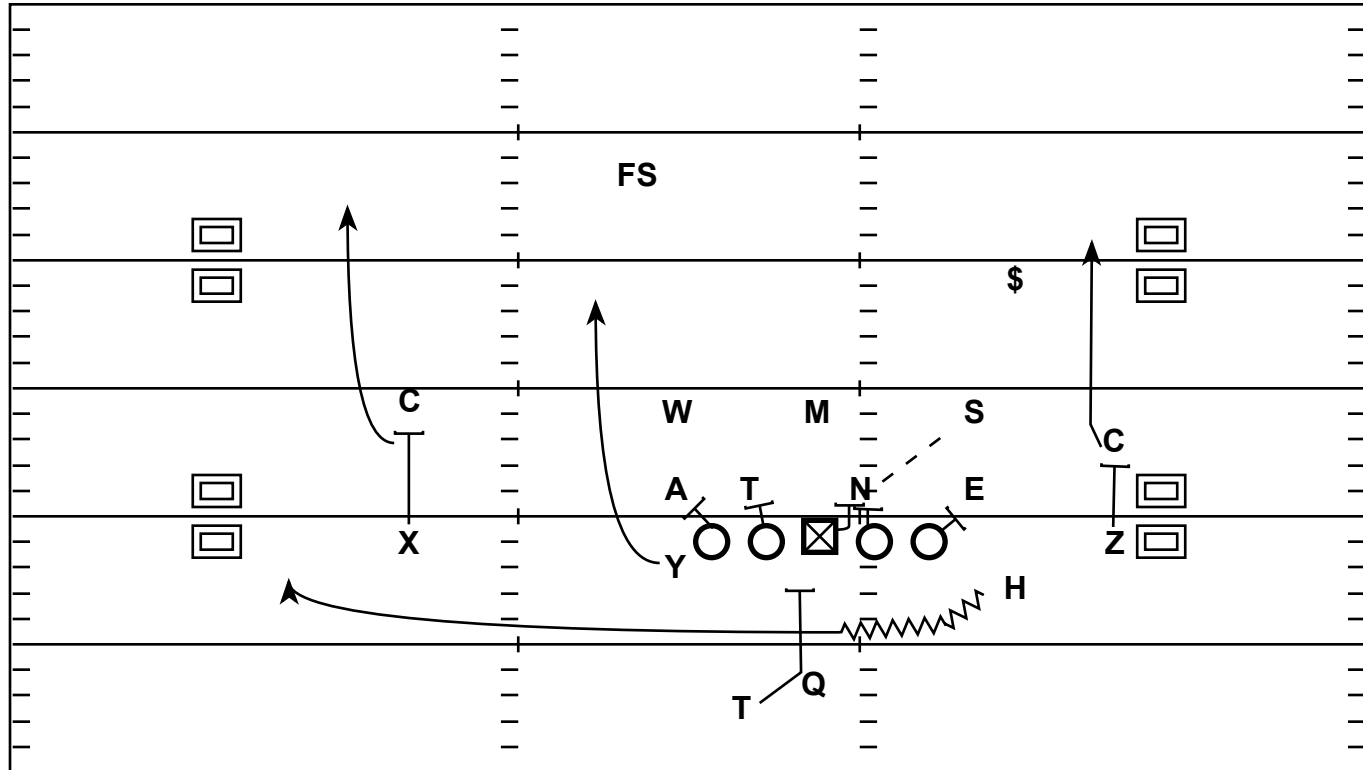


2x2 Wing Smoke: Pop Pass

Quarter	Time	D & D	YD Line	Hash	Score
4th	4:44	2 - 11	22	R	35 - 17



Strategy: Use Motion to get the Backers to Bump and Respect the Sweep/Swing before throwing inside the Will Linebacker on the Pop

QB Progression/Read: Fake the Inside Zone - Look to throw the Pop - If the F/S Robs it look to throw the Outside Receiver w/ a 1 v. 1 match-up

X - Sucker Block before running a Fade

H - Smoke Motion to a Distraction Swing

Y - Pop

Z - Sucker Block before inside release vertical, pull \$

T - Fake Inside Zone, Protect Mike to Wil

LT - Man Locked Anchor (Hard Set)

LG - Man Locked 3-Tech (Hard Set)

C - Combo 2i, Eyes on Sam Linebacker

RG - Combo 2i, Eyes on Sam Linebacker

RT - Man Locked on End (Hard Set)