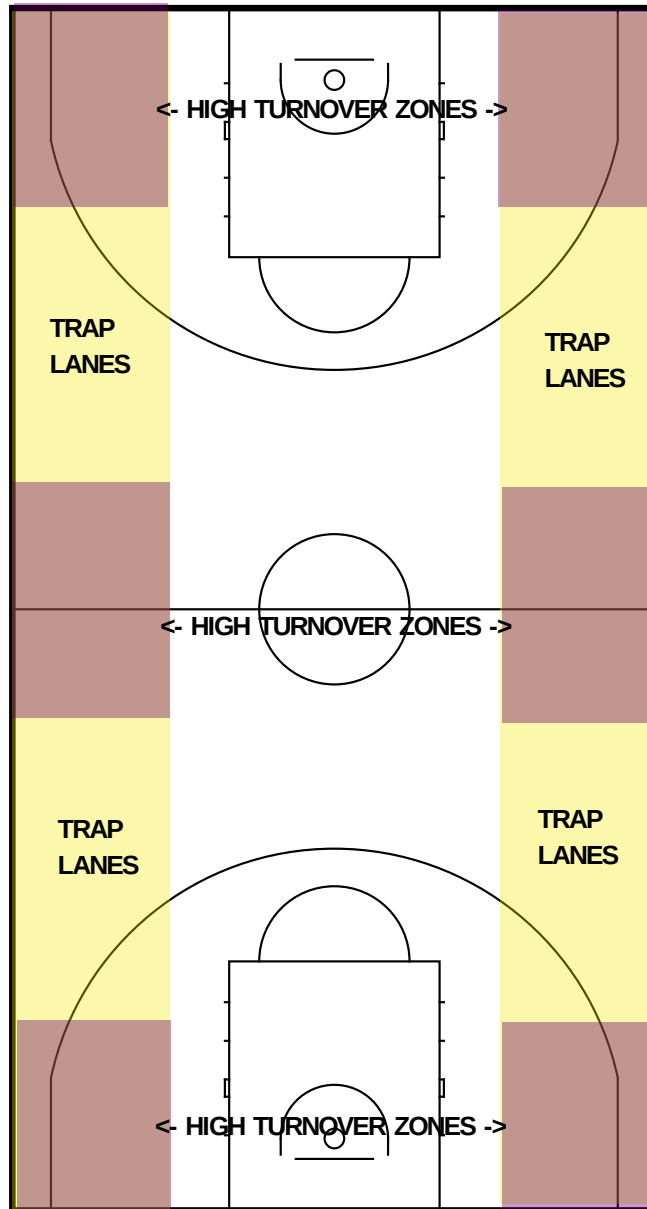


1-2-1-1: ROJO Trap Areas



1-2-1-1 Press: A few areas to focus on

Hands-Arms Active. Sprint to trap & intercept. Talk. Focus on trapped players shoulders. Never get caught in no man's land. Above all: Trap without fouling.

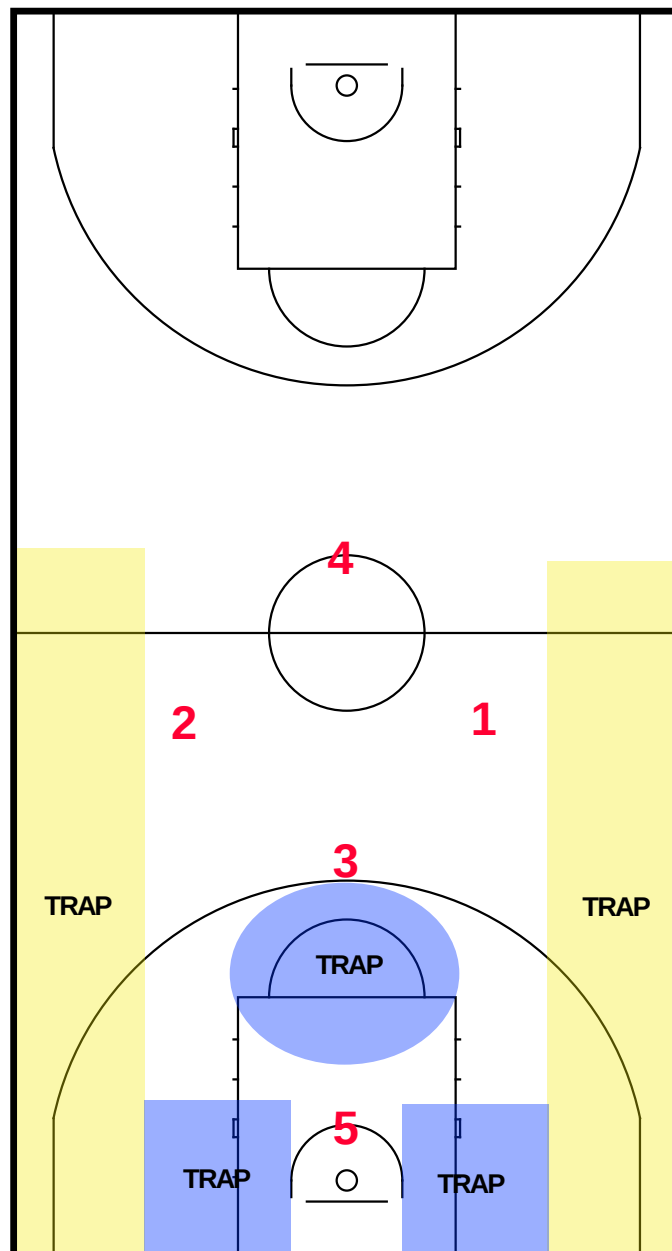
1st- Trap lanes, these two lanes extend from baseline-to-baseline. If the ball & player enter these lanes, then a trap must take place. Within the trap lanes are high turnover zones if a trap is applied in those areas.

2nd- Just because the 1st trap fails, it does not mean the team does not stop trapping. That is why the trap lanes extend the length of the floor.

3rd- Never give up as the ball moves forward. Get back to intercept a pass, poke from behind, or shoulder run the ballhandler to take way half the floor.

4th - Pressure & Attitude: sets tone for the game.

1-2-1-1: ROJO HALF



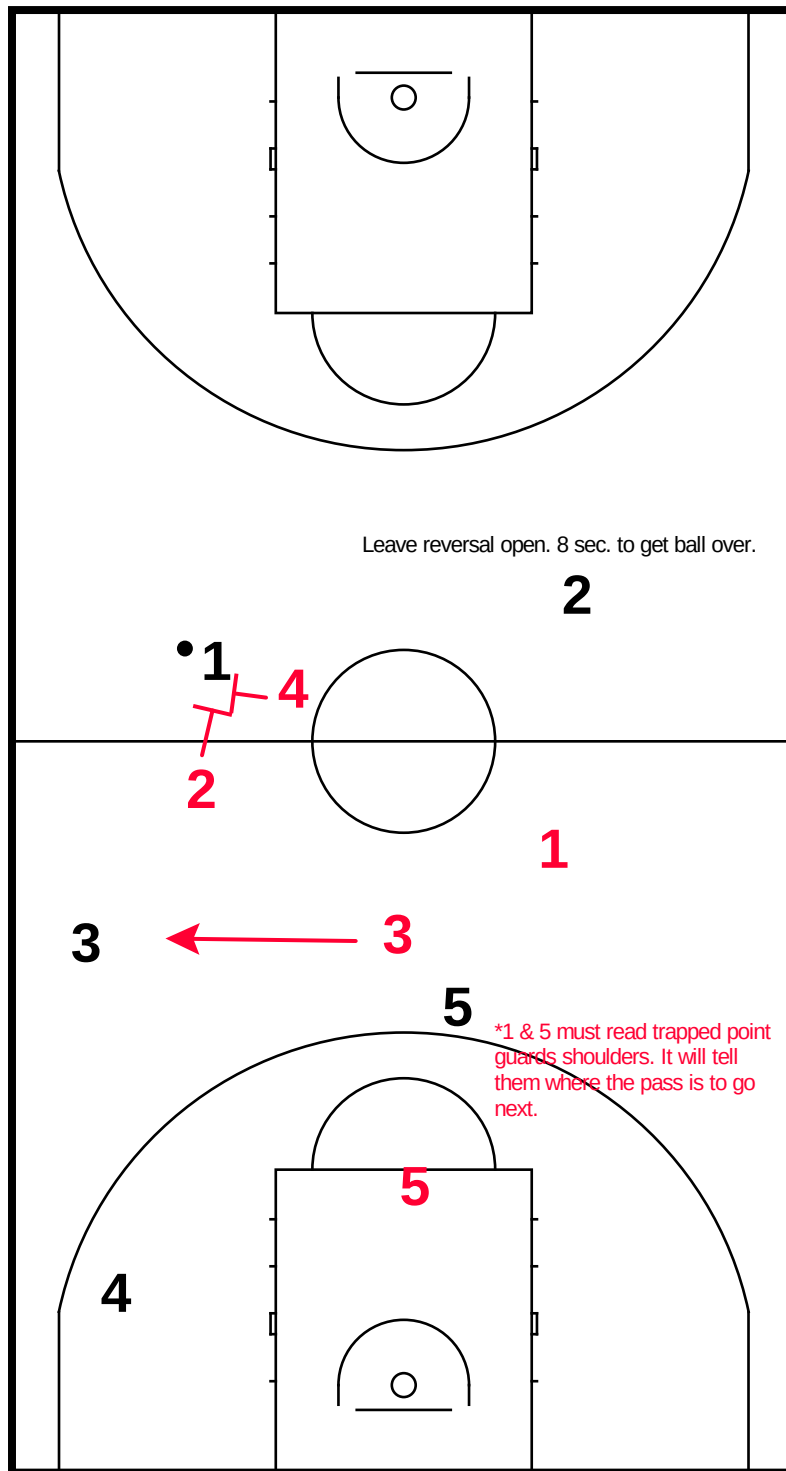
1-2-1-1: Half Court Trap

This is an unusual defense to run in the half court, is vulnerable to layups and open 3's out of the corner.

Causes teams to speed up attack and take quick shots with players who may otherwise never shoot the ball.

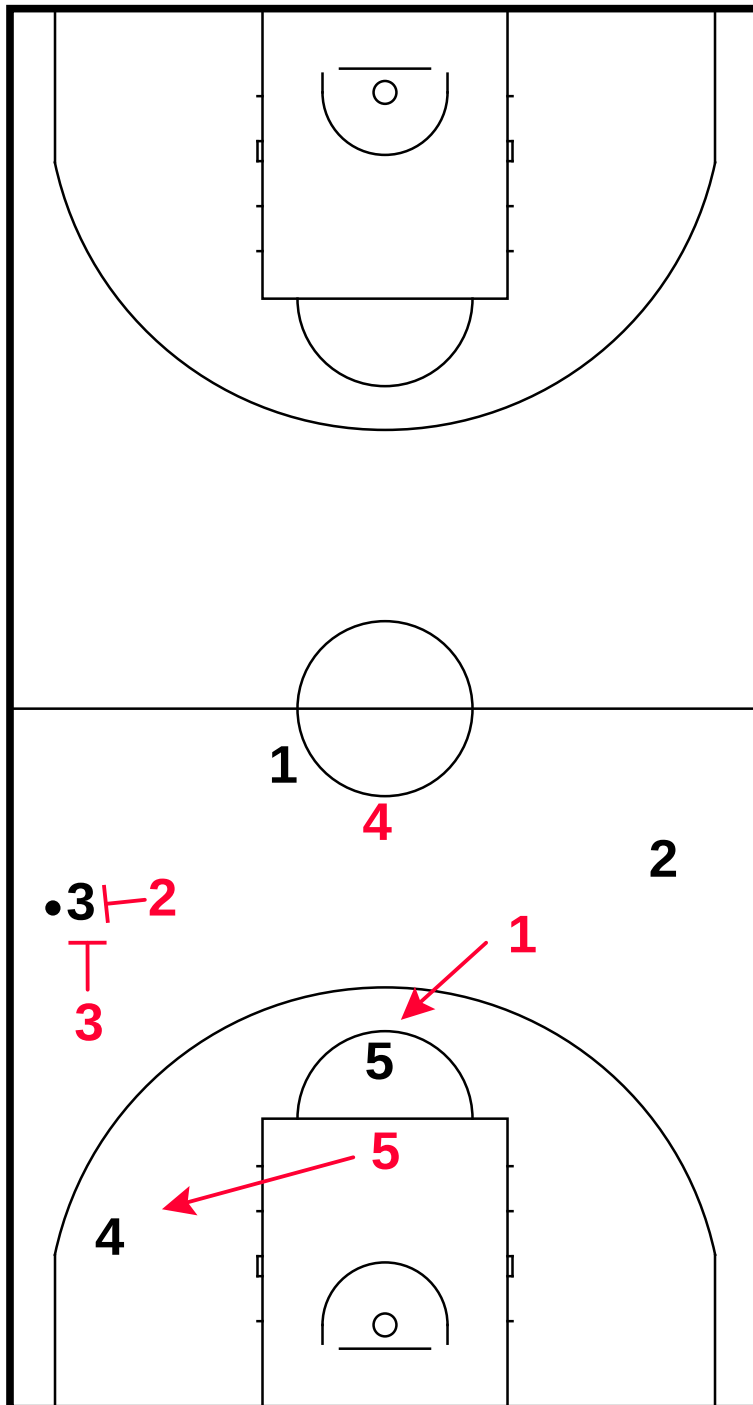
Basic alignment is shown above. Trap areas are sidelines, low block, and high post areas.

1-2-1-1: Half Court



1 & 2 apply trap in the back court. 3 takes away near sideline offensive player. 1 & 5 read the shoulders of the trapped offensive player, and anticipate the intercept, or next trap.

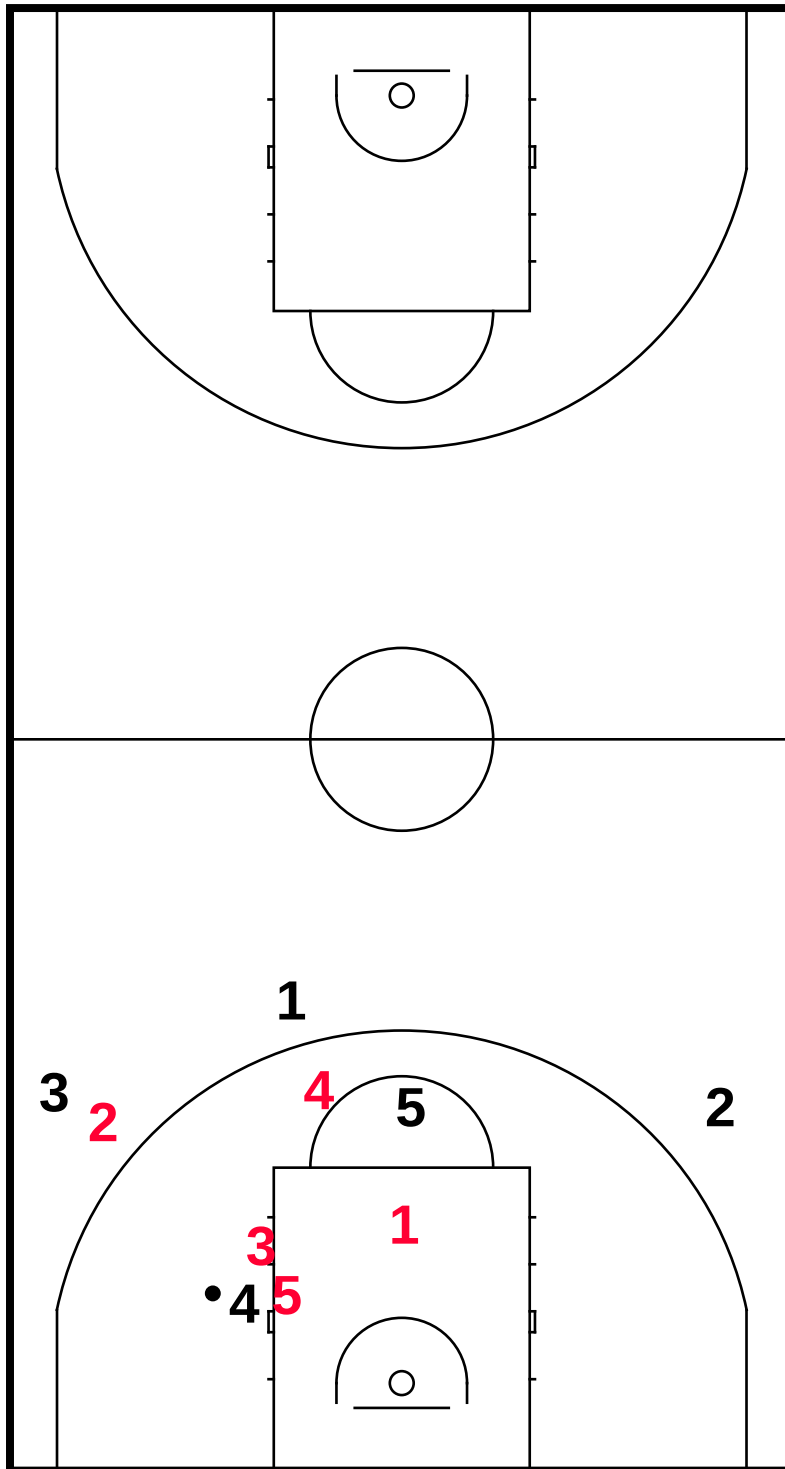
1-2-1-1: Half Court Trap-Sideline



3 & 2 apply sideline trap on the ballhandler. 4 will deny the top offensive player. 5 sprints to take away offensive player on the near sideline. 1 sprints down into high post area to deny high post.

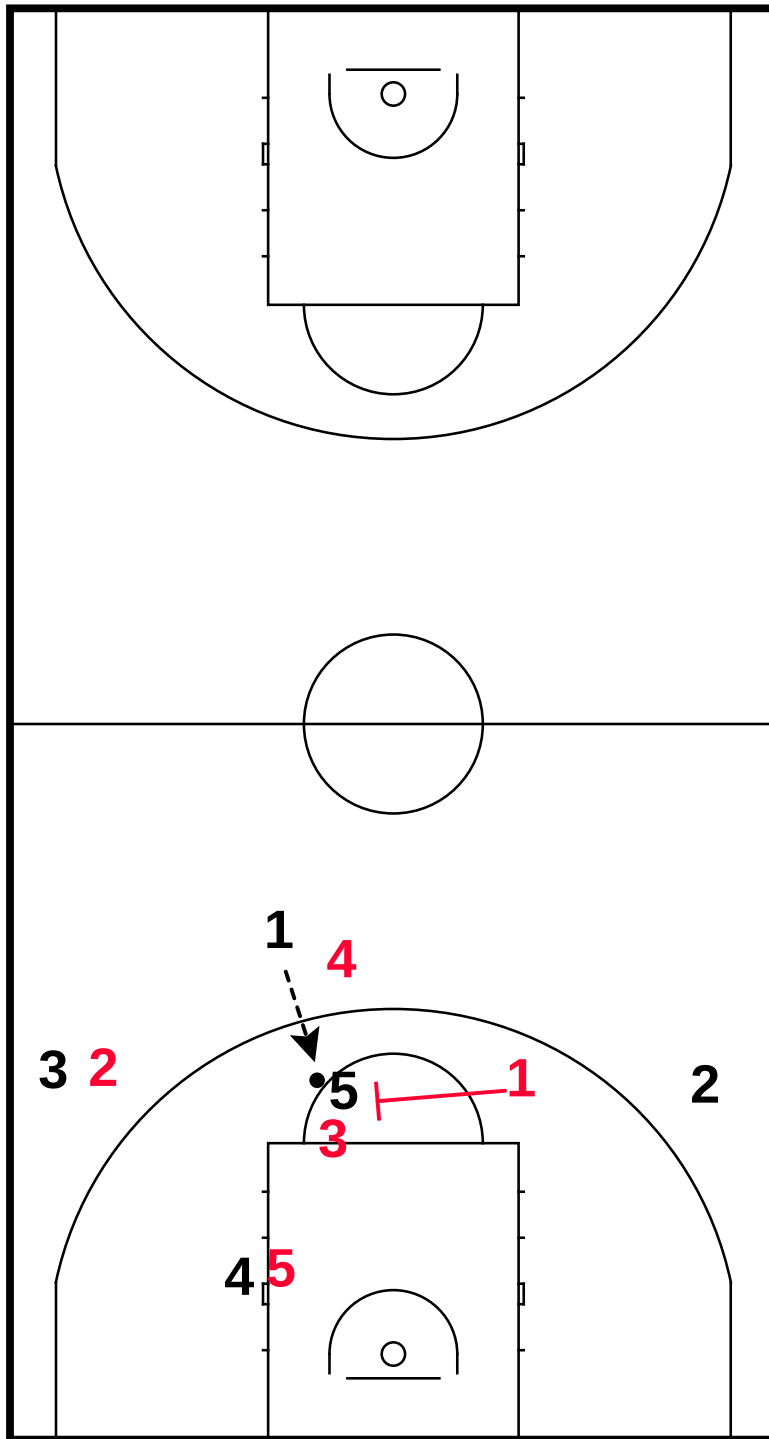
Furthest offensive player away from is left open.

1-2-1-1: Half Court Trap - Low Post



Pass to low post - 5 & 3 trap the low post player. 2 denies the wing player. 4 & 1 have intercept responsibilities, they must anticipate everything. Remember read the trapped players shoulders.

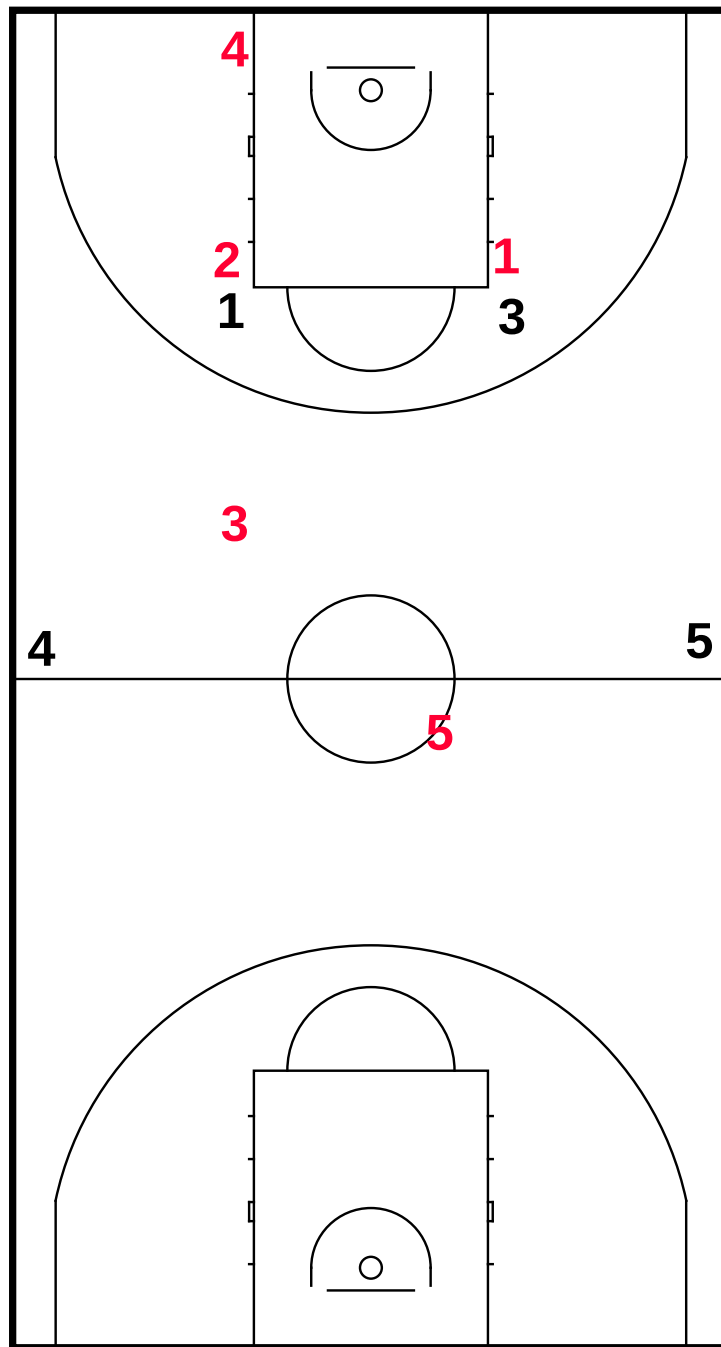
1-2-1-1: Half Court Trap - High Post



High Post Trap - PG passes into the high post. 3 & 1 trap the high post. 4, 2, 5 will deny a pass to the offensive players in their areas. Once again we want to keep the furthest person away from the ball. In this case the weakside wing.

ROJO UP

2.

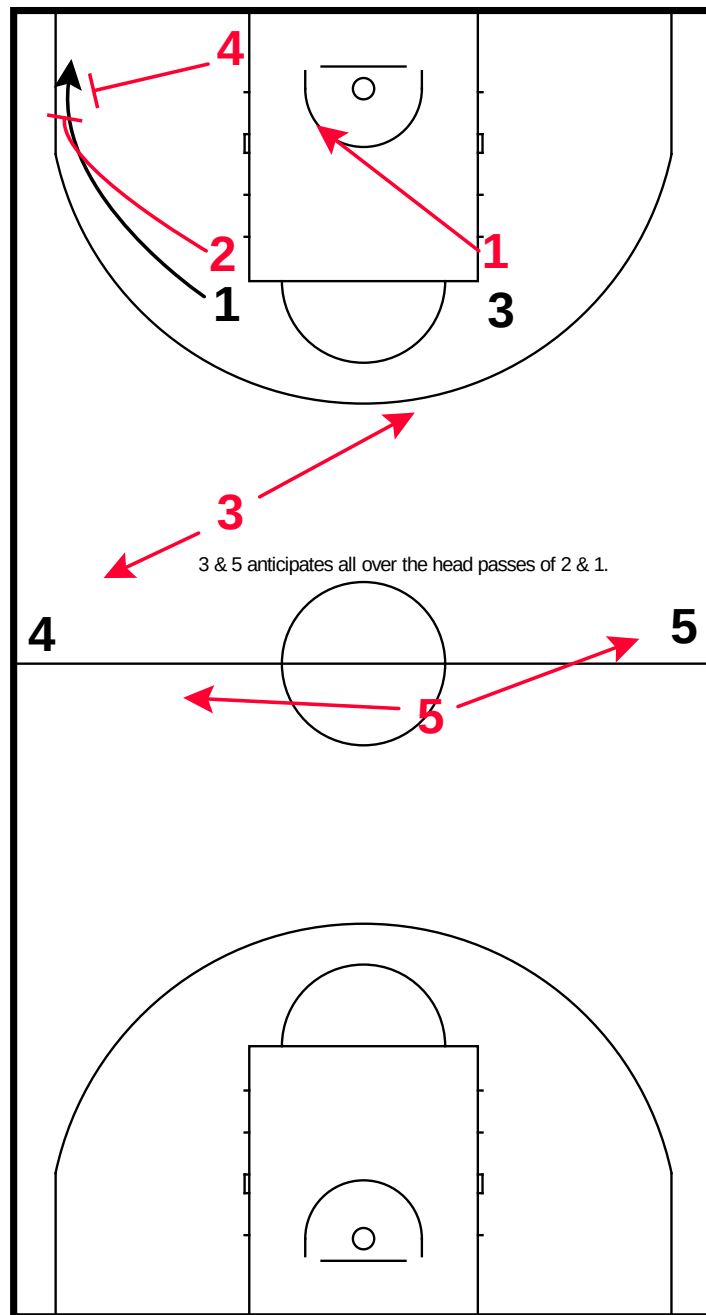


ROJO UP:

1. Full out denial.
2. Push offensive players into corners.
3. Switch all screens.
4. 3 & 5 anticipate any over the top passes.

ROJO UP

2.



ROJO UP:

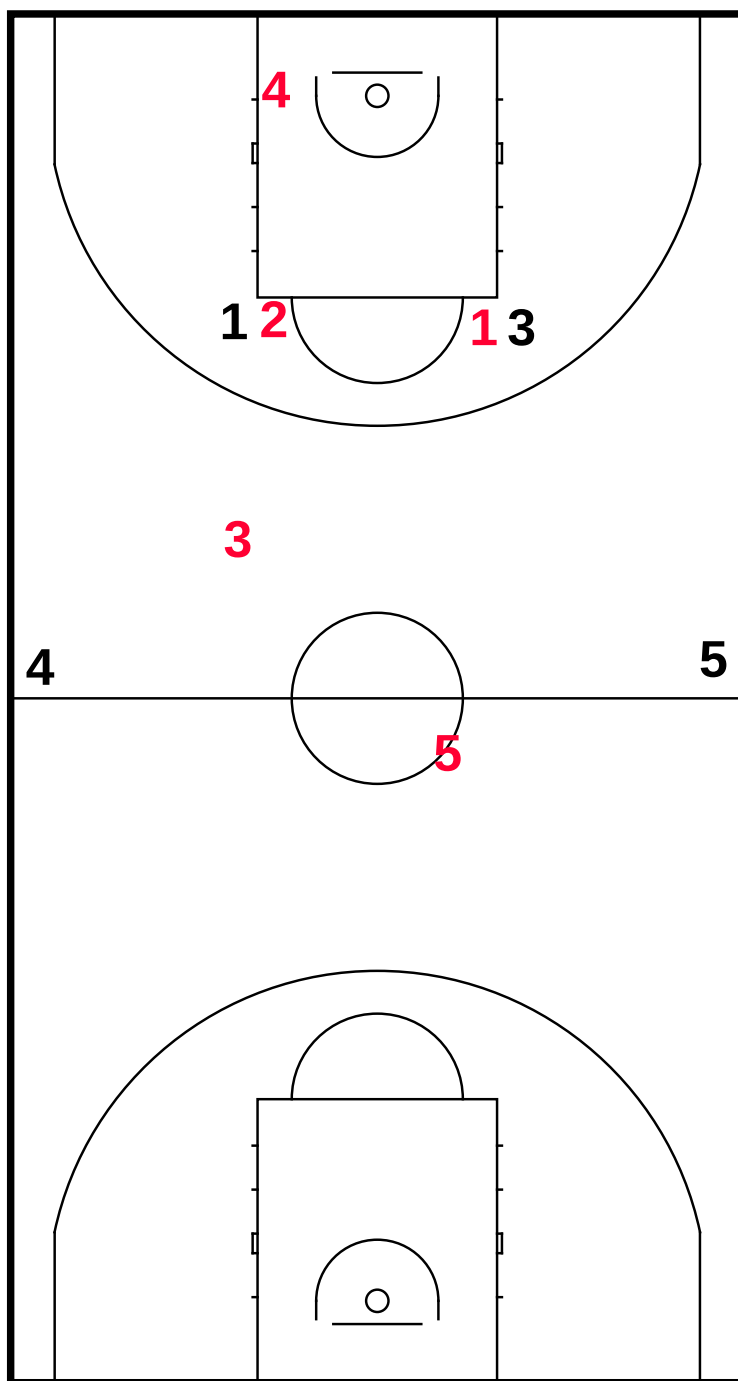
2 & 4 set trap in deep corner.

1 takes away inbounder.

3 & 5 anticipate/ intercept. Remember read the shoulders of the trapped passer.

ROJO DOWN

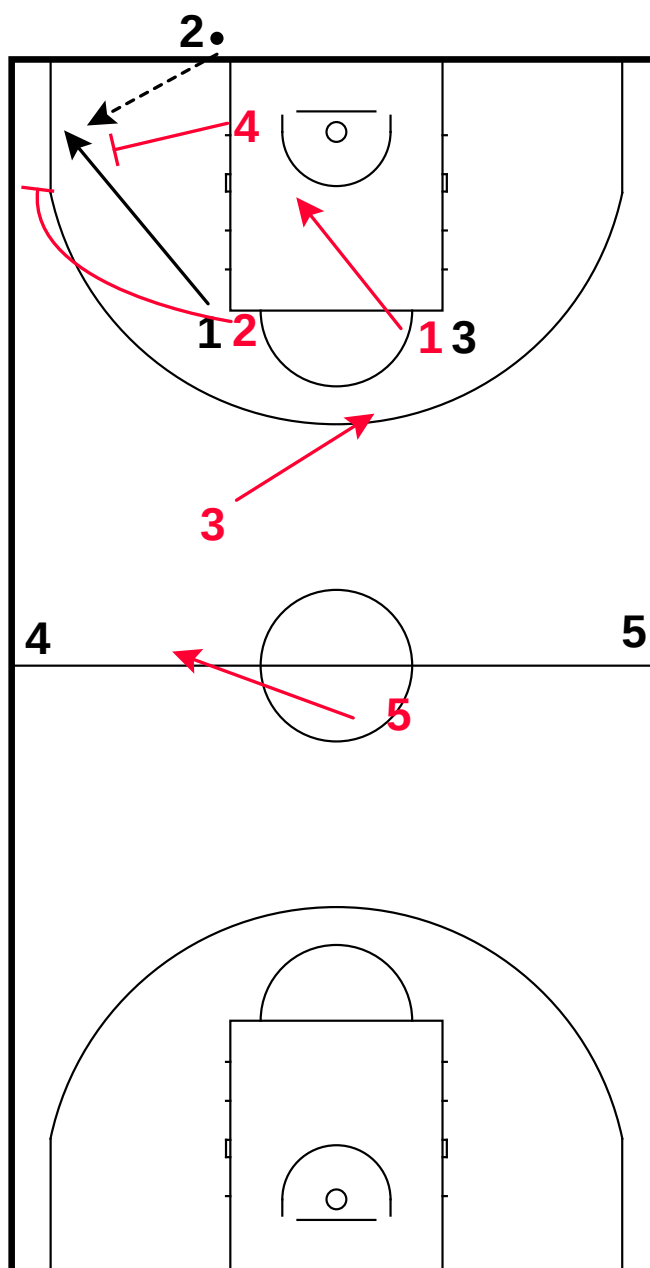
2.



ROJO DOWN:

1. Man on ball takes 2 - 3 steps off of ball.
2. Guards deny from the inside out, not full denial.
3. All other rules apply.

ROJO DOWN

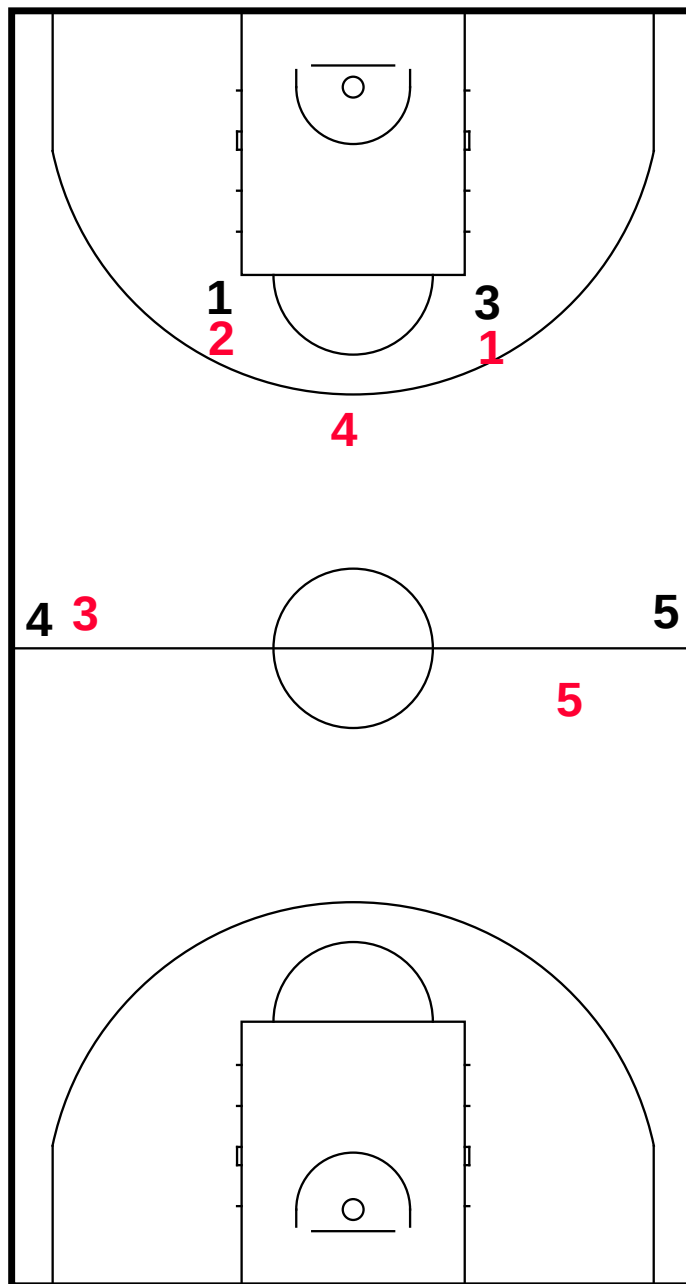


ROJO DOWN:

1. 2 must push the offensive guard down into the corner. That is the reason for the inside our denial. Once the ball is entered into the deep corner. 2 & 4 trap.
2. 1 takes away inbounder.
3. 3 takes away guard at elbow.
4. 5 takes away strong side offensive player, or player cutting to middle around jump ball circle.

ROJO FLAT

2.



ROJO FLAT:

1. Player on ball moves behind top of key, or three point line. This player becomes the roover to trap at will once the ball goes sideline, or offensive players clear out.
2. Guards up front slide behind players.
3. All other rules apply, except, now we want ballhandlers to dribble up sideline into traps.

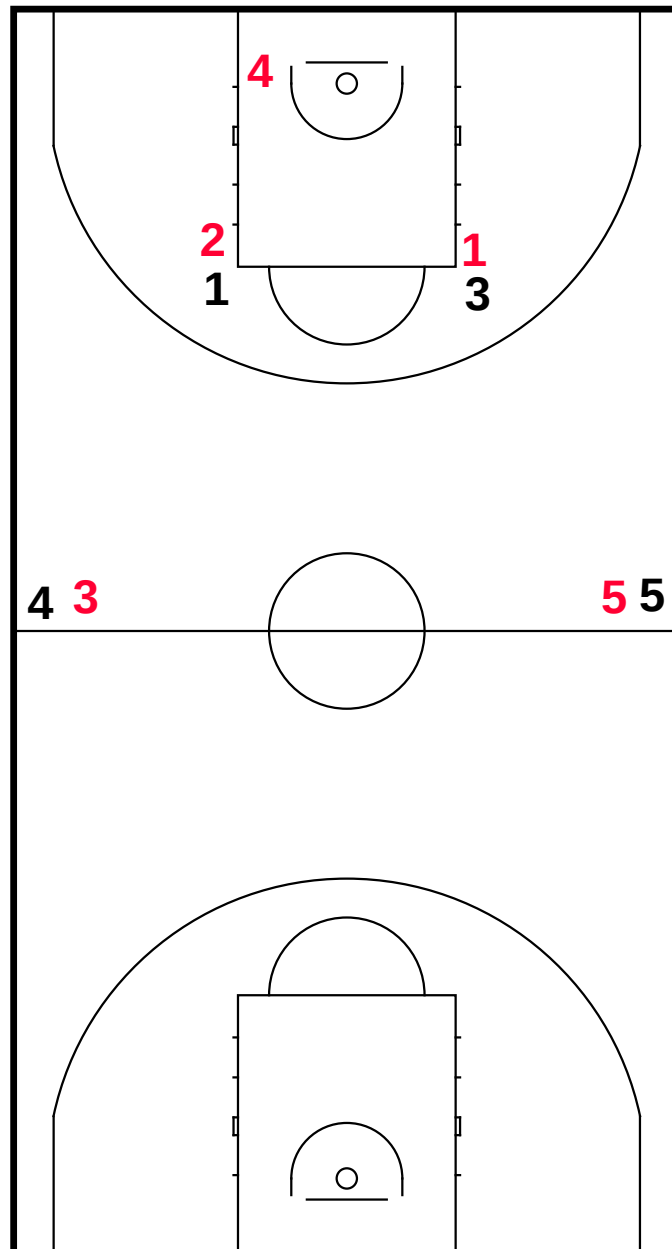
Wait till ballhandler takes off with dribble.

1 & 5 must read the trapped players shoulders and anticipate the pass. They must be over aggressive and be ready to intercept.

1. Once ball is inbound, the guard must push the ball handler sideline. Once the ball goes up the sideline the 4 at the top of the key pursues to close off the trap.
2. The opposite guard must read the trapped players shoulders and be ready to anticipate the steal. Same with the 5 man on the opposite side of the floor.
3. If the trap is broke, or ball goes middle make an effort to have the team take a quick shot.

ROJO MATCH

2.

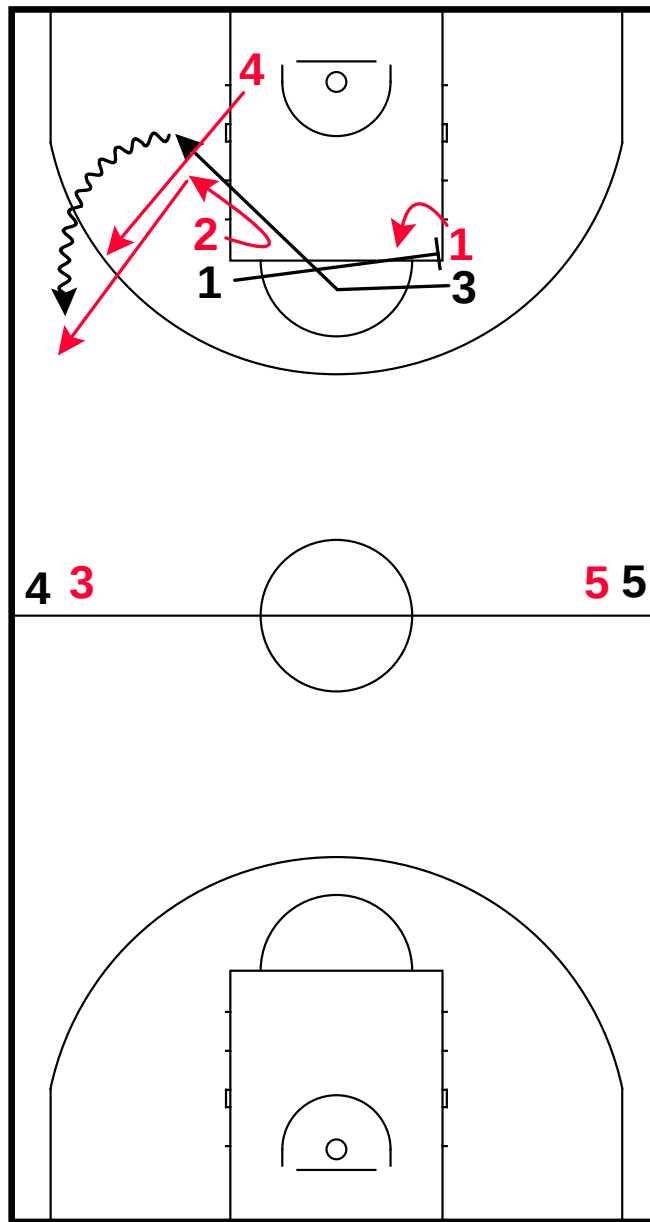


ROJO MATCH:

1. Everyone matches up (hence the name).
2. Usual set up as UP, but now players match up like a man-to-man press, but still have zone trap principles.
3. All the same rules apply. Only rule that changes is the pressure of the ballhandler. Either trap right away, or after the dribble has started. Toy with them.

ROJO MATCH

2.



ROJO MATCH:

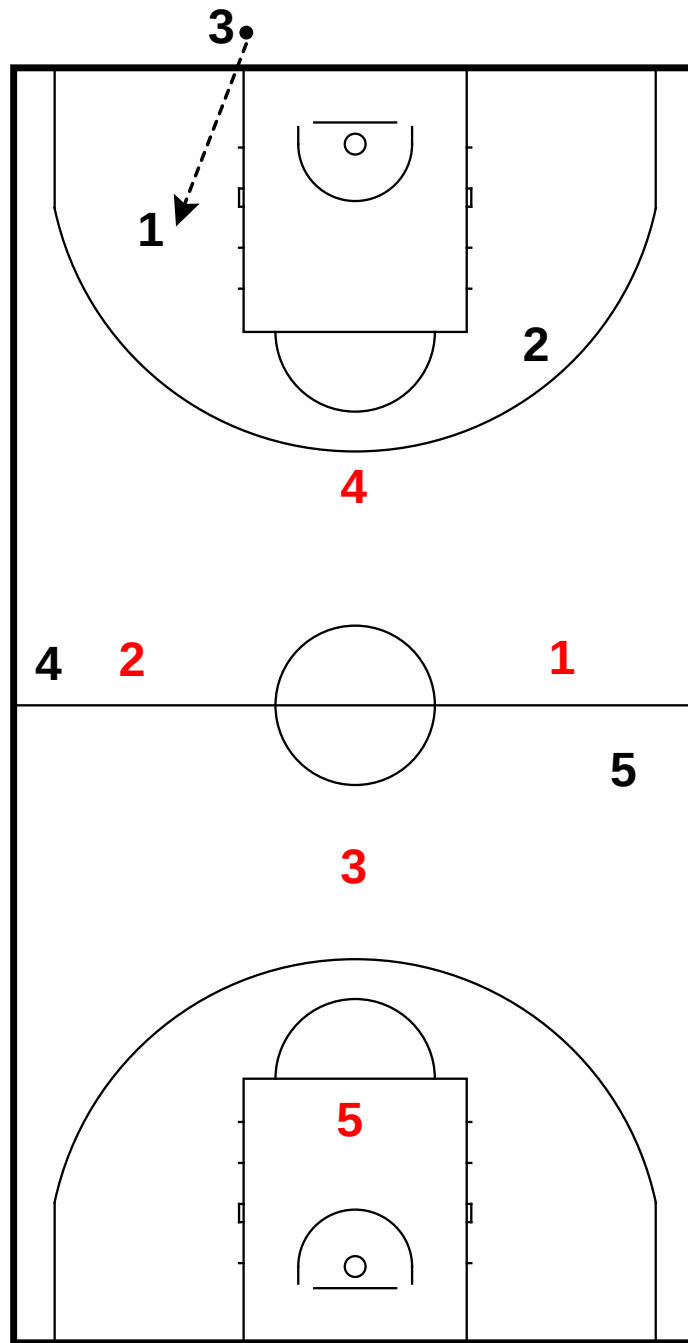
2 & 4 force, chase, and close down on the ballhandler to secure the trap.

1 will anticipate the next pass between two players.

3 & 5 will deny, but at the same time look to intercept passes too.

***KEYS - 1. Know where the ball is. 2. Read players shoulders. 3. Always be ready to intercept the next pass.**

ROJO ZERO



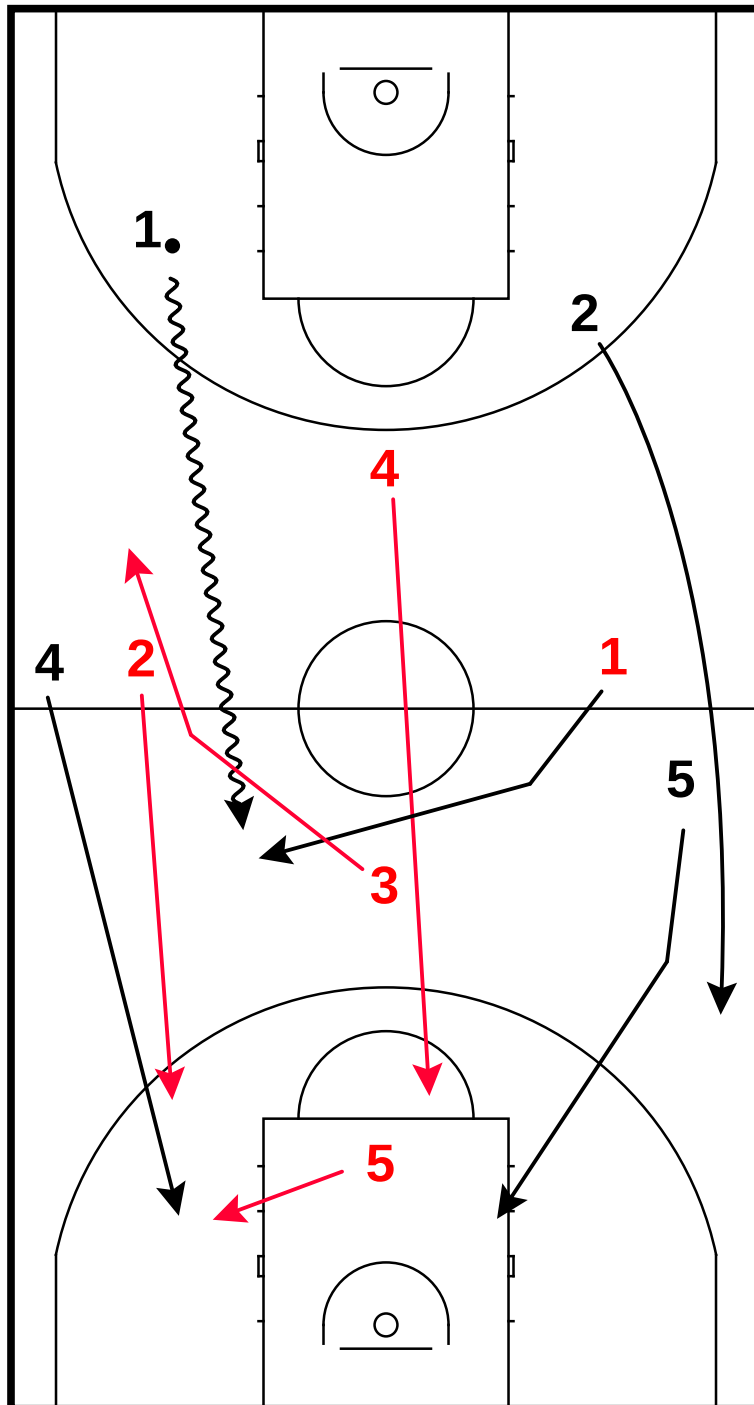
ROJO ZERO:

Set up in 1-2-1-1 press, but fall back after ball is inbounded. This is to throw a whole new local at the opponent. Coach yells zero, then position number/ name of player who will not come over half court to play defense.

A lot of the times a player will release to the frontcourt just after the ball crosses half court. The idea is to get your opponent to take a quick shot that is not within the structure of their offense.

ROJO ZERO

3



ROJO ZERO:

In the diagram the coach has yelled, "3". As everyone retreats 3 will move into frontcourt trying to trigger a quick shot out of the opponent & quick score for their team.