



Effective Team Tackling with the 3 C's: Contact, Chase and Converge

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THE 3 C'S

CONTACT

- The goal is square contact of the ball carrier
- Tackler constantly works for angles to the ball carrier
- See through blockers to the ball carrier
- “Squeeze the air” out of the play
- Anticipate and feel blockers to play off them in order to work to get square
- Define the value of square contact on the ball carrier

CHASE

- Maximum effort from all defenders to get to the football
- Pursuit to chase and pressure the football
- Keep the ball carrier inside and in front of the defenders
- Define effort to the football
- Evaluate effort to the football
- Minimize yards after the initial contact
- Create more trust for initial tackler to burst at football

CONVERGE

- Getting maximum players to the football with the primary tackler in the best position possible
- The intersection of the fits and supports in the defense
- Establish the value between the primary tackler and the chase to the football
- Evaluate and assess the effectiveness of the primary or “free” hitter in the scheme
- Determine where scheme aligns with skill



BUILDING BLOCKS OF A SOUND PHILOSOPHY

BILL WALSH
FINDING THE WINNING EDGE

BE A LEADER

BE YOURSELF

BE ETHICAL

BE FLEXIBLE

**BELIEVE IN
YOURSELF**

**BE
ACCOUNTABLE**

BE ORGANIZED

BE FOCUSED

BE POSITIVE

BE PREPARED

**COMMIT TO
EXCELLENCE**



SYSTEMS APPROACH TO TACKLING



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MANTRA

We play a **GAP AND A HALF DEFENSE** by **OWNING OUR LEVERAGE** and **BURSTING TO THE BALL.**

We **TAKE OUR SHOT** through the **STRIKE ZONE** to **DENT AND DISRUPT** while **FINISHING ON TOP AND FACING THE GOAL LINE.**

LEVERAGE

BURST

CLAMP

DRIVE

FINISH



CONTACT

FOCUS: PRIMARY TACKLER ON THE BALL CARRIER

**GOAL: GET SQUARE TO BALL CARRIER TO CREATE
OPPORTUNITY**

FOR MAXIMUM POWER ON CONTACT



SQUARE EQUALS STRONG

FORCE = MASS X ACCELERATION

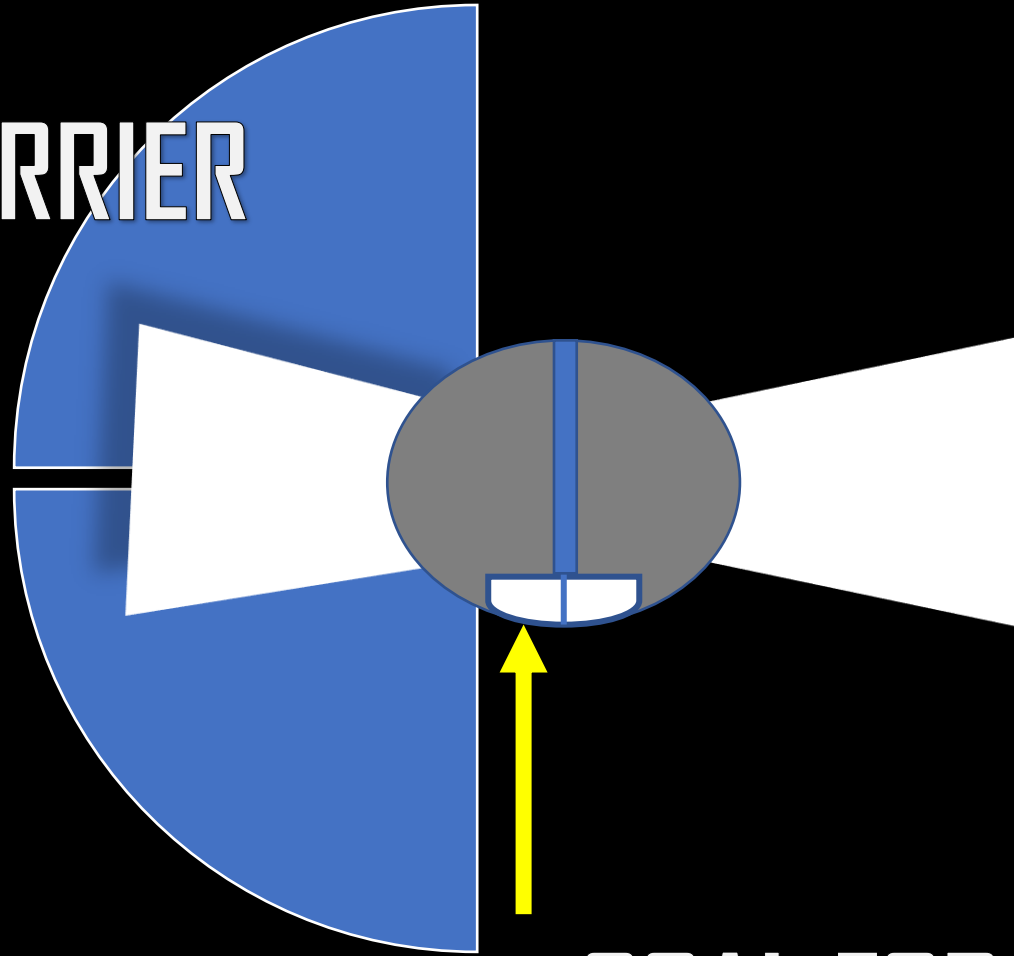
APPLICATION TO TACKLING:

- APPLY MOST SHOULDER SURFACE POSSIBLE
- KEEP FEET UNDER KNEES
- ALLOW FULL EXTENSION OF HIPS
- PLAY BEHIND PADS

CONTACT



ENTRY TO CARRIER



SQUARE

GOAL FOR PRIMARY TACKLER

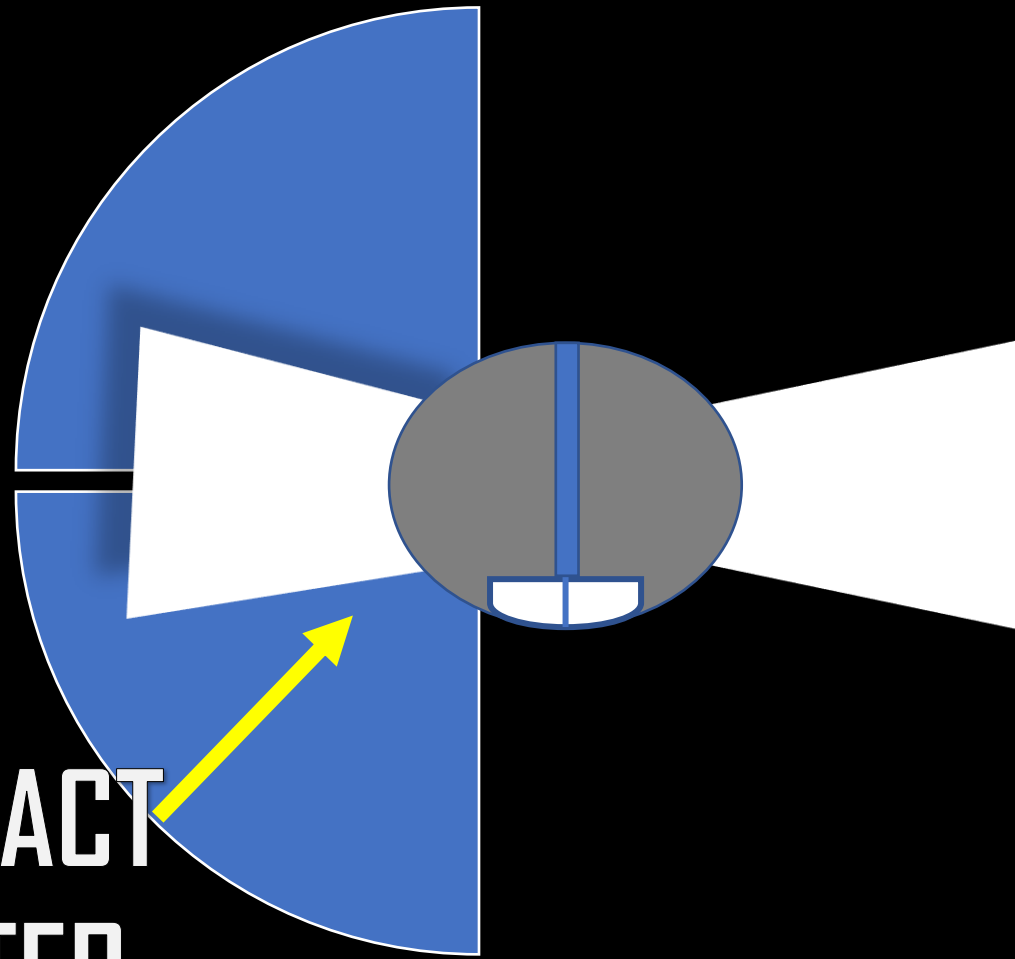
FOCUS ON FINISH

CONTACT



ENTRY TO CARRIER

FRONT HIP
IMPROVE CONTACT
TAKE EXTRA STEP



CONTACT

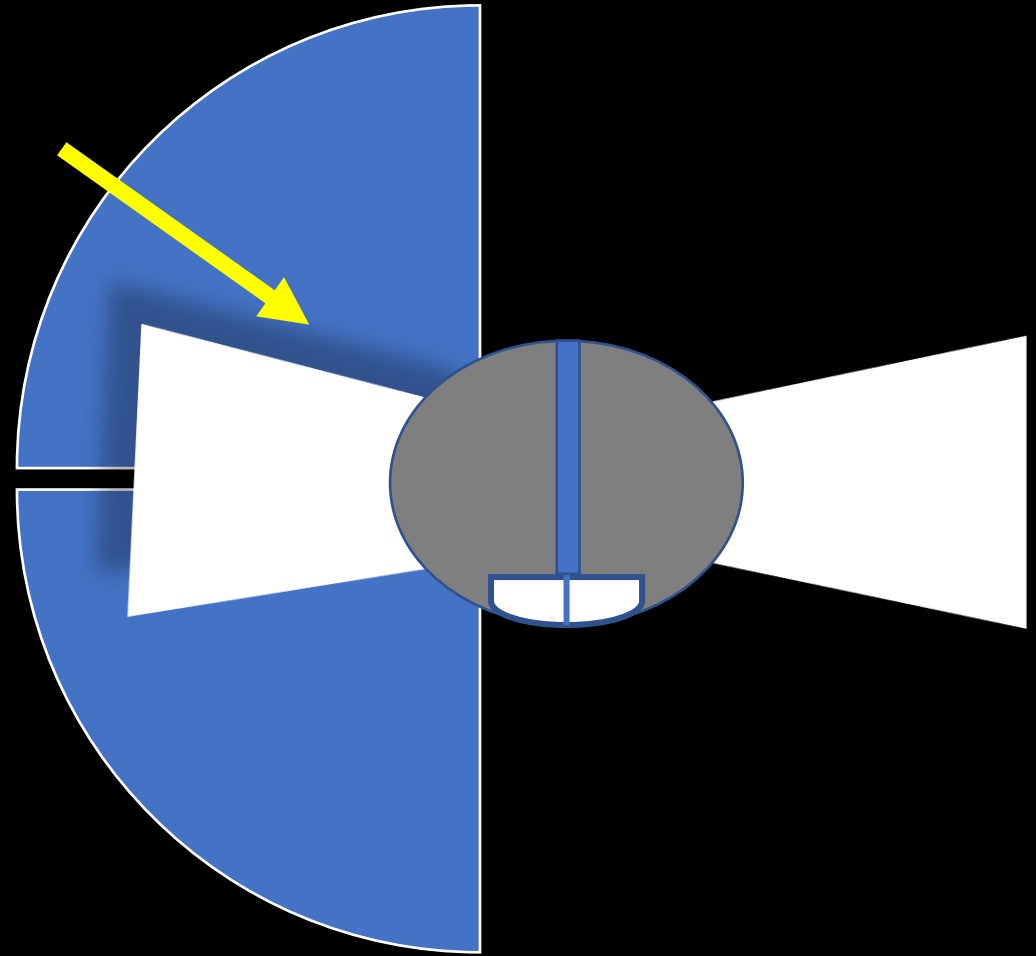


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ENTRY TO CARRIER

BACK HIP
IMPROVE SPACE
LEVERAGE THE PLAY



CONTACT



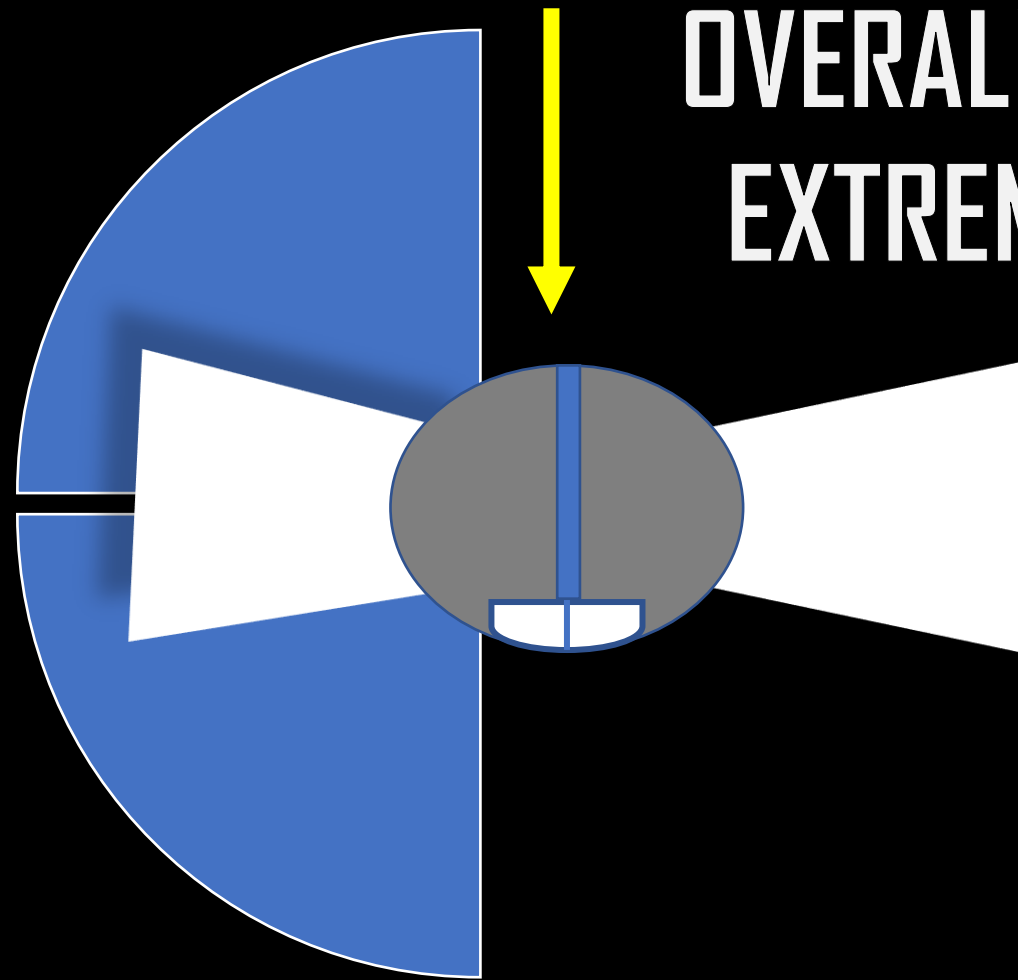
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ENTRY TO CARRIER

TRAIL

OVERALL IMPROVE EXTREME FINISH



CONTACT



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NOSE TO NUMBER

SQUARE

CAPTURE NUMBER

TOES TO TARGET



STRIKE ZONE

NCAA UNIFORM RULES

RULE 1, SECTION 4, ARTICLE 5, C. Numerals.

1. The jersey must have clearly visible, permanent Arabic numerals measuring at least 8 and 10 inches in height front and back, respectively.

TORSO MEASUREMENT

1. Find your iliac crest. This is bony part at the top of each hip.
2. Find your C7 vertebra. This is the vertebra that sticks out when you tilt your head down.



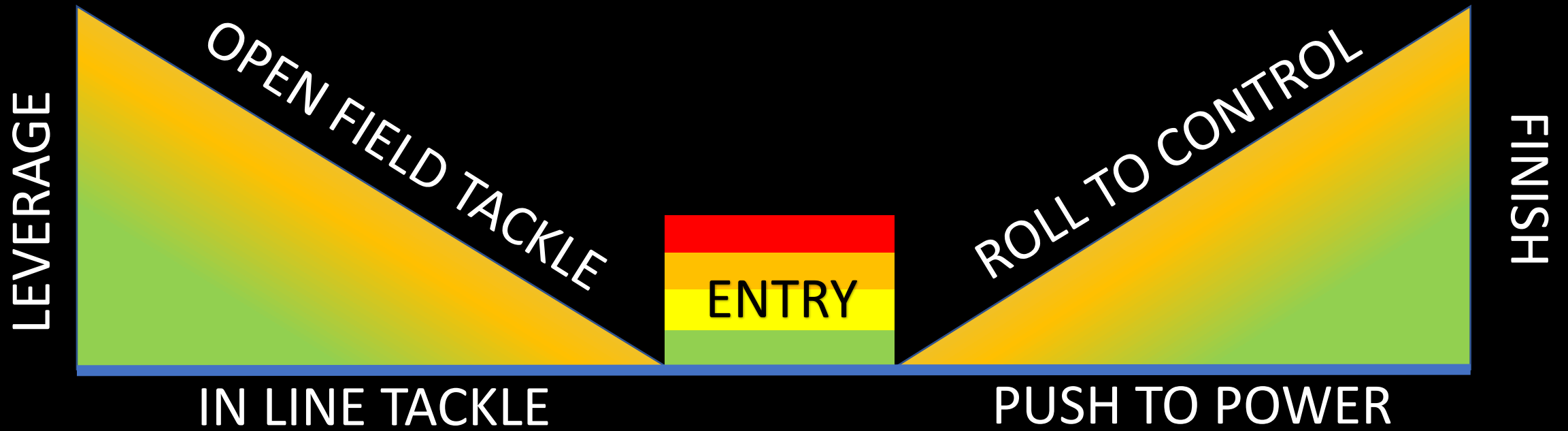
CONTACT



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NARROWING THE FOCUS



CONTACT



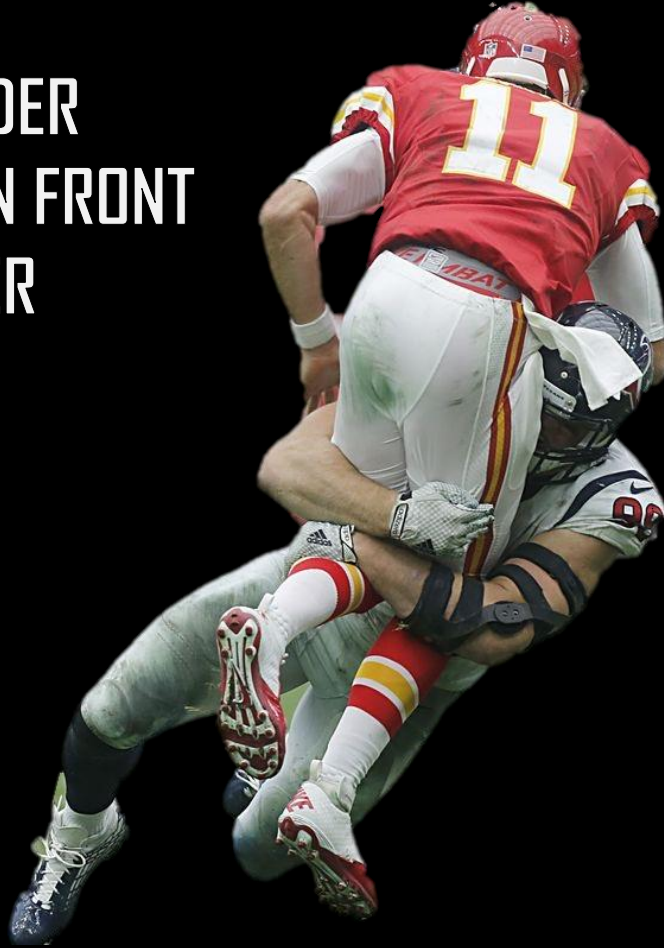
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POWER AND CONTROL

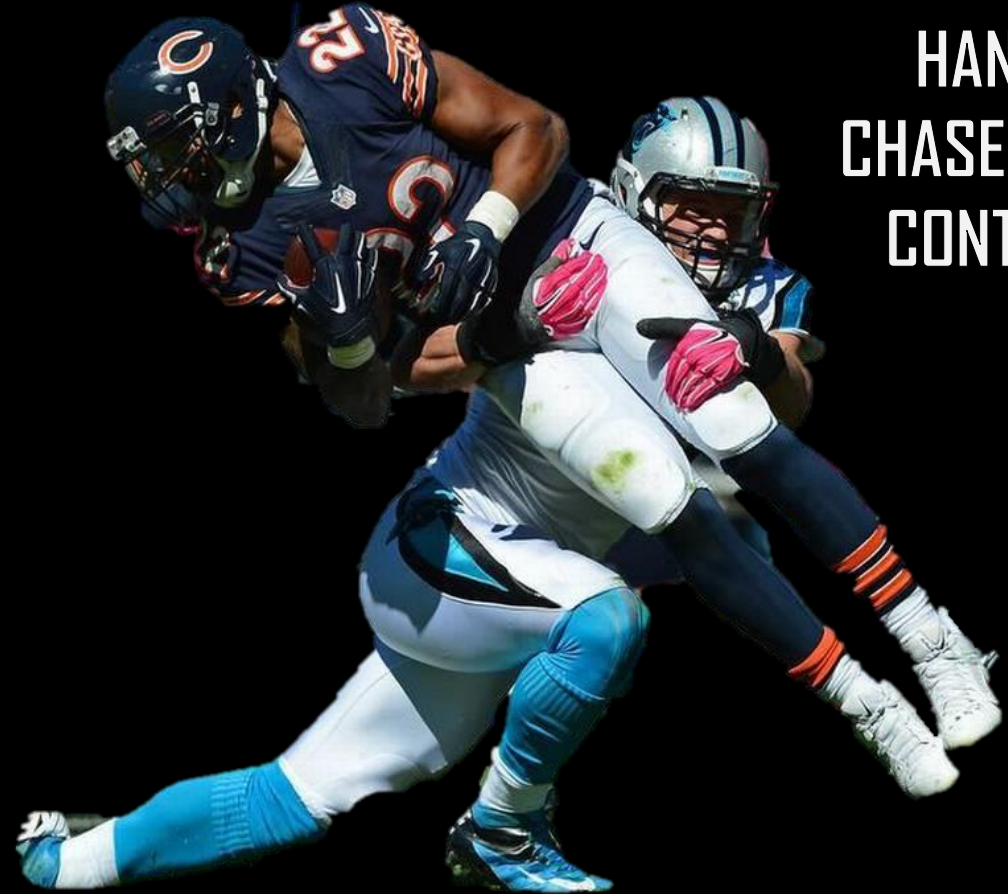
CLAMP

SHOULDER
SQUARE / IN FRONT
POWER



GRIP

HANDS
CHASE/ROLL
CONTROL



CONTACT



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IMPROVE ENTRY LEADS TO IMPROVED OUTCOME

FRONT HIP

- Solid Power vs Angles
- Tackler constantly works for angles to the ball carrier

BACK HIP

- Power vs Control
- Pursuit to chase and pressure the football

TRAIL

- Leverage vs Survive the Play
- The intersection of the fits and

CONTACT



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BLOCK DESTRUCTION AND RELEASES

SKILL	RELEASE	EYES	FEET	RANGE	MASTERY
Fundamental Form	Tear	High to Low	Step Through	Gap Fit Approach	Eyes from High to Low
Quick Release	Club Wipe/Rip	Low Hands Tight Eyes	Hips Swivel	Quick Over Take	Get inside foot down. Power off Near foot
Aiming Point Pressure	Cheek	See through the hip	Create your space	Pre Determined Area	Be a factor not locked into gap.
Regain Leverage	Blade/Slip	Anticipate Contact	Stack Blocker	Far Lateral Range	Full Speed Decision Getting Square
Engaged Quick Gap	One Arm Clamp	Feel Block See the Ball	Rockback to wedge Blocker	Close Gap Range	Generate Power Small Space



CHASE

**FOCUS: MINIMIZE YARDAGE AND INCREASE TRUST
IN TEAM DEFENSE IN PURSUIT OF FOOTBALL**

**GOAL: DEFINE MAXIMUM EFFORT TO THE FOOTBALL
AND ARRIVE WITH MEANINGFUL IMPACT**



CLOSE THE GATE

AREA=LENGTH X WIDTH

APPLICATION TO TACKLING:

- UNDERSTAND THE SPACE ON THE FIELD
- EXPAND THE VERSATILITY TO COVER SPACE
- KNOW YOUR SPACE TO KNOW YOUR PLACE

CHASE



MAXIMUM EFFORT

- A defensive football player is judged based on the distance that he is from the football at the end of the play.
- Effort and heart is something that cannot be measured, but can be defined.
- The value of effort is numbers at the football

CHASE



PURSUIT

Pursuit is the burning desire to get to the football giving 100% effort. Your reputation has direct correlation to your effort .

WHAT IT TAKES TO PURSUE:

- Pursuit is first a mental process to visualize pursuing and making great plays.
- Physical conditioning is necessary so that you can have great pursuit on every play.
- Speed - react fast and quickly. You can improve your speed and quickness.

HOW TO PURSUE:

- Play technique and gap responsibility first.
- Leverage the ball Carrier keeping on inside shoulder
- Never follow the same colored jersey and be first to the ball.
- Know where your support is on all plays

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PURSUIT

Pursuit is the burning desire to get to the football giving 100% effort. Your reputation has direct correlation to your effort .

ONCE YOU ARRIVE AT THE BALL:

- Burst to dent and disrupt to the football
- Always attempt to take the ball

WHAT PURSUIT DOES:

- Eliminates the long touchdown.
- Discourages opponent's during the game and strikes intimidates future opponents.
- Promotes consistent team performance.
- Creates turnovers all over the field.

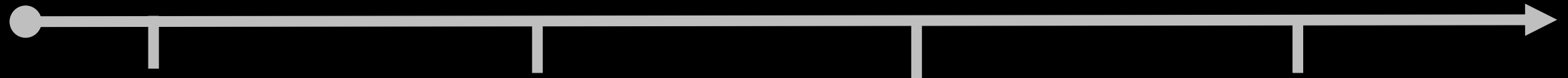
CHASE



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DEFINE EFFORT WHEN CHASING BALL



PRE-SNAP

- PROPER STANCE
- EYES ON KEY EQUIPMENT

GET TO THE BALL

- TOP SPEED
- KEEP THE LEAD
- 3 STEP BURST
- STAY ON FEET

OBSTRUCTIONS

- HOT STOVE
- TAKE GOOD HITS
- RIGHT PATH

GET THE BALL

- SECURE TACKLE
- GET THE BALL
- PICK UP THE BALL

CHASE



CONVERGE

FOCUS: THE PRIMARY TACKLER INTERSECTS WITH THE MAXIMUM NUMBER OF PLAYERS AT THE BALL

GOAL: KNOCK BACK THE BALL CARRIER AND DISRUPT THE FOOTBALL TO GAIN A LEVERAGE ADVANTAGE



TAKE THE AIR OUT OF THE PLAY

PRESSURE=FORCE/AREA

APPLICATION TO TACKLING:

- **FORCE THE BALL CARRIER BACK TO HELP**
- **KNOW WHERE SUPPORTS ARE IN THE SCHEME**
- **REDUCE YARDAGE BY GETTING NUMBERS TO THE BALL**

CONVERGE



WHAT IS CONVERGE?

CONVERGE IS THE PRESSURE ON THE FOOTBALL BY:

- MAXIMUM FORCE AT THE POINT OF CONTACT
- REDUCTION OF AREA THE BALL CAN TRAVEL
- FULL UNDERSTANDING OF LEVERAGE WHERE DEFENDERS INTERSECT
- COMMUNICATION IN THE CHANGE OF LEVERAGE AS PLAY CHANGES

CONVERGE



WHY MEASURE CONVERGE?

SIMPLIFY THE APPROACH:

- GIVE VALUE TO ENTRY POINT
- ALLOWS TO MEASURE EFFECTIVENESS OF TACKLE AND SCHEME
- USE DATA TO FIND SOLUTIONS IN TACKLING AND SCHEME AT ONCE
- INCORPORATE ALL THE CRITICAL FACTORS ON DEFENSE IN ONE NUMBER

CONVERGE



PREACH LEVERAGE

CALL
ALIGNMENT
STANCE
KEY
ELIGIBLES
READ

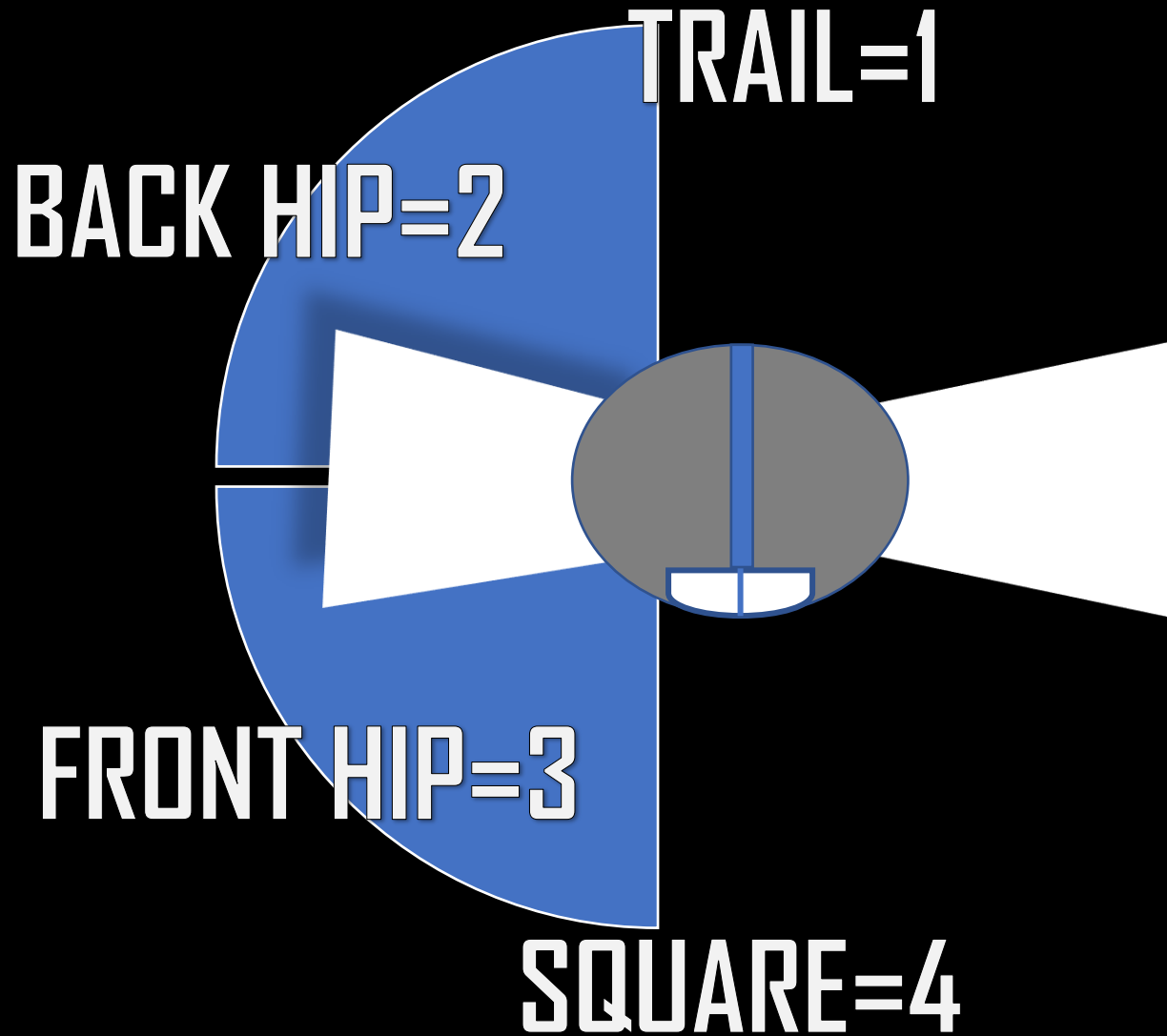
COMMUNICATION
BLOCK AWARE
BLOCK DESTRUCT
TACKLE
PURSUIT
BALL DISRUPTION



CONVERGE



IT STARTS WITH VALUE TO ENTRY



CONVERGE



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THE CONVERGE FORMULA

ENTRY POINT TO TACKLE + NUMBERS AT THE BALL = FORCE

YARDS AFTER POSSESSION=AREA

INTERSECTION (CONVERGE) OF ALL = PRESSURE

CONVERGE



YARDS

YARDS AFTER CONTACT VS YARD AFTER POSSESSION



MEASURES THE TACKLE VS MEASURES THE WHOLE PLAY

CONVERGE



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THE CONVERGE FORMULA

CONTACT

ENTRY POINT TO THE TACKLE

EXAMPLE: PRIMARY TACKLER ENTERS THE BALL CARRIER SQUARE

(NOTE: USE ENTRY POINT VALUE)



CHASE

ADD # OF PLAYERS AT THE BALL ON OR AROUND CONTACT

EXAMPLE: 3 PLAYERS AT THE BALL



YARDS

DIVIDE YARDS GAINED AFTER POSSESSION OF THE FOOTBALL

EXAMPLE: RUN PLAY FOR GAIN OF 2 YARD

(NOTE: PLAYS OF 0 OR NEGATIVE YARDAGE DO NOT DIVIDE- CAN ADD 1)



CONVERGE

THE MEASURE OF EFFECTIVENESS OF THE SCHEME AND SKILL

RESULT: CONVERGE IS 3.5 DETERMINING THAT SKILL AND SCHEME MET TO MINIMIZE YARDS

VALUE=4

VALUE=3

VALUE=2

CONVERGE=3.5

CONVERGE



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WHAT DOES THE CONVERGE NUMBER MEAN

CHALLENGES

- ANGLES
- SPACE
- YARDAGE

IMPROVEMENTS

- LEVERAGE
- NUMBERS
- WIDTH

SUCCESS

- CONTACT
- CHASE
- CONVERGE

BELOW 2.0

BETWEEN 2.1-2.9

ABOVE 3.0

CONVERGE



HOW DOES CONVERGE SUPPORT SCHEME?

GIVES A BETTER PICTURE AND UNDERSTANDING OF :

- GETTING BETTER LEVERAGE ON THE PLAY
- QUICK SELF SCOUT ON HOW TOUGH ANGLES TO BALL OCCUR
- IMMEDIATE FEEDBACK OF EFFECTIVENESS OF PURSUIT OF BALL
- ABILITY TO MATCH SKILL AND TECHNIQUE WITH ALREADY ENTERED DATA

CONVERGE



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CONVERGE CHART SAMPLE

TO TE

HIT CHART TACKLING (TOTAL)

LOOK GOOD

AREA	STRONG PERIMETER	QB	WEAK PERIMETER
TIMES	2	7	0
AVG AT BALL	4.0	2.0	N/A
AVG ENTRY	BACK HIP	SHIM/FRNT HIP	N/A
AVG CONVERGE	7.0	5.92	N/A

TOTAL	
TIMES	73
AVG AT BALL	2.24
AVG ENTRY	SIDE/HIP
AVG CONVERGE	3.4

RUN FIT

HOLE	9	7	5	3	1	0	2	4	6	8
TIMES	6	8	7	5	1	1	4	1	3	0
AVG AT BALL	2.7	2.04	2.71	2.2	1	1	2.27	2	3	N/A
AVG ENTRY	FRONT HIP	SIDE	SHIM/FRNT HIP	SHIM/FRNT HIP	CHASE	CHASE	BACK HIP	FRONT HIP	SHIM/FRNT HIP	N/A
AVG CONVERGE	3.6	1.36	4.68	3.13	0.67	0.33	1.09	6.0	0.95	N/A

PASS DISTRIBUTE

PASS AREA	STRONG OUTSIDE	STRONG INSIDE	STRONG FLAT	STRONG HOOK	WEAK HOOK	WEAK FLAT	WEAK INSIDE	WEAK OUTSIDE
TIMES	7	3	3	5	1	4	1	N/A
AVG AT BALL	1.14	1.67	1.67	1.4	1.24	4.2	1	N/A
AVG ENTRY	BACK HIP/CHASE	BACK HIP/CHASE	BACK HIP	BACK HIP	CHASE/BCK HIP	BACK HIP	CHASE	N/A
AVG CONVERGE	3.17	3.47	2.0	3.4	2.81	6.08	0.4	N/A



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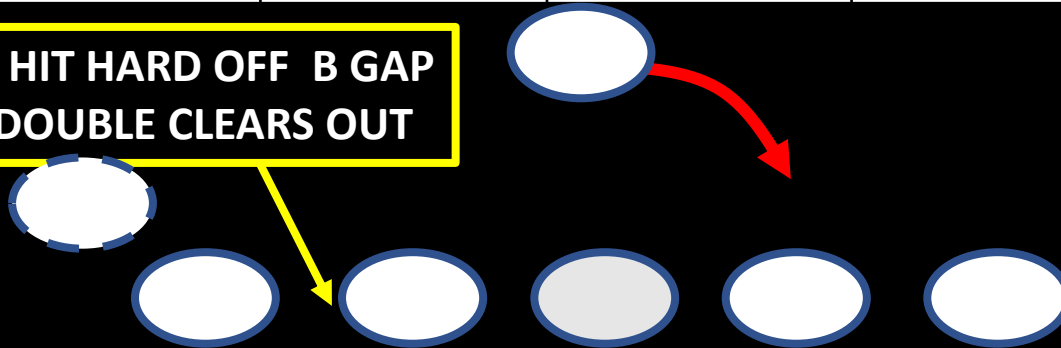
**CONVERGE
CHART
SAMPLE**

HIT CHART TACKLING (BY PLAY)

OFFENSIVE PLAY: WEAK TIGHT ZONE

ENTRY	SIDE	#S AT BALL	2.0	CONVERGE	1.03
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LOOKS TO HIT HARD OFF B GAP
TO THE Y-DOUBLE CLEARS OUT



	9	7	5	3	1	0	2	4	6	8
TIMES	1			6	1			1		
ENTRY	SQUARE			BACK HIP	BACK HIP			BACK HIP		
#S AT BALL	3			1.83	2.0			1.0		
CONVERGE	8.0			1.29	0.27			0.75		

