

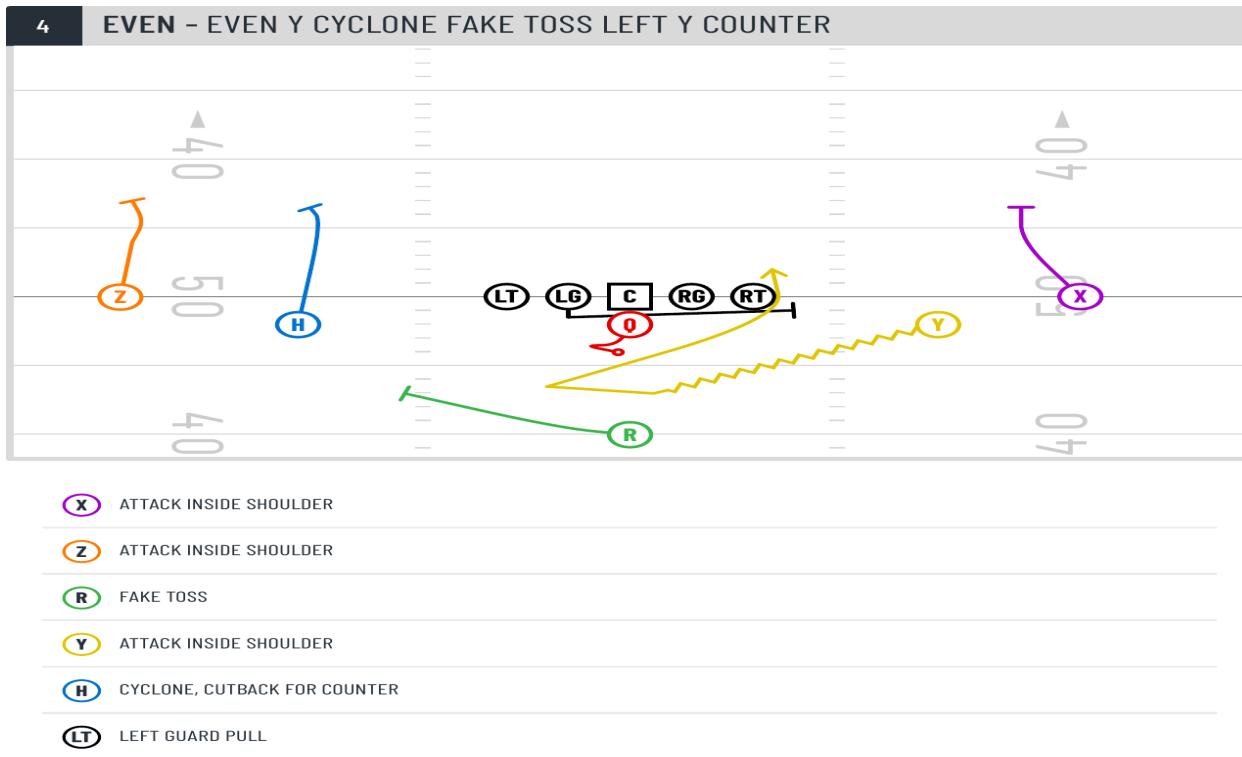


# **SHAOLIN HURRICANES**

## **RUN PLAYS PLAYBOOK**

Player Assignments & O-Line Responsibilities  
**28 Total Run Plays**

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



Formation: EVEN | Type: Counter Run (RUN)

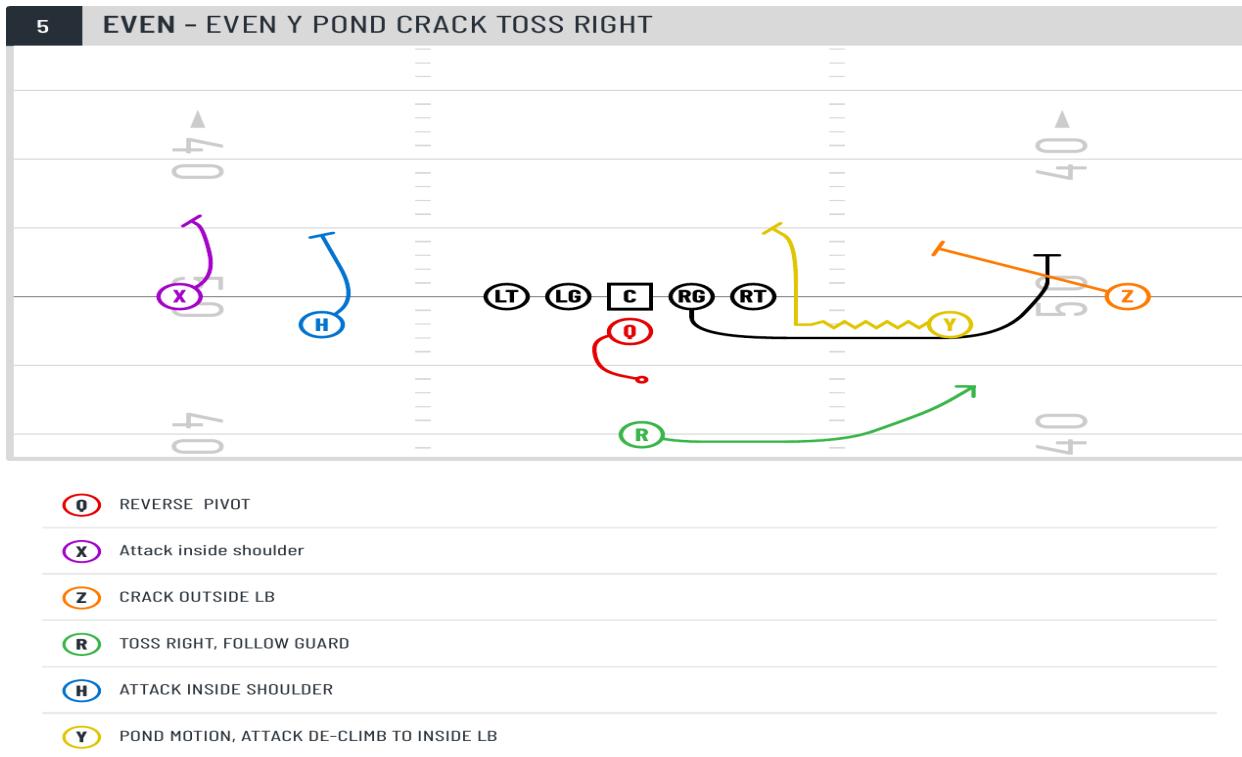
### PLAYER ASSIGNMENTS

- 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)

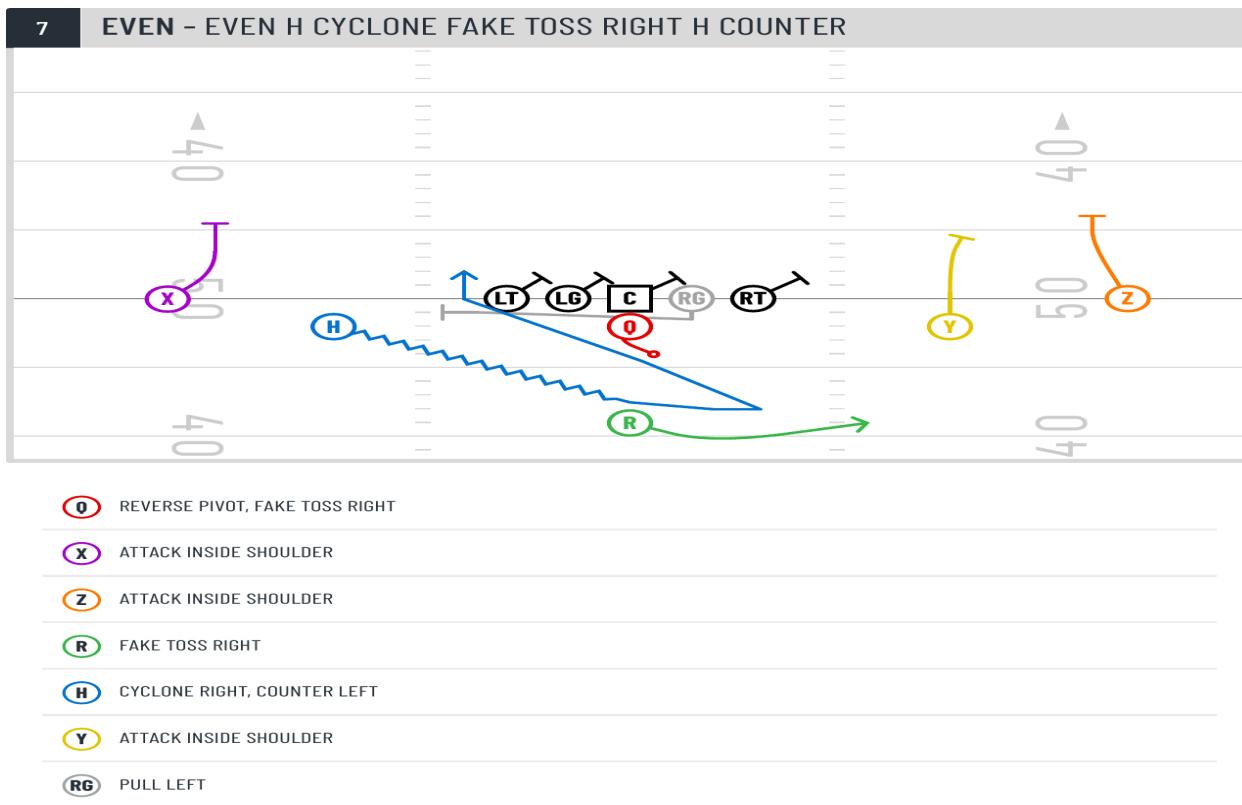
### PLAYER ASSIGNMENTS

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



Formation: EVEN | Type: Counter Run (RUN)

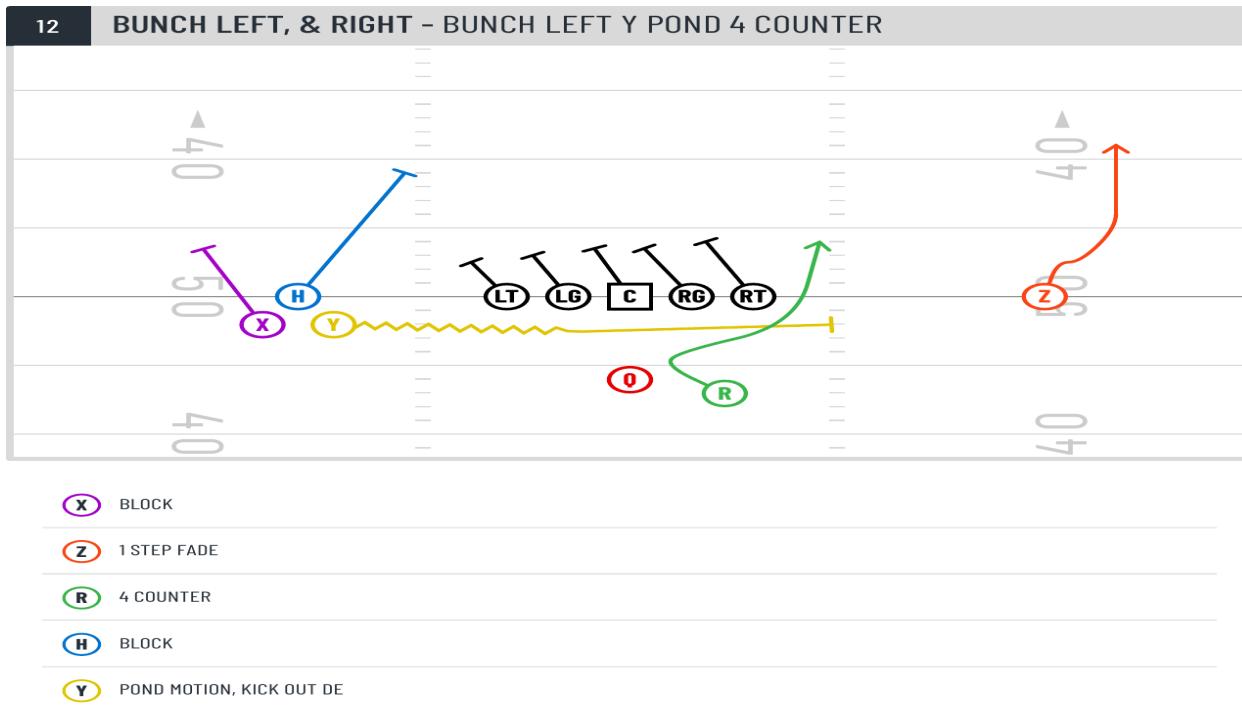
### PLAYER ASSIGNMENTS

- 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 #12: BUNCH LEFT Y POND 4 COUNTER



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

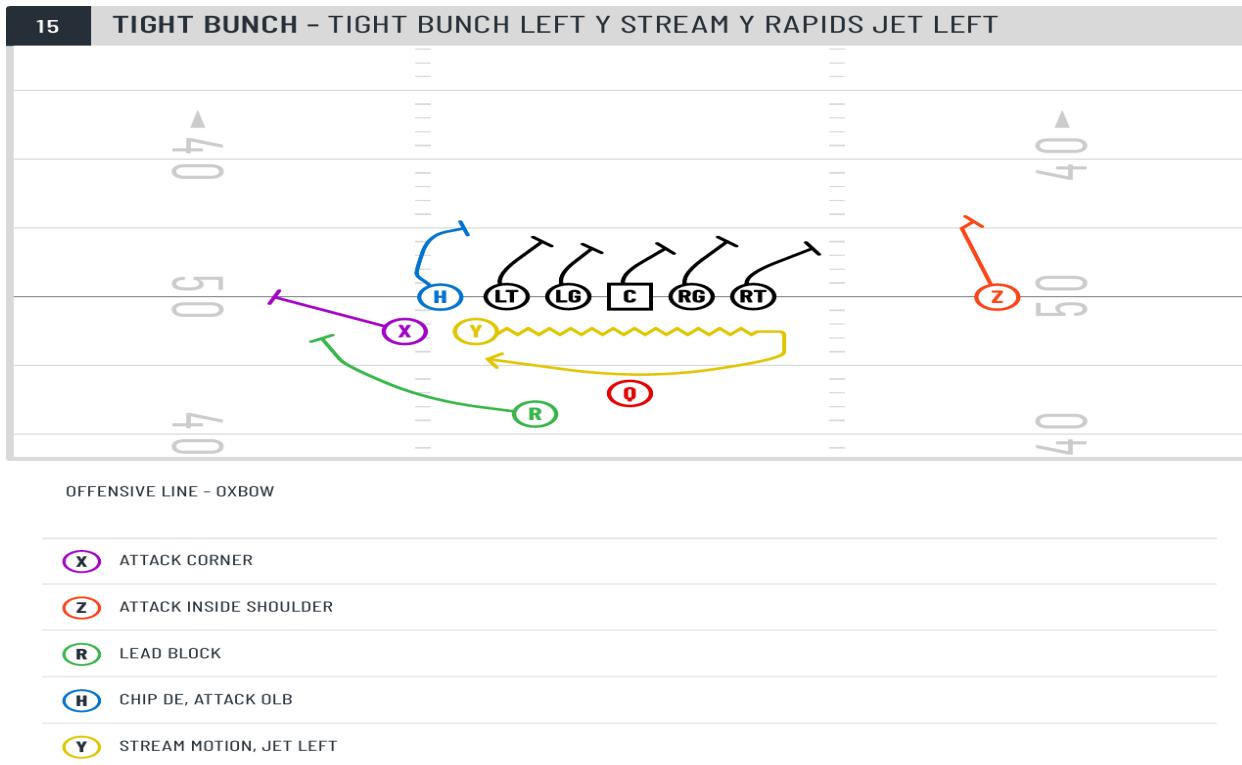
### PLAYER ASSIGNMENTS

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



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

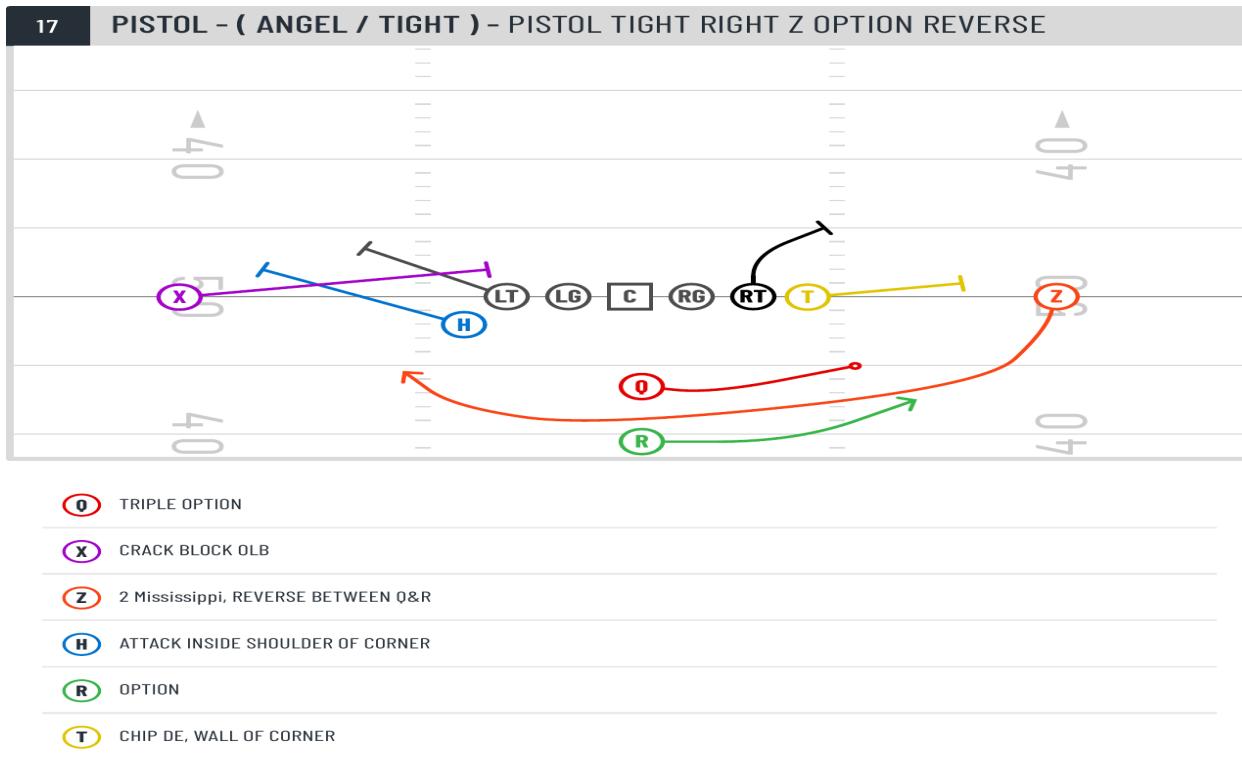
### PLAYER ASSIGNMENTS

- 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 #17: PISTOL TIGHT RIGHT Z OPTION REVERSE



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

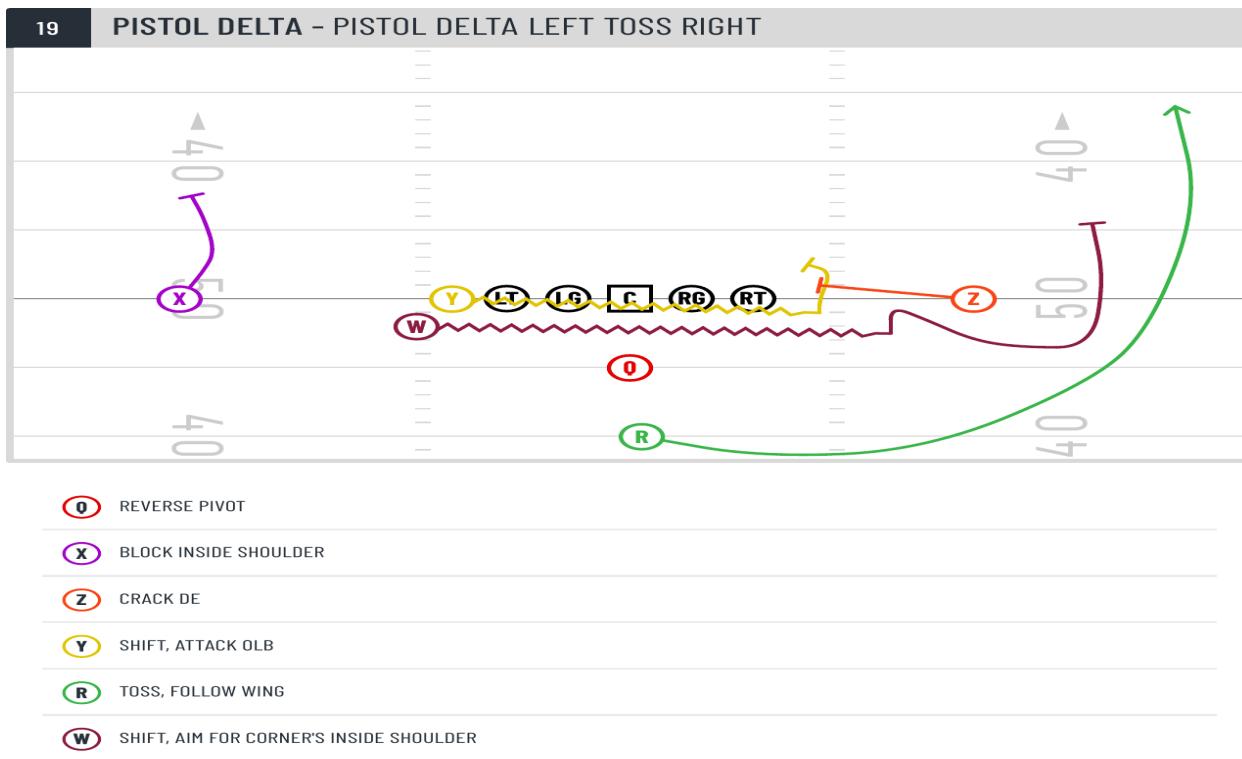
### PLAYER ASSIGNMENTS

- **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

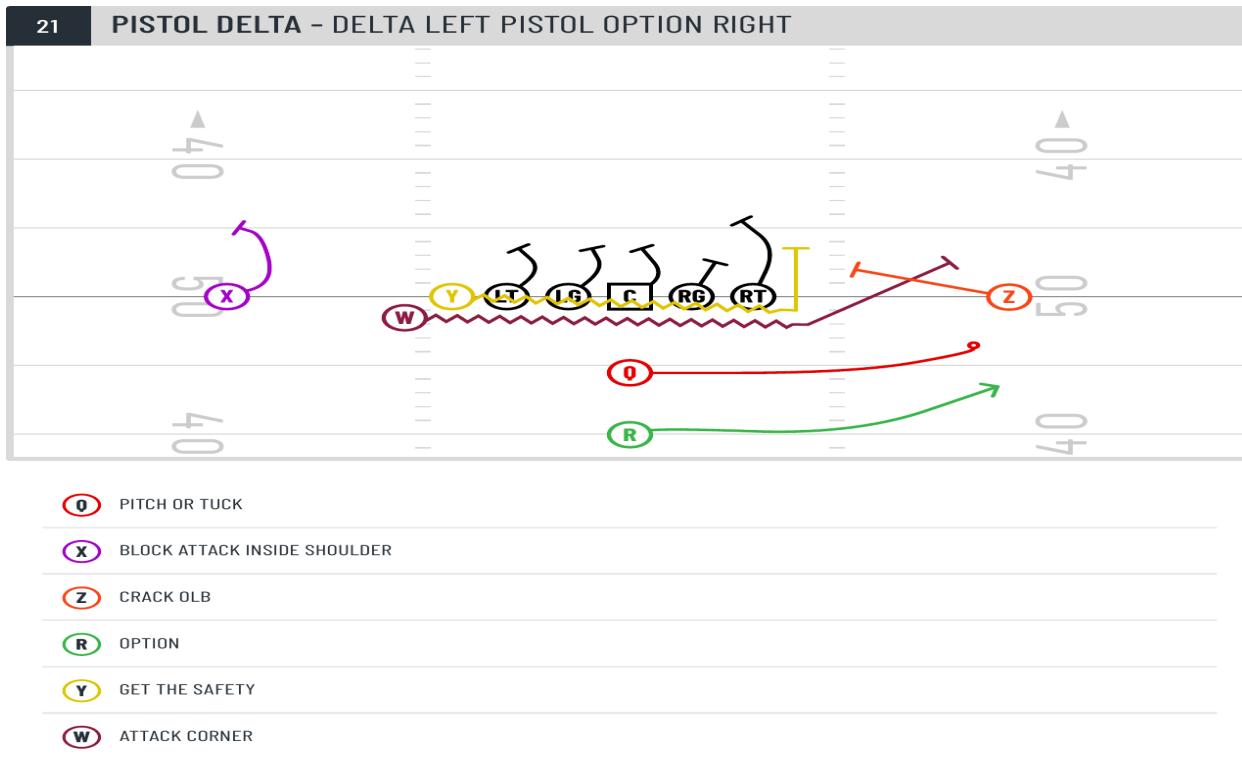
### OFFENSIVE LINE RESPONSIBILITIES

- **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 #19: PISTOL DELTA LEFT TOSS RIGHT



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



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

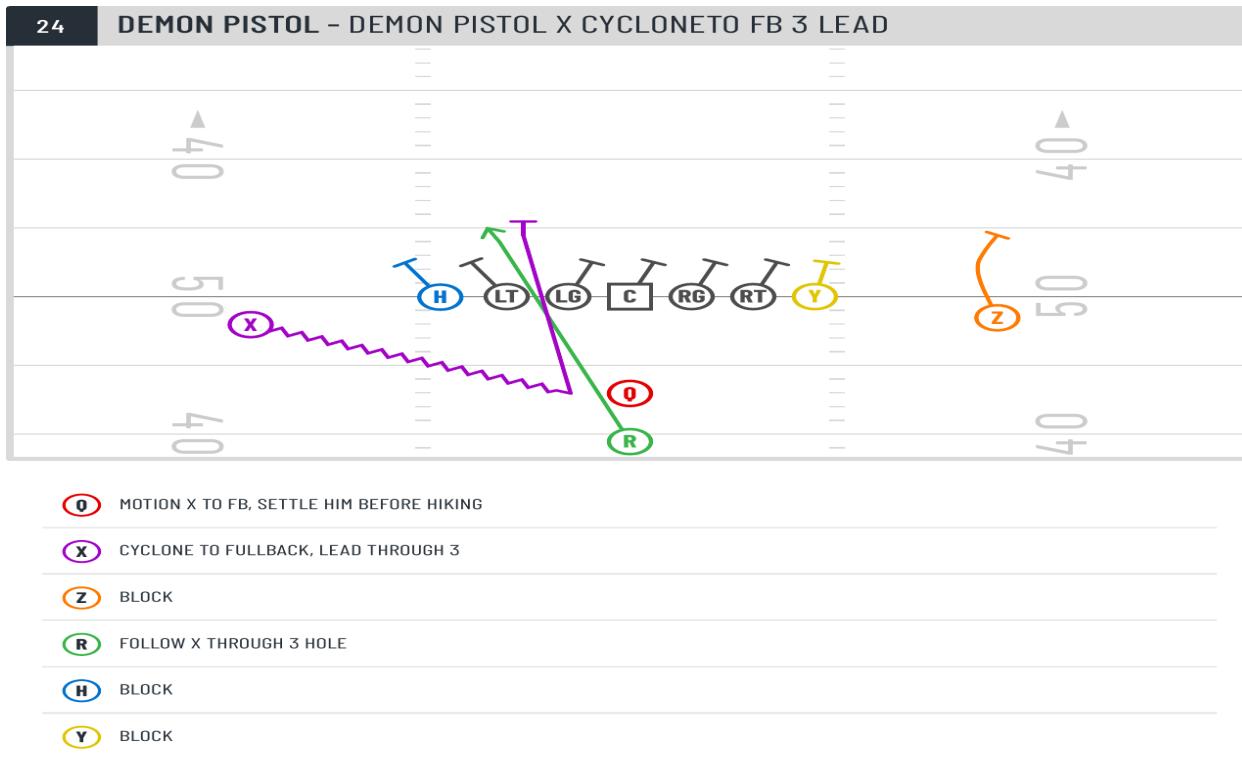
### PLAYER ASSIGNMENTS

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



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

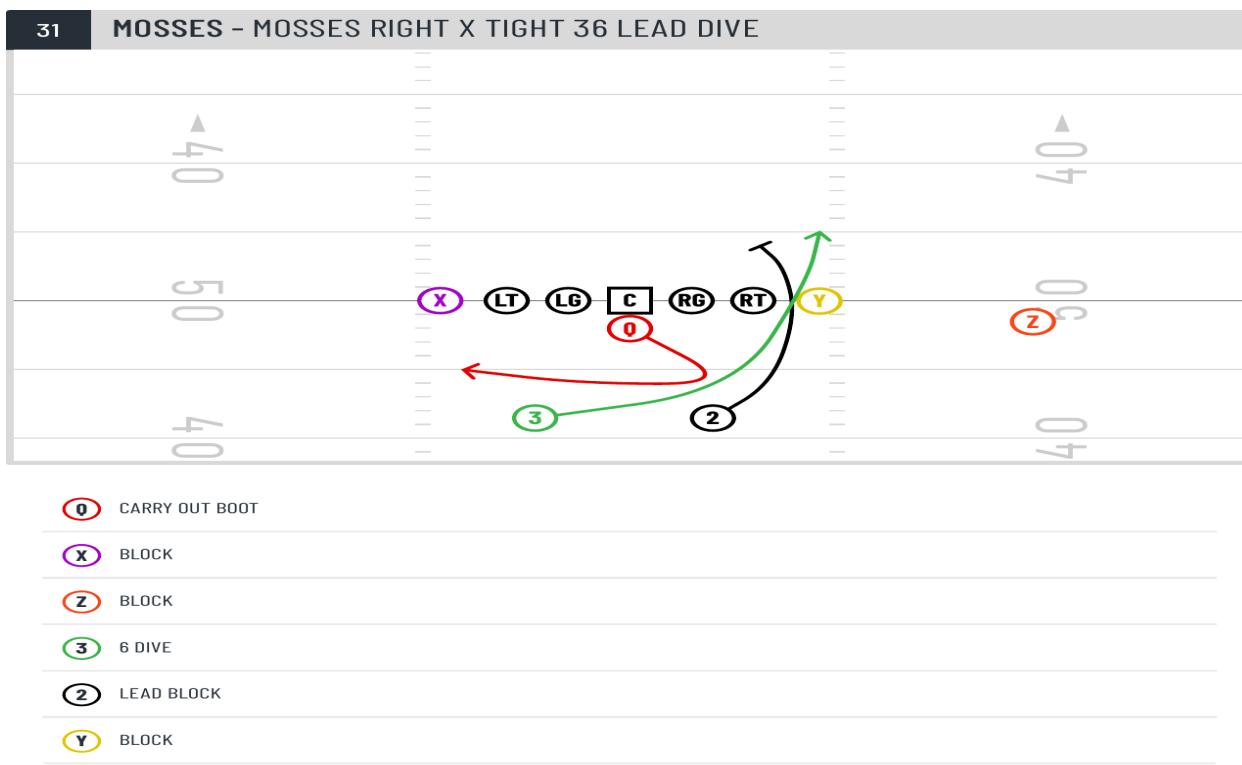
### PLAYER ASSIGNMENTS

- 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 #31: MOSSES RIGHT X TIGHT 36 LEAD DIVE



**Formation: MOSSES | Type: Dive Run (RUN)**

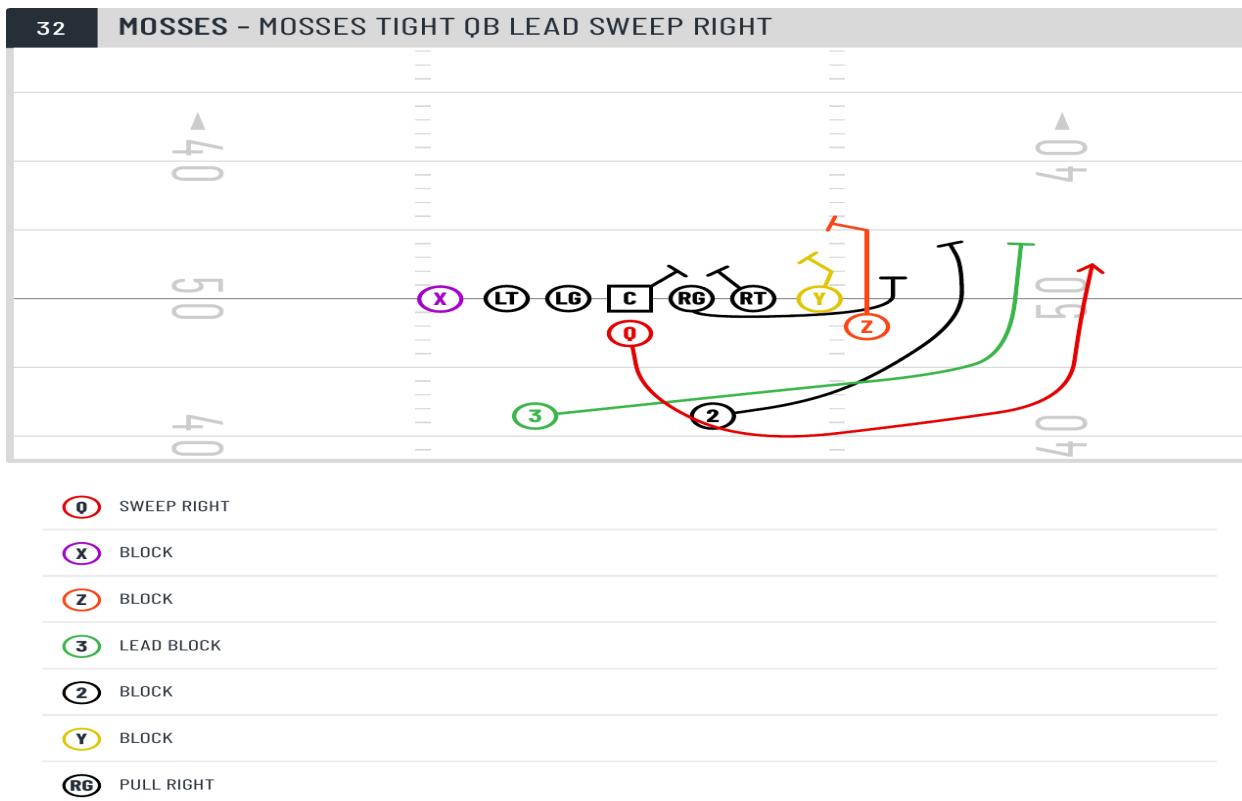
### PLAYER ASSIGNMENTS

- 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)**

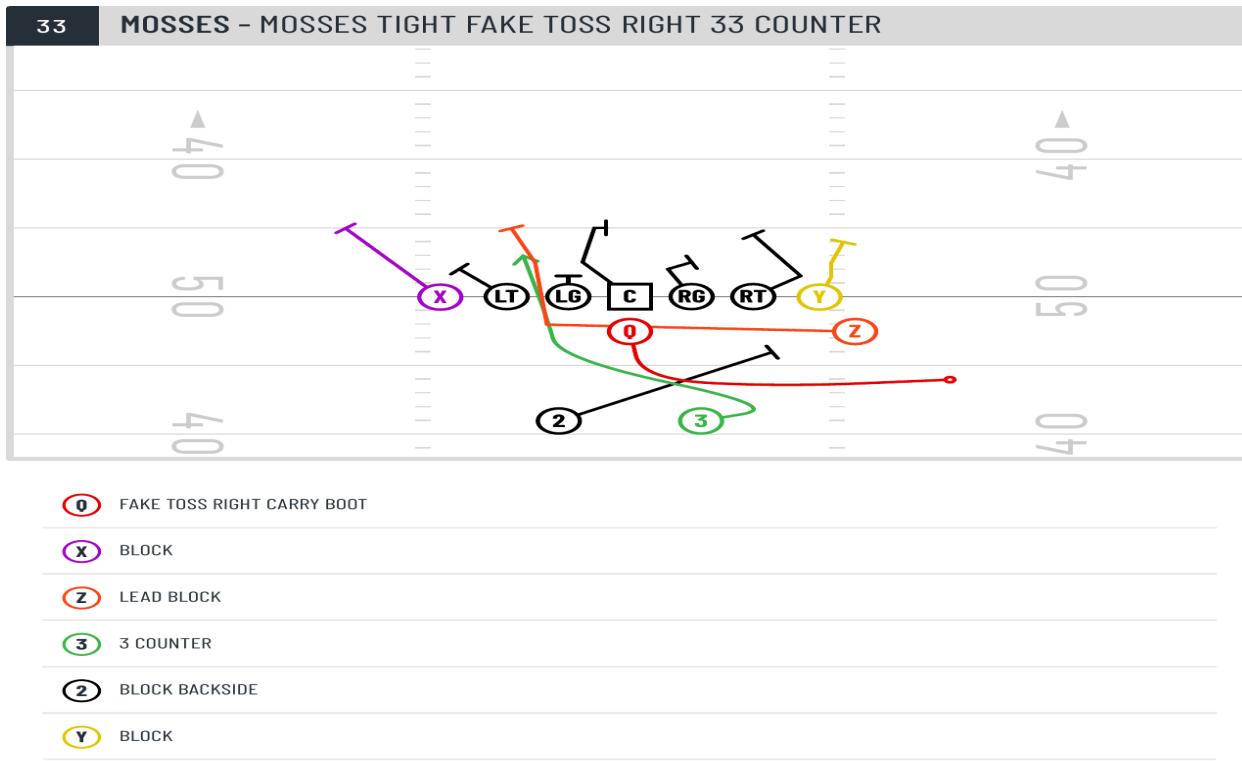
### PLAYER ASSIGNMENTS

- 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: MOSSES | Type: Counter Run (RUN)**

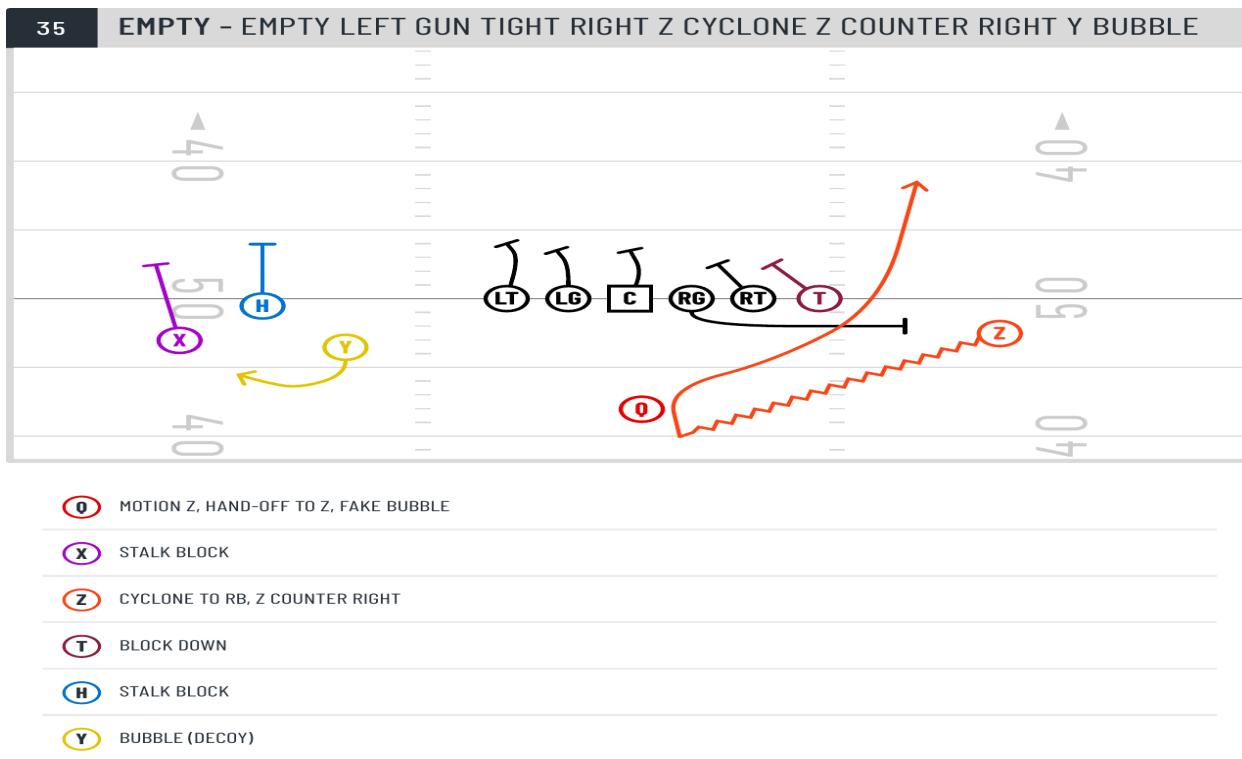
### PLAYER ASSIGNMENTS

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



Formation: EMPTY | Type: Counter Run (RUN)

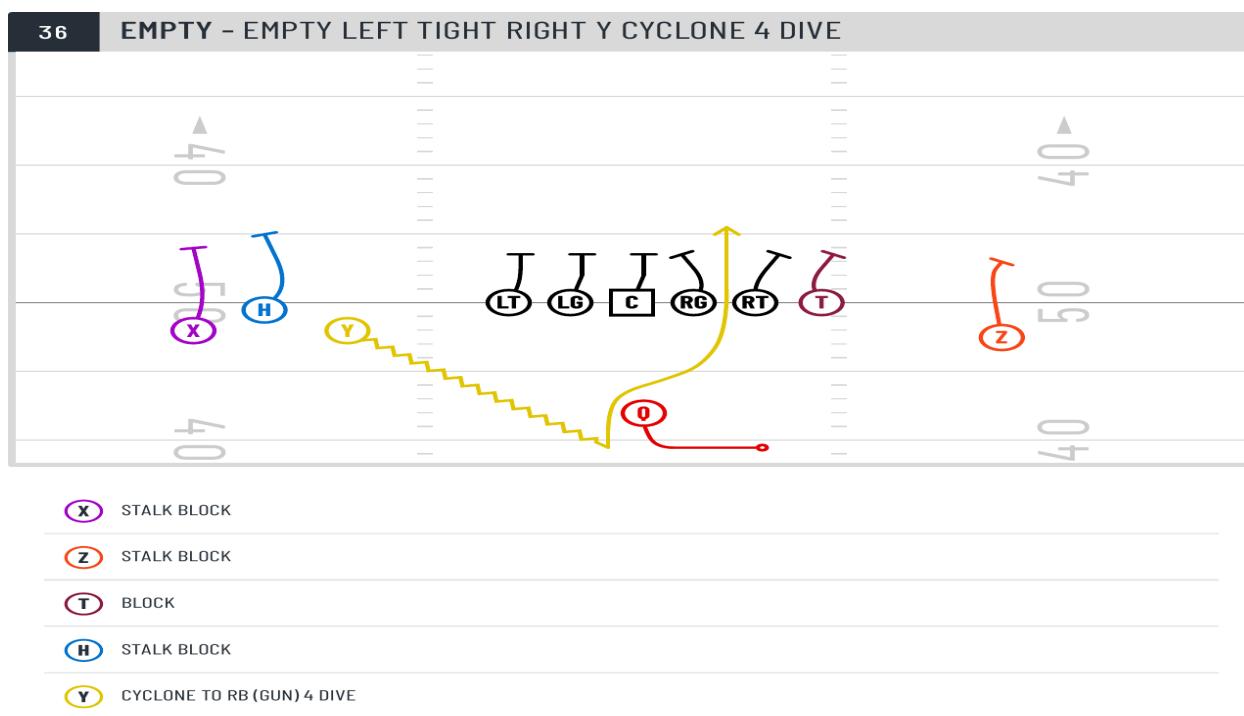
### PLAYER ASSIGNMENTS

- 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)**

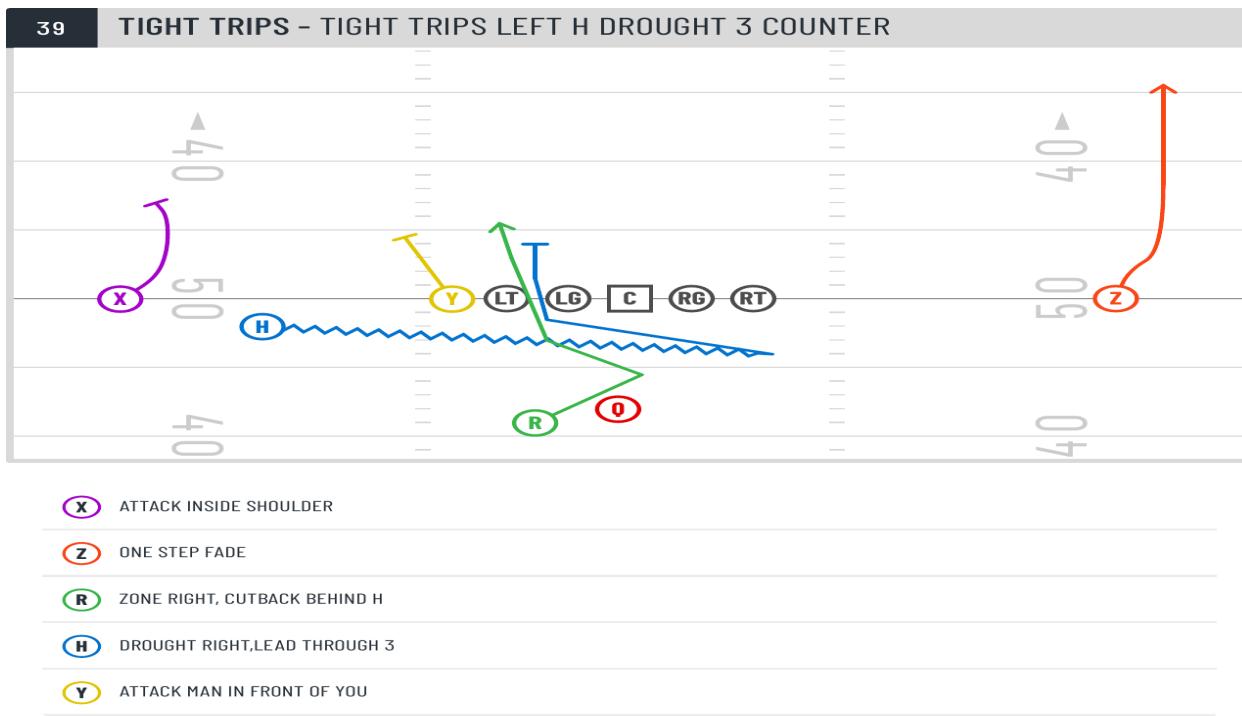
### PLAYER ASSIGNMENTS

- 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 #39: TIGHT TRIPS LEFT H DROUGHT 3 COUNTER



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

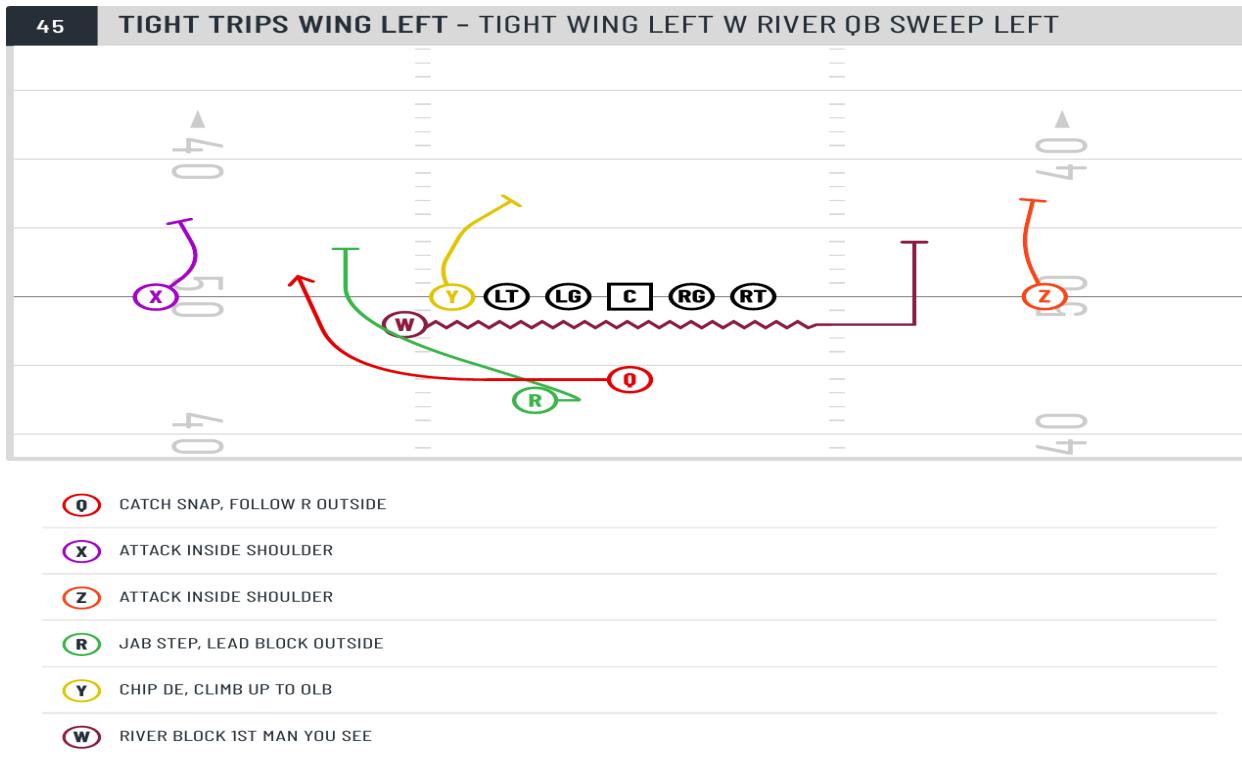
### PLAYER ASSIGNMENTS

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



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

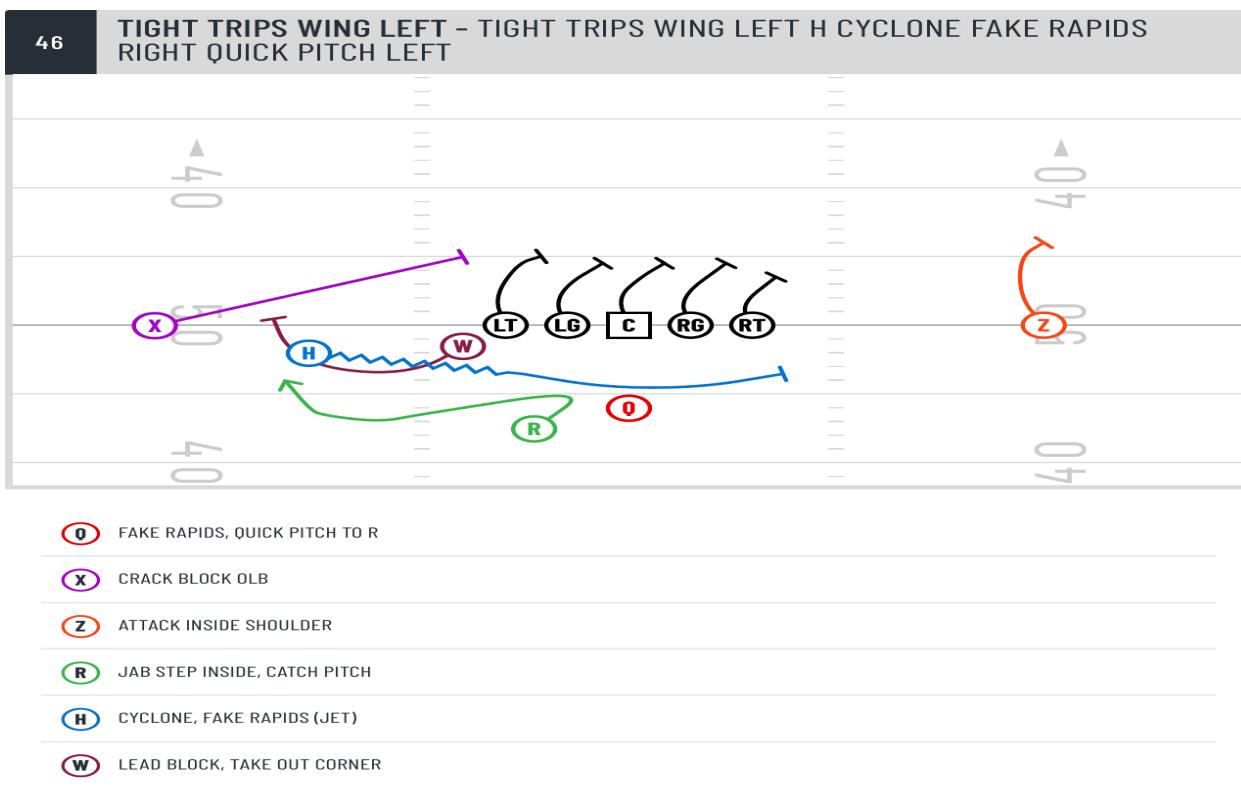
### PLAYER ASSIGNMENTS

- 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)**

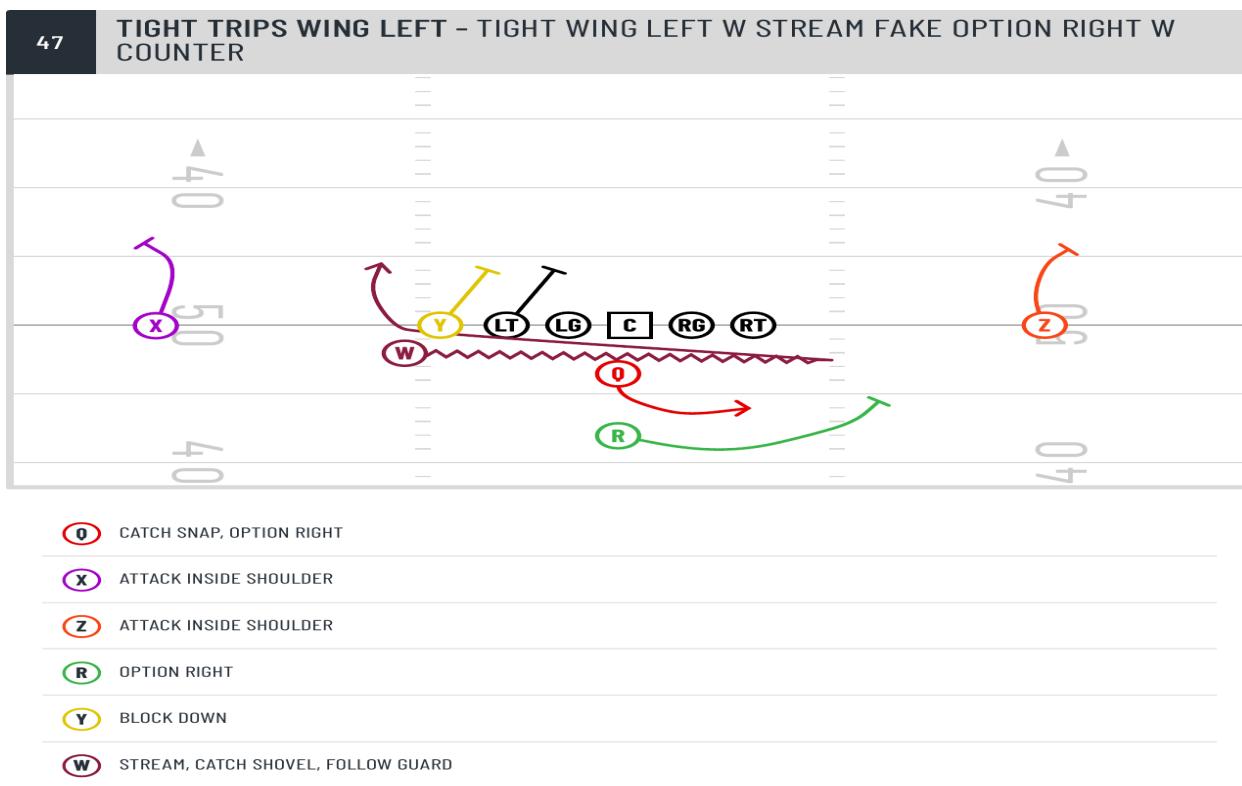
### PLAYER ASSIGNMENTS

- 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)**

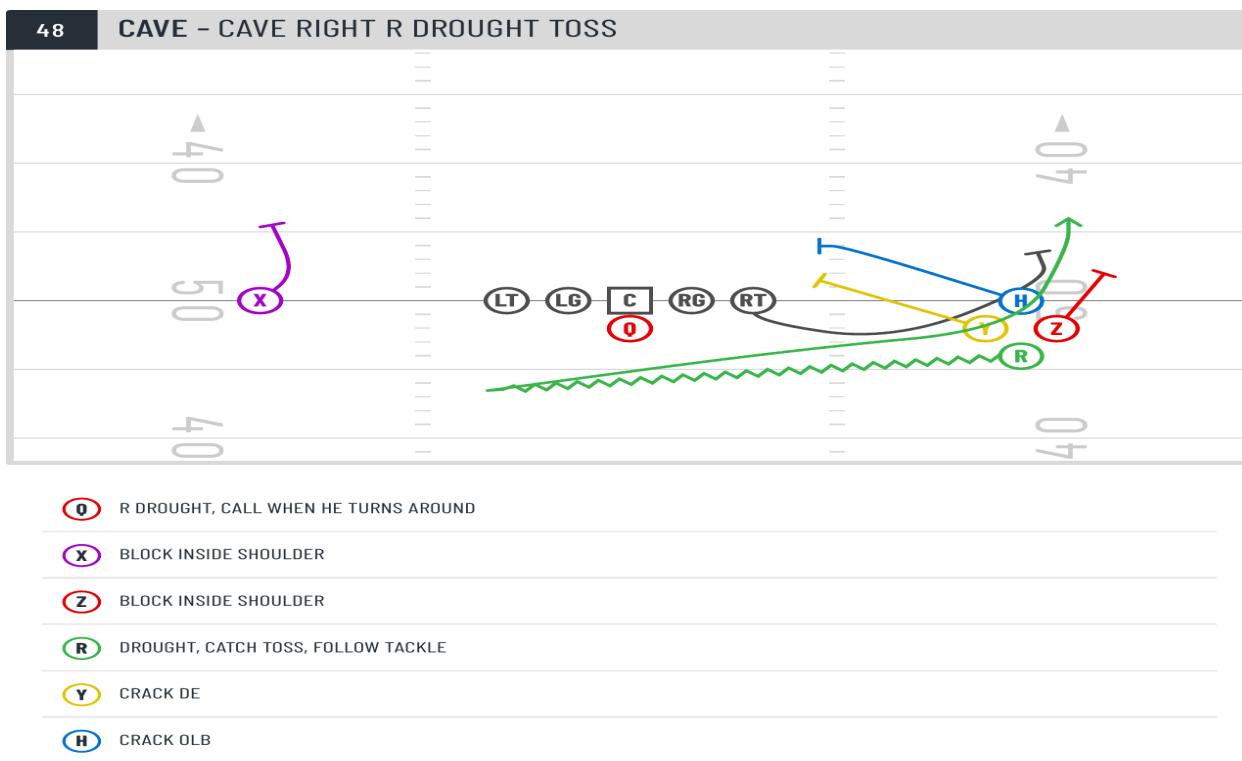
### PLAYER ASSIGNMENTS

- 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)

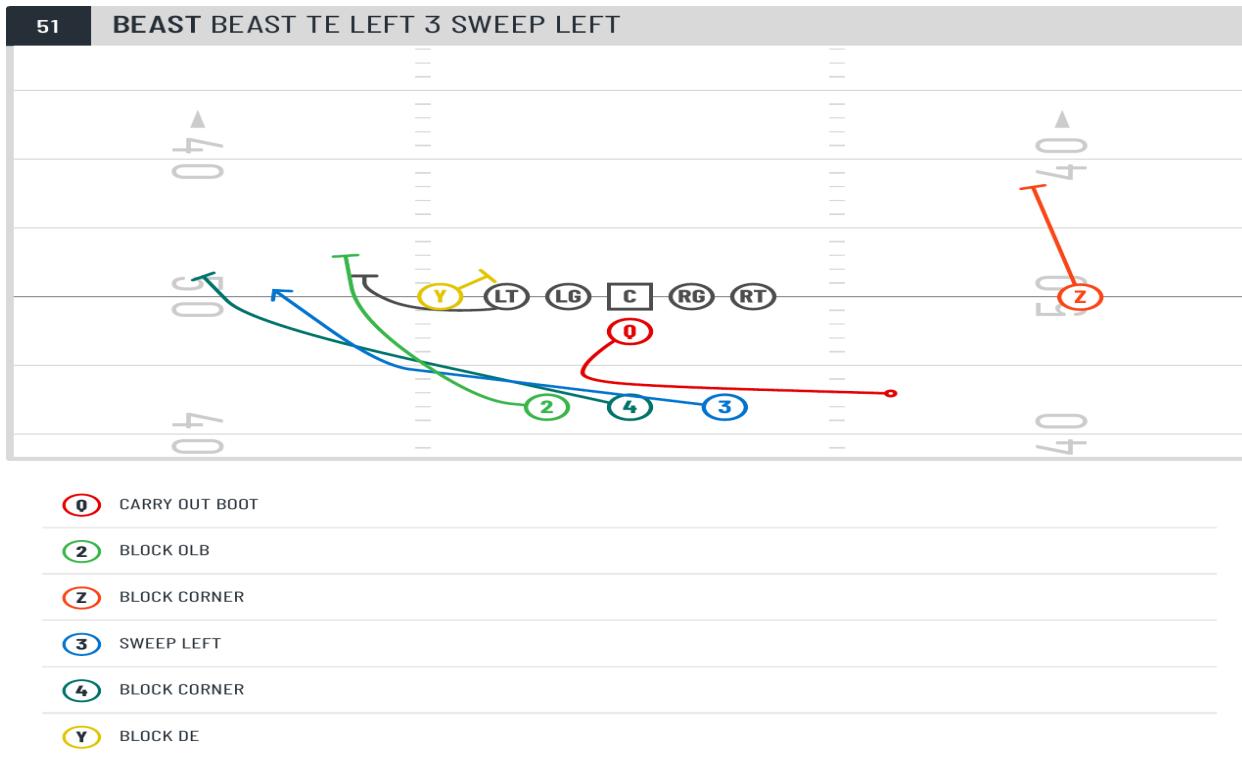
### PLAYER ASSIGNMENTS

- 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 #51: BEAST TE LEFT 3 SWEEP LEFT



Formation: BEAST | Type: Sweep (RUN)

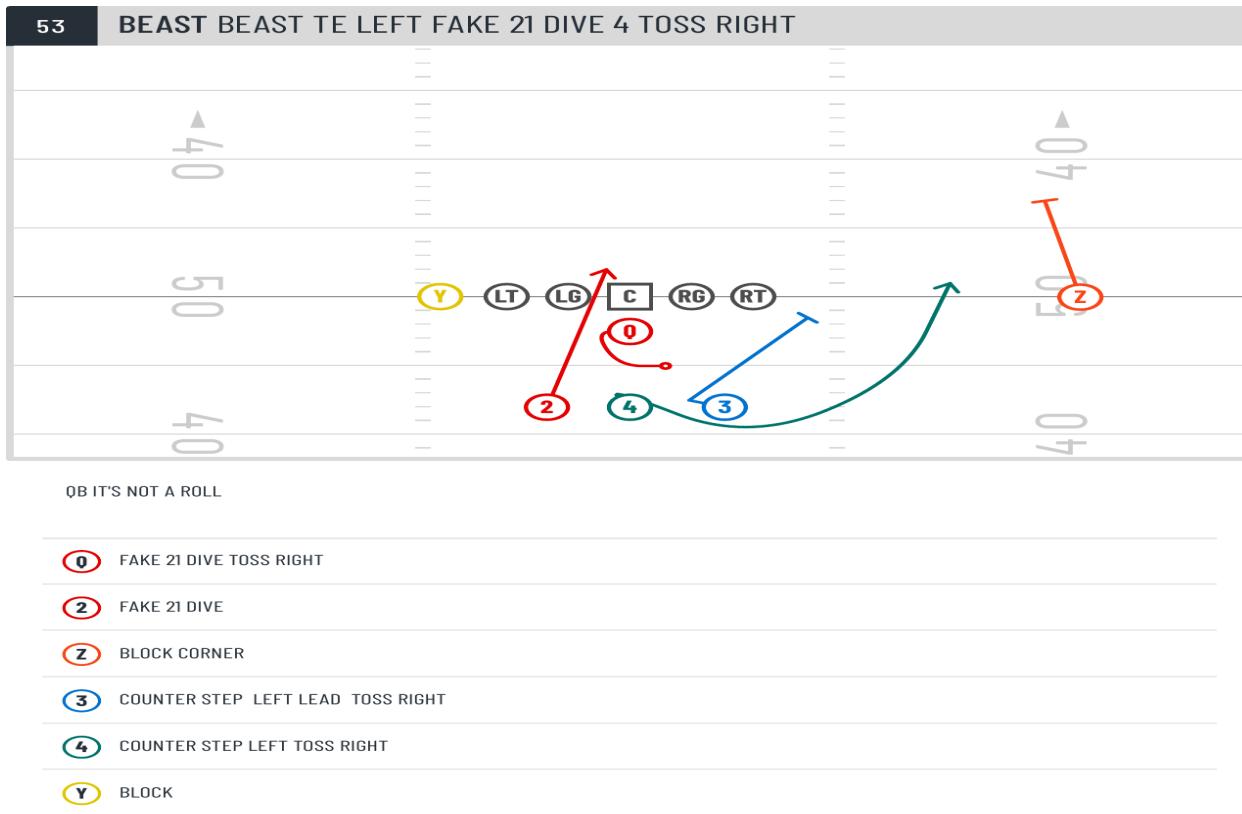
### PLAYER ASSIGNMENTS

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



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

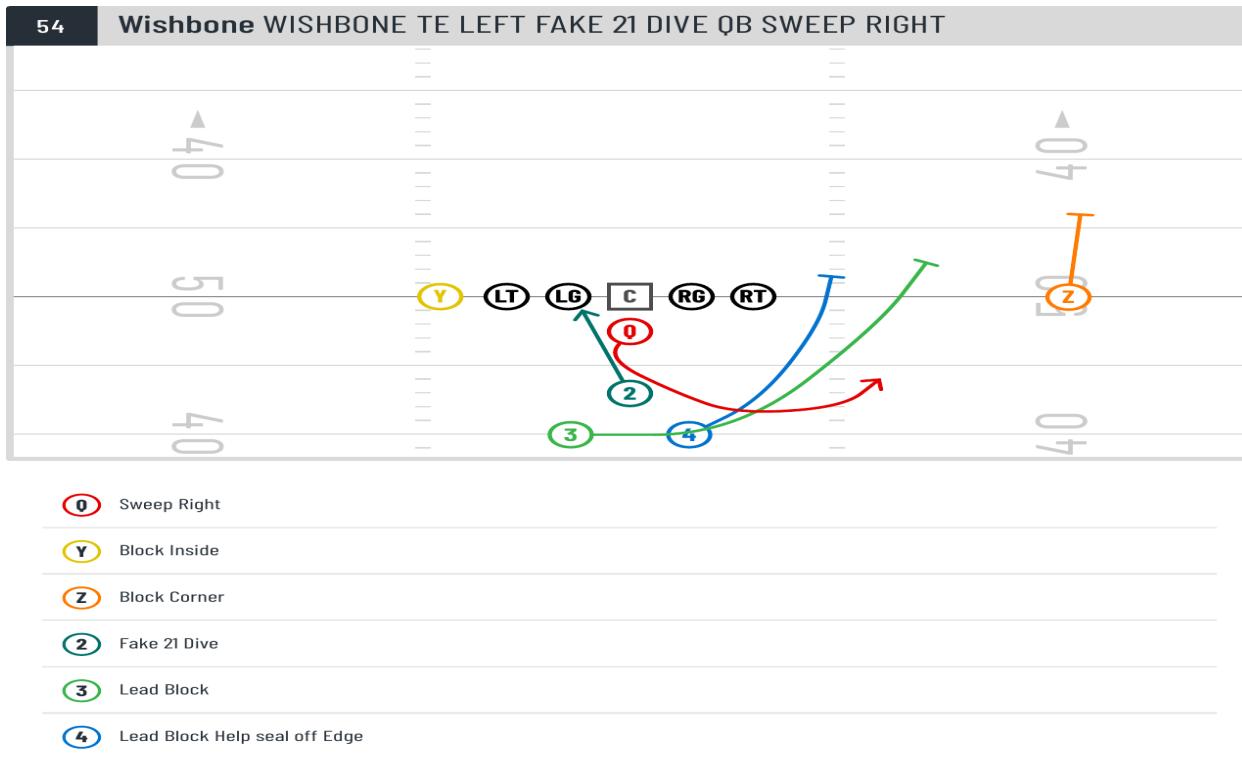
### PLAYER ASSIGNMENTS

- 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)**

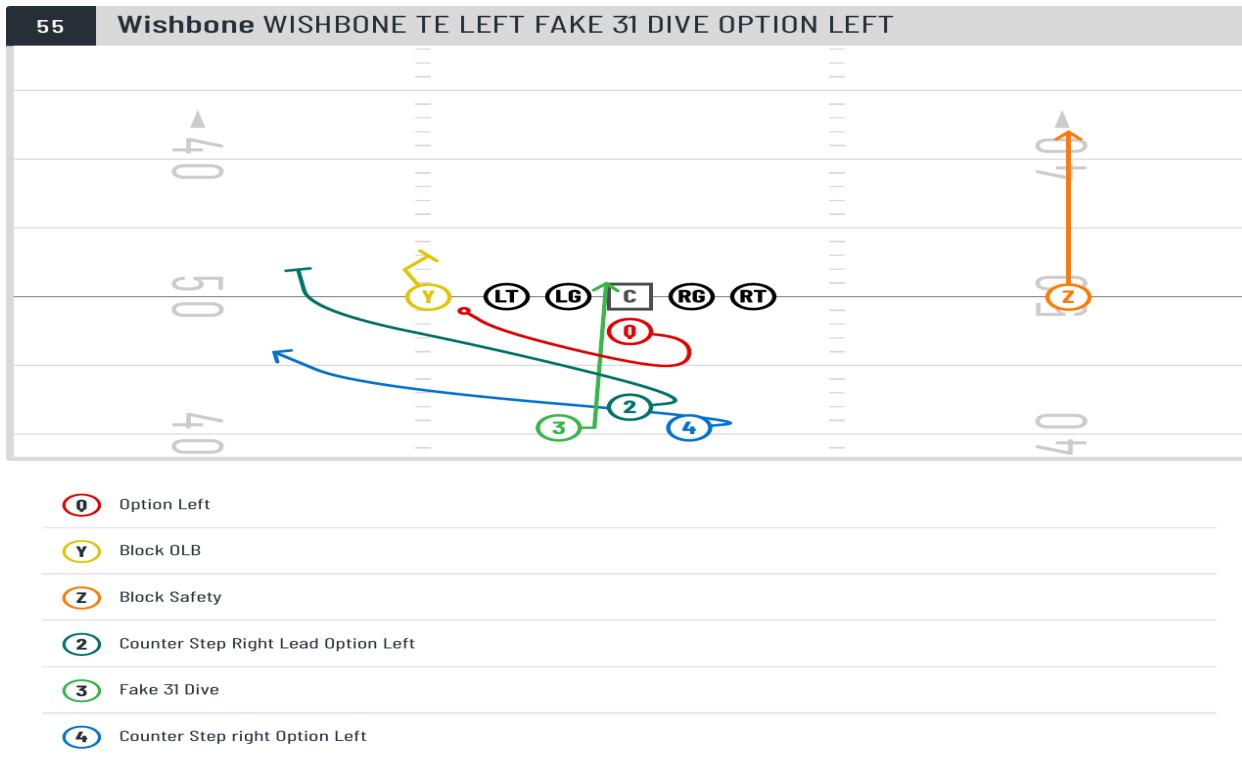
### PLAYER ASSIGNMENTS

- 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)

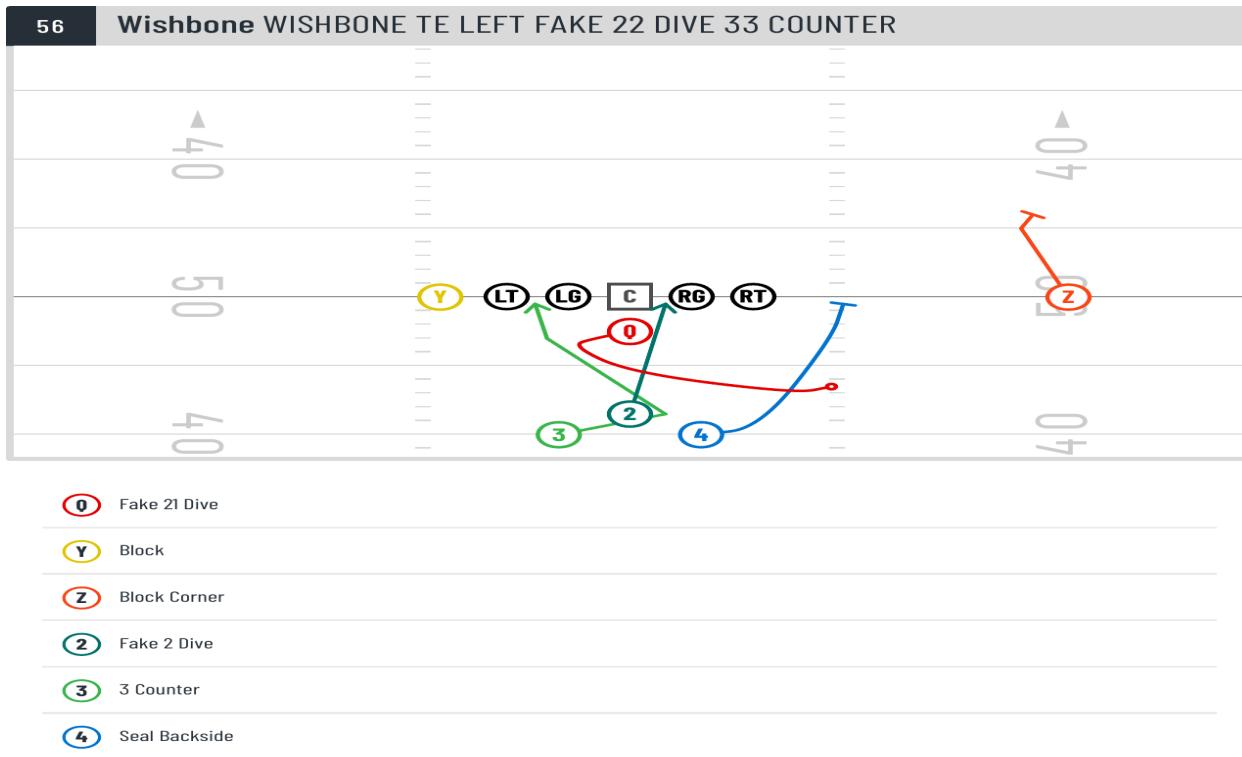
### PLAYER ASSIGNMENTS

- **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)**

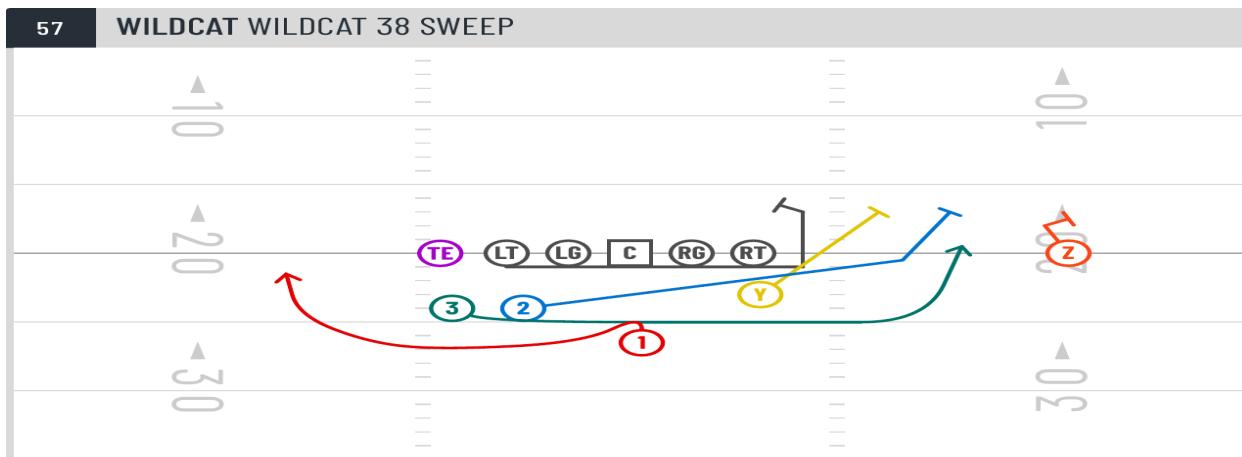
### PLAYER ASSIGNMENTS

- 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)**

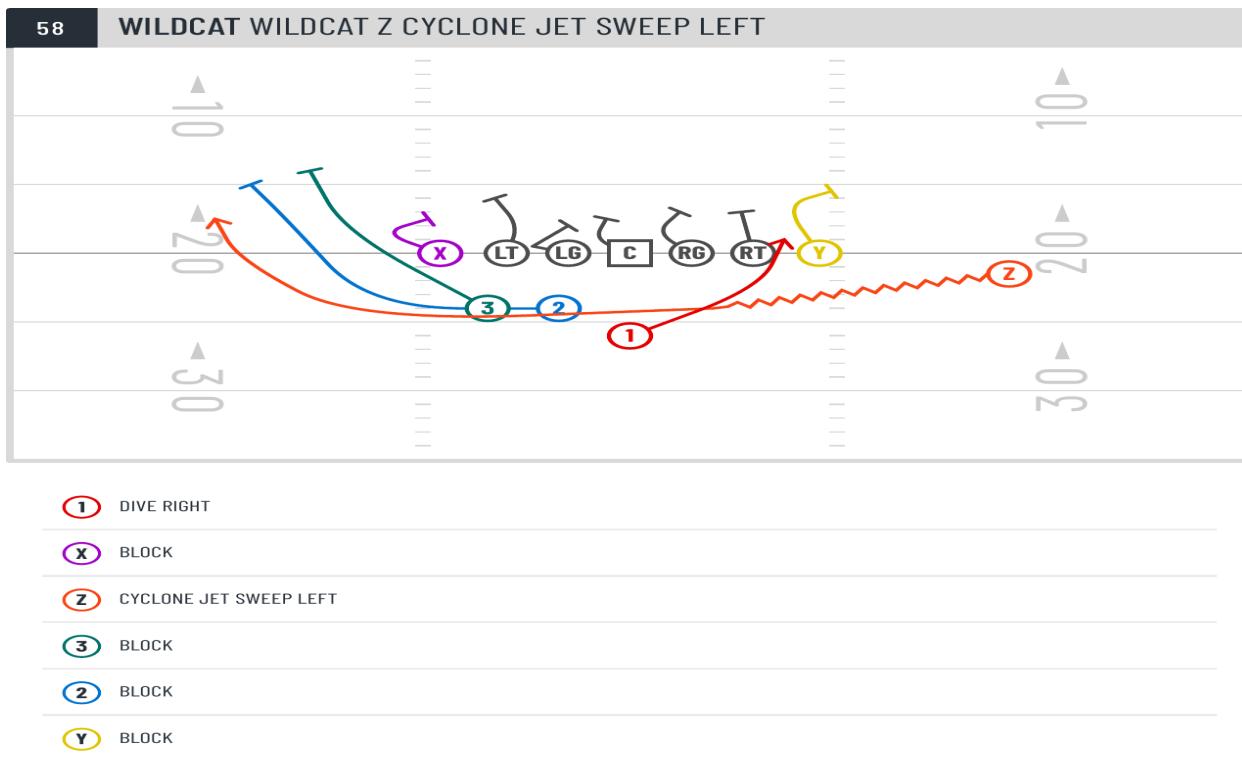
### PLAYER ASSIGNMENTS

- 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)

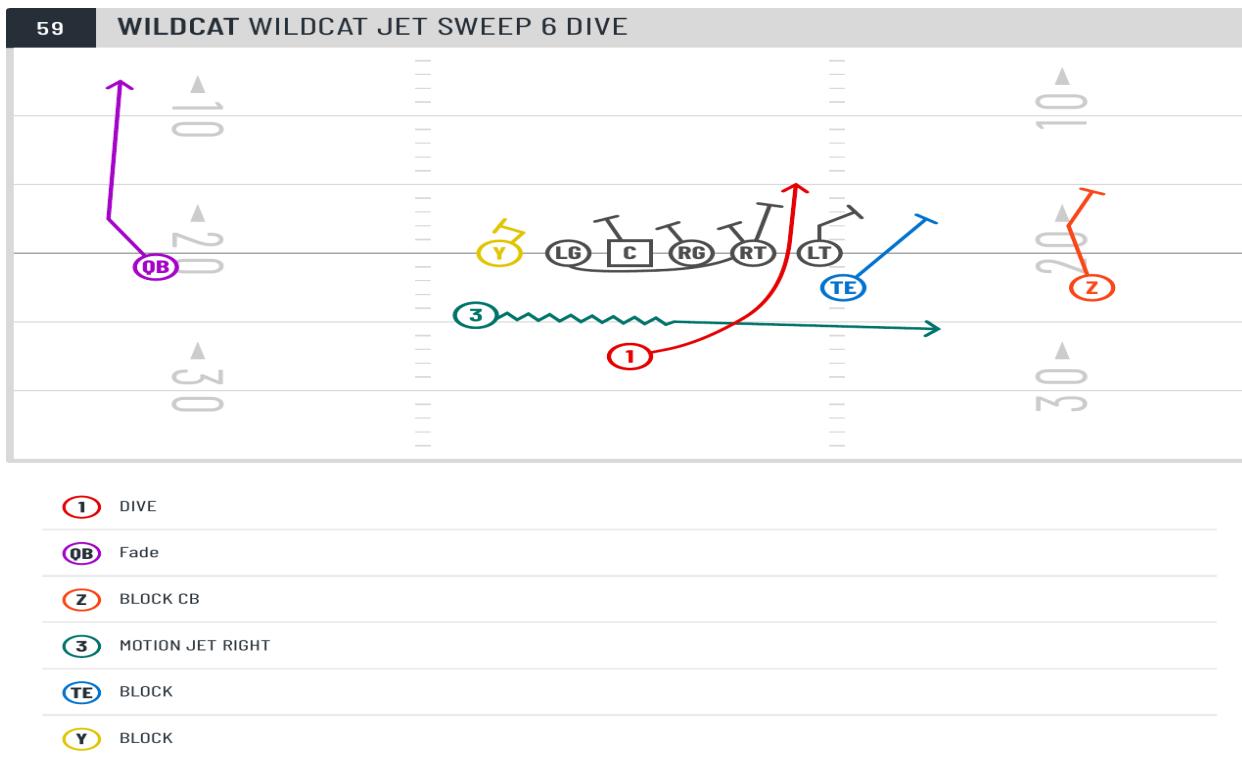
### PLAYER ASSIGNMENTS

- ➊: DIVE RIGHT
- Ⓜ: BLOCK
- ➌: CYCLONE JET SWEEP LEFT
- ➍: BLOCK
- ➎: BLOCK
- ➏: 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)

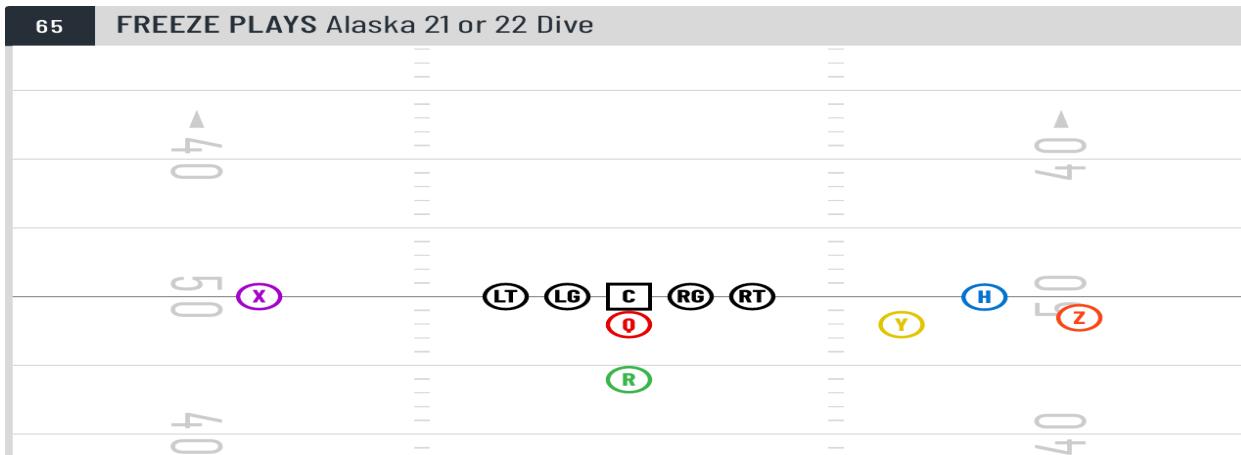
### PLAYER ASSIGNMENTS

- 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 #65: FREEZE ALASKA 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