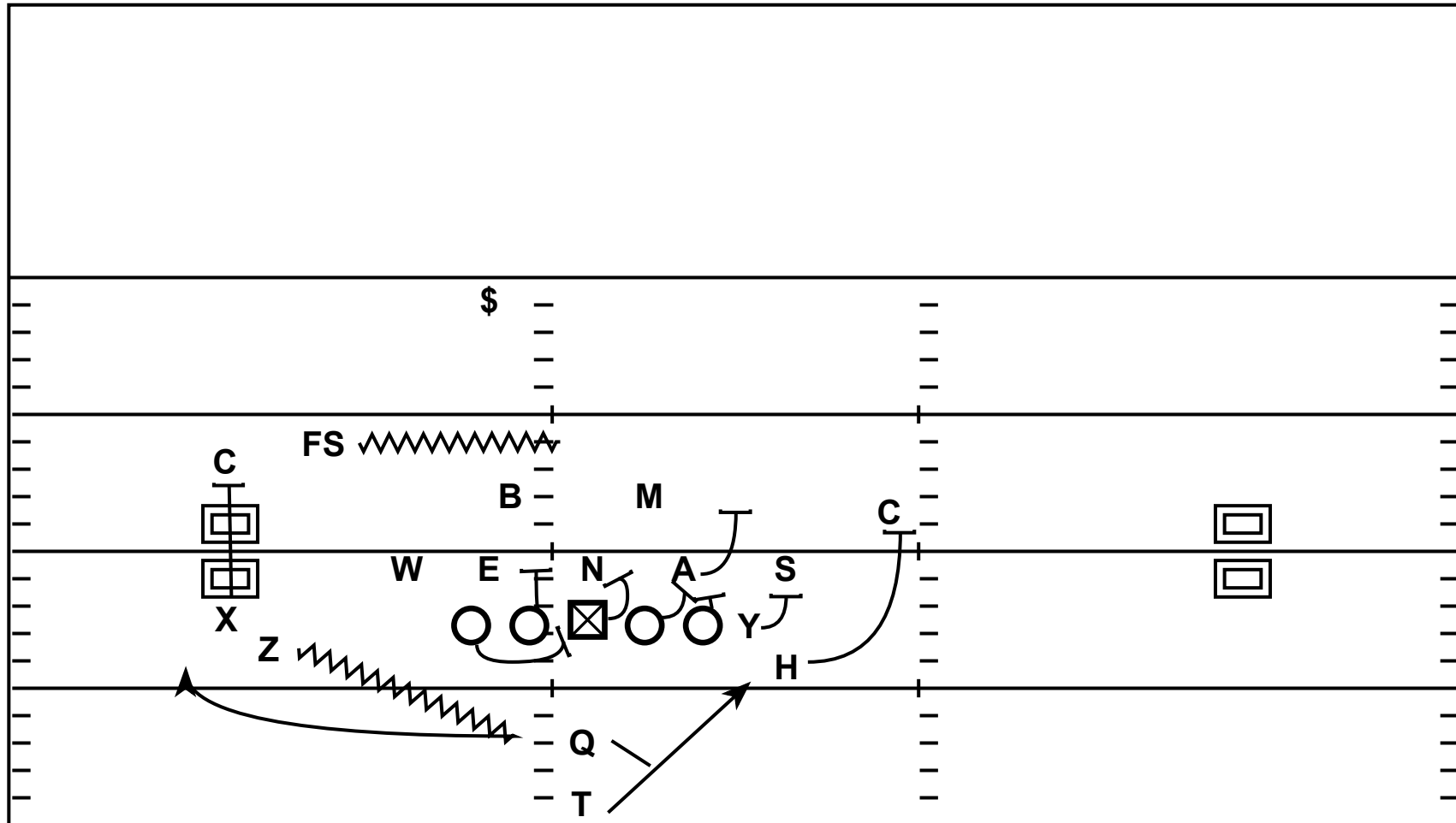


# 2x2 Heavy Z-Ear: Stretch BS Swing

Quarter	Time	D & D	YD Line	Hash	Score
1st	9:47	2 - 6	12	L	0 - 0



Strategy - Create Flow with the Run Scheme, Use motion to create a numbers advantage on the backside Swing

QB Progression/Read: Read if the F/S works across with the Z-Ear Motion, if he does fake the stretch & throw the Swing. If the defense plays 2 v. 2 on the backside hand-off to the RB

X - Block Backside Corner for Swing
H - Drive Reach to Corner
Y - Drive Reach Sam Linebacker
Z - Ear Motion - Swing
T - Stretch Path, Read the block of the Playside Tight End

LT - Fold Behind LG working to Buck Linebacker
LG - Seal Backside 4i
C - Drive Reach Nose
RG - Combo 4i Anchor to Mike Linebacker
RT - Combo 4i Anchor to Mike Linebacker