2x2 Open Tite: Mesh

Quarter	Time	D&D	YD Line	Hash	Score
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Strategy: Great Passing Concept that is an easy read for your QB in					
a two-minute situation.					
QB Progression/Read: Start at the Corner -Work to the Mesh - use					

the Flat as a Checkdown

X - Corner, Break at 10-12

yards H - Over Mesh, Settle v.

Zone, Run v. Man

Y - Hitch

Z - Under Mesh, Settle v.

Zone, Run v. Man T - Flat aim for 3 Yards by the time you hit Sidelines

LT - Man Locked on Anchor

LG - Called into the Slide

C - Slide Protect A-Gap RG - Slide Protect B-Gap

RT - Slide Protect C-Gap