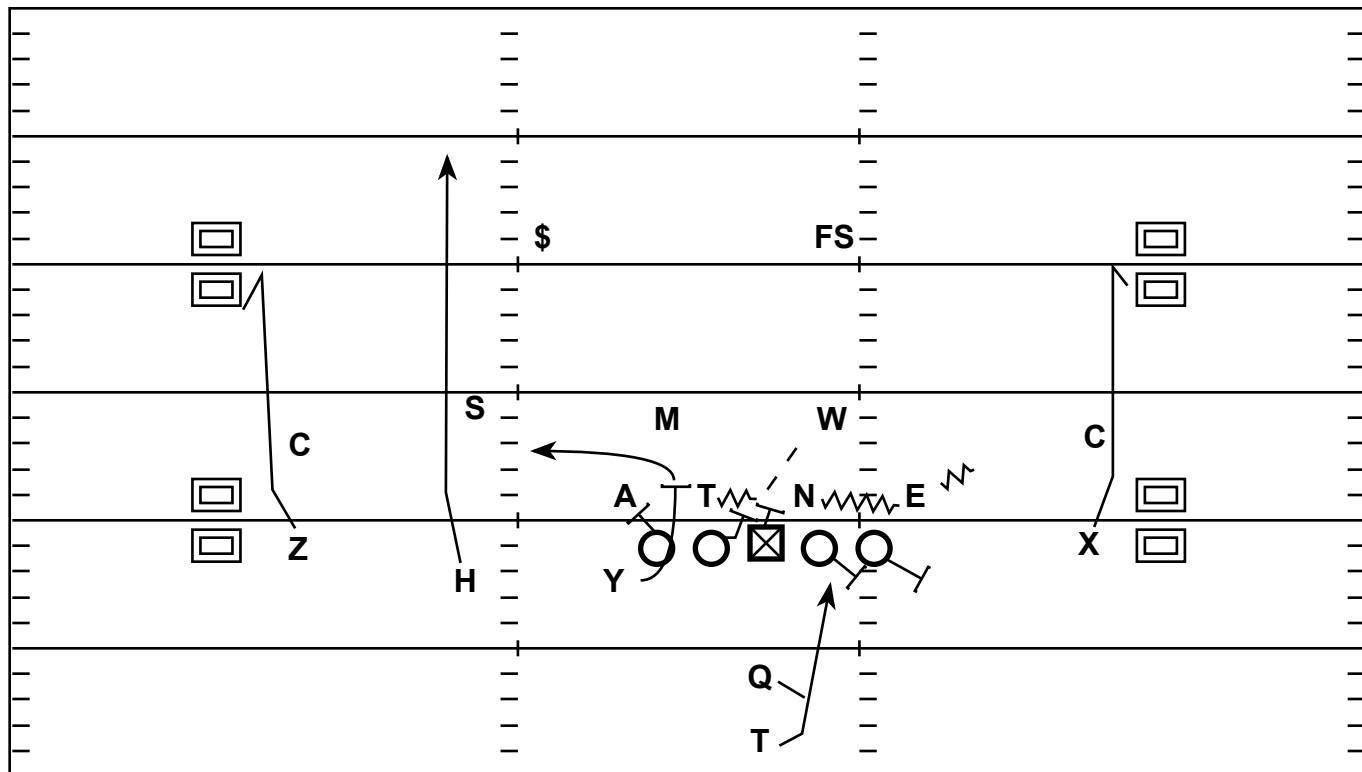


# 3x1 Wing: Play-Action Comebacks

Quarter	Time	D & D	YD Line	Hash	Score
1st	7:55	2 - 8	50	RM	7 - 0



Strategy: Use Play-Action to work your comebacks (Threaten Deep Early in the Game to get the corners on their heels). Attacks 1 or 2 High Coverages.

QB Progression/Read: v. 2-high start with best comeback leverage v. 1-High read Seam to S.S. Comeback to Checkdown

X - Comeback (Break at 10 Yards)

H - Seam

Y - Check Protect Mike Linebacker to Flat Checkdown

Z - Comeback (Break at 10 Yards)

T: Fake the Run Mesh

LT - Man Locked on Anchor Jump Set

LG - Clamp Tackle to Will Linebacker

C - Clamp Tackle to Will Linebacker

RG - Slide Out to B-Gap

RT - Slide Out to C-Gap