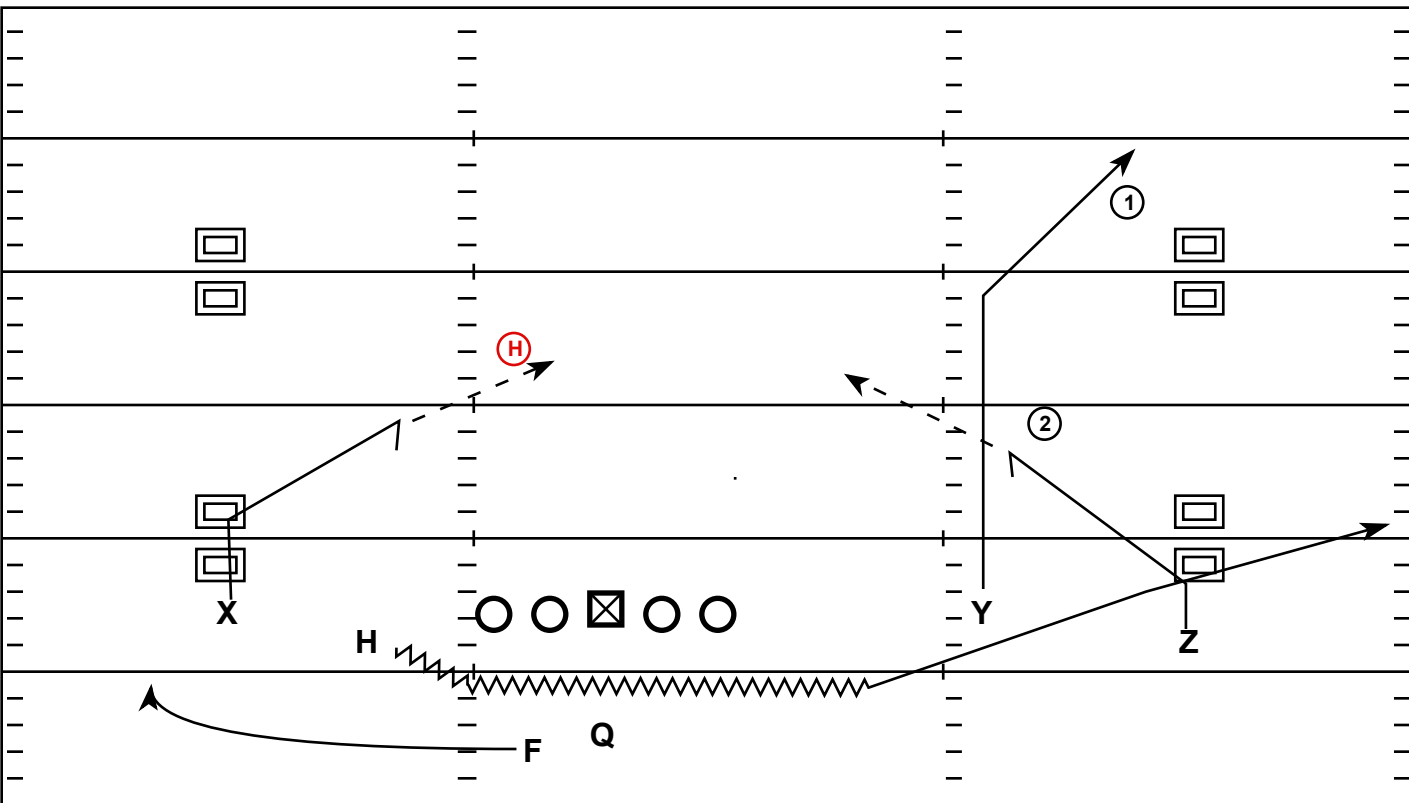


# Smoke Motion into 3x1 Y-Corner



- QB: Hot Throw = Backside Scope
- Read Corner Route - Flat Defender (He Expands = Throw Snag, He Sits = Throw Swing) If coverage allows for space & leverage QB can just work the Slant-Swing Side
- X: Scope, Settle v. Zone (Sit After You Pass 1st Defender) - Run Thru v. Man
- H: Smoke Motion into 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 Thru v. Man
- F: Swing (Look after 3 steps to Boundary - 5 Steps to Field)