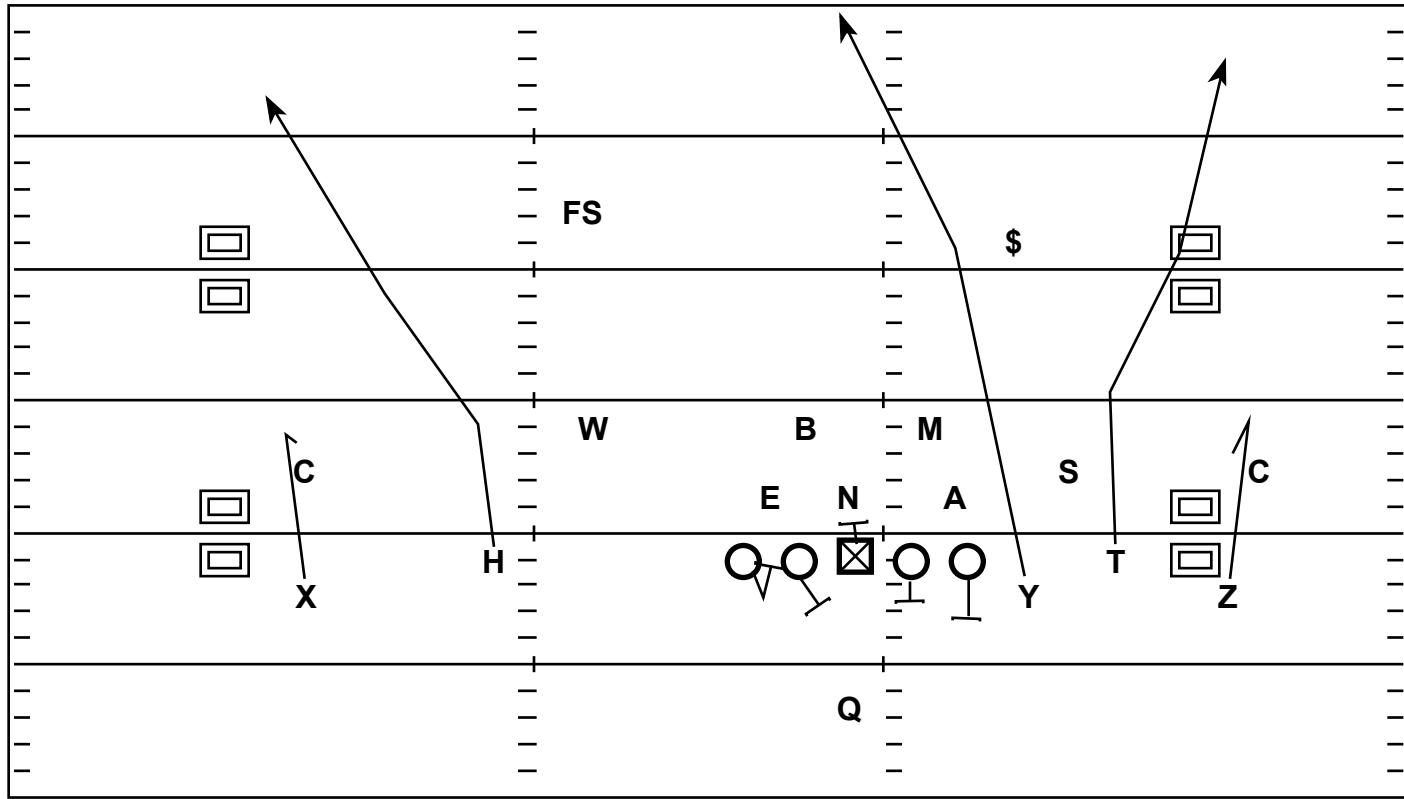


Empty: Slot-Fade Seam

Quarter	Time	D & D	YD Line	Hash	Score
3rd	12:27	1 - 10	39	R	14 - 14



Strategy: Great Empty Concept whether forcing a one on one with the Slot-Fade v. a 1-high or putting the \$ in conflict between the Slot-Fade and the In Breaking Seam

QB Progression/Read: Start with the High/Low Slot-fade option before moving on to reading the \$, throw opposite of him.

X - Short Hitch
H - Slot-Fade
Y - Seam (In Breaking)
Z - Short Hitch
T - Slot-Fade

LT - Man Locked End
LG - Man on Buck looking to help on Nose
C - Man Locked on Nose
RG - Man on Mike looking to help on Nose
RT - Man Locked on Anchor