

OVER ROUTES

Voice

Boundary Stick w/Field Over and Post-Curl

Triangle Read (Flat, Over, Flat)

Vox

Boundary Big Box w/Field Over and Post-Curl

Triangle Read (Flat, Over, Flat)

Voice Bubble

Boundary Go Bubble w/Field Over and Post-Curl

Triangle Read (Flat, Over, Flat)

Vacant

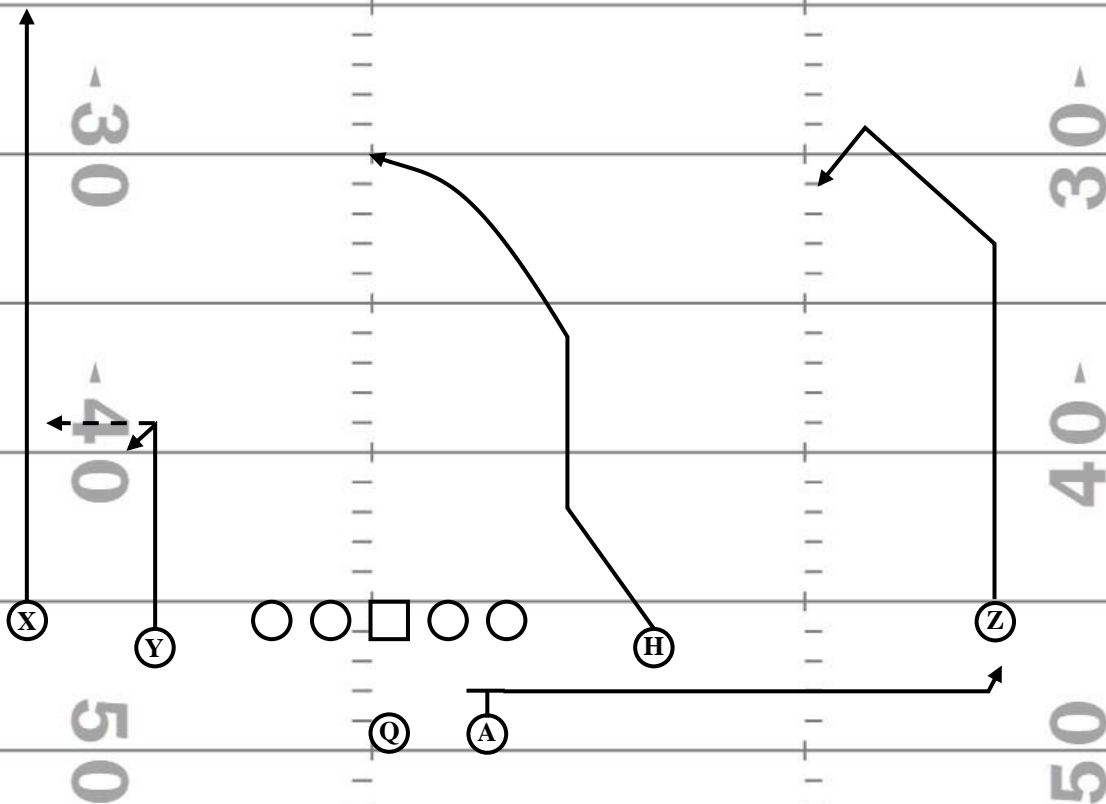
A 3X1 Variation that brings the Boundary Flat Route from the Field #3

Triangle Read (Flat, Over, Flat)

CONCEPT: (BOUNDARY: Go/Stick, FIELD: Over/Post-Curl)

(11) Spread RT

SUPREMES VOICE



X Split: OSE +3 - Route: Takeoff - Adjust:

H Split: OT+4 - Route: Over - Adjust: Under Sam over Mike, Hunt for Grass

S Split: STD - Route: Stick - Adjust: Settle in Zone, Run vs Man

Z Split: ISE -3 - Route: Post Curl - Adjust:

A Route: Check Swing

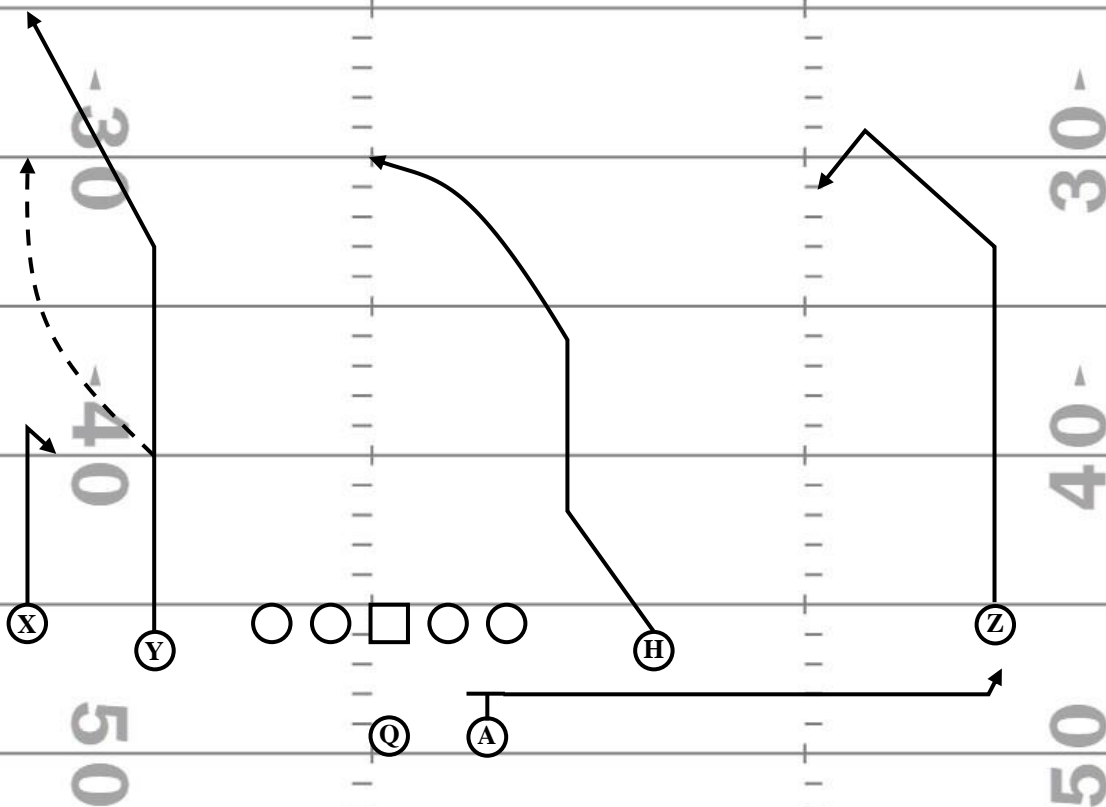
QB Drop:
Progression:
 Off Zone: 1) Stick 2) Over 3) Swing
 Alert Takeoff vs Press Boundary CB

Notes:

CONCEPT: (BOUNDARY: Big Box, FIELD: Over/Post-Curl)

(11) Spread RT

Supremes Vox



X Split: OSE+3 - Route: Hitch - Adjust:

H Split: OT+4 - Route: Over - Adjust: Under Sam over Mike, Hunt for Grass

Y Split: STD - Route: Big Box - Adjust: Inside Fade vs 1 Hi, No Depth Corner vs 2 Hi

Z Split: ISE -3 - Route: Post Curl - Adjust:

A Route: Check Swing

QB

Drop:

Progression:

Off Zone: 1) Hitch 2) Over 3) Swing
Alert Inside Fade vs 1 Hi

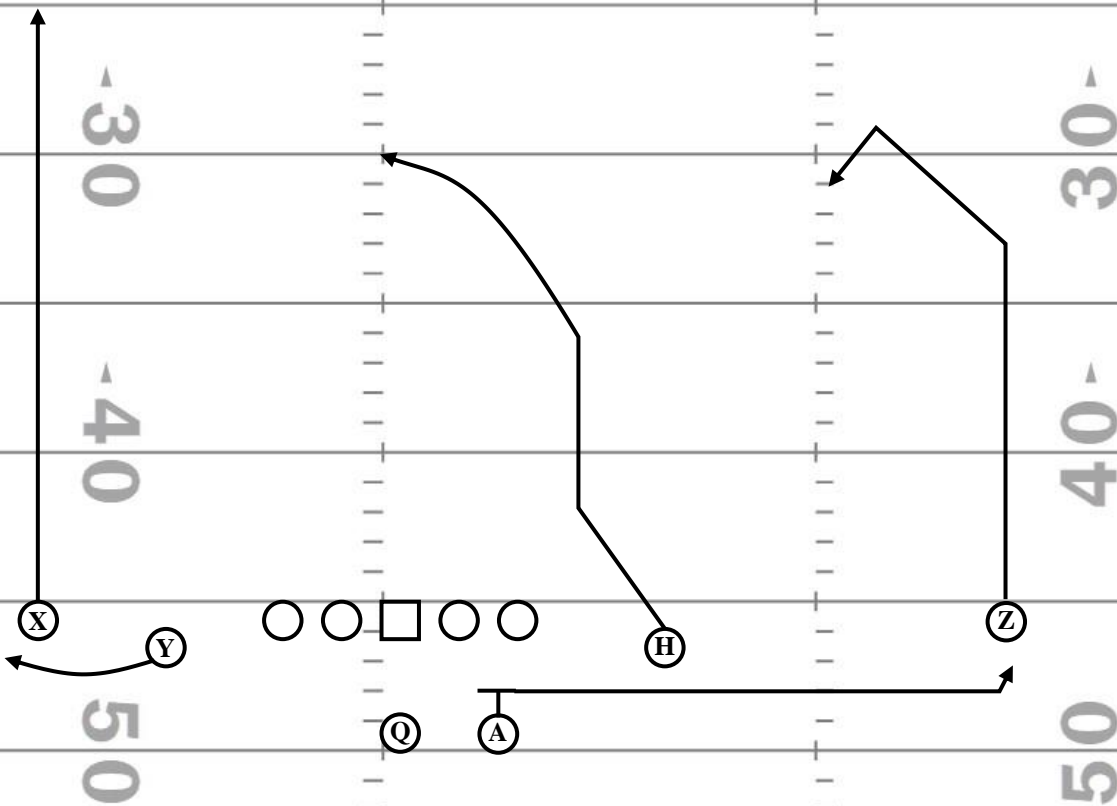
Can also Object Read the CB as First Read

Notes:

CONCEPT: (BOUNDARY: Go/Bubble, FIELD: Over/Post-Curl)

(11) Spread RT

SUPREMES VOICE BUBBLE



X Split: OSE +3 - Route: Takeoff - Adjust:

H Split: OT+4 - Route: Over - Adjust: Under Sam over Mike, Hunt for Grass

Y Split: STD - Route: Bubble - Adjust:

Z Split: ISE -3 - Route: Post Curl - Adjust:

A Route: Check Swing

QB Drop:
Progression:
 Off Zone: 1) Bubble 2) Over 3) Swing
 Alert Takeoff vs Press Boundary CB
 Can Object Read the CB

Notes:

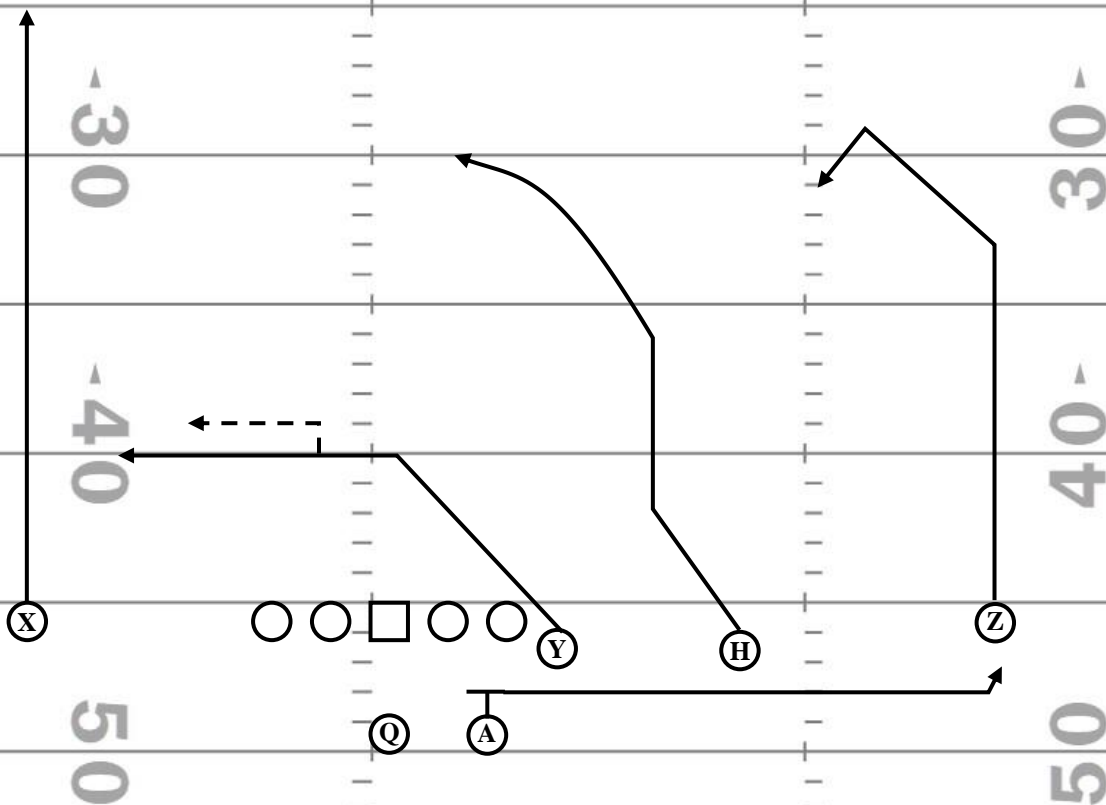
FAMILY: LB READ

PLAY: VACANT

CONCEPT: (FIELD: Take Off, BOUNDARY: Over/Post-Curl, #3: Under)

(11) Trio RT

Supreme Vacant



X Split: OSE +3 - Route: Takeoff - Adjust:

H Split: HASH -2 - Route: Over - Adjust: Under Sam over Mike, Hunt for Grass

Y Route: Under - Adjust: Stair Step vs Man

Z Split: ISE -3 - Route: Post Curl - Adjust:

A Route: Check Swing

QB Drop:
Progression:
Off Zone: 1) Under 2) Over 3) Swing
Alert Takeoff vs Press Boundary CB

Notes: