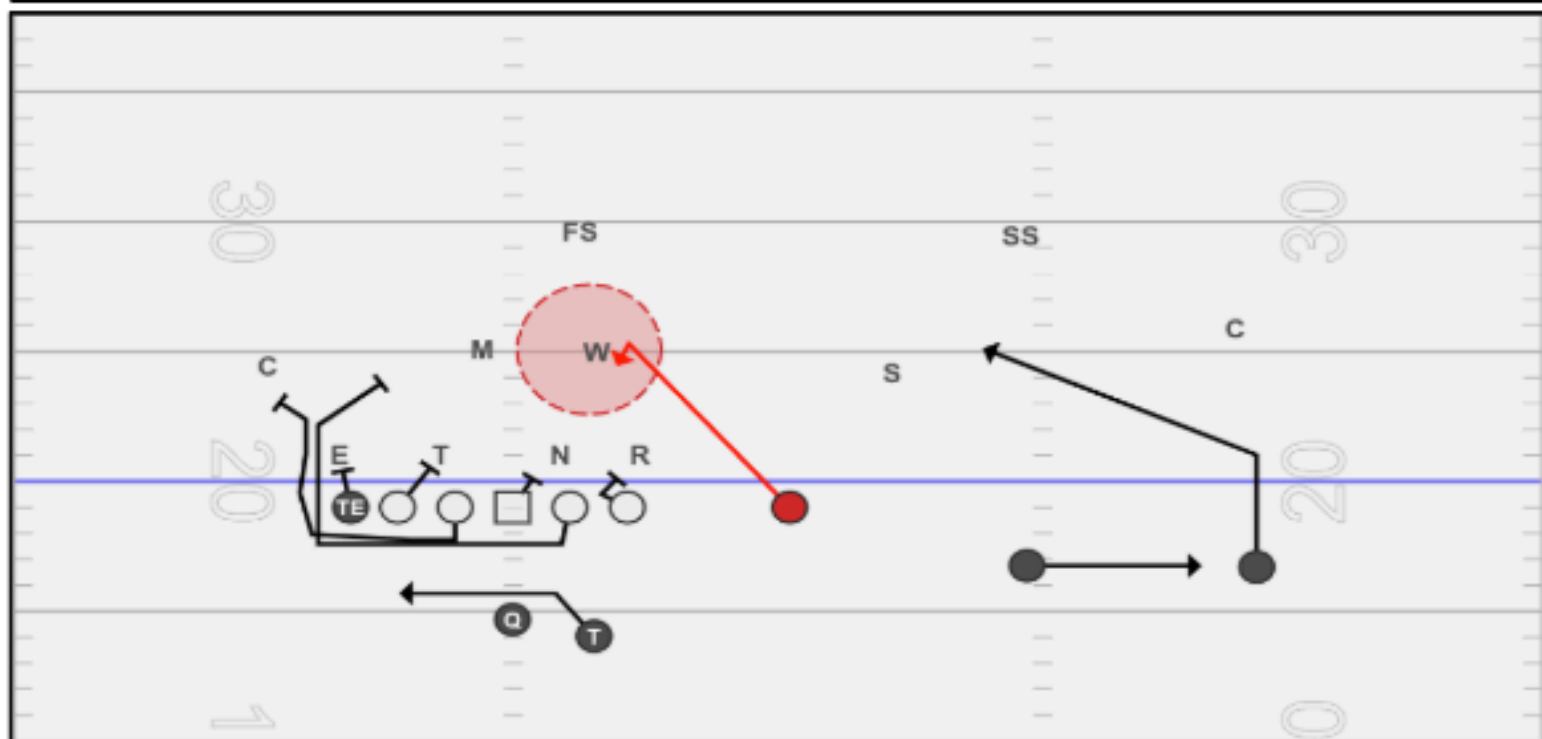


TREO SAINT "LOOK"



C.P. 3-MAN SURFACE (INSIDE BACKER TRIGGER READ RPO)

QB: FOOTWORK: Slide Shuffle Bucksweep with 4-man Shuffle A to B Gap (Decision is made before ball crosses mid-line)

(Pre-Snap):

Where is Sam?

Ideal look = apex 3 & 2 WR to clear up look route stem.

(Post-Snap): Look Concept

Read BS Inside LB in Box

If Triggers 2 steps to run scheme;

Throw the Look. If no Trigger; Ride BuckSwp Mesh & Fake throw

4: Alignment: Backside; Regular B-Gap Alignment
2 steps up downhill to mesh (inside foot first)
Then stick foot in ground getting lateral looking for FSG kick
Stretch the Sidewalk & Bang the ball vertically under kick.

3: Alignment: Frontside (In Line Tight End) 2 pt Stance
Block C-Gap Player to #1 LB In Box

5: Alignment: **(Field)** Hash (Plus Split)
Control Bubble
Jap upfield one step & back pedal bubble (pull apex player)

2: Alignment: **(Field)** - #'s (Max Split)
3-Step Slant

9: Alignment: **(Field)** 5 to 7 yds away from Tackle
Look Route
"Invade Space" of BS LB in Box, Do not Umpire (backjudge)
Use Referee as shield and rub.before & after catch.

Secure BS B Gap Hinge

BST: Pick & Hinge

#2 LB in Box
BSG: Full Bucket Open & Wrap
Around 3-Man's Pin Block w/ Eyes on
2 LB In Box
Vs: Deuce Call: Pull & Kick Force

Backside A Gap

C: VS. Even: Back Block For Pulling G
VS Odd: On, On Call (Block NG)
VS. Even (Under): Make "Deuce Call"

Kick Force Player

PSG: Full Bucket, Question Mark Kick
Force Player, Going right off
3-mans Block.

Frontside B Gap

PST: Down Block Frontside B-Gap
Vs Under Front: Deuce Call to
#2 LB in Box
Vs. Odd: On,On Call