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**5-1-2008**

RULE BLOCKING OR TRACK BLOCKING?

WHEN CHOOSING A "SYSTEM" THAT FITS YOU AND YOUR KIDS, SOME THINGS TO CONSIDER:

1) WHEN CALLING PLAYS AM I GOING TO USE A BACK AND HOLE NUMBER SYSTEM?

WHAT IS THE HOLE NUMBER IN THE PLAY CALL GOING TO TELL MY BACKS AND LINEMEN? FOR ME, IT IDENTIFIES WHERE MY LINEMEN, FB GO, IT IDENTIFIES

THE MOST LIKELY PLACE WHERE A DOUBLE TEAM WILL OCCUR. IT IDENTIFIES WHO

IS BEING KICKED OUT. (IE, 0/1 HOLE CALLS KICK FIRST PAST A GAP, 2/3 HOLE

PLAYS KICK FIRST PAST B GAP, 4/5 HOLE CALLS KICK FIRST PAST C AND 6/7 HOLE CALLS KICK FIRST PAST D

2) WHEN CALLING PLAYS AM I CALLING THEM AT A DESIGNATED POST BLOCKER OR

A DESIGNATED KING PIN (TURN MAN)- BY CALLING MY PLAYS AT THE DESIGNATED

POST BLOCKER THAT MAN KNOWS HES EITHER DOUBLE TEAMING WITH THE MAN

INSIDE OR OUTSIDE OF HIM AND HE ALSO KNOWS WHERE TO PLACE HIS HELMET!

THATS HUGE. HAT PLACEMENT, A GAME OF INCHES, DECIDES WHETHER A PLAY GOES

FOR 3 YARDS OR 30 IN SOME CASES.

3) DO I WANT MY MEN INSIDE OF THE KING PIN TO HAVE PRIORITIES OF DOWN

BLOCKS OVER ON BLOCKS? OR DO I WANT THE PRIORITY TO BE ON CREATING

DOUBLE TEAMS OVER ANGLES? DO I WANT TO HAVE SOME DOUBLE TEAMS OR JUST

TOTALLY FORBID THEM? THIS IS IMPORTANT BECAUSE IF YOU HAVE SOME DOUBLE

TEAMS YOU'LL NEED TO WORK ON THE INSIDE MAN PICKING UP RUN

THRUS AND  
YOU'LL NEED TO WORK ON THE OUTSIDE MAN DEALING WITH A HARD  
SLANT AND  
SCRAPE STUNT FOR MAXIMUM EFFECT. CALLING OFF ALL DOUBLE TEAMS  
CAN RESULT  
IN "TRACK JUMPING" AND RUN THRUS BEHIND THE TRACKS.

4) DO I WANT TO HAVE THE ABILITY TO ANGLE BLOCK BY CALL AND  
RULE AND DO  
I WANT THE ABILITY TO DOUBLE TEAM BY BOTH CALL AND RULE? HOW  
MUCH  
CONTROL DO YOU WANT AS A COACH AND HOW MUCH CONTROL DO YOU  
WANT YOUR  
PLAYERS TO HAVE?

5) CONSIDER THAT YOU CAN'T EVER GET AWAY FROM SOME RULES. EVEN  
SAYING  
"BLOCK DOWN AT A 30 DEGREE TRACK" INVOLVES A RULE, ONE KID  
FORGETS THAT  
RULE AND BLOCKS ON AND HE CAN SCREW YOUR PLAYSIDE PROTECTION.  
SIMILARLY,  
SOONER OR LATER YOU HAVE TO SEND SOMEONE TO THE SECOND LEVEL  
BY RULE.  
IE, YOU NEED A KING PIN AND THEN THE FBI FOLLOWS THE KING PIN  
BLOCKING  
SECOND LEVEL. (AT LEAST IF YOU HOPE TO BE ABLE TO RUN POWERS AND  
COUNTERS TIGHT AND RUN TRAPS) WHAT RULE ARE YOU GOING TO GIVE  
YOUR KIDS  
SO THEY KNOW WHO GOES TO THE SECOND LEVEL? WHAT RULE ARE YOU  
GOING TO  
TEACH YOUR KID SO THEY KNOW WHO THE "SUCKER" IS? EVEN THE GUYS  
THAT SELL  
THE "NO RULES, NO THINKING" LINE HAVE SOME RULES IE "THE TACKLE  
CAN POST  
WHEN HIS INSIDE NEIGHBOR IS UNCOVERED" ..THAT'S A RULE, IT REQUIRES  
THINKING. IT REQUIRES "EYES INSIDE" TRAINING- IT CARRIES THE SAME  
RISK  
AS THE GOD RULE OR ANY OTHER. THE KID CAN STILL "FORGET" HIS RULE  
AND  
BLOCK ON AND SCREW UP THE PLAYSIDE BECAUSE HE SHOULD HAVE  
BLOCKED DOWN.

YOU CAN USE WHATEVER "RULES" YOU WANT TO CREATE WHATEVER

"PRIORITY" YOU  
WANT.

IE, OUR DOMINO CALL CHANGES THE GOD RULE TO THE GDO RULE. WE  
JUST  
CHANGED THE ORDER OF PRIORITY FROM ON BEFORE DOWN TO DOWN  
BEFORE ON. WE  
COULD VERY WELL HAVE SIMPLY CALLED DOMINO THE "G.I. JOE" BLOCK  
IF WE  
WANTED TO. (IN FACT, MY KIDS CAN SAY GI JOE INSTEAD OF DOMINO  
JUST TO  
MIX UP THE CALL)

LET ME EXPLAIN.

"GI" STANDS FOR BLOCK THE GUY INSIDE

"JOE" MEANS BLOCK THE GUY OVER YOU WHEN THERES NO ONE  
INSIDE."BLOCK YOUR  
JOE"- PRETTY SIMPLE.

IS THAT ANY DIFFERENT THAN "DO" WHICH IS :

BLOCK DOWN AS YOUR FIRST PRIORITY, THEN BLOCK ON AS YOUR  
SECOND  
PRIORITY? AND IS THAT DIFFERENT STILL THAN SAYING "TRACK/POST"?

OR IS THAT DIFFERENT FROM SAYING "PIN/POST?"

SEE MY POINT?

WHAT ARE YOUR PRIORITIES?

WHEN I DESIGNED THE GOOD GOD SYSTEM FOR THE SMASHMOUTH  
DOUBLE WING I PUT  
THE PRIORITY ON GETTING A DOUBLE TEAM ON THE INSIDE OF THE HOLE  
WHILE

HAVING INSIDE GAP PROTECTION AT ALL TIMES. THATS THE FIRST PRIORITY.