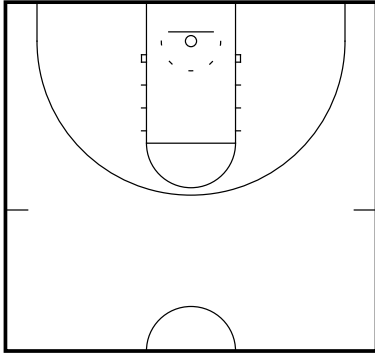


Pick and Roll Defense

"Tagging"

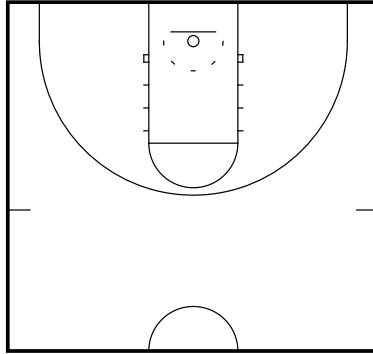
Pick and Roll Defense- Guarding the Roll
Frame 1



1. "Tag"

Tagging the roller is similar to stunting. The weak side defender would position himself where he could "tag" or touch the roll with his outstretched hand. This is designed to give the ball handler the visual look of help without committing fully to help.

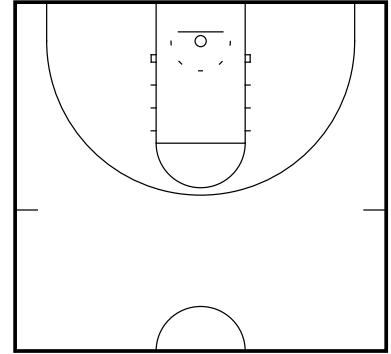
Pick and Roll Defense- Guarding the Roll
Frame 2



2. "Bump"

In the bump roll coverage, the helpside defender will physically bump the roller with his body to impede and slow down his roll. However, he will not fully sacrifice himself to the roll man. He makes contact with roll and must still have ability to get out to his man on recovery.

Pick and Roll Defense- Guarding the Roll
Frame 3



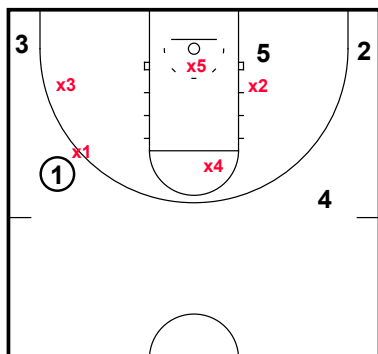
3. "Jamming"

Jamming the roller is fully giving up of your body to impede the roller from getting to the rim. This would be used against a dynamic roller who could cause alot of damage at/or near the rim. This defender would be sacrificing himself to eliminate the roll man and leaving his man open.

Pick and Roll Defense

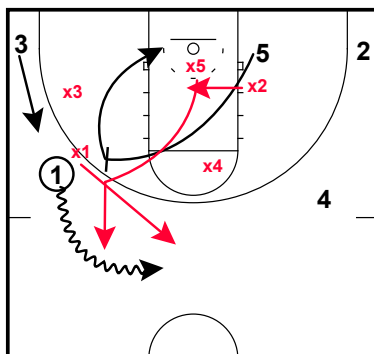
"Tagging"

Pick and Roll Defense- Guarding Single
Tag Wing Pick and Roll (Hedge)
Frame 1



Side pick and roll with single fill man.

Pick and Roll Defense- Guarding Single
Tag Wing Pick and Roll (Hedge)
Frame 2



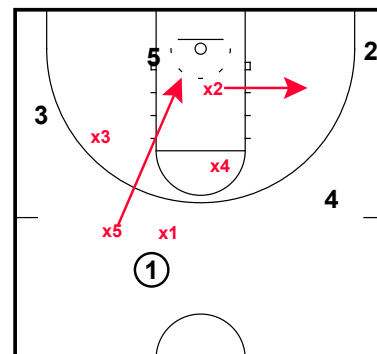
x1 forces the ball handler into the screen. x5 sprints and gives hard show on ball screen making ball handler dribble up floor towards half court line.

x1 gets skinny and fights over screen and under x5, recovering to square the ball up.

x2 slides over to help on roll. x3 hold and lifts with fill man.

Depending on personnel, x3 can provide more help if his man is a non-shooter.

Pick and Roll Defense- Guarding Single
Tag Wing Pick and Roll (Hedge)
Frame 3

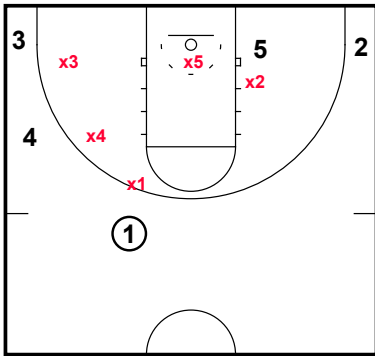


x5 sprints with high hands and recovers to his man. On recovery and as ball move towards his side of the floor, x2 starts to recover out to his man.

Pick and Roll Defense

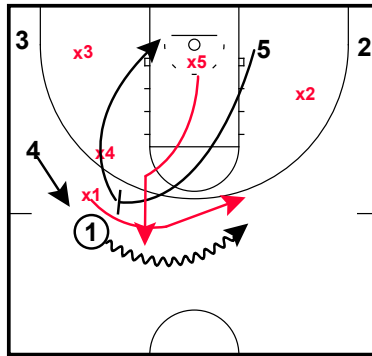
"Tagging"

Pick and Roll Defense- Guarding Double
Tag Wing Pick and Roll (Hedge)
Frame 1



Side pick and roll with a double stack fill side. This is where there are two players stacked on side behind the pick and roll.

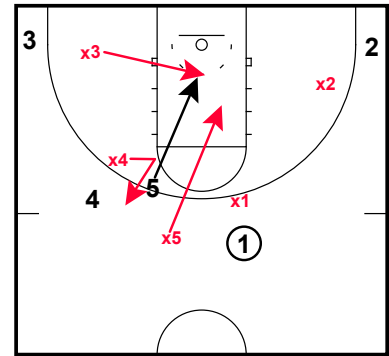
Pick and Roll Defense- Guarding Double
Tag Wing Pick and Roll (Hedge)
Frame 2



x1 forces the ball handler into the screen. x5 sprints and gives hard show on ball screen making ball handler dribble up floor towards half court line.

x1 gets skinny and fights over screen and under x5, recovering to square the ball up with high hands trying to negate any scoring pass.

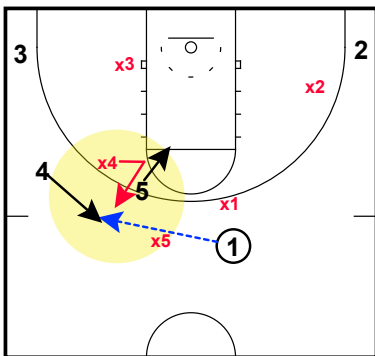
Pick and Roll Defense- Guarding Double
Tag Wing Pick and Roll (Hedge)
Frame 3



The help on the roll man will generally come from the side where there is a stack (or 2 players).

In this case, we have a "double tag" situation.

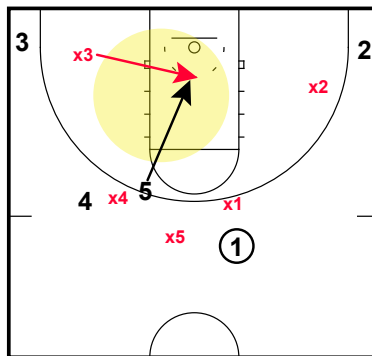
Pick and Roll Defense- Guarding Double
Tag Wing Pick and Roll (Hedge)
Frame 4



The first line of help will come from x4 (the high tag man).

x4 will provide minimal help. He will be in help just enough to "tag" or touch the roll man. This is designed to discourage the short roll pass from 1 to 5. He will NOT "sell-out" or full help on roll as he has to have ability to recover on pass to the fill man (4).

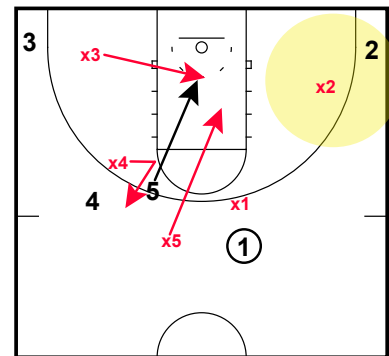
Pick and Roll Defense- Guarding Double
Tag Wing Pick and Roll (Hedge)
Frame 5



The primary help will come from x3 (low tag man). He will slide over and will hold on roll man until x5 can recover.

However, he should position himself where he can "sit on top" of the roll man and not get sealed in by the big- either giving up the high-low post touch or get screened in and unable to recover out to skip pass.

Pick and Roll Defense- Guarding Double
Tag Wing Pick and Roll (Hedge)
Frame 6

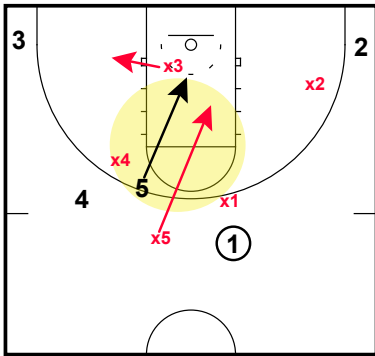


x2 will NOT provide any help on the roll. He may provide gap support if defensive rules dictate, but his primary job is to stay locked to his man negating the drive and kick corner 3.

Pick and Roll Defense

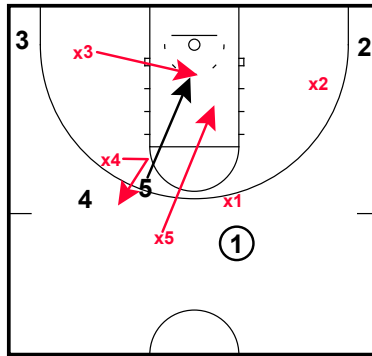
"Tagging"

Pick and Roll Defense- Guarding Double
Tag Wing Pick and Roll (Hedge)
Frame 7



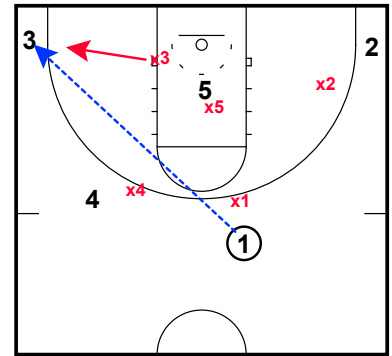
x5 sprints with high hands and recovers to his man. He should recover to a front. Once x5 has recovered, x3 may recover back out to his man/defensive position.

Pick and Roll Defense- Guarding Double
Tag Wing Pick and Roll (Hedge)
Frame 8



Here's a look at the whole picture.

Pick and Roll Defense- Guarding Double
Tag Wing Pick and Roll (Hedge)
Frame 9



The pass that the defense is ultimately willing to give up is a the LONG & LOOPING skip pass to opposite corner.

This pass will give x3 plenty of time to recover to his man and not give up a catch and shoot 3.