2x2 Attached: Snag BS Slants

Quarter	Time	D&D	YD Line	Hash	Score
3rd	14:09	2 - 8	48	R	14 - 14
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2-High

QB Progression/Read: Decide which side you want to start on based on Leverage &

Strategy: great Quick Game Concept that has answers to zone or man, 1-High or

Coverage. If Snag Side = Corner - Snag - Swing

X - Slant LT - Man Locked on End

H - Inside Slant

Protection, Backside A-Gap

Y - Corner C - Slide Protection A-Gap

RG - Slide Protection B-Gap

LG - Called into Slide

RT - Slide Protection C-Gap

T - Swing

Run)

Z - Snag (v. Man = Continue to