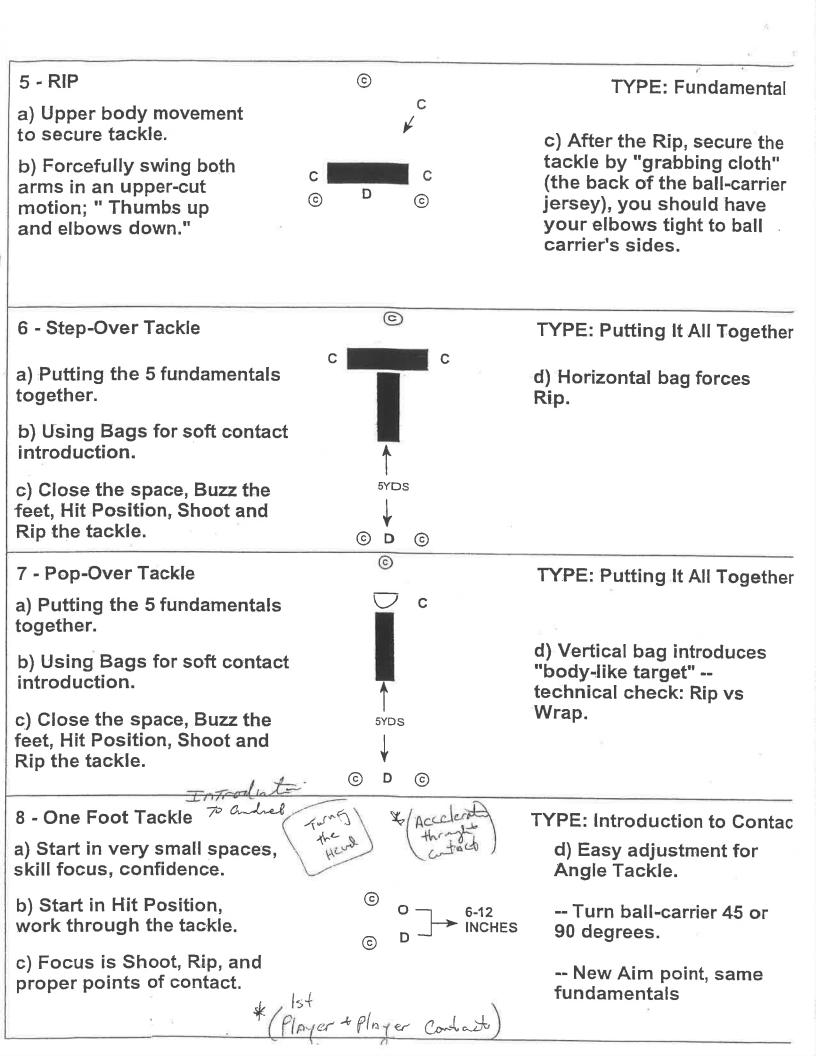
USA FOOTBAL	L	HE	ΑI	os	UP	т (	AC	KLING DRILLS
1 - BREAKDOWN POSITION								TYPE: Fundamental
a) Knee bent, feet shoulder-width apart, upper body in a 45-Degree forward lean, chin up and over the toes		)	D D	D D		)	©	b) Players must be able to re-gather themselves in a Breakdown Position when buzzing feet
and weight on the balls of your feet (not your toes).						Ī	=eet	c) Teach Progression:> Squeeze> Sink> Hands
2 - BUZZ								TYPE: Fundamental
a) Taking quick, choppy, heel to steps to bring the body under control while continuing to gain ground toward the ball carrier.		Ş	©	5YDS	©			b) Once the defender is within "striking distance" of the ball-carrier, the defender buzzes his feet while widening his base and sinking his hips.
3 - HIT								TYPE: Fundamental
a) After closing to the ball-carrie take a short downhill power step	er D.	D				D		
b) Have a bend in both knees. With your back foot directly under your hips.	©	D D		D D	D D	D D	©	
c) Head and eyes up, shoulders square to contact.								18-3
4 - SHOOT							:f	TYPE: Fundamenta
a) Forcefully explode your hips open and upward.				С				c) To finish the tackle, continue to drive your
b) Using the larger muscle groups of the lower body produces a powerful tackle.			(0)	) D	<u></u>			legs while, working up and through opponent.



#### TYPE: Introduction to Contact 9 - FREEZE TACKLE a) Introduction to contact at d) Easy adjustment for space but freeze eliminates 0 Angle Tackle. momentum, controls contact. 6-12 -- Turn ball-carrier 45 or INCHES b) Close the distance, Buzz, Hit 90 degrees. 5YDS Position, freeze. -- New Aim point, same c) Finish = Shoot, Rip, **FREEZE fundamentals** point of contact I ACKLING TYPE: Basic 10 - Straight-On Tackle 5YDS a) Both players moving. b) Control space, distance, speed ⓒ c) 5 fundamentals remain the same. **©** 5YDS d) Focus on point on contact, Shoot, Rip, and drive the ball-carrier back. TYPE: Basic 11 - Angle Tackle 0 (c) (c) a) Control contact with the gate concept.

(0)

© D

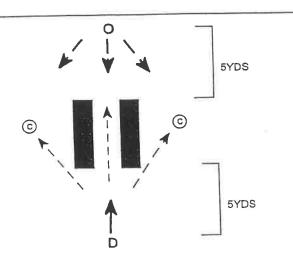
## 12 - Lane Tackle

c) Angle in = angle out.
-- Run your line

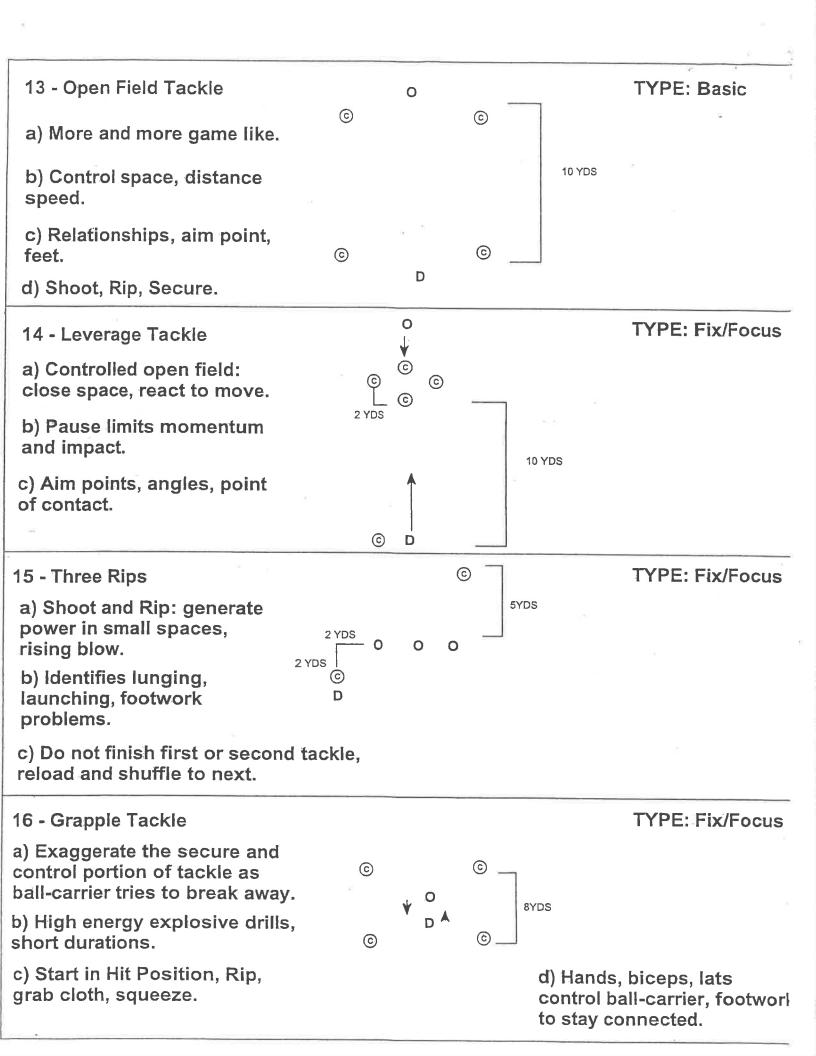
a) Introduction to options and decision making.

b) 5 fundamentals remain the same.

- b) Match proper tackle and aim point with hole.
- c) Buzz, Shoot, and Rip.



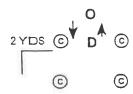
TYPE: Basic



#### 17 - Finish Tackle

TYPE: Fix/Focus

a) Start inches apart -- take away all other variable to focus solely on grounding opponent.



b) Shoot, Rip, feet, legs, drive, grapple.

#### Tackle Circuit

- \* Integrate this Period into your Practice Plan
- -- Tackling is the most important all-player skill
- -- Separate period conveys its importance
- -- Teams who tackle well are competitive

**Basics** 

-- Change levels of contact

> 10-20 minutes every practice

1) Air

-- Multiple stations

2) Bags

Maximize # of reps

3) Control

Small groups

4) Thud

Individual attention

Keep youngsters on their feet

One coach per station

5) Live action

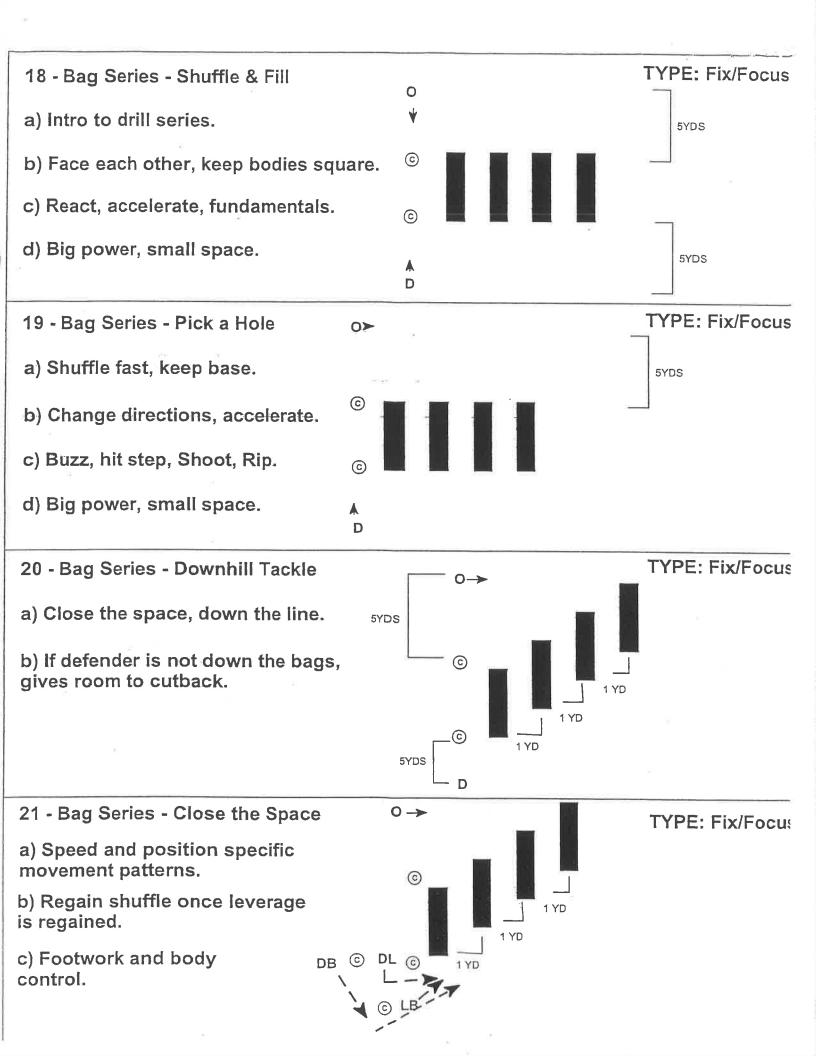
# WHAT YOUR COACHES, PLAYERS AND PARENTS NEED TO KNOW ABOUT:

### HEADS UP TACKLING

Using Proper verbiage for a safer, more positive game Helping players and parents become more confident when contact occurs Using levels of contact to control total contact in practice and teach in a progressive manner

The 5 fundamentals of Heads Up Tackling

Applying the 5 fundamentals to other tackle drills



USA FOOTBALL HEADS UP BLOCKING DRILLS

1 - STANCE	0	0	0	0		TYPE: Fundamental
a) Chin up. Eyes Open. Knees Bent. Feet shoulder-width apart © with a toe-to-instep stagger.	0	0	0		©	c) Hands is three to four inches in front of shoulders, fingers extended to create a five-pointed base of support.
<ul><li>b) Back flat with rear</li><li>end slightly</li><li>below the shoulders.</li><li>Basic Progression:</li></ul>						d) Weight on balls of the feet.  Advance:
Feet> Squeeze> Half>	Dov	<b>v</b> n			Fee	et> Slide> Half> Down
2 - GETOFF a) Explode out of the stance with a four-to	0	0				TYPE: Fundamental * <u>Equipment</u> : Every player can
six-inch directional step. Weight on balls of feet. Back flat. Knees Bent. Heads and eyes up.	0	0	C		) @	on in this Drill
b) Hands explode to chest on "get off" to prepare to strike defender.			m se	ont air	act ntail	econd step down before with near defender or near posture working to level; keep wide base, and flat back.
3 - STRIKE						TYPE: Fundamental
a) Depending on the type of block, the blocker will drive the:> Surface (front of shoulder, © chest, and hands) or> Heels of both hands into the	_	_	)	D O	_	©
defensive player b) Aiming point for an upware strikeis just below the base of the defender's shoulder pads.	d			d u	efe nde	oal is to "lift" the nder's chest with pad er pad, raising his center avity and controlling him.

4 - STICK						TYPE: Fundamental						
a) After the strike, forcefully	D	D	D	D	D							
sink hips to maintain leverage and create a power angle ©	0	0	0	0	0	©						
in the lower body.				c) V	Vith	n inside and						
b) Create a wide base and			ı	und	lerr	neath positioning, stay						
use proper balance to stay		compact and close space inside defender's frame.										
on the block.				1191	ue —							
5- FINISH						TYPE: Fundamental						
a) With a wide base, accelerate feet and continue leg drive to	D	D	D	D	D							
capitalize on strike and stick.	0	0	0	0	0	©						
b) Continue to work body and hand postion during finish phase to stay connected to the defender and maintain sustained control of opponent.			c) Work hips and hands to steer defender away from point of attack and the ball-carrier's path.									
			-									
What a DOO was da to low on about HEADO HD DI GOVING												
What a PSC needs to know about: HEADS UP BLOCKING												
> The 5 fundamentals of Heads U	Jp Bl	ock	ing									

- ---> The goal of taking away a defender's space
  ---> How to apply Heads Up Blocking fundamentals to every block
  -- How to change the "get off" for a correct first step
  ---> The need to remain vigilant in correcting helmet contact during all blocking drills