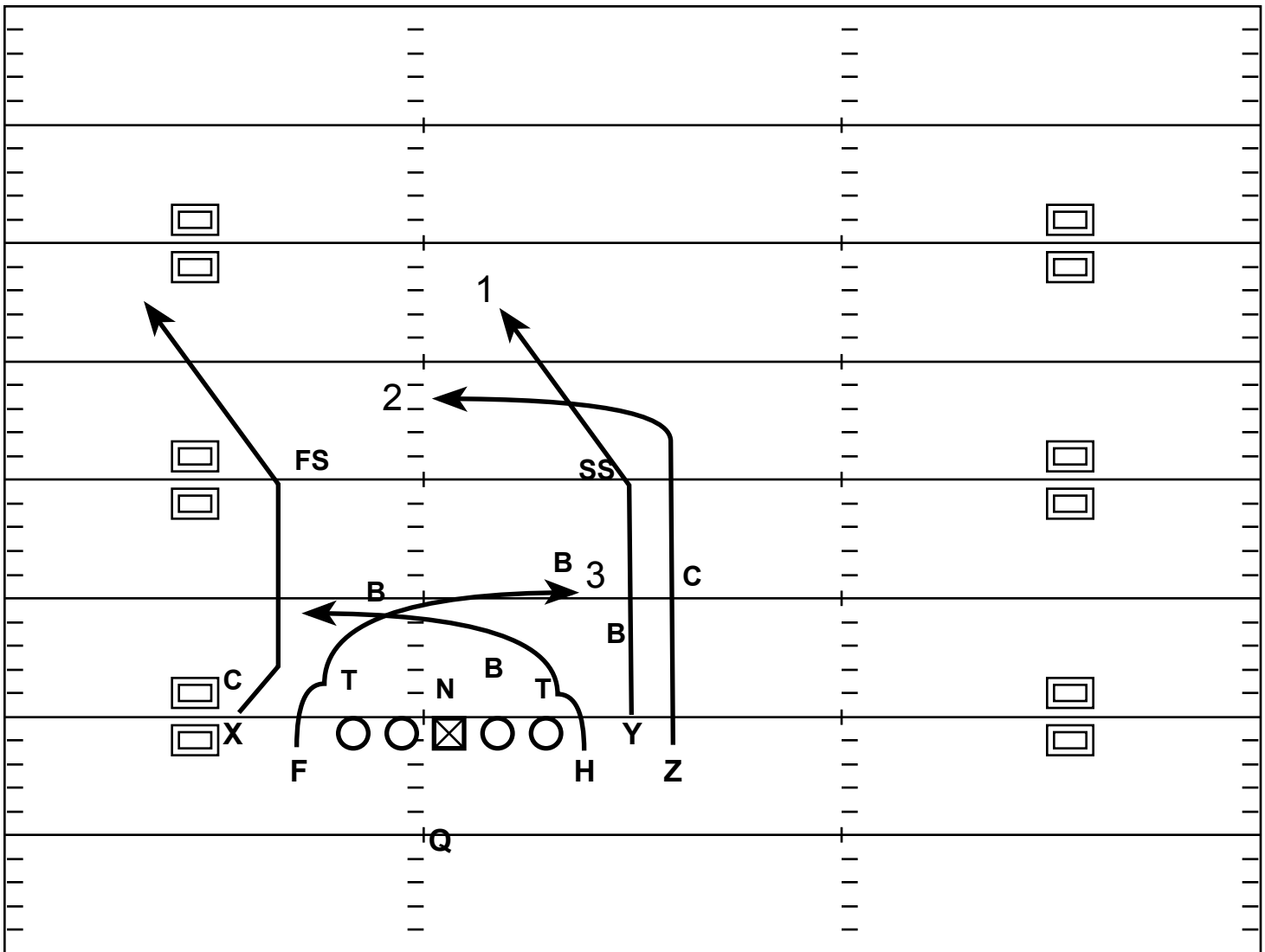


LSU vs Georgia

Empty Tight Mesh-Dig

Quarter	Time	D & D	Hash	Play	Score
1	10:33	1-10	L	Pass	0-0



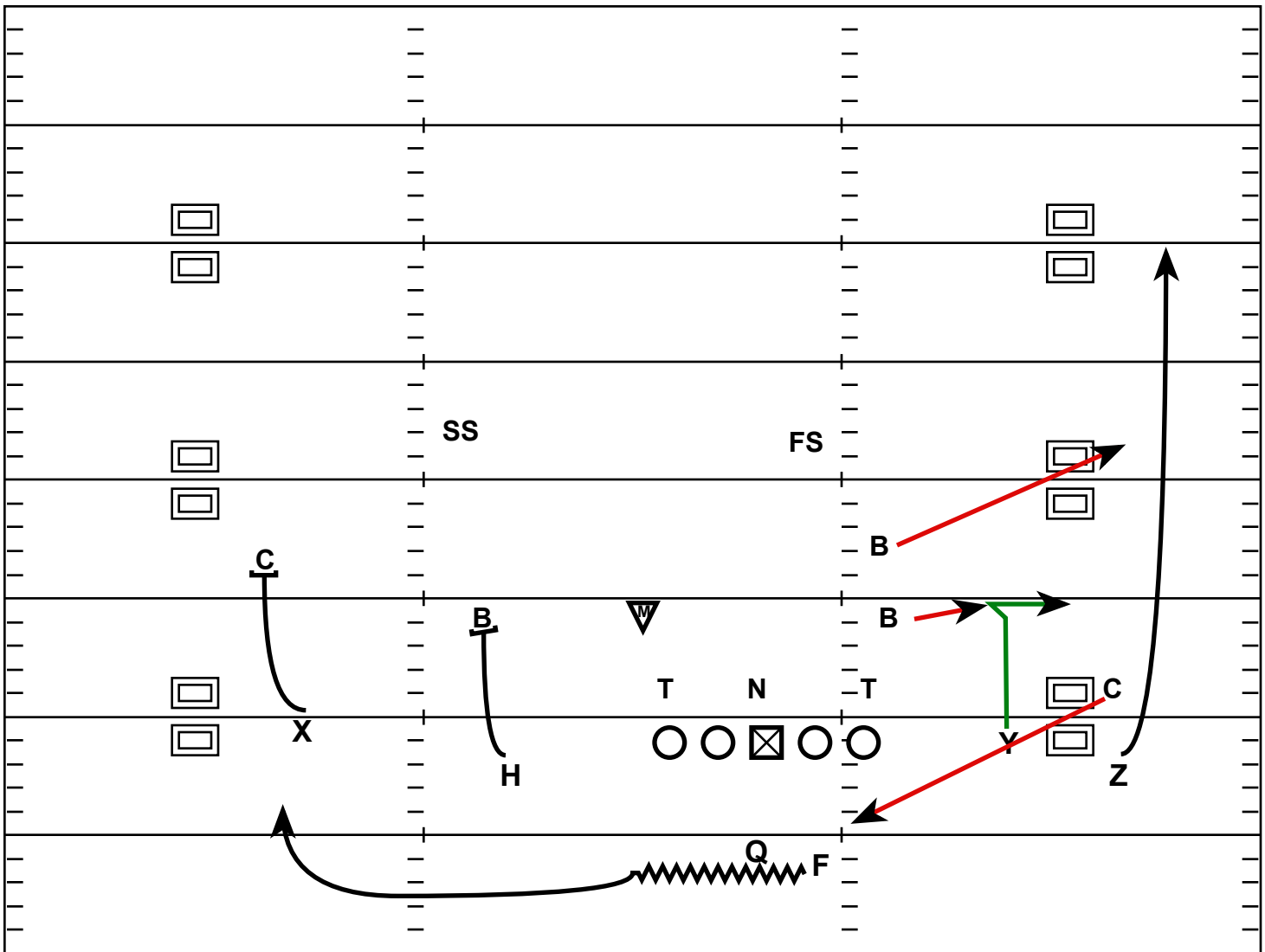
Strategy - Empty 3x2 Tight formation Mesh. The compressed formation allows the F and H to help chip the Tackles on the end and slow up their pass rush. Mesh is run with a post over the top clearing out the dig coming under it. The defense has to guard against all the room outside the formation to run to.

QB - Progression is Y to Z to H with Hot routes he can check to with the F or H if he gets pressured from either side.

Z - Dig	RT - Pass Set
Y - Post	RG - Pass Set
X - Inside Corner	C - Pass Set
H - Mesh Under	LG - Pass Set
F - Mesh - set the depth.	LT - Pass Set

Flip Motion Bubble Left Y Choice

Quarter	Time	D & D	Hash	Play	Score
2	11:28	1-10	R	Pass	14-3



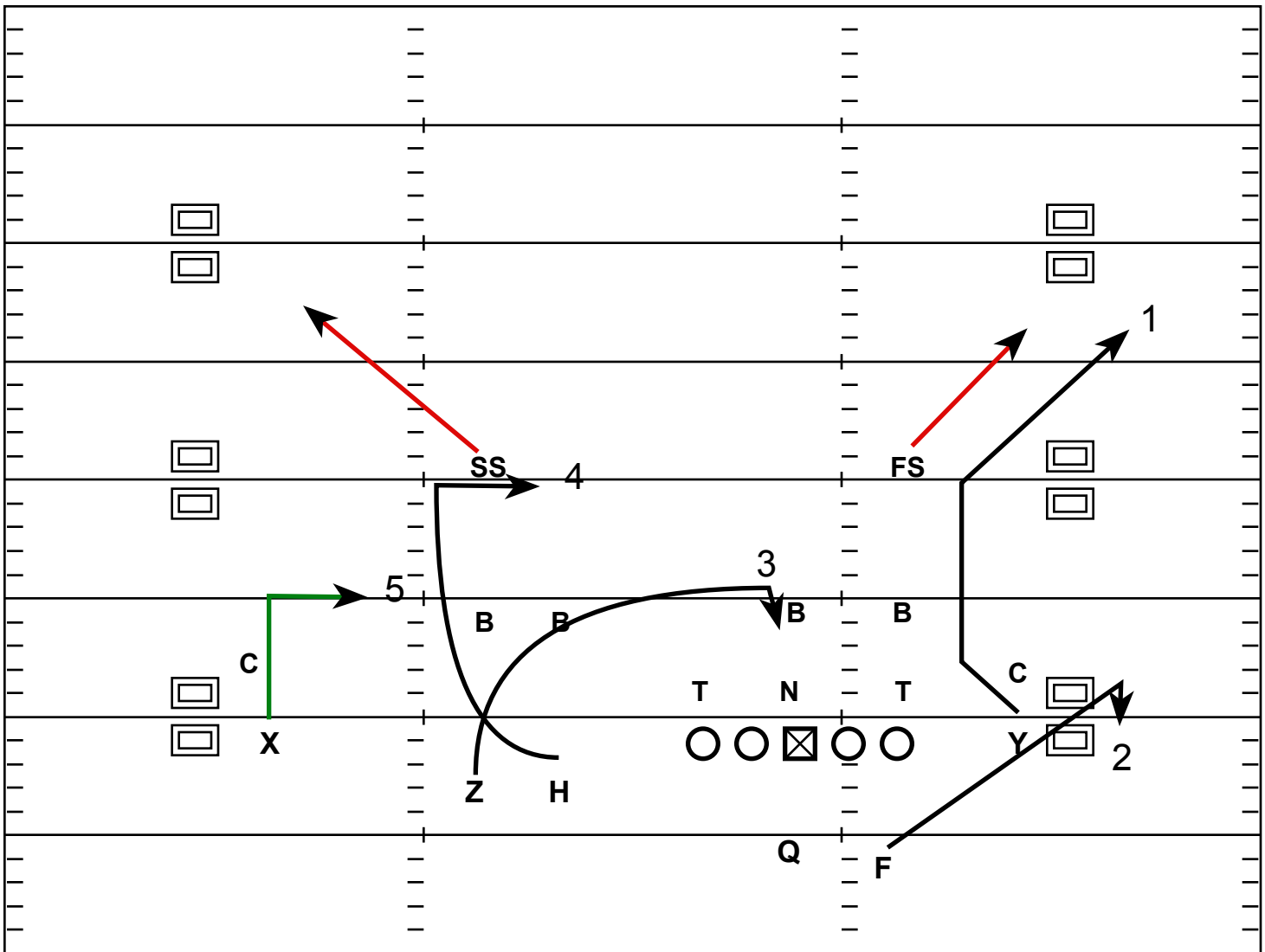
Strategy - This play works by push motioning the F out to Empty. Then If the Mike moves outside, QB looks to boundar side. If Mike sits, QB throws the Bubble because he has numbers. On the backside, QB reads Z to the Y option route. If Z is covered, go to Y.

QB - F to Z to Y. Read Mike Backer for Bubble then go backside.

Z - Stalk	RT - Pass Set
Y - Choice	RG - Pass Set
X - Stalk	C - Pass Set
H - Stalk	LG - Pass Set
F - Motion to Bubble Left	LT - Pass Set

Trips Left Levels/Smash

Quarter	Time	D & D	Hash	Play	Score
2	6:44	1-10	R	Pass	14-3



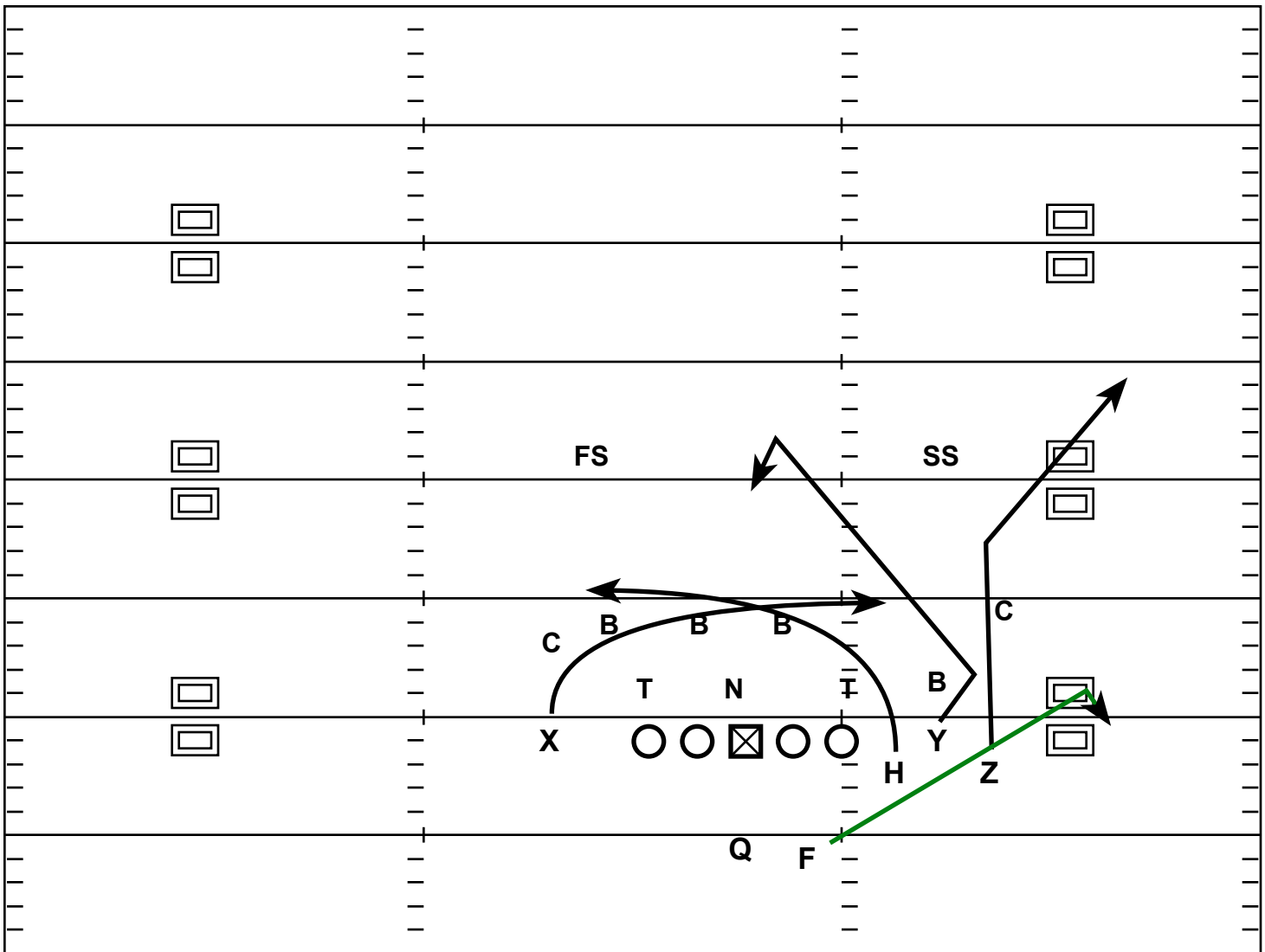
Strategy - Smash concept to the boundary with Z hot for blitz across the middle. If defenses are all dropping or in Cover 2 Man, QB can progress back to H and X for man beating Level's routes.

QB - Progression Y to F, then backside H to X. Hot is Z vs a blitz, Z will replace blitzer.

Z - Drag-Sit	RT - Pass Set
Y - Shake Route	RG - Pass Set
X - Short Dig	C - Pass Set
H - Fade - Dig	LG - Pass Set
F - Arrow	LT - Pass Set

Bunch Right Mesh Y-Curl Z Corner

Quarter	Time	D & D	Hash	Play	Score
1	10:24	2-8	R	Pass	



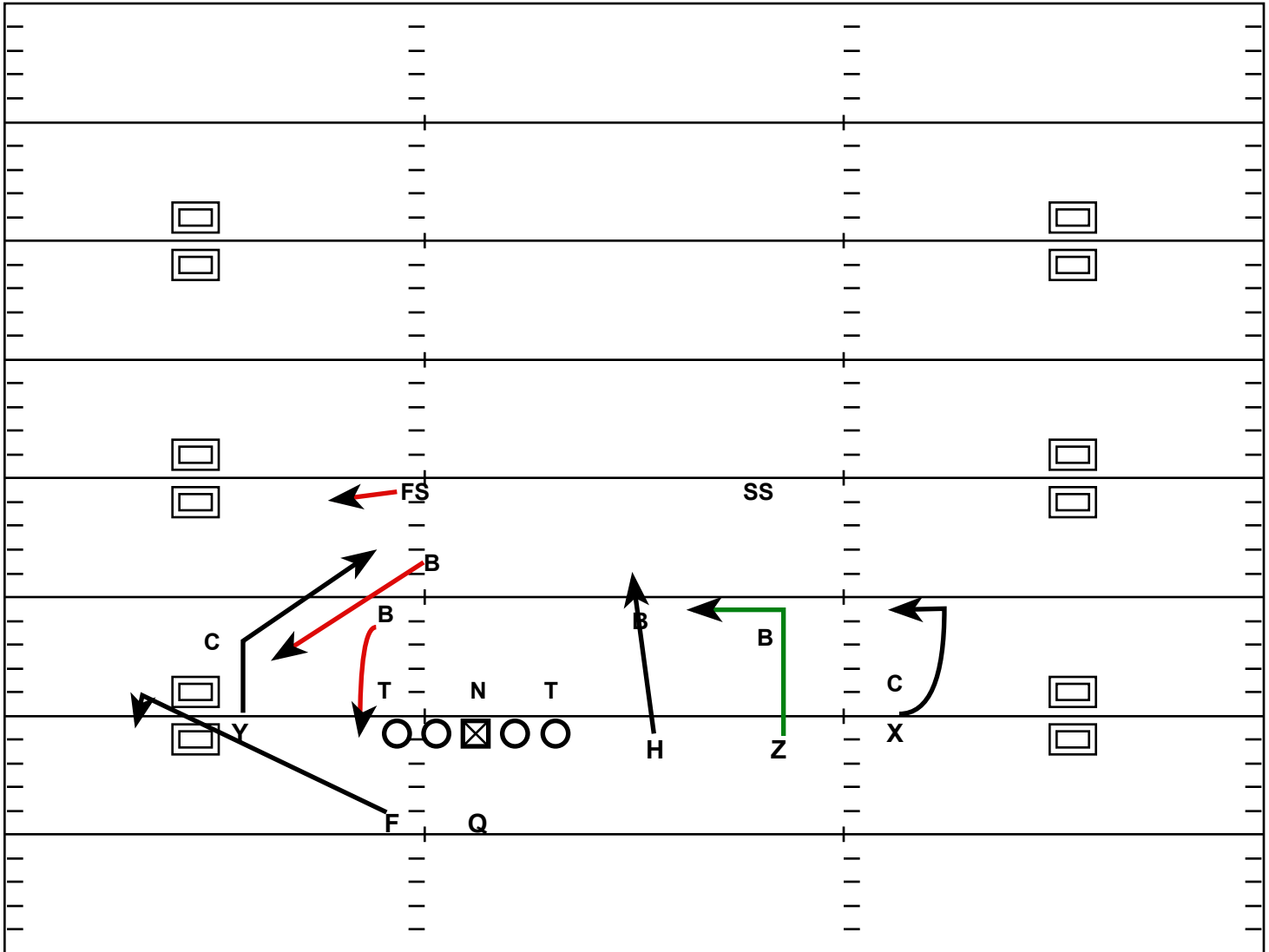
Strategy - This is another Mesh variation from bunch. Here instead of the Z going to the post, he goes to the corner. Its a simple smash read on the right side first, followed by the Curl to the Mesh routes if the smash is not available.

QB - Progression is Z peek to see if clear, if not look Y to X. Hot route is F.

Z - Corner	RT - Pass Set
Y - Curl over middle	RG - Pass Set
X - Mesh	C - Pass Set
H - Mesh	LG - Pass Set
F - Arrow	LT - Pass Set

Trips Right Levels/Slant-Shoot

Quarter	Time	D & D	Hash	Play	Score
2	3:26	2-8	L	Pass	



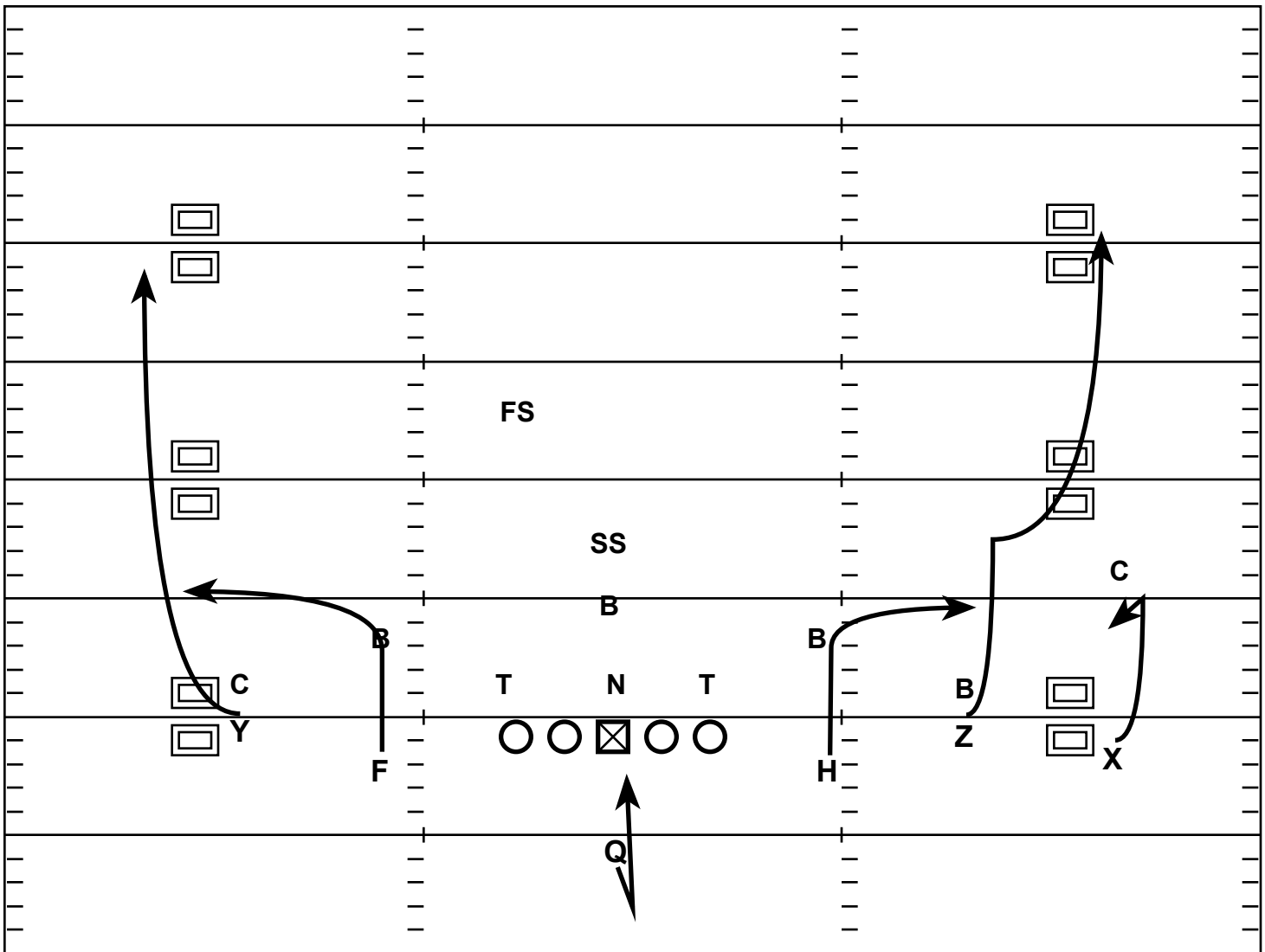
Strategy - LSU pairs a Slant/Out concept to the tight side and a Levels concept to the front side. They audibled to this call when it was clear the defense was playing soft vs the trips side Z. The shallow in is an easy throw and catch especially when the H rubs the B on his way vertical.

QB progression is to presnap pick a side with softest defenders. Post snap throw to the Z dig or H based on the Inside backers movement. If he drops, throw Z, if he squats, throw Z. QB sees Z has a soft defender, easy read, easy throw!

Z - Shallow In	RT - Pass Set
Y - Slant	RG - Pass Set
X - Shallow In - Sell fade, cut under.	C - Pass Set
H - Seam Rub	LG - Pass Set
F - Arrow	LT - Pass Set

Trips Right Smash Fade/Go

Quarter	Time	D & D	Hash	Play	Score
2	6:44	1-10	R	Pass	14-3



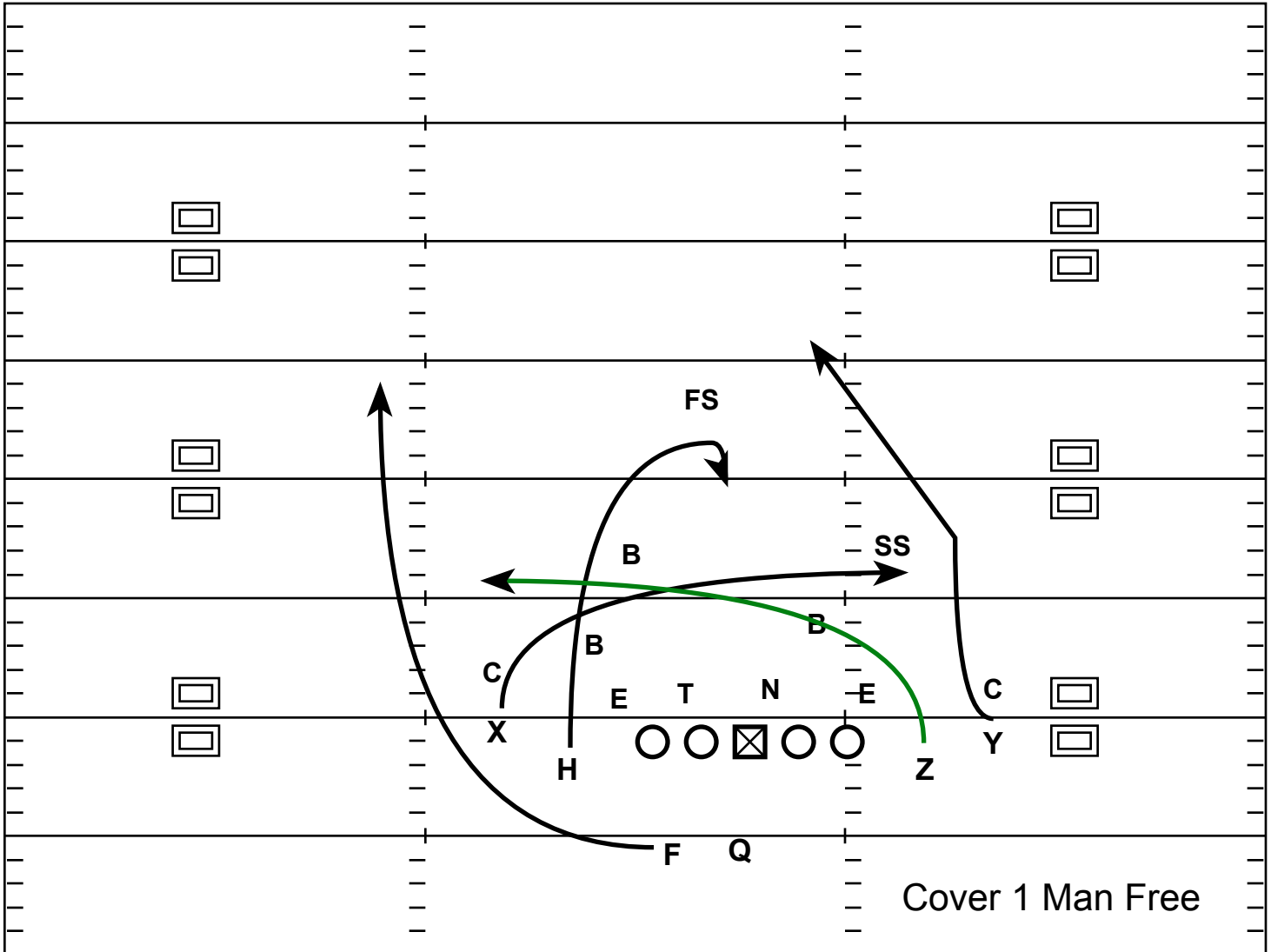
Strategy - "Go" concept to the boundary and Stick concept to the field. QB RPO read here with a simple man in the box count. If the defense has 5 or less in the box, QB can run instead of pass.

QB - If pass, pick side of offense for the quick pass. Check Z for matchup and pre-snap coverage. Post snap read is H to X or if backside Y to F.

Z - Fade Smash	RT - Pass Set
Y - Fade	RG - Pass Set
X - Wide Hitch	C - Pass Set
H - Out	LG - Pass Set
F - Out	LT - Pass Set

Doubles Tight Mesh H Curl F Wheel

Quarter	Time	D & D	Hash	Play	Score
3	3:05	2-G	L	Pass	20-3



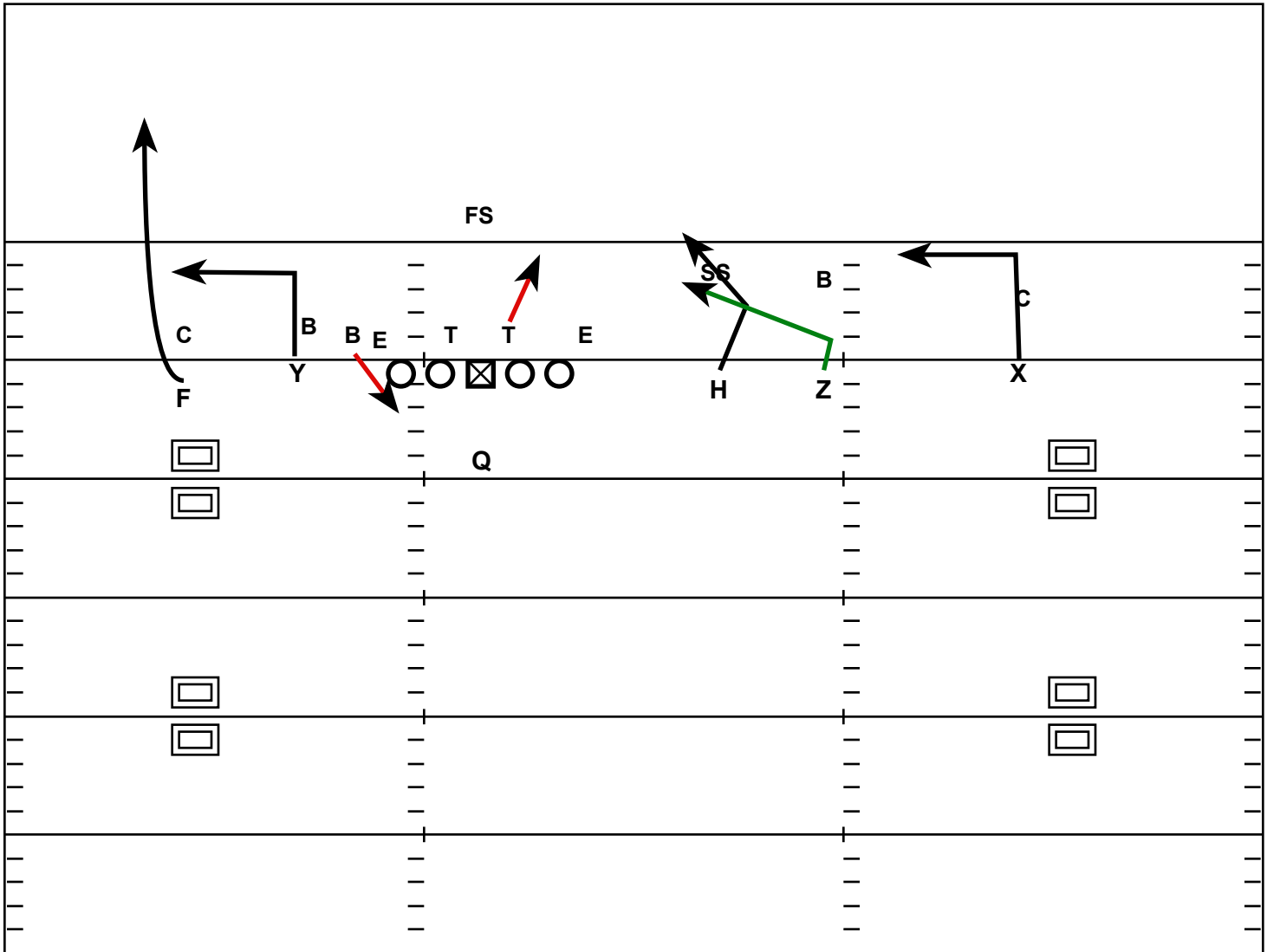
Strategy - With Mesh vs Man Free in the redzone, the deeper routes are effective in clearing out the under crossers for LSU to pick from. Receivers will not sit down on routes and will look for the ball right after they cross to be delivered quickly.

QB - QB Read vs Man coverage is to peek at deep routes making sure they are covered, then find Z to X under with their trailing man defenders.

Z - Mesh Cross Over	RT - Pass Set
Y - Post	RG - Pass Set
X - Mesh Cross Under	C - Pass Set
H - Curl	LG - Pass Set
F - Wheel	LT - Pass Set

Empty Right Levels/Go

Quarter	Time	D & D	Hash	Play	Score
3	2:22	3-G	L	Pass	20-3



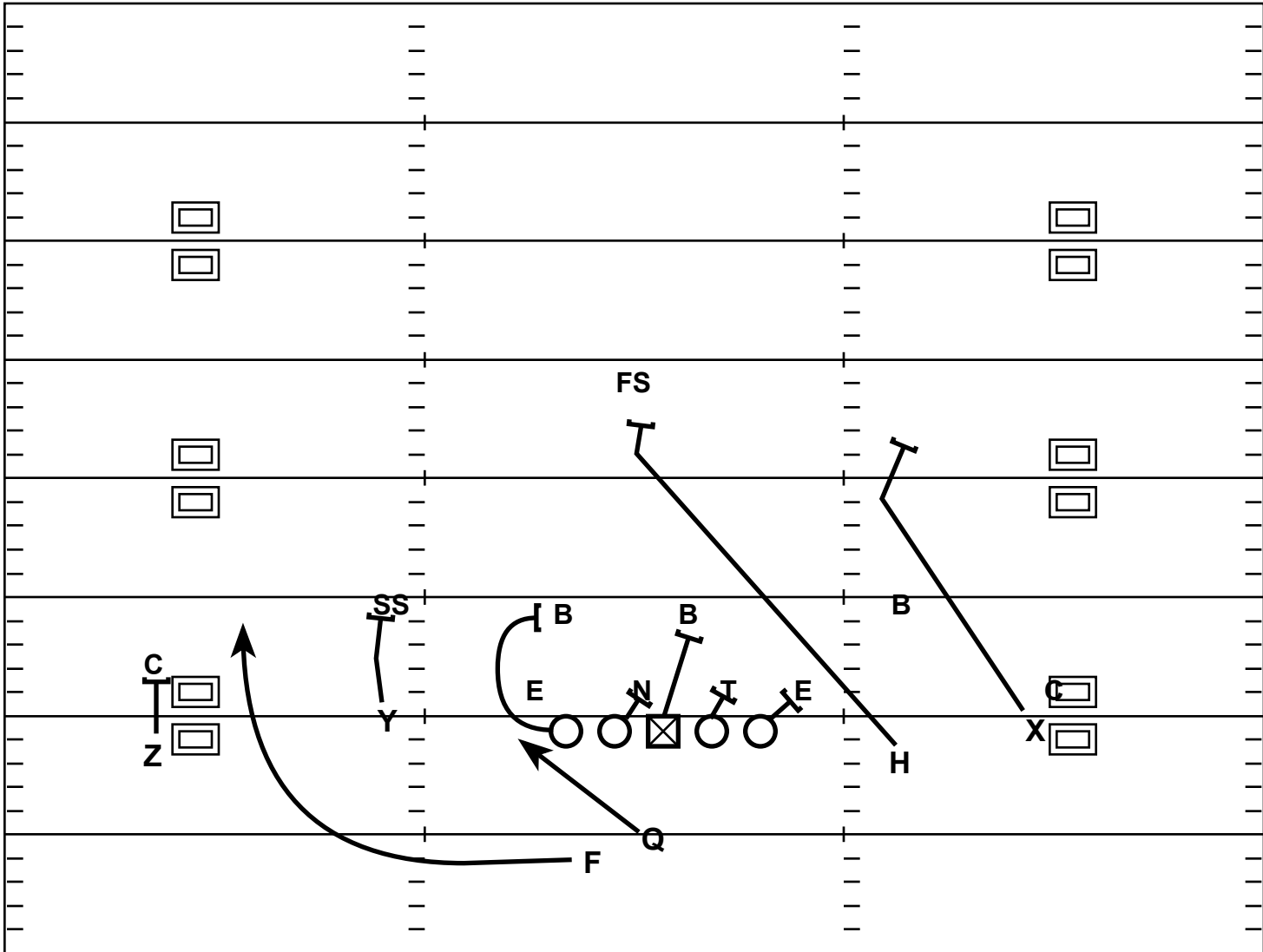
Strategy - LSU runs their quick slant with a rub vs man free coverage on the goal line. H widens then runs through his defender opening up a quick passing lane for the Z to cut under and score. Out of empty they also have a Fade/Out combo to pressure the flat backside as well as an X Fin route if the pick doesn't clear.

QB progression is to read the defense. If man find the pick from Z to the H. If zone, read the SS frontside or read the flat defender backside F to Y.

Z - 1 Step Slant	RT - Pass Set
Y - Out	RG - Pass Set
X - Fin	C - Pass Set
H - Seam Rub	LG - Pass Set
F - Fade	LT - Pass Set

Doubles R Speed Option Left

Quarter	Time	D & D	Hash	Play	Score
4	10:28	1-10	M	Run	27-3



Strategy - LSU this late in the game is looking to run the ball and with the wide 5 technique by the Ends this is a perfect call to the Shade technique Nose Tackle side. All line are gap blocking back and the playside Tackle outside releases to the backer.

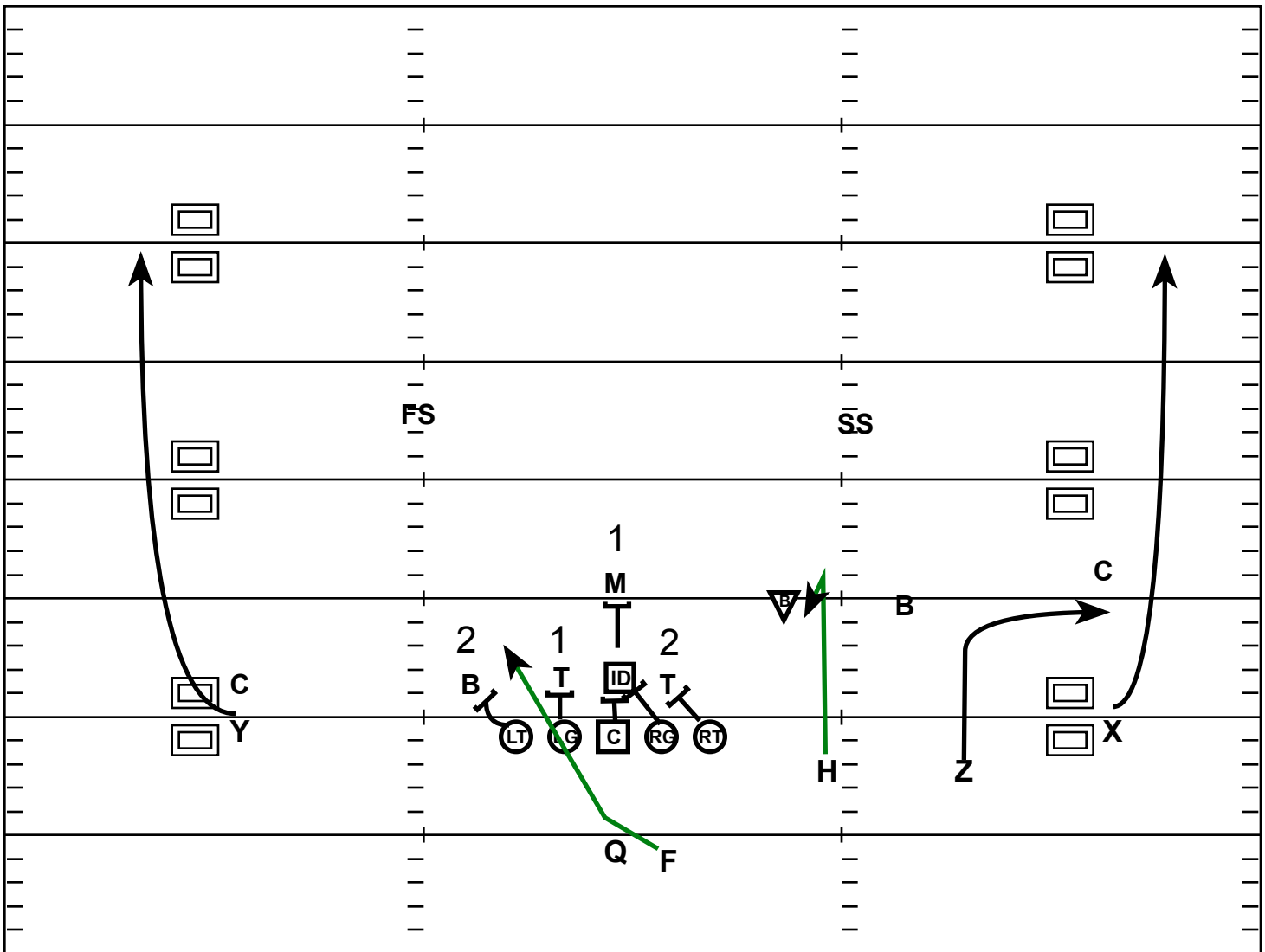
QB - QB takes the snap and attacks downhill toward the Defensive End. Coach him to Attack the End and make him decide. QB should pitch it unless he jumps outside to cover the F.

Z - Stalk Block
Y - Stalk Block
X - Backside Run Block
H - Backside Run Block
F - Pitch Back

RT - C Gap to LB Responsibility
RG - B Gap to LB Responsibility
C - A Gap to LB responsibility
LG - Front Side A Gap to LB responsibility
LT - Outside release to LB responsibility

Trips Right Zone Snag

Quarter	Time	D & D	Hash	Play	Score
4	9:50	1-10	L	RPO	14-3



Strategy - RPO concept to the weak side away from trips. Zone Snag concept. QB has a Run or pass option to read along with numbers in the box. With 5 in the box it's an automatic Give.

QB - RPO - Read outside Backer. If he squats, give on the run, if he comes in to the run, throw to H and then Z reading who is nearest open receiver.

Z - Out	RT - 2
Y - Fade	RG - 1
X - Fade	C - Zone Left (Set the ID as the N)
H - Hitch	LG - 1
F - Zone L Run	LT - 2