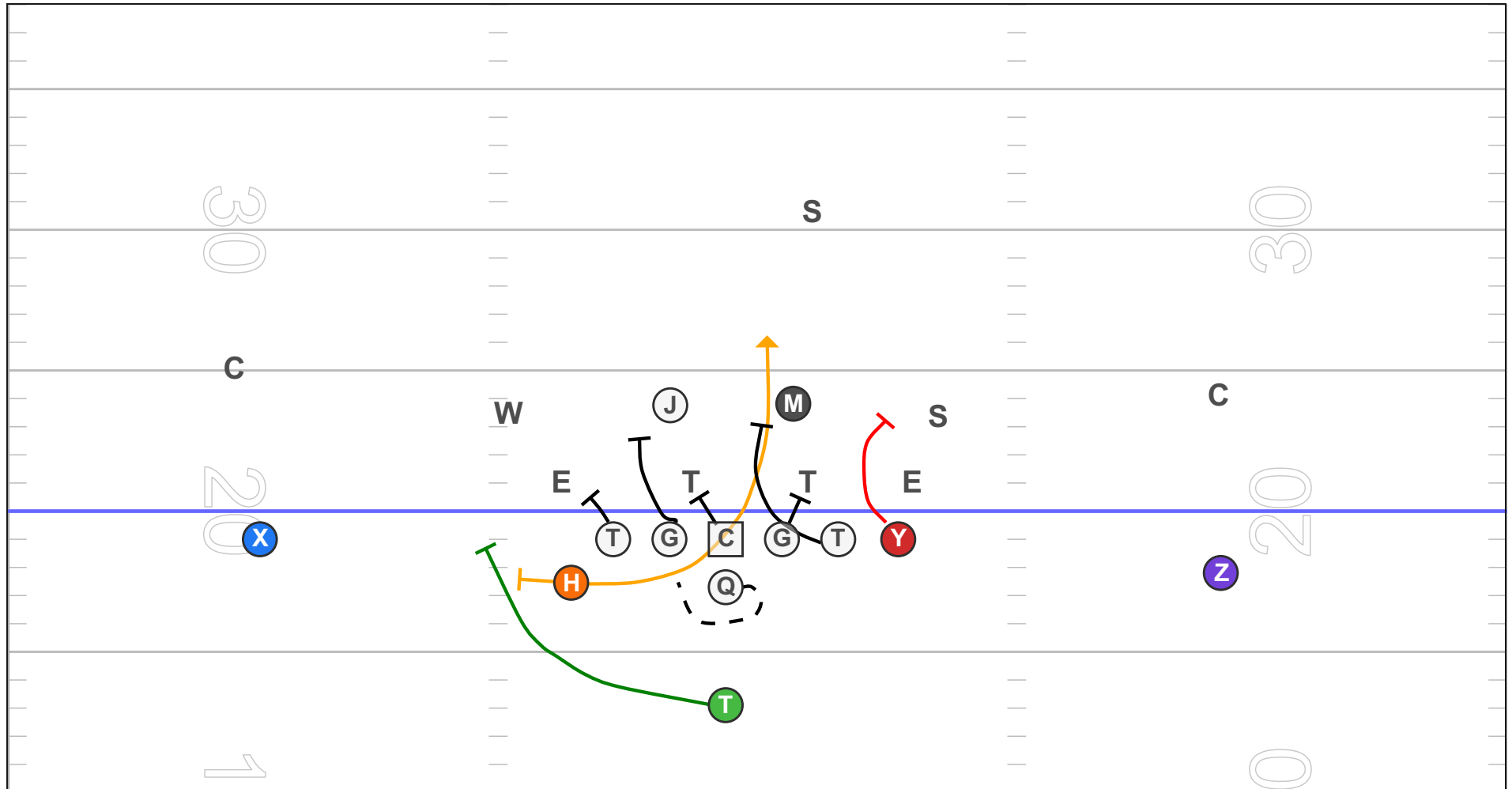# RUN GAME - LEVEL 2

Run game for Draw, Bucket, and Sweeps
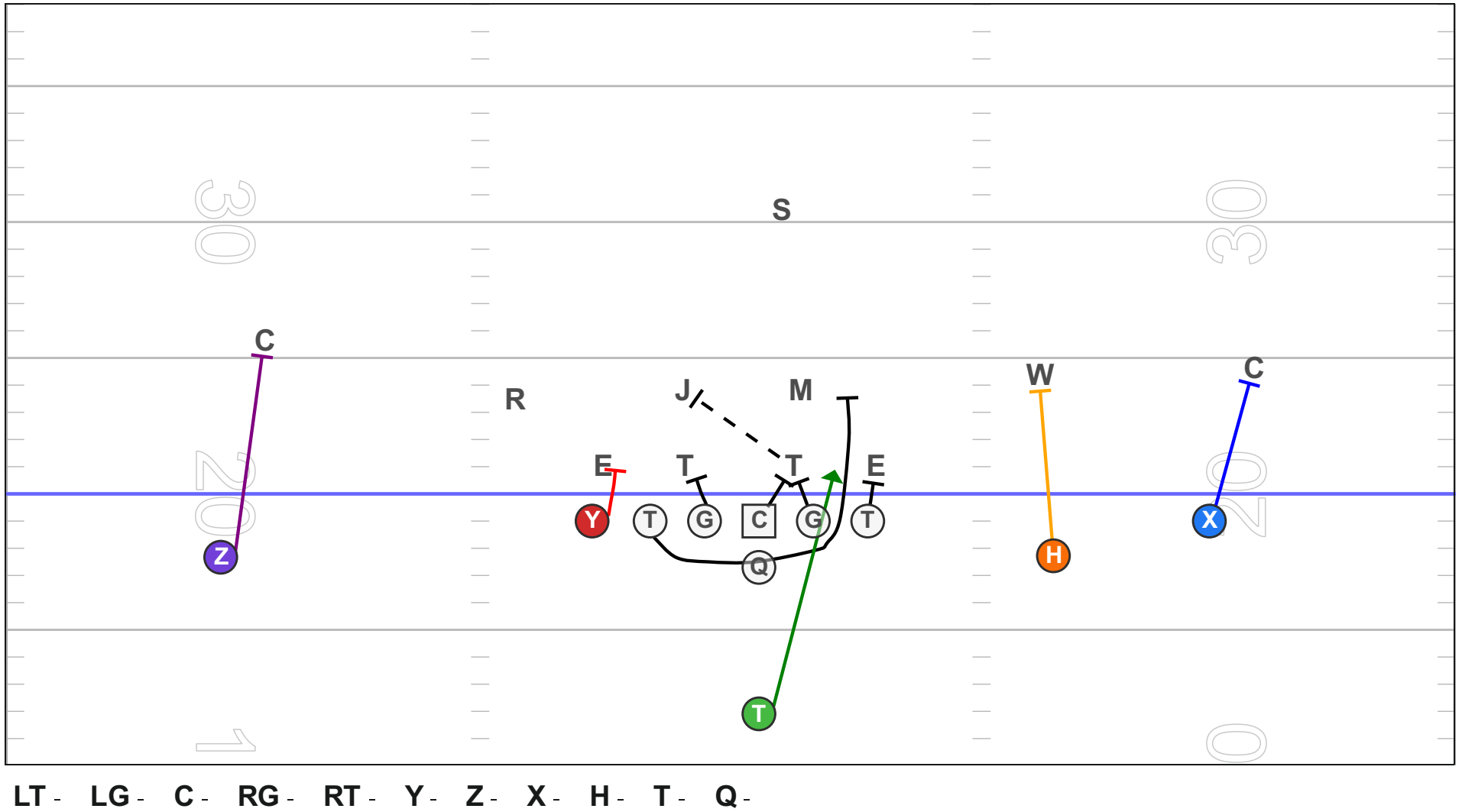
hudl

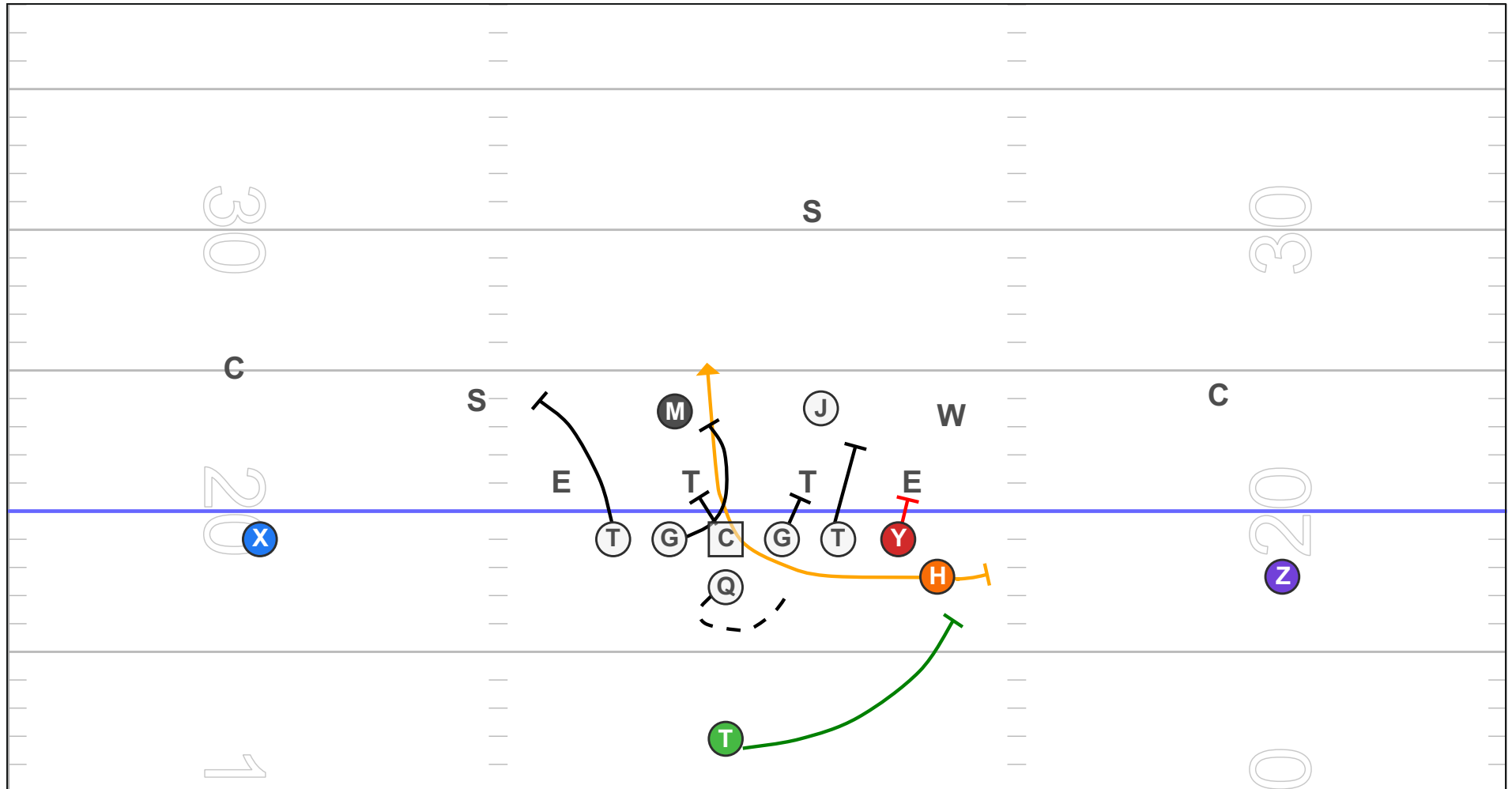# RT TIGHT 31 ZONE BUCKET vs 4-2-5 (STRONG)

LT - 10 block   **LG** - Outside zone action to Jack   **C** - Outside zone action - push lineman outside   **RG** - Punch   **RT** - Punch to Mike   **Y** - 10 to Sam   **Z** -   **X** -   **H** - Jab step then inside handoff to 1 hole   **T** - Fake 47 Toss   **Q** - Reverse Pivot - Fake Toss and handoff inside

LEFT 44 TEAR vs 4-2-5

C

S

R

J   M

E   T   T   E

C

W

C

Y   T   G   C   G   T   X

Z   Q   H

T

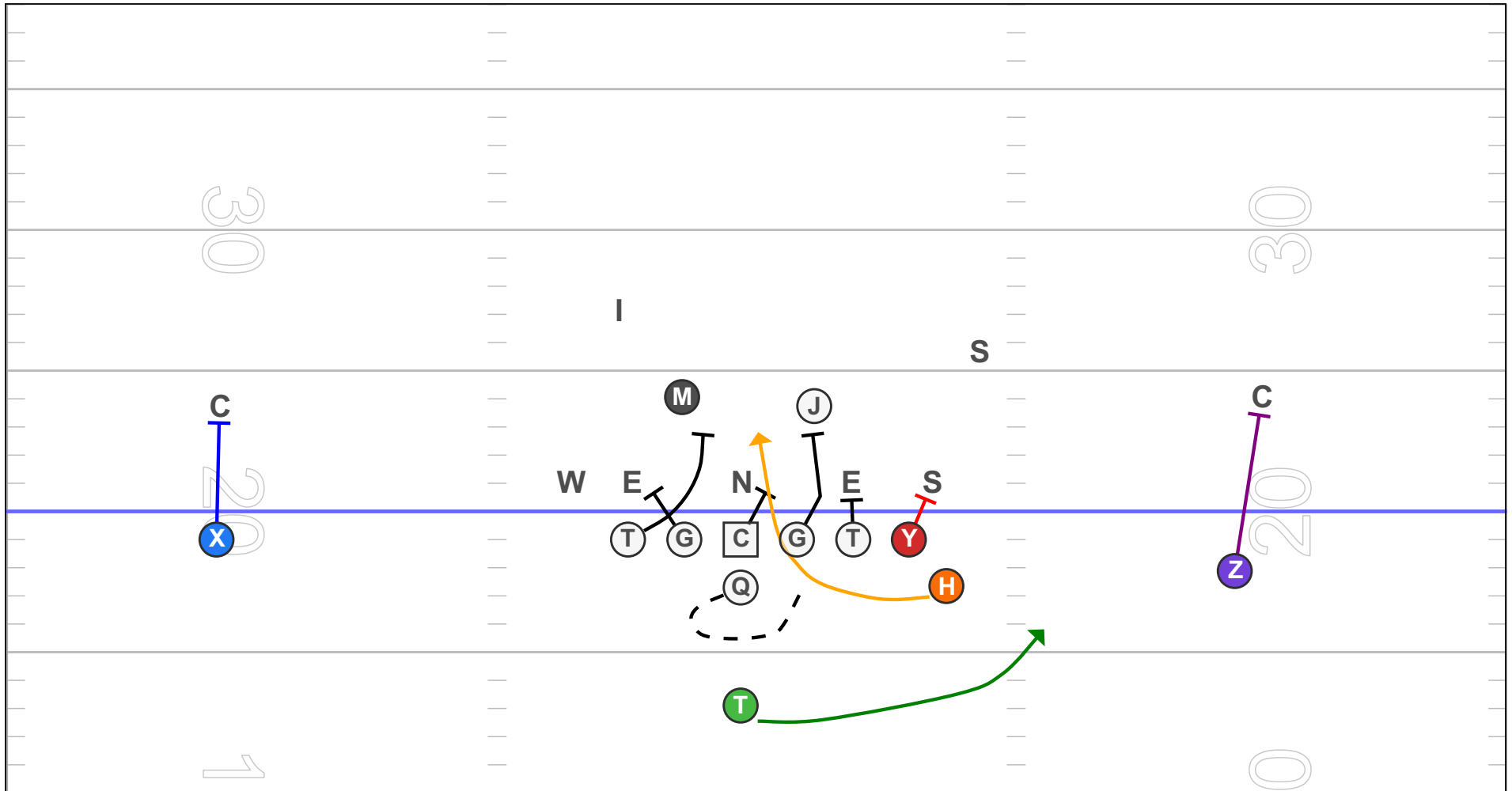LT -   LG -   C -   RG -   RT -   Y -   Z -   X -   H -   T -   Q -

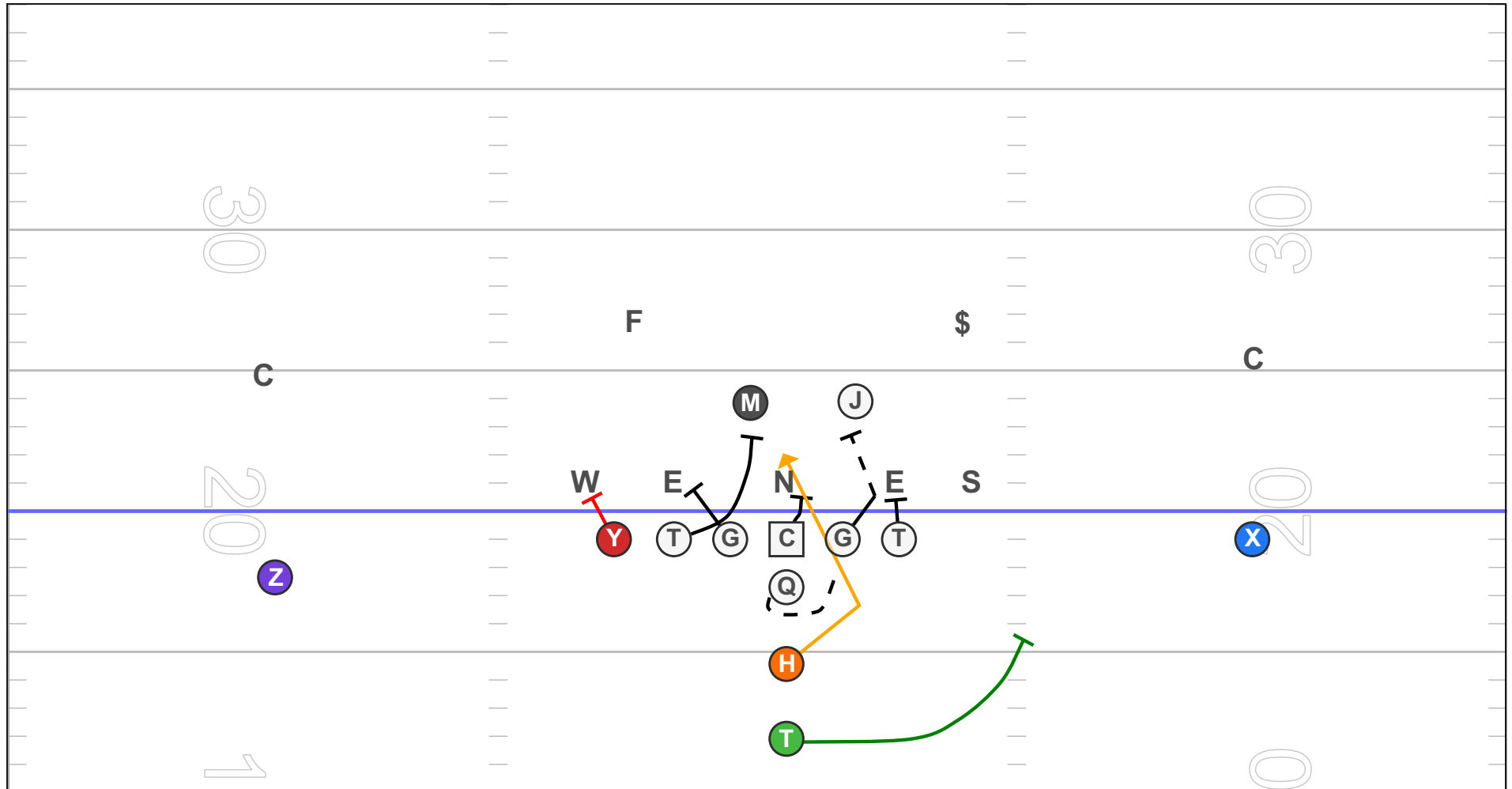# RT TREY TIGHT 32 ZONE BUCKET vs 4-2-5 (WEAK)

LT - 10 to Sam   **LG** - Punch to Mike   **C** - Punch   **RG** - Outsize zone steps - push lineman outside   **RT** - Outsize zone steps to Jack   **Y** - Influence End to Outside   **Z** -   **X** -   **H** - Jab step, then inside handoff to 2 hole   **T** - Fake 48 Toss   **Q** - Reverse Pivot Fake Toss, Inside handoff to H

RT TREY TIGHT 32 ZONE BUCKET (STRONG) vs 3-4

LT - Punch to Mike   **LG** - Punch   **C** - Outside zone steps - push him outside   **RG** - Outside zone steps to Jack   **RT** - 10 - Protect inside   **Y** - 10   **Z** -   **X** -   **H** - Jab stap and take inside handoff- Should be backside of NG   **T** - Fake 48 Toss   **Q** - Fake Toss and handoff to H

LT - Punch to the Mike   **LG** - Punch to the End   **C** - Zone steps push him to the outside   **RG** - Zone steps to the Mike   **RT** - Protect inside and push out the End   **Y** - 10 to Will   **Z** -   **X** -   **H** - Jab step right to inside handoff - look to backside of Nose   **T** - Fake Toss   **Q** - Reverse out fake toss to inside handoff

LT - Punch to the Mike   **LG** - Punch to the End   **C** - Zone steps push him to the outside   **RG** - Zone steps to the Mike   **RT** - Protect inside and push out the End   **Y** - 10 to Will   **Z** -   **X** -   **H** - Jab step right to inside handoff - look to backside of Nose   **T** - Fake Toss   **Q** - Reverse out fake toss to inside handoff
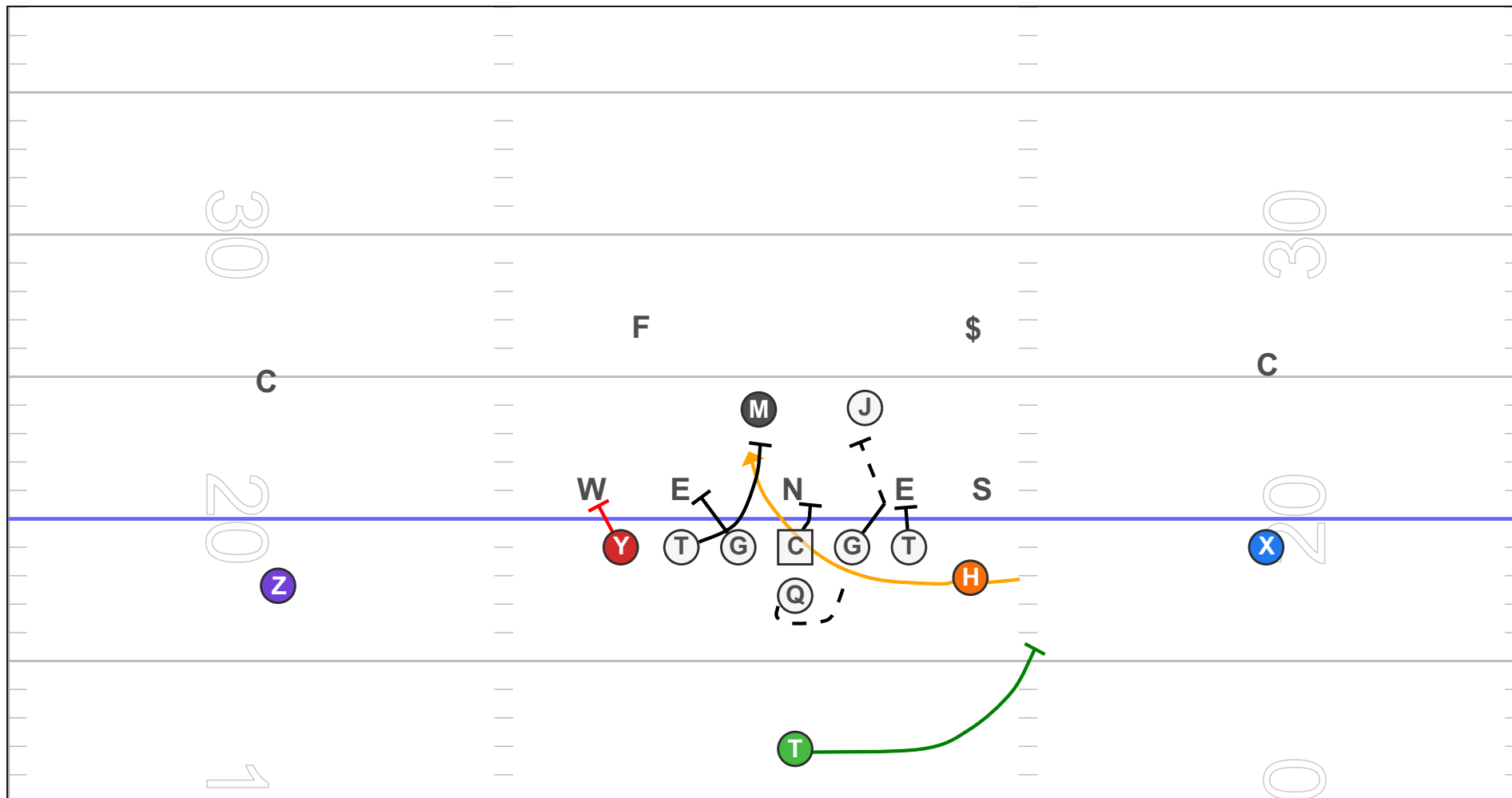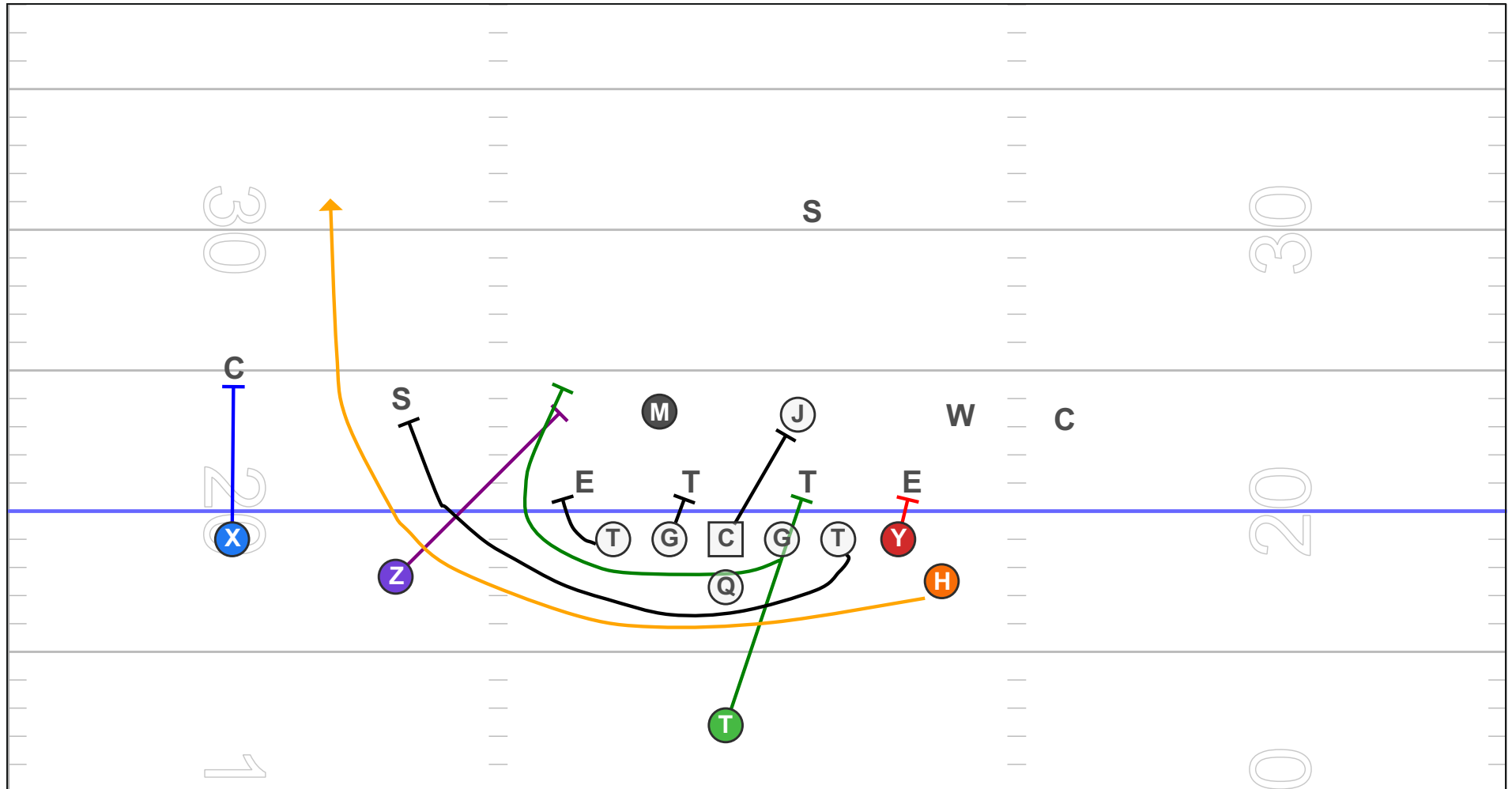
RT TIGHT GOPHER SWEEP RIGHT vs 4-2-5 (STRONG)
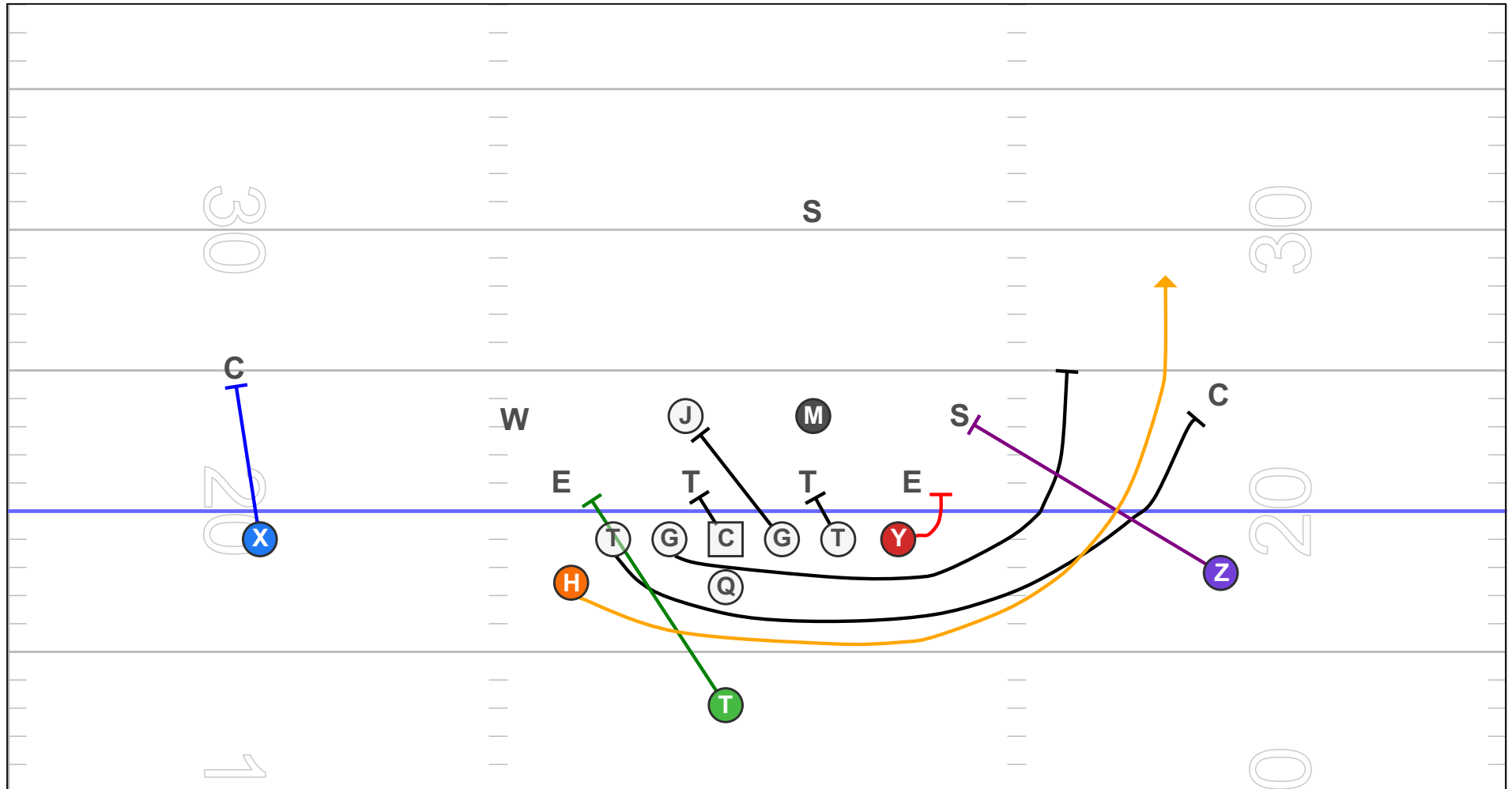
LT - Pull to kick out CB   **LG** - Pull to secure alley (hit first man you see)   **C** - Down 10   **RG** - Down 10 to Jack   **RT** - Down 10   **Y** - Influence DE inside and Reach DE   **Z** - Crack to Sam   **X** -   **H** - Jab step left an then go behind QB to receive handoff   **T** - Fake 43 Zone and Fill full pulling Tackle   **Q** - Fake 43 Zone and Outside handoff to H (behind)
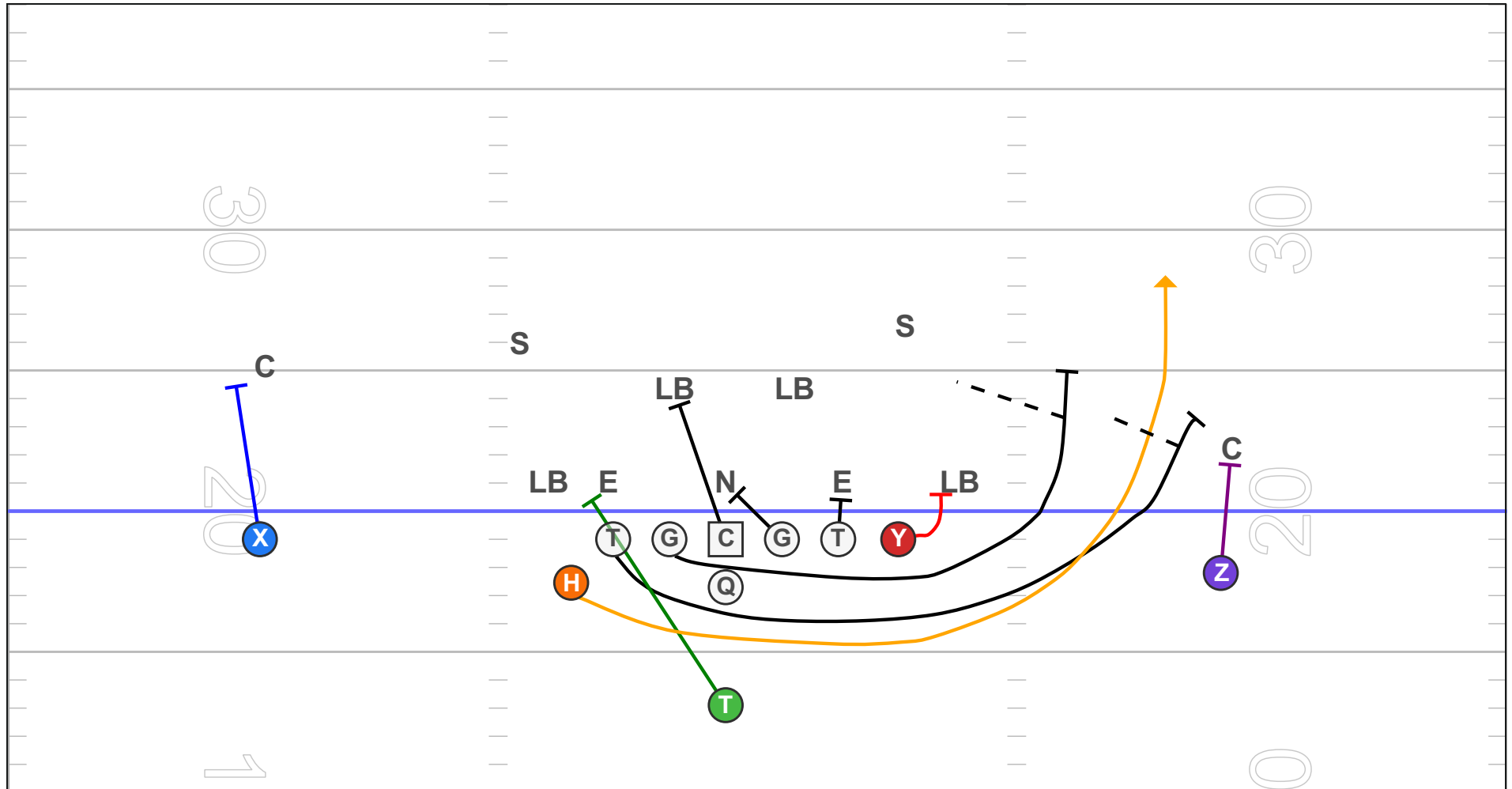
# RT OVER TIGHT GOPHER SWEEP LEFT vs 4-2-5 (STRONG)

LT - Influence DE inside and reach   **LG** - Down to 10   **C** - Down to Jack   **RG** - Pull and seal inside alley   **RT** - Pull and kick out slot defender (Sam)   **Y** - 10   **Z** - Crack to M   **X** -   **H** - Jab step right and then go behind QB to receive handoff   **T** - Fake 44 Zone and Fill full pulling Tackle   **Q** - Fake 44 Zone and Outside handoff to H (behind)

RT TIGHT GOPHER SWEEP RIGHT vs 3-4


LT - Pull to kick out CB   **LG** - Pull to secure alley (hit first man you see)   **C** - Down 10   **RG** - Down 10 to Jack   **RT** - Down 10   **Y** - Influence DE inside and Reach DE   **Z** - Crack to Sam   **X** -   **H** - Jab step left an then go behind QB to receive handoff   **T** - Fake 43 Zone and Fill full pulling Tackle   **Q** - Fake 43 Zone and Outside handoff to H (behind)
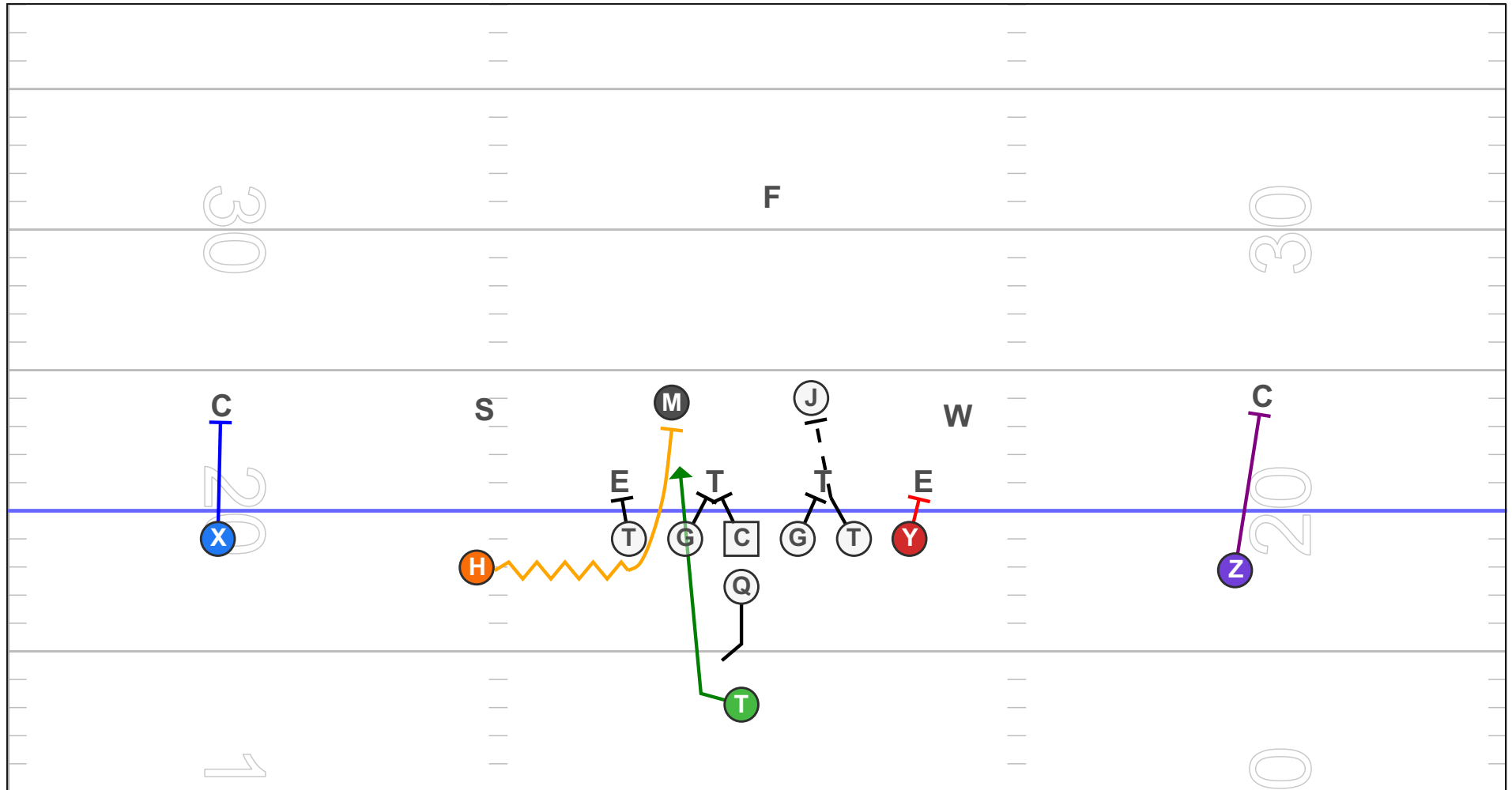
LT - Pass set influence outside   **LG** - Pass Set Trey 1 tech   **C** - Pass Set Trey 1 tech   **RG** - Pass set influence outside   **RT** - Pass set up to Jack   **Y** - Pass set to end   **Z** -   **X** -   **H** - Hawkeye Motion Loop inside to Mike   **T** - Fake pass - Draw handoff   **Q** - Fake pass- Draw handoff

LT TRIPS TIGHT 44 HOG DRAW vs 3-4 BASE
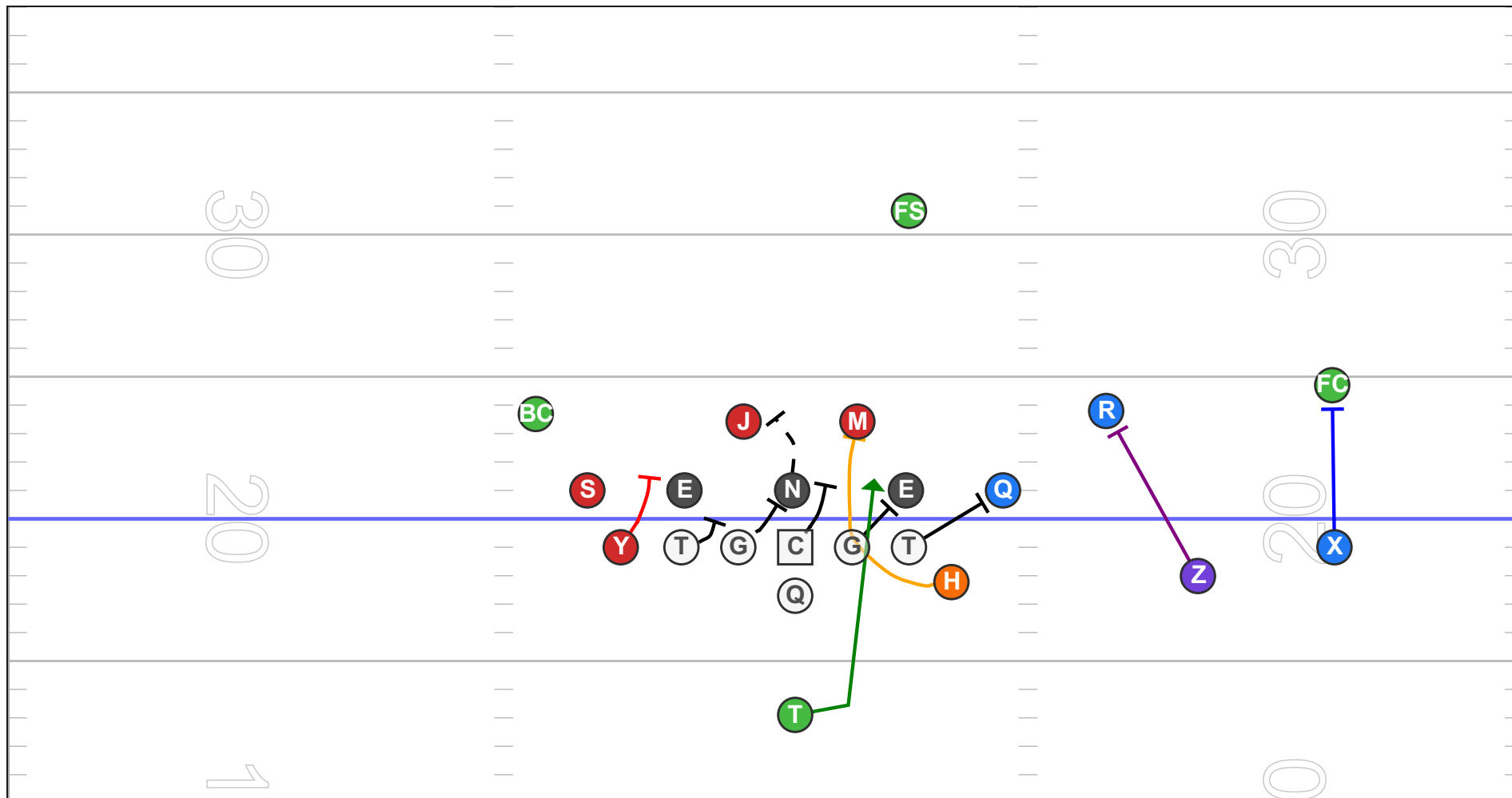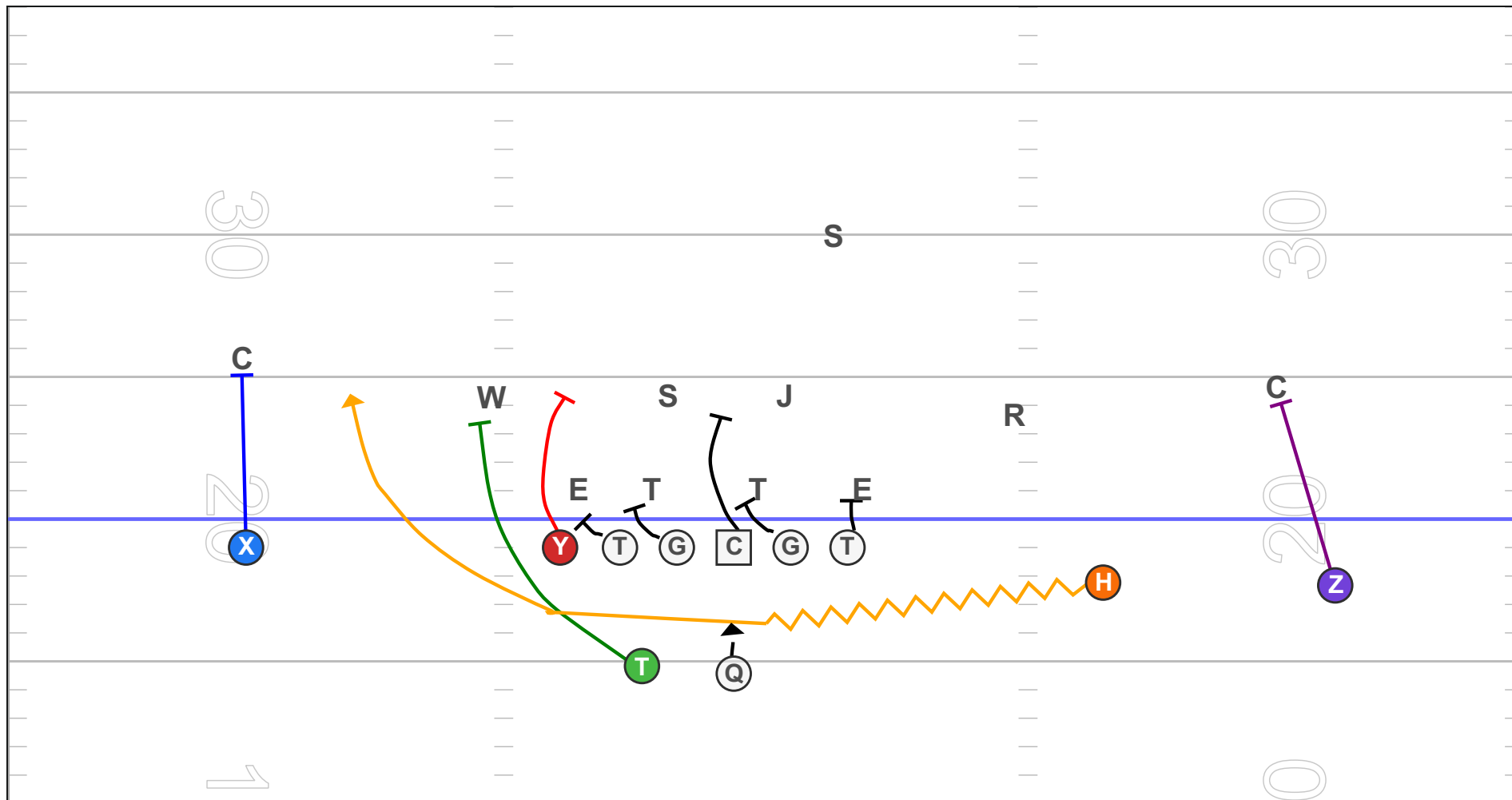

LT - 10 to End - Protect Inside   **LG** - King to Jack   **C** - King to Jack   **RG** - 10   **RT** - 10   **Y** - Protect Inside   **Z** - Attack Rover   **X** -   **H** - Hog action to block Mike   **T** - Jab step to playside and then handoff   **Q** - Fake pass then handoff

RT TREY H JET LEFT vs 4-2-5
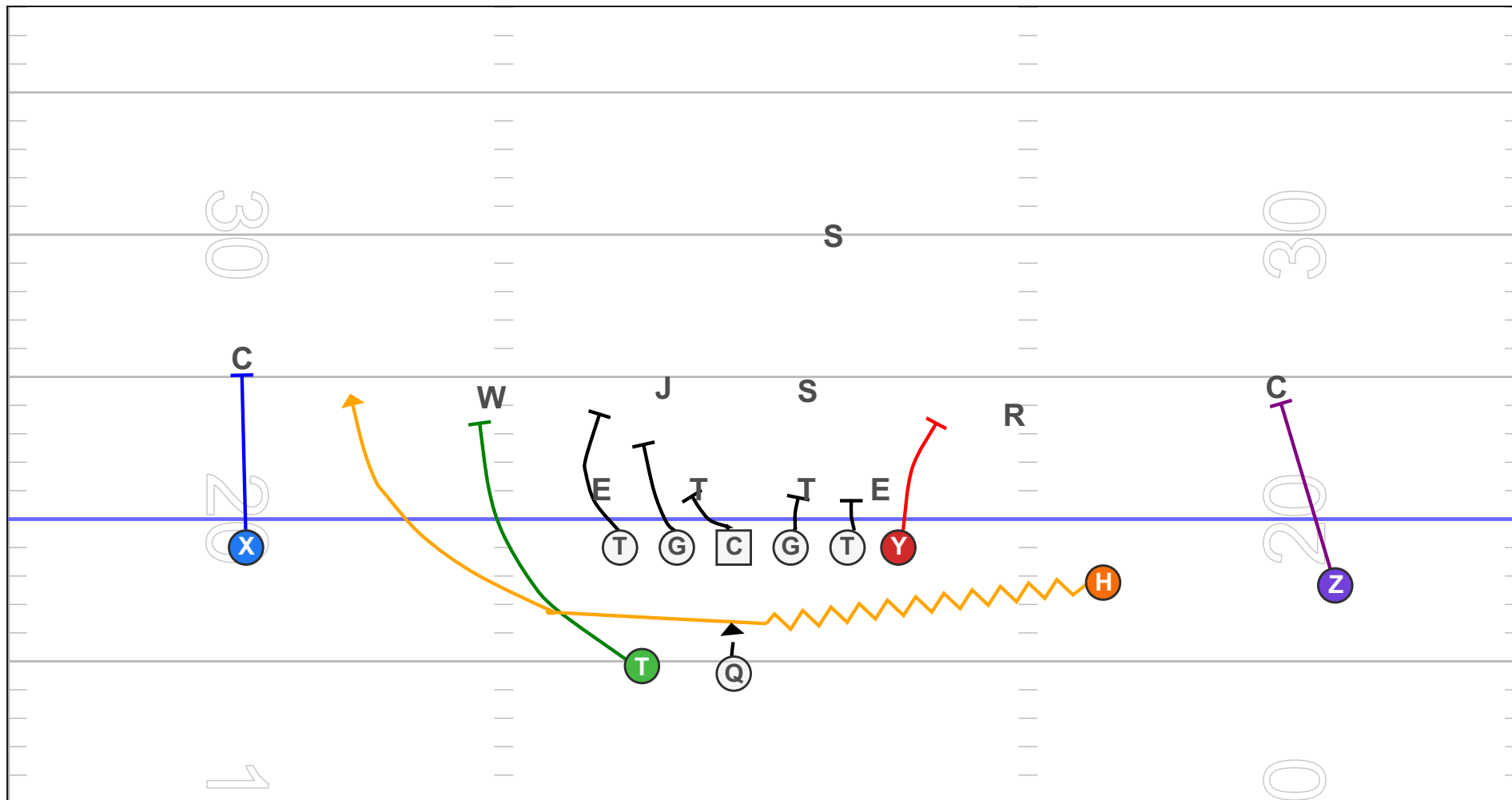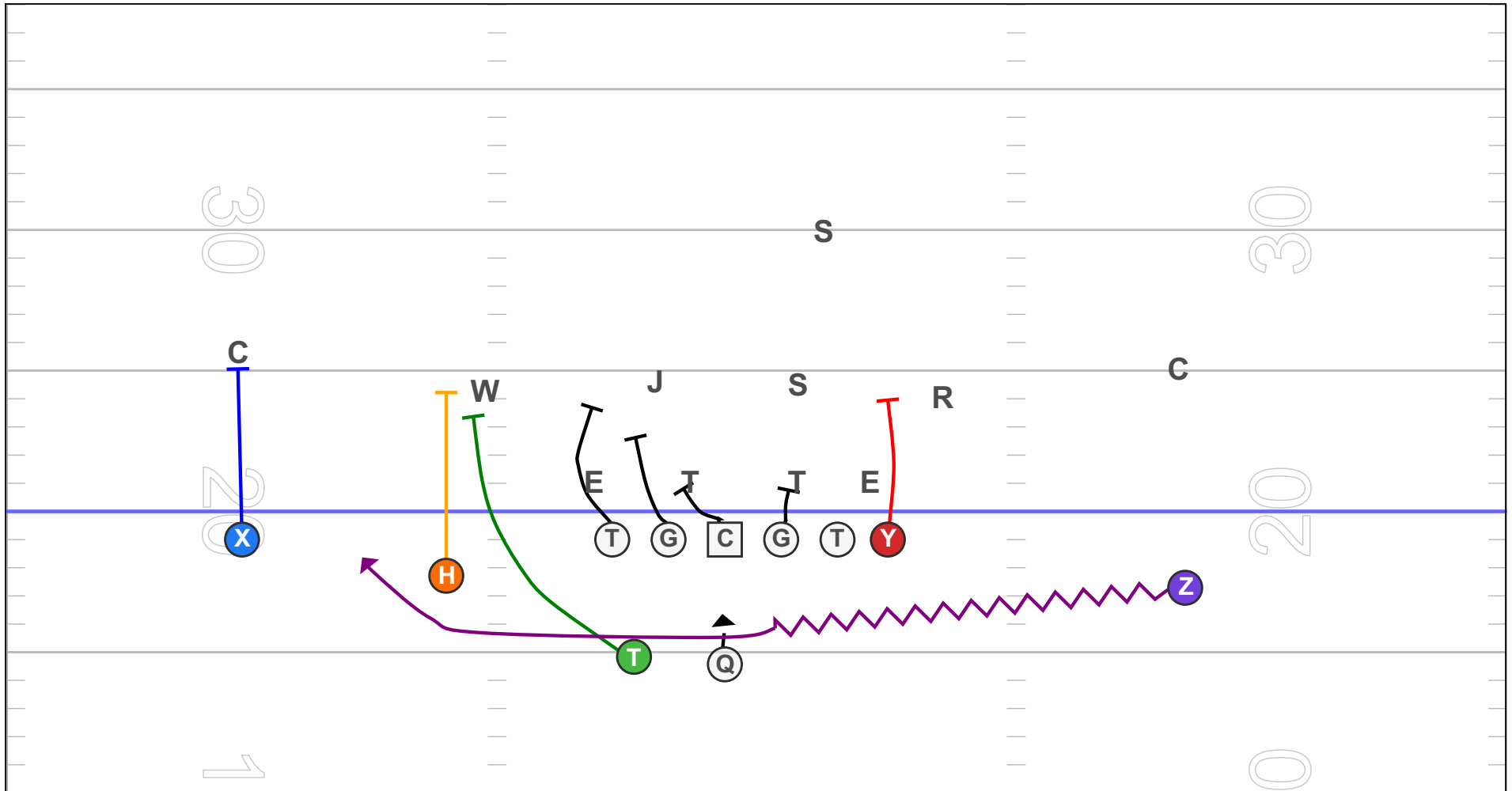

LT - Bypass end to Jack   **LG** - Wide release to Jack   **C** - 10   **RG** - 10   **RT** - 10   **Y** - 10   **X** -   **H** -   **T** - Lead block to alley player   **Q** - Take shotgun snap, pass it forward to H   **Z** -
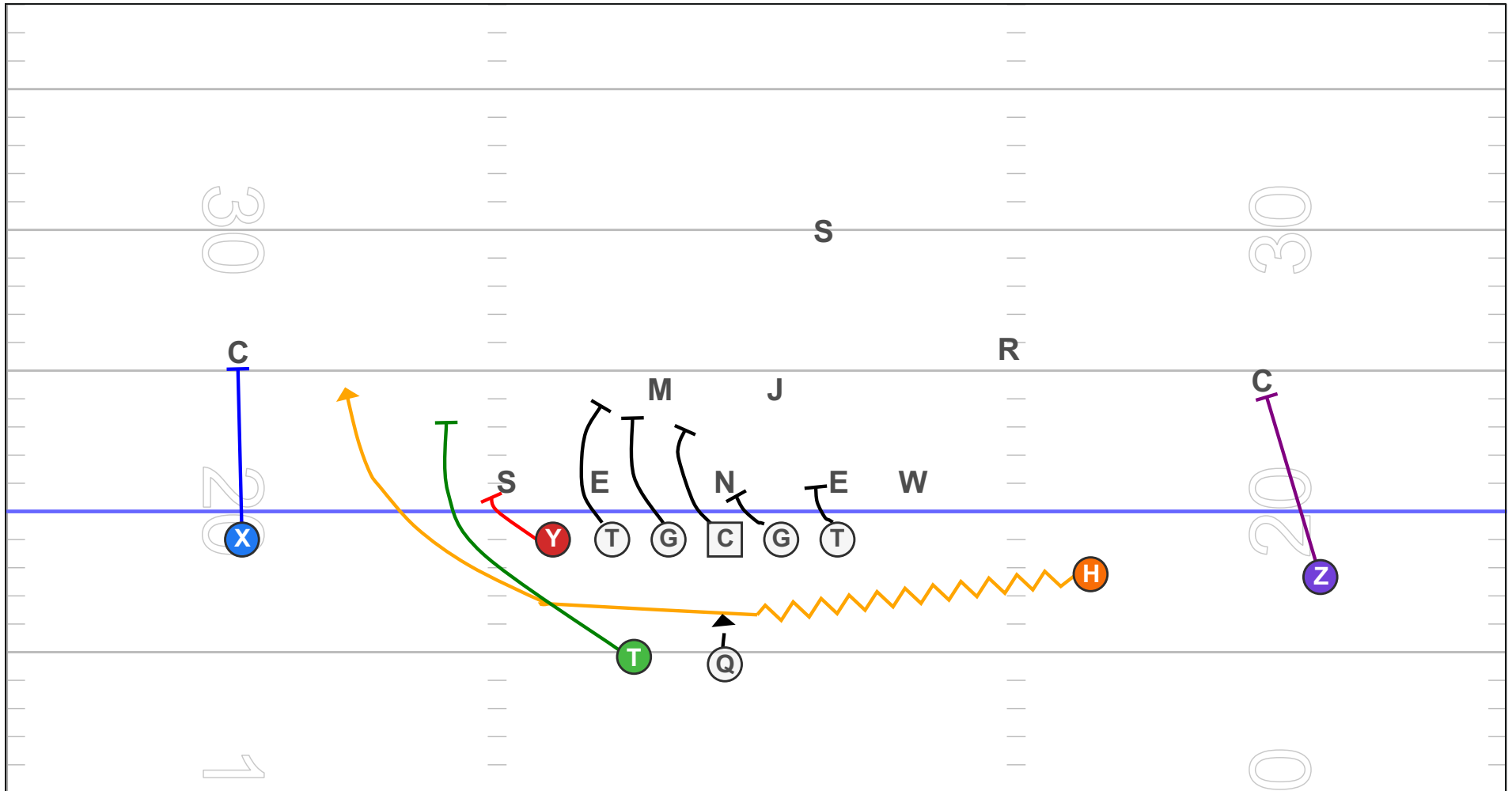
LEFT H JET LEFT vs 4-2-5

LT - 10 to End   **LG** - 10   **C** - Wide release to Jack   **RG** - 10   **RT** - 10   **Y** - 10 to Jack   **X** -   **H** -   **T** - Lead block to alley player   **Q** - Take shotgun snap, pass it forward to H   **Z** -

LEFT Z JET LEFT vs 4-2-5

LT - Bypass end to Jack   **LG** - Wide release to Jack   **C** - 10   **RG** - 10   **RT** - 10   **Y** - 10   **X** -   **H** - Lead block to alley   **T** - Lead block to alley - look inside for any backers getting loose   **Q** - Take shotgun snap, pass it forward to H   **Z** - Jet motion - catch handoff
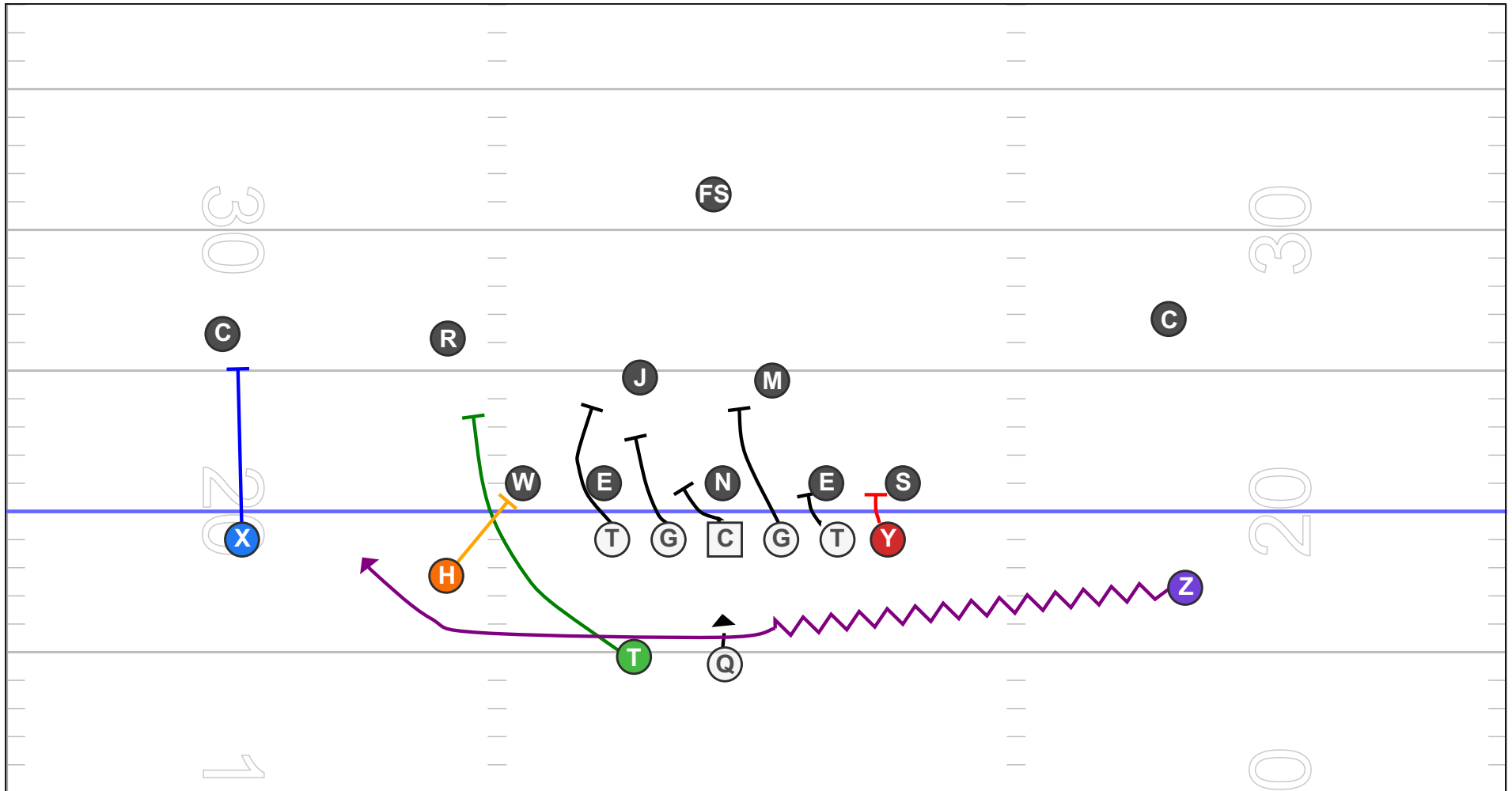
LT - Bypass End - wide release to Mike   **LG** - Bypass End - wide release to Mike   **C** - Wide release to Jack   **RG** - 10   **RT** - 10   **Y** - 10 to Jack   **X** -   **H** - Jet motion - catch forward pass   **T** - Lead block to alley player - Note: Rover could motion over   **Q** - Take shotgun snap, pass it forward to H   **Z** -

LT - Bypass end to Jack   **LG** - Wide release to Jack   **C** - 10   **RG** - 10   **RT** - 10   **Y** - 10   **X** -   **T** - Lead block to alley - look inside for any backers getting loose   **Q** - Take shotgun snap, pass it forward to H   **Z** - Jet motion - catch handoff   **H** - Crack on Will

RIGHT HAMMER 18 STRETCH QB OPTION vs 4-2-5 (MAHTOMEDI)

LT - LG - C - RG - RT - Y - Z - X - H - T - Q -

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