

# QB RUN GAP SCHEMES

QUARTERBACK RUN GAME

*"DON'T CHANGE THE PLAY,  
CHANGE THE PRESENTATION"*

QUARTERBACK RUN GAME

# QUARTERBACK GAP SCHEMES

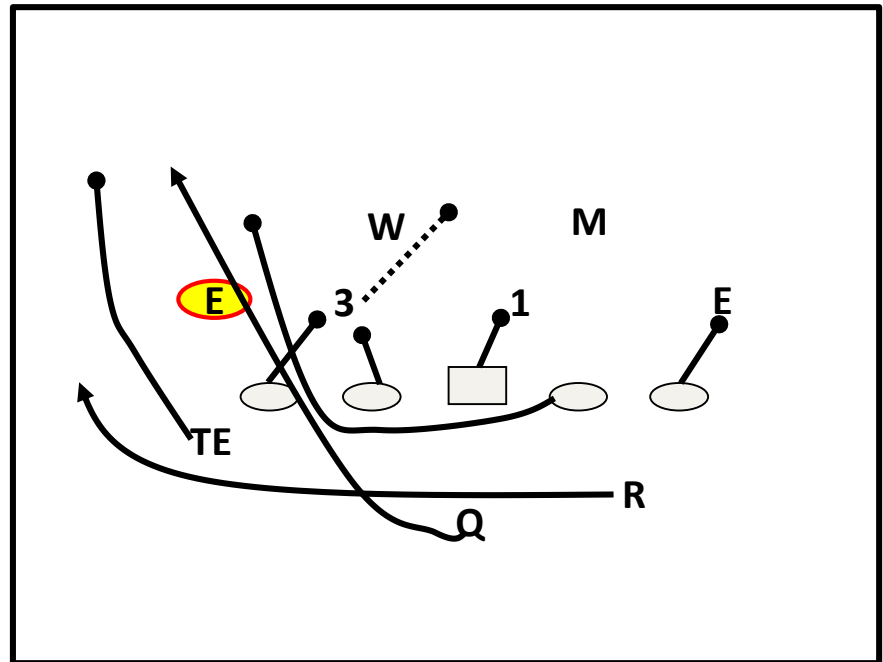
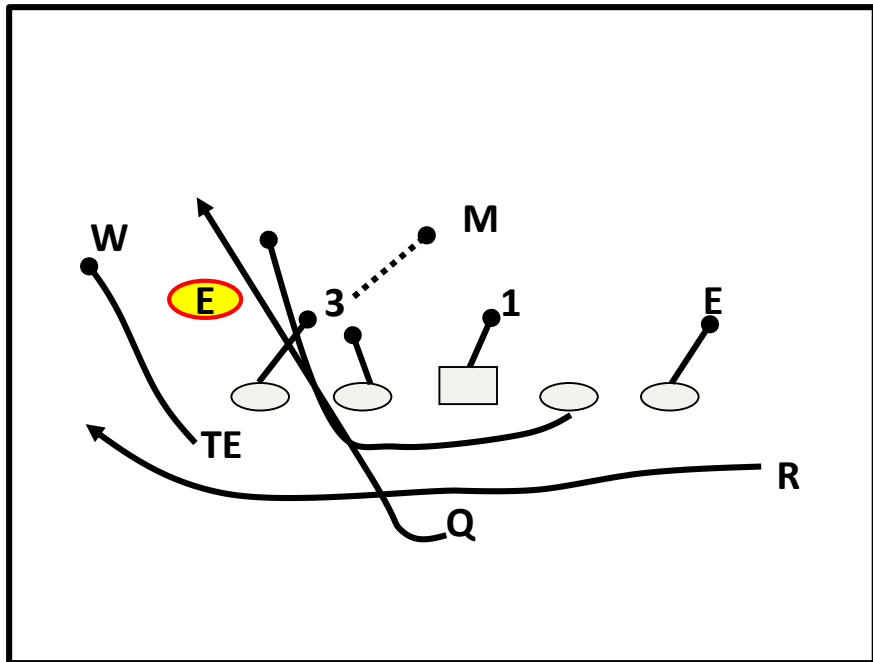
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- **READ RUNS**
  - **POWER READ**
  - **FOLD READ**

# POWER READ

QUARTERBACK RUN GAME

# POWER READ



**QL:** TRAP: GAP FRONT-SIDE WITH LEAD PULL BY BACK-SIDE GUARD. HINGE BY BACK-SIDE TACKLE

**RB:** SWEEP MESH IS BASE: CAN TAG TOSS

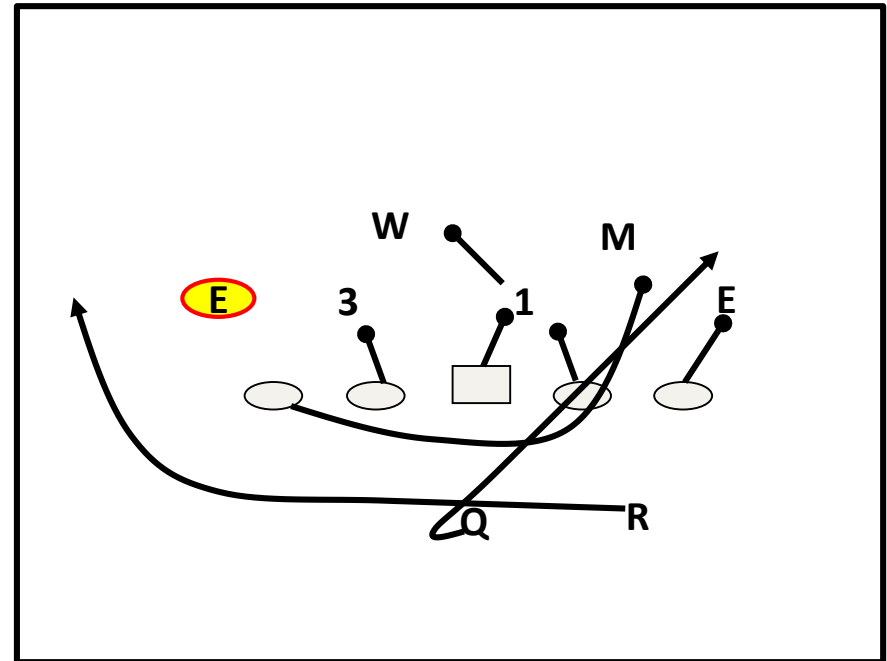
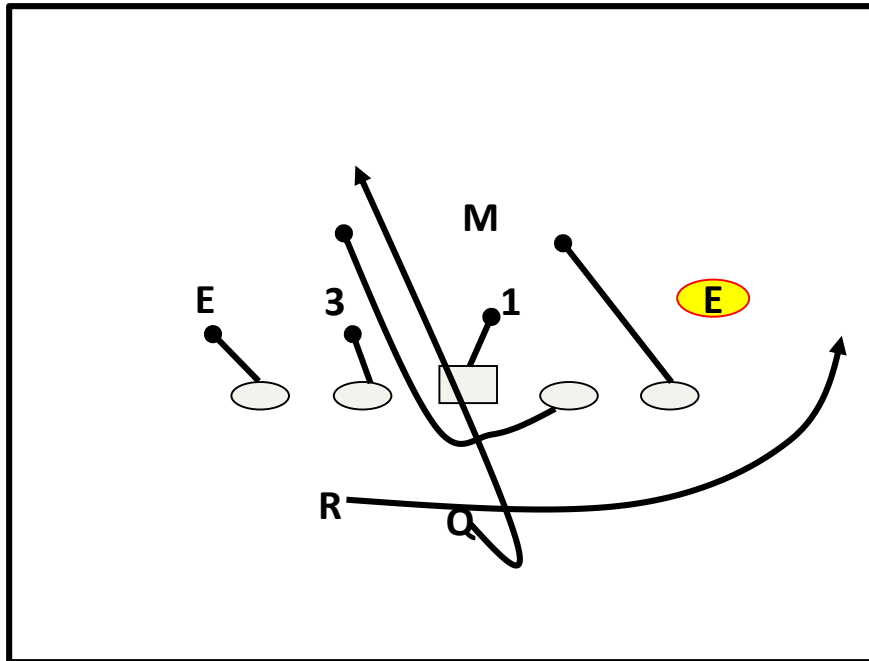
**WR:** PLAY-SIDE BLOCK SWEEP PLAY-SIDE, BACK-SIDE BLOCK INSIDE RUN UNLESS TAGGED WITH RPO

**QB:** 1-CLICK, **GIVE UNTIL YOU CAN'T!**

# FOLD/DART READ

QUARTERBACK RUN GAME

# FOLD/DART READ



**QL:** ISO SCHEME FRONT-SIDE; FOLD BACK-SIDE (CAN BE ADJUSTED BASED ON PERSONNEL)

**RB:** AGGRESSIVE MESH IS BASE; UNLESS TAGGED WITH DASH OR TOSS

**WR:** PLAY-SIDE BLOCK INSIDE RUN, BACK-SIDE BLOCK INSIDE RUN UNLESS TAGGED WITH RPO

**QB:** 1-CLICK, **GIVE UNTIL YOU CAN'T!**