

<b>Route Combo</b>	<b>Description (constrains)</b>
Tare	#1 WR Go or Fade, #2 Flat or Out, any receiver curl
Spacing	#2 Curl + #3 Flat + #1 (opposite) Slant
2212	#1 WR and #2 run slants, any other runs a flat
Double Slants	#1 WR and #2 run slants
Slant-Flat	#1 runs slant, #2 runs flat
Levels	#1 WR and #2 run dig, any other runs drag
Slot Cross	#1 runs dig, #2 runs a crossing route
Sprint Action	Rollout, Flat + Curl combo or Corner + Curl combo
Boot Flat-7	Rollout, Flat + Corner
Swap Boot	Rollout, Flat + Chip-Flat
PA Boot	Rollout + Run Fake
Boot	Any other rollout
Flat-7	#1 Flat + #2 Corner
Sucker	#1 Dig + #2 Seam + Curl
Dagger	#1 Dig + #2 Seam
Hi-Lo Mesh	#1 Drag + #2 Drag + Dig + Wheel
Hi-Lo Crossers	#1 Drag + #2 Drag + Seam or Dig
Hi-Lo Triple-in Flood	Angle + Dig + Drag + Swing
Flood	Go + Out + Flat or Corner + Out + Flat
Triple-In	Angle + Dig + Drag
Pump-Seam	#1 Dig + #2 Seam + Corner

Sail	Flat + Corner + Go or Fade
NCAA	#1 Post + #1 Dig + Drag
Smash-Divide	#1 Dig + #2 Corner + #3 Seam, Go or Deep Cross
Pin	Dig + Post
Hi-Lo	Dig, Seam or Deep Cross + Drag
Switch	#1 Post + #2 Wheel
Scissors	#1 Post + #2 Corner
Verts	Go + Fade + Comeback or Fade + Seam
999	#1 Go + #2 Go + #3 Go or Deep Cross
Spot	Curl + Corner + Flat
Yankee	#1 Deep Cross + Corner
Texas	Post + Angle
Ohio	#1 Go + #2 Out
Drive	Dig + Slant or Drag
Mesh	#1 Drag + #2 Drag
Salem	#1 Dig + #2 Curl
Divide	#2 Post + Fade, Seam or Go
Smash	#1 Curl + #2 Corner
Portland	Post + Dig
Various Screens	Various