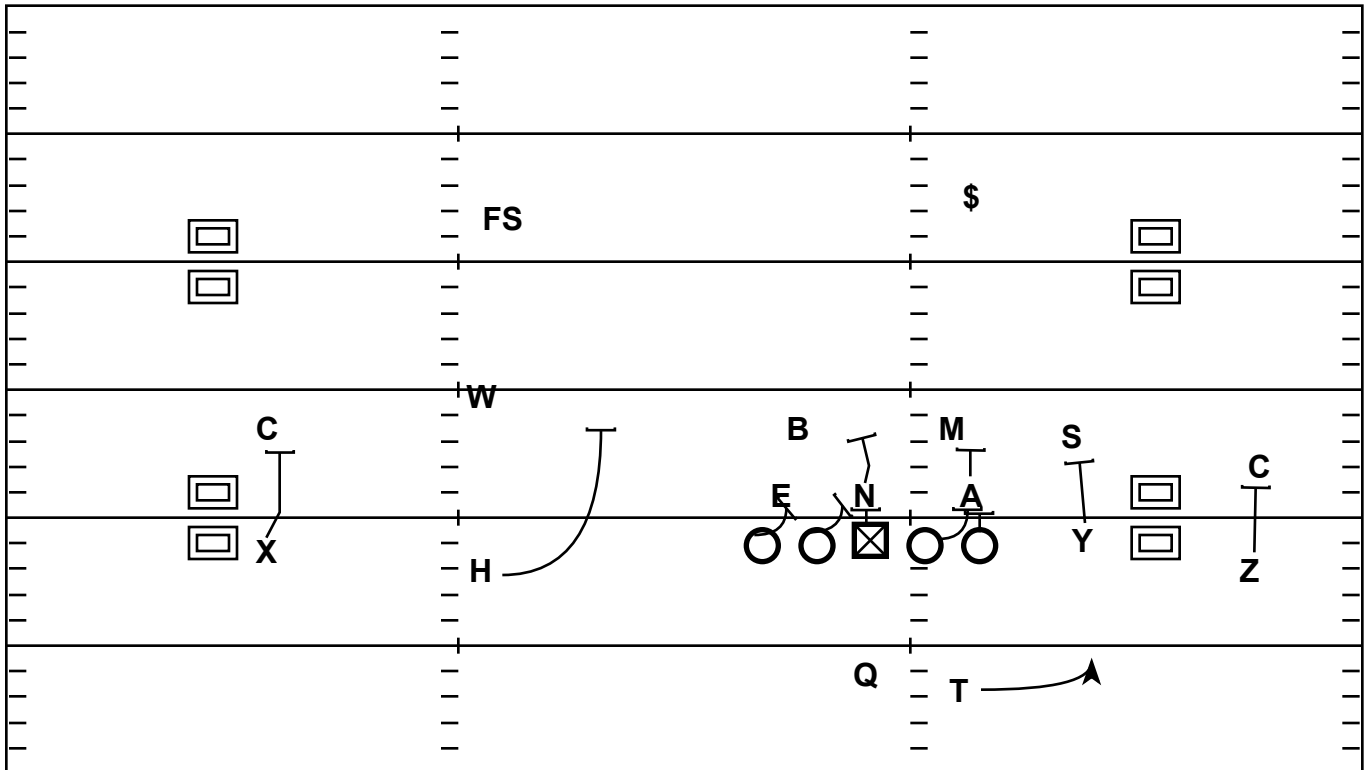


2x2 Open: OZ Toss

Quarter	Time	D & D	YD Line	Hash	Score
4th	8:51	1 - 10	-6	R	14 - 28



Strategy: Hit the perimeter right away with a Toss concept. Should give the Offensive Line the advantage against the Tite Front

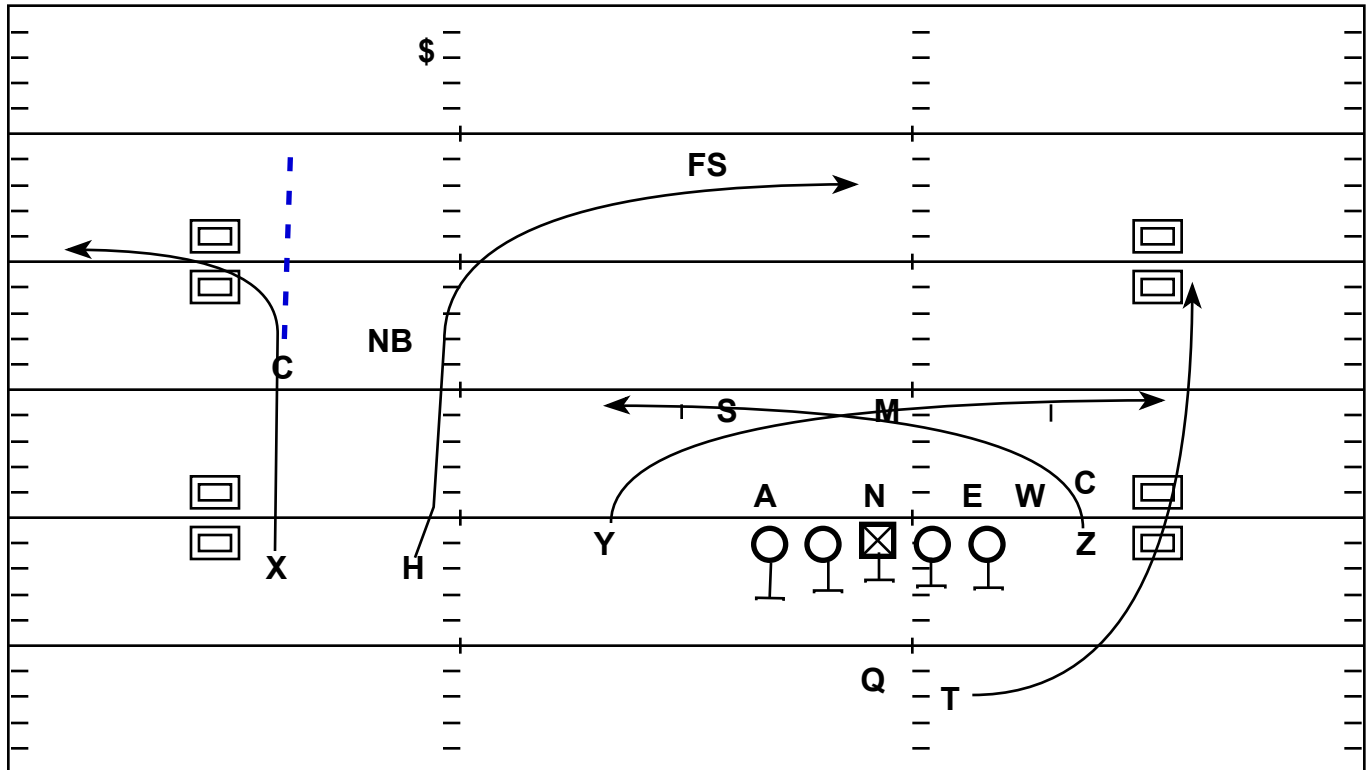
QB Progression/Read: Toss to the Runningback

X - Backside Block Corner
H - Backside Block Will Linebacker
Y - Seal Sam Linebacker
Z - Block Playside Corner
T - Catch Toss & Hit it outside

LT - Backside Cut Off 4i End
LG - Reach Combo Nose to Buck Linebacker
C - Reach Combo Nose to Buck Linebacker
RG - Reach Combo Anchor to Mike Linebacker
RT - Reach Combo Anchor to Mike Linebacker

3x1 Open: Mesh

Quarter	Time	D & D	YD Line	Hash	Score
1st	14:55	1 - 10	-27	R	0 - 0



Strategy: Bread n' Butter passing concept for Miss. State that attacks multiple forms of coverage (Man / Zone)

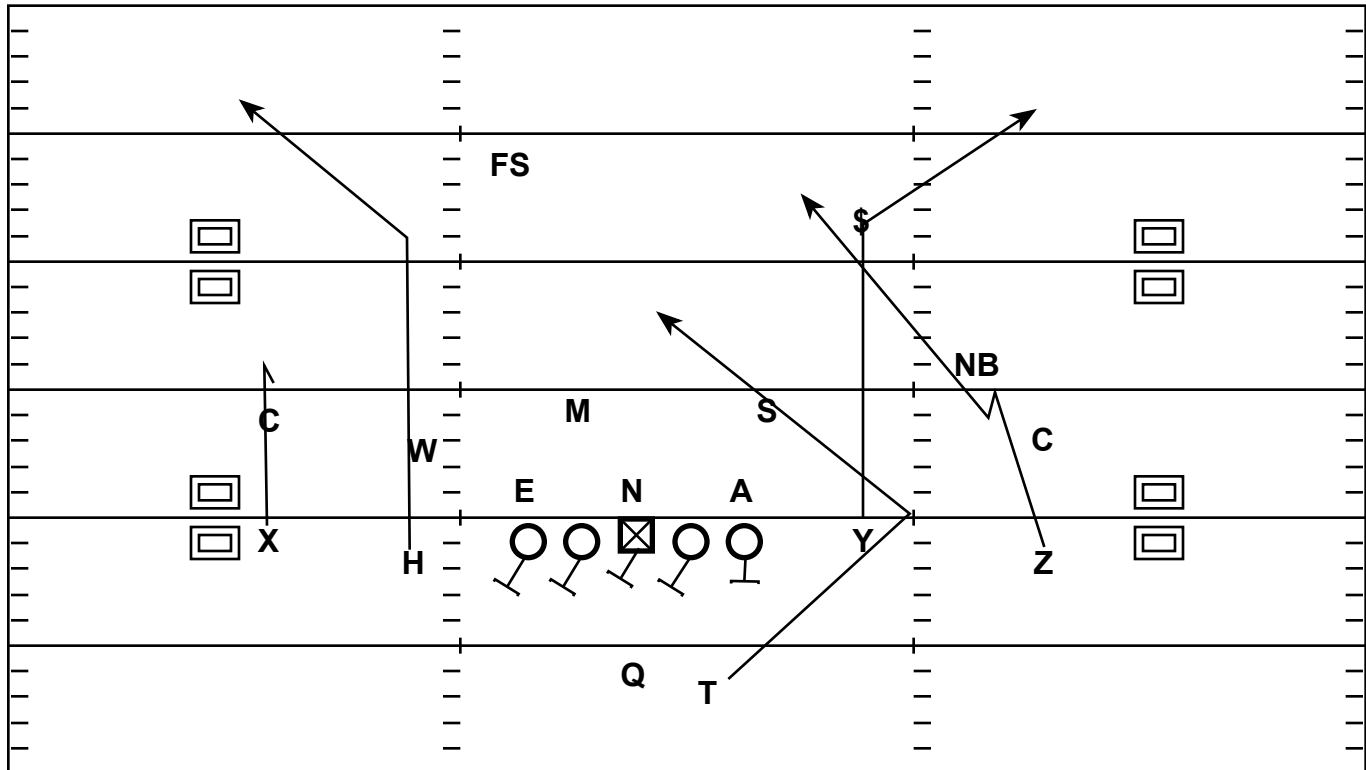
QB Progression/Read: Deep Out - Mesh - Dig (Wheel can be 1st against certain looks)

X - Deep Out
H - Dig
Y - Over Mesh, Set the Depth / Settle v. Zone - Run v. Man
Z - Under Mesh, Close the Distance / Settle v. Zone - Run v. Man
T - Wheel

LT - Box Protect, Set to Anchor
LG - Box Protect, Set to Mike Linebacker - Look to Help
C - Box Protect, Set to Head up Nose
RG - Box Protect, Set to 4i look to help back w/ center
RT - Box Protect, Set to Will Linebacker back to 4i

*2x2 Open: Snag n' Go

Quarter	Time	D & D	YD Line	Hash	Score
1st	13:38	2 - 10	-48	LM	0 - 0



Strategy: Fake one of your top quick game concepts hoping to get defenders to bite then hit them deep. If defense drops then RB Angle becomes wide open.

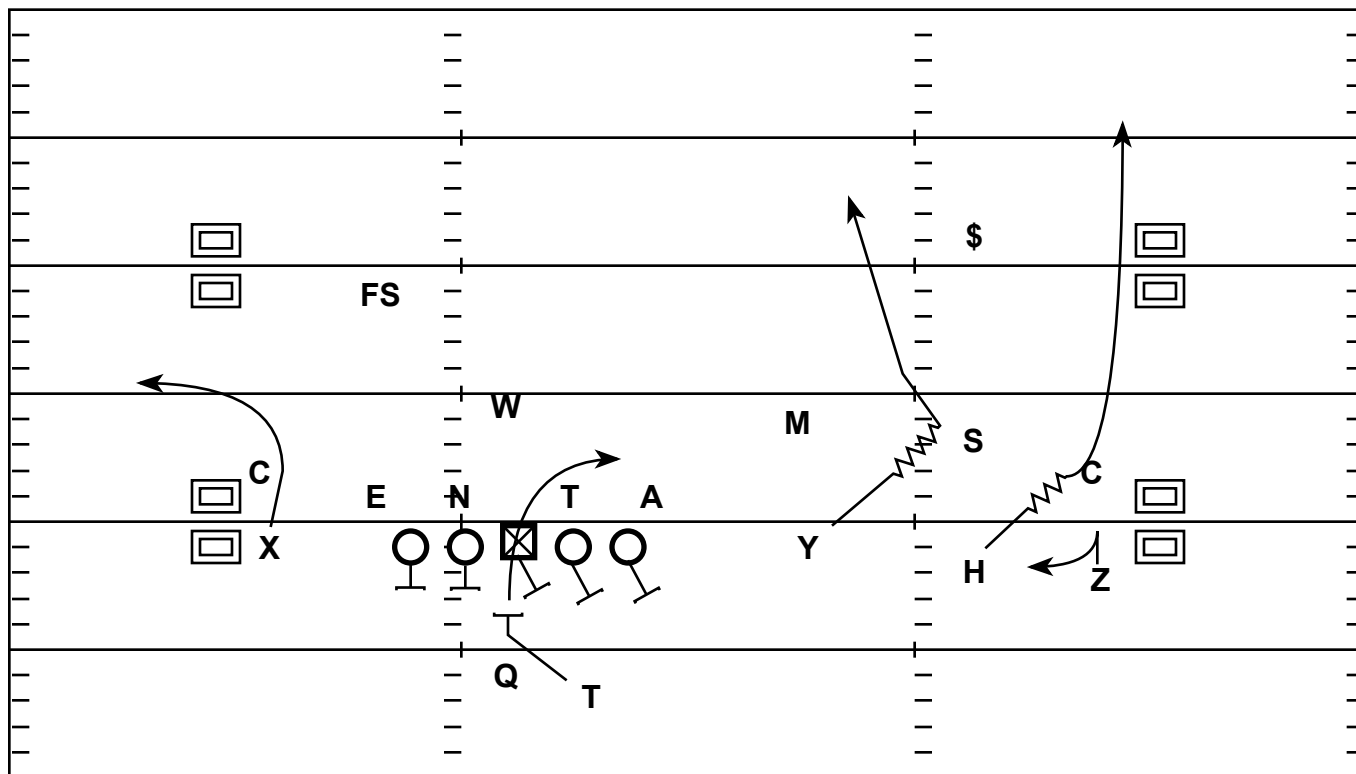
QB Progression/Read: Only look Smash against perfect looks (High/Low Corner) - Read Snag n' Go to Angle

X - Hitch
H - Corner, Break at 10-12 Yards
Y - Corner, Break at 10 -12 Yards
Z - Snag n' Go
T - RB Angle

LT - Slide Protect C-Gap
LG - Slide Protect B-Gap
C - Slide Protect A-Gap
RG - Called into the Slide
RT - Man Locked on Anchor

3x1 Open: Tunnel Sucker

Quarter	Time	D & D	YD Line	Hash	Score
4th	6:09	2 - 5	-34	L	37 - 34



Strategy: Protect your base screen (Tunnel) and exploit the leverage that the defenders try to gain on the Tunnel

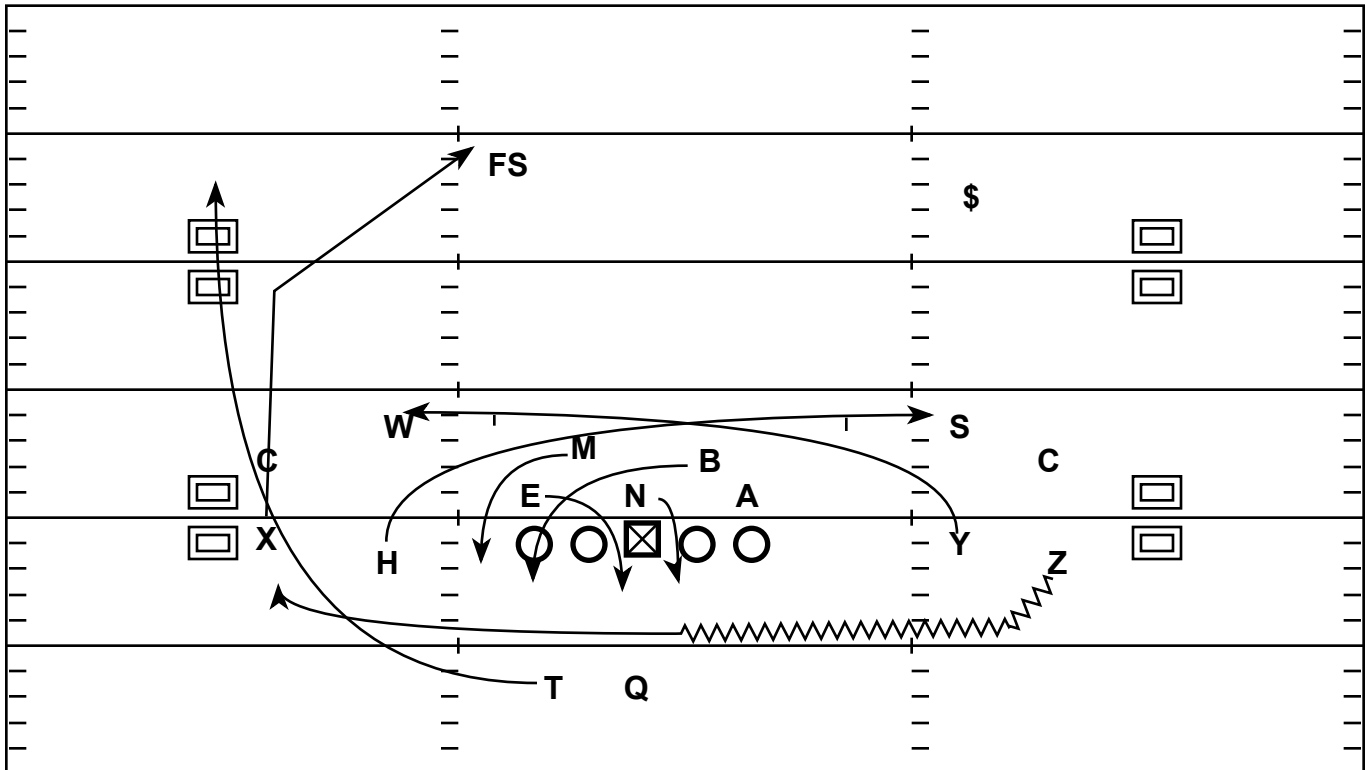
QB Progression/Read: Pump the Tunnel - Vertical Sucker to Angle Sucker

X - Speed Out
H - Pretend to Block to Vertical
Y - Pretend to Block to Angle Out
Z - Fake the Tunnel
T - Check Protect Will to Out Checkdown

LT - Man Locked on End
LG - Man Locked on Nose
C - Slide Protect A-Gap
RG - Slide Protect B-Gap
RT - Slide Protect C-Gap

2x2 Open Smoke: Mesh Post-Wheel

Quarter	Time	D & D	YD Line	Hash	Score
3rd	5:01	1 - 10	-24	M	20 - 24



Strategy: Use Motion to mess w/ Man Coverage and add another head ache for the defense as you run your base passing concept.

QB Progression/Read: Post-Wheel - Mesh - Scramble

X - Short Post	LT - Man Locked on End
H - Under Mesh, Close the Distance / Settle v. Zone - Run v. Man	LG - Called into the Slide
Y - Over Mesh, Set the Depth / Settle v. Zone - Run v. Man	C - Slide Protect A-Gap
Z - Smoke Motion to Swing	RG - Slide Protect B-Gap
T - Wheel	RT - Slide Protect C-Gap