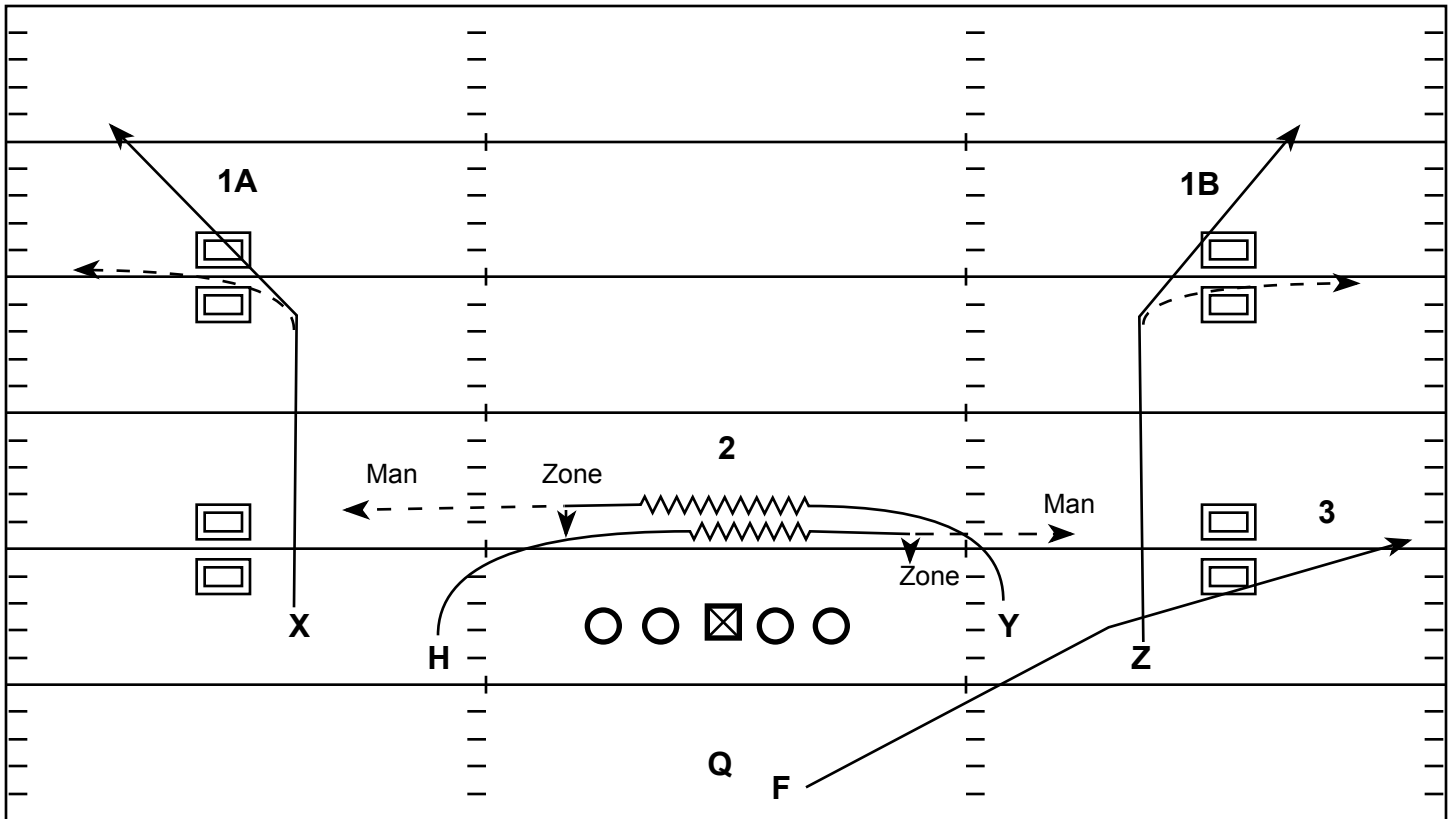


# Base 2x2 Mesh



QB Progression: Pre-Snap Decide which Corner Option to Start on based on Leverage 1. Corner Option 2. Mesh 3. Flat

X: Corner Option (Capped = Snap Deep Out / Uncapped = Take Vertical Ground)

H: Under Mesh, Close the Distance between the Over Mesh / Settle v. Zone / Run v. Man

Y: Over Mesh, Set Mesh Depth at 5-6 Yards or Toes of Mike / Settle v. Zone / Run v. Man

Z: Corner Option (Capped = Snap Deep Out / Uncapped = Take Vertical Ground)

F: Flat