Base 2x2 Mesh (Mesh as 2)

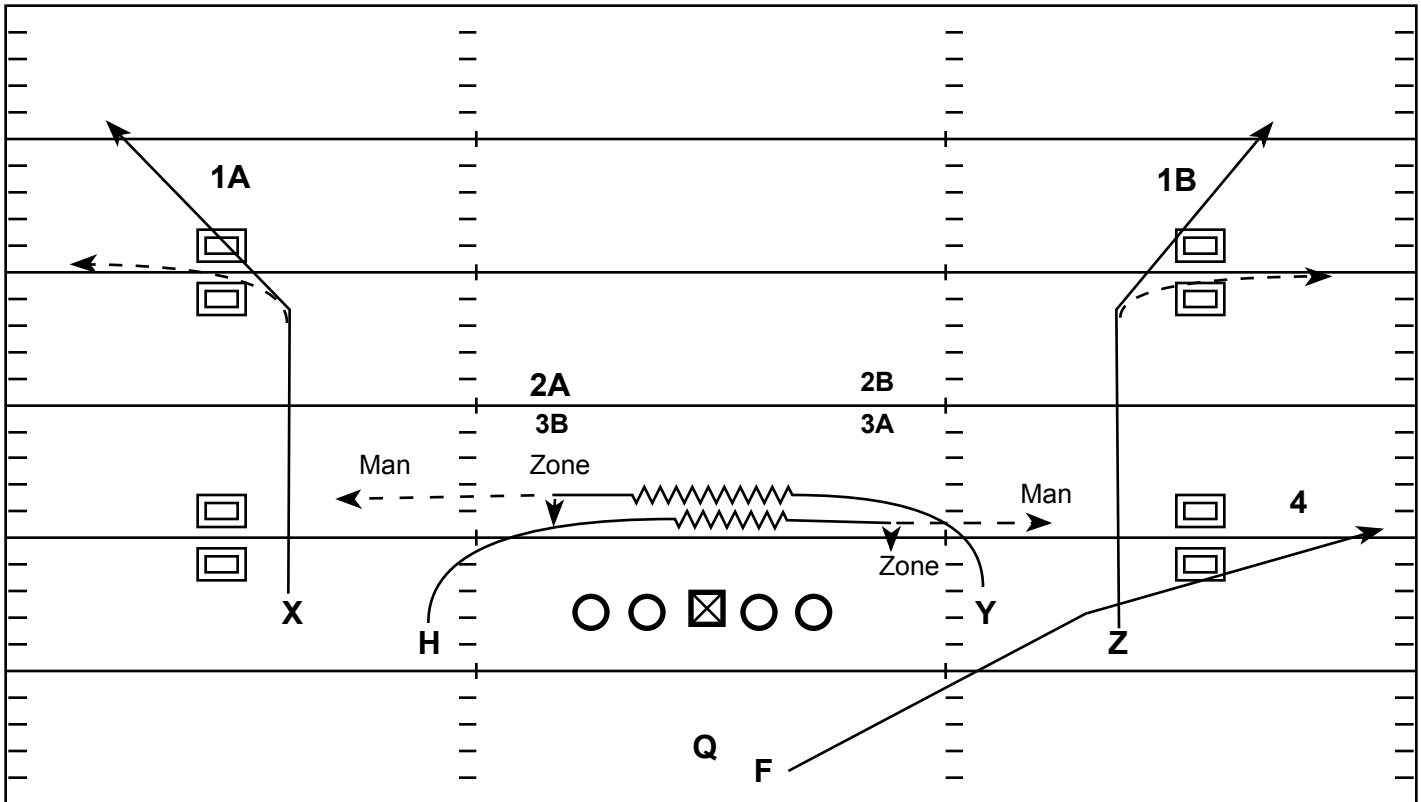**1A** **1B**

2A **2B**
3B **3A**

Man Zone Man

Zone

X Y Z 4

H

Q F

QB Progression: Pre-Snap Decide which Deep Out to Start on based on Leverage 1. Deep Out 2. Near Mesh 3. Far Mesh 4. Flat

X: Corner Option (Capped = Snap Deep Out / Uncapped = Take Vertical Ground)

H: Under Mesh, Close the Distance between the Over Mesh / Settle v. Zone / Run v. Man

Y: Over Mesh, Set Mesh Depth at 5-6 Yards or Toes of Mike / Settle v. Zone / Run v. Man

Z: Corner Option (Capped = Snap Deep Out / Uncapped = Take Vertical Ground)

F: Flat