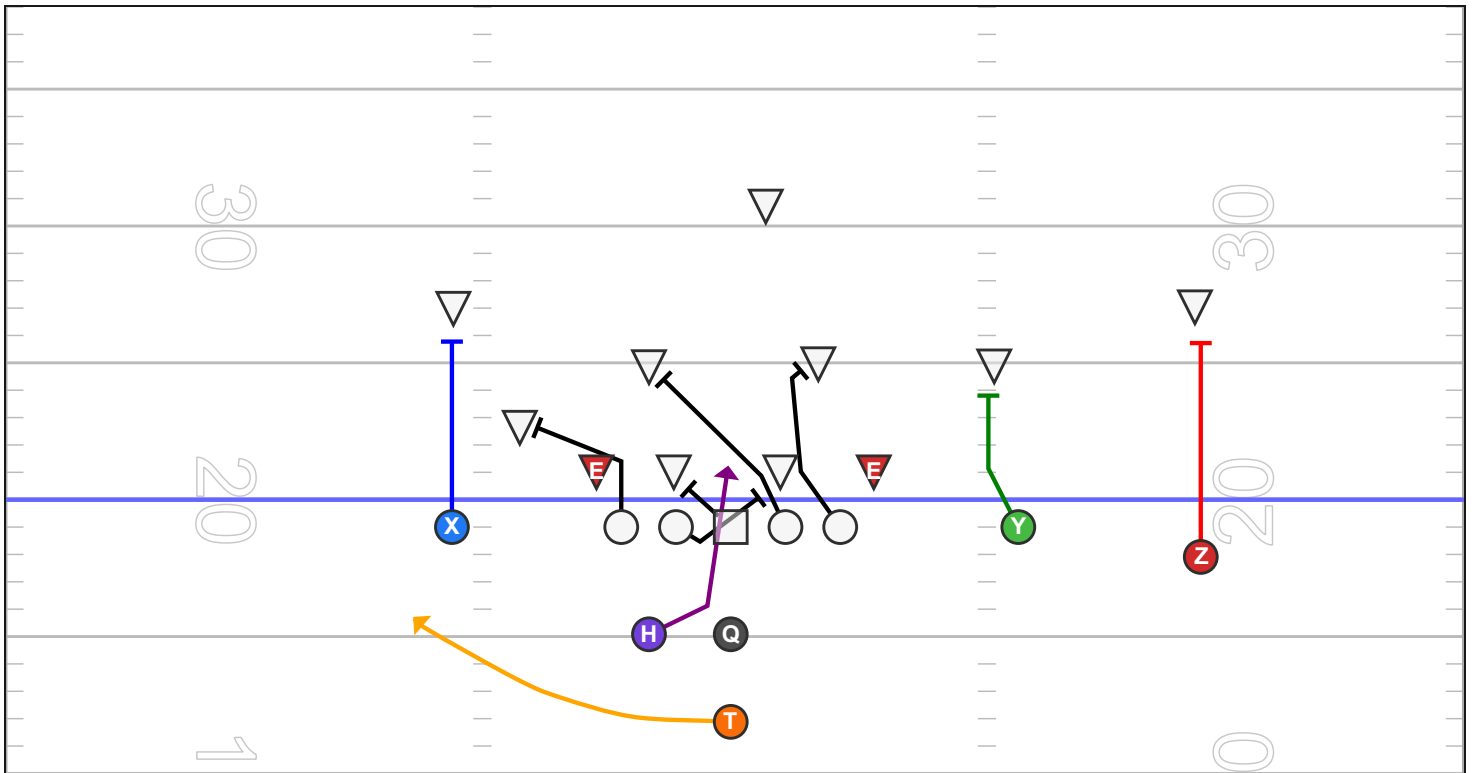
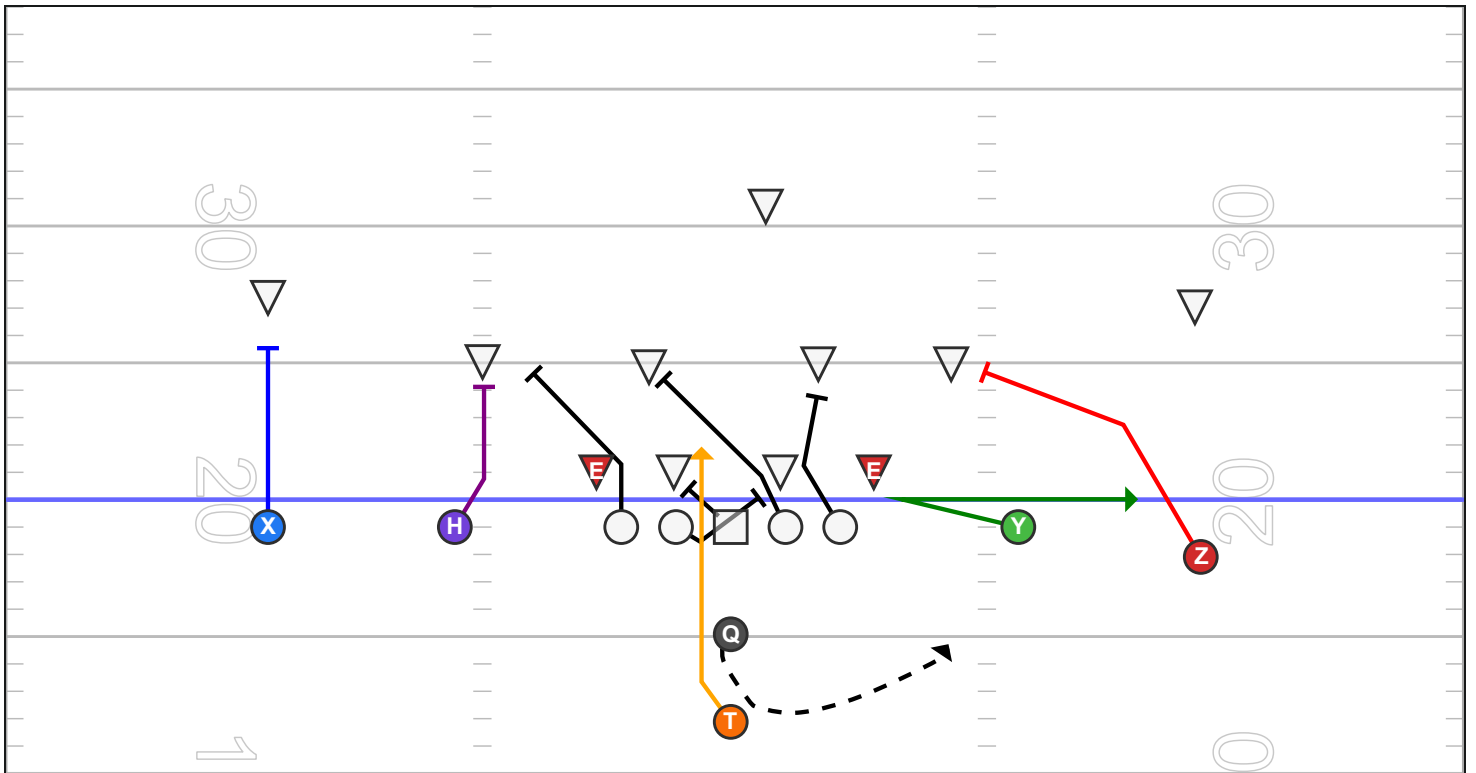


## 7824 BLACK (20P 2X1) H-TRAP vs 4-4



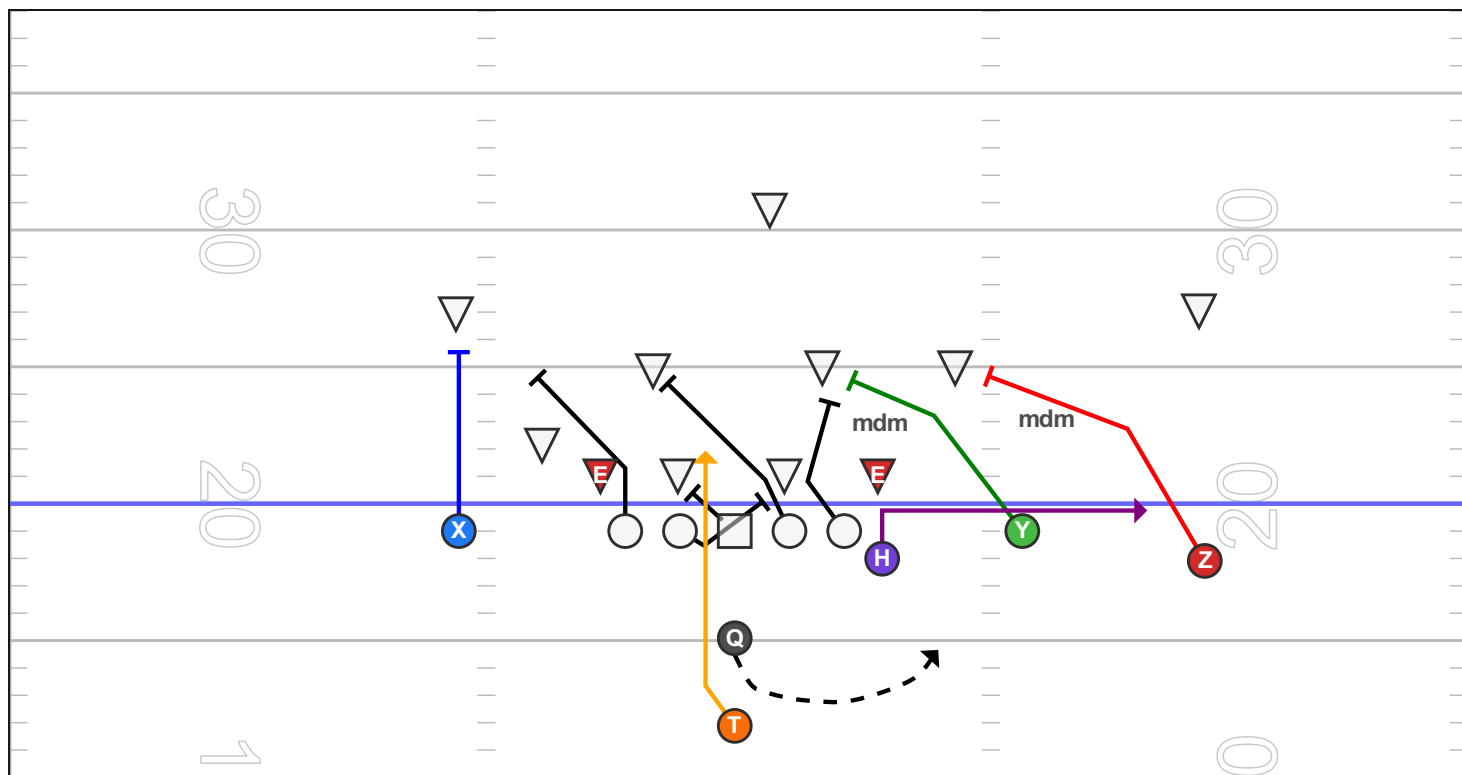
Y	stalk block
Z	stalk block
X	stalk block
Q	there is no left or right call; Q chooses where the N is in the A gap so the G will kickout the DT
T	roll to the flat in case the Q pulls it and passes it
H	slide over to Q take the handoff; follow the kickout block of the guard
OL	C blocks back on the N; G on that side pulls and kicks out the DT; the remaining G and Ts skip the DEs and go for LBs

## 7824 GREEN (10P 2X2) T-TRAP &amp; YZ-C vs 4-4



Y	knife in the whip to the sideline; YOU CANNOT CROSS THE LOS; look for pass if the Q pulls it
Z	block mdm for the Y
X	stalk block
H	stalk block
Q	handoff to T or pull and roll to a quick pass to Y
T	on side step then take handoff and follow kickout block from pulling G
OL	C blocks back on the N; G on that side pulls and kicks out the DT; the remaining G and Ts skip the DEs and go for LBs

## 7824 YELLOW (10P 3X1) T-TRAP & HYZ-C vs 4-4



Y	block mdm for the H
Z	block mdm for the Y
X	stalk
H	punch the DE; screen to the sideline; YOU CANNOT CROSS THE LOS; look for pass if the Q pulls it
Q	handoff to T or pull and roll to a quick pass to Y
T	on side step then take handoff and follow kickout block from pulling G