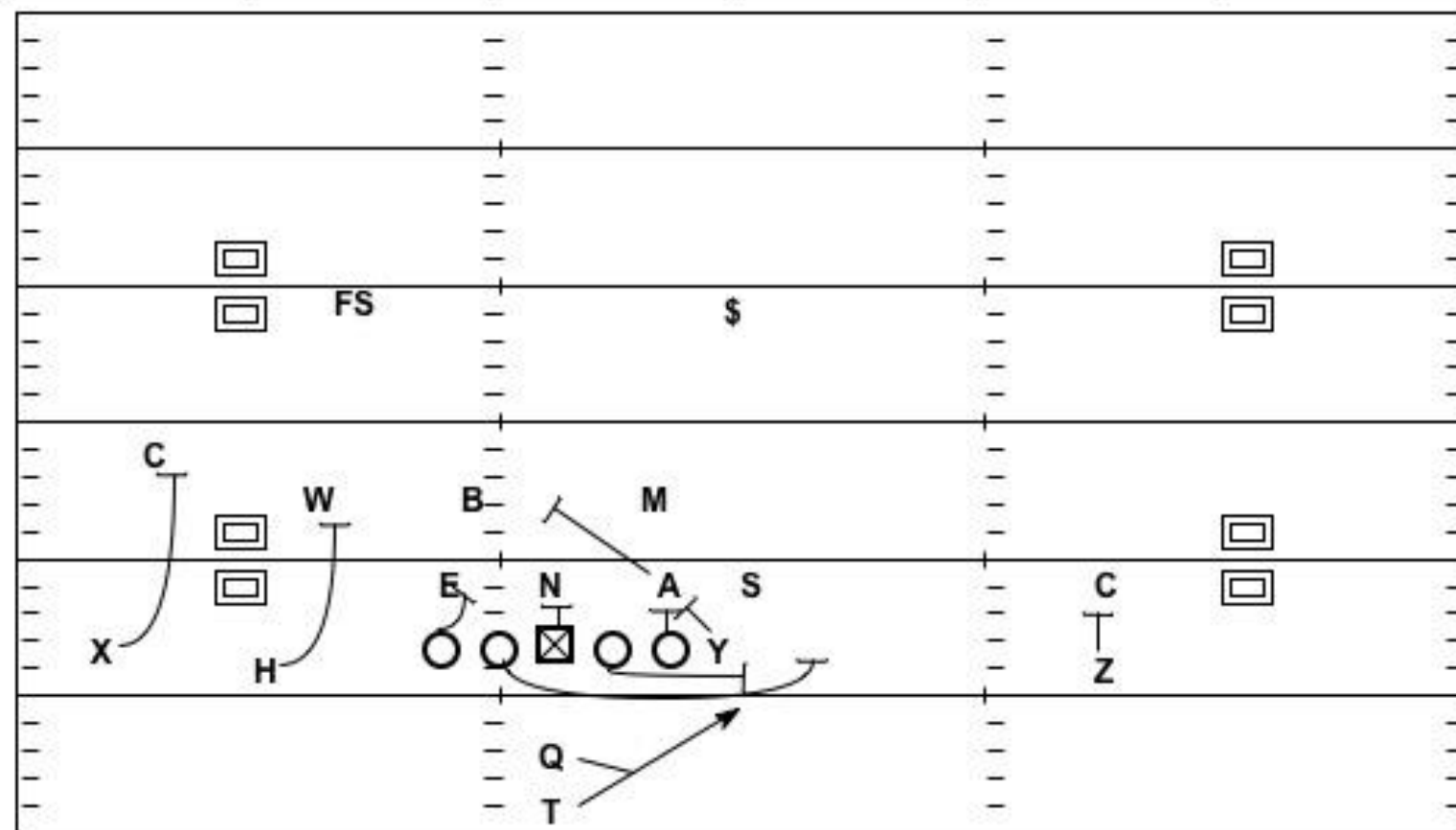


2x2 Attached: Buck Sweep

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

X - Block Backside Corner

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

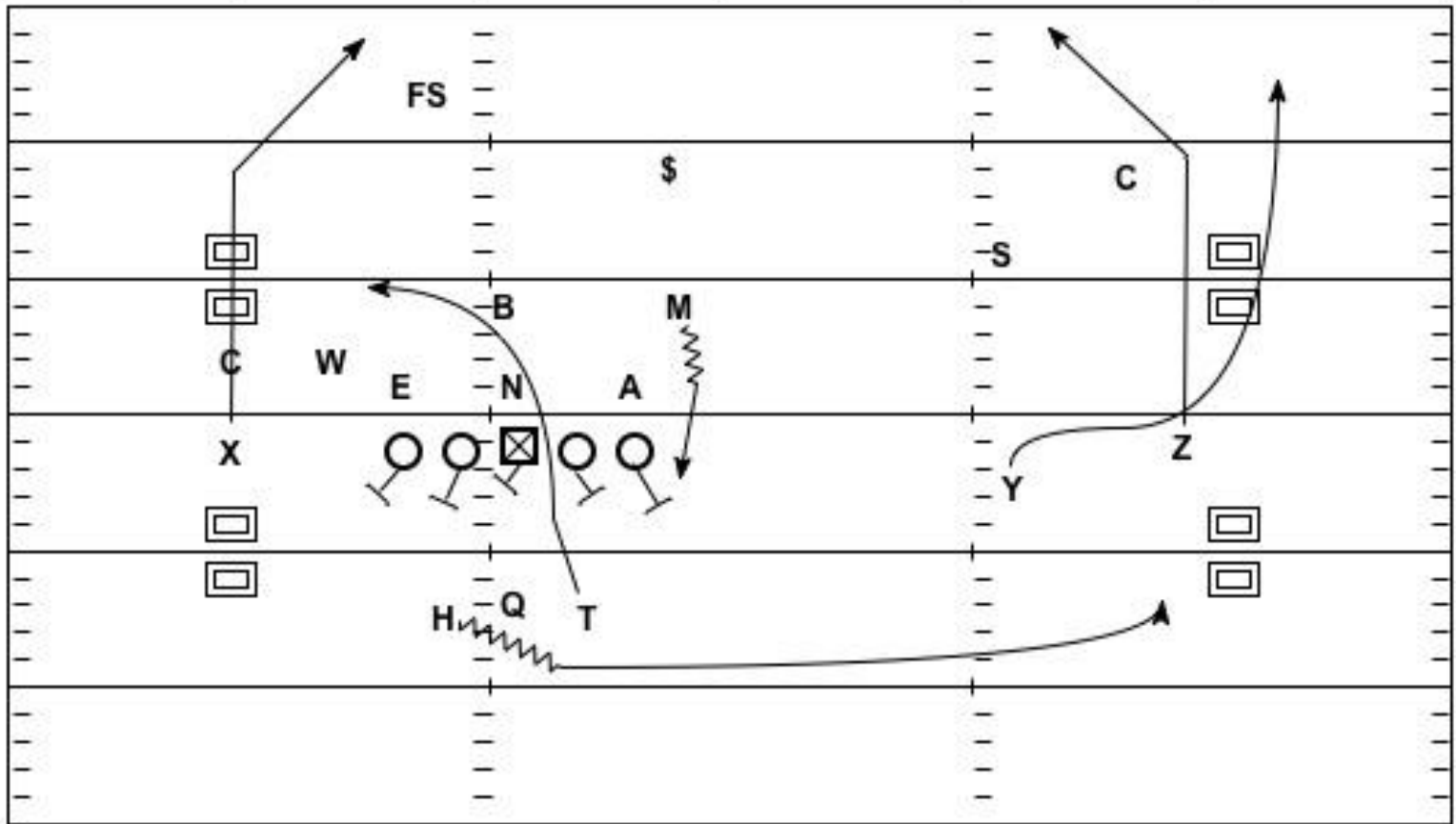
C - Drive Reach Nose Tackle

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

RT - Combo Anchor to Buck Linebacker

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

X - Post

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

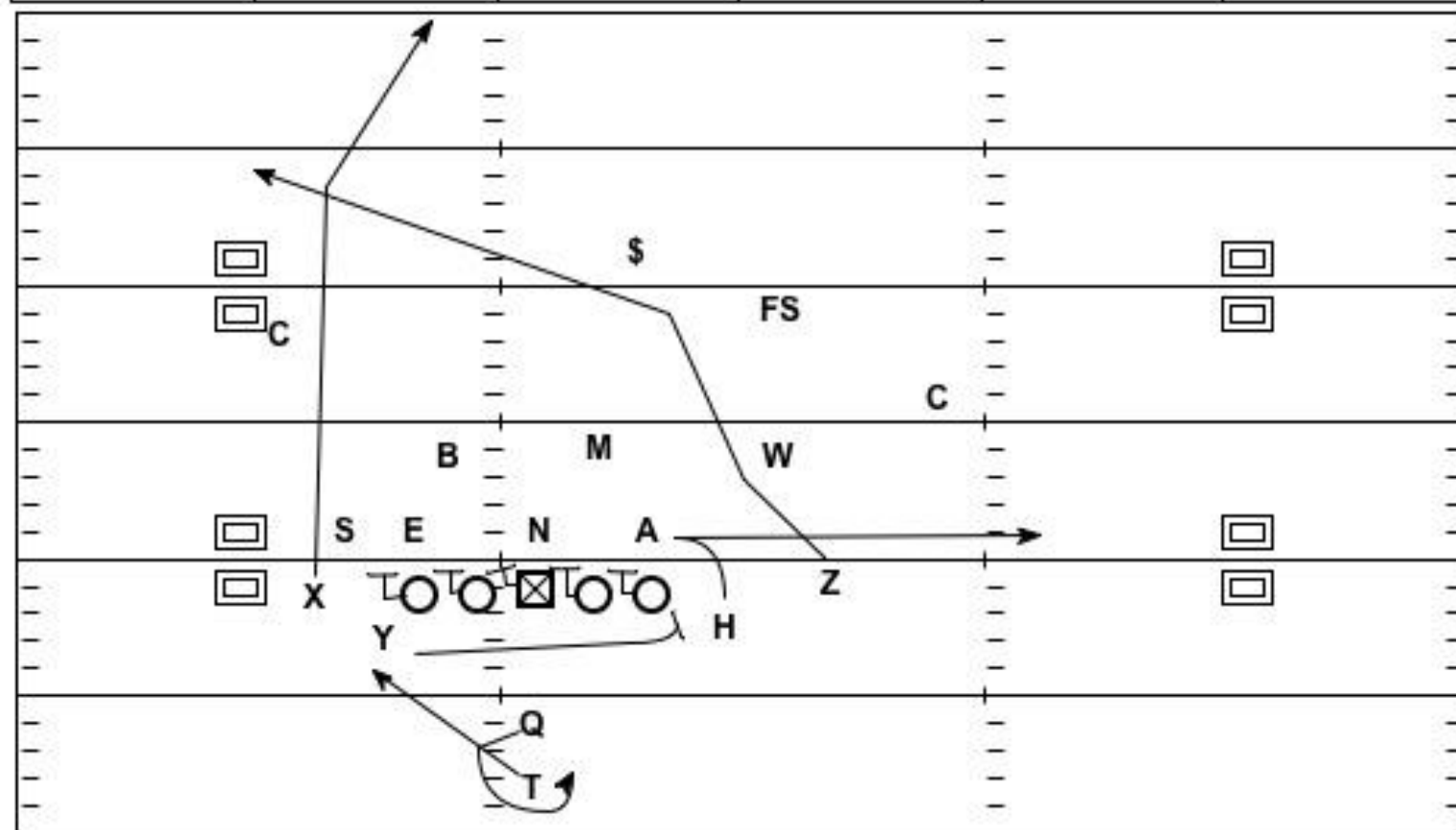
C - Slide Protect, Responsible for anything crossing backside of the Protection

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

X - Skinny Post

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

LT - Gap Protect, C-Gap

LG - Gap Protect, B-Gap

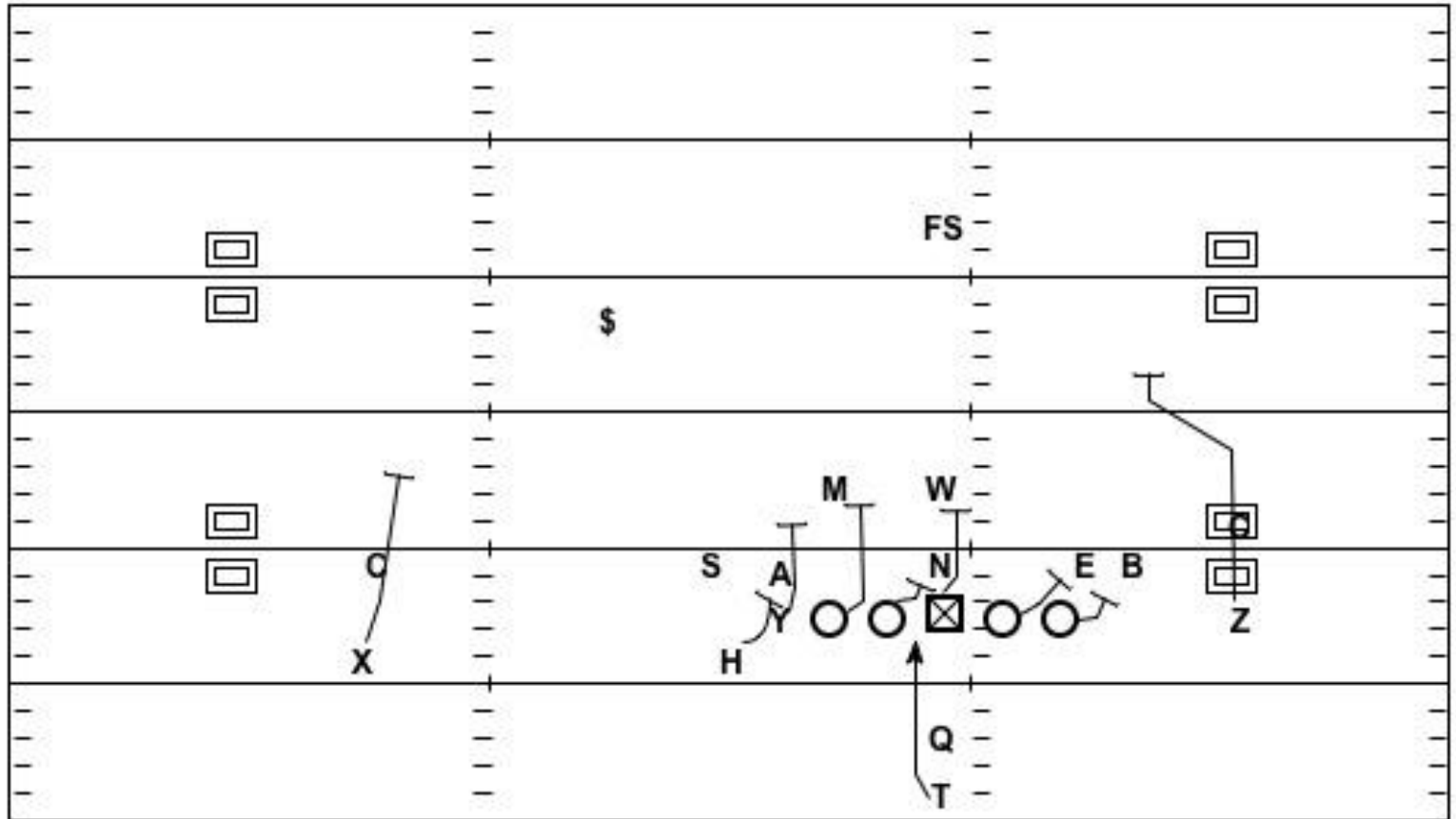
C - Gap Protect, A-Gap

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

X - Run Off to Block Corner

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

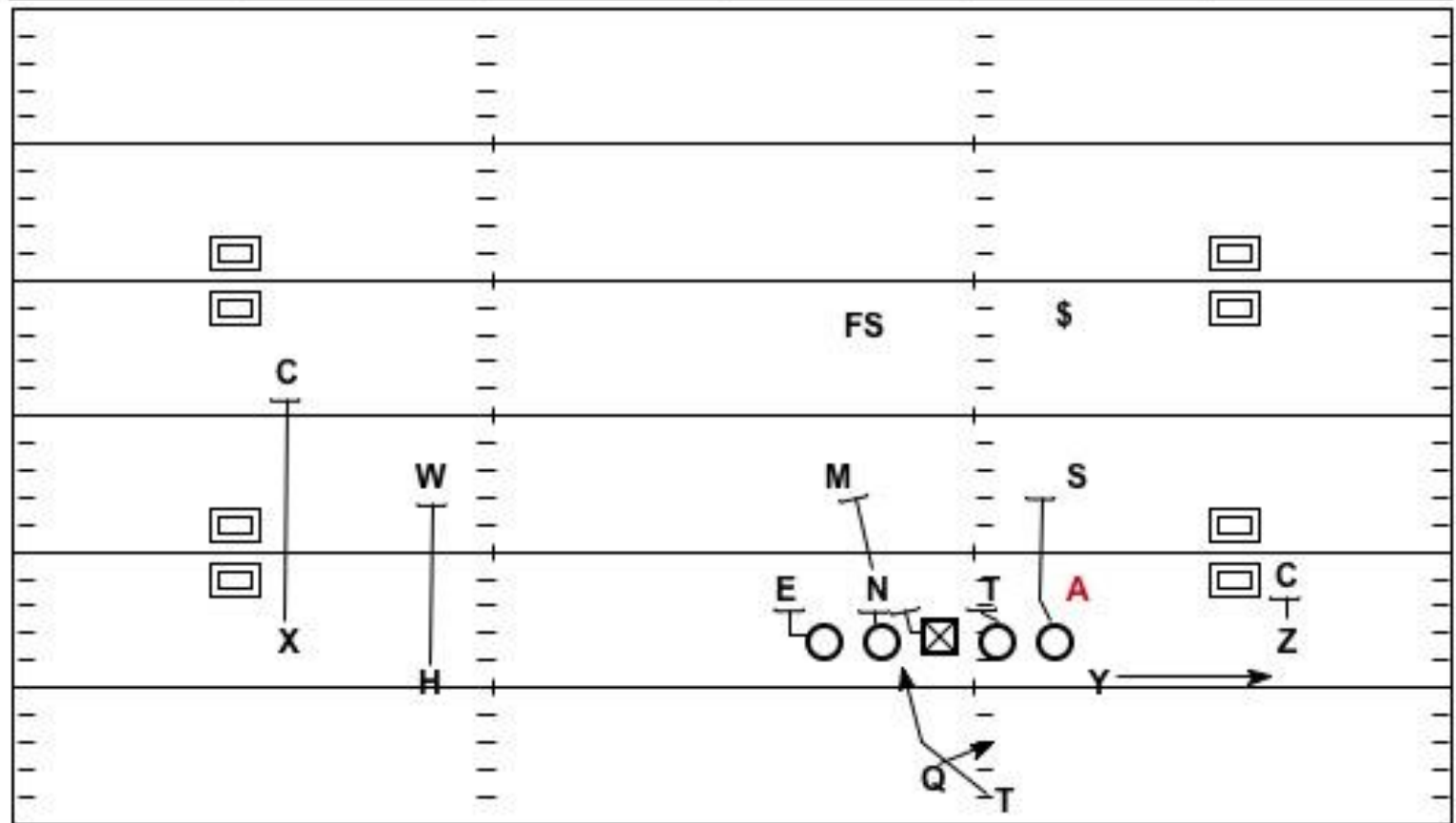
C - Combo Nose to Will Linebacker

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



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

X - Block 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

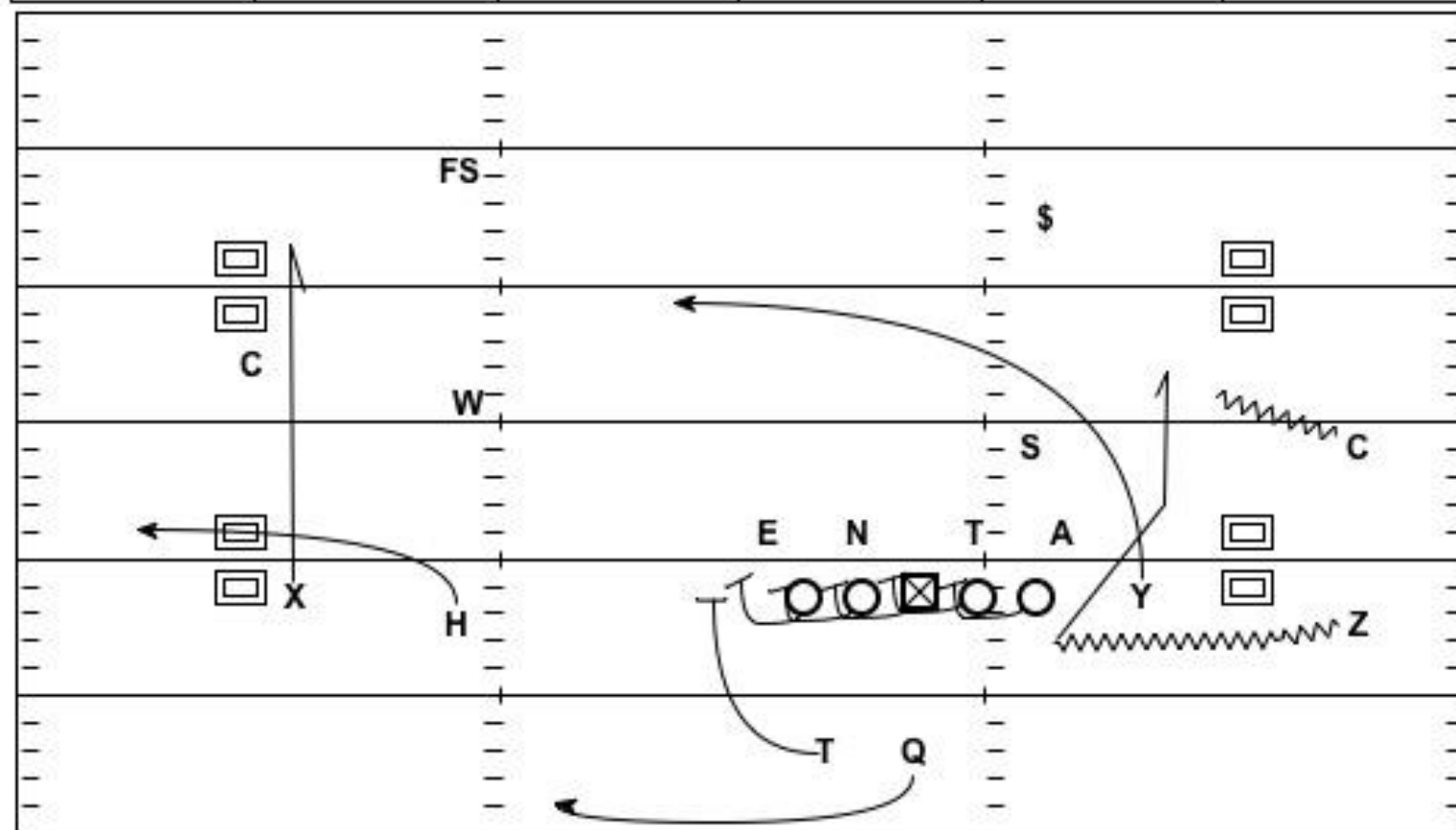
C - Combo Nose to Mike Linebacker

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

X - Curl

H - Flat

Y - Over

Z - Outside Release Curl

T - Seal the Outside for the Sprint Out

LT - Hard Reach Left

LG - Hard Reach Left

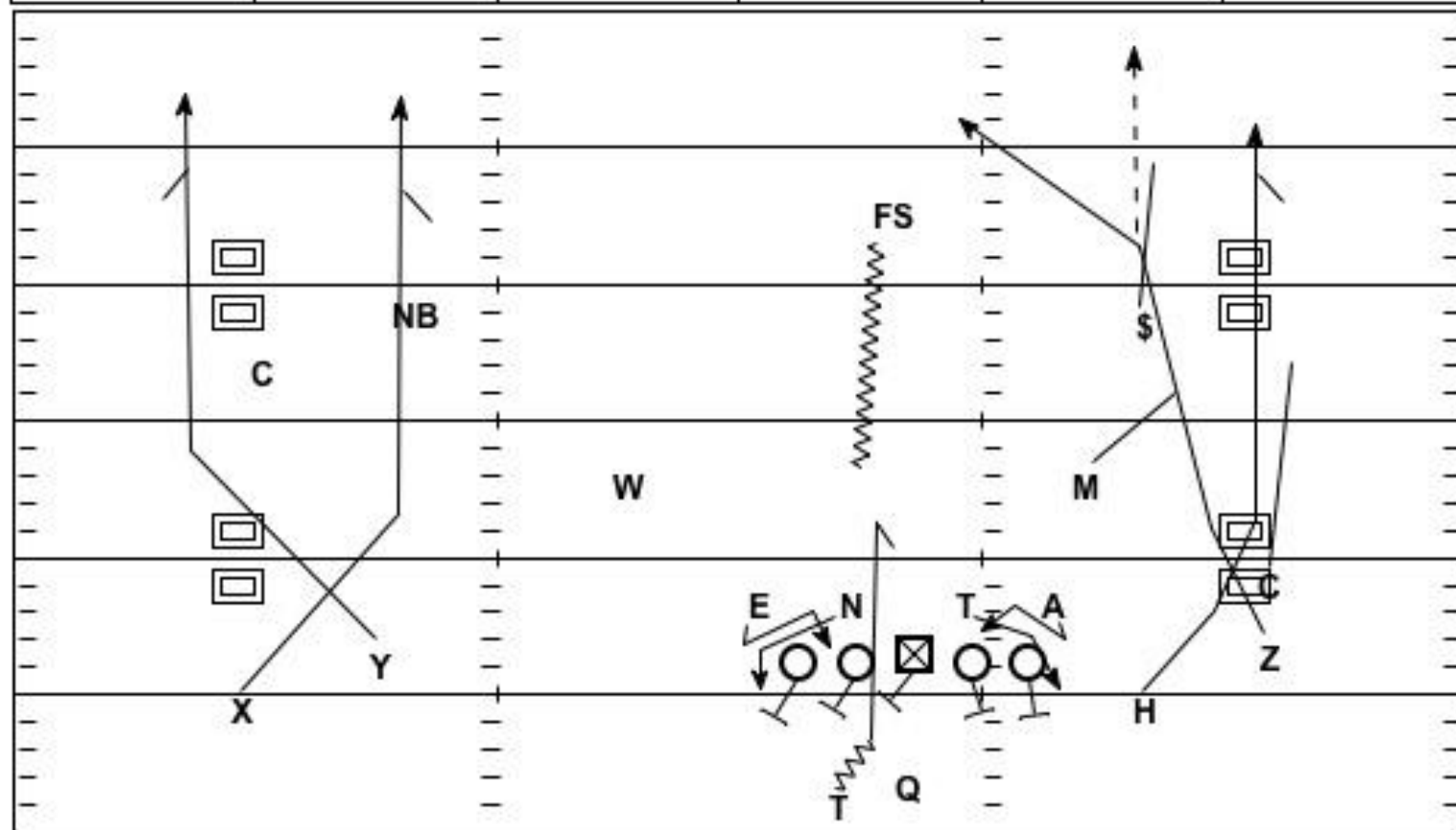
C - Hard Reach Left

RG - Hard Reach Left

RT - Hard Reach Left

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

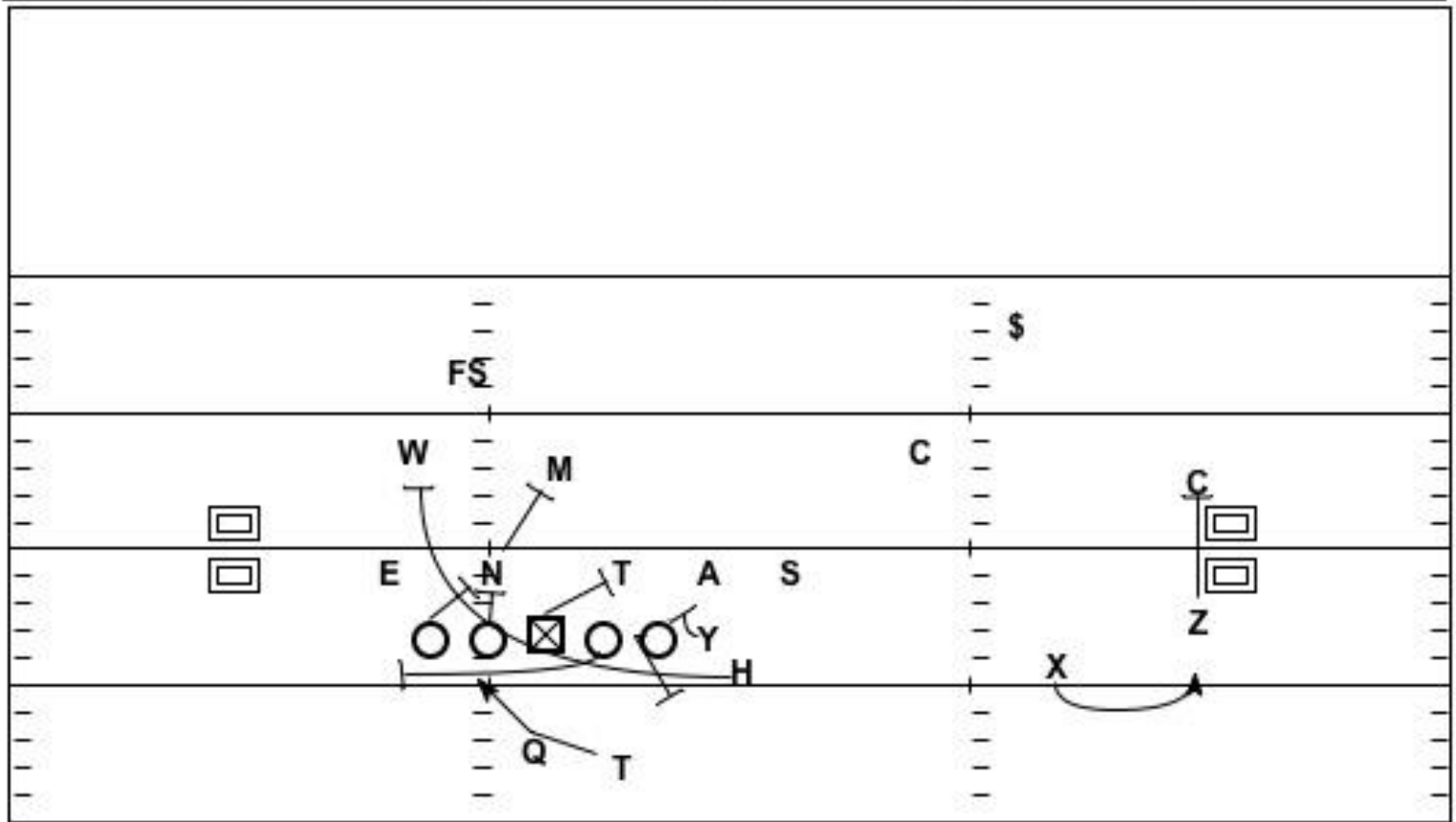
C - Slide Protect, A-Gap

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

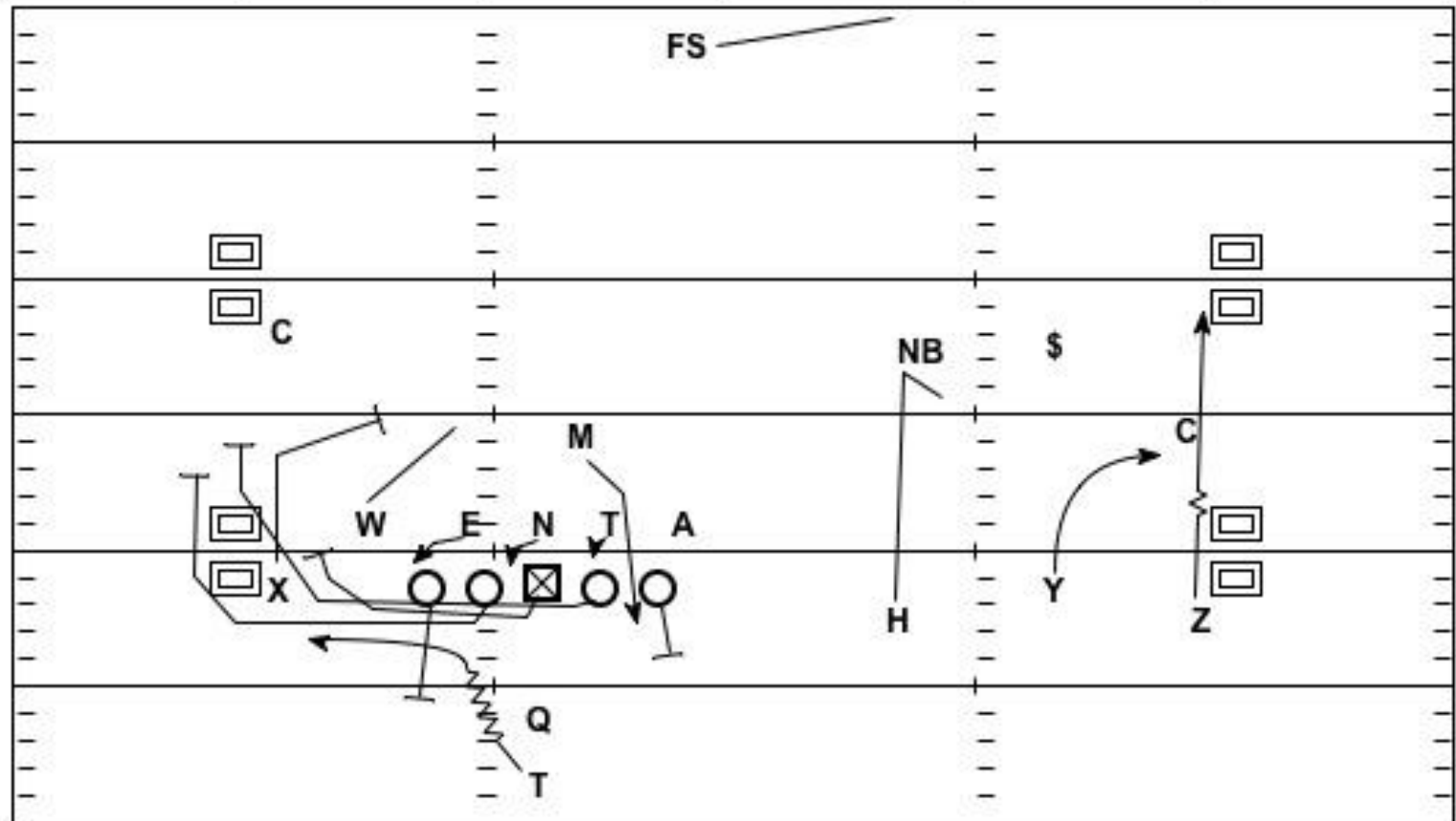
C - Back Block to 3-Tech

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

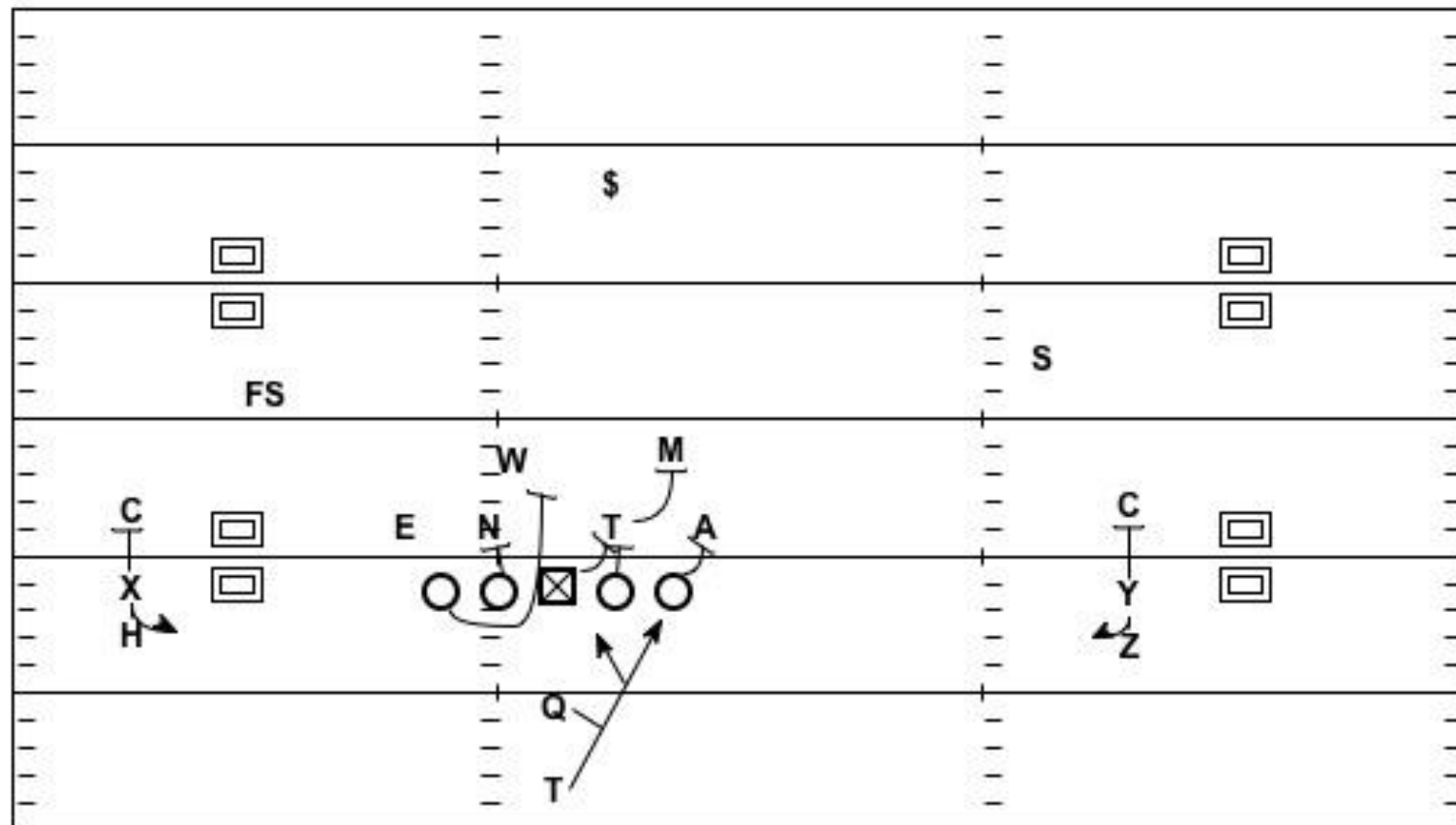
C - 2nd Out, Set Release Flat to Alley Look to Clean-Up to F/S

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

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

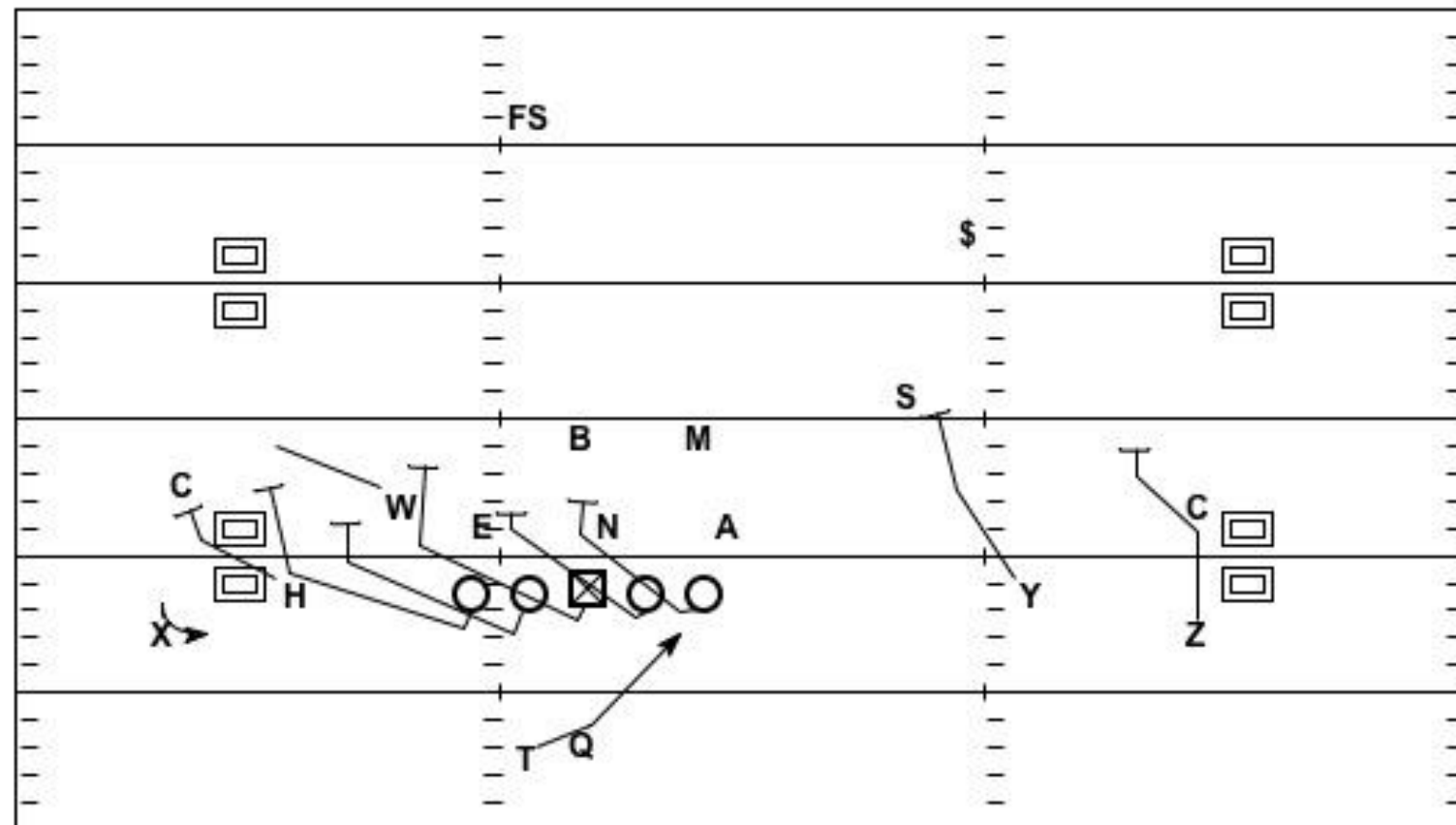
C - Reach Combo Block Tackle to Mike Linebacker

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 Now Screen

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