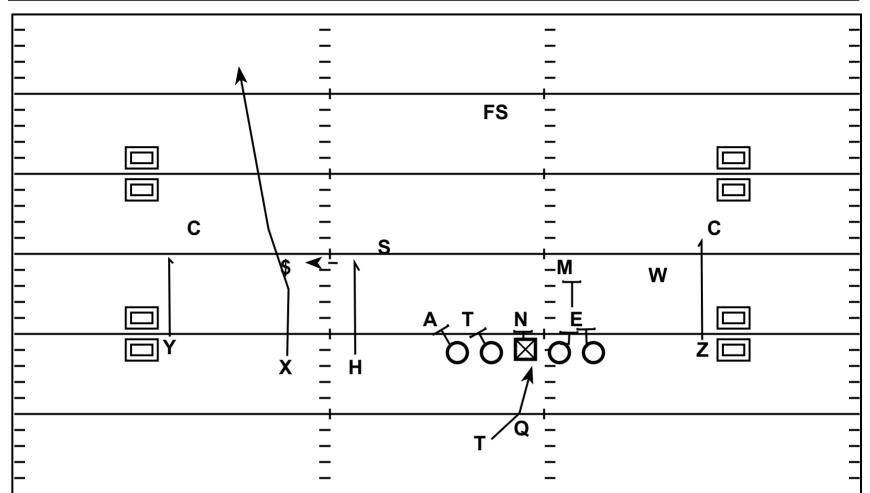
## 3x1 Open: Locked Inside Zone BS Stick Flop

Quarter	Time	D&D	YD Line	Hash	Score
1st	14:06	1 - 10	-15	R	0 - 7



Strategy: Great v. 2-High Structure. Either outnumber them with the Perimeter QK Game or in the Box

QB Progression/Read: Read the 6th Defender on the Backside if he enters in on the Run Fit throw the Stick

X - Slot-Fade
H - Stick Option, Settle v.
Zone, Run v. Man

Y - Hitch

Z - Hitch

T - Inside Zone Track, Read

the Block of the Center

LT - Man Locked on Anchor

LG - Man Locked on 3-Tech

C - Man Locked on Nose

RG - Combo 4i to Mike Linebacker

RT - Combo 4i to Mike Linebacker