Pro Left Iso BS Slants
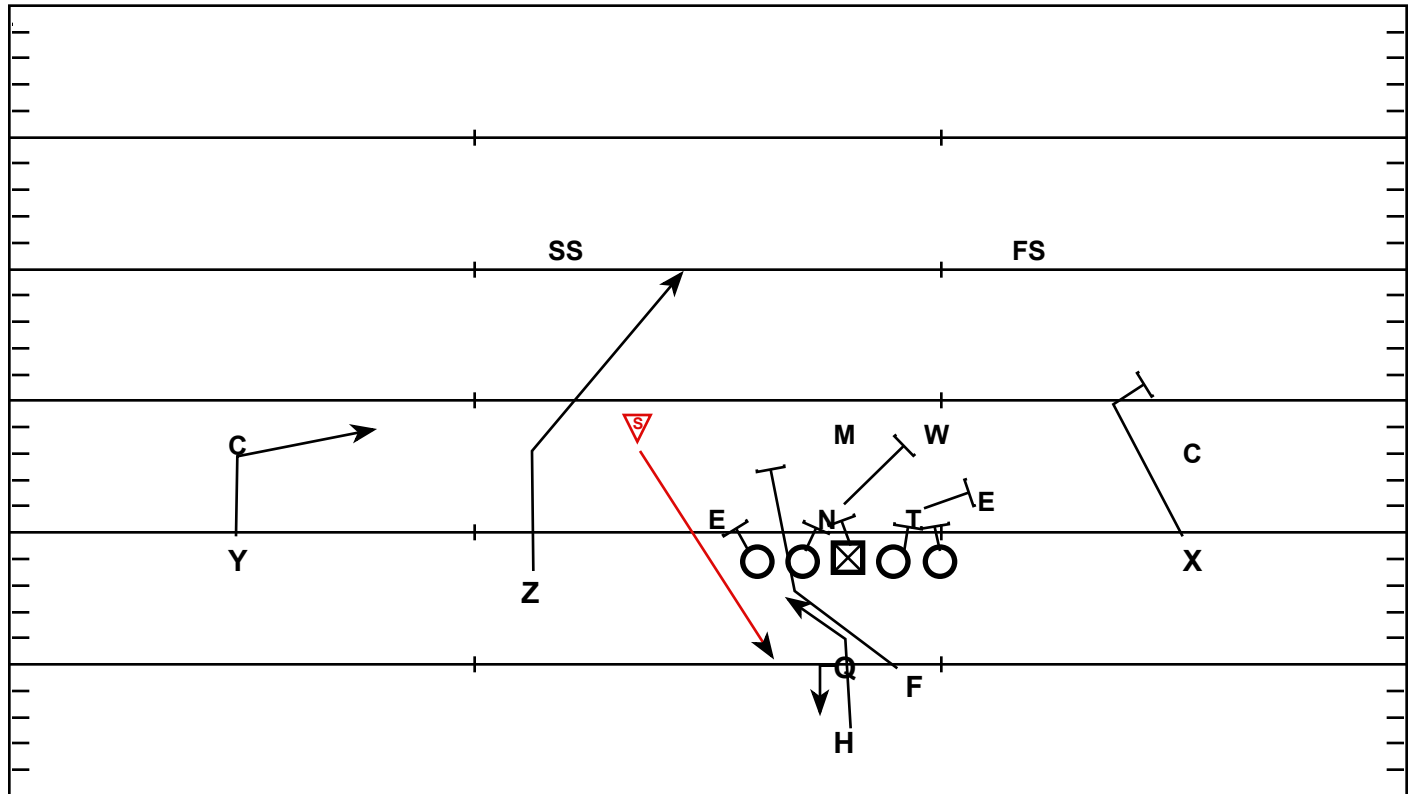
Quarter	Time	D & D	YD Line	Hash	Score
2nd	15:00	1-10	24	R	7-0

Strategy: Weak side RPO that reads the force defender outside the Left Tackle. If he triggers, pull and throw the slant. Inside Run is an ISO to the backside.

QB Progression/Read: ID Force Defender pre-snap and throw RPO if he triggers. IF uncertain, give ball on run.

X - Backside Block	LT - BOB (Big on Big)
H - Midline path and follow F	LG - Combo to BSLB
Y - Quick slant vs man	C - Combo to BSLB
Z - 3 Step Slant - Carry deep into MOF.	RG - Combo to OLB
F - Lead on Mike 0 Point	RT - Combo to OLB

Trips Right Wing F-Orbit Iso FS Post

Quarter	Time	D & D	YD Line	Hash	Score
1st	8:33	1-10	-25	L	0-0

2 Clips - Also @ 2:19 Kansas

Strategy: Pairing an inside zone run with the Orbit motion may cause offense to shift to gain extra defender - if this happens, the open lane behind the FS can be exploited by the X.

QB Progression/Read: QB should ID the Safety as a possible added run defender and when he triggers, he should throw the post, if not, hand the ball off.

X - 5 step inside release Post	LT - BOB
H - Midline Path to follow sniffer for ISO	LG - Combo to Mike 0 Point
Y - Backside Block	C - Combo to Mike 0 Point
Z - Lead insert to playside LB opposite side of formation	RG - Combo to OLB
F - Orbit motion and continue on route to flat opposite side.	RT - Combo to OLB

Doubles Right Dart FS Hitch

Quarter	Time	D & D	YD Line	Hash	Score
3rd	6:01	2-10	-25	L	38-0

Strategy: Against even front teams that leave an uncovered slot to the boundary side - allows you to use your formationing to find a weakness in the defense.

QB Progression/Read: Read Playside Linebacker, If he stays in the box, throw the hitch. If he bails out of the box hand off the ball to the RB.

X - Go Route	LT - BOB
H - Mesh for possible run play.	LG - Wrap to Mike 0 Point LB
Y - Backside Block or runoff Man defender.	C - Back block defender.
Z - Backside Block on Slot Defender	RG - BOB
F - Hitch Route	RT - BOB

Pro Right Tight OZ Left FS Post

Quarter	Time	D & D	YD Line	Hash	Score
2nd	11:44	1-10	7	L	7-9

Field diagram labels: SS, FS, C, W, M, S, C, T, E, N, E, X, Y, Z, F, Q, H. Note: "5 Step Post"
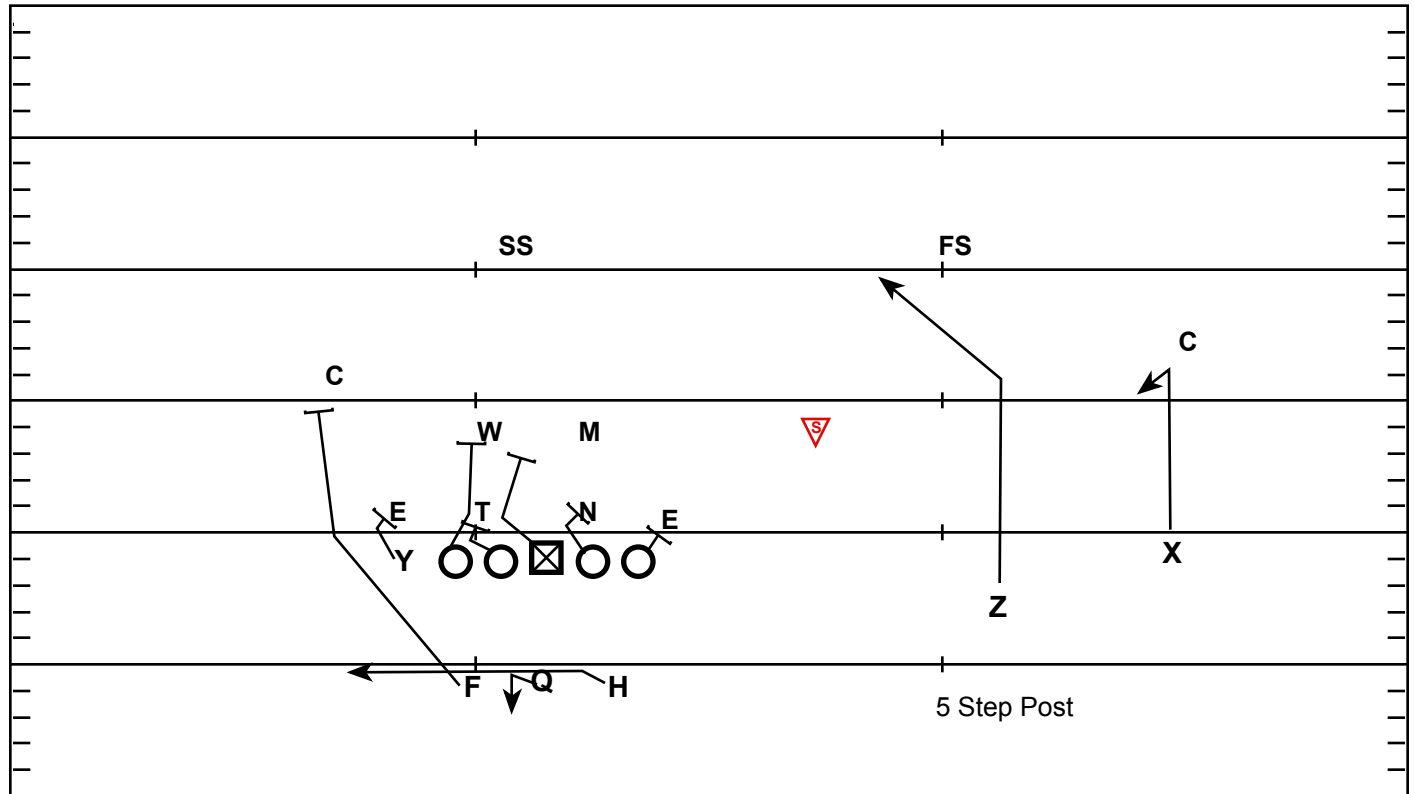
Strategy: Stretch the defense laterally and get the backside OLB to bite on run pursuit which may open up a big pass gain with the backside post RPO.

QB Progression/Read: Read backside OLB pass defender, if he triggers or clears then he has space to hit the open post.

X - Hitch	LT - Double to PSLB
H - Outside Zone left mesh with QB	LG - Double to PSLB
Y - Read 1st man on or outside.	C - Reach to Mike 0 Point
Z - 5 step post - stay under safety	RG - Reach Block
F - Lead on first defender outside the Y's block.	RT - Backside #3 - DE

Doubles Right Wing Iso FS Out BS Bubble

Quarter	Time	D & D	YD Line	Hash	Score
2nd	6:52	1-10	-30	L	21-9

Strategy: Take advantage of lack of under coverage and soft defender to backside of trips paired with an inside run. Defense has to choose and is always wrong.

QB Progression/Read: Pre-snap determine which side RPO - post snap read outside line backers for give if numbers in the box are favorable or throw if open.

X - 5 step speed out	LT - Big on Big (BOB)
H - Midline path, cut off F's block	LG - BOB
Y - Stalk force defender read F or C	C - A gap blackside or LB
Z - Backpedal Bubble Path	RG - BOB
F - Insert A or B gap to M linebacker	RT - BOB

Ace Trips Left Wing Iso L FS Post

Quarter	Time	D & D	YD Line	Hash	Score
3rd	3:16	2-10	11	R	21-9
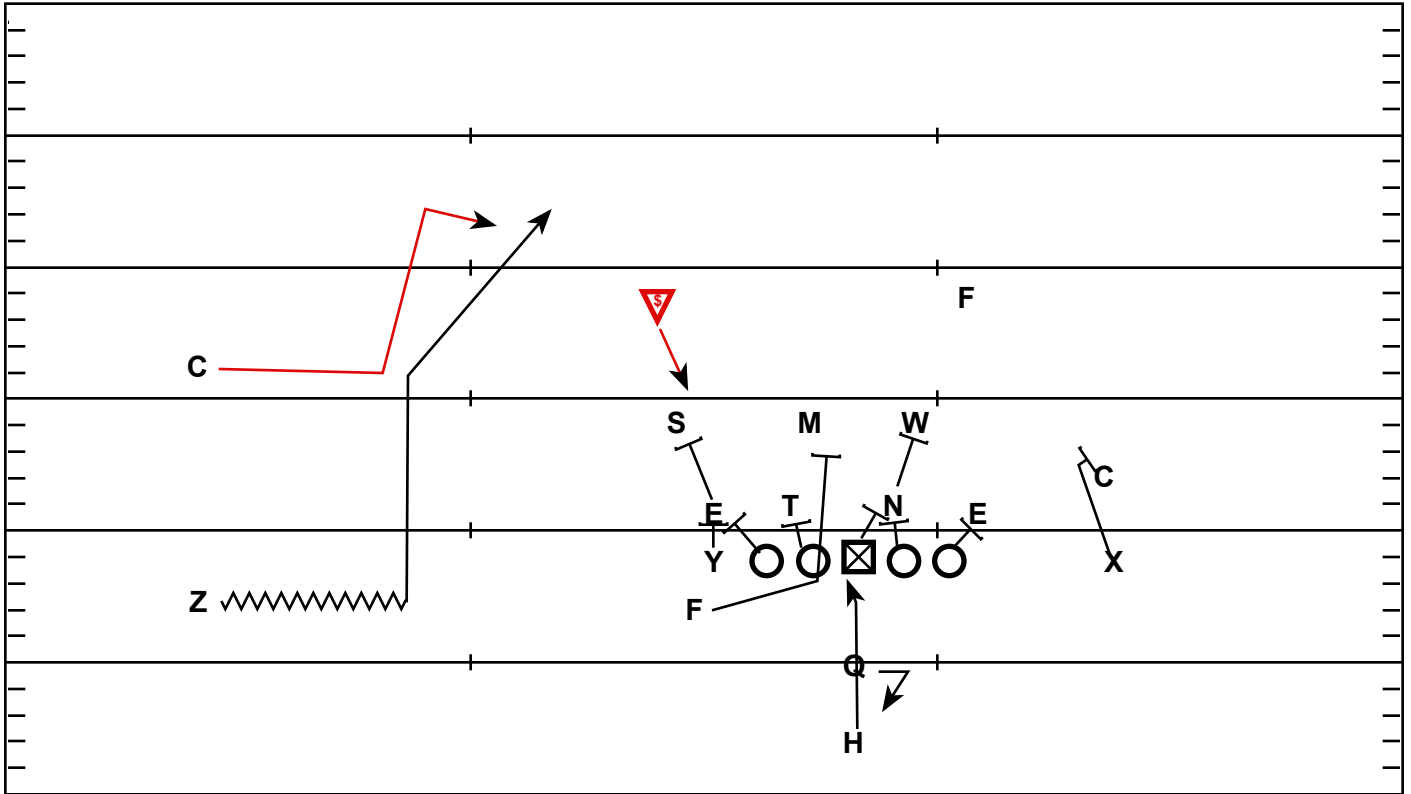
Strategy: Unbalance the line to temp $ to trigger into the box opening up the post route behind him for a big gain.

QB Progression/Read: Count numbers in the box, If 7, can throw or pass, read play side Safety. If he sits, run the ball, if he triggers, throw behind him.

X - Backside Run Block	LT - Trey Combo with Y
H - Midline Path, Mesh with QB	LG - BOB
Y - BOB to OLB	C - Backside Combo with G to W
Z - Motion inside, 5 step post	RG - Combo to BSLB
F - Insert Lead Iso blocker to Playside LB	RT - BOB

Trips Left Wing Zone Lock FS Slant

Quarter	Time	D & D	YD Line	Hash	Score
1st	8:33	1-10	-25	L	0-0
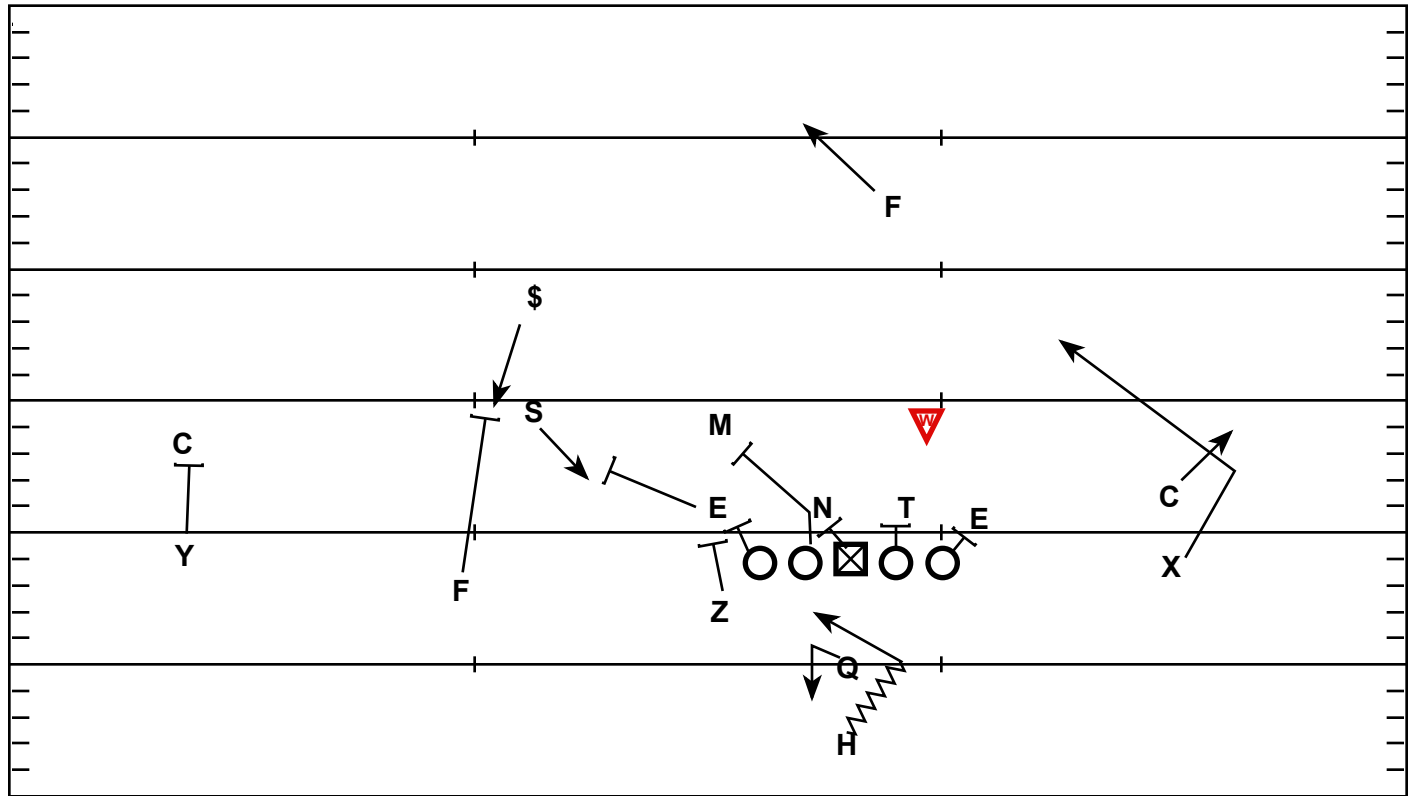
Strategy: To overload the field to the trips side and threaten it with a locked zone run and cause the defense to leave the backside flat empty.

QB Progression/Read: Read backside LB position and movement. If he triggers on the run mesh with the H and the Corner is beat inside, throw the slant.

X - Hard Slant after selling fade - get under Corner	LT - Combo with Z to OLB
H - Shift, Mesh with QB	LG - Combo with C to Mike
Y - Stalk Block	C - Combo with LG to Mike
Z - Combo with LT to OLB	RG - BOB - Inside drive
F - Stalk Block MDM	RT - BOB (Locked) - Inside drive

Twins Left Iso Left FS Curl/Flat

| Quarter	Time	D & D	YD Line	Hash	Score
4th	9:34	4-3	23	R	42-22
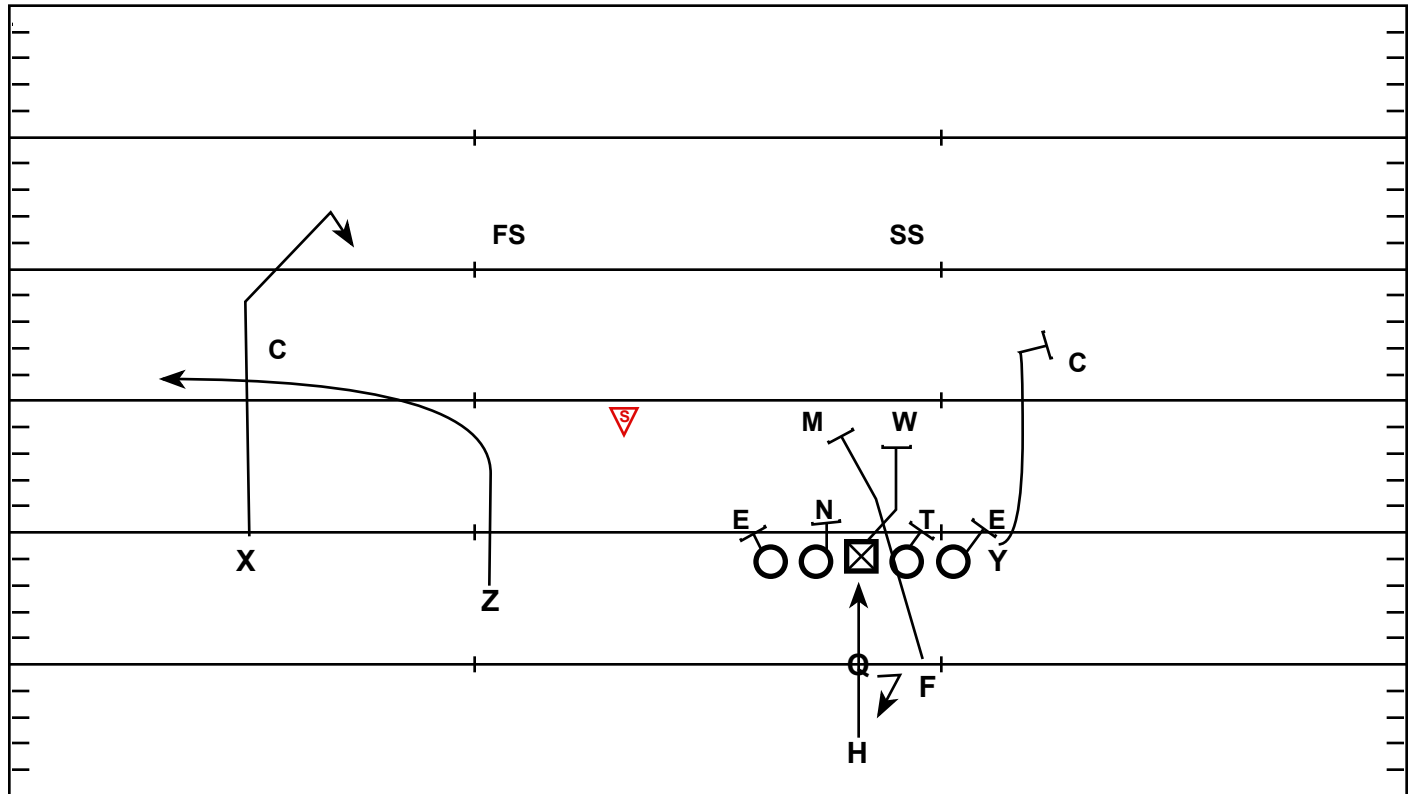
Strategy: Use 21 personnel with a slot and split end opposite forces the defense to apex to the Z putting him in a lose-lose bind when optioned with the run or pass.

QB Progression/Read: Frontside read the OLB - if he triggers on the mesh, throw the out and lastly progress to the curl if the corner sits in flat coverage.

X - Post/Curl	LT - BOB inside path
H - Midline Path Iso Run	LG - BOB inside path
Y - Best release to backside block corner	C - Combo with RG to W
Z - Quick out	RG - Combo with C to W
F - Inside path to Iso on Mike.	RT - BOB to E

Ace Right Trips Left Tight Dart FS Stick

| Quarter	Time	D & D	YD Line	Hash	Score
1st	5:12	2-6	-19	R	7-7
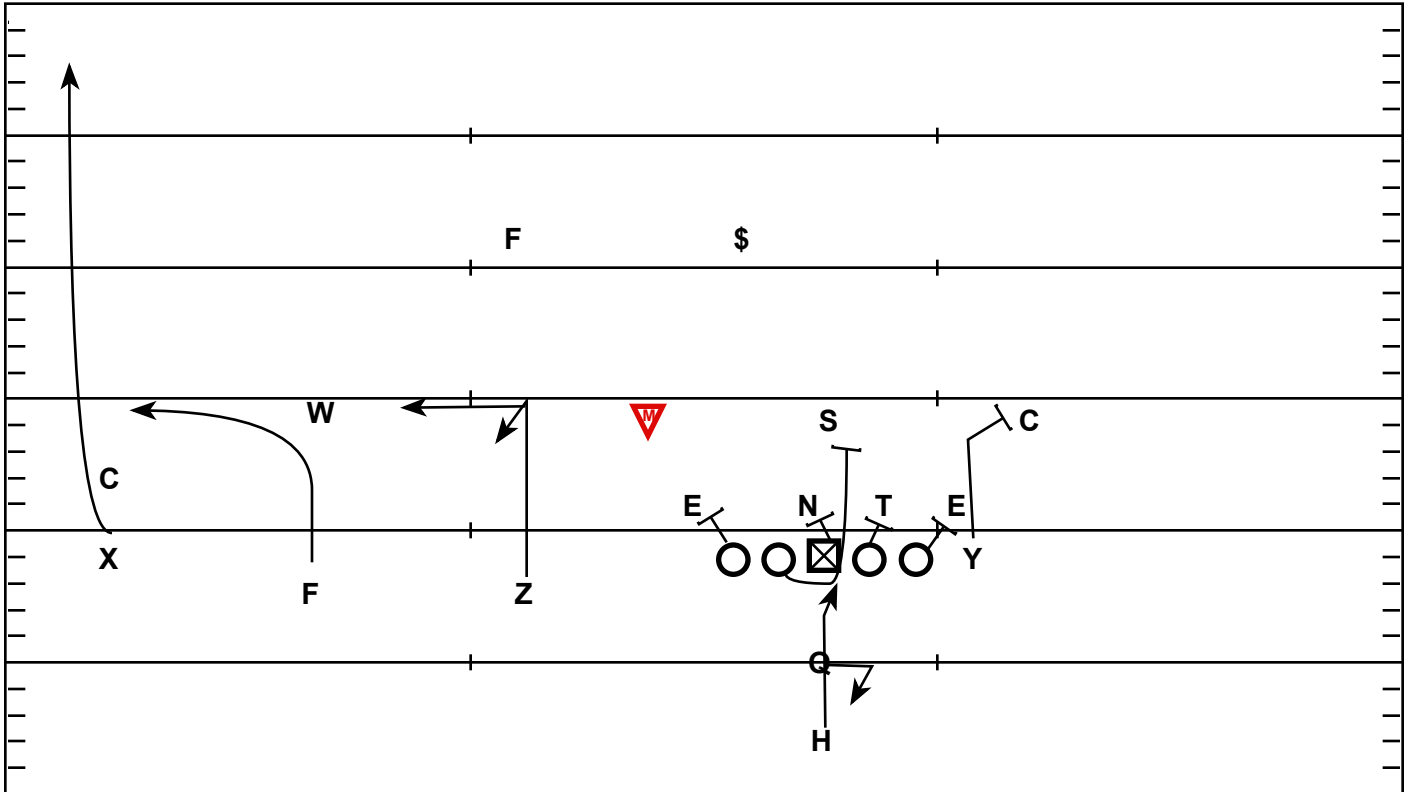
Strategy: Using a one back Dart run out of 11 personnel stresses the defense to also cover 3 receivers to the trips side.

QB Progression/Read: Read the M or first LB outside the Left Tackle. If he triggers on the mesh, the read is Z to F.

X - Outside release Go route	LT - BOB inside drive path
H - Midline path - read Center block	LG - Skip Pull and wrap up to S
Y - Best release to C	C - BOB inside drive
Z - Stick Route - Sit if zone, continue to sideline if man	RG - BOB inside drive
F - Quick Out	RT - BOB inside drive

Doubles Right Dart BS Hitches

Quarter	Time	D & D	YD Line	Hash	Score
1st	8:12	2-10	-31	L	7-0
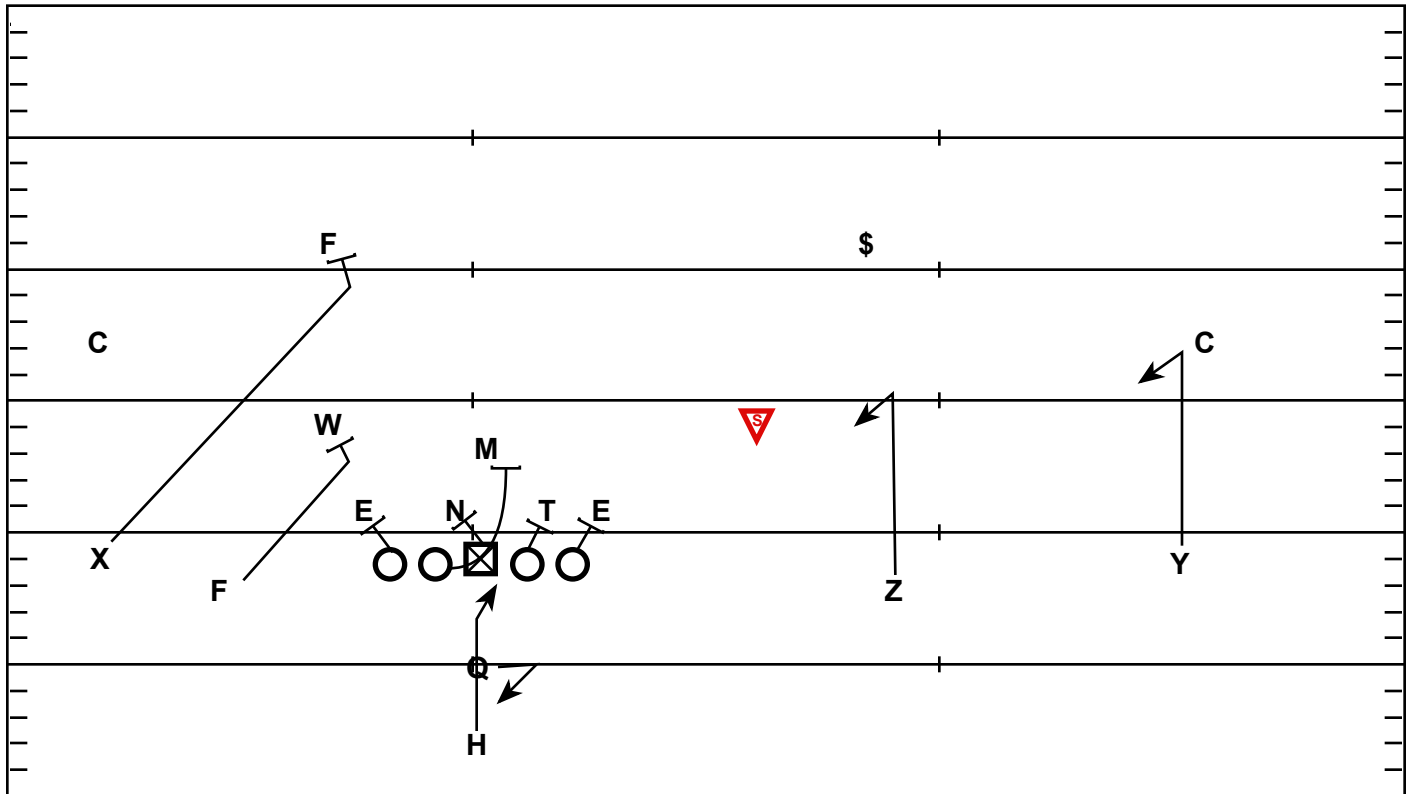
Strategy: Using a 2x2 formation to spread the defense horizontally putting the field side S linebacker in a pass/run option bind.

QB Progression/Read: Peek at S after snap while meshing with H. If S sits or widens, give the ball to H.

X - Backside Run Block Safety	LT - BOB Inside Drive
H - Midline path follow Guard	LG - Fold to Mike
Y - Hitch Route	C - Back Block on N
Z - Hitch Route	RG - BOB Inside Drive
F - Backside Run block OLB	RT - BOB Inside Drive