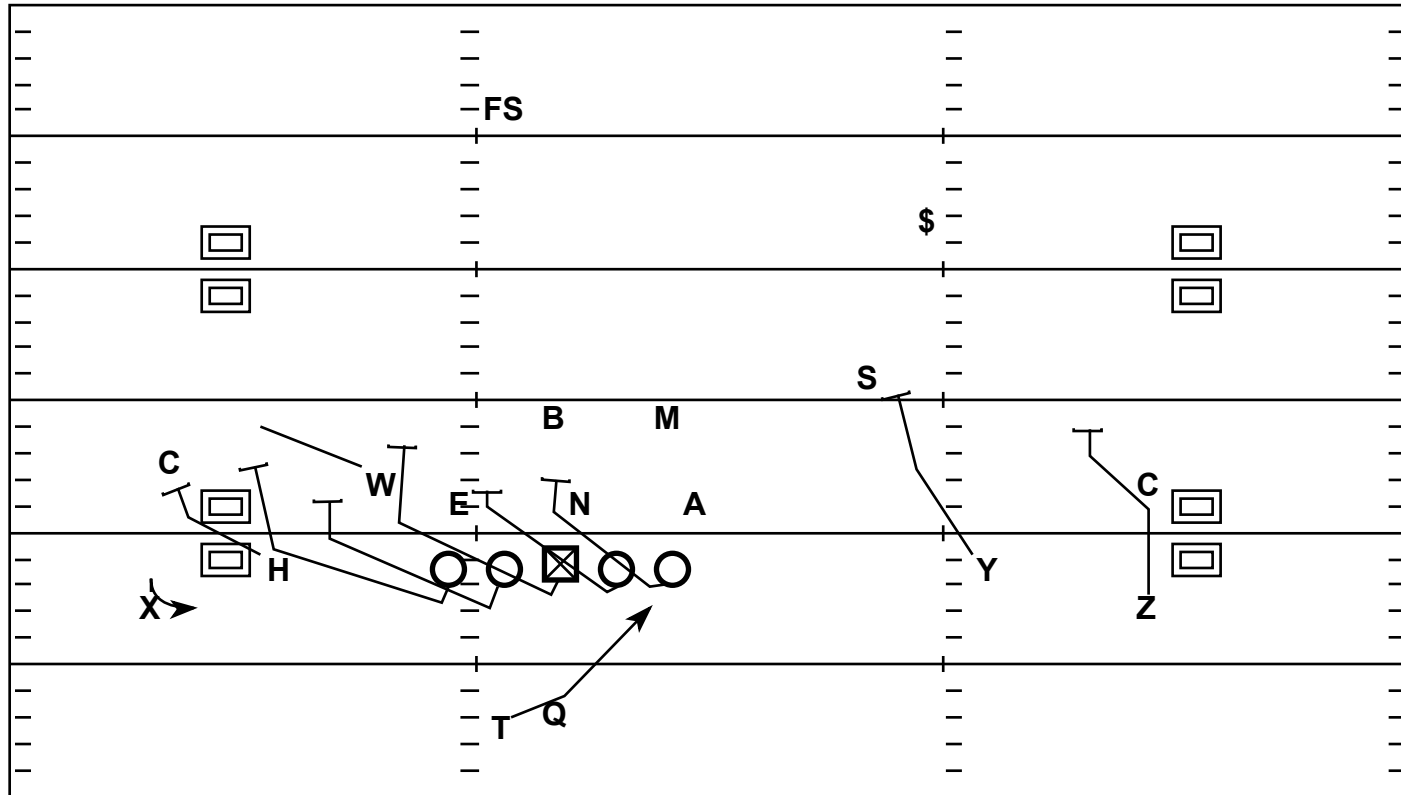


2x2 Open: Fast Screen

Quarter	Time	D & D	YD Line	Hash	Score
4th	12:26	2 - 5	-30	L	28 - 6



Strategy: Give a PAP Fake before getting the Ball in the Hands of a Play-Maker in space on the perimeter with athletic offensive linemen lead the way.

QB Progression/Read: Token Fake to RB then throw Screen

X - Switch Step Now Screen

H - Kick-Out Corner

Y - Block Backside Sam Linebacker

Z - Block Backside Corner

T - PAP Midzone

LT - Flat Release to #'s looking for MDM (Dropping Will Linebacker)

LG - Club Release Flat to Alley MDM

C - Club Release Flat to Inside Linebacker (Buck Linebacker)

RG - Club Release to MDM

RT - Club Release to MDM