*2x2 Heavy: Mesh (Spot-Wheel)

Quarter	Time	D&D	YD Line	Hash	Score	
1st	5:45	1 - 10	36	I	0 - 0	
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Strategy: Use one of BYU's main Passing concepts early in the game to attack multiple coverages.

QB Progression/Read: Decide to either start on the Speed Out or Wheel (Based on Leverage) - Read Mesh - Spot

X - Speed Out	LT - Man Locked on Anchor	
H - Spot	LG - Man Locked on 2i	
Y - Over Mesh	C - Slide Protect A-Gap	
Z - Under Mesh	RG - Slide Protect B-Gap	
T - Wheel	RT - Slide Protect C-Gap	