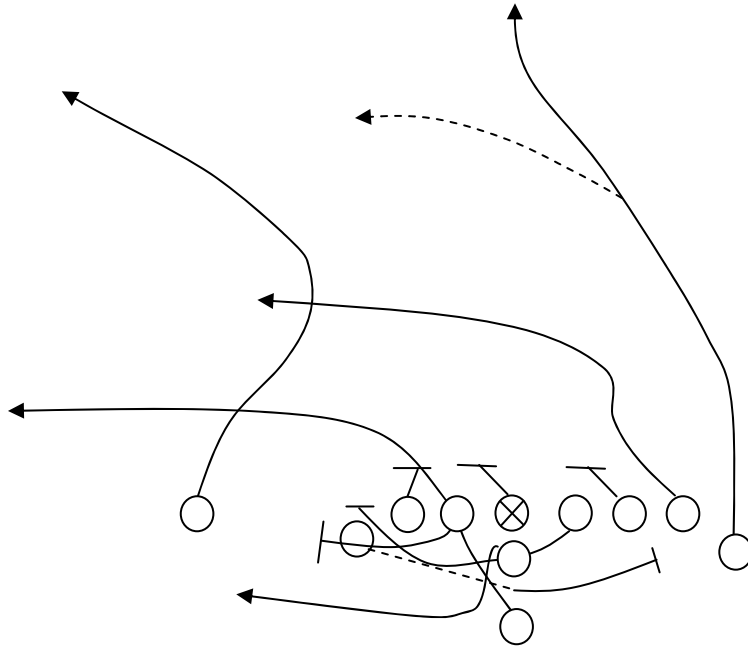


## Jet Waggle



**PST:** Gap – Down – Backer

**QB:** Fake jet 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 jet sweep

**BST:** Reach

**SE:** Post Corner Route

**TE:** Fake down block; Drag