* Rock Wing: Power Read Lead

Quarter	Time	D & D	YD Line	Hash	Score
3rd	1:14	1 - 10	-14	R	55 - 14
			<u>_</u>		
_		 _ _	_ _ _		<u>-</u>
_		_' _	FS -		_
		_ _ _	_ _ 		<u> </u>
	ı] C				<u> </u>
<u> </u>	T	_ _ 	_ 		
_		_ W B	> M ->	S S	_
		_ E	N -	A /	
	X	_ \ _ T		O \checkmark	□ ż -
_				-	_
_		-	-T -Q -I	4	_ _
_					_
Strategy: Gameplanning and understanding the defense has to be part of this concept. Can't run against an upfield C-Gap Defender. Want him to hug the PS Tackle and then the Buck to Frame/Box the Read so you can get					

it outside.

QB Progression/Read: Wrap Player - Read the Buck Linebacker - If Keep

Hug the Wall Tight

X - Block Corner

A Motion from the Slot to the

H - Motion from the Slot to the Backfield, Outside Path read the Lead

Z - Block Corner

Y - Arc to \$

T - Lead Up to Alley Defender

LT - Jab to Pause End before climbing to Mike Linebacker

LG - Gap Combo Nose to Backside Linebacker

C - Gap Combo Nose to Backside Linebacker

RG - Seal Pull on the C-Gap Defender (Becoming the Wham)

RT - B to Hinge