



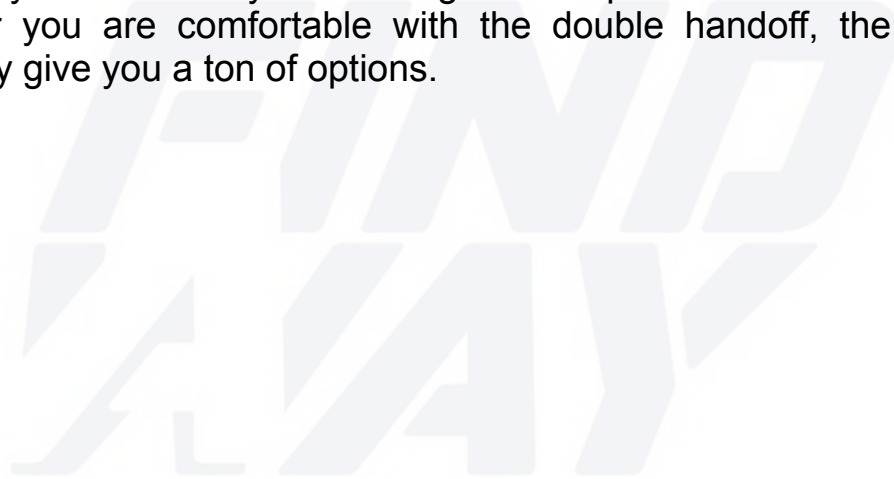
Counter



Counter Overview

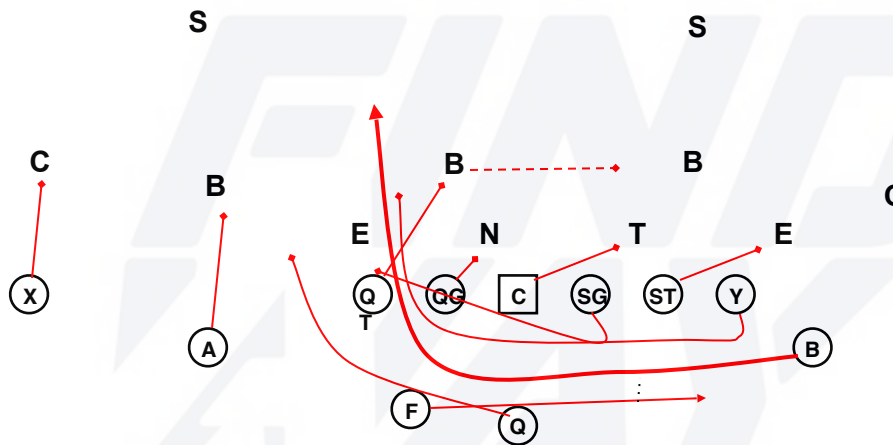
The counter is part of the buck sweep series. However, in the Gun T RPO system, it can also be run with built-in RPO's on both sides of the field. The ability to run it as old-school misdirection is dangerous, but to run it with RPO's as well makes it deadly.

Teach this play the base way first as a great compliment to all strong side run plays. After you are comfortable with the double handoff, the "flavors of counter" really give you a ton of options.





Counter Base Rules



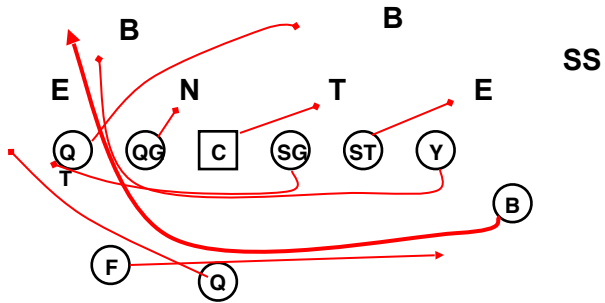
Position	Job Description
X	Block #1
A	Block #2
F	“Take” ball and give underneath carry out fake
Y	Pull Wrap
B	Counter and depth step, get ball under F
QT	Gap/Down/Backer- Work path, if playside backer flies out, don’t chase, take backside
QG	Gap/Down/Backer
C	Gap/Down/Backer
SG	Pull Kick
ST	Step Hinge
Q	Give ball and block edge



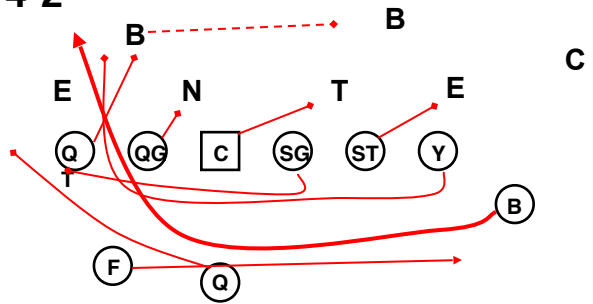
Counter



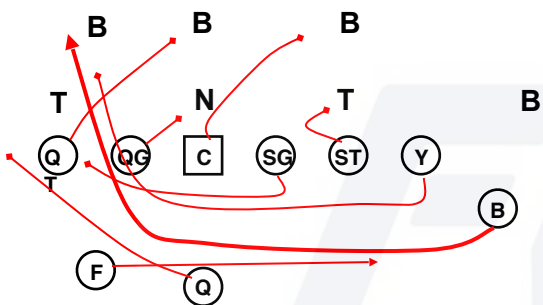
4-3



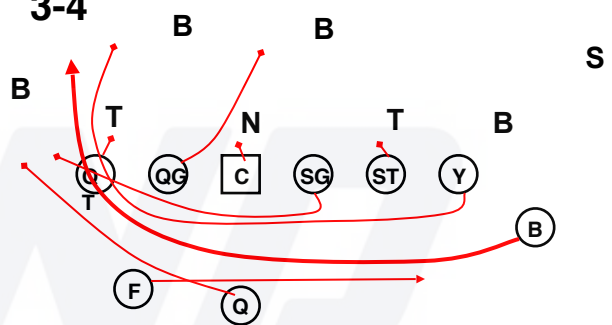
4-2



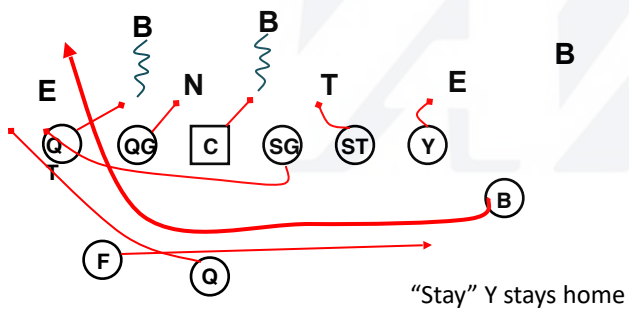
3-3



3-4



vs Blitzers

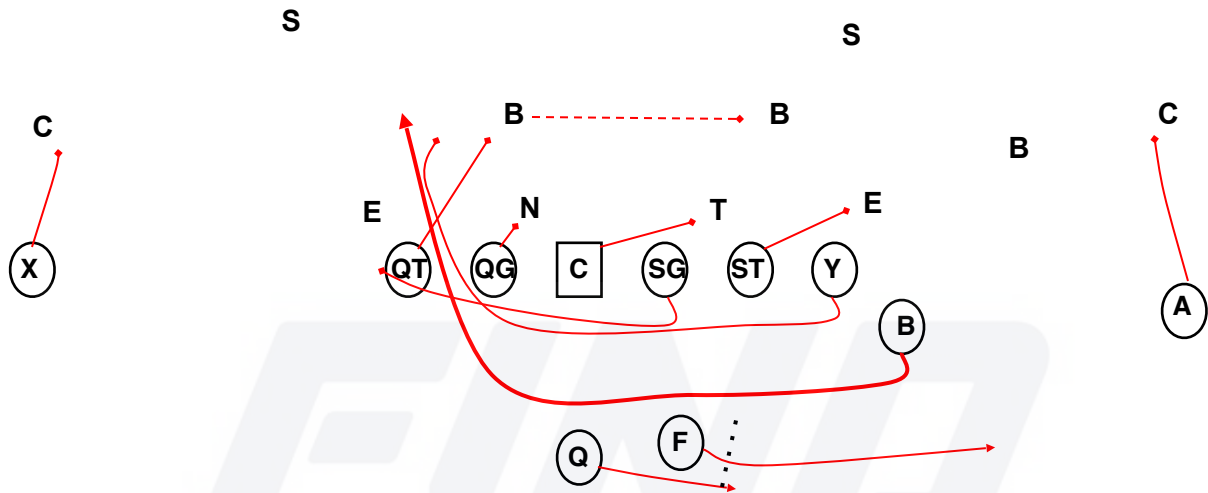




Flavors of Counter

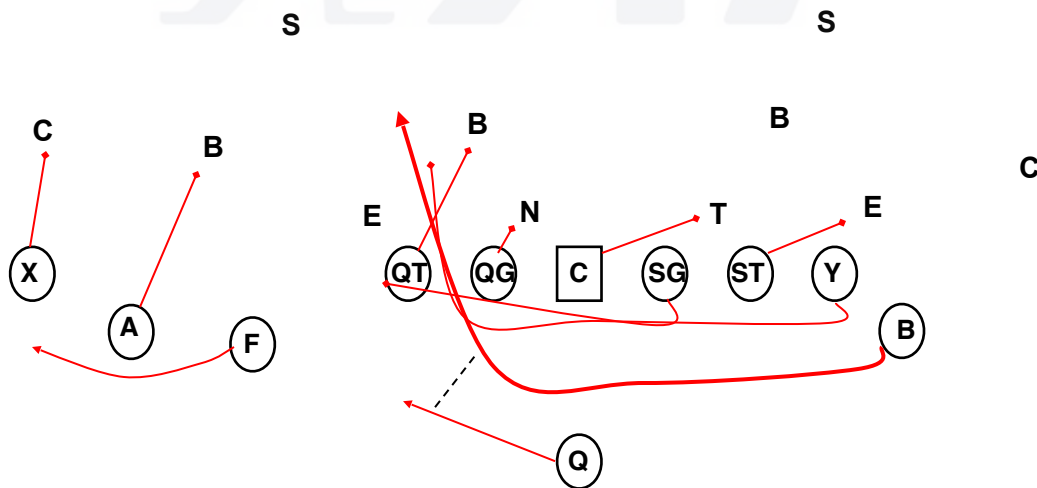


Red-Strong-Flop-Counter-Shuffle



Red-Empty-Counter-43-Bubble

Bubble Presnap



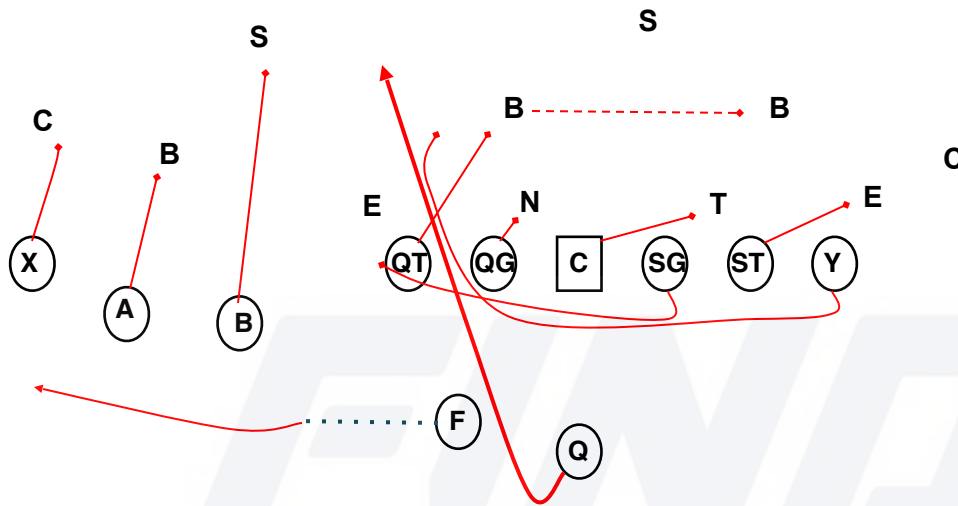


Flavors of Counter



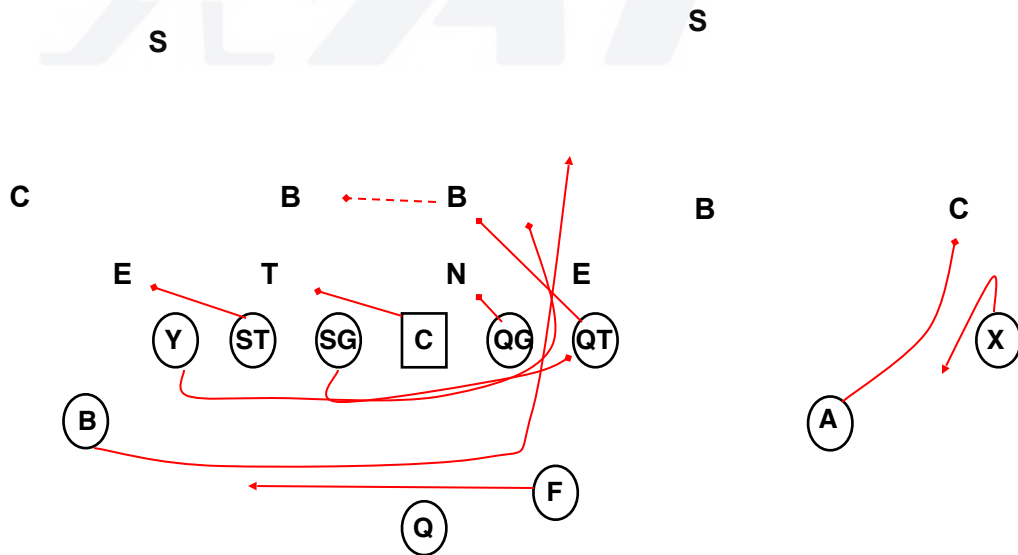
Red-Lion-Fly-Q Counter-44 Bubble

Bubble Presnap



Blue-Counter-Fast

Fast Presnap



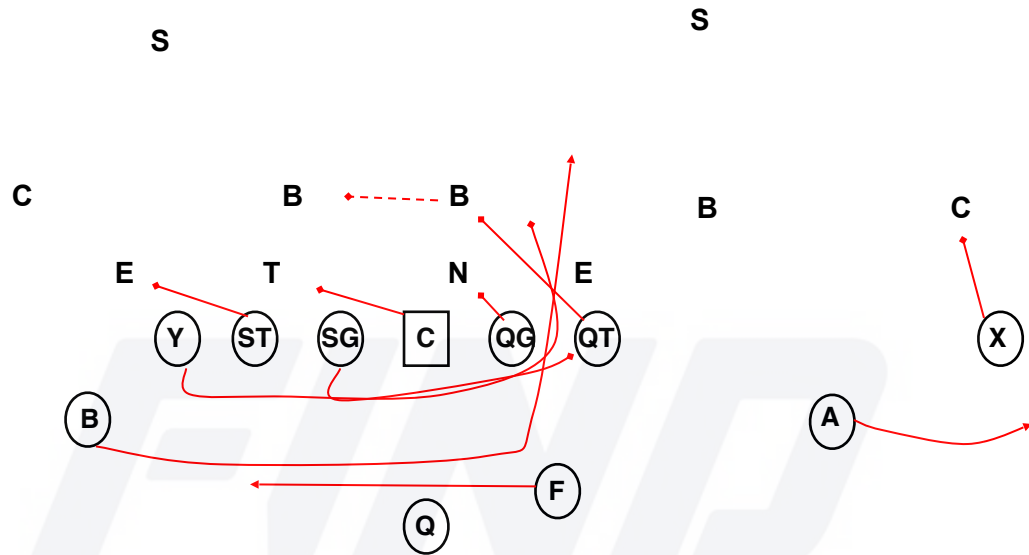


Flavors of Counter



Blue-Counter-Fast

Bubble Presnap



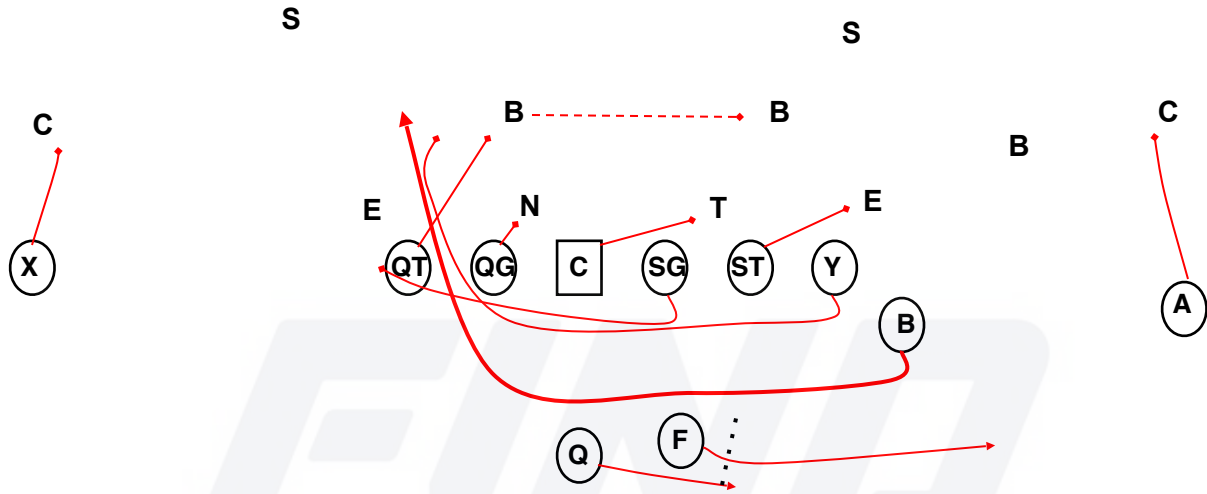


Counter Change Ups



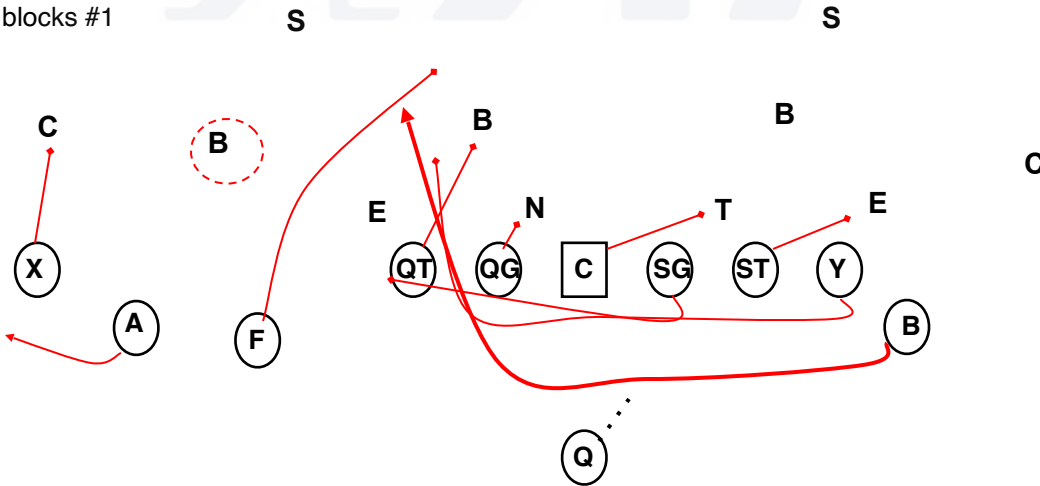
“Shuffle”

F runs option path
Q attacks edge then shuttle pass



Red-Empty-Counter-42-Bubble

Q read OLB 1st for bubble, then can shuffle if pressure. F crack 2nd level defender. X blocks #1





Counter Change Ups



Red-Empty-Flop-Counter-Fast

Q pre snap Fast screen. Post snap read 9 tech. F blocks most dangerous

