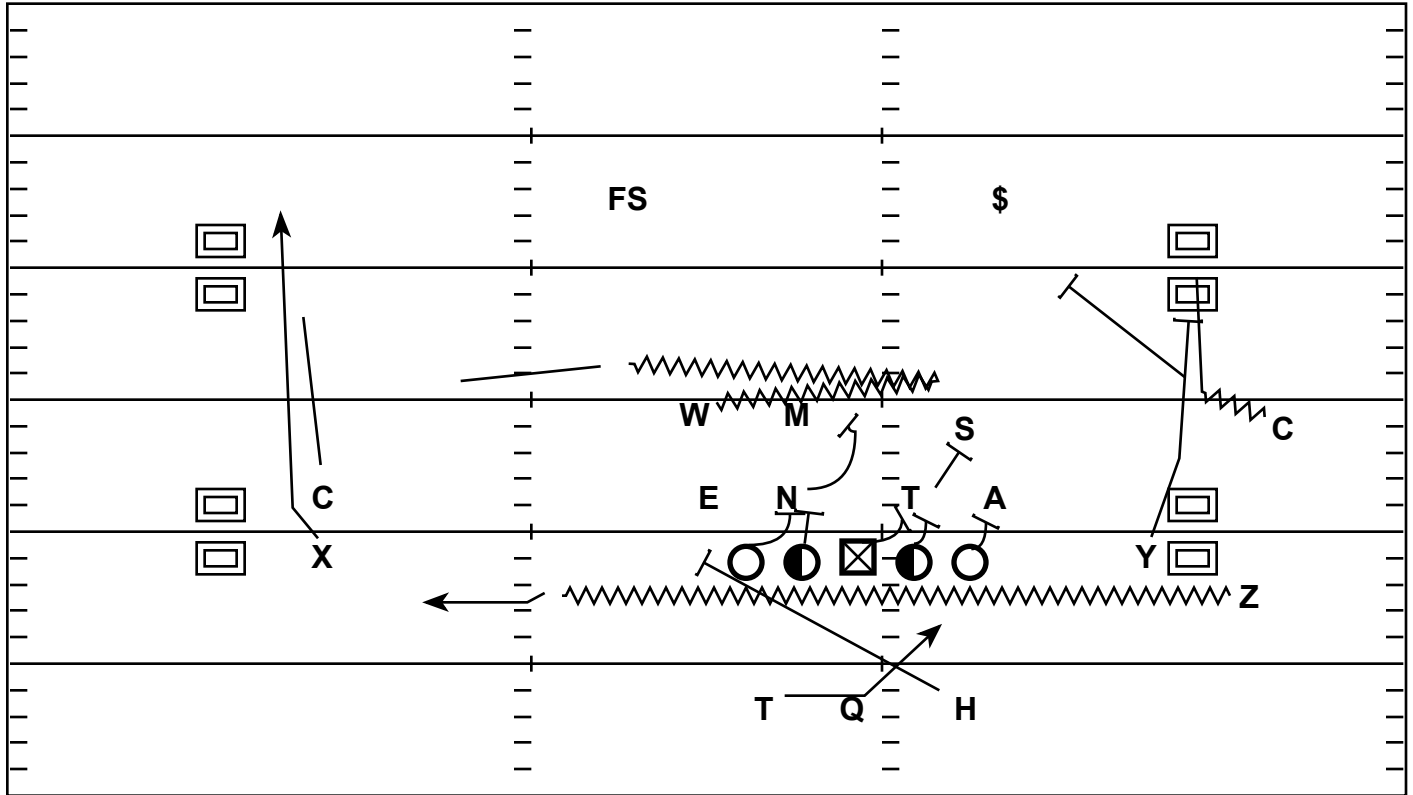


# 2x1 Open: Midzone Swipe

Quarter	Time	D & D	YD Line	Hash	Score
1	13:31	1st & 10	-39	R	0 - 0



Strategy - Multiple Holes for Back to Open. Aiming for PS B-Gap

QB Progression/Read: Hand-Off

X - Run Off Corner

H - Swipe Backside EMLOS

Y - Stalk Corner to \$

Z - Motion Across to slide shuffle  
Bubble to distract Will

T - Midzone Track Read Inside  
Hip of the PS Tackle

LT - BS Combo Nose to Mike

LG - BS Combo Nose to Mike

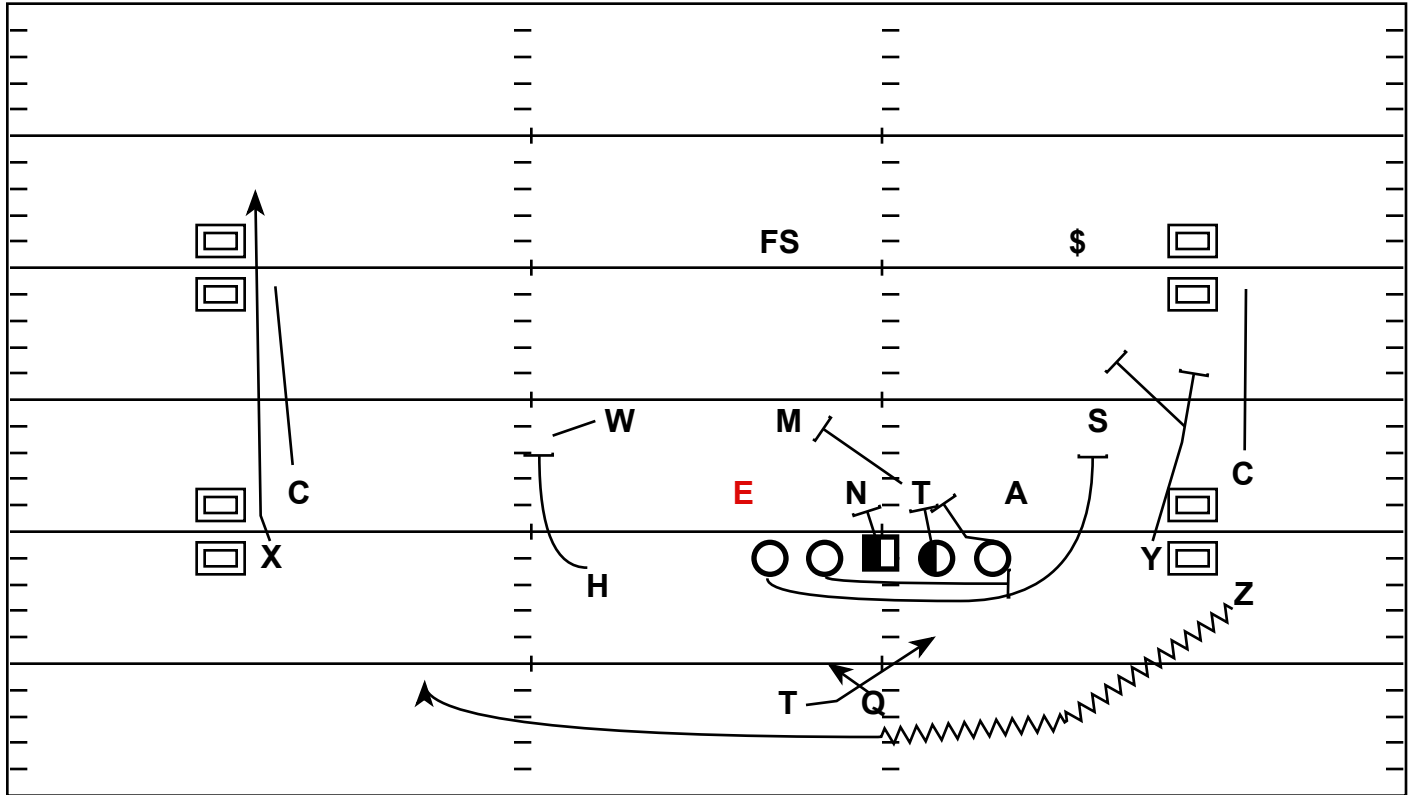
C - PS Combo to Sam

RG - PS Combo to Sam

RT - Man the Anchor (Defensive  
End)

# 2x2 Open: GT Read Swing

Quarter	Time	D & D	YD Line	Hash	Score
1	13:22	1st & 10	30	R	0 - 0



Strategy: Take the #'s on the Perimeters w/ the Swing (2-high), or Run GT Read and get two pullers to the playside reading the backside End (1-High).

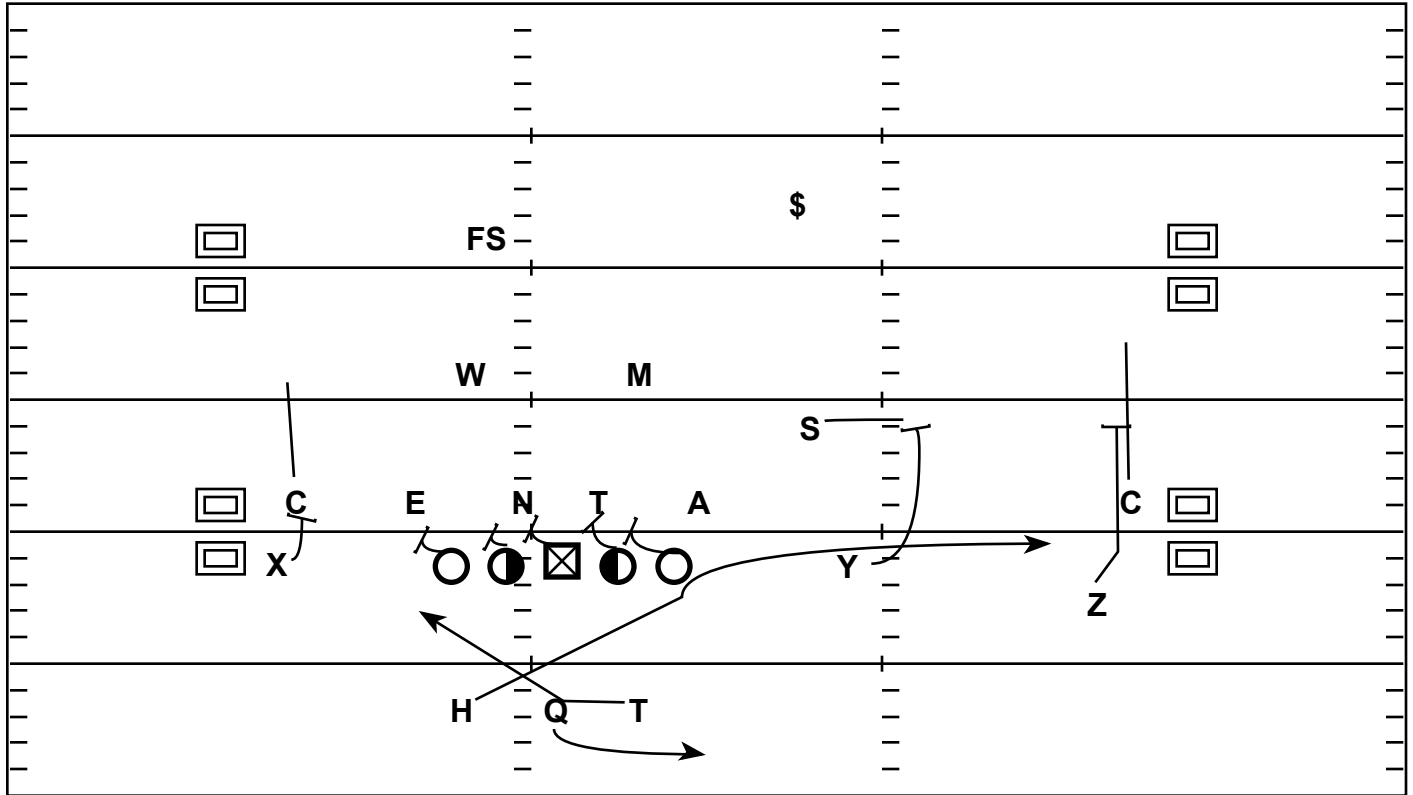
QB Progression/Read: Read #'s on Swing Take it if you got it, If Not read Back Side EMLOS for the GT Read

X - Run Off Backside Corner
H - Block MDM
Y - Stalk Block Reading PS Corner to \$
Z- Orbit Motion to Swing
T - GT Track, Hug the Wall Follow the Wrap

LT - Wrap to Point
LG - Wham C-Gap Defender
C - Back Block Nose
RG - Down Block 2i (Deuce)
RT - Deuce Block to Mike

# 2x1 Open - PAP MZ Swipe to Slide Screen

Quarter	Time	D & D	YD Line	Hash	Score
1	12:51	1st & 10	14	L	0 - 0



Strategy: PAP a Concept you recently hit a big run on. Get ball to play-maker in space on the \$

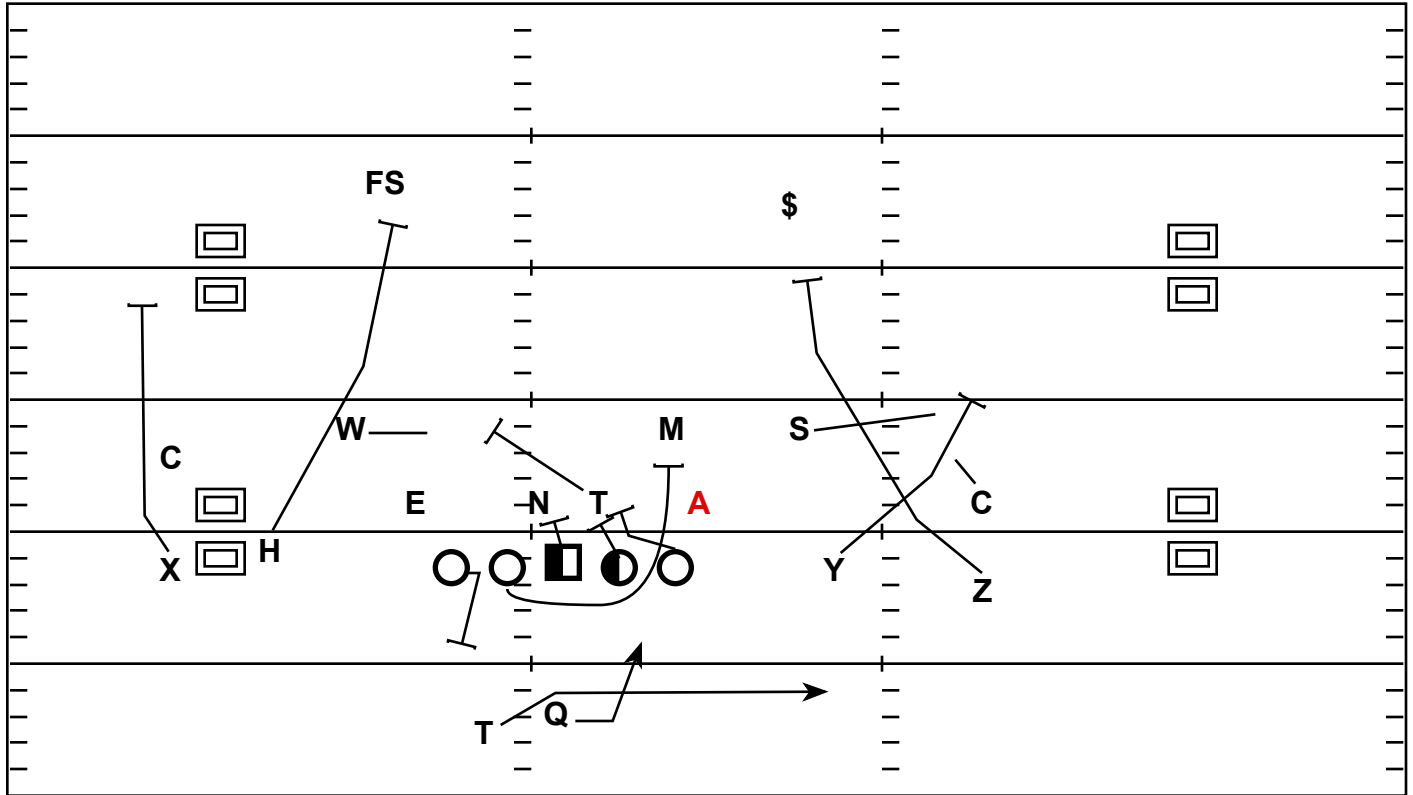
QB Progression/Read: Fake the Midzone, Roll, throw the Slide

X - Block BS Corner
H - Fake Swipe to Slide
Y - Block MDM
Z - Block Backside Corner
T - Fake MZ Track

LT - Fake MZ, BS C-Gap
LG - Fake MZ, BS B-Gap
C - Fake MZ, BS A-Gap
RG - Fake MZ, PS A-Gap
RT - Fake MZ, PS B-Gap

# 2x2 Open: Power Read

Quarter	Time	D & D	YD Line	Hash	Score
1	10:11	1st & 10	34	L	7 - 0



Strategy: Base Power Scheme while getting #'s advantage by reading Playside EMLOS

QB Progression/Read: Read Playside EMLOS (Anchor)

X - Run Off Corner to Block

H - Cross Country Block FS

Y - Natural Pick of Corner, Block Over Hang

Z - Under Y to Crack \$

T - Track Flat as Perimeter Run Threat

LT - B To Hinge

LG - Wrap to Mike

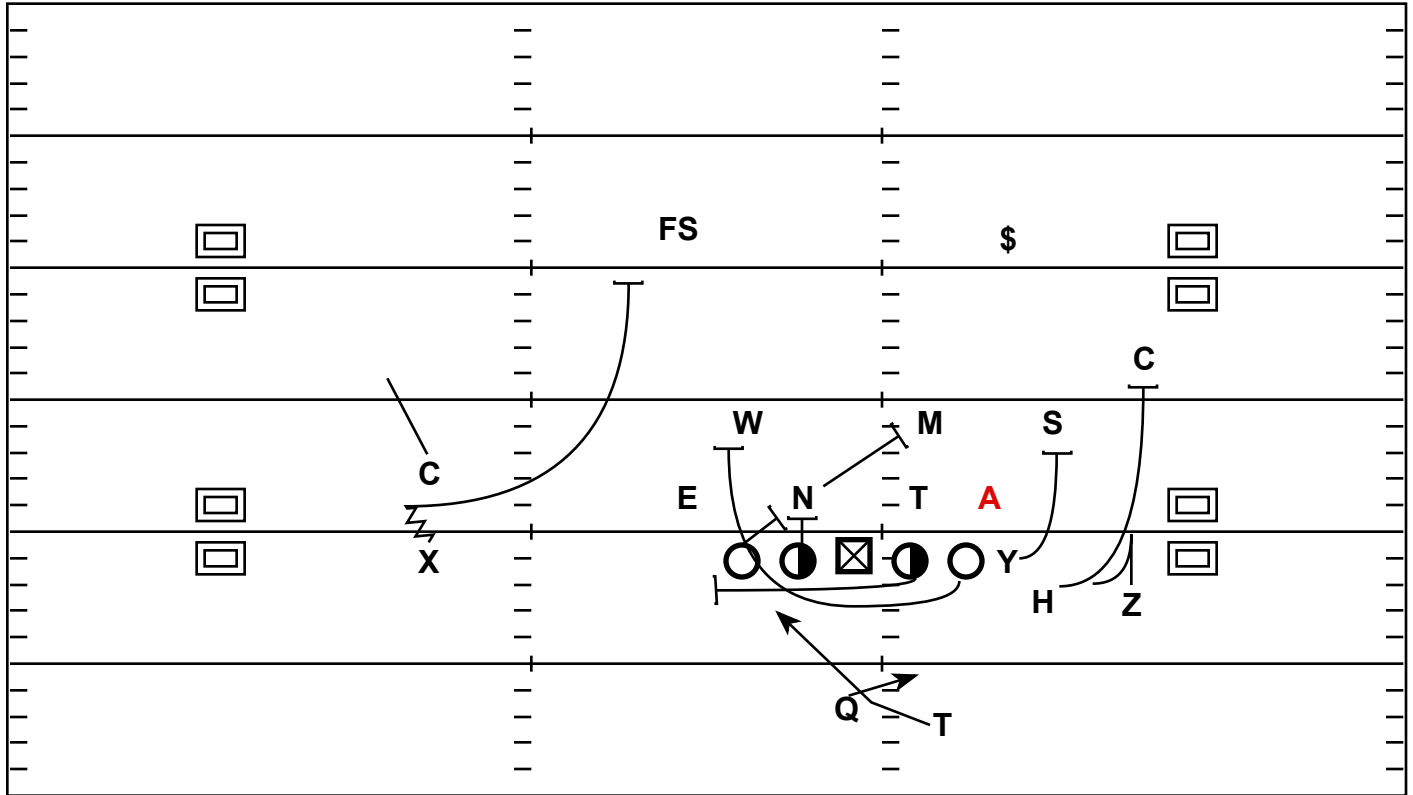
C - Back to Shade

RG - Deuce 2i to Will

RT - Deuce 2i to Will

# 3x1 Attached+Wing: GT Read

Quarter	Time	D & D	YD Line	Hash	Score
1	9:18	1st & 20	40	R	7 - 0



Strategy: FIB, Now Screen to take advantage of two high look, GT Counter Read to take care of 1-High Man

QB Progression/Read: Pre-Snap read the Now Screen for #'s, Post-Snap Read Backside EMLOS (Anchor)

X - Occupy Corner Before going flat for F/S

H - Block Corner for Now

Y - Arch to Sam

Z - Now Screen

T - GT Track, Hug Wall, Follow Wrap

LT - Down Block (Ghost Deuce)

LG - Down Block 2i

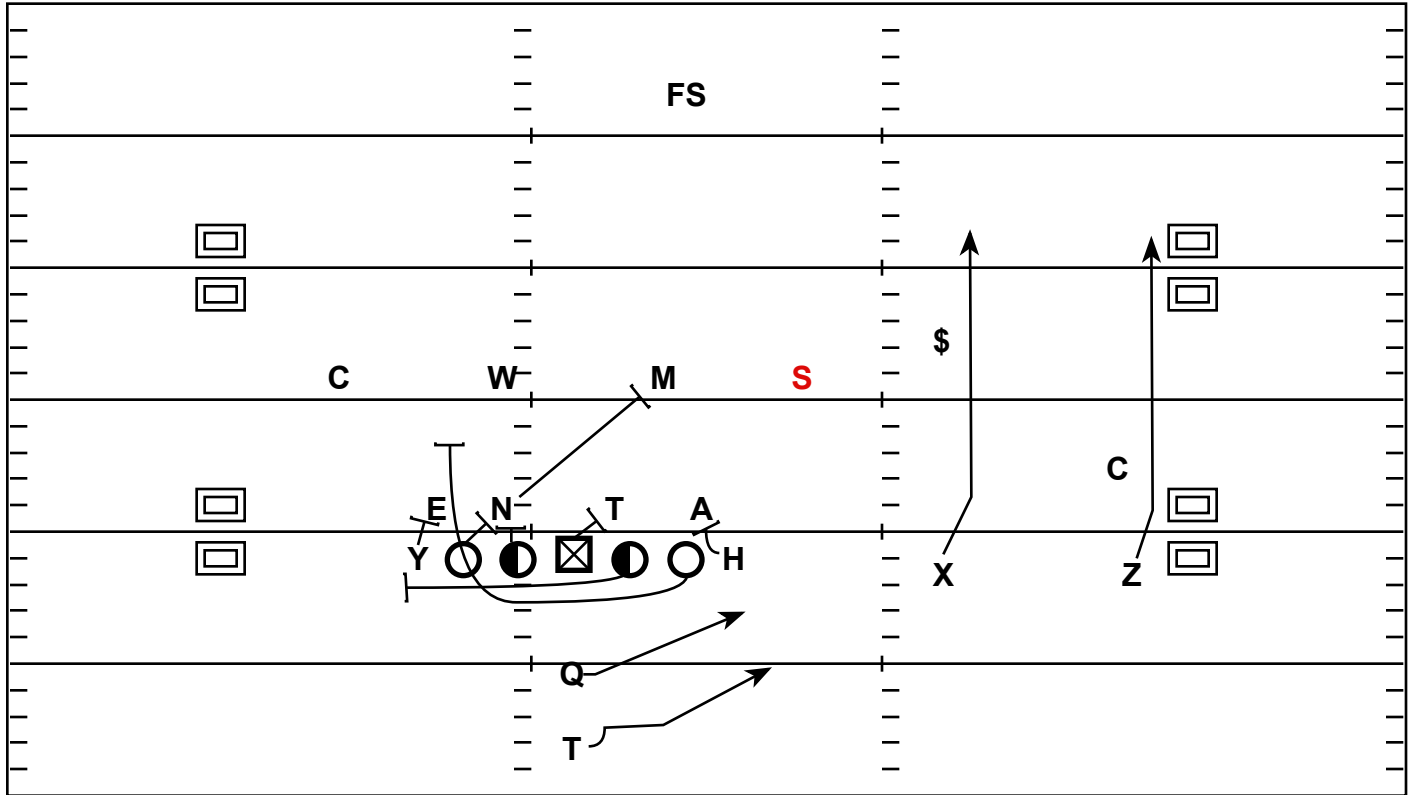
C - Back Block 3-Tech

RG - Wham PS C-Gap Defender

RT - Wrap to Will (Point)

# 3x1 Ace: Speed Option (Fake GT)

Quarter	Time	D & D	YD Line	Hash	Score
1	4:44	1st & 10	-11	L	7 - 0



Strategy: Show a Common Scheme (GT) while going the opposite way with the Speed Option creating Misdirection. Cover 1 Man Look, QB is the #'s Equalizer

QB Progression/Read: Read Sam Linebacker

X - Run Off \$

H - Cut -off Anchor

Y - Down Block

Z - Run Off Corner

T - Slight GT Fake to Establish Pitch Relationship

LT - Down Block, Deuce to Mike

LG - Deuce to Mike

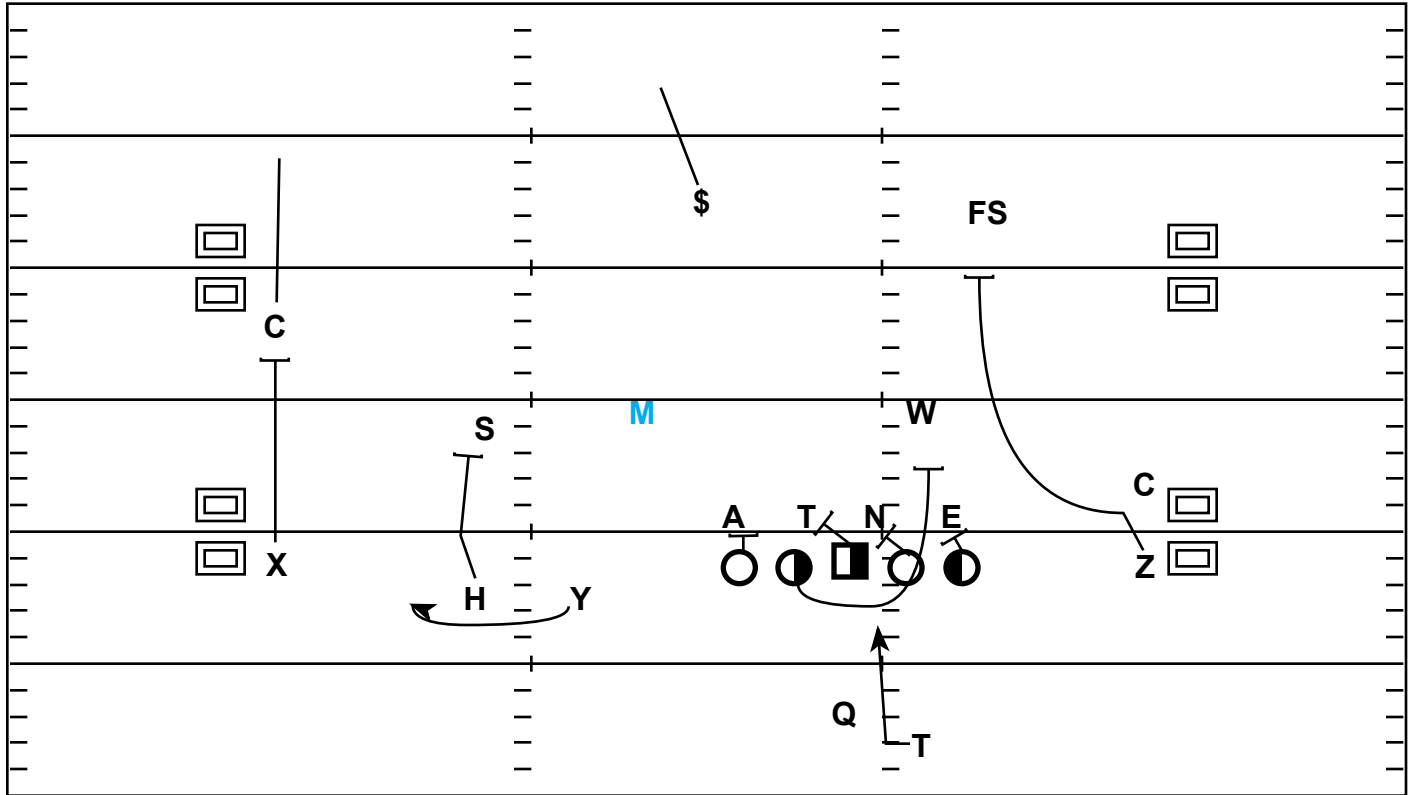
C - Back Block 2i

RG - Wham D-Gap Defender

RT - Wrap to Will (Point)

# 3x1 Open: G Wrap

Quarter	Time	D & D	YD Line	Hash	Score
1	3:56	1st & 10	-35	R	7 - 0



Strategy: v. 5-man Box Downhill run game, Read Overhang for Bubble

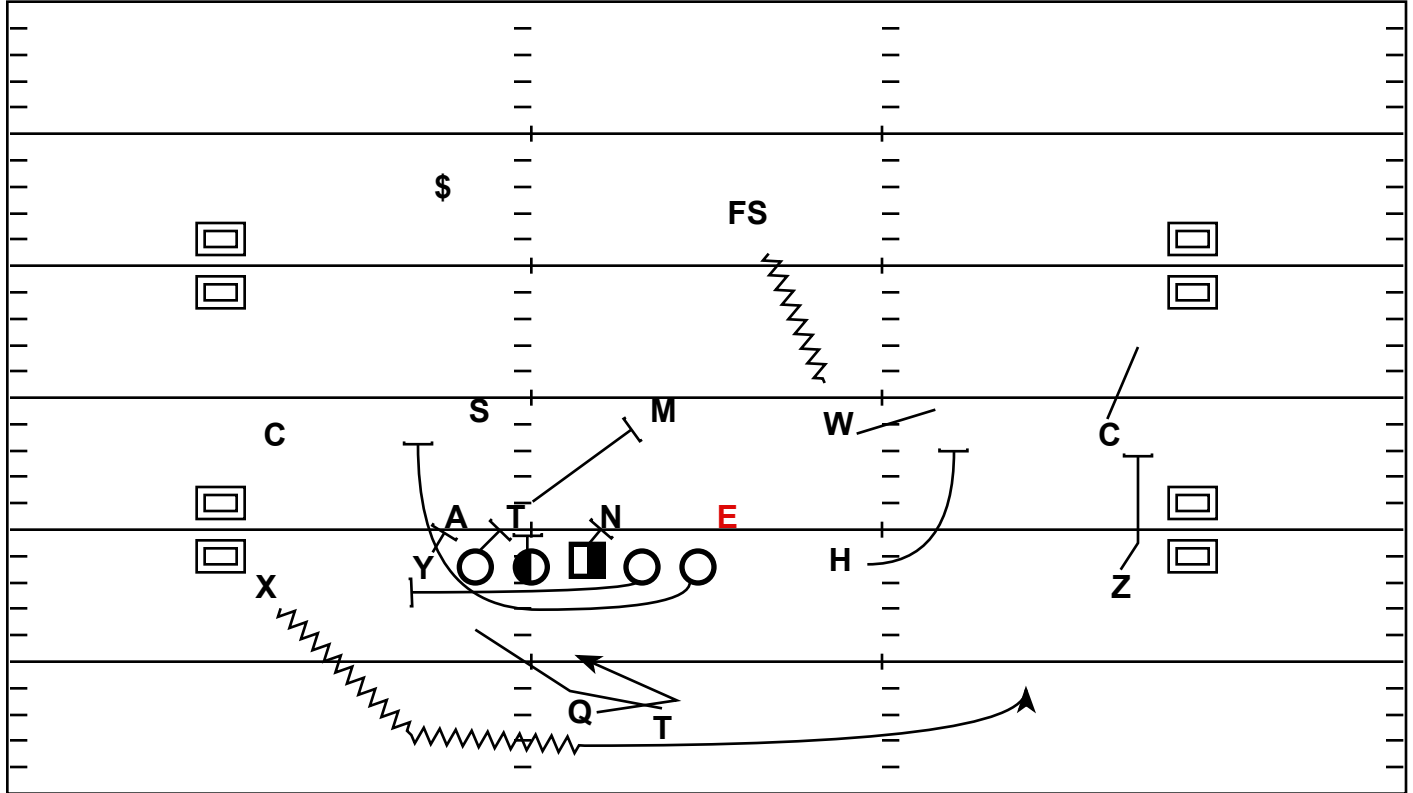
QB Progression/Read: Read Mike (Overhang) as he pauses to play run, QB throws Bubble 3 v. 2 on the perimeter

X - Block Corner
H - Block Sam
Y - Bubble
Z - Block FS
T - Wrap Track

LT - Block Man On
LG - Wrap to Will (Point)
C - Back to 2i
RG - Down Block Shade
RT - Block Man On

# 2x2 Attached: GT Read Swing

Quarter	Time	D & D	YD Line	Hash	Score
1	1:15	1st & 10	14	L	7 - 0



Strategy: Same GT Read Swing concept, however it doesn't go as planned and Hurts improvises

QB Progression/Read: Read FS for the Swing. End of the GT Read

X - Orbit Motion to Swing

H - Block MDM (Will)

Y - Down Block (Anchor)

Z - Block Corner

T - GT Track to Block for Follow

LT - Down Block, Deuce to Mike

LG - Deuce to Mike

C - Back Block Shade

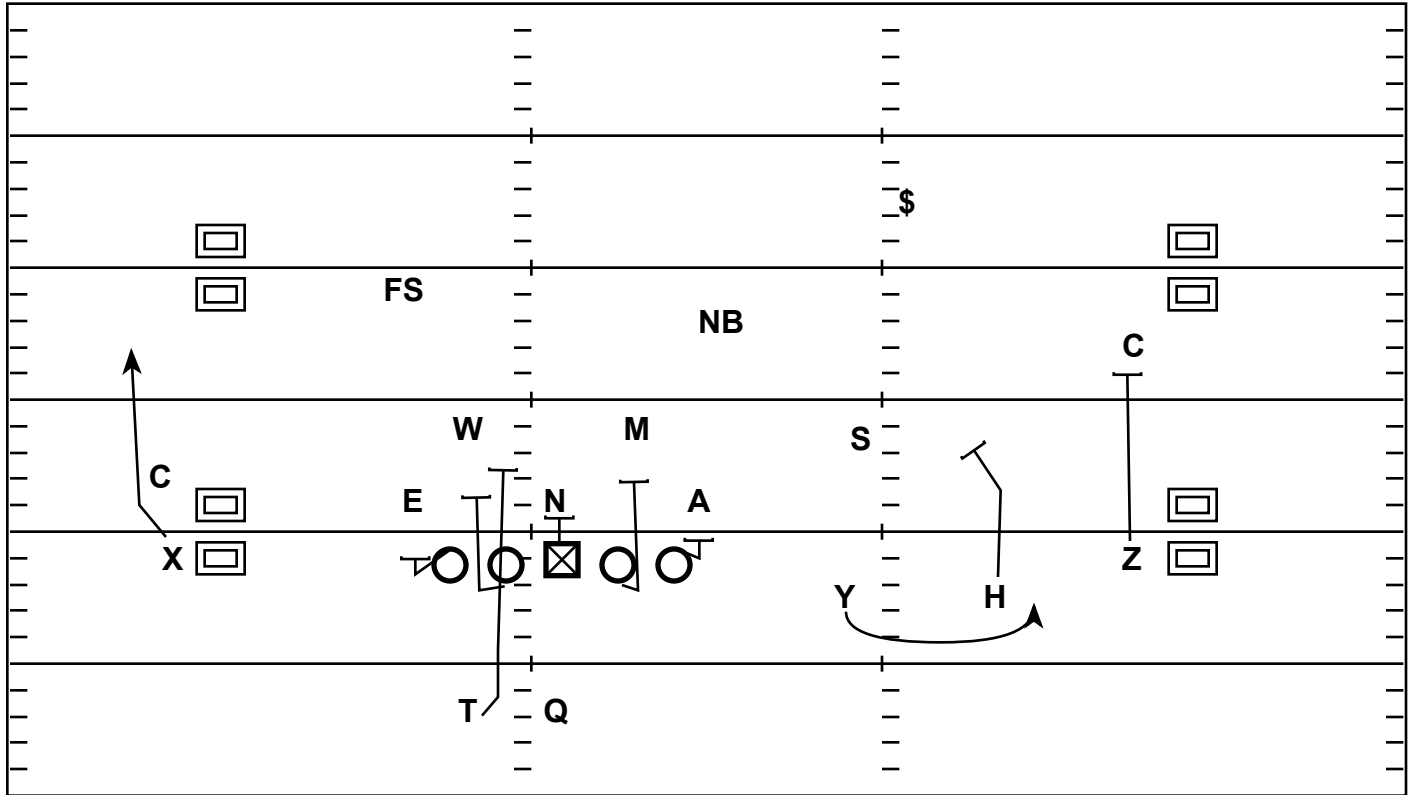
RG - Wham D-Gap Defender

RT - Wrap to Sam (Point)



# 3x1 Open: QB Lead Draw

Quarter	Time	D & D	YD Line	Hash	Score
2	9:40	1st & 10	48	L	14 - 0



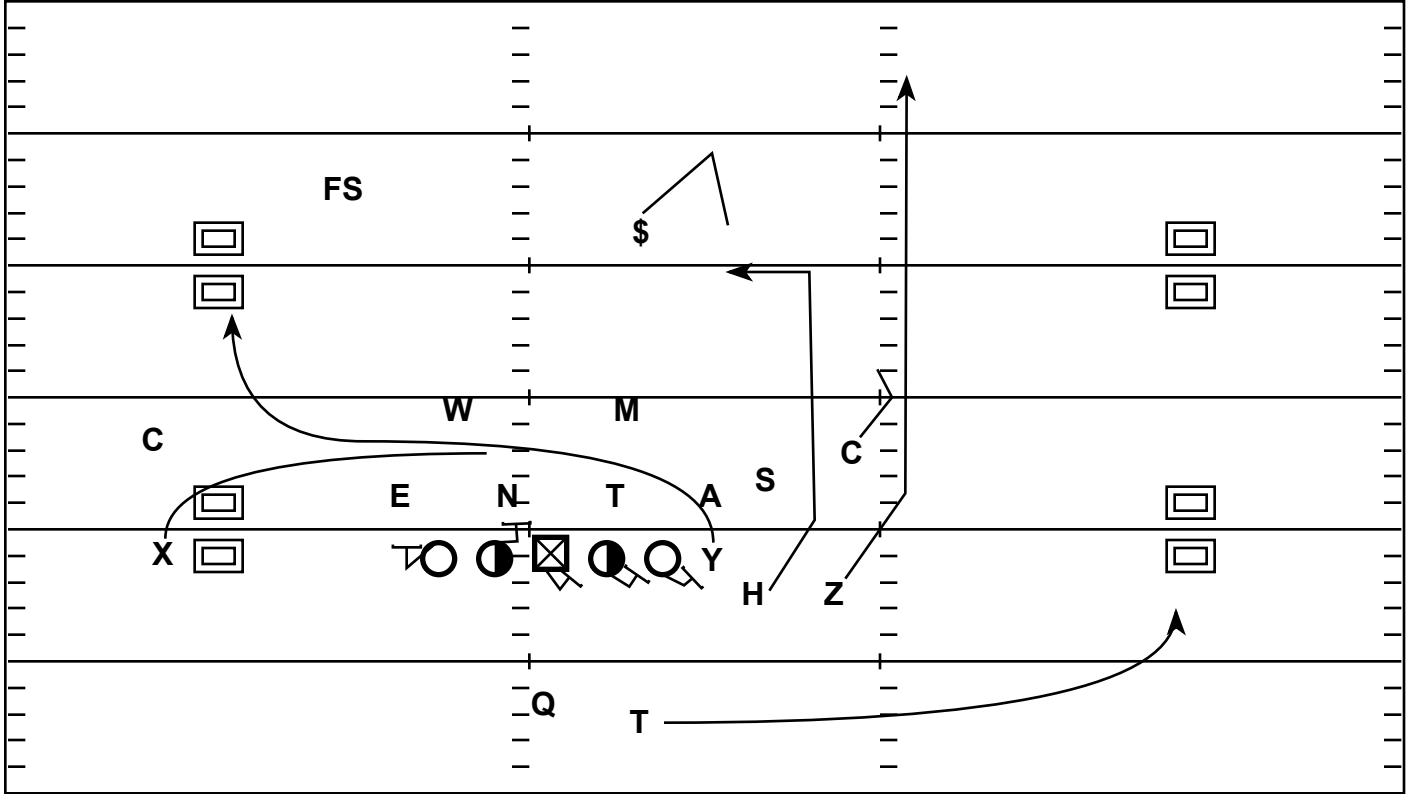
Strategy: Encourage a Pass Rush, Take Advantage of a Smaller Personnel Group

QB Progression/Read: Check Bubble Follow Lead

X - Run Off Corner	LT - Man On
H - Block MDM	LG - Check E to N then Will
Y - Bubble	C - Man On
Z - Block Corner	RG - Check Anchor to Mike
T - Block Leakage or MDM	RT - Man On

# 3x1 Attached + Wing: Mesh

Quarter	Time	D & D	YD Line	Hash	Score
2	8:32	3rd & 7	45	L	14 - 0



Strategy: Mesh Players hold Backers low, \$ has to either play Dig or Vertical. v. 1-High/Man look at the Mesh Players

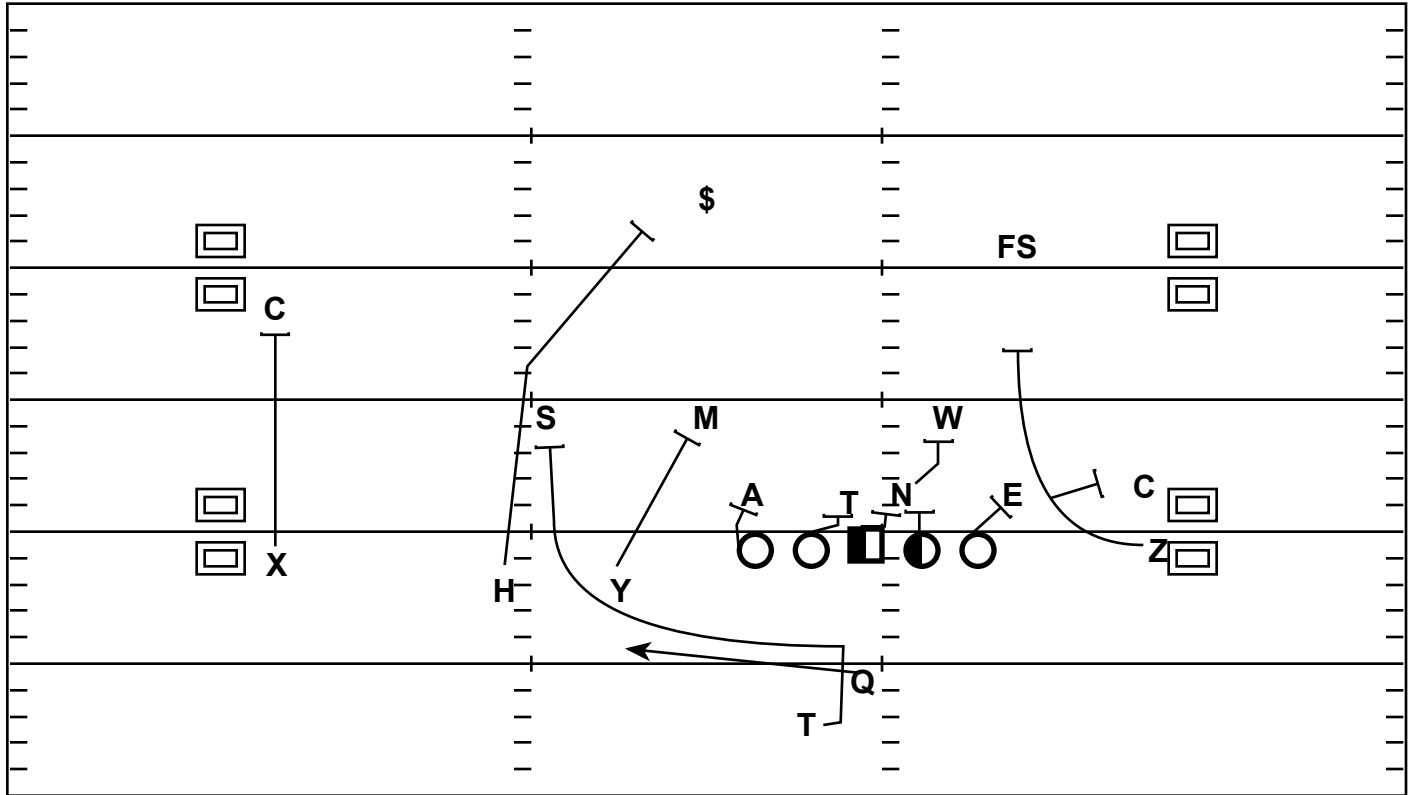
QB Progression/Read: Peek Mesh, Read \$ High-Low on Dig to Vertical

X - Under Mesh
H - 10 Yard Dig, Stop in Open Space
Y - Set the Mesh
Z - Seam Vertical
T - Check Will & Mike to Swing

LT - Man On
LG - Man On
C - Slide (A-Gap)
RG - Slide (B-Gap)
RT - Slide (C-Gap)

# 3x1 Open: Fake IZ QB Follow

Quarter	Time	D & D	YD Line	Hash	Score
2	4:49	1st & 10	-9	R	21 - 7



Strategy: Fake Inside Zone then have the QB follow the RB lead

QB Progression/Read: Fake IZ Pull and Follow RB

X - Block Corner

H - Bypass Sam to \$

Y - Seal Mike

Z - Block MDM FS to Corner

T - Lead up to Sam

LT - Force the Head Up Defender Inside

LG - Inside Drive Shade

C - Combo to Will

RG - Combo to Will

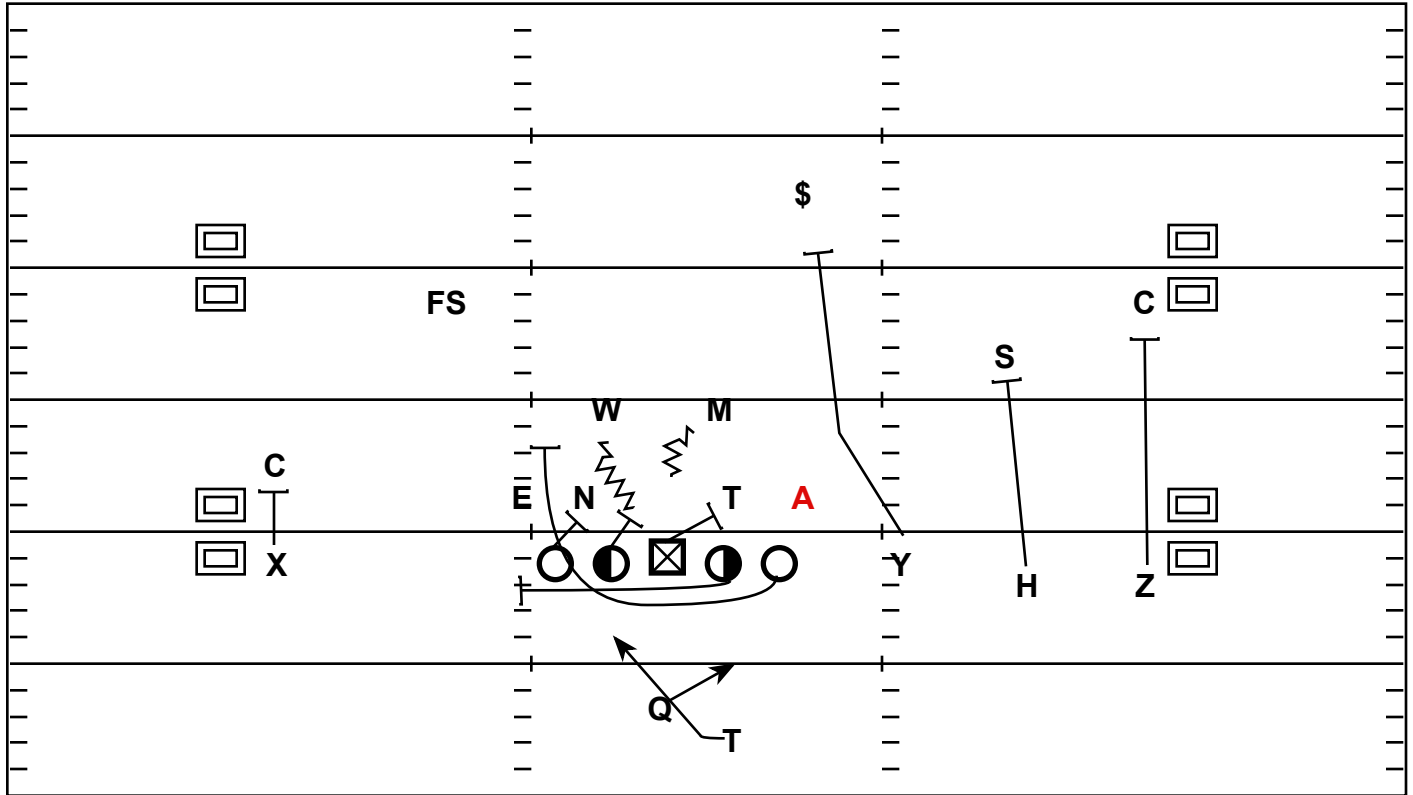
RT - Man on End





# 3x1 Open: GT Read

Quarter	Time	D & D	YD Line	Hash	Score
2	2:39	3rd & 11	45	L	21 - 7



Strategy: Base Play, Gets two pullers on the playside. Read Backside EMLOS

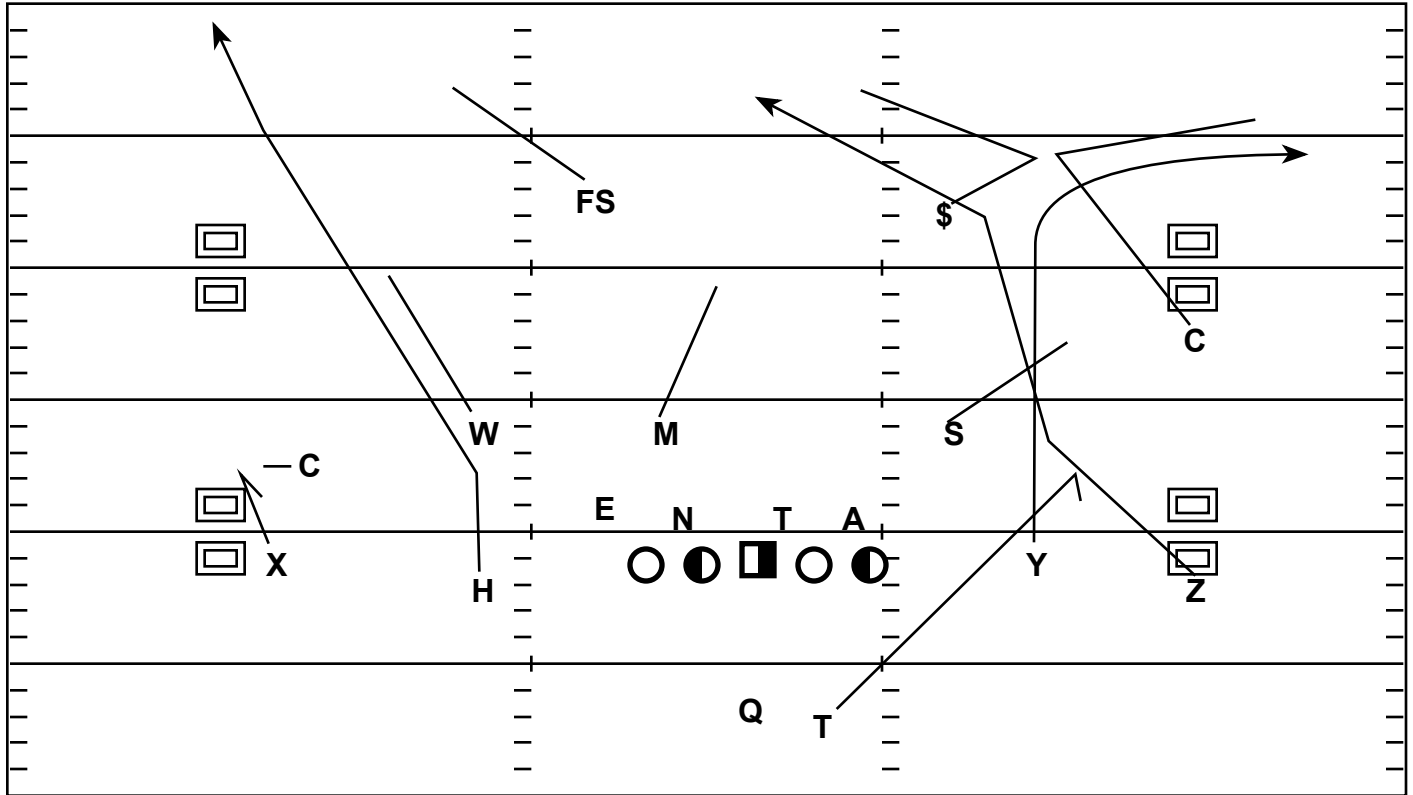
QB Progression/Read: Read Backside EMLOS

X - Block Corner
H - Block Sam
Y - Block \$
Z - Block Corner
T - GT Track, Hug Wall, Follow Wrap

LT - Down Block 3-Tech
LG - Take Will when he takes A-Gap
C - Back Block 3-Tech
RG - Wham C-Gap Defender
RT - Wrap to MDM

# 2x2 Open: Slot Fade + Switch

Quarter	Time	D & D	YD Line	Hash	Score
3	15:00	1st & 10	-25	RM	21-10



Strategy: Have the Slot Fade v. 1 High, v. 2-high pulls the FS out of the Middle. Hope that the Deep Out pulls the \$ out of the Middle to open up the switch-release Post. RB with the Checkdown on a Shot Play

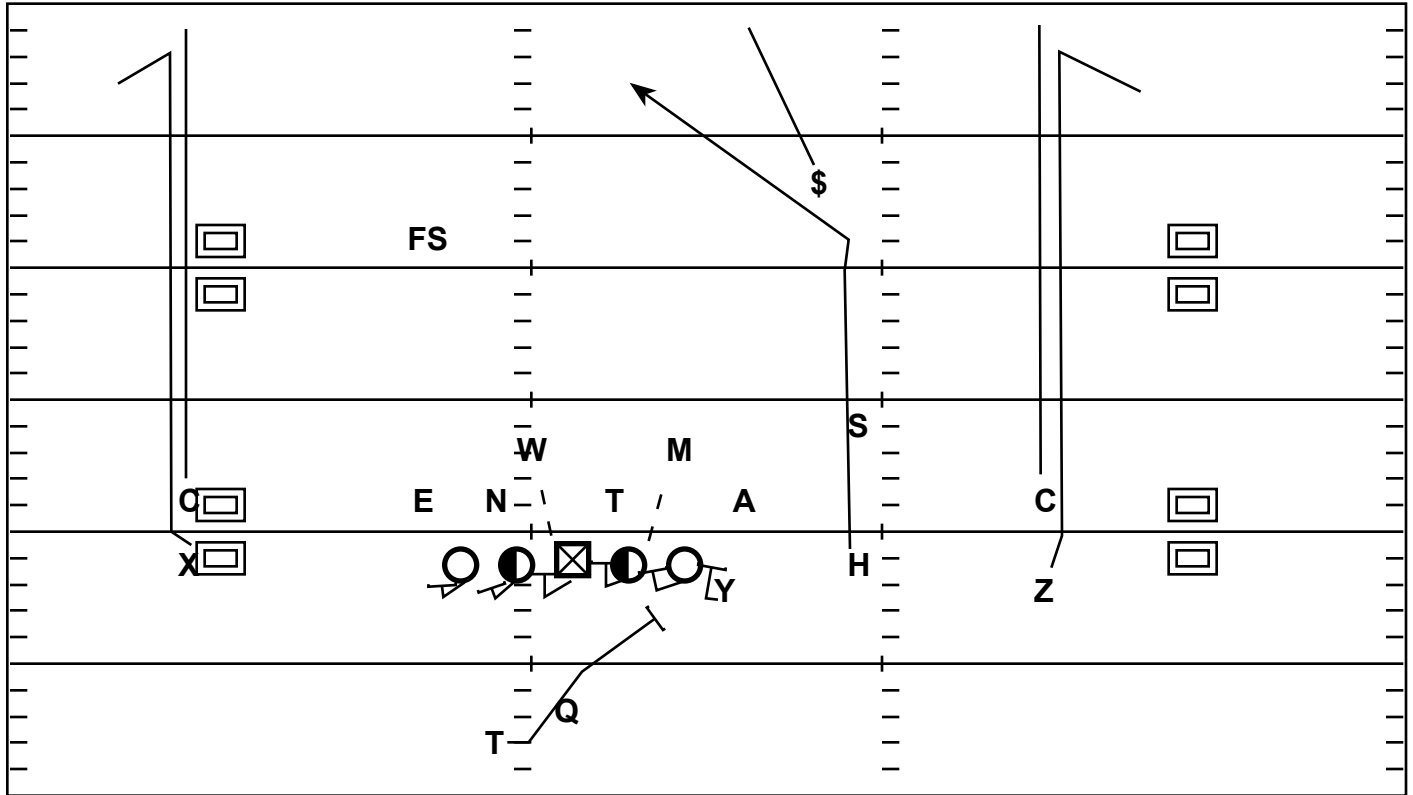
QB Progression/Read: v. 1-High= Read Slot-Fad, v. 2-High Read Post to Checkdown

X - Witch
H - Slot Fade
Y - Deep Out
Z - Switch Release Post
T - Stop Route

LT - Slide (C-Gap)
LG - Slide (B-Gap)
C - Slide (A-Gap)
RG - Man On
RT - Man On

# 3x1 Wing: PAP Three Verts

Quarter	Time	D & D	YD Line	Hash	Score
3	14:11	1st & 10	-39	L	21 - 10



Strategy: PAP to suck the defense, H initially looks like he is going to block the overhang before reading the leverage of the \$

QB Progression/Read: Slot to Same Side Comeback

X - Comeback

H - Post

Y - Pass Pro Anchor

Z - Comeback

T - Fake Run to Help with Anchor

LT - Man On

LG - Man on to Will

C - Help LG Eyes on Will

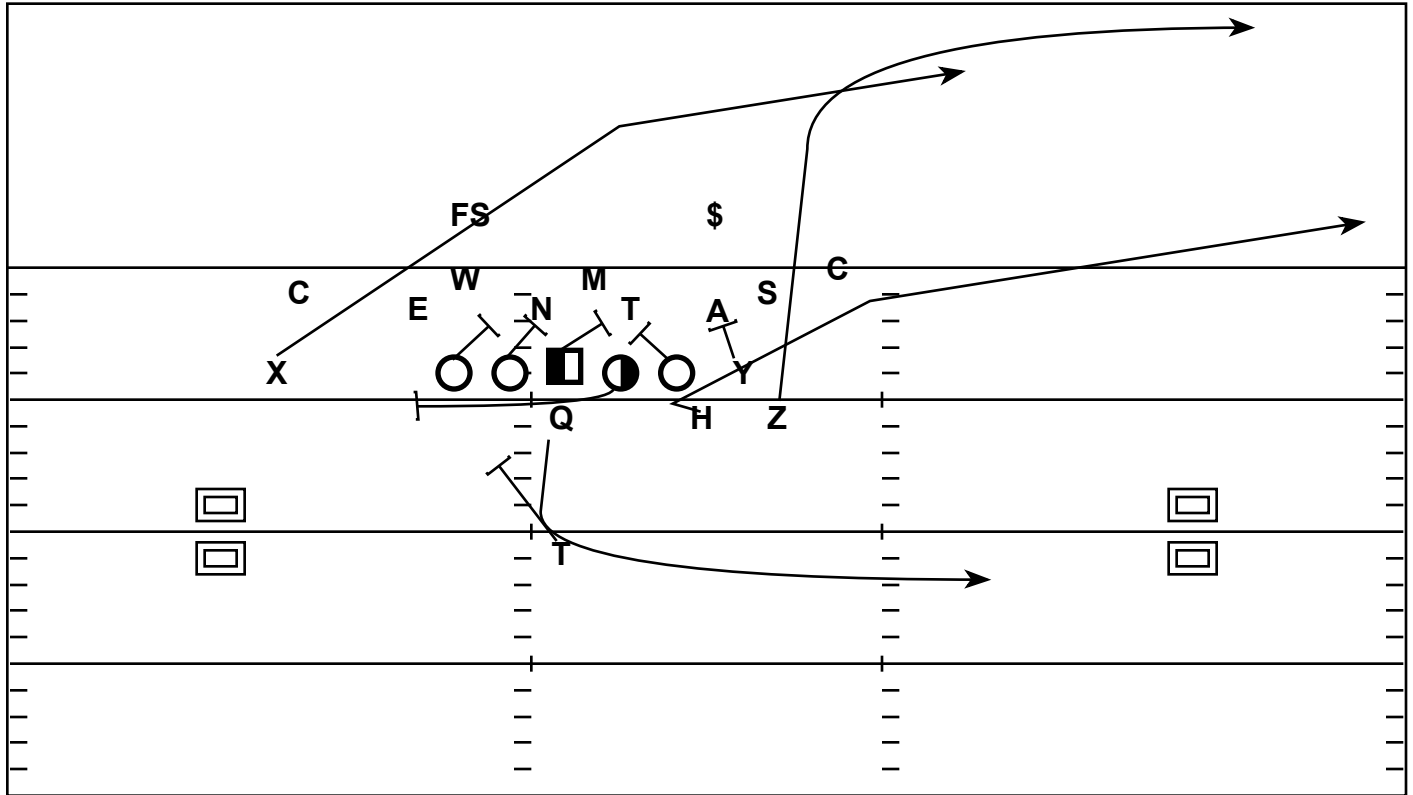
RG - Man On

RT - Help RG Eyes to Mike



# Bunch: Naked Flood

Quarter	Time	D & D	YD Line	Hash	Score
3	8:23	1st & 10	3	L	28 - 10



Strategy: Fake Run in a Goalline Situatoin, Get an athletic QB running

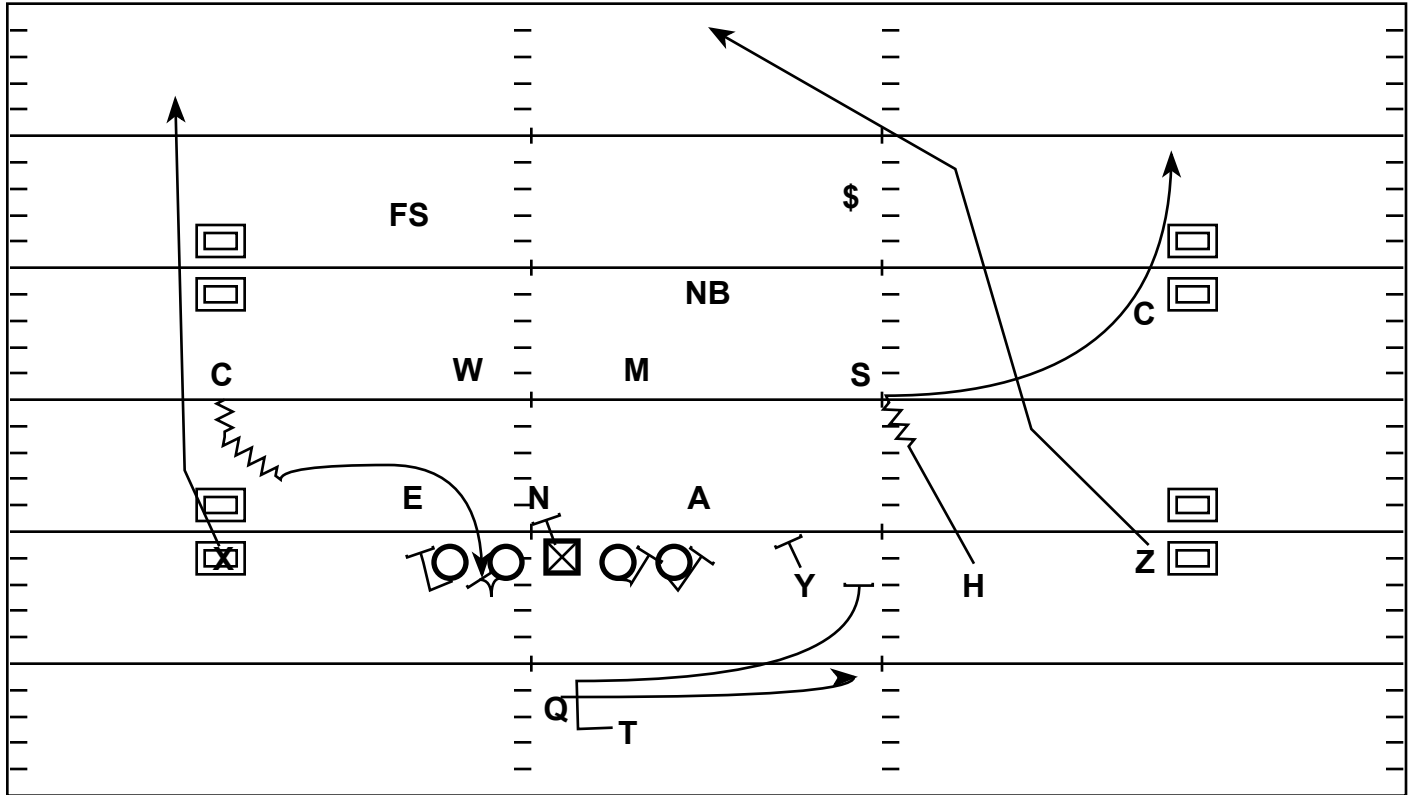
QB Progression/Read: High-Low the Frontside, If the Cross can get across soon enough he is an option, If everyting is covered Run

X - Haul to Cross
H - Jab to Flat
Y - Seal the Edge for the QB
Z - Sail
T - Fake the Run

LT - Down Block
LG - Down Block Shade
C - Back Block the 3-Tech
RG - Open Pull to Kick Out
RT - Secure the 3-Tech Inside

# 3x1 Open: PAP QB Follow

Quarter	Time	D & D	YD Line	Hash	Score
3	2:56	1st & 10	21	L	35 - 17



Strategy - Fake a previous concept where you know the \$ has to be the extra run fit & then throw over the top of him when he does insert

QB Progression/Read: Switch Release Post to Switch Vertical

X - Vertical Roll

H - Fake Block Sam to Switch Vertical

Y - Extra Pass Pro for QB

Z - Switch Release Post

T - Fake IZ before Pass Pro Perimeter

LT - Pass Pro End

LG - Pass Pro Will to CB

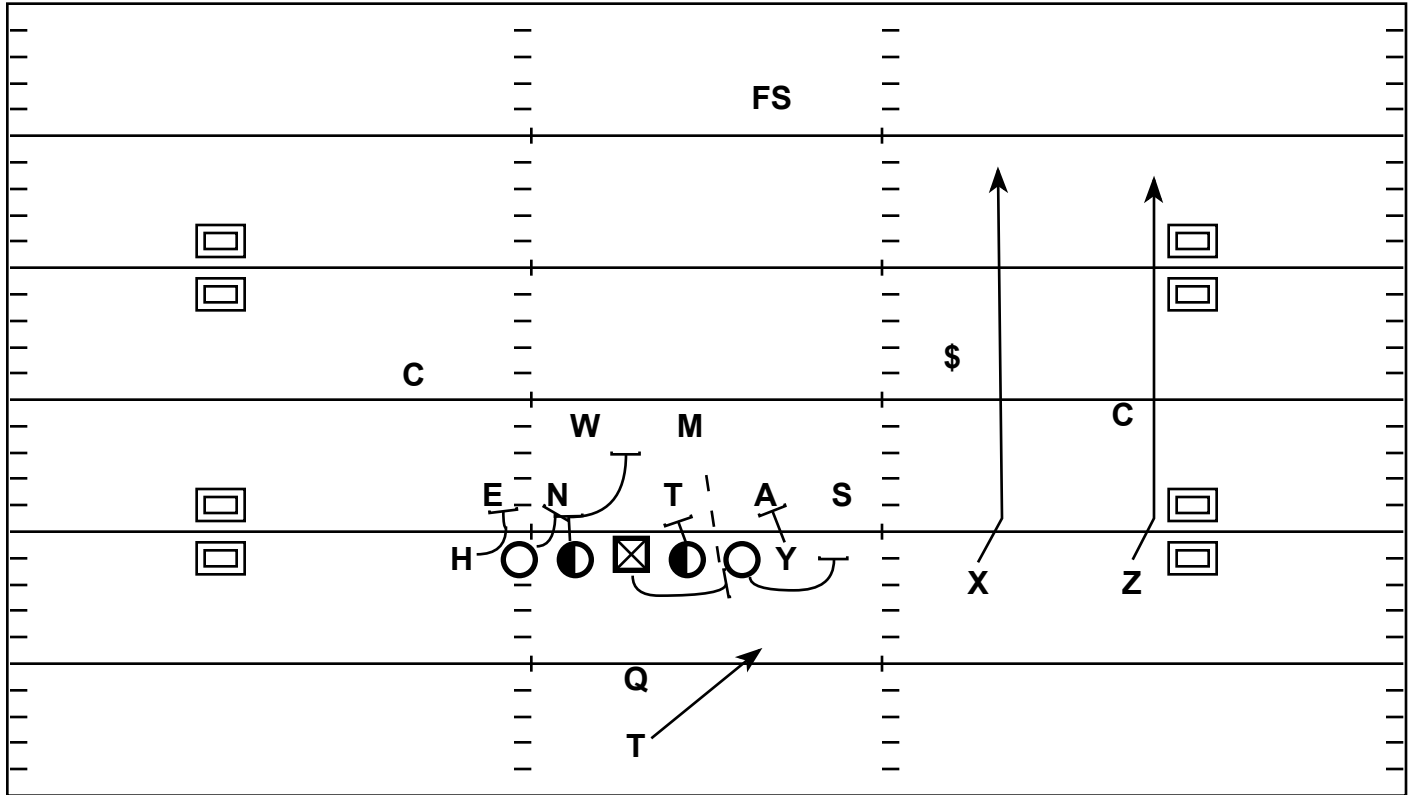
C - Pass Pro Locked on Nose

RG - Pass Pro Anchor to Mike

RT - Pass Pro Anchor

# 3x1 Ace: Pin-Pull

Quarter	Time	D & D	YD Line	Hash	Score
3	2:46	1st & 10	46	LM	35 - 17



Strategy: Great Leverage for the Offensive Line. Get your athletic offensive line out in space.

QB Progression/Read: Hand-Off to Runningback

X - Run Off \$

H - Backside Cutoff

Y - Pin to Seal Edge

Z - Run Off Corner

T - Outside Track

LT- Pull Look Seal to Kick Out

LG - Pin

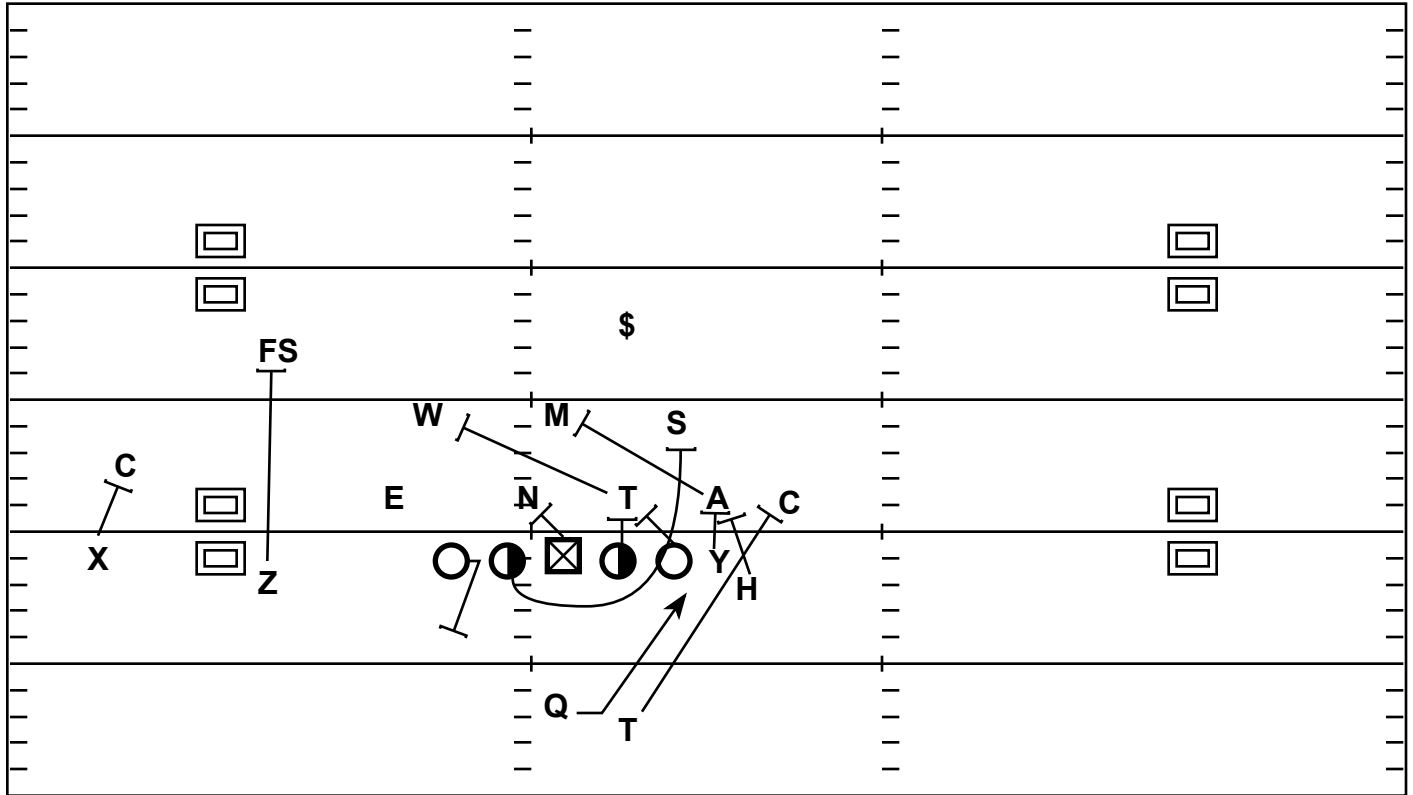
C - Read Pull to Mike

RG - Fast Combo to Will

RT - Fast Combo to Will

# 2x2 Heavy: Q 2-Back Power

Quarter	Time	D & D	YD Line	Hash	Score
3	0:48	3rd & 1	25	L	35 - 17



Strategy - QB is a Numbers Equalizer. 3rd & Short Cover 1/0 Look need to even out the #'s

QB Progression/Read: Hug the Wall, Follow the Wrap

X - Block Corner

H - Gap Combo to Mike

Y - Gap Combo to Mike

Z - Block FS

T - Wham Player (1st Player outside Wing)

LT - Deuce to Will

LG - Deuce to Will

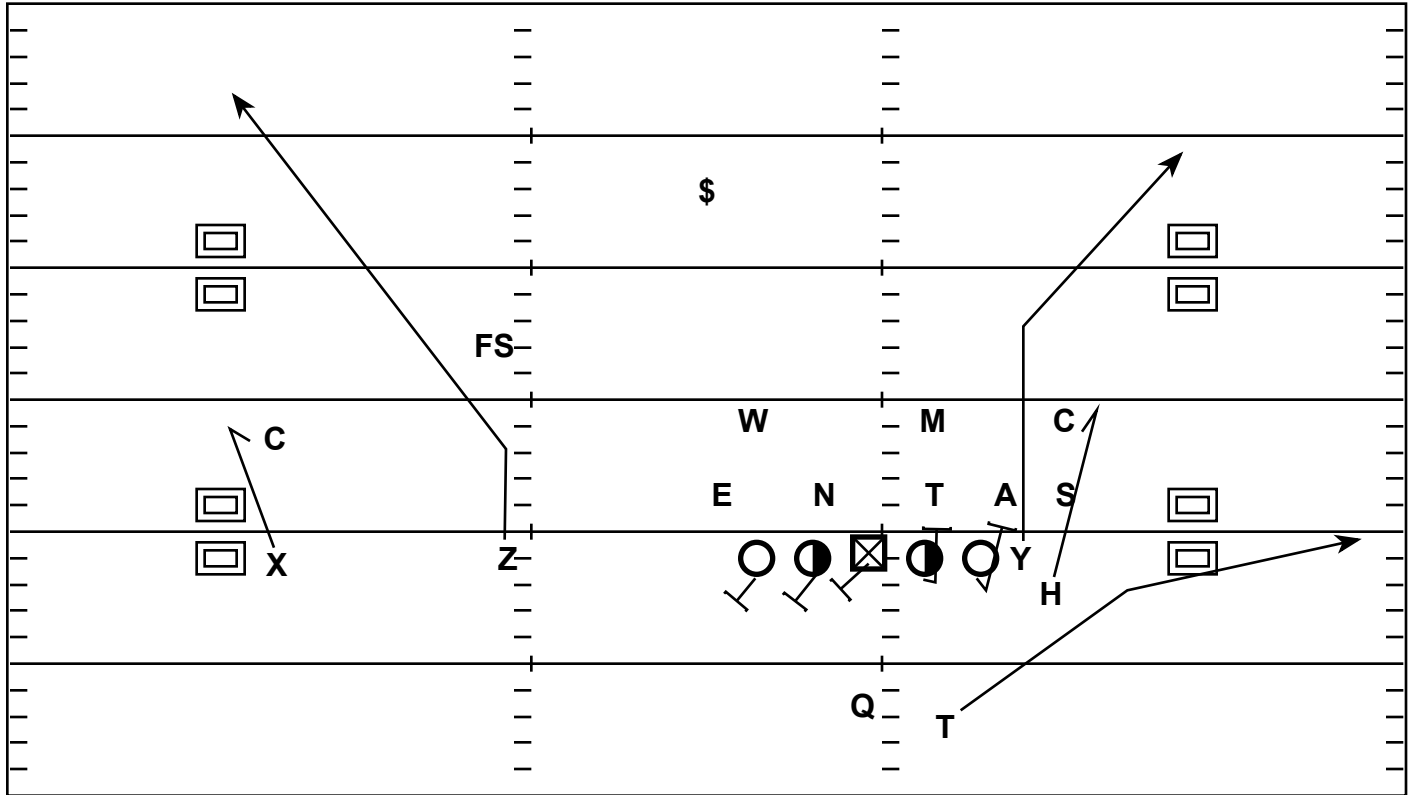
C - Back Block Shade

RG - Wrap to Sam

RT - B to Hinge

# 2x2 Heavy: Snag + Slot Fade

Quarter	Time	D & D	YD Line	Hash	Score
4	4:36	3rd & 2	-31	L	42 - 24



Strategy: Two 1/2 Field Concepts. Can take advantage base on where the \$ plays. Slot-Fade High-Low Read on one Side & a version of Snag on the opposite side

QB Progression/Read: Pick Side Based on Leverage of the 1-high Safety. Starts on the Snag, Corner Route gets 1 v.1 with Leverage Take it.

X - Witch
H - Inverted Snag
Y - Corner
Z - Slot Fade
T - Flat

LT - Slide to C-Gap
LG - Slide to B-Gap
C - Slide to A-Gap
RG - Man on 3-Tech
RT - Man on Anchor