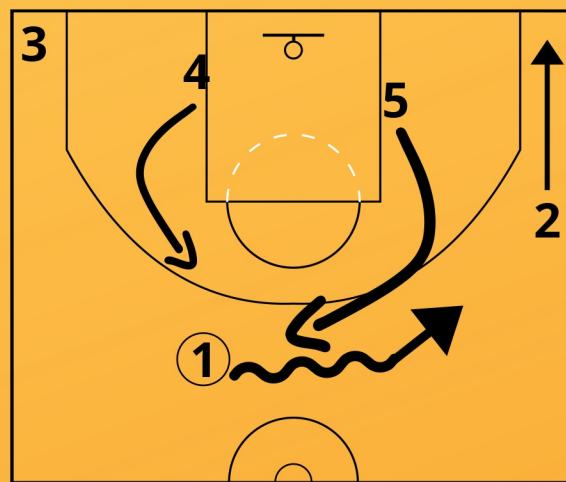# Ball Screen Continuity

The Ultimate Guide

The Benefits of the Ball Screen Continuity

Force the Defense into Mistakes

When you play multiple pick and rolls every possession the chances of the defense making a mistake are very high. Ball screen defense involves 5 defenders covering for each other and being on the same page at the same time. When you force most defense to go through this progression of reads to guard multiple ball screens there is a high probability that someone will make a mistake or blow a coverage.

Give Your Team Confidence and Consistency

Your team can play with confidence and consistency when they know ahead of time the areas of the court where ball screen action will take place. Establishing clear patterns of offensive action will give your team confidence they can execute at a high level. Ball-handlers will get used to making consistent reads coming out of the pick and rolls because they will become comfortable in those situations. Bigs will know where they can get their touches and will have clear purpose within the offense (when a lot of times its difficult to get big men involved).

Everyone Gets Involved

Whether you are a big, play-maker, or wing everyone has an important role to play in this type of offense. Your lead guards will get a bulk of the decision-making responsibilities, but this can be distributed throughout the entire team as other players develop their skill set. Wings are able to play against closeouts because their defenders will be helping on bigs at the rim. Bigs will have clear directives to set screens, post up, and roll to the rim. The most important thing is that everyone touches the ball on nearly every possession.

Multiple Sides of the Floor

The continuity aspect of this offense helps your team extend possessions and play on multiple sides of the floor. The more you make the defense work, the greater chance they will make a mistake and give you an easy look. It can be difficult to convince your team to pass up good looks for great looks. When you implement ball screen continuity the offense naturally flows into multiple actions on multiple sides of the floor within the same possession.

Maximize Your Strengths and Attack Mismatches

Ball screens put pressure on the defense to make tough decisions. Will they switch? Will they hedge? Will they deep drop? Will they help from the weak side? These are just a few of the decisions that a team has to make every single time down the floor. If you have an advantage in just one area (i.e. a dominant post presence or dynamic guards off the bounce), you can isolate mismatches and tweak the offense to capitalize on your advantage.

Terminology

Alley - 45 degree angle from the elbow extended to the perimeter

BS - ball screen

Cluster Screen - when two perimeter players come together in a screening action before they "split". One of them cuts away to the rim and the other pops back to the ball

DHO - dribble handoff

HPR - high pick and roll

Laser Cut - a straight horizontal cut in front of the ball to open up a driving lane for the player with the ball

PNR - pick and roll

RIP Screen - when a guard sets a back screen for someone on the perimeter to go down into the post

SBS - sideline ball screen where 5 usually sets a wing ball screen for a perimeter player

Slot - area at the top of the key in line with the lane line

UCLA Screen - a back screen on the perimeter usually occurring at the elbow

WP - wide pin down screen usually from a 5 man for another perimeter player

Play Diagrams

A cut or movement on the court

Dribble on the court

Screen on the court

Pass on the court

= Dribble handoff

Wing

Alley

Slot

Slot

Alley

Wing
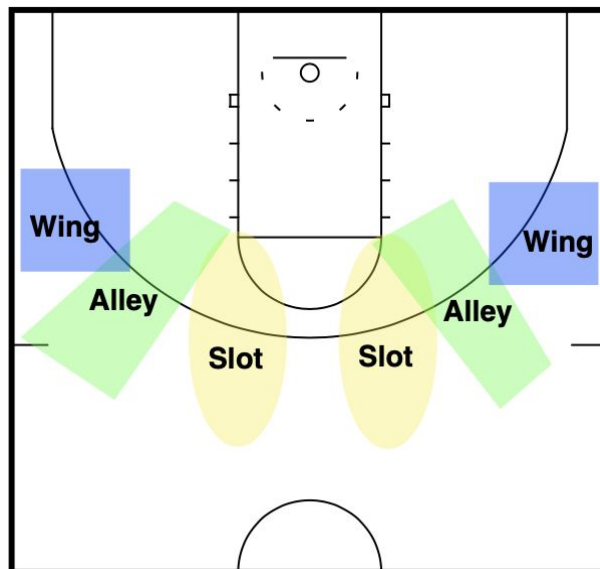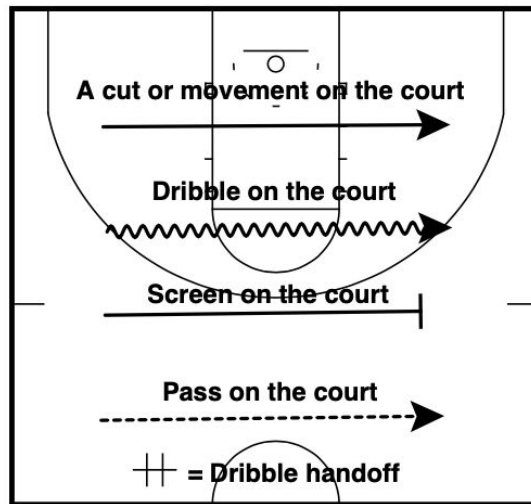
Court Locations

Video Examples

I cover three different examples of ball screen continuity in this playbook. Each of these have different alignments and patterns within the half-court. I do my best to describe all the different options within each system, but sometimes it's helpful to have a visual in addition. Here are some YouTube Videos that you can use in conjunction with this playbook.

System 1 - Flow Continuity

https://www.youtube.com/watch?v=m8LvIoPiBLk

System 2 - 3-2 PNR Motion

https://www.youtube.com/watch?v=LpDtcqbnxvs

System 3 - Roll/Replace Continuity

https://www.youtube.com/watch?v=46PFdtZ6_CE&t=732s

As always, if you ever need anything don't hesitate to reach out to me via email at quinn.mcdowell@aretehoops.com

Keep Climbing,

Quinn

Ultimate Ball Screen Continuity

Table of Contents

Ultimate Ball Screen Continuity - Contents (cont.)

FLOW Continuity

FLOW Continuity - Alignment and Starts

Standard Alignment:

1 big high, 1 big low, guards in the corners.

FLOW Continuity - Alignment and Starts
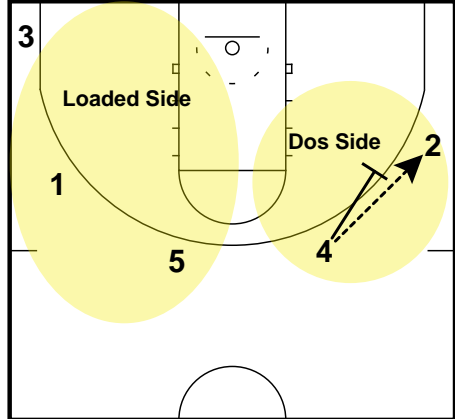
Out of the standard alignment the loaded side has 3 players on the perimeter with the big man in the slot area.
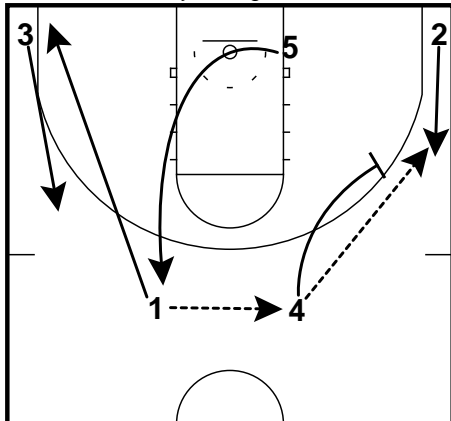
The Dos Side has two players who usually are engaged in a PNR or DHO.

FLOW Continuity - Alignment and Starts
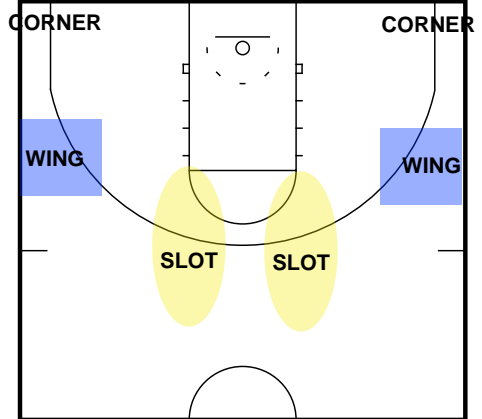
Court Locations.

FLOW Continuity - Alignment and Starts

#1 Way to Start:

4 man trails after 5 man runs to the rim.

Simplest way to start the offense is swing through the 4 and play a two-man game with the wing.

1 cuts away to the corner and 5 comes up the lane as BS is happening on the opposite wing.

FLOW Continuity - Alignment and Starts
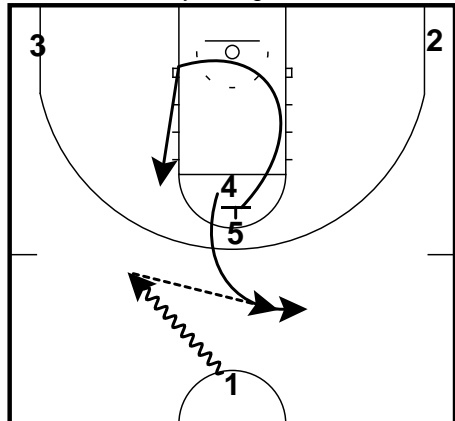
#2 Way to Start:

The bigs can stack at the free throw line and screen for each other. Whichever way the 4 breaks, the PG dribbles opposite to create space for the pass.

The other big clears low, then comes up the lane as the 2-man game starts on the wing.

FLOW Continuity - Alignment and Starts
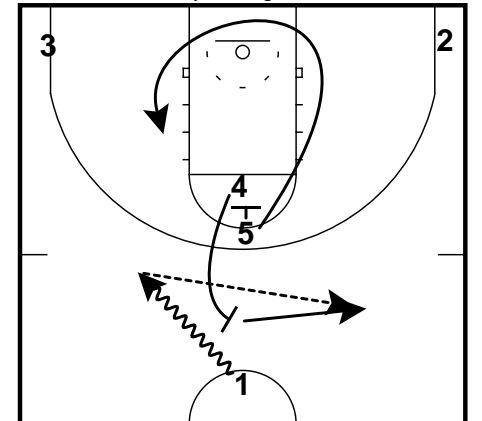
#3 Way to Start:

The big coming from the stack can also set a ball screen for the PG and then pop after setting the screen.
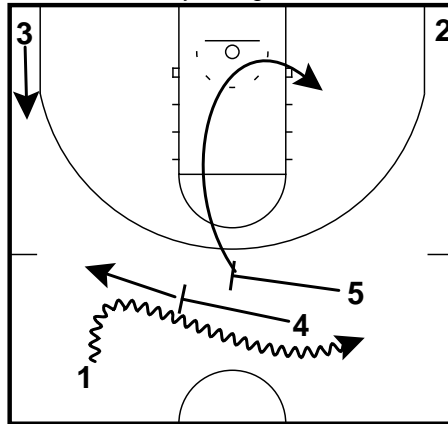
FLOW Continuity

FLOW Continuity - Alignment and Starts
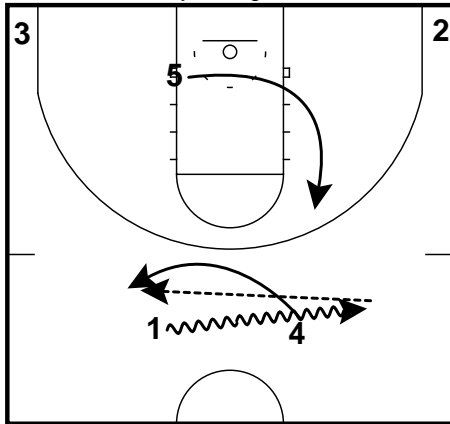
#4 Way to Start:

Dribble at the top big man and they loop underneath. The low big changes sides of the floor as 4 and 3 start to play on the opposite wing.
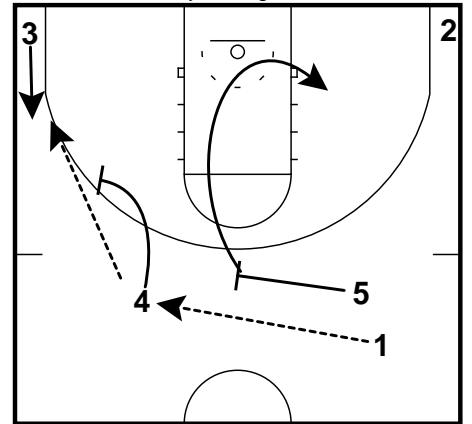
FLOW Continuity - Alignment and Starts

#5 Way to Start:

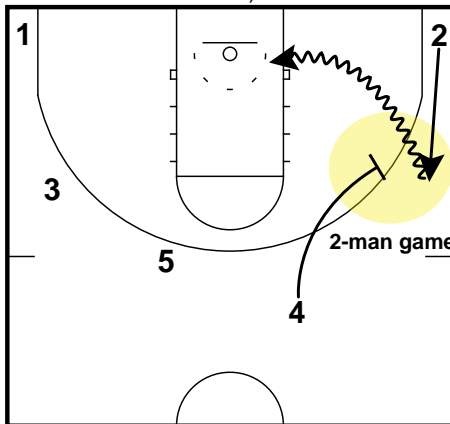Double drag in transition. One big pops and the other dives.

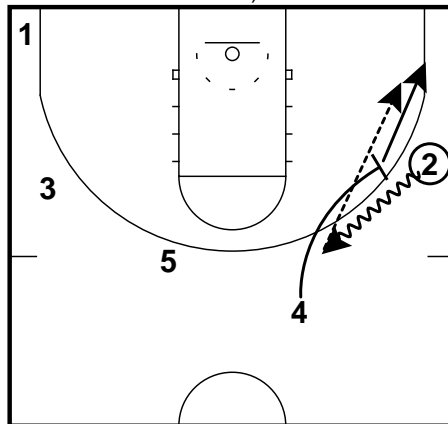### FLOW Continuity - Alignment and Starts

#5 Way to Start:

1 throws back to 4 after the double drag.

FLOW Continuity - Attack Options (dos side)

Attack Option #1: 2 rejects the screen.

FLOW Continuity - Attack Options (dos side)

Attack Option #2: Pick and pop by the four-man.

FLOW Continuity - Attack Options (dos side)
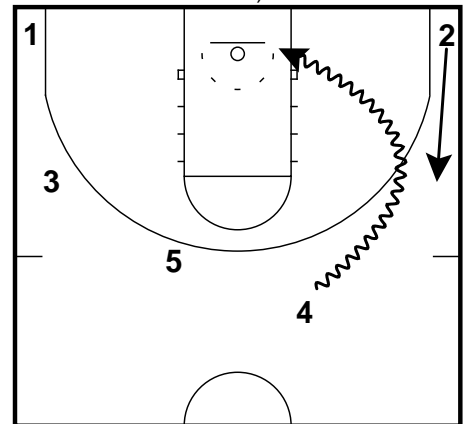
Attack Option #3: DHO keep by the four man.

FLOW Continuity

FLOW Continuity - Attack Options (dos side)
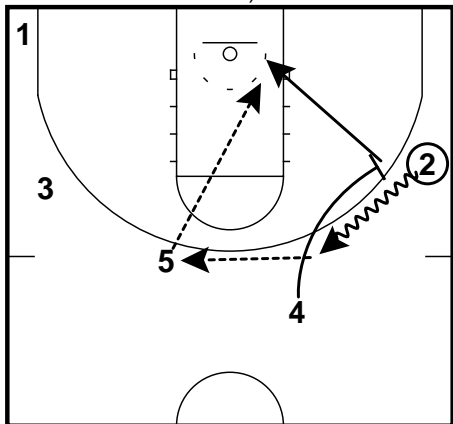
Attack Option #4: High-Low after switch.

X4 and X2 switch the ball screen allowing 4 to go to the post and 5 to throw a high-low pass to take advantage of the mismatch.
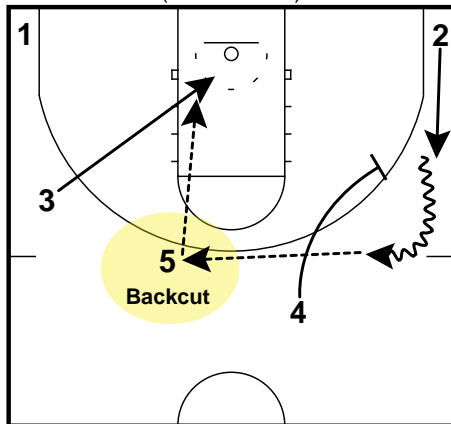
FLOW Continuity - Attack Options (loaded side)

Top ISO
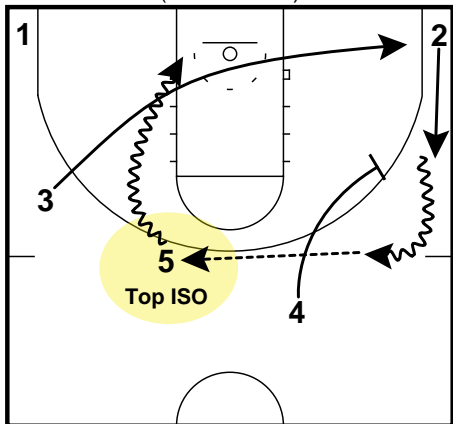
Attack Option #1: Slot ISO with the lifting big.

If you have an athleticism advantage, you can pull a bigger player away from the rim and go 1 v 1 here after the wing clears through.
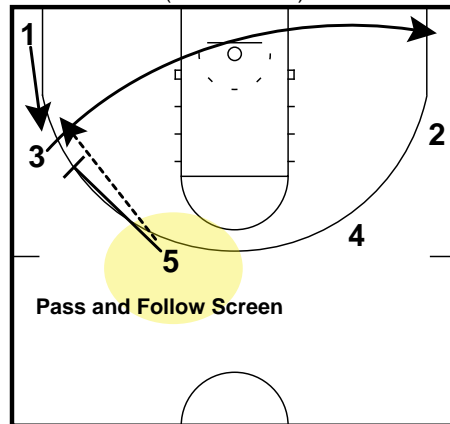
FLOW Continuity - Attack Options (loaded side)

Backcut

Attack Option #2: Backcut

5 hits the cutter from the wing.

FLOW Continuity - Attack Options (loaded side)

Pass and Follow Screen

Attack Option #3: Backcut, Pass and Follow Screen

5 hits the guard coming up from the corner and sets a follow ball screen.

FLOW Continuity

FLOW Continuity - Attack Options (loaded side)
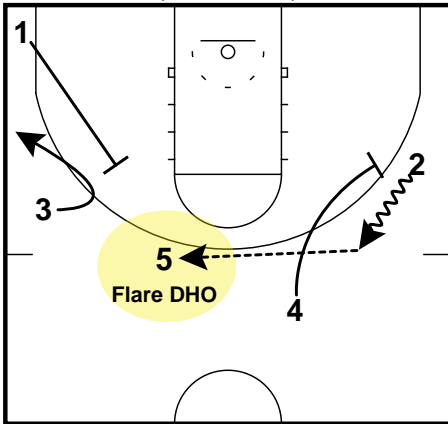
Attack Option #4: Flare DHO

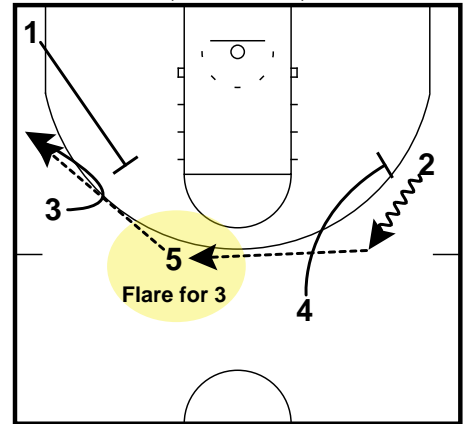Corner man flares for 3 and gets an immediate DHO from the 5.

FLOW Continuity - Attack Options (loaded side)
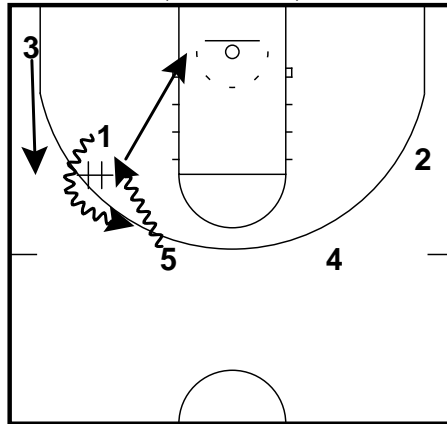
Attack Option #4: Flare DHO cont.

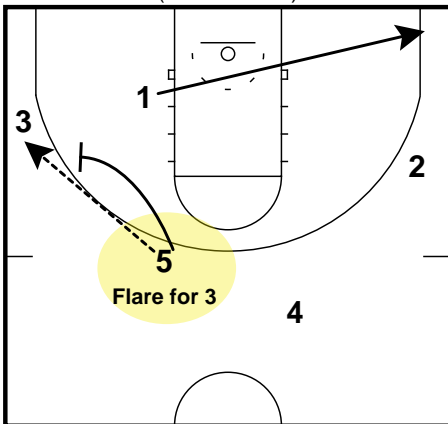1 tries to take a tight turn to the middle, 5 rolls to the rim, and 3 fills up from the corner.

FLOW Continuity - Attack Options (loaded side)

Attack Option #4a: Flare 3pt shot

Corner man flares for 3 and 5 hits flare man for a shot.

FLOW Continuity - Attack Options (loaded side)

Attack Option #4a: Flare 3pt shot, follow screen

Corner man flares for 3 and 5 hits flare man and goes to set a ball screen.

FLOW Continuity - Attack Options (loaded side)
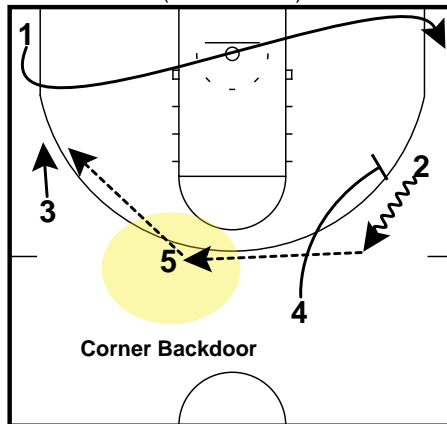
Attack Option #5: Corner Backdoor

Corner man cuts backdoor instead of the wing. The Big passes and follow screens.

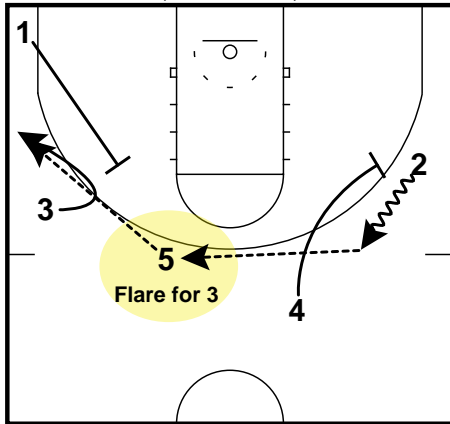### FLOW Continuity - Attack Options (loaded side)
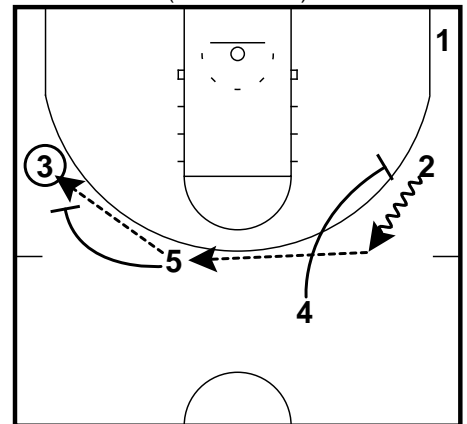
Attack Option #5: Corner Backdoor cont.
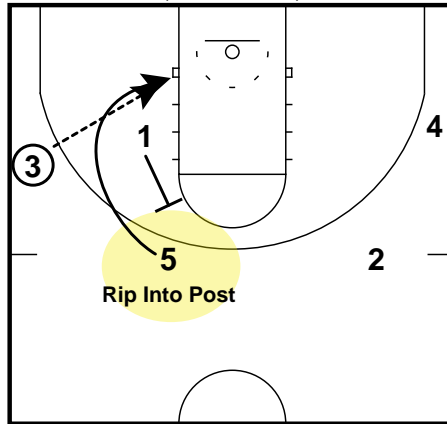
5 pass and follow screen.

FLOW Continuity

FLOW Continuity - Attack Options
(loaded side)

Flare for 3

Attack Option #6: Flare, RIP screen to post-up
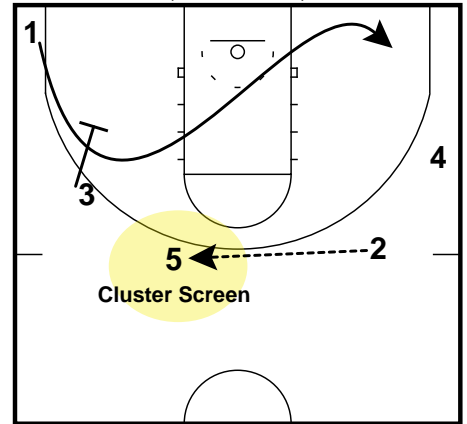
Corner man flares for 3 and screens for 5 in the post

FLOW Continuity - Attack Options
(loaded side)

Rip Into Post

Attack Option #6: Flare, RIP screen to post-up
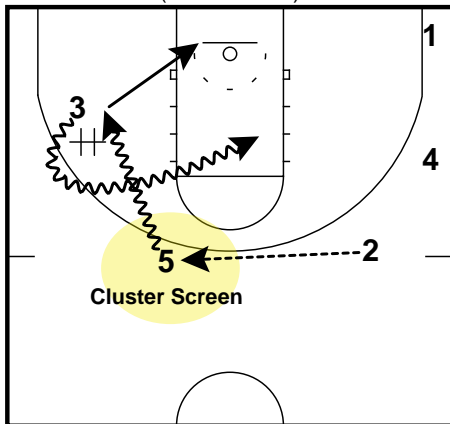
After setting the flare, the corner man screens for 5 in the post

FLOW Continuity - Attack Options
(loaded side)

Cluster Screen

Attack Option #7: Cluster Screen - tight curl

1 and 3 screen for each other when 5 gets the ball. 1 tight curls around 3.

FLOW Continuity - Attack Options
(loaded side)

Cluster Screen

Attack Option #7: Cluster Screen - tight curl

1 and 3 screen for each other when 5 gets the ball. 1 tight curls around 3 and 3 gets a DHO from 5 and 5 rolls to the rim.

FLOW Continuity
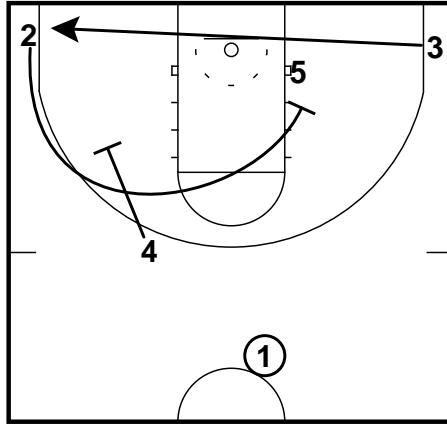
FLOW Continuity - Quick Hitters (Point Series)
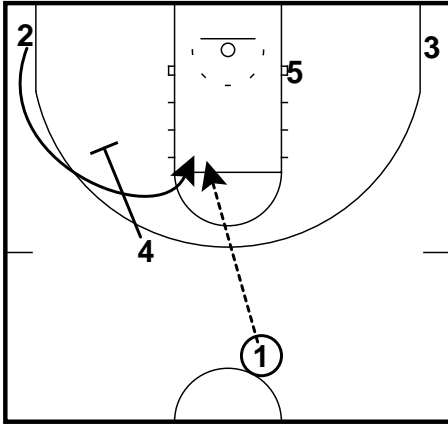
"Point" - early wide pin

The trailing big goes and sets a wide pin down screen for 2 in the corner.

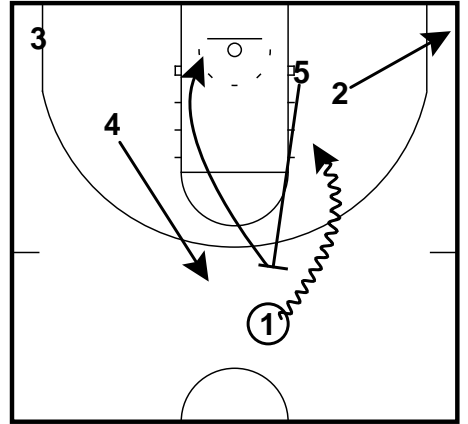First option is to hit 2 coming off the curl for an easy score.

FLOW Continuity - Quick Hitters (Point Series)

"Point" - early wide pin (pt 2)

If 2 isn't open on the curl they set a down screen for 5 while 3 clears to the opposite corner.
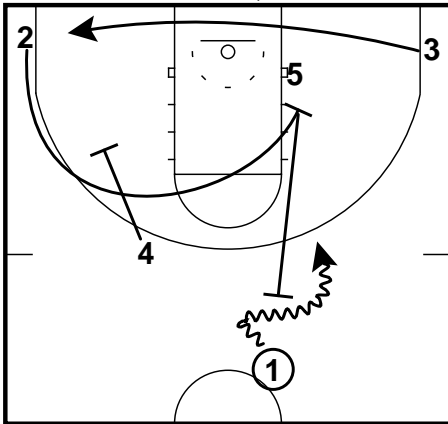
FLOW Continuity - Quick Hitters (Point Series)

"Point" - early wide pin (pt 3)

5 sets a step-up flat screen for 1 in the slot. 5 rolls to the rim and 4 fills behind the ball screen action.

FLOW Continuity - Quick Hitters (Point Series)

"Point - Baseline Pin" (pt 1)

As 2 curls off 4 and sets the down screen for 5, he turns around and sets a baseline pin for 4 coming to the corner.
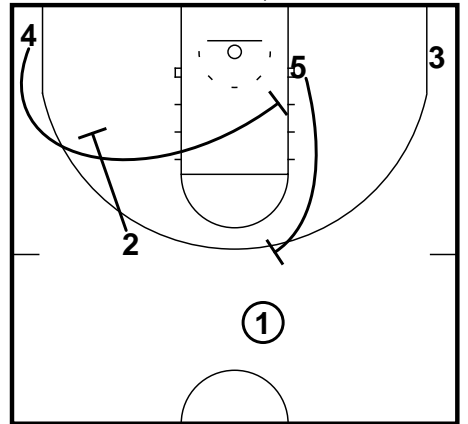
FLOW Continuity - Quick Hitters (Point Series)
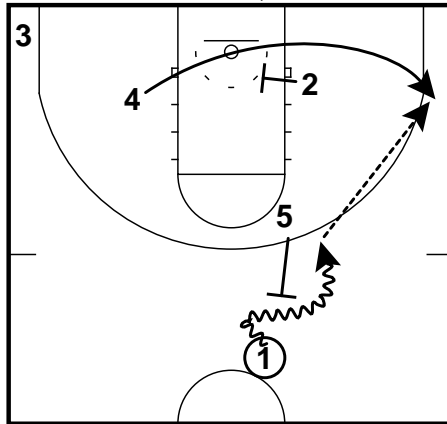
"Point - Baseline Pin" (pt 1)

As 1 comes off the ball screen by 5, 4 is coming off the baseline screen from 2.
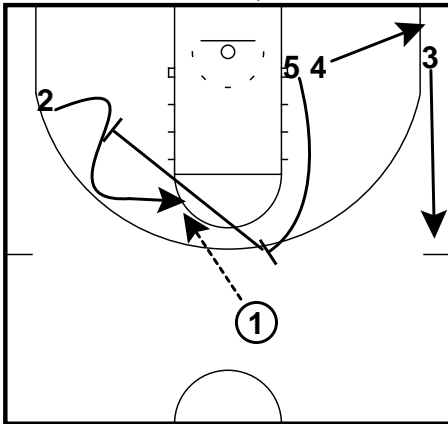
FLOW Continuity - Quick Hitters (Point Series)

"Point - Ghost" (pt 1)

4 and 2 invert positions so 2 sets the wide pin for 4 who tight curls and sets a down screen for 5.
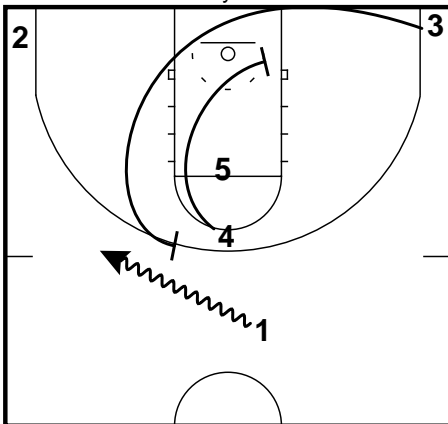
FLOW Continuity

FLOW Continuity - Quick Hitters (Point Series)

"Point - Ghost" (pt 1)

5 checks out of the screen early (i.e. ghost screen) and sets a wide pin for 2 waiting on the wing.
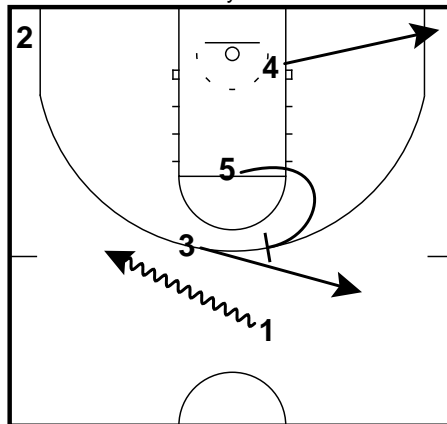
FLOW Continuity - Quick Hitters

"Tandem - Flare"

4 and 5 start in a tandem. 4 dives to either block and sets a screen for the guard in the corner who comes up to set a Ghost screen for 1 with the ball.
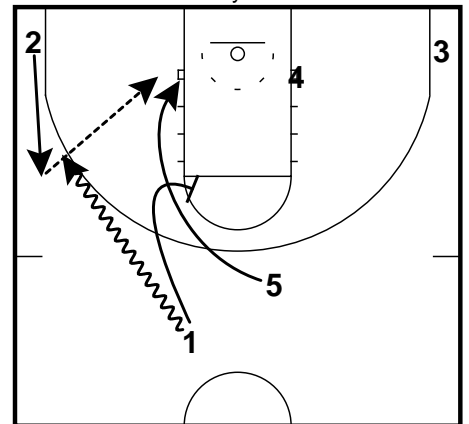
FLOW Continuity - Quick Hitters

"Tandem - Flare" (pt 2)

4 clears to the corner and 3 sets a Ghost screen while getting a flare screen from 5 at the same time. 1 can turn the corner to hit 3 on the flare.

FLOW Continuity - Quick Hitters

"Wing Rip" (option 1, post entry)

1 starts with a wing entry, starts cutting down the lane and immediately turns around to set a "rip screen" for 5 into the post.
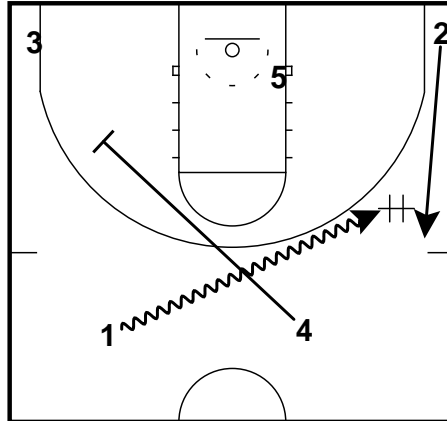
FLOW Continuity

FLOW Continuity - Quick Hitters
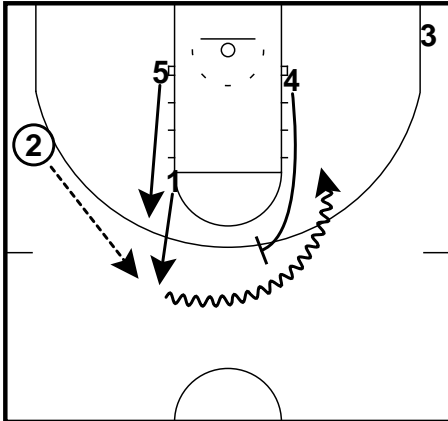
"Wing Rip" (option 2, HPR and Replace)

If 2 doesn't have the post entry to 5 he can hit 1 popping back and 4 immediately sets a HPR (high pick and roll) with 5 filling behind (if he's a good shooter).
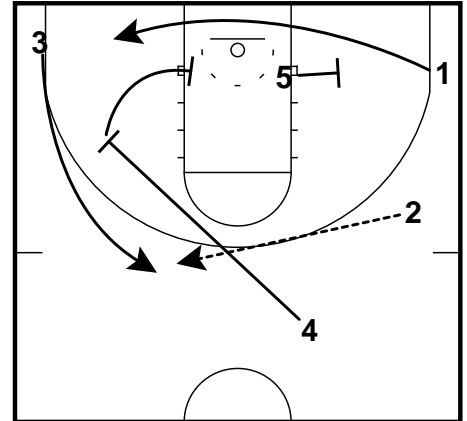
FLOW Continuity - Quick Hitters

DHO - Step up (pt 1)

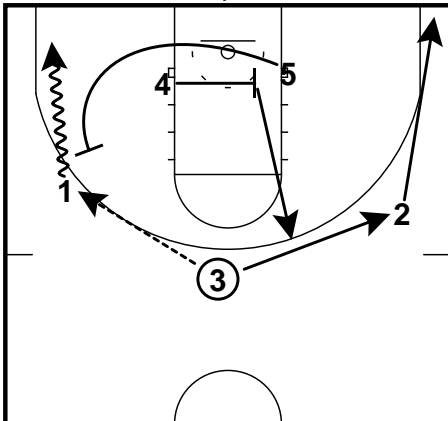1 slices the floor while 4 goes and sets a wide pin screen for 3 in the corner. 1 and 2 have a DHO.

FLOW Continuity - Quick Hitters

DHO - Step up (pt 2)

2 throws the ball to 3 while 1 comes off 2 baseline screens from 4 and 5.

FLOW Continuity - Quick Hitters

DHO - Step Up (pt 3)

3 swings to 1 and spaces. 4 sets a screen for 5 and 5 sets a step-up angle screen for the 1 to dribble to the baseline.

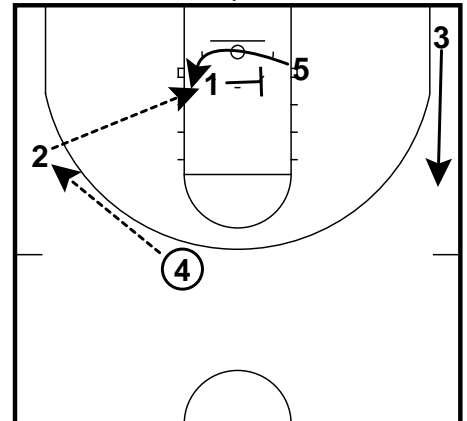Great for a pick and pop with a 5 man.

FLOW Continuity - Quick Hitters
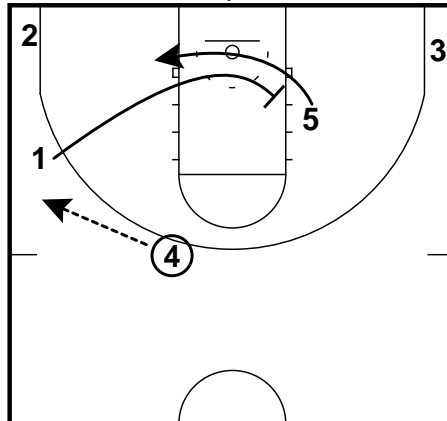
"Backdoor - Rip"

4 starts with the ball in the slot and 1 backcuts from the wing. Instead of clearing to the opposite corner, he sets a cross screen for 5 to come to the block.
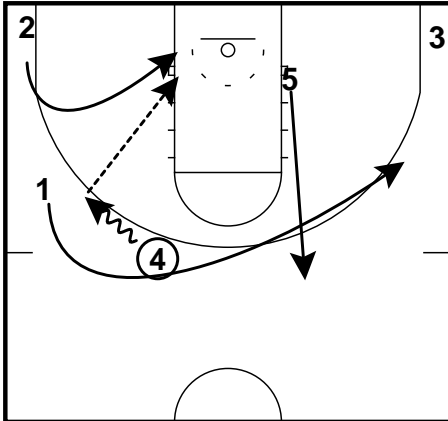
FLOW Continuity - Quick Hitters

"Backdoor - Rip" (pt 2)

4 swing to 2 who fills up from the corner and looks immediately into the post for 5 coming off the cross screen.

FLOW Continuity
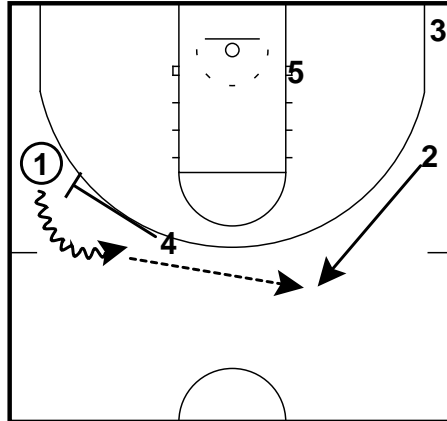
FLOW Continuity - Quick Hitters

"Fake DHO - Backdoor"

4 starts in the slot on the loaded side. Instead of cutting backdoor, 1 comes overtop 4 to set up a backdoor for 2 in the corner.

5 also lifts from the opposite block to pull the natural help defender.

4 and 2 can also player a DHO or two-man game if the backdoor isn't there.
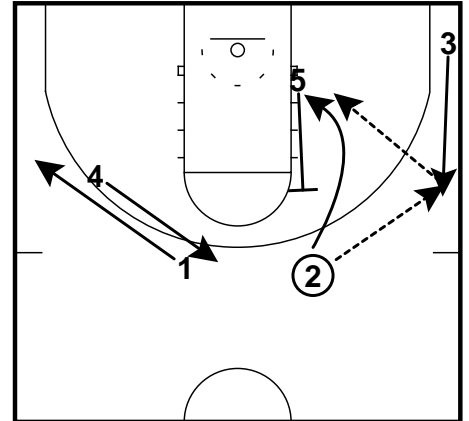
FLOW Continuity - Quick Hitters

"UCLA - Guard Rip"

Ball starts on the Dos side with 4 setting a ball screen for 1.

Instead of 5 lifting up the lane, 2 lifts to the slot from the wing.

FLOW Continuity - Quick Hitters

"UCLA - Guard Rip" (pt 2)

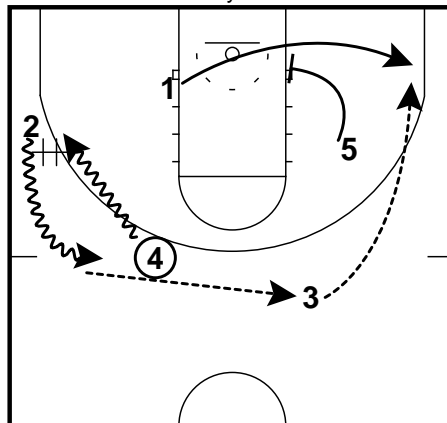2 swings to 3 and 5 sets a UCLA screen to rip the 2 man into the post.

FLOW Continuity - Quick Hitters
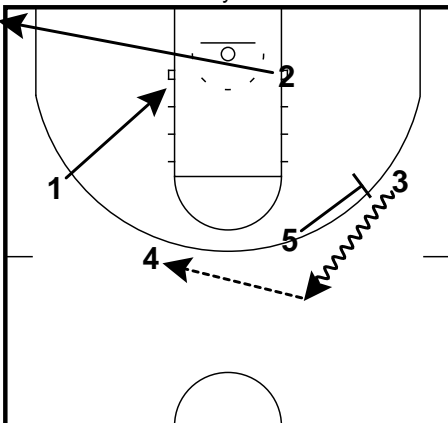
UCLA - Guard Rip (pt 3)

If 2 doesn't get it, he clears to the corner. 5 sets a ball screen for 3 who swings it to 4. When 4 gets the ball up top and 1 back cuts.
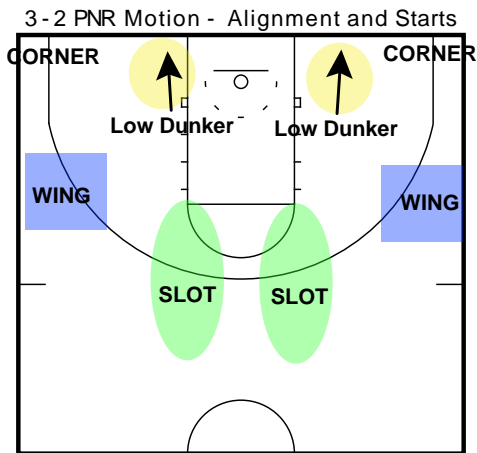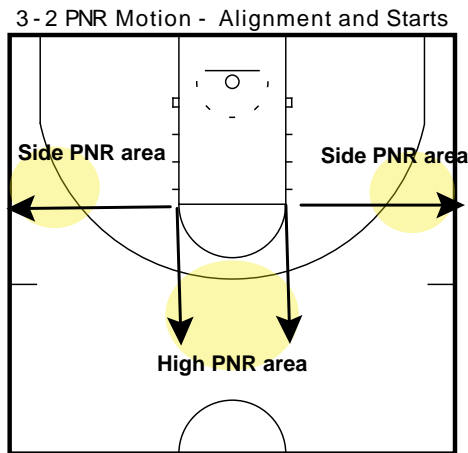
FLOW Continuity - Quick Hitters

UCLA - Guard Rip (pt 4)

2 comes off the screen and swings to 3. 5 goes down to the block and sets a screen for 1 coming out to the perimeter for a shot.
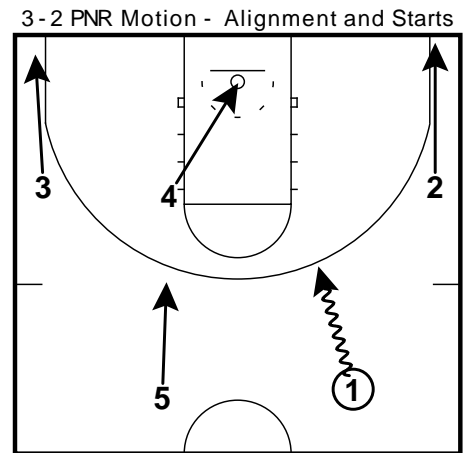
3-2 PNR Motion

3-2 PNR Motion - Alignment and Starts

Court Locations.

3-2 PNR Motion - Alignment and Starts

The goal is the have as many PNR on as many different sides of the floor as possible in a single possession.

Chances are if the defense has to guard multiples PNR actions in the same possession they are going to make a mistake.

3-2 PNR Motion - Alignment and Starts

In a true 3-2 PNR motion, the philosophy of the offense is to make the other team defend as many pick and rolls as possible in a single possession.

The goal is to get the ball to the 3pt line in less than 5 seconds so you have more time in the possession to run your offense.

1 man pushes the ball and automatically must throw any open kick ahead passes to put pressure on the defense.

2 + 3 run wide to the wings then to the corner.

First big down the floor runs to the rim.

Second big trailing runs to the slot opposite the ball.

3-2 PNR Motion - Alignment and Starts
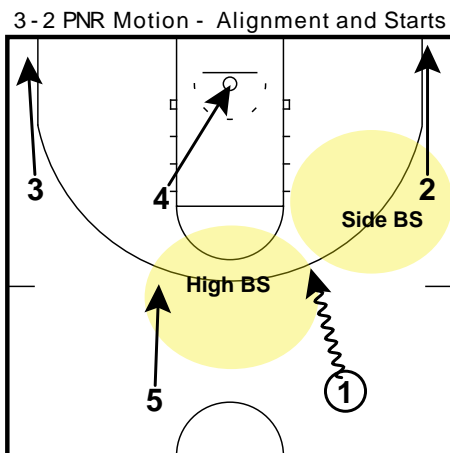
If the ball can be kicked ahead the PG must throw the ball to the running big man or the guards running the wings.

The PG must get to the 3pt line as quickly as possible to put pressure on the defense.
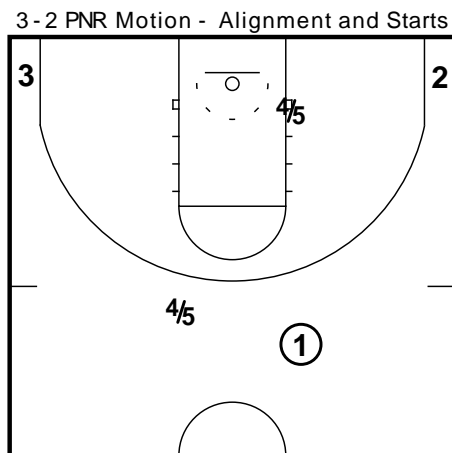
Once the ball gets down the floor the offense starts with either:

1. A high ball screen
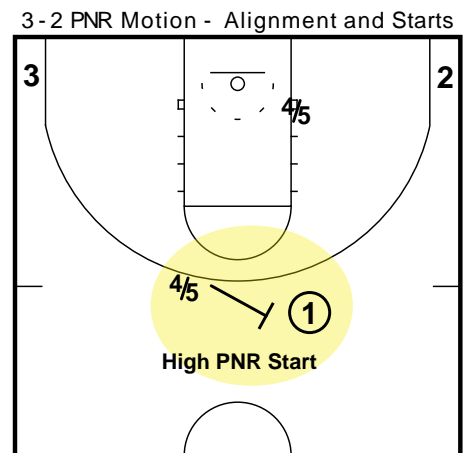2. A side ball screen.

3 priorities (credit Ryan Pannone)

RACE
PACE
SPACE

All Contents Proprietary

3-2 PNR Motion - Alignment and Starts

The 4's and 5's are interchangeable in this version of ball screen continuity.

Whatever big makes it down the floor first takes the rim and the second big reads where the PG takes the ball.
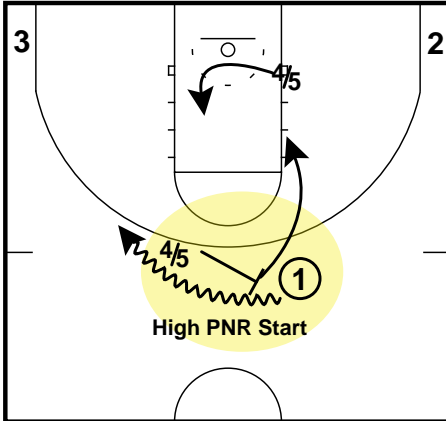
3-2 PNR Motion - Alignment and Starts

HIGH PNR Start

The PG should setup his man as close to the 3pt line as possible to take his man low enough to use the screen effectively and to make it difficult for his defender to go under.

The 4/5 screen angle should have butt towards the corner to try and prevent the defender from going under.
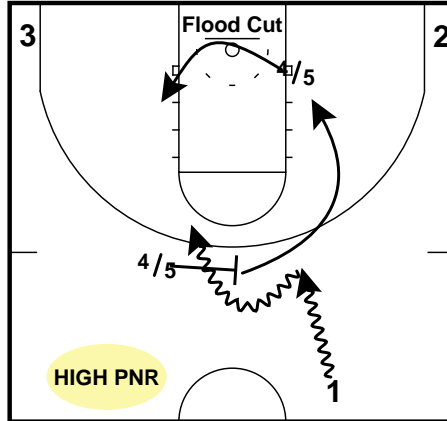
3-2 PNR Motion

HIGH PNR Start

As the PG is coming off the high screen, the low big man should be looking to duck in the post.

The big setting the screen should know his skill set and whether he is a short roller or hard roller to the rim.
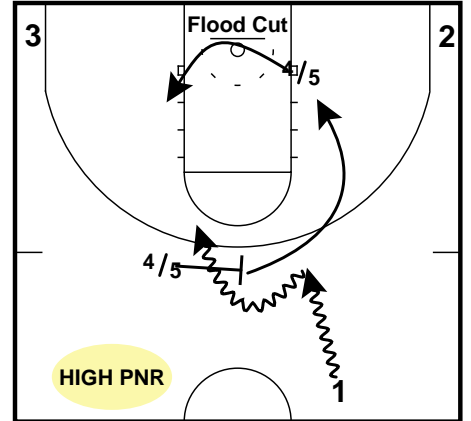
Points of Emphasis on High PNR.
(ideal High PNR angle is butt to the corner)

1. First option is for low Big to duck in on the block after a flood cut.

2. Big needs to get really good at reading whether 1 can turn the corner. If he can get downhill he needs to stay low in dunker or duck in.

3. The guard needs to fight for a "tight turn" and get downhill with toes to the rim, in the midline.

Cont.

3. Need to get guards good at reading secondary big defender (midrange shot or dumpoff to big in the dunker spot)

4. In the middle of the floor it can be really effective to have the big rescreen for the guard in the middle third of the floor
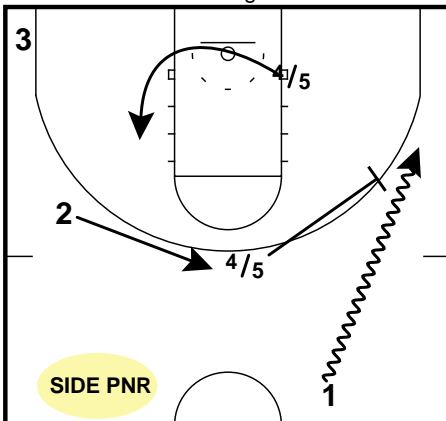
SIDE PNR Start - with empty CORNER.

If corner empty push the ball below the FT line. Once in place, triggers the top big to set a screen.

Next best ball handler sprints to the opposite slot, weakest handler stays in opposite corner.
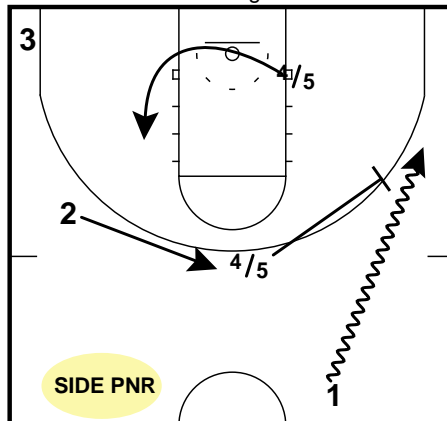
Points of Emphasis

1. Get below the FT line extended (so there isn't jammed spacing with opposite big lifting)

2. Always be ready to reject and hit the short rolling big

3. Guards focus on making a tight turn inside elbow when come off

4. Opposite big needs to cut to weakside elbow early to create space and lift the help defender

5. Screening angle for big is butt to the corner at half-court line

3-2 PNR Motion

3-2 PNR System (HIGH PNR Reads)
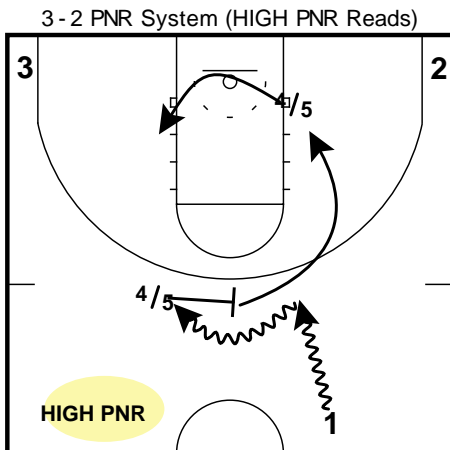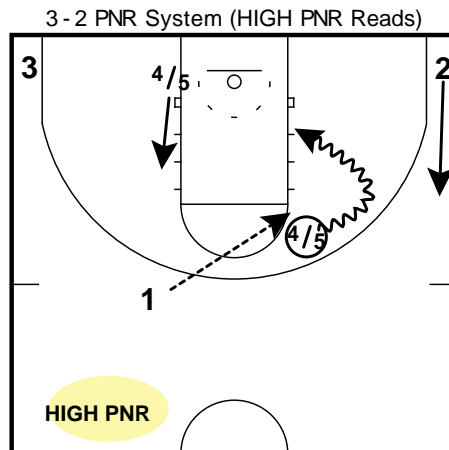

HIGH PNR

1st Side of the floor on a HIGH PNR start.

Race to the 3pt line. Corner is filled so High PNR start to the possession.

PG sets his man up and high big screens and rolls.

Low big ducks in, then starts to fill up the lane as the PG comes off. Both wings stay deep in the corner.

3-2 PNR System (HIGH PNR Reads)

HIGH PNR

2nd Side of the Floor - Option 1: DHO KEEP

1 hits rolling big at the elbow and he starts to play two-man game with the 2 man coming out of the corner.

As he dribbles over he keeps the ball and drives to the rim.

3-2 PNR System (HIGH PNR Reads)

SIDE PNR
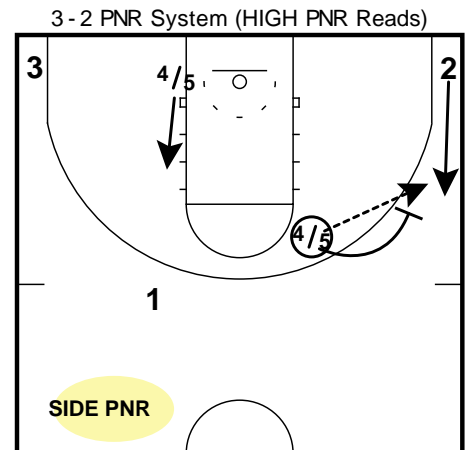
2nd side of the floor - Option 2: Pass and Follow Screen

The low big man on the opposite side is waiting in the dunker spot but starts to move up the lane as the action is taking place on the wing.

3-2 PNR System (HIGH PNR Reads)

SIDE PNR
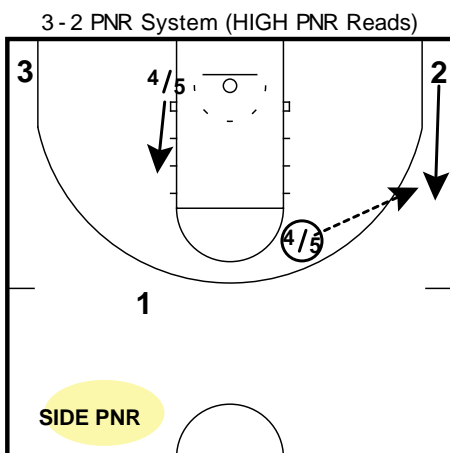
2nd side - Option 3: Pass and Shot

3-2 PNR System (HIGH PNR Reads)

SIDE PNR
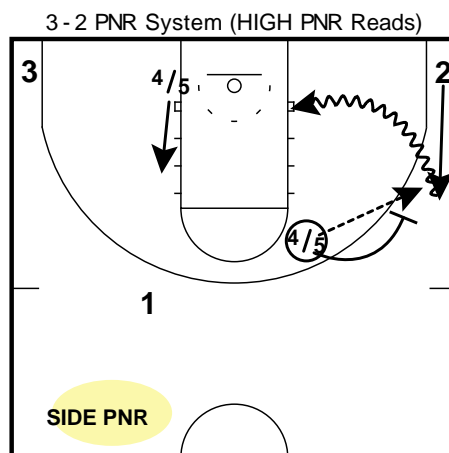
2nd side - Option 4: Pass and Play

3-2 PNR System (HIGH PNR Reads)

SIDE PNR
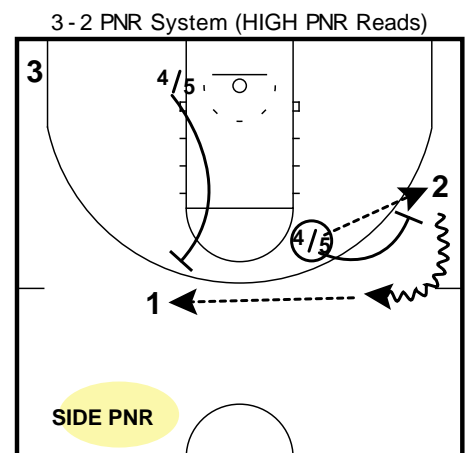
3rd side of the floor - HIGH PNR opposite slot

2 comes off, the big rolls, and 2 swings to 1.

The opposite low big sets a third PNR in this same possession.

3-2 PNR Motion

3-2 PNR System (HIGH PNR Reads)
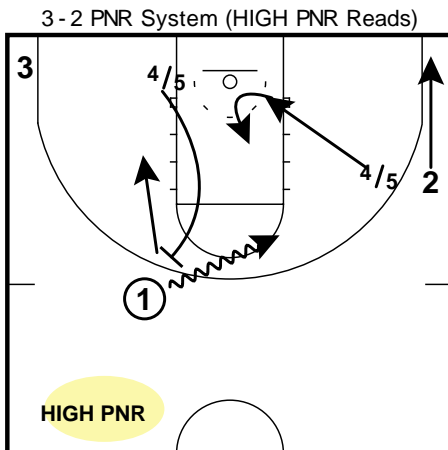
HIGH PNR

3rd side of the floor - HIGH PNR opposite slot

As 1 comes off the rolling big should duck in and 2 should sprint to the corner. The big setting the PNR should know whether or not he is a short roller or a hard roller to the rim.

3-2 PNR System (HIGH PNR Reads)
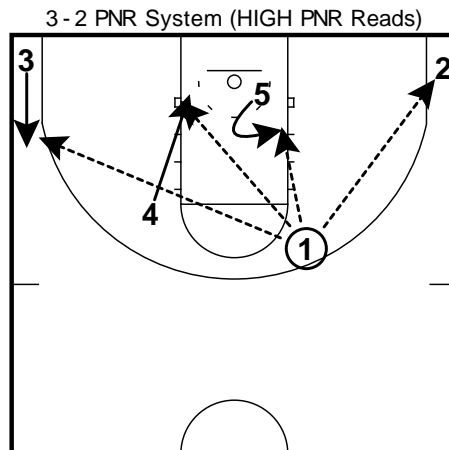
From this alignment.

After playing our the 3rd PNR in the same possession someone will have to make a play. Some options could include, but aren't limited to:

1. PG driving to the rim (with 5 posting up sometimes he can shield his defender to clear a lane for the ball-handler)

2. PG can throw to 5 on the post up

3. PG can hit 4 rolling to the rim

4. PG can throw back to 3 coming out of the corner for a shot

5. PG can throw to 2 in the corner for a shot

3-2 PNR Motion (Side PNR Reads)
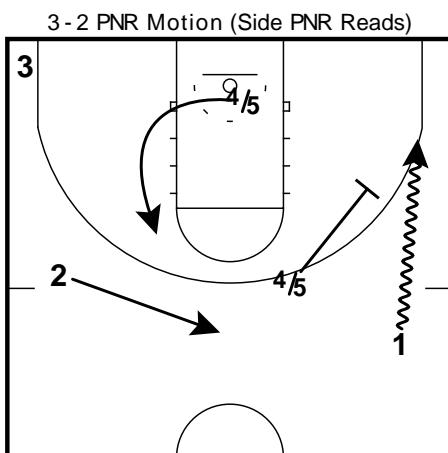
Side PNR start - 1st side

If the corner is cleared, 1 will dribble to the wing (below the free throw line) which triggers the trailing big to set a ball screen for him.

The angle of the screen should be butt towards the corner at half-court.

3-2 PNR Motion (Side PNR Reads)
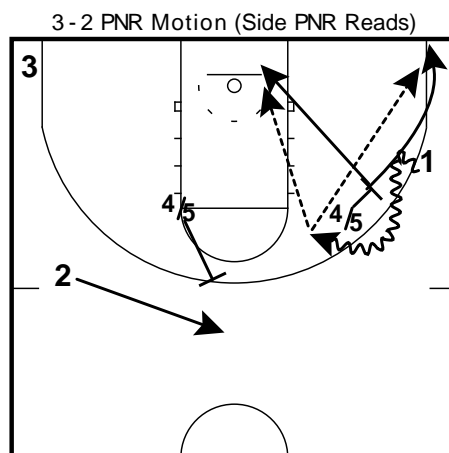
1st Side Reads

1. PG tight turn inside the elbow to get downhill

2. 4/5 rolling to the rim

3. Pick and pop with 4/5

(2 man and opposite big are starting to prepare for the 2nd side PNR)

3-2 PNR Motion (Side PNR Reads)

Flood cut + duck in
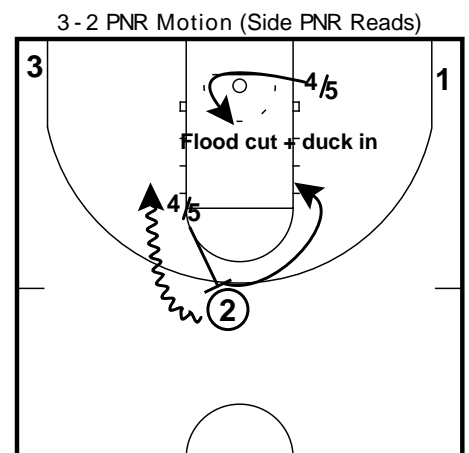
2nd Side - High PNR (strong side corner angle)

1. As 1 swings the ball to 2 at the opposite slot, the opposite big will come up and set a High PNR with his butt to the corner.

2. If the big sets the angle to send the ball handler towards the strong side of the floor, the big who is rolling should flood cut to the other block and duck in to open up space for the high big rolling to the rim
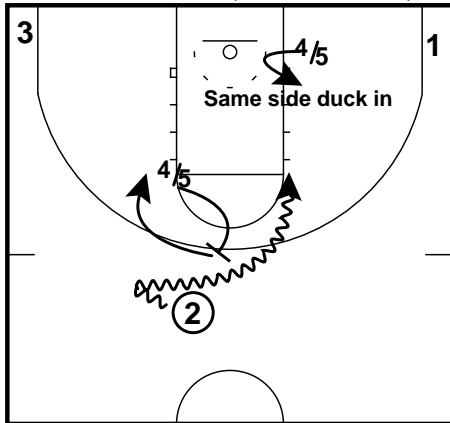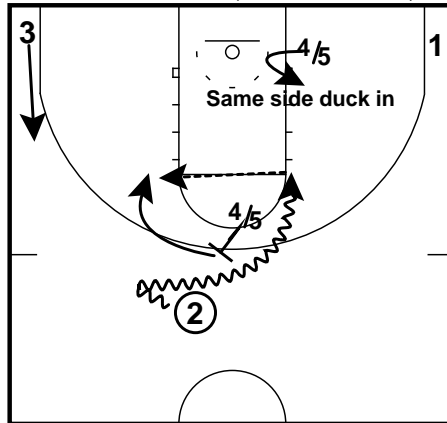
3 - 2 PNR Motion

2nd Side - High PNR (weak side corner angle)

1. If the 2nd PNR is set towards the weakside corner (or if a rescreen occurs) the low big should duck in on the same block
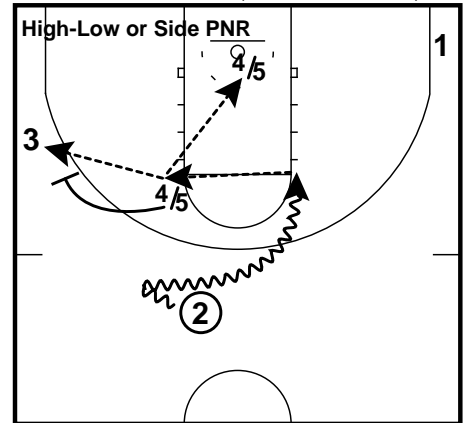
3 - 2 PNR Motion (Side PNR Reads)

3rd Side - Side PNR

The 2 man can hit the short roller who can look high/low or play with the guard on the other 3 side of the floor with the 3rd PNR in the same possession
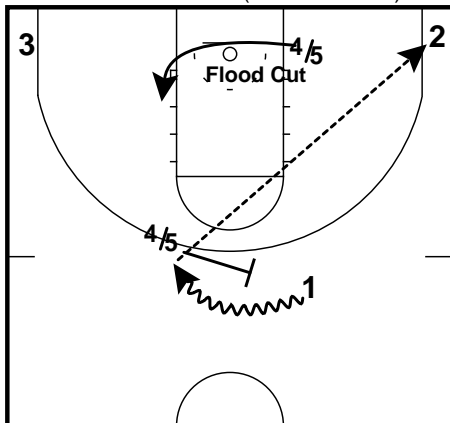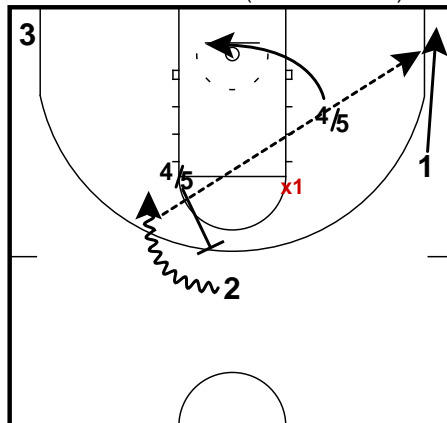
3 - 2 PNR Motion (Side PNR Reads)

3rd Side - Side PNR

When the 4/5 catches at the elbow they can look high/low or play with 3 coming up from the corner.

3 - 2 PNR Motion (shot creation)

HIGH PNR - Corner 3 after flood cut

3 - 2 PNR Motion (shot creation)

Corner 3 off second side (messes up bump defender).

X1 gets caught high. Guard can make direct pass to the corner.

3 - 2 PNR Motion (shot creation)
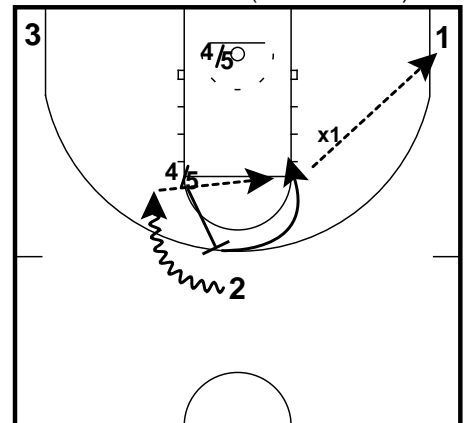
HIGH PNR - Corner 3 off second side (messes up bump defender).

X1 gets caught high. Guard can hit short roll and big makes pass to the corner.

3-2 PNR Motion

3-2 PNR Motion (shot creation)
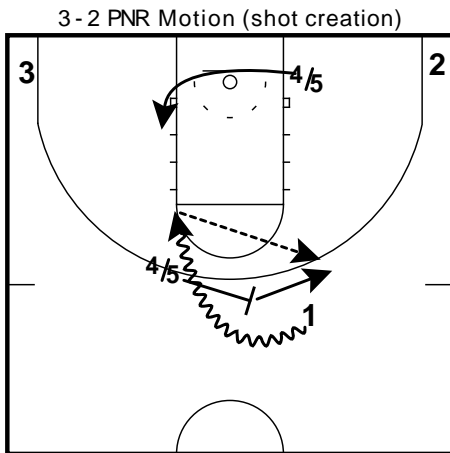
HIGH PNR Start - Big will pop

(great against aggressive defensive teams)

3-2 PNR Motion (shot creation)
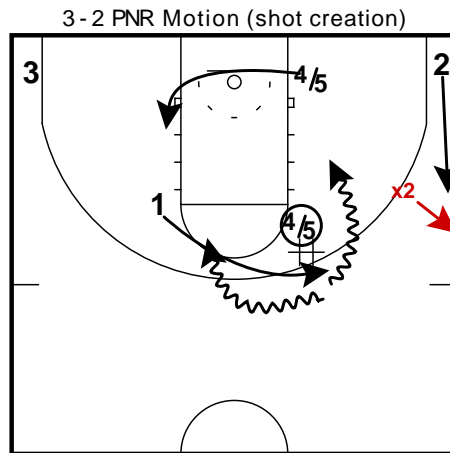
Throw back and chase back for a DHO/BS (against hard wing denial).

2 is denied.

1 comes back to get the ball and either turns the corner or comes off a rescreen.

3-2 PNR Motion (shot creation)
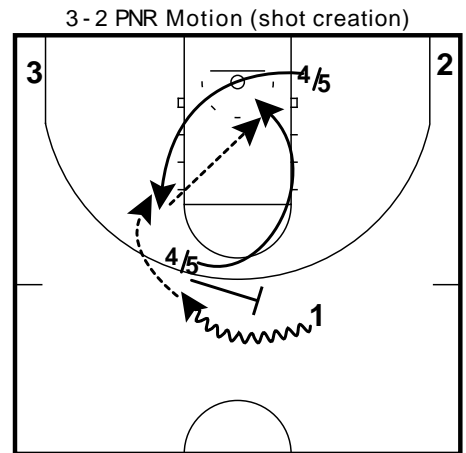
Options against Switching Defense: #1 High Low (big to big)

1 hits the low big coming up the lane from the opposite block who then throws high-low to his partner rolling to the rim.

3-2 PNR Motion (shot creation)
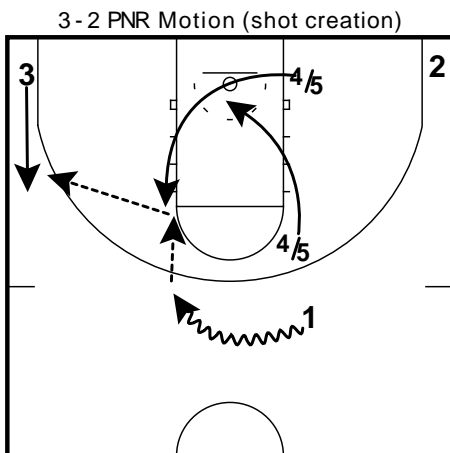
Options against Switching Defense: #2

Second side PNR swings to the wing to take post entry against mismatch in the post.

1 hits the low big coming up the lane who hits the 3 coming up from the corner.

3-2 PNR Motion (shot creation)
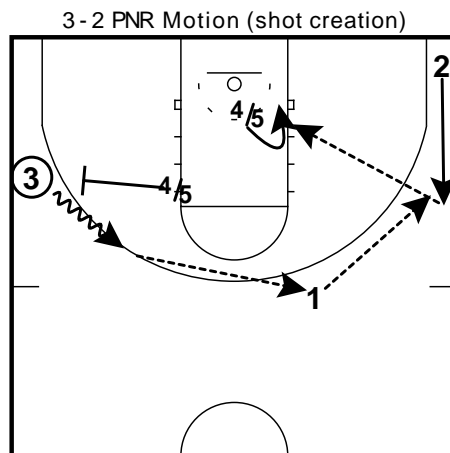
Options against Switching Defense: #2

3 comes of the Side PNR and swings to 1 who swings to 2 coming up from the corner who throws it into the big man with the mismatch.

3-2 PNR Motion (shot creation)
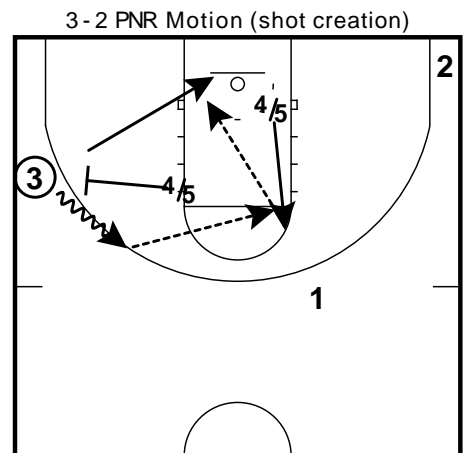
Options against Switching: #3

Second side PNR (switch), the opposite big instead of posting up flashes to the high post and looks high-low to his partner.

Big lifts instead of ducking in.

Roll/Replace Continuity

Roll/Replace Continuity - Alignment and Starts
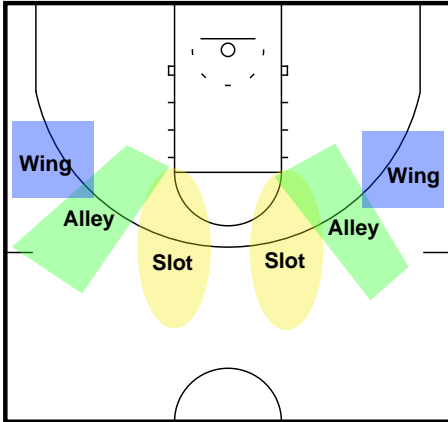
Roll/Replace Continuity - Alignment and Starts
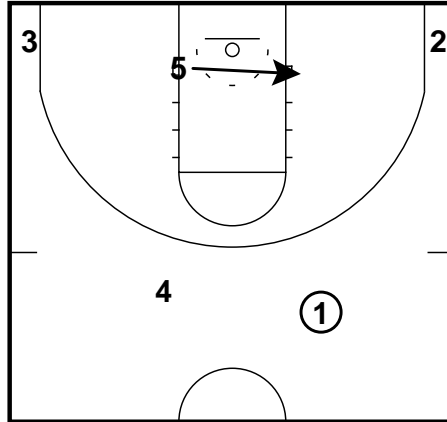
Standard alignment.

The first big down the floor runs to the rim and the trailing big sets a ball screen for the PG in the slot.

The low big always moves to the block on the same side of the floor as the PNR.
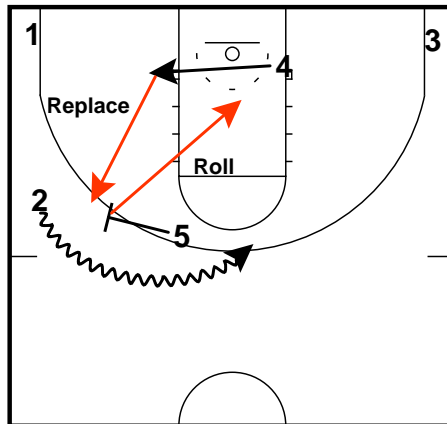
Roll/Replace Continuity - Alignment and Starts
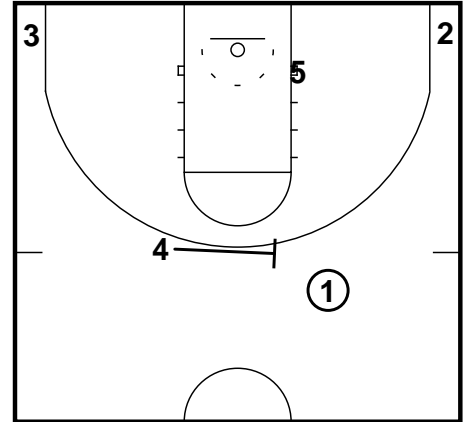
Most possessions start with a PNR in the slot from the trailing big.

Roll/Replace Continuity - Alignment and Starts
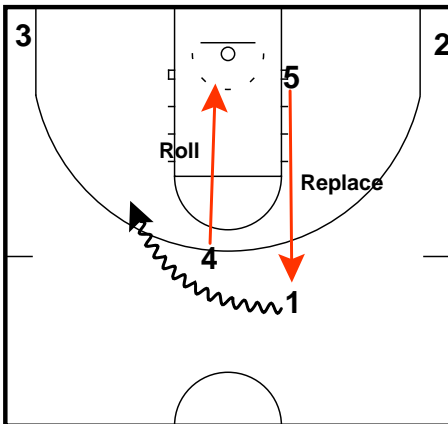
The 2 screeners always are working in tandem. When one screener is high, the other is low (ball-side) getting ready to replace behind the action.

Roll/Replace Continuity - Alignment and Starts

Regardless of whether the ball screen happens in the slot or on the wing, the principle stays the same.

One big high = screener

One big low = replace man (always on ball-side)

*the replace man must always fill behind the ball screen action

Roll/Replace Continuity - Alignment and Starts
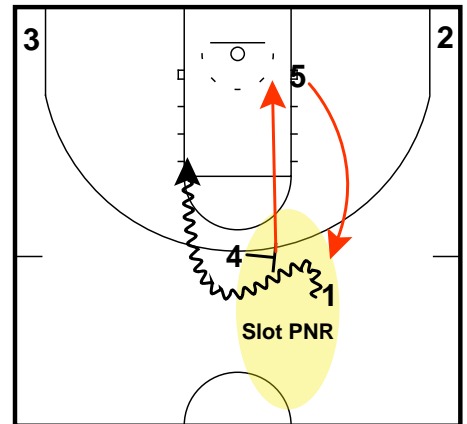
Standard Start: Slot PNR

As the PG is coming off the high PNR the low big man is filling behind the action.
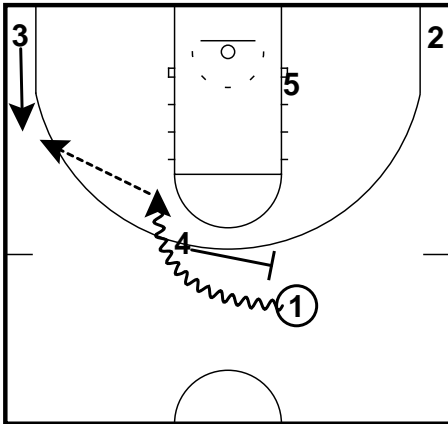
Roll/Replace Continuity

Roll/Replace Continuity - Common Actions

Against good defense it will be hard to score off the initial action, but here are some common patterns that you'll see in this roll/replace continuity.

#1 Slot PNR to Side PNR Replace

1 drives and kicks to 3 coming out of the corner.

Roll/Replace Continuity - Common Actions
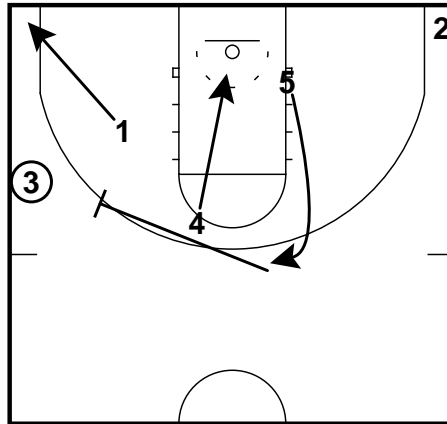
#2 Drive and Kick to Side PNR

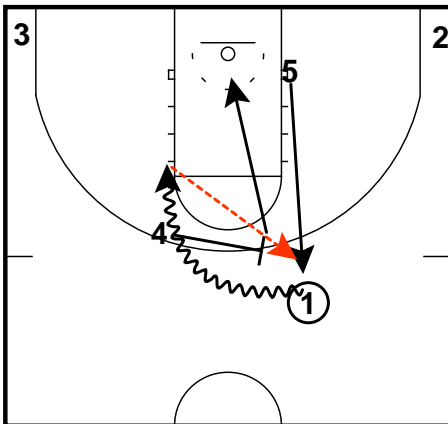1 cuts to the corner. 4 rolls to the rim. 5 replaces to the top and goes to set the screen on the wing for 3.

Roll/Replace Continuity - Common Actions
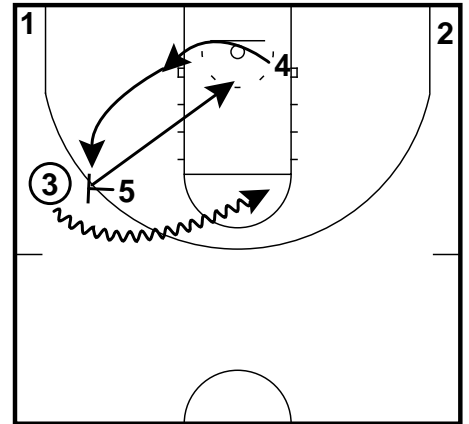
#3 Side PNR with Replace Behind

3 gets a side PNR from 5. 4 cuts to the other block and replaces behind. 5 rolls to the rim.

Roll/Replace Continuity - Common Actions

#4 Slot PNR throwback to Side PNR

1 comes off the screen and throws back to 5 replacing behind the action.

4 rolls to the rim.

Roll/Replace Continuity - Common Actions
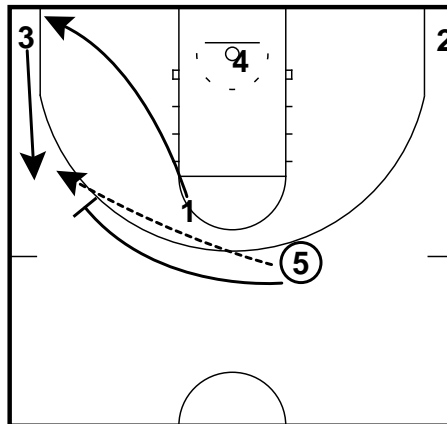
1 clears to the corner, 5 throws it to 3 and follows to a side PNR.

Roll/Replace Continuity - Common Actions
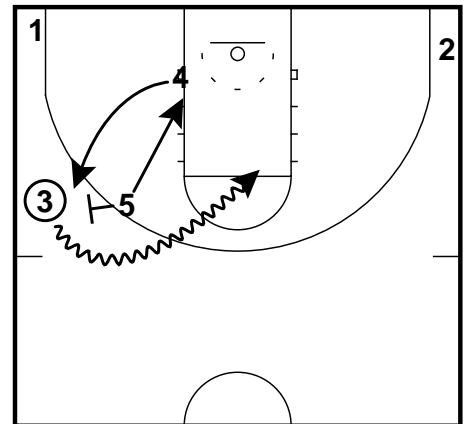
4 comes to the other block and replaces behind the screen as 3 comes off the side PNR and 5 rolls to the rim.

Roll/Replace Continuity

Roll/Replace Continuity - Common Actions
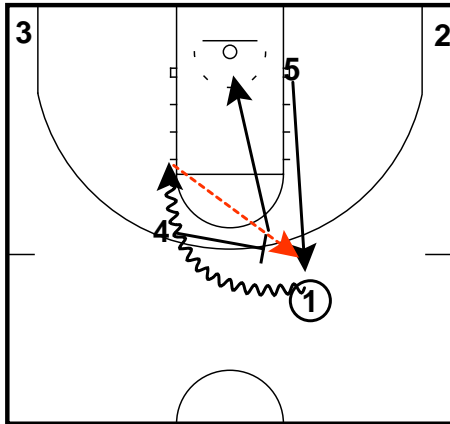
#5 Slot PNR throwback to Side DHO

1 comes off the screen and throws back to 5 replacing behind the action.

4 rolls to the rim.

Roll/Replace Continuity - Common Actions
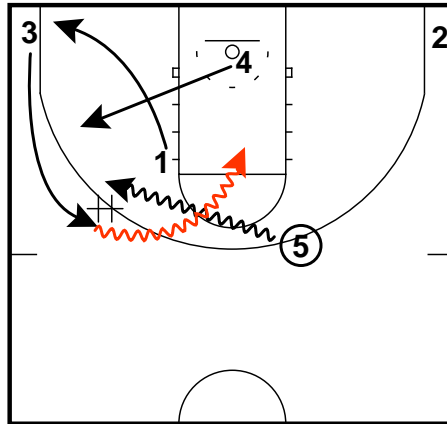
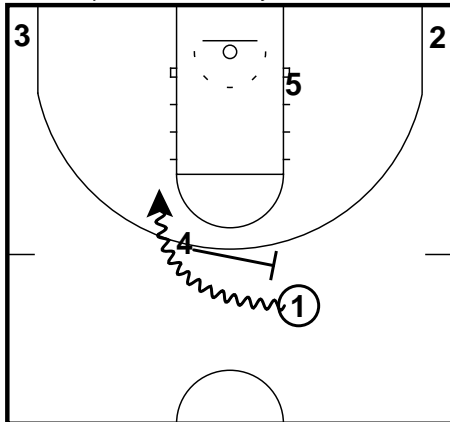1 clears to the corner. 5 dribbles to handoff with 3 on the wing. 4 fills behind the action.

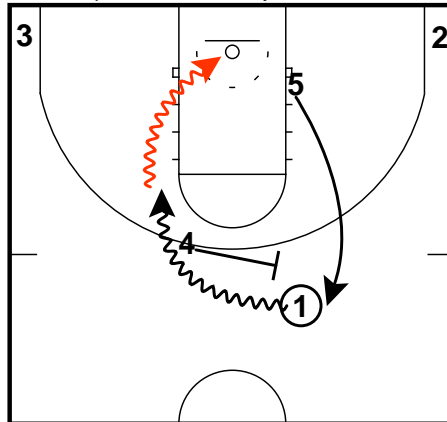### Roll/Replace Continuity - Common Actions
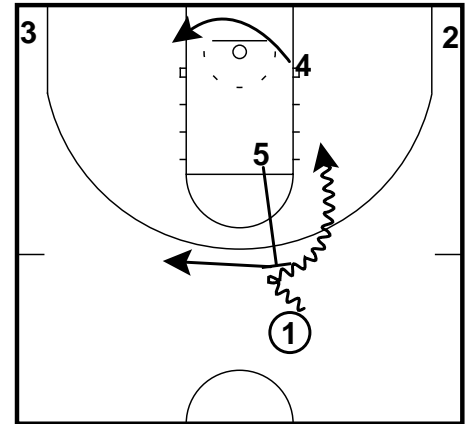
#6 Flat Screen Start

5 sets a flat screen to get the PG downhill. This is the one instance where 4 won't replace behind the screen. He should just play along the baseline reading where 1 drives the ball.

Roll/Replace Continuity - Shot Creation

Against good defense it will be hard to score off the initial action, but here are some common shots that you'll see after starting with a slot ball screen from the trailing big.

Roll/Replace Continuity - Shot Creation

#1 Attack the Rim

As the 5 man replace behind the PNR action the lane will be clear of a natural help defender.

Roll/Replace Continuity - Shot Creation
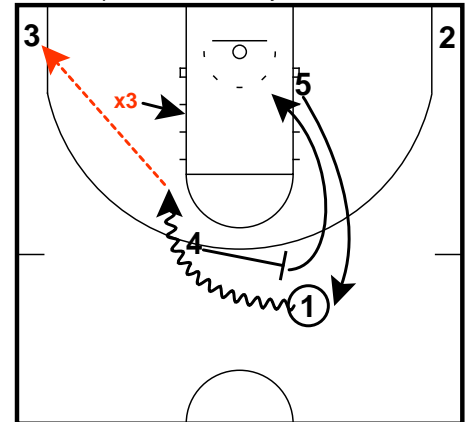
#2 Drive and Kick

If X3 sucks in the gap to help on the drive 1 can hit 3 in the corner for a shot.

Roll/Replace Continuity
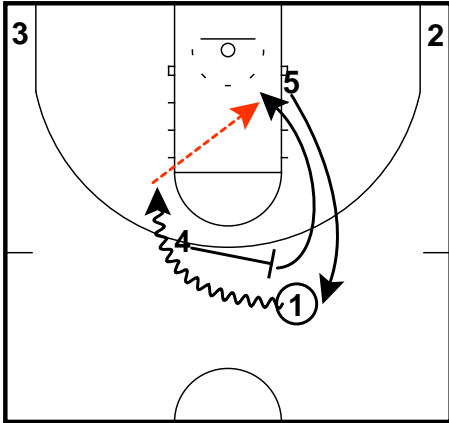
#3 Hit the Roll Man

Roll/Replace Continuity - Shot Creation
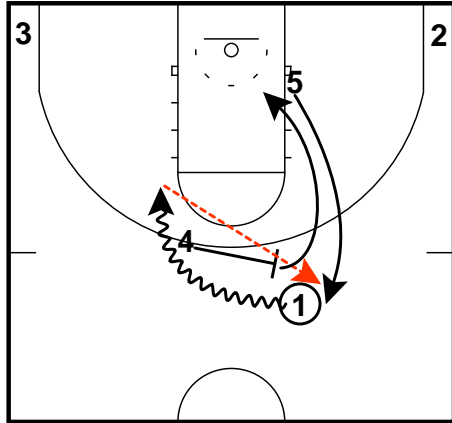
#4 Hit the Replace Man

Roll/Replace Continuity - Shot Creation
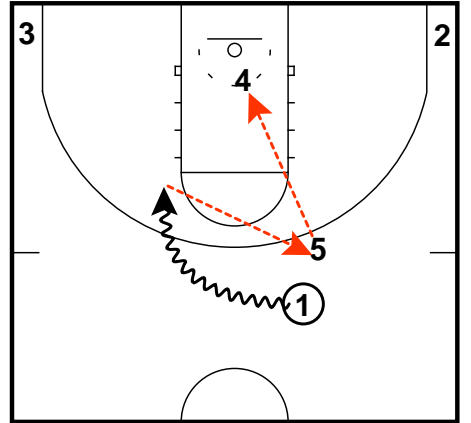
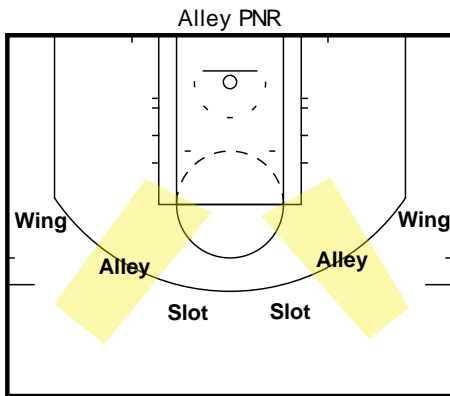#5 Hit the Replace Man, High Low

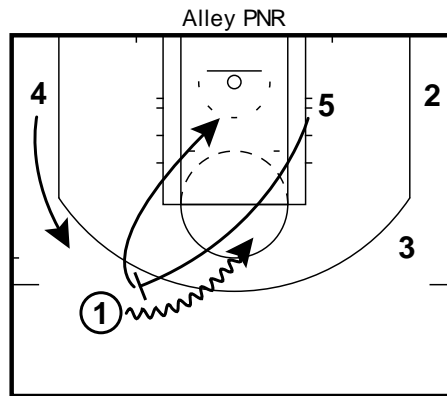Roll/Replace Continuity - Shot Creation
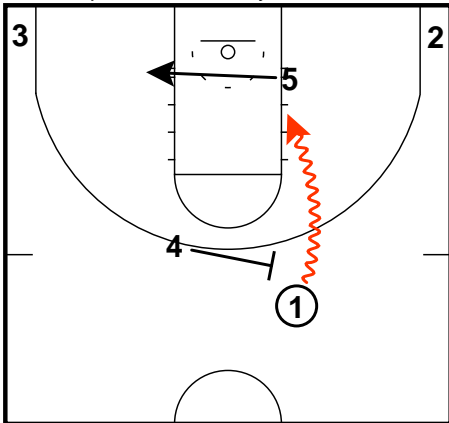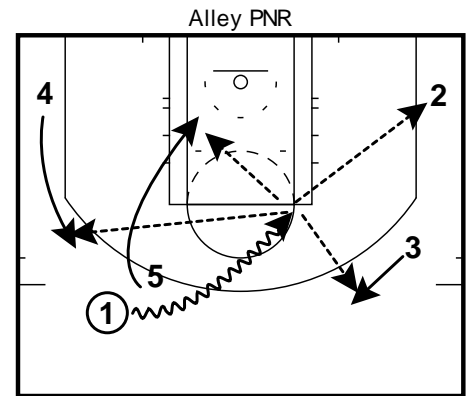

#6 Reject the Ball Screen

Ball Screen Sets

Alley PNR

Court Locations

Alley PNR

Alley PNR - Basic Jazz Screen

Have the screener run from the opposite block to set a screen for the PG in the Alley.

Screening angle is butt towards the corner.

Alley PNR

Alley PNR - Basic Jazz Screen READS

*PG usually needs to make a decision before he gets to the elbow

1. 5 man rolling (should banana cut his role to keep space for the ball-handler to make a pocket pass or a lob pass

2. Throw back to 4 filling up from the corner

3. PG drive to the rim (try to stay within the elbow)

4. PG drive to the rim and kick to 2

5. PG drive to the rim and reverse pivot kick to 3
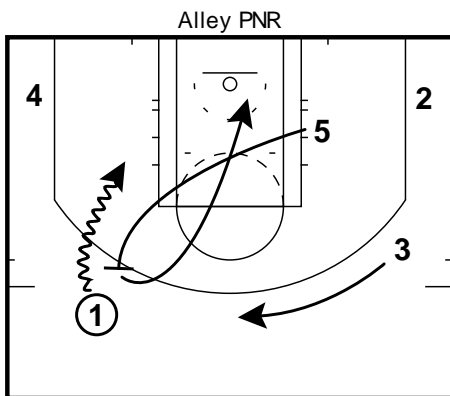
Alley PNR

Alley PNR - Step-up Screen

The screen runs through the elbow and changes the angle of the screen to send the ball-handler towards the baseline.

Screening angle is butt towards the baseline.
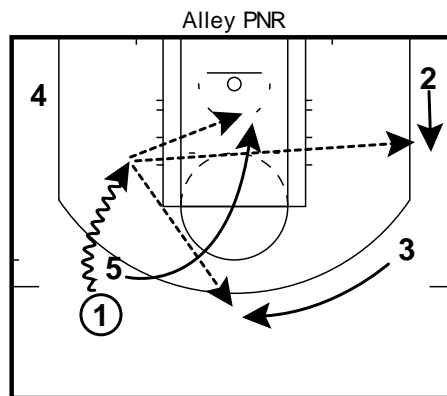
Alley PNR

Alley PNR - Step-up Screen READS

1. 5 man will run to the rim to put pressure on defensive help defenders. First look is a lob.

2. Second look is a skip pass to 2 coming out of the corner

3. Third look is 3 filling behind the play

Ball Screen Sets

Alley w Movement (Big Big Pindown)
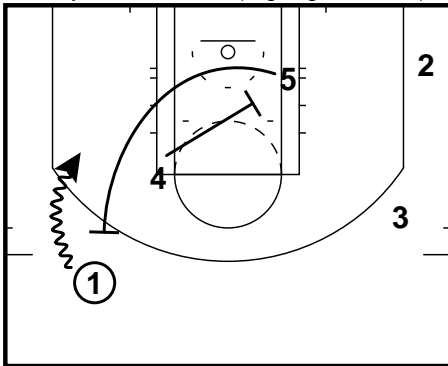
Alley PNR - Pin down to Empty Side

4 sets a screen for 5 who runs into a step-up angle side PNR with an empty corner.
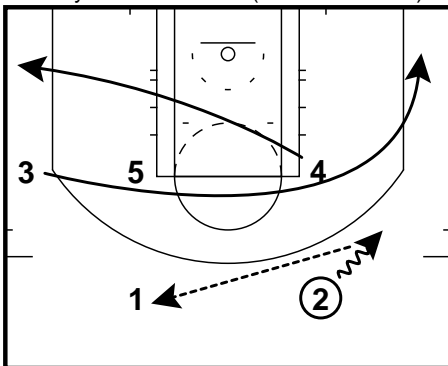
Alley w Movement (Big Big Pindown)
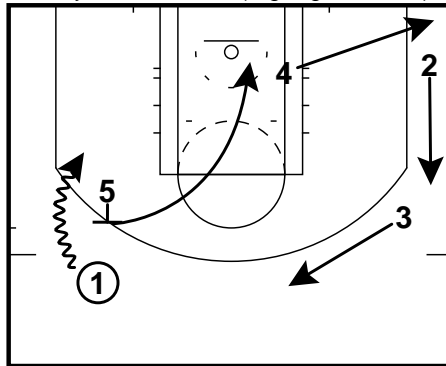
Alley PNR - Pin down to Empty Side (READS)

1. 5 can short roll (if he has skill to make reads and/or the 15ft jumpshot

2. PG can attack downhill and get to the rim

3. 3 lifts to the slot, 2 lifts to the wing, and 4 clears to the corner (all need to be ready to catch and make a play)

Alley w / Movement (Iverson Action)

Alley PNR - Iverson False Action

3 comes across the top of 5 and 4. 4 clears to the corner.

2 dribbles to the wing to act like he is playing with 3, then quickly throws the ball to 1 in the opposite slot.

5 sets an immediate screen (can change his angle depending on the defense).

Alley w / Movement (Iverson Action)
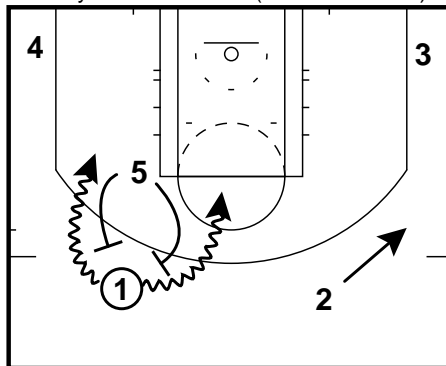
5 sets an immediate screen (can change his angle depending on the defense).

2 pushes away to the wing.

Ball Screen Sets

Alley w / Movement (Florida)
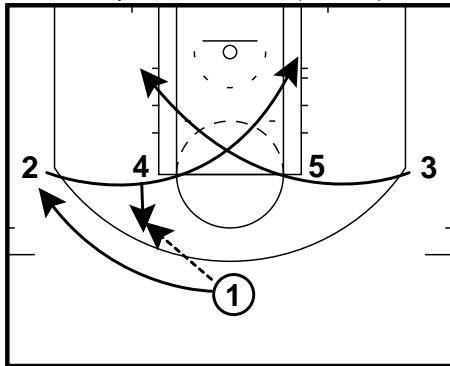
Alley PNR - Florida Action

4 across start. 2 and 3 cut over the top of 5 and 4 at the elbows. 1 hits 4 at the elbow.

Alley w / Movement (Florida)
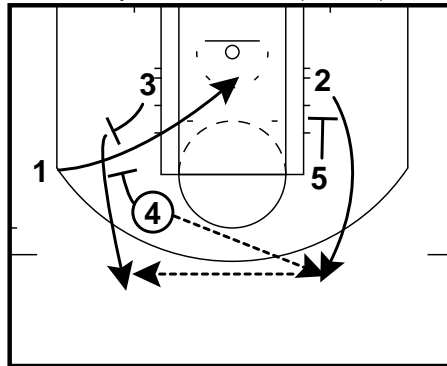
1 comes off 3 man screen.

4 swing to 2 coming off 5 man screen.
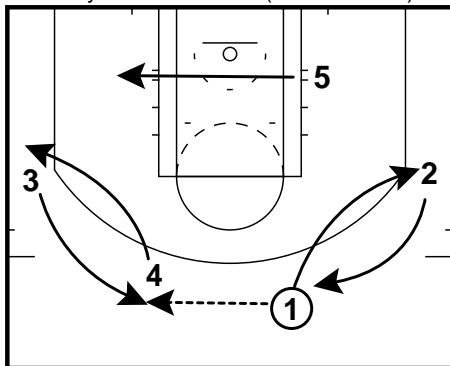
2 throw the ball to 3 coming off 4 man screen.

Alley w / Movement (Florida)
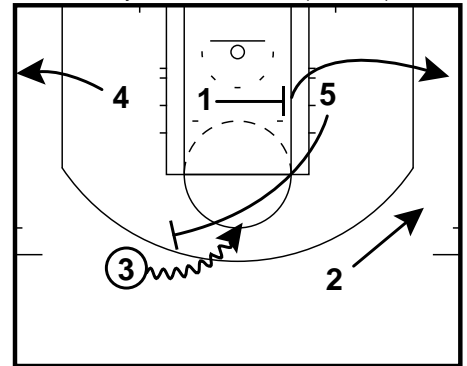
3 has the ball in the slot and 1 screens for 5 before he sets a Jazz Alley PNR for 3.
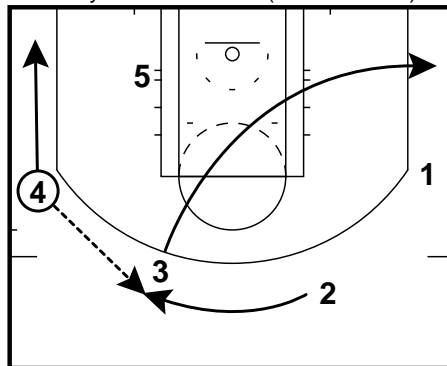
This set can be run either direction.

Alley w / Movement (Villanova #1)

Alley PNR- Villanova Action #1

4 and 1 invert with 3 and 2 on the wings.

1 throws to the ball to 3.

Alley w / Movement (Villanova #1)

3 throws the ball to 4 and cuts to the opposite corner. 4 throws it to 2 coming over to the strong side alley.

4 spaces to the corner after he throws it to 2.

Alley w / Movement (Villanova #1)
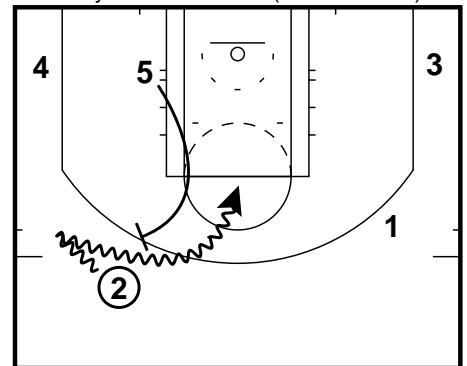
2 sets up his man by dribbling them deeper into the alley. 5 sets his screening angle with butt to the opposite corner.

Ball Screen Sets

Alley w / Movement (Villanova #2)
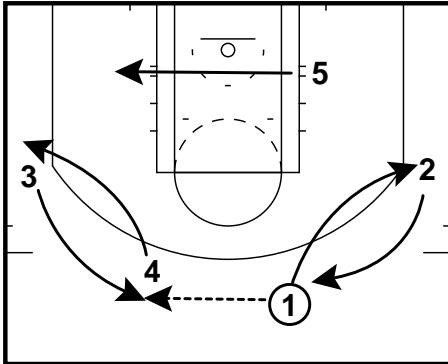
Alley PNR- Villanova Action #2

Starts the same way as Villanova Action #1. 4 and 1 invert with 3 and 2 on the wings.
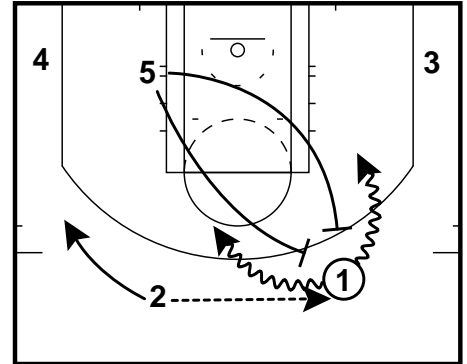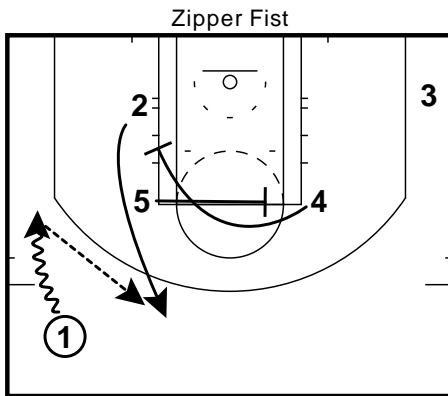
1 throws to the ball to 3.

Alley w / Movement (Villanova #2)
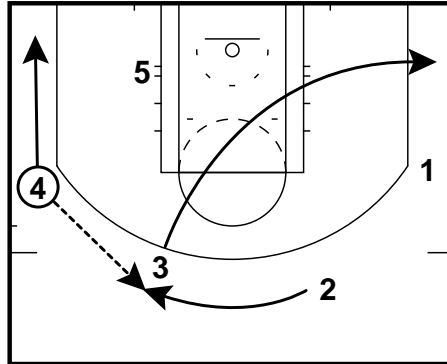
3 throws the ball to 4 and cuts to the opposite corner. 4 throws it to 2 coming over to the strong side alley.

4 spaces to the corner after he throws it to 2.

Alley w / Movement (Villanova #2)

2 throws it to 1 who gets a Jazz screen from 5 (can set the middle angle or step-up angle).

Ball Screen Sets

Zipper Fist

Zipper Fist

Alley PNR - Zipper Fist

1 dribbles to the wing.

5 sets a cross screen for 4 and 4 sets a down screen for 2.

2 cuts up the lane and receives the pass from 1.
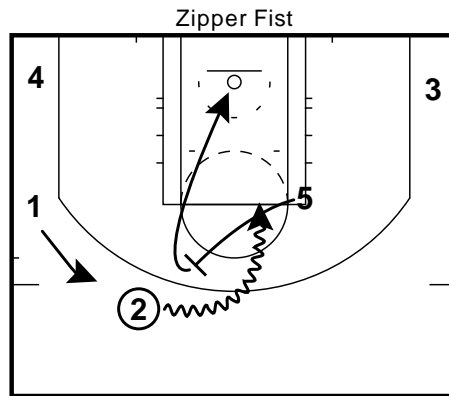
2 gets a ball screen from 5 and 1 lifts behind the action.
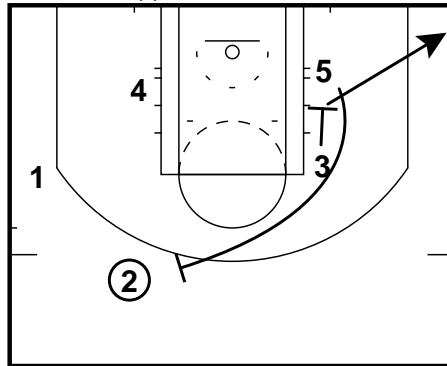
Zipper Fist Pin

Zipper Fist Pin
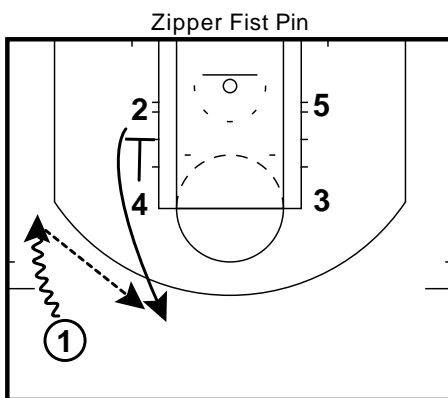
Zipper Fist Pin

Alley PNR - Zipper Fist Pin

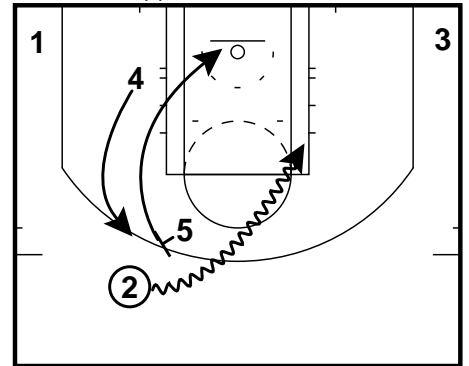Box start. 1 dribbles to the wing which triggers 4 to set a down screen for 2.

1 passes to 2
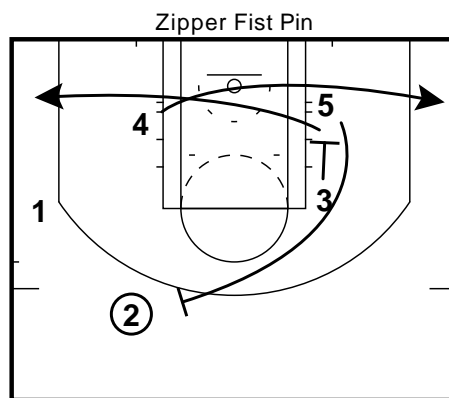
4 clears to the corner. 3 sets a pin down screen for 5 and clears to the corner.

5 comes and sets a screen for 2 in the alley.
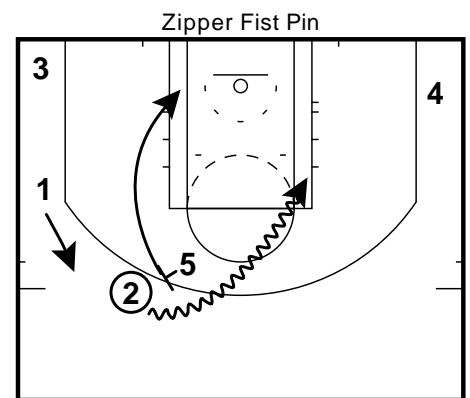
5 rolls and 1 lifts behind the play.

Ball Screen Sets

Zipper Fist Pin Shake
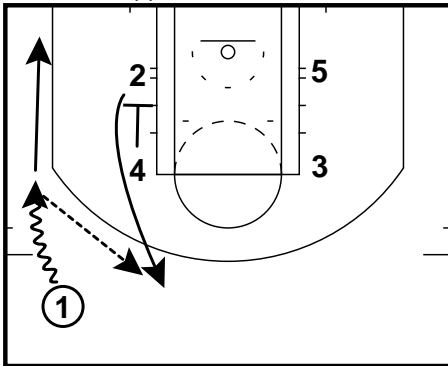
Alley PNR - Zipper Fist Pin Shake

Box start. 1 dribbles to the wing which triggers 4 to set a down screen for 2.

1 passes to 2 and goes to the corner.

Zipper Fist Pin Shake

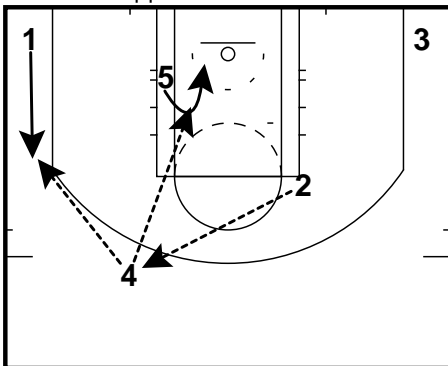4 stays on the block. 3 sets a pin down screen for 5 and clears to the corner.

5 comes and sets a screen for 2 in the alley.

Zipper Fist Pin Shake

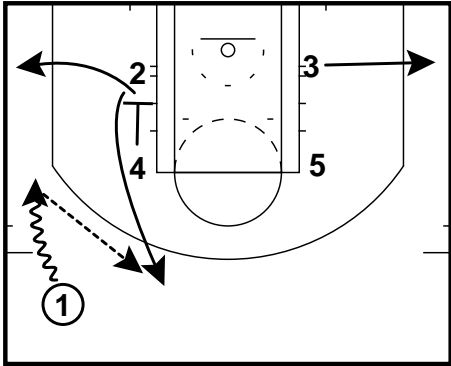5 rolls and 4 lifts from the block to the top of the key behind the play.

Zipper Fist Pin Shake

If 2 hits 4 on the fill behind, 4 can look high/low or play with the 1 man coming up from the corner (pass and follow screen or DHO).

Ball Screen Sets

Zipper Fist Give

Zipper Fist Give

Zipper Fist Give

Alley PNR - Zipper Fist Give

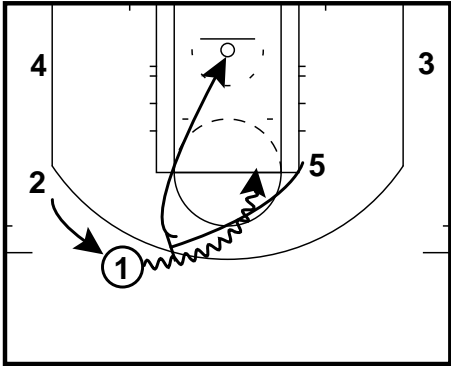Box start. 1 dribbles to the wing which triggers 4 to set a down screen for 2.

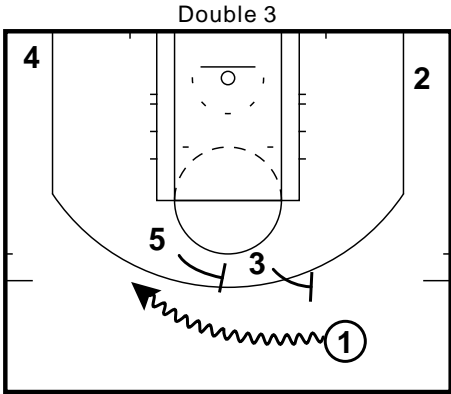1 passes to 2 and 4 clears to strongside corner. 3 clears weakside corner.
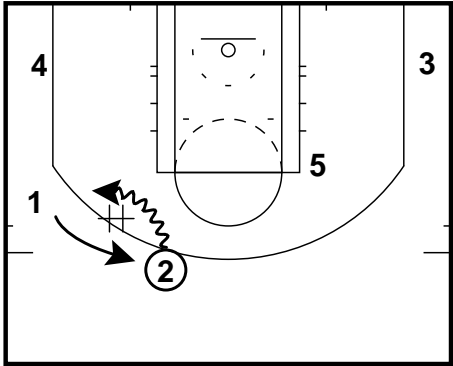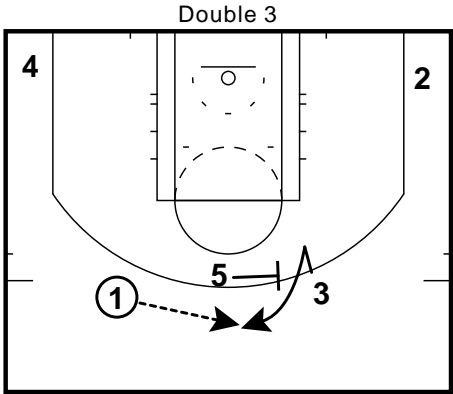
2 DHO with 1 on the wing.
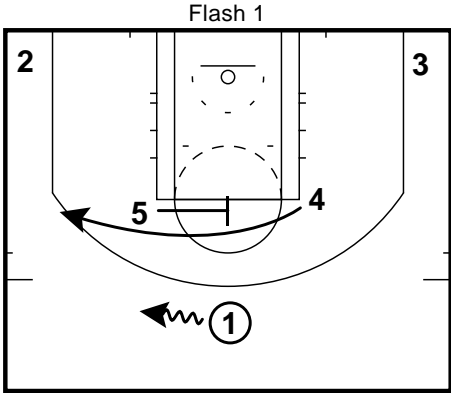
5 sets an immediate screen for 1 in the alley.

Ball Screen Sets

Double 3

1 comes off 2 high screens from 3 and 5.

Double 3

3 takes one step away and comes back off 5's screen for a quick 3pt shot.

Flash 1

1 dribbles to the side of 4.

Flash 1
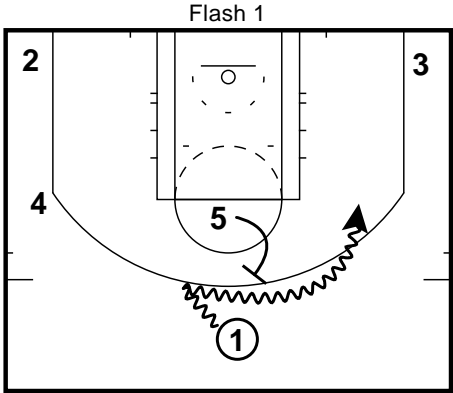
1 gets an immediate HPR from 5.
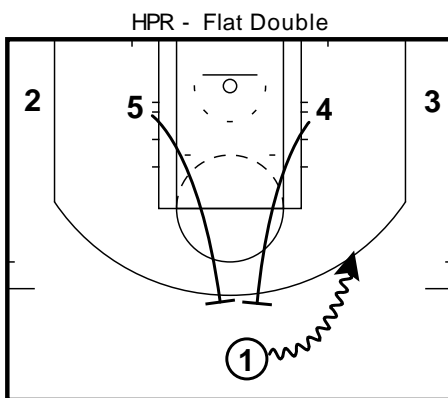
Ball Screen Sets
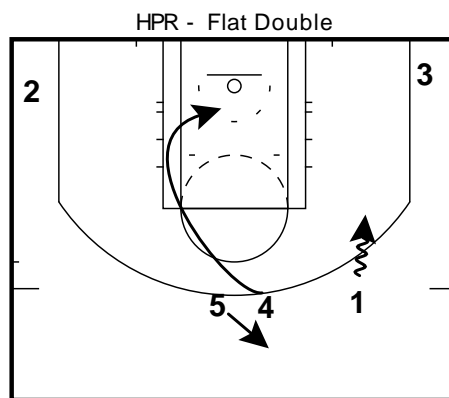
Flash 2

1 dribbles to the side of 4.

Flash 2
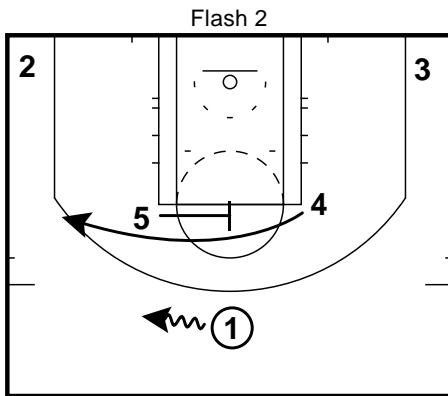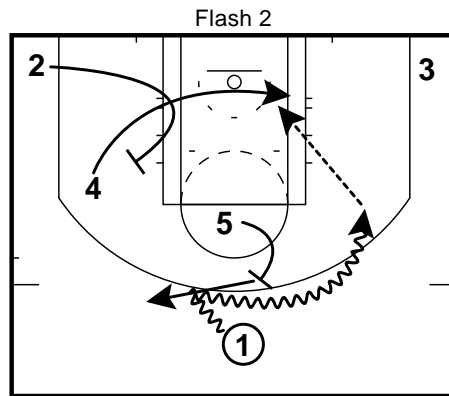
4 gets a back screen from 2 as 1 gets an immediate high screen from 5.

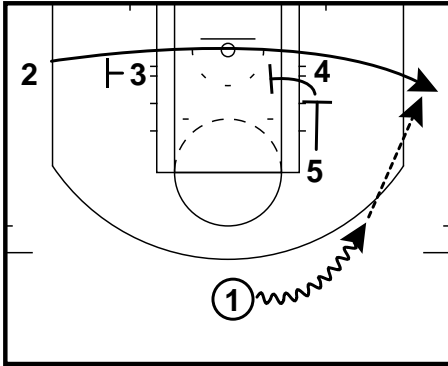1 can look into the post or throw back to 5 on the perimeter.

HPR - Flat Double

Quick Hitter - Flat Double

4 and 5 sprint to set two flat screens in the middle of the floor.

HPR - Flat Double

One big can roll to the rim and the other big can pop to the top of the key.
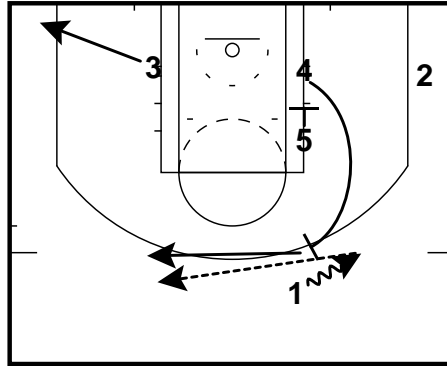
Ball Screen Sets

HPR Baseline Ghost
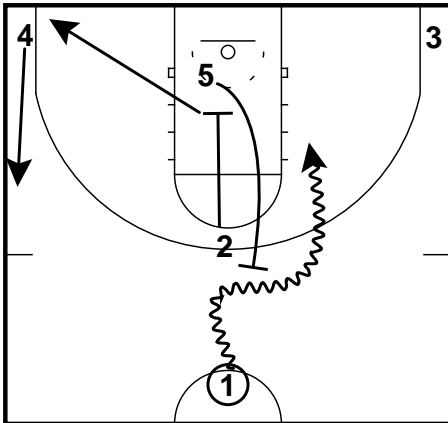

Quick Hitter - Baseline Ghost

First look is for 1 to hit 2 coming off the baseline screens to the corner.

HPR Baseline Ghost

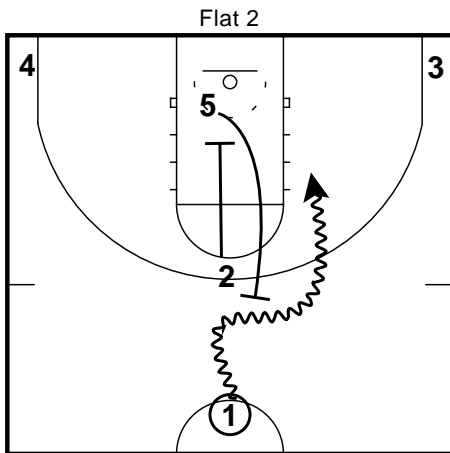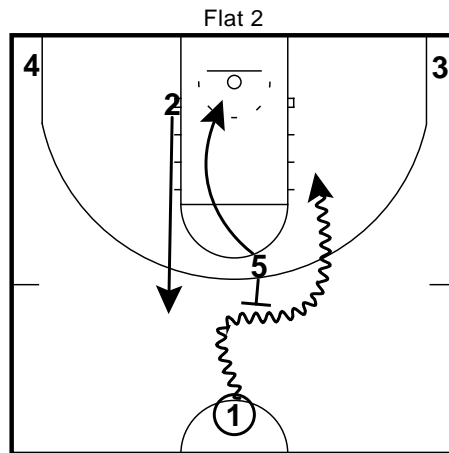Second look is for 1 to hit 4 popping to the wing.

Flat 1

Quick Hitter - Flat 1

2 down screens for 5 and clears to the corner. 5 sets a flat screen for 1 in the middle of the floor.

Ball Screen Sets

Flat 2

Quick Hitter - Flat 2

2 down screens for 5 and clears to the corner. 5 sets a flat screen for 1 in the middle of the floor.
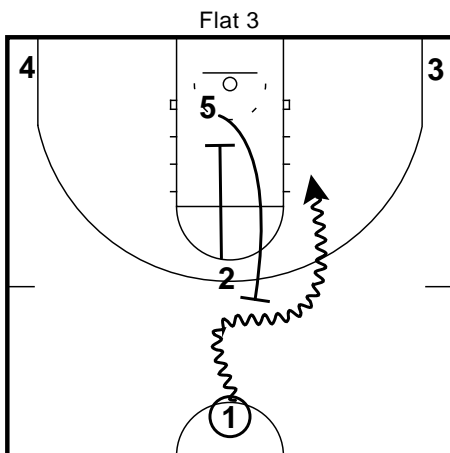
Flat 2

Quick Hitter - Flat 2

2 fills up the lane replacing after setting a screen for 5.
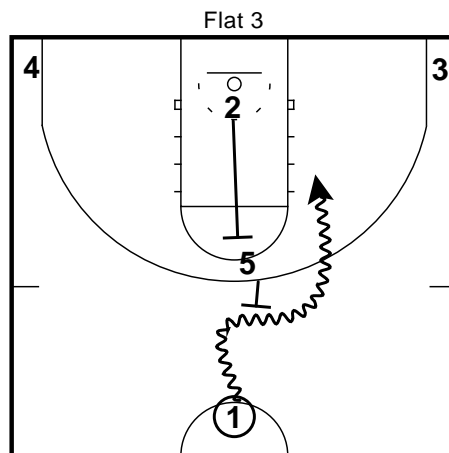
5 rolls to the rim.

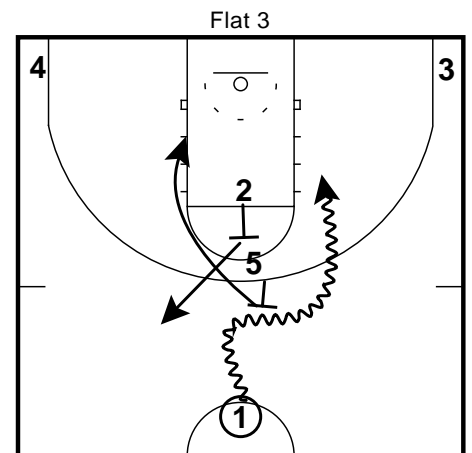1 can hit the roller or throw back to the 2 man.

Flat 3

Quick Hitter - Flat 3

2 down screens for 5 and stays in the lane. 5 sets a flat screen for 1 in the middle of the floor.
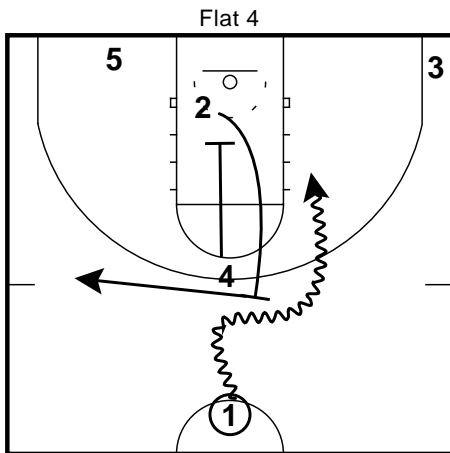
Flat 3

Quick Hitter - Flat 3

2 sets a second flat screen behind 5.

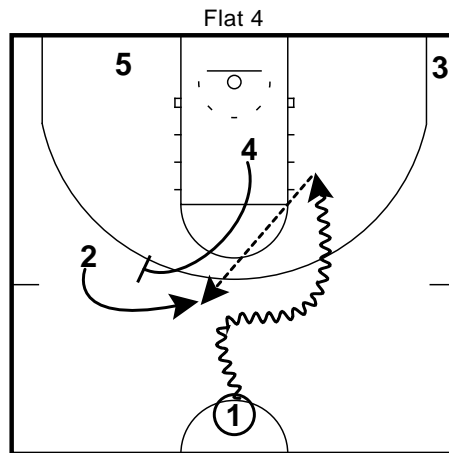### Flat 3

Quick Hitter - Flat 3

2 pops and 5 rolls to the rim.
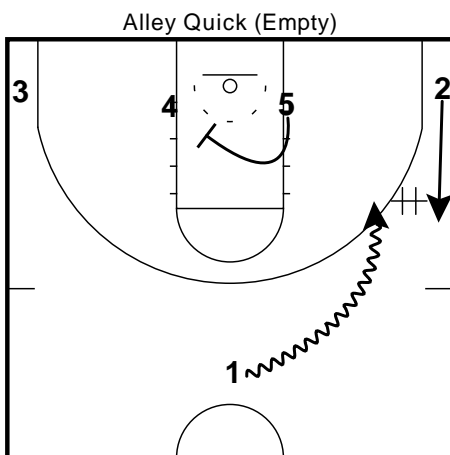
Ball Screen Sets

Flat 4

Quick Hitter - Flat 4

4 down screens for 2 and stays in the lane. 2 screens for 1 and pops to the wing.

Flat 4

Quick Hitter - Flat 4

4 follows and set a rip screen for 2 to come back to the ball as 1 drives down the lane.
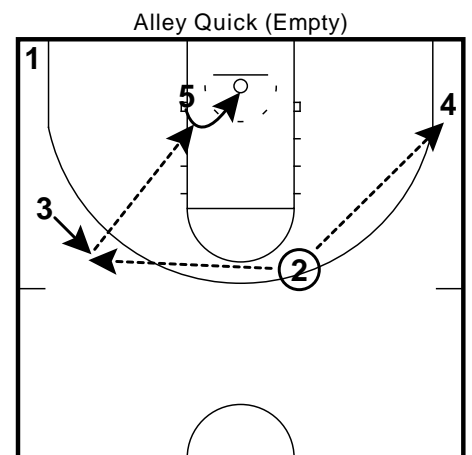
Alley Quick (Empty)

1 picks the side of the floor/player he wants to play the PNR by executing a DHO (this can be run to either side).

The strongside big starts moving up the lane to get an angle to set a screen for the big on the opposite block.
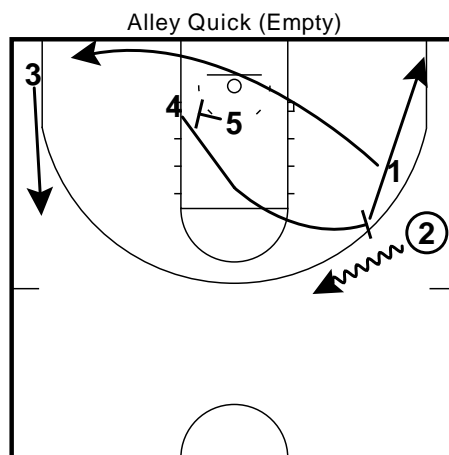
Alley Quick (Empty)

1 clears to the opposite corner after the DHO. 4 sprints into an alley PNR and 4 pops to the corner for a shot.
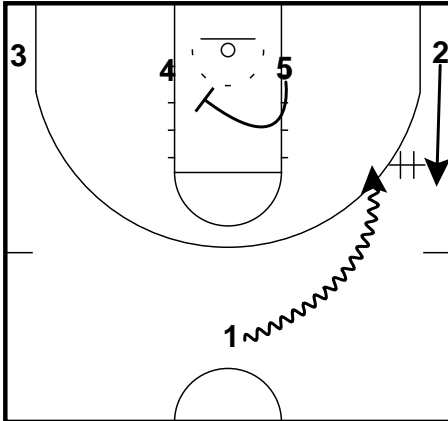
Alley Quick (Empty)

Alley Quick (empty) READS

2 can hit 4 on the pick and pop.

2 can swing the ball to 3 and hit 5 on the duck in.
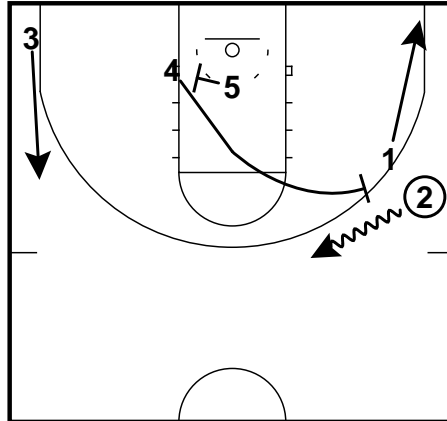
Ball Screen Sets

Alley Quick (Filled)

1 picks the side of the floor/player he wants to play the PNR by executing a DHO (this can be run to either side).
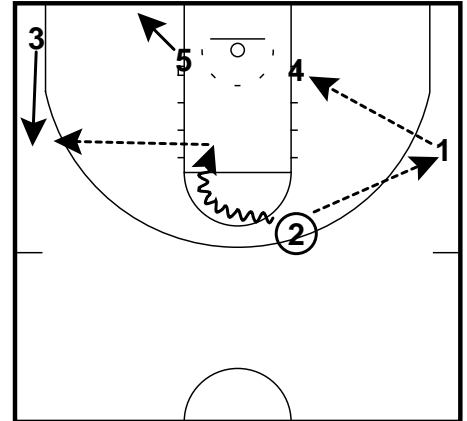
The strongside big starts moving up the lane to get an angle to set a screen for the big on the opposite block.

Alley Quick (Filled)

1 clears to the same side corner after the DHO. 4 sprints into an alley PNR and 4 rolls to the rim for a post up.

Alley Quick (Filled)

Alley Quick (filled) READS

2 can turn the corner to get to the rim.

2 can turn the corner to drive and kick to 3 on the opposite wing.

2 can throw back to 1 to throw in to 4 (great option for teams who switch the PNR with their X4 defender).