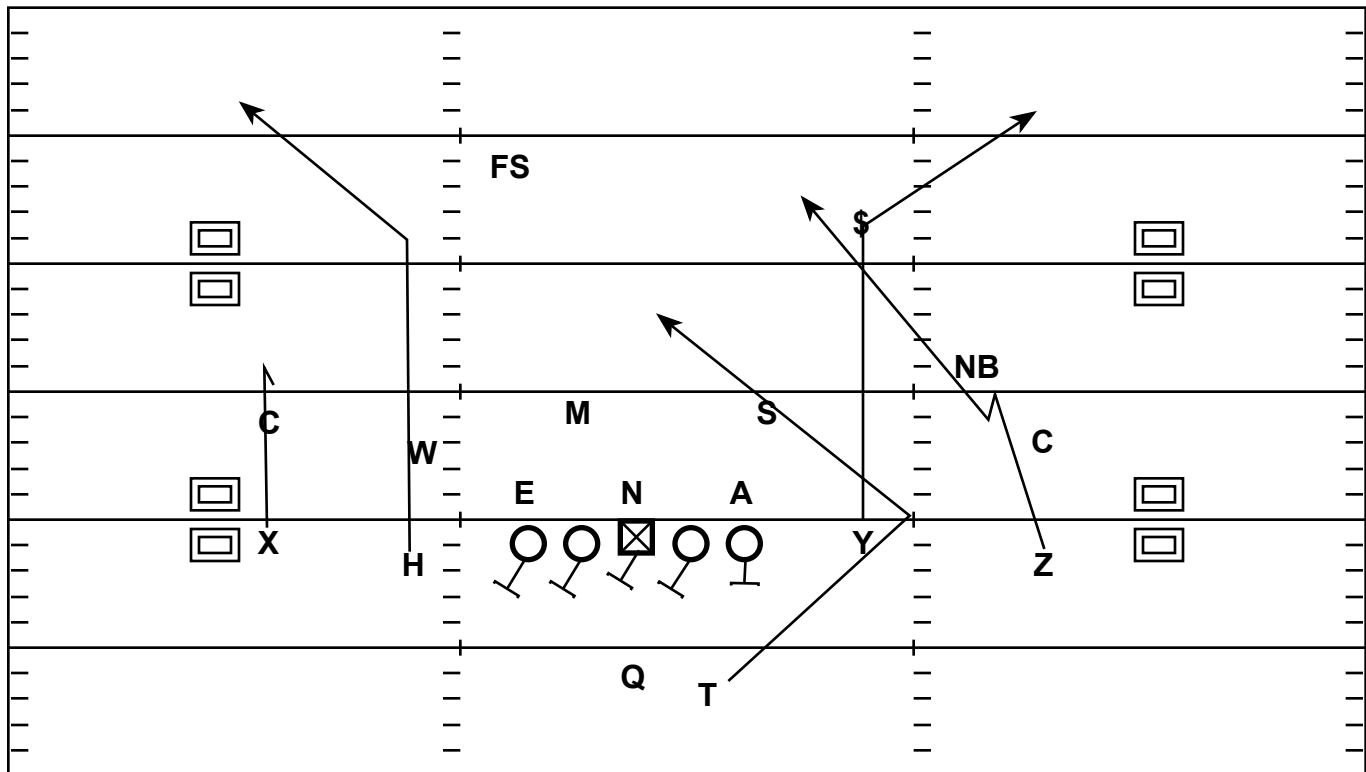


# \*2x2 Open: Snag n' Go

| Quarter | Time  | D & D  | YD Line | Hash | Score |
|---------|-------|--------|---------|------|-------|
| 1st     | 13:38 | 2 - 10 | -48     | LM   | 0 - 0 |



Strategy: Fake one of your top quick game concepts hoping to get defenders to bite then hit them deep. If defense drops then RB Angle becomes wide open.

QB Progression/Read: Only look Smash against perfect looks (High/Low Corner) - Read Snag n' Go to Angle

X - Hitch

H - Corner, Break at 10-12 Yards

Y - Corner, Break at 10 -12 Yards

Z - Snag n' Go

T - RB Angle

LT - Slide Protect C-Gap

LG - Slide Protect B-Gap

C - Slide Protect A-Gap

RG - Called into the Slide

RT - Man Locked on Anchor