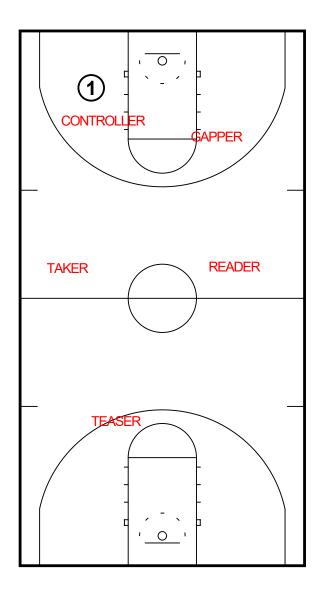
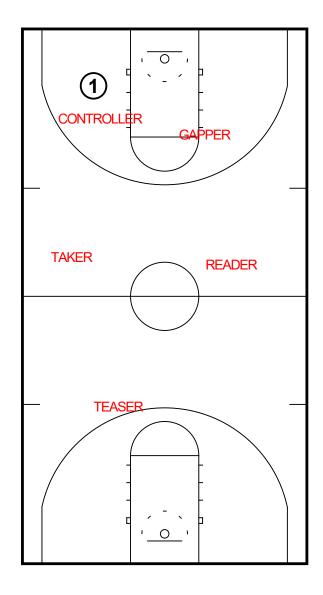
#### **Position Break Down**

**Defensive Positions** 

**Defensive Positions** 





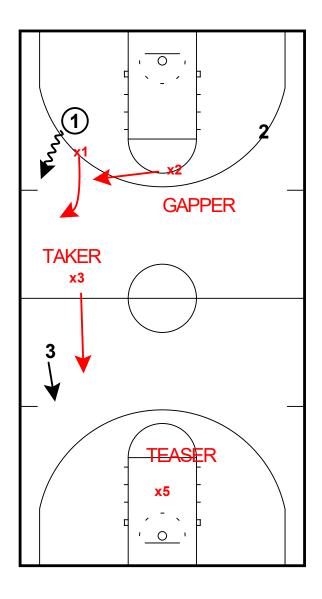
Controller - player that guards the ball
Can't allow ball handler to see the floor
Take away straight line drives and passes
Should turn the ball handler at least once
Should be your toughest player and best defender

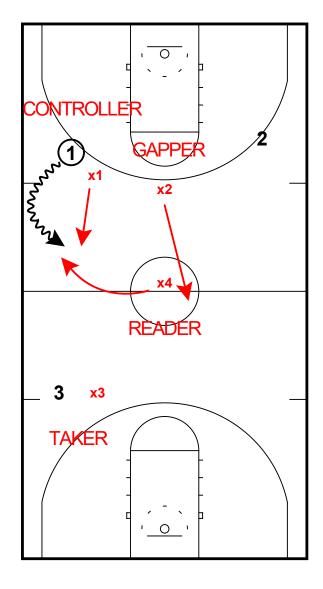
Gapper - 1 pass away from ball
Cannot allow ball handler to split controller and gapper
Gapper always becomes the trapper
Gapper traps ball handler on middle drive
Gapper and controller jump switch
Gapper is typically your 2nd worst defender

#### **Position Break Down**

**Defensive Positions** 

**Defensive Positions** 





Taker - usually the worst defender

It is also recommended that you put your player that is in foul trouble at taker position

Cannot allow ball to be caught in front of them before the dribble Taker needs to avoid sprinting up to trap ball handler on sideline Must stay attached to 3 and not allow pass ahead

Reader - Should be your best athlete

Needs to be active - look to get steals and deflections Must protect middle of court

On the hard dribble must be able to read and react to each situation

See It/Fix It!

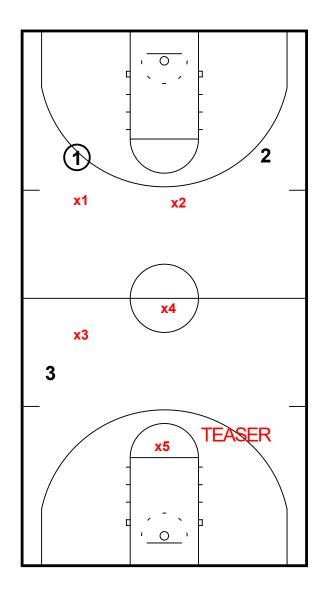
Reader must sprint up to stop the ball if controller is beaten down the sideline

Gapper will then sprint to half court to take Reader's responsibilities

#### **Position Break Down**

**Defensive Positions** 

**Defensive Positions** 





Teaser - Deep player in the 2-2-1 Usually a post player

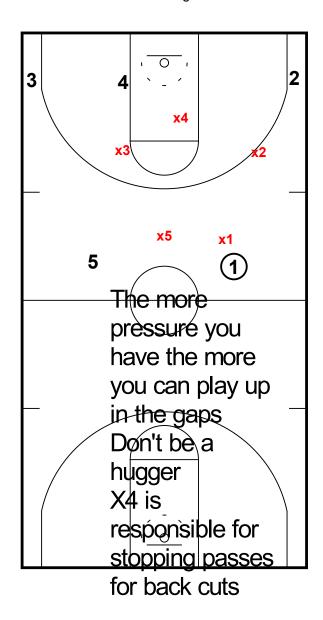
Teaser tries to bait in bounder to make a full court pass

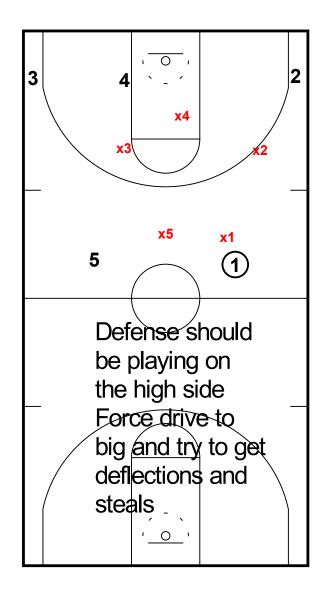
Teaser always takes away the long pass opposite

#### **Position Break Down**

Half Court Alignment

Half Court Alignment





#### **Position Break Down**

Half Court Alignment

Half Court Alignment

