*3x1 Ace: PAP Flood

Quarter	Time	D & D	YD Line	Hash	Score
2nd	1:20	1 - 10	11	L	14 - 3

Strategy: Get in a heavier Per. (12) then run a simple PAP, overloading one side of the field

QB Progression/Read: Read Low to High (Bluff Flat - Corner Route - Over)

X - Over	LT - Elephants on a Parade
H - Bluff Flat	LG - Elephants on a Parade
Y - Corner Route, Aim for back pylon	C - Elephants on a Parade
Z - Attack Route aim for Field Goal Post	RG - Elephants on a Parade
T - Fake IZ	RT - Elephants on a Parade