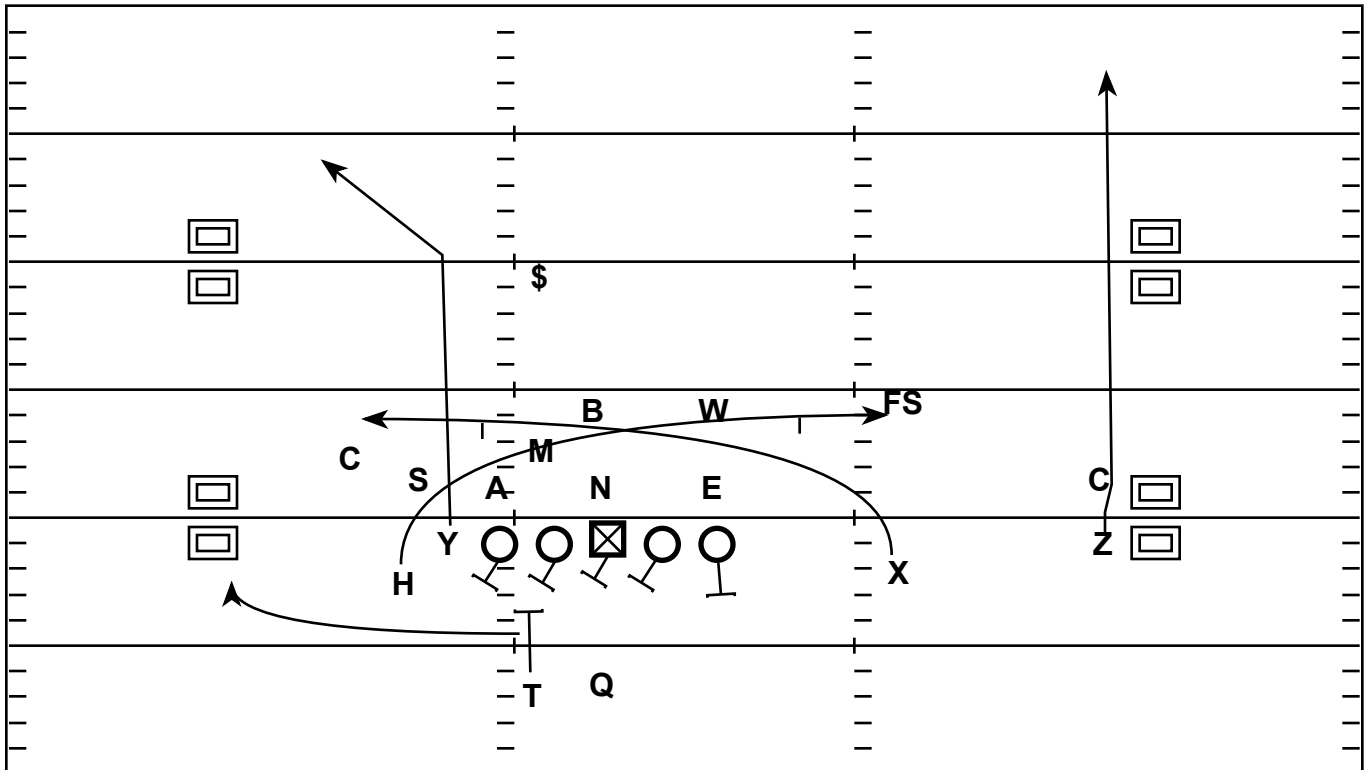


*2x2 Heavy: Mesh

Quarter	Time	D & D	YD Line	Hash	Score
1st	1:50	2 - 14	-21	LM	21 - 7



Strategy: Run base Mesh out of a heavy personnel using the Attached TE (Y) to provide even more of a Rub for the Mesh

QB Progression/Read: Peek Corner Route (or Vertical) - Mesh - Swing

X - Over Mesh, Set the Depth of the Mesh v. Man = Run / v. Zone = Settle

H - Under Mesh, Close the Distance of the Mesh. v. Man = Run / v. Zone = Settle

Y - Corner, Break at 10-12 Yards

Z - MOR Vertical

T - Check Protect to Swing

LT - Slide Protect C-Gap

LG - Slide Protect B-Gap

C - Slide Protect A-Gap

RG - Called into the Slide

RT - Man Locked on End