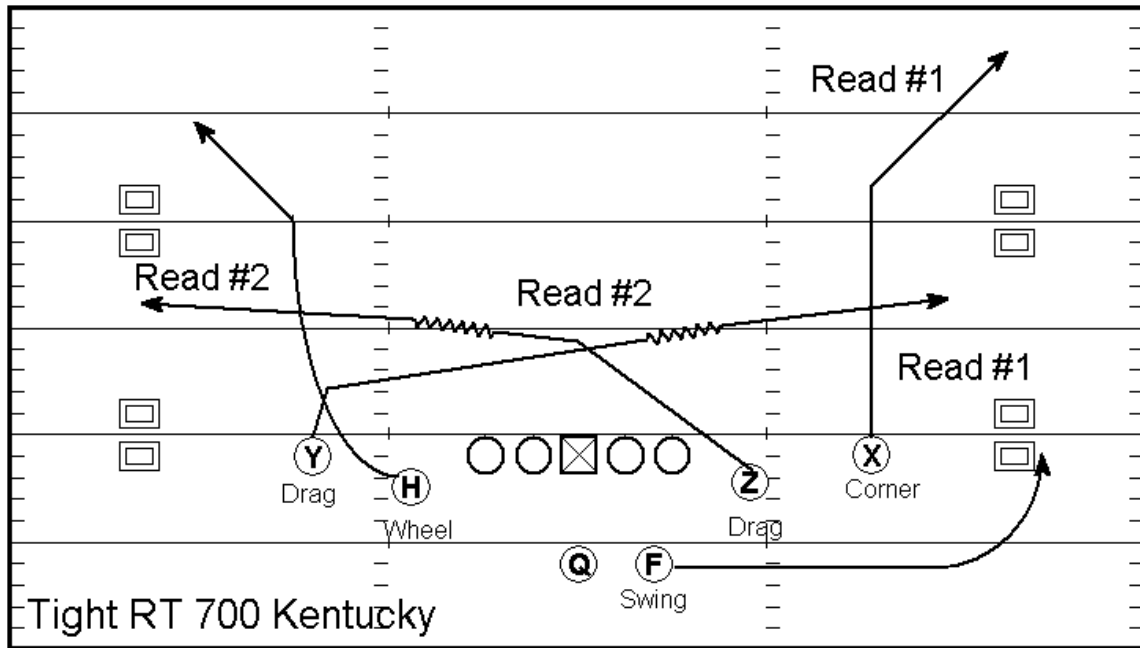


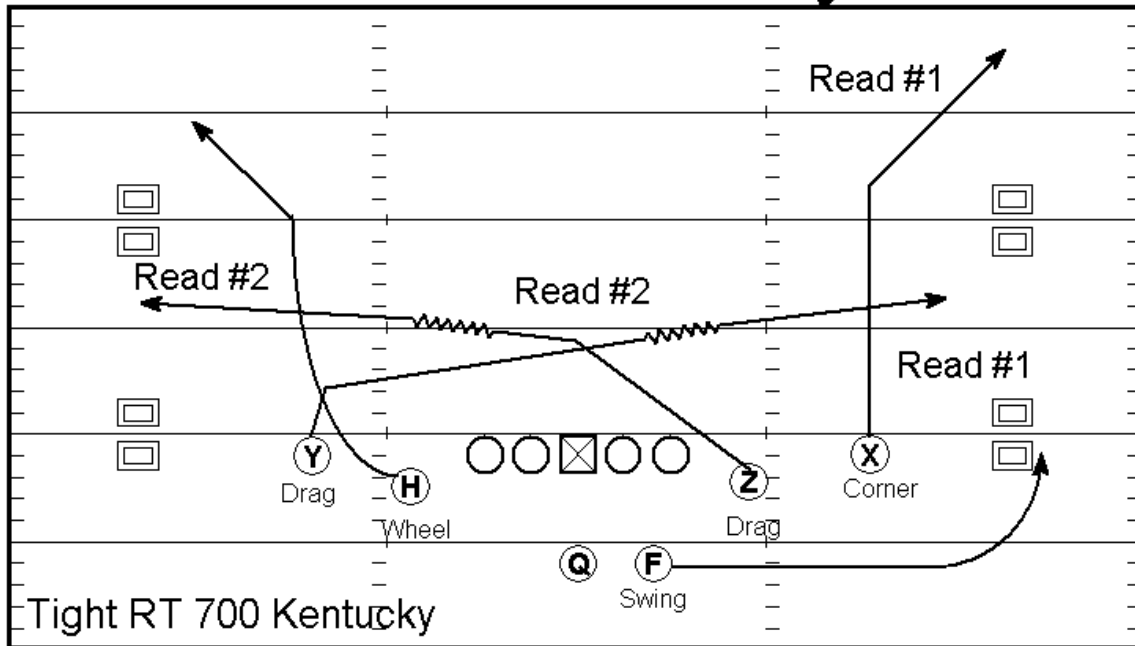
Kentucky Mesh Play



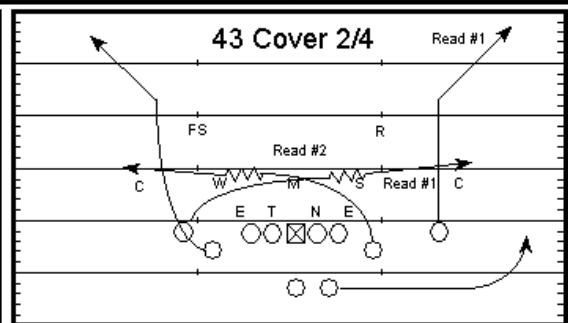
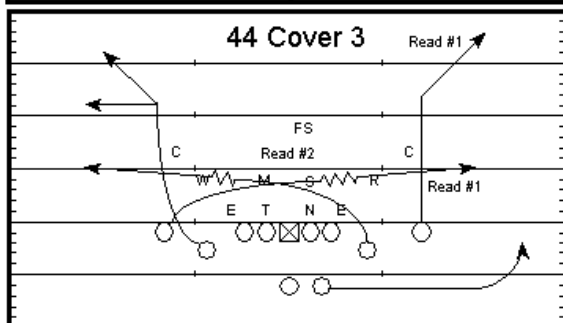
Empty

<p>[W] M [S] [R]</p> <p>Help Call if Will Blitz's</p> <p>QB has Rover on HOT</p> <p>Protect Inside Gap</p> <p>Block Most Dangerous Rusher</p> <p>44</p>	<p>[W] M [S]</p> <p>Help Call if Will Blitz's</p> <p>QB has Rover on HOT</p> <p>Protect Inside Gap</p> <p>Block Most Dangerous Rusher</p> <p>44 Strong</p>
<p>[W] M [S]</p> <p>Help Call if Will Blitz's</p> <p>QB has Rover on HOT</p> <p>Protect Inside Gap</p> <p>Block Most Dangerous Rusher</p> <p>43</p>	<p>[W] M [S]</p> <p>Automatic Help Call</p> <p>QB has Sam on HOT</p> <p>Protect Inside Gap</p> <p>Block Most Dangerous Rusher</p> <p>61</p>
<p>W M [S] [R]</p> <p>QB has Rover on HOT</p> <p>Protect Inside Gap</p> <p>Block Most Dangerous Rusher</p> <p>34</p>	<p>M</p> <p>Protect Inside Gap</p> <p>Block Most Dangerous Rusher</p> <p>Bear</p>
<p>M [S]</p> <p>Automatic Help Call</p> <p>Tackle makes Help call to Guard</p> <p>Protect Inside Gap</p> <p>Block Most Dangerous Rusher</p> <p>52</p>	<p>[W] M [S]</p> <p>Help Call if Will Blitz's</p> <p>Tackle makes Help call to Guard</p> <p>Protect Inside Gap</p> <p>Block Most Dangerous Rusher</p> <p>52 Walk</p>

700 Kentucky

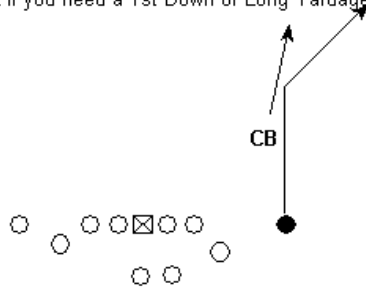


<p>X Corner</p> <p>Align inside hash. Best release. run Corner route breaking at 12 yards. If CB is inside break away outside from him. If CB is outside beat him deep. FaKe Post route to keep FS inside of you. If FS rotates outside beat him deep on seam route</p>	<p>Y Drag</p> <p>Drag to 5-7 yards deep over opposite tackle. You are responsible for the Mesh with Z. Read Sam if he covers Swing or follows Z sit in open area outside opposite tackle. If Sam waits for you or you have man coverage run across to opposite flat.</p>	<p>Z Drag</p> <p>Drag to 5-7 yards deep over opposite tackle. You are responsible for depth of the Mesh. Read Will if he covers H sit in open area outside opposite tackle. If Will waits for you or you have man coverage run across to opposite flat.</p>	<p>HB Wheel</p> <p>Run Wheel route. If CB is inside break away outside from him. If CB is outside beat him deep. FaKe Post route to keep FS inside of you. If FS rotates outside beat him deep on seam route</p>
<p>FB Swing</p> <p>Run Swing route. Stay behind LOS until outside hash. If CB or Sam cover you stay behind LOS and get width.</p>	<p>QB Pre Snap</p> <ol style="list-style-type: none"> 1. Go to X if he's 1 on 1 2. Is anyone covering Corner area? 3. 	<p>QB Read 1</p> <p>Corner/Drag/Swing</p> <ol style="list-style-type: none"> 1. Go to X on Corner if he's 1 on 1. 2. If CB is inside throw outside to X. If CB is outside throw over the top to X. 3. Read Sam on Drag/Swing 	<p>QB Read 2</p> <p>Mesh</p> <ol style="list-style-type: none"> 1. Read Mesh point 2. If Sam covers Y Drag go Z 3. If W is in picture throw ball away or run



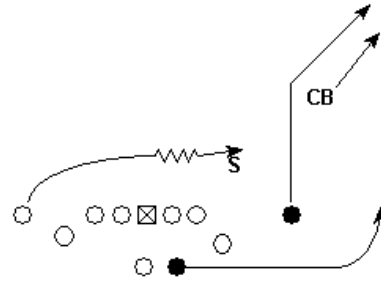
X Corner Read

1. Throw to X if he's 1on1
2. Throw to X if CB is inside
3. Throw over the top of CB if he's outside
3. Throw to X if you need a 1st Down or Long Yardage



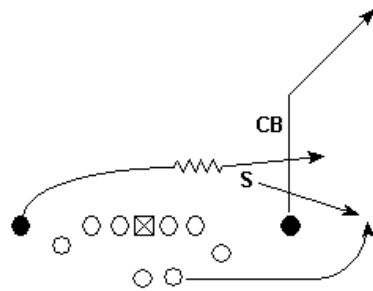
X Corner - F Swing Read

1. Rules for X Corner Read are primary
2. High Low Read on CB
3. If Sam covers Swing throw Drag to Y



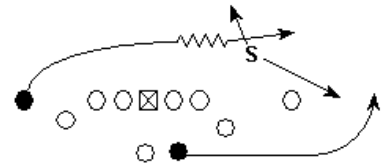
X Corner - Y Drag Read

1. Rules for X Corner Read are primary
2. High Low Read on CB
3. If Sam covers Swing throw Drag to Y



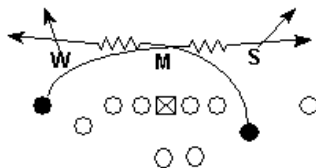
Y Drag - F Swing Read

1. High Low Read on Sam
2. If Sam covers Swing throw Drag to Y
3. If Sam covers Drag throw Swing to F



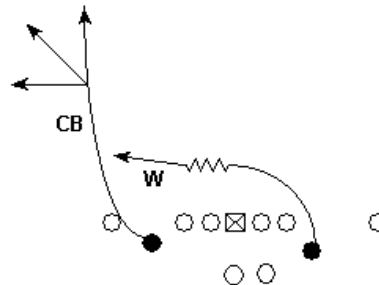
X - Z Mesh Read

1. Read Mesh point
2. If Sam covers Y Drag go Z
3. If W is in picture throw ball away or run

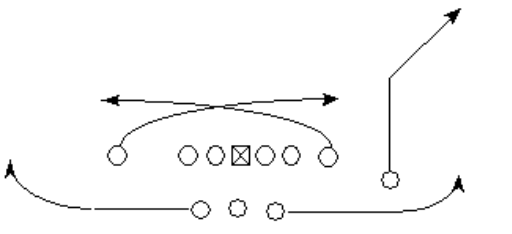
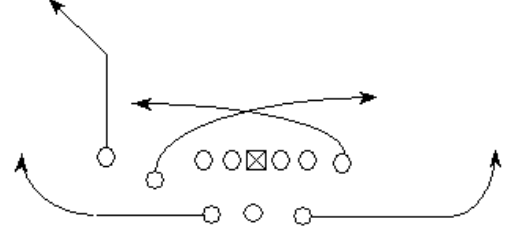
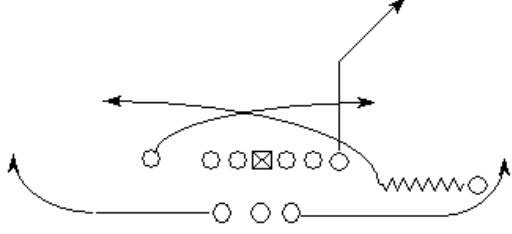
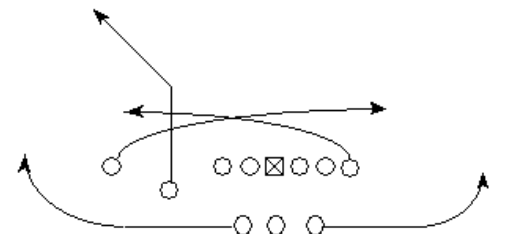
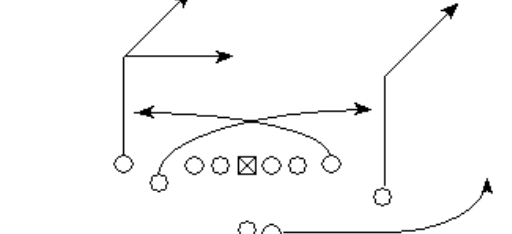
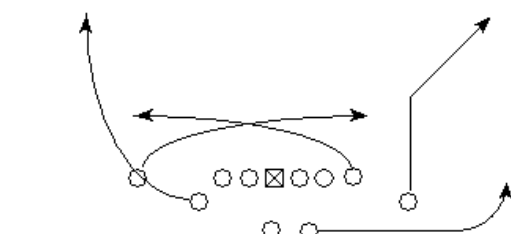
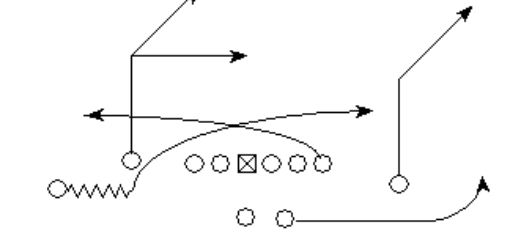
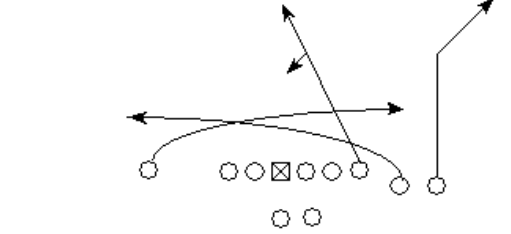


H Wheel - Z Drag Read

1. Usually a call from sideline
2. Good call against man coverage
3. See if H beats CB Deep



Mumme/Leach Variations

 <p>X Mesh</p>	 <p>Z Mesh</p>
 <p>Z Drive</p>	 <p>X Mesh out of Twins</p>
 <p>H Mesh</p>	 <p>H Wheel</p>
 <p>H Drive</p>	 <p>Y Middle Read</p>

Variations of 700 Kentucky

