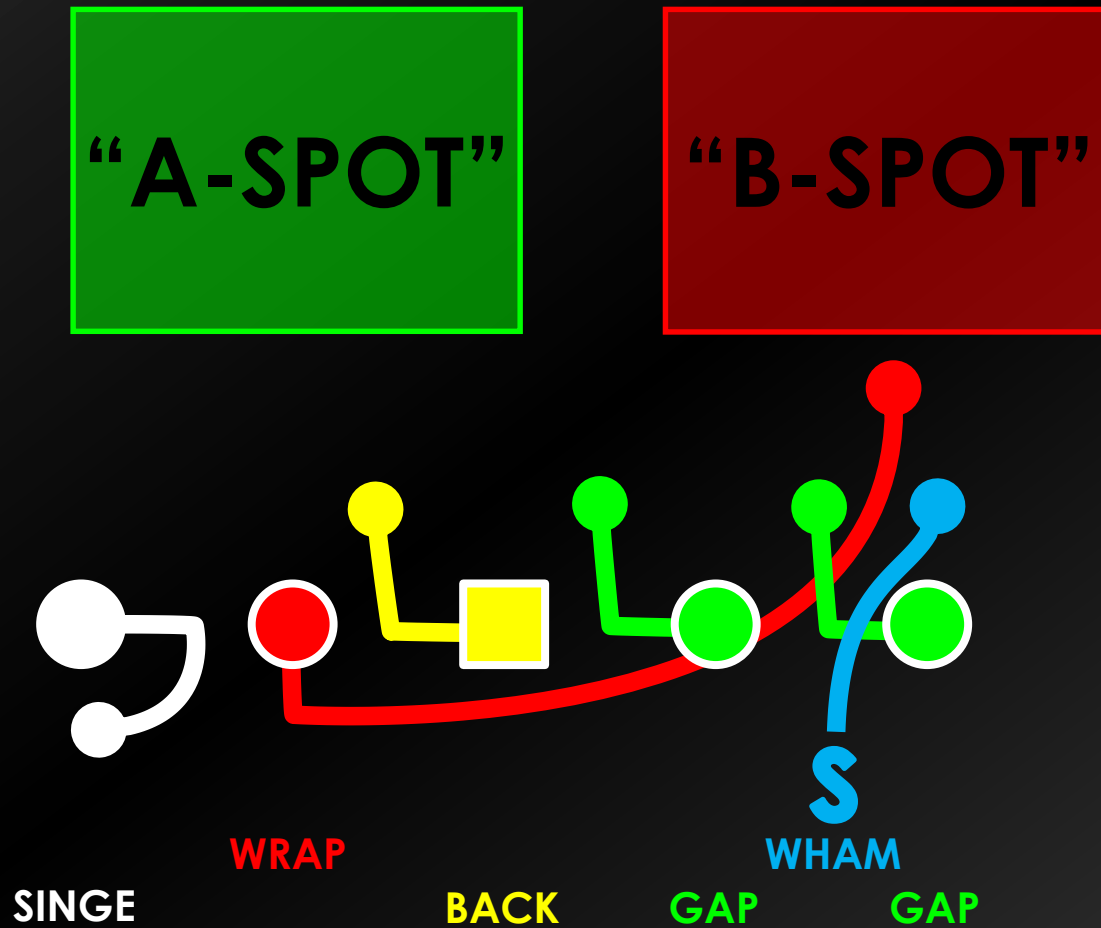


GAP SCHEME

- All-purpose, vertical, physical concept
- Play-side blocks inside gaps
- Always block play-side with two blocks
 - Wham block
 - Wrap block
- Three major runs from this concept
 - (POWER) H & BSG
 - (BSG & H
 - BSG & BST
- We can add play variety while using the same blocking concept

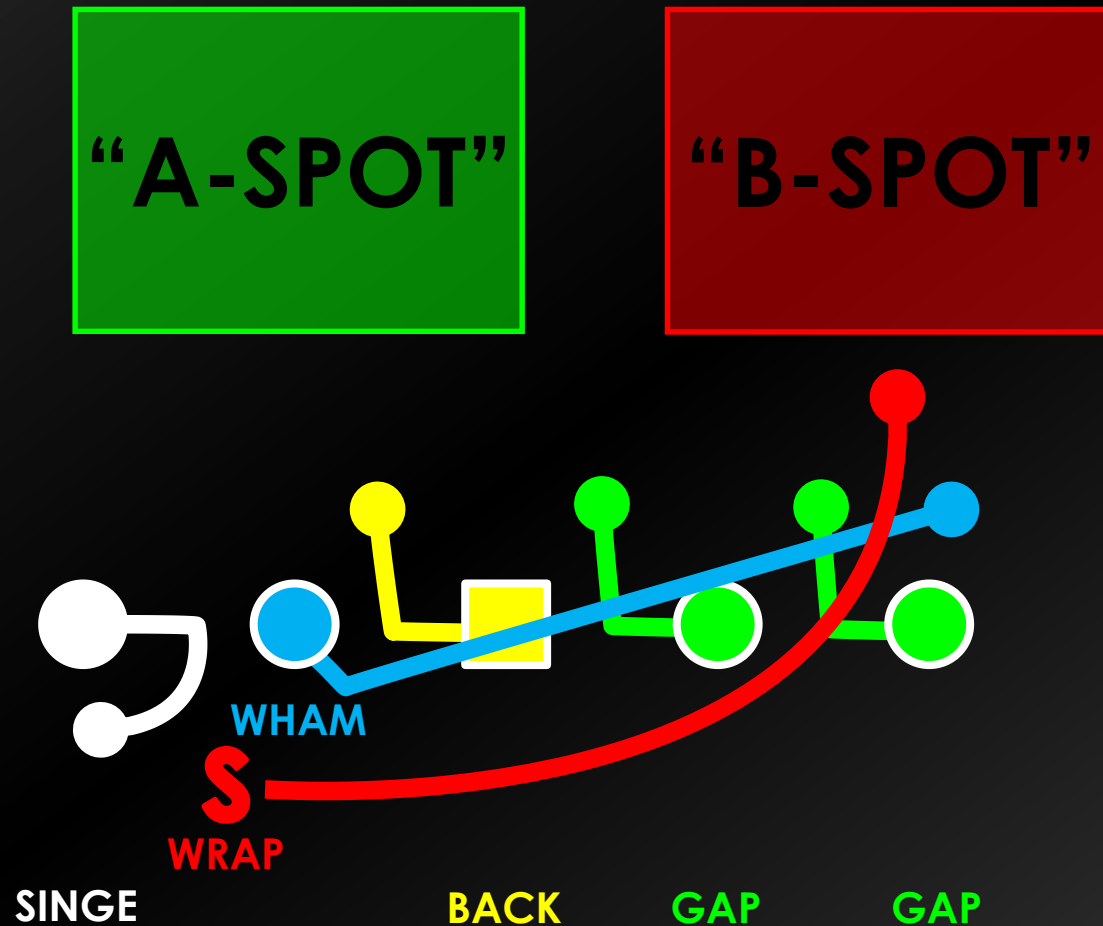
H & BSG (POWER)

RIGHT



BSG & H (COUNTER)

RIGHT

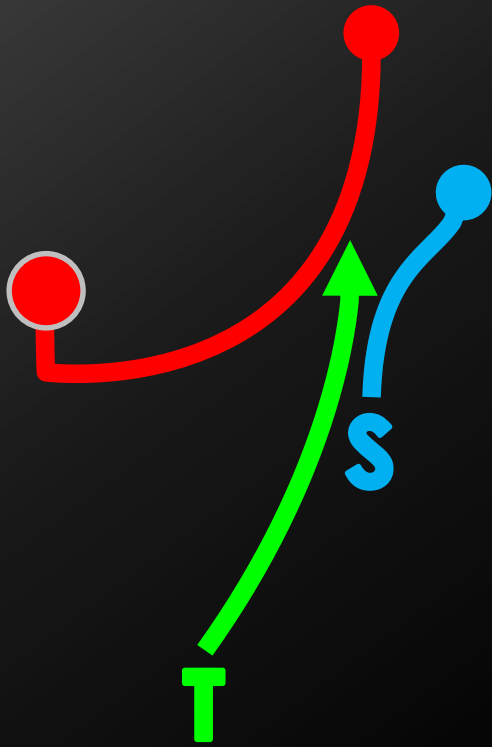


CHAIN OF EVENTS

- **PLAY CONCEPT HAS A DOMINO EFFECT**
 - **WHAM (C-GAP DEFENDER)**
 - **WRAP (MAKE THE WHAM CORRECT)**
 - **RUNNER (FOLLOW THE WRAP)**

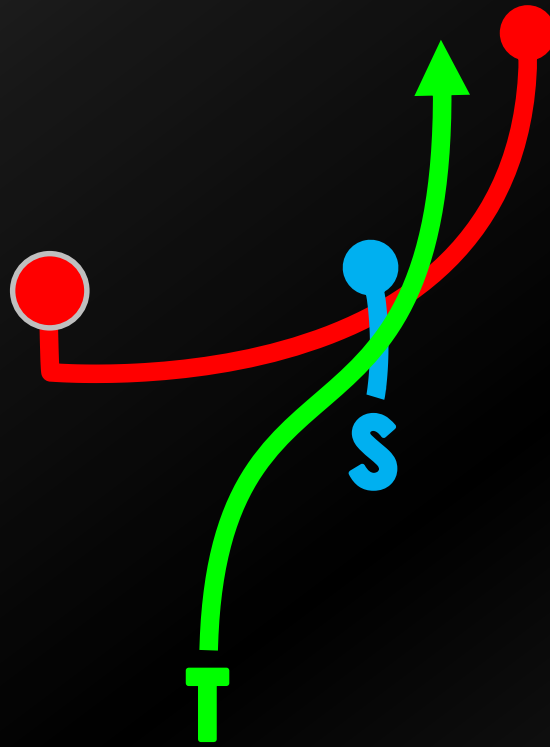


BALL CARRIER SCENARIOS



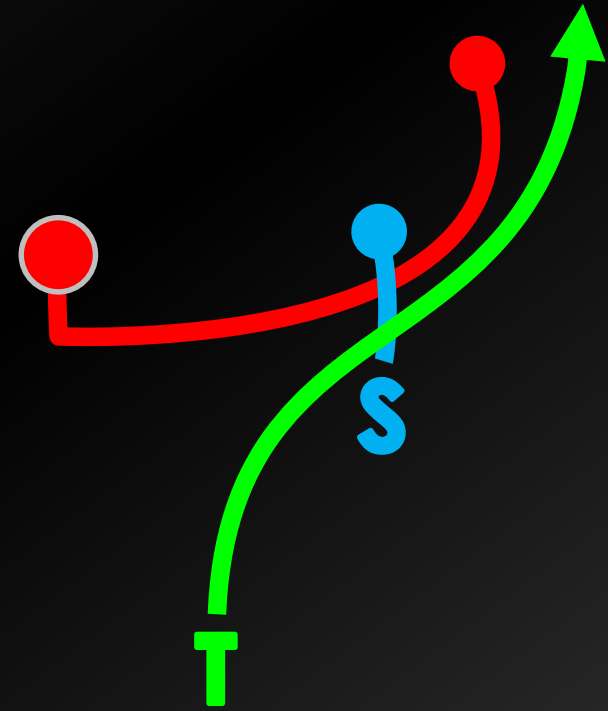
1

INSIDE WHAM



2

OUTSIDE WHAM
INSIDE WRAP



3

OUTSIDE WHAM
OUTSIDE WRAP

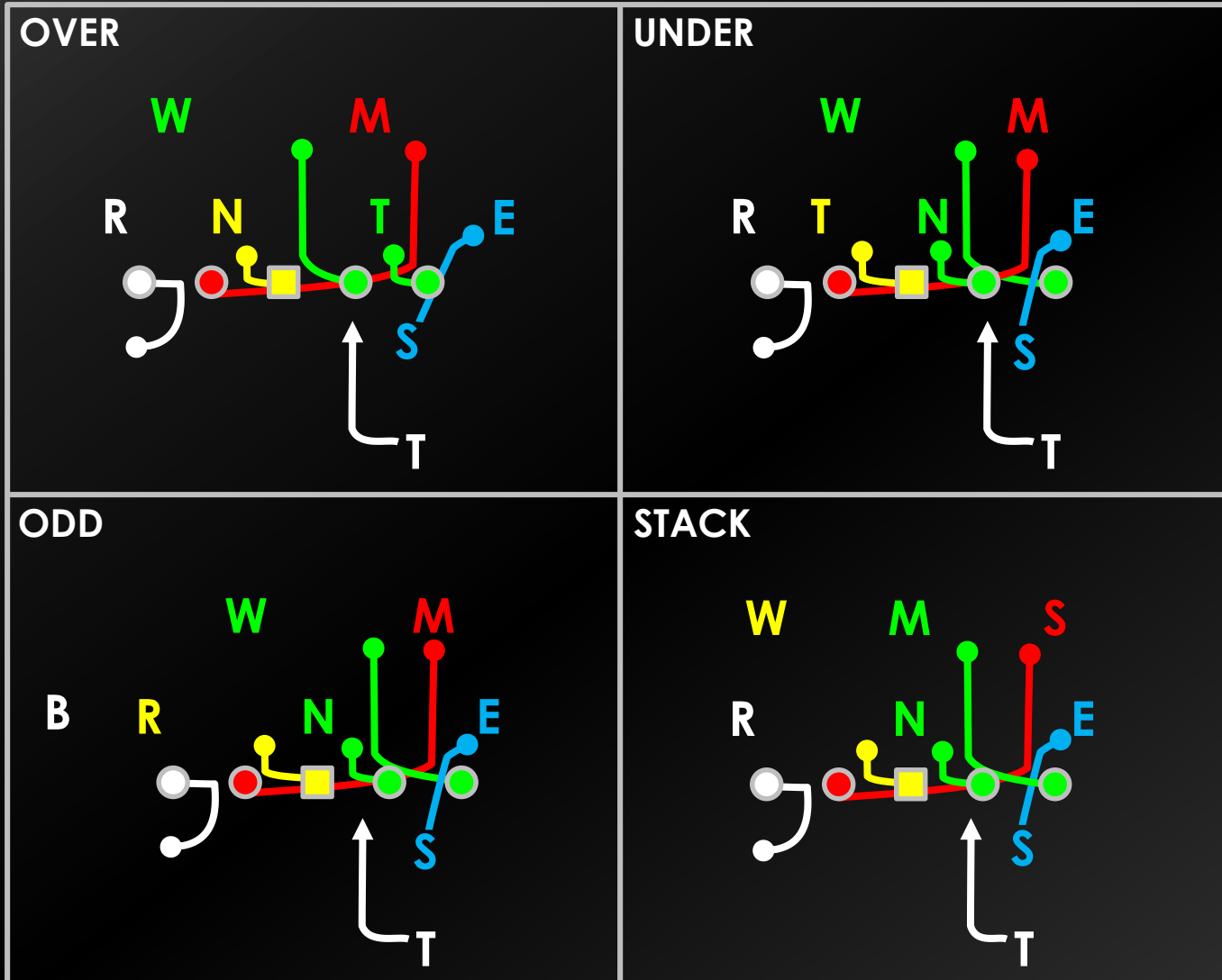
H & BSG (POWER)

- All-Purpose downhill run play
- Hole will be over the PSG's original alignment
- PSG & PST gap to A-Spot
 - Double when possible
- Wham = H
- Wrap = BSG

H & BSG (POWER)

QB	MESH. CARRY OUT RUN FAKE/RPO OPPOSITE
PST	GAP TO A-SPOT
PSG	GAP TO A-SPOT
C	BACK
BSG	WRAP
BST	SINGE
S	WHAM
T	MESH. PRESS OUTSIDE LEG OF THE WRAP. MAKE THE WRAP CORRECT.

H & BSG (POWER)



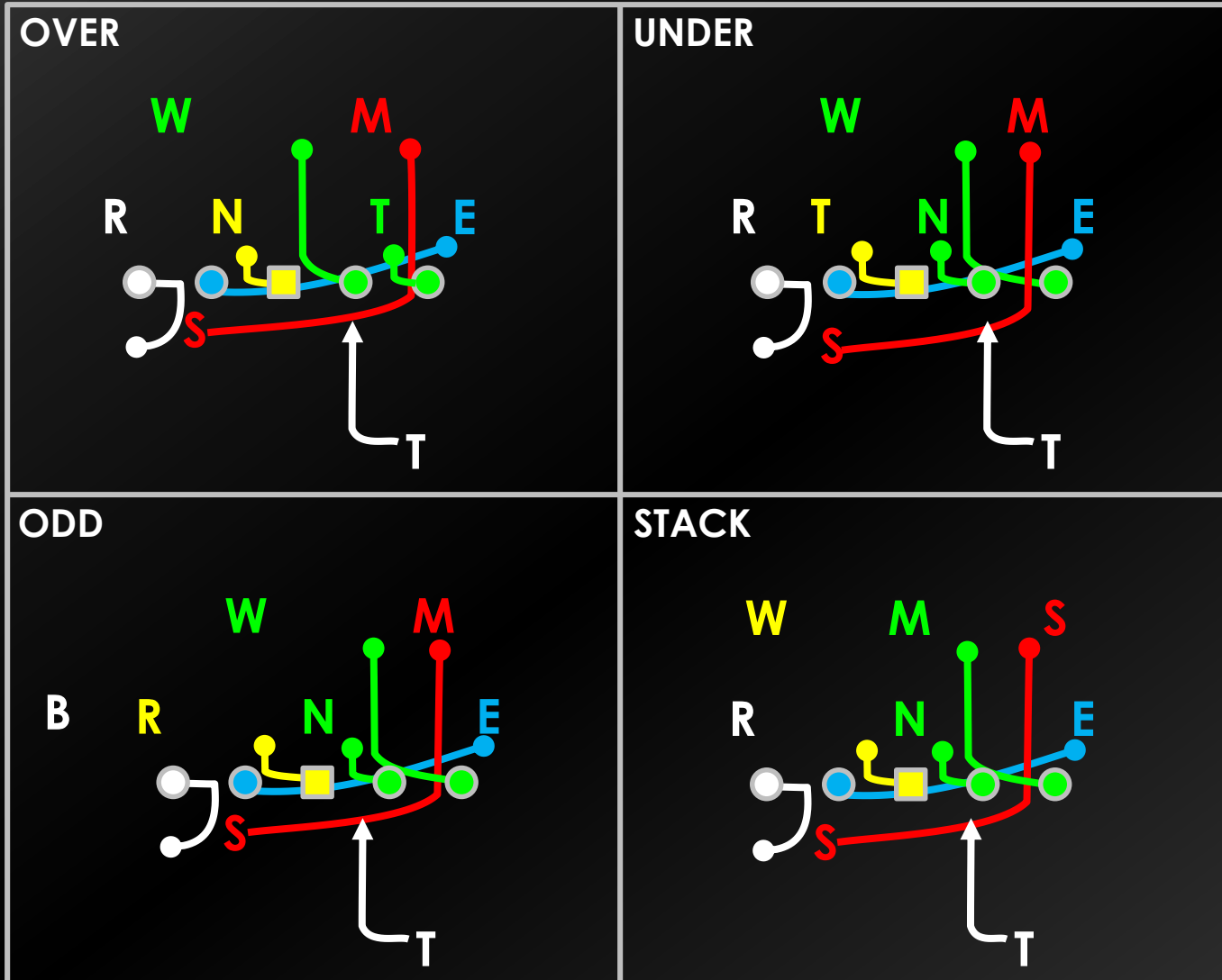
BSG & H (COUNTER)

- All-Purpose Trap run play
- Hole will be over the PSG's original alignment
- PSG & PST gap to A-Spot
 - Double when possible
- Wham = BSG
- Wrap = H

BSG & H (COUNTER)

QB	MESH. CARRY OUT RUN FAKE/RPO OPPOSITE
PST	GAP TO A-SPOT
PSG	GAP TO A-SPOT
C	BACK
BSG	WHAM
BST	SINGE
S	WRAP
T	MESH. PRESS OUTSIDE LEG OF THE WRAP. MAKE THE WRAP CORRECT.

BSG & H (COUNTER)



BSG & BST (COUNTER TREY)

- All-Purpose run play
- Hole will be over the PSG's original alignment
- PSG & PST gap to A-Spot
 - Double when possible
- Wham = BSG
- Wrap = BST

BSG & BST (COUNTER TREY)

QB	MESH. CARRY OUT RUN FAKE/RPO OPPOSITE
PST	GAP TO A-SPOT
PSG	GAP TO A-SPOT
C	BACK
BSG	WHAM
BST	WRAP
S	N/A
T	MESH. PRESS OUTSIDE LEG OF THE WRAP. MAKE THE WRAP CORRECT.

BSG & BST (COUNTER TREY)

