

ASCENDER

FOOTBALL



SCOUTING REPORT

"SEIZE THE OPPORUNITIES 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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FS



**Elliot
Washington**
#21
Sophomore

September 4th, 2020



SS



**Jake
Swartz**
#17 Senior

LC



#7 Senior

W



**Josh
Richardson**
#53 Senior

M



**Martin
Ramos**
#24 Junior

M



**Desavion
Cassaway**
#26 Junior

RC



**Charles
Brantley**
#5 Senior

DE



**Wes
Piggins**
#44 Senior

N

T

DE



**Charles
Bowens**
#95 Senior

**Red= Returning
Starter**



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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



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3RD DOWN



3RD DOWN
“CONVERT”
(40%)



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REDZONE

100%





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GAME PLAN



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FRONT

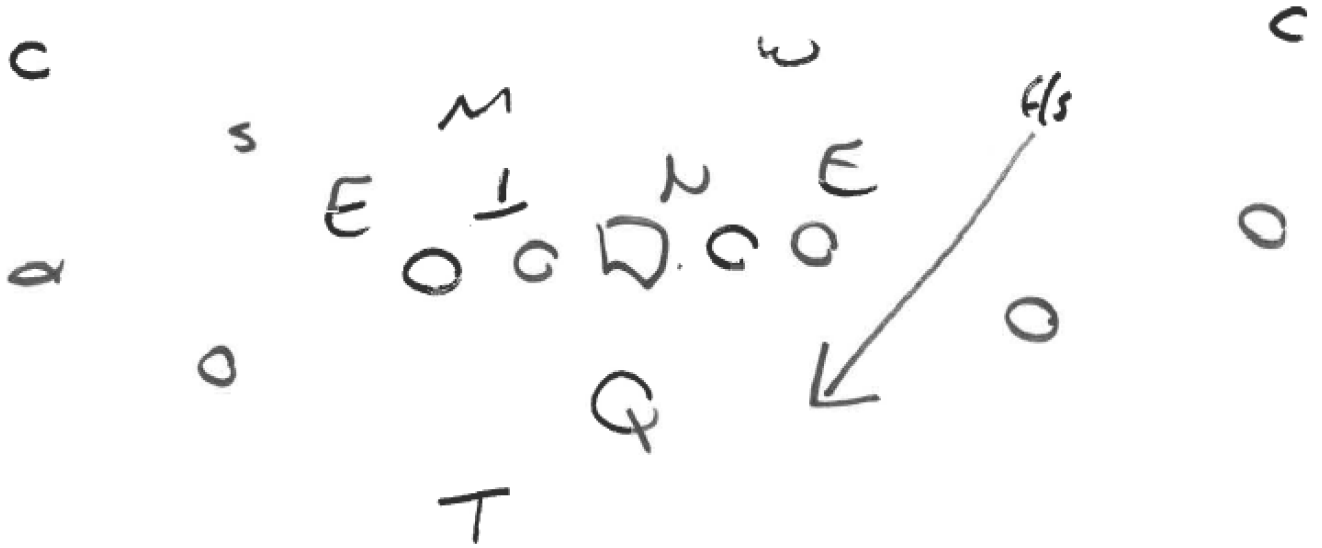
BLITZ

RUN GAME

PROTECTION

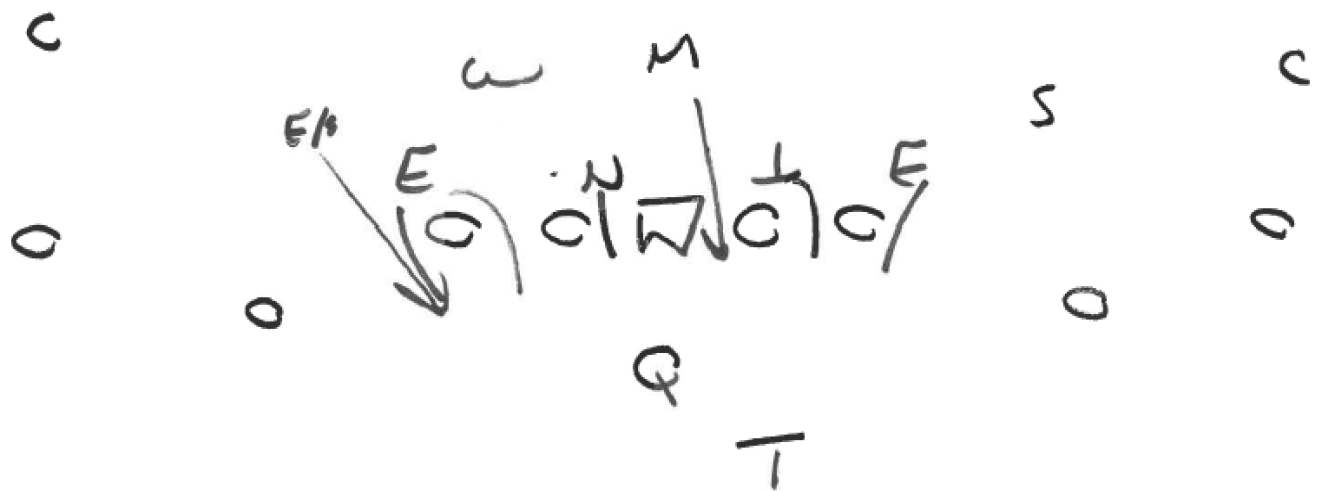
Doubles F-3
Blitz

s/s

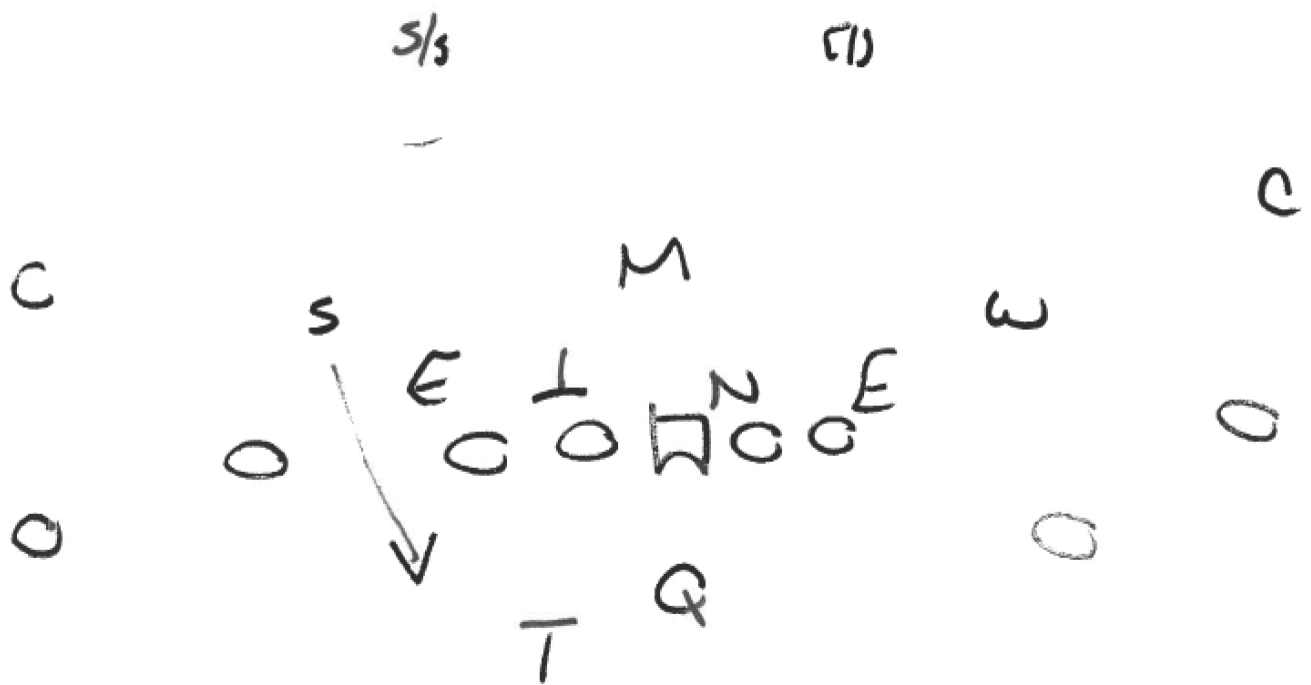


Doubles MA, FC
Blitz

s/s

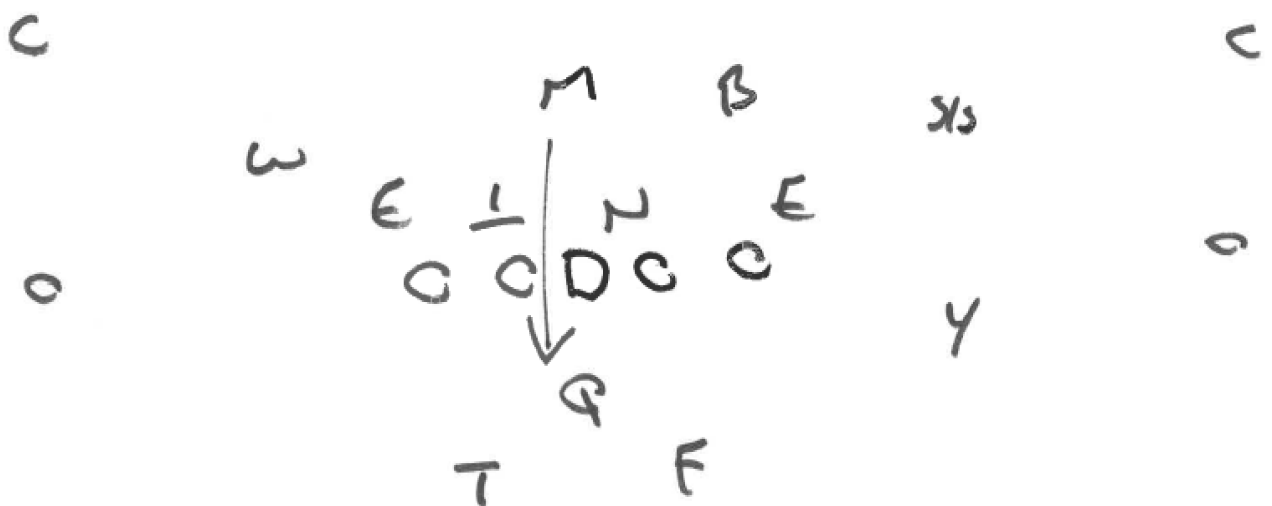


Doubles: Sam C
Blitz



Green Blitz MA

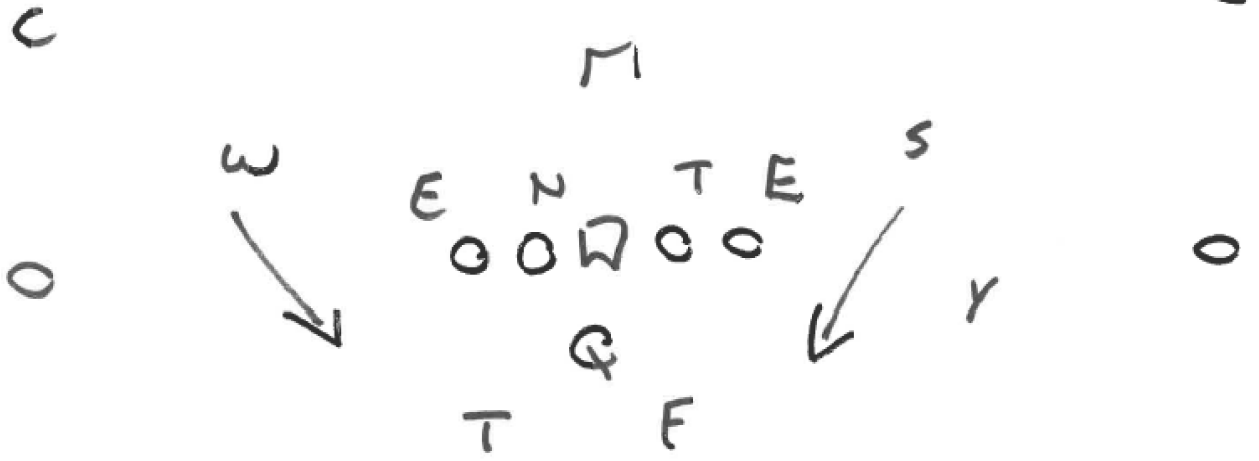
f/s



Green Blitz SWC

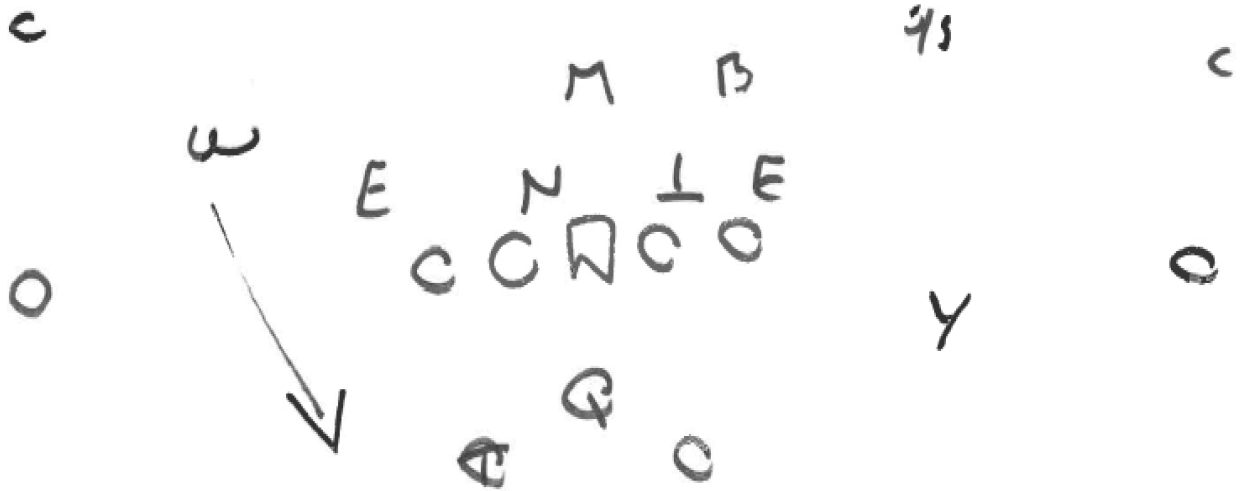
SLs

SLs



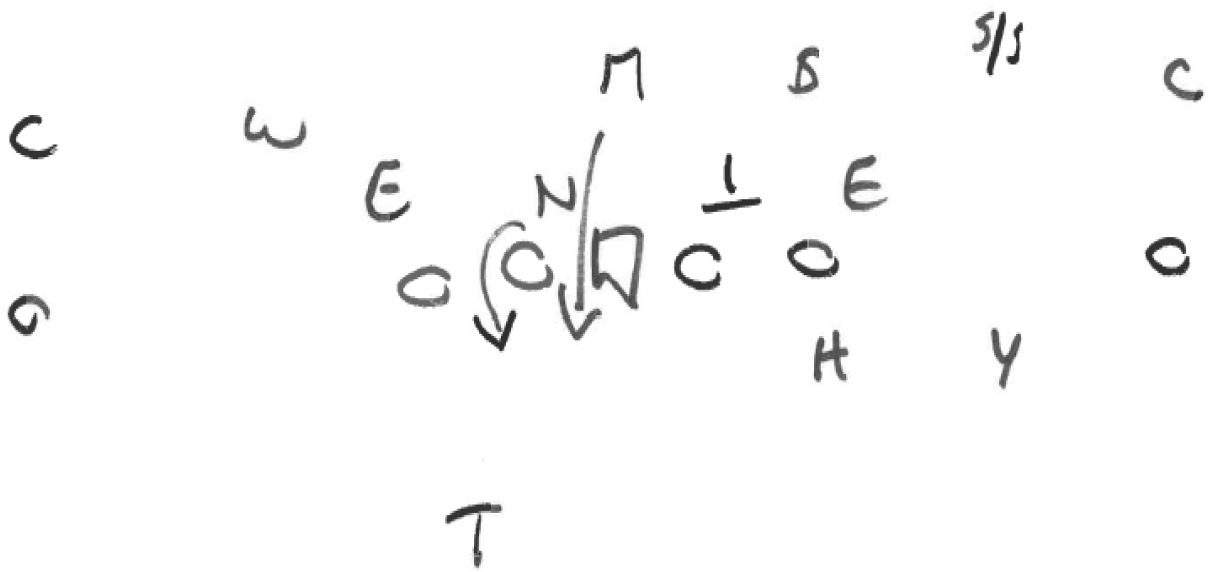
Green Blitz W-D

FLs



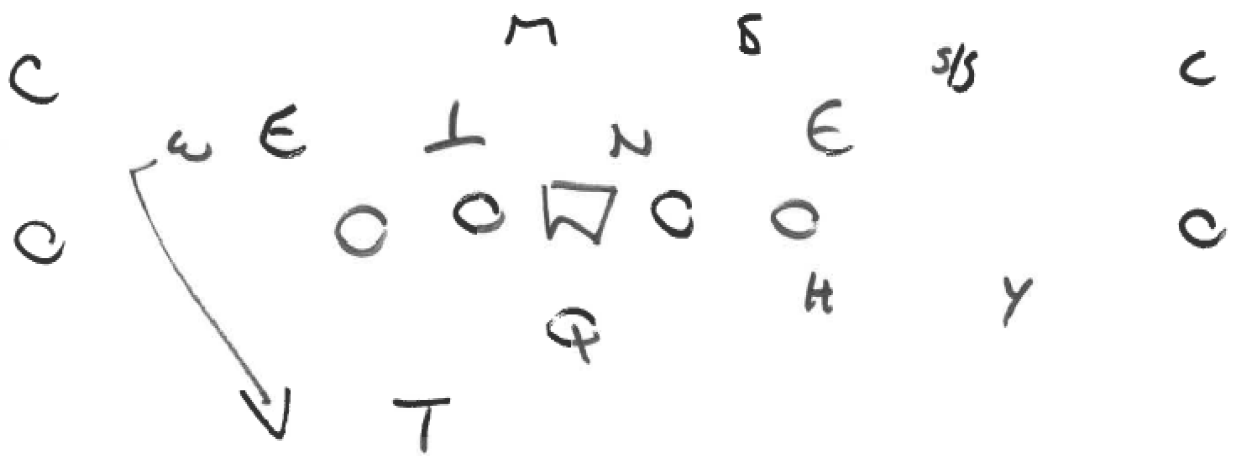
Fls

King Blitz M-A



Fls

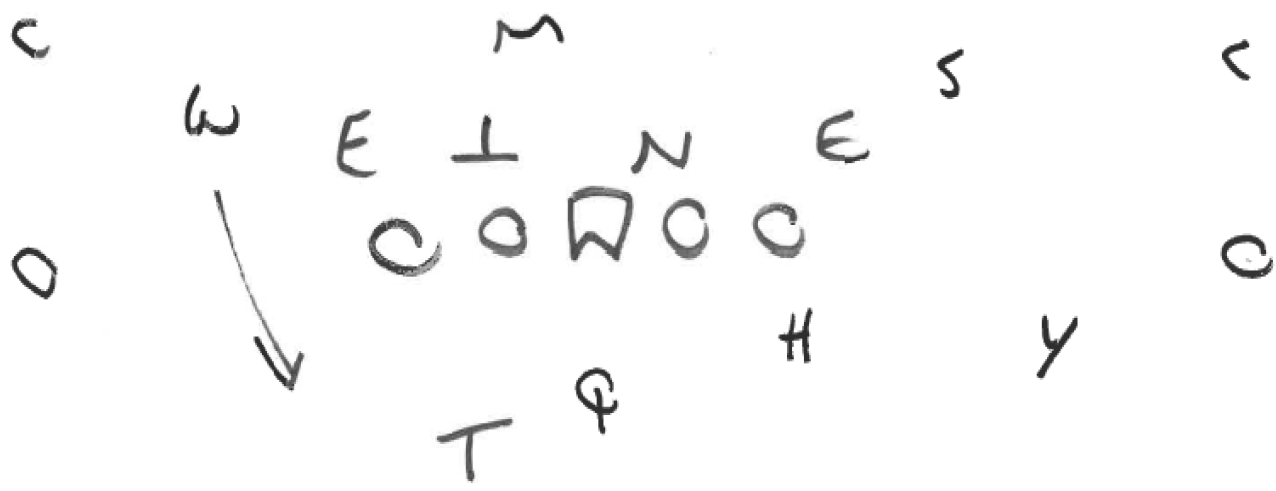
King Blitz W-D



King Blitz WC

F/s

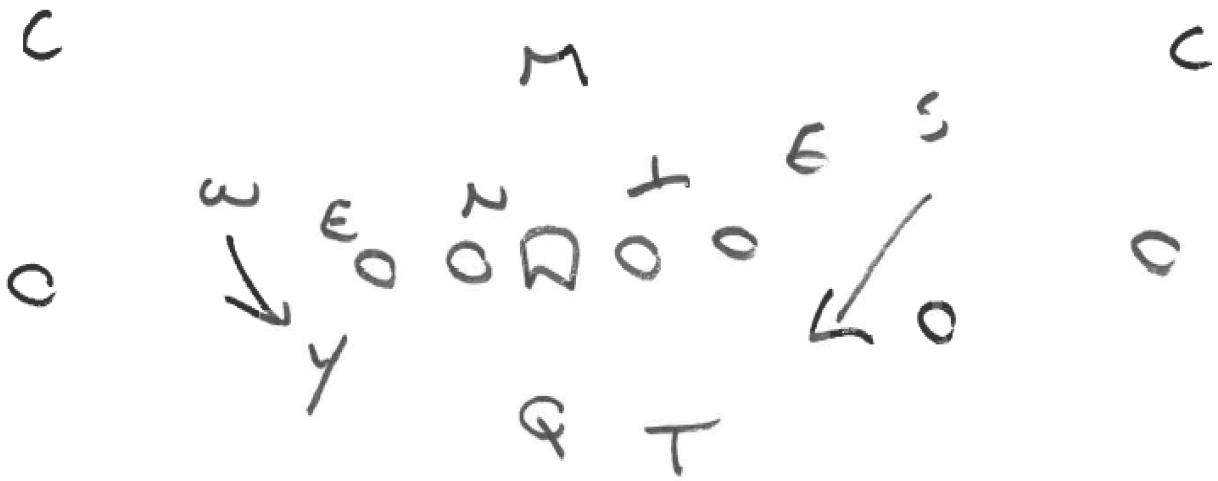
s/s



Queen Blitz: SW

F/s

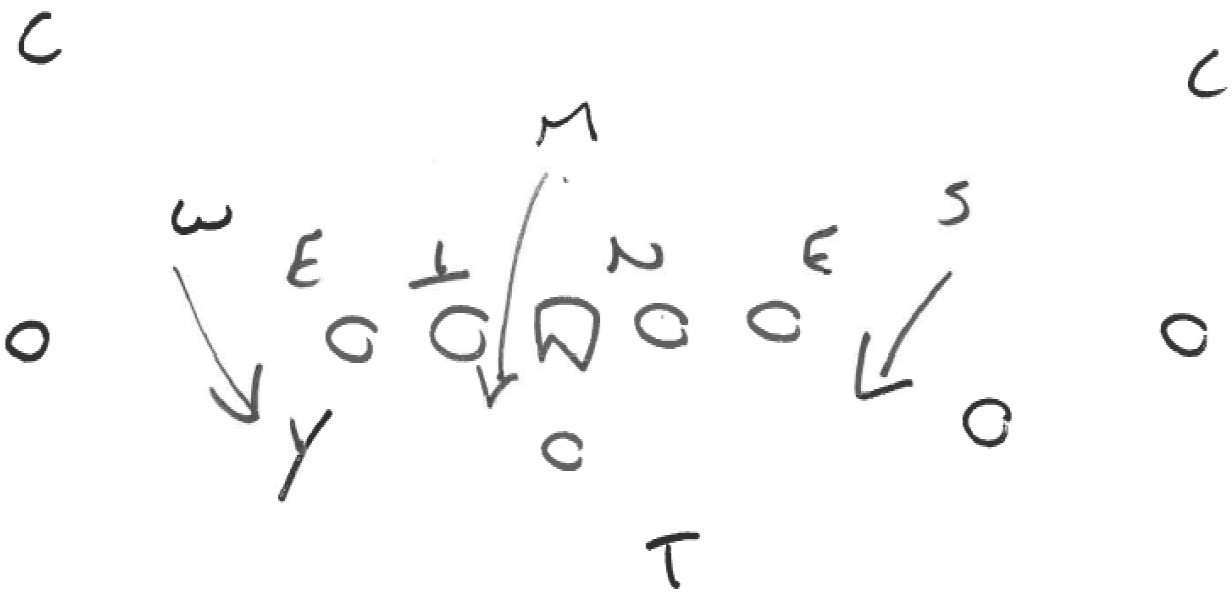
s/s



Queen Blitz: SMW

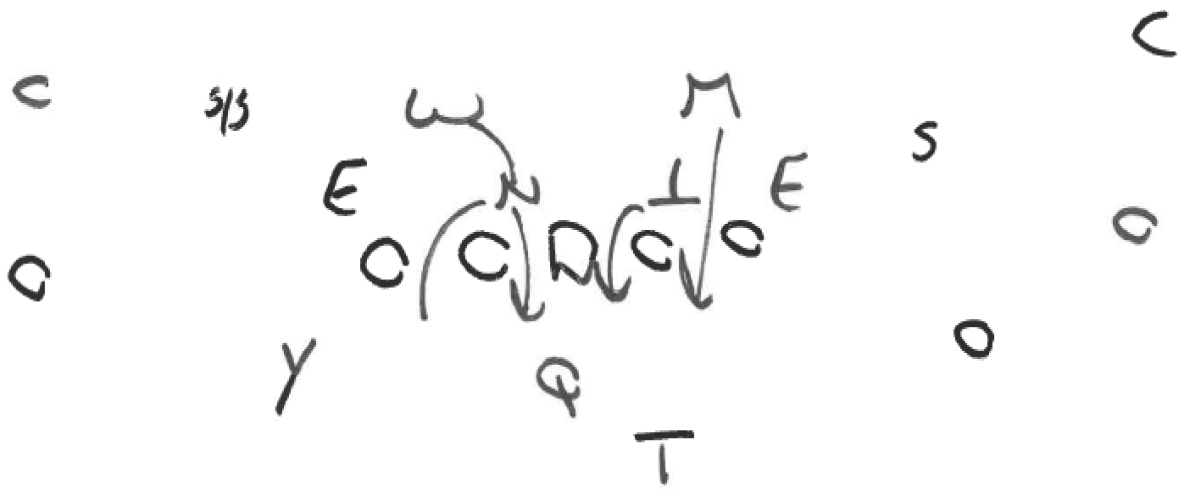
F/S

S/S



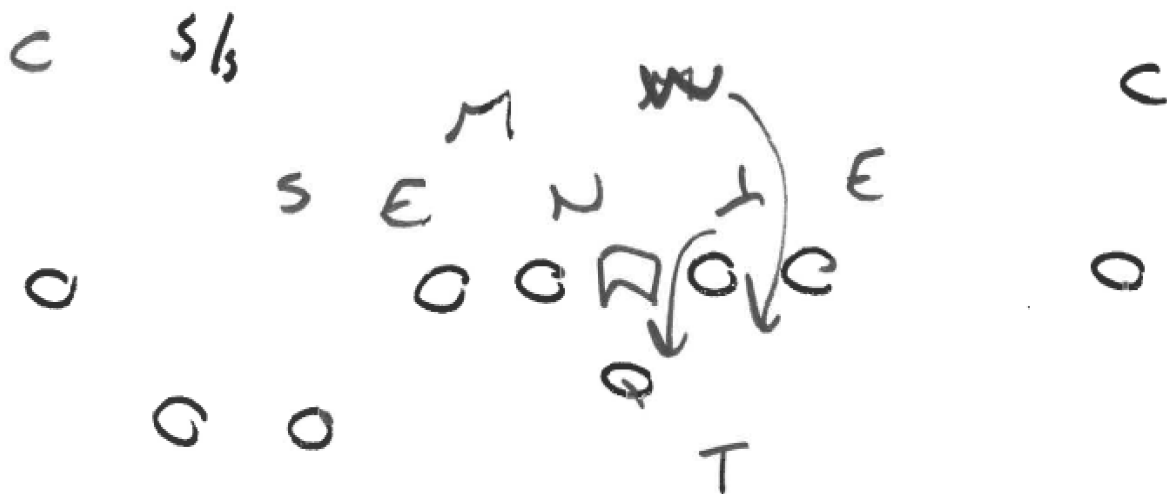
Queen Blitz: MBWA

F/S



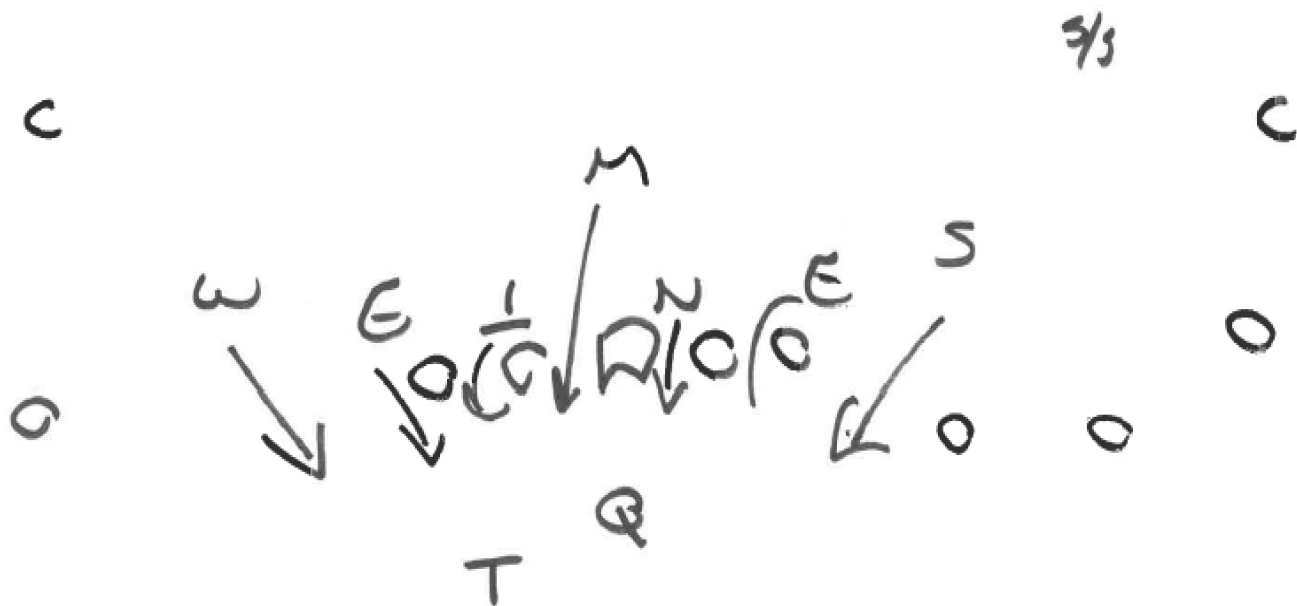
Trie Blitz: W-B

Fls



Trie Blitz: SWM

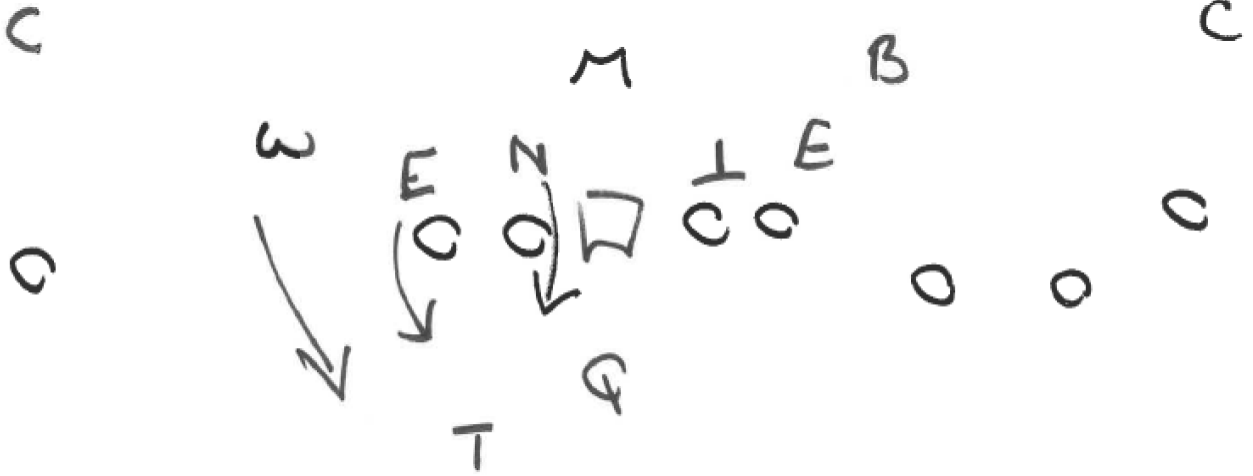
Fls



Trie Blitz W-D

F/s

1/3





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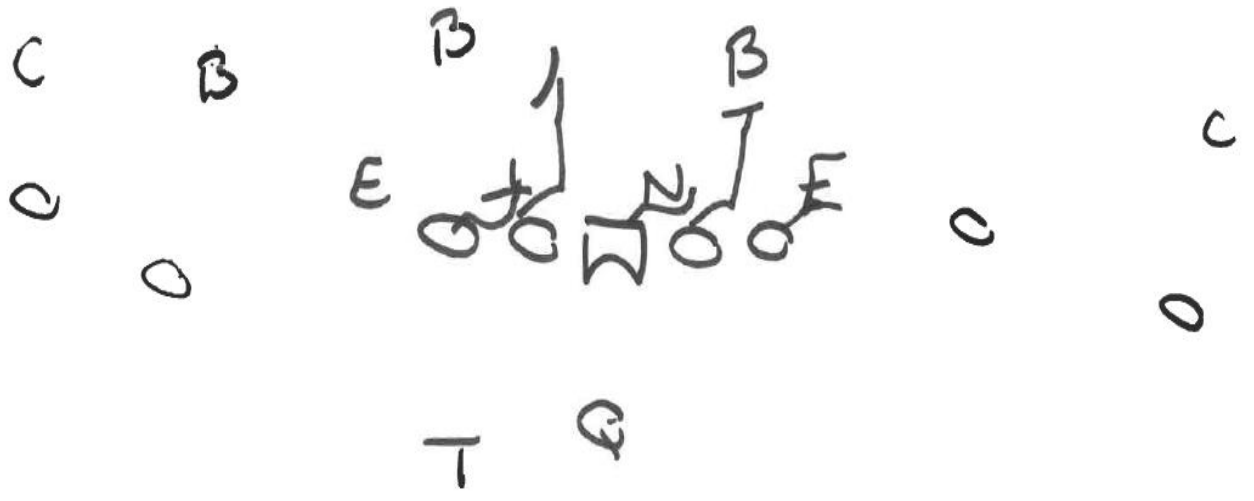


RUN GAME

Zorra: Double RT 12 Key 2 GfB

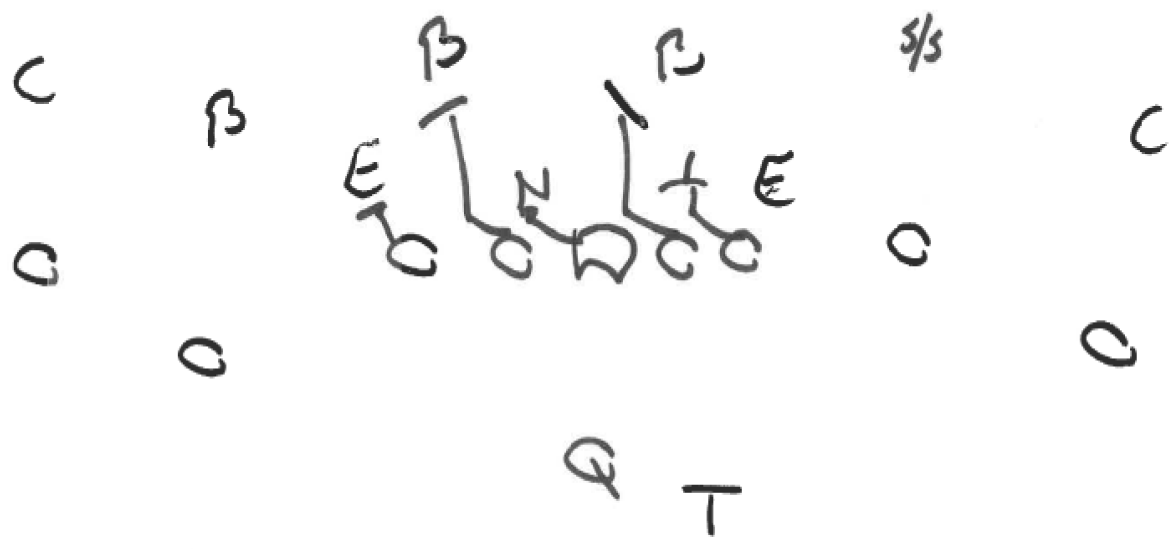
s/s

f/s

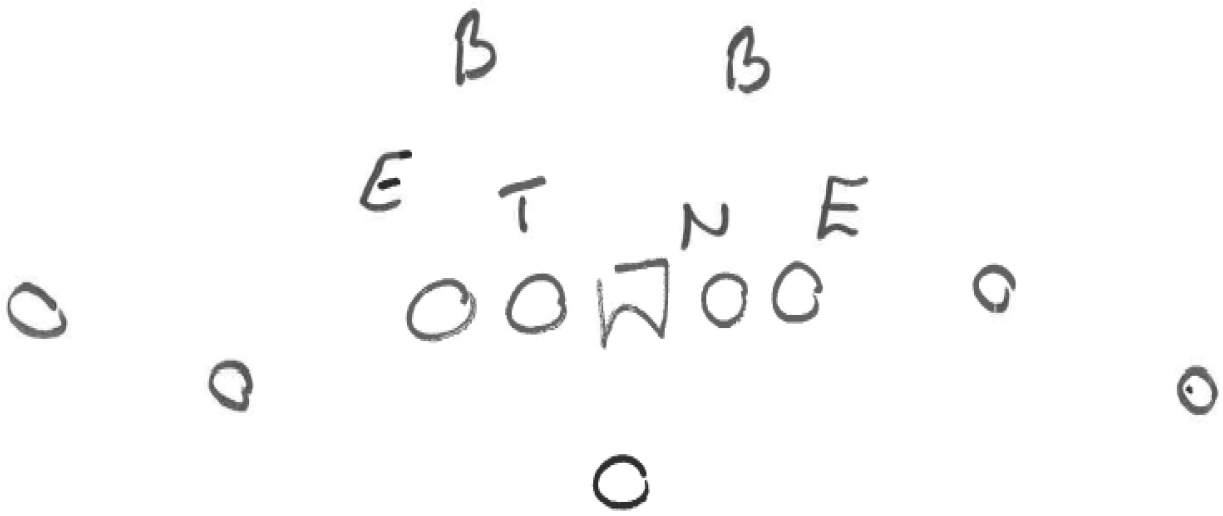


Double RT Ghost 13 Key 3 GfB

f/s

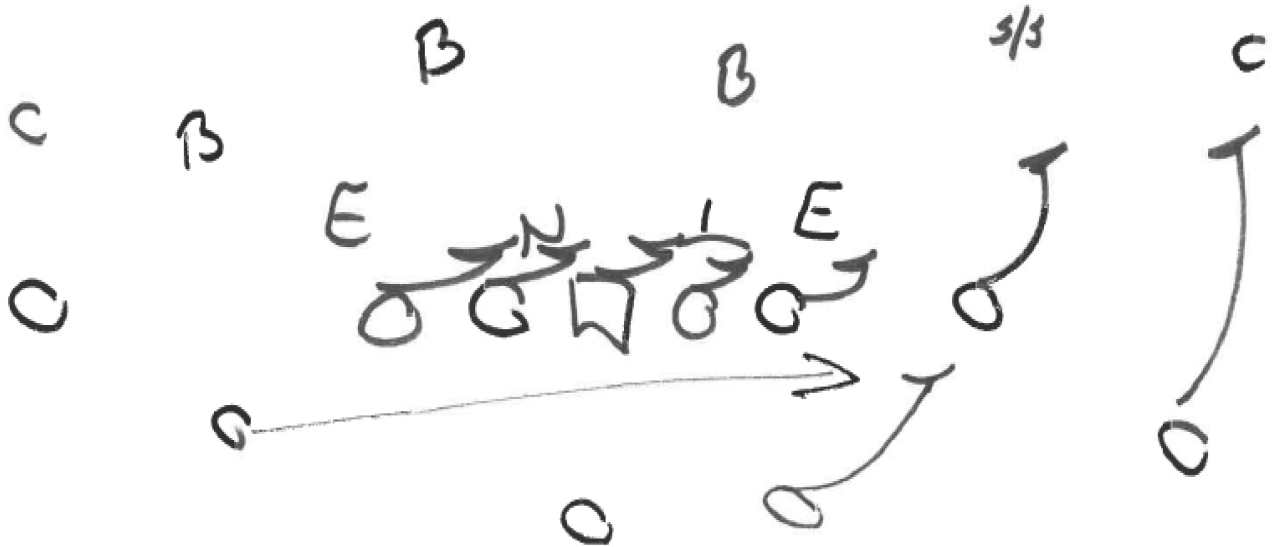


Double RT Ghost Cowboys
Cold Y Pop

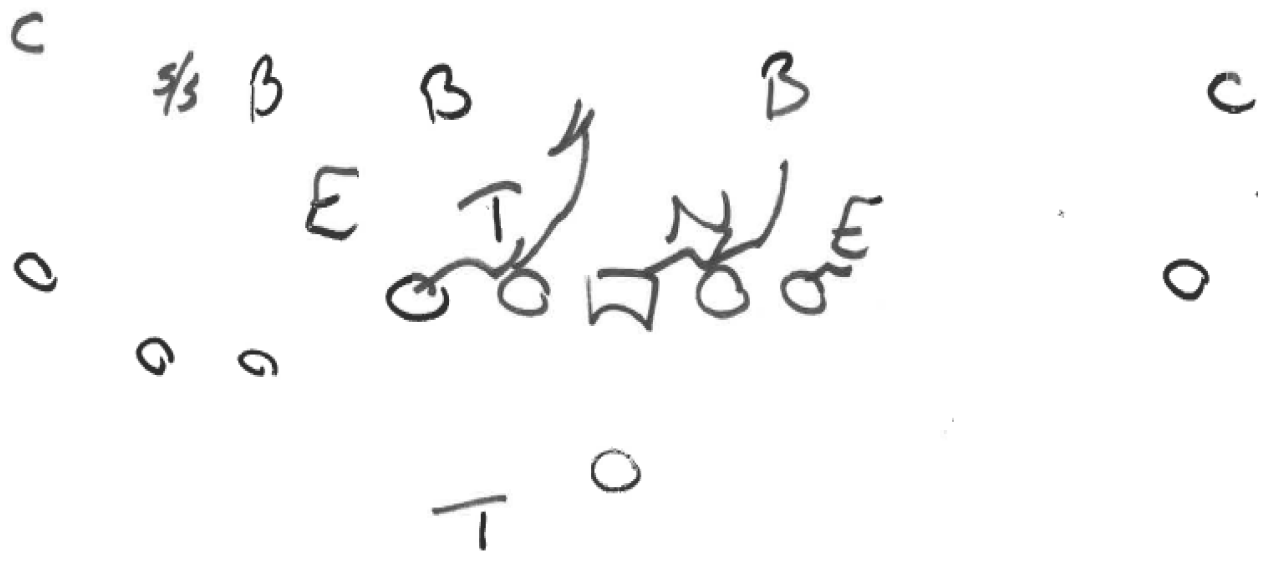


Double RT 38 JET

F/s

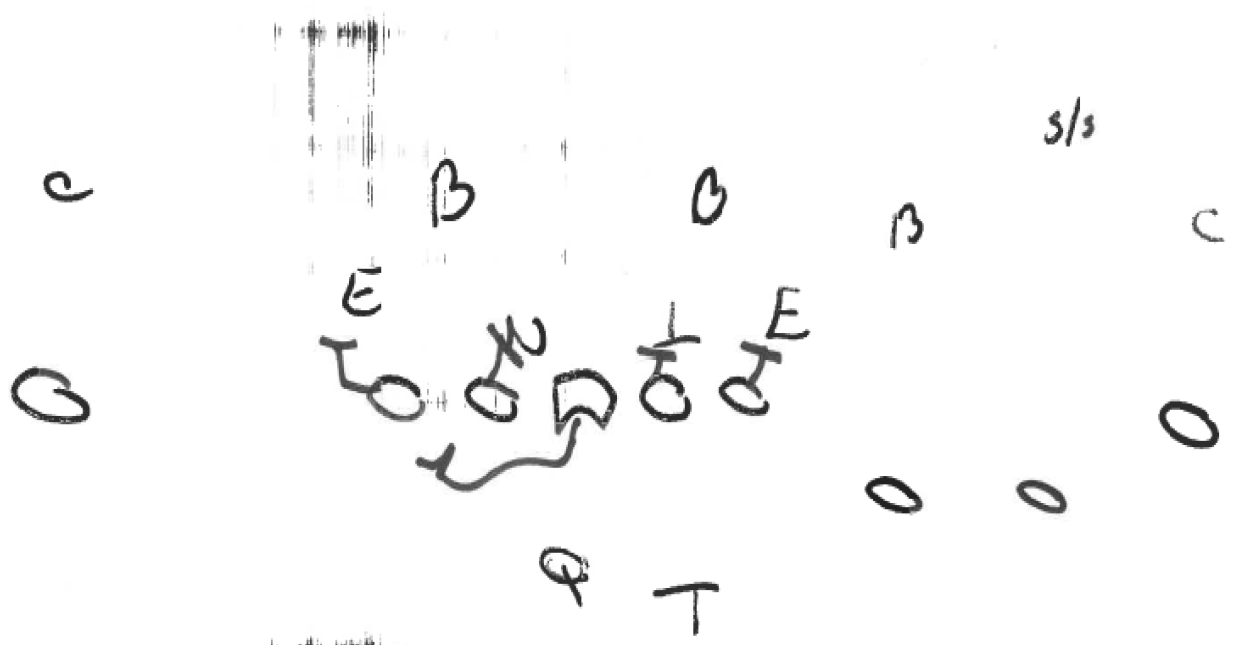


F/S



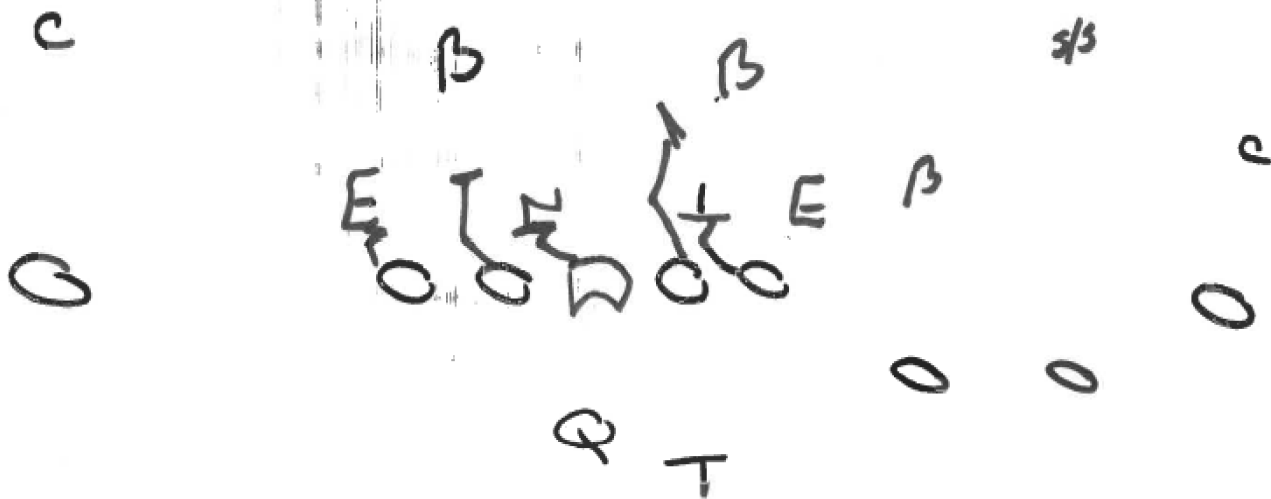
Trig RT
Cali Cold Storm

F/S



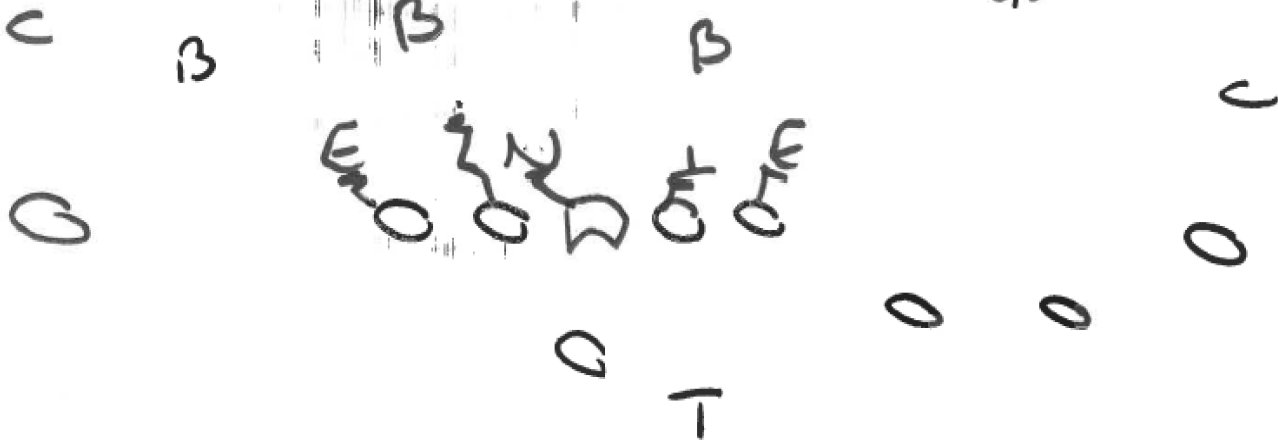
Trio RT
13 Key 1 Gift

F/S



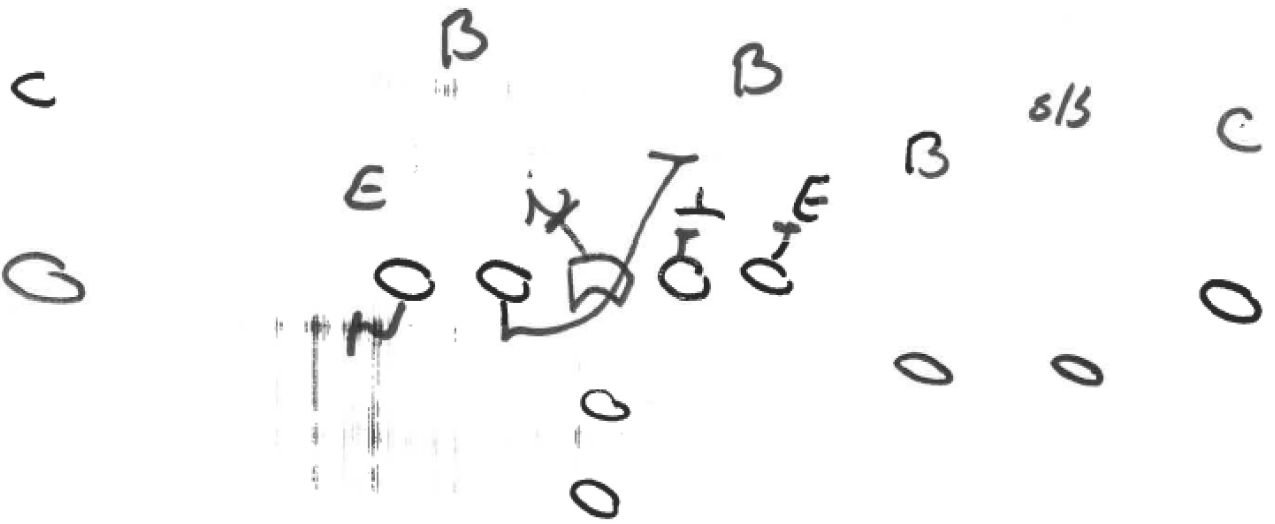
Trio RT
Bears Cold sick

F/S



Detroit: Trio RT 10 stock

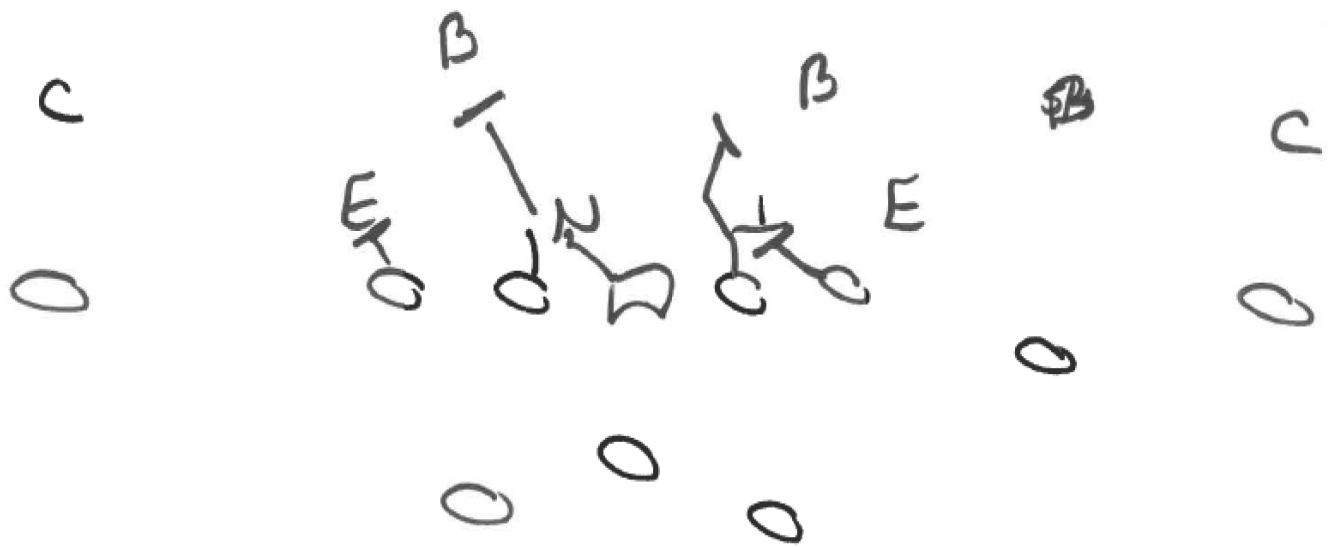
F/s



Green Blue
13 Key 3 Gift

F/s

s/s

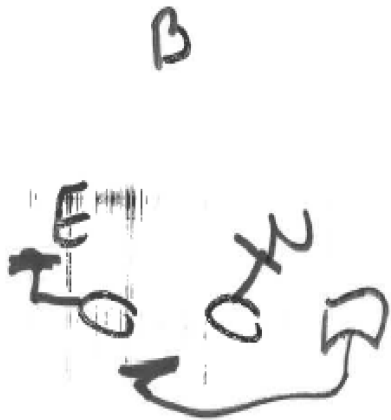


F/s

s/s

Green Blue
17 Key 36 ft

C
O



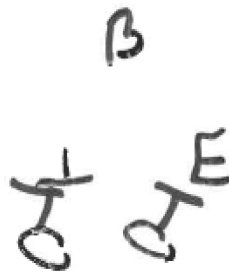
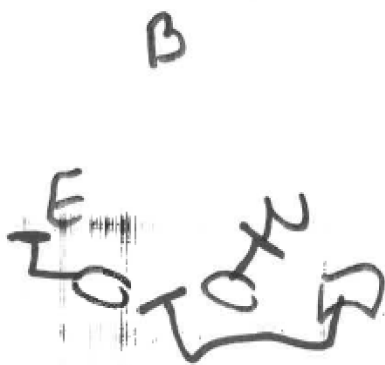
~~B~~ C
O

F/s

s/s

Green Blue
Cali Cold

C
O



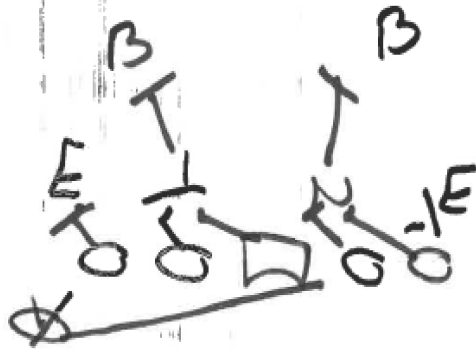
~~B~~ C
O

Queen^{RT} Jack 15

F/s

0 C

s/s



B C
0 0

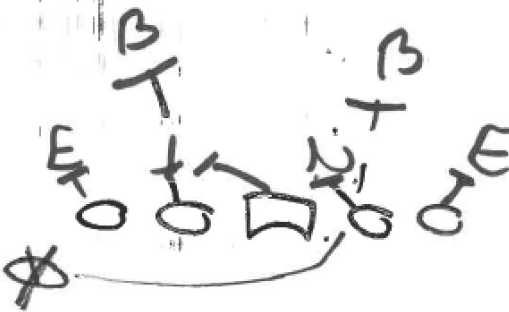
0 0

F/s

Queen Jack
Bears Cold

0 R

s/s



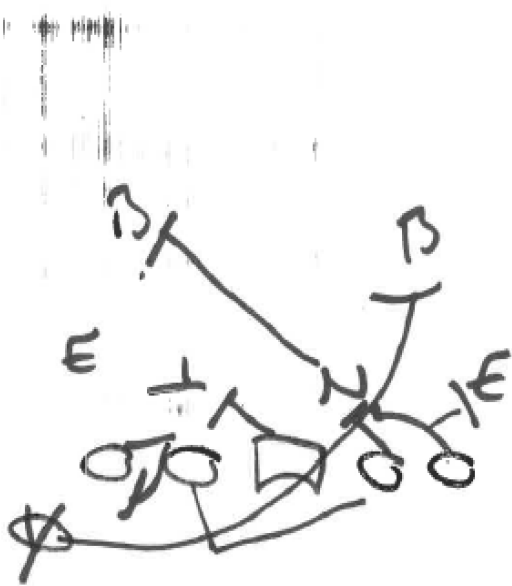
B C
0 0

0 0

Queen Jack
26 Counter

f/s

s/s



B

c

0

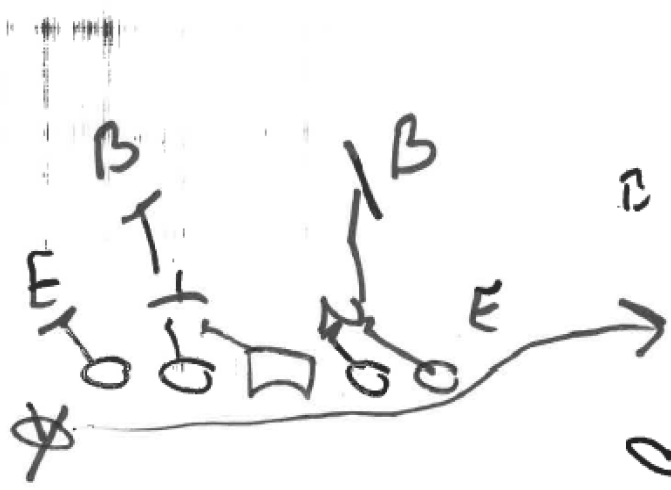
0

0
0

Queen Jack
13 Funge Gift

f/s

s/s



B

c

0

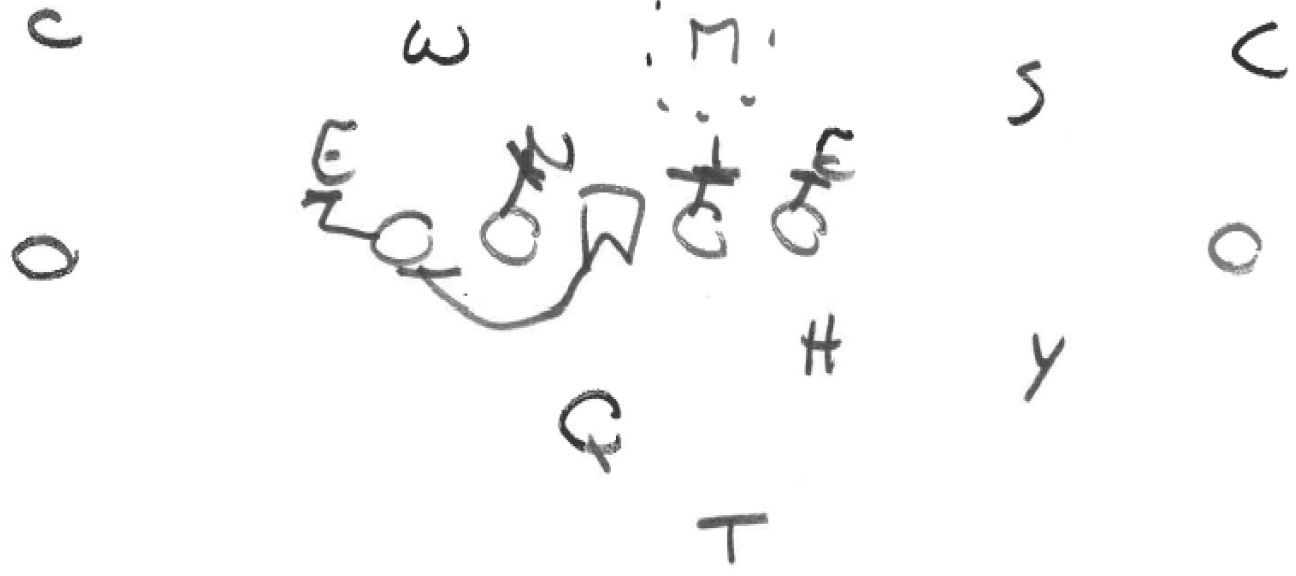
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King Rt Cali Cold

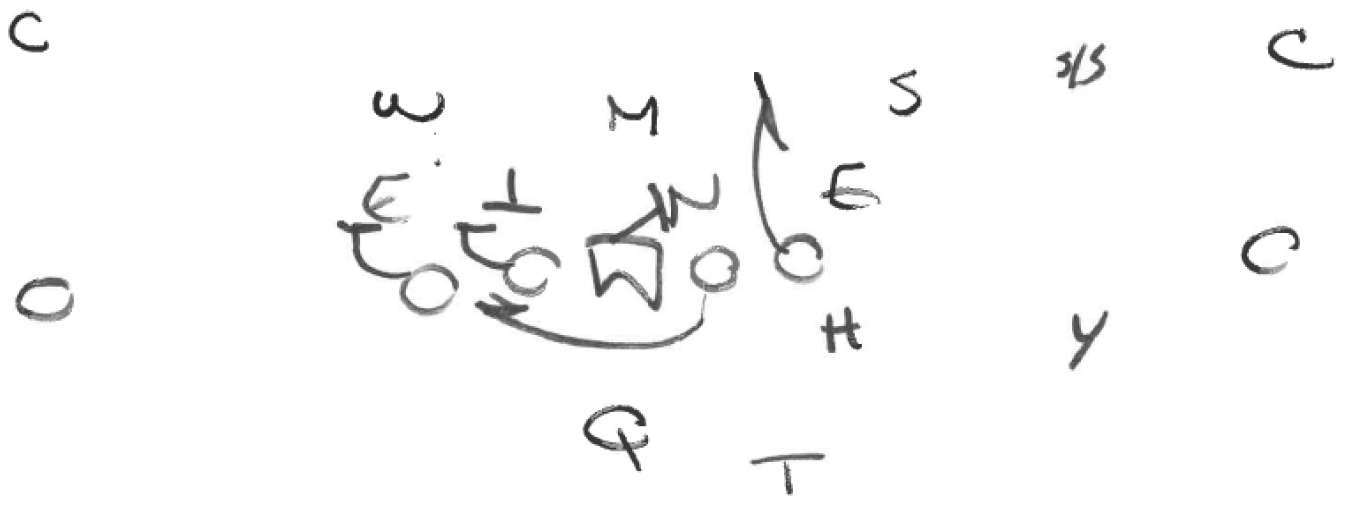
F/S

S/S



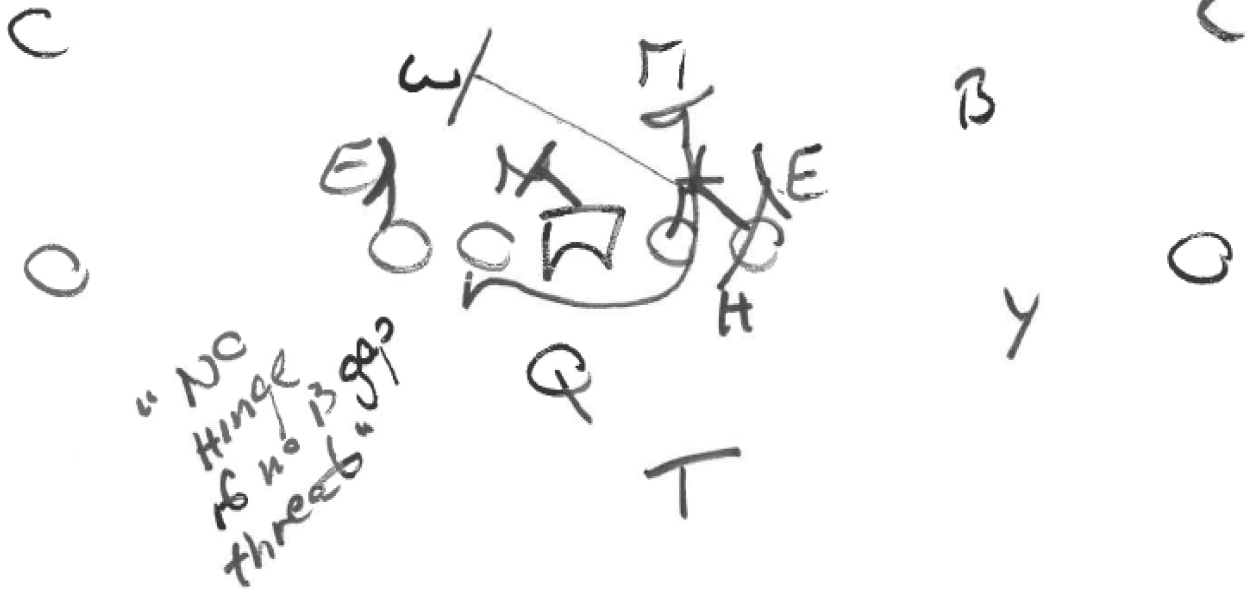
King RT 17

F/S



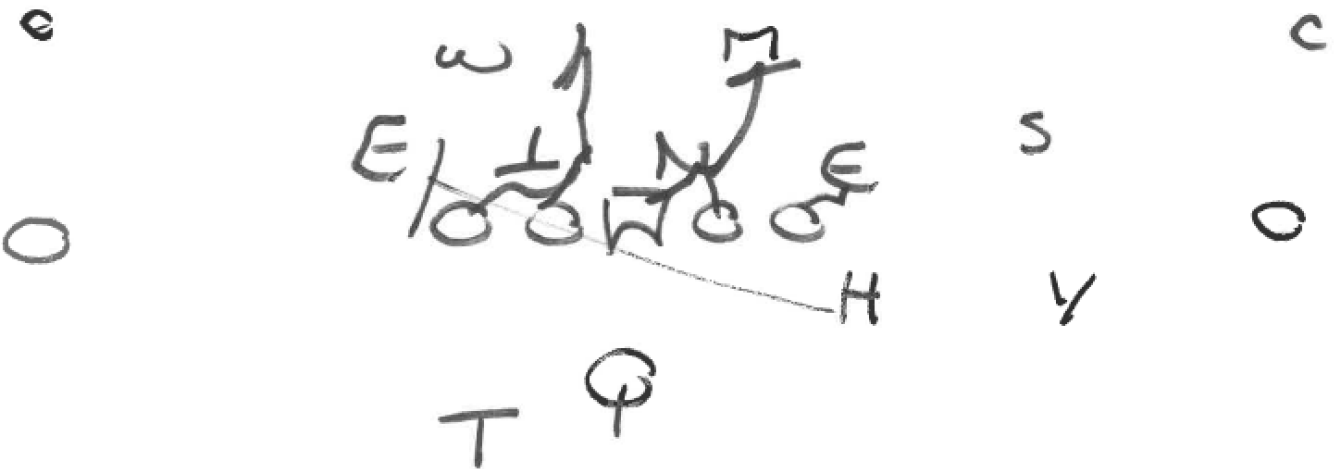
King RT 28 Power

E/s | s/s

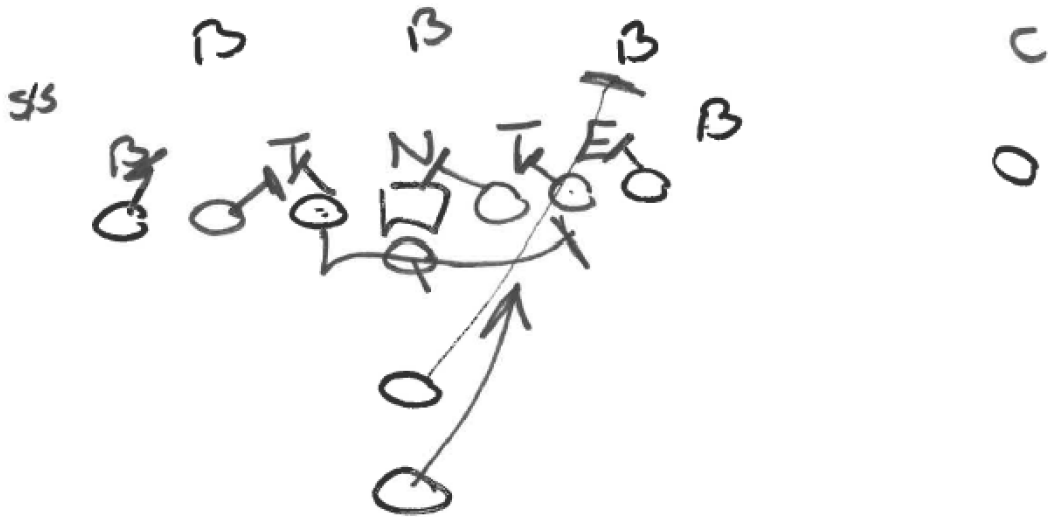


King RT 14

E/s | s/s



Hegamin HOT
Pitt



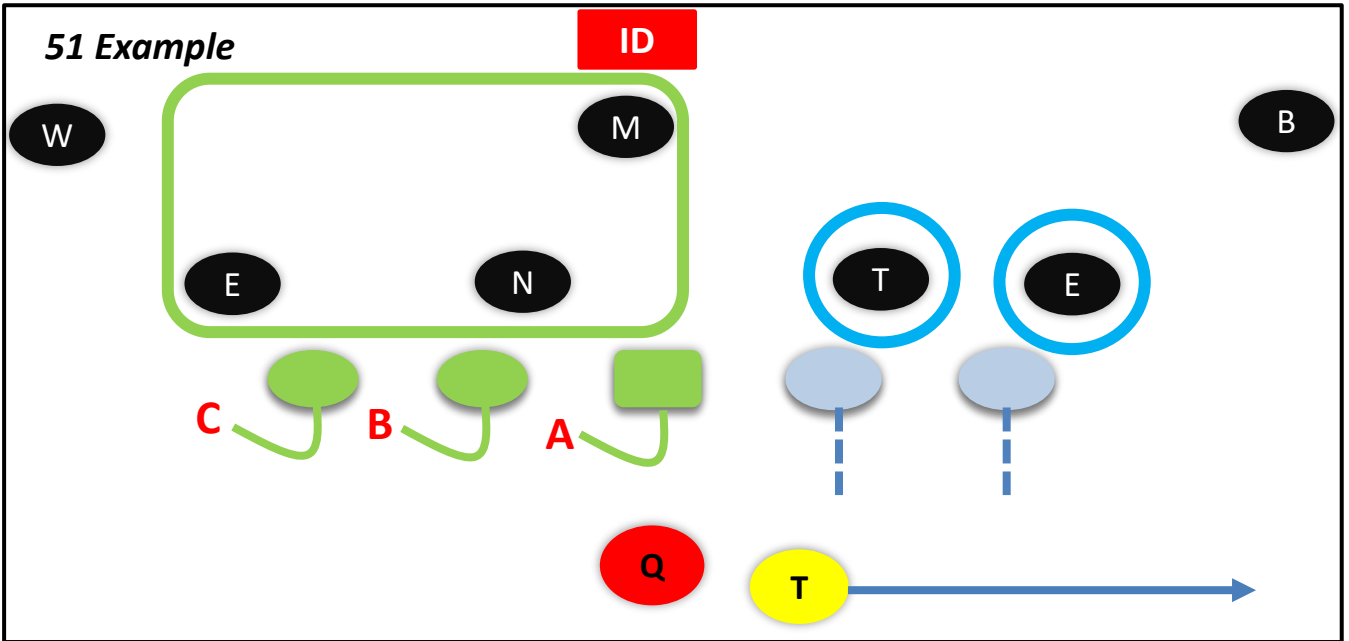


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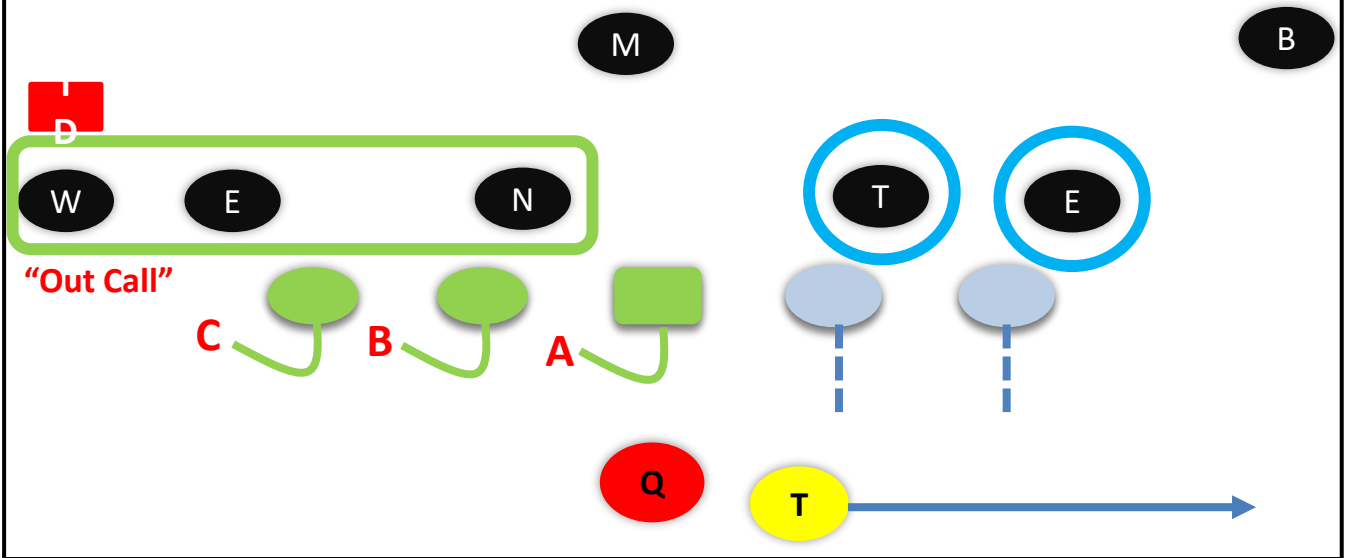
Protections



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

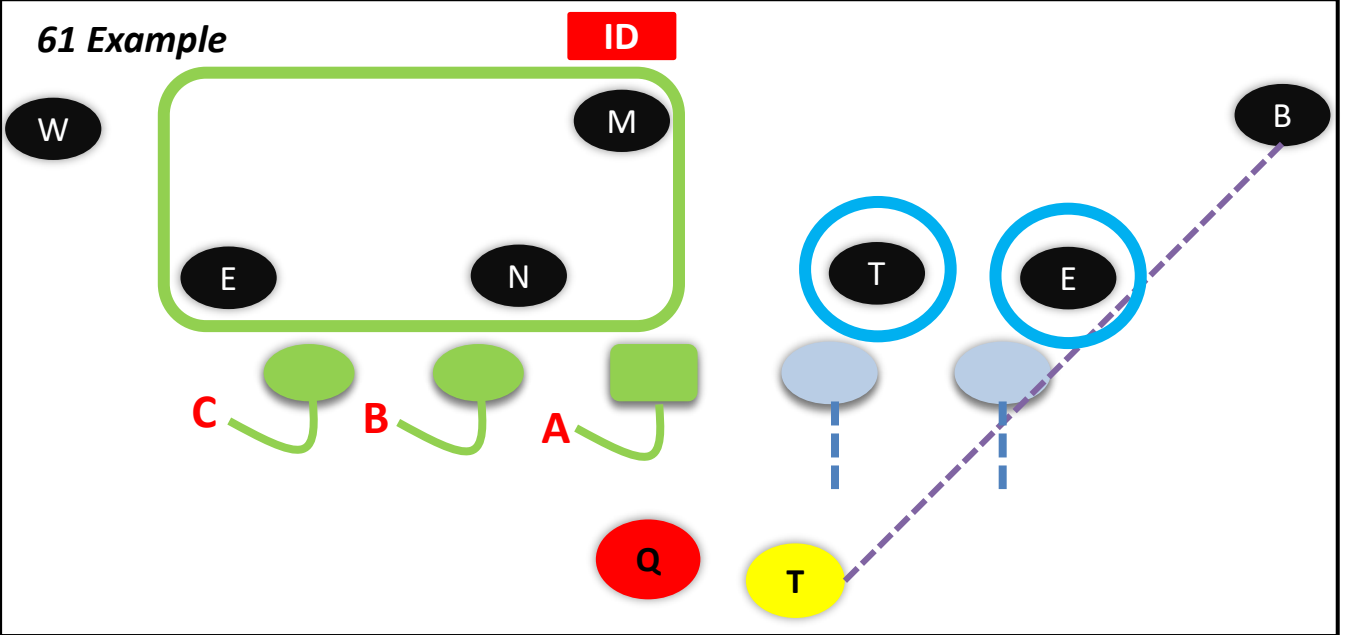


Pass Protection Rules (Half slide half man)

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

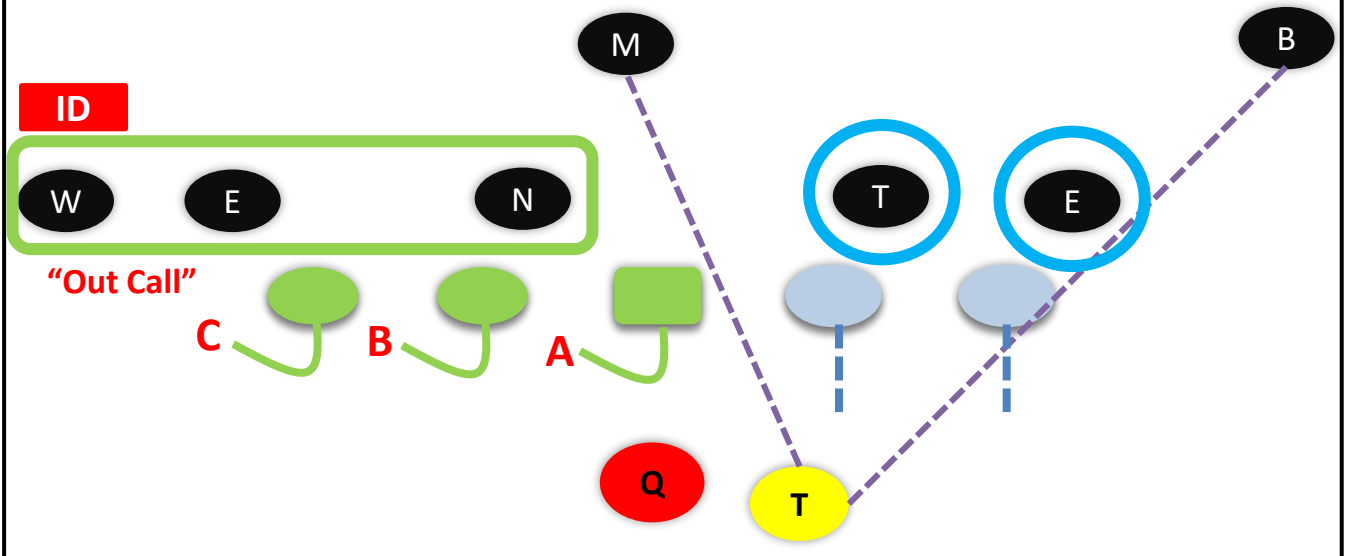
61 Example



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



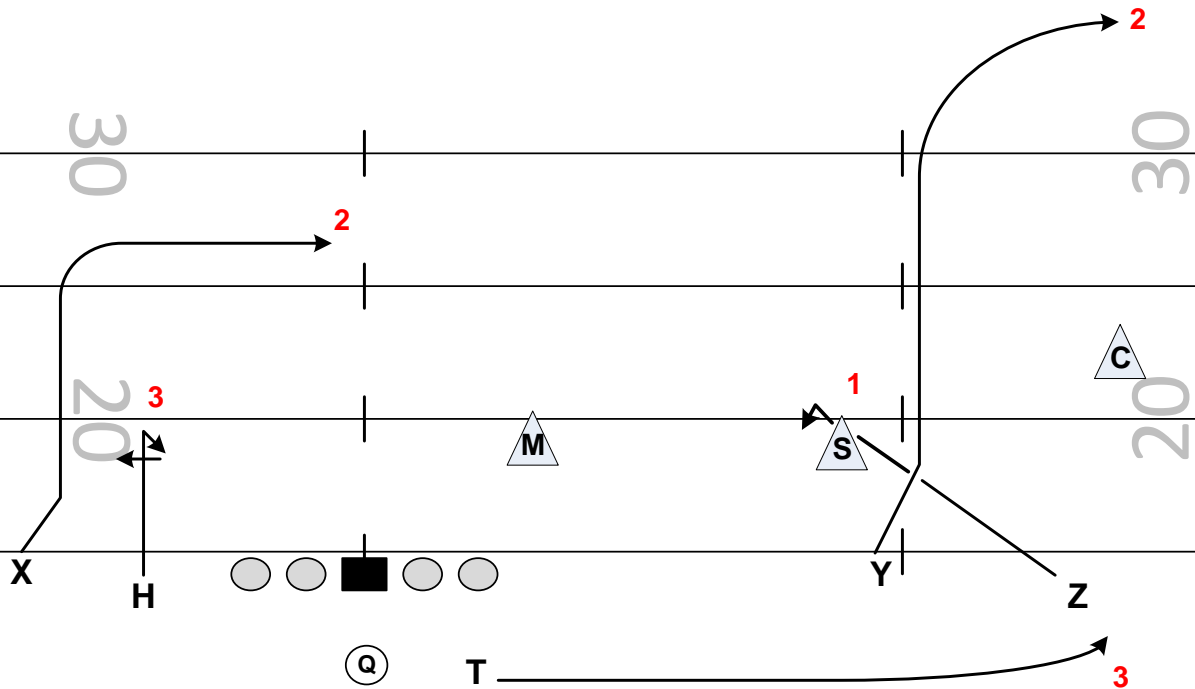
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PASS GAME

DOUBLES RT (51) CHEVRON



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	SPEED DIG	LOSE 2 YDS ON RELEASE - SPEED DIG
H	GRAB	5 YD HITCH - PULL OUT WHEN QB GIVES EYES

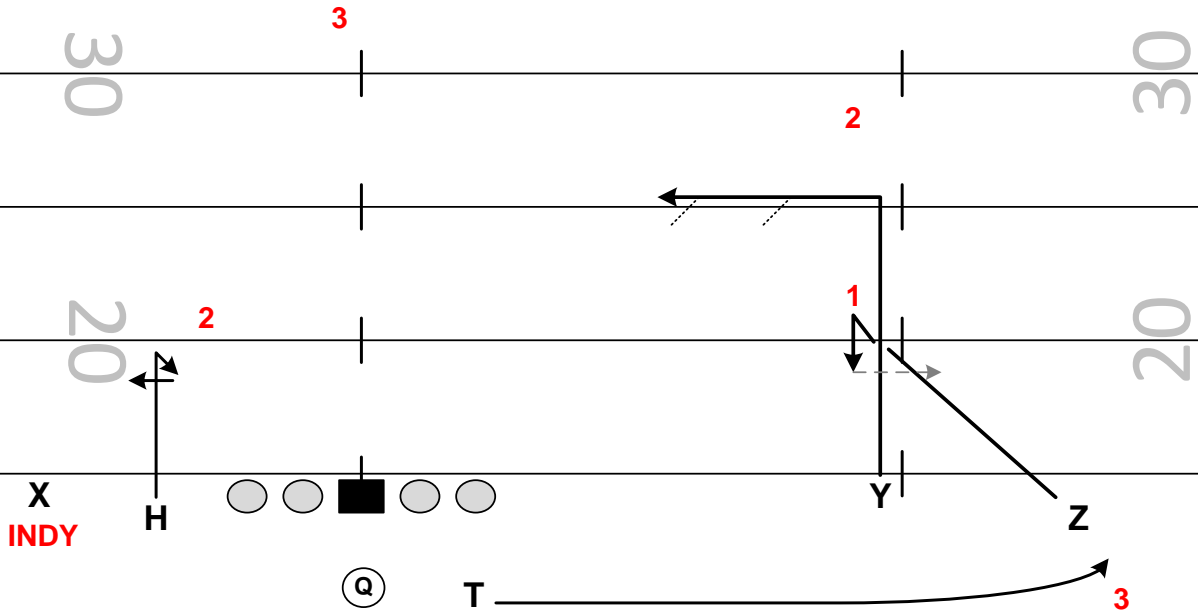
PRESSURE PLAN: **REDIRECT PROTECTION TO SAFETIES TILT**

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) SHELL



FAMILY: **GAS STATION**

CONCEPT: **3 MAN SNAG**

NARROW

SAM

FORMATIONS: **DOUBLES/DUO/FLEET/TRIPS/TRIO**

PROTECTION: **50 - 51**

PROGRESSION: **PURE - Z / Y / T Z / H / X**

ALERT: **HOT SWING**

PLAYER	ROUTE	ASSIGNMENTS
Z	SNAG	SNAG - REPLACE WHERE Y STARTED
Y	BASIC ROUTE	10 - 12 YD DIG - FIND GRASS. ASSUME 1 ST WINDOW CLOSED
T	SWING	5 HARD STEPS - GIVE EYES TO QB
H	GRAB	5 YD HITCH - PULL OUT WHEN QB GIVES EYES
X	INDY	FADE / GLANCE / DROPOUTS / STUTTER FADE

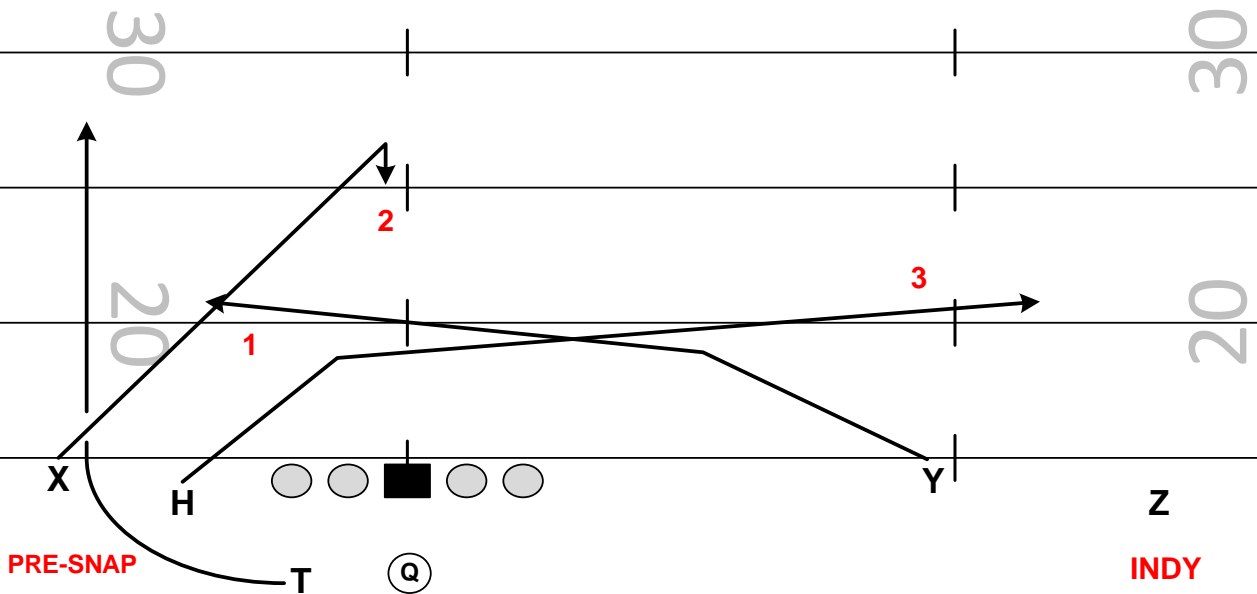
PRESSURE PLAN: **REDIRECT PROTECTION TO SAFETIES TILT**

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



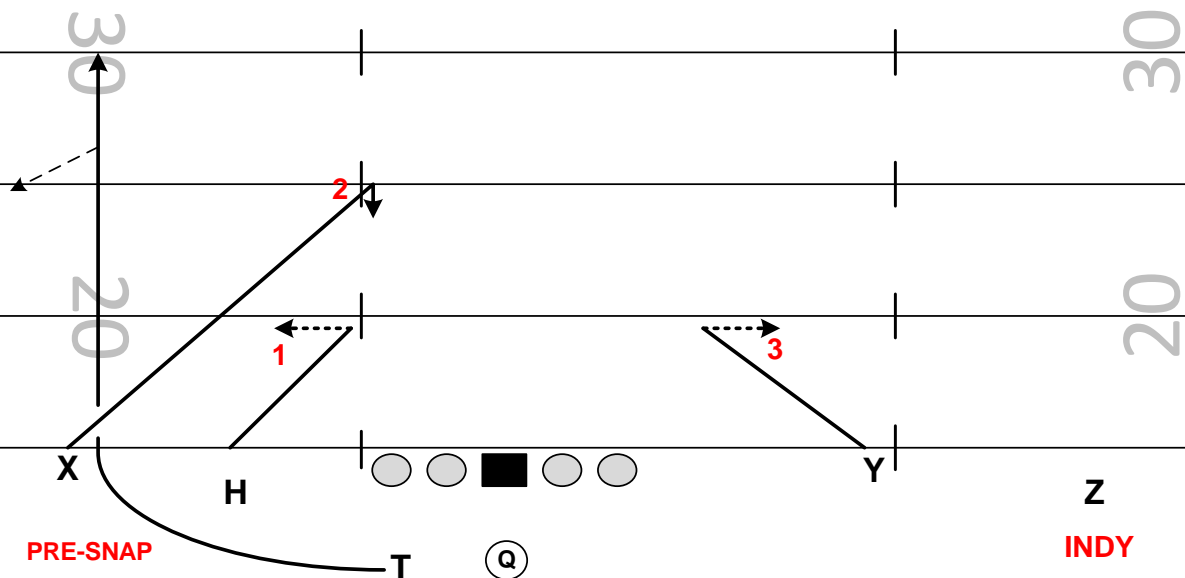
FAMILY: **HORIZONTAL** CONCEPT: **MESH** NARROW: **WILL**
 FORMATIONS: **DOUBLES / DUO / FLEET** PROTECTION: **50 - 51**
 PROGRESSION: **PRE-SNAP T / Y / X / H** ALERT: **Z INDY / T**

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**

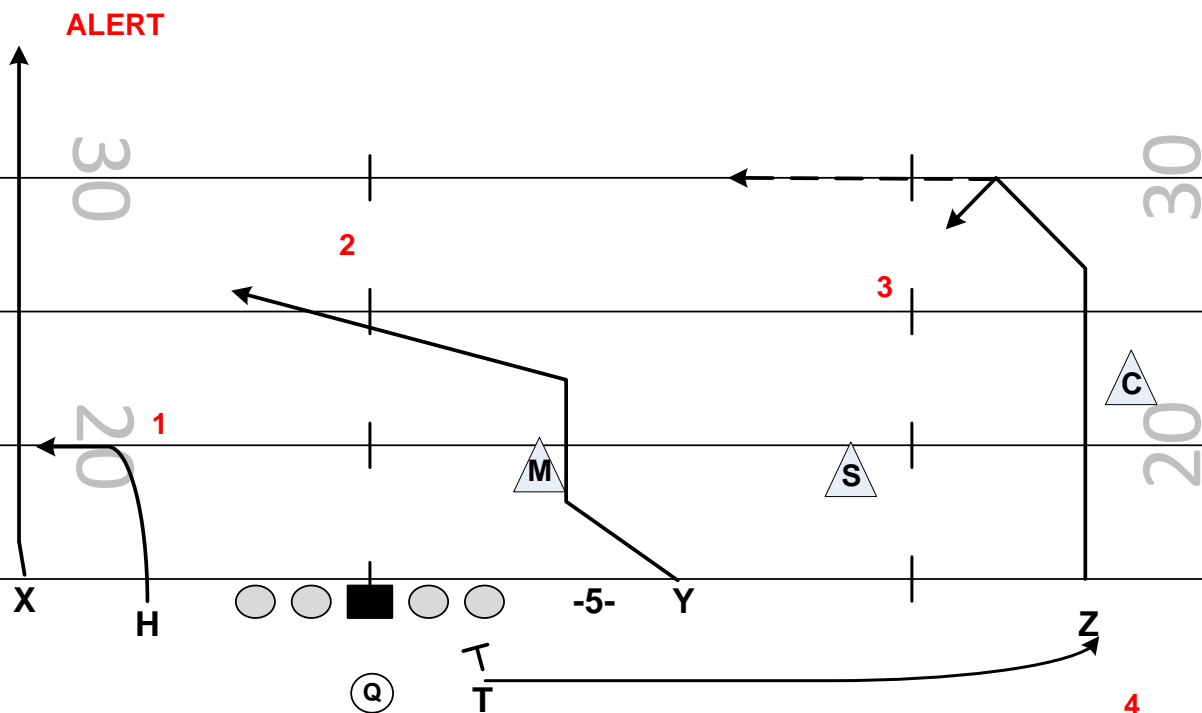
PROGRESSION: **PRE-SNAP T / H / X / Y** ALERT: **Z INDY / T**

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:

DOUBLES RT (61) CADDY



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

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

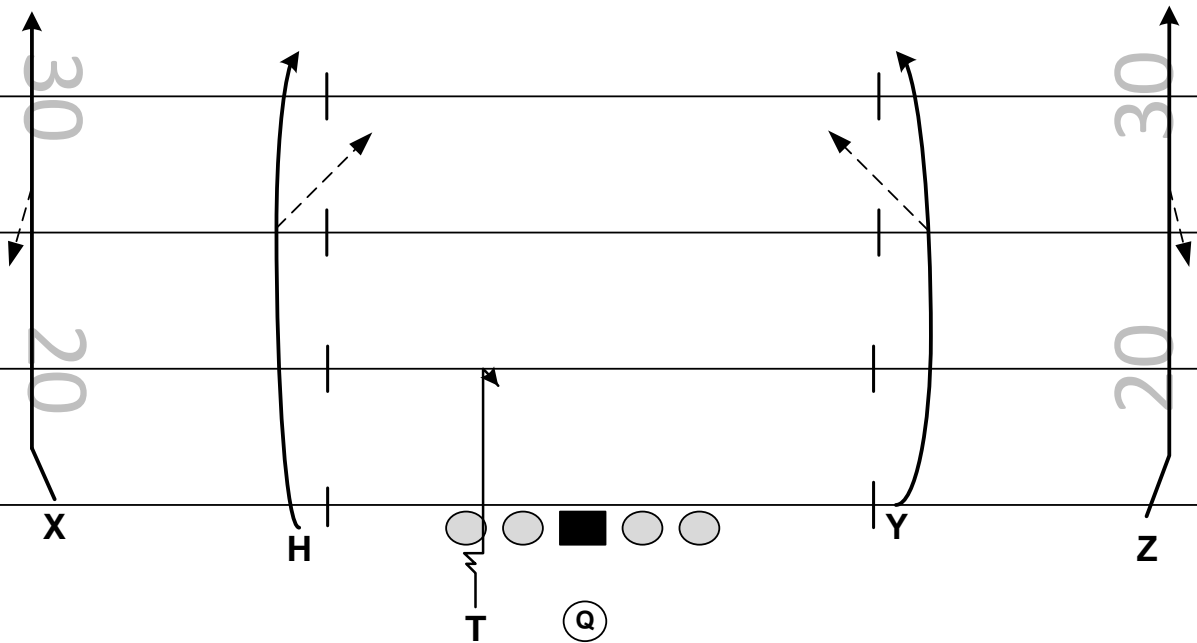
PROGRESSION: **ALERT - H, Y, Z, TROUBLE** ALERT: **X MATCHUP**

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**

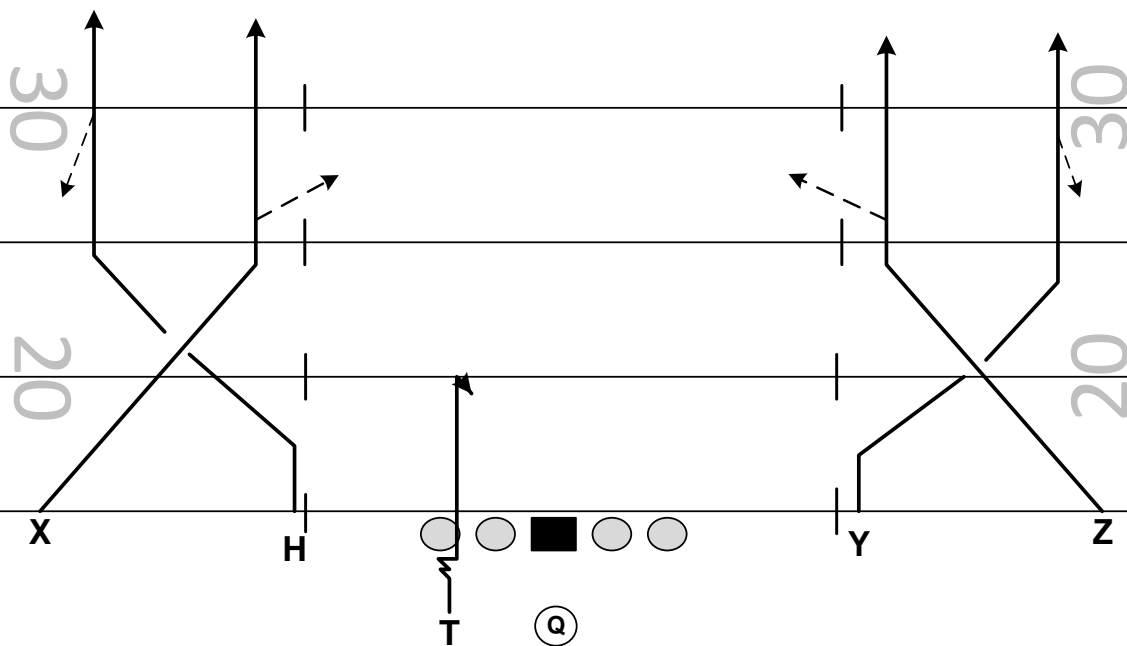
ALERT: **Z/X MATCHUP**

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**

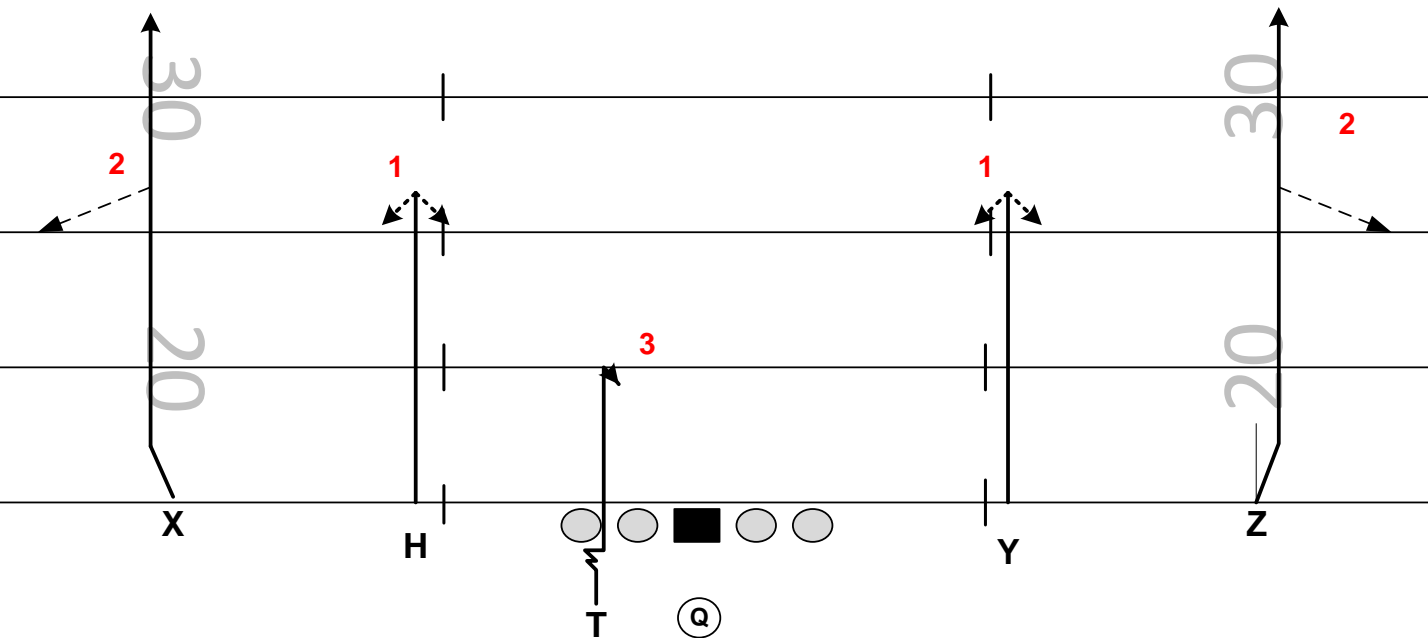
PROGRESSION: **PICK A SIDE – INSIDE OUT TO T** ALERT: **DROPOUTS**

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**

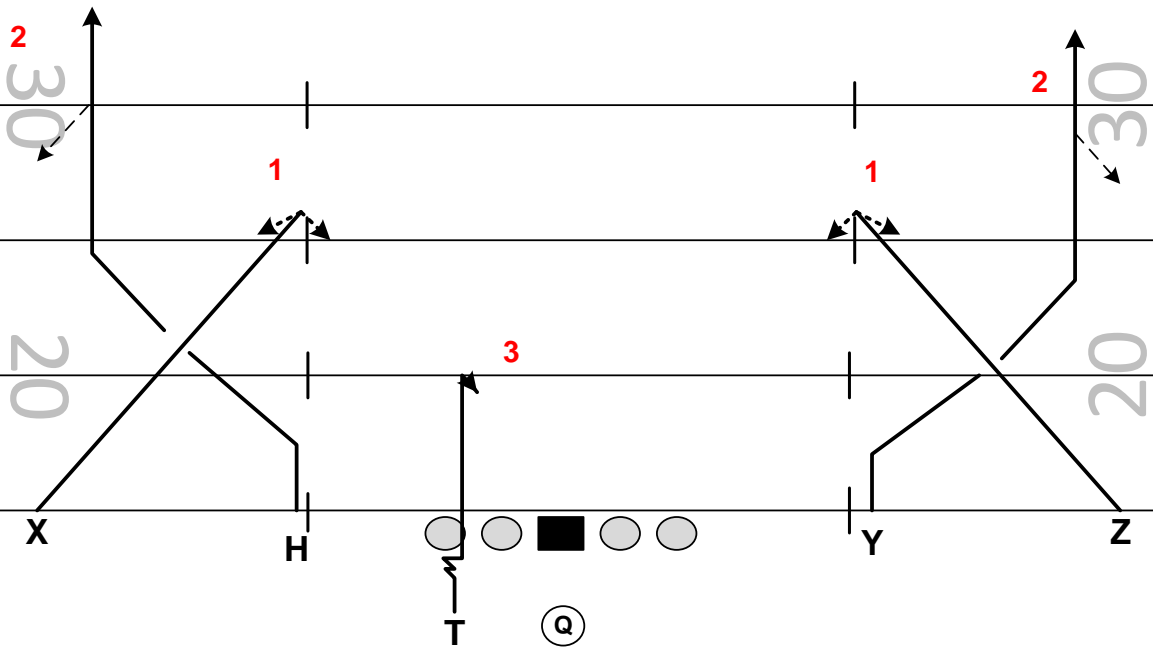
PROGRESSION: **PICK A SIDE – INSIDE OUT TO T** ALERT: **Z/X MATCHUP**

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**

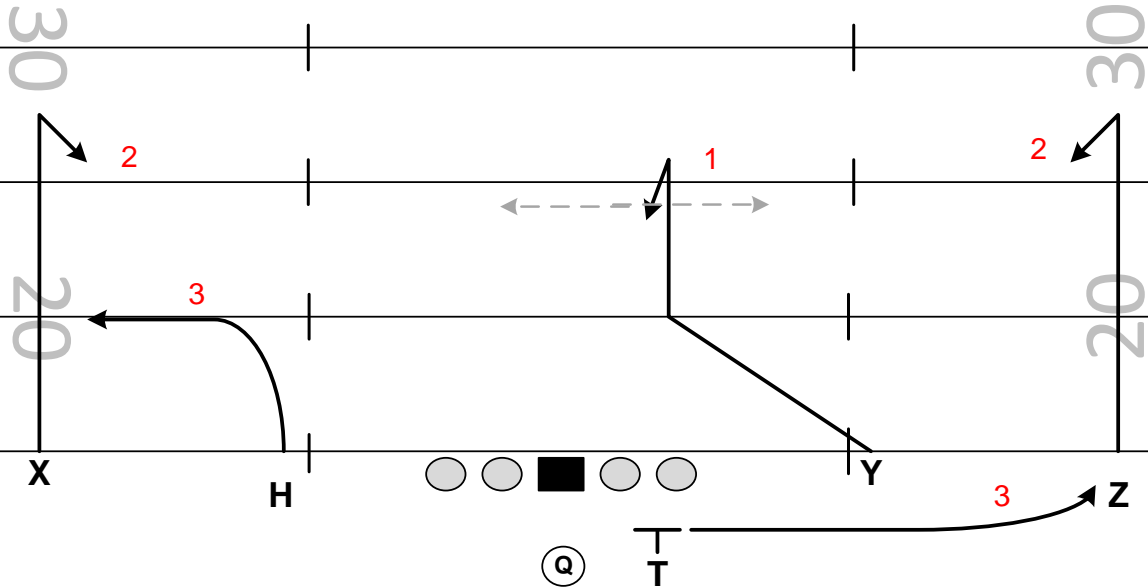
PROGRESSION: **PICK A SIDE – INSIDE OUT TO T** ALERT: **DROPOUTS**

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



FAMILY: **CARS** CONCEPT: **OPTION – CURL/FLAT** NARROW: **MIKE**

FORMATIONS: **DOUBLE, TRIO, TRIPS, KING, QN** PROTECTION: **60 - 61/50 - 51**

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

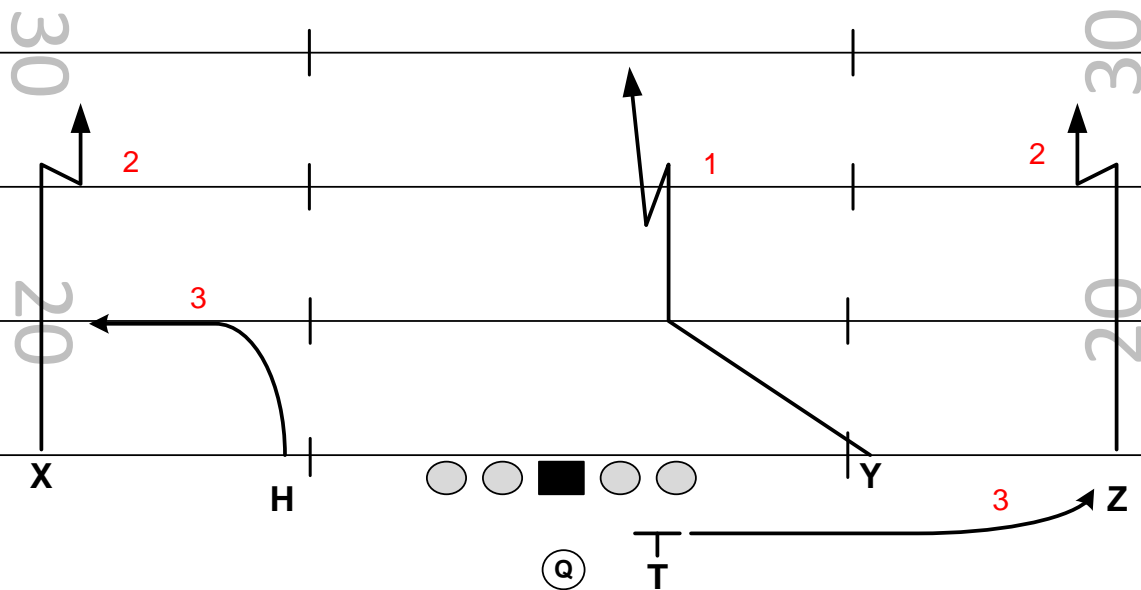
PLAYER	ROUTE	ASSIGNMENTS
Z	12 YD CURL	LANDMARK – INSIDE EDGE OF NUMBERS
Y	OPTION ROUTE	8 -10 YD OPTION ROUTE - WORK MIKE LB FOR GRASS
T	CHECK SWING	5 STEPS PARALLEL TO EDGE OF NUMBERS
H	SPEED OUT	BE AWARE OF TRAP CORNER
X	12 YD CURL	LANDMARK – INSIDE EDGE OF NUMBERS

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**

PROGRESSION: **OPTION – CURL FLAT (AWAY ROT / 2 HIGH OR EVEN = FIELD)**

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**

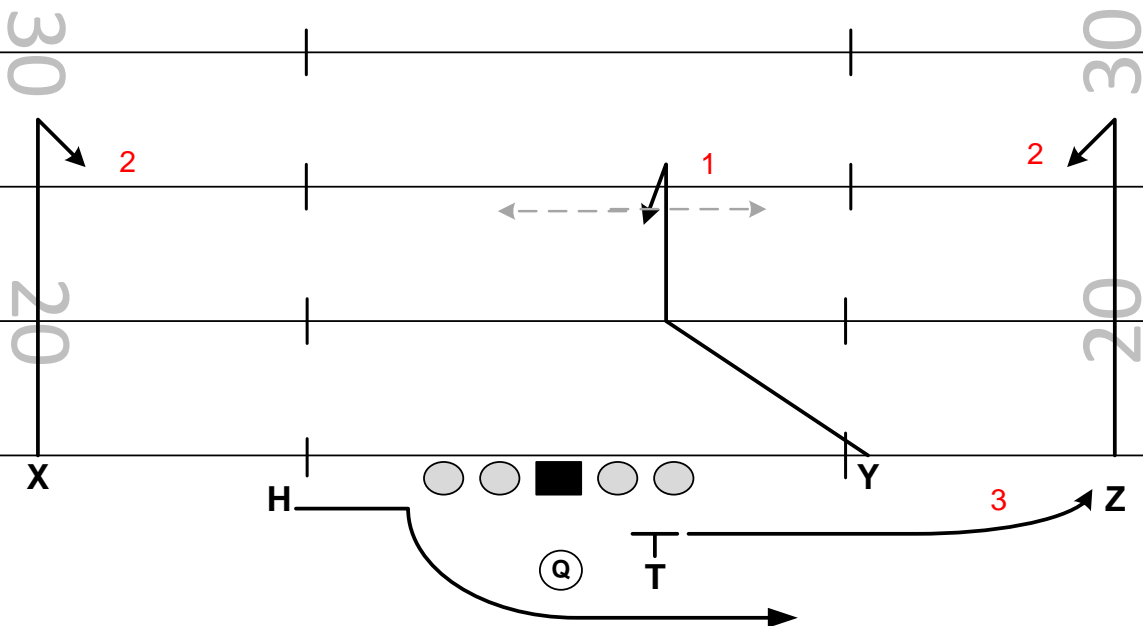
PROGRESSION: **TRIANGLE PROGRESSION INSIDE/OUT** ALERT: **Y WILL FIND GRASS**

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 H-GHOST (61) HONDA



FAMILY: **CARS** CONCEPT: **OPTION - CURL/FLAT** 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	LANDMARK - INSIDE EDGE OF NUMBERS
Y	OPTION ROUTE	8 -10 YD OPTION ROUTE - WORK MIKE LB FOR GRASS
T	CHECK SWING	5 STEPS PARALLEL TO EDGE OF NUMBERS
H	H-GHOST MOTION	QUICK MOTION THEN ONE YARD FROM TACKLE AIM BEHIND QB INTO PITCH RELATIONSHIP
X	12 YD CURL	LANDMARK - INSIDE EDGE OF NUMBERS

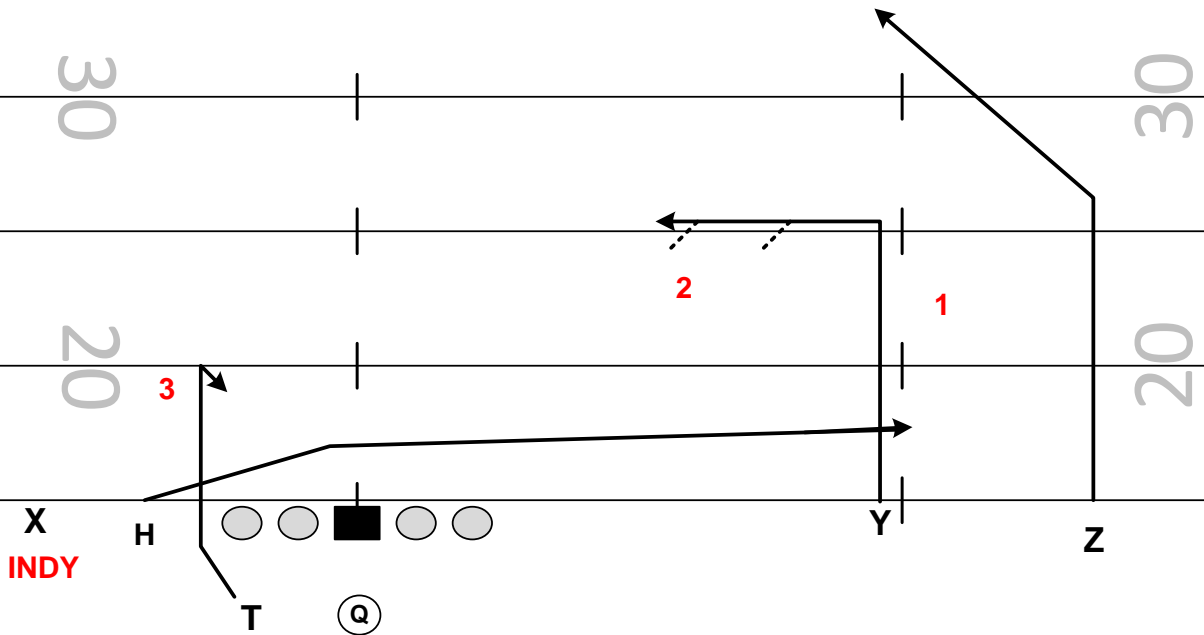
PRESSURE PLAN: **REDIRECT PROTECTION WITH SAFETY TILT**

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



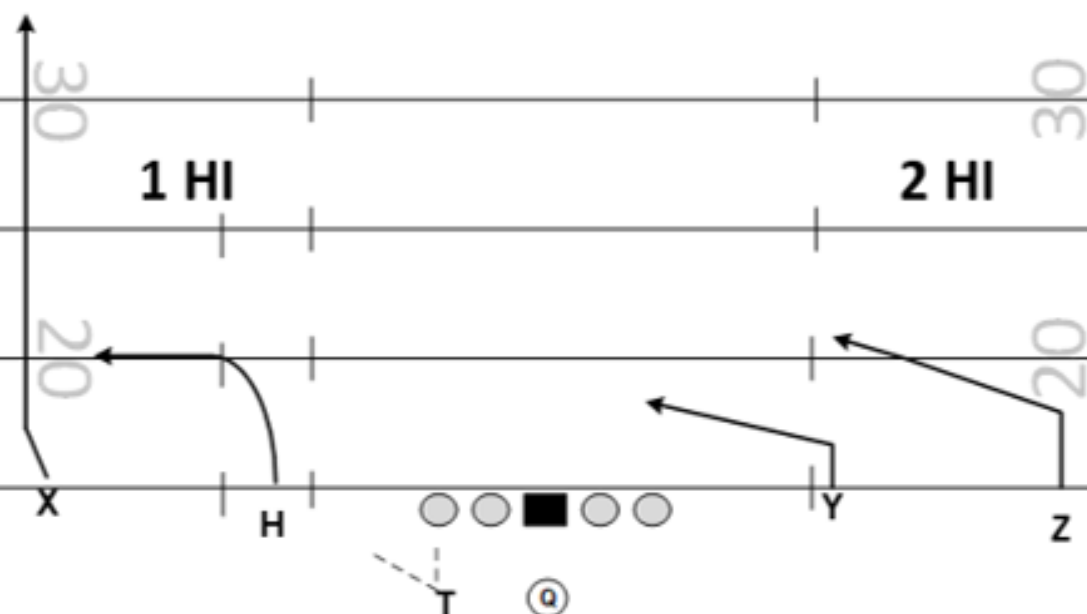
FAMILY: **CARS** CONCEPT: **DRIVE (HIGH-LOW)** NARROW: **SAM**
 FORMATIONS: **DOUBLE, QUEEN, TRIO, TRIPS** PROTECTION: **60 – 61/ 50 - 51**
 PROGRESSION: **ALERT – H / Y / TROUBLE (MIKE RD)** ALERT: **INDY**

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**

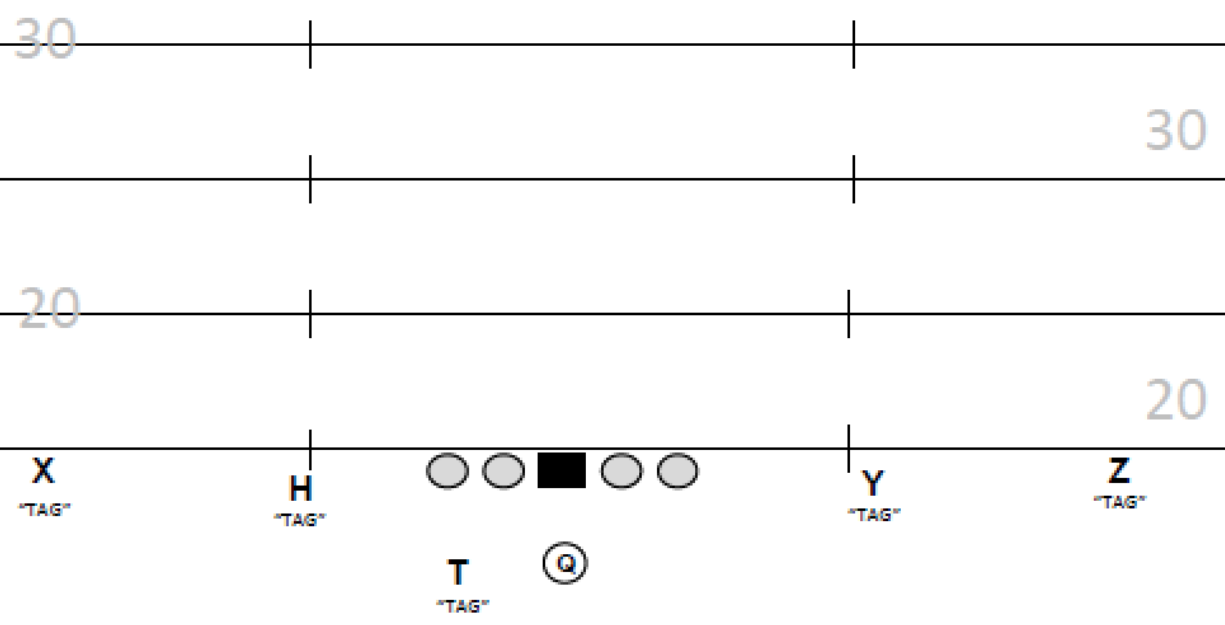
PROGRESSION: **BEST MATCHUP - READ INSIDE OUT** ALERT: **NONE**

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: _____

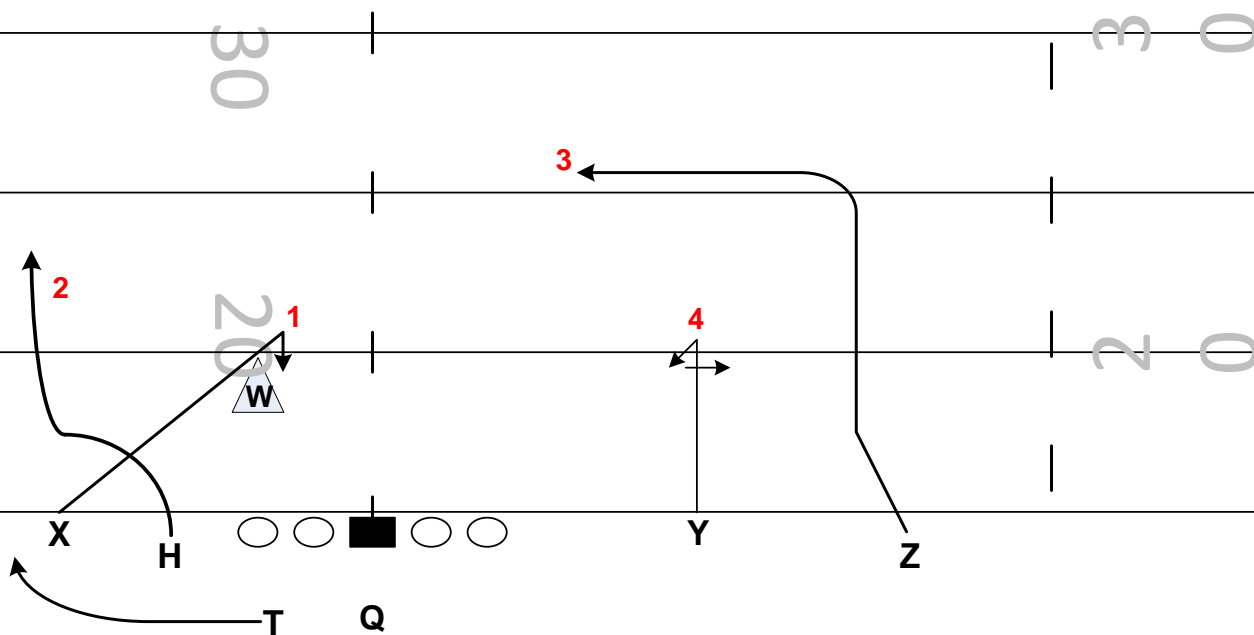
PROGRESSION: _____ ALERT: _____

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**

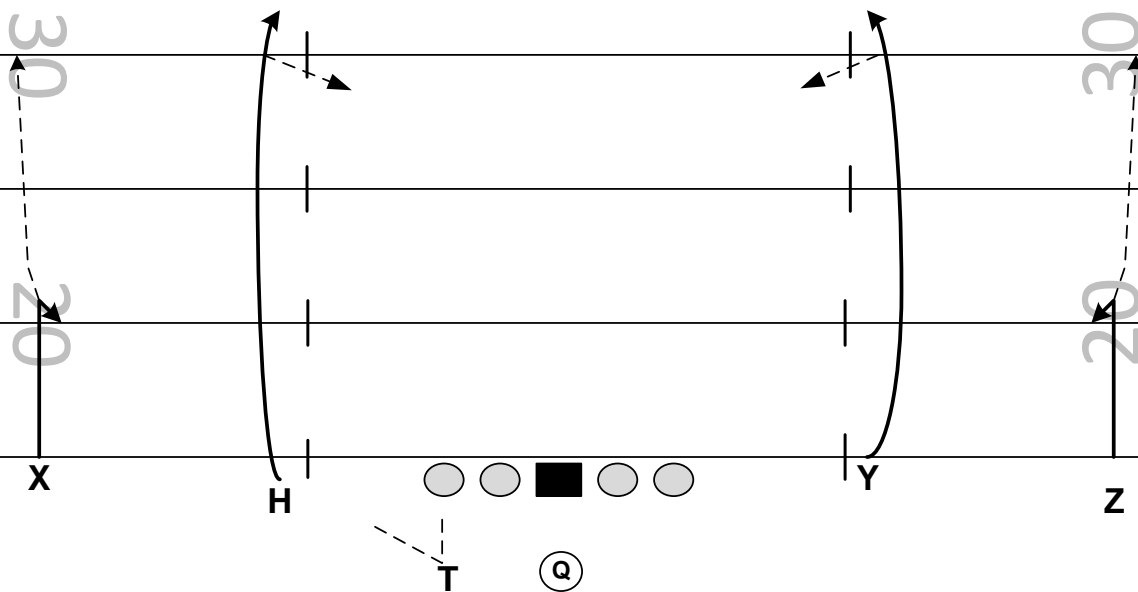
PLAYER	ROUTE	ASSIGNMENTS
Z	10 YD SPEED DIG	LOSE 2 YDS ON RELEASE – SPEED DIG
H	WHEEL	2 STEP OUT – WHEEL UP THE NUMBERS
Y	GRAB	5 YD HITCH – PULL OUT WHEN QB MEETS EYES
X	EXXON SNAG	2 MAN SNAG ROUTE
T	HOT SWING	3 HARD STEPS – GIVE EYES TO QB

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**

DOUBLES RT 90



FAMILY: **QK GAME** CONCEPT: **HITCH/SEAM** NARROW: **DAYTONA RULES**

FORMATIONS: **DOUBLES/DUO/TRIPS/TRIO/FLEET** PROTECTION: **SPAIN**

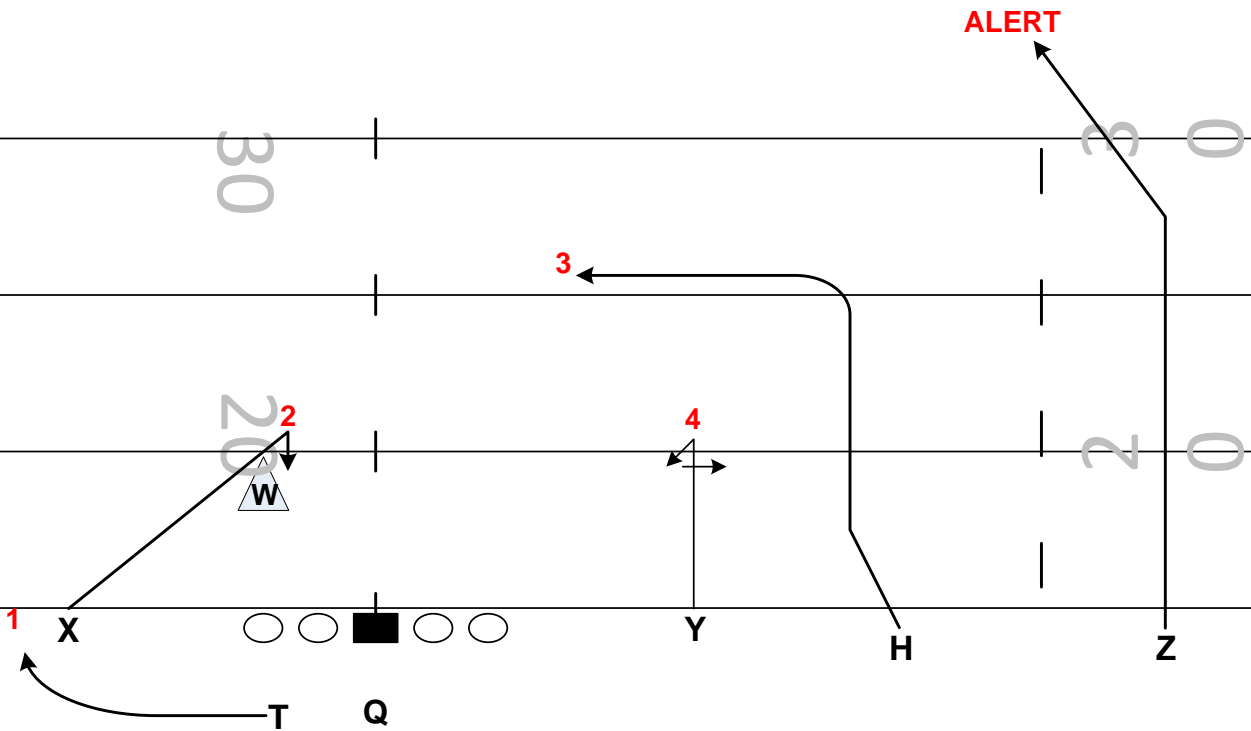
PROGRESSION: **POST SAFETY – BEST LOOK/ SPLIT SAFETY – READ LIKE DAYTONA** ALERT: **BEST MATCHUP**

PLAYER	ROUTE	ASSIGNMENTS
Z	HITCH	5 STEP HITCH/ADJUST TO FADE VS. PRESS MAN
Y	SEAM/BENDER	LANDMARK 4 YDS INSIDE #'S – PS/SS RULES
T	PASS PROTECTION	SPAIN PASS PROTECTION – INSIDE/OUT
H	SEAM/BENDER	LANDMARK 4 YDS INSIDE #'S – PS/SS RULES
X	HITCH	5 STEP HITCH/ADJUST TO FADE VS. PRESS MAN

PRESSURE PLAN: **NONE**

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**

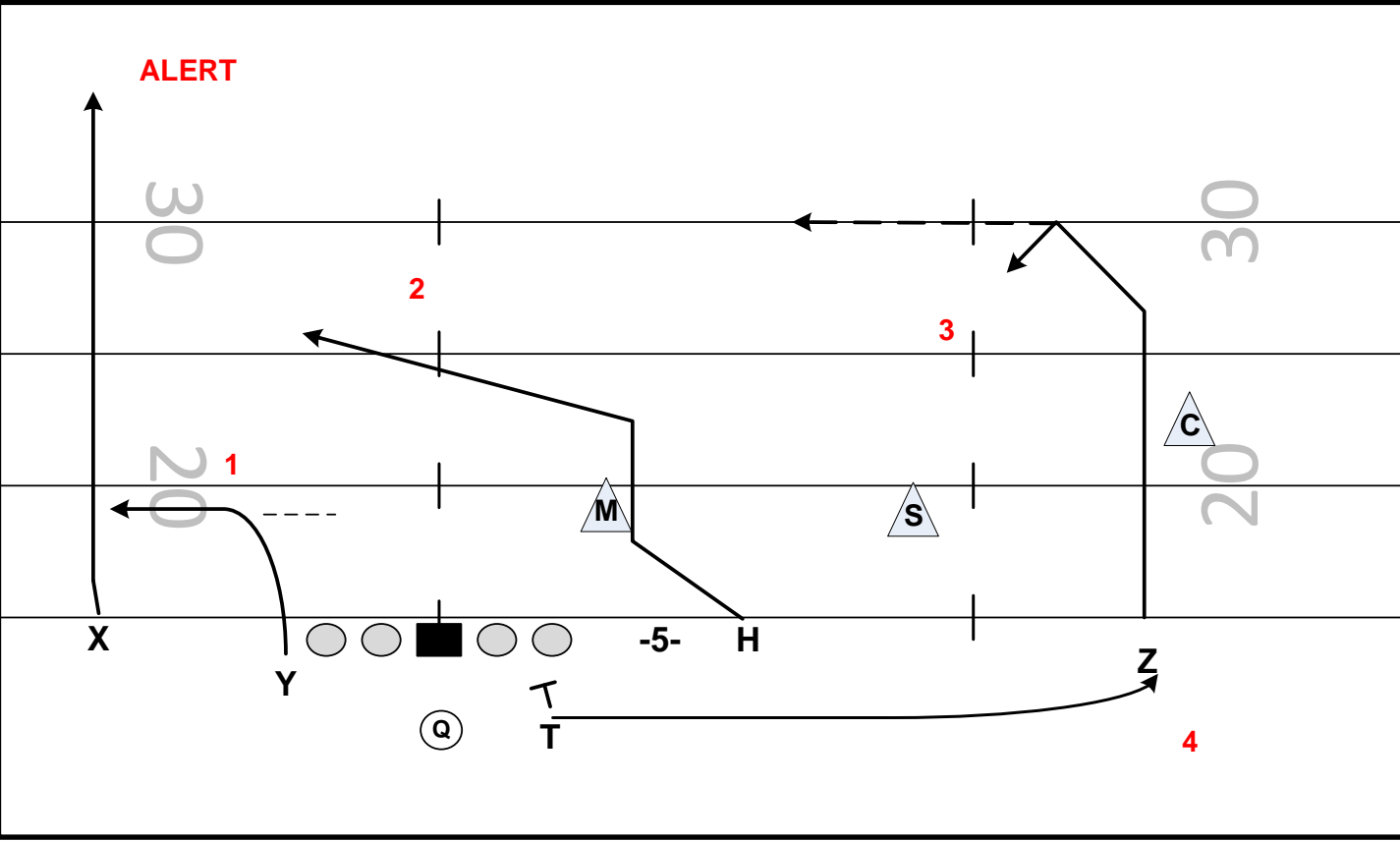
PLAYER	ROUTE	ASSIGNMENTS
Z	10-12 YD POST	VERTICAL RELEASE – LOCK POST
H	10 YD SPEED DIG	LOSE 2 YDS ON RELEASE – SPEED DIG
Y	GRAB	5 YD HITCH – PULL OUT WHEN QB MEETS EYES
X	EXXON SNAG	2 MAN SNAG ROUTE
T	HOT SWING	3 HARD STEPS – GIVE EYES TO QB

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**

QUEEN RT (61) CADDY



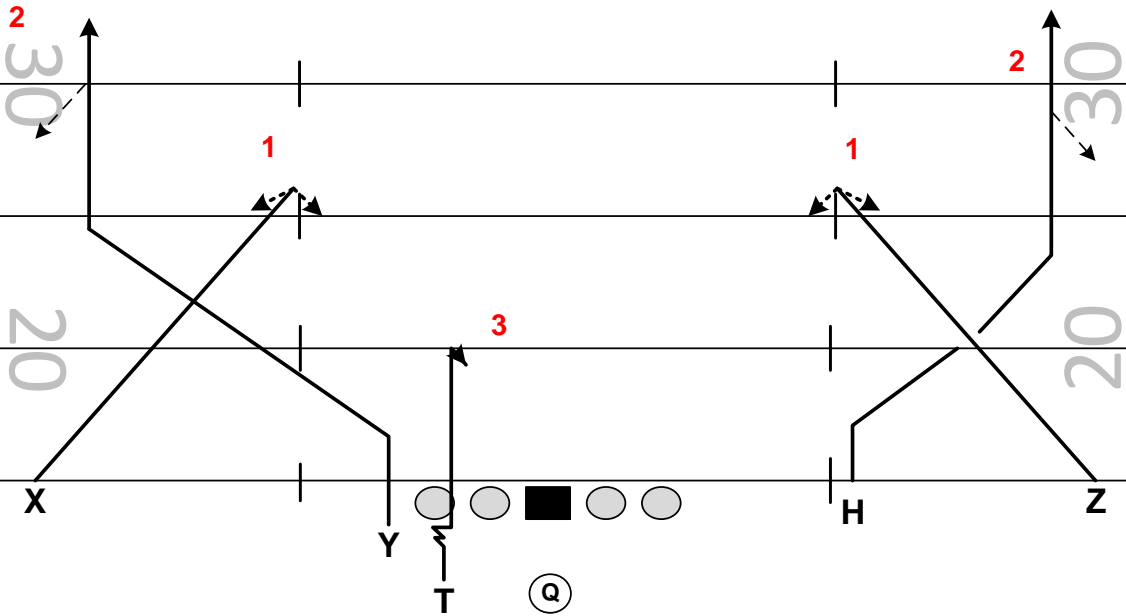
FAMILY: **CARS** CONCEPT: **Y CROSS** NARROW: **WILL**
 FORMATIONS: **QUEEN, TRIO, GREEN** PROTECTION: **60 - 61**
 PROGRESSION: **ALERT - H, Y, Z, TROUBLE** ALERT: **X MATCHUP**

PLAYER	ROUTE	ASSIGNMENTS
Z	POST CURL	12-15 - CURL UP AND FIND THE WINDOW
Y	OPTION ROUTE	5 YD OPTION ROUTE OFF LEVERAGE
T	SWING	C/R SWING - 5 STEPS PARALLEL TO LOS
H	STAIRCASE	UNDER THE SAM, OVER THE MIKE, FIND GRASS
X	GO ROUTE	MOR - FADE

PRESSURE PLAN: **REDIRECT WITH SAFETIES TILT**

NOTES:

QUEEN RT (60) MARKER SWITCH



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

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

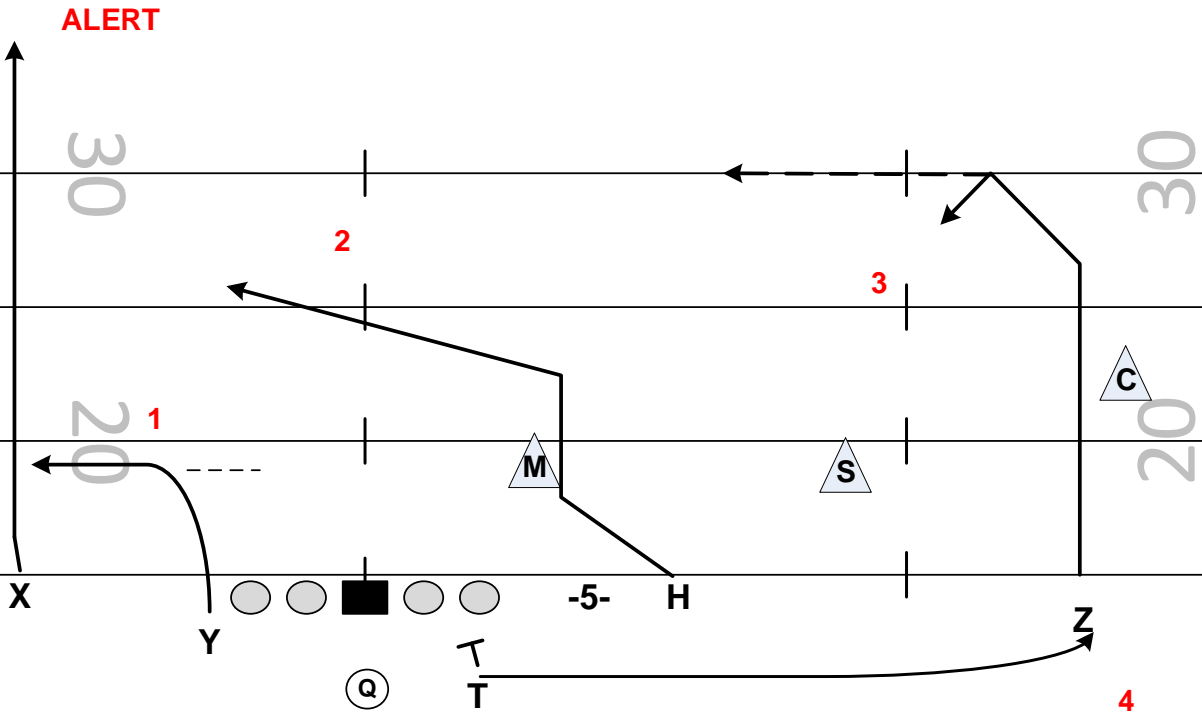
PROGRESSION: **PICK A SIDE – INSIDE OUT TO T** ALERT: **DROPOUTS**

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:

QUEEN RT (61) CADDY



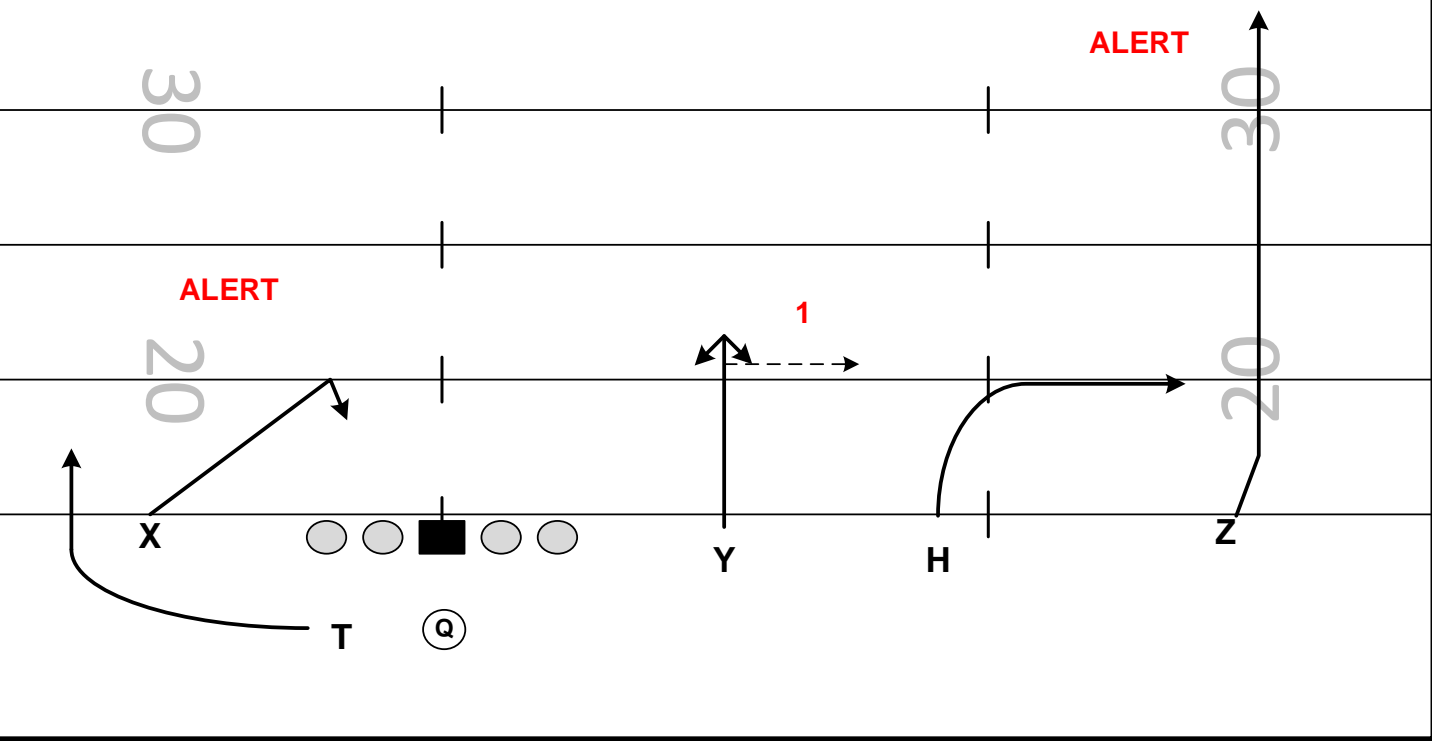
FAMILY: **CARS** CONCEPT: **Y CROSS** NARROW: **WILL**
 FORMATIONS: **QUEEN, TRIO, GREEN** PROTECTION: **60 - 61**
 PROGRESSION: **ALERT - H, Y, Z, TROUBLE** ALERT: **X MATCHUP**

PLAYER	ROUTE	ASSIGNMENTS
Z	POST CURL	12-15 - CURL UP AND FIND THE WINDOW
Y	OPTION ROUTE	5 YD OPTION ROUTE OFF LEVERAGE
T	SWING	C/R SWING - 5 STEPS PARALLEL TO LOS
H	STAIRCASE	UNDER THE SAM, OVER THE MIKE, FIND GRASS
X	GO ROUTE	MOR - FADE

PRESSURE PLAN: **REDIRECT WITH SAFETIES TILT**

NOTES:

TRIO RT 50 STICK EXXON



FAMILY: **SPO** CONCEPT: **SPO** NARROW: **MIKE**

FORMATIONS: **TRIPS/TRIO/FLEET** PROTECTION: **50**

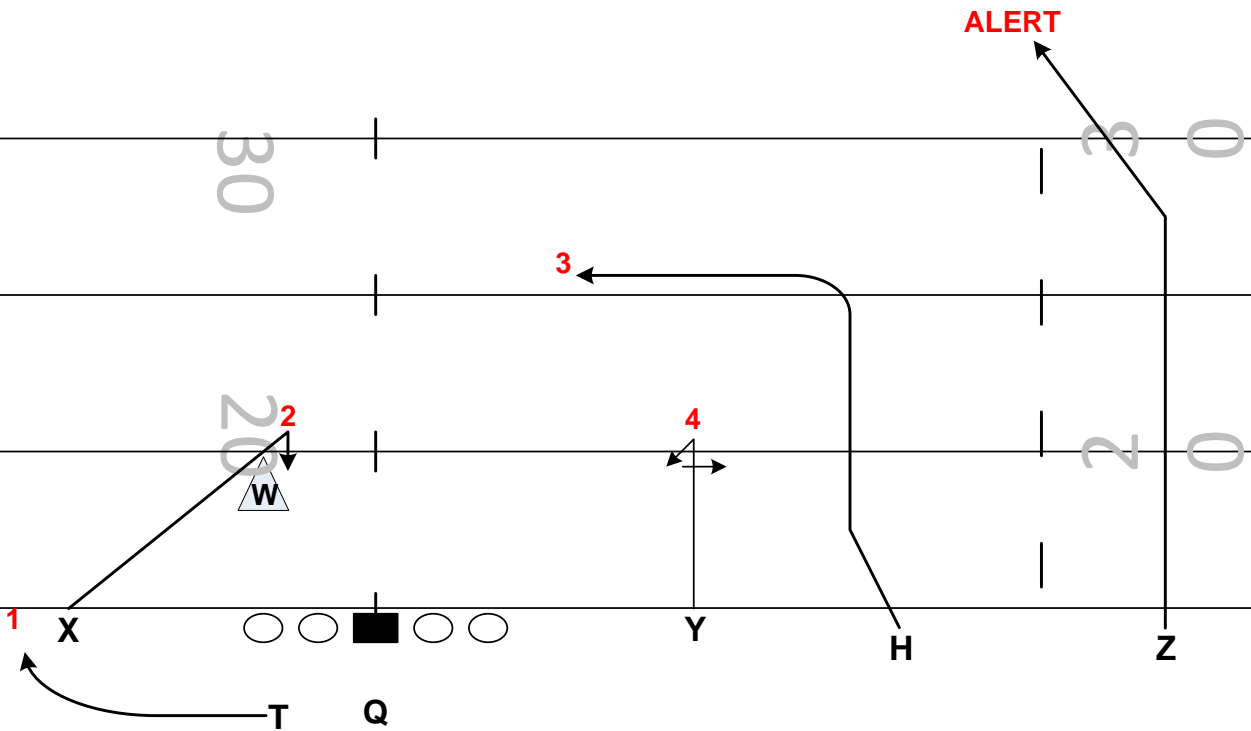
PROGRESSION: **ALERT / Y / H** ALERT: **GIFT**

PLAYER	ROUTE	ASSIGNMENTS
Z	GO ROUTE	MOR - FADE
H	SPEED OUT	2 STEPS - WORK TO 5 YDS - IF YOU GET TO #'S THROTTLE DOWN (ALERT - TRAP CORNER)
Y	STICK ROUTE	THROUGH 6 YDS - LULL AWAY FROM PRESSURE / NO PRESSURE - STICK
T	WIDE	3 HARD STEPS LATERAL TEMPO TURN UP FIELD
X	SNAG	3 MAN SNAG

PRESSURE PLAN: **NONE**

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**

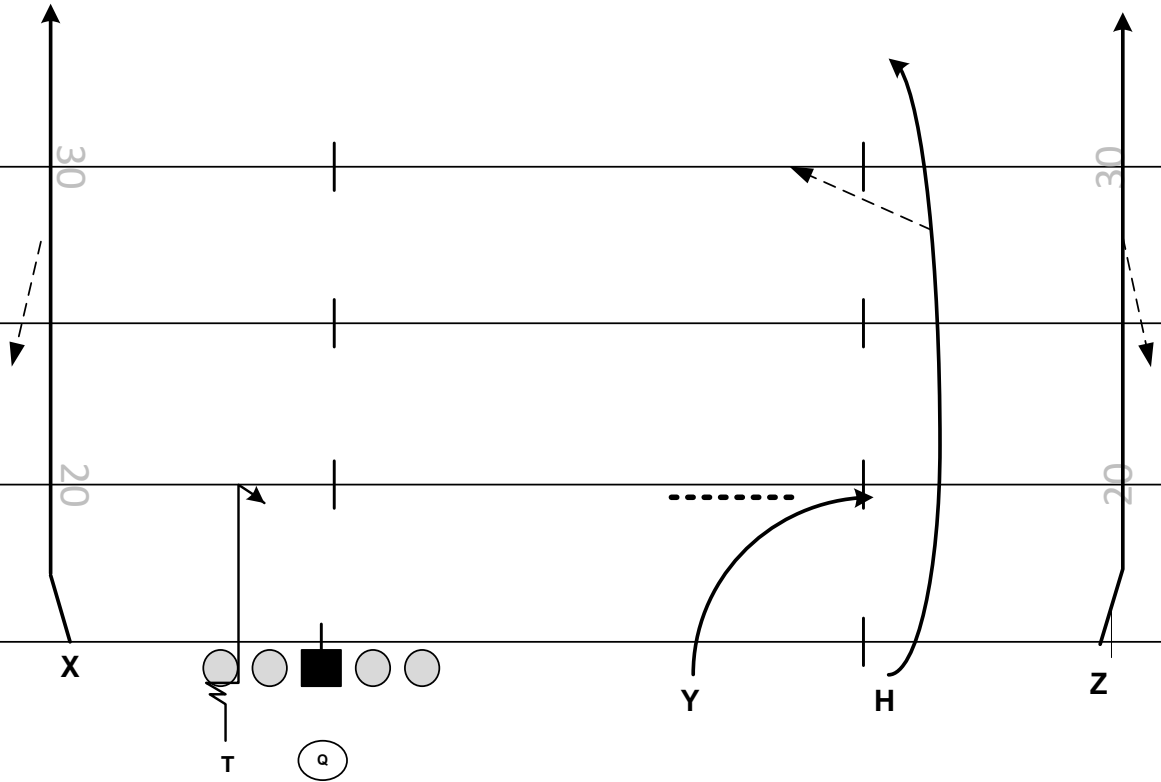
PLAYER	ROUTE	ASSIGNMENTS
Z	10-12 YD POST	VERTICAL RELEASE – LOCK POST
H	10 YD SPEED DIG	LOSE 2 YDS ON RELEASE – SPEED DIG
Y	GRAB	5 YD HITCH – PULL OUT WHEN QB MEETS EYES
X	EXXON SNAG	2 MAN SNAG ROUTE
T	HOT SWING	3 HARD STEPS – GIVE EYES TO QB

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 (60) DAYTONA Y-OPTION



FAMILY: **CARS** CONCEPT: **4 VERTICALS**

NARROW: **SAM OR WILL**

FORMATIONS: **TRIO**

PROTECTION: **60 - 61**

PROGRESSION: **COVERAGE READ**

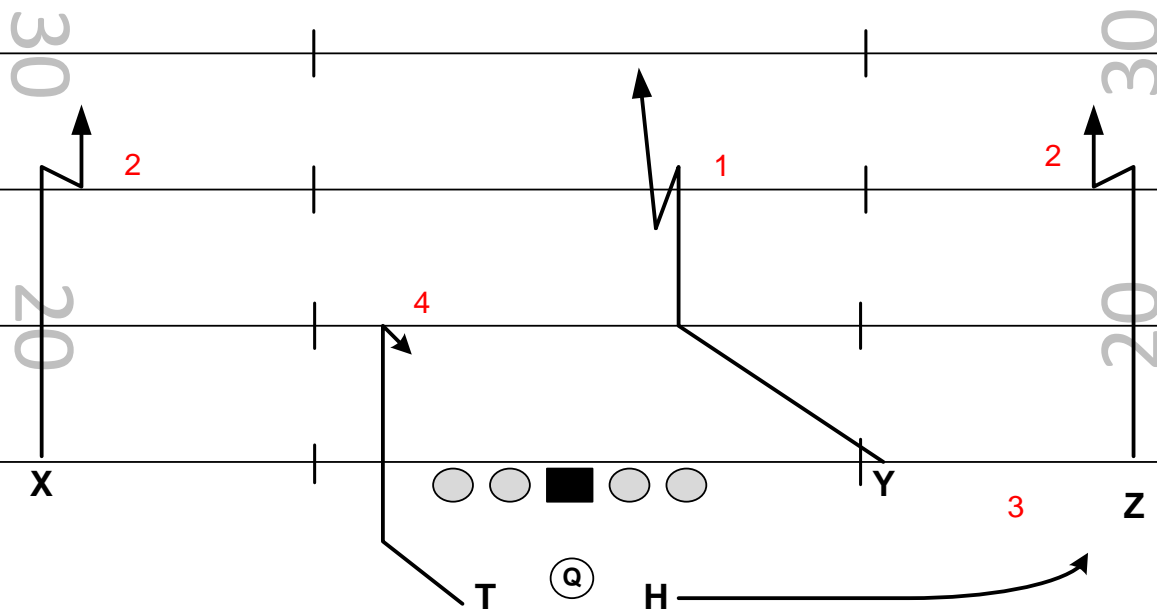
ALERT: **Z/X MATCHUP**

PLAYER	ROUTE	ASSIGNMENTS
Z	GO ROUTE	CAP COVERAGE – DROPOUT. IF EVEN - LEAVING
Y	OPTION ROUTE	5 YD OPTION ROUTE OFF LEVERAGE
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:

GREEN (60) HONDA PUMP



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

FORMATIONS: **GREEN** PROTECTION: **60 - 61/50 - 51**

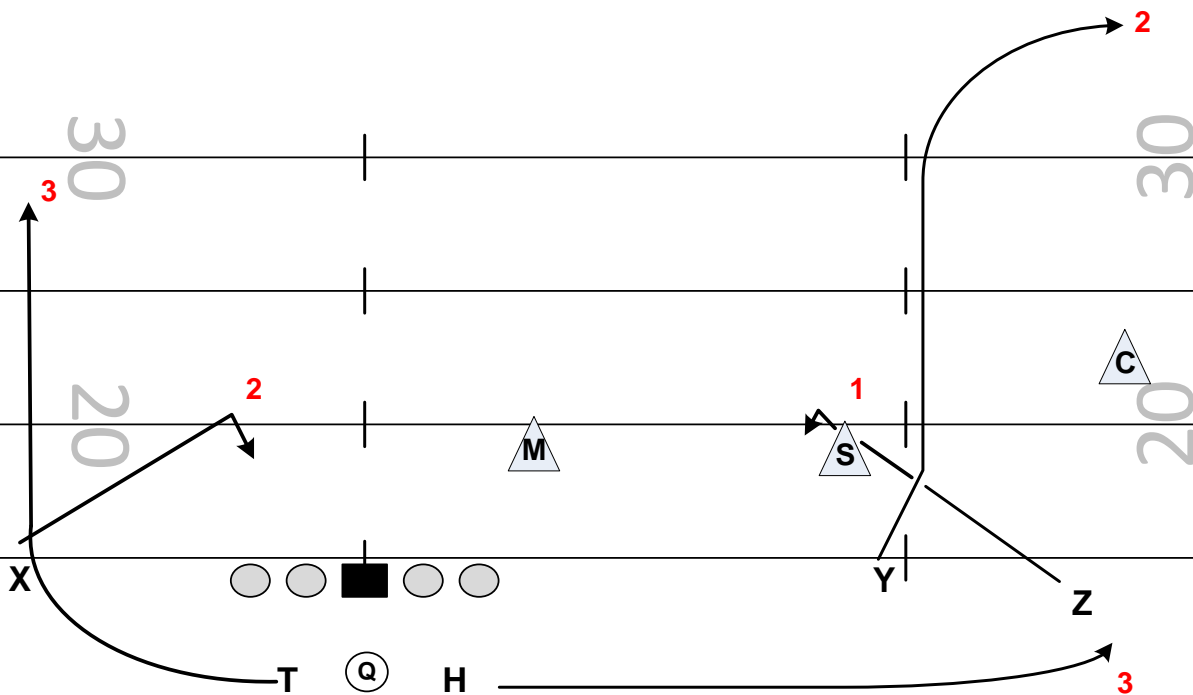
PROGRESSION: **TRIANGLE PROGRESSION INSIDE/OUT** ALERT: **Y WILL FIND GRASS**

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	SIT ROUTE	C/R SIT AT 5 YDS
H	CHECK SWING	5 STEPS PARALLEL TO EDGE OF NUMBERS
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**

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



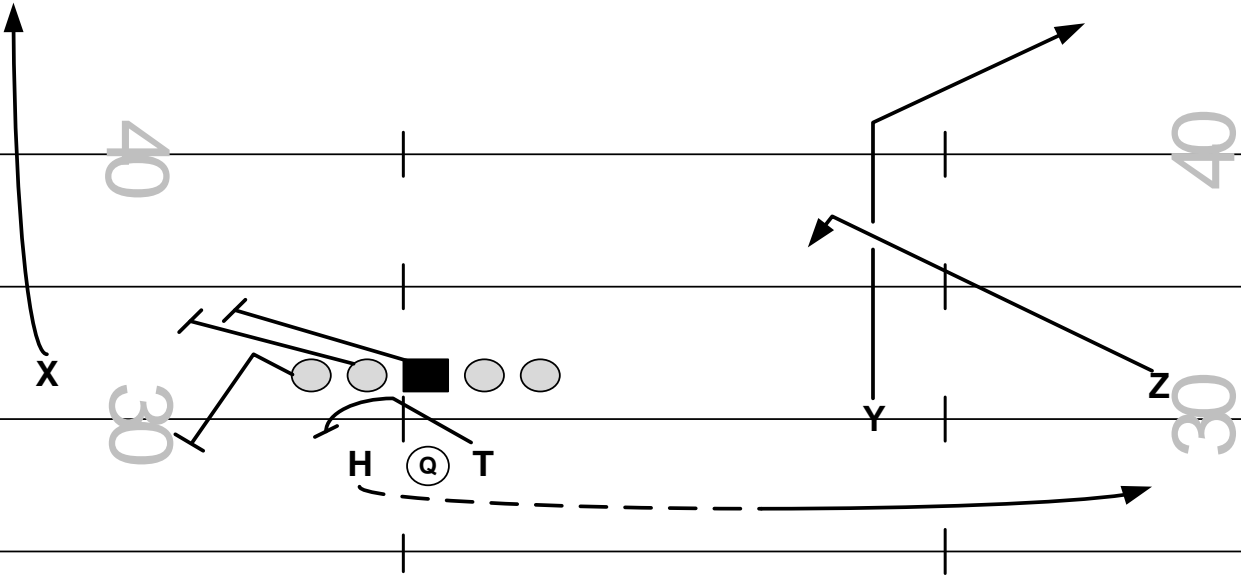
ASCENDER

FOOTBALL



SCREENS

FUEL



FAMILY:

CONCEPT:

NARROW:

FORMATIONS:

RUN PLAY

PROGRESSION:

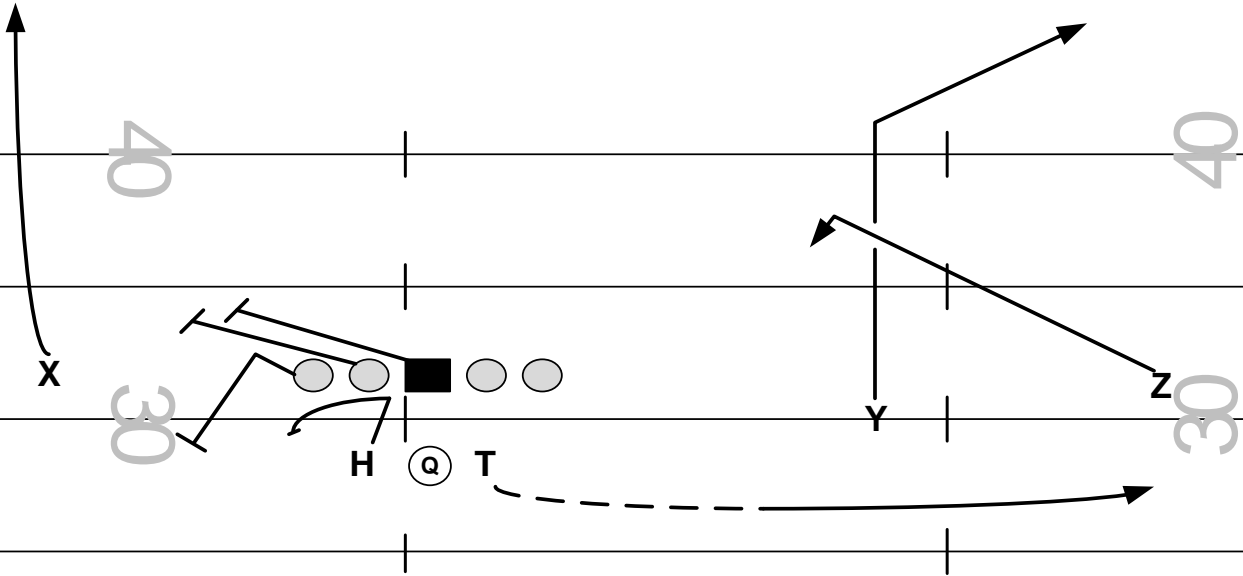
ALERT:

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:

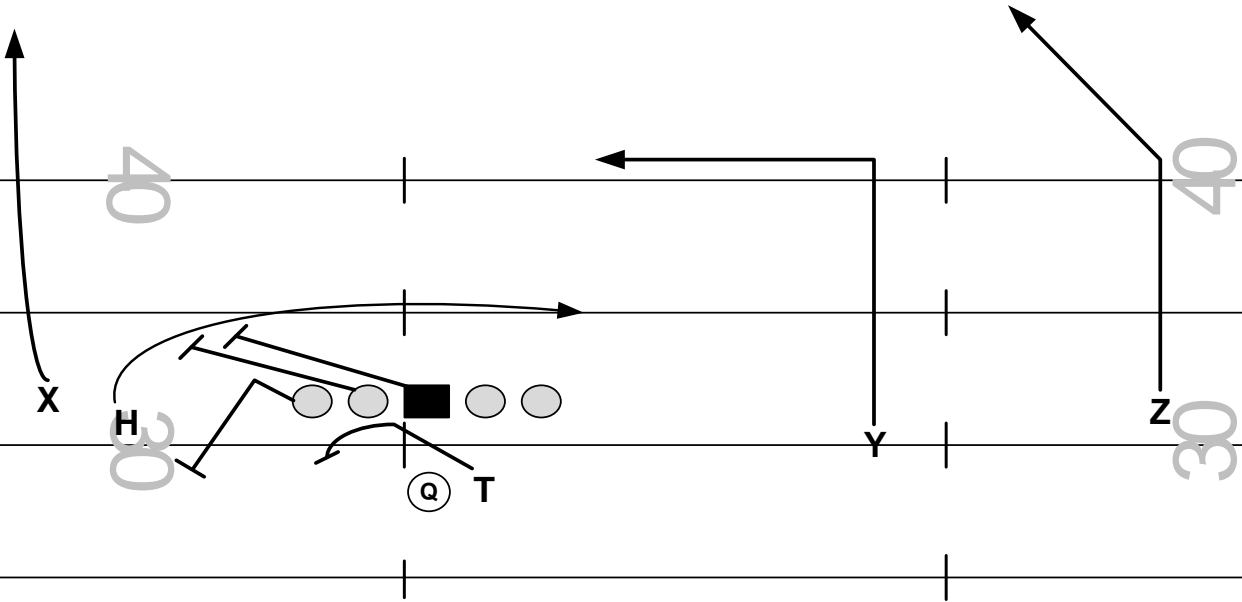
ALERT:

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:

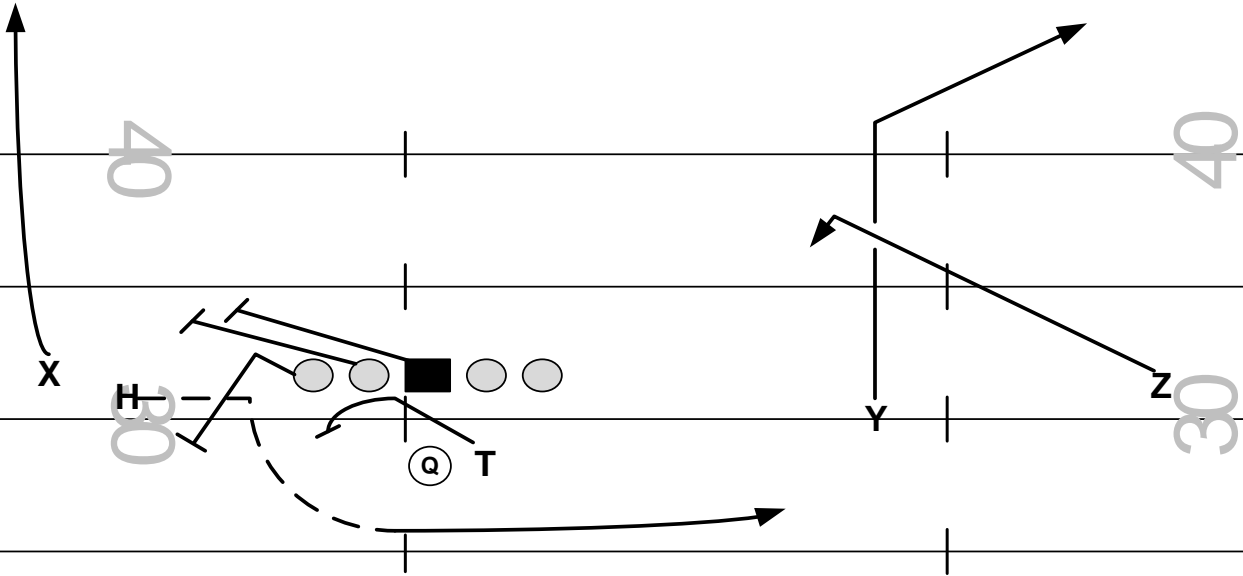
ALERT:

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:

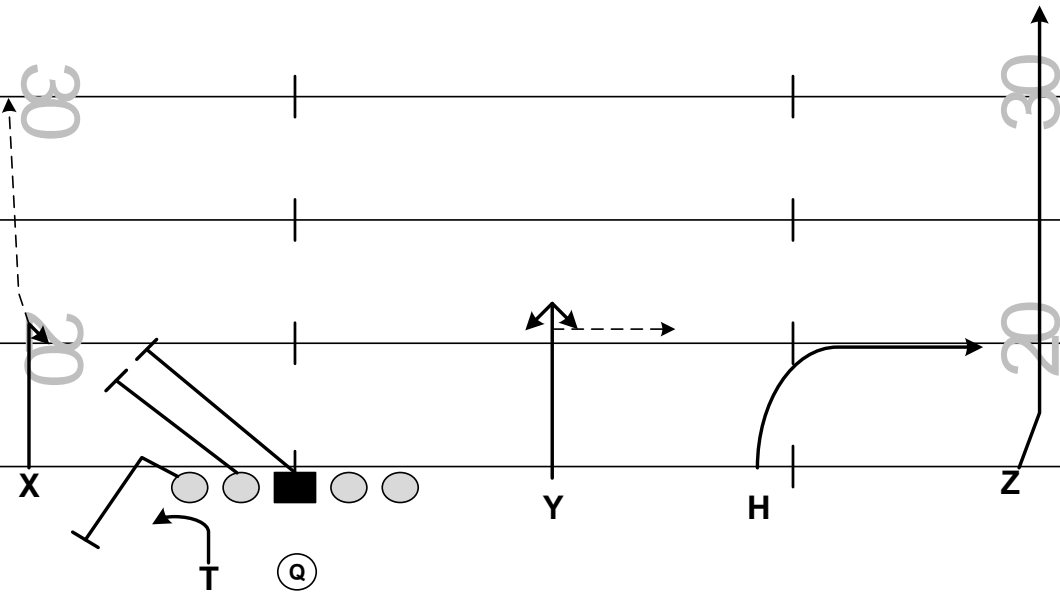
ALERT:

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

PRESSURE PLAN:

NOTES:

TRIPS RT STICK LINDA



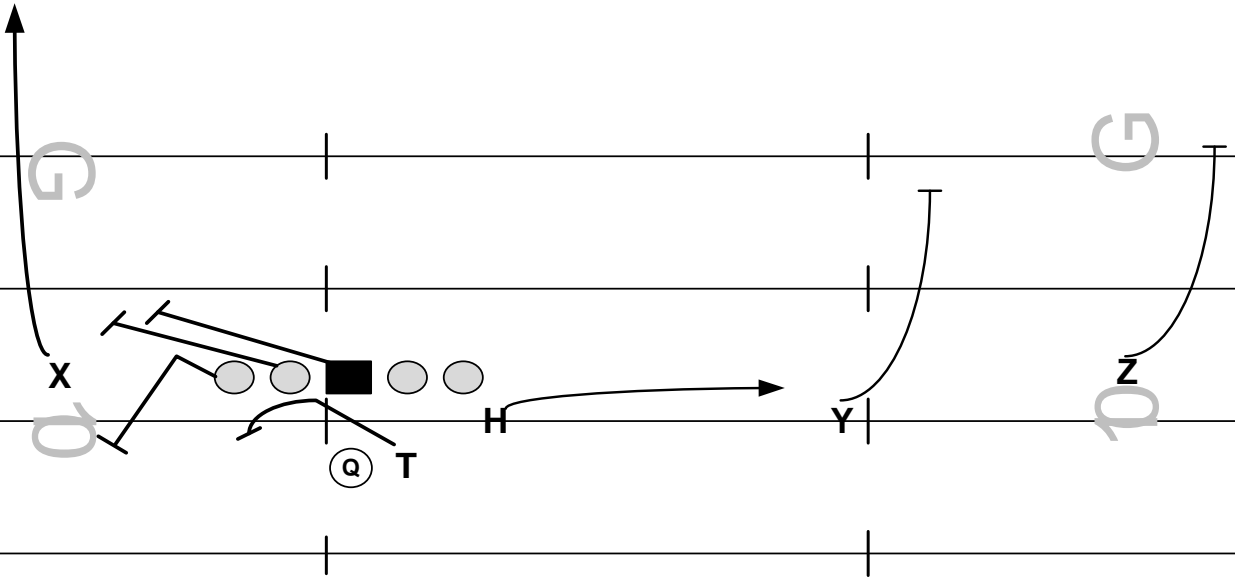
FAMILY: **SCREEN** CONCEPT: **STICK** NARROW: **MIKE**
 FORMATIONS: **TRIPS/TRIO/FLEET** PROTECTION: **LINDA**
 PROGRESSION: **MIKE READ** ALERT: **GIFT**

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) UMAC FOOTBALL GAME**
- 7) EXPLOSIVE PLAYS**
- 8) ESTABLISH RHYTHM**
- 9) WIN THE SITUATIONS**
- 10) DOMINATE 60 MINUTES**
- 11) VENICE WILL PLAY ITS BEST FOOTBALL**
- 12) DO YOUR PART, PLAY WITHIN YOUR SELF**

QB/WR STUDY

TOP COVERAGE VS 2X2: _____

TOP COVERAGE VS 3X1: _____

PREDOMINANTLY MAN OR ZONE: _____

CORNERS FIELD/BOUNDARY OR SAME SIDE: _____

CORNERS PRESS MAN OR SOFT MAN: _____

DEPTH OF SOFT CORNERS: _____

QB/WR STUDY

WHAT PRESS TECHNIQUE DO THE CORNERS PLAY:

LT/CB

RT/CB

SAFETY DEPTH IN COV 2: _____

SAFETY DEPTH IN COV 4: _____

QB/WR STUDY

- SAFETIES ROLL TO THE FIELD OR BNDRY VS 2X2 _____
- SAFETIES ROLL TO THE FIELD OR BNDRY VS 3X1 _____
- WHO IS THEIR NICKEL: _____
- TOP 3RD DOWN COVERAGE: _____
- WHAT UNIQUE COVERAGES: _____
- HIGH/LOW PRESSURE ON BASE DOWNS _____
- HIGH/LOW PRESSURE ON THIRD DOWN _____