## 2x2 Heavy Y-Across: GY Counter Q Lead

Quarter	Time	D&D	YD Line	Hash	Score	
2nd	0:38	3 - 3	3	R	7 - 14	
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QB Progression/Read: Pause - Hug the Wall - Follow the Wrap

Strategy: Use the QB in the Red Zone to give the Offense the Numbers advantage, while

H - Wrap Pull to Point (1st Playside Linebacker) Y - C-Gap to Hinge

Z - Block MDM

outside

X - Distraction Fade

using a common run scheme.

T - Lead block to 1st threat

LT - Down Block 4i End

Linebacker C - Combo Nose to Mike

RG - Wham, Open Pull to C-Gap

LG - Combo Nose to Mike

Linebacker

Defender RT - B to Hinge