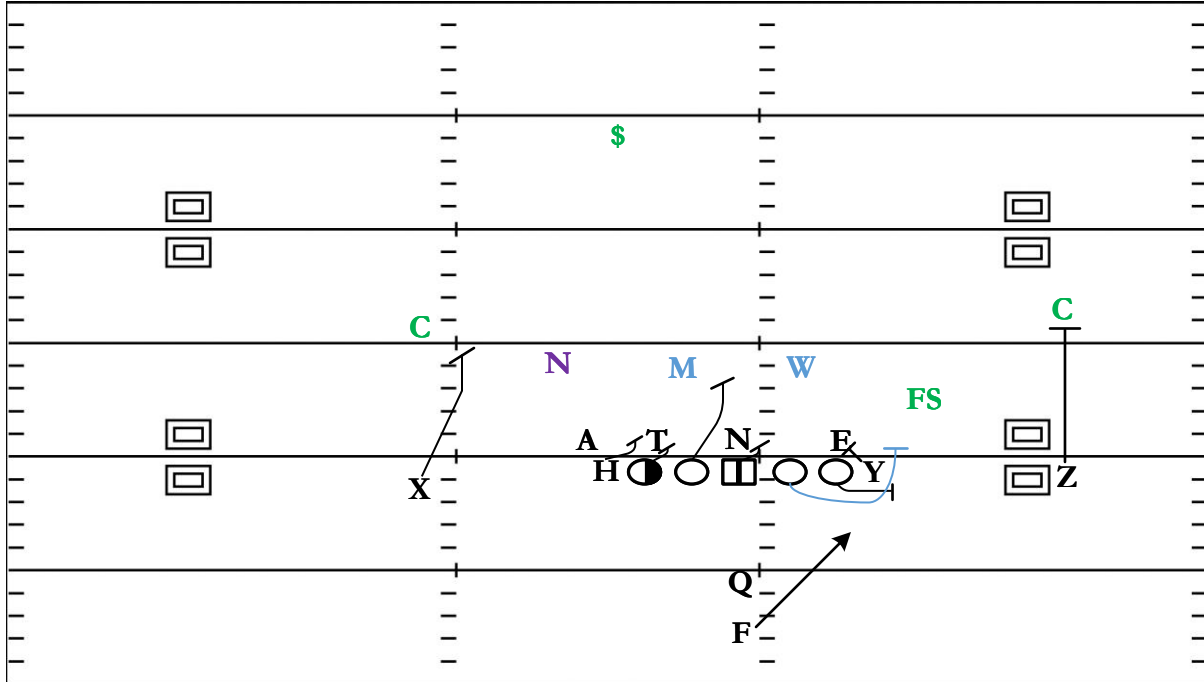


2x2 Ace: Pin-Pull

QTR	TIME	D & D	YD LINE	HASH	SCORE
2nd	5:55	1 & 10	38	R	10 - 13



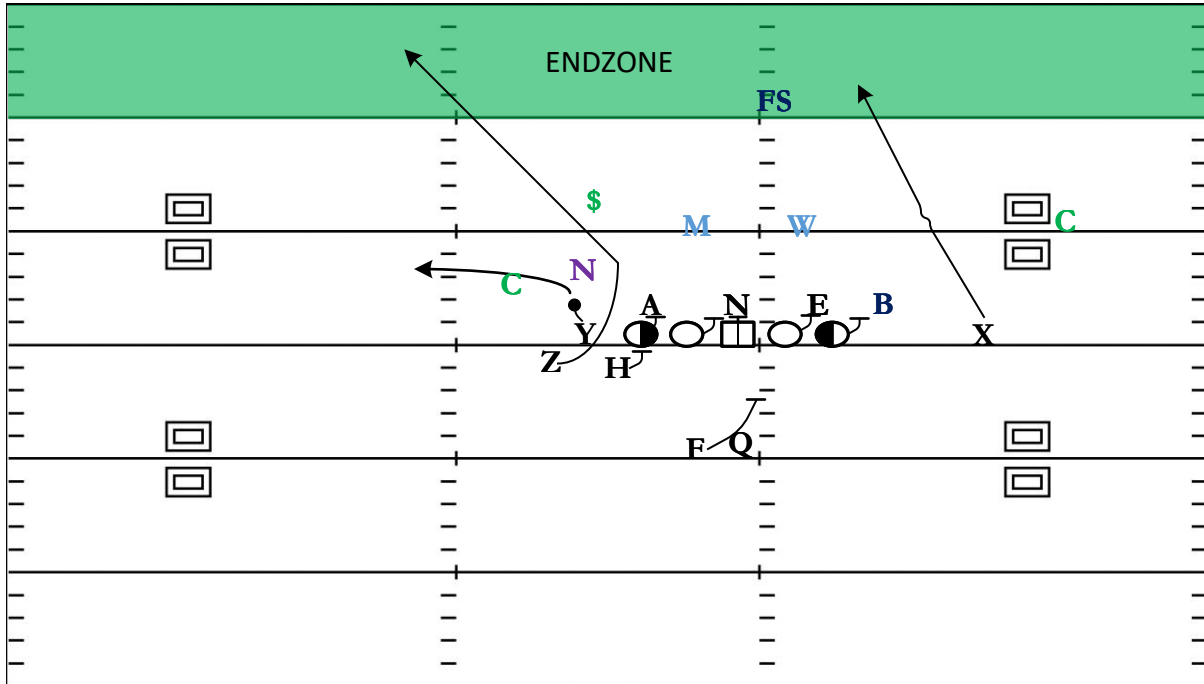
STRATEGY: Pin-Pull is a great change up to the standard Widezone Concept but allows for you to attack the edge and gives the Tight End a great angle on the Pin.

QB READS & PROGRESSION: Hand-Off to Runningback

X	Block Backside Corner	LT	Hard Cut-Off 4i Tackle
H	Hard Cut-Off	LG	2 nd Level Climb Mike Linebacker
Y	Pin Defensive End	C	Hard Reach Nose
Z	Block Playside Corner	RG	Read Pull Will Linebacker
F	Read 1 st Puller Kick or Log Follow 2 nd Puller	RT	Kick Out D-Gap Defender

3x1 Bunch: PAP Goalline Corner

QTR	TIME	D & D	YD LINE	HASH	SCORE
2nd	9:15	1 & 9	9	R	7 - 0



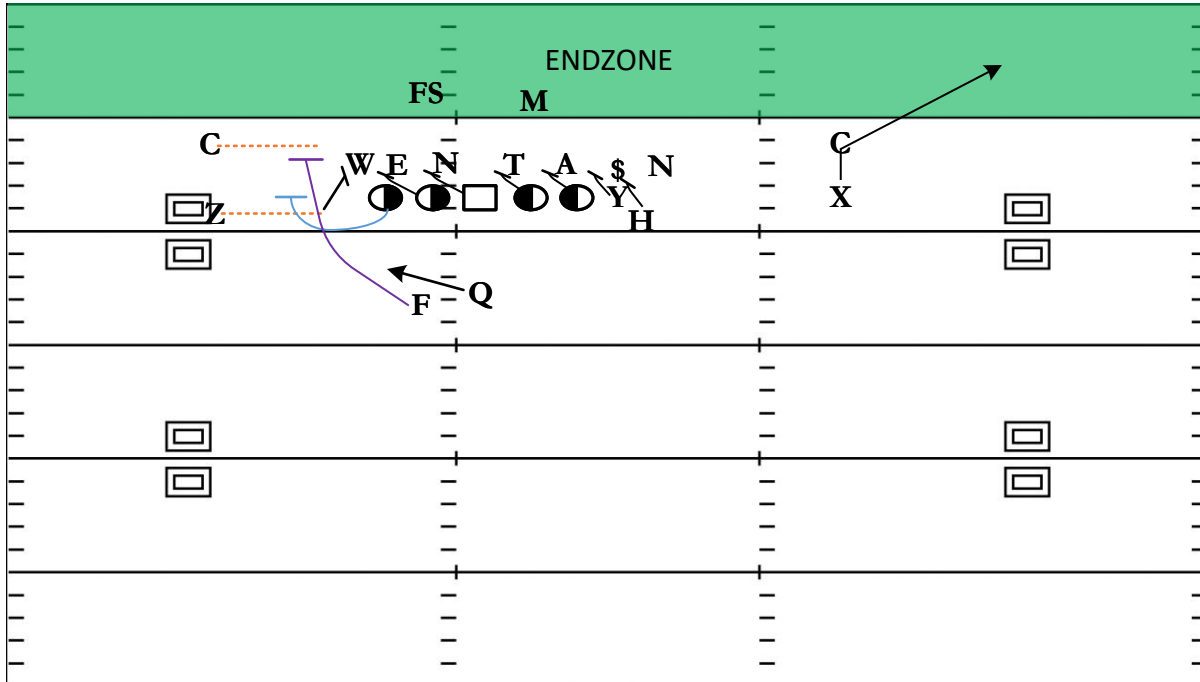
STRATEGY: Great Goalline Concept where the Z works inside the Point player. The Sell of the play-action sucks in the coverage defender and gives the corner route leverage.

QB READS & PROGRESSION: Corner to Flat (v. Man hit the X-Receiver)

X	DBL Move Attack Middle of the Field	LT	Full Slide Take Gap to your Right
H	Full Slide Block C-Gap	LG	Full Slide Take Gap to your Right
Y	Sell Block To Flat	C	Full Slide Take Gap to your Right
Z	Work inside the Point Up thru to Corner Route	RG	Full Slide Take Gap to your Right
F	Play-Action Mesh Check the Mike Linebacker	RT	Full Slide Take Gap to your Right

2x2 Ace Z-In: Q Tackle Pull Lead

QTR	TIME	D & D	YD LINE	HASH	SCORE
3rd	1:01	1 & 3	3	L	17 - 3



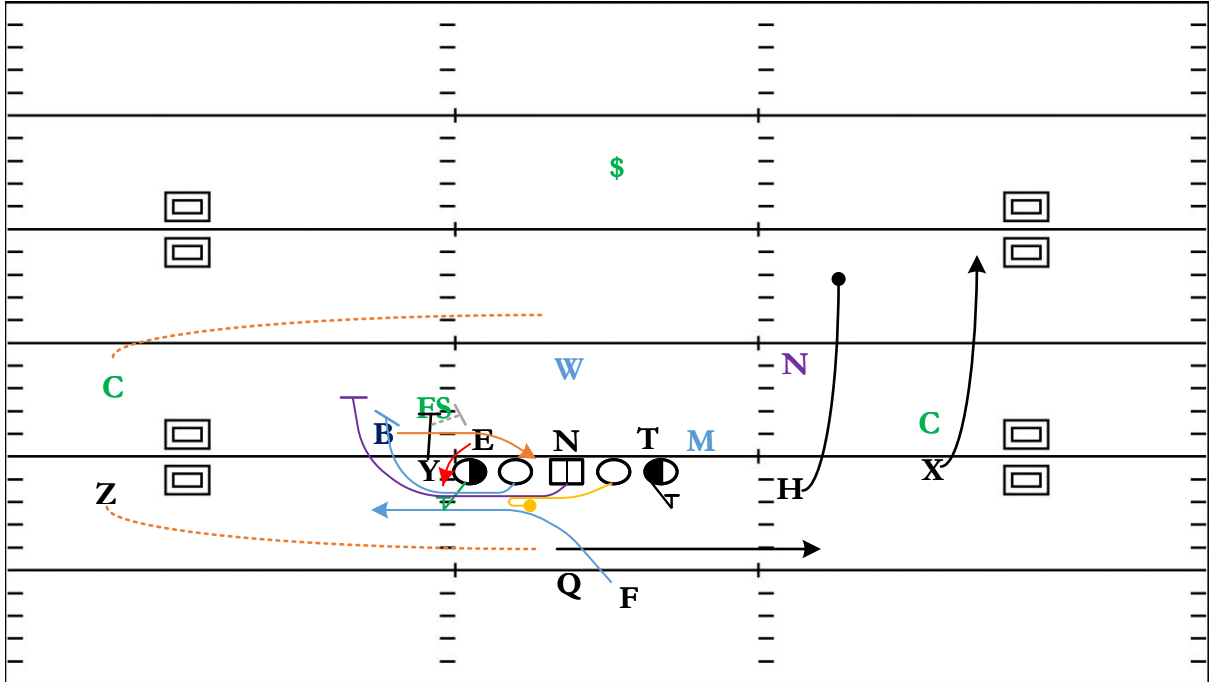
STRATEGY: Use motion to create leverage on the crack block to set the edge w/ the Z-Receiver. Pull the Tackle and use the RB as leads for the QB run game, regaining the #'s in the Low Red w/ Q Run.

QB READS & PROGRESSION: Follow RB Lead

X	Distraction Corner	LT	Pull for D-Gap Defender (Corner)
H	Backside Hard Cut-Off	LG	Hard Reach 4i Defensive End
Y	Backside Hard Cut-Off	C	Hard Reach 2i Nose
Z	In Motion Crack Will Linebacker	RG	Hard Cut-Off 2i Tackle
F	Read Block of the Tackle Pull Lead MDM / FS	RT	Hard Cut-Off 4i Anchor

2x2 Attached Z-Smoke: RB Screen

QTR	TIME	D & D	YD LINE	HASH	SCORE
1st	9:15	3 & 6	-7	LM	7 - 0



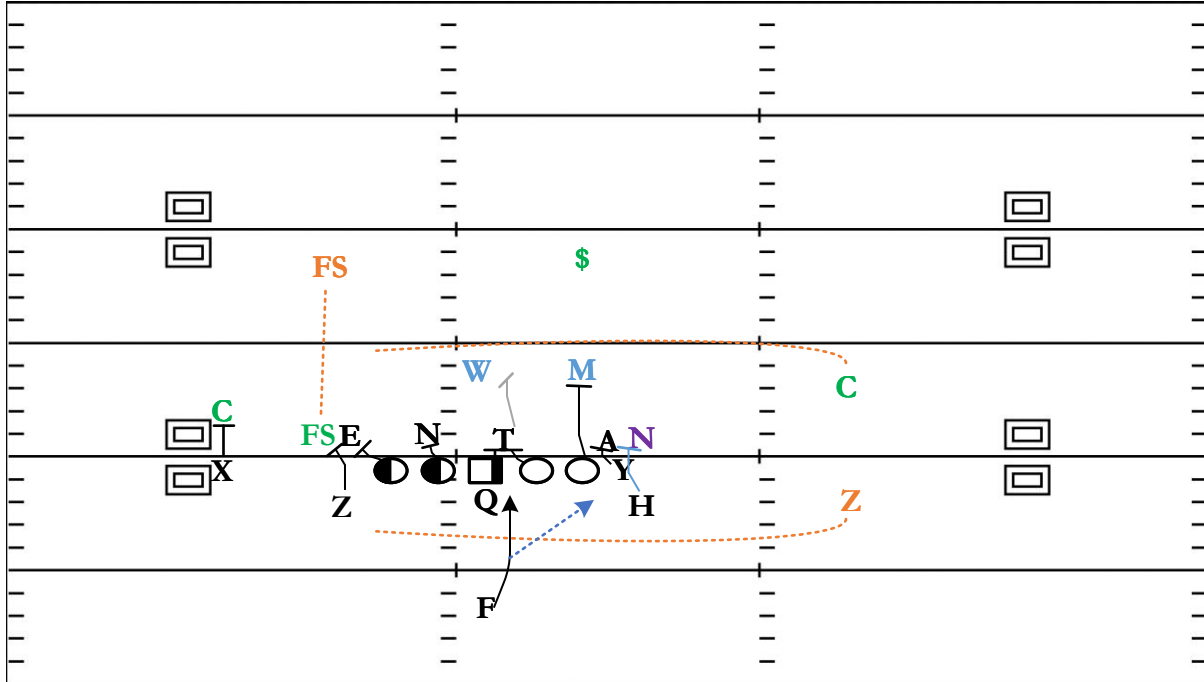
STRATEGY: Use motion to create a Nub Set with the Corner following the motion. The Motion also create misdirection and eye candy to distract the defense only to hit the RB Screen opposite of the motion.

QB READS & PROGRESSION: Dropback delay the timing and then throw RB Screen

X	Run-Off	LT	Man Protect Take Over slanting 4i
H	Run-Off	LG	Flat Release Clean Up Box
Y	Block MDM Free Safety to Will Linebacker	C	Flat Release Check Box Up to Alley
Z	Smoke Motioni	RG	Flat Release Rat Killer
F	Work Across & Look for Ball Read block of the Center you is leading up thru the Alley	RT	Man Protect Influence an Upfield Rush

2x2 Heavy Z-Ap: Duo

QTR	TIME	D & D	YD LINE	HASH	SCORE
1st	13:24	4 & 7	-33	L	0 - 0



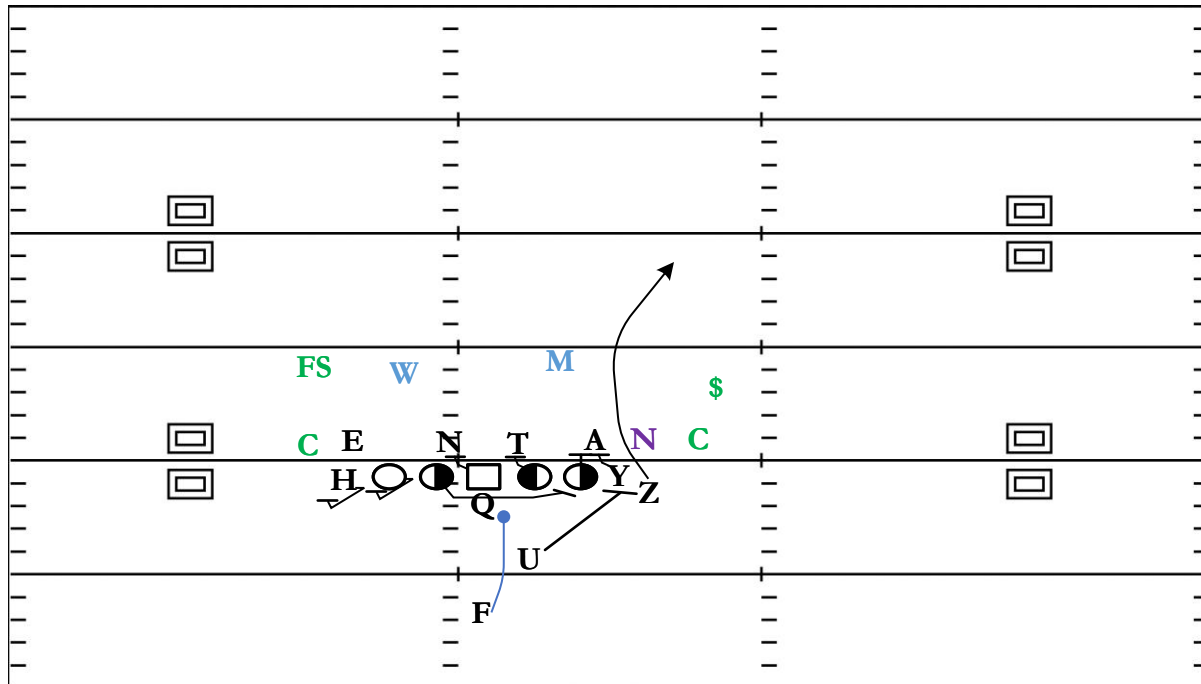
STRATEGY: Tough physical run that is downhill but can roll out the back, giving your RB the option based on the Linebacker.

QB READS & PROGRESSION: Hand-Off

X	Block Corner	LT	Inside Drive Defensive End
H	Drive Cut-Off Nickel	LG	Inside Drive 3-Tech Nose
Y	Drive Cut-Off Anchor	C	Vertical Drive Combo Shaded Nose to Will Linebacker
Z	Across Motion Inside Drive FS	RG	Vertical Drive Combo Shaded Nose to Will Linebacker
F	Downhill Path Read the Mike Linebacker If he fits inside bend it back	RT	Vertical Climb Mike Linebacker

Split Backs Ace: RB Pass

QTR	TIME	D & D	YD LINE	HASH	SCORE
3rd	2:37	3 & 1	38	LM	24 - 20



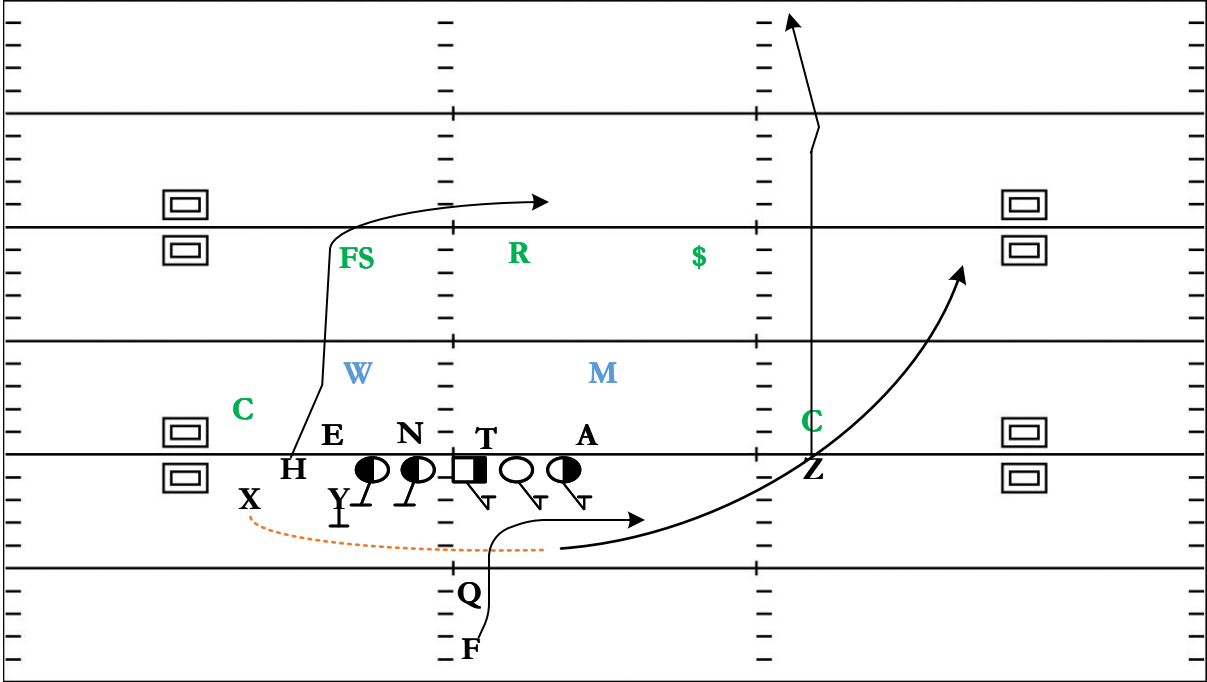
STRATEGY: Sell the Run in a Heavy Personnel Set (23 Personnel) on 3rd & 1. Hand off the Ball to the runningback to get everyone to suck in and then hit the Pop Corner Pass.

QB READS & PROGRESSION: Hand-Off to RB

U	Kick Out Edge Defender	LT	B-Gap to Hinge
H	C-Gap To Hinge	LG	Protect Pull
Y	Aggressive Pass Set To Anchor	C	Aggressive Slide Protect Backside A-Gap
Z	Sell Down Block Get thru Initial 1 st Level Corner Pop	RG	Aggressive Slide Protect Playside A-Gap
F	Set Downhill Track Receive the Hand-Off Throw the Corner Pop	RT	Aggressive Slide Protect Backside B-Gap Hold up Anchor w/ Eyes in gap

3x1 Bunch X-Smoke: PAP Corner-Post

QTR	TIME	D & D	YD LINE	HASH	SCORE
2nd	5:36	1 & 10	25	L	10 - 13



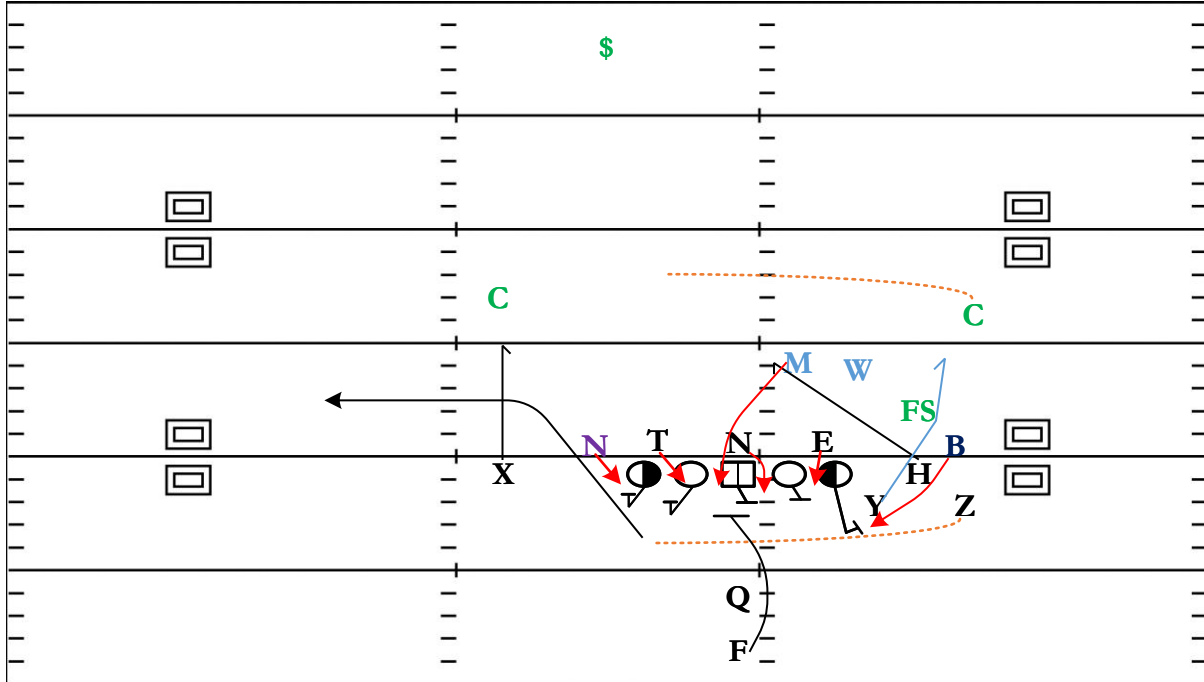
STRATEGY: Try to isolate a 1 v. 1 Match up on the DBL Move and if the coverage drops w/ it to protect themselves the Wheel will open up.

QB READS & PROGRESSION: DBL Move – Wheel – Check Down *Cheat Code to the Dig if the BND Safety cheats over for the DBL Move

X	Smoke Motion To Wheel	LT	Man Protect Defensive End
H	Inside Release Dig	LG	Man Protect 3-Tech Nose
Y	Pass protect Will to Corner Pressure	C	Slide Protect A-Gap
Z	DBL Move	RG	Slide Protect B-Gap
F	Play Action Fake To Out	RT	Slide Protect C-Gap

3x1 Bunch Z-Ap: Stab BS Spacing

QTR	TIME	D & D	YD LINE	HASH	SCORE
1st	14:50	1 & 10	38	R	0 - 0



STRATEGY: Smoke Motion your Z-Receiver to give him a running start against Man Coverage as the Corner tries to work over the top. Another Condense Formation that attacks the Perimeter.

QB READS & PROGRESSION: Based on the Coverage either start on the BND or FLD – FLD Stab Read In n’ Out on the Flat Defender or hit the Motion Player (Z) v. Man

X	Hitch	LT	Man Protect Nickel
H	Spot 5-6 Yards over the Center	LG	Man Protect 4i Tackle
Y	Outside Release Hitch	C	Man Protect Nose
Z	Smoke Motion Flat	RG	Man Protect 4i End
F	Check Protect Take Crossing Mike Linebacker	RT	Man Protect Out to Buck Linebacker