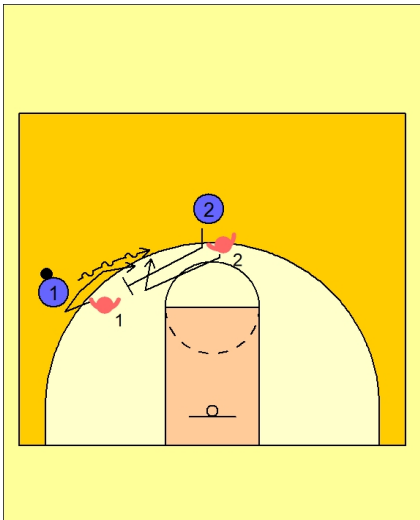




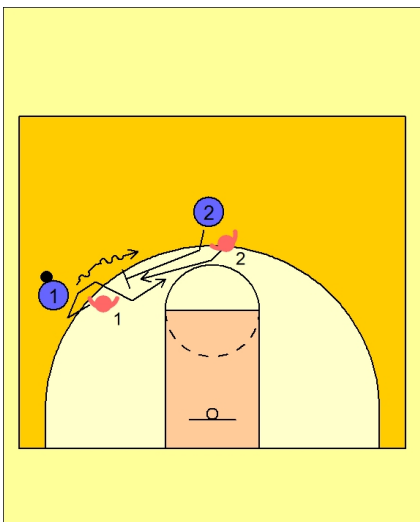
Screen defense



BALLSCREEN DEFENSE

Hard show and recover

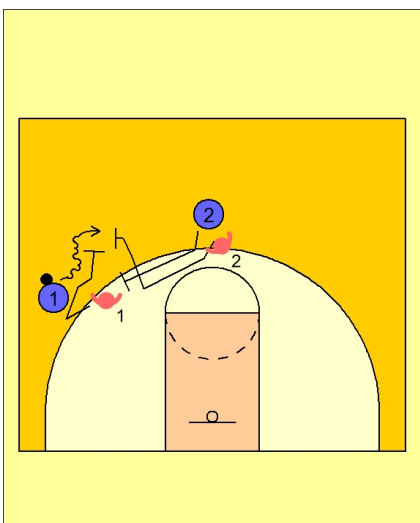
- a) X1 adopts stance to force O1 over the screen
- b) As O1 dribbles over screen X2 steps up (hard shows) to create space for X1 to slide through and recover to their man
- c) X1 locks onto hip of O1 and follows man over screen till able to slide into space created by X2's 'show'
- d) X1 must regain defensive position on handler once they are over screen



BALLSCREEN DEFENSE

Squeeze and slide under

- a) X2 bodies up to O2 and 'walks' them out so screen is set outside 3pt line.
- b) X1 adopts stance to force O1 over screen
- c) As O1 dribbles over screen X1 slides under screen (2 man removed)
- d) X2 must hold their ground and not allow O2 to cut to basket



BALLSCREEN DEFENSE

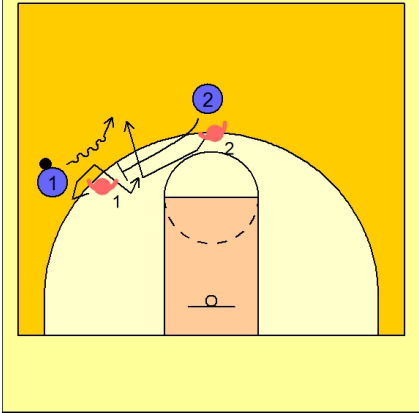
Trap handler

- a) X1 adopts stance to force O1 over screen
- b) As O1 dribbles over screen X2 'shows' by stepping towards half court line
- c) X1 locks in on O1 and follows over screen
- d) X2 stays up and with X1 trap O1 and force high



BALLSCREEN DEFENSE

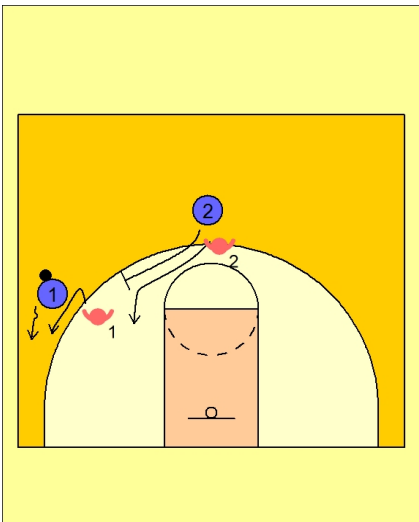
Switch



- X1 adopts stance to force O1 over screen
- As O1 dribbles over screen X2 'shows' by stepping towards half court line (as in ORANGE)
- X1 slides under and 'bodies up' screener
- X2 'shows' and stays with handler

BALLSCREEN DEFENSE

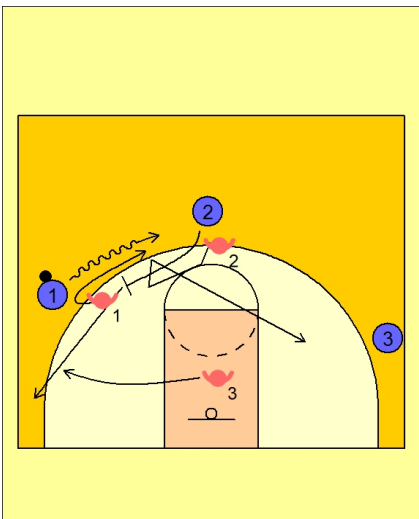
Force baseline



- As screen is being set by O2 X1 steps up to channel handler towards the baseline
- X2 moves towards baseline to block the path to the basket of O1
- This may also be a trapping situation following scout

SHOOT THE GAP

Side ballscreen



- X1 adopts stance to force O1 over screen
- As O1 dribbles over screen X2 'hard shows' by stepping towards half court line
- X1 locks in on O1 and follows over screen
- X3 anticipates 'pop' and sprints to shoot the gap on pass
- X2 not rotates down to pick up O3



SHOOT THE GAP

High ballscreen

- a) X2 adopts stance to force O2 over screen
- b) As O2 dribbles over screen X1 'hard shows' by stepping towards half court line
- c) X2 locks in on O2 and follows over screen
- d) X3 anticipates 'pop' and sprints to shoot the gap on pass
- e) X1 rotates down to pick up O3

