

# 2013 BPAA Football

*DEFENSIVE SCHEME*

*"TIME TO HUNT"*

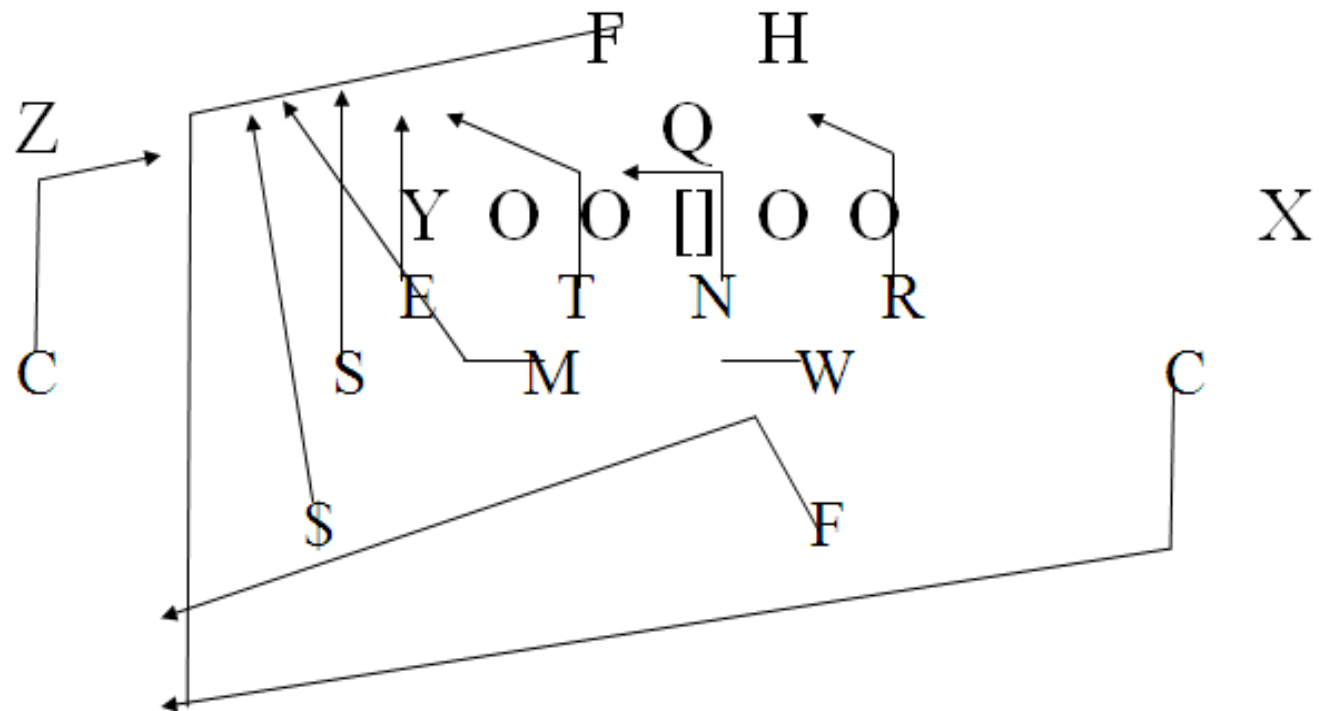
# Coaches-Things to Remember

- Research and plan your scheme now.
- Research and identify defensive drills for practice.
- Incorporate the Hunt drill in your daily practice

# BPAA Defensive Goals

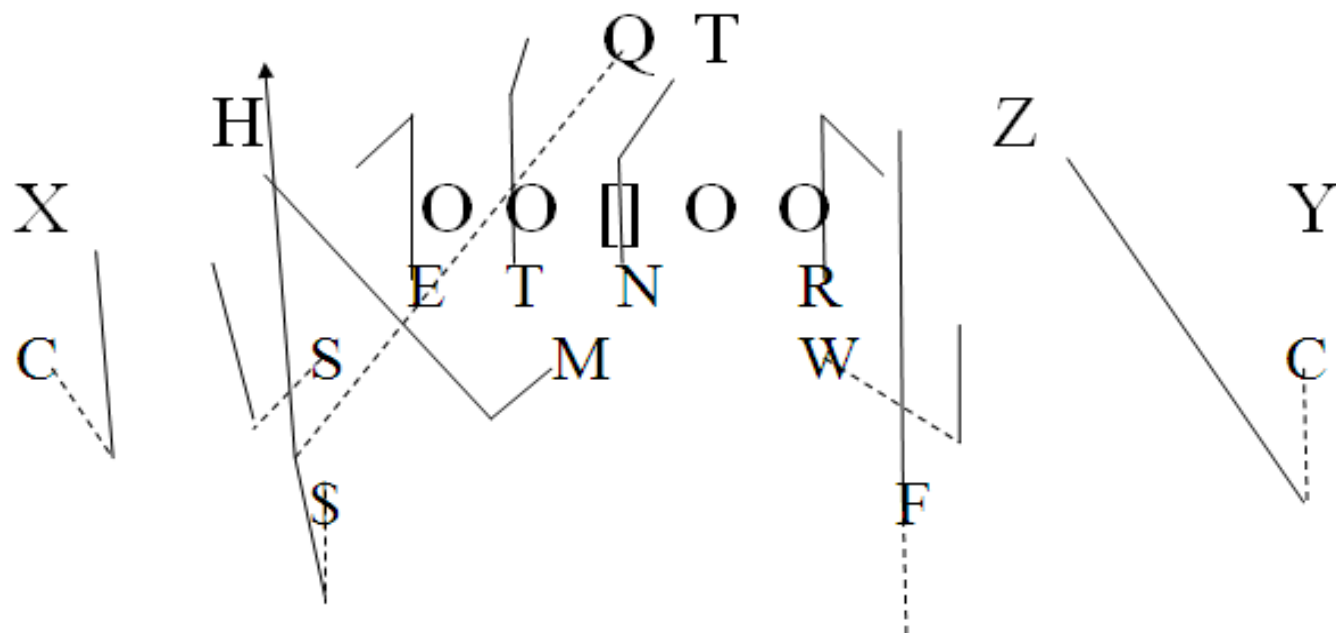
1. WIN
2. Know and Do your job
3. Always stick together
4. Pack Hunt every down
5. Dictate to the offense
6. No body goes “yard” on us
7. 2+ Stops per quarter or 8+ Stops per game
8. Create 2+ turnovers per game
9. 1+ Score per game
10. Make sure our opponent “Feels” us!

# PACK HUNTING RUN PURSUIT DRILL



POS	ASSIGNMENT	PLAY TO	PLAY AWAY
END	GAP ATTACK	ATTACK THROUGH GAP TO BALL	PURSUE DEEPEST MAN
TACKLE	GAP ATTACK	ATTACK THROUGH GAP TO BALL	COUNTER/CUTBACK/DOWN LINE
NOSE	GAP ATTACK	ATTACK THROUGH GAP TO BALL	COUNTER/CUTBACK/DOWN LINE
RUSH	GAP ATTACK	ATTACK THROUGH GAP TO BALL	PURSUE DEEPEST MAN
SAM	READ/ATTACK	ATTACK OFF EDGE	SLOW PLAY COUNTER/CUT BACK
MIKE	READ/SCRAPE	SCRAPE OVER TOP, ATTACK	SCRAPE OVER TOP, ATTACK
WILL	READ/ATTACK	ATTACK OFF EDGE	SLOW PLAY COUNTER/CUT BACK
S CB	READ	FORCE	REVERSE/SAVE TD
SS	READ	RUN ALLEY	CUT BACK/SAVE TD
FS	READ	RUN ALLEY	CUT BACK/SAVE TD
W CB	READ	FORCE	REVERSE/SAVE TD

# PACK HUNTING INT RETURN DRILL



POS	ASSIGNMENT	PLAY TO	PLAY AWAY
END	PASS RUSH	TURN AROUND; BLOCK TRAIL	TURN AROUND; BLOCK TRAIL
TACKLE	PASS RUSH	ANGLE TO RETURN; BACKFIELD	ANGLE TO RETURN; BACKFIELD
NOSE	PASS RUSH	ANGLE TO RETURN; BACKFIELD	ANGLE TO RETURN; BACKFIELD
RUSH	PASS RUSH	TURN AROUND; BLOCK TRAIL	TURN AROUND; BLOCK TRAIL
SAM	DROP/READ	BLOCK FIRST THREAT OUT/IN	BLOCK FIRST THREAT OUT/IN
MIKE	DROP/READ	BLOCK FIRST THREAT OUT/IN	BLOCK FIRST THREAT OUT/IN
WILL	DROP/READ	BLOCK FIRST THREAT OUT/IN	BLOCK FIRST THREAT OUT/IN
S CB	DROP/READ	BLOCK 1 <sup>ST</sup> WR THREAT	REVERSE - SAVE TD
SS	DROP READ BREAK	RUN TO OUTSIDE FOLLOW BLOCKS	BLOCK 1 <sup>ST</sup> WR THREAT
FS	DROP/READ	BLOCK 1 <sup>ST</sup> WR THREAT	RUN TO OUTSIDE FOLLOW IN OUT BLOCKS
W CB	DROP/READ	BLOCK 1 <sup>ST</sup> WR THREAT	BLOCK 1 <sup>ST</sup> WR THREAT

# GAP IDENTIFICATION



FORCE ALLEY EDGE C B A A B C EDGE ALLEY FORCE

A GAP- BETWEEN C/G

B GAP- BETWEEN G/T

C GAP- BETWEEN T/TE

EDGE - END OF LINE

ALLEY- BETWEEN END OF LINE AND WIDEST RECEIVER

FORCE- OUTSIDE EDGE OF WR

# ALIGNMENT NUMBER SYSTEM



ODD NUMBERS = OUTSIDE SHADE

EVEN NUMBERS = HEAD UP

| = INSIDE SHADE