2x2 Ace Z-In: Q Tackle Pull Lead

QTR	TIME	D & D	YD LINE	HASH	SCORE
3rd	1:01	1&3	3	L	17 - 3

 ENDZONE M		-
	C X	
~Q		
	-	
	-	
	-	

STRATEGY: Use motion to create leverage on the crack block to set the edge w/ the Z-Receiver. Pull the Tackle and use the RB as leads for the QB run game, regaining the #'s in the Low Red w/ Q Run.

QB READS & PROGRESSION: Follow RB Lead

X	Distraction Corner	LT	Pull for D-Gap Defender (Corner)	
Н	Backside Hard Cut-Off	LG	Hard Reach 4i Defensive End	
Y	Backside Hard Cut-Off	С	Hard Reach 2i Nose	
Ζ	In Motion Crack Will Linebacker	RG	Hard Cut-Off 2i Tackle	
F	Read Block of the Tackle Pull Lead MDM / FS	RT	Hard Cut-Off 4i Anchor	