## I Melee: G Lead

Quarter	Time	D&D	YD Line	Hash	Score
4th	1:17	2 - 7	41	RM	56 - 48
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Strategy: Get a Heavy personnel Group (23) paired with a tough physical run to close out the game late in the 4th quarter.

QB Progression/Read: Hand-Off to RB

U - Backside Cut-Off				
H - Down Block Defensive End				
Y - Backside Cut-Off				
F - Lead up to Will Linebacker				

T - Read the Kick Out, Follow

the Lead

LT - Down Block 3-Tech

LG - Open Pull to Kick Out

C - Seal Nose Tackle

RG - Combo 3-Tech to Mike Linebacker

RT - Combo 3-Tech to Mike Linebacker