HYBRID ROUTES

BENCH

Object Read the Boundary CB (Hi/Lo) then scan into in breaking routes

BACON

Object Read the Boundary CB (Hi/Lo) then scan into in breaking routes (Vacant Cross)
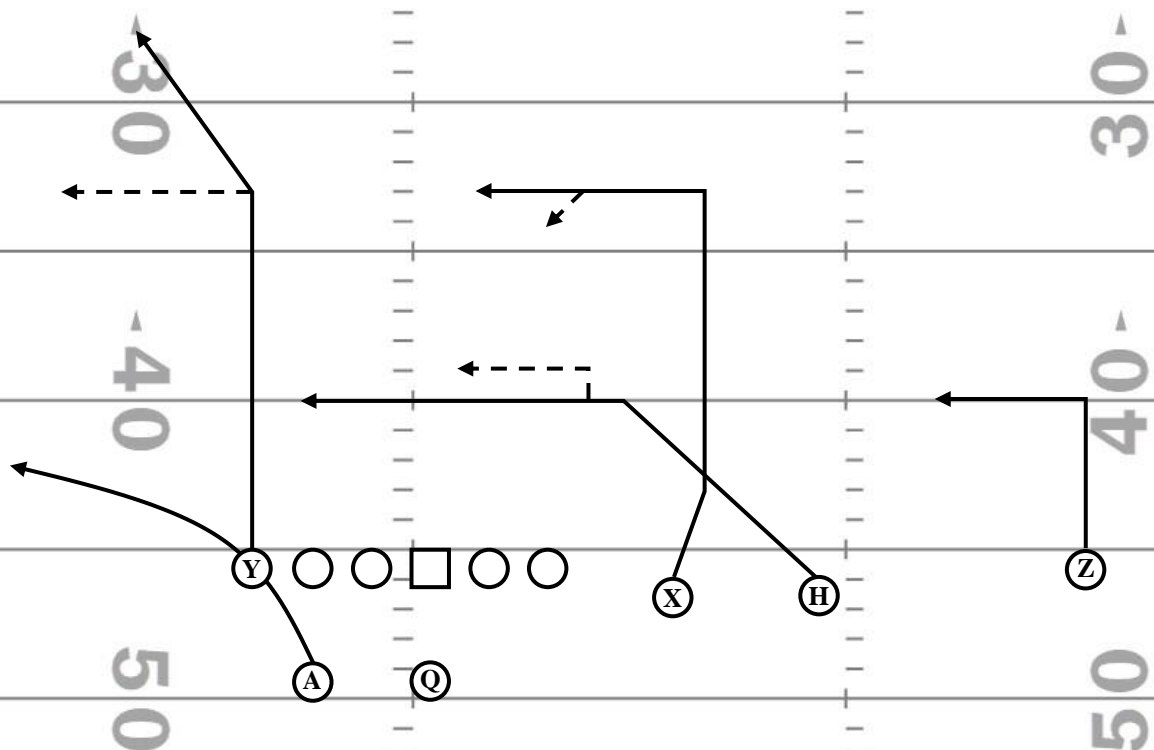
FIVE

Object Read the Field CB (Hi/Lo) then scan into in breaking Routes

FAMILY: HYBRID / LB READ	**PLAY: BENCH**

(11) Trey RT　　　　　　　　　　　　　　　　　**ELVIS BACON**

X	**Split:** STD **- Route:** Basic **- Adjust:** Run vs Man, Settle in Zones (Hunt for Grass)
H	**Split:** HASH -1 **- Route:** Under **- Adjust:** Stair Step vs Man
Y	**Route:** Corner **- Adjust:** Vs a Hi Corner run an Out Route
Z	**Split:** ISE **- Route:** Fin **- Adjust:**
A	**Route:** Arrow
QB	**Drop:** **Progression:** Object Read the Boundary CB (Arrow or Corner) then Scan into Under/Over/Fin

Notes:

FAMILY: HYBRID / LB READ	PLAY: BACON

CONCEPT: (FIELD: Vacant, BOUNDARY: Corner/Arrow)

(11) Trey RT ELVIS BACON
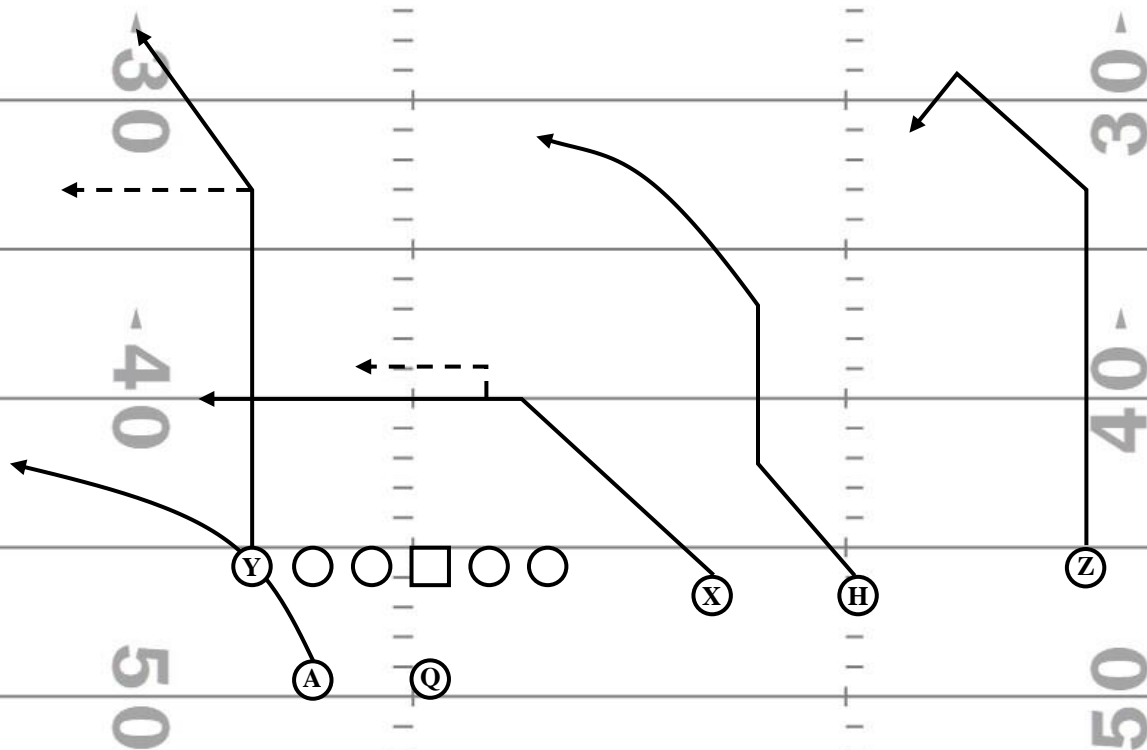
X	**Split:** STD **- Route:** Under **- Adjust:** Stair Step vs Man
H	**Split:** HASH **- Route:** Over **- Adjust:** Under Sam over Mike, Hunt for Grass
Y	**Route:** Corner **- Adjust:** Vs a Hi Corner run an Out Route
Z	**Split:** ISE **- Route:** Post Curl **- Adjust:**
A	**Route:** Arrow
QB	**Drop:** **Progression:** Object Read the Boundary CB (Arrow or Corner) then Scan into Under/Over/Post-Curl

Notes:

FAMILY: HYBRID / SAFETY READ	**PLAY: FIVE**

CONCEPT: (FIELD: Inside Fade, BOUNDARY: Drive)

(11) Duo RT

BEATLES FIVE
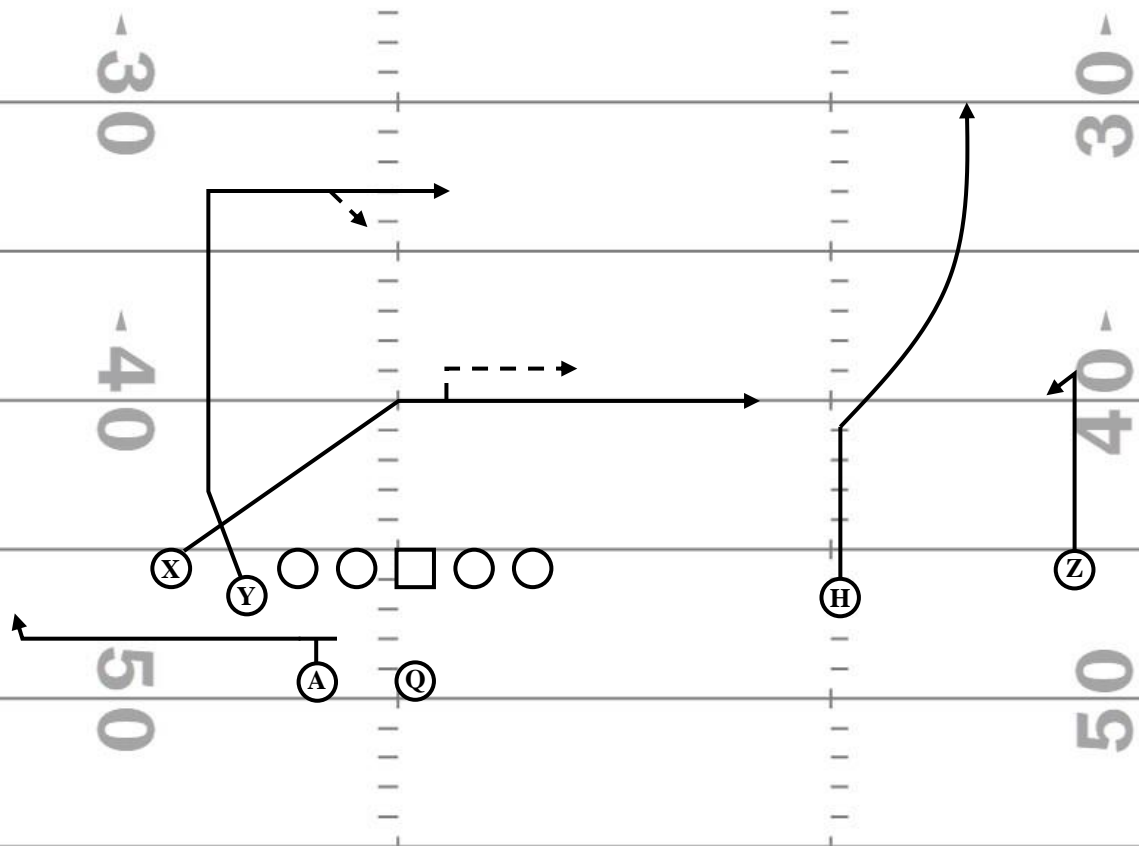
X	**Split:** OT+4 **- Route:** Under **- Adjust:** Stair Step vs Man
H	**Split :** HASH **- Route:** Inside Fade **- Adjust:**
Y	**Route:** Basic **- Adjust:** Run vs Man, Settle in Zones (Hunt for Grass)
Z	**Split:** ISE **- Route:** Hitch **- Adjust:**
A	**Route:** Check Swing
QB	**Drop:** **Progression:** Can also Object Read the Field CB (I/S Fade or Hitch) then Scan into Under/Basic/Swing

Notes: