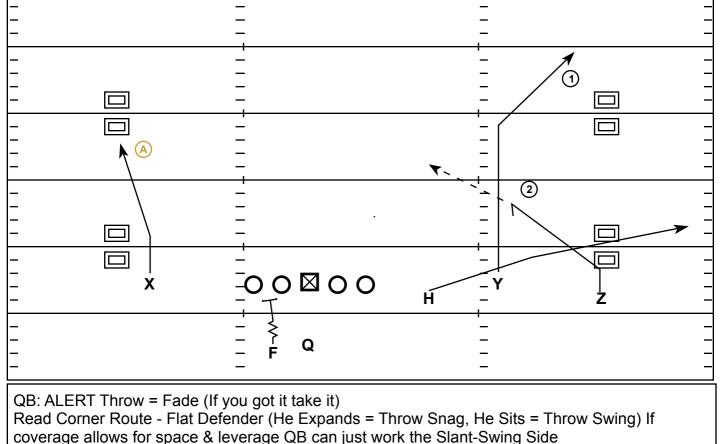
3x1 Y-Corner BS Fade



X: Fade

H: Flat, Aim for 3-4 Yards out of Bounds

Y: Corner Route, break at 10-12

Z: Snag Route, Settle v. Zone (Sit After You Pass 1st Defender) - Run

F: Stay in Pass Protection

Thru v. Man