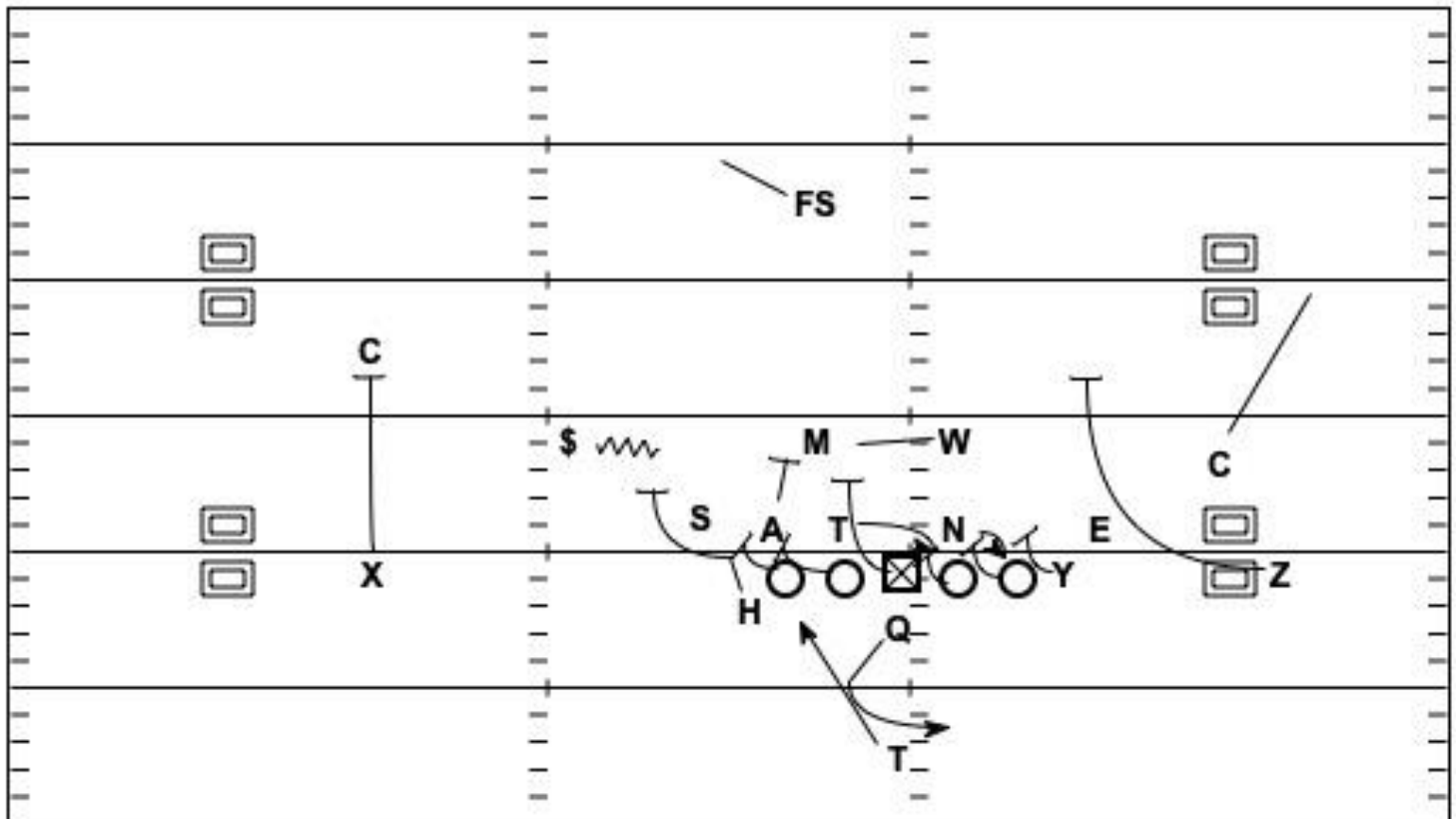


2x2 Ace: Outside Zone

Quarter	Time	D & D	YD Line	Hash	Score
1st	10:08	1 - 10	34	R	0 - 0



Strategy: Main Run Scheme for BYU in 2020. Tone Setter early in the game

QB Progression/Read: Turn to Hand-Off to RB

X - Block the Playside Corner

H - Chip Sam up to \$

Y - Drive Reach thru Backside C-Gap

Z - Backside Cross Country Block

T - OZ Path, read the block of the Playside Tackle

LT - Drive Reach C-Gap Defender

LG - Drive Reach thru the B-Gap up to Mike Linebacker

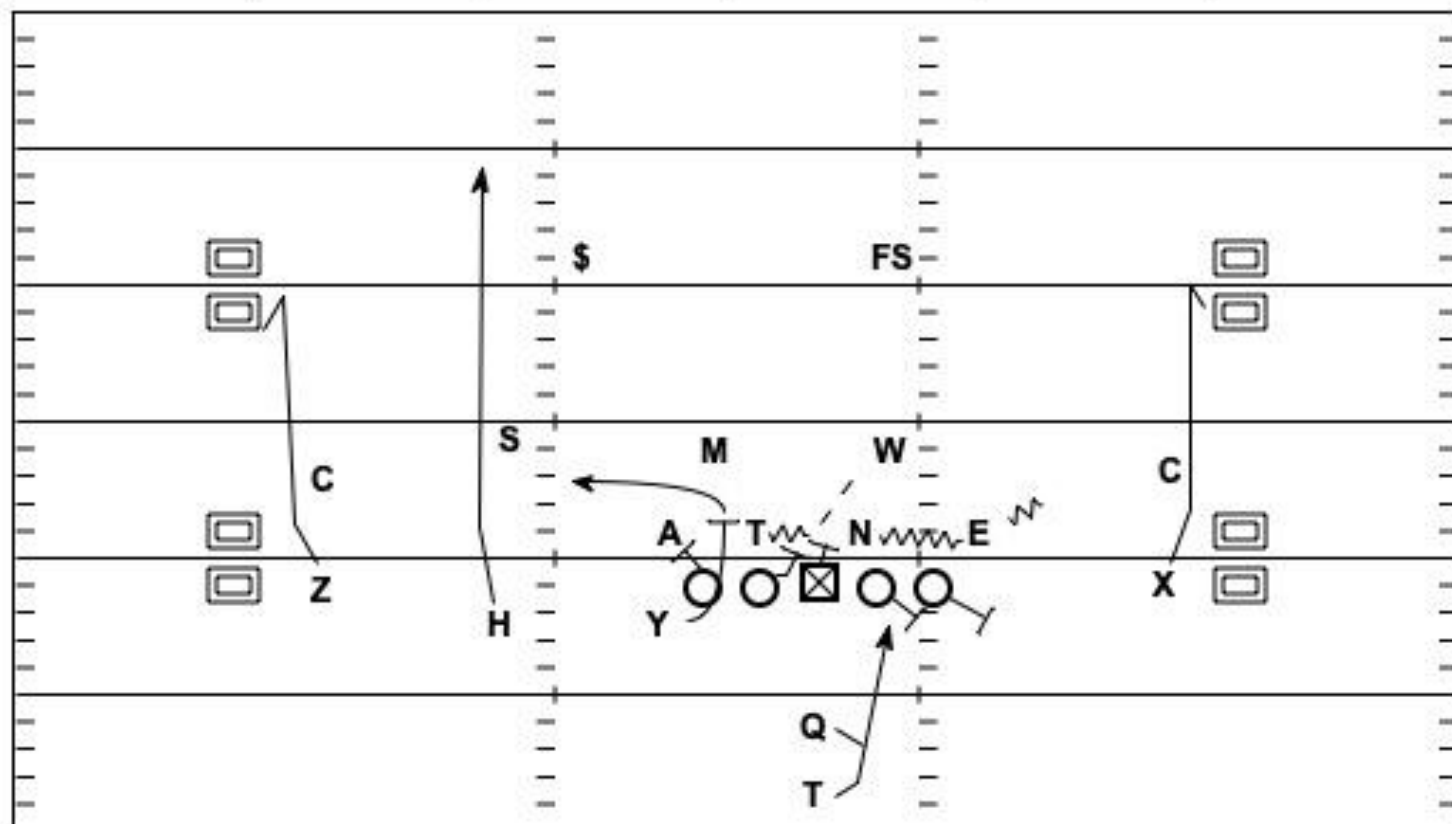
C - Drive Reach thru A-Gap up to Will Linebacker

RG - Drive Reach thru Backside A-Gap, picking up slanting 3-tech

RT - Drive Reach thru Backside B-Gap

3x1 Wing: Play-Action Comebacks

Quarter	Time	D & D	YD Line	Hash	Score
1st	7:55	2 - 8	50	RM	7 - 0



Strategy: Use Play-Action to work your comebacks (Threaten Deep Early in the Game to get the corners on their heels). Attacks 1 or 2 High Coverages.

QB Progression/Read: v. 2-high start with best comeback leverage v. 1-High read Seam to S.S. Comeback to Checkdown

X - Comeback (Break at 10 Yards)

H - Seam

Y - Check Protect Mike Linebacker to Flat Checkdown

Z - Comeback (Break at 10 Yards)

T: Fake the Run Mesh

LT - Man Locked on Anchor Jump Set

LG - Clamp Tackle to Will Linebacker

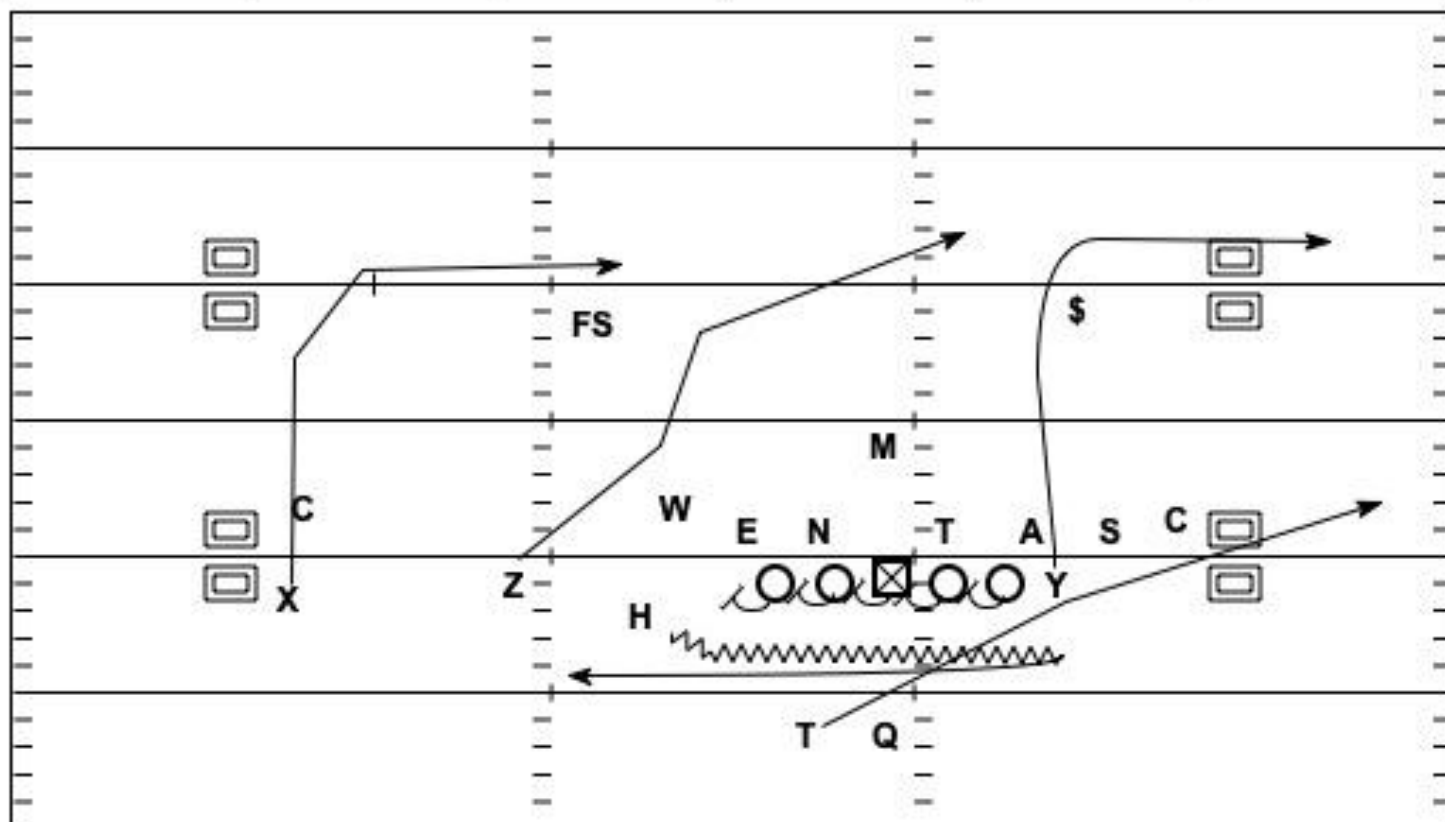
C - Clamp Tackle to Will Linebacker

RG - Slide Out to B-Gap

RT - Slide Out to C-Gap

3x1 Nub H-Echo: Play-Action Flood

Quarter	Time	D & D	YD Line	Hash	Score
2nd	13:31	2 - 2	16	R	14 - 0



Strategy: Use Motion to distract the backers. Fake the Sweep one way and hit an easy flat.

QB Progression/Read: Fake the Jet Sweep - Read Low to High on the Flood - Use the Chair Over for a safety net

X - Post-Curl, Can convert v. Man

H - Echo Motion to Fake Jet Sweep

Y - Sail

Z - Chair Over

T - Flat Across

LT - Elephants on Parade

LG - Elephants on Parade

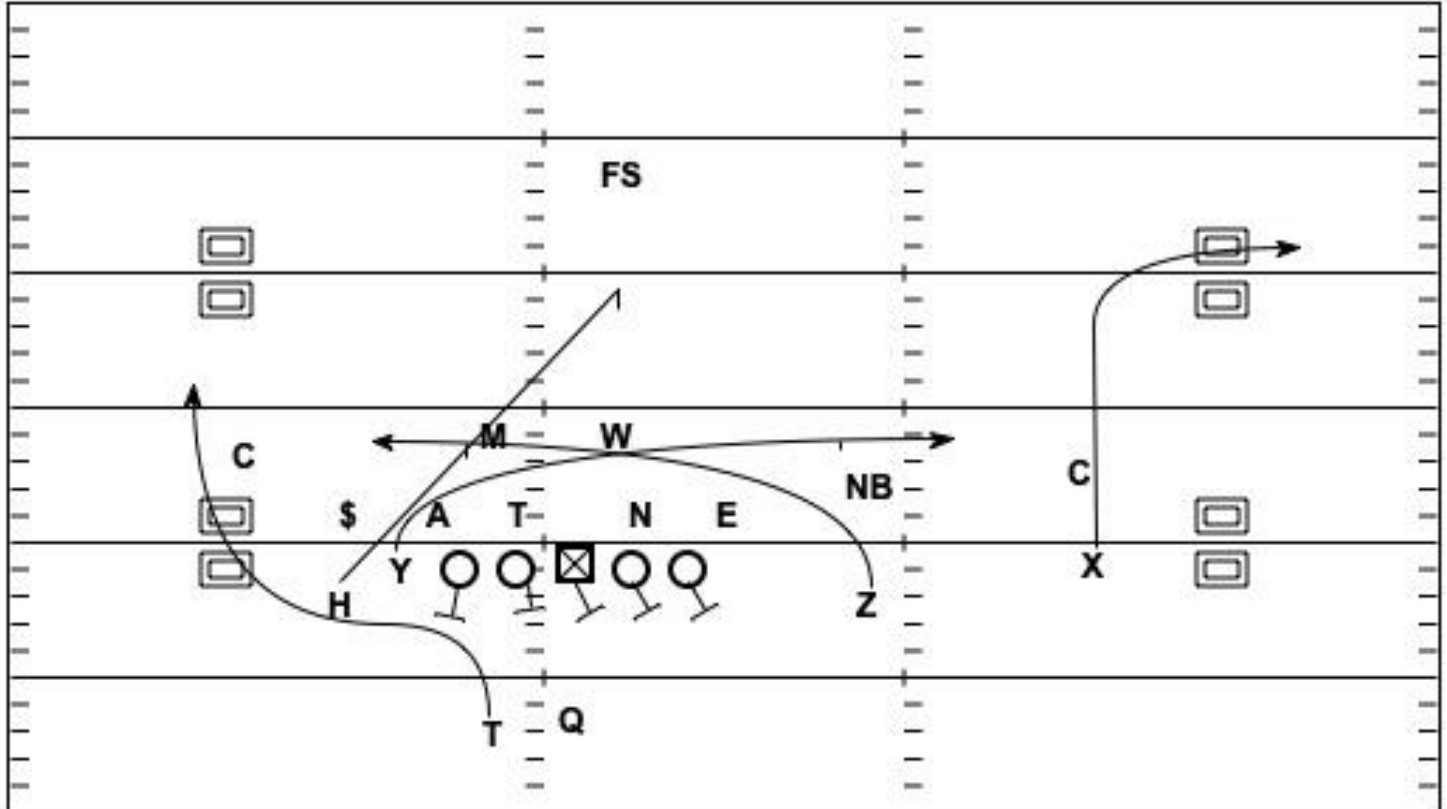
C - Elephants on Parade

RG - Elephants on Parade

RT - Elephants on Parade

*2x2 Heavy: Mesh (Spot-Wheel)

Quarter	Time	D & D	YD Line	Hash	Score
1st	5:45	1 - 10	36	L	0 - 0



Strategy: Use one of BYU's main Passing concepts early in the game to attack multiple coverages.

QB Progression/Read: Decide to either start on the Speed Out or Wheel (Based on Leverage) - Read Mesh - Spot

X - Speed Out

H - Spot

Y - Over Mesh

Z - Under Mesh

T - Wheel

LT - Man Locked on Anchor

LG - Man Locked on 2i

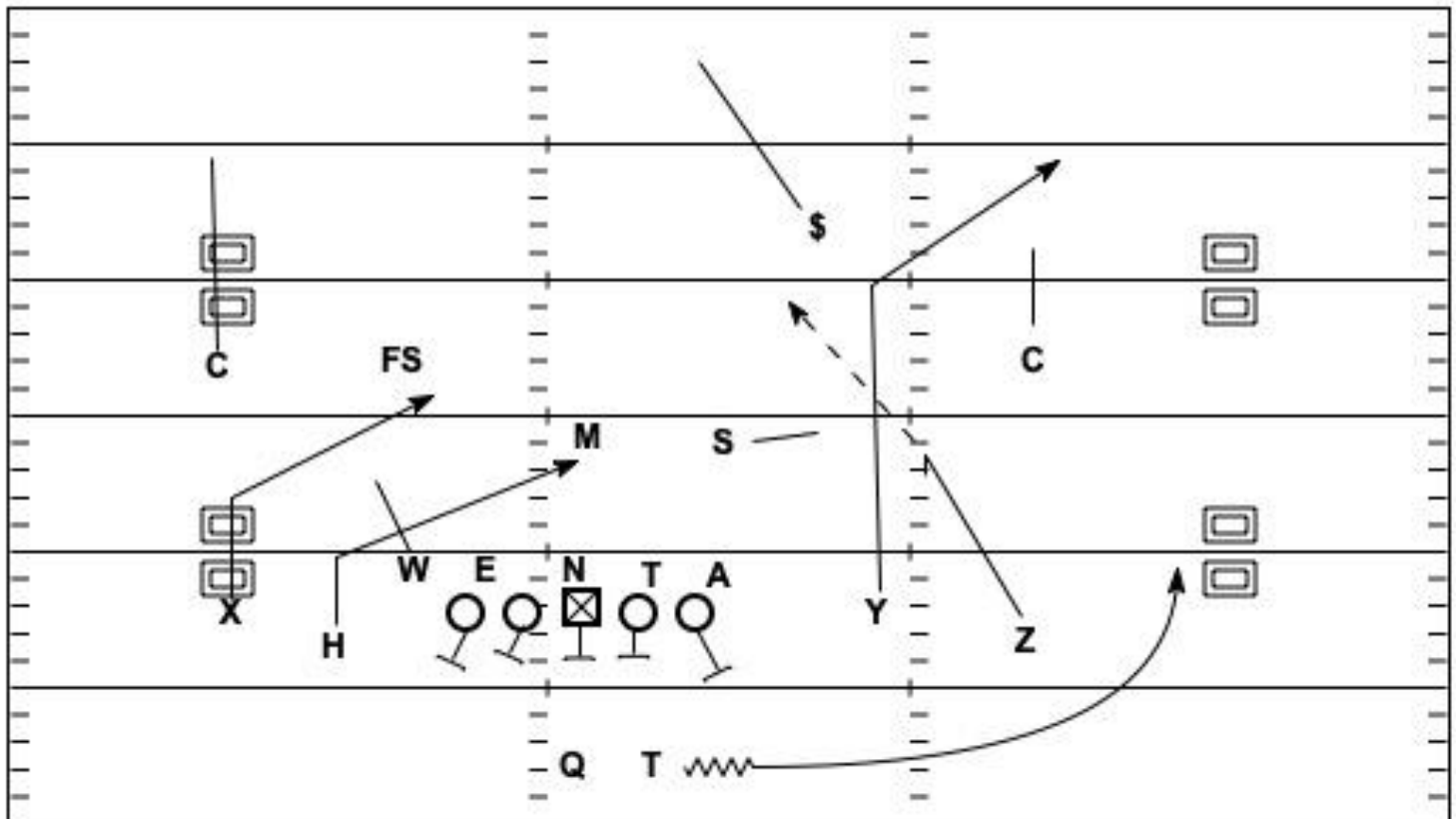
C - Slide Protect A-Gap

RG - Slide Protect B-Gap

RT - Slide Protect C-Gap

2x2 Open Burst: Snag

Quarter	Time	D & D	YD Line	Hash	Score
1st	4:00	1 - 10	29	L	0 - 0



Strategy: Easy Quick Game putting the Flat Defender in instant conflict. the Burst motion gives the RB the leverage.

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

X - Slant

H - Slant

Y - Corner (Break at 10-12 Yards)

Z - Snag, Continue v. Man

T - Burst Motion to Swing

LT - BOB Protect

LG - BOB Protect

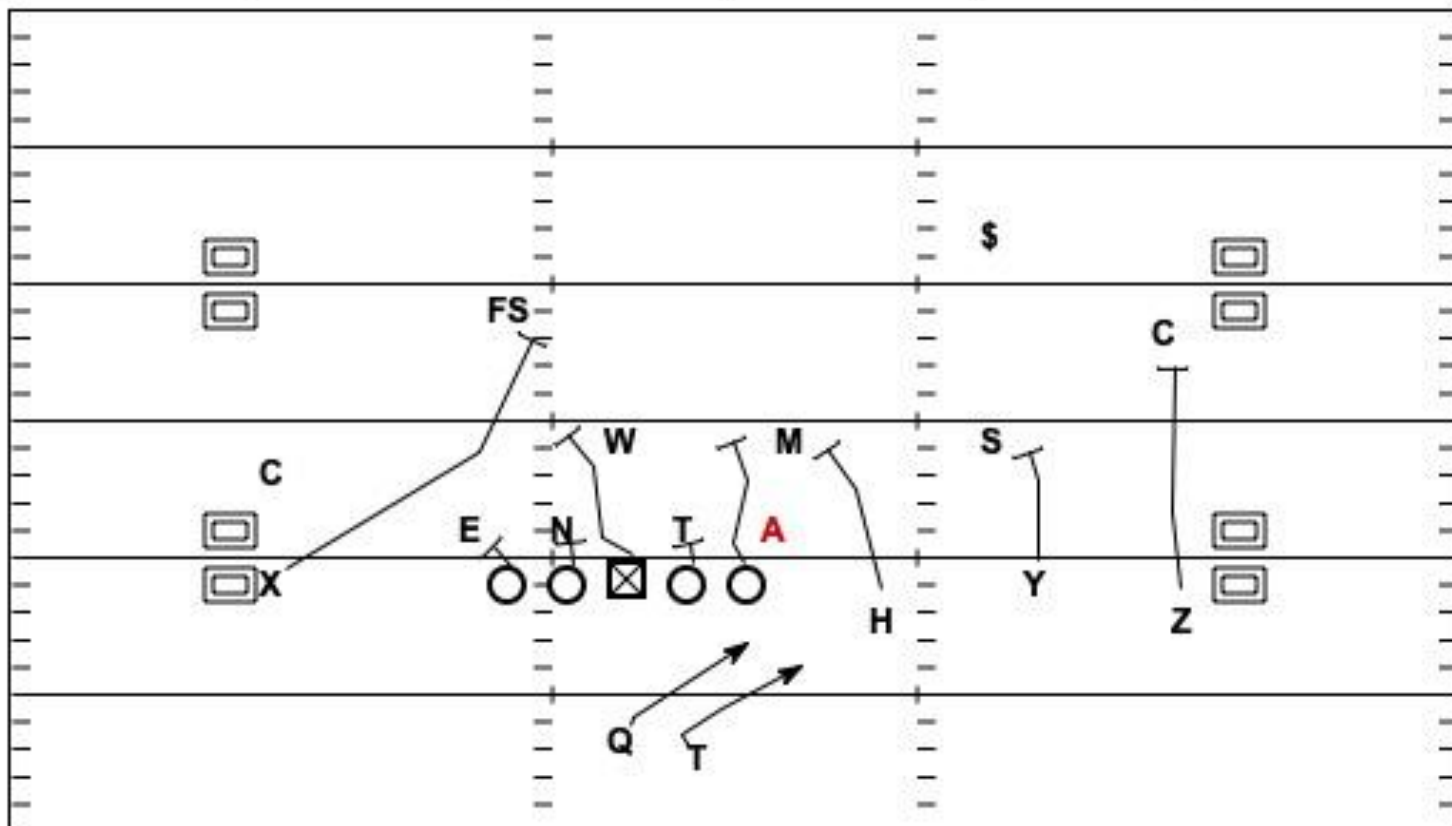
C - BOB Protect

RG - BOB Protect

RT - BOB Protect

3x1 Open: Speed Option

Quarter	Time	D & D	YD Line	Hash	Score
2nd	13:16	2 - 6	-30	LM	7 - 0



Strategy: Fake Inside Zone to Slow Down the Backers from flowing over the top

QB Progression/Read: Slight Fake of IZ to A-Level Read EMLOS

X - Cross Country Block F/S

H - Seal Mike Linebacker

Y - Block the Sam Linebacker

Z - Block Corner

T - Fake IZ Hop to Establish Pitch Relationship

LT - Inside Drive Defensive End

LG - Inside Drive Nose Tackle

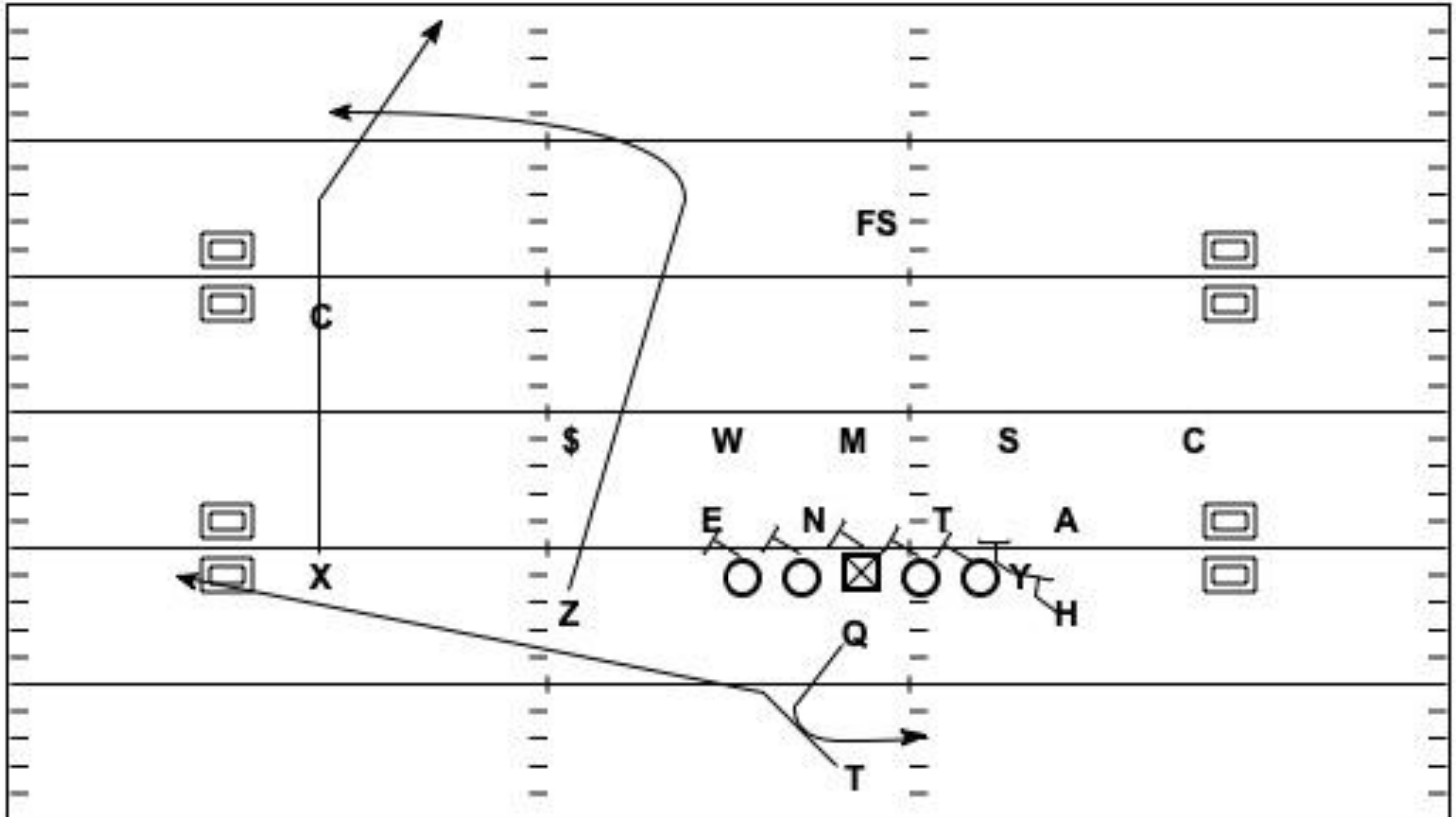
C - Check the Nose before climbing to MDM

RG - Seal off the 2i Tackle

RT - Check 2i work to Flowing Will Linebacker

2x2 Heavy: Play-Action Post (Sameside Cross)

Quarter	Time	D & D	YD Line	Hash	Score
2nd	7:56	1 - 10	36	R	14 - 0



Strategy: Use your Base Run Scheme (Stretch) as a Play-Action to take a deep shot down the field

QB Progression/Read: Skinny Post to Sameside Cross

X - Skinny Post

H - Protect Backside D-Gap

Y - Protect Backside C-Gap

Z - Sell Inside before breaking at 15-17 yards

T - Play-Action Fake Outside Zone, Flat as a Checkdown

LT - Elephants on a Parade

LG - Elephants on a Parade

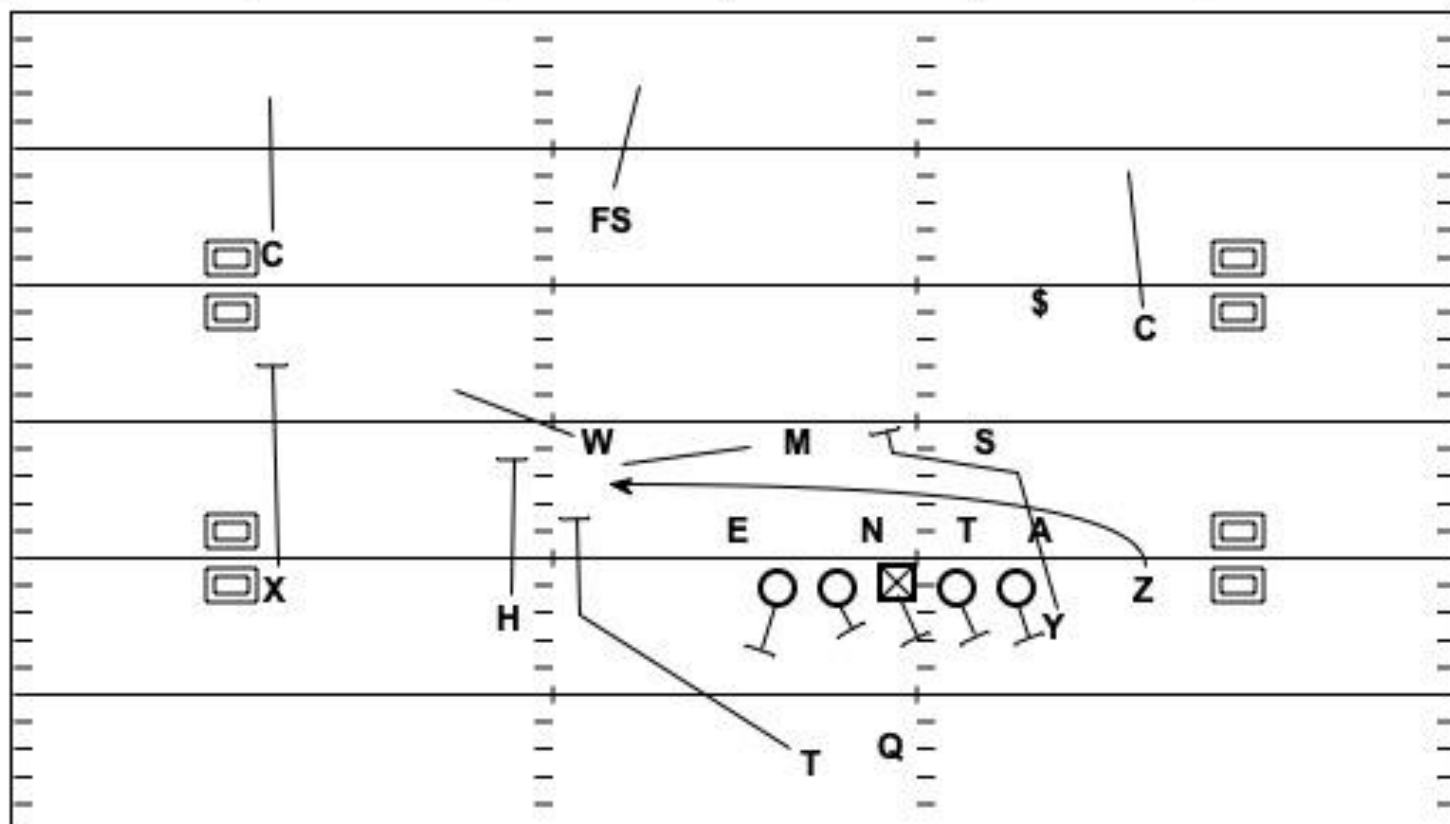
C - Elephants on a Parade

RG - Elephants on a Parade

RT - Elephants on a Parade

*2x2 Wing: Shallow Screen

Quarter	Time	D & D	YD Line	Hash	Score
2nd	:51	1 - 10	22	R	21 - 7



Strategy: Set up blocks down field for your Shallow player

QB Progression/Read: Look Off coverage to throw the Shallow

X - Run Off to Block Corner

H - Run Off to Block Will Linebacker

Y - Sell Vertical to Set up a Block on the Sam Linebacker

Z - Shallow

T - Sell attacking the Flats to blocking the Mike for the Shallow Screen

LT - Man Lock Defensive End

LG - Called into the Slide

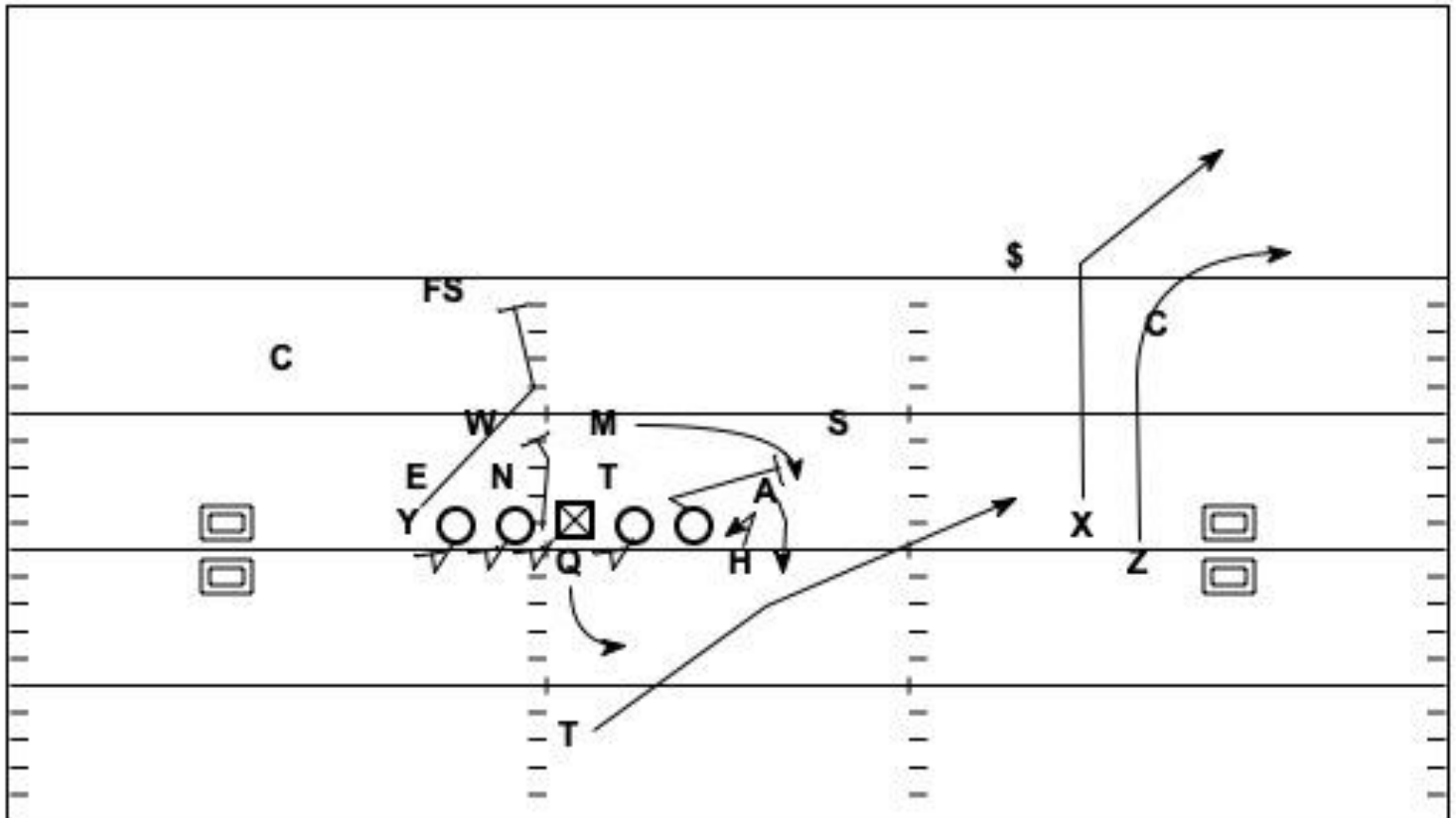
C - Slide Protect A-Gap

RG - Slide Protect B-Gap

RT - Slide Protect C-Gap

*3x1 Ace: TE Screen Off Fake Sprint Out

Quarter	Time	D & D	YD Line	Hash	Score
4th	10:35	2 - 8	8	L	21 - 26



Strategy: Sell Hard Sprint Out to the Outside, Just throw an easy underhand toss to the TE on the Screen, as everyone over pursues.

QB Progression/Read: Sell the Sprint Out - Underhand Toss to the TE

X - Distraction Corner

H - Block (Defeat) to turn and get up field reading blocks

Y - Inside Release to Block Backside F/S

Z - Distraction Deep Out

T - Distraction Flat

LT - Slide to C-Gap

LG - Slide to B-Gap

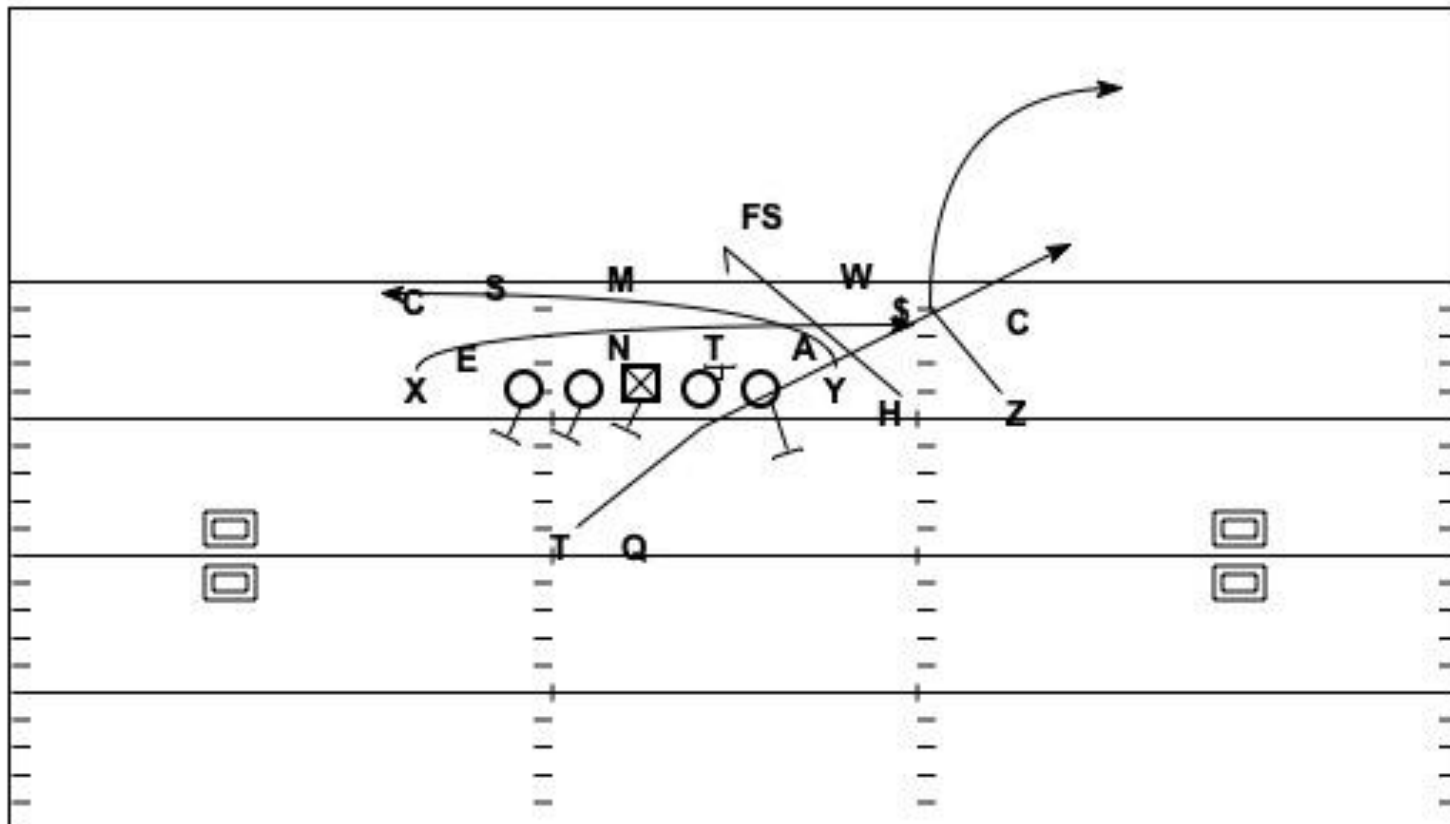
C - Slide to A-Gap (Uncovered so Climb to MDM)

RG - Slide to Playside A-Gap

RT - Step down to Flat Release Kick Out Defender over the H

3x1 Open: Mesh Pick

Quarter	Time	D & D	YD Line	Hash	Score
4th	10:35	2 pt.	3	LM	27 - 26



Strategy: Attack Man Coverage in the Low Red Zone. Work picks and rubs to open up multiple targets

QB Progression/Read: Peek Corner - RB Flat Off Pick - Under Mesh

X - Under Mesh

H - Short Spot (Pick)

Y - Over Mesh, Even More Physical (Pick)

Z - Switch Release Corner

T - Work thru the B-Gap, Working the Natural rub off the Y & H

LT - Slide Protect C-Gap

LG - Slide Protect B-Gap

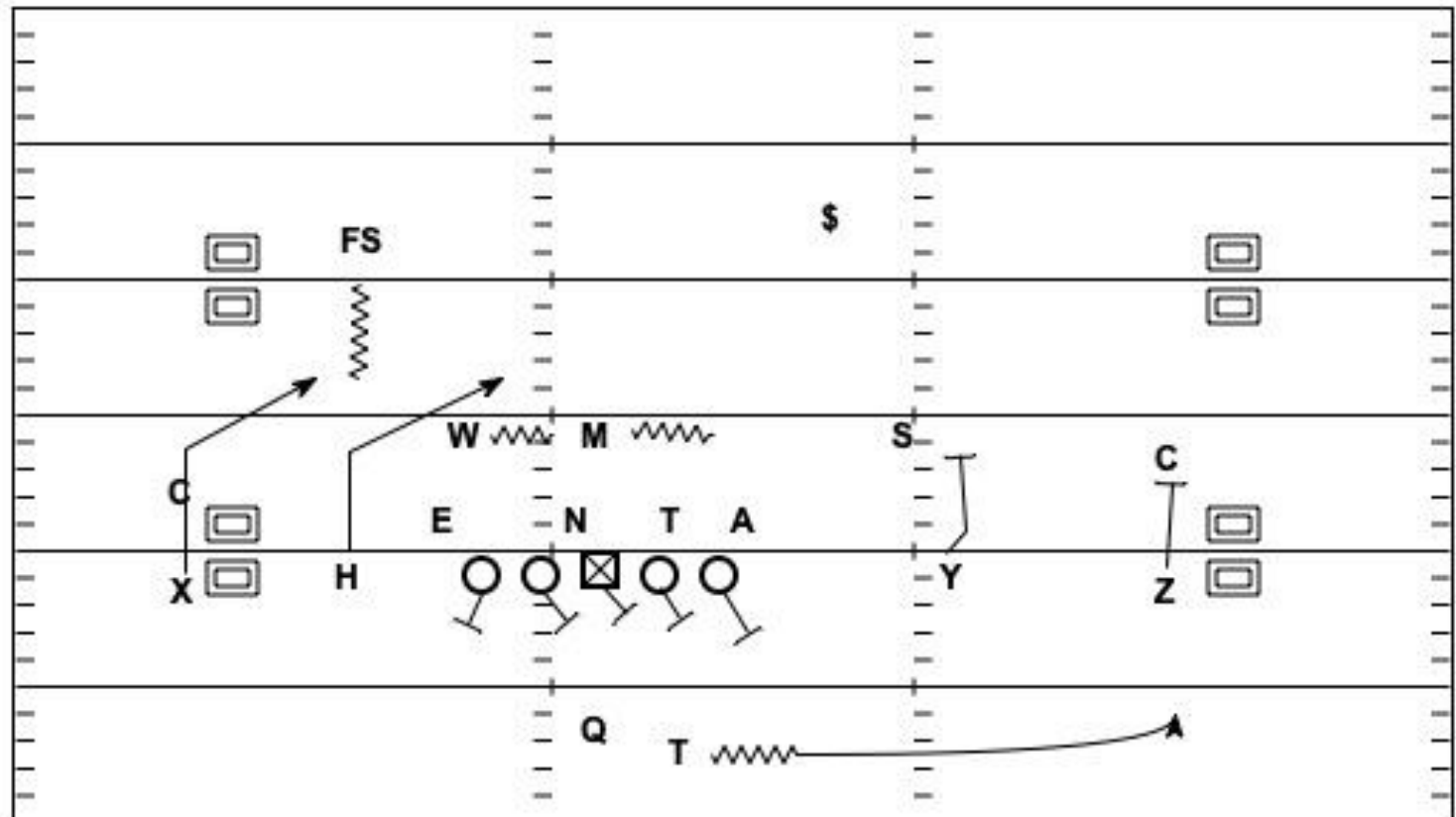
C - Slide Protect A-Gap (*Wrong Way)

RG - Man Locked on 3-Tech

RT - Man Locked on Anchor

2x2 Open Burst: Swing BS Slants

Quarter	Time	D & D	YD Line	Hash	Score
4th	9:02	2 - 10	46	L	29 - 26



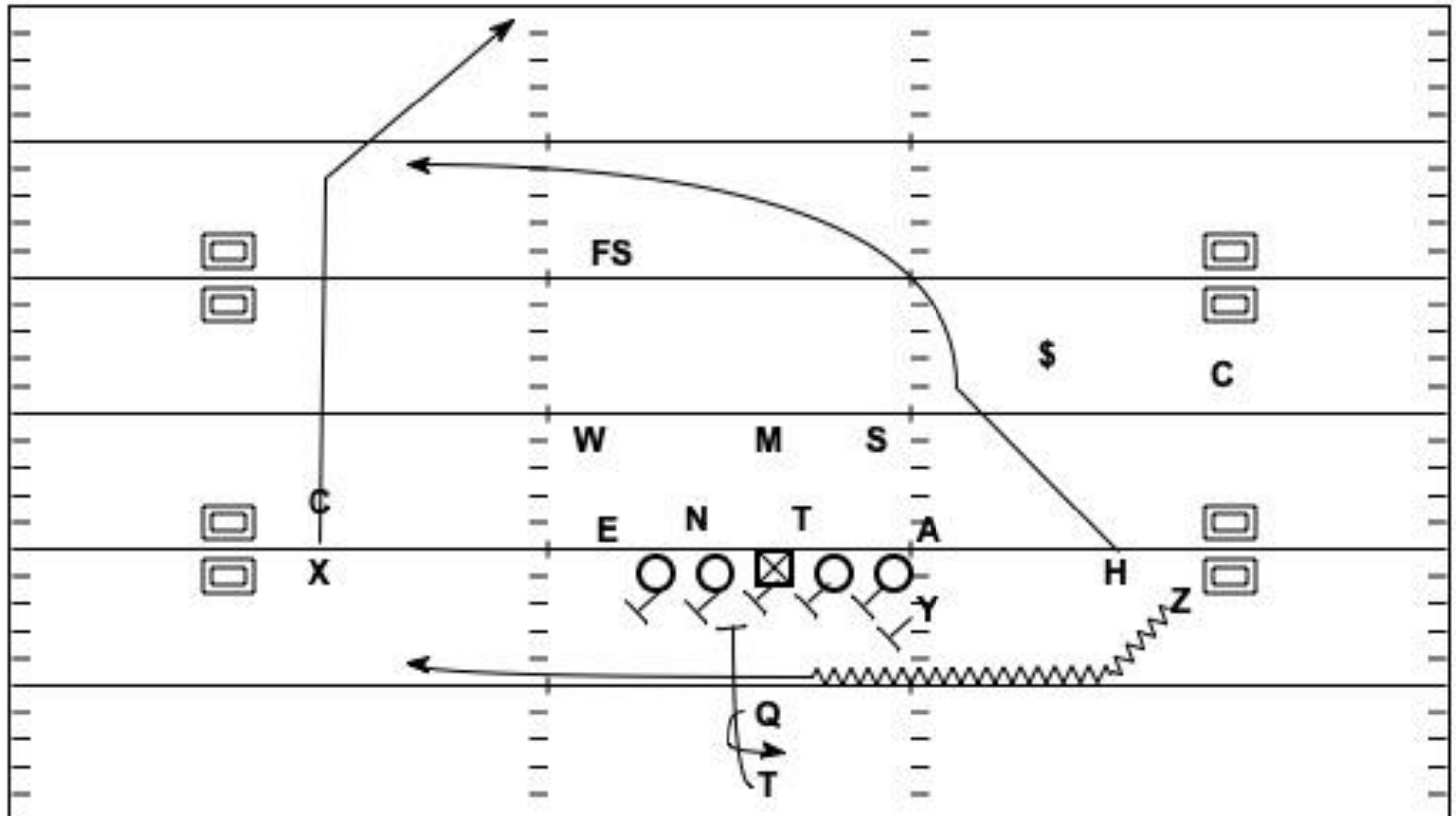
Strategy: Force the Defense to be outnumbered either on the swing or slants. Great way to create easy completions for the QB

QB Progression/Read: Work Side Opposite of the Mike Linebacker - Read Slants Inside to Outside

X - Slant	LT - Man Locked on End
H - Slant	LG - Called into Slide (Backside A-Gap)
Y - Block Sam Linebacker	C - Slide Protect A-Gap
Z - Block Corner	RG - Slide Protect B-Gap
T - Burst Motion to Swing	RT - Slide Protect C-Gap

3x1 Wing Smoke: Play-Action Post-Chaser

Quarter	Time	D & D	YD Line	Hash	Score
3rd	2:59	1 - 10	40	RM	31 - 3



Strategy: Same Play-Action concept as Post (Sameside Chaser) but the chaser is coming from the backside. Make it easy on the QB

QB Progression/Read: Post to Chaser

X - Post

H - Vertical Chaser

Y - Slide Protect C-Gap

Z - Smoke Motion to Swing

T - Downhill Play-Action Fake

LT - Playside C-Gap Protect

LG - Playside B-Gap Protect

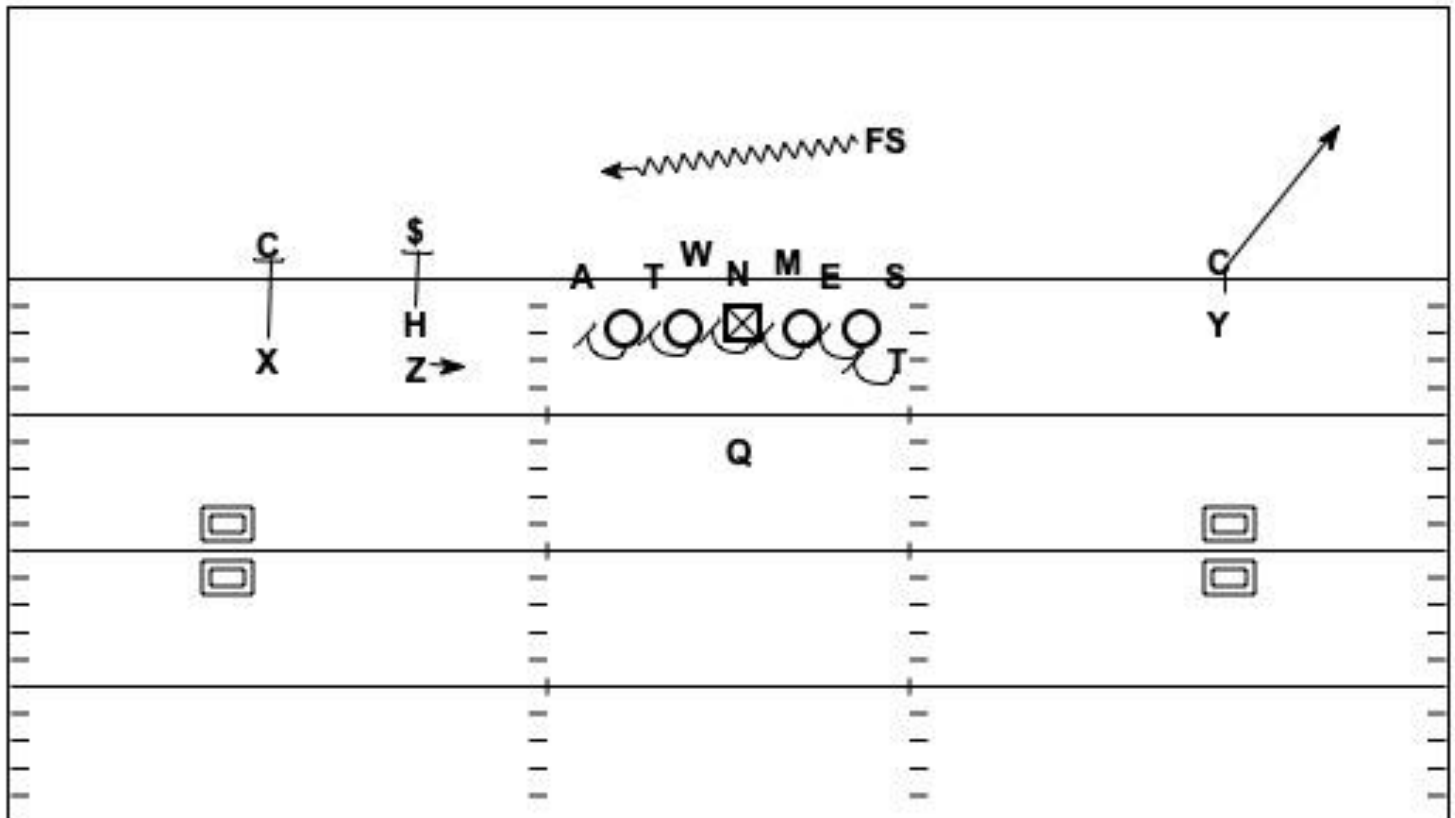
C - Playside A-Gap Protect

RG - Backside A-Gap Protect

RT - Backside B-Gap Protect

*Empty Off Stack: Slot Now

Quarter	Time	D & D	YD Line	Hash	Score
4th	11:29	2 - 1	1	M	38 - 3



Strategy: Drastic Shift to get the Numbers Advantage for the Slot Now. If they are able to adjust get a Big Bodied Receiver on a Fade

QB Progression/Read: Snap As Soon As Possible - Throw the Now if you have the #'s - If not throw the Fade

X - Block the Corner

H - Block the \$

Y - Fade

Z - Slot Now

T - Backside C-Gap Protect

LT - Slide Protect C-Gap

LG - Slide Protect B-Gap

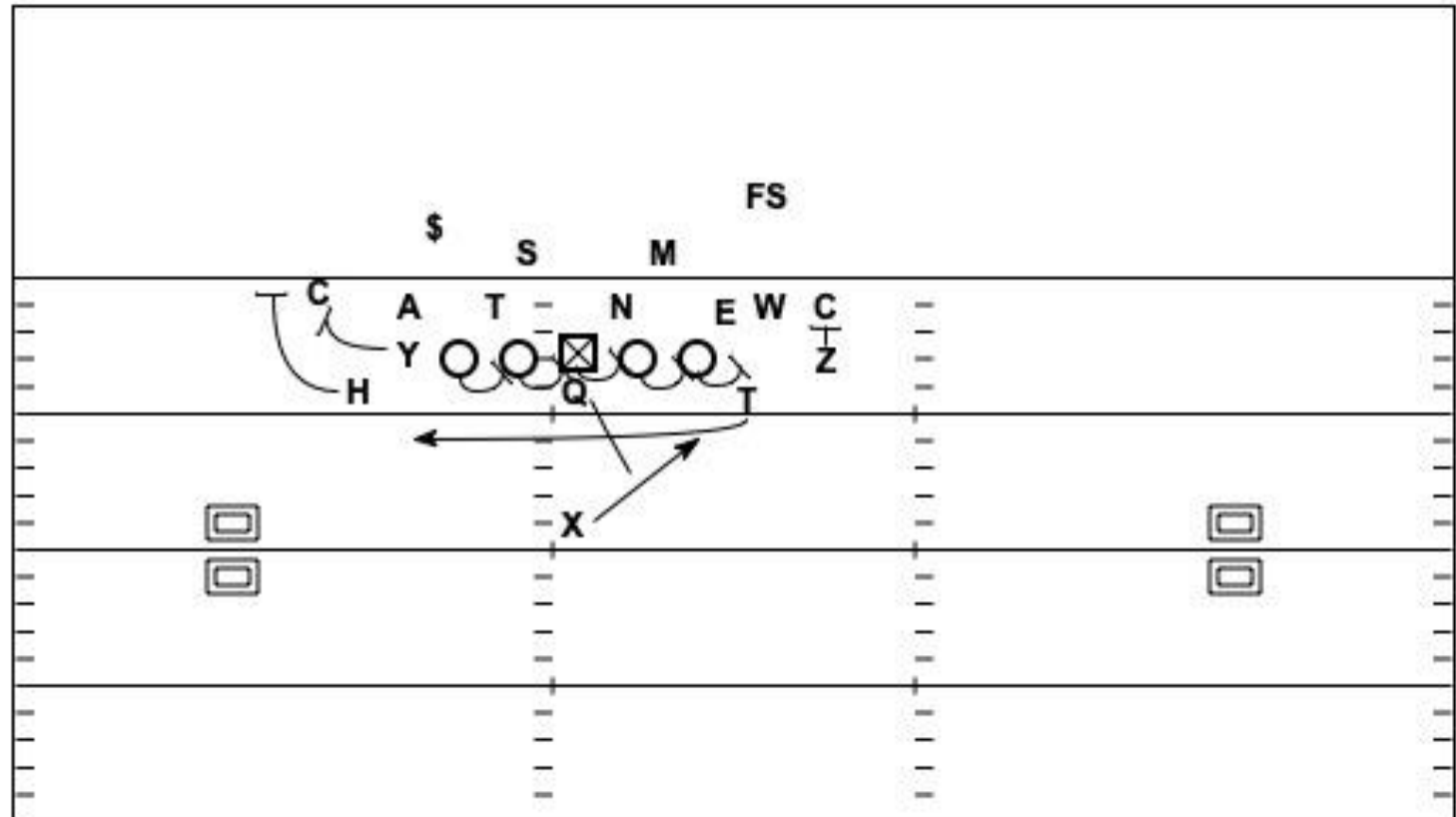
C - Slide Protect A-Gap

RG - Slide Protect Backside A-Gap

RT - Slide Protect Backside B-Gap

2x2 Heavy Tite: Sweep Fake Wide Zone

Quarter	Time	D & D	YD Line	Hash	Score
4th	7:59	1 - 2	2	L	45 - 17



Strategy: Fake Your base Run (Wide Zone) to create hesitation for the Sweep

QB Progression/Read: Hand Off to the Sweep - Fake the Wide Zone

X - Line-Up in backfield, Fake Wide Zone

H - Arc to MDM

Y - Arc to Corner

Z - Block Backside Corner

T - Align in the wing to run the Sweep

LT - Drive Reach 3-Tech

LG - Drive Reach thru A-Gap

C - Drive Reach Nose

RG - Drive Reach thru B-Gap

RT - Drive Reach thru C-Gap