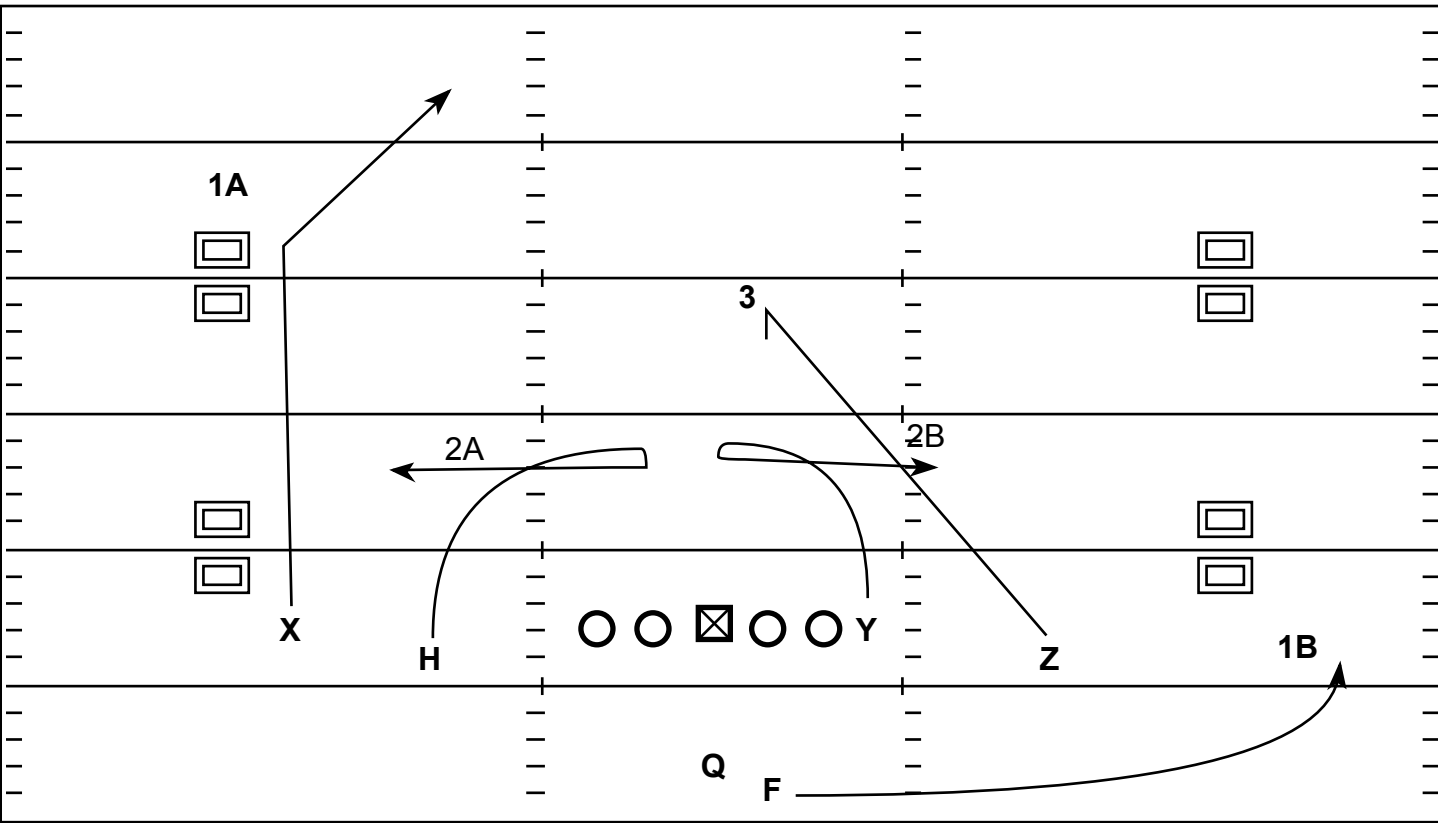


Mesh Pivot



Background: Complement off your Base Mesh letting your Over & Under pivot back out.

QB Progression: Pick either the Post or Swing to start - Near Pivot - Spot

X: Post

H: Pivot, Can still settle v. Zone

Y: Pivot, Can still Settle v. Zone

Z: Spot Route

F: Swing