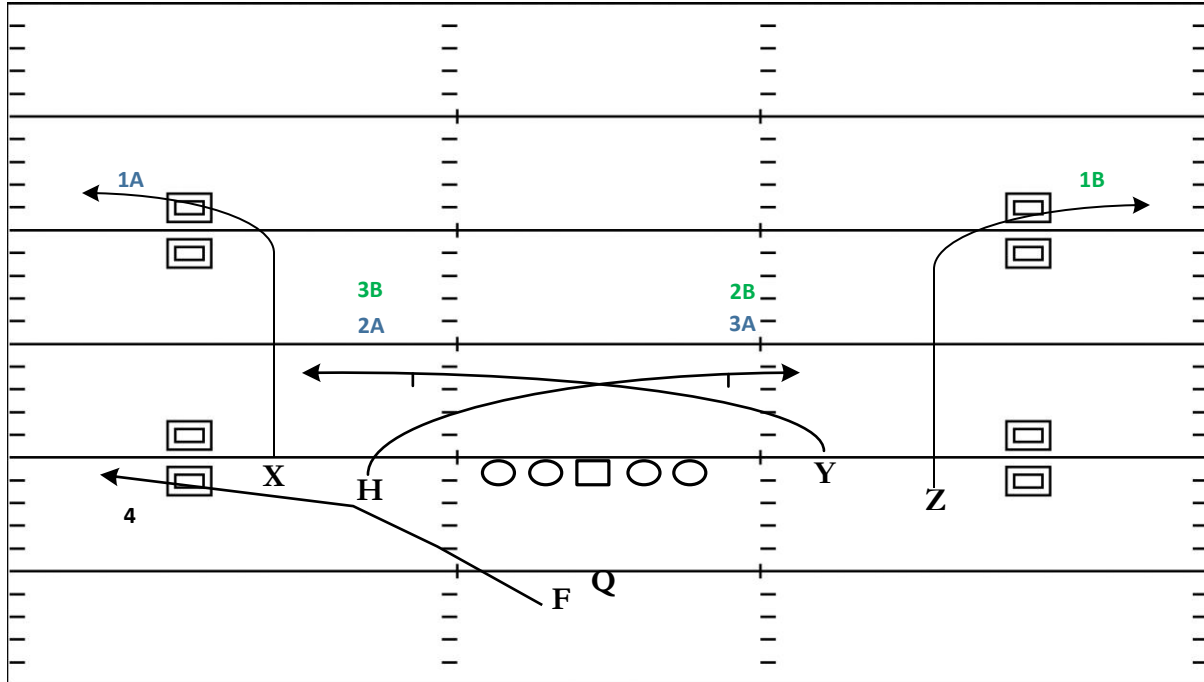


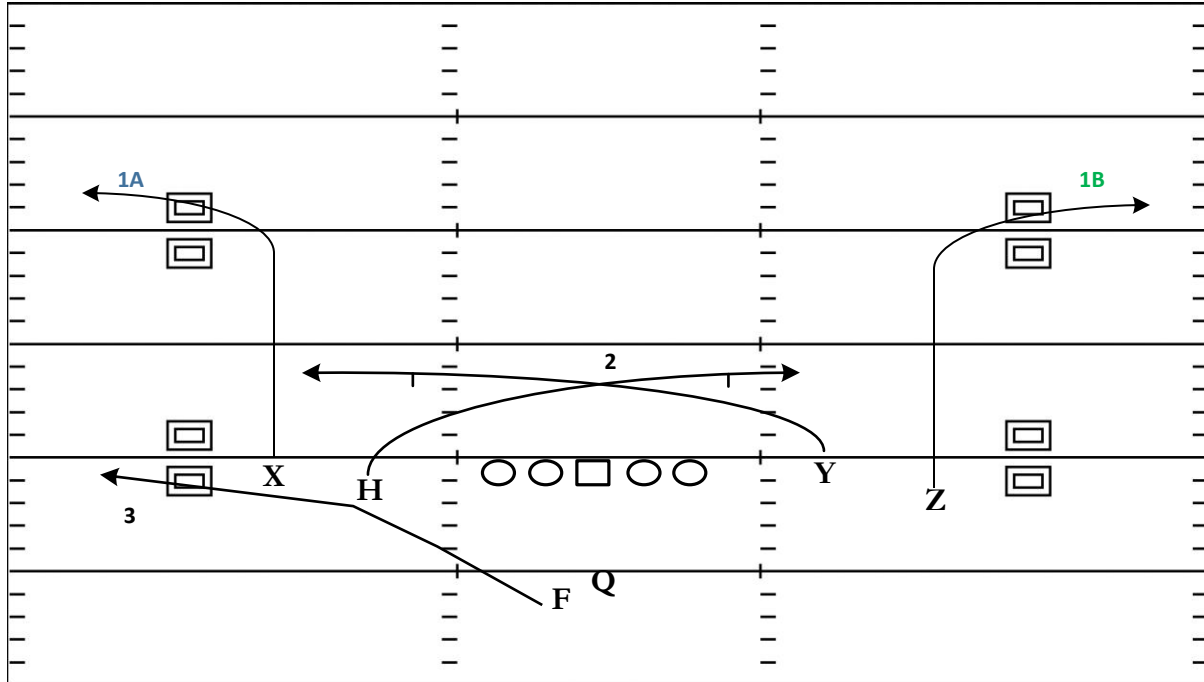
Reading the Mesh as 2



QB Read & Progression: Pre-Snap Decide which Deep Out you want to work based on leverage
 1. Deep Out 2. Near Mesh 3. Far Mesh 4. Flat
HOT = Mesh

X	Deep Out Break @ 10-12 Yards Also Possible (Corner Route or Corner Option Route)
H	Under Mesh Close the Distance of the Mesh After Mesh Occurs: Settle v. Zone / Run v. Man
Y	Over Mesh Set the Depth of the Mesh @ 4-5 Yards or toes of the Mike Linebacker After Mesh Occurs: Settle v. Zone / Run v. Man
Z	Deep Out Break @ 10-12 Yards Also Possible (Corner Route or Corner Option Route)
F	Flat Gradually Gain Ground to get to 3 Yards by the time you hit Sideline

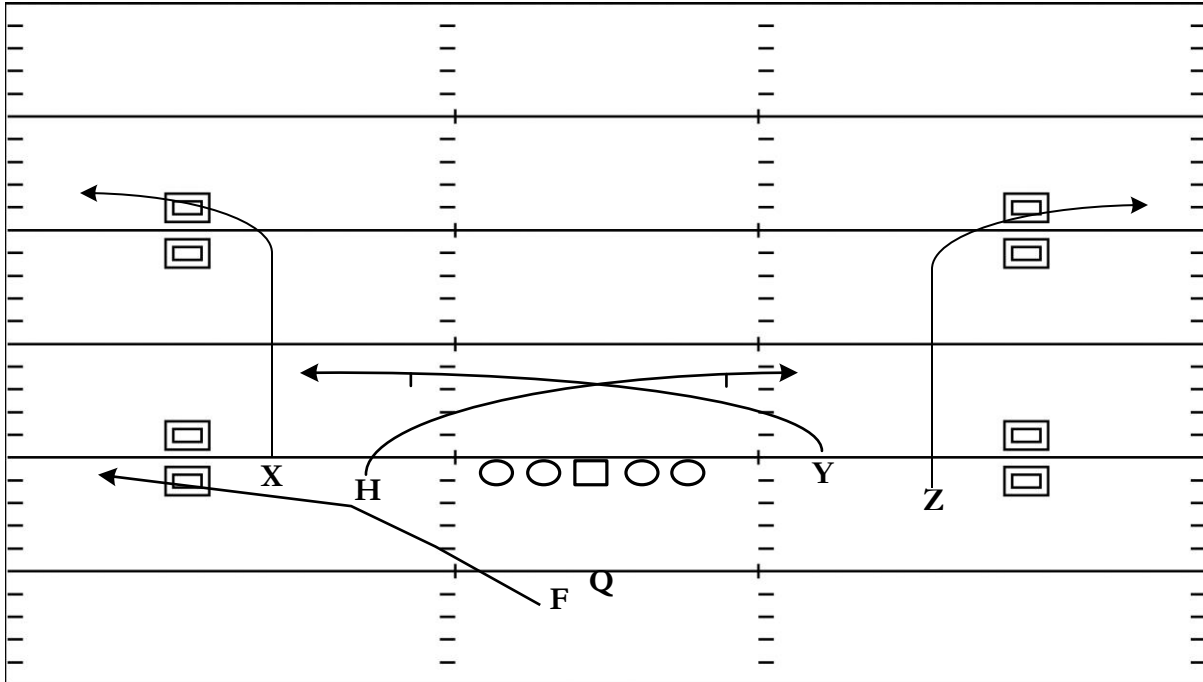
Reading the Mesh as 1



QB Read & Progression: Pre-Snap Decide which Deep Out you want to work based on leverage
 1. Deep Out 2. Mesh 3. Flat
HOT = Mesh

X	Deep Out Break @ 10-12 Yards Also Possible (Corner Route or Corner Option Route)
H	Under Mesh Close the Distance of the Mesh After Mesh Occurs: Settle v. Zone / Run v. Man
Y	Over Mesh Set the Depth of the Mesh @ 4-5 Yards or toes of the Mike Linebacker After Mesh Occurs: Settle v. Zone / Run v. Man
Z	Deep Out Break @ 10-12 Yards Also Possible (Corner Route or Corner Option Route)
F	Flat Gradually Gain Ground to get to 3 Yards by the time you hit Sideline

2x2 Mesh



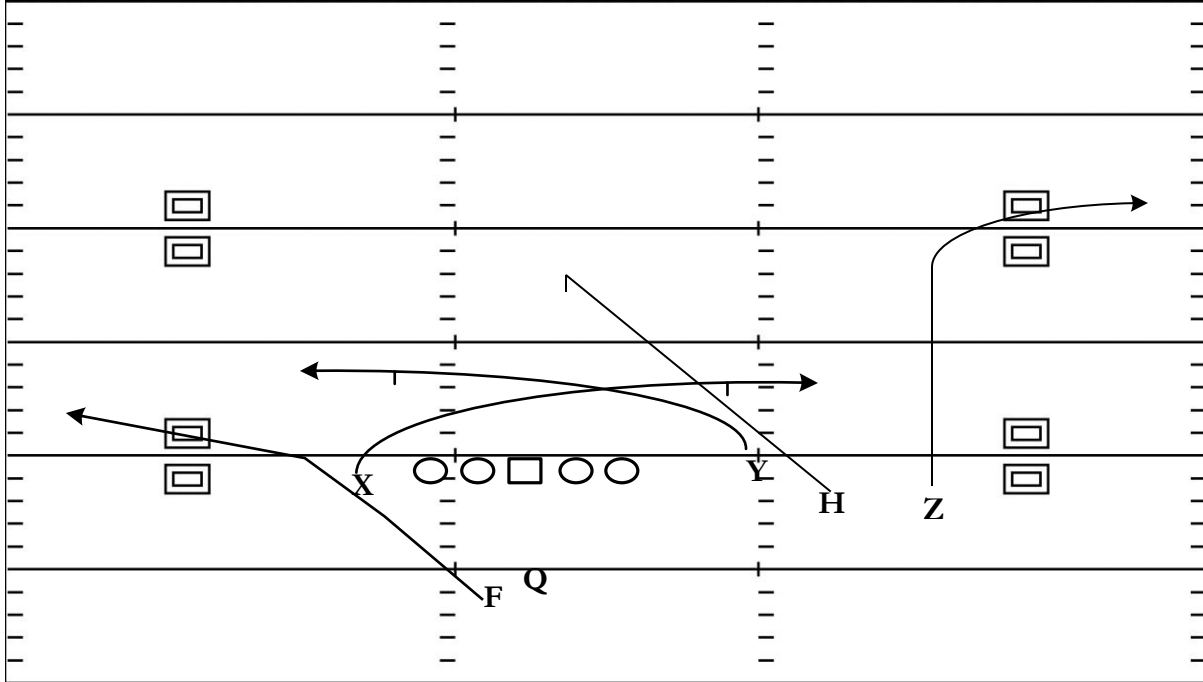
QB Read & Progression: Pre-Snap Decide which Deep Out you want to work based on leverage

1. Deep Out 2. Mesh 3. Flat

HOT = Mesh

X	Deep Out Break @ 10-12 Yards Also Possible (Corner Route or Corner Option Route)
H	Under Mesh Close the Distance of the Mesh After Mesh Occurs: Settle v. Zone / Run v. Man
Y	Over Mesh Set the Depth of the Mesh @ 4-5 Yards or toes of the Mike Linebacker After Mesh Occurs: Settle v. Zone / Run v. Man
Z	Deep Out Break @ 10-12 Yards Also Possible (Corner Route or Corner Option Route)
F	Flat Gradually Gain Ground to get to 3 Yards by the time you hit Sideline

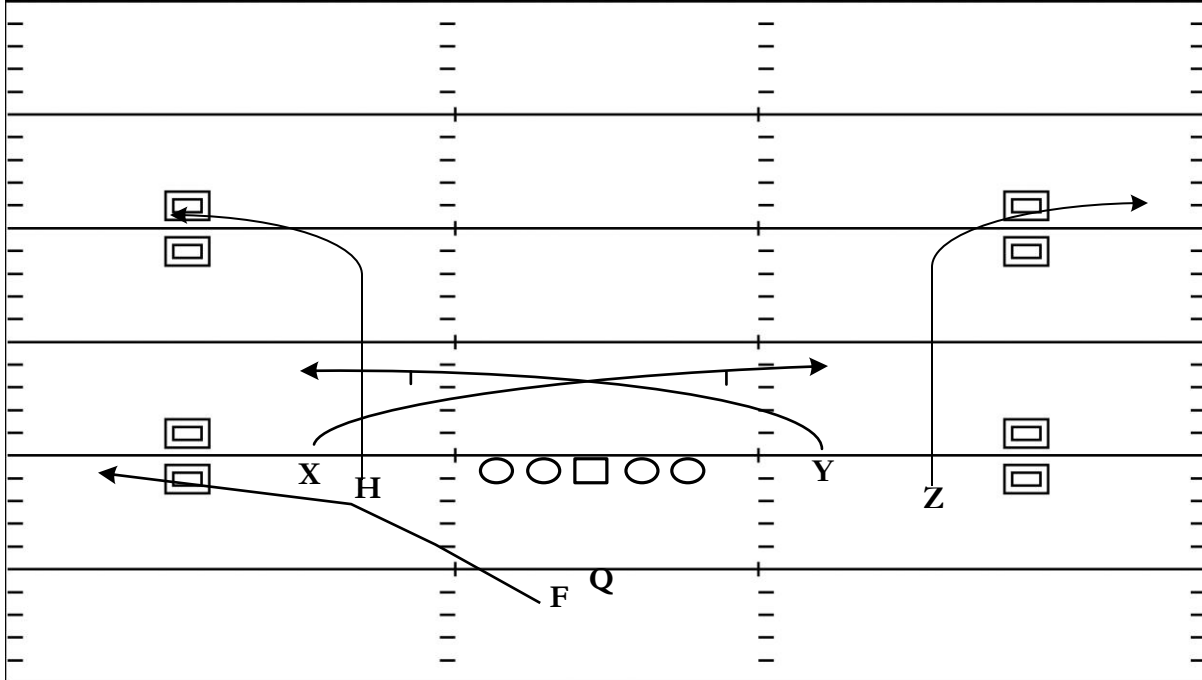
3x1 Mesh



QB Read & Progression: 1. Deep Out 2. Mesh 3. Spot/OTB 4. Flat (Cheat Code Flat v. Man Coverage) **HOT** = Mesh

X	<p>Under Mesh Close the Distance of the Mesh After Mesh Occurs: Settle v. Zone / Run v. Man</p>
H	<p>Spot / OTB Push hard to 8 Yards Settle back down Over the Center</p>
Y	<p>Over Mesh Set the Depth of the Mesh @ 4-5 Yards or toes of the Mike Linebacker After Mesh Occurs: Settle v. Zone / Run v. Man</p>
Z	<p>Deep Out Break @ 10-12 Yards Also Possible (Corner Route or Corner Option Route)</p>
F	<p>Flat Gradually Gain Ground to get to 3 Yards by the time you hit Sideline</p>

2x2 Mesh Switch



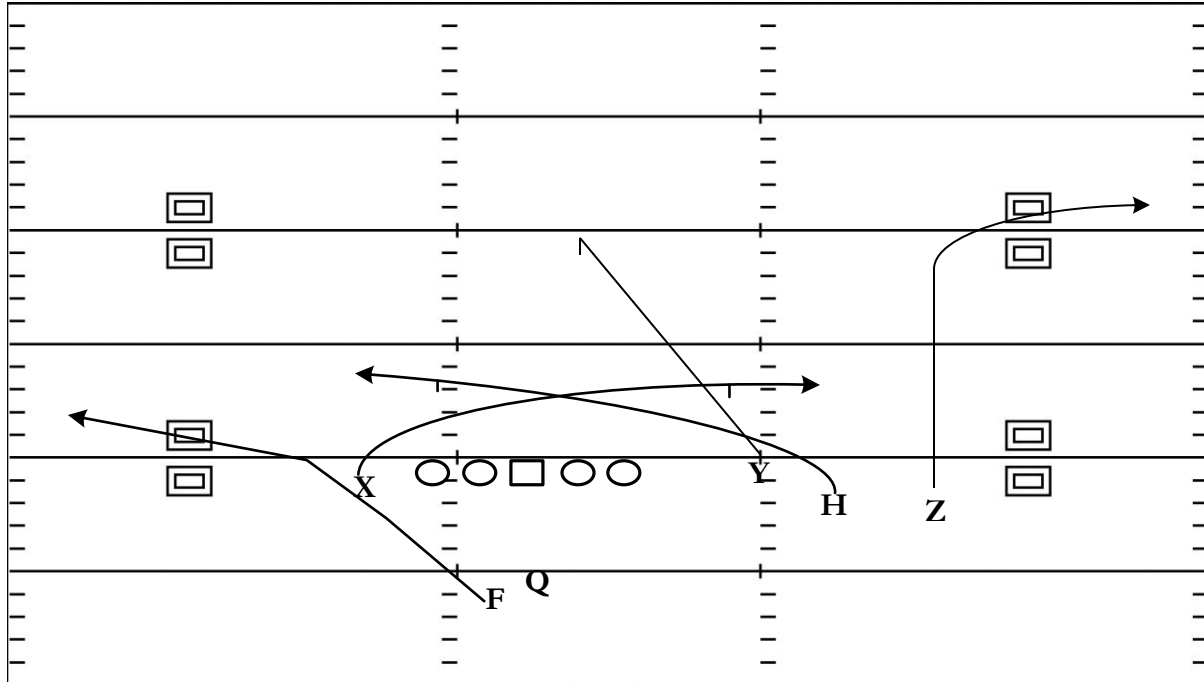
QB Read & Progression: Pre-Snap Decide which Deep Out you want to work based on leverage

1. Deep Out 2. Mesh 3. Flat

HOT = Mesh

X	<p>Under Mesh</p> <p>Close the Distance of the Mesh</p> <p>After Mesh Occurs: Settle v. Zone / Run v. Man</p>
H	<p>Deep Out</p> <p>Break @ 10-12 Yards</p> <p>Also Possible (Corner Route or Corner Option Route)</p>
Y	<p>Over Mesh</p> <p>Set the Depth of the Mesh @ 4-5 Yards or toes of the Mike Linebacker</p> <p>After Mesh Occurs: Settle v. Zone / Run v. Man</p>
Z	<p>Deep Out</p> <p>Break @ 10-12 Yards</p> <p>Also Possible (Corner Route or Corner Option Route)</p>
F	<p>Flat</p> <p>Gradually Gain Ground to get to 3 Yards by the time you hit Sideline</p>

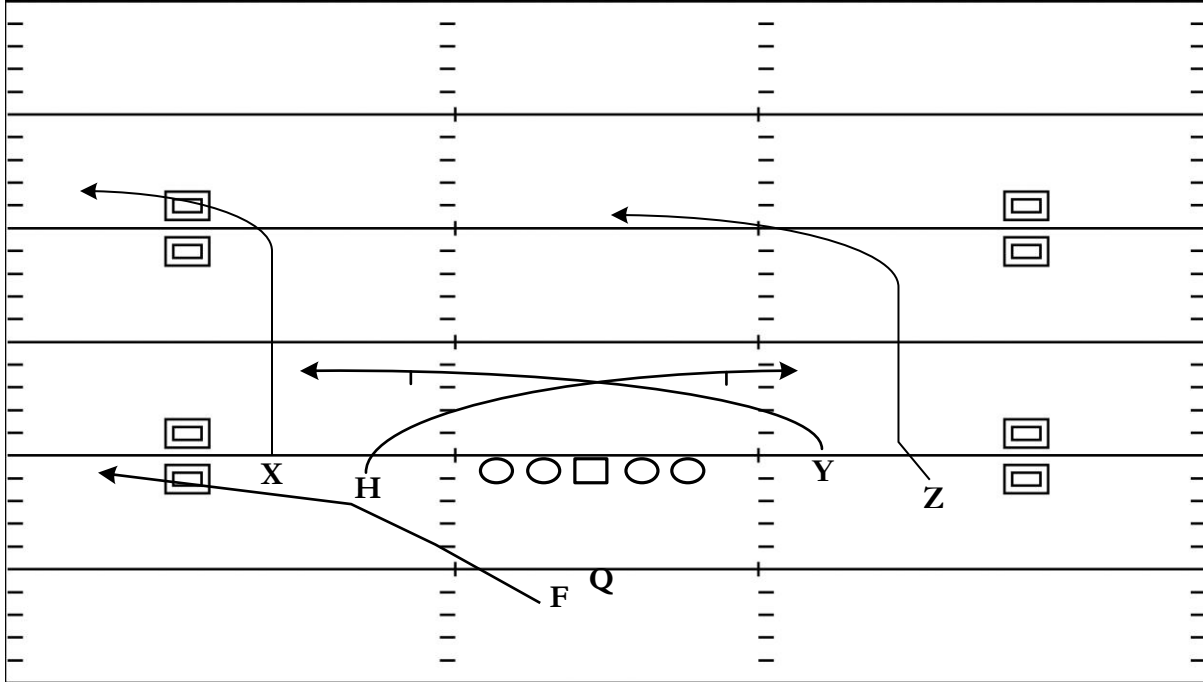
3x1 Mesh Swap



QB Read & Progression: 1. Deep Out 2. Mesh 3. Spot/OTB 4. Flat (Cheat Code Flat v. Man Coverage) **HOT** = Mesh

X	<p>Under Mesh Close the Distance of the Mesh After Mesh Occurs: Settle v. Zone / Run v. Man</p>
H	<p>Spot / OTB Push hard to 8 Yards Settle back down Over the Center</p>
Y	<p>Over Mesh Set the Depth of the Mesh @ 4-5 Yards or toes of the Mike Linebacker After Mesh Occurs: Settle v. Zone / Run v. Man</p>
Z	<p>Deep Out Break @ 10-12 Yards Also Possible (Corner Route or Corner Option Route)</p>
F	<p>Flat Gradually Gain Ground to get to 3 Yards by the time you hit Sideline</p>

2x2 Mesh Dig



QB Read & Progression: Pre-Snap Decide which Deep Out you want to work based on leverage

1. Deep Out 2. Mesh 3. Dig 4. Flat

HOT = Mesh

X	Deep Out Break @ 10-12 Yards Also Possible (Corner Route or Corner Option Route)
H	Under Mesh Close the Distance of the Mesh After Mesh Occurs: Settle v. Zone / Run v. Man
Y	Over Mesh Set the Depth of the Mesh @ 4-5 Yards or toes of the Mike Linebacker After Mesh Occurs: Settle v. Zone / Run v. Man
Z	Dig Inside Release to Break at 10-12 Yards
F	Flat Gradually Gain Ground to get to 3 Yards by the time you hit Sideline