2x2 Open: Q Draw Swing-Flat

Quarter	Time	D&D	YD Line	Hash	Score
4th	4:36	1 - 10	43	R	29 - 26
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Strategy: Attack Both Perimeters with direct threats and Q Run in the Box -					

Spread the Defense too thin to defend everything. QB Progression/Read: Use the Motion to force the Mike out of the box, if he doesn't

throw Swing - Read Flat Post-Snap (Sam Linebacker)

LT - Man Locked on End X - Block Corner for Swing H - Block Will Linebacker for Climb to MDM Swing

Z - MOR Vertical

Y - Speed Out

T - Burst Motion to Swing

LG - Set as Uncovered OL,

C - Slide Set to Nose

RG - Man Locked on 3-Tech

RT - Man Locked on Anchor