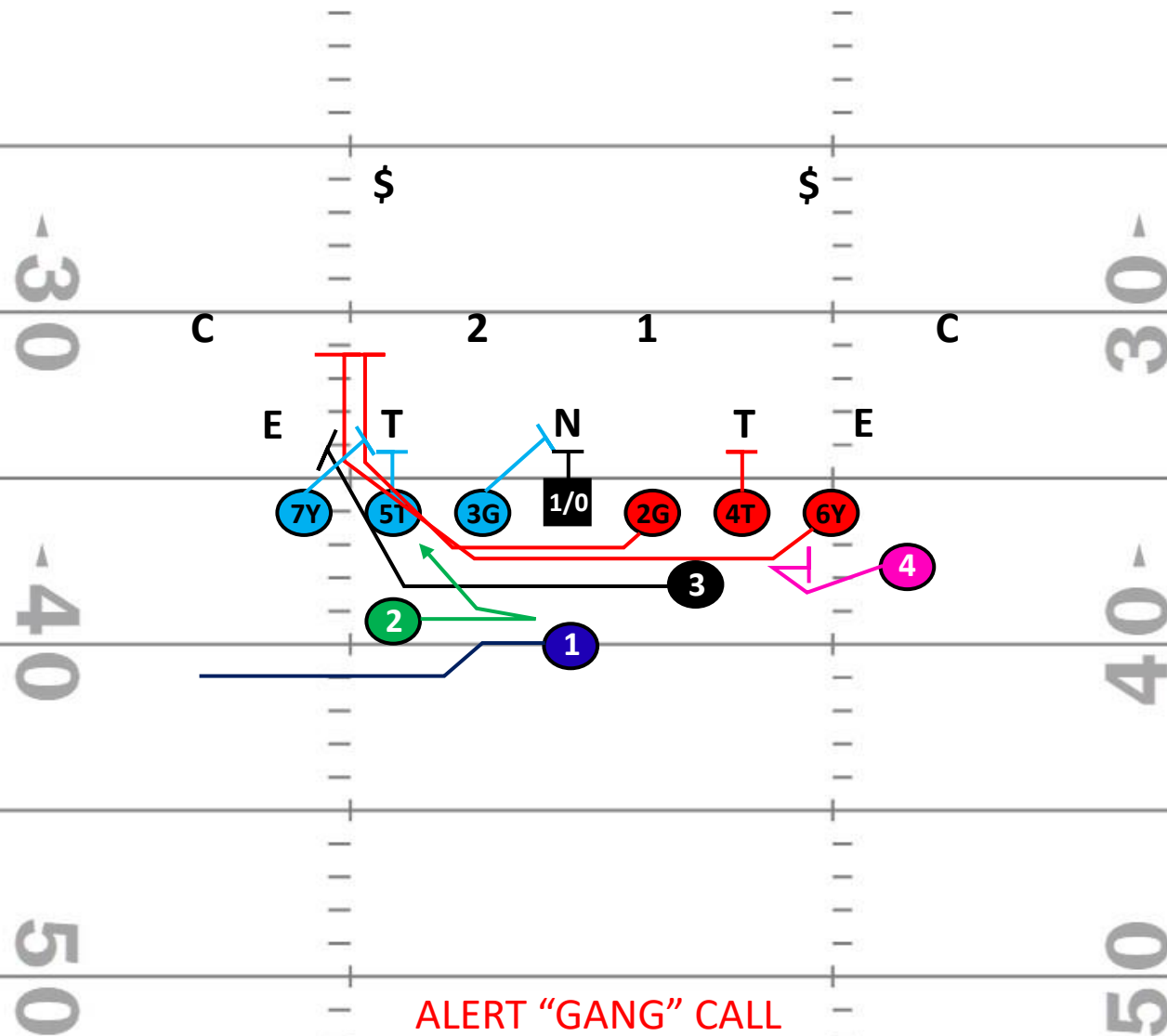
2 – Trojan Path, Plant, Follow 3Back

3 – Kickout 1st Man O/S 5 Hole

4 – Half Pull and Seal off Pursuit

25 COUNTER (vs Odd)

BLOCKING RULES



6Y – Pull to Lead (“YOU” Call tells you to Pull)

4T – Block On, make a “YOU” call

2G – Pull to Lead

C – On to Down

3G – On to Down

5T – On to Down

7Y – Down to Backer

1 – Hand Off, Boot Toward It

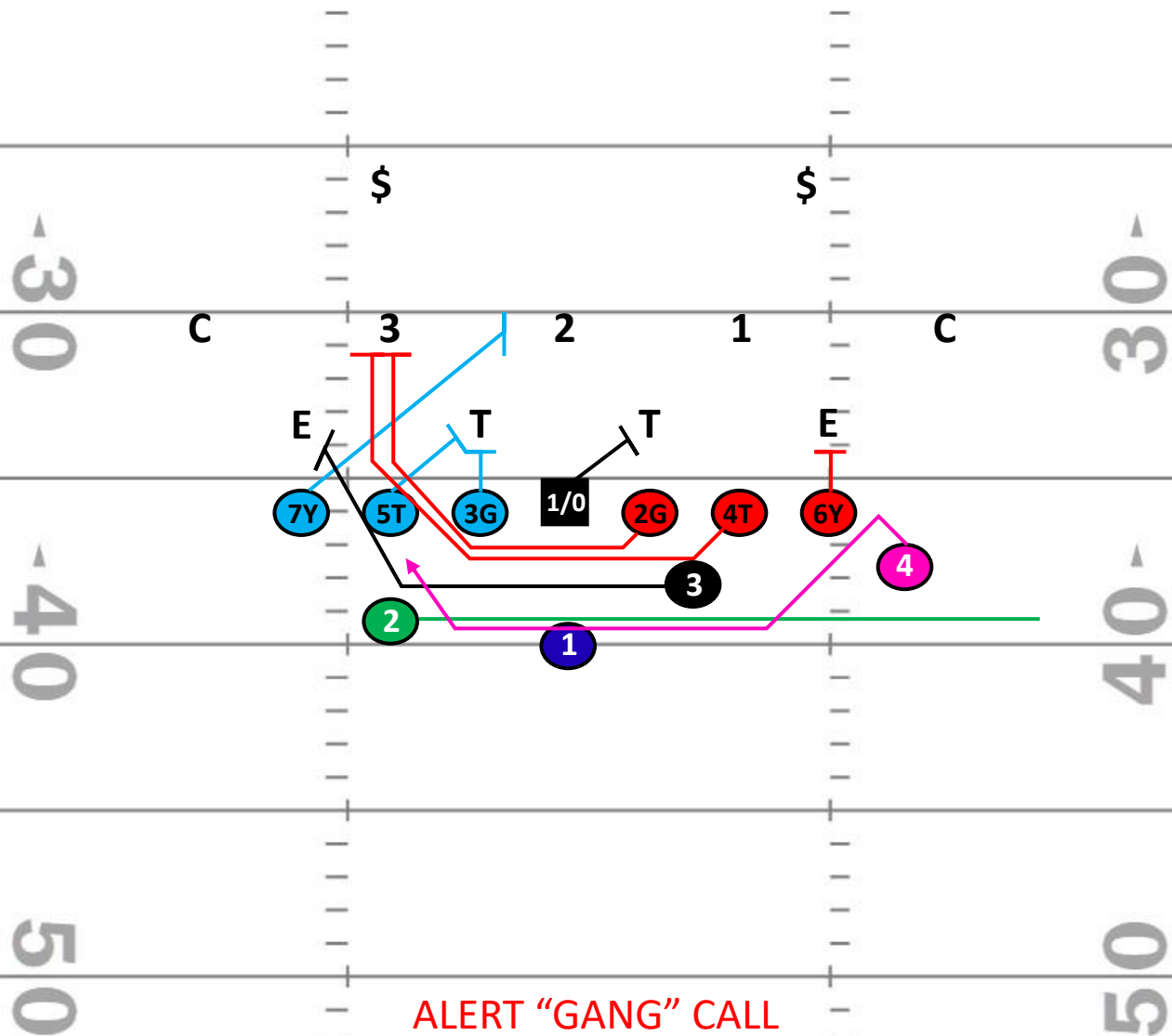
2 – Trojan Path, Plant, Follow 3Back

3 – Kickout 1st Man O/S 5 Hole

4 – Half Pull and Seal off Pursuit

45 COUNTER

BLOCKING RULES



6Y – On to Cutoff

4T – Pull to Lead

2G – Pull to Lead

C – On to Down

3G – On to Down

5T – On to Down

7Y – Down to Backer

1 – Fake to 2, Hand to 4

2 – Fake Trojan Opposite

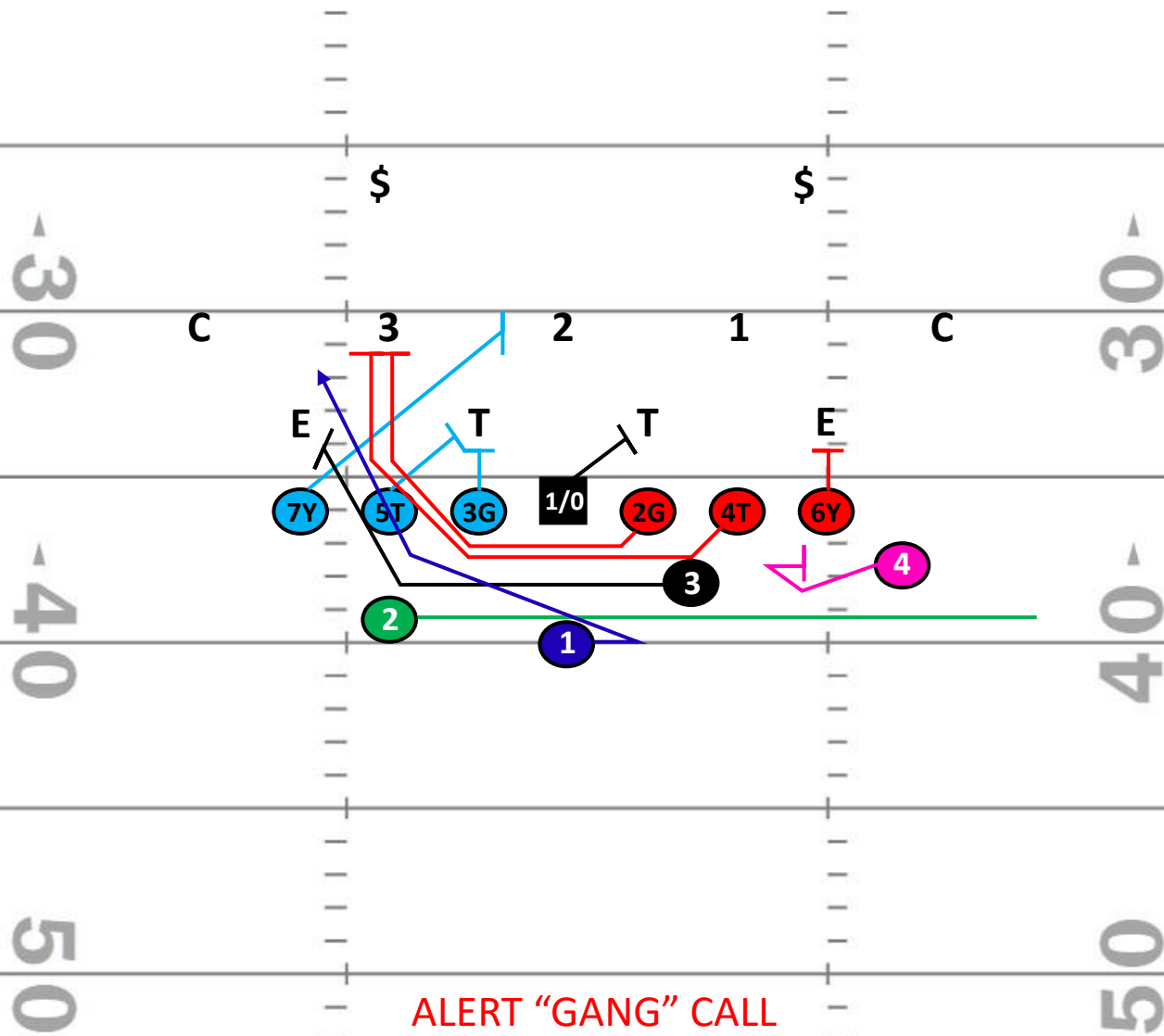
3 – Kickout 1st Man O/S 5 Hole

4 – 1 Up, Come back, take hand off, Follow 3

ALERT "GANG" CALL

15 COUNTER

BLOCKING RULES



6Y – On to Cutoff

4T – Pull to Lead

2G – Pull to Lead

C – On to Down

3G – On to Down

5T – On to Down

7Y – Down to Backer

1 – Fake to 2, Follow Pullers

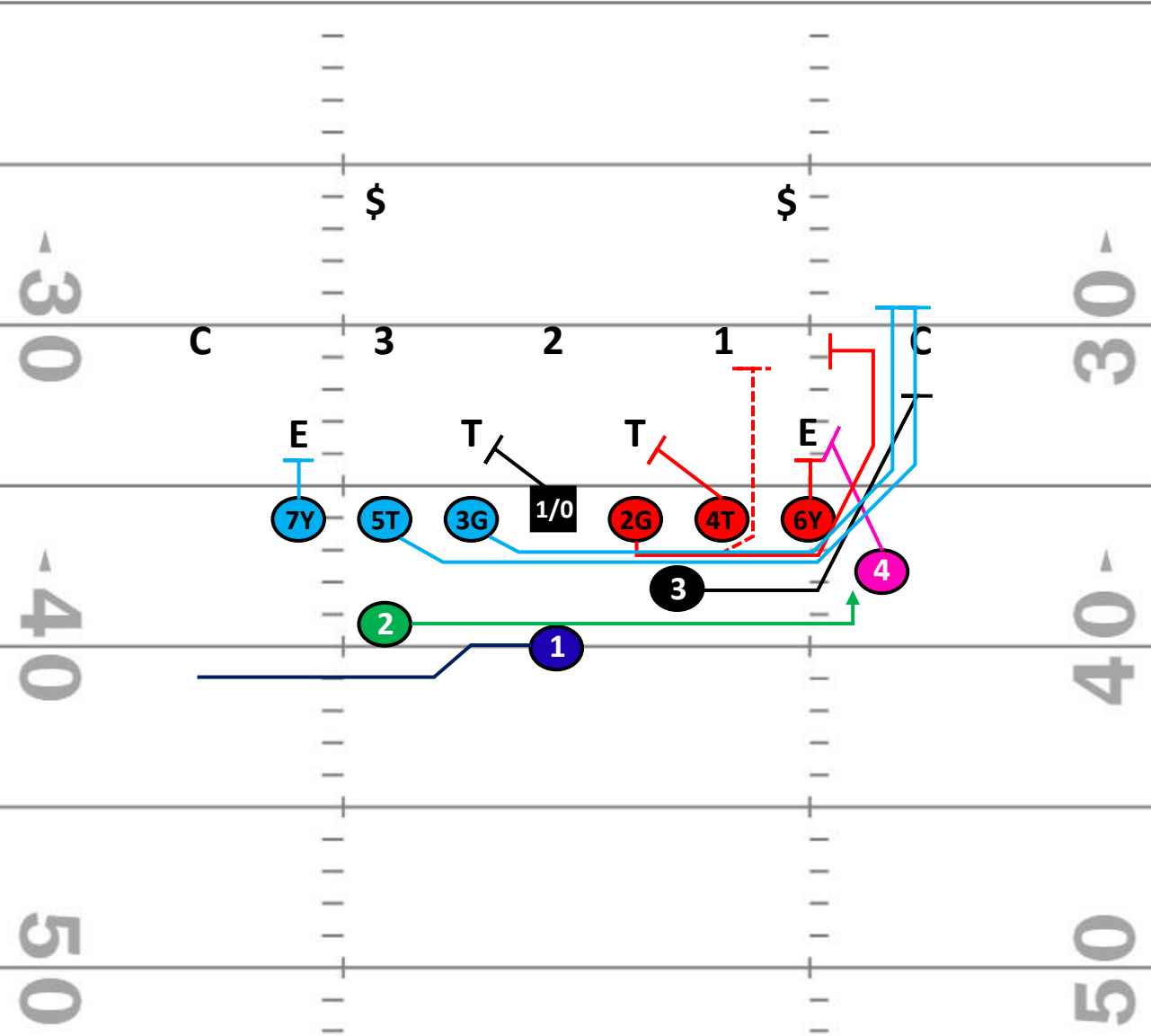
2 – Fake Trojan (Fake to Sideline)

3 – Kickout 1st Man O/S 5 Hole

4 – Half Pull and Seal off Pursuit

26 TROJAN (vs Even)

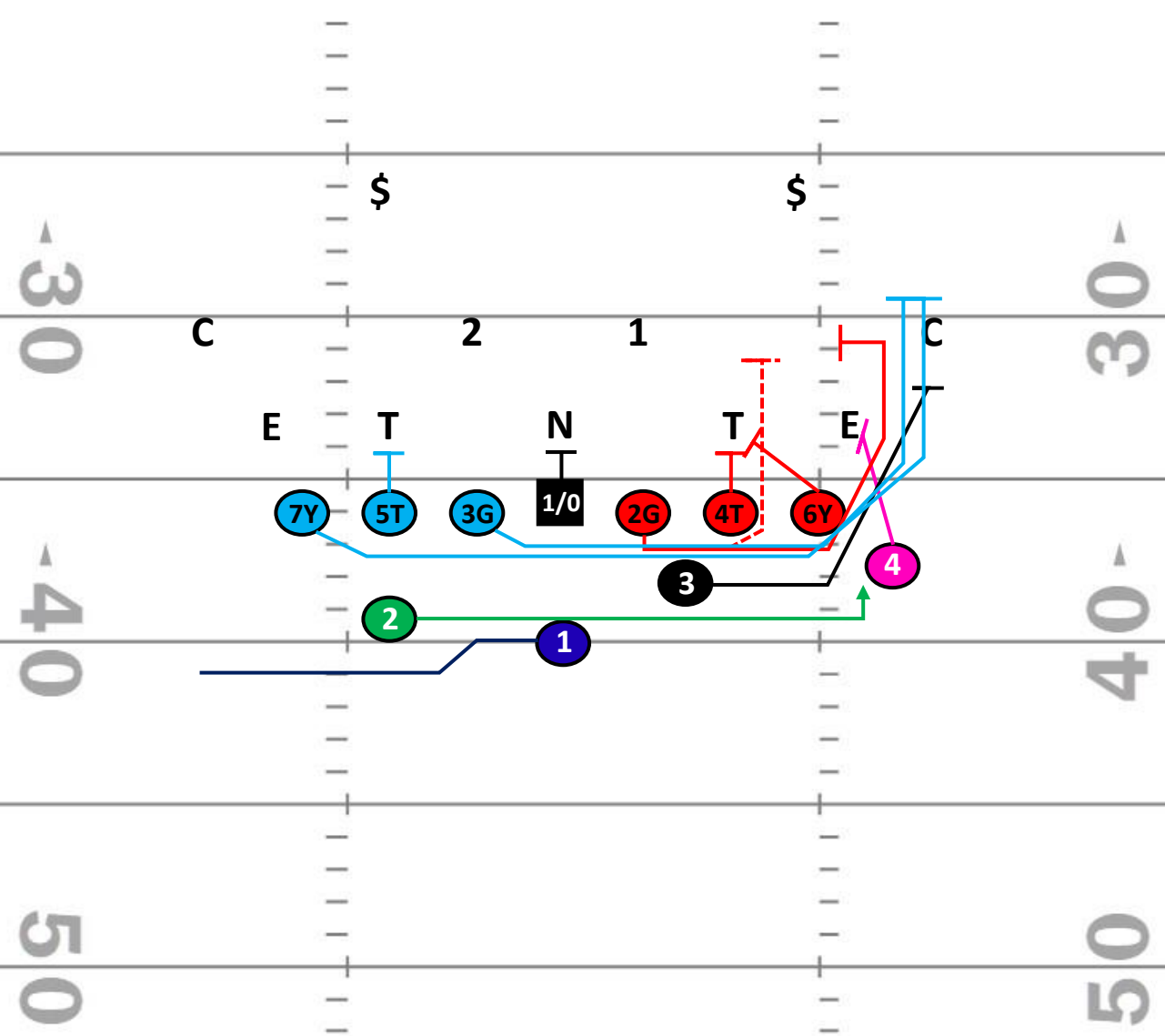
BLOCKING RULES



- 6Y – On to Down
- 4T – On to Down
- 2G – Pull for #1 Backer
- C – On to Down
- 3G – Pull to Lead
- 5T – Pull to Lead
- 7Y – On to Cutoff
- 1 – Hand Off, Boot Away
- 2 – Follow 3Back
- 3 – 1st Man O/S TE
- 4 – Down to Backer

26 TROJAN (vs Odd)

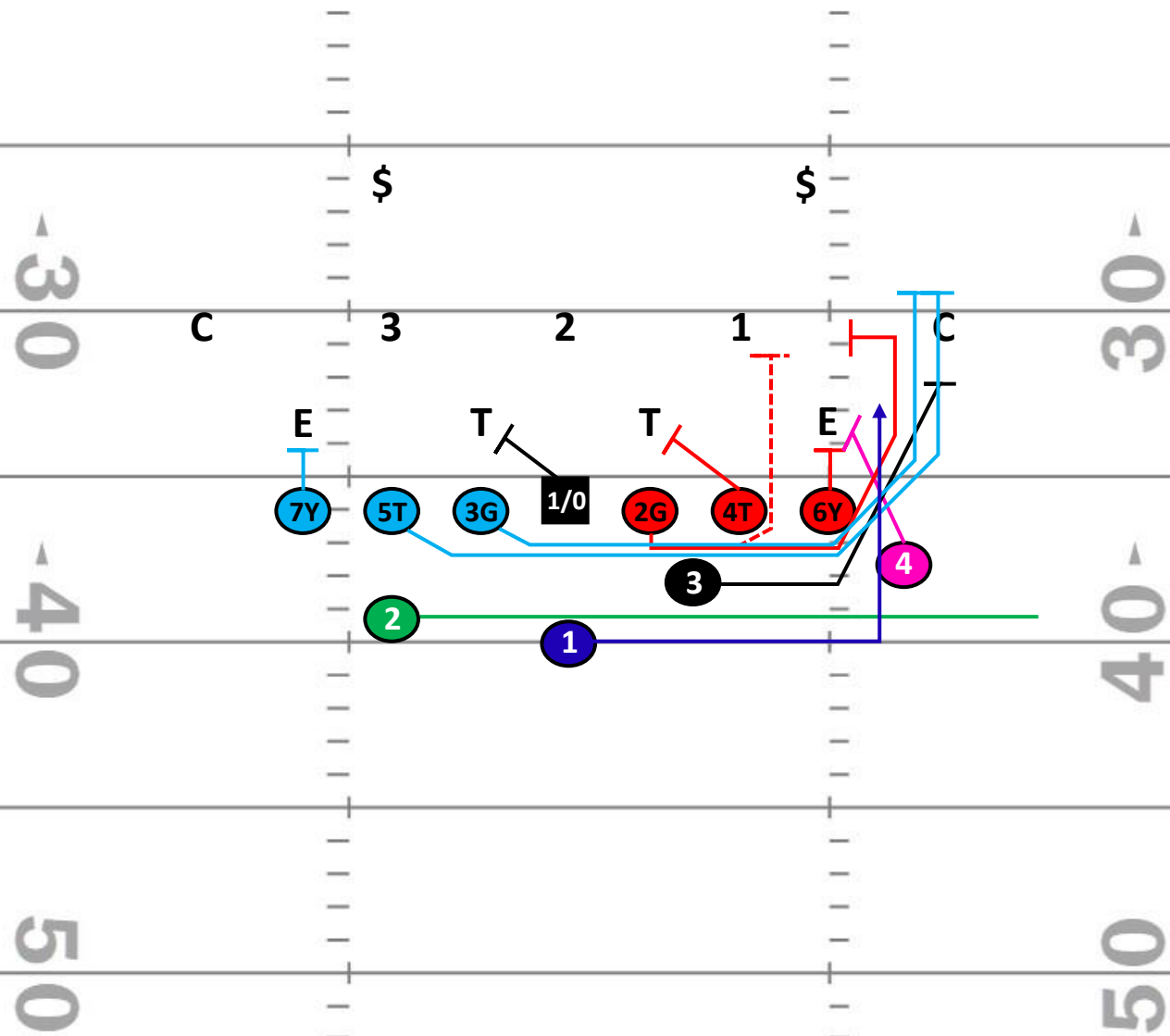
BLOCKING RULES



- 6Y – On to Down
- 4T – On to Down
- 2G – Pull for #1 Backer
- C – On to Down
- 3G – Pull to Lead
- 5T – Pull to Lead
- 7Y – On to Cutoff
- 1 – Hand Off, Boot Away
- 2 – Follow 3Back
- 3 – 1st Man O/S TE
- 4 – Down to Backer

16 TROJAN

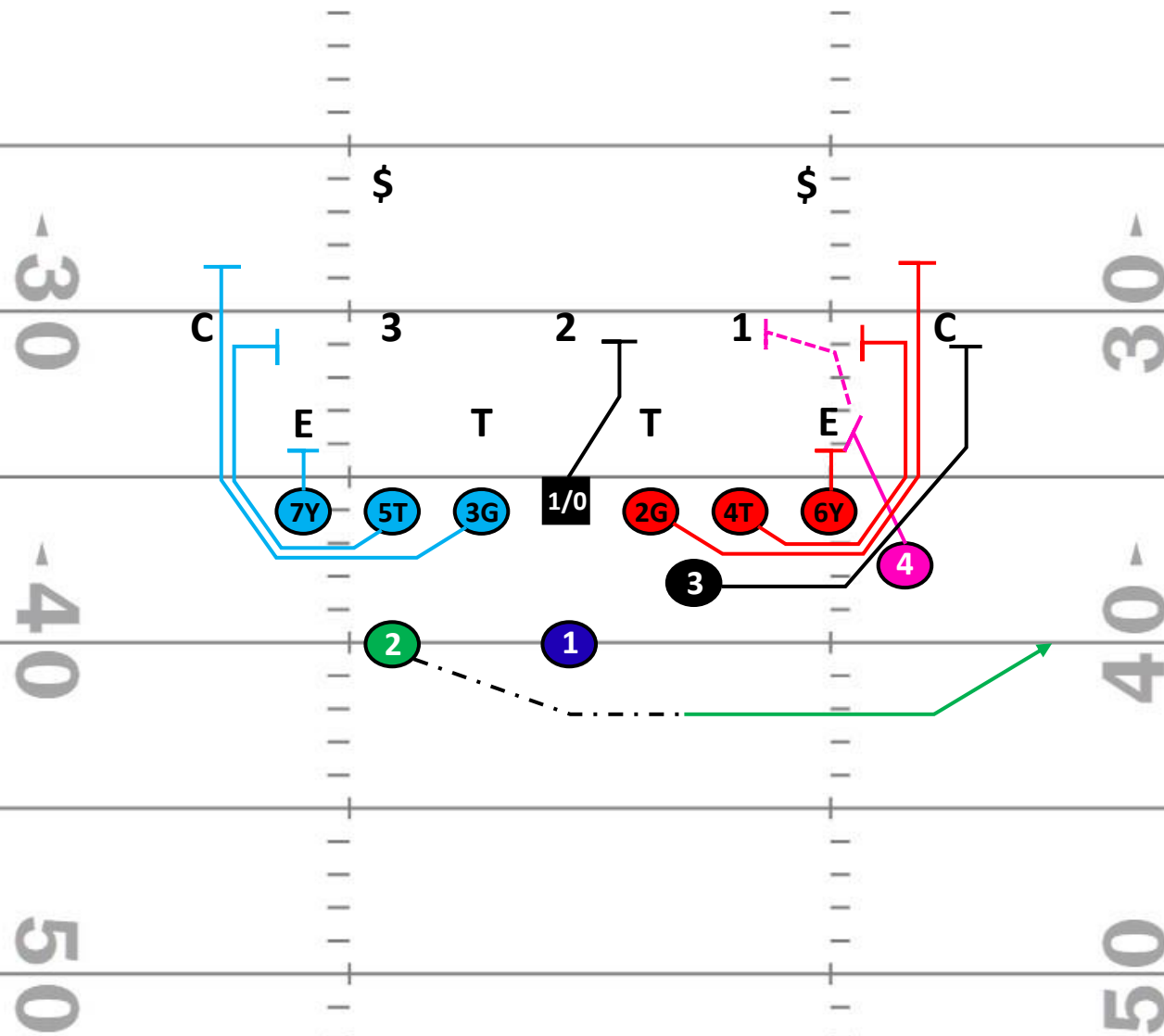
BLOCKING RULES



- 6Y – On to Down
- 4T – On to Down
- 2G – Pull for #1 Backer
- C – On to Down
- 3G – Pull to Lead
- 5T – Pull to Lead
- 7Y – On to Cutoff
- 1 – Fake to 2, Follow Pullers
- 2 – Fake Trojan (Fake to Sideline)
- 3 – 1st Man O/S TE
- 4 – Down to Backer

28 ROCKET (vs Even)

BLOCKING RULES



6Y – Reach Block

4T – Pull with Eyes Inside

2G – Pull and Lead

C – Escape to 2nd Level

3G – Pull Opposite with Eyes Inside

5T – Pull Opposite and Lead

7Y – Reach Block Opposite

1 – Chest Pass to 2Back

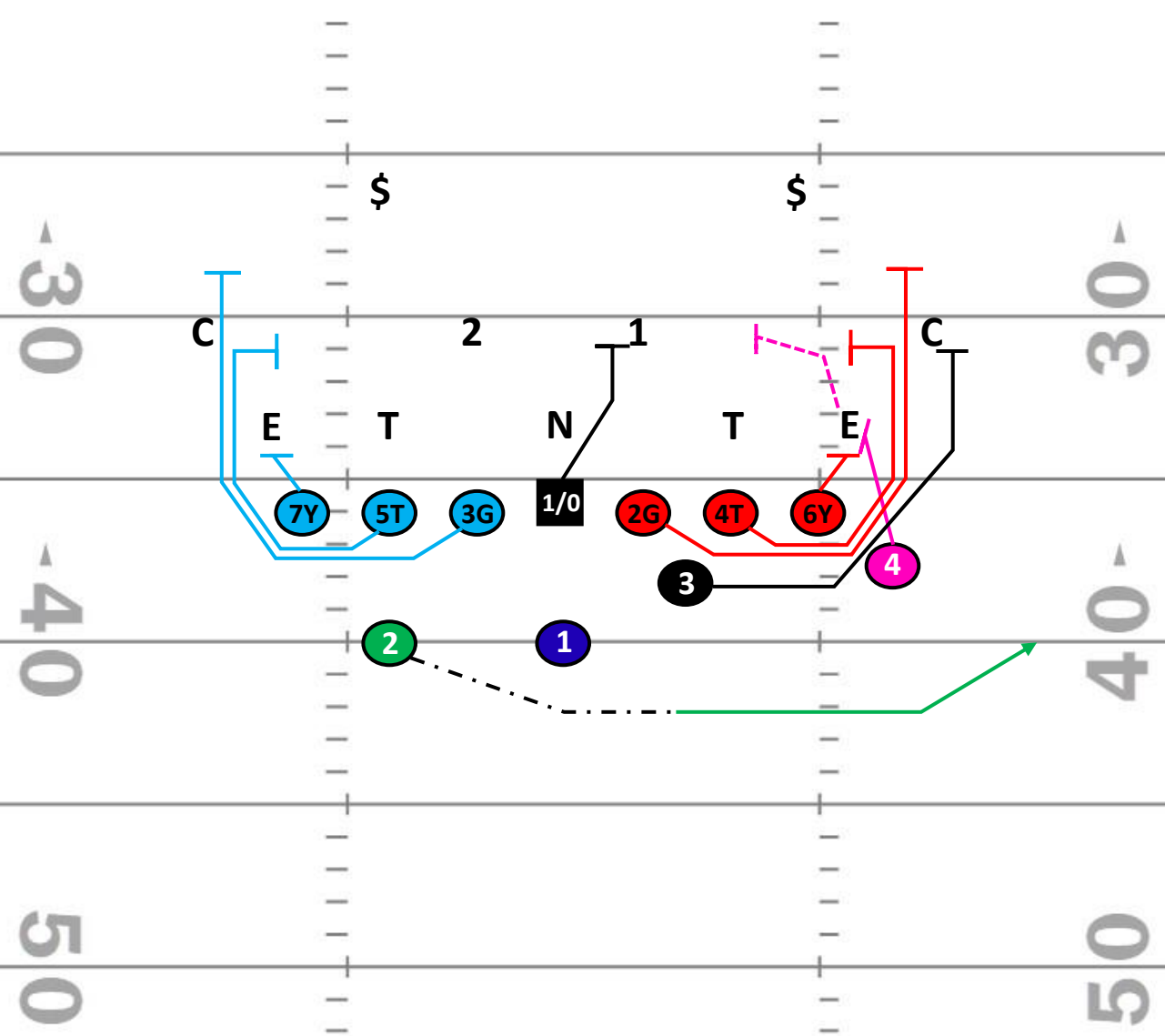
2 – Motion, Catch Pass, Chase the Sideline

3 – Arc around 4Back for 1st O/S Threat

4 – Secure the DE, Work up to Near Backer

28 ROCKET (vs Odd)

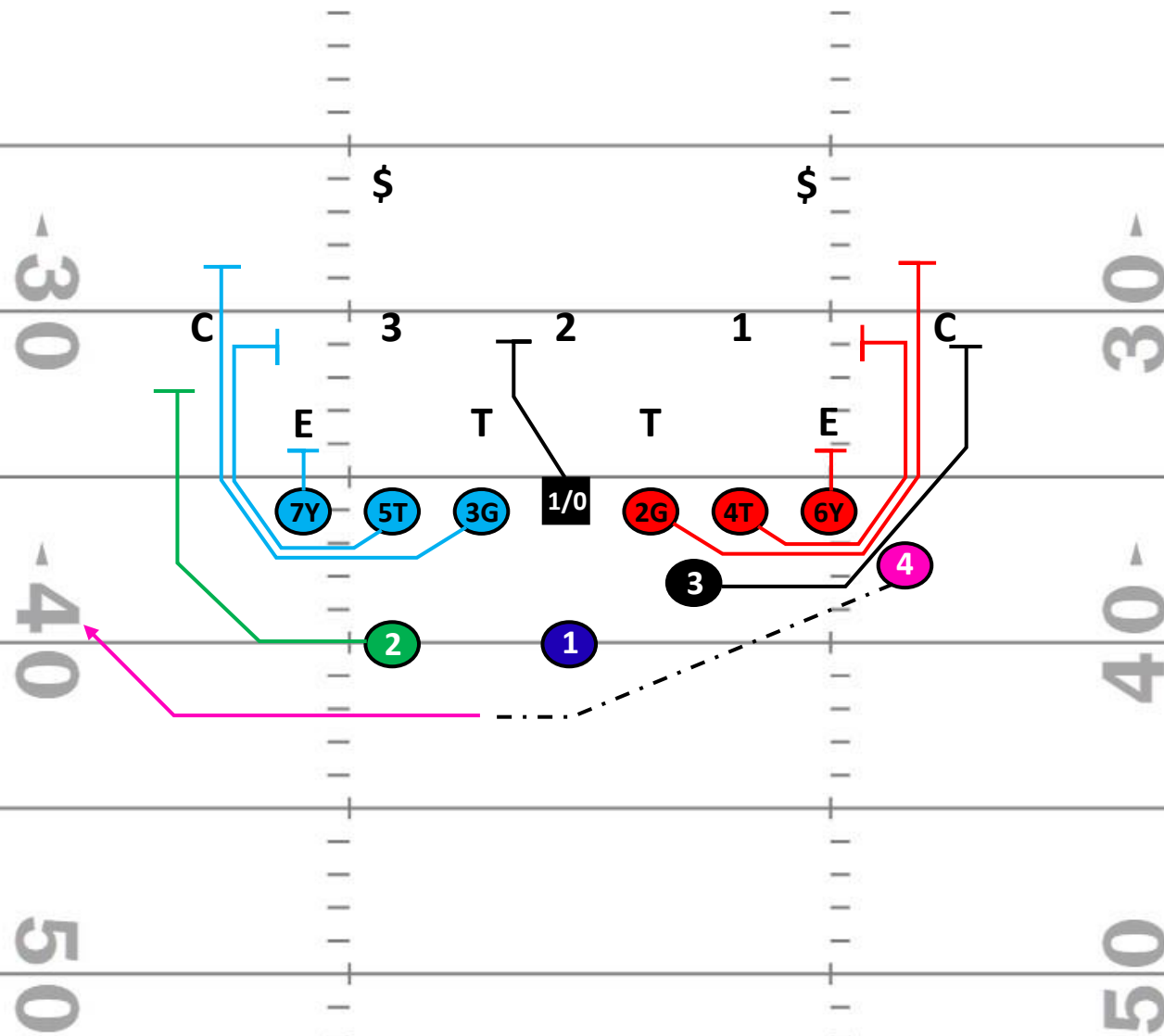
BLOCKING RULES



- 6Y – Reach Block
- 4T – Pull with Eyes Inside
- 2G – Pull and Lead
- C – Escape to 2nd Level
- 3G – Pull Opposite with Eyes Inside
- 5T – Pull Opposite and Lead
- 7Y – Reach Block Opposite
- 1 – Chest Pass to 2Back
- 2 – Motion, Catch Pass, Chase the Sideline
- 3 – Arc around 4Back for 1st O/S Threat
- 4 – Secure the DE, Work up to Near Backer

47 ROCKET

BLOCKING RULES



6Y – Reach Block Opposite

4T – Pull Opposite with Eyes Inside

2G – Pull Opposite and Lead

C – Escape to 2nd Level

3G – Pull with Eyes Inside

5T – Pull and Lead

7Y – Reach Block

1 – Chest Pass to 4Back

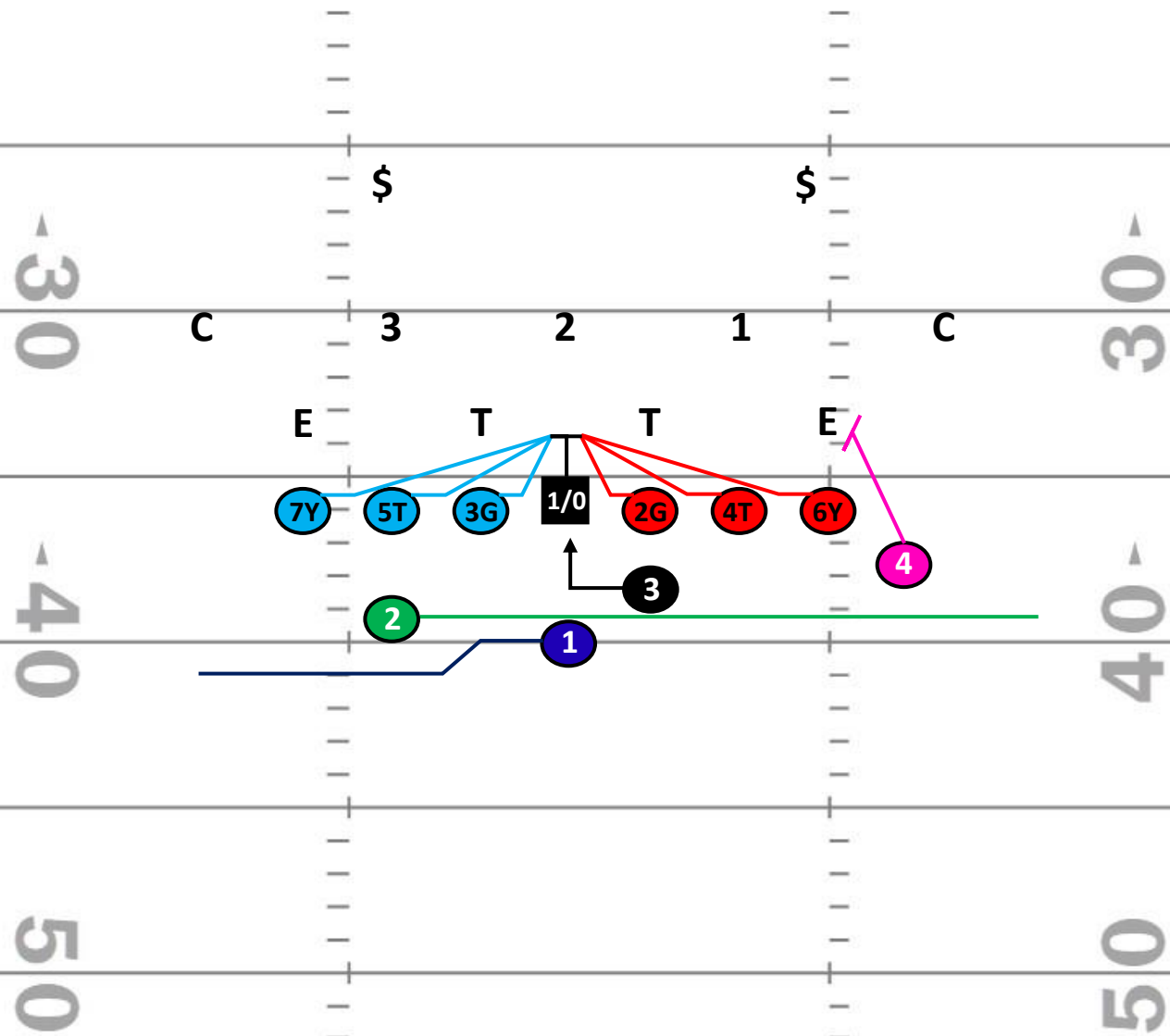
2 – Arc Block

3 – Arc Block Opposite

4 – Motion, Catch Pass, Chase the Sideline

30 WEDGE

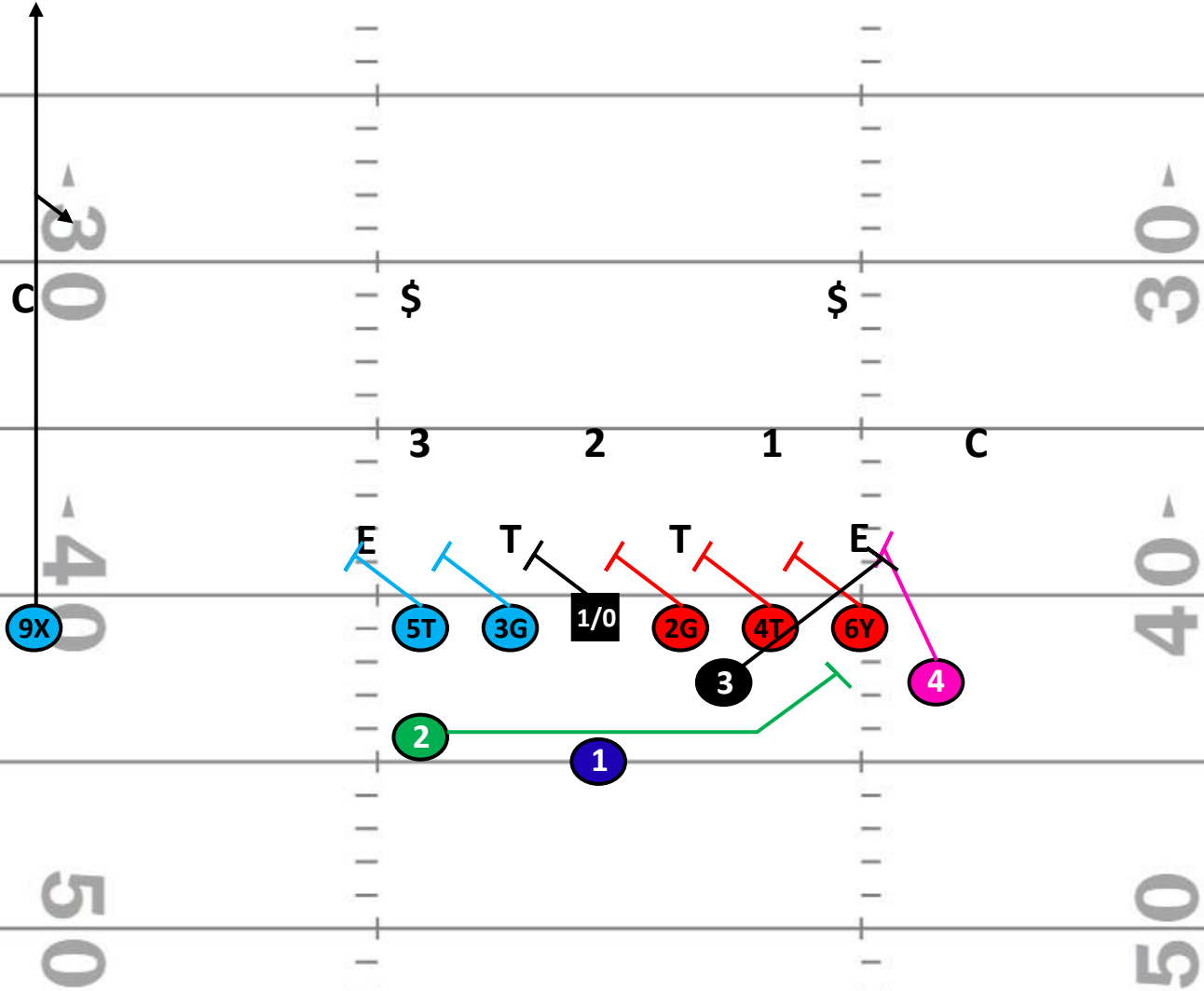
BLOCKING RULES



- 6Y – Block IN, attach to Tackles Near Hip
- 4T – Block IN, attach to Guards Near Hip
- 2G – Block IN, attach to Centers Near Hip
- C – Aim for Nearest DL, Set Wedge, Get pushed
- 3G – Block IN, attach to Centers Near Hip
- 5T – Block IN, attach to Guards Near Hip
- 7Y – Block IN, attach to Tackles Near Hip
- 1 – Fake to 2Back, Boot Away
- 2 – Fake Trojan (Fake to Sideline)
- 3 – Cheat Alignment In, “Steal” the Snap
- 4 – Block Trojan

X CHOICE

BLOCKING RULES



- 6Y – Block Down
- 4T – Block Down
- 2G – Block Down
- C – Block Down
- 3G – Block Down
- 5T – Block Down
- 9X – Choice Route, Sprint to 10YDS, if you can touch the CB go vertical, if you cant touch him by 10 curl up around 12-14YDS
- 1 – Fake to 2Back, Throw to 9X (Read the CB)
- 2 – Fake Trojan, Block 1st threat outside the 3
- 3 – Kickout, 1st Threat outside the 4
- 4 – Block Down