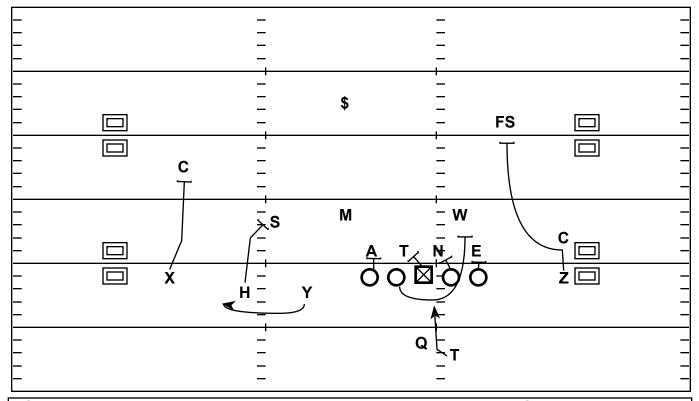
## 3x1 Open: Wrap BS Bubble

Quarter	Time	D&D	YD Line	Hash	Score
1st	3:58	1 - 10	-35	R	7 - 0



Strategy: 10 Per. Run scheme w/ an attached #'s RPO (Bubble) to put the Mike in Conflict

QB Progression/Read: Read the #'s on the Field Perimeter Side

X - Block Corner	
H - Block Sam Linebacker	

Y - Bubble

Z - Dig Out F/S

T - Set Downhill Track to follow Wrap

LT - Man	Locked	on	<b>Anchor</b>
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LG - Wrap Pull to Point (Will Linebacker)

C - Back Block 2i

RG - Down Block Shaded Nose

RT - Man Block End