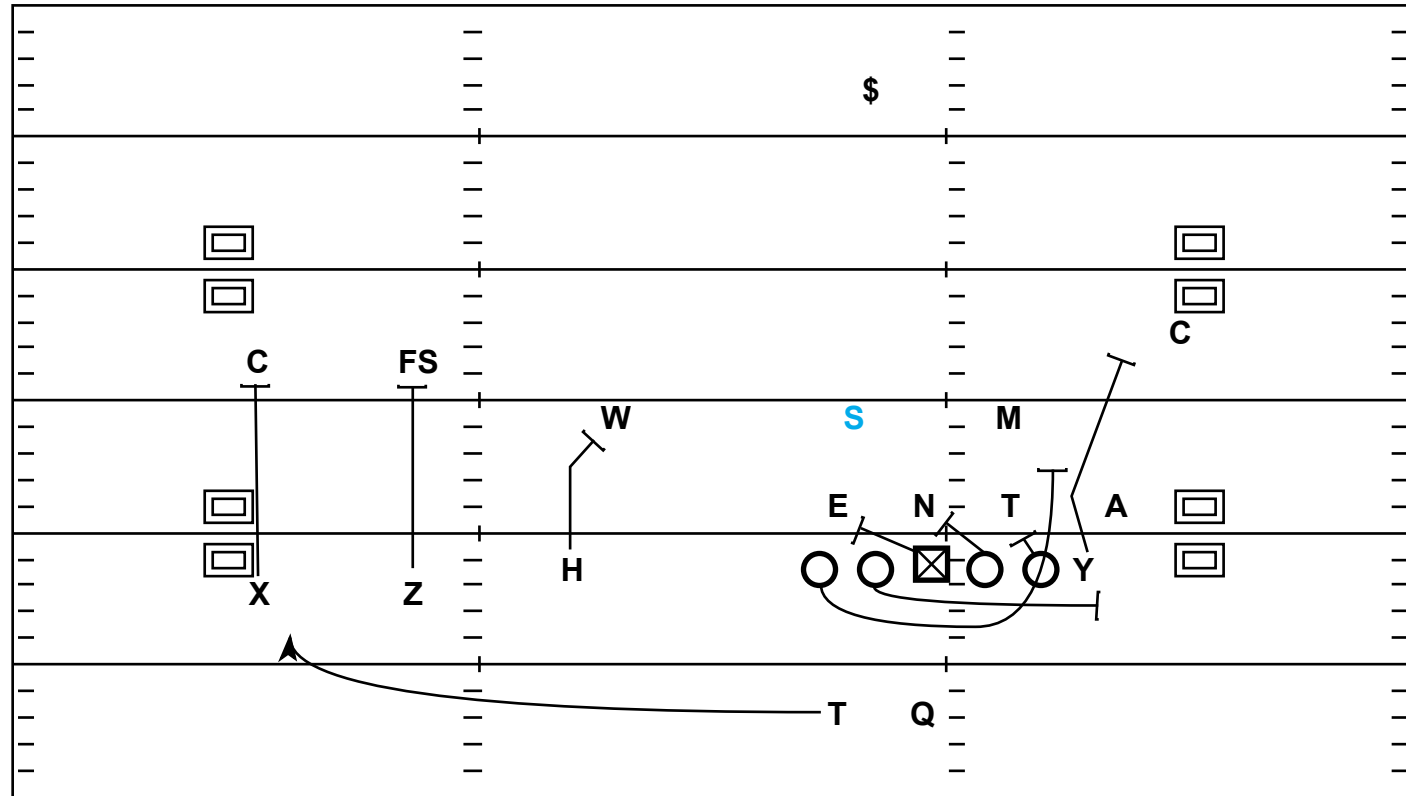


3x1 Nub: GT Bash Swing

Quarter	Time	D & D	YD Line	Hash	Score
1st	13:02	1 - 10	-21	R	0 - 0



Strategy: Create a Quad Advantage with the Swing to the 3x1 putting the Sam Linebacker in Conflict. Unless they are Cover 0 they are outnumbered somewhere.

QB Progression/Read: Read the Sam Linebacker

X - Block Corner

H - Block Will Linebacker

Y - Inside Release to Corner

Z - Block Free Safety

T - Swing

LT - Wrap Pull to Point, Mike Linebacker

LG - Open Pull, Wham D-Gap Defender

C - Back Block 4i End

RG - Back Block Nose Tackle

RT - Down Block 4i Defensive Tackle