

ASCENDER

FOOTBALL



SCOUTING REPORT

"SEIZE THE OPPORTUNITIES AND MAKE IT HAPPEN!"



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Weekly Schedule

- **Sunday (Review and Plan)**
- **Monday (Review and Presentations)**
- **Tuesday (Competition Tuesday)**
- **Wednesday (Ball Security Wed)**
- **Thursday (Sweep the Corners)**
- **Friday (Lock In)**

“You Will Play Like you Practice!”



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COVERAGE

REPORT

FRONT

BLITZ

STUNTS



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THE BALL

12% RULE

Turnovers:

- Sacks:
- Penalties:
- Drop balls:



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CREATING EXPLOSIVES

“THIS IS WHO WE ARE”

(9)

AN EXPLOSIVE RUN IS:

 10+ YDS

AN EXPLOSIVE PASS IS:

 16+ YDS



**3RD DOWN
“CONVERT”
(40%)**



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REDZONE

100%





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GAME PLAN



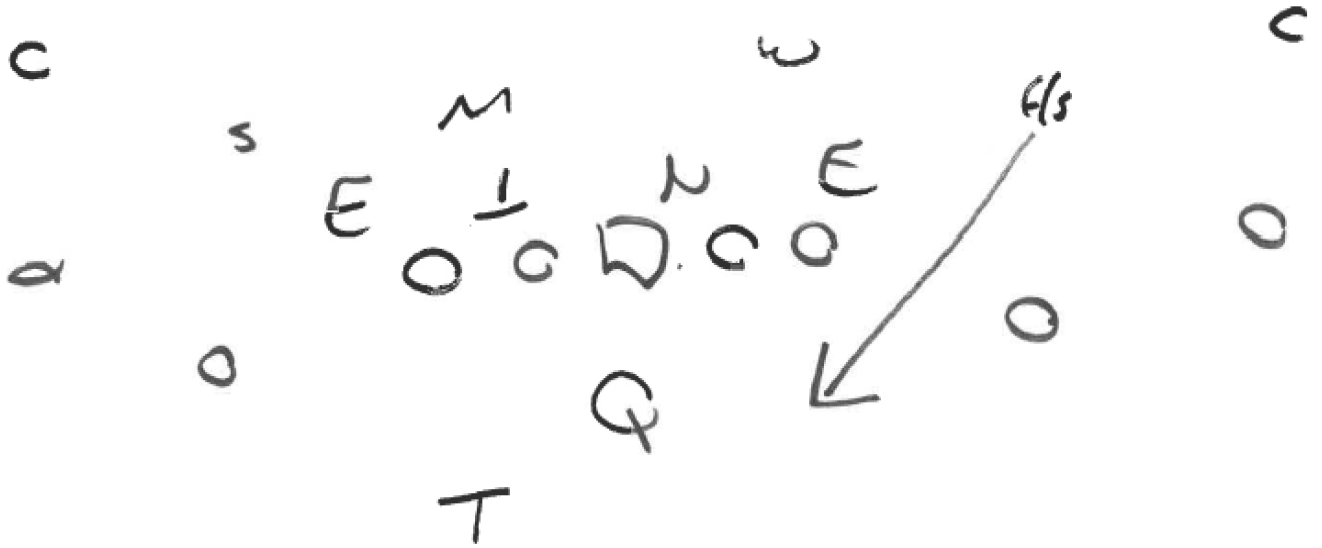
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FRONT BLITZ RUN GAME PROTECTION

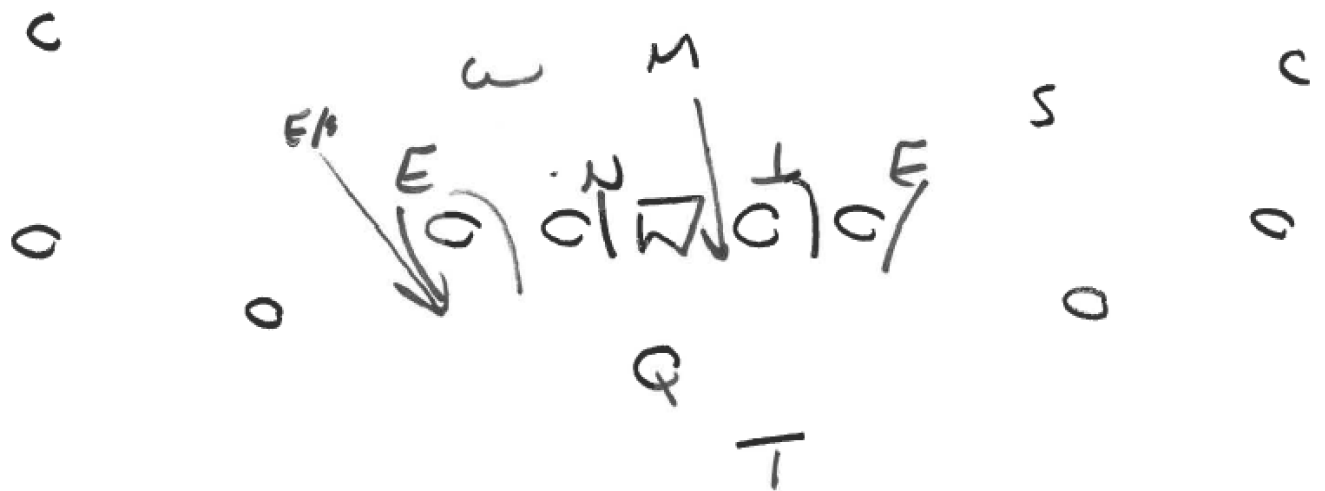
Doubles F-3
Blitz

s/s

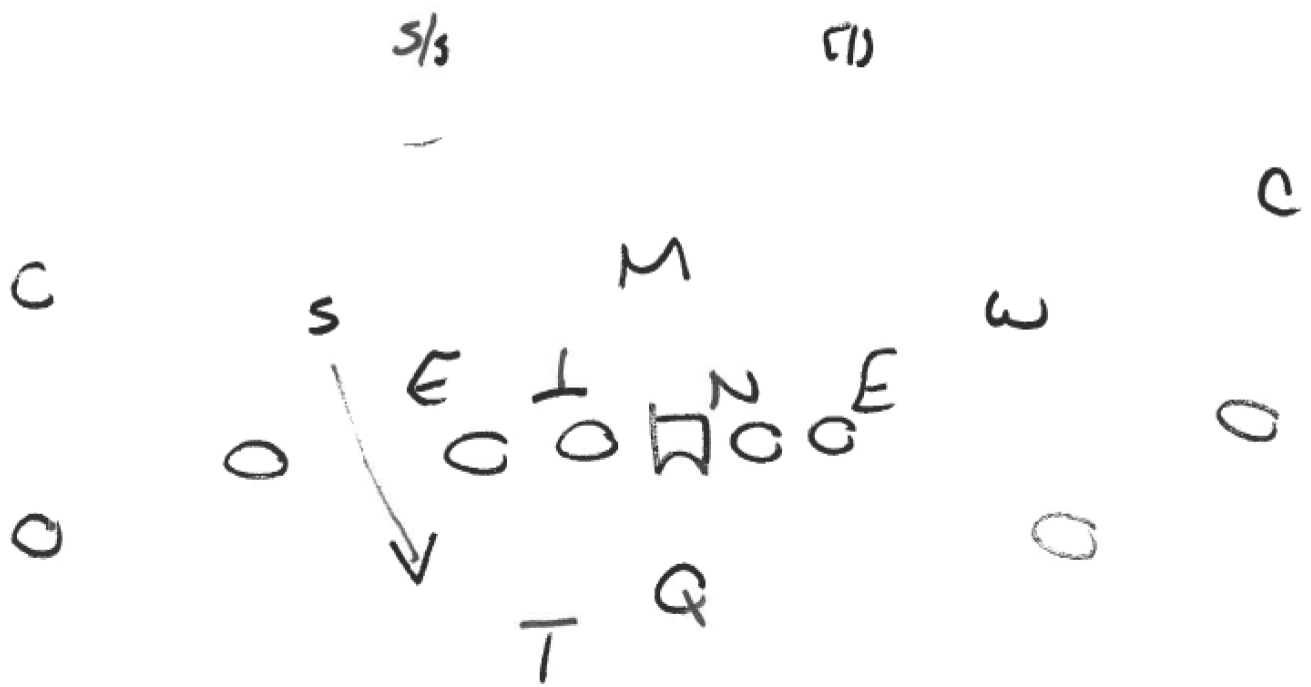


Doubles MA, FC
Blitz

s/s

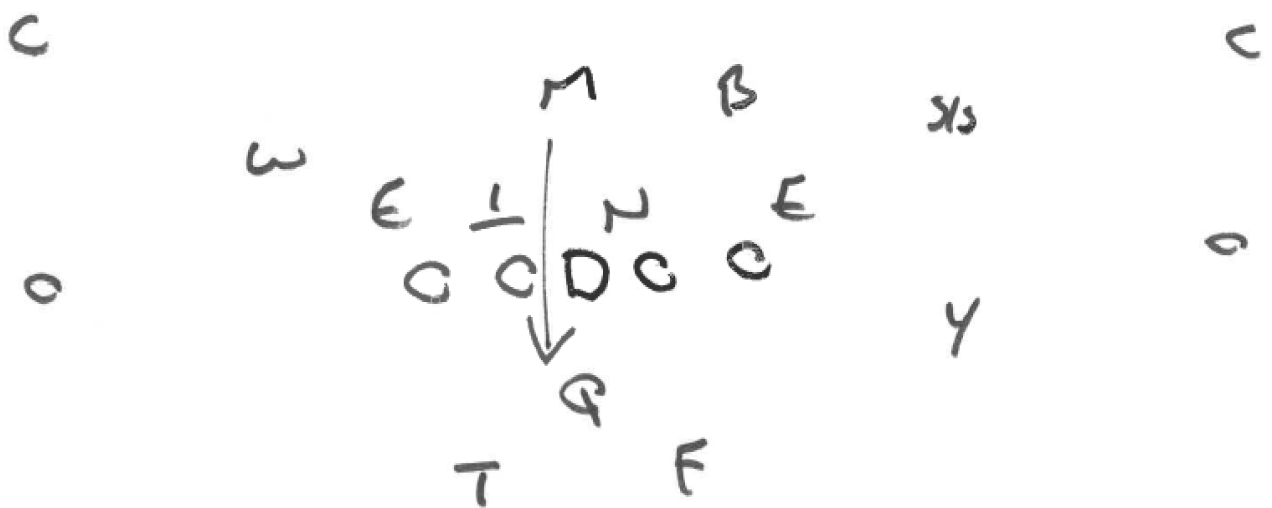


Doubles: Sam C
Blitz



Green Blitz MA

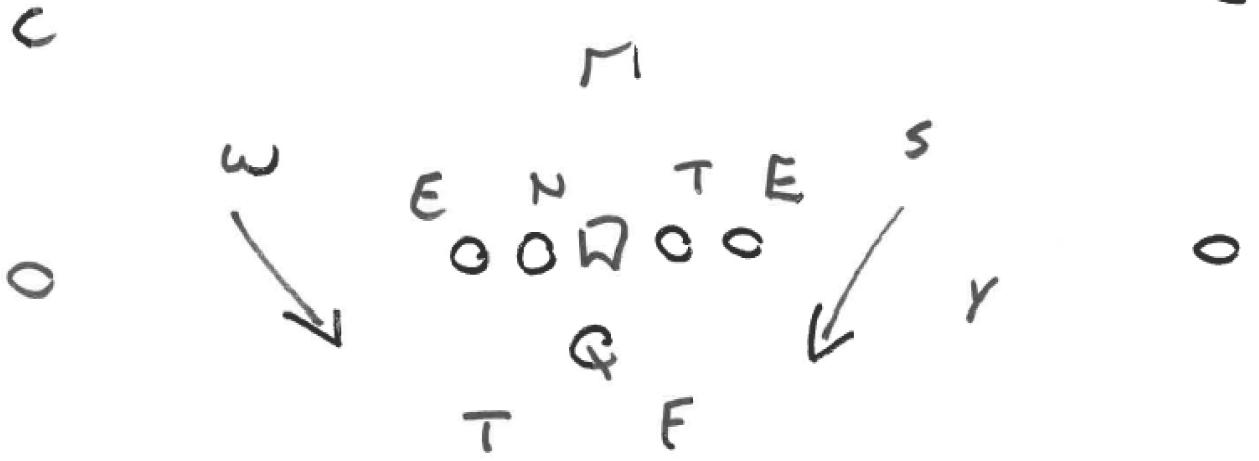
f/5



Green Blitz SWC

SLs

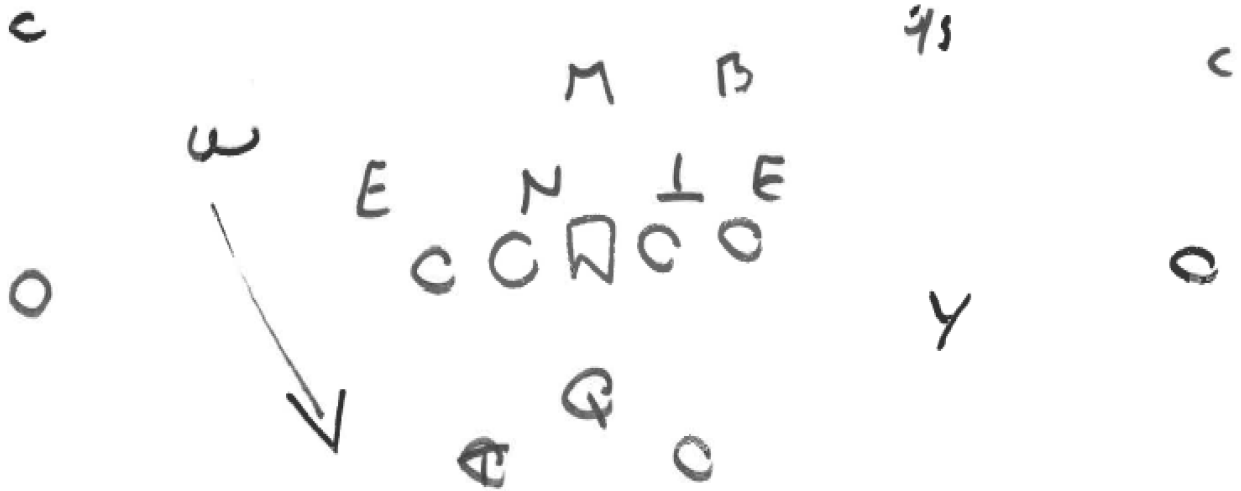
SLs



Green Blitz W-D

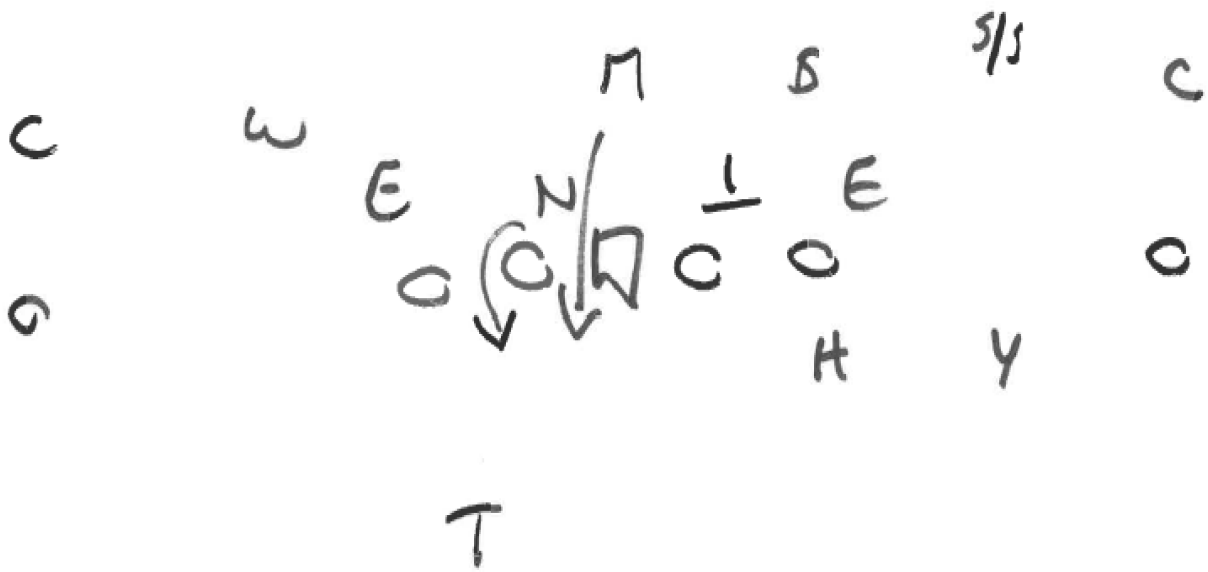
FLs

FLs



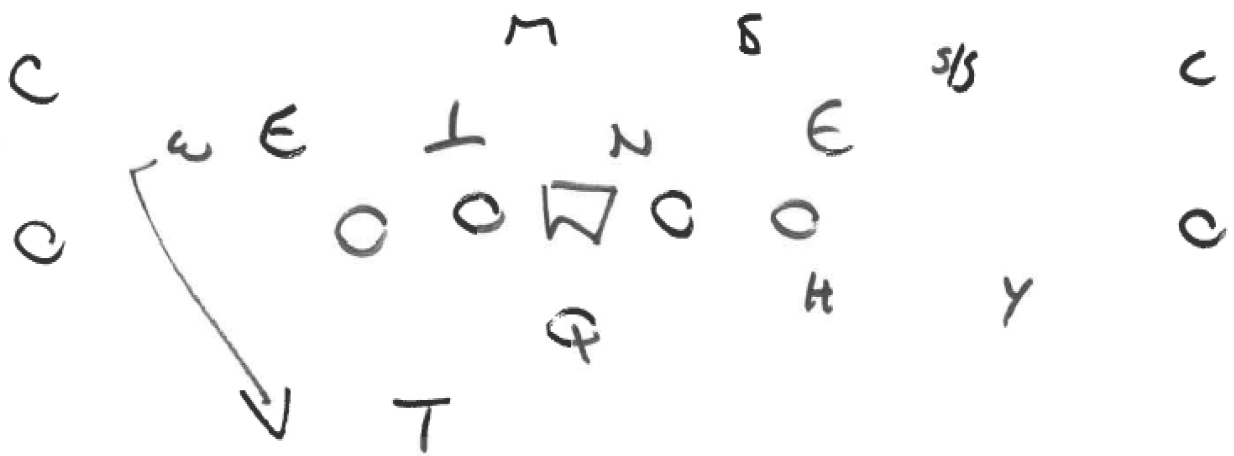
Fls

King Blitz M-A



Fls

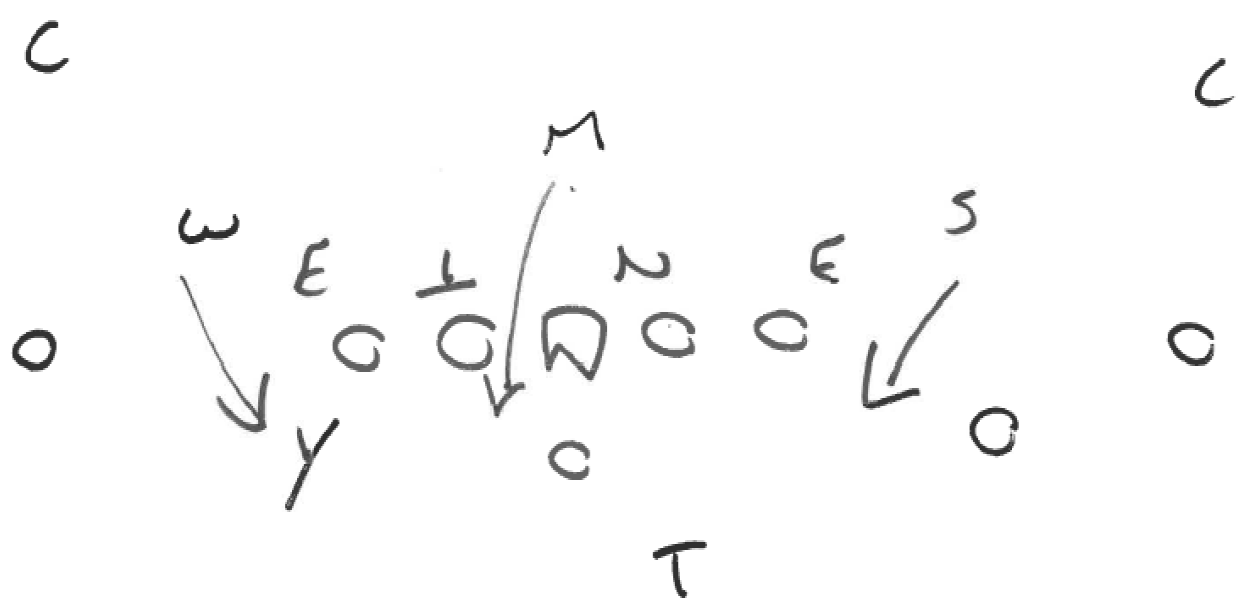
King Blitz W-D



Queen Blitz: SMW

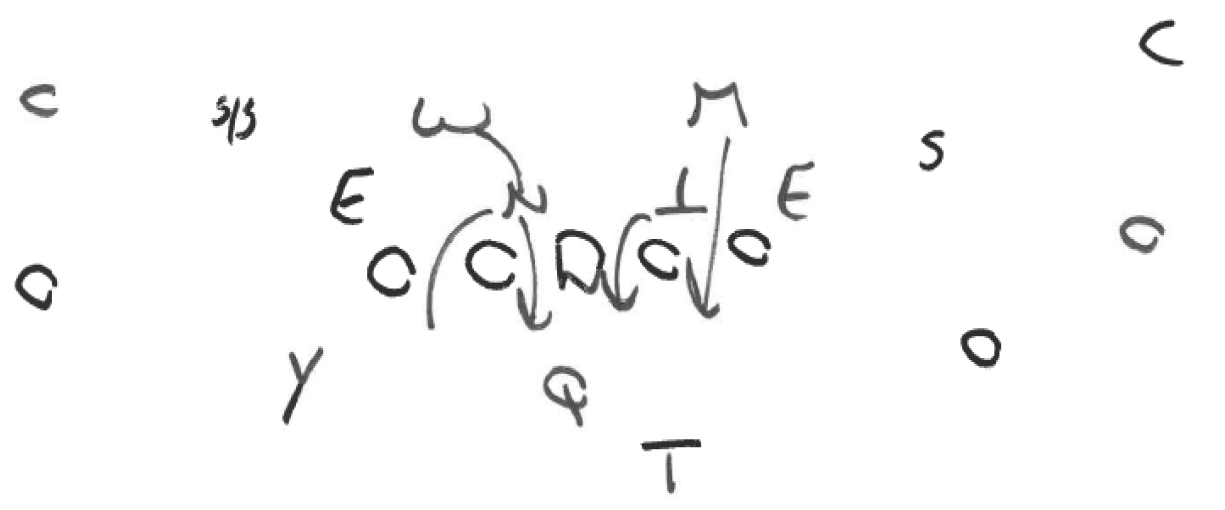
F/S

S/S



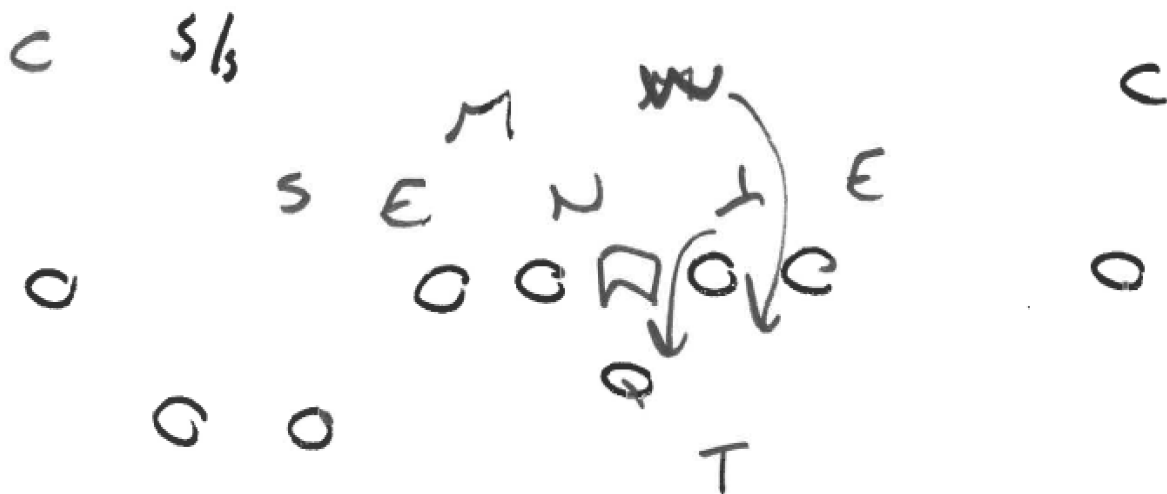
Queen Blitz: MBWA

F/S



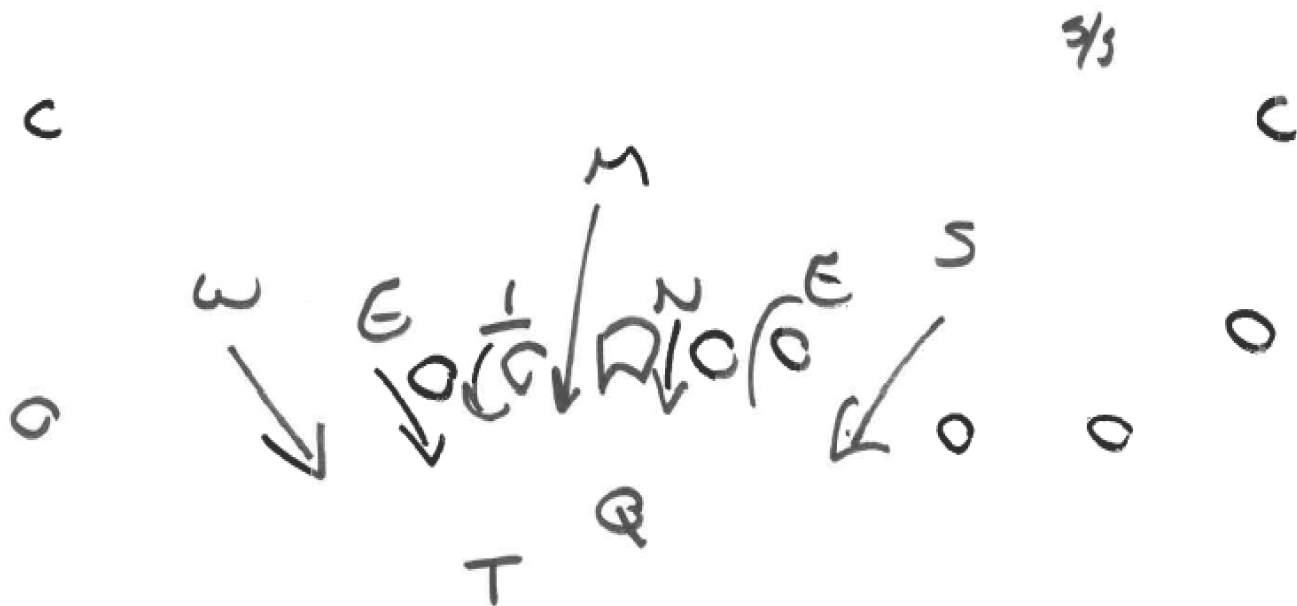
Trie Blitz: W-B

Fls



Trie Blitz: SWM

Fls





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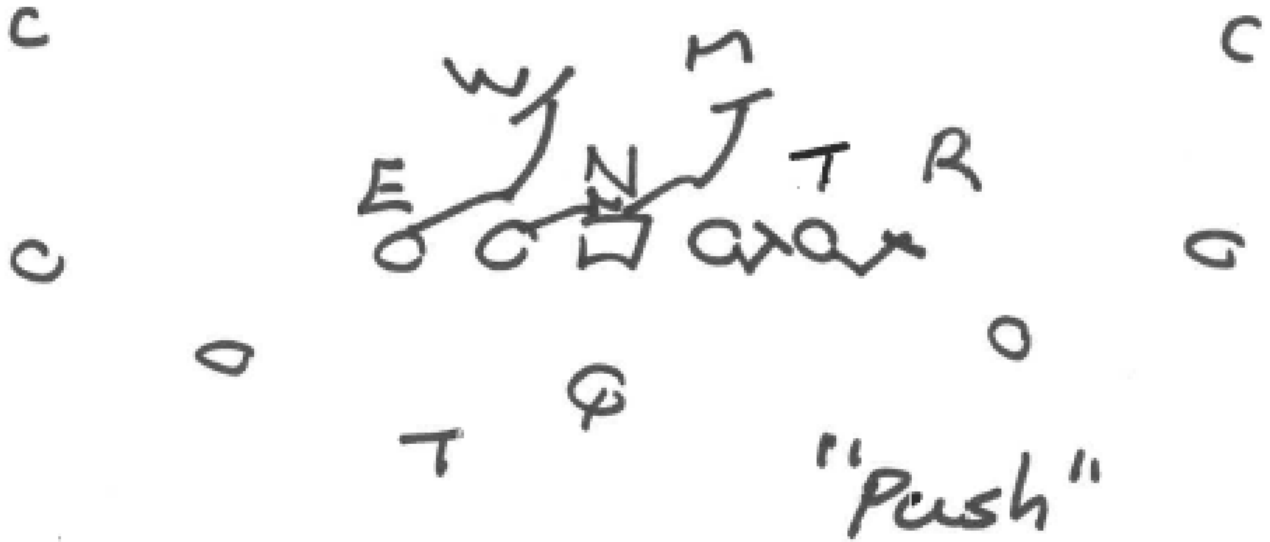
FOOTBALL



RUN GAME

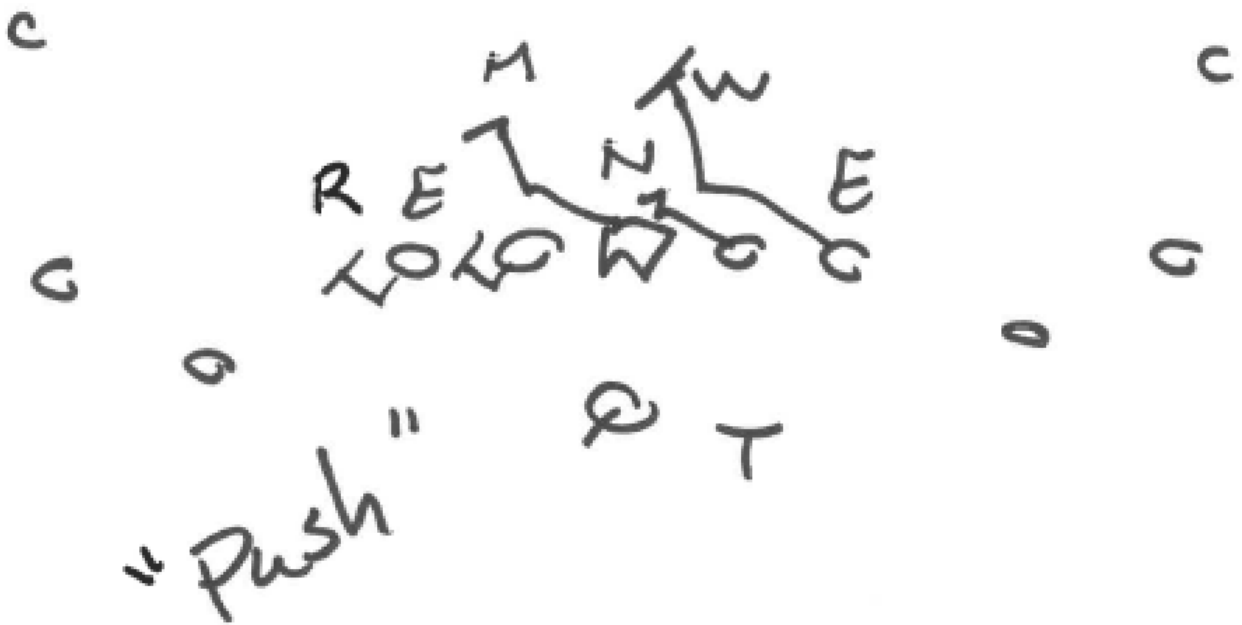
Doubles

12 Key 2



Doubles

17 Key 3 Gift

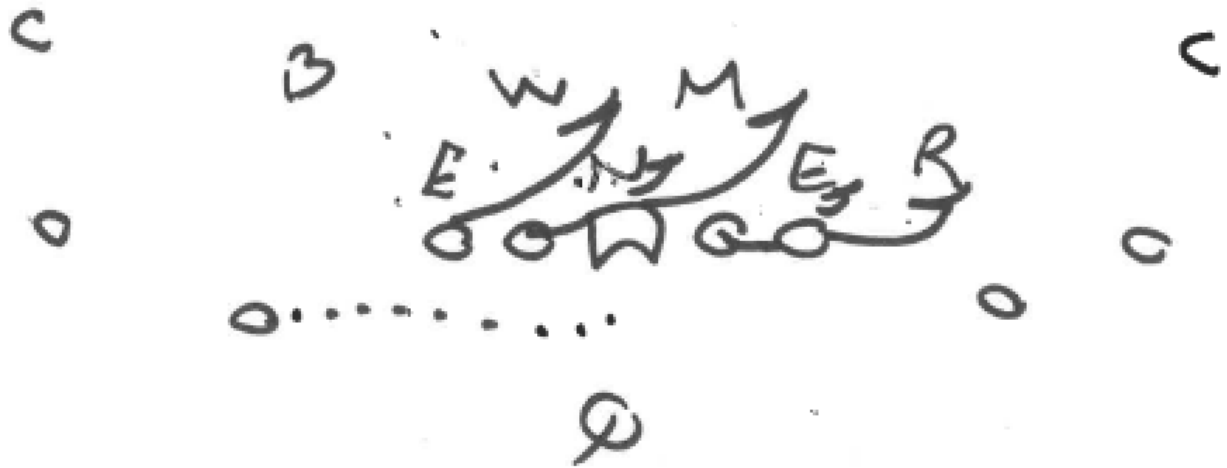


Doubles

38 Jet

s/s

f/s

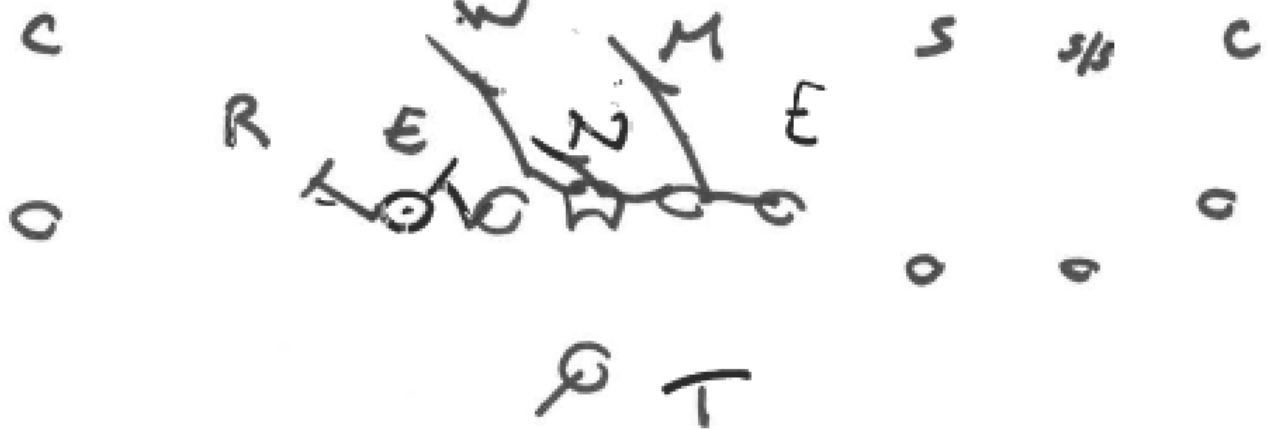


TRIO

f/s

13

Key I GAO

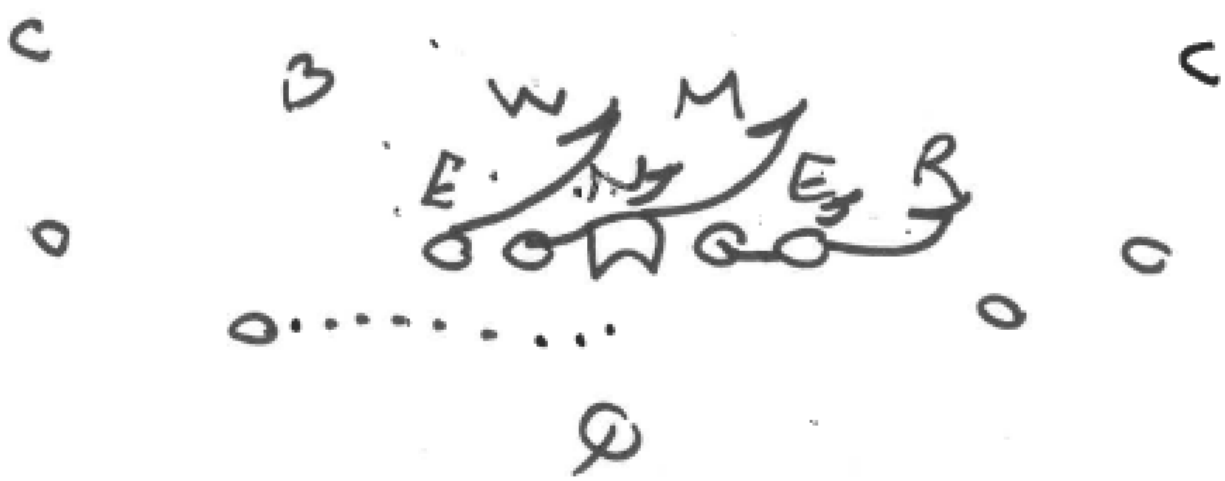


Doubles

38 Jet

s/s

f/s

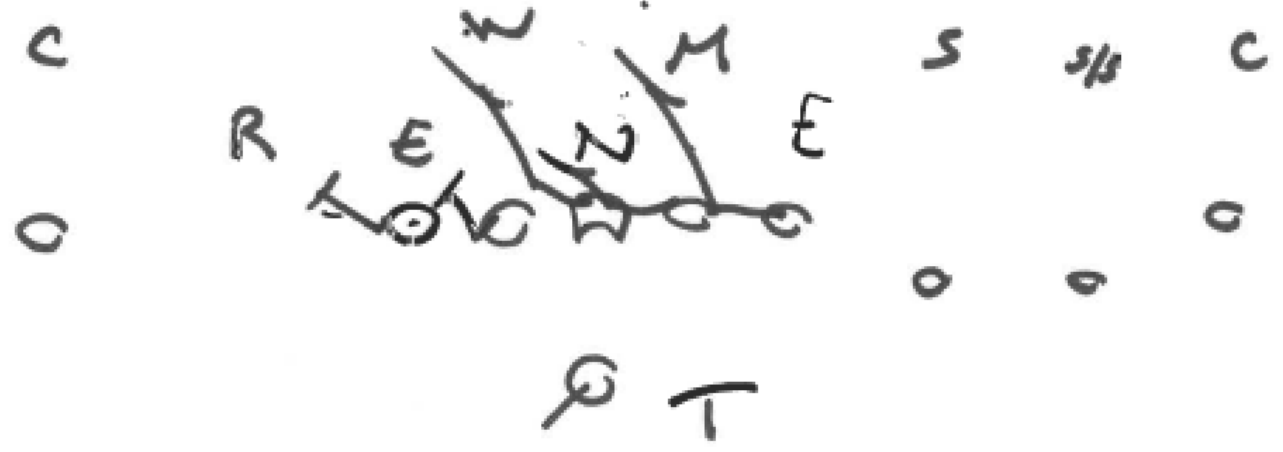


TRIO

f/s

13

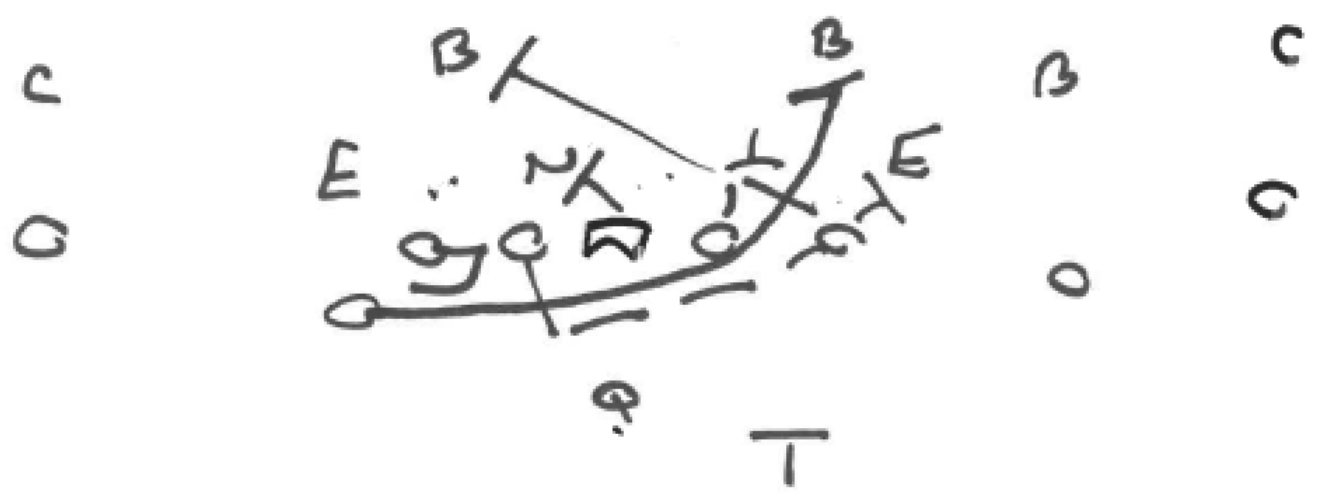
Key I GAB



Queen RT

26 Counter

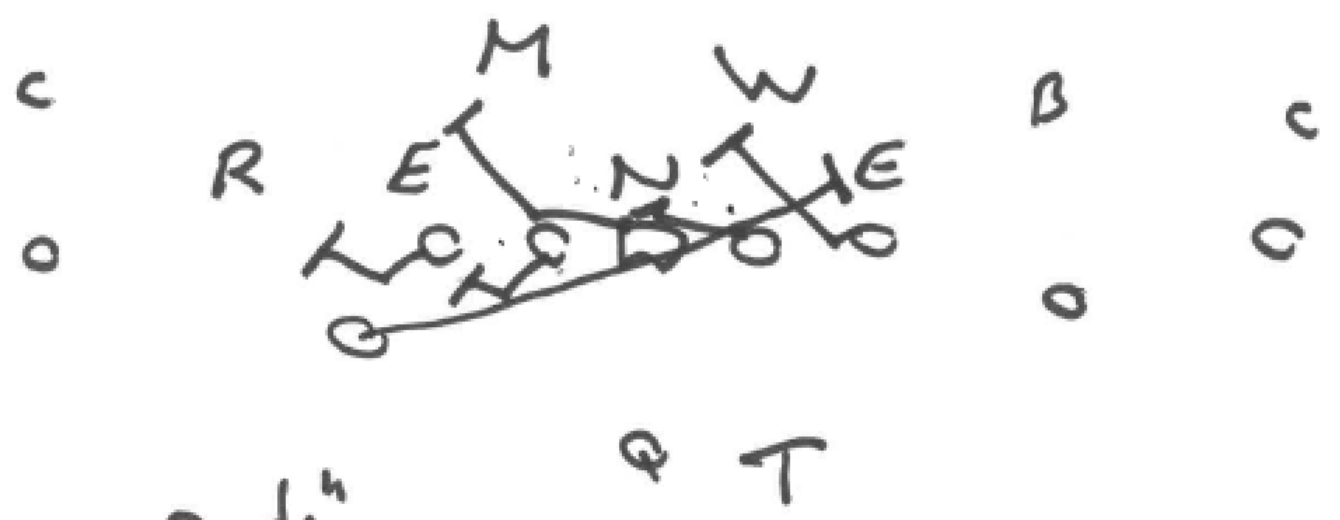
F/S 2B



Queen RT

15 Key 2 GRT

F/S 2B

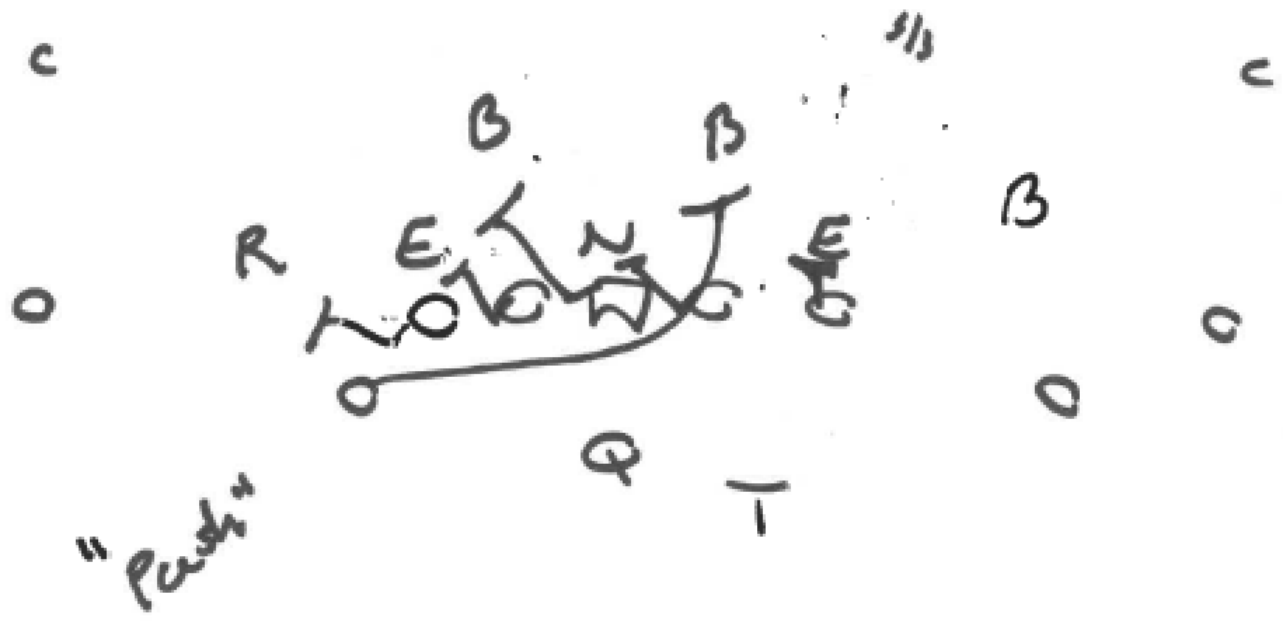


"push"

Queen Rt

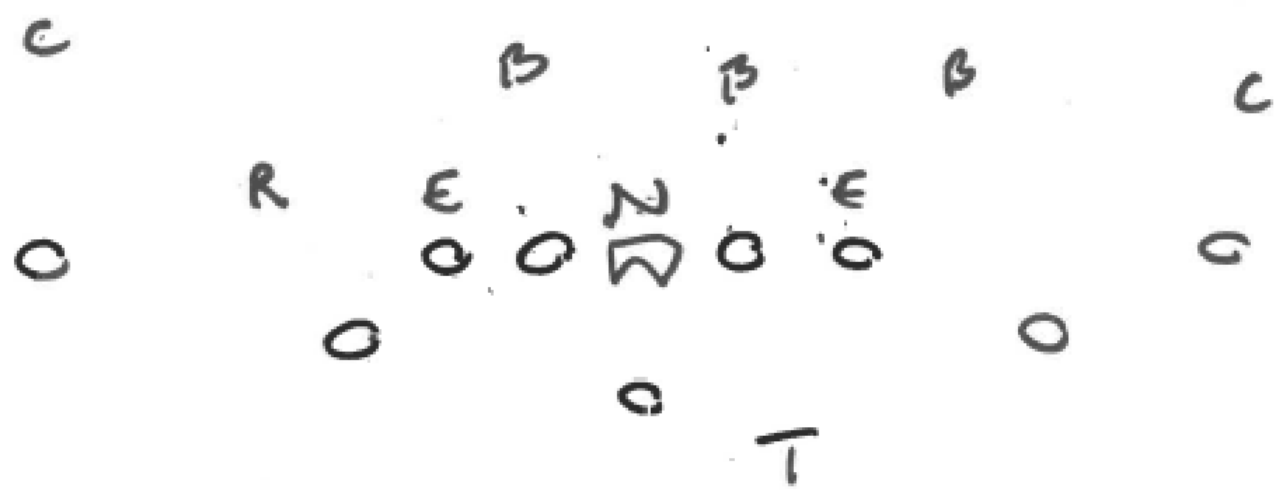
Bears Cold

F/3



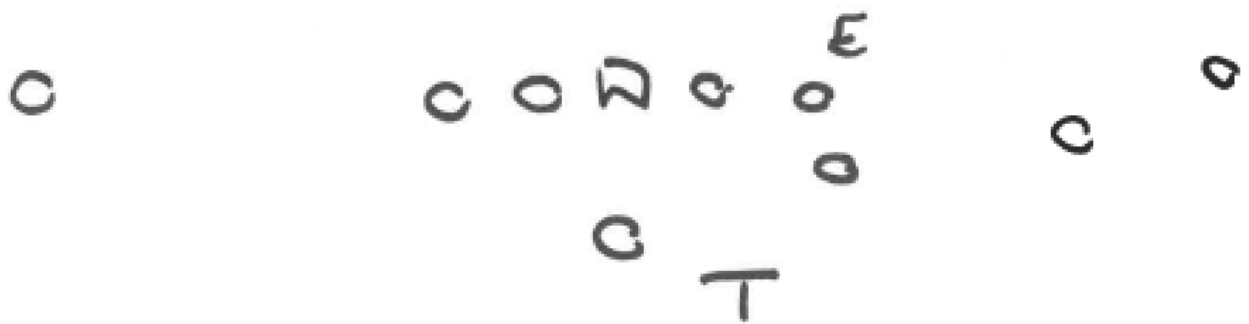
F/3

3/3



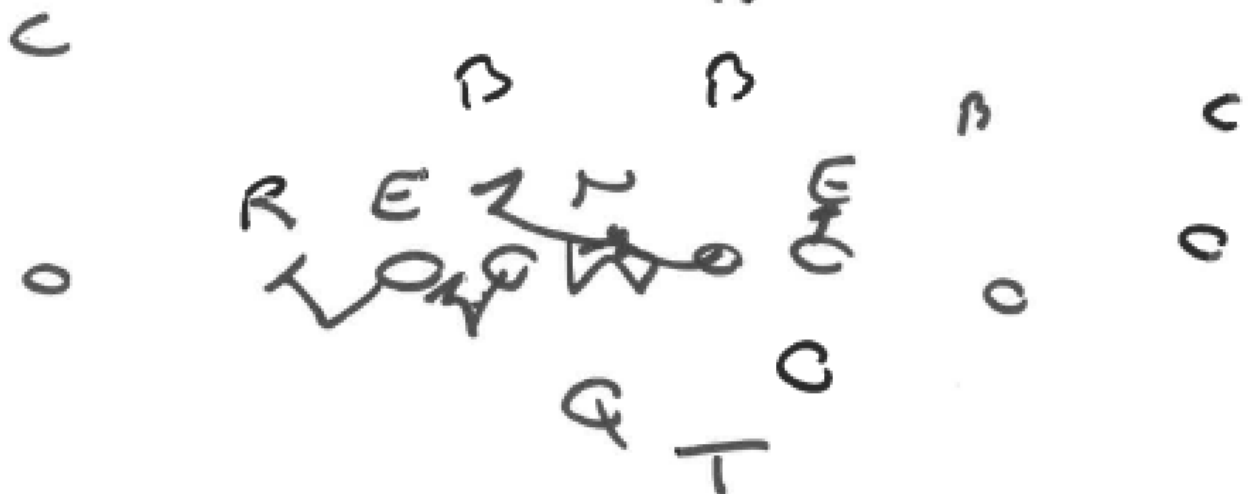
King

17 Fungo



King

cali cold

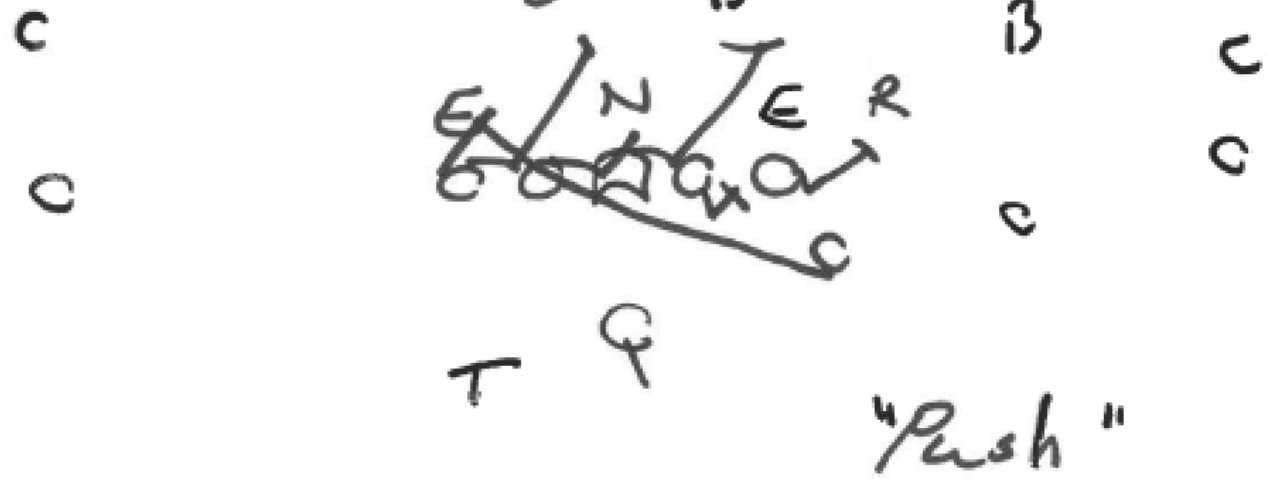


King

FB

3/1

M Key 2 CFB

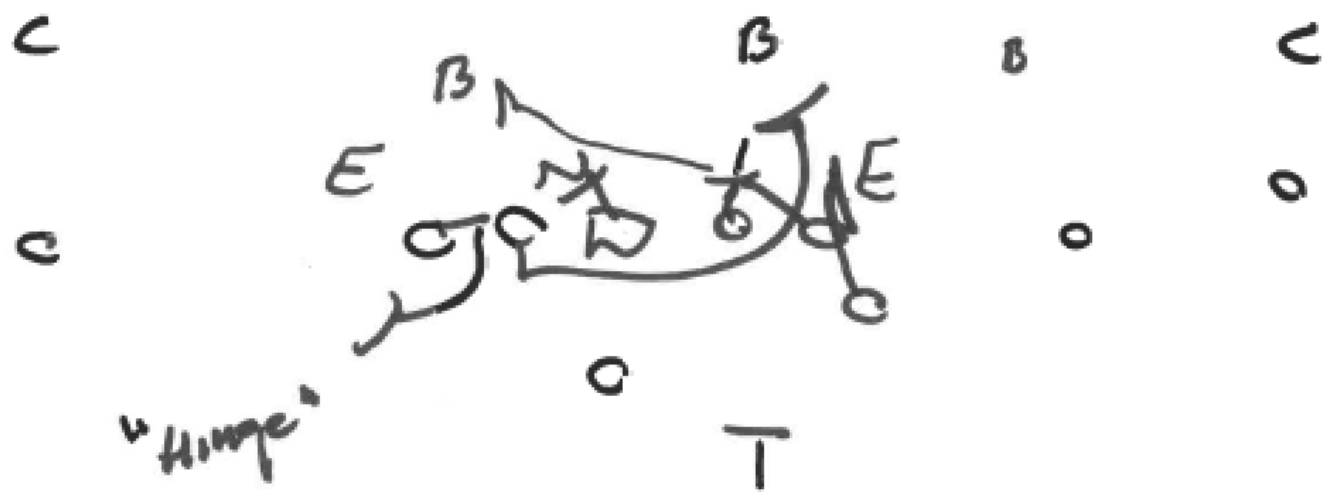


King

FB

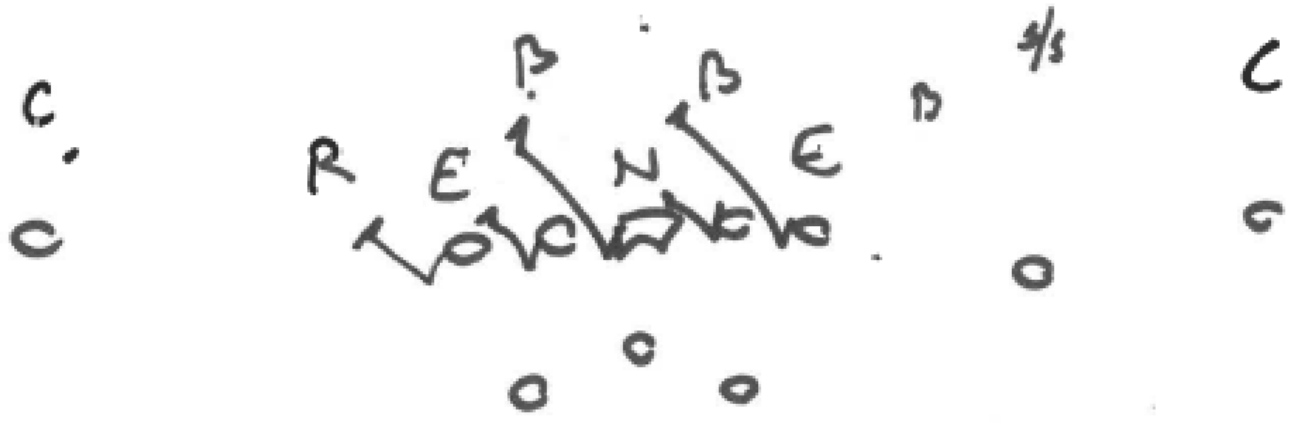
1/1

28 Power



Green

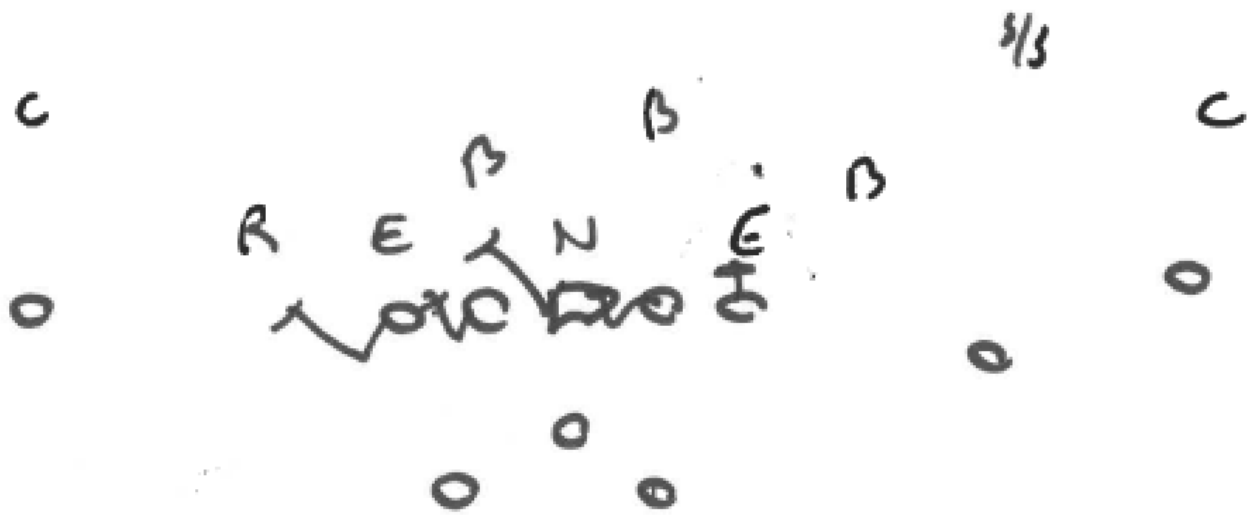
13 Key 3 Gift



Green

Cali Cold

1/3



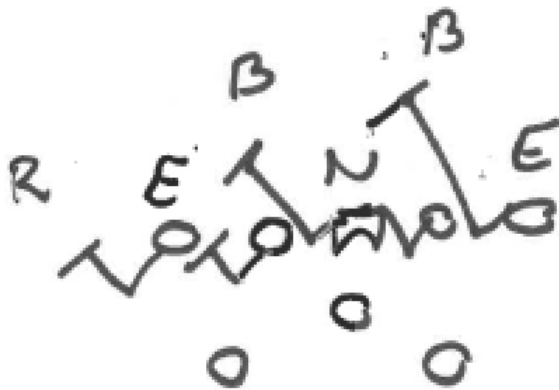
Green

F/D

17 key, 3 Gift

c

o



B

s/s

c

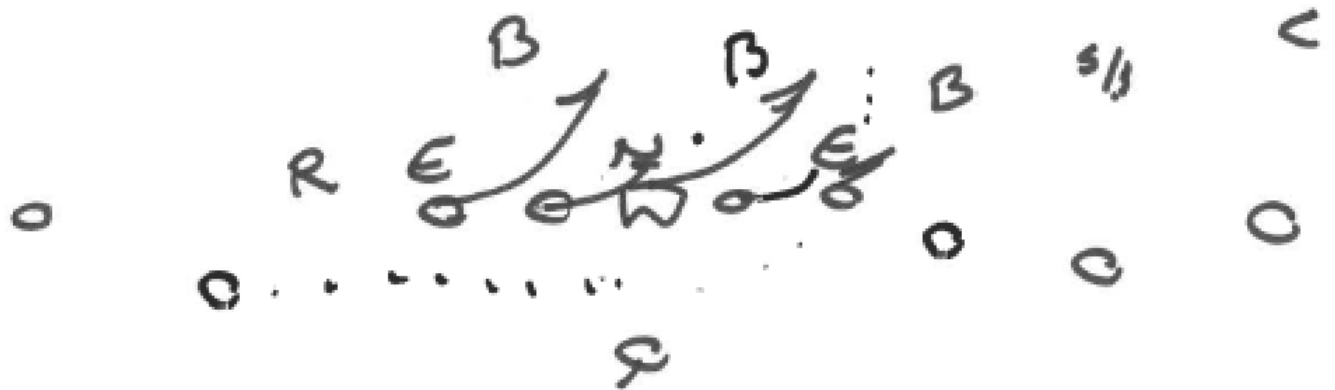
o

c

Empty

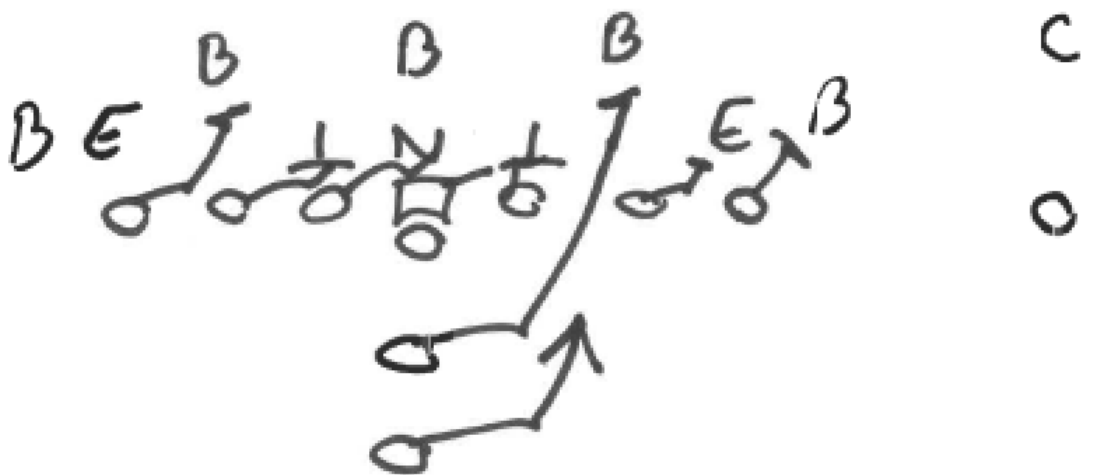
E/S

JET HOT



HEGAMIN

HOT



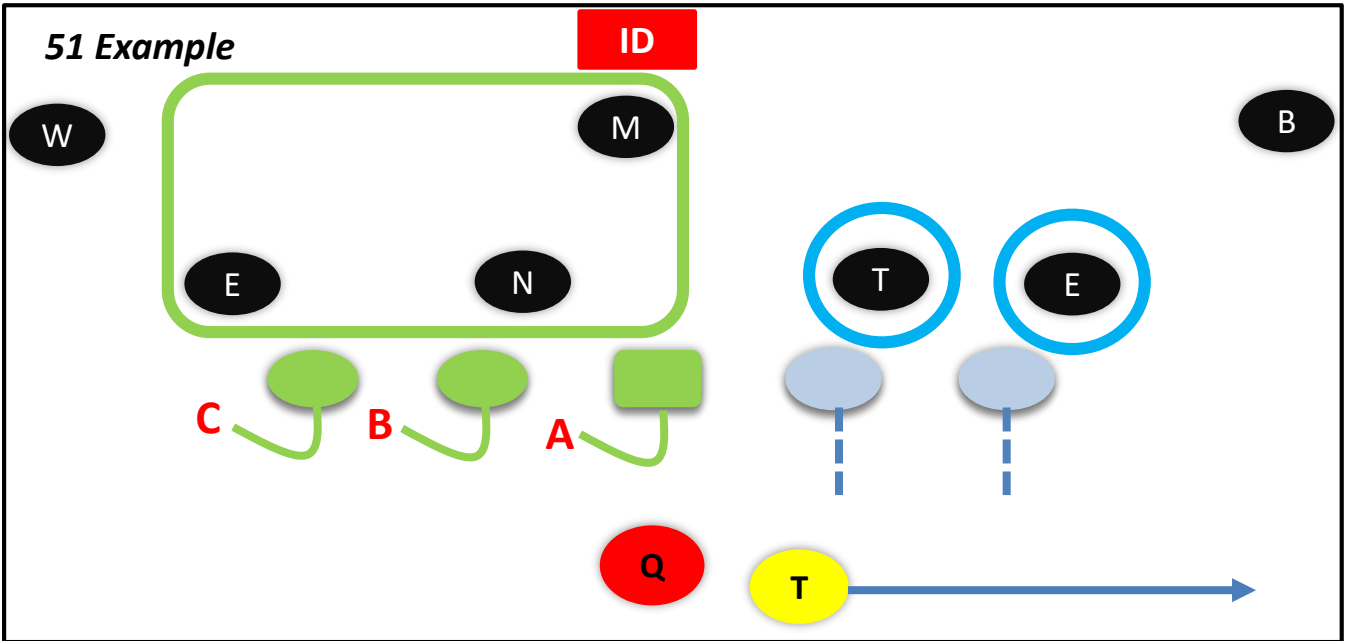


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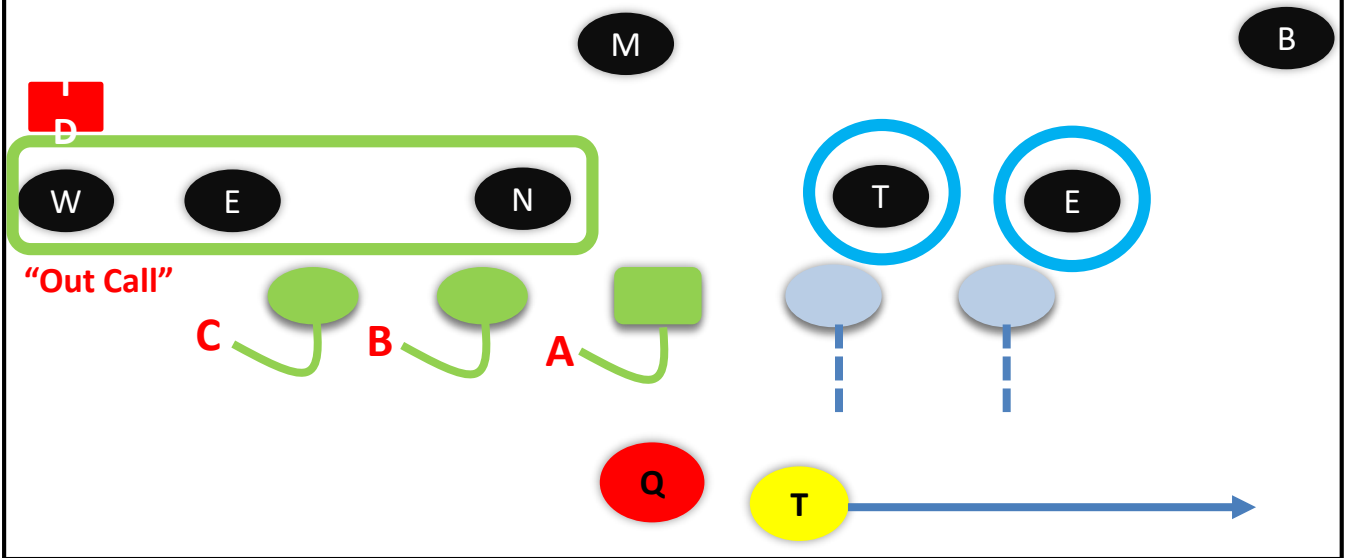
Protections



Pass Protection Rules (Half slide half man)

Center ID first LB away from the call side. (5 man box then the mike is the mike)

51 Example

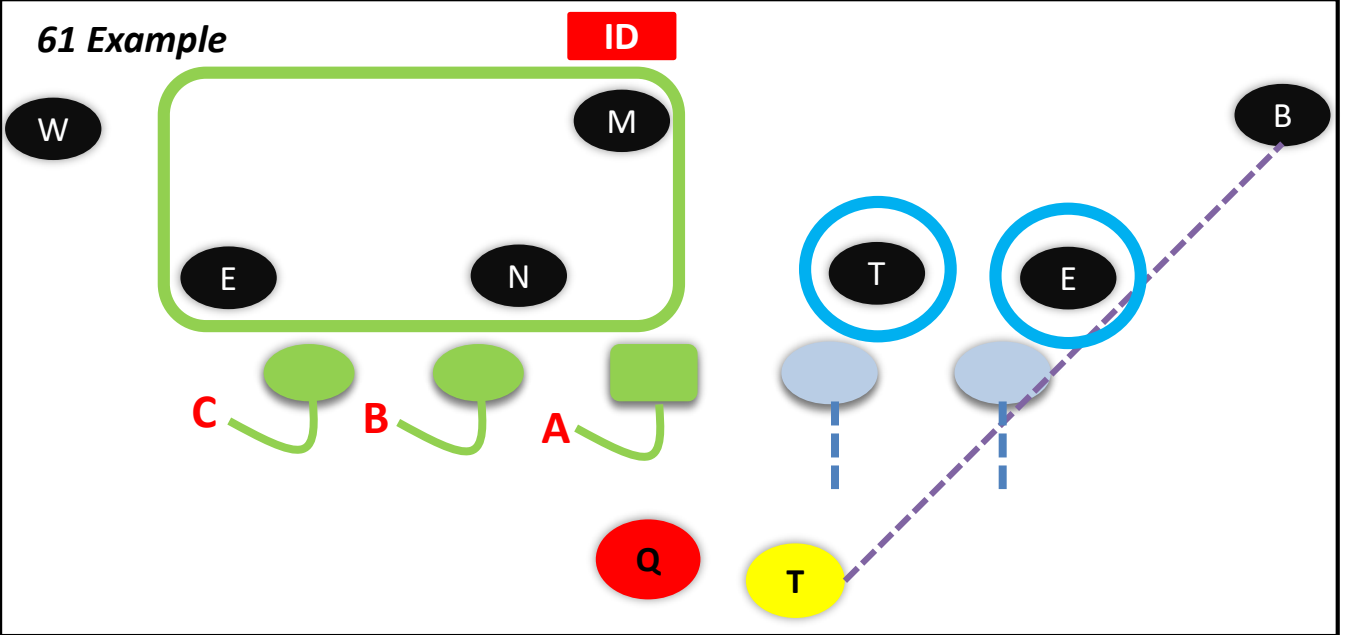


Pass Protection Rules (Half slide half man)

Center ID first LB away from the call side. (5 man box then the mike is the mike)

5 Man Box "Push" Call to Re-ID, T has #1 to #2

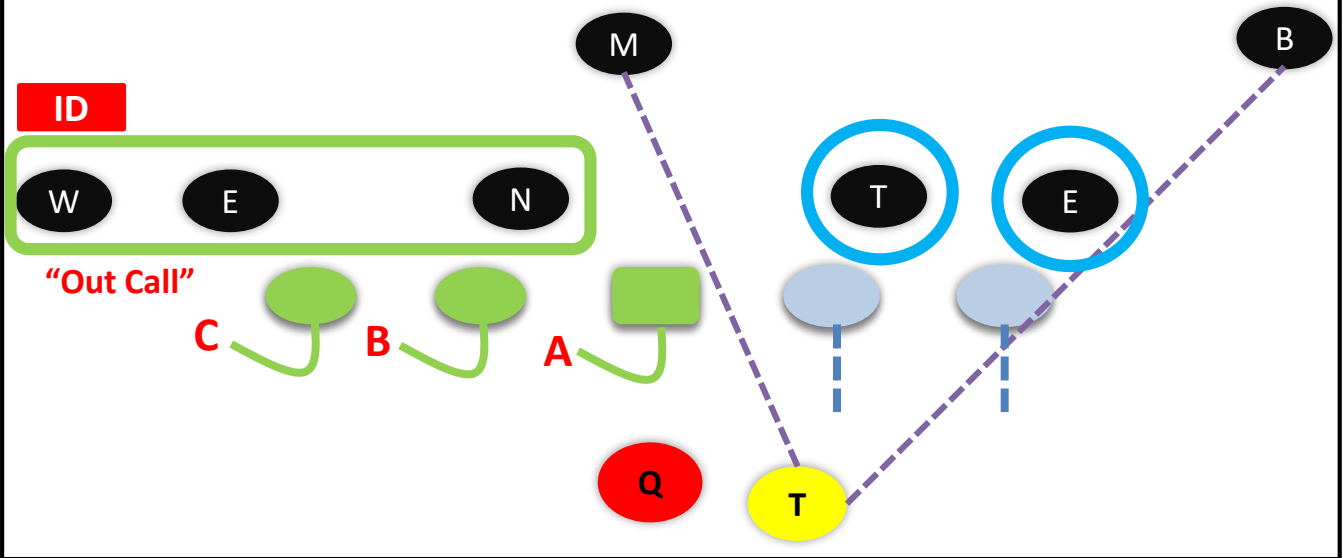
61 Example



Pass Protection Rules (Half slide half man)

Center ID first LB away from the call side. (5 man box then the mike is the mike)

61 Example



Pass Protection Rules (Half slide half man)

Center ID first LB away from the call side. (5 man box then the mike is the mike)

5 Man Box "Push" Call to Re-ID, T has #1 to #2



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DECEPTIVES



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NEW

PASS PLAYS



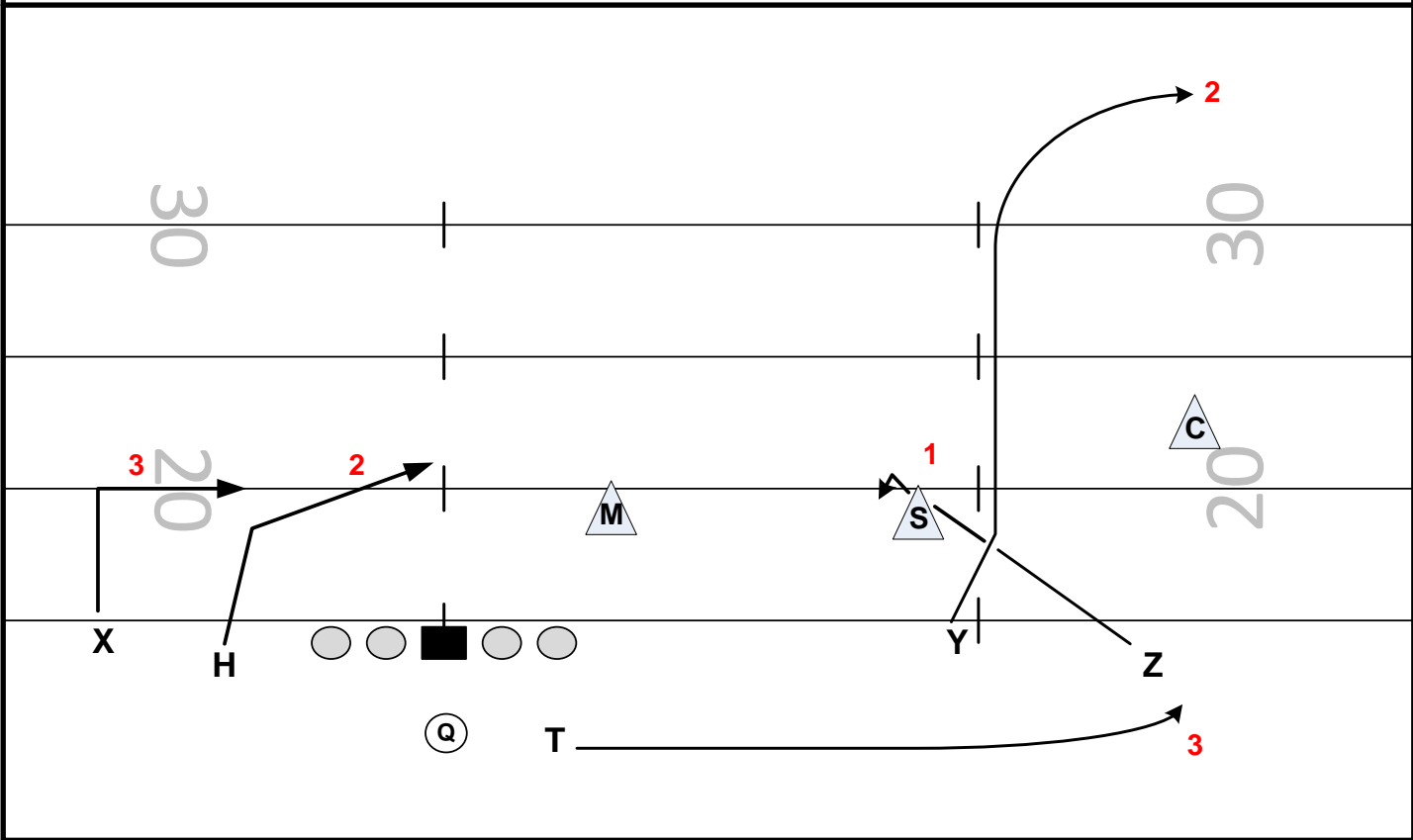
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PASS GAME

DOUBLES RT (51) CHEVRON 94



FAMILY: **GAS STATION**

CONCEPT: **3 MAN SNAG**

NARROW

SAM

FORMATIONS:

DOUBLE, TRIO, GREEN

PROTECTION: **50 - 51**

PROGRESSION:

PURE - Z / Y / T Z / X / H

ALERT: **MAN - F2**

PLAYER	ROUTE	ASSIGNMENTS
Z	SNAG	3 MAN SNAG
Y	CORNER	CHEVRON CORNER - GAIN 2 ON RELEASE SPEED OUT AT 15 YDS
T	HOT SWING	5 HARD STEPS - GIVE EYES TO QB
X	PATIENT SLANT	5 YARD PATIENT SLANT
H	SLANT	3 STEP SLANT GET VERTICAL ONCE IN HOLE

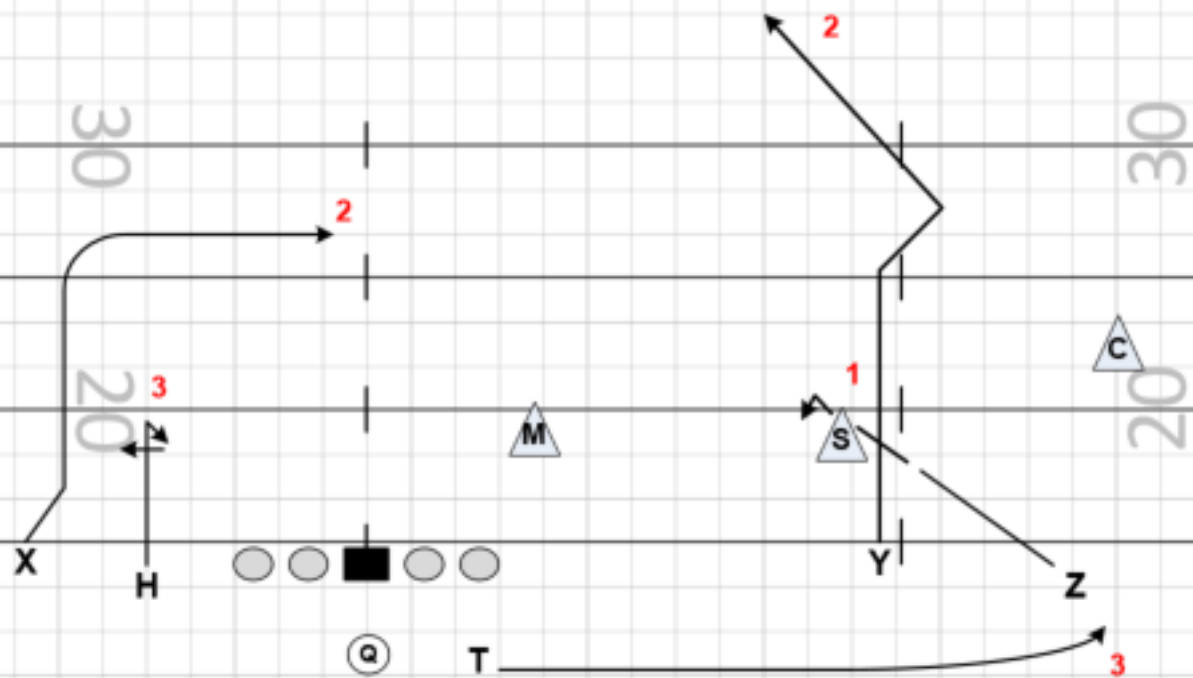
PRESSURE PLAN: **REDIRECT PROTECTION TO SAFETIES TILT**

5/6 MAN PRESSURE - THROW HOT/TROUBLE THROW

NOTES: **COV 1 - F2 TO B1 (CONTROL MIKE WITH EYES)**

BE AWARE OF POSSIBLE BACKSIDE TAGS

DOUBLE RT (51) CHEVRON COP



FAMILY: **GAS STATION**

CONCEPT: **3 MAN SNAG**

NARROW

SAM

FORMATIONS:

DOUBLE, TRIO, GREEN

PROTECTION: **50 - 51**

PROGRESSION:

PURE - Z / Y / T Z / X / H

ALERT: **MAN - F2**

PLAYER	ROUTE	ASSIGNMENTS
Z	SNAG	3 MAN SNAG
Y	COP ROUTE	COP - PUSH VERTICAL FOR 10 YDS SELL CORNER FOR 3 STEPS THEN PLANT FOR THE POST
T	HOT SWING	5 HARD STEPS - GIVE EYES TO QB
X	SPEED DIG	LOSE 2 YDS ON RELEASE - SPEED DIG
H	GRAB	5 YD HITCH - PULL OUT WHEN QB GIVES EYES

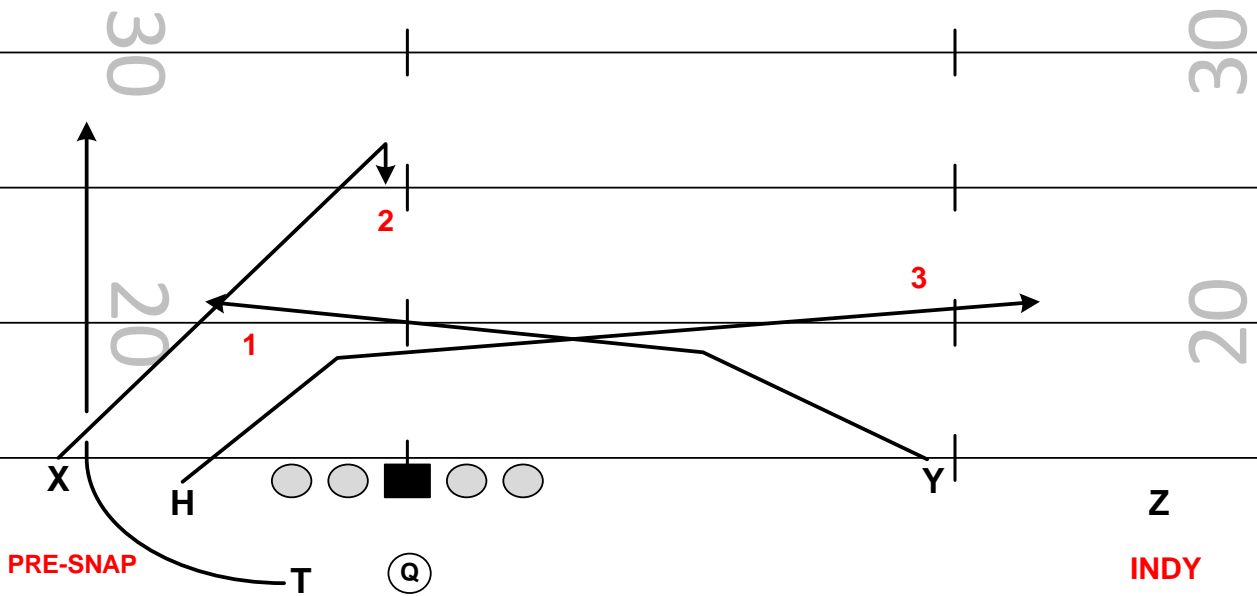
PRESSURE PLAN: **REDIRECT PROTECTION TO SAFETIES TILT**

5/6 MAN PRESSURE - THROW HOT/TROUBLE THROW

NOTES: **COV 1 - F2 TO B1 (CONTROL MIKE WITH EYES)**

BE AWARE OF POSSIBLE BACKSIDE TAGS

DOUBLES RT (50) MESH



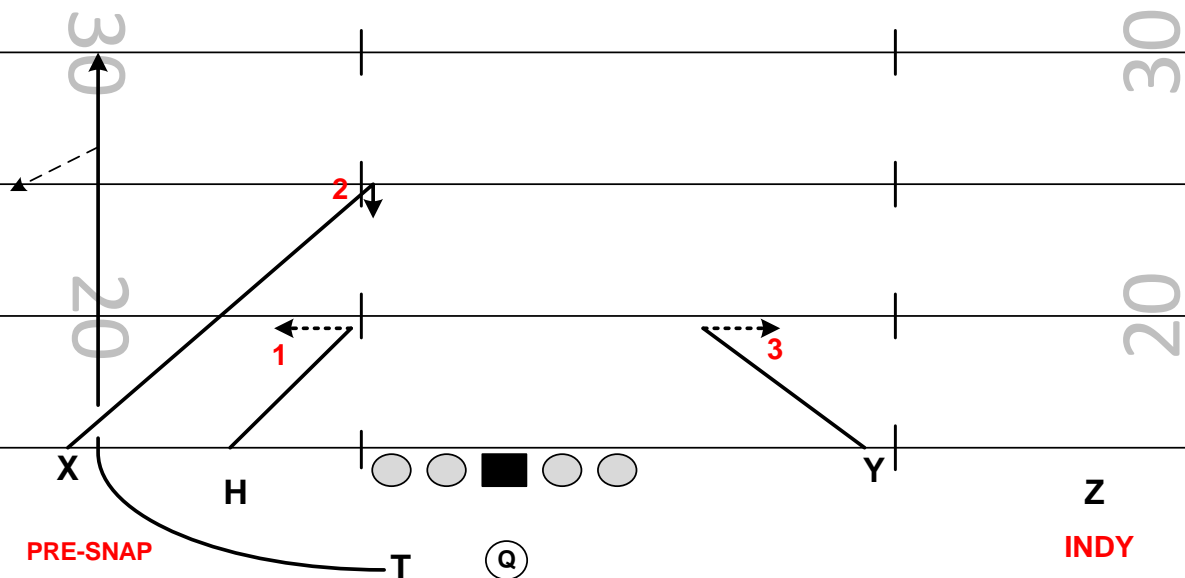
FAMILY: **HORIZONTAL** CONCEPT: **MESH** NARROW: **WILL**
 FORMATIONS: **DOUBLES / DUO / FLEET** PROTECTION: **50 - 51**
 PROGRESSION: **PRE-SNAP T / Y / X / H** ALERT: **Z INDY / T**

PLAYER	ROUTE	ASSIGNMENTS
Z	INDY ROUTE	FADE/GLANCE/DROPOUT/STUTTER FADE
Y	SHALLOW CROSSER	SLAP HANDS OFF THE "MESHER"
T	BULLET	REPLACE THE STEM OF THE "X". COVERAGE CAPPED=BACK SHOULDER. IF EVEN=LEAVING.
H	SHALLOW CROSSER	SET THE MESH AT 6 YDS
X	HOOK ROUTE	ANGLE DEPARTURE – 10 YDS OVER "B" GAP

PRESSURE PLAN: **REDIRECT PROTECTION W/ SAFETIES TILT**

NOTES:

DOUBLES RT (50) PIN



FAMILY: **HORIZONTAL** CONCEPT: **MESH** NARROW: **WILL**

FORMATIONS: **DOUBLES, QUEEN** PROTECTION: **50 - 51**

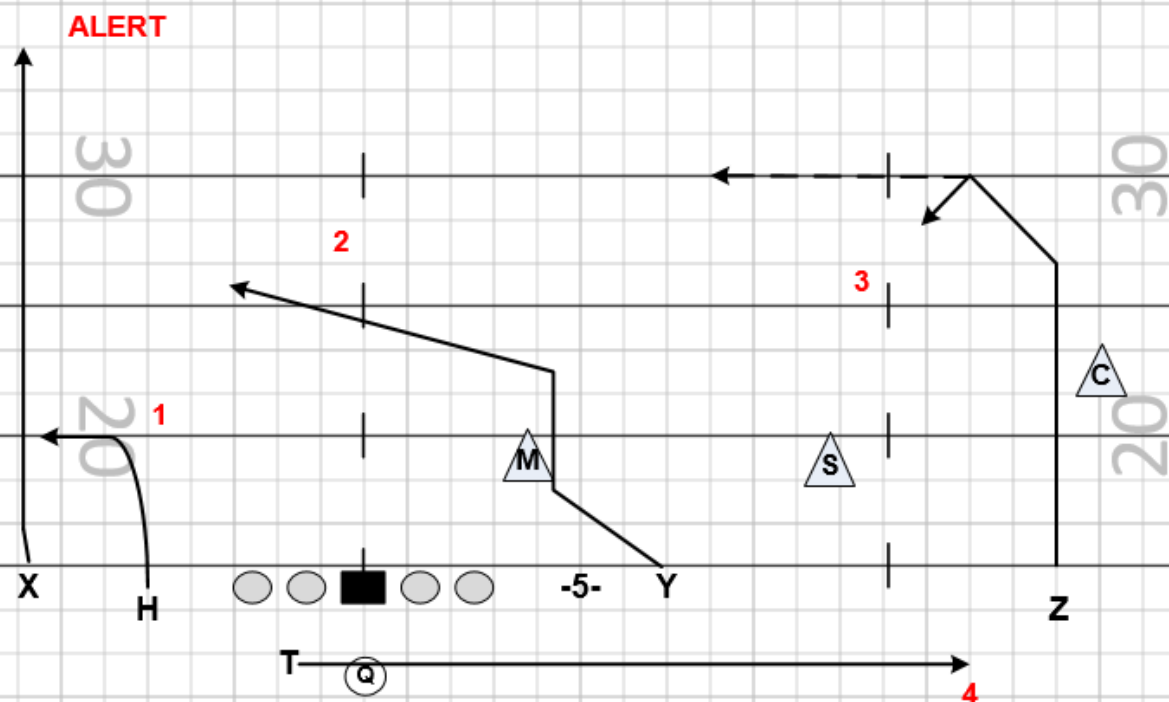
PROGRESSION: **PRE-SNAP T / H / X / Y** ALERT: **Z INDY / T**

PLAYER	ROUTE	ASSIGNMENTS
Z	INDY ROUTE	FADE/GLANCE/DROPOUT/STUTTER FADE
Y	PIN ROUTE	5 STEP "MESH" RELEASE – PIN BACK HORIZONTAL
T	BULLET	REPLACE THE STEM OF THE "X". COVERAGE CAPPED=BACK SHOULDER. IF EVEN=LEAVING.
H	PIN ROUTE	5 STEP "MESH" RELEASE – PIN BACK HORIZONTAL
X	HOOK ROUTE	ANGLE DEPARTURE – 10 YDS OVER "B" GAP

PRESSURE PLAN: **REDIRECT PROTECTION W/ SAFETIES TILT**

NOTES:

DOUBLE RT (51) FLASH CADDY



FAMILY: **CARS**

CONCEPT: **Y CROSS**

NARROW: **WILL**

FORMATIONS: **DOUBLE, TRIO, GREEN**

PROTECTION: **50 - 51**

PROGRESSION: **ALERT - H, Y, Z, TROUBLE**

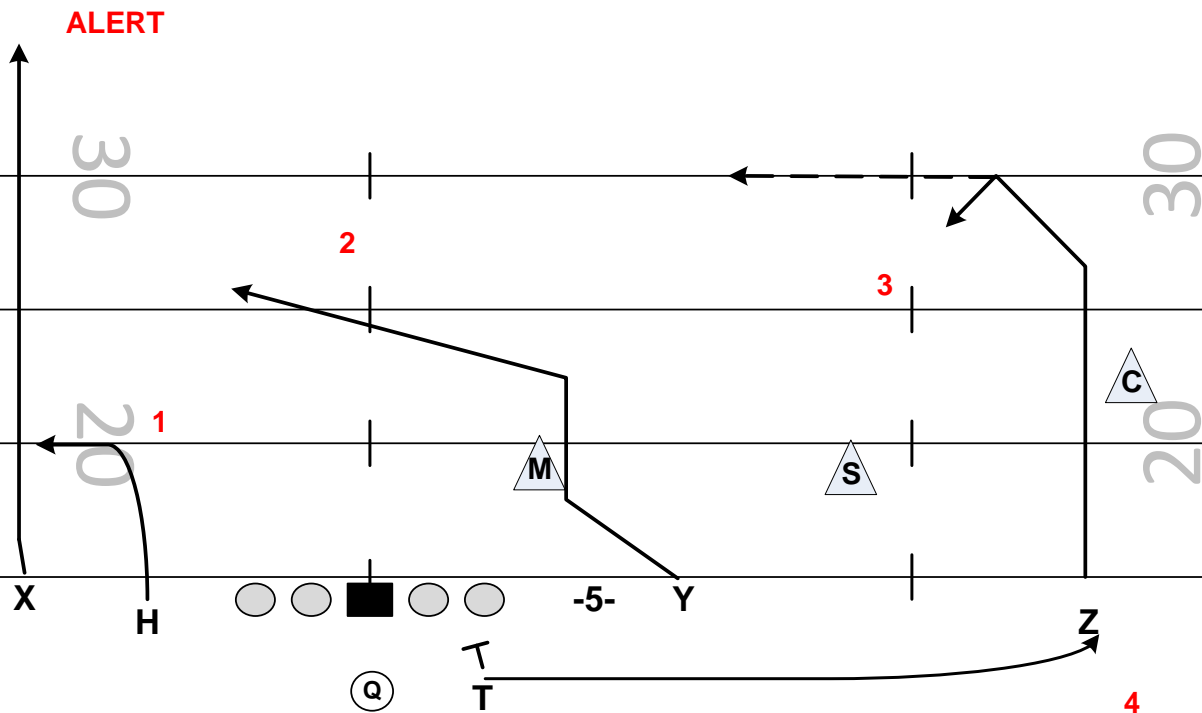
ALERT: **X MATCHUP**

PLAYER	ROUTE	ASSIGNMENTS
Z	POST CURL	12-15 - CURL UP AND FIND THE WINDOW
Y	STAIRCASE	UNDER THE SAM, OVER THE MIKE, FIND GRASS
T	FLASH	C/R FLASH - FLASH FAKE SPRINT TO #s PARALLEL TO LOS
H	SPEED OUT	BE AWARE OF TRAP CORNER
X	GO ROUTE	MOR - FADE

PRESSURE PLAN: **REDIRECT WITH SAFETIES TILT**

NOTES:

DOUBLES RT (61) CADDY



FAMILY: **CARS** CONCEPT: **Y CROSS** NARROW: **WILL**

FORMATIONS: **DOUBLE, TRIO, GREEN** PROTECTION: **60 - 61**

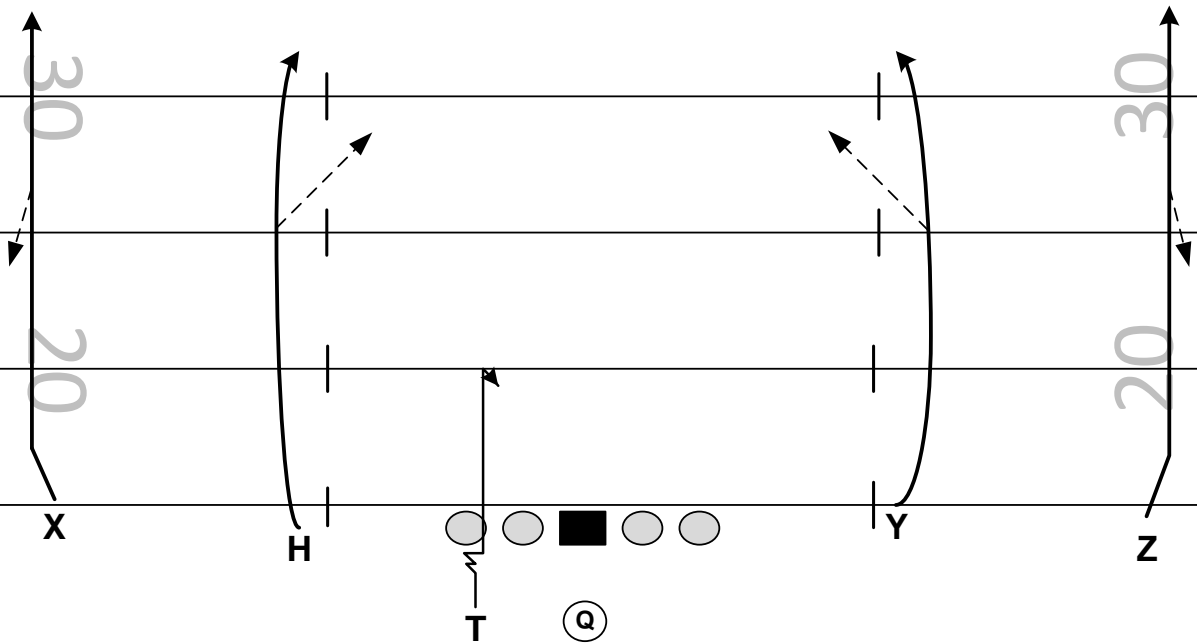
PROGRESSION: **ALERT - H, Y, Z, TROUBLE** ALERT: **X MATCHUP**

PLAYER	ROUTE	ASSIGNMENTS
Z	POST CURL	12-15 - CURL UP AND FIND THE WINDOW
Y	STAIRCASE	UNDER THE SAM, OVER THE MIKE, FIND GRASS
T	SWING	C/R SWING - 5 STEPS PARALLEL TO LOS
H	SPEED OUT	BE AWARE OF TRAP CORNER
X	GO ROUTE	MOR - FADE

PRESSURE PLAN: **REDIRECT WITH SAFETIES TILT**

NOTES:

DOUBLES RT (60) DAYTONA



FAMILY: **CARS**

CONCEPT: **4 VERTICALS**

NARROW: **SAM OR WILL**

FORMATIONS:

DOUBLE, TRIO

PROTECTION: **60 - 61**

PROGRESSION: **COVERAGE READ**

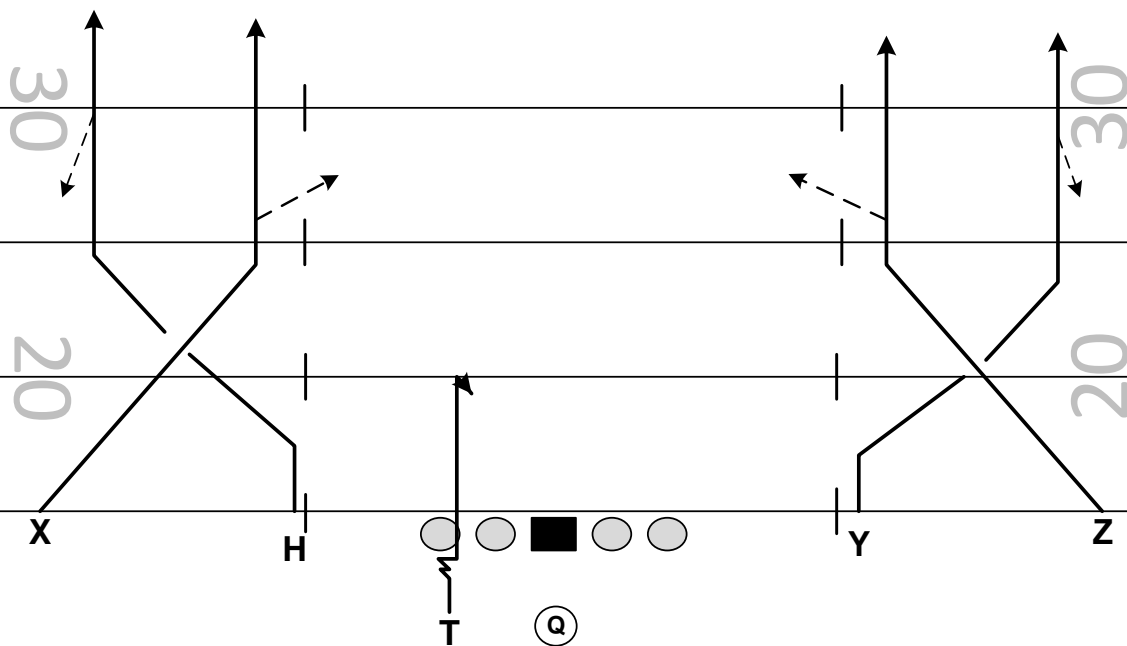
ALERT: **Z/X MATCHUP**

PLAYER	ROUTE	ASSIGNMENTS
Z	GO ROUTE	CAP COVERAGE – DROPOUT. IF EVEN - LEAVING
Y	SEAM	2 HIGH/1 HIGH READ
T	TAKE IT ROUTE	5 YARDS OVER THE CENTER
H	SEAM	2 HIGH/1 HIGH READ
X	GO ROUTE	CAP COVERAGE – DROPOUT. IF EVEN - LEAVING

PRESSURE PLAN: **REDIRECT PROTECTION TO SAFETIES TILT**

NOTES:

DOUBLES RT (60) DAYTONA SWITCH



FAMILY: **VERTICAL** CONCEPT: **STICKS** NARROW: **SAM OR WILL**

FORMATIONS: **DOUBLES / TRIO** PROTECTION: **60 - 61**

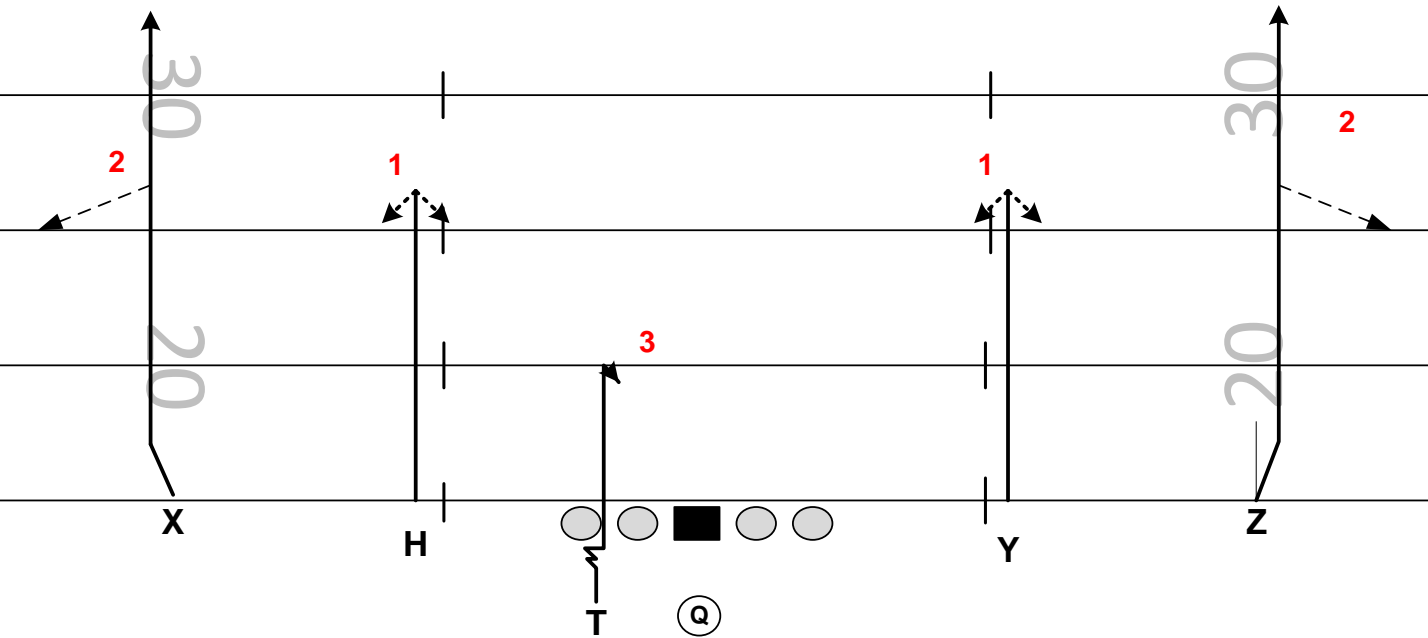
PROGRESSION: **PICK A SIDE – INSIDE OUT TO T** ALERT: **DROPOUTS**

PLAYER	ROUTE	ASSIGNMENTS
Z	VERTICAL SWITCH	ANGLE DEPARTURE – MIDDLE OF THE FIELD OPEN – BEND, MIDDLE CLOSED - SEAM
Y	VERTICAL SWITCH	PRESS 3 STEPS VERTICAL TO ATTACK HOLE PLAYER, THEN CREATE THE "SWITCH"
T	TAKE IT ROUTE	5 YARDS OVER THE CENTER
H	VERTICAL SWITCH	PRESS 3 STEPS VERTICAL TO ATTACK HOLE PLAYER, THEN CREATE THE "SWITCH"
X	VERTICAL SWITCH	ANGLE DEPARTURE – MIDDLE OF THE FIELD OPEN – BEND, MIDDLE CLOSED - SEAM

PRESSURE PLAN: **REDIRECT PROTECTION TO SAFETIES TILT**

NOTES:

DOUBLES RT (60) MARKER



FAMILY: **VERTICAL** CONCEPT: **STICKS** NARROW: **SAM OR WILL**

FORMATIONS: **DOUBLE, QUEEN, TRIO, KING** PROTECTION: **60 - 61**

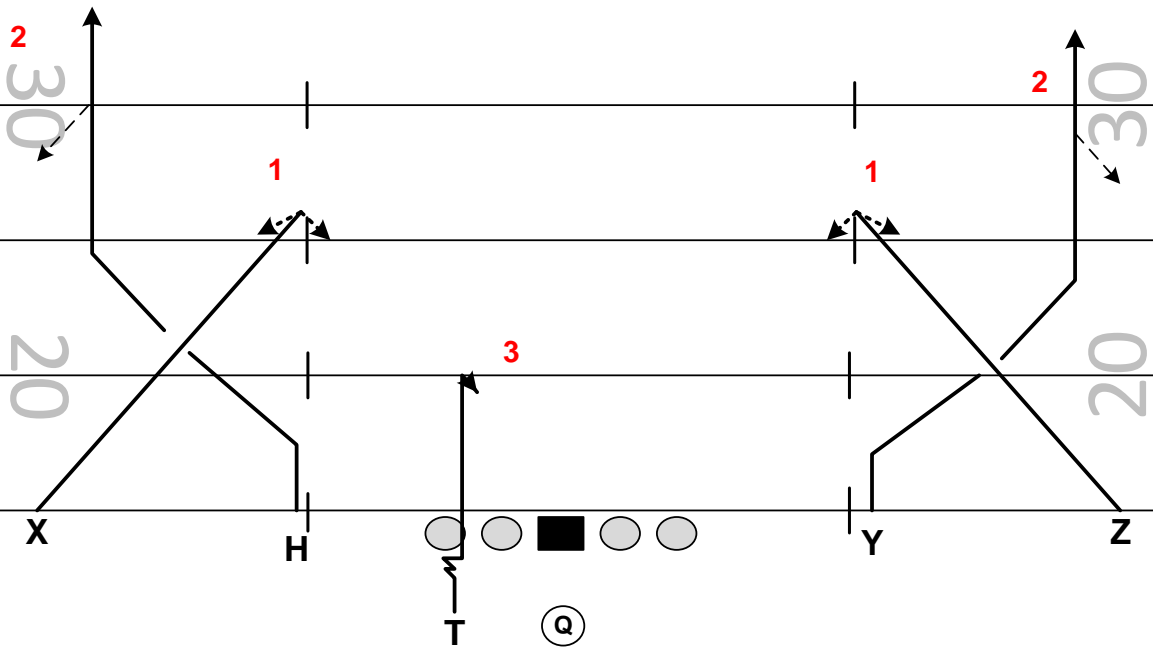
PROGRESSION: **PICK A SIDE – INSIDE OUT TO T** ALERT: **Z/X MATCHUP**

PLAYER	ROUTE	ASSIGNMENTS
Z	GO ROUTE	CAP COVERAGE – DROPOUT. IF EVEN - LEAVING
Y	MARKER ROUTE	DEEP HITCH ROUTE – GET TO 1 ST DOWN MARKER
T	TAKE IT ROUTE	5 YARDS OVER THE CENTER
H	MARKER ROUTE	DEEP HITCH ROUTE – GET TO 1 ST DOWN MARKER
X	GO ROUTE	CAP COVERAGE – DROPOUT. IF EVEN - LEAVING

PRESSURE PLAN: **REDIRECT PROTECTION TO SAFETIES TILT**

NOTES:

DOUBLES RT (60) MARKER SWITCH



FAMILY: **VERTICAL**

CONCEPT: **STICKS**

NARROW: **SAM OR WILL**

FORMATIONS:

DOUBLE, QUEEN

PROTECTION:

60 - 61

PROGRESSION: **PICK A SIDE – INSIDE OUT TO T**

ALERT:

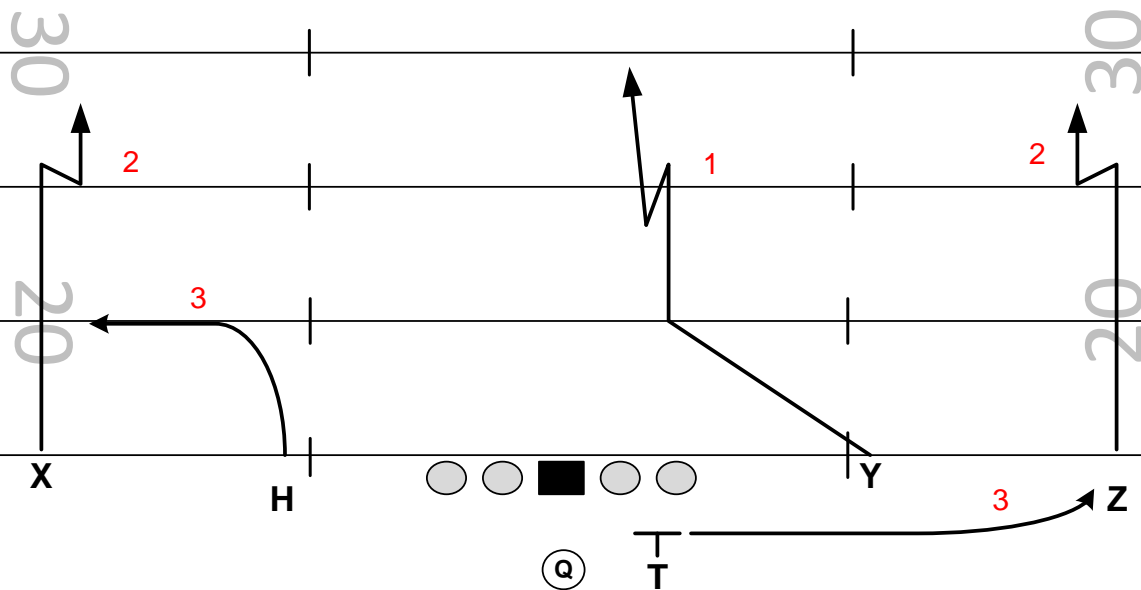
DROPOUTS

PLAYER	ROUTE	ASSIGNMENTS
Z	MARKER SWITCH	ANGLE DEPARTURE – LANDMARK IS PAST THE 1 ST DOWN STICKS ON THE HASH
Y	VERTICAL SWITCH	PRESS 3 STEPS VERTICAL TO ATTACK HOLE PLAYER, THEN CREATE THE “SWITCH”
T	TAKE IT ROUTE	5 YARDS OVER THE CENTER
H	VERTICAL SWITCH	PRESS 3 STEPS VERTICAL TO ATTACK HOLE PLAYER, THEN CREATE THE “SWITCH”
X	MARKER SWITCH	ANGLE DEPARTURE – LANDMARK IS PAST THE 1 ST DOWN STICKS ON THE HASH

PRESSURE PLAN: **REDIRECT PROTECTION TO SAFETIES TILT**

NOTES:

DOUBLES RT (61) HONDA PUMP



FAMILY: **CARS** CONCEPT: **OPTION - CURL/FLAT- PUMP** NARROW: **MIKE**

FORMATIONS: **DOUBLES/DUO/TRIPS/TRIO/FLEET** PROTECTION: **60 - 61/50 - 51**

PROGRESSION: **TRIANGLE PROGRESSION INSIDE/OUT** ALERT: **Y WILL FIND GRASS**

PLAYER	ROUTE	ASSIGNMENTS
Z	12 YD CURL & GO	LANDMARK - INSIDE EDGE OF NUMBERS - STUTTER & GO
Y	OPTION ROUTE & GO	8 -10 YD OPTION ROUTE - WORK MIKE LB FOR GRASS
T	CHECK SWING	5 STEPS PARALLEL TO EDGE OF NUMBERS
H	SPEED OUT	BE AWARE OF TRAP CORNER
X	12 YD CURL & GO	LANDMARK - INSIDE EDGE OF NUMBERS - STUTTER & GO

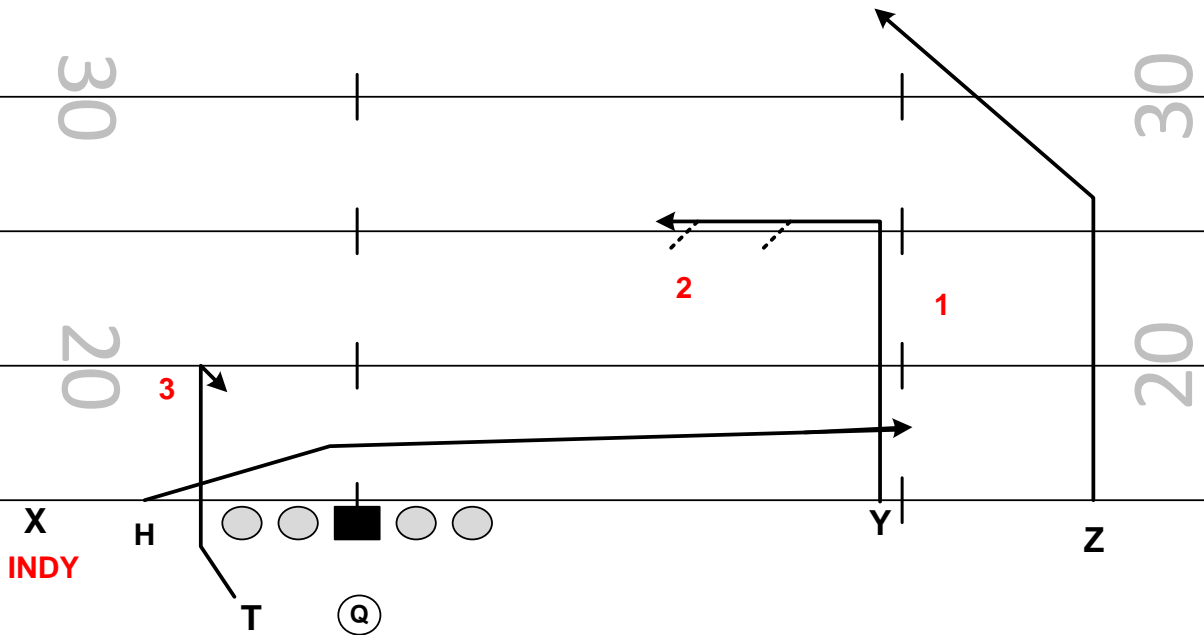
PRESSURE PLAN: **REDIRECT PROTECTION WITH SAFETY TILT**

NOTES: **COVER 2 - CURL ROUTES INSIDE RELEASE AND GET BACK TO LANDMARK. COVER 1 - OPTION ROUTE MUST WIN VS/ MIKE LB**

DOUBLES RT (60) BENZ

ALERT

ALERT



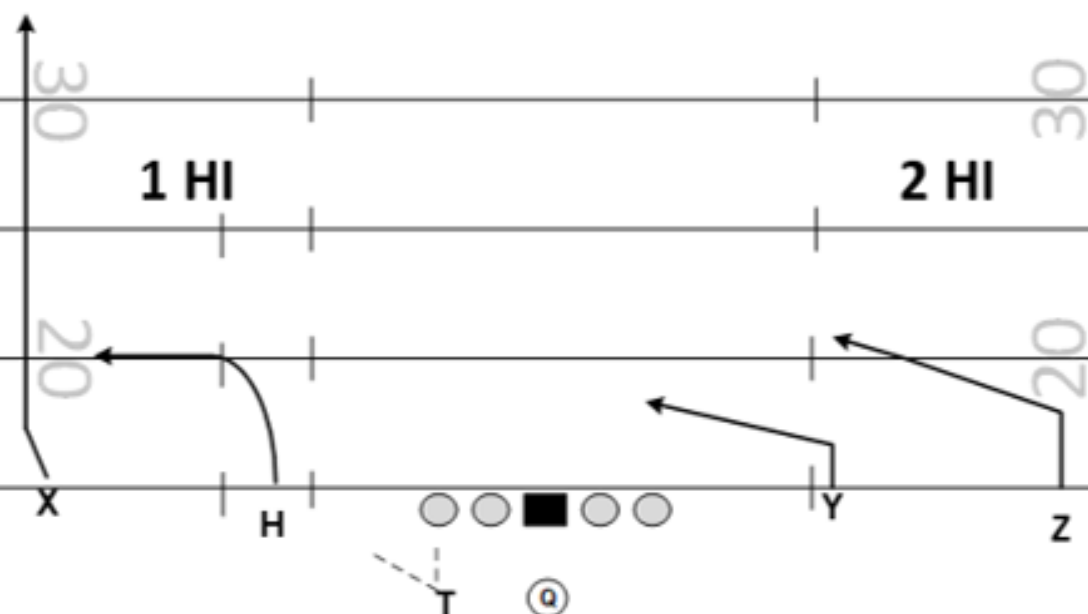
FAMILY: **CARS** CONCEPT: **DRIVE (HIGH-LOW)** NARROW: **SAM**
 FORMATIONS: **DOUBLE, QUEEN, TRIO, TRIPS** PROTECTION: **60 – 61/ 50 - 51**
 PROGRESSION: **ALERT – H / Y / TROUBLE (MIKE RD)** ALERT: **INDY**

PLAYER	ROUTE	ASSIGNMENTS
Z	POST	POST ROUTE – BREAK AT 10-12 YDS
Y	BASIC ROUTE	10 – 12 YD DIG – FIND GRASS. ASSUME 1 ST WINDOW CLOSED
T	SIT ROUTE	C/R SIT AT 5 YDS
H	SHALLOW CROSS	RELEASE AT HEELS OF DL – AIM 5-6 YDS OPPOSITE HASH
X	INDY ROUTE	FADE/GLANCE/DROPOUT/STUTTER FADE

PRESSURE PLAN: **REDIRECT PROTECTION WITH SAFETIES TILT**

NOTES: **QB WILL SIGNAL "X" INDY ROUTE**
IF SAFETIES ROTATE TO STRENGTH, SIT ROUTE BECOMES #2

DOUBLE RT NAIL



FAMILY: **QK GAME** CONCEPT: **ZONE/MAN BEATER** NARROW: **FLAT DEFENDER**

FORMATIONS: **DOUBLE** PROTECTION: **SPAN**

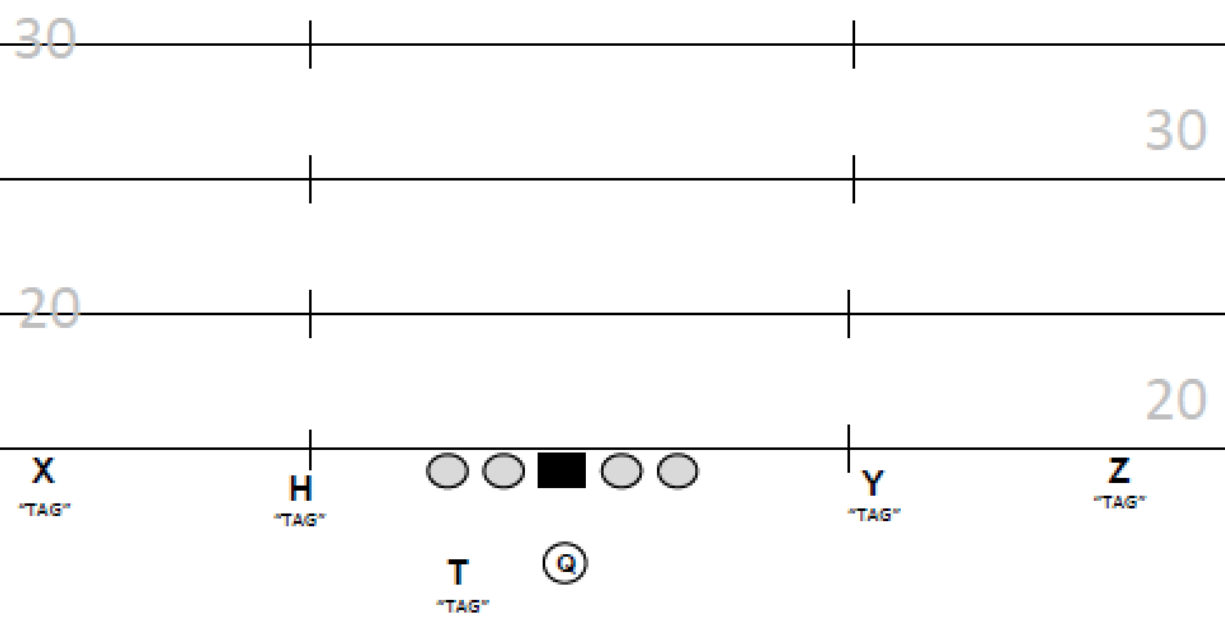
PROGRESSION: **BEST MATCHUP - READ INSIDE OUT** ALERT: **NONE**

PLAYER	ROUTE	ASSIGNMENTS
Z	TEMPO SLANT	5 STEP TEMPO SLANT
Y	SLANT	3 STEP SLANT
T	PASS PROTECTION	PROTECTION - INSIDE/OUT
H	OUT	3 STEP OUT
X	GO	MOR

PRESSURE PLAN: **NONE**

NOTES:

DOUBLE RT 99



FAMILY: _____ CONCEPT: _____ NARROW: _____

FORMATIONS: _____ **DOUBLES** _____ PROTECTION: _____

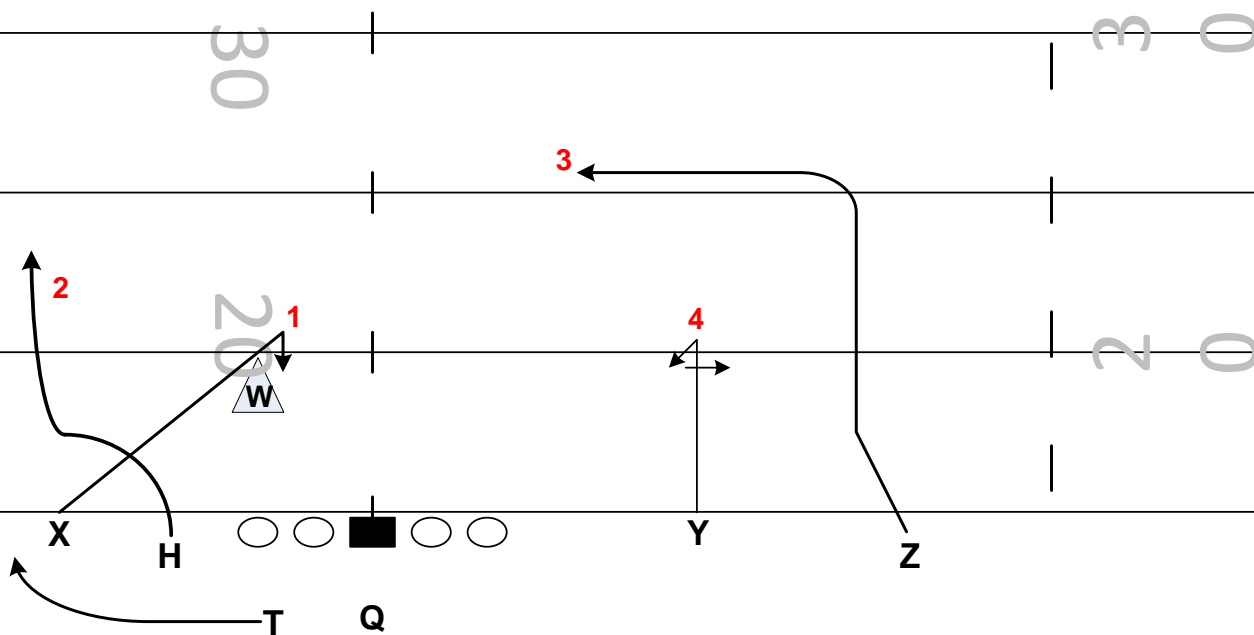
PROGRESSION: _____ ALERT: _____

PLAYER	ROUTE	ASSIGNMENTS
Z	TAG	Look at QB and he will give you a signal
Y	TAG	Look at QB and he will give you a signal
T	TAG	Look at QB and he will give you a signal
H	TAG	Look at QB and he will give you a signal
X	TAG	Look at QB and he will give you a signal

PRESSURE PLAN: _____

NOTES: _____

DOUBLES RT (50) EXXON



FAMILY: **GAS STATION**

CONCEPT: **2 MAN SNAG**

NARROW: **WILL**

FORMATIONS: **DOUBLES**

PROTECTION: **50 - 51**

PROGRESSION: **PURE**

ALERT: **POST VS COV 4**

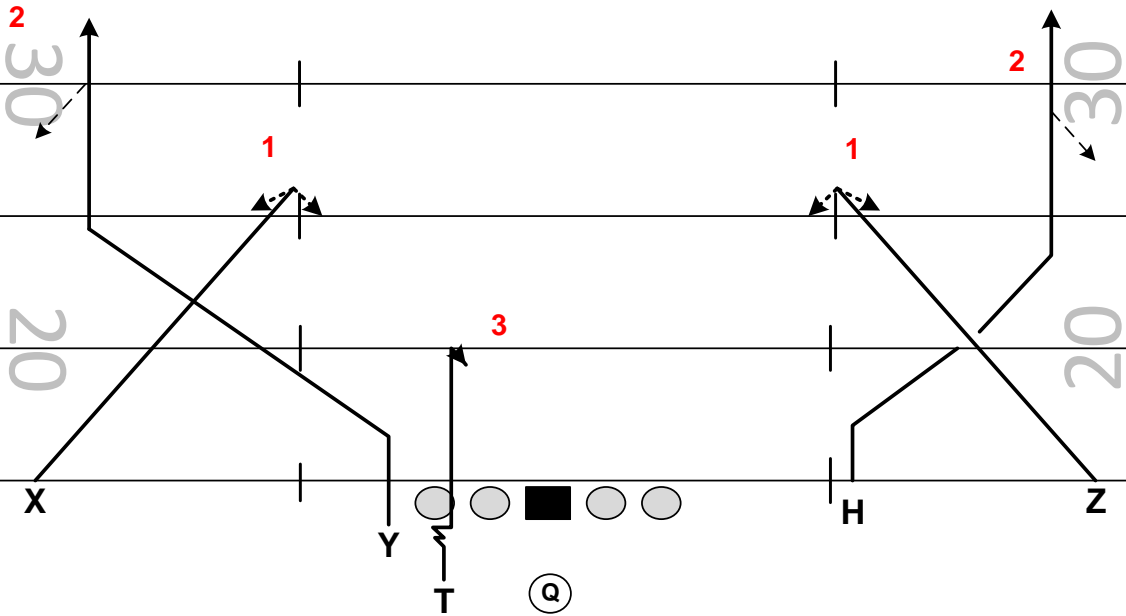
PLAYER	ROUTE	ASSIGNMENTS
Z	10 YD SPEED DIG	LOSE 2 YDS ON RELEASE – SPEED DIG
H	WHEEL	2 STEP OUT – WHEEL UP THE NUMBERS
Y	GRAB	5 YD HITCH – PULL OUT WHEN QB MEETS EYES
X	EXXON SNAG	2 MAN SNAG ROUTE
T	HOT SWING	3 HARD STEPS – GIVE EYES TO QB

PRESSURE PLAN: **REDIRECT PROTECTION TO SAFETIES TILT**

5/6 MAN PRESSURE – THROW HOT/TROUBLE THROW

NOTES: **COV 2: SNAG MID POINT COR & WILL / PRESS MAN: BULLETS CHECK**

QUEEN RT (60) MARKER SWITCH



FAMILY: **VERTICAL** CONCEPT: **STICKS** NARROW: **SAM OR WILL**

FORMATIONS: **QUEEN** PROTECTION: **60 - 61**

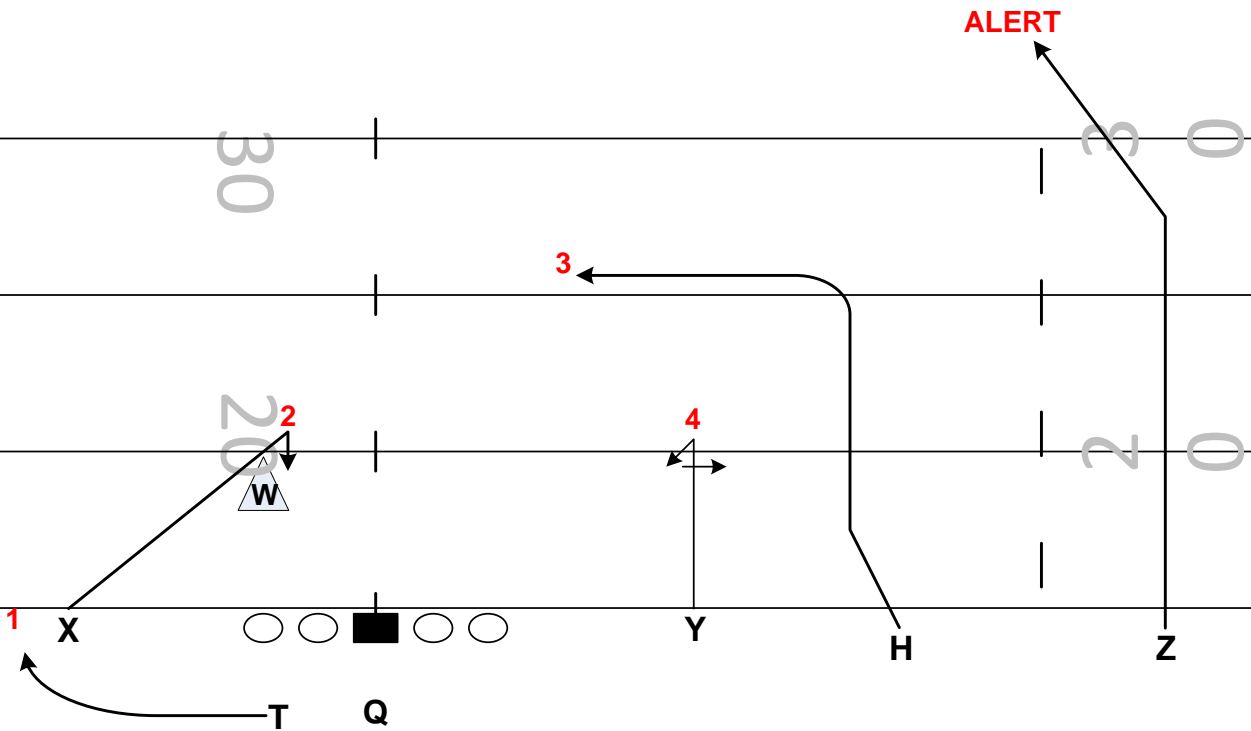
PROGRESSION: **PICK A SIDE – INSIDE OUT TO T** ALERT: **DROPOUTS**

PLAYER	ROUTE	ASSIGNMENTS
Z	MARKER SWITCH	ANGLE DEPARTURE – LANDMARK IS PAST THE 1 ST DOWN STICKS ON THE HASH
Y	VERTICAL SWITCH	PRESS 3 STEPS VERTICAL TO ATTACK HOLE PLAYER, THEN CREATE THE "SWITCH"
T	TAKE IT ROUTE	5 YARDS OVER THE CENTER
H	VERTICAL SWITCH	PRESS 3 STEPS VERTICAL TO ATTACK HOLE PLAYER, THEN CREATE THE "SWITCH"
X	MARKER SWITCH	ANGLE DEPARTURE – LANDMARK IS PAST THE 1 ST DOWN STICKS ON THE HASH

PRESSURE PLAN: **REDIRECT PROTECTION TO SAFETIES TILT**

NOTES:

TRIO RT (50) EXXON



FAMILY: **GAS STATION**

CONCEPT: **2 MAN SNAG**

NARROW: **WILL**

FORMATIONS: **TRIO**

PROTECTION: **50 - 51**

PROGRESSION: **PURE**

ALERT: **POST VS COV 4**

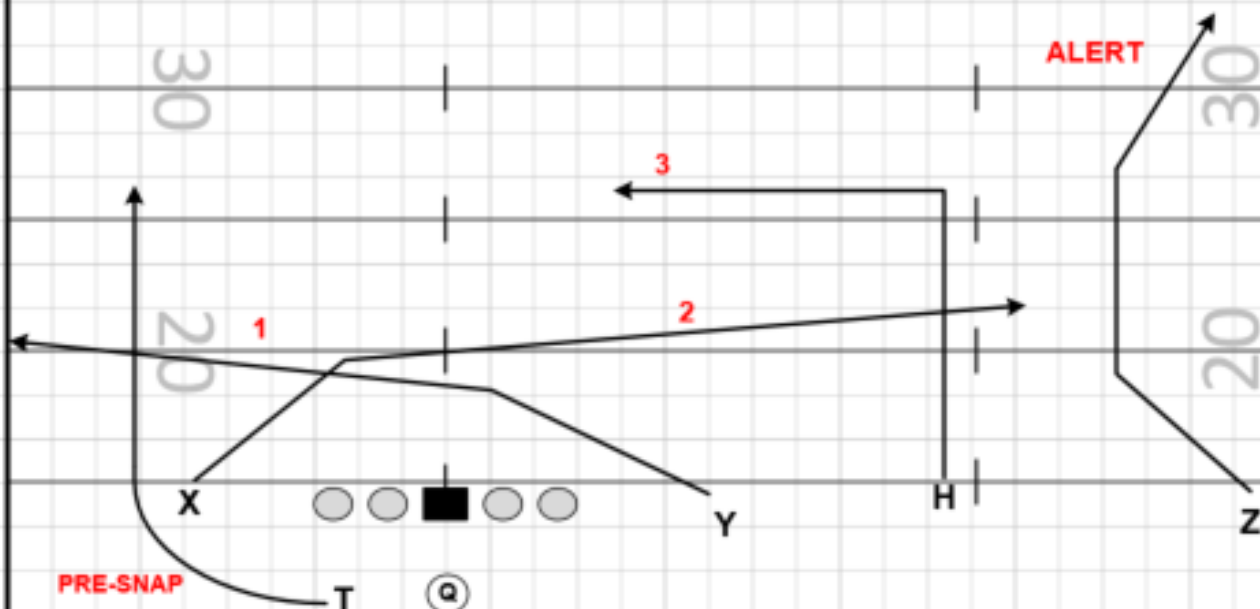
PLAYER	ROUTE	ASSIGNMENTS
Z	10-12 YD POST	VERTICAL RELEASE – LOCK POST
H	10 YD SPEED DIG	LOSE 2 YDS ON RELEASE – SPEED DIG
Y	GRAB	5 YD HITCH – PULL OUT WHEN QB MEETS EYES
X	EXXON SNAG	2 MAN SNAG ROUTE
T	HOT SWING	3 HARD STEPS – GIVE EYES TO QB

PRESSURE PLAN: **REDIRECT PROTECTION TO SAFETIES TILT**

5/6 MAN PRESSURE – THROW HOT/TROUBLE THROW

NOTES: **COV 2: SNAG MID POINT COR & WILL / PRESS MAN: BULLETS CHECK**

TRIO RT (50) MERCEDES



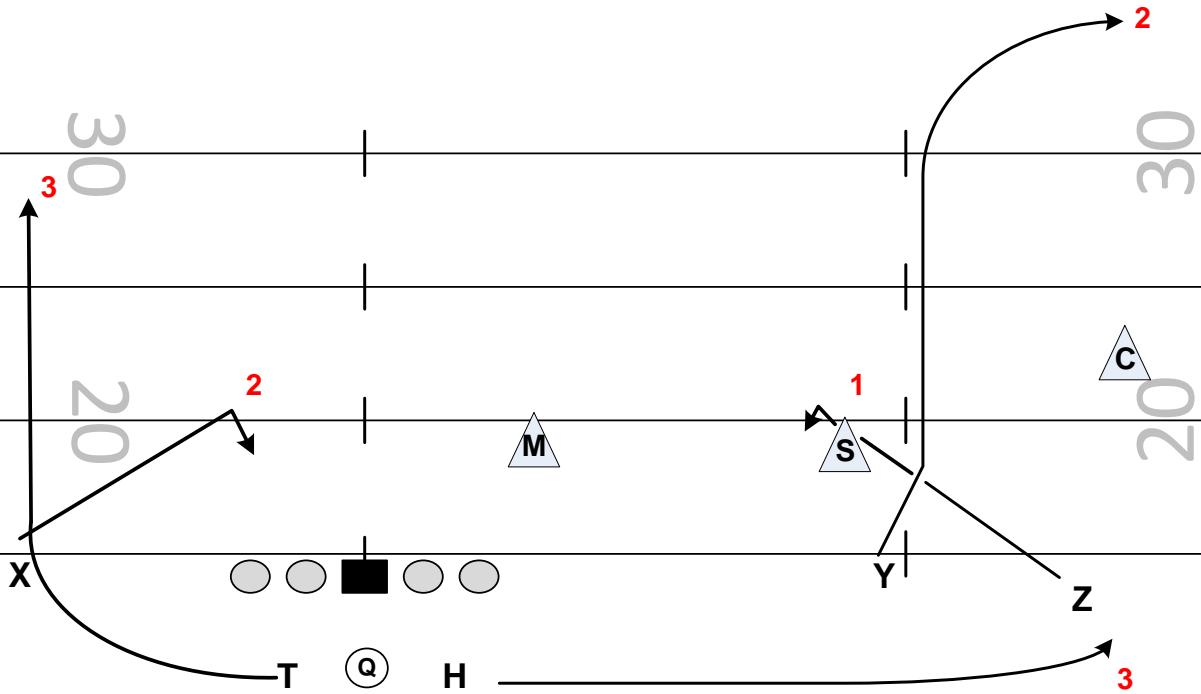
FAMILY: **HORIZONTAL** CONCEPT: **MERCEDES** NARROW: **WILL**
 FORMATIONS: **TRIO** PROTECTION: **50 - 51**
 PROGRESSION: **PRE-SNAP T / Y / X / H** ALERT: **Z CIRCUS / T**

PLAYER	ROUTE	ASSIGNMENTS
Z	CIRCUS ROUTE	INSIDE RELEASE TO 10-12 YDS HIGH ANGLE CORNER
X	SHALLOW CROSSER	SLAP HANDS OFF THE "MESHER"
T	BULLET	REPLACE THE STEM OF THE "X". COVERAGE CAPPED=BACK SHOULDER. IF EVEN=LEAVING.
Y	SHALLOW CROSSER	SET THE MESH AT 6 YDS
H	BASIC ROUTE	10 - 12 YD DIG - FIND GRASS. ASSUME 1 ST WINDOW CLOSED

PRESSURE PLAN: **REDIRECT PROTECTION W/ SAFETIES TILT**

NOTES:

GREEN FREE (50) CHEVRON EXXON



FAMILY: **GAS STATION** CONCEPT: **3 MAN SNAG** NARROW **SAM**

FORMATIONS: **GREEN** PROTECTION: **50 - 51**

PROGRESSION: **PURE - Z/Y/T Z/X/H** ALERT: **MAN - F2**

PLAYER	ROUTE	ASSIGNMENTS
Z	SNAG	3 MAN SNAG
Y	CORNER	CHEVRON CORNER - GAIN 2 ON RELEASE SPEED OUT AT 15 YDS
T	RAIL ROUTE	3 HARD STEPS - VERTICAL UP NUMBERS
X	SNAG	3 MAN SNAG
H	HOT SWING	5 HARD STEPS - GIVE EYES TO QB

PRESSURE PLAN: **REDIRECT PROTECTION TO SAFETIES TILT**

5/6 MAN PRESSURE - THROW HOT/TROUBLE THROW

NOTES: **COV 1 - F2 TO B1 (CONTROL MIKE WITH EYES)**

BE AWARE OF POSSIBLE BACKSIDE TAGS



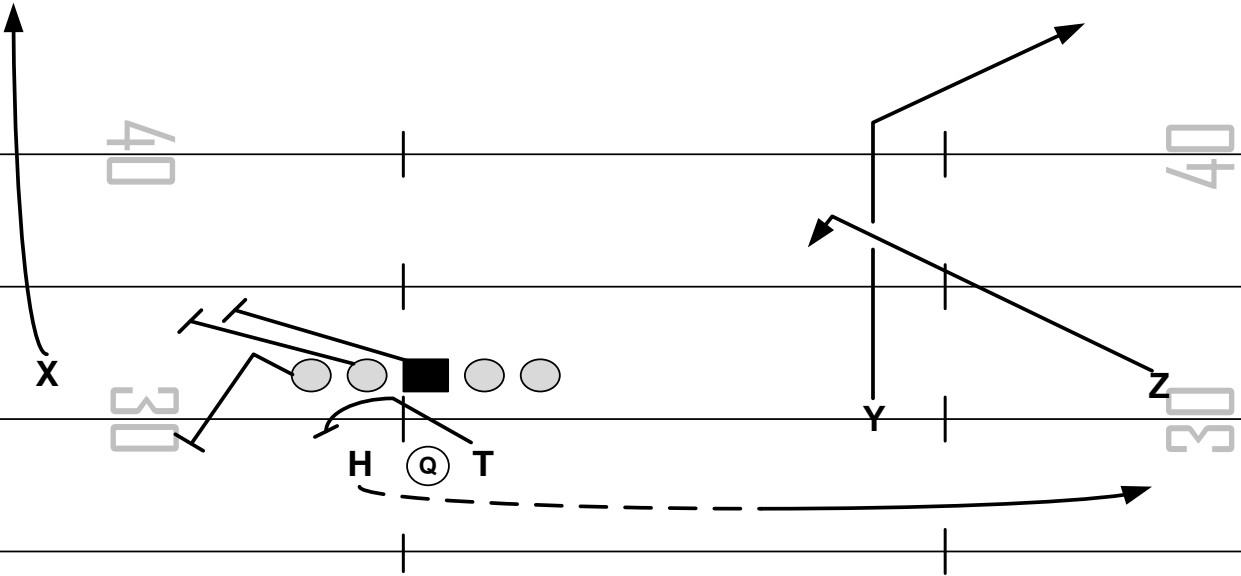
ASCENDER

FOOTBALL



SCREENS

FUEL



FAMILY: _____ CONCEPT: _____ NARROW: _____

FORMATIONS: _____ RUN PLAY _____

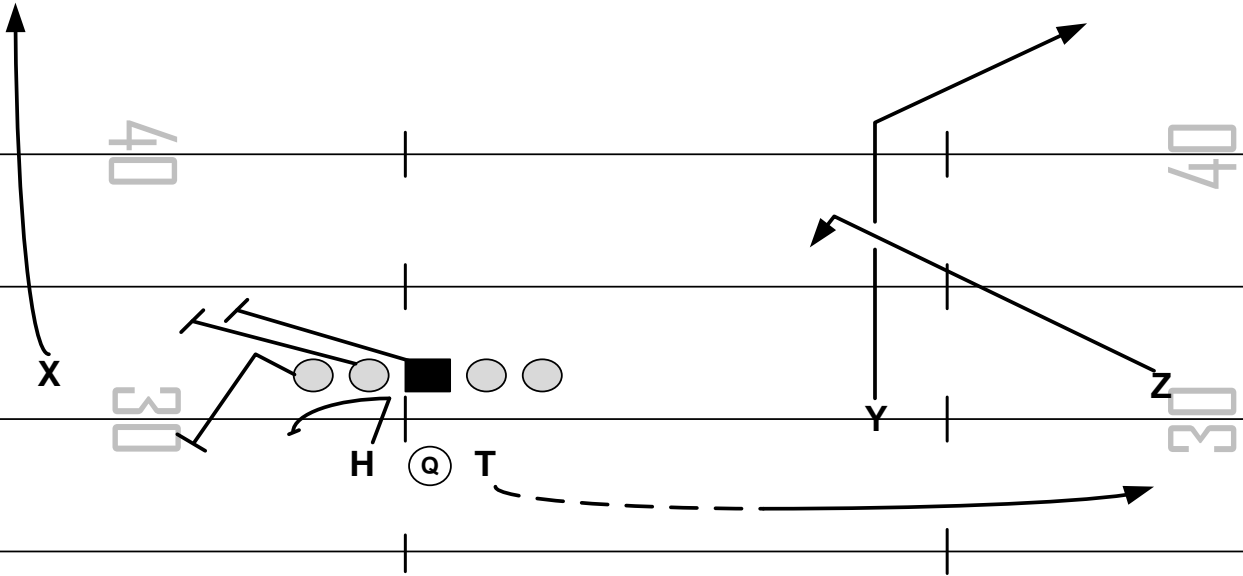
PROGRESSION: _____ ALERT: _____

PLAYER	ROUTE	ASSIGNMENTS
Z	SNAG	
Y	CORNER	
H	PLANE KEY 3	
X	RUN OFF	
T	LINDA	

PRESSURE PLAN: _____

NOTES: _____

FLEET RT CHOP CHEVRON LINDA



FAMILY:

CONCEPT:

NARROW:

FORMATIONS:

RUN PLAY

PROGRESSION:

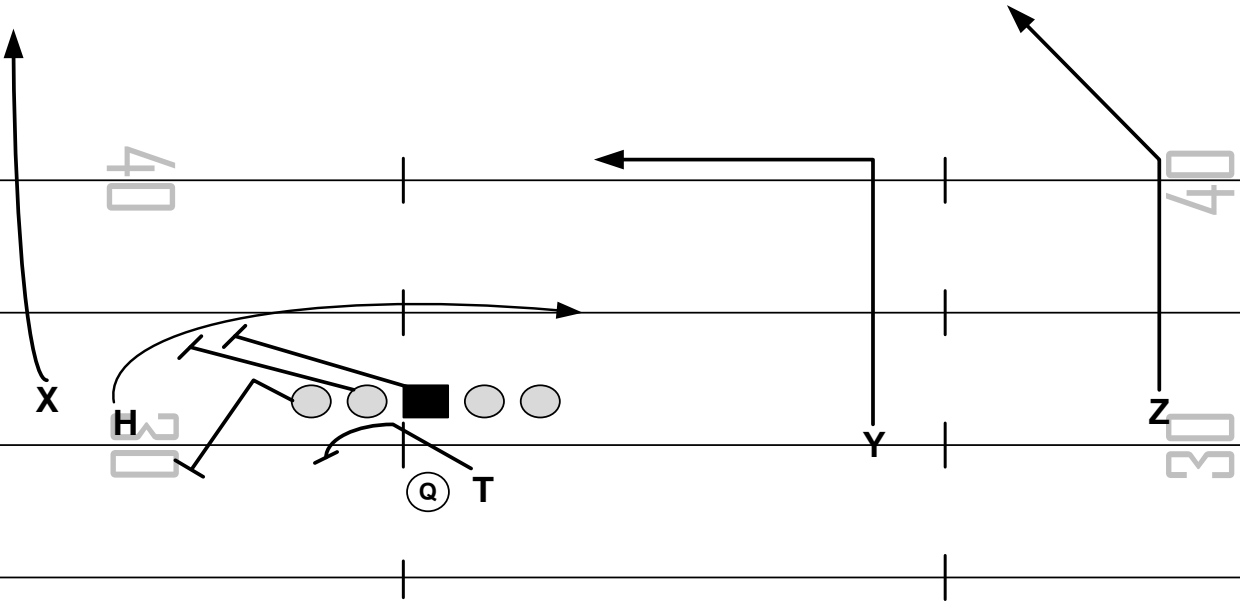
ALERT:

PLAYER	ROUTE	ASSIGNMENTS
Z	SNAG	
Y	CORNER	
H	LINDA	
X	RUN OFF	
T	CHOP MOTION	

PRESSURE PLAN:

NOTES:

DART BENZ LINDA



FAMILY: _____ CONCEPT: _____ NARROW: _____

FORMATIONS: **DART** _____ RUN PLAY _____

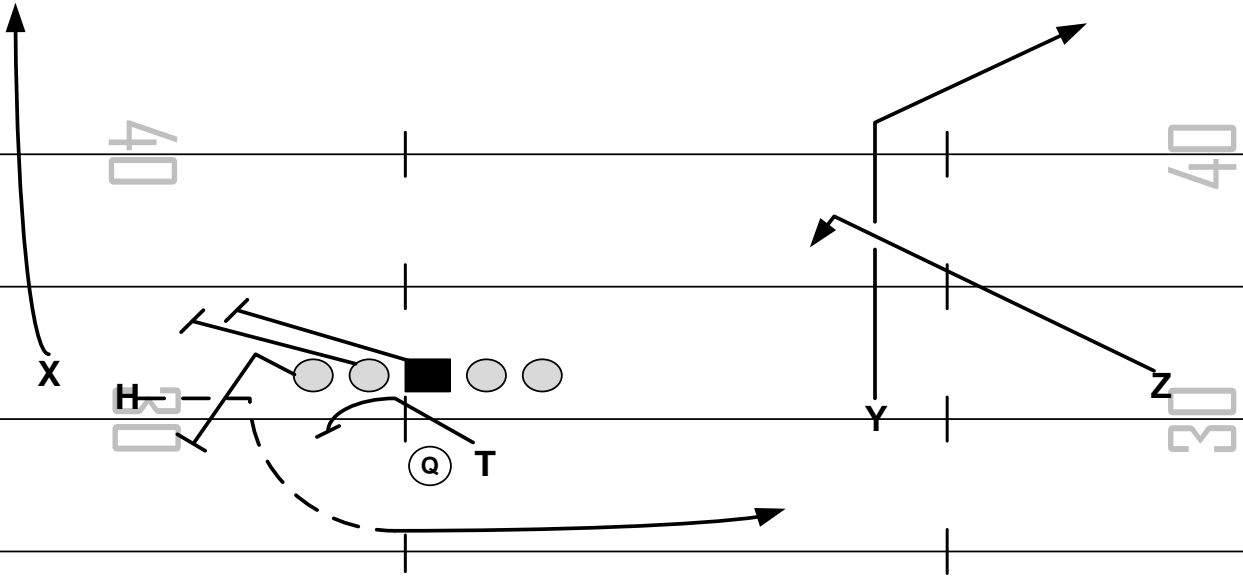
PROGRESSION: _____ ALERT: _____

PLAYER	ROUTE	ASSIGNMENTS
Z	POST	
Y	DIG	
H	BENZ	
X	RUN OFF	
T	LINDA	

PRESSURE PLAN: _____

NOTES: _____

DART PLANE CHEVRON LINDA



FAMILY:

CONCEPT:

NARROW:

FORMATIONS:

DART

RUN PLAY

PROGRESSION:

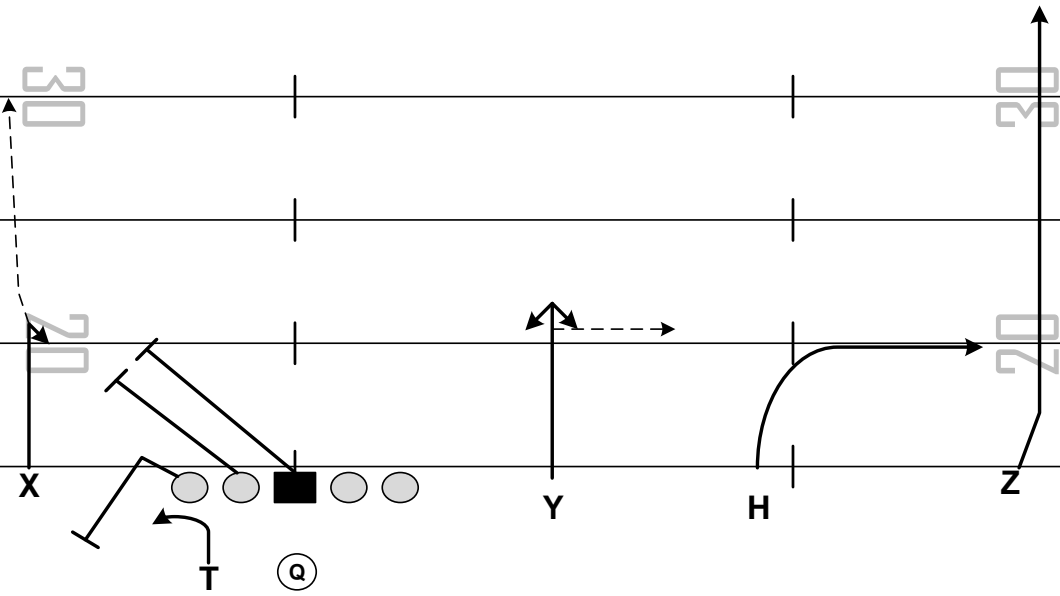
ALERT:

PLAYER	ROUTE	ASSIGNMENTS
Z	SNAG	
Y	CORNER	
H	PLANE KEY 3	
X	RUN OFF	
T	LINDA	

PRESSURE PLAN:

NOTES:

TRIPS RT STICK LINDA



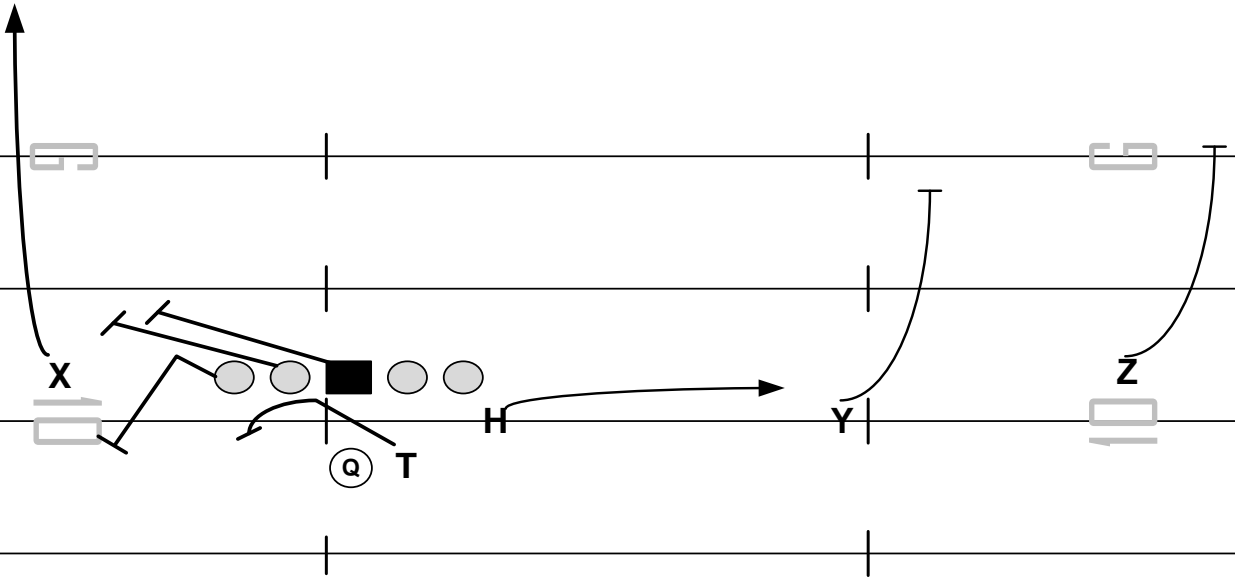
FAMILY: **SCREEN** CONCEPT: **STICK** NARROW: **MIKE**
 FORMATIONS: **TRIPS/TRIO/FLEET** PROTECTION: **LINDA**
 PROGRESSION: **MIKE READ** ALERT: **GIFT**

PLAYER	ROUTE	ASSIGNMENTS
F1	GO ROUTE	MOR - FADE
F2	SPEED OUT	2 STEPS – WORK TO 5 YDS – IF YOU GET TO #’S THROTTLE DOWN (ALERT – TRAP CORNER)
F3	STICK ROUTE	THROUGH 6 YDS – LULL AWAY FROM PRESSURE / NO PRESSURE - STICK
T	HB SCREEN	ATTACK MIDPOINT BETWEEN “T” AND “B” GAP. RELEASE AND FIND QB EYES
B1	GIFT	5 YD HITCH – CONVERT TO FADE IF PRESS MAN

PRESSURE PLAN: **REDIRECT WITH SAFETIES TILT**

NOTES: **SCREEN TO THE RIGHT = “ROSE”**
BE AWARE FOR FRONT SIDE TAGS: CHEVRON/LINDA – BENZ/LINDA

TRIO FUNGO LINDA



FAMILY: _____ CONCEPT: **REVERSE** NARROW: _____

FORMATIONS: **TRIPS / TRIO / FLEET** RUN PLAY **TEXAS**

PROGRESSION: _____ ALERT: _____

PLAYER	ROUTE	ASSIGNMENTS
Z	BLOCK	
Y	BLOCK	
H	FUNGO	
X	RUN OFF	
T	LINDA	

PRESSURE PLAN: _____

NOTES: _____



ASCENDER

FOOTBALL



KEYS TO VICTORY



ASCENDER

FOOTBALL



- 1) THE BALL**
- 2) NO UNFORCED ERRORS**
- 3) PLAY THE NEXT PLAY**
- 4) COMMUNICATION**
- 5) PLAY HARD AND AGGRESSIVE**
- 6) IMG FOOTBALL GAME**
- 7) EXPLOSIVE PLAYS**
- 8) ESTABLISH RHYTHM**
- 9) WIN THE SITUATIONS**
- 10) DOMINATE 60 MINUTES**
- 11) RAVENWOOD WILL PLAY ITS BEST FOOTBALL**
- 12) DO YOUR PART, PLAY WITHIN YOUR SELF**