

# ASCENDER

## FOOTBALL



# SCOUTING REPORT

*"SEIZE THE OPPORTUNITIES AND MAKE IT HAPPEN!"*



# ASCENDER

## FOOTBALL



# 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!”**



# ASCENDER FOOTBALL



## Duncanville

October 10th, 2020



**FS**



**Jermel  
Bryant**

**#7**

**SS**



**Cameron  
Mitchell**

**#26 Senior**

**LC**



**Keyon  
Pugh**

**#15  
Senior**

**B**



**Jordan  
Crook**

**#2 Junior**

**B**



**Kendrick  
Blackshire**

**#9 Senior**

**B**



**Jadarius  
Thursby**

**#8 Senior**

**RC**



**Almami  
Manneh**

**#28 Senior**

**DE**



**Omari  
Abor**

**#23 Junior**

**N**



**Quincy  
Wright**

**#99 Junior**

**T**



**Kaden  
Seay**

**#90 Junior**

**DE**



**Kevon Ivy**

**#11 Senior**



**ASCENDER**

**FOOTBALL**



**COVERAGE**

**REPORT**

**FRONT**

**BLITZ**

**STUNTS**



# ASCENDER

## FOOTBALL



# THE BALL

## 12% RULE

Turnovers:

- Sacks:
- Penalties:
- Drop balls:



# ASCENDER

## FOOTBALL



### CREATING EXPLOSIVES

“THIS IS WHO WE ARE”

(9)

AN EXPLOSIVE RUN IS:

 10+ YDS

AN EXPLOSIVE PASS IS:

 16+ YDS



ASCENDERS

3<sup>RD</sup> DOWN



3<sup>RD</sup> DOWN  
“CONVERT”  
(40%)



ASCENDER



REDZONE

100%







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**FOOTBALL**



# GAME PLAN

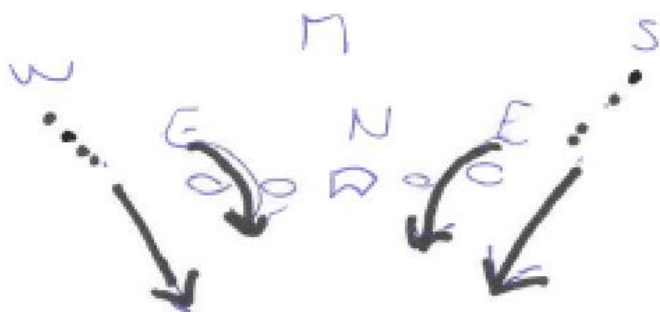
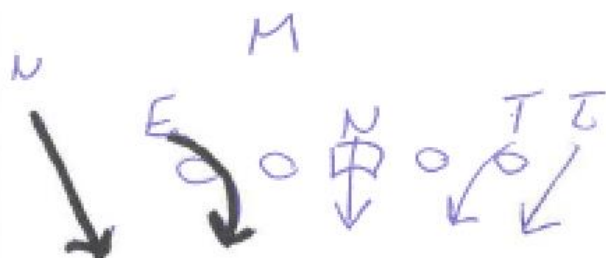


**ASCENDER**

**FOOTBALL**



**FRONT  
BLITZ  
RUN GAME  
PROTECTION**



○○□○○

○○□○○



# ASCENDER

## FOOTBALL



# RUN GAME

Doubles RT 16



T B

"Push"

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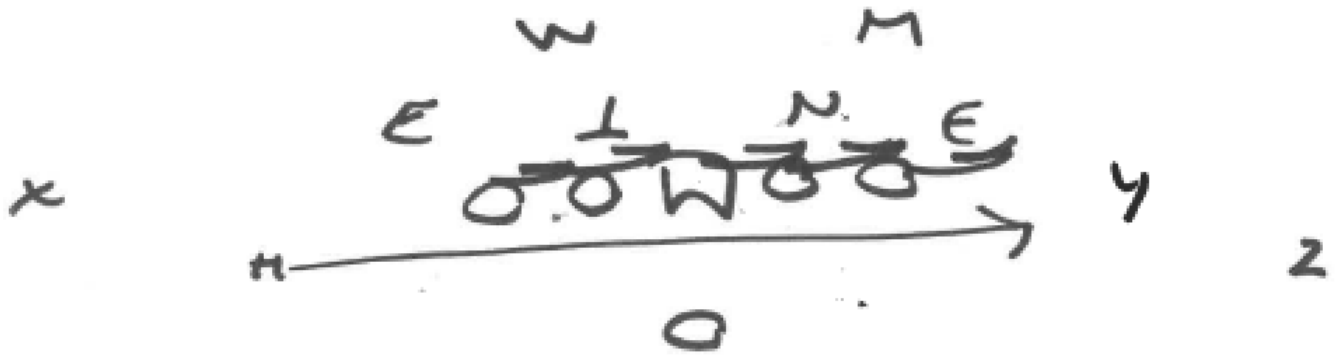
Doubles LT 13



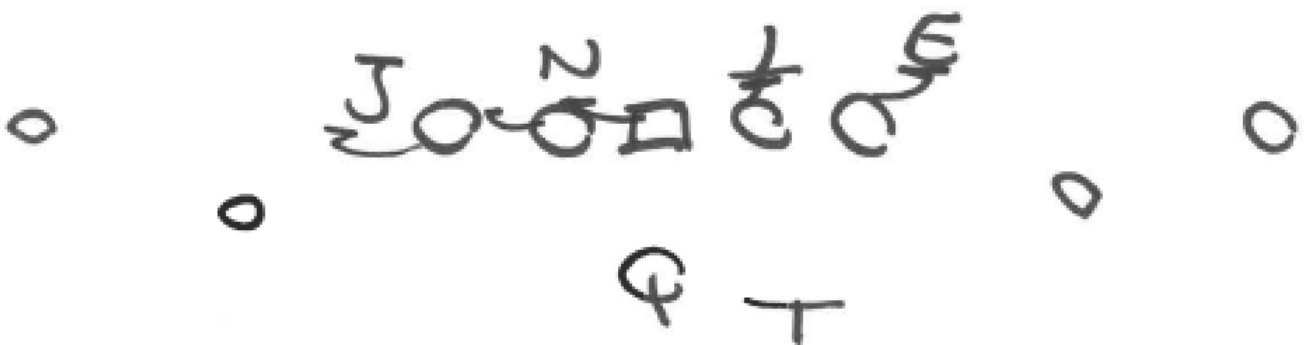
B

T

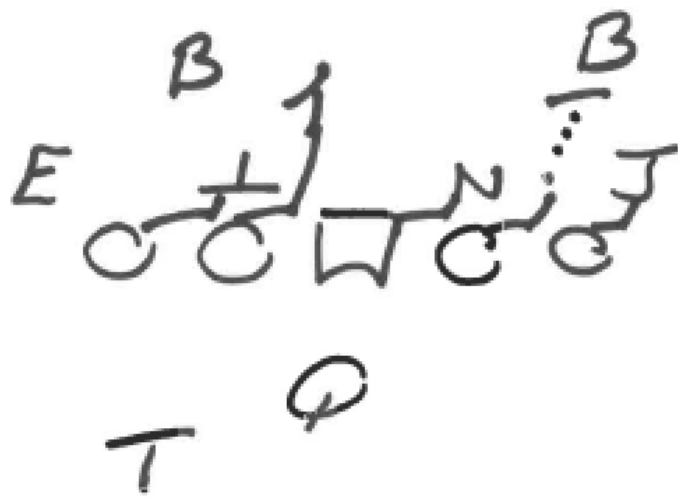
Doubles RT Jet



Doubles RT cowboys Cold

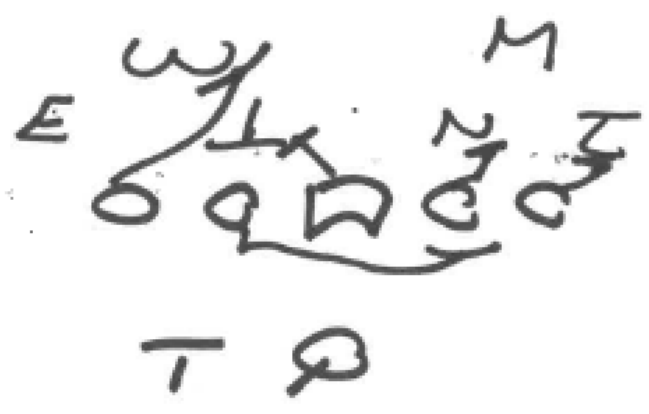


TRIC LT 12

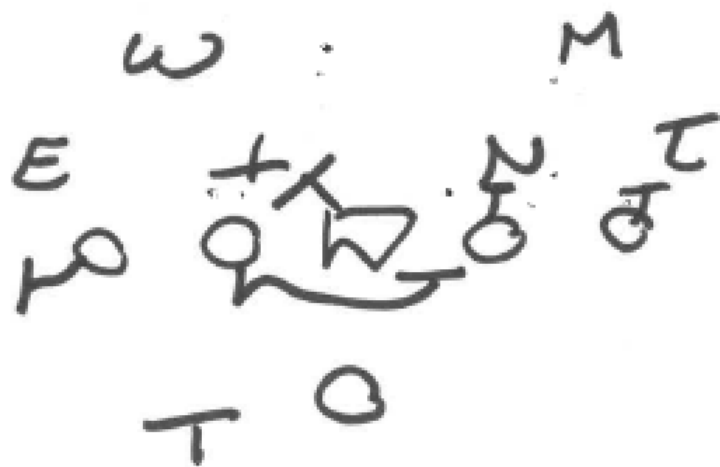


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TRIC RT 16

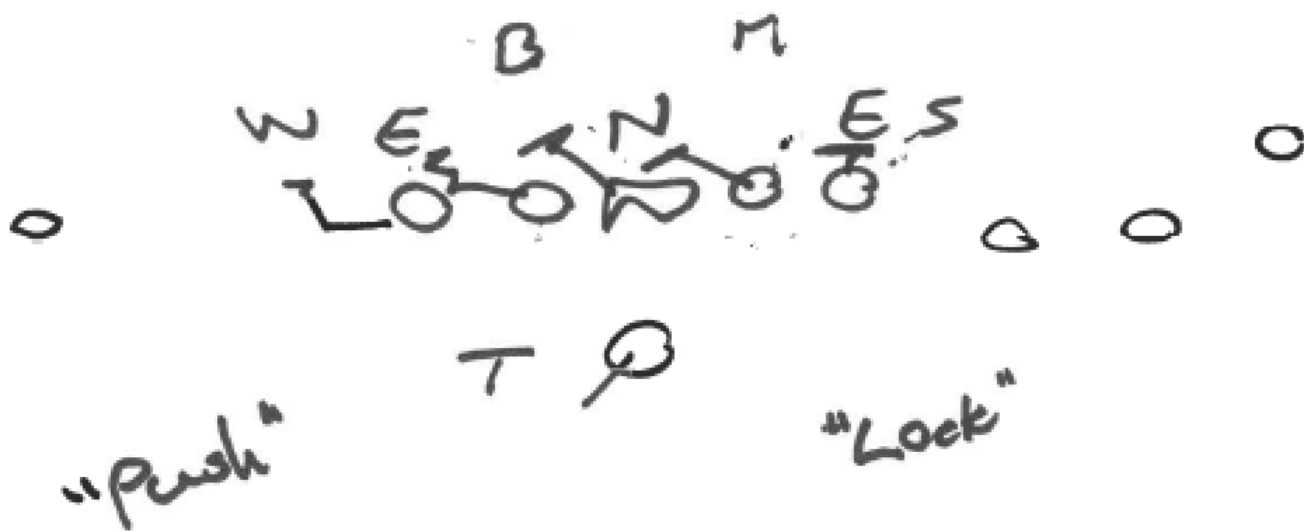


TRIG RT II



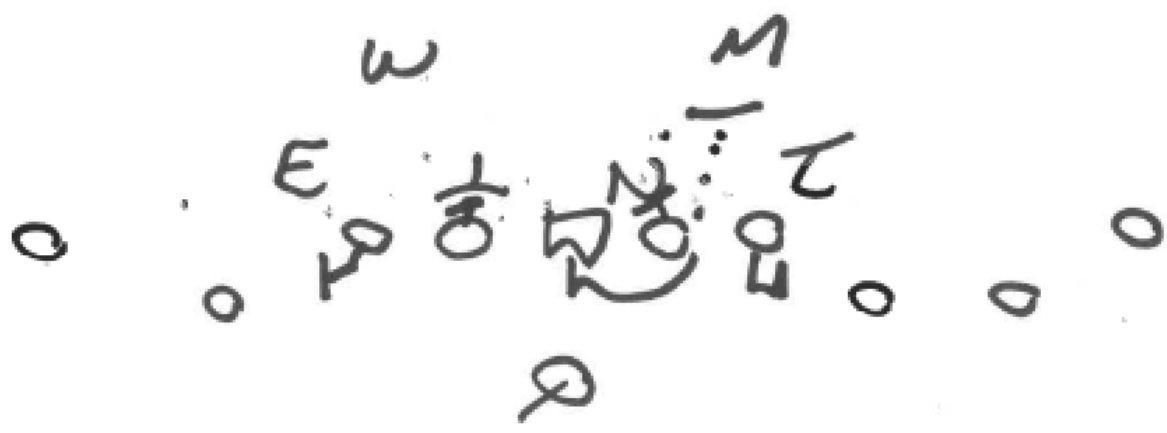
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TRIG Rt Cali Cold





Empty



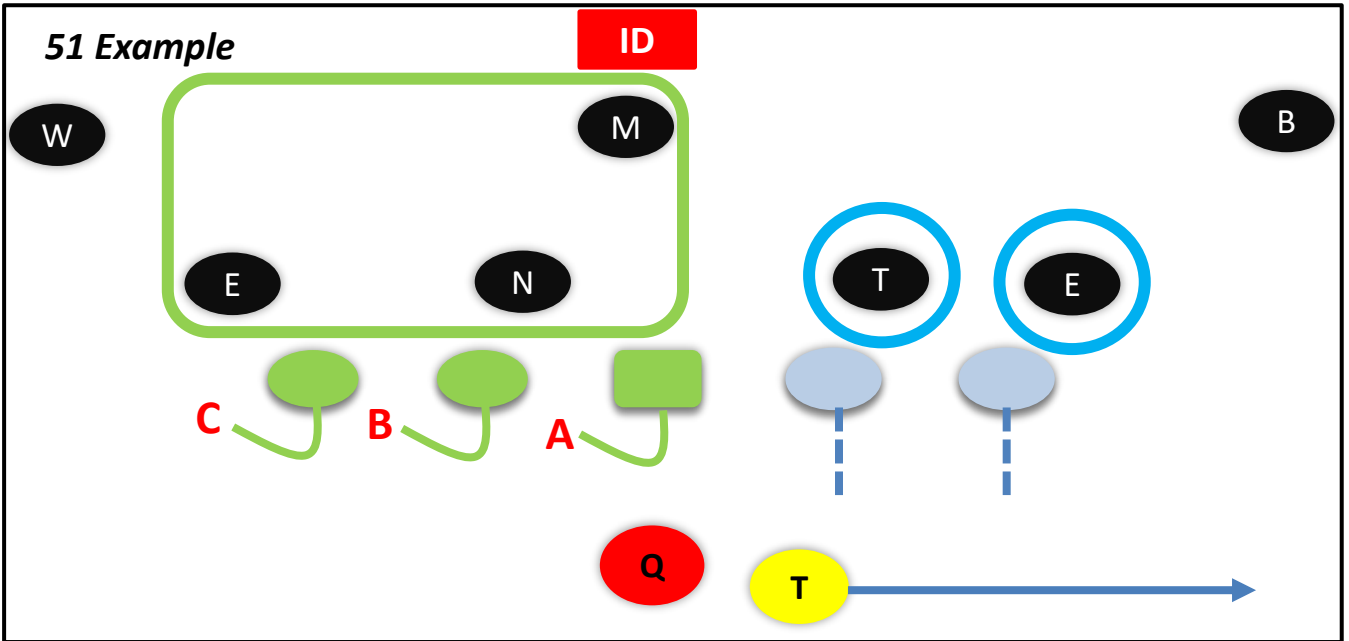


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# Protections

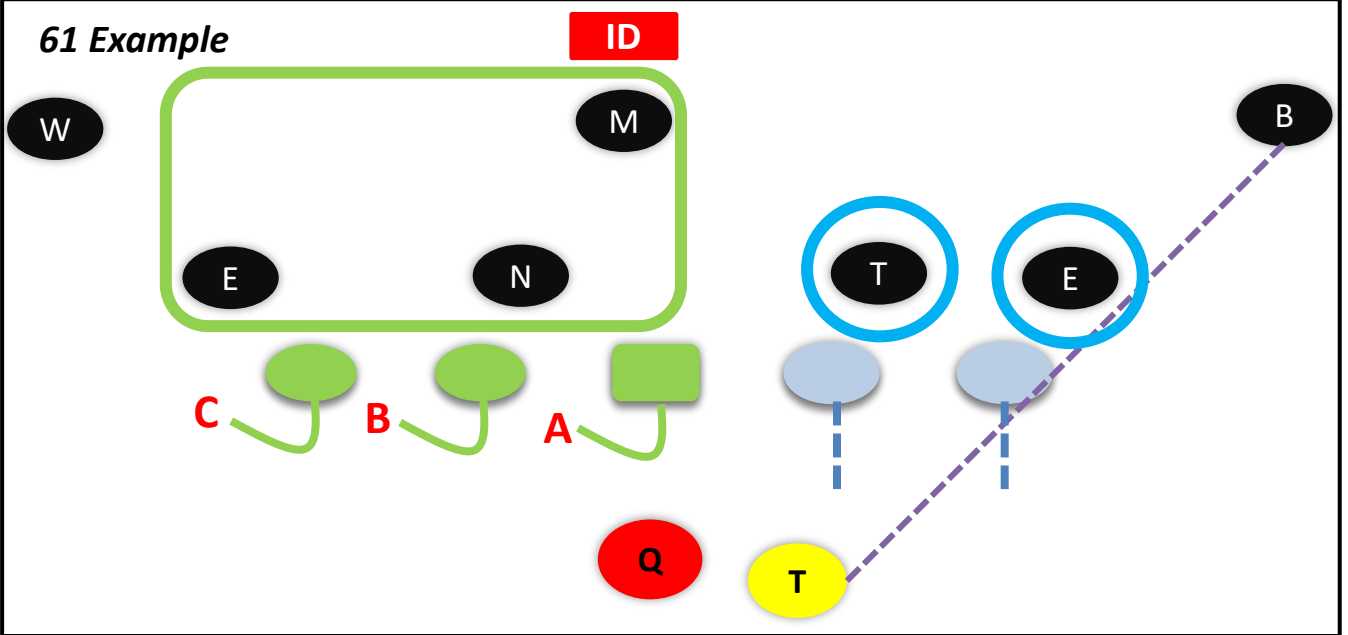


**Pass Protection Rules (Half slide half man)**

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



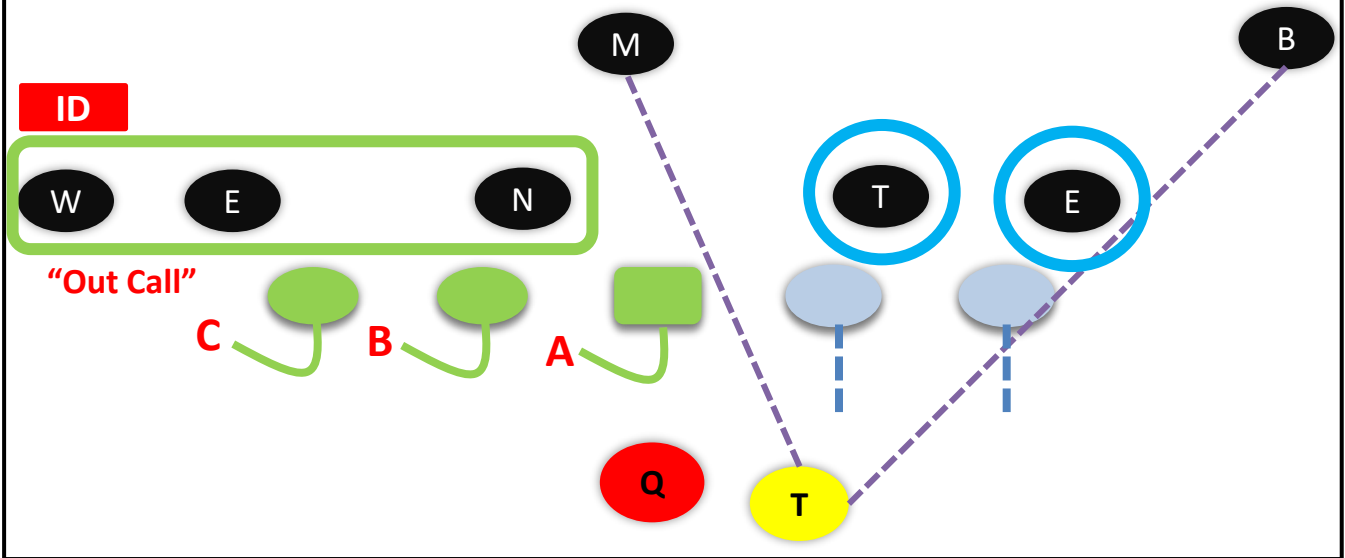
## 61 Example



**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





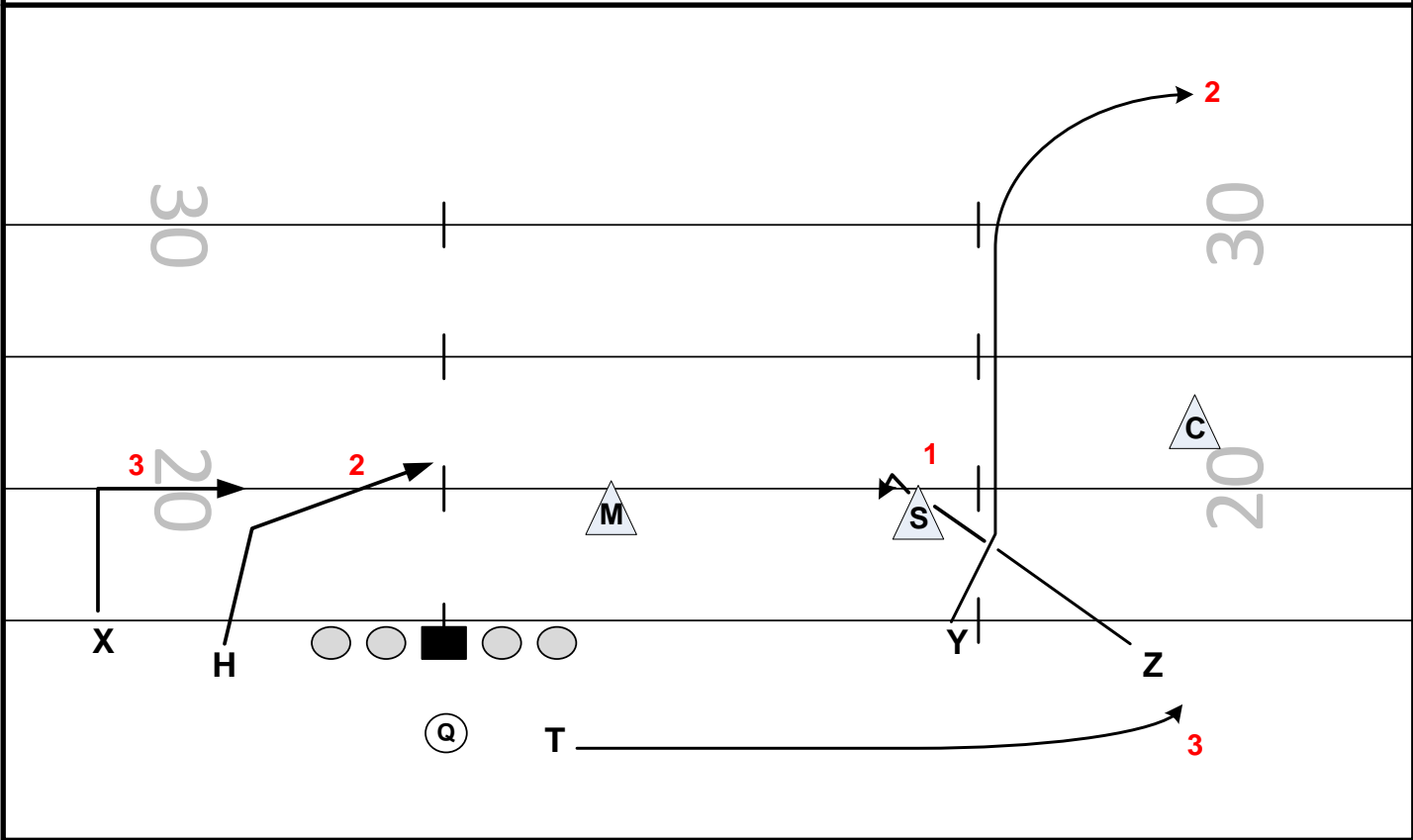
# ASCENDER

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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

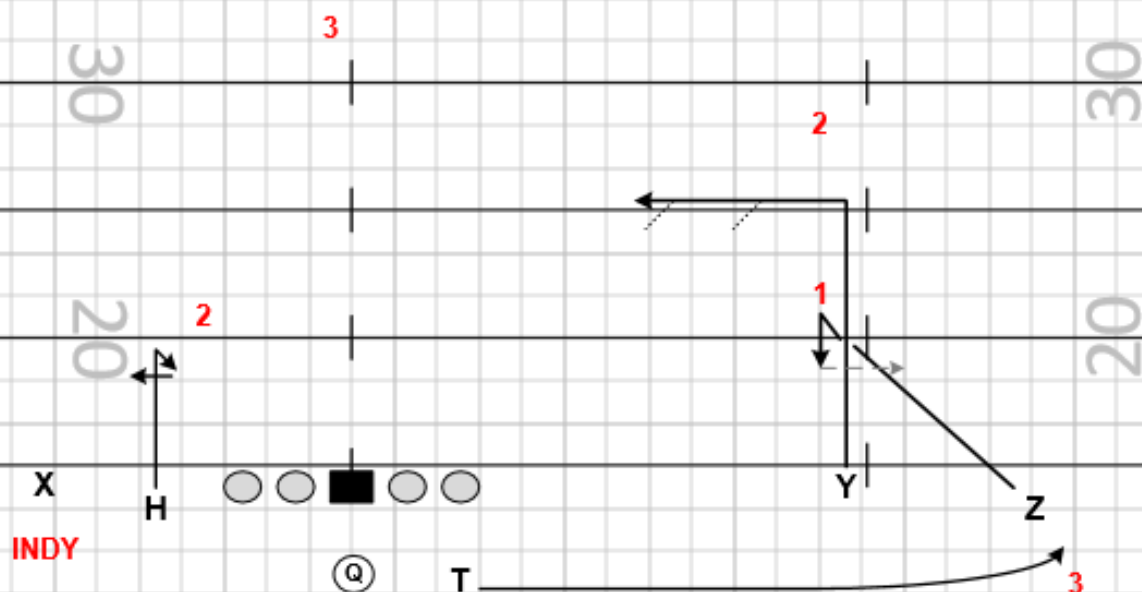
PRESSURE PLAN: **REDIRECT PROTECTION TO SAFETIES TILT**

**5/6 MAN PRESSURE - THROW HOT/TROUBLE THROW**

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

**BE AWARE OF POSSIBLE BACKSIDE TAGS**

# 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 <sup>ST</sup> WINDOW CLOSED
T	SWING	5 HARD STEPS - GIVE EYES TO QB
H	GRAB	5 YD HITCH - PULL OUT WHEN QB GIVES EYES
X	INDY	INDY VERTICAL ROUTE UNLESS TAGGED / SINGALED

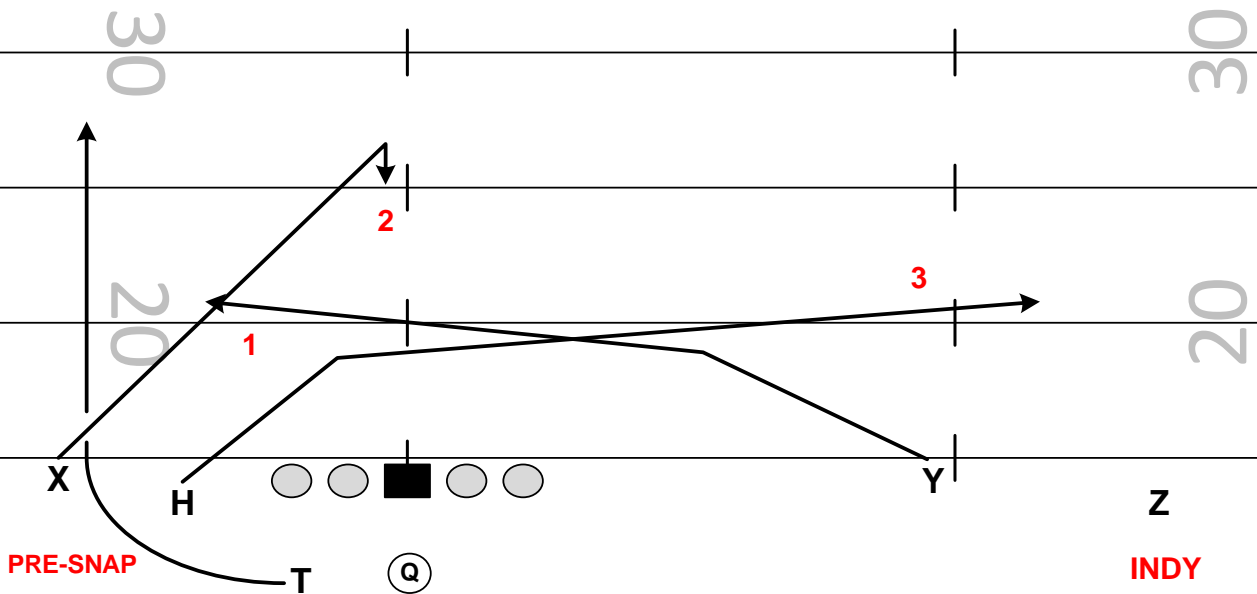
PRESSURE PLAN: **REDIRECT PROTECTION TO SAFETIES TILT**

**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



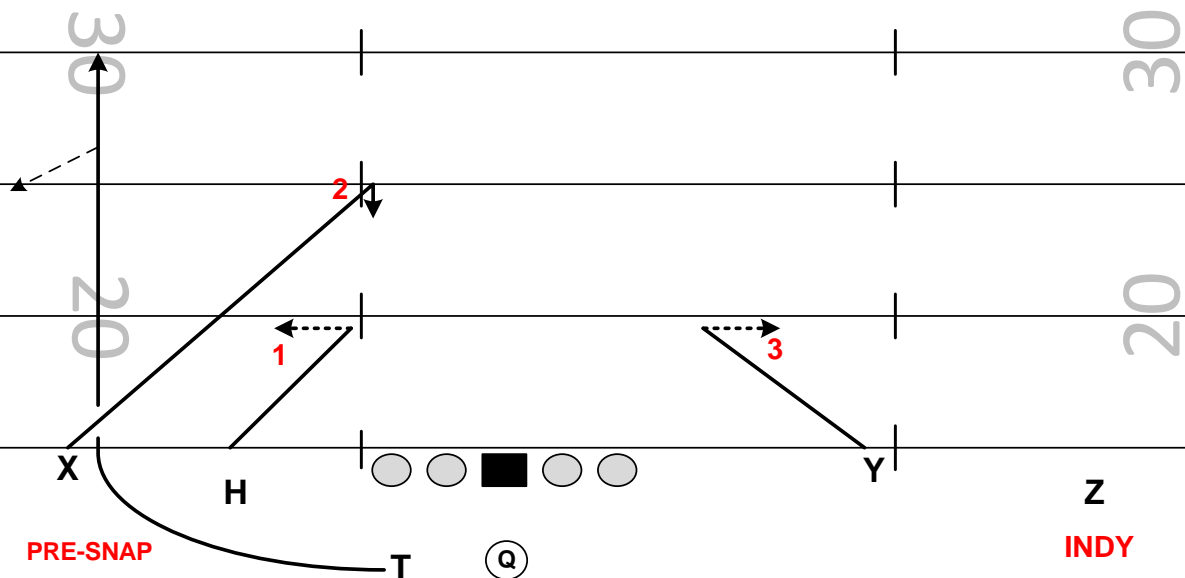
FAMILY: **HORIZONTAL**    CONCEPT: **MESH**    NARROW: **WILL**  
 FORMATIONS: **DOUBLES / DUO / FLEET**    PROTECTION: **50 - 51**  
 PROGRESSION: **PRE-SNAP T / Y / X / H**    ALERT: **Z INDY / T**

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**

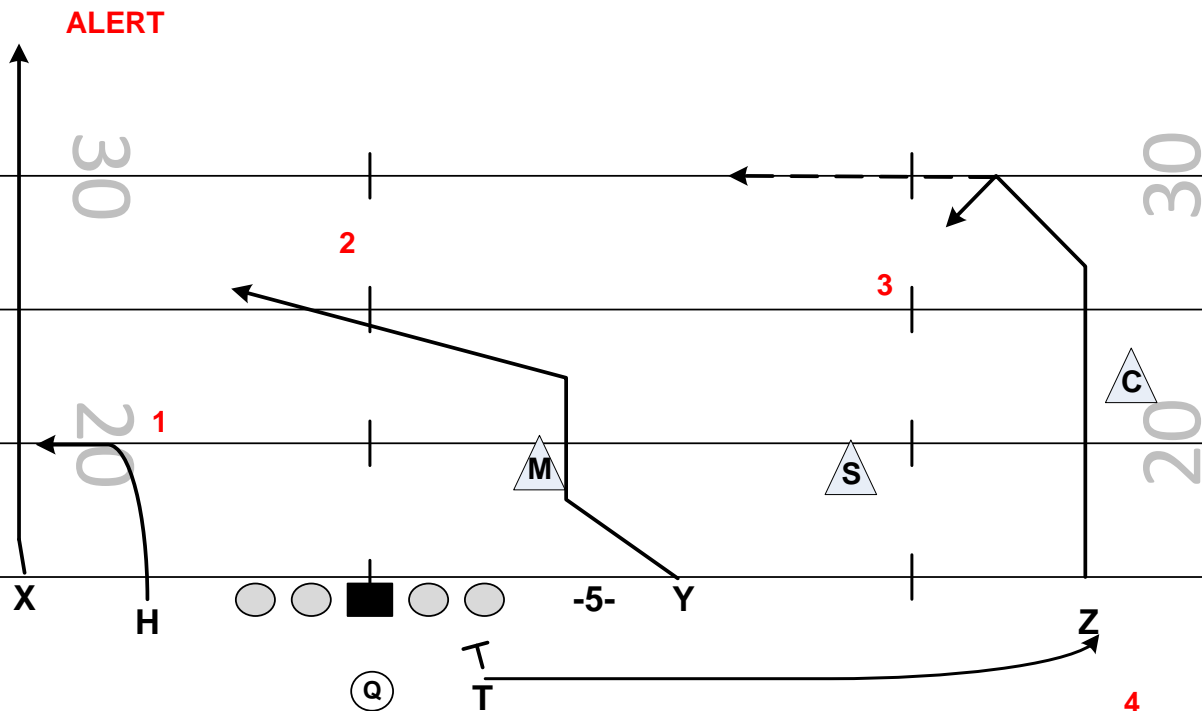
PROGRESSION: **PRE-SNAP T / H / X / Y**    ALERT: **Z INDY / T**

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:

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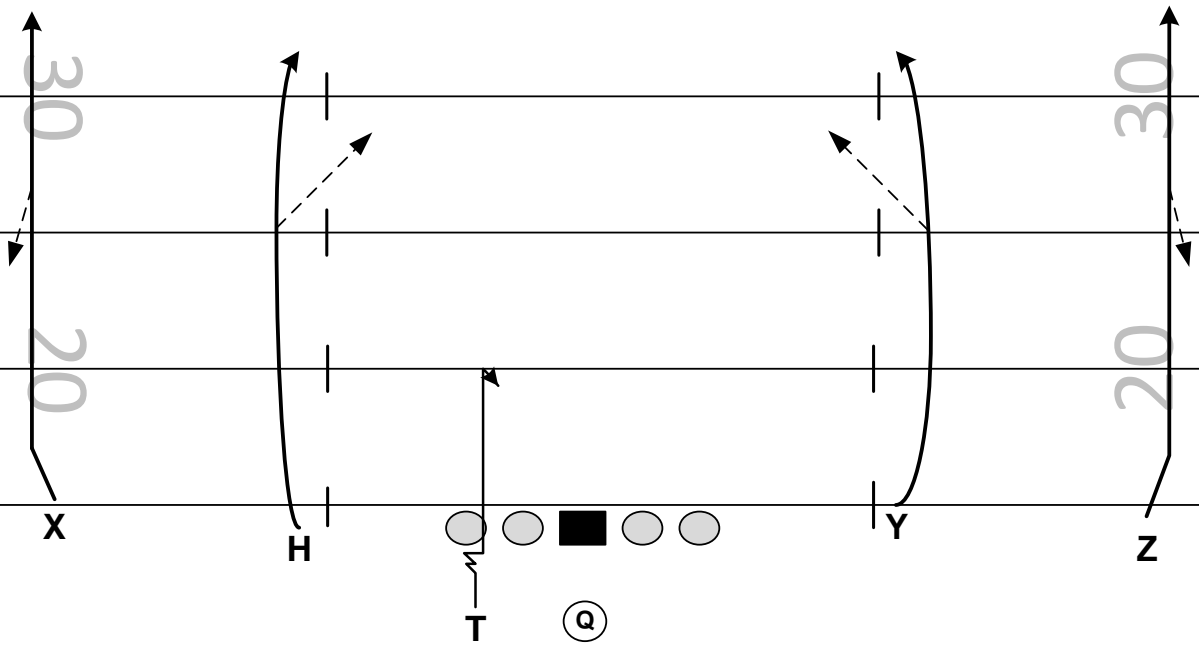


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# DOUBLES RT (60) DAYTONA



FAMILY: **CARS**

CONCEPT: **4 VERTICALS**

NARROW: **SAM OR WILL**

FORMATIONS:

**DOUBLE, TRIO**

PROTECTION: **60 - 61**

PROGRESSION: **COVERAGE READ**

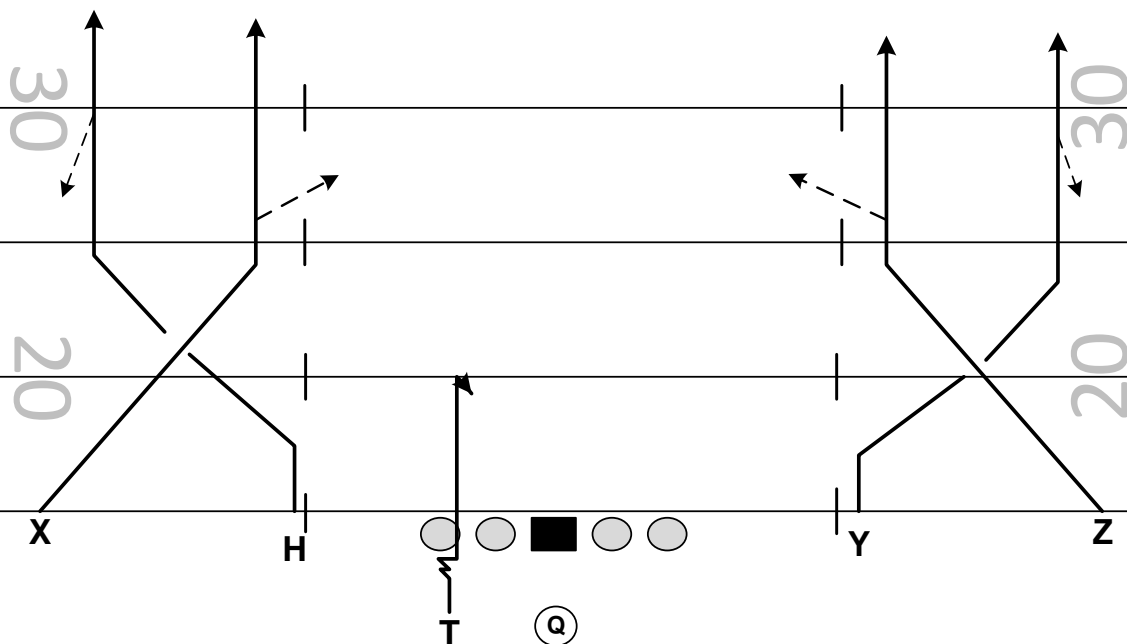
ALERT: **Z/X MATCHUP**

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**

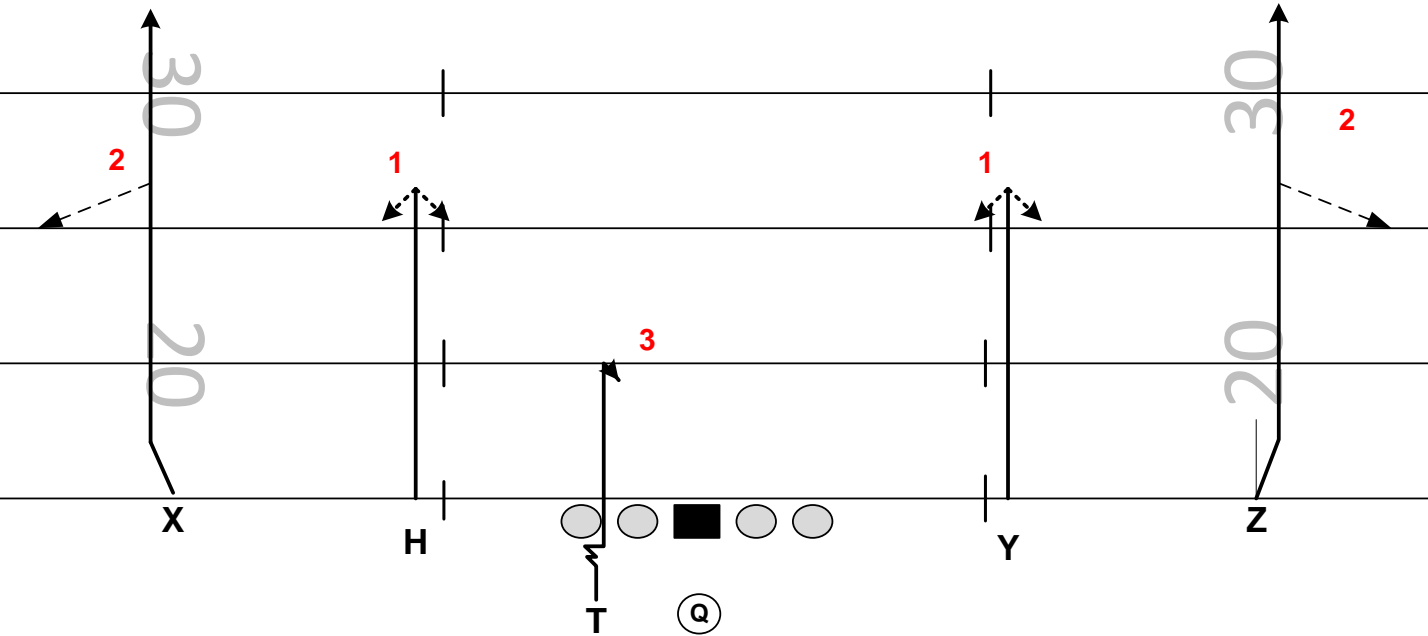
PLAYER	ROUTE	ASSIGNMENTS
Z	VERTICAL SWITCH	ANGLE DEPARTURE – MIDDLE OF THE FIELD OPEN – BEND, MIDDLE CLOSED - SEAM
Y	VERTICAL SWITCH	PRESS 3 STEPS VERTICAL TO ATTACK HOLE PLAYER, THEN CREATE THE "SWITCH"
T	TAKE IT ROUTE	5 YARDS OVER THE CENTER
H	VERTICAL SWITCH	PRESS 3 STEPS VERTICAL TO ATTACK HOLE PLAYER, 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 <sup>ST</sup> DOWN MARKER
T	TAKE IT ROUTE	5 YARDS OVER THE CENTER
H	MARKER ROUTE	DEEP HITCH ROUTE – GET TO 1 <sup>ST</sup> DOWN MARKER
X	GO ROUTE	CAP COVERAGE – DROPOUT. IF EVEN - LEAVING

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

NOTES:

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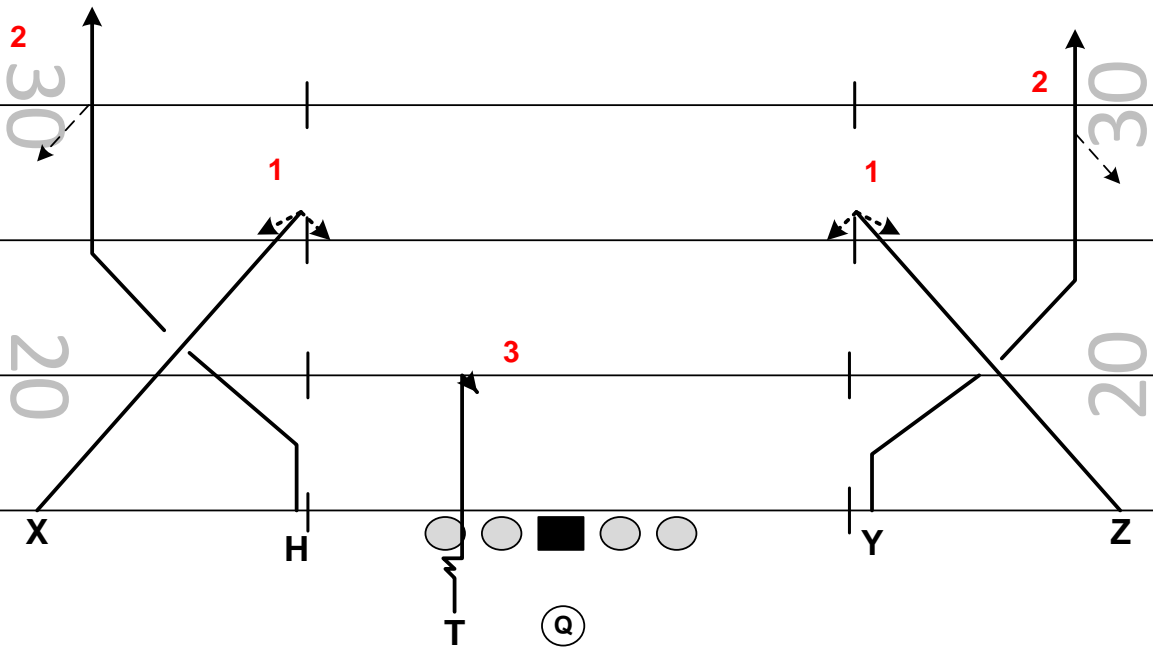


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# DOUBLES RT (60) MARKER SWITCH



FAMILY: **VERTICAL**

CONCEPT: **STICKS**

NARROW: **SAM OR WILL**

FORMATIONS:

**DOUBLE, QUEEN**

PROTECTION:

**60 - 61**

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

ALERT:

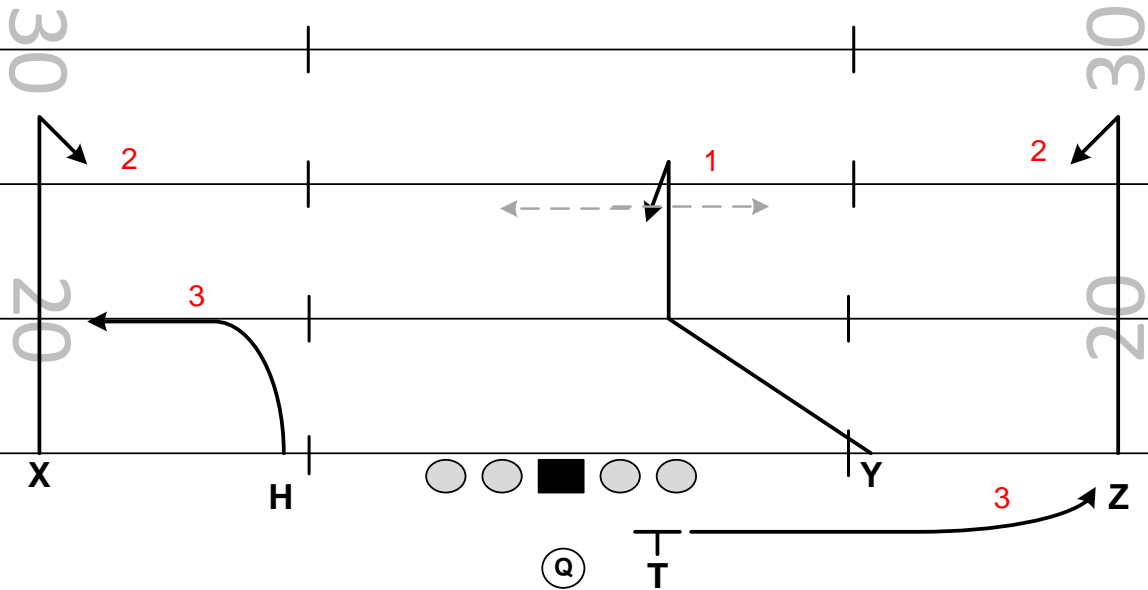
**DROPOUTS**

PLAYER	ROUTE	ASSIGNMENTS
Z	MARKER SWITCH	ANGLE DEPARTURE – LANDMARK IS PAST THE 1 <sup>ST</sup> 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 <sup>ST</sup> 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**

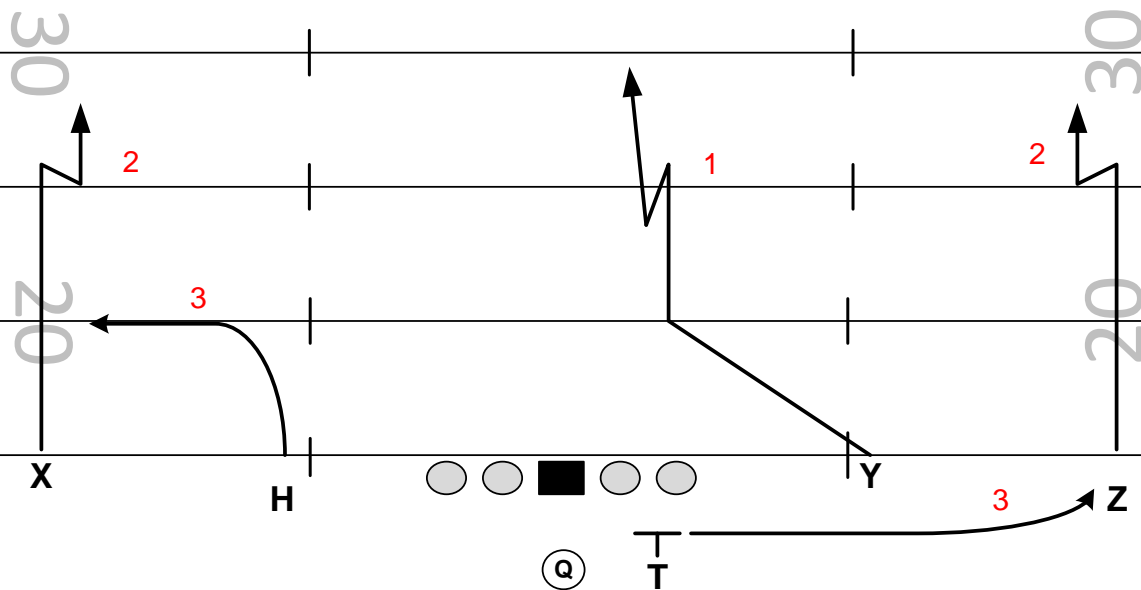
PLAYER	ROUTE	ASSIGNMENTS
Z	12 YD CURL	LANDMARK – INSIDE EDGE OF NUMBERS
Y	OPTION ROUTE	8 -10 YD OPTION ROUTE - WORK MIKE LB FOR GRASS
T	CHECK SWING	5 STEPS PARALLEL TO EDGE OF NUMBERS
H	SPEED OUT	BE AWARE OF TRAP CORNER
X	12 YD CURL	LANDMARK – INSIDE EDGE OF NUMBERS

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**

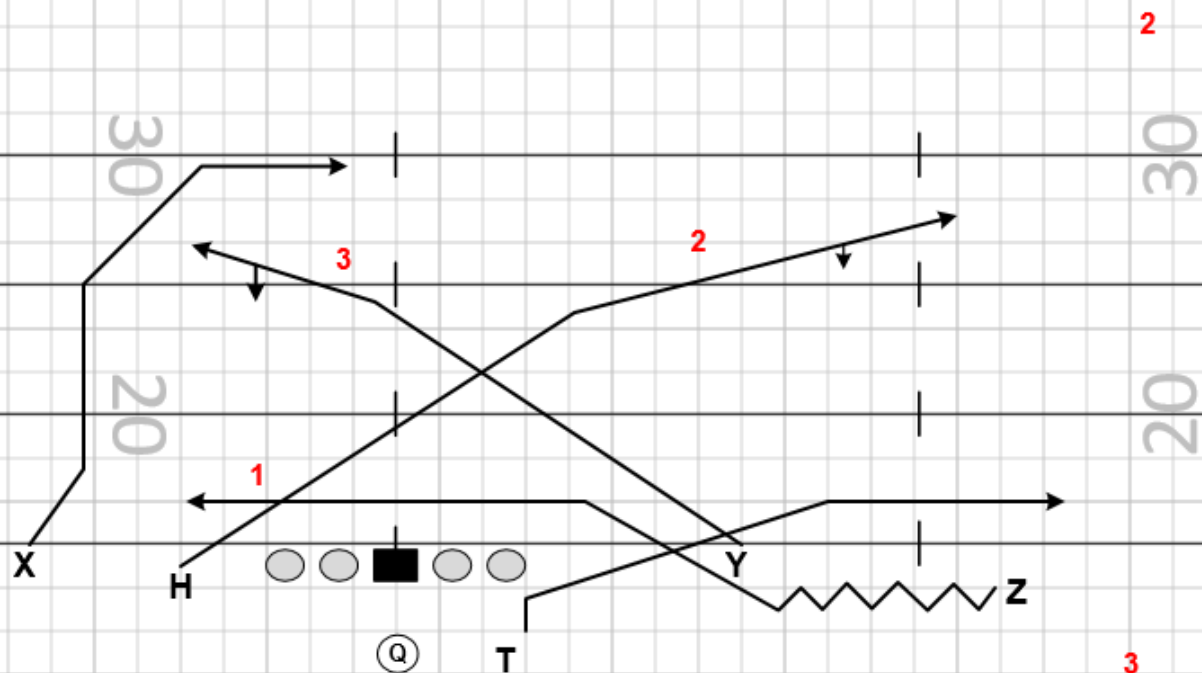
PLAYER	ROUTE	ASSIGNMENTS
Z	12 YD CURL & GO	LANDMARK - INSIDE EDGE OF NUMBERS - STUTTER & GO
Y	OPTION ROUTE & GO	8 -10 YD OPTION ROUTE - WORK MIKE LB FOR GRASS
T	CHECK SWING	5 STEPS PARALLEL TO EDGE OF NUMBERS
H	SPEED OUT	BE AWARE OF TRAP CORNER
X	12 YD CURL & GO	LANDMARK - INSIDE EDGE OF NUMBERS - STUTTER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



# DOUBLE RT (61) Z-IN ZEBRA



FAMILY: **ZEBRA**      CONCEPT: **CROSSERS**      NARROW      **SAM**

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

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

PLAYER	ROUTE	ASSIGNMENTS
Z	SHALLOW CROSS	MOTION TO THE Y ALIGN THEN SHALLOW CROSS AT THE DLINE HEELS
Y	DEEP CROSS	AIM 15 YARDS OPPOSITE HASH (SIT VS ZONE)
T	CHECK FLAT	CHECK BLITZ - GET TO FLAT
X	ENDLINE DIG	LOSE 2 YDS ON RELEASE - POST DIG AT 15 YARDS (ENDLINE)
H	DEEP CROSS	AIM 15 YARDS OPPOSITE HASH (SIT VS ZONE)

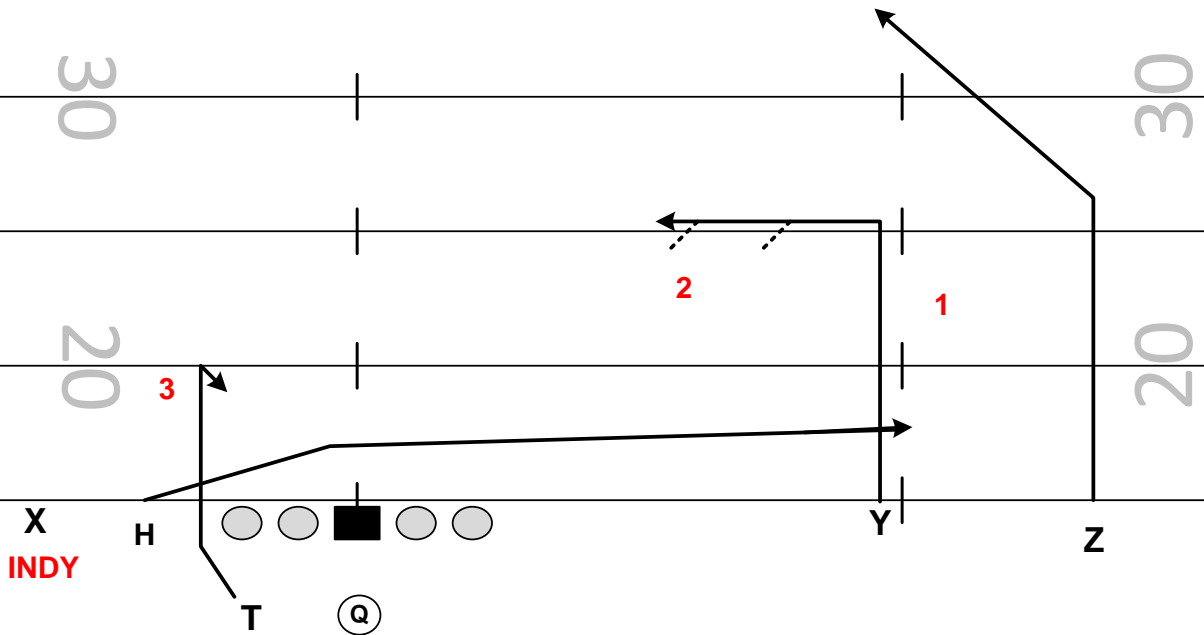
PRESSURE PLAN: **REDIRECT PROTECTION TO SAFETIES TILT**  
**5/6 MAN PRESSURE - THROW HOT/TROUBLE THROW**

NOTES: **COV 1 - F2 TO B1 (CONTROL MIKE WITH EYES)**  
**BE AWARE OF POSSIBLE BACKSIDE TAGS**

# DOUBLES RT (60) BENZ

ALERT

ALERT



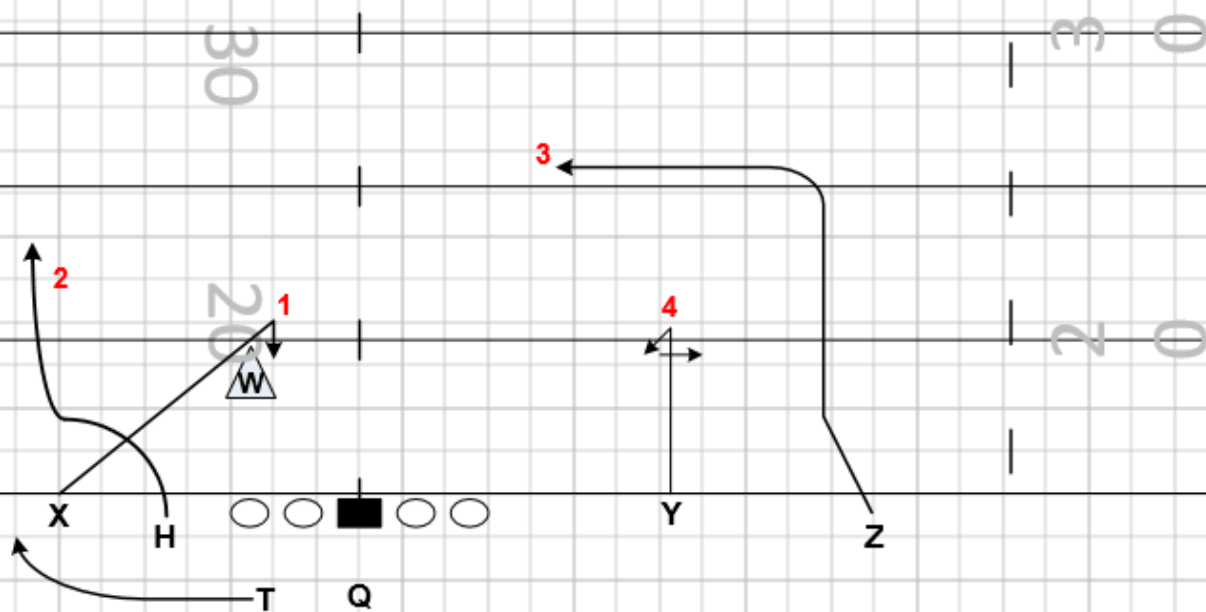
FAMILY: **CARS**      CONCEPT: **DRIVE (HIGH-LOW)**      NARROW: **SAM**  
 FORMATIONS: **DOUBLE, QUEEN, TRIO, TRIPS**      PROTECTION: **60 – 61/ 50 - 51**  
 PROGRESSION: **ALERT – H / Y / TROUBLE (MIKE RD)**      ALERT: **INDY**

PLAYER	ROUTE	ASSIGNMENTS
Z	POST	POST ROUTE – BREAK AT 10-12 YDS
Y	BASIC ROUTE	10 – 12 YD DIG – FIND GRASS. ASSUME 1 <sup>ST</sup> 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**

# 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

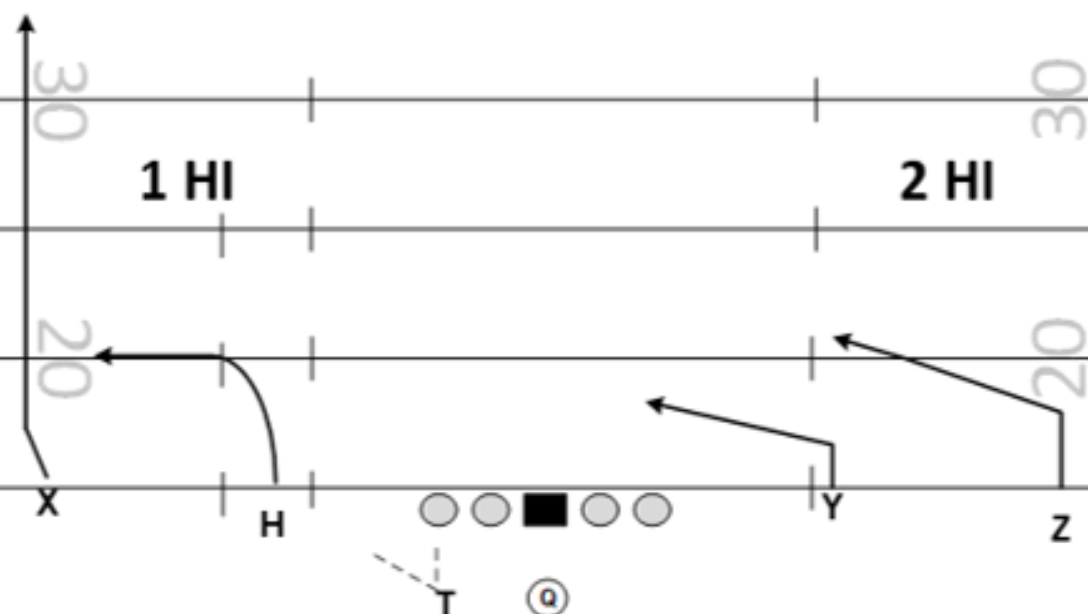
PRESSURE PLAN: **REDIRECT PROTECTION TO SAFETIES TILT**

**5/6 MAN PRESSURE – THROW HOT/TROUBLE THROW**

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



## DOUBLE RT NAIL



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

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

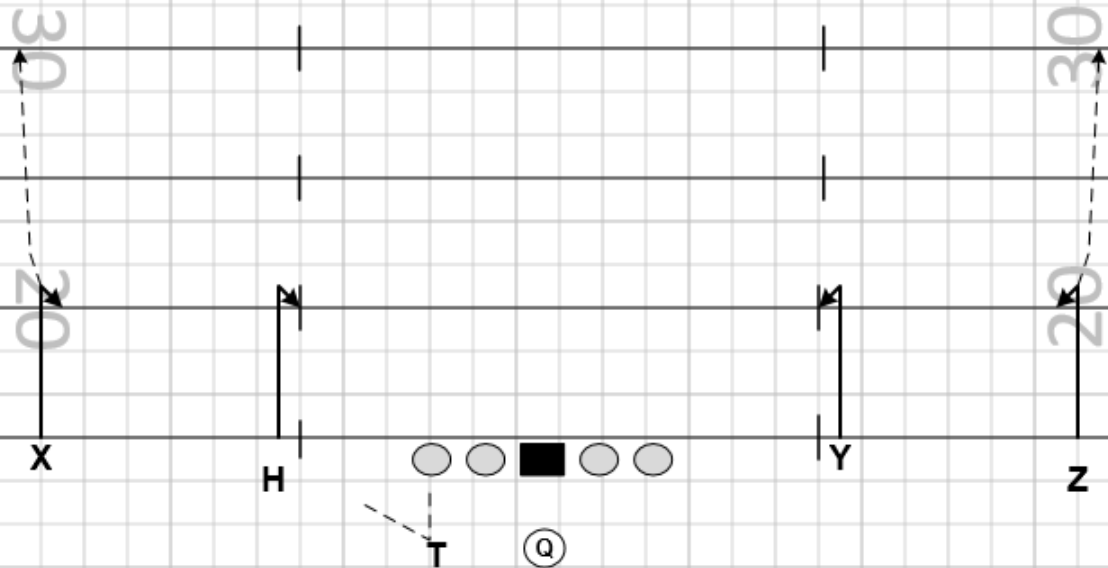
PROGRESSION: **BEST MATCHUP - READ INSIDE OUT**    ALERT: **NONE**

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:

# DOUBLES RT (RED) ALL HITCH



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**

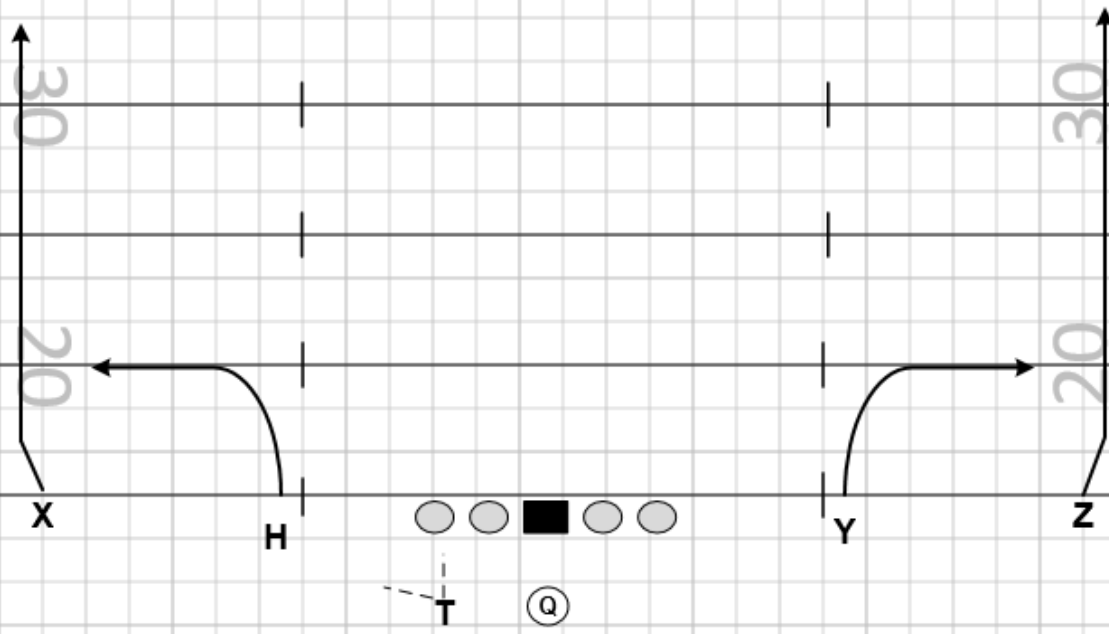
ALERT: **BEST MATCHUP**

PLAYER	ROUTE	ASSIGNMENTS
Z	HITCH	5 YARD HITCH/ADJUST TO FADE VS. PRESS MAN
Y	HITCH	5 YD HITCH
T	PASS PROTECTION	SPAIN PASS PROTECTION – INSIDE/OUT
H	HITCH	5 YD HITCH
X	HITCH	5 YARD HITCH/ADJUST TO FADE VS. PRESS MAN

PRESSURE PLAN: **NONE**

NOTES:

# DOUBLES RT FAT



FAMILY: 90's      CONCEPT: FAT      NARROW: FLAT DEFENDER

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

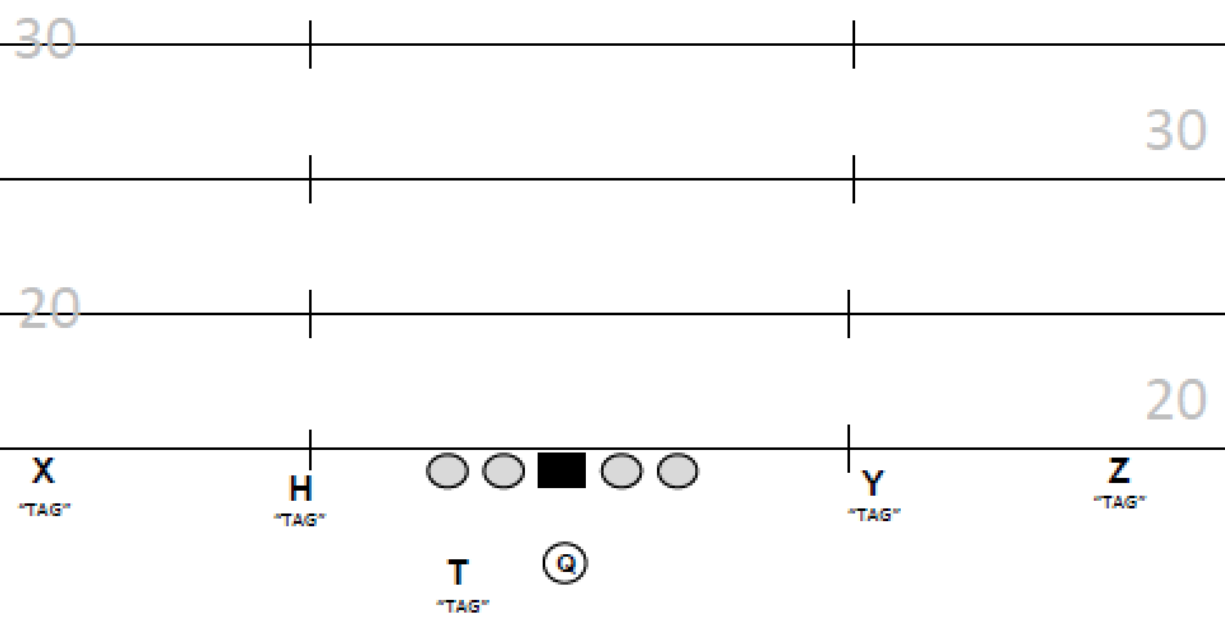
PROGRESSION: PICK A SIDE      ALERT: Z/X MATCHUP

PLAYER	ROUTE	ASSIGNMENTS
Z	GO ROUTE	MOR - FADE
Y	SPEED OUT	BEGIN BEND AT 2 YDS - HORIZONTAL AT 5 YDS
T	PASS PROTECTION	SPAIN PASS PROTECTION - INSIDE OUT
H	SPEED OUT	BEGIN BEND AT 2 YDS - HORIZONTAL AT 5 YDS
X	GO ROUTE	MOR - FADE

PRESSURE PLAN: NONE

NOTES:

# DOUBLE RT 99

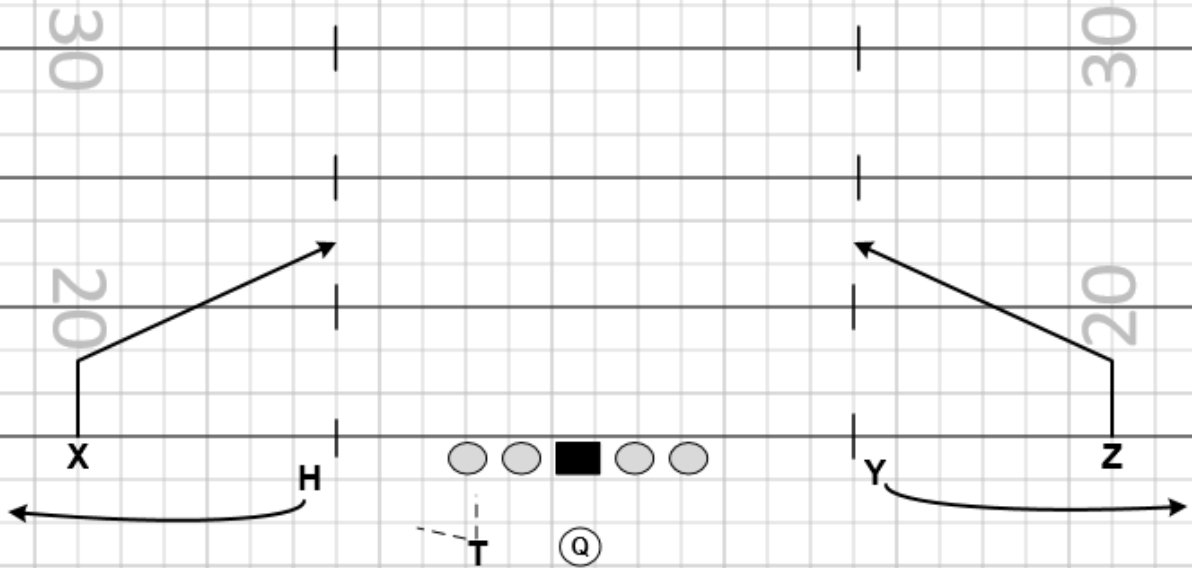


**FAMILY:** CONCEPT: NARROW:  
**FORMATIONS** **DOUBLES** PROTECTION  
**PROGRESSION:** ALERT:

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 (RED) BUS



FAMILY: 90's                      CONCEPT: BUS                      NARROW: FLAT DEFENDER

FORMATIONS: DOUBLES/DUO                      PROTECTION: SPAIN

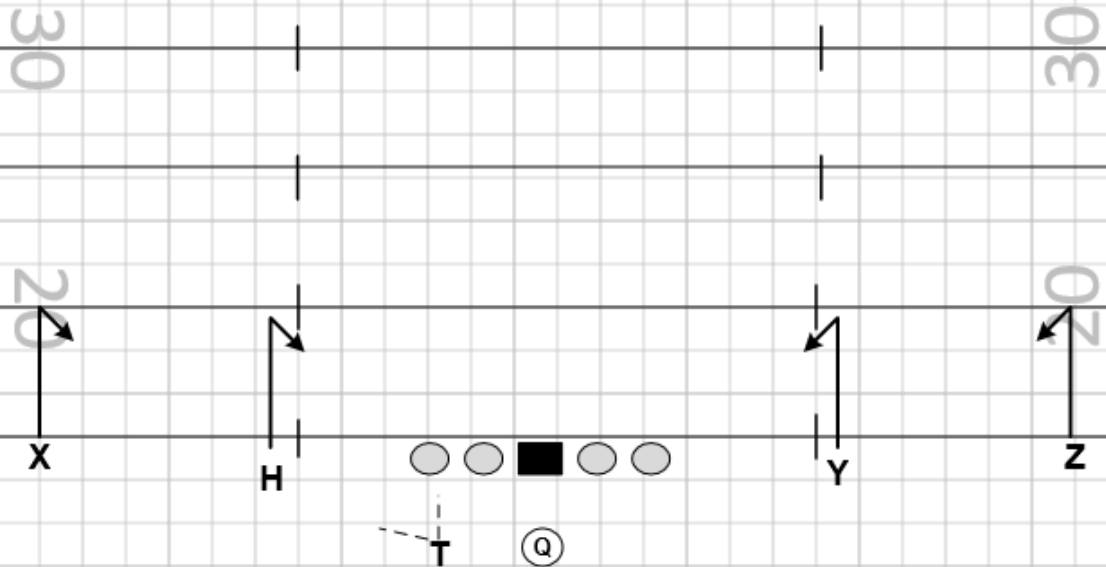
PROGRESSION: PICK A SIDE                      ALERT: Z/X MATCHUP

PLAYER	ROUTE	ASSIGNMENTS
Z	SLANT	3 STEP SLANT
Y	KEY 2	RUN KEY 3 BUBBLE
T	PASS PROTECTION	SPAIN PASS PROTECTION – INSIDE OUT
H	KEY 2	RUN KEY 3 BUBBLE
X	SLANT	3 STEP SLANT

PRESSURE PLAN: NONE

NOTES:

# DOUBLES RT (RED) HAMMER



FAMILY: **90's**      CONCEPT: **BUS**      NARROW: **FLAT DEFENDER**

FORMATIONS: **DOUBLES/DUO**      PROTECTION: **SPAIN**

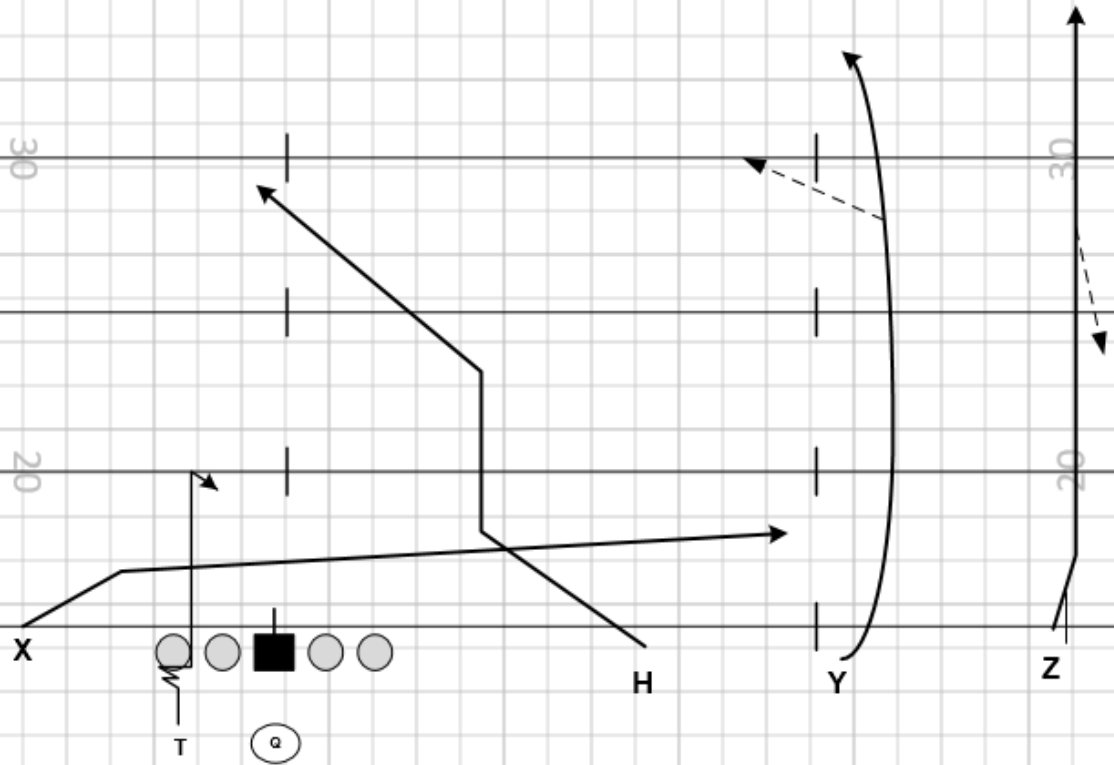
PROGRESSION: **INSIDE OUT**      ALERT: **LEVERAGE**

PLAYER	ROUTE	ASSIGNMENTS
Z	HITCH	5 YD HITCH
Y	HITCH	5 YD HITCH
T	PASS PROTECTION	SPAIN PASS PROTECTION – INSIDE OUT
H	HITCH	5 YD HITCH
X	HITCH	5 YD HITCH

PRESSURE PLAN: **NONE**

NOTES:

# TRIO RT (60) DAYTONA X SHALLOW



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

NARROW: **SAM OR WILL**

FORMATIONS: **TRIO**

PROTECTION: **60 - 61**

PROGRESSION: **COVERAGE READ**

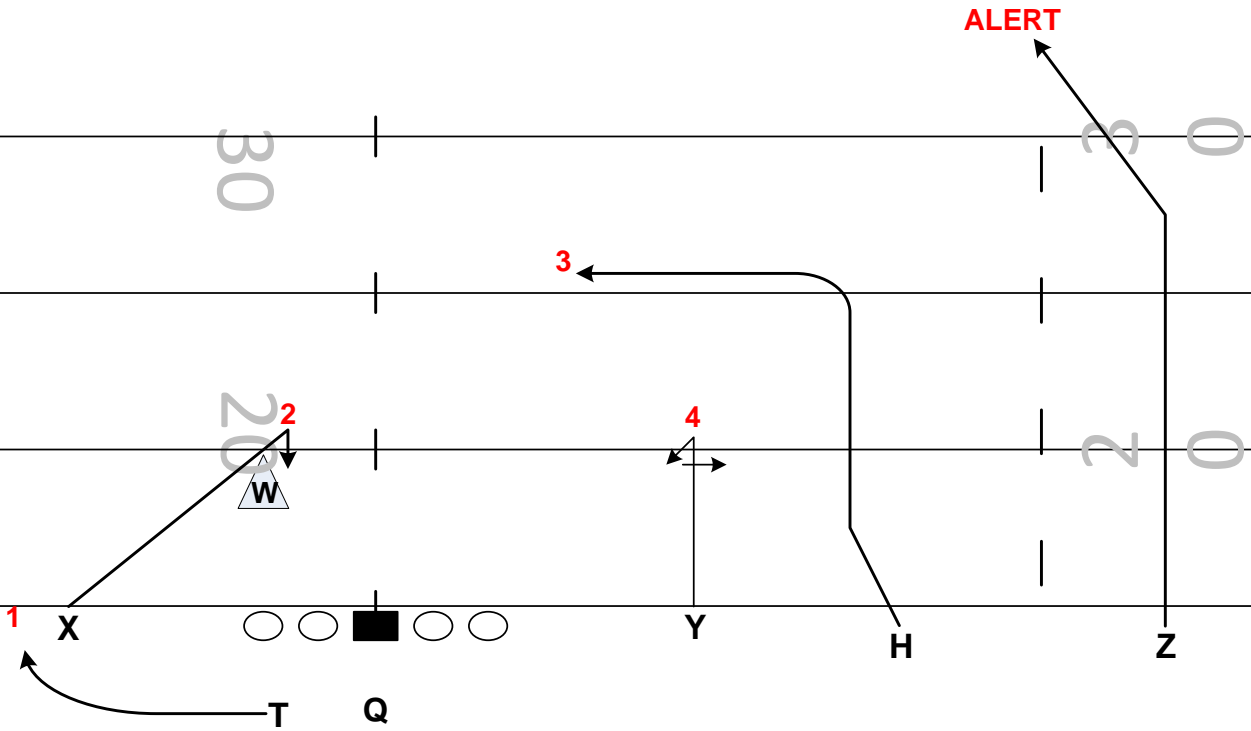
ALERT: **Z/X MATCHUP**

PLAYER	ROUTE	ASSIGNMENTS
Z	GO ROUTE	CAP COVERAGE - DROPOUT. IF EVEN - LEAVING
Y	CROSS SEAM	AIM 22 AT OPPOSITE HASH
T	TAKE IT ROUTE	5 YARDS OVER THE CENTER
H	SEAM	2 HIGH/1 HIGH READ
X	SHALLOW	AIM FOR 6 YDS DEPTH FAR 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**

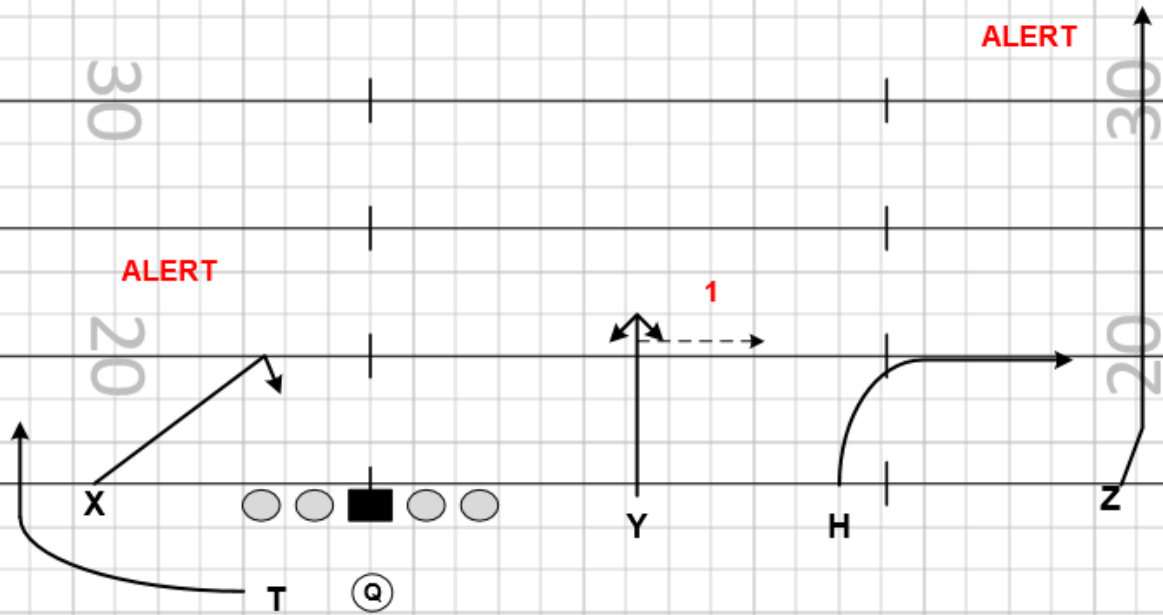
NOTES: **COV 2: SNAG MID POINT COR & WILL / PRESS MAN: BULLETS CHECK**







# TRIO RT 50 STICK EXXON



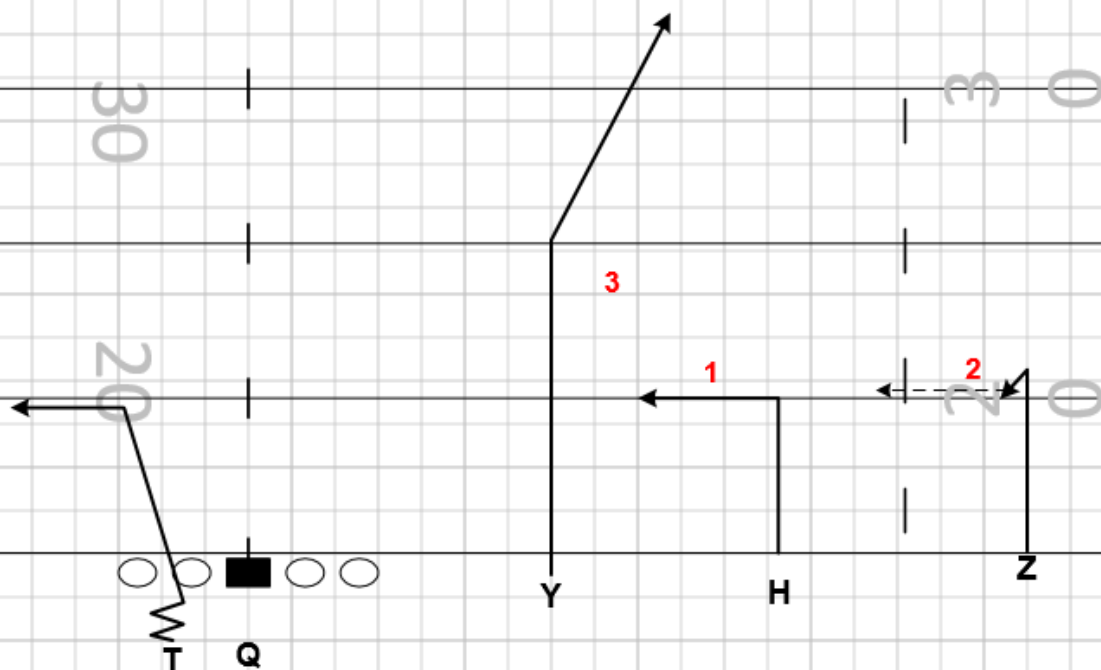
FAMILY: **SPO**      CONCEPT: **SPO**      NARROW: **MIKE**  
 FORMATIONS: **TRIPS/TRIO/FLEET**      PROTECTION: **50**  
 PROGRESSION: **ALERT / Y / H**      ALERT: **GIFT**

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) CHAIR



FAMILY: CHAIR

CONCEPT: CHAIR

NARROW: WILL

FORMATIONS: TRIO

PROTECTION: 50 - 51

PROGRESSION: T/X/H/Y/Z

ALERT: Z HITCH

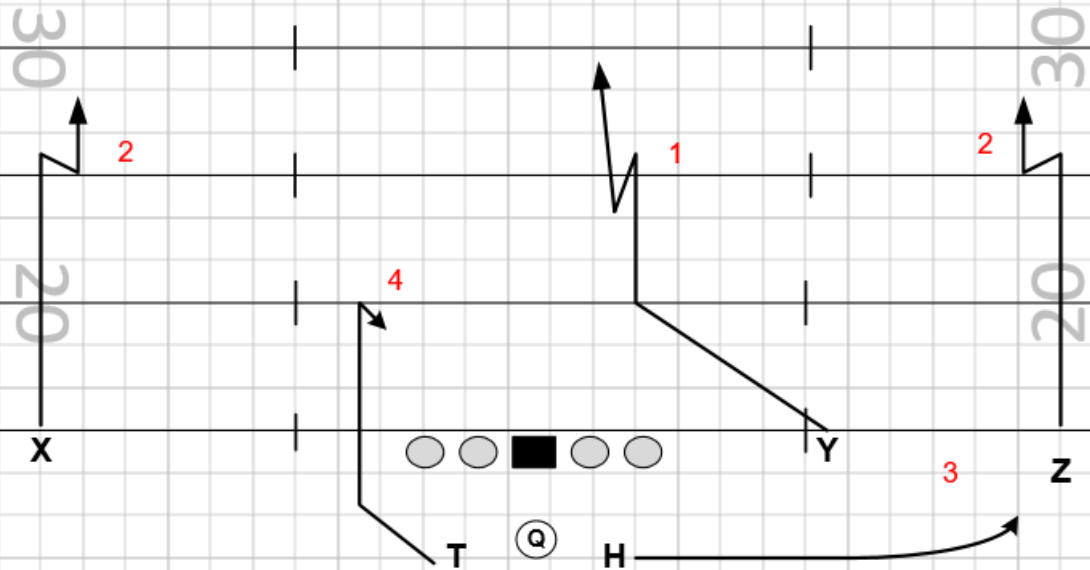
PLAYER	ROUTE	ASSIGNMENTS
Z	HITCH	PRESSURE HITCH
H	SPEED IN	5 YARD IN ROUTE
Y	CORNER	PUSH VERTICAL 10-12 YDS THEN HIGH ANGLE CORNER ROUTE
X	INDY	VERTICAL OR TAGGED ROUTE
T	OUT ROUTE	CHECK BEFORE 5 YD OUT

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

# GREEN (60) HONDA PUMP



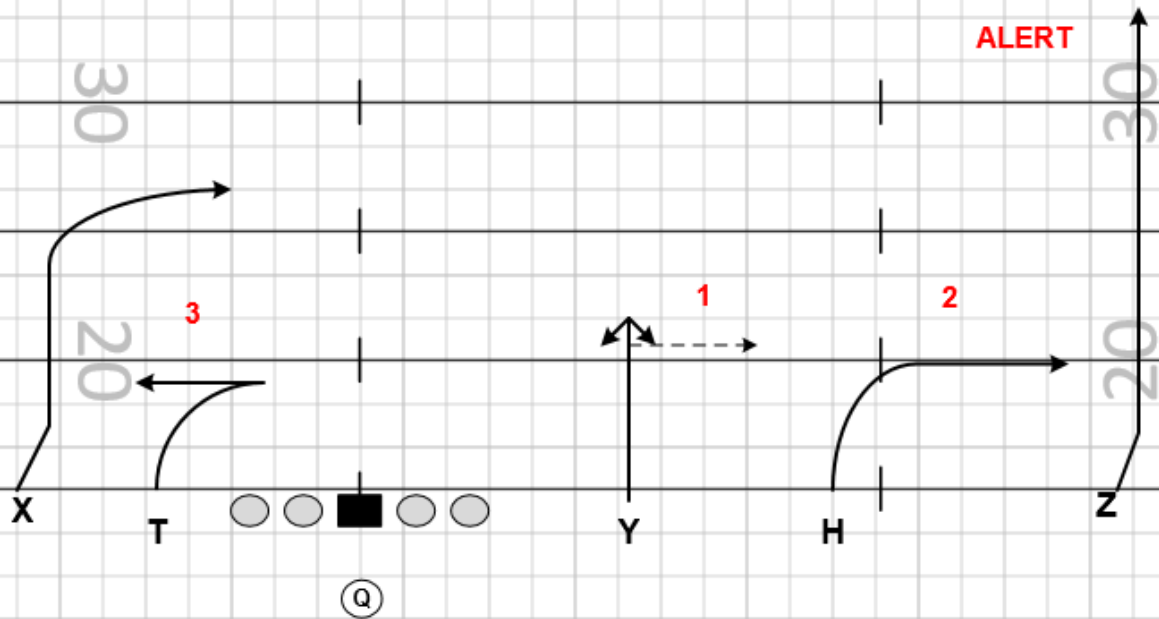
FAMILY: **CARS**      CONCEPT: **OPTION - CURL/FLAT- PUMP**      NARROW: **MIKE**  
 FORMATIONS: **GREEN**      PROTECTION: **60 - 61/50 - 51**  
 PROGRESSION: **TRIANGLE PROGRESSION INSIDE/OUT**      ALERT: **Y WILL FIND GRASS**

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**

# EMPTY RT STICK DRIP



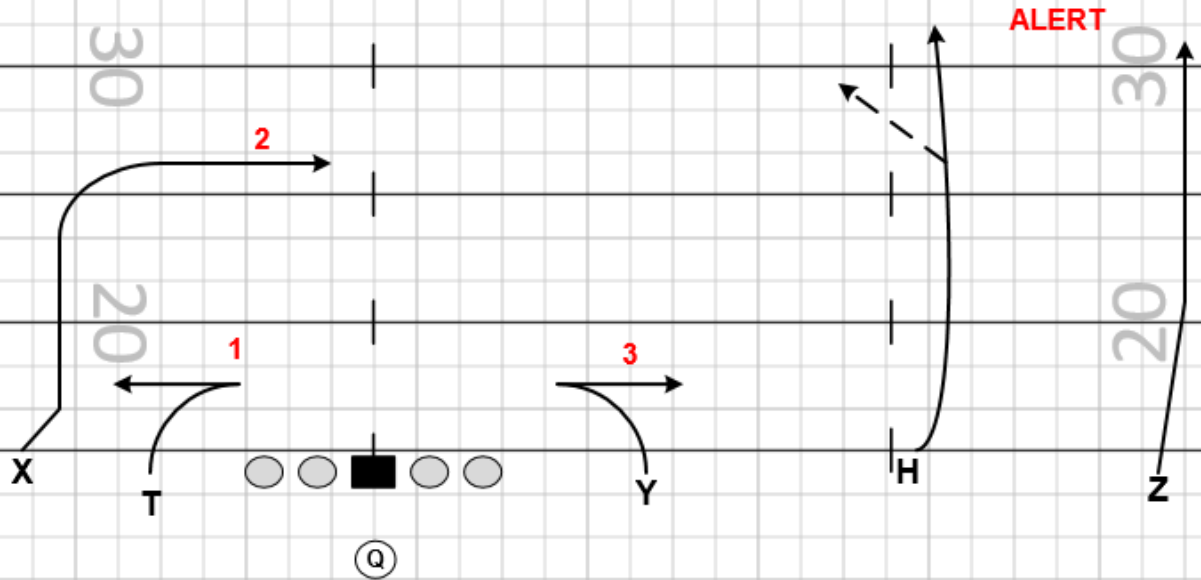
FAMILY: **DETROIT**      CONCEPT: **STICK**      NARROW: **MIKE**  
 FORMATIONS: **TRIPS/TRIO/FLEET**      PROTECTION: **50 - 51**  
 PROGRESSION: **ALERT / Y / H**      ALERT: **GIFT**

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	WHIP ROUTE	SELL THE SHALLOW CROSS & BREAK OUT FLAT
X	DIG	INSIDE RELEASE DIG AT 10-12 YDS

PRESSURE PLAN: **NONE**

NOTES:

# EMPTY (50) X-FOLLOW



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

PLAYER	ROUTE	ASSIGNMENTS
Z	VERTICAL READ	OUTSIDE RELEASE FADE. IF CAPPED, DROPOUT AT 12 YDS
X	DIG	INSIDE STEM SPEED DIG AT 12 YDS
T	WHIP ROUTE	SELL RUNNING THE MESH ROUTE THEN WHIP OUT FLAT
Y	WHIP ROUTE	SELL RUNNING THE MESH ROUTE THEN WHIP OUT FLAT
H	SEAM	2 HIGH / 1 HIGH READ

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

NOTES:



# ASCENDER

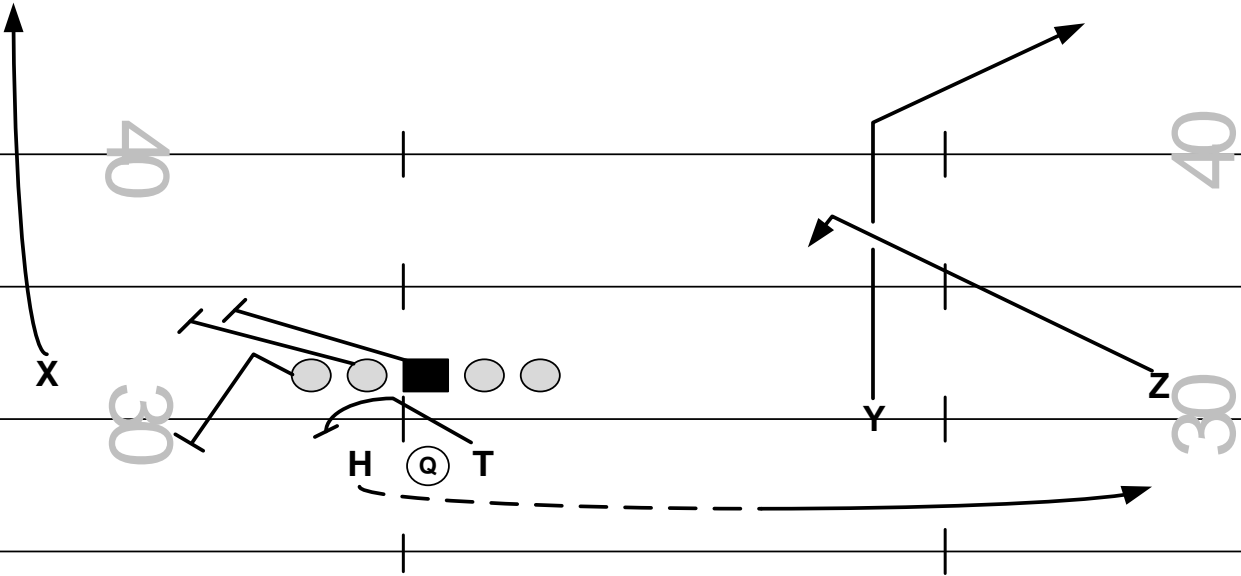
## FOOTBALL



# SCREENS



# FUEL



FAMILY:

CONCEPT:

NARROW:

FORMATIONS:

RUN PLAY

PROGRESSION:

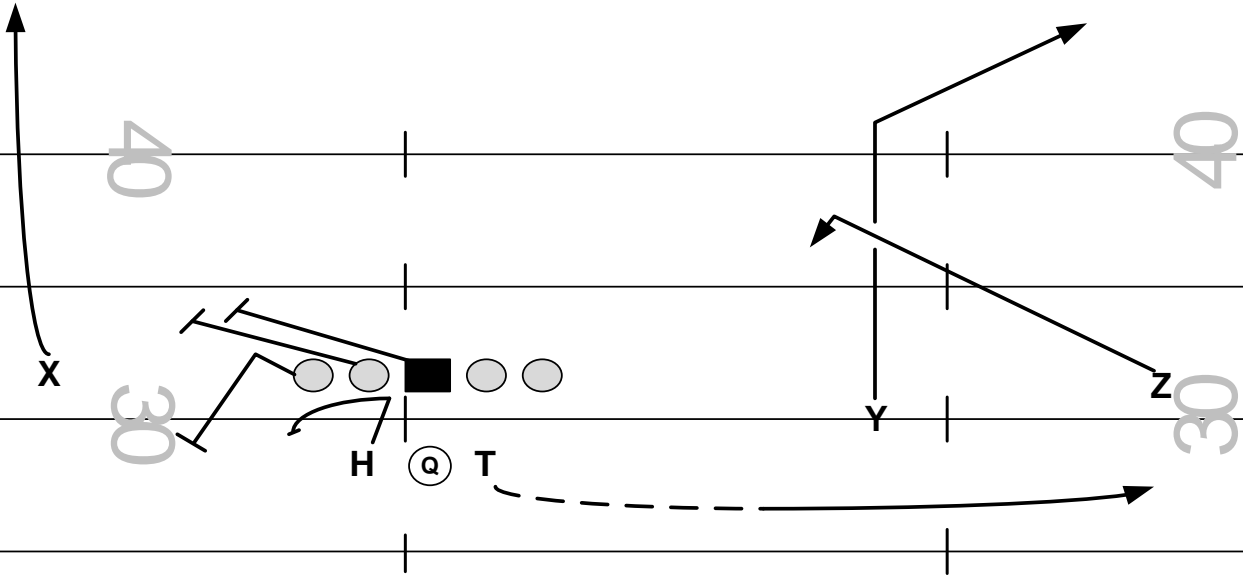
ALERT:

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:

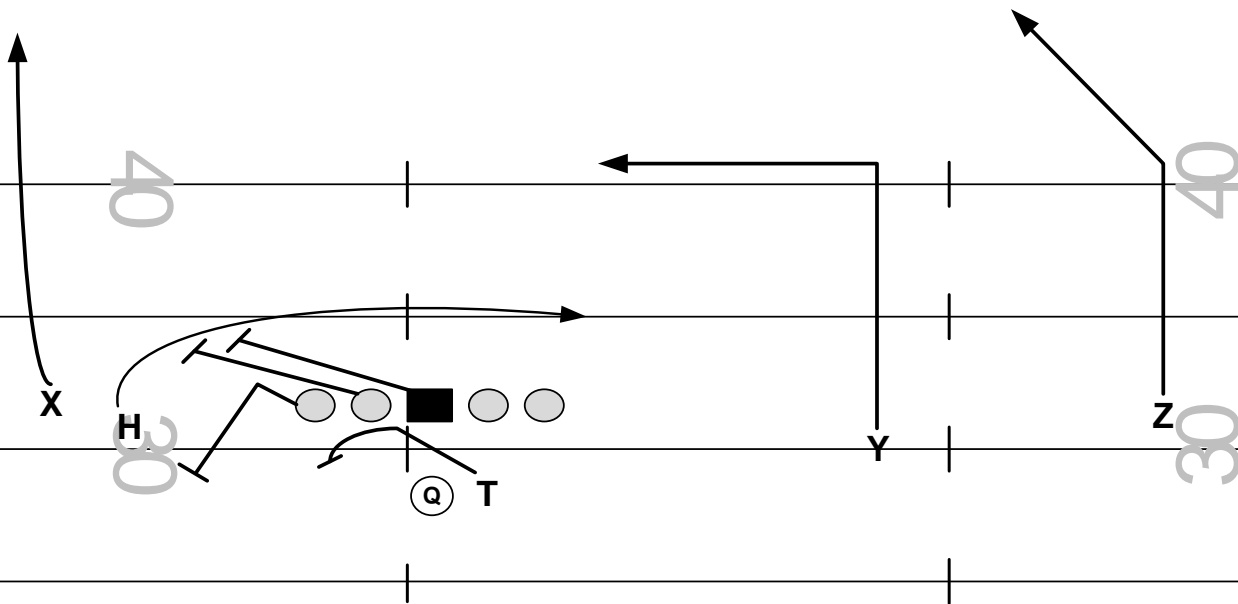
ALERT:

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

PRESSURE PLAN:

NOTES:

# DART BENZ LINDA



FAMILY:

CONCEPT:

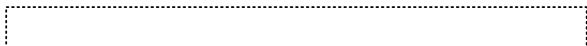
NARROW:

FORMATIONS:

DART

RUN PLAY

PROGRESSION:



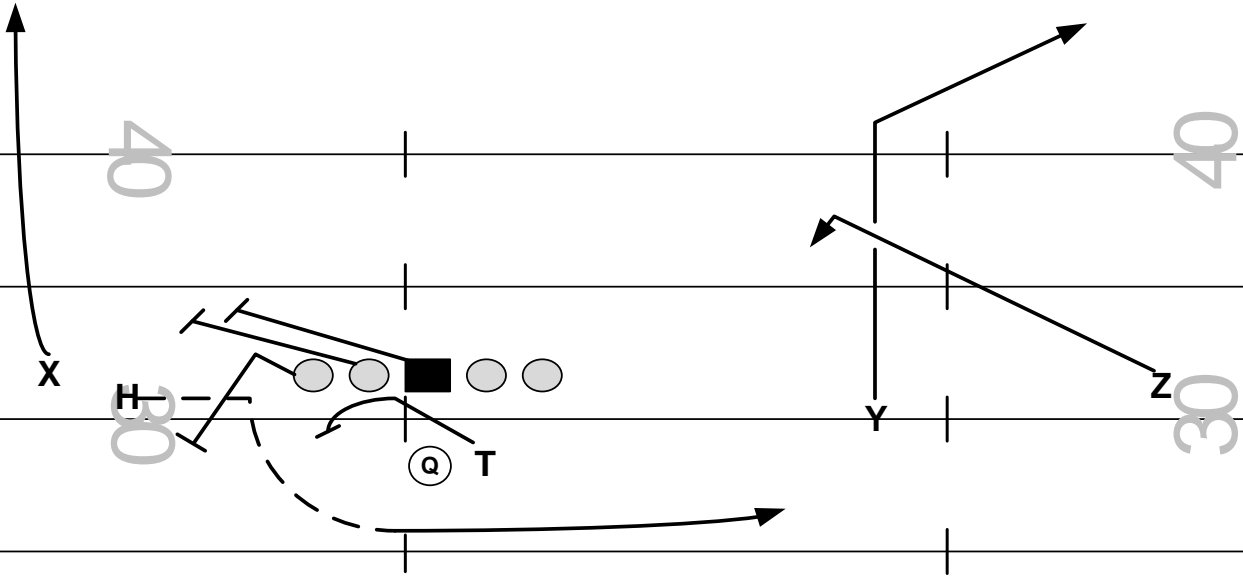
ALERT:

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:

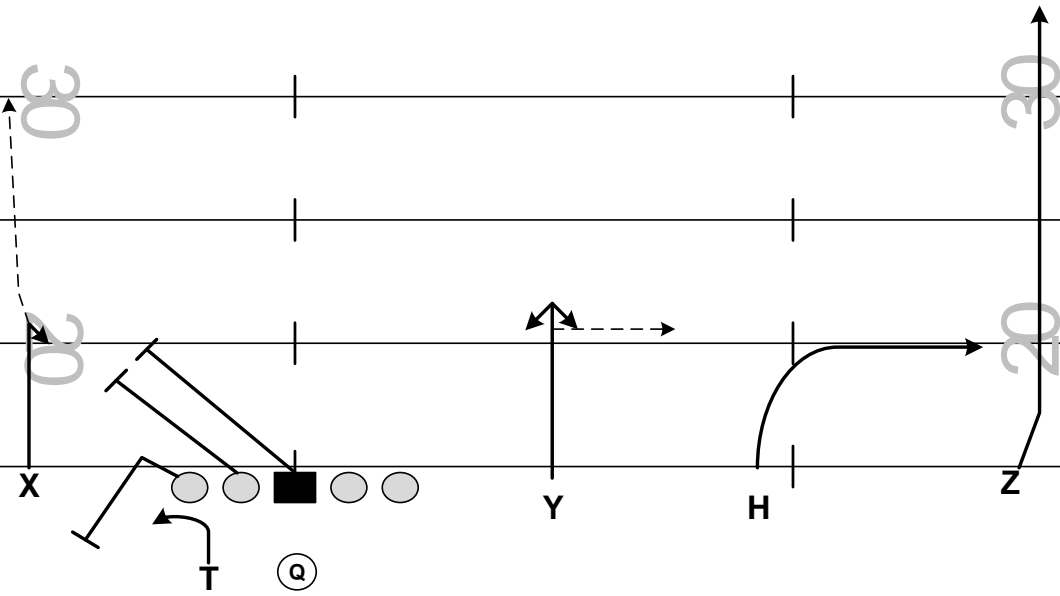
ALERT:

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

PRESSURE PLAN:

NOTES:

# TRIPS RT STICK LINDA



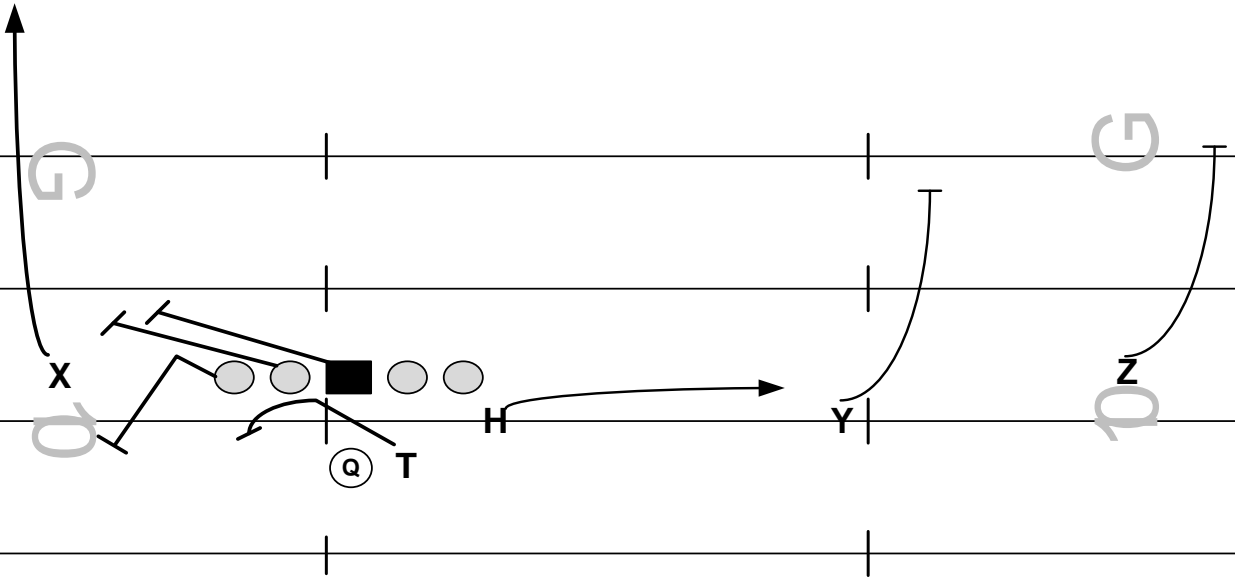
FAMILY: **SCREEN**      CONCEPT: **STICK**      NARROW: **MIKE**  
 FORMATIONS: **TRIPS/TRIO/FLEET**      PROTECTION: **LINDA**  
 PROGRESSION: **MIKE READ**      ALERT: **GIFT**

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) LIFE CHRISTIAN 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 3<sup>RD</sup> DOWN COVERAGE: \_\_\_\_\_
- WHAT UNIQUE COVERAGES: \_\_\_\_\_
- HIGH/LOW PRESSURE ON BASE DOWNS \_\_\_\_\_
- HIGH/LOW PRESSURE ON THIRD DOWN \_\_\_\_\_