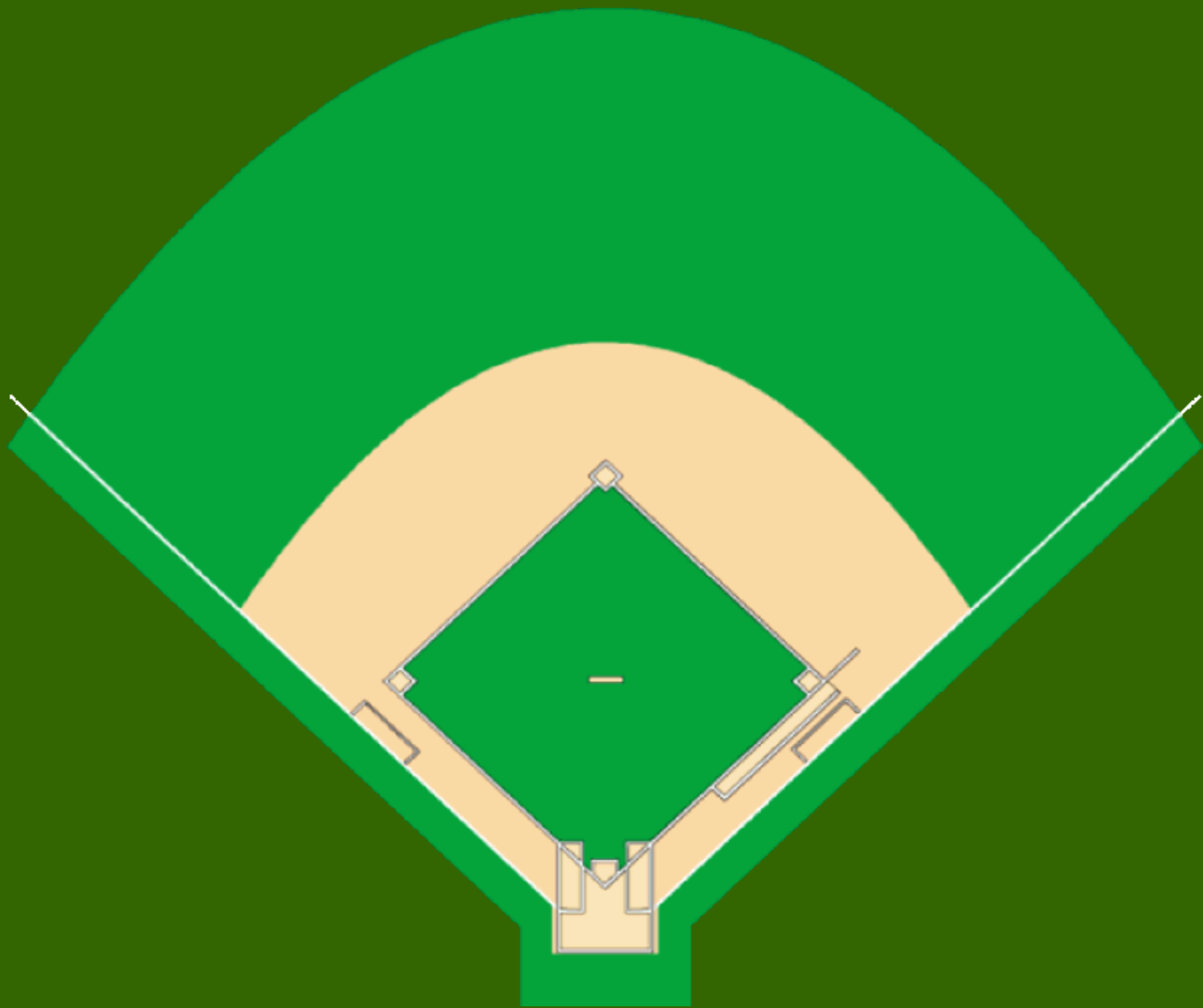
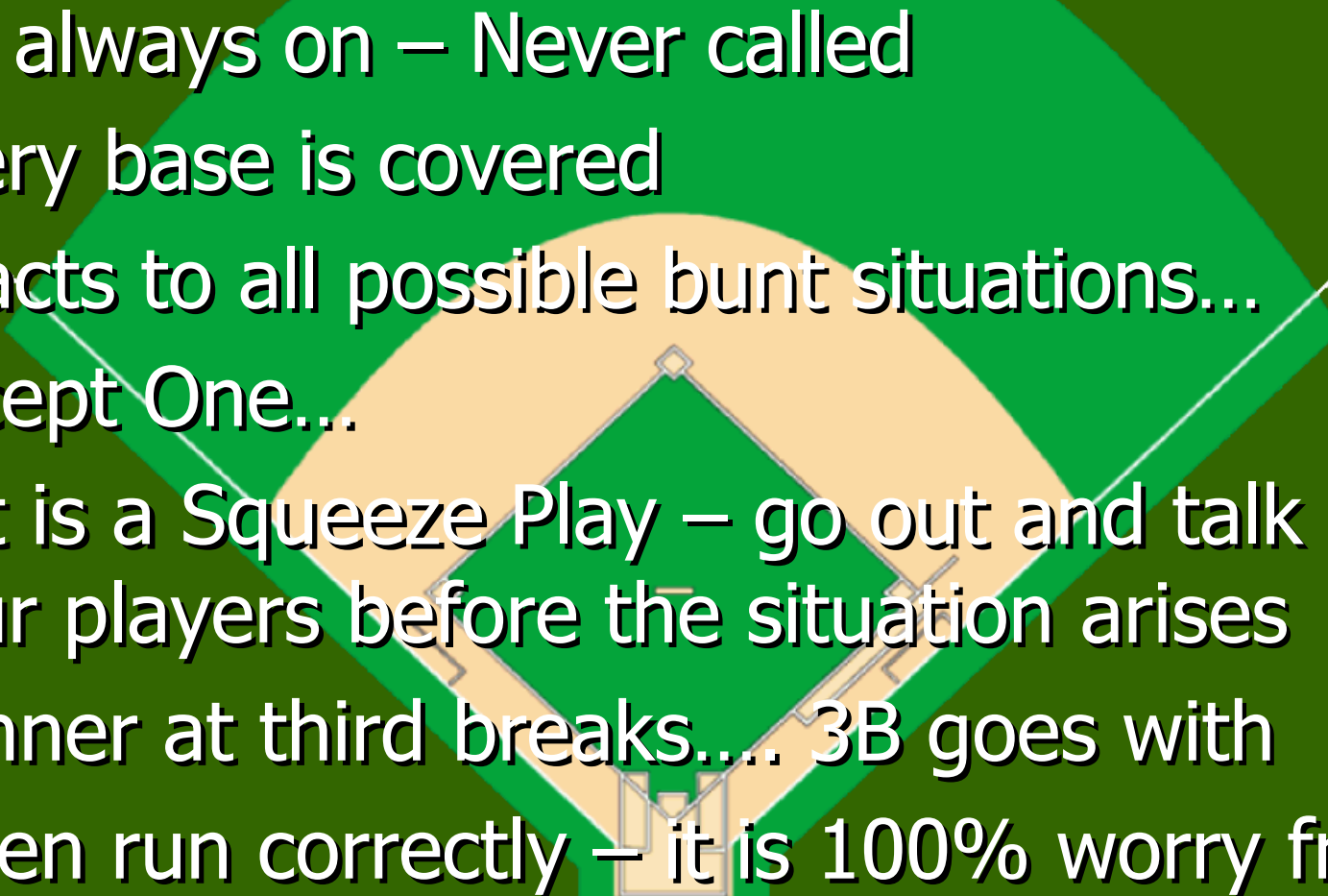


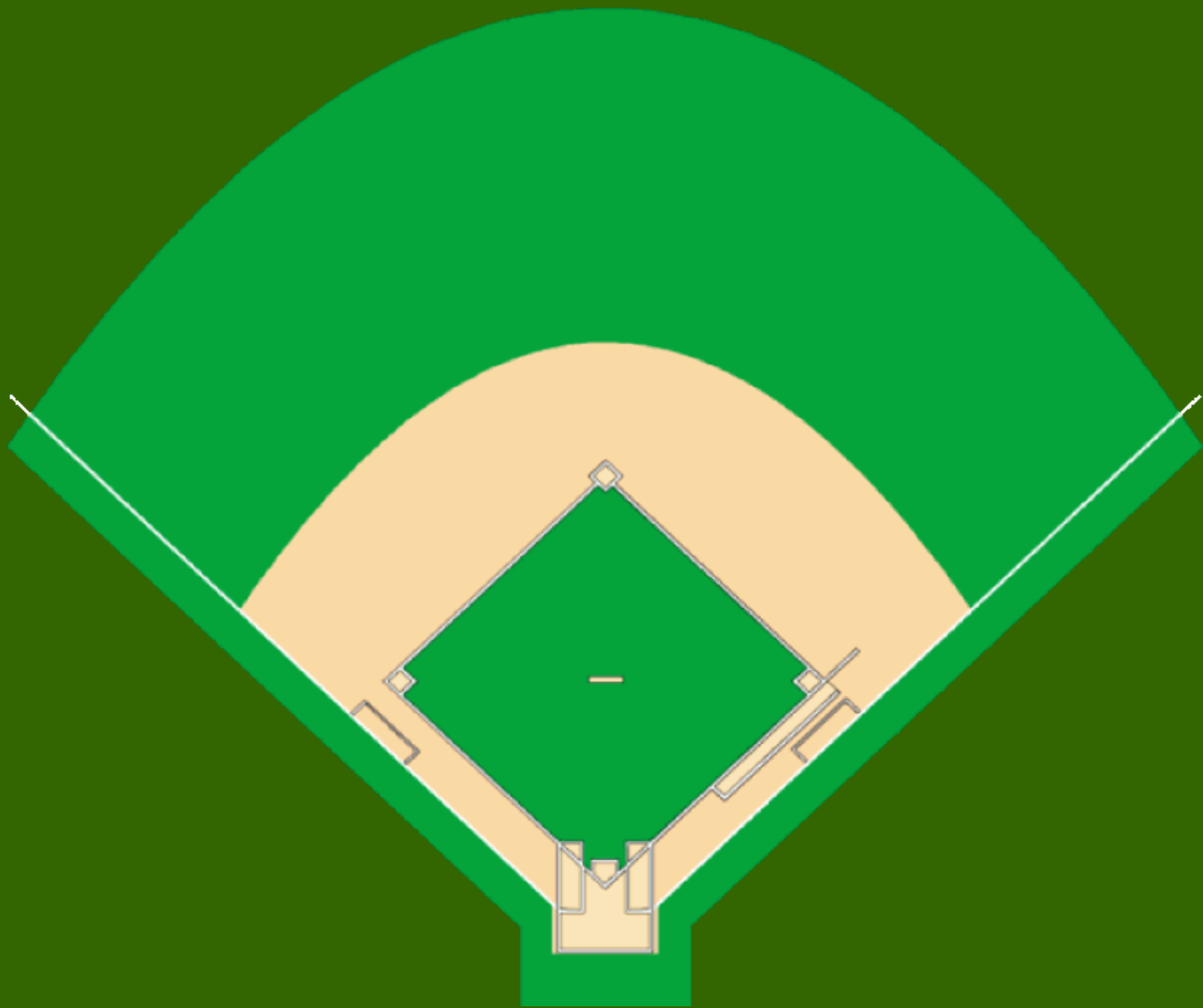


**Bunt Defense  
&  
Cuts and Relays**

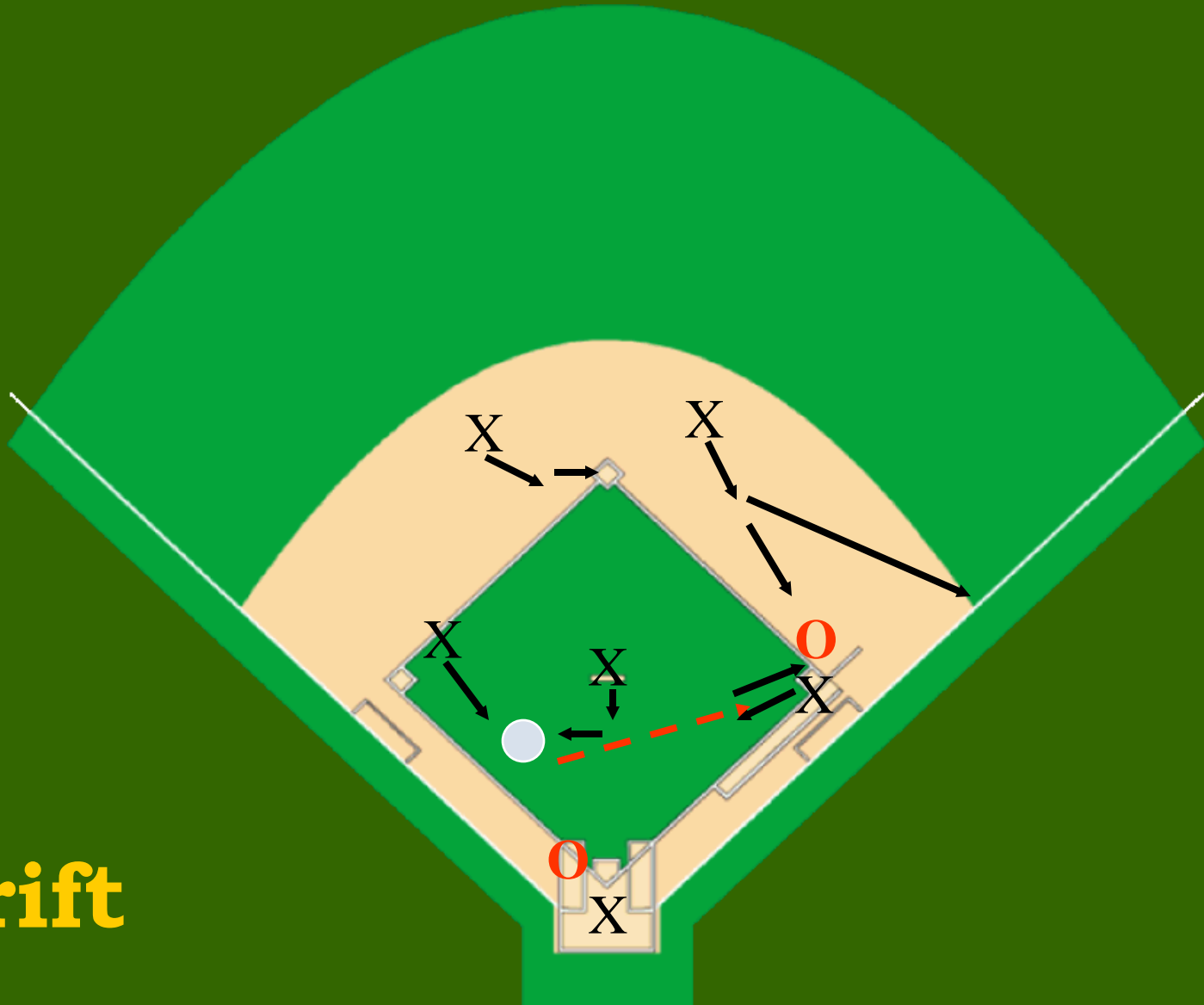


# Bunt Defense – Rotate to the Ball

- It's always on – Never called
  - Every base is covered
  - Reacts to all possible bunt situations...
  - Except One...
  - If it is a Squeeze Play – go out and talk to your players before the situation arises
  - Runner at third breaks.... 3B goes with
  - When run correctly – it is 100% worry free
- 

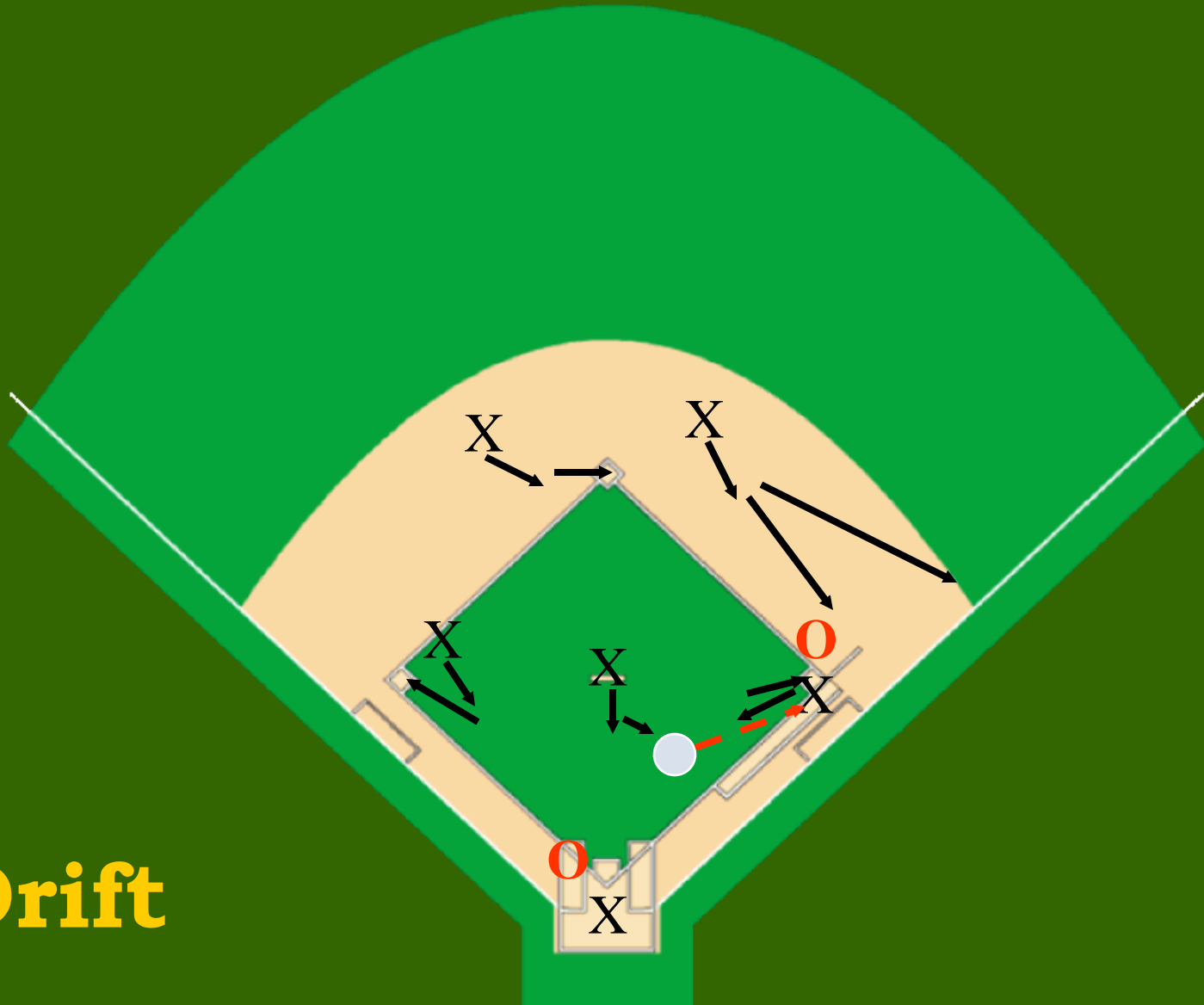


# Rotate to the Ball



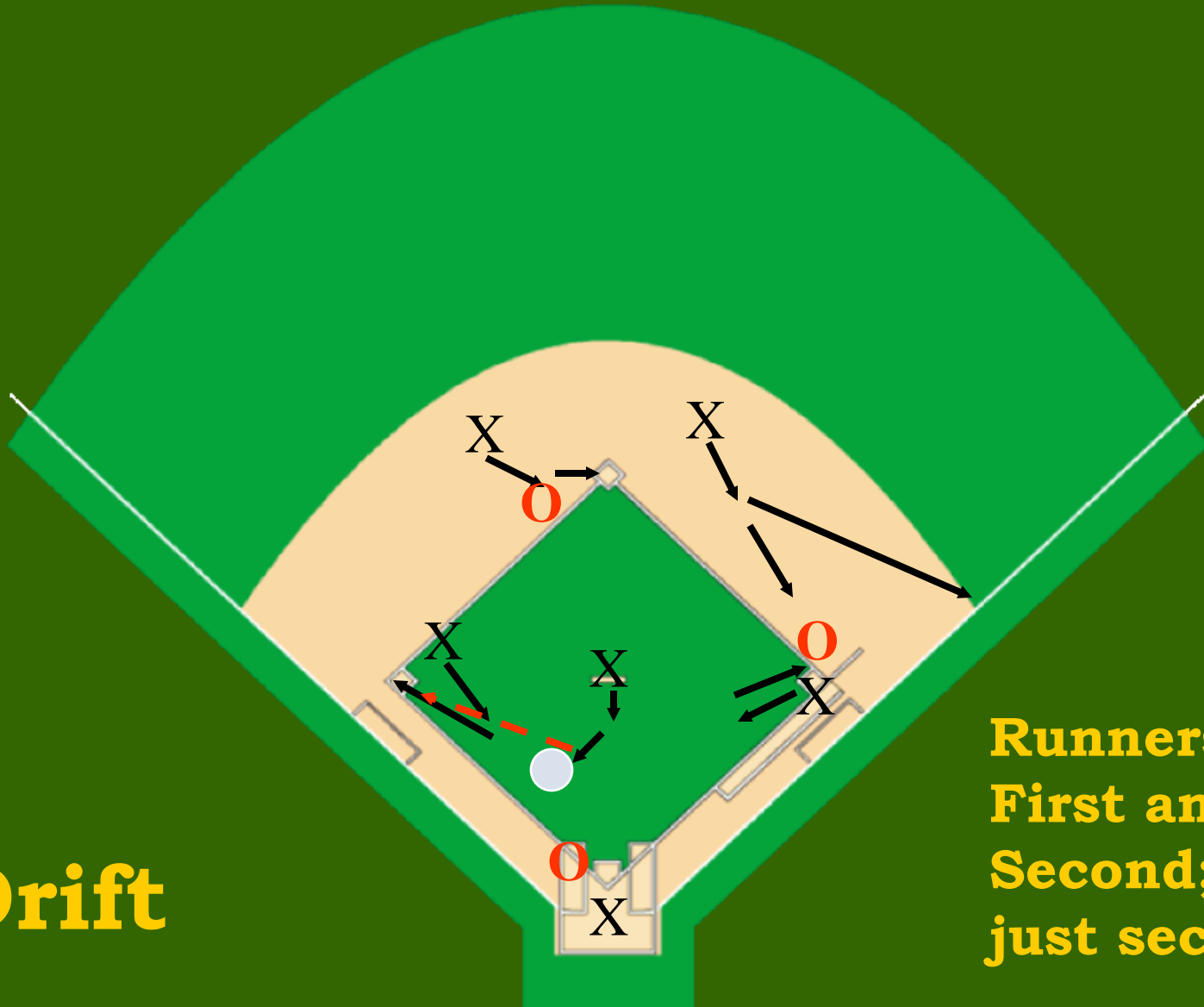
**Drift**

# Rotate to the Ball



**Drift**

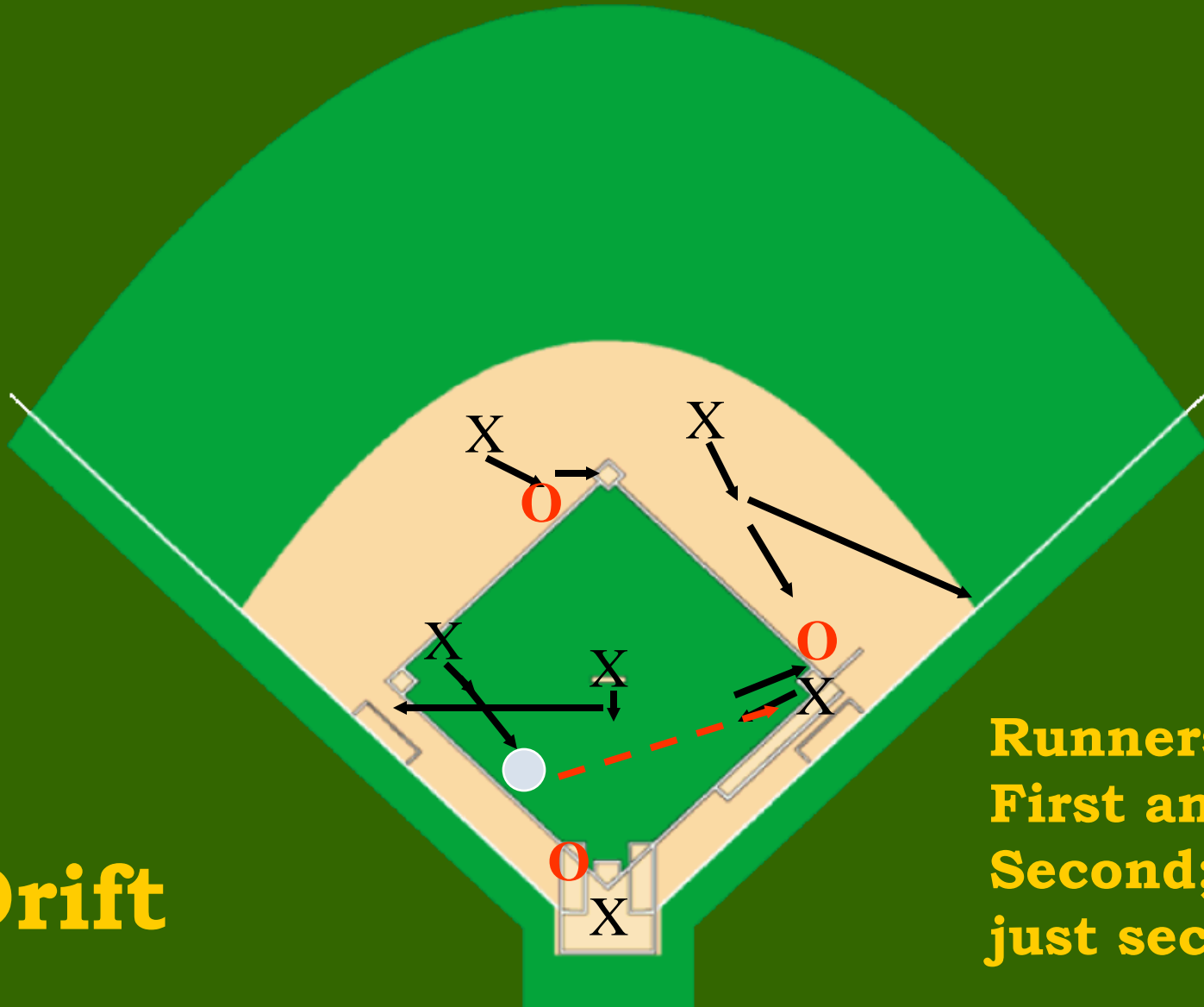
# Rotate to the Ball



**Drift**

**Runners on  
First and  
Second; or  
just second**

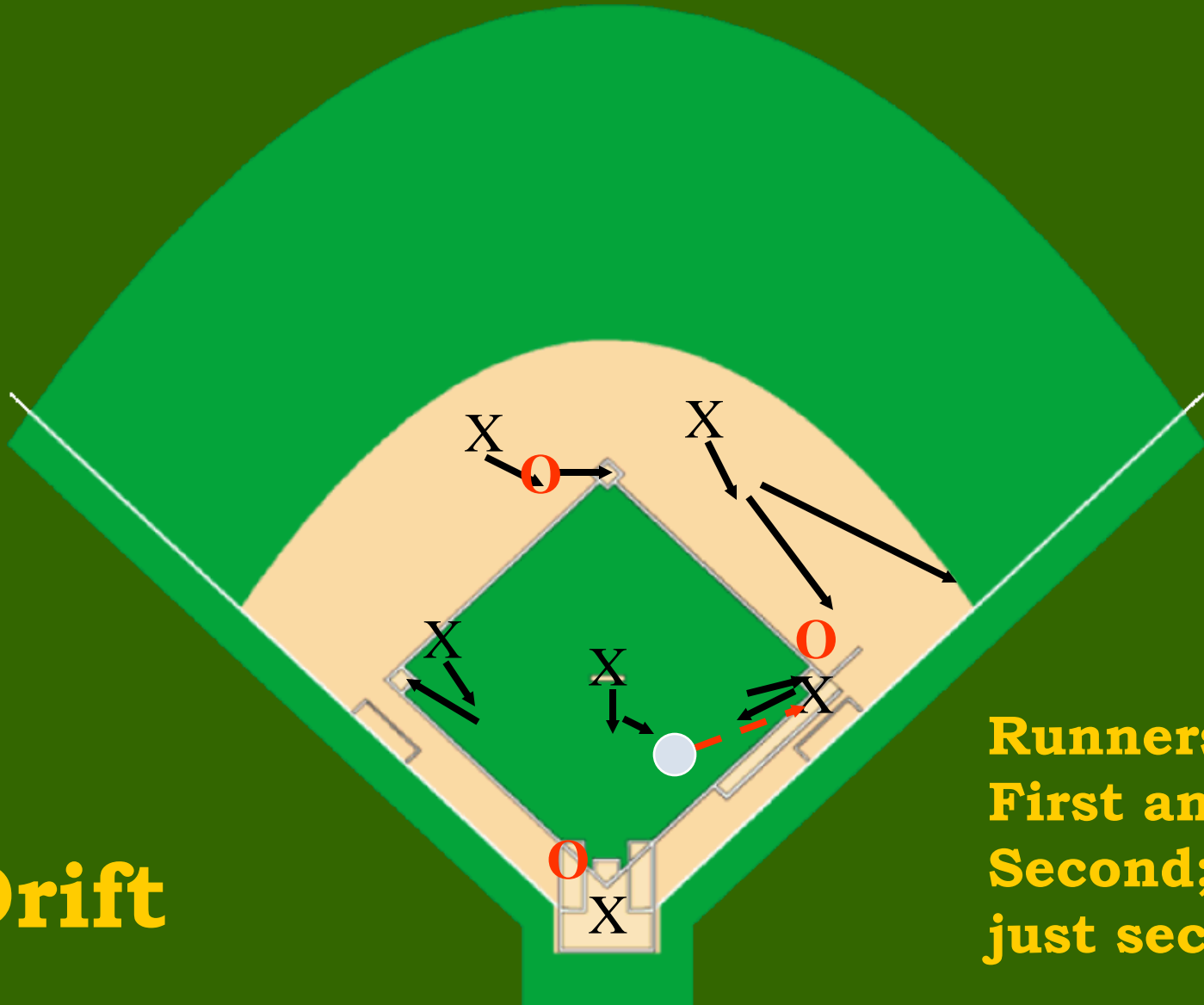
# Rotate to the Ball



**Drift**

**Runners on  
First and  
Second; or  
just second**

# Rotate to the Ball



**Drift**

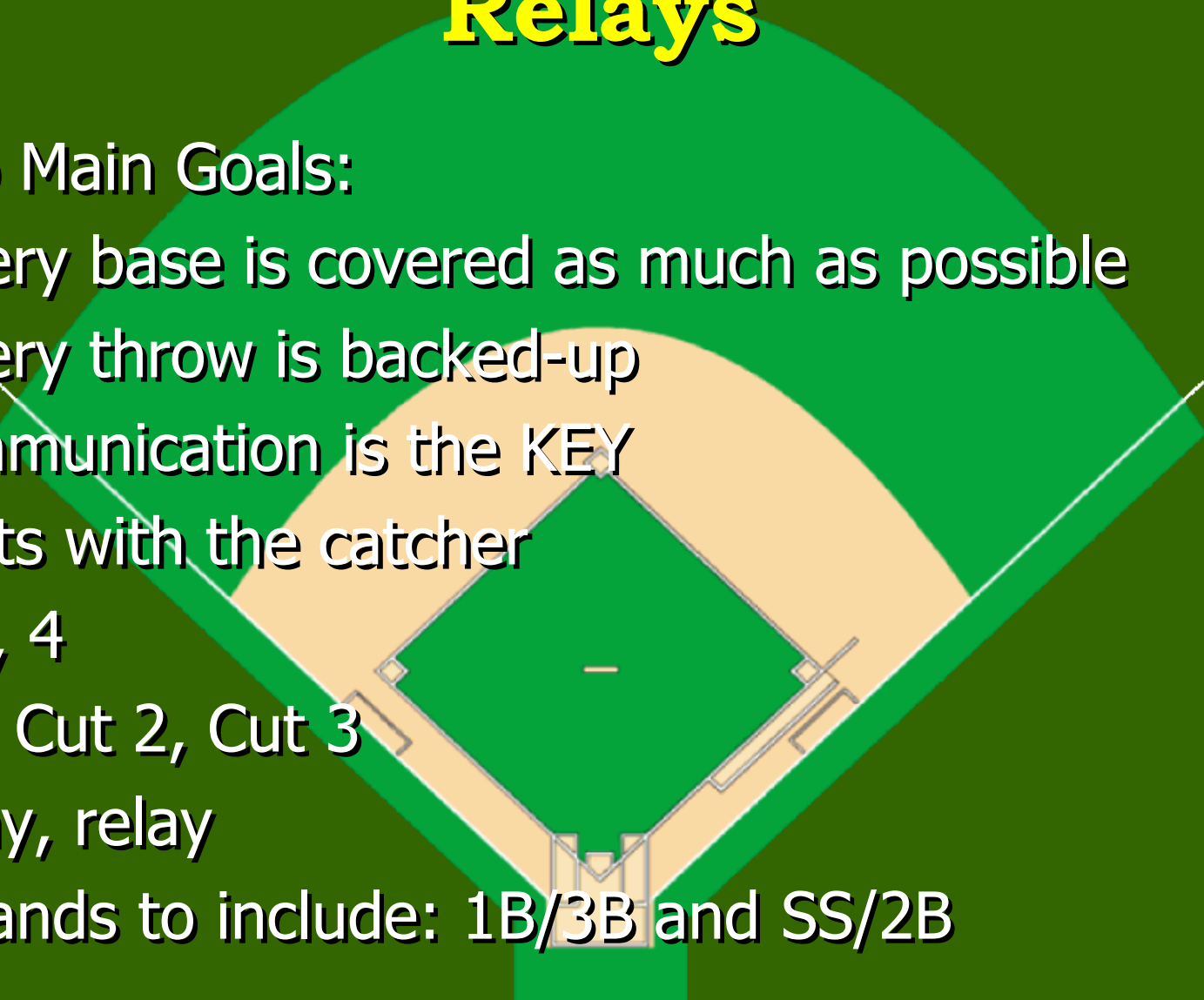
**Runners on  
First and  
Second; or  
just second**



Questions?

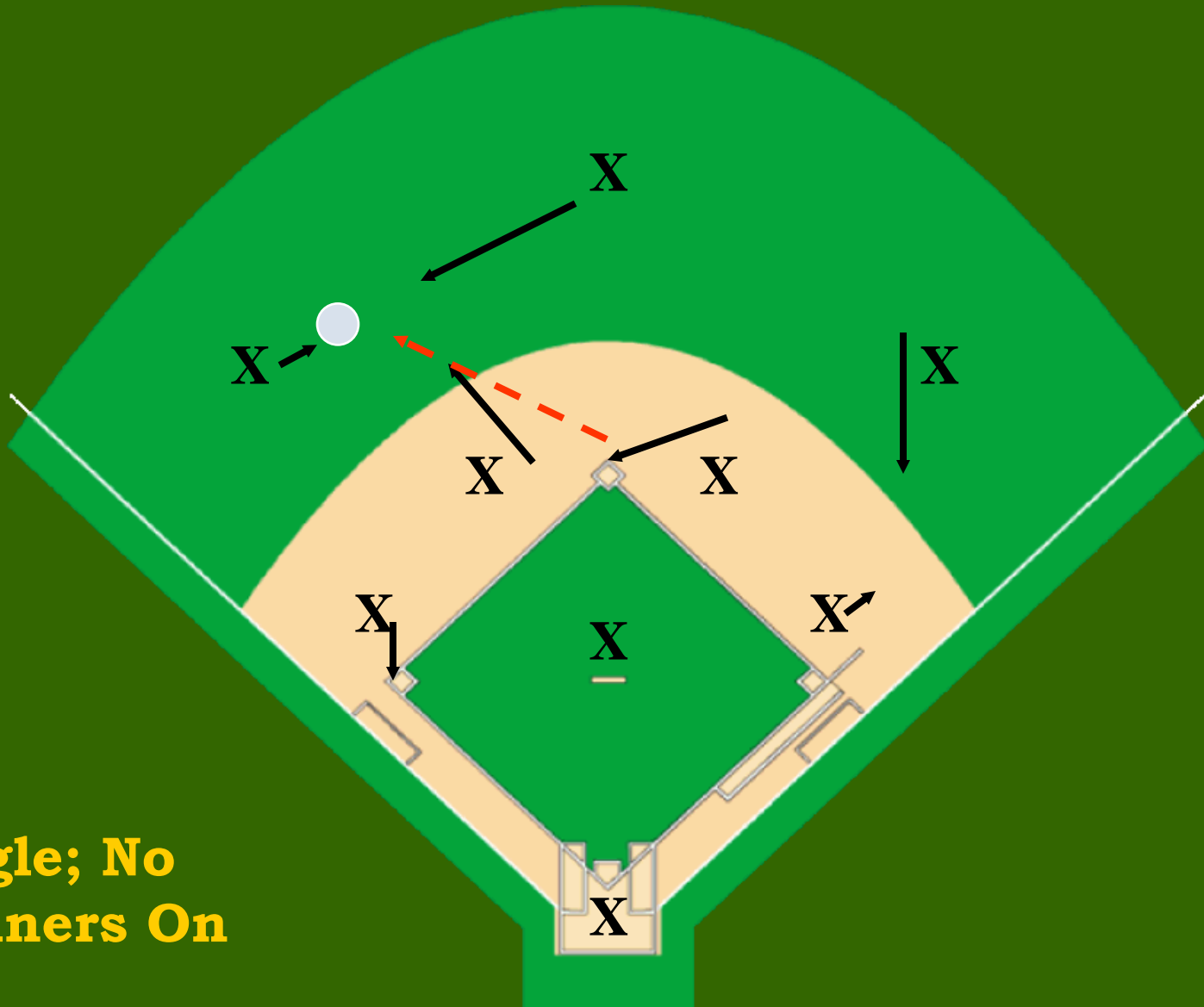
# Cuts, Double Cuts, and Relays

- Two Main Goals:
  1. Every base is covered as much as possible
  2. Every throw is backed-up
- Communication is the KEY
- Starts with the catcher
- 2, 3, 4
- Cut, Cut 2, Cut 3
- Relay, relay
- Expands to include: 1B/3B and SS/2B



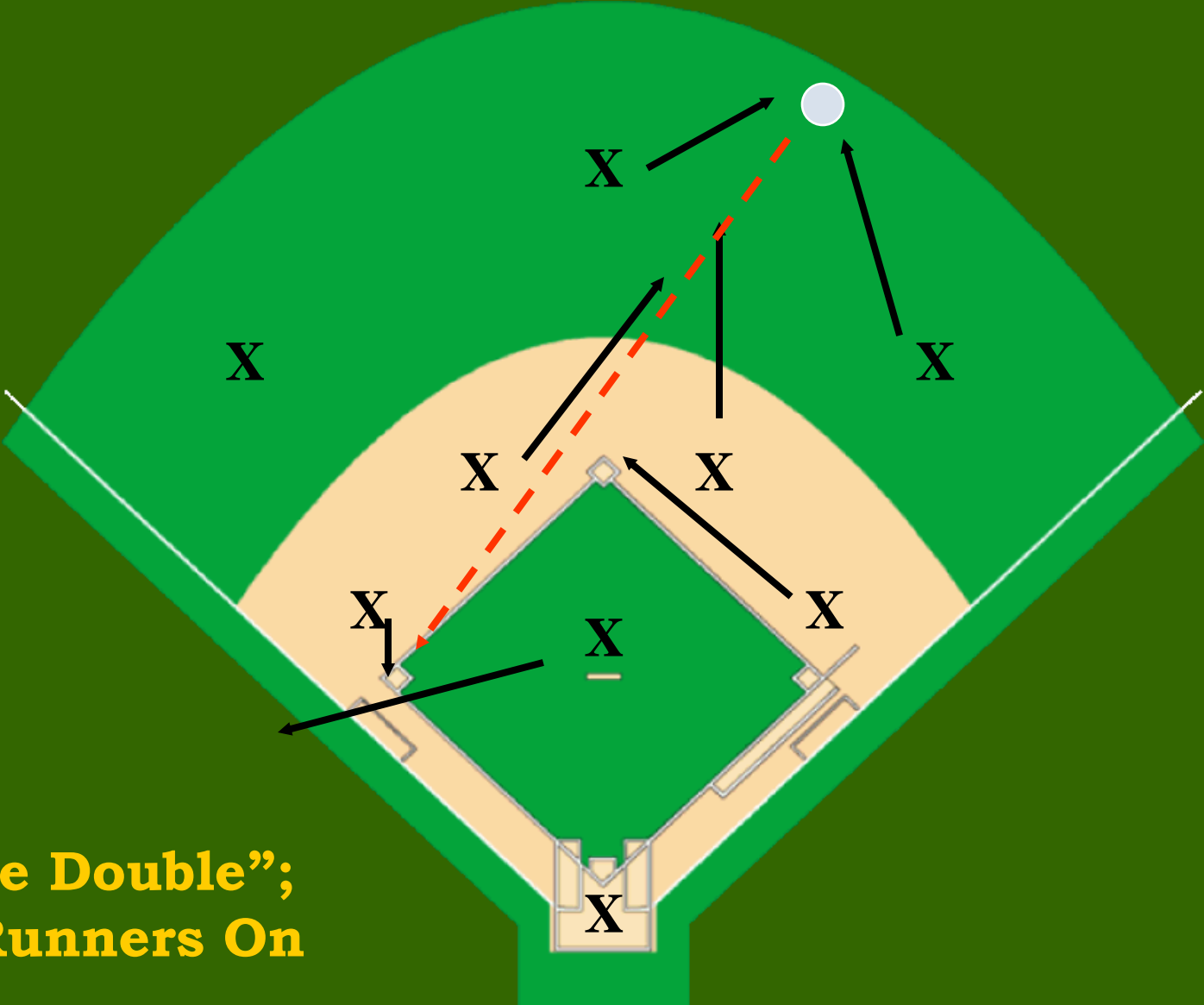


# Cuts and Relays



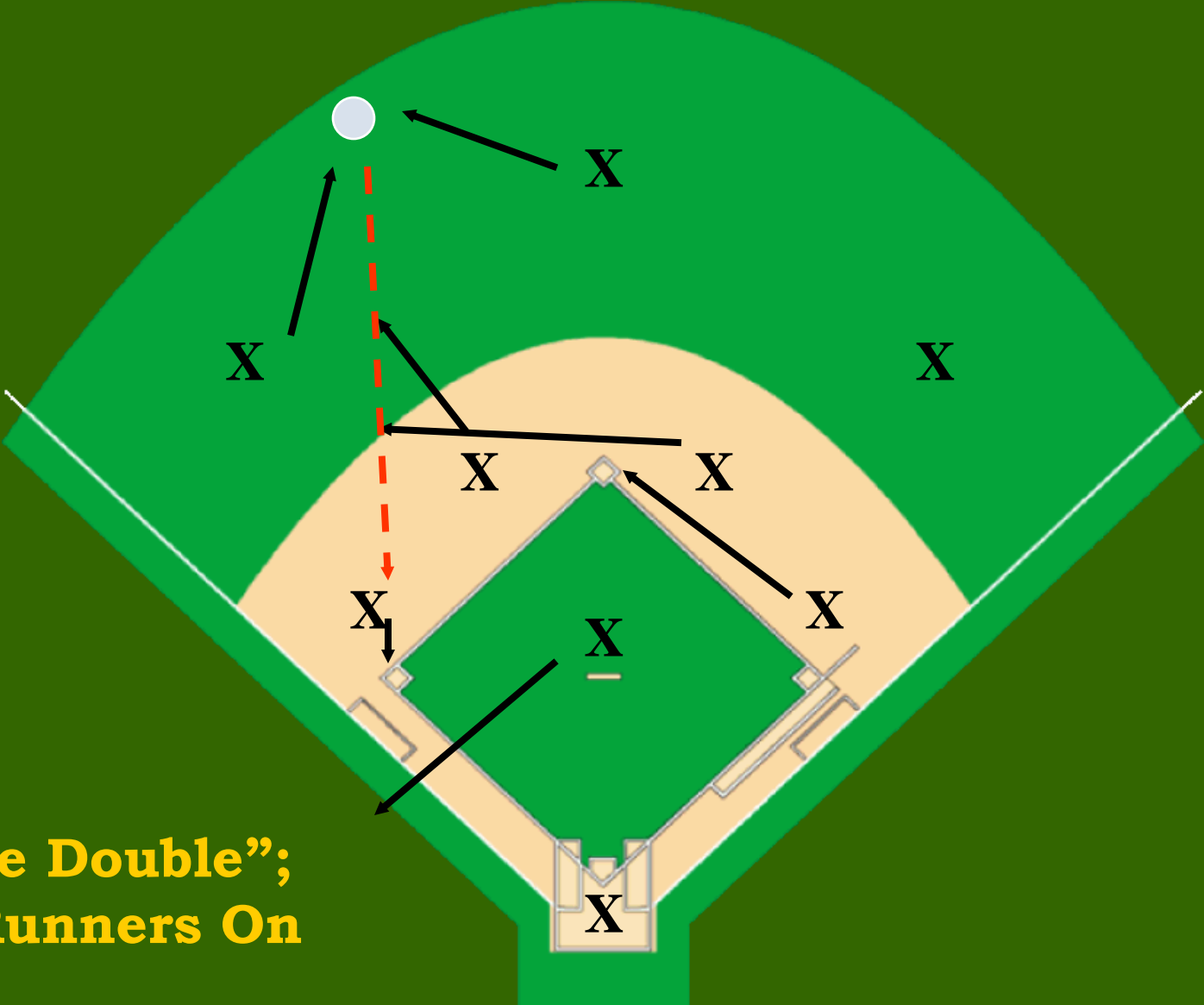
Single; No  
Runners On

# Double Cuts and Relays



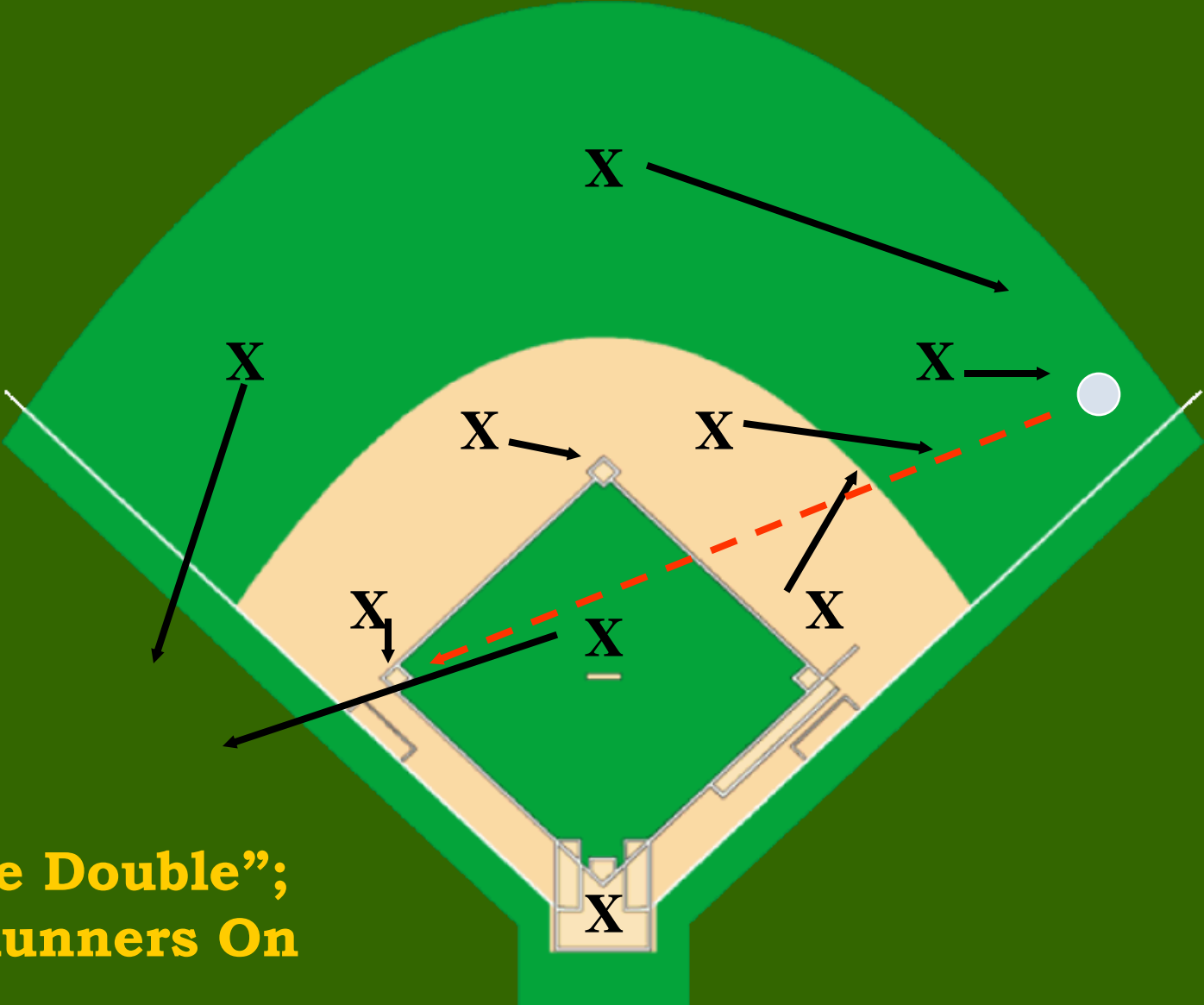
**“Sure Double”;  
No Runners On**

# Double Cuts and Relays



**“Sure Double”;  
No Runners On**

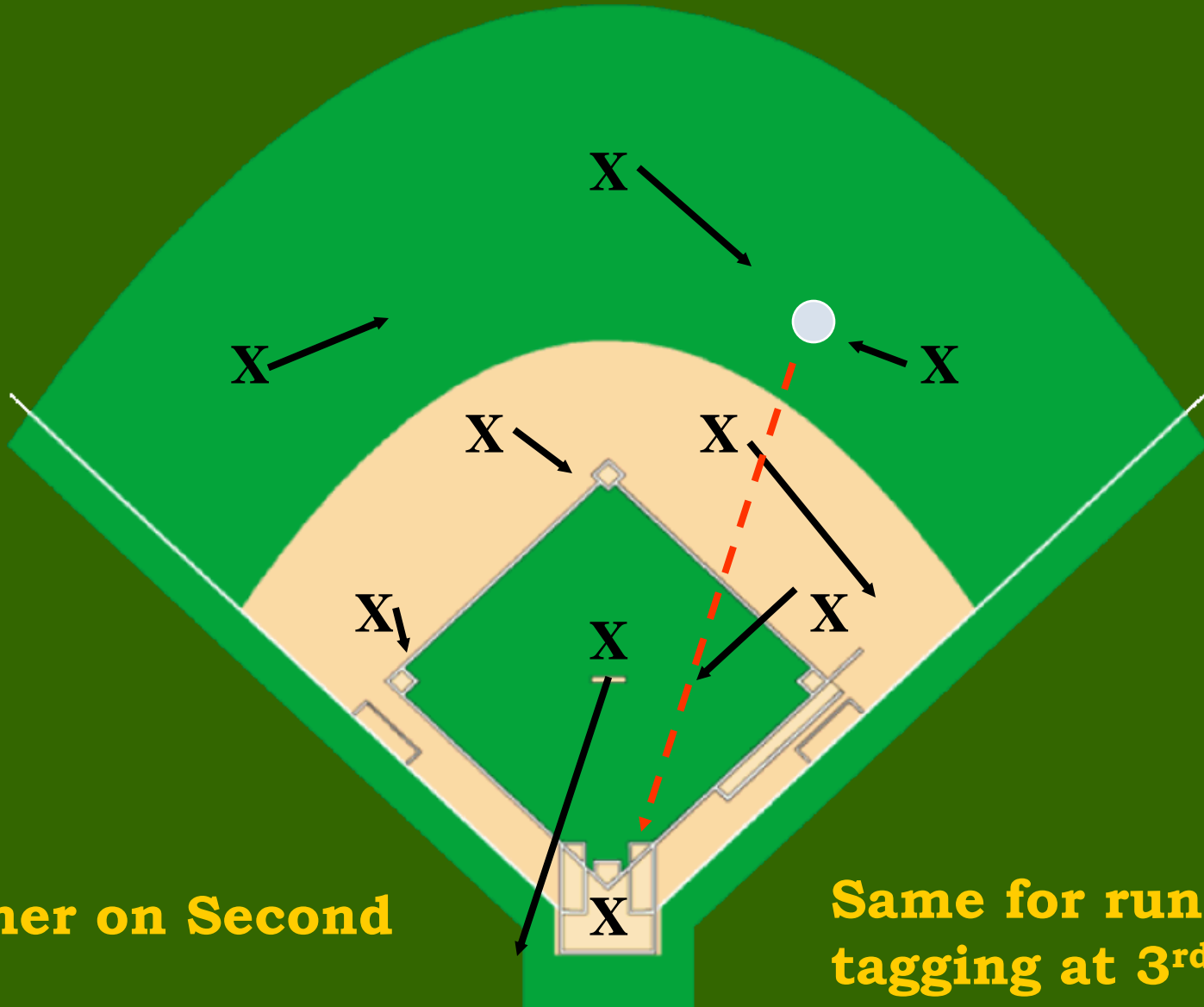
# Double Cuts and Relays



**“Sure Double”;  
No Runners On**



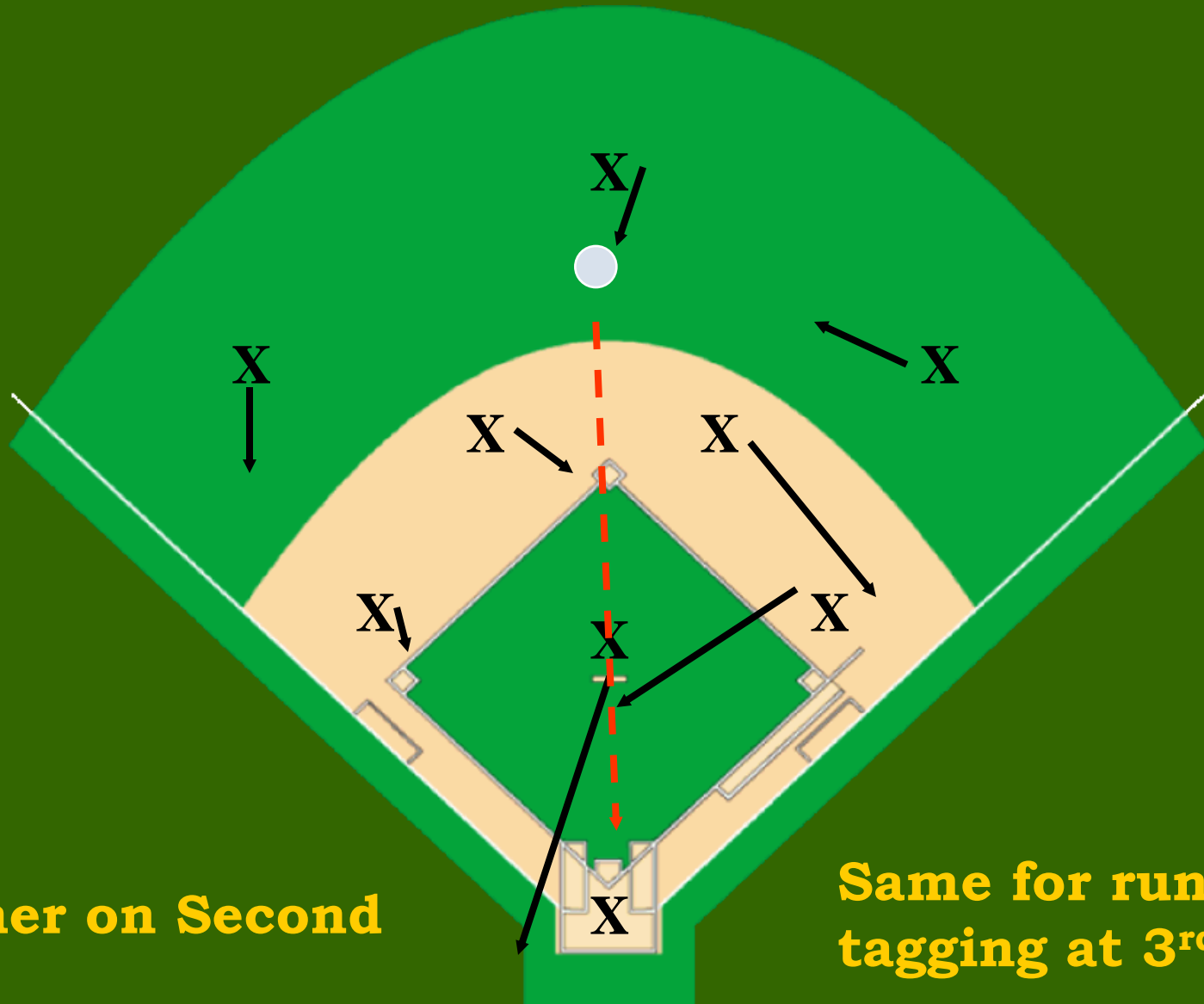
# Cuts and Relays to Home



**Runner on Second**

**Same for runner tagging at 3<sup>rd</sup>**

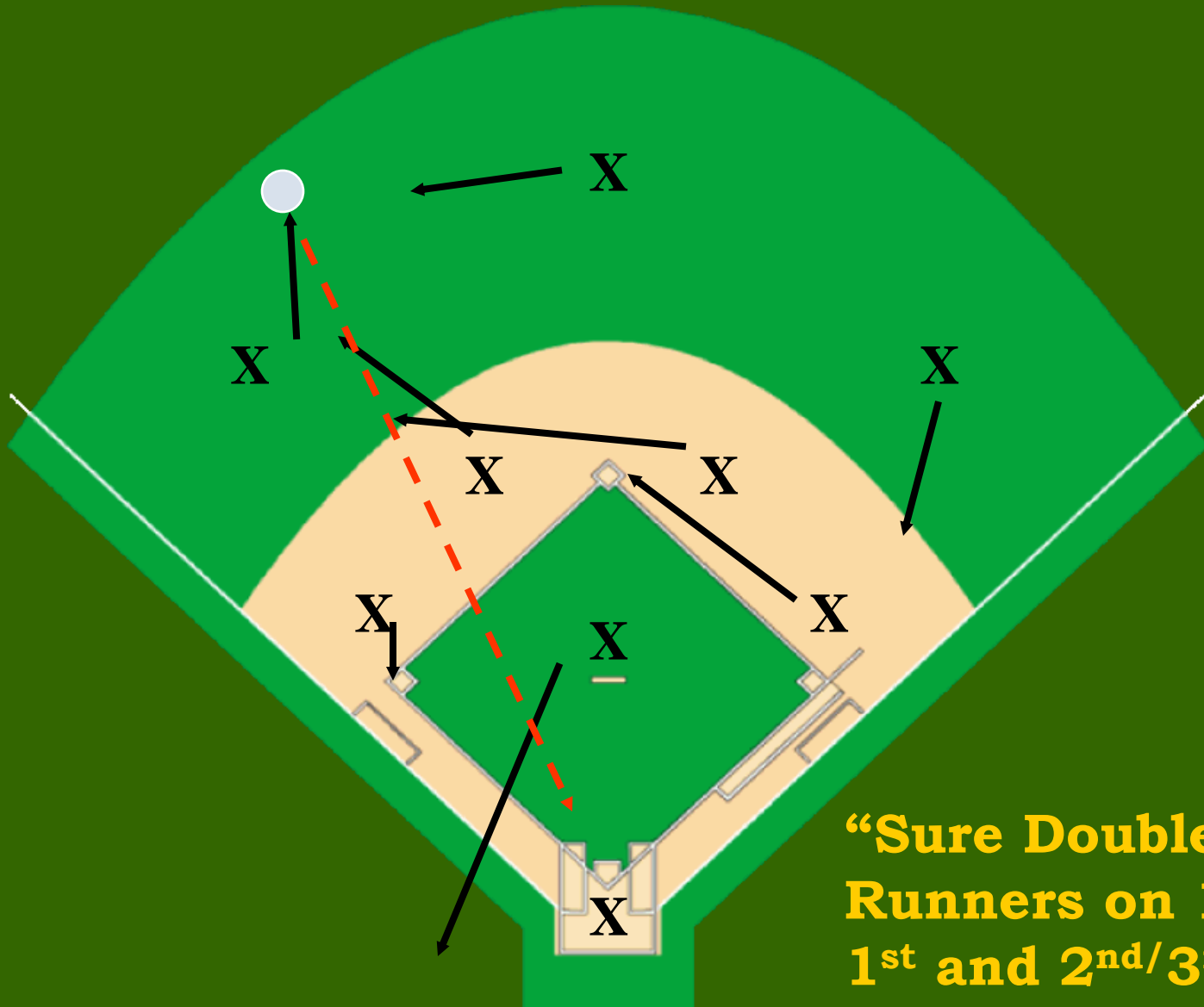
# Cuts and Relays to Home



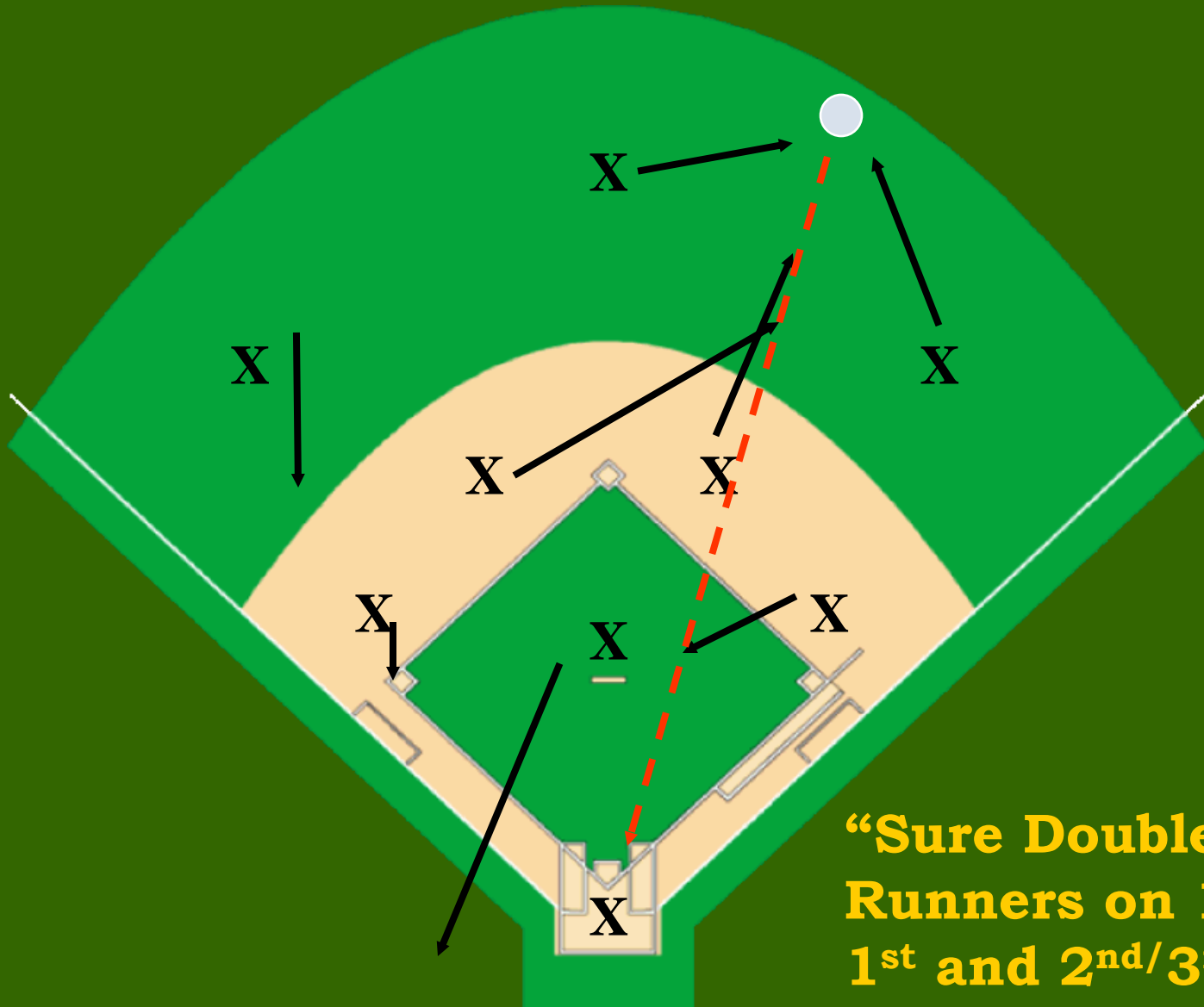
**Runner on Second**

**Same for runner tagging at 3<sup>rd</sup>**

# Double Cuts and Relays to Home



# Double Cuts and Relays to Home



**“Sure Double”;**  
**Runners on 1<sup>st</sup> or**  
**1<sup>st</sup> and 2<sup>nd</sup>/3<sup>rd</sup>**

