

SECTION TWO

RUN GAME



6: Bread & Butter: GO Family

7: Iso: Belly Family

8: Off Tackle: Down Family

9: Jet: LizLazer / RipRocket Family

10: Option: Army, Baylor, Cal

11: Short Yardage & Special Plays

PISTOL WING T QB Cheat Sheet

+

PLAY	SHUFFLE FEET	FAKE TO TB	READ		PLAY	SHUFFLE FEET	FAKE TO TB	READ
26 / 45 G.O.	Back to defense	No	None		33 / 34 Belly	Two shuffles into LOS	Give	Playside OLB
GO 32 / 31 G	Back to defense	Give	None		Belly 47 / 28 G	No	Yes	None
GO 43 / 24 Counter	Back to defense	No	None		Belly 22 / 41 Trap	No	No	Weakside DE
17 / 18 GO Pass	Back to defense	No	None		33 / 34 Belly Pass	No	Yes	None
26 / 45 G-Lead	Move towards Wing	No	Backside DE		Down 35 / 36-O	Two shuffles into LOS	Give	Playside OLB
Criss Cross 43/24 Counter	Move towards Wing	No	None		Down 47 / 28-O	No	Yes	None
					Down 43/24 Counter	No	No	Strongside DE
Liz / Rip 28 / 47-0	Lateral shuffle	No	Playside ILB		35/36 Down Pass	No	Yes	None
Liz / Rip 28 / 47 Reach	Lateral shuffle	No	Playside DE					
Liz / Rip 32 / 31 G	Lateral step	Give	None		11 / 12 Army *	One shuffle into LOS	Yes	First man past A gap
Liz / Rip Down 36/35-0	Lateral shuffle	Give	Playside OLB		33 / 34 Baylor *	Two shuffles into LOS	Yes	First man past B gap
Liz / Rip 34 / 33 Belly	Lateral step	Give	Playside OLB		35 / 36 Cal *	Two shuffles into LOS	Yes	First man past C gap

**QB steps should put ball in front of double team.*

If TB is having trouble remembering what hole to fake to

Say "33-47 G" instead of "Belly 47-G"

Say "33-22 Trap" instead of "Belly 22 Trap"

Say "35-47-O" instead of "Down 47-O"

Say "35-24 Counter" instead of "Down 24 Counter"

CHAPTER SIX

GO Family

HB Sweep.....	45 / 26 G.O.
HB Power.....	45 / 26 G-Lead
TB Guard Trap.....	31 / 32 G
Counter	24 / 43 Counter
Boot & Waggle	17 / 18 G.O. Pass

The offense can still be very effective if you eliminate 26 & 45 G.O. and replace it with Liz 28-O and Rip 47-O. You would still run Guard Trap (32-G) and Waggle (17 GO Pass) off the flat Liz/Rip motion fakes. I highly recommend this if your program is in the first year of installing the Wing T because teaching and perfecting 26/45 G.O. takes an enormous amount of time.

Since 26 G.O. and Down 36-O are sister plays that put the DE in conflict, if you replace 26 G.O. with Liz 28-O...then you must then run Down 36-O with flat Liz motion. Do this if you do not have a good tight end.

FOOTWORK: G.O. FAMILY

Quarterback: The only family with QB back to the defense. The QB always pivots off midline with his playside foot so TB always has midline. QB has to hide ball in belly. Do not fake to any backs. After TB goes by him first, followed by the Wing back, he counts “1-thousand one” before making his GO pass fake.

Tailback: On 32-G your TB will want to take his first step at the 2 hole or he will jab laterally with his left foot thinking he has to “go around” the QB. He has to explode right at the crack of the Center’s butt trusting that his QB will pivot out of his way.

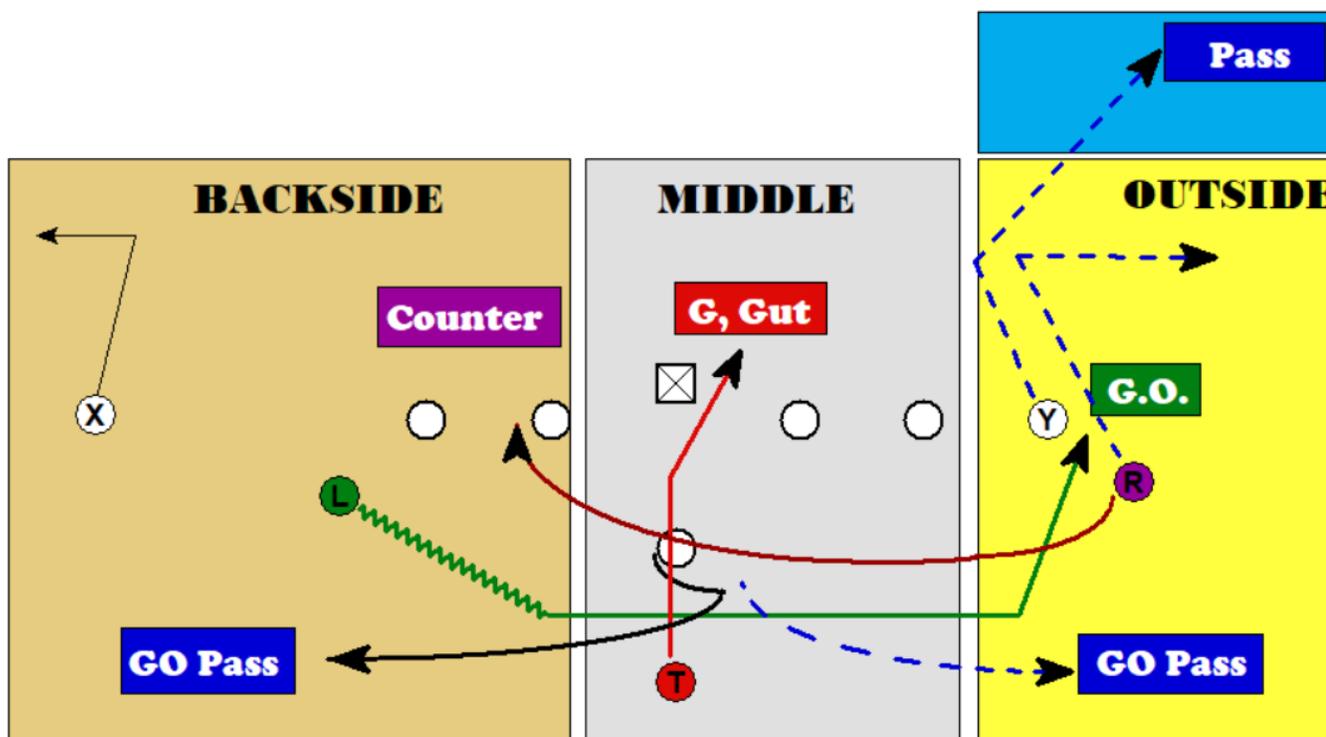
Wingbacks: L or R three step motion aiming for 4 yard landmark between the QB and TB. Ball is snapped at outside leg of Guard, which should be Wing backs 2nd step. The TB passes the QB first.

It is often said by critics that the wing can’t block the DE. DE will squeeze or lean inside as TE down blocks, making this block easier for the wing. If DE “throws and crossface” wing block, aim the helmet in his back. Wing must violently explode into the hip of the DE, almost leaving the ground. This is referred to as a “torpedo block”. After contact, the wing slides down the DE’s legs, ending on all fours, a “crab block”. Must time up with ball carrier and backside G pull to arrive as wing hits the ground.

Defensive Conflict: If DE is inside shade of TE or squeezing really hard, G.O. is a good play because the DE can be down blocked. If playside ILB is blitzing B-gap or scraping really hard, run 32-G. If backside ILB makes tackle on 32-G, run GO Counter. If they blitz backside OLB when WB goes in motion, run GO Pass with TB in flats. If they blitz playside OLB, run 26 GO Pass and hit TE on a SCOUT route in flats.

G.O. (*Bucksweep*)

The Bucksweep is the essential wing-t play, with a block down in the hole, a kick out in the hole, and lead blocker through the hole. Combined with the misdirection of the FB on the midline and the myriad of plays off the Bucksweep, this play has become an essential, the bread and butter, part of the offense.



BUCK STEPS

- ▣ **QB spins on playside foot**
 - Buck Right, Spin on Right foot
 - "Spin" off the midline
 - TB goes first on the midline
 - HB goes by second at 4yd landmark



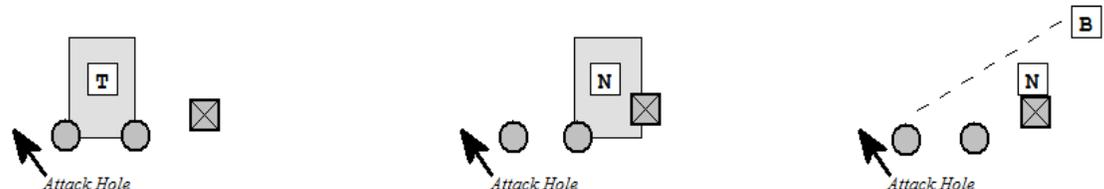
PISTOL WING T

PLAYBOOK TERMINOLOGY

My Book: "Wing-T: PRACTICE & DRILLS MANUAL" has detailed pictures of each technique

All of these techniques are easier to perform with linemen knuckles even with the center's heels creating 1yd separation

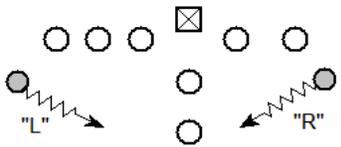
Gap-Down-Backer



GAP ZONE.
Area away from Attack Hole from bridge of the players nose.
This can be a GAP or a DOWN block.

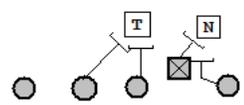
DOWN ZONE.
Area away from Attack Hole all way to the center. This block requires a flat, lateral 1st step with flat crossover 2nd step

BACKER
If nobody in Gap or Down, get LB. In this example have to see centers helmet between you & NG



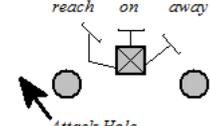
Implied Motion

If a motion has quotations around it "L" or "R"; that player has to know he goes in motion. We won't say or signal the motion in the playcall. L or R motion that is not normally done will not have quotations and will be said or signaled.



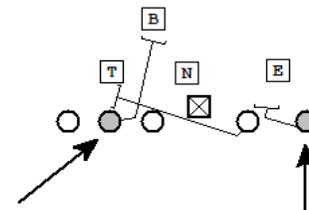
Double Team

LG and LT are traditional double team.
LG is POST; LT is LEAD.
C and RG are not. Center is "away" and right guard is reaching



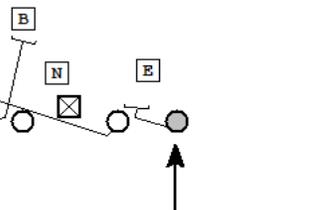
REACH - ON - AWAY

REACH is gap towards Attack Hole ON is a man between your feet. AWAY is area away from Attack Hole, but different technique than GAP.



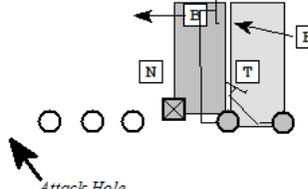
Escape to Backer

PLAYSIDE: The kickout man is ON you. Lateral step, grab grass, kiss the bicep and block nearest LB



Pull Check

BACKSIDE: DL is in gap between you & puller. "superman" dive across his thighs. or reach if you can get your helmet across



Gap Highway (backside)

Your "highway" is a path between your nose and playside mans nose. Take playside lateral step & get helmet across face of anyone on your highway. vs ON player: 2nd step is short drop step, reacting to his path. vs playside GAP player: 2nd step crossover to his crotch. NEVER CHASE: If they cross your face, keep climbing the highway & turn back

GO FAMILY

Notes about Blocking GO Family

BACKSIDE GUARD
Pull Flat to opposite A gap.
Immediately locate the frontside LB.
"Retrace" frontside Guard path.
At 2-3 yd depth behind RT, come downhill scraping RW block and collision with LB in the hole

PLAYSIDE GUARD
Pull 45-45 with Rt then Lt foot.
Flatten out on 3rd step at 3yd depth.
Push off Rt foot and attack LOS aim 1 man inside of force player so he cannot cross face before contact.
Kick out with Right Shoulder

If pulling to a non-TE flank, playside Guard will only get depth on 1st step & flatten out on the 2nd step

G.O. "SHORT"
If DE cannot be blocked by Wing, Send Wing to Backer and kickout with Playside Guard.
This moves the hole 1 gap inside

Careful of RT-TE double teams on G.O. ILB can shoot thru B-gap window

DOWN BLOCK BY TACKLE
He climbs to LB if he sees center helmet between him & the NG

DOWN BLOCK BY TACKLE
If DT pinches on RT 1st step Down block him with helmet behind DT. TE gets LB

"T" CALL

TEE CALL vs READING DT
If DT is reading/spinning or if ILB is reaction blitzing to pulling G

TEE CALL vs A GAP 20 TECH
If DT headup DT is pinching A gap. Careful of LB read blitz & chasing Tackle

Playside LB Problems

Playside Penetration solved by running G-Lead

CRISS CROSS 41 TRAP
G-LEAD sets up double handoff (criss-cross) backfield action

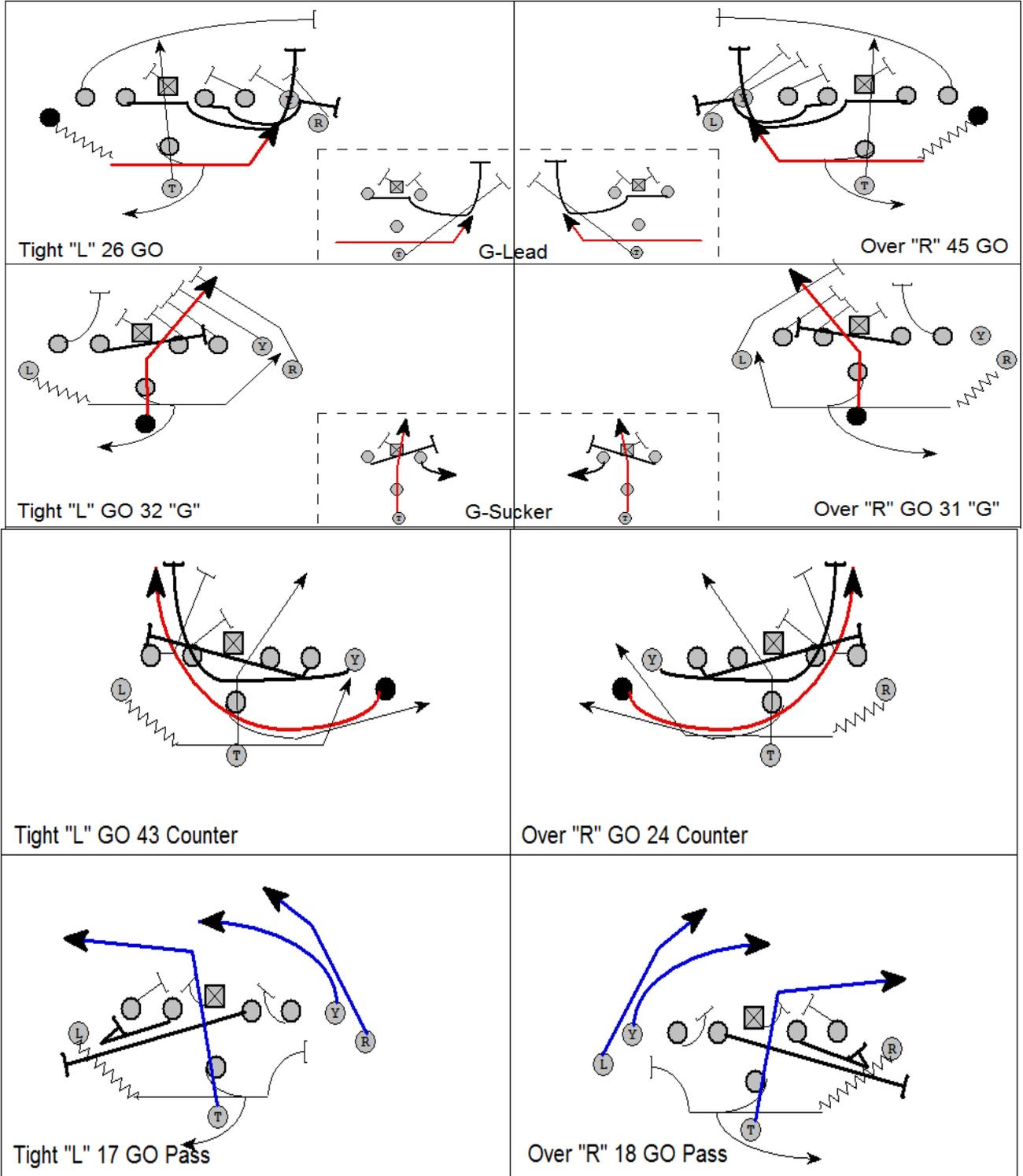
Guard Trap

DOMINO vs double A gap threat

LONG CALL

PISTOL WING T

GO FAMILY

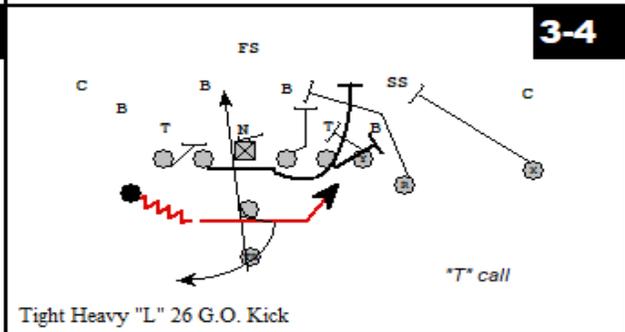
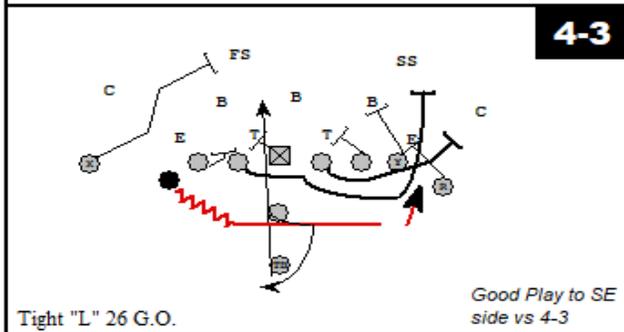
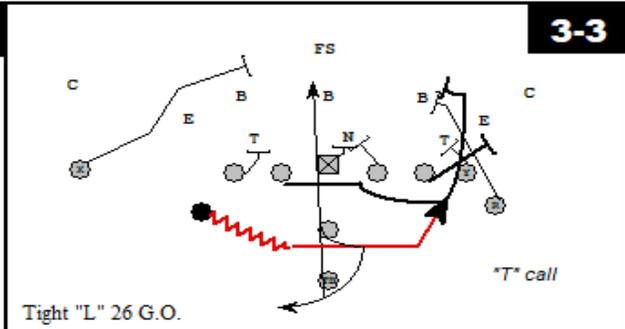
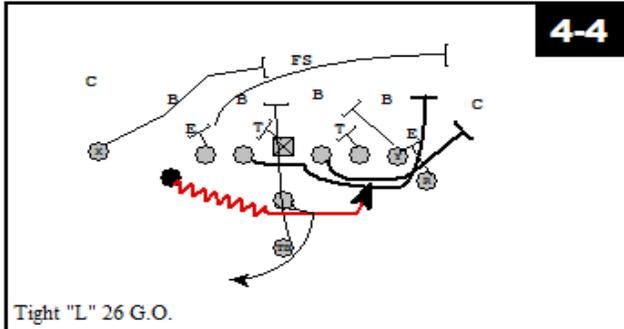


GO FAMILY

Code Word:
GONZAGA 40

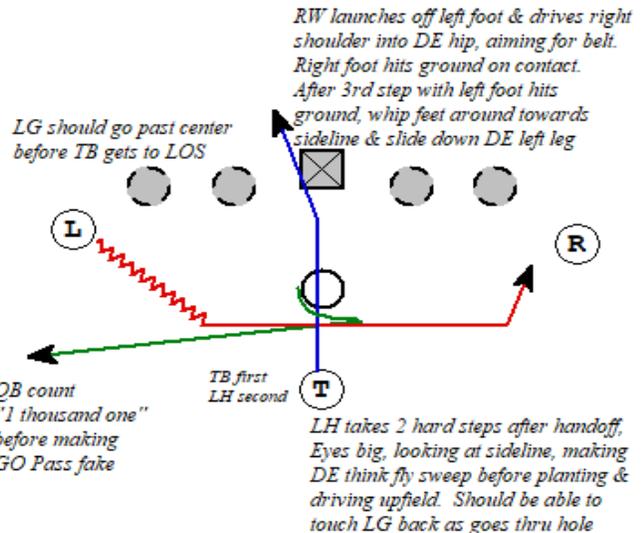
26 G.O.

Snap Count:
READY



RT	Down-Backer; "T" pull vs 3 man front
RG	Pull & Kick out Force contain; Down-Backer on "T" call
C	Reach-On-Away
LG	Pull Flat, Gain Ground, Seal inside: "Scrape Paint off the wall!"
LT	Pull Check - On - Away
Y	Down-Backer
X	BACKSIDE: Cutoff Safety; PLAYSIDE: Crack 2 shell safety; Stalk 1 shell CB
L	A 4yd landmark, take ball, follow LG; Cutback play.
T	Stay on midline
R	Gap - Down - Crab block DE; Build a wall vs LB
QB	Open to HB or motion, stay off midline, fake 17 GO

BACKFIELD STEPS



ADJUSTMENTS

Tee: vs 3 man fronts. Tackle kicks out force player. RG takes care of play side blitz.

Kick: Wing gets ILB. Puller kicks out 9

DEFENSIVE CONFLICTS

If strong DE is outside TE, run Down. If Sam ILB makes tackle, run sucker. Run if DE is squeezing hard

SIGNAL

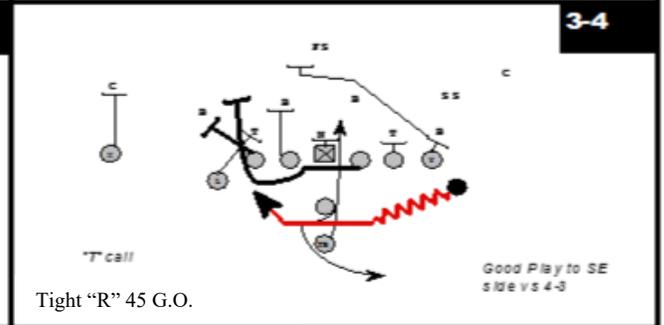
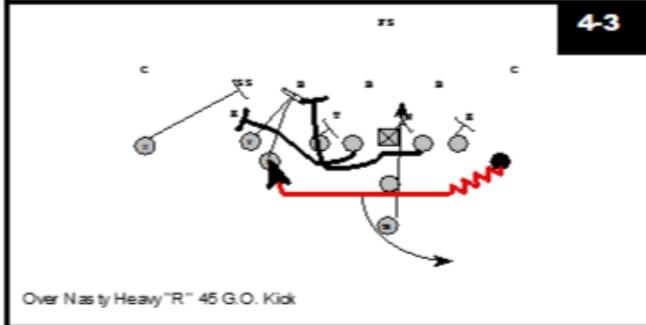
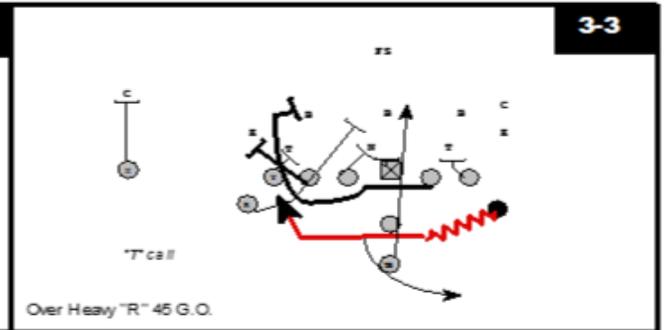
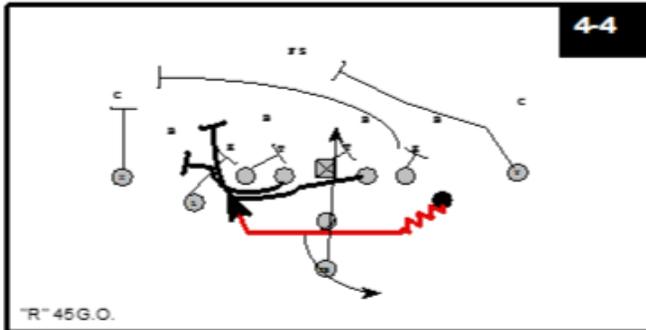
Both hands making STOP signal

GO FAMILY

Code Word:
GONZAGA 29

45 G.O.

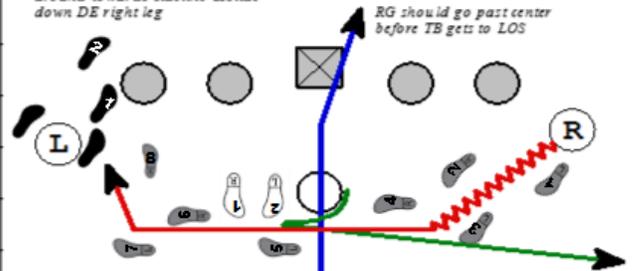
Snap Count:
READY



RT	Cut Inside - On - Away
RG	Pull Flat, Gain Ground, Seal inside: "Scrape Paint off the wall!"
C	Reach-On-Away
LG	Pull & Kick out Force contain; Gap-Backer on "T" call
LT	Gap-Down-Backer. "T" pull vs 3 man front
T	Gap-Down-Backer
X	BACKSIDE: Cutoff Safety; PLAYSIDE: Crack 2 shell safety; Stalk 1 shell CB
HB	A 4yd landmark, take ball, follow RG; Cutback play.
TB	Dive for opposite foot of center - Fake over ball
L	Gap - Down - Crab block DE; Build a wall vs LB
QB	Open to HB or motion, stay on midline, fake 18 GO

BACKFIELD STEPS

LW launches off right foot & drives left shoulder into DE hip, aiming for belt. Left foot hits ground on contact. After 3rd step with right foot hits ground, whip feet around towards sideline & slide down DE right leg



RH takes 2 hard steps after handoff. Eyes big, looking at sideline, making DE think fly sweep before planting & driving upfield. Should be able to touch RG back as goes thru hole

*TB first
LH second*

*QB count
"I thousand one"
before making
GO Pass fake*

ADJUSTMENTS

Tee:
vs 3 man fronts. Tackle kicks out force player.
LG takes care of play side blitz.

Kick:
Wing gets ILB. Puller kicks out 9 tech

DEFENSIVE CONFLICTS

If strong DE is outside TE, run Down
If Sam ILB makes tackle, run sucker;

SIGNAL

Both hands making STOP signal

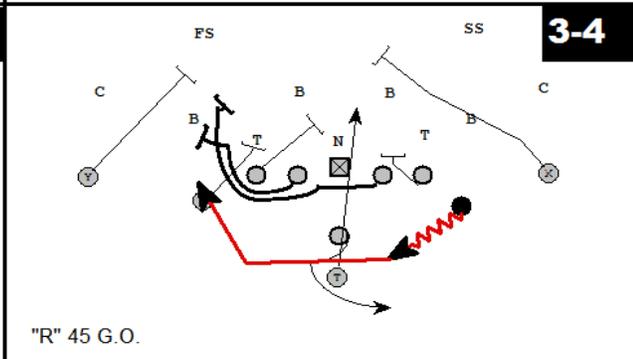
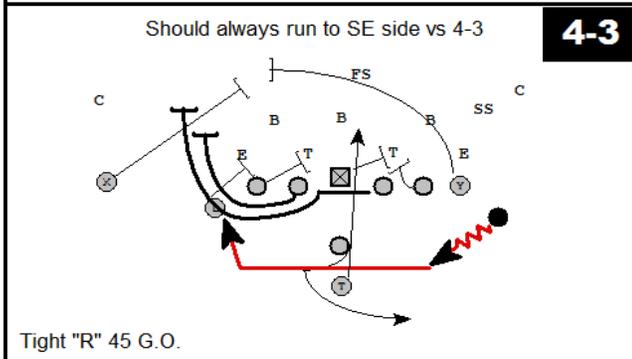
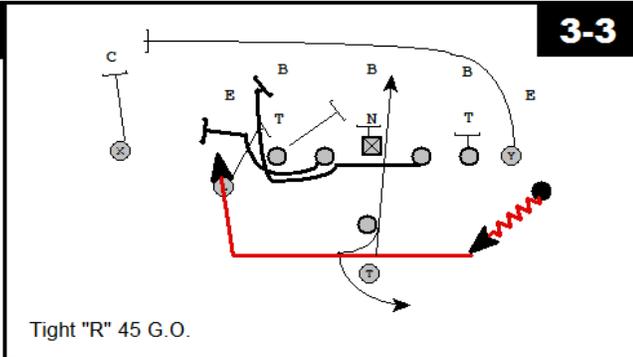
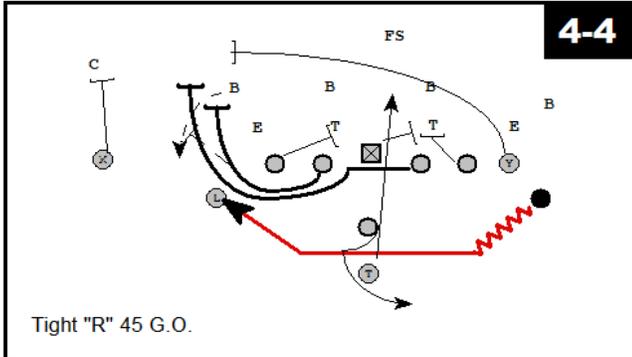
GO FAMILY

Code Word:
GONZAGA

45 G.O. Away From TE

Snap Count:
READY

FS

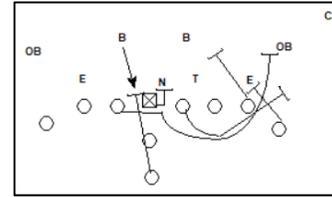
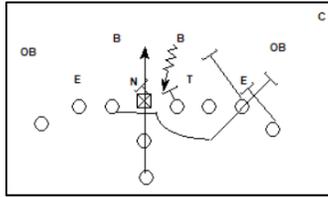


RT	Cut Inside - On - Away
RG	Pull Flat, Gain Ground, Seal inside: "Scrape Paint off the wall!"
C	Reach-On-Away
LG	Pull & Kick out Force contain; Gap-Backer on "T" call
LT	Gap-Down-Backer; "T" pull vs 3 man front
Y	Gap-Down-Backer
X	BACKSIDE: Cutoff Safety; PLAYSIDE: Crack 2 shell safety, Stalk 1 shell CB
L	Gap - Down - Crab block DE; Build a wall vs LB
T	Dive for opposite foot of center - Fake over ball
R	A 4yd landmark, take ball, follow RG; Cutback play.
QB	Open to HB or motion, stay on midline, fake 18 GO

NOTES

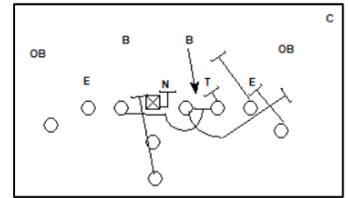
THOUGHTS ON BUCK SWEEP (G.O.)

Tailback: The Wing T bible says that Center has playside A-gap and Tailback has backside A-gap. This means that if there is a blitz into the backside A-gap, the TB would pick up that blitz. I have never followed this rule because once you tell a Running back that he has to block, then he never fakes. Here is how I have handled the A gaps:

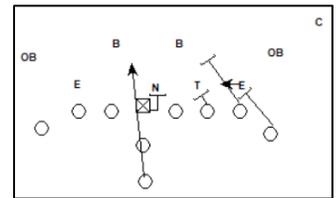


If they show blitz in the playside A-gap before the snap, we make a “STAY” call and the RG stays home. If they blitz after the snap and the Guard has already pulled, then the TB has to take care of blitzes.

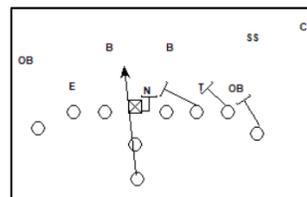
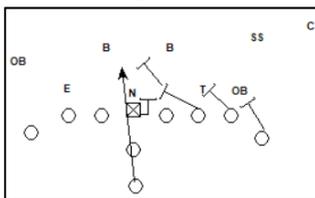
Backside Guard Pull: As soon as the backside guard (LG) pulls, he has to get his eyes on the playside ILB. Many teams will tell this backer to key the Guard when they see the Left Wing motion, and he will “read blitz” when the Guard pulls. Ideally the Right Tackle would pick this up, however, he may be occupied with a 4i or 3-tech DT. In this case the backside pulling Guard has to pull up in the playside A or B gap and log block this blitz. This is very tough to do and must be practiced a lot.



Wing Block on End: Critics of the Wing T use this for their argument, claiming a mismatch for a 140-lb Wing to block a 220-lb End. On paper this looks to be true, however, the End should be squeezing with the down blocking Tight End and therefore going in the direction that the Wing wants him to go. If the End is sitting there or coming upfield, then DOWN 36-0 should be the play call, not 26 G.O.



Tackle Down Block vs NG: Lining up in the playside A-gap is a problem for the Wing T offense. The Right Tackle has to stay on a flat down path towards the Tight End and help the Center. If the Center can get his helmet between the NG and the RT, then the RT climbs to get the backside ILB.

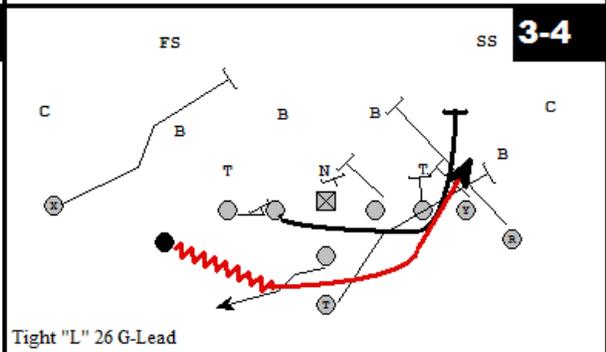
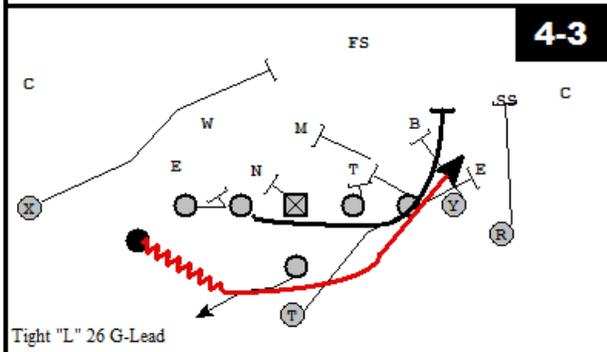
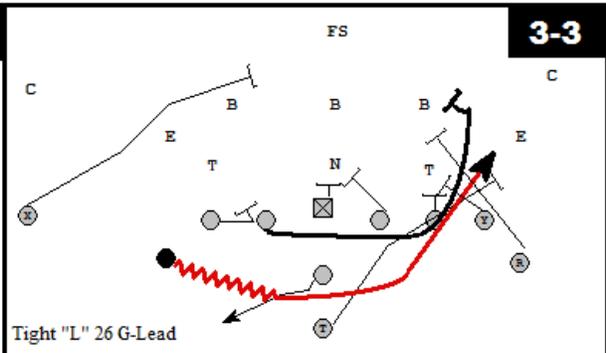
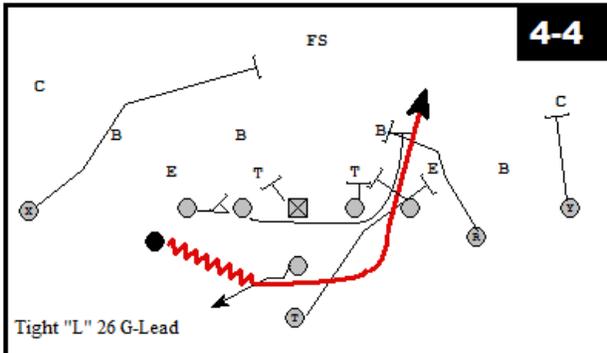


GO FAMILY

Code Word:
GETTYSBURG 40

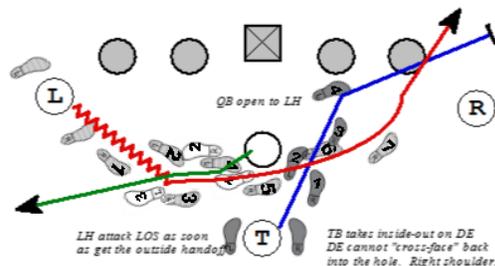
26 G-Lead

Snap Count:
READY



RT	On-Gap-Down-LB (Post w/Y if on; Lead w/G)
RC	On-Gap-Down (Post w/T if on; Lead w/C)
C	On - Away (double straight up NG)
LG	Pull flat; gain ground; around RW; track ILB
LT	On - Pull Check (clip a lineman)
Y	Post-Gap-Lead (Post w/RW; Lead w/T)
X	BACKSIDE: Cutoff Safety; PLAYSIDE: Crack 2 s shell safety; Stalk 1 s shell CB
R	Gap - Lead-LB if 2 outside TE; SS if 3 outside TE
L	BALL CARRIER: Hug double team
T	Kickout Force Player (inside - out)
CB	Open to HB, outside handoff, fake 17

BACKFIELD STEPS



This play is very similar to 26 GO but we do not pull the playside guard. Good Play if they are blitzing alot

ADJUSTMENTS

Playside Guard stops A gap penetration problems. Tackle & Tight End can double team a 4 tech.

Could tell Wing to go to ILB no matter what and TB kicks out 1st man outside TE

DEFENSIVE CONFLICTS

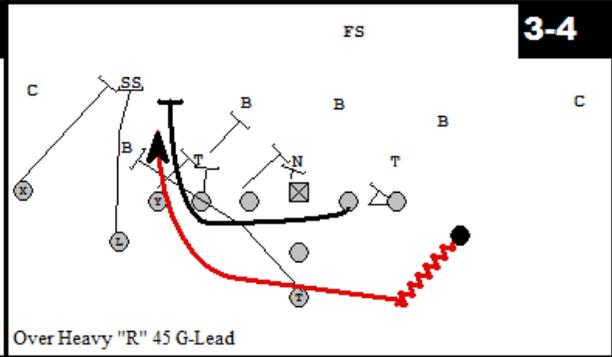
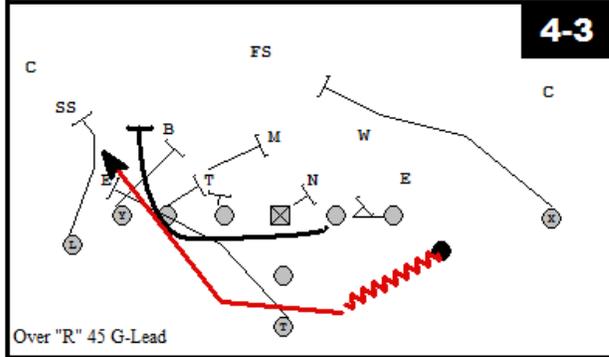
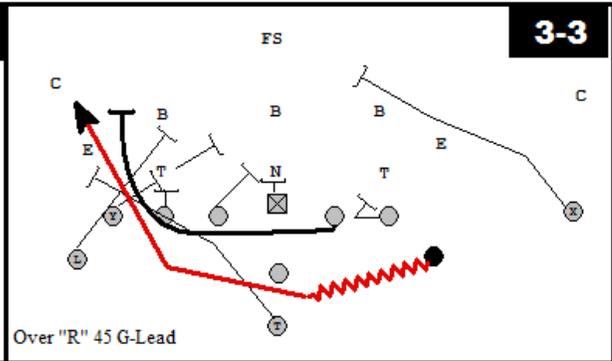
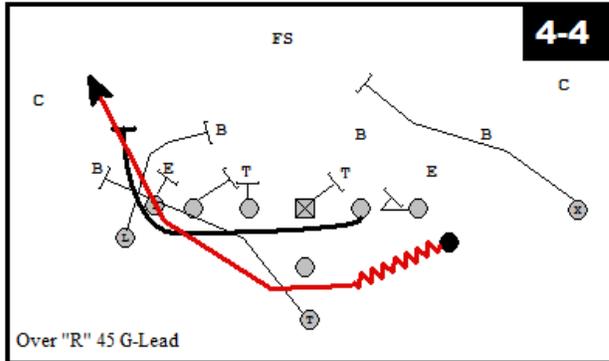
This play actually sets up DOWN criss-cross counter. Playside Guard attacks straight at ILB, so pulling key is taken away.

GO FAMILY

Code Word:
GETTYSBURG 29

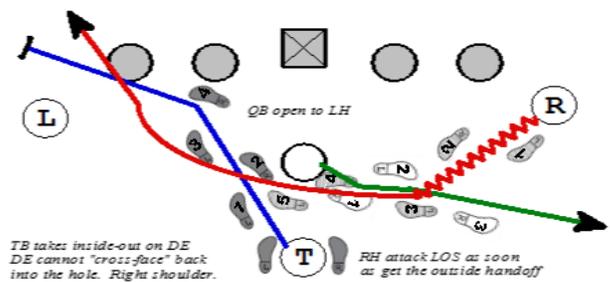
45 G-Lead

Snap Count:
READY



RT	On - Pull Check (clip a lineman)
RG	Pull flat; gain ground; around RW, track ILB
C	On - Away (double straight up NG)
LG	On-Gap-Down (Post w/T if on; Lead w/C)
LT	On-Gap-Down-LB (Post w/Y if on; Lead w/G)
T	Post-Gap-Lead (Post w/LW; Lead w/T)
X	BACKSIDE: Cutoff Safety; PLAYSIDE: Crack 2 shell safety; Stalk 1 shell CB
R	BALL CARRIER: Hug double team
T	Kickout Force Player (inside - out)
L	Gap - Lead-LB if 2 outside TE; SS if 3 outside TE
QB	Open to HB, outside handoff, fake 18

BACKFIELD STEPS



ADJUSTMENTS

Playside Guard stops A gap penetration problems. Tackle & Tight End can double team a 4 tech.

Could tell Wing to go to ILB no matter what and TB kicks out 1st man outside TE

DEFENSIVE CONFLICTS

This play actually sets up DOWN criss-cross counter. Playside Guard attacks straight at ILB, so pulling key is taken away.

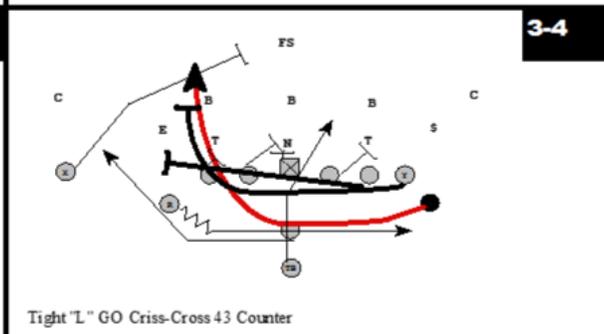
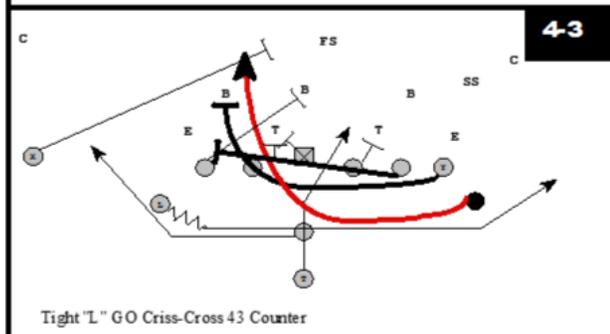
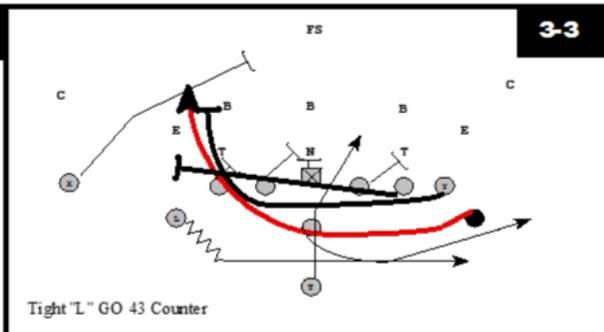
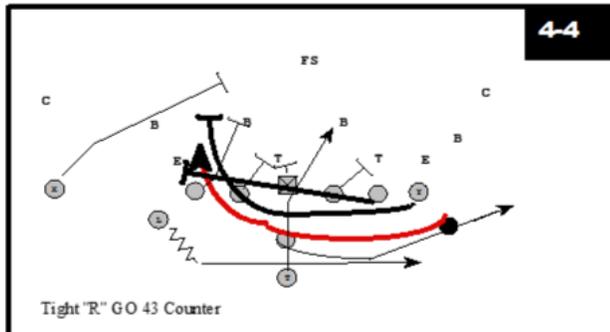
SIGNAL
Left hand saluting

GO FAMILY

Code Word:
CLEMSON 29

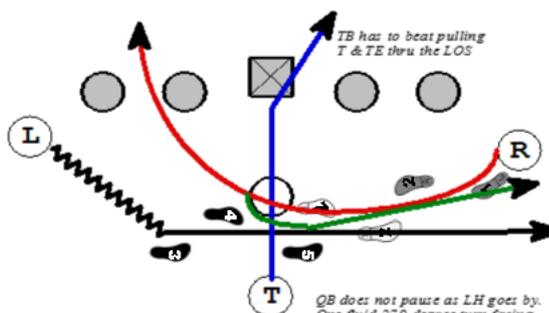
GO 43 Counter

Snap Count:
READY



RT	Pull & trap last man on LOS
RG	On - Away - Reach
C	On - Away
LG	Gap - On - Reach
LT	Gap - Down - LineBacker
I	Pull thru hole on hip of pulling G & wall of LB
X	StalkFS
R	Jab, Open, Crossover, 2yds deep - take inside handoff follow TE thru hole
TB	Midline. Beat RT to 2-hole. Fake Right
z	Fake 28 Option
QB	Open to LH, 270 degree turn to RH. Inside handoff. Fake option

BACKFIELD STEPS



QB does not pause as LH goes by. One fluid 270 degree turn facing sideline. LW & QB four shoulders should form straight perpendicular line to the LOS on this turn. Do not pause on handoff to RW... Stick ball in RW belly with left hand quickly as sprint past the RW.

*Can run criss-cross double handoff.
Can run it with Tackle Trap blocking.
Very hard to find ball with TB, QB, LW going one way & 2 pullers + RW going opposite.*

ADJUSTMENTS

Can run Criss-Cross double handoff
Can run it with Tackle Trap blocking & not pull TE

DEFENSIVE CONFLICTS

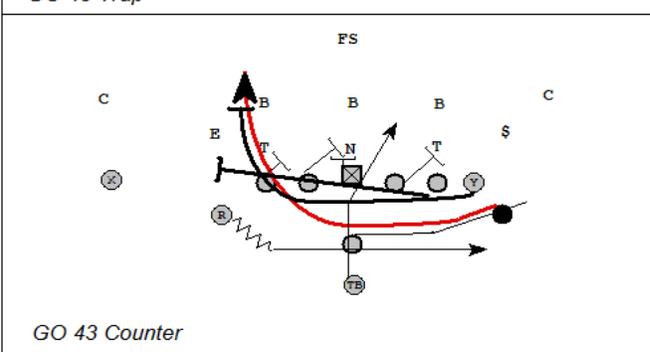
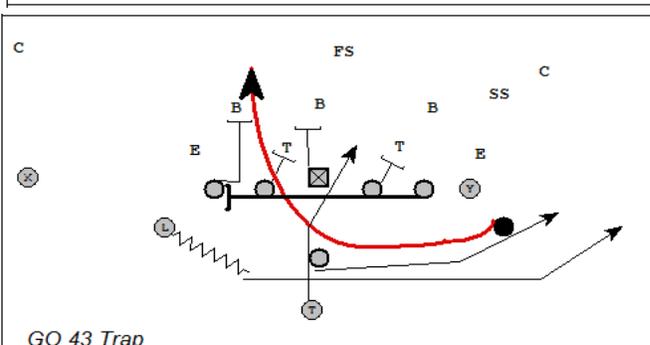
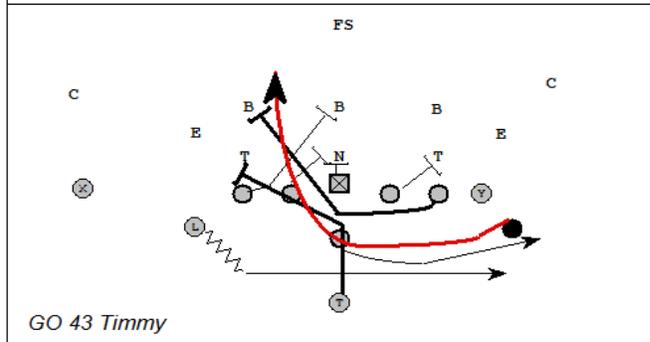
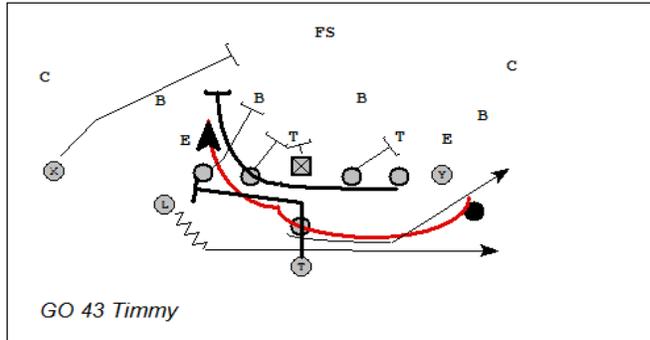
Very hard to find ball with TB, QB, LW going one way,
And 2 pullers + RW going opposite direction.

SIGNAL

STOP sign + 4 finger claw

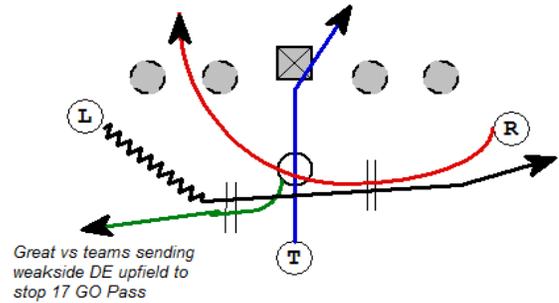
GO FAMILY

GO Counter Wrinkles



Criss Cross Handoff

GO Criss Cross 43 Trap
GO Criss Cross 43 Counter
GO Criss Cross 43 Timmy



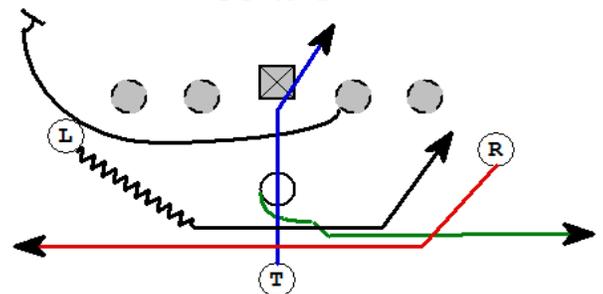
Two Inside Handoffs

The Lw takes inside handoff from QB right hand. Do not lift left elbow to make traditional RB receiving pocket...both hands are against the belt, both palms facing out towards QB like beginning of a barbell curl.

As soon as handoff received, slide ball to his left inside with both hands. RW takes handoff with left elbow in traditional manner.

Outside Handoff

GO 47-G



Could do Criss Cross & let LW handoff OUTSIDE to RW. QB lead blocks....TB can also lead block

QB reverse pivots. Keep ball in belly as TB passes. Ride the LW as long as possible as he passes. LW needs to cutup in the hole & run with same passion as if he was carrying the ball on 26 G.O. RW comes over the top of everyone and gets outside handoff from QB. The RW and RG footwork is same as BELLY 47-G

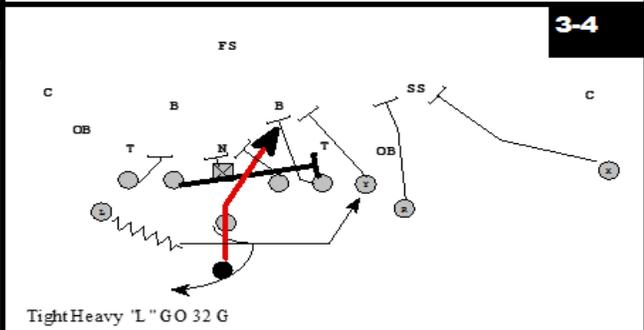
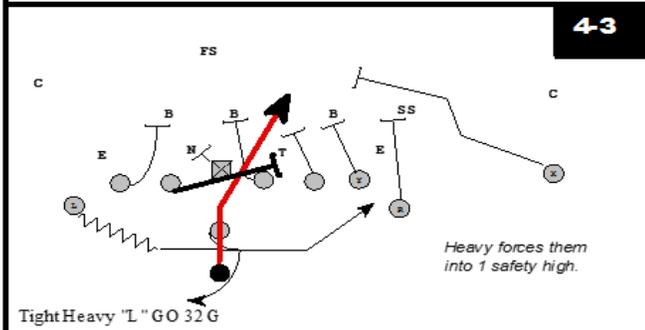
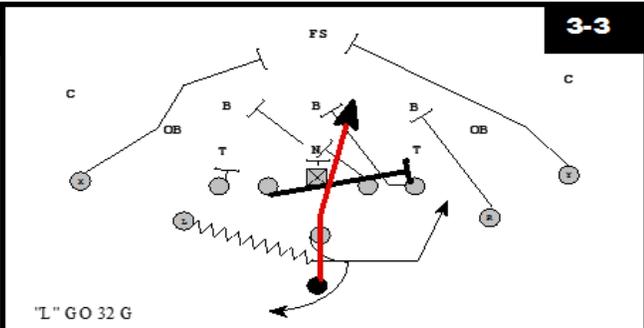
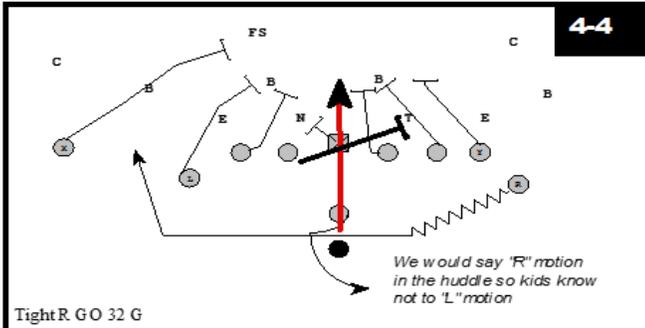
GO FAMILY

Code Word:
GRAMBLING 40

GO 32 G

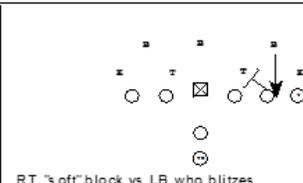
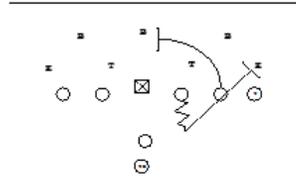
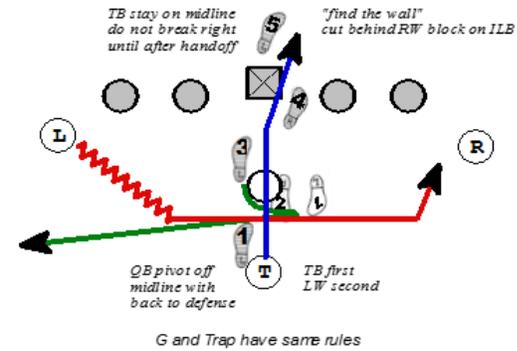
SIGNAL
Shaking Dice

Snap Count:
READY



RT	"Set the Wall" on first LB past center;
RG	Gap - NG - LB
C	On - Away
LG	Pull & kick 1st man past the guard. "Pull Right Hit Right"
LT	Pull Check - Escape to Backer
Y	PLAYSIDE: "Set the Wall"; LBacker BACKSIDE: Safety
X	Cutoff the near safety
L	Make a GREAT GO Sweep fake to the outside
T	BALL CARRIER: Stay on midline until get ball. Bend right & "find the wall"
R	"Set the Wall"; LBacker
OB	Open to HB, give to TB, fake WB, fake 17

BACKFIELD STEPS



ADJUSTMENTS

RG blocks down on A gap threats.
Kick out first man past bridge of RG nose
A blitzing LB who is at LOS before ball is snapped becomes the kick out man
"domino" is C blocking backside A gap and

DEFENSIVE CONFLICTS

DL slanting with motion to stop 26 G.O.
DT stepping into or cross facing the RT down block
Strong side ILB scraping really hard on 26 G.O.

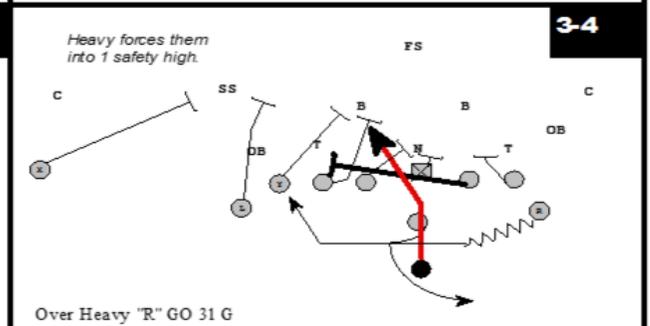
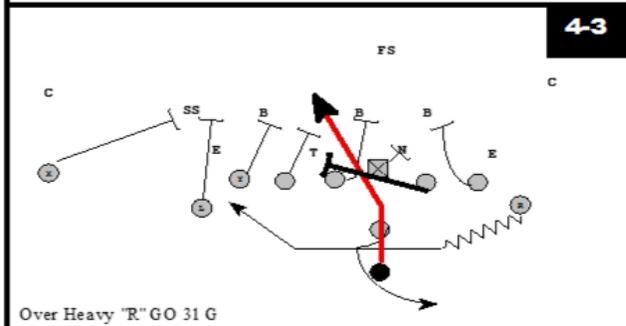
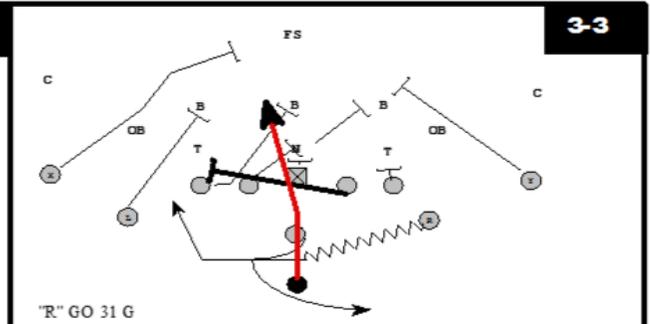
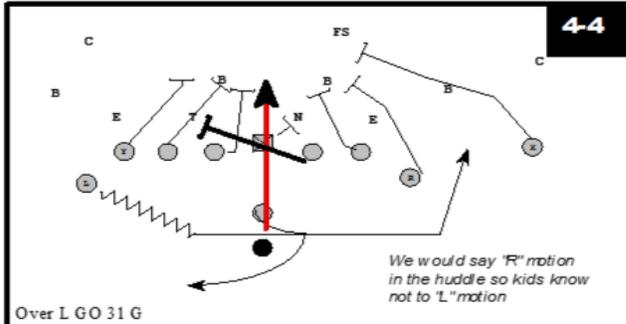
GO FAMILY

Code Word:
GRAMBLING 29

G031G

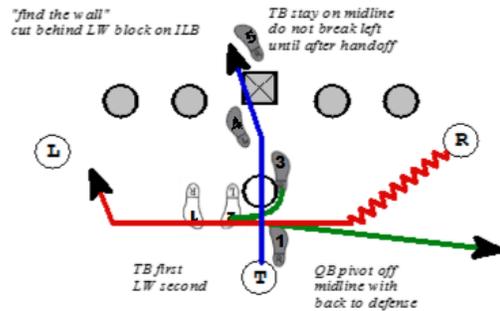
SIGNAL
Shaking Dice

Snap Count:
READY

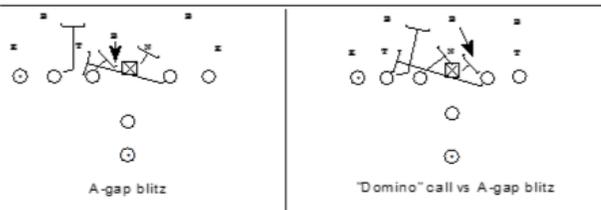


RT	Pull Check- Escape to Backer
RG	Pull & kick 1st man past the guard. "Pull Right Hit Right
C	On - Away
LG	Gap - NG - LB
LT	"Set the Wall" on first LB past center;
I	PLAYSIDE: "Set the Wall"; LBacker BACKSIDE: Safety
X	Cutoff the near safety
L	"Set the Wall"; LBacker
T	BALL CARRIER: Stay on midline until I get ball. Bend right & "find the wall"
R	Make a GREAT GO Sweep fake to the outside
QB	Open to HB, give to TB, fake WB, fake 18

BACKFIELD STEPS



Great time for TE to "nasty" split to check if DE will come out on him.



ADJUSTMENTS

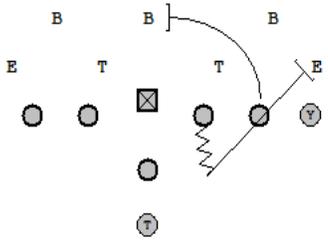
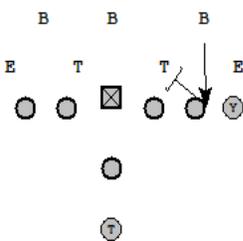
LG blocks down on A gap threats.
Kick out first man past bridge of LG nose
A blitzing LB who is at LOS before ball is snapped becomes the kick out man
"domino" is C blocking backside A gap and LG blocking playside A gap

DEFENSIVE CONFLICTS

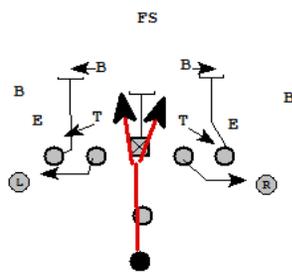
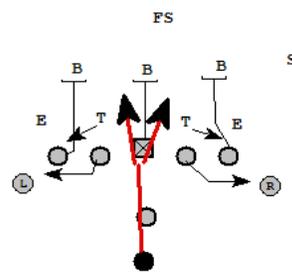
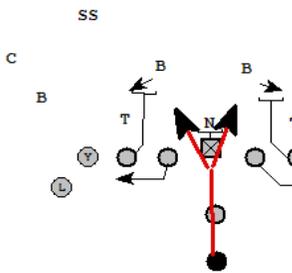
DL slanting with motion to stop 45 G.O.
DT stepping into or cross facing the LT down block
Strong side ILB scraping really hard on 45 G.O.

GO FAMILY

32-G INFLUENCE

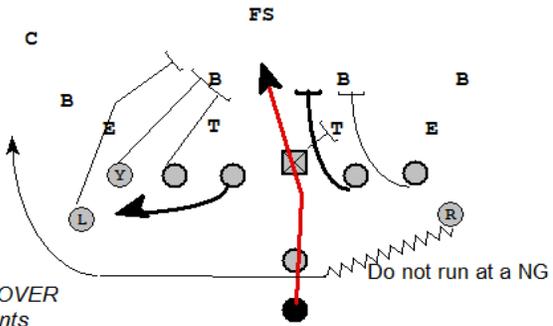
 <p style="text-align: center;">DRAW A PASS RUSH</p> <p>non-pulling G pass sets before kicking out E Rest of Line follow 32-G rules Backfield runs GO 32-G footwork</p>	 <p style="text-align: center;">READ BLITZ ON DOWN BLOCK</p> <p>T down blocks 2 steps. As soon as T touches the DT, go block Linebacker</p>
---	---

30 GUARD OPPOSITE

		
Better Call vs 7 man fronts		

Rip 31 G SUCKER

TO AVOID CONFUSION...Only run sucker to the left & G-Read to the right



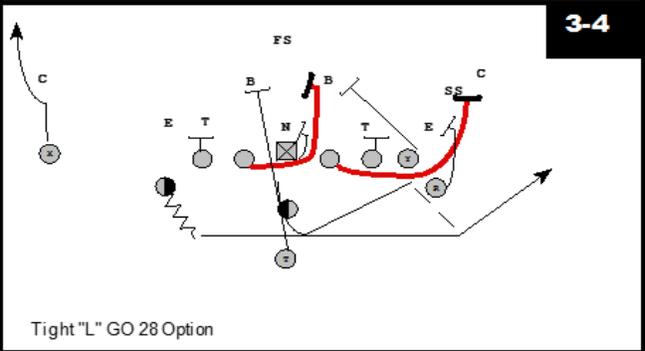
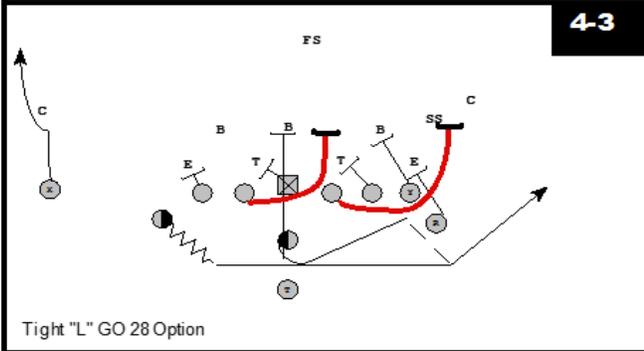
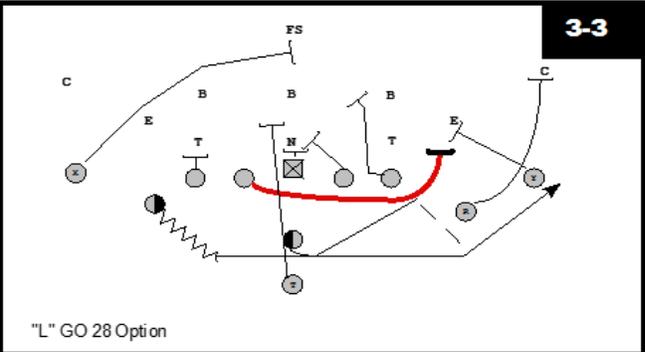
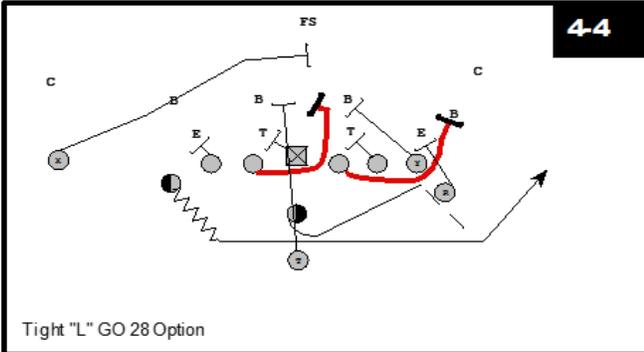
Have to run OVER vs 8 man fronts

GO FAMILY

Code Word:

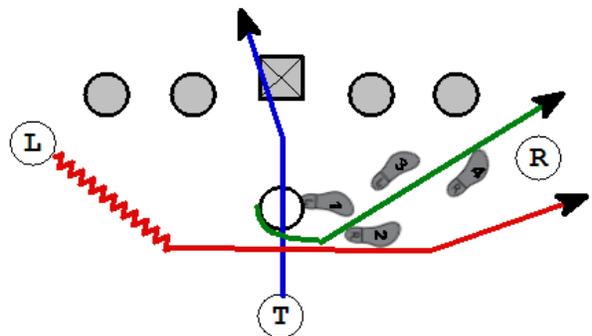
GO 28 OPTION

Snap Count:
READY



RT	Gap - Down - Backer
RG	Pull & Log Force player
C	Reach - On - Away
LG	Pull & Log on inside LB
LT	Pull Check - On - Away
Y	Gap - Down - Backer
X	ZONE: cutoff FS. MAN: run fade
L	Maintain pitch relationship 5 x2
T	Make G fake. Block inside LB
R	Gap-Down-Backer
QB	Open to LH, turn & attack LOS as LH passes

BACKFIELD STEPS



QB 270° degree turn at same time as LW is going by. Both players shoulders should be even and parallel to the sideline. As soon as QB is facing sideline, he attacks LOS at a 45° degree angle, adjusting to the block of the RW

ADJUSTMENTS

DEFENSIVE CONFLICTS

GO FAMILY

BLOCKING RULES

PLAY	END	LT	LG	C	RG	RT	END
26 G.O.	Cutoff safety	Pull Check-On-Away	Pull Flat. Seal Inside LB	Reach-On-Away	Pull & kickout force player	Down-Backer	Down-Backer
26 G Lead	Cutoff safety	Pull Check-On-Away	Pull Flat. Seal Inside LB	Reach-On-Away	On-Gap-Down	On-Gap-Down	Post-Gap-Lead
45 G.O.	Down-Backer	Down-Backer	Pull & kickout force player	Reach-On-Away	Pull Flat. Seal Inside LB	Pull Check-On-Away	Cutoff safety
45 G Lead	Post-Gap-Lead	On-Gap-Down	On-Gap-Down	Reach-On-Away	Pull Flat. Seal Inside LB	Pull Check-On-Away	Cutoff safety
43 Counter	Never backside	Gap-Down-LB	Gap-On-Reach	On-Away	On-Away-Reach	Pull & trap last man LOS	Pull thru 3 hole
43 Timmy	Never backside	Gap-Down-LB	Gap-On-Reach	On-Away	On-Away-Reach	Pull thru 3 hole	Cutoff FS
32 G	Cutoff S	Pull Check-Escape to LB	Pull Kick 1st man past RG	On-Away	Gap-NG-LB	Set Wall on ILB	Set Wall on ILB
31 G	Set Wall on ILB	Set Wall on ILB	Gap-NG-LB	On-Away	Pull Kick 1st man past LG	Pull Check-Escape to LB	Cutoff S
31 Sucker	Set Wall on ILB	Set Wall on ILB	Pull Left	On-Away	COG with C up to ILB	Pull Check-Escape to LB	Cutoff S
30 Opposite*	Set Wall on ILB	On-Backer	Pull Left	On	Pull Right	On-Backer	Set Wall on ILB
32 Read**	Cutoff S	Pull Check-Escape to LB	Pull Kick 1st man past RG	Backside ILB	Gap-ILB	Set Wall on ILB	Set Wall on ILB
28 Option	Cutoff S	Pull Check-On-Away	Pull & Log LB	Reach-On-Away	Pull & Log Force Player	Gap-Down-Backer	Gap-Down-Backer
17 GO Pass	Corner route	Gap-Down-On	Pull & Log	On-Away	Pull & Kick	Pull Check	12yd Drag
18 G Pass	Corner route	Reach-On-Gap	Reach-On-Gap	Reach-On-Gap	Pull & Kick	Pull Check	12yd Drag

*only run vs odd defenses

**only run vs 1 & 3 tech