

DW Motion Stop Razor Series.

“Razor” key helps line understand what blocking scheme to use.

“Rip” or **“Liz”** which back is in motion

“Stop” stop motion

“2”5 first number is what back is getting the ball from QB.
(NOTE: Does not mean he is running the ball. As on the COUNTER XX he hands ball to 3 back and 3 back runs the ball)

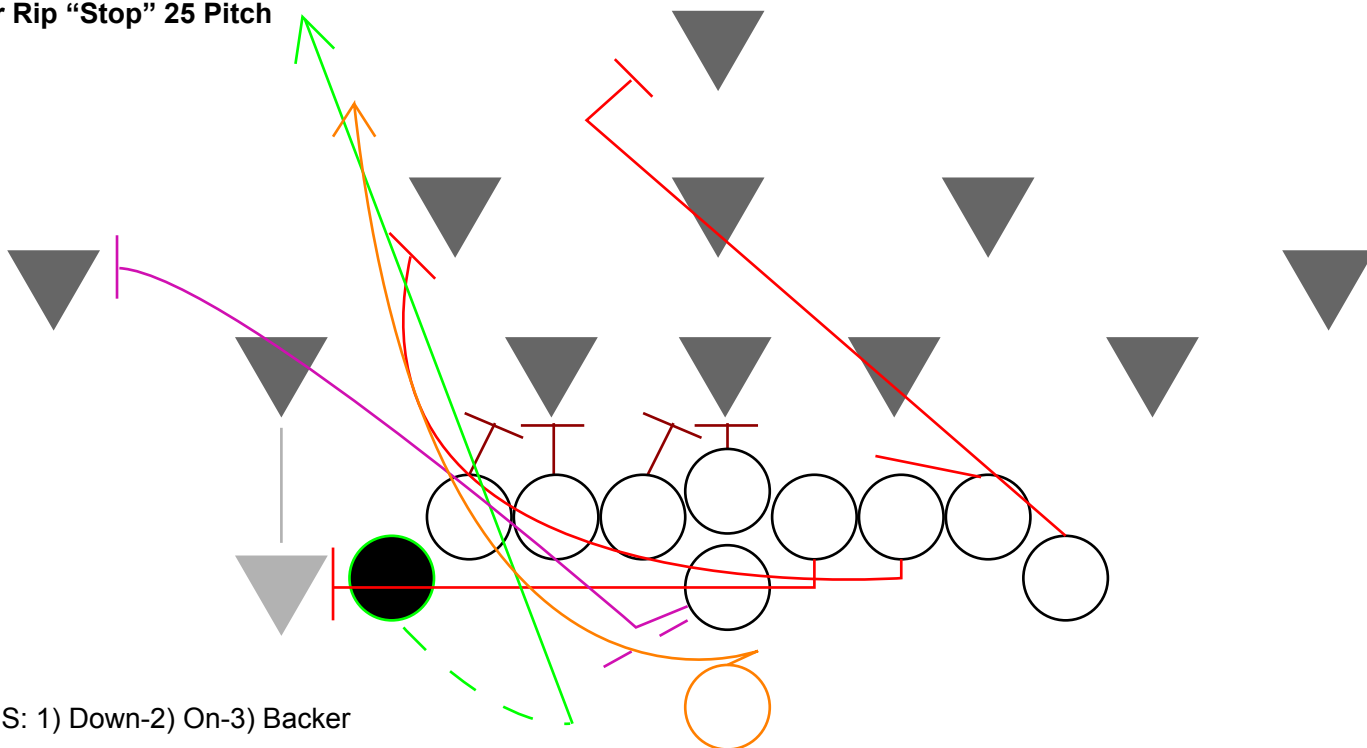
2”5” second number is which hole to run play at.

Running this series can generally work after you run a couple of Powers Right or Left. Depending what side you want to set up. Generally If you are running Power or Pitch Right (6 whole) You would be setting up to use the Razor Rip to hit the Defense on the 5 whole. Once You see a Defensive Back field cheating over towards the motion side. BAM! You hit them with your Motion Stop Razors. If you see the DE is crashing following the motion, Counter to your FB or Counter XX Will do the trick. This series can also help you if your team is struggling with the Pitch or Powers. By running this series first you can open up the Powers and Pitches as well.

RULES: 1) Down 2) On 3) Backer

By applying the proper rules designated per position this blocking scheme will cause many double teams and will adjust to all defensive fronts Works great with G.O.D-G.O.O.D. rules as well.

Razor Rip “Stop” 25 Pitch



RULES: 1) Down-2) On-3) Backer

PSWB (2 back): 1) Motion and stops motion at 3 whole. Receives pitch from QB (1 back) and follows his lead blocking FB (3 Back)

PSTE: 1) Down Block 2) Man On Block 3) Inside Line Backer

PST: 1) Down Block 2) Man On Block

PSG: 1) Down Block 2) Man On Block

Center: 1) Down Block (Centers down block is always away from play) 2) Man On Block

BSG: Pull and Kick Out End.

BST: Pull and Look Inside

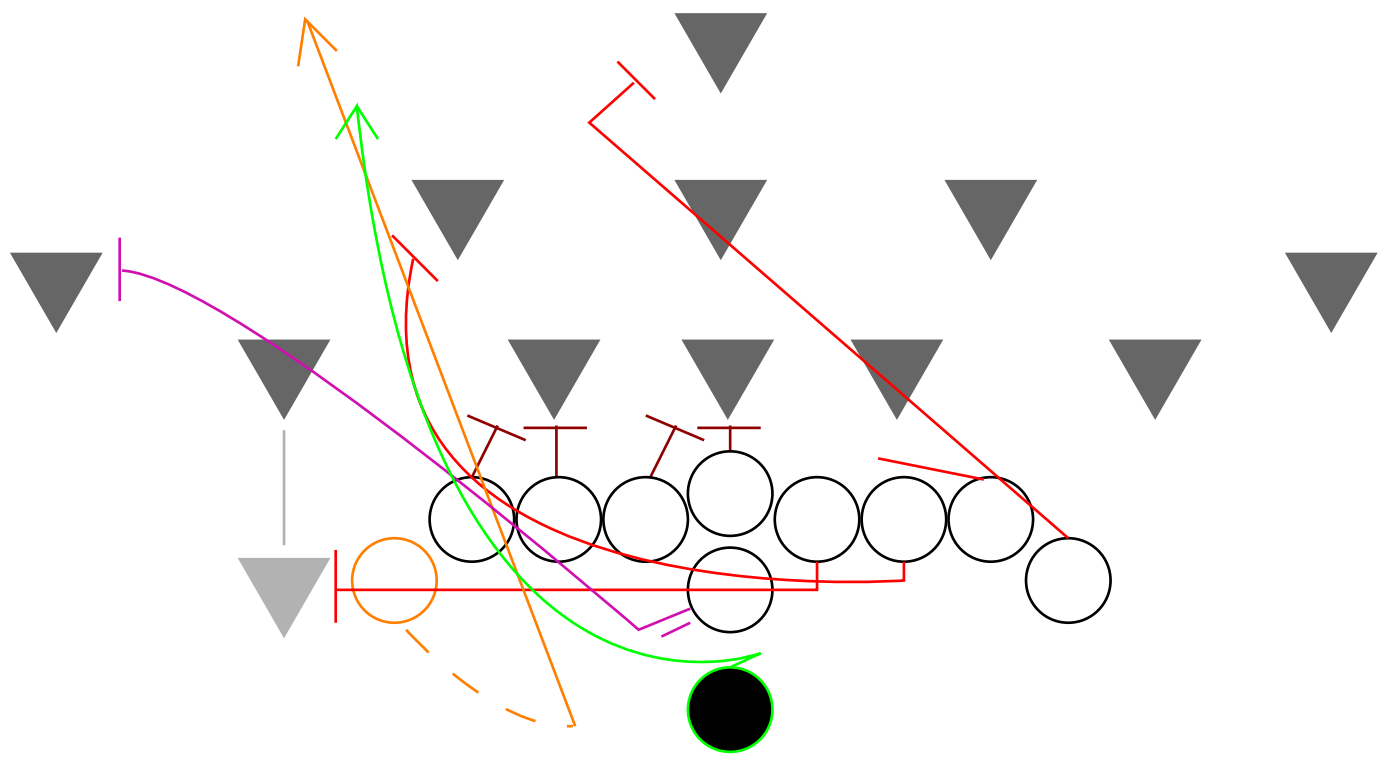
BSTE: Scoop or Shoe Shine Block

BSWB (4 back): Track block all the way to the safety. Runs over everyone in his path.

QB (1 back): away from play leg back.(In this case right foot back) Pivots opening up towards 2 back pitches the ball to the 2 back
Spins & blocks corner

FB (3 back): jab step away from play (in this case jab steps right) Leads block through 5 whole.

Razor Rip "Stop" 35 Counter



RULES: 1) Down-2) On-3) Backer

PSWB (2 back): 1) Motion and stops motion at 3 whole. Fakes as IF he received pitch from QB (1 back) & lead blocks for FB (3 Back)

PSTE: 1) Down Block 2) Man On Block 3) Inside Line Backer

PST: 1) Down Block 2) Man On Block

PSG: 1) Down Block 2) Man On Block

Center: 1) Down Block (Centers down block is always away from play) 2) Man On Block

BSG: Pull and Kick Out End.

BST: Pull and Look Inside

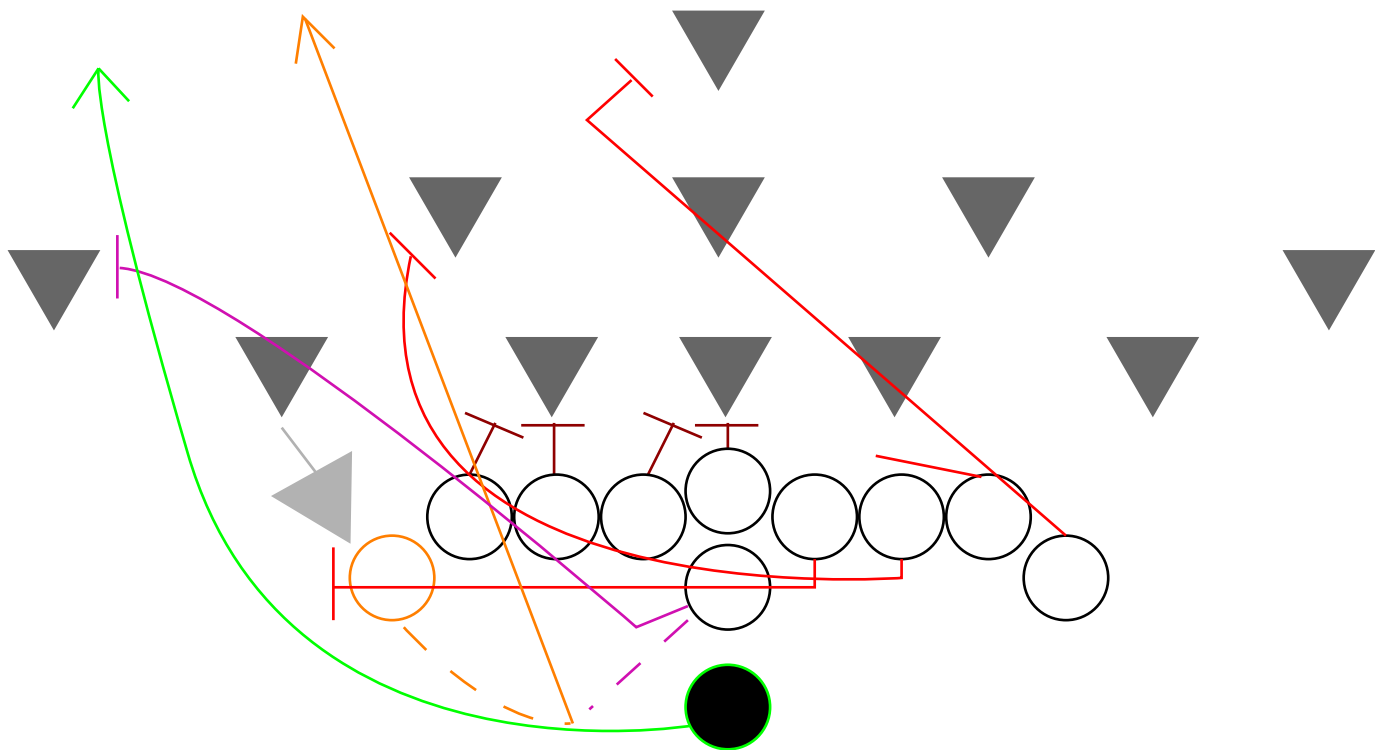
BSTE: Scoop or Shoe Shine Block

BSWB (4 back): Track block all the way to the safety. Runs over everyone in his path.

QB (1 back): away from play leg back.(In this case right foot back) Pivots opening up towards 2 back FAKES pitch keeping one hand on the ball, hands off to 3 back & blocks corner.

FB (3 back): jab step away from play (in this case jab steps right) runs ball through 5 whole.

Razor Rip "Stop" 27 Counter XX (When DE starts crashing)



RULES: 1) Down-2) On-3) Backer

PSWB (2 back): 1) Motion and stops motion at 3 whole. Receives pitch from QB (1 back) HANDS off ball to 3 back

PSTE: 1) Down Block 2) Man On Block 3) Inside Line Backer

PST: 1) Down Block 2) Man On Block

PSG: 1) Down Block 2) Man On Block

Center: 1) Down Block (Centers down block is always away from play) 2) Man On Block

BSG: Pull and Kick Out End.

BST: Pull and Look Inside

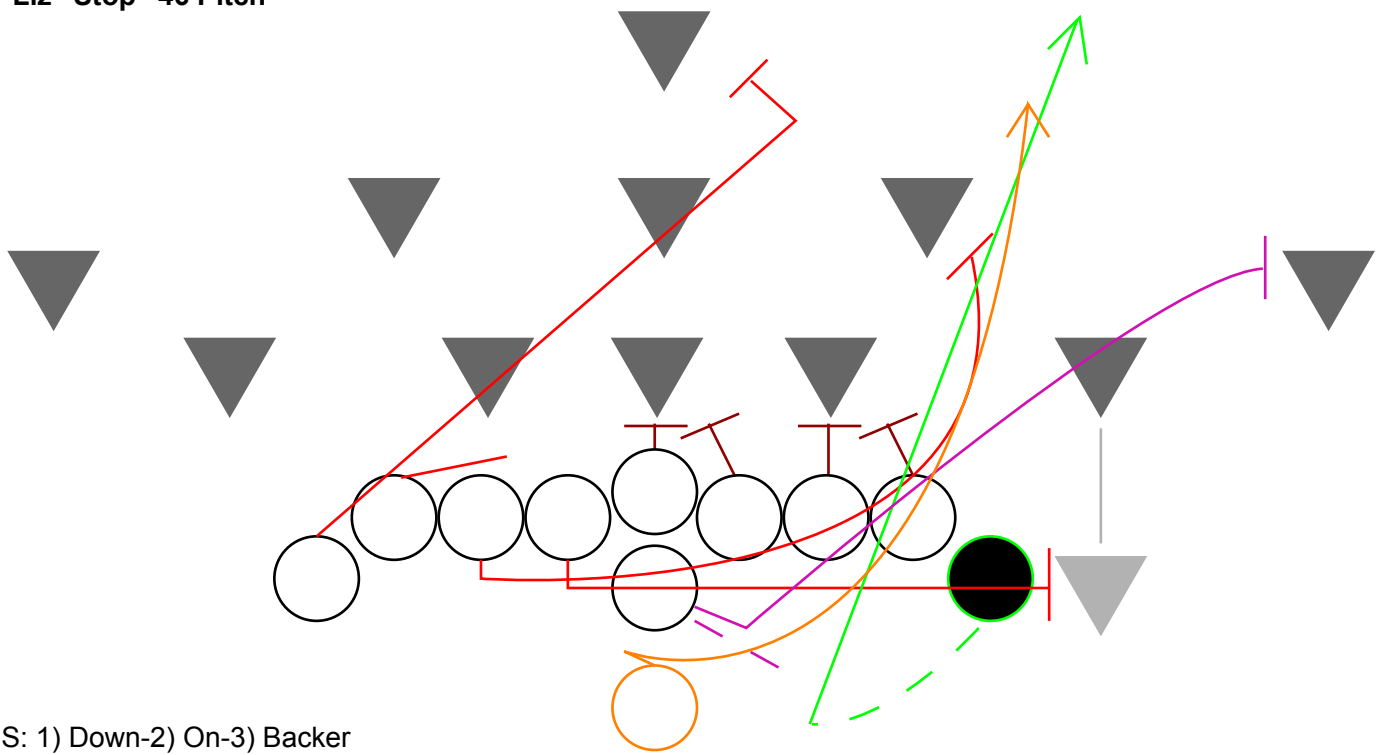
BSTE: Scoop or Shoe Shine Block

BSWB (4 back): Track block all the way to the safety. Runs over everyone in his path.

QB (1 back): away from play leg back.(In this case right foot back) Pivots opening up towards 2 back, pitches ball to the 2 back. spins & blocks corner.

FB (3 back): 1 sec. delay (for timing) Than runs behind the PSWB (2 back in this case) receiving ball on his right side. Running out to 7 hole.

Razor Liz "Stop" 46 Pitch



RULES: 1) Down-2) On-3) Backer

PSWB (4 back): 1) Motion and stops motion at 4 whole. Receives pitch from QB (1 back) and follows his lead blocking FB (3 Back)

PSTE: 1) Down Block 2) Man On Block 3) Inside Line Backer

PST: 1) Down Block 2) Man On Block

PSG: 1) Down Block 2) Man On Block

Center: 1) Down Block (Centers down block is always away from play) 2) Man On Block

BSG: Pull and Kick Out End.

BST: Pull and Look Inside

BSTE: Scoop or Shoe Shine Block

BSWB (2 back): Track block all the way to the safety. Runs over everyone in his path.

QB (1 back): away from play leg back.(In this case left foot back) Pivots opening up towards 4 back & pitches the ball to the 4 back
Spins & blocks corner

FB (3 back): jab step away from play (in this case jab steps left) Leads block through 6 whole.

