## 2x2 Wing: GY Counter Q

Quarter	Time	D&D	YD Line	Hash	Score
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Strategy: Use the QB as a run threat to give the Offense the Numbers advantage, while using a common run scheme. Place a simple #'s RPO on the Playside to pull defenders.					

QB Progression/Read: Pre-Snap Bubble - Pause - Hug the Wall - Follow the Wrap

LT - Down Block, Combo Nose

LG - Down Block, Combo Nose to Sam Linebacker

to Sam Linebacker

C - Down Block 3-Tech

RG - Wham, Open Pull to Kick Out Defensive End

RT - B-to-Hinge

7 - Block Backside Corner

Y - Wrap to Point (1st Playside

X - Block Corner

H - Bubble

Linebacker)

T - Arc to 1st Defender outside the Box