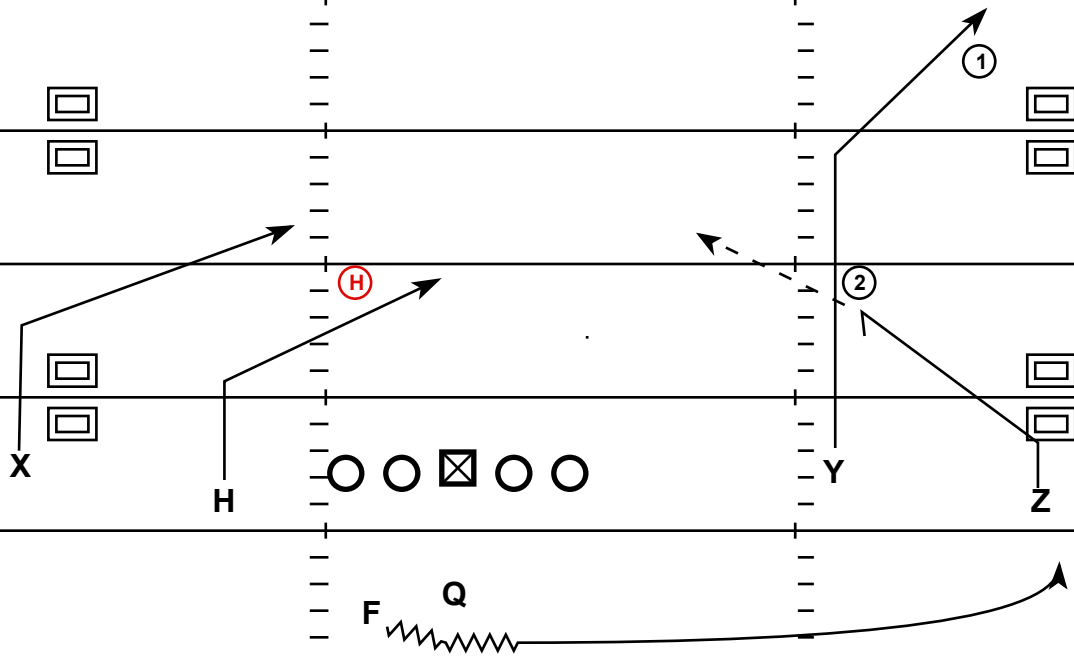


# Y-Corner w/ Orbit Motion



QB: Hot Throw = Backside Slants

Read Corner Route - Flat Defender (He Expands = Throw Snag, He Sits = Throw Swing) If coverage allows for space & leverage QB can just work the DBL Slant Concept

X: Slant

H: Slant

Y: Corner Route, break at 10-12

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

F: Orbit Motion into Swing (Look after 3 Steps to Boundary - 5 Steps to Field)