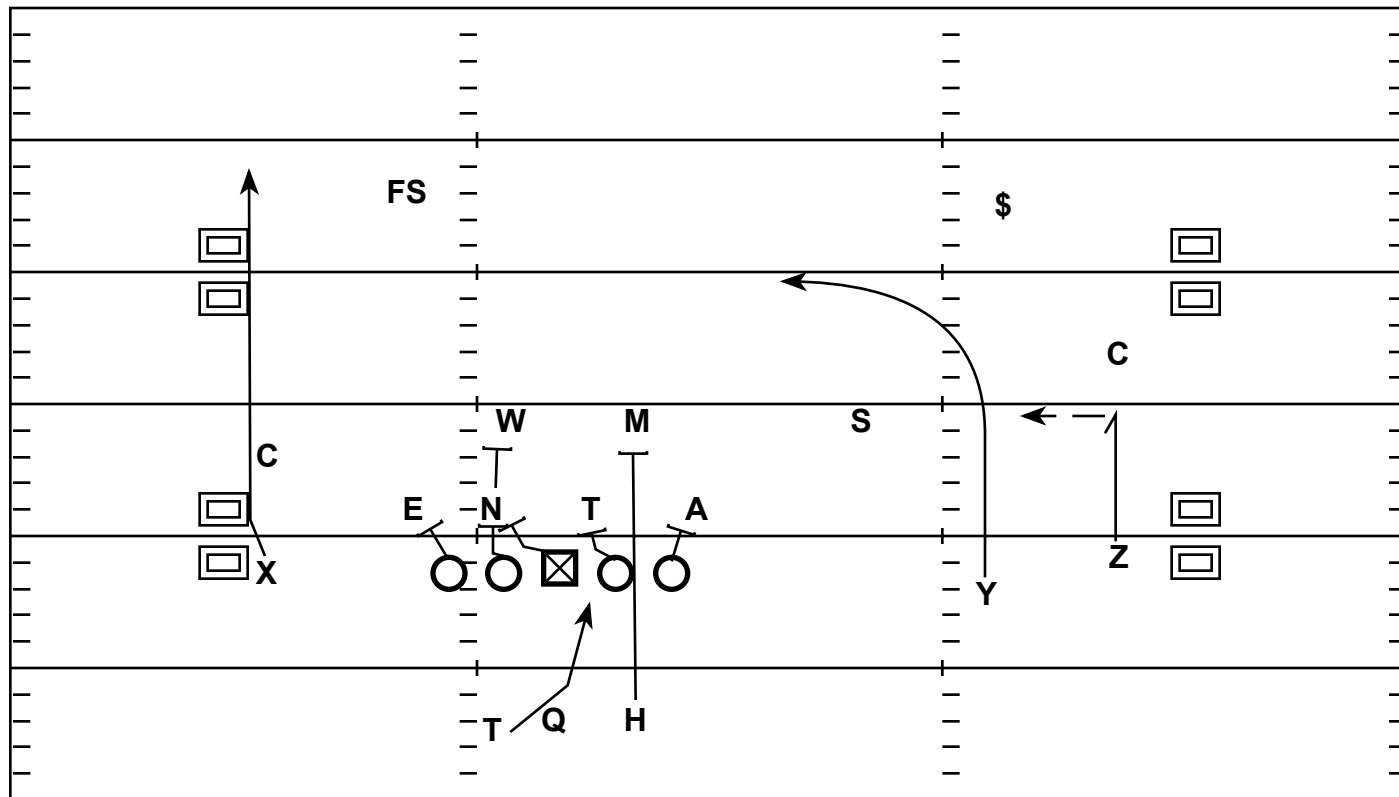


# Split Backs Open: Iso Lead

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

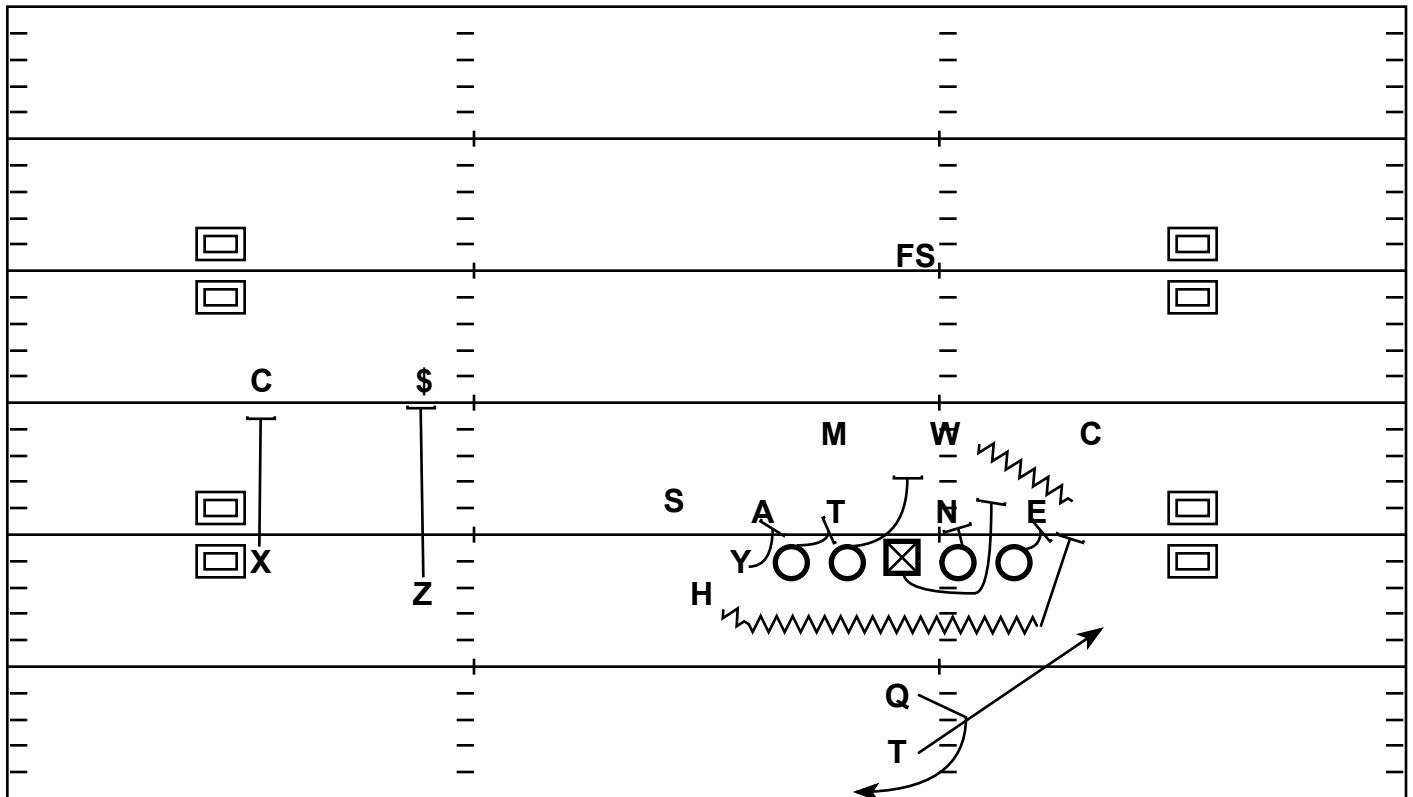
QB Progression/Read: Pre-Snap Access Leverage of Vertical. Post-Snap read the Space for the Glance (D-Gap Defender)

X - MOR Vertical	LT - Inside Drive
H - Insert Lead	LG - Combo Nose to Will Linebacker
Y - Glance	C - Combo Nose to Will Linebacker
Z - Hitch (Converts to in v. Man Pressed)	RG - Inside Drive 2i
T - Follow Insert Lead	RT - Man 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

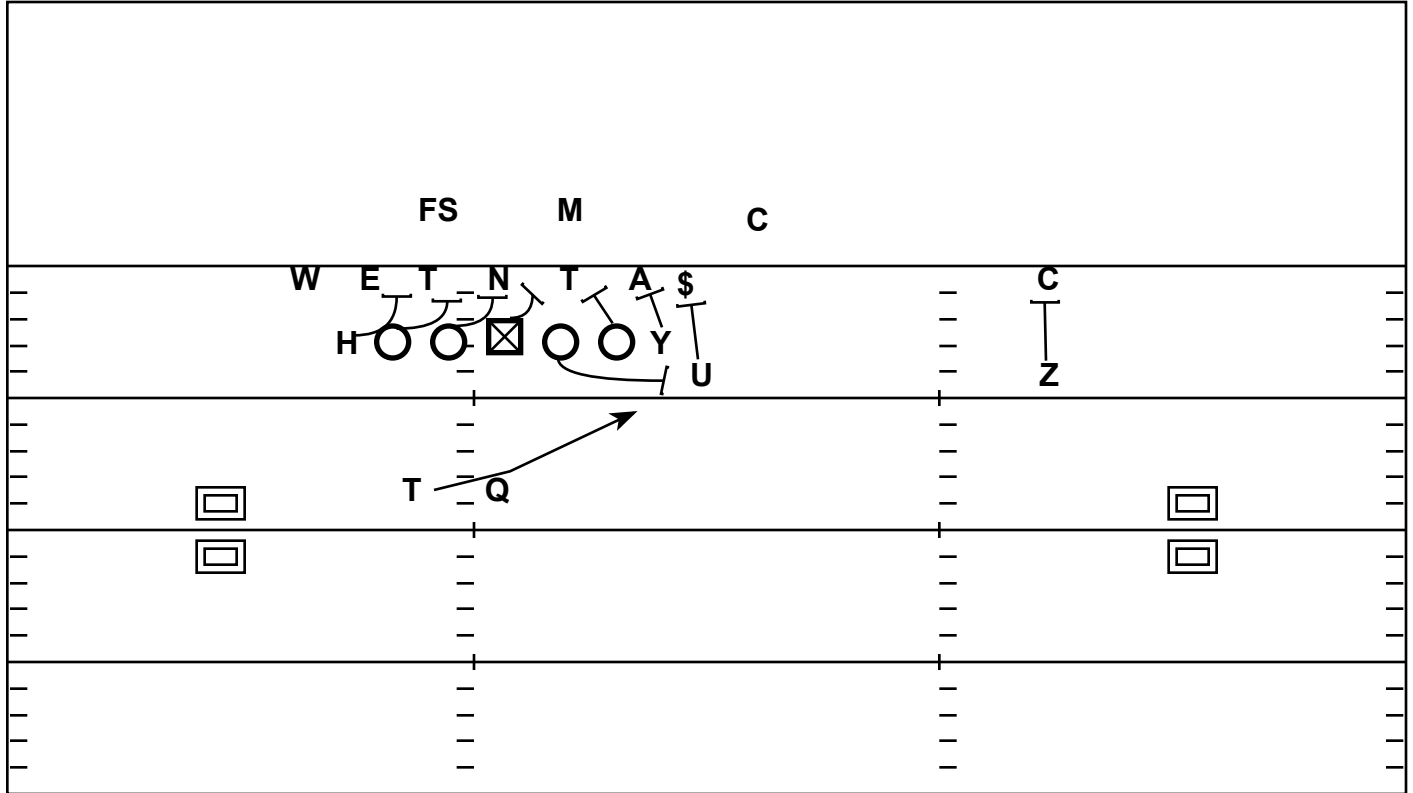
QB Progression/Read: Hand-Off to RB then perform a great Fake

X - Block Corner	LT - Reach 3-Tech
H - Motion to Drive Reach Will Linebacker	LG - Run to Cut-Off Mike
Y - Drive Reach Cut-Off C-Gap	C - Fold Out to Pick-Up Mike Linebacker
Z - Block MDM (\$)	RG - Pin Nose for Fold
T - Stretch Path, Read Block of the Lead	RT - Drive Reach 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

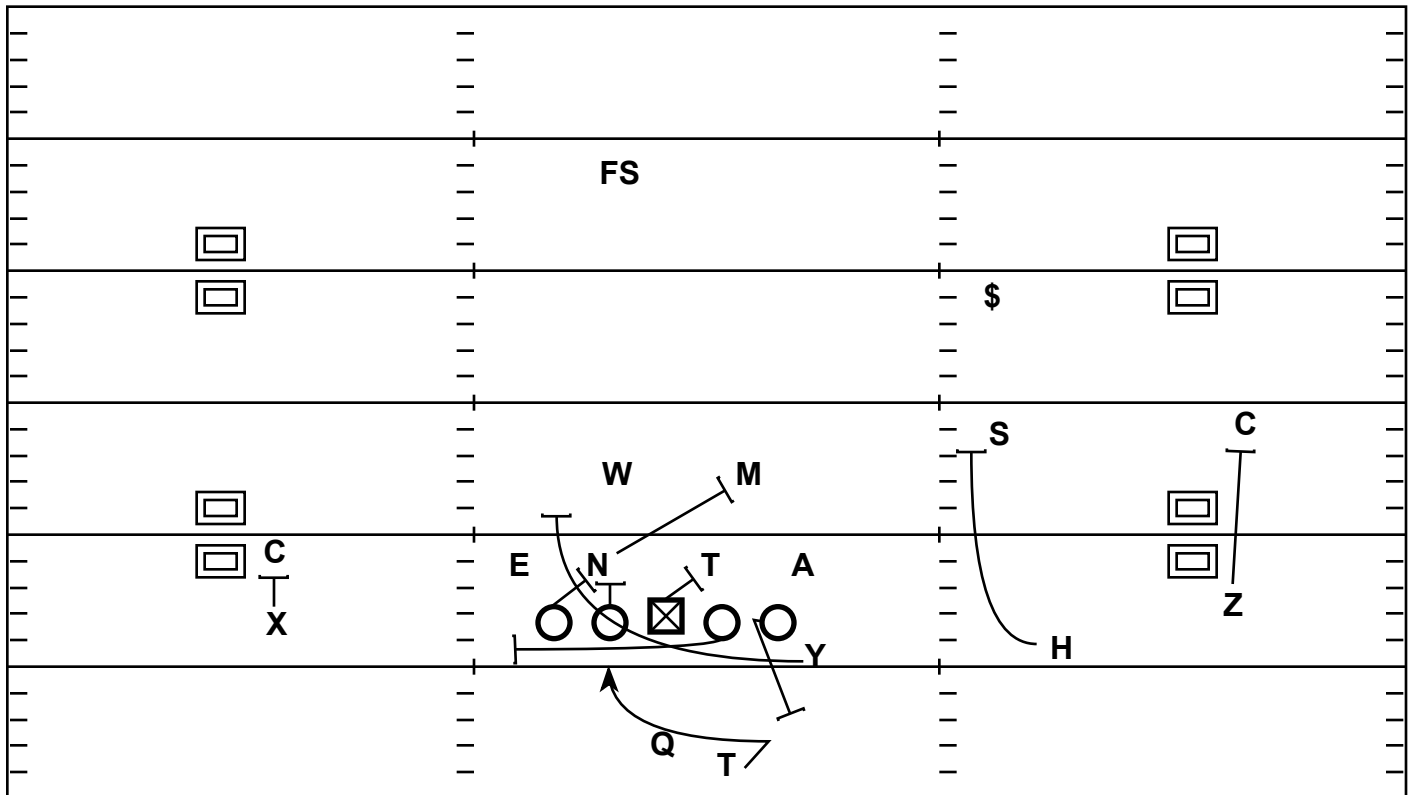
QB Progression/Read: Hand-Off to RB

U - Down Block \$
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	M	24 - 7



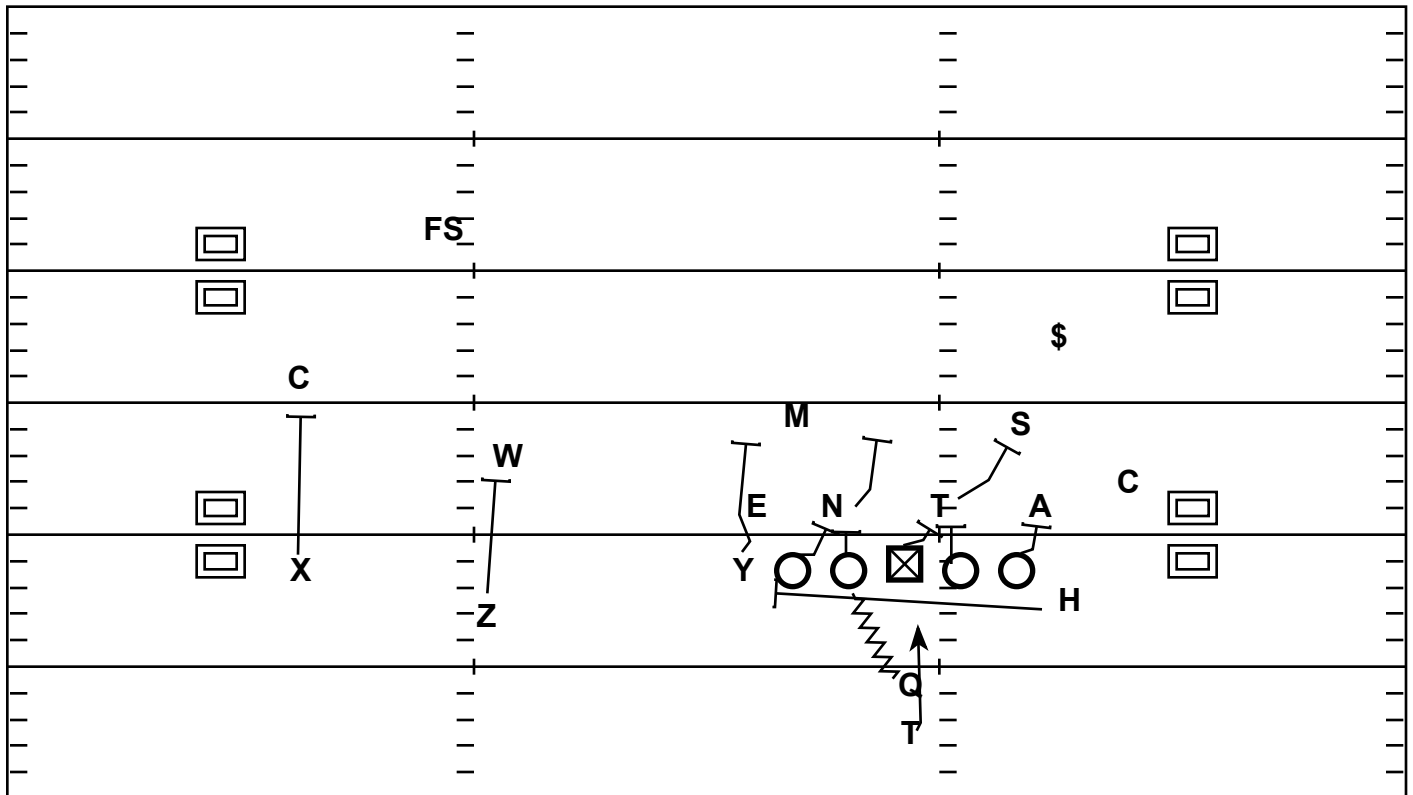
Strategy: Simple GY Counter Concept to establish a run game.

QB Progression/Read: Hand off to RB

X - Block Corner	LT - Combo Nose to Mike Linebacker
H - Block Sam Linebacker	LG - Combo Nose to Mike Linebacker
Y - Wrap Pull to Point (Will Linebacker)	C - Back Block
Z - Block Corner	RG - Open Pull, Wham C-Gap Defender
T - Jab Step, Hug Wall, Follow Wrap	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



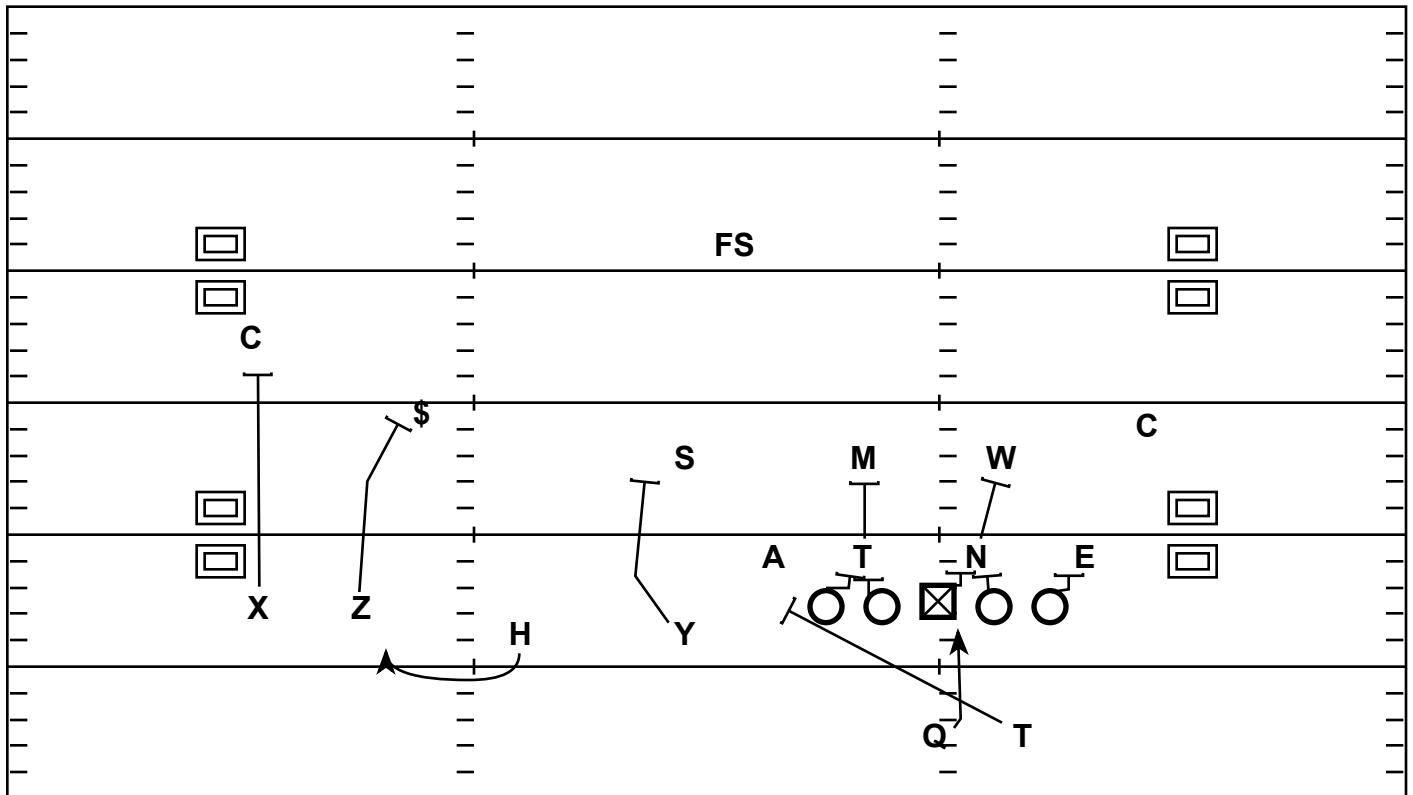
Strategy: Try to confuse the defense by lining your QB up behind the Guard and Direct Snap to the RB

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

X - Block Corner	LT - Combo Nose to Mike Linebacker
H - Swipe	LG - Combo Nose to Mike Linebacker
Y - Arc to MDM	C - Combo Tackle to Sam Linebacker
Z - Block Will Linebacker	RG - Combo Tackle to Sam Linebacker
T - Catch Direct Snap, Read Backside Leg of the Playside Guard	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.

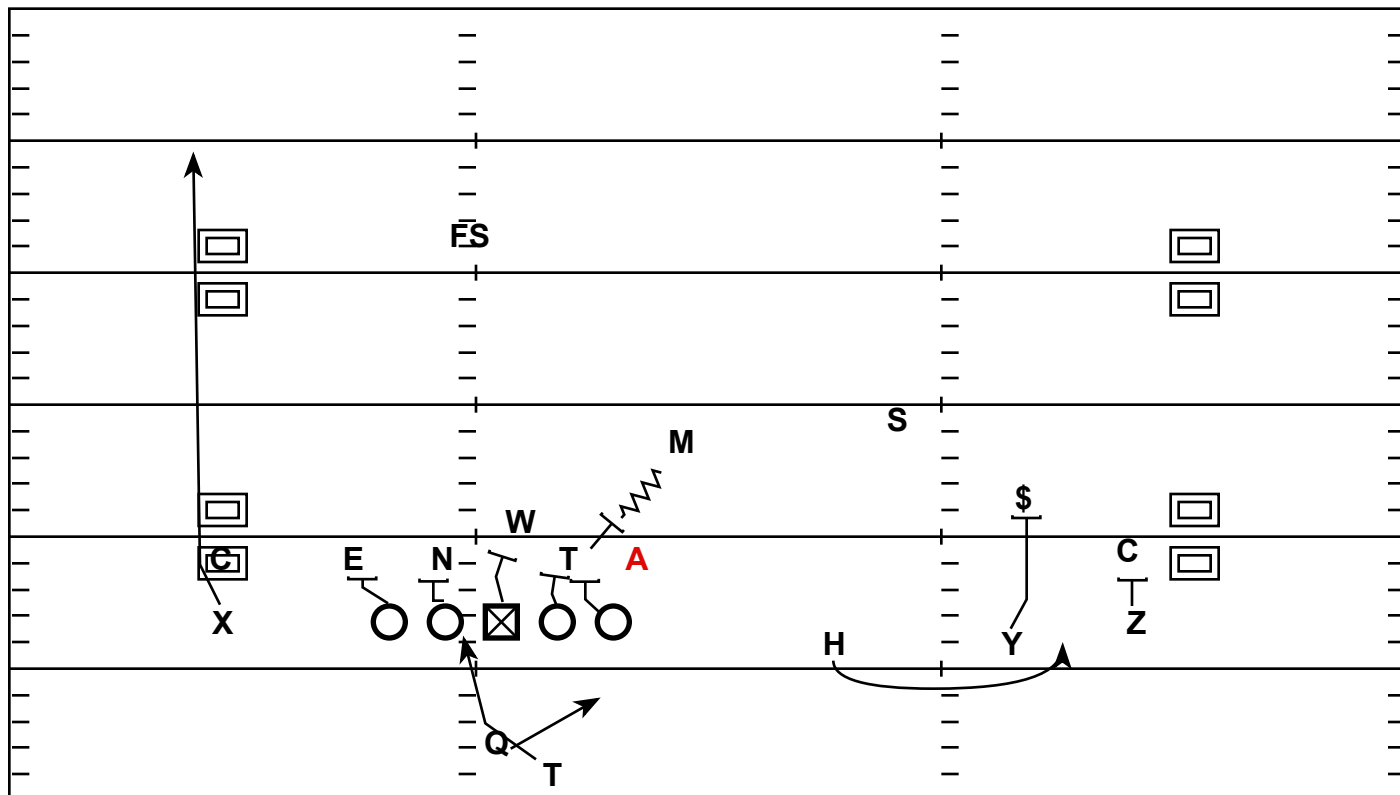
QB Progression/Read: Pre-Snap the Bubble. Pause then Read Inside Leg of the Playside Guard.

X - Block Corner	LT - Combo 3-Tech to Mike Linebacker
H - Bubble	LG - Combo 3-Tech to Mike Linebacker
Y - Block Sam Linebacker	C - Combo Nose Tackle to Will Linebacker
Z - Block \$	RG - Combo Nose Tackle to Will Linebacker
T - Swipe Backside EMLOS	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)

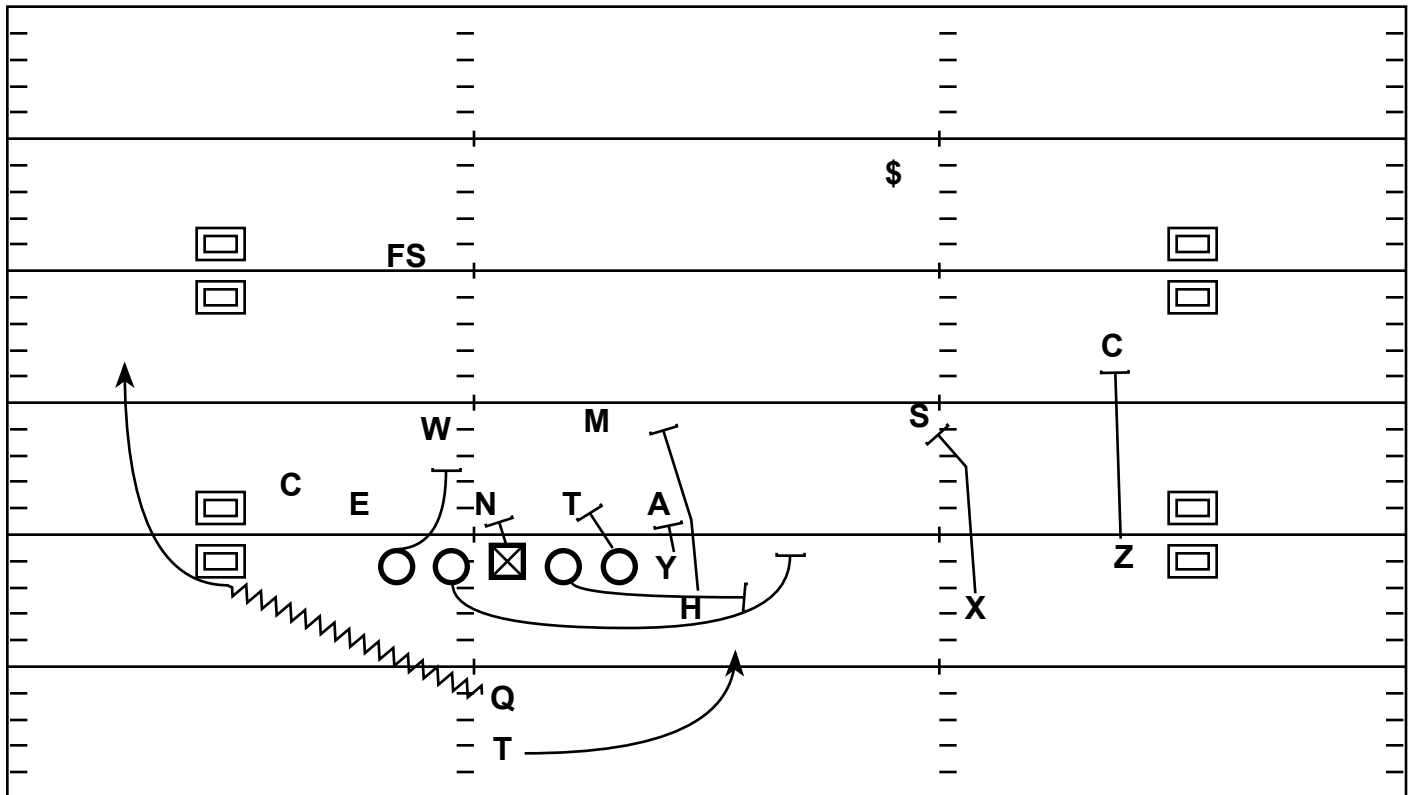
X - MOR Vertical
H - Bubble
Y - Block MDM (\$)
Z - Block Corner
T - Inside Zone Track, Read Backside Leg of Playside Guard

LT - Inside Drive End
LG - Inside Drive Nose
C - Pick-Up Mugged Will Linebacker
RG - Combo 3-Tech to Mike Linebacker
RT - Combo 3-Tech to Mike Linebacker



# 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

LG - 2nd Puller, Read Pull for Mike Linebacker

C - Pin the Nose Tackle

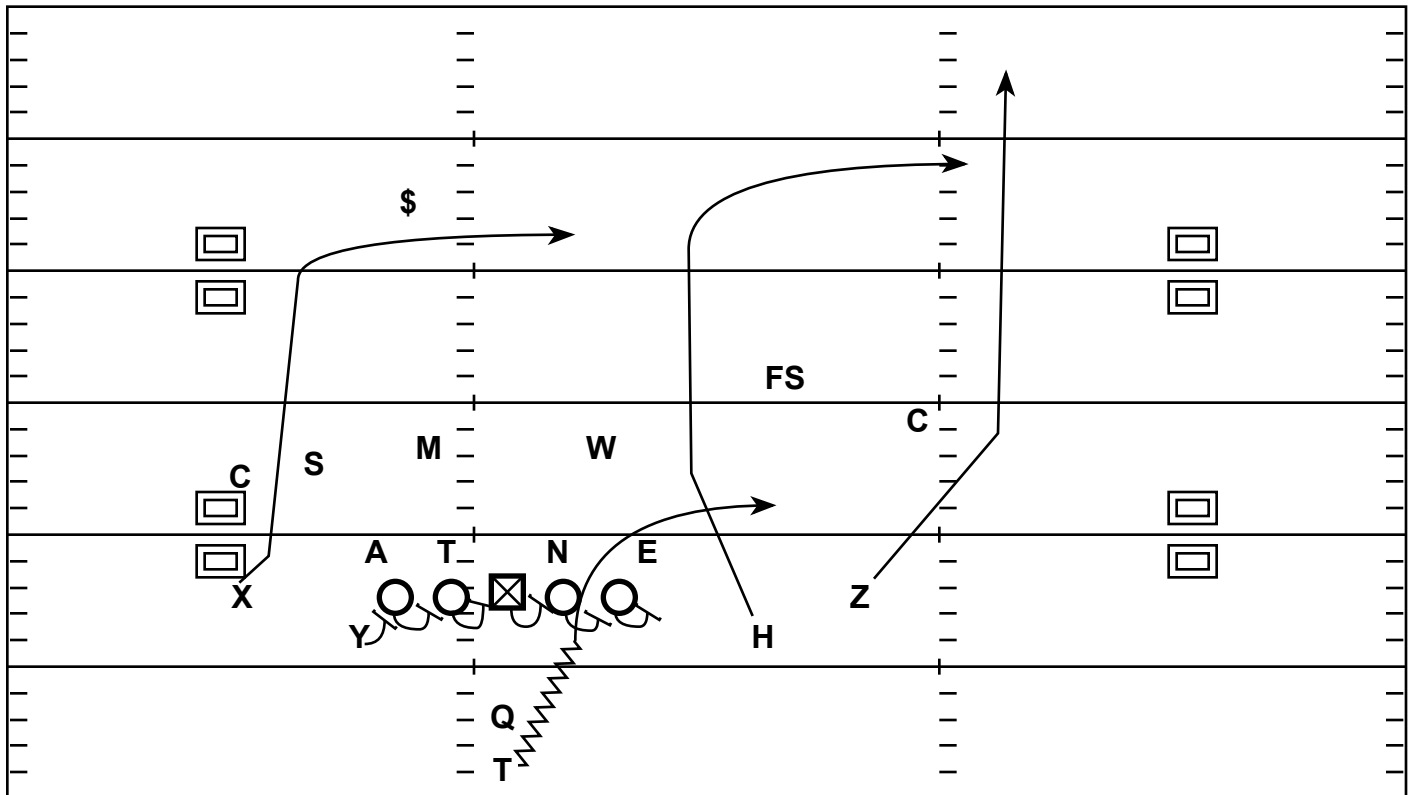
RG - 1st Puller, Kick-Out E-Gap Defender

RT - Pin 3-Tech



# 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)

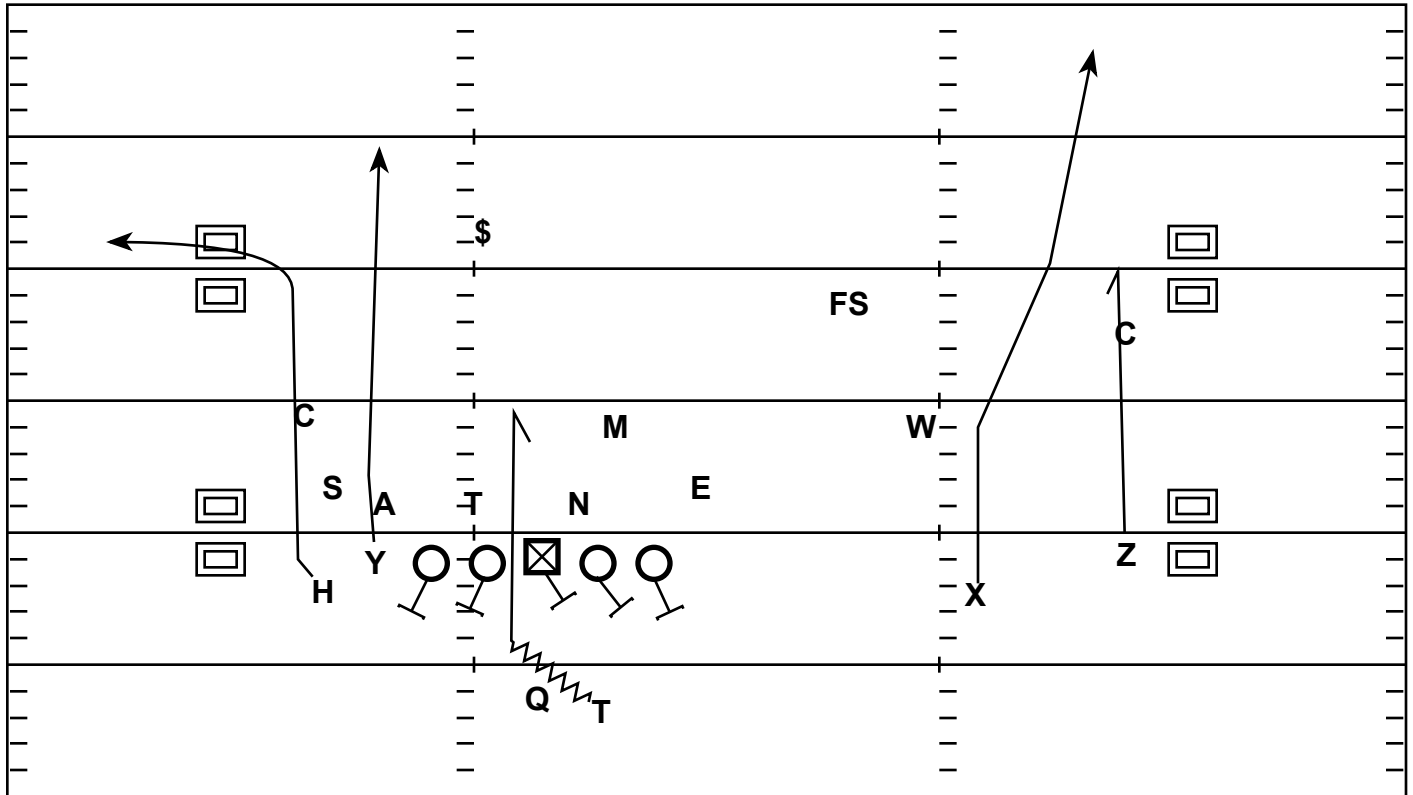
X - Inside Release Deep In	LT - Backside B-Gap
H - In Breaking Deep Out	LG - Backside A-Gap
Y - Backside C-Gap	C - Playside A-Gap
Z - MOR Vertical Seam	RG - Playside B-Gap
T - Check Protect to Flat	RT - Playside C-Gap





# 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