2x2 Ace Tite: GY Counter

Quarter	Time	D&D	YD Line	Hash	Score		
2nd	5:34	1 - 10	45	L	21 - 17		
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Strategy: Base Run Scheme that works thru some alterations in 12 per. Physical Scheme							
QB Progression/Read: Hand Off to RB							

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LT - Down Block Nose to work X - Dig Out MDM (FS to CB)

thru to Will Linebacker

H - Arc Release to MDM (Dropping End)

Y - Wrap to Point (Will Linebacker)

Z - Vertical Cross Country

T - Jab to Counter Track, Hug Wall Follow Wrap

LG - Check 2i to Mike Linebacker

C - Back Block 2i Tackle

RG - Wham, Open Pull to C-

Gap Defender

RT - B To Hinge, (Ends up on Sam Linebacker)