3x1 Heavy Tite: End Around Off GT

| Quarter	Time	D & D	YD Line	Hash	Score
1st	15:00	1 - 10	-25	M	0 - 0
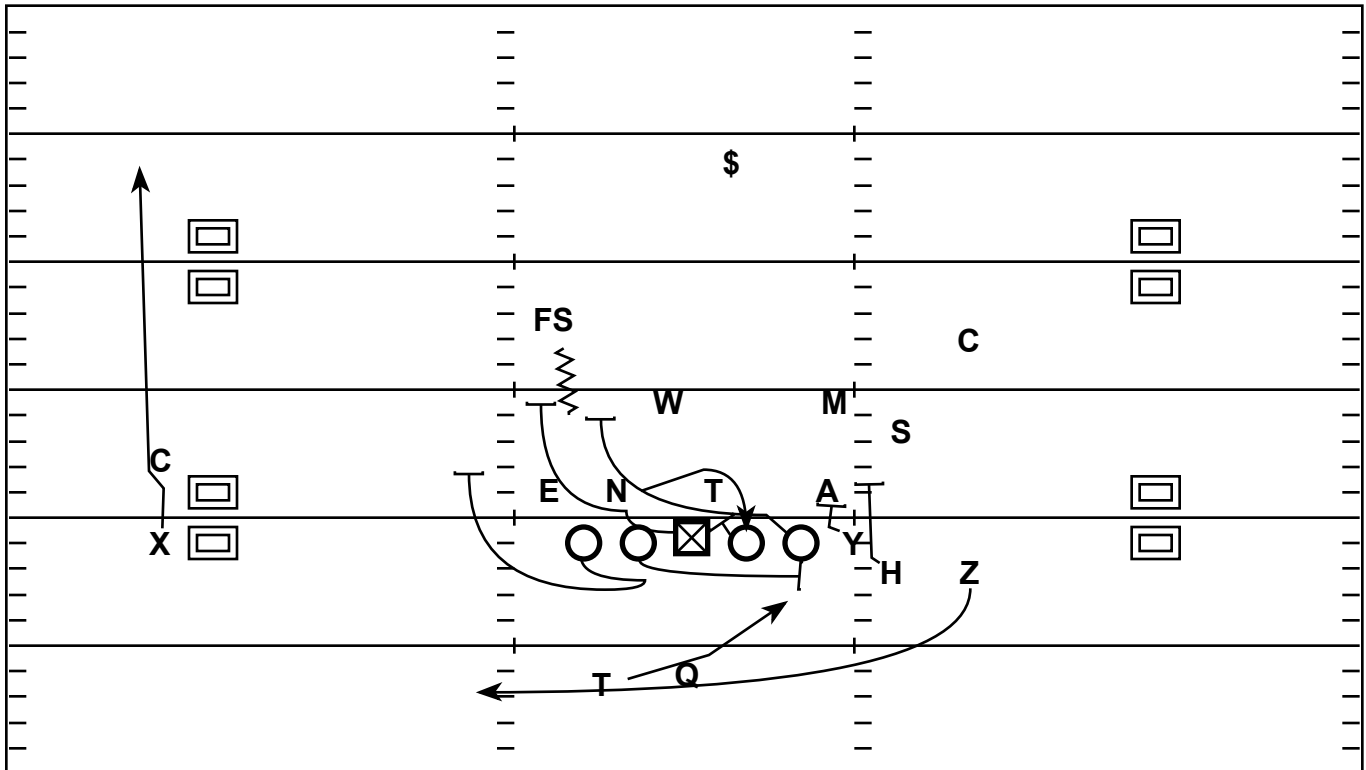
Strategy: Sell your base Bread n' Butter Run (GT) while hitting the End Around off the Opposite direction.

QB Progression/Read: Fake the GT Mesh - Give the End Around

X - Run Off Corner	LT - False Pull to Turn Back Lead for End Around
H - Sell GT Track	LG - False Pull to Sell GT
Y - Sell GT Track	C - Back Block to Seal to 2nd Level Climb
Z - End Around	RG - Down Block to 2nd Level Climb
T - Fake Mesh for GT	RT - Down Block to Seal

2x2 Open: DBL Post Chaser

Quarter	Time	D & D	YD Line	Hash	Score
OT	0:00	2 - 10	25	M	45 - 45
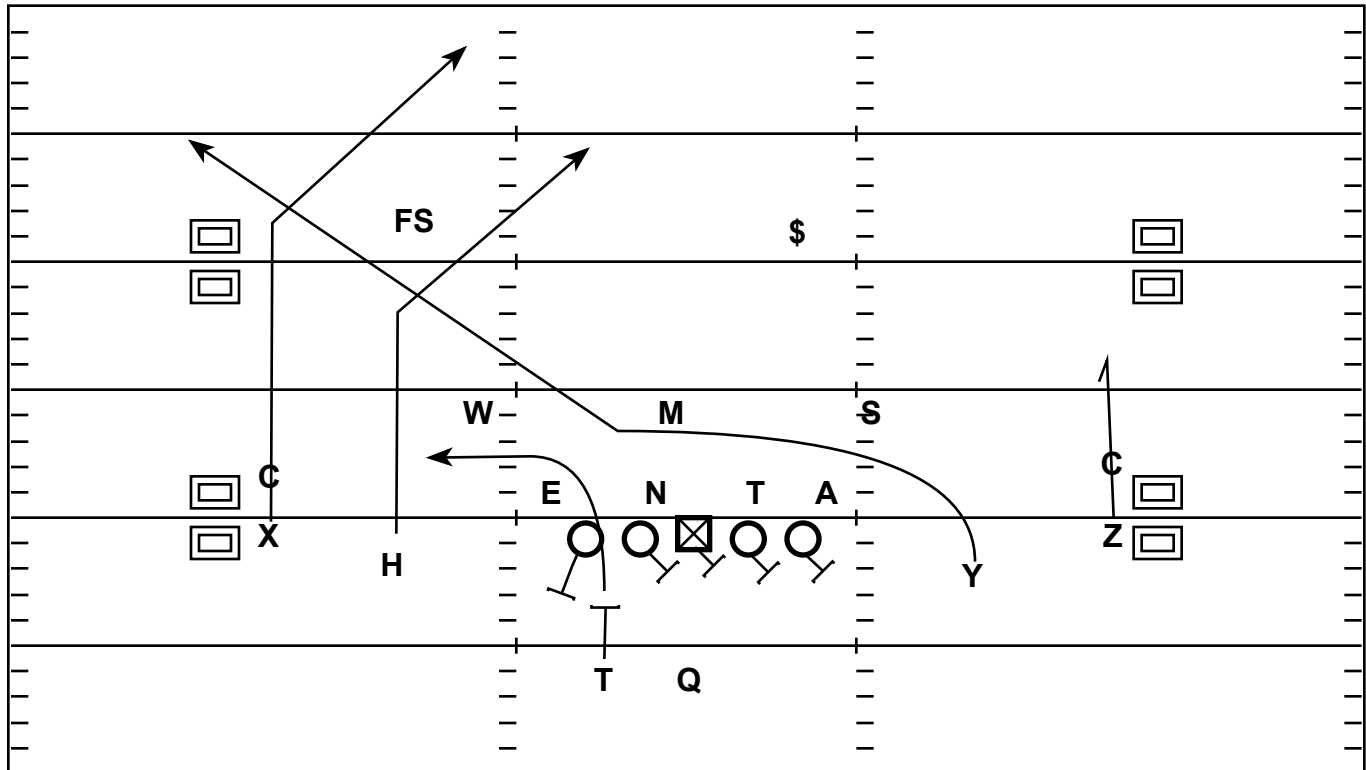
Strategy: Run Off the Deep Coverage with the DBL Post while still forcing underneath coverage with the Out Checkdown from the RB to open up space for the Chaser

QB Progression/Read: Read the DBL Post - Chaser - Checkdown

X - Outiside Post	LT - Man Locked on End
H - Inside Post (Flatten v. 2-High)	LG - Man Locked on 2i
Y - Chaser Route (Shallow to Vertical)	C - Slide Set to A-Gap
Z - Hitch	RG - Slide Set to B-Gap
T - Check Protect to Out Checkdown	RT - Slide Set to C-Gap

3x1 Up: Reverse Pass

Oklahoma v. Oklahoma State
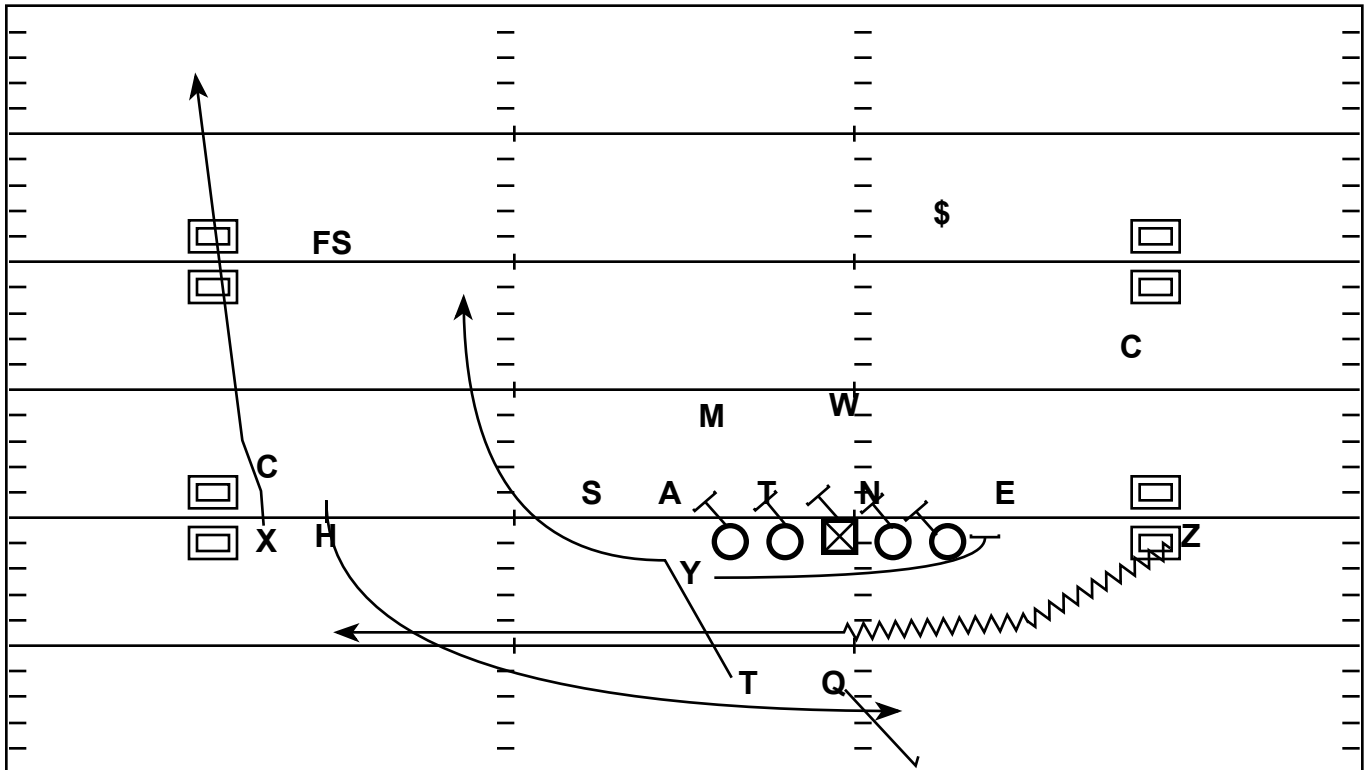
Strategy: Run a Reverse Pass Off a Jet Sweep. Exotic Concept that slows down the flow to your Jet Motion for the rest of the game. Try to catch the defense napping.

QB Progression/Read: Hand Off the Jet - Pause - Catch from Reverse - Throw RB Wheel

X - Vertical Run Off	LT - Controlled Elephants on a Parade
H - Jab Upfield to set up Reverse	LG - Controlled Elephants on a Parade
Y - Swipe to Seal Backside C-Gap	C - Controlled Elephants on a Parade
Z - Jet Motion then Toss off to Reverse	RG - Controlled Elephants on a Parade
T - Pretend to Lead for Jet to Wheel	RT - Controlled Elephants on a Parade

3x1 Wing: Play-Action Smash Flood

Quarter	Time	D & D	YD Line	Hash	Score
4th	9:51	2 - 8	33	LM	41 - 14
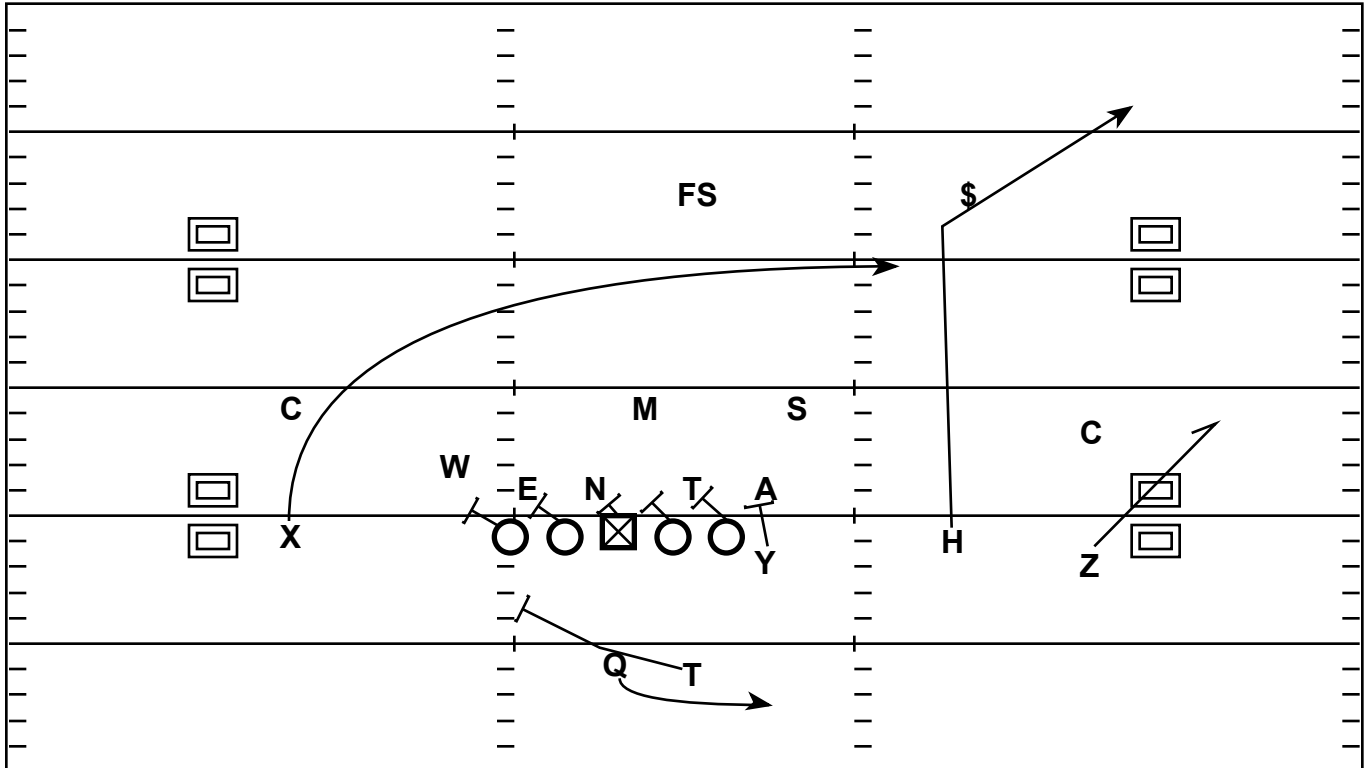
Strategy: Use Play-Action to sell Bread n' Butter Midzone getting your QB out on the Run with a simple Smash-Flood Read

QB Progression/Read: Fake the Run - Carry Out Naked - Smash Read on Corner to Over Route

X - Over Route	LT - Elephants on a Parade
H - Corner Route	LG - Elephants on a Parade
Y - Seal the EMLOS	C - Elephants on a Parade
Z - Witch (Hitch w/ Width)	RG - Elephants on a Parade
T - Naked Play-Action Mesh	RT - Elephants on a Parade

3x1 Open: GT Counter Base

| Quarter	Time	D & D	YD Line	Hash	Score
3rd	9:57	1 - 10	43	R	28 - 10
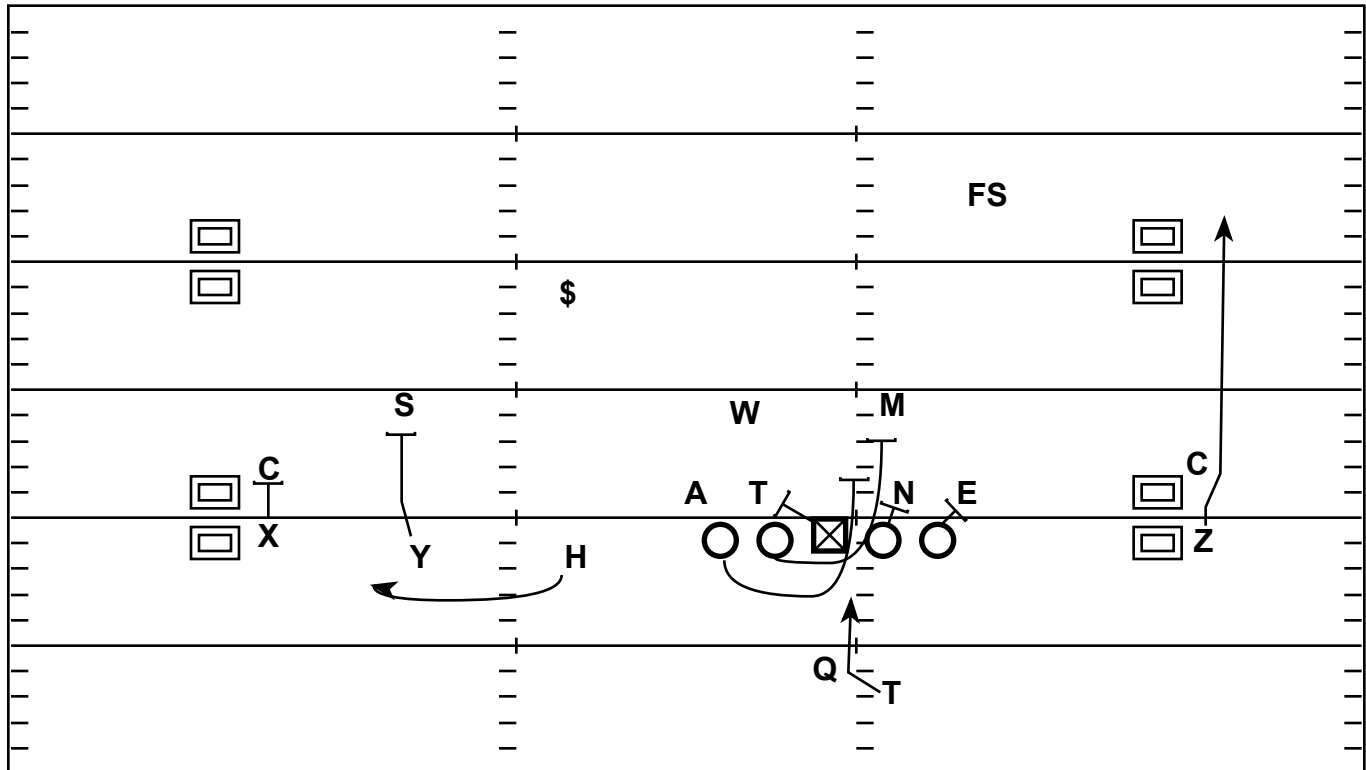
Strategy: Base Bread n' Butter with a Tag that alters the presentation and forces different keys & reads for the Defense.

QB Progression/Read: Pre-Snap Read the Numbers for the Bubble - Hand Off to RB

X - Block Corner	LT - Wrap Insert to -1 (Will Linebacker)
H - Bubble	LG - Wrap Insert to Point (Mike Linebacker)
Y - Block Sam Linebacker	C - Back Block 3-Tech Tackle
Z - Run Off Corner	RG - Man Lock on 3-Tech Nose
T - Sameside Entry, Follow the Wrap	RT - Man Lock on End

Split Backs H-Ogi: Locked Inside Zone BS Swing

Quarter	Time	D & D	YD Line	Hash	Score
2nd	4:34	2 - 1	-41	M	21 - 14
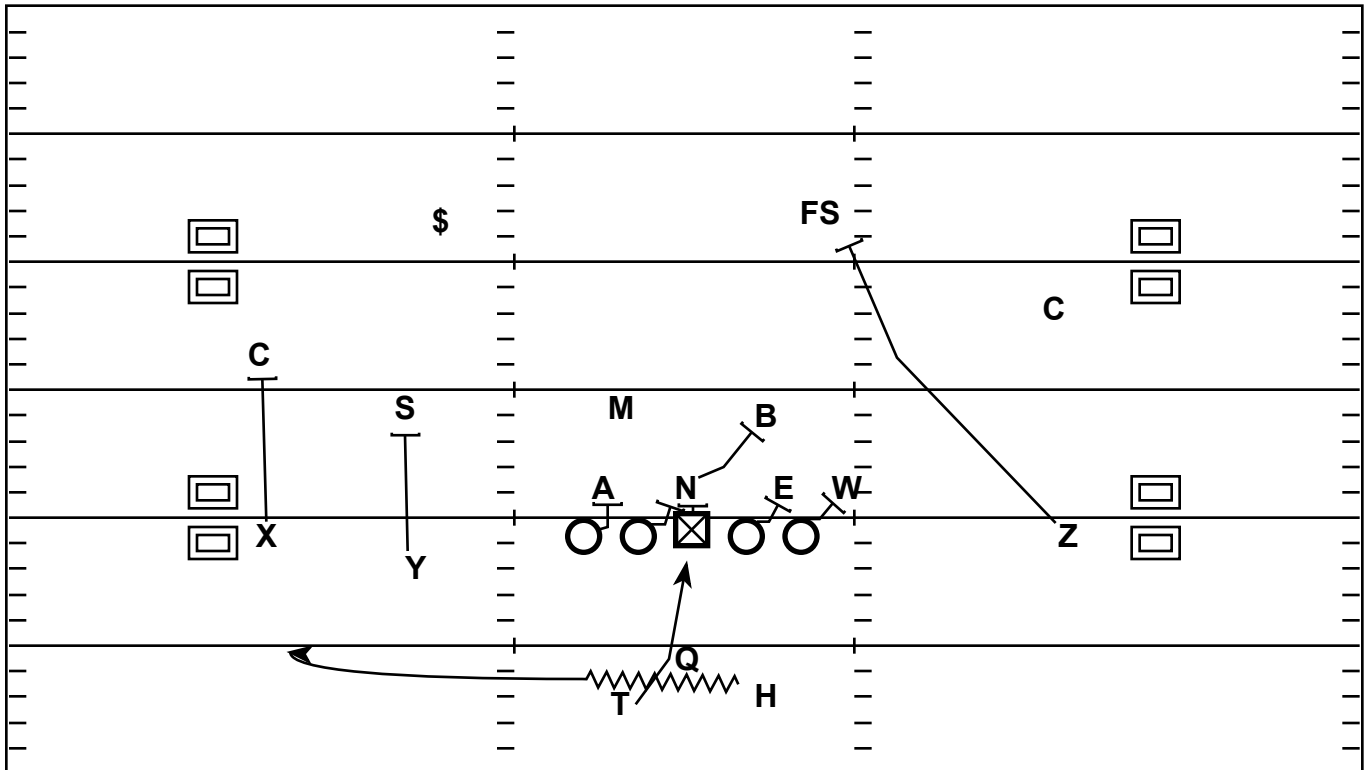
Strategy: Use the H-Ogi Motion with the Swing to force the 6th Defender out of the Box. If he stays you have the #'s for the Swing.

QB Progression/Read: Read the Conflict Defender (Mike) - If he stays throw the swing - If he leaves Hand-Off

X - Block Corner	LT - Man Locked on 4i Anchor
H - Orbit Motion to Swing	LG - Combo Nose to Buck Linebacker
Y - Block Sam Linebacker	C - Combo Nose to Buck Linebacker
Z - Dig Out F/S	RG - Inside Drive 4i End
T - Inside Zone Track at the Crack of the Center Bang-Bend-Bounce	RT - Inside Drive Will Linebacker

3x1 Heavy Tite: Jet Sweep Fake Toss

| Quarter	Time	D & D	YD Line	Hash	Score
2nd	1:32	2 - 2	2	L-M-R	27 - 7
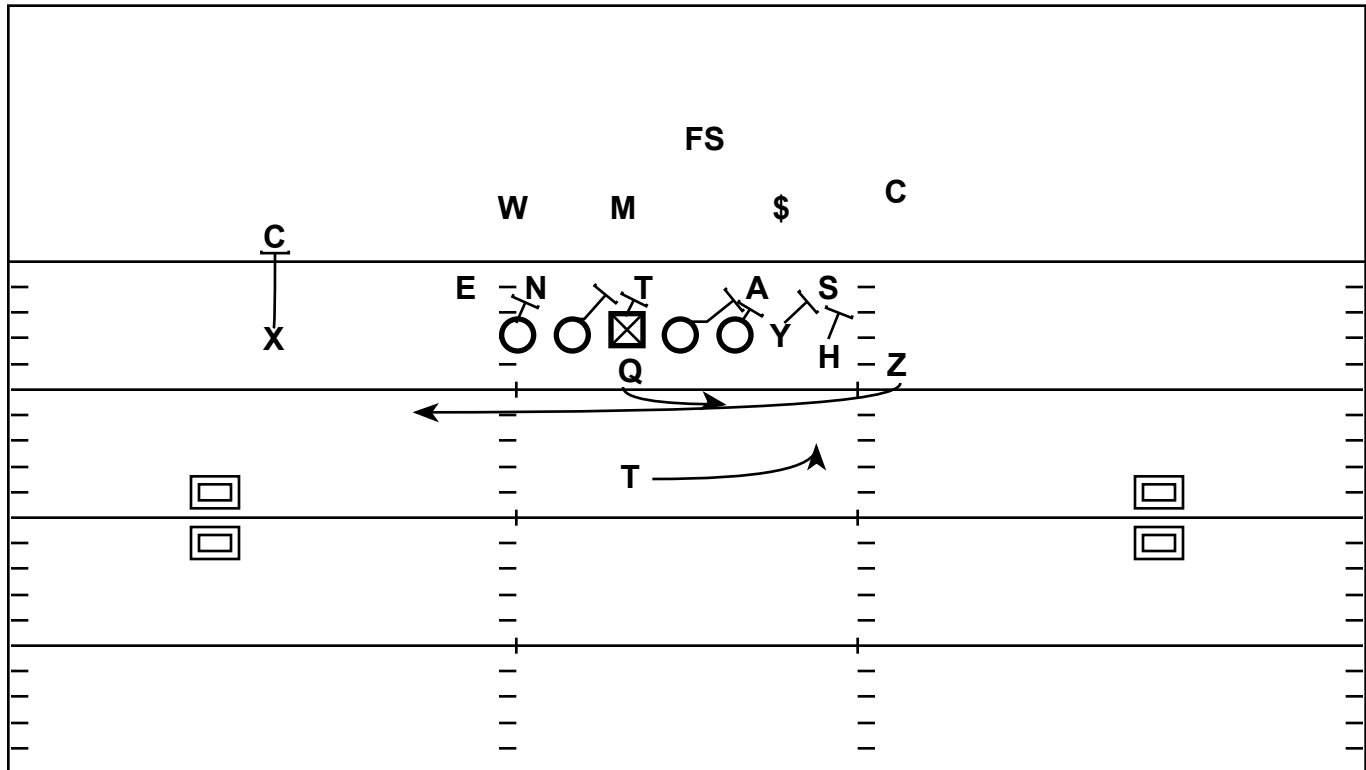
Strategy: Fake a Toss to the Right while handing off the Jet Sweep in the opposite direction. Get Full Flow going the wrong way

QB Progression/Read: Fake Toss - Hand Off to Jet

X - Block Corner for Jet Sweep	LT - Seal 4i Nose
H - Pretend like you are blocking for Toss	LG - Combo Seal Tackle to MDM
Y - Pretend like you are blocking for Toss	C - Combo Seal Tackle to MDM
Z - Jet Sweep	RG - Combo Seal Anchor to MDM
T - Pretend like you are taking a Toss to the Right	RT - Combo Seal Anchor to MDM

*2x2 Heavy: Mesh

| Quarter	Time	D & D	YD Line	Hash	Score
1st	1:50	2 - 14	-21	LM	21 - 7
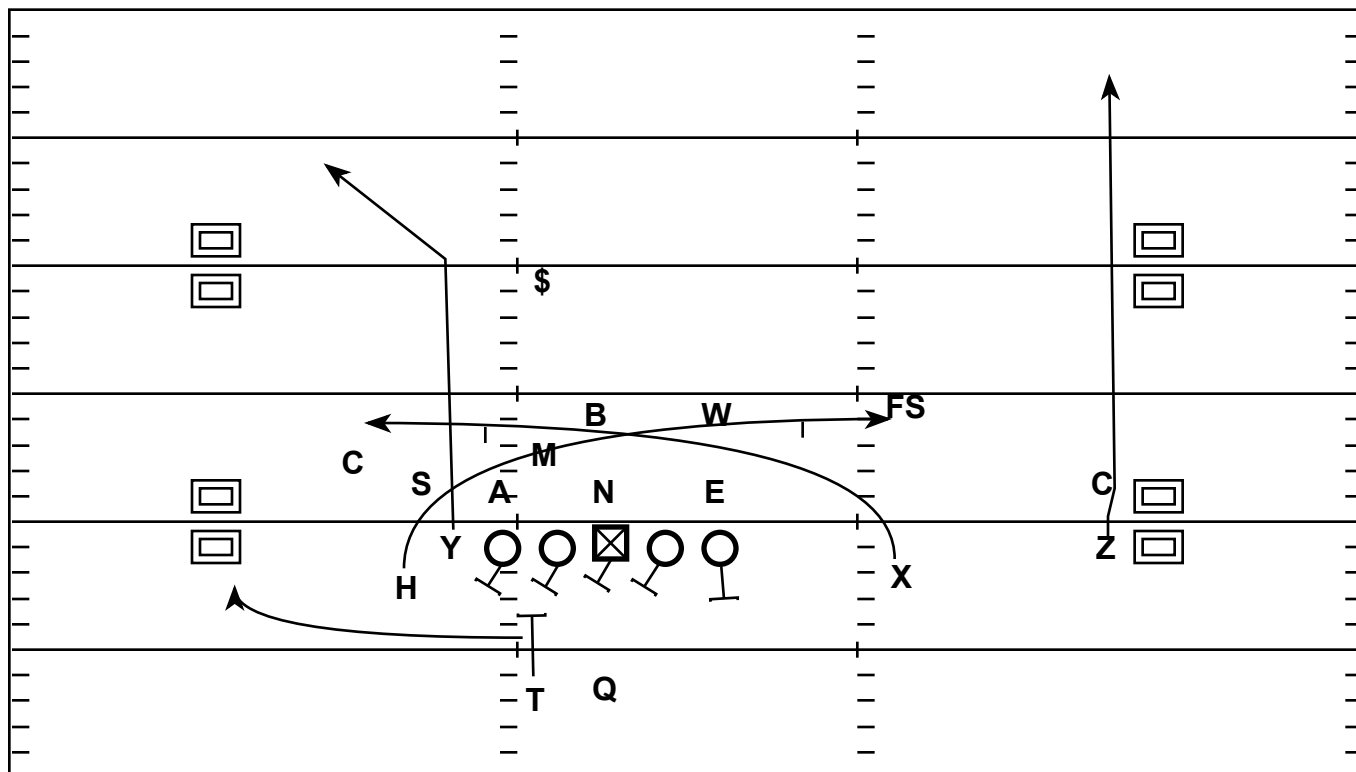
Strategy: Run base Mesh out of a heavy personnel using the Attached TE (Y) to provide even more of a Rub for the Mesh

QB Progression/Read: Peek Corner Route (or Vertical) - Mesh - Swing

X - Over Mesh, Set the Depth of the Mesh v. Man = Run / v. Zone = Settle

H - Under Mesh, Close the Distance of the Mesh. v. Man = Run / v. Zone = Settle

Y - Corner, Break at 10-12 Yards

Z - MOR Vertical

T - Check Protect to Swing

LT - Slide Protect C-Gap

LG - Slide Protect B-Gap

C - Slide Protect A-Gap

RG - Called into the Slide

RT - Man Locked on End

3x1 Open: Slot-Fade BS Snag

Quarter	Time	D & D	YD Line	Hash	Score
1st	8:58	1 - 10	- 47	R	7 - 0
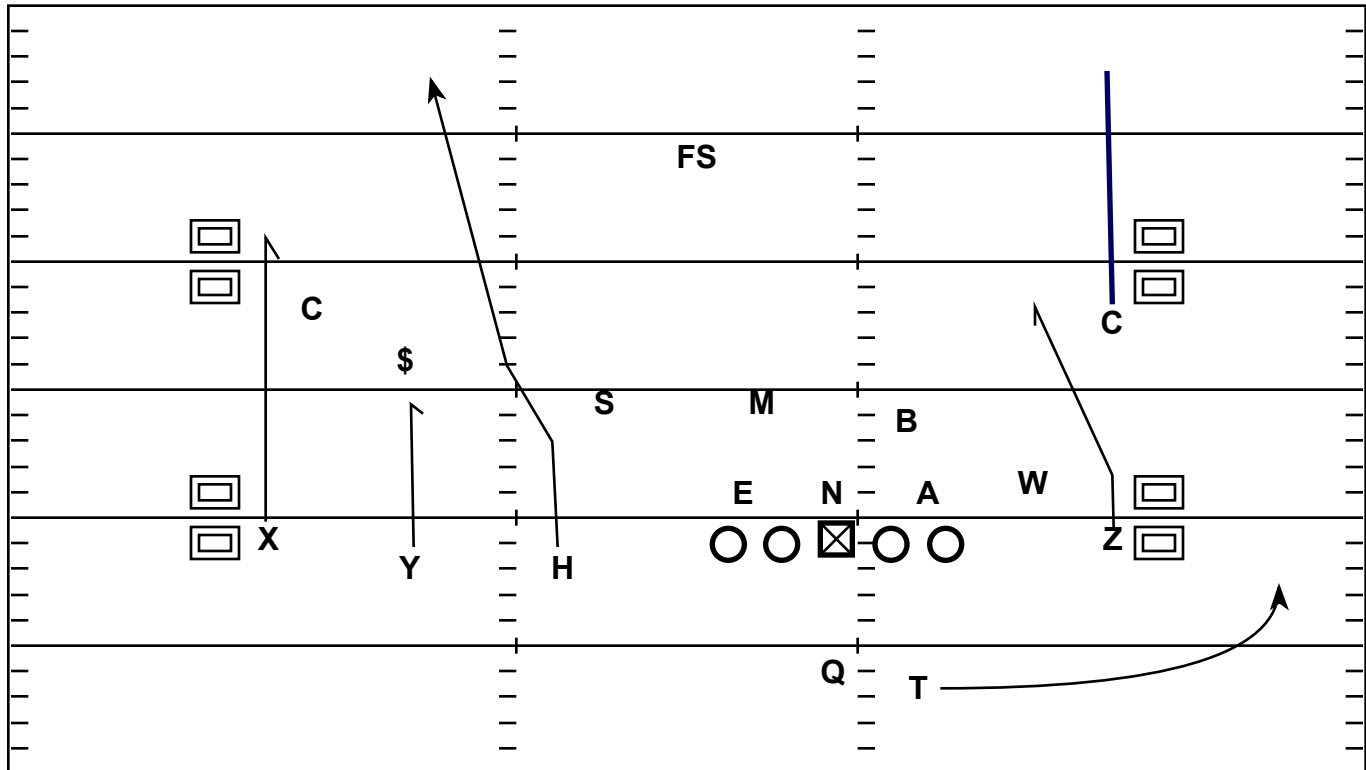
Strategy: Use Slot-Fade to win against Man Coverage & the 2-Man Snag to attack Zone Coverage

QB Progression/Read: Decide which side you want to work pre-snap - 2-Man Snag read Flat Defender - Slot Fade read Smash aspect to Flat Defender

X - Deep Hitch	LT - Man Set 4i End
H - Slot Fade	LG - Man Set to Mike Linebacker
Y - Hitch	C - Man Set to Nose
Z - Snag	RG - Man Set to 4i Anchor
T - Swing	RT - Man Set to Will Linebacker to Help

*2x2 Open: QB Inside Zone Swipe

Quarter	Time	D & D	YD Line	Hash	Score
1st	12:55	4 - 3	30	LM	0 - 0
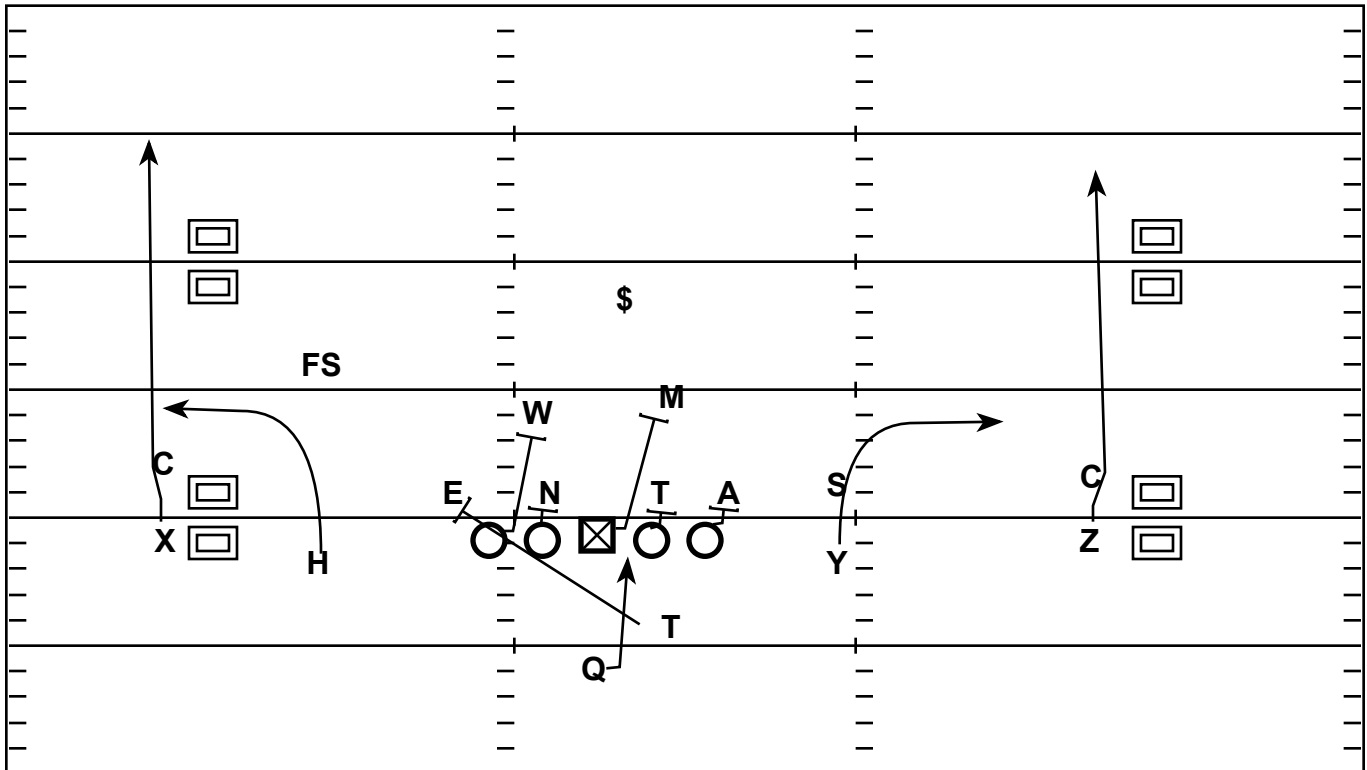
Strategy: Use the Flat Concepts on the perimeters to pull man coverage away from the Box & the Q Run Game to regain the numbers in the box.

QB Progression/Read: Slight Pause to Allow Swipe - Track to Backside Leg of the Center & Read Bang, Bend, Bounce

X - MOR Vertical	LT - Knee Read to Vertical Climb to Will Linebacker
H - Speed Out	LG - Inside Drive Nose
Y - Speed Out	C - Knee Read to Vertical Climb to Mike Linebacker
Z - MOR Vertical	RG - Inside Drive
T - Swipe	RT - Inside Drive

3x1 Wing: Pop Off GT Counter

Oklahoma v. Kansas State
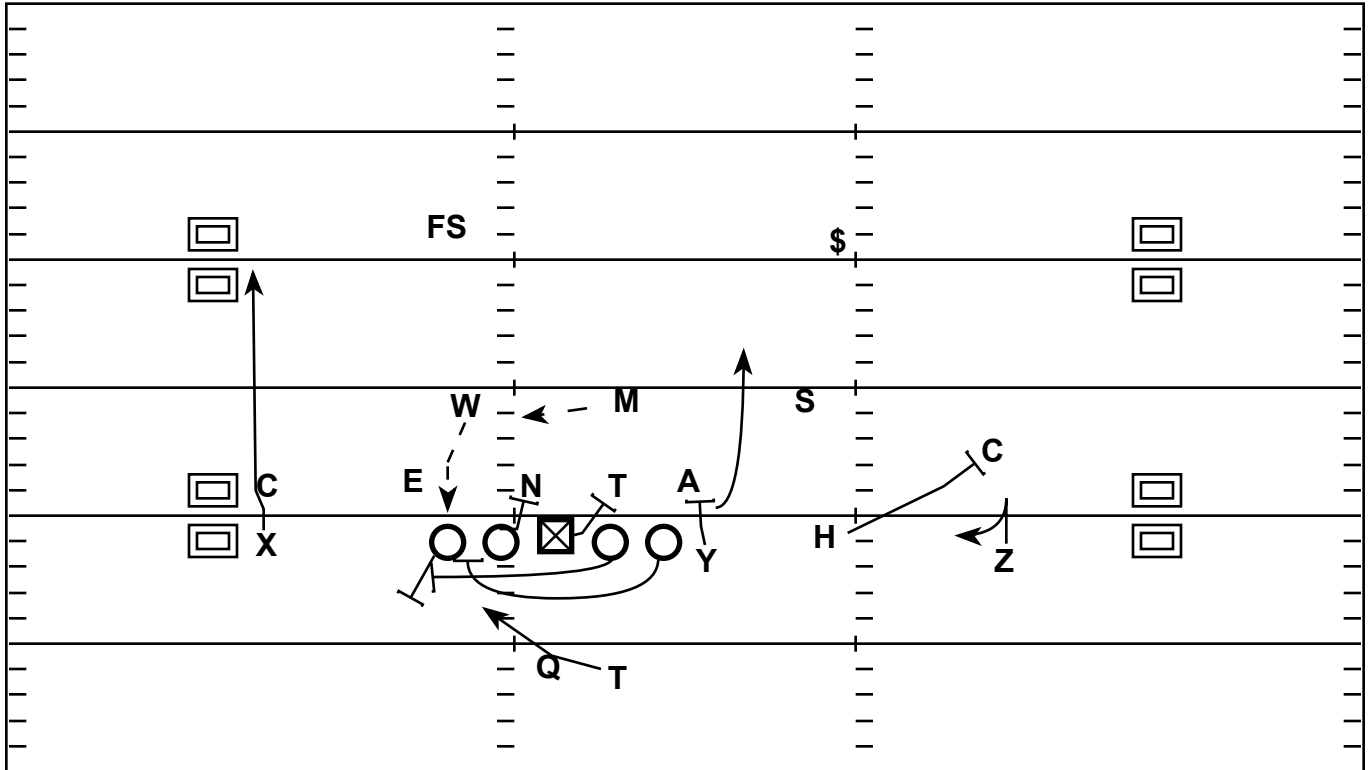
Strategy: Pull the Alley Defender w/ the Now Screen & the Mike Linebacker with the GT Pullers. Great way to attack backers that follow pullers.

QB Progression/Read: Fake the Hand-Off & Look Pop to Now

X - MOR Vertical	LT - Base Set End
H - Kick Corner	LG - Down Block 2i Nose
Y - Block Anchor to Pop	C - Back Block 3-Tech
Z - Now	RG - Distraction Open Pull
T - Fake the Mesh w/ the QB & run thru	RT - Distraction Wrap Pull

2x2 Open: RB Screen Dual Screen

Quarter	Time	D & D	YD Line	Hash	Score
4th	13:40	3 - 4	-9	L	41 - 13
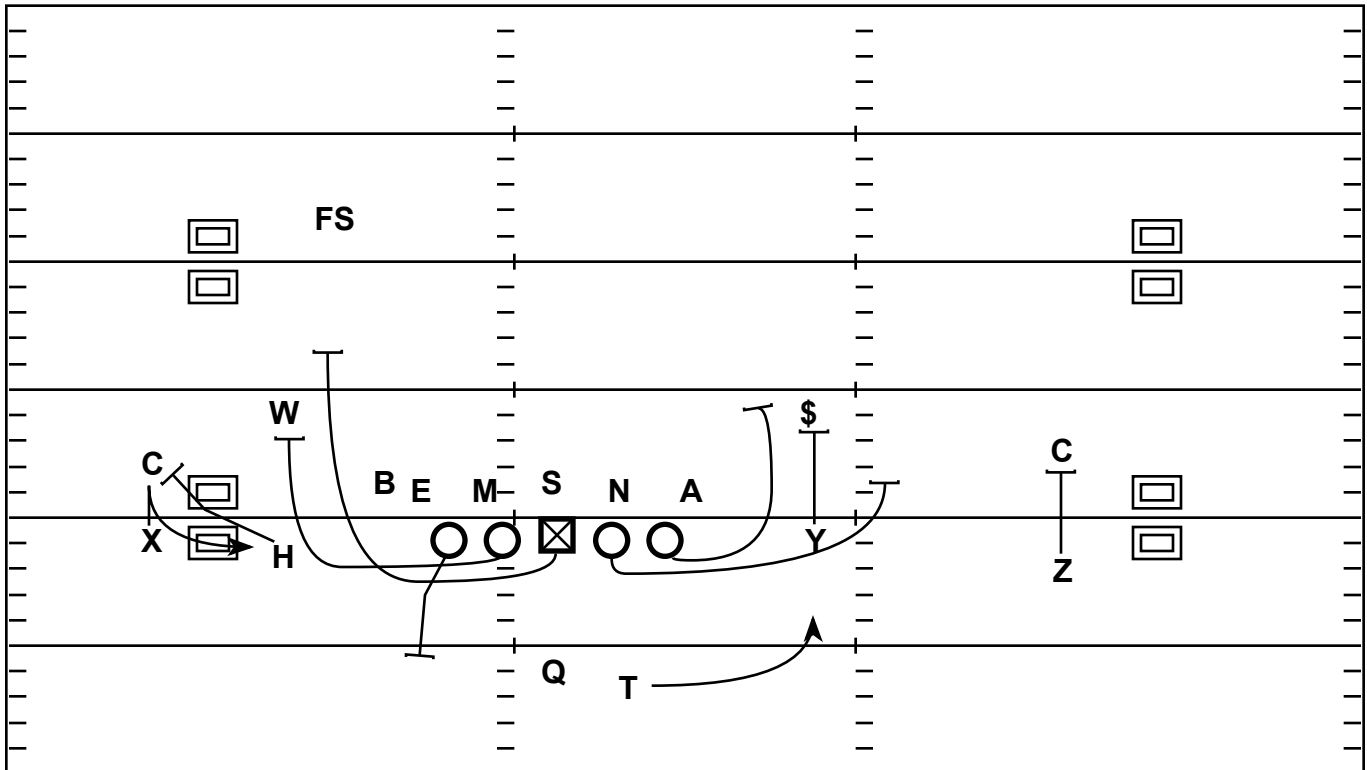
Strategy: Provide Screen threats on both perimeters with Offensive Linemen getting out on both sides. Attack an Aggressive Pass Rush Situation.
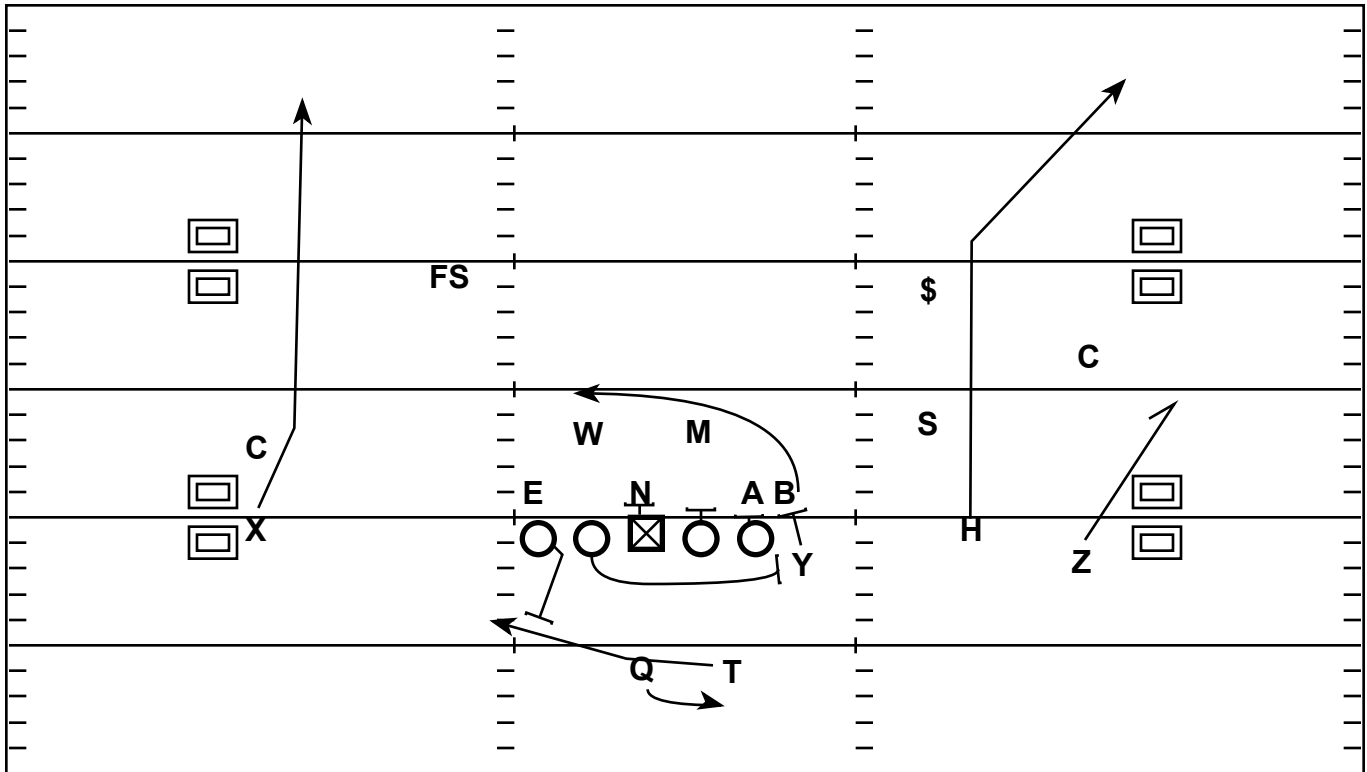
QB Progression/Read: Read RB Screen to Tunnel

X - Tunnel	LT - Man Set End
H - Block Corner	LG - Flash Set, Flat Release to Alley Defender (Will Linebacker)
Y - Block $	C - Flash Set, Flat Release Box Clean Up to Safety
Z - Block Corner	RG - Flash Set, Flat Release to Alley Defender / MDM
T - Quick Swing, Set up the lead Block	RT - Flast Set, Box Clean-Up

3x1 Wing: Y-Leak

Oklahoma v. TCU

Strategy: Sucker up the Backers w/ the Play-Action & False Puller to allow the Tight End to Leak out

QB Progression/Read: Check the Smash to the Leak

X - Inside Release Vertical	LT - B to Hinge
H - Corner Route, Breaking at 10-12 Yards	LG - Protect Pull
Y - Block Buck Linebacker to Leak	C - Man Block Nose to Backside A Gap
Z - Witch (Hitch w/ Width)	RG - Check A-Gap to Collect stunting Anchor
T - Play Action Mesh across	RT - Man Block Anchor to B-Gap

Split Backs: PAP Swipe Y-Cross

Oklahoma v. Kansas State
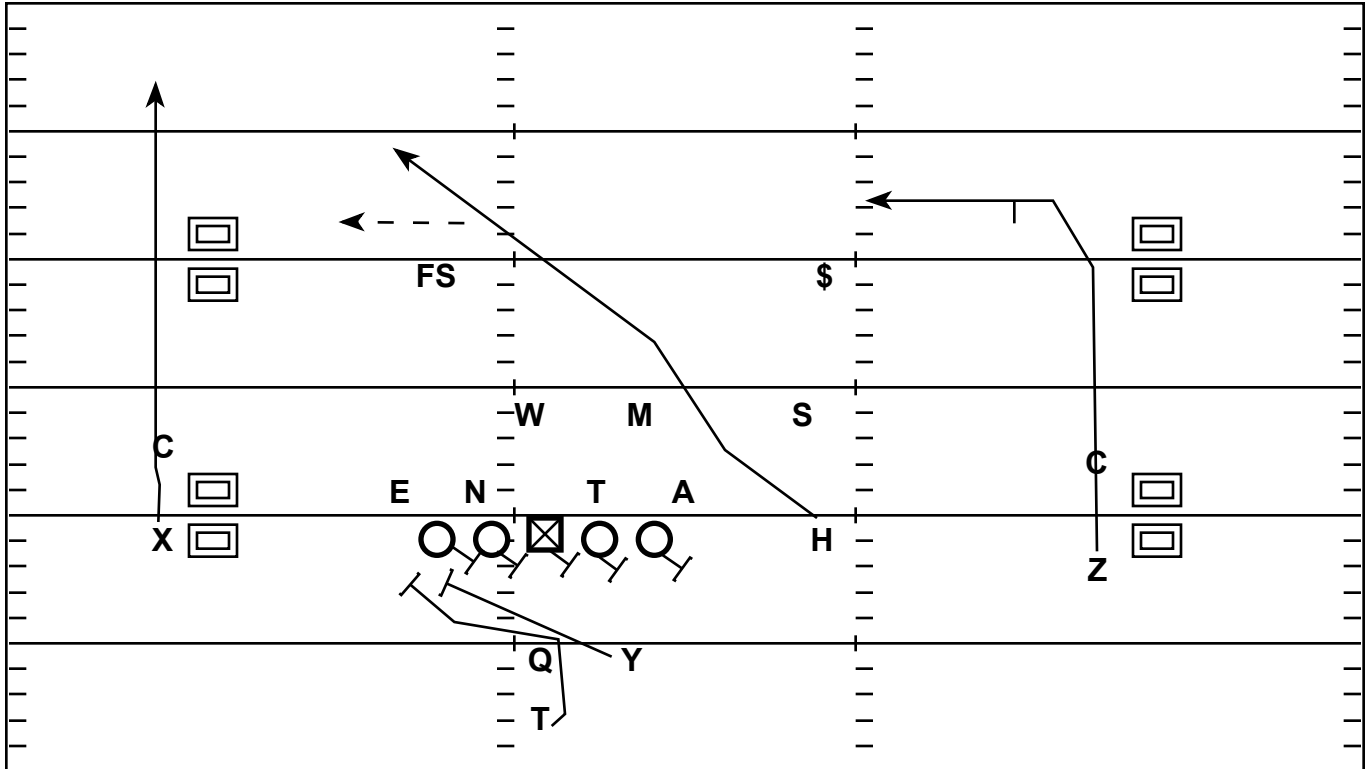
Strategy: Standard passing concept in Riley's Offense attacking the defense while giving your cross the option to run to open space.

QB Progression/Read: Peek Vertical - Crosser - Post Curl

X - MOR Vertical	LT - Slide Protect B-Gap
H - Crosser, Flatten to open space	LG - Slide Protect A-Gap
Y - Swipe to C-Gap	C - Slide Protect Backside A-Gap
Z - Post Curl	RG - Slide Protect Backside B-Gap
T - Play-Action to D-Gap Protect	RT - Slide Protect Backside C-Gap

3x1 Open: Wrap BS Bubble

Quarter	Time	D & D	YD Line	Hash	Score
1st	3:58	1 - 10	-35	R	7 - 0
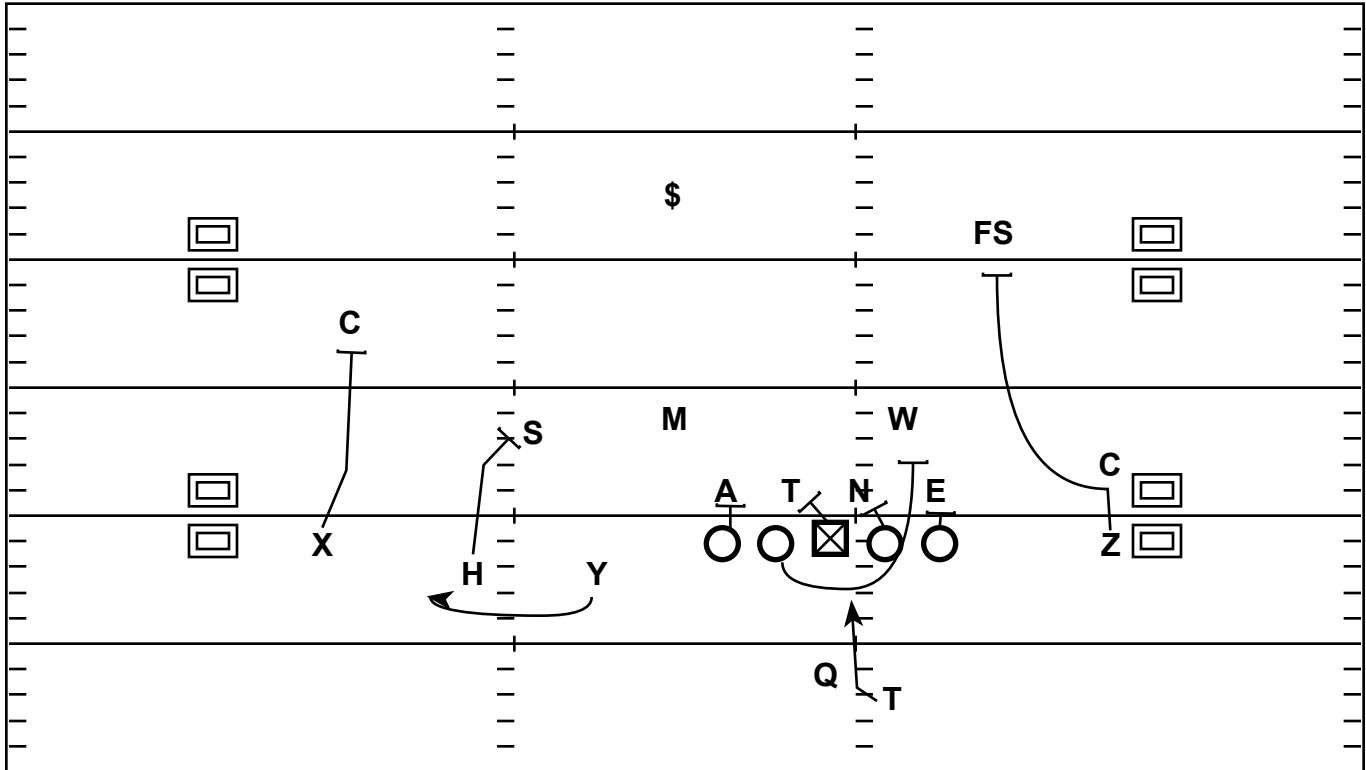
Strategy: 10 Per. Run scheme w/ an attached #'s RPO (Bubble) to put the Mike in Conflict

QB Progression/Read: Read the #'s on the Field Perimeter Side

X - Block Corner	LT - Man Locked on Anchor
H - Block Sam Linebacker	LG - Wrap Pull to Point (Will Linebacker)
Y - Bubble	C - Back Block 2i
Z - Dig Out F/S	RG - Down Block Shaded Nose
T - Set Downhill Track to follow Wrap	RT - Man Block End

Empty On: Four Verts w/ Shallow

Oklahoma v. Oklahoma State
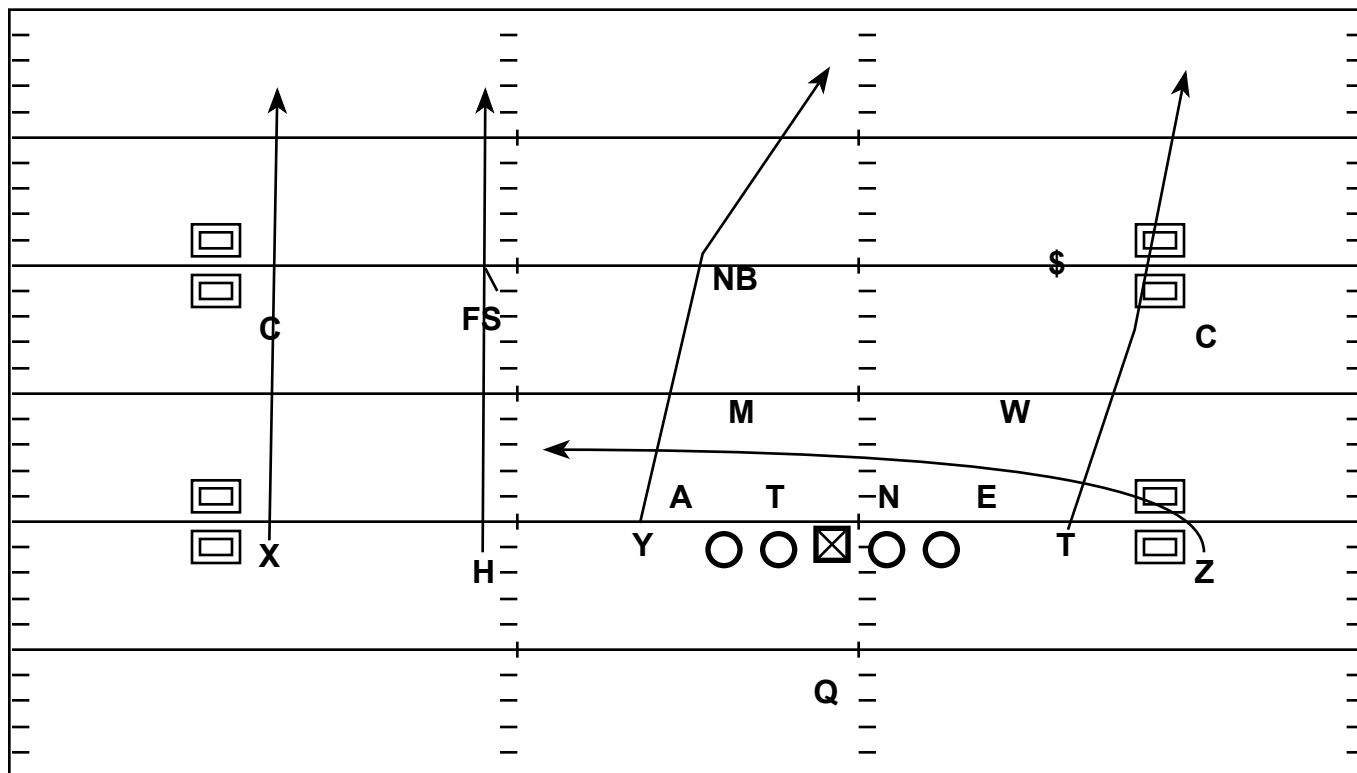
Strategy: Forcing the defense to drop deep w/ Four Vertical Threats and then having a shallow underneath once the coverage drops deep

QB Progression/Read: MOFO = Seam to Vertical to Shallow MOFC = Chair to Seam to Shallow

X - Vertical	LT - Slide Protect C-Gap
H - Vertical, Snap v. Capped	LG - Slide Protect B-Gap
Y - Chair, Aim for 16 Yards Opposite Hash	C - Slide Protect A-Gap, Pass Off Games
Z - Shallow	RG - Man Locked on Nose, Pass Off Games
T - Taper Vertical	RT - Man Locked on End