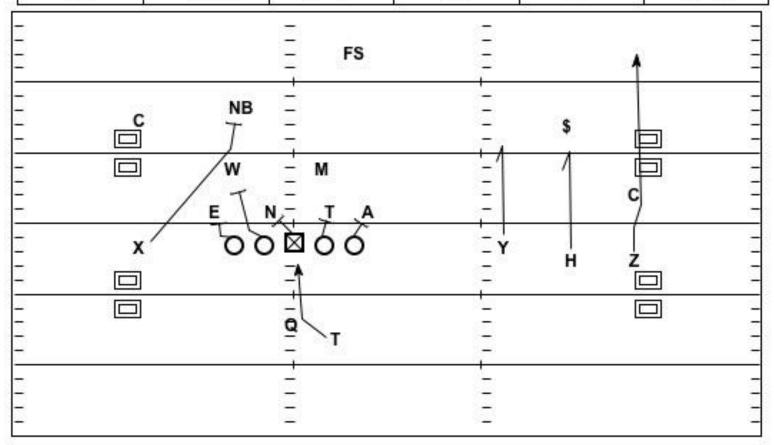
3x1 Open: Locked IZ BS Hitch

Quarter	Time	D&D	YD Line	Hash	Score
1st	14:34	2 - 7	-26	L	0 - 0



Strategy: Simple count for your QB. If 5 or Less in the Box you can run it. 6 or More you have the Hitch Options Backside. Simple RPO

QB Progression/Read: Read Numbers in the Box. 5 or Less = Run, 6 or More = Throw Hitch off Strong Safety.

X - Dig Out Nickel	
H - Hitch	+
This continues	-
Y - Hitch	38
Z - Convert Hitch to Fade	
T - Inside Zone Track, Read Backside Leg of Playside Guard	

LT - Inside Drive Defensive End

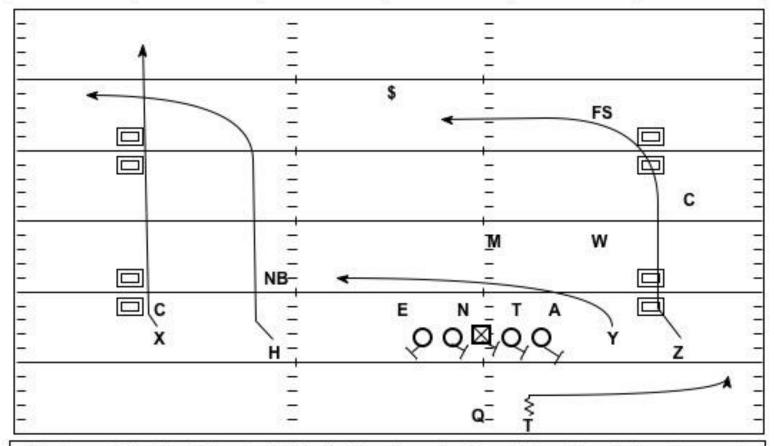
LG - Combo 2i to Will Linebacker

C - Combo 2i to Will Linebacker

RG - Man Locked on 3-Tech

2x2 Open: Sail-Drive

Quarter	Time	D&D	YD Line	Hash	Score
1st	12:47	3 - 9	28	R	0 - 0



Strategy: Give the QB a Sail (Weak Flood) on the Frontside with a Drive Concept coming from the Backside.

QB Progression/Read: Pre-Snap Fade, Sail - Shallow - Dig - Swing

X - MOR Vertical	
H - Sail Route	
Y - Shallow	
Z - Bender	

T -	Check	Pro	To	Swing
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LT - Man Locked On End

LG - Man Locked on Stand-Up 2i

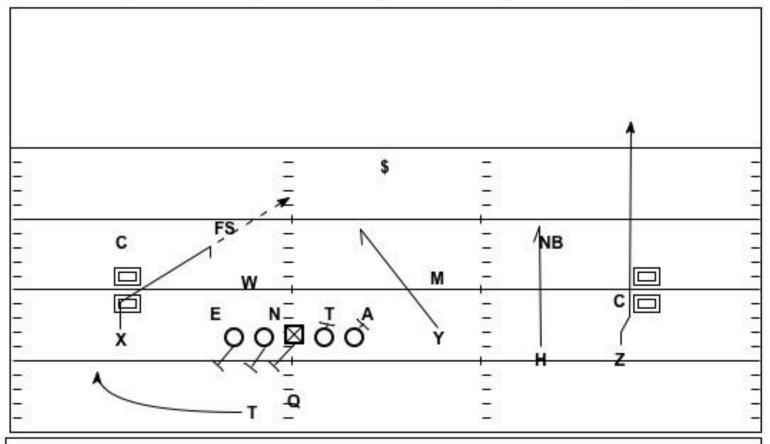
C - Slide Protection A-Gap

RG - Slide Protection B-Gap

RT - Slide Protection C-Gap

3x1 Open: Hitches BS Slant-Swing

Quarter	Time	D&D	YD Line	Hash	Score
1st	12:20	1 - 10	14	L	0 - 0



Strategy: Pull the Will Linebacker with a RB Swing. Gives QB an easy Quick Option on either side.

QB Progression/Read: Read the Will and go to the opposite side of him.

X - Scope	(Slant-Option)
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H - Hitch

Y - Inside Hitch

Z - Hitch (Convert to Fade v. Man)

T - Swing

LT - Slide Protection C-Gap

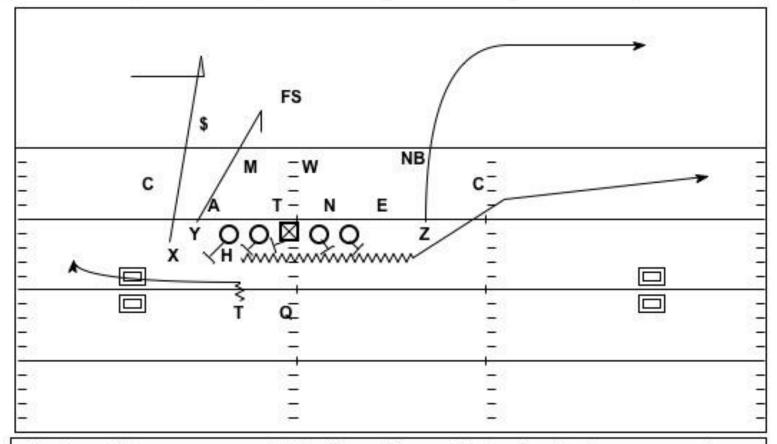
LG - Slide Protection B-Gap

C - Slide Protection A-Gap

RG - Man Locked on 3-Tech

Bunch: Goalline Smash

Quarter	Time	D&D	YD Line	Hash	Score
1st	10:13	3 - 5	5	L	0 - 0



Strategy: Allow one on one Mathc-Ups with your Z who has the leverage on the Nickel & your H in Motion on the Corner

QB Progression/Read: If Corner stays Low work your Deep Out who as the Leverage on the Nickel

Y _	Hitch	to D	ivot	Out
A -	писп	IO P	ινοι	Out

H - Motion to Flat

Y - Inside Hitch

Z - Deep Out

T - Check Release to Swing

LT - Slide Protection C-Gap

LG - Slide Protection B-Gap

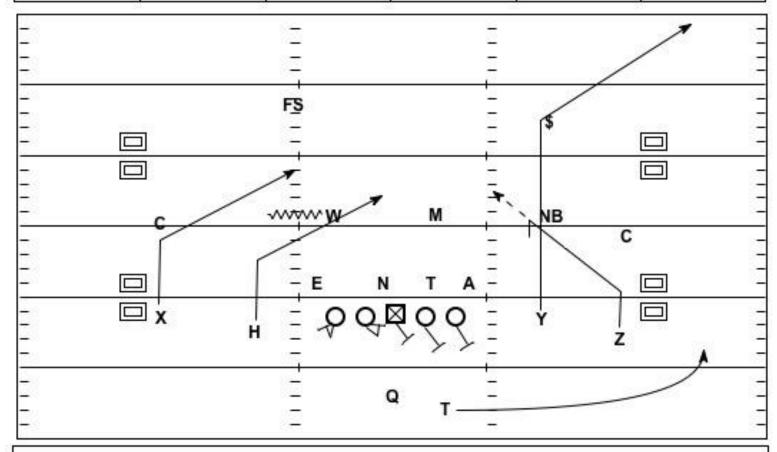
C - Slide Protection A-Gap

RG - Man Locked on 3-Tech

RT - Man Locked on Defensive End

2x2 Open Snag BS Slants

Quarter	Time	D&D	YD Line	Hash	Score
2nd	12:40	1 - 10	39	М	3 - 17



Strategy: Staple of the Air Raid known as Y-Corner. Gives your QB two quick Game Options attacking both Man & Zone Coverages

QB Progression/Read: Decide the Side Pre-Snap based on Leverage. If Reading the Snag Side = Corner - Snag - Swing

X - Slant
H - Slant
Y - Corner Route
Z - Snag
Technical State (According)

T - Swing

LT - Man Locked Defensive End

LG - Man Locked on Nose

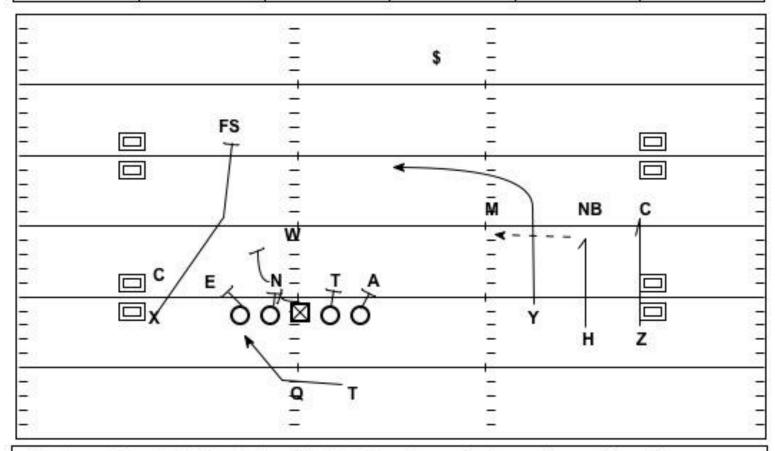
C - Slide Protection A-Gap

RG - Slide Protection B-Gap

RT - Slide Protection C-Gap

3x1 Open: Locked Midzone BS Glance

Quarter	Time	D&D	YD Line	Hash	Score
2nd	12:17	1 - 10	50	L	3 - 17



Strategy: Create Pull with the Stretch Run Game being replace with a Glance, Space RPO. Against a 5-Man Box you are good to run.

QB Progression/Read: Space RPO read on the Glance. V. 5-Man Box the Run is good

X -	Dig	Out	F/S
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H - Hitch (Convert to In)

Y - Short Glance

Z - Hitch

T - Midzone Track, Read Backsdie Leg of Playside Tackle LT - Inside Drive Defensive End

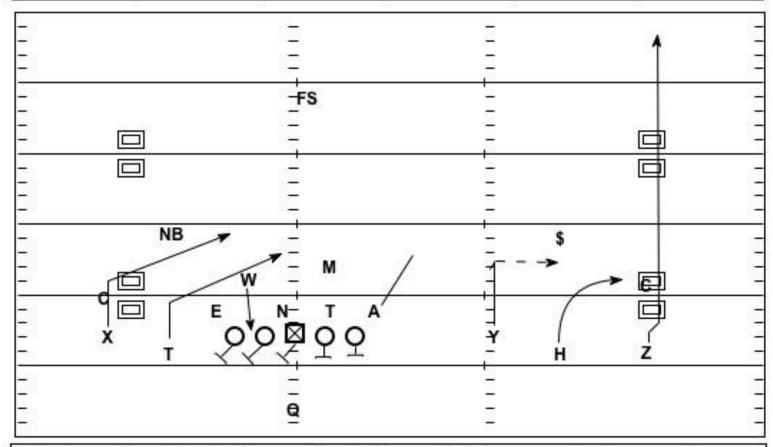
LG - Combo 2i to Will

C - Combo 2i to Will

RG - Man Locked on 3-Tech

Empty: Stick BS Slants

Quarter	Time	D&D	YD Line	Hash	Score
2nd	6:39	1 - 10	-36	L	10 - 20



Strategy: Use Empty Formation to Spread Defense and give you the numbers on the Perimeter. Give QB two Quick Game Options.

QB Progression/Read: Start on the Side with the best Leverage. Inside Slant Replaces Will Pressure. If Reading the Stick Read the Alley Defender (Strong Safety) In to Out

X - Slant	
H - Quick Out	
Y - Stick	
Z - MOR Vertical	
T - Inside Slant	

LT - Protection Slide C-Gap

LG - Protection Slide B-Gap

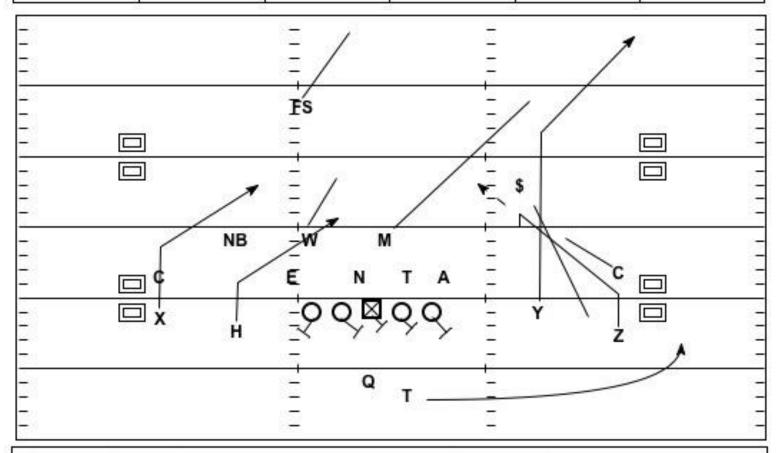
C - Protection Slide A-Gap

RG - Man Locked on 3-Tech

RT - Man Locked on Defensive End

2x2: Snag BS Slants

Quarter	Time	D&D	YD Line	Hash	Score
2nd	6:06	2 - 4	-42	М	10 - 20



Strategy: Staple of the Air Raid known as Y-Corner. Gives your QB two quick Game Options attacking both Man & Zone Coverages

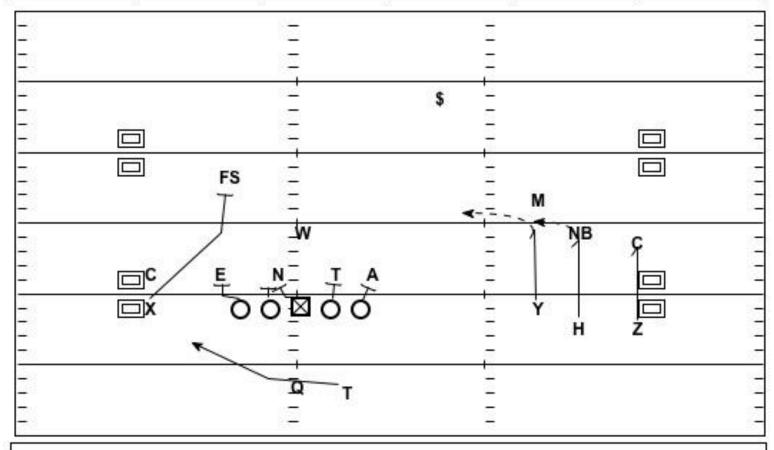
QB Progression/Read: Decide the Side Pre-Snap based on Leverage. If Reading the Snag Side = Corner - Snag - Swing

reading the only olde - content only	9 `
X - Slant	
H - Inside Slant	
Y - Corner	
Z - Snag (Convert v. Man)	
T - Swing	

LT - Man Locked on Defensive End
LG - Man Locked on Nose Tackle
C - Slide Protection A-Gap
RG - Slide Protection B-Gap
RT - Slide Protection C-Gap

3x1 Open: Locked Stretch BS Hitch

Quarter	Time	D&D	YD Line	Hash	Score
2nd	5:14	2 - 6	25	Г	10 - 20



Strategy: Easy RPO for the QB. If the Box Count is 5 or Less you will have the Run. The Stretch Component adds extra dimension as it Pulls Away from the RPO Component

QB Progression/Read: Read the Box Count, 5 or Less = Run, Read the Possible 6th Defender

X - D	ig Out	Free	Safety
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H - Hitch (Convert v. Man)

Y - Hitch (Convert v. Man)

Z - Hitch

T - Stretch Path reading the Block of the Playside Tackle

LT - Drive Reach Defensive End

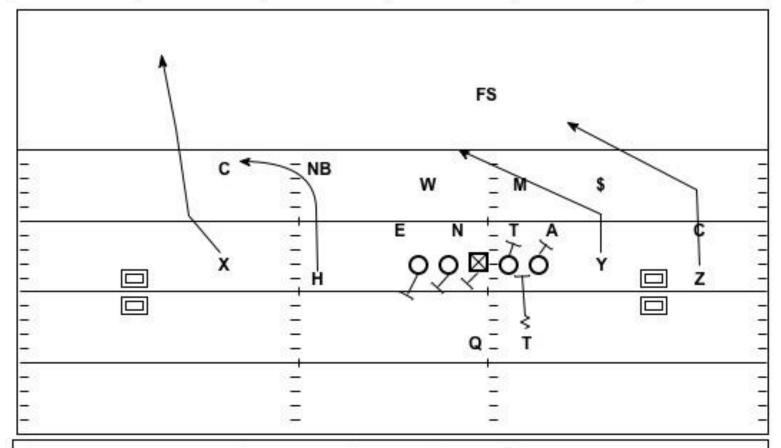
LG - Combo Nose to Will Linebacker

C - Combo Nose to Will Linebacker

RG - Man Locked on 3-Tech

2x2 Open: Fade-Out BS Slants

Quarter	Time	D&D	YD Line	Hash	Score
2nd	0:37	2 - 7	7	R	17 - 20



Strategy: While the Vertical Space closes, Give your QB two different options in the red zone. If the Nickel plays inside leverage you will have a good option on the Out 1 v. 1

QB Progression/Read: Pick the Side you want based on Leverage. Fade-Out = If Corner is Man on the Fade throw the Out

	110000000000000000000000000000000000000
X - MOR Fade	
H - Speed Out	
Y - Slant	
Z - Slant	
T - Stay in Protection	

)
)

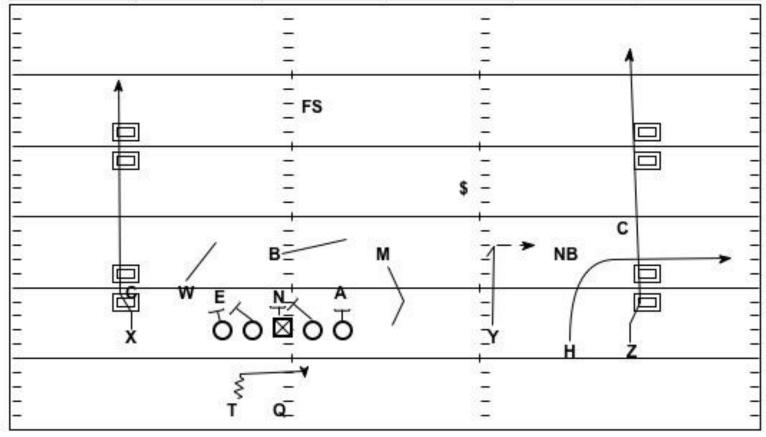
LG - Slide Protection B-Gap

C - Slide Protection A-Gap

RG - Man Locked on 3-Tech

3x1 Open: Shovel Mid Screen

Quarter	Time	D&D	YD Line	Hash	Score
3rd	3:16	2 - 10	-30	L	24 - 20



Strategy: QB first can look at Quick Game (Stick) if that is taken he can look underneath to flick the ball to the RB on a Mid Screen

QB Progression/Read: Read the Quick Game Component 1st then look underneath fo the RB Mid Screen

X -	MOR	Vertical
^ -	IVIOIN	vertical

H - Quick Out

Y - Stick Option

Z - MOR Vertical

T - Fake Pro before turning inside looking for the ball LT - Combo Defensive End up to Will Linebacker

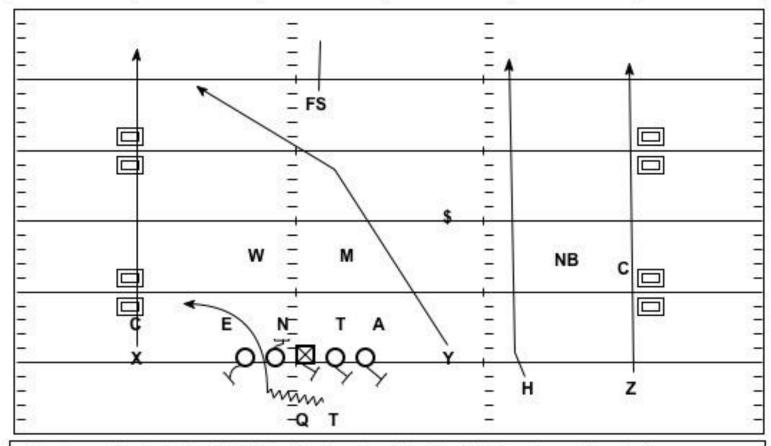
LG - Combo Defensive End up to Will Linebacker

C - Combo Nose to MDM

RG - Combo Nose to MDM

3x1 Open: Four Verts

Quarter	Time	D&D	YD Line	Hash	Score
3rd	1:25	1 - 10	35	L	24 - 20



Strategy: Stretch the Field Vertically attacking it with four deep threat, If you can get 1 on 1 with an outside Vertical and Like it, take it.

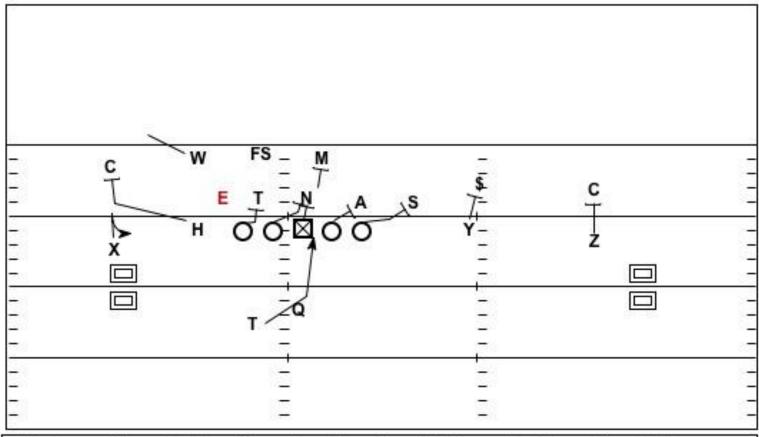
QB Progression/Read: If you read Cover 1 & like a match-up on the Outside Take it. MOFC = Chair - Seam - Checkdown

X - Vertical	
H - Seam Adjuster (2 yards outside Hash)	
Y - Chair	
Z - Vertical	
T - Across Checkdown to C- Gap Out	

LT - Man Locked on Defensive End	
LG - Man Locked on Nose Tackle	
C - Slide Protection A-Gap	
RG - Slide Protection B-Gap	
RT - Slide Protection C-Gap	

2x2 Open: Inside Zone Read BS Now

Quarter	Time	D&D	YD Line	Hash	Score
3rd	0:54	1 - 4	4	L	24 - 20



Strategy: Negate Box Count with a Read Element. Force the Will Linebacker out of the Run picture with a Now Screen on the Backside QB Progression/Read: Read the EMLOS (Defensive End), Pre-Snap the Now Screen on the Backside

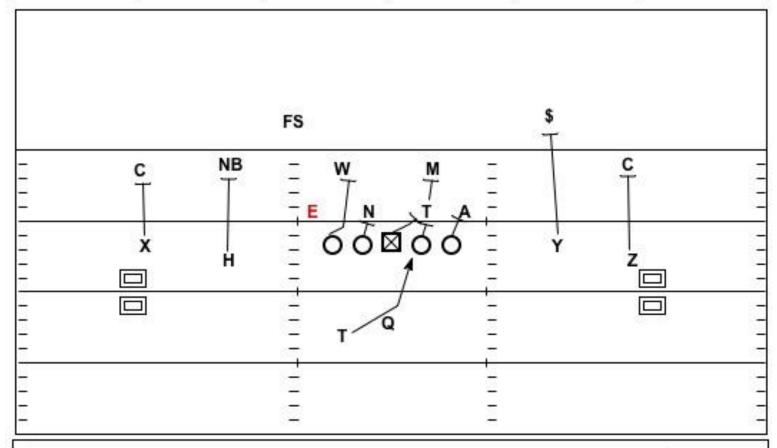
	=
X - Now Screen	
H - Block Backside Corner	
Y - Block \$	
Z - Block Playside Corner	
T - Inside Zone Track Reading Backside Leg of Playside Guard	

LT - Block 3-Tech	
LG - Combo Nose to Mike	
C - Combo Nose to Mike	
RG - Inside Drive Anchor	
RT - Inside Drive Sam	

Linebacker

2x2 Open: Inside Zone Read

Quarter	Time	D&D	YD Line	Hash	Score
4	10:44	1 - 6	6	М	31 - 20



Strategy: Use Zone Read to help with the Numbers in the Low Red Zone. The use of Wide Splits help the Development of the run even more as that End has a long ways to get to.

QB Progression/Read: Read the EMLOS (Defensive End)

7000	
X - Block Ba	ackside Corner
H - Block Ni	ckel
Y - Block \$	
Z - Block Co	orner
	one Track, Read

LT - Knee Read Nose then work
up to Will Linebacker

LG - Combo Block Nose to Will Linebacker

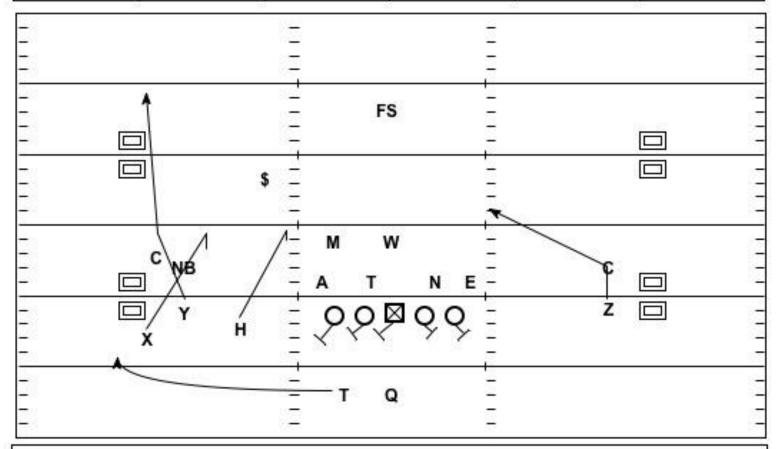
C - Combo 3-Tech to Mike Linebacker

RG - Combo 3-Tech to Mike Linebacker

RT - Inside Drive Anchor

3x1 Open: Spacing BS Slant

Quarter	Time	D&D	YD Line	Hash	Score
4th	7:01	2 - 11	17	М	38 - 20



Strategy: Create a Four Receiver side with a RB Swing. The Spacing Concept gives great Zone Beater, the Slant or Fade can be an easy answer for Man Coverage.

QB Progression/Read: Pick the side with the best leverage. If Spacing work the alley defender inside to outside. Spot to Swing

are and derender merce to but	олао. ор.
X - Outside Spot	
H - Inside Spot	
Y - Fade	
Z - Slant	
2009 (427)/40070390	

T - Swing

HORE SEPTEMBERS CONTRACT OF CONTRACT CONTRACT OF CONTR	
RG - Man Locked on Nose	
Tackle (In 3-Tech Alignment)	
RT - Man Locked on Defensive End	

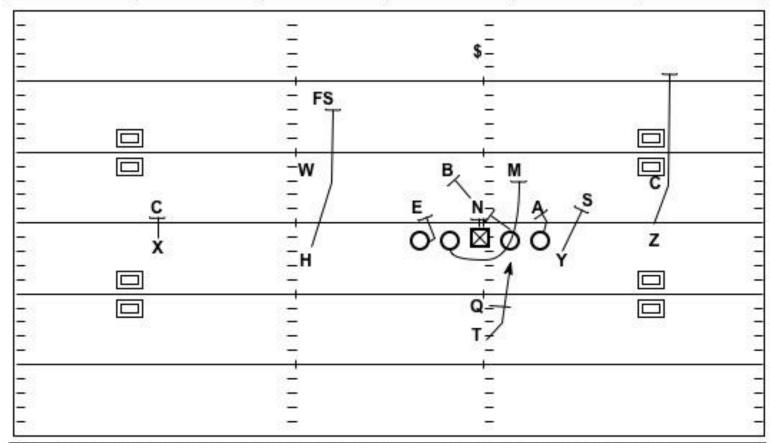
LT - Slide Protection C-Gap

LG - Slide Protection B-Gap

C - Slide Protection A-Gap

2x2 Wing: Power

Quarter	Time	D&D	YD Line	Hash	Score
4th	2:25	1 - 10	37	R	45 - 20



Strategy: Use Gap Scheme to give your Offensive Line great angles. Run the Ball to Run out the Clock.

QB Progression/Read: Open to the Right and Hand-Off to RB

- H Block Free Safety
- Y Wham, Responsible for C-Gap Defender
- Z Run-Off to Block Corner
- T Power Track, Hug the Wall, Follow the Wrap

LT - Cut-Off Backside Defensive End

LG - Wrap, Pull to Block Point (Mike Linebacker)

C - Combo Nose to Buck Linebacker

RG - Combo Nose to Buck Linebacker

RT - Capture Anchor with a Windshield Wiper