

**Tagging Up**  
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- Style of play = share/ shoot / stifle.
- Use each summer to attack one team-based area of significant improvement/ overhaul.
- Review weaknesses from previous season. What were biggest frustrations and what do the statistics to back it up?
- Invest significant thought into constructing a plan.
- Individual development plans are separate.

**Tagging Up**

- Came as a result of the need to improve their transition defense.
- Tagging Up = “a system of ending offense and starting defense.”
- Is triggered when a shot goes up and is the same whether or not the shot goes up.
- You defend who defended you at the end of the offensive possession! Can switch later if needed.
- Allows us to be physical rebounders and defenders.
- Generates early defensive pressure.

**Grey Area**

- All 5 players do exactly the same thing. This limits the gray area in transition D.
- More bandwidth for decisions offensively. Decision making is a finite resource and shrinks under times in stress.
- By eliminating the gray in this area we provide greater bandwidth to reach / practice decisions in other areas (e.g. offense).

**Why are we doing this?**

- Increase offensive rebound % and 2nd chance points. Creates more opportunities.
- Limits live defensive transition situations and creates more half court defensive possessions which everyone is better at.
- Less time spent with possessions of defensive transition. Increase in dead ball rebounds which gives us a chance to get our defense set.
- Can apply pressure whenever we want, not just on a dead ball or make.

## The Steps

- Number 1 = be on the front foot! Step forward on the shot.

### STEP 1: Front Foot on Shot



All 5 Players must step forward and 'tag' to the player guarding them on the initiation of a shot

- Number 2 = must get on the high side (middle of the floor). Takes precedence over getting an O Board. Goal is to create 50/50 contests at all 5 spots. This stops leak-outs. If someone runs by you, you are tagged and attached to that player (do not run by them).

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### STEP 2: Must get to the High Side



This takes precedence over getting an O Board  
Goal is to create 50/50 contests at all 5 spots

- Number 3 = scrum and compete. Hands up and drive defender into the paint.

Scrum = “battle opponent physically for the space we want”. Get a ball that is yours, discipline not to foul.

- Number 4 = Defend, slow ball, intelligently switch.

Immediately apply ball pressure (0.5 secs) - hint you are already there if you’ve done your job! Off-ball defenders are all plugs (support). Nobody runs by you, switch when convenient.

### **Implementation Guide:**

1. PowerPoint Presentation
2. Showed Film
3. Rep Scrumming 1V1
4. Teach High Side
5. Rep 1v1 from Common spots
6. 4v4 rep thru trans (4v3+1 drill)
7. Play with it!

Ideally get hands up on the tagging up so ready to receive the ball.