3 **-**00⊠00 Q QB: Hot Throw = Backside In Read Corner Route - Flat Defender (He Expands = Throw Snag, He Sits = Throw Swing) -Move to Dig

Y-Corner BS Bender

H: Dig (Break at 10-12 Yards)

Can run as a Flat if Desired

X: In

Y: Corner Route, break at 10-12

Z: Snag Route, Settle v. Zone (Sit After You Pass 1st Defender) - Run Thru v. ManF: Swing (Look after 3 Steps to Boundary - 5 Steps to Field)