

QB RUN GAP SCHEMES

QUARTERBACK RUN GAME

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

QUARTERBACK RUN GAME

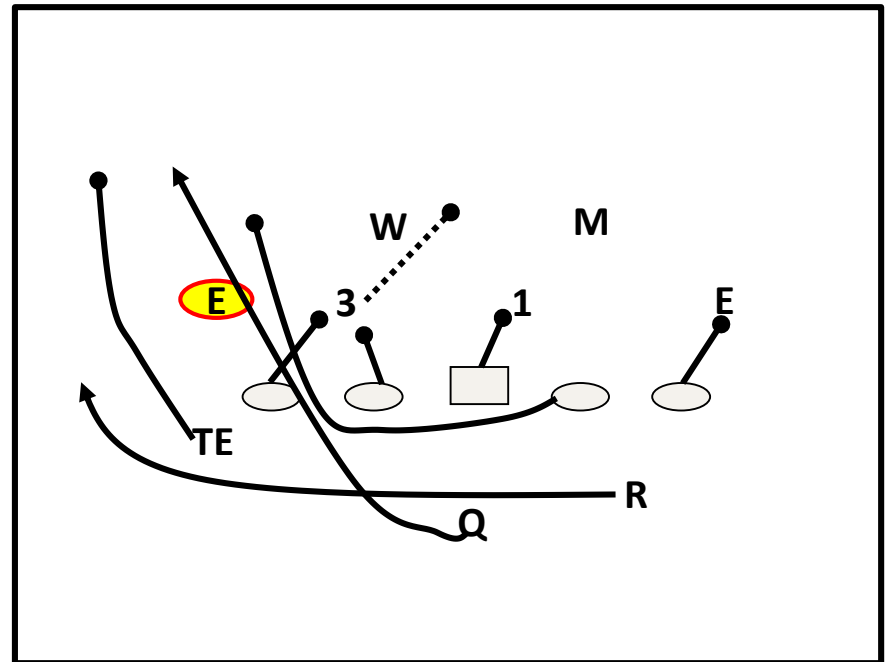
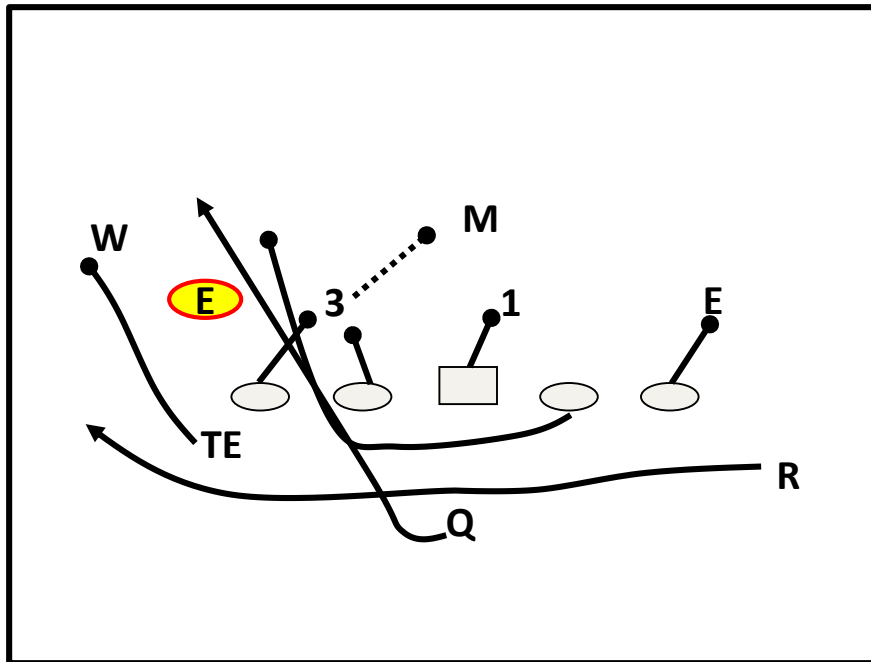
QUARTERBACK GAP SCHEMES

- **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

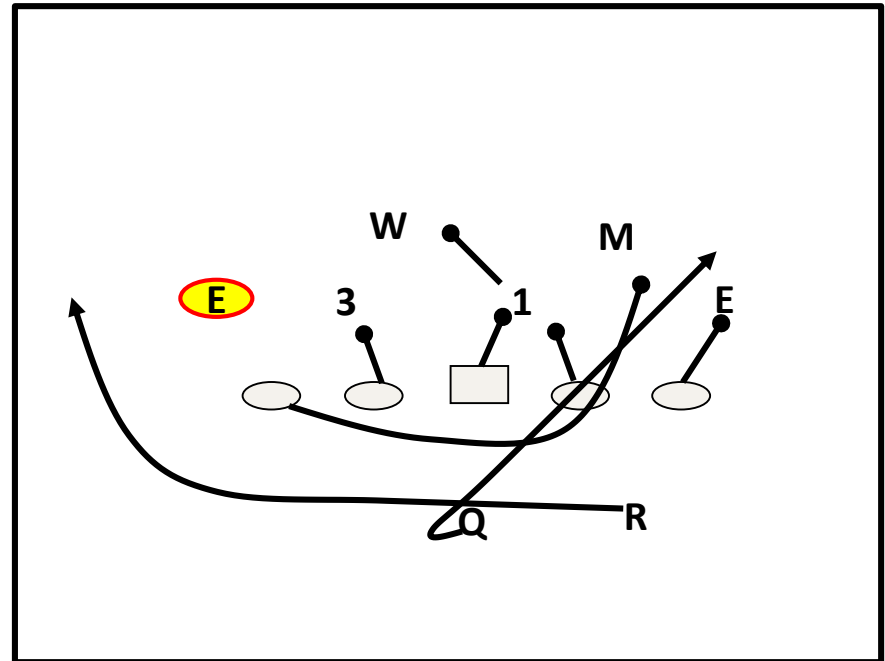
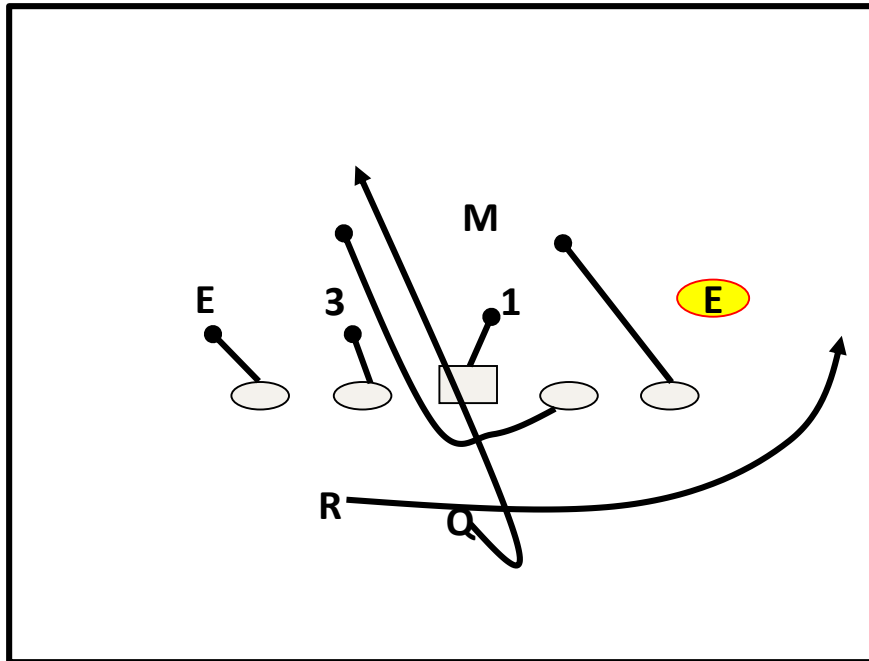
WR: PLAY-SIDE BLOCK SWEEP PLAY-SIDE, BACK-SIDE BLOCK INSIDE RUN UNLESS TAGGED WITH RPO

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!**