2x2 Open Burst: Snag

Quarter	Time	D&D	YD Line	Hash	Score
1st	4:00	1 - 10	29	L	0 - 0
	Н 2		Ý – – – – – – –	C	
Strategy: Easy Quick Game putting the Flat Defender in instant conflict. the					

QB Progression/Read: Decide which side to start on (Opposite Mike) - Peek the Corner - Read the Flat Defender Snag to Swing

LG - BOB Protect H - Slant Y - Corner (Break at 10-12 C - BOB Protect Yards)

Burst motion gives the RB the leverage.

X - Slant

RG - BOB Protect Z - Snag, Continue v. Man

LT - BOB Protect

RT - BOB Protect T - Burst Motion to Swing