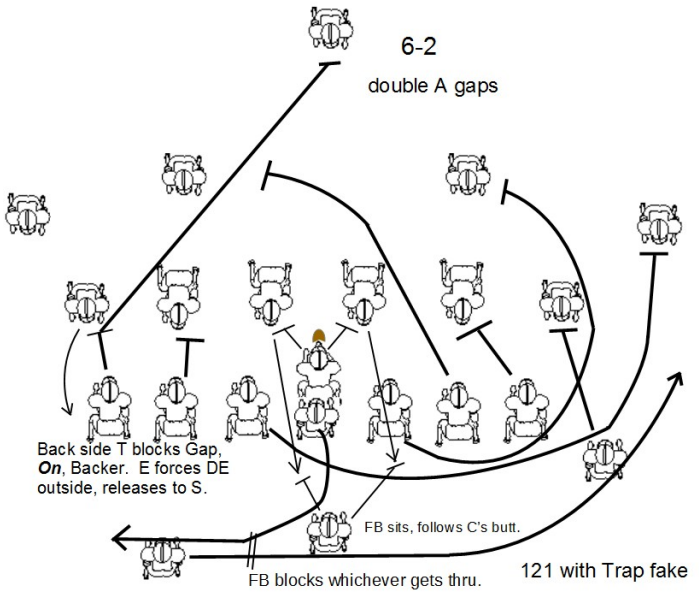
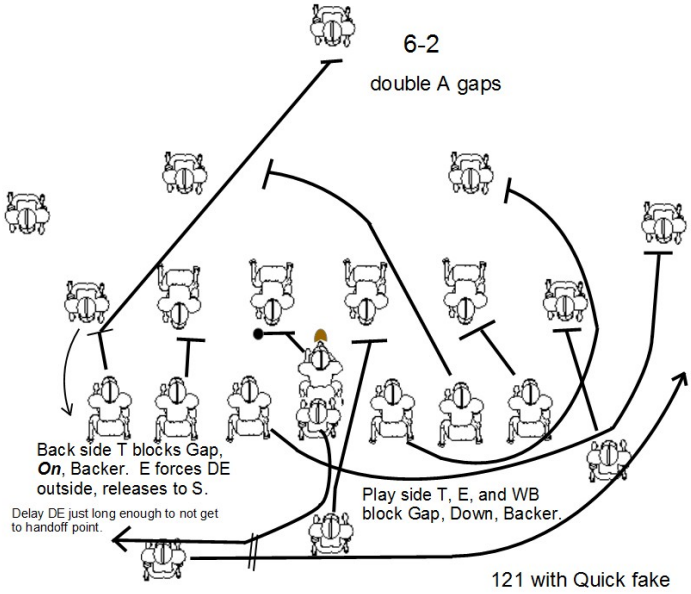
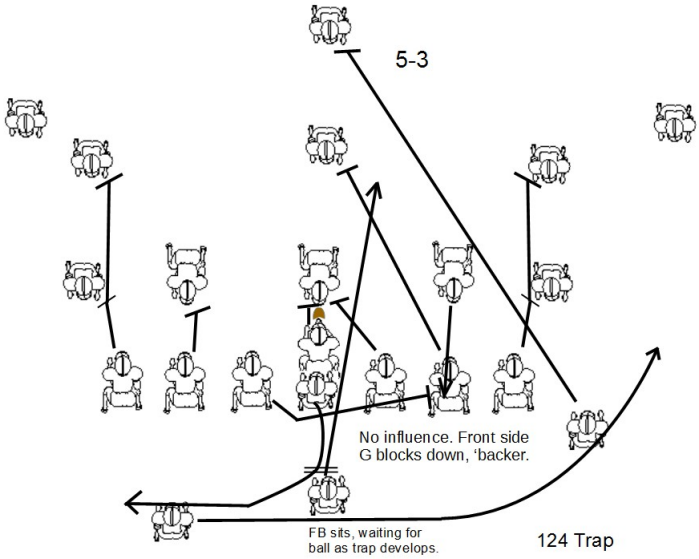
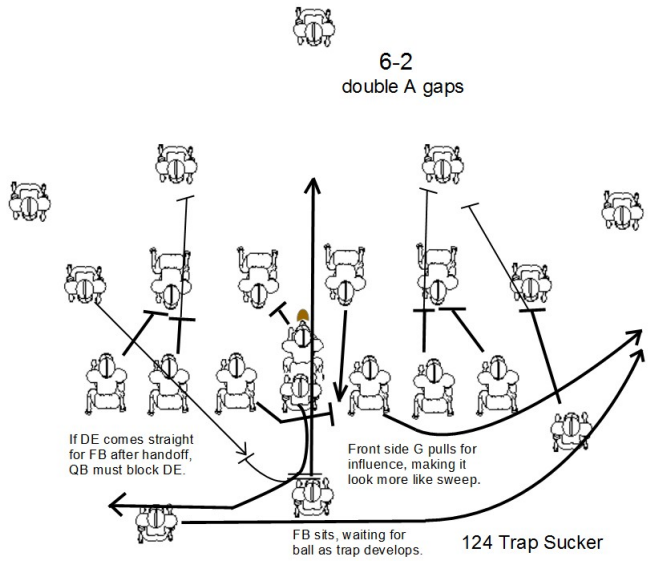
This is to show how these suggestions work with our existing plays. The 121 and 929 sweeps and waggles could be done with either a Quick or a Trap fake by the fullback. At the same time, the fullback can cover for a pulling guard. On a Quick fake, the fullback could cover only for the front side puller. However, with a Trap fake the fullback could cover for either pulling guard. This allows us to take advantage of the Trap action I've suggested. Because the fullback on Trap would squat and wait for the handoff to be almost on top of him, if he does the same action when faking he could watch and wait. I got that idea from a video linked on DumCoach where someone's fullback was misexecuting (or lazy) by not carrying out a fake, and I noticed it gave him this opportunity that we could produce deliberately. Sometimes the defensive line crowds the center, usually with one, sometimes two of them in an A gap. That's close enough for the center to block. I illustrated with double A gaps below. The center can block whichever he thinks he can get easiest, and the delaying fullback could look at the gap the center's butt points to, to see who gets thru on defense, and the fullback cleans that up in the backfield.

Meanwhile we have at least a couple of ways we can block Trap. In most cases the play side guard should release to second level, or double team a nose DL as diagrammed below. The guard's rule is down, backer. However, against more sophisticated opponents who key our play side guards on sweep, we can tag the play with "Sucker " to include an influence pull by that guard as also shown.

Since the Sucker pull is just misdirection, we could produce even more confusion in the defense by having that guard on Trap pull the opposite way, as for Waggle, if the defense starts keying on that. That could be tricky, though, in that the pulling guards could collide with each other. I think it's enough that having one guard pull for trap, and the other pulling in the same direction, makes it look like a sweep.