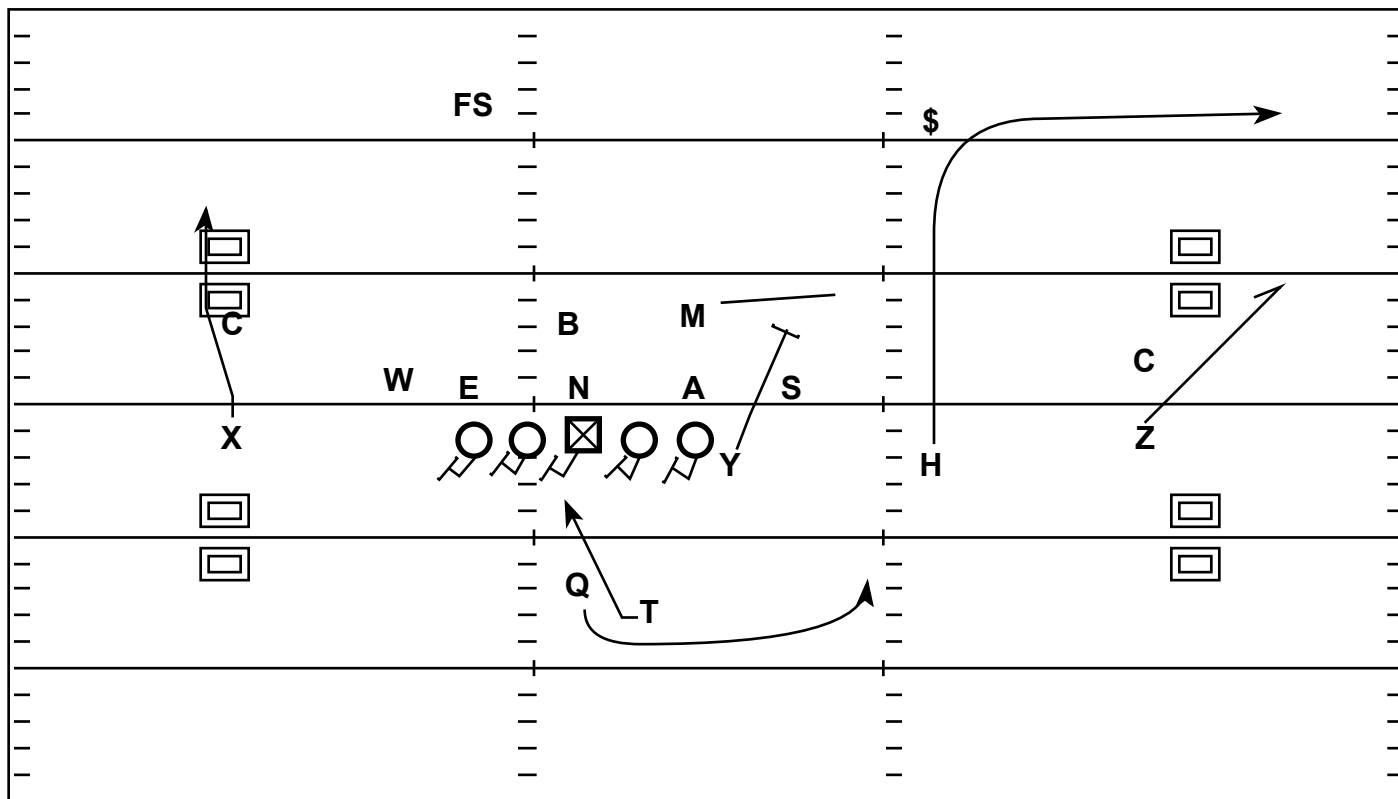


# 3x1 Wing: Sprint Out Draw

Quarter	Time	D & D	YD Line	Hash	Score
2nd	2:59	1 - 10	28	L	7 - 14



Strategy: Make it look like the usual Sprint Out, Before handing off to the RB to go underneath

QB Progression/Read: Begin Sprint Out Path before handing off to Runningback

X - MOR Vertical

H - Deep Out

Y - Block MDM (Mike Linebacker)

Z - Witch Route

T - Jab to Pause then Receive Hand-Off, look for a hole to develop

LT - Turn Table Block Backside C-Gap

LG - Turn Table Block Backside B-Gap

C - Turn Table Block Backside A-Gap

RG - Turn Table Block Playside A-Gap

RT - Turn Table Block Playside B-Gap