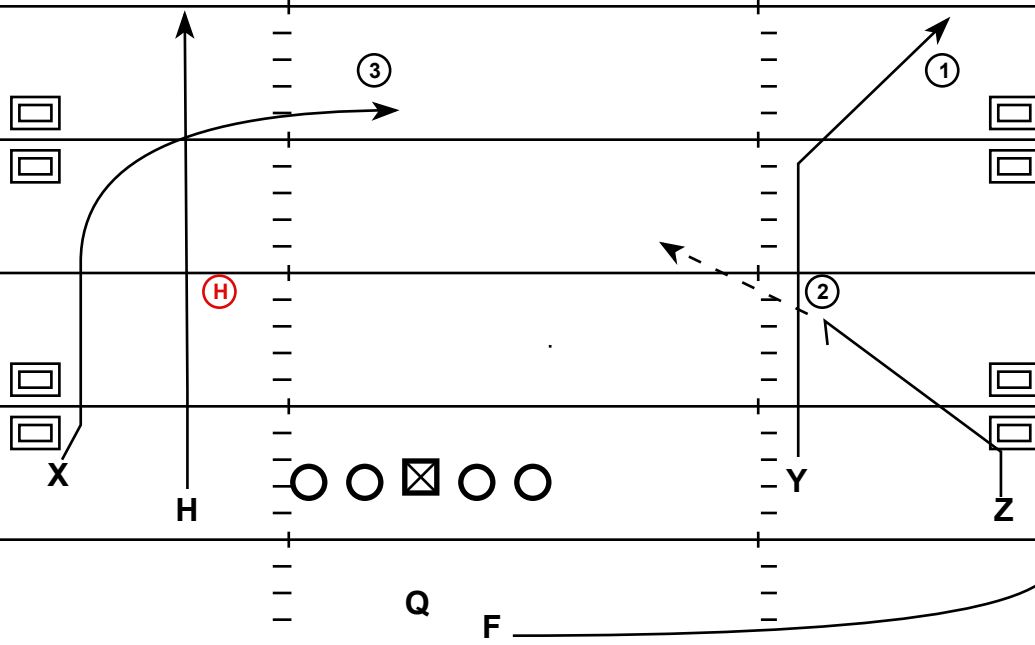


Y-Corner BS Dagger



QB: Hot Throw = Seam Alert
 Read Corner Route - Flat Defender (He Expands = Throw Snag, He Sits = Throw Swing) -
 Move to Dig

X: Dig (Break at 10-12 Yards)

H: Seam (Be Alert for Hot Throw)

Y: Corner Route, break at 10-12

Z: Snag Route, Settle v. Zone (Sit After You Pass 1st Defender) - Run
 Thru v. Man

F: Swing (Look after 3 Steps to Boundary - 5 Steps to Field)
 Can run as a Flat if Desired