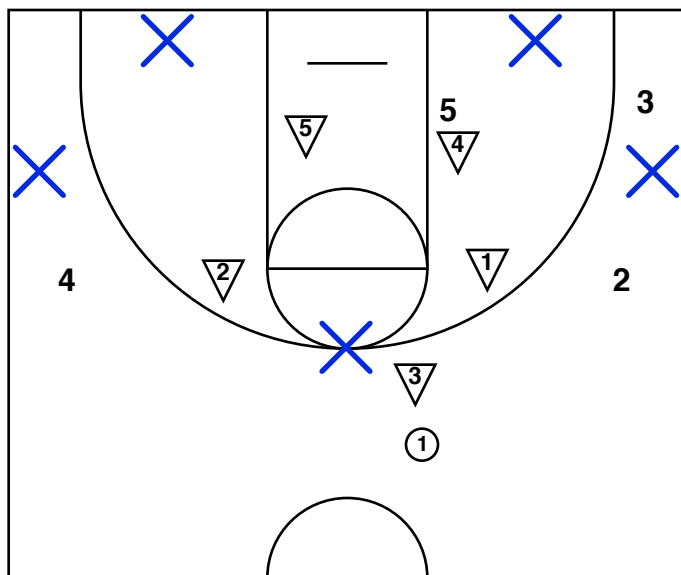
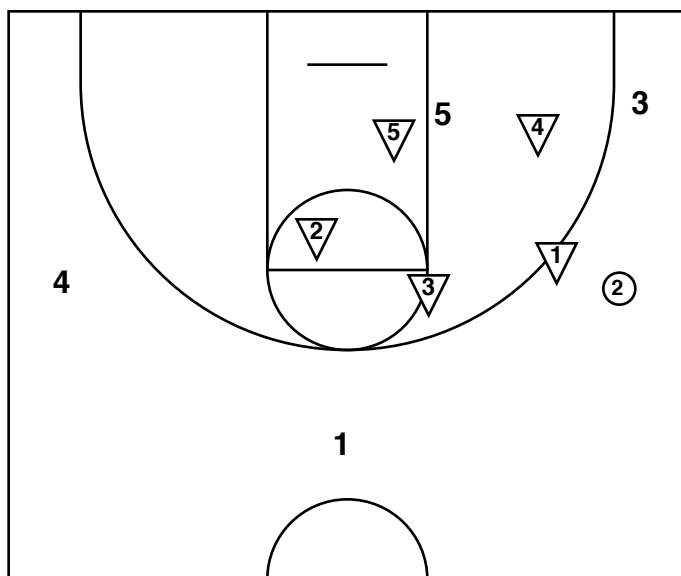


"32" Defense



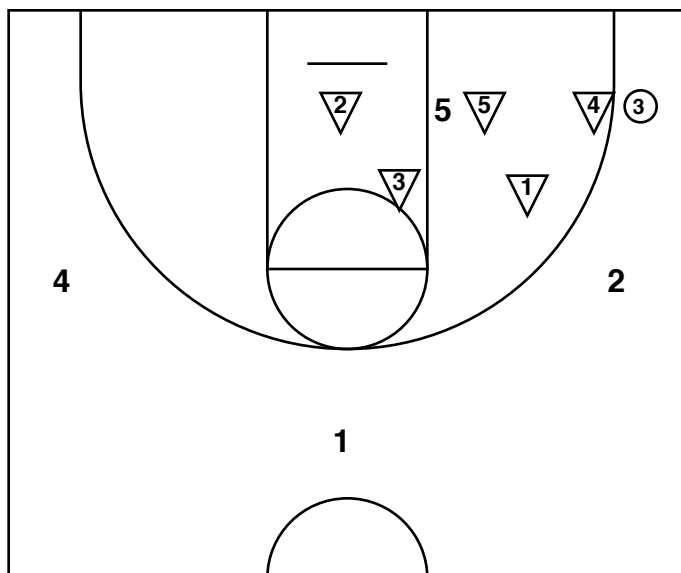
Basic Concepts

- Force To Tape: Same as "Red"
- On-Ball = "I got ball"
 - A) vs. Shooter = 1 step beyond 3-point
 - B) vs. Driver = Straddle 3-point
- Perimeterer: Off-Ball = "I got here"
 - A) Next pass alignment
 - B) Stance = Same as "Red", but inside the 3-point
- Bigs: Stay inside minus corner pass = "Take corner" (Comes from opposite big)



Ball To Wing

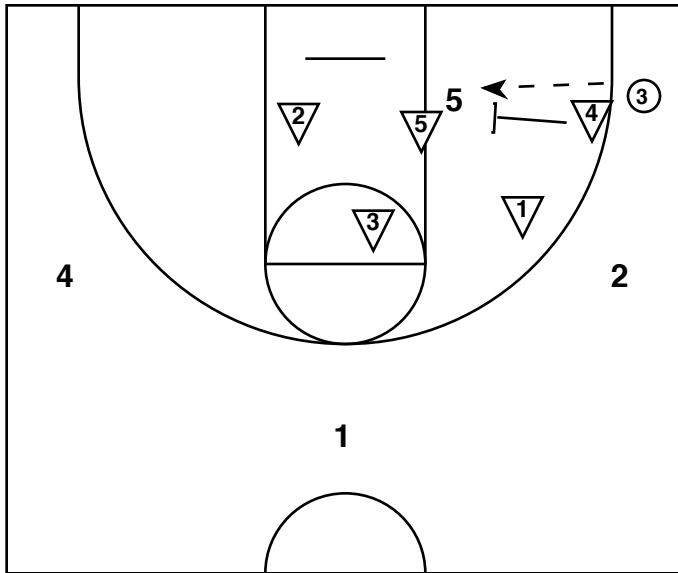
- Players adjusted on the point to wing pass
- Teaching Point: Sprint on the PASS, Slide on the DRIBBLE
- *Emphasize: Close Out w/ High Hands (NO ONE CATCHES & SHOOT ON US!)**



Ball To Corner

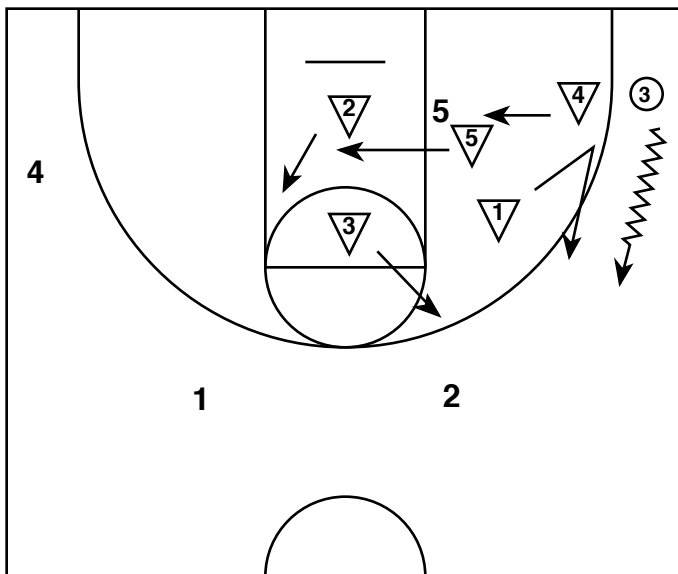
- Players adjusted on the wing to corner pass
- Any low post player must be fronted (just like "Red")
- *Note: Baseline penetration reacts very similar to "Red":**
 - A) Rotate to temporary double team
 - B) Recover (but to your area)

"32" Defense



Ball To Low Post

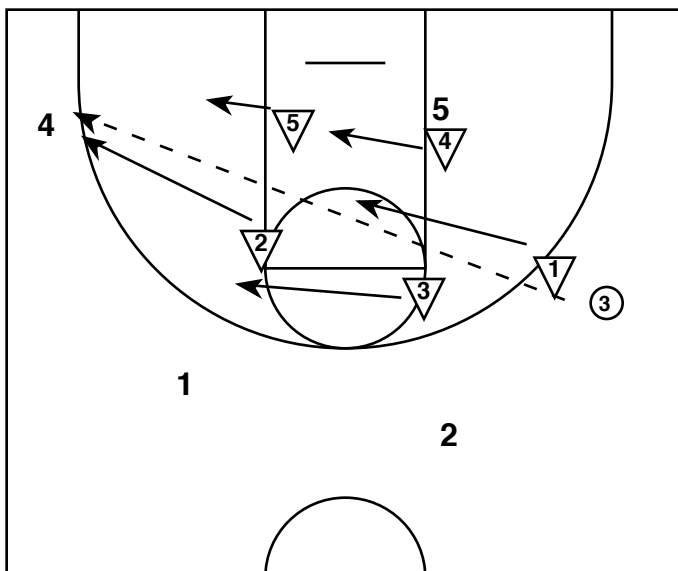
- If an entry pass is made to the low post from the corner, we will double team with our 2 post defenders



Ball Dribbled Out Of Corner

- Any time the ball is dribbled out of the corner, the nearest perimeter player will switch onto the ballhandler (we want to keep our bigs inside)

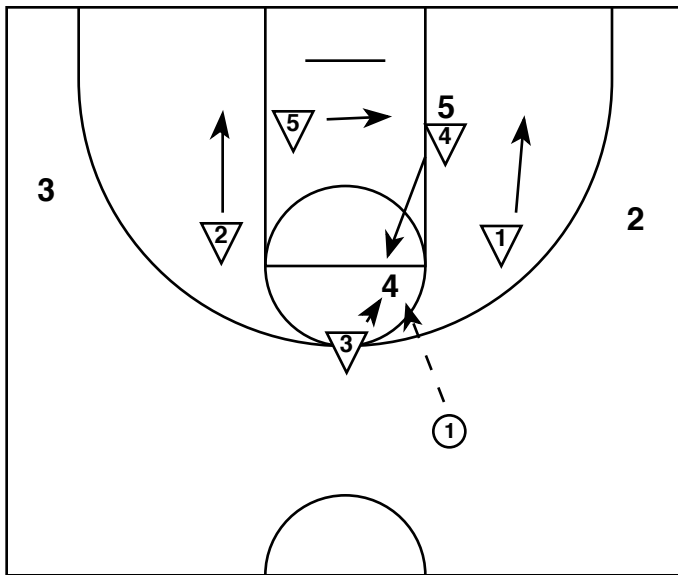
***Note: We will also switch any ball screen action in "32"**



Ball Skipped

- Perimeters cover any skip passes

"32" Defense



Ball To 4-Hole

- If the ball is passed to the 4-Hole, a designated big will pressure the ball
- The other big protects the basket. Perimeter wings drop, and the top defender temporarily doubles the 4-Hole

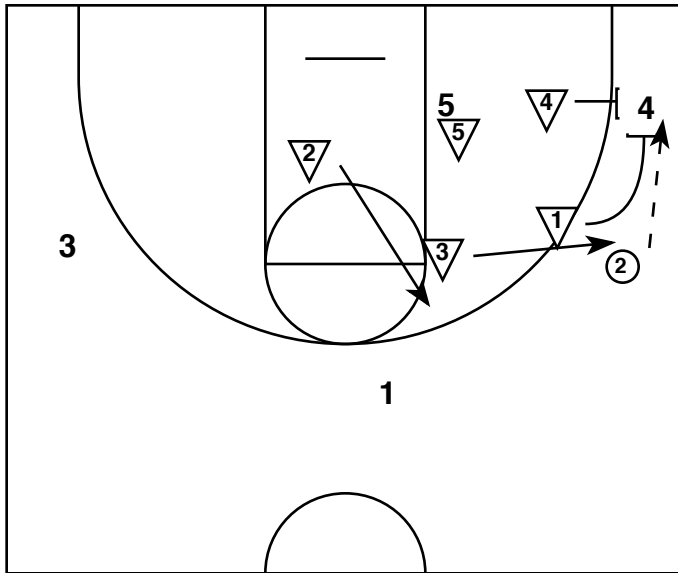
Reasons to play "32":

- 1) Limits your fouls
- 2) Improves your penetration defense
- 3) Makes your opponents prepare for it
- 4) Allows you to play against it
- 5) Good rebounding zone because you box out the nearest player (Easy if you are POINTING & TALKING)
- 6) Easy to transition out of
- 7) Easy to make trapping adjustments out of

Drills:

- 1) 44 Match (Like "44 Red" but with a diamond zone)
- 2) 44 Match Cut Throat (Again, same as regular "Cut Throat", but with a diamond zone)
- 3) JoAnne McCallie Skip Pass Drill (5-Out vs. "32" - Shell a minimum of 3 skip passes, blow the whistle and play live)

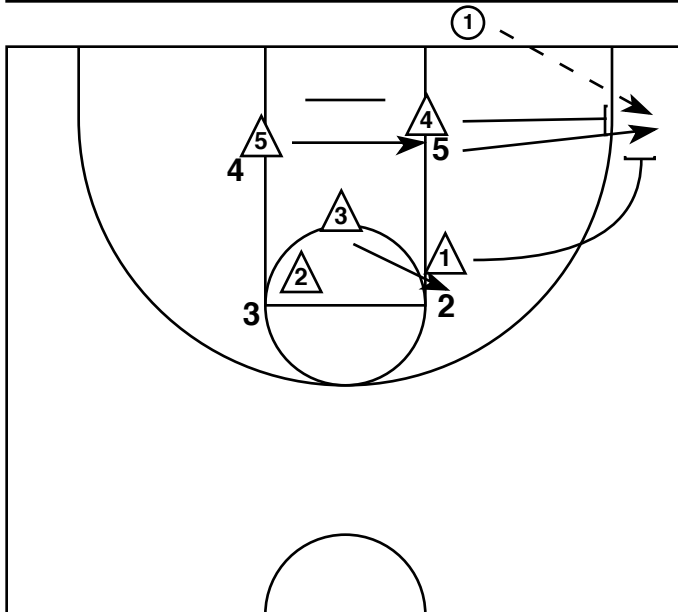
"32" Adjustments



"34" Corner Trap

- When the ball is PASSED OR DRIBBLED to the corner, the nearest perimeter and big defenders trap
- The top defender takes away reversal
- The opposite perimeter defender looks to intercept any skip pass

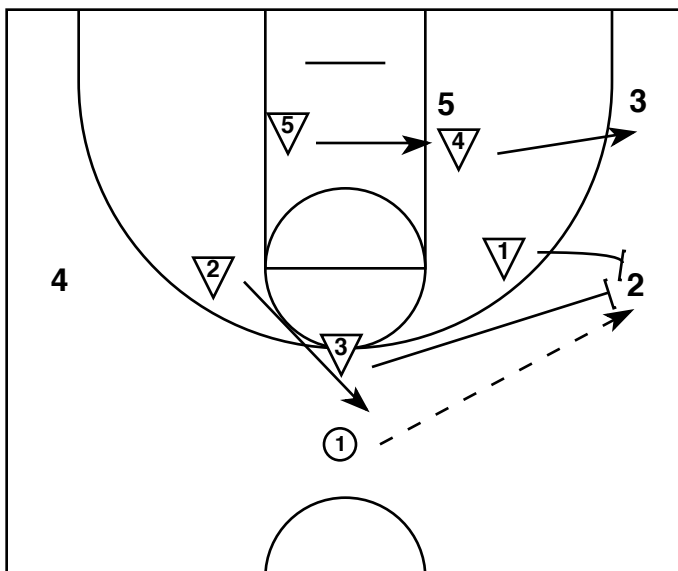
***If you have good overall length, your team could run "34" all the time**



"34" on BLOBs

- The bottom bigs match up to the nearest low player on their side
- The wing perimeters match up to the nearest outlets on their side
- The top player zones up in the middle
- On the inbound, the nearest perimeter and big defenders trap. The remaining players then rotate just as they would on regular "34".

***Once you have implemented it, you can use it all the time, or with "Blitz"**

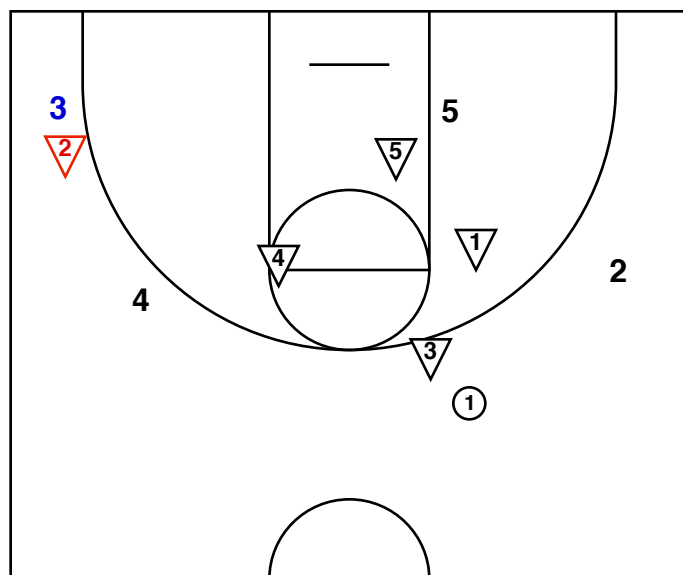


"35" Wing Trap

- The top defender follows the first pass and traps with the corresponding perimeter defender ***Note: Unlike "34" this is a 1-time trap per possession**
- The other 3 defenders adjust. Typically, the pass back to the PG is most easily intercepted. ***Keys are to allow the pass ahead to be as near FT line extended as possible so you can shrink the space**

***Best used for ATO SLOBs, or saved for the end of a close game when you really need the ball**

"32" Adjustments



"31" vs. Star Player

- Against a star player or a hot shooter, we will designate one defender (not necessarily our best athlete but instead our toughest kid) to complete face guard the designated player

- The other 4 defenders play a diamond zone
***Note: It is important to keep it packed and block all cuts to the middle**

***This defense is best saved for late in a game when the other team is trying to go to their star player. Also, it's an easy adjustment because you use the 44 Match Drill routinely.**