3x1 Open: Dual Screen

Quarter	Time	D&D	YD Line	Hash	Score
4th	8:47	1 - 15	32	L	21 - 20
FS					
- =	_]	- -		<u> </u>	
-		-	•		
- -	- -	- -	\$	- - s	- -
	c -	- W M		-/ c	_
$\begin{bmatrix} - & - & - & - & - & - & - & - & - & - $					
- T 2 -					
- Q -					
<u>-</u>	_ _ _			_ _ _	
Strategy: Give your QB two screens, slows down an aggressive Pass					
Rush & Get Play-Makers in Space					
QB Progression/Read: Read Swing Side Defensvie End, if he peels					
throw the Tunnel.					

LT - High Hat, Release Flat to X - Wait for Flowing Backer to Crack #'s to pick up Corner

LG - High Hat, Release Flat to H - Tunnel Alley

C - High Hat, Club Release Flat Y - Block the player over #2 to Clean Up

and Run the Anchor

Flat to Alley RT - Try to force an upfield Rush

RG - High Hat, Club Release

T - Swing

Z - Disctration Vertical v. Press