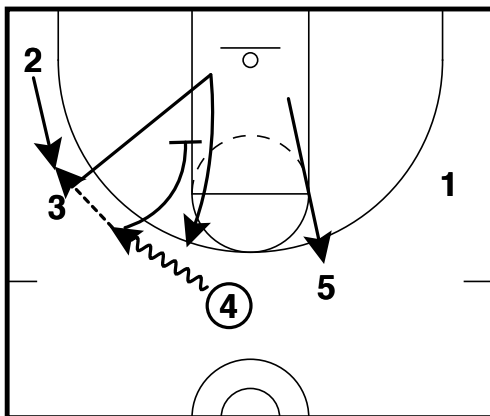
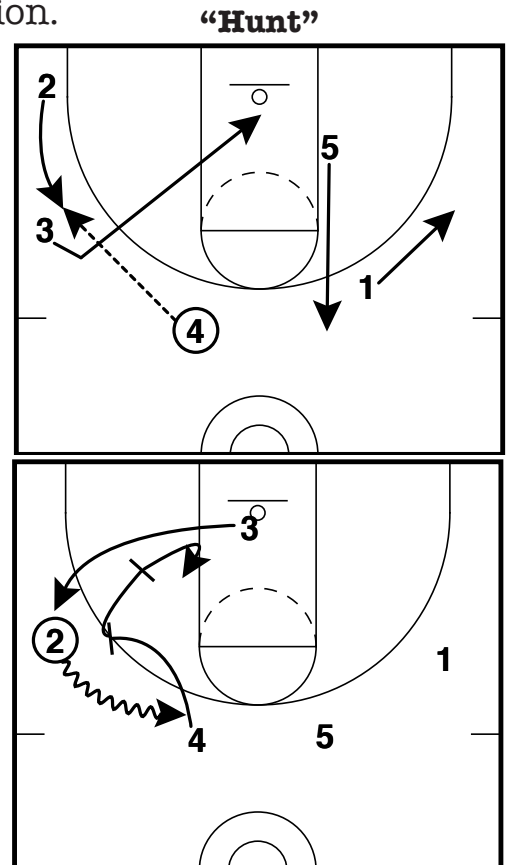


13. QUICK HITTING SETS OUT OF WAVE

To keep defenses off balance and to get a specific shot we may want, we will run some quick hitters that formulate from our basic Wave action. These sets are categorized by the type of action we are looking for. Most diagrams start from the point in which we varyiate from our normal Wave action.

PIN DOWNS

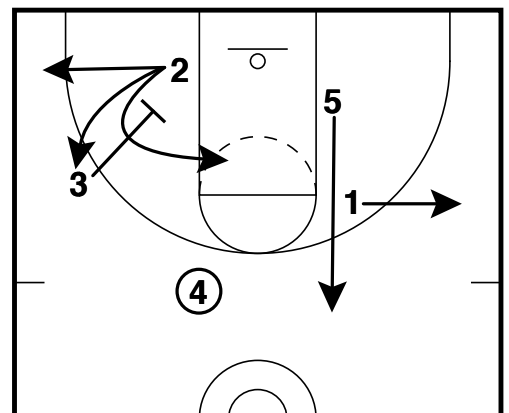
“Hunt/Pin” These two plays are the same set but ran to different sides of the court. “Hunt” is for our 3 and “Pin” is for the 1 or 2. We send the top paired player back door but once we get our head underneath the basket, we are looking to make a sharp change of direction cut to go back to the side we originally came from. The reversal man and bottom paired guard will run their normal ball screen action but the roll man will immediately set a pin down for the cutting guard after ball screening instead of rolling to score. The guard using the ball screen should be able to throw a hook pass back or use a reverse pivot to pass to the get the ball back to the back side of the play. The forward setting the pin down should post up after he screens to add a nice interior touch option.



“Denver” We run our normal action on the front side of the play but on the back side we get into our variation action. We send our top paired player backdoor but instead of going all the way through, he will stop at the block. Our reversing forward will dribble toward the guard lifting and make the reversal pass. Instead of following the ball, he will set a pin down screen for the guard

stopped at the block.

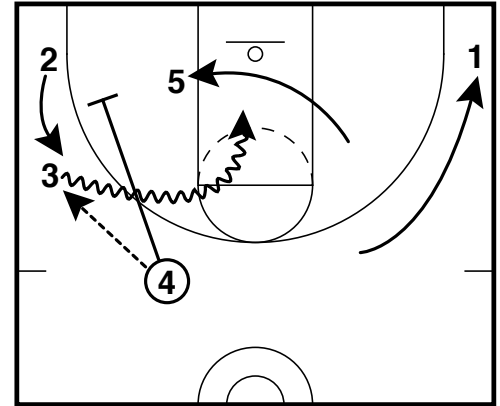
“Option” We can use the pass or dribble entry to run this set, depending on who we want to run the set for. As the cutter from the front side of the play, he will stop at the weak side block. As the ball is reversed, the top paired player on the back side will set a pin down screen. The guard using the screen can run a fade, straight cut or curl depending on how the de-



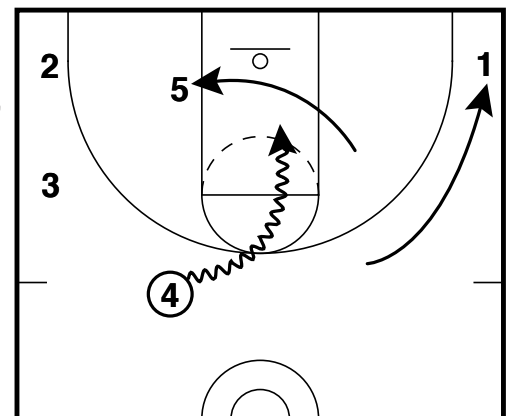
fense plays the screen. These motion reads need to be taught and practiced.

GAP DRIVES

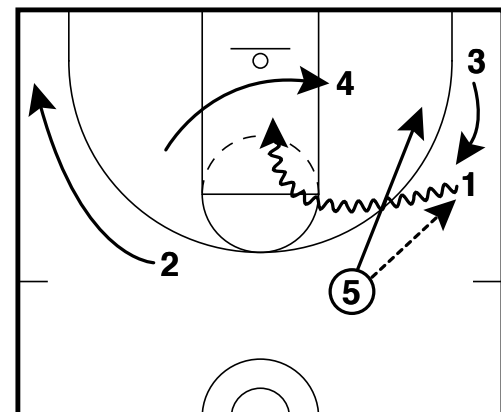
“Triple” Through a coordinated movement pattern out of the offense we can get a triple gap driving lane. A triple gap simply means the strong side slot, weak side slot and weak side wing are all vacated so we have maximum driving space. After a ball screen, the roll man will fill opposite block. The top paired guard will hold (or pin and seal to get open), a wrinkle almost exclusive to this set. The reversing forward will pass and sprint to screen the corner instead of on the ball. The wing should drive off the forward’s tail to attempt to score the ball.



“Double” This set follows the same concept as our “Single” and “Triple” except it is designed to give a forward space to attack the hoop with a double gap. We run our normal Wave action on the front side but have our 5-man roll opposite. The reversing forward should pivot, square his shoulders like he’s going to reverse the ball and then attack the hoop with a hard rip move.

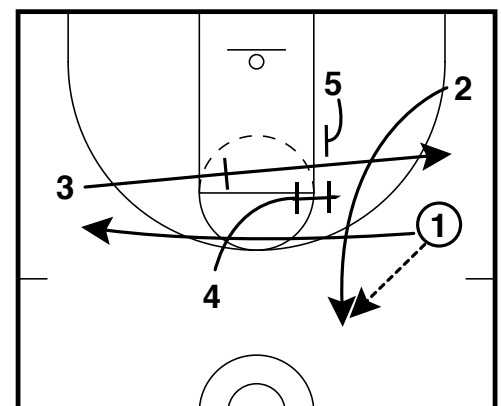


“Single” This is the same action as “Triple” ran for our 1 on the other side of the play. We use a reversal entry and run a 2-man game on the back side. Once the ball is reversed, the weak side forward rolls opposite and the reversing forward will pass and cut through, creating a triple gap for the 1 to drive the lane. Our 1 should attempt to get the rim and the most likely source of help creates a good drive and kick opportunity to the weak side corner.



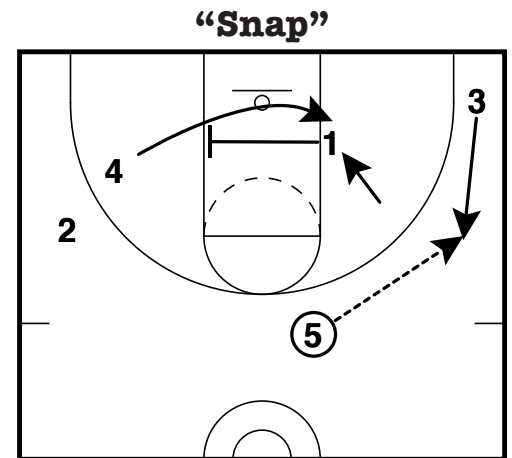
GATE SCREEN

“Elevators” Here we use misdirection to try to get a shot coming off of a gate screen. The misdirection is the 1 coming hard off of a flair screen. Right after that takes place we can reverse pivot and hit our wing coming off the double screen by our two forwards. This action requires the dribble entry.

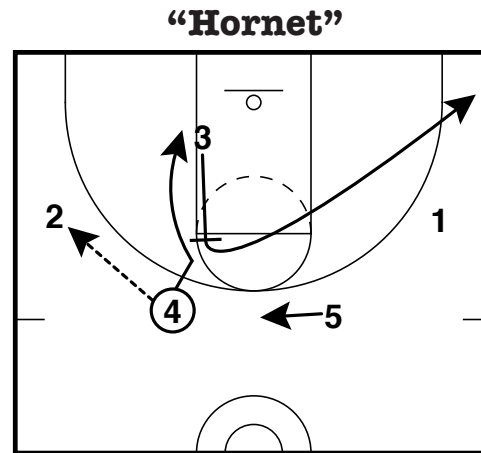
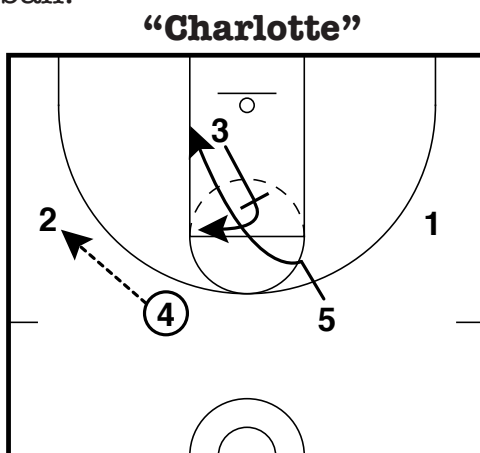


INTERIOR TOUCHES

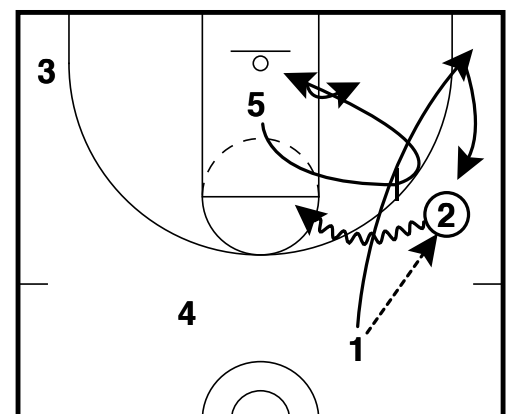
“Empty/Snap” These two plays are the same except ran to different sides. As the top paired player goes backdoor, he will set a cross screen for the weak side forward that has just finished his roll. We tell the forwards to roll short and make a longer, harder cut to receive the cross screen as far across the lane as possible. This is one of our favorite Wave sets and teams often struggle to defend guard/forward cross screens.



“Charlotte/Hornet” Here we have a few options to get our forwards involved cutting to the basket. With these calls the top paired guard will go back door early before eye contact is made between the reversing forward and the top paired guard. He will cut to the block and then head hunt one of the forwards depending on the call. Timing is very crucial on these plays. In “Hornet” we screen the strong side forward on a *UCLA screen*, and on “Charlotte” we will set a weak side shuffle screen and flash back to the ball. If the action does not yield us a shot, the ball should be reversed to whichever forward is still high and he will dribble it to reverse the ball.

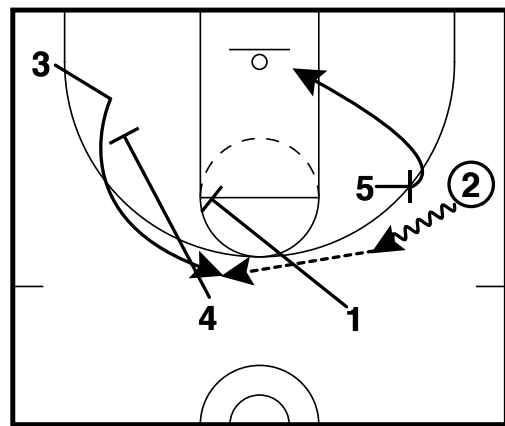


“Same” Here we create a roll and replace action behind the initial ball screen looking for a shot as a help defender might show on the roll. If the shot is not there, the rolling forward will post for an interior touch. We use the pass entry and fill the strong side corner.

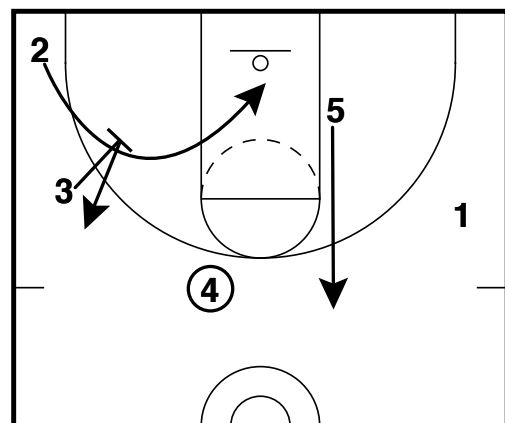


SCREEN AWAY

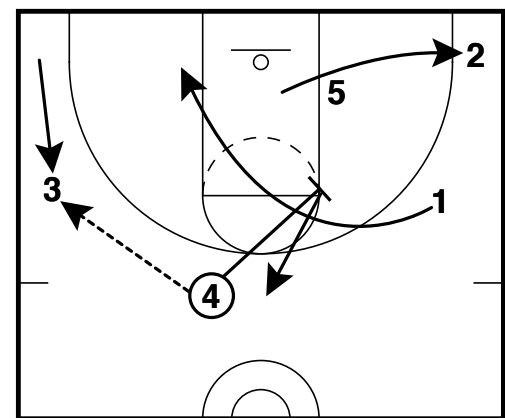
“Green” We set up the side ball screen on the front side of the play with the pass entry, but instead of our normal action, we use a double away screen by 1 and 4 for 3 to come off for a shot. This is a strong option to get our 3 man a good look from three while maintaining our Wave look.



“Cleveland” In this set, we change our normal cut and fill pattern on the back side of the play with a curl/pop action. The top paired guard screens in and the bottom paired guard curls off the screen and fills to the opposite corner. The screener then pops and the continuity continues with the reversing forward following his pass for a 2-man game. This is a great option if teams are trying to mess with our back side exchanges.

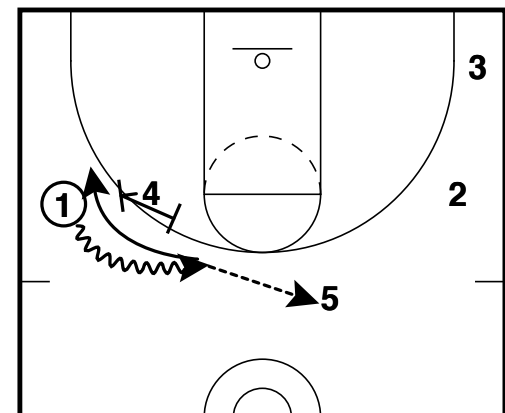


“Away” This set varies from the normal action with the reversal forward screening away for a curl/pop action instead of following the ball for a 2-man game. It is easy to maintain the continuity of the offense after running the variation action by reversing the ball and having the other forward fill high.



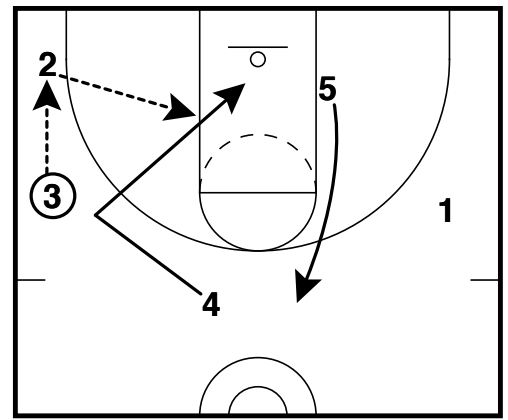
FLAIR SCREEN

“Bears” We break the normal pattern of Wave by not completing the reversal, but instead running a flair screen for the guard who just used the ball screen. This takes place on the back side of the play. If the flair pass is not there, we can easily reverse the ball to the other side with our normal action. We can also add in a designed slip by the flair screener as a counter to this play since the basket is wide open.



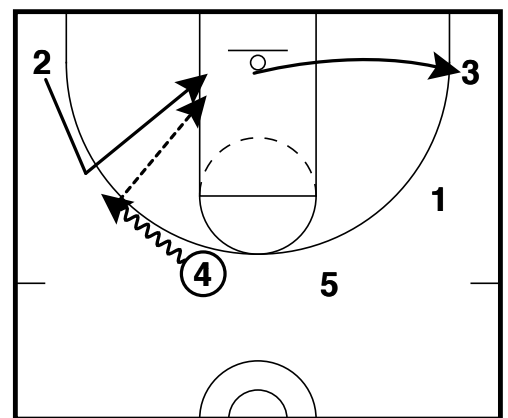
SLIP & DIVE

“Dice” This is a fairly simple play but probably one of our more affective sets in which we score at a high frequency. The set is a designed slip in which the top paired guard does not cut through, but pops to catch the reversal pass. The reversing forward passes to the top paired guard and sprints to the ball like normal. The top paired guard passes to the guard bottom paired guard triggering a dive to the hoop by the reversal forward.



BACKDOOR

“Twist” This is a designed backdoor to counter against teams that try to deny our corner lifts. We want the top paired player to make his backdoor cut early to create space for the next backdoor. The backdoor we are looking for involves the reversal forward dribbling at the lifting guard and then making a jump stop and ball fake before delivering a backdoor pass. Timing is crucial, as well as the pace 3's cut to weak side to keep the basket clear.



Explore Your Options

We teach our players to treat every 2-man action with respect in Wave. Players need to understand that even if we are in a Wave set, they should still read the whole play and hunt great opportunities to score. For example, in our set play “Single” we use the reversal entry and swing the ball from 1 to 4 to 3. When 3 catches the ball on the wing, he should be reading whether he can drive his man on the rejected screen to score on a baseline drive. So even though the play is designed for 1 to attack off of the next ball reversal on a gap drive, 3 shouldn't just run dummy action to get the ball reversed. Instead he should be reading the play and looking to attack and if his attack isn't there, then we reverse the ball and run our action. ALWAYS read the play and explore for a great option, even if we are running a set for a specific action.