

- CHEVRON: 3 MAN SNAG (STRONG)
- EXXON: 2 MAN SNAG (WEAK)
- SHELL: 3 MAN SNAG (STRONG)

BUILDING THE SNAG GAME

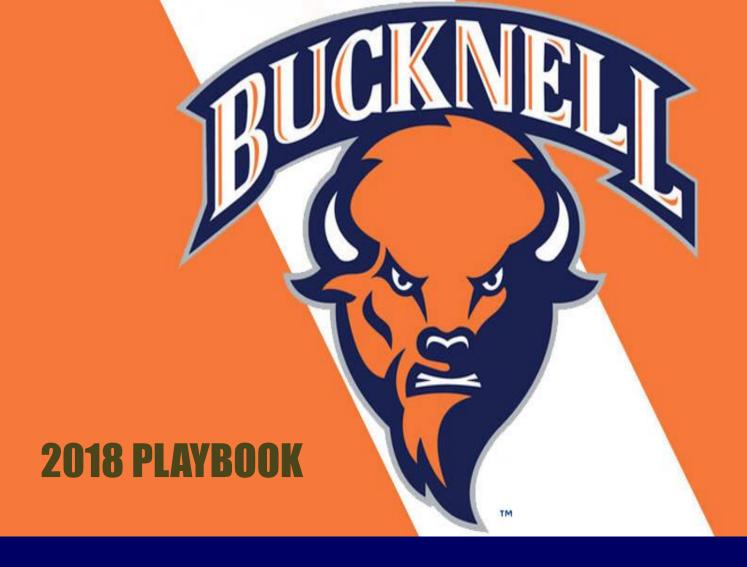
SNAG: WHEN CALLING THE SNAG GAME CONCEPTS ARE SET TO BE EITHER A STRONG SIDE (CHEVRON) OR WEAK SIDE (EXXON) SNAG READ. QB WILL ALWAYS START TO THE SIDE THE CONCEPT IS SET, AS THE IS ALSO THE HOT SIDE READ FOR THE QB. SNAGS CAN BE SET WITH AUTOMATIC BACKSIDE CONCEPT (QUICKER FOR TEMPO/AND IF NOT BIG SNAG TEAM) OR WITH ABILITY TO CALL BACK SIDE TAG (SECOND WORD AFTER INITIAL SNAG CONCEPT)

EXAMPLE

DUAL RT CHEVRON (CHEVRON IS SET STRONG SIDE AS CONCEPT, BACKSIDE (WEAK) KNOWS AUTOMATIC ROUTES)

TRIO RT EXXON SHELL (EXXON IS SET WEAK SIDE AS A CONCEPT, BACKSIDE (STRONG) IS TAGGED WITH SHELL CONCEPT)

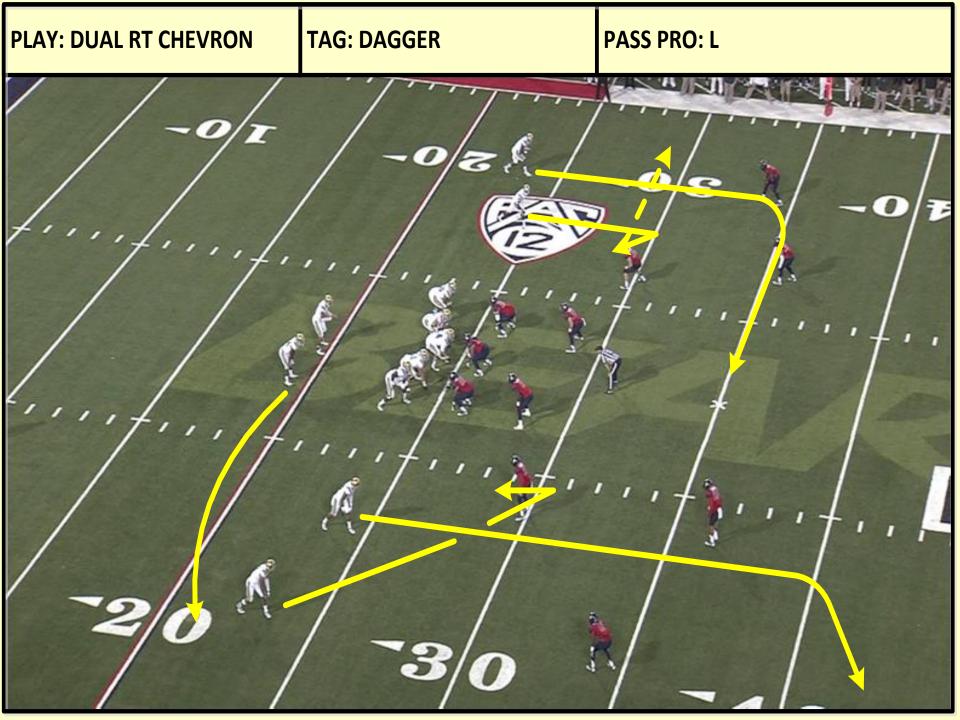
USUALLY PAIRED WITH R/L EMPTY 5 MAN PROTECTION. (QB EYES ALWAYS START HOT SIDE)

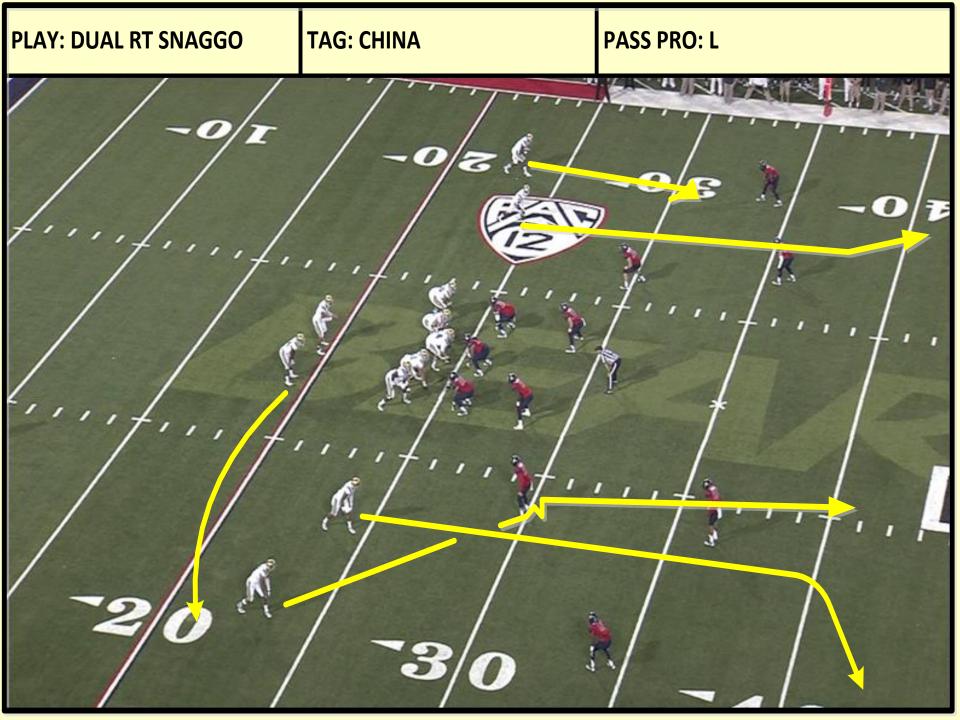


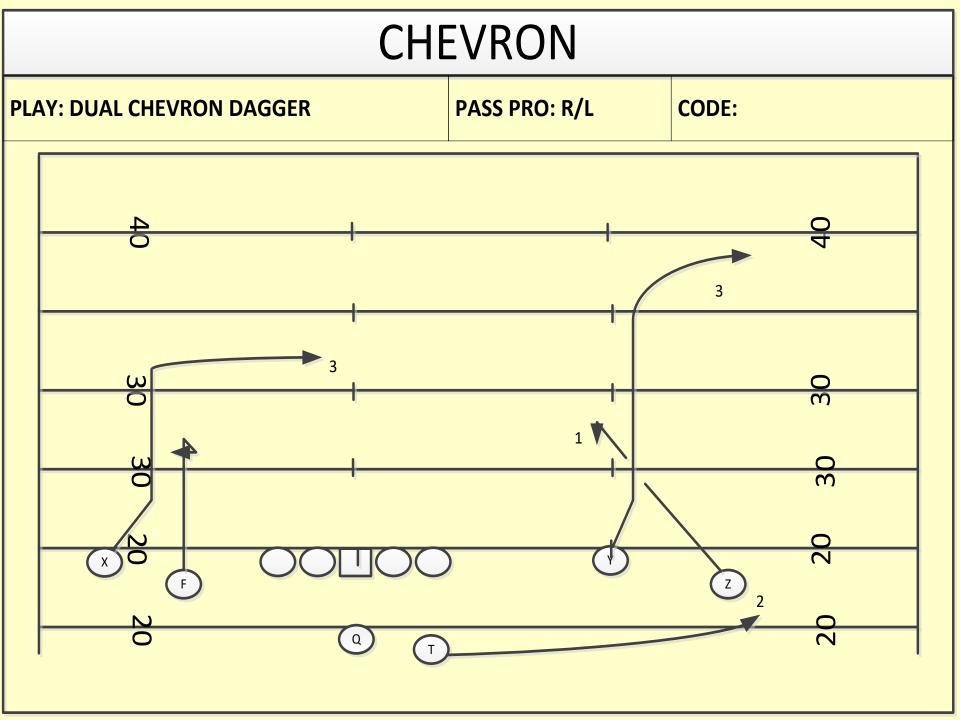
CHEVRON

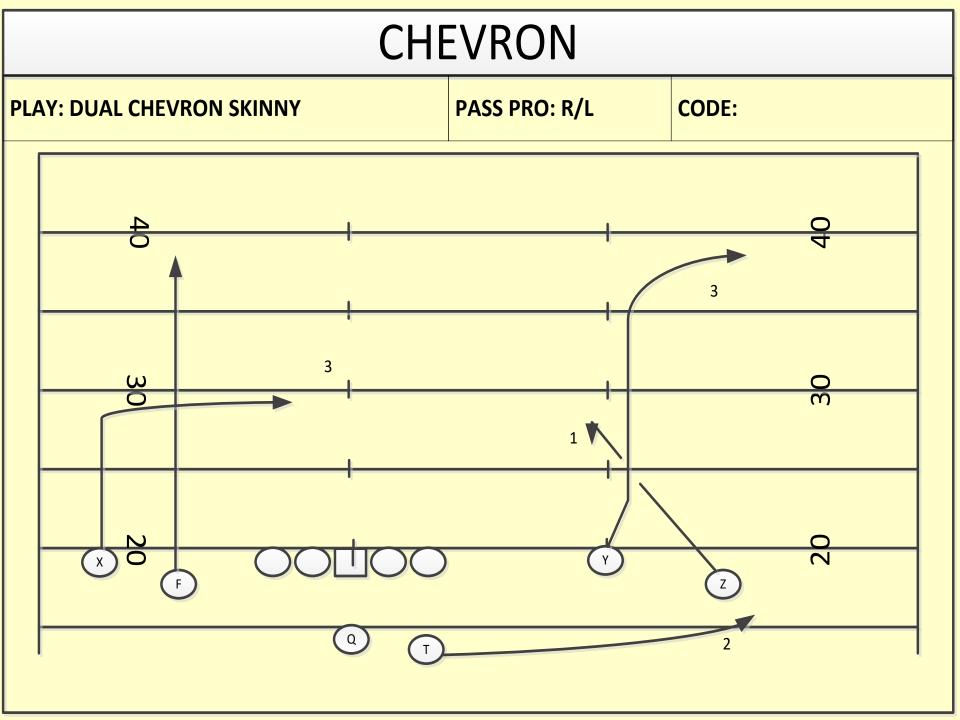
3 MAN SNAG

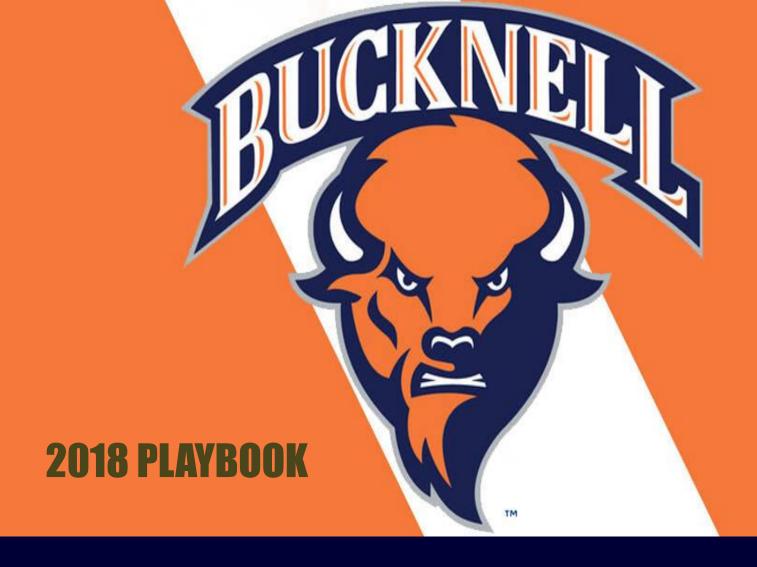
- PURE PROGRESSION CONCEPT
- BACKSIDE TAGS DAGGER / SKINNY / SHELL
- 1 BACK PROTECTION R / L
- 2 BACK PROTECTION RON / LOU







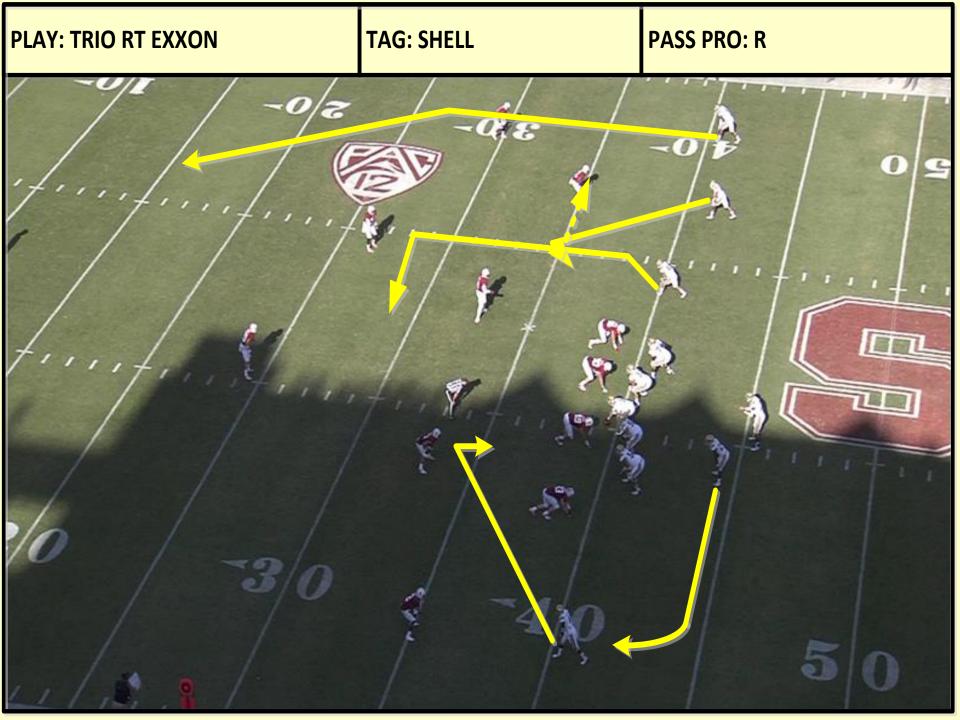


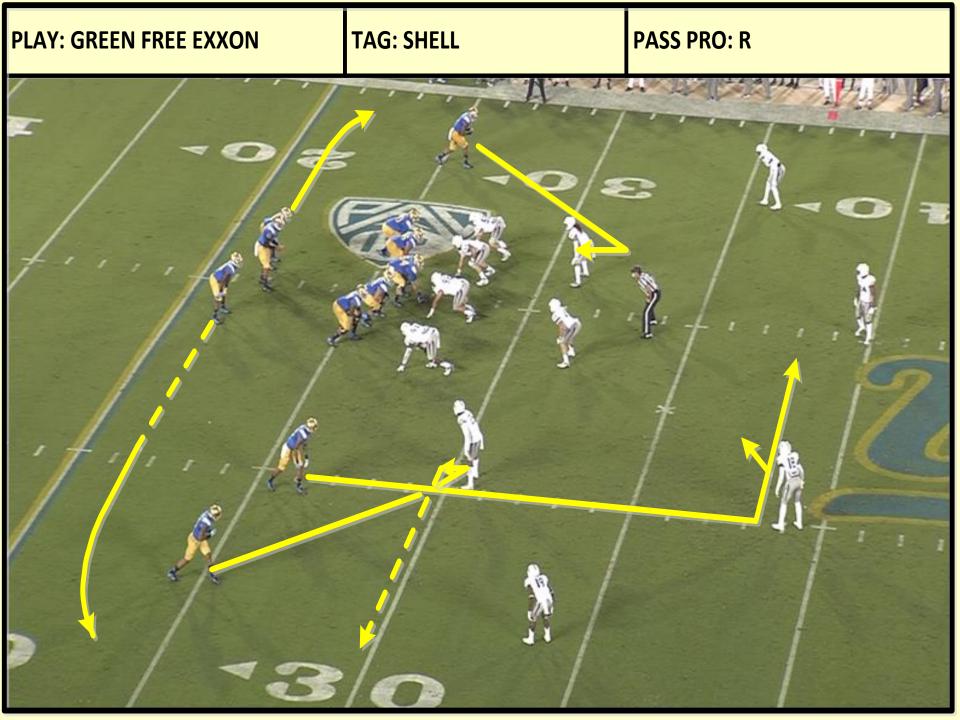


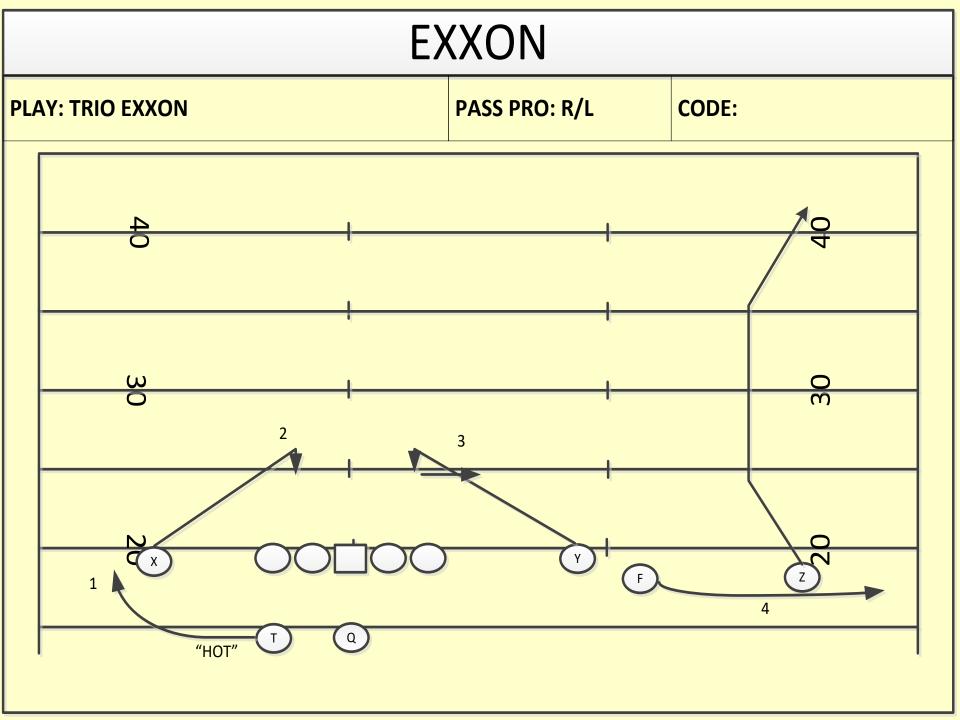
EXXON

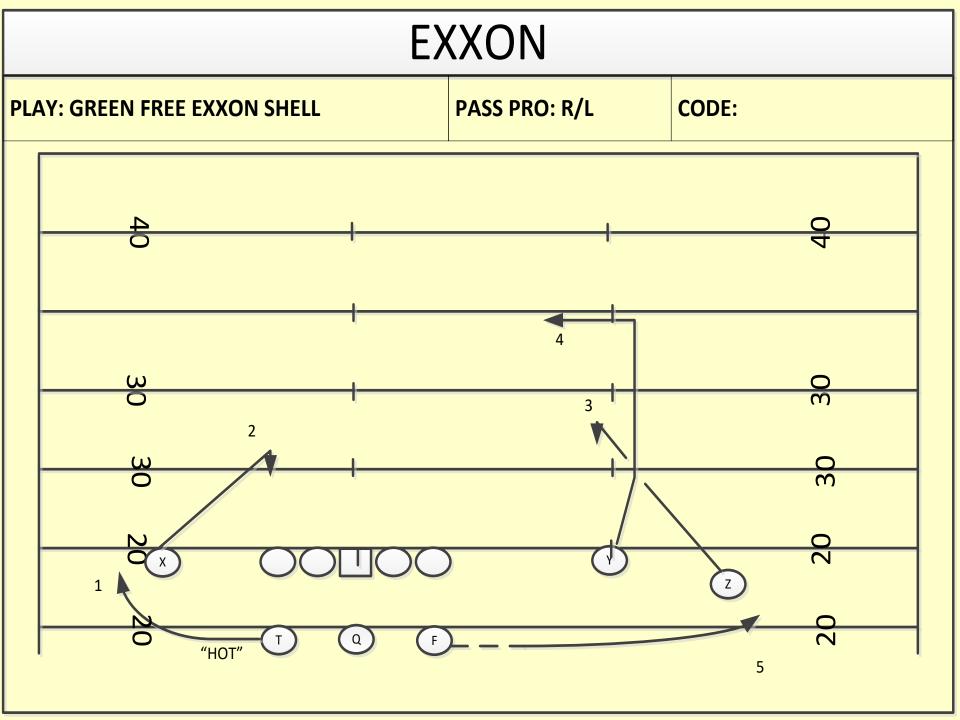
2 MAN SNAG

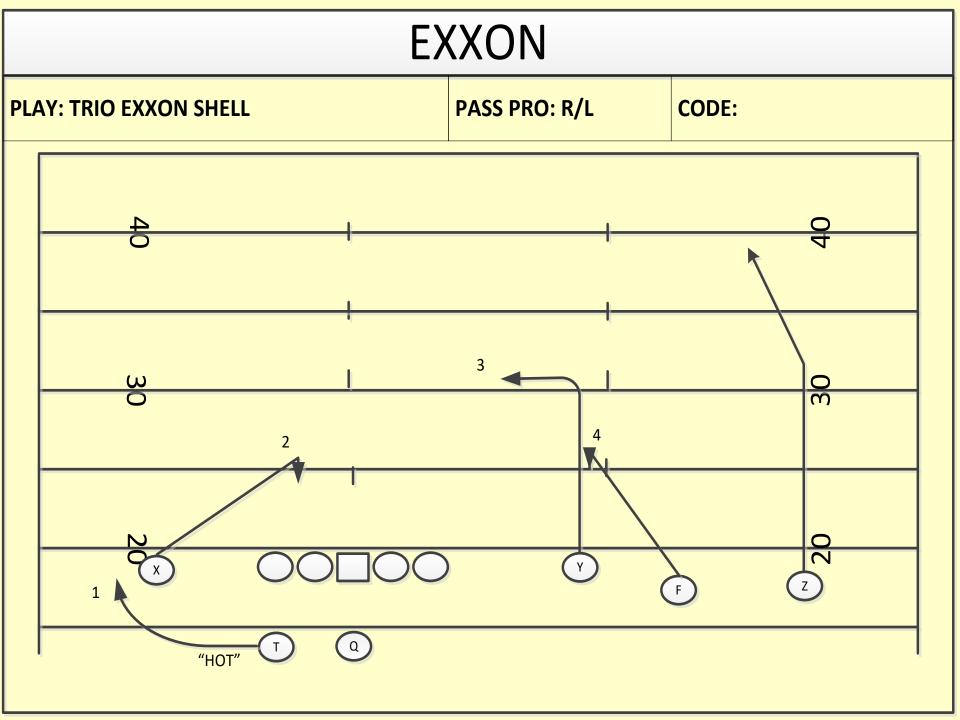
- PURE PROGRESSION CONCEPT
- BACKSIDE TAGS SHELL / DAGGER
- 1 BACK PROTECTION R / L
- 2 BACK PROTECTION RON / LOU

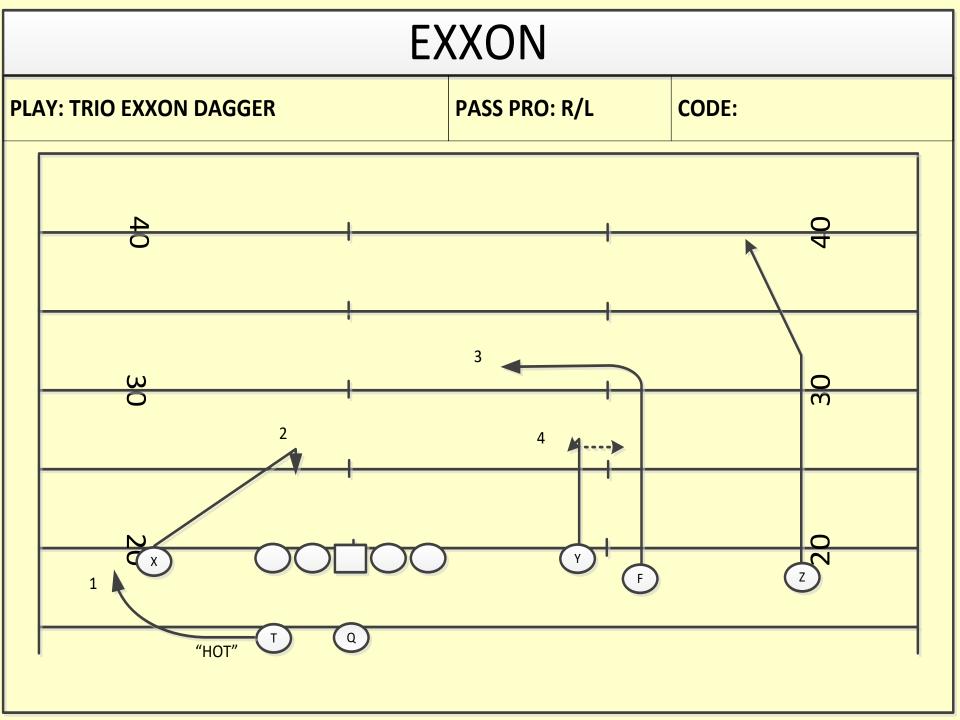


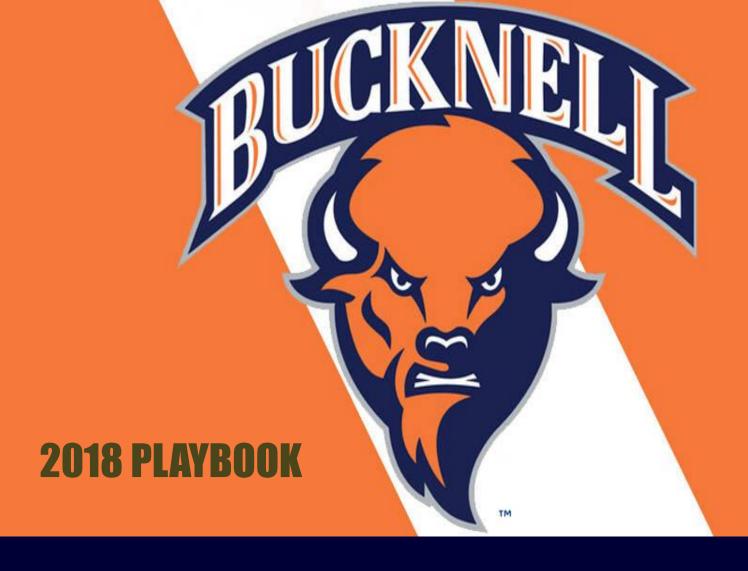












SHELL