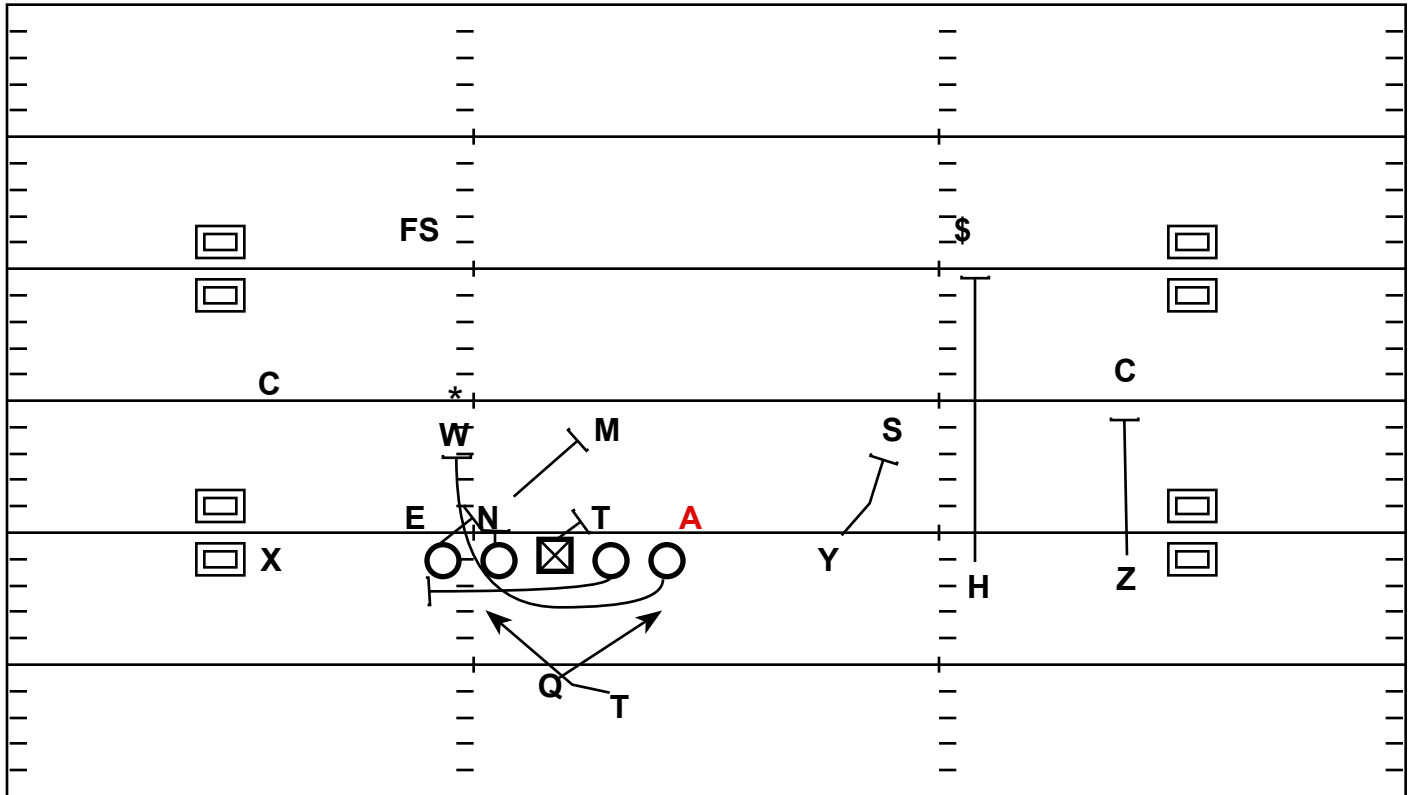


GT Counter v. Even (Playside 3-Tech)



LT: Closed Gap Combo 3-Tech to Backside Linebacker (-1)

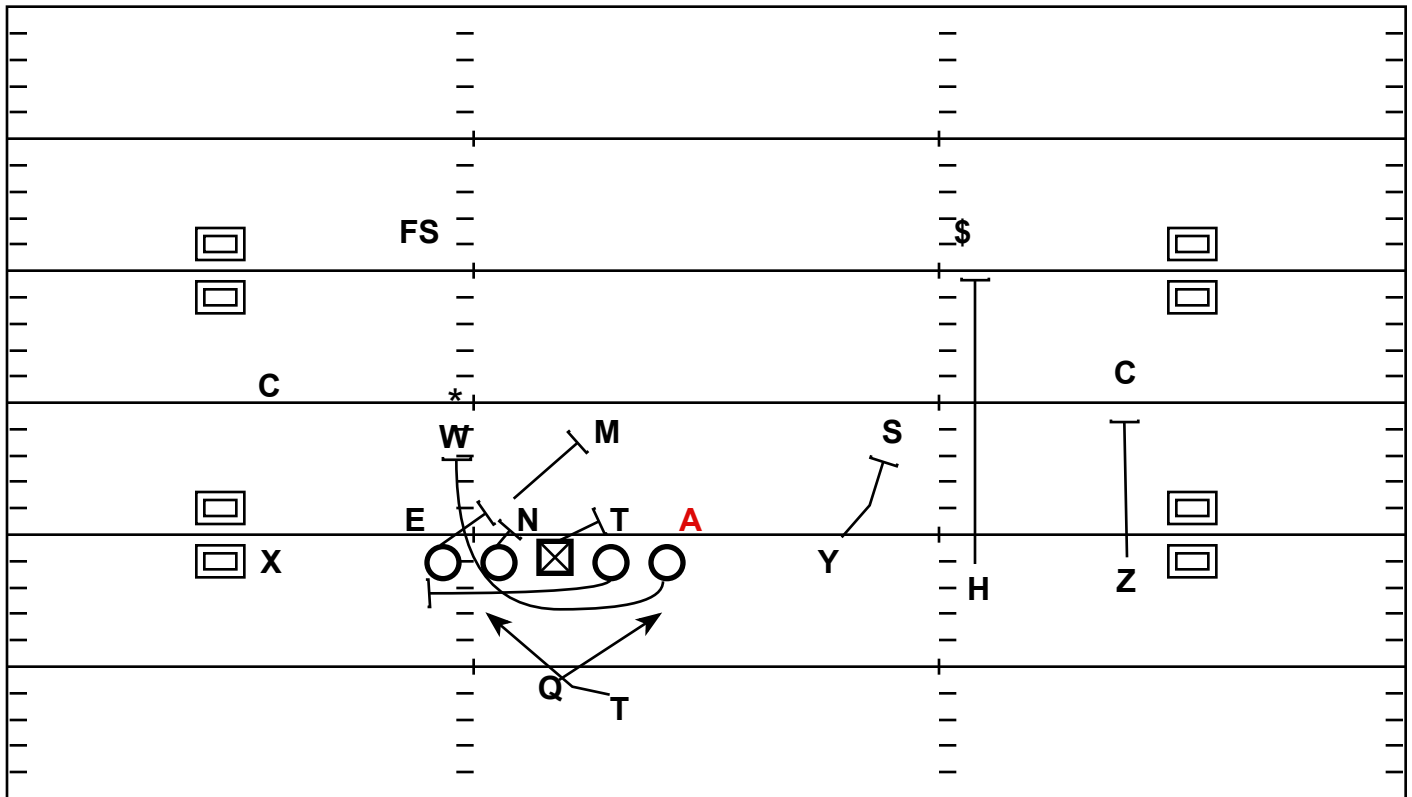
LG: Gap Combo 3-Tech to Backside Linebacker (-1)

C: Back Block to Shade/2i

RG: Wham, Open Pull to Kick Out C-Gap Defender (Possible Log)

RT: Wrap, Skip/Open Pull to Point

GT Counter v. Even (Playside 2i)



LT: Gap Combo 2i to Backside Linebacker (-1)

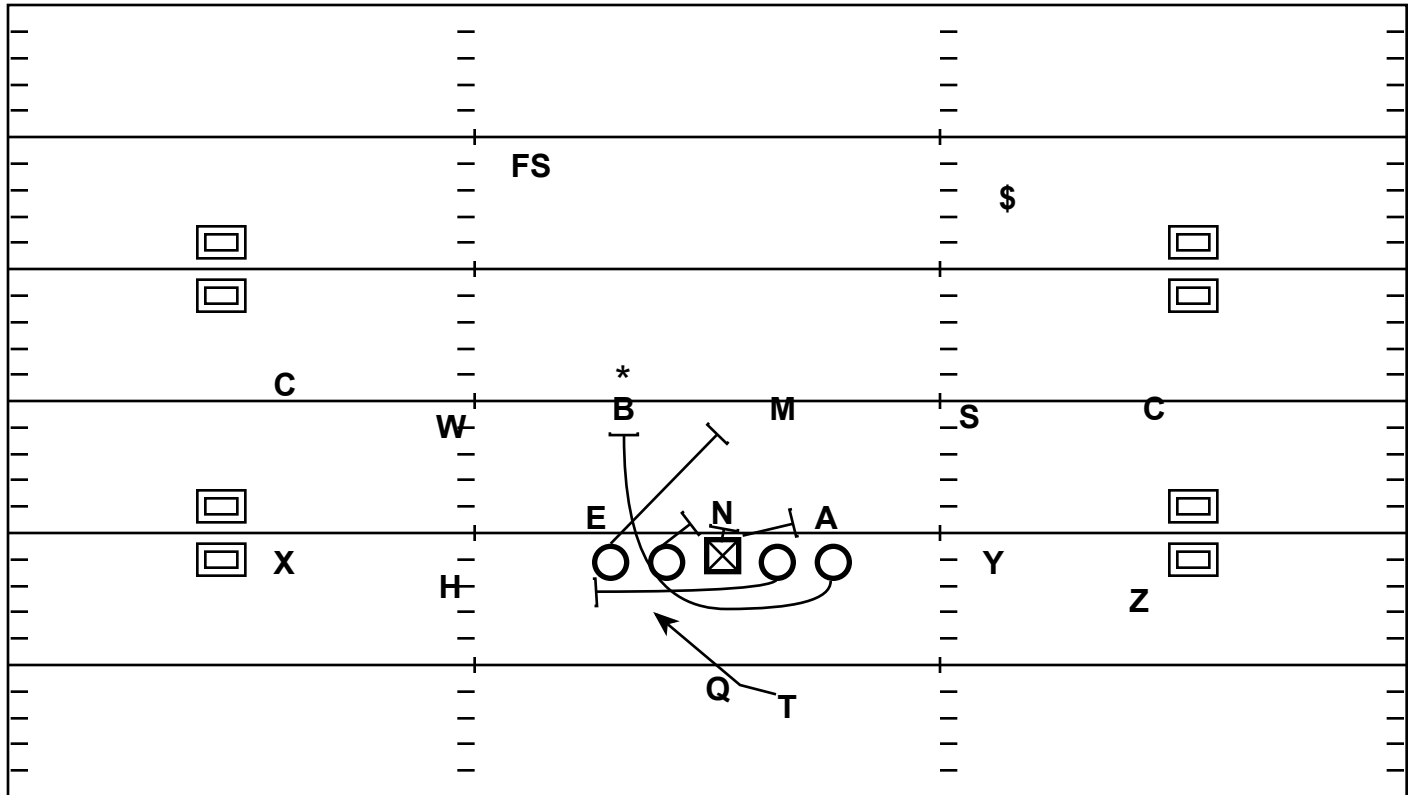
LG: Gap Combo 2i to Backside Linebacker (-1)

C: Back Block to 3-Tech

RG: Wham, Open Pull to Kick Out C-Gap Defender (Possible Log)

RT: Wrap, Skip/Open Pull to Point

GT Counter v. Odd (3-2)



LT: Track to Backside Linebacker (-1) / Be Prepared for Windshield Wiper to collect Defensive End

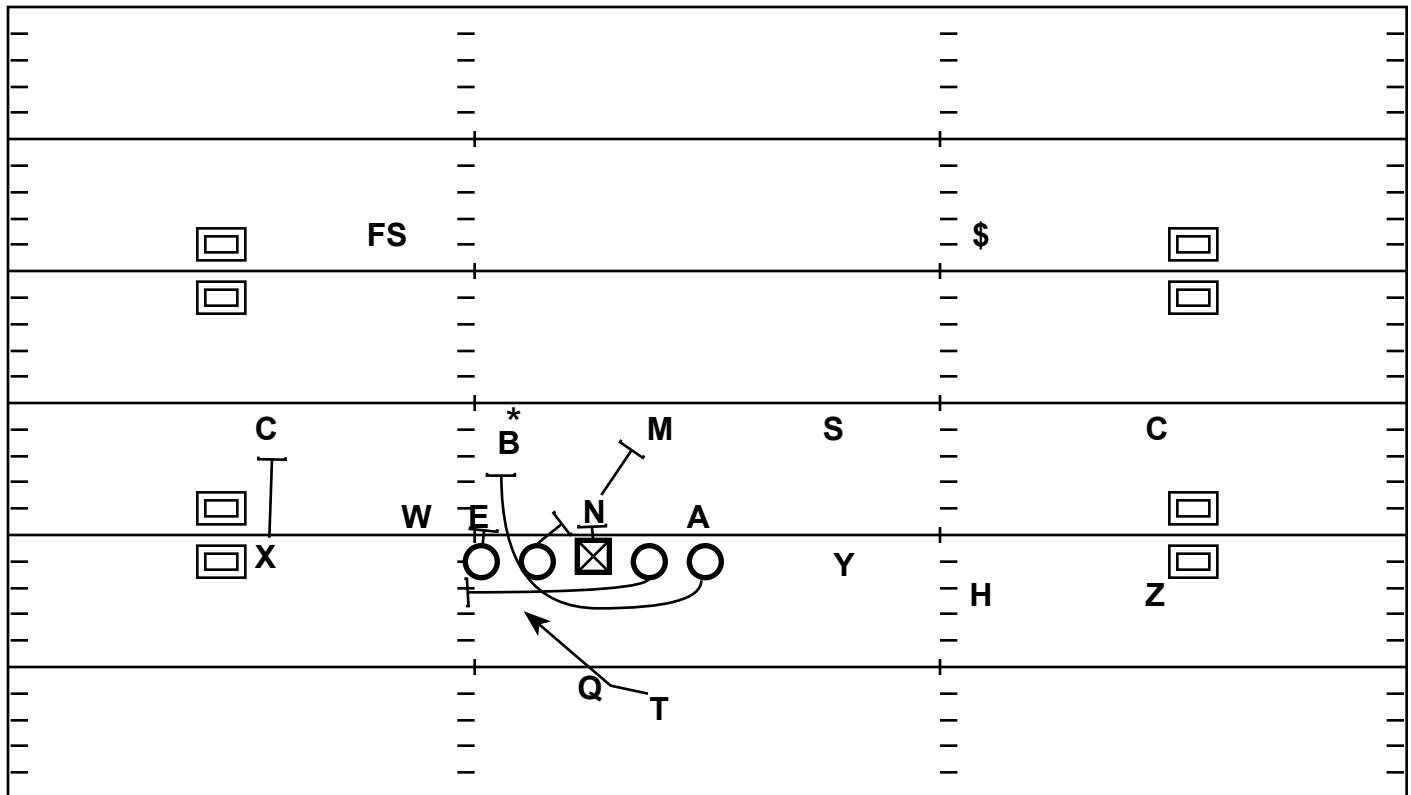
LG: Down Block Nose Tackle

C: Combo Flat to Anchor

RG: Wham, Open Pull to Kick Out C-Gap Defender (Possible Log)

RT: Wrap, Skip/Open Pull to Point

GT Counter v. Okie (3-2 Will Jet)



LT: Track to Backside Linebacker (-1) / Be Prepared for Windshield Wiper to collect Defensive End

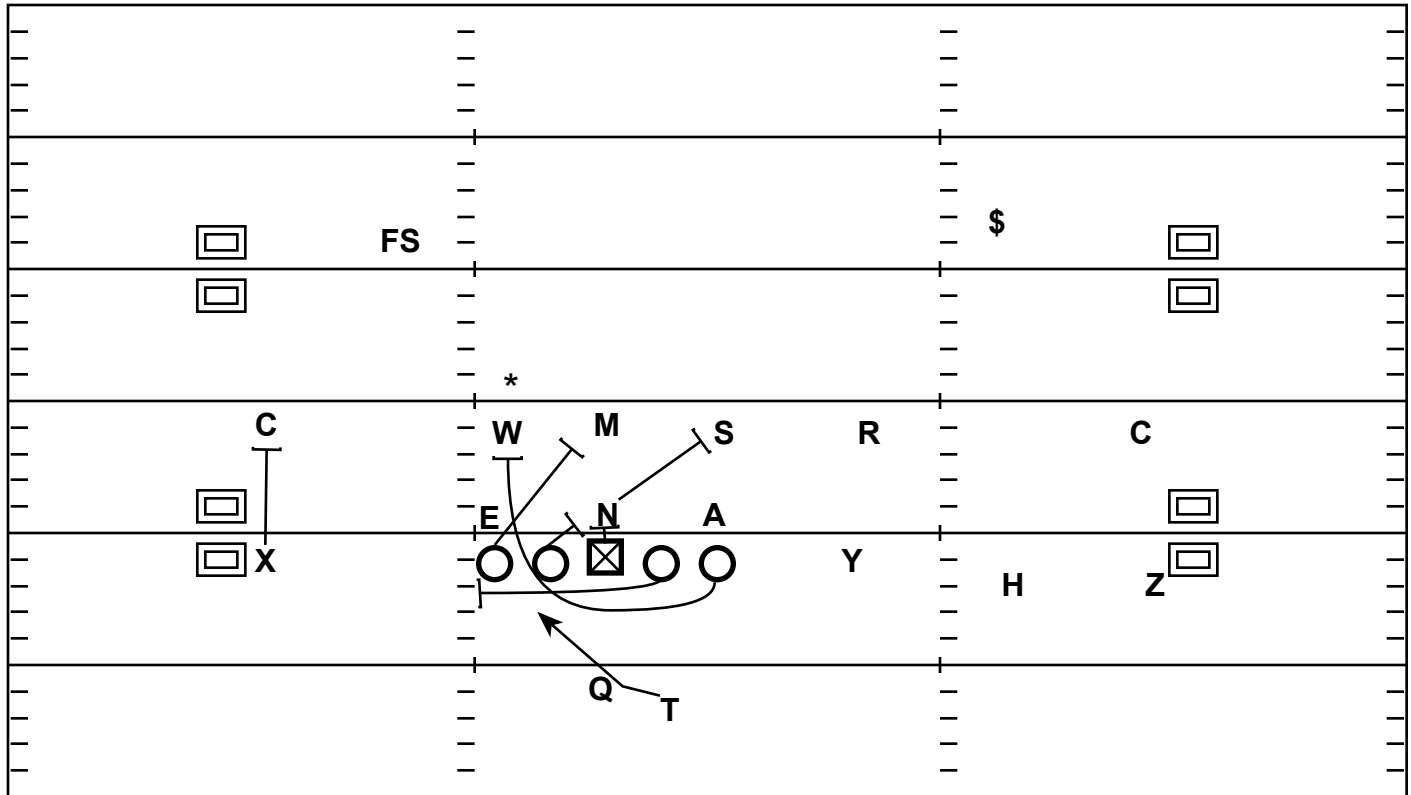
LG: Combo Nose to Backside Linebacker (-1)

C: Combo Nose to Backside Linebacker (-1)

RG: Wham, Open Pull to Kick Out C-Gap Defender (Possible Log) / Think Jetted Up Will Linebacker

RT: Wrap, Skip/Open Pull to Point

GT Counter v. Stack (3-3)



LT: Track to Mike Linebacker / Be Prepared to Windshield Wiper

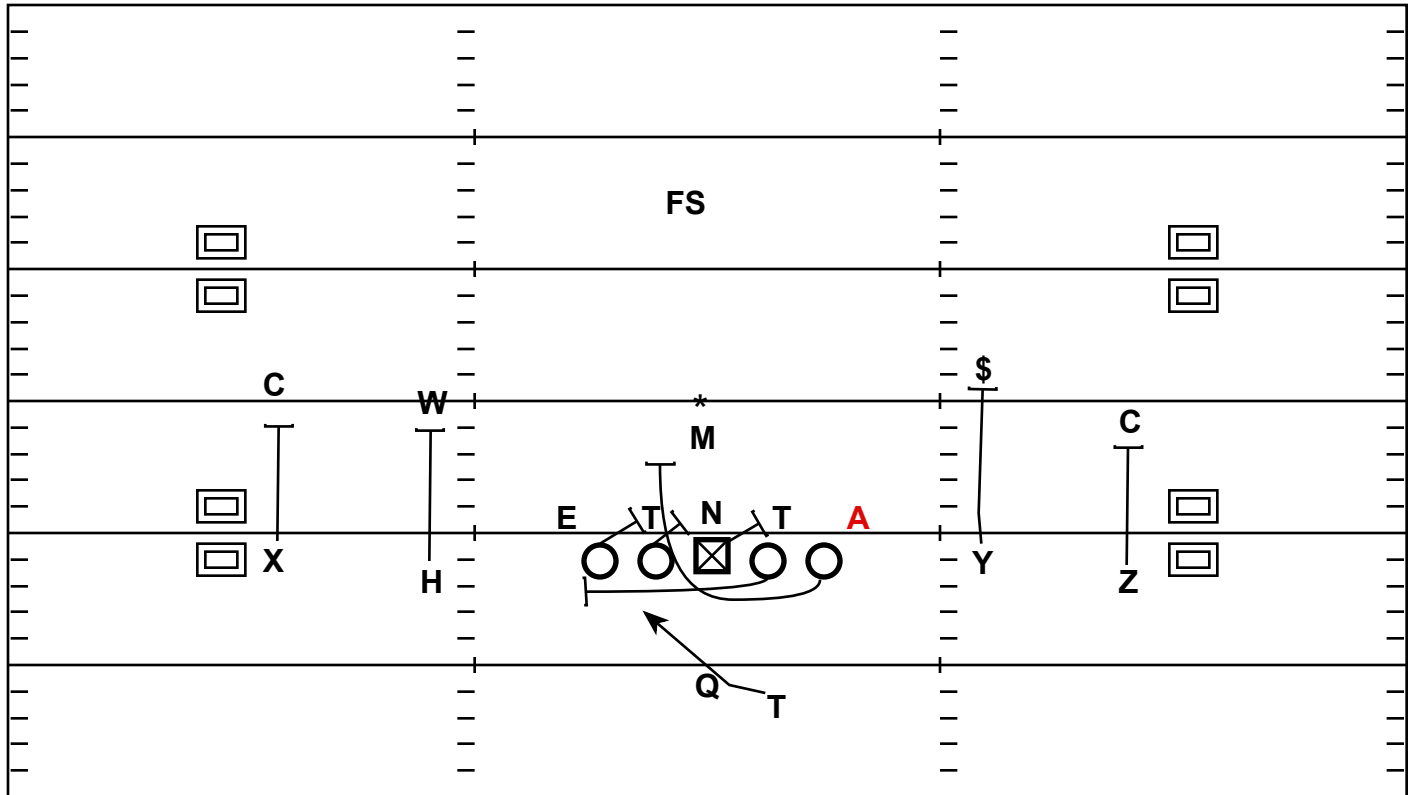
LG: Combo Nose to Backside Linebacker (-2)

C: Combo Nose to Backside Linebacker (-2)

RG: Wham, Open Pull to Kick Out C-Gap Defender (Possible Log) /
Be Prepared to Adjust to Will be C-Gap Fit

RT: Wrap, Skip/Open Pull to Point / Be Prepared to adjust to Mike
Linebacker

GT Counter v. Bear (51)



LT: Down Block 3-Tech

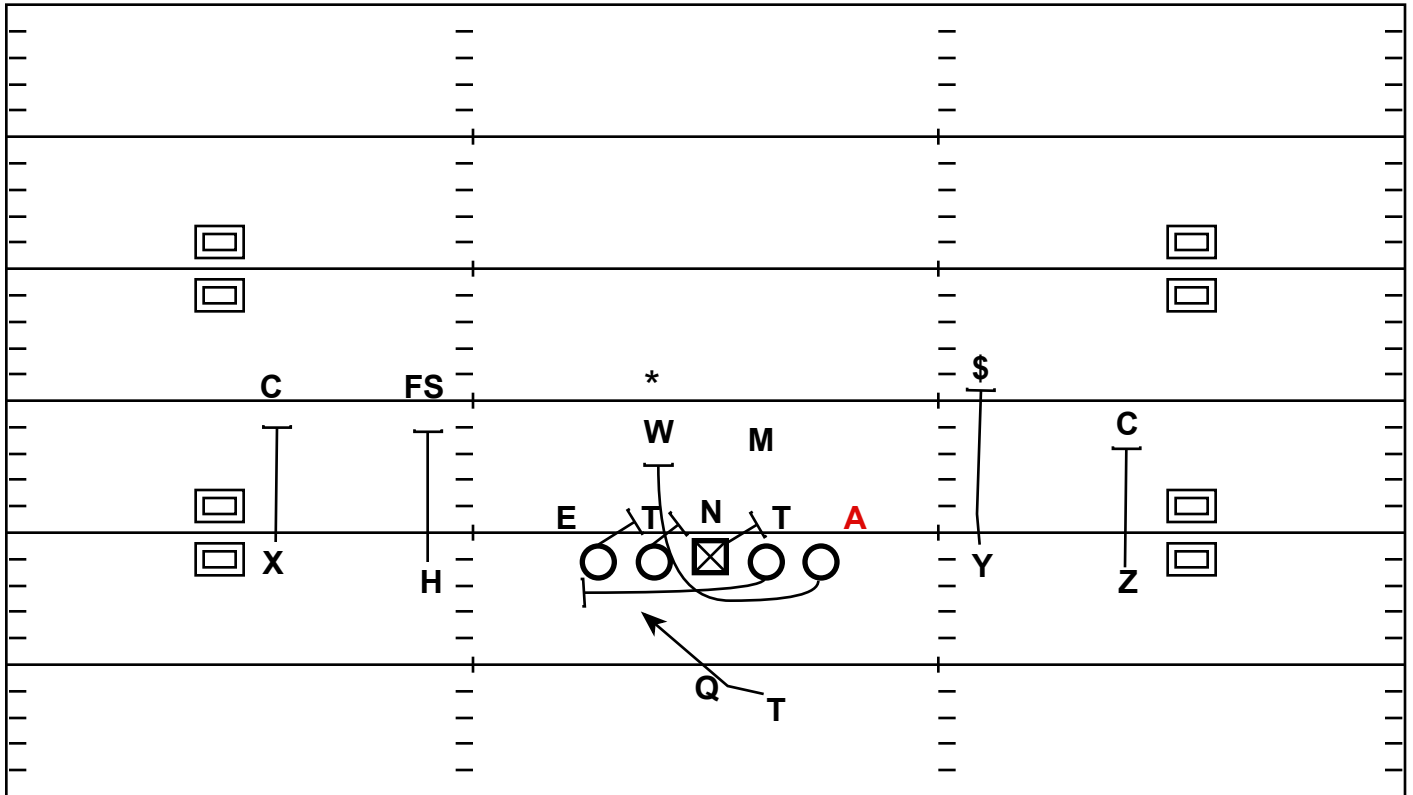
LG: Down Block Nose Tackle

C: Back Block Backside 3-Tech

RG: Wham, Open Pull to Kick Out C-Gap Defender (Possible Log)

RT: Wrap, Skip/Open Pull to Point

GT Counter v. Bear (52)



LT: Down Block 3-Tech

LG: Down Block Nose Tackle

C: Back Block Backside 3-Tech

RG: Wham, Open Pull to Kick Out C-Gap Defender (Possible Log)

RT: Wrap, Skip/Open Pull to Point