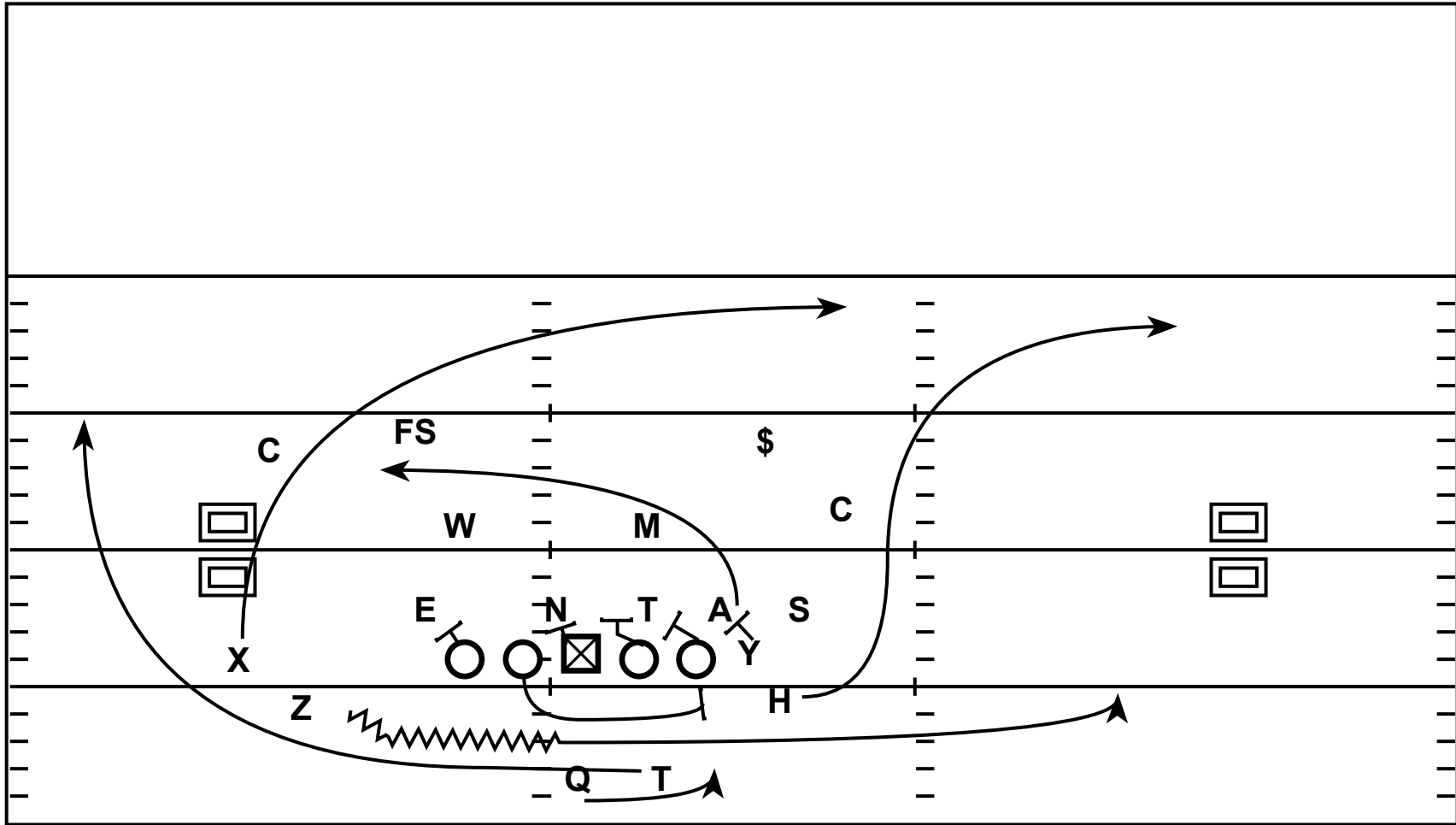


2x2 Heavy: PAP Flood TE Across Flow

Quarter	Time	D & D	YD Line	Hash	Score
1st	3:06	2 - 2	14	L	7 - 7



Strategy: Try to create all the flow going towards the Flood and then hit the TE working across in the opposite direction

QB Progression/Read: Sell the Flood to the Right then work back to the TE Flow
- Swing from the RB

X - Over

H - Sail

Y - Chip Release to Sneak Out on the Flow Opposite

Z - Smoke Motion to Distraction Swing

T - Play-Action to Swing

LT - Man Locked on End

LG - Boot Pull

C - Protect Backside A-Gap

RG - Protect Playside A-Gap

RT - Protect Play-side B-Gap