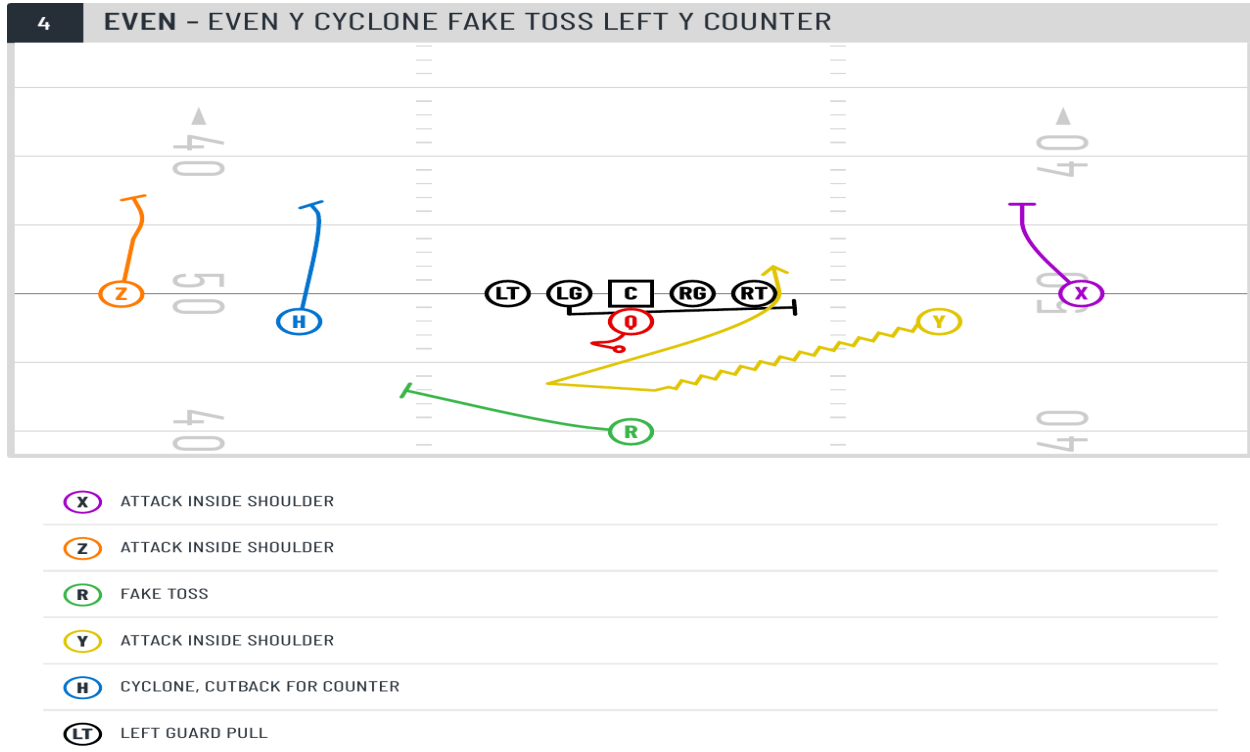




SHAOLIN HURRICANES RUN PLAYS PLAYBOOK

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)

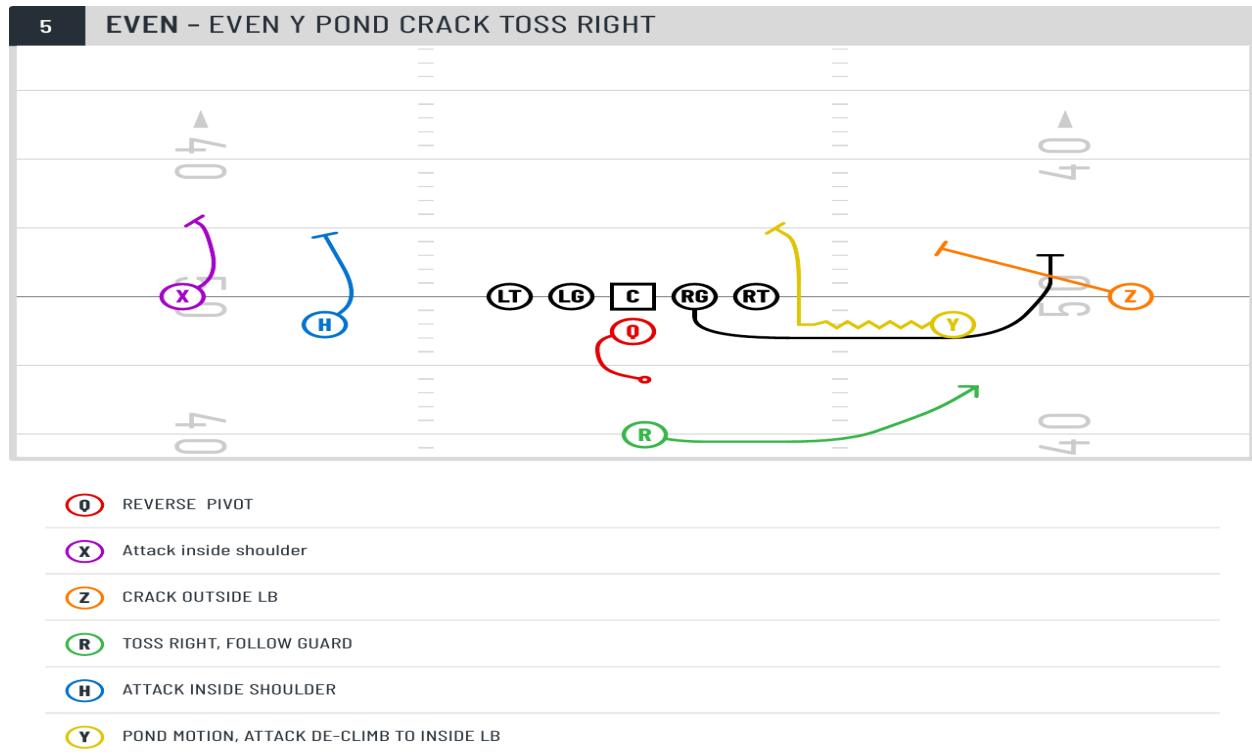
PLAYER ASSIGNMENTS

- 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)

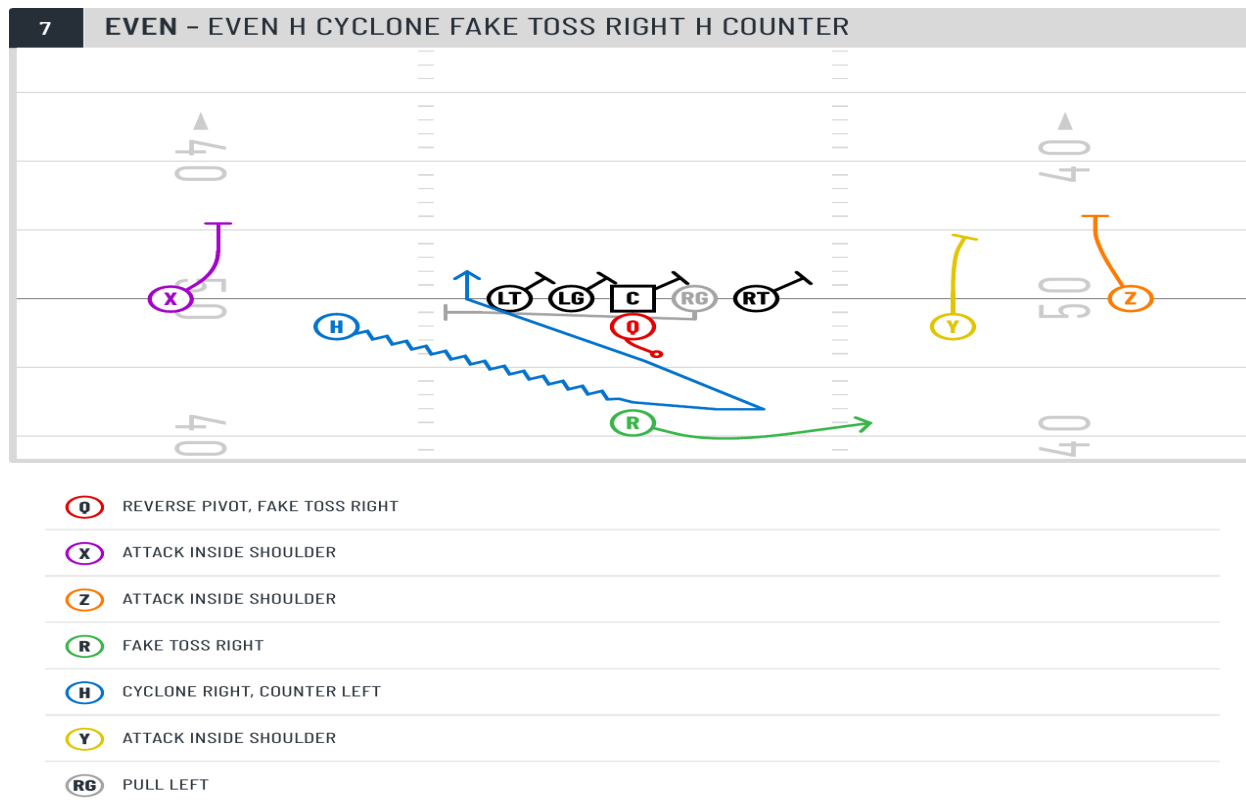
PLAYER ASSIGNMENTS

- **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)

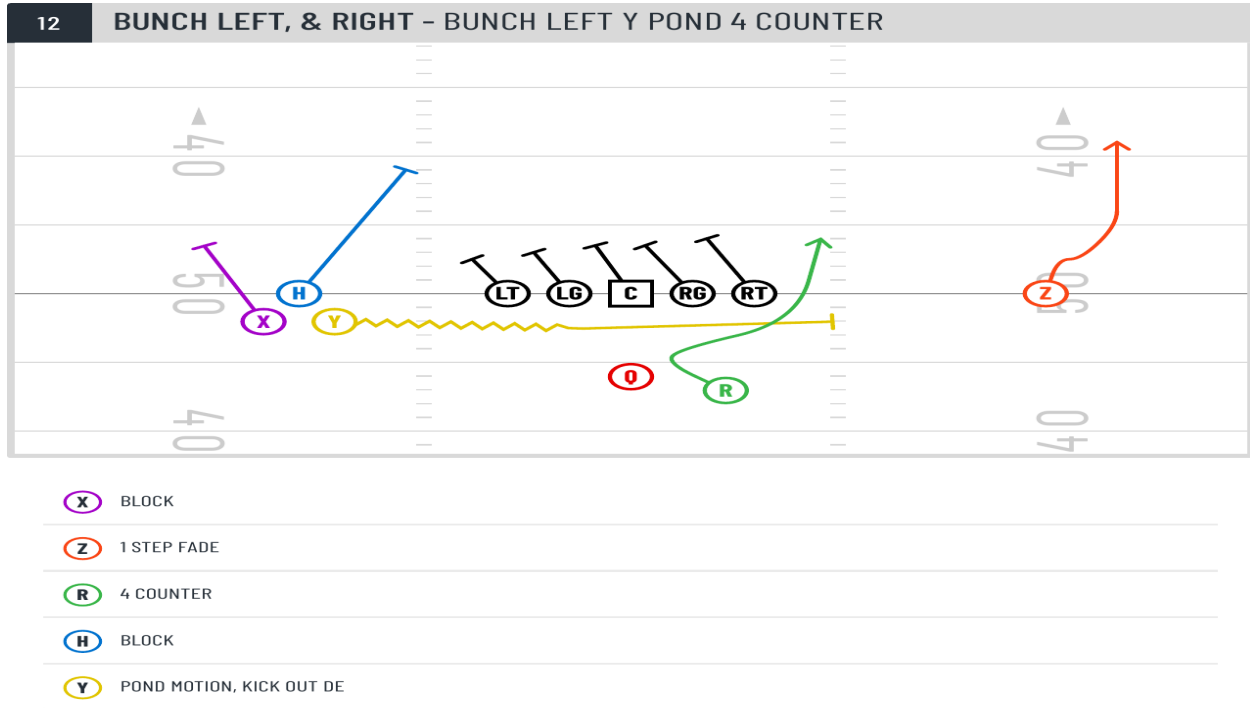
PLAYER ASSIGNMENTS

- **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)

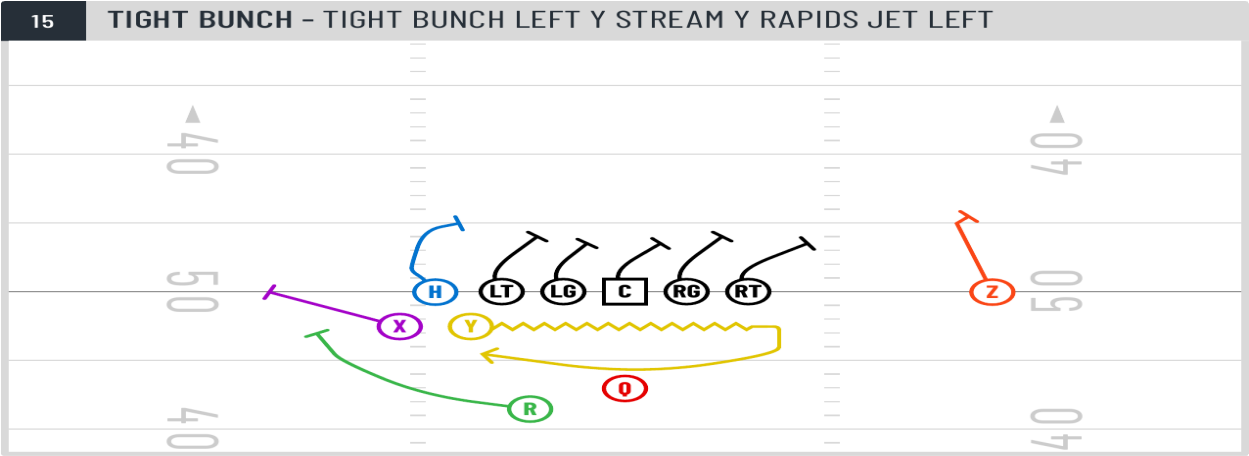
PLAYER ASSIGNMENTS

- **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



OFFENSIVE LINE - OXBOW

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

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

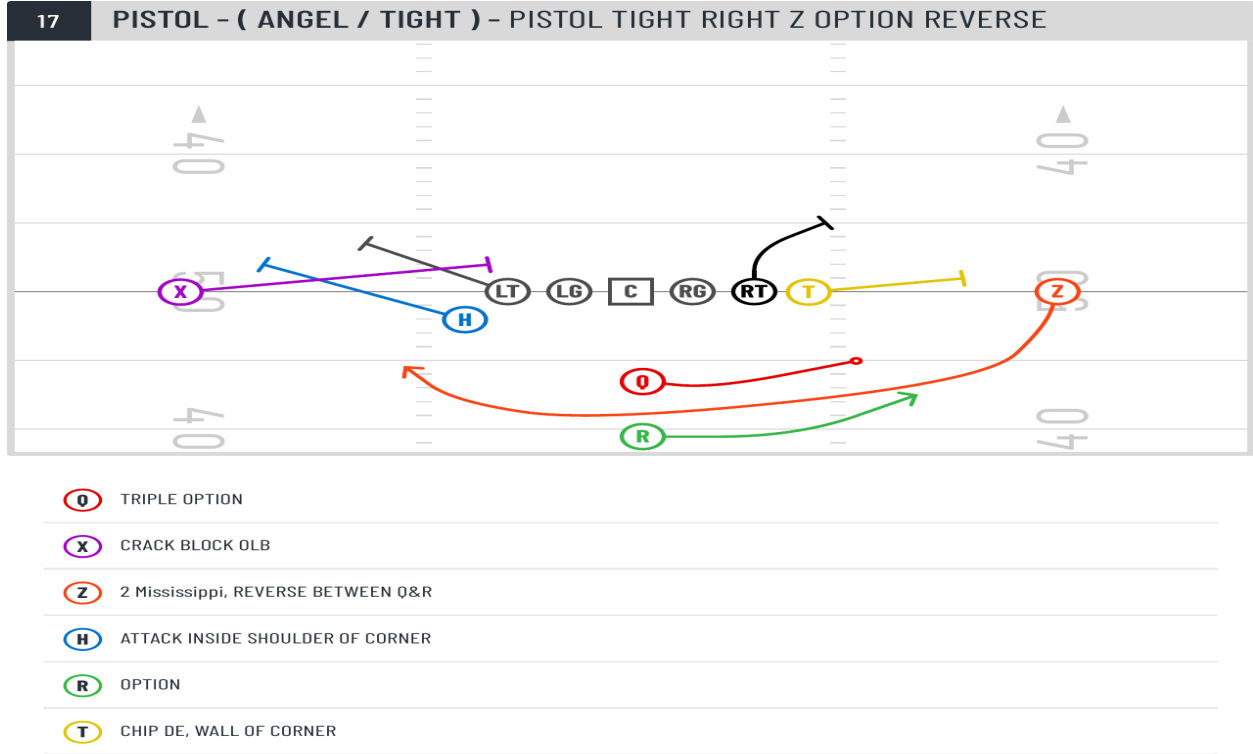
PLAYER ASSIGNMENTS

- **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)

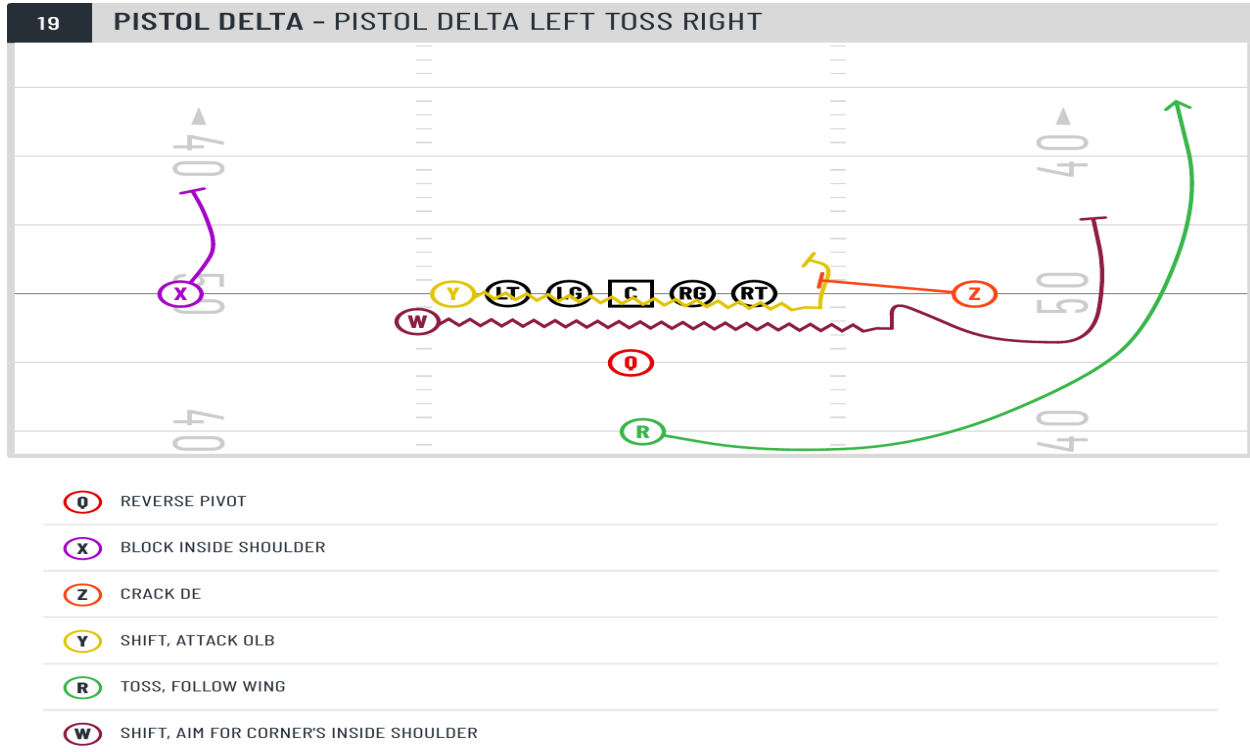
PLAYER ASSIGNMENTS

- **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



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

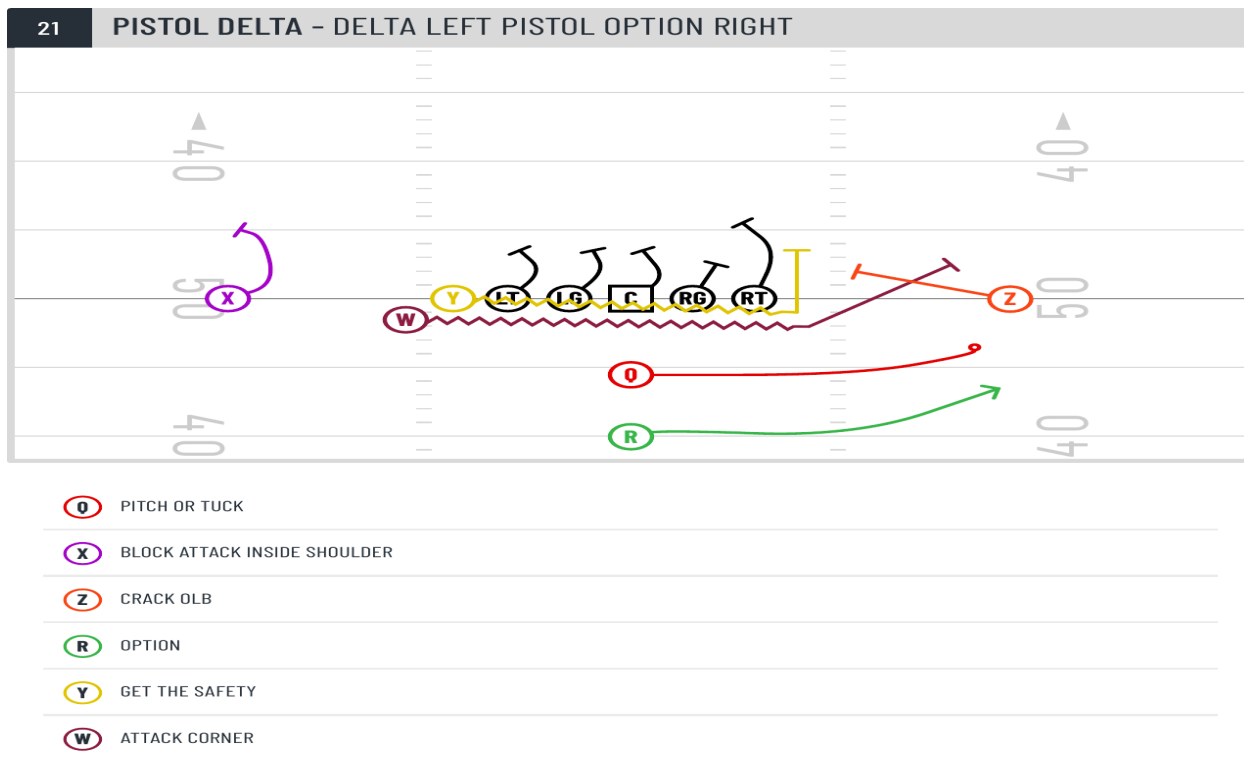
PLAYER ASSIGNMENTS

- **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 #21: DELTA LEFT PISTOL OPTION RIGHT



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

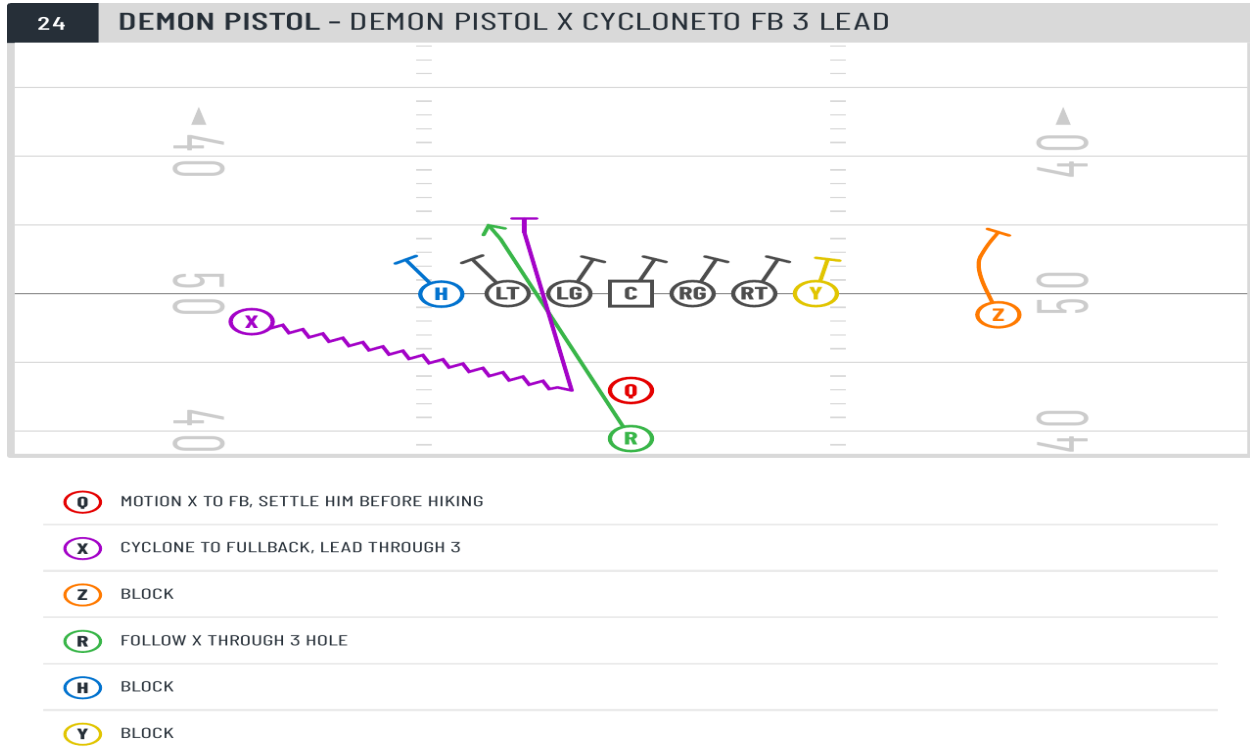
PLAYER ASSIGNMENTS

- **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)

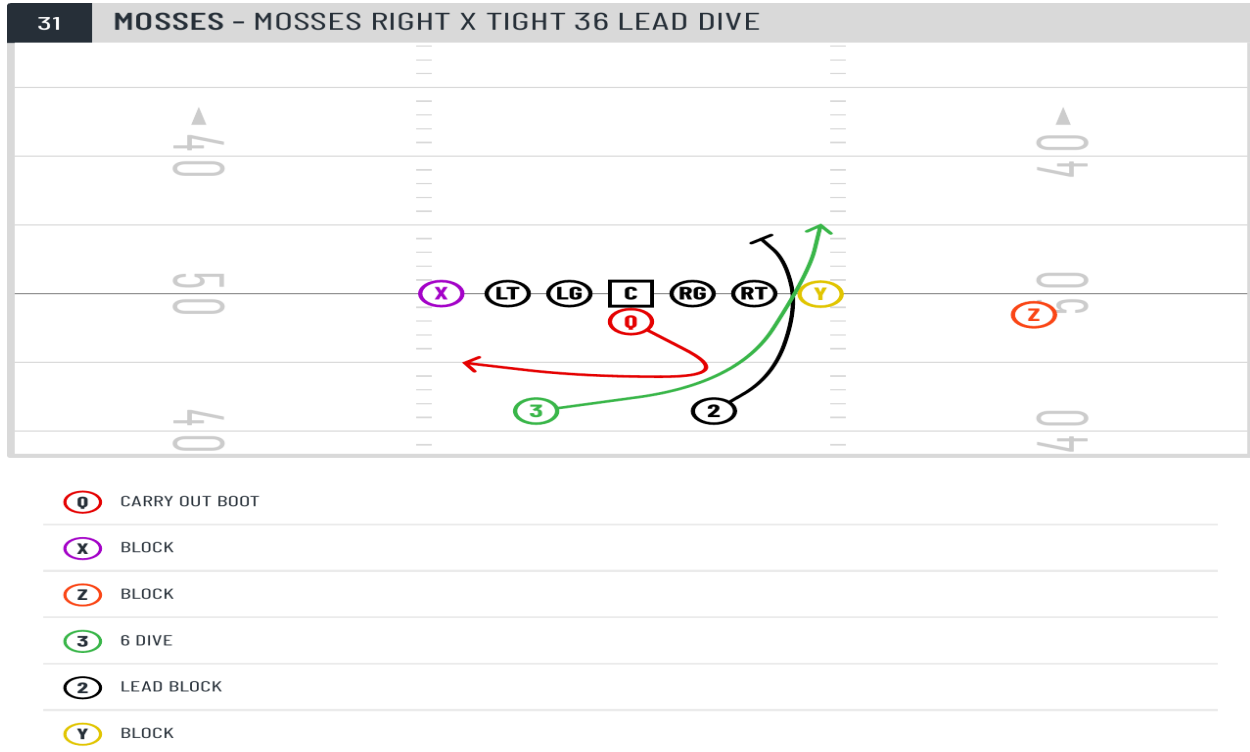
PLAYER ASSIGNMENTS

- **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)

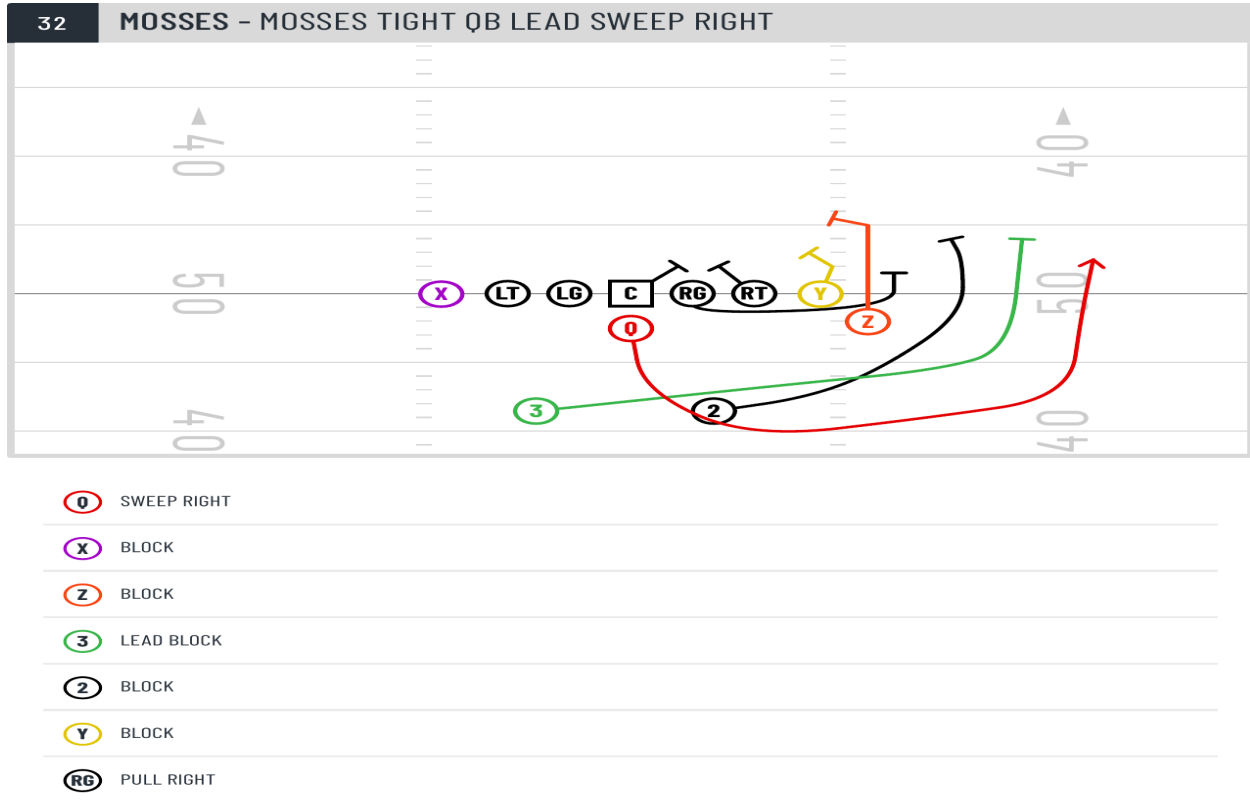
PLAYER ASSIGNMENTS

- **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)

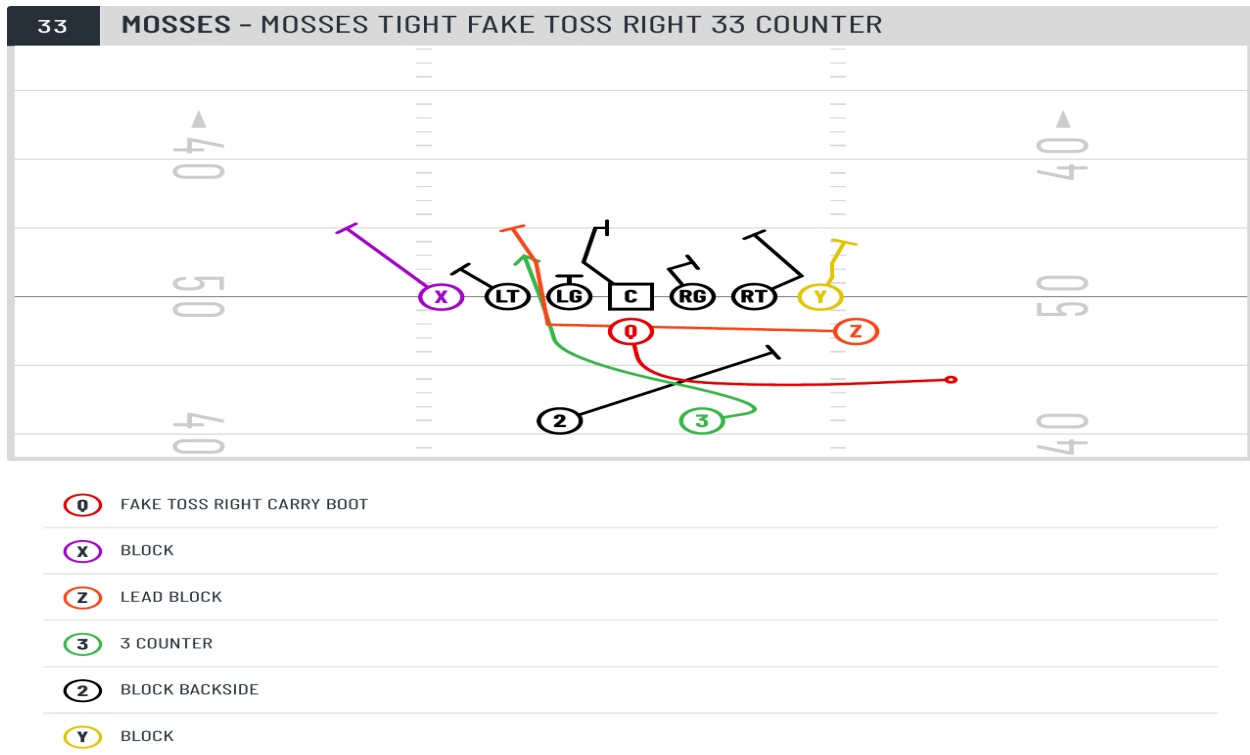
PLAYER ASSIGNMENTS

- **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)

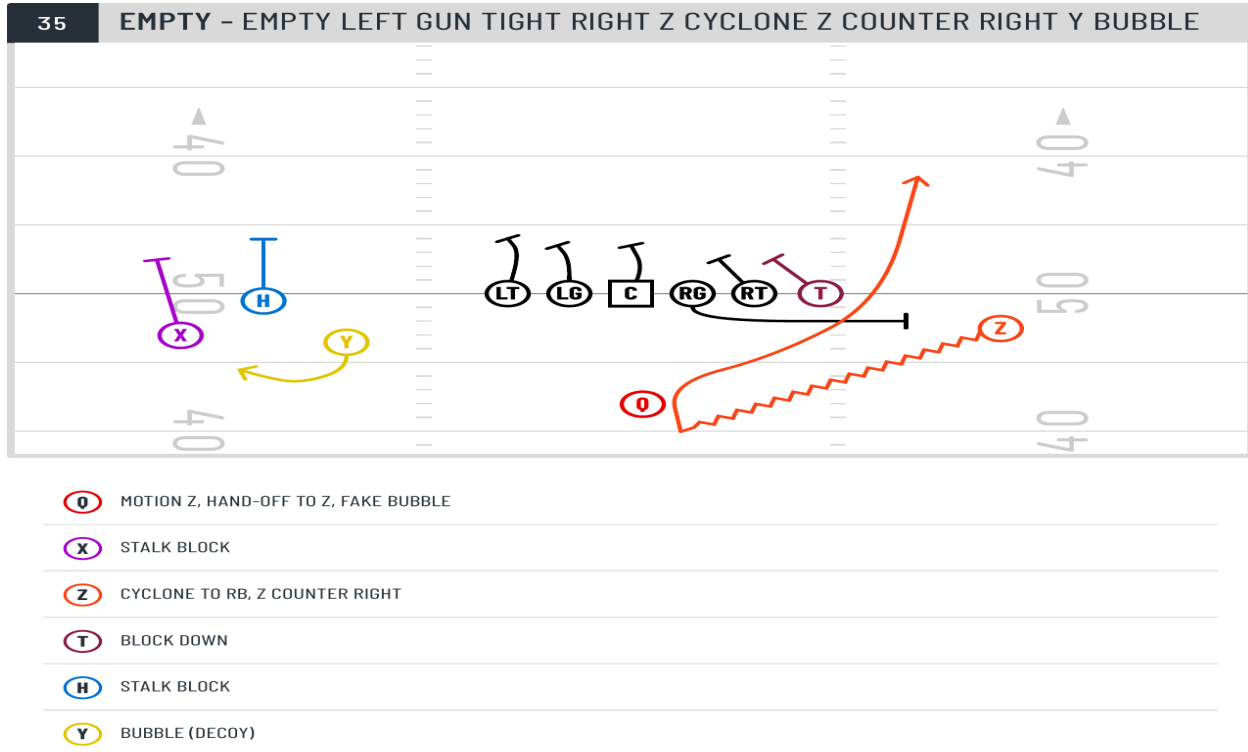
PLAYER ASSIGNMENTS

- **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)

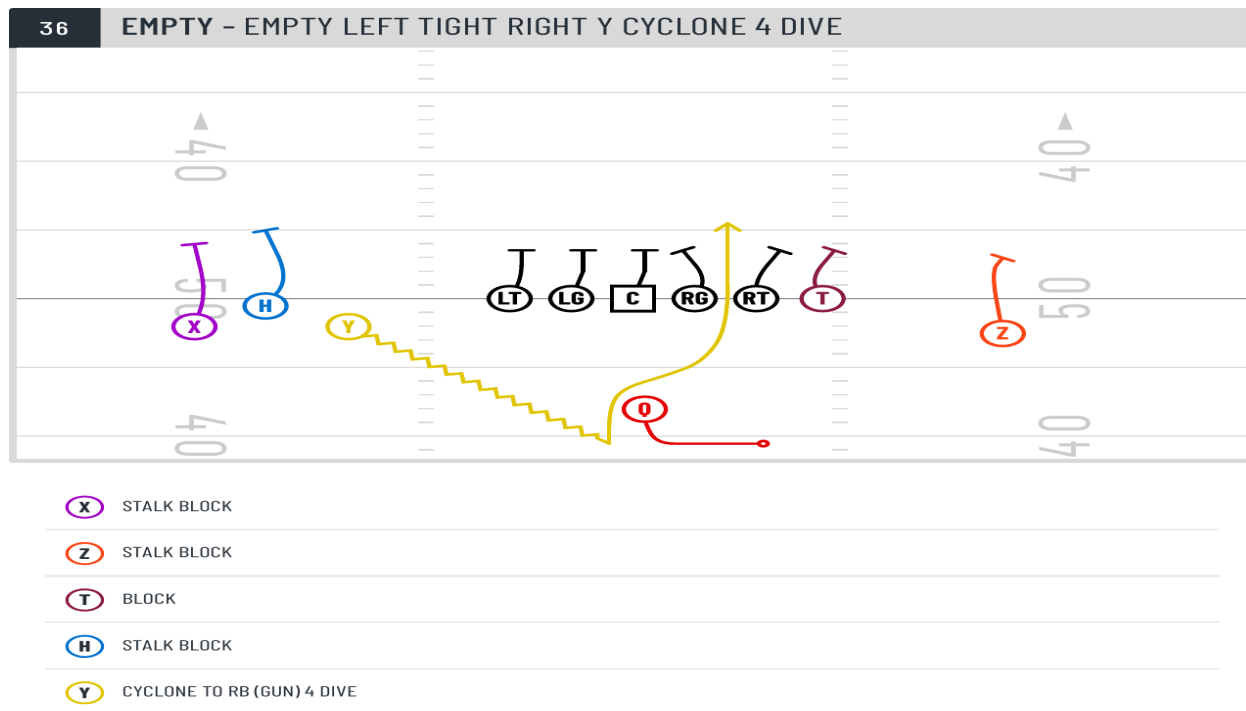
PLAYER ASSIGNMENTS

- **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)

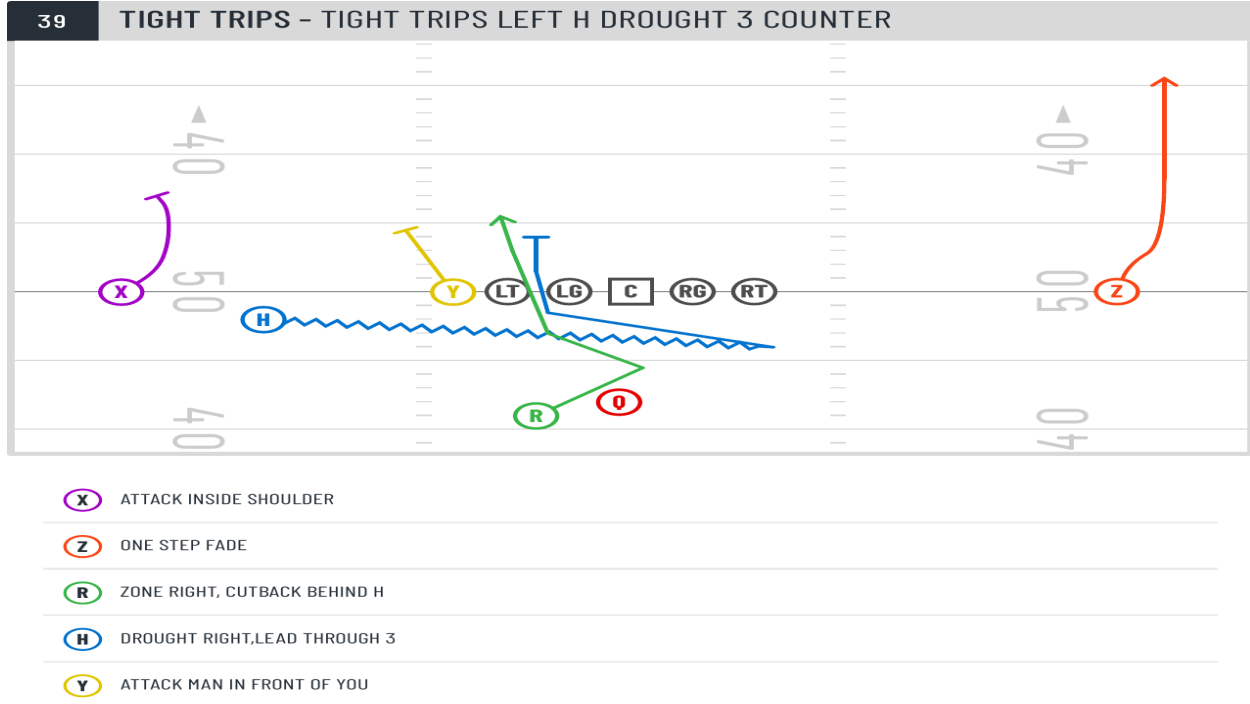
PLAYER ASSIGNMENTS

- **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)**

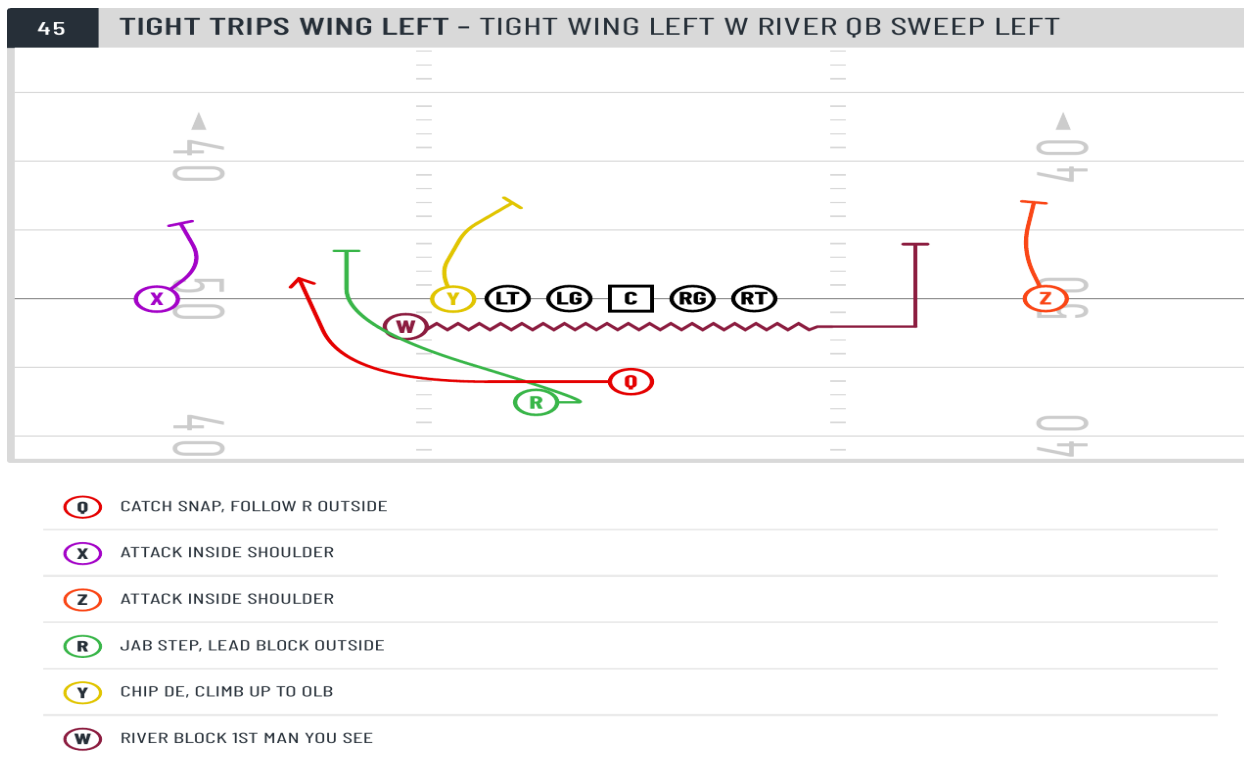
PLAYER ASSIGNMENTS

- **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)

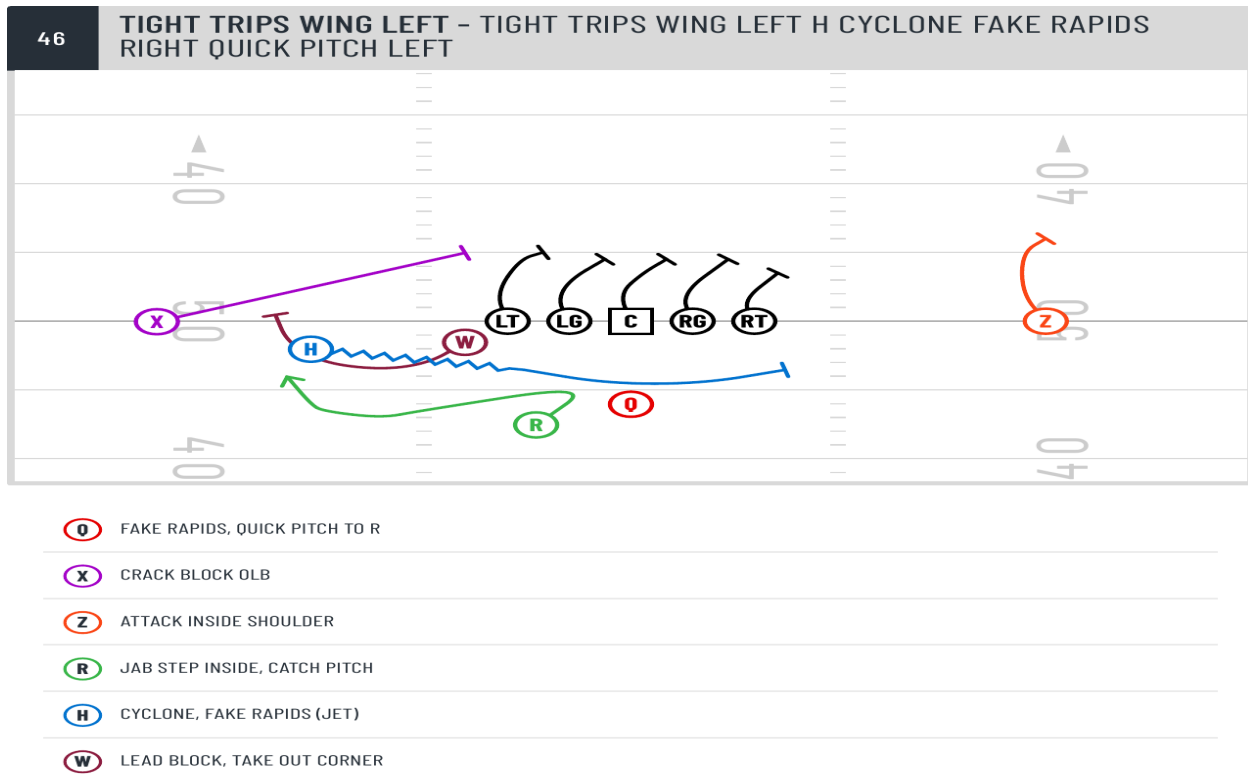
PLAYER ASSIGNMENTS

- **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 LEFT



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

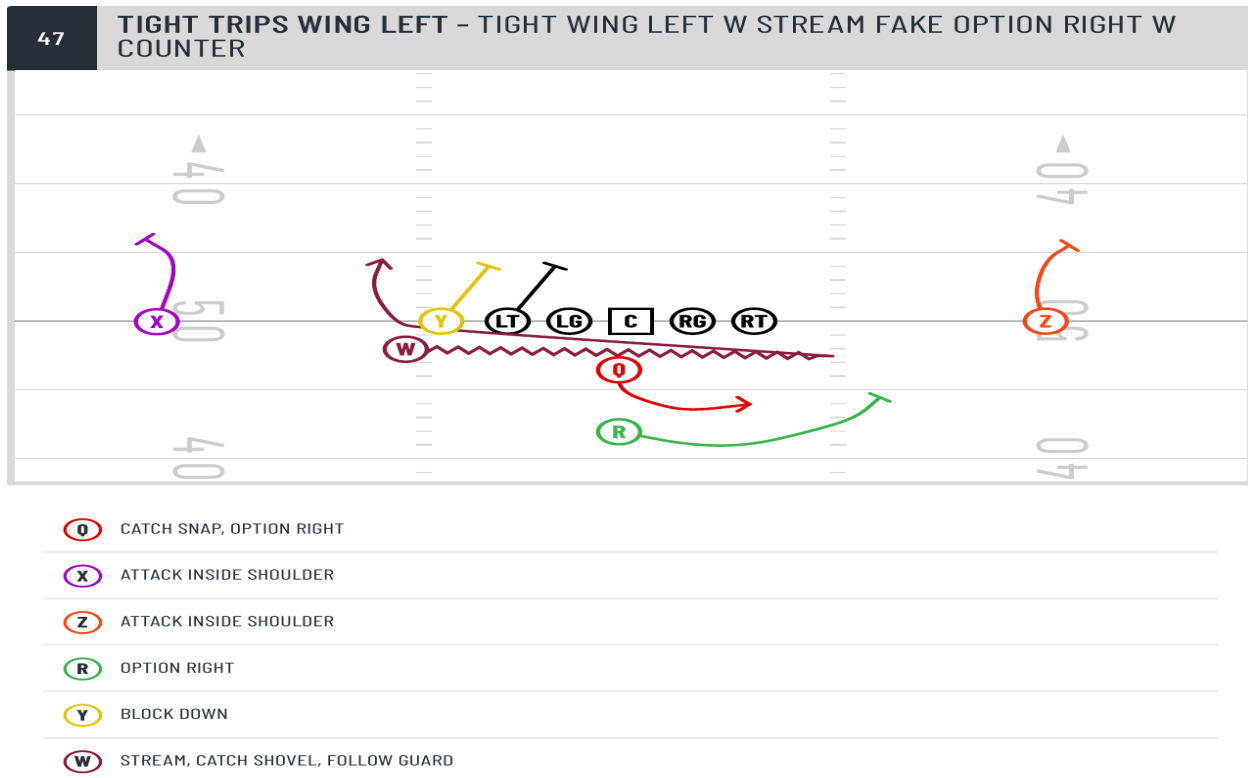
PLAYER ASSIGNMENTS

- **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)

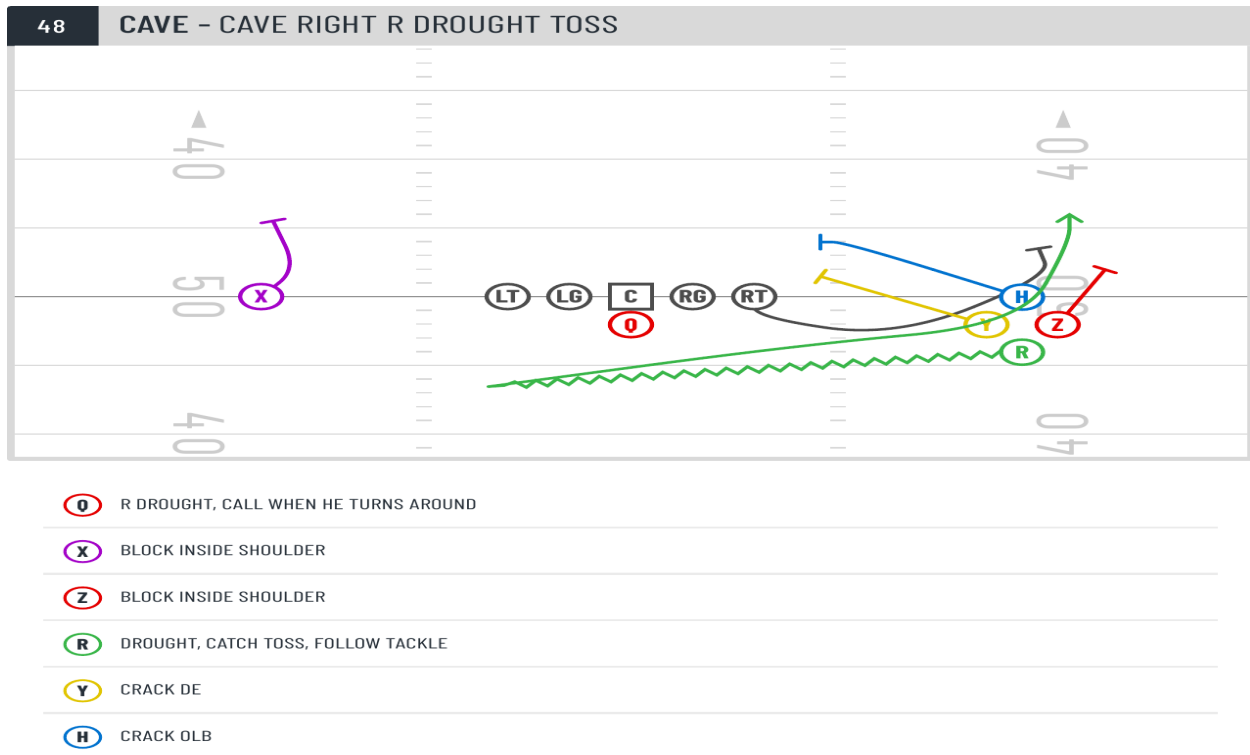
PLAYER ASSIGNMENTS

- **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)

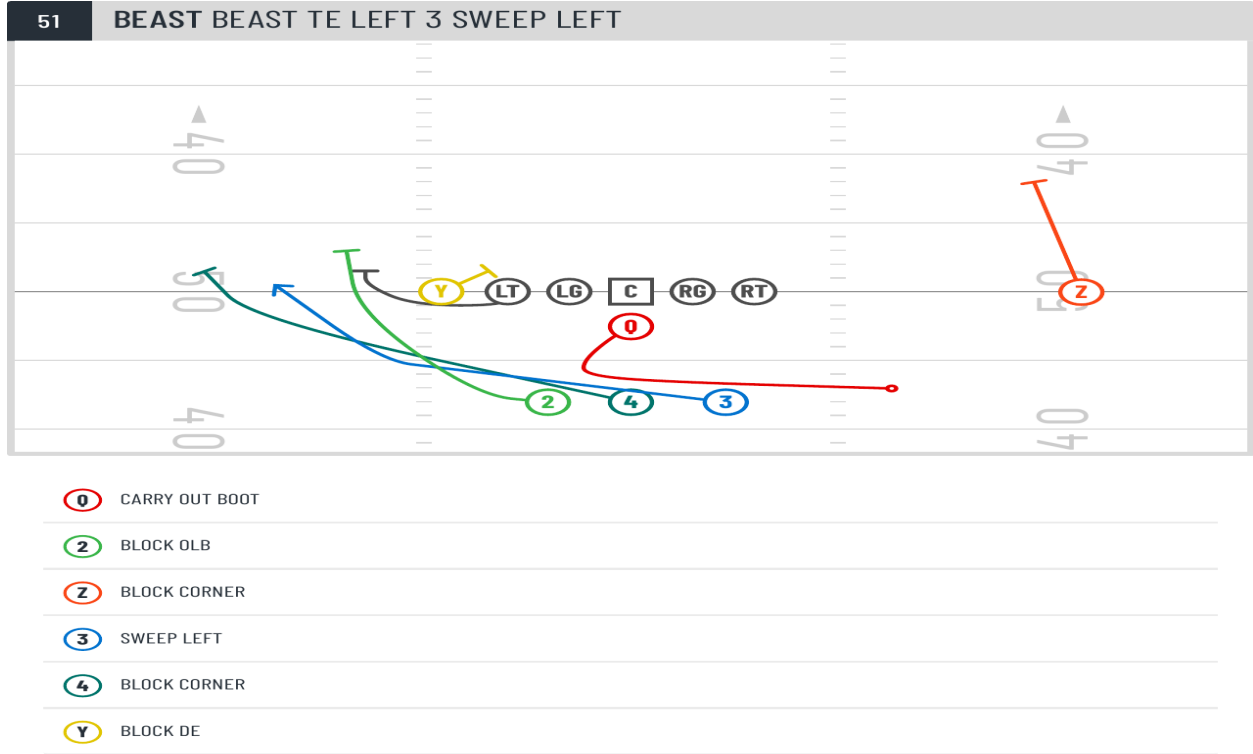
PLAYER ASSIGNMENTS

- **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)

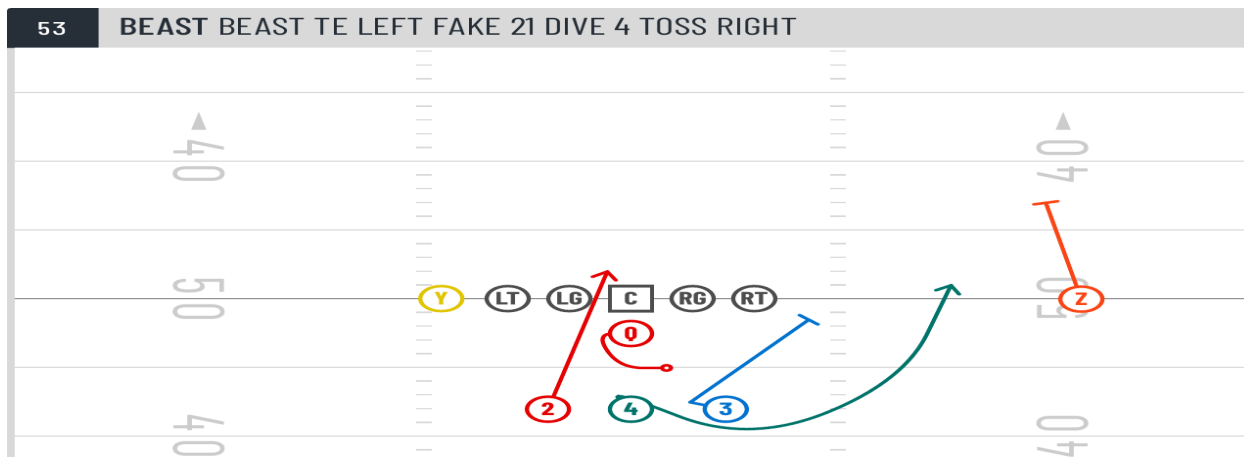
PLAYER ASSIGNMENTS

- **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



QB IT'S NOT A ROLL

0 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

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

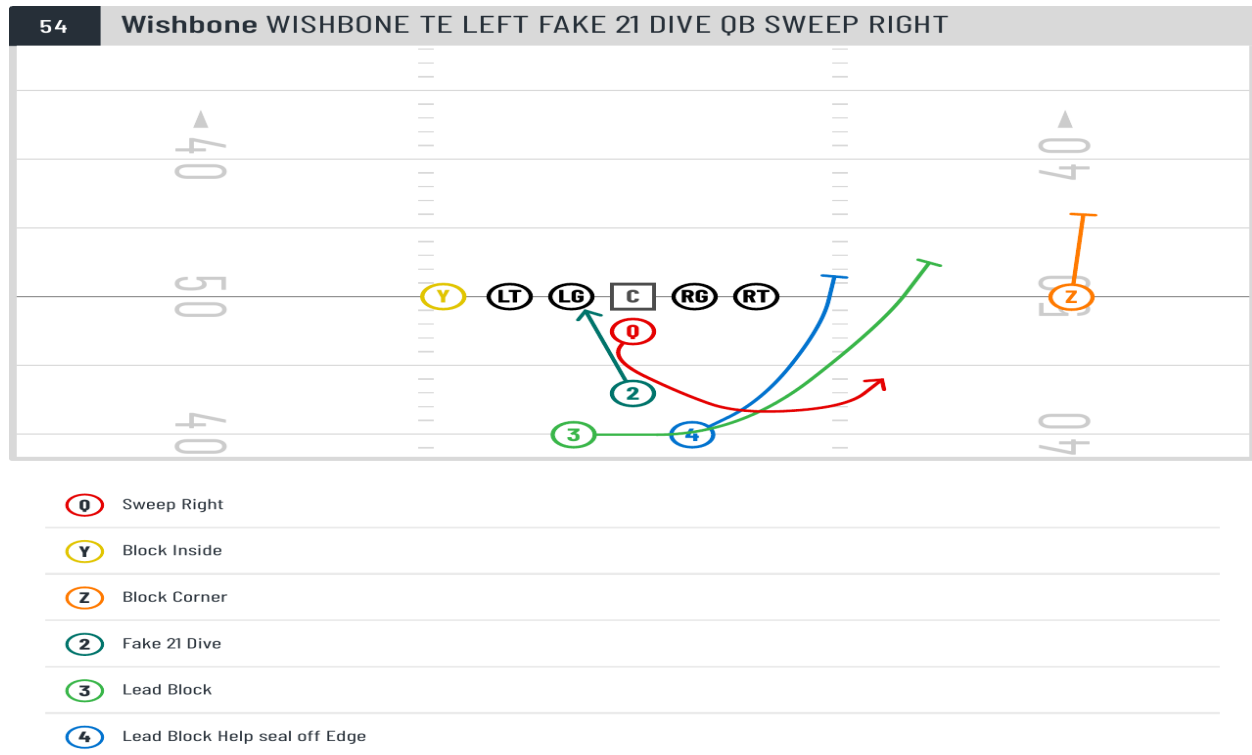
PLAYER ASSIGNMENTS

- **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)

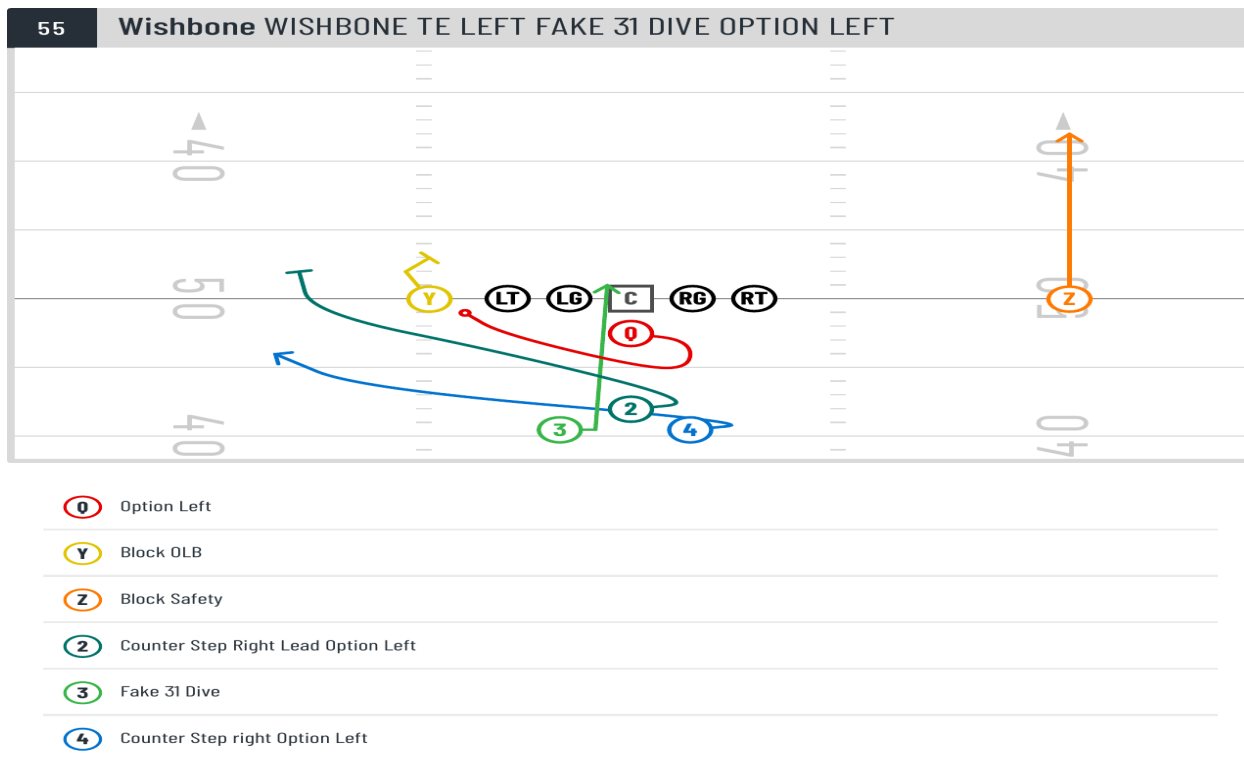
PLAYER ASSIGNMENTS

- **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)

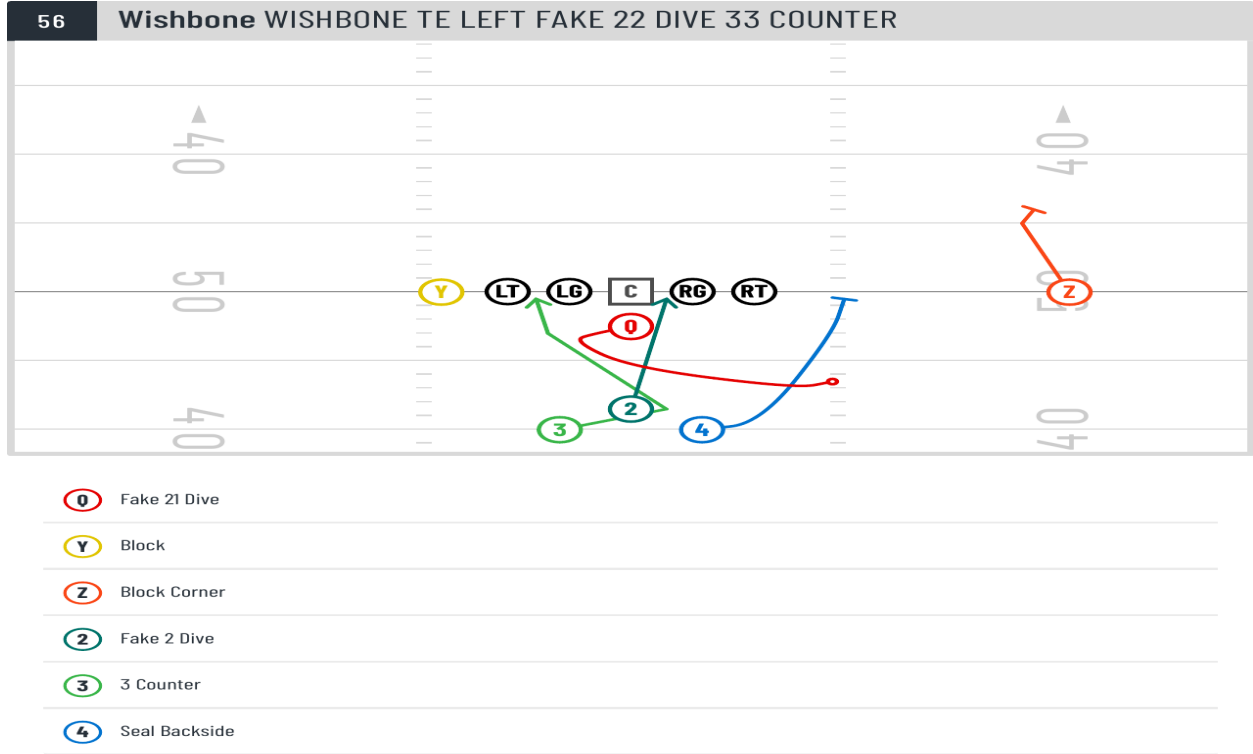
PLAYER ASSIGNMENTS

- **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)

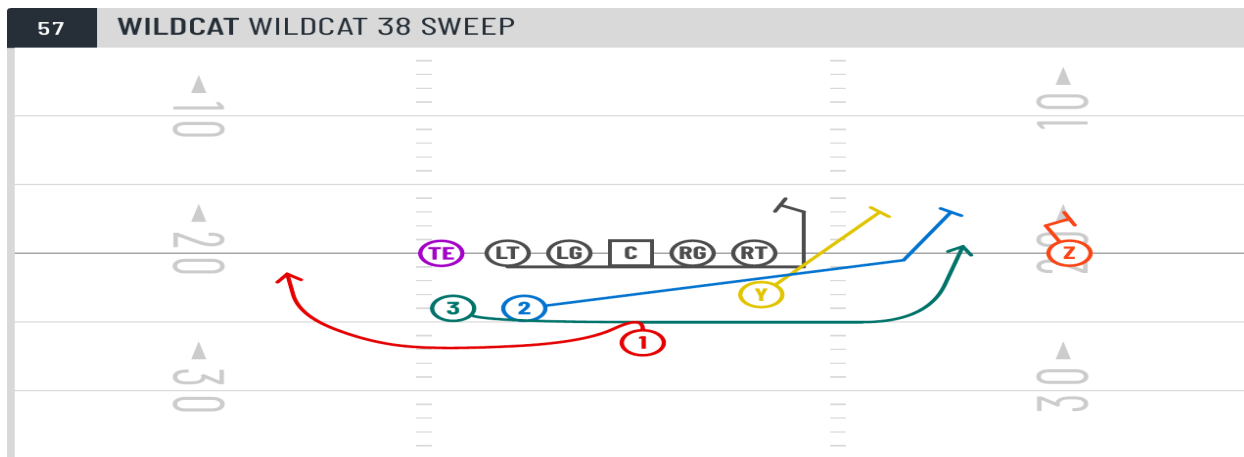
PLAYER ASSIGNMENTS

- **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

② BLOCK CB

③ SWEEP RIGHT

② LEAD BLOCK

Y BLOCK

Formation: WILDCAT | Type: Sweep (RUN)

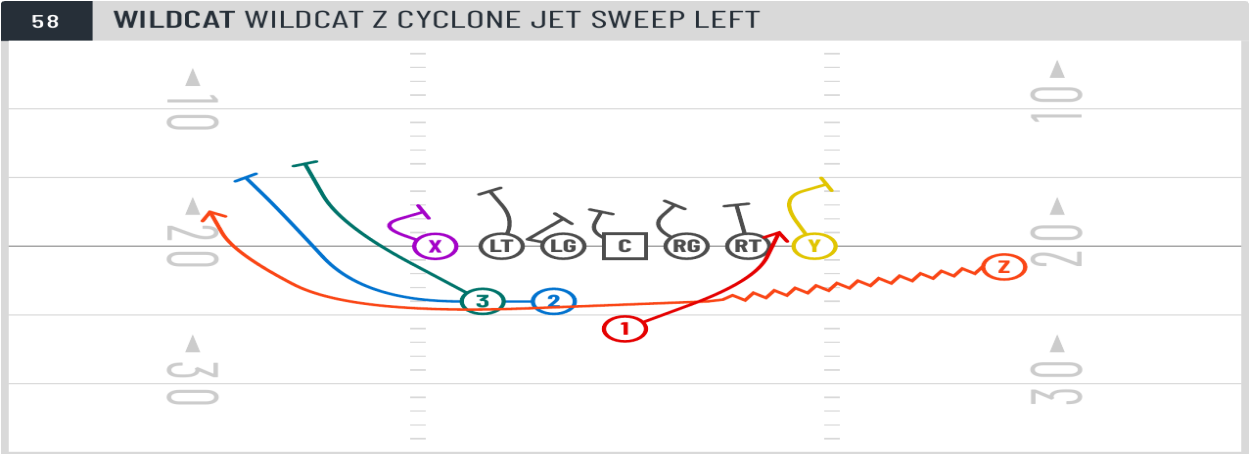
PLAYER ASSIGNMENTS

- ①: CARRY OUT FAKE BOOT LEFT
- TE: BLOCK
- ②: 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



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

Formation: WILDCAT | Type: Jet Sweep (RUN)

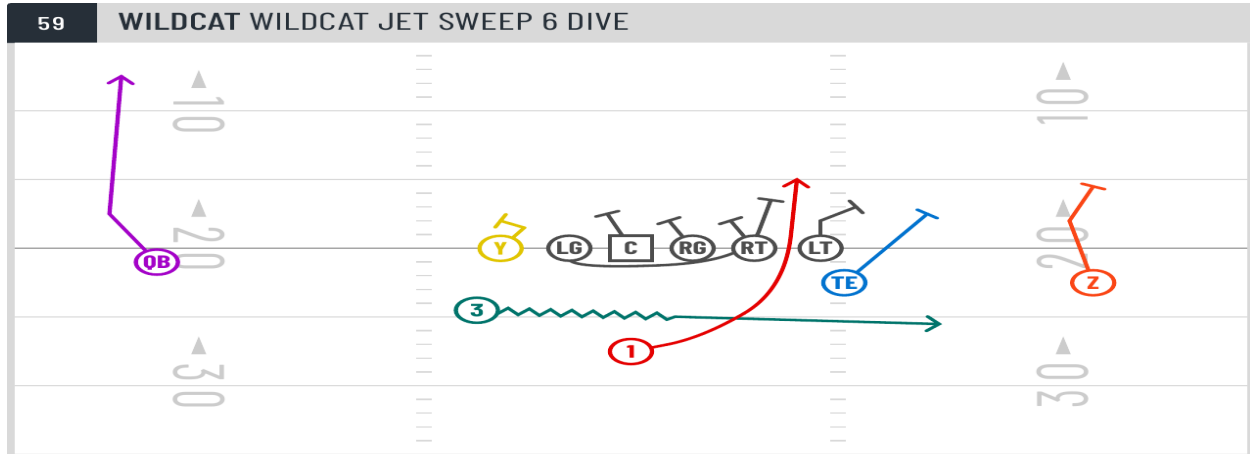
PLAYER ASSIGNMENTS

- 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



① DIVE

QB Fade

② BLOCK CB

③ MOTION JET RIGHT

TE BLOCK

Y BLOCK

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

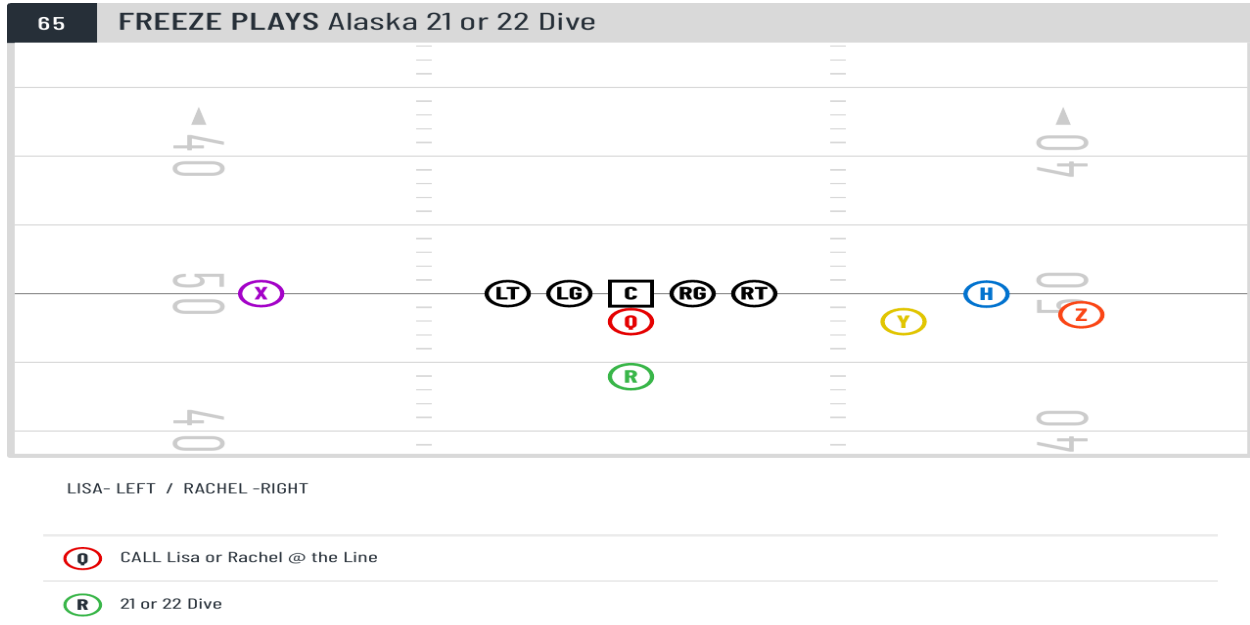
PLAYER ASSIGNMENTS

- ①: DIVE
- QB: FADE
- ②: 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