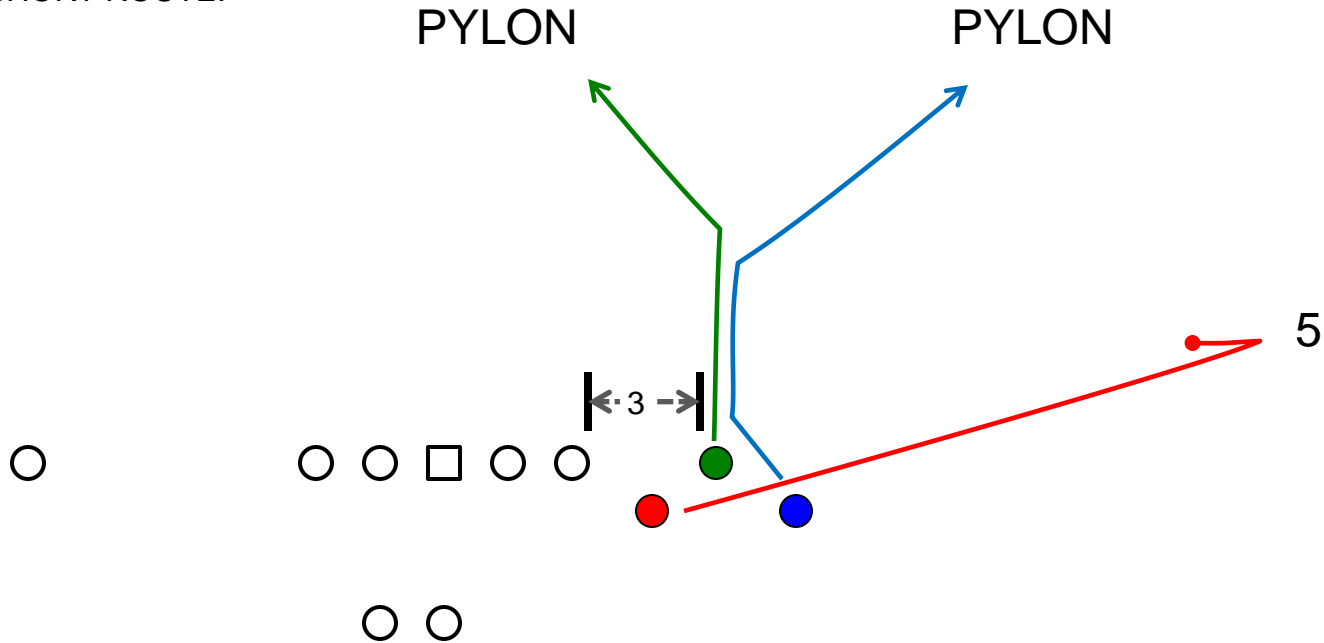


# SQUEEZE BUNCH SMASH

## ORDER of RELEASE

1) **GREEN** then 2) **BLUE** then 3) **RED**

IF GREEN gets PRESSED at LINE then switch ROUTES with SHORT ROUTE.



**RIGHT WR**

CORNER: 2 STEPS IN THEN BURST INTO CORNER ROUTE

**UP WR**

POST

**LEFT WR**

BOW: RUN ARROW TO DEPTH OF 5 THEN STOP.

#1 WR (boundary side)

OPTION: SLANT, HITCH, COMEBACK, FADE

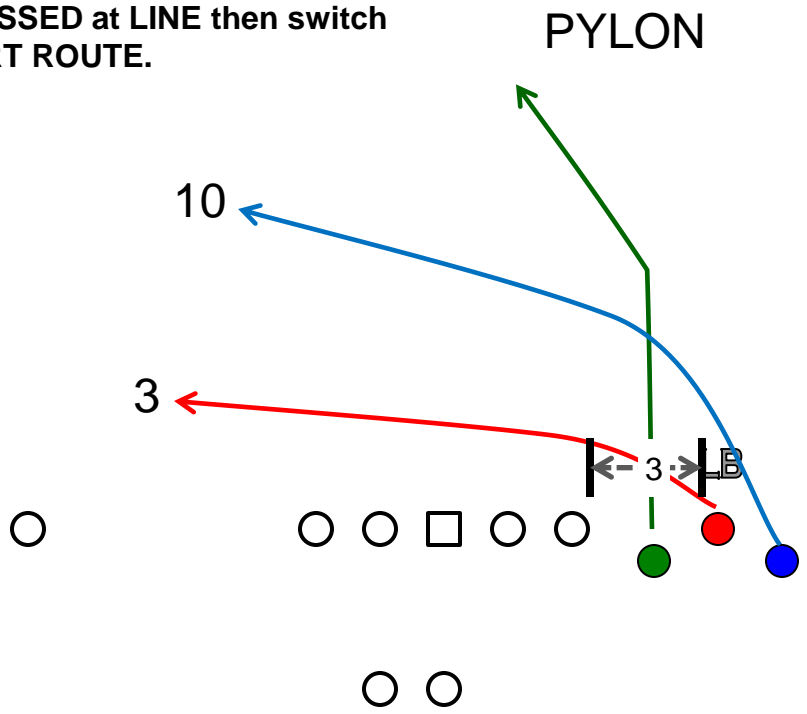
QB:

# SQUEEZE BUNCH OVER

## ORDER of RELEASE

1) **GREEN** then 2) **RED** then 3) **BLUE**

IF **GREEN** gets **PRESSED** at **LINE** then switch **ROUTES** with **SHORT ROUTE**.



- RIGHT WR**
- LEFT WR**
- UP WR**

DRAG: GAIN DEPTH TO 10-12 YARDS  
 POST  
 SHALLOW: GET TO OTHER SIDE OF BOX **NOW**  
 OPTION: COMEBACK, FADE ONLY

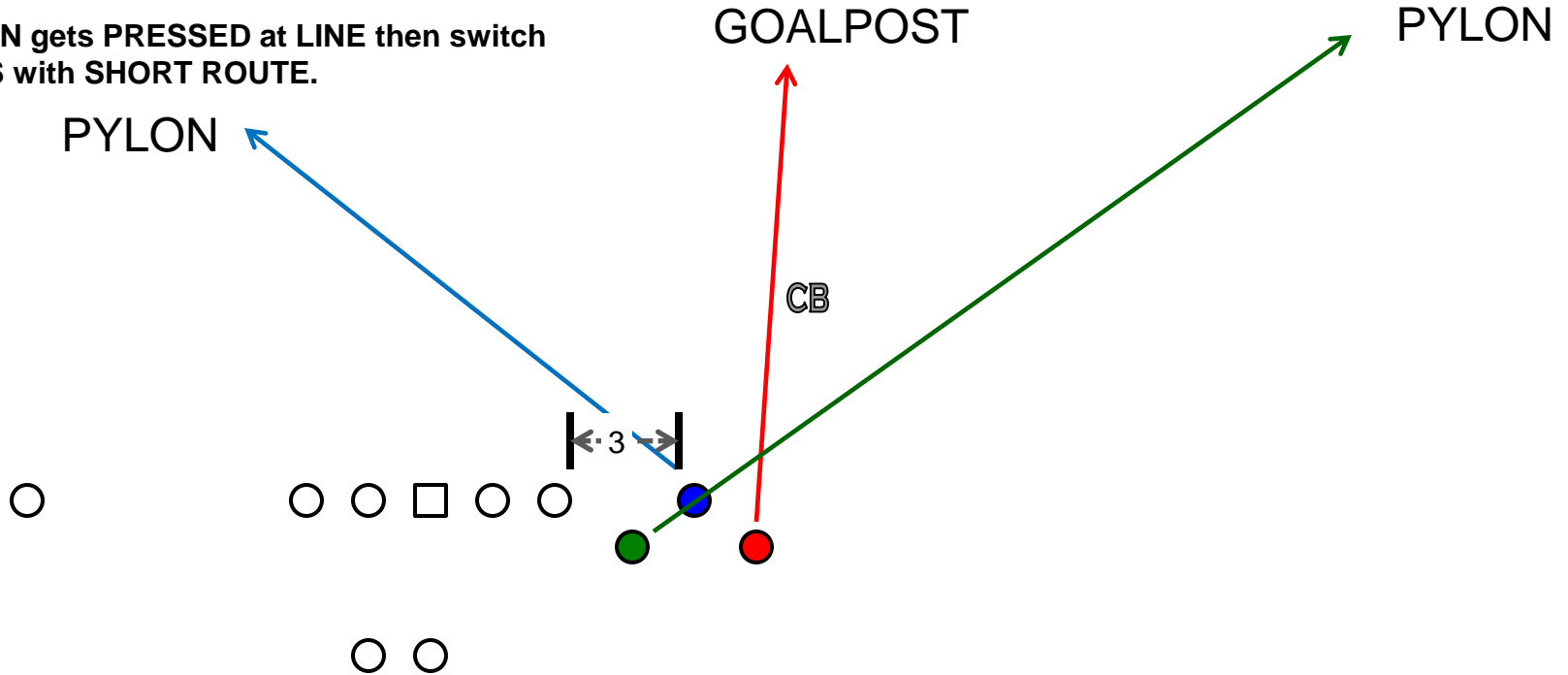
#1 WR (boundary side)  
 QB:

# SQUEEZE BUNCH VERTICAL

## ORDER of RELEASE

1) BLUE then 2) RED then 3) GREEN

IF GREEN gets PRESSED at LINE then switch ROUTES with SHORT ROUTE.



**UP WR**

LANDMARK FADE: PAUSE FOR UP AND RT ROUTE THEN BURST TO LT PYLON

**RIGHT WR**

SEAM: AIM AT GOALPOST

**LEFT WR**

LANDMARK FADE: PAUSE FOR UP AND RT ROUTE THEN BURST TO RT PYLON

#1 WR (boundary side)

OPTION: SLANT, HITCH, COMEBACK, ONLY

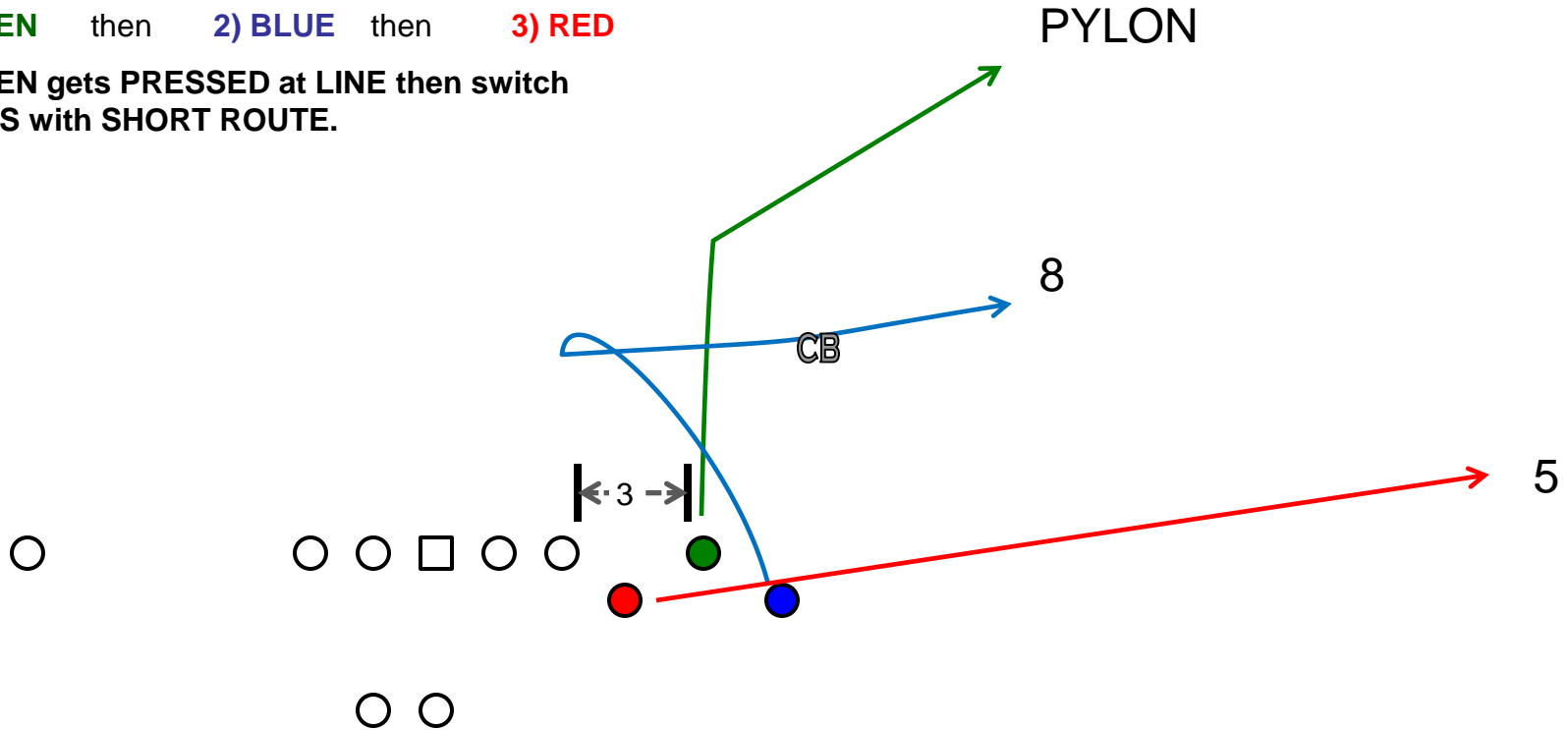
QB:

# SQUEEZE BUNCH WHIP

## ORDER of RELEASE

1) GREEN then 2) BLUE then 3) RED

IF GREEN gets PRESSED at LINE then switch ROUTES with SHORT ROUTE.



RIGHT WR

WHIP: RUN TOWARDS ILB THEN PLANT AND BURST TO SIDELINE

UP WR

CORNER

LEFT WR

ARROW: GAIN DEPTH TO 5 YARDS LOOK FOR BALL QUICK

#1 WR (boundary side)

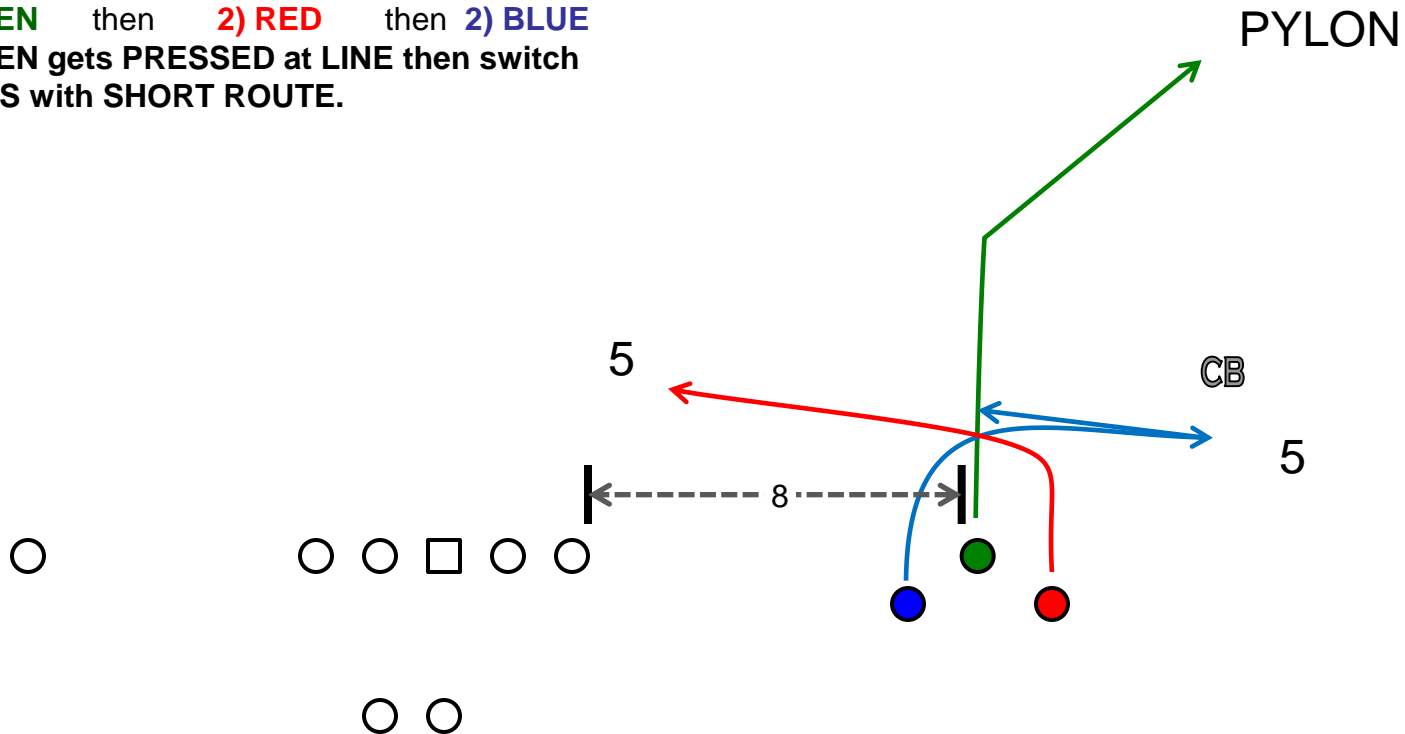
OPTION: COMEBACK, FADE ONLY

QB:

# BUNCH FOLLOW

## ORDER of RELEASE

1) **GREEN** then 2) **RED** then 3) **BLUE**  
 IF GREEN gets **PRESSED** at **LINE** then switch  
 ROUTES with **SHORT ROUTE**.



**LEFT WR**

LASSO: RUN TOWARDS CB THEN PLANT AND BURST TO INSIDE OR SIT IN GRASS

**UP WR**

CORNER

**RIGHT WR**

SHALLOW: GAIN DEPTH TO 5 YARDS LOOK FOR BALL QUICK

#1 WR (boundary side)

OPTION: COMEBACK, FADE ONLY

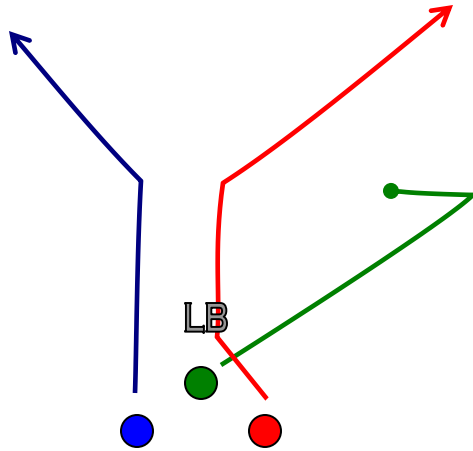
QB:

# BUNCH

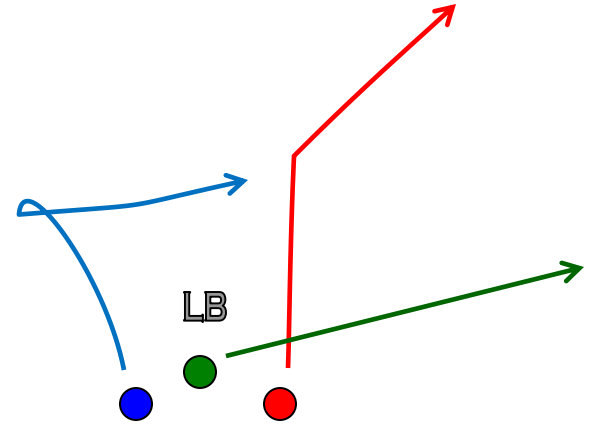
ORDER of RELEASE

1) GREEN then 2) RED then 3) BLUE

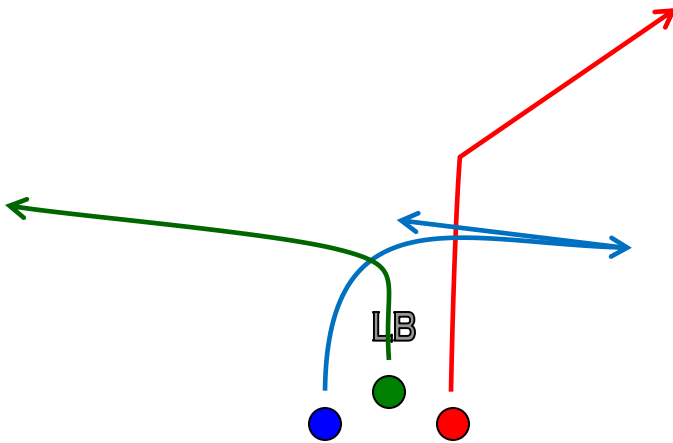
IF GREEN gets PRESSED at LINE then switch ROUTES with SHORT ROUTE.



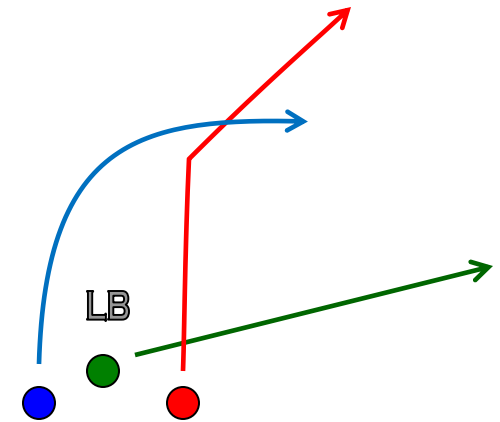
SMASH



WHIP



FOLLOW



FLOOD