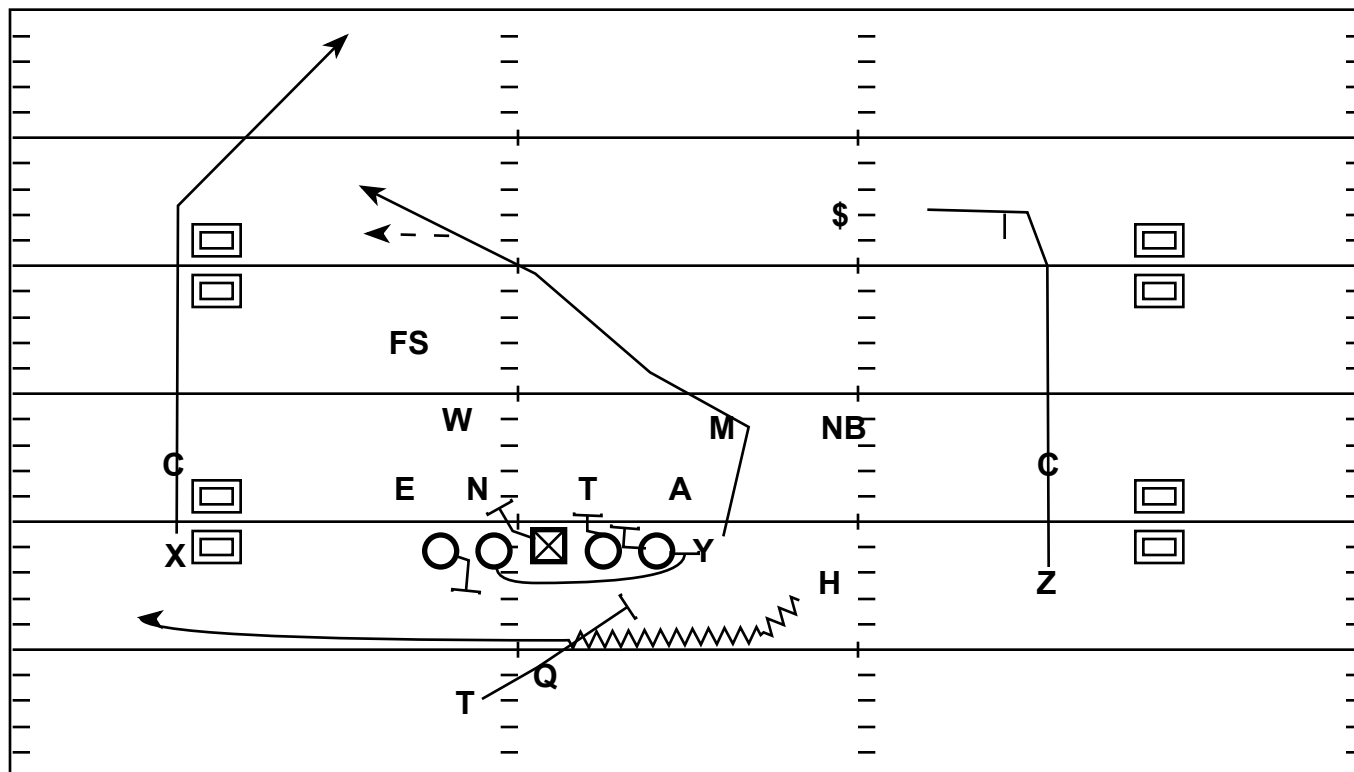


3x1 Attached Smoke: PAP Y-Cross

Quarter	Time	D & D	YD Line	Hash	Score
1st	9:54	2 - 8	-19	L	0 - 0



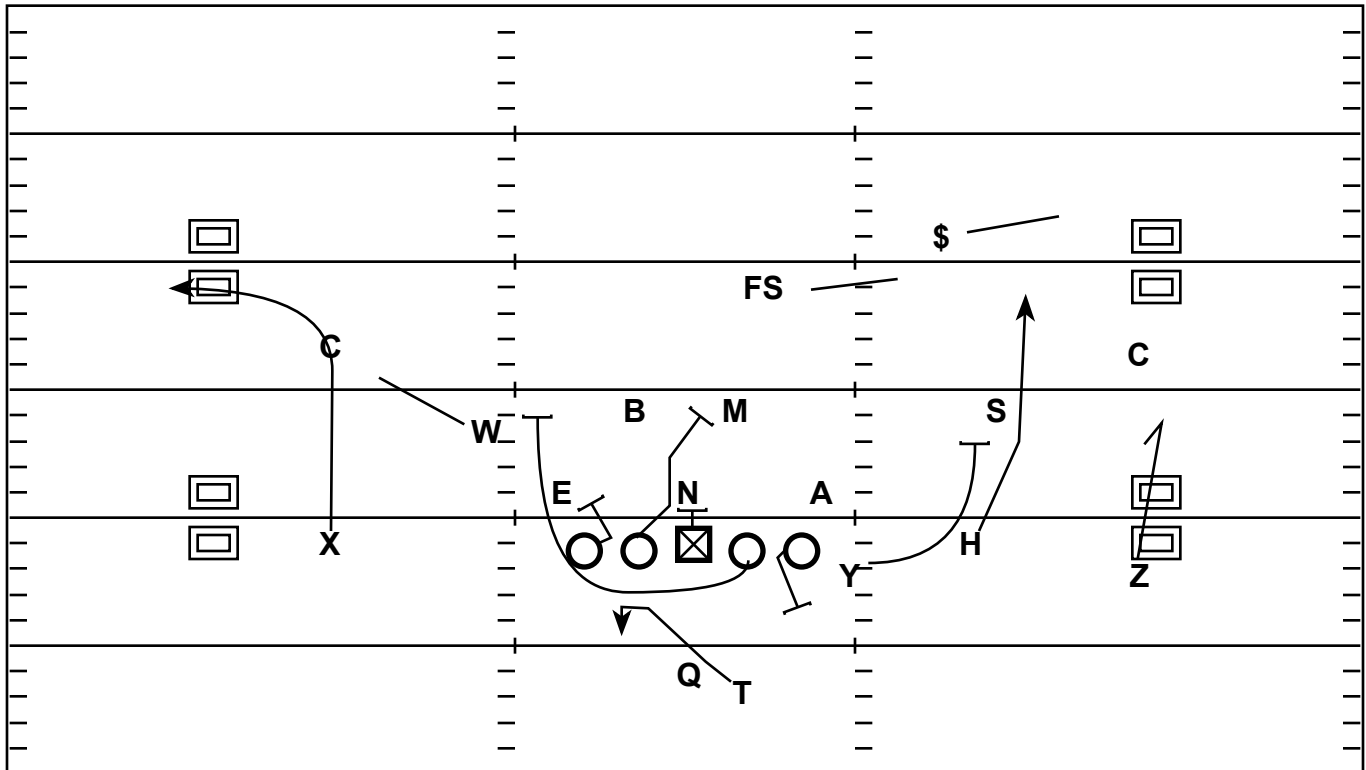
Strategy: Use Play-Action to run one of your Bread n' Butter Passing Concepts. Slight Adjustments with the Post create different dynamic but same process for the QB.

QB Progression/Read: Peek the Post - Crosser - Post Curl - Checkdown

X - Post	LT - B To Hinge
H - Smoke Motion to Swing Checkdown	LG - Protect Pull to C-Gap Edge
Y - Outside Release to Cross, Under Nickel - Over Mike	C - Protect Back Block on 3-tech
Z - Post-Curl	RG - Protect Back Block on 2i
T - Play Action Mesh to Outside Threat	RT - Protect Back Block to B-Gap

3x1 Wing: RB Screen Off Play-Action

Quarter	Time	D & D	YD Line	Hash	Score
1st	7:53	2 - 6	-35	M	3 - 3



Strategy: Use their common Play-Action to sell Pass and get flow away before hitting the RB on the Screen.

QB Progression/Read: Sell the Pass with your Eyes to the STR Side before flicking the Ball to the RB on the Screen.

X - Deep Out

H - Run Off Sam Linebacker

Y - Arc to Sam

Z - Hitch

T - Play-Action Mesh, Sell Blocking then turn around for Football, Follow Blocks

LT - Capture Man on End

LG - Chip Protect to Climb to Backside Inside Linebacker

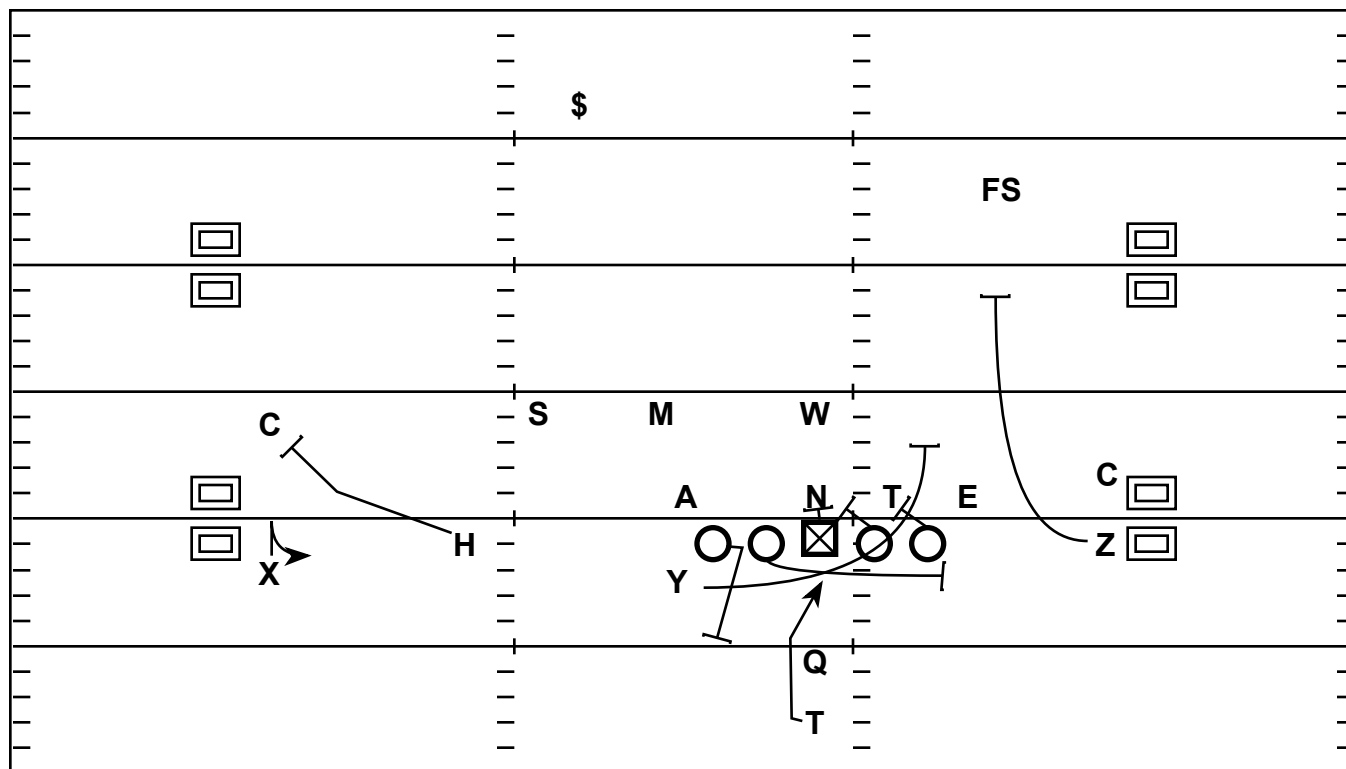
C - Overtake Block Nose

RG - Sell Protect Pull before working up to 1st Inside Linebacker

RT - B to Hinge

3x1 Wing: GY Counter BS Now

Quarter	Time	D & D	YD Line	Hash	Score
3rd	9:08	2 - 10	29	R	34 - 3



Strategy: Attack with a Downhill Gap Scheme while provide a pre-snap numbers RPO for the QB

QB Progression/Read: Pre-Snap read the numbers on the Now -
Post Snap Hand Off to RB

X - Now

H - Flat to Kick Out Corner

Y - Wrap Pull to Point (Will Linebacker)

Z - Inside Run Rules, Dig Out Safety

T - Set Downhill Counter Path, Hug Wall, Follow Wrap

LT - B to Hinge

LG - Wham, Open Pull to C-Gap Defender

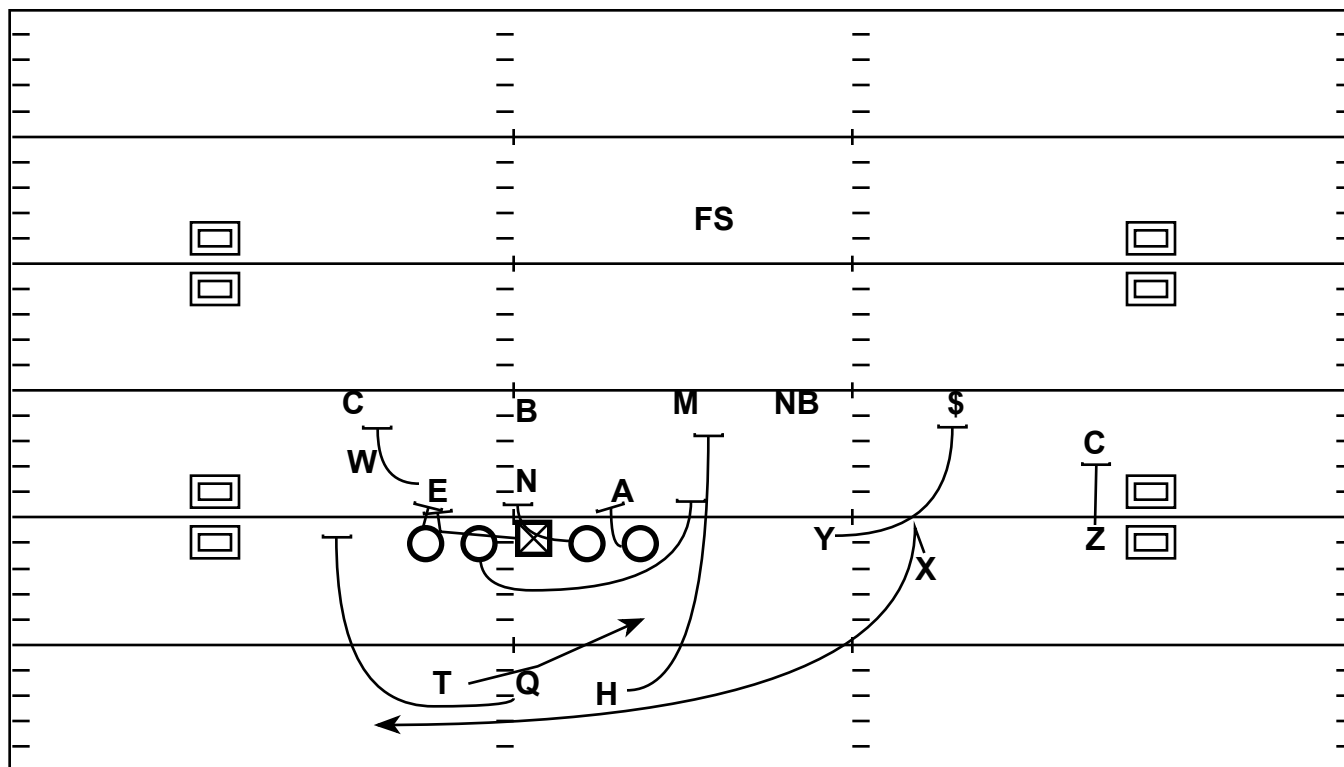
C - Capture Nose

RG - Back Block to Build Wall

RT - Down Block 3-Tech

Split Backs Over: Reverse Off Power

Quarter	Time	D & D	YD Line	Hash	Score
2nd	2:14	2 - 10	21	L	24 - 0



Strategy: Take advantage of aggressive overflow with a well timed reverse.

QB Progression/Read: Hand-Off to RB then Lead up for Reverse

X - Upfield to Reverse

H - False Lead

Y - False Block \$

Z - False Block Corner

T - Sell Outside Path to Toss to Reverse

LT - Man Seal End, to Corner

LG - False Pull Away

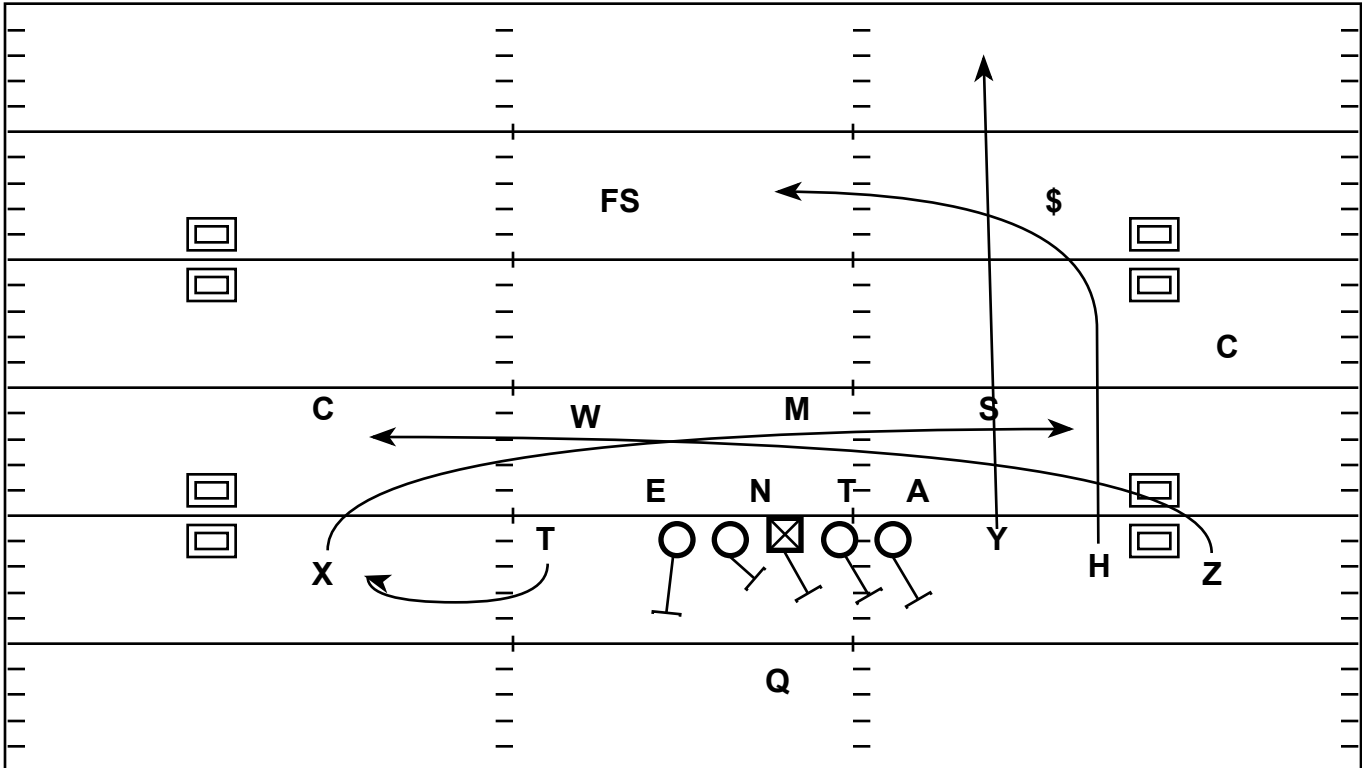
C - Overtake End, Bump Tackle Off

RG - Sell Down Block to Seal Nose

RT - Sell Down Block to Seal Anchor

Empty: Mesh Dagger

Quarter	Time	D & D	YD Line	Hash	Score
1st	6:42	3 - 11	-47	R	14 - 0



Strategy: Work your Bread n' Butter Passing Concept out of your Empty Package. Work Vertical Concept if there knowing you have the underneath to protect you.

QB Progression/Read: Peek the Vertical - Dig - Mesh - Use the Bubble as a Checkdown - Use the Mesh as the Hot Throw

X - Over Mesh

H - Dig

Y - Vertical Seam

Z - Under Mesh

T - Bubble

LT - Man Block Defense End

LG - Called into the Slide

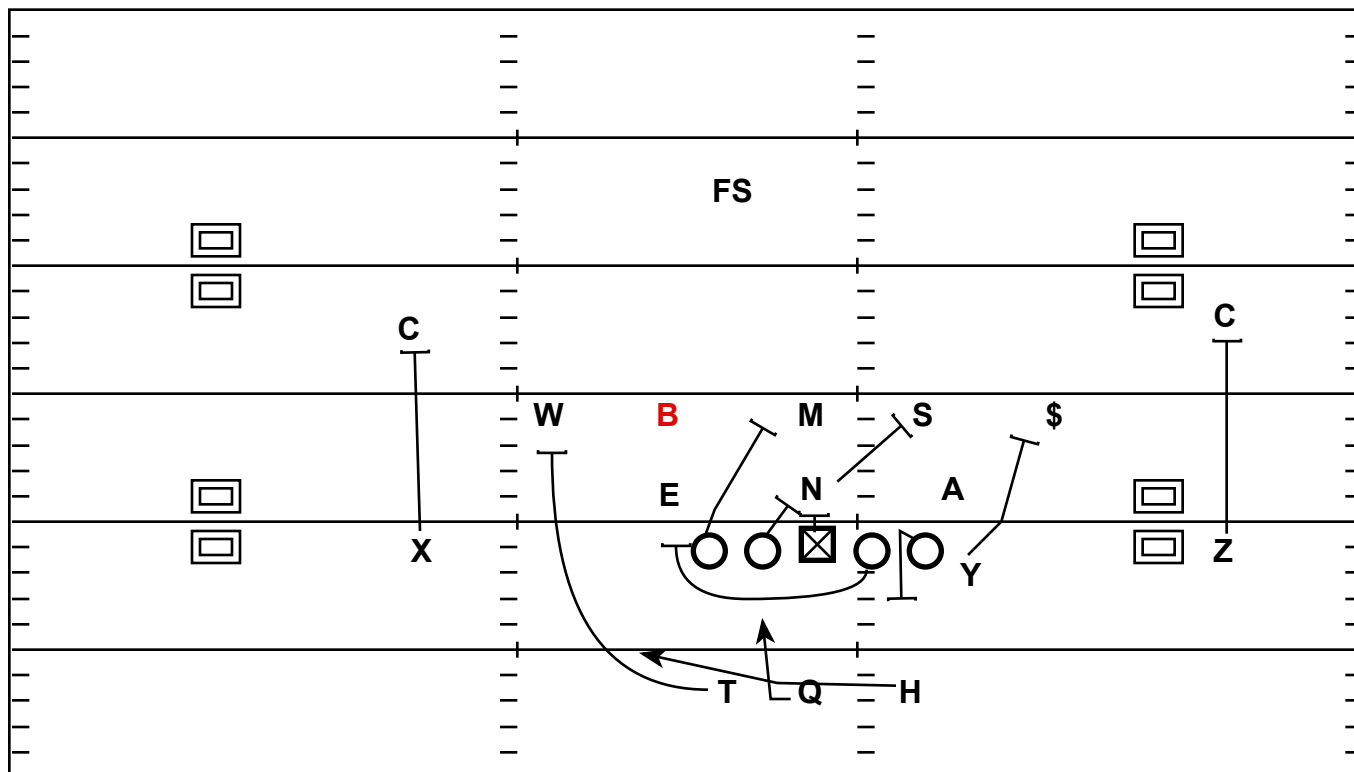
C - Slide Protect A-Gap

RG - Slide Protect B-Gap

RT - Slide Protect C-Gap

* Rock Wing: Power Read Lead

Quarter	Time	D & D	YD Line	Hash	Score
3rd	1:14	1 - 10	-14	R	55 - 14



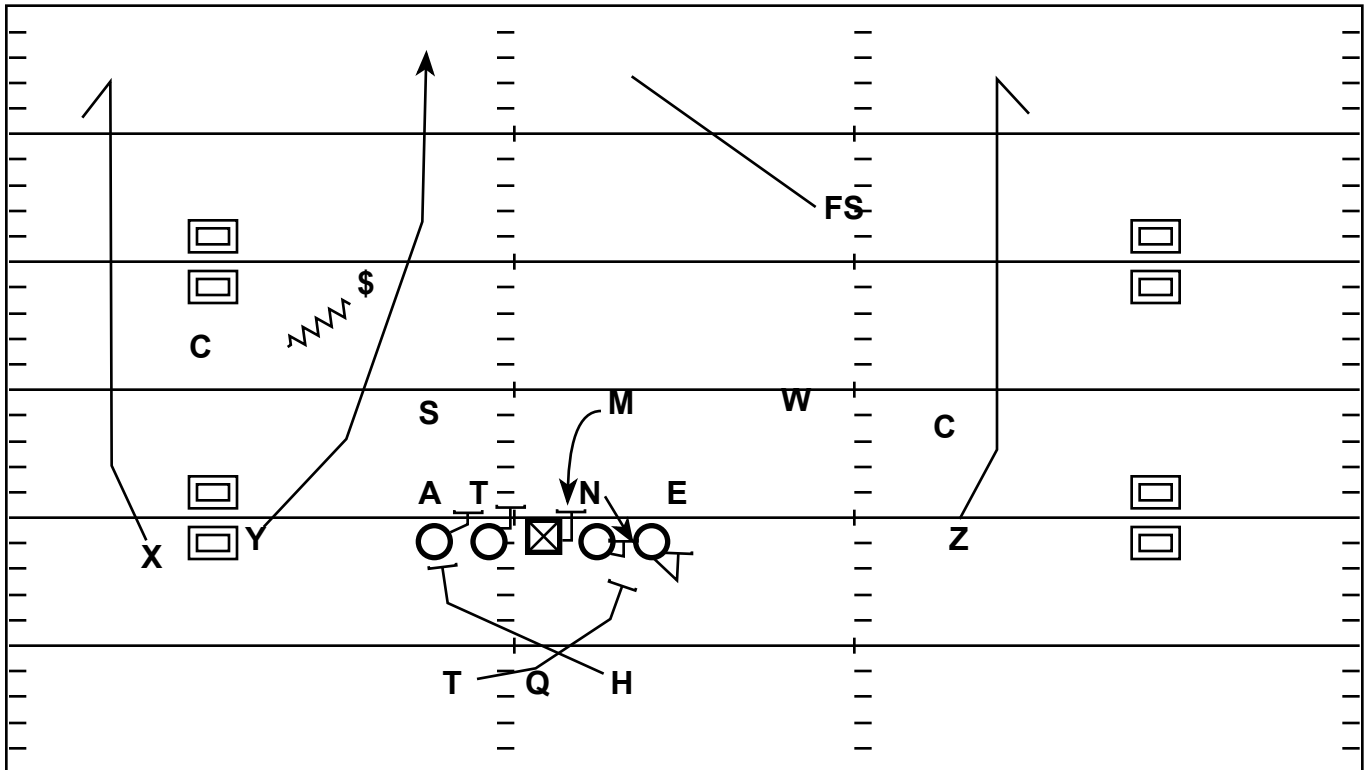
Strategy: Gameplanning and understanding the defense has to be part of this concept. Can't run against an upfield C-Gap Defender. Want him to hug the PS Tackle and then the Buck to Frame/Box the Read so you can get it outside.

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

X - Block Corner	LT - Jab to Pause End before climbing to Mike Linebacker
H - Motion from the Slot to the Backfield, Outside Path read the Lead	LG - Gap Combo Nose to Backside Linebacker
Y - Arc to \$	C - Gap Combo Nose to Backside Linebacker
Z - Block Corner	RG - Seal Pull on the C-Gap Defender (Becoming the Wham)
T - Lead Up to Alley Defender	RT - B to Hinge

Split Backs: PAP Comebacks

Quarter	Time	D & D	YD Line	Hash	Score
3rd	8:25	1 - 10	-13	L	21 - 7



Strategy: Sell Midzone Swipe with a 7-Man Play-Action to take a shot down the field.

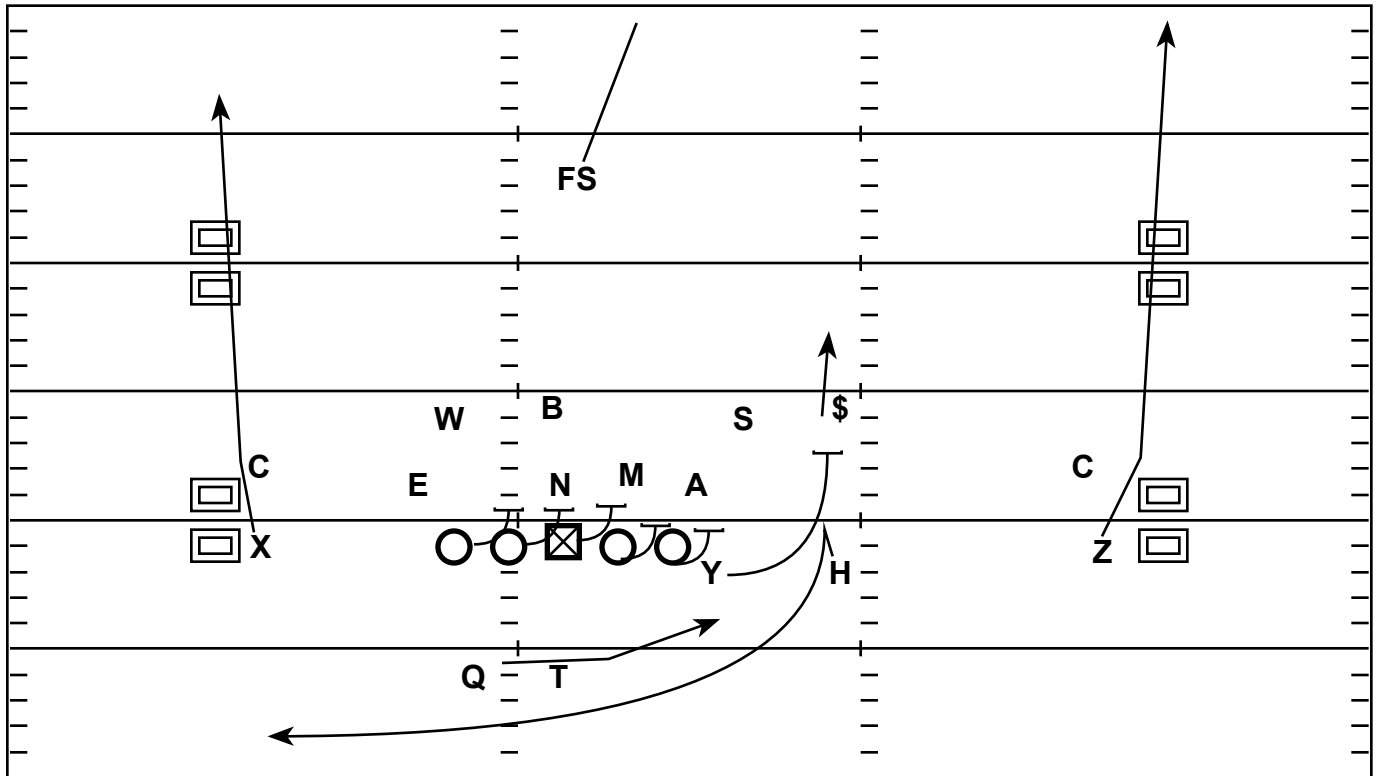
QB Progression/Read: Mesh with the RB reading Near Side Comeback to Seam

X - Comeback (18-yard)
H - Fake Swipe to Pass Protect C-Gap
Y - Inside Release Seam
Z - Comeback (18-yard)
T - Mesh to Protect Outside Threat

LT - Clamp Combo 3-Tech to MDM
LG - Clamp Combo 3-Tech to MDM
C - Clamp Combo Nose to Mike
RG - Clamp Combo Nose to Mike
RT - Man Locked on End

Wildcat: Fake Reverse Dump Off

Quarter	Time	D & D	YD Line	Hash	Score
4th	14:52	1 - 10	30	L	27 - 13



Strategy: Use Wildcat to get the Defense on their heels then fake a reverse to throw a Pop Pass to the Lead Player

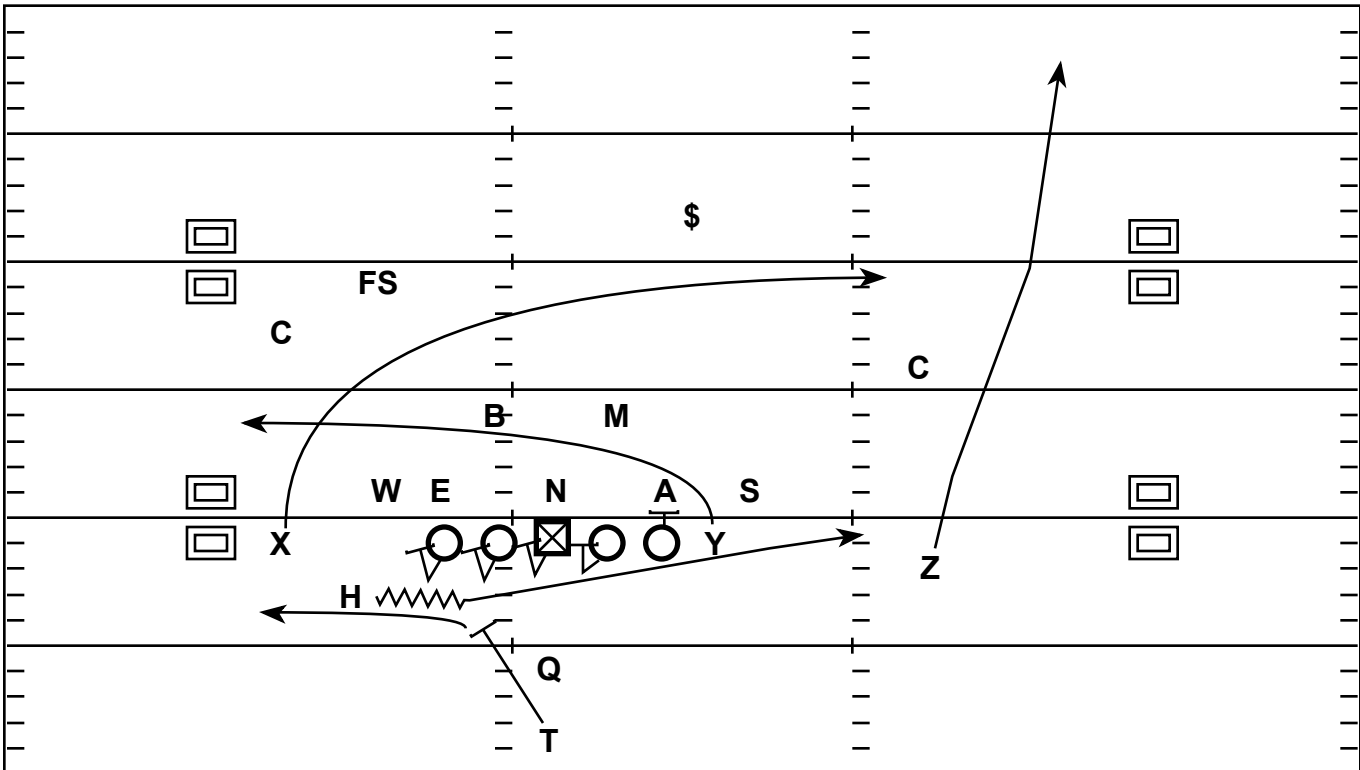
QB Progression/Read: Motion to RB - Receive Hand Off - Fake the Reverse - Look to throw the Pop

X - Run Off Corner
H - Fake Reverse
Y - Fake Lead Block to Pop
Z - Run Off Corner
T - Motion to QB

LT - Reach Protect B-Gap
LG - Reach Protect A-Gap
C - Reach Protect Playside A-Gap
RG - Reach Protect B-Gap
RT - Reach Protect C-Gap

2x2 Attached H-In: PAP TE Flow Across

Quarter	Time	D & D	YD Line	Hash	Score
1st	12:30	1 - 10	20	L	0 - 0



Strategy: Get all the flow working across the field to the right as a standard Play-Action look then throw back to the Y going under & across

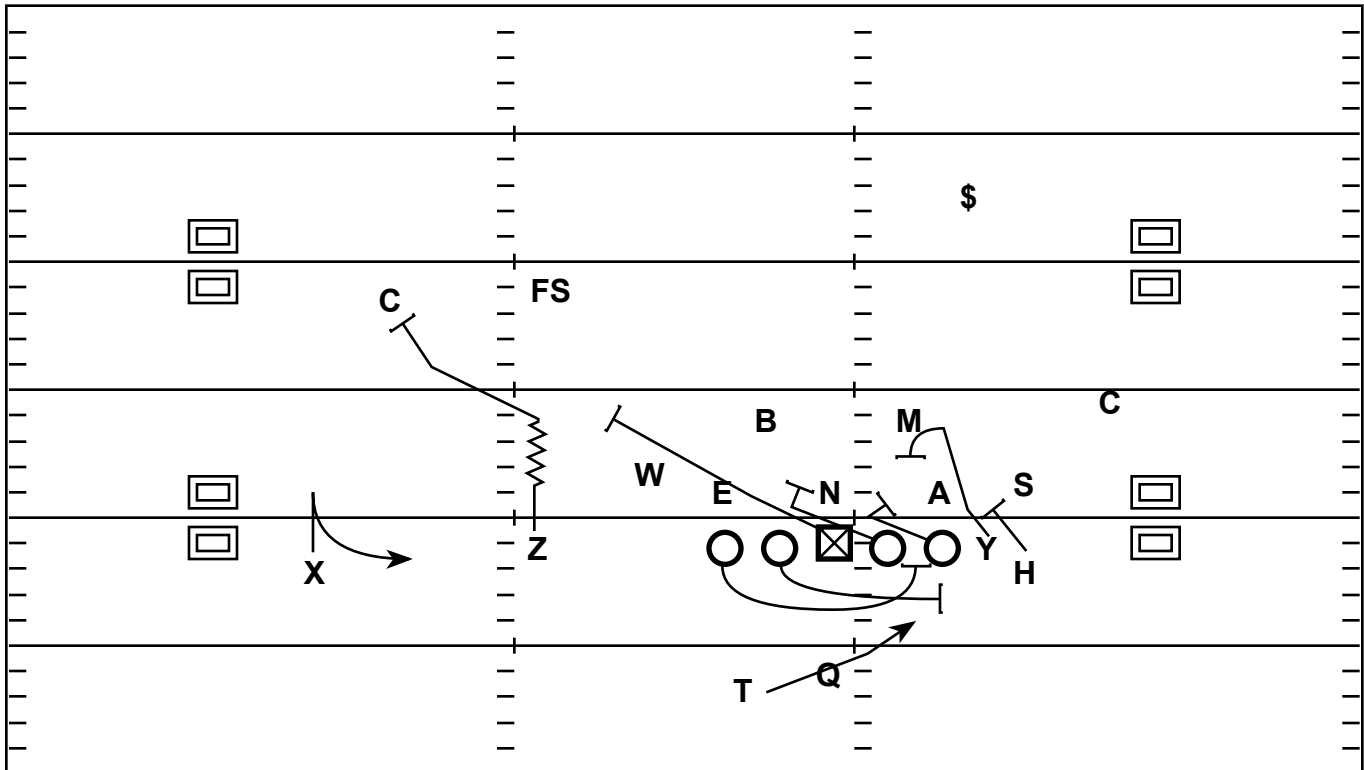
QB Progression/Read: Read Flow Across to RB Flat

X - Across Route
H - Motion In to Flat
Y - Flow Across
Z - Fade
T - Mesh to Protect then release flat

LT - Slide Protect C-Gap
LG - Slide Protect B-Gap
C - Slide Protect A-Gap (Eyes on Buck)
RG - Called into the Sort backside A-Gap
RT - Man Locked on Anchor

2x2 Heavy: Tunnel Off GT Counter

Quarter	Time	D & D	YD Line	Hash	Score
4th	12:37	1 - 10	37	R	48 - 3



Strategy: Sell a base Run Concept to get all the hats to the Boundary before throwing a designed Tunnel to the Field

QB Progression/Read: Fake GT Mesh to Throw Tunnel

X - Tunnel

H - Down Block

Y - Down Block, Release, Look for Retracer

Z - Sell block to hold F/S then work to Corner

T - Set GT Track

LT - False Wrap Pull

LG - False Open Pull

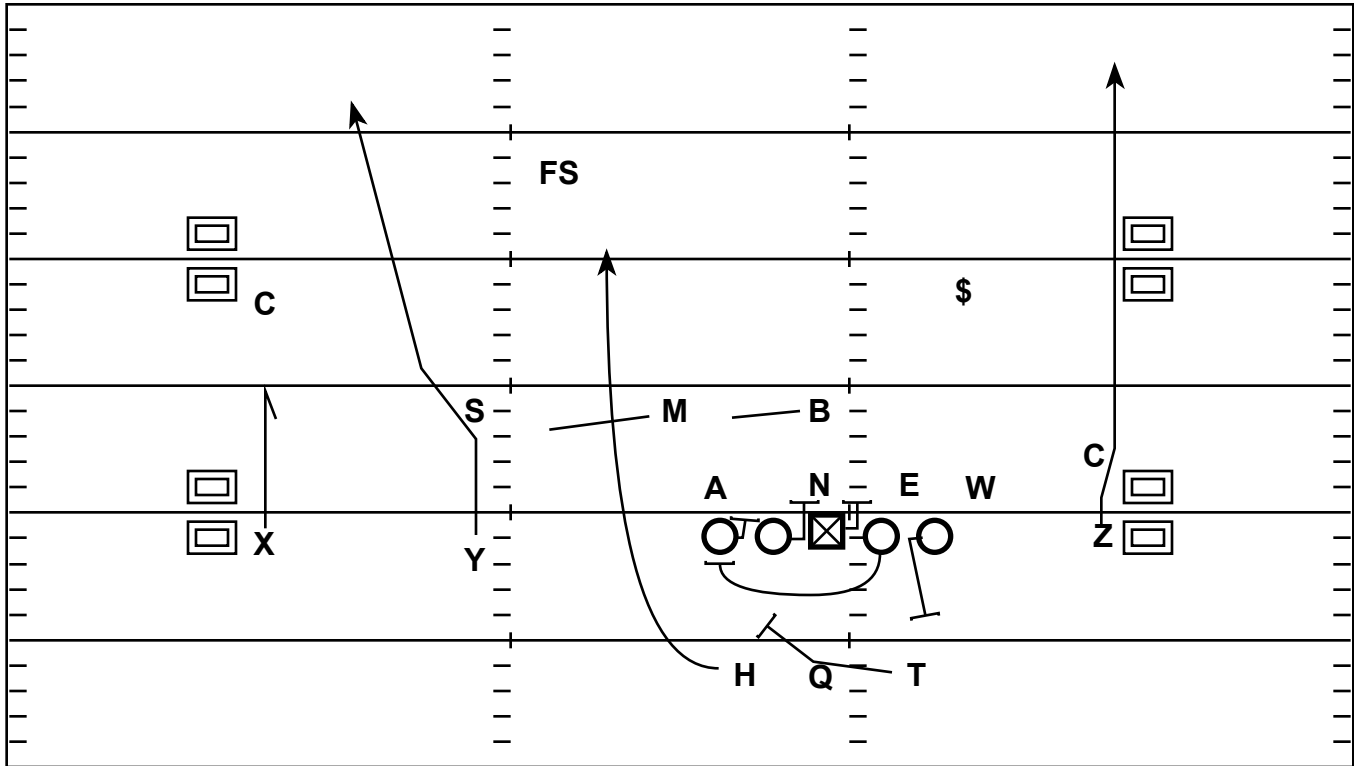
C - Down Block to Flat Kick Out F/S

RG - Down Block (Over Sell) to Seal

RT - Down Block (Over Sell) to Seal

Split Backs: PAP Slot-Fade

Quarter	Time	D & D	YD Line	Hash	Score
3rd	1:01	1 - 10	44	R	41 - 3



Strategy: Base Play-Action protection, RB Seam is great when the defense loses the Back out of the backfield (Sell Lead)

QB Progression/Read: Peek Single Side Vertical - RB Seam - Slot Fade

X - Hitch

H - RB Seam

Y - Slot-Fade

Z - Vertical

T - Play-Action Mesh to
Protect outside threat

LT - Protect Backside Gap

LG - Protect Backside Gap

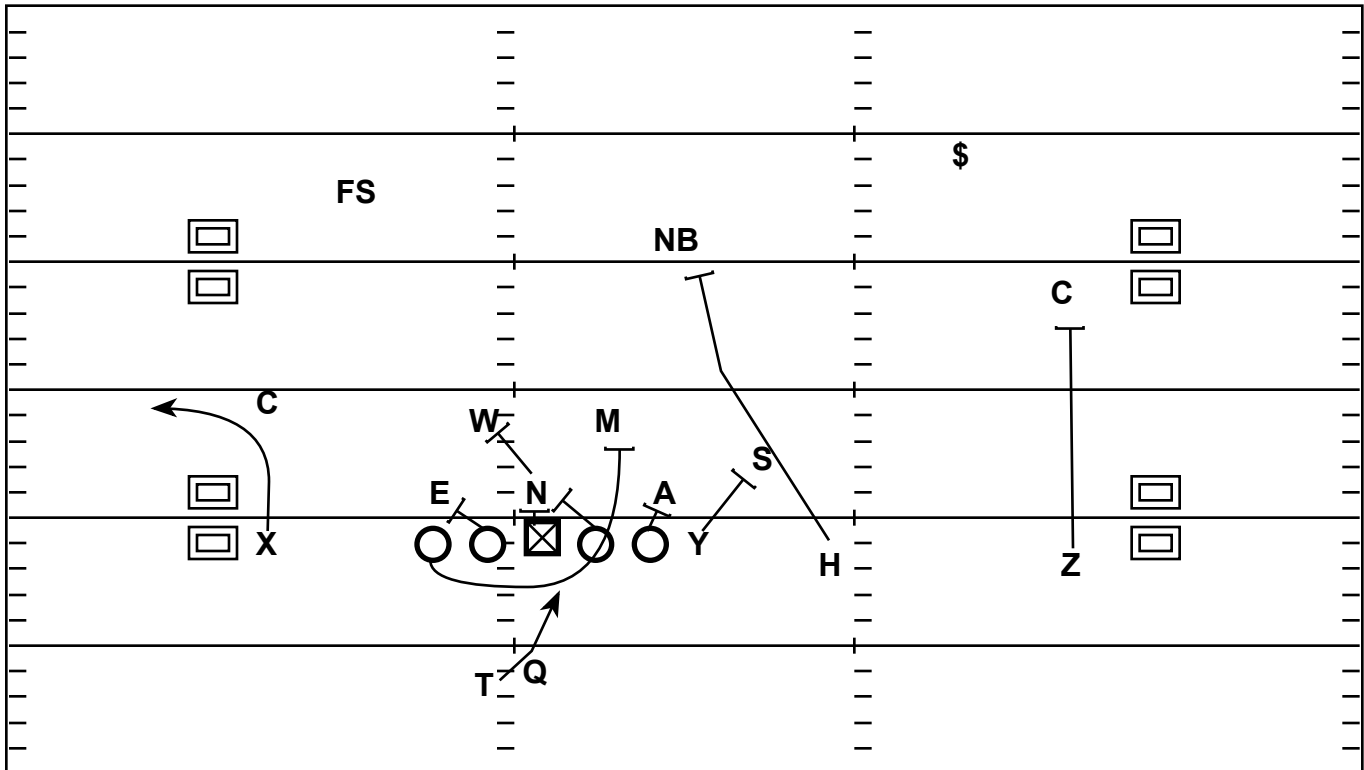
C - Protect Backside Gap

RG - Protect Pull to C-Gap
Defender

RT - B to Hinge

3x1 Attached: Power (Tackle)

Quarter	Time	D & D	YD Line	Hash	Score
2nd	8:13	1 - 10	24	L	35 - 7



Strategy: Base Power w/ a Tackle Pull. Give the QB a Free Access on the Backside of the Concept

QB Progression/Read: Pre-Snap Read the Free Access Out - Hand Off

X - Speed Out

H - Dig Out Fld Safety

Y - Wham, "OUT" Call puts Tight End on D-Gap Defender

Z - Block Corner

T - Power Track, Hug Wall, Follow Wrap

LT - Wrap Pull to Mike Linebacker (Point)

LG - Back Block 4i End

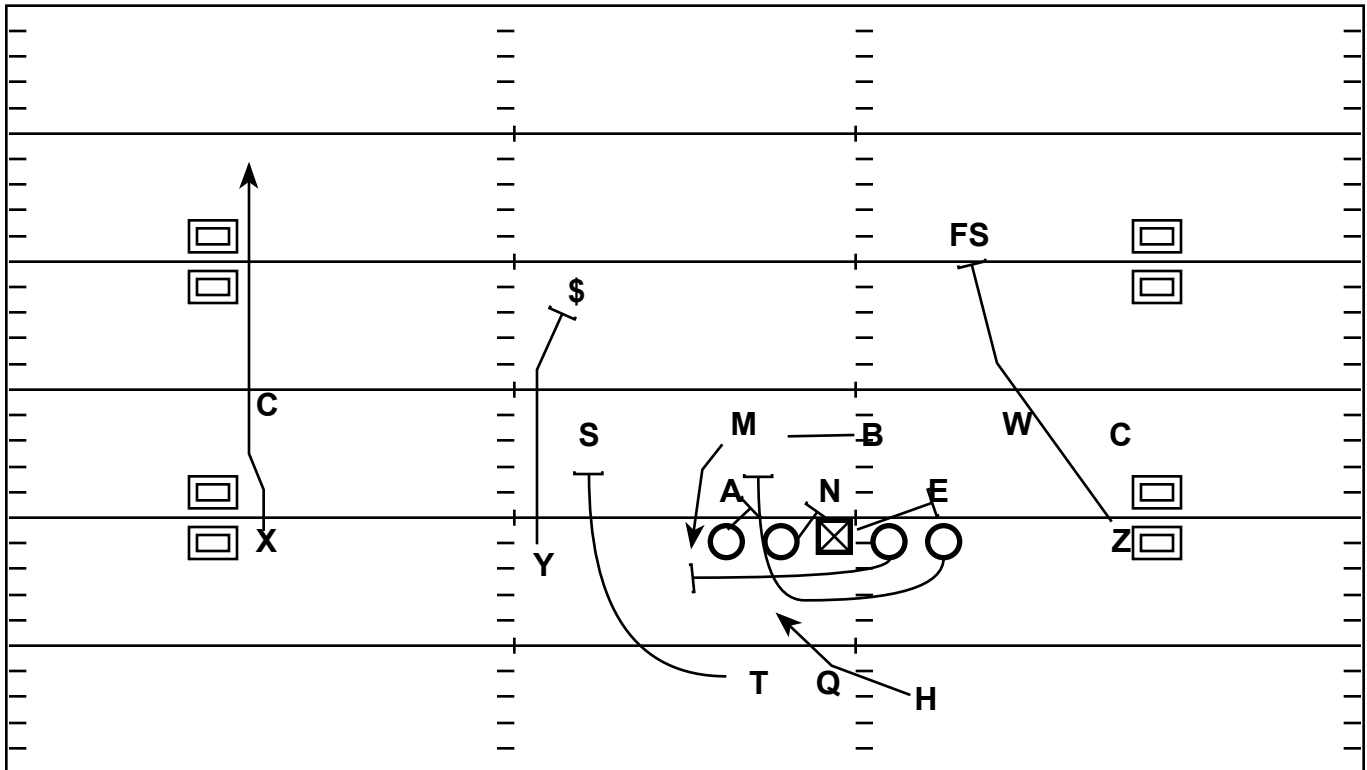
C - Gap Combo Nose to Will Linebacker

RG - Gap Combo Nose to Will Linebacker

RT - Base Block Anchor on an "OUT" Call

Splits Backs: GT Lead

Quarter	Time	D & D	YD Line	Hash	Score
3rd	3:33	2 - 8	-9	R	20 - 7



Strategy: Staple Run play mixed with a Lead to the Alley Defender

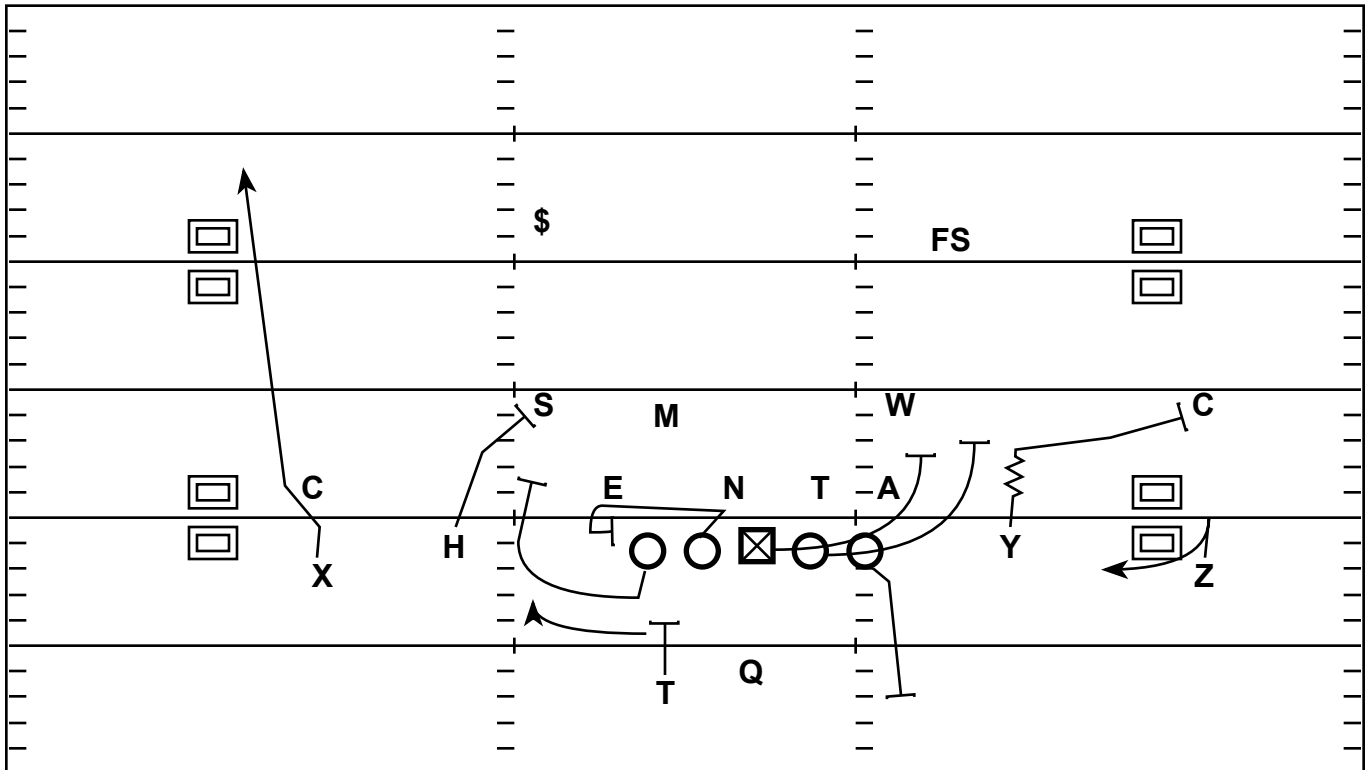
QB Progression/Read: Hand-Off to Runningback

X - Run Off Corner
H - Set Counter Track, Hug the Wall Follow the Wrap
Y - Bypass Alley to \$
Z - Cross Country Block F/S
T - Lead to Alley Defender

LT - Capture Slanting End
LG - Back Block Nose
C - Back Block End
RG - Wham, Block C-Gap Defender (Mike Linebacker)
RT - Wrap, Block Buck as he becomes the Point

Dual Screen (Tunnel & RB Screen)

Quarter	Time	D & D	YD Line	Hash	Score
1st	1:40	1 - 10	-14	RM	10 - 0



Strategy: Give Your QB two screens to choose from. If the defense overloads the RB Screen look to throw the Tunnel on the Backside

QB Progression/Read: Check to See RB Screen, If defense overloads or peels turn back to throw the Tunnel

X - Run Off Corner

H - Block Alley Defender

Y - Fake to Pause Will then Flat to Corner

Z - Tunnel

T - Pause to Sell Protection then Shuffle Swing Out

LT - Flash Set to Clean Box

LG - Club Release to Rat Kill

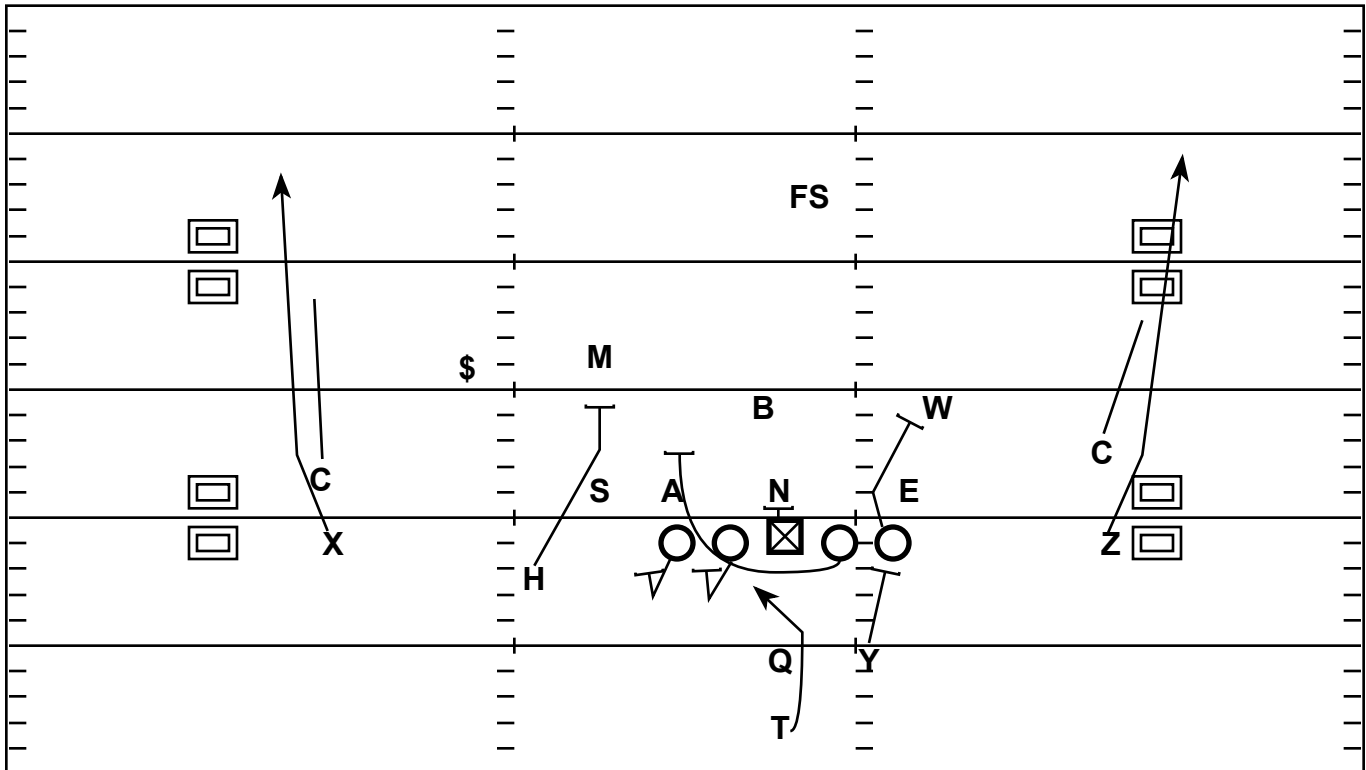
C - Club Release to Clean Up Box

RG - Flash Set to Alley Defender

RT - Run The Rusher Wide

Pistol Split Backs: Wrap

Quarter	Time	D & D	YD Line	Hash	Score
4th	15:00	1 - 10	-45	RM	27 - 13



Strategy: Their main Man Scheme allows frontside to take the defenders where they want to go. seal off the backside to get the best angles.

QB Progression/Read: Hand-Off to the Runningback

X - Run-Off Corner

H - Block Overhand Mike

Y - Seal Backside C-Gap Defender

Z - Run Off Corner

T - Downhill Track to Follow Wrap

LT - Pass Set to Man Lock on Sam

LG - Man Locked on Anchor, Throw him across when he slants

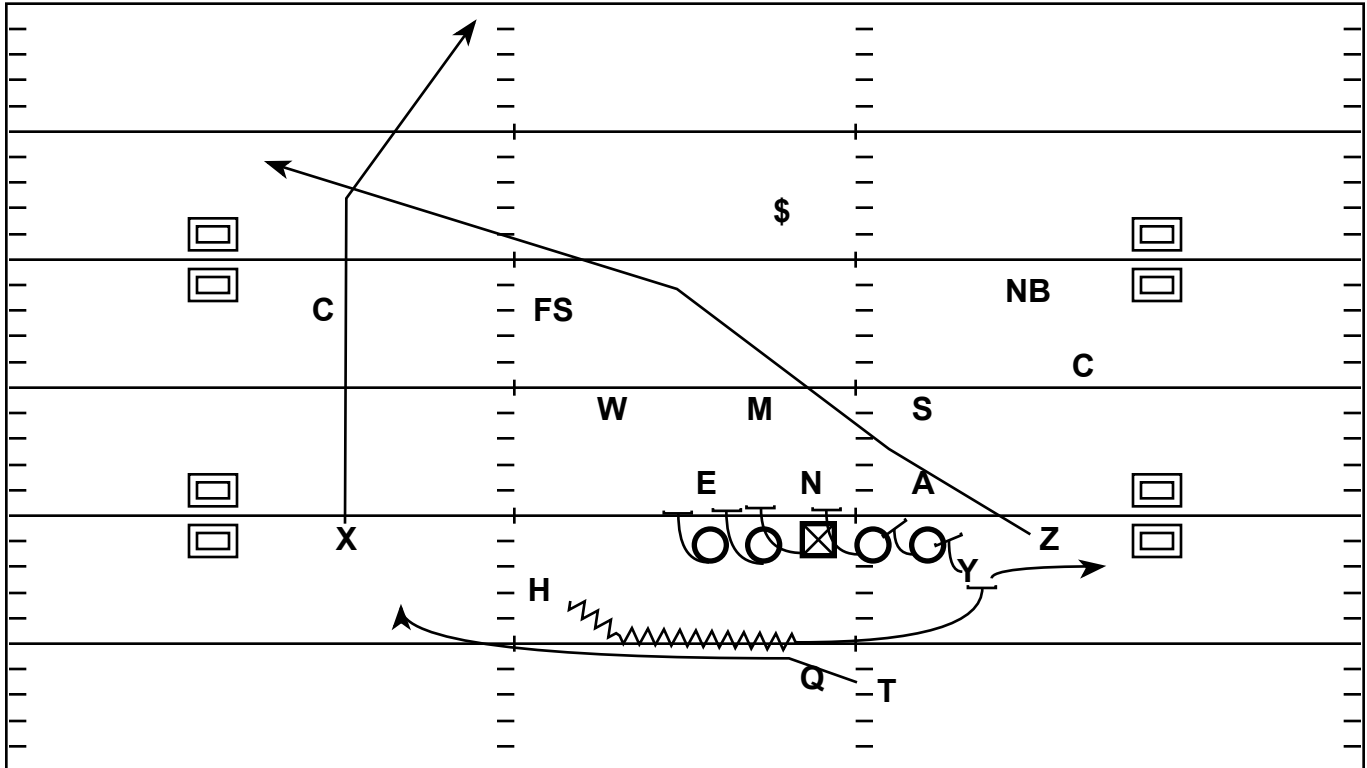
C - Man Locked on Nose

RG - Wrap for the Buck Linebacker (Point - But Ends up on MDM)

RT - Inside Release to Will Linebacker

2x2 Wing Smoke: PAP Post

Quarter	Time	D & D	YD Line	Hash	Score
1st	2:57	1 - 10	50	L-M-R	14 - 7



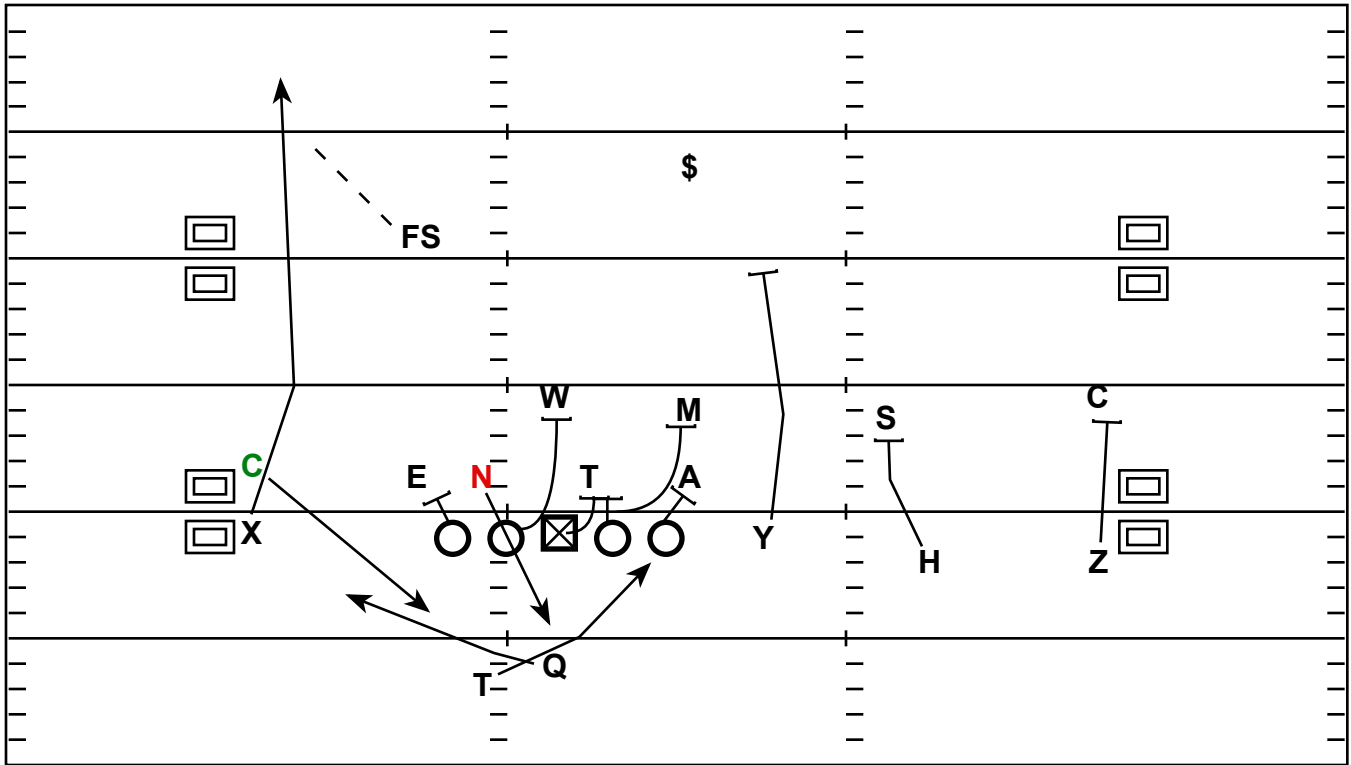
Strategy: Take the Top off the Defense with a Post just to throw the Chaser coming underneath

QB Progression/Read: Post - Chaser - Checkdown

X - Post	LT - Slide Protect C-Gap
H - Smoke Motion to D-Gap Protect Checkdown	LG - Slide Protect B-Gap
Y - Slide Protect Backside C-Gap	C - Slide Protect A-Gap
Z - Chaser	RG - Slide Protect Backside A-Gap
T - PAP Mesh to Swing	RT - Slide Protect Backside B-Gap

3x1 Open: Midline Read

Quarter	Time	D & D	YD Line	Hash	Score
4th	10:25	1 - 10	-30	L	31 - 17



Strategy: Counter off a base Run Concept for the Offense. Read the Aggressive Nose.

QB Progression/Read: Read 1st Down Defender Backside

X - Block Corner to Release to Run Off Free Safety

H - Block Sam Linebacker

Y - Outside Release to \$

Z - Block Corner

T - Set Midzone Track, Read 1st Down Man head up to outside tackle then 2nd Down Man In

LT - Man Block Defensive End

LG - Best Release to Will Linebacker

C - Reach Combo 2i to Mike Linebacker

RG - Reach Combo 2i to Mike Linebacker

RT - Drive Reach Anchor