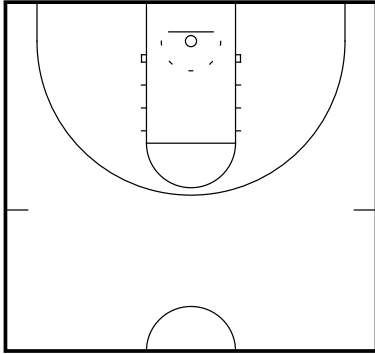


Pick and Roll Defense

"Drop" Coverage

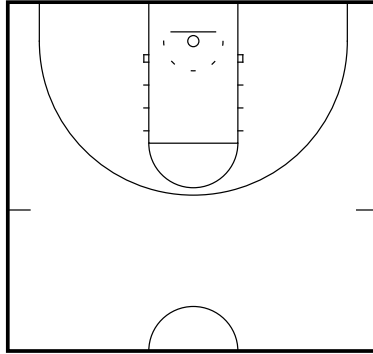
Pick and Roll Defense- "Drop"
Frame 1



"DROP"

A pick-and-roll defense in which the defensive big positions himself below the level of the screen. He will corral the ball and sink with the roll man until the ball-handler's defender gets back in front of his original man.

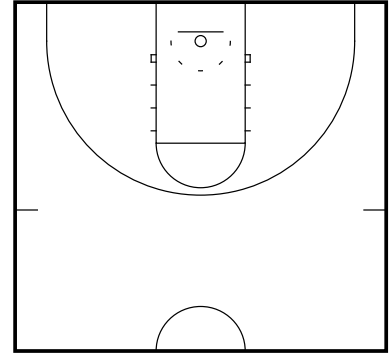
Pick and Roll Defense- "Drop"
Frame 2



Synonyms:

- "Centerfield"
- "Catch"
- "Flat"
- "Weak"
- "Strong"
- "Deep Drop"
- "Zone Up"

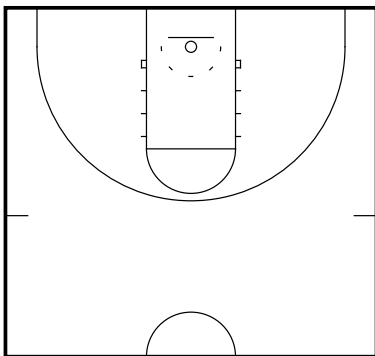
Pick and Roll Defense- "Drop"
Frame 3



Advantages:

- Great option for slow footed/less athletic defensive big
- Eliminates the 3 from the ball handler and forces mid-range jumper
- Keeps size between ball and basket

Pick and Roll Defense- "Drop"
Frame 4



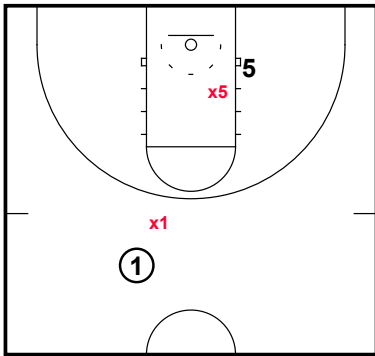
Disadvantages:

- Ball handler can turn corner and be a playmaker
- Pressure on defensive big to contain the ball
- Foul pressure on the big
- Mid-range shot opportunities

Pick and Roll Defense

"Drop" Coverage

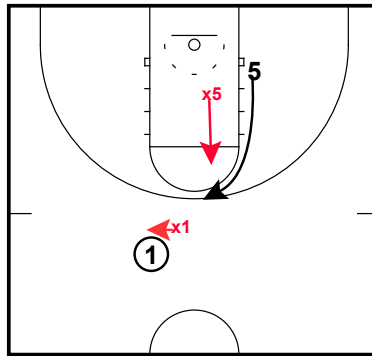
Pick and Roll Defense- Breakdown Middle
Ball Screen (Drop)
Frame 1



The "**DROP**" coverage.

"Drop" coverage is a pick-and-roll defense in which the defender guarding the screener greets the ball-handler at or below the level of the screen until the ball-handler's defender gets back in front of his original man.

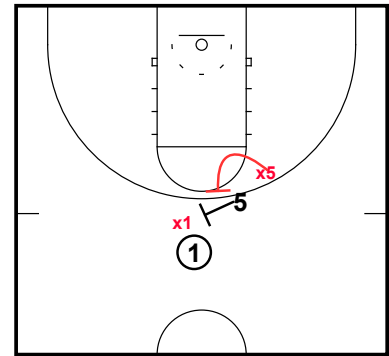
Pick and Roll Defense- Breakdown Middle
Ball Screen (Drop)
Frame 2



As soon as x5 recognizes that the offense is setting a ball screen, he immediately communicates with x1 by calling "screen [direction]".

When x1 hears x5 call out the screen, he immediately shifts his positioning to force the ball into the screen.

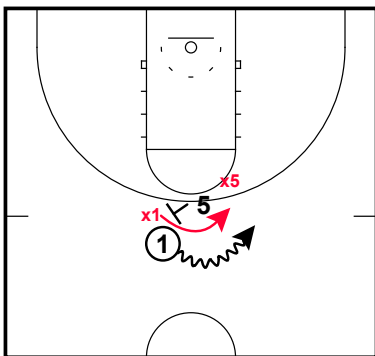
Pick and Roll Defense- Breakdown Middle
Ball Screen (Drop)
Frame 3



As 5 is going to set the screen, x5 positions himself below the level of the screen.

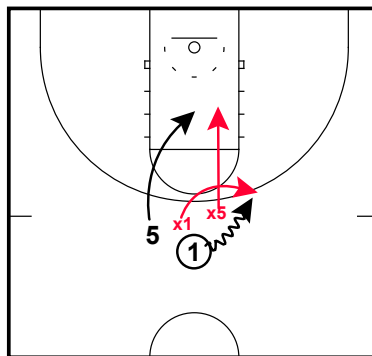
The depth of x5 is determined based on x5's athletic ability. The more mobile he is, the higher he can come up the floor.

Pick and Roll Defense- Breakdown Middle
Ball Screen (Drop)
Frame 4



As 1 comes off the ball screen, x1 gets skinny to the screen and fights over the top. x5 stays between the ball and the basket and drops (or retreats) with the level of the roller.

Pick and Roll Defense- Breakdown Middle
Ball Screen (Drop)
Frame 5

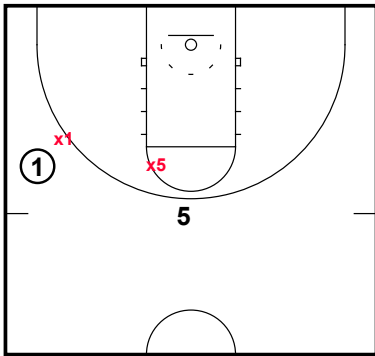


After fighting over the screen, x1 takes an angle and fights to get back in front of the ball. x5 will stay with the ball, giving ground to stay on level with roller, and will then recover to man when x1 recovers to the ball.

Pick and Roll Defense

"Drop" Coverage

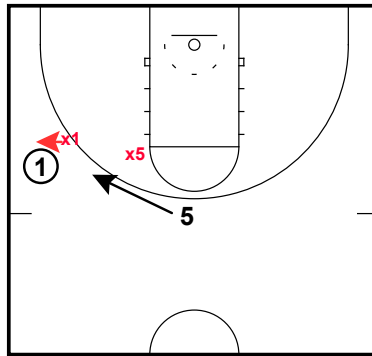
Pick and Roll Defense- Breakdown Wing
Ball Screen (Drop)
Frame 1



The "DROP" coverage.

"Drop" coverage is a pick-and-roll defense in which the defender guarding the screener greets the ball-handler at or below the level of the screen until the ball-handler's defender gets back in front of his original man.

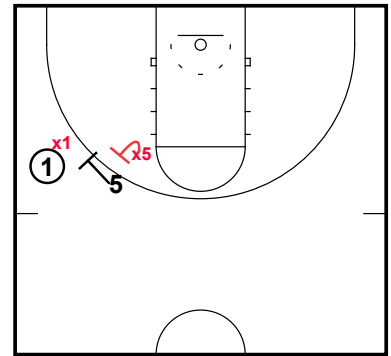
Pick and Roll Defense- Breakdown Wing
Ball Screen (Drop)
Frame 2



As soon as x5 recognizes that the offense is setting a ball screen, he immediately communicates with x1 by calling "screen [direction]".

When x1 hears x5 call out the screen, he immediately shifts his positioning to force the ball into the screen.

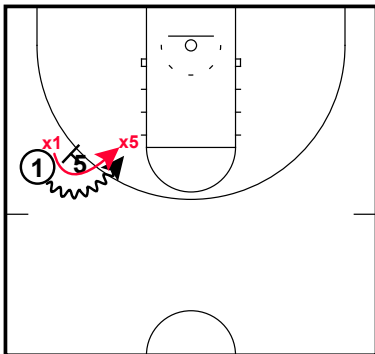
Pick and Roll Defense- Breakdown Wing
Ball Screen (Drop)
Frame 3



As 5 is going to set the screen, x5 positions himself below the level of the screen.

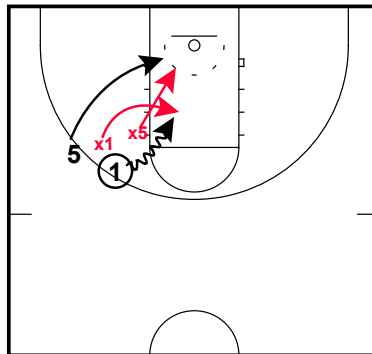
The depth of x5 is determined based on x5's athletic ability. The more mobile he is, the higher he can come up the floor.

Pick and Roll Defense- Breakdown Wing
Ball Screen (Drop)
Frame 4



As 1 comes off the ball screen, x1 gets skinny to the screen and fights over the top. x5 stays between the ball and the basket and drops (or retreats) with the level of the roller.

Pick and Roll Defense- Breakdown Wing
Ball Screen (Drop)
Frame 5

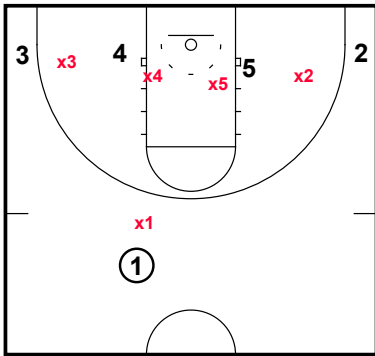


After fighting over the screen, x1 takes an angle and fights to get back in front of the ball. x5 will stay with the ball, giving ground to stay on level with roller, and will then recover to man when x1 recovers to the ball.

Pick and Roll Defense

"Drop" Coverage

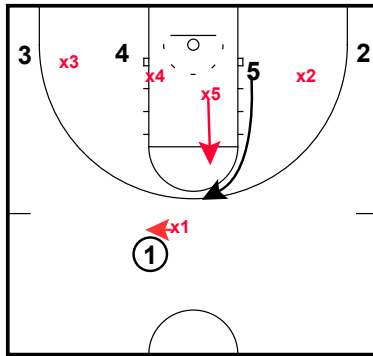
Pick and Roll Defense- Guarding the Middle
Ball Screen vs Short Roll (Drop)
Frame 1



The "DROP" coverage vs the short roll.

"Drop" coverage is a pick-and-roll defense in which the defender guarding the screener greets the ball-handler at or below the level of the screen until the ball-handler's defender gets back in front of his original man.

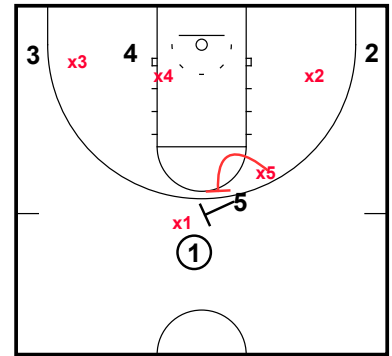
Pick and Roll Defense- Guarding the Middle
Ball Screen vs Short Roll (Drop)
Frame 2



As soon as x5 recognizes that the offense is setting a ball screen, he immediately communicates with x1 by calling "screen [direction]".

When x1 hears x5 call out the screen, he immediately shifts his positioning to force the ball into the screen.

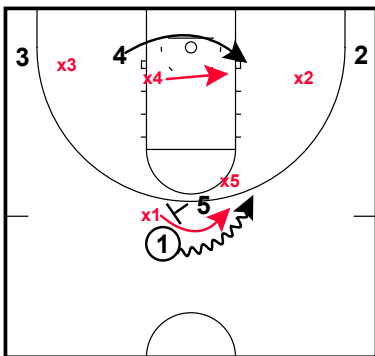
Pick and Roll Defense- Guarding the Middle
Ball Screen vs Short Roll (Drop)
Frame 3



As 5 is going to set the screen, x5 positions himself below the level of the screen.

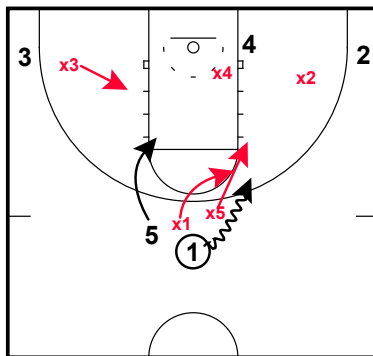
The depth of x5 is determined based on x5's athletic ability. The more mobile he is, the higher he can come up the floor.

Pick and Roll Defense- Guarding the Middle
Ball Screen vs Short Roll (Drop)
Frame 4



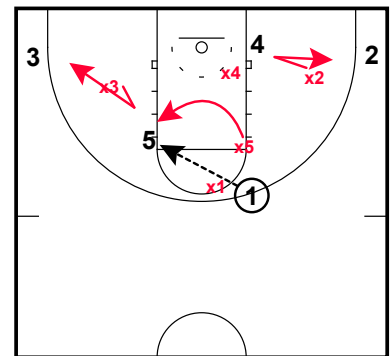
As 1 comes off the ball screen, x1 gets skinny to the screen and fights over the top. x5 stays between the ball and the basket and drops (or retreats) with the level of the roller.

Pick and Roll Defense- Guarding the Middle
Ball Screen vs Short Roll (Drop)
Frame 5



After fighting over the screen, x1 takes an angle and fights to get back in front of the ball. x5 will stay with the ball, giving ground to stay on level with roller.

Pick and Roll Defense- Guarding the Middle
Ball Screen vs Short Roll (Drop)
Frame 6



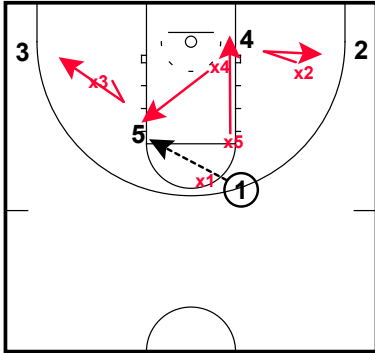
A counter by the offense to this coverage is to "short roll" the ball screener (very popular action by the Warriors utilizing Draymond Green as roller).

If the short roller is unskilled, then the defense can bluff at ball to create indecision and have x5 recover to his man. x4 will stay low and protect the rim forcing an unskilled player (5) to make plays.

Pick and Roll Defense

"Drop" Coverage

Pick and Roll Defense- Guarding the Middle
Ball Screen vs Short Roll (Drop)
Frame 7



However, if the short roll man is skilled and the defense is getting hurt by this action- either by the roll man making mid-range jumpers or making plays off the dribble/pass...the defense could consider "x-ing" out the bigs.

On the pass, x3 should be in a position to stunt at the roll big to create some indecision.

At the same time, x4 will leave the rim to step up with high hands and take the ball, communicating the "X" to x5.

x2 must rotate briefly and sit on top of 4 to take away the high to low pass. He slides back out to his man when x5 recovers to his new man (4).