

LOS ANGELES CLIPPERS

DEFENSIVE TERMINOLOGY

TRANSITION DEFENSE

“TANDEM”

ON THE RAISE OF THE SHOT – X1 AND X2 MUST GET ALL THE WAY BACK IN TANDEM ALIGNMENT READY TO DEFEND THE BASKET & THE BALL.

“TRIANGLE”

SMALL FORWARD DECISION TO GO TO THE OFFENSIVE BOARDS. IF HE IS ON THE PERIMETER WE WILL LOOK TO GET BACK INTO A TRIANGLE ALIGNMENT. IF HE IS DRIVING THE BALL OR POSTING UP – HE WILL HAVE THE OPTION TO GO TO THE OFFENSIVE BOARD.

“LOAD TO THE BALL”

THE TRAILING BIG MUST “LOAD” TO THE BALL ALLOWING NO SEAMS FOR PENETRATION

“LOAD TO TOUCH”

THE TRAILING BIG MUST LOAD TO TOUCH SPECIAL PLAYER WITH THE BALL. WEAKSIDE WING MUST PULL OVER/STUNT TO NAIL.

“BIGS UP W/SCREEN”

THE TRAILING BIG MUST BE READY AND ALERT TO ADJUST FROM A LOAD POSITION TO GETTING UP ON TO THE SCREENER'S BACK TO DEFEND THE PICK & ROLL

“KICK THE SMALL OUT”

1ST BIG SPRINTS TO THE PAINT TO GUARD POST, AS SMALL PROTECTS – BIG KICKS HIM OUT TO THE PERIMETER.

“MEET BIG EARLY”

1ST BIG BACK MEET BIG EARLY AT F.T. LINE AND BUMP HIM OFF SPOT.

“SAG & TAG”

USED VS BIGS WHO RUN THE FLOOR HARD CONSISTENTLY AND SEAL FOR EARLY PAINT CATCHES. THE TRAILING BIG MUST GET BACK AND TAG TO HELP TAKE AWAY EASY PENETRATING PASSES.

VS CROSS MATCHES

MANY TIMES OUR MATCH-UPS DIFFER FROM OUR OPPONENTS MATCH-UP = CROSS MATCHES. THE BASIC RULE FOR CROSS MATCHES IS THIS: AFTER A MADE BASKET FIND YOUR ASSIGNED MAN. AFTER MISSES, SPRINT TO THE PAINT TALK AND MATCH UP WITH A PLAYER OF SIMILAR SIZE.

HELP DEFENSE

“SHRINK THE FLOOR”

TERM FOR GETTING PROPER HELP POSITION. ALL HELP DEFENDERS TALKING AND CONSTANTLY USING 2.9

“GO” VS BLOW BYS

SMALLS ON BLOW BYS = RUN AND SWITCH – GO = COVER FOR EACH OTHER. IT’S A 2 MAN ROTATION.

“STEPPING UP W/ SHOOTER

DEFENSIVE TACTIC USED VS GREAT SHOOTER. WE SHRINK, STUNT AND STEP UP WITH A GREAT SHOOTER. ONLY APPLIED WHEN BALL IS BEING DRIBBLED AT YOU.

“FLAT DRIVE”

NON-PENETRATING DRIVE THAT REQUIRES STUNT HELP TO TAKE AWAY DRIVE AND KICK GAME.

“PENETRATING DRIVE”

A DRIVE GOING DIRECTLY TO THE BASKET ON THE 1ST DRIBBLE. THE BALL SHOULD NEVER GET BY THE 1ST HELP MAN. WE RECOVER AS THE BALL IS BEING PICKED UP.

“TRAP THE BOX/ SINK & FILL”

THE CLOSEST MAN SHOULD TRAP THE BALL OUTSIDE THE PRO LANE ON BASELINE DRIVES. THE SECOND PART OF THIS CONCEPT IS THAT THE GUARDS MUST SINK & FILL.

VS BASELINE DRIVE & SPIN DRIBBLE

ON BASELINE DRIVE THE NEXT DEFENDER ANTICIPATES THE SPIN AND GETS INTO HELP POSITION AS THE SPIN DRIBBLE OCCURS.

“MIDGET”

WE GET BACK TO OUR OWN MEN WHEN A SMALL GUARD PENETRATES UNDER THE BASKET AREA

DIG & RECOVER

A DEFENSIVE TACTIC USED TO DISCOURAGE BACK IN PENETRATION TO THE MIDDLE BY A POST PLAYER. SHRINK THE FLOOR AS MUCH AS POSSIBLE AND DIG ON THE DRIBBLE AT THE LANE LINE WHILE MAINTAINING VISION ON YOUR MAN. RECOVER TO YOUR OWN MAN AS POST PLAYER PICKS UP HIS DRIBBLE.

SCRAM

A DEFENSIVE TACTIC USED WITH BIG KICKING SMALL OUT OF MISMATCH

BELLY BUMP/ GO UNDER

MAN GUARDING CUTTER MUST MAKE CONTACT WITH HIS MAN AND FORCE HIM TO THE BALL SIDE OF SCREEN. THE SCREENER'S MAN IS ALWAYS ON THE HIGH SIDE/BALL SIDE READY TO BUMP THE CUTTER UP OR OUT (NOT DOWN). THIS WILL ALLOW MAN DEFENDING THE CUTTER TO GO UNDER THE SCREEN.

WAR/RIDE

THE MAN GUARDING THE CUTTER MUST MAKE CONTACT WITH HIS MAN BEFORE HE HITS THE SCREEN AND FORCE THE CUTTER TOWARDS THE BALL. THE SCREENER'S RESPONSIBILITIES IS TO TRACK (IF BIG) OR STAY WITH SCREENER'S BODY IF SMALL.

ZONE

STRONG SIDE BIG PLAYS IN OPEN STANCE TO HELP TAKE AWAY PASSING LANES FOR ANY PLAYER MAKING A CUT TO THE BASKET OFF SCREENING ACTION.

TAG

WEAKSIDE BIG MUST HAVE GREAT AWARENESS OFF THE BALL AND BE READY TO PREVENT ANY PLAYER MAKING A CUT TO THE BASKET OFF OF A SCREENING ACTION.

SAG & TAG

SAG TO CLOG THE LANE AND/OR PREVENT THE POST ENTRY PASS. AS THE MAN DRIBBLES TO TAKE UP SLACK STEP UP AND MEET THE DRIBBLE AND PRESSURE THE BALL.

CLOSE OUT

SPRINT 2/3 OF THE DISTANCE FROM A HELP POSITION TO THE BALL. CLOSE OUT IN AN INSIDE OUT, NO MIDDLE STANCE. UTILIZE HIGH HANDS TO TAKE AWAY QUICK POST PASS AND TO BE READY TO CONTEST THE SHOT. TRANSFER WEIGHT BACK AND SLIDE THE LAST 1/3RD WITH CHOPPY STEPS.

CONTEST

WE WANT TO CONTEST ALL SHOTS AS HIGH AND HARD AS POSSIBLE. WE LEAVE OUR FEET, AS THE SHOOTER LEAVES HIS FEET.

REAR VIEW CONTEST

SMALL CONTINUES TO PURSUE BALLHANDLER AND CONTESTS FROM BEHIND OR THE SIDE OF THE SHOOTER. USED MOST COMMONLY IN DROP OR ICE SITUATIONS.

HAWK CUT

5 / 4 SETS BACK PICK FOR 2 / 3 ON AN ANGLE. DEFENDER ON SCREENER WILL TRACK THE CUT. THE DEFENDER ON THE CUTTER WILL RIDE THE CUT TO THE INSIDE. WEAKSIDE BIG WILL TAG THE CUT.

UCLA CUT

SHUFFLE CUT. 1 HITS WING, 5 / 4 RIPS 1. DEFENDED THE SAME AS A HAWK CUT.

CHIN CUT

PRINCETON / CHIN ACTION – 2 GUARD = AUTOMATIC DENIAL OF GUARD TO GUARD PASS. WE RIDE THE CUT TO THE OUTSIDE. THE DEFENDER ON THE SCREENER TRACKS THE CUT AND WE GET A TAG FROM THE WEAKSIDE WING.

BOSTON FIST CUT

LANE CUT BY SMALL WITH BOTH BIGS ABOVE F.T. LINE. WE FORCE THE CUT HIGH & GET A TAG FROM THE WEAKSIDE BIG DEFENDER.

RIP

BACK PICK. WE GET INTO THE BODY & FORCE THE CUT OVER THE TOP.

POST DEFENSE

BEFORE BALL IS IN POST:

GOLD

3 / 4 FRONT ON THE TOPSIDE. 1 FOOT IN FRONT/1 FOOT BEHIND

RED

BUTT FRONT

DOUBLE FIST UP

FRONT & BACK

CORNER

IF CORNER IS FILLED, THE CORNER MAN'S DEFENDER CALLS OUT "CORNER FILLED". BRINGS US INTO 3 / 4.

CIRCLE

CONSTANTLY CHANGING POST POSITION TO USE QUICKNESS AND NOT ALLOW PASSER TO ENTER THE BALL.

WHEN BALL IS IN THE POST:

SHRINK

WHEN THE BALL IS OUTSIDE THE LANE LINE, WE TO BE IN A HALFWAY POSITION STUNTING AT THE POST PLAYER.

DIG

DEFENSIVE TACTIC TO DISCOURAGE BACK IN PENETRATION TO THE MIDDLE BY A POST PLAYER

BLUE

2X WITH MAN NEAREST TO THE F.T. LINE. WE CAN BLUE ON THE CATCH OR ON THE DRIBBLE

BIG BLUE

2X WITH THE HIGHEST BIG NEAREST TO THE F.T. LINE

BLUE 5

2X POST WITH 5 MAN

GRAY

2X POST FROM BASELINE SIDE WITH CLOSEST BOTTOM BIG

LIVE CUTTER

2X OF THE POST OFF THE PASSER WHO IS CUTTING TO THE BASKET. WE WILL 2X THE BALL AFTER TAKING THE CUTTER TO THE RIM AND HAVE BASKET PROTECTION

FIRE

2X MAN WITH BALL ON THE 12' POST UP OR WING ISOLATION. 2X ON THE FACE UP OR ON THE 1st DRIBBLE WITH THE NEAREST DEFENDER TO THE BALL.

VS. SHOOTING 4'S (RANGE 4'S):

LIVE CUTTER

2X OF THE POST OFF PASSER WHO IS CUTTING TO THE BASKET. WE WILL 2X THE BALL AFTER TAKING THE CUTTER TO THE RIM.

FIRE

2X WITH NEAREST MAN FROM THE TOP

HIGH PICK & ROLL DEFENSIVE CALLS:

VERBAL COMMAND:

SOFT/("WEAK")

THE BIG STARTS "UP TO TOUCH" THEN RETREATS BACK AND PROTECTS AS HE STAYS IN THE LINE WITH THE BALL UNTIL THE SMALL KICKS HIM OUT. THE GUARD HAS THE OPTION TO GO OVER/UNDER SCREEN. THE VERBAL COMMAND IS "RIGHT" ON HIGH PICK & ROLL'S

SHOW/("WEAK")

HARD SHOW UP WITH DEFENDER ON THE BALL GOING UNDER THE SCREEN OR GOING OVER THE TOP AND BETWEEN THE SHOW MAN AND THE SCREENER. DECISION IS BASED ON WHO YOU ARE GUARDING AND WHERE THE SCREEN IS SET. THE SHOW MAN RECOVERS BACK TO HIS OWN IN A HELP POSITION. THE VERBAL COMMAND IS "RIGHT" ON HIGH PICK & ROLL'S. OUR 4'S WILL START IN SHOW COVERAGE.

WEAK

DEFENSIVE TECHNIQUE WHERE THE DEFENDER ON THE BALL WILL FORCE THE BALL HANDLER TO HIS LEFT HAND.

DROP/("WEAK")

THE BIG STARTS AT THE FT LINE IN A BALL-YOU BASKET LINE STANCE. HE THEN RETREATS IN LINE WITH THE BALL AND DOES NOT ALLOW THE ROLL TO GET BELOW HIM. DEFENDER ON BALL HAS OPTION TO GO UNDER OR OVER THE PICK. THE VERBAL COMMAND IS "RIGHT" VS. HIGH PICK & ROLL'S BRINGING THE BALLHANDLER TO HIS RIGHT HAND. OUR 5'S WILL START IN DROP COVERAGE.

SPREAD RIGHT/ SPREAD LEFT

CALL TO ALERT DEFENSE THAT THERE IS A SPREAD ALIGNMENT TO THE LEFT/RIGHT SIDE OF THE COURT. MAN GUARDING THE BALL HANDLER. WE WILL FORCE THE BALL TO EITHER TOWARDS OR AWAY FROM THE CROWDED SIDE OF THE COURT BASED ON THE SCOUTING REPORT. WHEN IN DOUBT, WE WEAK THE BALLHANDLER.

SWITCH

DEPENDING ON SCOUTING REPORT OR LAST SHOT OF A QUARTER. WE SWITCH 1-4 IN BUTTER SITUATIONS (LAST :06)

BLITZ

2X THE DRIBBLER WITH ROTATION. WE CAN EITHER SOFT OR HARD BLITZ.

ATTACHED SHOW = HUG

CONTACT SHOW WITH THE DEFENDER ON THE BALL GOING UNDER/OVER THE SCREEN

RE-PICK

SAME AS ORIGINAL COVERAGE

VEER BACK

A LATE SWITCH OFF A SCREENING SITUATION WHEN THE BALLHANDLER GETS BY HIS INITIAL DEFENDER WITH A HEAD OF STEAM AND FORCES THE BIG TO OPEN UP HIS SHOULDERS AND FORCING A LATE SWITCH. THE SMALL THAT WAS ON THE BALL SHOULD NOW VEER BACK ON THE INSIDE OF THE BIG.

SIDE PICK & ROLL

SHOW

HARD SHOW. THE DEFENDER ON THE BALL WILL GO OVER OR UNDER DEPENDING ON WHO YOU ARE GUARDING AND WHERE THE SCREEN IS SET. WE SHOW AT THE PROPER ANGLE TO RE-ROUTE THE BALL.

ICE

FORCING THE BALL DOWN, AWAY FROM THE SCREEN. GET BACK TO OWN MAN – STUNT HELP, NO ROTATION.

ICE BIG

FORCING THE BALL DOWN WHERE WE ROTATE THE OTHER BIG TO THE BIG STEPPING BACK = BLITZ ROTATION

ICE & ROTATE

FORCING THE BALL DOWN WHERE WE ROTATE NEAREST MAN TO THE BIG STEPPING BACK

ICE TO A SWITCH

WE SWITCH TO PREVENT OPEN SHOTS VS. BIGS WHO SHOOT WITH RANGE

ICE TO A BLITZ

ICE TO A TRAP

BLITZ (HARD) (SOFT)

2X DRIBBLER WITH ROTATION

BLACK

EARLY BLITZ BEFORE THE SCREEN IS SET

SWITCH

DEPENDING ON SCOUTING REPORT OR LAST SHOT OF A QUARTER SITUATION

ATTACHED SHOW/HUG

CONTACT SHOW WITH DEFENDER ON THE BALL GOING UNDER/OVER SCREEN

WEAK

VS. SHAKE P/R ON RIGHT SIDE OF THE FLOOR THIS CONCEPT WILL FORCE BALL HANDLER LEFT AND TOWARDS 3 POINT SHOOTER

STEP UP PICK & ROLL DEFENSE

ICE

THE DEFENDER ON THE BALL WILL GET INTO THE BALL HANDLERS BODY AND FORCE THE BALL TO THE BASELINE. THE DEFENDER GUARDING THE SCREENER WILL BE LOCATED ON THE LANE LINE WITH A BALL-DEFENDER-BASKET STANCE.

SHOW

HARD SHOW. WE SHOW AT A 45 DEGREE ANGLE. THE DEFENDER ON THE BALL WILL GO UNDER OR OVER DEPENDING ON WHO YOU ARE GUARDING AND WHERE THE SCREEN IS SET. WE WILL ONLY SHOW VS. RANGE SHOOTING 4'S.

SOFT

THE GUARD HAS THE OPTION TO GO OVER OR UNDER THE SCREEN AS THE BIG SOFTENS ON THE SCREENER AND PROTECTS.

BLITZ

2X DRIBBLER

BLITZ & ROTATE

2X DRIBBLER WITH ROTATION FROM NEAREST TO MAN

DRIBBLE HANDOFF DEFENSE

OPEN UP & SLIDE THRU

MAN GUARDING THE BALL WILL LOOSEN AND ALLOW MAN DEFENDING THE CUTTER TO SLIDE THROUGH TO CONTAIN THE BALL. IF MAN GUARDING THE CUTTER IS IN A SCORING AREA HE HAS THE OPTION RIDE OVER THE TOP.

OPEN UP & WAR/RIDE OVER

THE DEFENDER ON THE CUTTER MUST MAKE CONTACT AND RIDE HIM OVER THE TOP. THE DEFENDER SHOULD FORCE THE CUTTER UPHILL. THE MAN GUARDING THE BALL STAYS IN SOFT COVERAGE UNTIL THE DEFENDER ON THE BALL HAS SQUARED UP THE BALLHANDLER.

BLITZ (PIN INTO DHO)

SMALL MUST LOCK & TRAIL 1ST SCREEN AND RIDE OVER THE TOP INTO A BLITZ.

SHOW (PINDOWN INTO DHO)

SMALL MUST LOCK & TRAIL 1ST SCREEN AND CHASE OVER THE TOP OF 2ND SCREEN/DHO. BIG WILL SHOW AS BALL IS HANDED OFF.

SWITCH

SWITCH AT THE POINT OF THE SCREEN. THE PLAYER OFF THE BALL CALLS THE SWITCH.

HANDBACK DEFENSE

OPEN UP & SLIDE THRU

ON FLASH INTO HANDBACK DENY ELBOW TO 3PT-LINE. BACK OFF ONE ARMS LENGTH TO THE INSIDE AS MAN HAS HIS BACK TO THE BASKET. AS THE BIG FACES = BALL PRESSURE STANCE.

WAR/RIDE

THE DEFENDER ON THE CUTTER MUST MAKE CONTACT AND RIDE OVER THE TOP - IF HE IS GUARDING A GREAT SHOOTER OR IF THE HANDBACK IS TAKING PLACE IN A SCORING AREA.

THE BIG DEFENDING THE HANDBACK HAS NO HELP RESPONSIBILITIES. THE WEAKSIDE BIG HAS TAG RESPONSIBILITIES ON A BASKET CUT.

CATCH & SHOOT DEFENSE

LOCK & TRAIL

GIVE OFFENSIVE PLAYER ONE WAY TO GO. ALLOW NO SEPARATION. TRAIL OFFENSIVE PLAYER AND LOWER INSIDE SHOULDER BELOW THE SCREENER'S HIP. DRIVE THROUGH THE SCREEN AND BACK INTO A SQUARE STANCE.

BE UP W/SCREENER

BIGS SHOULD BE UP WITH SCREENER AND BE IN POSITION TO STUNT OR BUMP TIGHT CURL.

STUNT FOR STUNTER

THE LOW MAN MUST BE READY TO STUNT FOR STUNTER TO PROTECT THE STUNTER'S HELPING ACTION. W/S WING MUST SINK & FILL.

STUNT & FRONT

A STUNTER WANTS TO GET OUT AND STUNT WITH HIS BODY AND ARM TO TAKE AWAY THE TIMING OF THE PLAY AND RHYTHM OF THE SHOOTER. ALL STUNTS TAKE PLACE WHILE BALL IS IN THE AIR. A STUNTER SHOULD BE ON THE SHOOTER AS HE CATCHES THE BALL, BUT HAS OPTION TO RETRACT INTO A FRONT POSITION TO PREVENT PAINT CATCH.

ELBOW STUNT BY PASSER'S MAN

THE PASSER'S MAN SPRINTS TO THE ELBOW TO STUNT.

STUNTS (OFF PINDOWN)

BIG STAYS ON HIS STUNT AS FAR AND AS LONG AS NECESSARY TO PREVENT AN OPEN SHOT. USED VS. THE GREAT CATCH & SHOOT PLAYER/SHOOTER.

STUNTS VS (PIN & POP)

VS. RANGE SHOOTING BIG WHO POPS VS. STUNT = AUTOMATIC LOW MAN ROTATION RULES TO PREVENT JUMPER.

TIGHT CURLS

BIG BUMPS TIGHT CURL AND THEN DESTROYS DUCK IN MOVE BY SCREENER. (IF TOO MUCH SEPARATION OCCURS ON CURL, WE WILL UTILIZE VEER BACK CONCEPT)

SHOOT THE GAP

WE HAVE BIG ON THE SCREENER OPEN UP AND SHOOT THE GAP AT THE POINT OF THE SCREEN IN THESE SITUATIONS:

- 1) VS. SCREENS SET WIDE OFF THE LANE
- 2) VS. SCREEN SET BELOW THE BLOCK
- 3) VS. PICK ALWAYS
- 4) VS. LOOP CUT
- 5) VS. FLEX PINDOWN SCREEN

TOP LOCK

FORCE CUTTER AWAY FROM DESIGNATED ROUTE. SMALL MUST CALL "TOP LOCK" TO ALERT BIG TO TRACK AND PROTECT THE BASKET. WE CAN TOP LOCK WIDE PINDOWNS, WIDE DOUBLE SCREEN OFF THE LANE, LOOP CUT AND QUICK CUT

BLITZ (OFF PINDOWNS)

USED LATE VS. GREAT SHOOTERS. WE WILL BLITZ ON CATCH & SHOOT PLAYS BY THE BIG WHO GUARDS THE LAST SCREENER.

LOOP CUT

LOCK & TRAIL 1ST PICK AND SHOOT THE GAP ON LAST SCREEN. BIG GUARDING LAST SCREEN MUST OPEN UP AND ZONES INSIDE TO PREVENT SLIP.

X-SWITCH

CONCEPT WHERE WE WILL SWITCH SAME SIZE PERIMETER DEFENDERS. THE WEAKSIDE DEFENDER READS THAT THE DEFENDER GUARDING THE SHOOTER IS NOT IN PROPER POSITION AND SWITCHES. CAN BE USED VS. PICK THE PICKER ACTION AND LOOP ACTION.

FLARE SCREENS

WAR/RIDE = DEFENDER GUARDING SCREENER MUST TRACK INSIDE TO PROTECT THE BASKET AND PREVENT THE LOB OR SLIP. WE DO NOT STUNT VS. FLARE SCREENS.

CLUSTER/SCREEN

VS. TEAMS USING TRIANGLE OFFENSE OPTIONS SMALL WILL LOCK & TRAIL, X5 ZONES UP

UTAH

VS. UTAH ACTION THE SMALL DEFENDING THE BOTTOM SCREENER IN WEAKSIDE DOUBLE MUST BE BELOW AND ATTACHED. EXPECT ONE OF THESE THREE THINGS:

- 1. A RIP FROM THE CUTTER**
- 2. STAGGER**
- 3. A CURL.**

THE DEFENDER ON THE CUTTER SHOWS LOCK & TRAIL BUT SHOOTS THE GAP AT THE POINT OF SCREEN SO THAT THE BIG DEFENDING THE BALL DOESN'T HAVE TO STUNT.

WING ISOLATION DEFENSE

FIST UP

BOTTOM BIG TO STRONG SIDE BLOCK- EVERYONE ELSE SHRINK

WHITE

FORCE TO MIDDLE

FIRE

2X MAN WITH THE BALL ON WING OR 12' POST WE CAN FIRE ON THE FACE UP OR ON THE DRIBBLE

HIGH POST ISO DEFENSE

WEAK

WEAK VS. BALL HANDLER WITH NORMAL SHRINK RESPONSIBILITIES. IF THEY CLEAR BIG OUT WE INFLUENCE THE BALL TO THE CROWDED SIDE OF THE FLOOR.

FIRE FROM 1ST MAN TO WEAK HAND

2X WITH 1ST MAN TO WEAK HAND. DENY BALL BACK TO SPECIAL PLAYER.

FIRE FROM X4/X5

2X WITH DESIGNATED PLAYER. DENY BALL BACK TO SPECIAL PLAYER.

FIST UP

PERIMETER DEFENDER FORCES OFFENSIVE PLAYER LEFT/WEAK X4/BIG FAKES UNTIL 6 SECS/READS/ZONES TO LEFT ELBOW

SPECIAL PLAYER DEFENSE

“LOAD TO TOUCH”

THE NEAREST DEFENDER MUST LOAD TO TOUCH SPECIAL PLAYER WITH THE BALL. WEAKSIDE WING MUST PULL OVER/STUNT TO NAIL.

SHADOW(VISUAL=TAP HEAD)

TRAILING BIG WILL 2X THE BALL IN BACK COURT OR FRONT COURT

SHADOW(VISUAL=FACE TO FACE)

X4 DENY POINT GUARD / FRONT & BACK

HIT(VISUAL=PINCH FINGERS)

2X TRAILING BIG OVER 1/2 COURT ON SIDE LINE NEAR HASH MARK

DOUBLE FIST UP (POST UP)

FRONT & BACK

BIG BLUE

2X WITH HIGHEST BIG 4 / 5

BLUE 5

2X POST WITH 5 MAN

GRAY

2X POST FROM BASELINE SIDE WITH LOW MAN

GRAY 5

2X POST FROM BASELINE SIDE WITH X5

GREEN

FORCE TO MIDDLE

FIRE (WING ISO)

2X MAN WITH BALL ON THE 12' POST UP OR WING ISOLATION. 2X ON THE FACE UP OR ON THE 1st DRIBBLE WITH THE NEAREST DEFENDER TO THE BALL.

FIST UP (WING ISO)

BOTTOM BIG TO STRONG SIDE – EVERYONE ELSE SHRINK

FIRE FROM 1ST MAN TO WEAK HAND (HIGH POST ISO)

2X WITH 1ST MAN TO WEAK HAND. DENY BALLBACK TO SPECIAL PLAYER.

FIRE FROM X4(HIGH POST ISO)

2X WITH DESIGNATED PLAYER. DENY BALL BACK TO SPECIAL PLAYER.

FIST UP (HIGH POST ISO)

PERIMETER DEFENDER FORCES OFFENSIVE PLAYER LEFT/WEAK X4/BIG FAKES UNTIL 6 SECS/READS/ZONES TO LEFT ELBOW.

BLITZ PICK & ROLL HIGH, SIDE & STEP UP

2X THE DRIBBLER WITH ROTATION

BLACK (HIGH & SIDE P/R)

EARLY BLITZ BEFORE SCREEN IS SET

BLITZ CATCH & SHOOT OFF PINDOWN

USED VS. GREAT SHOOTERS. WE WILL BLITZ ON THE CATCH WITH BIG DEFENDING THE LAST SCREENER.

BLITZ (B.O.B.) CORNER CATCH

2X SPECIAL PLAYER ON CORNER CATCH WITH BIG DEFENDING LAST SCREENER

SPY

TERM FOR DEFENSIVE TEAM IN TRANSITION WHERE THE POINT GUARD DOESN'T GET BACK BUT DENIES OUTLET TO GREAT POINT GUARD

PRESSURE DEFENSE

SHADOW (RUB ARM)

FAKE SOFT TRAP WITH TRAIL BIG

SHADOW (TAP HEAD)

TRAPPING WITH TRAILING BIG IN BACKCOURT

SHADOW (RUB FACE)

X4 DENY POINT GUARD / FRONT & BACK

HIT(VISUAL=PINCH FINGERS)

2X TRAILING BIG OVER 1 / 2 COURT ON SIDE LINE NEAR HASHMARK

55

FULLCOURT MAN TO MAN DEFENSE. USED TO WEAR DOWN AND DISRUPT THE TIMING OF THE OPPONENTS OFFENSE.

55X

FULL COURT RUN & JUMP DEFENSE.

12X

1-2-2 FULL COURT PRESS. WILL ALSO USE VS. SOB (DOWN LATE WITH LESS THAN 28 SECONDS). WE DON'T FOUL UNTIL AFTER WE TRAP ONCE WHEN TEAMS EXPECT US TO FOUL IMMEDIATELY.

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2-2-1 $\frac{3}{4}$ CT. CONTAIN PRESS

VS. OUT BOUND SETS TRACK THE SHOOTER

BOB-PROTECT BASKET, THEN TRACK SHOOTER TO THE CORNER, THEN PROTECT THE BASKET AGAIN.

SOB-PROTECT CORNER, THEN TRACK SHOOTER TO THE HIGH POST OR CORNER, THEN BACK TO CORNER.

BLITZ THE CORNER CATCH & SHOOT

BOB-TAKE AWAY STRONG SIDE CORNER OPTION AWAY FROM GREAT SHOOTER. WE CAN BLITZ THE CATCH WITH THE BIG DEFENDING THE LAST SCREENER.

FACE TO FACE (SOB)

BIG ON STRONG SIDE WILL FULL DENY ELBOW CATCH ON SOB. X1 WILL FULL DENY 1 POPPING TO THE CORNER. WEAK SIDE BIG WILL ZONE TO THE MIDDLE OF THE LANE AND TAKE AWAY ANYTHING OVER THE TOP.

ZONE

“2”

2-3 ZONE

TWO ON THE BALL

LATE IN GAME WHEN TRAILING. WE CAN PUT TWO BIGS ON THE BALL AND HAVE A TRIANGLE ZONE BEHIND.