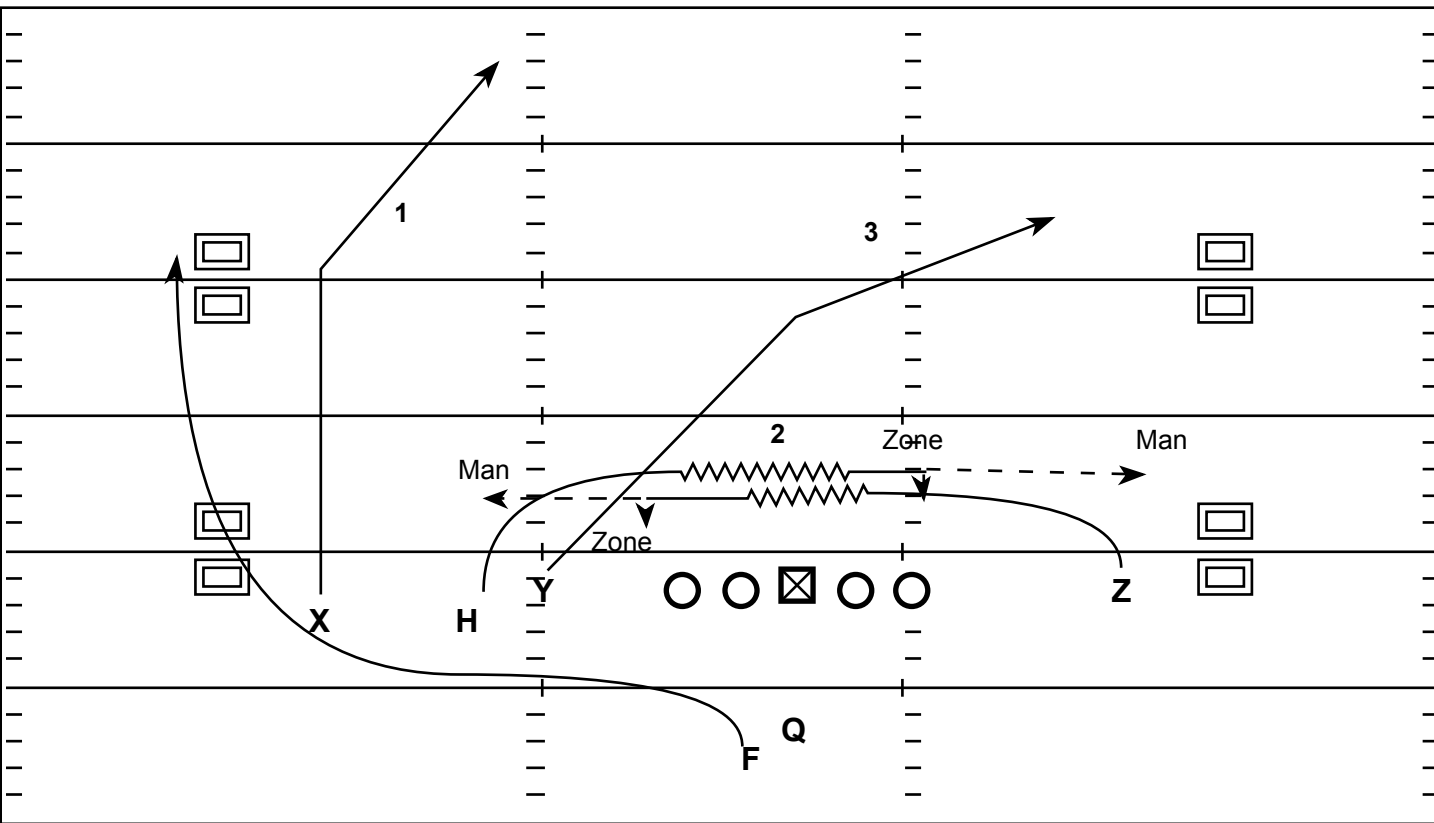


# 3x1 Mesh Flip Spot'n Run



Background: By allowing your Spot Route to convert v. Man Coverage you get a dynamic player on the run with nothing but space

QB Progression: Corner/Wheel - Mesh - Spot

X: Post

H: Over Mesh (Truck, Responsible for setting depth of the mesh at 5-6 Yards or Linebackers Toes)

Y: Spot Route, Convert to press Vertical v. Man, away from 1-High

Z: Under Mesh (Porsche, Responsible for closing distance with the Over Mesh)

F: Wheel