## 2x2 Open: Post-Wheel

Quarter	Time	D&D	YD Line	Hash	Score
1st	13:17	3 - 9	-38	R	0 - 0
	c	- - - - - - - - - - - - - - - - - - -		FS W	
Strategy: Set up answers on both sides for the QB. Run off the coverage with the					

post or attack space with the post QB Progression/Read: Decide which side to start on based on Safety Structure- If Hitch/Vertical

work inside out - If Post-Wheel Read the playside safety and take one on one match-up

LT - Slide Protect C-Gap X - Vertical w/ Comeback Option

LG - Slide Protect B-Gap H - Deep Curl Y - Wheel

C - Slide Protect A-Gap

RG - Called into Slide

RT - Man Locked on Anchor

T - Stay in Protection Look Inside to Outside

Z - Post