



2024 PARIS OLYMPICS PLAYBOOK

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HALF COURT SETS



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Click here to watch a video of the play

Australia - Away Ram Dallas

OVERVIEW OF THE PLAY

A half court play that utilizes a short roll to get the ball to a big at the nail to create a drive to the basket or a kick out to a shooter.

KEY PERSONNEL

- 5 must be an athletic and skilled big who can shoot the mid-range shot, handle well enough to drive to the basket, and make good decisions to kick out to a shooter if the defense collapses.
- 1 should be a versatile player who is physical enough to set a good screen for a post but also an excellent passer who can make the short roll pass in stride.
- 3 and 4 need to be competent outside shooters who can hit corner shots if their defender collapses and the ball gets kicked out to them.

INSTRUCTIONS

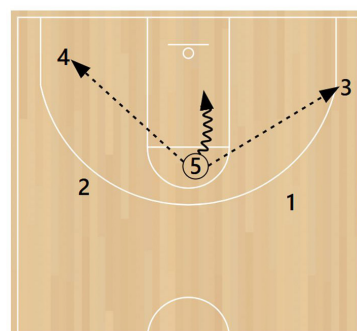
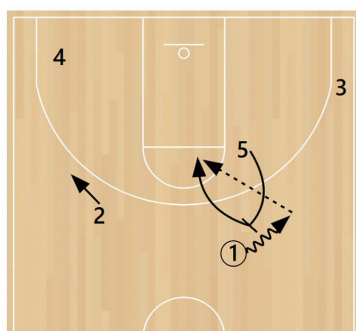
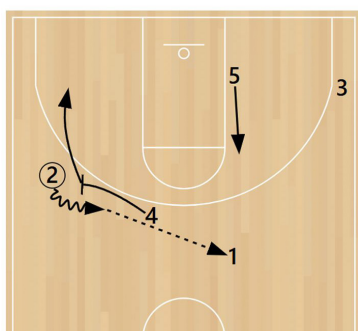
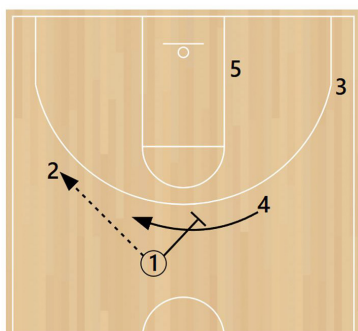
Setup: The play begins with 2 and 4 on the wings, 3 in a corner, and 5 on the block on the same side as 3.

- 1 passes to 2 on the wing and screens away for 4.
- 4 comes off the screen and runs to set a ram screen for 2 on the wing. 1 spaces to the slot.
- 2 takes a couple dribbles off the screen and throws the ball ahead to 1. 4 spaces out to the corner and 5 lifts to the elbow.

- On 1's catch, 5 steps up to set a ball screen. 1 takes a couple dribbles while 5 completes a short roll to the nail.
- 1 passes to 5 who either shoots, drives, or attacks and kicks to a teammate on the perimeter.

COACHING POINTS

- The more skilled your 5 player is, the more options your team is going to have on this play. A less athletic big who can't really shoot will probably be forced to complete a normal roll to the basket after the screen. But an athletic big who can shoot or put it on the floor creates many more scoring possibilities for your team.
- While the ram screen can work well against any PnR coverage, it works best against teams that aggressively attack the ball handler off the ball screen. The ram screen creates some space for the big and prevents their defender from being able to hedge or blitz the dribbler as easily.
- An aggressive PnR coverage is also when the short roll is the most effective. It will allow 1 to get rid of the ball quickly against a blitzing post defender. A pocket pass in between the two on-ball defenders will be the best way to get the ball to 5 at the nail.



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Click here to watch a video of the play

Australia - Double Drag Pop Punch Split Reject

OVERVIEW OF THE PLAY

A half court play that uses a post feed and split to create an open 3-point shot or dive to the basket for a layup.

KEY PERSONNEL

- 3 should be a versatile player who is strong enough to post up and score on the block but also skilled enough to pass to cutting teammates for an open shot.
- 1 needs to be a smart basketball player who can read defenders and make the appropriate cut to get open for a shot.
- 5 must be a strong player who can set a variety of strong screens and also skilled enough to make a good entry pass into the post.

INSTRUCTIONS

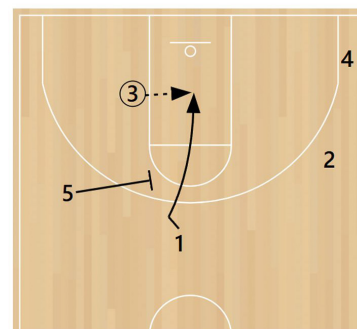
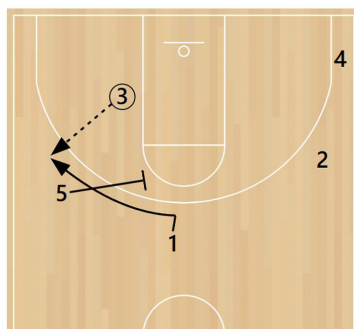
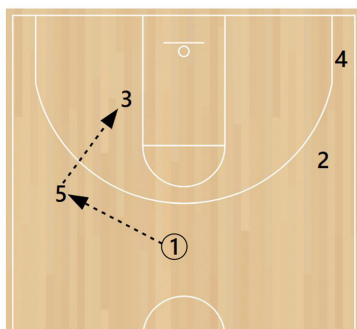
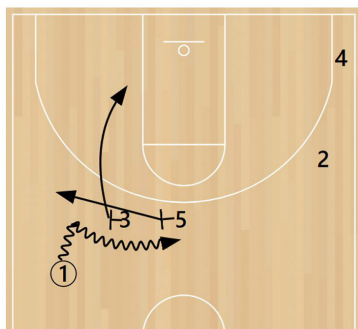
Setup: The play begins with 3 and 5 above a slot, 2 on the opposite wing, and 4 in the opposite corner.

- 1 dribbles to the middle of the floor off of a double drag screen by 3 and 5.
- After the screens, 3 dives to the block and 5 pops to the wing.
- 1 throws it back to 5 who then throws it inside to 3 on the block.

- After passing to 3, 5 screens in for 1.
- 1 can either use the screen and come to the wing for an open 3-point shot or reject the screen and dive to the basket for a possible layup.

COACHING POINTS

- 5 must realize that he needs to do the opposite of however 1 reacts to his screen. If 1 uses the screen to come to the wing, then 5 needs to dive to the rim after setting it. And if 1 rejects it, then 5 needs to pop back to the wing. 5 is also a scoring threat on this play even though he begins as the screener.
- 3 should be able to get great post-up position if he rolls hard to the block and then reverse pivots and seals his defender behind him. X3 will be so worried about the roll initially that he will likely be caught on the inside, allowing 3 to get deep post position.
- 1 needs to be patient while 5 comes to screen in for him. Because of the angle of the screen, moving too early will allow X1 to get through the screen with minimal contact and prevent an open look by 1. On a switch, 5 should make sure to dive to the basket hard after the screen and pin his new defender on his back.



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Click here to watch a video of the play

Australia - Early PnR & Pin Down

OVERVIEW OF THE PLAY

An early option with a pick & roll and a pin down that gives multiple transition options for early offense.

KEY PERSONNEL

- 🏀 3 needs to be a smart player and a good passer who can read the defense and make the right pass for how the defense is guarding the cutters.
- 🏀 2 has to be an athlete who can catch the ball in traffic and still get to the rim to finish his shot. If he can also hit an outside shot, it will give this play more options and also a higher likelihood of being successful.
- 🏀 4 and 5 should both be strong screeners who are also athletic enough to run the floor and set up their screens quickly. They should also be able to catch, pass, and finish in one fluid motion.

INSTRUCTIONS

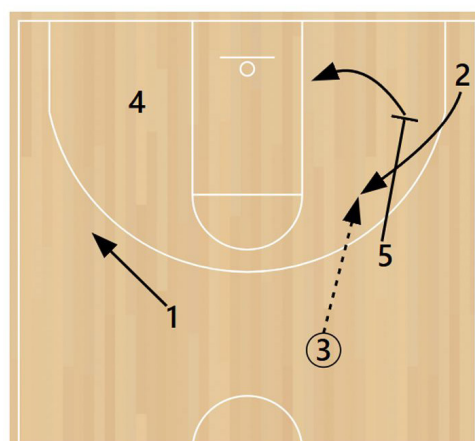
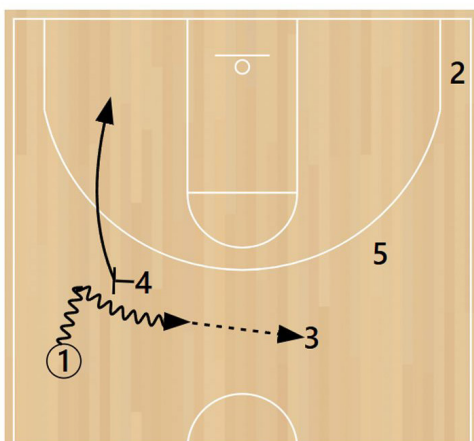
Setup: This transition option begins with 4 and 3 at the slots, 5 at a wing, and 2 in the corner on the same side.

1. 1 advances the ball to the front court and comes off a ball screen by 4 above the wing.
2. 1 takes a couple dribbles toward the middle of the floor and passes to 3 while 4 rolls to near the block.
3. As the pass is in the air to 3, 5 sets a pin down screen for 2.

4. 2 has the option of popping off the screen to the wing or curling toward the middle of the floor. 5 rolls to the block.
5. 3 passes to 2 who looks to attack the defense or hit the outside shot.

COACHING POINTS

- 🏀 This transition option is only going to work if your posts really sprint the floor to get ahead of the ball. The play itself would probably work best if the coach signals it early to the players so 1 knows to dribble the ball into the front court instead of throwing it ahead.
- 🏀 5 should be aware of how the defense is guarding the pin down screen. In transition, there may be some miscommunication as the defense is still trying to get set up, so it might be possible for 5 to slip the screen and flash to the basket for a pass from up top for a score.
- 🏀 If the pin down action doesn't lead to a score immediately, the offense should be able to flow into their offense with little to no trouble. The better the team is able to flow into their offense seamlessly without having to "set it up," the more likely they're going to be able to create some sort of scoring chance relatively soon in the possession.



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Australia - Horns Rip STS

OVERVIEW OF THE PLAY

A Horns play with multiple screens that gives the offense both an inside and outside scoring opportunity.

KEY PERSONNEL

- 🏀 2 must be an excellent outside shooter but also able to set a strong screen without letting the contact bother him.
- 🏀 5 should be a strong inside player who can score well in the paint on either a basket cut or back-to-the-basket post move.
- 🏀 1 needs to be a strong ball handler and passer, but most importantly take good care of the ball and make the right decision on which option to pass to for the score.

INSTRUCTIONS

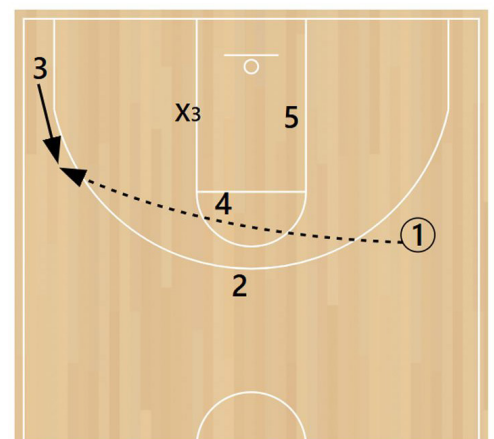
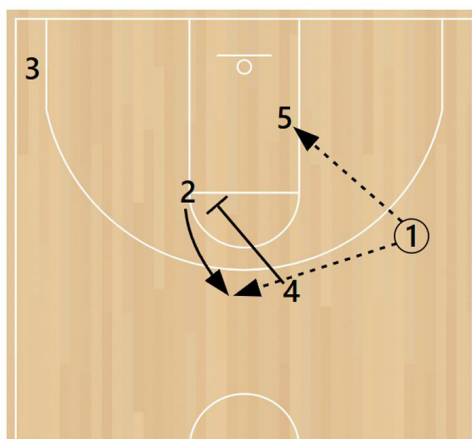
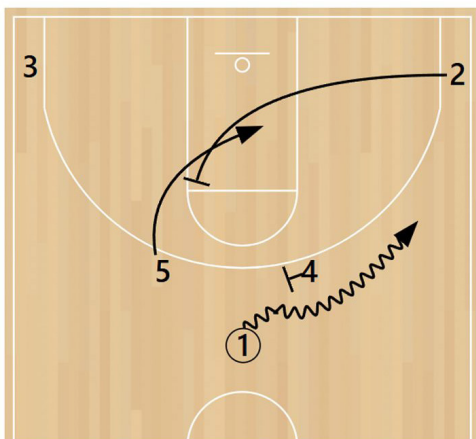
Setup: The play begins in a Horns set with 2 and 3 in the corners and 4 and 5 in the slots.

1. 4 sets a ball screen for 1 to dribble toward the wing.
2. As 1 begins dribbling that direction, 2 comes up through the lane to set a rip screen for 5 to cut down to the block.

3. After 4 sets the ball screen, he turns to set a down screen for 2 near the free throw line. 2 comes off the down screen to the top of the key.
4. 1 passes to 5 inside or 2 at the top for an outside shot.
5. If X3 is playing really deep help position, 3 can lift to the wing for a skip pass from 1 for a shot.

COACHING POINTS

- 🏀 2 has to be very smart in setting his rip screen for 5. It needs to be solid enough to get 5 open in the paint, but he doesn't want to get run over by X5 either to prevent him from being able to come off the down screen for a shot. So finding the right balance on this screen is essential and must be practiced.
- 🏀 Make sure 5 goes under the rip screen instead of over. Going under will give him a better chance of getting to the block cleanly. If 5 tries to cut over the screen, it would be too easy for X5 to jam him and force him to post up farther away from the basket.
- 🏀 If X2 is able to fight through the down screen and take away the outside shot, 4 can turn out and set a ball screen along the 3-point line. 2 should be able to attack downhill along the lane line and have 3 in the corner for a potential kickout and shot.



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Brazil - Diamond Touch Fist

OVERVIEW OF THE PLAY

A diamond set with some extra movement to get the ball back to your point guard for a slot ball screen and chance to make a play.

KEY PERSONNEL

- 1 needs to be a solid scorer who is good at attacking the basket and hitting a pull-up jumper. He should also be a capable passer if the defense collapses on him.
- 5 should be a strong and athletic player who can set multiple screens legally and also get to the basket quickly and finish at the front of the rim.
- 4 should be a good shooter from the corner who will force X4 to stay close enough on the drive to create a bigger gap for 1 to attack.

INSTRUCTIONS

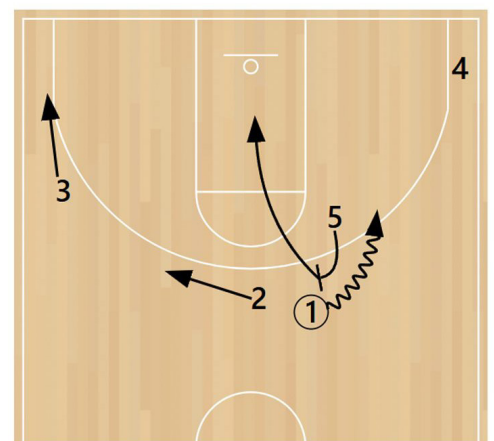
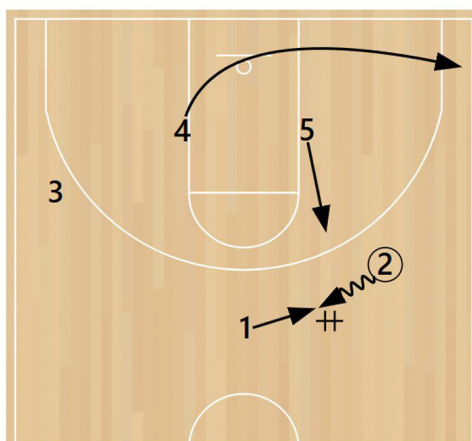
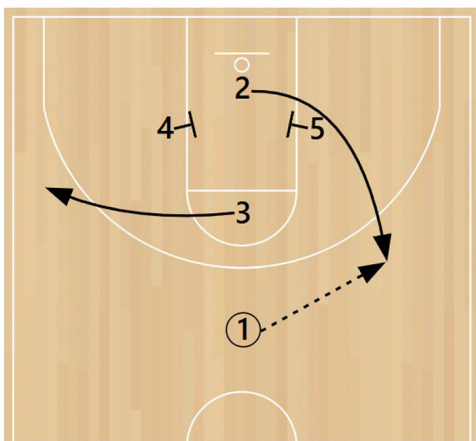
Setup: The play begins in a diamond set with 4 and 5 in the mid-post, 3 at the free throw line, and 2 just above the basket.

1. 4 and 5 both turn in to set screens for 2.
2. 2 runs off one of the screens to the wing as 3 clears to the opposite wing.
3. 2 takes a dribble toward the top of the key to complete a quick DHO with 1 at the slot as 4 clears to the corner and 5 steps up above the elbow.

4. 5 sets a ball screen in the slot for 1 as 2 and 3 space out.
5. 1 attacks the basket downhill as 5 rolls to the rim and the others are spotted up around the perimeter.

COACHING POINTS

- 2 needs to do a good job of coming off the initial screen tightly. Because of the angle of the screen, it can make it easier for X2 to get through it cleanly and deny the pass. So setting the cut up by faking the opposite direction and then coming off it shoulder-to-shoulder should help 2 get open on the wing.
- This is a great play to run if 1 is your primary scorer and is being harassed by a tight defender. The little extra movement of the touch action should be enough to give him a step on his defender before getting to the slot, which will hopefully turn into a bigger advantage after the ball screen.
- This play fits best for a point guard who isn't the best outside shooter but is athletic and good at getting to the rim and mid-range jumpers. The touch action allows him to get downhill on the drive, which will hopefully result in getting all the way to the rim or close enough to be able to pull up for a shorter jumper.



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Brazil - Double Drag Rip STS

OVERVIEW OF THE PLAY

A half court play that begins with 2 drag screens up top and flows into the offense having both an inside and outside option at the finish.

KEY PERSONNEL

- 🏀 5 has to be a physical player who can set a solid screen and also seal a defender behind him to score in the paint.
- 🏀 2 needs to be a capable outside shooter coming off a screen and also strong enough to set a solid screen on a post defender.
- 🏀 4 should be a physical player who enjoys seeking out contact and can set multiple legal screens.

INSTRUCTIONS

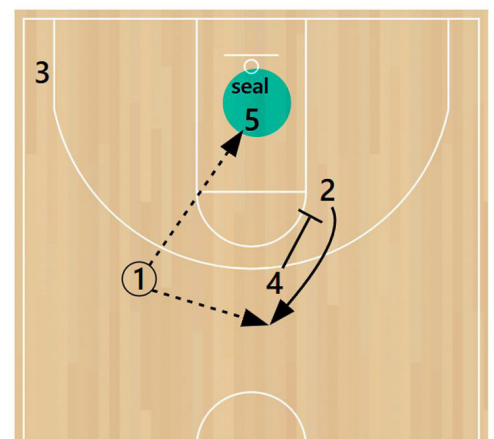
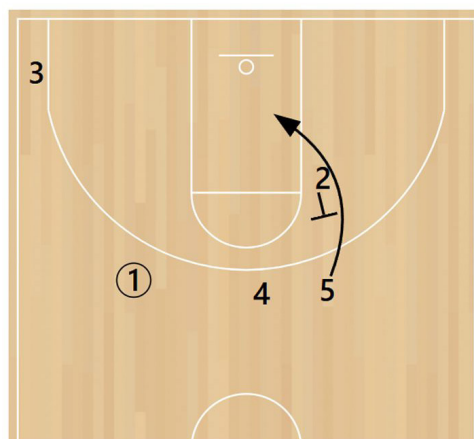
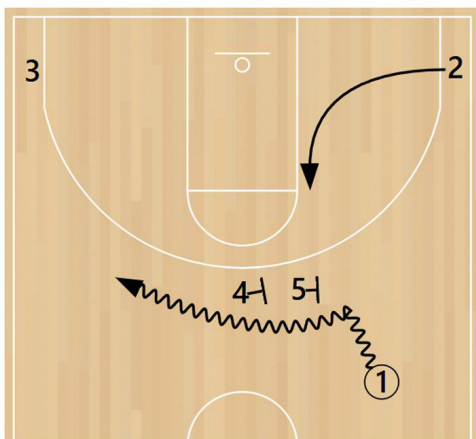
Setup: The play begins with 2 and 3 in the corners and 4 and 5 up top above the 3-point line in the middle of the floor.

1. 1 dribbles across the middle of the floor off of a double drag screen by 4 and 5.
2. As 1 begins dribbling off the screens, 2 relocates to the elbow below 5.
3. After 1 comes off 5's drag screen, 2 sets a rip screen for 5 to dive to the basket.

4. After 1 comes off the 2nd drag screen, 4 screens down on 2 to come to the top of the key to complete the screen-the-screener action.
5. 1 can either pass inside to 5 sealing his defender at the rim or to 2 at the top of the key for a 3-point shot.

COACHING POINTS

- 🏀 5 needs to wait to dive to the basket after setting the drag screen until 2 is set and ready to set the rip screen. It would be helpful for 2 to communicate when he gets to the elbow so the screen is there and actually set. The timing of this is crucial for the play to work.
- 🏀 The 4 position is a great place to hide a player who isn't really an offensive threat, even if he isn't necessarily a post player. The only requirement of this player is that he is a solid screener, so he doesn't have to be overly skilled.
- 🏀 If X5 is able to beat 5 through the screen, the high-low pass from 2 to 5 would probably be the more likely option to get the ball inside. This angle would give 5 the chance to keep X5 on his back and score with his back to the basket.



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Canada – Delay Get DHO

OVERVIEW OF THE PLAY

This play provides great spacing and aims to create gaps in the defense for a strong rim attacker to receive the ball on the wing off the dribble handoff and attack the middle and score.

KEY PERSONNEL

- 🏀 4 should be a strong rim attacker, able to penetrate and finish with a layup or dunk.
- 🏀 2 and 3 should be the players able to knock down 3-pointers at a high percentage.

INSTRUCTIONS

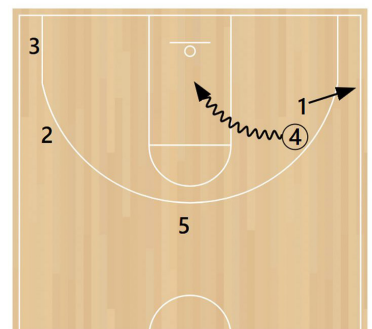
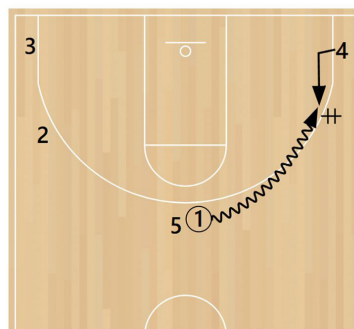
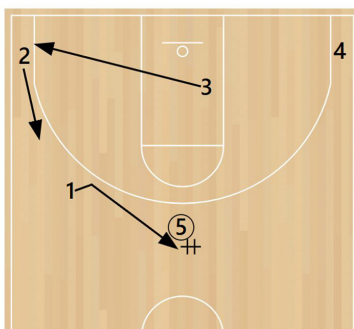
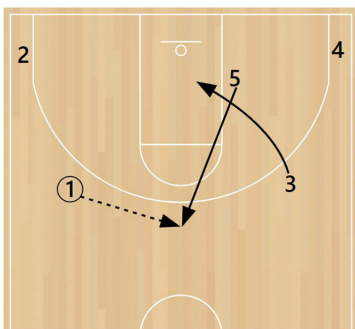
Setup: The play begins in a 4-out 1-in formation, with the post player on the weak-side block.

1. The play starts with 5 getting open at the top of the key for a pass from 1, while 3 cuts to the middle of the key.
2. 1 follows the pass to get a handoff from 5.

3. 2 lifts to the wing, while 3 continues towards the corner.
4. 1 continues towards the wing to execute a dribble handoff with 4 just inside the 3-point line, then pops out towards the sideline.
5. Immediately after receiving the ball, 4 looks to exploit the gap in the middle and attack the rim.

COACHING POINTS

- 🏀 1 must use their body to briefly set a screen during the dribble handoff with 4, helping 4 create separation for the attack.
- 🏀 4 should not hesitate to drive to the basket if even a small opening appears. After 1's screen, 4's defender will likely be a step behind, making this the optimal moment to drive.
- 🏀 If a defender helps on the drive, 2 and 3 must be ready to catch and shoot from the perimeter.



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Click here to watch a video of the play

Canada – Get Miami

OVERVIEW OF THE PLAY

This play is designed to create scoring opportunities through a dribble handoff followed by a pick-and-roll, utilizing excellent spacing to exploit defensive gaps.

KEY PERSONNEL

- 2 should be the team's best creator out of the pick-and-roll play.
- 5 should be a post player able to quickly roll to the basket and finish at the rim.

INSTRUCTIONS

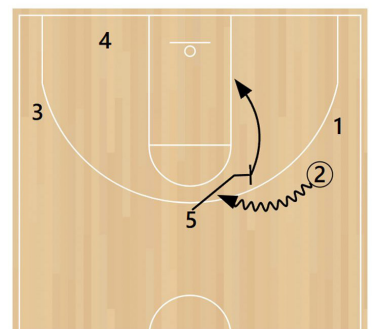
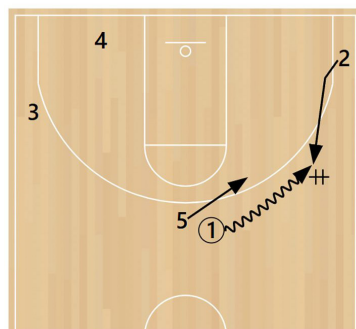
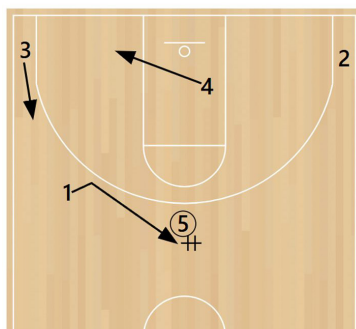
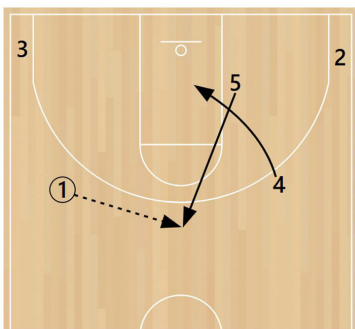
Setup: The play begins in a 4-out 1-in formation, with a post player on the weak-side low block.

- The play starts with 5 getting open at the top of the key for a pass from 1, while 4 cuts to the middle of the key.
- 1 follows the pass to get the basketball back from 5 on the handoff.
- 4 continues towards the short corner, while 3 lifts to the wing.

- After getting the handoff pass, 1 continues to dribble towards the wing, while 2 lifts for another a handoff pass from 1.
- 2 immediately continues to execute the pick-and-roll play with 5, and now 2 looks to attack, while 5 rolls towards the basket.

COACHING POINTS

- 1 should use their body to set a brief screen during the dribble handoff to help 2 create separation from their defender.
- 2 must quickly drive towards the middle after the handoff, utilizing 5's screen. The defender will often struggle to recover after the combination of the handoff and the screen on the wing.
- Good spacing is very important for this play to succeed, as 2 will usually have plenty of space to exploit the ball screen and attack. If one of the defenders help on the drive, 1 and 3 should be ready to catch and shoot.



2024 Olympic Plays



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Canada – Motion Strong Touch Fist Veer

OVERVIEW OF THE PLAY

This play is designed to stretch the floor and create excellent spacing, allowing a strong playmaker to receive the ball off a screen, find gaps in the defense, attack the middle, and create scoring opportunities.

KEY PERSONNEL

- 🏀 2 should be the team's best creator, ideally a player capable of attacking the paint and finishing at the rim.
- 🏀 5 should be a tall player able to quickly roll to the basket and finish strong.
- 🏀 The play works best if 1, 3, and 4 are players able to knock down 3-point shots at a good percentage.

INSTRUCTIONS

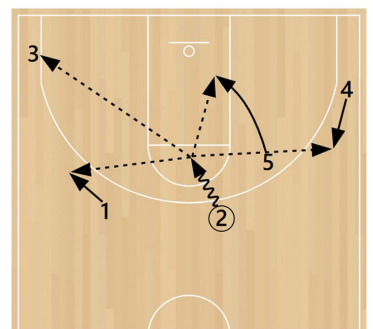
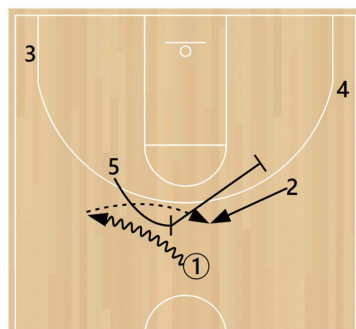
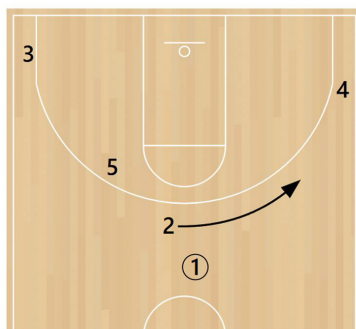
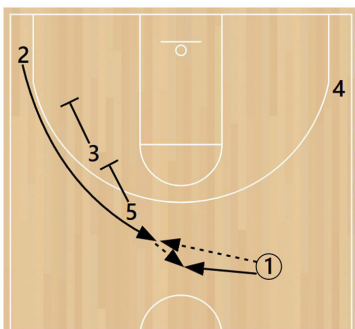
Setup: The play begins in a 5-out formation.

1. The play starts with 5 and 3 setting a stagger screen for 2, who gets open for a quick pass and then passes back to 1.
2. Now 2 clears out to the opposite wing, while 5 turns to set a ball screen for 1.

3. 5 continues to set another screen for 2, who gets open for a pass from 1 at the top of the key.
4. After setting the screen, 5 rolls to the basket, while 2 looks to attack and score, or pass to 5 for a layup or one of the players around the arc for a 3-point shot.

COACHING POINTS

- 🏀 Instruct the players to execute this play in continuous motion, in order to keep the defense occupied until the end.
- 🏀 After setting the ball screen for 1, 5 must immediately continue to set the off-ball screen for 2, so that 2 could instantly turn, change direction and continue to the top of the key for a pass from 1.
- 🏀 5 must set a solid screen on 2's defender, on a good angle.
- 🏀 When 2 receives the pass at the top of the key, this is often the ideal moment to attack the middle and try to score. 2's defender will likely be a step late coming off 5's screen. If a defender helps on the drive, 2 should be ready to find an open teammate for a 3-point shot.



2024 Olympic Plays



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France - Double Drag Pop DHO Step-Up

OVERVIEW OF THE PLAY

A misdirection play utilizing a step-up screen at an uncommon angle that gives a driver a cleared-out side of the floor to take advantage of.

KEY PERSONNEL

- 🏀 2 needs to be an athletic driver who can get to the basket quickly off a ball screen and finish at the rim.
- 🏀 5 has to be a versatile player who can shoot and handle the ball but also set strong and legal screens.
- 🏀 1 and 3 should be good 3-point shooters who can knock down open shots and stretch the defense to create a bigger driving lane.

INSTRUCTIONS

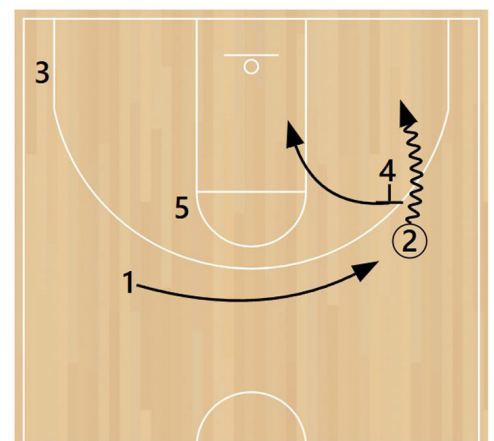
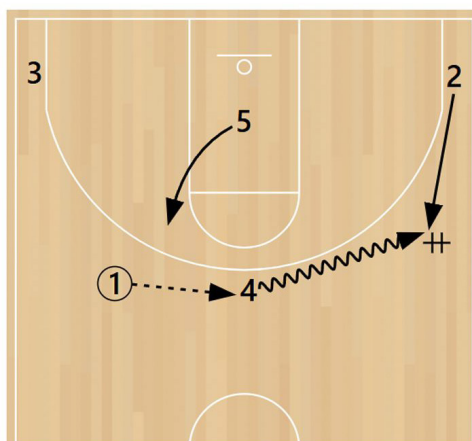
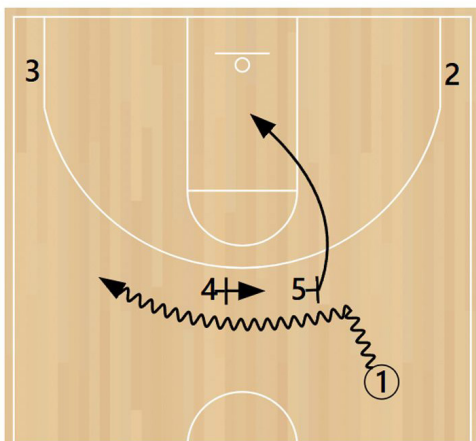
Setup: The play begins with 2 and 3 in the corners and 4 and 5 up top above the 3-point line in the middle of the floor.

1. 1 dribbles across the middle of the floor off of a double drag screen by 4 and 5.
2. After screening, 5 dives to the rim for a possible layup and 4 pops to the top of the key.
3. If there's no pass to 5 inside, 1 reverses to 4 as 2 lifts to the wing and 5 relocates to the elbow.
4. 4 and 2 complete a DHO at the wing.

5. After the DHO, 4 immediately turns and steps up to set a ball screen for 2.
6. 2 uses the ball screen and attacks the baseline to get to the basket as 4 rolls to the front of the rim and 1 fills behind to the wing.

COACHING POINTS

- 🏀 This play will work best if 4 is a decent outside shooter to draw X4 away from the paint. If 4 struggles from the outside, X4 can stay inside and clog the lane to make 2's drive to the basket more difficult.
- 🏀 The timing of the DHO directly into the step-up screen is essential for this play to be effective. The quick change of direction will make it difficult to guard, but also easy for the offense to get a moving screen called. So 4 needs to pivot immediately after the DHO to get set and 2 can help by taking a dribble toward the middle of the floor to give 4 more time for this.
- 🏀 The most difficult part of this play might be for 5 to find a good place to relocate so he draws his defender away to create a cleared-out side of the floor for 2. The weak elbow is probably the best place, but he needs to be alert enough so that if X5 drops to take away the drive or the roll, he can slide over to find a window to receive a pass for a mid-range jumper.



2024 Olympic Plays



Click here to watch a video of the play

France - Horns Stagger Zoom Fist

OVERVIEW OF THE PLAY

A Horns play that utilizes screens and a DHO to create a downhill driving opportunity down the lane line.

KEY PERSONNEL

- 2 needs to be a great slasher who can handle the ball well and get to the rim effectively downhill even through contact.
- 5 should be a strong and physical player who enjoys contact and can set a variety of legal screens at different spots on the floor as well as possess some touch to finish at the rim.
- 3 should be an excellent outside shooter who can make corner 3-point shots consistently and draw his defender outside to create a driving lane.

INSTRUCTIONS

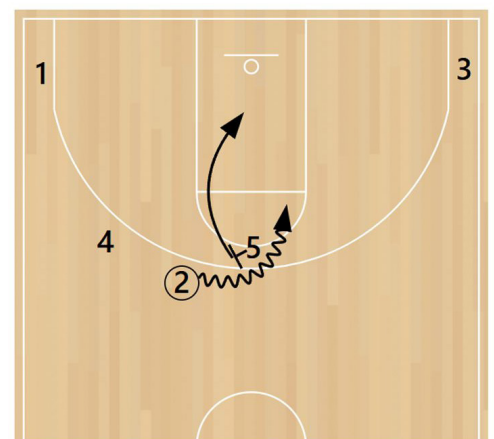
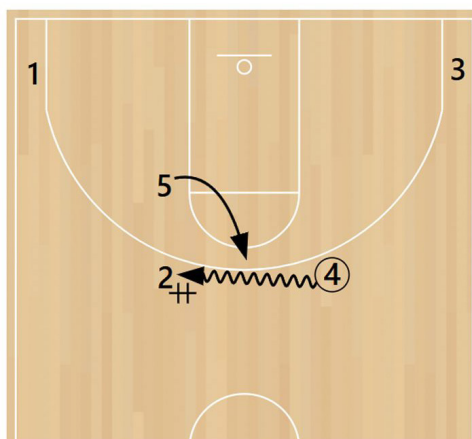
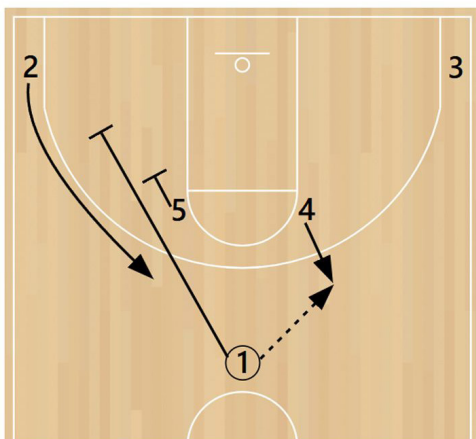
Setup: The play begins in a Horns set with 2 and 3 in the corners and 4 and 5 on the elbows.

- 4 pops to the slot to receive an entry pass from 1.
- 1 cuts toward the corner to begin a stagger screen with 5 for 2 to come up to the slot.
- 4 dribbles toward 2 to complete a DHO at the slot as 5 relocates to just below the 3-point line at the top of the key and 1 spaces out to the corner.

- 2 receives the handoff from 4 and immediately looks to drive down the lane line off a ball screen from 5.
- 2 looks to get to the rim, with 5 rolling to the weak side of the basket and 3 spotted up in the corner.

COACHING POINTS

- Make sure 1 cuts past 5 to set up the stagger screen for 2. This setup of the stagger screen makes it less likely the defense will be able to switch and should create more of an advantage for 2 coming off the screens.
- The DHO directly into a ball screen is a very difficult action for the defense to guard and should help to give 2 an advantage on the drive to the basket. 5 needs to make sure to give X2 a step before making contact with him so there is not a moving screen foul called.
- If you run this play multiple times and 4 can handle the ball well enough, 4 can fake the handoff to 2 and turn the corner for a downhill drive himself. 1 will be sitting in the corner for a possible kickout if his defender collapses to stop the drive.



2024 Olympic Plays



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France - Iverson Smash

OVERVIEW OF THE PLAY

A misdirection play that fakes a screen one way before screening a different direction to post up a big in the paint.

KEY PERSONNEL

- 🏀 3 needs to be a smart and even deceptive player to do a good job of faking a cross screen to open up the rip screen. He should also be a good shooter who can make 3-point shots as he cuts away from the basket.
- 🏀 5 should be a strong player who is a great scorer inside and can finish through contact at the rim.
- 🏀 4 should be a smart player who fakes well and also is a good passer. If he is also a good scorer it will help to open up the lane for 5.

INSTRUCTIONS

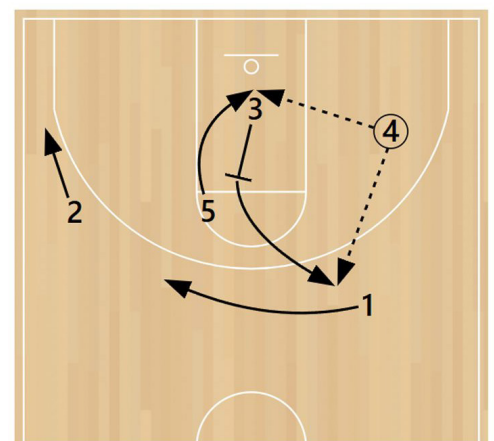
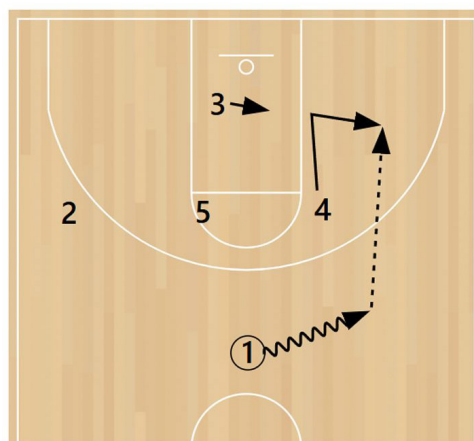
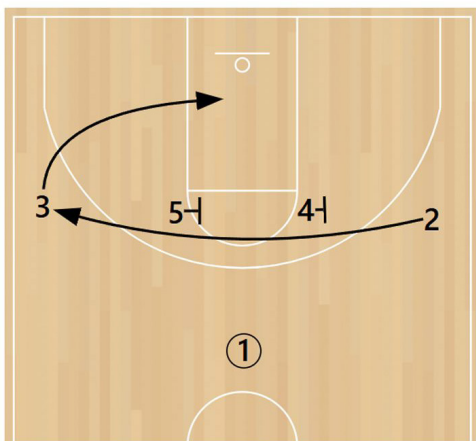
Setup: The play begins in a 1-4 set with 2 and 3 on the wings and 4 and 5 on the elbows.

1. 2 starts the play with an Iverson screen off 4 and 5 to the opposite wing as 3 cuts to the rim.
2. 4 drops down to the block and 3 acts like he's going to set a cross screen for him as 1 dribbles to the wing.
3. Instead of receiving the screen and posting up, 4 pops out near the corner to receive a pass from 1.

4. After faking, 3 steps up to set a rip screen on 5 to dive to the basket.
5. 3 then exits out to the slot for a potential 3-point shot as 1 and 2 space away from the ball along the perimeter.
6. 4 can either hit 5 on the dive or one of the outside players spaced out around the perimeter.

COACHING POINTS

- 🏀 4 has to make sure to meet the entry pass from 1. Because of the angle of the pass, he needs to move to it to prevent his defender from jumping the pass for a steal.
- 🏀 5 needs to cut on the back side of the rip screen to prevent X5 from being able to cheat through it as easily. If 5 tries to cut over the screen, X5 will be standing there to jam him up and prevent him from getting to the block.
- 🏀 If X5 does a good job being physical and preventing 5 from getting to the block, 4 can skip the ball to 2 on the weak side of the floor for 5 to turn and seal X5 behind him.



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France - Motion Strong Twirl Chin Punch

OVERVIEW OF THE PLAY

A motion play with a lot of movement to set up a little-big UCLA screen that creates a post-up opportunity for a big on the block.

KEY PERSONNEL

- 1 needs to be a shooter and a solid all-around player who is also smart enough to set up the defense one direction before coming back another.
- 4 should be an inside player capable of scoring on the block and also smart enough to be able to read the defense and make the right decisions for how to attack them.
- 2, 3, and 5 should all be smart basketball players who can find the right defenders to screen and then legally set them to get their teammates open.

INSTRUCTIONS

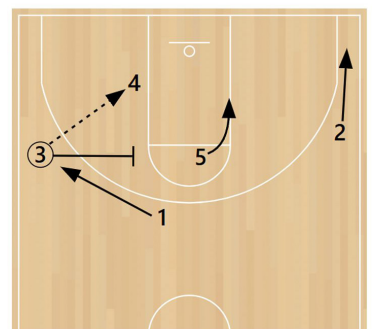
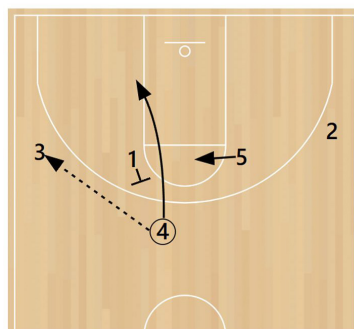
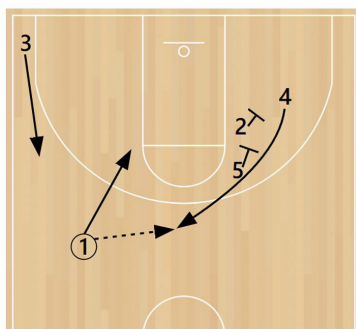
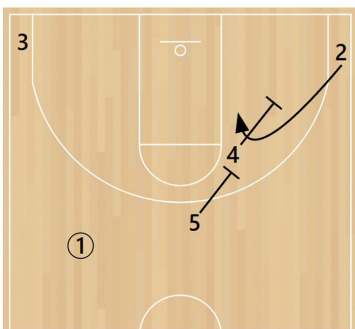
Setup: The play begins in a Horns set with 2 and 3 in the corners and 4 and 5 on the elbows.

- 4 and 5 set a stagger screen for 2 in the corner.
- However, instead of using it 2 runs off the first one and twirls back to set up a new stagger for 4.
- 4 then cuts to the top of the key to receive a pass from 1. 1 cuts to the elbow and 3 lifts to the wing.

- 4 passes the ball to 3 on the wing. On the pass, 1 steps up to set a UCLA screen for 4 to cut to the block.
- 3 feeds 4 on the block then screens in for 1 to come out to the wing for a possible shot as 5 dives to the basket and 2 drops to the weak corner.

COACHING POINTS

- Practice the twirl action so that the timing of it becomes smooth and legal. 2 needs to make a quick and tight turn after 4 to get set and then communicate to 4 so he knows when he can turn out and run off the new stagger.
- The UCLA screen on this play will work much better if 4 is a decent outside shooter. If he is not, X4 will likely not leave the paint and 1 will have a very difficult time getting under him to set the back screen.
- A great option to remember is 1 popping to the 3-point line after setting the UCLA screen for a possible outside shot. If X1 stays to help inside on 4's cut at all, it will create a long closeout for X1 to get back to his man, allowing 1 to have plenty of time to shoot the 3-pointer.



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Germany – Double Drag Pin

OVERVIEW OF THE PLAY

This play is a simple and effective quick-hitter for teams that have a tall player that is a reliable outside shooter. The play involves a double drag and a pin down screen to get a shooter open for a 3-point shot.

KEY PERSONNEL

- 4 should be a tall player able to hit 3-pointers at a high percentage.
- 5 should be a player able to set a strong screen on a good angle.

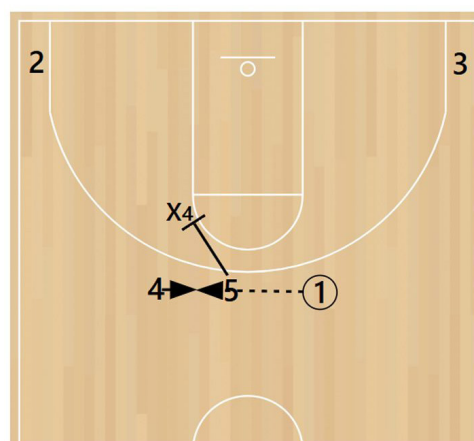
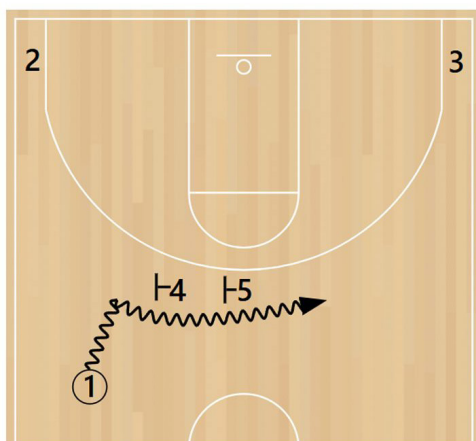
INSTRUCTIONS

Setup: The play begins in a 5-out formation.

- The play starts with 4 and 5 setting a double drag screen for 1, who dribbles to the other side of the floor.
- 5 immediately pins down 4's defender to get 4 open on the 3-point line for a pass from 1 and a 3-point shot.

COACHING POINTS

- Obviously, the player in the 4 position could be any player on the team. However, taller players will usually be guarded by their peers who tend to sag a little towards the paint, making it easier to get the shooter open using a simple pin down screen.
- This is one of the basketball plays where we catch the defense off-guard, it's not going to work if you run it too often. Save it for special occasions.



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Germany – Horns Peja

OVERVIEW OF THE PLAY

This play involves a back screen and a handoff pass for the shooter to get enough space for a 3-point shot or a drive to the basket, depending on how the defense reacts.

KEY PERSONNEL

- 2 should be the team's best 3-point shooter.
- 5 should be a player able to set a solid screen.

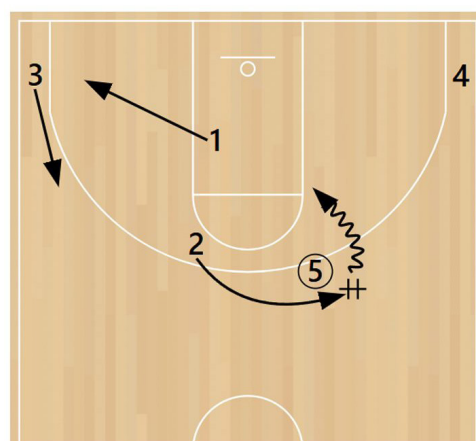
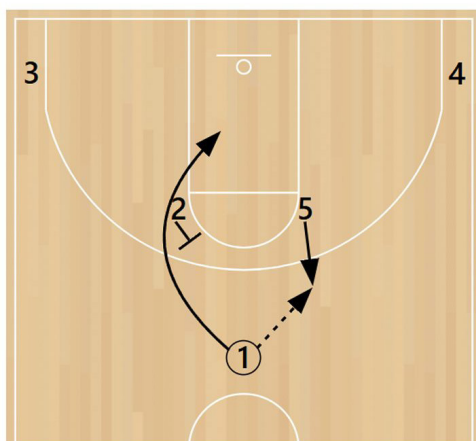
INSTRUCTIONS

Setup: The play begins in a horns set, with 2 and 5 on the elbows and 3 and 4 in the corners.

- The play starts with 1 making an entry pass to 5, then cutting towards the basket using a back screen from 2.
- 2 continues to get a handoff pass from 5 and looks to take a 3-point shot or attack the rim, depending on how the defense reacts.

COACHING POINTS

- 5 must use their body and set a screen on 2's defender on the handoff, so that 2 could create separation.
- If 2's defender attempts to recover by going under 5's screen, 2 should have enough space to take the 3-point shot.
- If 2's defender fights through the screen and stays close, 2 should look to drive to the basket.
- If either of the other defenders help on the drive, one of the teammates should be open for a kick-out pass.



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Germany – Horns Pin Down Touch Fist

OVERVIEW OF THE PLAY

This play involves multiple actions designed to keep the defense occupied and stretch the floor. It aims to create space for a pick-and-roll at the top of the key, allowing your team's best playmaker to exploit gaps and find scoring opportunities.

KEY PERSONNEL

- 🏀 1 should be the team's best creator out of the pick-and-roll play.
- 🏀 5 should be a post player able to set a solid screen and quickly roll to the basket.

INSTRUCTIONS

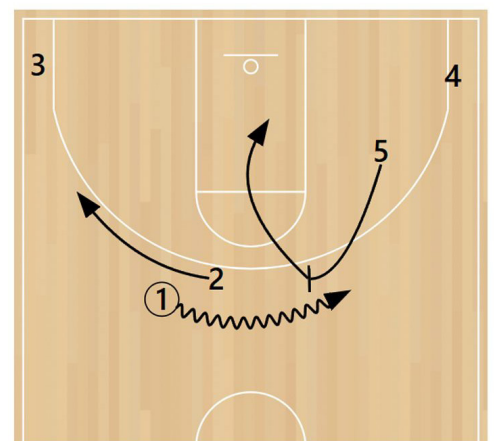
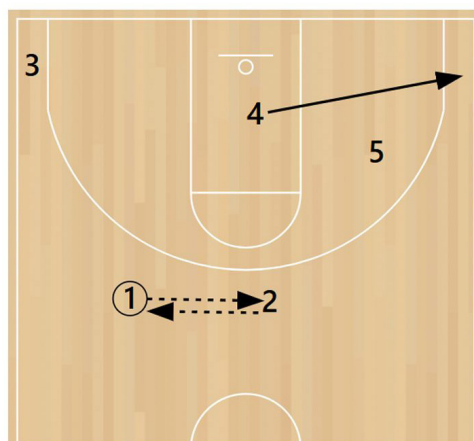
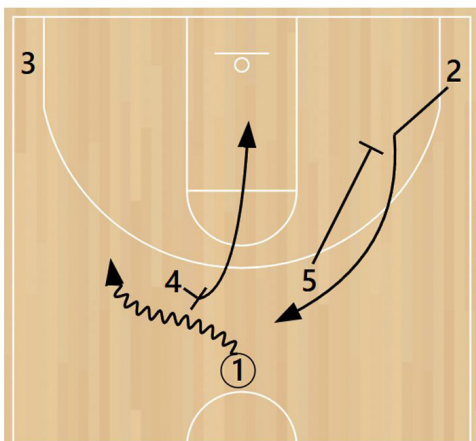
Setup: The play begins in a 5-out horns set, with your wing players level with the lower blocks.

1. The play starts with 1 and 4 setting up a pick-and-roll play, with 4 rolling towards the middle of the key.
2. About the same time, 5 sets a wide pin down screen for 2, who pops out to the top of the key.
3. 1 passes to 2, and if 2 isn't open, 2 passes the basketball back to 1 and clears out towards the wing.

4. 1 immediately continues towards the opposite slot to receive a ball screen from 5.
5. 5 rolls to the basket while 1 attacks, looking to:
 - Drive to the rim,
 - Pull up for a mid-range jump shot,
 - Pass to 5 on the roll, or
 - Kick the ball out to one of the perimeter players for an open 3-point shot.

COACHING POINTS

- 🏀 This should must be executed in constant motion with no players standing around waiting for the next play. The defense should remain engaged throughout the entire play to help clear space for the final pick-and-roll action.
- 🏀 Timing of the screens and cuts is crucial, especially when 5 moves up to the slot to set up the pick-and-roll with 1.
- 🏀 This pick-and-roll play should be executed around the slot, in order to provide good spacing, with one player in the ball-side corner and two players on the weak side as potential kick-out options.



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Germany – Iverson Wedge Fist

OVERVIEW OF THE PLAY

This play incorporates multiple actions to keep the defense engaged, aiming to stretch the floor, opening up the 3-point area for a pick-and-roll at the top, with your team's best playmaker looking for scoring options and strongest post player rolling to the basket.

KEY PERSONNEL

- 1 should be the team's best creator out of the pick-and-roll play.
- 5 should be the team's strongest post player, capable of quickly rolling to the basket and sealing the defender for a pass and a finish close to the rim.

INSTRUCTIONS

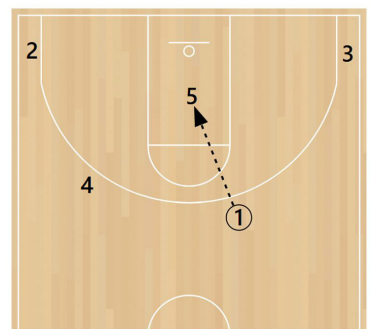
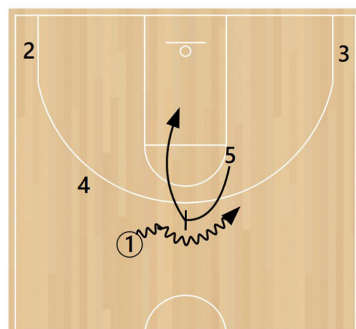
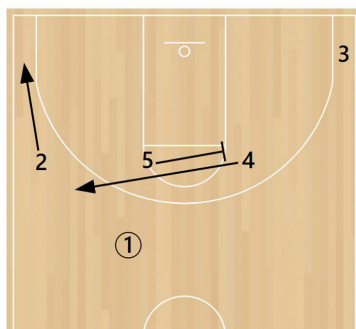
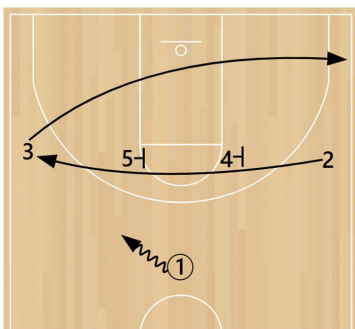
Setup: The play begins in a 1-4 high set, with post players at the elbows and wing players on the wings.

- The play starts with 2 making an Iverson cut using screens from 4 and 5, while 3 cuts across the key to the opposite corner.
- Now 2 slides towards the corner, while 5 sets a wedge screen for 4.

- 4 pops out to the opposite wing, and 1 and 5 execute the pick-and-roll play at the top.
- 1 looks to find space for a shot or pass to 5 on the roll. If there's no option for an easy finish, 5 should attempt to seal the defender and receive a pass inside, as close to the basket as possible, and finish 1-on-1 against the defender.

COACHING POINTS

- As soon as 5 sets a screen for 4, who pops out to the opposite wing, 5 must turn and set the pick for 1. The defense will usually be focused on 4 coming off the previous screen, and can be caught off-guard with the pick-and-roll, if executed properly.
- Instruct the players to maintain good spacing on the pick-and-roll play and allow 5 to seal the defender and get a pass inside, if there are no other options available.
- 2 and 3 must be ready to shoot on the catch, in case the defense collapses once the pass inside has been made.



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Germany – Step-Up Zoom

OVERVIEW OF THE PLAY

This play involves several movements designed to keep the defense occupied and create space for a pick-and-roll at the wing, where your team's most skilled creator can generate scoring opportunities.

KEY PERSONNEL

- 2 should be the team's best creator out of the pick-and-roll play.
- The play works best if 1, 3, and 4 can all hit a three-point shot when wide open.

INSTRUCTIONS

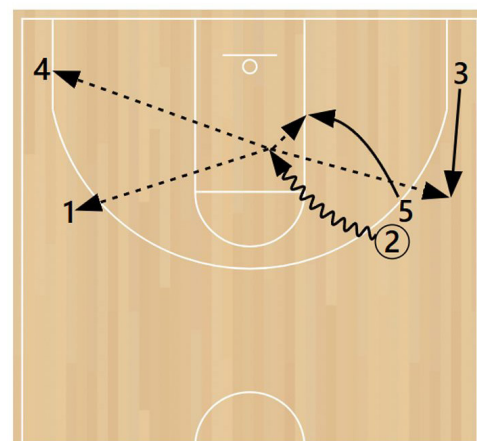
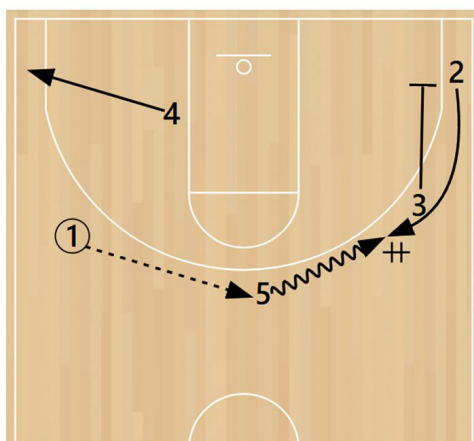
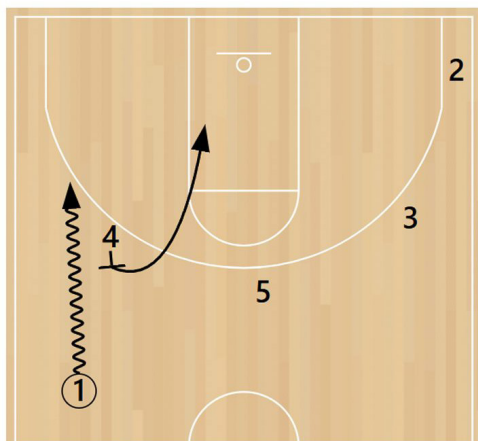
Setup: The play begins in an irregular 5-out set, with 4 on the ball-side wing, 5 at the top of the key, 3 on the weak-side wing, and 2 in the weak-side corner.

- The play starts with 4's early step-up screen for 1.
- Now 4 clears out to the corner, and 1 passes to 5 at the top of the key.

- Now 5 dribbles towards the wing to execute a zoom action – 3 sets a down screen for 2, who lifts up to receive a dribble handoff pass from 5.
- 5 rolls to the basket and 2 attacks the middle looking to score, pass to 5 on the roll, or pass to one of the players around the arc for a 3-point shot.

COACHING POINTS

- 3 must set a solid screen on 2's defender on a good angle, which will help 2 create separation before the dribble handoff pass, providing an opportunity to attack the middle with 2's defender struggling to recover.
- 5 should use their body and set a brief screen for 2, then quickly roll to the basket, looking to receive a pass and finish at the rim.
- 1, 3, and 4 should be ready to shoot on the catch, if 2 kicks the basketball out.



2024 Olympic Plays



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Greece - Flash Cut and Face Cut

OVERVIEW OF THE PLAY

A simple play that gets the ball to a wing cutting to the paint and creates scoring opportunities for multiple players.

KEY PERSONNEL

- 🏀 3 must be a scorer who draws tight defense to open up a basket cut and can either score from the paint or make a good decision to pass to an open teammate for a shot.
- 🏀 1 should be an excellent ball handler and passer who can hit a cutter in stride even against tight ball pressure and with a small window.
- 🏀 2 and 4 need to be consistent outside shooters who can knock down 3-point shots if their defenders collapse on 3 in the lane.

INSTRUCTIONS

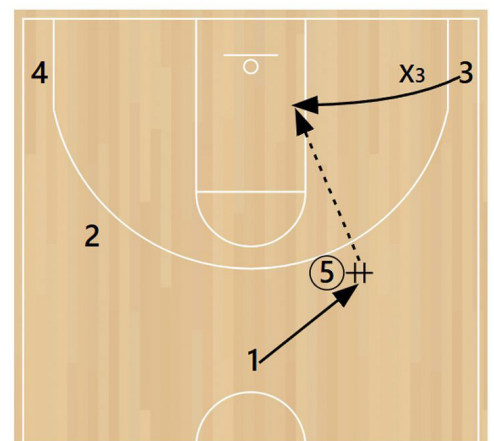
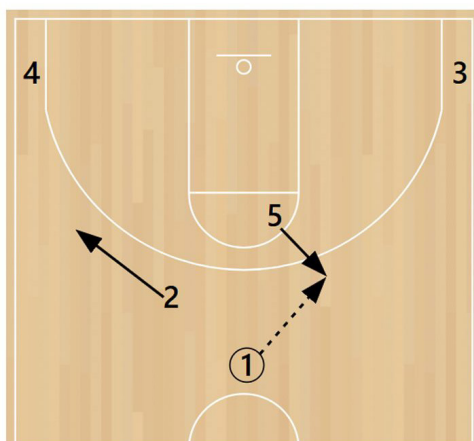
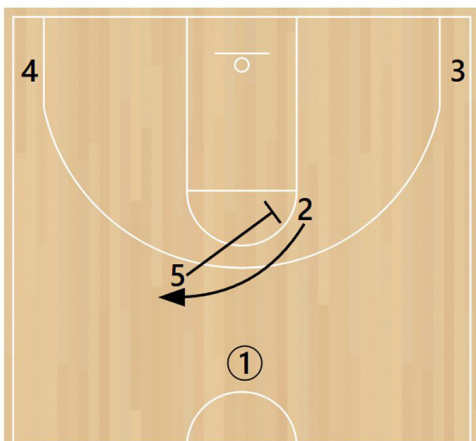
Setup: The play begins in a Horns-like set with 3 and 4 in the corners, 5 at a slot, and 2 at the opposite elbow.

1. 5 sets a diagonal down screen for 2 to pop to the opposite slot.
2. After screening, 5 pops up to the slot to receive an entry pass from 1 as 2 continues to clear out to the weak side wing.
3. 1 comes around to receive a handoff from 5.

4. As 1 receives the handoff, 3 cuts OVER THE TOP of X3 toward the basket to receive a pass from 1.
5. 3 either works to finish in the paint or kick out to a shooter if defenders collapse inside.

COACHING POINTS

- 🏀 The face cut by 3 is going to work best the better that 3 can shoot so that X3 has to be in a tight defensive position. If X3 is able to clog the lane and sit back initially, the first part of 3's cut may be open, but they will be able to cut off the cutter before he gets to the paint.
- 🏀 3 has to make sure not to make his cut too soon. If he cuts early before the handoff is made, 1 won't be able to attempt the pass. To help with this, 3 can take a step or two up the 3-point line as 1 comes around for the handoff before initiating the face cut.
- 🏀 If you have a skilled and athletic 5 (like Giannis in this case), there's an easy counter to get him a cleared-out driving lane to the basket by faking the handoff. This fake will get X5 to help, allowing 5 to drop step toward the basket and attack the rim. If other defenders are there to help, both 2 and 4 are spotted up for a kickout pass.



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Greece - Horns Misdirection Iso

OVERVIEW OF THE PLAY

A Horns play to create a cleared-out side of the floor for an athlete who can then attack the basket for a dunk or layup.

KEY PERSONNEL

- 4 should be a great slasher who can get to the basket quickly off the dribble and score on either side rim in a variety of ways.
- 3 needs to be a solid scorer and shooter who is going to draw a lot of defensive attention as he comes off the stagger screen.
- 2 must be an excellent shooter from the corner who can consistently hit that outside shot if their defender collapses on the drive.

INSTRUCTIONS

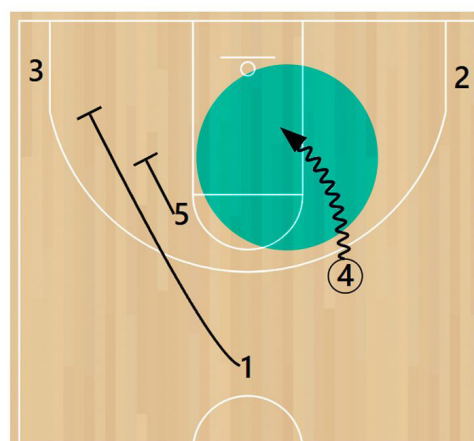
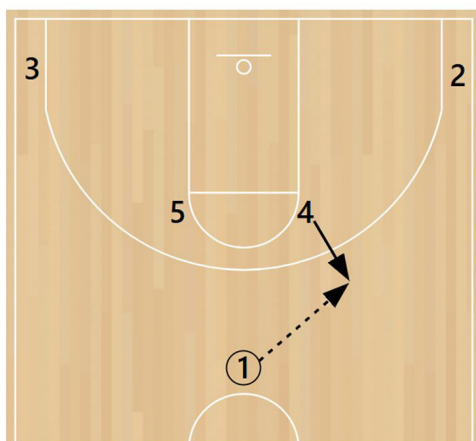
Setup: The play begins in a Horns set with 2 and 3 in the corners and 4 and 5 at the elbows.

- 4 pops up to the slot to receive an entry pass from 1.
- After the pass, 1 cuts over the top of 5 toward the corner.

- 1 and 5 now set a stagger for 3 to come to the top of the key as a decoy.
- As this screening action is occurring and the defense is all focused on that, 4 attacks the rim to score.

COACHING POINTS

- 4 should be an excellent finisher who can score either off the dribble or with his back to the basket. If X4 is able to cut him off on the drive, 4 needs a counter move to be able to finish the opposite way.
- 4's teammates need to possess a high basketball IQ to be able to run this play multiple times. Shooters need to spot up in windows to be able to receive a pass out for an open 3-pointer or cut backdoor if their defender turns his head and loses sight of them.
- Depending on the size and physicality of 4, if he isn't able to get an advantage on the drive and has to kick it out to a teammate, it's still a great opportunity for him to now establish post position down low and keep X4 behind him.



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Greece - Stagger Ram Fist

OVERVIEW OF THE PLAY

A half court play with lots of screening to run against a team that aggressively defends ball screens.

KEY PERSONNEL

- 🏀 4 needs to be a versatile player who can score from the outside or by attacking the basket off a short roll.
- 🏀 5 has to be a strong and physical player who can set legal and effective screens in the middle of the floor and who can also score effectively around the basket.
- 🏀 2 should be able to attack off a ball screen and also be an excellent passer who can find a way to get the ball to 4 or 5 against defensive pressure.

INSTRUCTIONS

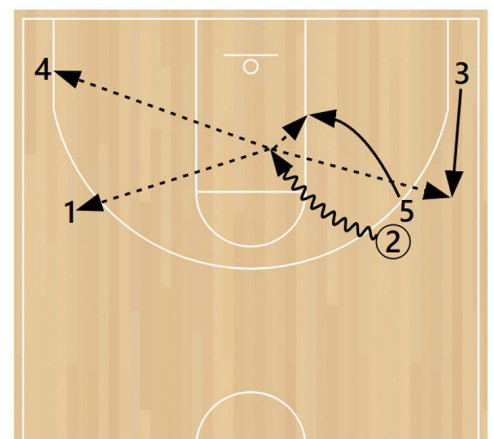
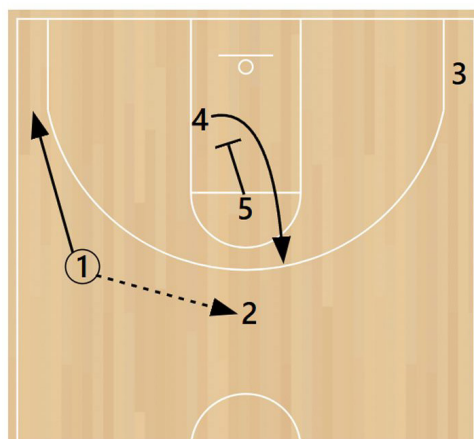
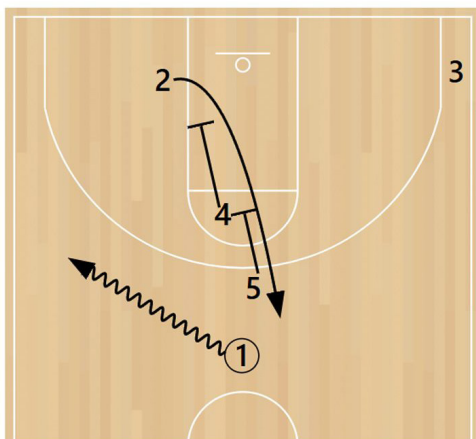
Setup: The play begins with 2 at a block, 3 in the opposite corner, 4 at the free throw line, and 5 at the top of the key.

1. 1 begins the play by dribbling at the wing on 2's side as 4 and 5 step down to set a stagger screen.
2. 2 comes off the stagger to the top of the key to receive a pass from 1. 1 then relocates to the corner.
3. On the pass to 2, 5 sets a down screen for 4 to come off to the top of the key.

4. 4 continues on to set a ball screen for 2. 2 comes off the screen as 5 relocates near the block.
5. 4 can either short roll or pop depending on their skill set and 5 is also an option closer to the basket.

COACHING POINTS

- 🏀 This ram action in the middle of the floor is best used against teams who like to blitz or hard hedge ball screens. The extra down screen will cause X4 to get to the ball late, leaving 4 open on the pop or short roll.
- 🏀 4 will want to loop out a little after he comes off the down screen to get parallel to the baseline and set a more effective ball screen. Coming straight up off the down screen works, but it would open up more of a downhill drive for 2, which means 5 would want to relocate to the weak block area instead.
- 🏀 If 2 is a good enough shooter and scorer to receive a bunch of defensive attention coming off the stagger, 1 may be able to just turn the corner after dribbling to the wing and get to the basket if all of the help defenders are worried about switching up to 2 at the top of the key.



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Japan - Away Over High Zoom

OVERVIEW OF THE PLAY

A misdirection play with a number of fakes that will make it difficult for the defense to defend and also give your point guard a chance to get to the rim or kick to an open shooter.

KEY PERSONNEL

- 🏀 1 must be an athletic guard who is good at getting downhill off a handoff and attacking the rim. Plus he should be a solid passer who makes good decisions.
- 🏀 5 should be a big who can sell fakes well and also be a good outside shooter who can hit 3-pointers from the top of the key.
- 🏀 3 needs to be a capable scorer to draw the defense, but also good at faking and changing directions to get the defense going the wrong way.

INSTRUCTIONS

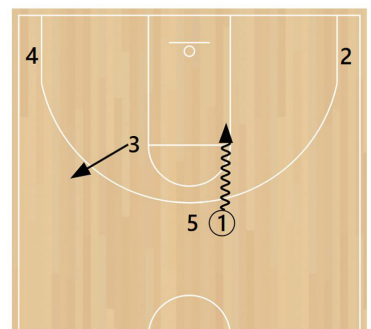
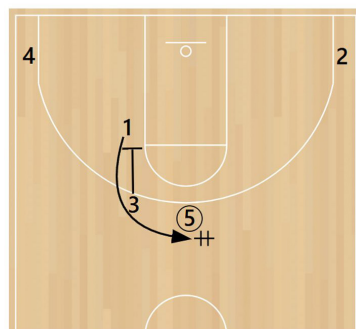
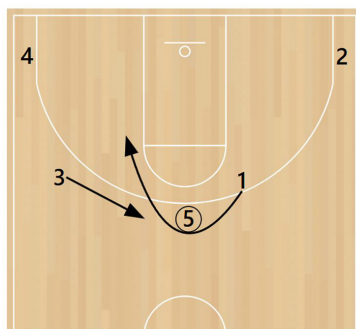
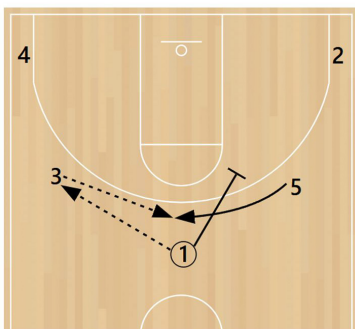
Setup: The play begins in a 5-out set with 3 and 5 at the wings and 2 and 4 in the corners.

1. 1 passes to 3 and then screens away for 5 to come to the top of the key for a pass.
2. 1 runs back over the top of 5 to receive a fake handoff before stopping near the elbow.
3. 3 takes a couple steps at 5 to make it look like he will get a handoff.

4. Before getting to 5, 3 changes directions and screens down for 1 at the elbow.
5. 1 comes off the down screen to receive a handoff from 5 and attack the rim as the rest of the team spaces out around the perimeter.

COACHING POINTS

- 🏀 If your 5 is an outside shooter, that makes this play incredibly hard to defend. The zoom action will force X5 to help on the drive, creating more distance between him and 5. A quick pass back to 5 should lead to an open shot from the top of the key.
- 🏀 3 needs to do an excellent job of selling a potential handoff at the top before setting the down screen. The faster he runs at 5, the more X3 is going to have to adjust his position, which will allow 1 to come off the down screen without any help to worry about.
- 🏀 If you want this play to be effective, make sure to have counters in place where 5 does actually hand the ball off to 1 or 3 coming around him at the top. Even just completing the handoff once a game will force the defense to stay honest and stay with the cutters as they run at 5.



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Japan - Double Drag UCLA STS

OVERVIEW OF THE PLAY

A double drag play that ends with an STS action that gives the offense an option at the block or a 3 on the weak side.

KEY PERSONNEL

- 🏀 2 should be a great shooter off flare screens as well as strong enough to set a good UCLA screen on a post defender.
- 🏀 5 needs to be an excellent back-to-the-basket post player who can score 1-on-1 from the block and can also set solid ball screens.
- 🏀 1 must be a great passer who is strong enough to throw a skip pass to the weak side of the floor without floating it and getting it intercepted.

INSTRUCTIONS

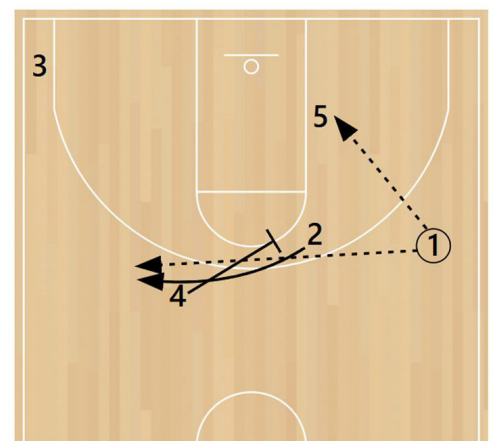
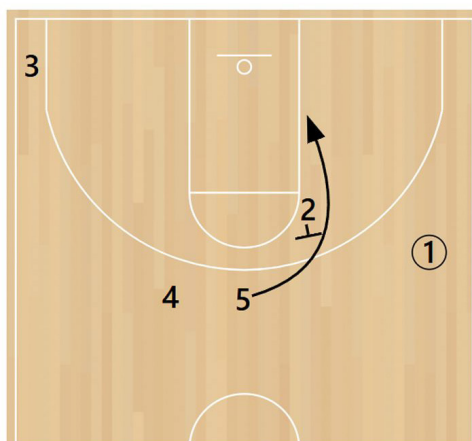
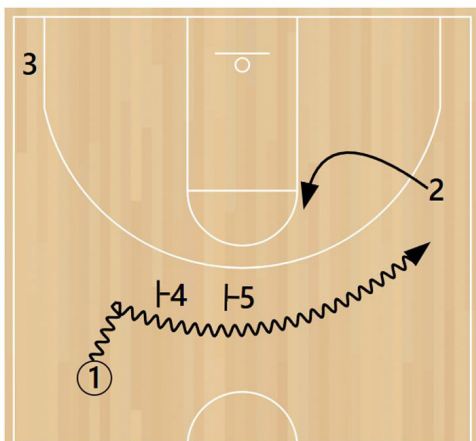
Setup: The play begins with 3 in the corner, 2 at the opposite wing, and 4 and 5 at the 3-point line in the middle of the floor.

1. 4 and 5 set a double drag screen for 1 in the middle of the floor above the 3-point line.
2. As 1 comes off the double drag to the opposite wing, 2 completes a shallow cut to the elbow.
3. 2 sets a UCLA screen for 5 to dive to the block.

4. As soon as 5 clears 2's screen, 4 sets a flare screen for 2 to run to the opposite wing.
5. 1 can either throw the ball inside to 5 or skip it to 2 for a 3-point shot.

COACHING POINTS

- 🏀 Make sure 4 is a smart player for a couple different reasons. One, he needs to be able to not only head hunt X2 and set up the flare screen in such a way to get 2 open on the opposite wing. Secondly, if he reads his defender cheating to help on the flare, he can dive to the basket for an open layup.
- 🏀 3 is a great place to hide a non-offensive player. If you put a non-shooter there, X3 would be able to help on a post feed, but that would still leave the flare open. Plus if X3 goes to double the post, 3 can cut to the basket for an easy basket.
- 🏀 5 has to make sure to come off the UCLA screen tight. It's possible he can get the ball off that screen and go right up for an easy layup. But more likely X5 will jam him under the screen, meaning it will require more of a post move to score. So 5 has to make sure to hold his position down low if his defender is trying to push him off the block.



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Japan - Horns Zoom Flare

OVERVIEW OF THE PLAY

A Horns play with zoom action and a throwback that results in an open 3-point shot or a baseline drive to the basket.

KEY PERSONNEL

- 🏀 4 needs to be a versatile player who can score from the outside or by attacking the basket on a drive.
- 🏀 3 has to be a skilled player who can attack one way and then throw an accurate flare screen back the other way without getting it deflected or intercepted.
- 🏀 1 should be able to set solid screens and also smart enough to be able to time when to turn around and set a flare screen for 4 without getting called for a foul.

INSTRUCTIONS

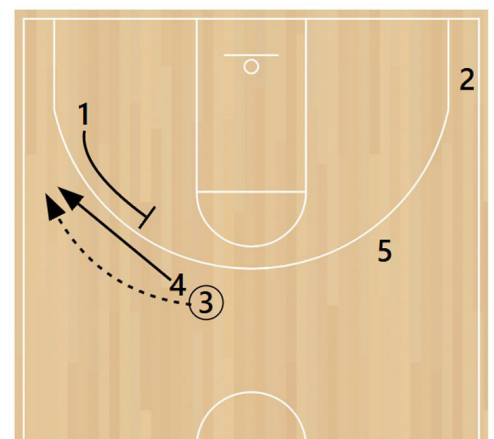
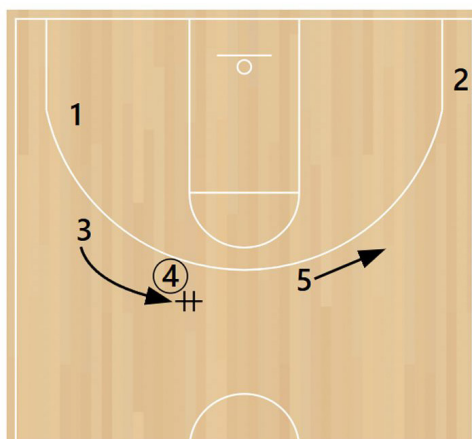
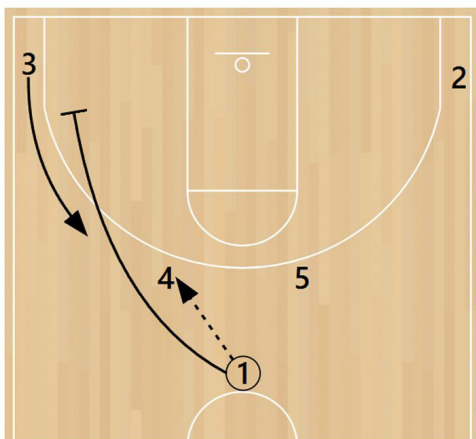
Setup: The play begins in a Horns set with 2 and 3 in the corners and 4 and 5 on the elbows.

1. 1 passes to 4 and cuts over the top of him toward the corner.
2. 3 completes the zoom action with 4 in the slot as 5 spaces out to the wing.
3. 3 takes a dribble toward the middle of the floor as 1 steps up to set a flare screen for 4.

4. 4 goes off the flare screen and receives a pass back from 3.
5. 4 can either shoot the 3-point shot or drive baseline and get to the basket.

COACHING POINTS

- 🏀 3 needs to do a great job receiving the handoff and attacking the middle of the floor. Not only will this draw help from X4 and open up the flare screen more, but it will pull the defense more to that side of the floor and make the throwback that much more open.
- 🏀 If you want to give 3 more options off of the zoom action, you can have 5 also screen down for 2 as the flare screen is occurring. This will make 2 another receiver on the play and also keep the help defense busy if you do throw the ball back to 4.
- 🏀 You should be able to run this play in either direction based off of which elbow you throw the ball to. And if your team is full of right-handed players, the pass to the right side of the floor might be better anyway since they would be more comfortable on that side of the floor. You would just need to put a versatile player at the 5 spot for it to work.



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Puerto Rico - Cross Stagger

OVERVIEW OF THE PLAY

A play that uses a little-big cross screen and a stagger to create both an inside and outside opportunity for the offense.

KEY PERSONNEL

- 🏀 2 needs to be a physical player who can set a strong screen on a post defender and also a good outside shooter off of screens.
- 🏀 4 must be a solid inside scorer from the block who has effective post moves and is also versatile enough to step outside and be able to handle the ball on the perimeter.
- 🏀 1 and 5 should be solid screeners who are able to seek out defensive players and set legal, physical screens.

INSTRUCTIONS

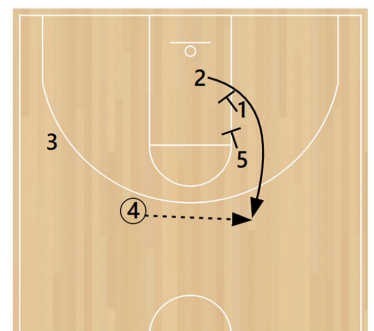
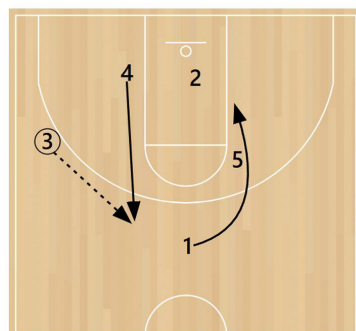
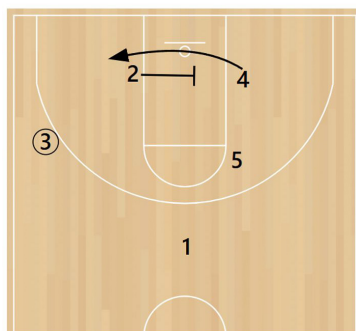
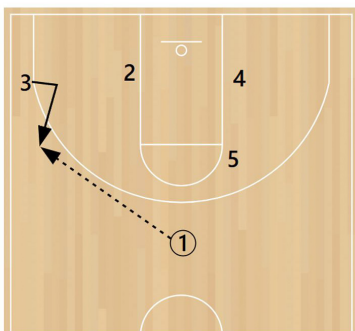
Setup: The play begins with 2 and 4 on the blocks, 5 at an elbow, and 3 near the opposite corner.

1. 3 breaks to the wing to receive a pass from 1.
2. On the catch, 2 sets a cross screen for 4 to come to the block.
3. If there's no inside feed, 4 sprints to the slot to receive a pass from 3 as 1 cuts past 5 to the mid-post.

4. 2 comes off the stagger by 1 and 5 to the slot to receive a pass for a possible 3-point shot.

COACHING POINTS

- 🏀 A guard setting a cross screen for a post can be a very difficult action to guard, especially if the post is patient and waits for the screen to be set. Moving too early creates a big gap for the post defender to shoot through and get in good defensive position. So emphasize to 4 that he has to wait for 2 to be set before leaving the block, and also that he should set it up by faking up and cutting under it or vice versa.
- 🏀 Make sure that 1 cuts past 5 to be the lower screener in the stagger. This makes it more difficult for the defense to be able to switch the screens without creating a big mismatch for the offense.
- 🏀 If the defense does a good job guarding the stagger and denies the pass to 2, it is easy to flow right into a type of Zoom action by completing a DHO with 4. This creates a great driving opportunity for 2, especially if 3 slides down and spots up in the corner.



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Puerto Rico - Horns Away Curl Get

OVERVIEW OF THE PLAY

A Horns play that uses some misdirection to get the ball back to an athletic point guard with a chance to drive to the rim.

KEY PERSONNEL

- 🏀 1 needs to be a scorer who is excellent at getting to the rim off the dribble and is also athletic and can change directions quickly.
- 🏀 2 should be a scorer who will attract a lot of defensive attention and do a good job of selling being a decoy.
- 🏀 3 must be an excellent outside shooter from the corner who can consistently make 3-point shots.

INSTRUCTIONS

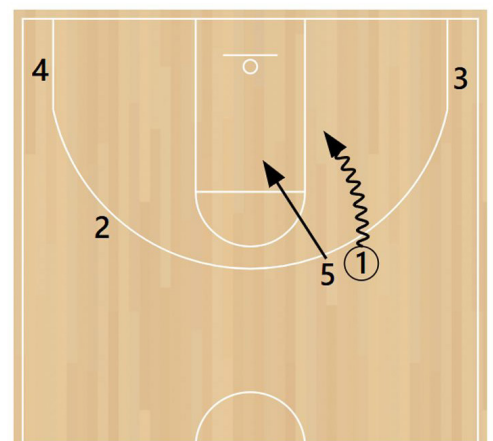
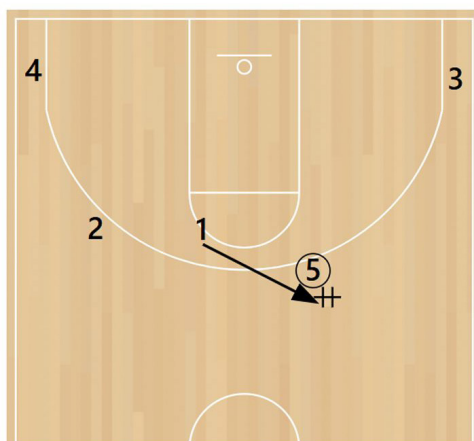
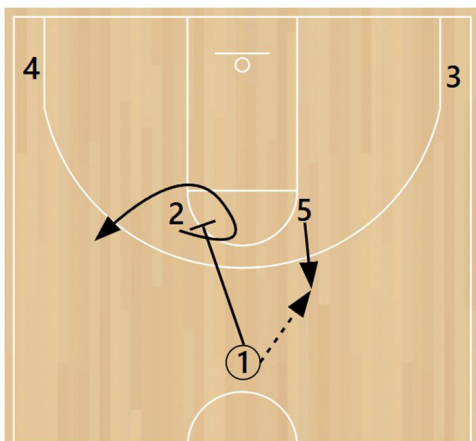
Setup: The Horns set begins with 3 and 4 in the corners and 2 and 5 on the elbows.

1. 5 pops up to the slot to receive the entry pass from 1.
2. 1 sets a diagonal down screen for 2 near the opposite elbow.
3. 2 curls around the screen and then clears out to the wing to act as a decoy on the play.

4. 1 sprints out to the slot to receive a handoff from 5.
5. 1 turns the corner and attacks the basket as 5 dives to the front of the rim.

COACHING POINTS

- 🏀 1 should use the curl by 2 to get open for the handoff. 2 needs to twirl around back to the wing, so if 1 cuts right off of 2's shoulder as he is circling around, it almost acts as a legal moving screen and 1 should then be open for the handoff.
- 🏀 If the defense loads to the ball well and 1 is forced to pass to 5 on the dive, 4 should make himself a scoring option as well. Since X4 would likely tag the roll, 4 cutting to the basket would be wide open for a "one more" pass from 5 and a layup.
- 🏀 This is a great play to run if 1 is your best scorer and he's having a difficult time getting to the rim because of a tight defense and aggressive tactics on ball screens. Just this little extra initial movement can get 1 a slight advantage to get a shot or at least draw defenders and create an open look for a teammate.



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Puerto Rico - Iverson Gut

OVERVIEW OF THE PLAY

An Iverson set that creates an open look for a shooter at the top of the key off a post down screen in the middle of the floor.

KEY PERSONNEL

- 2 needs to be an excellent outside shooter who can hit shots from the top of the key after running off screens.
- 5 should be a strong player who can hold his ground on screens and also smart enough to be able to seek out the correct defenders to screen and do it legally.
- 3 must be able to run off screens effectively to get open on the wing, plus be a good enough scorer to draw the defense to him on the catch.

INSTRUCTIONS

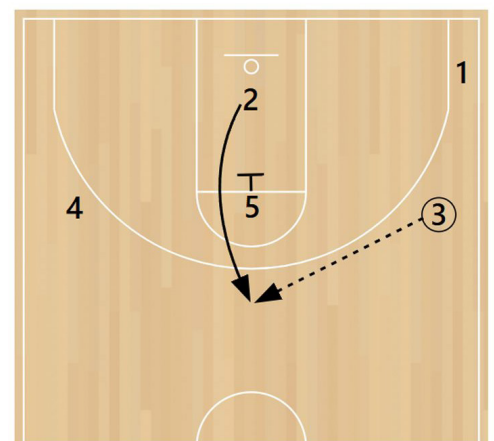
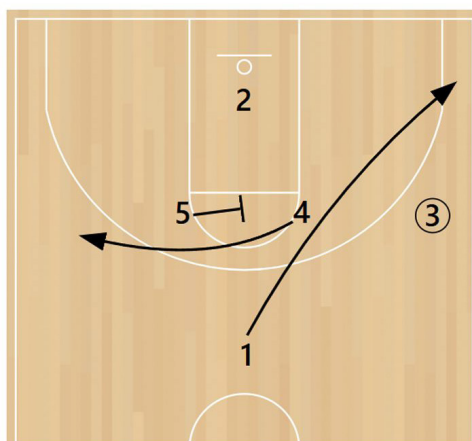
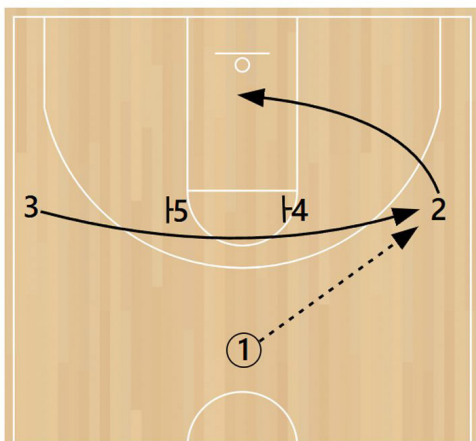
Setup: The play begins in a 1-4 set with 2 and 3 on the wings and 4 and 5 on the elbows.

- 4 and 5 turn out to screen for 3 on the elbows as 2 cuts to the basket.
- 3 completes an Iverson cut to the opposite wing off the screens to receive the entry pass from 1.

- 1 cuts through to the corner as 5 turns around to screen for 4.
- 4 cuts off the screen to clear out to the weak wing.
- 5 then turns down to set a gut screen for 2 to come to the top of the key for a 3-point shot.

COACHING POINTS

- If 2 does not have a shot at the top of the key, it's a great place to look for a high-low in to 5 at the rim. If 5 is able to turn and seal after screening down, X5 can be buried behind him and there isn't really any help defense because the ball is in the middle of the floor.
- This play has to move quickly enough so that 2 doesn't get called for 3 seconds in the lane. The cuts by 2 and 3 should happen simultaneously to initiate things so 2 isn't waiting inside for all the other screens to occur before the final gut screen.
- 4 needs to be at least a decent outside shooter for this play to be effective. If 4 can shoot, then X4 has to chase him on the flare screen and clear the lane. If 4 can't shoot, then X4 can stay in help and clog up the paint, making the gut screen less effective.



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Serbia – Early PNR Miami

OVERVIEW OF THE PLAY

This play could be a great early offense for almost any team. It involves an early pick-and-roll and then a dribble handoff followed by another pick-and-roll (Miami play) for your best attacker to find scoring opportunities.

KEY PERSONNEL

- 2 should be the team's best attacker out of the pick-and-roll play.
- 5 should be a tall post player able to set a solid screen on a good angle and then quickly roll to the basket.

INSTRUCTIONS

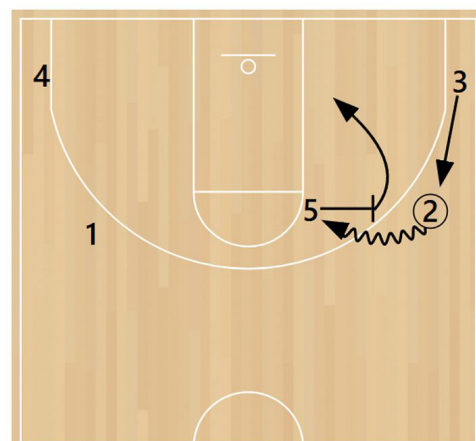
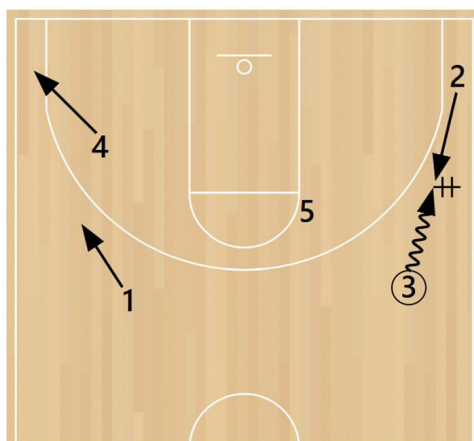
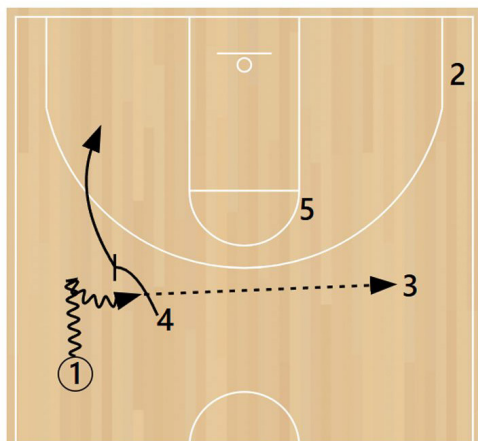
Setup: The play begins in a 4-out 1-in set, with a center at the elbow and four players spread around the 3-point arc.

- The play starts with 1 and 4 setting up a pick-and-roll play on one side of the court.
- 4 makes a short roll and 1 passes the basketball in front to 3.
- Now 3 starts dribbling towards 2, who moves up to get the ball using a dribble handoff.

- On the weak side, 1 and 4 adjust their positions to provide enough space in the middle of the floor.
- As soon as 2 receives the ball using the handoff pass, 5 sets the pick for 2 to attack the middle.
- 5 rolls to the basket and 2 looks to score, dish to 5 on the roll, or kick out to one of the players around the arc for a 3-point shot.

COACHING POINTS

- Timing of 5's ball screen is crucial in this play. After the handoff, 2 must immediately continue towards the middle to use 5's screen, as 2's defender will usually struggle to recover after the handoff pass from 3 and then 5's screen.
- 5's pick should be only a step or two away from a spot where the 3's handoff pass to 2 occurs.
- 2 should look to drive to the basket, but also look for a lob pass opportunity for 5 to finish at the rim.
- Make sure your best attacker starts on the weak side, in order to get this player to attack on the pick-and-roll.



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Serbia – Gut Elbow Rip

OVERVIEW OF THE PLAY

This quick play involves a gut screen by one post player for the other, followed by a guard cutting to the elbow, then turning to set a rip screen for one of the bigs to storm towards the basket and receive a pass for an easy finish.

KEY PERSONNEL

- 5 should be a post player able to throw a good pass in a timely manner.
- 4 should be a mobile post player capable of finishing strong around the rim.

INSTRUCTIONS

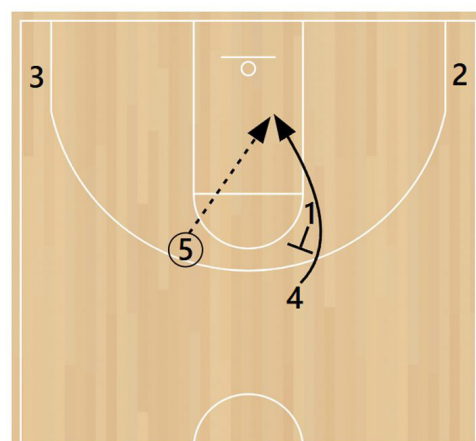
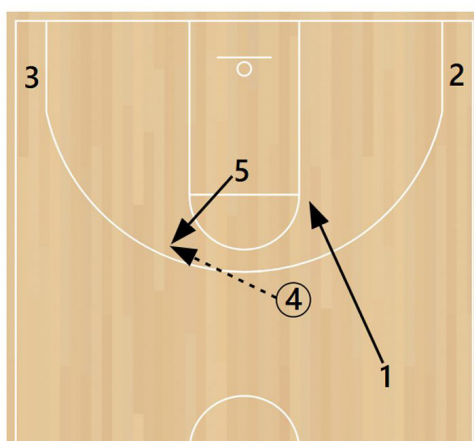
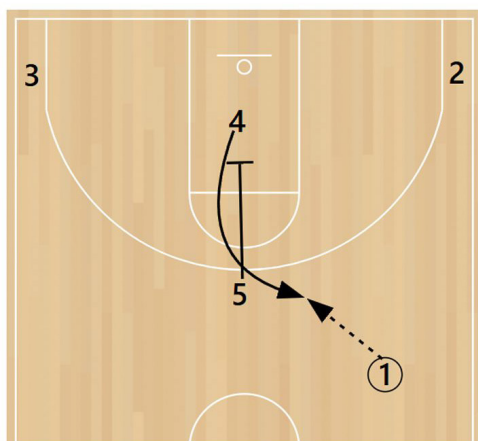
Setup: The play begins in a 4-out 1-in formation, with one of the post players in the middle of the key.

- The play starts with 5 setting a rip screen for 4, who pops out to the ball-side slot to receive an entry pass from 1.
- 1 cuts towards the elbow, while 5 pops out to the other slot to receive a pass from 4.

- Now 1 sets a rip screen for 4 to cut towards the basket to receive a pass from 5 and finish at the rim.

COACHING POINTS

- Make sure to put a decent decision-maker in the 5 position. A decision made by this player, whether to pass and how exactly, will usually determine the outcome of the play.
- 1 must set a strong rip screen on 4's defender on a good angle, and as soon as 5 receives the pass from 4, in order to catch 4's defender off-guard.
- Since this is one of the plays where we try to catch the defense off-guard, it won't work if you run it too often.
- Advise 1 that, if nothing develops, they can continue to get a handoff pass from 5, and either curl around 5 and attack the basket or proceed with setting up a pick-and-roll play.



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Serbia – Stagger Turnout Punch ISO

OVERVIEW OF THE PLAY

This play aims to create isolation for a strong center to get a pass inside and attack 1-on-1 from the low post, with teammates spread around the 3-point arc. The play starts in a box formation and includes a stagger screen, then a turnout for an entry pass, with the post player sealing their defender at the low post.

KEY PERSONNEL

- 5 should be a strong center capable of scoring 1-on-1 from the low post against their peers on the opposing team.

INSTRUCTIONS

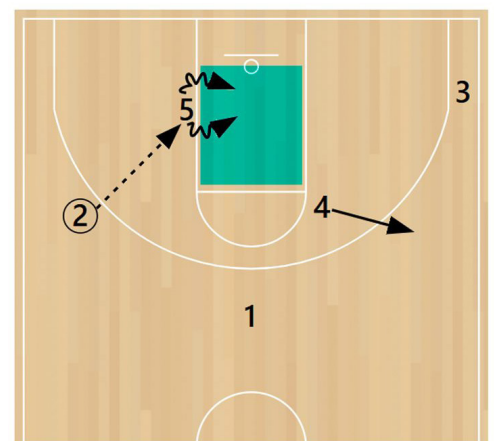
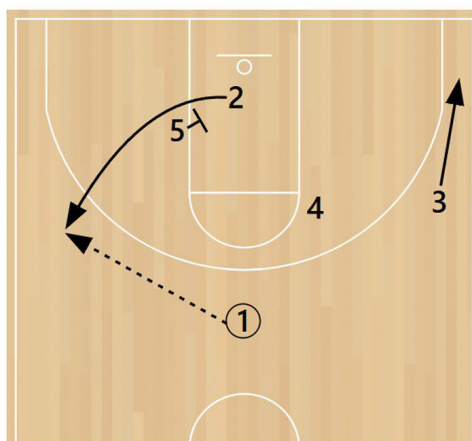
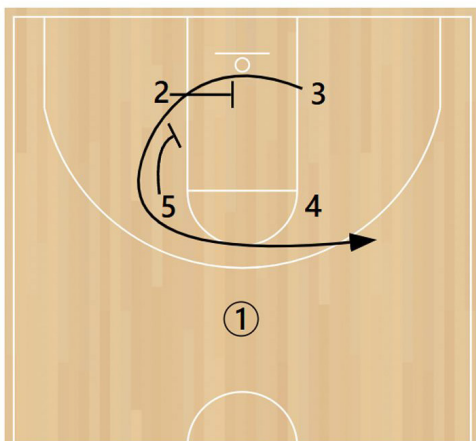
Setup: The play begins in a box formation, with post players on the elbows and wings on the low blocks.

- The play starts with 2 and 5 setting a stagger screen for 3 to curl around and clear out to the wing.

- Now 5 sets a screen for 2 to turn out on the wing for an entry pass from 1, while 3 slides to the corner.
- 1 passes to 2, while 5 posts up to receive a pass from 2 and attack 1-on-1 with the entire 3-point area cleared out.

COACHING POINTS

- 5 should look to receive a pass as close to the basket as possible, in a good position to finish using no more than one or two dribbles.
- 1, 2, 3, and 4 must spread around the 3-point arc, maintaining good spacing, ready to shoot on the catch in case 5 kicks the basketball outside.
- When 2 receives the ball on the wing, 4 should look to receive the next pass if 5's defender overplays and gets in front of 5, which could be a great opportunity for a high-low play.



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Serbia – Transition Argentina

OVERVIEW OF THE PLAY

This play could be a great secondary break for teams that possess quality under the basket. The play involves a high pick-and-roll, for the point guard to switch the side of the court, and a cross screen for a strong post player to get a pass close to the basket and finish 1-on-1 against their peers.

KEY PERSONNEL

- A post player with solid back-to-the-basket skills, capable of finishing 1-on-1 against their peers on the opposing team.
- The play works best if the other four players are all at least decent outside shooters.

INSTRUCTIONS

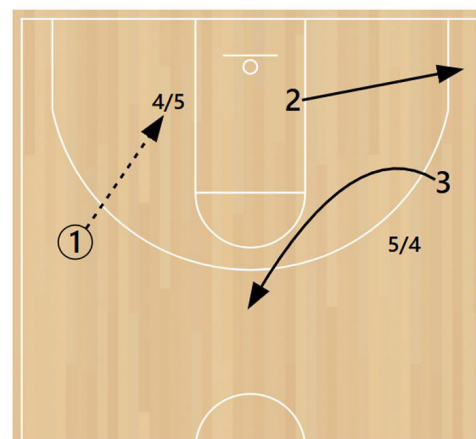
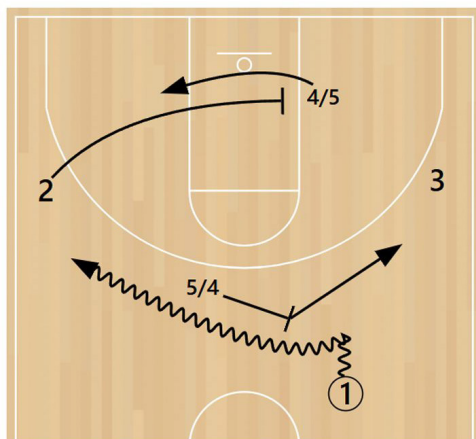
Setup: The play begins in a 4-out 1-in formation, with a post player on the ball-side low block.

- The play starts with 4 setting up the pick-and-roll play with 1, who dribbles to the opposite wing.

- 4 clears out towards the wing.
- About the same time as 1 reaches the wing, 2 sets a cross screen for 5 to cut across the key and try to receive a pass inside, as close to the basket as possible.
- 3 relocates to the top of the key, 2 clears out to the corner, and 5 attempts to score.

COACHING POINTS

- 5 should try to seal the defender as close to the basket as possible, in order to achieve the best possible position for the finish.
- 5 should be ready to kick the basketball out to one of the teammates spread around the arc, if the defense collapses to help.
- All four of the players around the arc should be ready to shoot on the catch.



2024 Olympic Plays



Click here to watch a video of the play

Serbia – Zipper Peja

OVERVIEW OF THE PLAY

A well-rounded play that aims to create multiple scoring opportunities. It starts with a zipper entry and includes a flare screen for one of the shooters to get open on the wing, followed by a back screen for one of the bigs to get open for a layup, and then a handoff pass for a good creator to attack off the handoff.

KEY PERSONNEL

- 2 should be the team's best creator out of the pick-and-roll play.
- 3 should be a solid 3-point shooter.
- 5 should be a center capable of throwing a good pass in a timely manner.

INSTRUCTIONS

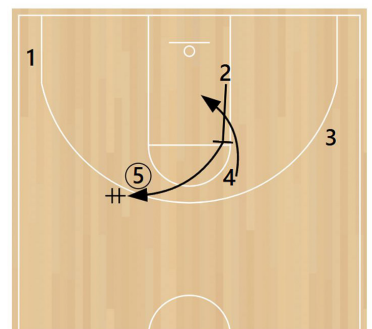
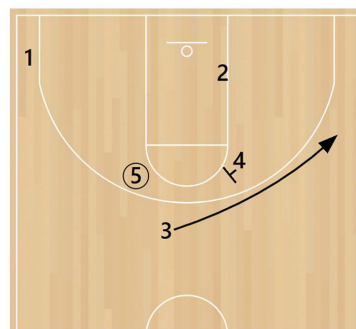
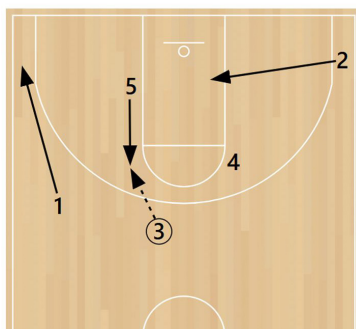
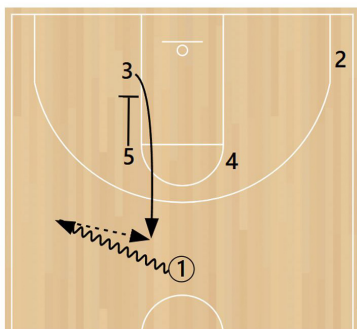
Setup: The play begins in an irregular formation, with bigs at the elbows, one player on the low block, and one in the corner.

- The play starts with 1 dribbling to the wing and 5 setting a down screen for 3 to pop out to the top (a zipper cut) to receive a pass.
- 1 clears out to the corner, while 5 lifts to the elbow to receive a pass from 3, and 2 cuts inside.

- Now 4 sets a flare screen for 3 to get open on the wing for a skip pass and a 3-point shot.
- The play continues with 2 setting a rip screen for 4 to cut inside for a pass from 5 and a finish.
- After setting a rip screen, 2 continues to get a handoff pass from 5 ("Peja" action) and attacks using 5's screen, attempting to score or find an open teammate.

COACHING POINTS

- Timing of the screens is very important in this play. 4 must set a flare screen for 3 as soon as 3 makes a pass to 5, then as 3 flares to the wing, 2 immediately sets a rip screen for 4.
- 2 must set a strong screen on 4's defender, on a good angle.
- Make sure to put a good decision-maker and a solid passer in the 5 position, as the decisions made by this player will determine the outcome of the play.



2024 Olympic Plays



Click here to watch a video of the play

South Sudan – Delay Zoom Wide Pin

OVERVIEW OF THE PLAY

This quick and simple play includes a zoom action (down screen followed by a dribble handoff) for the team's best attacker to exploit a gap in the middle of the floor and score or pass to one of the open teammates.

KEY PERSONNEL

- 1 should be the team's best creator out of the pick-and-roll play
- 5 should be a tall player able to quickly roll to the basket and finish strong at the rim.

INSTRUCTIONS

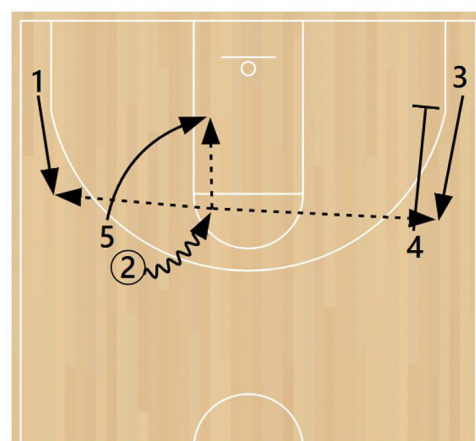
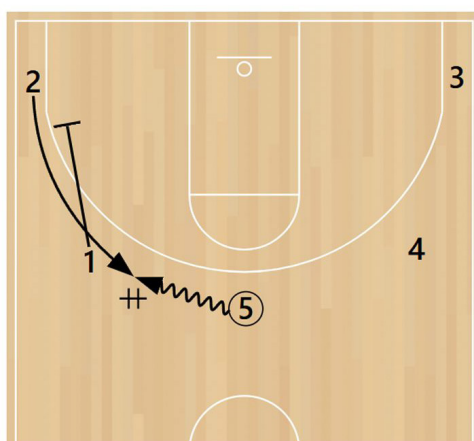
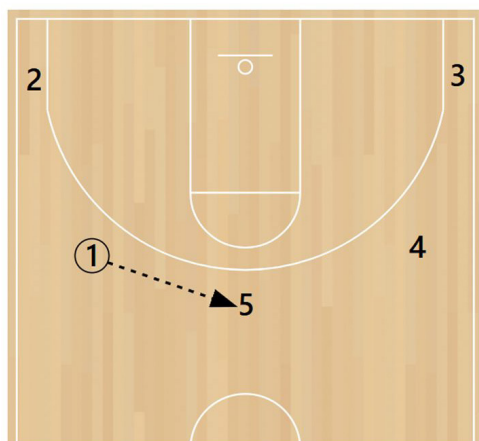
Setup: The play begins in a 5-out formation.

- The play starts with 1 passing to 5, then setting a down screen for 2.
- 5 dribbles towards the wing to execute a dribble handoff with 2.

- About the same time, 4 sets a down screen for 3 and they switch positions.
- Off the handoff, 5 rolls to the basket looking to get a pass, while 2 attacks the middle of the floor and looks to score, dish the basketball to 5 on the roll, or kick out to one of the players outside for a 3-point shot.

COACHING POINTS

- 5 must use their body and set a screen for a moment on 2's defender on the handoff, so that 2 could create separation and exploit the gap in the middle to attack and score.
- 2 must sprint off 1's screen and shouldn't hesitate to attack after getting a handoff pass, if there is a small space open for the drive. 2's defender will usually be a moment late after the handoff (if executed properly), so this is often the best moment to attack.



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Spain – Curl Hook Punch Smash

OVERVIEW OF THE PLAY

This is a great play for teams with two skilled bigs on the roster. The play involves a hook screen to help one big post up and receive a pass in the low post, followed by a smash screen for the other big to cut to the weak side. This sets up two bigs to attack using a low-low play.

KEY PERSONNEL

- Two bigs (4 and 5) skilled at finishing around the rim.

INSTRUCTIONS

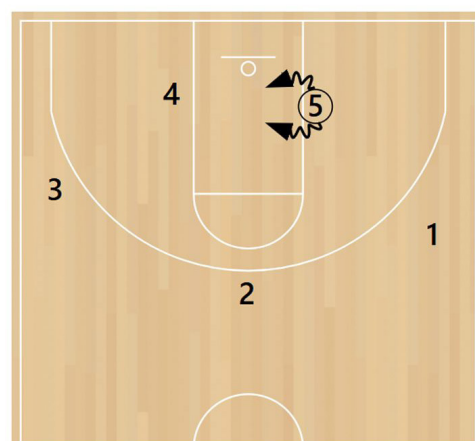
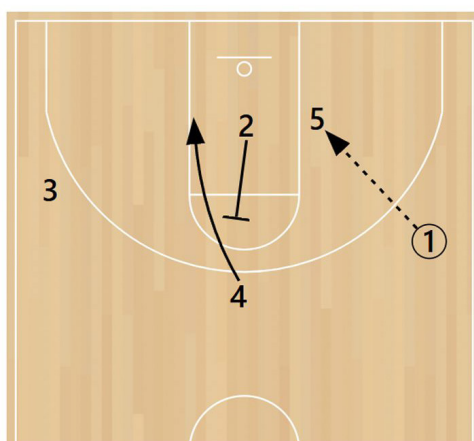
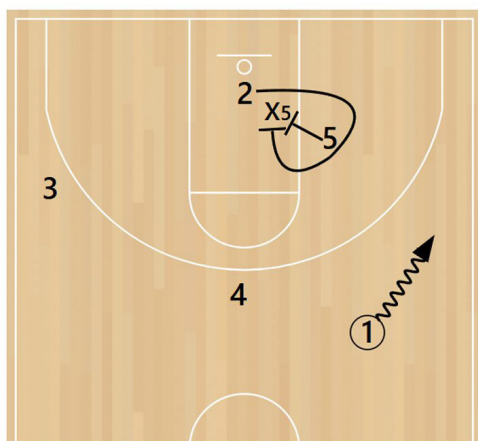
Setup: The play begins in a 3-out 2-in formation, with one player in the middle of the key and one on the low block.

- The play starts with 1 dribbling to the wing, while 2 makes a turnout curl to set a screen on 5's defender.
- 1 feeds 5 on the low post, and then 2 sets a smash screen for 4 to cut to the basket (if open) or the weak-side low block.

- Now 5 can pass to 4 on the cut to the basket, or attack 1-on-1 against their defender, looking to finish or pass to 4 if 4's defender helps from the middle of the key.

COACHING POINTS

- 2 must set a strong screen on 4's defender, on a good angle, so that 4 could burst towards the rim on the weak side.
- Instruct 4 to watch 5 on the low-low play. If 5 attacks the middle of the key, 4 should cut towards the baseline; if 5 attacks the baseline, 4 should cut to the middle. This movement will make it harder for 4's defender to help, while also creating a good passing angle for a pass from 5 and providing enough space for a finish.
- 1, 2, and 3 should be ready to shoot on the catch, if 5 kicks the basketball out.



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Spain – Gut Miami

OVERVIEW OF THE PLAY

This play aims to create scoring opportunities out of the pick-and-roll play and by having team's strongest center post up for a low post feed. The play incorporates a gut screen and a dribble handoff, followed by the pick-and-roll, ensuring great spacing. This setup allows your big to receive a pass inside and finish 1-on-1 with the 3-point area cleared out.

KEY PERSONNEL

- 5 should be a post player with good back-to-the-basket skills, capable of scoring 1-on-1 against their peers on the opposing team.
- 2 should be the team's best creator in pick-and-roll situations.

INSTRUCTIONS

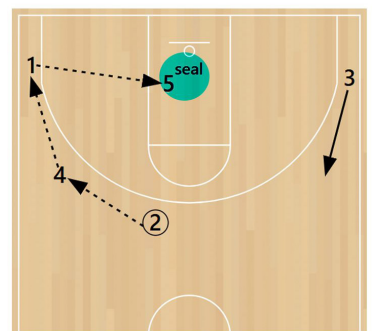
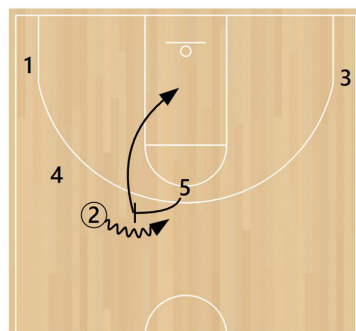
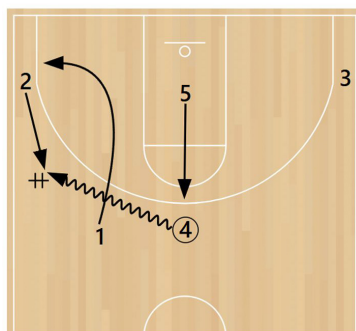
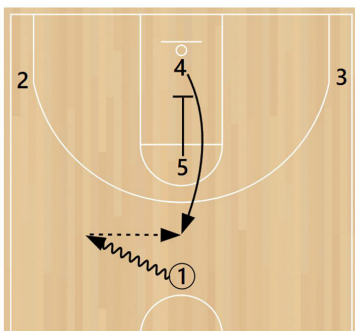
Setup: The play starts in a 3-out 2-in formation, with one big at the free-throw line and the other under the basket.

- The play begins with 1 dribbling to a side of the floor, while 5 sets a gut screen for 4 to pop out to the top of the key.
- 1 passes to 4 and clears to the corner.
- Now 4 dribbles to the wing to execute a dribble handoff with 2.

- As soon as 2 receives the ball, 5 sets a pick around the slot.
- 2 attacks from the pick-and-roll, while 5 rolls to the basket.
- If no immediate scoring option develops, 5 seals the defender as close to the basket as possible, while 2 passes to 4.
- Based on the position of 5's defender and passing lanes, 4 either passes directly to 5 or to 1, who looks to feed 5 inside.

COACHING POINTS

- The timing of 5's screen is very important. The screen should be set just after 2 receives the handoff, catching the defender off-guard.
- 5 needs to read the defense on the roll and initiate contact as soon as it's clear that 2 won't be able to deliver a direct pass. 5 must seal the defender and maintain that seal until the ball is reversed and a good passing angle is available.
- Ensure that players maintain proper spacing. This will prevent defenders from collapsing on 5 during the roll, allowing 2 to attack the middle and either attempt to score or kick out for a perimeter shot if the defense overcommits.



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Spain – Ram Double Drag Spain

OVERVIEW OF THE PLAY

Great play for teams with dominant bigs. The play incorporates a double drag screen and the Spain action for a center to get to the middle of the key and seal the defender for an inside pass and a finish.

KEY PERSONNEL

- 5 should be a strong post player with good back-to-the-basket skills, capable of scoring 1-on-1 against their peers on the opposing team.

INSTRUCTIONS

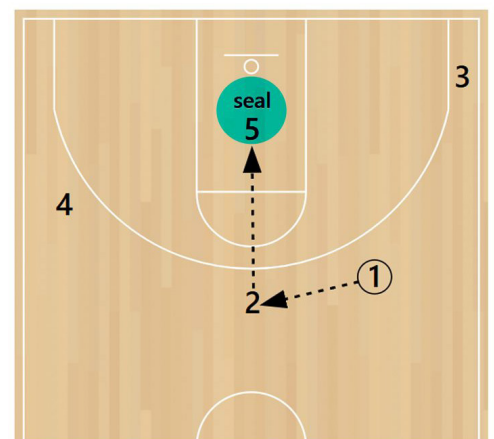
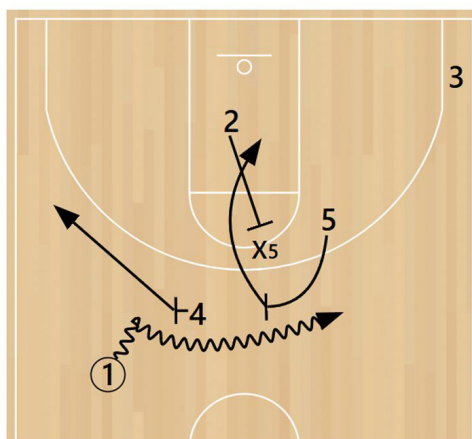
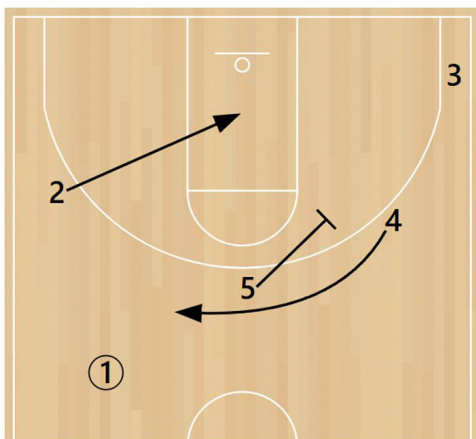
Setup: The play starts in an irregular 5-out formation, with the point guard starting closer to the halfway line.

- The play begins with 2 cutting inside as 5 sets a ram screen for 4.
- 4 and 5 then set a double drag screen to allow 1 to dribble to the opposite side of the floor.

- 2 initiates the Spain action by setting a back screen for 5 as soon as 1 clears the ball screen.
- After setting the back screen, 2 pops out to the top while 5 cuts to the middle of the key, sealing the defender to receive a pass—either directly from 1 or through 2—before attempting to score near the basket.

COACHING POINTS

- 2 must target 5's defender with the back screen, holding long enough to help 5 create separation before the defender fights through.
- If the defense collapses on 5, all players should be prepared for a kick-out pass, offering the opportunity for a 3-point shot.
- Timing and positioning are critical in the Spain pick-and-roll. Since it requires precise execution, this play may not be suitable for less experienced teams.



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Spain – Zipper Pop Out Empty

OVERVIEW OF THE PLAY

This play is especially effective for teams with strong pick-and-roll execution, as well as a forward (4) who can stretch the defense with 3-point shooting. The play combines effective screen actions with a pick-and-pop, creating space through movement and confusing the defense by shifting players between screens and relocating spots on the floor.

KEY PERSONNEL

- 🏀 1 should be the team's best creator out of the pick-and-roll play.
- 🏀 4 should be a solid 3-point shooter.

INSTRUCTIONS

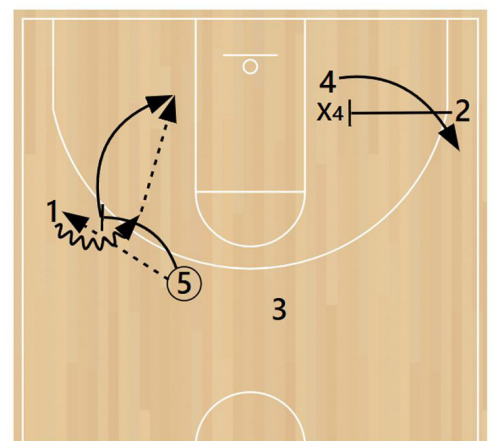
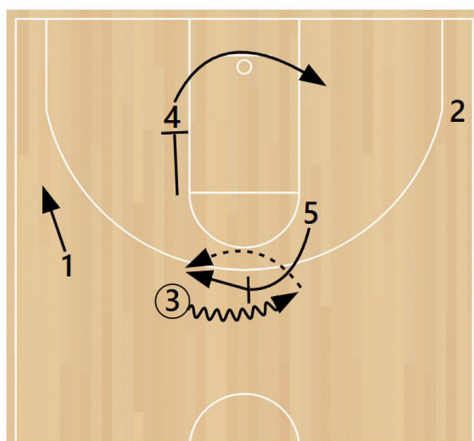
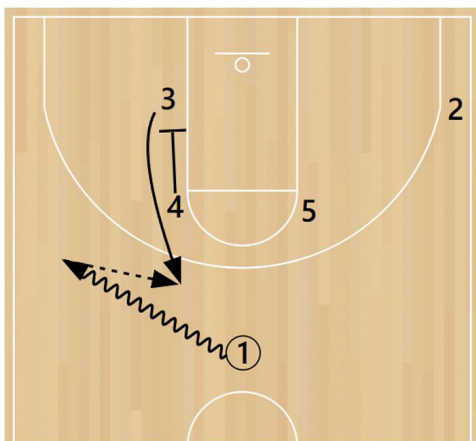
Setup: The play begins in an irregular formation, with the post players (4 and 5) positioned at the elbows, 3 on the low block, and 2 near the sideline, aligned with the low block.

1. The play starts with a zipper entry. 1 dribbles the ball to the wing while 4 sets a down screen for 3, who cuts to get open around the slot.
2. 1 passes to 3. Then 3 and 5 run a pick-and-pop, with 5 popping out to receive the pass from 3.
3. 4 shifts to the opposite side and relocates to the low block.
4. 5 swings the ball to 1 and then executes a pick-and-roll with 1, who attacks the middle while 5 rolls to the basket, looking to receive a pass and finish at the rim.

5. About the same time, on the weak side, 2 sets a lock screen on 4's defender, allowing 4 to pop out to the 3-point line near the sideline, aiming to get open for a pass and a 3-point shot.

COACHING POINTS

- 🏀 In the pick-and-roll between 1 and 5, 1 must attack the middle aggressively. The goal is to force the defense into a difficult decision: either collapse on the ball handler or stay home on the roller. 1 needs to keep their head up and be prepared to pass to 5 rolling to the basket or to kick out to the open shooters if help defense arrives.
- 🏀 2 must set a solid screen on 4's defender, on a good angle, allowing 4 to get open for a clean 3-point look. This screen should also occur about the same time as the pick-and-roll play on the other side of the floor.
- 🏀 Players must maintain their spacing throughout the play and avoid crowding the ball.
- 🏀 Each player involved must be able to read the defense and react accordingly. For example, if the defense switches on the pick-and-roll, 5 should seal the smaller defender inside for a potential mismatch, while 1 should adjust their decision-making based on the defensive alignment.



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USA - Fist 45 Cut Exchange

OVERVIEW OF THE PLAY

A half court play utilizing cuts and a ball screen to create a high-low opportunity for your post players.

KEY PERSONNEL

- 🏀 5 needs to be a big and physical player who can set solid ball screens up top, but also possess enough touch to be able to throw a good pass inside to 4 for a score.
- 🏀 4 needs to be a smart and patient player who can almost get lost by the defense to create an open inside scoring chance and who can also finish inside consistently against defense if present.
- 🏀 1 should be a great distributor who can attack off a ball screen to draw help before being able to find a way to get the ball to 5 on a short roll.

INSTRUCTIONS

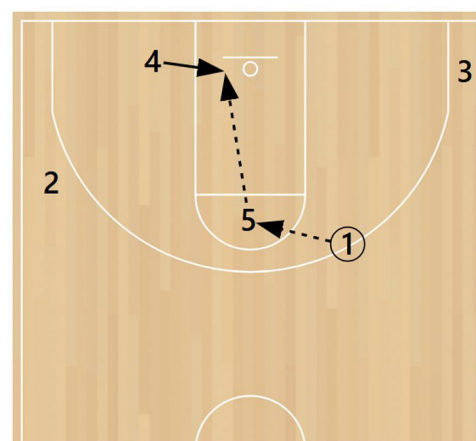
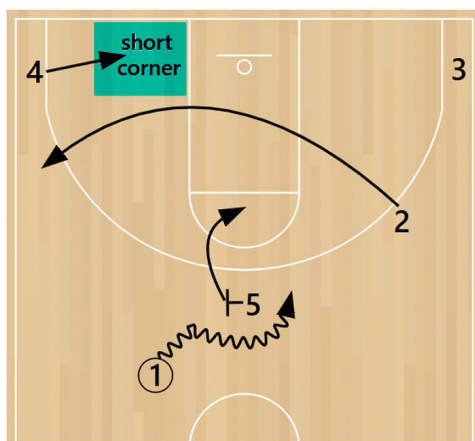
Setup: The play begins with 3 and 4 in the corners, 2 on a wing, and 5 at the top of the key.

1. 1 dribbles off a ball screen by 5 at the top of the key and turns the corner to draw defenders.

2. As this happens, 2 makes a 45-degree cut to the opposite wing as 5 short rolls to the free throw line and 4 steps in to the short corner.
3. 1 feeds 5 on the short roll at the free throw line.
4. On the pass, 4 dives to the basket for a high-low pass from 5 and a finish at the rim.

COACHING POINTS

- 🏀 This play will work well against a defense that aggressively hedges on the ball screen and tags the roll with the low defender. As X4 looks to tag the short roll, it allows 4 to get lost as he sneaks in to the rim and get an easy open shot.
- 🏀 2's cut also creates a double gap that 1 can attack downhill and get to the rim. If the defense doesn't necessarily attack a ball screen aggressively, then 1 driving to the hoop off the ball screen may be the best scoring option.
- 🏀 On the catch at the free throw line, 5 has to be a threat. This means not just looking to dump the ball down to 4, but being ready to shoot or drive to the basket as well. So a skilled player at that spot is essential to maximize all of the scoring options.



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USA - Swing Flex STS

OVERVIEW OF THE PLAY

A screen-the-screener play using movement one way to clear out the other side for a curl to the basket.

KEY PERSONNEL

- 🏀 2 needs to be an athletic slasher who can finish at the rim in traffic and is skilled at coming off screens and reading defenders.
- 🏀 4 should be a skilled passer who can read his teammate's cut to get him the ball on time and on target for an open shot.
- 🏀 5 should be a skilled big who can score with his back to the basket to draw the defense to him on the block to clear out the other side of the floor and occupy help.

INSTRUCTIONS

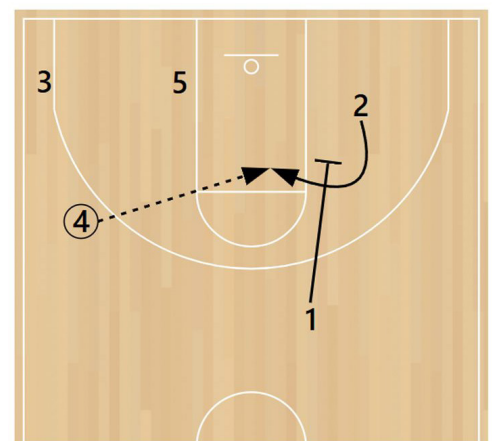
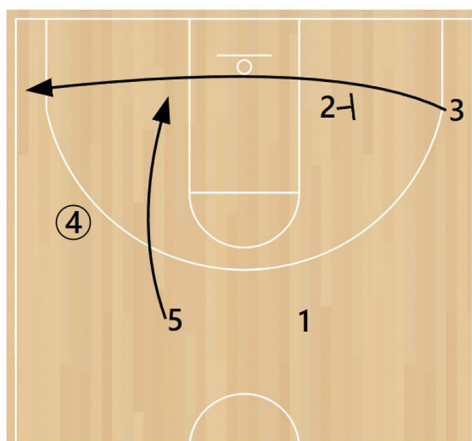
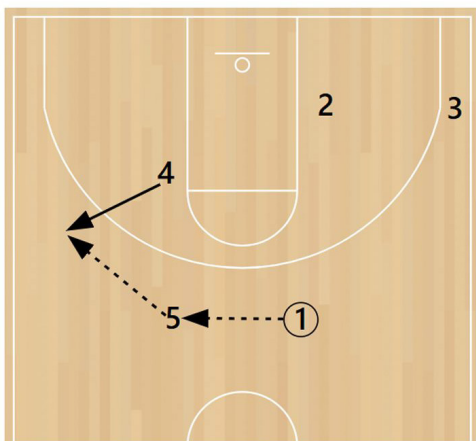
Setup: The play begins in a spread set with 1 and 5 in the slots, 2 at the block, 3 in the same-side corner, and 4 at the opposite elbow.

1. 1 swings the ball to 5 at the opposite slot as 4 pops out to the wing to receive the reversal pass.
2. 5 dives to the ball side block.

3. 3 cuts off a flex screen by 2 and rubs off 5 to the opposite corner.
4. After setting the flex screen, 2 receives a down screen from 1.
5. 2 curls to the lane and receives a pass from 4 for a layup.

COACHING POINTS

- 🏀 1 needs to do a good job of reading the defense to see where to set the down screen. If X2 helps on the flex cut, it will take place more inside the lane. But if there is a switch, it might happen outside of the paint.
- 🏀 You can either allow 2 to read the defense and choose whether to curl or pop or make it a pre-determined movement if he is more of a shooter or a driver. A good stacked action is for 1 to do the opposite of whatever 2 does (pop or curl).
- 🏀 3 needs to do an excellent job of selling the flex cut and making the defense believe he will score. With 5 on the opposite block, there won't really be much space available to actually throw to that cut, but he needs to make sure the defense believes it's still a real option.



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USA - Triple Curl Stagger

OVERVIEW OF THE PLAY

A half court play that runs multiple players off multiple screens to get a cleared-out side for a potential drive or dish to a rolling post.

KEY PERSONNEL

- 3 needs to be an athletic shooter and finisher who can hit outside shots, get to the rim quickly, or get a pass to a post rolling to the basket.
- 5 should be a strong player capable of setting legal screens and who can also get to the basket quickly and finish consistently.
- 1, 2, and 4 should all be physical players who can set solid screens and also able to shoot from the outside to stretch the defense.

INSTRUCTIONS

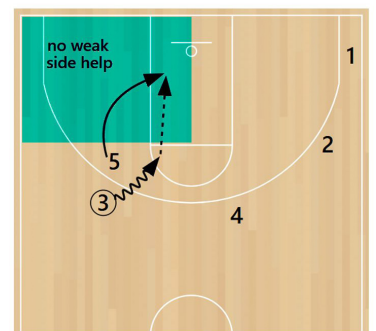
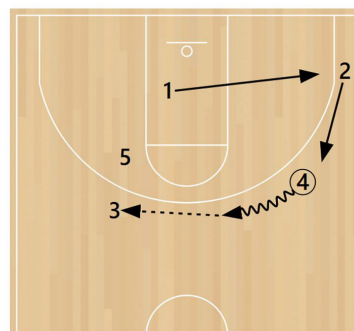
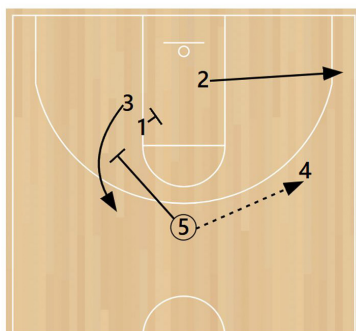
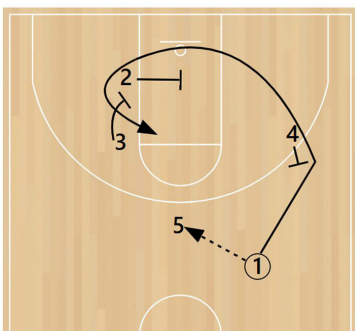
Setup: The play begins with 5 at the top of the key, 4 at a wing, and 2 and 3 at the opposite block and elbow.

- 1 reverses to 5 at the top of the key.
- 1 then runs off screens by 4, 2, and 3 before curling in to the paint.
- 5 passes to 4 at the wing before going to set a screen along with 1 for 3 to come to the slot.
- 4 takes a couple dribbles up to the slot before passing it to 3. 1 and 2 relocate to the perimeter.

- On the catch, 3 can either shoot the outside shot or attack the basket. 5 rolls down to the block as an option if the defense collapses on the drive.

COACHING POINTS

- Your team needs to understand that 1 coming off the triple screen and curling into the lane is the first scoring option for this play. But 1 should realize early if he is not going to get the ball so he can get into a good position on the curl to set the first part of the stagger for 3.
- To run this play effectively, your team will need to be excellent at both coming off screens tightly and reading defenders so they know whether to pop and shoot the outside shot or curl and attack the rim. Your passers will also need to know how the cutter will react off the screen so they can make a good pass. To help that cutters can give a verbal cue of what action they are completing off each screen.
- While 3 attacking the paint and dropping the pass off to 5 is a definite option, it's also possible that a direct pass from 4 to 5 will be there. If X5 helps up on 3's cut, 5 can slip to the front of the basket unguarded.





SIDELINE SETS

**BASKETBALL
FOR COACHES** 

2024 Olympic Plays



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Australia – Rip STS Touch SLOB

OVERVIEW OF THE PLAY

Great sideline play that could be executed within only five seconds. It incorporates a screen-the-screener action to get the center open for the inbound pass, followed by a handoff to the inbounder. The play then concludes with a rip screen for the center to cut inside, creating an opportunity for an easy pass and finish at the rim.

KEY PERSONNEL

- 5 should be a tall player able to cut to the rim quickly and finish at the rim.
- 3 should be a player able to throw an accurate pass in a timely manner.

INSTRUCTIONS

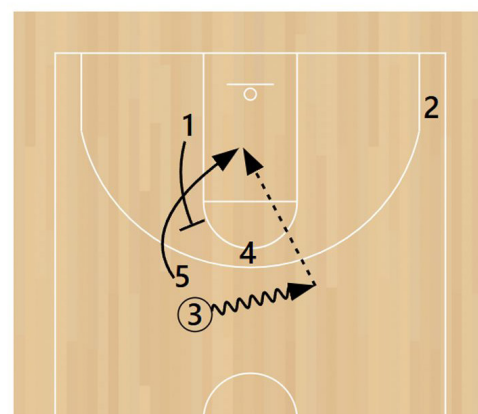
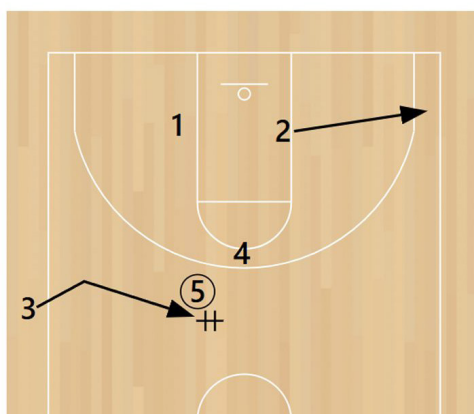
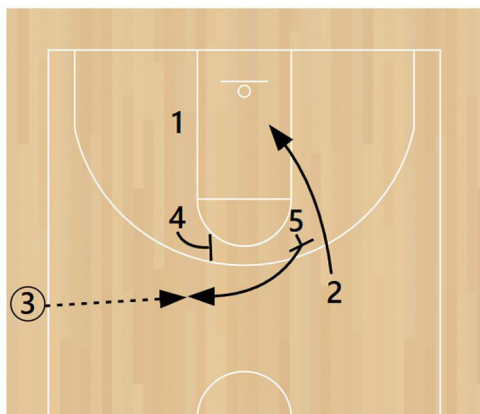
Setup: The play begins with the post players positioned at the elbows, one player on the ball-side low block, and a player in the opposite slot.

- The play starts with 5 setting a rip screen for 2, who cuts inside.
- Now 4 executes a screen-the-screener play for 5 to receive the inbound pass around the ball-side slot.

- 3 enters to receive a handoff pass back from 5, while 2 clears out to the corner.
- 3 continues dribbling to the opposite slot, while 1 sets a rip screen for 5, who cuts hard to the basket to receive a pass from 3 for a layup.

COACHING POINTS

- The timing of screens is critical to the success of this play. 5 needs to set a strong rip screen for 2, while 4 must be ready to set the screen for 5 immediately after. This will help keep the defense occupied before the handoff and the rip screen for 5, where we look to catch the defense off-guard.
- The handoff between 5 and 3 must be clean and quick. Both players need to ensure that the handoff is well-executed to avoid any disruption in the flow of the play.
- 1 must set a solid rip screen for 5 and hold for as long as possible, providing enough space for 5 without the defender following closely behind.
- 5 should be ready for a potential switch on the rip screen and any mismatches that may occur, where 5 will need to seal the defender as close to the basket as possible and finish with ease.



2024 Olympic Plays



Click here to watch a video of the play

Brazil – Rip Wide Pin Down SLOB

OVERVIEW OF THE PLAY

This quick hitter is designed to create an open 3-point shot in just a few seconds. It involves a rip screen followed by an inbound pass to the screener and a wide pin down screen on the weak side to free up a shooter on the wing.

KEY PERSONNEL

- 🏀 2 should be the team's best 3-point shooter.
- 🏀 5 should be a player able to set a strong screen on a good angle.

INSTRUCTIONS

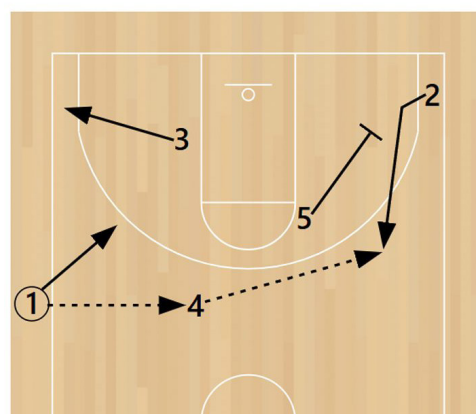
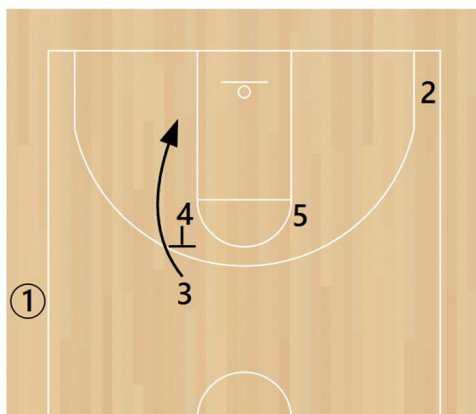
Setup: The play begins in an irregular formation, with post players at the elbows, a player in the ball-side slot, and a player in the opposite corner.

1. 4 starts the play with a rip screen for 3, who cuts to the low block.
2. 4 pops out to receive an inbound pass from 1, while 3 clears out to the corner.

3. On the opposite side, 5 sets a wide pin down screen for 2, who looks to get open on the wing and receive a pass for a 3-point shot.

COACHING POINTS

- 🏀 Make sure your best shooter starts in the corner opposite from the inbounder.
- 🏀 5's pin down screen for 2 must be executed with precise timing. 5 should be ready to set the screen just as 4 receives the inbound pass.
- 🏀 The inbound pass from 1 to 4 and the next pass to 2 on the wing must be quick and precise to take advantage of the shooter's open look before the defense recovers.
- 🏀 2 should focus on coming off the screen with proper footwork, ready to catch and shoot in rhythm.
- 🏀 5 must be ready to cut to the basket after setting a pin down screen for 2, providing an alternative passing option for 4 if 2 isn't completely open on the wing.



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Serbia – Away Euro Double Drag Spain SLOB

OVERVIEW OF THE PLAY

This play is designed to create multiple scoring options through a combination of a double drag screen and a Spain pick-and-roll action. It takes advantage of the team's best pick-and-roll creator and a strong center who can roll quickly to the basket for a finish.

KEY PERSONNEL

- 🏀 2 should be the team's best creator out of the pick-and-roll play.
- 🏀 5 should be a center able to roll to the basket quickly and finish at the rim with ease.

INSTRUCTIONS

Setup: The play begins in a trapezoid formation, with bigs at the elbows and wing players in the corners of the court.

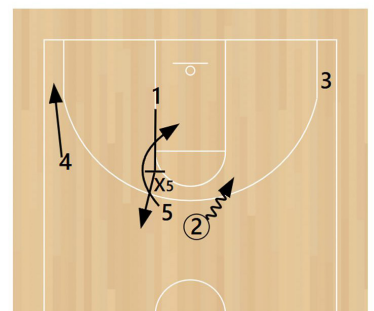
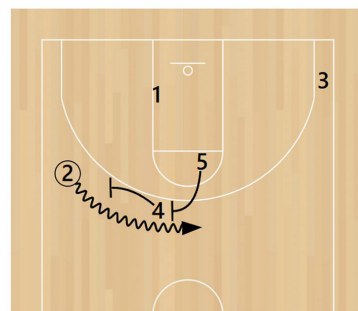
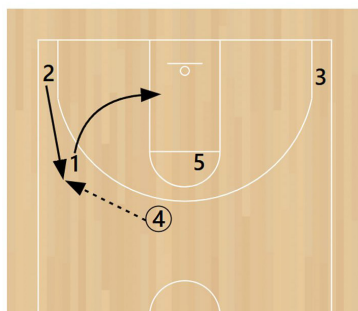
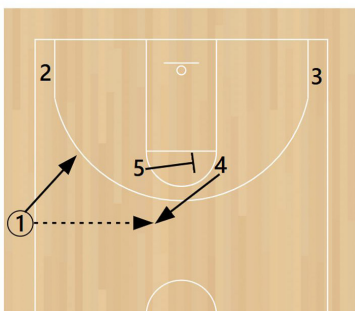
1. The play starts with 5 setting an away screen for 4 to get open for an inbound pass near the slot.
2. 1 then back cuts and 2 replaces 1 on the wing to receive a pass from 4.
3. Now 4 and 5 set a double drag screen for 2 to dribble across the court, use the screens and look to score if an opportunity presents.
4. After setting the screen, 4 slides to the corner.
5. As 2 dribbles past 5's screen, 1 sets a back screen (Spain action, pick-and-roll followed by a back

screen) on 5's defender. 5 rolls to the basket looking to receive a pass from 2 and finish at the rim.

6. After setting the back screen, 1 pops out to the slot to provide an additional option for a pass from 2 and could be open for a 3-point shot.

COACHING POINTS

- 🏀 1 needs to set a strong and well-timed back screen on 5's defender just as 2 comes off the double drag screen. This will create separation for 5 as they roll to the basket.
- 🏀 Proper spacing is essential throughout the play, particularly during the Spain pick-and-roll action. The players in the corners must stay wide to keep the defense spread out and open up the middle for 2 to attack and 5 to roll to the basket.
- 🏀 5 should be ready for a potential switch on the back screen and any mismatches that may occur, where 5 will need to seal the defender as close to the basket as possible and finish with ease.
- 🏀 If the defense collapses on 5's roll to the basket, 2 should be alert for 1 popping out to the slot as a secondary option for a clean 3-point shot.
- 🏀 Timing and positioning are critical in the Spain pick-and-roll. Since it requires precise execution, this play may not be suitable for less experienced teams.



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South Sudan – UCLA Shuffle STS Punch SLOB

OVERVIEW OF THE PLAY

This play uses a combination of a UCLA cut, shuffle screen, and a screen-the-screener action to create multiple scoring options. The primary focus is on getting one of the bigs an open look near the basket, while having one of the shooters pop out for a potential 3-point shot.

KEY PERSONNEL

- 🏀 4 should be a tall player skilled at finishing close to the rim.
- 🏀 3 should be a player able to throw a precise pass in a timely manner.

INSTRUCTIONS

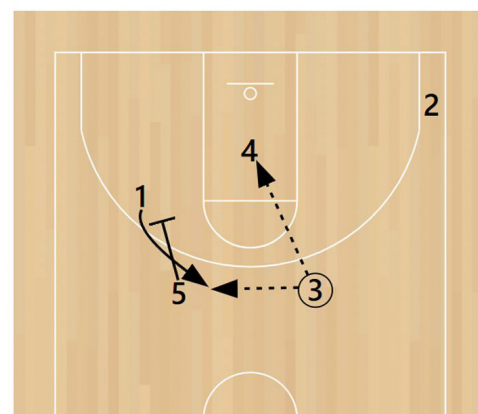
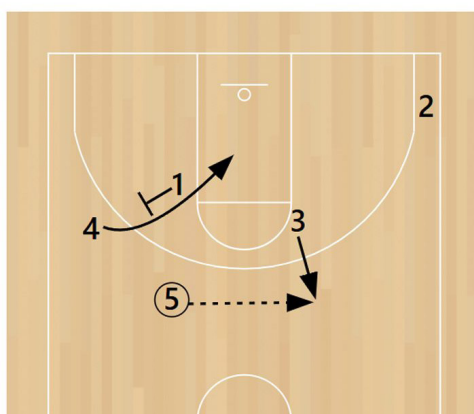
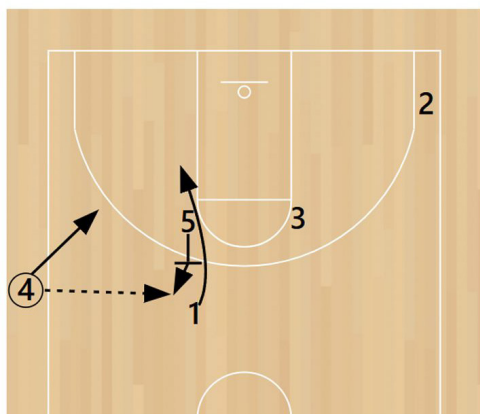
Setup: The play begins in an irregular formation, with one player in the slot, one at each of the elbows, and one in the opposite corner.

1. The play starts with a UCLA cut. 5 sets a back screen for 1 and pops out to receive an inbound pass from 4.
2. After receiving the inbound pass, 5 swings the ball to 3, who pops out near the slot.

3. As soon as the ball has been inbounded, 1 turns and sets a shuffle screen for 4, who cuts to the basket.
4. 4 looks to receive a pass from 3 and finish, or post up and attack 1-on-1 against a defender.
5. At the same time, 5 executes the screen-the-screener action for 1, who pops out near the slot to provide another passing option and could be open for a 3-point shot.

COACHING POINTS

- 🏀 The success of the play relies on 1 setting a well-timed shuffle screen for 4. The screen must be set immediately after the ball is inbounded, allowing 4 to cut to the basket without delay.
- 🏀 3 must be ready to make a precise, timely pass to 4 on the cut. If 4 is well-defended, 3 should be aware of the other passing options, particularly to 1 for a 3-point shot.
- 🏀 4 must be ready to finish strong at the basket, but also be prepared to establish position for a post-up if the initial cut doesn't lead to an immediate pass inside and an easy finish.



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Spain – Zipper Shuffle Miami Bulldog SLOB

OVERVIEW OF THE PLAY

This play is designed to create scoring opportunities through a combination of off-ball screens and a pick-and-roll action. The movement and screen actions help create spacing for both inside and outside scoring opportunities.

KEY PERSONNEL

- 1 should be the team's best creator out of the pick-and-roll play.
- 3 should be a reliable 3-point shooter.

INSTRUCTIONS

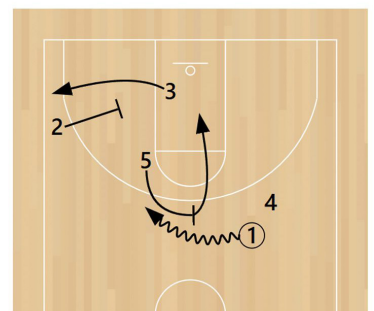
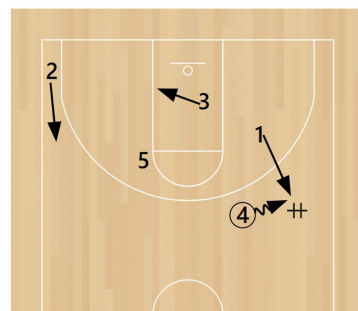
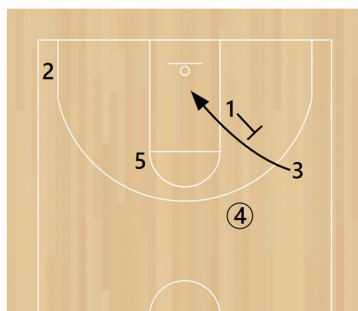
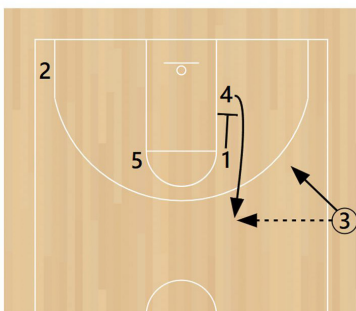
Setup: The play begins in an irregular formation, with a player at each of the elbows, one player on the low block, and one in the opposite corner.

- The play starts with 1 setting a down screen for 4, who pops out near the slot to receive an inbound pass from 3.
- As soon as the ball is inbounded, 1 turns and sets a shuffle screen for 3, who cuts to the basket.
- 1 continues to receive a handoff from 4, while 2 lifts and 3 clears out.

- The play continues with 1 and 5 executing the pick-and-roll play from the top of the key, 5 rolls to the basket looking to receive a pass and finish at the rim.
- About the same time, 2 sets a turnout screen for 3 to get open on the 3-point line.

COACHING POINTS

- Both the down screen by 1 and the shuffle screen for 3 must be well-timed. 1 needs to focus on freeing 4 for the inbound pass and quickly setting up the screen for 3 to keep the defense off balance.
- It's also very important that 2 sets the turnout screen for 3 at the same time the pick-and-roll action occurs at the top. This allows 1 to assess both options once they come off the ball screen—either passing to 3 on the perimeter or to 5 rolling to the basket.
- Make sure you put your best decision-maker in the 1 position, as the decisions made by this player will often decide the outcome of the play.





BASELINE SETS

**BASKETBALL
FOR COACHES** 

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Australia - 131 Rip STS Stagger BLOB

OVERVIEW OF THE PLAY

An OB play with multiple screening actions to get the inbounder to the top of the key with a ball screen to attack the basket.

KEY PERSONNEL

- 1 should be a great point guard who is a good passer and also able to attack the basket effectively.
- 5 must be a strong player who loves physical contact and can set legal screens at a variety of spots and angles.
- 2 and 3 need to be good outside shooters who can stretch the defense and keep defenders out of the lane.

INSTRUCTIONS

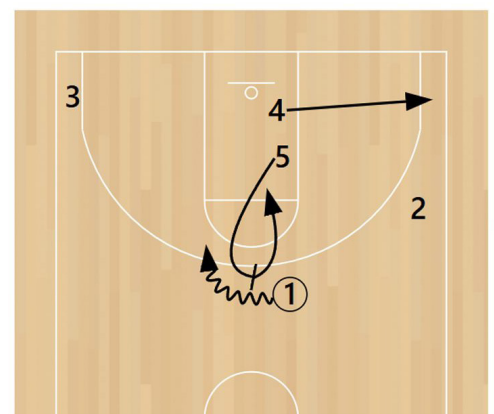
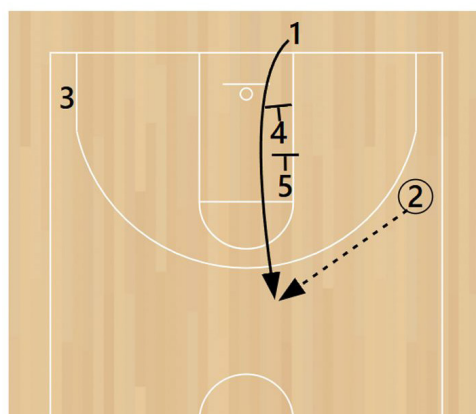
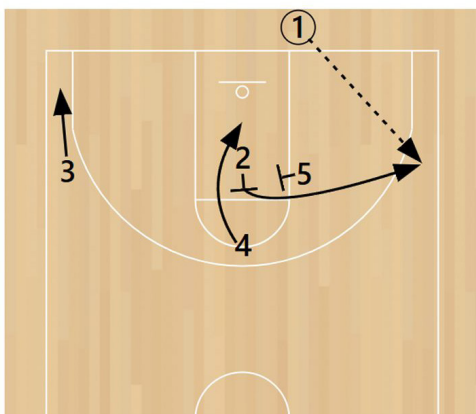
Setup: The play begins in a T set with 4 just under the top of the key, 2 in the middle of the lane, 5 at the strong mid-post, and 3 at the weak wing.

- The play starts with 2 setting a back screen for 4 to dive to the rim.
- 2 then comes off a screen by 5 to the wing to receive the inbound pass from 1.

- 4 and 5 turn down to set a stagger for 1 to run to the top of the key to get a pass from 2.
- 5 then turns out and runs to the top of the key to set a ball screen for 1 as 4 relocates to the corner.
- 1 attacks down the lane line as 5 rolls to the rim and 3 is spotted up in the corner.

COACHING POINTS

- Many teams will run zone out of bounds, but this play will still work as long as your players know how to adjust their screens. 5 needs to make sure to screen the top defender on the stagger and then will likely screen the other top defender for the ball screen so 1 can turn the corner.
- If 5 is a good post player, you may want him to turn and seal after the stagger as that will put him in good post position. As long as 4 clears out to the corner, it will make it 1-on-1 in the paint with no real help-side defense since the ball is in the middle of the floor.
- Make sure to teach 5 that if he feels his defender cheating out as he screens in on 2, he can slip to the basket and try to get a cheap one. This will put him in a tough position for the stagger, so he will have to quickly re-position himself if he doesn't get the ball.



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Brazil - Stagger & Turnout BLOB

OVERVIEW OF THE PLAY

A BLOB that creates a driving opportunity for your point guard to get to the rim or hit a post on a roll to the basket.

KEY PERSONNEL

- 1 should be very skilled coming off off-the-ball screens well and being able to get to the rim in tight situations.
- 5 needs to be a good head-hunting screener who makes sure to get set on his screens and can also finish well at the rim.
- 2 must be a good scorer who can be an effective decoy by drawing multiple defenders as he cuts off screens to the rim.

INSTRUCTIONS

Setup: The BLOB starts with 4 and 5 on the ball side block and mid-post, 2 on the ball-side wing, and 1 near the weak side block.

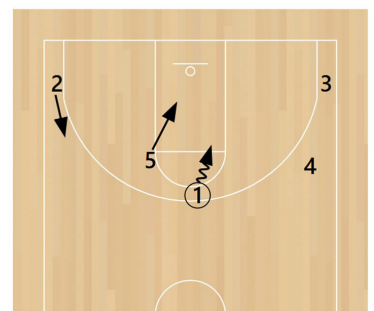
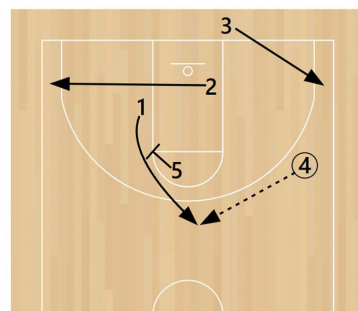
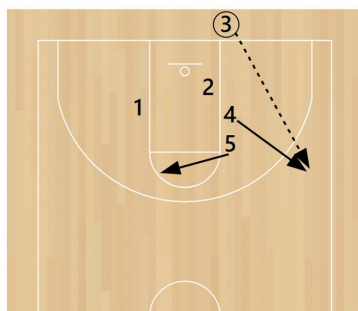
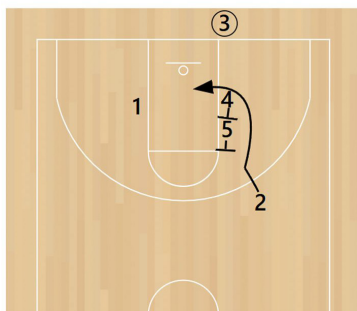
- 2 goes off a stagger by 4 and 5 to the basket.
- After screening, 4 pops out to the wing to receive the inbounds pass from 3. 5 begins clearing toward the top of the key.
- Then 5 turns out and sets a down screen for 1 to pop to the top of the key to receive a pass from 4.

2 clears to the corner and 3 steps in to the other corner.

- 1 catches and attacks the rim as 5 dives to the basket and 2 fills up to the wing.

COACHING POINTS

- 4 has to realize that the better the screen he sets on the stagger, the more open he's going to be popping out to the wing for the inbounds pass. It must be emphasized that he needs to do everything he can to make solid contact on X2 to force X4 to help on the cut so he can be wide open after he pops out to the wing.
- The more versatile 1 is, the more options he will have to score on the catch up top. If he can shoot from the outside, he can pop off the screen for a potential 3-point shot. But if he's not much of a shooter, he can curl to take a more direct route to the paint to receive the pass and get to the rim faster.
- If the defense does a good job of taking away 1's cut to the top off the turnout screen, 5 may be able to slip to the basket for an open layup after 2 clears to the opposite corner.



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France - Exit Flex STS

OVERVIEW OF THE PLAY

An STS set from the baseline that creates an open inside look at the basket or an open 3-point shot from the wing.

KEY PERSONNEL

- 5 needs to be a versatile player who is comfortable throwing the ball in but can also score inside at the rim or with his back to the basket.
- 2 has to be strong enough to set a solid back screen on a post while then being able to quickly come off a screen and making an outside shot.
- 1 should be a great passer and decision-maker who can anticipate which of his teammates will be open off a screen and get them the ball on time and on target.

INSTRUCTIONS

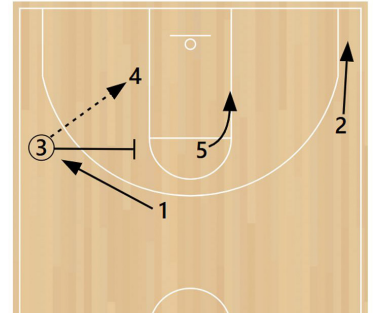
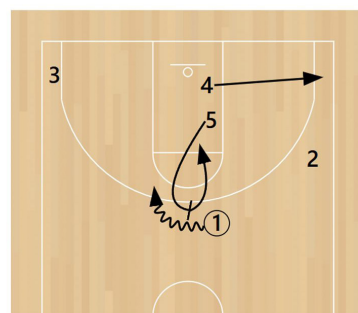
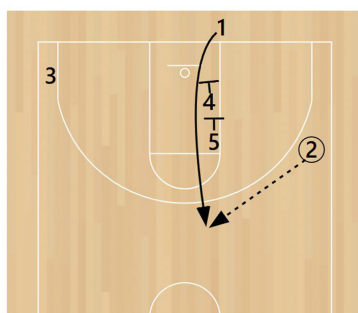
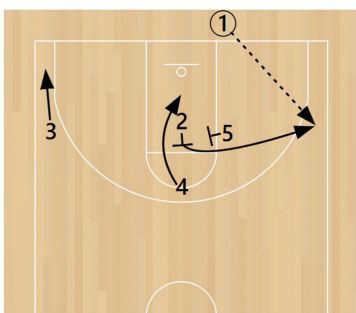
Setup: The OB play starts with 2 on the block, 4 slightly inside and above the block, 1 at the free throw line, and 3 in the weak corner.

- 4 cuts off 2's screen to the corner to receive the inbounds pass.
- 1 pops to the top of the key to receive a pass from 4 as 5 steps inbounds.

- 2 sets a flex screen for 5 to dive to the rim and possibly post up. 3 lifts to the wing.
- As 2 is screening, 4 steps in to set a down screen for 2.
- 2 finishes the screen then runs off 4's down screen to the wing for a possible 3-point attempt.

COACHING POINTS

- 1 may need to be an emergency outlet for this play as it's very dangerous to have only one potential receiver to initiate a BLOB. That makes it that much more important 2 sets a good screen and 4 rubs shoulders coming off the screen so they get open.
- The 3 position is a great place to hide an unskilled player who isn't strong with the ball. He may not be able to stretch the defense on that side of the floor, but it shouldn't affect 2 getting open at the opposite wing.
- 5 has the option of going over or under the flex screen from 2. If it's a good screen, going under will probably result in a quick layup. But if X5 cheats the screen, then going over might be the better option so 5 can seal X5 behind him and post up in the middle of the paint.



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Puerto Rico - Exit HO Swing Spain BLOB

OVERVIEW OF THE PLAY

An under OB play that sets up a Spain pick & roll in the middle of the floor to hopefully get an easy basket at the rim.

KEY PERSONNEL

- 1 needs to be a solid point guard who can handle the ball against pressure and get a pass through traffic to hit a teammate rolling to the basket.
- 5 should be a good inside player who is good at setting screens and also at coming off screens himself to the basket and finishing inside.
- 3 must be a smart player that is good at identifying the right defenders to screen and can set a variety of legal and solid screens to get his teammates open.

INSTRUCTIONS

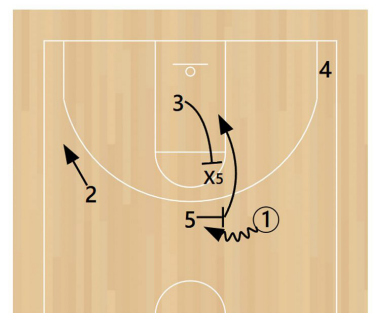
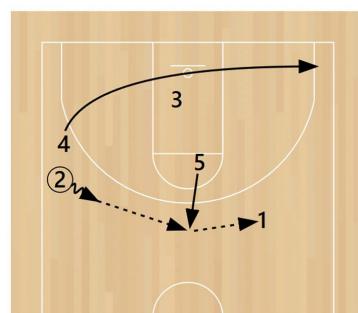
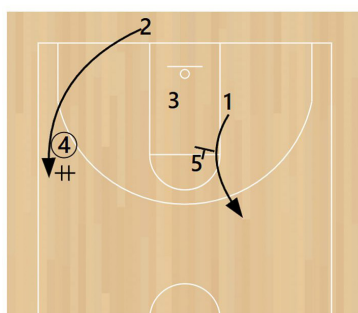
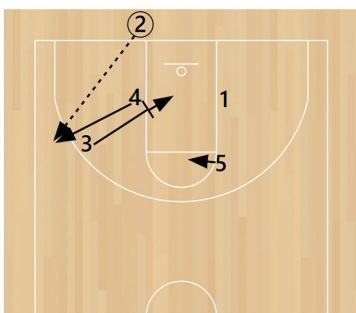
Setup: The BLOB begins in almost a box formation with 1 and 4 on the blocks, 5 on the weak elbow, and 3 on the ball side wing.

- 3 screens down for 4 to pop out to the wing and receive the inbounds pass.
- 5 relocates near the nail as 3 settles near the basket.
- 2 runs around 4 to receive a handoff as 5 screens down for 1 to pop out to the slot.
- 2 reverses the ball to 5 at the top of the key and then to 1 at the opposite slot as 4 clears across the floor to the other corner.

- 5 follows with a ball screen and 1 attacks across the middle of the floor.
- As 5 rolls, 3 steps up to set a back screen for him to dive to the rim as 2 spaces out.

COACHING POINTS

- The action of this play needs to happen fairly quickly so that 3 doesn't get stuck in the lane too long and get called for 3 seconds. The timing of the ball reversal will have to be practiced so 5 and 1 time their cuts to be open at the correct times and aren't late, otherwise 3 will definitely have to leave the lane, which will make the Spain action more difficult to complete.
- The Spain action in the middle of the floor will likely create a lot of congestion if the defense is decent at communication and staying home. Therefore the kick to 2 for an outside shot may be the most likely option on this play, meaning it's important to put an excellent shooter as your inbounder.
- If you run this play multiple times, you may want 1 to reject the ball screen if the defense starts to load to the side of the Spain action. Depending on how they guard the ball screen, it can create a downhill drive along the lane line with a shooter (4) in the corner.



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Spain - Triple Twirl Stagger BLOB

OVERVIEW OF THE PLAY

A BLOB with successive screens for multiple players that gives the offense a variety of chances for a slip to the basket or an open outside shot.

KEY PERSONNEL

- 🏀 4 needs to be an athletic and versatile player who can set solid screens and also hit outside shots coming off screens.
- 🏀 3 should be a smart player who can read the defense well, know when to slip to the basket, and also be able to set solid screens.
- 🏀 1 must be an excellent passer to fit passes into tight windows, but more than that be able to read the defense and anticipate what cutters will be open so they can inbound the ball on time.

INSTRUCTIONS

Setup: The OB play begins with 2 on the weak block, 5 on the strong elbow, and 3 and 4 in the paint between the two.

1. 2 comes off a triple screen by 3, 4, and 5 to the corner mostly as a decoy.
2. Right after setting a screen, 3 twirls around 4 to the basket for a potential layup.

3. 3 stops his cut above the basket if he isn't open to become the start of a stagger screen with 5.
4. 4 cuts off the stagger screen to the wing.
5. After setting the first part of the stagger, 3 slips to the basket.

COACHING POINTS

- 🏀 With all of the screens and movement going on in this play, it's important you select the right inbounder for it. Not only do they need to be able to make quick passes into limited spaced, they need to be able to move the defense with their eyes to help open up the slips to the basket.
- 🏀 Your screeners need to be physical to set good screens. However, you also want a smart player with a high basketball IQ at the 3 position. This way he knows when to set a real screen and when to set more of a fake screen so he's able to break contact quickly and slip under the defense to the basket.
- 🏀 While 2 is mainly a decoy in this play, the first time you run it he may be wide open in the corner coming off three screens. So make sure your players understand that 2 running to the corner is a legitimate option, but it probably won't be there often.

