

A TEN-LAYER DEFENSIVE SYSTEM

LOCKLEFT

DEFENSE

Lock the ball to the **left side** of the floor, disrupt the offense, force shots off the dribble and **increase TOs**.

TEN LAYERS, TEN MEASURES

01 LOCK THE BALL Put the ball in jail. MEASURE Cross Half Left %	02 HUNT THE PASS Contest passes not dribbles. MEASURE TO%	03 BUILD THE WALL Wall off the rim, not the paint. MEASURE PPP @ the Rim	04 CLOSE OFF No 3s off the catch, make the ball go. MEASURE 3pt FGA	05 ROLE REBOUND Create a numbers advantage around every rebound, pursue the ball. MEASURE OReb %
06 WEAK & SWITCH Ball screen defense simplified. MEASURE Action PPP	07 JAIL OVERLOAD Overload when the ball gets to jail. MEASURE TO% from Jail	08 COLOR CODE Adjust your pressure quickly. MEASURE PPP by Color	09 FULL PSYCHO (OB) Simplify BLOB defense. MEASURE TO/Score/Entry %	10 SPECIAL SITUATIONS Change shape and adjust out of the LL. MEASURE PPP by Alignment

LOCK THE BALL

Put the ball in jail.

ROLES

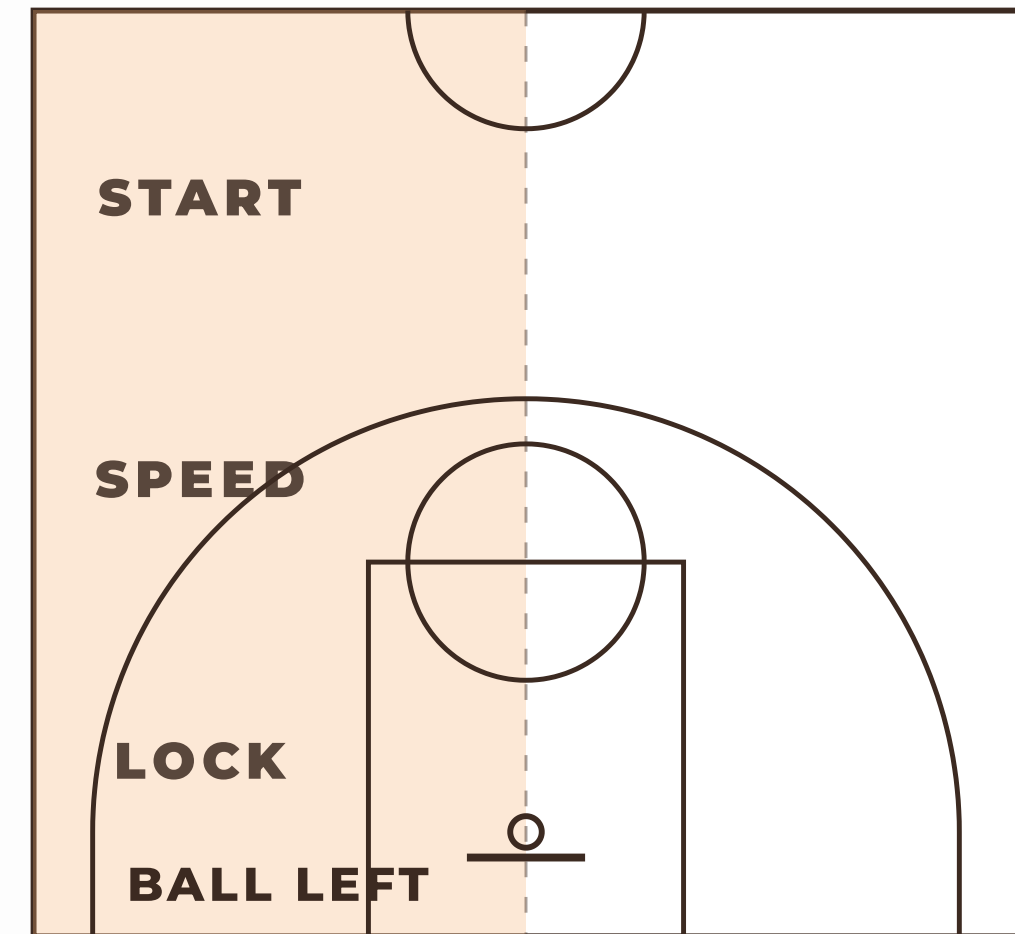
- Wolf (hunt)
- Gap (back)
- Lock (up)
- Wall (smile)
- Dragon (nail)

READ

- RH dribble > Turn the ball
- LH dribble > Lock the ball

TECHNIQUE — ON BALL

- Stance — nose to shoulder
- Hip turn — turn & sprint
- Gnaw — dig right pocket



MEASURE

Cross half on left > 70%

HUNT THE PASS

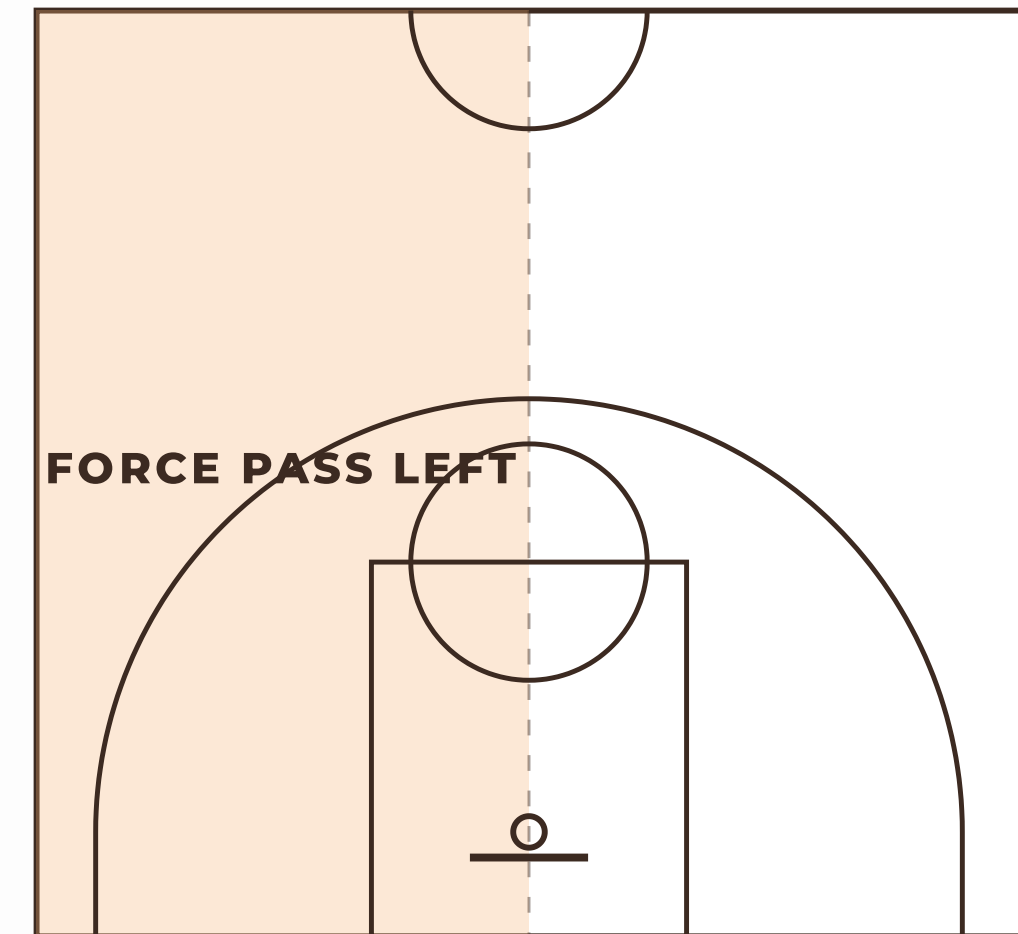
Contest passes not dribbles.

READ

- Gap right of ball forces backdoor
- Snipe to left of ball force pass left

TECHNIQUE

- Skirmish
- Scram



M E A S U R E

TO%

BUILD THE WALL

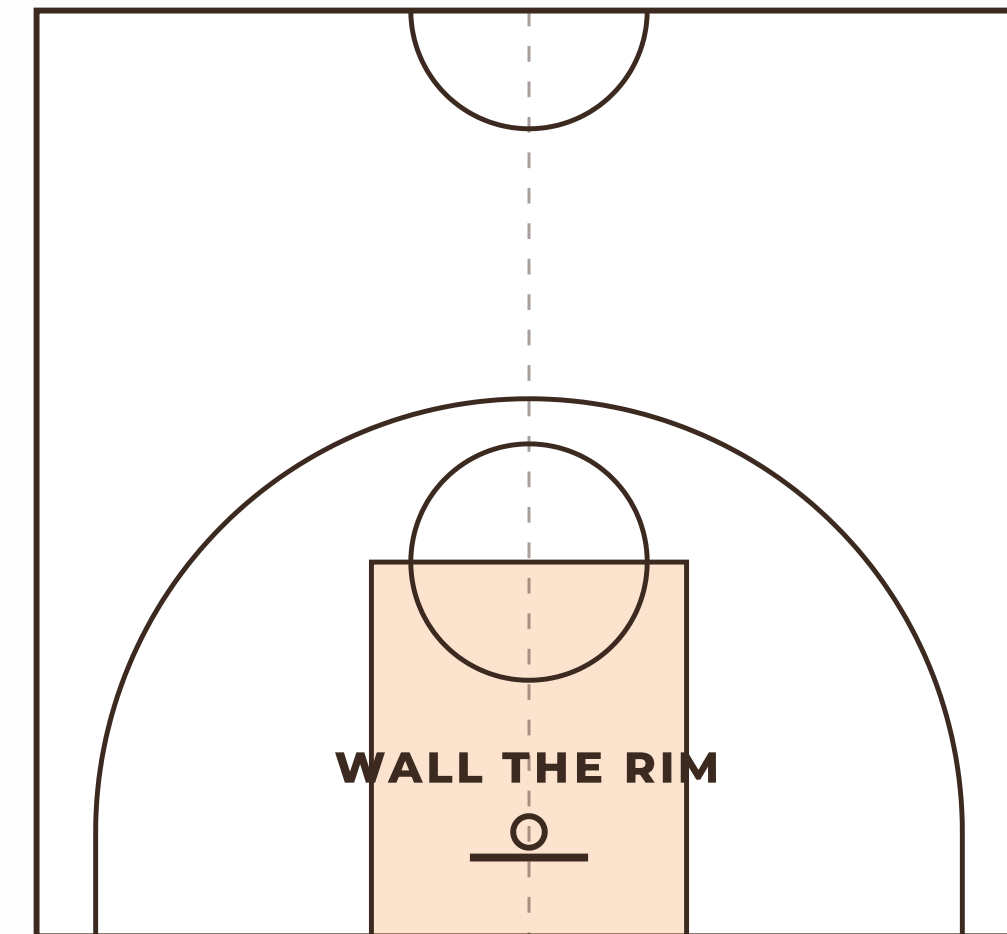
Wall off the rim, not the paint.

READS

- No help outside smile
- Wall up > wedge down

TECHNIQUE

- Wall up
- Wedge & erase



MEASURE

PPP @ rim

CLOSE OFF

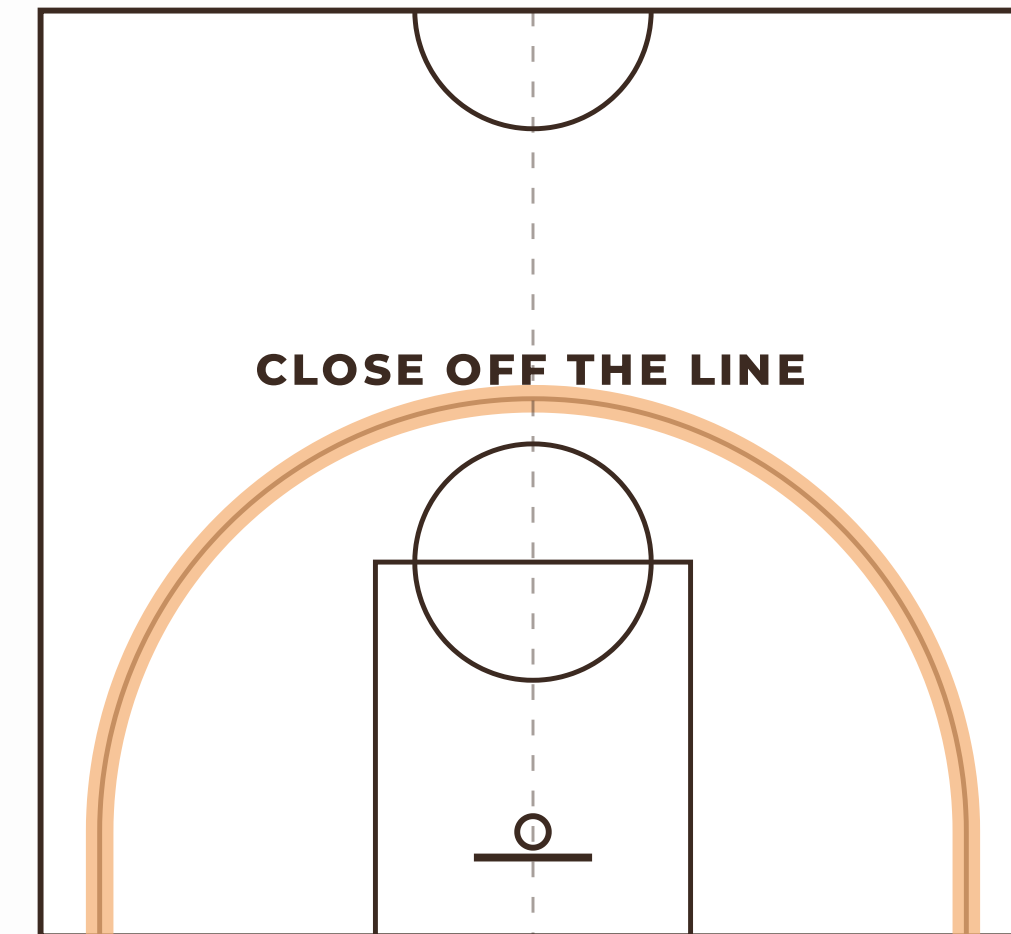
No 3s off the catch, make the ball go.

READ — MAKE IT GO

- Catch = Dribble

TECHNIQUE

- Sprint & Sit
- Push to Jail
- Bumper Cars



MEASURE

3pt FGA

ROLE REBOUNTING

Create a numbers advantage around every rebound, pursue the ball.

ROLES

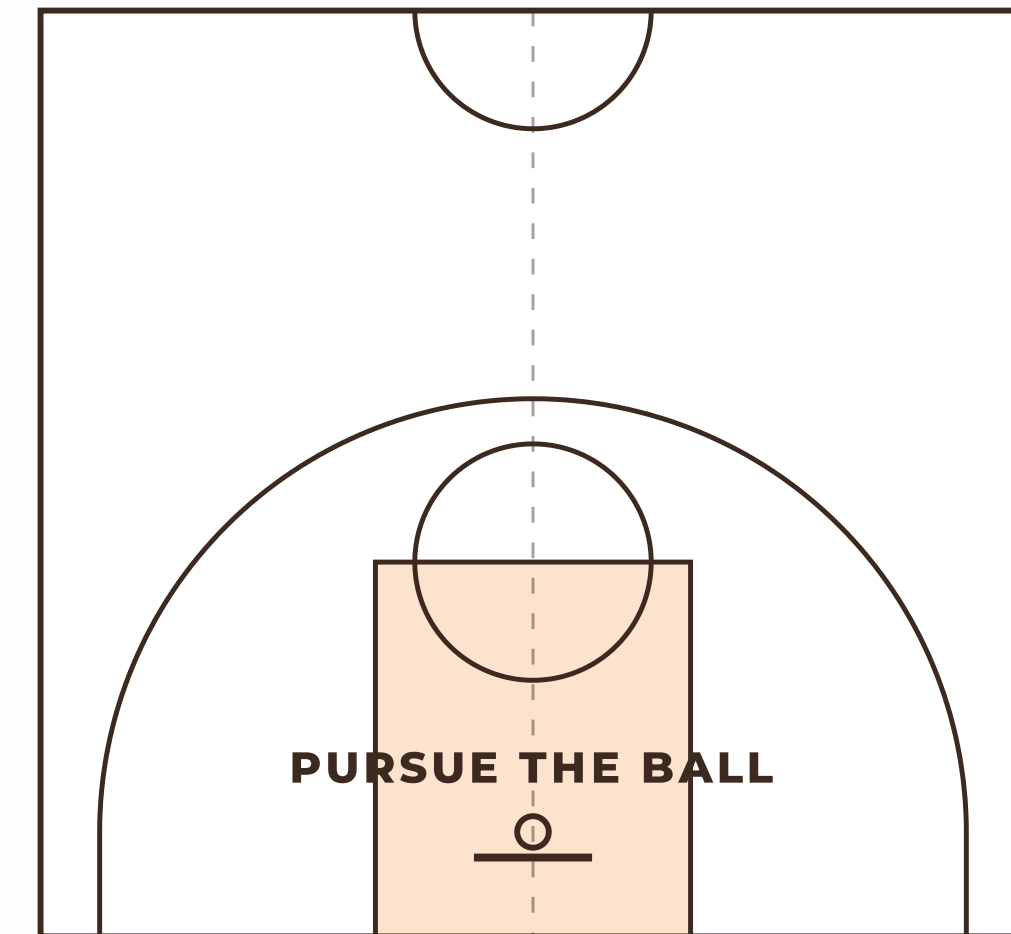
- Chaser
- Spacer
- Eraser

READ

- Chase — no box out, go get the ball
- Space — check and read your tag
- Erase — eliminate your tag from equation

TECHNIQUE

- Face out
- Wedge under
- SOFO



MEASURE

D Rebounding %

WEAK & DOWN

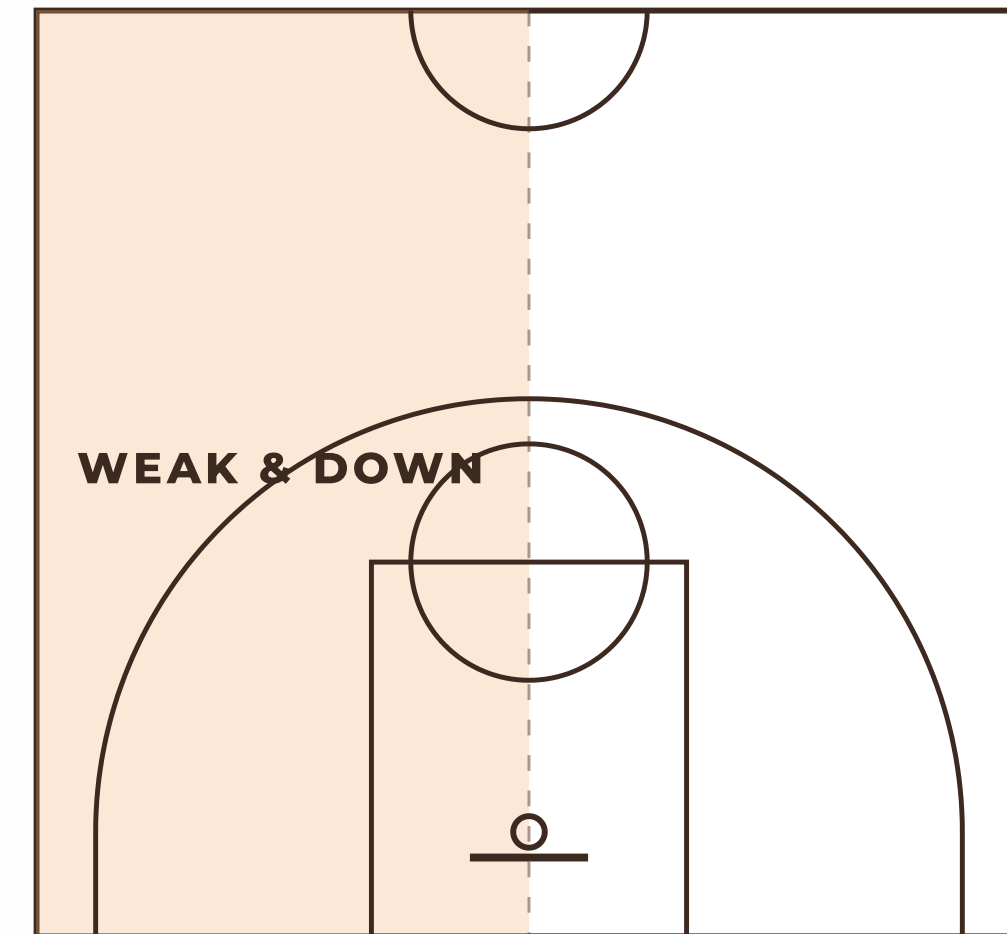
Ball screen defense simplified.

READ

- On Ball = press and down
- Screen = blitz, switch, drop, flat or trap

TECHNIQUE

- Press w/ bumper
- Push and squeeze



MEASURE

Action PPP

JAIL OVERLOAD

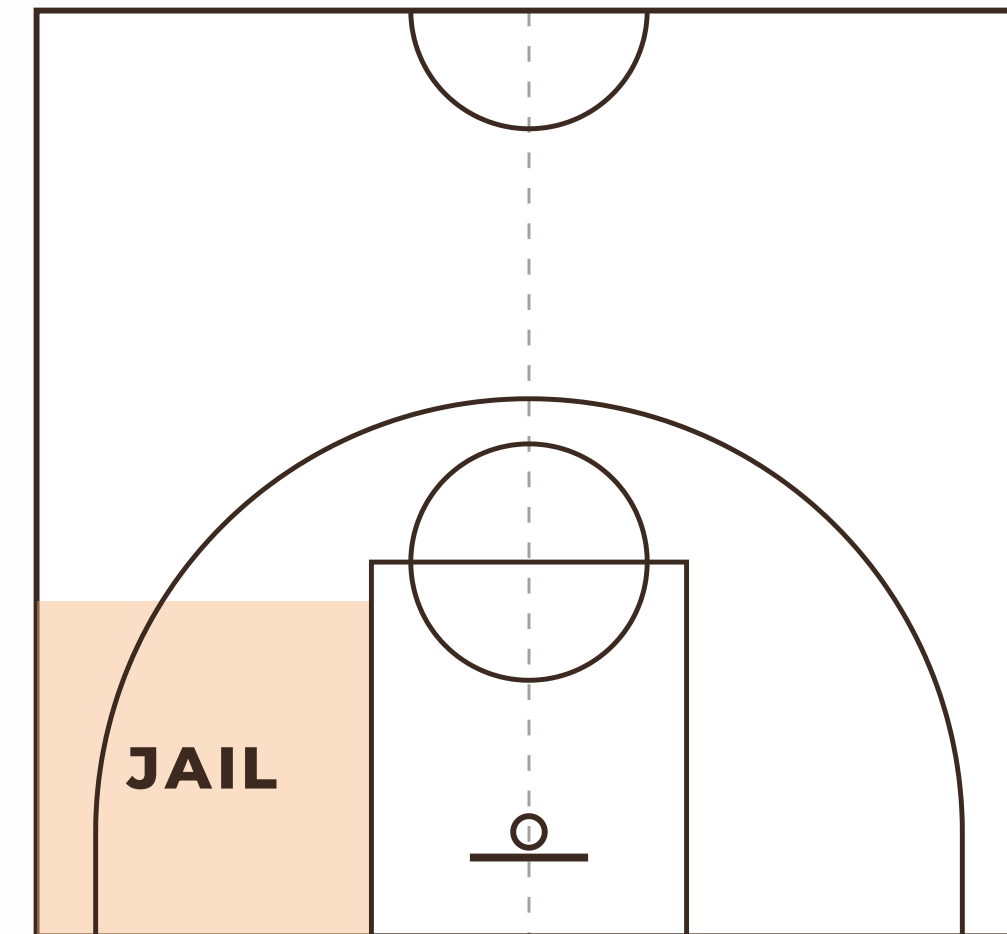
Overload when the ball gets to jail.

READ

- On Ball = Red pressure and lock in jail
- Next to ball = Shrink the floor
- Weak side = Heavy wall to midline

TECHNIQUE

- Press & Blind
- Drop & skirmish



MEASURE

TO% in Jail

COLOR CODE

Adjust your pressure quickly.

READ

- Red — High Pressure
- Green — Strategic Pressure
- Blue — Cool Pressure

RED

High Pressure

GREEN

Strategic Pressure

BLUE

Cool Pressure

MEASURE

PPP by Color

TAKE MODE

Simplify BLOB defense.

ROLES

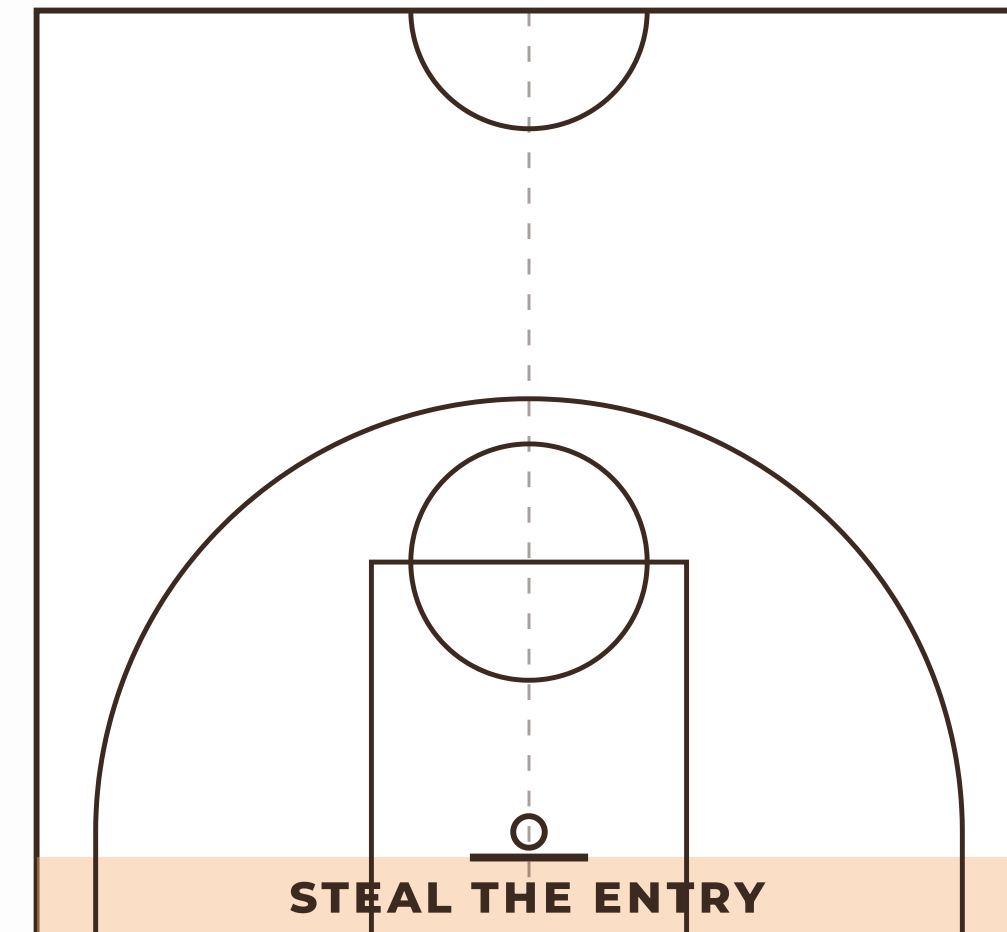
- Lock
- Chaser (wolf)

READ

- Match on OB (Roles)
- Off ball full face-guard
- 5 Second Trap & Red

TECHNIQUE

- Wild on ball
- Force jail
- Switch everything



MEASURE

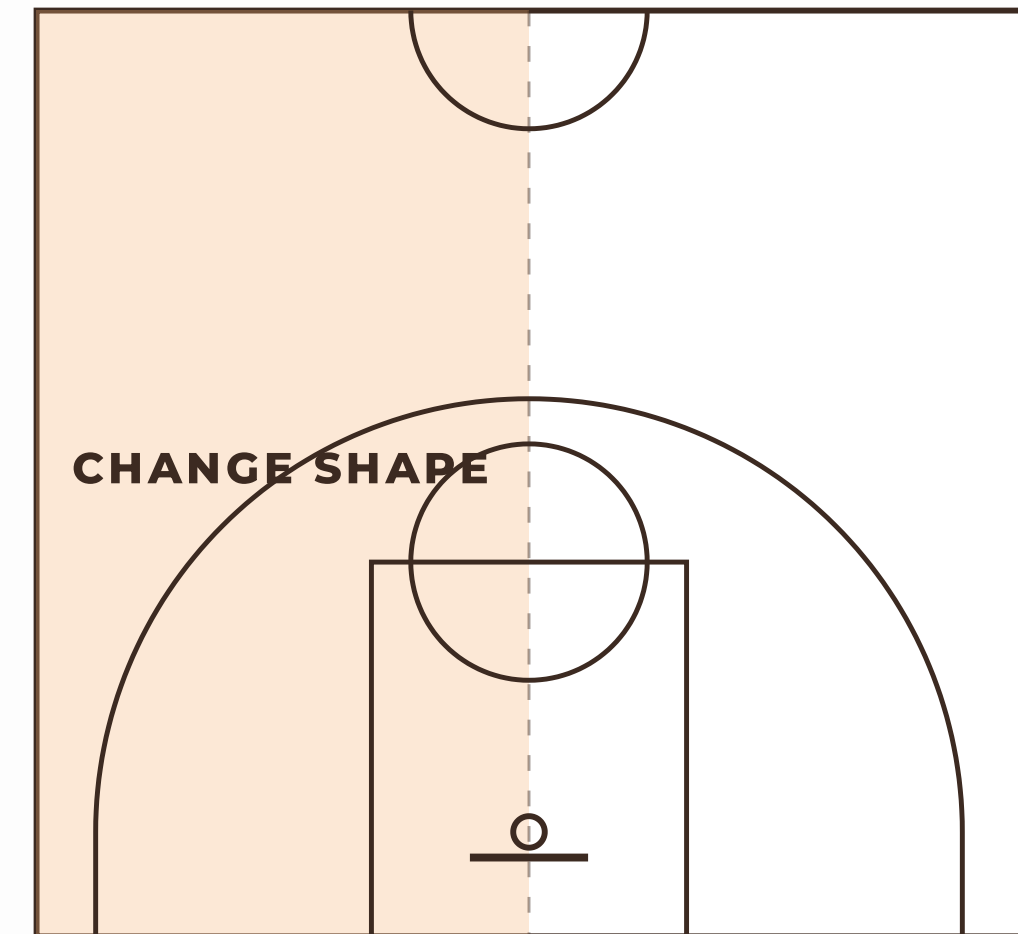
Score, steal, entry %'s

SPECIAL SITUATIONS

Change shape and adjust out of the LL.

READ

- Shooters — Red
- Drivers — 1 - 3 - 1
- Bigs — 2 - 3



MEASURE

End Game PPP