## 2x2: Snag BS Slants

**YD** Line

Hash

Score

D & D

Quarter

H - Inside Slant

Z - Snag (Convert v. Man)

Time

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quick Game Options attacking both Man & Zone Coverages

QB Progression/Read: Decide the Side Pre-Snap based on Leverage. If

Strategy: Staple of the Air Raid known as Y-Corner. Gives your QB two

Reading the Snag Side = Corner - Snag - Swing

X - Slant

LT - Man Locked on Defensive End

Y - Corner C - Slide Protection A-Gap

- Chach retestion / Cap

**Tackle** 

RG - Slide Protection B-Gap

LG - Man Locked on Nose

T - Swing RT - Slide Protection C-Gap