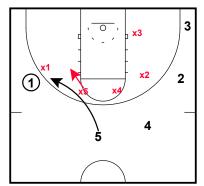
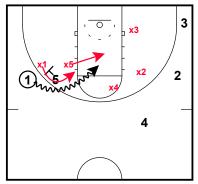
Pick and Roll Defense- Guarding the Ball Screen Veer Back Frame 1



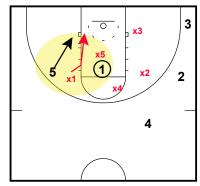
5 is setting drag wing ball screen.

Pick and Roll Defense- Guarding the Ball Screen Veer Back Frame 2



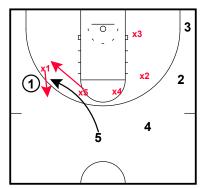
Defense is in drop coverage. x1 goes over the top of the ball screen. 1 turns the corner and attacks x5.

Pick and Roll Defense- Guarding the Ball Screen Veer Back Frame 3



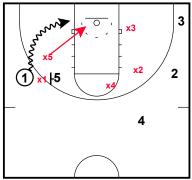
If x1 sees that he is trailing too far and recovery to the ball will not be possible, x1 will "VEER BACK" and take the roll man.

Pick and Roll Defense- Guarding the Ball Screen Veer Back Frame 1



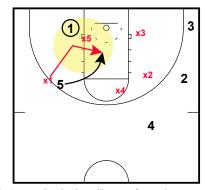
5 is setting drag wing ball screen.

Pick and Roll Defense- Guarding the Ball Screen Veer Back Frame 2



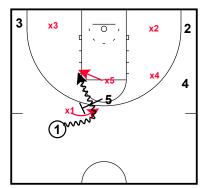
The defense is in Ice pick and roll coverage. 1 drives the ball hard to the baseline attempting to attack x5.

Pick and Roll Defense- Guarding the Ball Screen Veer Back Frame 3



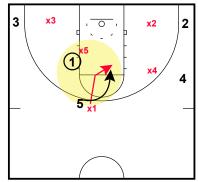
If x1 sees that he is trailing too far and recovery to the ball will not be possible, x1 will "VEER BACK" and take the roll man.

Pick and Roll Defense- Guarding the Ball Screen Veer Back Frame 1



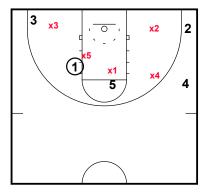
Offense is setting high pick and roll. Defense is in drop coverage. 1 comes off and snakes the ball screen. x1 goes over the top of the screen.

Pick and Roll Defense- Guarding the Ball Screen Veer Back Frame 2

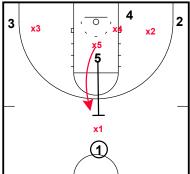


If x1 sees that he is trailing too far and recovery to the ball will not be possible, x1 will "VEER BACK" and take the roll man.

Pick and Roll Defense- Guarding the Ball Screen Veer Back Frame 3

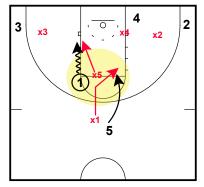


Pick and Roll Defense- Guarding the Ball Screen Veer Back Frame 1



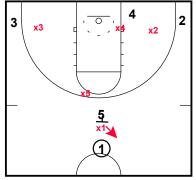
Offense is running a high flat ball screen.

Pick and Roll Defense- Guarding the Ball Screen Veer Back Frame 4



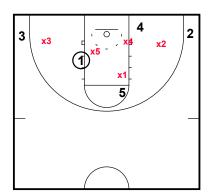
If x1 sees that he is trailing too far and recovery to the ball will not be possible, x1 will "VEER BACK" and take the roll man.

Pick and Roll Defense- Guarding the Ball Screen Veer Back Frame 2

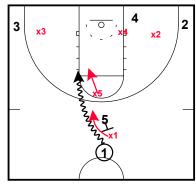


The defense is in "weak" coverage trying to force the ball left.

Pick and Roll Defense- Guarding the Ball Screen Veer Back Frame 5

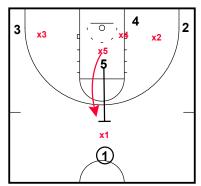


Pick and Roll Defense- Guarding the Ball Screen Veer Back Frame 3



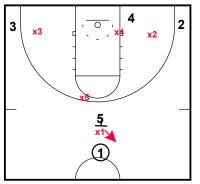
1 goes downhill and attacks x5 off the dribble. x1 chases over the top.

Pick and Roll Defense- Guarding the Ball Screen Veer Back Frame 1



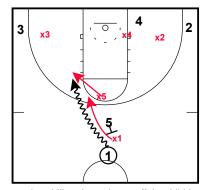
Offense is running a high flat ball screen.

Pick and Roll Defense- Guarding the Ball Screen Veer Back Frame 2



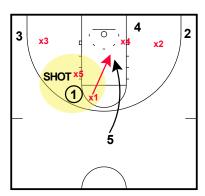
The defense is in "weak" coverage trying to force the ball left.

Pick and Roll Defense- Guarding the Ball Screen Veer Back Frame 3



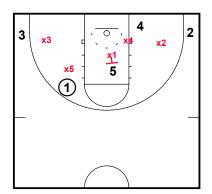
1 goes downhill and attacks x5 off the dribble.

Pick and Roll Defense- Guarding the Ball Screen Veer Back Frame 4



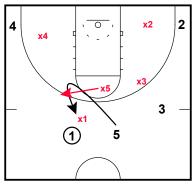
As x1 is attempting to recover to the ball handler, he sees that 1 is going to shoot a pull-up, leaving 5 a free run to the rim for the rebound. Instead of continuing to close on the ball, x1 will "VEER BACK" to block out 5.

Pick and Roll Defense- Guarding the Ball Screen Veer Back Frame 5



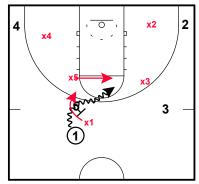
"Veer Backs"

Pick and Roll Defense- Guarding the Ball Screen Area Switch Out (Post PNR) Frame 1



5 is setting a twist drag screen on the break.

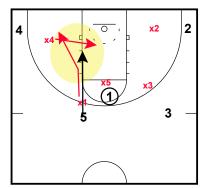
Pick and Roll Defense- Guarding the Ball Screen Area Switch Out (Post PNR) Frame 2



The defense is in a "drop" coverage. The ball handler will snake the ball screen and try to create a 1 v 1 situation with x5.

Due to x1 having to chase over the top of the screen and trailing so far behind the ball handler, x1 chooses to "veer back" switch the screen and take to screener.

Pick and Roll Defense- Guarding the Ball Screen Area Switch Out (Post PNR) Frame 3



On the roll, x4 will area switch with x1 to create a better defensive match-up both to defend the post up and rebounding.