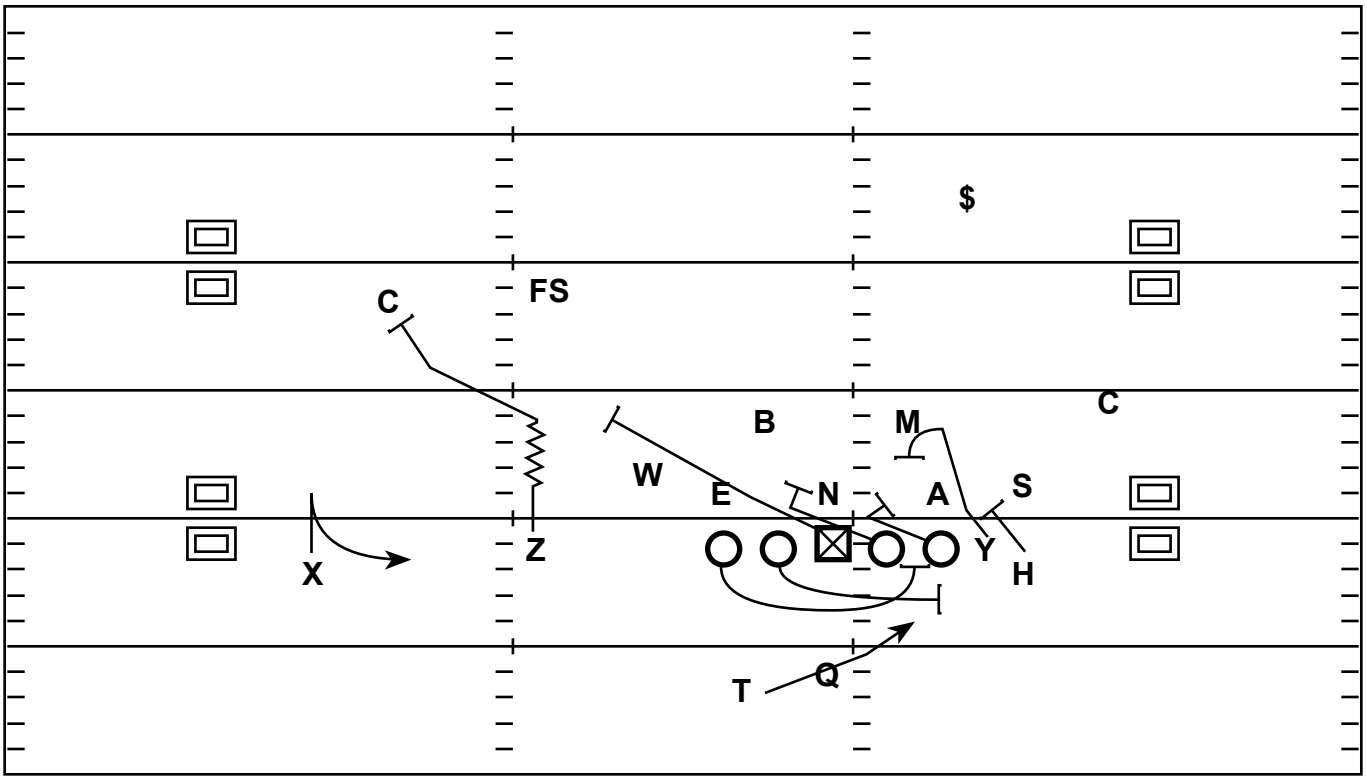
2x2 Heavy: Tunnel Off GT Counter

Quarter	Time	D & D	YD Line	Hash	Score
4th	12:37	1 - 10	37	R	48 - 3



Strategy: Sell a base Run Concept to get all the hats to the Boundary before throwing a designed Tunnel to the Field

QB Progression/Read: Fake GT Mesh to Throw Tunnel

X - Tunnel	LT - False Wrap Pull
H - Down Block	LG - False Open Pull
Y - Down Block, Release, Look for Retracers	C - Down Block to Flat Kick Out F/S
Z - Sell block to hold F/S then work to Corner	RG - Down Block (Over Sell) to Seal
T - Set GT Track	RT - Down Block (Over Sell) to Seal