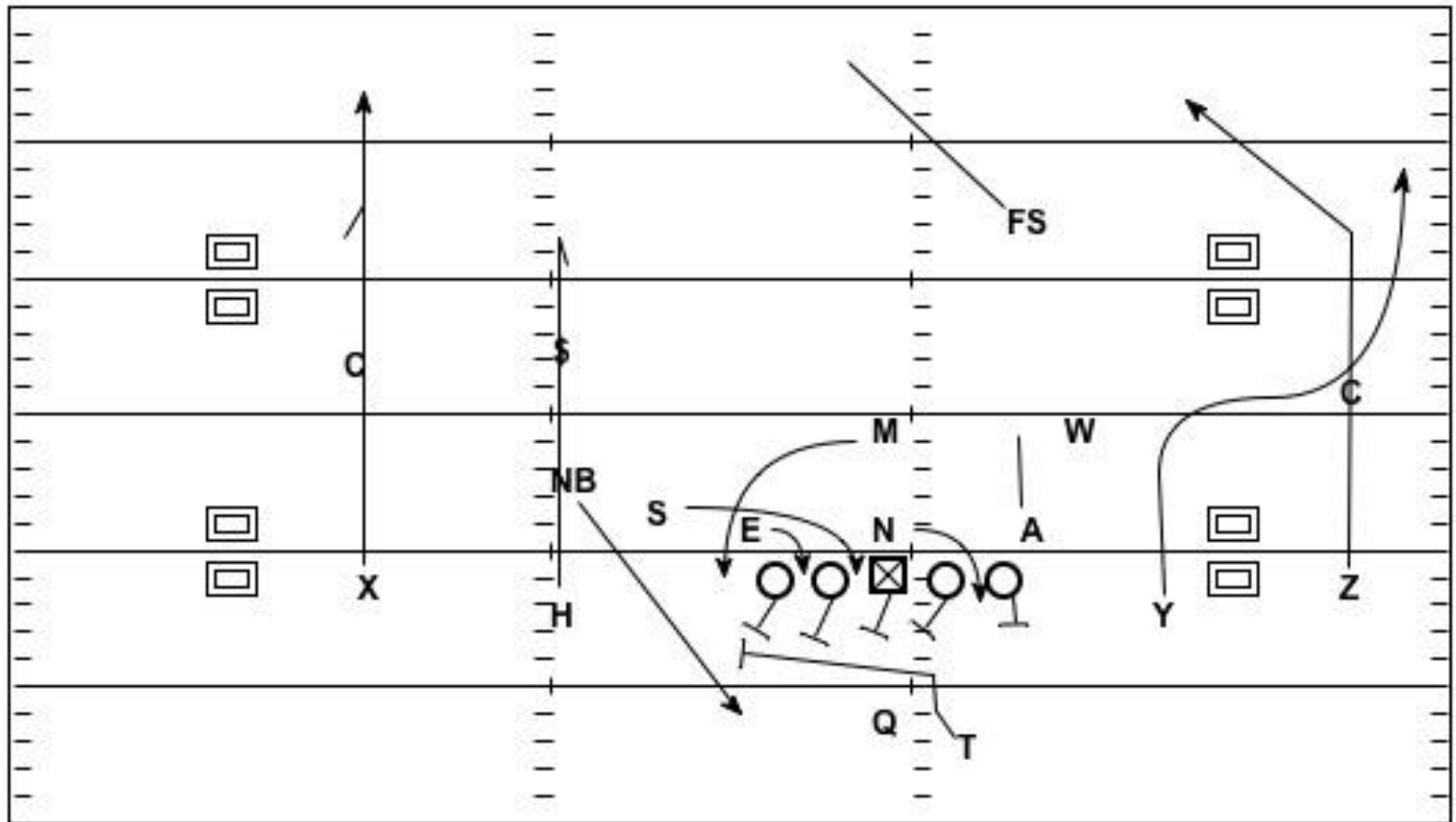


2x2 Open: Post-Wheel

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

X - Vertical w/ Comeback Option

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

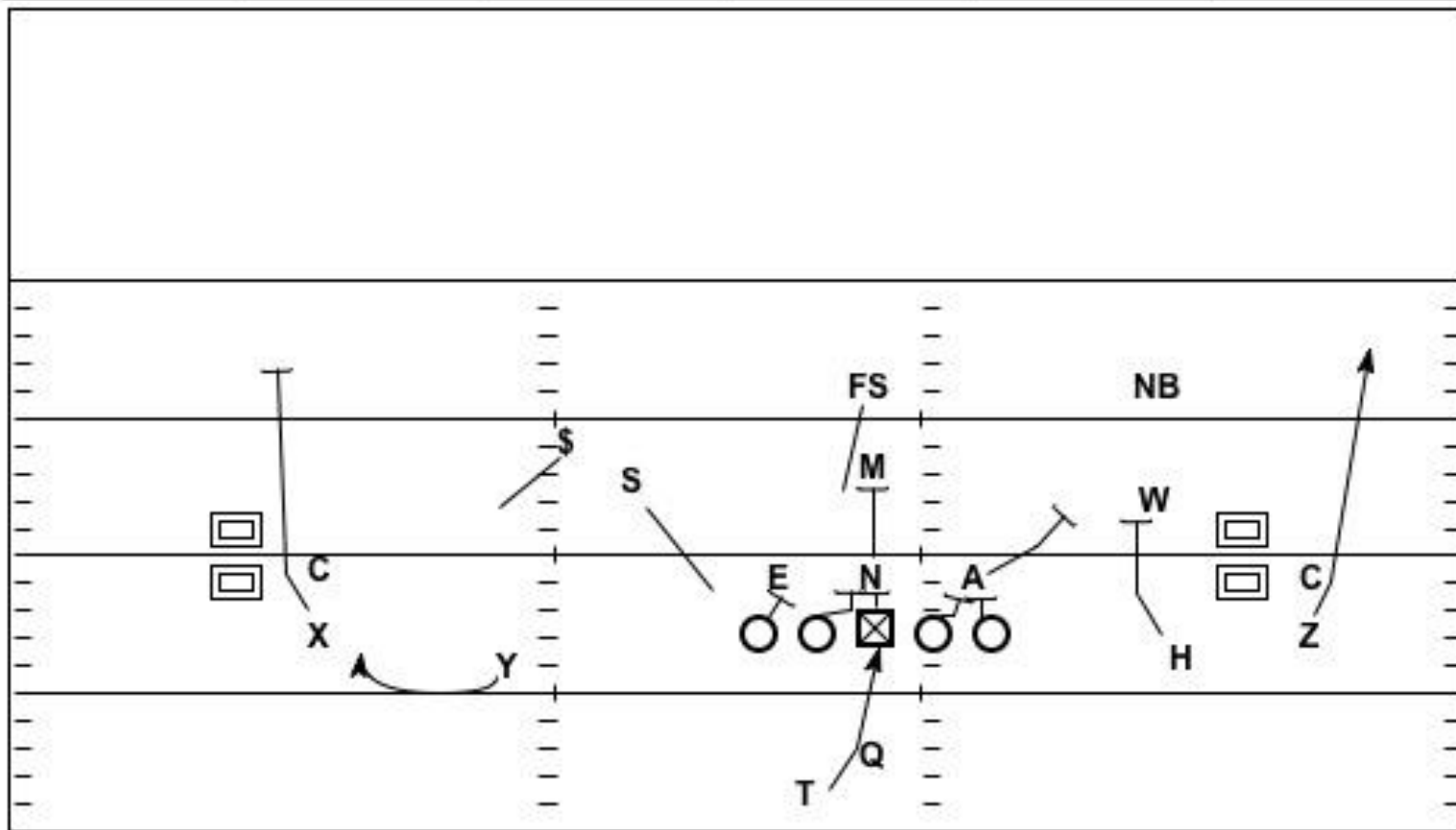
C - Slide Protect A-Gap

RG - Called into Slide

RT - Man Locked on Anchor

2x2 Open: 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 the 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

X - Run Off to Block Corner

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

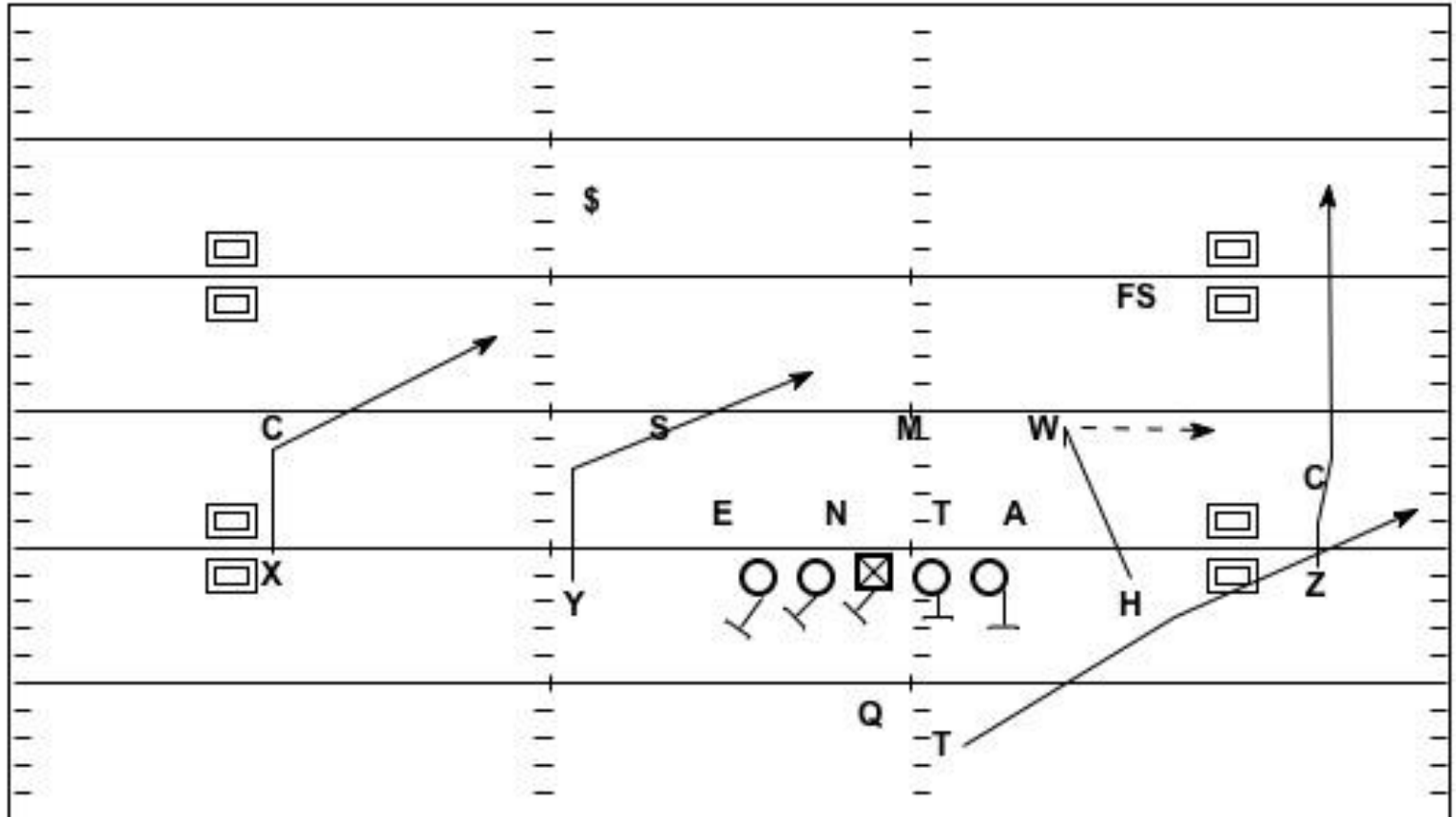
C - Combo Nose to Mike Linebacker

RG - Combo Anchor to Will Linebacker

RT - Combo Anchor to Will Linebacker

2x2 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

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

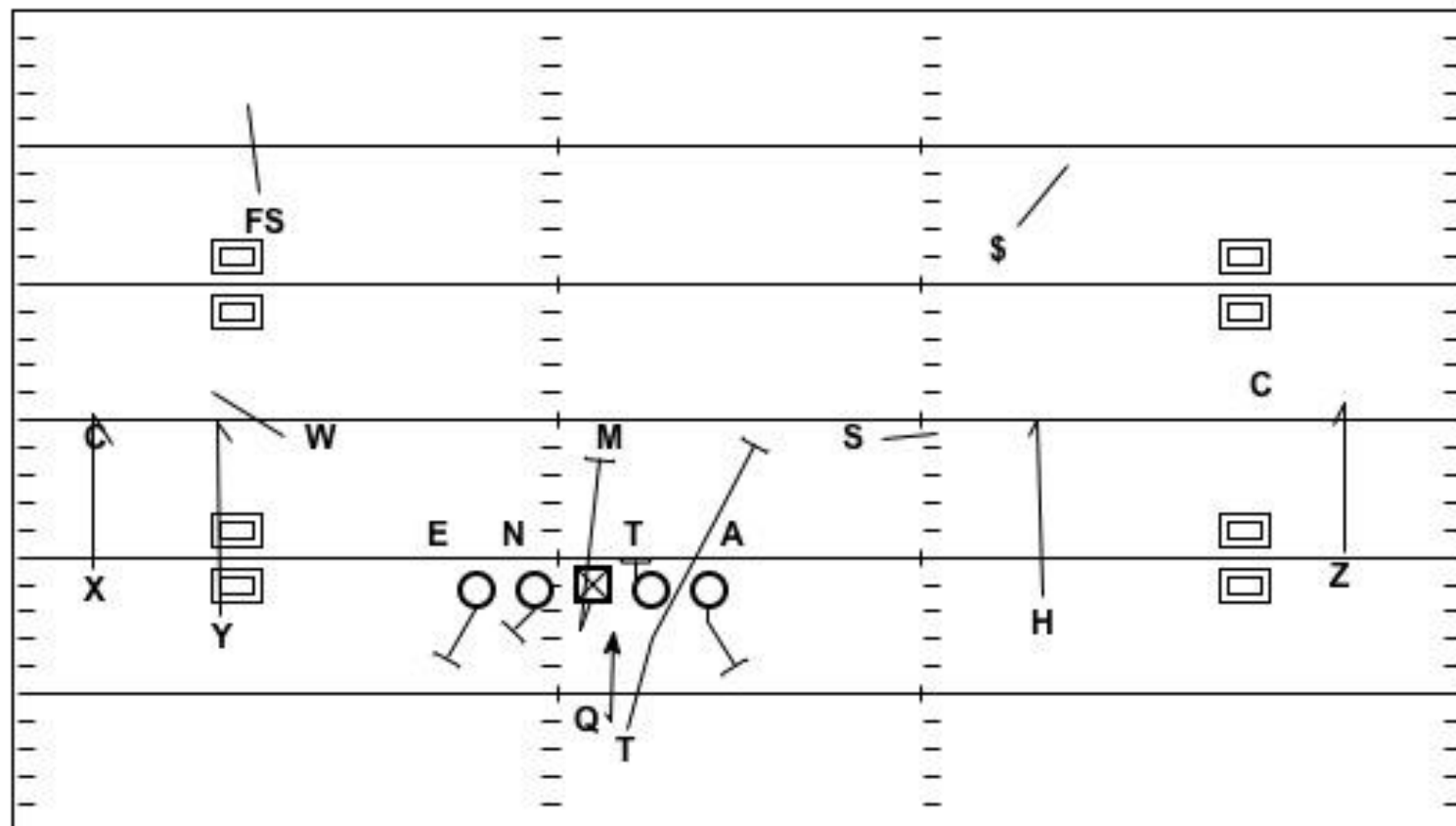
C - Slide Protect A-Gap

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



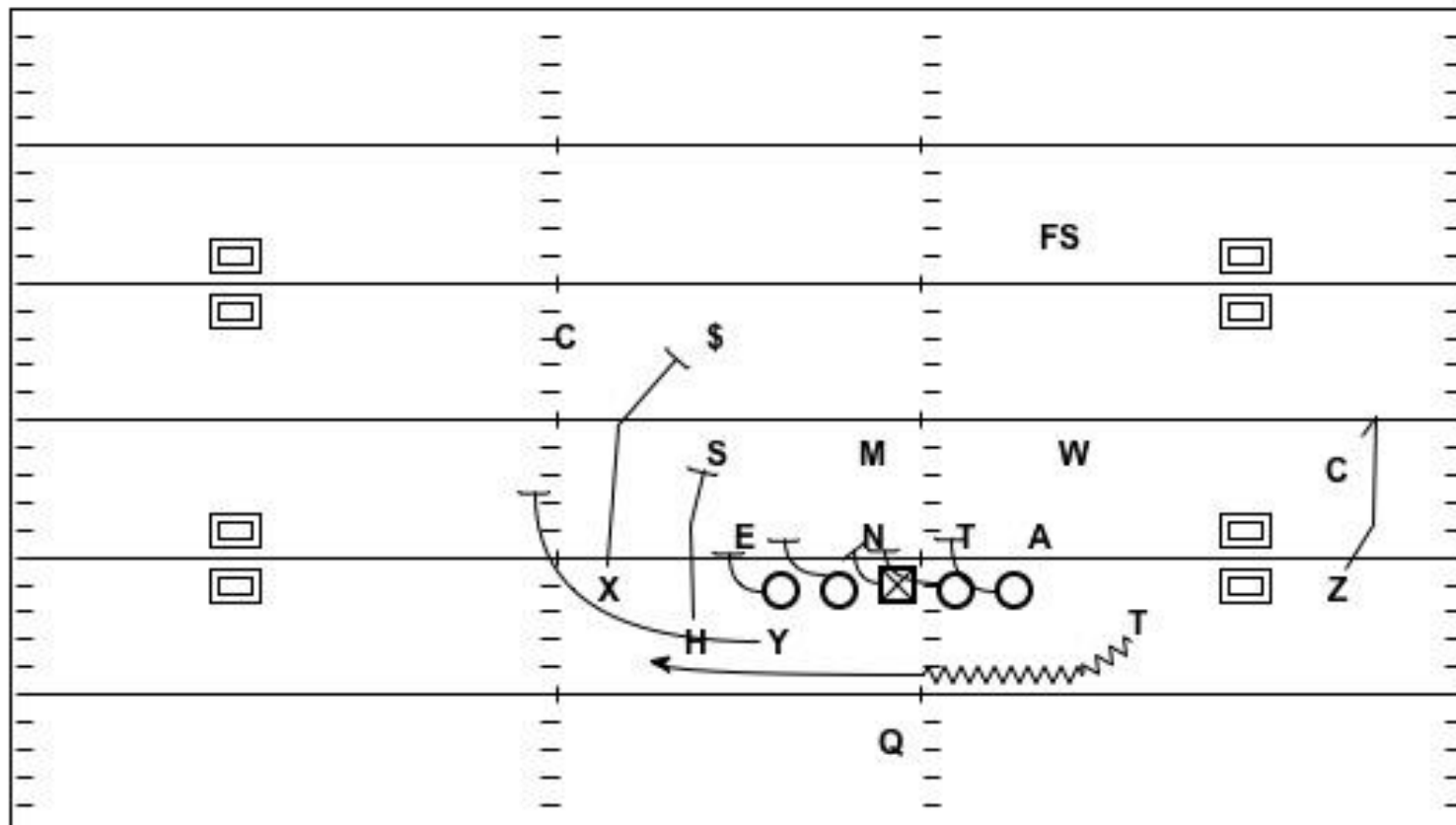
Strategy: Take advantage of aggressive pass rush defenses with easy outlet RPO's to get the perfect box count

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

X - Hitch	LT - Draw Set to Man Lock End
H - Hitch	LG - Draw Set to Man Lock Nose
Y - Hitch	C - Uncovered to set then lead up to Mike Linebacker
Z - Hitch	RG - Draw Set to Man Lock 2i Tackle
T - Lead to Backside Backer	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 - Block Strong Safety

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

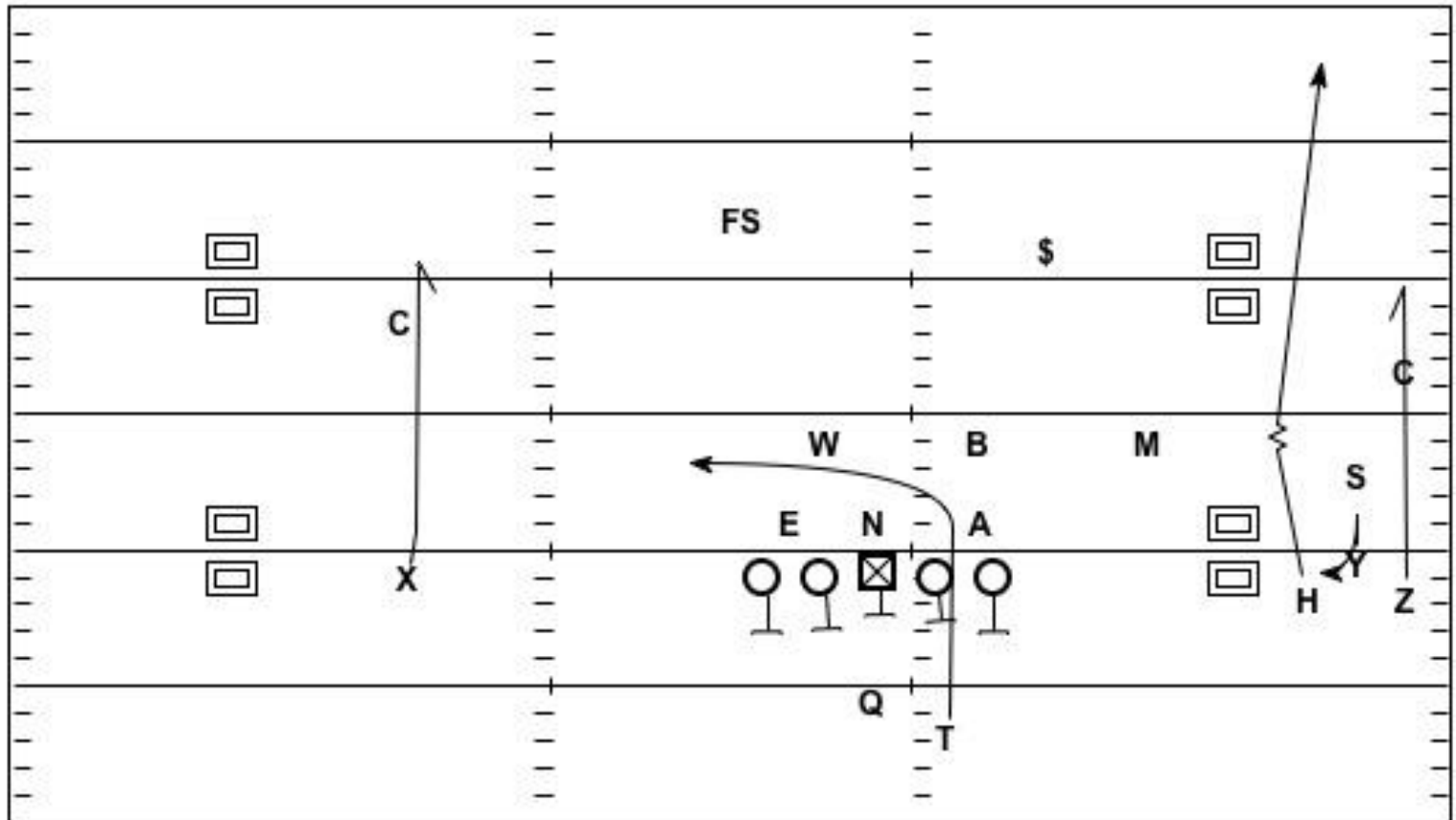
C - Combo Reach Nose to Mike

RG - Combo Reach Nose to Mike

RT - Cut-Off 3-Tech to Run Thru

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

X - Curl

H - DBL Move Slot-Fade

Y - Now

Z - Curl

T - Check protect to Away Route

LT - Settle & Sort

LG - Settle & Sort

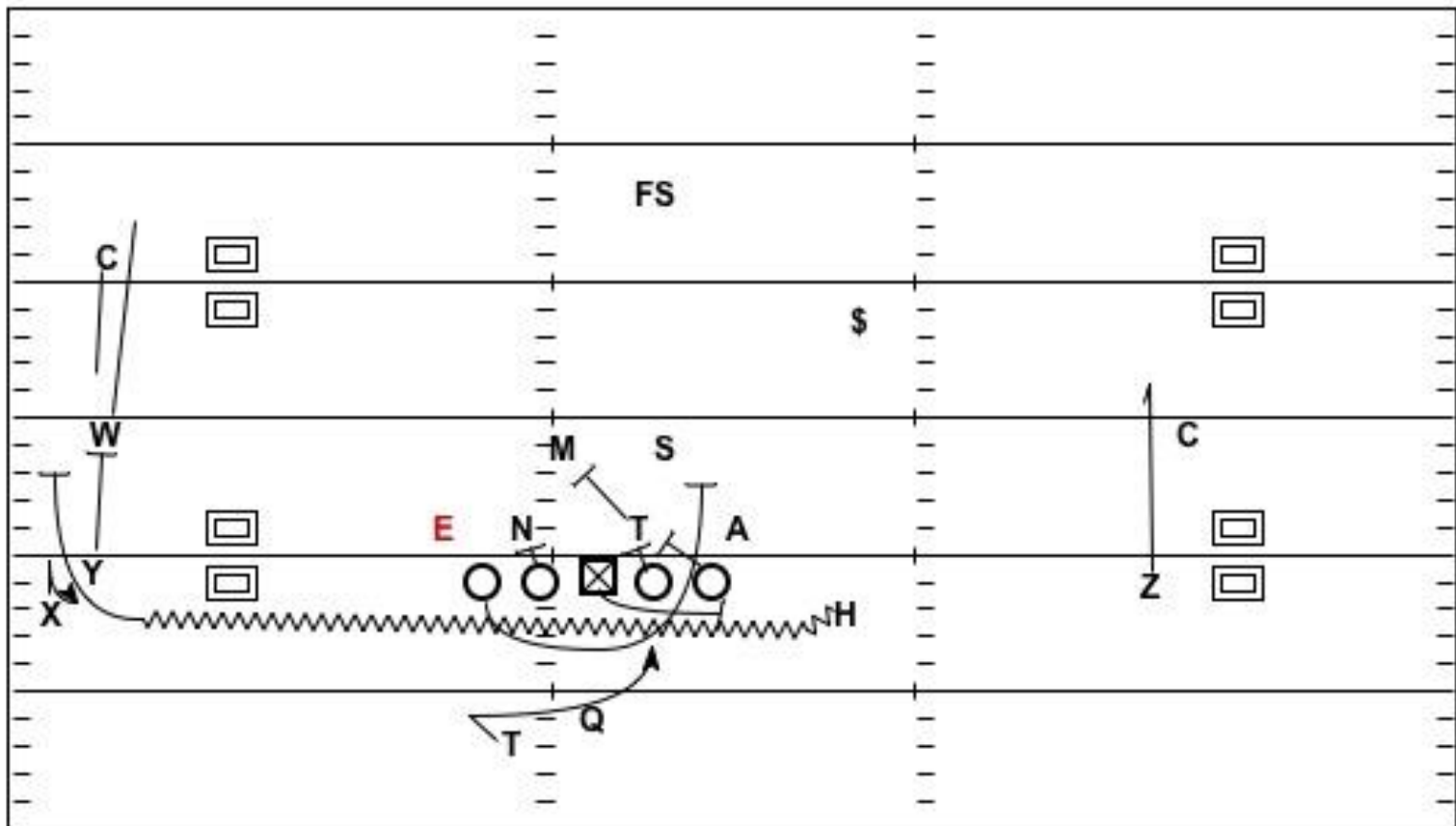
C - Settle & Sort

RG - Settle & Sort

RT - Settle & Sort

2x2 Open 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

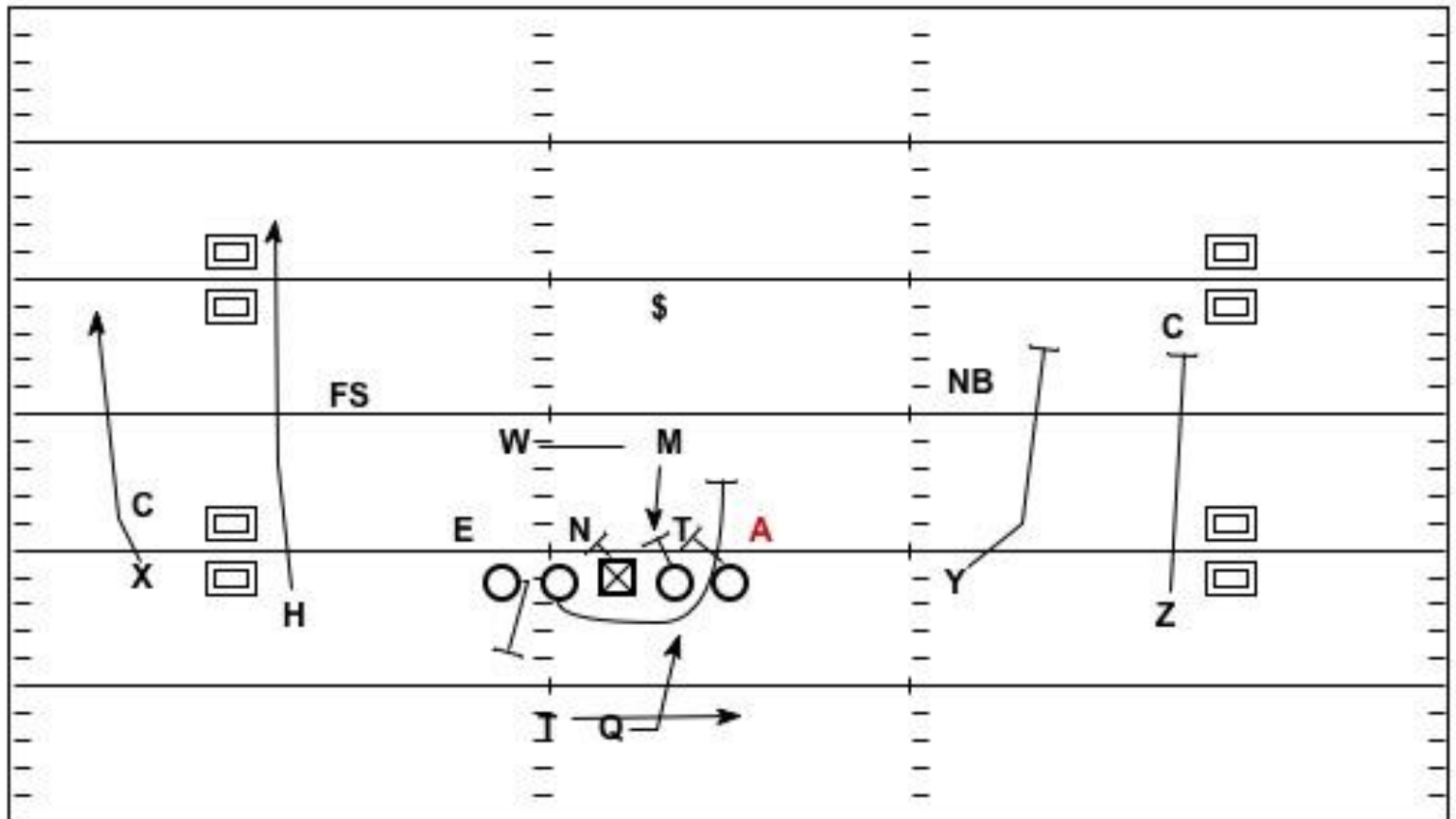
QB Progression/Read: Pre-Snap read the Now (Numbers) - Post-Snap EMLOS (A-Level Run Read)

X - Now
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 Block 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