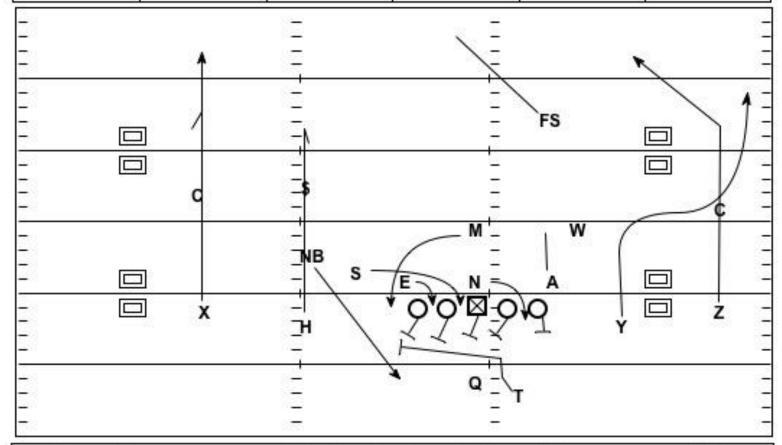
## 2x2 Open: Post-Wheel

Quarter	Time	D&D	YD Line	Hash	Score
1st	13:17	3 - 9	-38	R	0 - 0



Strategy: Set up answers on both sides for the QB. Run off the coverage with the post or attack space with the post

QB Progression/Read: Decide which side to start on based on Safety Structure- If Hitch/Vertical work inside out - If Post-Wheel Read the playside safety and take one on one match-up

H - Deep Curl

Y - Wheel

Z - Post

T - Stay in Protection Look Inside to Outside LT - Slide Protect C-Gap

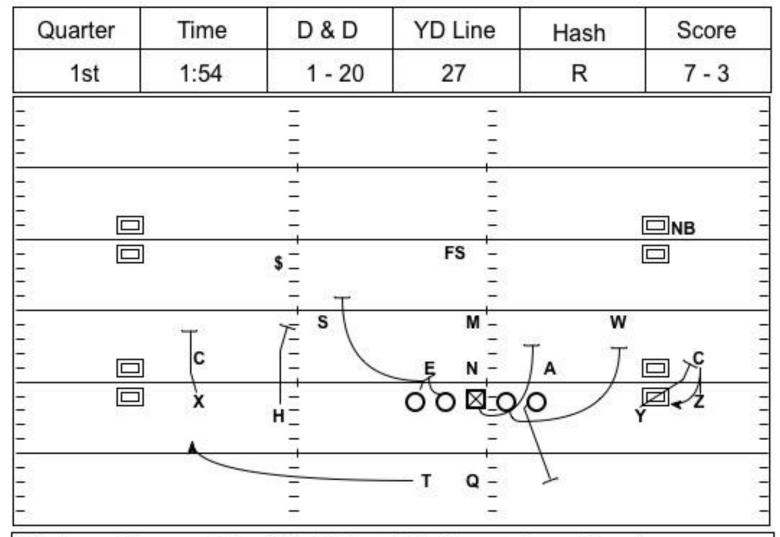
LG - Slide Protect B-Gap

C - Slide Protect A-Gap

RG - Called into Slide

RT - Man Locked on Anchor

# 2x2 Open: Dual Screen (Swing & Tunnel)



Strategy: Give your QB multiple Options in the Screen Game. Slow down an aggressive pass rush & get a play-maker out in space

QB Progression/Read: Read the Middle Linebacker throw opposite of him - Look Swing 1st then Tunnel

- H Block Alley Defender
- Y Block Corner for the Tunnel
- Z Press Vertical to Come back down hill for the Tunnel
- T Swing read #2's Block

LT - Stab End, Release to Box Clean-Up

LG - Overtacke block on End

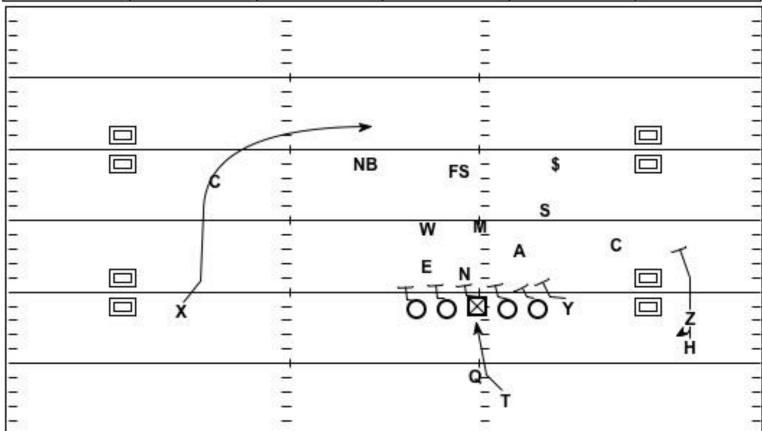
C - Clean-Up Box for Tunnel

RG - Block Alley Defender for Tunnel

RT - Inside Set to Man Lock Anchor

#### 3x1 Attached Stack: Inside Zone Capped FS Glance BS Now

Quarter	Time	D&D	YD Line	Hash	Score
2nd	13:02	2 - 8	-47	R	14 - 3



Strategy: Use extreme tempo to steal yards as the Defense can't get set if you have the numbers on the perimeter snap the ball and get it out to the Now.

QB Progression/Read: Pre-Snap Read the Now (#'s RPO) - Post Snap Read the Glance (Space RPO)

X - (	Glar	ice
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H - Now

Y - Chaos Zone Block Left

Z - Block for the Now

T - Flash Fake Zone look for immediate pressure LT - Chaos Zone Block Left

LG - Chaos Zone Block Left

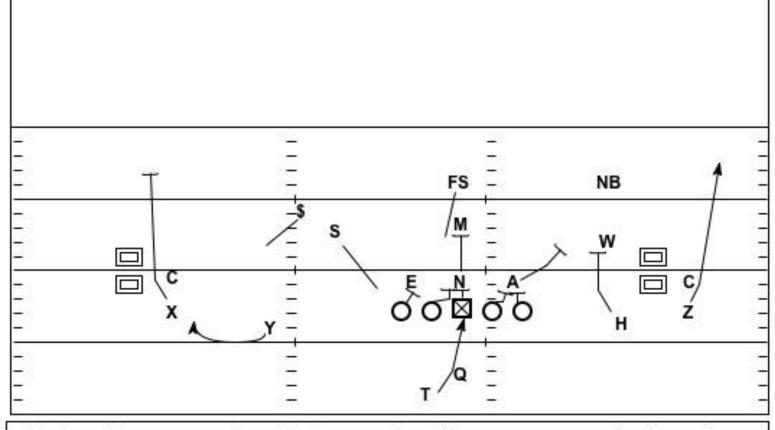
C - Chaos Zone Block Left

RG - Chaos Zone Block Left

RT - Chaos Zone Block Left

### 2x2 Open: Inside Zone Read BS Bubble

Quarter	Time	D&D	YD Line	Hash	Score
2nd	12:42	1 - 10	12	R	14 - 3



Strategy: Use an open formation to spread out hte man coverage then have the QB read element to get the ideal numbers in the box

QB Progression/Read: Pre-Snap read the Bubble (#'s) Post-Snap read the EMLOS

H - Block Playside Alley Defender

Y - Bubble

Z - Run Off Corner

T - Inside Zone Track at the Center's Crack LT - Backside Inside Drive on End

LG - Combo Nose to Mike Linebacker

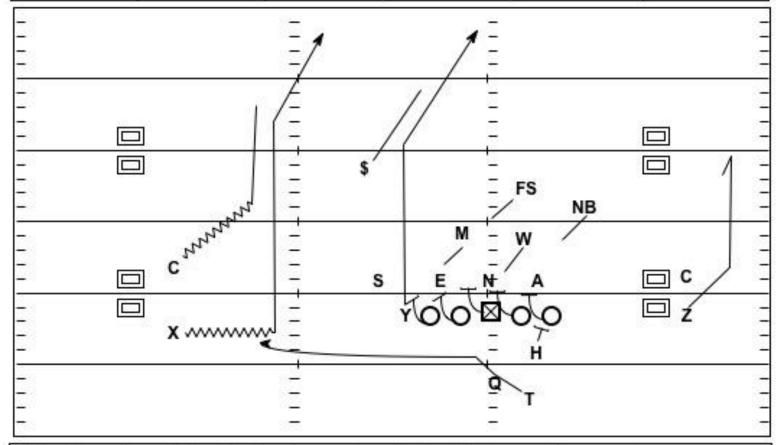
C - Combo Nose to Mike Linebacker

RG - Combo Anchor to Will Linebacker

RT - Combo Anchor to Will Linebacker

### 2x2 Ace: DBL Post

Quarter	Time	D&D	YD Line	Hash	Score
2nd	10:23	1 - 10	40	R	21 - 3



Strategy: Use Play-Action to sucker in the Defense then get one on one match-ups down the field. 7-Man Protection to give the QB time

QB Progression/Read: Read the Post Side Safeties - If no high safety look for outside post - Curl is the checkdown

H - Backside Full Slide Protect

Y - Inside Post

Z - Outside Release Curl

T - PAP to Swing

LT - Full Slide Left

LG - Full Slide Left

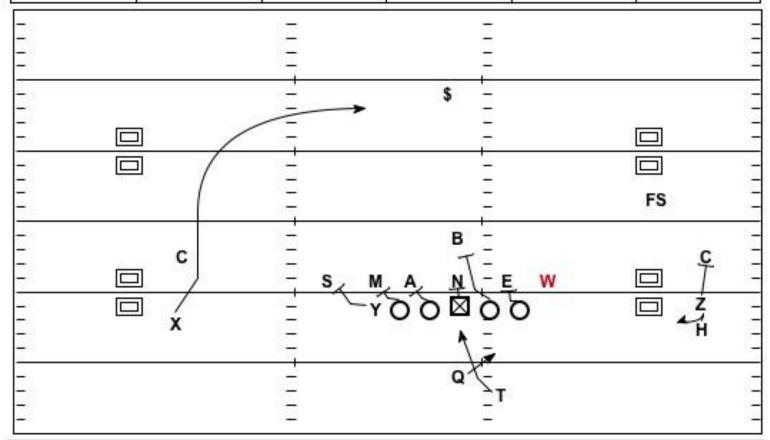
C - Full Slide Left

RG - Full Slide Left

RT - Full Slide Left

#### 2x2 Attached Stack: Inside Zone Read FS Glance BS Now

Quarter	Time	D&D	YD Line	Hash	Score
2nd	5:48	2 - 6	27	R	28 - 3



Strategy: Tempo scheme for the Canes. Give the QB pre-snap and Post-Snap options and run your base Run Concept

QB Progression/Read: Pre-Snap Read the Now Screen (#'s) - Post Snap Read the Glance (Space) if Possible - A-Level Read Backside EMLOS for the Run Read

X - Glance	Х	- (	GΙ	aı	nce
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H - Now

Y - Inside Drive Sam Linebacker

Z - Block Corner

T - Inside Zone Track at Crack of the Center

LT - Check Combo to Mike Linebacker

LG - Inside Drive Anchor

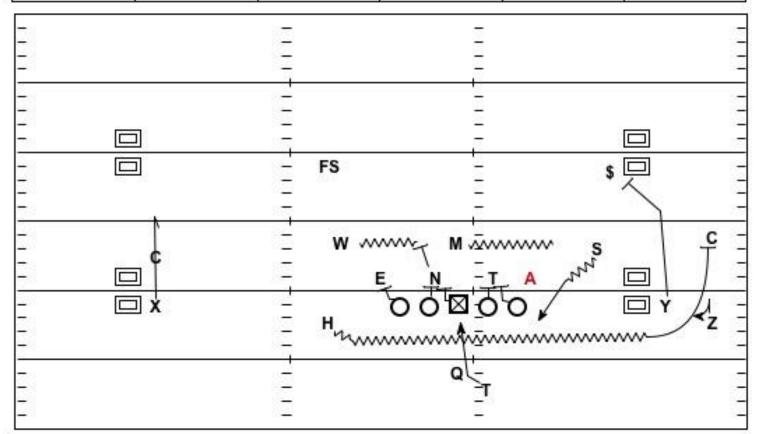
C - Inside Drive Nose

RG - Check Climb to Buck Linebacker

RT - Inside Drive Defensive End

#### 2x2 Open Smoke: Inside Zone Read FS Hitch BS Now

Quarter	Time	D&D	YD Line	Hash	Score
3rd	10:49	1 - 10	-27	R	38 - 10



Strategy: Use Motion to Create FIB (Formation Into the Boundary) Giving the QB a Pre-Snap Numbers RPO if the defense doesn't move with the motion.

QB Progression/Read: Take the Free Access Hitch if it is there - Pre-Snap read the Now (#'s) - Post-Snap read EMLOS for the Run Read

X - Hitch	
H - Motion to Block the Corr	ner
Y - Block MDM (\$ to Sam Linebacker)	
Z - Now Screen	
T - Set IZ track at crack of the Center	ne

Orive End

LG - Combo 2i to Will Linebacker

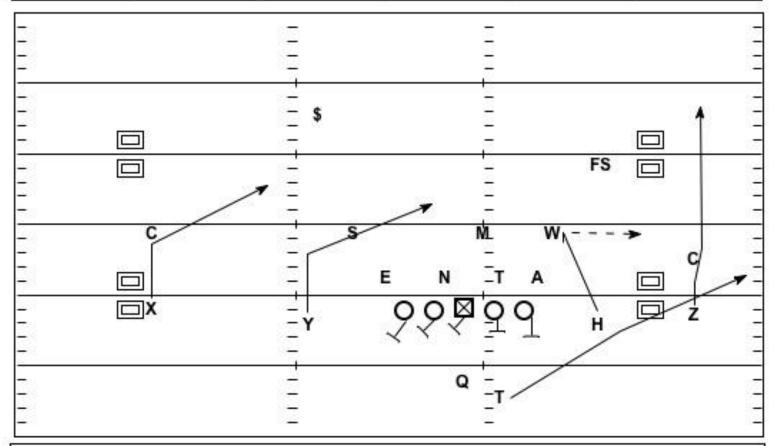
C - Combo 2i to Will Linebacker

RG - Combo 3-Tech to Mike Linebacker

RT - Combo 3-Tech to Mike Linebacker

# 2x2 Open: Stick BS Slants

Quarter	Time	D&D	YD Line	Hash	Score
3rd	9:25	2 - 10	42	R	38 - 10



Strategy: Base Quick Game for all offenses (Air Raid) Pick on the flat Defender and give QB an easy option.

QB Progression/Read: Decide best leverage - if Stick side read the Flat Defender Inside Out - Peek Vertical - Stick - Flat

That Defender molde out 1 co	
X - Outside Slant	
H - Stick Option	
Y - Inside Slant	
Z - MOR Vertical	
T - Flat (aim for 3 Yards out of Bounds)	

LT - Slide Protect C-Gap

LG - Slide Protect B-Gap

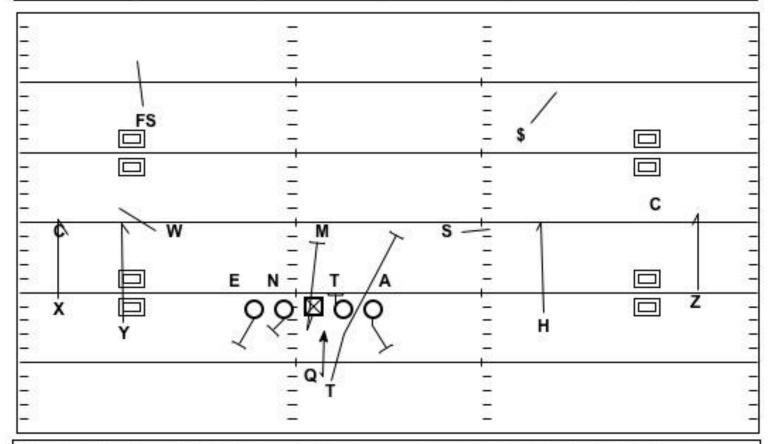
C - Slide Protect A-Gap

RG - Man Locked on 3-Tech

RT - Man Locked on Anchor

### 2x2 Open: Q Draw Lead Hitches

Quarter	Time	D & D	YD Line	Hash	Score
3rd	5:31	2 - 10	-20	L	38 - 10



Strategy: Take advantage of aggressive pass rush defenses with easy outlet RPO's to get the perfect box count

QB Progression/Read: Read the Conflict Defender on the RPO - Follow RB on the Lead

X - Hitch	
H - Hitch	
Y - Hitch	
Z - Hitch	
T - Lead to Backside Backer	

LT - Draw Set to Man Lock End

LG - Draw Set to Man Lock Nose

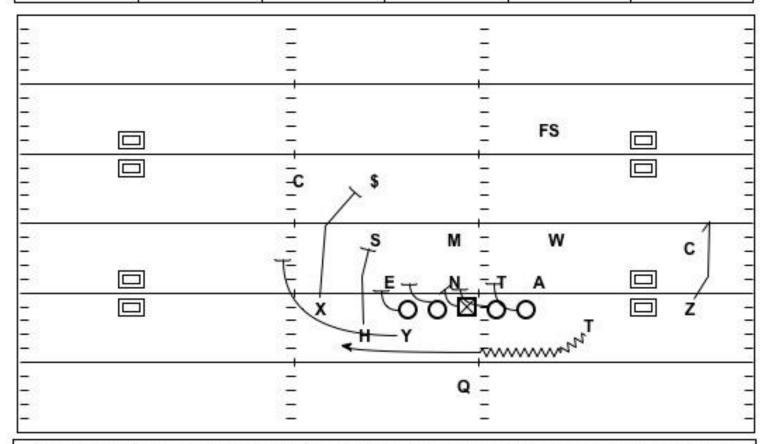
C - Uncovered to set then lead up to Mike Linebacker

RG - Draw Set to Man Lock 2i Tackle

RT - Draw Set to Man Lock Anchor

# Empty Wing Tite: Jet Sweep

Quarter	Time	D&D	YD Line	Hash	Score
4th	11:03	1 - 10	-33	R	45 - 10



Strategy: Condense the Defense thru Formation then expand them out by hitting a Perimeter Jet Sweep

QB Progression/Read: Tap Toss to Jet Player (Possible Free Access Hitch)

X - E	Block	Strong	Safety
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- H Block Alley Defender
- Y Wide Arc to MDM (Corner to Over Flow)
- Z Outside Release Hitch
- T Motion to Jet Sweep read Wing's Block

LT - Hard Reach Defensive End

LG - Run Thru Open Gap to Climb MDM

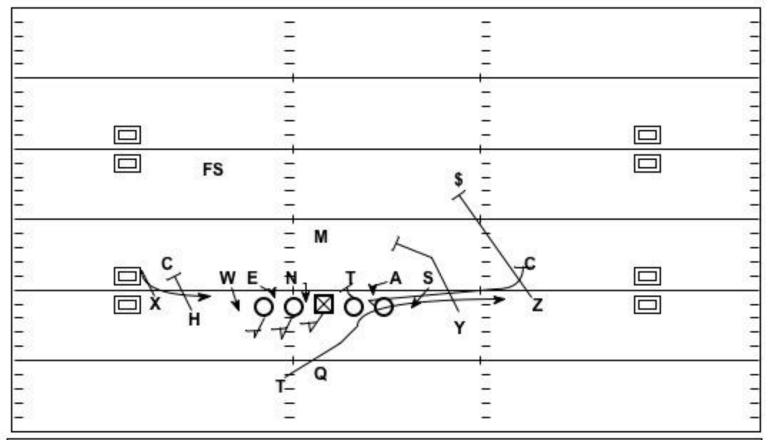
C - Combo Reach Nose to Mike

RG - Combo Reach Nose to Mike

RT - Cut-Off 3-Tech to Run Thru

### 2x2 Open: RB Screen Off Fake Tunnel

Quarter	Time	D&D	YD Line	Hash	Score
4th	10:16	2 - 10	49	L	45 - 10



Strategy: Fake a common screen (Tunnel) to get flow one way then hit the RB Screen the opposite. Take advantage of a Defense that Pressures

QB Progression/Read: Pump the Tunnel - Throw the RB Screen

X -	Distraction	Tunnel
/\ -	Distraction	Turrici

H - Kick-Out Corner

Y - Crack the 1st Defender inside of you

Z - Crack the Strong Safety

T - Across set up screen read block of Playside Tackle LT - Slide Protect C-Gap

LG - Slide Protect B-Gap

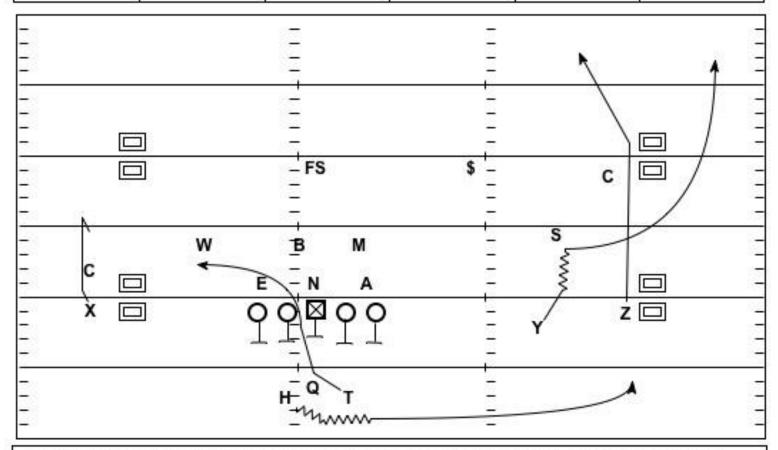
C - Slide Protect A-Gap

RG - Man Locked on 2i

RT - Stab Release Flat to Kickout Corner

## Split Backs Open Orbit: Sucker Post-Wheel

Quarter	Time	D&D	YD Line	Hash	Score
1st	15:00	1 - 10	-25	L	0 - 0



Strategy: Fake your common Swing Screen trying to get defenders to come up and then throw the shot concept. Take a Shot 1st play of the game

QB Progression/Read: Pump the Swing then Read the Playside Safety Post to Wheel - Use RB as your checkdown

X -	Outside	Release	Hitch
-			

H - Orbit Motion to Swing

Y - Fake Stalk Block Sam then burst Wheel off of the Post

Z - Skinny Post

T - Play-Action to Out

LG - Settle & Sort

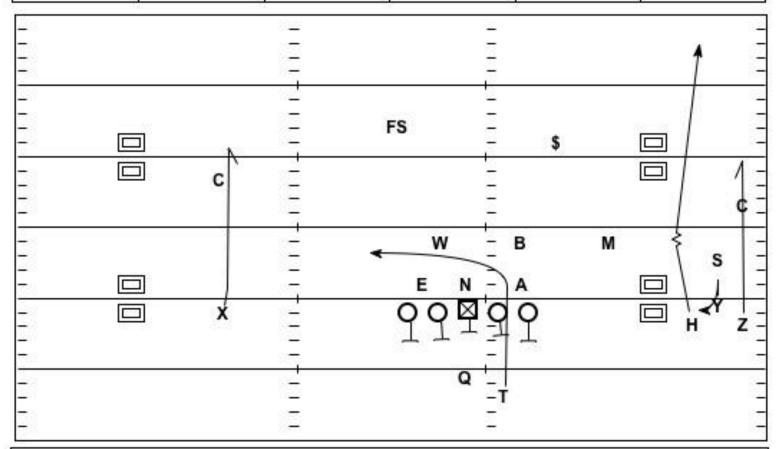
C - Settle & Sort

RG - Settle & Sort

RT - Settle & Sort

## 3x1 Open Cluster: DBL Move

Quarter	Time	D&D	YD Line	Hash	Score
1st	14:52	1 - 10	43	R	0 - 0



Strategy: Use an FIB (formation into the boundary) to get a numbers advantage on the defense into the boundary. Create additional stress with alignment

QB Progression/Read: Look to throw DBL Move Shot 1st - down to Curl - RB as Checkdown

Out The do Officondown	
X - Curl	
H - DBL Move Slot-Fade	
Y - Now	
Z - Curl	
T - Check protect to Away Route	

LT - Settle & Sort

LG - Settle & Sort

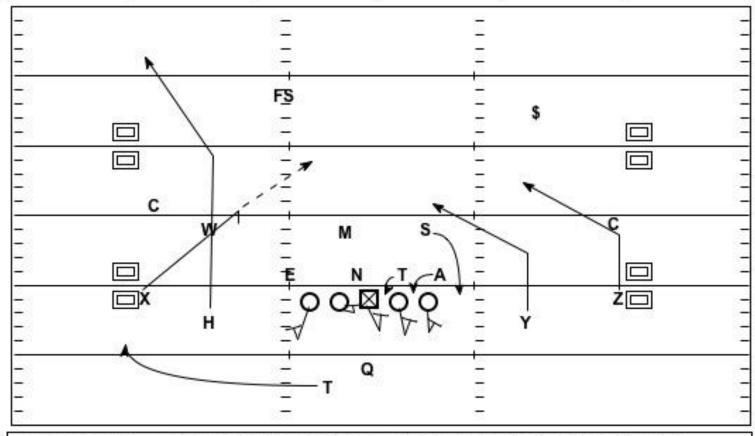
C - Settle & Sort

RG - Settle & Sort

RT - Settle & Sort

## 2x2 Open: Snag BS Slants

Quarter	Time	D&D	YD Line	Hash	Score
1st	8:45	1 - 10	-27	LM	7 - 7



Strategy: Base Air Raid Quick Game (AKA Y-Corner) giving the QB multiple options. Pick on the Flat Defender

QB Progression/Read: Decide side base on leverage - Snag side peek Corner - Snag - Swing. If Reading Slants read inside to outside

orlag - owing. If iteauling oranto read i
X - Snag, Settle v. Zone, Run v. Man
H - Corner Route
Y - Inside Slant
Z - Outside Slant
T - Swing

LT - Man Locked on End

LG - Man Lock on 2i

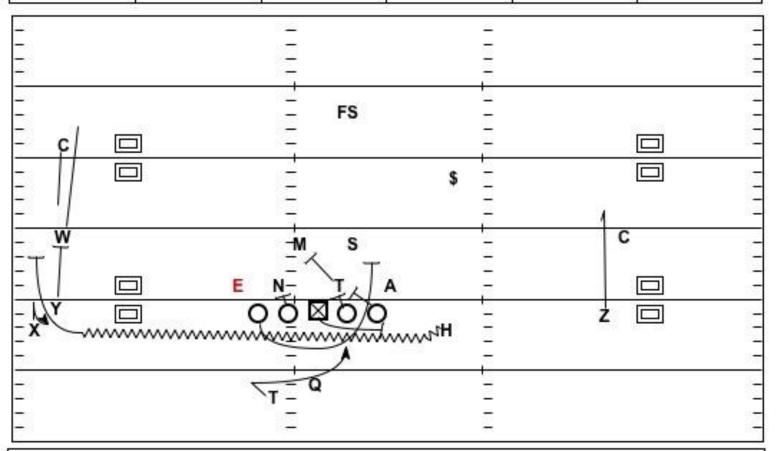
C - Slide Protect A-Gap

RG - Slide Protect B-Gap

RT - Slide Protect C-Gap

# 2x2 Open Across: GT Counter (Center) BS Now

Quarter	Time	D&D	YD Line	Hash	Score
2nd	2:39	1 - 10	43	L	7 - 7



Strategy: Get multiple blockers to overload one side for the run concept. Use WIDE splits and motion to get the numbers on an easy Now Screen

QB Progression/Read: Pre-Snap read the Now (Numbers) - Post-Snap EMLOS (A-Level Run Read)

X -	Nov	v
/ \	1101	٧

H - Across Motion to Block MDM

Y - Block MDM

Z - Hitch

T - Jab Step to Counter Path, Hug the Wall Follow the Wrap LT - Wrap Pull to the Point (Sam Linebacker)

LG - Man Locked on 3-Tech Nose

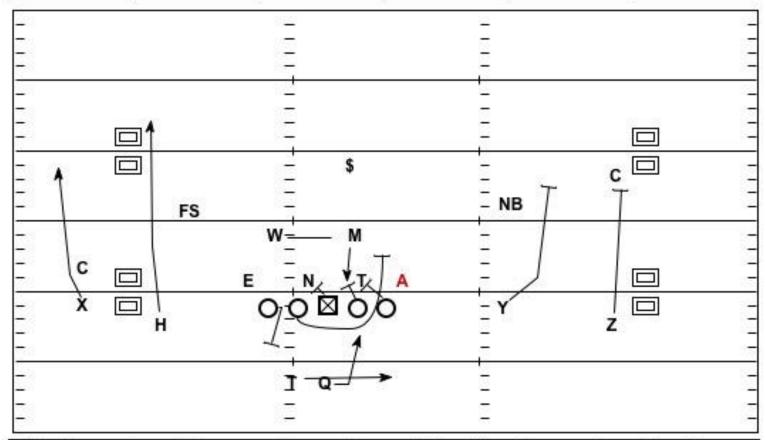
C - Wham, Open Pull to C-Gap Defender

RG - Combo 2i to Mike Linebacker

RT - Combo 2i to Mike Linebacker

# 2x2 Open: Power Read

Quarter	Time	D&D	YD Line	Hash	Score
4th	5:22	1 - 10	-19	L	19 - 14



Strategy: Gap Scheme with an A-Level Run Read to create a Numbers Advantage for the Run

QB Progression/Read: Read the EMLOS - If Keep Hug the Wall & Follow the Wrap

X - Run-Off to B	lock Corner
------------------	-------------

H - Run-Off Free Safety

Y - Block Nickel, for the Give

Z - Block Corner, for the Give

T - Outside Path, if Give read the block of the #2 Receiver LT - B to Hinge

LG - Wrap Pull to Point, if taken MDM

C - Back Block Nose

RG - Combo to Will Linebacker, Take your Gap Responsibility 1st

RT - Combo to Will Linebacker