

DEFENSIVE GOALS



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OLE MISS (SUGAR BOWL)



1.	Opponent - 17 Points or Less	YES	<u>ONLY 7 POINTS ALLOWED</u>
2.	Runs - 3.0 or Less Yards/Carry	YES	<u>2.6 YPA</u> 54 ATT / 138 YDS
3.	Pass - 7.0 or Less Yards/Attempt	YES	<u>5.4 YPA</u> 17 COM / 34 ATT / 184 YDS
4.	3+ Takeaways	YES	<u>3 TAKEAWAYS</u> (3 INT)
5.	3rd Down / 4th Down Success - 70% Success	NO	<u>DEF 62% SUCCESS</u> OFF. CONV. 11 of 29 (38%)
6.	Red Zone - 40% No TD's; 30% No Score	YES	<u>2 RZ SERIES (0 TD, 0 FG)</u> 100% NO TD / 100% NO SCORE
7.	1st Down - 3.0 or Less YPC; 60% Pass Comp (%)	YES	1.8 YPC (25 CAR / 44 YDS) 50% PASS COMP (4/8)
	7 or Less Explosive Plays - 12+ Yds/Run; 16+ Yds/Pass	YES	7 <u>EXPL.</u> 2 RUN: 15,31 5 PASS: 18,18,25,29,37
	6 Big Plays - +25 Yards	NO	<u>4 BIG PLAYS</u> (3 PASS: 25,26,37) (1 RUN: 31yd)



CREATE HAVOC

 SportSource analytics

How Negative are Negative Plays?

- On a drive with a negative play, the average FBS team scores points just 25 percent of the time and touchdowns 15 percent of the time.
- On a drive with a sack, the average FBS team scores points just 16 percent of the time and touchdowns 9 percent of the time.
- On a drive without a negative play, the average FBS team scores points 43 percent of the time and touchdowns 36 percent of the time.
- On a drive without a sack, the average FBS team scores points 40 percent of the time and touchdowns 31 percent of the time.

 SportSource
analytics





BAYLOR DEFENSE 2021 HAVOC STATS

978 TOTAL SNAPS
20 INTERCEPTIONS
39 PBU'S
20 FORCED FUMBLES
45 SACKS
51 QB HITS
50 TFL'S

25%
HAVOC



LINEBACKER CHECKLIST

BAYLOR LINEBACKER CHECKLIST

FOOTWORK

NEAR FOOT
ANGLE SHUFFLE
SHUFFLE
GLIDE
SHIMMY
GATHER
STEP STEP TOUCH

COD

BAGS FILL
BAGS COD
BAGS CTR
BAGS ALLEY SHUFFLE
BAGS PAP
BAGS BIG BOX
4 CONE
HIP FLIP

COV

PEDAL/BREAK
45 DROP/OPEN/RECOV
QK GAME
PAP/SPRINT
BOOT COV 3/4
MAN TECH

COV 3

S HK FAST 3
S HK FINAL 3
S HK 2 BEHND 3
W HK 3 UP
W HK SEAM
W HK SPOT/QK GAME
W HK BONUS
BANG BUZZ
1ST
RAZOR

COV 4

3 HOOK
WALL 3-FISH
INSERT

COV 5

LO WALL
BRACKET
SLICE
SKINNY
MINI
SWING ALERT
CAP
TRIANGLE
BINGO
BOX
STRESS

TACKLING

SHIMMY
PROFILE
VICE
SIDELINE (RAT N HOLE)
SQUARE UP
ROCK BACK TACKLE
1 ARM
STRIKE ZONE
1 STEP
LATE SHIMMY
VAULT
ANGOLA
THIGH BOARD

COV TECH

S HOOK-BURN
SQUEEZE
3 WAY
LO HOLE
TAMPA DROP
RUN THRU

BLITZ

INSIDE
RB
V TECH
A GAP PICK
POSSUM
READ OUT
C SCRAPE
SPLIT SLIDE

EDGE

GET OFF
PARTNER
RUSH FT WORK
DROP FT WORK

8/9 TECH

SURF
PIANO
PIANO 1 HAND/2
1 STEP
SNATCH-BASE
SHRUG -REACH

PASS RUSH

SPEED
EDGE
POWER

FITS

SOLO
INDICATOR
BIG BOX
ROCK BACK
FILL
BULLY
CALI
TRACKS
POWER DRILL/CTR
RECTANGLE
FILL FOLD
IN PHASE

BLOCK PRO

4 PT
CROWTHER
1 MAN SLED/2 MAN
GAP GAP
GAP CROSS FACE
CAGE
ANGLE CAGE
RIP
SLIP
CUFF N CHOKE
SNATCH

CUT

SKATE
STRING OUT
JUMP
HARD/SOFT
1-2 HAND

HAND DRILLS

WALKING
SIDE ELBOW CONTROL
FRONT ELBOW PIN
CROSS CHOP

PASS RUSH DRILLS

CONE
OVER/UNDER
RED SHIELDS
TAG
POP UPS
1 ON 1
PARTNER
HOOPS/STICK/CHACE

PASS RUSH EDGE

ARM OVER
ARM UNDER
CHOP DIP (SPIN)
DBL SWIPE



FORMATION ISSUES

FIB (74X) = 55% RUN... 91% FIB SNAPS ON 1ST/2ND DN...TOP MO: S-IN...TOP FORM: BRN TWINS SPL (18X) / BRN SLING TWINS (12X) / BRN TRIPS SLING (12X)

PISTOL (51X) = 75% RUN...CTR GY (12X) / SPL ZN (9X) / STRETCH (5X)...ALERT SHOTS IN PASS GAME

NO BACKS (17X) = 82% PASS... TRIPS TWINS / QUADS SPLIT / QUADS CLUSTER SPLIT...RUNS = Q DRAW / POWER RD

TITE TRIPS (12X) = 100% GS... 8 P / 4 R...RUNS = STRETCH RD ARC / Q CTR GT EXTRA

BUNCH (11X) = 6 P / 5 R...ALERT DBL PASS! TWICE

CLUSTER (10X) 80% PASS...RUNS = CTR GT RD...ALERT 4 VERTS

X-OVER (4X) = 50/50 DOWN EXTRA OR CURL-WHL FLOOD DIVIDE

ROMEO (3X) = #17 (2X) RAIL OR BALLOON...#4 (1X) DBL PASS!

WILDCAT (2X) = 2X VS UT...#26 OFFSET SLIGHTLY TO TAKE SNAP (CTR GY)

DOS (2X) = 3X1 (1X) ZONE RD ARC BUBBLE / 2X2 (1X) PAP WAVE CLIMB RAIL

BUSTER (2X) = 2X VS KU...QUADS SLING SPLIT QCTR GY + SMOKE

