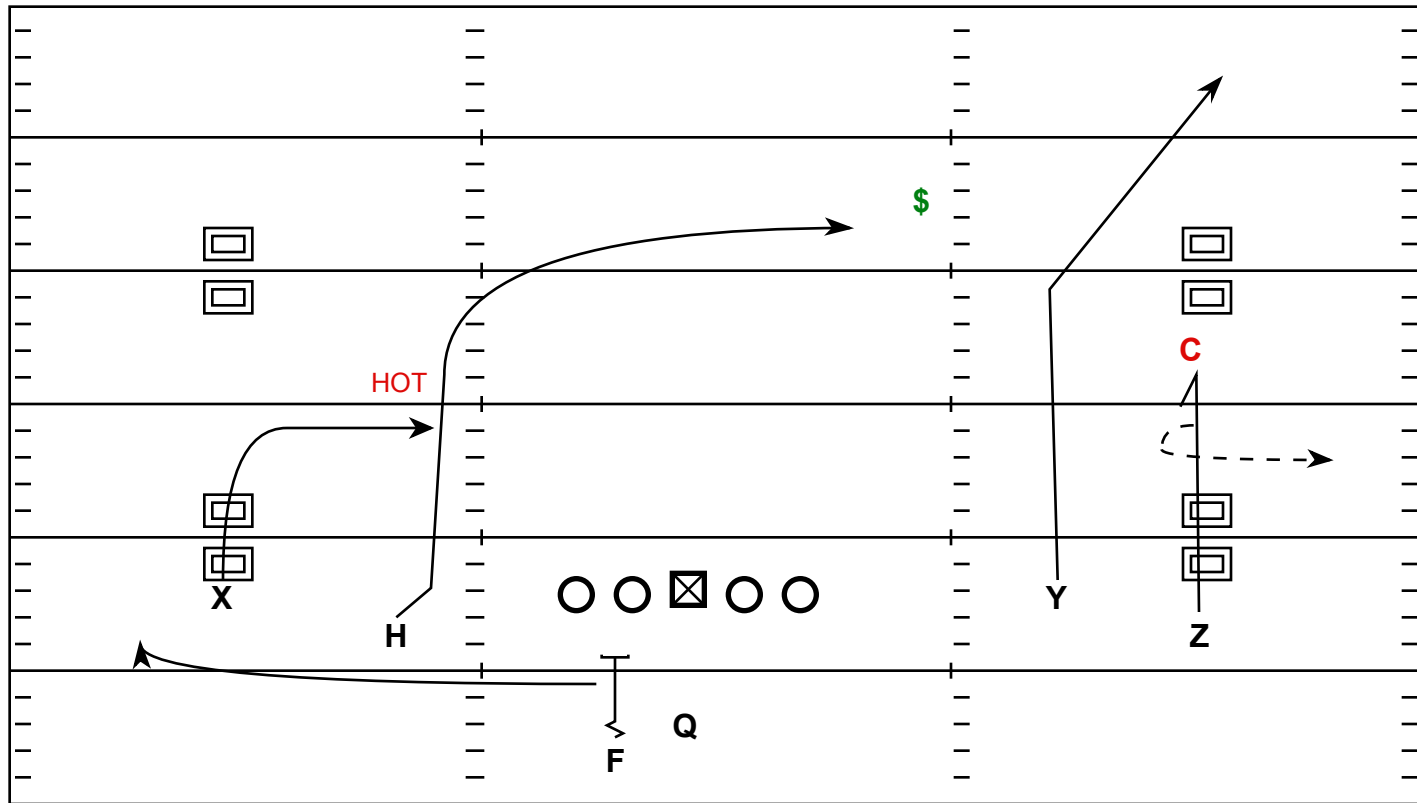


2x2 Smash BS Bender



QB: Hot Throw = In / Base Smash Read / Throw Dig if Safety Robs the Corner Route

X: Slant

H: Slant

Y: Corner Route, Break at 8-10 or Toes of the Corner

Z: 6 Yard Hitch, convert to a Swirl v. Man

RB: Check Protect, TaT Checkdown