



Euro Ball Screen

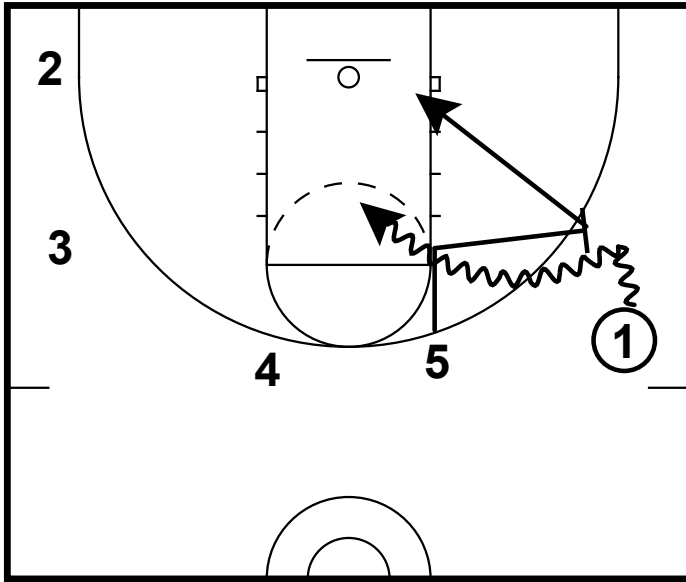


Table of Contents

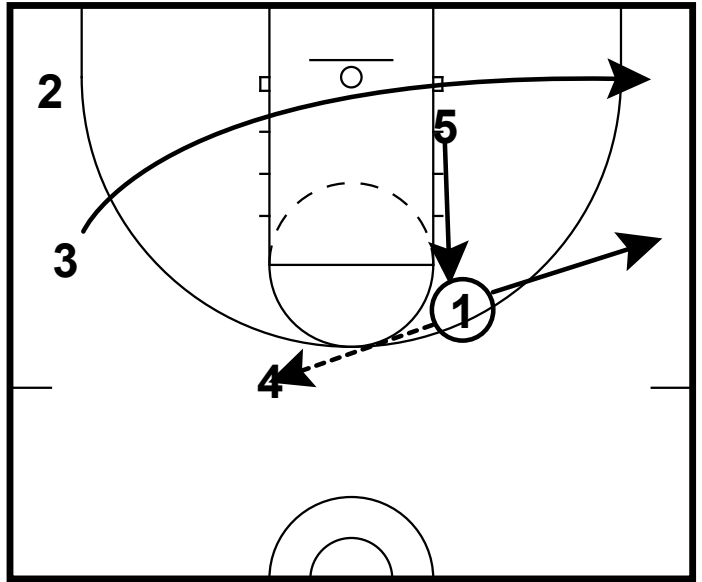
1.	Basic Continuity	2
2.	Adjustments	11
3.	Special Actions	15
4.	Full Court Entries	20
5.	Half Court Entries	22
6.	Out of Bounds Entries	35
7.	Additional Continuities	38
8.	Drills	42

Basic Continuity

Euro Basic Continuity
Continuity/Motion

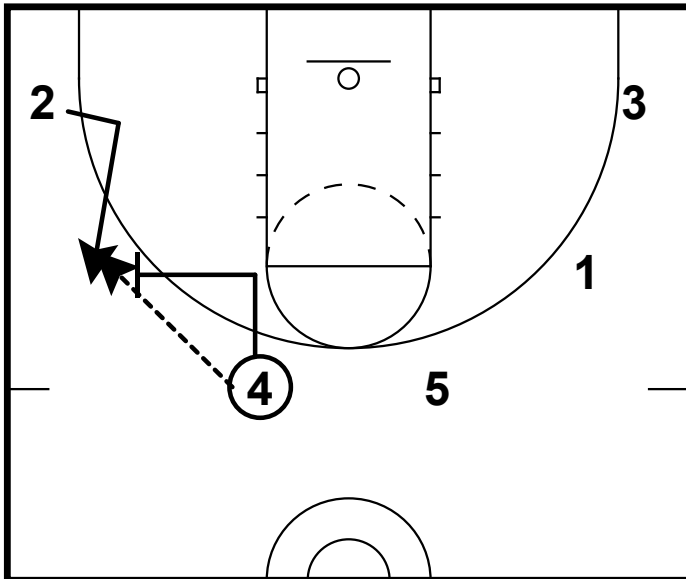


Euro Basic Continuity
Continuity/Motion

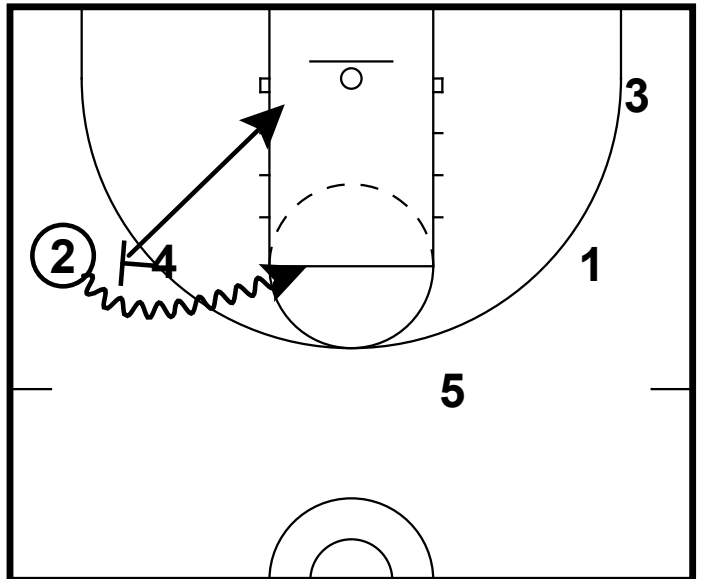


If #1 does not hit #5 or kick out to perimeter shooters, hit #4 and continuity starts.

Euro Basic Continuity
Continuity/Motion

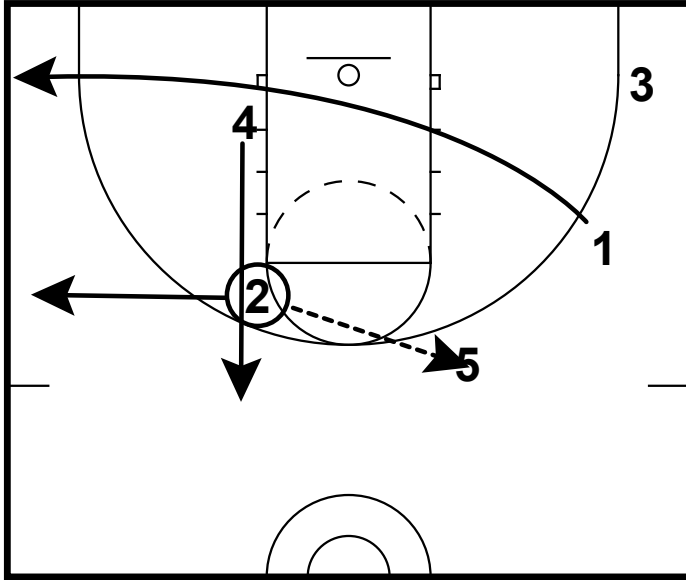


Euro Basic Continuity
Continuity/Motion

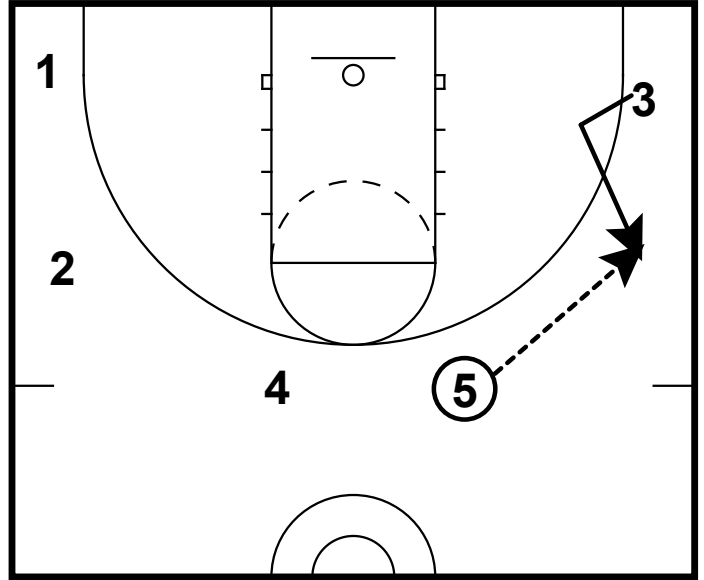


Basic Continuity

Euro Basic Continuity
Continuity/Motion

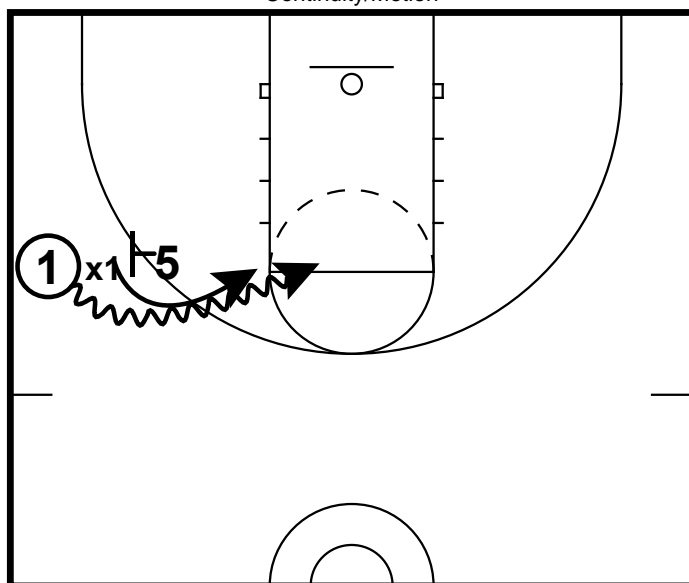


Euro Basic Continuity
Continuity/Motion



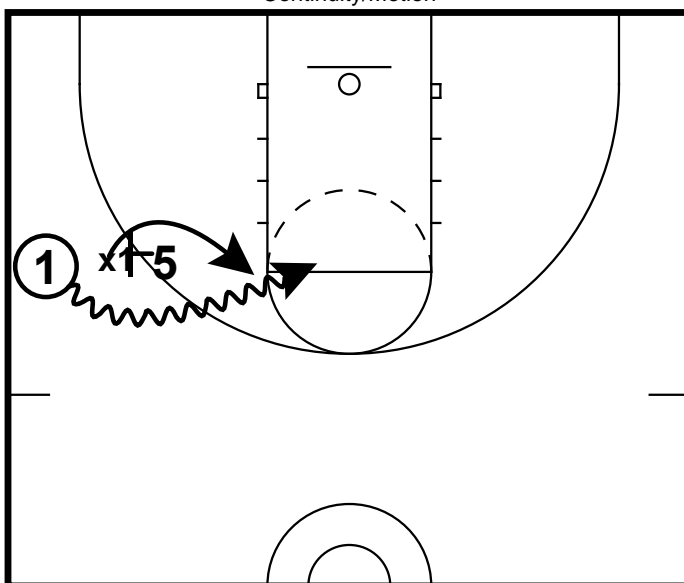
Basic Continuity

Reads Off Side Ball Screen: Ball Defender
Continuity/Motion



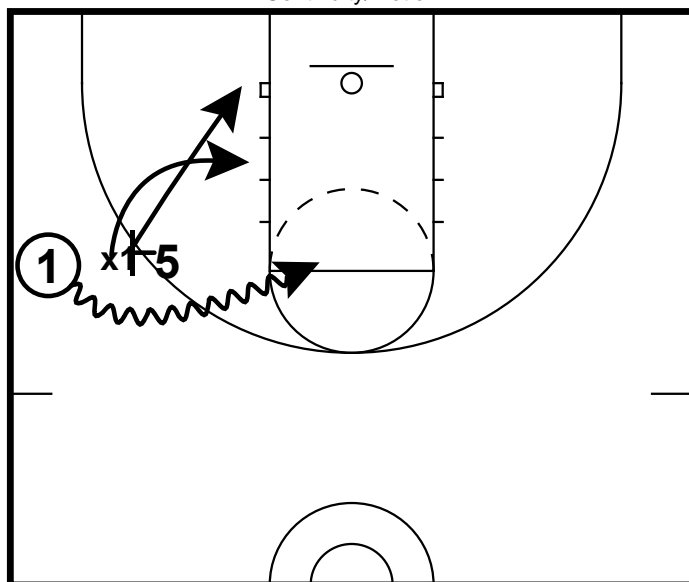
If we set a good screen, the only option the defender on the ball has will be to go over the top. The defender will be trailing the ball and not able to get back into position to guard. Then it is a footrace to the basket.

Reads Off Side Ball Screen: Ball Defender
Continuity/Motion



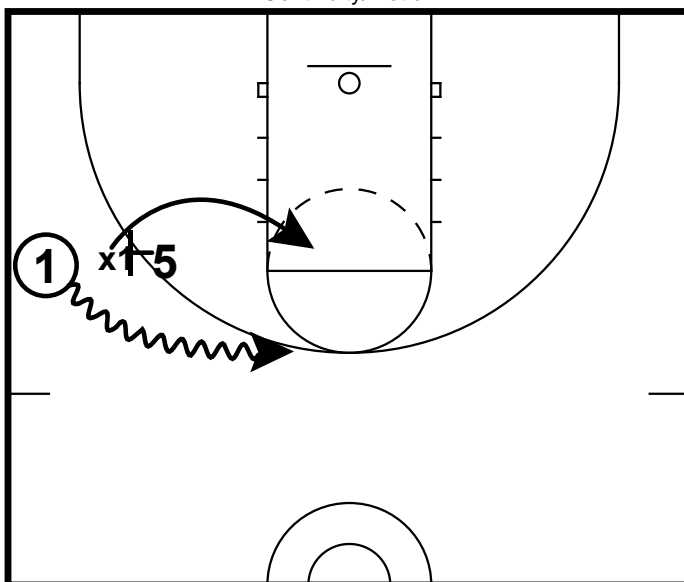
If the defender goes behind, our first look is still to get to the rim. Win the footrace to the rim.

Reads Off Side Ball Screen: Ball Defender
Continuity/Motion



When the defender goes behind, the screener must roll into the defender and force him back, thus giving more room for the ball handler to penetrate. Screener must have hands up calling for the ball.

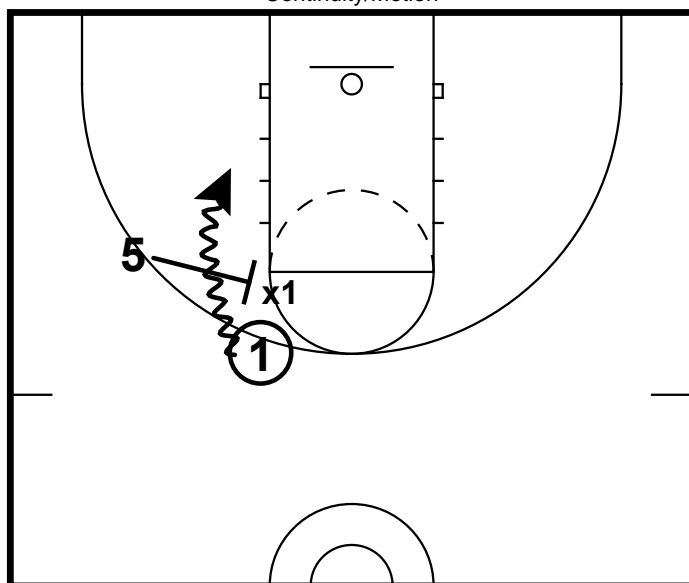
Reads Off Side Ball Screen: Ball Defender
Continuity/Motion



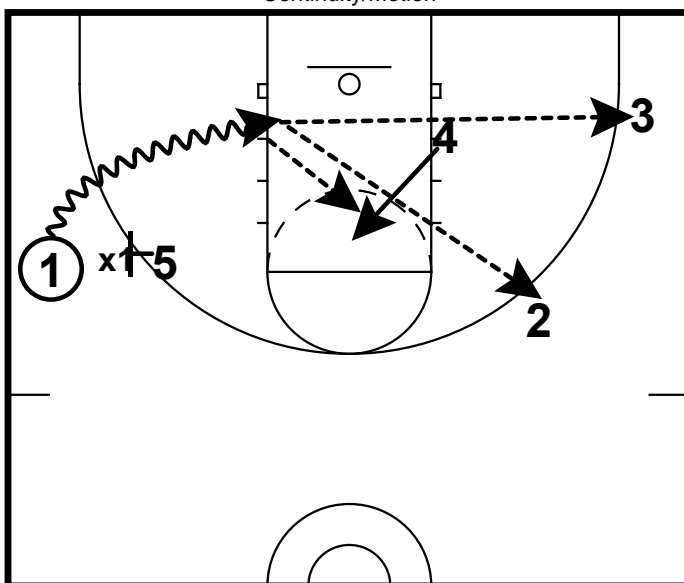
Another option vs. go under will be to rescreen the ball. See example

Basic Continuity

Reads Off Side Ball Screen: Ball Defender
Continuity/Motion



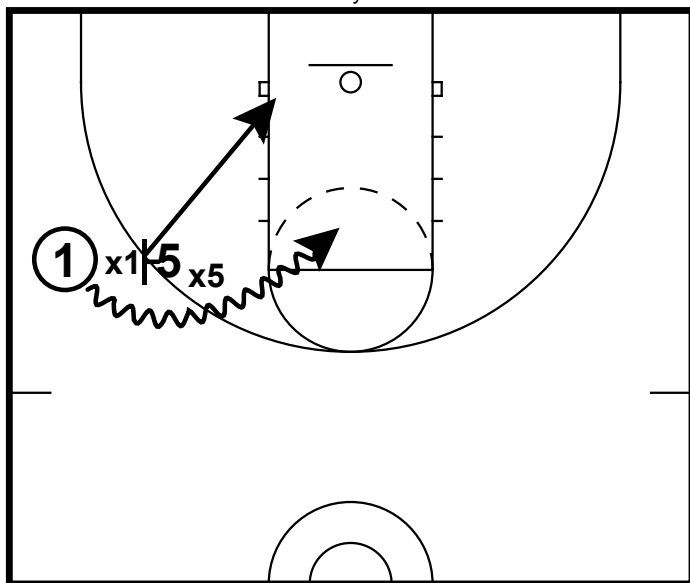
Reads Off Side Ball Screen: Ball Defender
Continuity/Motion



The ball handler must also be a threat to reject the screen and drive baseline. The drive must be to score. If the drive is cut off, you can then look to kick out to the spot ups.

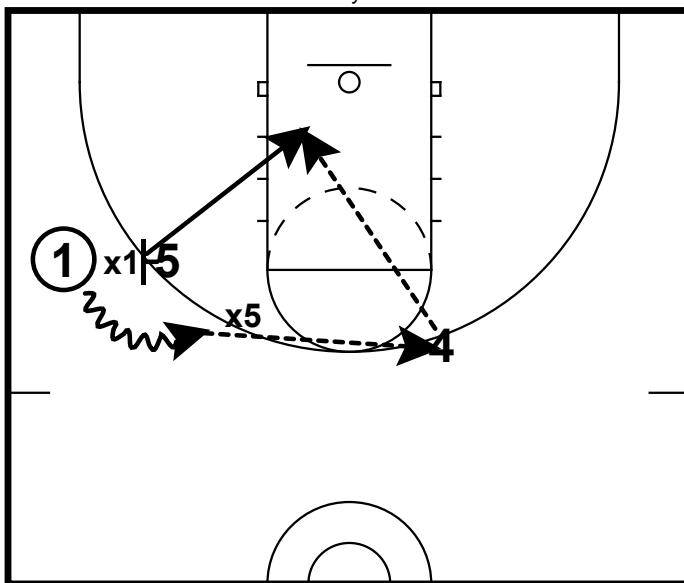
Basic Continuity

Reads off Side Ball Screens: Screeners Defender Continuity/Motion



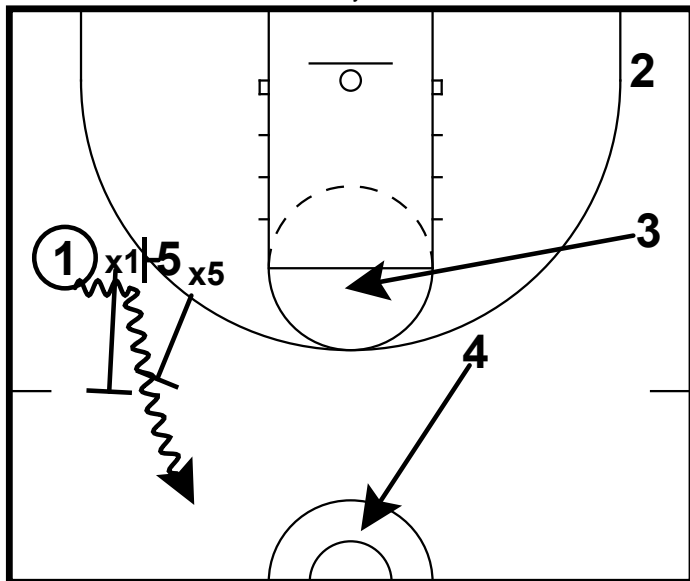
Vs. Soft Show/Hedge: Look to attack the hip of the screeners defender and get to the lane.

Reads off Side Ball Screens: Screeners Defender Continuity/Motion



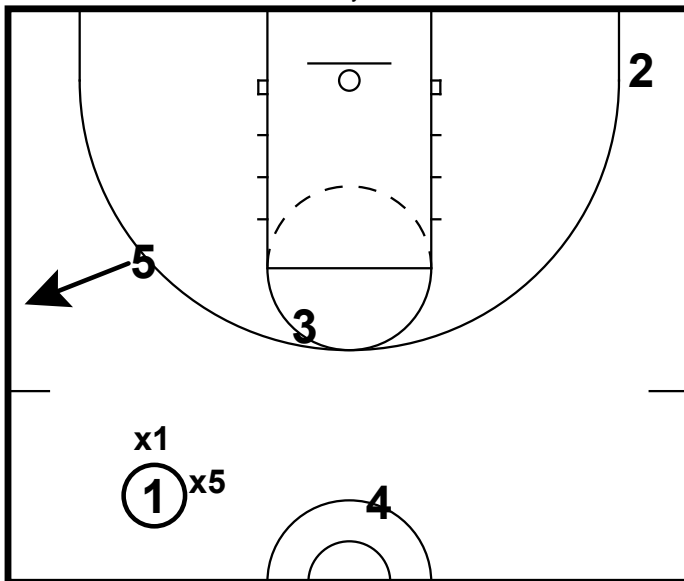
Vs. Hard Hedge: Automatic reversal looking for high/low. Advanced guards can look to split

Reads off Side Ball Screens: Screeners Defender Continuity/Motion



Vs. Trap: Back dribble to the middle of the floor to stretch the defense. Keep dribble alive and look to either reverse the ball to the other side of the floor or pass into the middle.

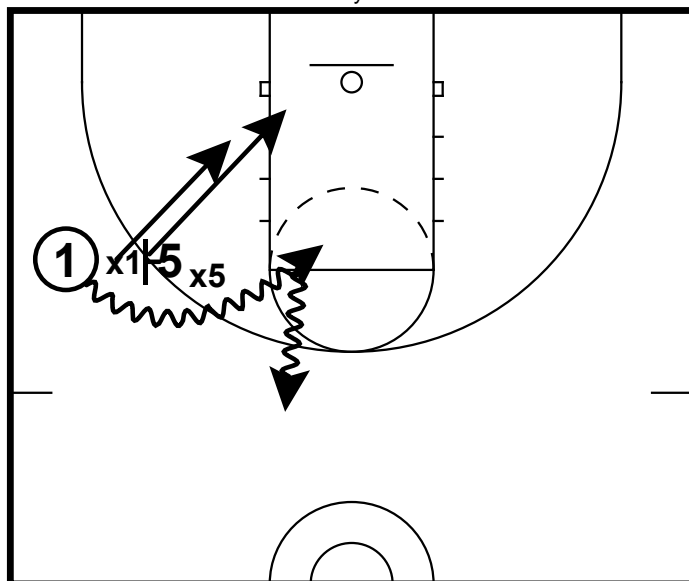
Reads off Side Ball Screens: Screeners Defender Continuity/Motion



The ballhandler should have 3 near outlets (sideline, middle, reverse) and a deep outlet.

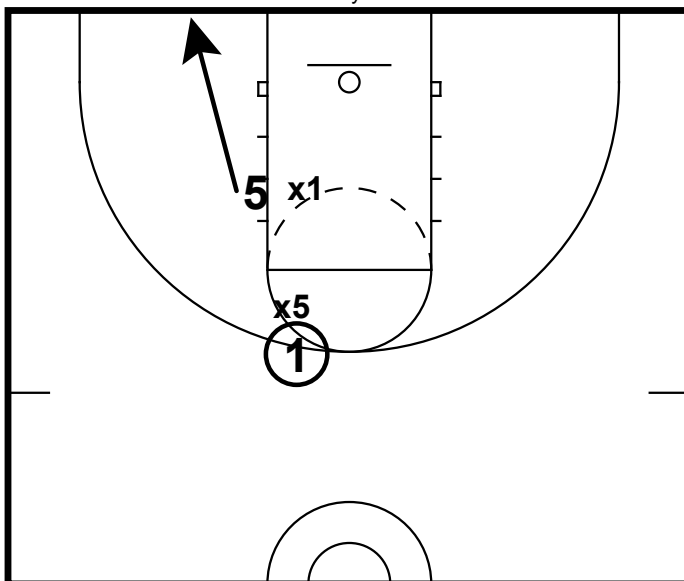
Basic Continuity

Reads off Side Ball Screens: Screeners Defender Continuity/Motion



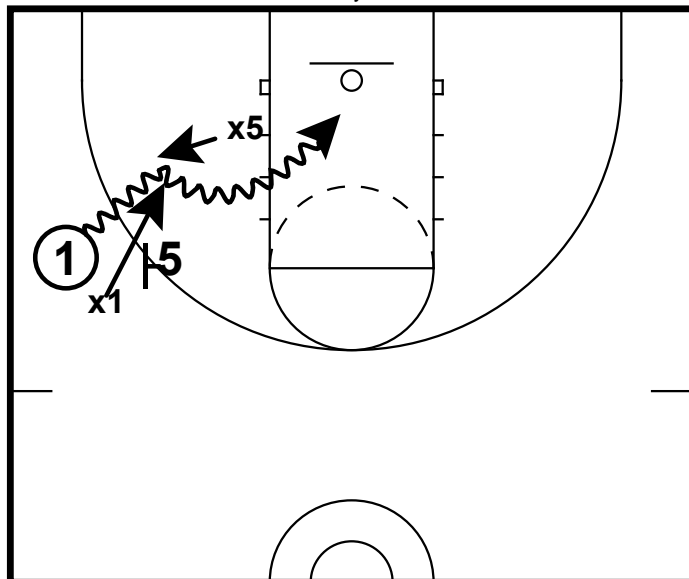
Vs. Switch: Look to get post up first. If we cannot post feed, 1 can bounce out and look to attack big.

Reads off Side Ball Screens: Screeners Defender Continuity/Motion



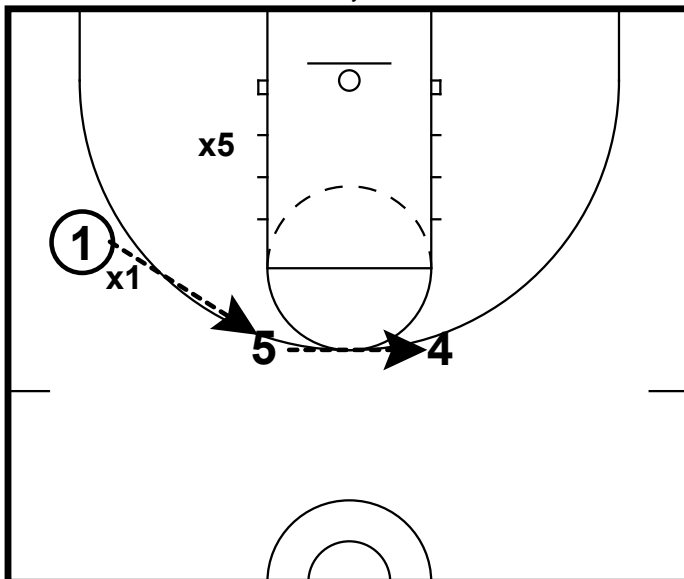
5 gets to dunker spot to create space

Reads off Side Ball Screens: Screeners Defender Continuity/Motion



Vs Ice/Blue: Look to attack the big and get into lane.

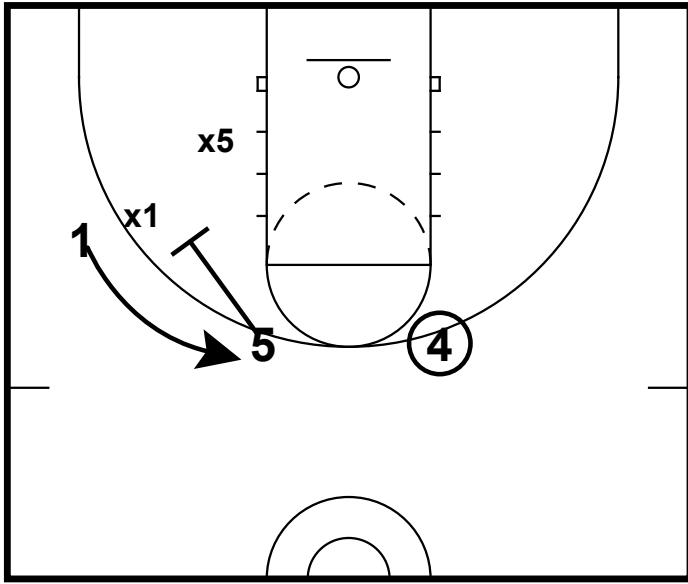
Reads off Side Ball Screens: Screeners Defender Continuity/Motion



Option: Quick reverse to wide pin down

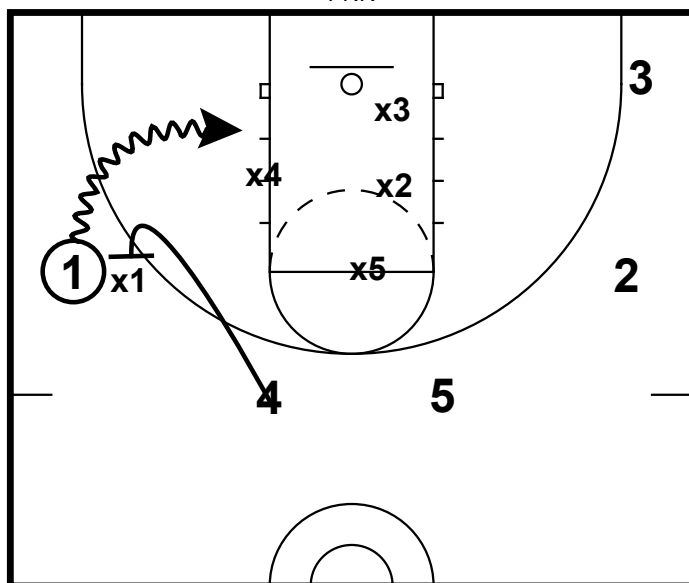
Basic Continuity

Reads off Side Ball Screens: Screeners Defender
Continuity/Motion



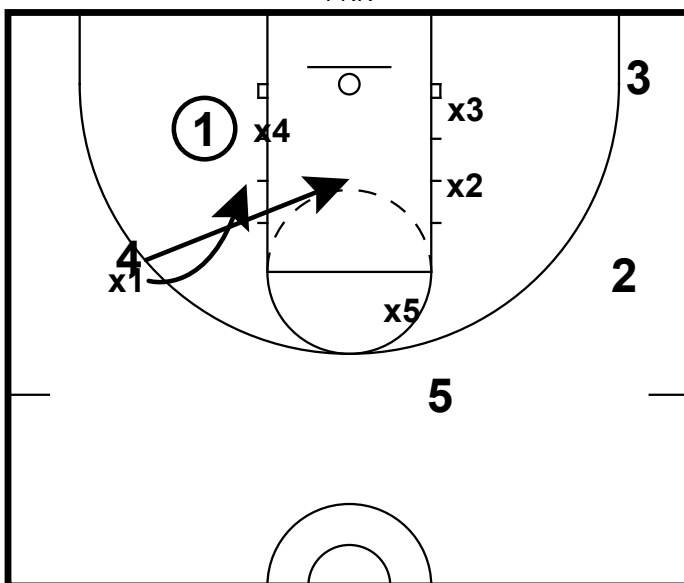
Basic Continuity

Counters vs. Down/Blue
PNR



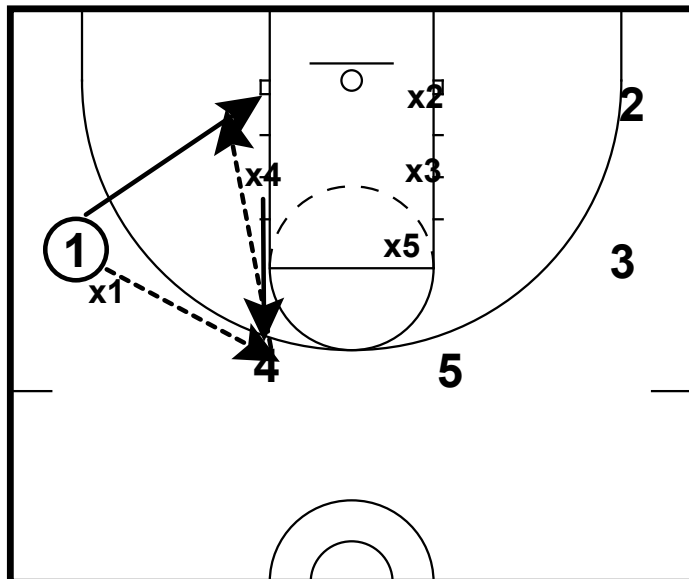
Change the angle: Instead of setting a side screen, the screen sets the screen with their back to the baseline.

Counters vs. Down/Blue
PNR



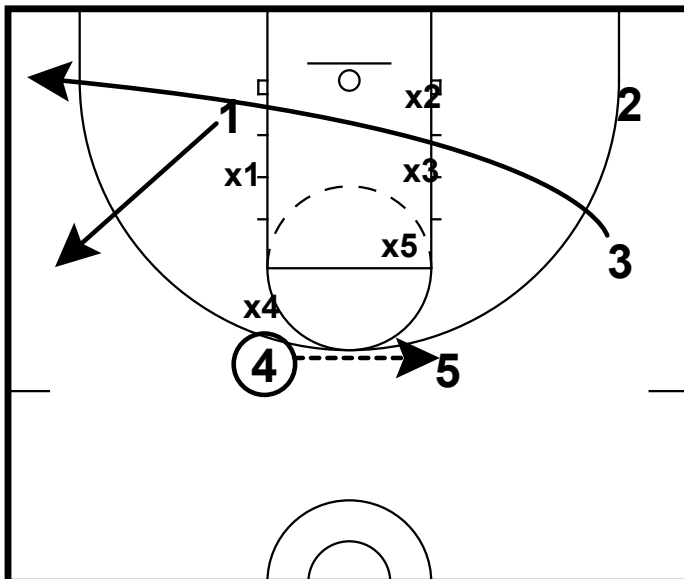
4 can roll or spot up on perimeter

Counters vs. Down/Blue
PNR



Give and Go: Quick pass back to the post, X1 cannot jump back to ball quickly. Passer cuts to basket

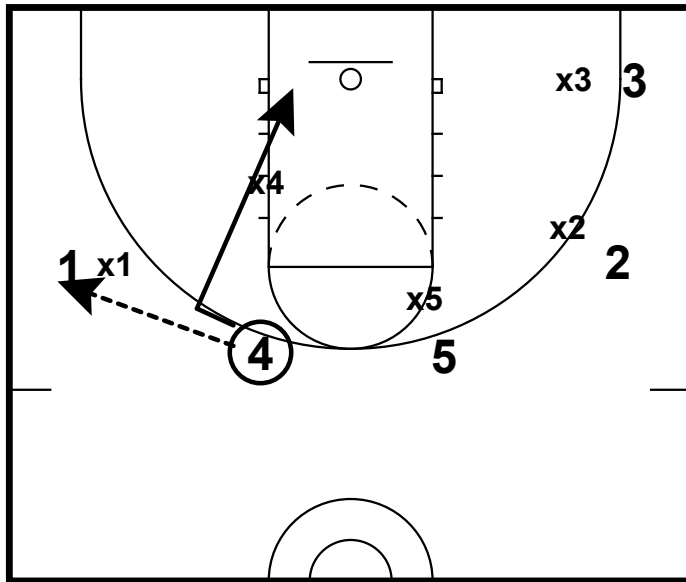
Counters vs. Down/Blue
PNR



If cutter is not open, reverse and get into offense.

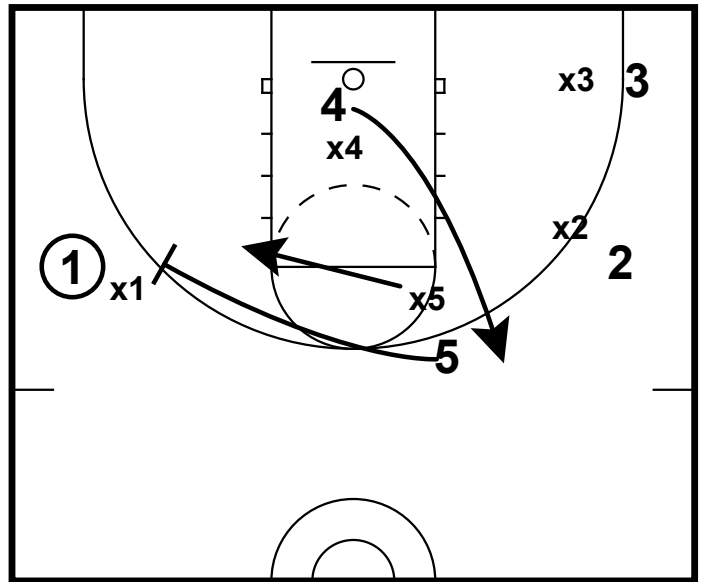
Basic Continuity

Counters vs. Down/Blue
PNR



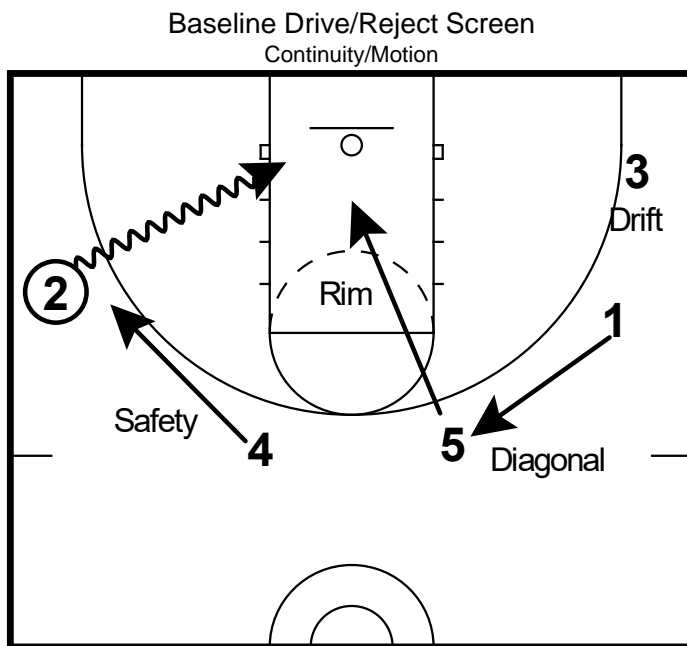
Quick slip: Pass to wing and quick slip to the basket. Post defender not able to get into position to help.

Counters vs. Down/Blue
PNR



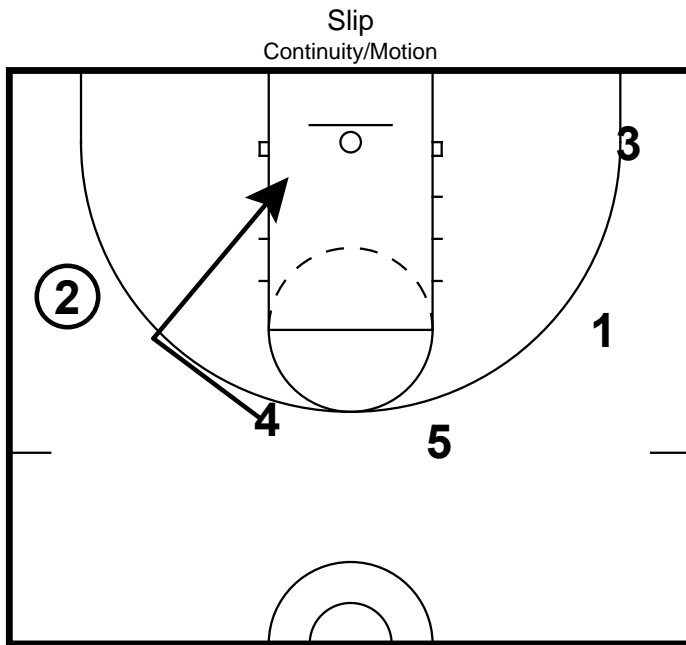
Opposite post sprints over to set screen. Post who quick slip fills high if not open.

Adjustments



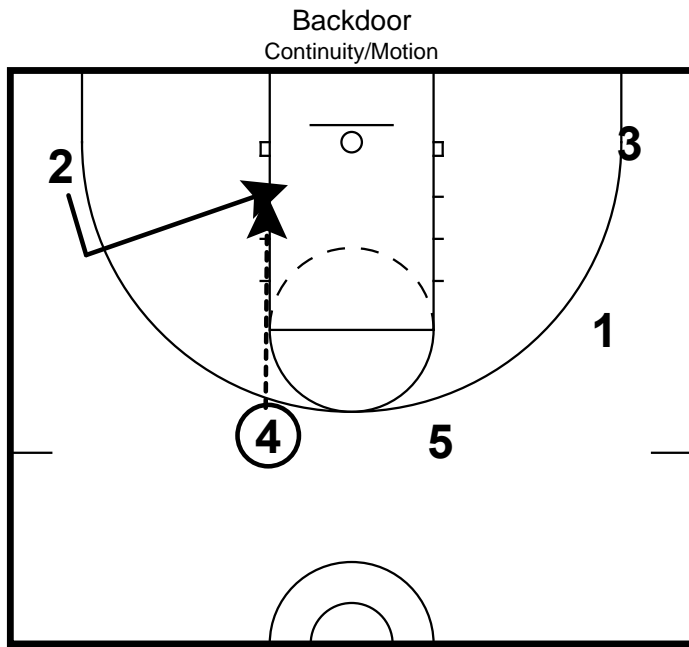
Ballhandler can reject the screen at anytime. React to baseline drive by having the corner drift position filled, high diagonal, rim, and safety spots filled.

Adjustments



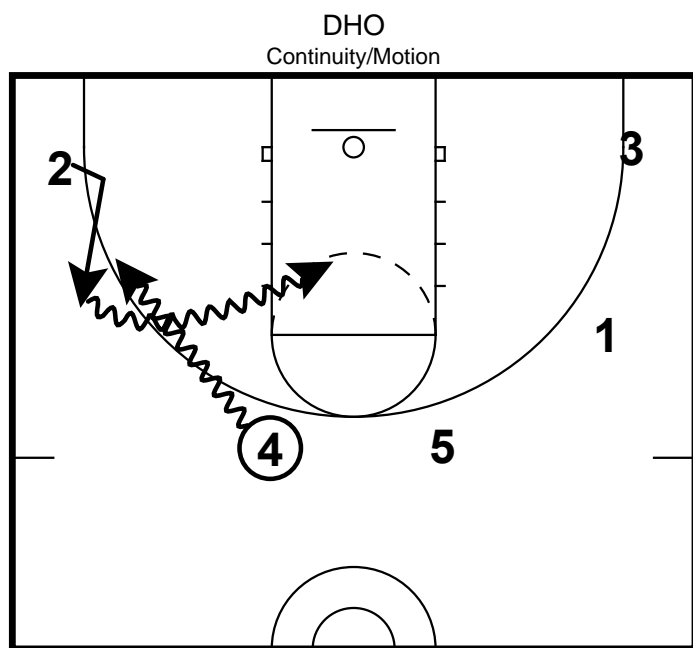
Post player setting the screen can slip anytime. Good to mix in to keep defense guessing.

Adjustments



Guard has the option to cut backdoor on overplay

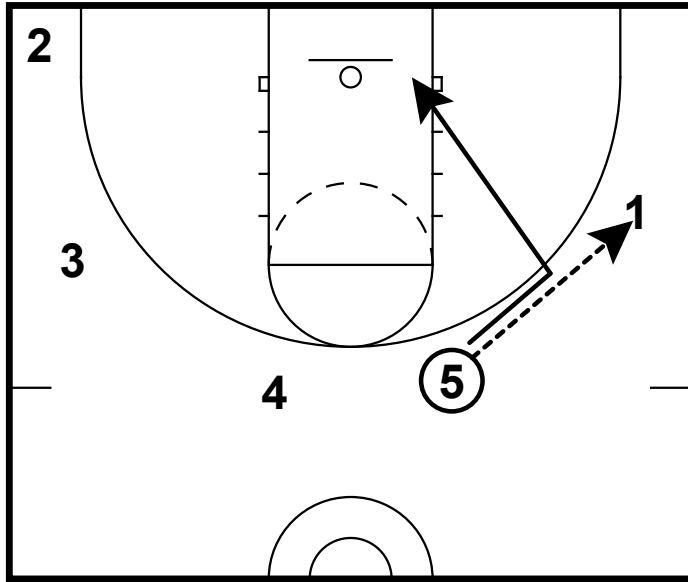
Adjustments



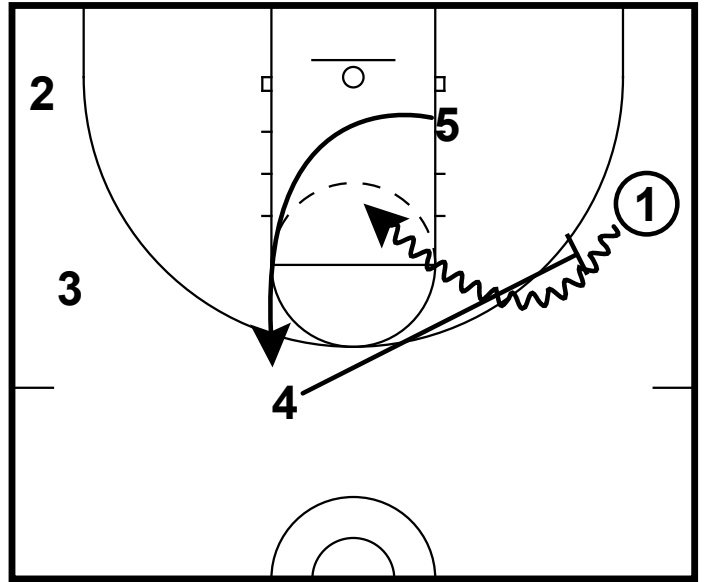
Post player can also run dribble hand off if cutter is overplayed

Special Actions

Running Slip
Continuity/Motion

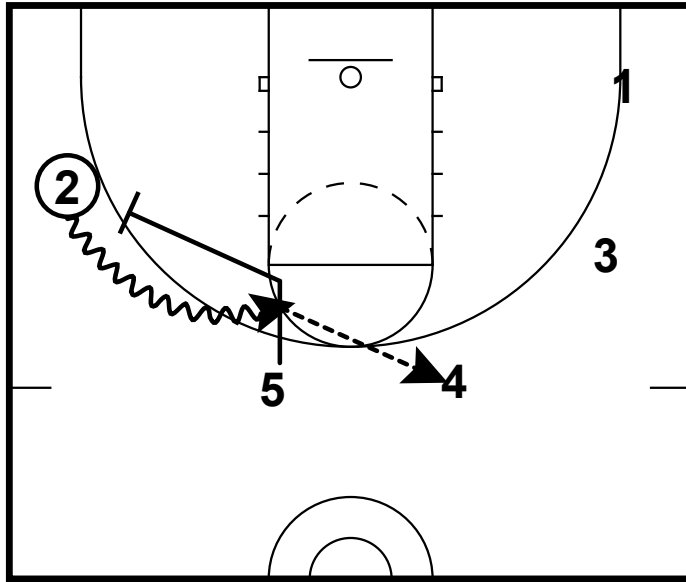


Running Slip
Continuity/Motion

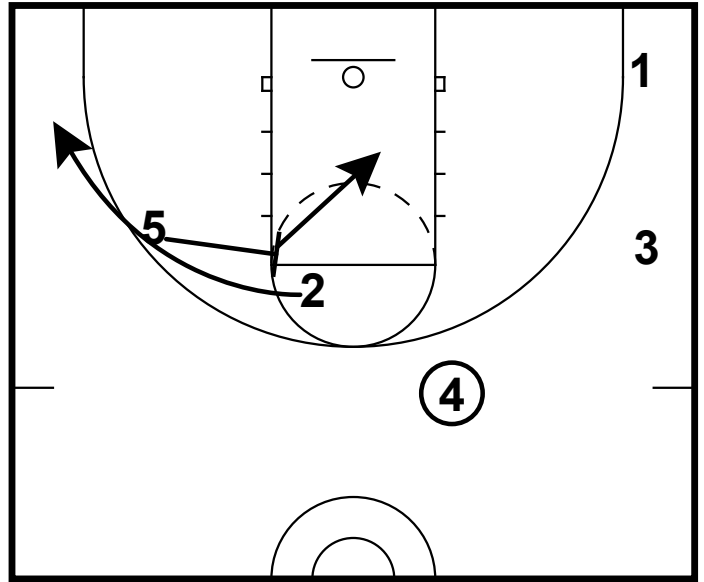


Special Actions

Flare Slip
Continuity/Motion

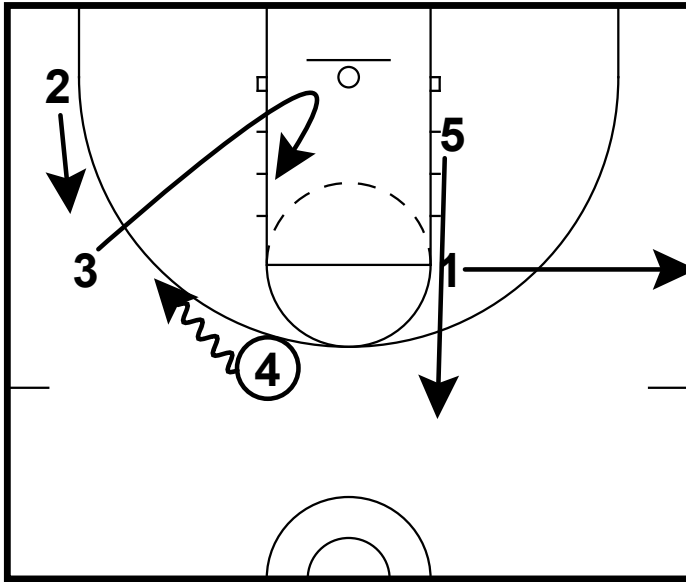


Flare Slip
Continuity/Motion



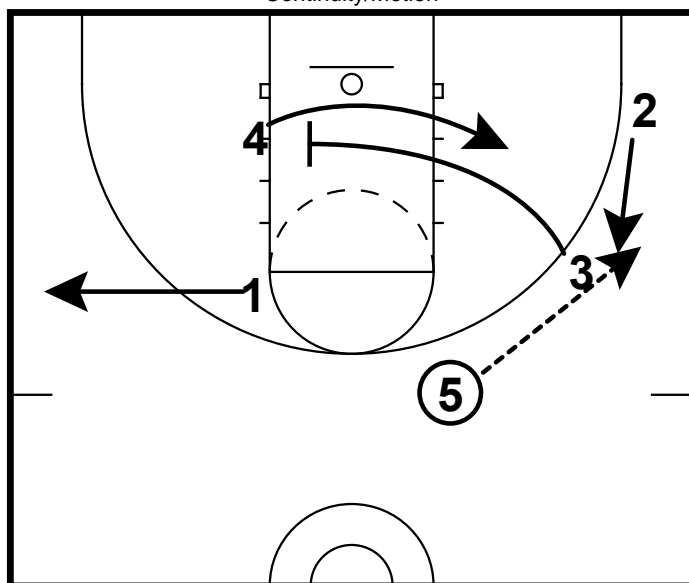
Special Actions

Hook Post
Continuity/Motion



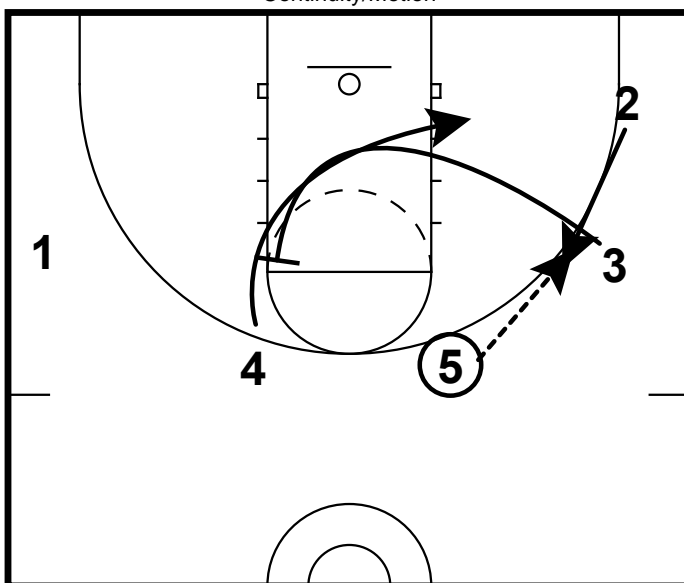
Special Actions

Post Special 1
Continuity/Motion



4 can hold on the block, then get the cross screen. This option was not shown on the video

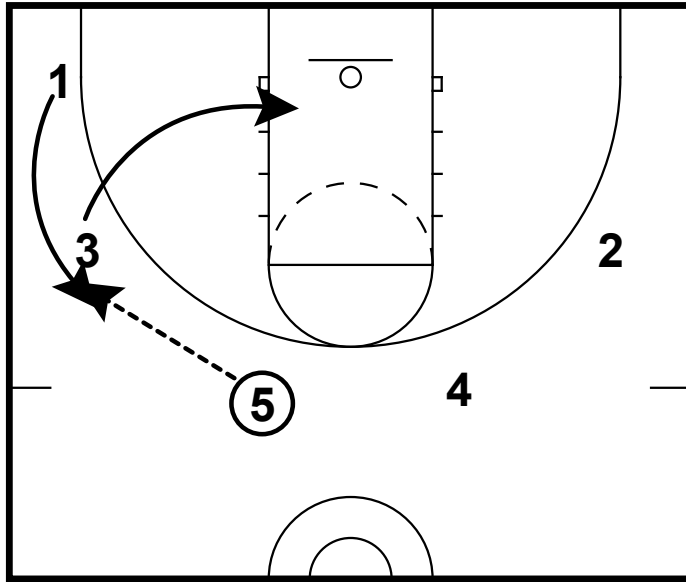
Post Special 1
Continuity/Motion



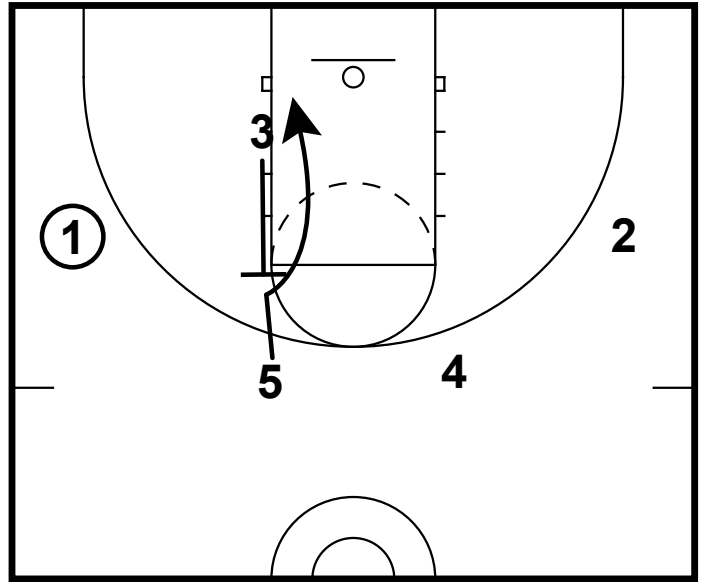
If 4 gets up to the post spot, 3 comes up to set back screen as shown on the video.

Special Actions

Post Special 2
Continuity/Motion

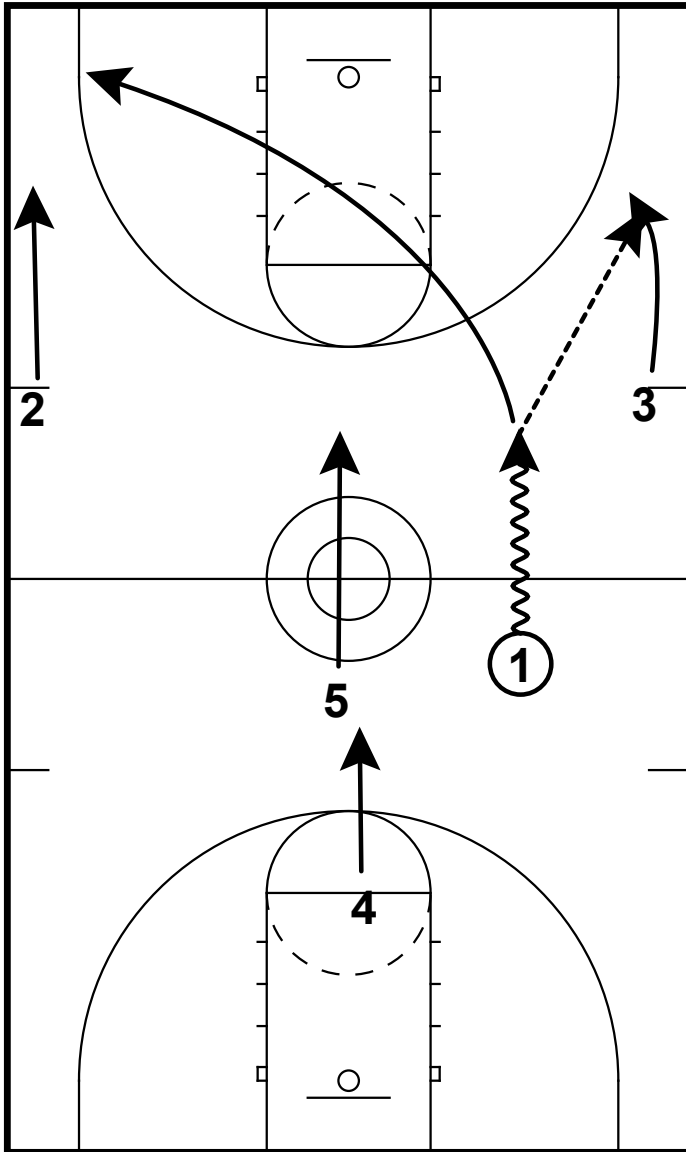


Post Special 2
Continuity/Motion

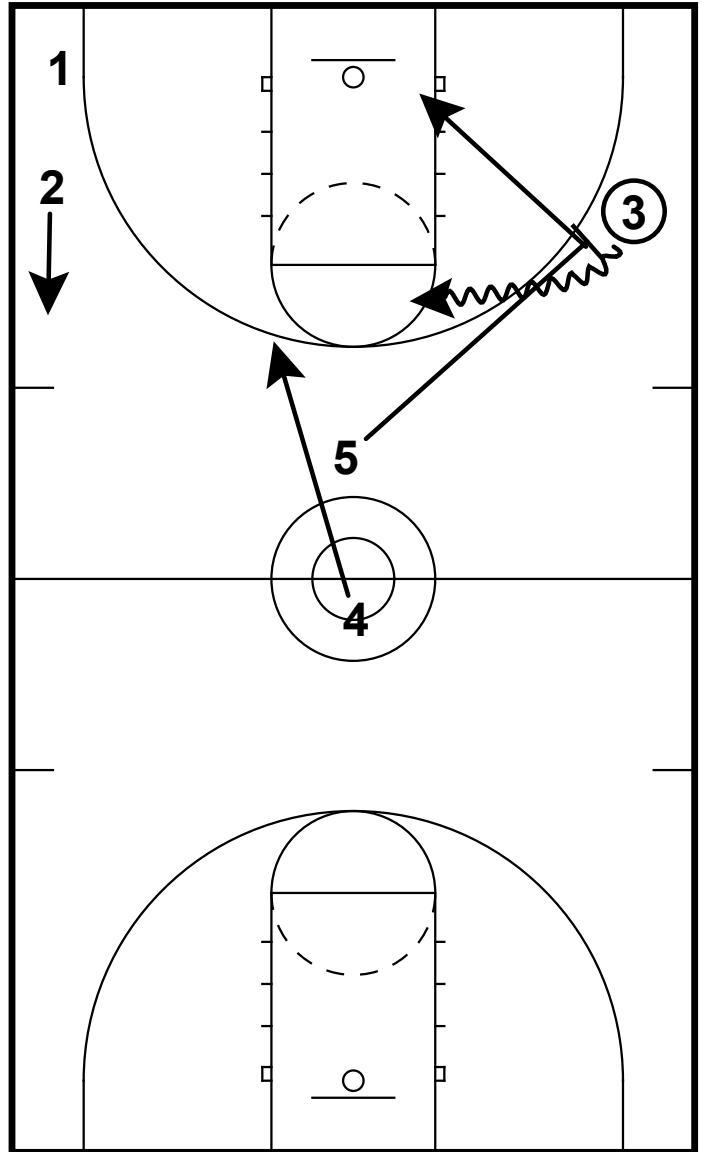


Full Court Entries

Transition Entry
Continuity/Motion

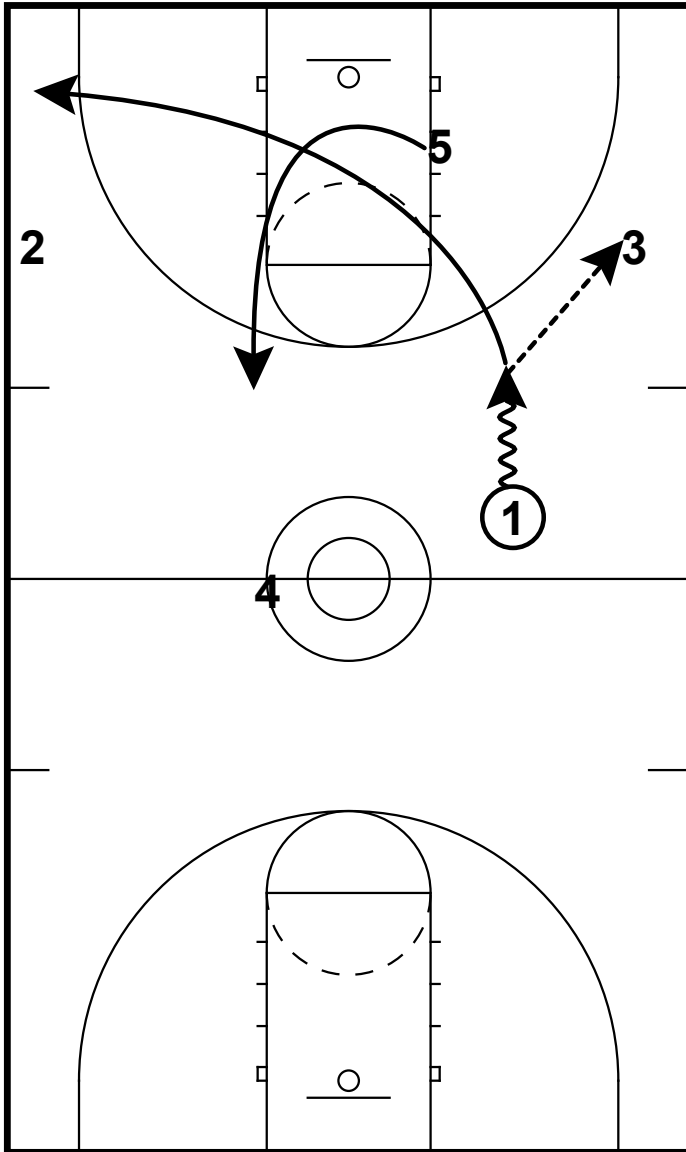


Transition Entry
Continuity/Motion

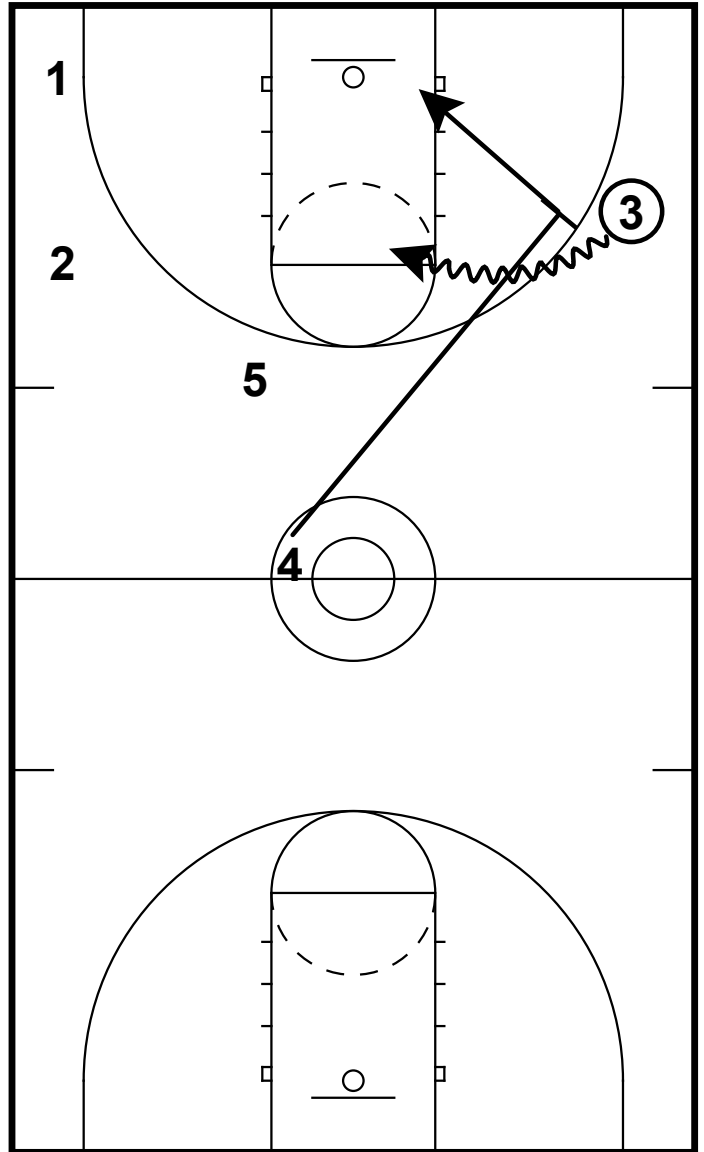


Full Court Entries

Euro
Continuity/Motion

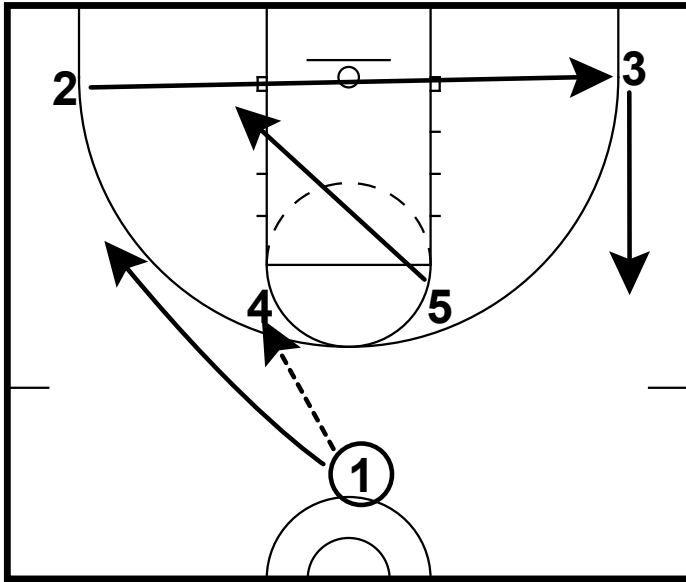


Euro
Continuity/Motion

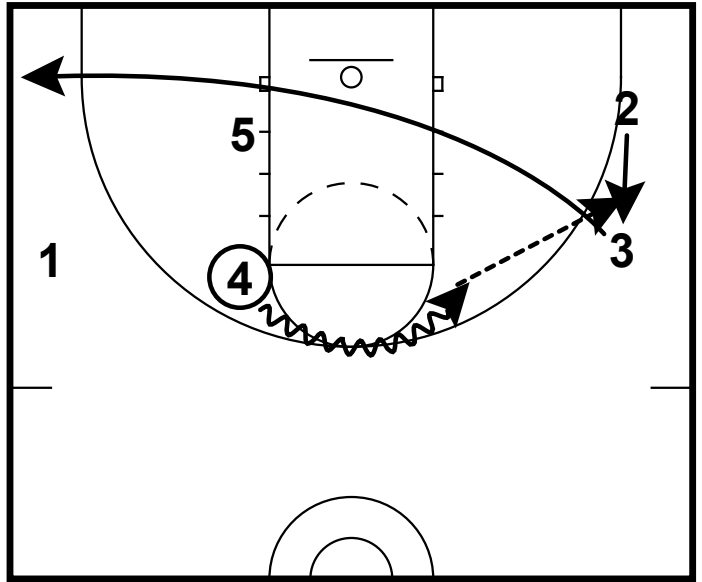


Half Court Entries

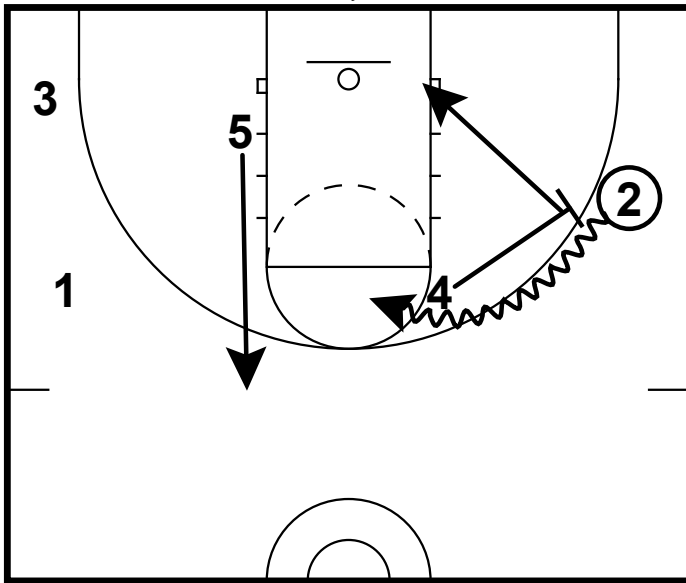
Horns 1
Continuity/Motion



Horns 1
Continuity/Motion

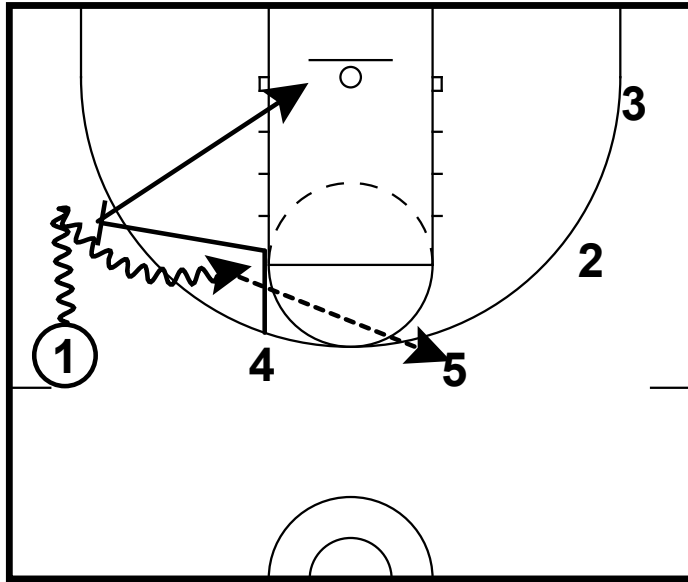


Horns 1
Continuity/Motion

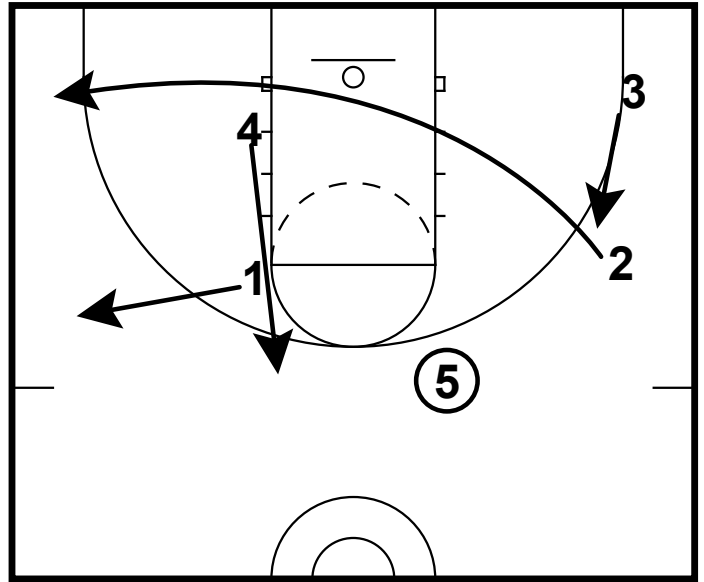


Half Court Entries

Basic Entry
Continuity/Motion

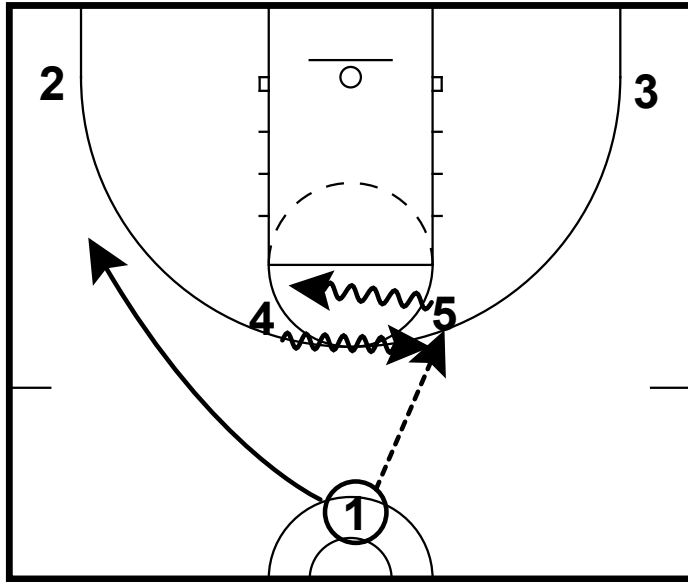


Basic Entry
Continuity/Motion

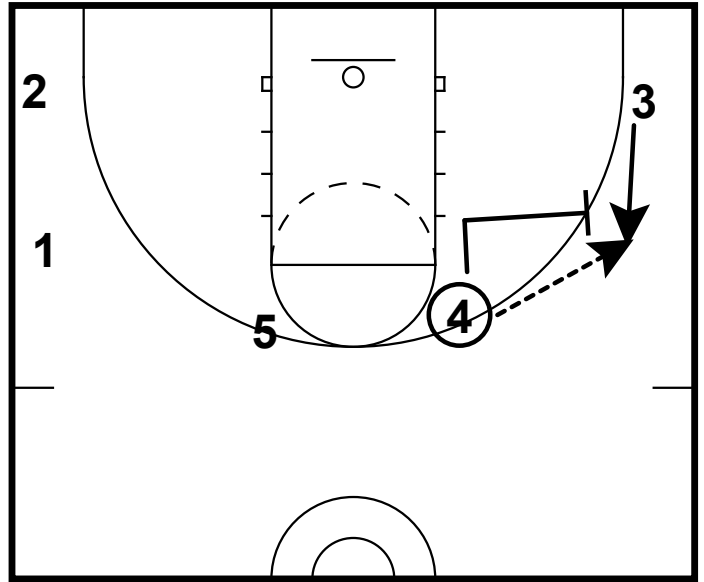


Half Court Entries

Horns 2
Continuity/Motion

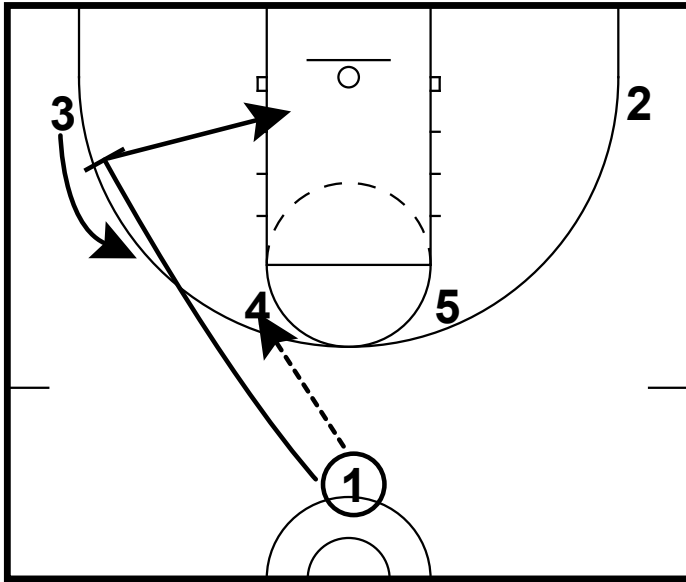


Horns 2
Continuity/Motion

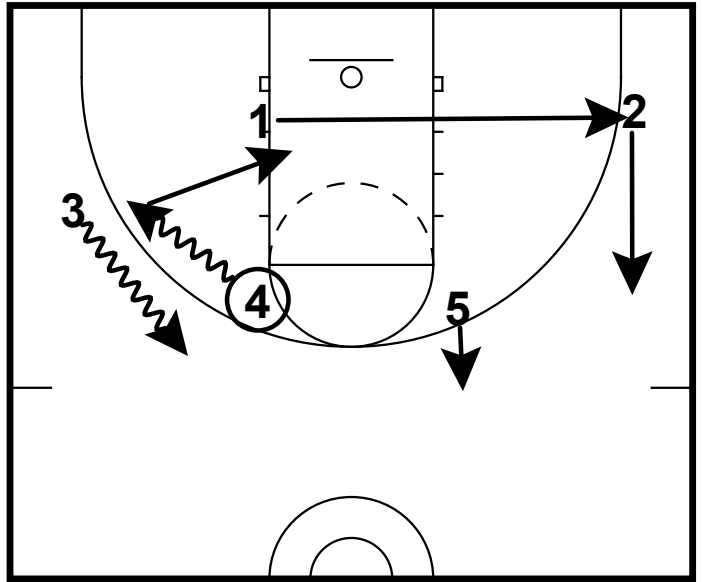


Half Court Entries

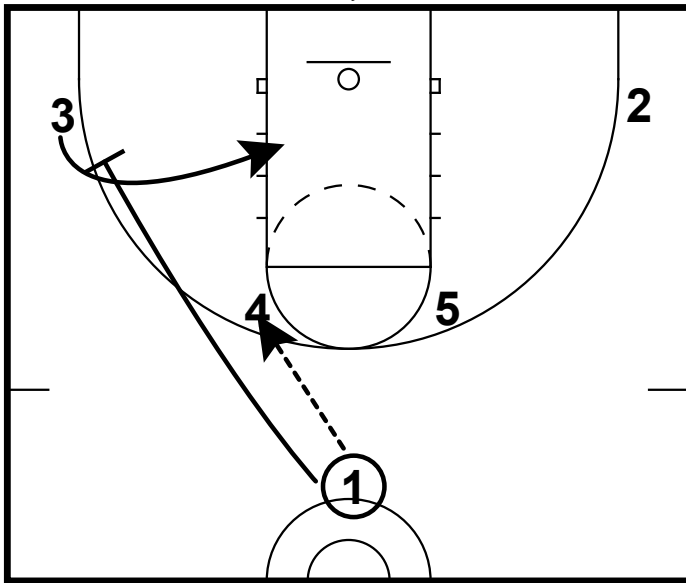
Horns 3
Continuity/Motion



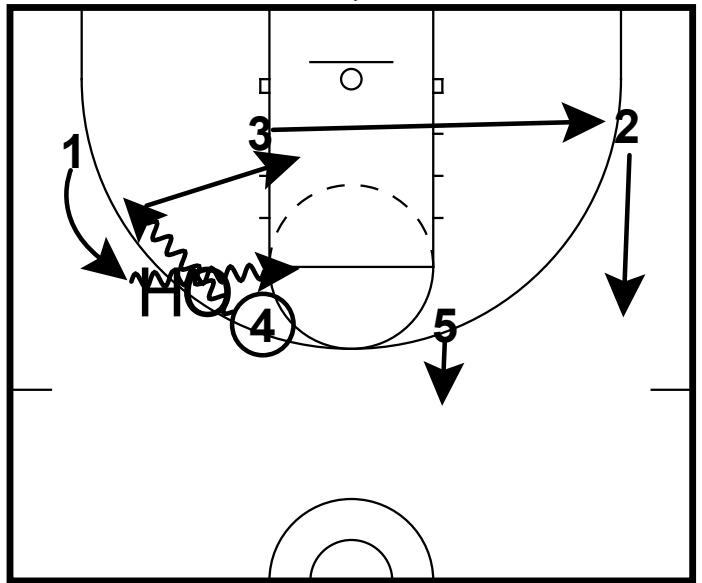
Horns 3
Continuity/Motion



Horns 3
Continuity/Motion

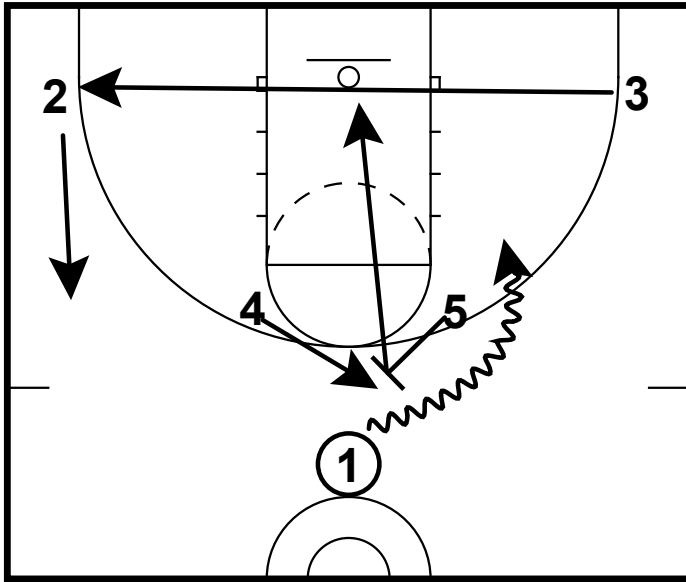


Horns 3
Continuity/Motion

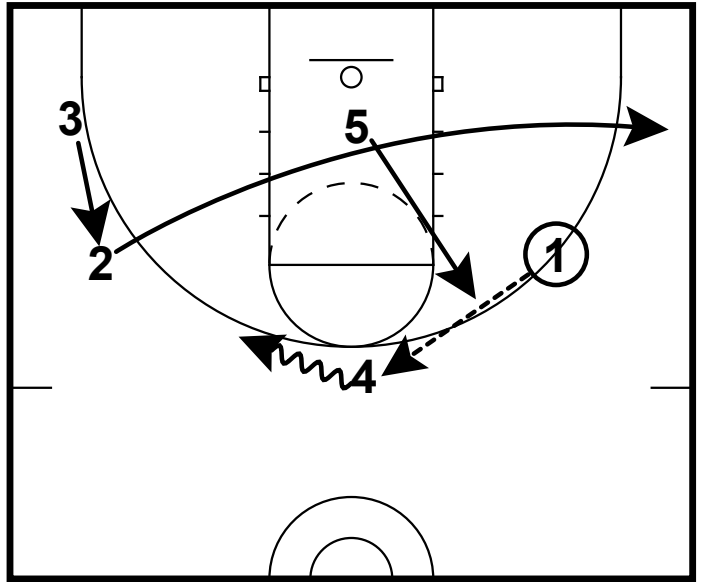


Half Court Entries

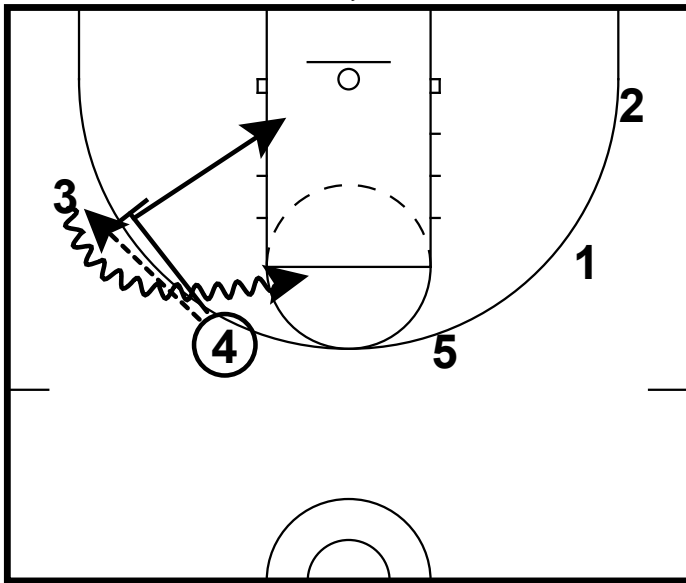
Horns 4
Continuity/Motion



Horns 4
Continuity/Motion

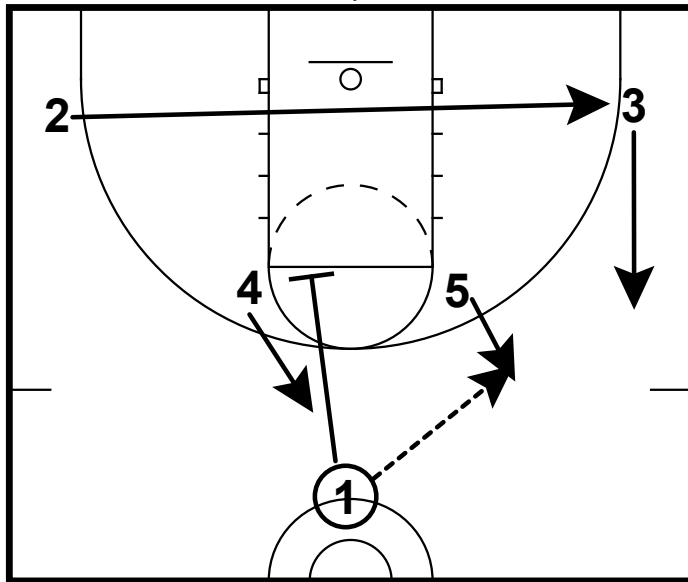


Horns 4
Continuity/Motion

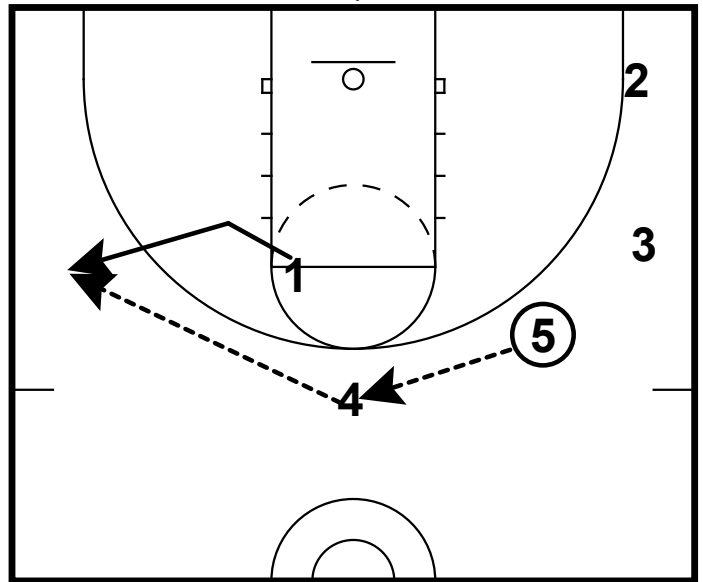


Half Court Entries

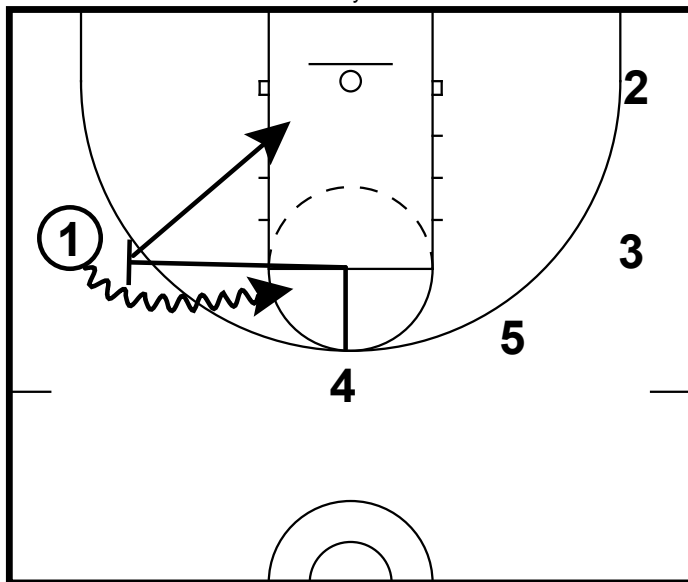
Horns 5
Continuity/Motion



Horns 5
Continuity/Motion

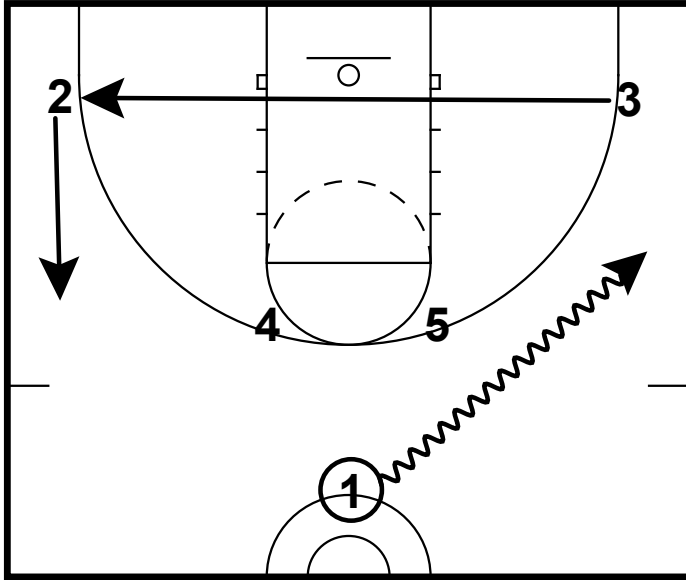


Horns 5
Continuity/Motion

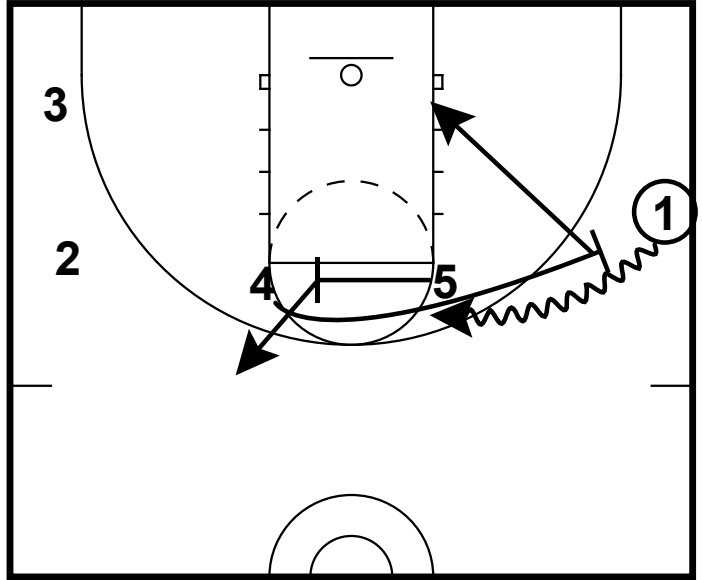


Half Court Entries

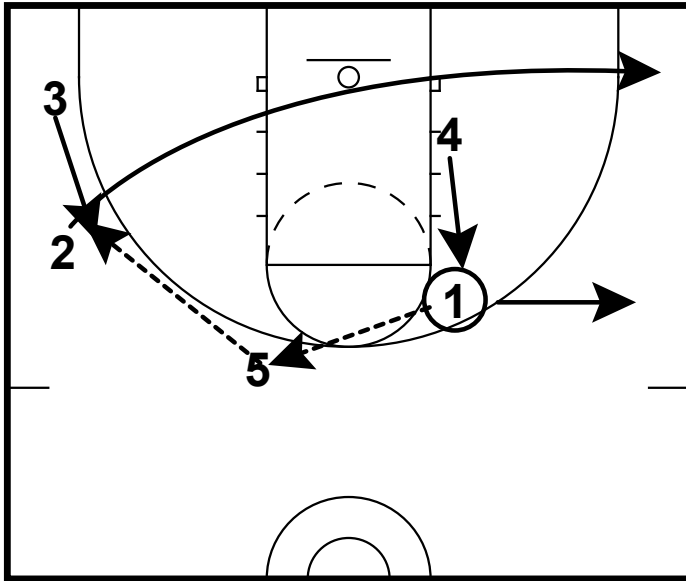
Horns 6
Continuity/Motion



Horns 6
Continuity/Motion

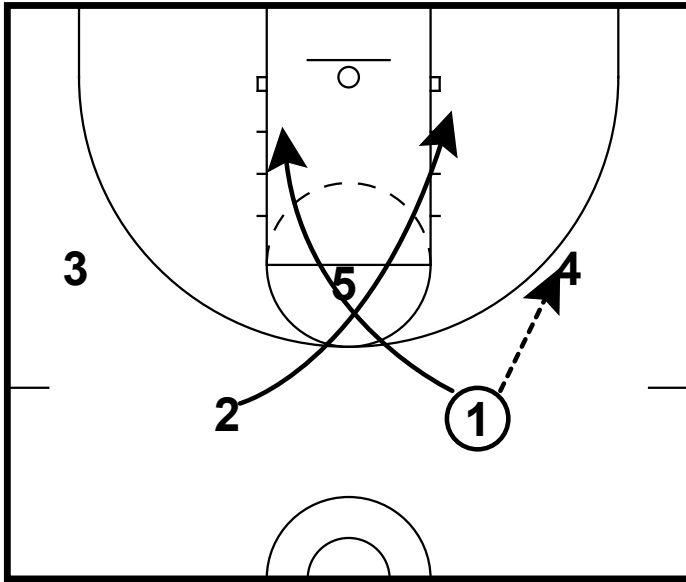


Horns 6
Continuity/Motion

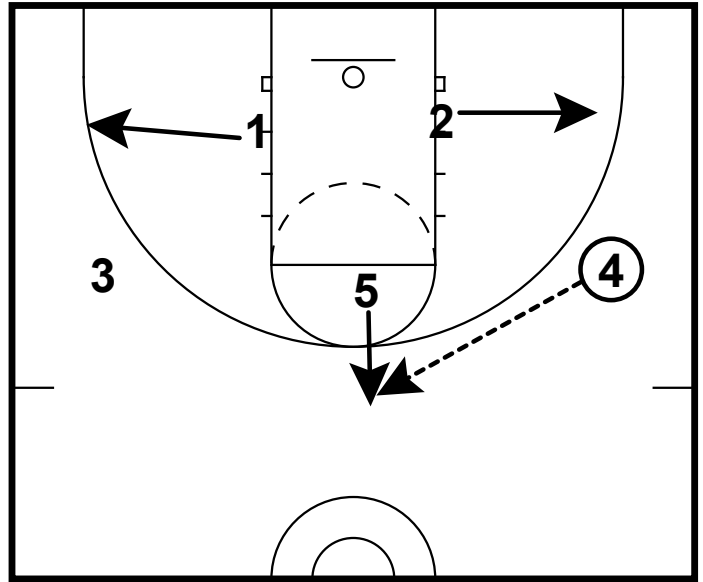


Half Court Entries

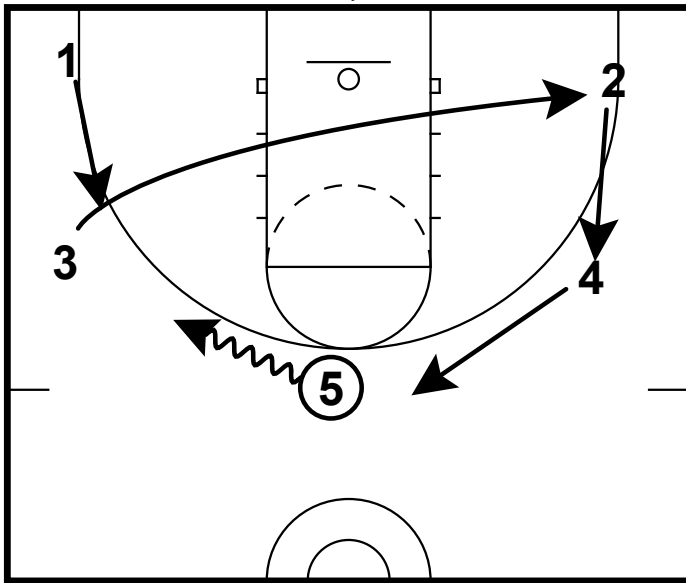
Two Guard Entry
Continuity/Motion



Two Guard Entry
Continuity/Motion

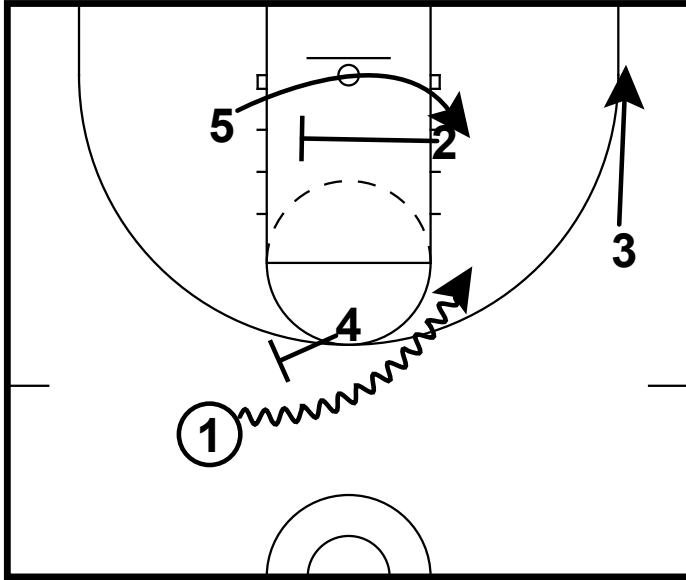


Two Guard Entry
Continuity/Motion

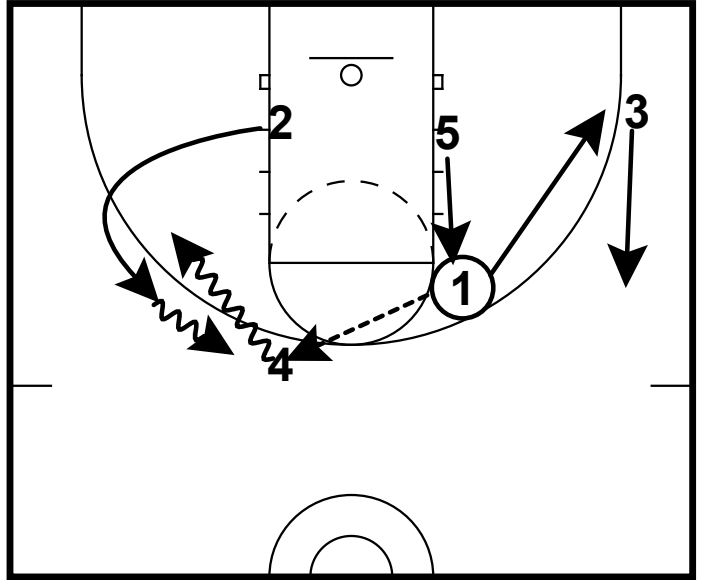


Half Court Entries

Up Entry
Continuity/Motion

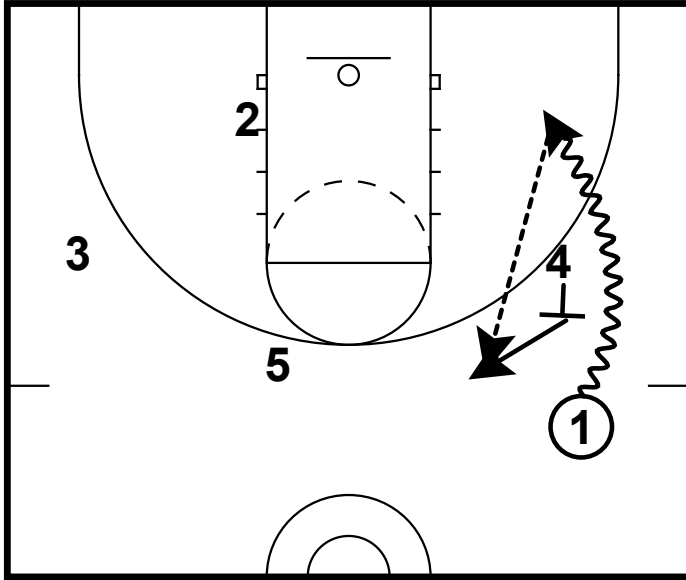


Up Entry
Continuity/Motion

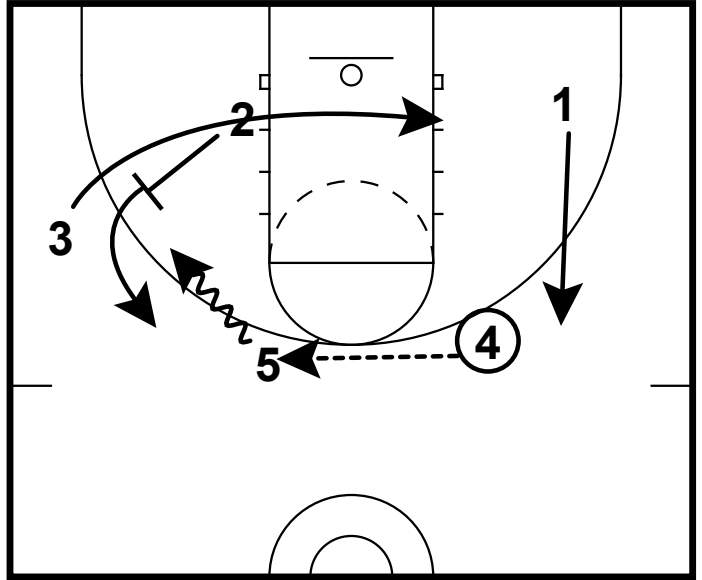


Half Court Entries

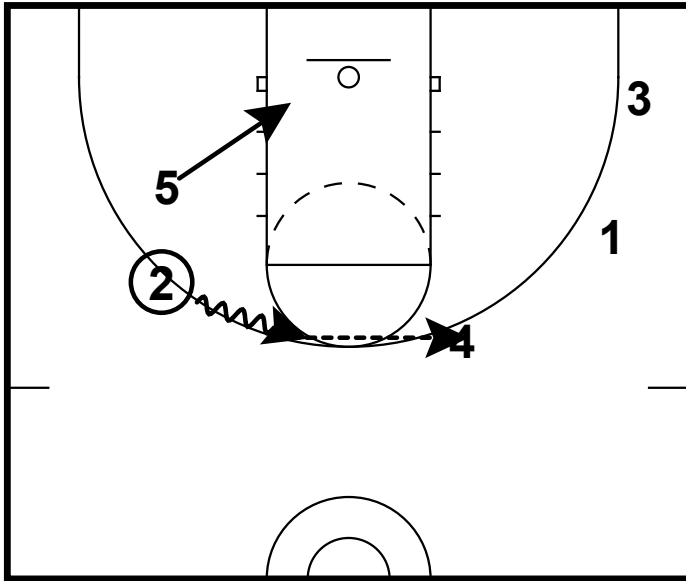
Step Up
Continuity/Motion



Step Up
Continuity/Motion

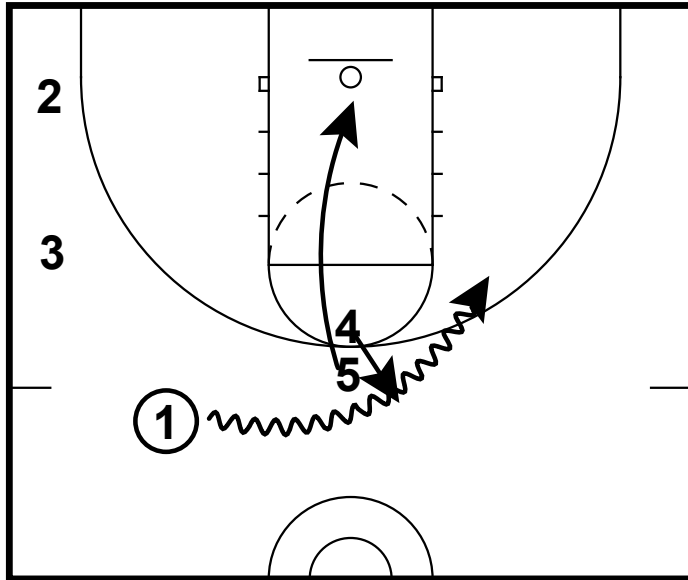


Step Up
Continuity/Motion

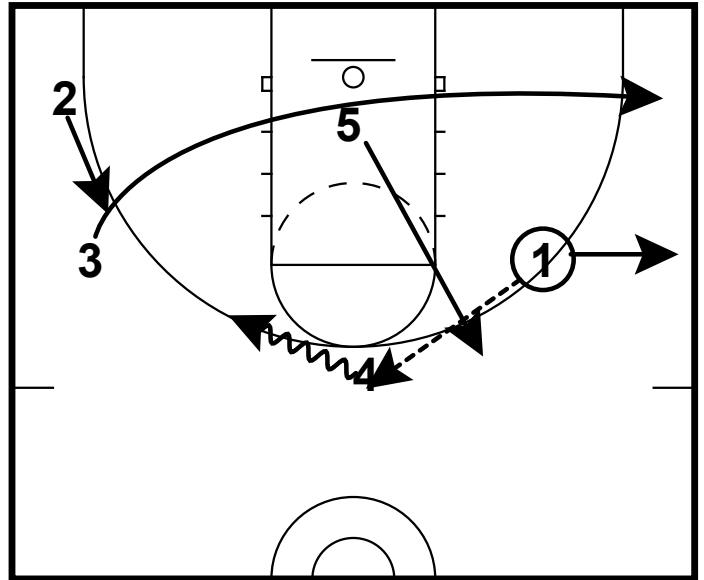


Half Court Entries

Magic
Continuity/Motion

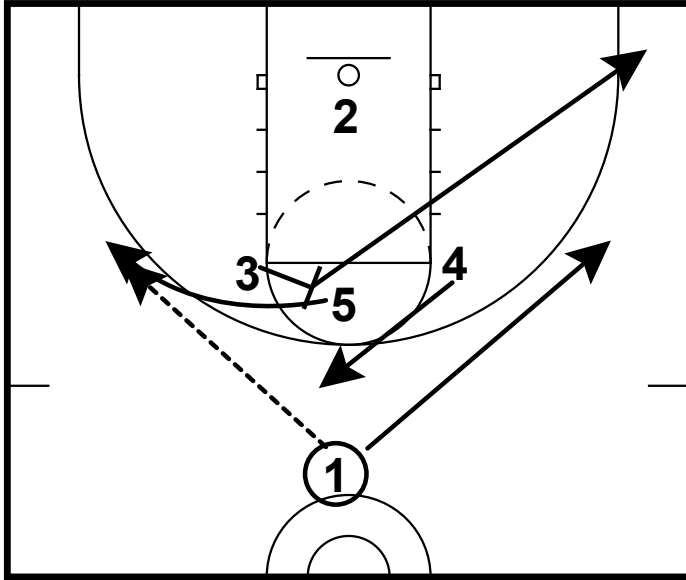


Magic
Continuity/Motion

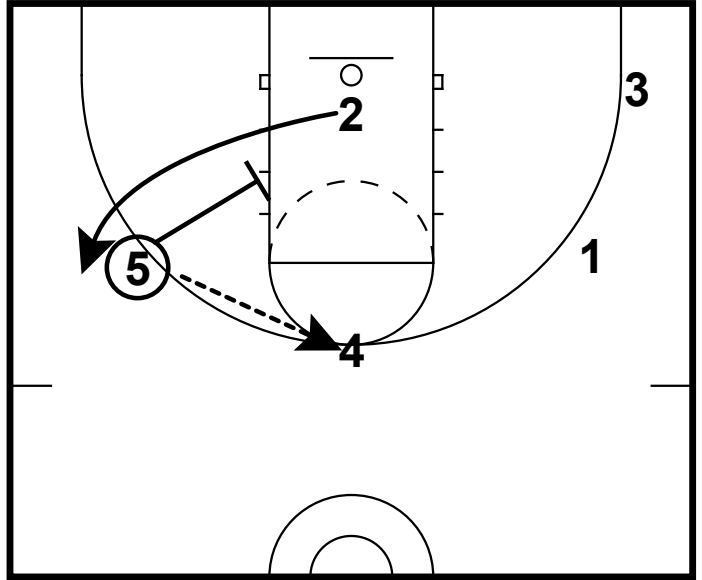


Half Court Entries

Hoosier
Continuity/Motion

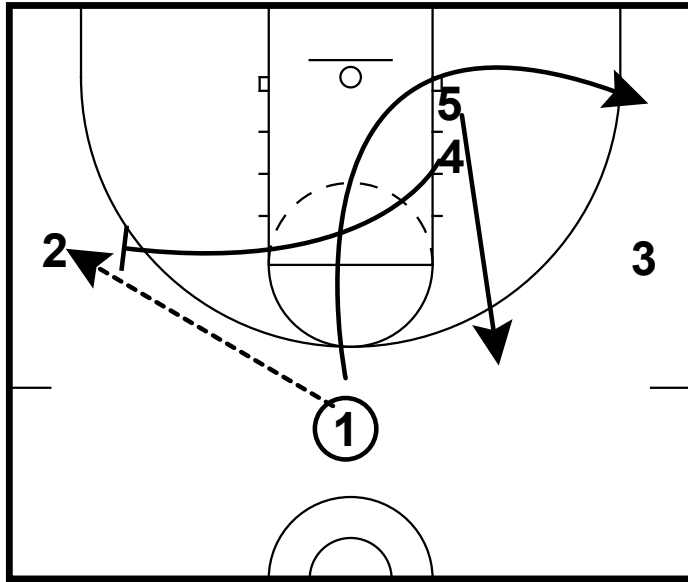


Hoosier
Continuity/Motion

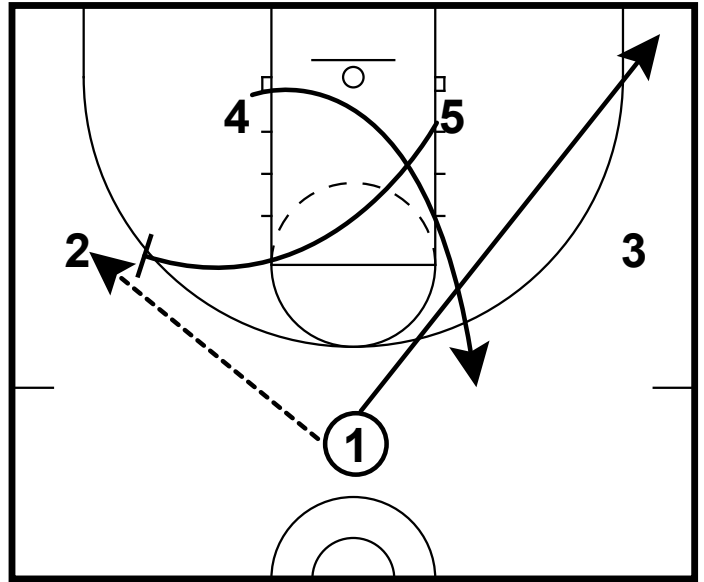


Half Court Entries

Additional Entries Not Shown
Continuity/Motion

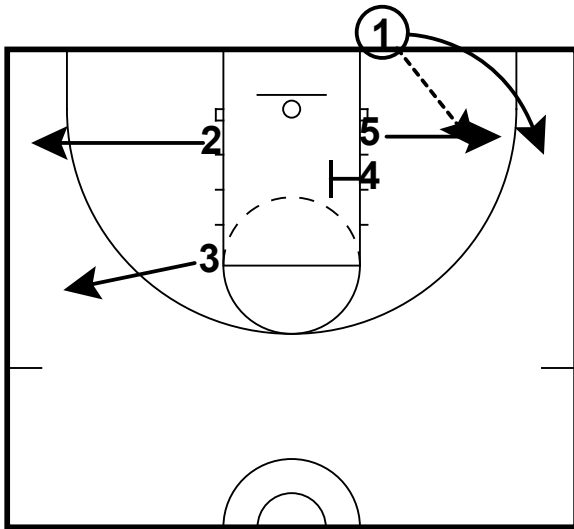


Additional Entries Not Shown
Continuity/Motion

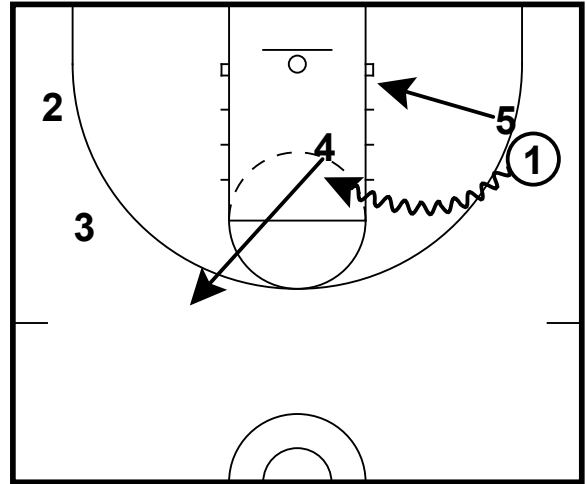


Out of Bounds Entries

Olympiacos
Continuity/Motion

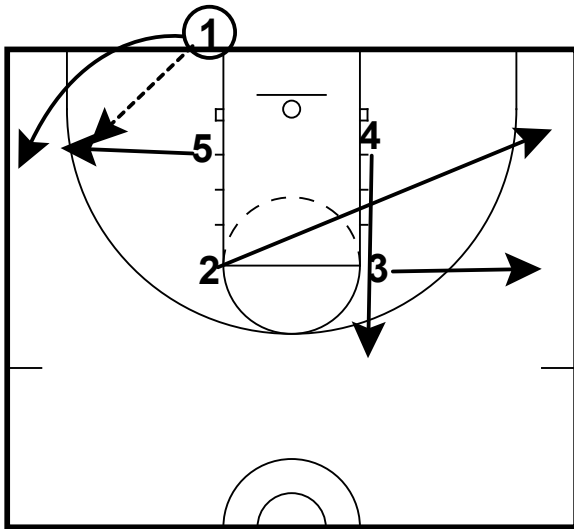


Olympiacos
Continuity/Motion

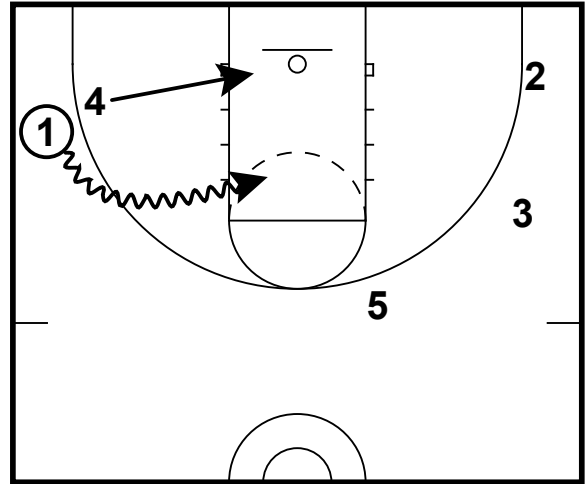


Out of Bounds Entries

Box
Continuity/Motion

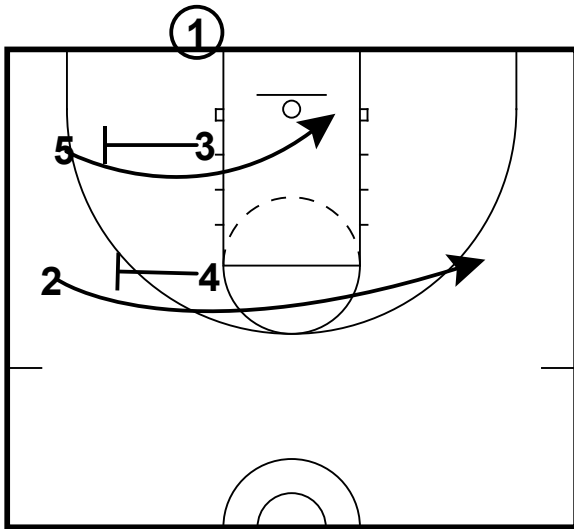


Box
Continuity/Motion

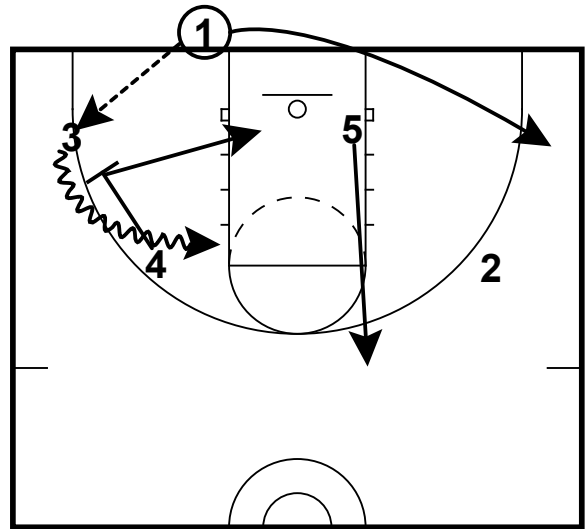


Out of Bounds Entries

Offset
Continuity/Motion

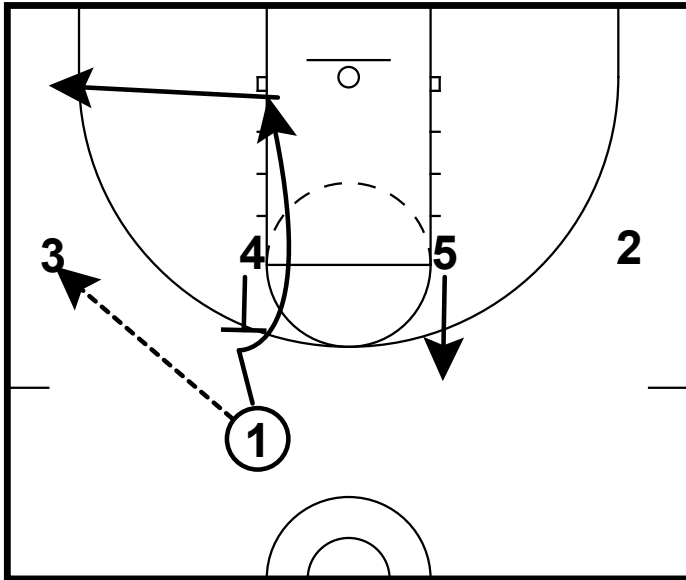


Offset
Continuity/Motion

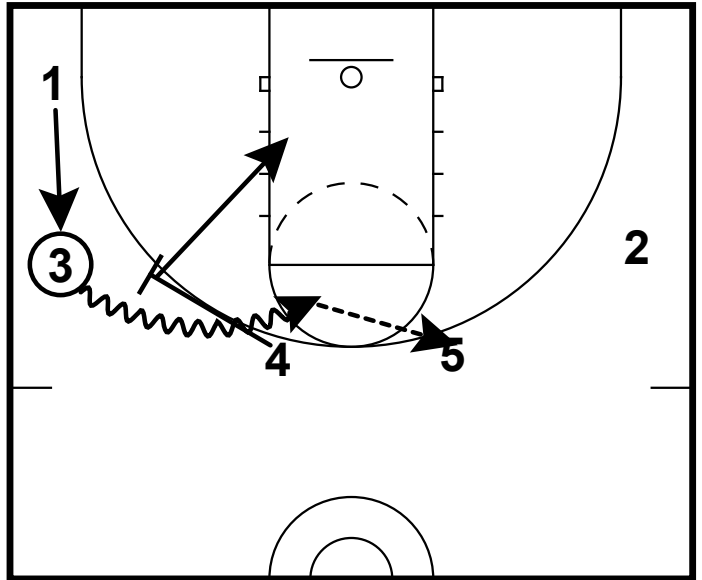


Additional Continuities

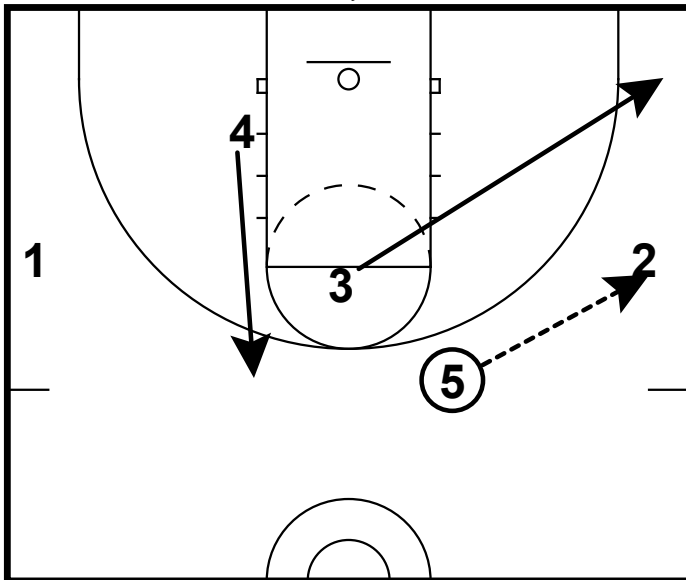
Portland Continuity
Continuity/Motion



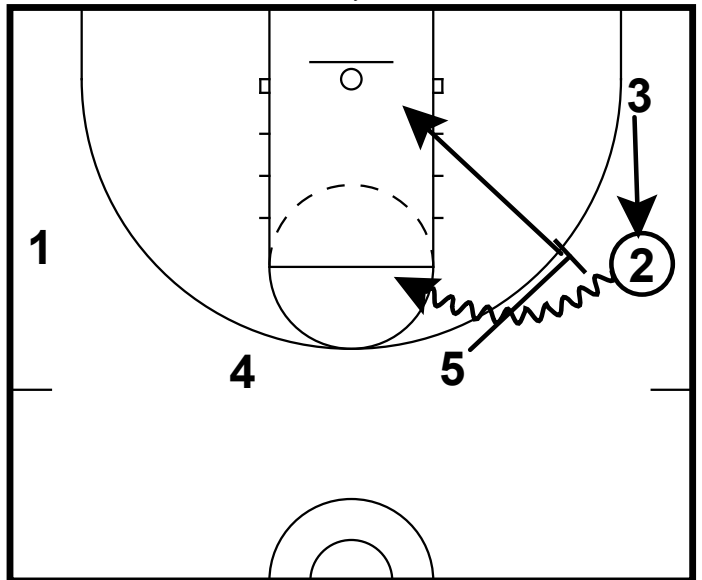
Portland Continuity
Continuity/Motion



Portland Continuity
Continuity/Motion

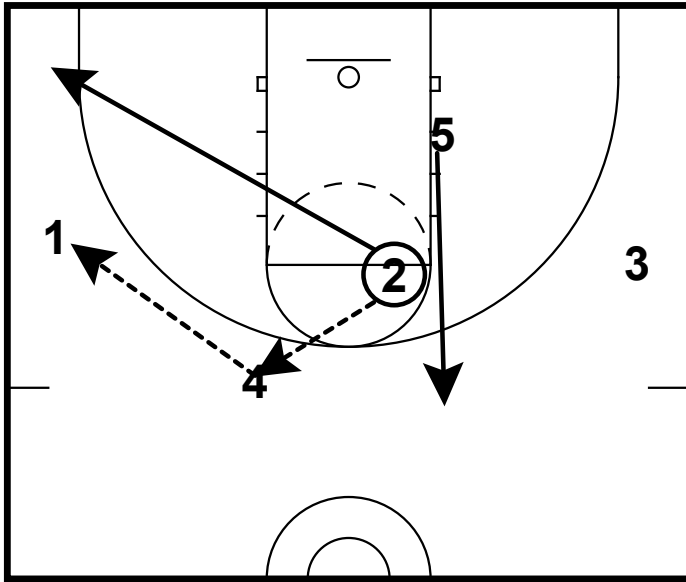


Portland Continuity
Continuity/Motion



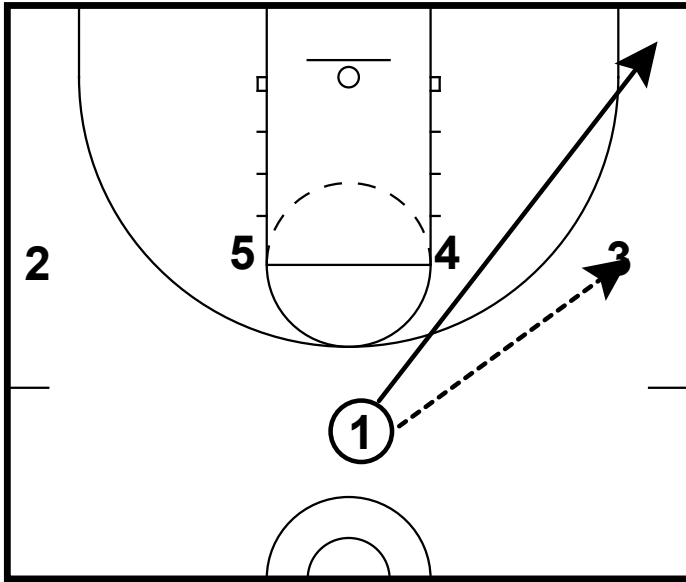
Additional Continuities

Portland Continuity
Continuity/Motion

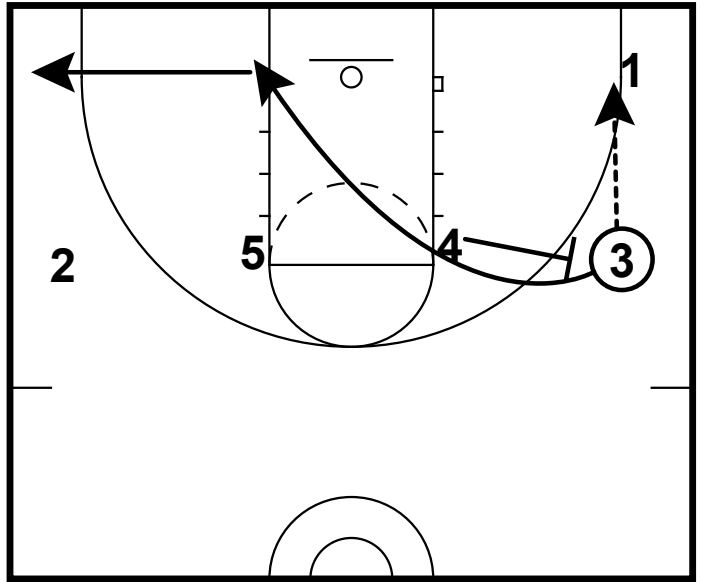


Additional Continuities

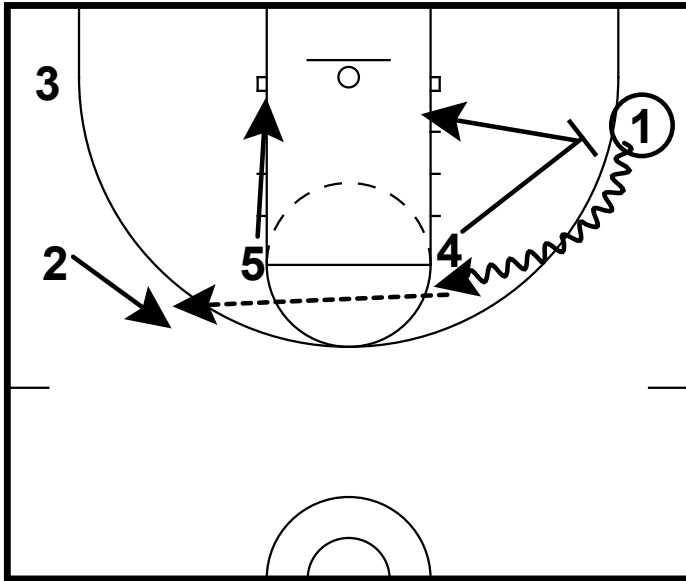
Corner
Continuity/Motion



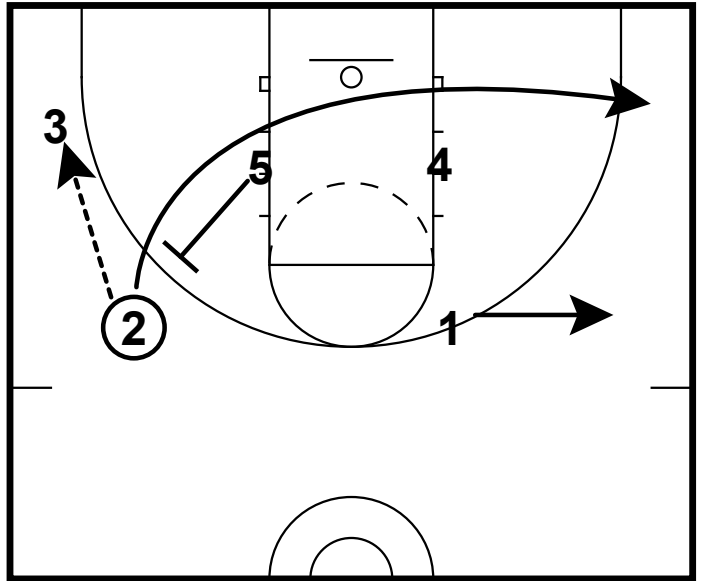
Corner
Continuity/Motion



Corner
Continuity/Motion

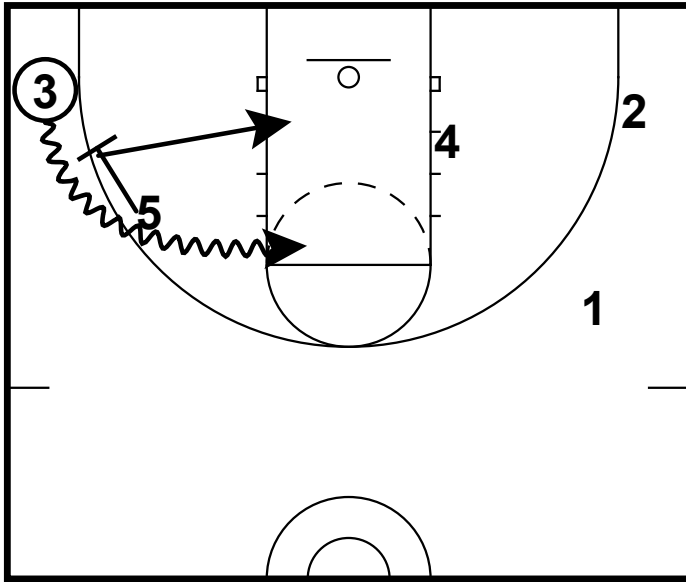


Corner
Continuity/Motion



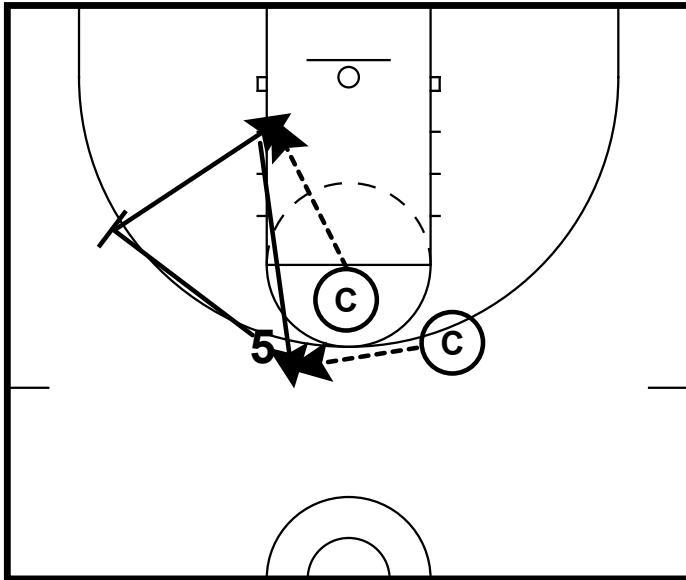
Additional Continuities

Corner
Continuity/Motion



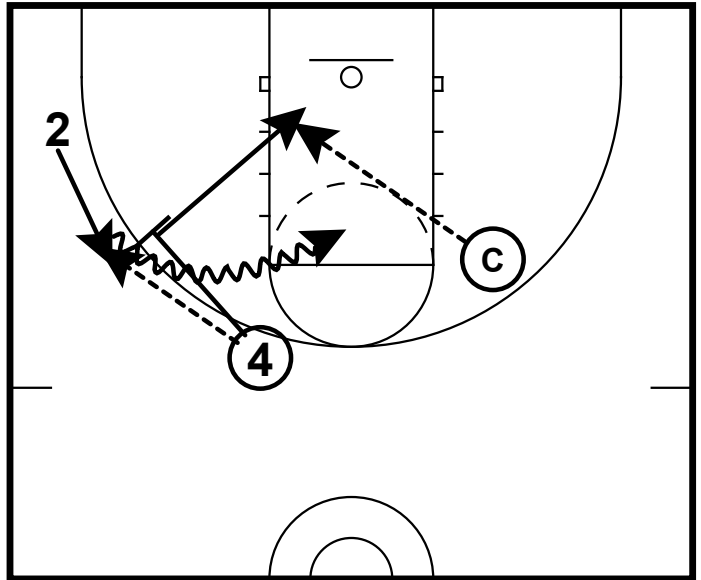
Drills

Drills
Continuity/Motion



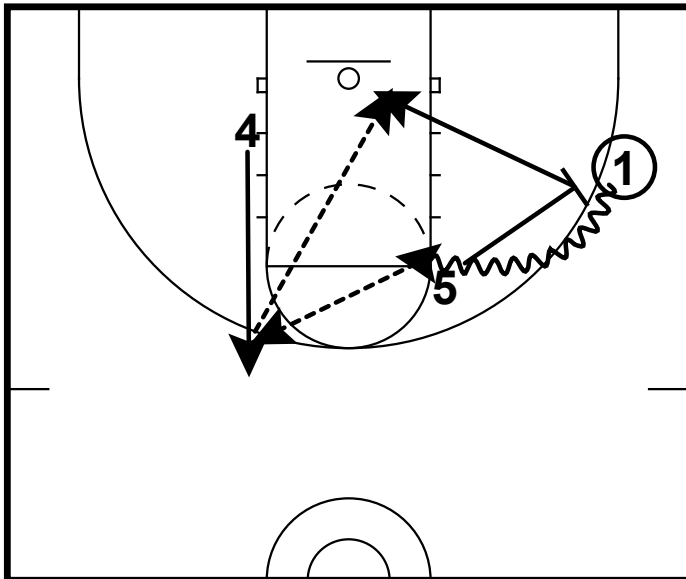
2 Ball Shooting for Post

Drills
Continuity/Motion



2 Ball Shooting for Guard and Post. Can also work on dribble handoffs

Drills
Continuity/Motion



High Low Feed off Ball Screen

Drills
Continuity/Motion

