



# Xavi Pascual - Panathinaikos 2017-18 season



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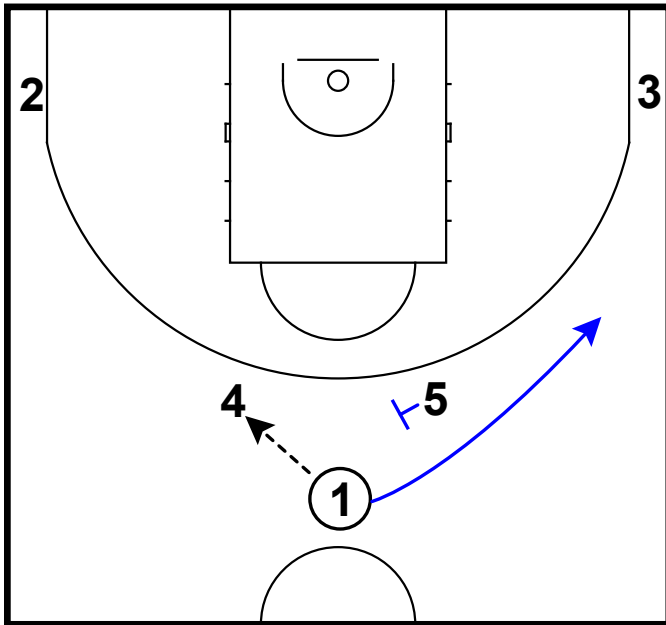


## Xavi Pascual - Panathinaikos 2017-18 season - Contents (cont.)

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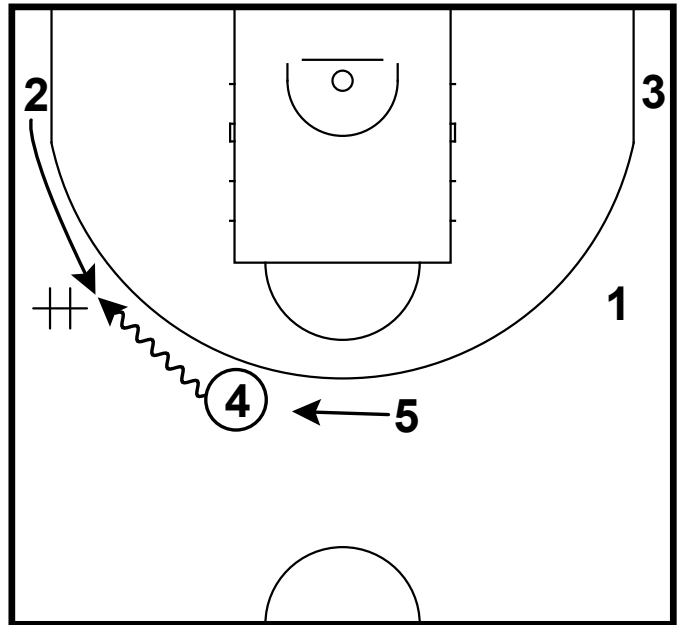
# Horns - DHO & Pick

Frame 1



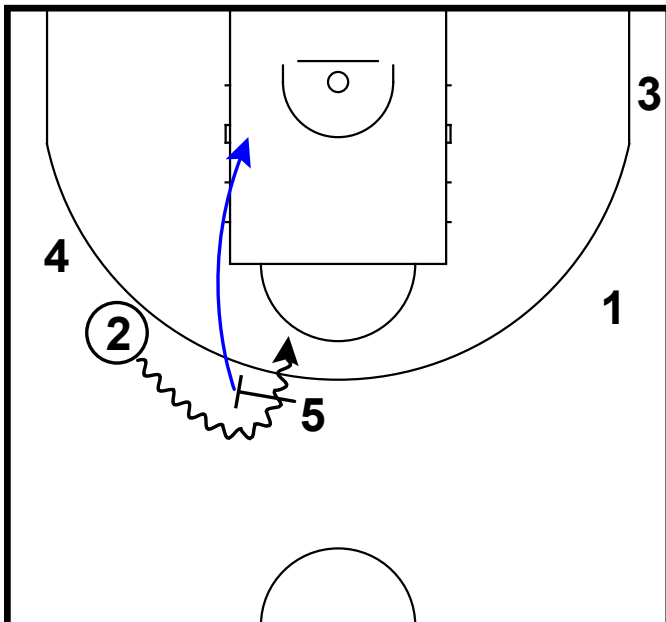
pitch & flare screen

Frame 2



DHO

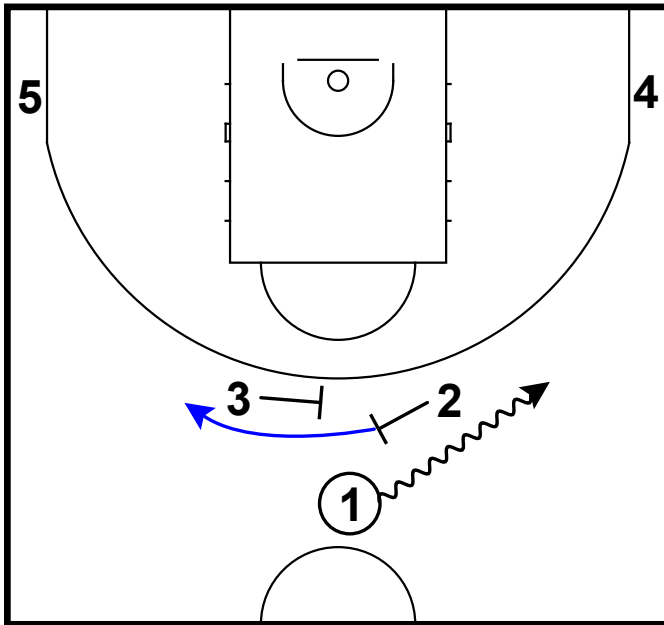
Frame 3



elbow pick & dive

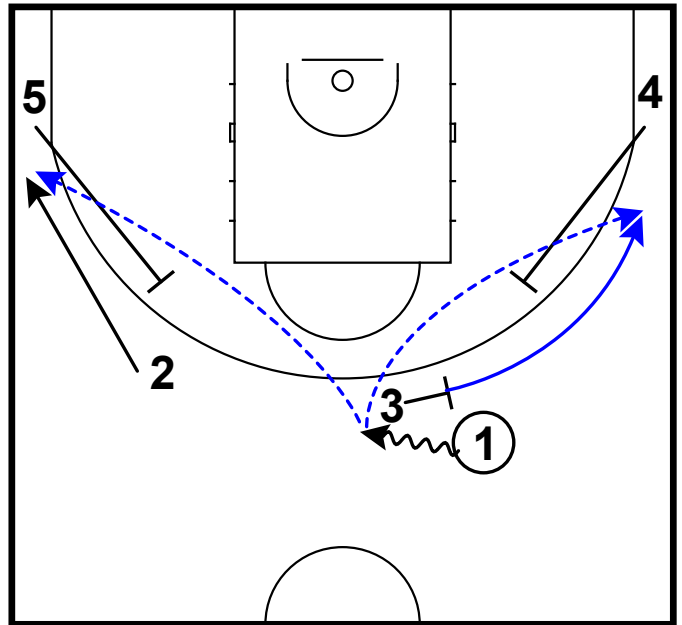
# Horns - Double flare

Frame 1



pick and flare screen

Frame 2

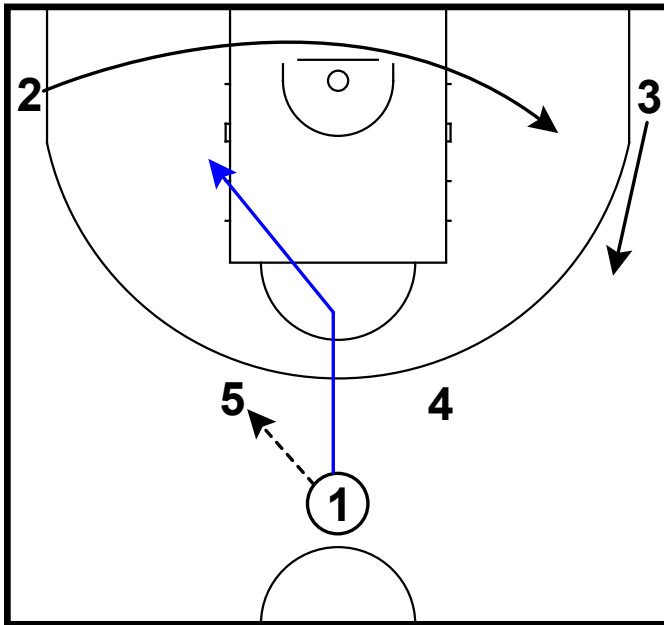


pick/slip & flare screens



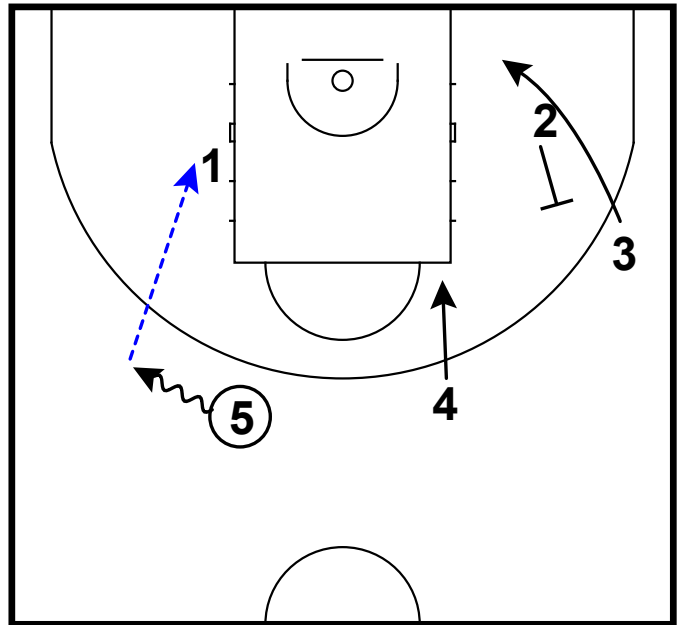
# Horns - PG post-up & low post actions

Frame 1



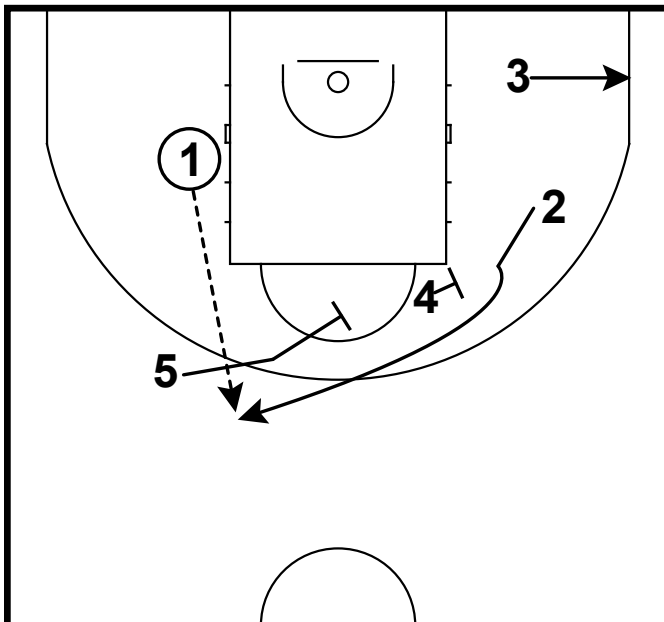
clear out & post-up

Frame 2



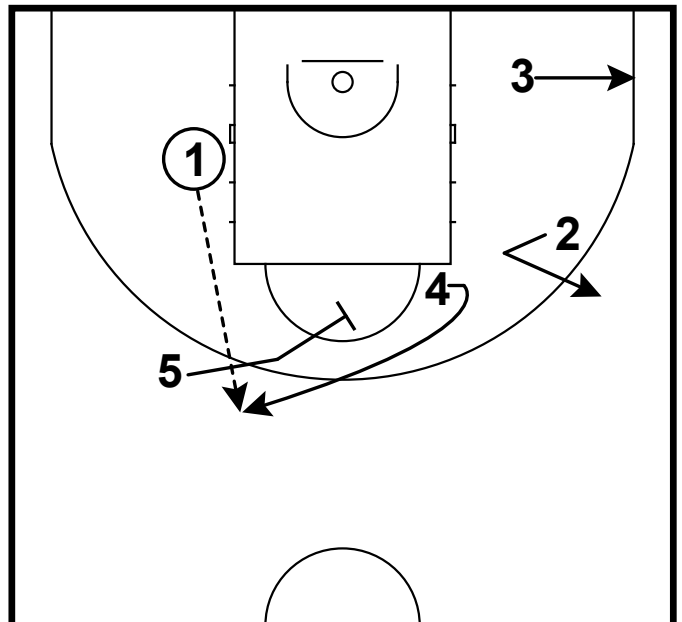
low post feed, back screen

Frame 3



option 1: stagger away for 2

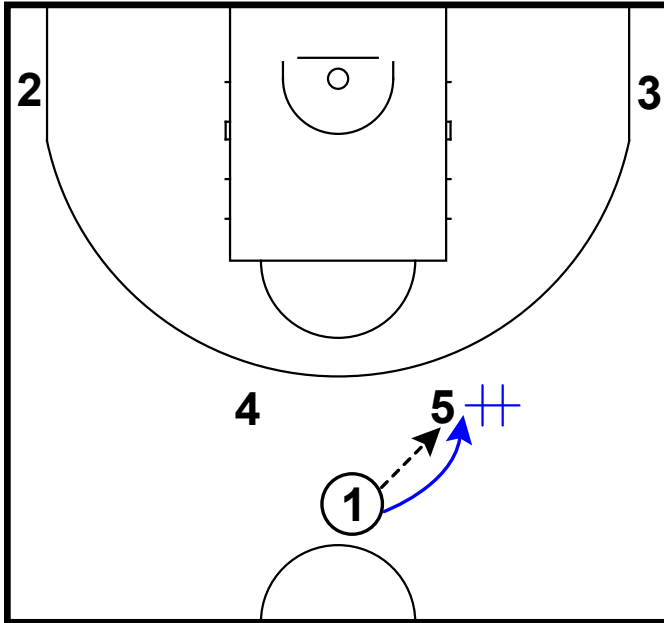
Frame 4



option 2: 4 fakes setting a screen for 2 and exits through 5's screen

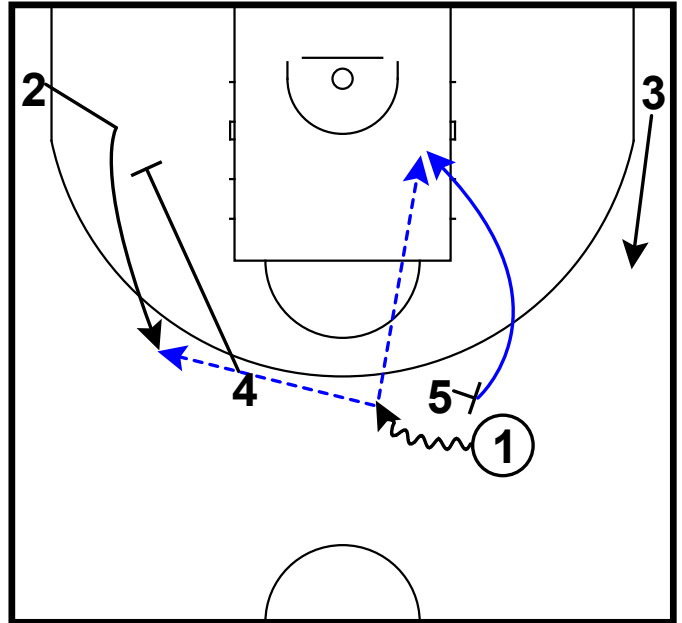
# Horns - Pick & Wide Pin down

Frame 1



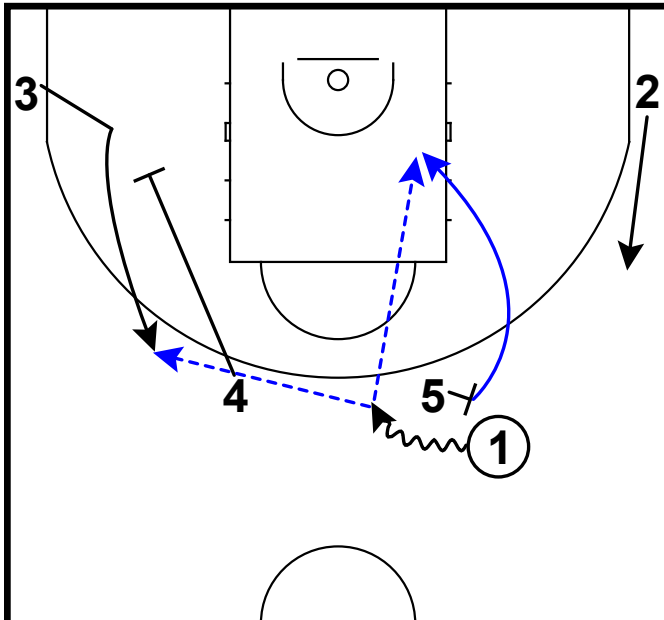
pass & hand-off back

Frame 2



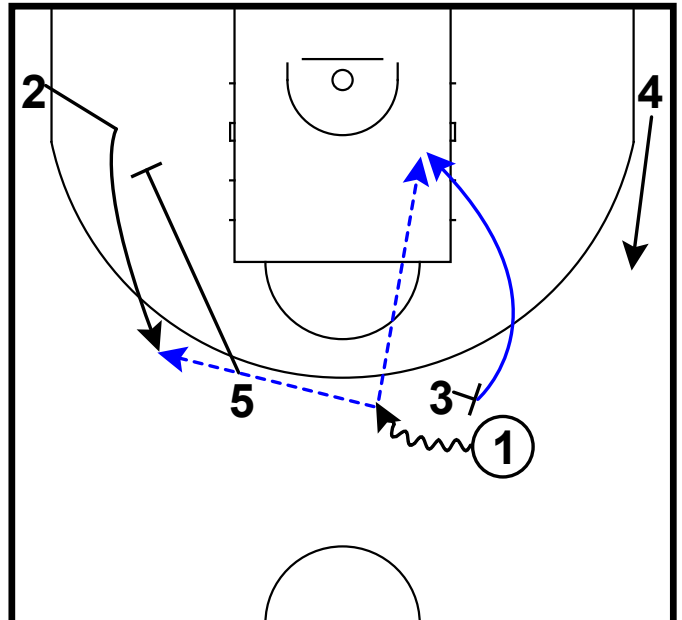
twist pick while 5 sets a wide pin down

Frame 3



same action for different shooter (4)

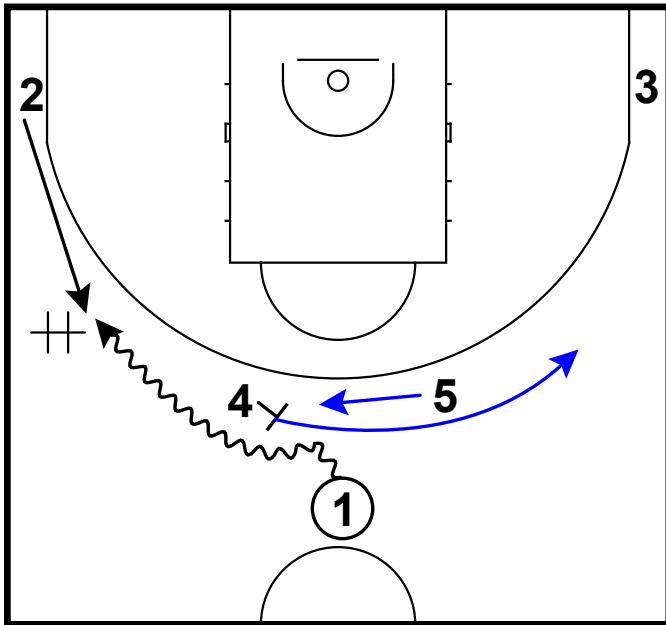
Frame 4



same action with 3 setting the pick

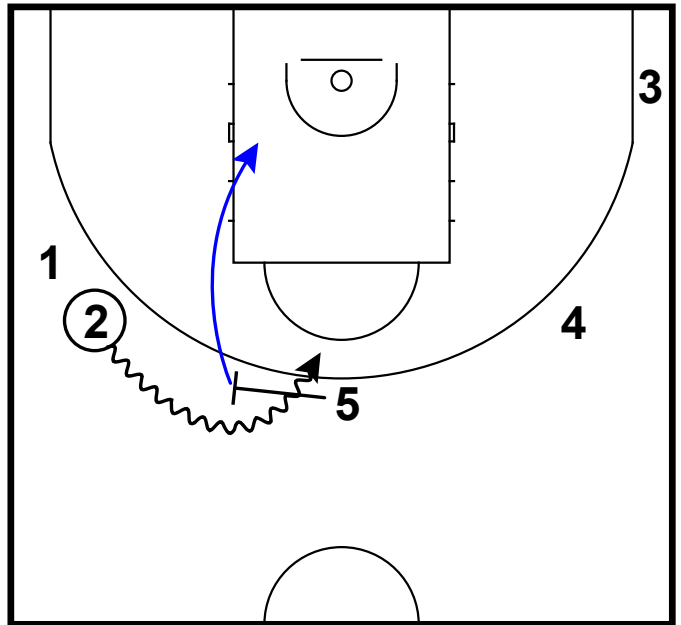
# Horns - Pick, DHO & Pick

Frame 1



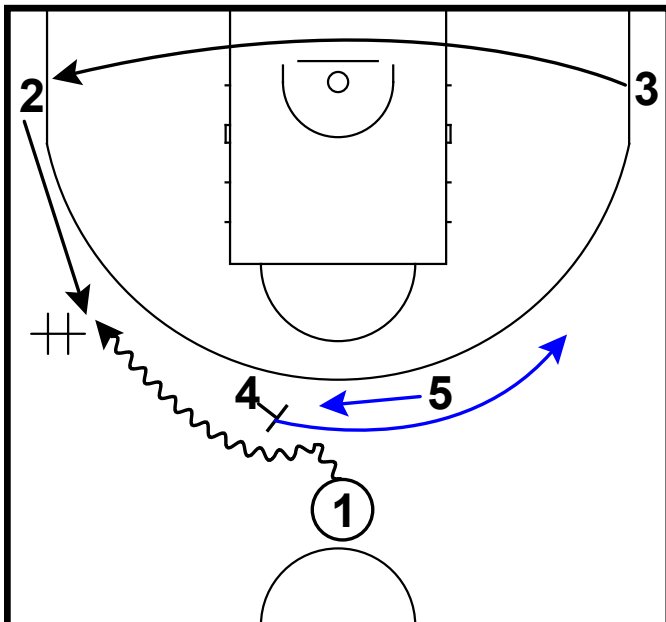
pick & clear out, DHO

Frame 2



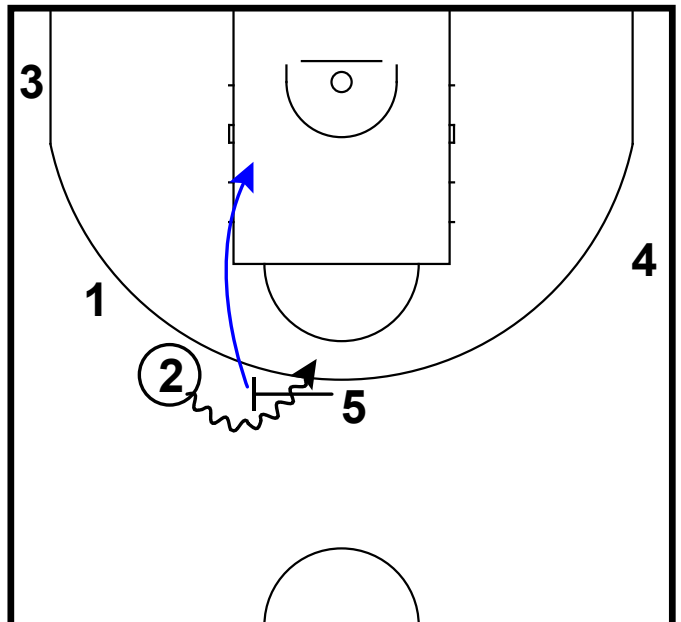
elbow pick & dive

Frame 3



3 can make a baseline cut, to confuse help defense

Frame 4

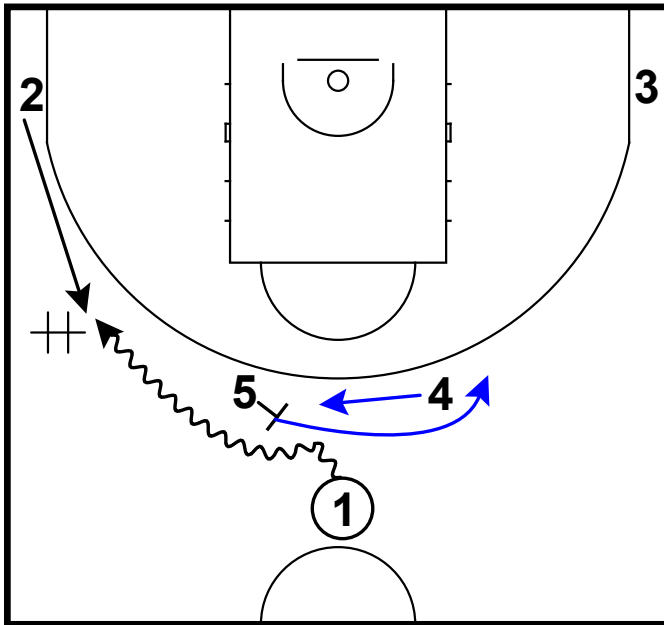


elbow pick & dive



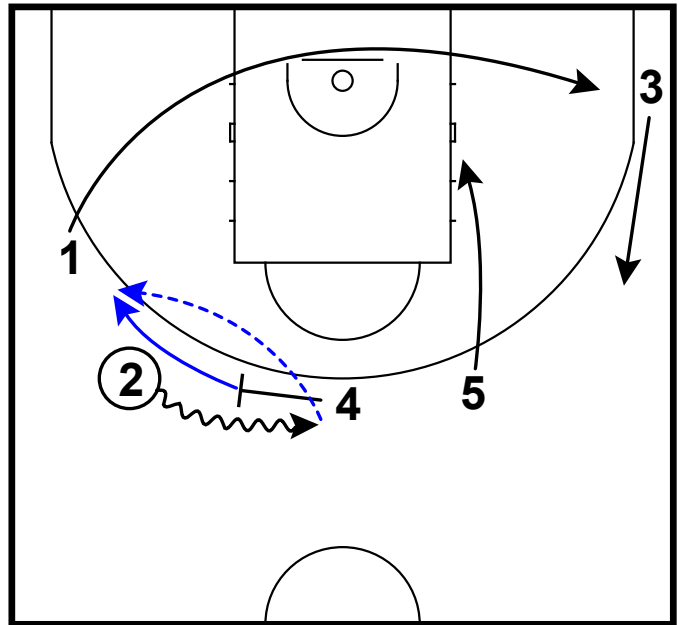
# Horns - Pick, DHO & Pop

Frame 1



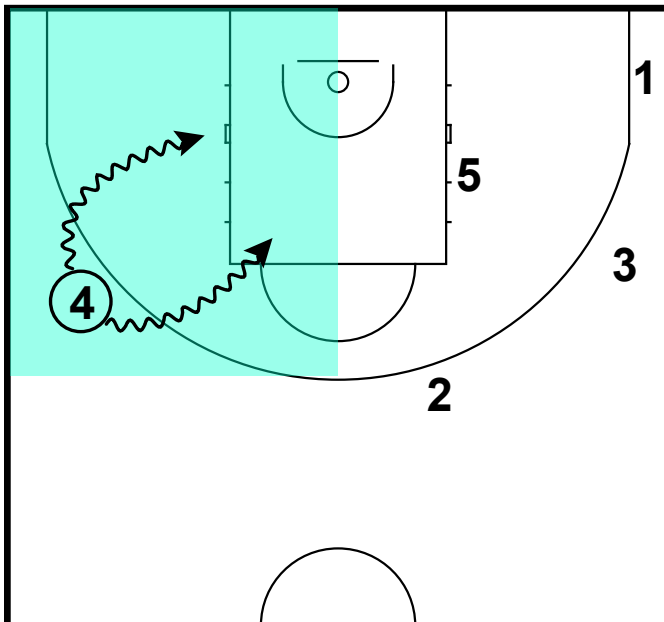
pick & DHO

Frame 2



1 cuts baseline to confuse help defense,  
3 relocates & 5 cuts to low post.  
Pick & pop action

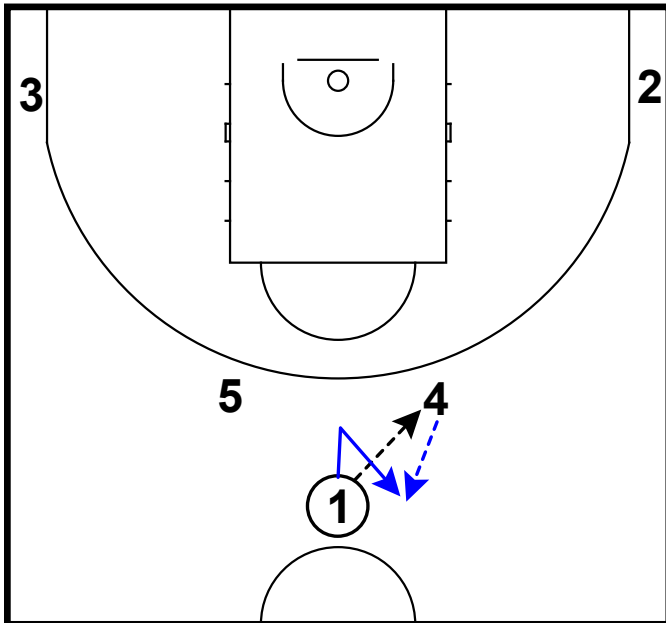
Frame 3



iso

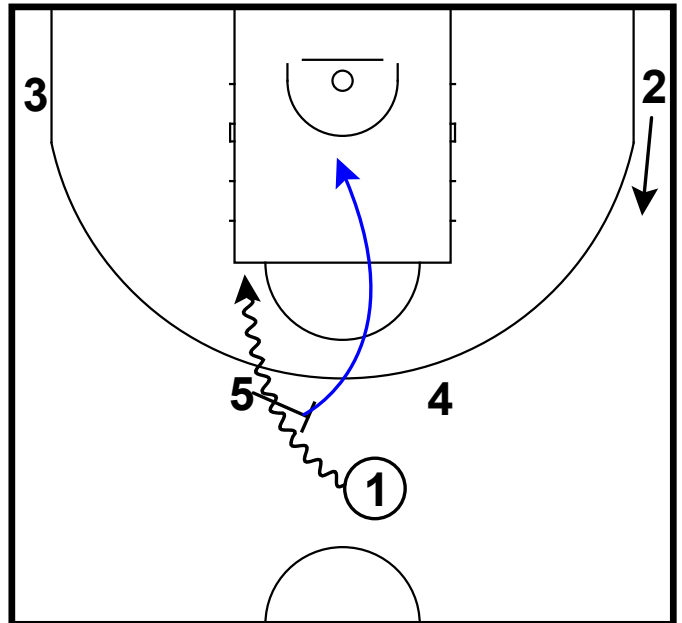
# Horns - Pitch back and Pick & dive

Frame 1



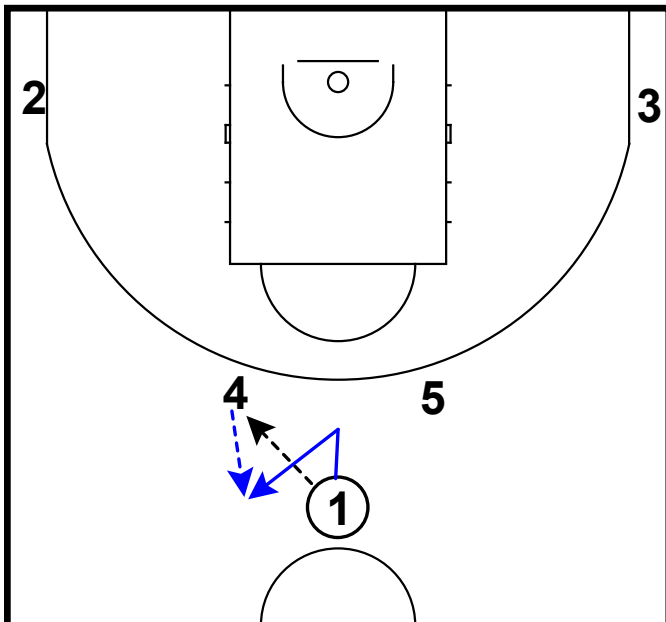
pass, fake & pass back

Frame 2



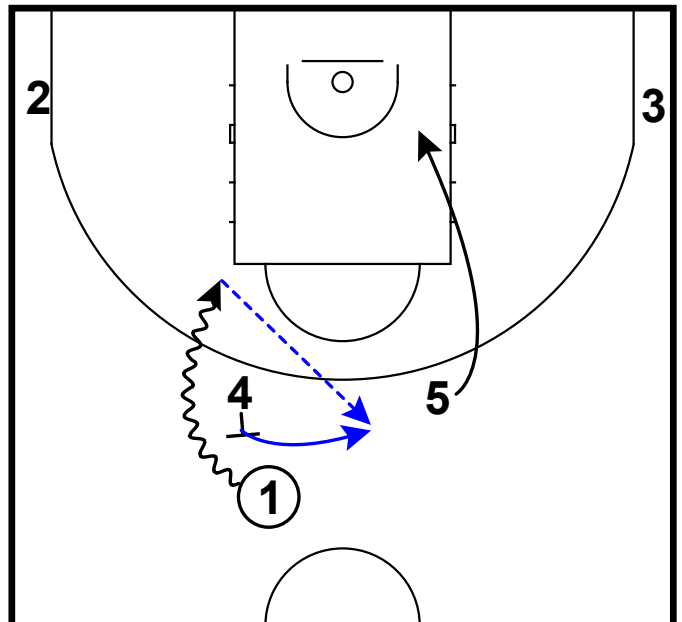
pick & dive

Frame 1



pass, fake & pass back

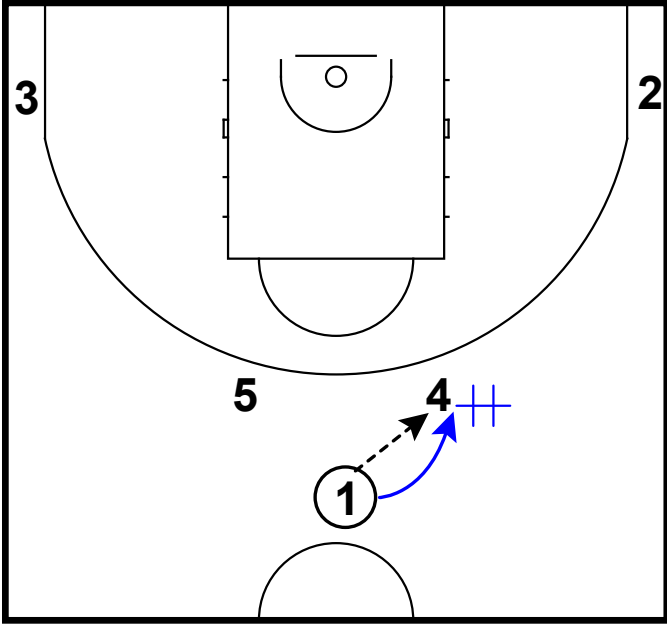
Frame 2



flat pick & pop

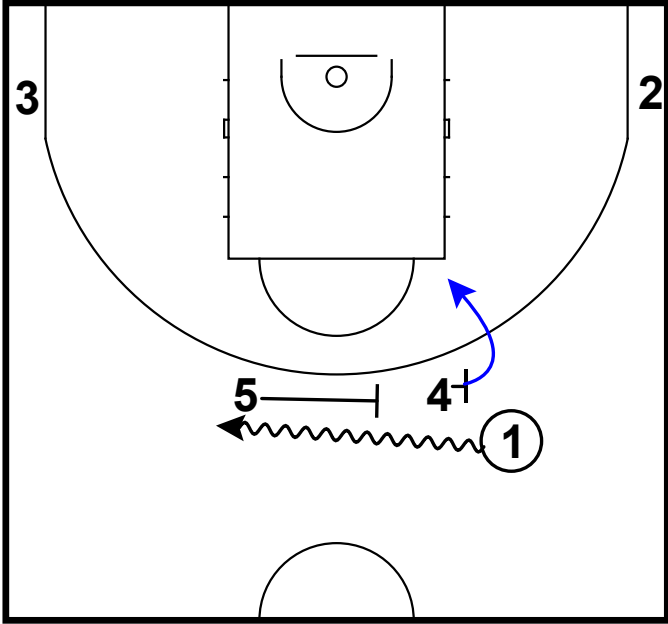
# Horns - Pitch, Double pick & Down screen

Frame 1



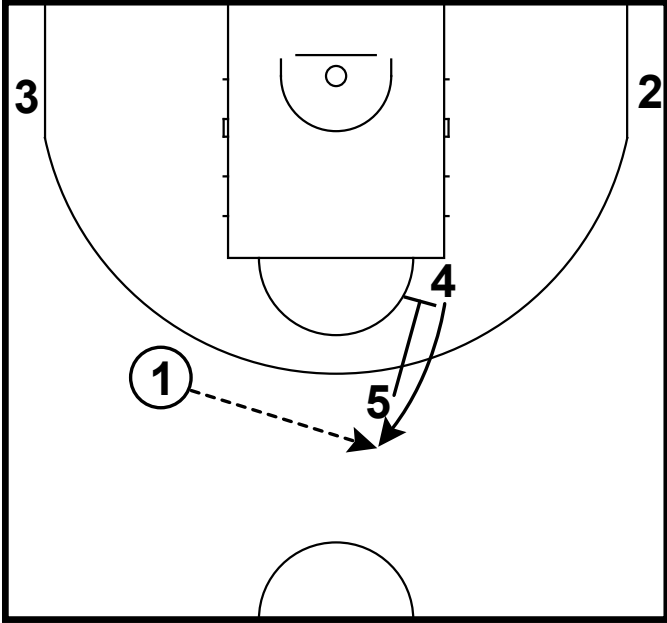
pass & hand-off back

Frame 2



double pick

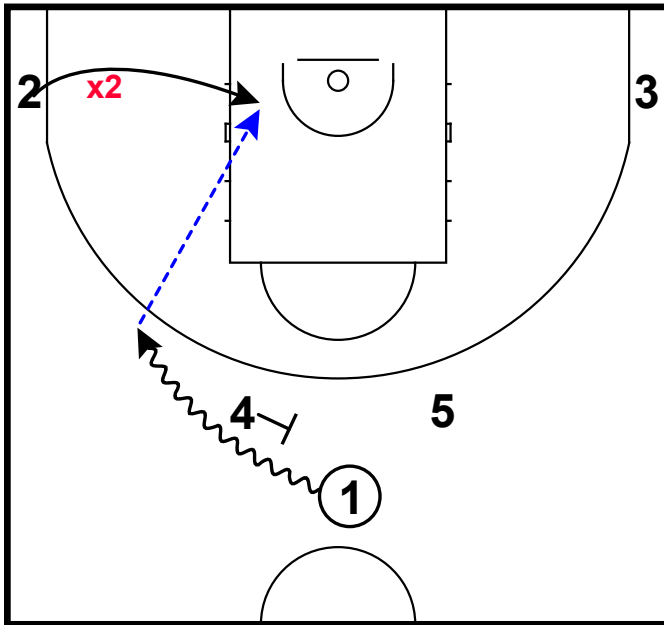
Frame 3



down screen

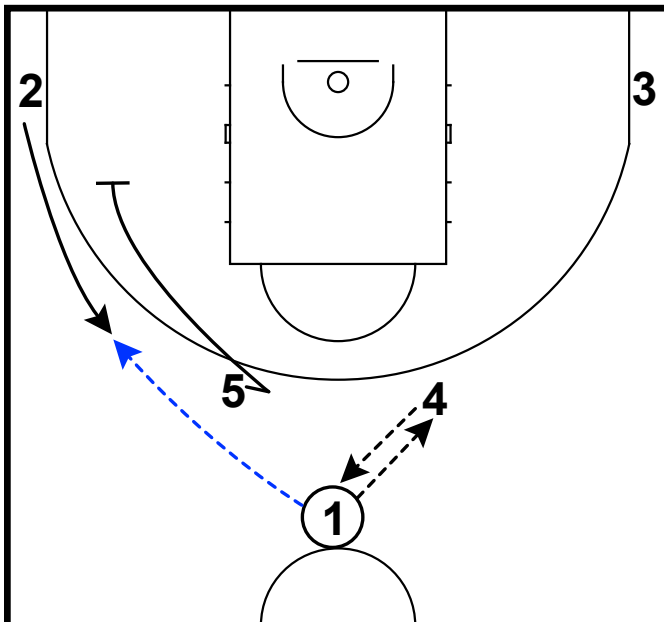
# Horns - Quick Back cut

Frame 1



fake pick, dribble at & back cut

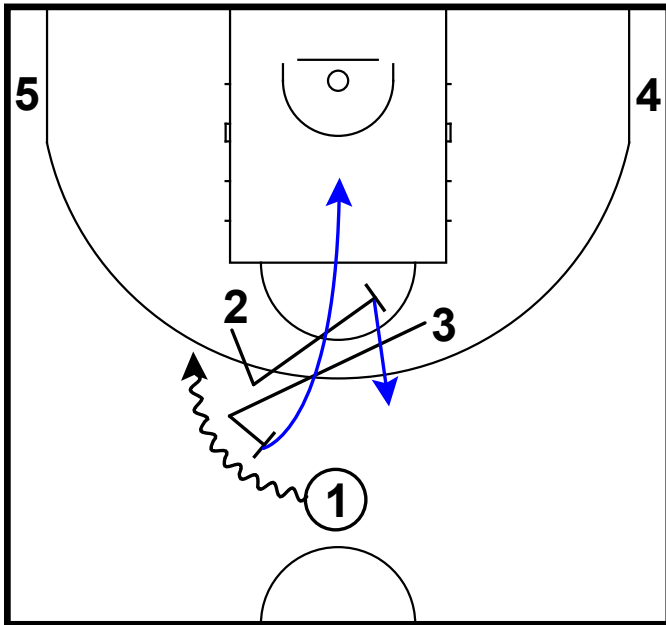
Frame 1



pitch to 4 & pass back, 5 fakes setting a pick  
& sprints to set a wide pin down

# Horns - Ram, Pick & dive

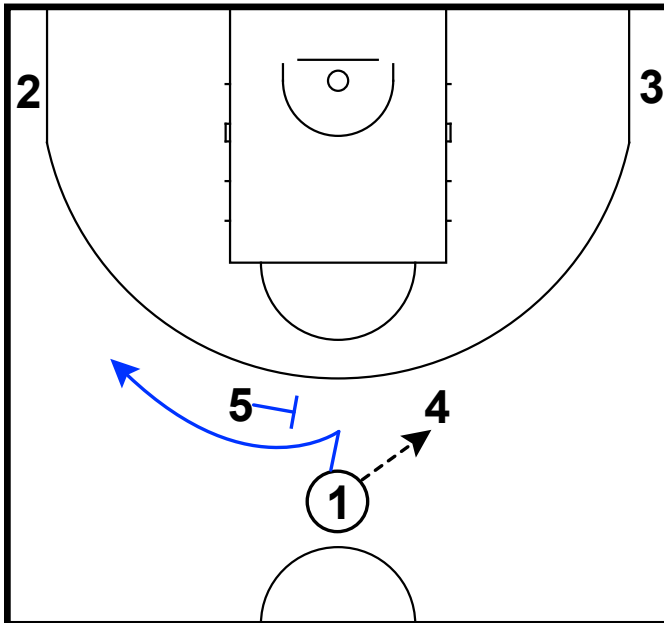
Frame 1



ram, pick & dive

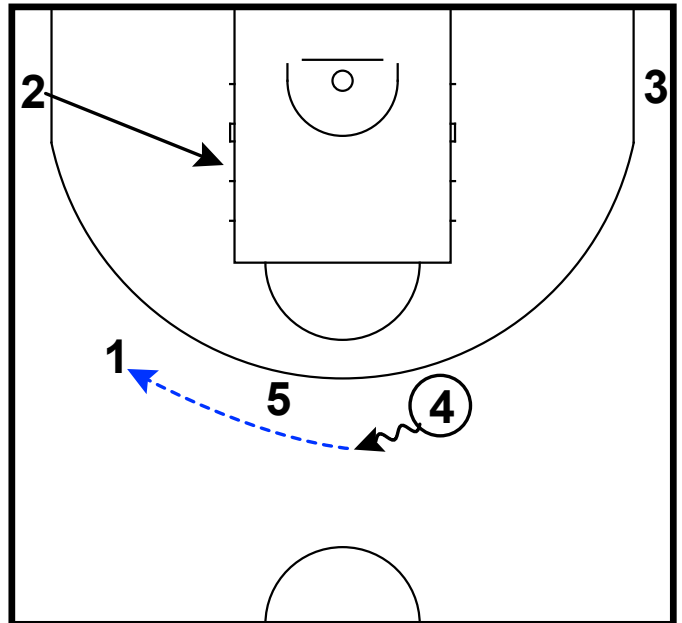
# Horns - Ram, Slide & Wide Pin Down

Frame 1



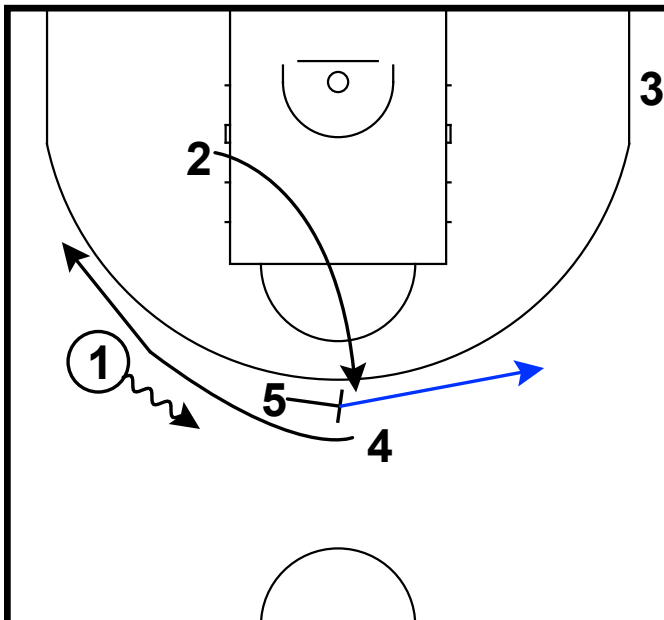
pitch & flare screen

Frame 2



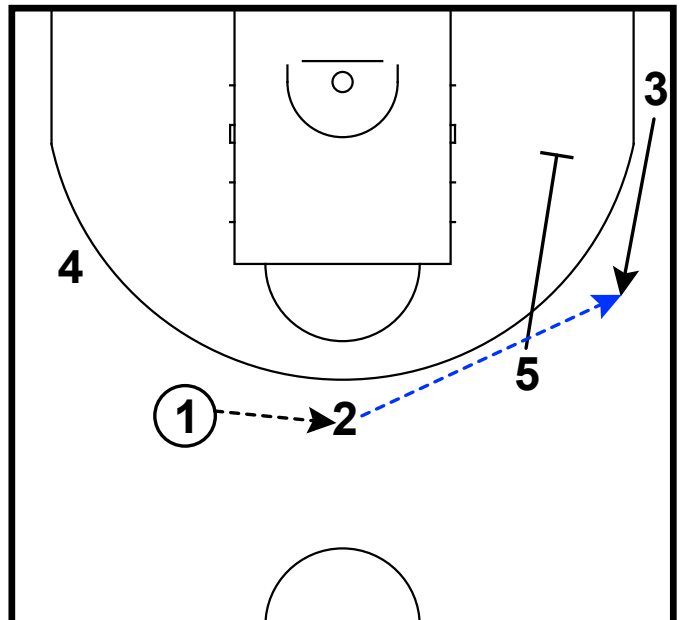
4 takes one dribble & passes back to 1, while 2 relocates in mid-post

Frame 3



ram screen & slide action  
(4 fakes a pick and pops out),  
1 cuts to the top

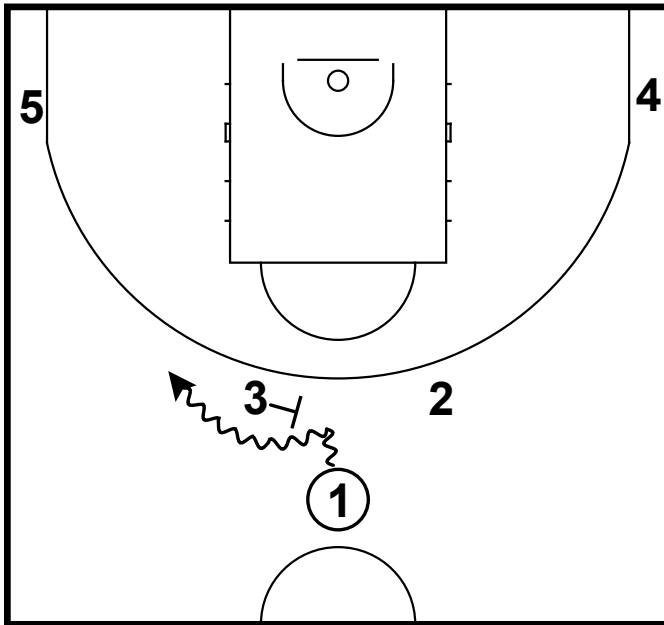
Frame 4



wide pin down

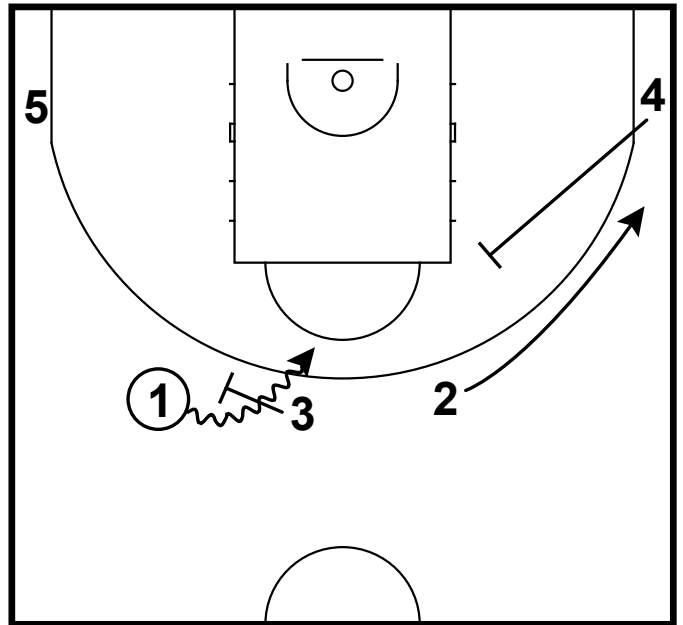
# Horns - Re-pick & Flare screen

Frame 1



3 sets a pick

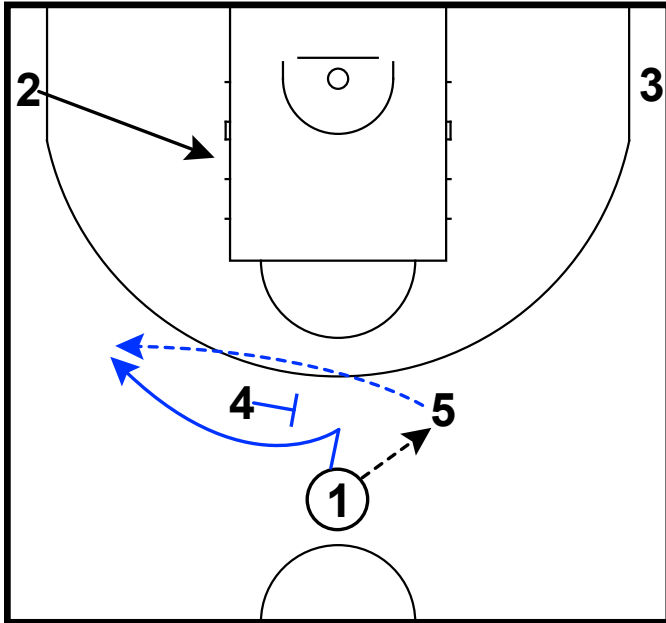
Frame 2



re-pick & flare

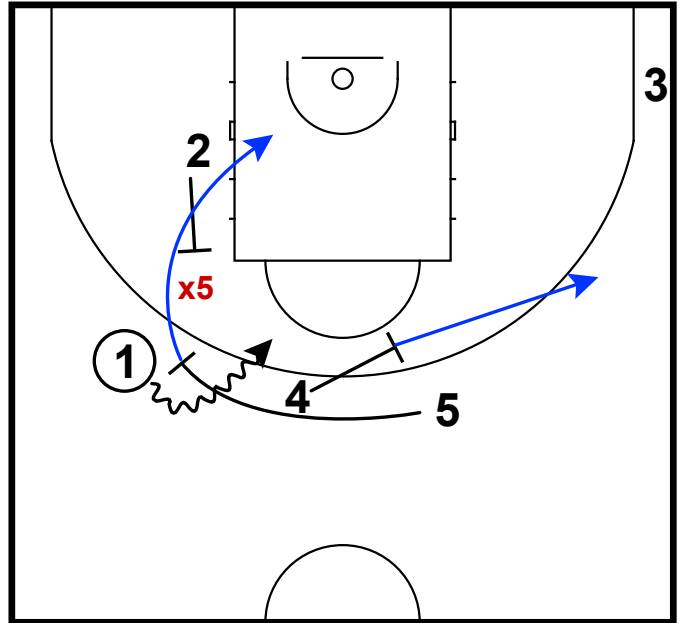
# Horns - Side Spain Pick & Roll

Frame 1



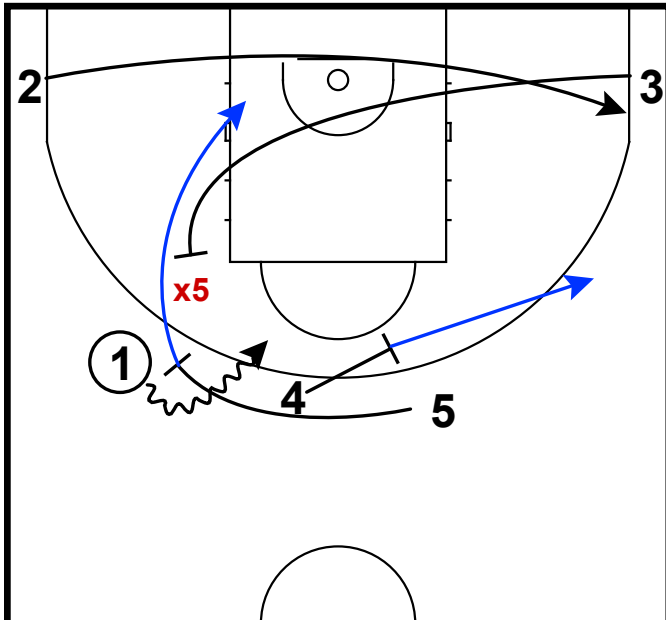
pitch & flare screen,  
2 relocates in mid-post

Frame 2



side Spain pick & roll

Frame 3



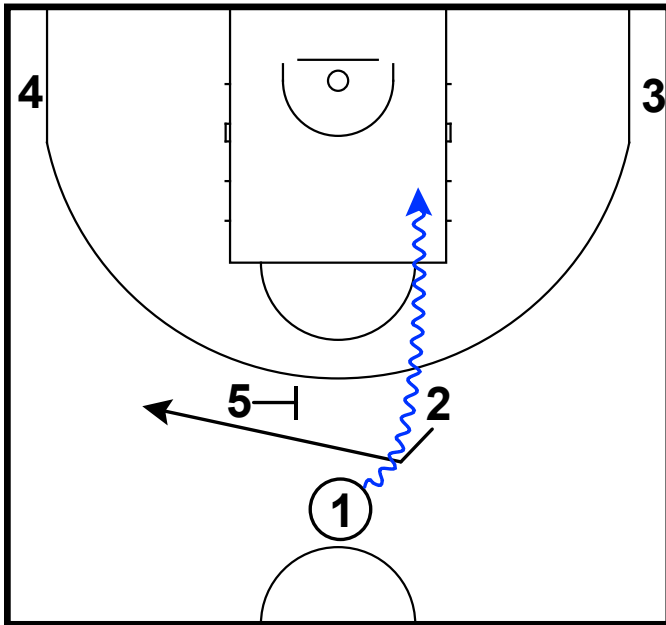
same action, corner players cross cut





# Horns - Slide & Flare

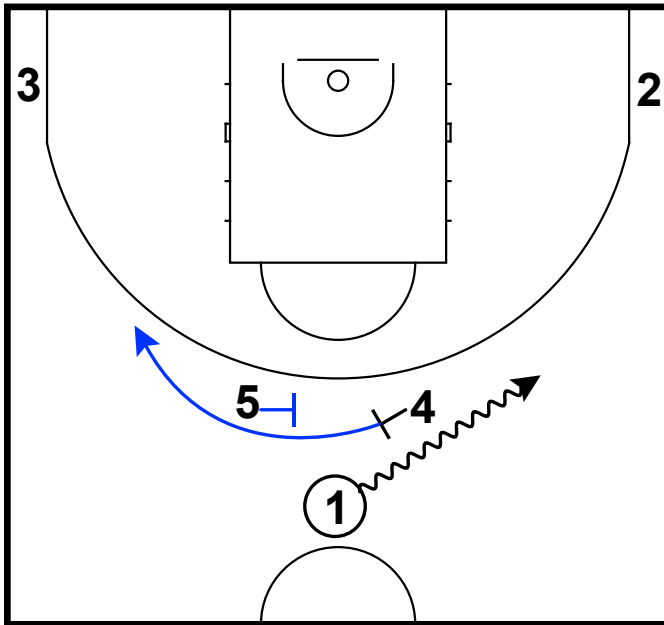
Frame 1



2 fakes setting a pick and gets a flare screen,  
1 can drive to the basket.

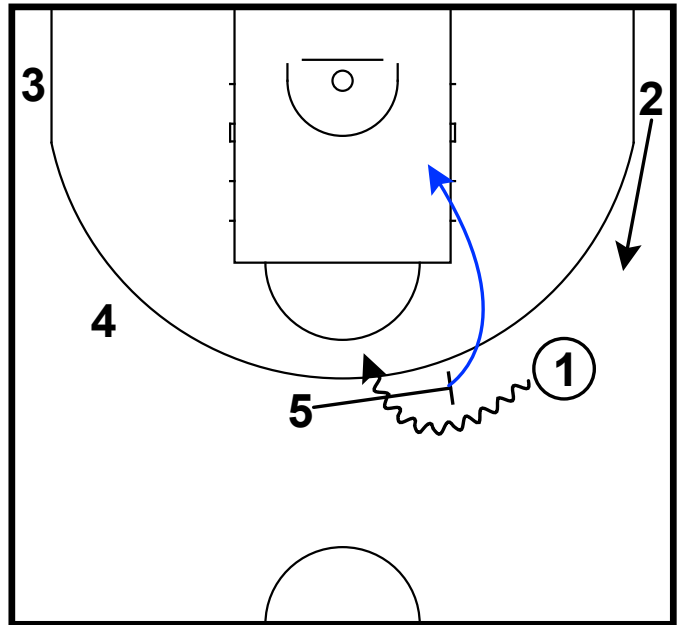
# Horns - Twist

Frame 1



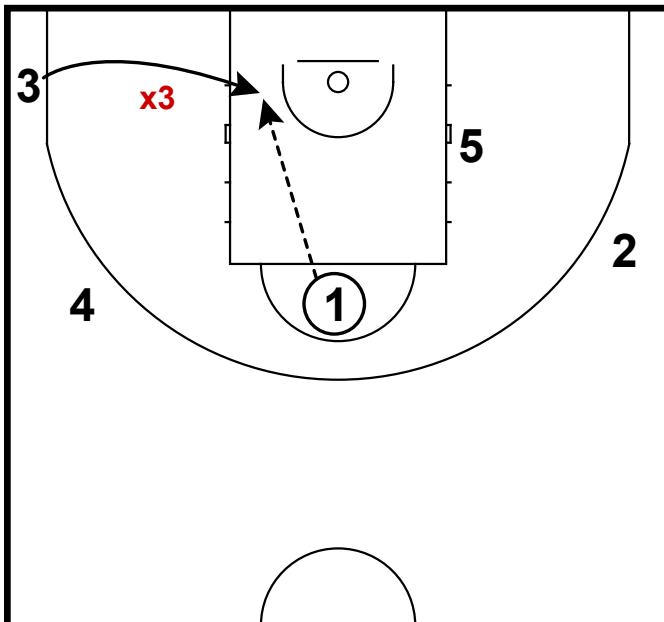
pick & flare screen

Frame 2



elbow pick, 2 lifts

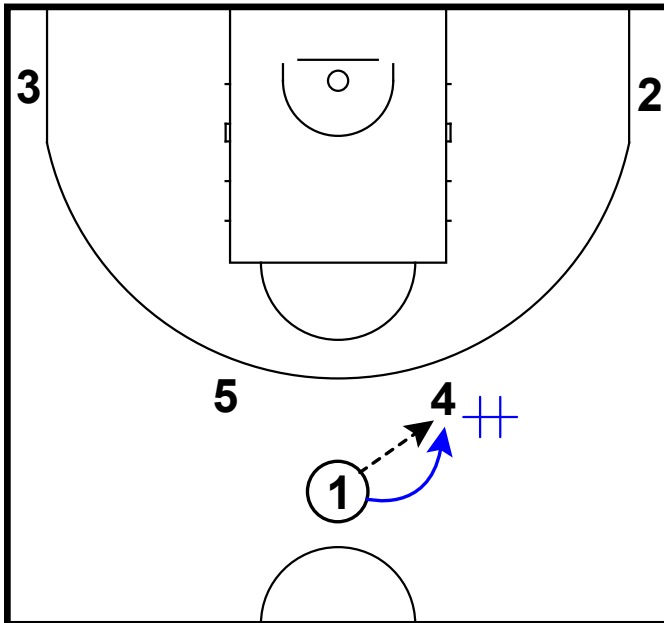
Frame 3



3 can read his defender and back cut  
OR stay in the corner

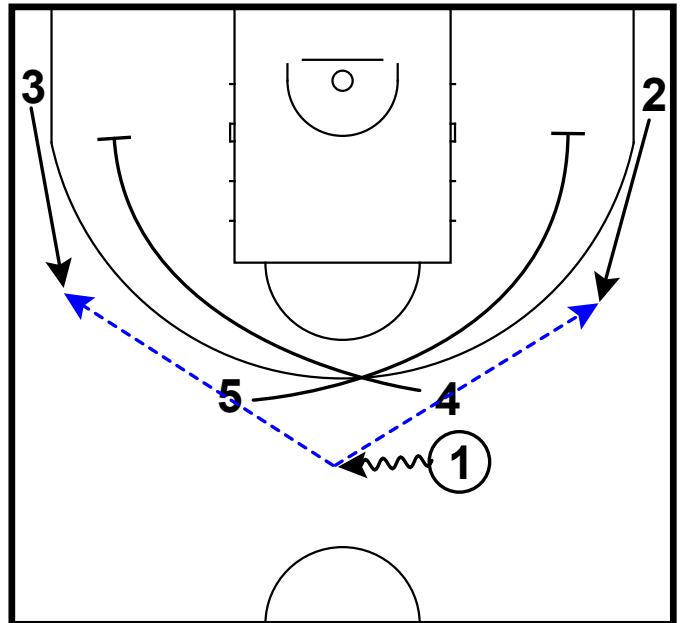
# Horns - Veer screen/slip & options

Frame 1



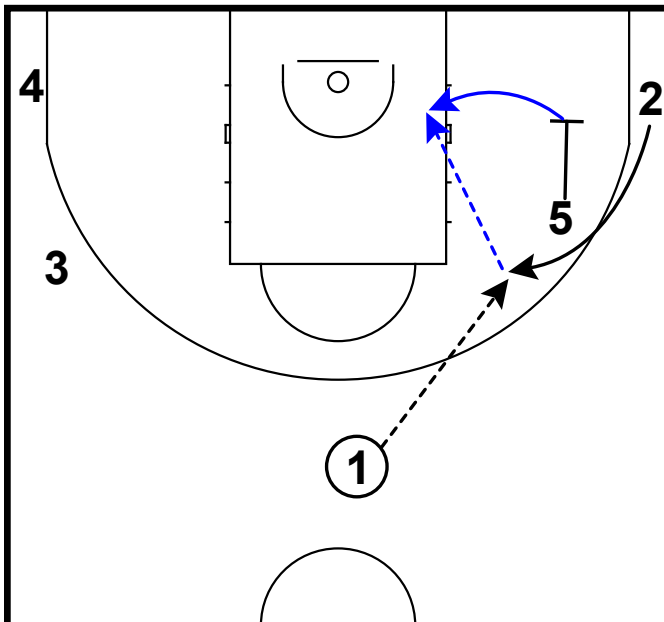
"get"

Frame 2



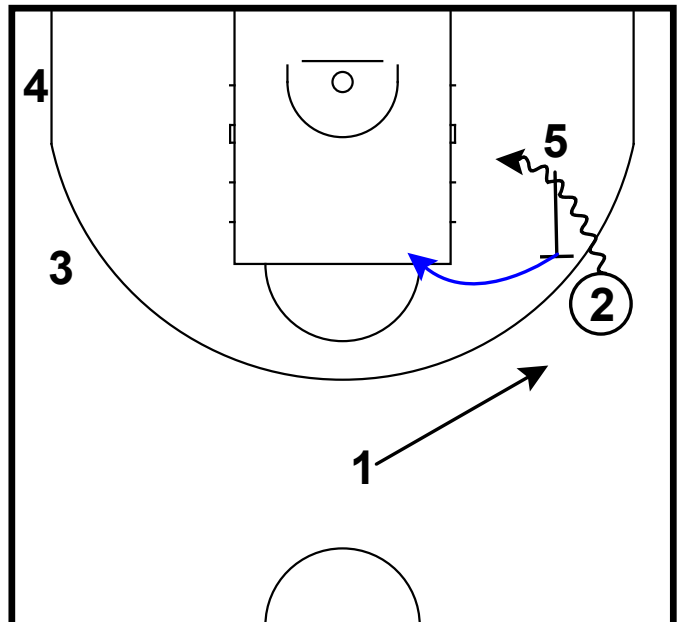
veer screens

Frame 3



defender trails => curl,  
screener rolls in

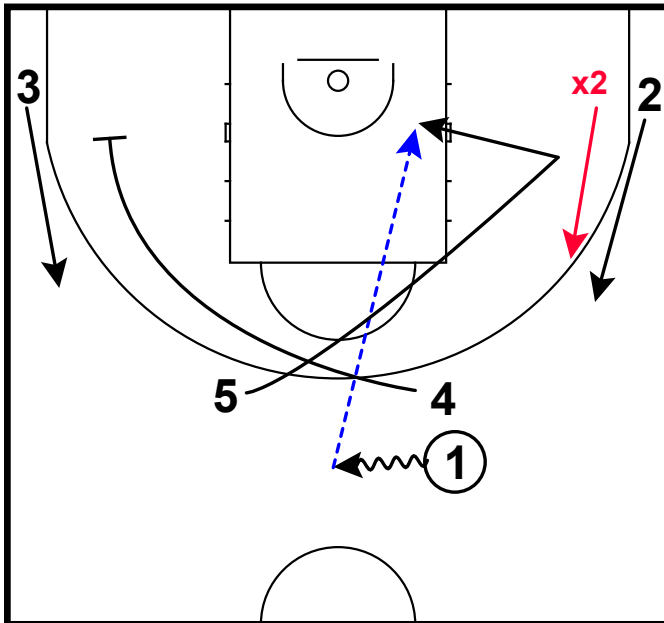
Frame 4



step-up pick option,  
1 is safety

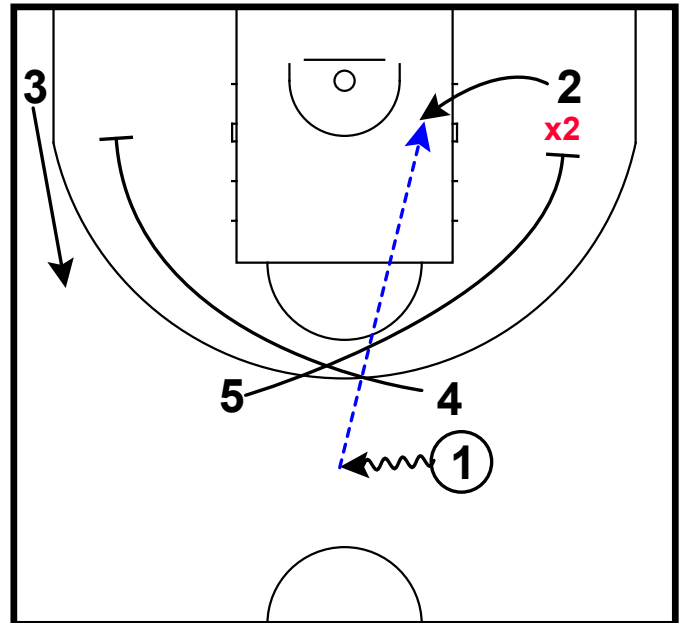
# Horns - Veer screen/slip & options

Frame 5



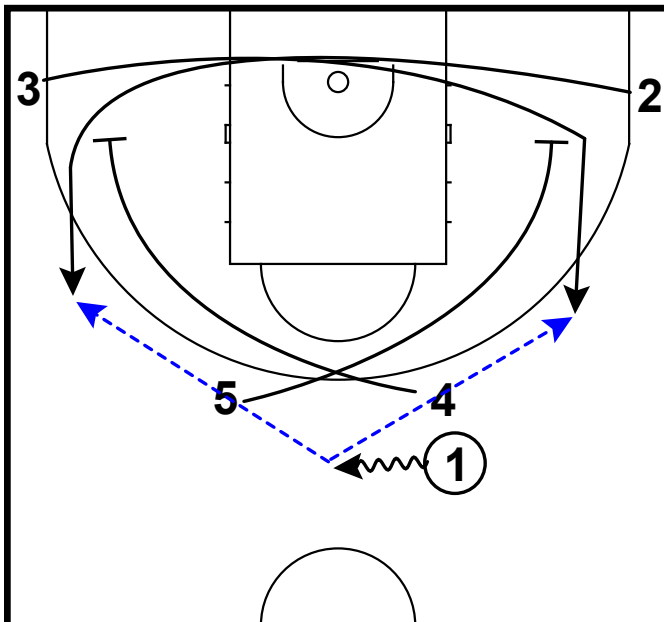
5 can slip for a lob pass

Frame 6



defense denies screen (top lock) => back cut

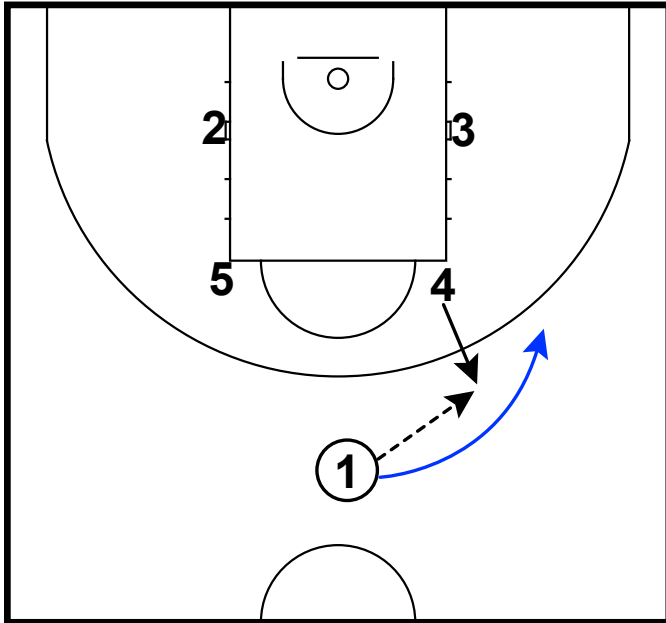
Frame 7



shooters can cross cut before veer screens

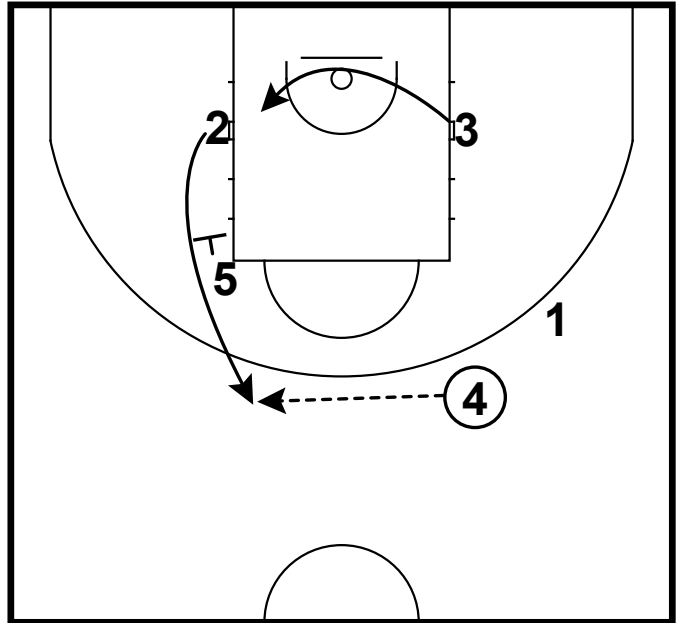
# Box Turnout

Frame 1



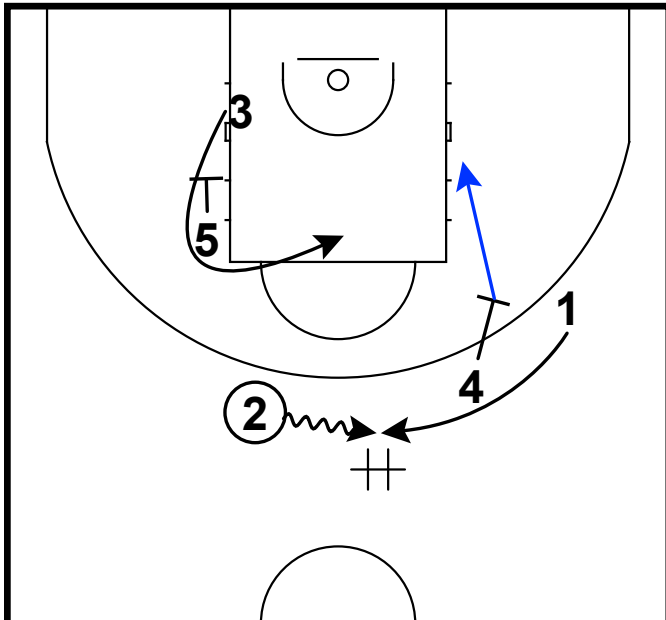
pass & fake hand-off

Frame 2



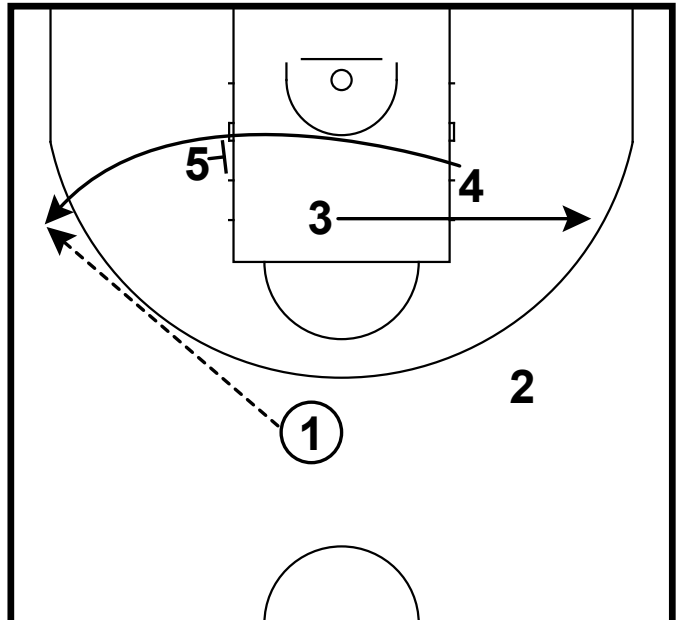
2 exits & 3 cuts under the rim

Frame 3



3 curls around 5's screen while 4 sets a screen for 1, who gets the ball (DHO)

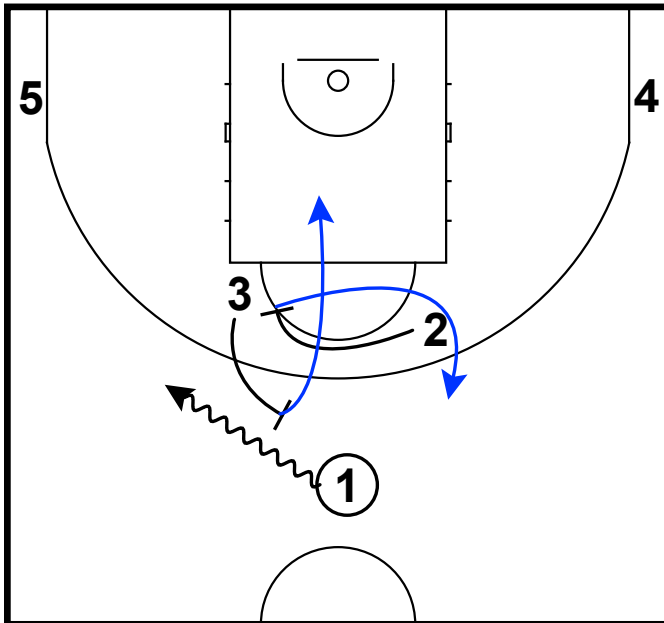
Frame 4



turnout screen

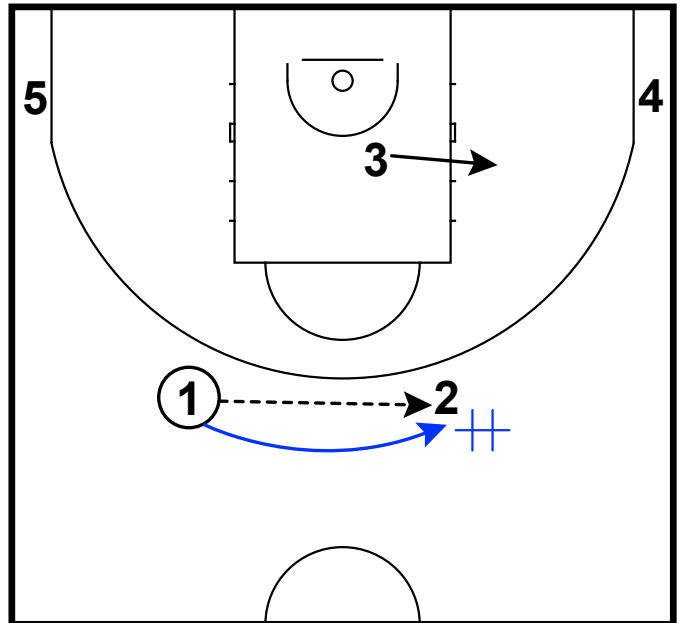
# Corner flare

Frame 1



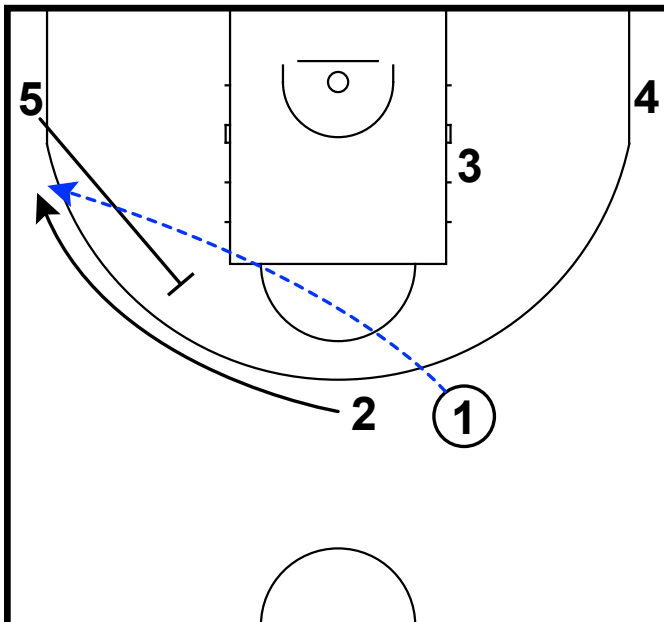
ram screen & pick

Frame 2



pass & hand-off back

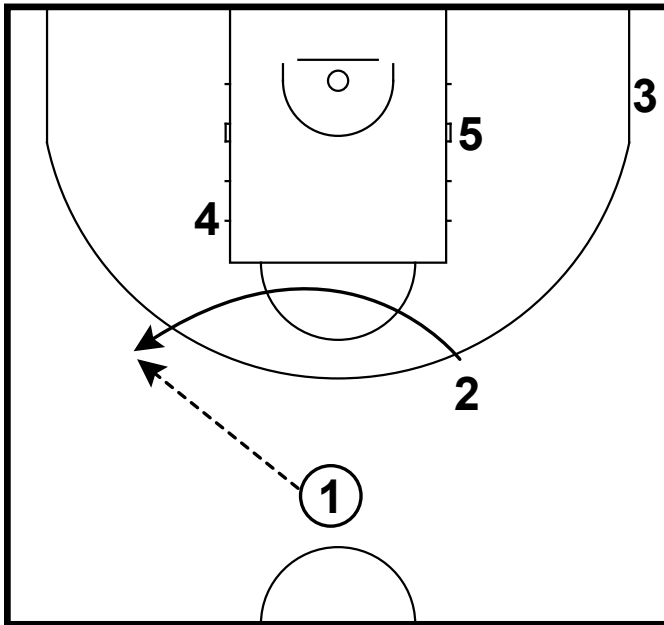
Frame 3



corner flare screen

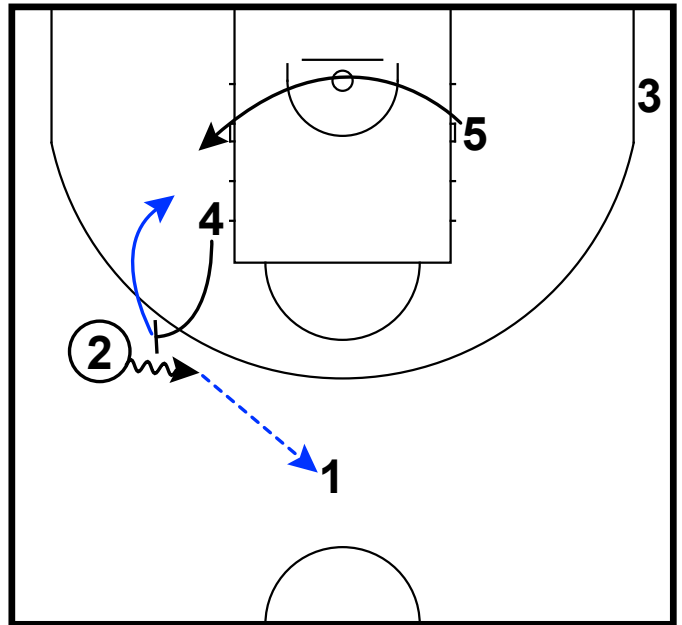
# Double flare

Frame 1



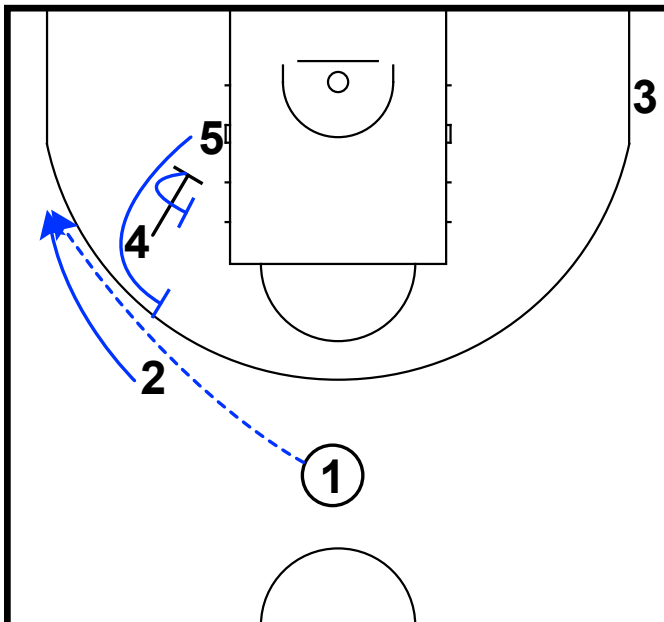
shallow cut

Frame 2



side pick & pass back,  
5 shifts

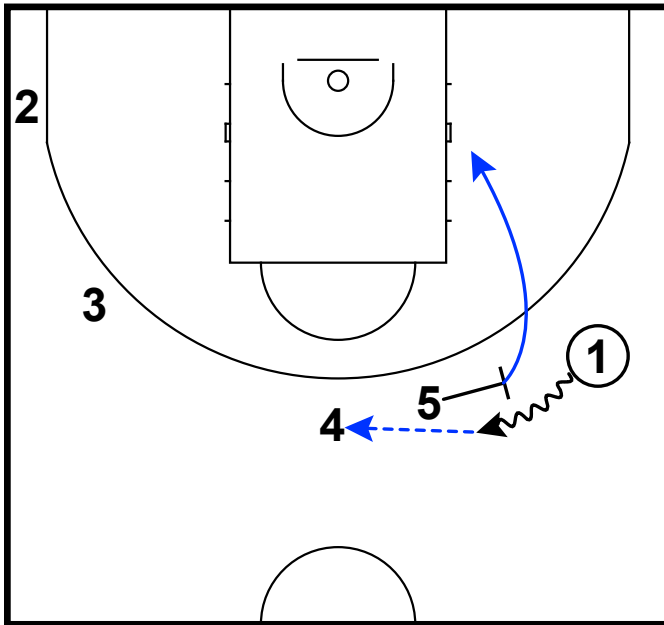
Frame 3



double flare screen

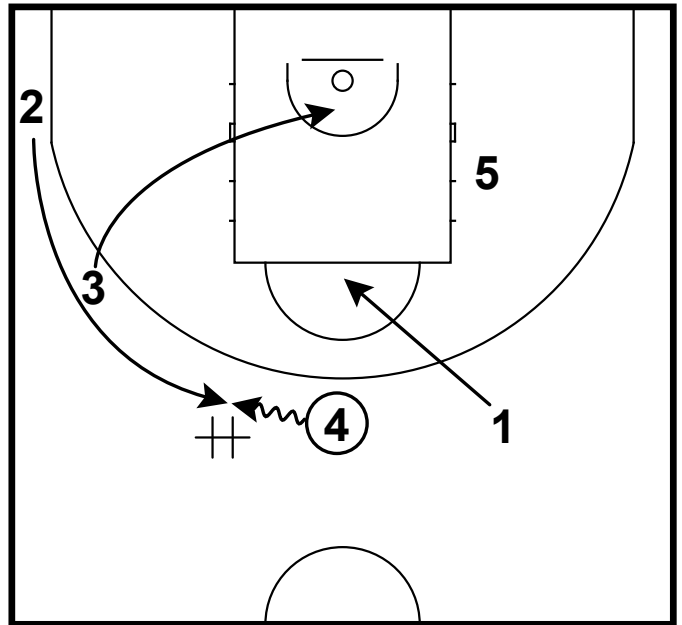
# Euro ballscreen & choice

Frame 1



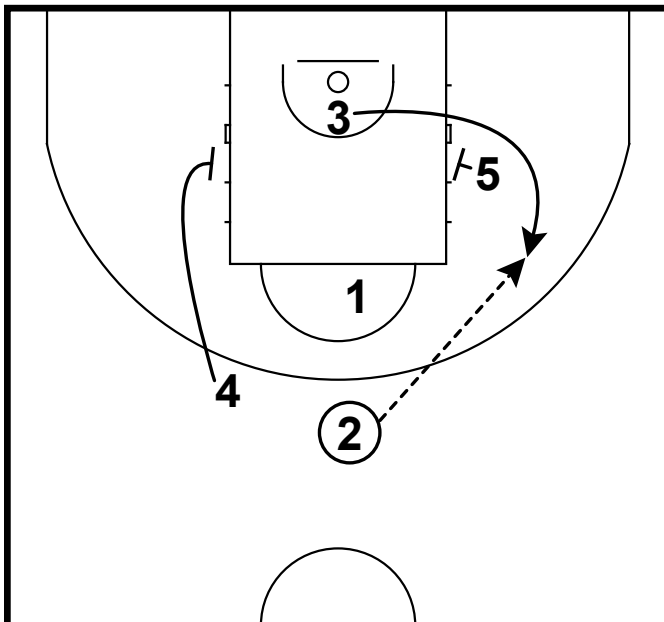
side pick & pass

Frame 2



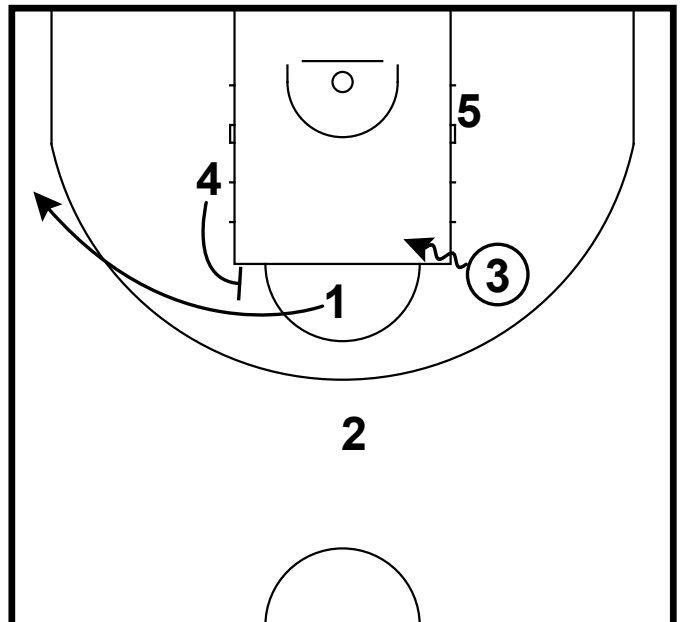
3 back cuts, 2 replaces & gets the ball (DHO), while 1 cuts to the ft line

Frame 3



choice set, 3 can make a wide curl

Frame 4

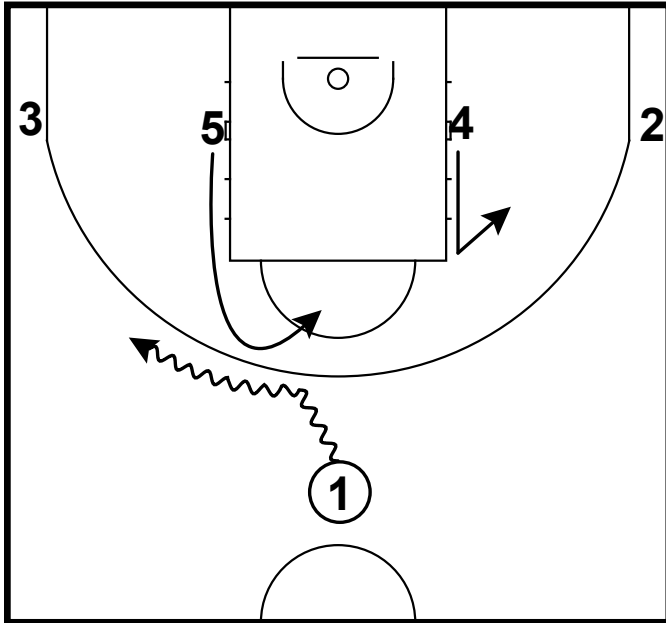


3 attacks & 4 sets a flare screen

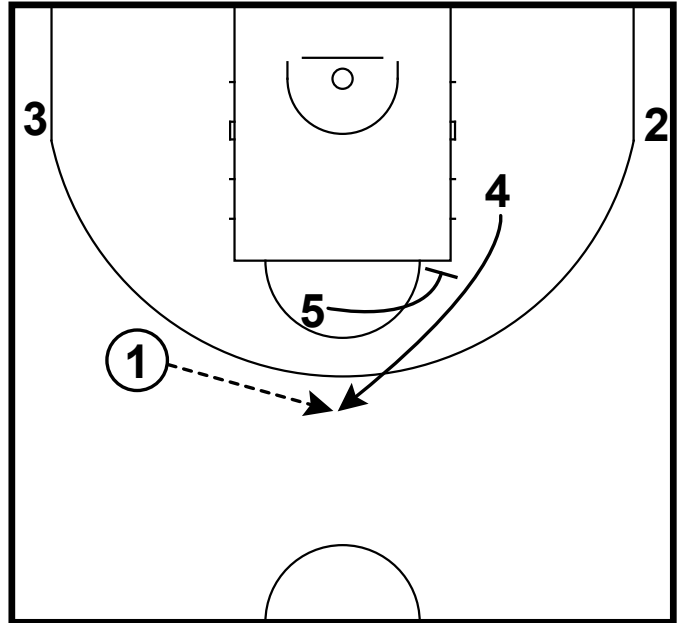


# Fake pick & elbow turnout/slip

Frame 1



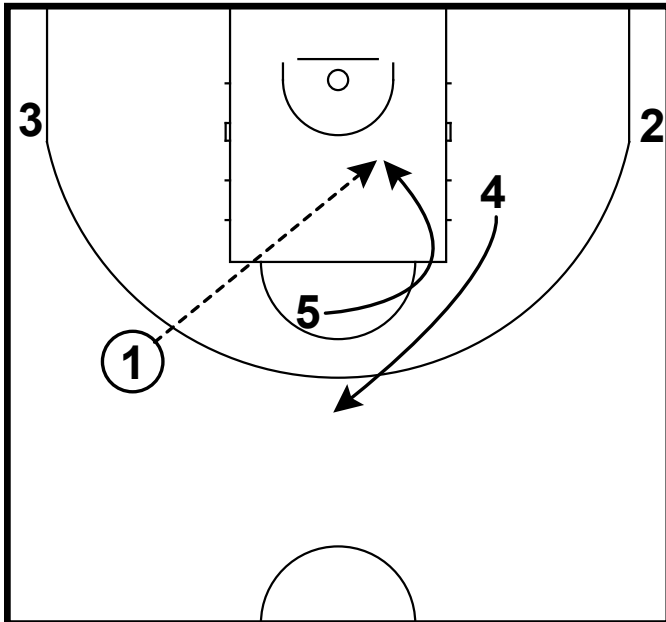
Frame 2



5 fakes setting a pick & 4 fakes setting a screen for 2. They should look like setting a stagger.

option 1: turnout screen

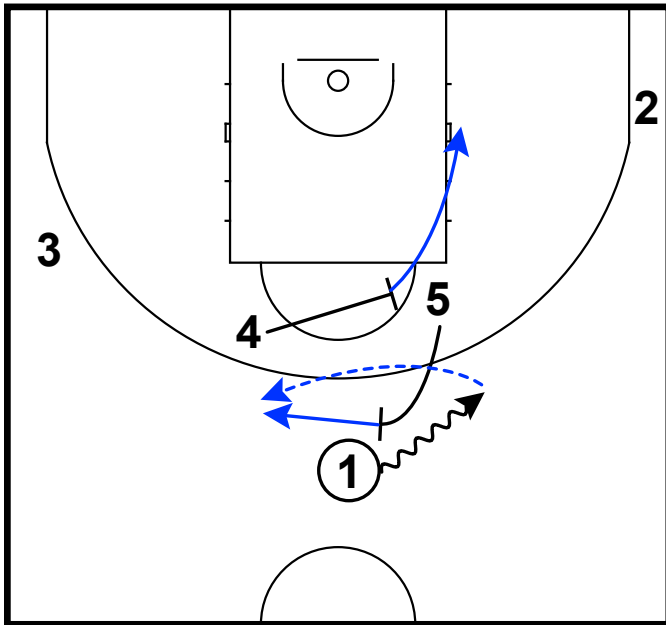
Frame 3



option 2: slip

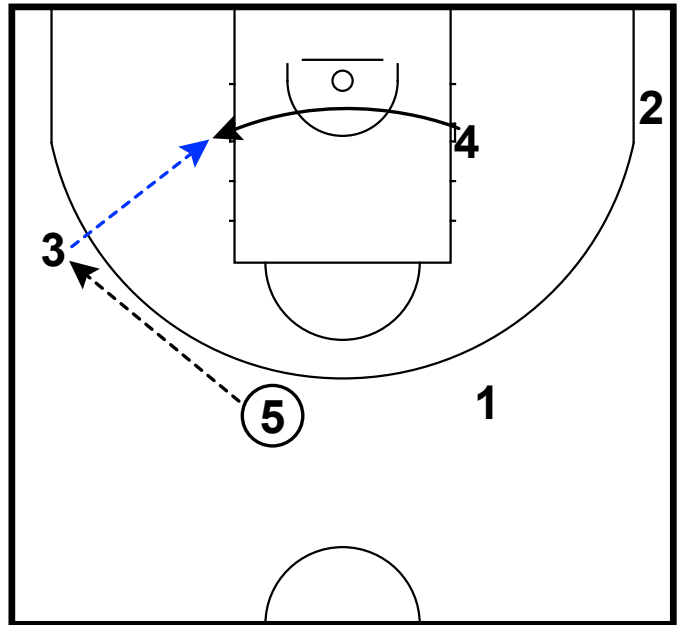
# Low post & flare

Frame 1



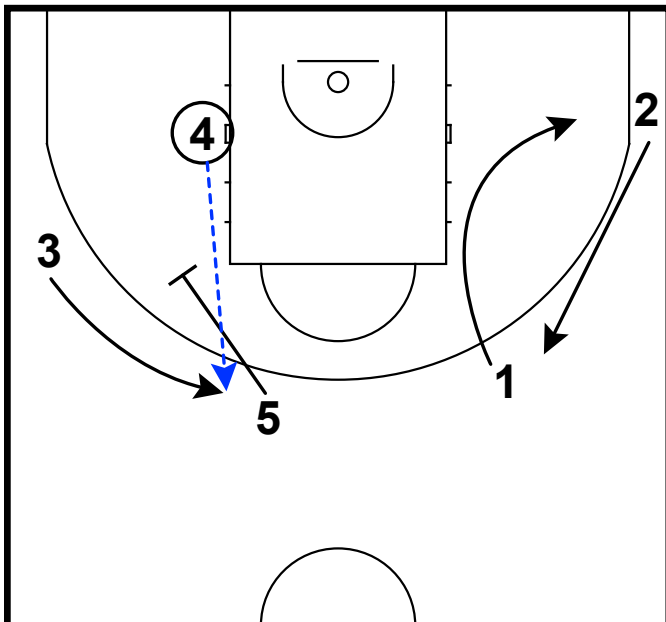
ram screen, pick & pop out

Frame 2



swing the ball & low post feed

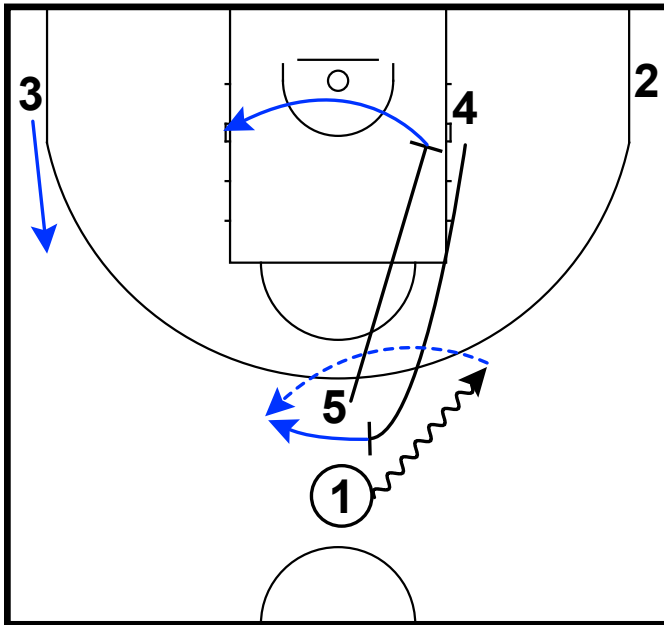
Frame 3



flare screen, weak side exchange

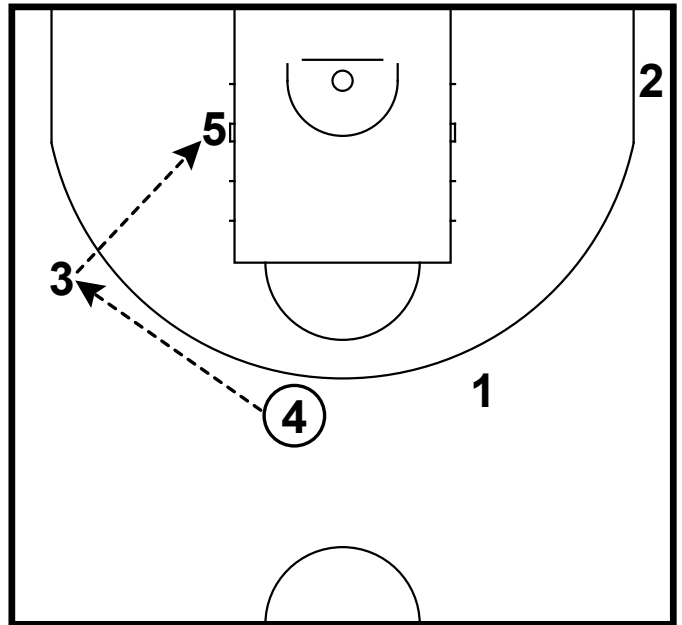
# Pop out & Turnout

Frame 1



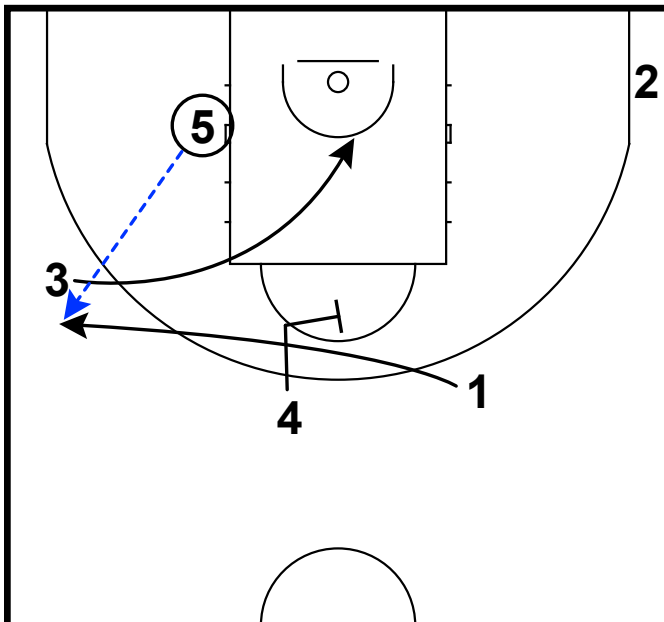
ram screen, pick & pop out

Frame 2



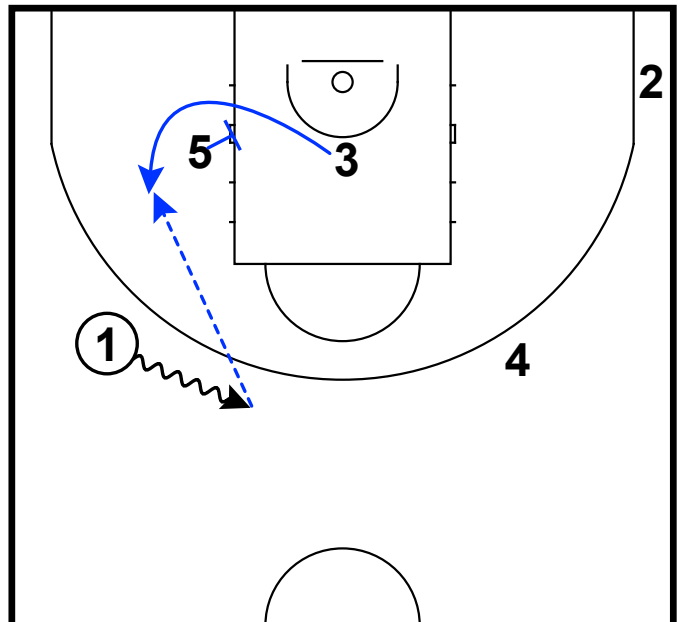
swing the ball & low post feed

Frame 3



3 cuts to the rim, 4 sets a screen for 1

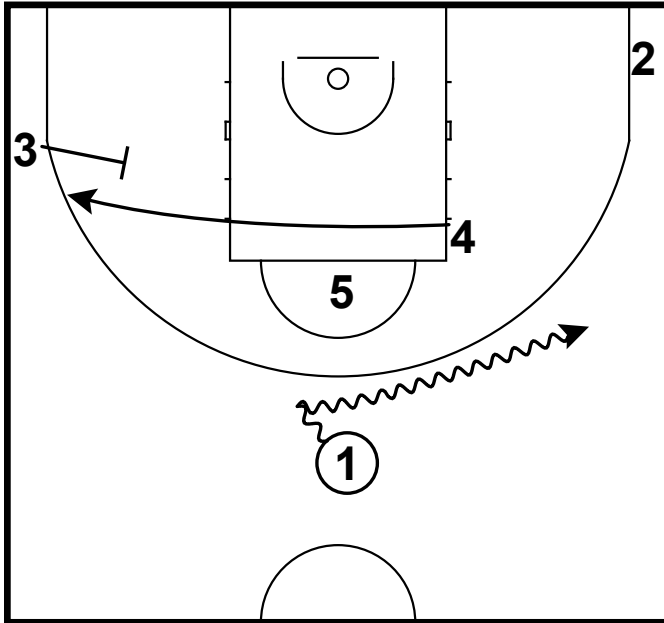
Frame 4



1 starts dribbling towards 4, then 5 sets a turnout screen for 3

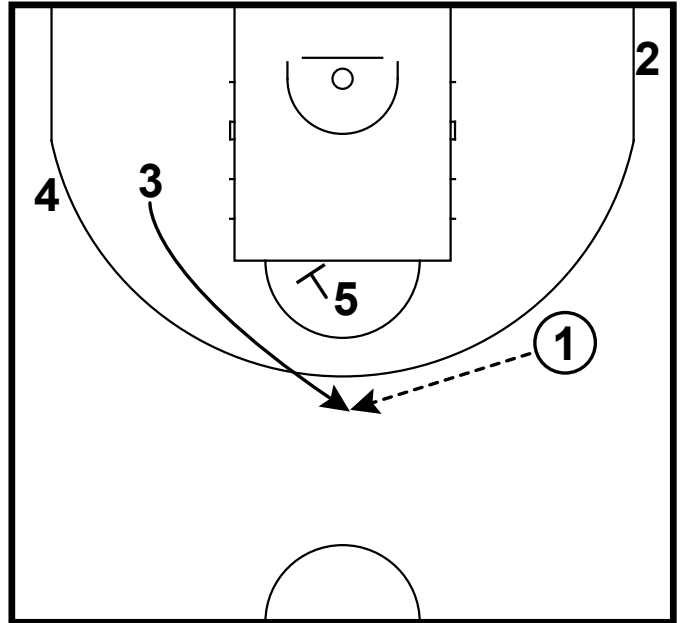
# Quick Turnout

Frame 1



misdirection flare

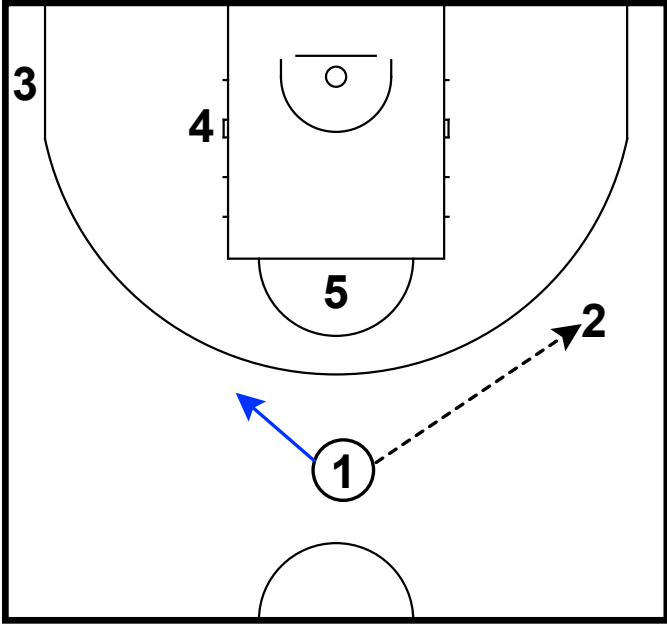
Frame 2



turnout screen

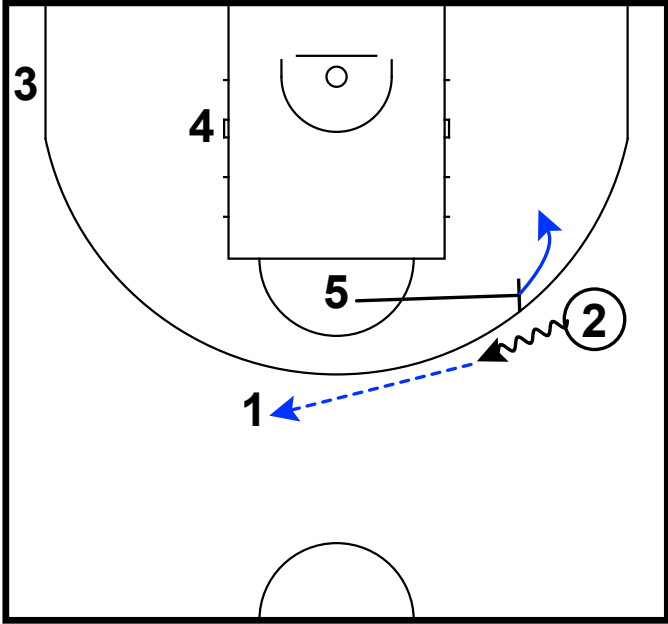
# Side pick & flare

Frame 1



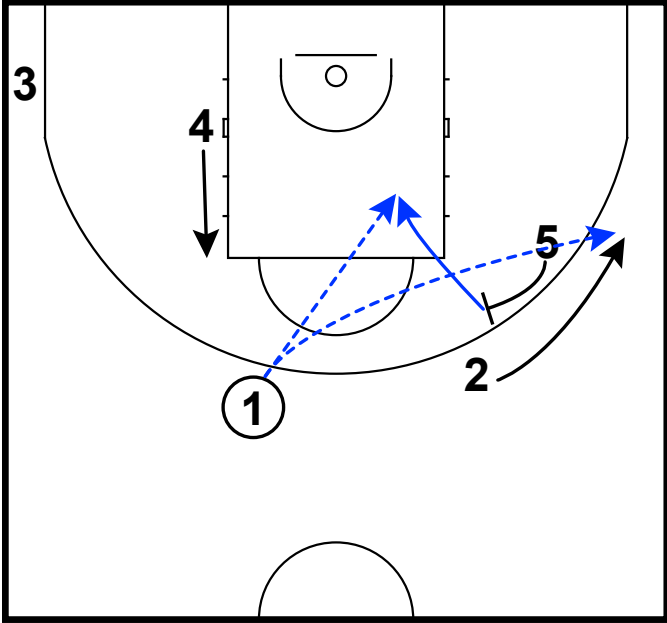
entry pass

Frame 2



side pick & pass back

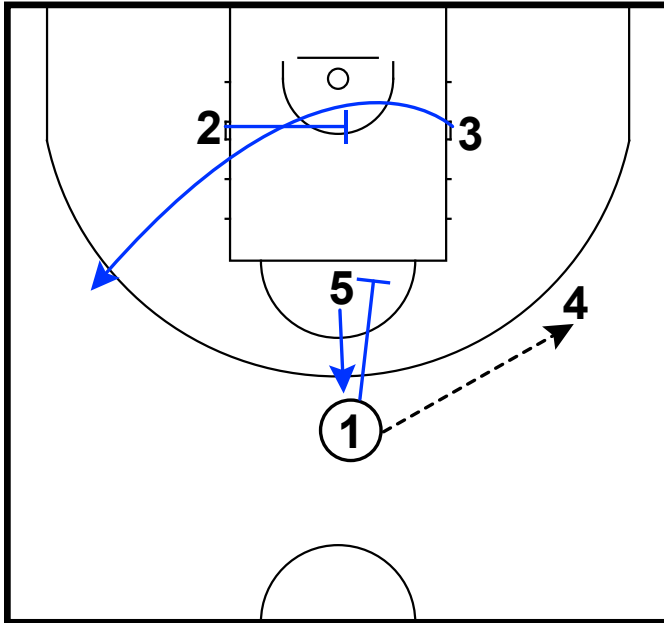
Frame 3



flare screen & flash

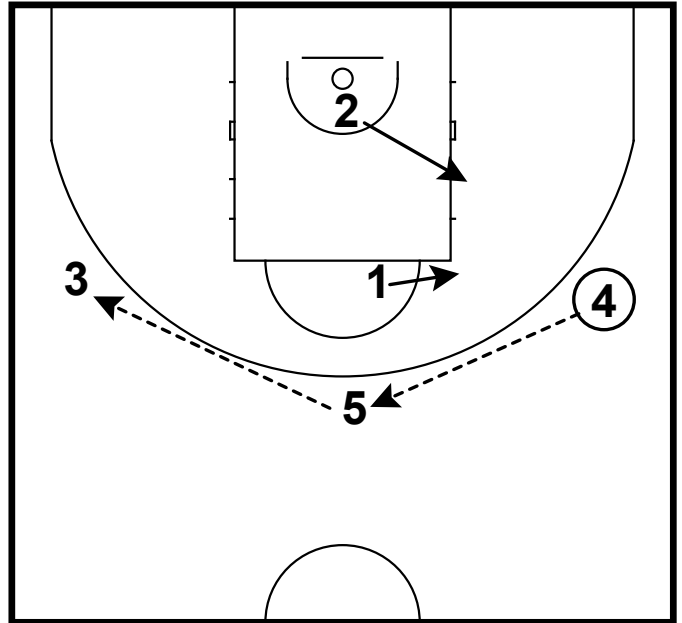
# Shuffle Choice

Frame 1



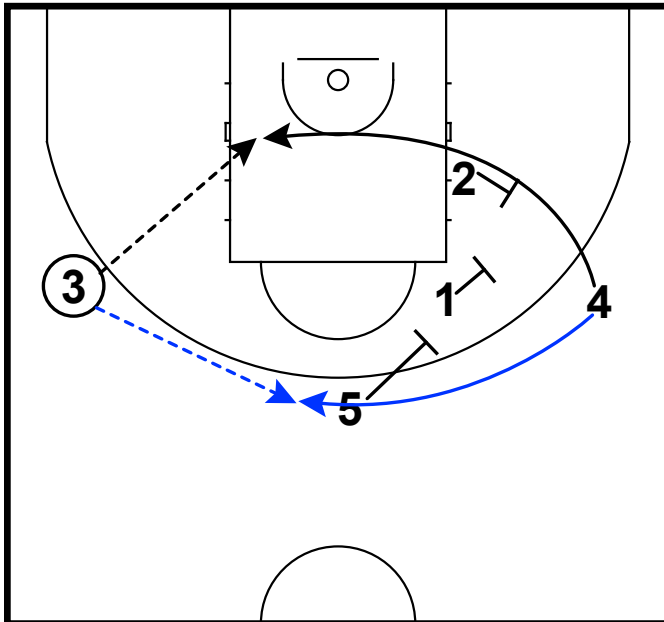
entry pass & down screen,  
cross screen

Frame 2



swing the ball, 1 & 2 relocate

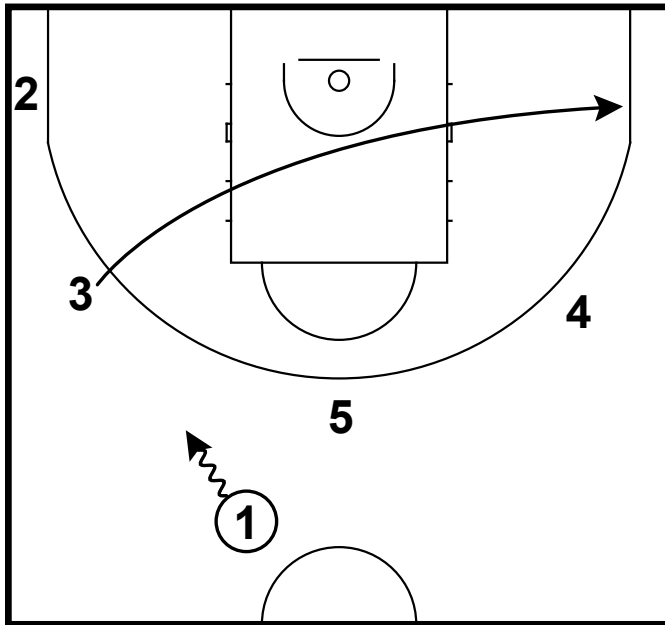
Frame 3



choice screens

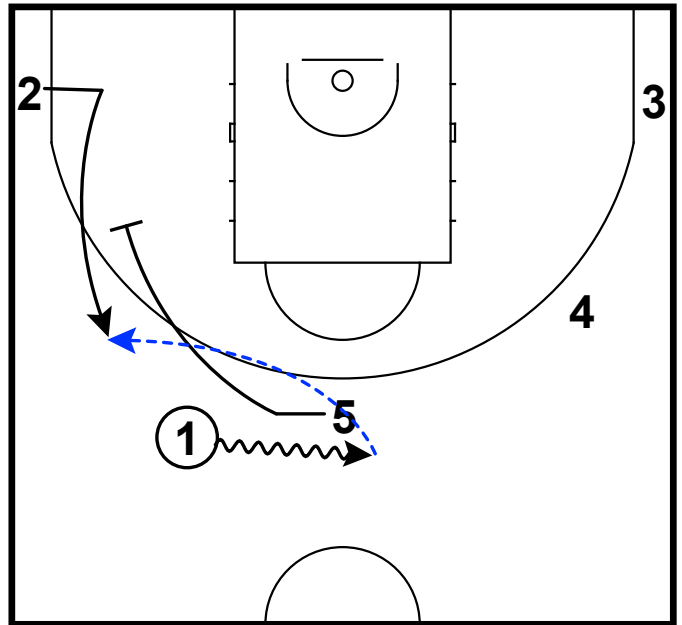
# Veer screen options

Frame 1



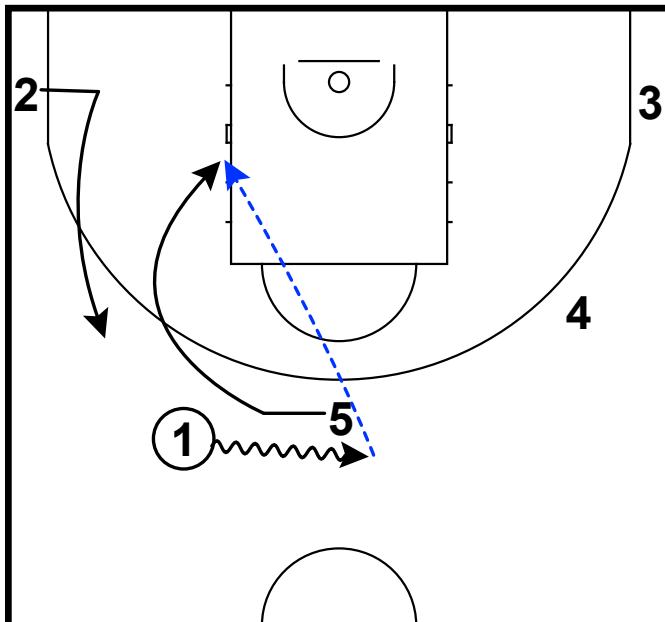
clear out

Frame 2



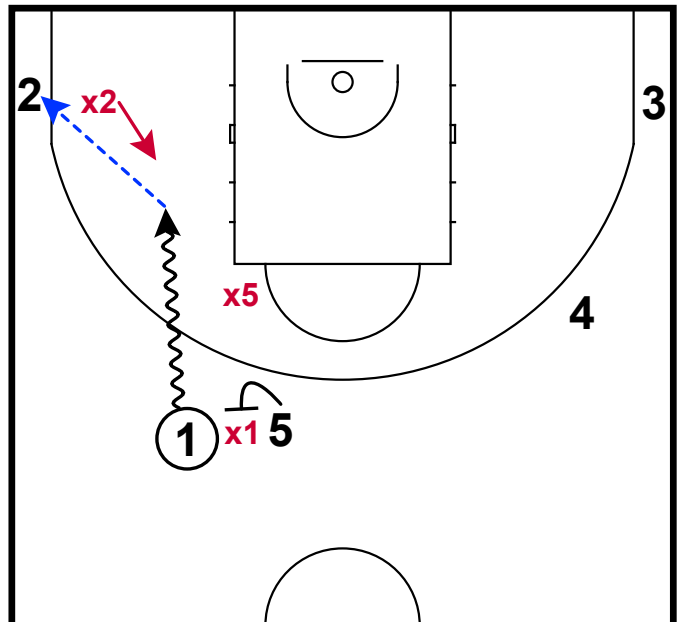
option 1: slip & veer screen

Frame 3



option 2: slip & slip again

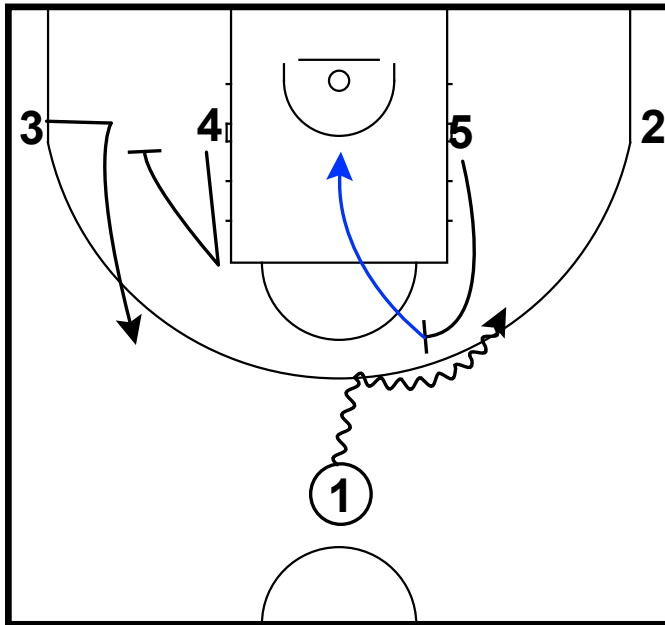
Frame 4



option 3: drive & kick out vs. ICE defense

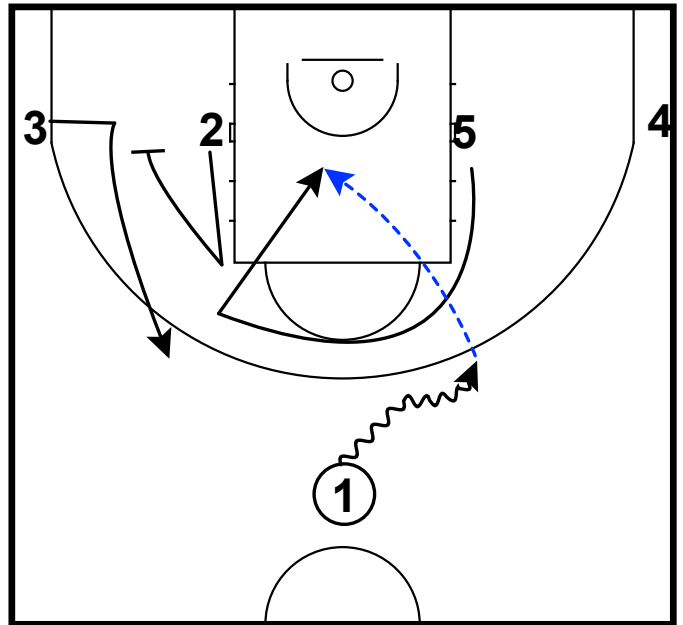
# Veer double/slip

Frame 1



5 sets pick & roll,  
4 fakes and sets down screen for 3.

Frame 2

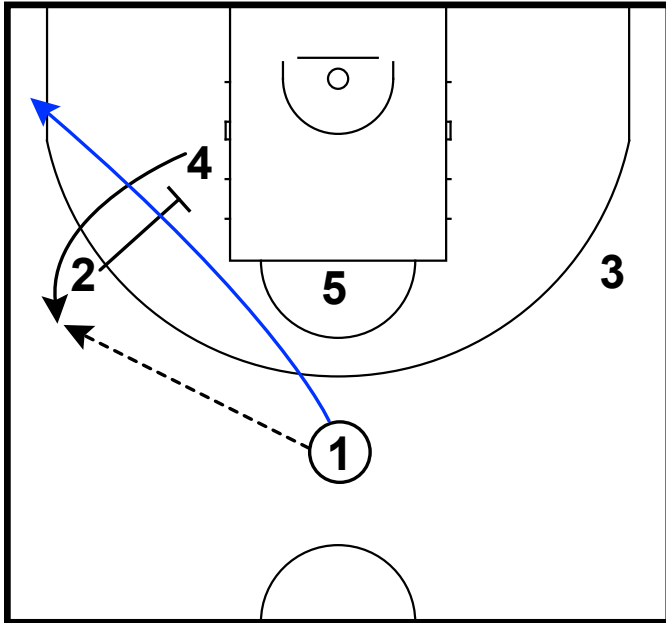


5 slips twice (fake stagger for 3)



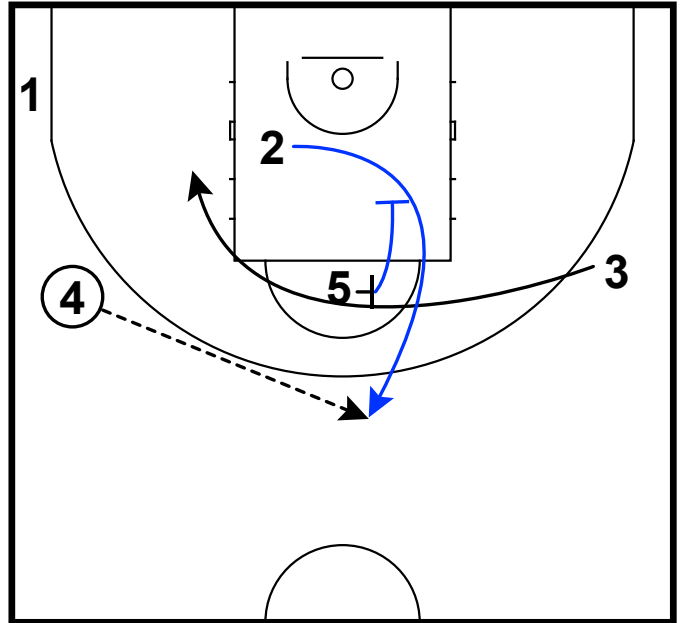
# Wheel Pin Down & Turnout/Seal

Frame 1



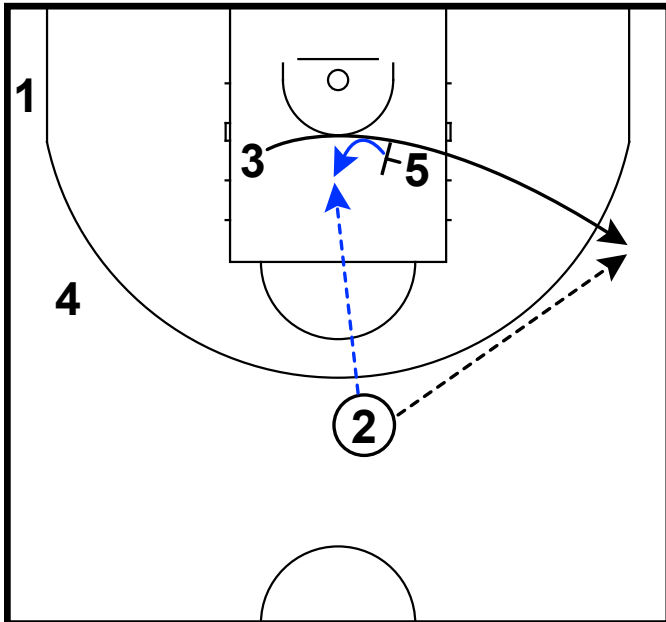
2 sets a screen for the entry pass & 1 clears out

Frame 2



5 sets a decoy screen for 3 & then sets a pin down for 2

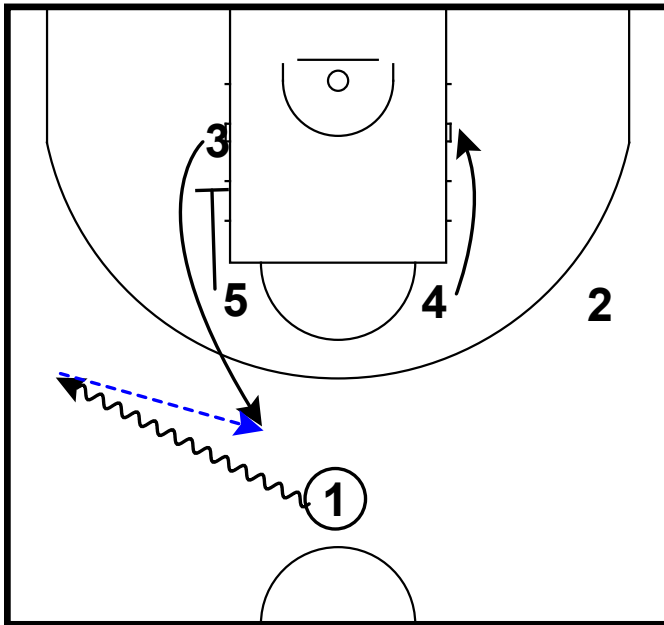
Frame 3



turnout & seal

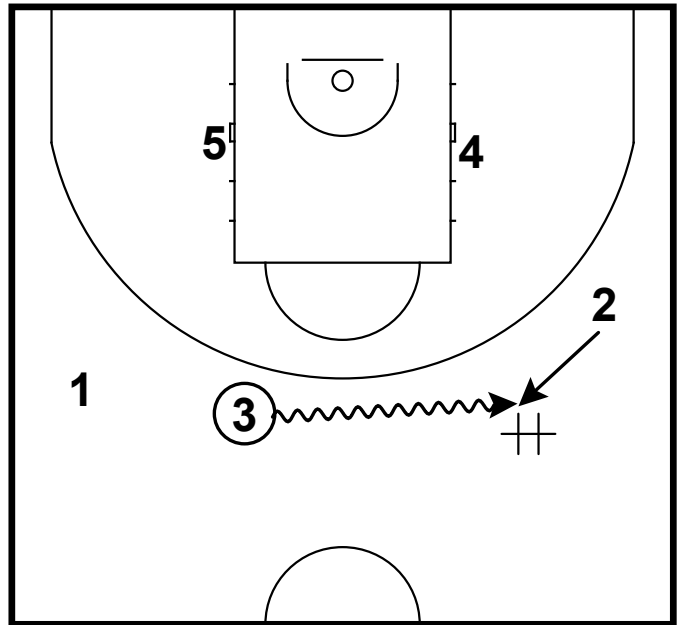
# Zipper - Hammer

Frame 1



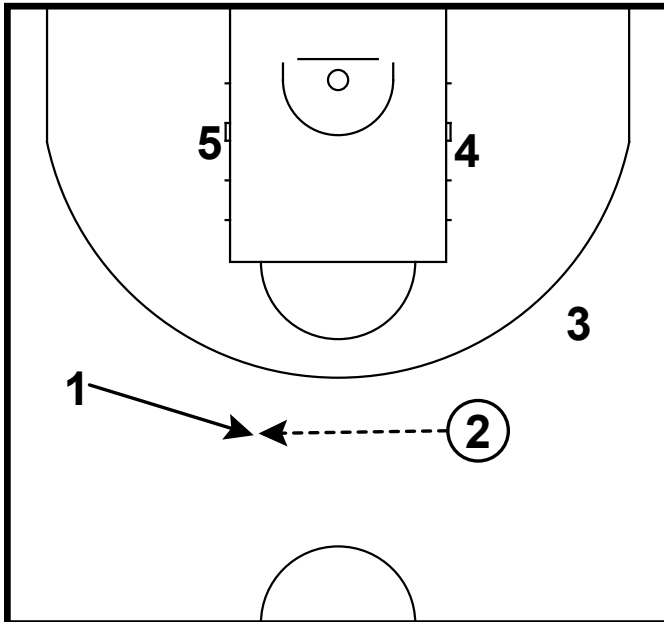
zipper down & entry pass

Frame 2



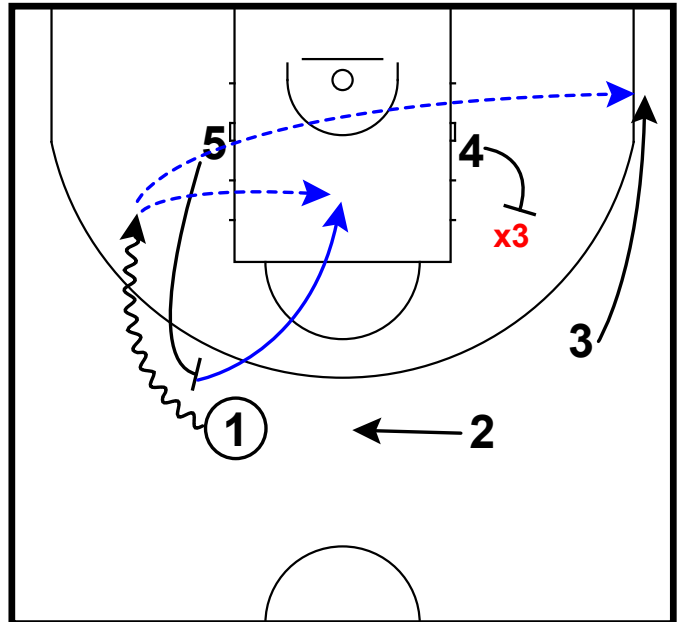
DHO

Frame 3



pass back to 1

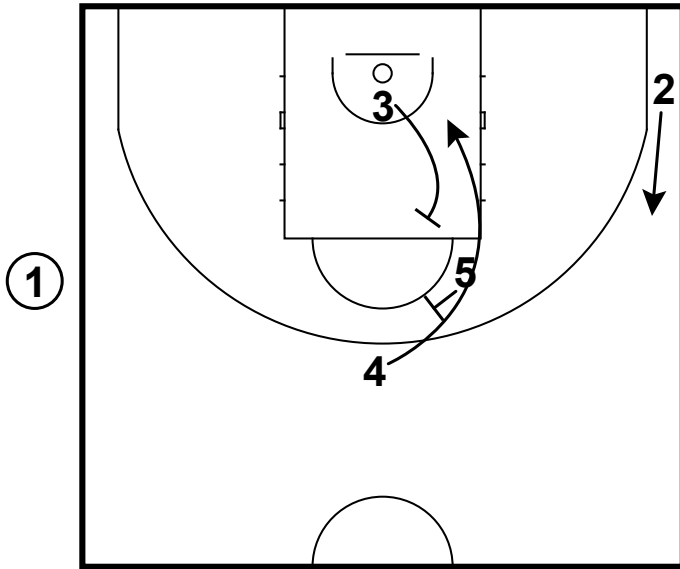
Frame 4



step-up pick & hammer screen

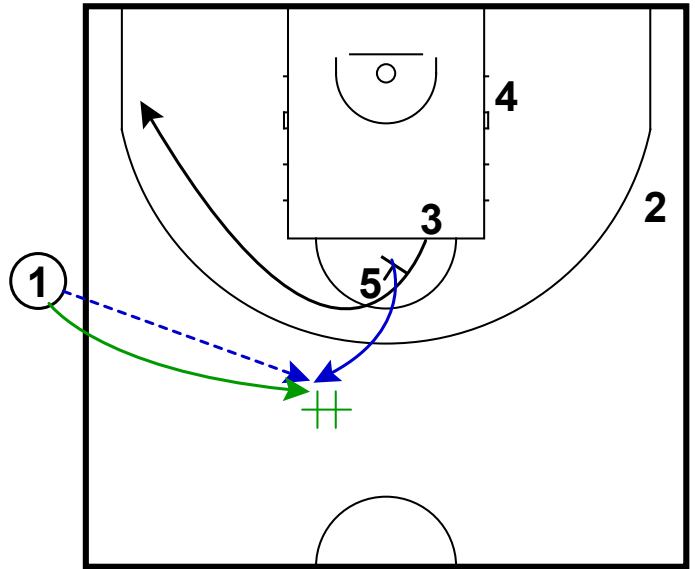
# SLOB - double rip & pin down/flare

Frame 1



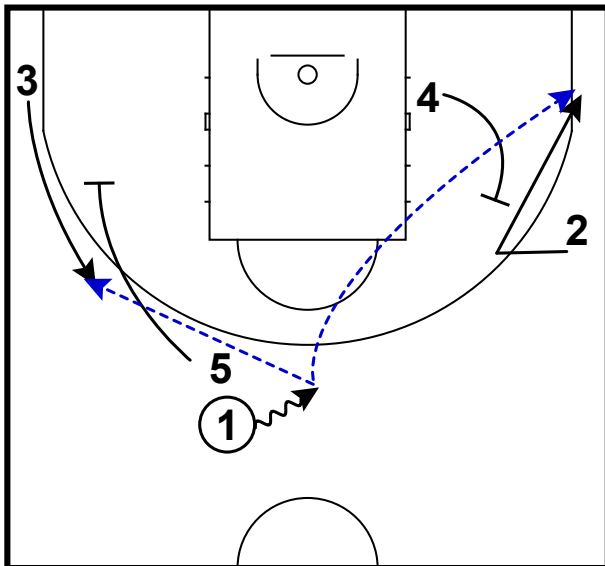
double back screen

Frame 2



3 curls around 5's screen,  
entry pass & hand-off back

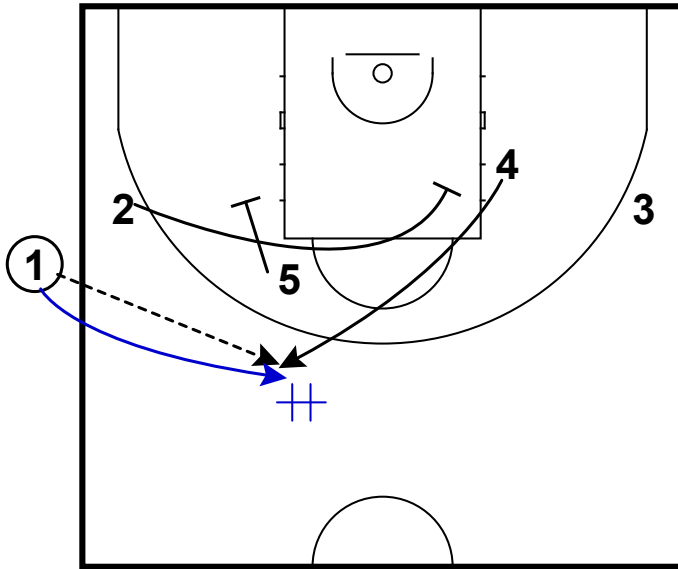
Frame 3



pin down / flare screen

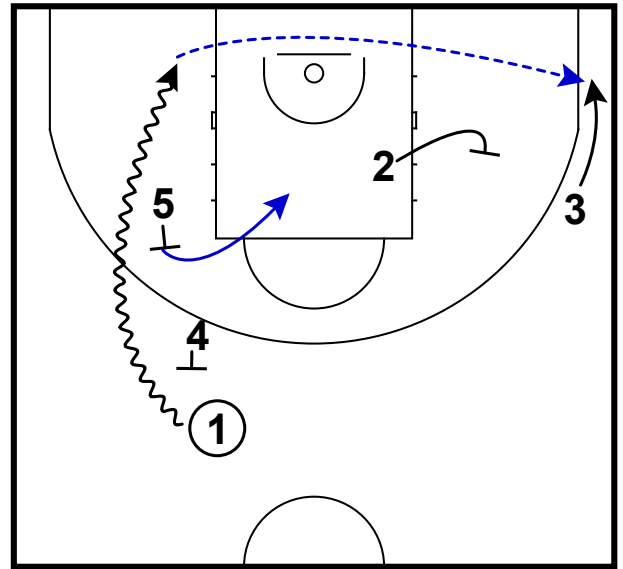
# SLOB - double step-up pick & hammer

Frame 1



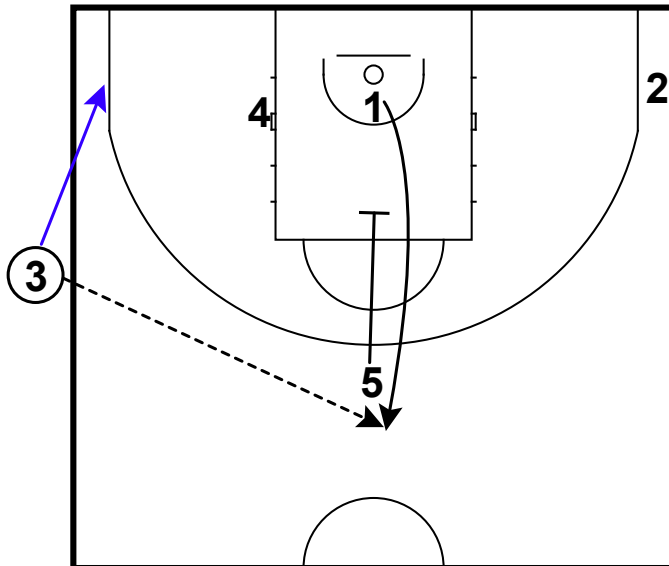
2 curls around 5's screen and sets screen for 4. entry pass & hand-off back.

Frame 2



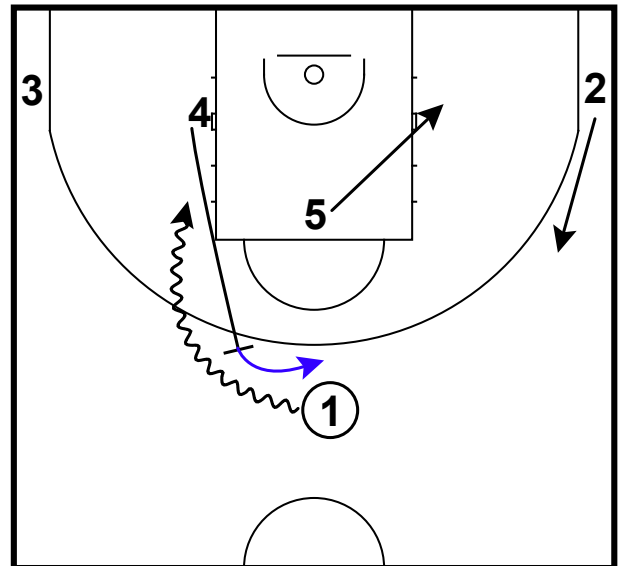
double step-up pick & hammer screen

Frame 1



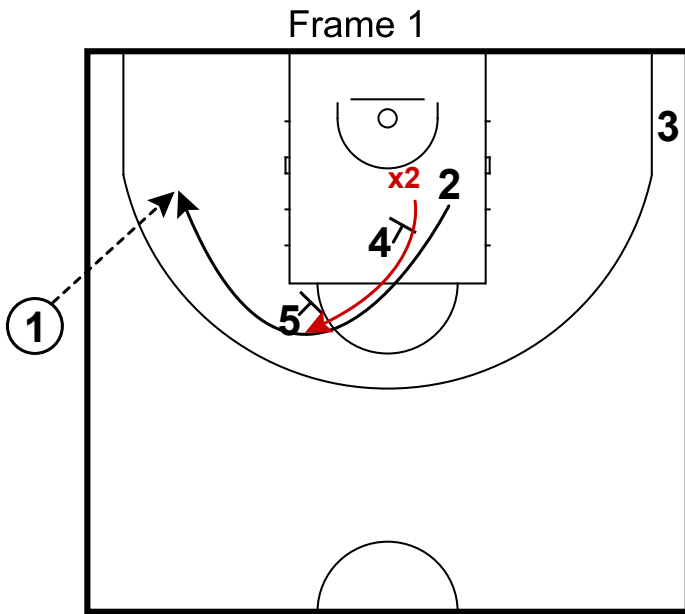
down screen

Frame 2

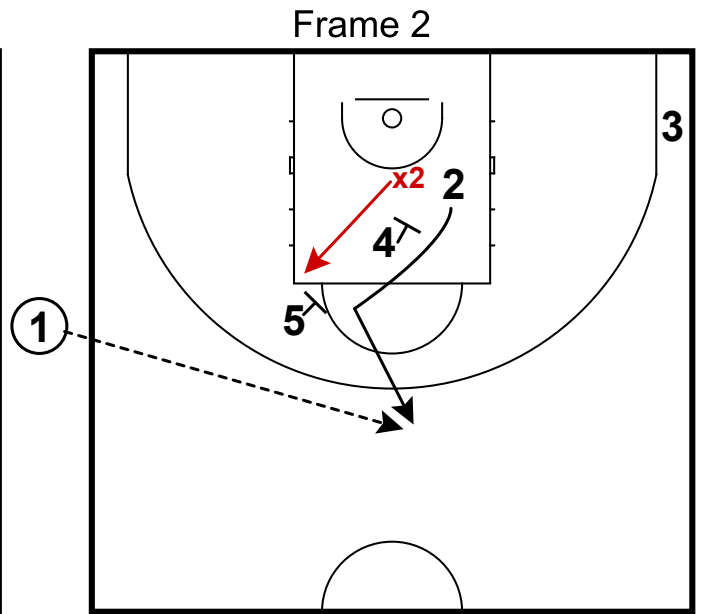


flat pick & pop out

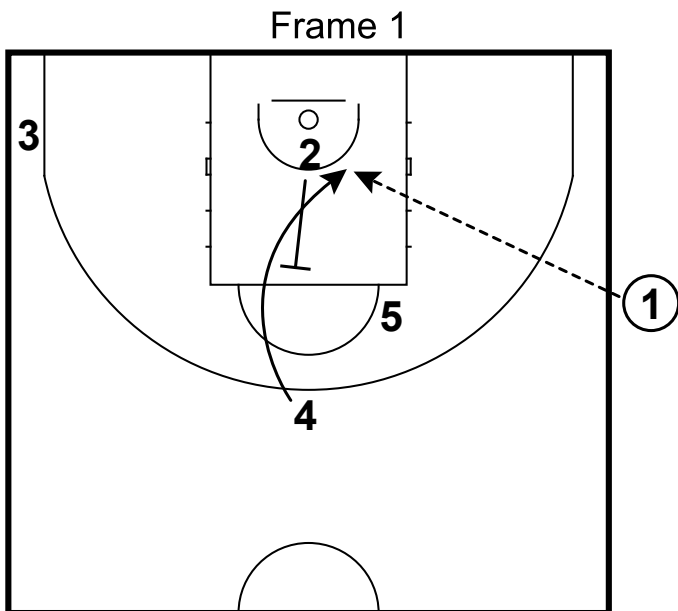
# SLOB - stagger



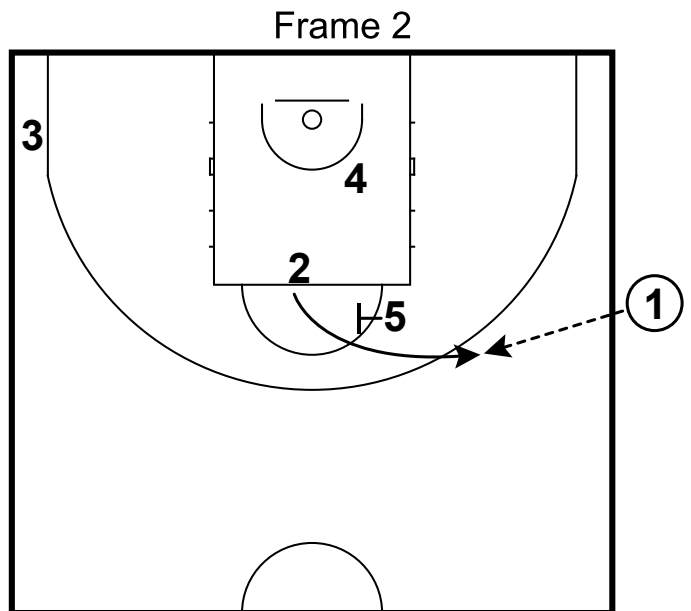
defender trails => curl



defender takes shortcut => fade



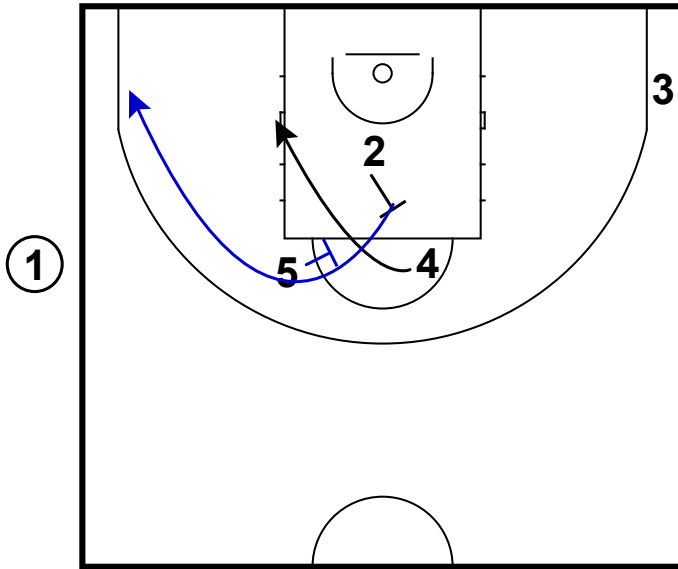
back screen - quick score option



screen the screener

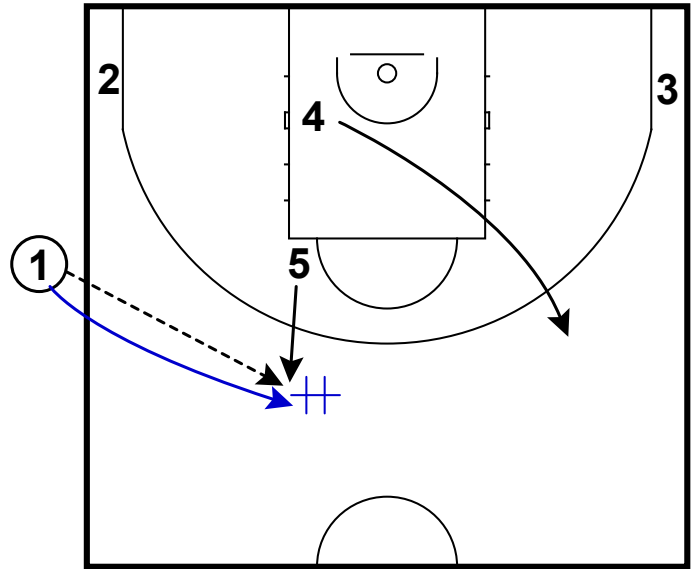
# SLOB - STS, hand-off & pin down

Frame 1



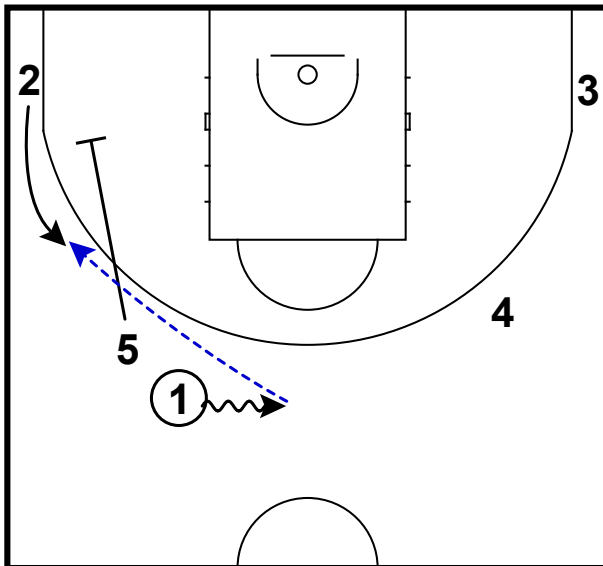
back screen & STS

Frame 2



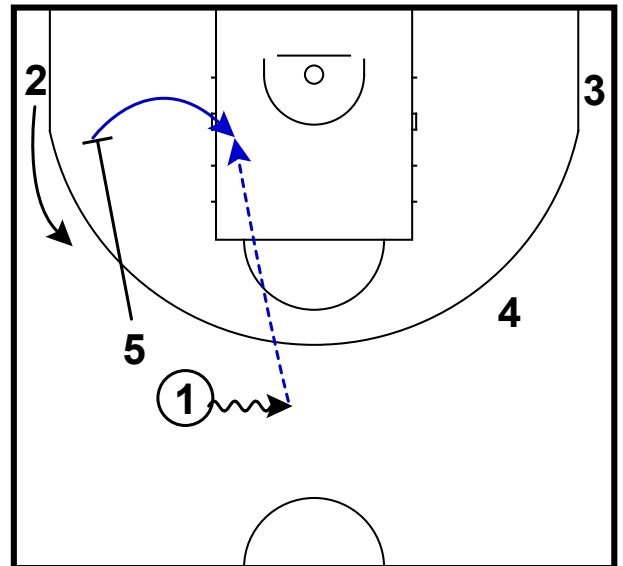
entry pass & hand-off back

Frame 3



pin down

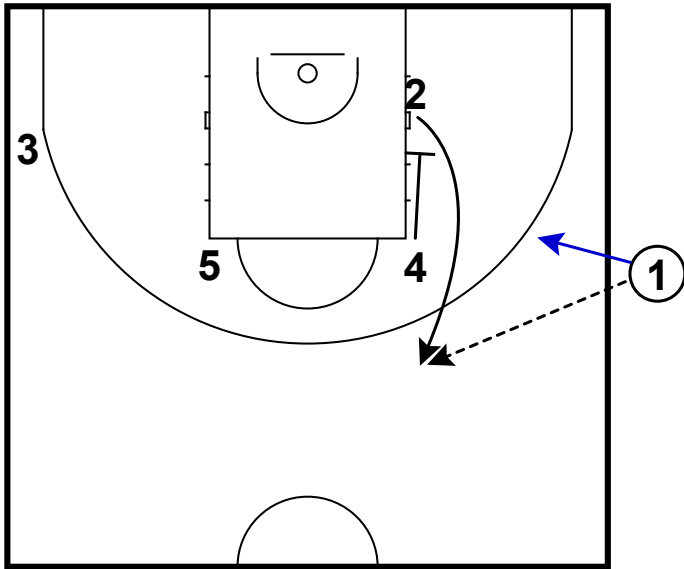
Frame 4



5 can slip the screen & flash to the ball

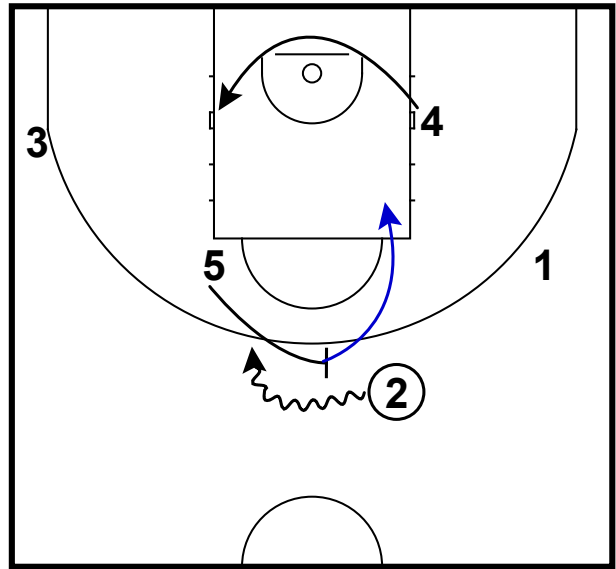
# SLOB - zipper & pick

Frame 1



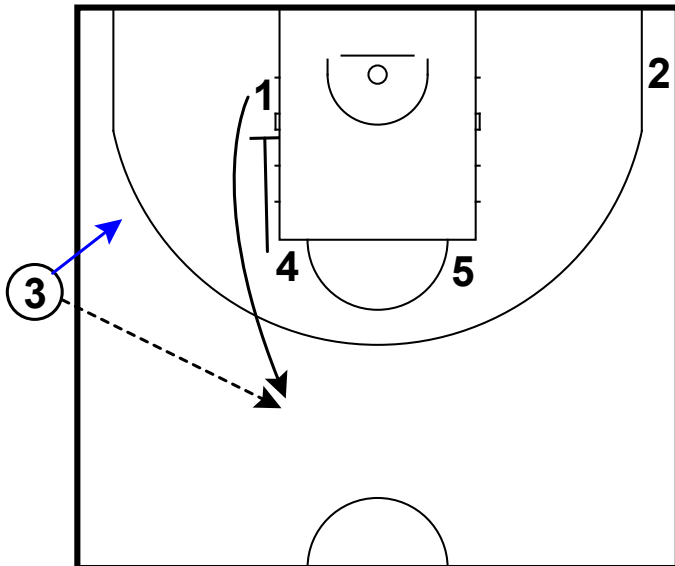
zipper down

Frame 2



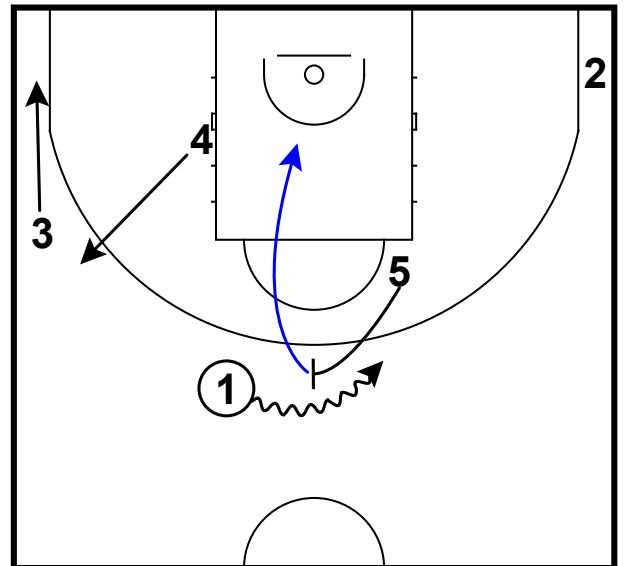
middle pick & roll, 4 shifts

Frame 1



zipper down

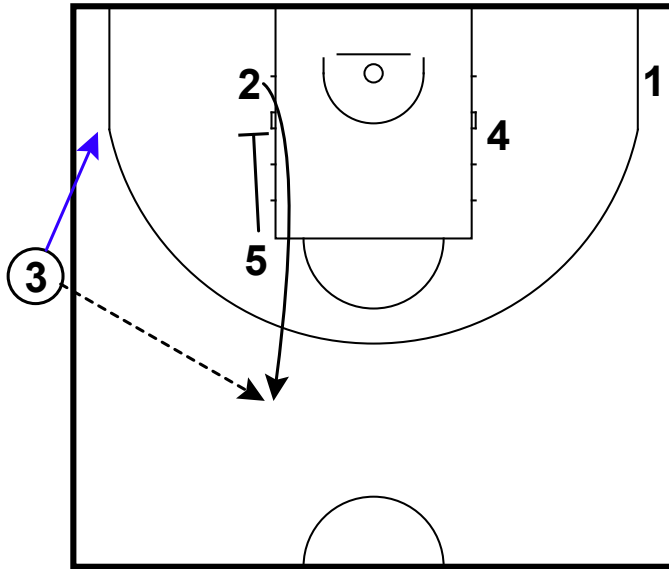
Frame 2



middle pick, weak side players exchange positions

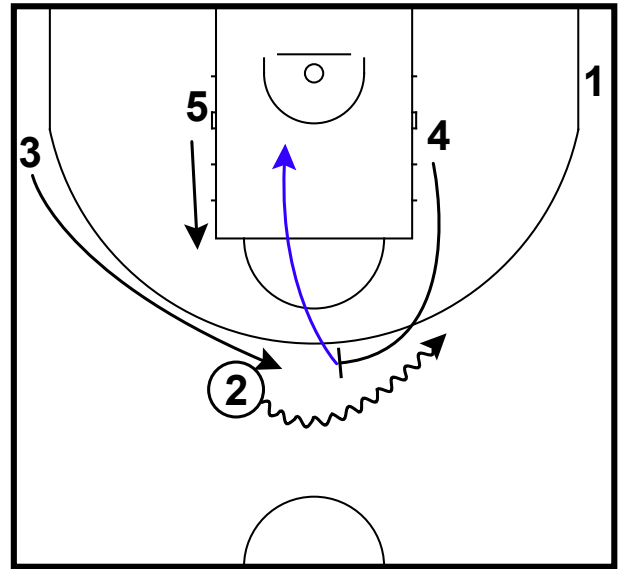
# SLOB - zipper and pick & roll/pop

Frame 1



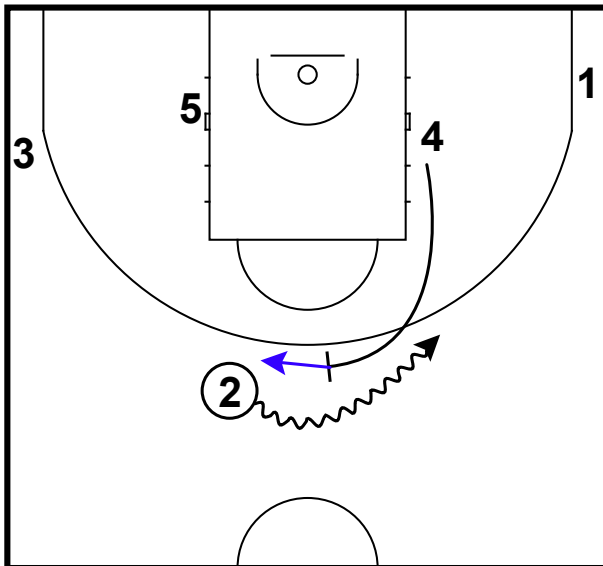
zipper down

Frame 2



option 1: middle pick & roll

Frame 3

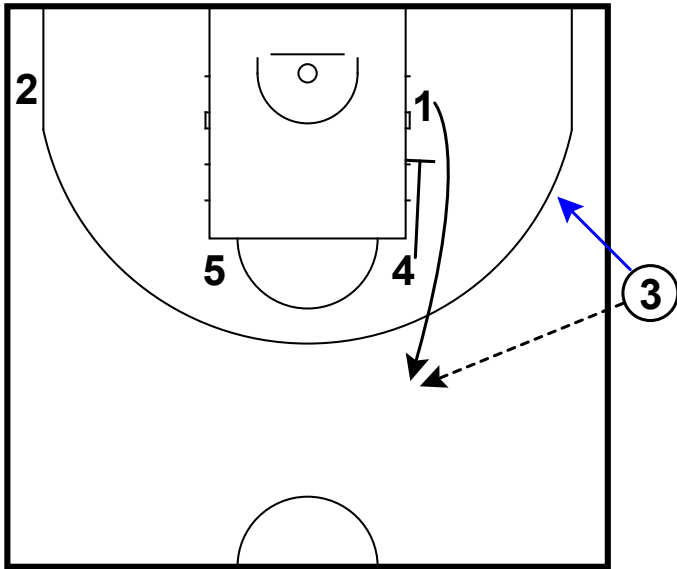


option 2: middle pick & pop



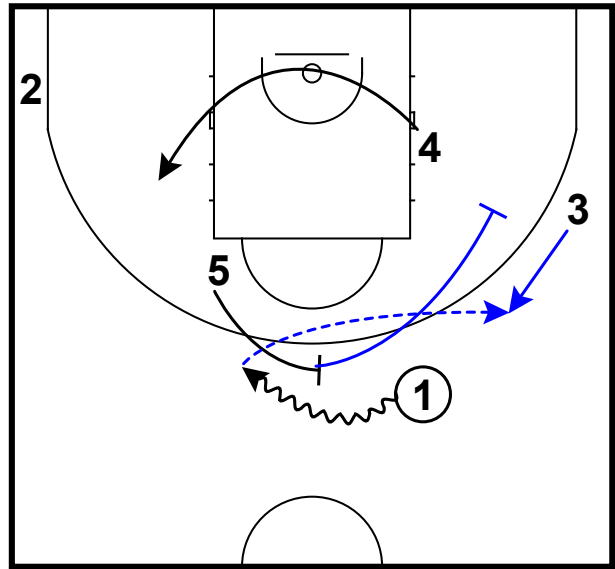
# SLOB - zipper veer/slip

Frame 1



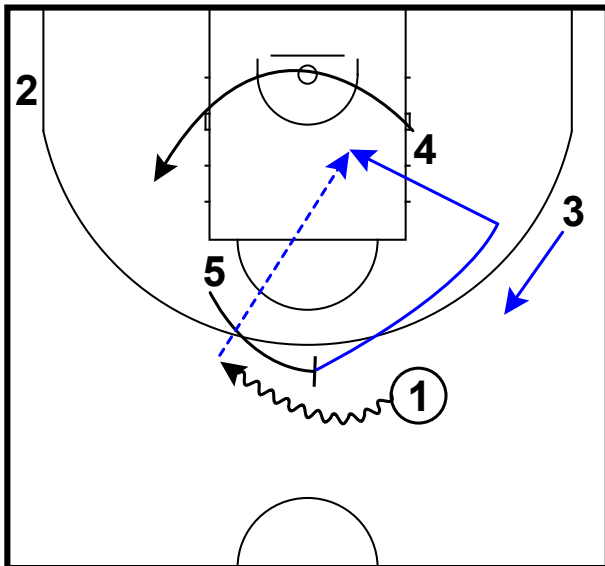
zipper down

Frame 2



pick & veer screen

Frame 3

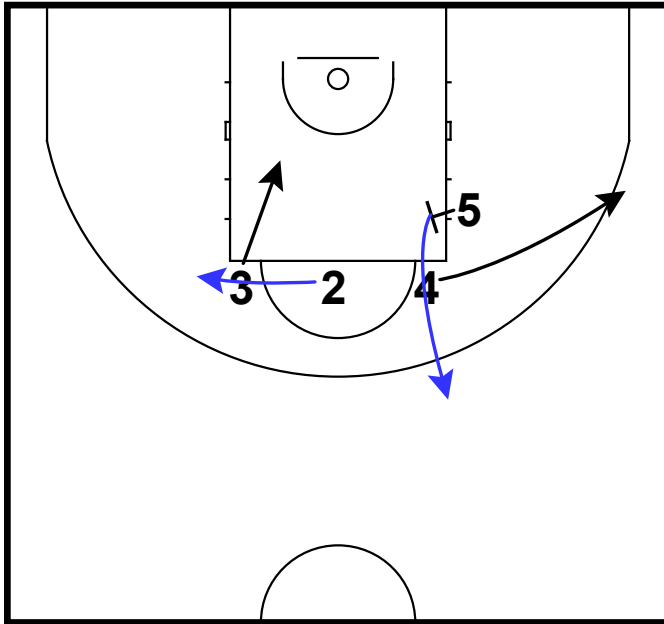


pick & veer slip option

# BLOB - back screen

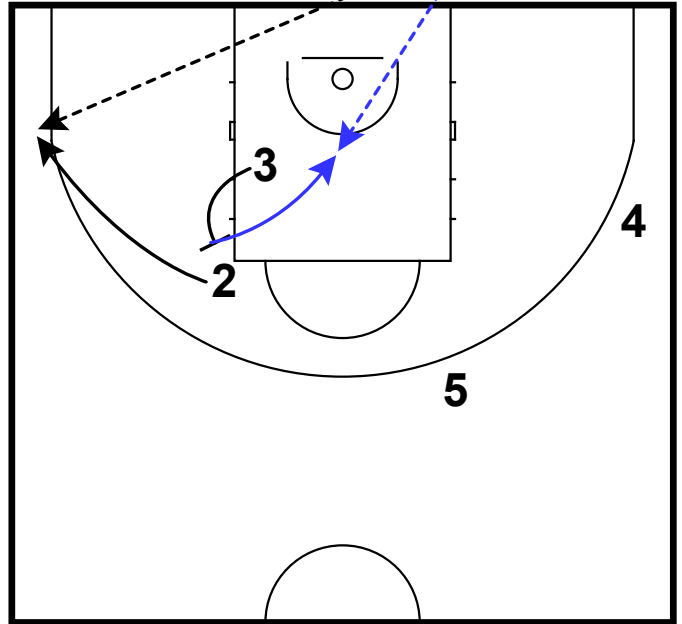
Frame 1

①



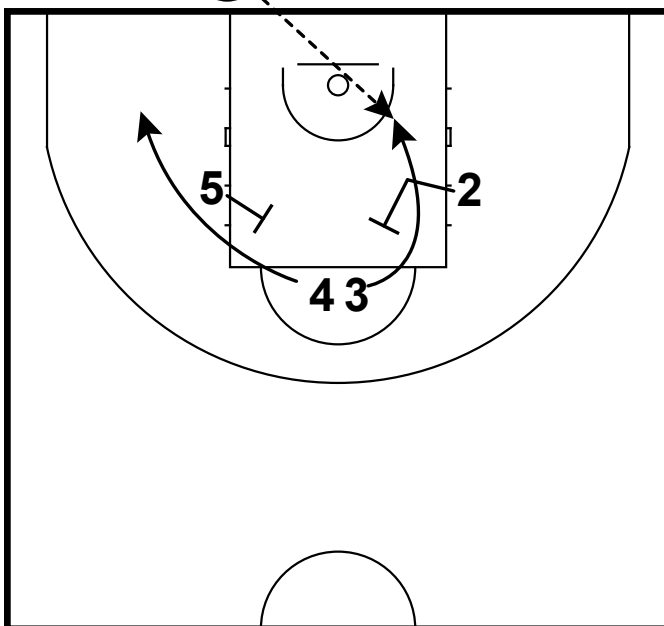
Frame 2

①



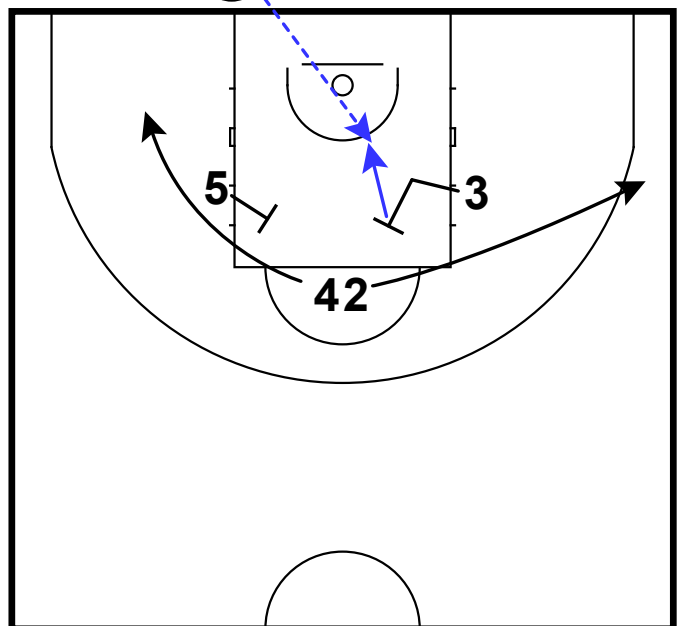
Frame 1

①



Frame 2

①

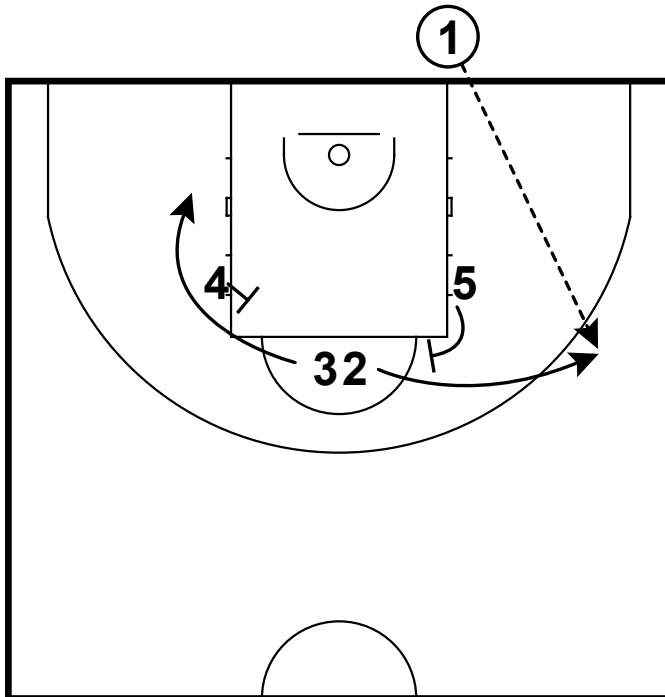


option 1

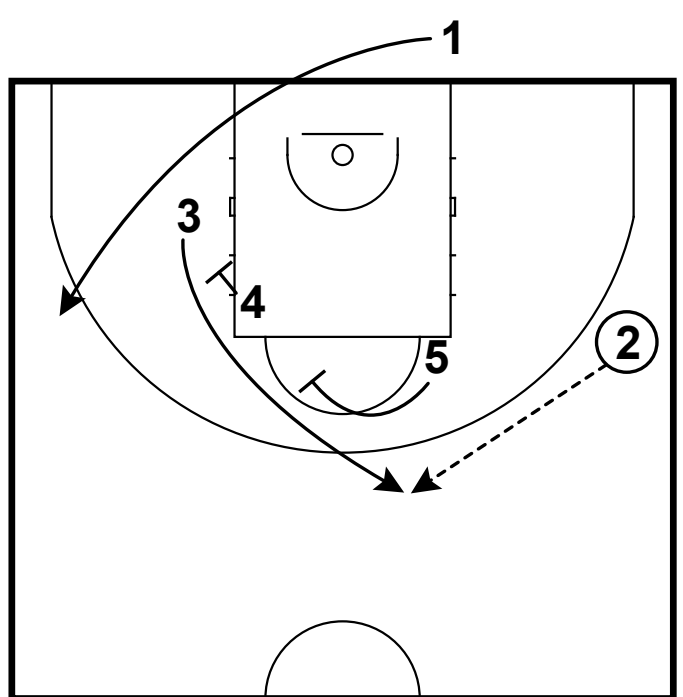
option 2

# BLOB - elbow stagger

Frame 1



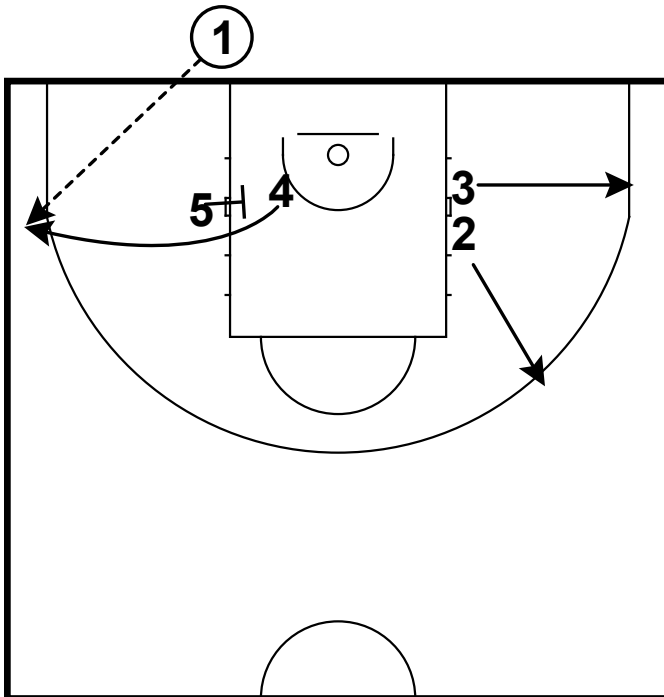
Frame 2



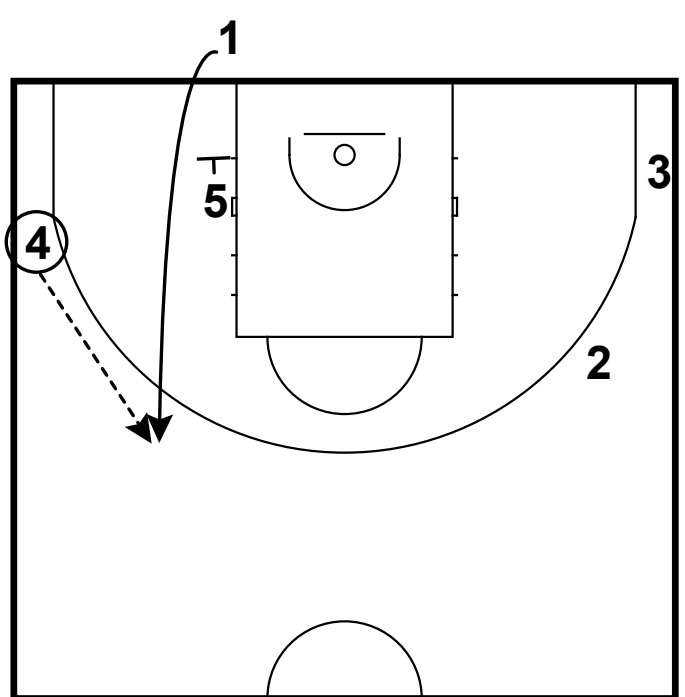
stagger

# BLOB - fake pick & turnout

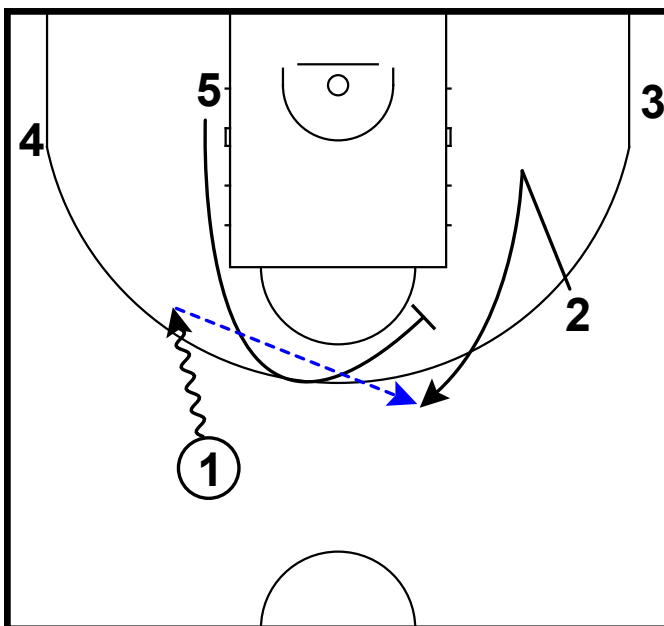
Frame 1



Frame 2



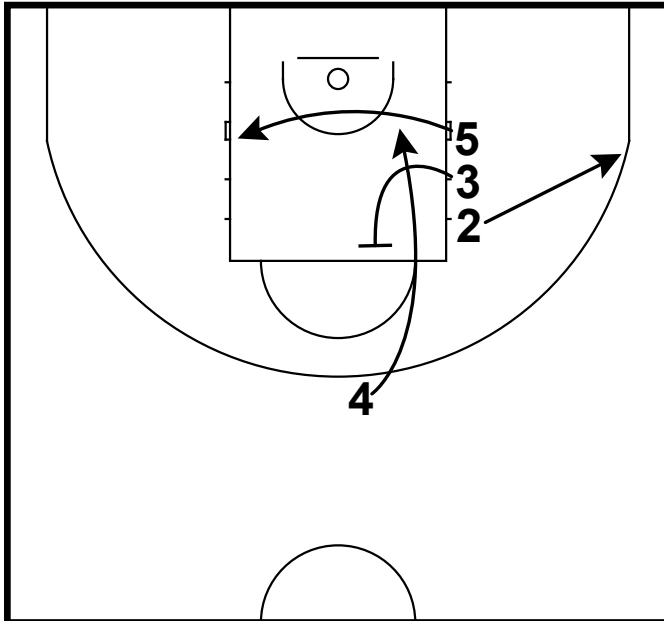
Frame 3



2 fakes a down screen for 3 and 5 fakes a pick for 1, then he sets a turnout screen for 2.

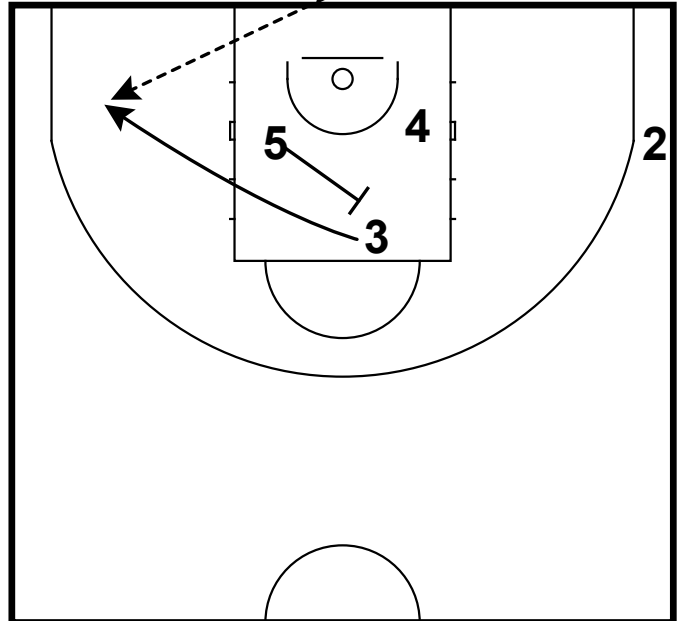
# BLOB - stack STS

Frame 1 **1**



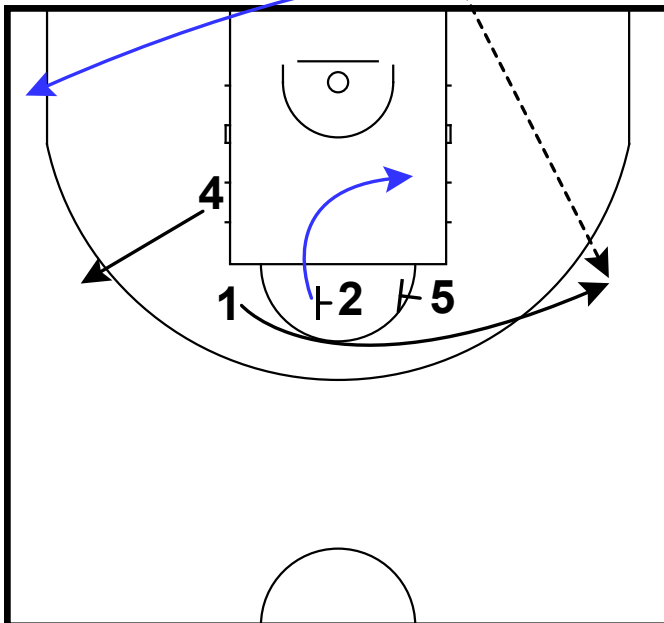
back screen

Frame 2 **1**



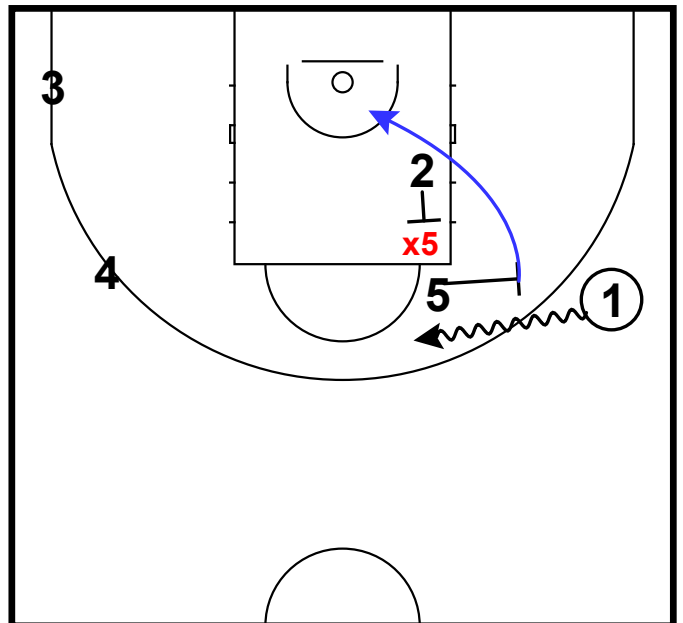
back screen for the screener

Frame 1 **3**



stagger

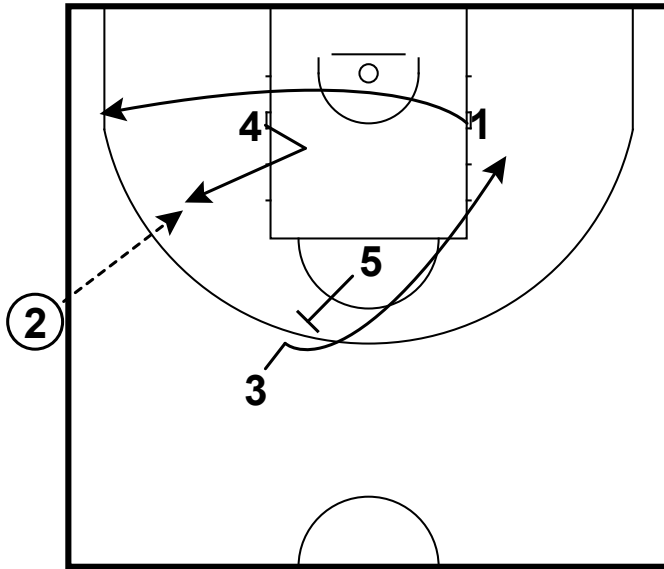
Frame 2



side Spain pick & roll

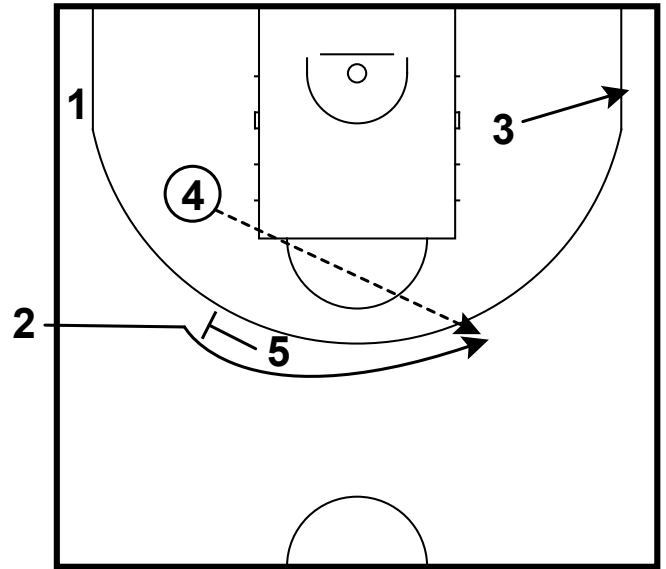
# EOG need a 3 (flare & stagger)

Frame 1



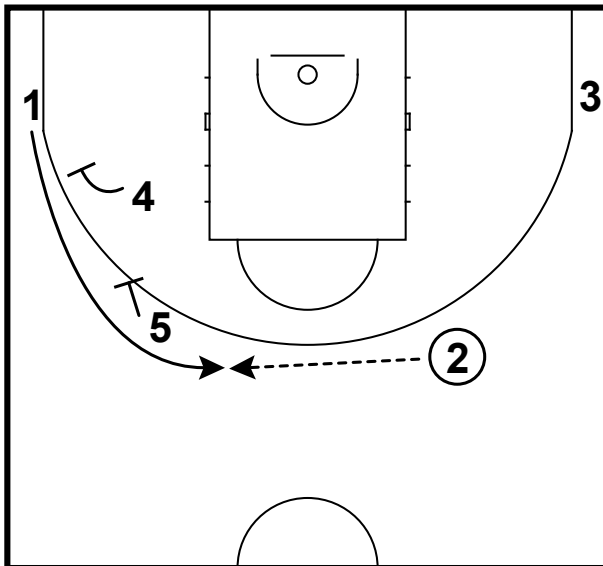
1 clears out to the corner  
5 sets a back screen for 3  
4 steps out to receive the ball

Frame 2



5 sets a flare screen  
3 clears out to the corner

Frame 3



4 & 5 set staggered screens