

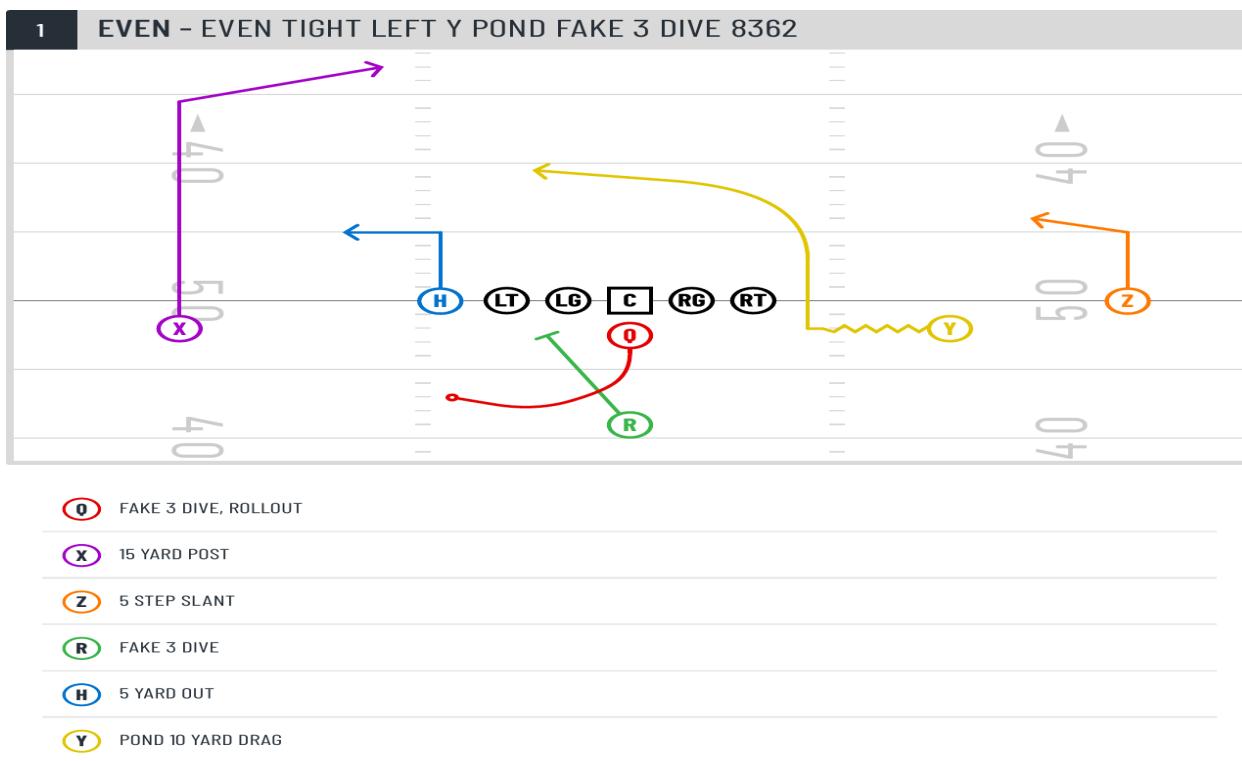


# SHAOLIN HURRICANES

## COMPLETE PLAYBOOK

Player Assignments & O-Line Responsibilities  
66 Total Plays (38 Pass, 28 Run)

## PLAY #1: EVEN TIGHT LEFT Y POND FAKE 3 DIVE 8362



Formation: EVEN | Type: Play Action Pass (PASS)

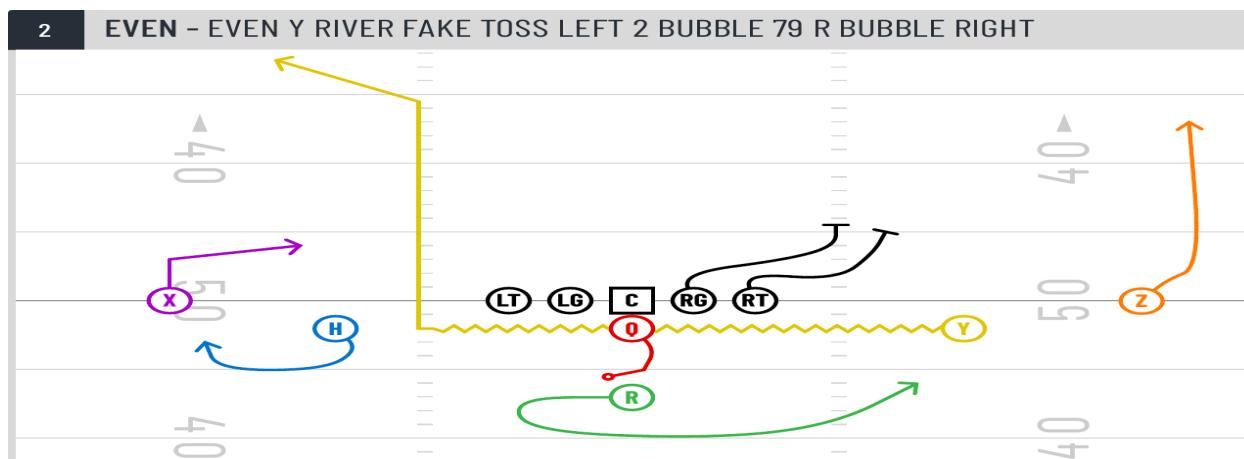
### PLAYER ASSIGNMENTS

- Q: FAKE 3 DIVE, ROLLOUT
- X: 15 YARD POST
- Z: 5 STEP SLANT
- R: FAKE 3 DIVE
- H: 5 YARD OUT
- Y: POND 10 YARD DRAG

### OFFENSIVE LINE RESPONSIBILITIES

- LT: Pass protect - DE/OLB outside, drop step technique, keep outside arm free
- LG: Pass protect - Inside gap, work with center on stunts, inside-out technique
- C: ID Mike pre-snap, pass protect - 0-tech or A-gap, make slide protection calls
- RG: Pass protect - Inside gap, work with center on stunts, inside-out technique
- RT: Pass protect - DE/OLB outside, drop step technique, keep outside arm free
- Protection: Big-on-big, slide left/right based on RB, communicate stunts and twists

## PLAY #2: EVEN Y RIVER FAKE TOSS LEFT 2 BUBBLE 79 R BUBBLE RIGHT



PLAY-SIDE GUARD & TACKLE TREAT LIKE SCREEN

- Q FAKE TOSS LEFT, CHECK BUBBLE
- X DELAYED 3 STEP SLANT
- Z DELAYED 1 STEP FADE
- R FAKE TOSS LEFT, BUBBLE BACKSIDE
- H BUBBLE
- Y RIVER LEFT, 15 YARD CORNER

Formation: EVEN | Type: RPO/Bubble Screen (PASS)

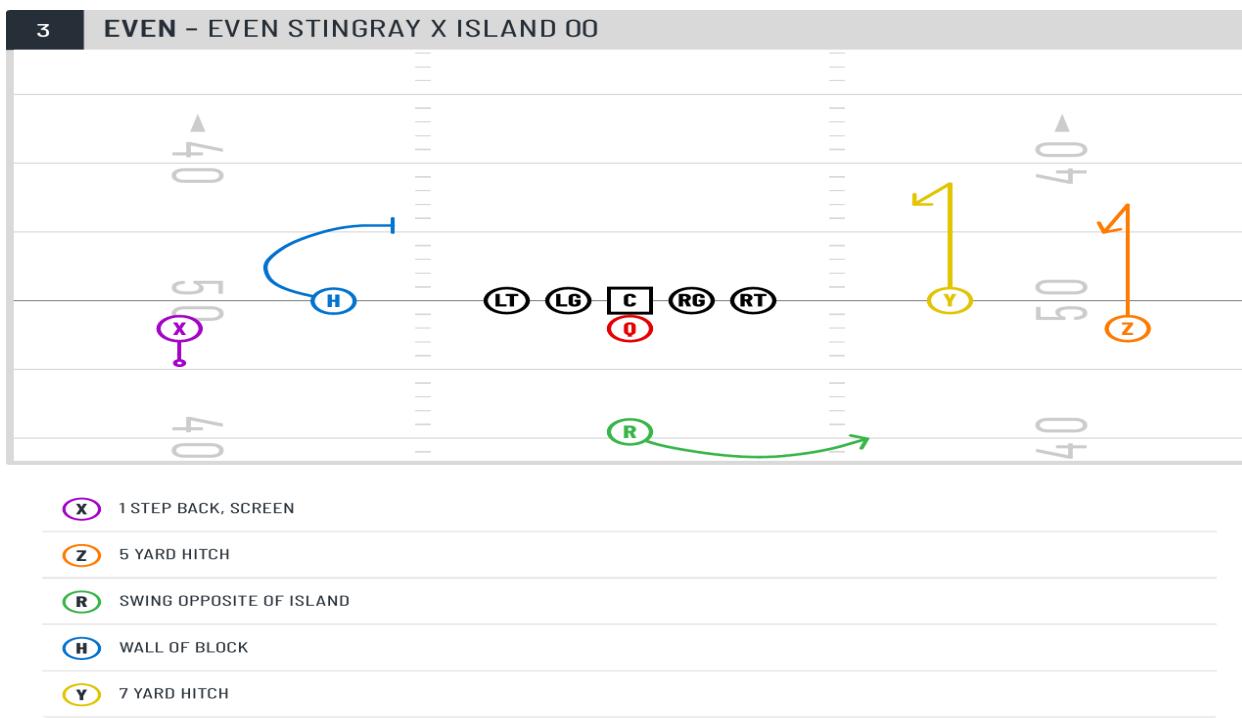
### PLAYER ASSIGNMENTS

- Q: FAKE TOSS LEFT, CHECK BUBBLE
- X: DELAYED 3 STEP SLANT
- Z: DELAYED 1 STEP FADE
- R: FAKE TOSS LEFT, BUBBLE BACKSIDE
- H: BUBBLE
- Y: RIVER LEFT, 15 YARD CORNER

### OFFENSIVE LINE RESPONSIBILITIES

- LT: Pass protect - DE/OLB outside, drop step technique, keep outside arm free
- LG: Pass protect - Inside gap, work with center on stunts, inside-out technique
- C: ID Mike pre-snap, pass protect - 0-tech or A-gap, make slide protection calls
- RG: Pass protect - Inside gap, work with center on stunts, inside-out technique
- RT: Pass protect - DE/OLB outside, drop step technique, keep outside arm free
- Protection: Big-on-big, slide left/right based on RB, communicate stunts and twists

## PLAY #3: EVEN STINGRAY X ISLAND 00



Formation: EVEN | Type: Screen Pass (PASS)

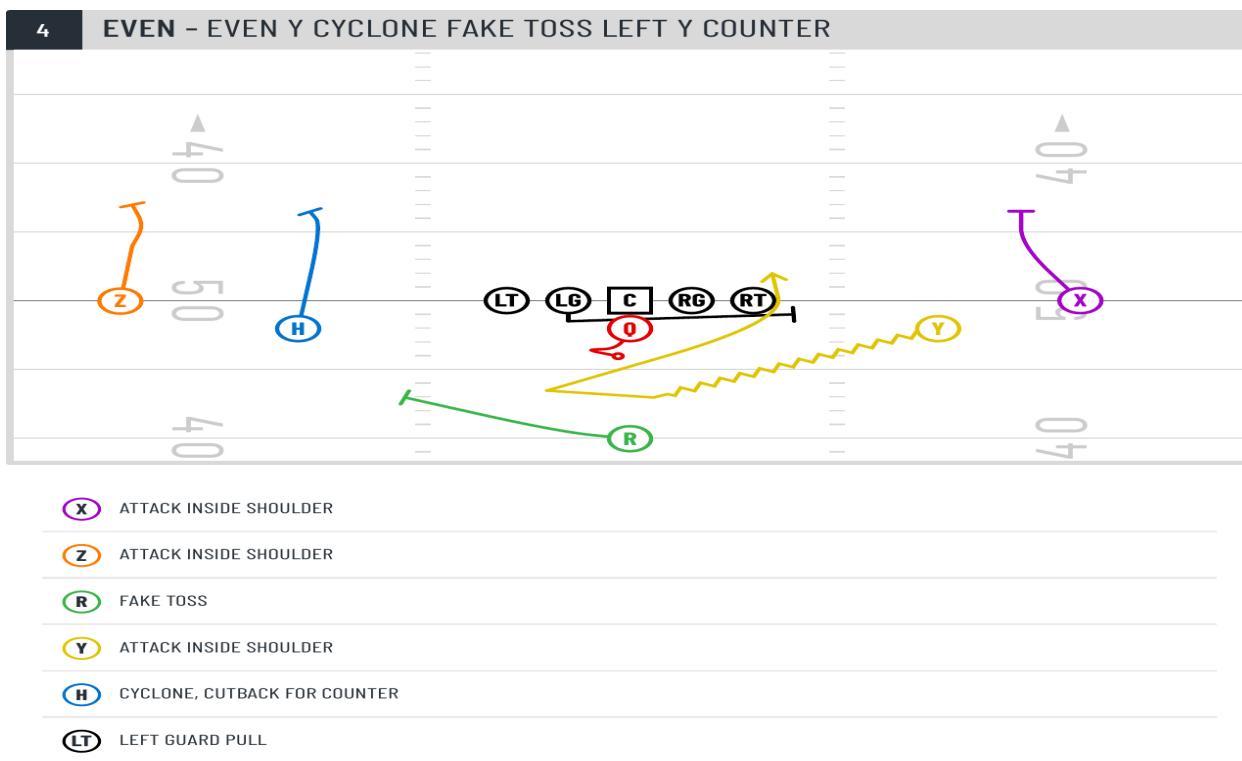
### PLAYER ASSIGNMENTS

- X: 1 STEP BACK, SCREEN
- Z: 5 YARD HITCH
- R: SWING OPPOSITE OF ISLAND
- H: WALL OF BLOCK
- Y: 7 YARD HITCH

### OFFENSIVE LINE RESPONSIBILITIES

- LT: Pass protect - DE/OLB outside, drop step technique, keep outside arm free
- LG: Pass protect - Inside gap, work with center on stunts, inside-out technique
- C: ID Mike pre-snap, pass protect - O-tech or A-gap, make slide protection calls
- RG: Pass protect - Inside gap, work with center on stunts, inside-out technique
- RT: Pass protect - DE/OLB outside, drop step technique, keep outside arm free
- Protection: Big-on-big, slide left/right based on RB, communicate stunts and twists

## PLAY #4: EVEN Y CYCLONE FAKE TOSS LEFT Y COUNTER



Formation: EVEN | Type: Counter Run (RUN)

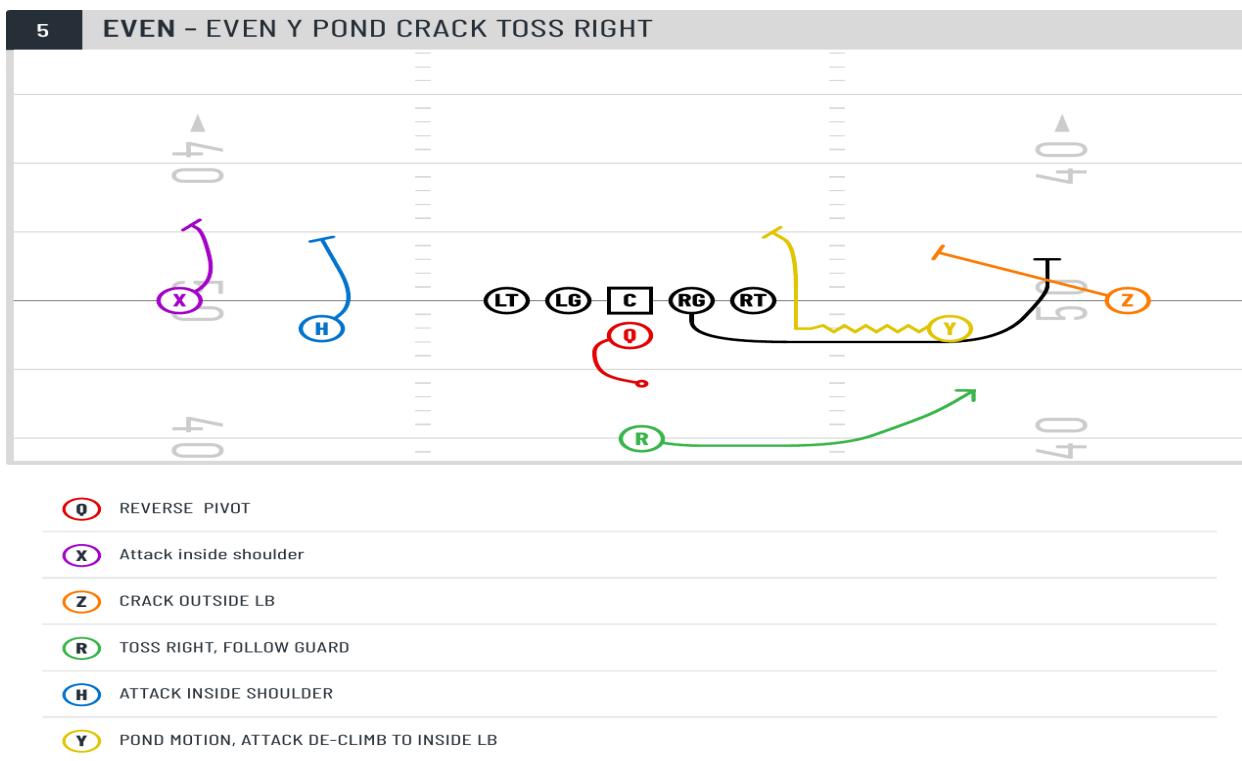
### PLAYER ASSIGNMENTS

- Q: REVERSE PIVOT
- X: ATTACK INSIDE SHOULDER
- Z: ATTACK INSIDE SHOULDER
- R: FAKE TOSS
- H: CYCLONE, CUTBACK FOR COUNTER
- Y: ATTACK INSIDE SHOULDER
- LT: LEFT GUARD PULL

### OFFENSIVE LINE RESPONSIBILITIES

- LT: Pull playside, lead through hole, kick out first color, seal linebacker level
- LG: Pull playside, trap/log first down lineman, create running lane
- C: Block back on backside A-gap, seal cutback, prevent penetration
- RG: Base block man on/over, drive to linebacker level if uncovered
- RT: Base block man on/over, reach if needed, seal edge
- Scheme: Pulling guards create double team at POA, misdirection holds backside

## PLAY #5: EVEN Y POND CRACK TOSS RIGHT



Formation: EVEN | Type: Toss/Sweep (RUN)

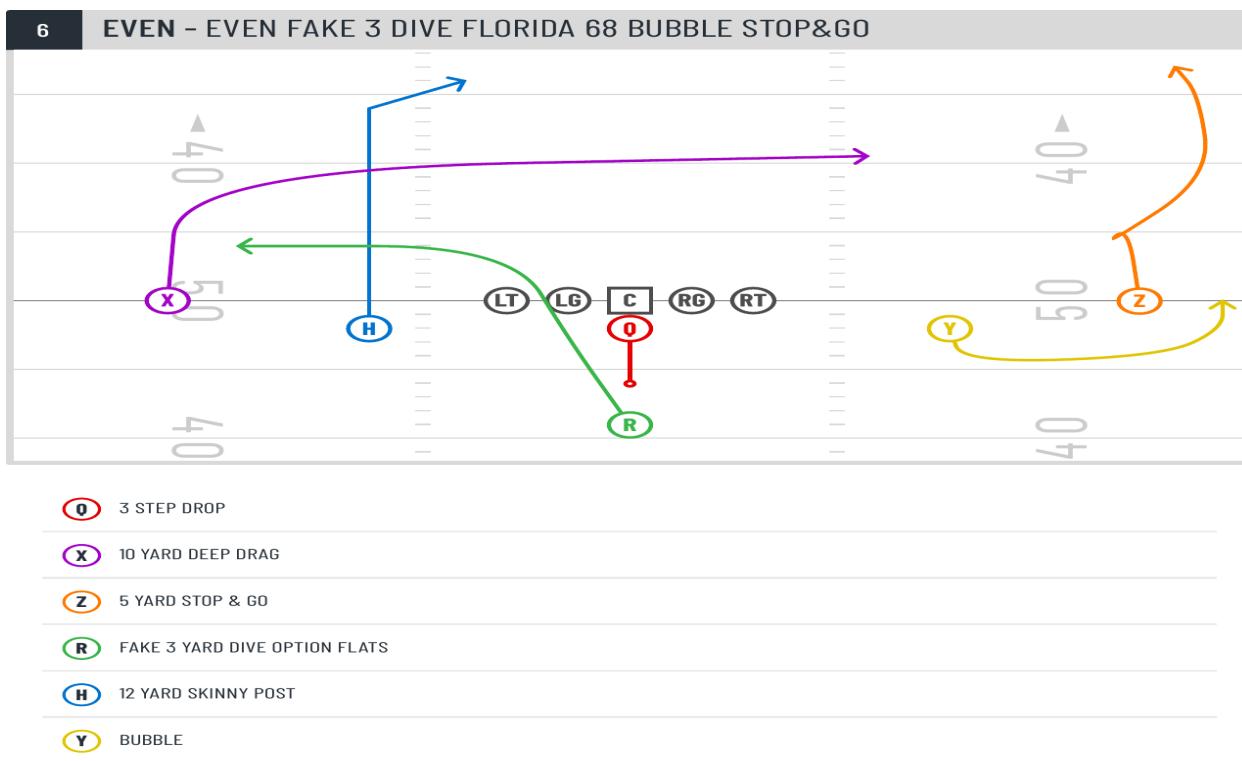
### PLAYER ASSIGNMENTS

- Q: REVERSE PIVOT
- X: ATTACK INSIDE SHOULDER
- Z: CRACK DE
- R: TOSS RIGHT, FOLLOW GUARD
- H: ATTACK INSIDE SHOULDER
- Y: POND MOTION, ATTACK DE-CLIMB TO INSIDE LB

### OFFENSIVE LINE RESPONSIBILITIES

- LT: Reach block playside, climb to second level if possible
- LG: Pull playside, lead sweep, kick out edge defender (DE/OLB)
- C: Block back on backside A-gap, prevent cutback penetration
- RG: Pull playside, seal first linebacker, create alley for RB
- RT: Reach block, get movement outside, seal contain
- Scheme:** Double pulling guards create numbers advantage on perimeter

## PLAY #6: EVEN FAKE 3 DIVE FLORIDA 68 BUBBLE STOP&GO



Formation: EVEN | Type: Play Action Pass (PASS)

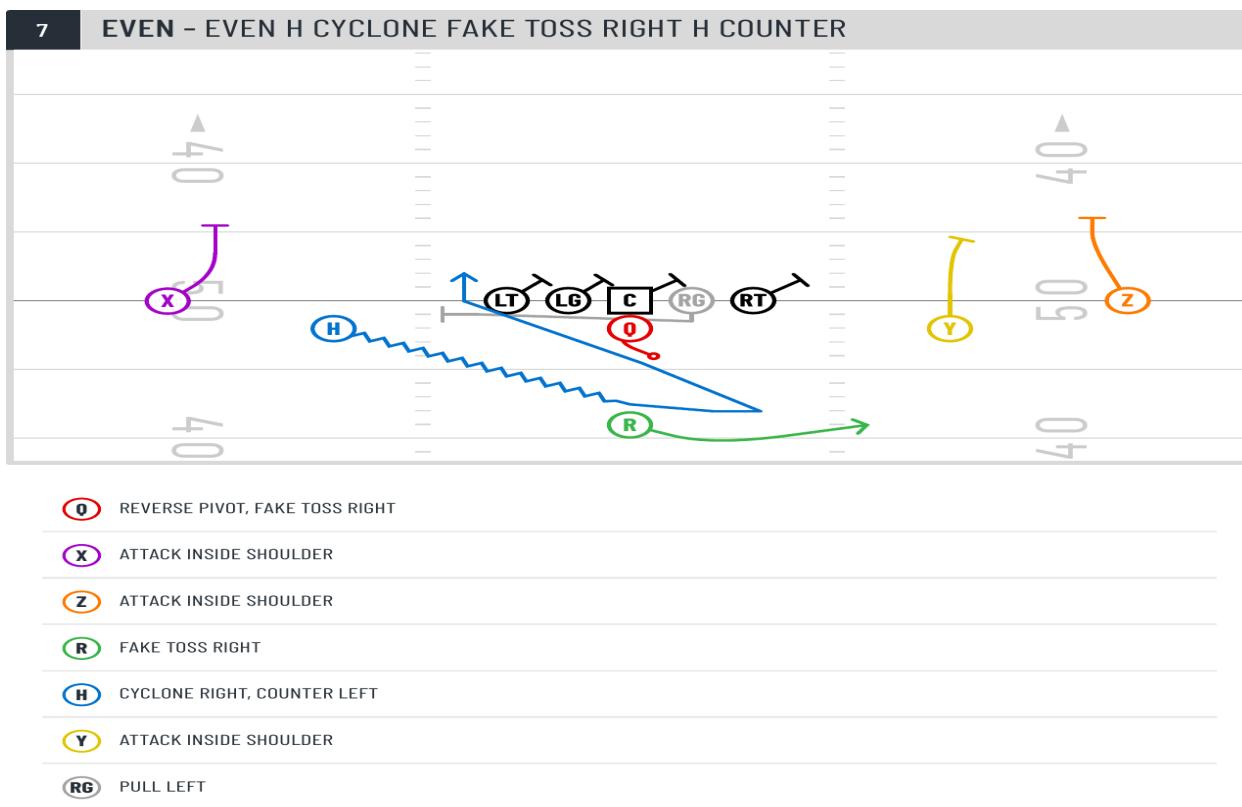
### PLAYER ASSIGNMENTS

- Q: 3 STEP DROP
- X: 10 YARD DEEP DRAG
- Z: 5 YARD STOP & GO
- R: FAKE 3 YARD DIVE OPTION FLATS
- H: 12 YARD SKINNY POST
- Y: BUBBLE

### OFFENSIVE LINE RESPONSIBILITIES

- LT: Pass protect - DE/OLB outside, drop step technique, keep outside arm free
- LG: Pass protect - Inside gap, work with center on stunts, inside-out technique
- C: ID Mike pre-snap, pass protect - 0-tech or A-gap, make slide protection calls
- RG: Pass protect - Inside gap, work with center on stunts, inside-out technique
- RT: Pass protect - DE/OLB outside, drop step technique, keep outside arm free
- Protection: Big-on-big, slide left/right based on RB, communicate stunts and twists

## PLAY #7: EVEN H CYCLONE FAKE TOSS RIGHT H COUNTER



Formation: EVEN | Type: Counter Run (RUN)

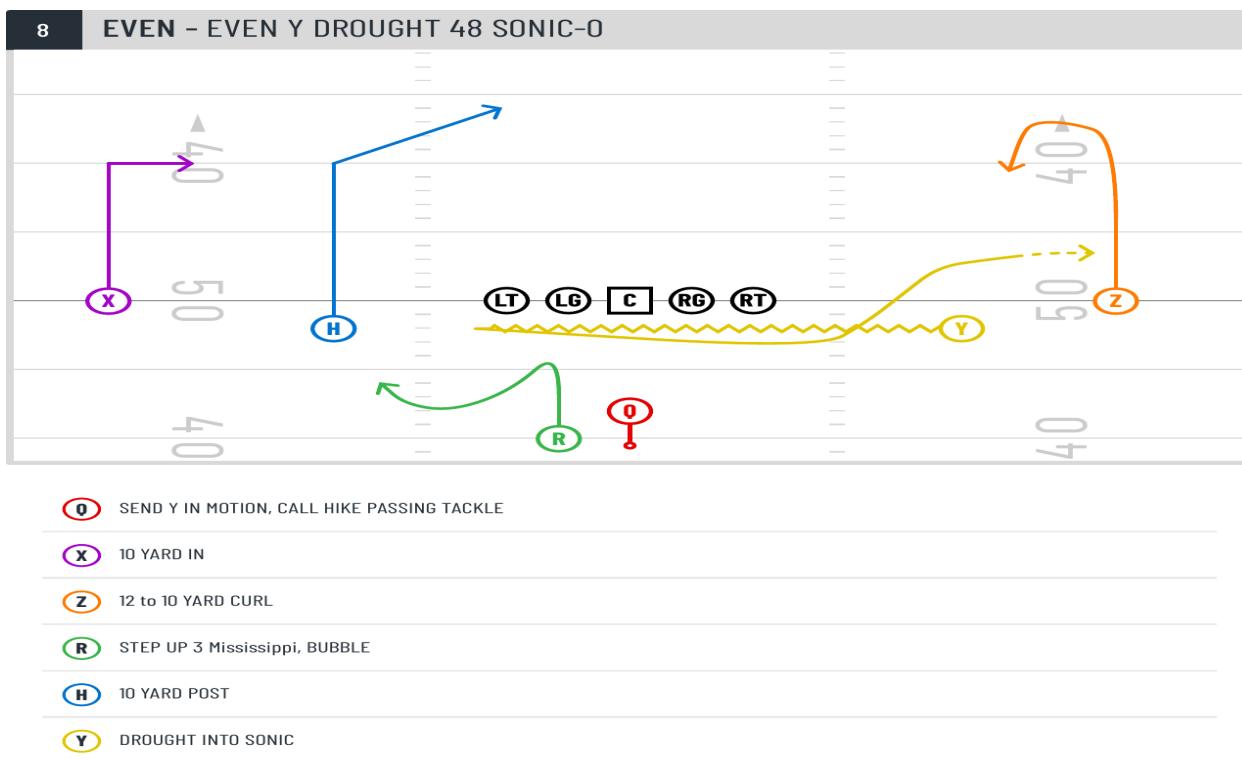
### PLAYER ASSIGNMENTS

- Q: REVERSE PIVOT, FAKE TOSS RIGHT
- X: ATTACK INSIDE SHOULDER
- Z: ATTACK INSIDE SHOULDER
- R: FAKE TOSS RIGHT
- H: CYCLONE RIGHT, COUNTER LEFT
- Y: ATTACK INSIDE SHOULDER
- RG: PULL LEFT

### OFFENSIVE LINE RESPONSIBILITIES

- LT: Pull playside, lead through hole, kick out first color, seal linebacker level
- LG: Pull playside, trap/log first down lineman, create running lane
- C: Block back on backside A-gap, seal cutback, prevent penetration
- RG: Base block man on/over, drive to linebacker level if uncovered
- RT: Base block man on/over, reach if needed, seal edge
- Scheme: Pulling guards create double team at POA, misdirection holds backside

## PLAY #8: EVEN Y DROUGHT 48 SONIC-0



Formation: EVEN | Type: Pass/Motion (PASS)

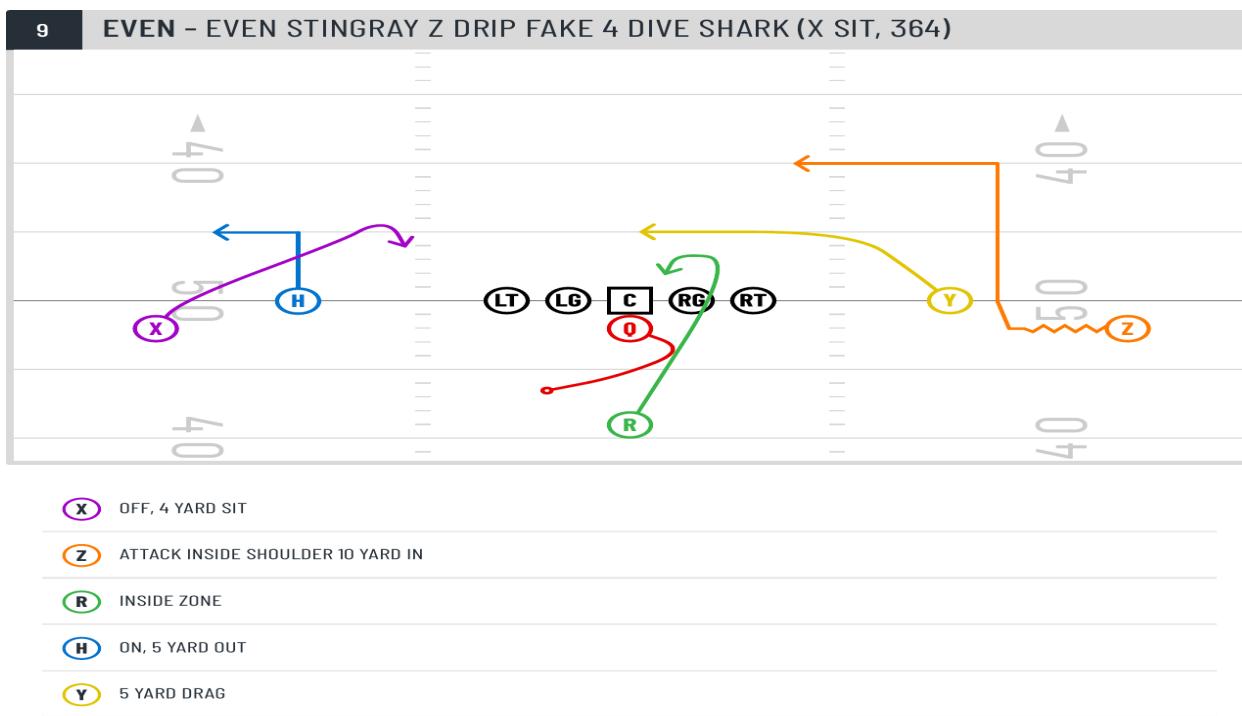
### PLAYER ASSIGNMENTS

- Q: SEND Y IN MOTION, CALL HIKE PASSING TACKLE
- X: 10 YARD IN
- Z: 12 TO 10 YARD CURL
- R: STEP UP 3 MISSISSIPPI, BUBBLE
- H: 10 YARD POST
- Y: DROUGHT INTO SONIC

### OFFENSIVE LINE RESPONSIBILITIES

- LT: Pass protect - DE/OLB outside, drop step technique, keep outside arm free
- LG: Pass protect - Inside gap, work with center on stunts, inside-out technique
- C: ID Mike pre-snap, pass protect - O-tech or A-gap, make slide protection calls
- RG: Pass protect - Inside gap, work with center on stunts, inside-out technique
- RT: Pass protect - DE/OLB outside, drop step technique, keep outside arm free
- Protection: Big-on-big, slide left/right based on RB, communicate stunts and twists

## PLAY #9: EVEN STINGRAY Z DRIP FAKE 4 DIVE SHARK (X SIT, 364)



Formation: EVEN | Type: Play Action Pass (PASS)

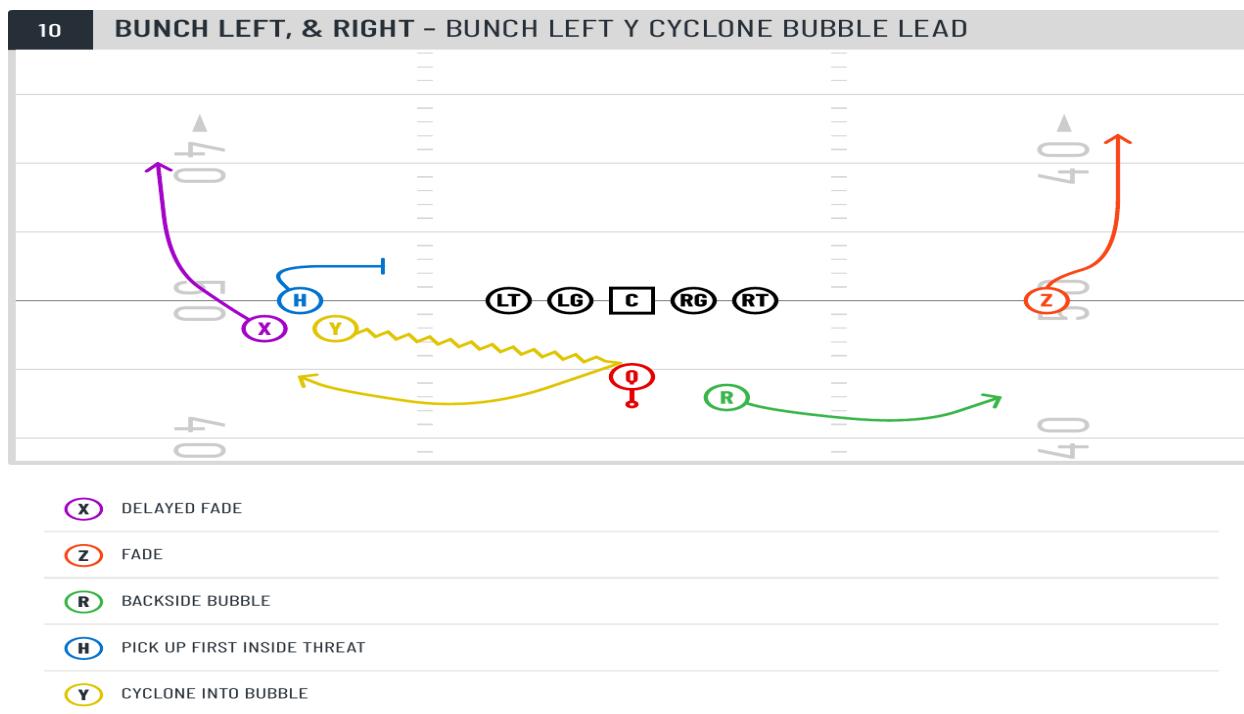
### PLAYER ASSIGNMENTS

- X: OFF, 4 YARD SIT
- Z: ATTACK INSIDE SHOULDER 10 YARD IN
- R: INSIDE ZONE
- H: ON, 5 YARD OUT
- Y: 5 YARD DRAG

### OFFENSIVE LINE RESPONSIBILITIES

- LT: Pass protect - DE/OLB outside, drop step technique, keep outside arm free
- LG: Pass protect - Inside gap, work with center on stunts, inside-out technique
- C: ID Mike pre-snap, pass protect - O-tech or A-gap, make slide protection calls
- RG: Pass protect - Inside gap, work with center on stunts, inside-out technique
- RT: Pass protect - DE/OLB outside, drop step technique, keep outside arm free
- Protection: Big-on-big, slide left/right based on RB, communicate stunts and twists

## PLAY #10: BUNCH LEFT Y CYCLONE BUBBLE LEAD



Formation: BUNCH | Type: Bubble Screen (PASS)

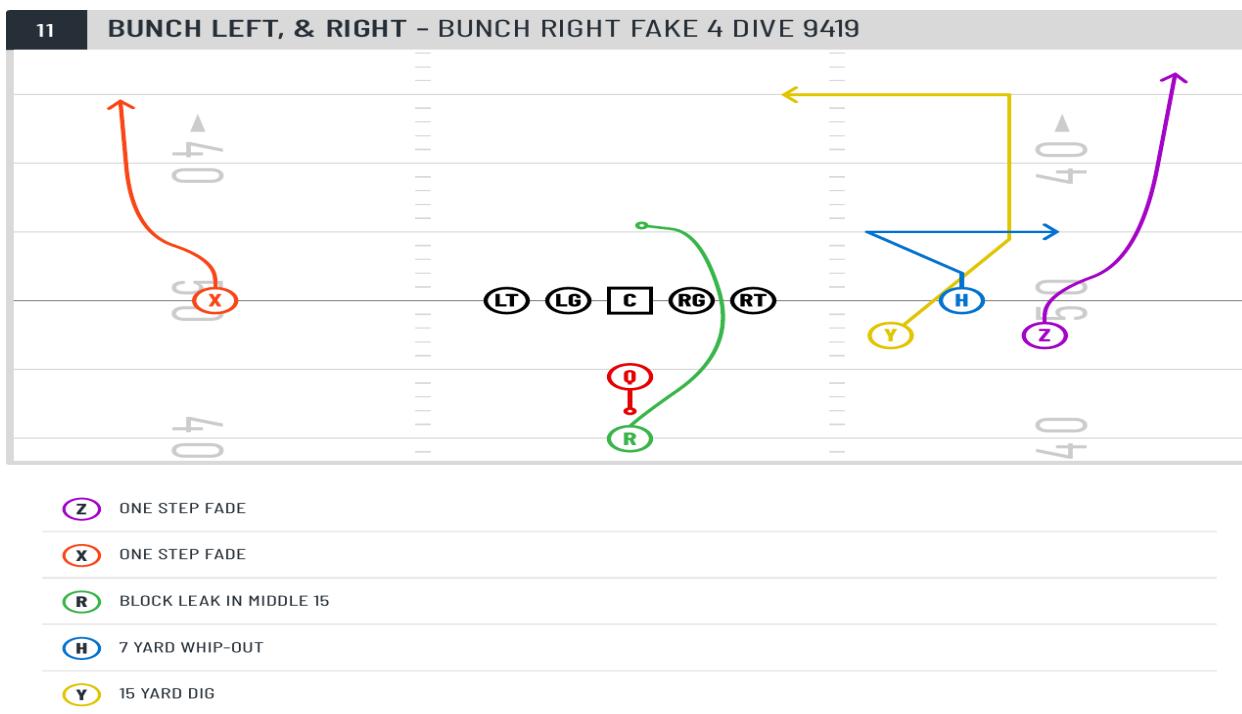
### PLAYER ASSIGNMENTS

- X: DELAYED FADE
- Z: FADE
- R: BACKSIDE BUBBLE
- H: PICK UP FIRST INSIDE THREAT
- Y: CYCLONE INTO BUBBLE

### OFFENSIVE LINE RESPONSIBILITIES

- LT: Pass protect - DE/OLB outside, drop step technique, keep outside arm free
- LG: Pass protect - Inside gap, work with center on stunts, inside-out technique
- C: ID Mike pre-snap, pass protect - O-tech or A-gap, make slide protection calls
- RG: Pass protect - Inside gap, work with center on stunts, inside-out technique
- RT: Pass protect - DE/OLB outside, drop step technique, keep outside arm free
- Protection: Big-on-big, slide left/right based on RB, communicate stunts and twists

## PLAY #11: BUNCH RIGHT FAKE 4 DIVE 9419



**Formation: BUNCH | Type: Play Action Pass (PASS)**

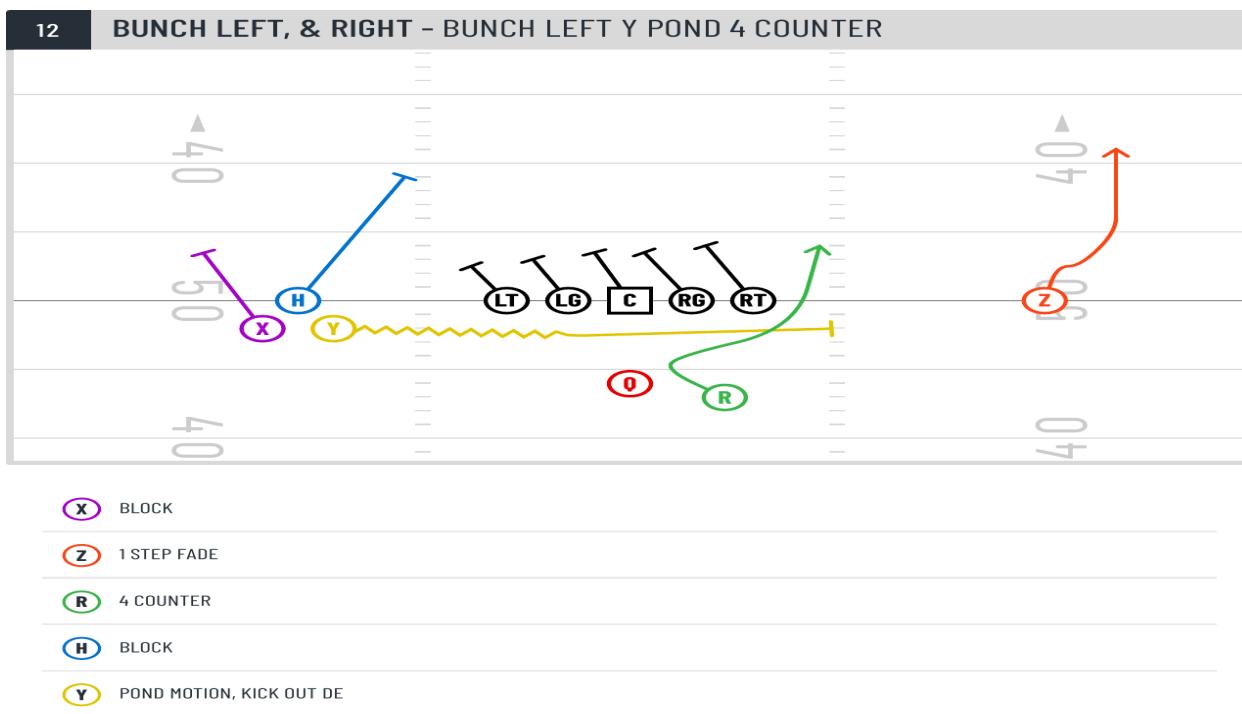
## PLAYER ASSIGNMENTS

- **Z:** ONE STEP FADE
  - **X:** ONE STEP FADE
  - **R:** BLOCK LEAK IN MIDDLE 15
  - **H:** 7 YARD WHIP-OUT
  - **Y:** 15 YARD DIG

# OFFENSIVE LINE RESPONSIBILITIES

- **LT:** Pass protect - DE/OLB outside, drop step technique, keep outside arm free
  - **LG:** Pass protect - Inside gap, work with center on stunts, inside-out technique
  - **C:** ID Mike pre-snap, pass protect - 0-tech or A-gap, make slide protection calls
  - **RG:** Pass protect - Inside gap, work with center on stunts, inside-out technique
  - **RT:** Pass protect - DE/OLB outside, drop step technique, keep outside arm free
  - **Protection:** Big-on-big, slide left/right based on RB, communicate stunts and twists

## PLAY #12: BUNCH LEFT Y POND 4 COUNTER



Formation: BUNCH | Type: Counter Run (RUN)

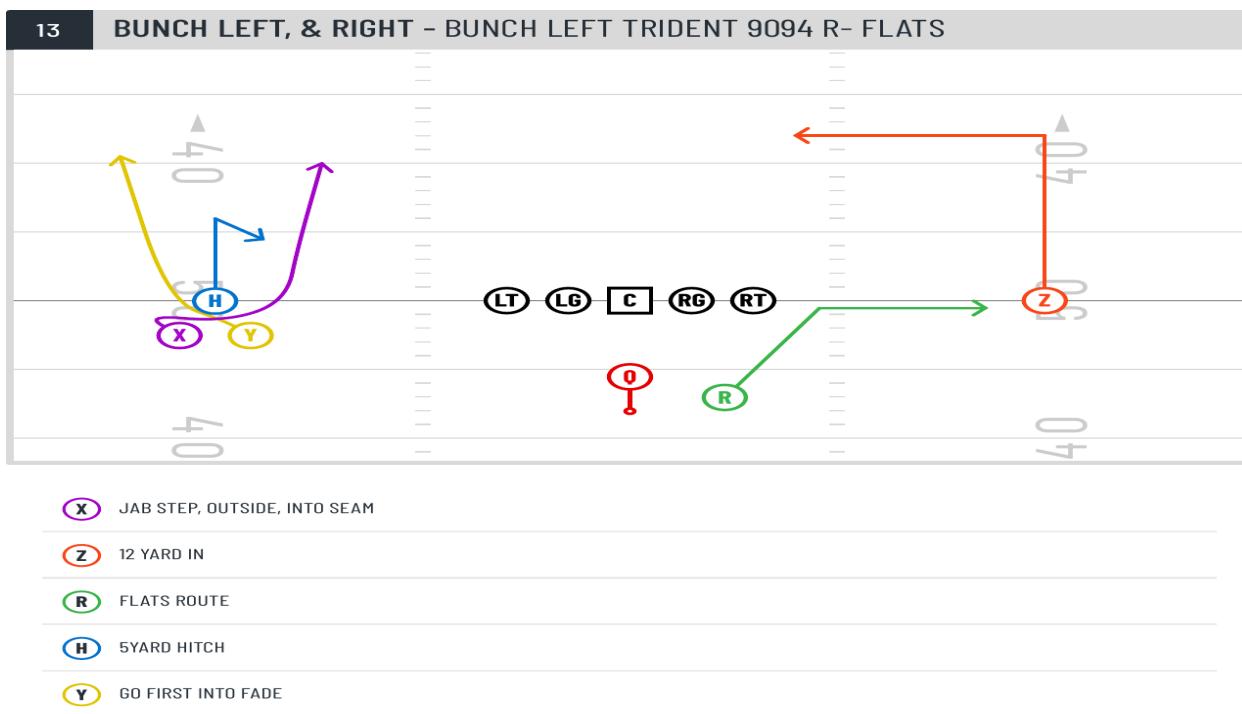
### PLAYER ASSIGNMENTS

- X: BLOCK
- Z: 1 STEP FADE
- R: 4 COUNTER
- H: BLOCK
- Y: POND MOTION, KICK OUT DE

### OFFENSIVE LINE RESPONSIBILITIES

- LT: Pull playside, lead through hole, kick out first color, seal linebacker level
- LG: Pull playside, trap/log first down lineman, create running lane
- C: Block back on backside A-gap, seal cutback, prevent penetration
- RG: Base block man on/over, drive to linebacker level if uncovered
- RT: Base block man on/over, reach if needed, seal edge
- Scheme: Pulling guards create double team at POA, misdirection holds backside

## PLAY #13: BUNCH LEFT TRIDENT 9094 R-FLATS



Formation: BUNCH | Type: Pass Concept (PASS)

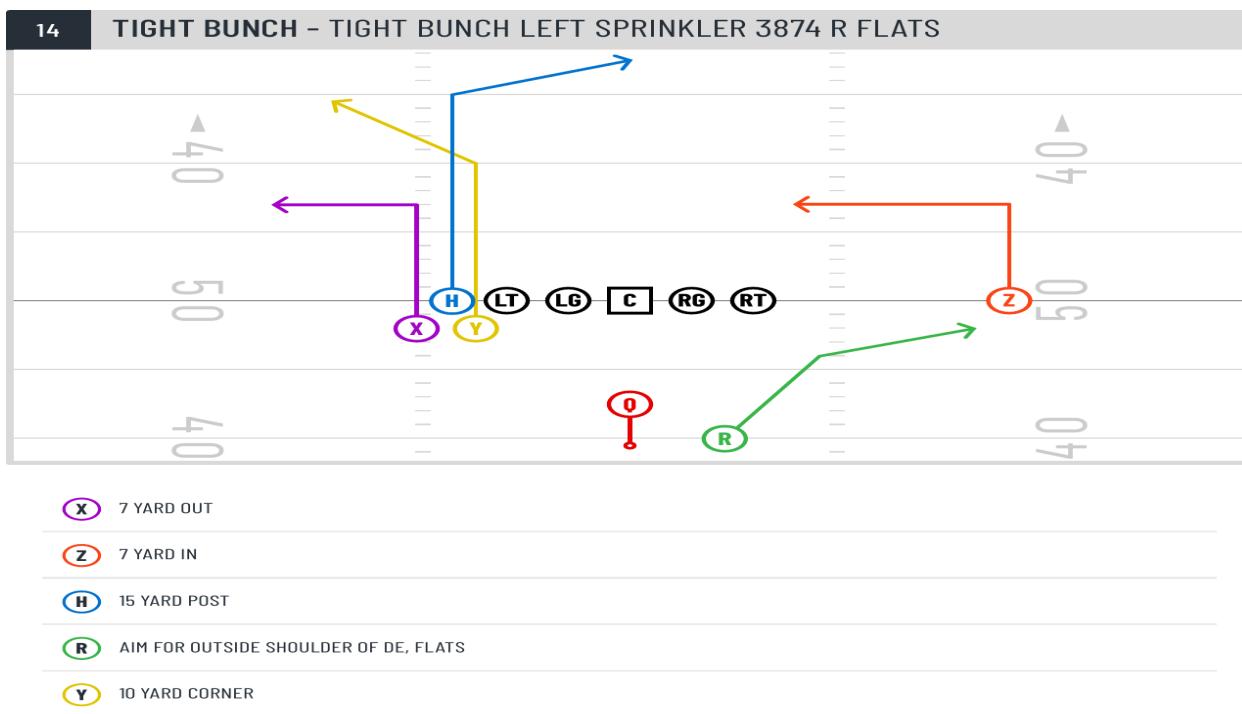
### PLAYER ASSIGNMENTS

- X: JAB STEP, OUTSIDE, INTO SEAM
- Z: 12 YARD IN
- R: FLATS ROUTE
- H: 5 YARD HITCH
- Y: GO FIRST INTO FADE

### OFFENSIVE LINE RESPONSIBILITIES

- LT: Pass protect - DE/OLB outside, drop step technique, keep outside arm free
- LG: Pass protect - Inside gap, work with center on stunts, inside-out technique
- C: ID Mike pre-snap, pass protect - O-tech or A-gap, make slide protection calls
- RG: Pass protect - Inside gap, work with center on stunts, inside-out technique
- RT: Pass protect - DE/OLB outside, drop step technique, keep outside arm free
- Protection: Big-on-big, slide left/right based on RB, communicate stunts and twists

## PLAY #14: TIGHT BUNCH LEFT SPRINKLER 3874 R FLATS



Formation: TIGHT BUNCH | Type: Pass Concept (PASS)

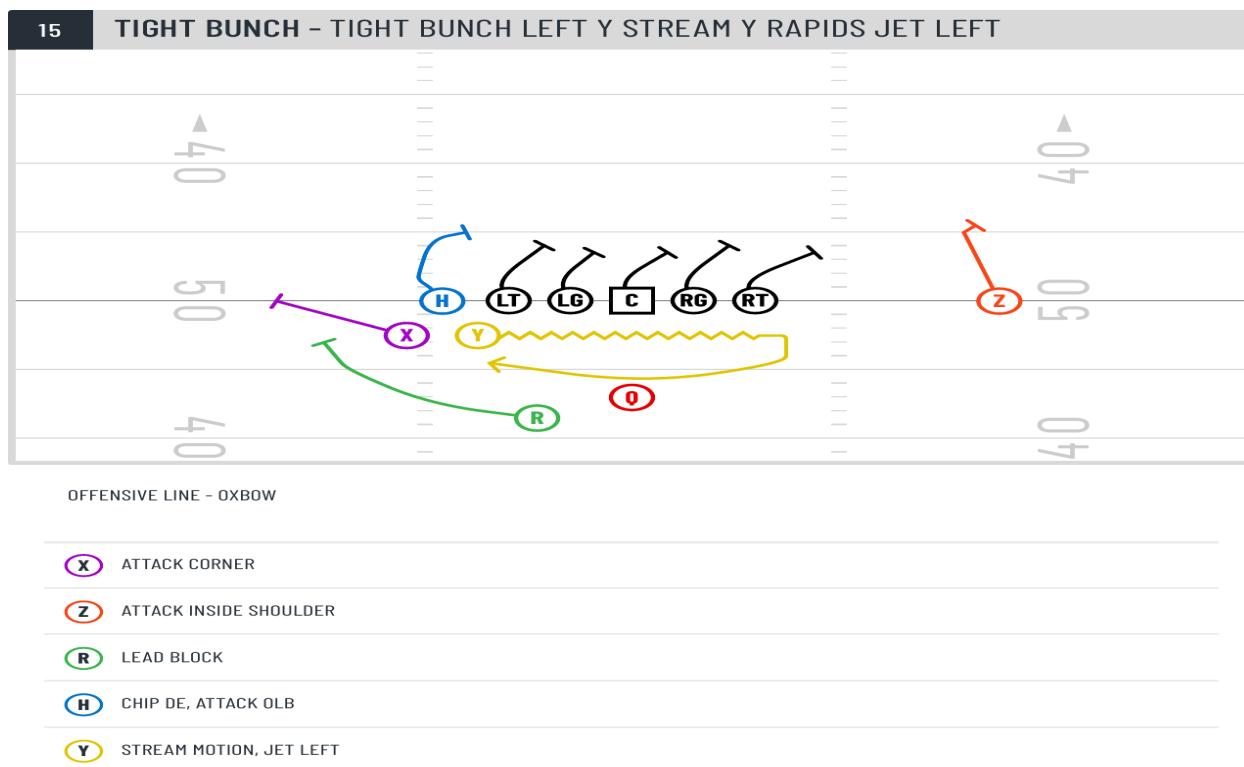
### PLAYER ASSIGNMENTS

- X: 7 YARD OUT
- Z: 7 YARD IN
- H: 15 YARD POST
- R: AIM FOR OUTSIDE SHOULDER OF DE, FLATS
- Y: 10 YARD CORNER

### OFFENSIVE LINE RESPONSIBILITIES

- LT: Pass protect - DE/OLB outside, drop step technique, keep outside arm free
- LG: Pass protect - Inside gap, work with center on stunts, inside-out technique
- C: ID Mike pre-snap, pass protect - O-tech or A-gap, make slide protection calls
- RG: Pass protect - Inside gap, work with center on stunts, inside-out technique
- RT: Pass protect - DE/OLB outside, drop step technique, keep outside arm free
- Protection: Big-on-big, slide left/right based on RB, communicate stunts and twists

## PLAY #15: TIGHT BUNCH LEFT Y STREAM Y RAPIDS JET LEFT



Formation: TIGHT BUNCH | Type: Jet Sweep (RUN)

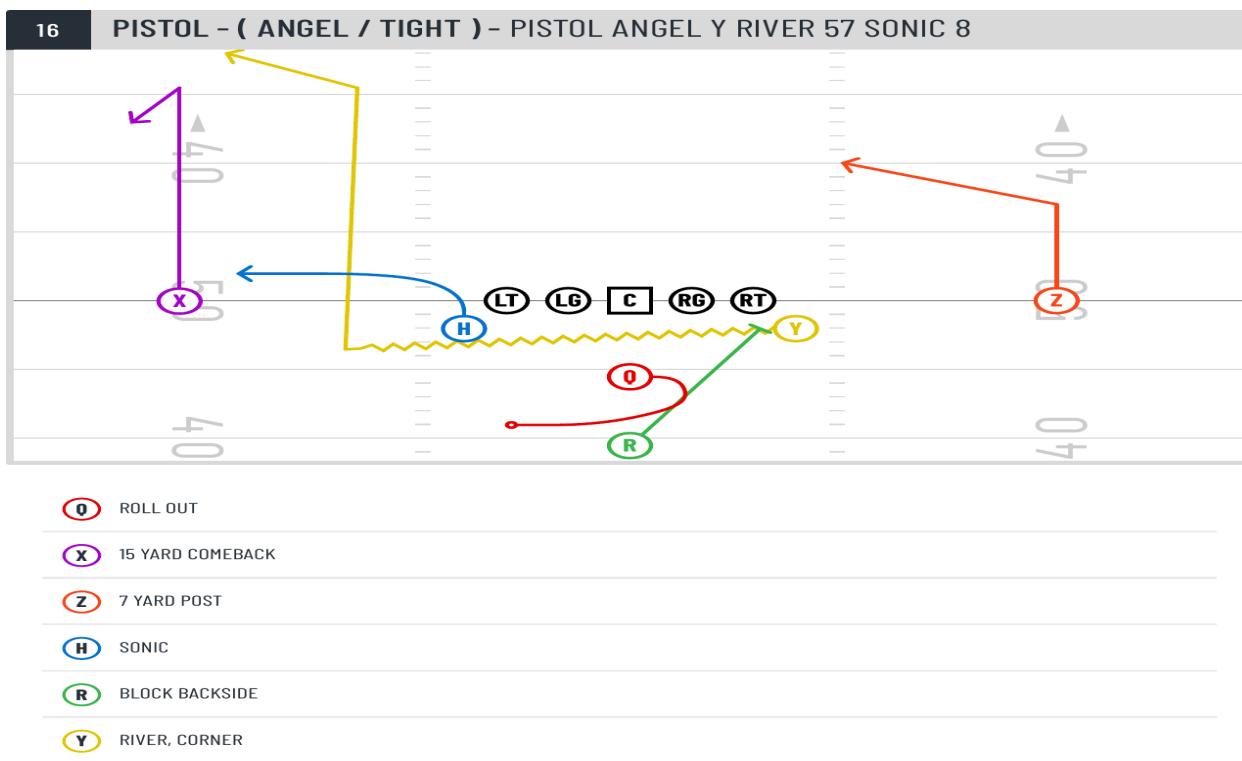
### PLAYER ASSIGNMENTS

- X: ATTACK CORNER
- Z: ATTACK INSIDE SHOULDER
- R: LEAD BLOCK
- H: CHIP DE, ATTACK OLB
- Y: STREAM MOTION, JET LEFT

### OFFENSIVE LINE RESPONSIBILITIES

- LT: Reach block playside, climb to second level if possible
- LG: Pull playside, lead sweep, kick out edge defender (DE/OLB)
- C: Block back on backside A-gap, prevent cutback penetration
- RG: Pull playside, seal first linebacker, create alley for RB
- RT: Reach block, get movement outside, seal contain
- Scheme: Double pulling guards create numbers advantage on perimeter

## PLAY #16: PISTOL ANGEL Y RIVER 57 SONIC 8



**Formation: PISTOL ANGEL | Type: Play Action Pass (PASS)**

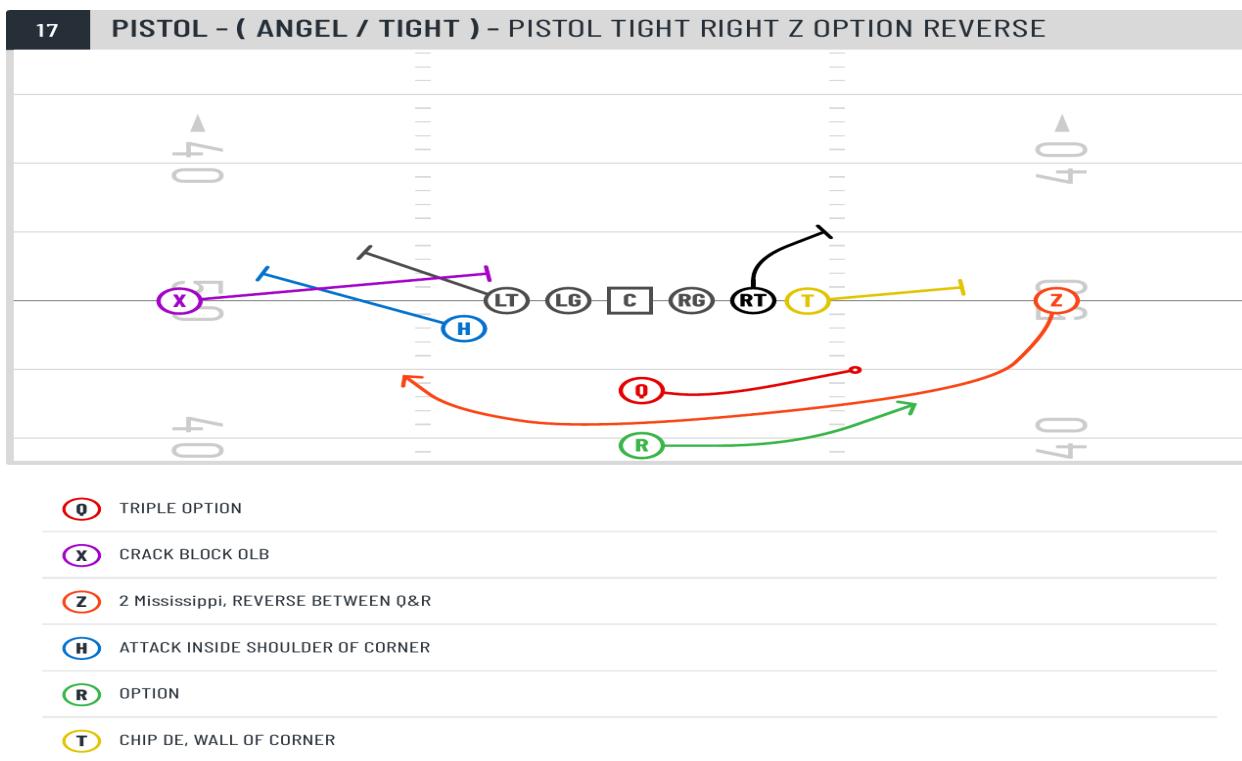
## PLAYER ASSIGNMENTS

- **Q:** ROLL OUT
  - **X:** 15 YARD COMEBACK
  - **Z:** 7 YARD POST
  - **H:** SONIC
  - **R:** BLOCK BACKSIDE
  - **Y:** RIVER, CORNER

# OFFENSIVE LINE RESPONSIBILITIES

- **LT:** Pass protect - DE/OLB outside, drop step technique, keep outside arm free
  - **LG:** Pass protect - Inside gap, work with center on stunts, inside-out technique
  - **C:** ID Mike pre-snap, pass protect - 0-tech or A-gap, make slide protection calls
  - **RG:** Pass protect - Inside gap, work with center on stunts, inside-out technique
  - **RT:** Pass protect - DE/OLB outside, drop step technique, keep outside arm free
  - **Protection:** Big-on-big, slide left/right based on RB, communicate stunts and twists

## PLAY #17: PISTOL TIGHT RIGHT Z OPTION REVERSE



Formation: PISTOL TIGHT | Type: Option/Reverse (RUN)

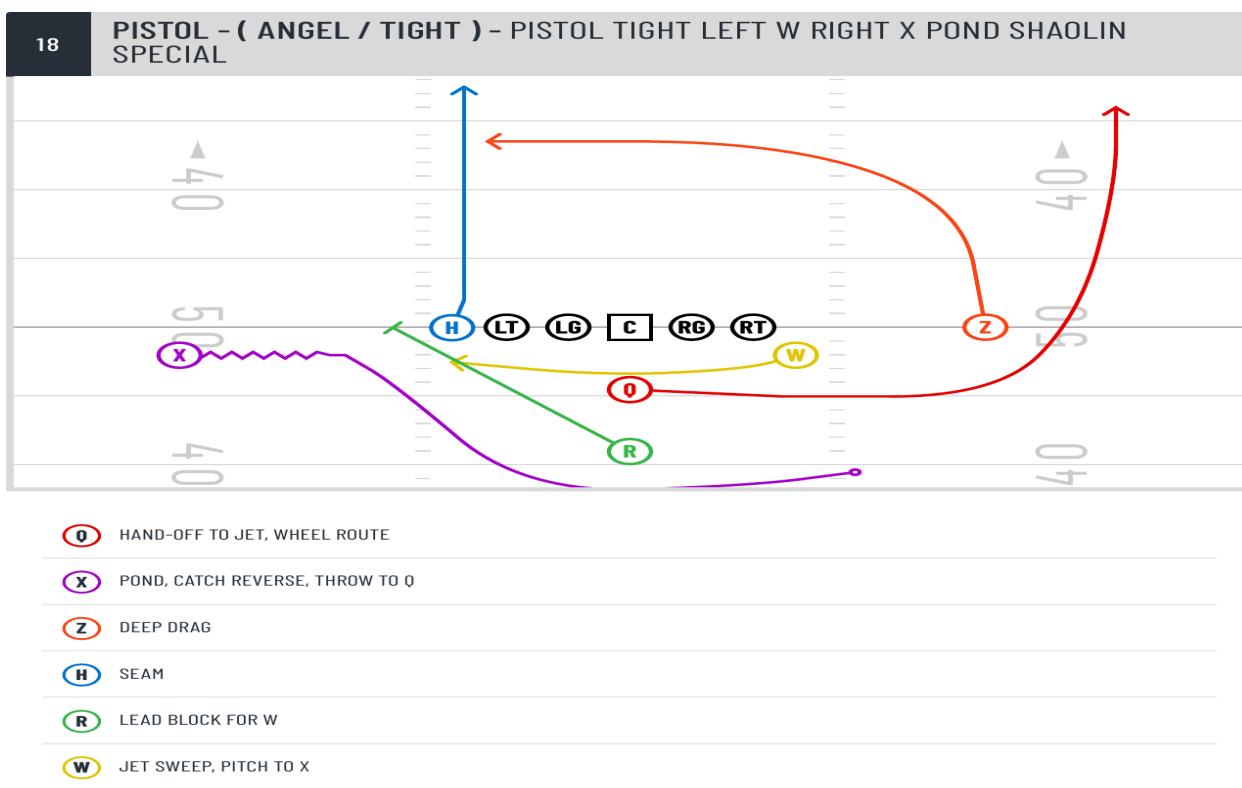
### PLAYER ASSIGNMENTS

- Q: TRIPLE OPTION
- X: CRACK BLOCK OLB
- Z: 2 MISSISSIPPI, REVERSE BETWEEN Q&R;
- H: ATTACK INSIDE SHOULDER OF CORNER
- R: OPTION
- T: CHIP DE, WALL OF CORNER

### OFFENSIVE LINE RESPONSIBILITIES

- LT: Base block man on, drive outside, create option lane
- LG: Inside zone left, work to linebacker level, secure inside
- C: Inside zone to option side, double team to linebacker
- RG: Inside zone, secure inside gap, work to linebacker
- RT: Leave DE unblocked (option read #1), block down if zone away
- Scheme: Inside zone action, leave DE for QB read, secure inside gaps

## PLAY #18: PISTOL TIGHT LEFT W RIGHT X POND SHAOLIN SPECIAL



Formation: PISTOL TIGHT | Type: Trick Play (PASS)

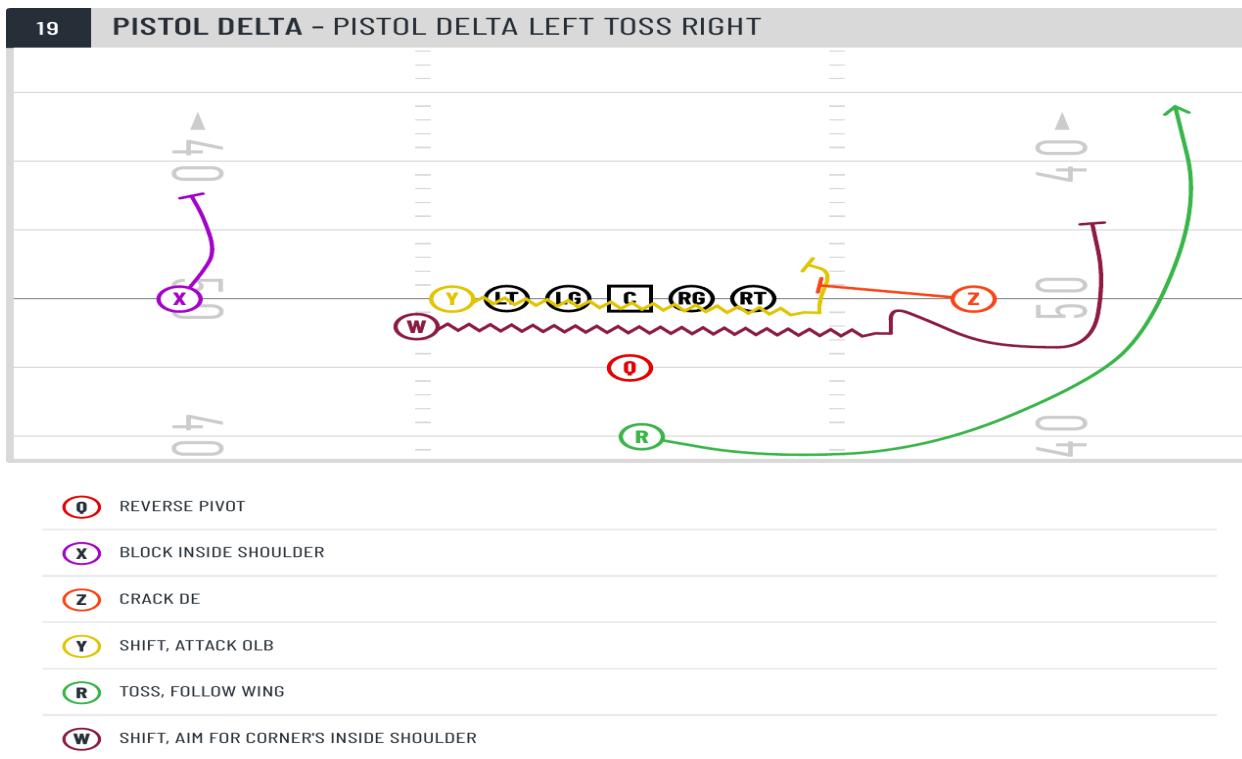
### PLAYER ASSIGNMENTS

- Q: HAND-OFF TO JET, WHEEL ROUTE
- X: POND, CATCH REVERSE, THROW TO Q
- Z: DEEP DRAG
- H: SEAM
- R: LEAD BLOCK FOR W
- W: JET SWEEP, PITCH TO X

### OFFENSIVE LINE RESPONSIBILITIES

- LT: Base block DE/OLB, drive to point of attack
- LG: Base block man on or pull as called, secure inside gap
- C: Base block nose/0-tech, make protection calls, secure A-gaps
- RG: Base block man on or pull as called, secure inside gap
- RT: Base block DE/OLB, seal edge, prevent outside penetration
- Scheme: Man/zone blocking based on front, double teams to linebackers

## PLAY #19: PISTOL DELTA LEFT TOSS RIGHT



**Formation: PISTOL DELTA | Type: Toss/Sweep (RUN)**

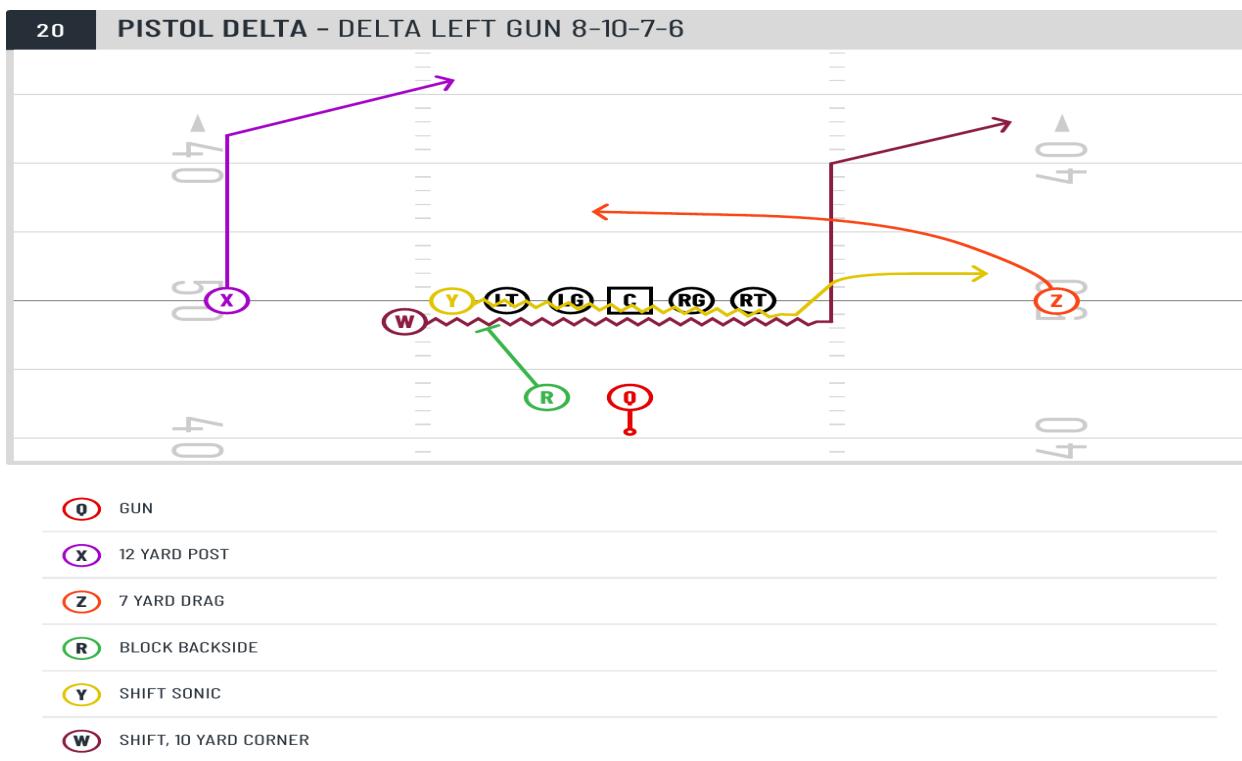
## PLAYER ASSIGNMENTS

- **Q:** REVERSE PIVOT
  - **X:** BLOCK INSIDE SHOULDER
  - **Z:** CRACK DE
  - **Y:** SHIFT, ATTACK OLB
  - **R:** TOSS, FOLLOW WING
  - **W:** SHIFT, AIM FOR CORNER'S INSIDE SHOULDER

# OFFENSIVE LINE RESPONSIBILITIES

- **LT:** Reach block playside, climb to second level if possible
  - **LG:** Pull playside, lead sweep, kick out edge defender (DE/OLB)
  - **C:** Block back on backside A-gap, prevent cutback penetration
  - **RG:** Pull playside, seal first linebacker, create alley for RB
  - **RT:** Reach block, get movement outside, seal contain
  - **Scheme:** Double pulling guards create numbers advantage on perimeter

## PLAY #20: DELTA LEFT GUN 8-10-7-6



Formation: PISTOL DELTA | Type: Pass Concept (PASS)

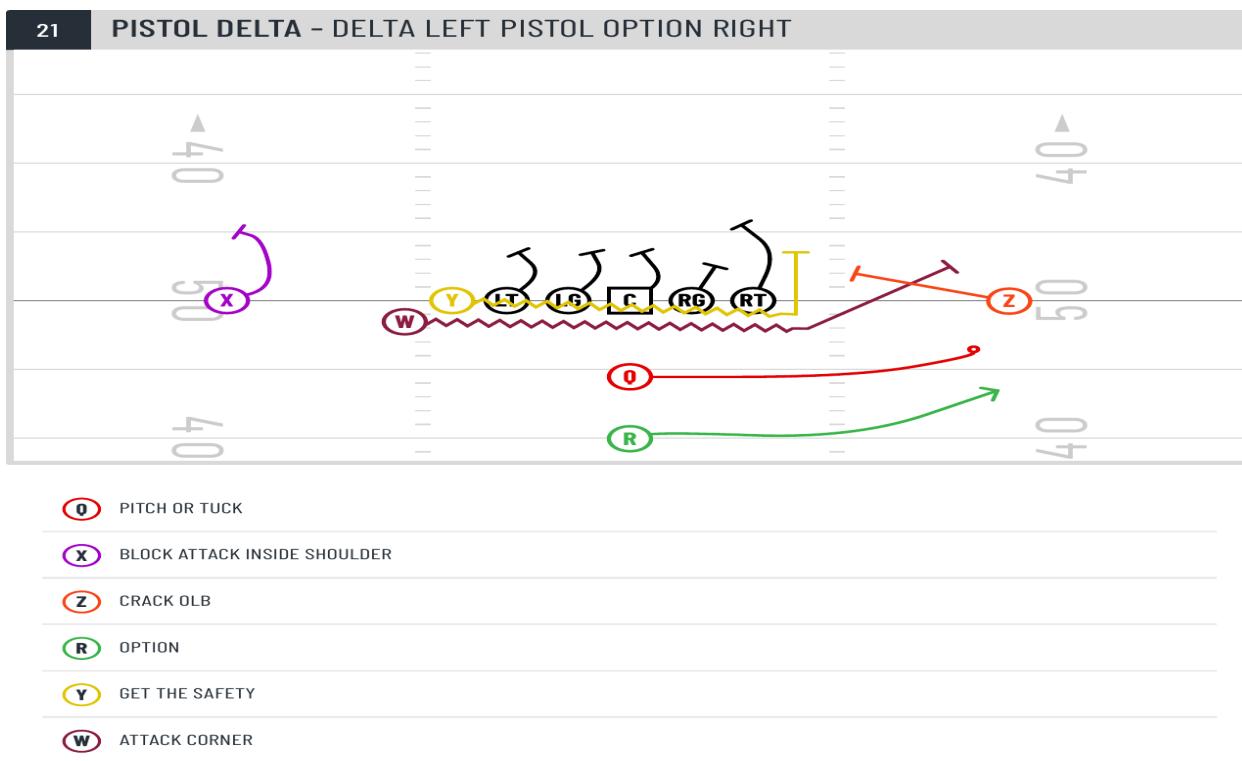
### PLAYER ASSIGNMENTS

- **Q:** GUN
- **X:** 12 YARD POST
- **Z:** 7 YARD DRAG
- **R:** BLOCK BACKSIDE
- **Y:** SHIFT SONIC
- **W:** SHIFT, 10 YARD CORNER

### OFFENSIVE LINE RESPONSIBILITIES

- **LT:** Pass protect - DE/OLB outside, drop step technique, keep outside arm free
- **LG:** Pass protect - Inside gap, work with center on stunts, inside-out technique
- **C:** ID Mike pre-snap, pass protect - 0-tech or A-gap, make slide protection calls
- **RG:** Pass protect - Inside gap, work with center on stunts, inside-out technique
- **RT:** Pass protect - DE/OLB outside, drop step technique, keep outside arm free
- **Protection:** Big-on-big, slide left/right based on RB, communicate stunts and twists

## PLAY #21: PISTOL DELTA LEFT PISTOL OPTION RIGHT



Formation: PISTOL DELTA | Type: Option Run (RUN)

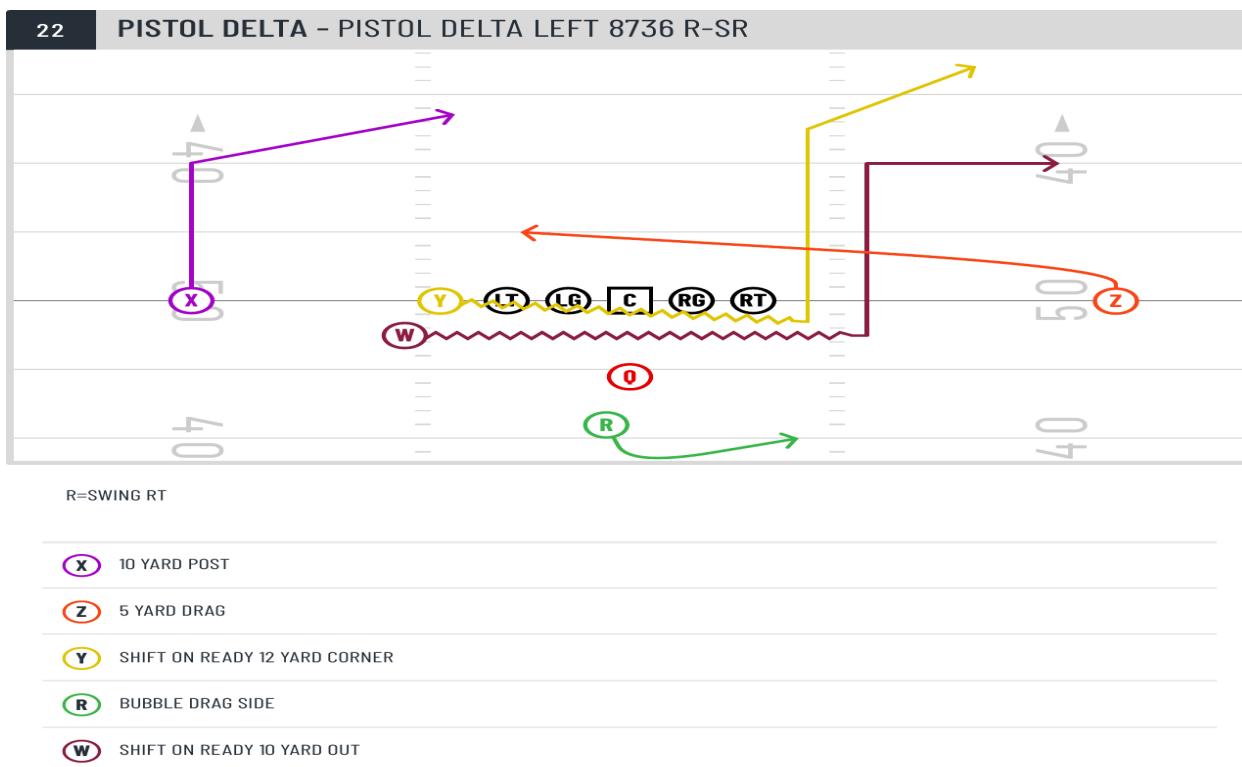
### PLAYER ASSIGNMENTS

- **Q:** PITCH OR TUCK
- **X:** BLOCK ATTACK INSIDE SHOULDER
- **Z:** CRACK OLB
- **R:** OPTION
- **Y:** GET THE SAFETY
- **W:** ATTACK CORNER

### OFFENSIVE LINE RESPONSIBILITIES

- **LT:** Base block man on, drive outside, create option lane
- **LG:** Inside zone left, work to linebacker level, secure inside
- **C:** Inside zone to option side, double team to linebacker
- **RG:** Inside zone, secure inside gap, work to linebacker
- **RT:** Leave DE unblocked (option read #1), block down if zone away
- **Scheme:** Inside zone action, leave DE for QB read, secure inside gaps

## PLAY #22: PISTOL DELTA LEFT 8736 R-SR



Formation: PISTOL DELTA | Type: Pass Concept (PASS)

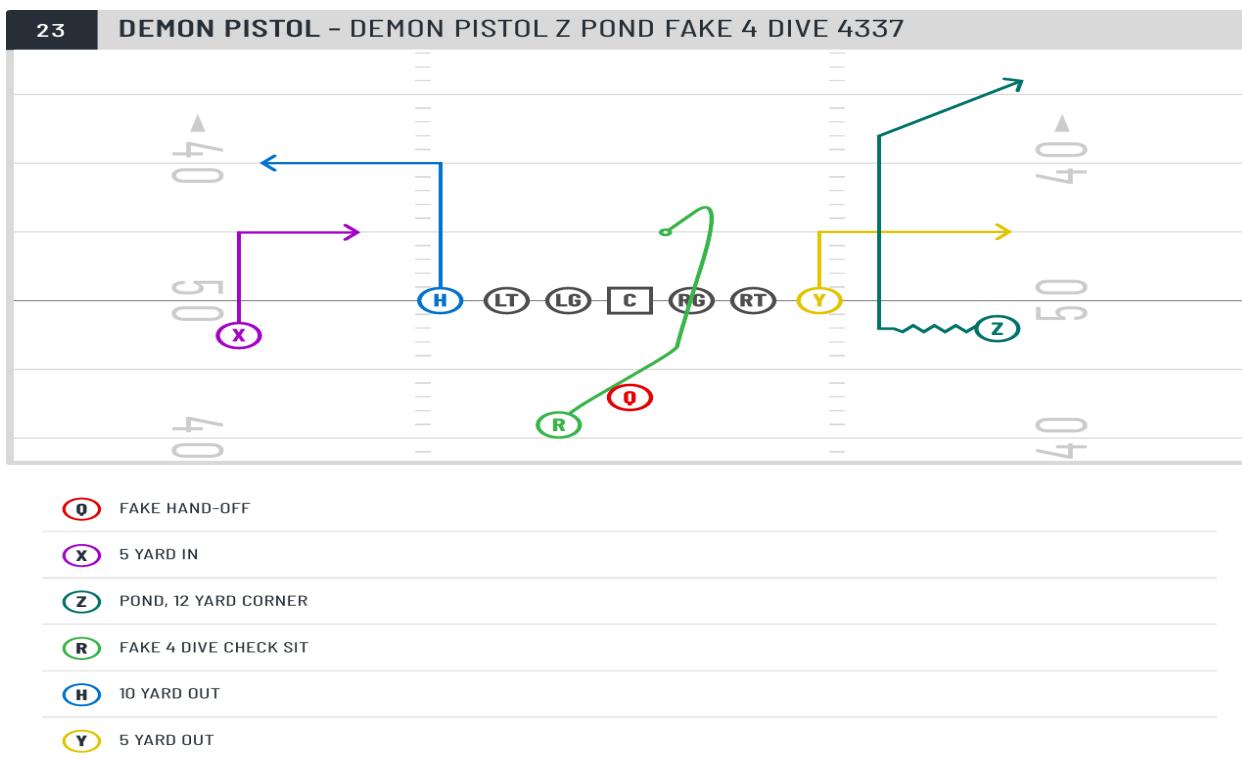
### PLAYER ASSIGNMENTS

- X: 10 YARD POST
- Z: 5 YARD DRAG
- Y: SHIFT ON READY 12 YARD CORNER
- R: BUBBLE DRAG SIDE
- W: SHIFT ON READY 10 YARD OUT

### OFFENSIVE LINE RESPONSIBILITIES

- LT: Pass protect - DE/OLB outside, drop step technique, keep outside arm free
- LG: Pass protect - Inside gap, work with center on stunts, inside-out technique
- C: ID Mike pre-snap, pass protect - O-tech or A-gap, make slide protection calls
- RG: Pass protect - Inside gap, work with center on stunts, inside-out technique
- RT: Pass protect - DE/OLB outside, drop step technique, keep outside arm free
- Protection: Big-on-big, slide left/right based on RB, communicate stunts and twists

## PLAY #23: DEMON PISTOL Z POND FAKE 4 DIVE 4337



Formation: DEMON PISTOL | Type: Play Action Pass (PASS)

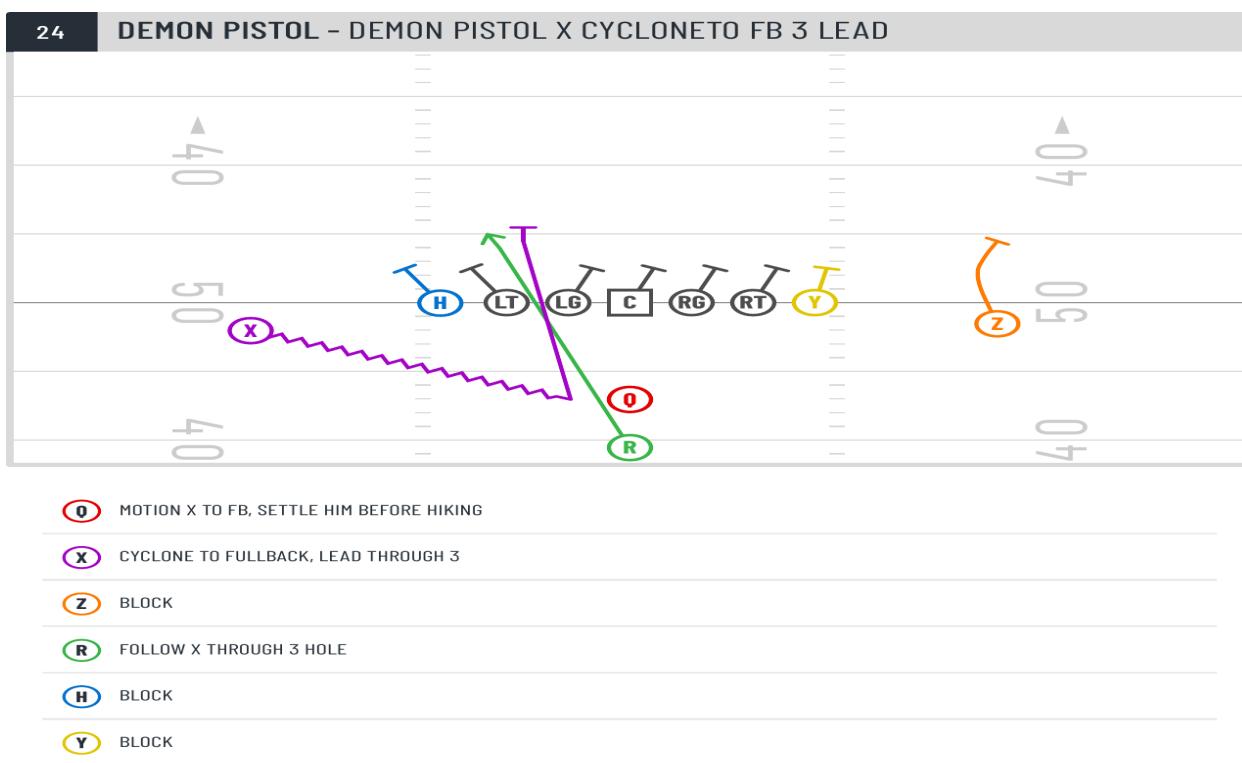
### PLAYER ASSIGNMENTS

- Q: FAKE HAND-OFF
- X: 5 YARD IN
- Z: POND, 12 YARD CORNER
- R: FAKE 4 DIVE CHECK SIT
- H: 10 YARD OUT
- Y: 5 YARD OUT

### OFFENSIVE LINE RESPONSIBILITIES

- LT: Pass protect - DE/OLB outside, drop step technique, keep outside arm free
- LG: Pass protect - Inside gap, work with center on stunts, inside-out technique
- C: ID Mike pre-snap, pass protect - 0-tech or A-gap, make slide protection calls
- RG: Pass protect - Inside gap, work with center on stunts, inside-out technique
- RT: Pass protect - DE/OLB outside, drop step technique, keep outside arm free
- Protection: Big-on-big, slide left/right based on RB, communicate stunts and twists

## PLAY #24: DEMON PISTOL X CYCLONE TO FB 3 LEAD



Formation: DEMON PISTOL | Type: Lead Run (RUN)

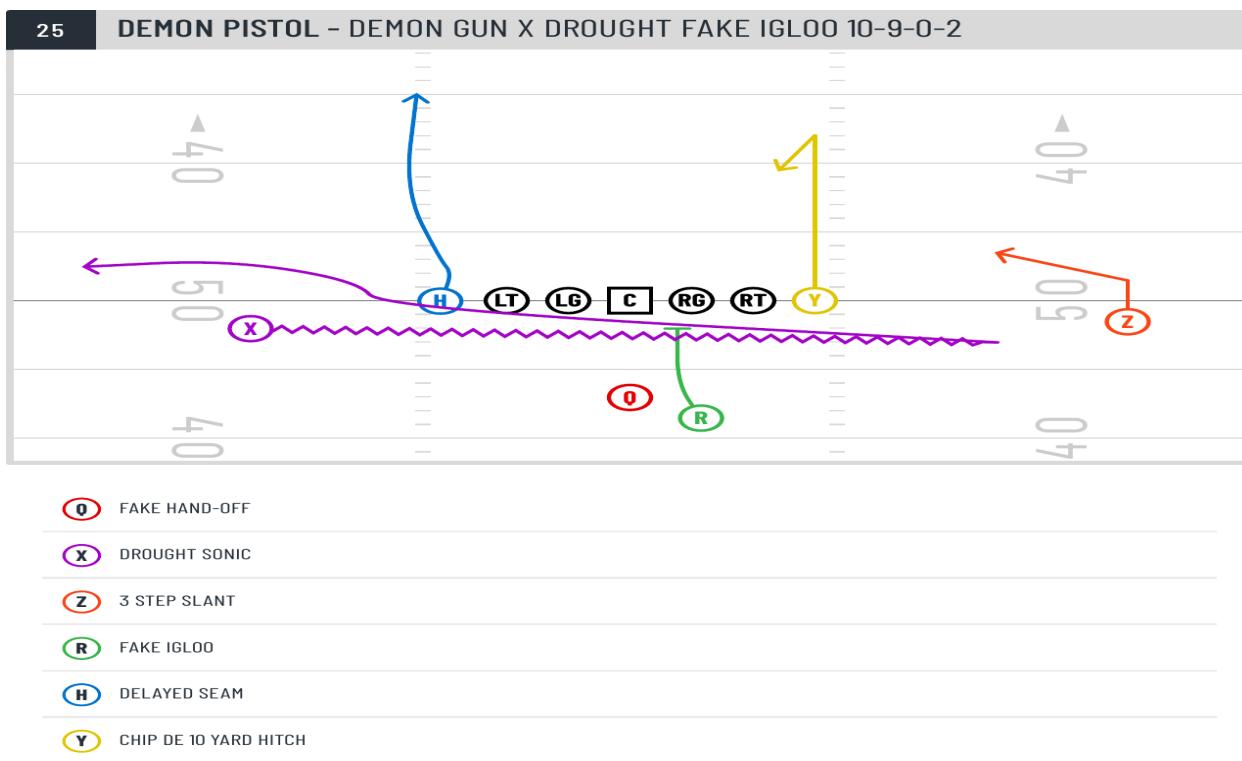
### PLAYER ASSIGNMENTS

- Q: MOTION X TO FB, SETTLE HIM BEFORE HIKING
- X: CYCLONE TO FULLBACK, LEAD THROUGH 3
- Z: BLOCK
- R: FOLLOW X THROUGH 3 HOLE
- H: BLOCK
- Y: BLOCK

### OFFENSIVE LINE RESPONSIBILITIES

- LT: Base block DE/OLB, drive to point of attack
- LG: Base block man on or pull as called, secure inside gap
- C: Base block nose/0-tech, make protection calls, secure A-gaps
- RG: Base block man on or pull as called, secure inside gap
- RT: Base block DE/OLB, seal edge, prevent outside penetration
- Scheme: Man/zone blocking based on front, double teams to linebackers

## PLAY #25: DEMON GUN X DROUGHT FAKE IGLOO 10-9-0-2



Formation: DEMON PISTOL | Type: Play Action Pass (PASS)

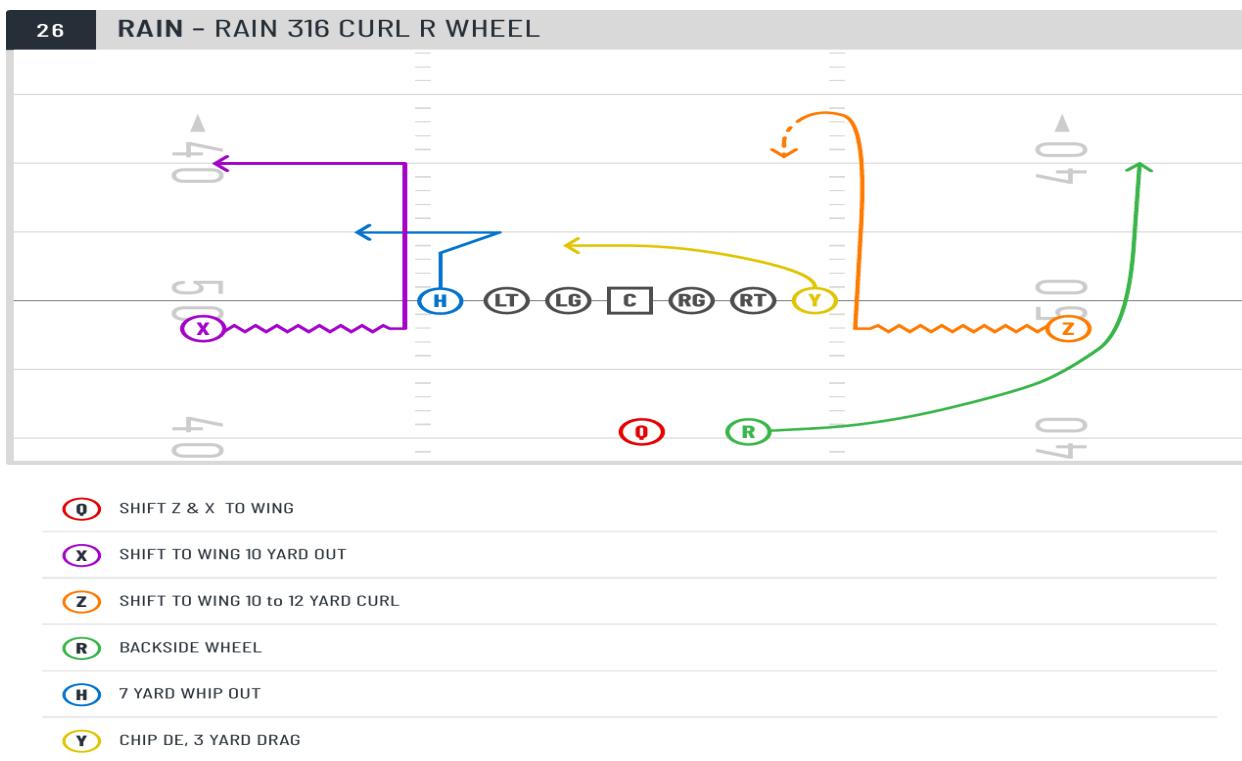
### PLAYER ASSIGNMENTS

- Q: FAKE HAND-OFF
- X: DROUGHT SONIC
- Z: 3 STEP SLANT
- R: FAKE IGLOO
- H: DELAYED SEAM
- Y: CHIP DE 10 YARD HITCH

### OFFENSIVE LINE RESPONSIBILITIES

- LT: Pass protect - DE/OLB outside, drop step technique, keep outside arm free
- LG: Pass protect - Inside gap, work with center on stunts, inside-out technique
- C: ID Mike pre-snap, pass protect - 0-tech or A-gap, make slide protection calls
- RG: Pass protect - Inside gap, work with center on stunts, inside-out technique
- RT: Pass protect - DE/OLB outside, drop step technique, keep outside arm free
- Protection: Big-on-big, slide left/right based on RB, communicate stunts and twists

## PLAY #26: RAIN 316 CURL R WHEEL



Formation: RAIN | Type: Pass Concept (PASS)

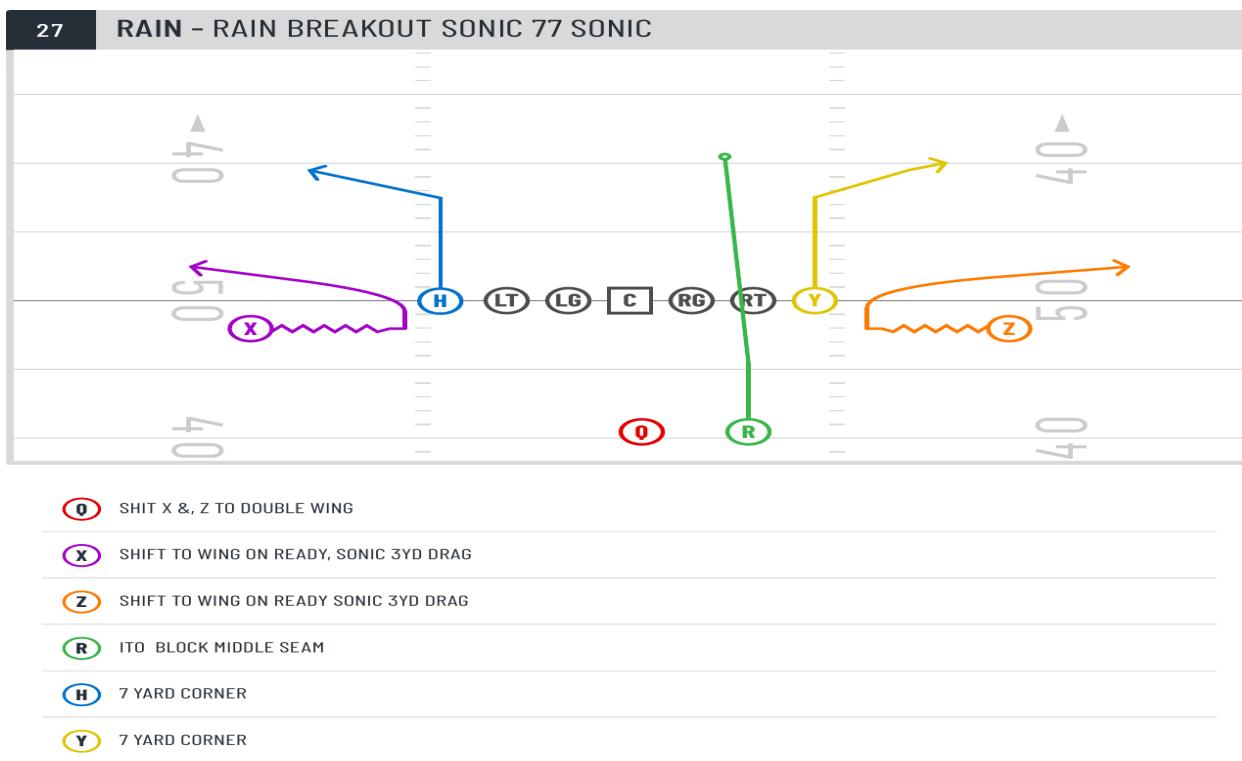
### PLAYER ASSIGNMENTS

- Q: SHIFT Z & X TO WING
- X: SHIFT TO WING 10 YARD OUT
- Z: SHIFT TO WING 10 TO 12 YARD CURL
- R: BACKSIDE WHEEL
- H: 7 YARD WHIP OUT
- Y: CHIP DE, 3 YARD DRAG

### OFFENSIVE LINE RESPONSIBILITIES

- LT: Pass protect - DE/OLB outside, drop step technique, keep outside arm free
- LG: Pass protect - Inside gap, work with center on stunts, inside-out technique
- C: ID Mike pre-snap, pass protect - O-tech or A-gap, make slide protection calls
- RG: Pass protect - Inside gap, work with center on stunts, inside-out technique
- RT: Pass protect - DE/OLB outside, drop step technique, keep outside arm free
- Protection: Big-on-big, slide left/right based on RB, communicate stunts and twists

## PLAY #27: RAIN BREAKOUT SONIC 77 SONIC



Formation: RAIN | Type: Pass Concept (PASS)

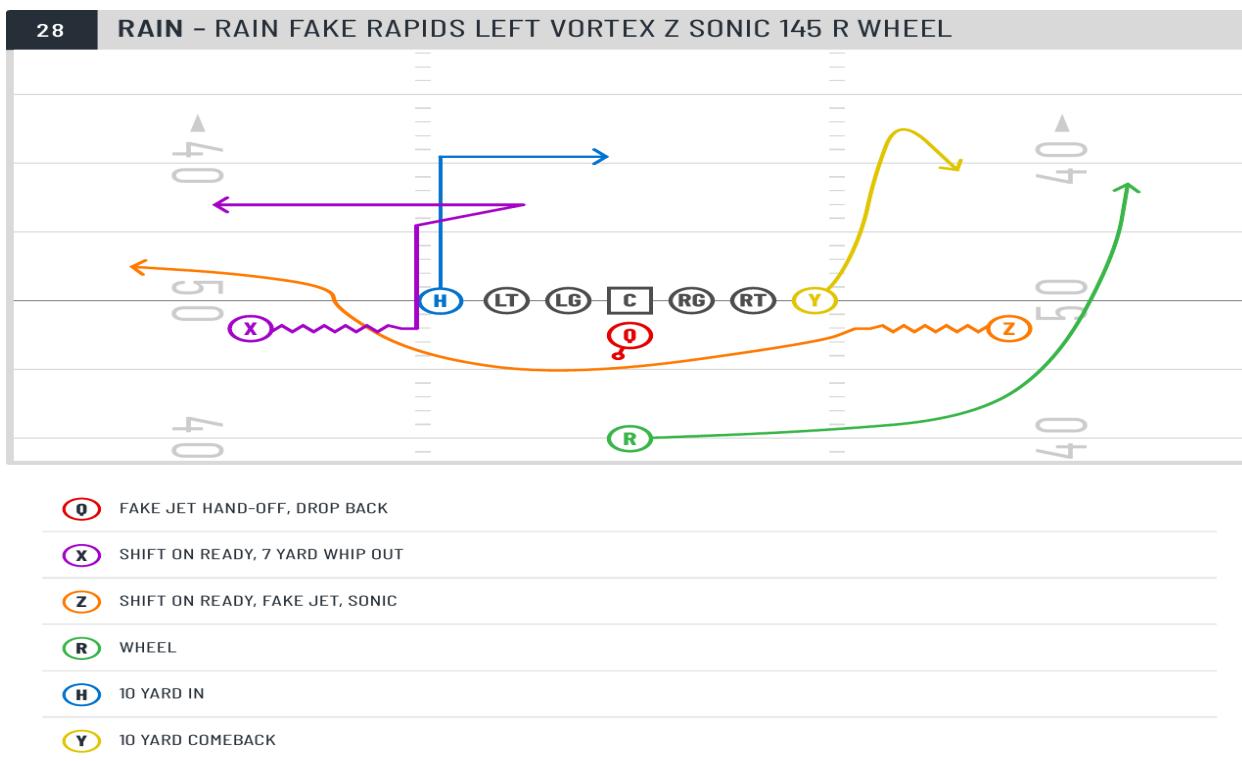
### PLAYER ASSIGNMENTS

- Q: SHIFT X & Z TO DOUBLE WING
- X: SHIFT TO WING ON READY, SONIC 3YD DRAG
- Z: SHIFT TO WING ON READY SONIC 3YD DRAG
- R: ITO BLOCK MIDDLE SEAM
- H: 7 YARD CORNER
- Y: 7 YARD CORNER

### OFFENSIVE LINE RESPONSIBILITIES

- LT: Pass protect - DE/OLB outside, drop step technique, keep outside arm free
- LG: Pass protect - Inside gap, work with center on stunts, inside-out technique
- C: ID Mike pre-snap, pass protect - 0-tech or A-gap, make slide protection calls
- RG: Pass protect - Inside gap, work with center on stunts, inside-out technique
- RT: Pass protect - DE/OLB outside, drop step technique, keep outside arm free
- Protection: Big-on-big, slide left/right based on RB, communicate stunts and twists

## PLAY #28: RAIN FAKE RAPIDS LEFT VORTEX Z SONIC 145 R WHEEL



Formation: RAIN | Type: Play Action Pass (PASS)

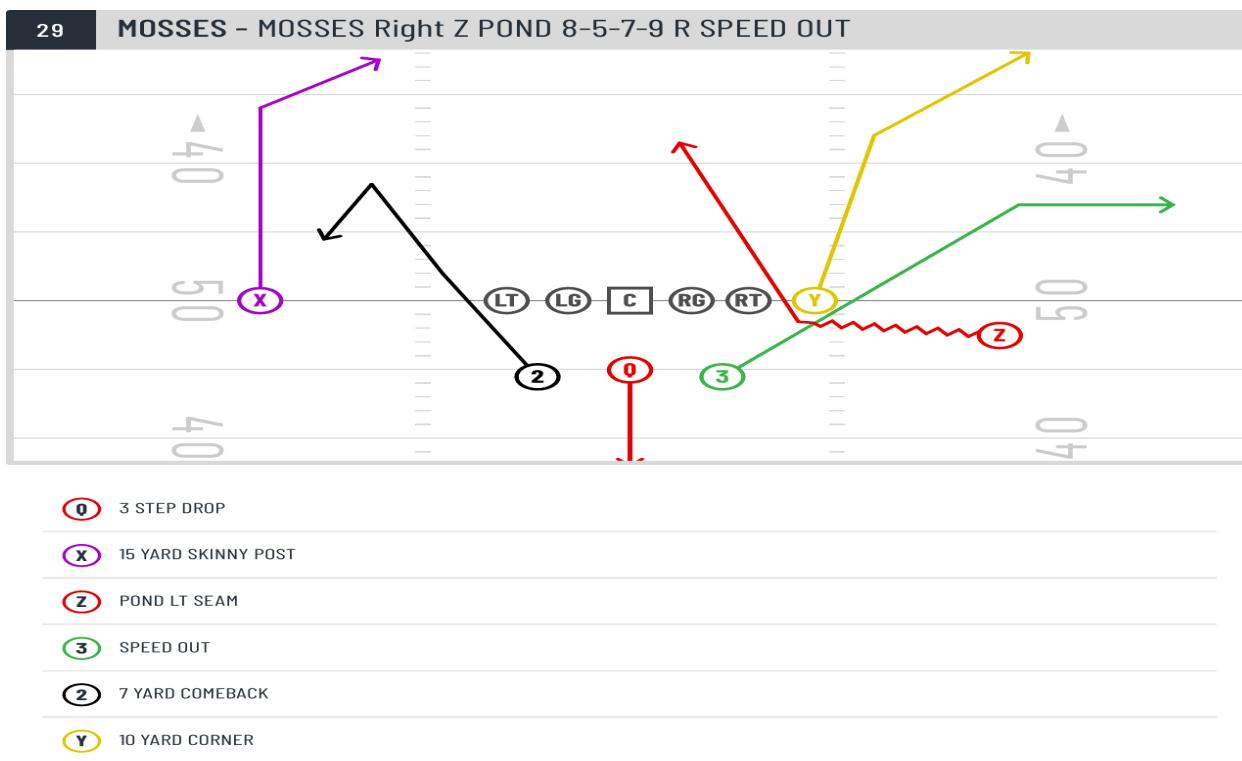
### PLAYER ASSIGNMENTS

- Q: FAKE JET HAND-OFF, DROP BACK
- X: SHIFT ON READY, 7 YARD WHIP OUT
- Z: SHIFT ON READY, FAKE JET, SONIC
- R: WHEEL
- H: 10 YARD IN
- Y: 10 YARD COMEBACK

### OFFENSIVE LINE RESPONSIBILITIES

- LT: Pass protect - DE/OLB outside, drop step technique, keep outside arm free
- LG: Pass protect - Inside gap, work with center on stunts, inside-out technique
- C: ID Mike pre-snap, pass protect - 0-tech or A-gap, make slide protection calls
- RG: Pass protect - Inside gap, work with center on stunts, inside-out technique
- RT: Pass protect - DE/OLB outside, drop step technique, keep outside arm free
- Protection: Big-on-big, slide left/right based on RB, communicate stunts and twists

## PLAY #29: MOSES RIGHT Z POND 8-5-7-9 R SPEED OUT



**Formation: MOSSES | Type: Pass Concept (PASS)**

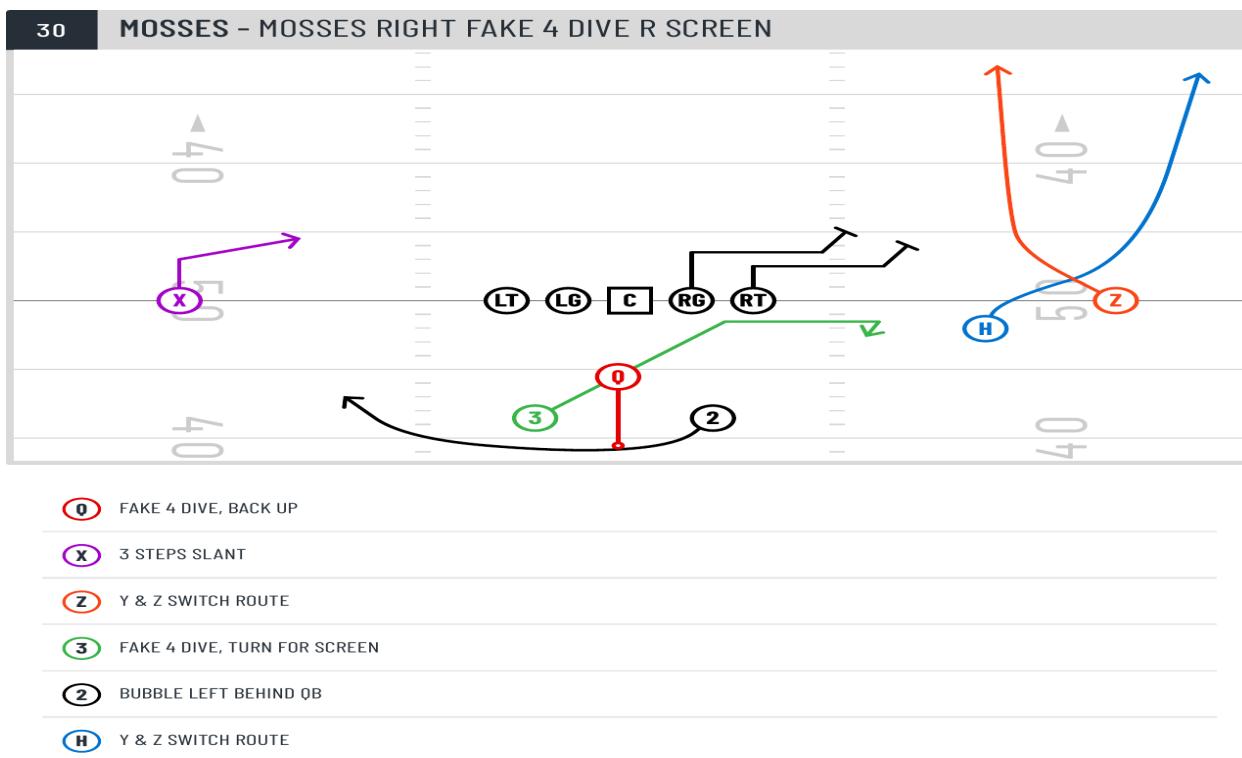
## PLAYER ASSIGNMENTS

- **Q:** 3 STEP DROP
  - **X:** 15 YARD SKINNY POST
  - **Z:** POND LT SEAM
  - **3:** SPEED OUT
  - **2:** 7 YARD COMEBACK
  - **Y:** 10 YARD CORNER

# OFFENSIVE LINE RESPONSIBILITIES

- **LT:** Pass protect - DE/OLB outside, drop step technique, keep outside arm free
  - **LG:** Pass protect - Inside gap, work with center on stunts, inside-out technique
  - **C:** ID Mike pre-snap, pass protect - 0-tech or A-gap, make slide protection calls
  - **RG:** Pass protect - Inside gap, work with center on stunts, inside-out technique
  - **RT:** Pass protect - DE/OLB outside, drop step technique, keep outside arm free
  - **Protection:** Big-on-big, slide left/right based on RB, communicate stunts and twists

## PLAY #30: MOSES RIGHT FAKE 4 DIVE R SCREEN



**Formation: MOSSES | Type: Screen Pass (PASS)**

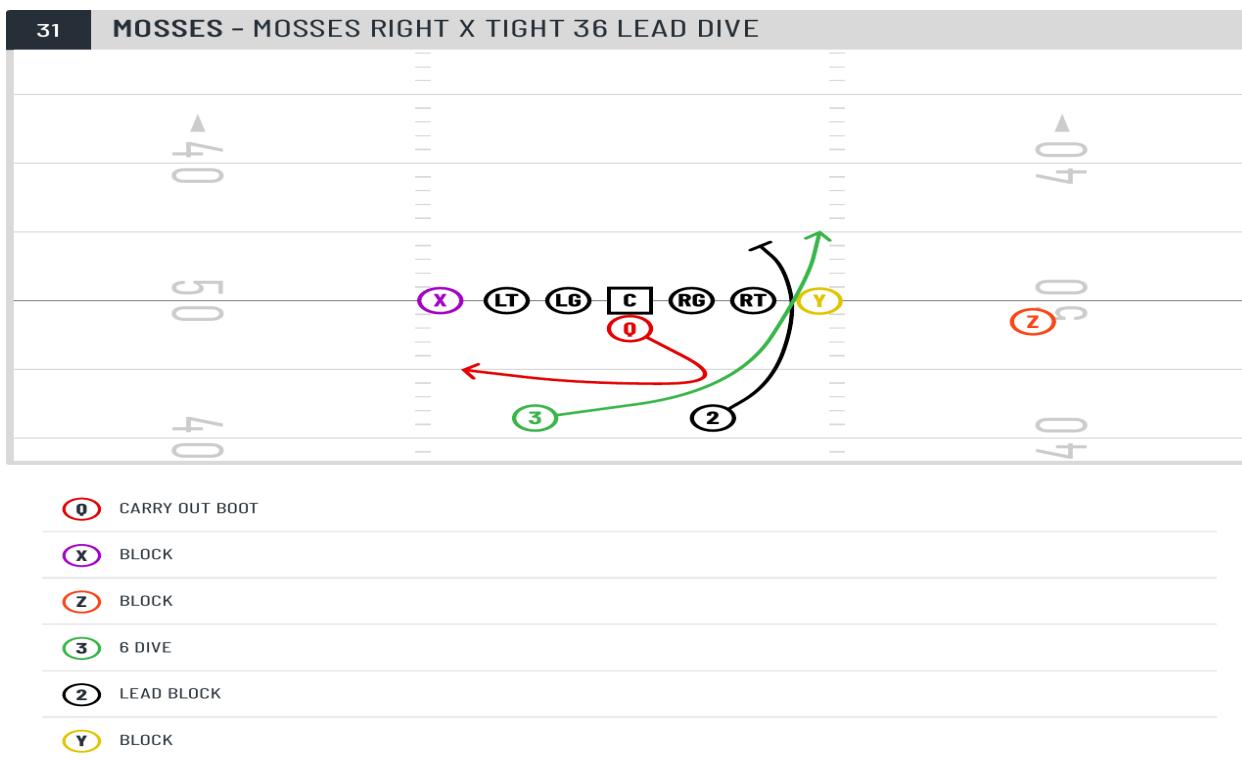
## PLAYER ASSIGNMENTS

- **Q:** FAKE 4 DIVE, BACK UP
  - **X:** 3 STEPS SLANT
  - **Z:** Y & Z SWITCH ROUTE
  - **3:** FAKE 4 DIVE, TURN FOR SCREEN
  - **2:** BUBBLE LEFT BEHIND QB
  - **H:** Y & Z SWITCH ROUTE

# OFFENSIVE LINE RESPONSIBILITIES

- **LT:** Pass protect - DE/OLB outside, drop step technique, keep outside arm free
  - **LG:** Pass protect - Inside gap, work with center on stunts, inside-out technique
  - **C:** ID Mike pre-snap, pass protect - 0-tech or A-gap, make slide protection calls
  - **RG:** Pass protect - Inside gap, work with center on stunts, inside-out technique
  - **RT:** Pass protect - DE/OLB outside, drop step technique, keep outside arm free
  - **Protection:** Big-on-big, slide left/right based on RB, communicate stunts and twists

## PLAY #31: MOSSES RIGHT X TIGHT 36 LEAD DIVE



Formation: MOSSES | Type: Dive Run (RUN)

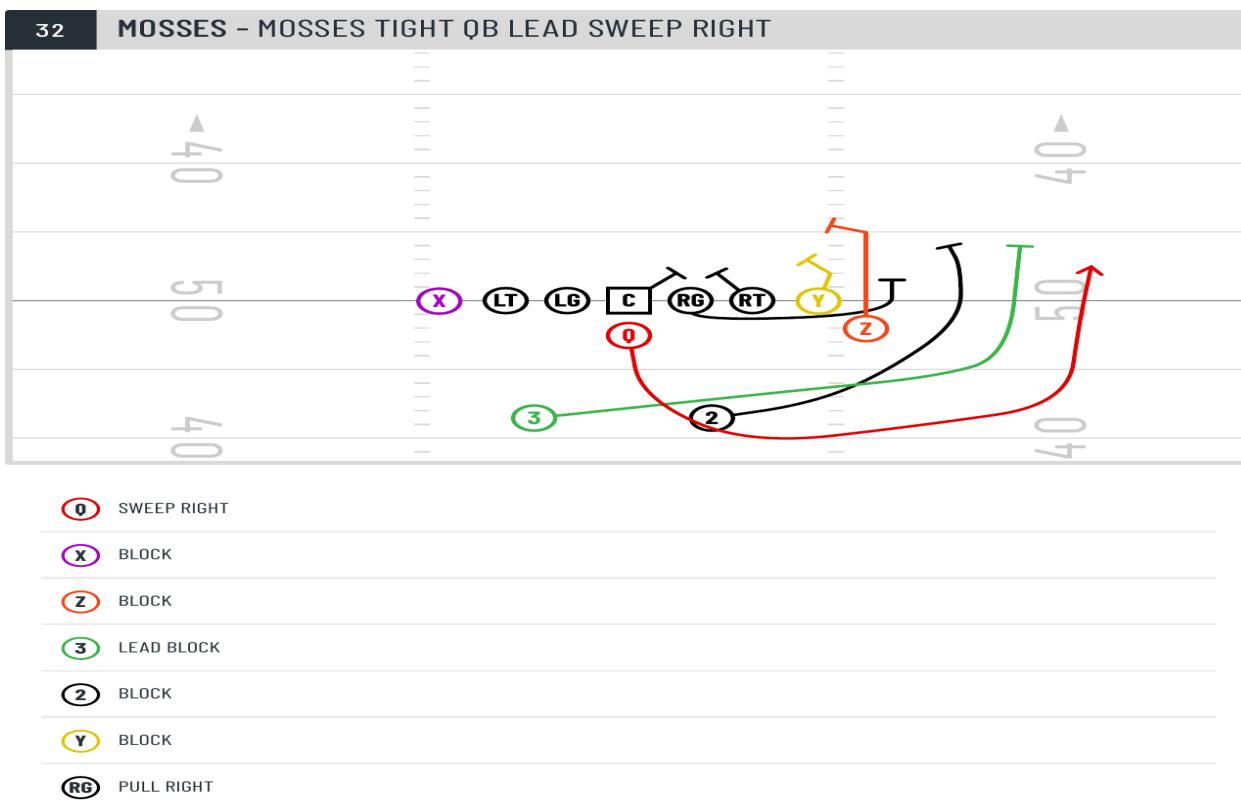
### PLAYER ASSIGNMENTS

- X: BLOCK
- Z: BLOCK
- 3: 6 DIVE
- 2: LEAD BLOCK
- Y: BLOCK
- Q: CARRY OUT BOOT

### OFFENSIVE LINE RESPONSIBILITIES

- LT: Base block man on, drive to playside A or B-gap
- LG: Base/combo with center, work to linebacker, secure inside gap
- C: Base/combo on nose or shade, work to Mike linebacker
- RG: Base/combo with center, work to linebacker, secure inside gap
- RT: Base block man on, prevent penetration in B-gap
- Scheme: Quick-hitting inside zone, double teams to linebackers, vertical push

## PLAY #32: MOSSES TIGHT QB LEAD SWEEP RIGHT



**Formation: MOSSES | Type: QB Sweep (RUN)**

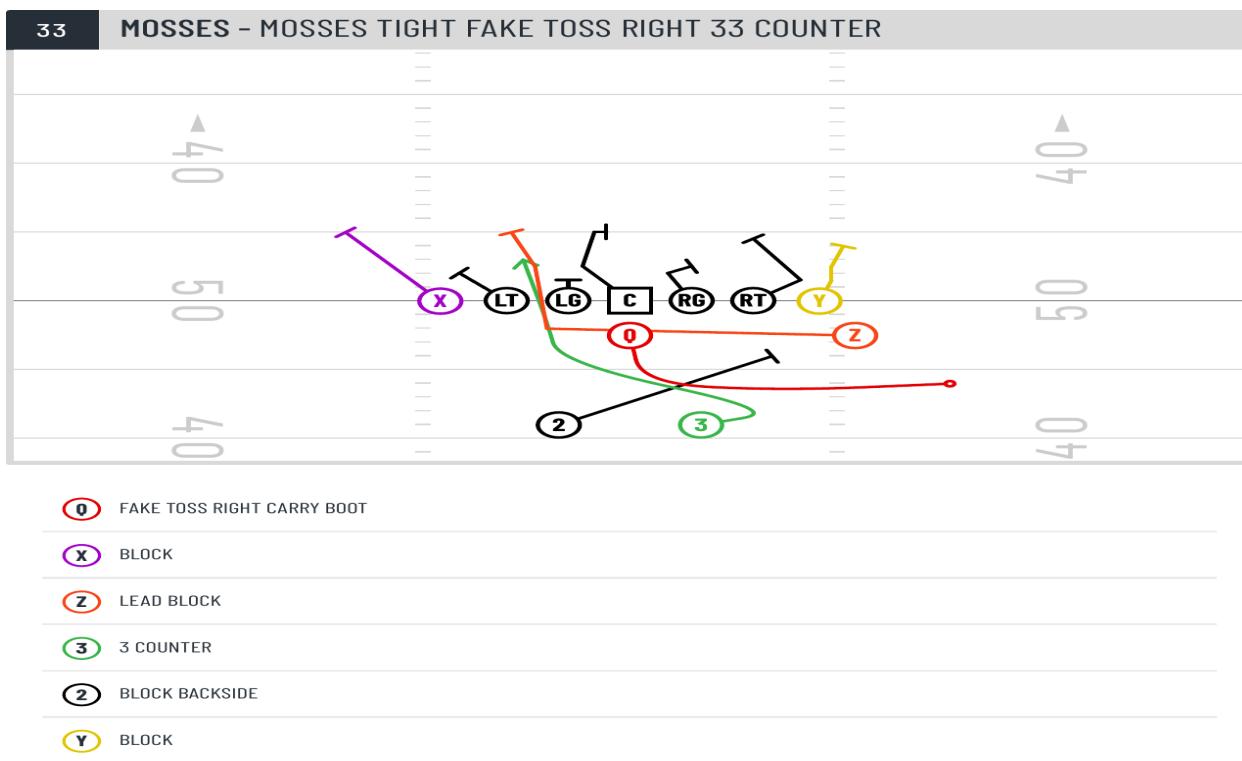
## PLAYER ASSIGNMENTS

- **Q:** SWEEP RIGHT
  - **X:** BLOCK
  - **Z:** BLOCK
  - **3:** LEAD BLOCK
  - **2:** BLOCK
  - **Y:** BLOCK
  - **RG:** PULL RIGHT

# OFFENSIVE LINE RESPONSIBILITIES

- **LT:** Reach block playside, climb to second level if possible
  - **LG:** Pull playside, lead sweep, kick out edge defender (DE/OLB)
  - **C:** Block back on backside A-gap, prevent cutback penetration
  - **RG:** Pull playside, seal first linebacker, create alley for RB
  - **RT:** Reach block, get movement outside, seal contain
  - **Scheme:** Double pulling guards create numbers advantage on perimeter

## PLAY #33: MOSSES TIGHT FAKE TOSS RIGHT 33 COUNTER



**Formation: MOSES | Type: Counter Run (RUN)**

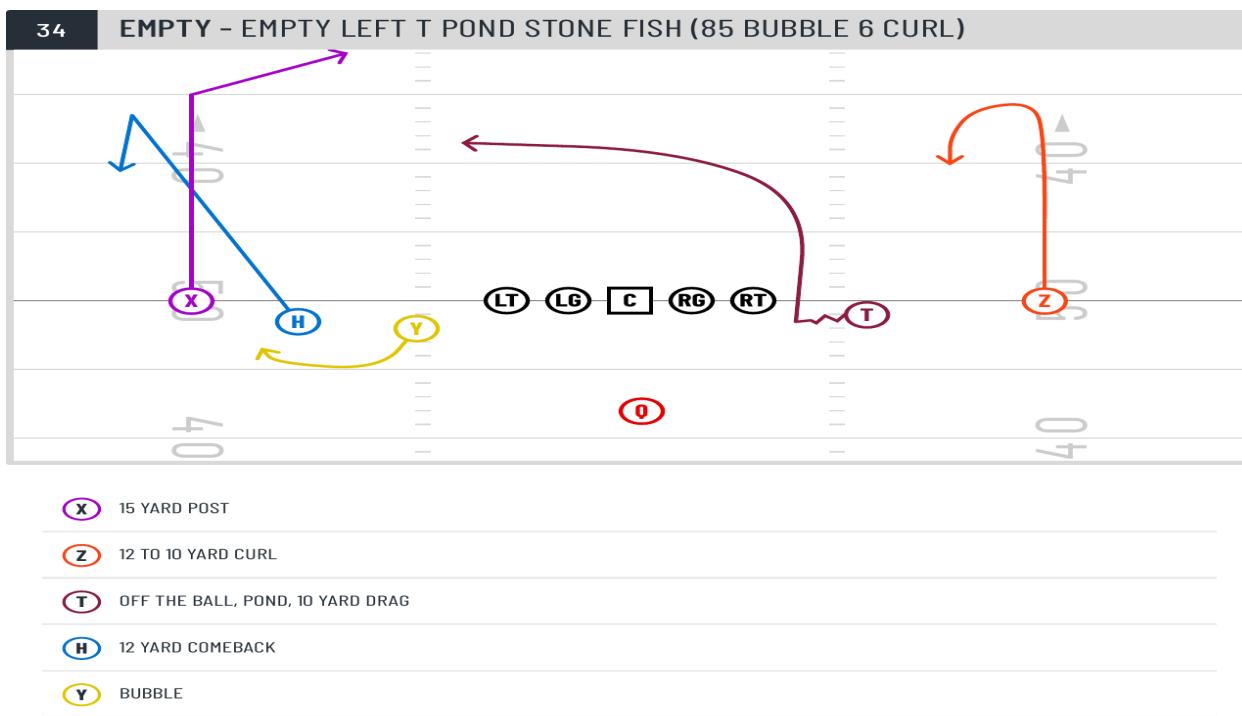
## PLAYER ASSIGNMENTS

- **Q:** FAKE TOSS RIGHT CARRY BOOT
  - **X:** BLOCK
  - **Z:** LEAD BLOCK
  - **3:** 3 COUNTER
  - **2:** BLOCK BACKSIDE
  - **Y:** BLOCK

# OFFENSIVE LINE RESPONSIBILITIES

- **LT:** Pull playside, lead through hole, kick out first color, seal linebacker level
  - **LG:** Pull playside, trap/log first down lineman, create running lane
  - **C:** Block back on backside A-gap, seal cutback, prevent penetration
  - **RG:** Base block man on/over, drive to linebacker level if uncovered
  - **RT:** Base block man on/over, reach if needed, seal edge
  - **Scheme:** Pulling guards create double team at POA, misdirection holds backside

## PLAY #34: EMPTY LEFT T POND STONE FISH (85 BUBBLE 6 CURL)



Formation: EMPTY | Type: Pass Concept (PASS)

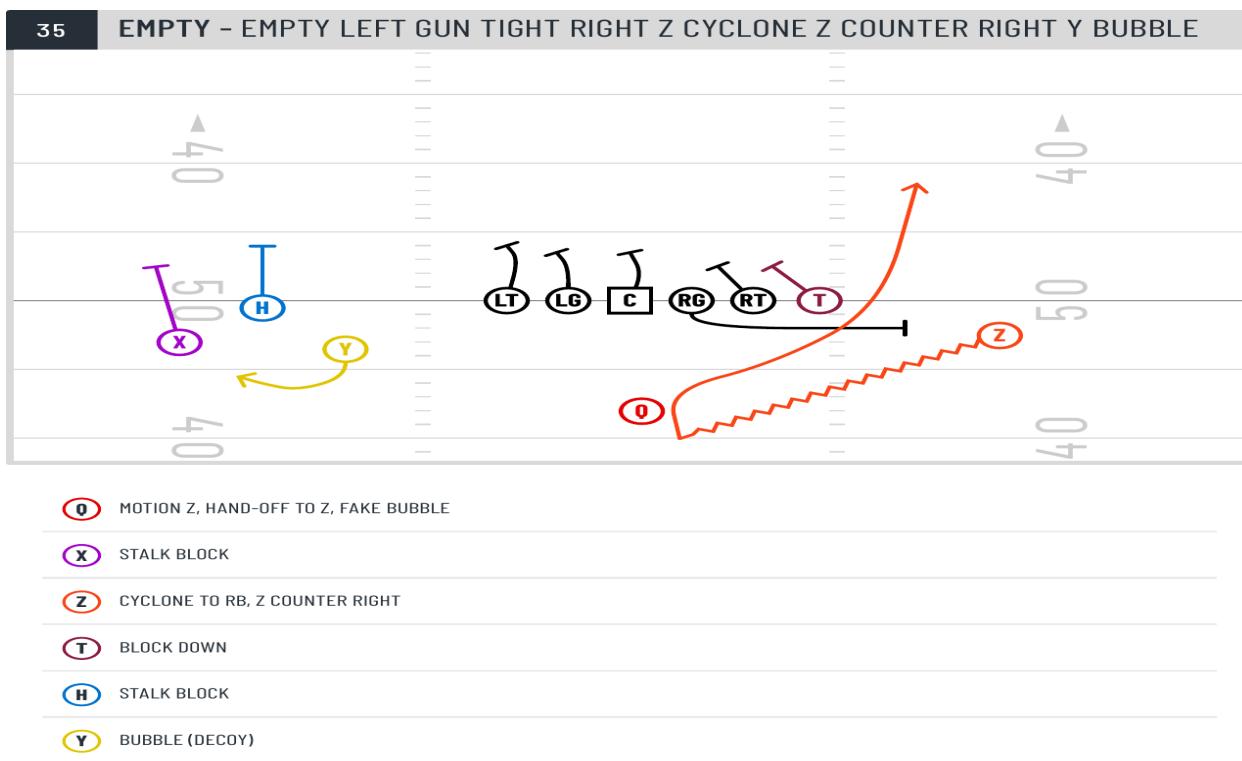
### PLAYER ASSIGNMENTS

- X: 15 YARD POST
- Z: 12 TO 10 YARD CURL
- T: OFF THE BALL, POND, 10 YARD DRAG
- H: 12 YARD COMEBACK
- Y: BUBBLE

### OFFENSIVE LINE RESPONSIBILITIES

- LT: Pass protect - DE/OLB outside, drop step technique, keep outside arm free
- LG: Pass protect - Inside gap, work with center on stunts, inside-out technique
- C: ID Mike pre-snap, pass protect - O-tech or A-gap, make slide protection calls
- RG: Pass protect - Inside gap, work with center on stunts, inside-out technique
- RT: Pass protect - DE/OLB outside, drop step technique, keep outside arm free
- Protection: Big-on-big, slide left/right based on RB, communicate stunts and twists

## PLAY #35: EMPTY LEFT GUN TIGHT RIGHT Z CYCLONE Z COUNTER RIGHT Y BUBBLE



Formation: EMPTY | Type: Counter Run (RUN)

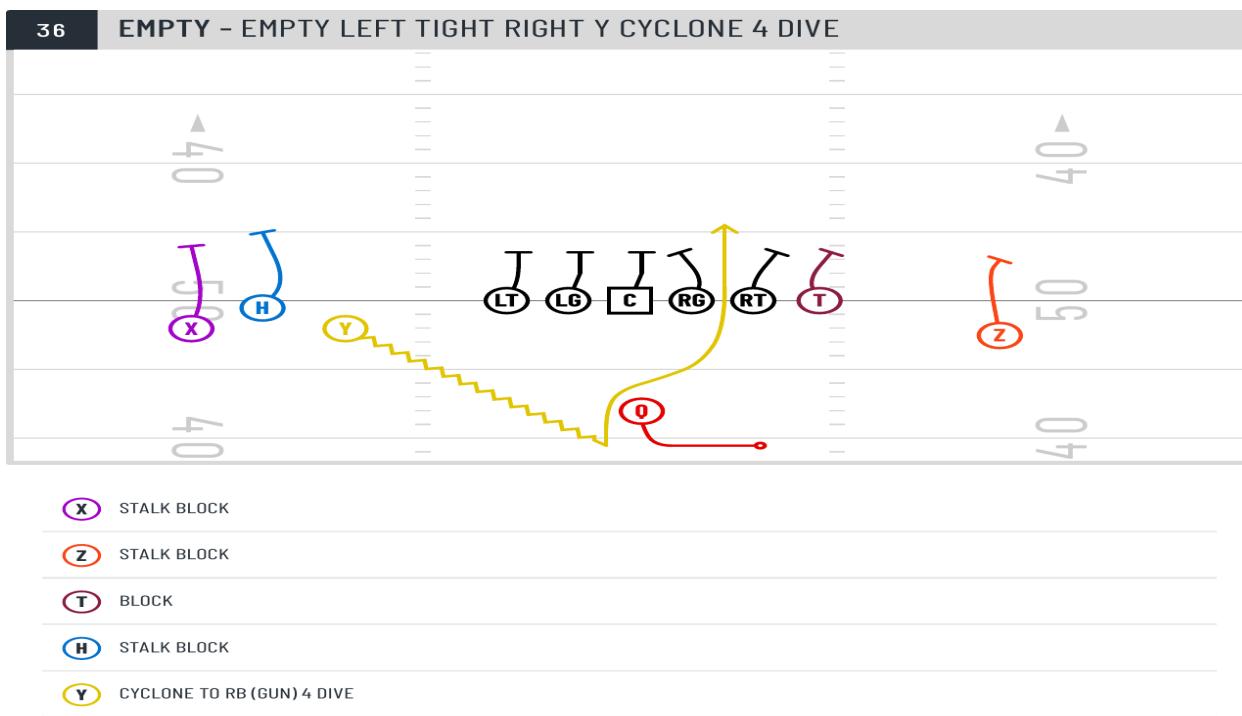
### PLAYER ASSIGNMENTS

- Q: MOTION Z, HAND-OFF TO Z, FAKE BUBBLE
- X: STALK BLOCK
- Z: CYCLONE TO RB, Z COUNTER RIGHT
- T: BLOCK DOWN
- H: STALK BLOCK
- Y: BUBBLE (DECOY)

### OFFENSIVE LINE RESPONSIBILITIES

- LT: Pull playside, lead through hole, kick out first color, seal linebacker level
- LG: Pull playside, trap/log first down lineman, create running lane
- C: Block back on backside A-gap, seal cutback, prevent penetration
- RG: Base block man on/over, drive to linebacker level if uncovered
- RT: Base block man on/over, reach if needed, seal edge
- Scheme: Pulling guards create double team at POA, misdirection holds backside

## PLAY #36: EMPTY LEFT TIGHT RIGHT Y CYCLONE 4 DIVE



Formation: EMPTY | Type: Dive Run (RUN)

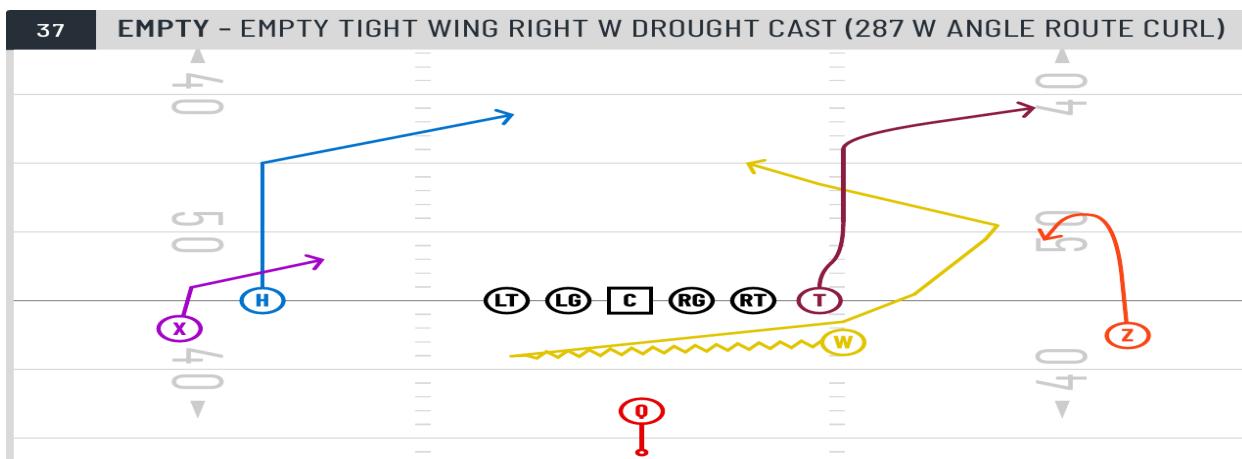
### PLAYER ASSIGNMENTS

- X: STALK BLOCK
- Z: STALK BLOCK
- T: BLOCK
- H: STALK BLOCK
- Y: CYCLONE TO RB (GUN) 4 DIVE

### OFFENSIVE LINE RESPONSIBILITIES

- LT: Base block man on, drive to playside A or B-gap
- LG: Base/combo with center, work to linebacker, secure inside gap
- C: Base/combo on nose or shade, work to Mike linebacker
- RG: Base/combo with center, work to linebacker, secure inside gap
- RT: Base block man on, prevent penetration in B-gap
- Scheme: Quick-hitting inside zone, double teams to linebackers, vertical push

## PLAY #37: EMPTY TIGHT WING RIGHT W DROUGHT CAST (287 W ANGLE ROUTE CURL)



(X) OFF THE BALL, 3 STEP SLANT

(Z) 7 TO 5 YARD CURL

(T) 12 YARD CORNER

(H) ON THE BALL, 10 YARD POST

(W) DROUGHT, ANGEL ROUTE

**Formation: EMPTY | Type: Pass Concept (PASS)**

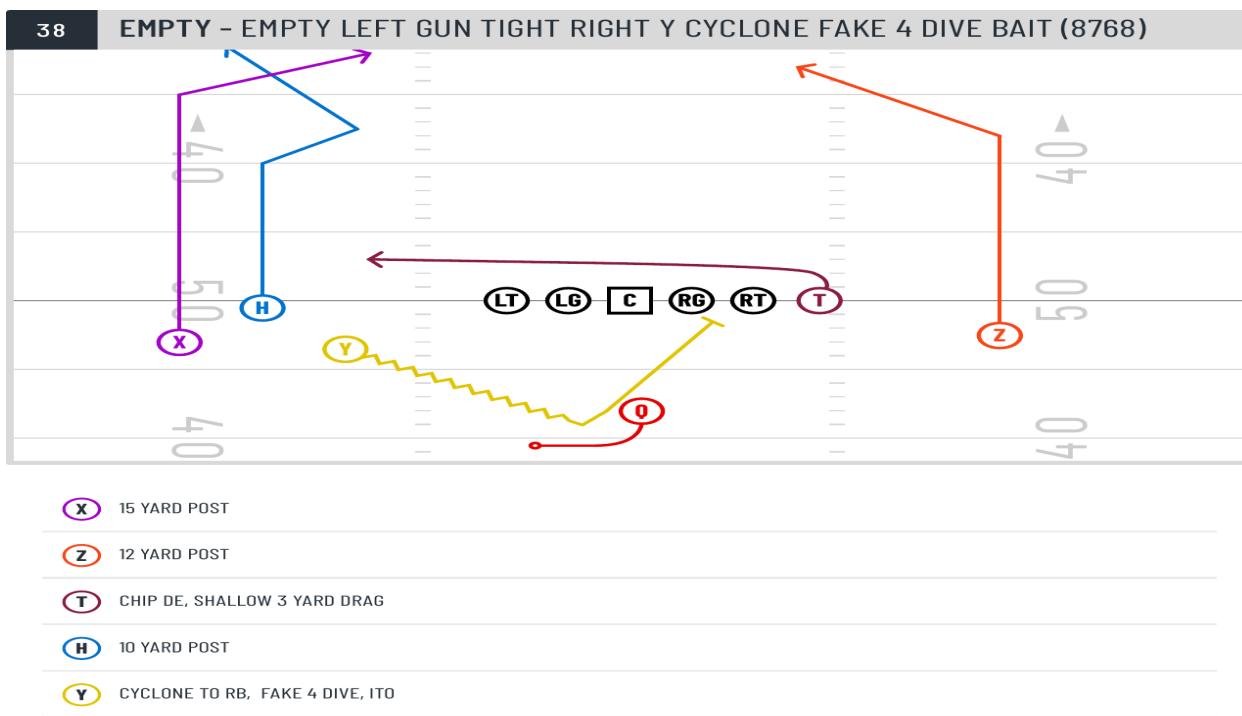
### PLAYER ASSIGNMENTS

- X: OFF THE BALL, 3 STEP SLANT
- Z: 7 TO 5 YARD CURL
- T: 12 YARD CORNER
- H: ON THE BALL, 10 YARD POST
- W: DROUGHT, ANGEL ROUTE

### OFFENSIVE LINE RESPONSIBILITIES

- LT: Pass protect - DE/OLB outside, drop step technique, keep outside arm free
- LG: Pass protect - Inside gap, work with center on stunts, inside-out technique
- C: ID Mike pre-snap, pass protect - O-tech or A-gap, make slide protection calls
- RG: Pass protect - Inside gap, work with center on stunts, inside-out technique
- RT: Pass protect - DE/OLB outside, drop step technique, keep outside arm free
- Protection: Big-on-big, slide left/right based on RB, communicate stunts and twists

## PLAY #38: EMPTY LEFT GUN TIGHT RIGHT Y CYCLONE FAKE 4 DIVE BAIT (8768)



Formation: EMPTY | Type: Play Action Pass (PASS)

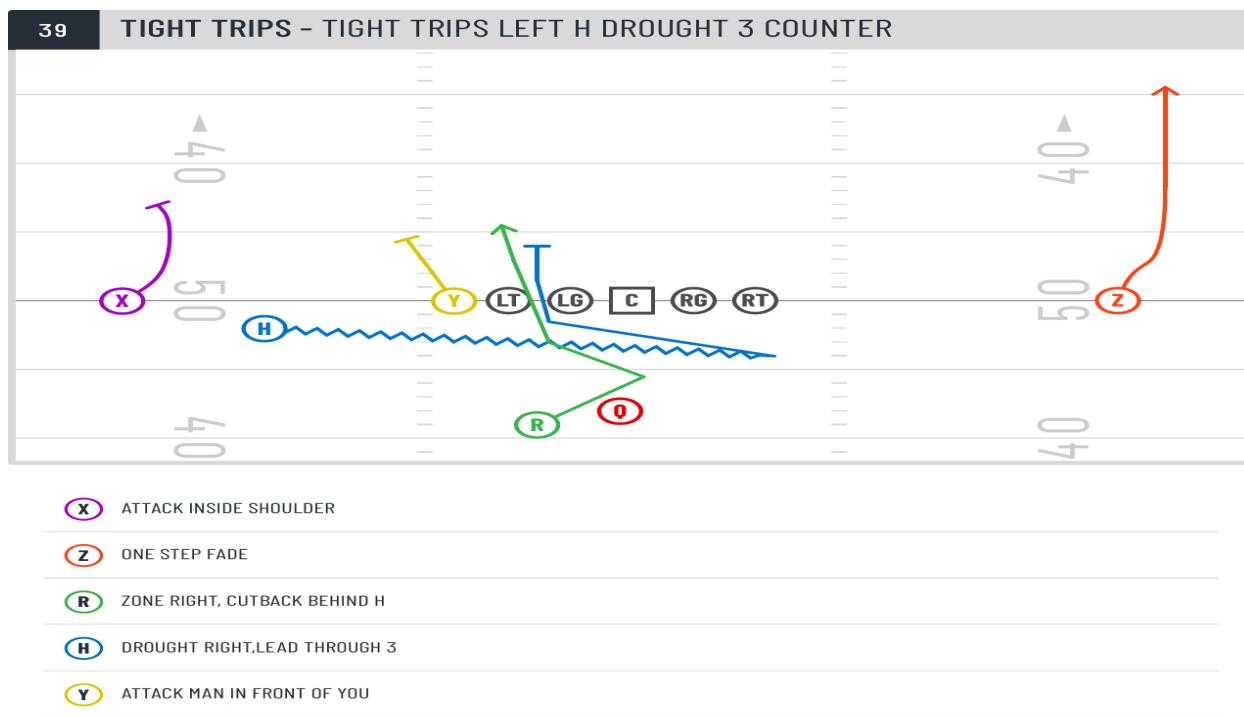
### PLAYER ASSIGNMENTS

- X: 15 YARD POST
- Z: 12 YARD POST
- T: CHIP DE, SHALLOW 3 YARD DRAG
- H: 10 YARD POST
- Y: CYCLONE TO RB, FAKE 4 DIVE, ITO

### OFFENSIVE LINE RESPONSIBILITIES

- LT: Pass protect - DE/OLB outside, drop step technique, keep outside arm free
- LG: Pass protect - Inside gap, work with center on stunts, inside-out technique
- C: ID Mike pre-snap, pass protect - O-tech or A-gap, make slide protection calls
- RG: Pass protect - Inside gap, work with center on stunts, inside-out technique
- RT: Pass protect - DE/OLB outside, drop step technique, keep outside arm free
- Protection: Big-on-big, slide left/right based on RB, communicate stunts and twists

## PLAY #39: TIGHT TRIPS LEFT H DROUGHT 3 COUNTER



Formation: TIGHT TRIPS | Type: Counter Run (RUN)

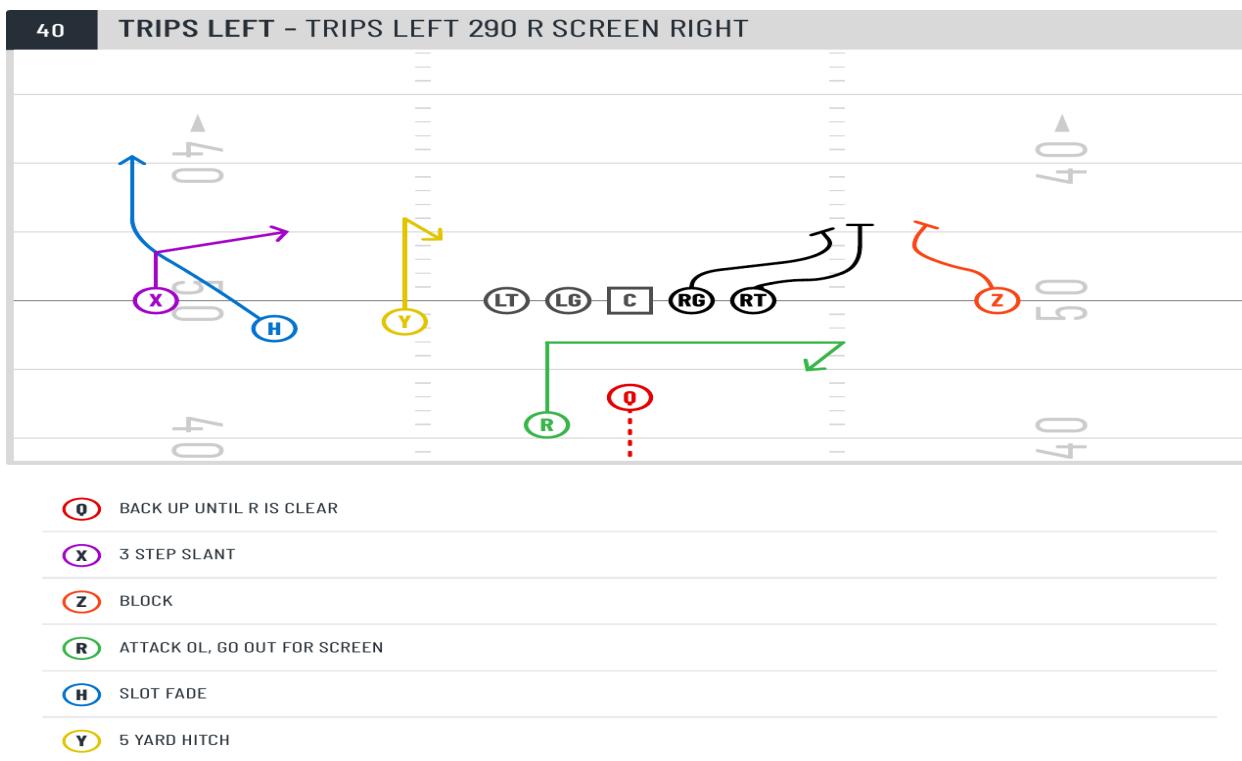
### PLAYER ASSIGNMENTS

- X: ATTACK INSIDE SHOULDER
- Z: ONE STEP FADE
- R: ZONE RIGHT, CUTBACK BEHIND H
- H: DROUGHT RIGHT, LEAD THROUGH 3
- Y: ATTACK MAN IN FRONT OF YOU

### OFFENSIVE LINE RESPONSIBILITIES

- LT: Pull playside, lead through hole, kick out first color, seal linebacker level
- LG: Pull playside, trap/log first down lineman, create running lane
- C: Block back on backside A-gap, seal cutback, prevent penetration
- RG: Base block man on/over, drive to linebacker level if uncovered
- RT: Base block man on/over, reach if needed, seal edge
- Scheme: Pulling guards create double team at POA, misdirection holds backside

## PLAY #40: TRIPS LEFT 290 R SCREEN RIGHT



Formation: TRIPS | Type: Screen Pass (PASS)

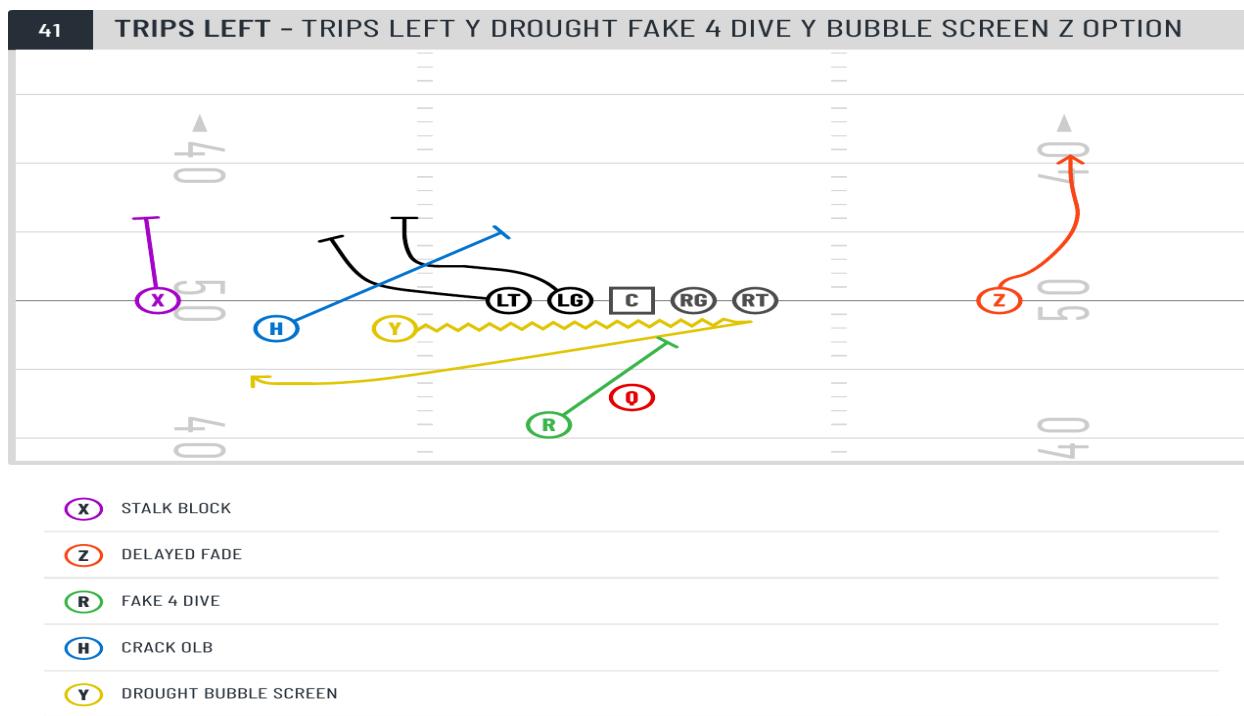
### PLAYER ASSIGNMENTS

- Q: BACK UP UNTIL R IS CLEAR
- X: 3 STEP SLANT
- Z: BLOCK
- R: ATTACK OL, GO OUT FOR SCREEN
- H: SLOT FADE
- Y: 5 YARD HITCH

### OFFENSIVE LINE RESPONSIBILITIES

- LT: Pass protect - DE/OLB outside, drop step technique, keep outside arm free
- LG: Pass protect - Inside gap, work with center on stunts, inside-out technique
- C: ID Mike pre-snap, pass protect - 0-tech or A-gap, make slide protection calls
- RG: Pass protect - Inside gap, work with center on stunts, inside-out technique
- RT: Pass protect - DE/OLB outside, drop step technique, keep outside arm free
- Protection: Big-on-big, slide left/right based on RB, communicate stunts and twists

## PLAY #41: TRIPS LEFT Y DROUGHT FAKE 4 DIVE Y BUBBLE SCREEN Z OPTION



Formation: TRIPS | Type: Bubble Screen (PASS)

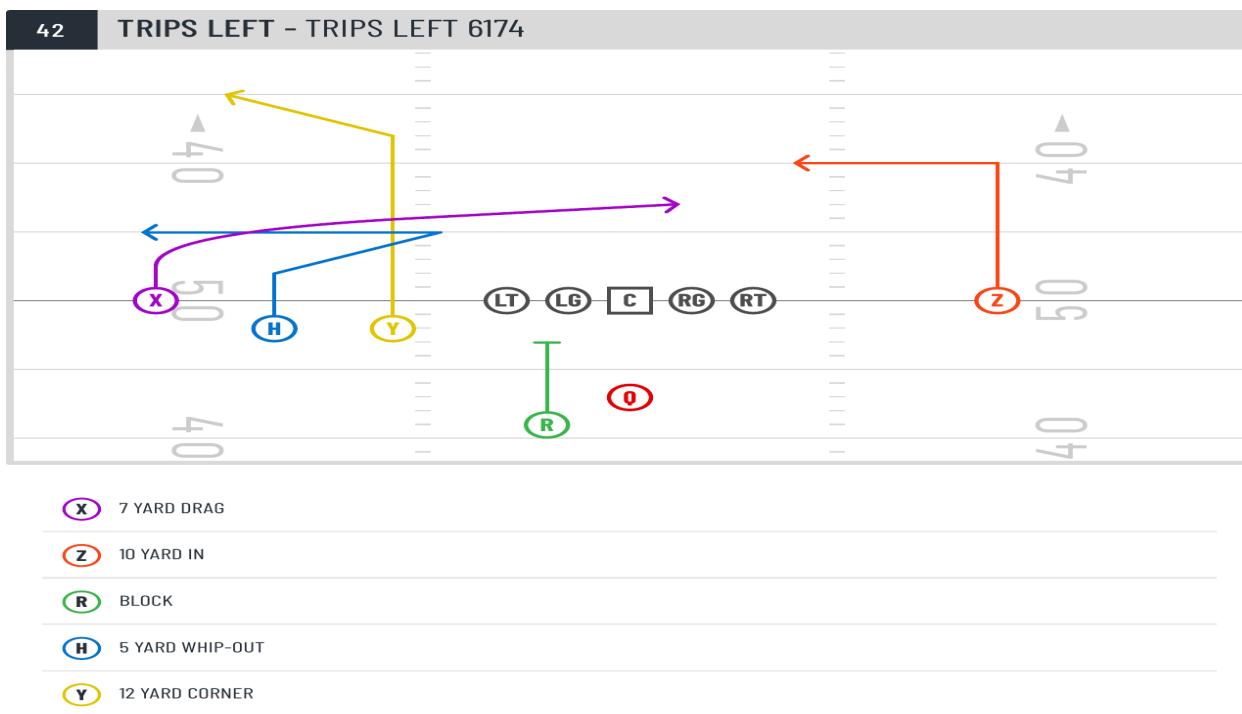
### PLAYER ASSIGNMENTS

- X: STALK BLOCK
- Z: DELAYED FADE
- R: FAKE 4 DIVE
- H: CRACK OLB
- Y: DROUGHT BUBBLE SCREEN

### OFFENSIVE LINE RESPONSIBILITIES

- LT: Pass protect - DE/OLB outside, drop step technique, keep outside arm free
- LG: Pass protect - Inside gap, work with center on stunts, inside-out technique
- C: ID Mike pre-snap, pass protect - O-tech or A-gap, make slide protection calls
- RG: Pass protect - Inside gap, work with center on stunts, inside-out technique
- RT: Pass protect - DE/OLB outside, drop step technique, keep outside arm free
- Protection: Big-on-big, slide left/right based on RB, communicate stunts and twists

## PLAY #42: TRIPS LEFT 6174



Formation: TRIPS | Type: Pass Concept (PASS)

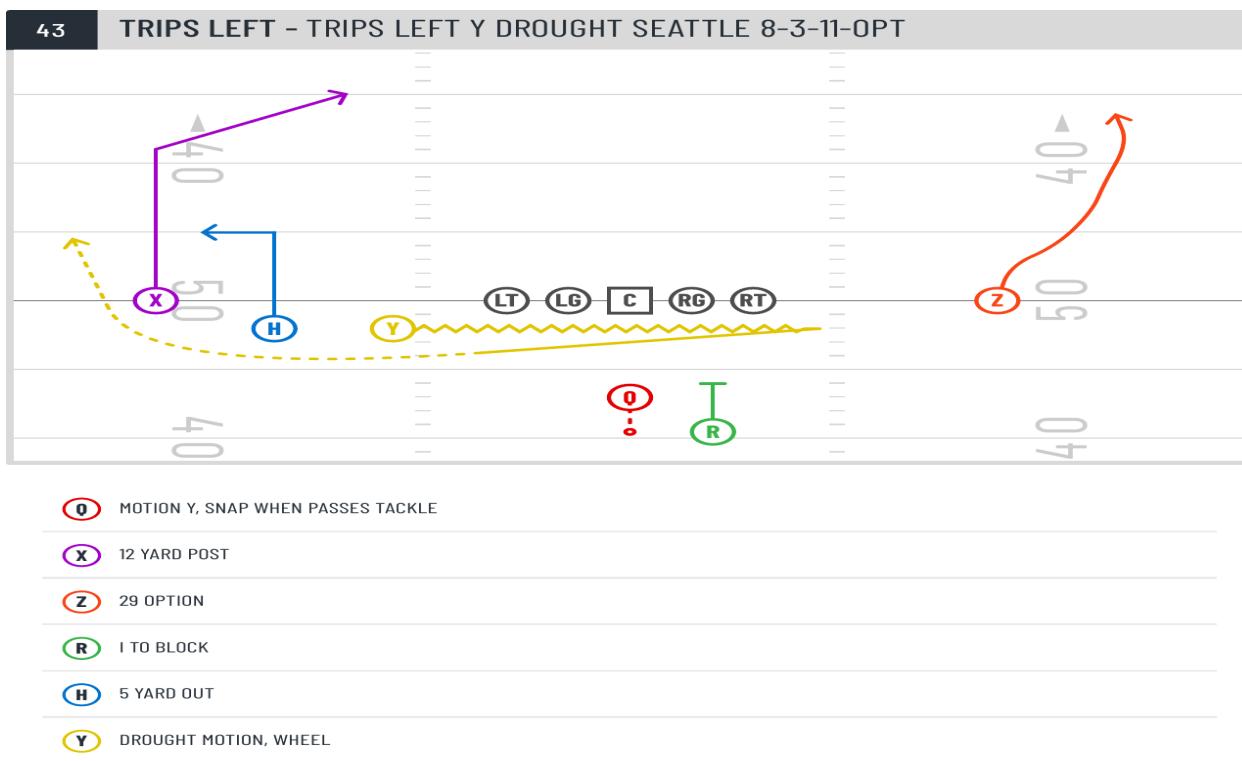
### PLAYER ASSIGNMENTS

- X: 7 YARD DRAG
- Z: 10 YARD IN
- R: BLOCK
- H: 5 YARD WHIP-OUT
- Y: 12 YARD CORNER

### OFFENSIVE LINE RESPONSIBILITIES

- LT: Pass protect - DE/OLB outside, drop step technique, keep outside arm free
- LG: Pass protect - Inside gap, work with center on stunts, inside-out technique
- C: ID Mike pre-snap, pass protect - O-tech or A-gap, make slide protection calls
- RG: Pass protect - Inside gap, work with center on stunts, inside-out technique
- RT: Pass protect - DE/OLB outside, drop step technique, keep outside arm free
- Protection: Big-on-big, slide left/right based on RB, communicate stunts and twists

## PLAY #43: TRIPS LEFT Y DROUGHT SEATTLE 8-3-11-OPT



Formation: TRIPS | Type: Pass Concept (PASS)

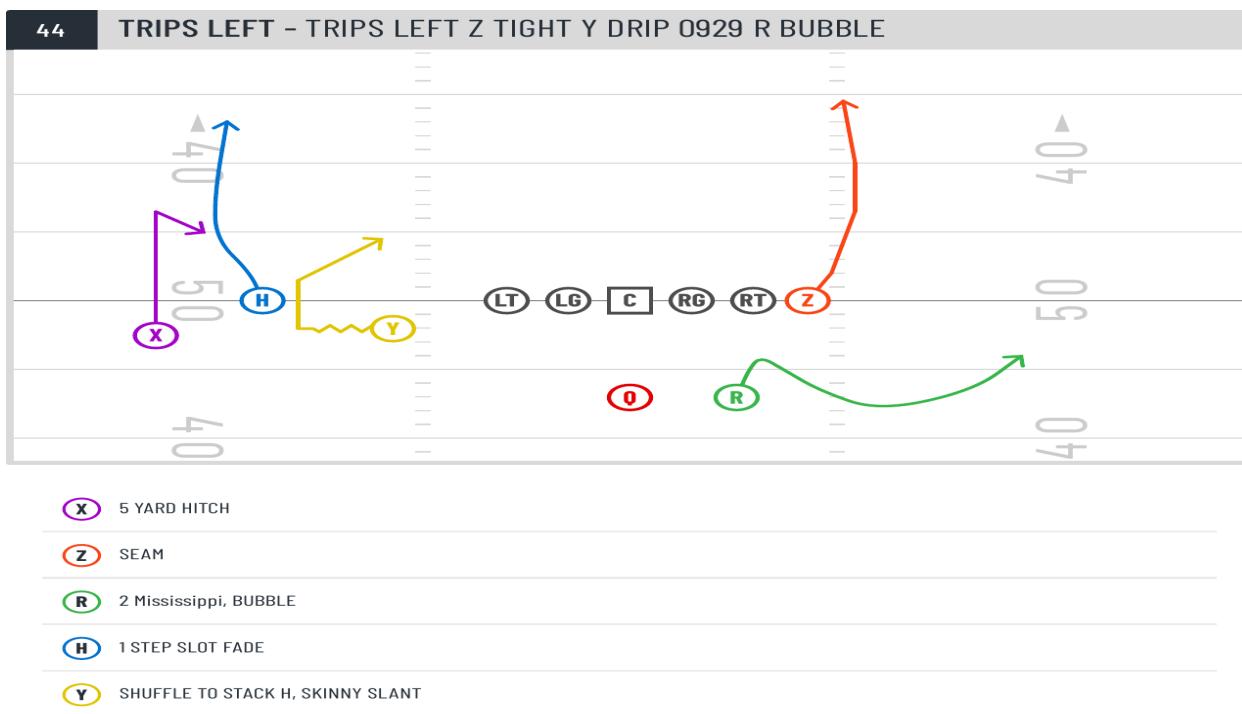
### PLAYER ASSIGNMENTS

- Q: MOTION Y, SNAP WHEN PASSES TACKLE
- X: 12 YARD POST
- Z: 29 OPTION
- R: I TO BLOCK
- H: 5 YARD OUT
- Y: DROUGHT MOTION, WHEEL

### OFFENSIVE LINE RESPONSIBILITIES

- LT: Pass protect - DE/OLB outside, drop step technique, keep outside arm free
- LG: Pass protect - Inside gap, work with center on stunts, inside-out technique
- C: ID Mike pre-snap, pass protect - 0-tech or A-gap, make slide protection calls
- RG: Pass protect - Inside gap, work with center on stunts, inside-out technique
- RT: Pass protect - DE/OLB outside, drop step technique, keep outside arm free
- Protection: Big-on-big, slide left/right based on RB, communicate stunts and twists

## PLAY #44: TRIPS LEFT Z TIGHT Y DRIP 0929 R BUBBLE



Formation: TRIPS | Type: Pass Concept (PASS)

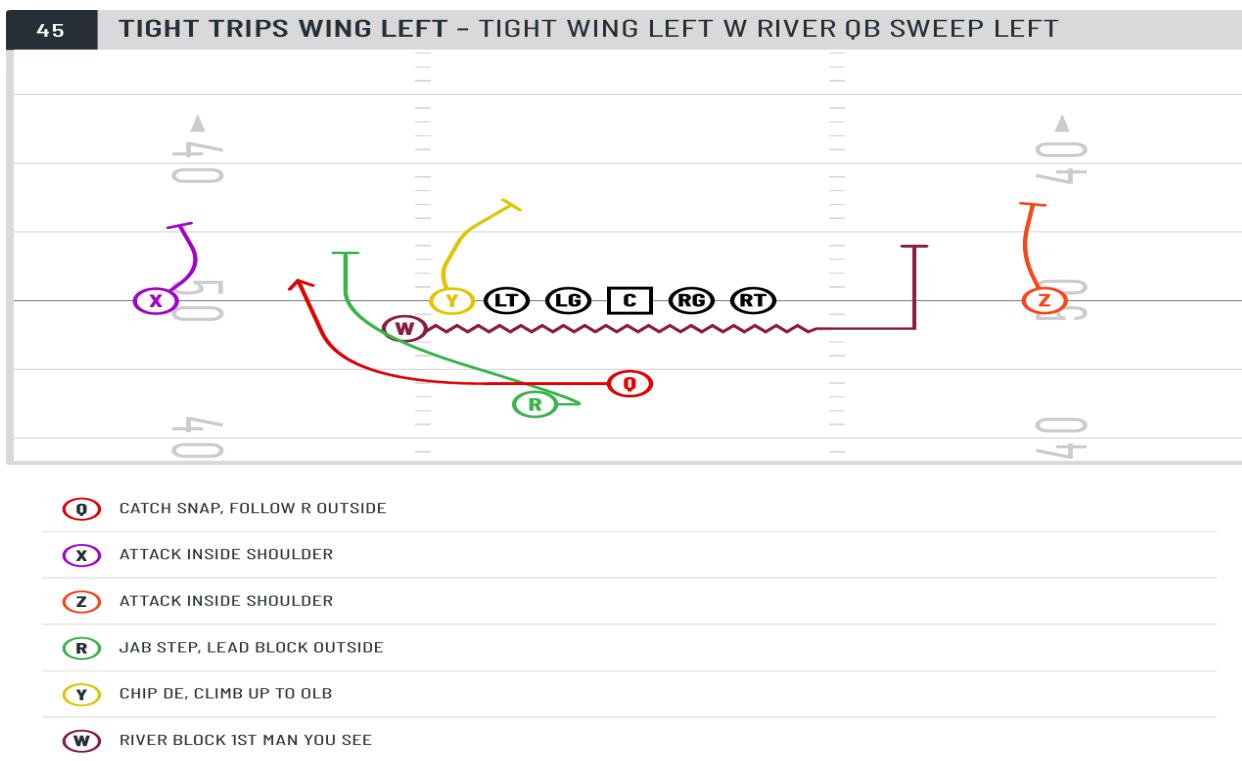
### PLAYER ASSIGNMENTS

- X: 5 YARD HITCH
- Z: SEAM
- R: 2 MISSISSIPPI, BUBBLE
- H: 1 STEP SLOT FADE
- Y: SHUFFLE TO STACK H, SKINNY SLANT

### OFFENSIVE LINE RESPONSIBILITIES

- LT: Pass protect - DE/OLB outside, drop step technique, keep outside arm free
- LG: Pass protect - Inside gap, work with center on stunts, inside-out technique
- C: ID Mike pre-snap, pass protect - O-tech or A-gap, make slide protection calls
- RG: Pass protect - Inside gap, work with center on stunts, inside-out technique
- RT: Pass protect - DE/OLB outside, drop step technique, keep outside arm free
- Protection: Big-on-big, slide left/right based on RB, communicate stunts and twists

## PLAY #45: TIGHT WING LEFT W RIVER QB SWEEP LEFT



**Formation: TIGHT TRIPS WING | Type: QB Sweep (RUN)**

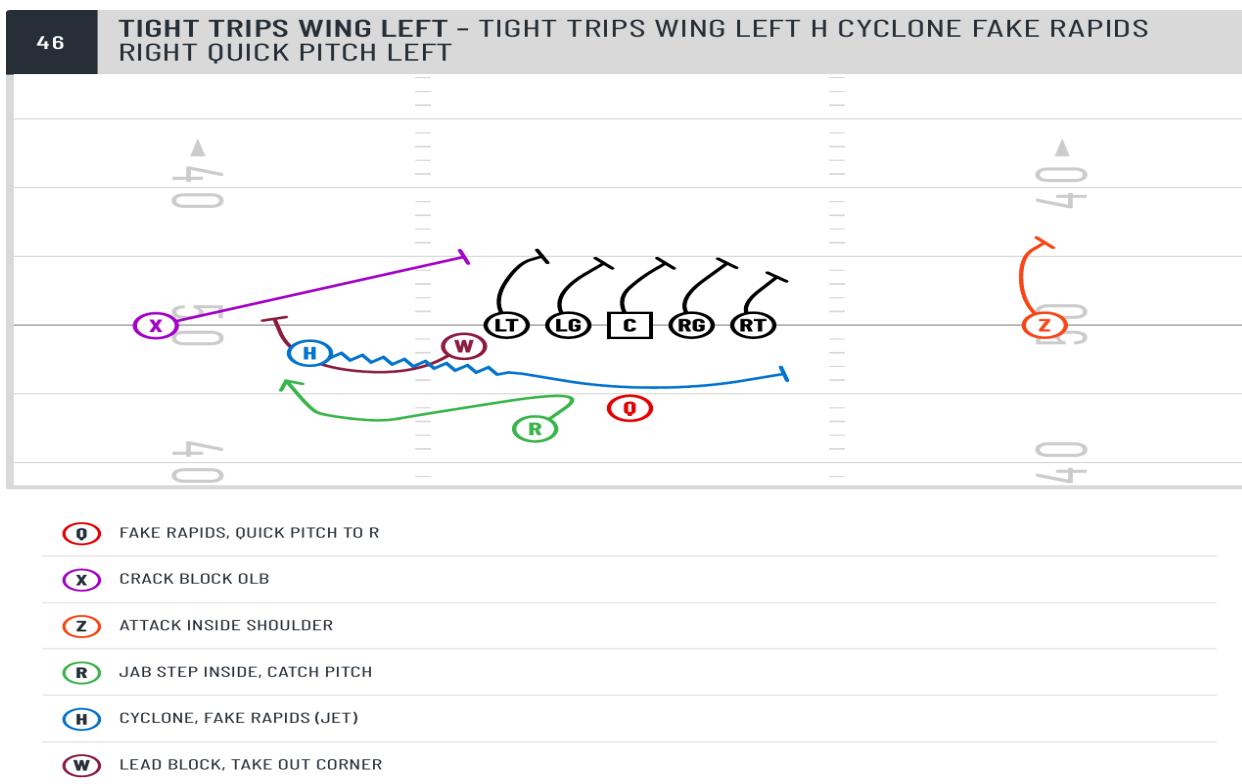
## PLAYER ASSIGNMENTS

- **Q:** CATCH SNAP, FOLLOW R OUTSIDE
  - **X:** ATTACK INSIDE SHOULDER
  - **Z:** ATTACK INSIDE SHOULDER
  - **R:** JAB STEP, LEAD BLOCK OUTSIDE
  - **Y:** CHIP DE, CLIMB UP TO OLB
  - **W:** RIVER BLOCK 1ST MAN YOU SEE

# OFFENSIVE LINE RESPONSIBILITIES

- **LT:** Reach block playside, climb to second level if possible
  - **LG:** Pull playside, lead sweep, kick out edge defender (DE/OLB)
  - **C:** Block back on backside A-gap, prevent cutback penetration
  - **RG:** Pull playside, seal first linebacker, create alley for RB
  - **RT:** Reach block, get movement outside, seal contain
  - **Scheme:** Double pulling guards create numbers advantage on perimeter

## PLAY #46: TIGHT TRIPS WING LEFT H CYCLONE FAKE RAPIDS RIGHT QUICK PITCH L



**Formation: TIGHT TRIPS WING | Type: Quick Pitch (RUN)**

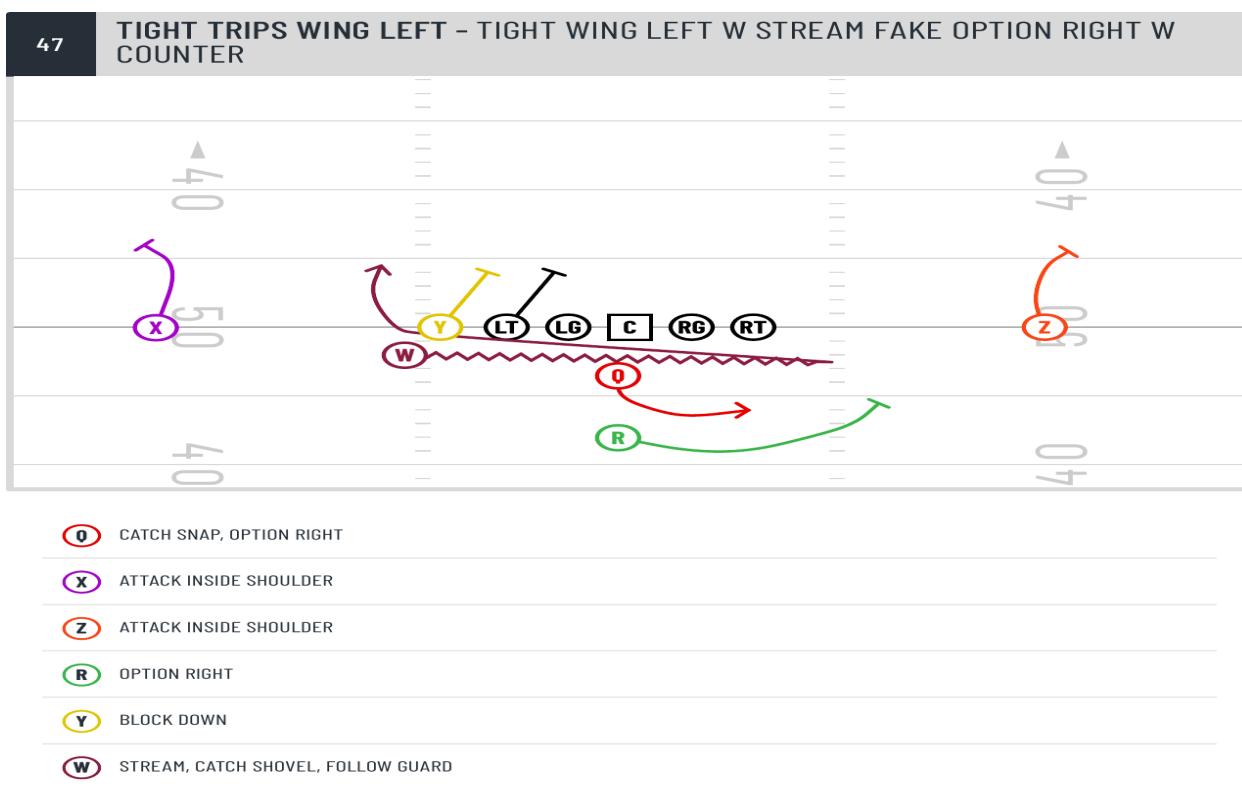
## PLAYER ASSIGNMENTS

- **Q:** FAKE RAPIDS, QUICK PITCH TO R
  - **X:** CRACK BLOCK OLB
  - **Z:** ATTACK INSIDE SHOULDER
  - **R:** JAB STEP INSIDE, CATCH PITCH
  - **H:** CYCLONE, FAKE RAPIDS (JET)
  - **W:** LEAD BLOCK, TAKE OUT CORNER

# OFFENSIVE LINE RESPONSIBILITIES

- **LT:** Base block DE/OLB, drive to point of attack
  - **LG:** Base block man on or pull as called, secure inside gap
  - **C:** Base block nose/0-tech, make protection calls, secure A-gaps
  - **RG:** Base block man on or pull as called, secure inside gap
  - **RT:** Base block DE/OLB, seal edge, prevent outside penetration
  - **Scheme:** Man/zone blocking based on front, double teams to linebackers

## PLAY #47: TIGHT WING LEFT W STREAM FAKE OPTION RIGHT W COUNTER



Formation: TIGHT TRIPS WING | Type: Counter Run (RUN)

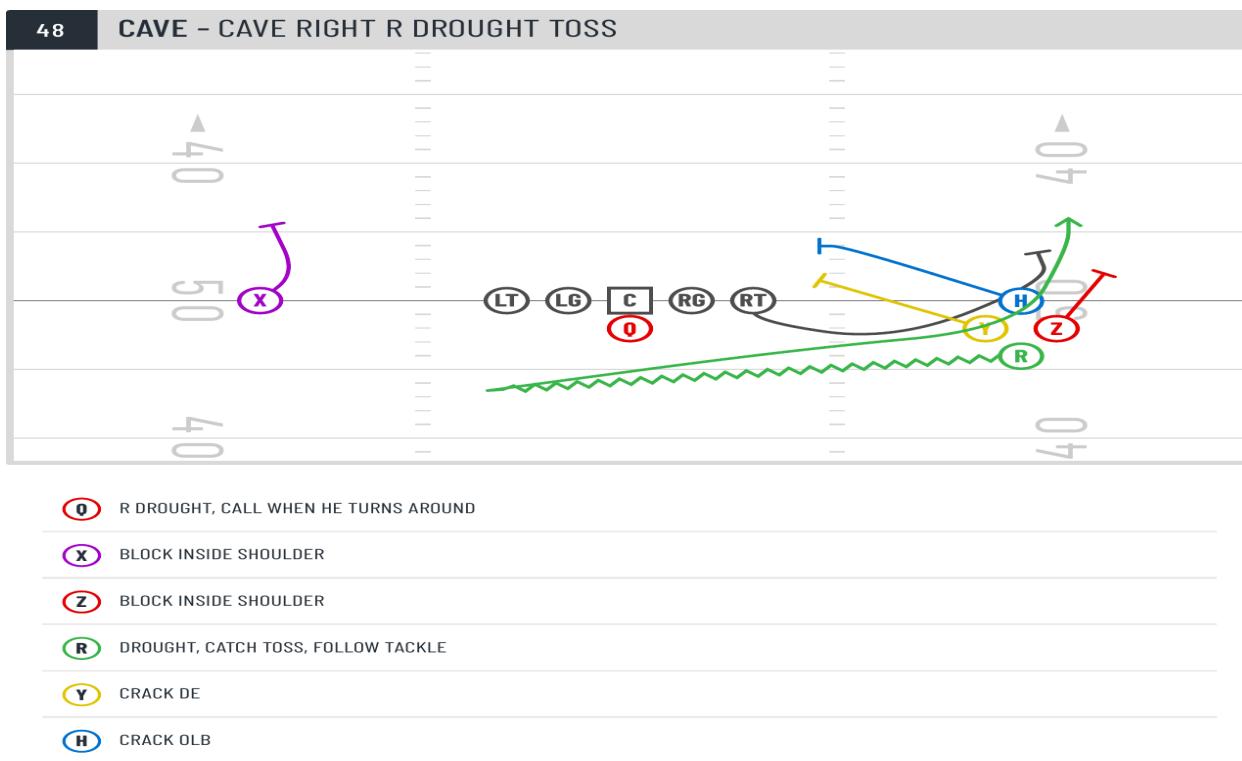
### PLAYER ASSIGNMENTS

- Q: CATCH SNAP, OPTION RIGHT
- X: ATTACK INSIDE SHOULDER
- Z: ATTACK INSIDE SHOULDER
- R: OPTION RIGHT
- Y: BLOCK DOWN
- W: STREAM, CATCH SHOVEL, FOLLOW GUARD

### OFFENSIVE LINE RESPONSIBILITIES

- LT: Pull playside, lead through hole, kick out first color, seal linebacker level
- LG: Pull playside, trap/log first down lineman, create running lane
- C: Block back on backside A-gap, seal cutback, prevent penetration
- RG: Base block man on/over, drive to linebacker level if uncovered
- RT: Base block man on/over, reach if needed, seal edge
- Scheme: Pulling guards create double team at POA, misdirection holds backside

## PLAY #48: CAVE RIGHT R DROUGHT TOSS



Formation: CAVE | Type: Toss/Sweep (RUN)

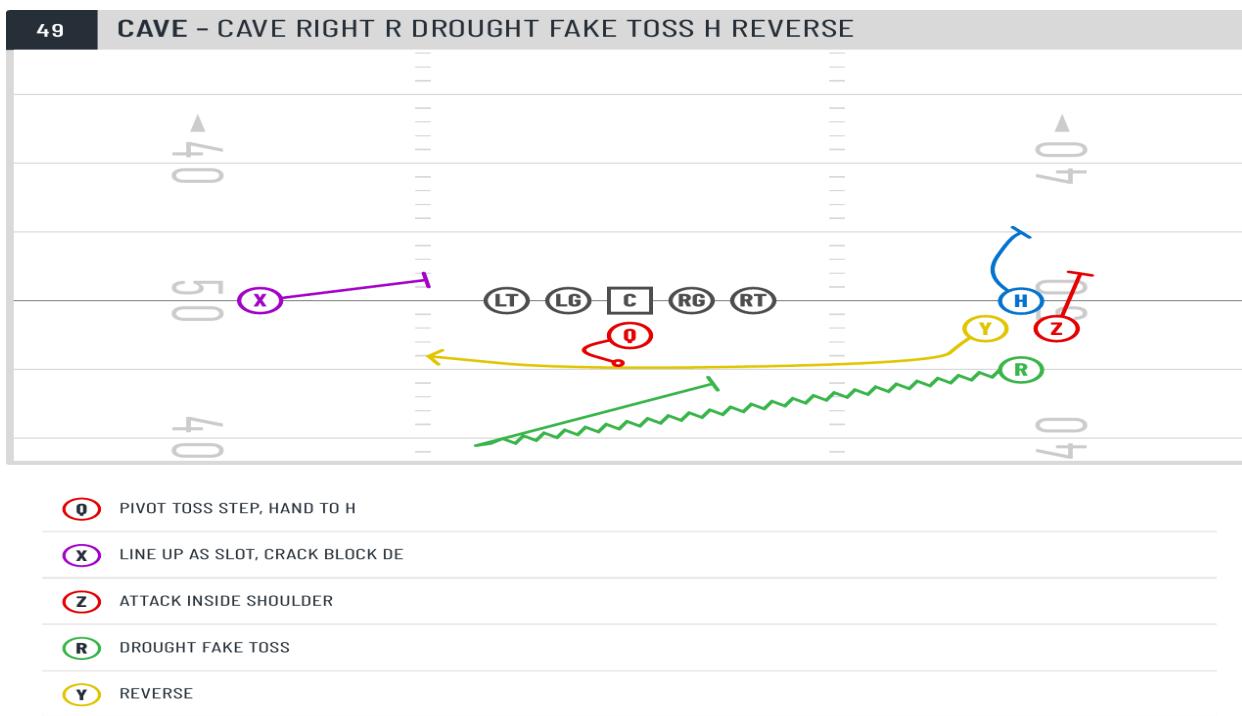
### PLAYER ASSIGNMENTS

- Q: R DROUGHT, CALL WHEN HE TURNS AROUND
- X: BLOCK INSIDE SHOULDER
- Z: BLOCK INSIDE SHOULDER
- R: DROUGHT, CATCH TOSS, FOLLOW TACKLE
- Y: CRACK DE
- H: CRACK OLB

### OFFENSIVE LINE RESPONSIBILITIES

- LT: Reach block playside, climb to second level if possible
- LG: Pull playside, lead sweep, kick out edge defender (DE/OLB)
- C: Block back on backside A-gap, prevent cutback penetration
- RG: Pull playside, seal first linebacker, create alley for RB
- RT: Reach block, get movement outside, seal contain
- Scheme:** Double pulling guards create numbers advantage on perimeter

## PLAY #49: CAVE RIGHT R DROUGHT FAKE TOSS H REVERSE



Formation: CAVE | Type: Reverse (PASS)

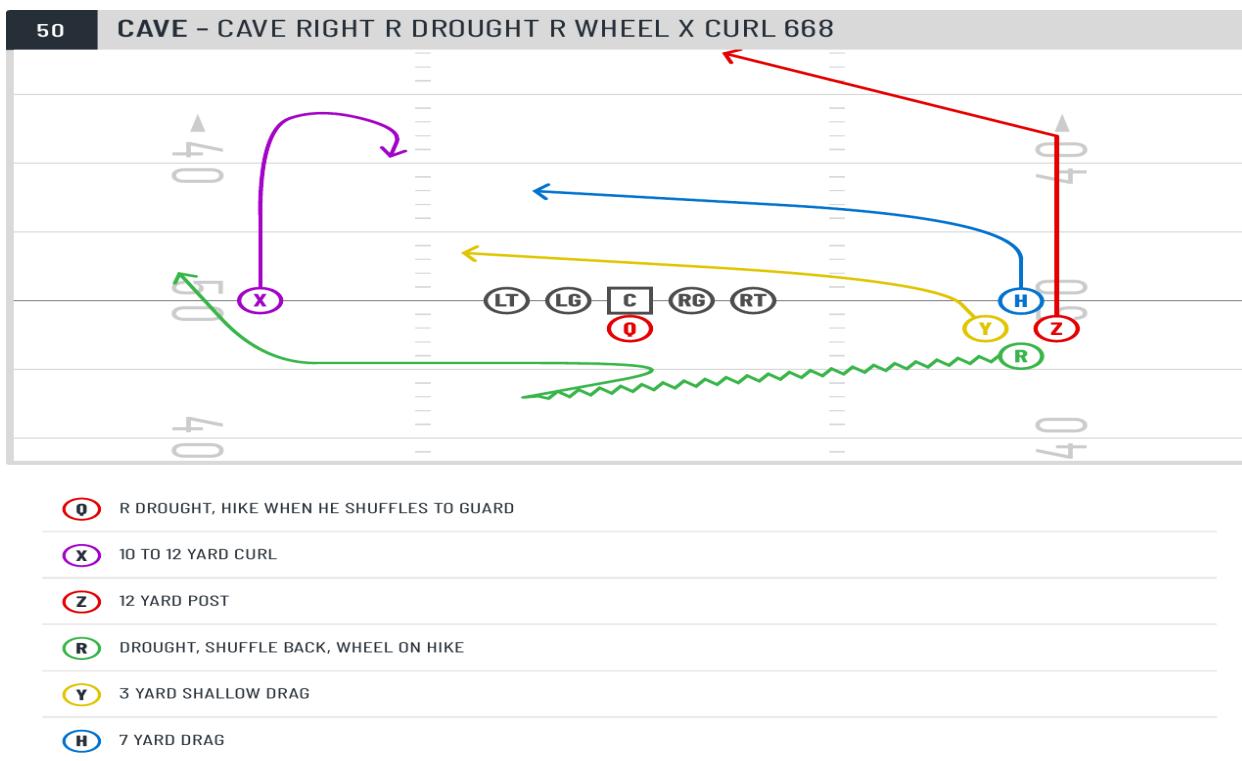
### PLAYER ASSIGNMENTS

- Q: PIVOT TOSS STEP, HAND TO H
- X: LINE UP AS SLOT, CRACK BLOCK DE
- Z: ATTACK INSIDE SHOULDER
- R: DROUGHT FAKE TOSS
- Y: REVERSE

### OFFENSIVE LINE RESPONSIBILITIES

- LT: Base block DE/OLB, drive to point of attack
- LG: Base block man on or pull as called, secure inside gap
- C: Base block nose/0-tech, make protection calls, secure A-gaps
- RG: Base block man on or pull as called, secure inside gap
- RT: Base block DE/OLB, seal edge, prevent outside penetration
- Scheme: Man/zone blocking based on front, double teams to linebackers

## PLAY #50: CAVE RIGHT R DROUGHT R WHEEL X CURL 668



Formation: CAVE | Type: Pass Concept (PASS)

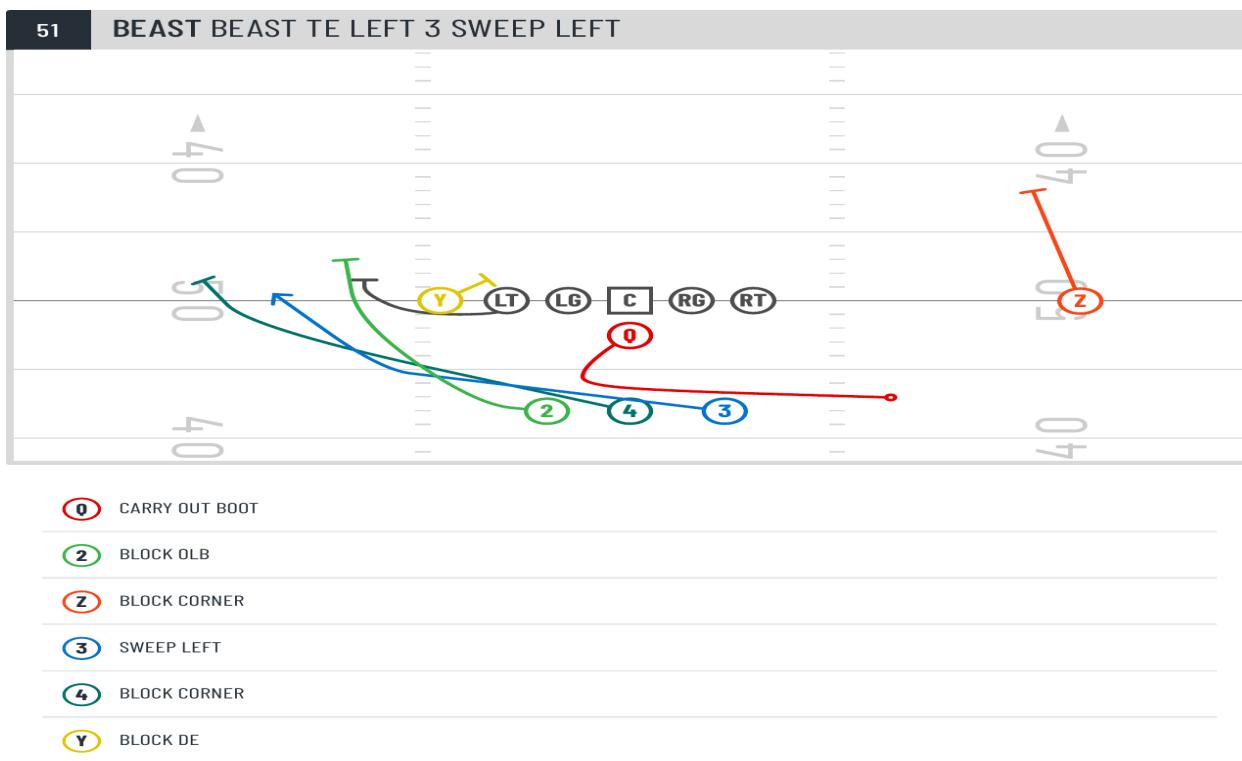
### PLAYER ASSIGNMENTS

- Q: R DROUGHT, HIKE WHEN HE SHUFFLES TO GUARD
- X: 10 TO 12 YARD CURL
- Z: 12 YARD POST
- R: DROUGHT, SHUFFLE BACK, WHEEL ON HIKE
- Y: 3 YARD SHALLOW DRAG
- H: 7 YARD DRAG

### OFFENSIVE LINE RESPONSIBILITIES

- LT: Pass protect - DE/OLB outside, drop step technique, keep outside arm free
- LG: Pass protect - Inside gap, work with center on stunts, inside-out technique
- C: ID Mike pre-snap, pass protect - 0-tech or A-gap, make slide protection calls
- RG: Pass protect - Inside gap, work with center on stunts, inside-out technique
- RT: Pass protect - DE/OLB outside, drop step technique, keep outside arm free
- Protection: Big-on-big, slide left/right based on RB, communicate stunts and twists

## PLAY #51: BEAST TE LEFT 3 SWEEP LEFT



Formation: BEAST | Type: Sweep (RUN)

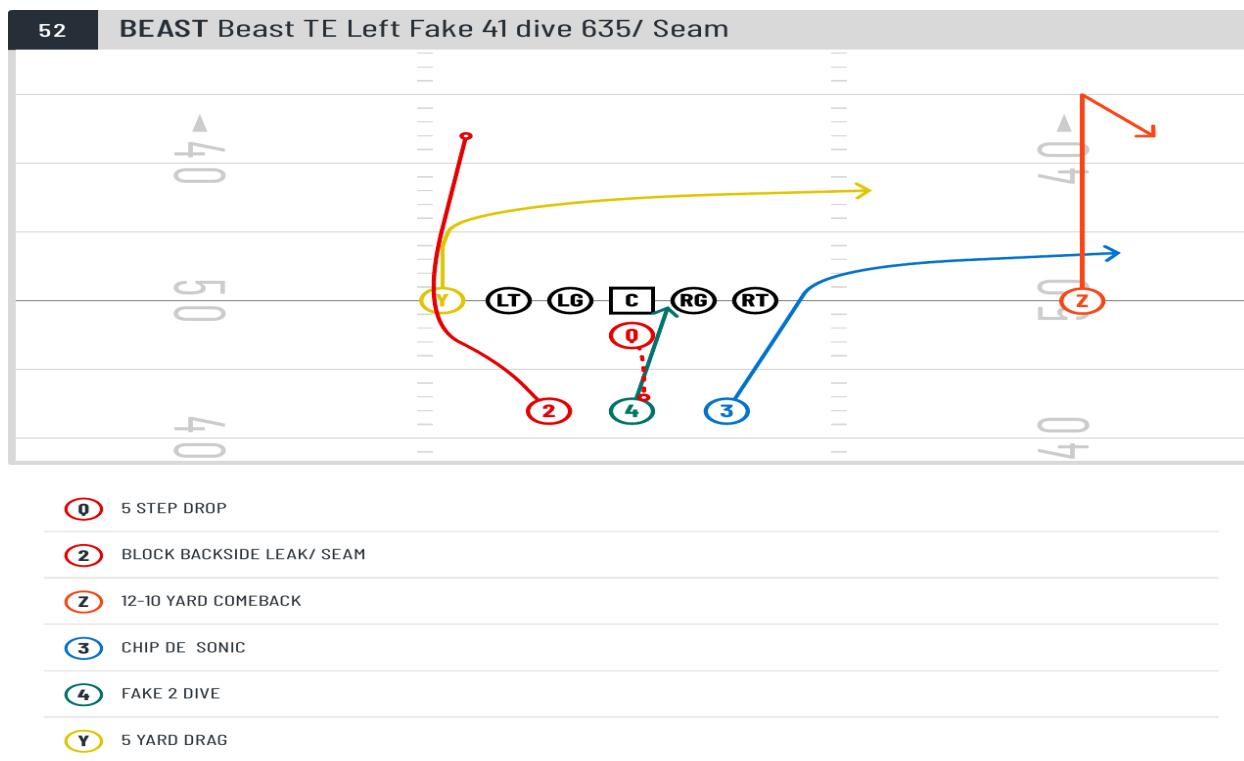
### PLAYER ASSIGNMENTS

- Q: CARRY OUT BOOT
- 2: BLOCK OLB
- Z: BLOCK CORNER
- 3: SWEEP LEFT
- 4: BLOCK CORNER
- Y: BLOCK DE

### OFFENSIVE LINE RESPONSIBILITIES

- LT: Reach block playside, climb to second level if possible
- LG: Pull playside, lead sweep, kick out edge defender (DE/OLB)
- C: Block back on backside A-gap, prevent cutback penetration
- RG: Pull playside, seal first linebacker, create alley for RB
- RT: Reach block, get movement outside, seal contain
- Scheme: Double pulling guards create numbers advantage on perimeter

## PLAY #52: BEAST TE LEFT FAKE 41 DIVE 635/SEAM



Formation: BEAST | Type: Play Action Pass (PASS)

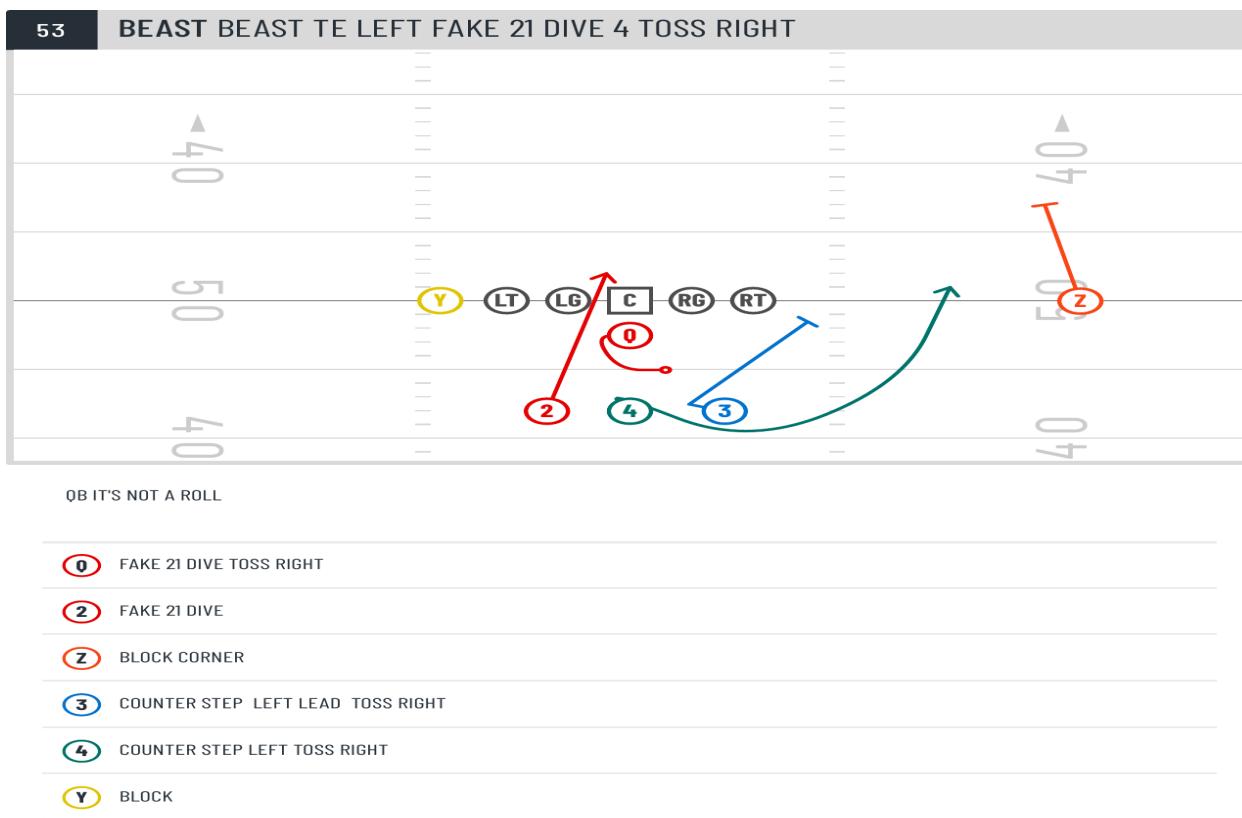
### PLAYER ASSIGNMENTS

- **Q:** 5 STEP DROP
- **2:** BLOCK BACKSIDE LEAK/SEAM
- **Z:** 12-10 YARD COMEBACK
- **3:** CHIP DE SONIC
- **4:** FAKE 2 DIVE
- **Y:** 5 YARD DRAG

### OFFENSIVE LINE RESPONSIBILITIES

- **LT:** Pass protect - DE/OLB outside, drop step technique, keep outside arm free
- **LG:** Pass protect - Inside gap, work with center on stunts, inside-out technique
- **C:** ID Mike pre-snap, pass protect - 0-tech or A-gap, make slide protection calls
- **RG:** Pass protect - Inside gap, work with center on stunts, inside-out technique
- **RT:** Pass protect - DE/OLB outside, drop step technique, keep outside arm free
- **Protection:** Big-on-big, slide left/right based on RB, communicate stunts and twists

## PLAY #53: BEAST TE LEFT FAKE 21 DIVE 4 TOSS RIGHT



Formation: BEAST | Type: Toss/Sweep (RUN)

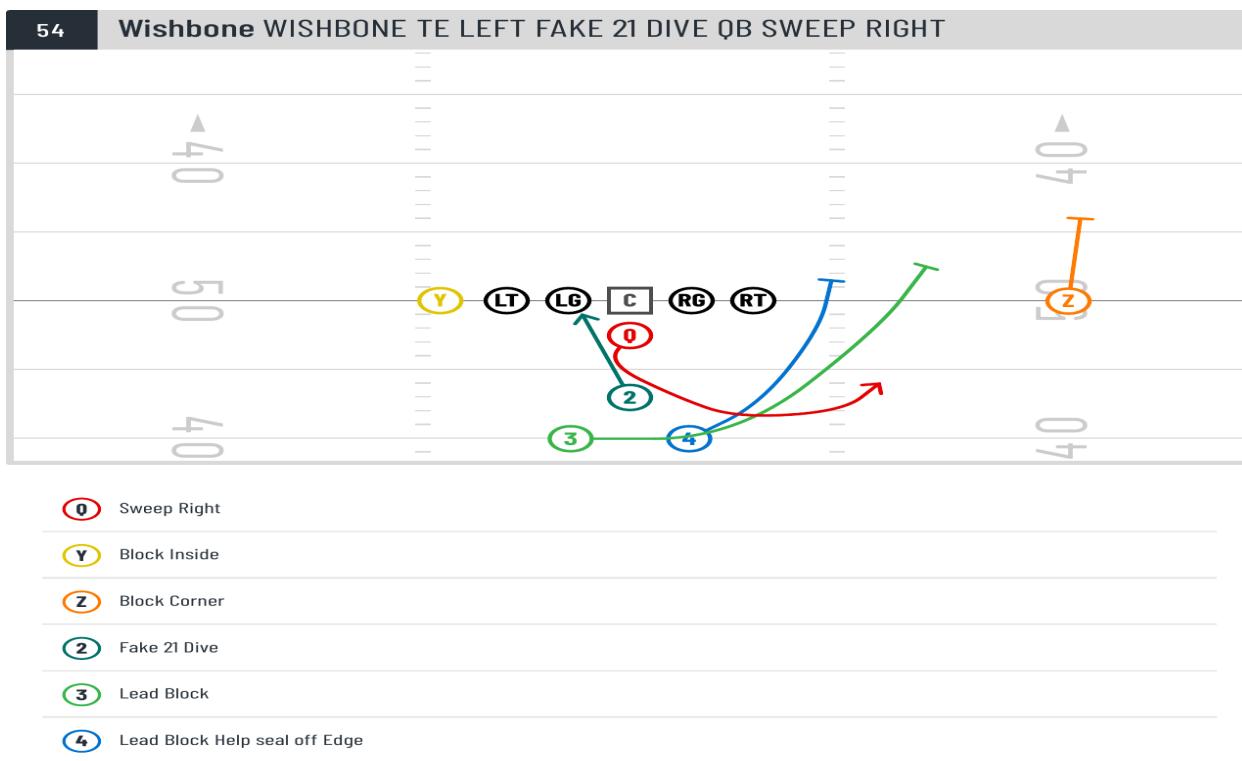
### PLAYER ASSIGNMENTS

- Q: FAKE 21 DIVE TOSS RIGHT
- 2: FAKE 21 DIVE
- Z: BLOCK CORNER
- 3: COUNTER STEP LEFT LEAD TOSS RIGHT
- 4: COUNTER STEP LEFT TOSS RIGHT
- Y: BLOCK

### OFFENSIVE LINE RESPONSIBILITIES

- LT: Reach block playside, climb to second level if possible
- LG: Pull playside, lead sweep, kick out edge defender (DE/OLB)
- C: Block back on backside A-gap, prevent cutback penetration
- RG: Pull playside, seal first linebacker, create alley for RB
- RT: Reach block, get movement outside, seal contain
- Scheme: Double pulling guards create numbers advantage on perimeter

## PLAY #54: WISHBONE TE LEFT FAKE 21 DIVE QB SWEEP RIGHT



**Formation: WISHBONE | Type: QB Sweep (RUN)**

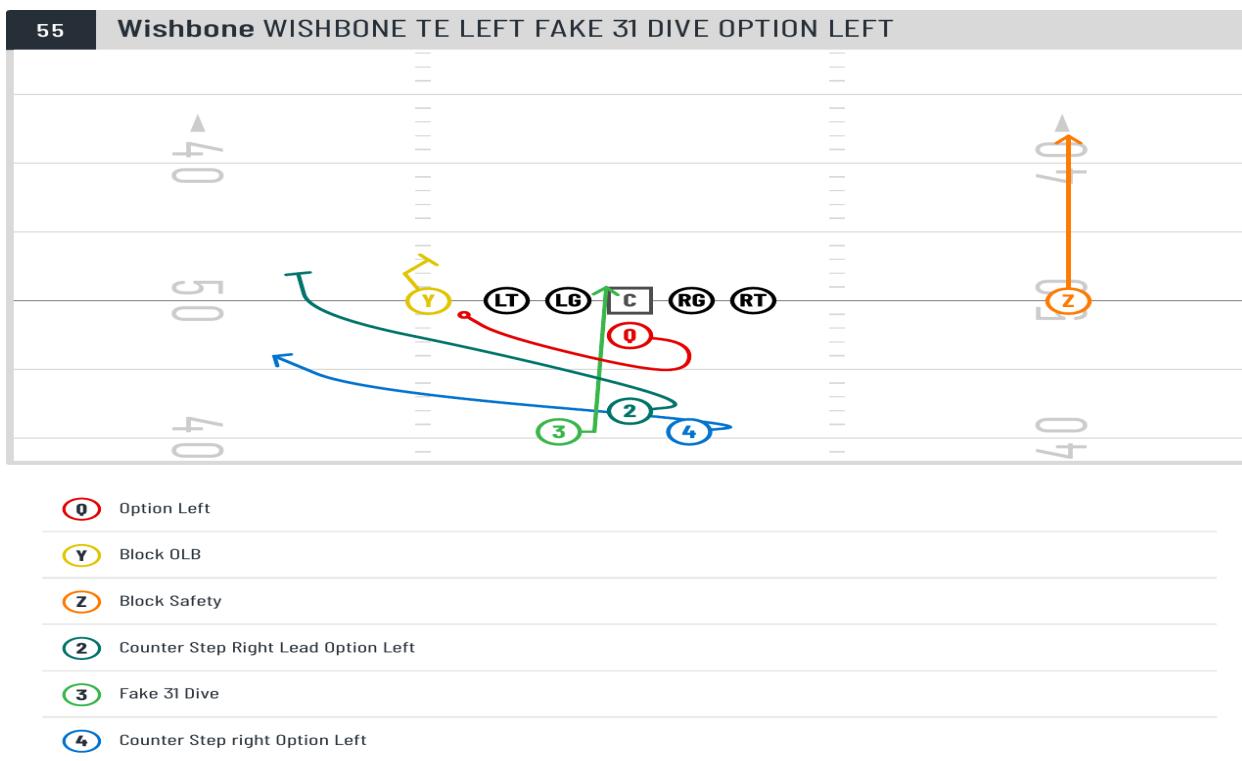
## PLAYER ASSIGNMENTS

- **Q:** SWEEP RIGHT
  - **Y:** BLOCK INSIDE
  - **Z:** BLOCK CORNER
  - **2:** FAKE 21 DIVE
  - **3:** LEAD BLOCK
  - **4:** LEAD BLOCK HELP SEAL OFF EDGE

# OFFENSIVE LINE RESPONSIBILITIES

- **LT:** Reach block playside, climb to second level if possible
  - **LG:** Pull playside, lead sweep, kick out edge defender (DE/OLB)
  - **C:** Block back on backside A-gap, prevent cutback penetration
  - **RG:** Pull playside, seal first linebacker, create alley for RB
  - **RT:** Reach block, get movement outside, seal contain
  - **Scheme:** Double pulling guards create numbers advantage on perimeter

## PLAY #55: WISHBONE TE LEFT FAKE 31 DIVE OPTION LEFT



Formation: WISHBONE | Type: Option Run (RUN)

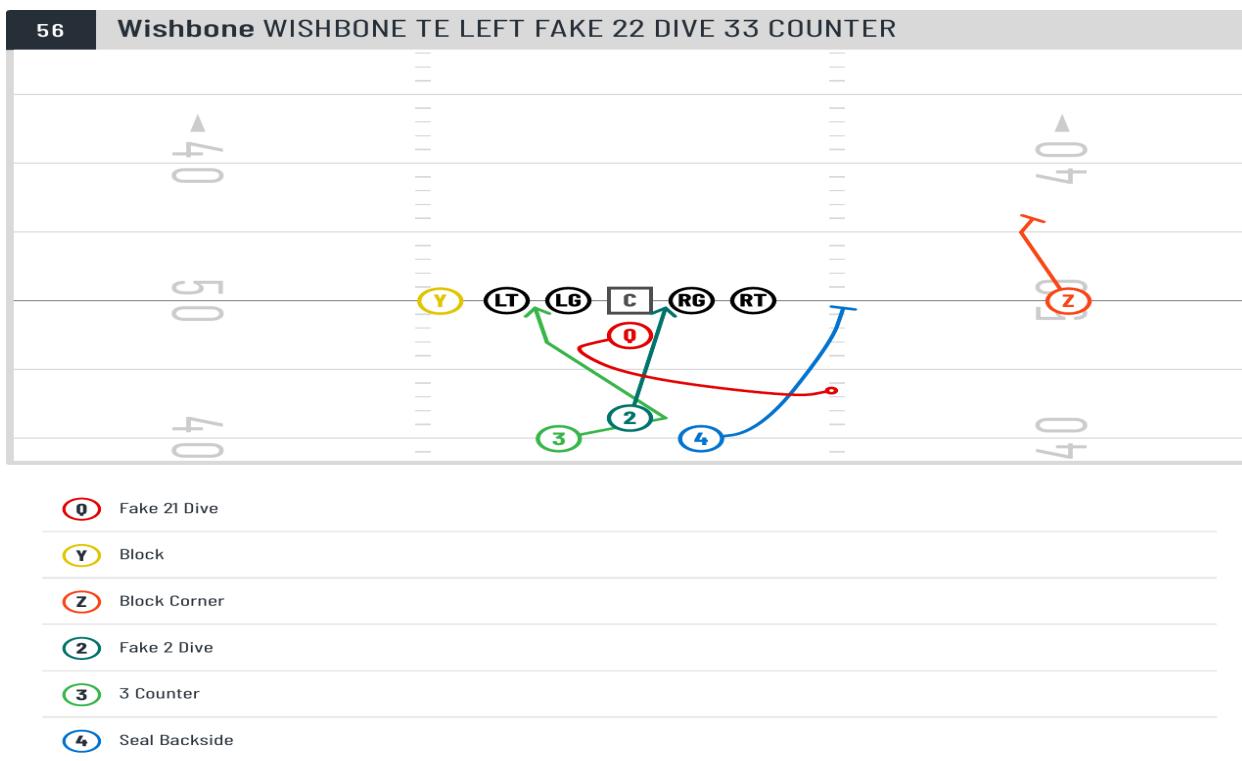
### PLAYER ASSIGNMENTS

- Q: OPTION LEFT
- Y: BLOCK OLB
- Z: BLOCK SAFETY
- 2: COUNTER STEP RIGHT LEAD OPTION LEFT
- 3: FAKE 31 DIVE
- 4: COUNTER STEP RIGHT OPTION LEFT

### OFFENSIVE LINE RESPONSIBILITIES

- LT: Base block man on, drive outside, create option lane
- LG: Inside zone left, work to linebacker level, secure inside
- C: Inside zone to option side, double team to linebacker
- RG: Inside zone, secure inside gap, work to linebacker
- RT: Leave DE unblocked (option read #1), block down if zone away
- Scheme: Inside zone action, leave DE for QB read, secure inside gaps

## PLAY #56: WISHBONE TE LEFT FAKE 22 DIVE 33 COUNTER



**Formation: WISHBONE | Type: Counter Run (RUN)**

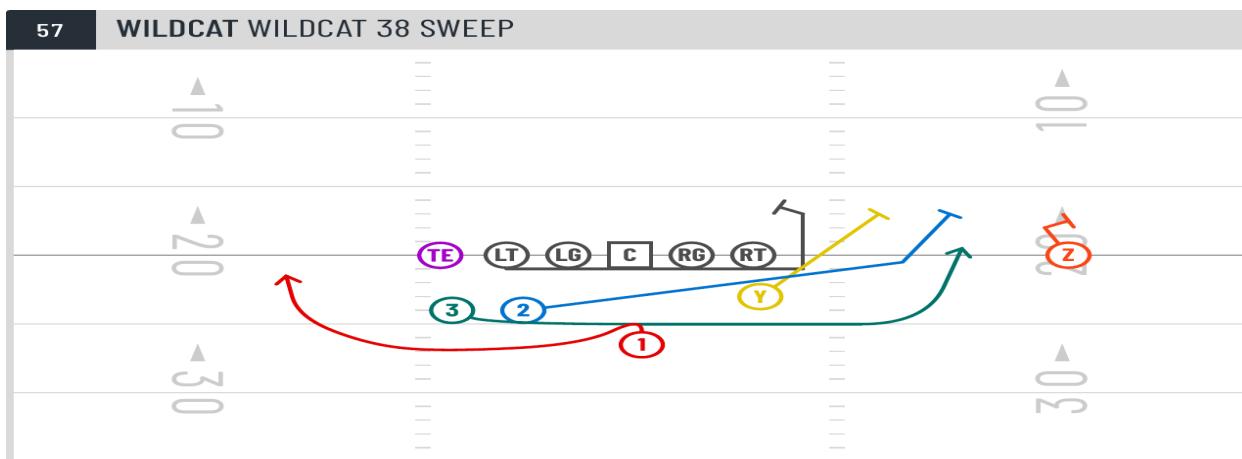
## PLAYER ASSIGNMENTS

- **Q:** FAKE 21 DIVE
  - **Y:** BLOCK
  - **Z:** BLOCK CORNER
  - **2:** FAKE 2 DIVE
  - **3:** 3 COUNTER
  - **4:** SEAL BACKSIDE

# OFFENSIVE LINE RESPONSIBILITIES

- **LT:** Pull playside, lead through hole, kick out first color, seal linebacker level
  - **LG:** Pull playside, trap/log first down lineman, create running lane
  - **C:** Block back on backside A-gap, seal cutback, prevent penetration
  - **RG:** Base block man on/over, drive to linebacker level if uncovered
  - **RT:** Base block man on/over, reach if needed, seal edge
  - **Scheme:** Pulling guards create double team at POA, misdirection holds backside

## PLAY #57: WILDCAT 38 SWEEP



1 CARRY OUT FAKE BOOT LEFT

TE BLOCK

Z BLOCK CB

3 SWEEP RIGHT

2 LEAD BLOCK

Y BLOCK

**Formation: WILDCAT | Type: Sweep (RUN)**

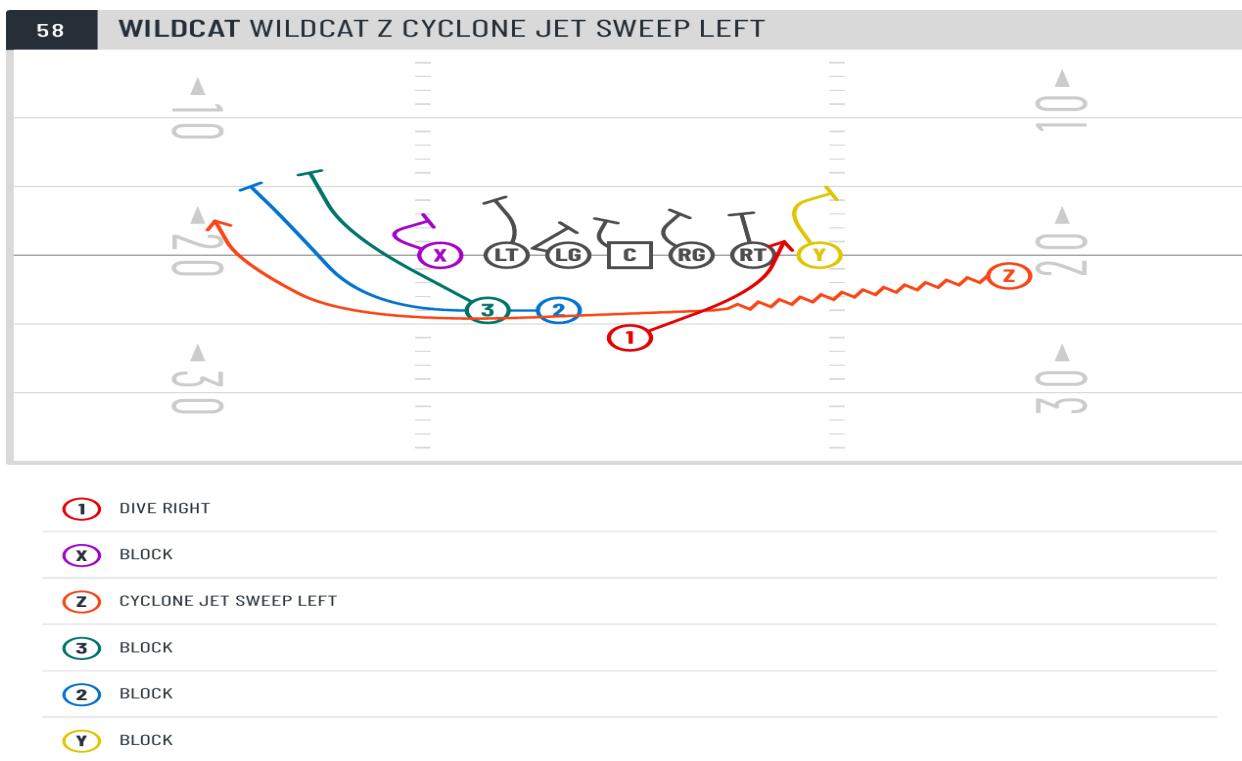
### PLAYER ASSIGNMENTS

- 1: CARRY OUT FAKE BOOT LEFT
- TE: BLOCK
- Z: BLOCK CB
- 3: SWEEP RIGHT
- 2: LEAD BLOCK
- Y: BLOCK

### OFFENSIVE LINE RESPONSIBILITIES

- LT: Reach block playside, climb to second level if possible
- LG: Pull playside, lead sweep, kick out edge defender (DE/OLB)
- C: Block back on backside A-gap, prevent cutback penetration
- RG: Pull playside, seal first linebacker, create alley for RB
- RT: Reach block, get movement outside, seal contain
- **Scheme:** Double pulling guards create numbers advantage on perimeter

## PLAY #58: WILDCAT Z CYCLONE JET SWEEP LEFT



Formation: WILDCAT | Type: Jet Sweep (RUN)

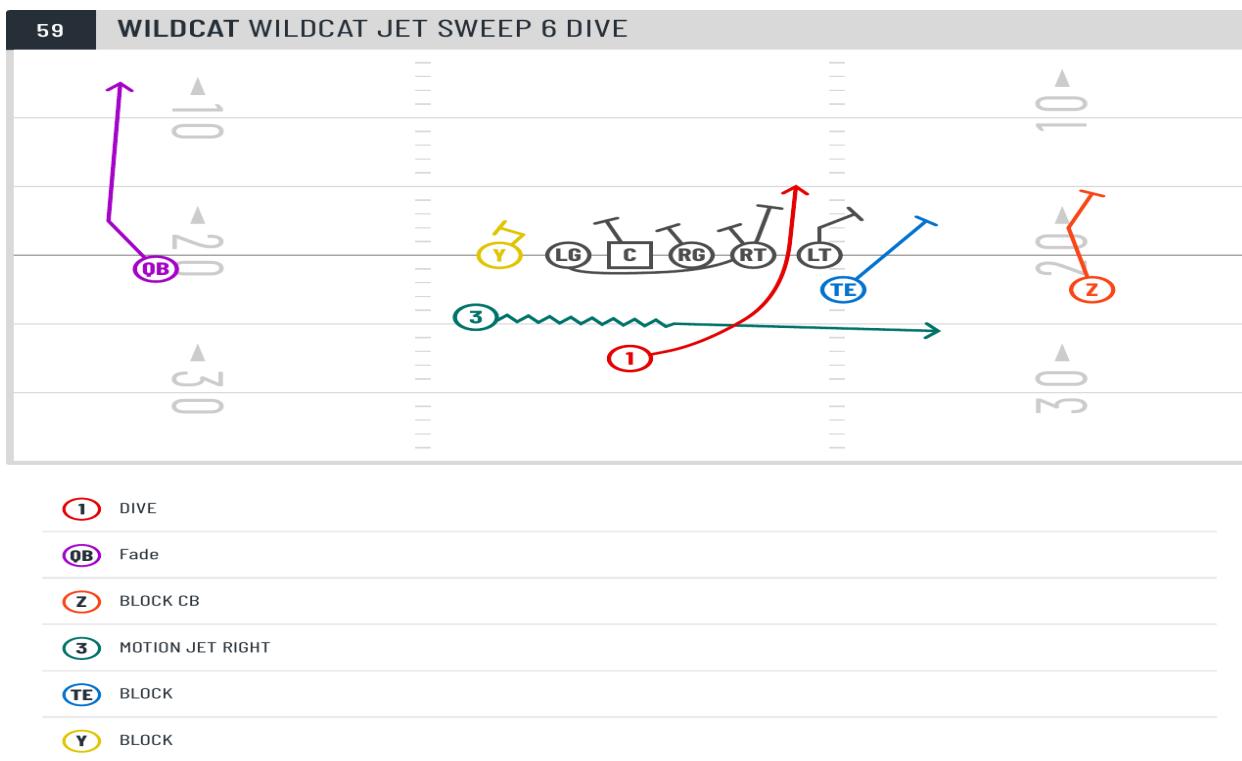
### PLAYER ASSIGNMENTS

- 1: DIVE RIGHT
- X: BLOCK
- Z: CYCLONE JET SWEEP LEFT
- 3: BLOCK
- 2: BLOCK
- Y: BLOCK

### OFFENSIVE LINE RESPONSIBILITIES

- LT: Reach block playside, climb to second level if possible
- LG: Pull playside, lead sweep, kick out edge defender (DE/OLB)
- C: Block back on backside A-gap, prevent cutback penetration
- RG: Pull playside, seal first linebacker, create alley for RB
- RT: Reach block, get movement outside, seal contain
- Scheme: Double pulling guards create numbers advantage on perimeter

## PLAY #59: WILDCAT JET SWEEP 6 DIVE



Formation: WILDCAT | Type: Jet/Dive (RUN)

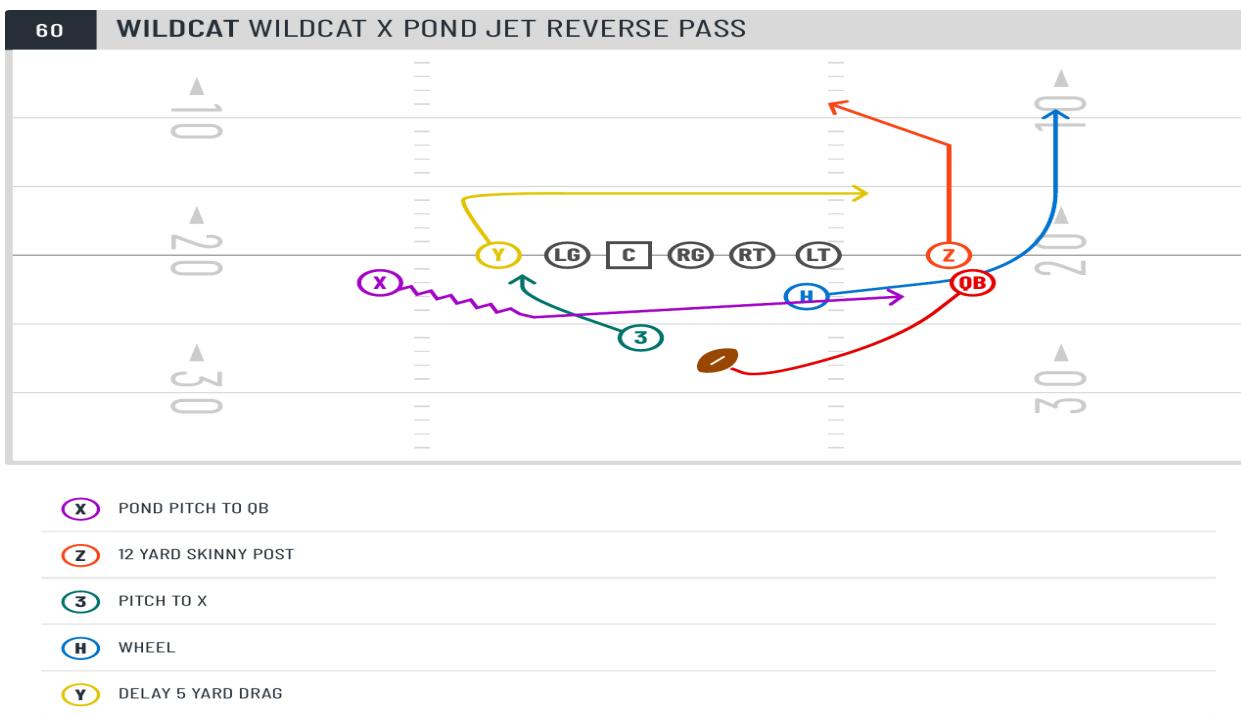
### PLAYER ASSIGNMENTS

- 1: DIVE
- QB: FADE
- Z: BLOCK CB
- 3: MOTION JET RIGHT
- TE: BLOCK
- Y: BLOCK

### OFFENSIVE LINE RESPONSIBILITIES

- LT: Base block man on, drive to playside A or B-gap
- LG: Base/combo with center, work to linebacker, secure inside gap
- C: Base/combo on nose or shade, work to Mike linebacker
- RG: Base/combo with center, work to linebacker, secure inside gap
- RT: Base block man on, prevent penetration in B-gap
- Scheme:** Quick-hitting inside zone, double teams to linebackers, vertical push

## PLAY #60: WILDCAT X POND JET REVERSE PASS



**Formation: WILDCAT | Type: Reverse Pass (PASS)**

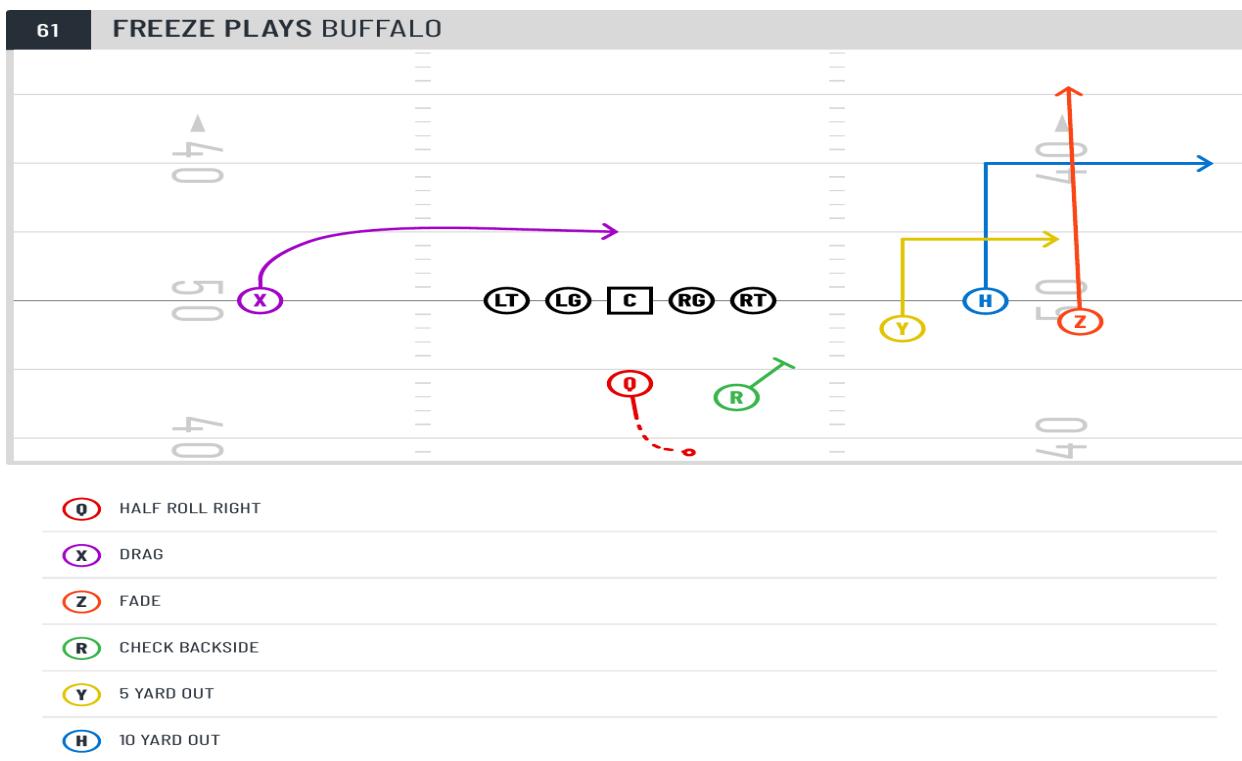
## PLAYER ASSIGNMENTS

- **X:** POND PITCH TO QB
  - **Z:** 12 YARD SKINNY POST
  - **3:** PITCH TO X
  - **H:** WHEEL
  - **Y:** DELAY 5 YARD DRAG

# OFFENSIVE LINE RESPONSIBILITIES

- **LT:** Pass protect - DE/OLB outside, drop step technique, keep outside arm free
  - **LG:** Pass protect - Inside gap, work with center on stunts, inside-out technique
  - **C:** ID Mike pre-snap, pass protect - 0-tech or A-gap, make slide protection calls
  - **RG:** Pass protect - Inside gap, work with center on stunts, inside-out technique
  - **RT:** Pass protect - DE/OLB outside, drop step technique, keep outside arm free
  - **Protection:** Big-on-big, slide left/right based on RB, communicate stunts and twists

## PLAY #61: FREEZE BUFFALO



Formation: FREEZE | Type: Pass Concept (PASS)

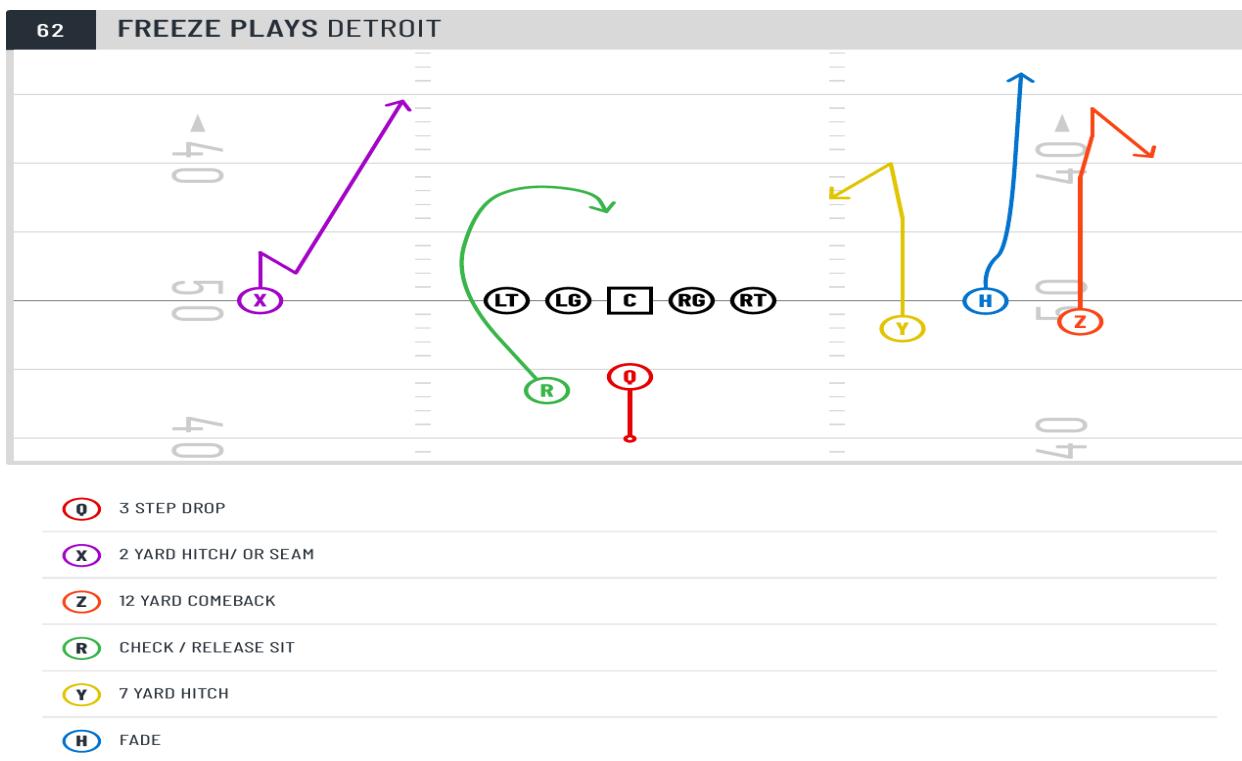
### PLAYER ASSIGNMENTS

- Q: HALF ROLL RIGHT
- X: DRAG
- Z: FADE
- R: CHECK BACKSIDE
- Y: 5 YARD OUT
- H: 10 YARD OUT

### OFFENSIVE LINE RESPONSIBILITIES

- LT: Pass protect - DE/OLB outside, drop step technique, keep outside arm free
- LG: Pass protect - Inside gap, work with center on stunts, inside-out technique
- C: ID Mike pre-snap, pass protect - 0-tech or A-gap, make slide protection calls
- RG: Pass protect - Inside gap, work with center on stunts, inside-out technique
- RT: Pass protect - DE/OLB outside, drop step technique, keep outside arm free
- Protection: Big-on-big, slide left/right based on RB, communicate stunts and twists

## PLAY #62: FREEZE DETROIT



Formation: FREEZE | Type: Pass Concept (PASS)

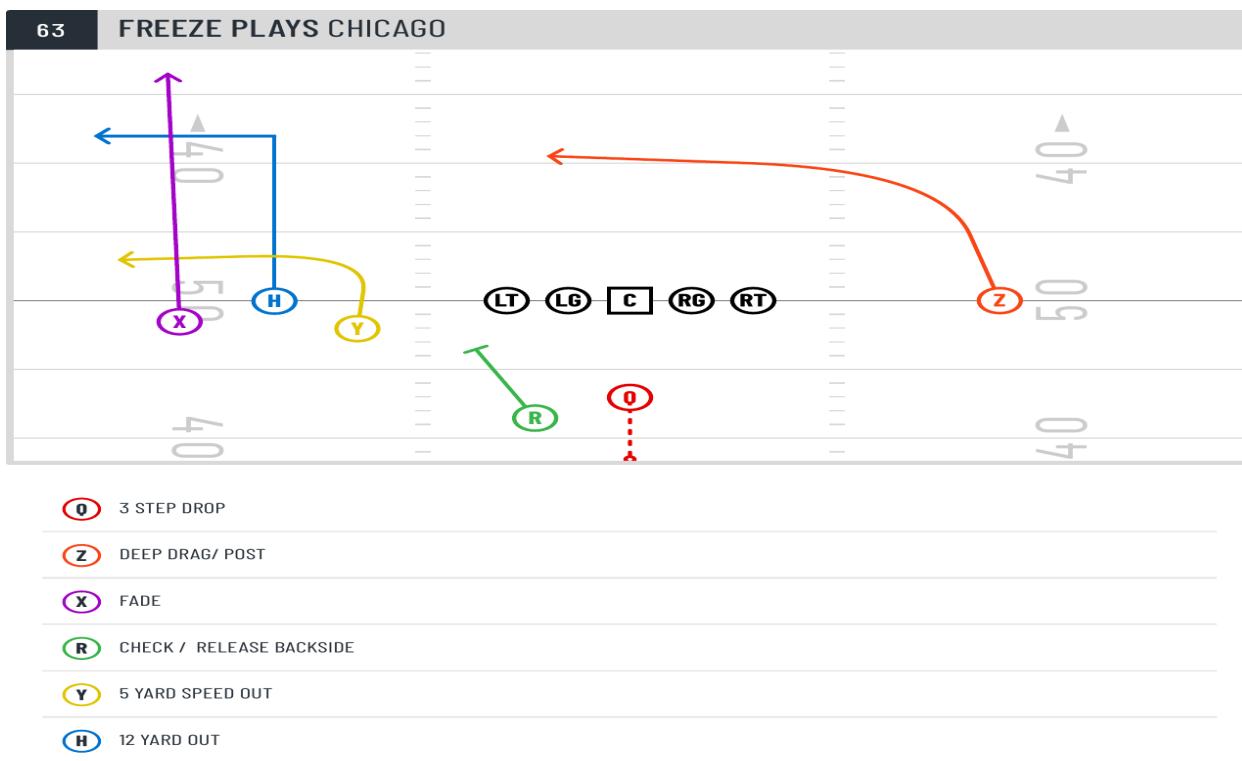
### PLAYER ASSIGNMENTS

- Q: 3 STEP DROP
- X: 2 YARD HITCH/ OR SEAM
- Z: 12 YARD COMEBACK
- R: CHECK/RELEASE SIT
- Y: 7 YARD HITCH
- H: FADE

### OFFENSIVE LINE RESPONSIBILITIES

- LT: Pass protect - DE/OLB outside, drop step technique, keep outside arm free
- LG: Pass protect - Inside gap, work with center on stunts, inside-out technique
- C: ID Mike pre-snap, pass protect - 0-tech or A-gap, make slide protection calls
- RG: Pass protect - Inside gap, work with center on stunts, inside-out technique
- RT: Pass protect - DE/OLB outside, drop step technique, keep outside arm free
- Protection: Big-on-big, slide left/right based on RB, communicate stunts and twists

## PLAY #63: FREEZE CHICAGO



Formation: FREEZE | Type: Pass Concept (PASS)

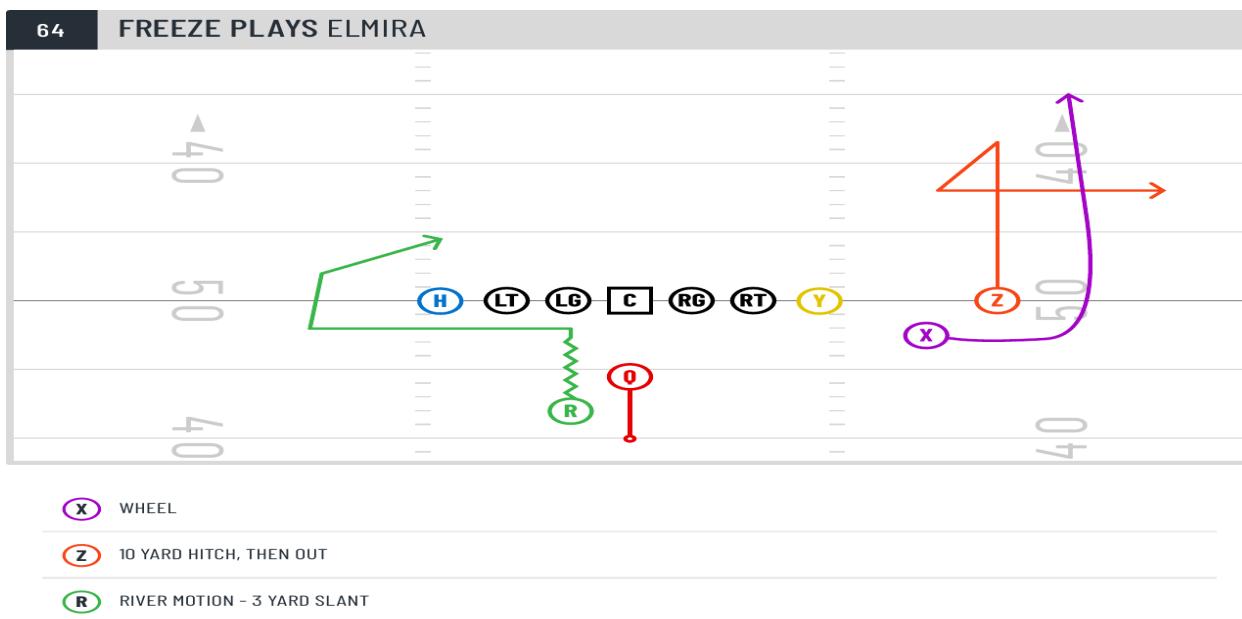
### PLAYER ASSIGNMENTS

- Q: 3 STEP DROP
- Z: DEEP DRAG/POST
- X: FADE
- R: CHECK/RELEASE BACKSIDE
- Y: 5 YARD SPEED OUT
- H: 12 YARD OUT

### OFFENSIVE LINE RESPONSIBILITIES

- LT: Pass protect - DE/OLB outside, drop step technique, keep outside arm free
- LG: Pass protect - Inside gap, work with center on stunts, inside-out technique
- C: ID Mike pre-snap, pass protect - 0-tech or A-gap, make slide protection calls
- RG: Pass protect - Inside gap, work with center on stunts, inside-out technique
- RT: Pass protect - DE/OLB outside, drop step technique, keep outside arm free
- Protection: Big-on-big, slide left/right based on RB, communicate stunts and twists

## PLAY #64: FREEZE ELMIRA



Formation: FREEZE | Type: Pass Concept (PASS)

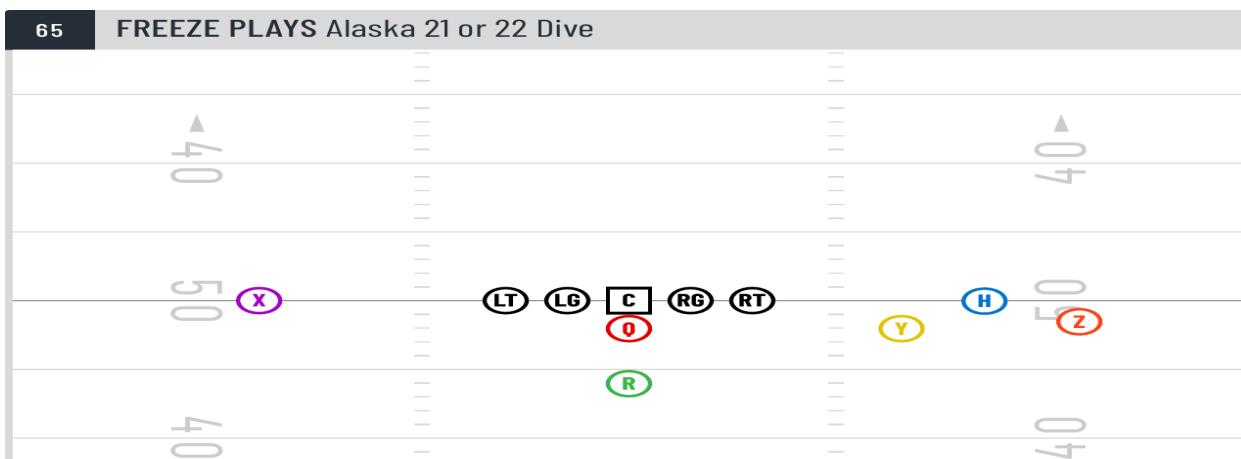
### PLAYER ASSIGNMENTS

- X: WHEEL
- Z: 10 YARD HITCH, THEN OUT
- R: RIVER MOTION - 3 YARD SLANT

### OFFENSIVE LINE RESPONSIBILITIES

- LT: Pass protect - DE/OLB outside, drop step technique, keep outside arm free
- LG: Pass protect - Inside gap, work with center on stunts, inside-out technique
- C: ID Mike pre-snap, pass protect - O-tech or A-gap, make slide protection calls
- RG: Pass protect - Inside gap, work with center on stunts, inside-out technique
- RT: Pass protect - DE/OLB outside, drop step technique, keep outside arm free
- Protection: Big-on-big, slide left/right based on RB, communicate stunts and twists

## PLAY #65: FREEZE ALASKA 21 OR 22 DIVE



Q CALL Lisa or Rachel @ the Line

R 21 or 22 Dive

**Formation: FREEZE | Type: RPO/Dive (RUN)**

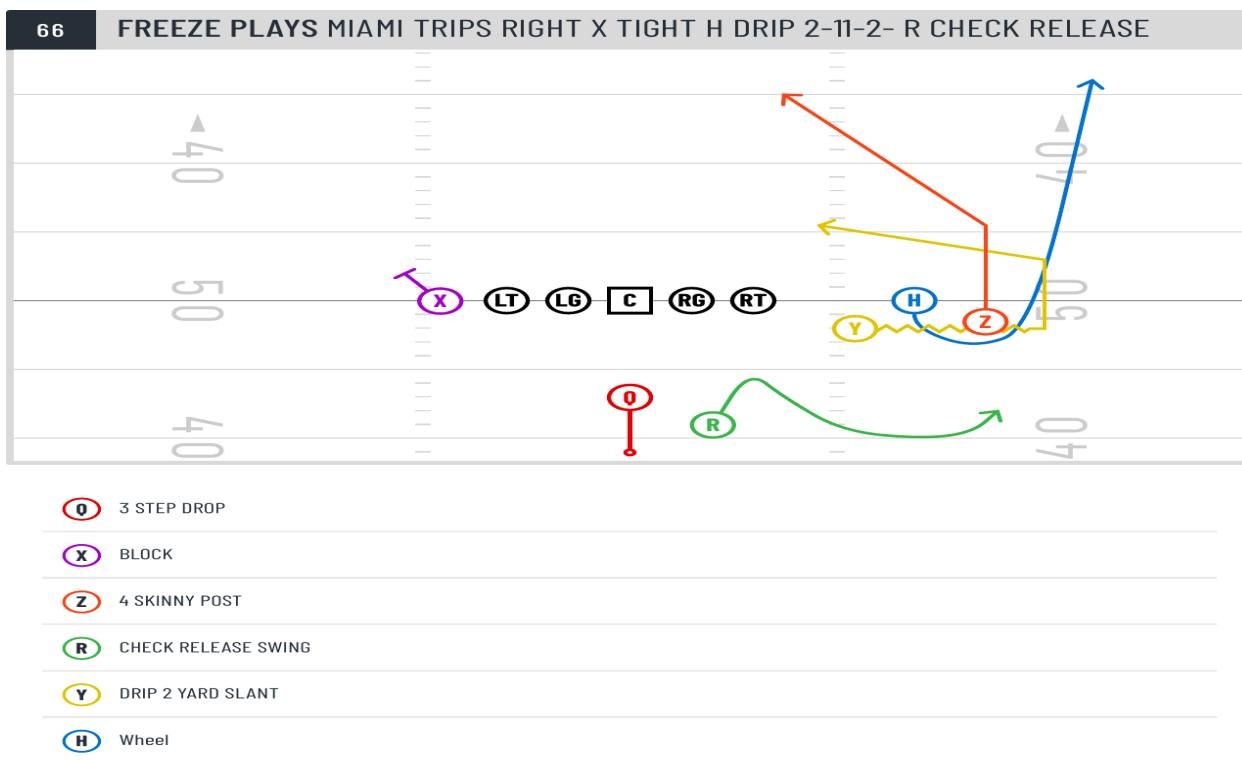
### PLAYER ASSIGNMENTS

- Q: CALL LISA OR RACHEL @ THE LINE
- R: 21 OR 22 DIVE

### OFFENSIVE LINE RESPONSIBILITIES

- LT: Base block man on, drive to playside A or B-gap
- LG: Base/combo with center, work to linebacker, secure inside gap
- C: Base/combo on nose or shade, work to Mike linebacker
- RG: Base/combo with center, work to linebacker, secure inside gap
- RT: Base block man on, prevent penetration in B-gap
- Scheme: Quick-hitting inside zone, double teams to linebackers, vertical push

## PLAY #66: FREEZE MIAMI TRIPS RIGHT X TIGHT H DRIP 2-11-2-R CHECK RELEASE



Formation: FREEZE | Type: Pass Concept (PASS)

### PLAYER ASSIGNMENTS

- Q: 3 STEP DROP
- X: BLOCK
- Z: 4 SKINNY POST
- R: CHECK RELEASE SWING
- Y: DRIP 2 YARD SLANT
- H: WHEEL

### OFFENSIVE LINE RESPONSIBILITIES

- LT: Pass protect - DE/OLB outside, drop step technique, keep outside arm free
- LG: Pass protect - Inside gap, work with center on stunts, inside-out technique
- C: ID Mike pre-snap, pass protect - 0-tech or A-gap, make slide protection calls
- RG: Pass protect - Inside gap, work with center on stunts, inside-out technique
- RT: Pass protect - DE/OLB outside, drop step technique, keep outside arm free
- Protection: Big-on-big, slide left/right based on RB, communicate stunts and twists