

SAFETY READS

SCISSORS

Flood to Field, Dig to Boundary

Can bring a Route from the Boundary to become the Flat Route to the Field (Suffix Tag)

DAGGER

2 Hi Beater to Field, 1 Hi Beater to Boundary

BACKPACK

1 Hi Beater to Field, 2 Hi Beater to Boundary

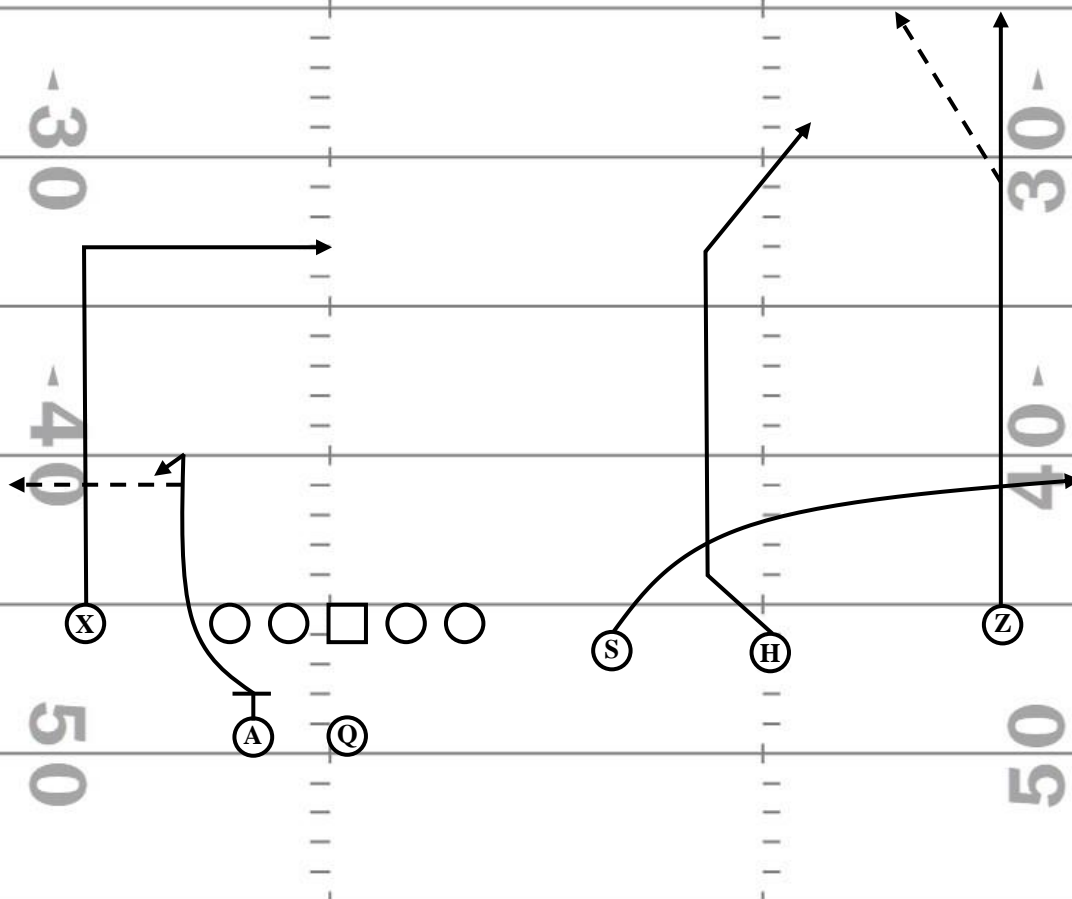
SING

1 Hi Beater to Boundary, 2 Hi Beater to Field

CONCEPT: (FIELD: 3 Level Flood vs. Off Coverage, BOUNDARY: Dig/Read vs Tight Coverage)

(10) Trips RT

BEATLES SCISSORS



X Split: ISE - Route: 12YD Dig - Adjust: None

H Split: Hash - Route: Corner - Adjust:

S Split: STD - Route: Flat - Adjust: Slow Release

Z Split: ISE - Route: Blast - Adjust: Post vs Cover 4

A Route: 5YD Check Read

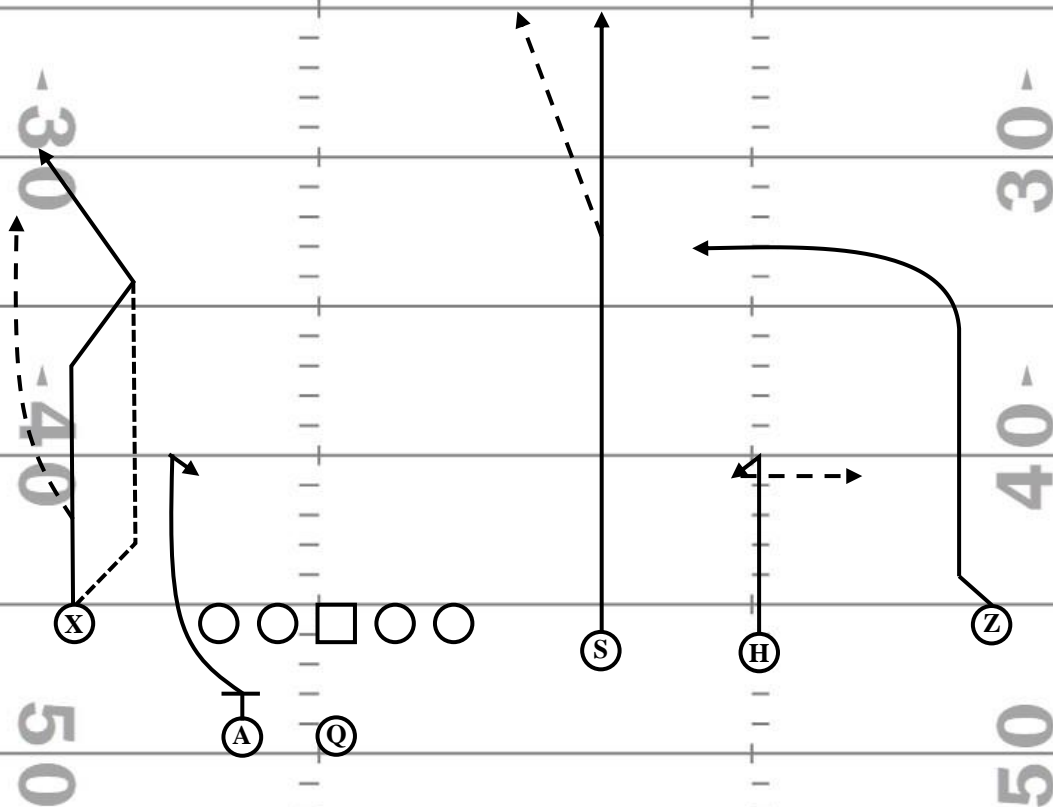
QB Drop:
Progression:
 Read the Safeties
 Tight Zone: 1) Dig 2) Read
 Off Zone: 1) Blast 2) Corner 3) Flat
 Work the 2/3 Read off of the Flat Defender

Notes:

CONCEPT: (FIELD: Dagger vs Zone, BOUNDARY: Man Beater Route)

(10) Trips RT

BEATLES DAGGER



X Split: ISE - Route: Shake - Adjust: Convert vs Press, Slide vs Cloud

H Split: Hash - Route: 5YD Hitch - Adjust: Slide out when you see the QB's eyes

S Split: STD - Route: Seam - Adjust: Skinny Up vs 2 Hi

Z Split: ISE - Route: 12YD Roll Cut Dig - Adjust:

A Route: 5YD Check C

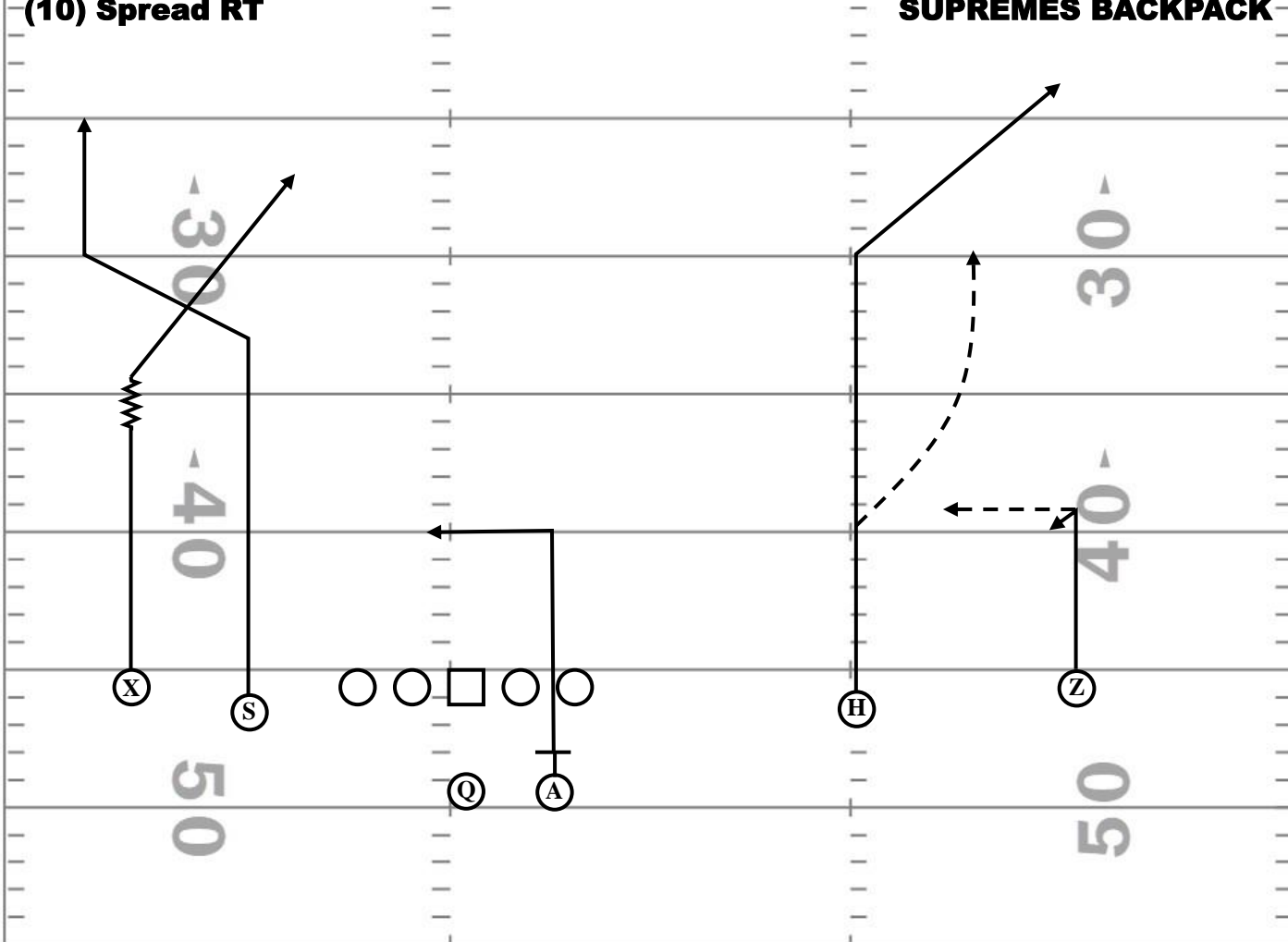
QB Drop:
Progression:
 Read the Safeties
 1 Hi: 1) Shake 2) Check C
 2 Hi: 1) Seam 2) Roll Dig 3) Hitch
 Work the 2/3 Read off of the Flat Defender

Notes:

CONCEPT: (FIELD: Big Box, BOUNDARY: Sing)

(10) Spread RT

SUPREMES BACKPACK



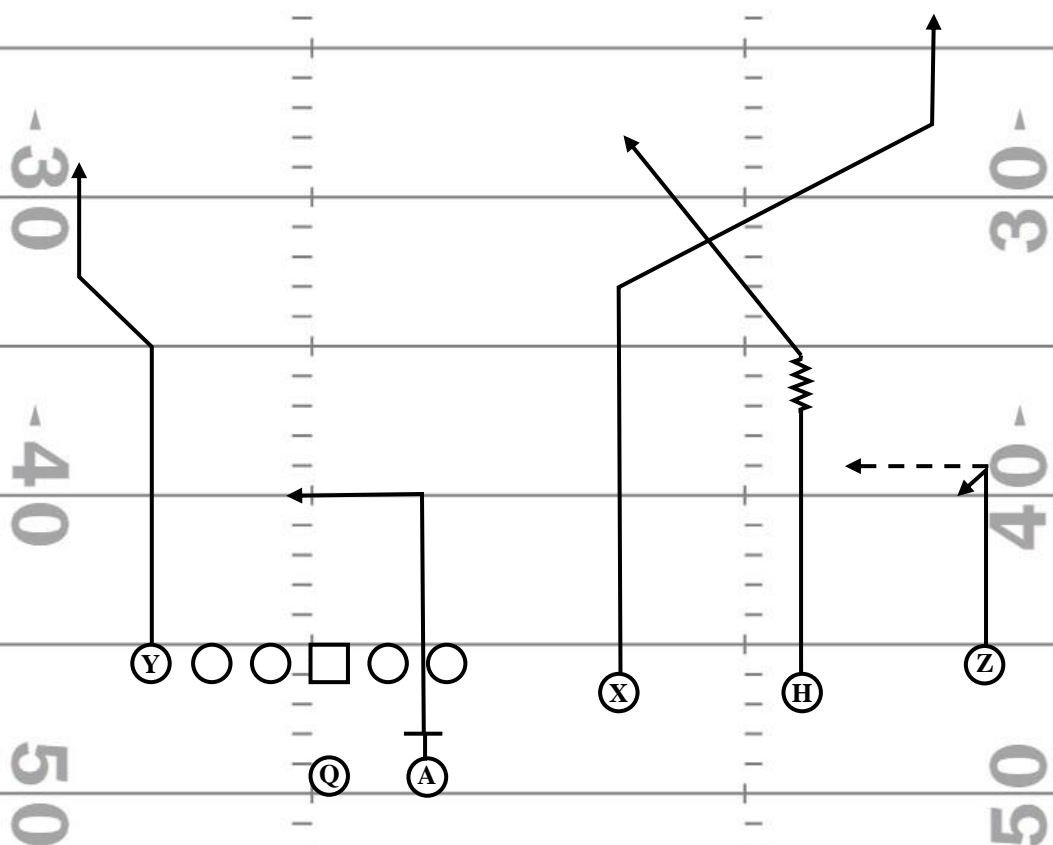
X	Split: OSE +2 - Route: Slow Post - Adjust: Stutter to let Sing go bye, then scrape paint
H	Split: HASH - Route: Big Box - Adjust: 1 Hi Inside Fade, 2 Hi No Depth Corner
S	Split: ISE -2 - Route: Sing - Adjust:
Z	Split: ISE - Route: Hitch - Adjust: Hitch vs Zone, Fin vs Man
A	Route: Check Burst
QB	<p>Drop:</p> <p>Progression: Read the Safeties 1 Hi: 1) Inside Fade 2) Hitch 2 Hi: 1) Slow Post 2) Sing 3) Burst</p>

Notes:

CONCEPT: (FIELD: Sing, BOUNDARY: Solo Sing)

(11) Trey RT

SUPREMES SING



X	Split: STD - Route: Sing - Adjust:
H	Split: OSE +2 - Route: Slow Post - Adjust: Stutter to let Sing go bye, then scrape paint
Y	Route: Sing - Adjust:
Z	Split: ISE - Route: Hitch - Adjust: Hitch vs Zone, Fin vs Man
A	Route: Check Burst
QB	<p>Drop:</p> <p>Progression: Read the Safeties 1 Hi: 1) Sing (Y) 2) Burst 2 Hi: 1) Slow Post 2) Sing 3) Hitch</p>

Notes: