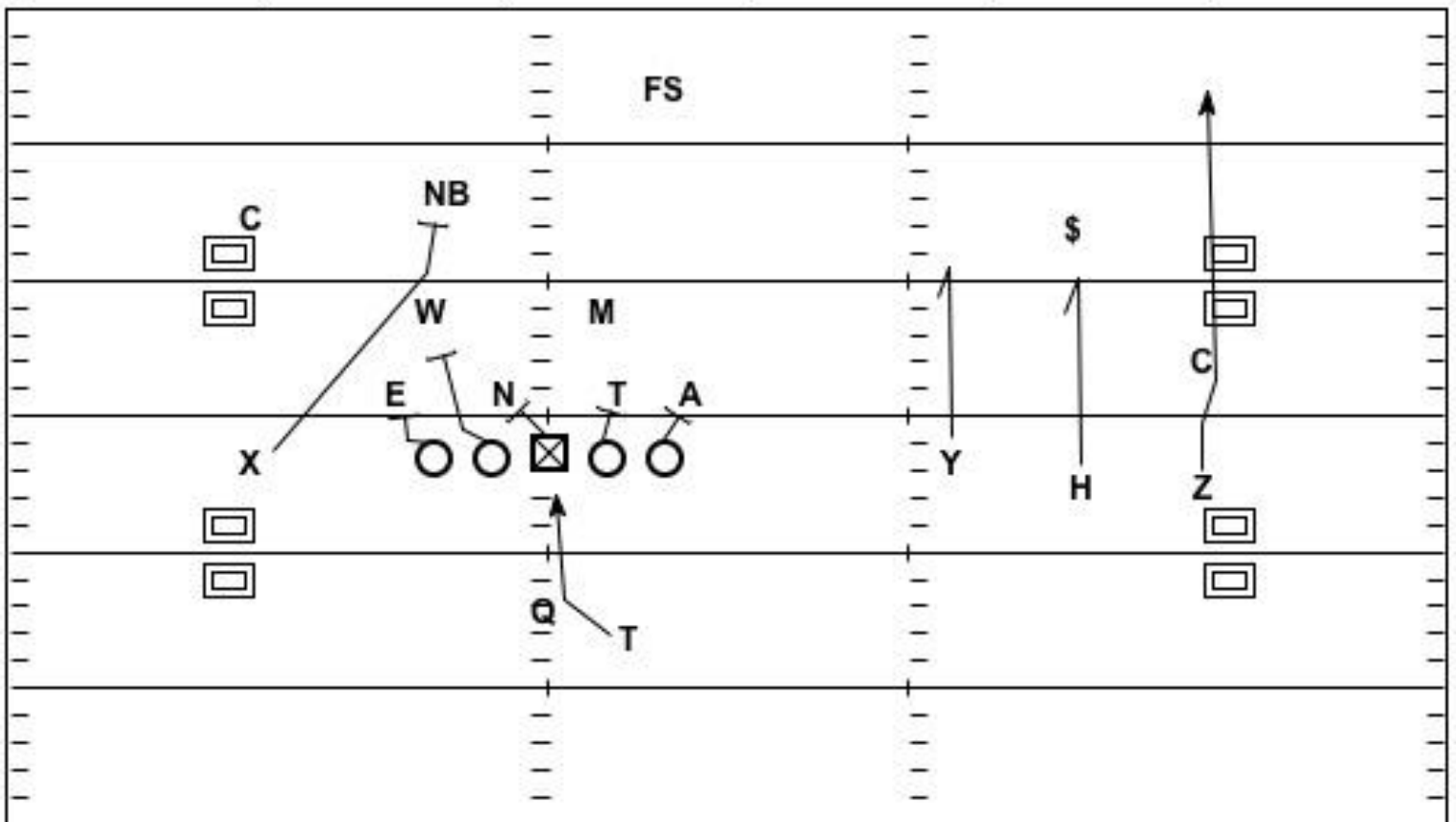


3x1 Open: Locked IZ BS Hitch

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

Y - Hitch

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

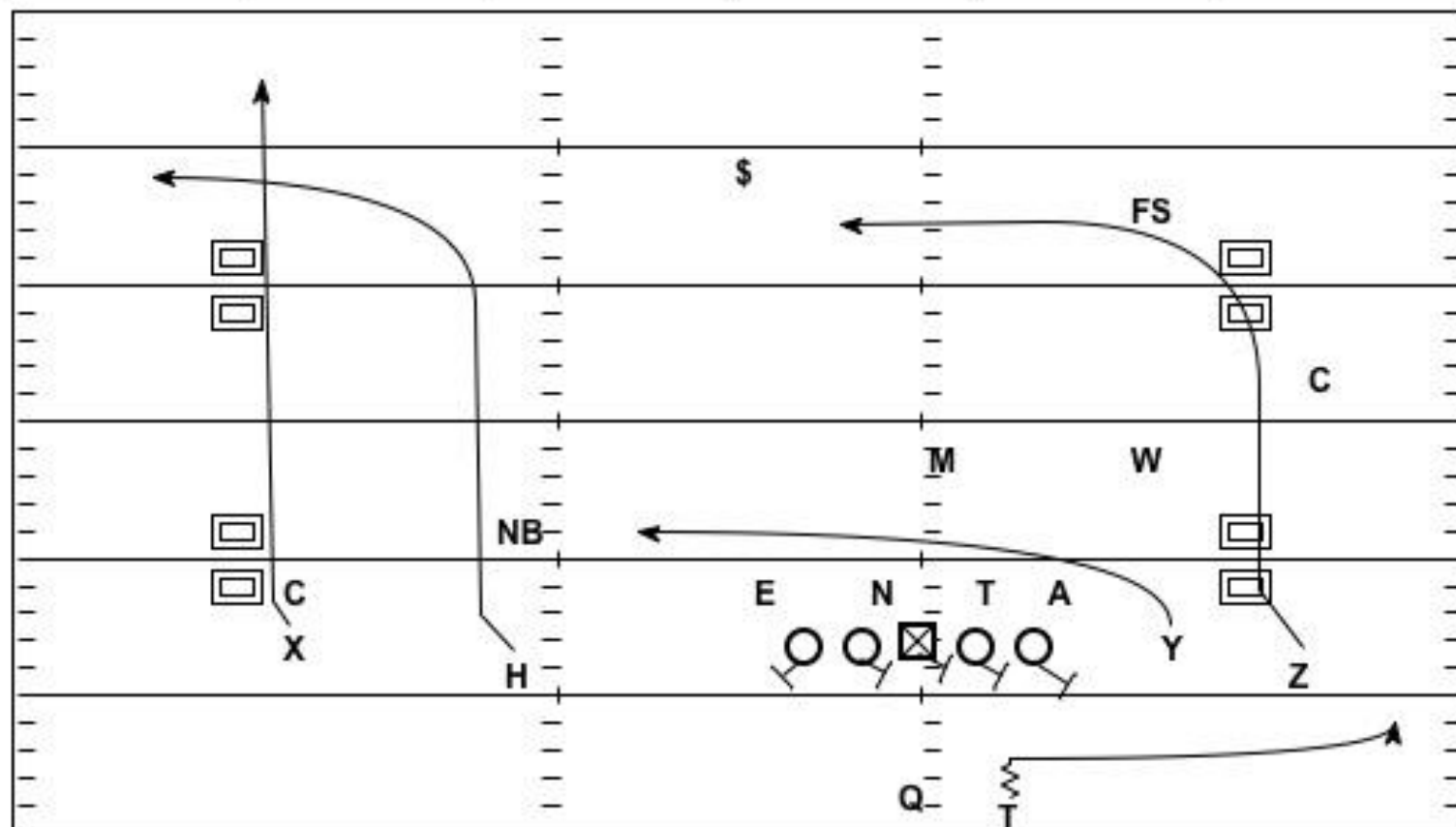
C - Combo 2i to Will Linebacker

RG - Man Locked on 3-Tech

RT - Man Locked on Anchor

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

LT - Man Locked On End

LG - Man Locked on Stand-Up 2i

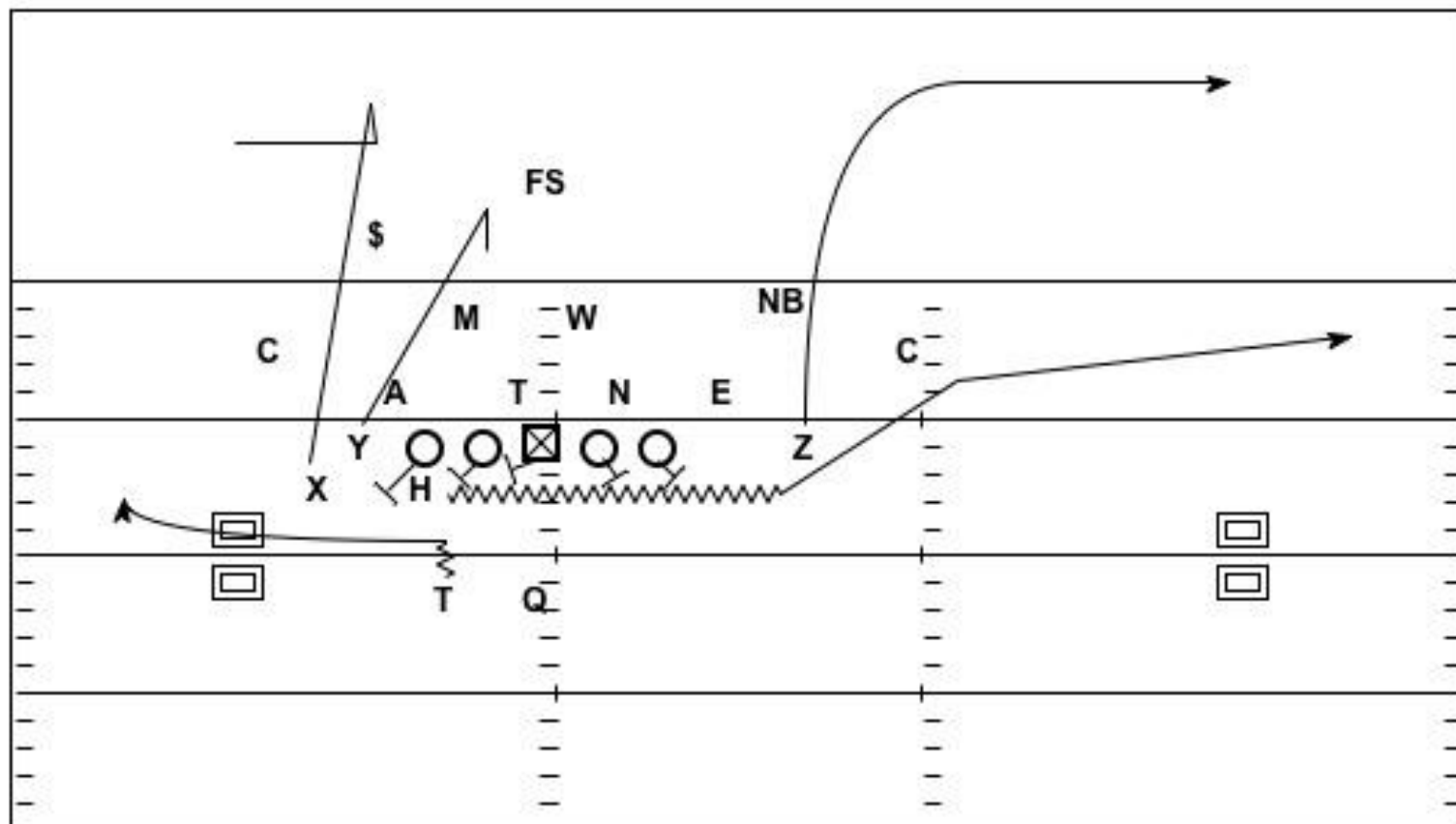
C - Slide Protection A-Gap

RG - Slide Protection B-Gap

RT - Slide Protection C-Gap

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 Match-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

X - Hitch to Pivot 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

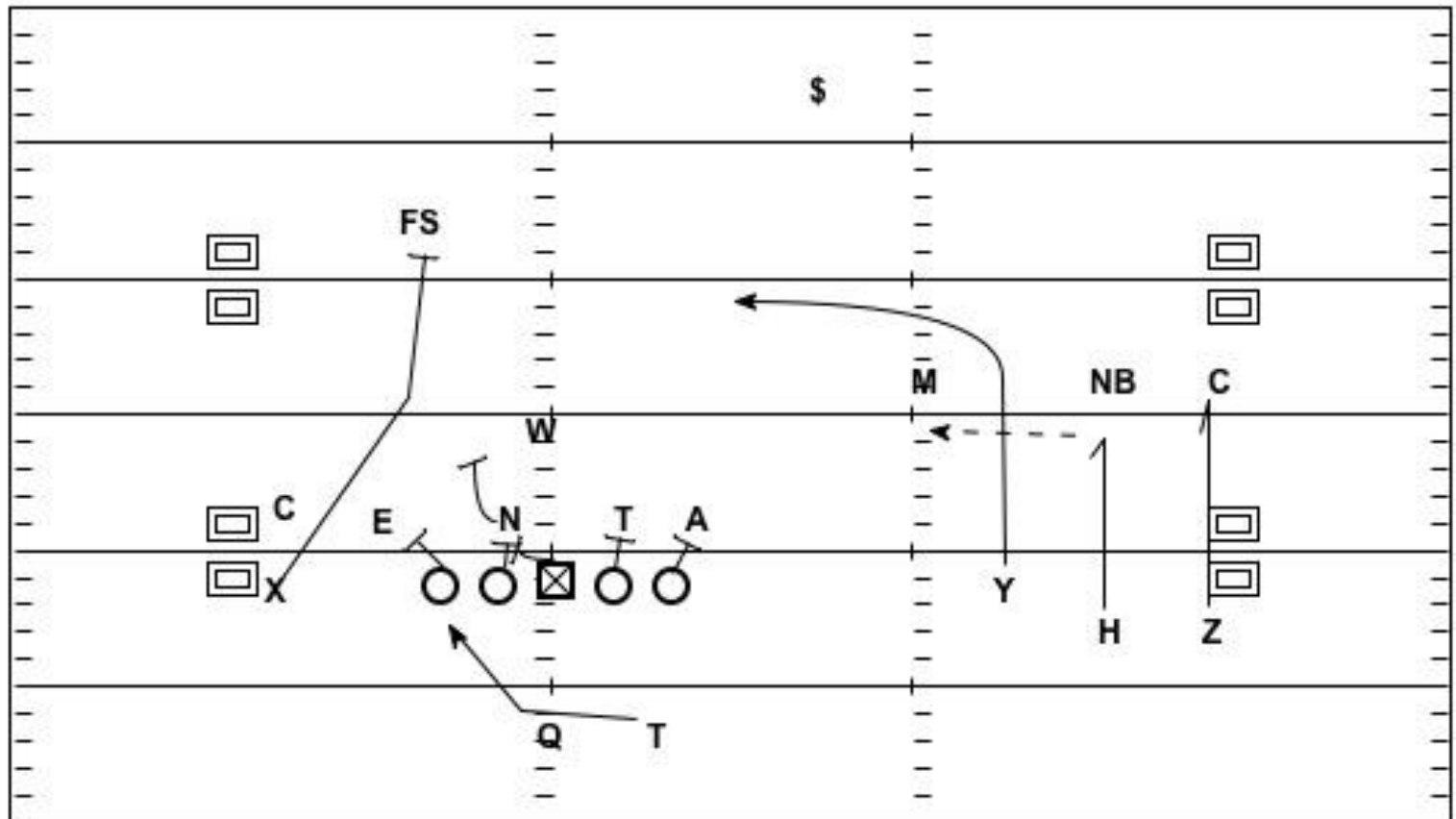
C - Slide Protection A-Gap

RG - Man Locked on 3-Tech

RT - Man Locked on Defensive End

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

H - Hitch (Convert to In)

Y - Short Glance

Z - Hitch

T - Midzone Track, Read
Backside Leg of Playside Tackle

LT - Inside Drive Defensive End

LG - Combo 2i to Will

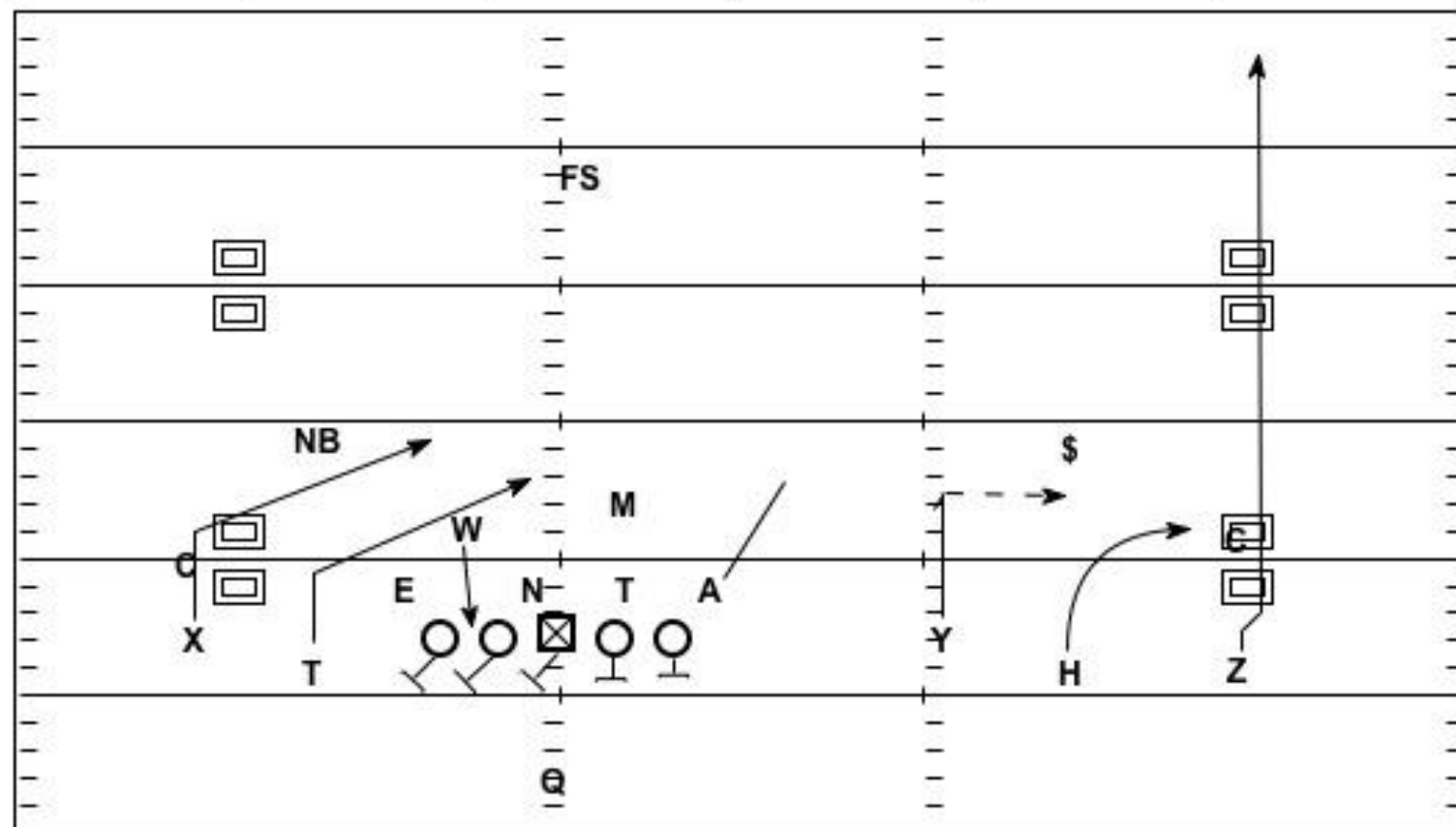
C - Combo 2i to Will

RG - Man Locked on 3-Tech

RT - Man Locked on Anchor

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

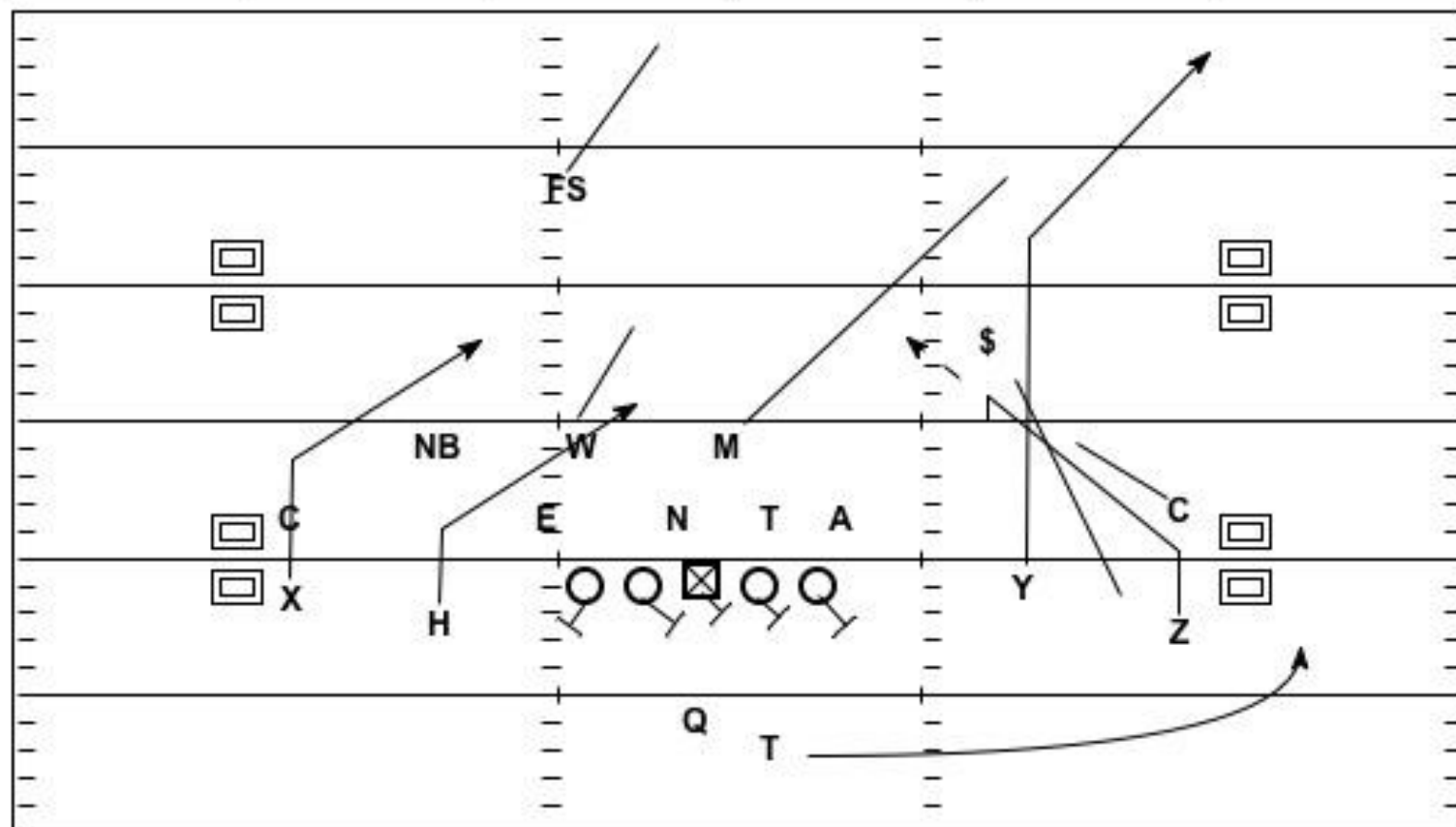
C - Protection Slide A-Gap

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	M	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

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

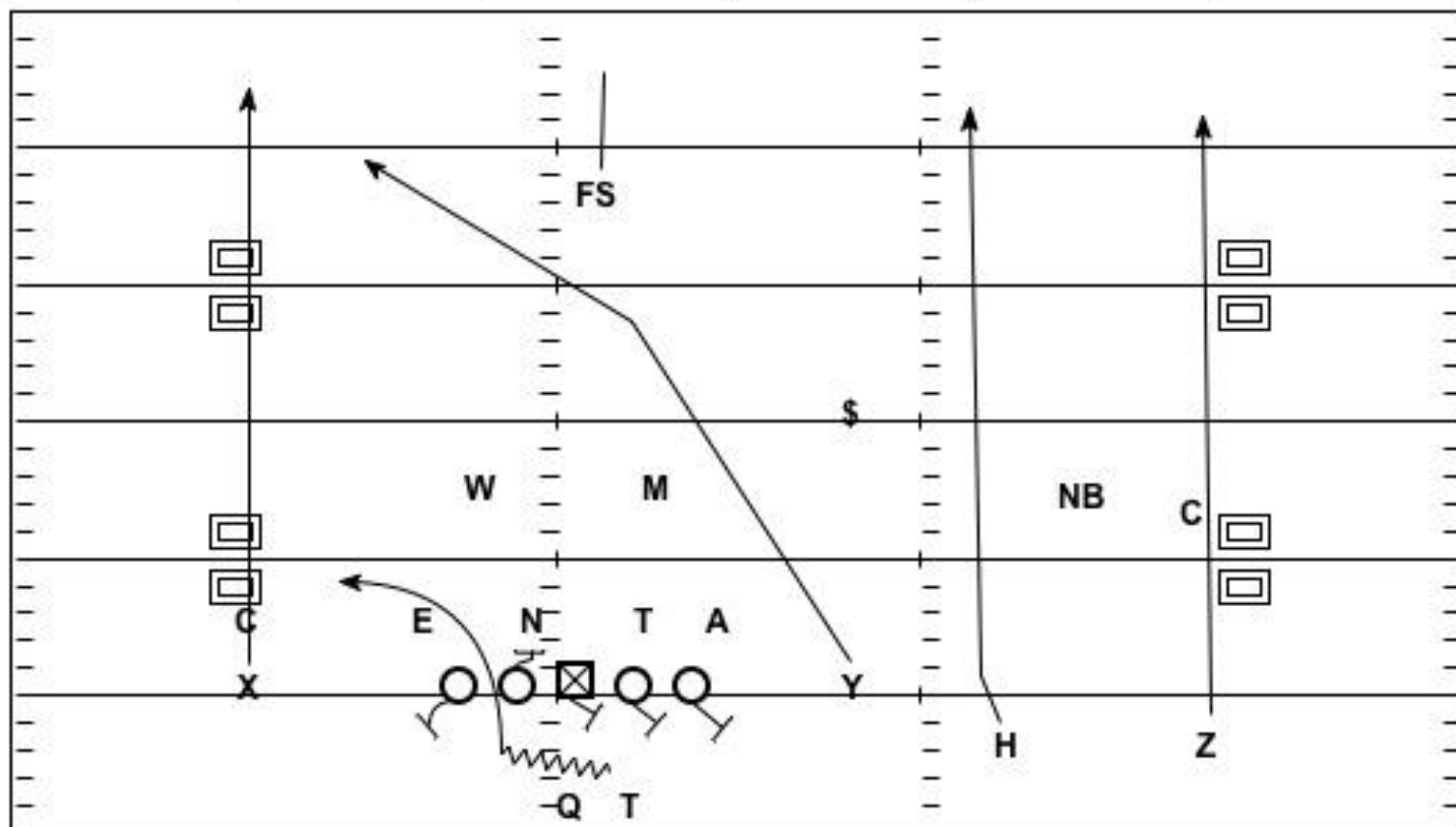
C - Slide Protection A-Gap

RG - Slide Protection B-Gap

RT - Slide Protection C-Gap

3x1 Open: 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

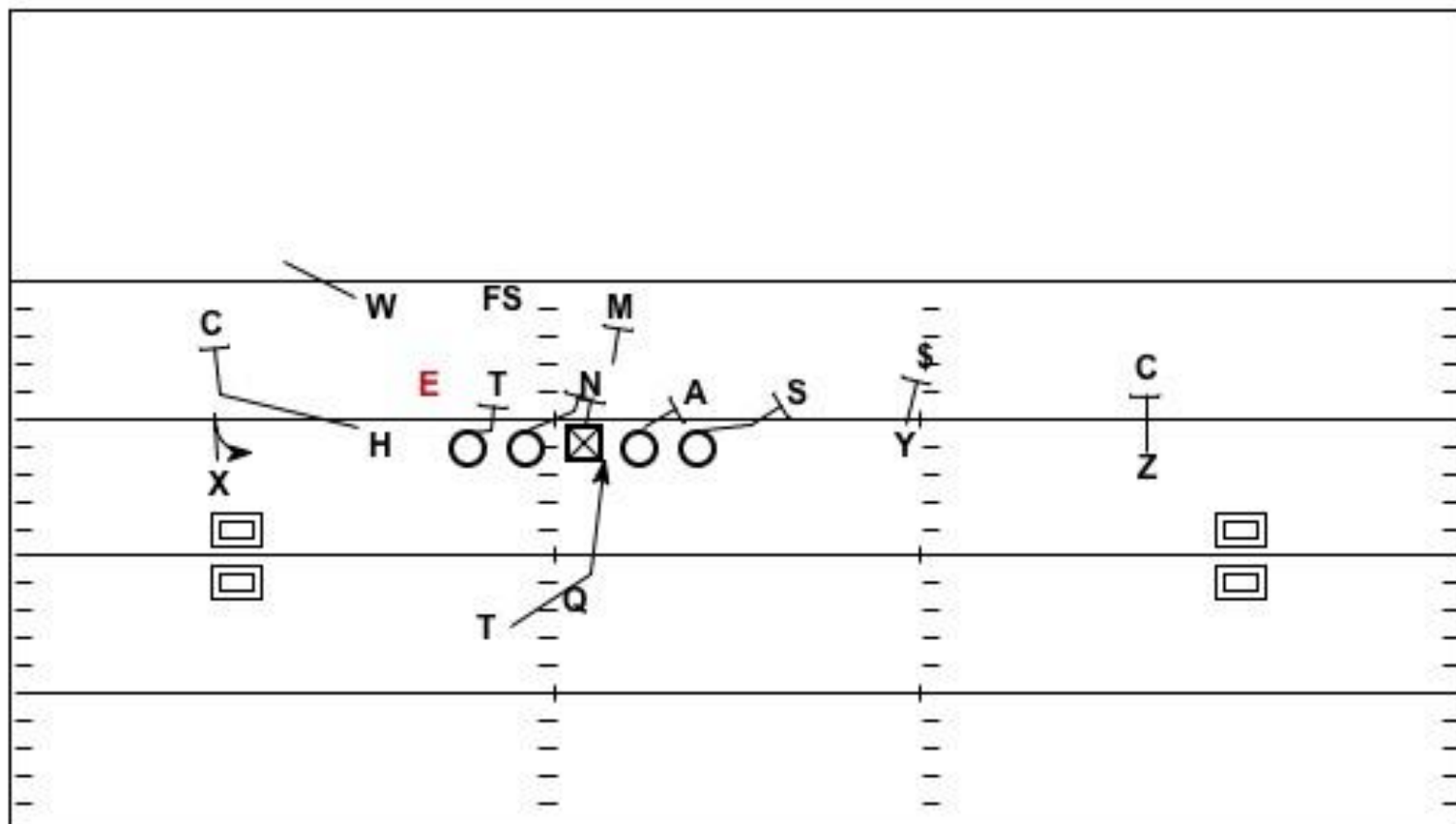
C - Slide Protection A-Gap

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

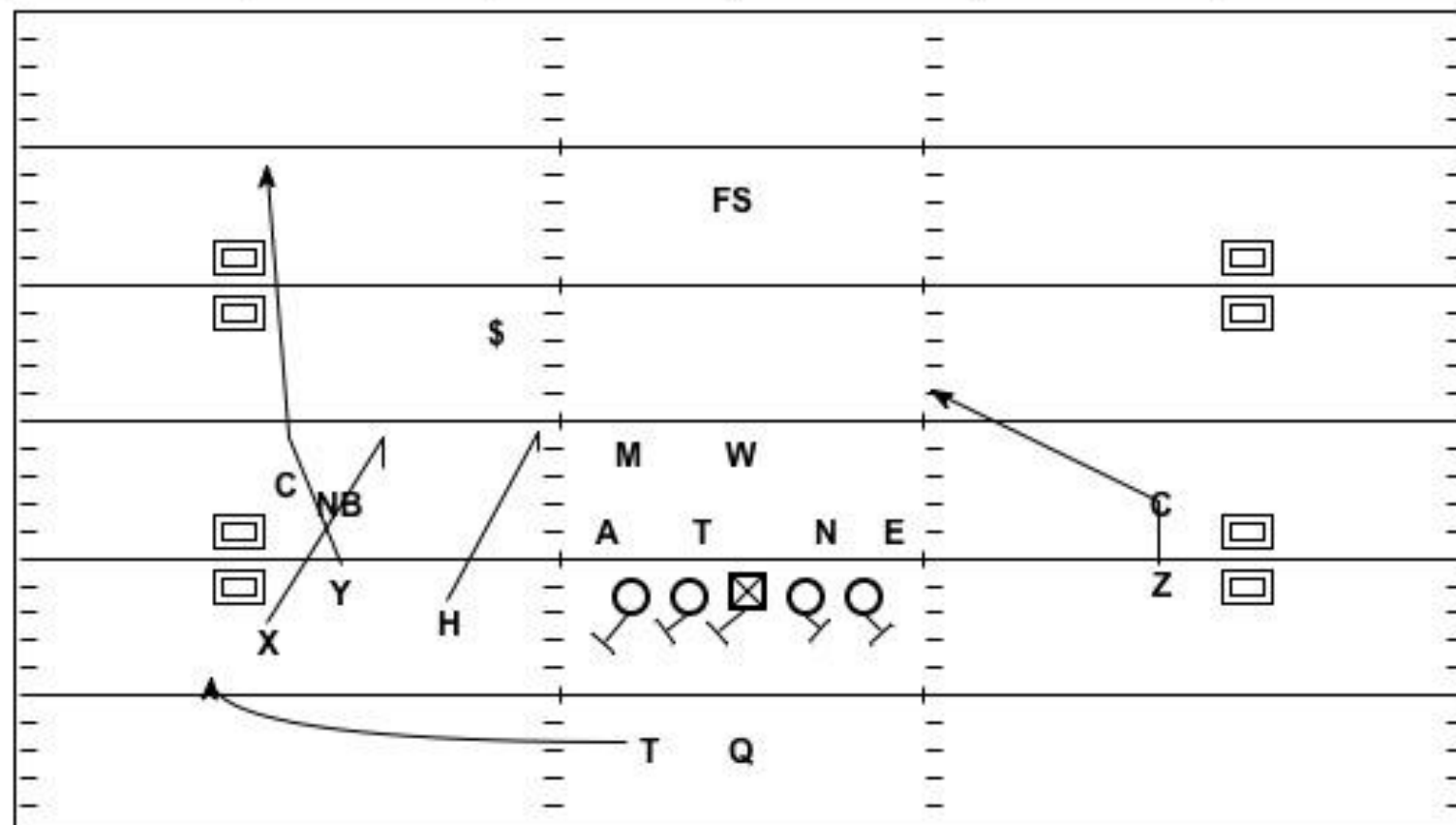
C - Combo Nose to Mike

RG - Inside Drive Anchor

RT - Inside Drive Sam
 Linebacker

3x1 Open: Spacing BS Slant

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

X - Outside Spot

H - Inside Spot

Y - Fade

Z - Slant

T - Swing

LT - Slide Protection C-Gap

LG - Slide Protection B-Gap

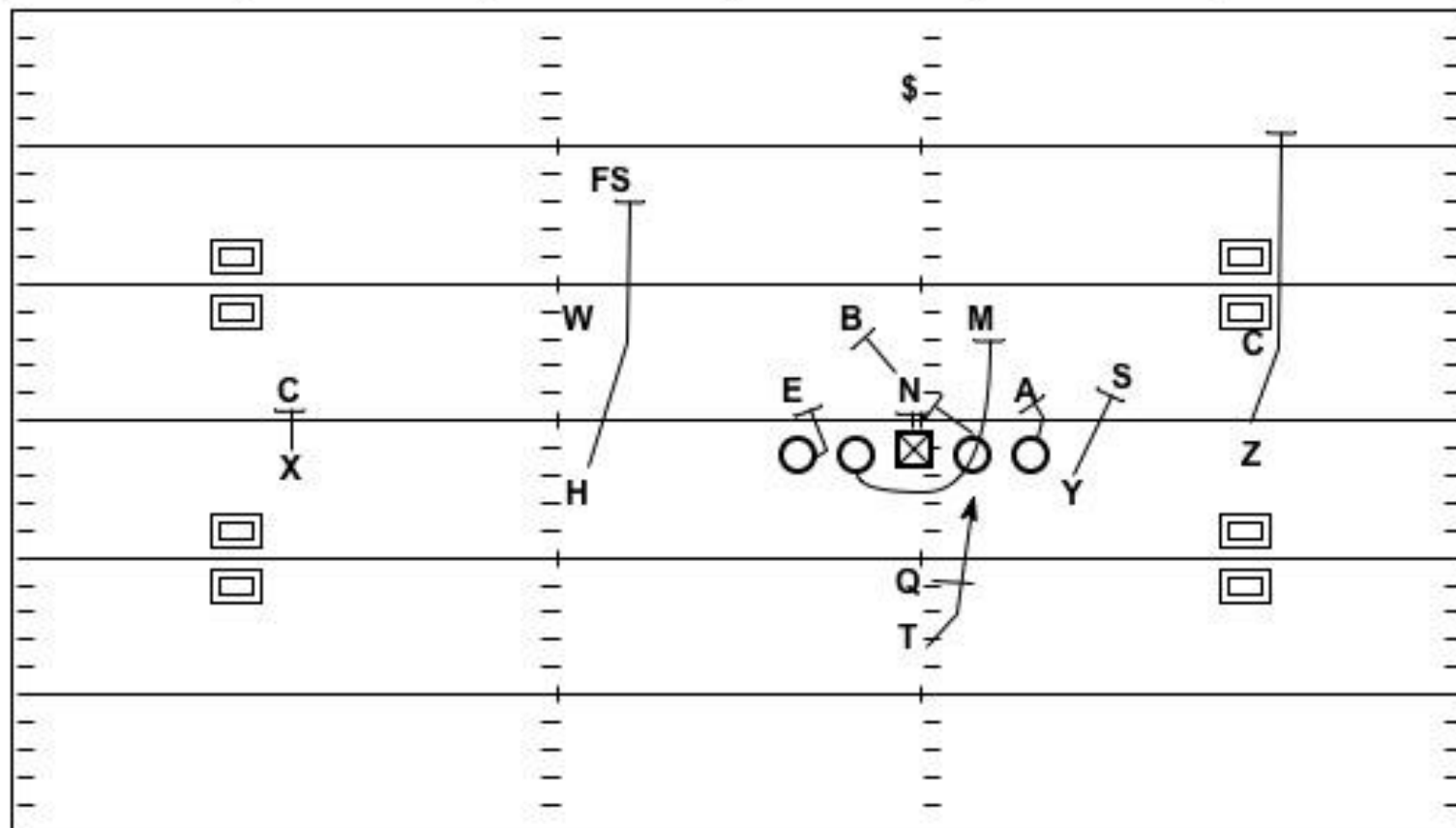
C - Slide Protection A-Gap

RG - Man Locked on Nose Tackle (In 3-Tech Alignment)

RT - Man Locked on Defensive End

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

X - Block Backside Corner

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