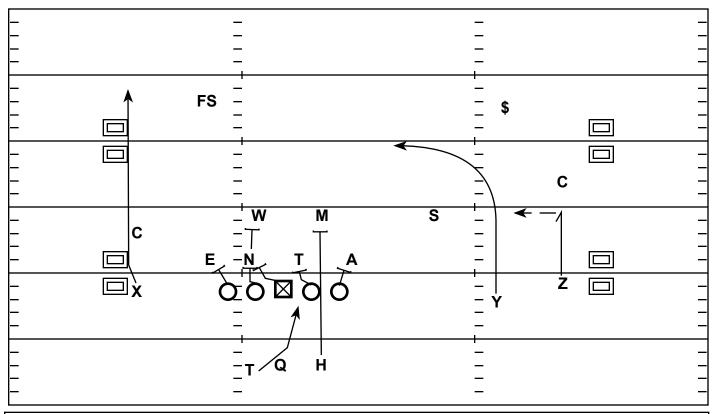
Split Backs Open: Iso Lead

Quarter	Time	D & D	YD Line	Hash	Score
1st	2:06	1 - 10	-41	L	3 - 0



Strategy: Base Iso concept paired with a Playside Glance Route to keep the D-Gap Defender out of the Run Fit

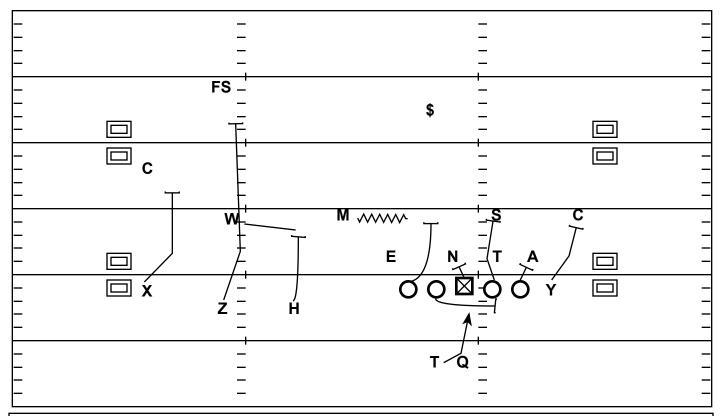
QB Progression/Read: Pre-Snap Access Leverage of Vertical. Post-Snap read the Space for the Glance (D-Gap Defender)

X - MOR Vertical
H - Insert Lead
Y - Glance
Z - Hitch (Converts to in v. Man Pressed)
T - Follow Insert Lead

LT - Inside Drive
LG - Combo Nose to Will Linebacker
C - Combo Nose to Will Linebacker
RG - Inside Drive 2i
RT - Man Base Anchor

3x1 Nub: Trap

Quarter	Time	D&D	YD Line	Hash	Score
1st	1:01	1 - 10	47	R	3 - 0



Strategy: Get the Tackle to think is unblocked and then Trap him with an open Pull from the Backside Guard

QB Progression/Read: Simple Hand-Off

X -	Block	Corner
-----	-------	--------

H - Block MDM (Will)

Y - Arc to Corner

Z - Block MDM (F/S)

T - Trap Footwork looking downhill off Trap Block

LT - Inside I	Release	to	Mike
Linebacker			

LG - Trap 3-Tech

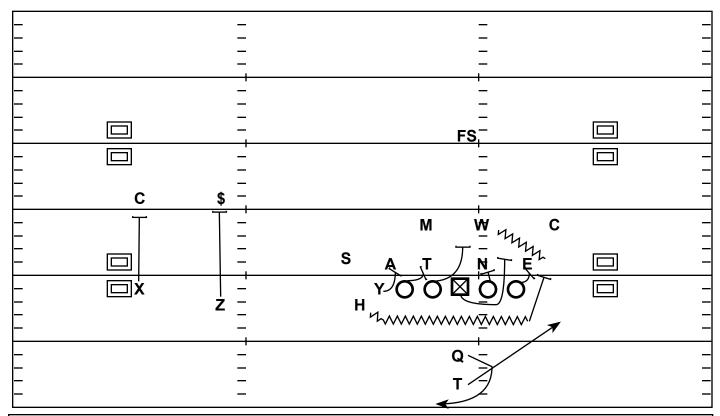
C - Base Nose

RG - Release up to Sam Linebacker

RT - Base Anchor

Quads Heavy: Stretch

Quarter	Time	D & D	YD Line	Hash	Score
2nd	15:00	2 - 7	19	R	3 - 0



Strategy: Great Perimeter Run Scheme that also opens up the PAP Roll-Outs later in the game

QB Progression/Read: Hand-Off to RB then perform a great Fake

X -	Block	Corner
<i>,</i> ,	-:	••••

H - Motion to Drive Reach Will Linebacker

Y - Drive Reach Cut-Off C-Gap

Z - Block MDM (\$)

T - Stretch Path, Read Block of the Lead

LT - Reach 3-Tech

LG - Run to Cut-Off Mike

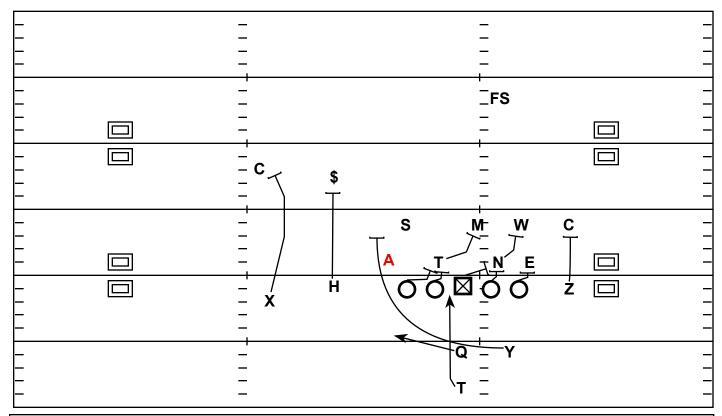
C - Fold Out to Pick-Up Mike Linebacker

RG - Pin Nose for Fold

RT - Drive Reach Defensive End

Split Backs: Inside Zone Read-Bluff

Quarter	Time	D & D	YD Line	Hash	Score
2nd	11:16	1 - 10	24	R	10 - 0



Strategy: Bluff a Swipe by the Fullback while reading the Backside EMLOS.

QB Progression/Read: Read the Backside EMLOS

X - Block Corner
H - Block \$
Y - Bluff to MDM (Sam Linebacker)
Z - Block Corner

T - Downhill	ΙZ	Track,	Crack	of
Center				

LT - Combo Tackle to Mik	е
Linebacker	

LG - Combo Tackle to Mike Linebacker

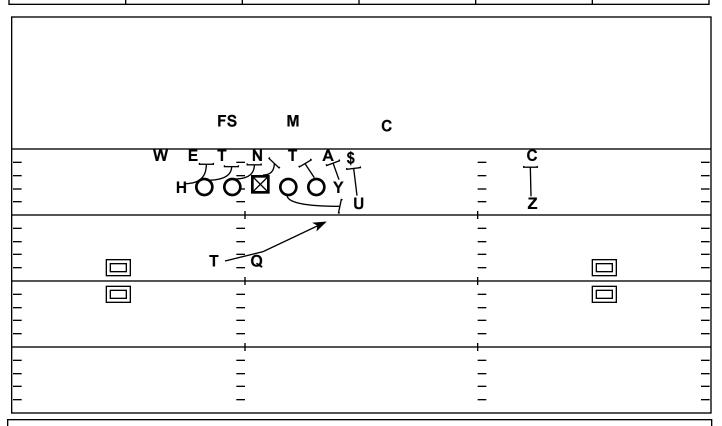
C - Combo Nose to Will Linebacker

RG - Combo Nose to Will Linebacker

RT - Inside Drive Defensive End

3x1 Heavy: G

Quarter	Time	D & D	YD Line	Hash	Score
2nd	10:56	1 - 2	2	L	10 - 0



Strategy: Run a Core Goalline Concept on the Two-Yard Line

QB Progression/Read: Hand-Off to RB

L	J –	Down	Block	\$
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H - Backside C-Gap Cut-Off

Y - Down Block Anchor

Z - Block Corner

T - G Path follow the PS Guard

LT - Reach Block 3-Tech

LG - Reach Block Nose

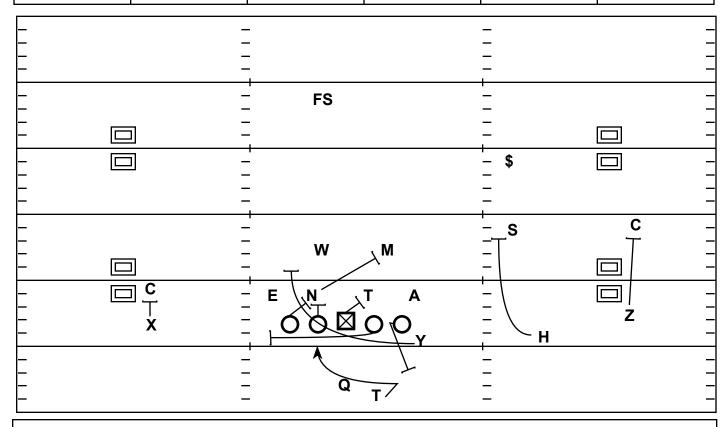
C - Pop Nose to Reach MDM

RG - G Pull, Kick-Out MDM

RT - Down Block 3-Tech

3x1 Wing: GY Counter

Quarter	Time	D & D	YD Line	Hash	Score
4th	13:04	2 - 6	-40	М	24 - 7



Strategy: Simple GY Counter Concept to establish a run game.

QB Progression/Read: Hand off to RB

H - Block Sam Linebacker

Y - Wrap Pull to Point (Will Linebacker)

Z - Block Corner

T - Jab Step, Hug Wall, Follow Wrap

LT - Combo Nose to Mike Linebacker

LG - Combo Nose to Mike Linebacker

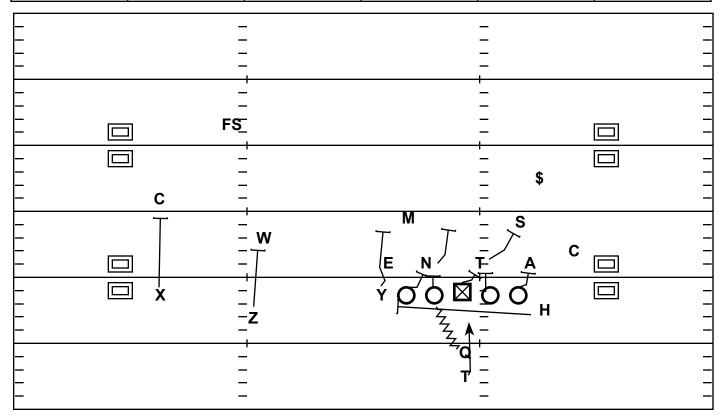
C - Back Block

RG - Open Pull, Wham C-Gap Defender

RT - B-to-Hinge

3x1 Ace: Direct Inside Zone

Quarter	Time	D & D	YD Line	Hash	Score
1st	2:54	2 - 10	43	R	0 - 7



Strategy: Try to confuse the defense by lining your QB up behind the Guard and Direct Snap to the RB

QB Progression/Read: Motion Yourself into Under the Left Guard

X -	Block Corne	r

H - Swipe

Y - Arc to MDM

Z - Block Will Linebacker

T - Catch Direct Snap, Read Backside Leg of the Playside Guard

LT - Combo Nose to Mike
Linebacker

LG - Combo Nose to Mike Linebacker

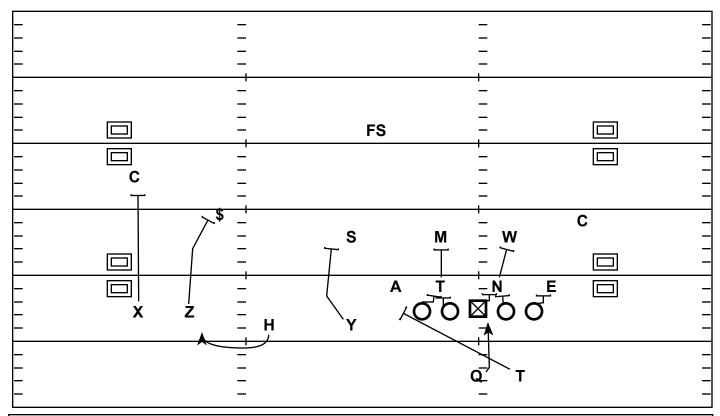
C - Combo Tackle to Sam Linebacker

RG - Combo Tackle to Sam Linebacker

RT - Inside Drive

Quads: QB Inside Zone Swipe

Quarter	Time	D & D	YD Line	Hash	Score
3rd	8:16	1 - 10	-22	R	7 - 21



Strategy: Use a Unique formation paired with a #'s RPO & QB Run Game to attack the Box.

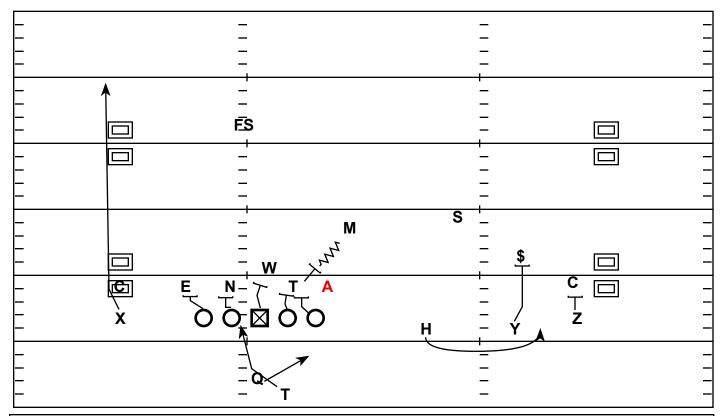
QB Progression/Read: Pre-Snap the Bubble. Pause then Read Inside Leg of the Playside Guard.

X - Block Corner
H - Bubble
Y - Block Sam Linebacker
Z - Block \$
T - Swipe Backside EMLOS

LT - Combo 3-Tech to Mike Linebacker
LG - Combo 3-Tech to Mike Linebacker
C - Combo Nose Tackle to Will Linebacker
RG - Combo Nose Tackle to Will Linebacker
RT - Inside Drive

3x1 Open: Inside Zone Read BS Bubble

Quarter	Time	D & D	YD Line	Hash	Score
4th	11:38	3 - 4	41	L	14 - 28



Strategy: Pair a #'s RPO (Bubble) with an A-Level Run Read to Attack #'s in two different fields

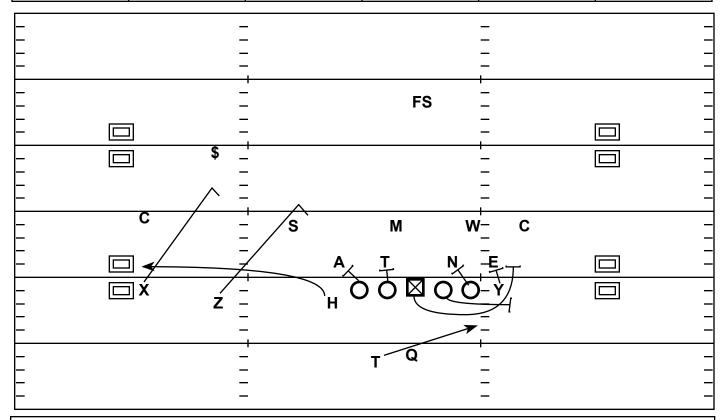
QB Progression/Read: Pre-Snap #'s Bubble RPO, Post-Snap Read Backside EMLOS followed by a Post-Snap RPO on Conflict Defender (Sam Linebacker)

X - MOR Vertical
H - Bubble
Y - Block MDM (\$)
Z - Block Corner
T - Inside Zone Track, Read Backside Leg of Playside Guard

LT - Inside Driv	e End
LG - Inside Dri	ve Nose
C - Pick-Up Mu Linebacker	ugged Will
RG - Combo 3 Linebacker	-Tech to Mike
RT - Combo 3- Linebacker	Tech to Mike

3x1 Ace: Locked Pin-Pull BS Spot

Quarter	Time	D & D	YD Line	Hash	Score
4th	4:59	2 - 6	26	RM	38 - 7



Strategy: Pull out defenders with a Heavy Perimeter Run Scheme with Offensive Line Pulling to bring even more. If Mike Flies it opens up the Space!

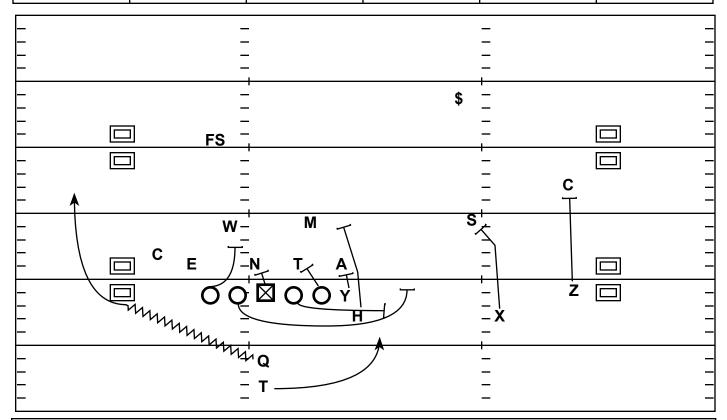
QB Progression/Read: Read the Space of the Spot route

d.
X - Outside Spot
H - Arrow
Y - Pin Defensive End
Z - Spot
T - Pin-Pull Track read the Kick- Out Block

LT - Man Locked
LG - Man Locked
C - 2nd Puller Out Read Pull the Will Linebacker
RG - 1st Puller, Kick-Out D-Gap Defender
RT - Pin Nose Tackle

Quads Heavy: Wildcat Pin-Pull

Quarter	Time	D & D	YD Line	Hash	Score
1st	4:25	2 - 13	-43	L	0 - 7



Strategy: Create Hesitation by motioning out the QB and Running Wildcat Pin-Pull, Create Numbers Advantage going out of Quads

QB Progression/Read: Motion Out and Distract Corner

X - Block Alley Defender (Sam
Linebacker)

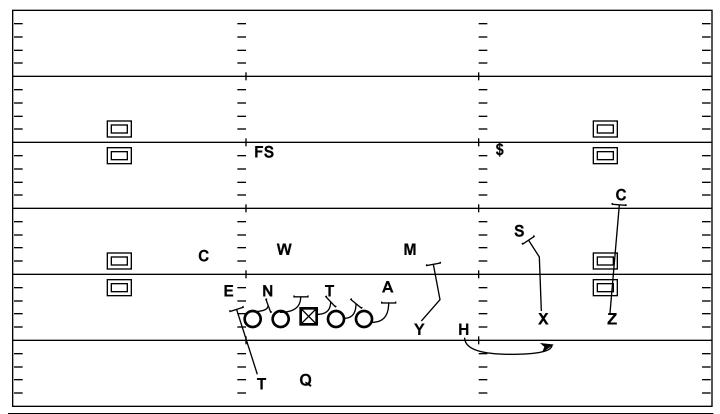
- H Chip Seal to Pick up Flowing Linebacker
- Y Pin Anchor
- Z Block Corner
- T Direct Snap Read Kick-Out to follow 2nd Puller

LT - Fast	Sift thru	B-Gap
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- LG 2nd Puller, Read Pull for Mike Linebacker
- C Pin the Nose Tackle
- RG 1st Puller, Kick-Out E-Gap Defender
- RT Pin 3-Tech

Quads: Bubble

Quarter	Time	D & D	YD Line	Hash	Score
1st	3:02	2 - 10	43	LM	0 - 7



Strategy: Take the #'s Game if it is there by going into a Quads Formation. If they cover down an audible would be needed.

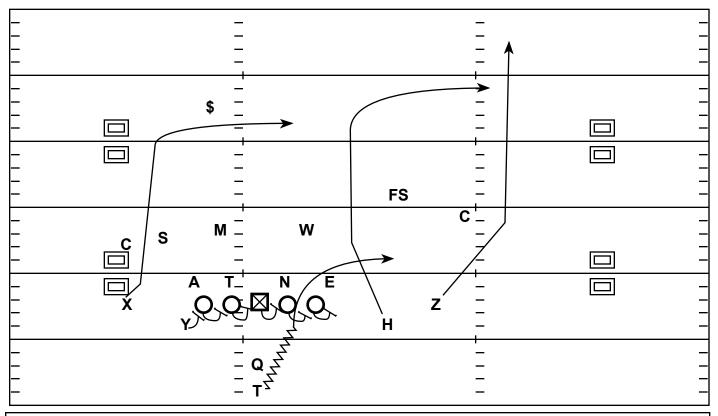
QB Progression/Read: Read the Numbers of the Bubble. Throw if 4 v. 3, anything else would need to be Audibled.

X - Block Sam Linebacker
H - Bubble
Y - Block Mike Linebacker
Z - Block Corner
T - Block EMLOS

LT - Gap Protect B-Gap
LG - Gap Protect A-Gap
C - Gap Protect A-Gap
RG - Gap Protect B-Gap
RT - Gap Protect C-Gap

2x2 Wing Tite: Flood

Quarter	Time	D & D	YD Line	Hash	Score
4th	12:34	1 - 10	50	L	24-7



Strategy: Overload One Side of the Field, along with utilizing a PAP Concept

QB Progression/Read: Work High to Low.

Peek Vertical - Deep Out - RB Flat (X is the Safety Valve)

X - Ir	nside	Rel	lease	Deep	In
--------	-------	-----	-------	------	----

H - In Breaking Deep Out

Y - Backside C-Gap

Z - MOR Vertical Seam

T - Check Protect to Flat

LT - Backside B-Gap

LG - Backside A-Gap

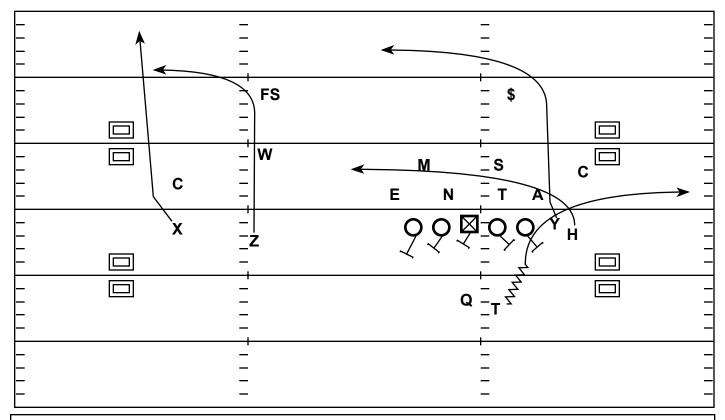
C - Playside A-Gap

RG - Playside B-Gap

RT - Playside C-Gap

2x2 Heavy: Drive

Quarter	Time	D & D	YD Line	Hash	Score
4th	4:15	3 - 6	17	L-M-R	21 - 28



Strategy: Give the QB the Sail Concept before looking back the Drive. Easy Progression Read for your QB.

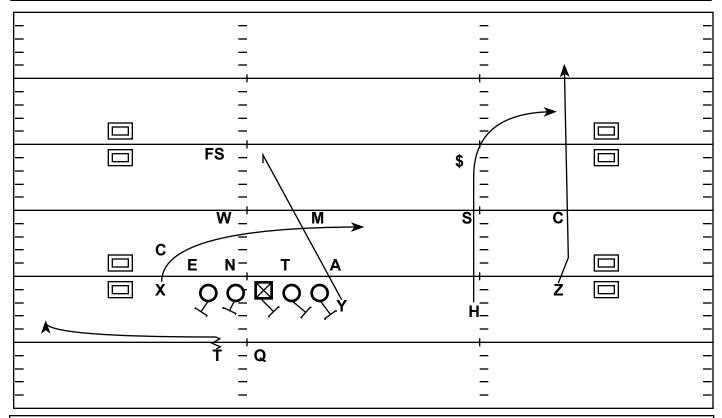
QB Progression/Read: Peek Vertical - Deep Out - Shallow - Drive - Flat

X - MOR Vertical
H - Shallow
Y - Drive
Z - Deep Out
T - Check Protect Flat

LT - Slide Protect, C-Gap
LG - Slide Protect, B-Gap
C - Slide Protect, A-Gap
RG - Man Locked 3-Tech
RT - Man Locked Anchor

3x1 Wing: Shallow-Spot

Quarter	Time	D & D	YD Line	Hash	Score
4th	6:05	3 - 10	27	L	21 - 28



Strategy: Great Sail Concept for the QB to take and then if it isn't there, he can move on to the Shallow Screaming across the field.

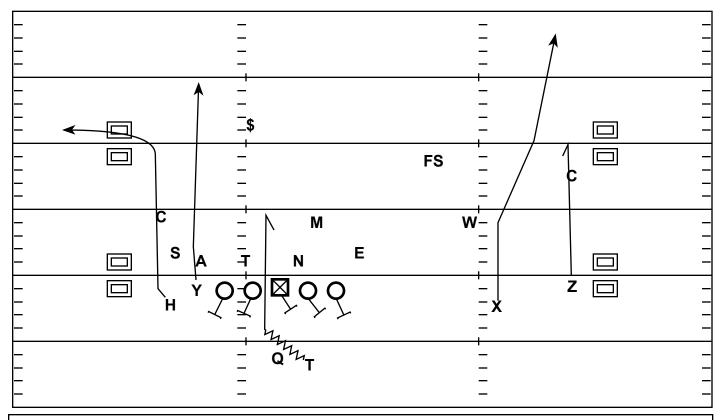
QB Progression/Read: Peek the Vertical - Deep Out - Shallow - Spot

X - Shallow
H - Deep Out
Y - Spot
Z - MOR Vertical
T - Check Protect to Swing

LT - Man Locked on Defensive End
LG - Man Locked on Nose Tackle
C - Slide Protect, A-Gap
RG - Slide Protect, B-Gap
RT - Slide Protect, C-Gap

2x2 Heavy: Slot-Fade

Quarter	Time	D & D	YD Line	Hash	Score
4th	6:54	1 - 10	47	L	21 - 28



Strategy: Give the QB two 1/2 Field Concepts to take advantage of Leverage & Coverage

QB Progression/Read: Decide which 1/2 Field you want to start on based on Coverage & Leverage. If taking Slot-Fade High-Low the Corner as if it was a Smash Concept (Deeper though)

X - Slot-Fade
H - Deep Out
Y - Seam Vertical
Z - Deep Hitch
T - Across Protect to TaT Checkdown

LT - Man Locked on Anchor
LG - Man Locked on 3-Tech
C - Slide Protect A-Gap
RG - Slide Protect B-Gap
RT - Slide Protect C-Gap