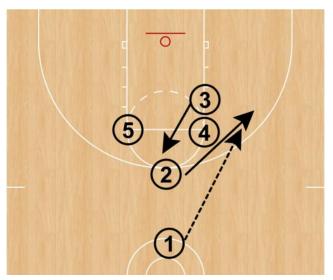
Detroit Action

<u>Purpose</u>

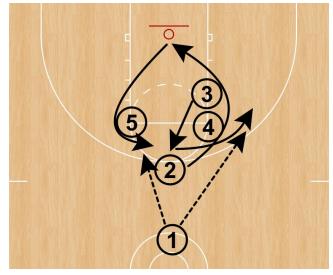
- Frees the 2 man for a jump shot
- Use against man-to-man defense



Option 1 – 2 flares to the wing.

Setup

• 4 and 5 are at the elbows, 2 is at the top of the key, 3 is behind either 4 or 5, 1 brings the ball down.



Option 2 – 2 curls and 3 flares.

Execution

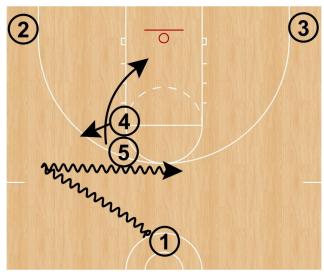
- 1. 2 reads how he is being guarded and works off one of the high screens to flare out for a wing jumper.
- 2. 3 reads 2's action and flashes to the top of the key.
- 3. Option 1: If the defender goes under the screen, 1 can pass to a flaring 2 for a jump shot. 3 may also be open flashing to the top of the key.
- 4. Option 2: If the defender fights over the screen, 2 takes him under the basket and has the option of going back up either direction for a down screen from a big man. 3 goes off the opposite screen and flares to the wing for a possible jump shot.

- Coming off the down screen, 2 wants to curl tight into the lane or key for the 15-18 foot jumper.
- 2 should use a "stop and go" move to throw the defender off when taking him down under the basket and preparing to go up off the down screen. That means 2 stops or slows down and then makes a quick move up toward the screen.
- If the big man's defender shows on 2 after the down screen, the big man (4 or 5 depending on which side 2 chooses) should slip to the rim and look for a pass for a layup.

Double Pick and Roll

<u>Purpose</u>

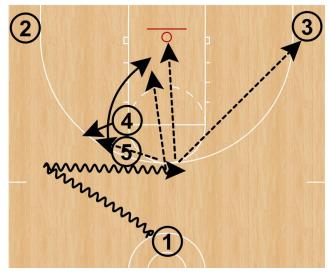
• Generates a variety of shot options against a man-to-man defense.



Initial alignment.

Setup

 4 and 5 form a double stack on the side of the key. 1 has the ball up top and 2 and 3 are in the corners.



1 can shoot or choose the best passing option.

Execution

- 1. 1 dribbles toward the sideline and then cuts back over the top of the double stack.
- 2. Option 1: 1 comes off the screen looking to shoot. Top big man rolls to the basket.
- 3. Option 2: Bottom big man in the stack pops out to the wing. If defenders come help, 2 or 3 may be open in the corner for a jumper.

- The best rolling big man goes on top of the double stack.
- The best shooting big man goes on the bottom of the stack.

Full Court Chicago Wedge

Purpose

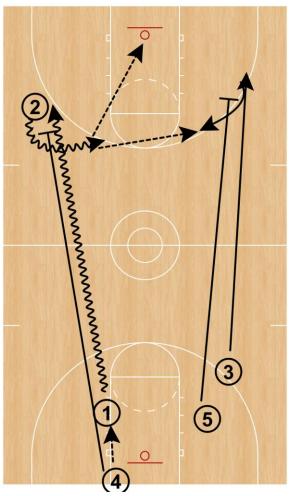
 For use after made baskets, made free throws or during end of game situations.

Setup

• 4 inbounds to 1. 2 is down court. 3 and 5 are on the opposite side of the court to 1.

Execution

- 1. 1 dribbles down court and executes a dribble handoff with 2.
- 2. Option 1: 2 comes off the pick and roll with 4 and shoots.
- 3. Option 2: 2 passes to 3 for the jump shot or 2 passes to 4 rolling to the basket.



Offense attacks full court for a quick shot.

Coaching Tips

• If teams get familiar with the play, another option would be for 1 to fake the dribble handoff and attack the basket.

Phoenix Hammer Action

<u>Purpose</u>

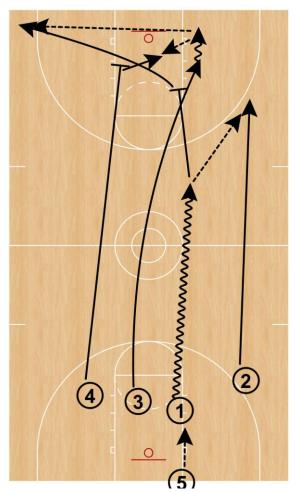
 Play is designed to generate an open look at a corner 3-pointer.

Setup

• 5 inbounds to 1, then all five players sprint down court. 1 has the ball.

Execution

- 1. 1 passes to 2 on the wing and then sets a rip screen for 3.
- 2. Option 1: After setting the screen, 1 goes to the opposite corner for a 3-pointer. 3 looks to make a "hammer pass" or "baseline drift pass" to 1 in the corner.
- 3. Option 2: If 1 is covered, 3 looks for 4 in the lane.



1 looks for an open 3-pointer in the corner.

Coaching Tips

• 5 should follow up the play, crossing half court, but staying on top of the formation in case there is a sudden possession change and he needs to get back to defend the rim.

Phoenix Side Out of Bounds

Purpose

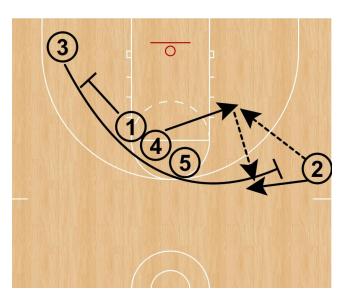
 To get a 3-point shot for the tie or the win.

Setup

• There is a triple screen set up in the key area for the man in the corner.

Execution

1. The corner man (3) runs over the triple screen and then becomes a screener himself.



This play is designed to get the inbounder an open look at a 3-pointer.

- 2. Second man (4) in the triple screen stack flashes for the pass after setting a screen.
- 3. Option 1: Inbounder (2) passes to flashing big man (4) and then goes over the corner man's (3) screen to receive the pass and take the shot.
- 4. Option 2: If inbounder (2) is covered, big man (4) can pass to corner man screener (3) who moves down the wing toward the baseline after setting the screen.

- With this play, the best shooter should take the ball out of bounds.
- Put the best passing player as the middle screener in the triple screen.

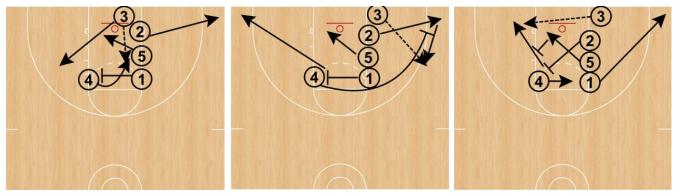
Minnesota Baseline Out of Bounds

<u>Purpose</u>

 To get an easy basket in a baseline out of bounds situation.

Setup

 3 inbounds the ball. 2 and 5 are stacked on the side of the lane with 1 behind them just inside the elbow. 4 is across the lane at the other elbow.



This out of bounds play offers 3 variations. From left, Options 1, 2 and 3, which is for a last second shot.

Execution

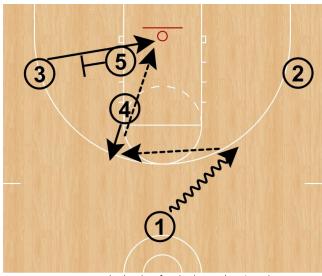
- 1. The ball is slapped and players take predetermined actions depending on which option is being run.
- 2. Option 1: 5 dives across the lane. 2 makes a hard cut to the corner. 1 goes across the lane and screens for 4 who rolls down the lane. 3 looks to pass to 4 for the shot. As a secondary option, 3 runs off a screen by 5 to the wing.
- 3. Option 2: This option involves the same action as option 1 only instead of rolling down the lane 4 goes to the corner to screen for 2. 3 looks to pass to 2 for the open jumper. As a secondary option, 1 flares off his screen for 4 to the corner.
- 4. Option 3: In this option 2 and 1 switch roles. 5 dives across the lane. 2 fakes a cut to the corner and instead goes across the lane to screen for 4. 1 fakes the screen for 4 and runs hard to the corner. After screening for 4, 2 receives a screen from 5 and cuts to the baseline for the open jumper.

- Option 3 is designed to be run in a late game, low clock situation.
- The inbounder may be able to create bigger passing windows by looking off the defense, i.e. looking at an area other than where he plans to pass

San Antonio

Purpose

• The play is designed to get a twoman action for 3 and 5.



3 cuts to the basket for the layup (Option 1).

<u>Setup</u>

• 5 is on the block. 4 is above him inside the elbow. 1 has the ball up top. 3 is on the wing on 5's side. 2 is on the other wing



5 gets open for the side jumper (Option 2).

Execution

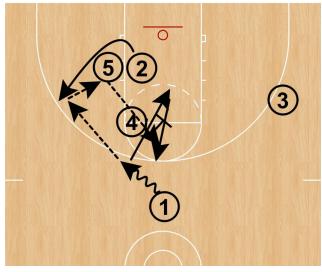
- 1. 1 dribbles to the side opposite 4 and 5.
- 2. 4 pops out and receives the pass.
- 3. Option 1: 3 flex cuts off 5 to the basket and receives the pass from 4.
- 4. Option 2: If 3 is guarded off the screen, 4 passes to 5 for the side jumper.
- 5. Option 3: After 3 cuts off 5 into the lane he comes back out off another screen from 5 for the side jumper.
- 6. Option 4: After screening for 3 for the second time, 5 posts up on the block.

- If 5 receives the ball for the side jumper he should look to go off the glass just like Tim Duncan did when his San Antonio Spurs used this play during his illustrious career.
- Ideally, 4 will be both a good shooter and passer, which will help make this play highly effective.
- In *Option 4*, when 5 posts, the entry pass can come from 4 or 3.

Detroit Turn Series

<u>Purpose</u>

 This play takes advantage of a good passing big man to get other players jump shots.



5 passes out to 1 for the straightaway jumper (Option 1).

<u>Setup</u>

• 5 is down low with 2 beside him. 4 is in the high post. 3 is on the wing. 1 is at the top.



4 can screen for 2 (Option 2) or for 3 (Option 3). 5 makes the pass for the shot.

Execution

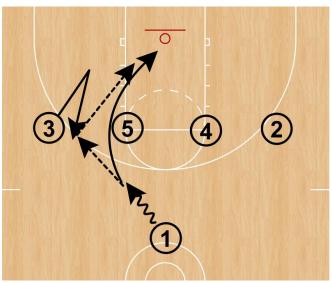
- 1. 1 dribbles down and passes to 2 on the wing, who is coming off a screen from 5.
- 2. 5 posts in the block and 2 passes him the ball.
- 3. Option 1: On the post pass, 1 cuts into the lane and then back out coming off a screen from 4. 5 passes to 1 for the shot.
- 4. Option 2: After the same initial action, 4 screens for 2 on the wing and 5 passes to 2 for the shot.
- 5. Option 3: After the same initial action, 4 screens for 3. 5 passes to 3 for the shot.

- 5 should hold the ball high at head or chest level and make crisp two-hand passes to his cutting offensive teammates.
- 4 should set solid blocks with his body perpendicular to the defender and weight equally distributed on both legs to better maintain balance.

Utah 1-4 Alignment

<u>Purpose</u>

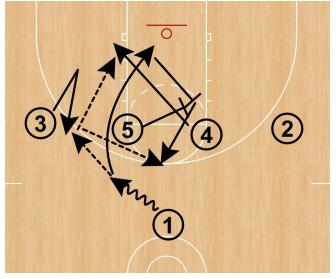
 This offensive alignment is designed to challenge the defense and produce a variety of offensive chances.



1 cuts to the basket in the initial action.(Option 1).

Setup

• 1 is at the top. The other four players are set up across the free throw line extended – 3, 5, 4, 2.



3 can pass to 4 in the post (Option 2) or to 1 at the top of the key (Option 3)

Execution

- 1. 1 dribbles to the side and passes to 3.
- 2. Option 1: 1 cuts to the basket off a screen from 5.
- 3. Option 2: 1 comes up and sets a rip screen for 4 who dives to the post.
- 4. Option 3: 5 screens for 1 who pops to the top of the key.

Coaching Tips

• If the defense begins to anticipate the actions in this play, a counter would be for 1 to fake the screen of 4 and go back to the corner on the same side as 3. 5 would then come across and screen for 2 who would look for the pass and shot coming across at the top.

Laker Play

<u>Purpose</u>

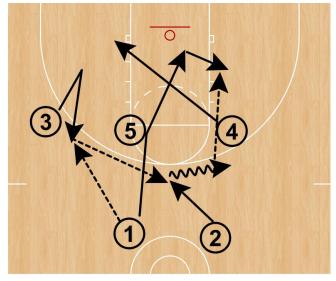
• Designed to take advantage of a skilled offensive player.

3 4 5 4

1 looks for the lob to the basket (Option 1).

Setup

• 2 guards at the top with the other 3 players across the free throw line extended.



1 posts up and receives the entry pass from 2 (Option 2).

Execution

- 1. 1 (the skilled offensive player) has the ball at the top.
- 2. 1 passes to 3.
- 3. Option 1: 1 cuts off a screen from 5 and looks for the backdoor lob.
- 4. Option 2: If 1 is covered on the lob, he sets up on the block. The ball is swung from 3 to 2 who makes a post pass to 1.

Coaching Tips

• If 1 is unable to receive the ball in the post, he should then break out to the wing to receive the pass. He will then have that entire side of the court to isolate and attack the defense.