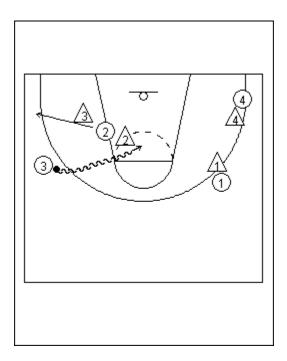
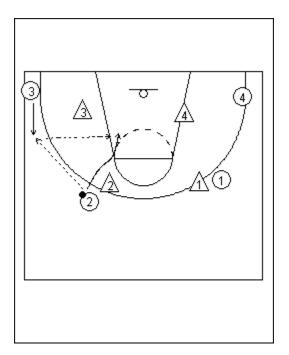


When teams force left this is difficult to defend a hard drive and rotate behind out of the corner. If this player immediately puts the ball on the floor and attacks the middle where is the help since the ball is being denied back to the right?

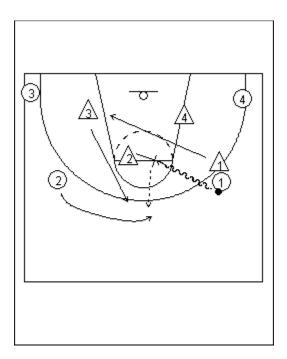






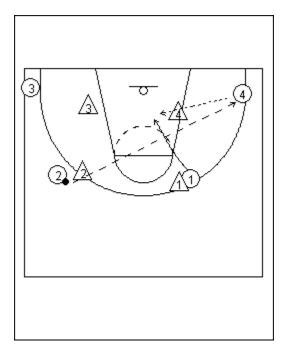
COD give and go

If the pass is made to #3 and #2 runs a quick COD (cut off the defender) give and go. #4 can help but it is difficult to defend #4 since #1 is being denied.



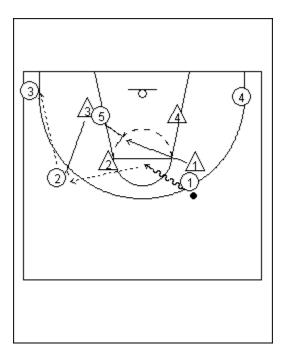
The three-player switch recovery is difficult if the Players rotate behind the ball on penetration. It may be better to Switch X1 and X2.





The Guard forward skip.

X4 cannot allow the skip pass to #4 this leaves #1 vulnerable to the COD (cut off defender) dive and relay pass.



Screen the recovery

When the post player enters the game he/she may screen the recovery by X1.

This page was made with **Basketball playbook** from Jes-Soft