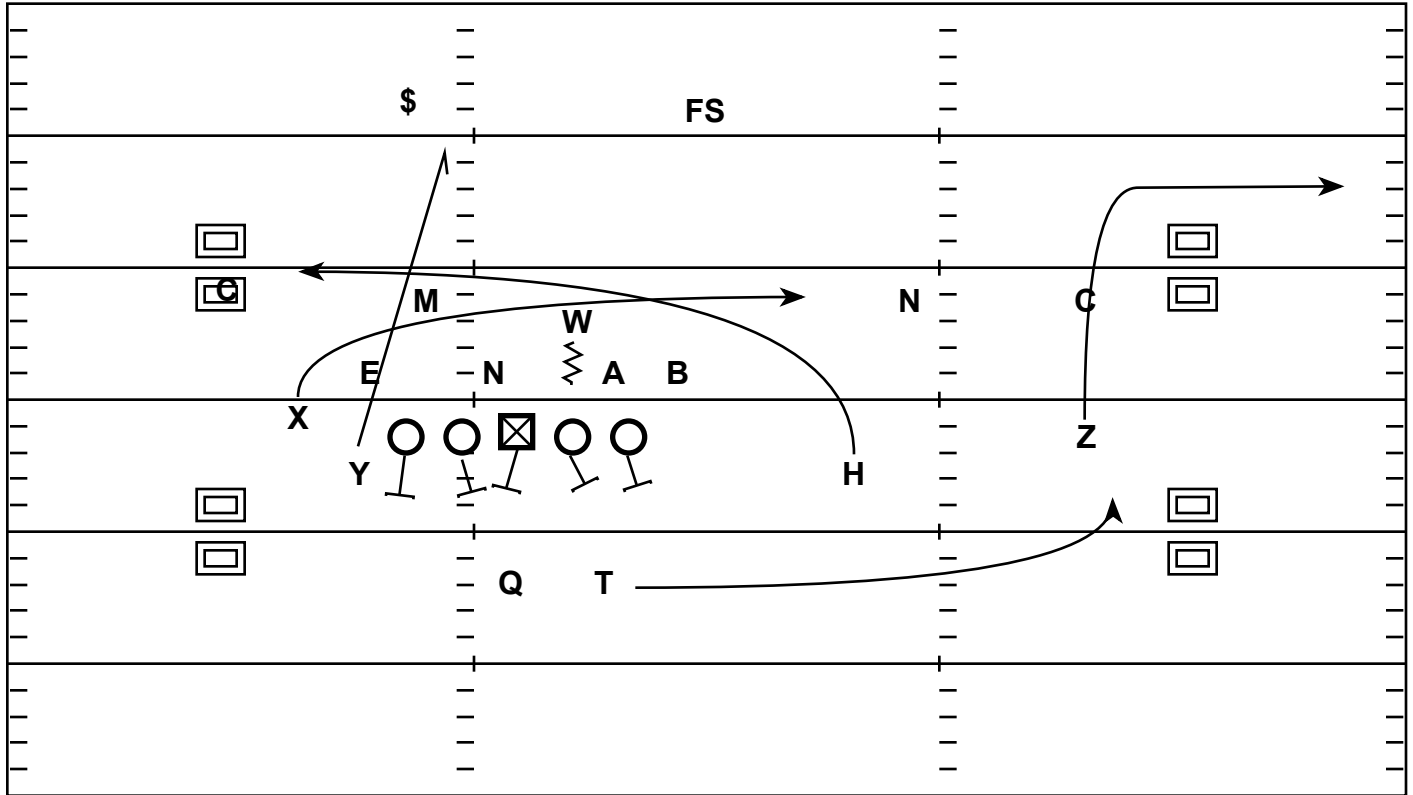


2x2 Tite: Mesh

| Quarter | Time | D & D | YD Line | Hash | Score |
|---------|-------|--------|---------|------|-------|
| 1st | 12:25 | 1 & 10 | -20 | L | 0 - 0 |



Strategy: Mesh is a great concept v. Man or Zone coverages. Allows receivers multiple options. Staple of the Air Raid

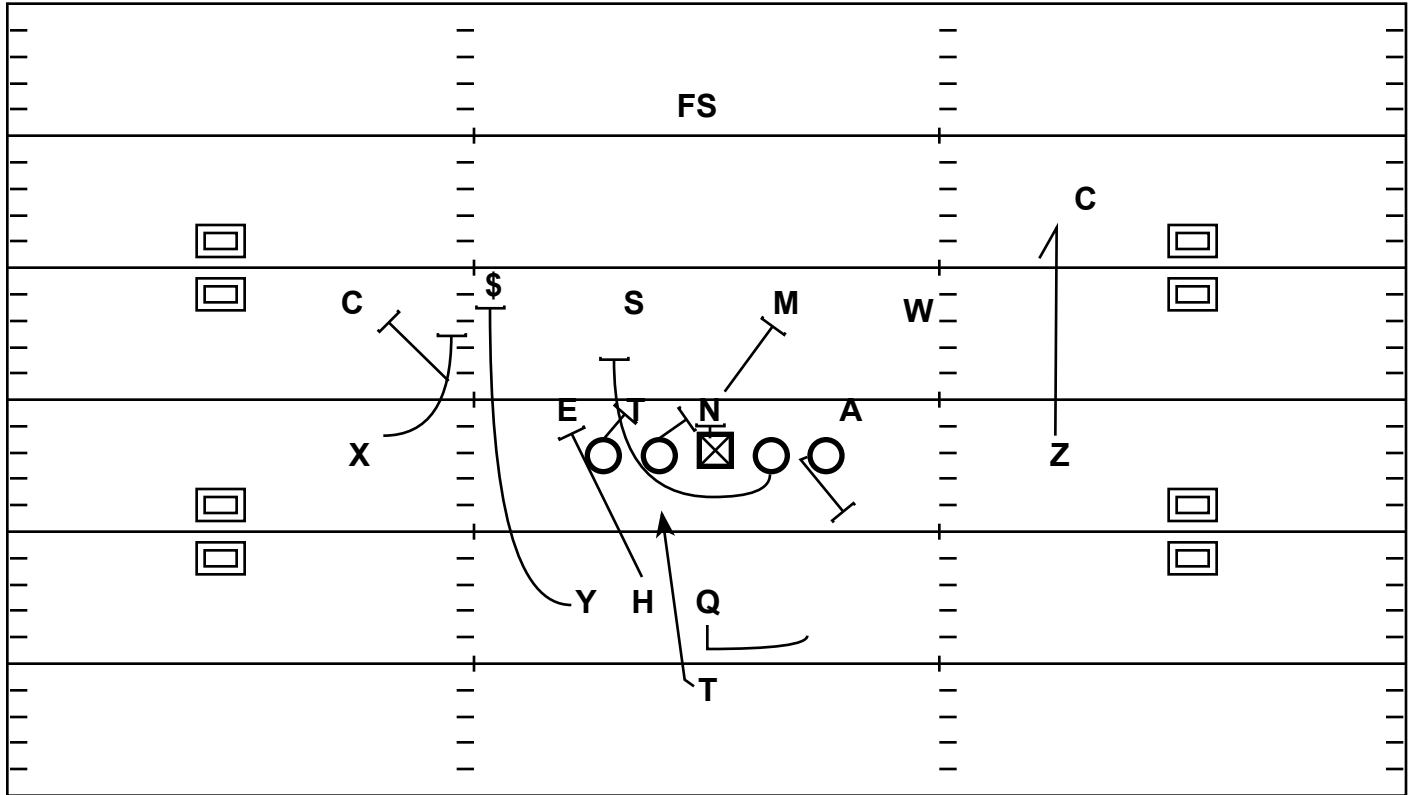
QB Progression/Read: Peek Out - Swing - Mesh

| |
|----------------|
| X - Under Mesh |
| H - Over Mesh |
| Y - Spot |
| Z - Out |
| T - Swing |

| |
|--------------------|
| LT - Settle & Sort |
| LG - Settle & Sort |
| C - Settle & Sort |
| RG - Settle & Sort |
| RT - Settle & Sort |

Go Go: Power

| Quarter | Time | D & D | YD Line | Hash | Score |
|---------|-------|--------|---------|------|-------|
| 1st | 12:08 | 1 - 10 | -25 | M | 0 - 0 |



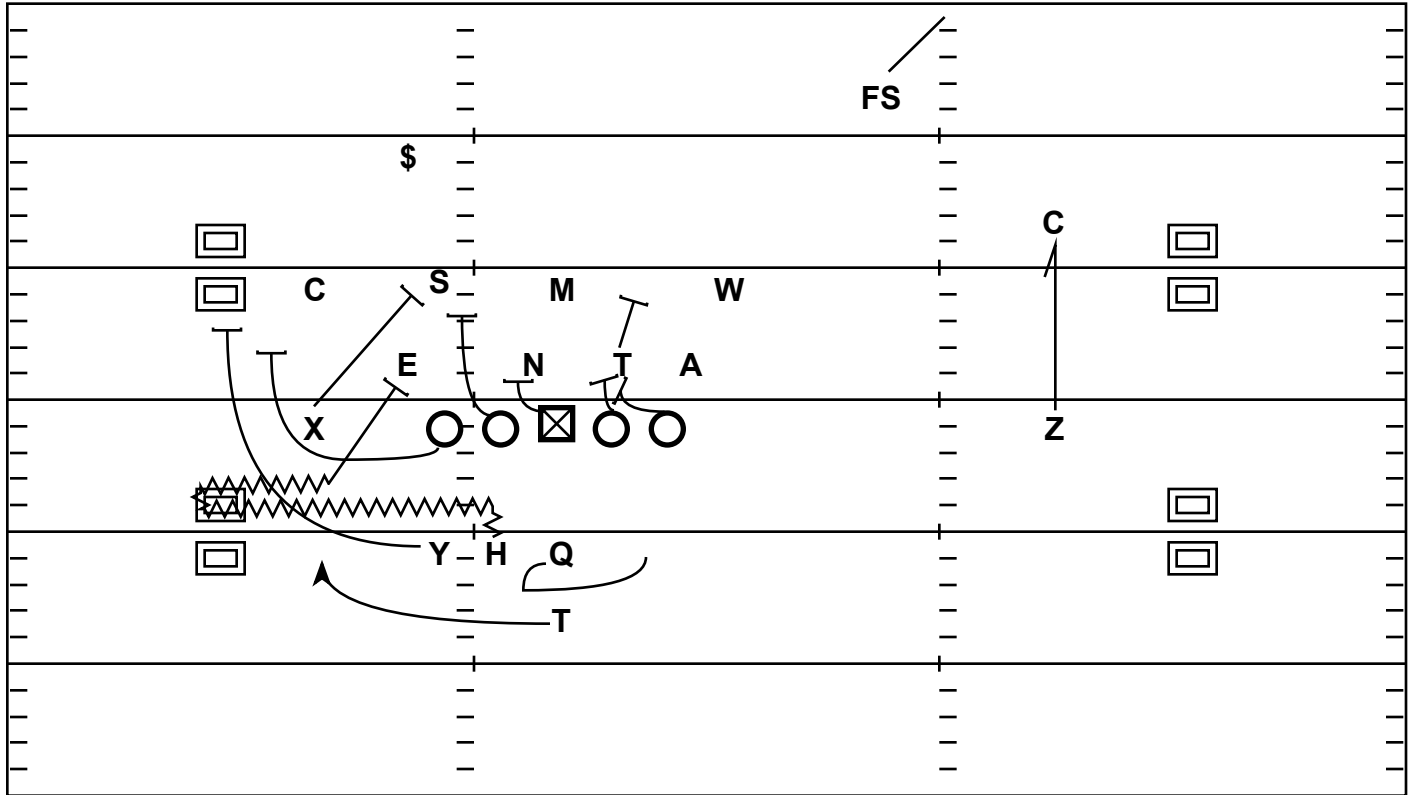
Strategy: Using the Go Go Offensive Formation to create deception and confusion on the defense. Paired with a Free Access RPO on the Backside

QB Progression/Read: Pre-Snap BS Hitch - Hand-Off before rolling out

| | |
|-------------------------------------------------|----------------------------------------------------|
| X - Block MDM (\$ to CB) | LT - Down Block 3-Tech |
| H - Wham C-Gap Defender | LG - Combo Down Block w/ Center to Backside Backer |
| Y - Arc up to MDM (\$) | C - Combo Nose to Backside Backer |
| Z - Hitch | RG - Wrap, Pull for Point |
| T - Downhill Power Track, Hug Wall, Follow Wrap | RT - B to Hinge |

GO GO: Stretch Lead

| Quarter | Time | D & D | YD Line | Hash | Score |
|---------|------|--------|---------|------|-------|
| 1st | 8:46 | 1 - 10 | -30 | L | 0 - 0 |



Strategy: Pairing the Go Go with an out motion to come down and crack the Defensive End. Should allow for perfect angles.

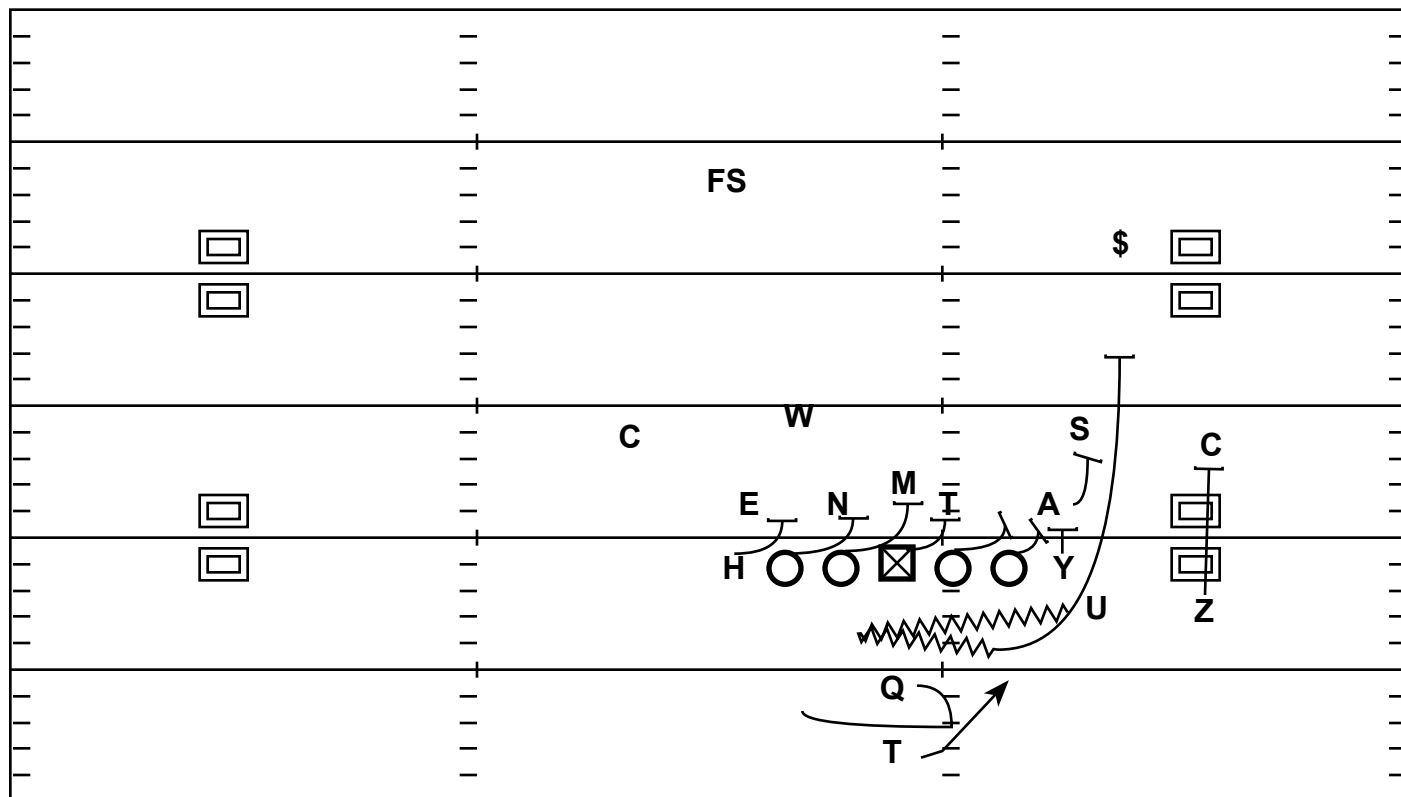
QB Progression/Read: Pre-Snap Free Access Hitch. Toss left, roll right.

| |
|-------------------------------------------------|
| X - Crack Sam |
| H - Motion Out then back in before cracking End |
| Y - Lead for RB |
| Z - Hitch |
| T - Toss follow your Lead |

| |
|----------------------------------|
| LT - Pull outside the Crack |
| LG - Work up to 1st playside LB |
| C - Reach the Nose |
| RG - Backside Combo Reach 3-Tech |
| RT - Backside Combo Read 3-Tech |

3x1 Heavy: Stretch Lead

| Quarter | Time | D & D | YD Line | Hash | Score |
|---------|------|--------|---------|------|-------|
| 1st | 4:35 | 1 - 10 | 22 | R | 0 - 0 |



Strategy: Bring in a heavy personnel group (13) as an off-set to their natural Air Raid. Utilize Motion to get the ball outside

QB Progression/Read: Hand-Off before rolling out

U - Echo Motion to Arc Lead for the RB

H - Backside Cut-Off

Y - Playside Combo up to Backer

Z - Block Corner

T - Stretch Path

LT - Backside Cut-Off Head Up Defensive Tackle

LG - Backside Cut-Off Mike

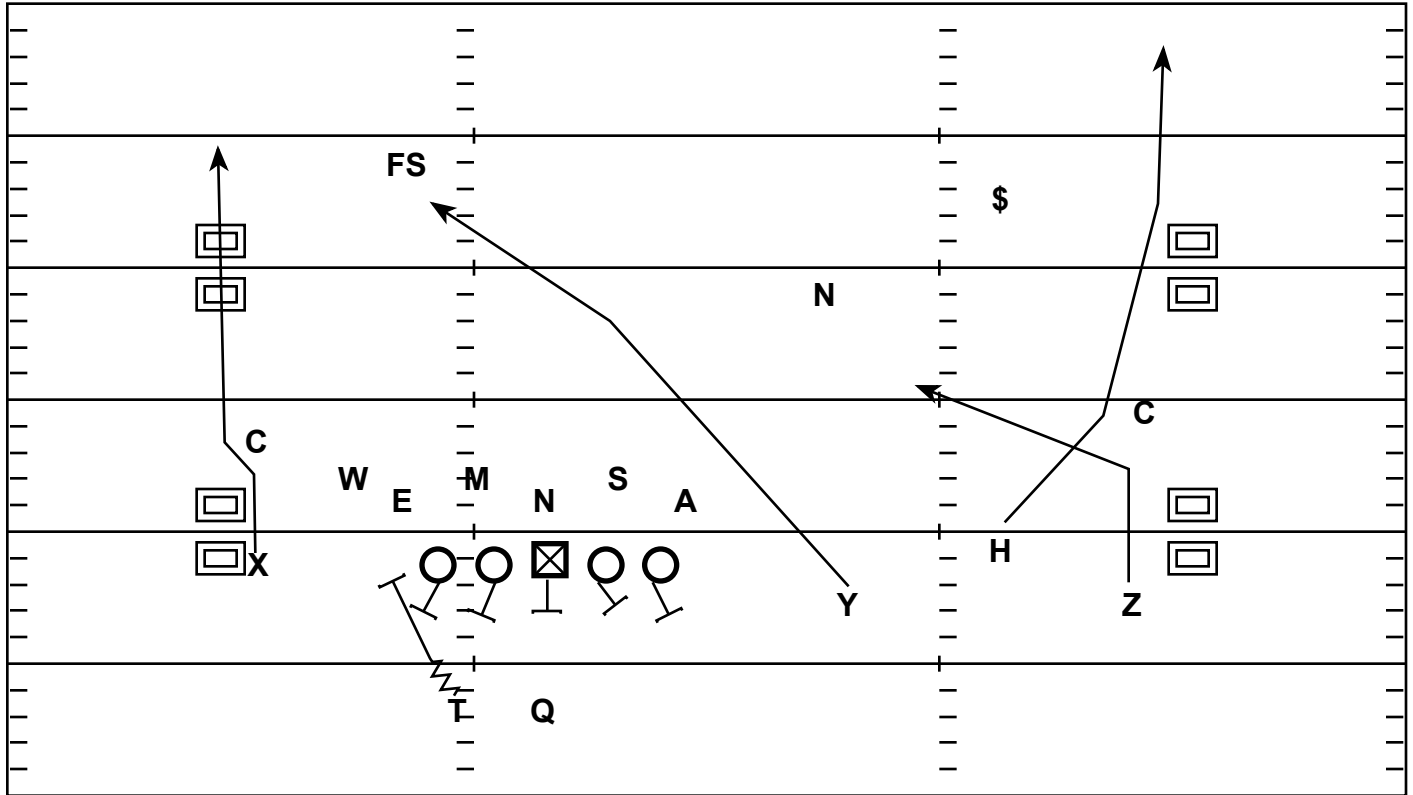
C - Reach Head-Up Defensive Tackle

RG - Reach Anchor

RT - Playside Combo Reach up to Sam

3x1 Open: Slot-Fade w/ Verticals

| Quarter | Time | D & D | YD Line | Hash | Score |
|---------|------|-------|---------|------|-------|
| 2nd | 4:02 | 2 - 7 | 17 | L | 0 - 0 |



Strategy: Give the QB a base Slot-Fade before moving onto the verticals

QB Progression/Read: High-Low Read the Corner, similar to a Smash. If he plays High throw the Slant. If he plays Low look for the Fade. If both are taken move on to the Y then the Backside Vertical

X - MOR Vertical

H - Slot-Fade

Y - Crosser

Z - Slant underneath the Slot-Fade

T - Pass Pro Extra Blitz

LT - Man Locked on End

LG - Man Locked on Mike

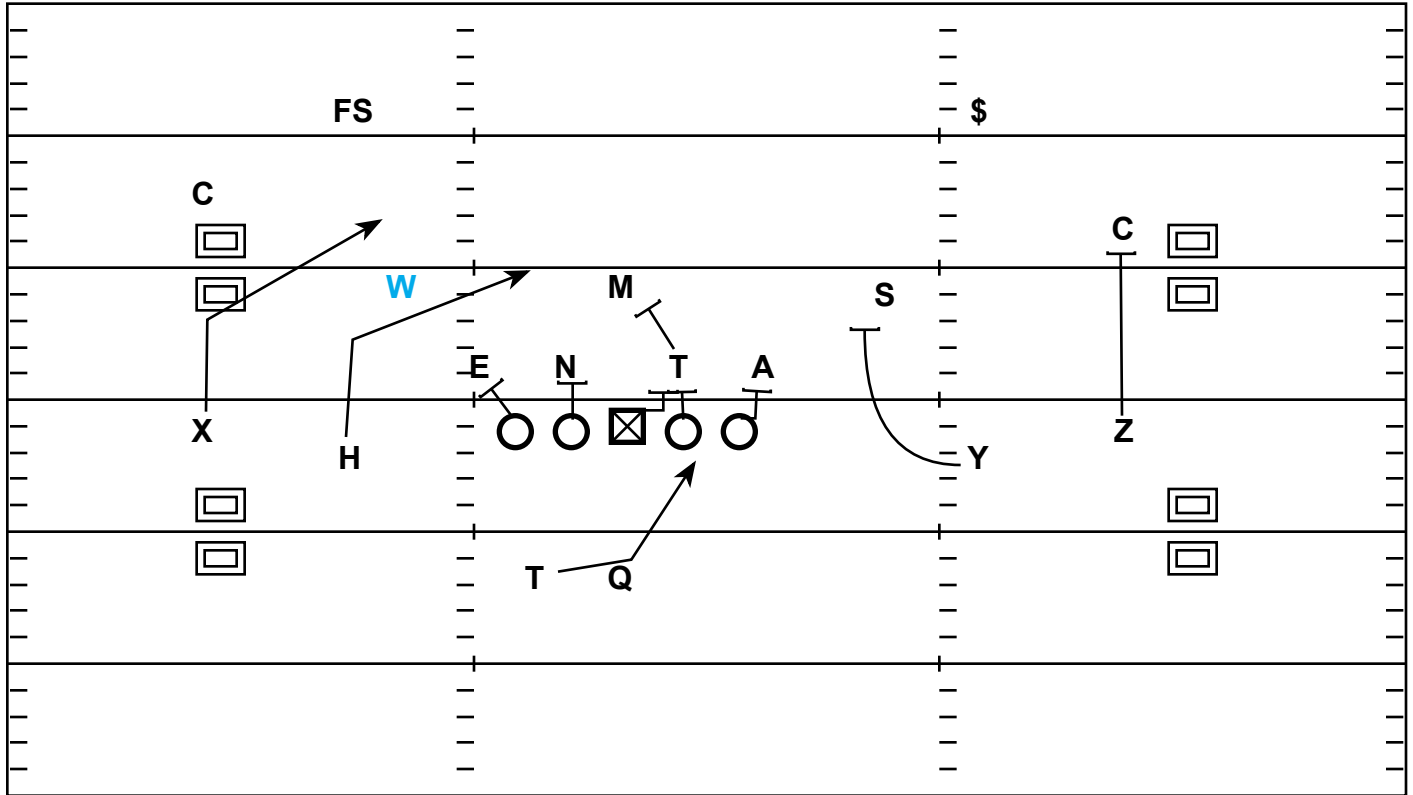
C - Man Locked on Nose

RG - Man Locked on Sam

RT - Man Locked on Anchor

2x2 Open: Locked Midzone BS Slants

| Quarter | Time | D & D | YD Line | Hash | Score |
|---------|-------|--------|---------|------|-------|
| 2nd | 13:15 | 1 - 10 | -25 | L | 3 - 3 |



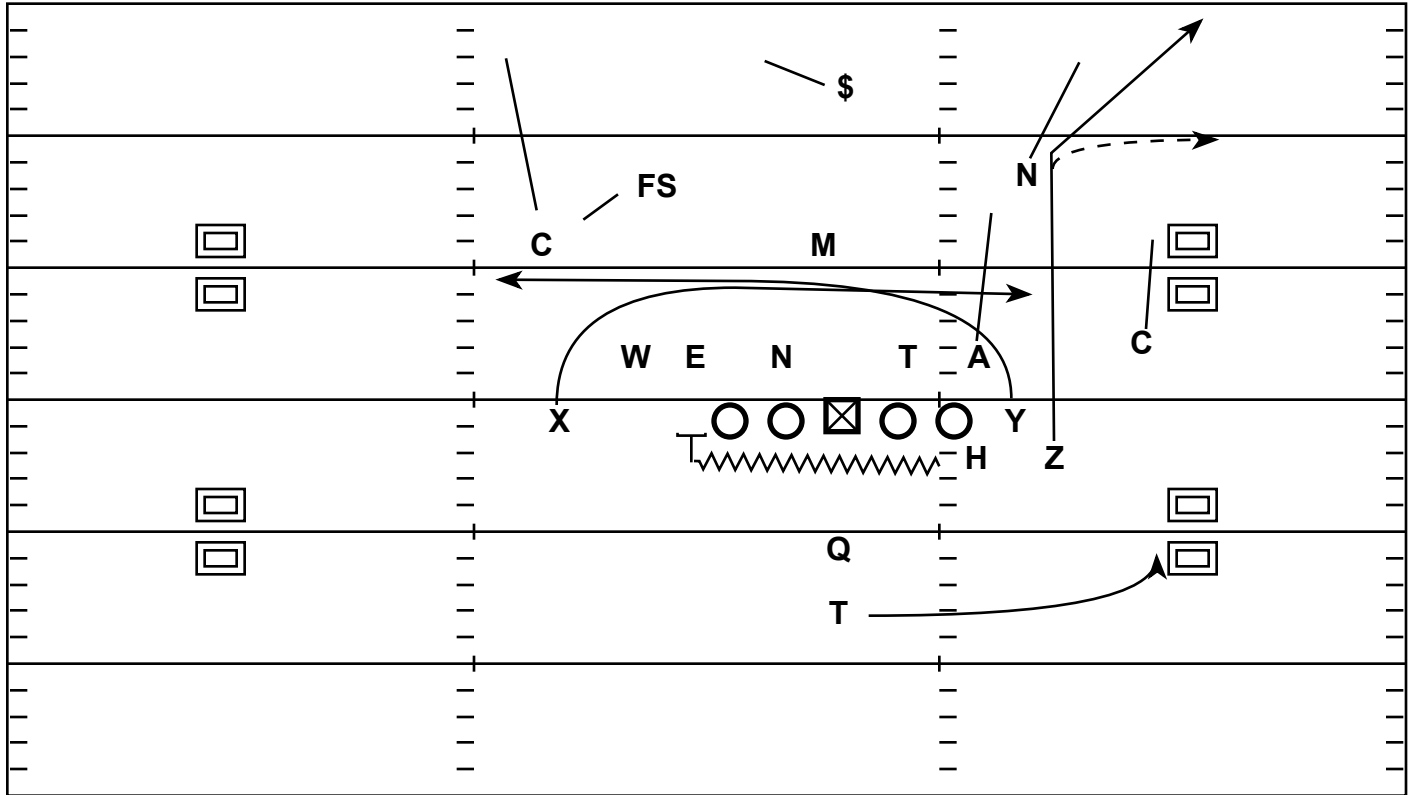
Strategy: Lock the five in the box with the run scheme. Put the Backside Alley Defender in Conflict with a post-snap RPO Read.

QB Progression/Read: Count the Box. Run v. a 5-man Box. Read the Backside Alley Defender, if he enters the run fit, throw the Slant behind him.

| | |
|---------------------------------------------------------|---------------------------------------------|
| X - Slant | LT - Man Locked on End |
| H - Slant | LG - Man Locked on Head Up Defensive Tackle |
| Y - Dig Out PS Alley | C - Combo to Mike |
| Z - Block Corner | RG - Combo to Mike |
| T - Midzone Track, Read Backside Leg of Playside Tackle | RT - Inside Drive on Anchor |

Bunch: Mesh

| Quarter | Time | D & D | YD Line | Hash | Score |
|---------|-------|--------|---------|------|-------|
| 2nd | 11:15 | 2 - 13 | 18 | R | 3 - 3 |



Strategy: Base Bread n' Butter concept. The Mesh can act as a man or zone beater concept.

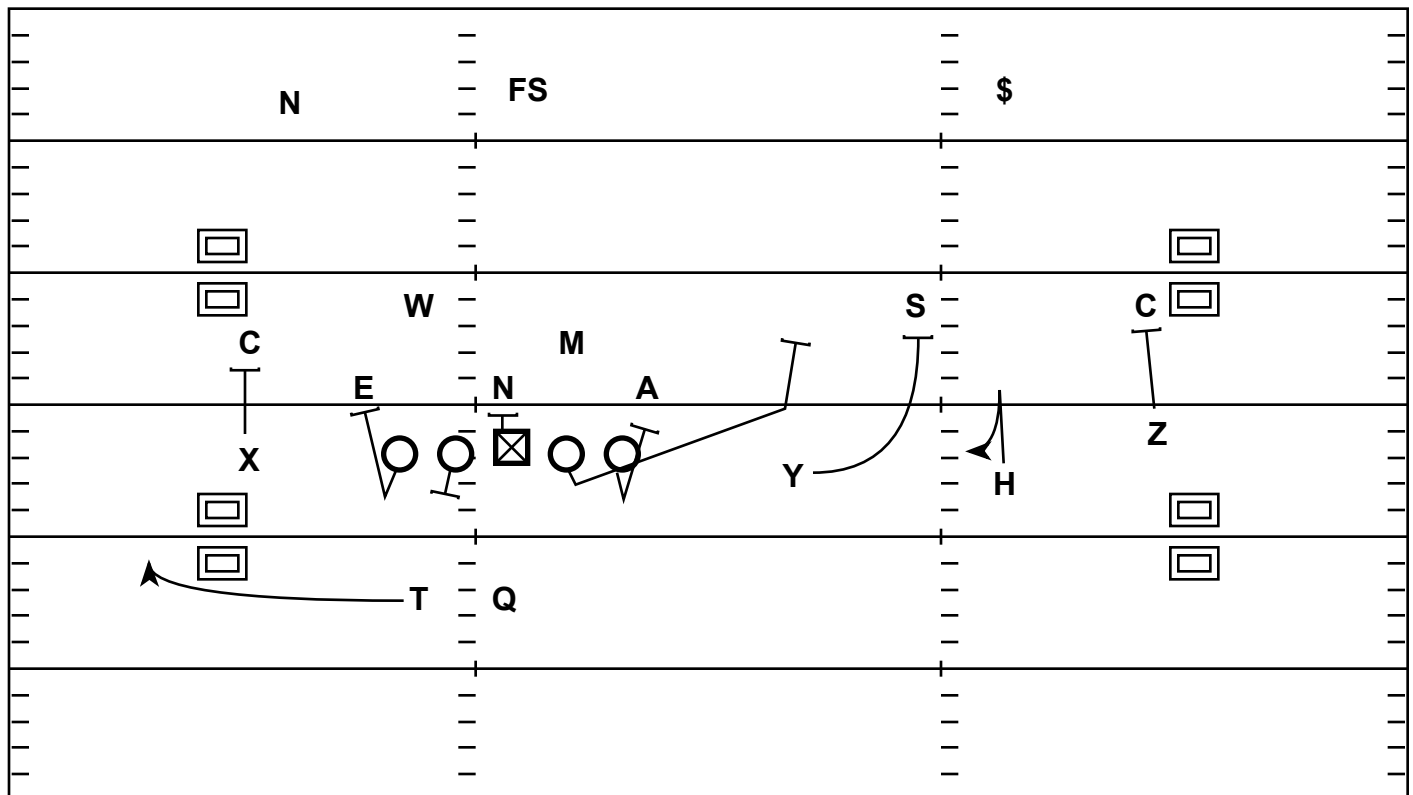
QB Progression/Read: Peek Corner Route before moving onto the Mesh. Swing as a checkdown.

| |
|---------------------------------|
| X - Under Mesh |
| H - Across Motion to Protection |
| Y - Over Mesh |
| Z - Corner Route |
| T - Swing |

| |
|--------------------|
| LT - Settle & Sort |
| LG - Settle & Sort |
| C - Settle & Sort |
| RG - Settle & Sort |
| RT - Settle & Sort |

3x1 Middle Now Screen BS Swing

| Quarter | Time | D & D | YD Line | Hash | Score |
|---------|------|--------|---------|------|-------|
| 2nd | 1:06 | 1 - 10 | -23 | L | 3 - 3 |



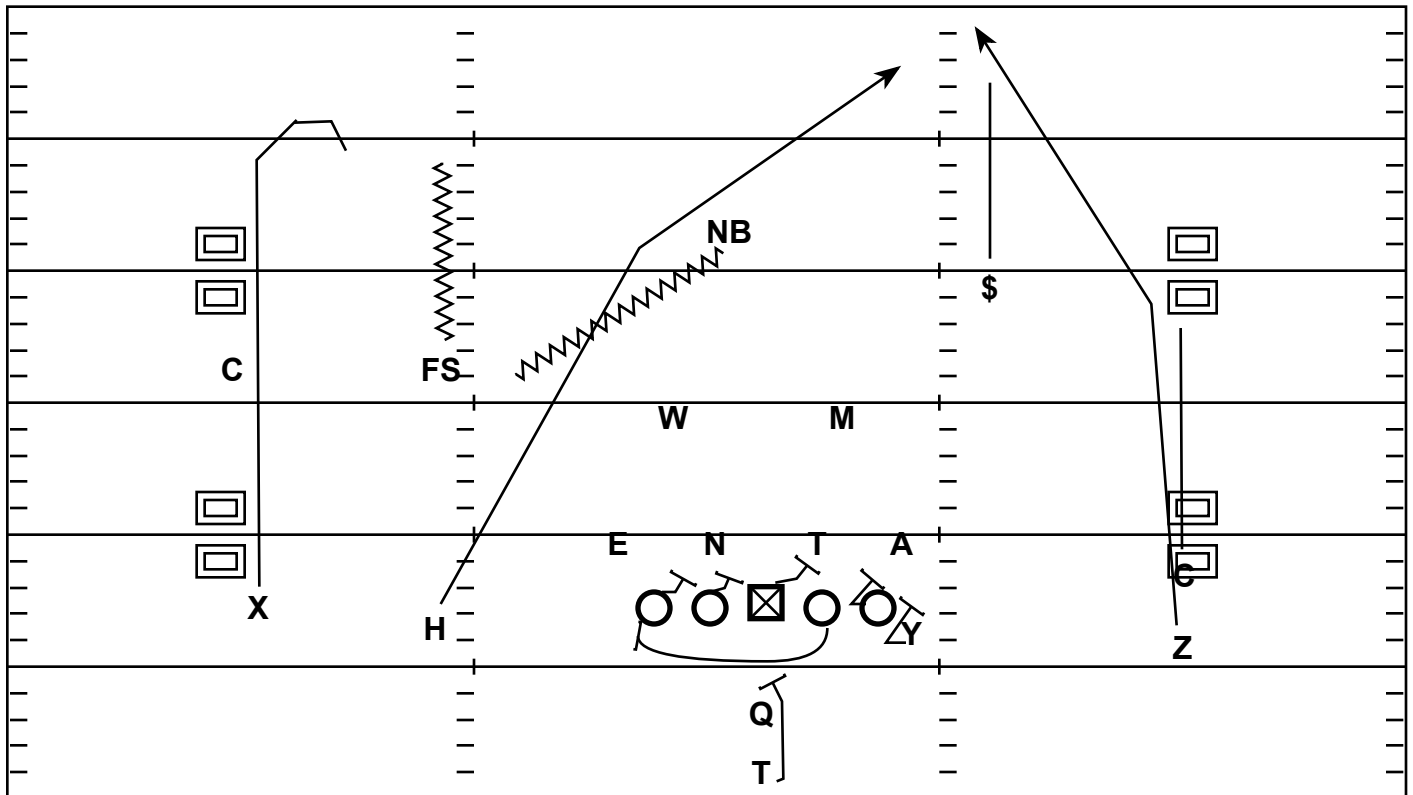
Strategy: Base Screen that will have you 3 v. 2 with the \$ 12+ Yards deep as the closest next hitter. Also have another answer with the RB out of the Backfield running a Swing

QB Progression/Read: Assess leverage and decide where to throw
Pre-Snap

| | |
|---------------------------------------------------------------------------|-----------------------------------|
| X - Block Corner for the Swing | LT - Cut Backside Defensive End |
| H - One Quick Step up field before working back behind LOS for Now Screen | LG - Stay in Protection |
| Y - Block Alley Defender (Sam) | C - Cut Nose |
| Z - Block Corner with inside leverage | RG - 1st Out Flat to pick up Mike |
| T - Swing | RT - Cut Playside Defensive End |

2x2 Wing: 7-Man PAP Shot

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



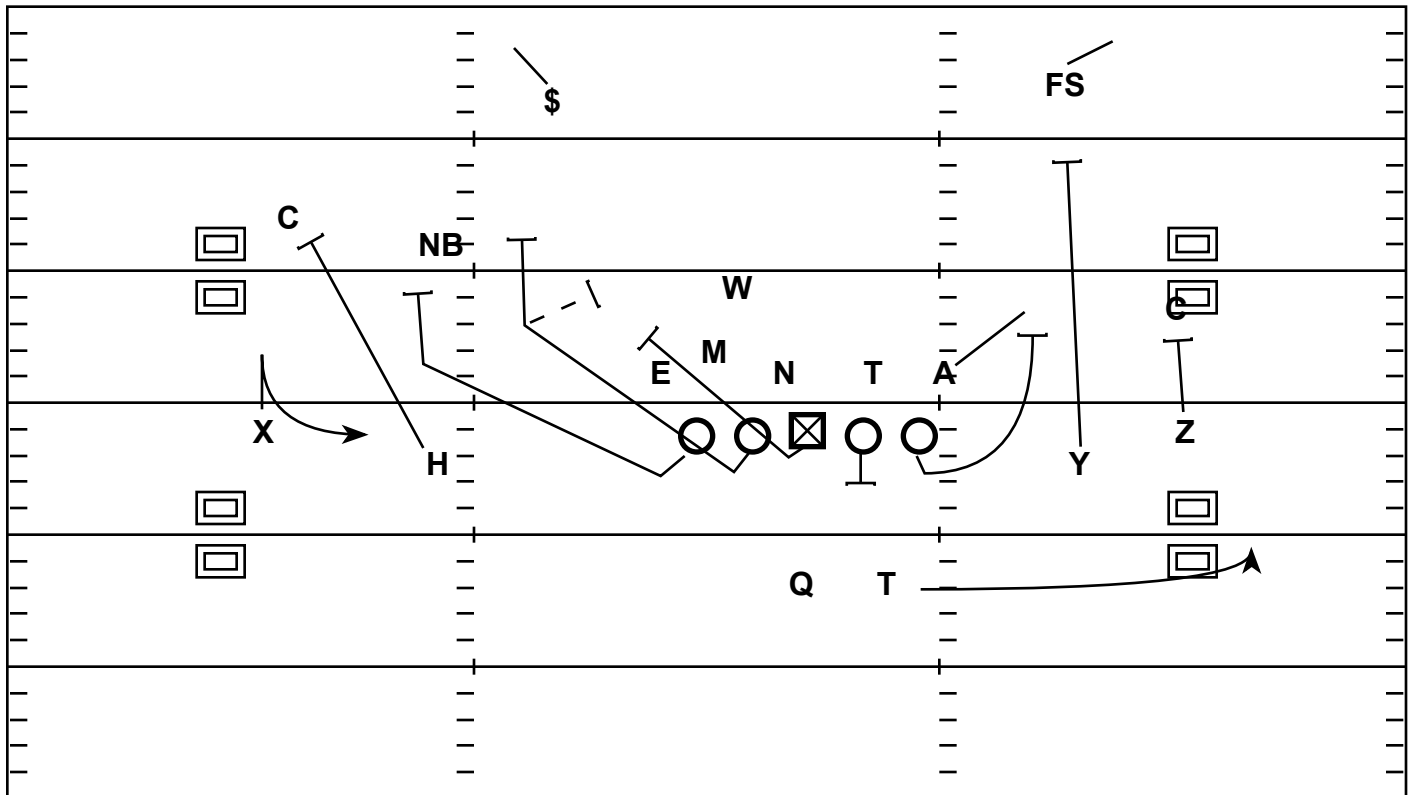
Strategy - Use 7-Man PAP Protection to give QB enough time to take a Shot Deep

QB Progression/Read: Skinny Post to Crosser to Backside Post-Curl

| | |
|----------------------------------------------------------------------------------------|------------------------------------------------|
| X - Post-Curl | LT - Gap Protect B-Gap |
| H - Crosser | LG - Gap Protect A-Gap |
| Y - Protect backside C-Gap | C - Gap Protect Backside A-Gap |
| Z - Skinny Post | RG - Pull to protect to Playside Defensive End |
| T - Fake Counter, check to see if Backside of Protection needs help then work playside | RT - Protect B to Hinge |

2x2 Open: Dual Screen

| Quarter | Time | D & D | YD Line | Hash | Score |
|---------|-------|--------|---------|------|-------|
| 3rd | 14:53 | 2 - 10 | -25 | RM | 3 - 3 |



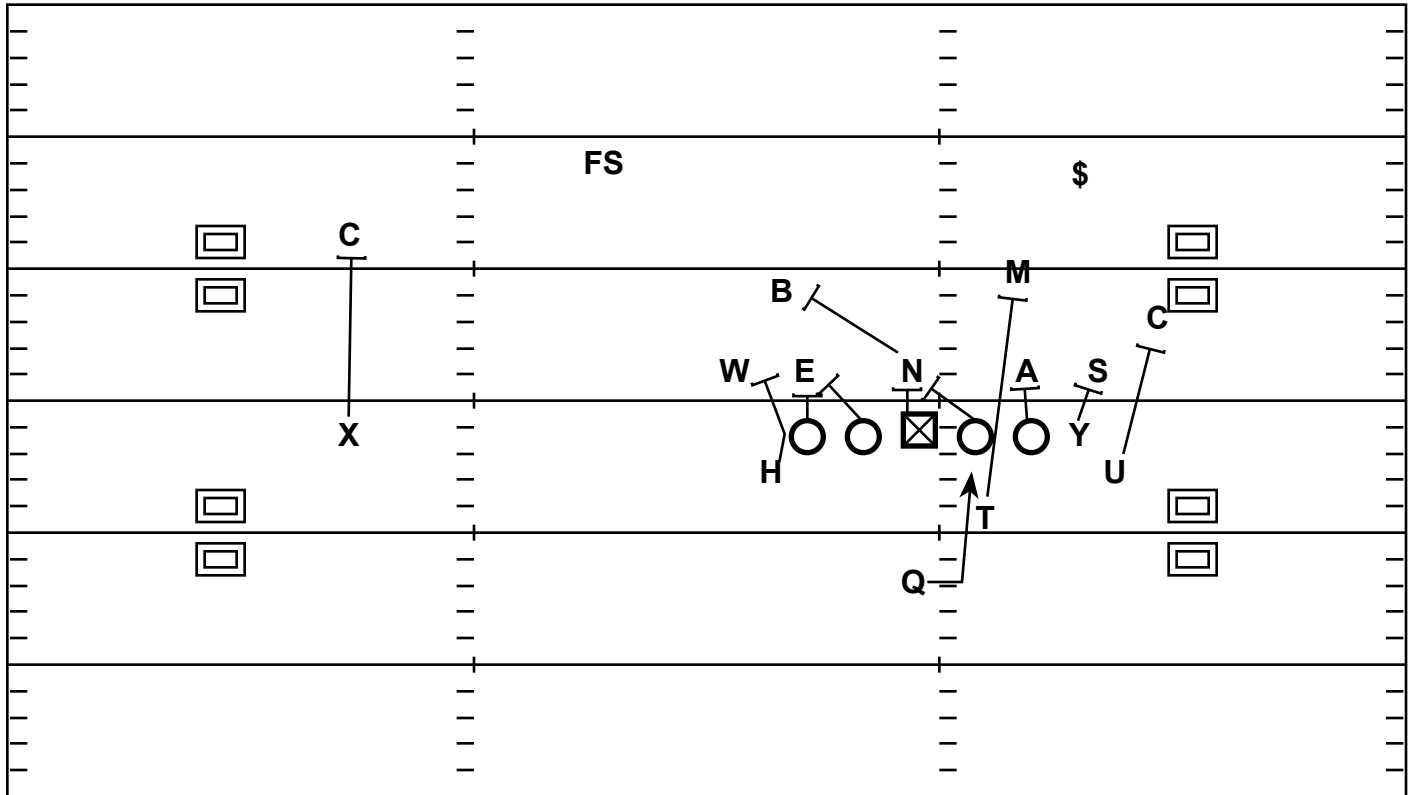
Strategy: Offensive Line Release on "One 1,000 - 2 - Go" Club Release Flat. Give the QB two options for the screen.

QB Progression/Read: Read the Mike if he runs with the Screen throw the Tunnel & Vice Versa. Here the Mike pressures so throw the swing you have 3 v. 2

| | |
|-------------------------------------------------|-------------------------------------------------------------------------|
| X - Three Vertical Steps back down for a Tunnel | LT - High Hat, Flat Release for Alley Defender (NB) |
| H - Kick-Out Corner | LG - High Hat Flat Release for MDM (\$ to Will) |
| Y - Block Free Safety | C - High Hat Flat Release for Clean-Up |
| Z - Block Corner | RG - Stay in Pass Pro |
| T - Swing | RT - High-Hat and go to Alley. With the Anchor dropping here, take him. |

Wildcat: Blast Lead

| Quarter | Time | D & D | YD Line | Hash | Score |
|---------|-------|-------|---------|------|-------|
| 3 | 14:46 | 3 - 1 | -34 | R | 3 - 3 |



Strategy- Bring in a heavy Wildcat Package for a short yardage smash mouth play.

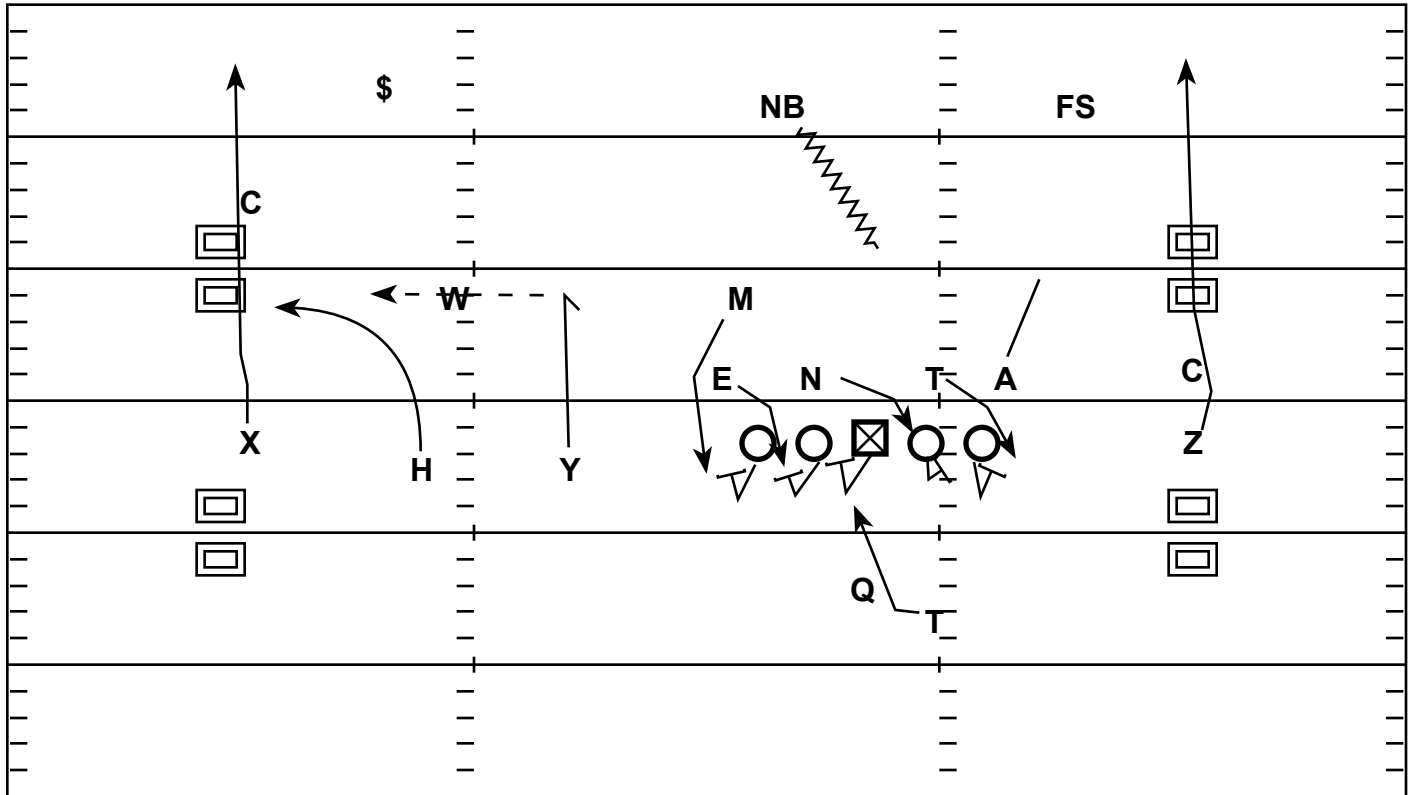
QB Progression/Read: Follow Lead, Keep Feet churning, Get the 1st!

| |
|--------------------------------------------------------|
| X - Block Corner |
| H - Vertical C-Gap Cut-Off |
| Y - Block Sam |
| U - Arc to Corner |
| T - Insert Lead to the Point (1st Playside Linebacker) |

| |
|----------------------------------------|
| LT - Combo End to MDM |
| LG - Combo End to MDM |
| C - Combo Nose to Backside Backer |
| RG - Down Block to Backside Linebacker |
| RT - Inside Drive Anchor |

3x1 Open: Draw FS Stick

| Quarter | Time | D & D | YD Line | Hash | Score |
|---------|-------|-------|---------|------|-------|
| 3 | 13:37 | 2 - 4 | 50 | R | 3 - 3 |



Strategy: Get an upfield rush and run underneath them. Give the QB Quick Game in case there is a 6-Man Box

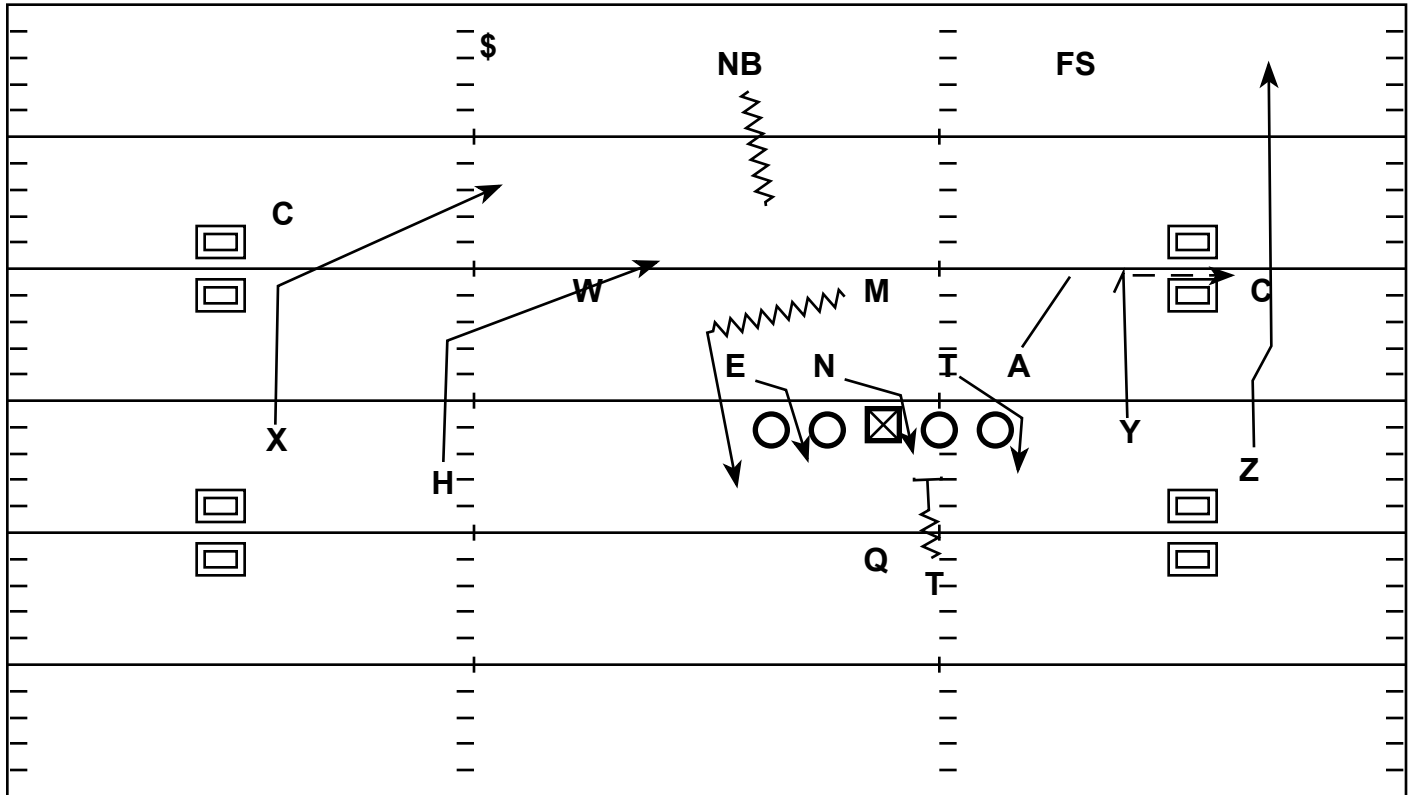
QB Progression/Read: Assess the Box Counter (Need 5 or Less). If working the Stick the Flat Defender is the conflict read.

| |
|--------------------------------|
| X - MOR Vertical |
| H - Speed Out |
| Y - Stick |
| Z - Vertical Go |
| T - Two Hops before Draw Track |

| |
|-----------------------------------------------------|
| LT - Pass Set take Blitzing Mike |
| LG - Pass Set take crashing End |
| C - Pass Set to Nose |
| RG - Pass Set Defensive Tackle, Pass off to OT |
| RT - Pass Set to Anchor then work back inside to DT |

2x2 Open: Stick w/ BS Slants

| Quarter | Time | D & D | YD Line | Hash | Score |
|---------|-------|-------|---------|------|-------|
| 3rd | 12:54 | 2 - 4 | 44 | R | 3 - 3 |



Strategy: Take advantage of the 3-High Look, knowing that one of the 2x2 sides will have leverage.

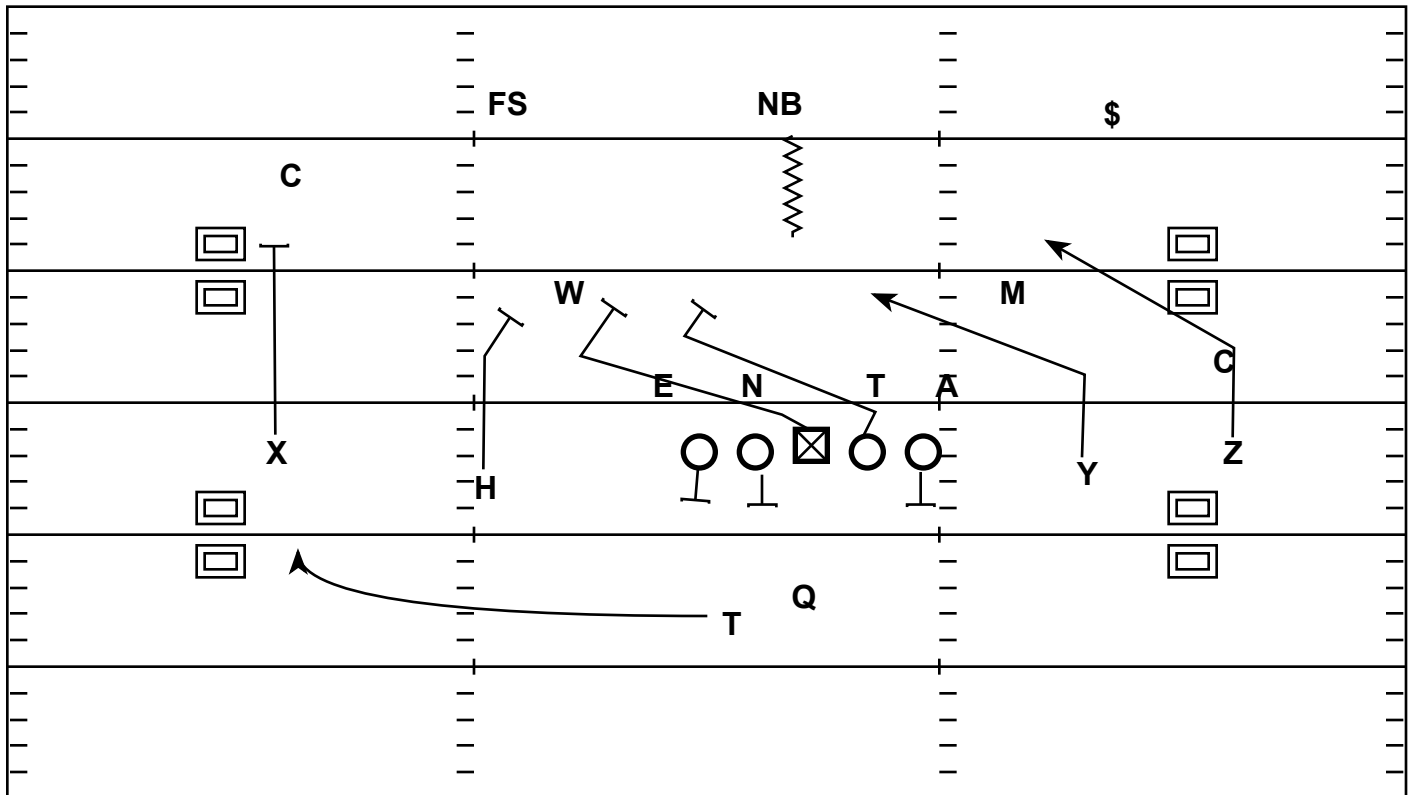
QB Progression/Read: Pick best leverage best on backers. Will over the Slants = Throw Stick who should settle in space

| |
|------------------------------------|
| X - Outside Slant |
| H - Inside Slant |
| Y - Stick |
| Z - MOR Vertical |
| T - Take a Shot to help Protection |

| |
|-----------------------------------------------------|
| LT - Set to Blitzing Mike |
| LG - Set to Slanting End |
| C - Set to Nose Overtake |
| RG - Set to DT as OT overtakes look back to Nose |
| RT - Set to Anchor, as he drops take over DT |

2x2 Open: Swing BS Slants

| Quarter | Time | D & D | YD Line | Hash | Score |
|---------|-------|-------|---------|------|-------|
| 3rd | 11:28 | 2 - 6 | 35 | R | 3 - 3 |



Strategy: Give the QB a simple Swing, if the Defense out numbers the Swing Side then look at the Slants

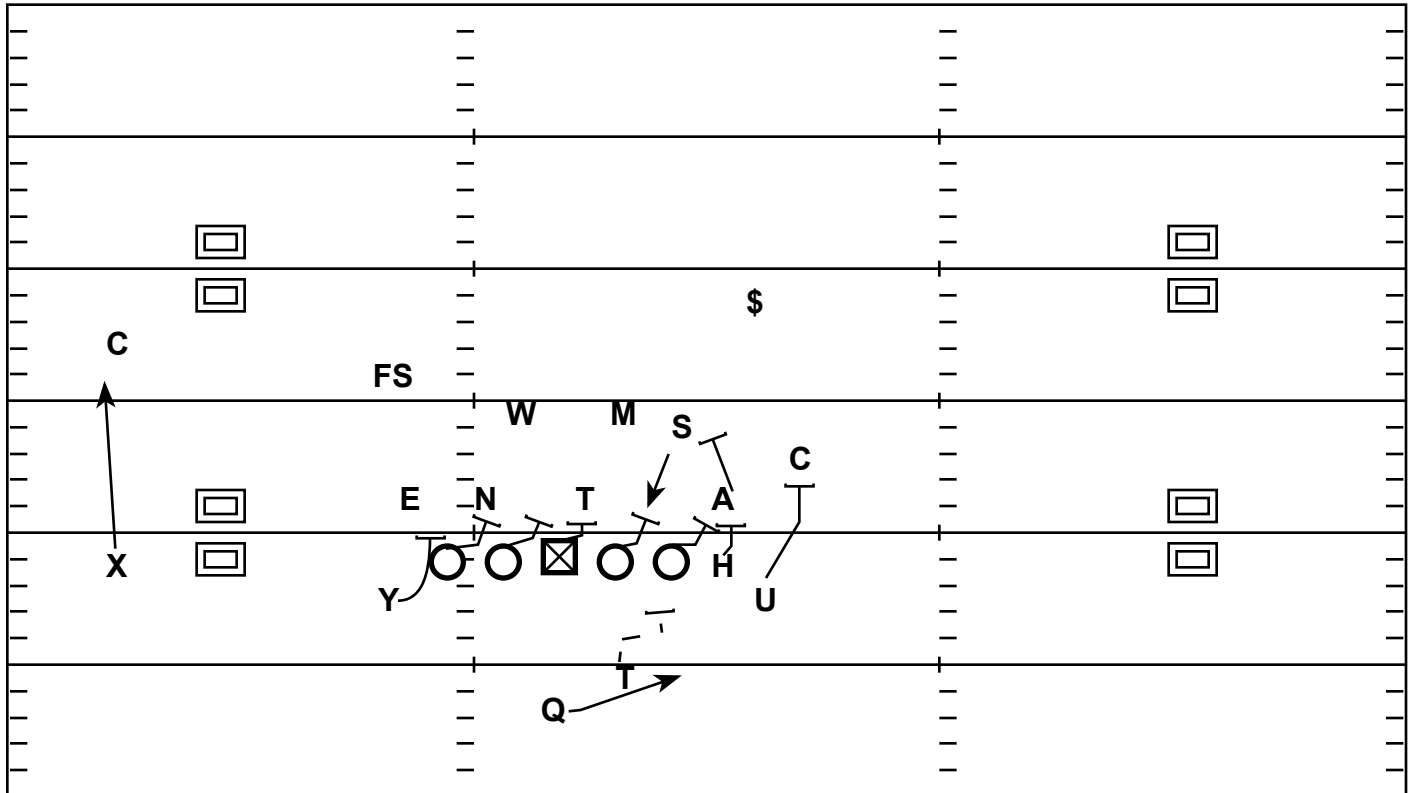
QB Progression/Read: If you have the numbers throw the Swing. If the Safety Triggers hard work to Slants

| |
|---------------------------------|
| X - Block Corner |
| H - Block Alley Defender (Will) |
| Y - Inside Slant |
| Z - Outside Slant |
| T - Swing |

| |
|----------------------------------------------|
| LT - Pass Pro Defensive End |
| LG - Pass Pro Nose |
| C - Set to Nose Flat Release to Clean Up |
| RG - Set to DT Club Release Flat to Clean Up |
| RT - Pass Pro Anchor |

Wildcat: Q Stretch Lead

| Quarter | Time | D & D | YD Line | Hash | Score |
|---------|-------|-------|---------|------|-------|
| 3rd | 10:10 | 4 - 1 | 29 | L | 3 - 3 |



Strategy: Bring in a Heavy Wildcat Package on Short Yardage. Use a physical runningback you trust to find a hole and get a 1st.

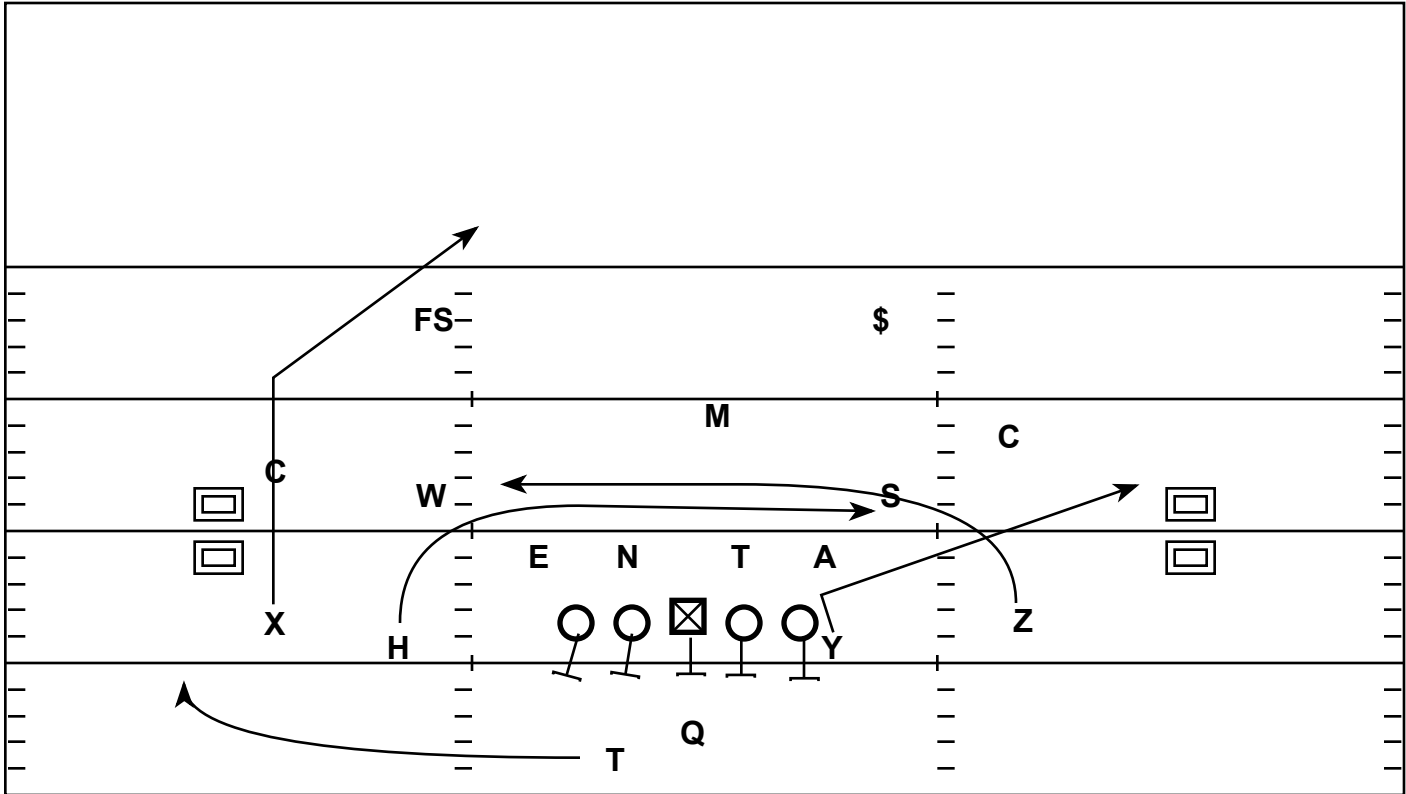
QB Progression/Read: Follow your Lead and Find the hole just as you would as a RB on Stretch

| |
|----------------------------------------|
| X - Run-Off Corner |
| H - Stretch Combo with RT |
| Y - C-Gap Cut-Off |
| U - Drive Reach Corner |
| T - Search Lead, Find hole and lead up |

| |
|-----------------------------------------------------|
| LT - Backside Cut-Off Nose |
| LG - Reach Combo with Center |
| C - Reach Combo with Left Guard |
| RG - Reach up to Mike, Take Sam as he comes on path |
| RT - Reach Combo with H |

2 x 2 Wing: Mesh Post

| Quarter | Time | D & D | YD Line | Hash | Score |
|---------|------|--------|---------|------|-------|
| 3rd | 7:32 | 1 - 13 | 13 | M | 3 - 3 |



Strategy: Staple Air Raid Concept with a Post Tag when you feel the F/S is cheating Low

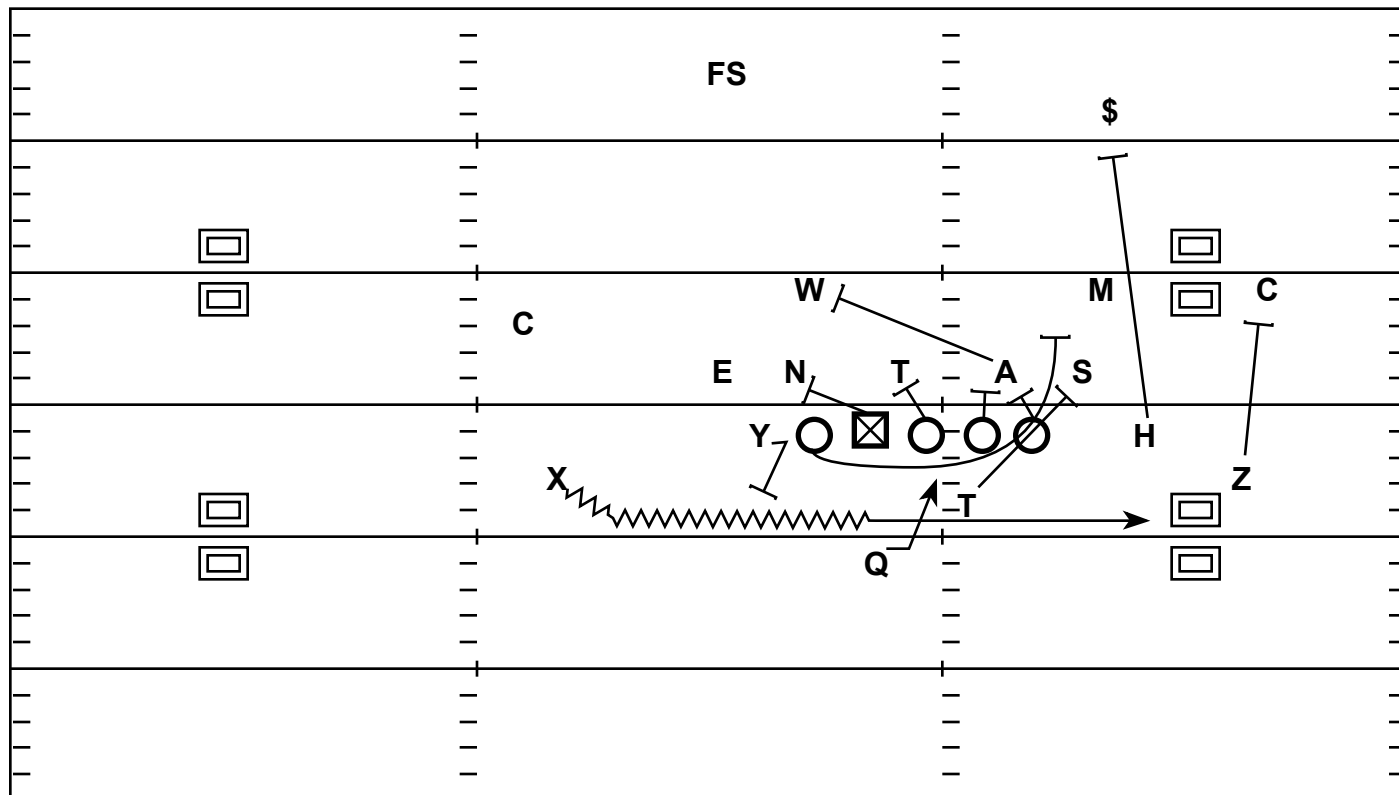
QB Progression/Read: Post - Mesh - Swing

| |
|------------------|
| X - Post |
| H - Under Mesh |
| Y - Chip to Flat |
| Z - Over Mesh |
| T - Swing |

| |
|---------------------------|
| LT - Man Locked on End |
| LG - Man Locked on Nose |
| C - Settle & Sort |
| RG - Man Locked on DT |
| RT - Man Locked on Anchor |

Unbalanced Wildcat: Power Keep

| Quarter | Time | D & D | YD Line | Hash | Score |
|---------|------|--------|---------|------|---------|
| 3rd | 1:16 | 1 - 10 | -36 | R | 10 - 10 |



Strategy: Bring in an Unbalanced Wildcat package to create problems and give you and extra OL at point of Attack

QB Progression/Read: Fake the Jet Sweep, Hug the Wall Follow the Wrap

X - Motion to Fake Sweep

H - Block \$

Y - B to hinge

Z - Block Corner

T - Wham D-Gap Defender

LT - Move to Playside TE Gap
Combo to Backside Linebacker

LG - Wrap Pull for Point (Mike)

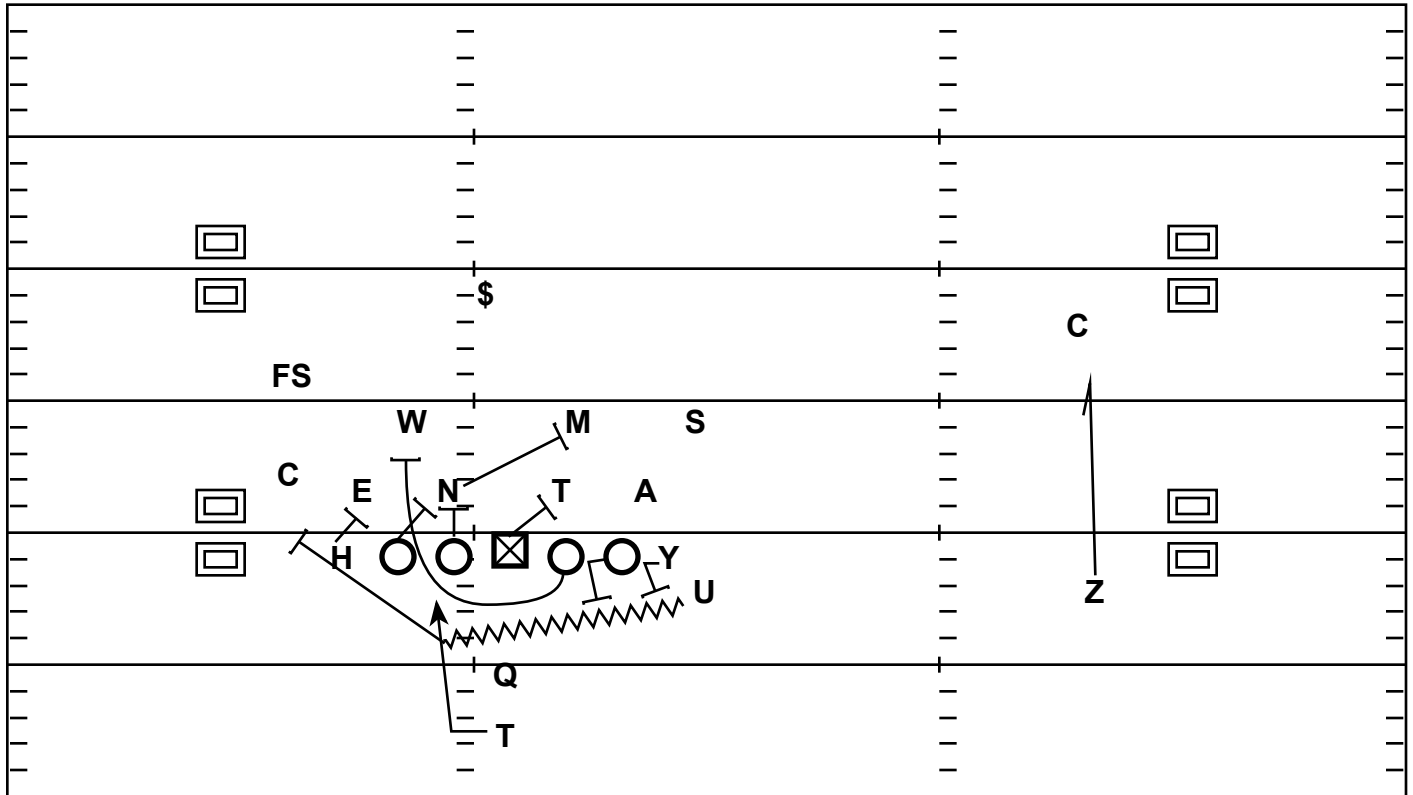
C - Back block on Nose

RG - Down Block Defensive
Tackle

RT- Gap Combo with
Unbalanced Tackle

3x1 Heavy: 2-Back Power

| Quarter | Time | D & D | YD Line | Hash | Score |
|---------|------|-------|---------|------|---------|
| 4th | 3:26 | 2 - 6 | -26 | L | 17 - 13 |



Strategy: Heavy Personal to switch out schemes, while trying to run the clock out.

QB Progression/Read: Hand-Off to RB

U - Motion to Wham (D-Gap Defender)

H - Down Block Defensive End

Y - C To Hinge

Z - Occupy Hitch

T - Downhill Track, Hug the Wall, Follow the Wrap

LT - Gap Combo to Backside Linebacker

LG - Gap Combo to Backside Linebacker

C - Back Block

RG - Wrap Pull for Point (Will)

RT - B to Hinge