

Offensive Blocking Schemes Broken Down Into 5 Phases



Phase 1

0-1 Traps, Midline

Phase 2

2-3's "Take It Back" Schemes
Veer, Speed, Counter Plays

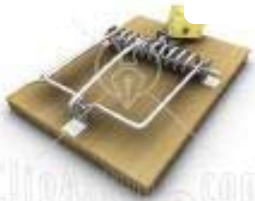
Phase 3

4-5's "Part The Sea" ISO Plays

Phase 4 **6-7's** "Take It Out on
Tracks"
Stretch

Phase 5 **8's – 9's** "Circle The
Wagons"
Bring The Scheme Around

0 – 1 Traps & Midline Plays

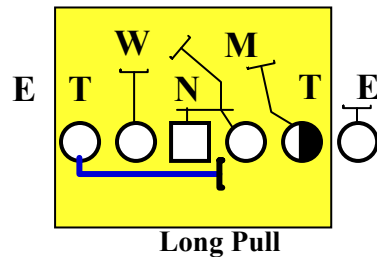


Any play that ends with a 0 – 1 we are either running Guard, Tackle Trap or Midline. With any play ending with 0 – 1 we are going after the first defender on or past the Guard.

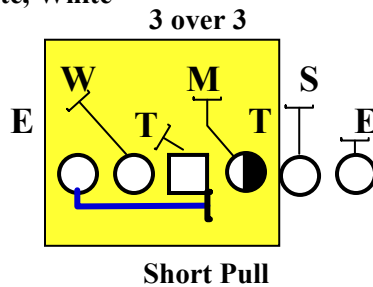


Trap Alerts (white, black)

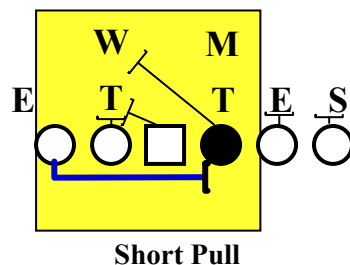
"Black, Black" 4 over 4



"White, White" 3 over 3



"White, White" 4 over 3



Trap Alerts (**White, Black**). Whenever we trap we will use alerts to signal the location of the down defender to be trapped.

We will always trap the first defender on or Past the guard. A White alert is a short trap and the Black alert is a long trap.

With a **White** alert you will probably be facing an even front with at least 4 down defenders. **Black** alert is a long trap which puts the trap vs an odd front.





10 – 11 Tackle Trap

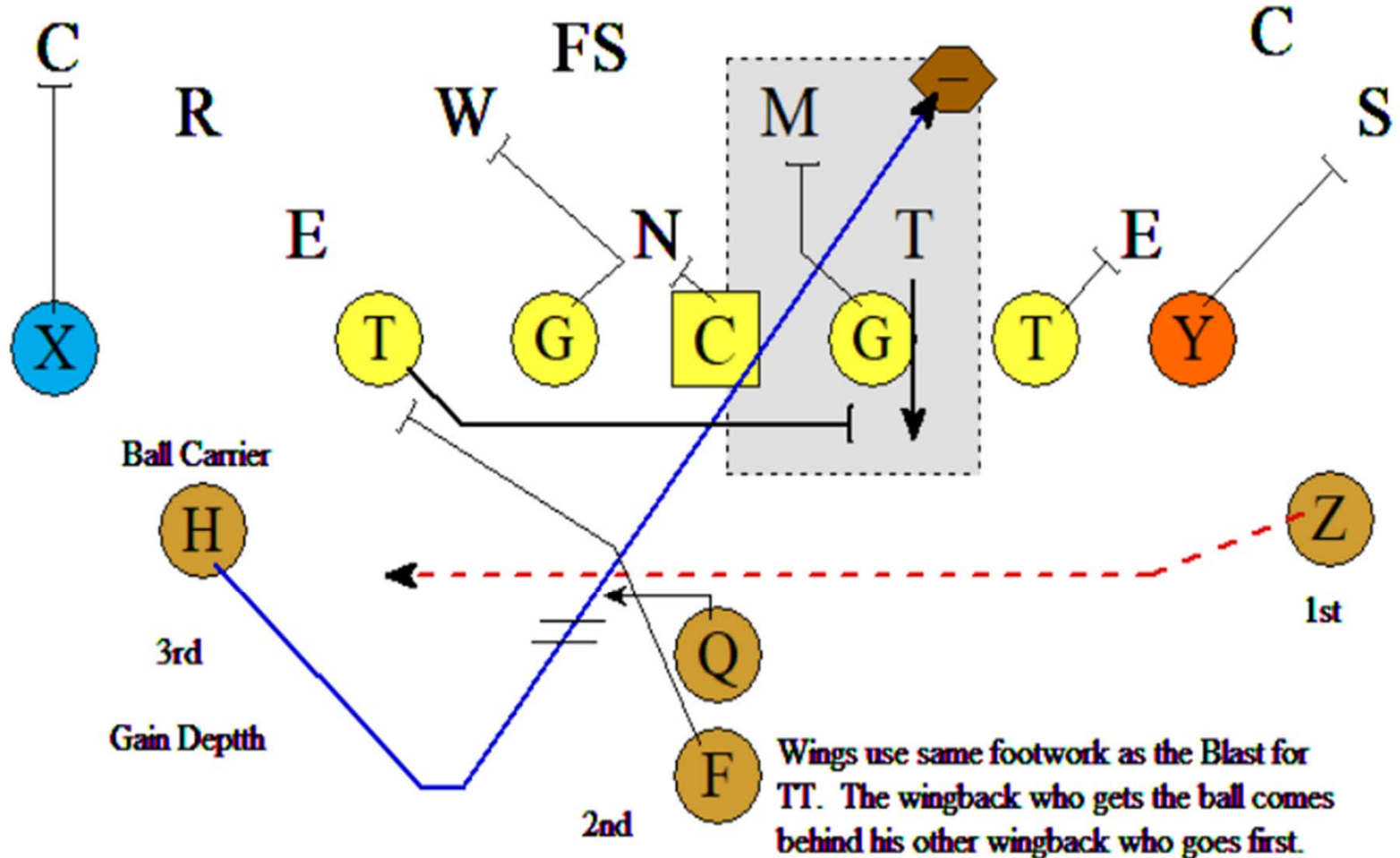
Trap First Defender on or Past The Guard



10 – 11 Tackle Trap

Code: Tulsa Odd

Code: Tulsa Even

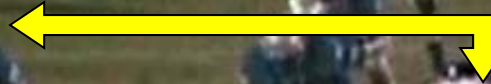


Guard, Tackle Traps & Midline (0's – 1's)

MIDLINE & TRAP THE 3 OR 5 TECHNIQUE

Traps will be determined by the first defender head-up or past the guard.

Trap or Midline
First Defender On
Or past The Guard

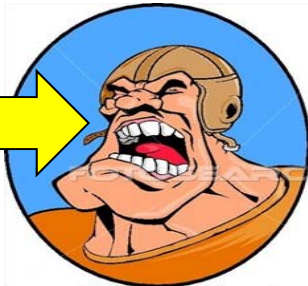


2's – 3's Take It Back Leave the 5 Technique

Phase Two / Take It Back:

A zone concept that takes the offensive blocking schemes pushing backside of the point of attack. Take it back push takes place by using the near Take it back push takes place by using the near ear rule of helmet placement along with an initial "L" step by our offensive linemen and pushing our blocks away from the point of attack. Numbers to alert Take It Back: Any play ending with the digit 2 or 3 means that the blocking scheme will be taken back and away from the 5 technique

Take it
back &
read the
5 Tech.



2's & 3's Take the Blocking back leave your frontside 5 technique alone



2' – 3's Leave Callside 5 Alone 2 & 3 Take It Back

Veer
Speed
Blast
Power
Counter

2's Leave Call
side 5 Technique
Alone

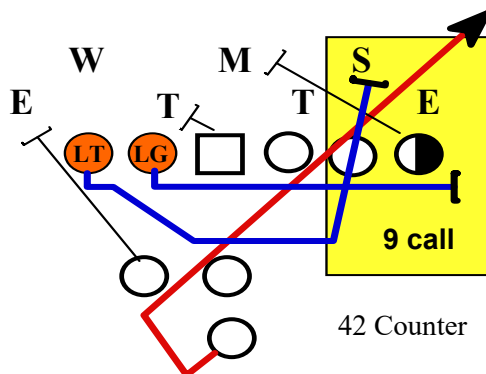
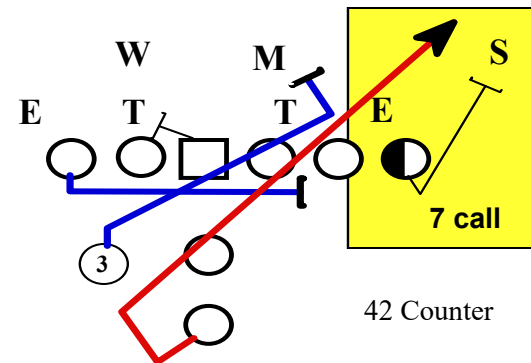
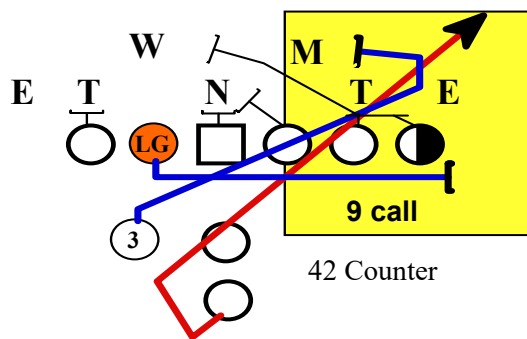
3's Leave Call
side 5 Technique
Alone

"2" or "3's" Take It Back

2' – 3's Leave Callside 5 Alone

2 & 3 Take It Back

Counters



Counters. When running the counter we will always pull the backside guard. We can run the counter using several different scenarios in regards to who pulls. One thing that will always stay consistent is the pulling of the backside guard. The second man through could be a tackle, tight end, or running back.

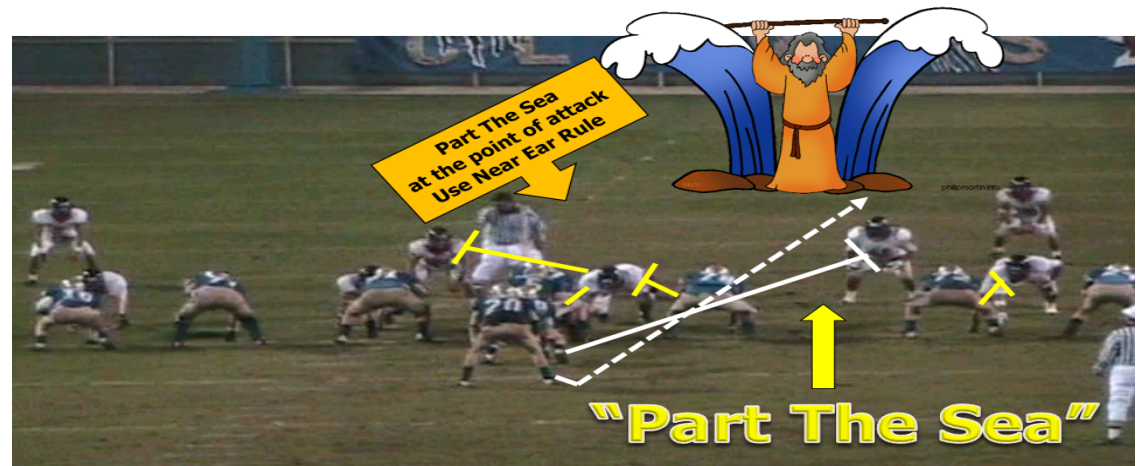


4 & 5's ISO Schemes "Part The Sea"

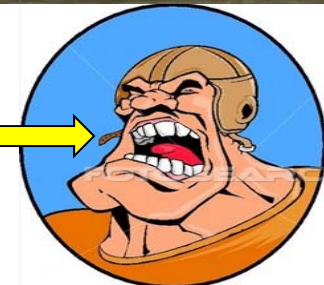
Phase Three / Part The Sea:

for our ISO plays. Our ISO plays are blocked by using the term "Part The Sea" at the point of attack through the near ear. All ISO plays will be rotated away from the hole and fast rotates our offensive linemen as they track their 2nd level linebackers. Numbers used to counter rotate or part the seas:

Any play called that ends with a 4 or 5 means we are running some type of ISO. We have When running an ISO play the blocking scheme will push back and away from the point of attack this is the reason I use the term part the sea.



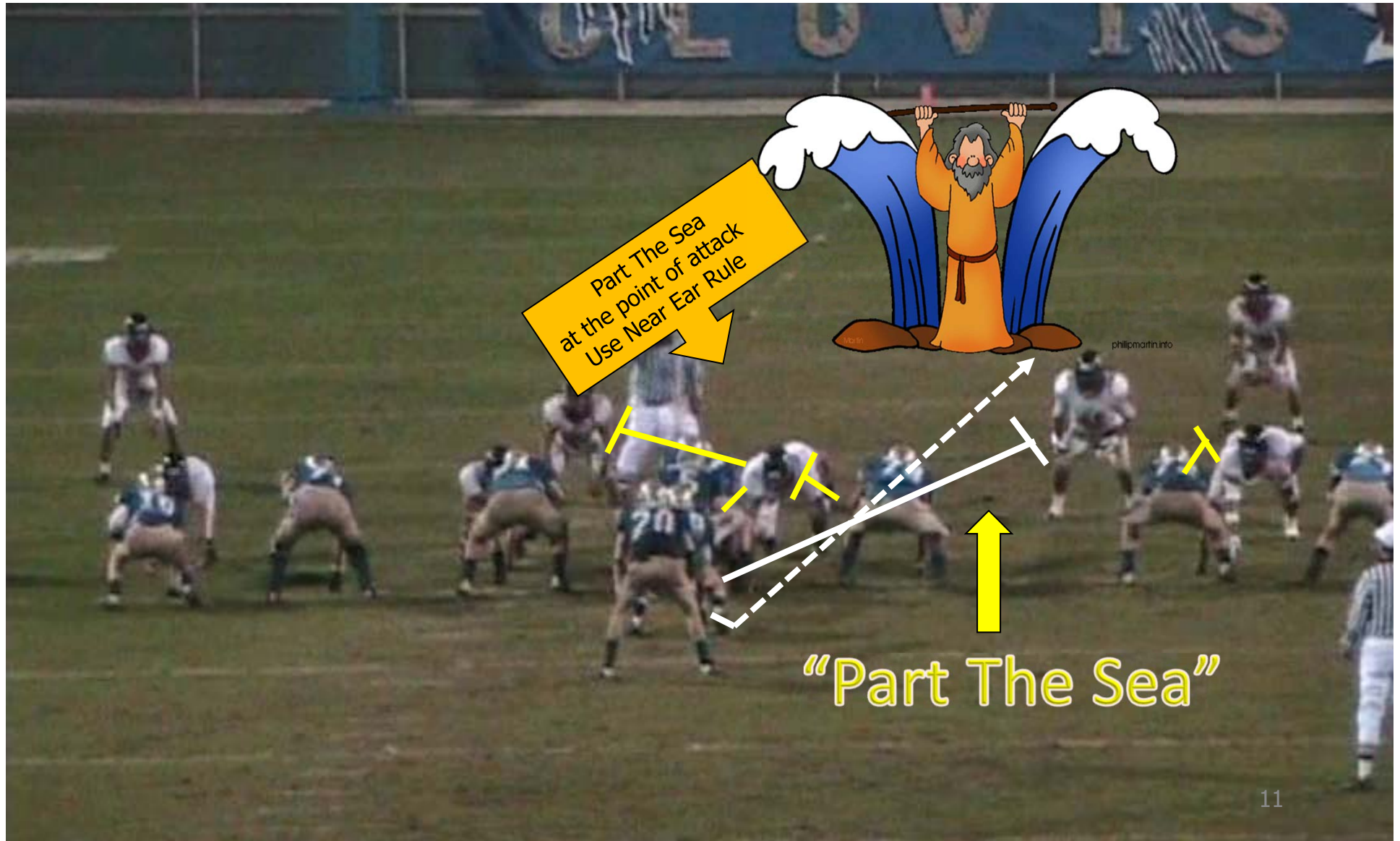
Hey "Part The Sea"



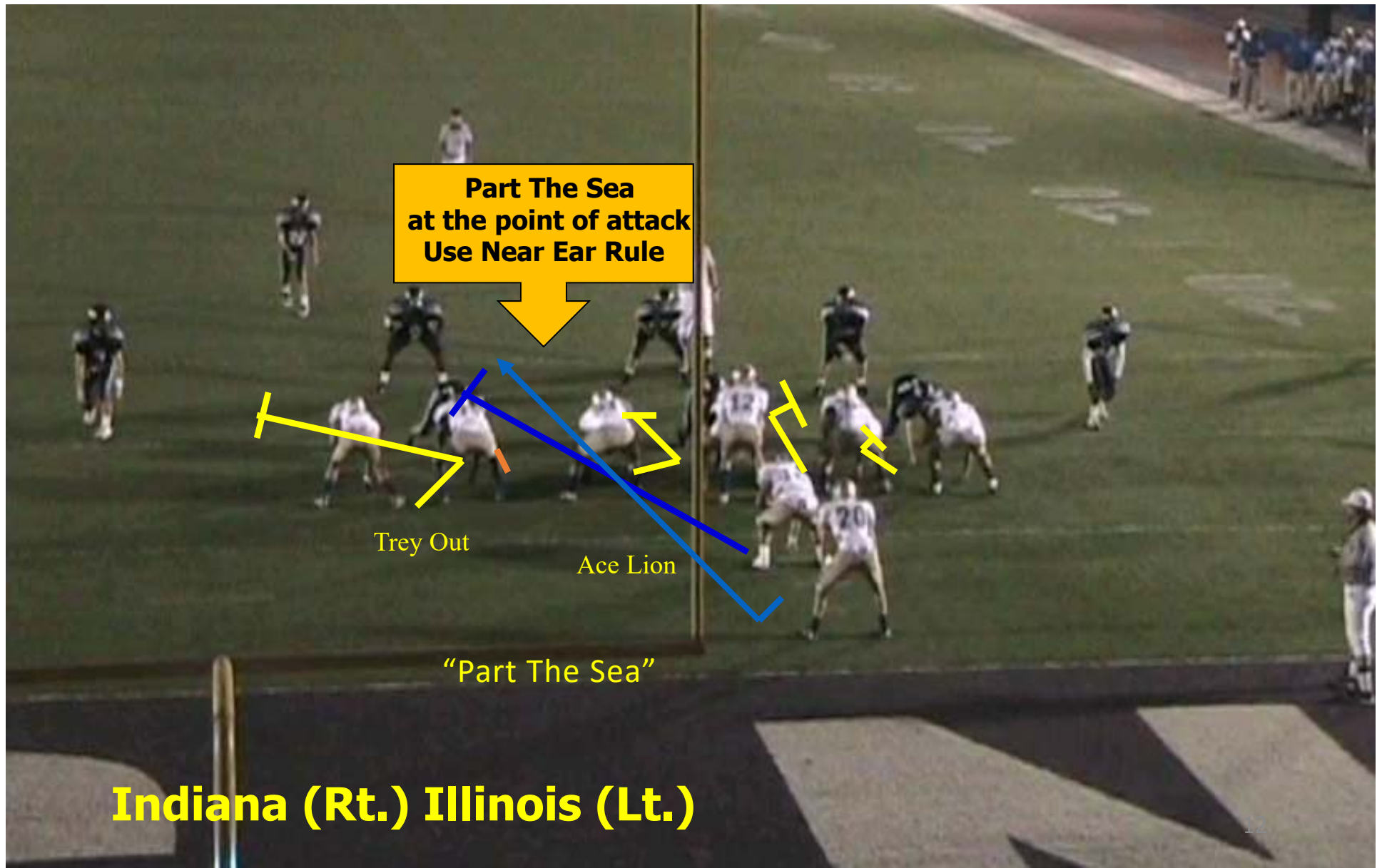
Indiana (Rt.) Illinois (Lt.)

4's – 5's “Part The Sea” ISO's

Blocking scheme counter rotates at the P.O.A.



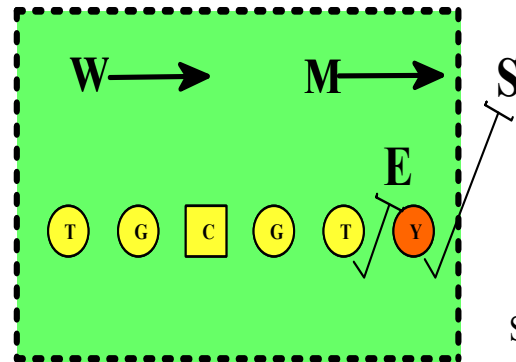
4's & 5's / ISO vs Stack



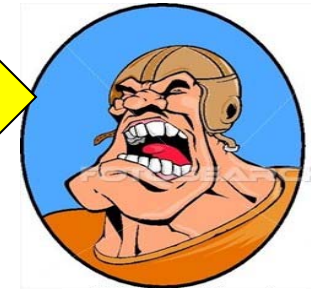
6 & 7's – Stretch Schemes

Take It Out On Tracks and leave the backside 5 Technique alone

The next man out is a full zone scheme that requires an offensive lineman or tight end to block the next defender outside him. Ball gets delivered one gap further out to set the flow of the LBers. The delivery of the ball sets the cutbackup for the running back.

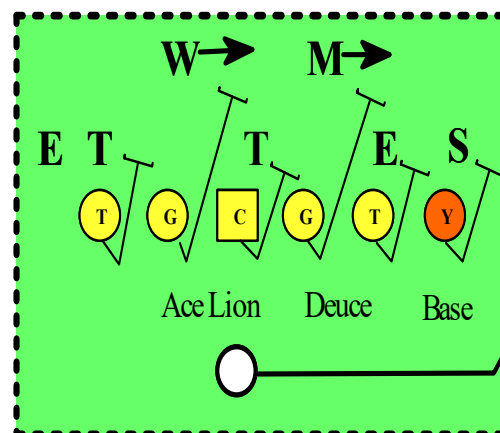
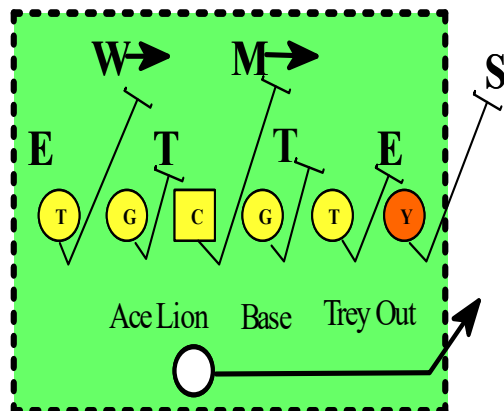


Hey
Drop Step
And take it
Out on tracks



Shoulders must get to a 45 degree angle headed out with the drop-step. No hip rotation here.

46 - 47 Stretch

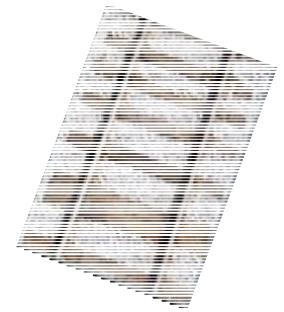


Sammy Even / Susie Odd



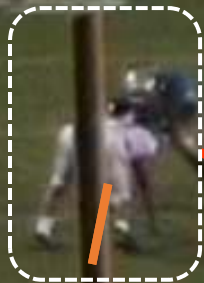
6 & 7's

Take It Out On Tracks



Tailback look for possible cutback with any scheme that ends with a 6 or 7

LEAVE THE BACKSIDE 5 TECHNIQUE ALONE



Offensive Line will take their blocking Scheme out on a track with no rotation

8'S – 9'S BRING SCHEME AROUND

"CIRCLE THE WAGONS"

THIS IS A FAST ROTATING SCHEME



Phase Five / Circle The Wagon

any play called that uses an 8 or 9 digit. What we mean by fast zone is that our offensive linemen want to come around fast with their blocks to compensate for fast flowing linebackers. With any zone the type of play called will dictate how we push the zone, fast zones require a dropstep to accomplish getting our hips and feet around fast (always have a blocker between runner and defender). Numbers used to get play outside or Circle The Wagons:

Plays ending with the digit 8 or 9 means we are running the ball outside and will be an outside zone blocking scheme. When using the digits 8 or 9 means that the offensive line will rotate their blocks by coming around on the schemes outside.



Hey
"Circle The
Wagons"



fbci0106 www.fotosearch.com



8's and 9's Circle the Wagons

Center



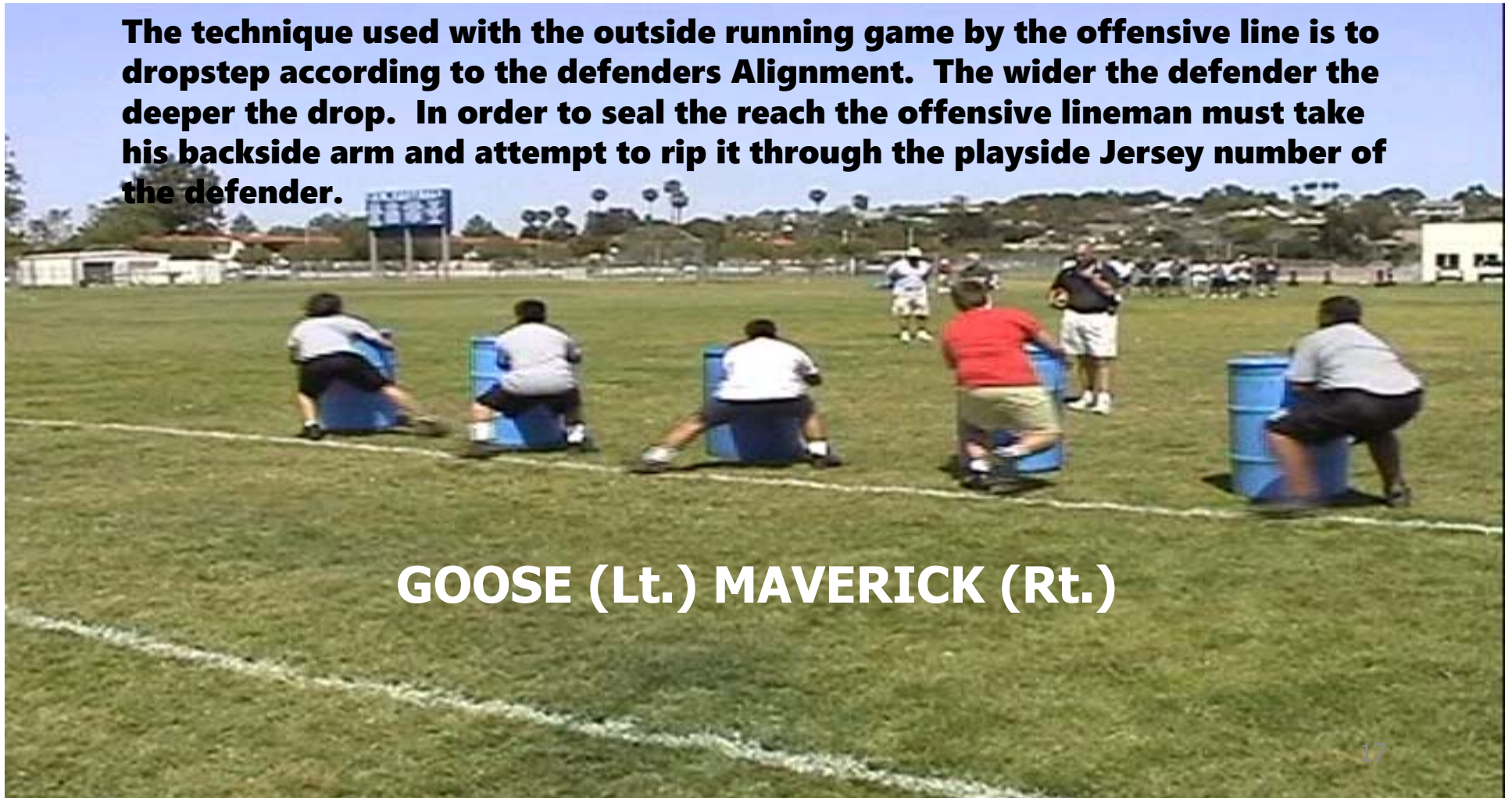
Drop step crossover
rip Backside arm through
playside jersey number

8's and 9's

Dropstep Crossover Rip Through

Circle The Wagons

The technique used with the outside running game by the offensive line is to dropstep according to the defenders Alignment. The wider the defender the deeper the drop. In order to seal the reach the offensive lineman must take his backside arm and attempt to rip it through the playside Jersey number of the defender.



GOOSE (Lt.) MAVERICK (Rt.)

8's & 9's Bring fast Rotation Tracking Linebackers

