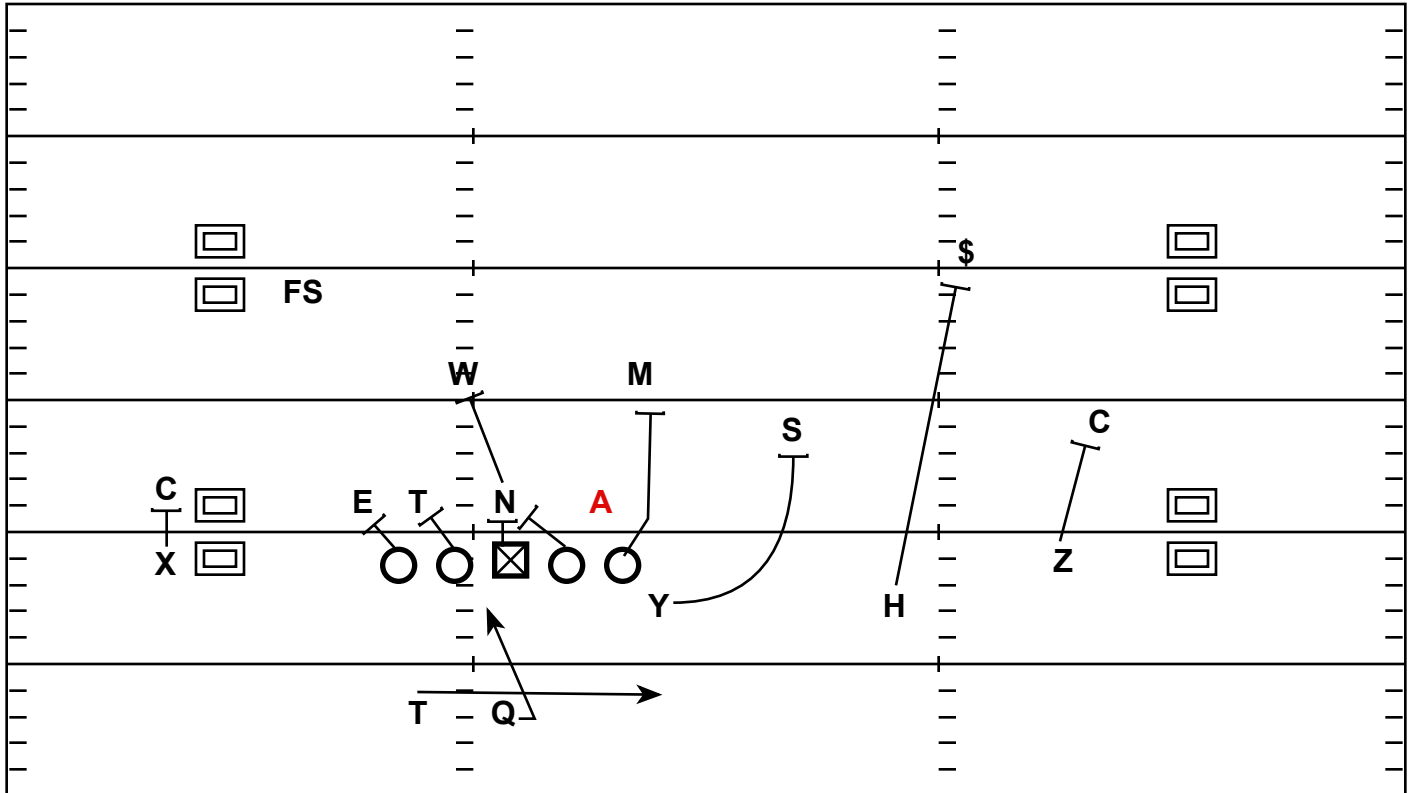


3x1 Wing: Inside Zone Bash

Quarter	Time	D & D	YD Line	Hash	Score
1st	7:33	1 - 10	-13	L	0 - 0



Strategy: Invert the typical read on the Defense. Making the RB the outside threat and the QB the interior run threat. Arcing on an inside 4i technique giving the Perimeter run another blocker.

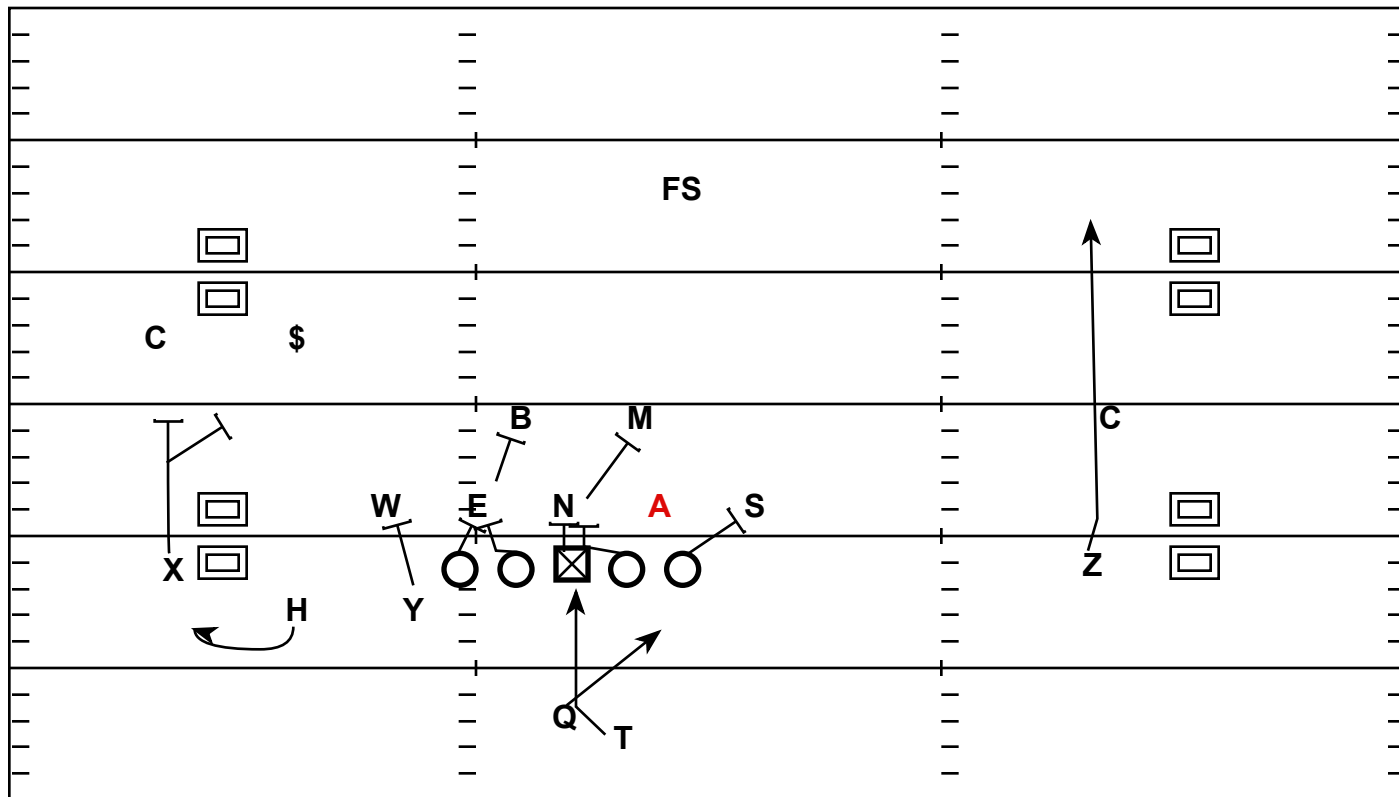
QB Progression/Read: Read the Backside 4i (Anchor) if he works inside, hand it off to the RB, if he looks to contain pull and read the Backside Leg of the Playside Guard.

X - Block Corner
H - Block \$
Y - Arc to Sam Linebacker
Z - Block Backside Corner
T - Perimeter run Track look to read block of the Arcing Wing

LT - Inside Drive End
LG - Inside Drive 3-Tech
C - Combo Nose to Will
RG - Combo Nose to Will
RT - Arc the Anchor up to the Mike

3x1 Wing: Midline FS Bubble

Quarter	Time	D & D	YD Line	Hash	Score
1st	7:19	2 - 1	-22	L	0 - 0



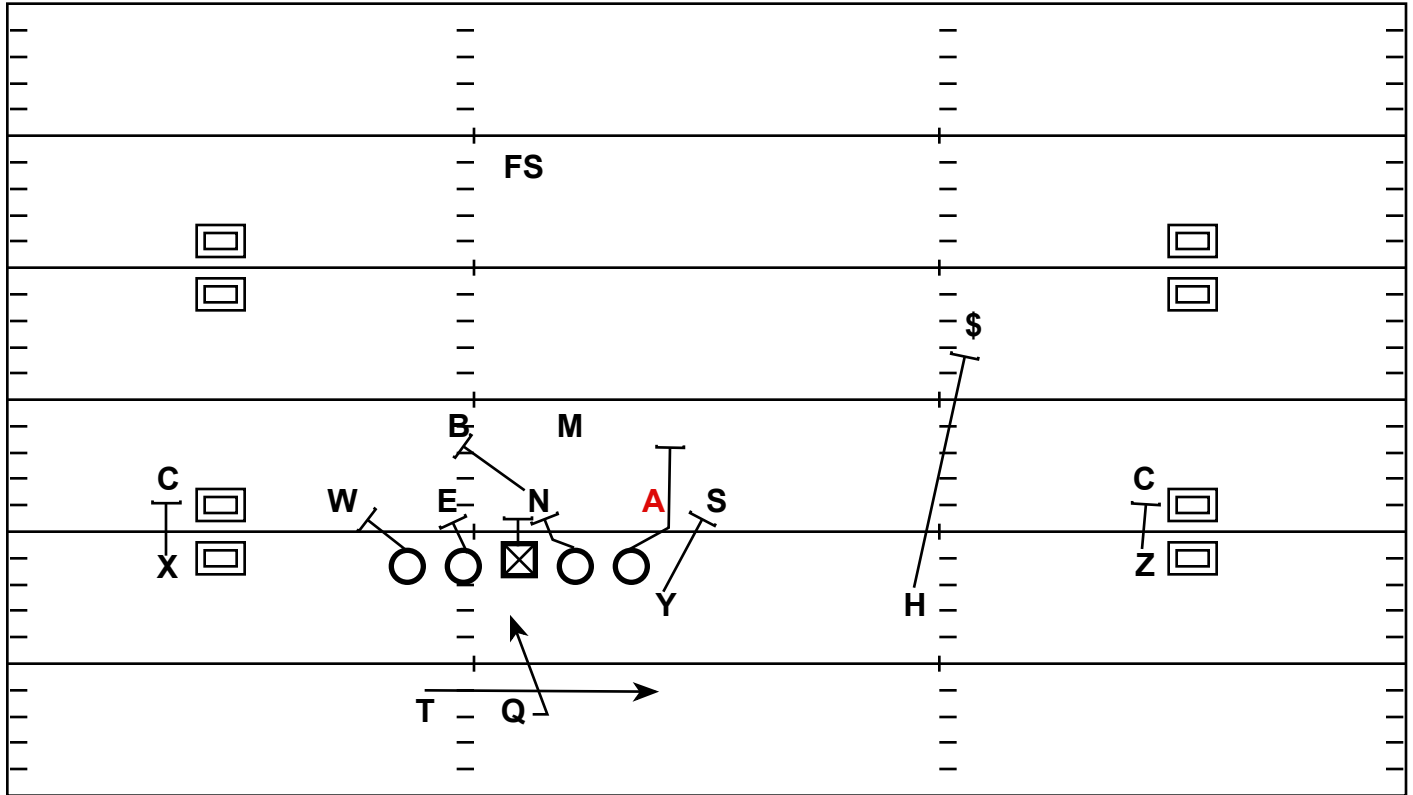
Strategy: Read the Interior Anchor. Much faster hitting than a traditional Zone Read or Bash concept. Vertical run while negating a number in the box. Pre-Snap FS Bubble if he has the Numbers.

QB Progression/Read: Pre-Snap the Bubble, if you have the numbers take it. Post-Snap read the Anchor if he pauses or goes up field hand it off.

X - Block MDM (Corner to \$)	LT - Combo End to Buck
H - Bubble	LG - Combo End to Buck
Y - Inside Drive Will Linebacker	C - Combo Nose to Mike
Z - Run-Off Backside Corner	RG - Combo Nose to Mike
T - Downhill Track reading the Backside Leg of the Center	RT - Man Locked on Sam

3x1 Wing: Inside Zone Bash

Quarter	Time	D & D	YD Line	Hash	Score
1st	6:28	2 - 4	-34	L	0 - 0



Strategy: Invert the typical read on the Defense. Making the RB the outside threat and the QB the interior run threat. Arcing on an inside 4i technique giving the Perimeter run another blocker.

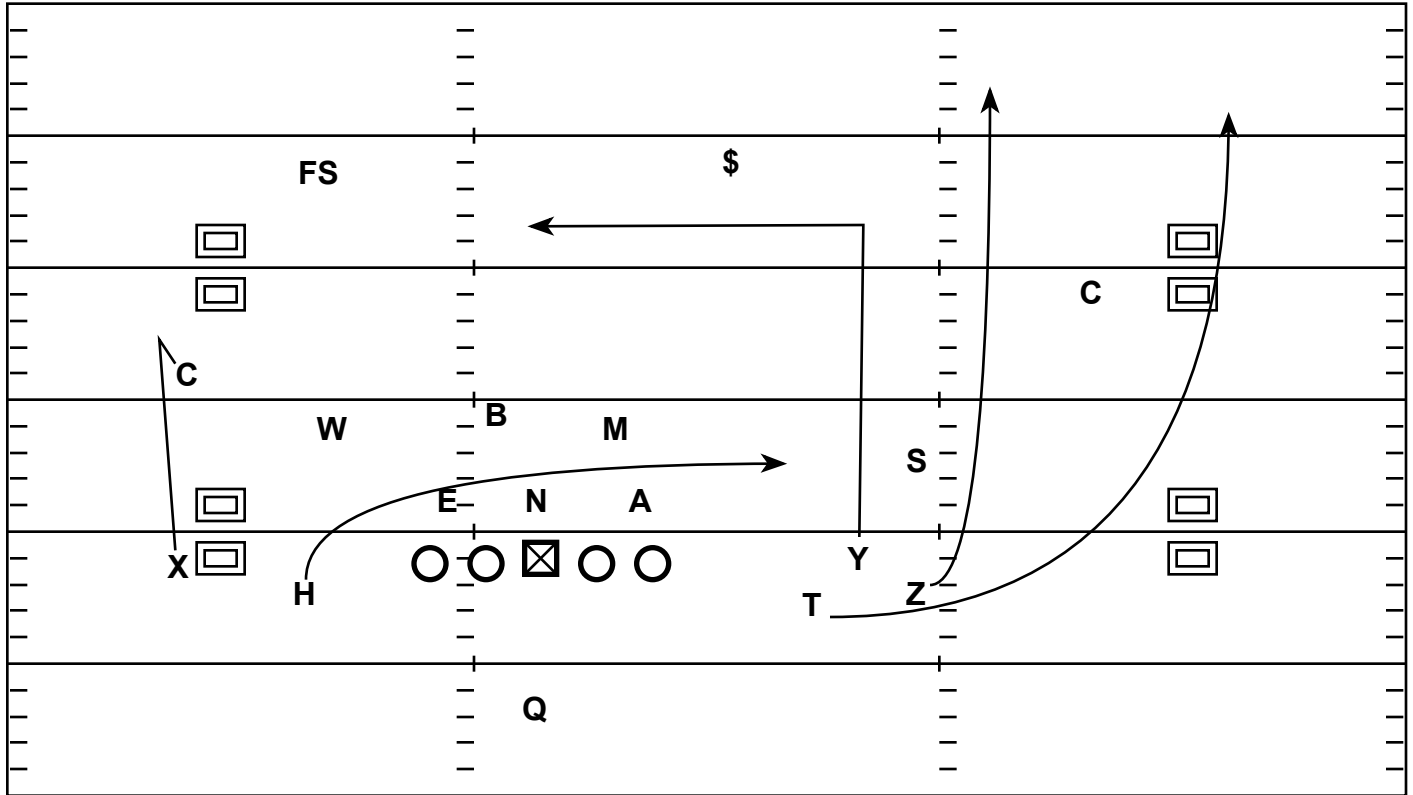
QB Progression/Read: Read the Backside 4i (Anchor) if he works inside, hand it off to the RB, if he looks to contain pull and read the Backside Leg of the Playside Guard.

X - Block Corner
H - Block \$
Y - Perimeter Block Sam for RB
Z - Block Corner
T - Perimeter run Track look to read block of the Arcing Wing

LT - Inside Drive Will
LG - Inside Drive 3-Tech
C - Combo Nose to Buck Linebacker
RG - Combo Nose to Buck Linebacker
RT - Arc the Read Key up to Backer

Empty Cluster: Shallow Cross

Quarter	Time	D & D	YD Line	Hash	Score
1st	11:23	2 - 10	-27	L	0 - 0



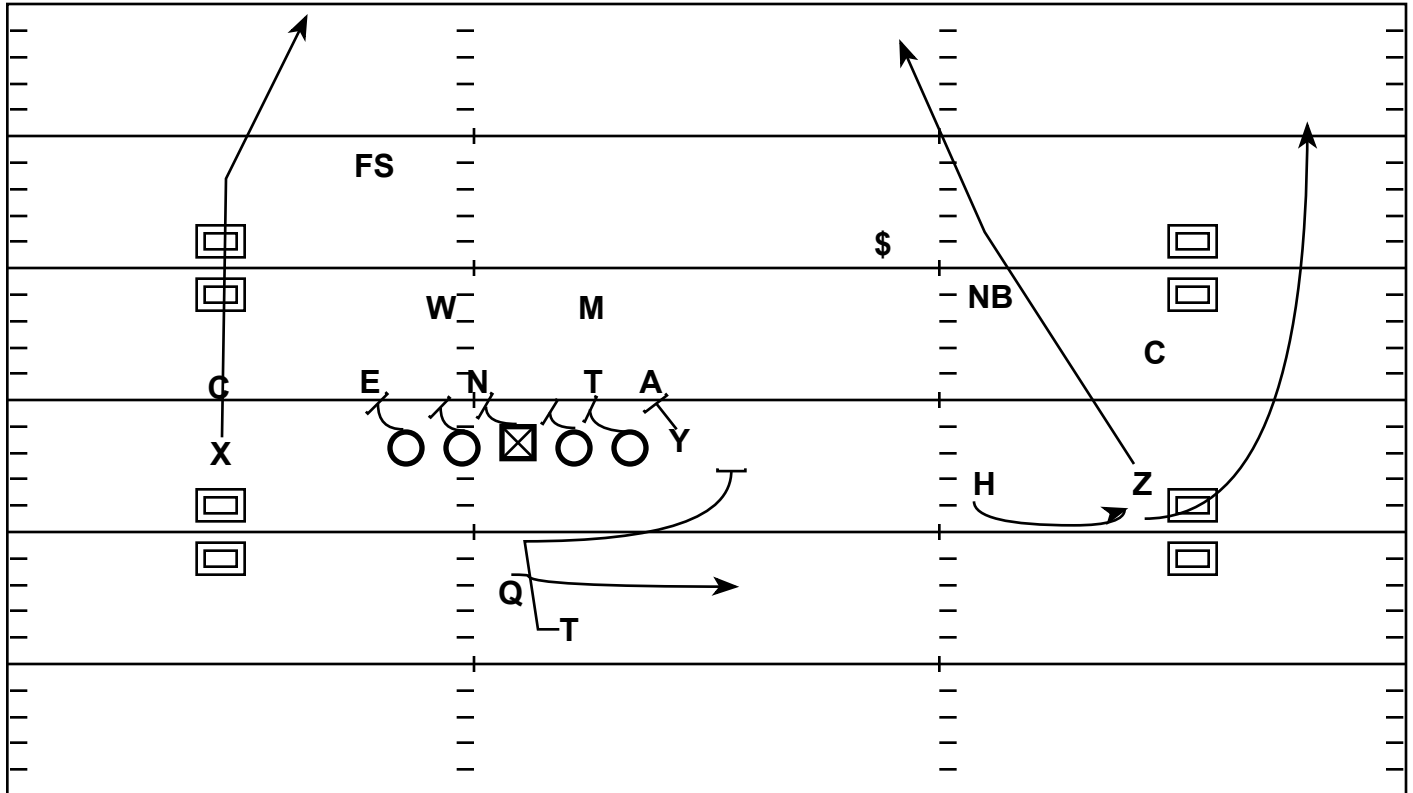
Strategy- Base Shallow Cross Concept while utilizing an empty formation and running a Wheel off of it to create more vertical stretch.
 QB Progression/Read: High-Low Middle Linebacker. v. Man = Shallow to Wheel-Fade

X - Hitch
H - Shallow
Y - Dig 10-12 Yards
Z - Seam (2 yards from Hash)
T - Wheel

LT - BoB Pro check Will Linebacker
LG - BoB Pro 3-Tech
C - BoB Pro Nose
RG - BoB Pro 3-Tech
RT - BoB Pro Sam

3x1 Attached: Trick Shot off PAP IZ QB Follow

Quarter	Time	D & D	YD Line	Hash	Score
2nd	9:18	1 - 10	27	L	0 - 0



Strategy: Play-Action Inside Zone to QB Follow trying to suck up the \$ to take a Shot, Hopefully the Bubble Wheel pulls down the Nickel as well, allowing a free shot for the Z-Receiver

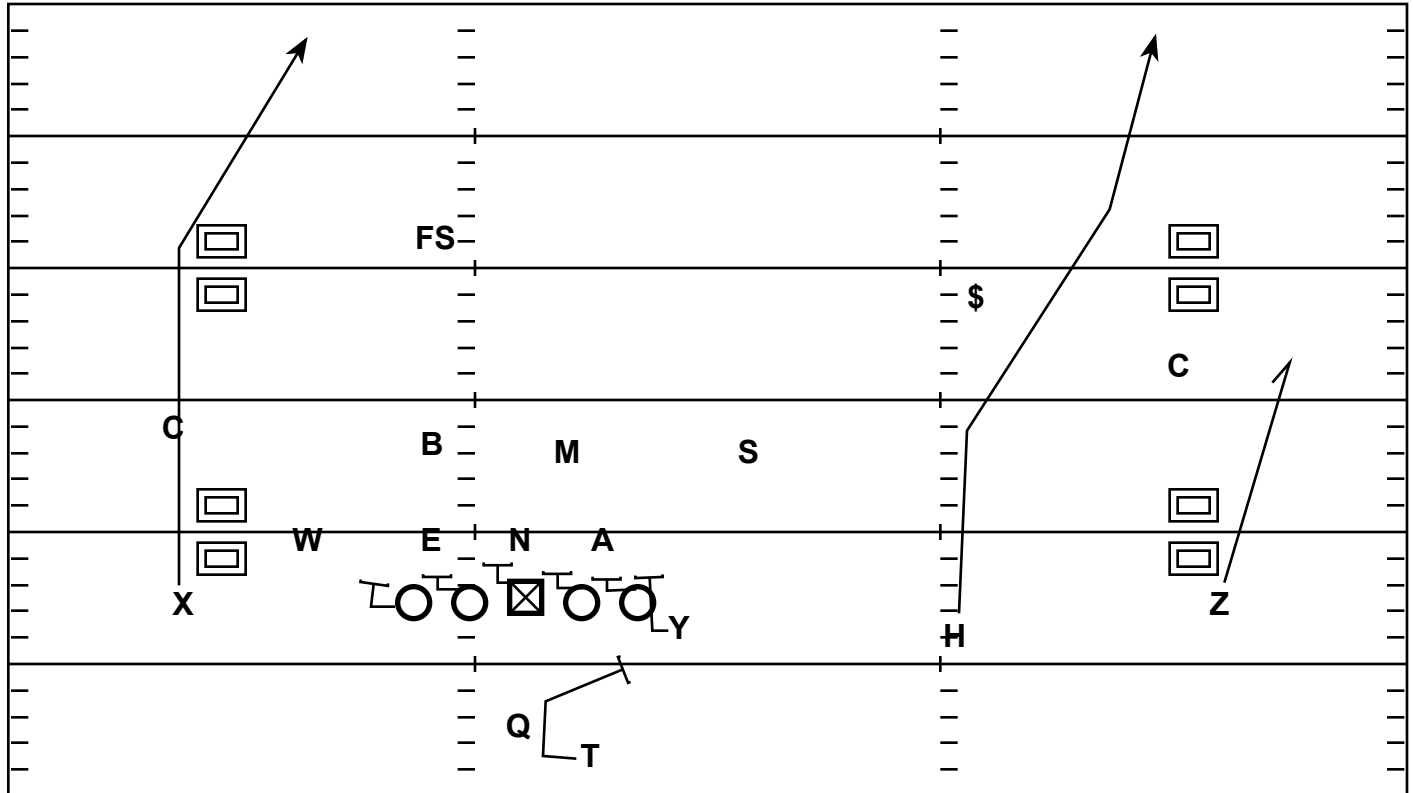
QB Progression/Read: If F/S cheats 3-receiver side look at Skinny Post - Z - Wheel. If F/S stays read Z to Bubble Wheel

X - Skinny Post
H - Bubble
Y - Seal the Edge for the QB
Z - Inside Release attack Middle of the Field
T - Fake IZ Mesh to Lead Protect for QB

LT - Sell IZ Left
LG - Sell IZ Left
C - Sell IZ Left
RG - Sell IZ Left
RT - Sell IZ Left

3x1 Wing: Slot-Fade BS Skinny Post

Quarter	Time	D & D	YD Line	Hash	Score
2nd	10:24	2 - 4	37	L	7 - 0



Strategy: Use 7-Man PAP to give QB Time. Can be a Shot Play if Corner stays low. If he goes high it is an easy completion.

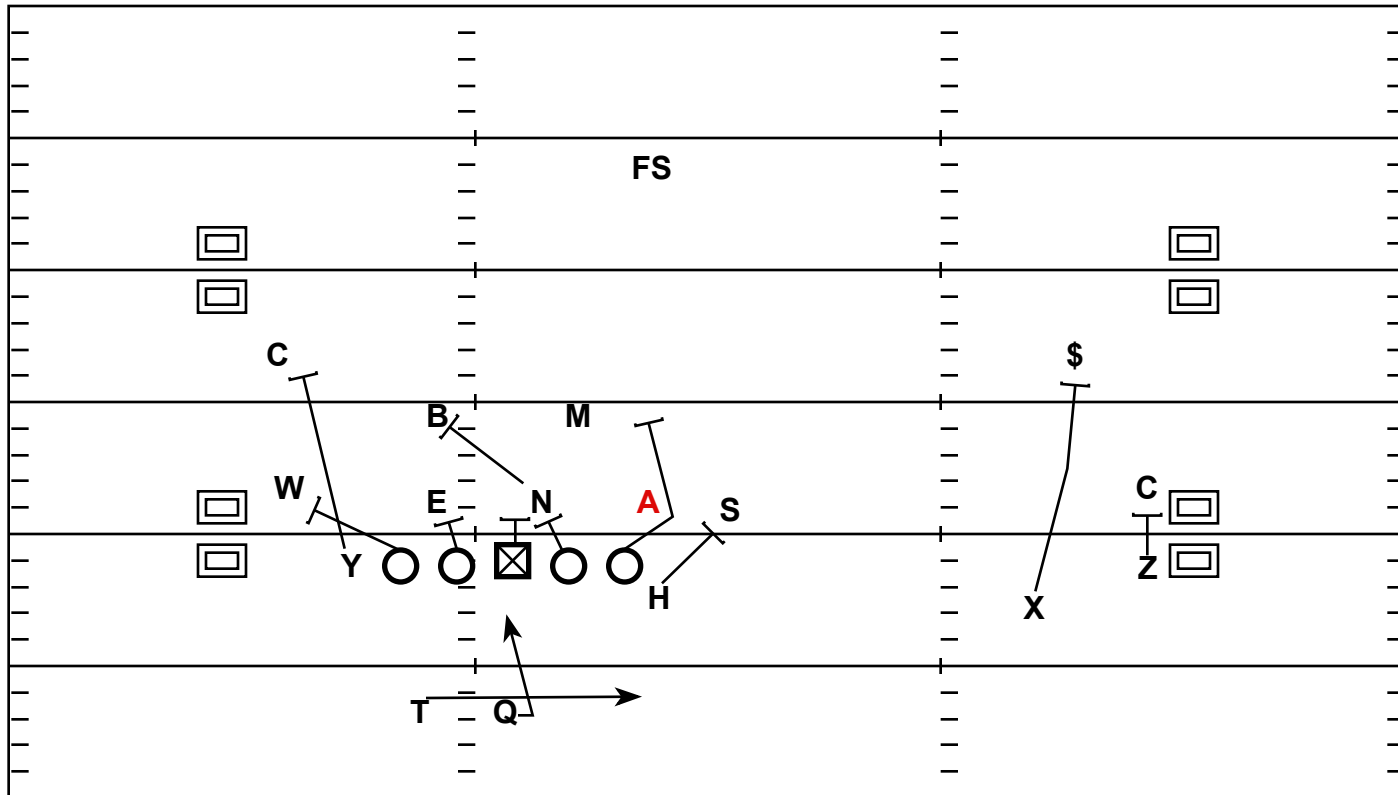
QB Progression/Read: High-Low Read on the Corner. Low = Slot-Fade, High = Witch. If the Safeties roll coverage over to the 3-receiver side, Skinny Post becomes an option.

X - Inside Release Skinny Post
H - Slot-Fade
Y - Full Slide Pro C-Gap
Z - Witch
T - Fake Inside Zone before Protecting D-Gap

LT - Full Slide Backside C-Gap
LG - Full Slide Backside B-Gap
C - Full Slide Backside A-Gap
RG - Full Slide A-Gap
RT - Full Slide B-Gap

3x1 Ace: Inside Zone Bash

Quarter	Time	D & D	YD Line	Hash	Score
2nd	2:37	1 - 10	-15	L	3 - 0



Strategy: Invert the typical read on the Defense. Making the RB the outside threat and the QB the interior run threat. Arcing on an inside 4i technique giving the Perimeter run another blocker.

QB Progression/Read: Read the Backside 4i (Anchor) if he works inside, hand it off to the RB, if he looks to contain pull and read the Backside Leg of the Playside Guard.

X - Block \$

H - Perimeter Block Sam Linebacker for RB

Y - Inside Release to Corner

Z - Block Backside Corner

T - Perimeter Run Track reading Block of Wing

LT - Let Y Pass, Inside Drive Will Linebacker

LG - Inside Drive 3-Tech

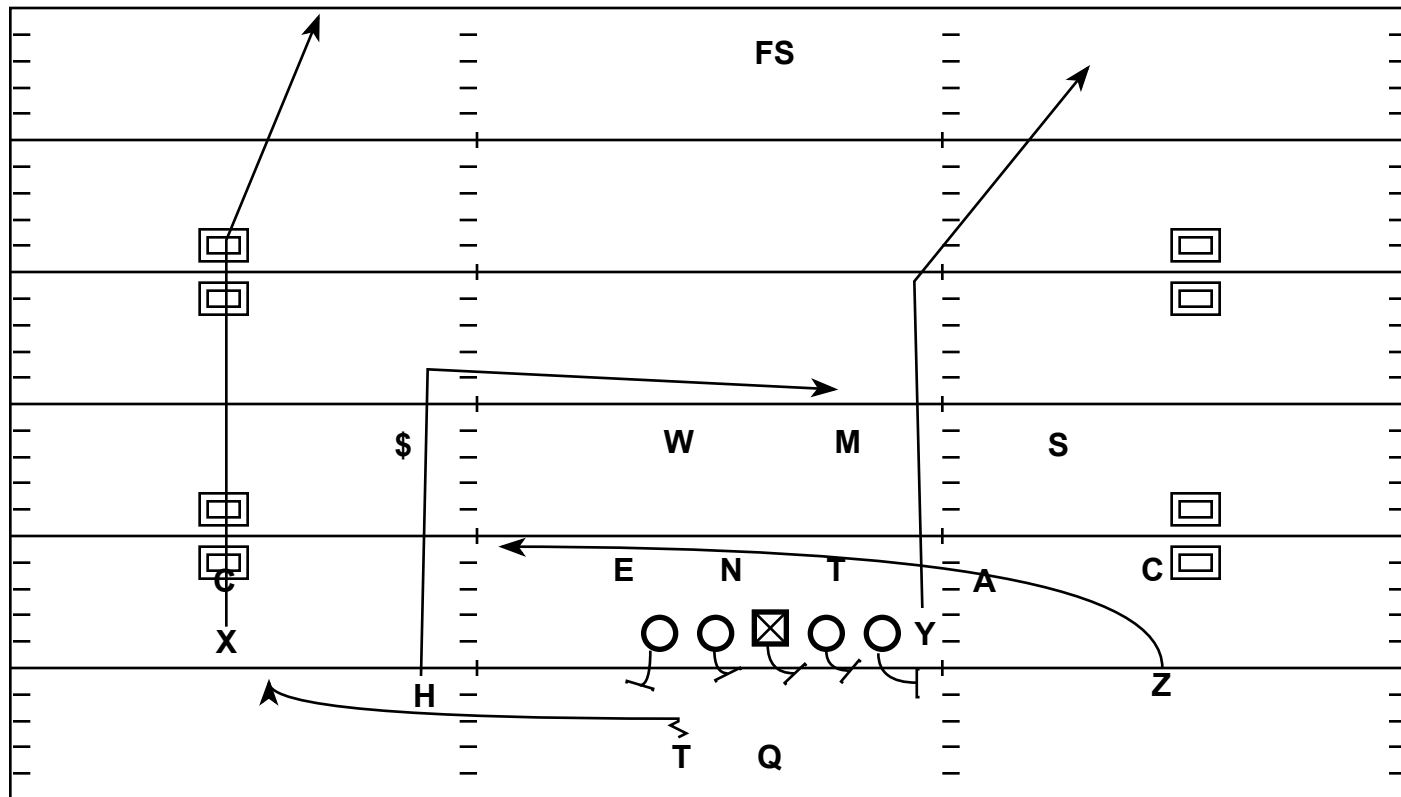
C - Combo Nose to Buck Linebacker

RG - Combo Nose to Buck Linebacker

RT - Arc Anchor to Mike Linebacker

2x2 Attached: Shallow Cross

Quarter	Time	D & D	YD Line	Hash	Score
3rd	12:04	2 - 10	-25	M	10 - 7



Strategy: Run a bread & butter passing concept for Ohio State that is great against Zone or Man coverage

QB Progression/Read: V. Zone = High-Low the Will Linebacker V. Man = Look for Shallow

X - Skinny Post

H - Dig

Y - Corner Route

Z - Shallow

T - Check Pro to Swing

LT - Man On Defensive End

LG - Man on the 2i (Nose)

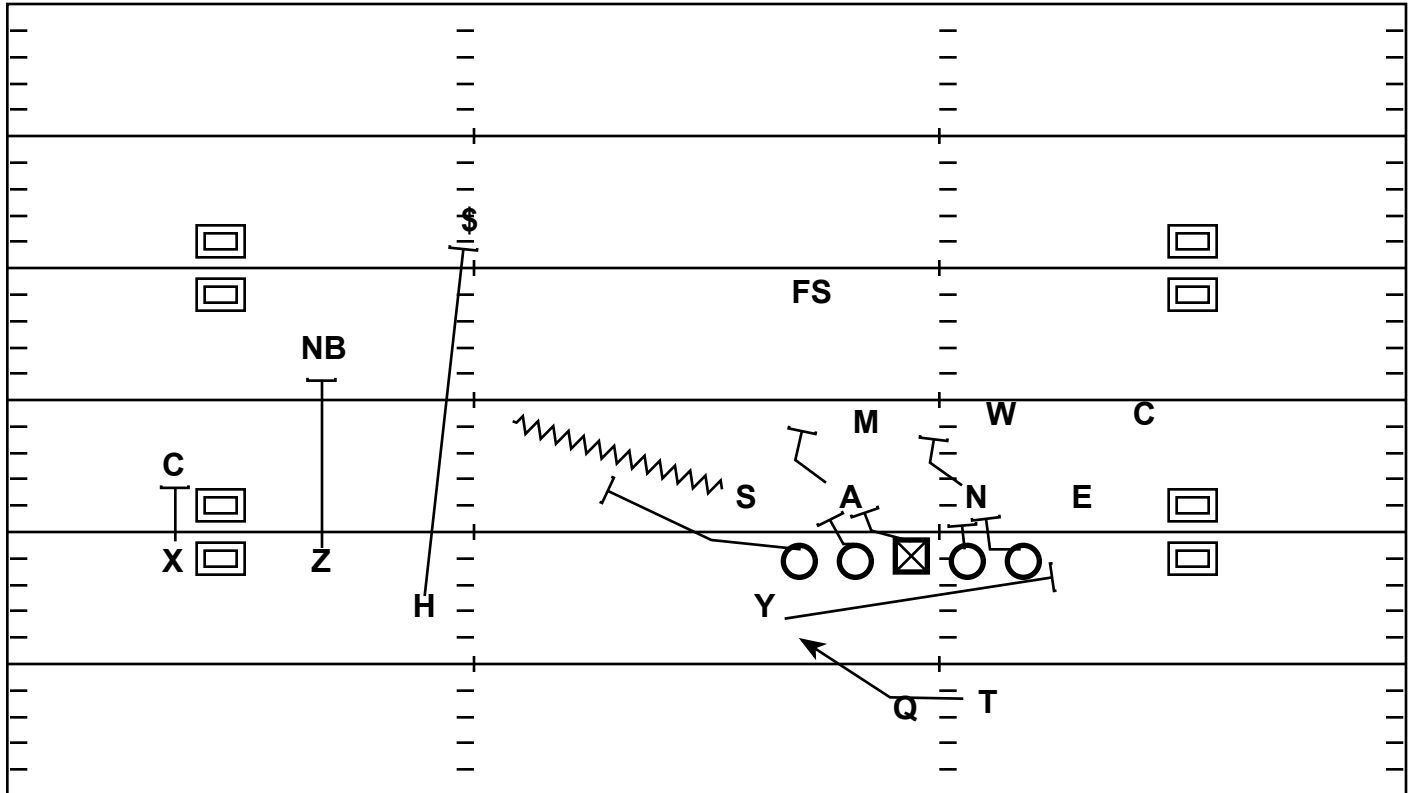
C - Slide Pro (A-Gap)

RG - Slide Pro (B-Gap)

RT - Slide Pro (C-Gap)

Quads Wing: Midzone Swipe

Quarter	Time	D & D	YD Line	Hash	Score
3rd	15:00	1 - 10	-25	R	10 - 0



Strategy: Use an overload formation to get the defense out numbered to the playside creating better leverage for the scheme.

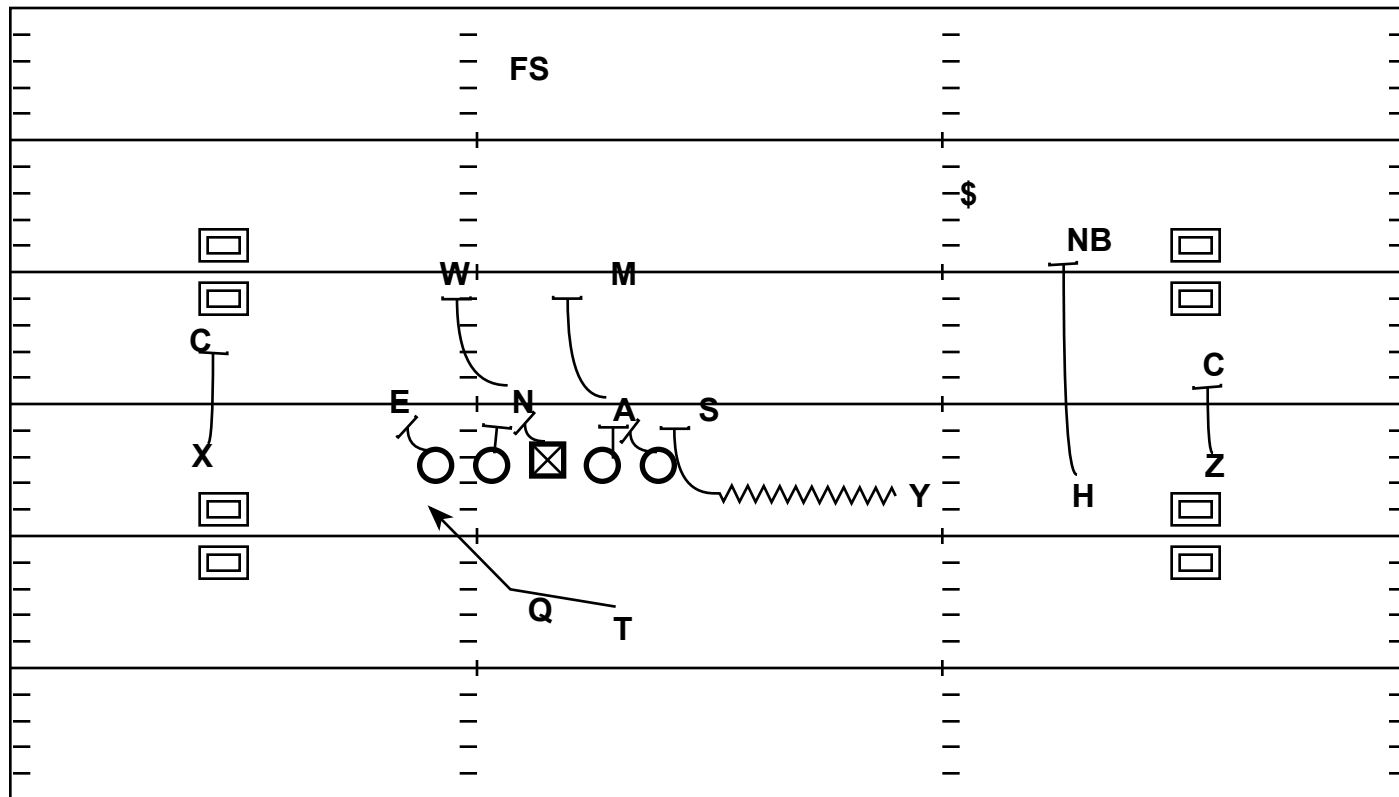
QB Progression/Read: Hand-Off to RB

X - Block Corner
H - Block \$
Y - Swipe Defensive End
Z - Block Nickel
T - Midzone track reading the Inside Leg of the Playside Tackle

LT - Follow Sam out to Inside Drive
LG - Combo Anchor to Mike
C - Combo Anchor to Mike
RG - Combo Nose to Will
RT - Combo Nose to Will

3x1 Open Y-In Motion: Midzone

Quarter	Time	D & D	YD Line	Hash	Score
3rd	10:02	2 - 10	38	L	10 - 7



Strategy: Motion Wing in to cap the Backside C-Gap. Create full flow while allowing your RB the ability to cut-back, setting up blocks for the OL

QB Progression/Read: Hand-Off to RB

X - Block Corner

H - Block Nickel

Y - Motion in to C-Gap Cut-Off

Z - Block Corner

T - Midzone track reading the Inside Leg of the Playside Tackle

LT - Inside Drive Defensive End

LG - Combo Nose to Will Linebacker

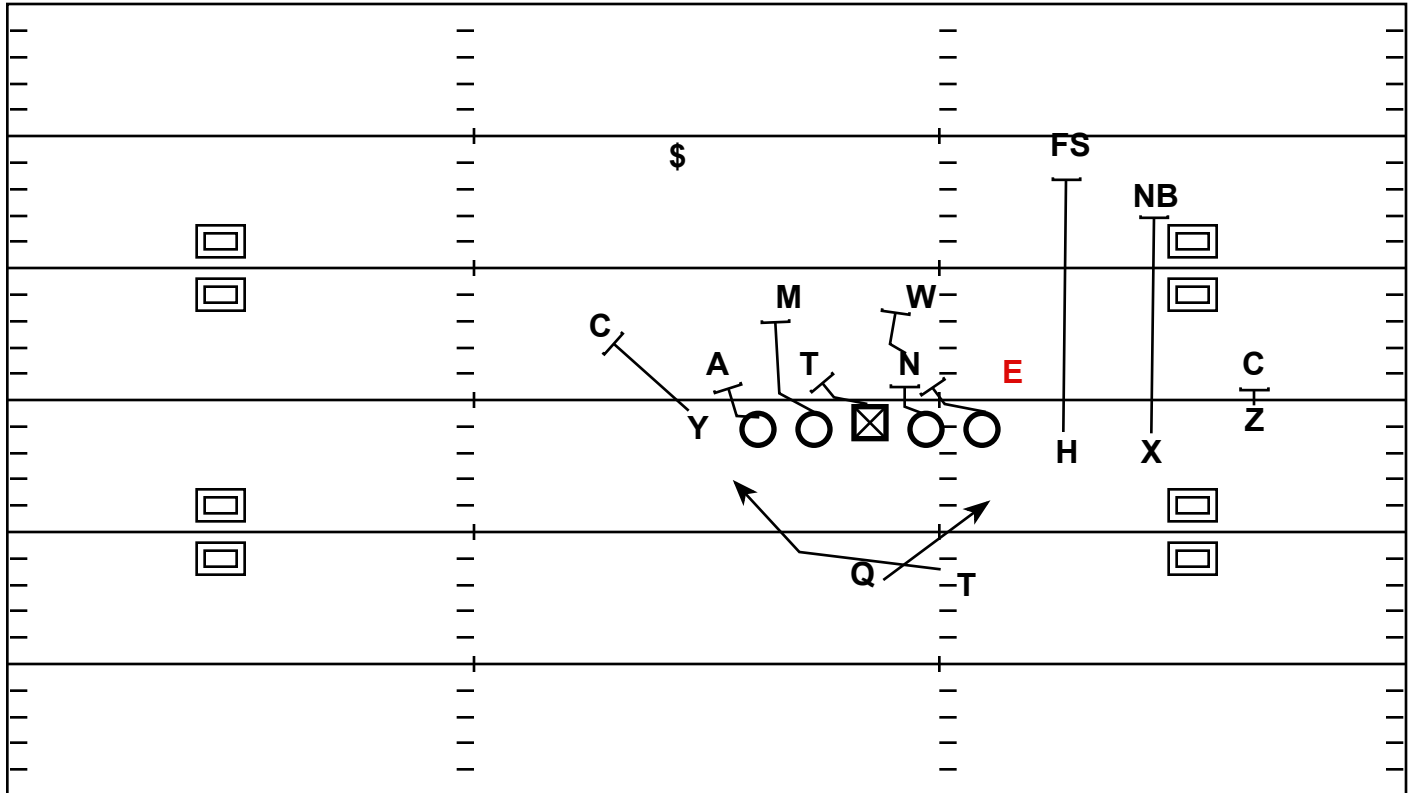
C - Combo Nose to Will Linebacker

RG - Combo Anchor to Mike Linebacker

RT - Combo Anchor to Mike Linebacker

3x1 Nub: Midzone Read

Quarter	Time	D & D	YD Line	Hash	Score
3rd	8:03	2 - 7	50	R	17 - 7



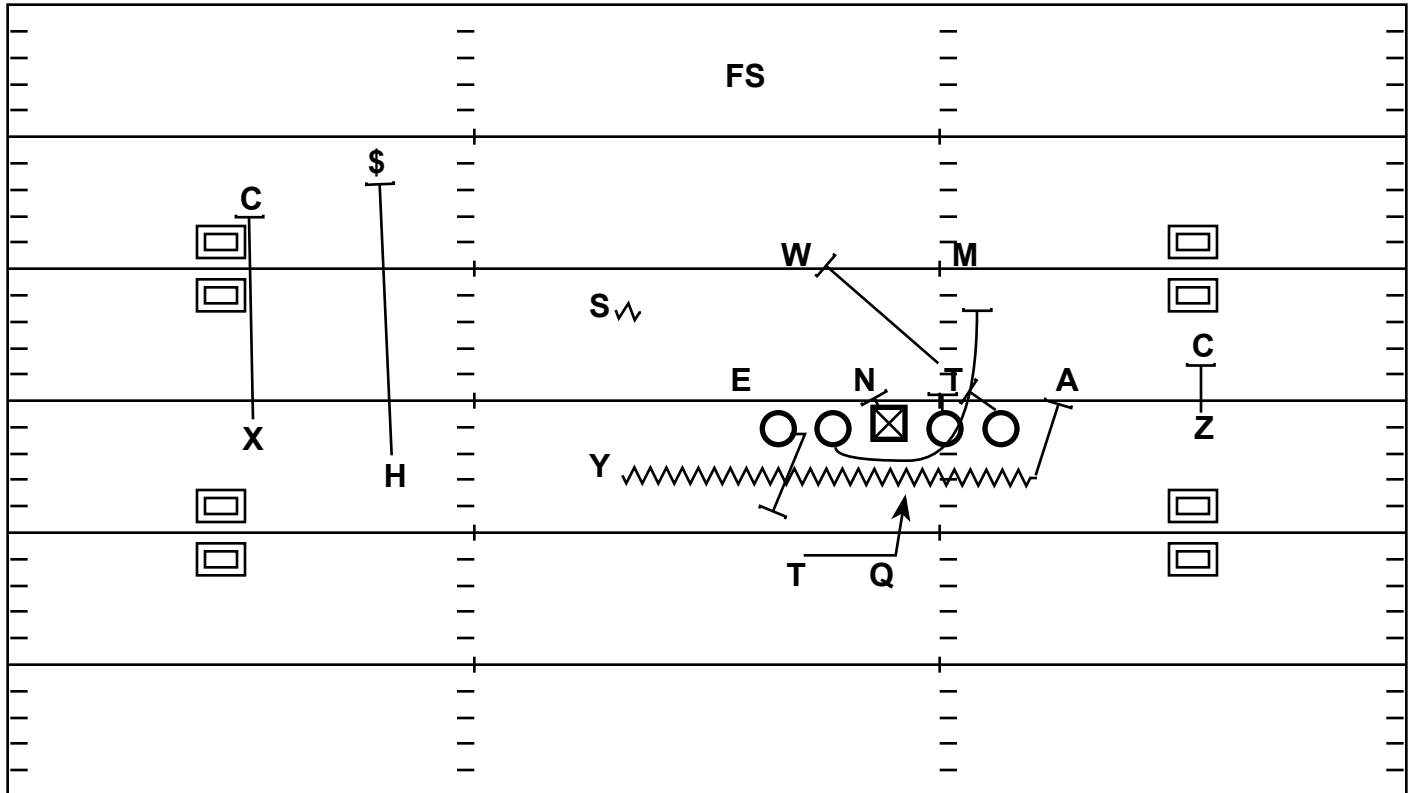
Strategy- Manipulate the Formation structure with Formation Into the Boundary (FIB) along with a read to run their Bread n Butter

QB Progression/Read: Read the End Man on the Line Of Scrimmage (EMLOS).

X - Block Nickel	LT - Combo Anchor to Middle Linebacker
H - Block F/S	LG - Combo Anchor to Middle Linebacker
Y - Inside Drive Corner	C - Drive Reach Defensive Tackle
Z - Block Corner	RG - Combo Nose to Will Linebacker
T - Midzone track reading the Inside Leg of the Playside Tackle	RT - Combo Nose to Will Linebacker

3x1 Open Y-Across: Power

Quarter	Time	D & D	YD Line	Hash	Score
4th	14:51	1 - 10	20	R	24 - 7



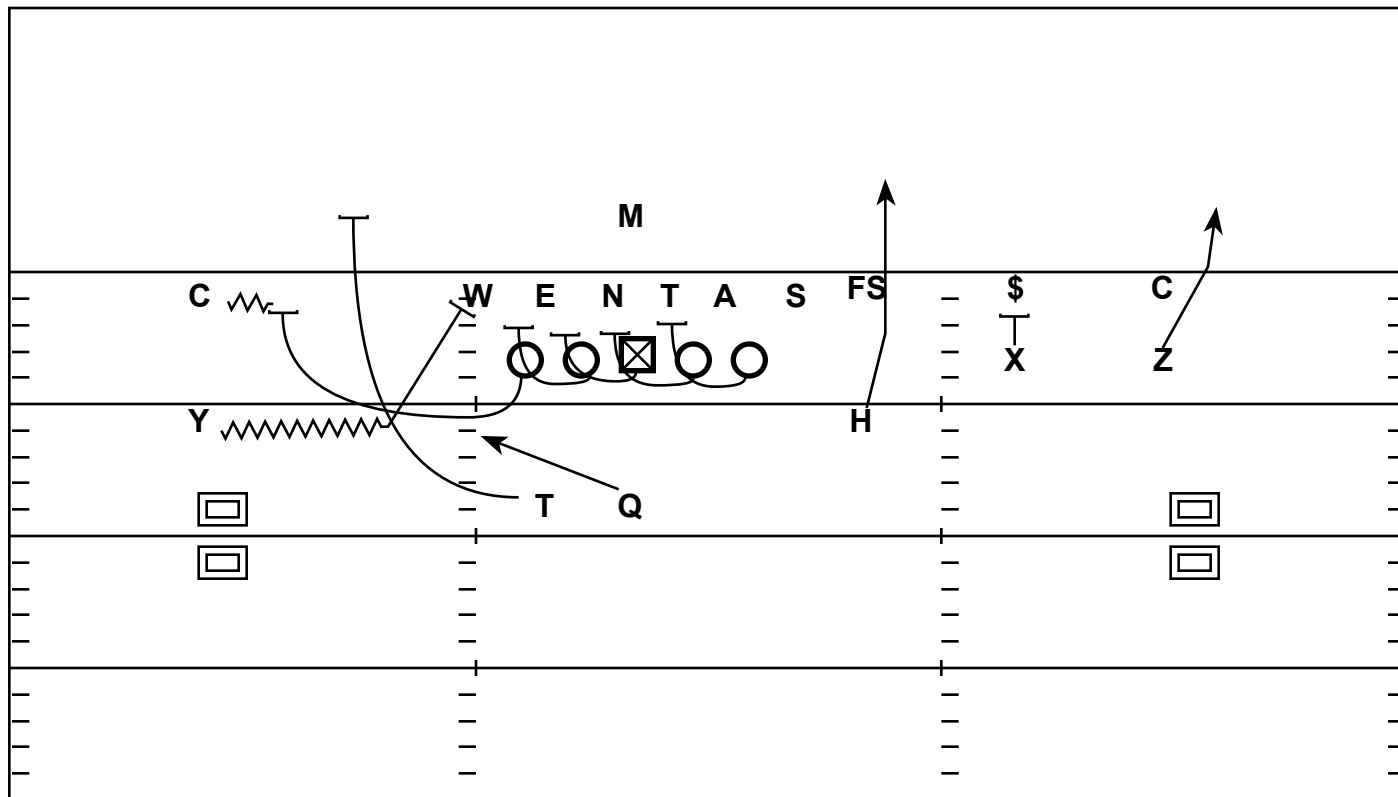
Strategy: Motion Y Across into a Wing Alignment using motion to give an ideal box. RB gives initial Perimter Track before turning downhill.

QB Progression/Read: Hand-Off to RB

X - Block Backside Corner	LT - B To Hinge
H - Block \$	LG - Wrap to Point (Mike)
Y - Motion Across, Wham the C-Gap Defender (Anchor)	C - Back Block Nose
Z - Block Playside Corner	RG - Gap Combo 3Tech to Will Linebacker
T - Take a Perimeter Run Mesh, Before turning on a Dime to run a downhill Power Track	RT - Gap Combo 3Tech to Will Linebacker

3x1 Open Up Y-In: QB Sweep Lead

Quarter	Time	D & D	YD Line	Hash	Score
3rd	4:00	1 - 3	3	L	28 - 0



Strategy- Utilize an unique formation to get an -In motion from your Tight End to Crack the Will Linebacker, while pulling the PS Tackle getting one on one with the Corner

QB Progression/Read: Follow the Lead, Inside the Kick-Out

X - Block or Run-Off \$

H - Block or Run-Off F/S

Y - In Motion to Crack Will Linebacker

Z - Block or Run-Off Corner

T - Lead Inside the Kick look for Mike flowing over the top

LT - Pull to Kick-Out Corner

LG - Hard Reach Seal

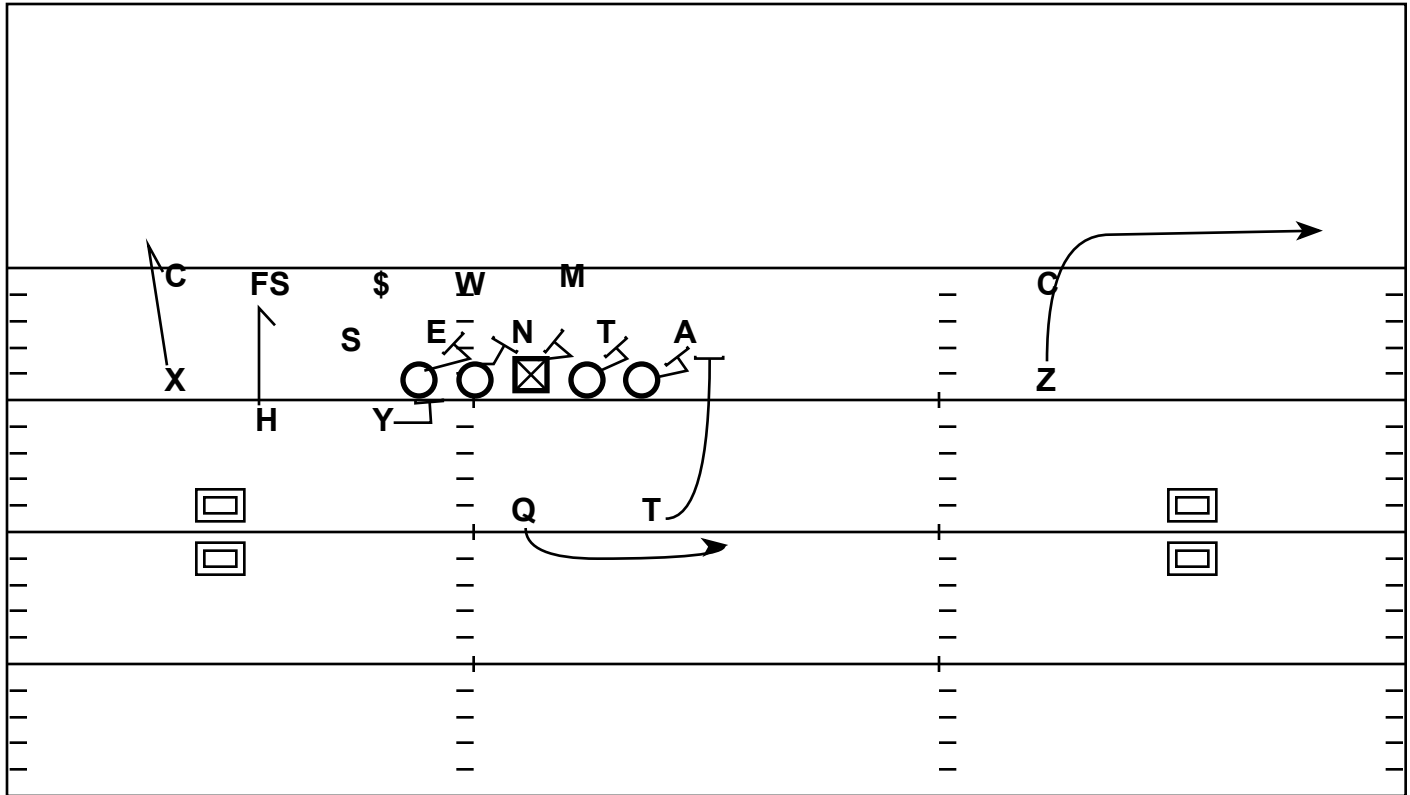
C - Hard Reach Seal

RG - Hard Reach Seal

RT - Hard Reach Seal

3x1 Wing: Sprint Out Isolation

Quarter	Time	D & D	YD Line	Hash	Score
4th	7:34	2 - 4	4	L	31 - 7



Strategy: Isolate your single Receiver in one on one coverage. Utilize Formation Into the Boundary (FIB). Give your QB an easier throw by having him Sprint Out

QB Progression/Read: Take the Out if it is there, if not take off and run

X - Distraction Short Hitch

H - Distraction Short Hitch

Y - Sprint Out Protection
Backside C-Gap

Z - Speed Out

T - Seal Sprint Out Protection

LT - Sprint Out Protection
Backside B-Gap

LG - Sprint Out Protection
Backside A-Gap

C - Sprint Out Protection
Playside A-Gap

RG - Sprint Out Protection
Playside B-Gap

RT - Sprint Out Protection
Playside C-Gap