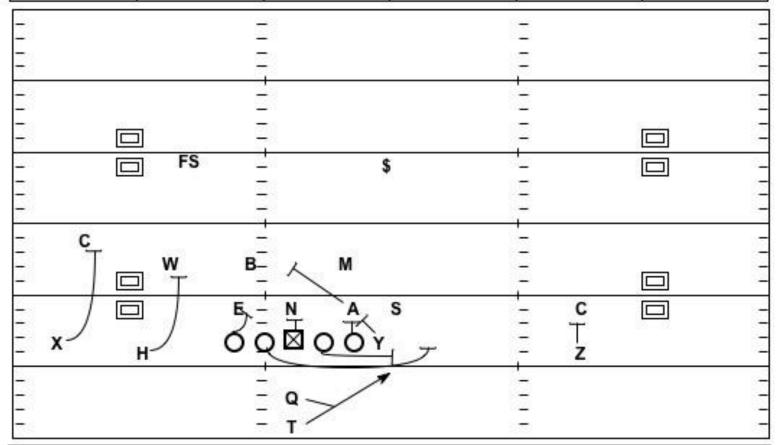
2x2 Attached: Buck Sweep

Quarter	Time	D&D	YD Line	Hash	Score
4th	6:09	2 - 5	25	L	45 - 3



Strategy: Pound the rock with a base Run Scheme late in the game.

QB Progression/Read: Hand-Off to RB, Boot Out of the Mesh

V	Diagle	Backside	Carnar
A -	DIOCK	Dackside	Comer

- H Block Backside Linebacker
- Y Down Block, Combo Anchor to Buck Linebacker
- Z Block Corner
- T Buck Sweep Path, Read the Kick-Out, Follow the 2nd Puller

LT - Cut-Off Backside 4i

LG - 2nd Puller, Read Pull Mike Linebacker

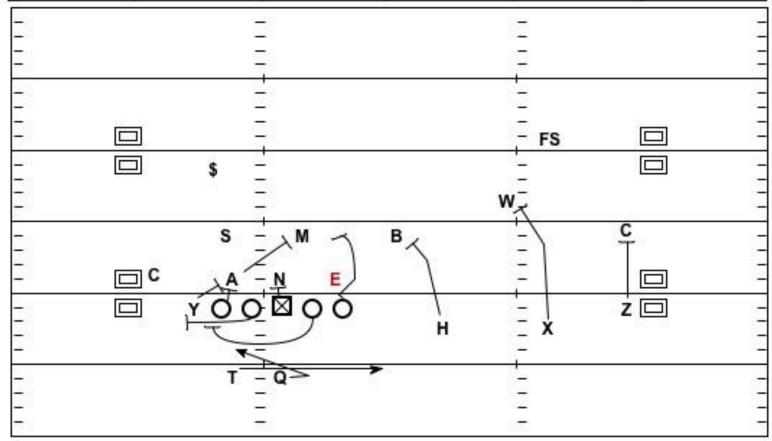
C - Drive Reach Nose Tackle

RG - 1st Puller, Kick Out D-Gap Defender

RT - Combo Anchor to Buck Linebacker

3x1 Nub: Buck Sweep Bash

Quarter	Time	D&D	YD Line	Hash	Score
4th	13:01	1 - 10	35	L	63 - 6



Strategy: Base Run Scheme paired with a Bash Concept to have the chance to hit the Perimeter. Have the Defense follow the Pullers, then hit it on the opposite perimeter

QB Progression/Read: Read Backside EMLOS for the Bash

V	Diook Will	Linebacker
Λ-	DIOCK VVIII	Linebacker

H - Block Buck Linebacker

Y - Combo Anchor to Mike Linebacker

Z - Block Corner

T - Perimeter Run Scheme, Read Block of #2 LT - Combo Anchor to Mike Linebacker

LG - 1st Puller, Kick-Out D-Gap

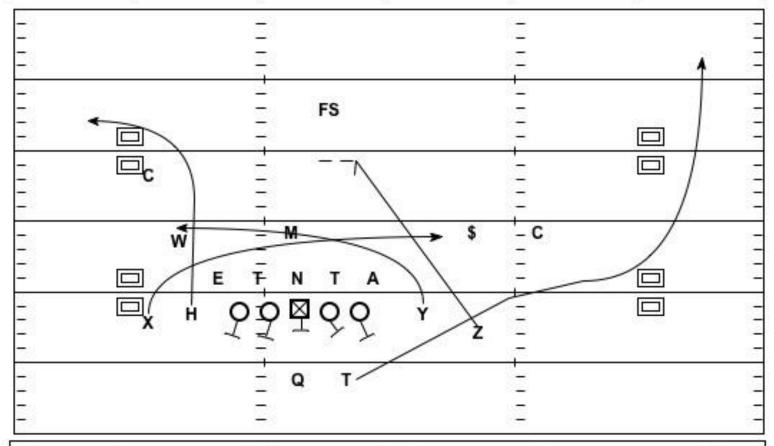
C - Drive Reach Nose Tackle

RG - 2nd Puller, Read Pull Sam Linebacker

RT - Jab before releasing to block Mike Linebacker

2x2 Open: Mesh

Quarter	Time	D&D	YD Line	Hash	Score
2nd	5:10	3 - 2	-39	L	7 - 14



Strategy: Compress the Defense with a Tite Formation before expanding the field Horizontally with Mesh and a Wheel getting out.

QB Progression/Read: Pre-Snap decide to start on either the Out or the Wheel as your #1. Move onto the Mesh and then the Spot.

X - Under Mesh	
H - Speed Out	
Y - Over Mesh	

Z - Spot, Find Space

T - Flat to Wheel

LT - BOB Pro,	Man	Locked	on
End			

LG - BOB Pro, Man Locked on Tackle

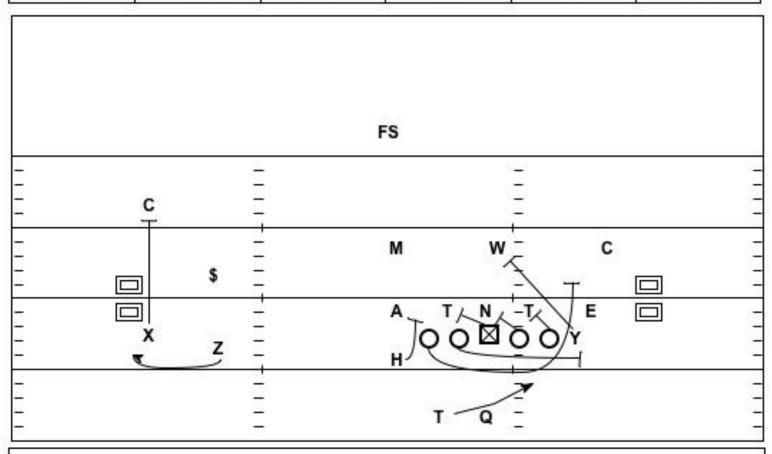
C - BOB Pro, Man Locked on Nose

RG - BOB Pro, Man Locked on Tackle

RT - BOB Pro, Man Locked on Anchor

3x1 Ace: Capped GT

Quarter	Time	D&D	YD Line	Hash	Score
1st	10:42	1 - 10	13	R	0 - 0



Strategy: 12 per. Run Game, get two pullers to the Play-side.

QB Progression/Read: Pre-Snap Bubble (#'s), Hand-Off to Back

X -	Block	Corner

H - Vertical C-Gap Cut Off

Y - Down Block, check gap to Will Linebacker

Z - Bubble

T - GT Track, Hug Wall, Follow Wrap

LT - Wrap Pull, in this front to the Corner

LG - Ope Pull, Wham D-Gap Defender

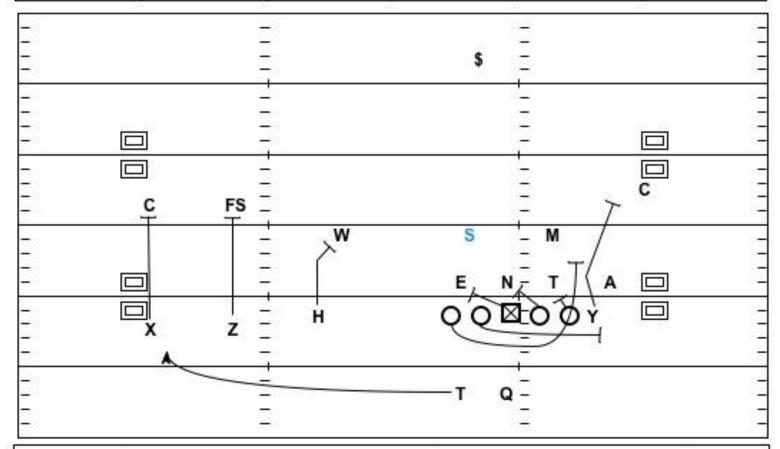
C - Back Block 3-Tech

RG - Back Block Nose Tackle

RT - Down Block 3-Tech

3x1 Nub: GT Bash Swing

Quarter	Time	D&D	YD Line	Hash	Score
1st	13:02	1 - 10	-21	R	0 - 0



Strategy: Create a Quad Advantage with the Swing to the 3x1 putting the Sam Linebacker in Conflict. Unless they are Cover 0 they are outnumberd somewhere.

QB Progression/Read: Read the Sam Linebacker

X -	R	ock	Corner
^ -	\mathbf{D}	OUL	COILIEI

H - Block Will Linebacker

Y - Inside Release to Corner

Z - Block Free Safety

T - Swing

LT - Wrap Pull to Point, Mike Linebacker

LG - Open Pull, Wham D-Gap Defender

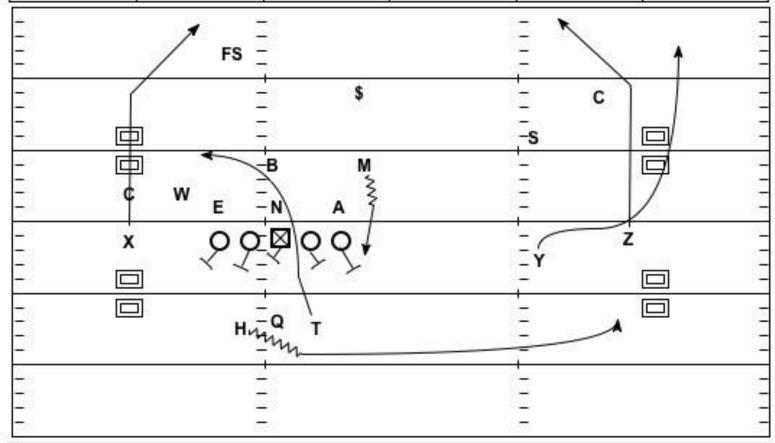
C - Back Block 4i End

RG - Back Block Nose Tackle

RT - Down Block 4i Defensive Tackle

Split Backs Open: Post Wheel

Quarter	Time	D&D	YD Line	Hash	Score
1st	0:42	2 - 8	16	L	7 - 0



Strategy: Take Advantage of Red Zone Defenses trying to get the Wheel Open with the Post taking the Top off of the defense. Bring Attention to the Swing.

QB Progression/Read: Pump Look at the Swing work up to the Post-Wheel

1/			London.	
Y		\mathbf{D}_{i}	วร	r
Λ	-	Γ	15	L

H - Orbit Motion to Swing

Y - Wheel

Z - Post

T - Check protect to Buck Linebacker LT - Slide Protect C-Gap

LG - Slide Protect B-Gap

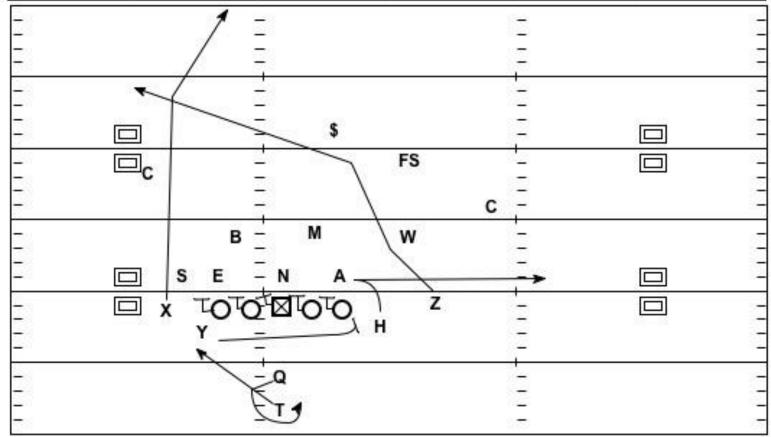
C - Slide Protect, Responsible for anything crossing backside of the Protection

RG - Fan out to Anchor

RT - Fan out to Mike Linebacker

2x2 Wing Tite: Post w/ Chaser

Quarter	Time	D&D	YD Line	Hash	Score
1st	12:34	2 - 10	50	L	0 - 0



Strategy: Fake your most common Run Scheme, Stretch, before taking a shot with great protection. Take the Top off the Defense, leaving the Chaser underneath

QB Progression/Read: Read the Skinny Post Down to the Chaser

Χ-	Skinny	Post
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H - Slam Release to Flat

Y - Swipe to Protect C-Gap

Z - Chaser, Work to open Space off Post

T - Fake Stretch Path, Check to see if any pressure is coming

LG - Gap Protect, B-Gap

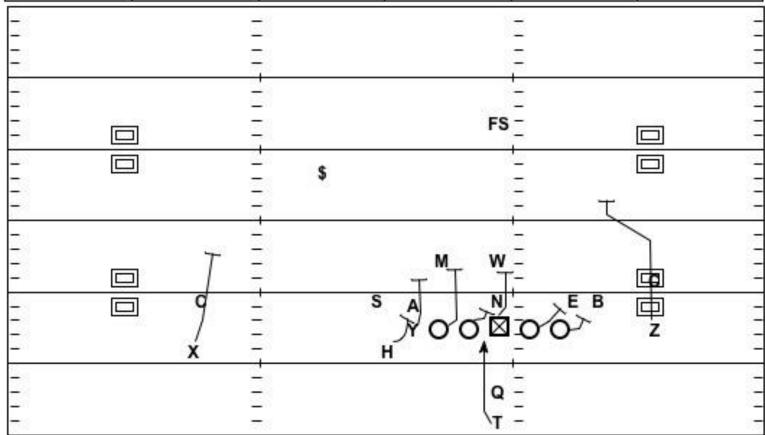
C - Gap Protect, A-Gap

RG - Gap Protect, A-Gap

RT - Gap Protect, B-Gap

3x1 Heavy: Capped Inside Zone

Quarter	Time	D&D	YD Line	Hash	Score
2nd	14:39	1 - 10	34	R	14 - 0



Strategy: Base Run Scheme allows your Offensive Line to get after the Defense and utilize a RB with great Vision.

QB Progression/Read: Hand- Off to RB

- H Vertical D-Gap Cut Off
- Y Vertical C-Gap Cut Off
- Z Run Off to Block Corner
- T Downhill IZ Track, At the Crack of the Center

LT - Sift Thru B-Gap up to Mike Linebacker

LG - Combo Nose to Will Linebacker

C - Combo Nose to Will Linebacker

RG - Inside Drive Defensive End

RT - Inside Drive Buck Linebacker

2x2 Wing: Inside Zone Read BS Slide

Quarter	Time	D & D	YD Line	Hash	Score
1st	4:40	1 - 10	-36	R	7 - 7
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			Q	$Z^{\mathbf{L}}$	"- 25

Strategy: Great Run Concept v. 1 High, Great RPO Conflict v. 2 High

QB Progression/Read: v. 1-High read Backside EMLOS for A-Level Run Read before moving onto the the alley player as the post-snap RPO. v. 2-High Read the Sam Linebacker on the RPO Slide Right Away

V	Disale	C
A -	BIOCK	Corner

H - Block Will Linebacker

Y - Straight Slide Screen

Z - Block Corner

T - Inside Zone Path, Read Backside Leg of the Playside Guard

LT - Inside Drive

LG - Combo Nose to Mike Linebacker

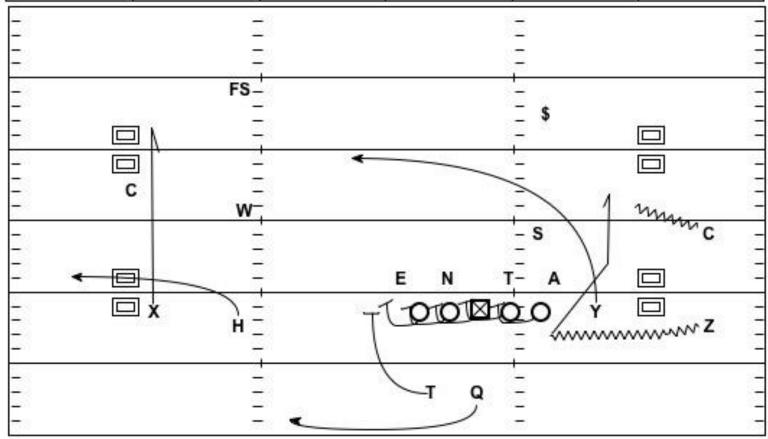
C - Combo Nose to Mike Linebacker

RG - Inside Drive Defensive Tackle

RT - Sift Thru B-Gap to Sam Linebacker

2x2 Wing: Sprint Out Curl-Flat

Quarter	Time	D&D	YD Line	Hash	Score
1st	14:55	1 - 10	-17	R	0 - 0



Strategy: Move the Launching Point for the QB with an easy concept, with the QB sprinting out creates an extra dimension for the Defense.

QB Progression/Read: Read Flat Defender Curl to Flat

	0 1	
v	1 1111	
A -	1 .11111	
/		

H - Flat

Y - Over

Z - Outside Release Curl

T - Seal the Outside for the Sprint Out LT - Hard Reach Left

LG - Hard Reach Left

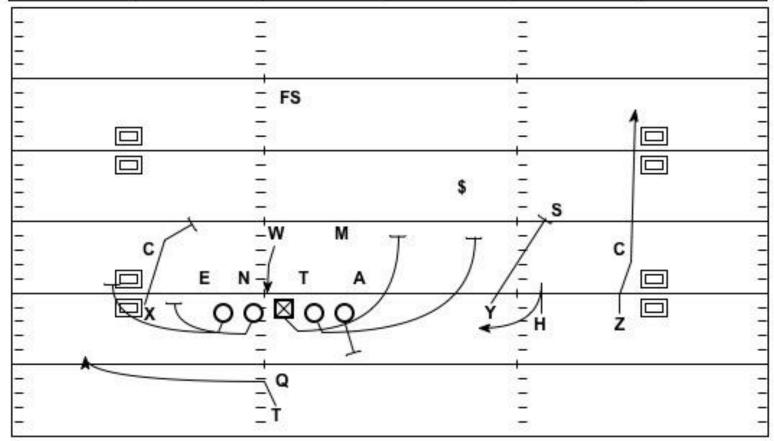
C - Hard Reach Left

RG - Hard Reach Left

RT - Hard Reach Left

3x1 Open: Dual Screen

Quarter	Time	D&D	YD Line	Hash	Score
4th	8:47	1 - 15	32	L	21 - 20



Strategy: Give your QB two screens, slows down an aggressive Pass Rush & Get Play-Makers in Space

QB Progression/Read: Read Swing Side Defensvie End, if he peels throw the Tunnel.

X - Wait for	Flowing	Backer	to
Crack			

- H Tunnel
- Y Block the player over #2
- Z Disctration Vertical v. Press
- T Swing

LT - High Hat, Release Flat to #'s to pick up Corner

LG - High Hat, Release Flat to Alley

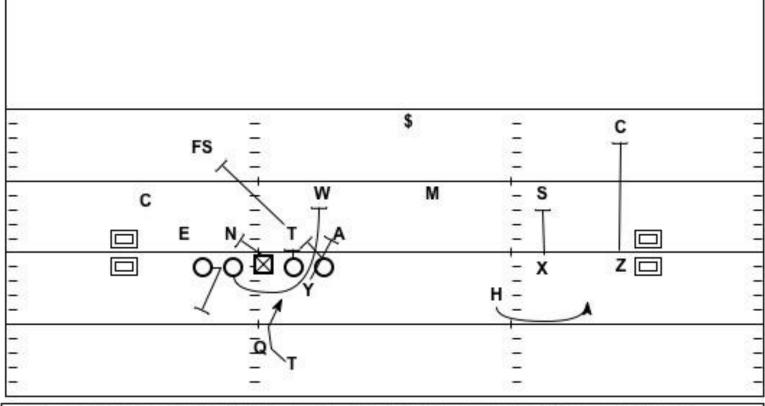
C - High Hat, Club Release Flat to Clean Up

RG - High Hat, Club Release Flat to Alley

RT - Try to force an upfield Rush and Run the Anchor

Quads Wing: Power

Quarter	Time	D&D	YD Line	Hash	Score
4th	8:03	1 - 10	10	L	7 - 24



Strategy: Use an Unbalanced Formation to create a #'s advantage. Utilzing a simple #'s RPO with the Bubble

QB Progression/Read: Pre-Snap Read the #'s on the Bubble, Post-Snap Read the Mike Linebacker as the Conflict Defender

X - Block Sam Lineb	oacker
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H - Bubble

Y - Wham, Kick-Out Anchor

Z - Block Corner

T - Downhill Power Track

LT - B to Hinge

LG - Wrap Pull to Will Linebacker

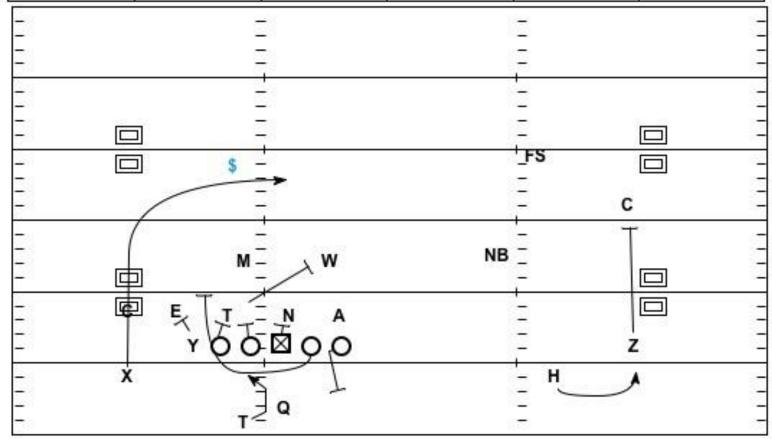
C - Back Block Nose

RG - Combo Tackle to F/S

RT - Combo Tackle to F/S

2x2 Attached Power FS Glance

Quarter	Time	D&D	YD Line	Hash	Score
4th	13:13	1 - 10	20	L	63 - 6



Strategy: Base Power Concept Packaged together with a Bubble (#'s) & a Glance (Attack Space & Leverage)

QB Progression/Read: Pre-Snap #'s for the Bubble. Post-Snap read the Space for the Glance

X -	Gla	nce
-----	-----	-----

H - Bubble

Y - Wham, Kick-Out D-Gap Defender

Z - Block Corner

T - Power Track, Hug the Wall, Follow the Wrap

LT - Combo 3-Tech to Will Linebacker

LG - Combo 3- Tech to Will Linebacker

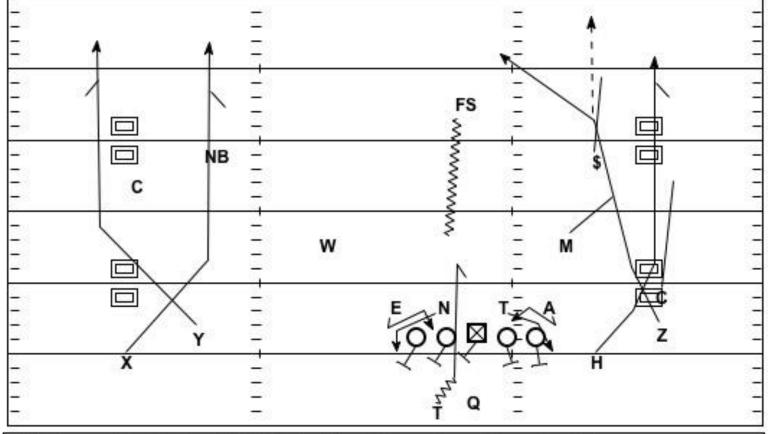
C - Back Block Nose Tackle

RG - Wrap Pull to Point (1st Playside Linebacker)

RT - B to Hinge

2x2 Open: Four Verts (Switch)

Quarter	Time	D & D	YD Line	Hash	Score
2nd	7:04	2 - 22	44	R	14 - 0



Strategy - Stretch the Field Vertically with four Deep Threats, giving your receivers options to snap v. Capped Defenses

QB Progression/Read: MOFO = Adjuster - SS Vertical - Checkdown, MOFC = Seam - Adjuster - Checkdown

X - Under Seam	(Deep Hitch
Option)	

- H Under Vertical (Comeback Option)
- Y Over Outside Vertical (Comeback Option)
- Z Over Adjuster Vertical
- T Token PAP, Check Protect to TaT Checkdown

LT - Slide Protect, C-Gap

LG - Slide Protect, B-Gap

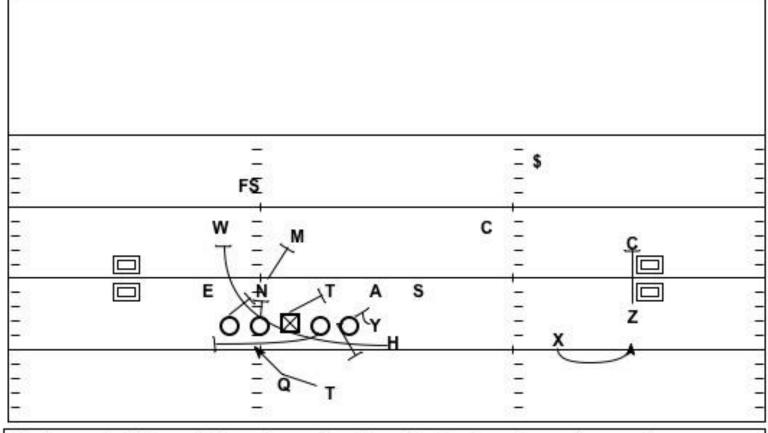
C - Slide Protect, A-Gap

RG - Man Locked on Defensive Tackle

RT - Man Locked on Anchor

Quads Heavy: GY Counter BS Bubble

Quarter	Time	D & D	YD Line	Hash	Score
4th	8:16	1 - 10	13	L	10 - 7



Strategy: Get into a Unique Formation (Quads 12 p.) and run a base scheme hoping to take advantage of the Defense.

QB Progression/Read: Pre-Snap Read the Bubble (#'s RPO), Hand-Off to RB

X - Bubble

H - Wrap Pull to the Point (Will Linebacker)

Y - Backside C-Gap Cut Off

Z - Block Corner

T - GY Track, Hug Wall, Follow Wrap

LT - Gap Combo Nose to Mike Linebacker

LG - Gap Combo Nose to Mike Linebacker

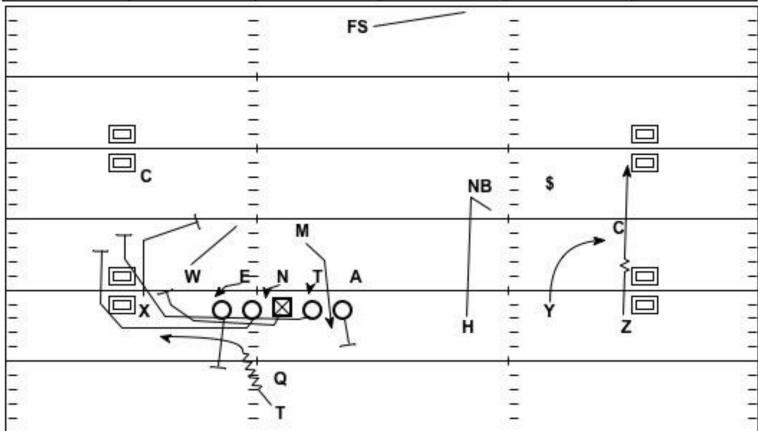
C - Back Block to 3-Tech

RG - Wham, Open Pull to C-Gap Defender

RT - B-To-Hinge

3x1 Open: RB Screen

Quarter	Time	D&D	YD Line	Hash	Score
4th	10:30	3 - 7	33	L	28 - 6



Strategy: Attack an Aggressive Cover 1 Man Defense, Crack on backer, Athletic Offensive Linemen getting into space. Slow the Rush for the rest of the day.

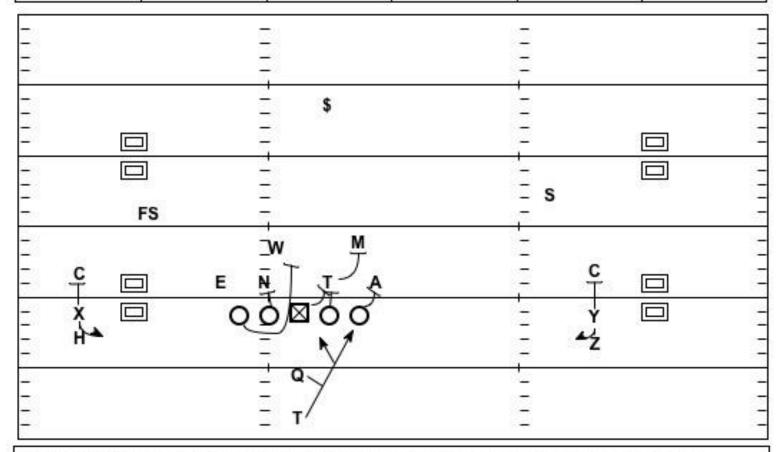
QB Progression/Read: Sell throw to the 3-Receiver Side before turning back to RB Screen

- X Crack 1st Backer in the Box
- H Distraction Deep Stick
- Y Distraction Out
- Z Distraction Vertical
- T Sell Protection before releasing, looking back at QB, Read Block of 1st Out

- LT Man Locked on Will, As he drops lock on 3-Tech End
- LG Set Release Flat to #'s, Kick-Out Corner
- C 2nd Out, Set Release Flat to Alley Look to Clean-Up to F/S
- RG Set Release Flat to Alley, Clean-Up to F/S
- RT Man Lock Anchor, Try to Get Upfield Rush

2x2 Stack: Midzone

Quarter	Time	D&D	YD Line	Hash	Score
1st	1:54	2 - 10	39	L	7 - 3



Strategy: Widen the Defense out with Stack Open Formation past the #'s. Take defenders out of the Box with Now Screens (Pre-Snap # RPO's) Run Bread n' Butter

QB Progression/Read: Pre-Snap Both Now Screens (#'s), Hand-Off, Perform Fake Roll-Out

X -	Block	Corner
Λ-	DIOCK	Comer

H - Now Screen

Y - Block Corner

Z - Now Screen

T - Midzone Track, Read Backside Leg of the Playside Tackle LT - Fold Pull behind Guard to the BS Linebacker

LG - Fold Back Block on the 3-Tech

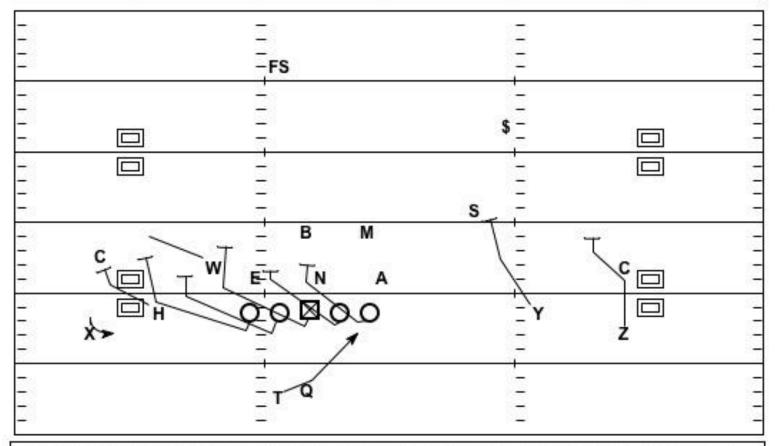
C - Reach Combo Block Tackle to Mike Linebacker

RG - Reach Combo Block Tackle to Mike Linebacker

RT - Drive Reach Anchor

2x2 Open: Fast Screen

Quarter	Time	D&D	YD Line	Hash	Score
4th	12:26	2 - 5	-30	L	28 - 6



Strategy: Give a PAP Fake before getting the Ball in the Hands of a Play-Maker in space on the perimeter with athletic offensive linemen lead the way.

QB Progression/Read: Token Fake to RB then throw Screen

X - Switch	Step N	low Sc	reen
------------	--------	--------	------

H - Kick-Out Corner

Y - Block Backside Sam Linebacker

Z - Block Backside Corner

T - PAP Midzone

LT - Flat Release to #'s looking for MDM (Dropping Will Linebacker)

LG - Club Release Flat to Alley MDM

C - Club Release Flat to Inside Linebacker (Buck Linebacker)

RG - Club Release to MDM

RT - Club Release to MDM