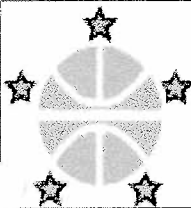


SCOTT ADUBATO

MEMPHIS GRIZZLIES



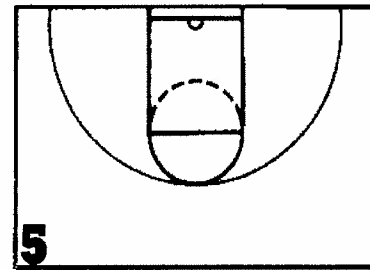
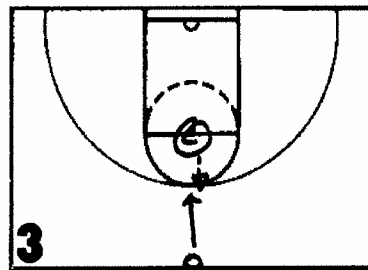
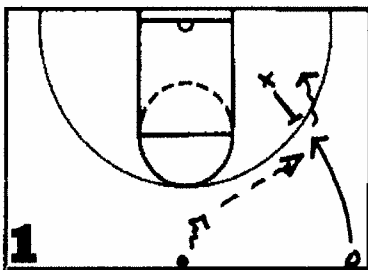
Five-Star Basketball Camp

Coch: Scott Adubato: Memphis Grizzlies
 Clinic: Video

Topic: The Perimeter Player
 Date: Spring 2006

500
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 YONKERS (NY)
 10701

Co-Founder
 Howard Garfinkel



TRANSITION SHOOTING

1. Catch & Shoot
2. 1 Dribble
3. Rip Through

* Run To
 Your
 Range

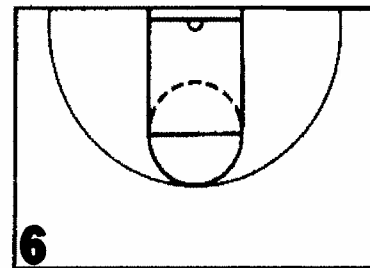
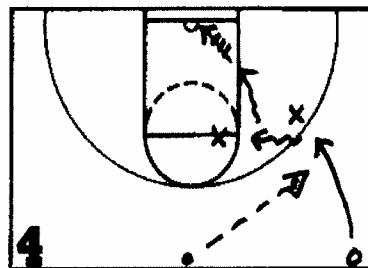
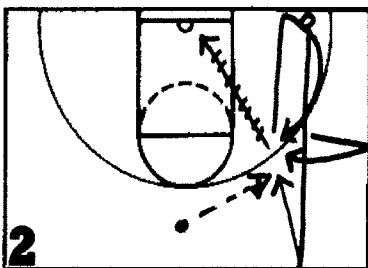
IN THE BOX DRILL

1. Triple Threat on the catch
2. Shot Fake or Jab Step
3. Handshake Move

FOCUS

1. Foot work
2. Ball speed
3. Technique

Co-Founder
 Will Klein



President
 Leigh Klein

ANGLE SHOOTING

1. Add Rip Through
 2. Add 1 dribble
- Work six spots (both sides)

CHANGE OF PACE DRILL

1. Cross-over
 2. Behind Back
 3. Over the Top
- Offense must initiate contact w/ defender

Program
 Director
 Tony Bergeron

General Notes

FOUR "BIG-TIME" MOVES

1. Step Back
2. Step Back/Pull Back/Cross-over
3. Pull Back/Spin Move
4. Step Back/Pull Back/Cross-over/Spin Move

6 THINGS A PERIMETER PLAYER MUST BE ABLE TO DO

1. Create & convert open shots
2. Get open on the wing
3. Use screens
4. Catch & Shoot in transition
5. Create space to get open
6. Spot shooting

Director of
 Development
 Adam Parmenter



Homer Drew
Valparaiso Crusaders



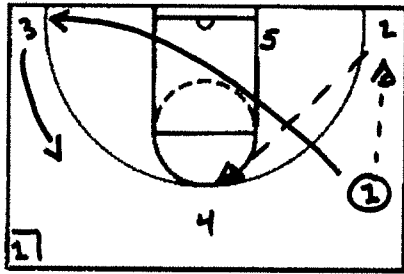
VALPARAISO CRUSADERS BASKETBALL

Head Coach: Homer Drew
 Assistants: Matt Bowen
 Ivan Vujic

Bryce Drew
 Luke Gore

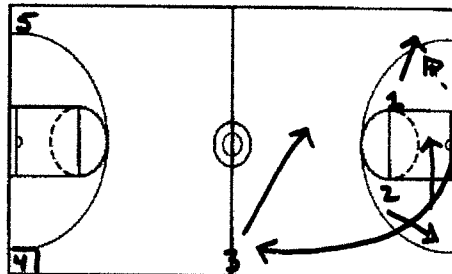
Coach Topic Clinic

HOMER DREW → VALPO PRACTICE
 10/15/05



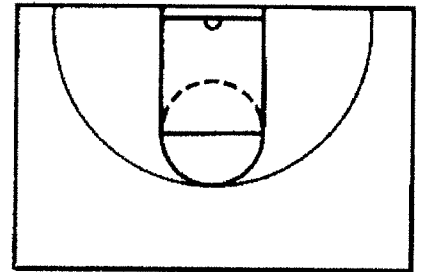
Notes VALPO'S SECONDARY

- 2 & 3 sprint to the baseline corner
- 1 pitches the ball ahead & cuts through to weak-side corner
- 3 must slide up to the weak-side wing to space off 1's cut

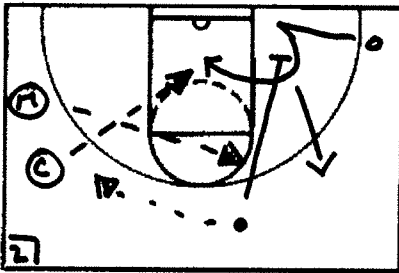


Notes VALPO'S PRESS OFFENSE

- 3 slides to the middle from either the strong/weak-side
- 4 loops to the long diagonal position on the weak-side of the floor

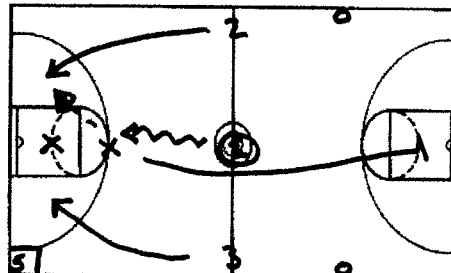


Notes



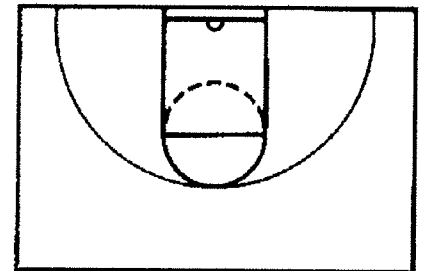
Notes SCREENING SERIES

- Screener & cutter both get shots off each repetition
- 1) Curl & Bounce
- 2) Flare & Slip
- 3) Flare & Re-screen

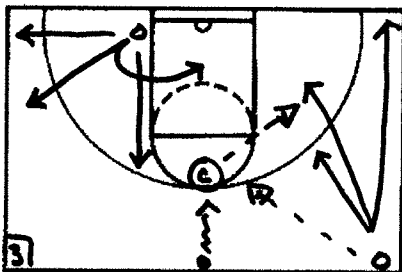


Notes CONTINUITY FAST BREAK

- 3 v. 2 to 2 v. 1
- Passer in 3 v. 2 must get back to play defense in 2 v. 1 situation
- Rebounder in 2 v. 1 outlets & leads fast break in 3 v. 2 situation

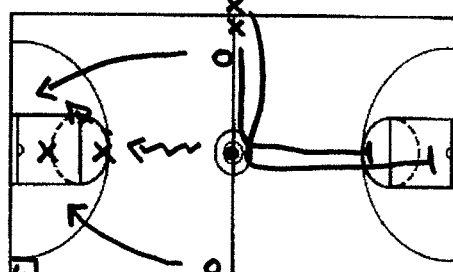


Notes



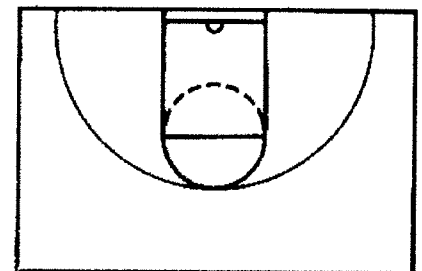
Notes VALPO SHOOTING SERIES

- 1) 15' Pull-up (Bankboard)
- 1) 3 pt. Shot
- 3) Slide to corner (from wing)
- 4) Pop cut
- 5) Inside Cut
- 6) Flare to corner (from block)
- 7) 3pt. Pull-up (Top of Key)



Notes CRUSADER FAST BREAK

- 3 v. 2 fast break drill—Similar to Red/Black Drill
- "New" defender must sprint to the center circle before they can take defensive positions



Notes



Mark Few
Gonzaga Bulldogs



Zags Basketball

Individual Development for the Perimeter Player

Goals:

- Game Shots
- Game Spots
- Game Speed

"Be consistent with everything you do"

Ballhandling (5 – 10 minutes)

Stationary

- Cross-over
(Front-Back & Side-Side)
- Behind Back

Short Spurts (Short, Quick, & Decisive)

- Inside-Out Move
- Cross-over
- Hesitation

Full Court

- Inside-Out Move
- Cross-over
- Hesitation

Form Shooting

- 1 hand form shooting (5 at each spot)
- "Shoot up, not out"

Footwork

- Form Shooting
- 8 – 12 ft. range
- Emphasis:
 - 1) Heel—Toe—Toe into shot
 - 2) Feet & Shoulders square to goal

Game Spots (Shoot 10 – 20)

- 1) Pop-out (Off down screen)
 - Vary angles
- 2) Pop-out & Drive (Good Shot Fake)
- 3) Flare
 - Vary angles (Off point, off pop-out, etc.)
 - Make sure you are stepping into your shot **(DO NOT SHOOT OFF YOUR HEELS!)**
- 4) Flare & Drive (Good shot fake)
 - Vary angles
- 5) Curl



Zags Basketball

Individual Development for the Perimeter Player

Special's (Shoot 5 of each)

- Athenian
- Wisconsin
- Panther
- 41 Ball Screen
- Secondary Reversal

Jab Step Series (Shoot 3 of each)

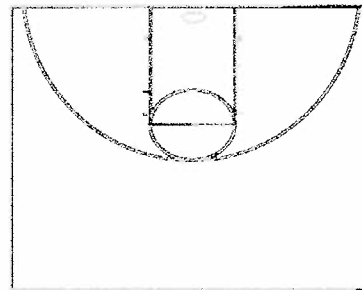
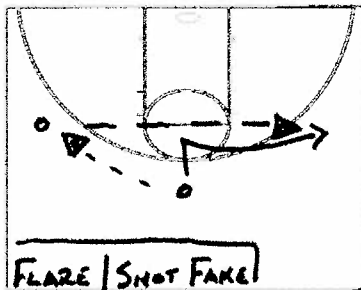
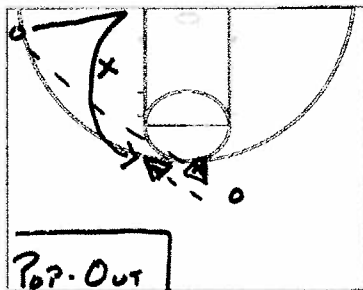
- 1) Jab & Go
- 2) Jab & Step By
- 3) Jab & Shoot
- 4) Hitch & Shoot
- 5) Hitch & Go

Star Drill

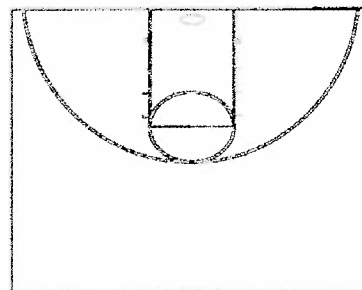
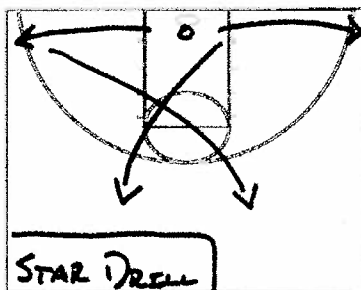
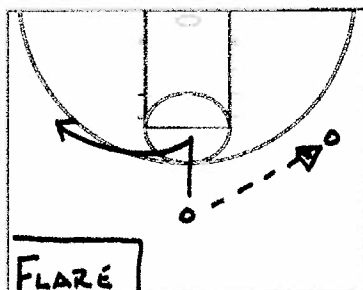
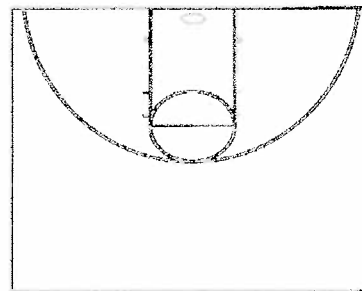
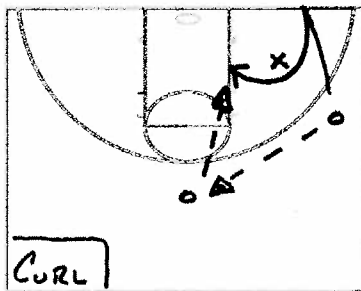
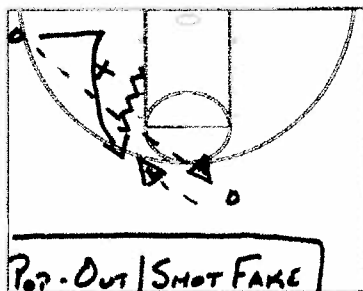
- 5 perimeter spots
- 1 minute progressions
- Perform 3 times



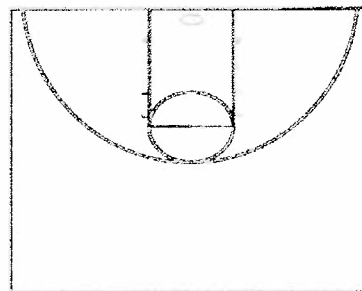
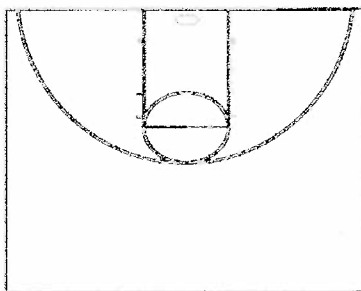
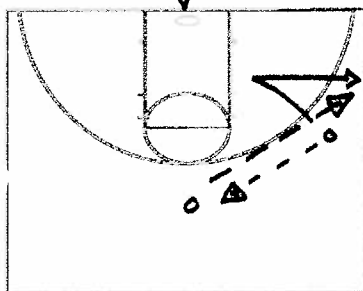
Gonzaga Bulldogs Basketball



* VARY ANGLES



* PASSER MUST
IMPROVE PASSING
ANGLE





Zags Basketball

Post Player Development Work-out

Establishing Post Position

- 1) Post above the block
- 2) Get low—Establish contact—
Get big on top
- 3) Be on balance
- 4) Give a target hand
- 5) ALWAYS catch with two hands

Goals:

- Game Shots
- Game Spots
- Game Speed

"Be consistent with
everything you do"

1-on-0 Post Moves (5 of each)

- 1) Drop Step
- 2) Up & Under
- 3) Jump Hook
- 4) Sikma Pivot
- 5) Turn Shot

1-on-1 Post Series (20 total reps)

- Token defensive pressure
- | | |
|----------------|--------------------------|
| 1) Drop Step | Establish Post Position: |
| 2) Up & Under | 1) Drive them low |
| 3) Jump Hook | 2) "Swim Move" |
| 4) Sikma Pivot | 3) "Ht & Spin" |
| 5) Turn Shot | |

1-on-1 Competitive Series (Must finish 80% of moves)

- Vary post moves
- Take what the defense gives you
- Vary methods of getting post position
- Post—Post Movement & Transition Movement

Finishing with Contact (5 reps)

- Finish off dribble drive
- Offensive Rebound

Shooting Progressions (5 of each)

- Add dribble to each move
 - 1) Pop-out
 - 2) Wing Middle & Short Corner
 - 3) Wing Baseline & Elbow
 - 4) Trailer for 3



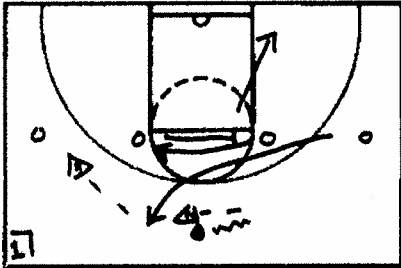
GONZAGA BULLDOGS BASKETBALL

Head Coach: Mark Few
Assistants: Bill Grier
Tommy Lloyd

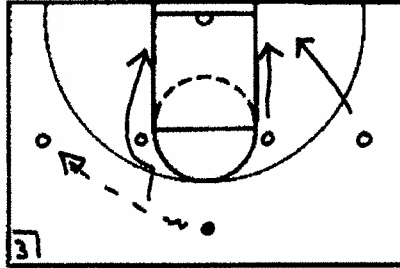
Clinic
Date

MARK FEW → GONZAGA
GONZAGA v. SAN DIEGO 3/7/05
CHECK HETS

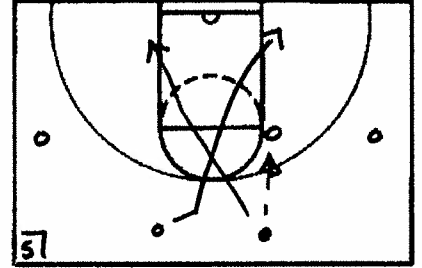
Leon Rice
Jerry Krause



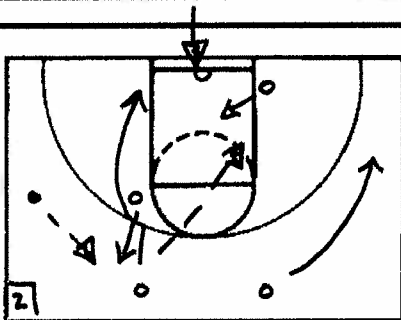
Notes _____



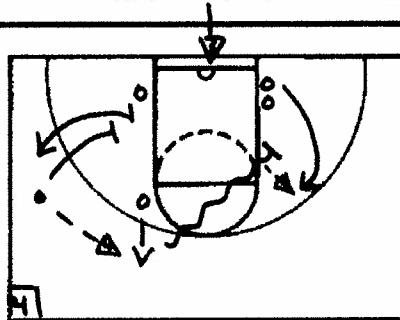
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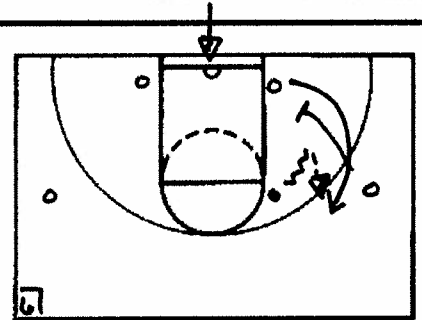
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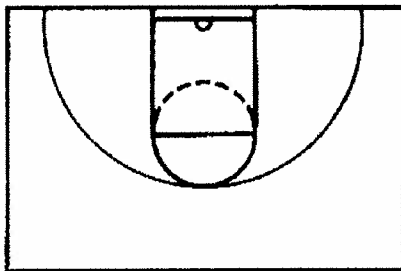
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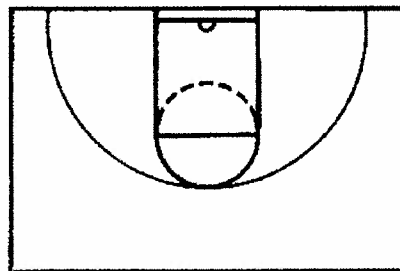
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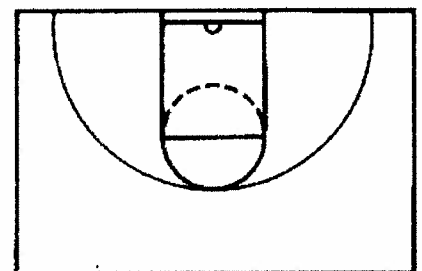
Notes _____



Notes _____

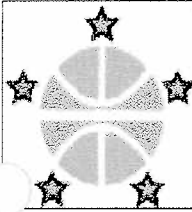


Notes _____



Notes _____





Five Star Basketball Camps

Coach: Mike Morean: IMG Basketball Academy
 Clinic: Video

Topic: Five-Star's Individual Improvement Program
 Date: Spring 2006

500 NEPPERHAN
 SUITE 200
 YONKERS (NY)
 10701

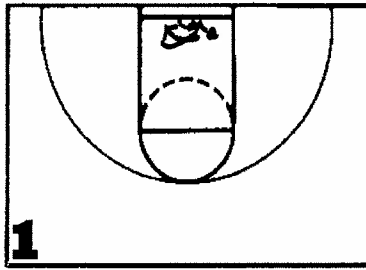
Co-Founder
 Howard Garfinkel

Co-Founder
 Will Klein

President
 Leigh Klein

Program
 Director
 Tony Bergeron

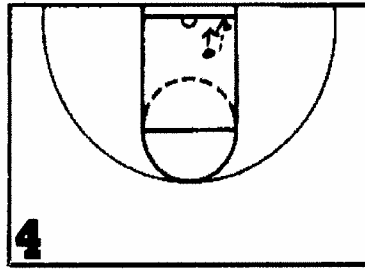
Director of
 Development
 Adam Parmenter



1

AROUND BASKET: KAREEM DRILL

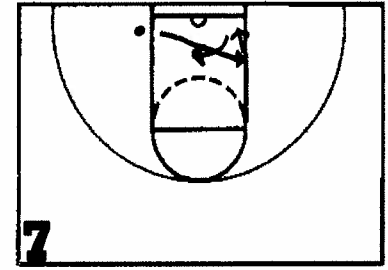
- Mikan Drill
1. Chin Ball
 2. Inside elbow in the chest
 3. Step across w/ outside leg



4

AROUND BASKET: M'HALE DRILL

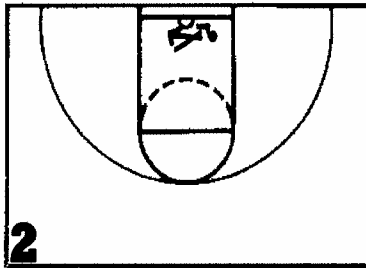
- High jump offensive rbs.
- Quick jump (Keep ball above head)



7

AROUND BASKET: DROP & HOP

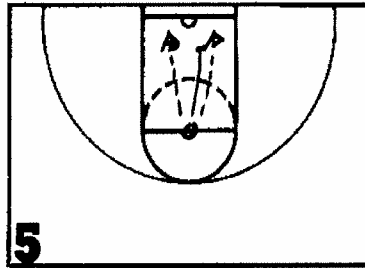
1. Drop
2. Hop (2 foot jump stop)—Change direction
3. Step Through & Score



2

AROUND BASKET: KAREEM DRILL

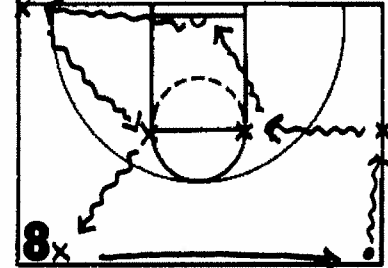
- Jump hooks off 2 feet
1. Step inside to the outside leg
 2. Ball on chin



5

AROUND BASKET: TIP-INS

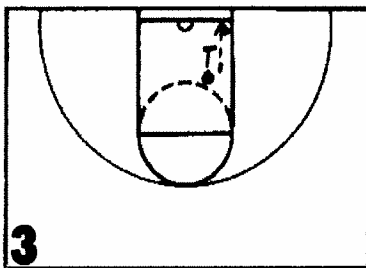
- Work 1 & 2 hand tips



8x

BALLHANDLING: 5 STAR 1 v. 1

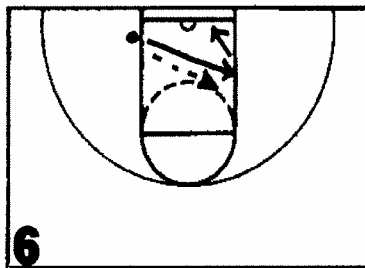
1. Cross-over
2. Behind Back
3. Between Legs



3

AROUND BASKET: POWER STEPS

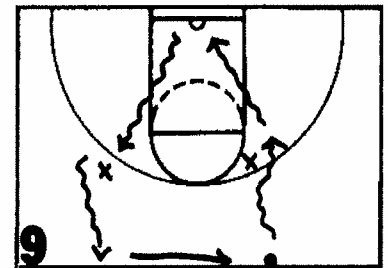
- Simulate an offensive rbs.
1. Butt to the defense while in the air
 2. Finish off 2 feet
- Add shot fake & finish w/ contact



6

AROUND BASKET: DROP STEP

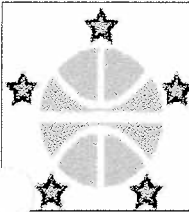
- Post on the 1st hash above the block
1. Catch it w/ two hands
 2. Chest/Chin it
 3. Look
 4. Drop/Dribble/Finish



9

DRIBBLE MOVES: STUTTER STEP

1. Protection hand
2. Drive inside shoulder low on defender's hip



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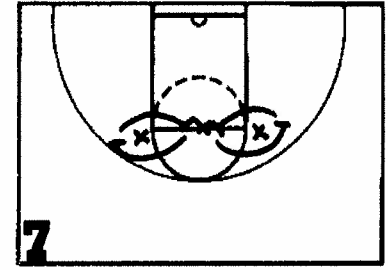
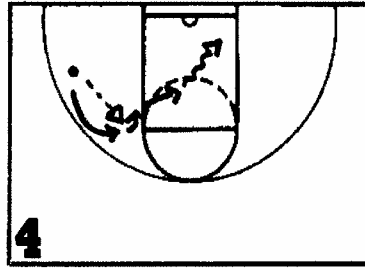
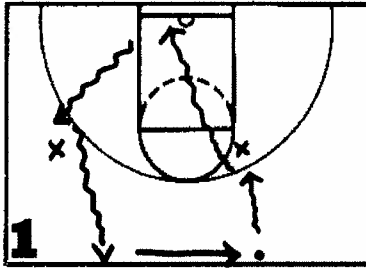
Co-Founder
 Howard Garfunkel

Co-Founder
 Will Klein

President
 Leigh Klein

Program
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 Tony Bergeron

Director of
 Development
 Adam Parmenter



DRIBBLE MOVES: STUTTER & CROSS

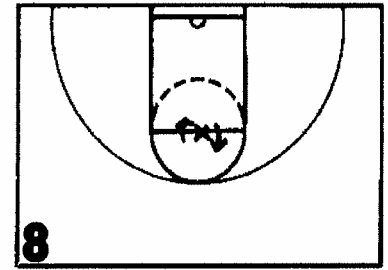
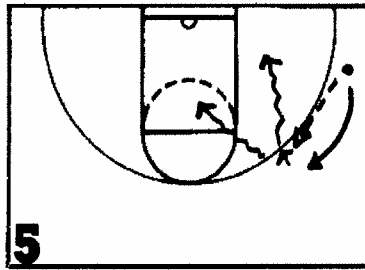
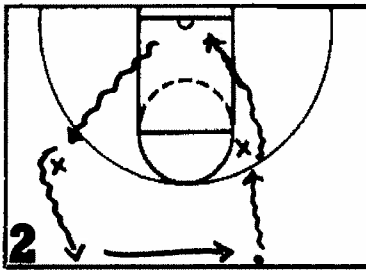
- Finish on the opposite side of the rim

MOVES OFF CATCH: SHORT/LONG STEP

1. Jump stop on the catch
2. Short step to square to Triple Threat
3. Long step to explode

DEF. FOOTWORK: FIGURE 8'S

- Pre-determine the number of sets you are going to do



DRIBBLE MOVES: INSIDE/OUT

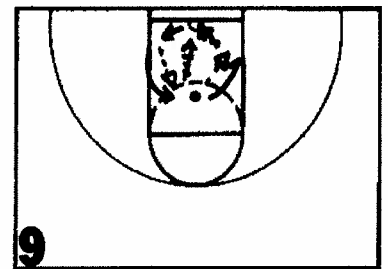
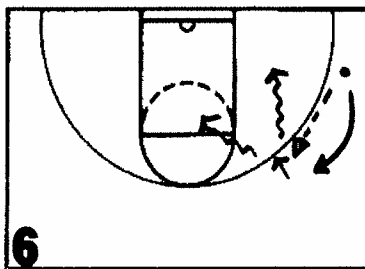
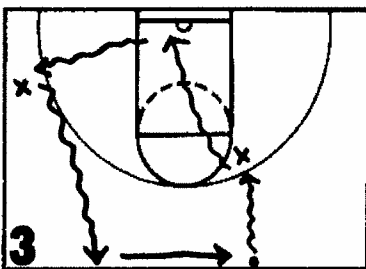
- Full speed—No hesitation
- Dip strong shoulder to get by the defender
- Add inside/out to behind the back

MOVES OFF CATCH: JAB & CROSS-OVER

1. Jump Stop on catch
 2. Jab to square up
 3. Cross to low ball swing
- Put your hip on the defender's outside hip

DEF. FOOTWORK: LINE SHUFFLES

1. Feet wider than shoulder width
2. Start feet straddling line & alternate



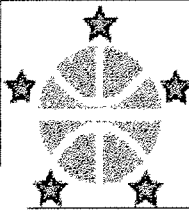
DRIBBLE MOVES: BETWEEN LEGS

MOVES OFF CATCH: FRONT PIVOT SERIES

- Get to the rim w/ 1 dribble
1. Low rip move
 2. Jab Step/Shot Fake/Rip Move
 3. Jab Step & Cross-over
- Jab & Low Swing to cross & step opposite

SHOOT FOOTWORK: HEEL/TOE/TOE

- Be low
- Show hands—"Low & Show"



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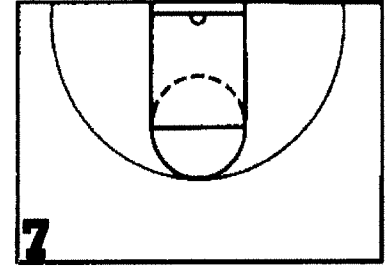
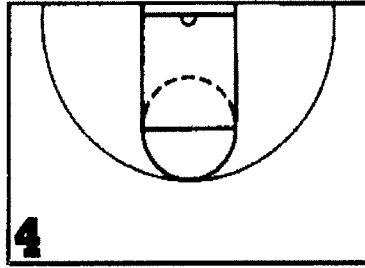
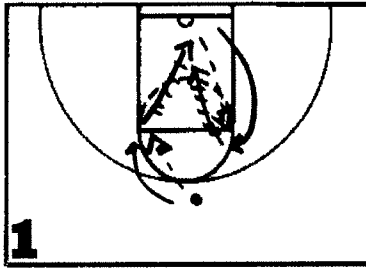
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 Leigh Klein

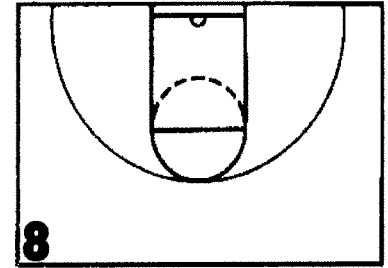
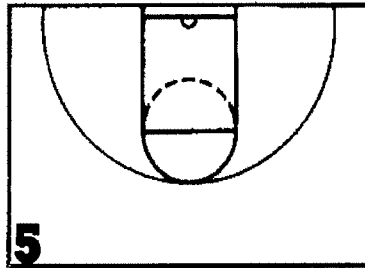
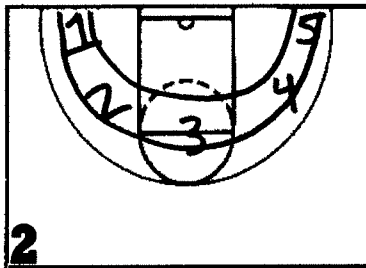
Program
 Director
 Tony Bergeron

Director of
 Development
 Adam Parmenter



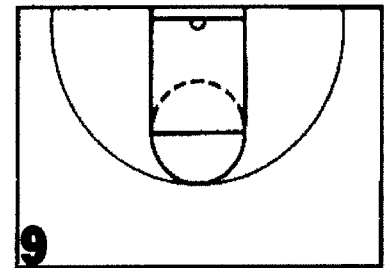
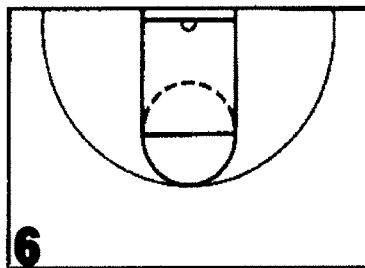
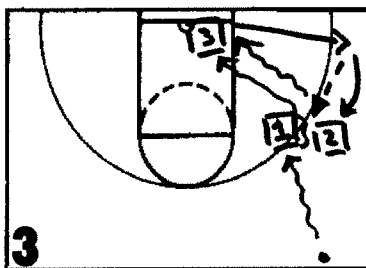
SHOOT FOOTWORK: CURL TO ELBOW

- Extension of Heel/Toe/Toe
- Work off the spin-out or w/ a partner



SHOOT FOOTWORK: SHOOT THE ARC

- Arc #1: 8'-12'
 Arc #2: 15'-17'
 Arc #3: 3pt. Range
1. Get to spot
 2. Settle your feet
 3. Spin-out
 4. Step-in



GAME CONDITIONS: SCORE 24

- Score 12 pts. on one side & ten switch



Brad Stevens
Butler Bulldogs



Butler Bulldogs

Coach: Brad Stevens: Butler
Clinic: North Putnam Clinic

Topic: Utilizing Ball Screens
Date: 9/2/06

510 W. 49TH ST.
INDIANAPOLIS
(IN) 46208
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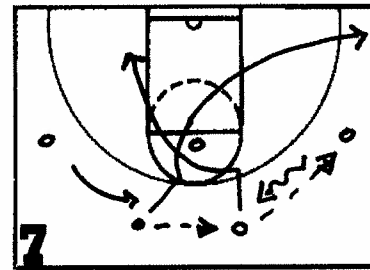
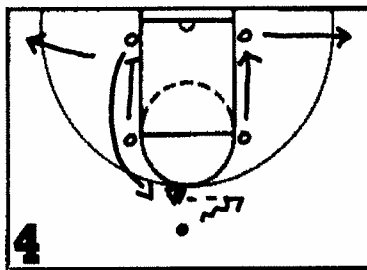
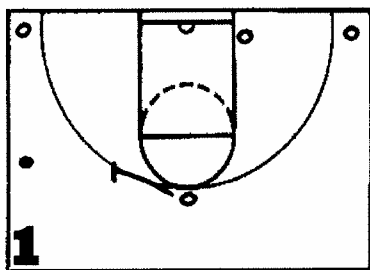
Head Coach
Todd Lickliter

Assistant Coach
Brad Stevens

Assistant Coach
Mathew Graves

Assistant Coach
LaVall Jordan

Director of Basketball Operations
Joel Cornette



Screening Angles

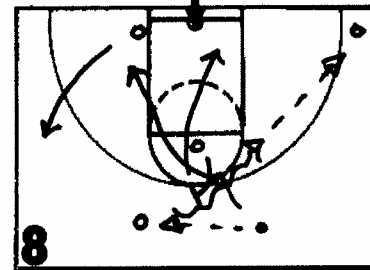
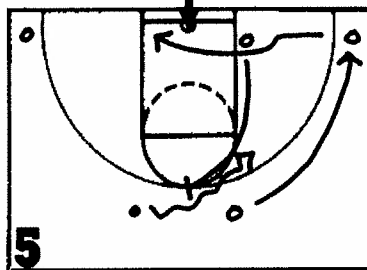
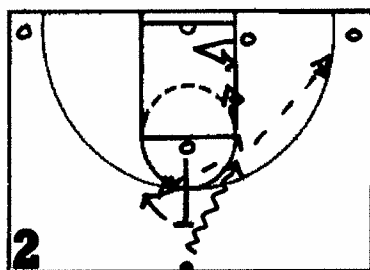
- Screening angle should be East/West, not North/South
- Pivot on right foot & sprint to the rim on the roll
- Ballhandler must come off the on-ball at the level of the screen

Box Set to Flex

- Put your best creator in the initial down screen situation

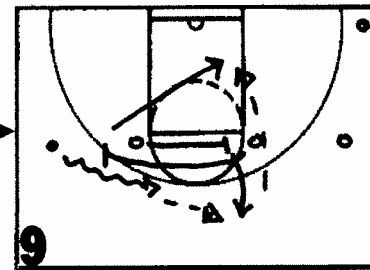
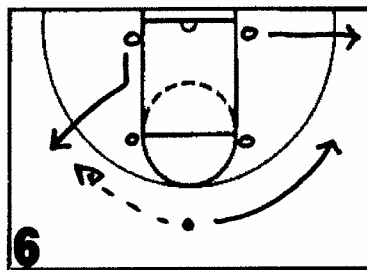
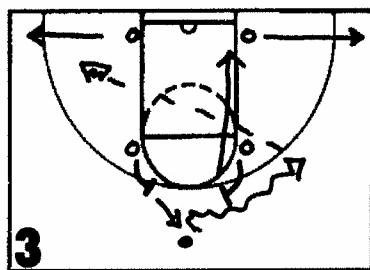
NJ Nets Set

- You can ball screen after any of the cutters



Direct Ball Screen

- Use your most skilled Big as the ball screener



Option Ball Screen

- Use either ball screen
- Look to drag dribble & skip to the opposite corner if defender helps on the roll

Dive Play



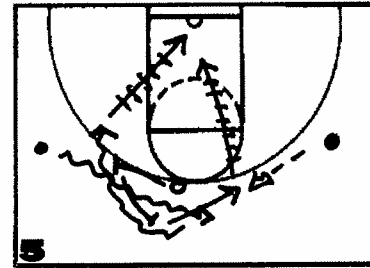
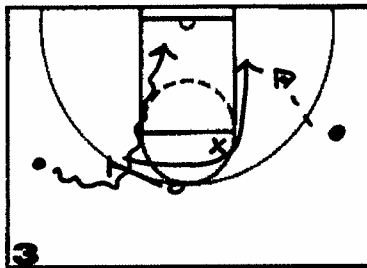
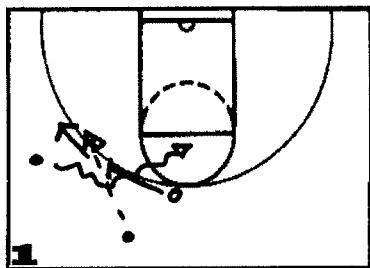
Butler Bulldogs

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Head Coach
Todd Lickliter



Hesitate & Go

- v. Hard Hedge

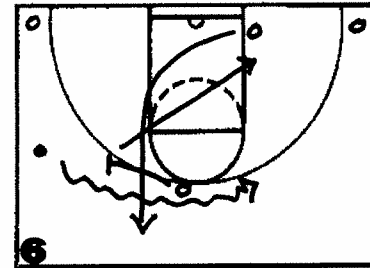
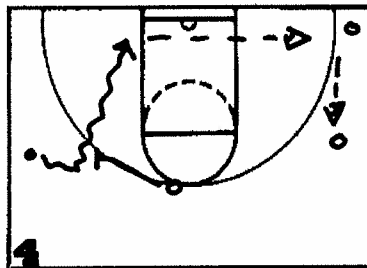
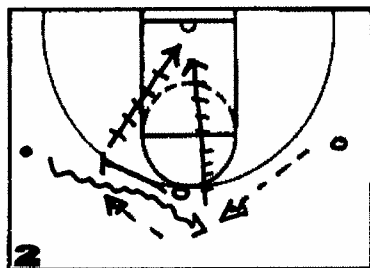
Split Move

- Ballhandler must split the hedge by firing dribble back to the screener's butt

Screen/Re-Screen

- Use behind back dribble to change directions
- Make sure you get a full dribble past the initial screen to allow re-screen to be set

Assistant Coach
Brad Stevens



Assistant Coach
Matthew Graves

Drag Hedge

- Attack hedge-man's outside shoulder
- Drag the hedge
- Rip & pass back w/ outside hand
- Screener opens to the ball

Reject Screen

- Defense jumps under the screen early
- Screener can loop behind ballhandler to wing for pass
- Look baseline drift & extra passes

Soft Hedge

- 1) Re-Screen
- 2) Put your best shooter as the initial low post—Defender cannot help on roll man

Assistant Coach
LaVall Jordan

General Notes

Notes

WHY ON-BALLS?

- 1) Many different ways to guard
- 2) You really make contact w/ on-balls
- 3) Force the defense to hedge/scramble
- 4) Dictate who has ball when defense is scrambling

READS

- 1) Hard Hedge
- 2) Soft Hedge

Director of Basketball Operations
Joel Cornette

BUTLER BASKETBALL
**PUTTING OURSELVES IN THE BEST
POSSIBLE POSITION TO HAVE SUCCESS**



1. INTANGIBLES
2. DENYING BALL PENETRATION
3. MAXIMIZING POSSESSIONS
4. SUPERIOR SKILLS

BEAT TEAMS YOU SHOULDN'T BEAT

DENY PENETRATION

• CONTAINMENT

- Sprint Back to Build a Wall in Transition
- Helpers *discourage* penetration by keeping the offense OFF BALANCE
- All five defenders know what is going on: Communication & Awareness.

• CHALLENGE SHOOTERS

- Protect the Basket and Locate Scorers in Transition
- * ➤ Closeout Smart – Stay Down on Fakes
- Challenge Shooters by going up on their shooting hand

→ 2 HAND Close-Out

• FINISH PLAYS – REBOUND!

- Hard-Initial Contact – Drive them out of position – Pursue the Basketball
- How bad do you want the ball?
- All five guys pursue the basketball relentlessly

TO ELIMINATE ROTATIONS, SCRAMBLE SITUATIONS, AND OFFENSIVE REBOUNDING

21 D → CONTAIN ? CONTEST

• OURLYENS PRINCIPLE

BEETZEL

1) CHASE SHOOTER

2) GET BACK

3) KEEP DRETSBLE IN FRONT OF YOU

DENIAL POSITION

• GAP

• SWIPE AT LINE OF BALL

• BE TRULY → MAKE THEM THINK YOU ARE THERE

BALL PRESSURE

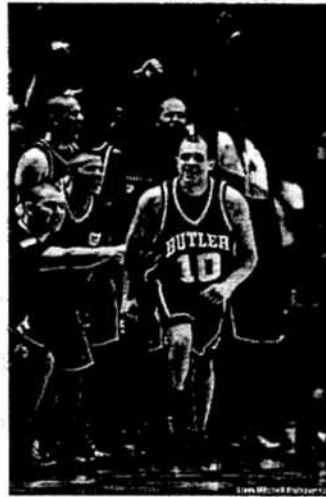
• PARALLEL FOOT

• STRAIGHT UP

* FIND A WAY TO KEEP THEM IN FRONT OF YOU

SUPERIOR SKILLS

**INDIVIDUAL
COMMITMENT
FOR
COLLECTIVE
SUCCESS**



Jamie Smalligan Workout 7' Soph

STRENGTHS - SKILLS, STRENGTH, PASSION

- PLAY 98% OF THE GAME LOWER - FINISH PLAYS HIGHER
- FOCUS ON LOW POST DEFENSE AND REBOUNDING - BOTH OFFENSIVE AND DEFENSIVE → WEAKNESS
- MASTER 2 MOVES ON EACH BLOCK
- DEVELOP "OFF THE LANE" MOVES - FACE-UP/MAKE PLAYS
- "RESILIENCY" TESTS: MULTIPLE CONTESTS, CHALLENGES
• BUILD RESOLVE & TOUGHNESS → CHALLENGE GAMES
- FINISH AROUND THE BASKET WITH AUTHORITY

5TH BEST CENTER
FROM MELNEGAN
IN 2003

• GREAT WORK ETHIC

* START PLAYS LOW
FINISH PLAY HIGH

* LEARN TO GUARD SOMEONE - YOU CAN PLAY AT
NEXT LEVEL

BRUCE HORAN

STRENGTHS – SHOOTING, STRENGTH, TOUGHNESS

- SOAR WITH STRENGTHS – REPS AND MAKES ARE VERY IMPORTANT TO BRUCE AND TO OUR TEAM
- SPEND AT LEAST 30% OF EACH WORKOUT SHOOTING DIRECTLY OFF OF OUR ACTIONS
- PENETRATE NORTH/SOUTH – FIRST STEP TOWARDS THE RIM
- GET TO THE FT LINE – FAKES, DRIVES, OFFENSIVE REBOUNDS
- SPRINT TO SPOT IN TRANSITION – INCREASE # OF EASY 3s
- WORK OFF OF BALLSCREENS AND HAND-OFFS

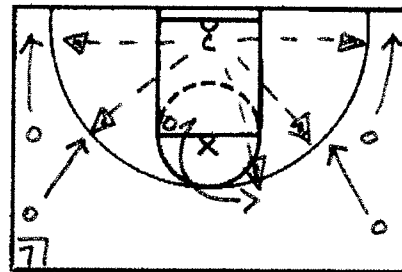
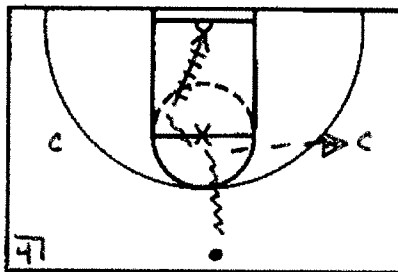
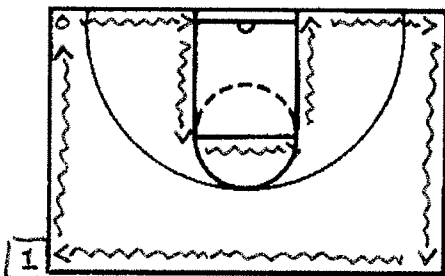


BUTLER BULLDOGS BASKETBALL

Head Coach: Todd Lickliter
 Assistants: Brad Stevens Matthew Graves
 LaVall Jordan Terry Johnson

**Clinic
Date**

BRAD STEVENS → BUTLER
 INDIVIDUAL SKILL DEVELOPMENT
 HCE COACHES ROUNDTABLE 10/2/04



**Notes HALF COURT
DRILL**

- 2-ball ballhandling drill
- Change direction at each lined corner
 - 1) Straight
 - 2) Cross-over
 - 3) Behind Back

**Notes 2-BALL
SHOOTING**

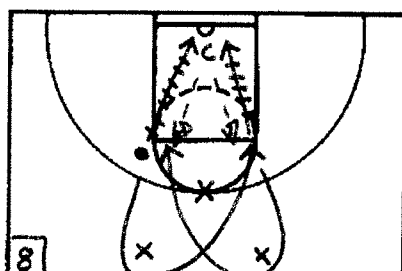
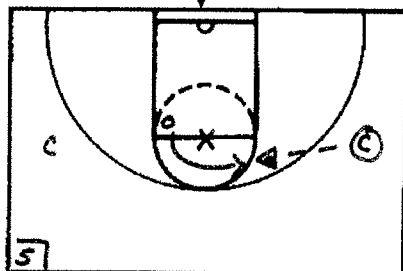
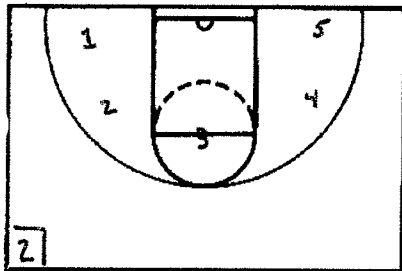
- 2-balls are dribbled to the chair at the FT Line
- Coach calls a direction—Pass that ball to the respective-side's line
- 1-2 dribbles w/ ball for jump shot

Notes NUGGETS DRILL

- Make 3 in a row to move to next spot
- Miss 2 in a row you have to run

Positions

- 1) Baseline Drift
- 2) Transition Sprint to wing
- 3) Screen/Screener in middle



Notes BEAT THE PRO

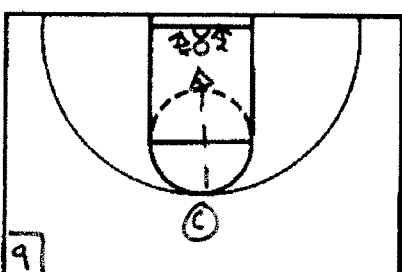
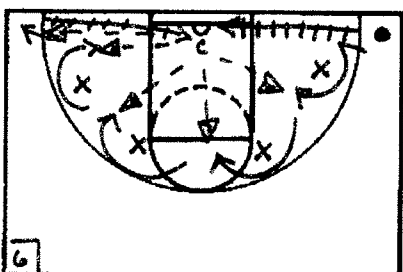
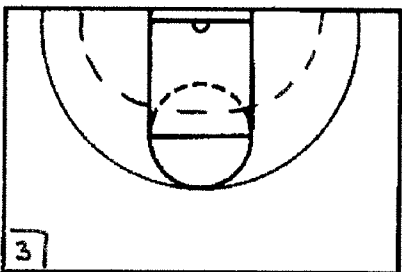
- 1 perimeter spots—Adjust to shooter's range
- +4 beats the pro/-4 Pro wins
- Make = +1
- Miss = -2

Notes

- Once you have shot the 1st ball you curl off the chair to the side where coach has the ball for a jump shot

Notes X SHOOTING

- Make 4 in a row to win
- Good conditioner
- Excellent footwork drill—Step into your shot
- You can create you own scoring system or challenge



**Notes OFF LANE
POSITION**

- Face-up post area

Notes M SHOOTING

- Start w/ a spot-up 3 from either corner
- V-cut & semi-curl off 1st charge for catch & shoot
- Repeat on next three chairs
- Finish w/ spot-up 3 from corner
- Go across & back for 12 total shots
- Add run through & shot fake/dribble

Notes REVERSE MIKAN

- Post player starts under the basket facing the coach
- Both hands are at ear level
- Coach fires ball to either target hand
- Post must catch & finish w/ Reverse Mikán & Outlet to coach to repeat

Ballscreen Offense



1. Why On-Balls?
2. Initial Teaching Points to Consider
3. Personnel & Successful Tendencies
4. Guard Reads
5. Ballscreen Actions and Sets

WHY ON-BALLS

- **Many Different Ways to Guard**
 - Most teams have one (maybe two) set ways to guard off-the-ball screens. Those same teams may guard on-balls multiple ways (trap, hard hedge, soft hedge, switch, down it, etc.)
 - Teams will also often guard on-balls differently depending on personnel, time & score, and location on the floor.
- **More often than not, a SCREEN is actually set**
 - The onus is on the ballhandler to get the basketball to the level of the screener, and the screener to hold his ground.
 - Off-the-ball, a screen is actually set a lower percentage of the time because of a variety of factors.
- **Often forces the defense to scramble**
 - With any hedge, the defense commits two defenders to guarding one person.
 - With soft hedges, you can drag the double all the way across the floor.
 - With hard hedges, you can drag & kick back to screener to play 4-on-3.
- **Best Decision-Maker / Playmaker has the ball**
 - You can have the ball in your best playmaker's hands.
 - You can decide what actions you want to run to maximize your team's strengths.

Teaching Points

- **Screener**
 - Chest to the Sideline – You definitely don't want to set it at an angle where the guard can't explode in a direct path to the basket.
 - If a hard hedge... screener rolls hard and is replaced or pops back.
 - If a soft hedge... screener rolls hard, pop back in scoring position or rescreens.
 - If screen is "downed"... screener turns the angle of screen, fills in behind penetration or calls for the ball and looks to hand-off opposite.
 - If the defense goes tight & under... screener looks to set it as low as possible.
- **Ballhandler**
 - Must get to the level of the screen – No Lower. You, at least, want to come off the screen going parallel to the baseline.
 - Begin to come off the screen at a controlled pace.
 - Recognize the defense's intent and plan, and prepare to make correct read(s).
 - Keep your Eyes Up at all times.
- **Other 3 Players on the Floor**
 - Great Spacing – Shooters in the corners and/or spaced opposite the on-ball.
 - Post ready to duck-in at the rim after the on-ball occurs.
 - Both are watching the on-ball intently to prepare to react off penetration.

Personnel

- **A Great Playmaker, But an Average Shooter**
 - Give the defense time to see the on-ball is coming – set it as low as possible, because you can generally assume you'll be playing against people that will go under the screen.
- **A great shooter, a score first guard**
 - Screen into on-balls – so that the hedge is taken away – thus allowing the ballhandler to make plays.
- **A guard that can both shoot and make plays**
 - Now you're really going to be good – mix it up. Early in the shot, you may want to set an on-ball to see how they want to guard it. Later on you may want to sprint into it, so that he can make a play.
- **A screener that is limited on the perimeter**
 - Roll him hard to the rim – the roll is not a slide, but rather a turn & sprint.
 - If you do pop and receive the ball, immediately drive at the guard opposite to hand-off.
- **A screener that can really shoot**
 - Pop-back on the screen – a great area to run this is when you've cleared an entire side for the ballscreen to occur.

Ballhandler's Reads

- **Hesitate and Go** *See Diagrams 1-6*
 - Versus a "Quick" Hedge and Recover – Often results in a 15' pull-up.
 - Key: Freeze the hedge man with your eyes, keep weight on back foot.
- **Rescreen**
 - Versus a flat, soft hedge – Often results in a jumpshot between 17-20'.
 - Key: Go one dribble past initial screen, behind the back to reverse direction.
- **Shoot Behind**
 - Men on the ball goes under both the screener and his defender.
 - Key: Set the screen low as possible, Handler squares up directly behind screen.
- **Reject the Screen**
 - Fake coming off the screen, cross over and explode.
 - Key: Defender on-the-ball is overplaying the screen.
- **Split the Screen**
 - Go directly behind the screener on an overaggressive hedge.
 - Key: Hedge loses contact with screener, handler gets low and pushes thru.
- **Drag the Screen**
 - On a soft hedge, drag to opposite sideline – on a hard hedge drag out – as far as they'll go with you.
 - Key: Attack the outside shoulder of the hedge, be strong on return pass to screener.

Actions to Consider

See Diagram 7-15

- **Middle Ballscreens**
 - General Alignment – See Diagrams 7 & 8.
 - If you pop back, set it more in the middle – On roll set it just outside lane-line extended.
- **Empty-Side On-Balls**
 - Clear out a corner and set the on-ball with your best shooter or 1-on-1 player.
 - See Diagrams 9 & 10.
- **Outside On-Balls**
 - Set on-ball towards the outside and kick back to middle of floor – See Diagram 11.
- **Late Shot Clock / Game Clock**
 - Begin in 4-Low Alignment – Sprint (or cross-screen) into on-ball – See Diagram 12 & 13.
 - Flat-screen – Especially with a strong, athletic guard – See Diagram 14.
- **Continuity**
 - A good "motion" offense to go to when you have three perimeter players that are relatively equal using the on-ball – See Diagram 15.

Utilizing the On-Ball Screen

1. Hesitate & Go

- *Defense plays soft hedge/recover
- *Ball-Handler hesitates and takes 1-2 dribbles past screen for shot

Keys: Ball-Handler Eyes to rim, freeze hedge man, Weight on Back Foot

2. Rescreen

- *On-Ball Defender jumps over screen with a Hedge
- *Ball-Handler will reverse direction and come back off screen

Keys: Ball-Handler one dribble past screen, reverse w/ btw legs, behind back

3. Shoot Behind

- *Defender goes under the screen with no hedge
- *Ball-Handler will shoot behind the screen

Keys: Ball-Handler must square up behind screen. Take your time.

4. Reject

- *Defender does not allow ball-handler to use ball screen
- *Ball-Handler will reject the screen

Keys: Ball-Handler must drive defender at screen. (Have an act)

5. Split

- *The Hedge is very aggressive
- *Ball-Handler will split between screener and hedge man

Keys: Ball-Handler must keep ball low and slap ball through.

6. Drag

- *Defense will trap the on-ball
- *Ball-Handler drags trap toward half-court

Keys: Ball-Handler must drag hedge away at least 2 dribbles. (Eyes up)