



From either 100 or 900 formation we can run speed sweeps in both directions: Jet one way with the wingback and Rocket the other with the halfback. Given our lack of success with reach blocking in the past, on Rocket we shouldn't use a whole reach scheme, but just spot use of reach blocking to hook the end as shown. Even there sometimes a crab block will be better.

The quarterback opens with a 7 o'clock step on the 101 Rocket, 5 o'clock on the 909. The halfback starts "motion toward" just before the snap and gets up to speed quickly. There's no time for a fullback buck fake here, so the fullback dives to the ground and the quarterback pitches the ball over his prone body. The play relies on speed and execution more than deception; the threats are set up by other plays.

On the back side we need only protect the quarterback's back by chipping a 2 or 3 tech. The center can handle a 0 or 1. Against double A gaps (not shown), both the center and back side guard crab to play side, so no matter what, the play side guard is freed to fold around against pursuit at the second level.

Otherwise the front side is blocking by a down-and-around scheme wherever possible. First the tight end and wingback see if there's anybody on the line on defense so positioned that the tight end can't block him; if so, then the wingback has to block him, and the tight end blocks down or on. If it's an "on" block, he'll see if he can get there by reach steps, staying on his feet between him and the runner as he turns the corner; otherwise he'll crab his outside hip. But if the corner back is positioned deep or wide, then it'll be a cross-block between the wing and end.

The blockers need to remember they don't have to move anybody, don't have to open up holes on this play, but just either knock someone down or stay on their feet and between them and the ballcarrier. And there's no misreads to give, either — no linebackers to deceive by pop blocking someone on the line with a shoulder, unless just chipping them. So cross-body or hands-and-stick.

Given the greater depth of the Rocket sweep compared to Jet, I don't think a reach scheme is called for. Reach blocking the line would in the last case illustrated (against a 6 front) free someone to block the corner back, but I'll take a 1-on-1 with plenty of space by the halfback against a corner any time in the Morris County League or anywhere else I've coached. I'd put someone's block on a corner back if it kept the rest of the blocking easy enough, but what that pro coach said about blocking cornerbacks is soooo true. If the whole front side of the offensive line tries to reach, and they all succeed, great, but it's too easy for a defender to get thru that and cut the wide run off in the backfield.

There's no reverse pivot before this pitch, so the quarterback won't see his target probably until he's already releasing the ball. So it needs to be repped enough with the aiming point that both passer and receiver can trust it. I'm trying to keep it so the quarterback opens the same direction relative to the formation whether it's buck sweep series, Quick, Pop pass, belly series, Rocket, or Jet. We could add a misdirection counter pitch, though, that'd be a reverse pivot, with the halfback going the other way with the ball.