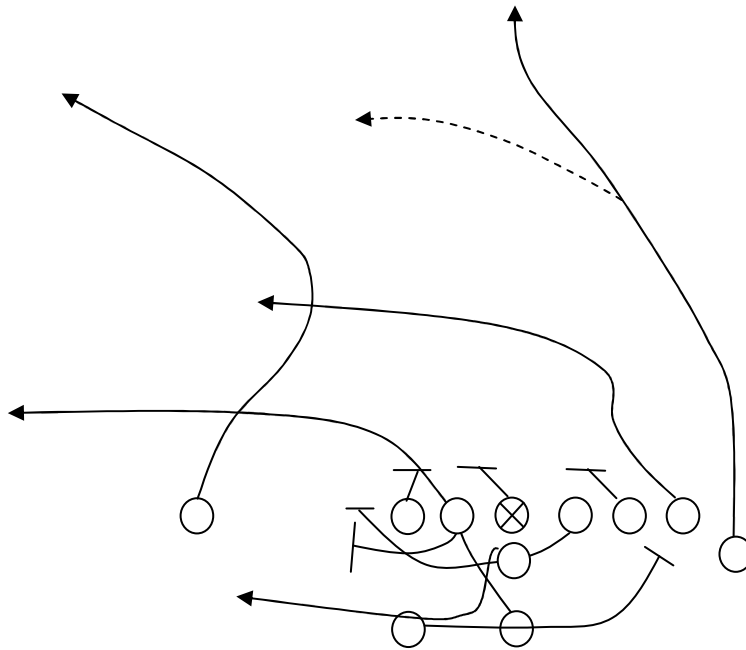


Waggle



PST: Gap – Down – Backer

QB: Fake sweep, roll opposite

PSG: Pull, kick out/log EMOL

FB: Fake trap; run out pattern; if Blitz fill hole.

C: Reach

RH: Run Post vs Cov2, vs Cov3 Dig

BSG: Pull, seal area behind kick out block

LH: Fake sweep

BST: Reach

SE: Post Corner Route

TE: Fake down block; Drag