## 2x2 Open: Mesh

Quarter	Time	D&D	YD Line	Hash	Score
2nd	5:10	3 - 2	-39	L	7 - 14
- - -	- - - -	- - - -		- - - -	<b></b>
- - -	-	FS		_ _ _	
-	<b>c</b>		\	_ _ _ _	
- - - - <u></u>	W E F	N T A	\$	- C - - -	
- - - -	X H 91	9899	YZ	- - - -	
- - - -	-	Q T		- - -	

Horizontally with Mesh and a Wheel getting out. QB Progression/Read: Pre-Snap decide to start on either the Out or the Wheel as

Strategy: Compress the Defense with a Tite Formation before expanding the field

your #1. Move onto the Mesh and then the Spot.

LT - BOB Pro, Man Locked on X - Under Mesh **Fnd** LG - BOB Pro, Man Locked on

**Tackle** 

C - BOB Pro, Man Locked on Nose

RG - BOB Pro, Man Locked on **Tackle** 

RT - BOB Pro, Man Locked on **Anchor** 

Z - Spot, Find Space

H - Speed Out

Y - Over Mesh

T - Flat to Wheel