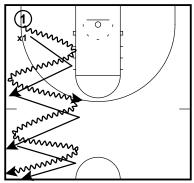
Pick and Roll Defense **Drills**

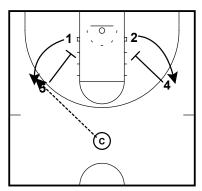
2 man-1 ball Zig Zag Drill Frame 1



Focus on stance and slide. Star slow and build intensity. Half court and back.

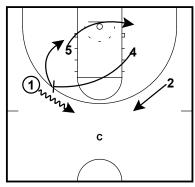
Drills

4 v 4 Jazz Shell Drill Frame 1



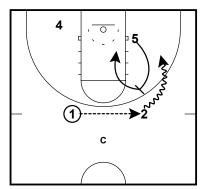
Box set. Bigs pin down for the guards. Guards pop. Coach hits either wing.

4 v 4 Jazz Shell Drill Frame 2



Big sprints into side pick and roll.

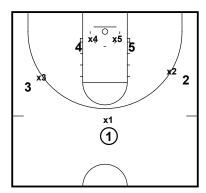
4 v 4 Jazz Shell Drill Frame 3



When ball is swung...opposite big steps up into pick and roll.

Pick and Roll Defense Drills

5 v 5 Get a "Kill" Frame 1



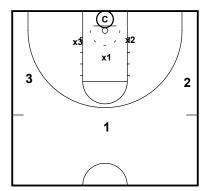
5 v 5 Get a Kill.

Kill= 3 stops in a row.

Offense scores- flip over.

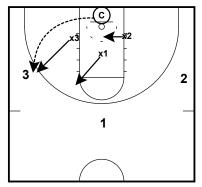
Drills

Bennett Drill Frame 1



The drill is set-up in the same way as 3-line (Vegas) closeout.

Bennett Drill Frame 2



The coach will begin with the ball and pass it out to any offensive player.

On the flight of the ball, the defenders must close out to their correct positions- 1 man on ball and 2 others in gap/help positions.

Bennett Drill Frame 3



You can incorporate any rules that you like in the drill. Ex. Play is live on the catch, must pass a certain number of times, move the ball until coach calls "live", etc.

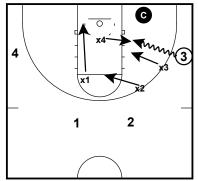
Drills

Brockport Drill Frame 1



4 offensive players in a shell around the perimeter. 4 on defense matched up and in proper defensive spacing. Defender on ball (x3) is on side of offensive player. Coach with ball on baseline.

Brockport Drill Frame 2

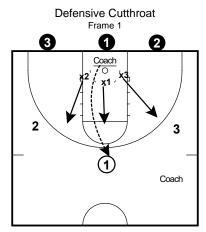


Ball handler drives ball to rim. Defender (x4) slides over and takes a charge. Other defenders rotate. After charge, coach passes ball out and D scrambles out of help situation. Play 4 v 4 live.

Brockport Drill Frame 3



Pick and Roll Defense **Drills**



Defensive Cutthroat.

Start with the offense on the perimeter and the defense in the paint. Coach underneath basket throws ball out to an offensive player. Defense closes out to proper positions. On catch, the ball is live

If the offense scores, defense goes off, offensive player immediately gets ball and outlets to coach on perimeter. The offense then becomes the defense and new offense comes on. Coach passes ball in and play is live. Keep pace and energy high.

Defense Rules:

- 1. Must be communicating.
- 2. Must have ball pressure.
- 3. Must be in proper positioning.
- 4. Must contest shot.
- 5. Must "attempt" to blockout.

If they fail to do these, blow the play dead and they are off).

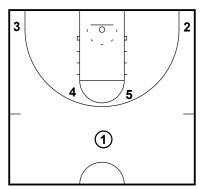
Game Rules:

- 1. Get a stop, stay. Get scored on- off.
- 2. Limit offensive dribbles. 2-3 max.
- 3. No ball screens.
- 4. Charge wins the drill.
- 5. Each stop is worth 1.
- 6. Foul- off.

*Can add players- 4 v 4, 5 v 5.

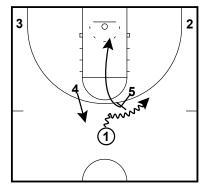
Drills

Van Gundy Drill Frame 1



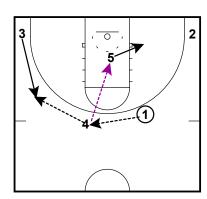
The Van Gundy Drill is designed to force the defense to guard a variety of actions that they would see in the game.

Van Gundy Drill Frame 2



1. Horns BS action.

Van Gundy Drill Frame 3

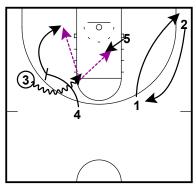


Van Gundy Drill

Frame 6

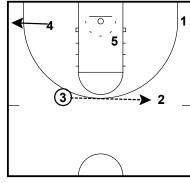
It starts in a Horns sets.

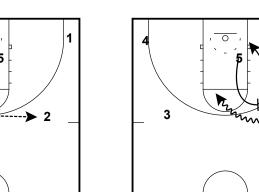
Van Gundy Drill Frame 4



2. Wing PNR with opposite big duck-in.

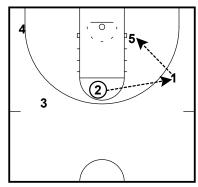
Van Gundy Drill Frame 5





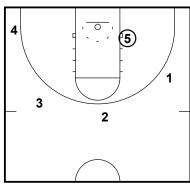
3. High sprint ball screen with 5.

Van Gundy Drill Frame 7



4. Post up off throwback.

Van Gundy Drill Frame 8



Once the offense knows the motion, the defense will step on and guard it. Play will be live and the offense can score off any of the actions.