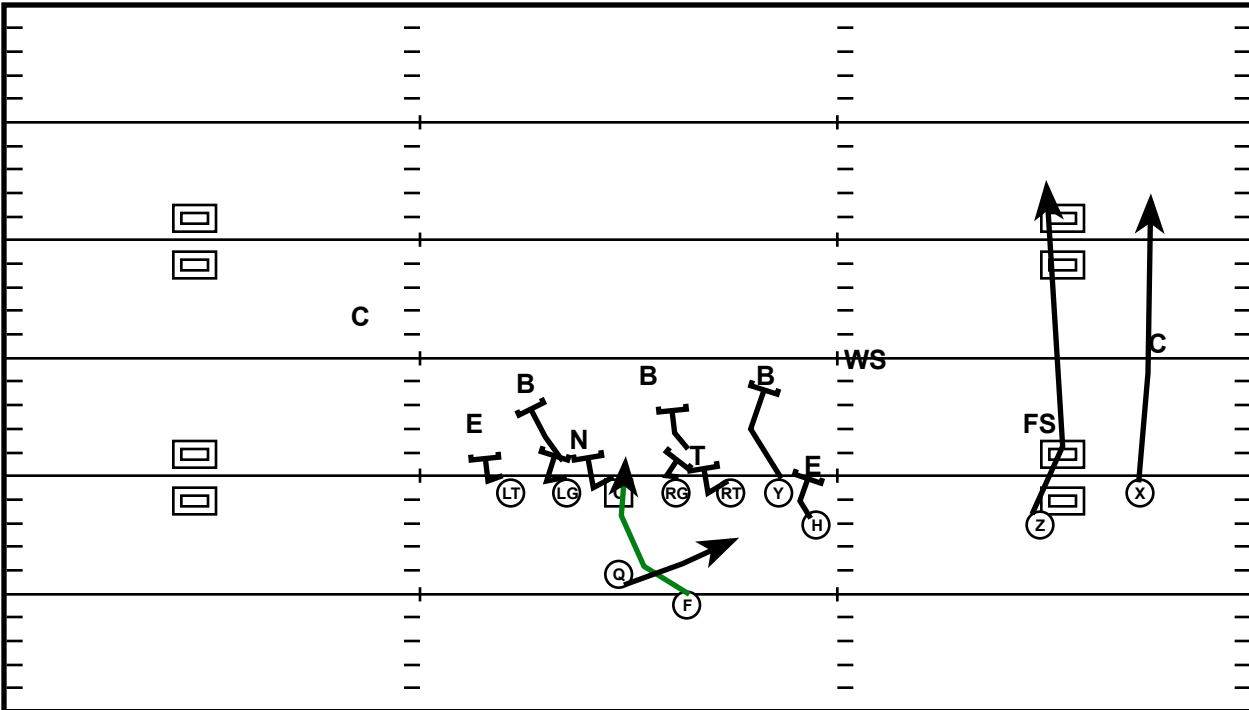


## Twins Right Over Zone read left (M)

Drive	Time	D & D	Result	Score
Minn 1	14:24 Q1	1st & 10 (-5)	Run +9	0-0

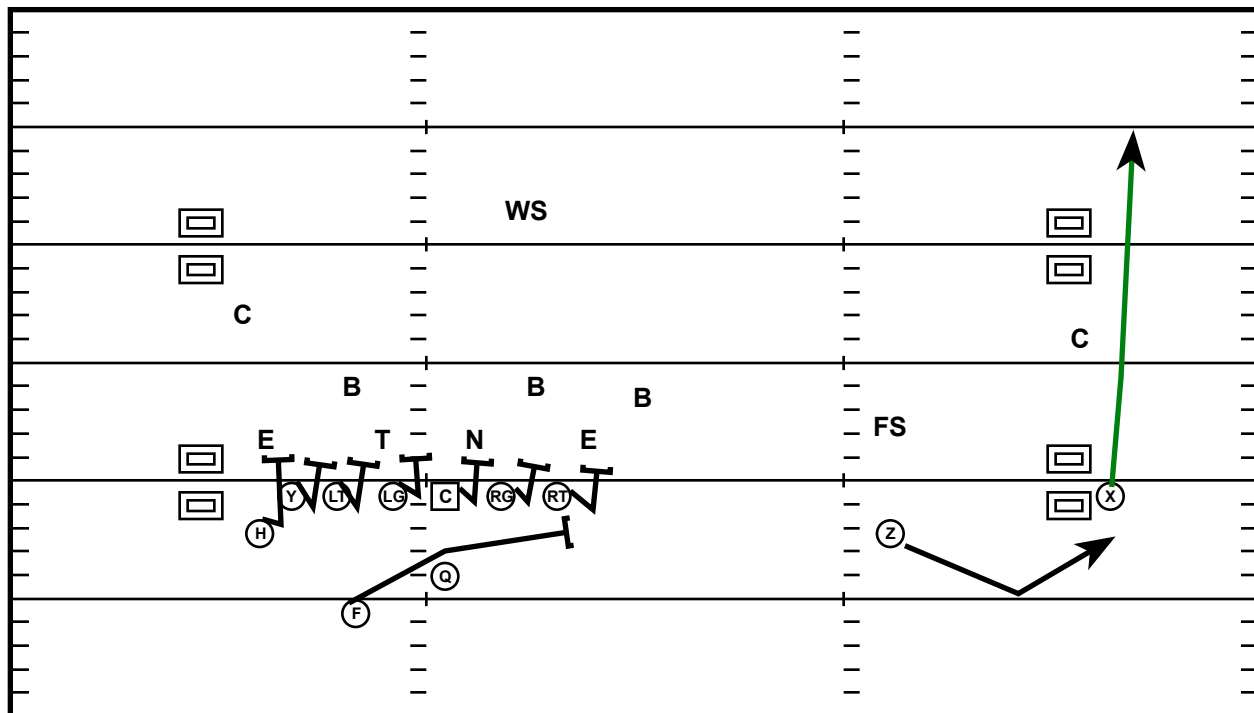


RT	Combo the tackle - work to backer	<p><b>*Inside zone is staple in this offense. Being able to run in from multiple formations is beneficial.</b></p> <p><b>* Being able to read the edge defender and giving the defense something else to worry about is a nice variation</b></p> <p><b>* With this formation they have enough bodies to account for all defenders in the box. But also have the option to read the end pending his movement.</b></p>
RG	Combo the tackle - work to backer	
C	Combo the nose - Work to backer	
LG	Combo the nose - work to backer	
LT	Step to playside C Gap	
Y	Inside zone steps	
X	Run off	
Z	Run Off	
H	Inside zone block	
F	Inside zone steps	
Q	Read edge defender	



## Twins Left Broncos (L)

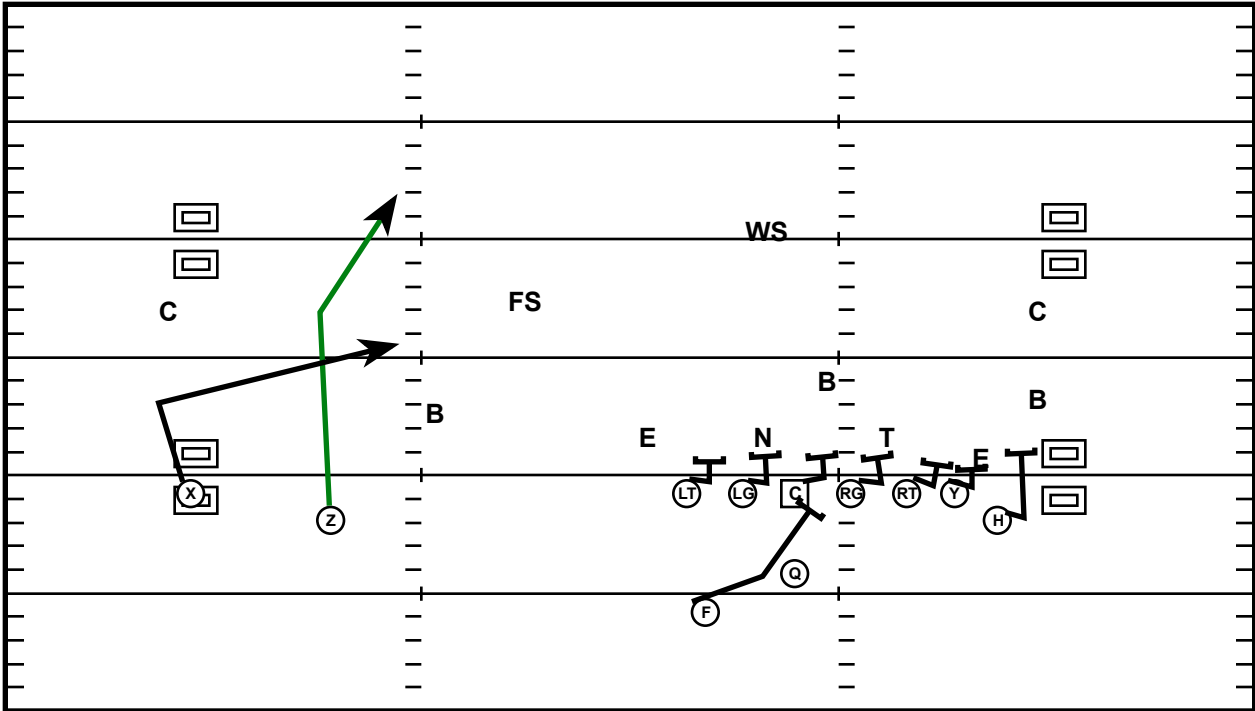
Drive	Time	D & D	Result	Score
Minn 1	12:21 Q1	2nd & 9 (-34)	Pass Comp +66 Touchdown	0-0



RT	Slide Protection Right	<p><b>*This Play was the same alignment that Minn. Had been using for most of their first two drives</b></p> <p><b>* They had run mostly inside zone in this formation so they give the illusion of another zone play and then playaction off it it.</b></p> <p><b>* Simple Bubble/Go concept on the outside and the safety never makes it back over the top of the Fade concept.</b></p>
RG	Slide Protection Right	
C	Slide Protection Right	
LG	Slide Protection Right	
LT	Slide Protection Right	
Y	Slide Protection Right	
X	Fade	
Z	Bubble	
H	Slide Protection Right	
F	Run action fake. Responsible for alley crash	
Q	Read Corner for bubble; Hole throw	

## Twins Right Over Raptor Baylor (R)

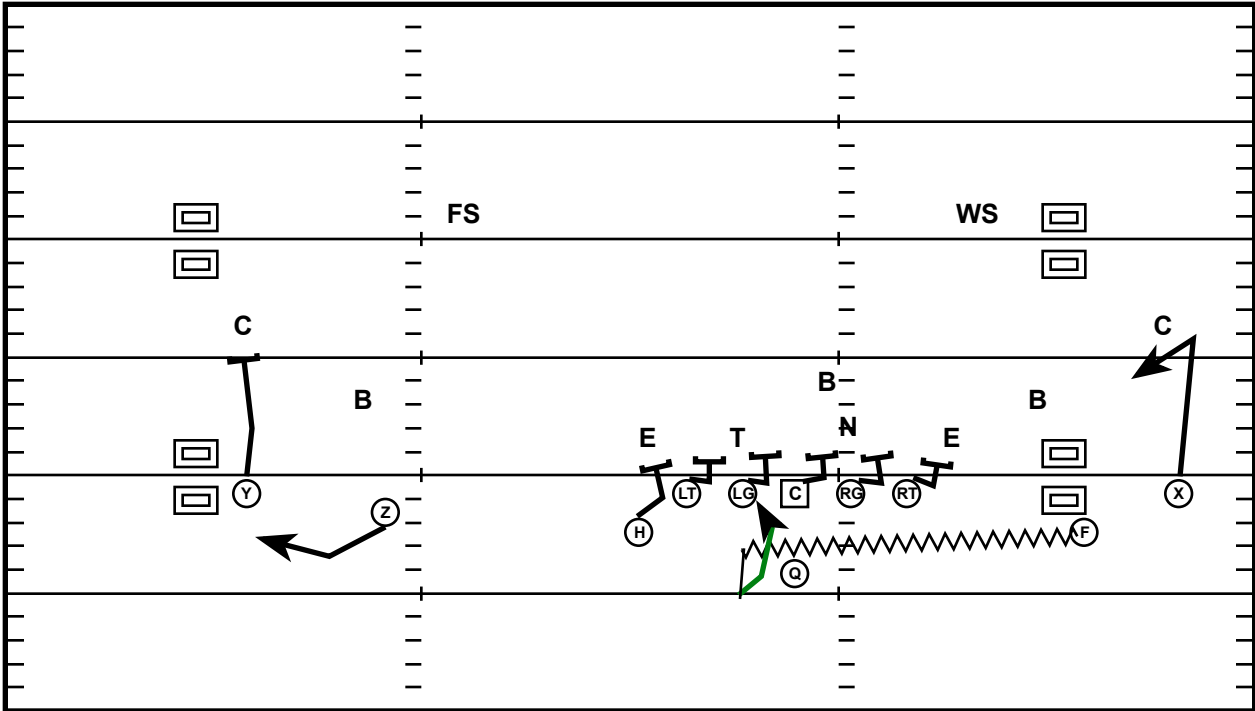
Drive	Time	D & D	Result	Score
Minn 2	9:24 Q1	2nd & 8 (-42)	Pass Comp +66 Touchdown	7-7



RT	Inside Zone Right	<p><b>*Play action pass with the same TE/Wing formation they have been in majority of drive 1 &amp; 2.</b></p> <p><b>* Levels concept, run off pf sam. If he sits hit the glance over the top of him. If he bails hit the delated route underneath.</b></p> <p><b>* FS buzzes into box to stop run, create big play passing window.</b></p>
RG	Inside Zone Right	
C	Inside Zone Right	
LG	Inside Zone Right	
LT	Inside Zone Right	
Y	Inside Zone Right	
X	Delayed In Route (3 yards)	
Z	Skinny Post	
H	Inside Zone Right	
F	Run action fake. Responsbile for alley crash	
Q	High/Low read on alley defender	

## Empty L F-Mo Zone Right (R)

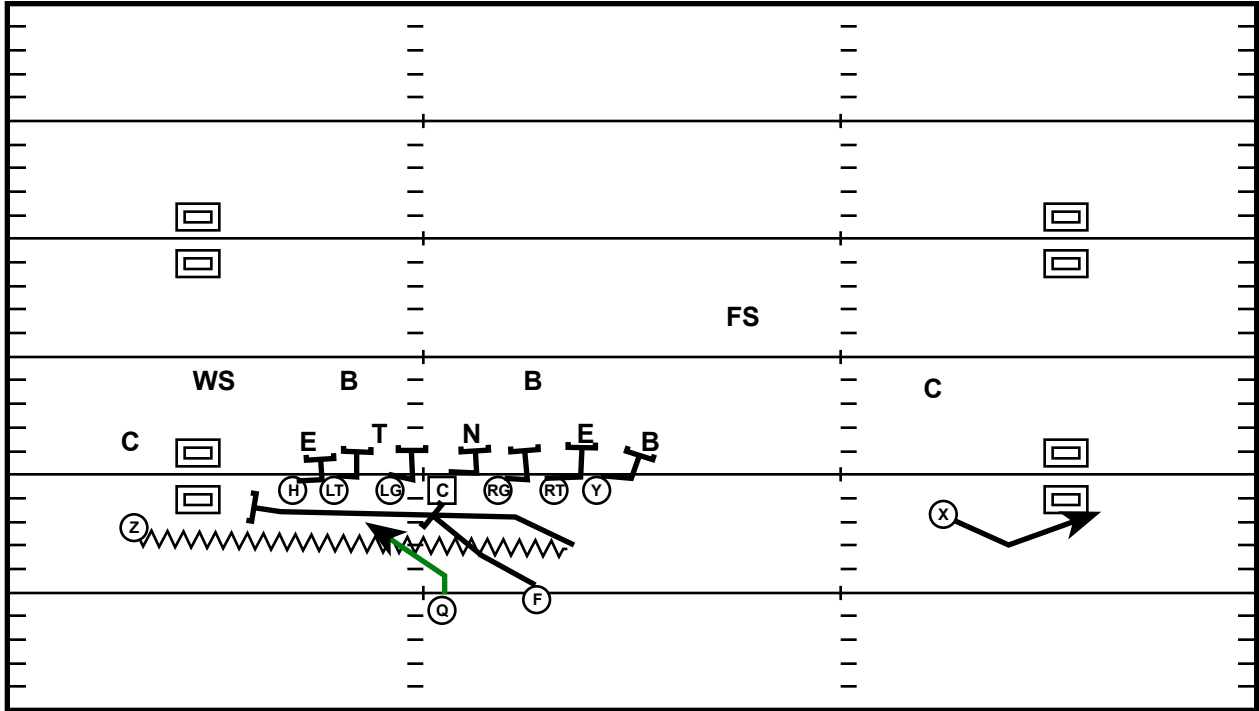
Drive	Time	D & D	Result	Score
Minn 2	8:11 Q1	2nd & 6 (-31)	Run +2	7-7



RT	Inside Zone Right	<p><b>*RB motions from Empty to the backfield. The initial empty alignment takes the will out of the box.</b></p> <p><b>* The single receiver playside has a hitch which is the 1st read against office coverage</b></p> <p><b>* Blockers for the bubble are patient off ball to identify most dangerous threat.</b></p>
RG	Inside Zone Right	
C	Inside Zone Right	
LG	Inside Zone Right	
LT	Inside Zone Right	
Y	Inside Zone Right	
X	Delayed In Route (3 yards)	
Z	Skinny Post	
H	Inside Zone Right	
F	Run action fake. Responsible for alley crash	
Q	High/Low read on alley defender	

## Rebel Z- mo Q-zone lead (L)

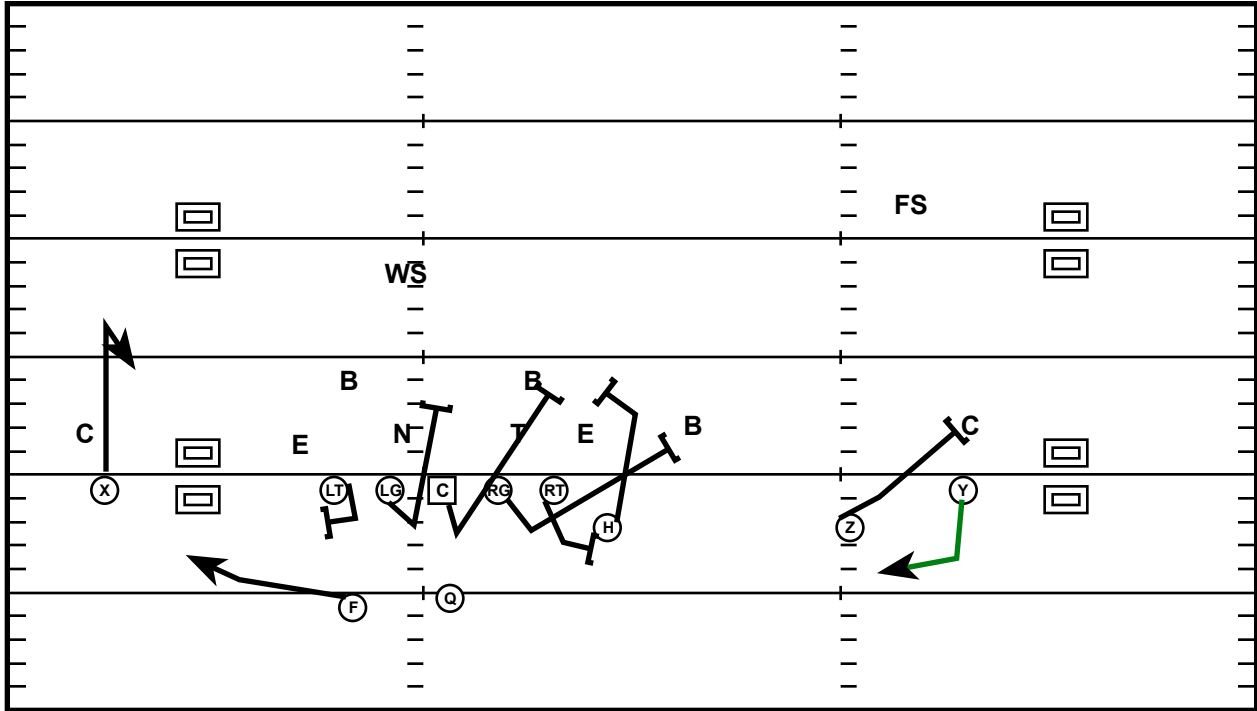
Drive	Time	D & D	Result	Score
Minn 2	6:35 Q1	4th & 1 (+30)	Rush +2	7-7



RT	Inside Zone Right	<p><b>*A heavy inside zone run team this is nice wrinkle out of 12 personnel</b></p> <p><b>* Using the reciever to run split zone</b></p> <p><b>* Simple Bubble/Go concept on the outside and the safety never makes it back over the top of the Fade concept.</b></p>
RG	Inside Zone Right	
C	Inside Zone Right	
LG	Inside Zone Right	
LT	Inside Zone Right	
Y	Inside Zone Right	
X	Bubble	
Z	Motion to Opp. B-gap/Split Zone	
H	Inside Zone Right	
F	Fakes mesh/ Leads through hole	
Q	Fake Handoff/ Run zone lead.	

## Trey R Off Y-smoke (L)

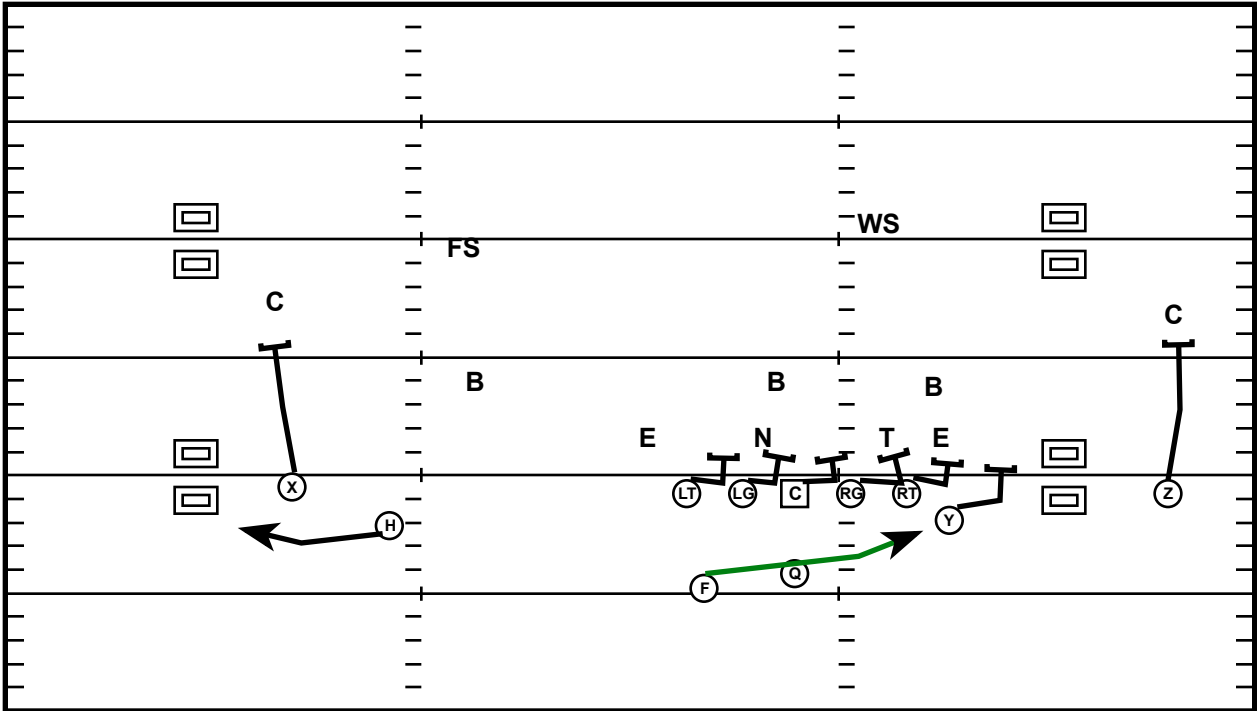
Drive	Time	D & D	Result	Score
Minn 2	4:43 Q1	3rd & 3 (+21)	Pass Comp +21 Touchdown	13-7



RT	Pass Set/ Invite end upfield	<p><b>*Offensive line must sell pass 1st</b></p> <p><b>* QB looks to swing to get free safety to buzz away from Screen</b></p> <p><b>* It's important to get blockers on 2nd level defenders for this play to have any success.</b></p>
RG	Pass Set for 2 kicks/Block Alley	
C	Pass Set for 2 kicks/ Block 1st Threat	
LG	Pass Set for 2 kicks/ Block 1st Threat	
LT	Pass set on DE	
Y	Run Screen Track	
X	Hitch	
Z	Block Corner	
H	Block 1st backer in box	
F	Swing opposite Screen	
Q	Look to swing/Throw screen	

## Doubles Right off OZ R/Bubble (R)

Drive	Time	D & D	Result	Score
Minn 3	2:12 Q1	1st & 10 (-25)	Rush +9	14-10

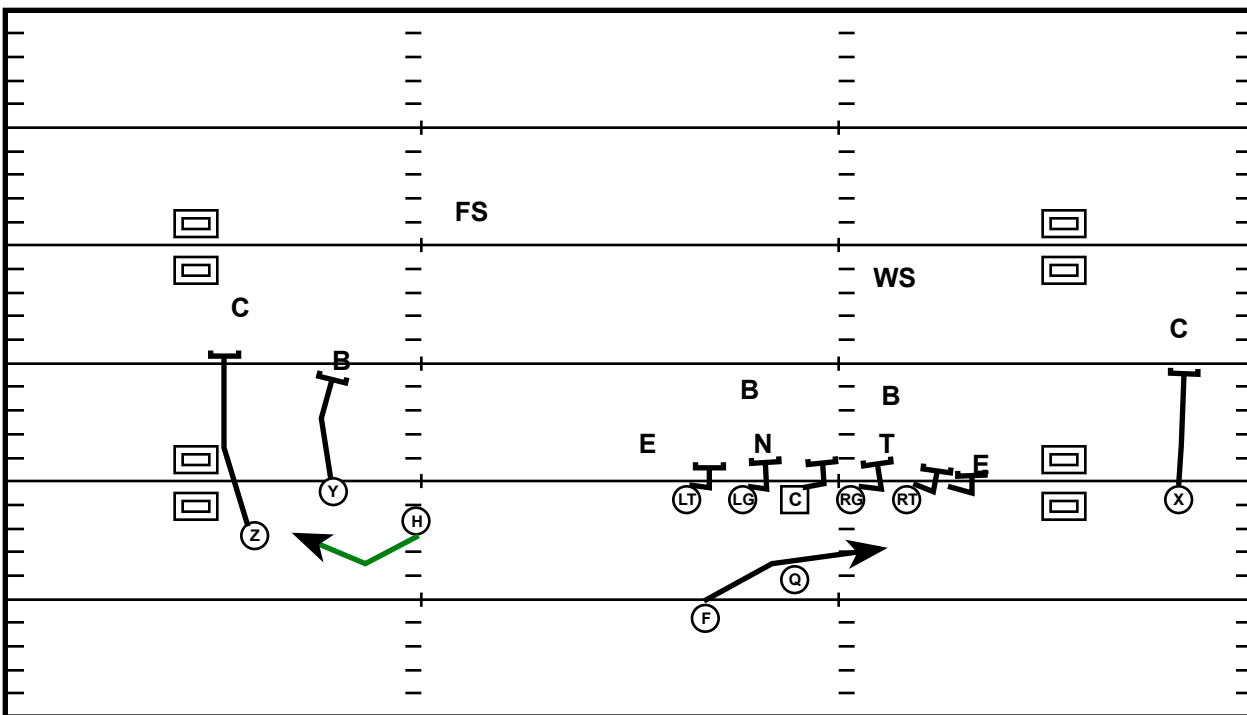


RT	Outside Zone Right	<p>*The TE is part of the outside zone concept and looks to reach D-Gap.</p> <p>* Once playside guard reaches the tackle he stays on him.</p> <p>* QB is reading backside end to possibly pull and run or throw bubble.</p>
RG	Outside Zone Right	
C	Outside Zone Right	
LG	Outside Zone Right	
LT	Outside Zone Right	
Y	Outside Zone Right	
X	Block Corner	
Z	Block Corner	
H	Bubble	
F	Outside Zone	
Q	Read backside end For run or Bubble	



## Trey L Split OZ R/Bubble (R)

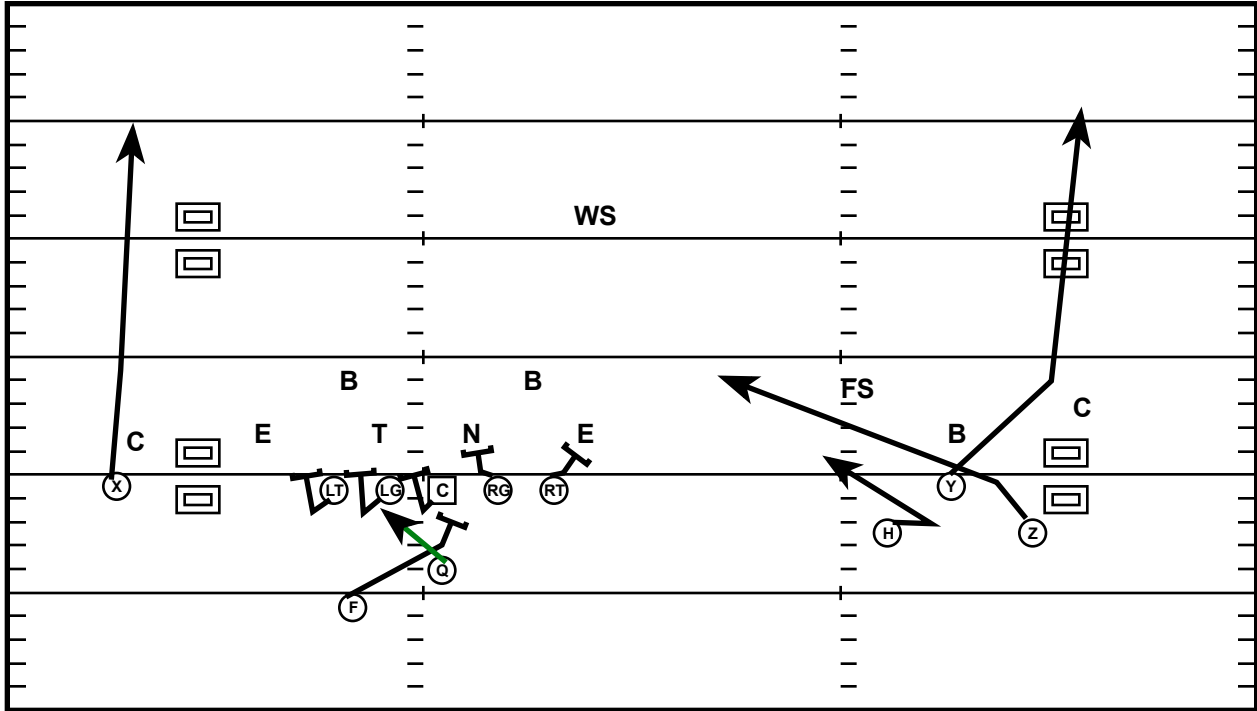
Drive	Time	D & D	Result	Score
Minn 3	1:21 Q1	1st & 10 (-36)	Pass Comp +5	14-10



RT	Outside zone right	<p><b>*A play we have seen previously in this game. This time running it out of a 3x1 formation.</b></p> <p><b>* This allows us to gain a blocker to the bubble. We lose a block to the outside zone run. However, reading the end will help with blocking the front.</b></p> <p><b>* Bubble needs to stay on the perimeter and stay away from the inside.</b></p>
RG	Outside zone right	
C	Outside zone right	
LG	Outside zone right	
LT	Outside zone right	
Y	Most Dangerous #2	
X	Most Dangerous #1	
Z	Most Dangerous #1	
H	Bubble	
F	Outside Zone	
Q	Read #'s to the bubble. Dont like run OZ	

## Trey R Split Double Slant- Go(L)

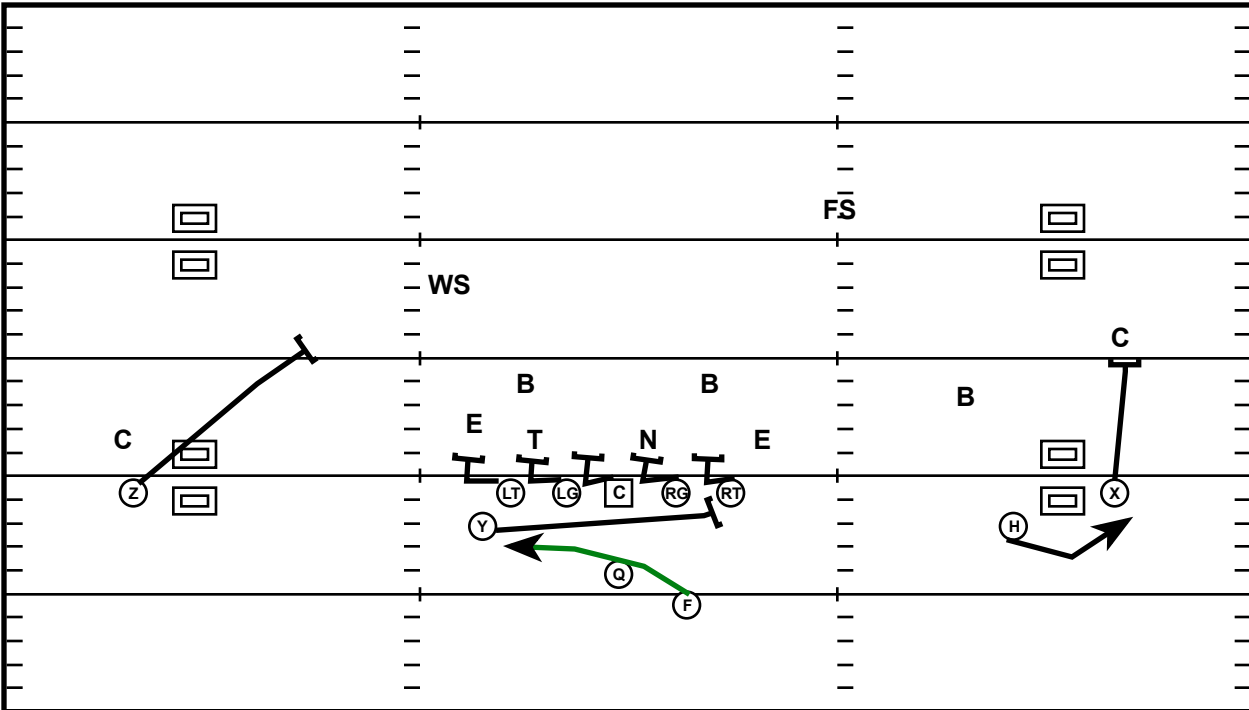
Drive	Time	D & D	Result	Score
Minn 3	15:00 Q2	3rd & 3 (-42)	QB scramble +7	14-10



RT	Pass Protection	<p>*OL Half slide (left) ; Half man (Right) Protection</p> <p>* RB is part of the man protection side</p> <p>* QB is looking for the Z to win on the slat; if taken away look for the H's slant.</p> <p>* X is an option against man coverage if there is no help over the top.</p> <p>* Nice play design. Play was covered and QB scrambled for a 1st down.</p>
RG	Pass Protection	
C	Pass Protection	
LG	Pass Protection	
LT	Pass Protection	
Y	Fade	
X	Fade	
Z	Slant	
H	Let Z clear/ Slant	
F	Pass Protection	
Q	Read alley for either slant.	

## Doubles Left Off Zebra Arkansas Bubble (M)

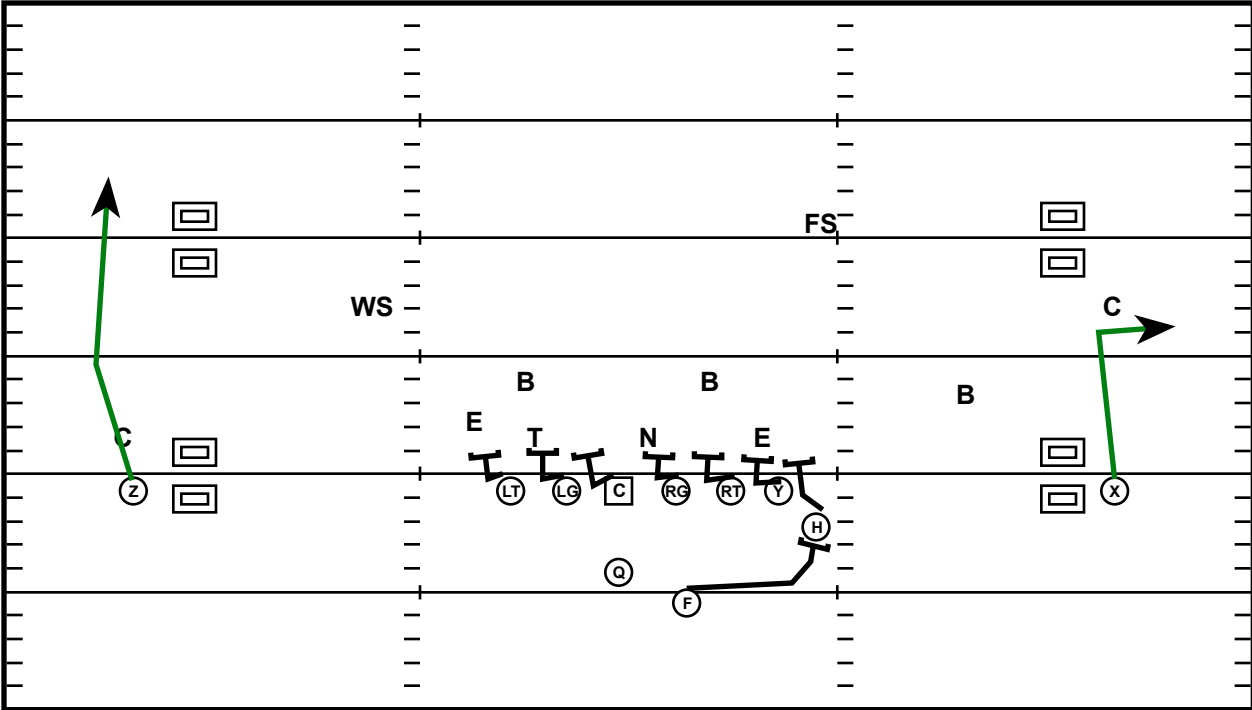
Drive	Time	D & D	Result	Score
Minn 3	13:49 Q2	2nd & 8 (+49)	Rush +1	14-10



RT	Outsid Zone Left	<p><b>*Variation on outside zone, where the Y Split flows instead of leading</b></p> <p><b>* Z receiver is blocking Safety, leaving the corner as the unblocked defender.</b></p> <p><b>* If backside DE bends hard, QB has the option to pull.</b></p>
RG	Outside Zone Left	
C	Outside Zone Left	
LG	Outside Zone Left	
LT	Outside Zone Left	
Y	Split zone, Responsible for backside end	
X	Block Corner	
Z	Block Safety	
H	Bubble	
F	Run Outside Zone	
Q	Read Backside End/ Give or keep for run/bubble	

## Twin R Gators (M)

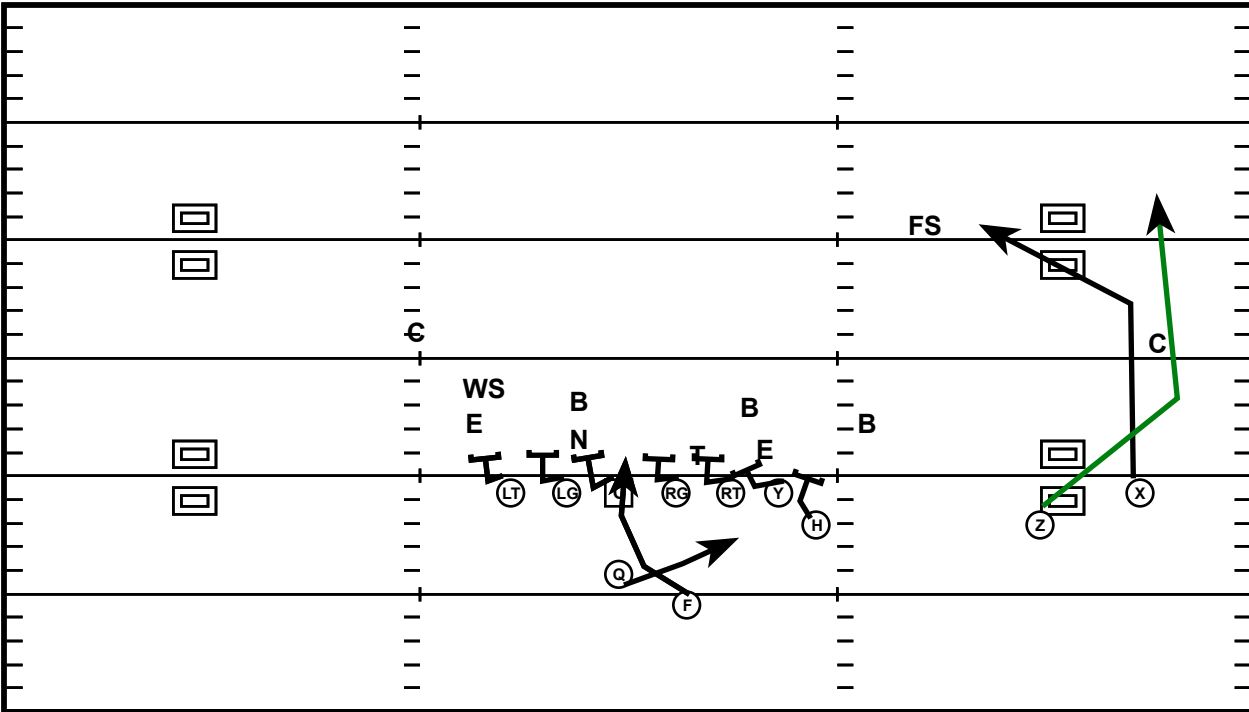
Drive	Time	D & D	Result	Score
Minn 4	7:27 Q2	2nd & 9 (-42)	Pass Comp +58 Touchdown	20-10



RT	Pass Protection	<p><b>*Heavy Run formation to bring the safeties towards the box.</b></p> <p><b>* Attack pressed corner for great chance of seperation.</b></p> <p><b>* OL/TE/RB full slide protection to the left.</b></p> <p><b>* 2nd play call after interception. All or nothing call.</b></p>
RG	Pass Protection	
C	Pass Protection	
LG	Pass Protection	
LT	Pass Protection	
Y	Pass Protection	
X	Out	
Z	Fade	
H	Pass Protection	
F	Pass Protection	
Q	Take Shot w/ Safety on Hash	

## Twins R Over pitch back Purdue (M)

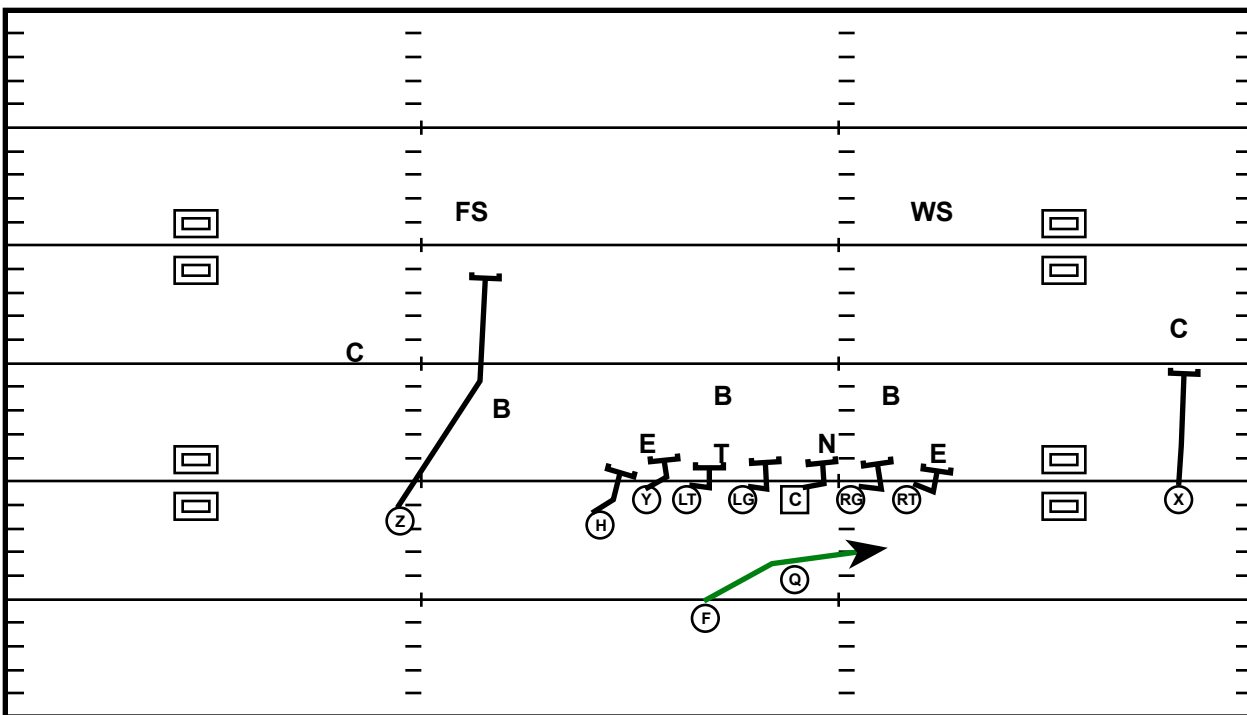
Drive	Time	D & D	Result	Score
Minn 5	6:18 Q2	1st & 10 (-41)	Pass comp. +26	21-10



RT	Inside Zone Steps	<p><b>*Run heavy formation with handoff to pull up secondary.</b></p> <p><b>* Z must slow play the wheel not to give away the flea flicker.</b></p> <p><b>* X is thinking win now to be the deep throw or bring corner with to up the wheel route.</b></p>
RG	Inside Zone Steps	
C	Inside Zone Steps	
LG	Inside Zone Steps	
LT	Inside Zone Steps	
Y	Inside zone steps	
X	Post	
Z	Wheel	
H	Inside Zone Steps	
F	Take handoff, Pitch back to QB	
Q	Give handoff, catch pitch, read corner	

## Twins L OZ Right (R)

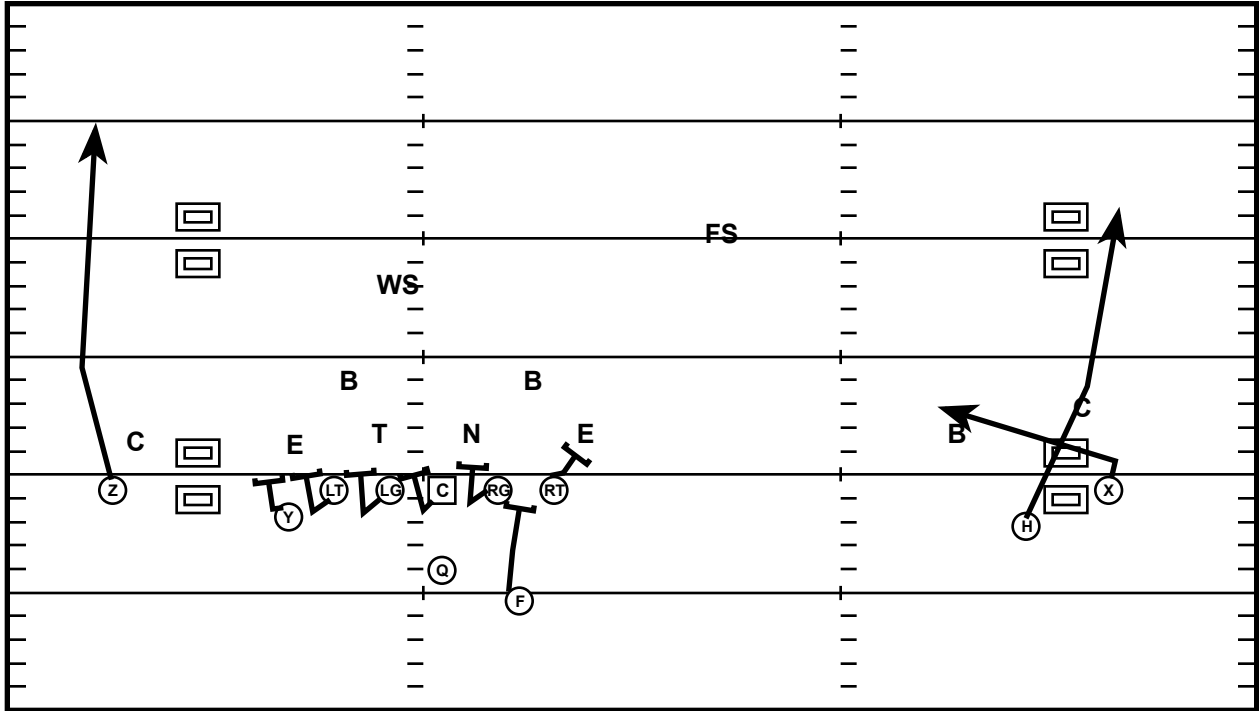
Drive	Time	D & D	Result	Score
Minn 5	5:47 Q2	1st & 10 (+33)	Rush +22	21-10



RT	Outside zone right	<p>*Run to the weakside of the extra OL</p> <p>* Not a read play, every play but the QB/RB run block</p> <p>QB still fakes away to slow backside pursuit.</p>
RG	Outside zone right	
C	Outside zone right	
LG	Outside zone right	
LT	Outside zone right	
Y	Outside zone right	
X	Most Dangerous #1	
Z	Cutoff block	
H	Outside zone right	
F	Outside Zone	
Q	Hand off/ Fake zone read.	

## Doubles L off Baylor Y-stay (L)

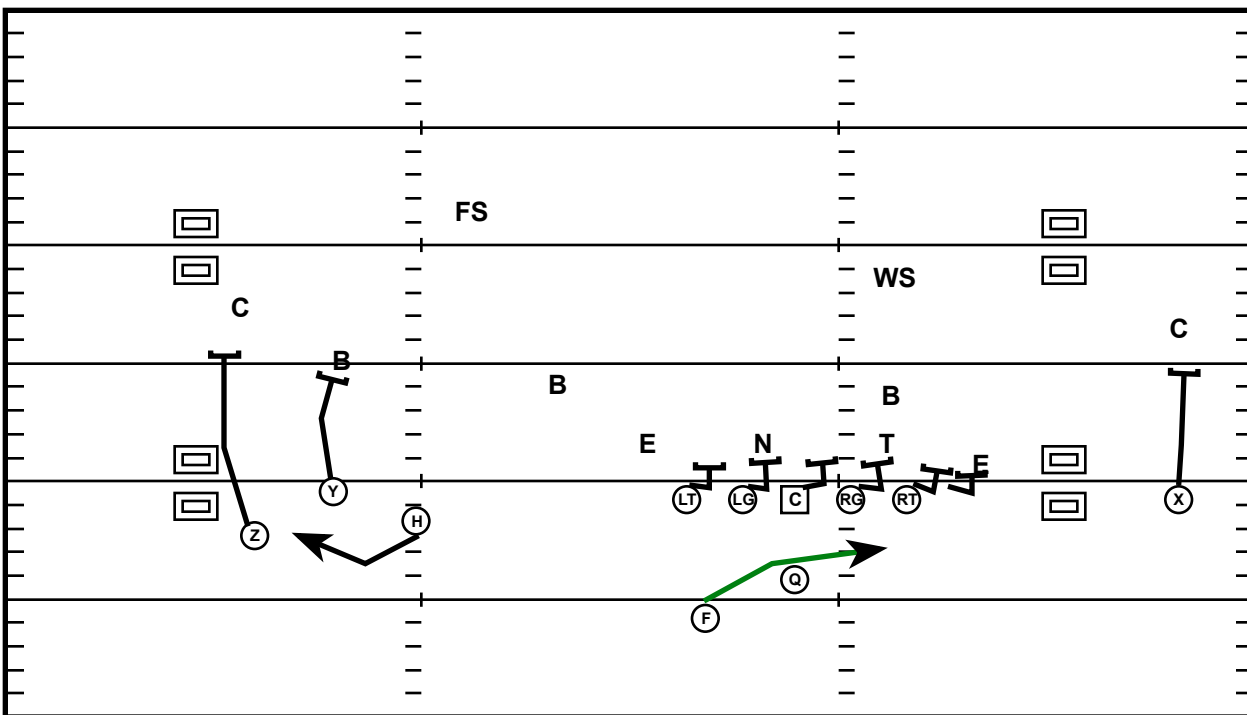
Drive	Time	D & D	Result	Score
Minn 5	3:48 Q2	3rd & 7 (+8)	Incomplete	21-10



RT	Pass Protection	<p>* 7 man protection with both TE and RB</p> <p>* Fade routes on both sides; QB looks to best matchup</p> <p>* Strongest receiver in slot matched up on safety or backer.</p>
RG	Pass Protection	
C	Pass Protection	
LG	Pass Protection	
LT	Pass Protection	
Y	Pass Protection	
X	2 step in	
Z	Fade to corner of end zone	
H	Fade to corner of end zone	
F	Pass Protection	
Q	Throw fade to best match up	

## Trey L Split OZ R/Bubble (R) Back Out

Drive	Time	D & D	Result	Score
Minn 6	12:18 Q3	3rd & 7	Rush +21	24-13

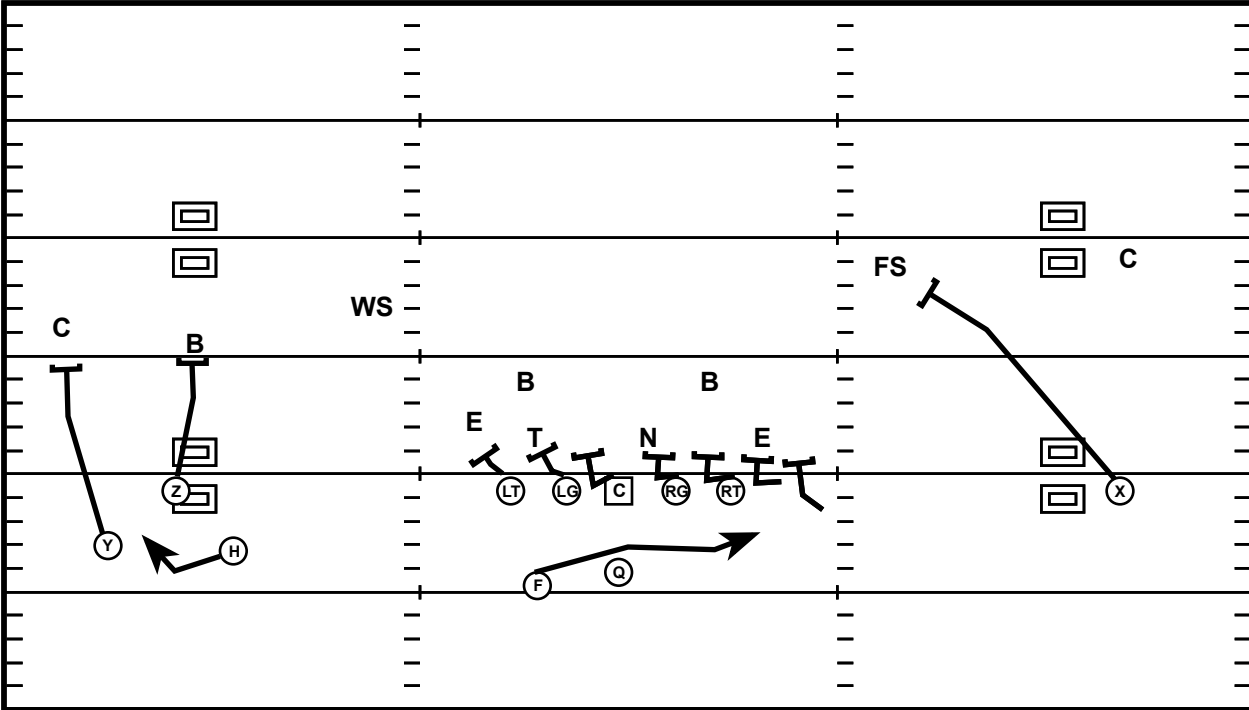


RT	Outside zone right	<p><b>*The backside backer lines up outside the box. Makes an automatic run give.</b></p> <p><b>* Whenever there's only a 5 man box; look for a run.</b></p> <p><b>* Left side of OL man blocked (Backside)</b></p> <p><b>*Right side of OL blocked outside zone.</b></p>
RG	Outside zone right	
C	Outside zone right	
LG	Man Block DT	
LT	Man Block DE	
Y	Most Dangerous #2	
X	Most Dangerous #1	
Z	Most Dangerous #1	
H	Bubble	
F	Outside Zone	
Q	Read Backside backer for run or bubble.	



## Trey L Split OZ / Bubble (M)

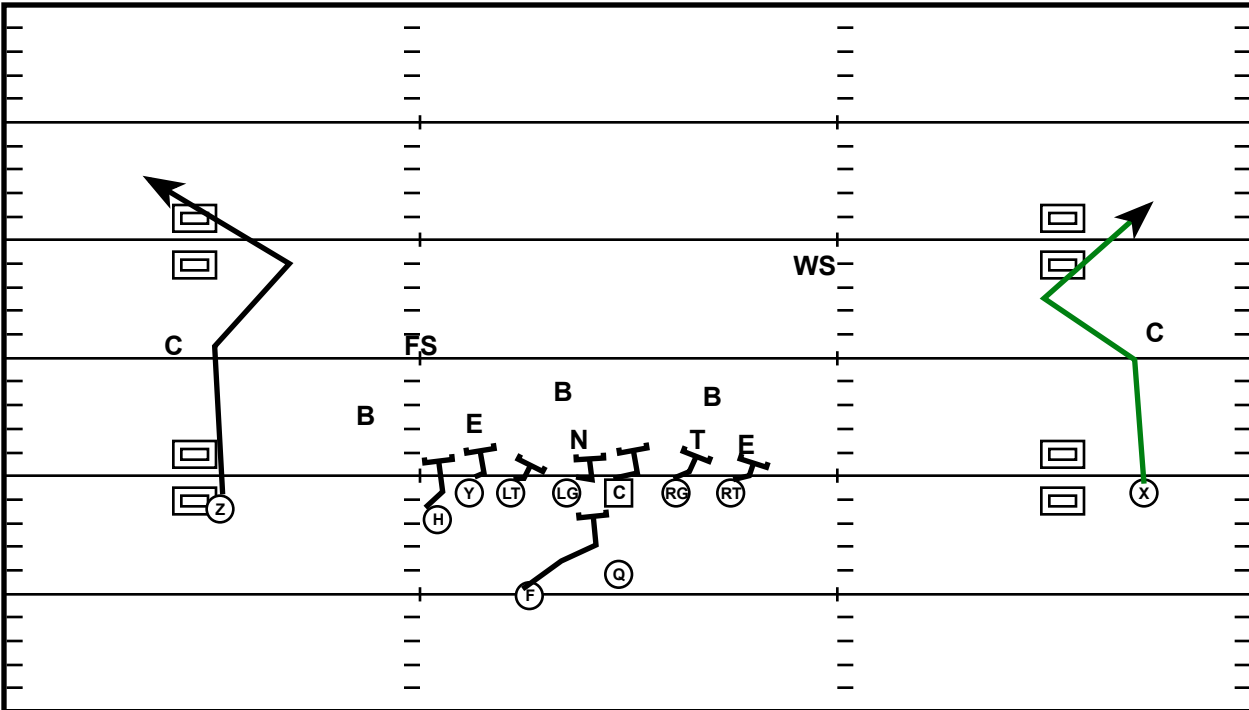
Drive	Time	D & D	Result	Score
Minn 6	10:01 Q3	3rd & 16 (+45)	Pass Comp +5	24-13



RT	Outside Zone Right	<p><b>*X receiver blocks most dangerous defender between safety and corner</b></p> <p><b>* Backside backer starts inside the box but widens before snap.</b></p> <p><b>* This is a common play in the minneosota Offense. However, each time they run it they typically try to minipulate/read a different defender so that the defense can not dictate the result.</b></p>
RG	Outside Zone Right	
C	Outside Zone Right	
LG	Block DT	
LT	Block DE	
Y	Block corner	
X	Block Safety	
Z	Block Backer	
H	Bubble	
F	Outside Zone	
Q	Read backside backer for Run or Bubble	

## Twins Left Raptor right Postcorner (M)

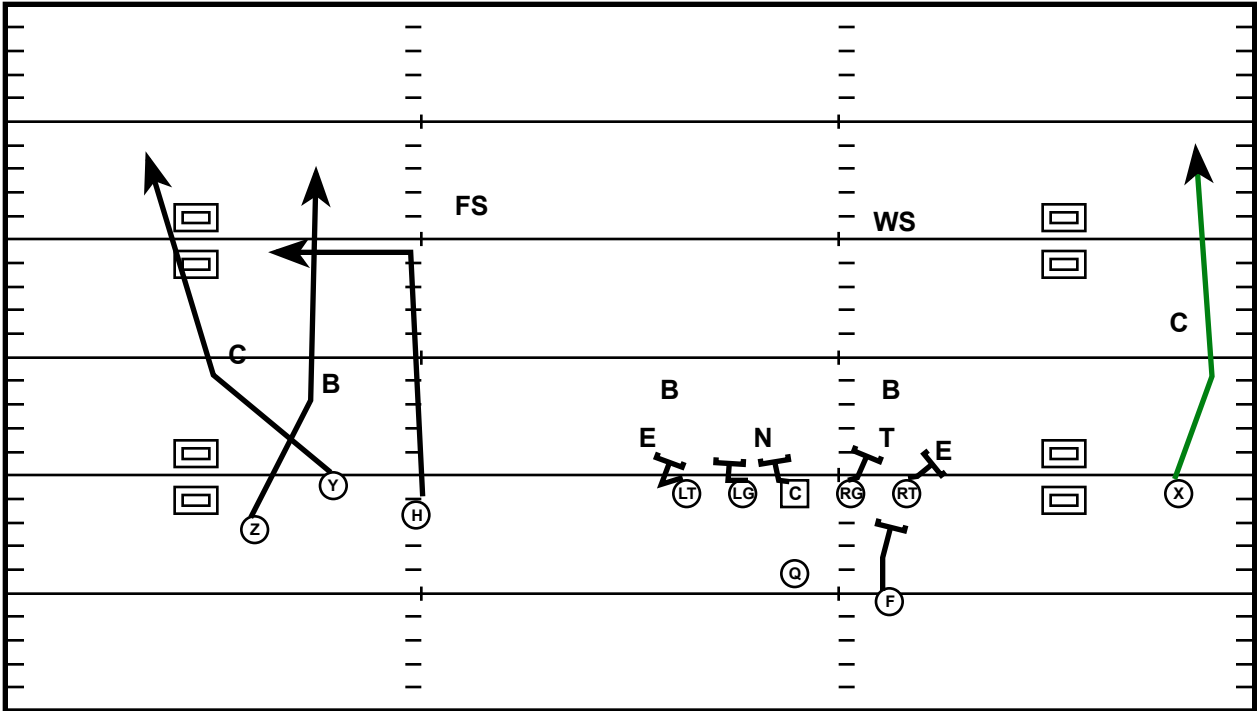
Drive	Time	D & D	Result	Score
Minn 8	3:06 Q3	2nd & 12 (-23)	Pass Comp. +23	24-19



RT	Zone Pass Pro.	<p><b>*Another wrinkle off the extra OL, Playaction double moves.</b></p> <p><b>* X&amp; Z sell glance route before breaking back out</b></p> <p><b>* QB's hip rotation serves as the pump fake on the 1st move.</b></p>
RG	Zone Pass Pro.	
C	Zone Pass Pro.	
LG	Zone Pass Pro.	
LT	Zone Pass Pro.	
Y	Zone Pass Pro.	
X	Post Corner	
Z	Post Corner	
H	Zone Pass Pro.	
F	Fake Mesh Pass Pro	
Q	Fake mesh/ Best matchup	

## Trey L Split double vert switch/out (R)

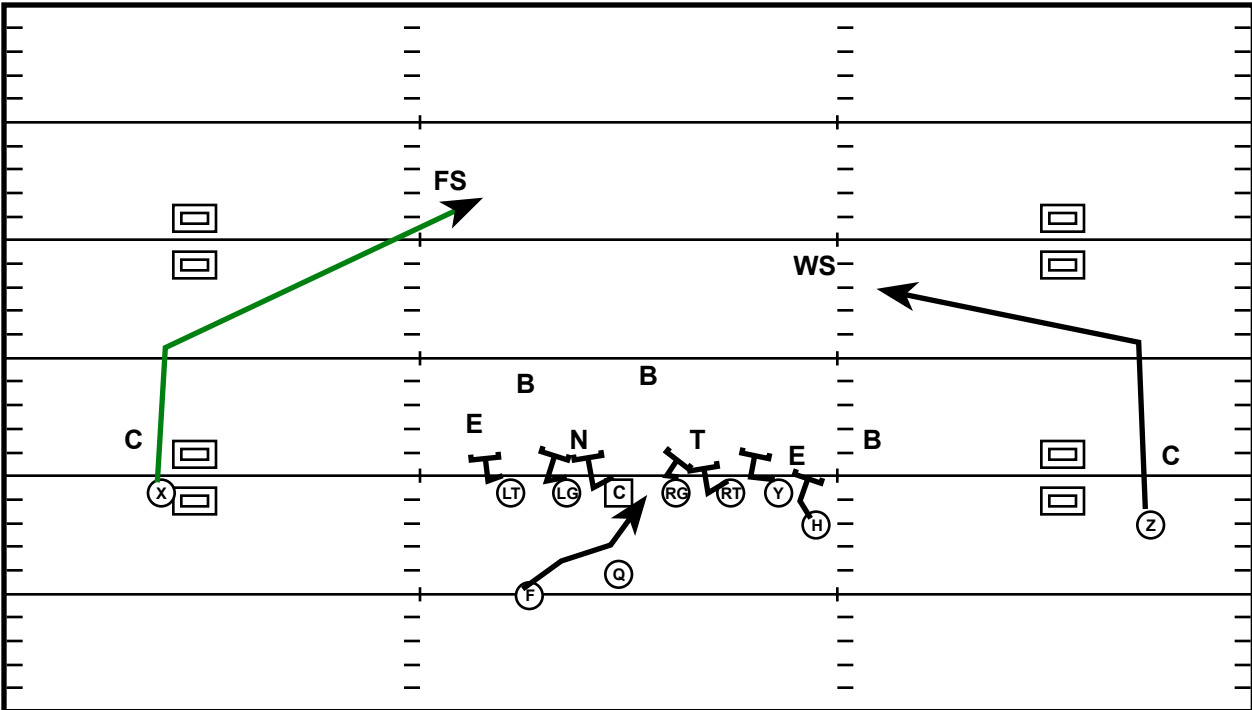
Drive	Time	D & D	Result	Score
Minn 8	00:26 Q3	3rd & 10 (+41)	Pass Comp +37	24-19



RT	Man Pass Protection	<p>*The boundary safety doesnt get over top allowing fade route throw to boundary.</p> <p>* Field safety rolls to middle of field allowing a high low on the field corner W/ Out and vertical route.</p>
RG	Man Pass Protection	
C	Slide Pass Protection	
LG	Slide Pass Protection	
LT	Slide Pass Protection	
Y	Switch Vert route	
X	Fade	
Z	Switch Vert route	
H	Out	
F	Man Pass Protection	
Q	Read Safeties for throw.	

## Twins right Zone right glance (M)

Drive	Time	D & D	Result	Score
Minn 9	8:35 Q4	2nd & 8 (-21)	Pass Comp. +10	31-19



RT	Inside Zone Right	<p><b>*Safeties roll to 1 high. Leaving the hashes unprotected against the glance routes</b></p> <p><b>*H- is responsible for the inside gap on this RPO. He is looking to block most dangerous threat to inside zone (NOT outside threat)</b></p> <p><b>* This has been a heavy run formation throughout the game This is a nice answer to the defense's adjustments.</b></p>
RG	Inside Zone Right	
C	Inside Zone Right	
LG	Inside Zone Right	
LT	Inside Zone Right	
Y	Inside zone steps	
X	Glance route	
Z	Glance Route	
H	Inside Zone Right	
F	Inside zone steps	
Q	Read Safeties for Glance/Run	