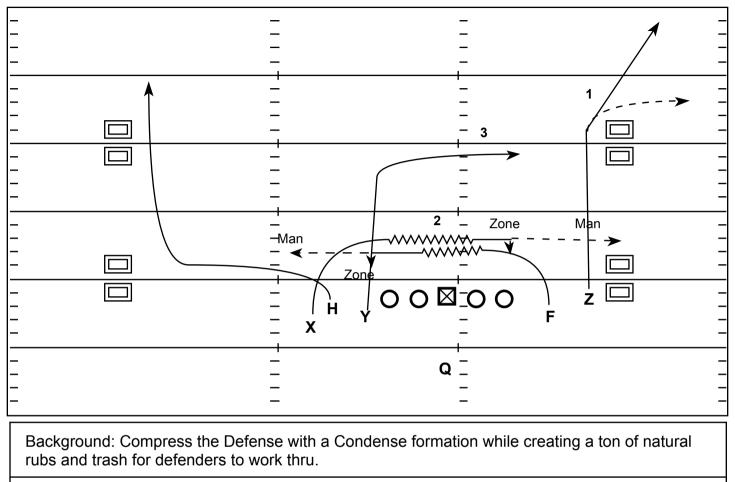
Empty Mesh Flip Spot'n Run



QB Progression: Corner/Wheel - Mesh - Spot

X: Over Mesh (Truck, Responsible for setting depth of the mesh at 5-6 Yards or Linebackers Toes)

H: Wheel

Y: Spot Route, Can Convert to a Dig

Z: Corner Option Route (If Coverage Caps Vertical Space Snap into an Out)

F: Under Mesh (Porsche, Responsible for closing distance with the Over Mesh)