ADVANTAGE BASKETBALL

Bonus Advantage Playbook

97 FastDraw examples to use alongside the bonus game film

Find an action

Select a chapter, then a play. The bonus number matches the video lesson.

01	Ghost Actions	BONUS 01–17
02	Zoom Actions	BONUS 18–23
03	Empty Ball Screens	BONUS 24–42
04	Dribble Handoffs	BONUS 43–52
05	Attacking Closeouts	BONUS 53–62
06	Second-Side Actions	BONUS 63–66
07	Transition	BONUS 67–78
08	Specialty Actions & Ball Screens	BONUS 79–97

Ghost Actions

BONUS 01–17 / 17 PLAYS

Who goes with the ghost?

Follow the screener as the ballhandler turns the corner. Compare the slip to the rim with the pop behind two defenders.

BONUS	PLAY	PAGE
01	Slip Behind a Late Tag / Nebraska	3
02	Lift the Wing, Free the Slip / UConn	4
03	Guard-to-Big Ghost Entry / Nebraska	5
04	Kick Back Against a Blown Switch / Michigan	6
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11	Screen the Receiver, Fade the Passer / Michigan	13
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14	Ghost the Screen and Dive / Iowa	16
15	Pass and Ghost Into Open Space / Iowa	17
16	Double Drag With a Ghost Pop / Iowa	18
17	Screen for the Popping Ghost / Iowa	19

CH. 01 / GHOST ACTIONS

BONUS 01

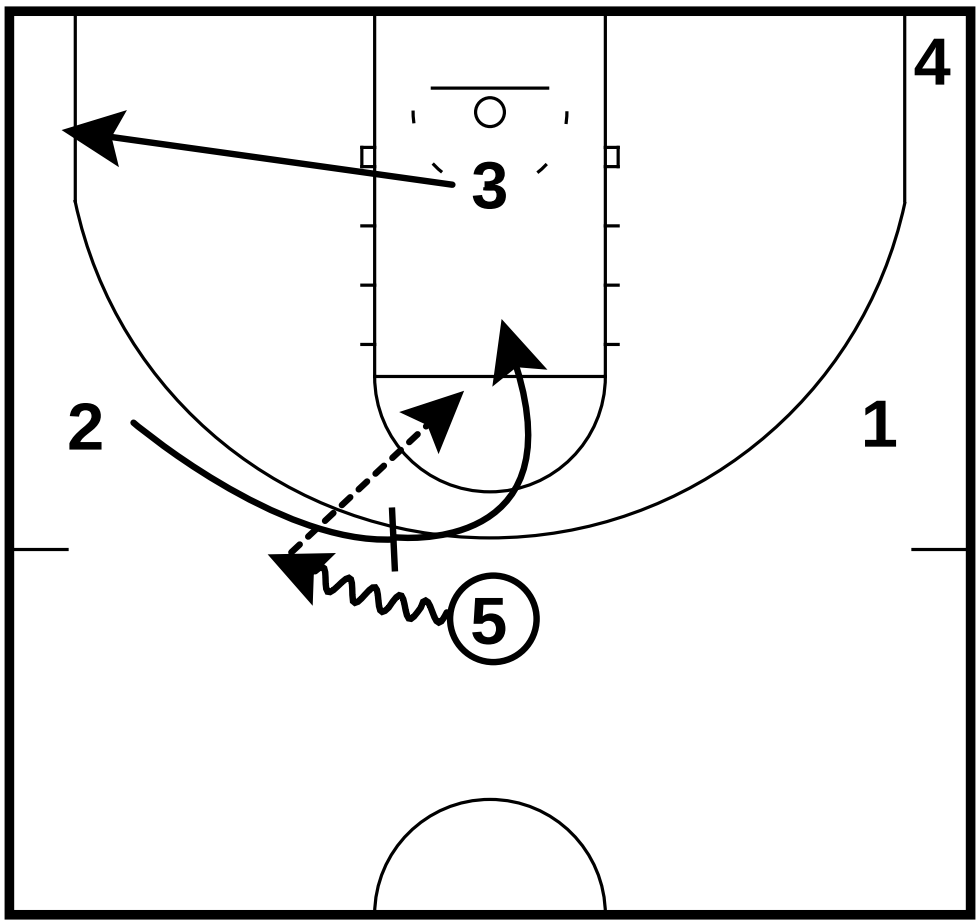
Slip Behind a Late Tag

Nebraska / Create

FILM CUE

As 3 takes a defender to the corner, 2 slips the ghost screen for 5. Deliver the short-roll pass before the next defender can tag.

01 / SEQUENCE



2 slips the ghost screen as 3 takes X3 to the corner. X4 tags late, and 5 finds 2 on the short roll for a layup.

PRACTICE NOTES

CH. 01 / GHOST ACTIONS

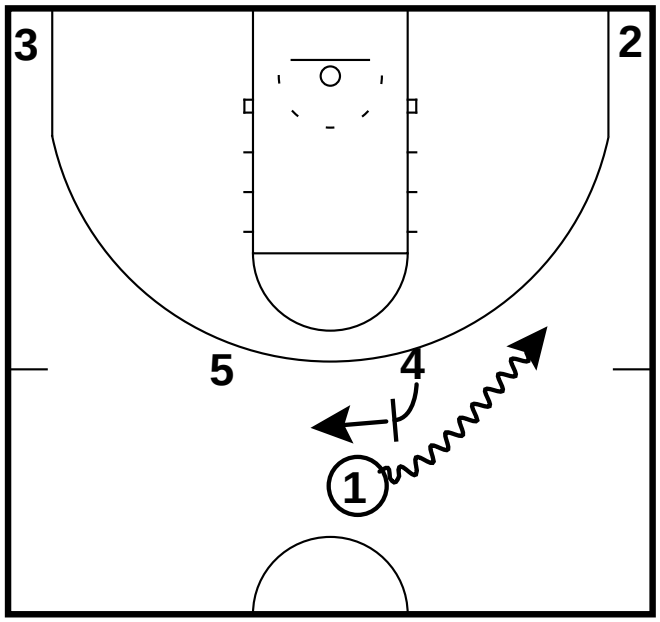
BONUS 02

Lift the Wing, Free the Slip

UConn / Create

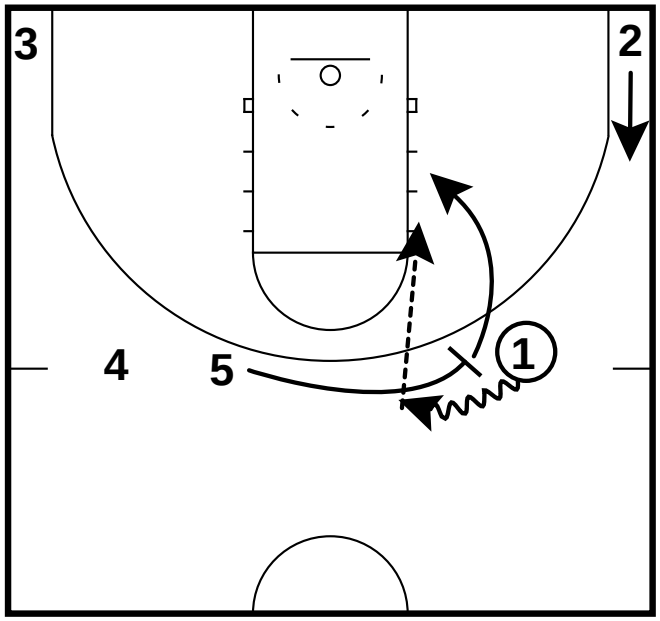
FILM CUE

Have 2 lift as 5 slips the screen. With 2's defender occupied, 1 can drop the ball to 5 at the rim.



01 / SEQUENCE

1 dribbles toward the right wing as 4 clears across the top.



02 / SEQUENCE

5 slips the ghost screen. As 2 lifts and occupies X2, 1 drops the ball to 5 for a layup.

CH. 01 / GHOST ACTIONS

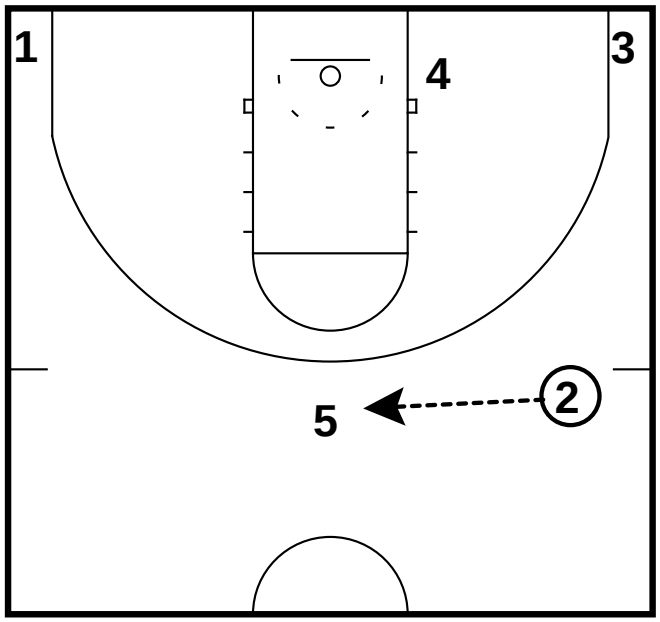
BONUS 03

Guard-to-Big Ghost Entry

Nebraska / Create

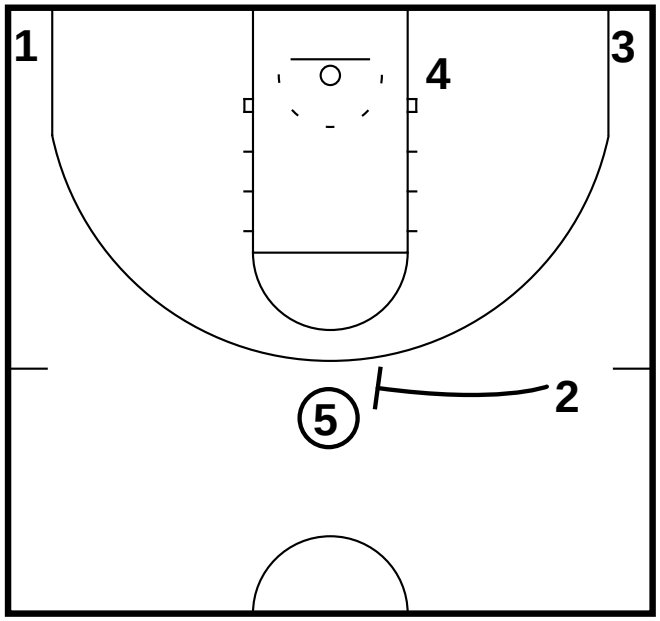
FILM CUE

Space both corners. Have 2 pass to 5 up top and immediately follow the pass into a ghost screen for 5.



01 / SEQUENCE

2 passes to 5 at the top with both corners occupied.



02 / SEQUENCE

2 follows the pass into screening position for 5.

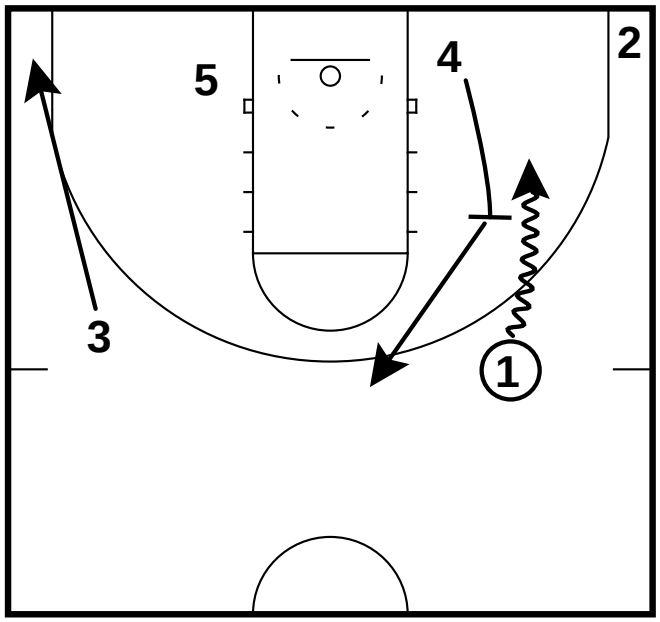
CH. 01 / GHOST ACTIONS BONUS 04

Kick Back Against a Blown Switch

Michigan / Create

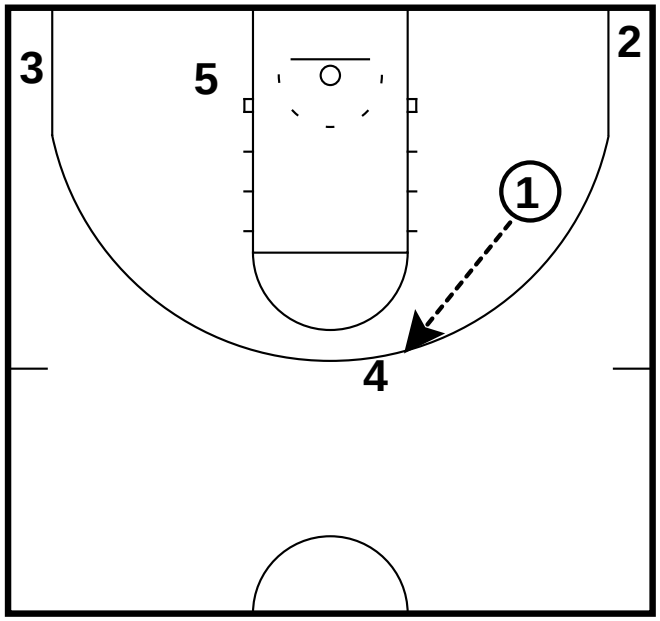
FILM CUE

Leave 3 spaced as 4 sprints up to ghost for 1. When both defenders follow the ball, 1 throws back to 4 for three.



01 / SEQUENCE

3 makes room as 4 sprints up to ghost for 1.



02 / SEQUENCE

Two defenders follow 1, leaving 4 open for the kickback three.

CH. 01 / GHOST ACTIONS

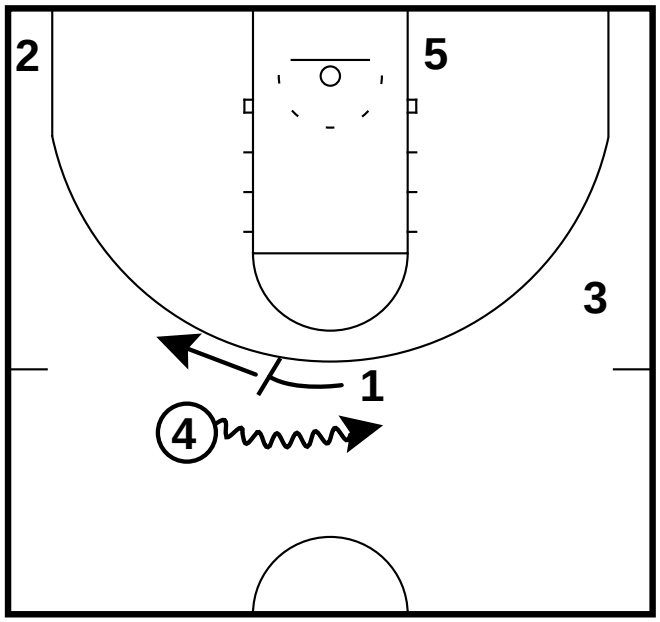
BONUS 05

Early Tap Screen for the Ball Handler

Michigan / Create

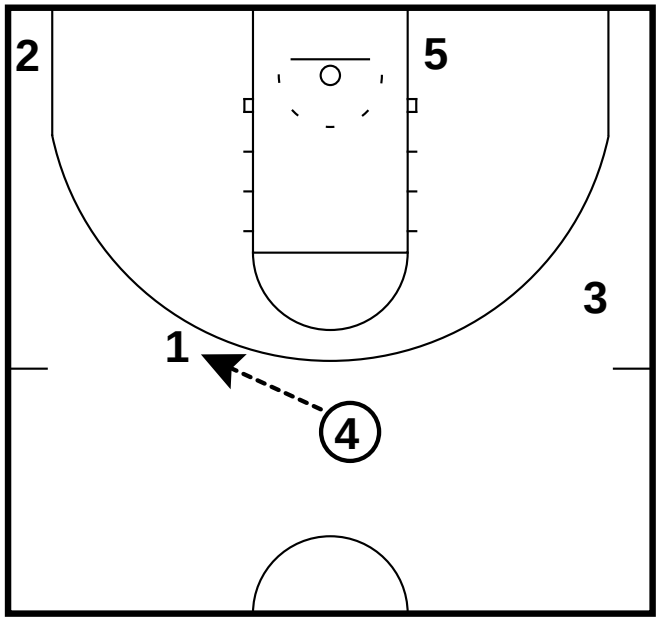
FILM CUE

Use 1 as the ghost screener for 4 in transition. If the defenders both stay with 4, return the ball to 1 for the three.



01 / SEQUENCE

1 ghosts for 4 early in transition.



02 / SEQUENCE

Two defenders stay with 4, who passes back to 1 for an open three.

CH. 01 / GHOST ACTIONS

BONUS 06

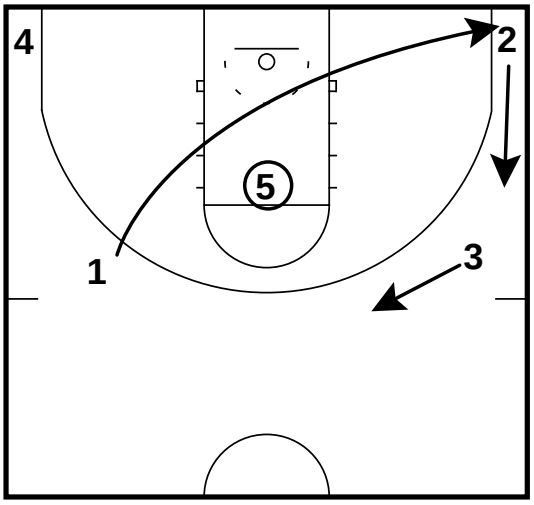
Cut, Catch and Ghost the Passer

Nebraska / Create

FILM CUE

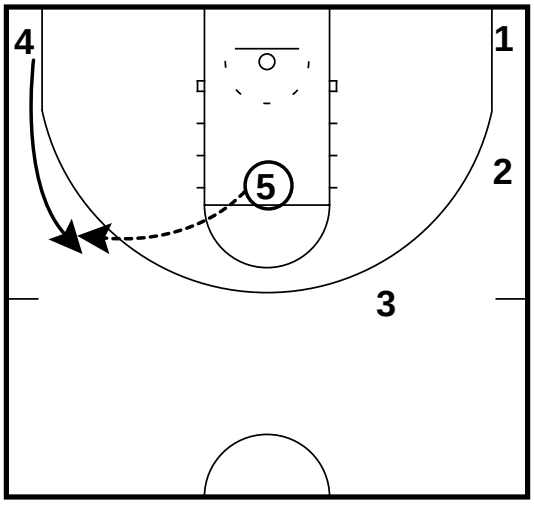
After 4 cuts and catches from 5, have 5 sprint into the ghost and pop. As 4 turns the corner, look back to 5 for three.

01 / SEQUENCE



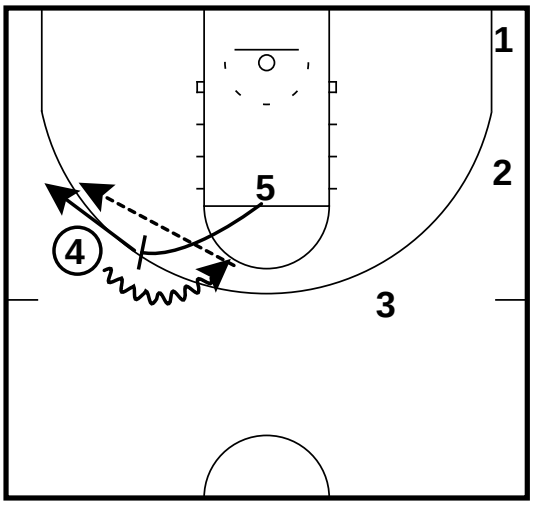
1 cuts through as 2 and 3 space the floor.

02 / SEQUENCE



4 cuts to the ball and receives the pass from 5.

03 / SEQUENCE



5 ghosts for 4 and pops. 4 comes off the screen and passes back to 5 for an open three.

PRACTICE NOTES

CH. 01 / GHOST ACTIONS

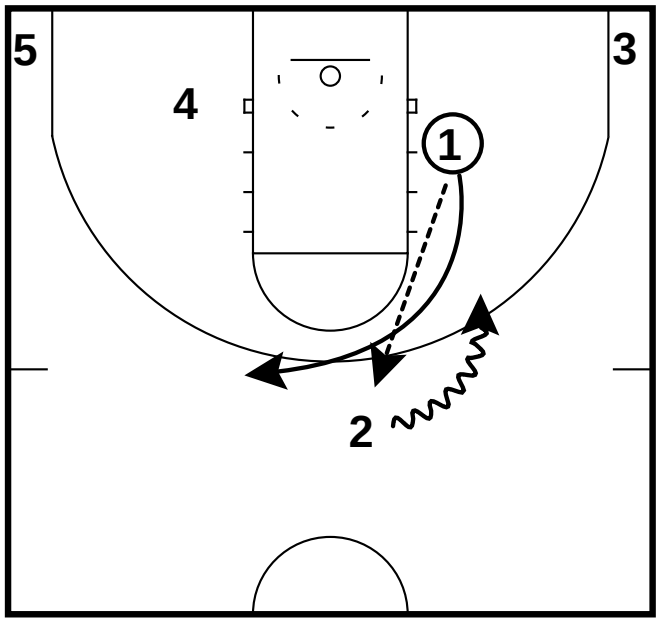
BONUS 07

Pass and Chase Into a Ghost

Nebraska / Create

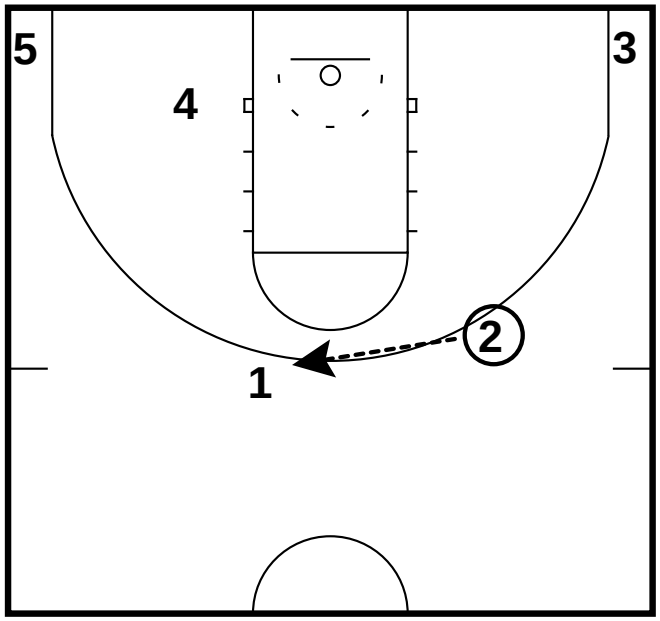
FILM CUE

Have 1 pass to 2 and sprint straight into the ghost screen. Return the pass as 1 pops into shooting space.



01 / SEQUENCE

1 passes to 2 and sprints into a ghost screen.



02 / SEQUENCE

2 passes back to 1 for an open three.

CH. 01 / GHOST ACTIONS

BONUS 08

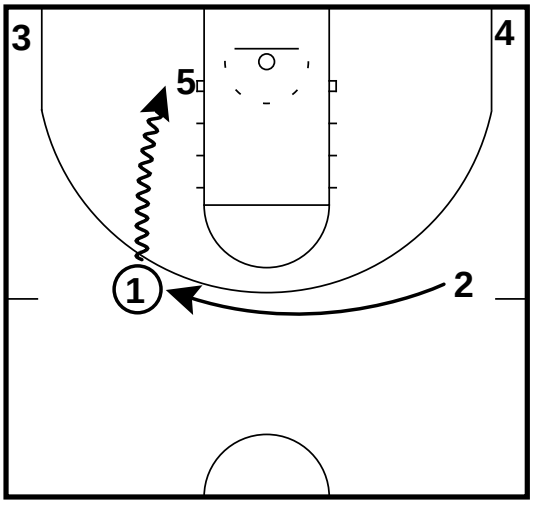
Fill Behind the Drive, Then Ghost

Nebraska / Create

FILM CUE

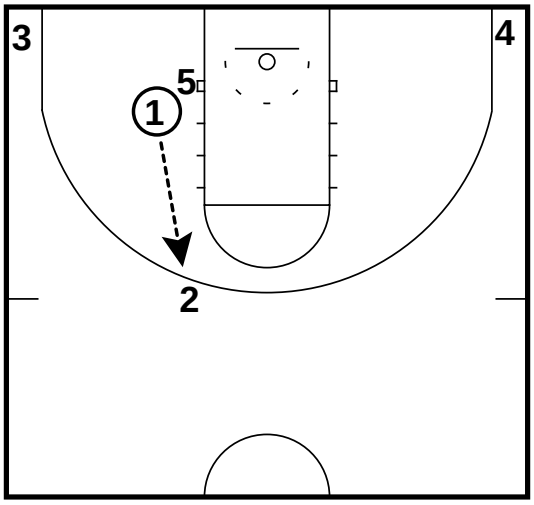
Have 2 fill behind 1's drive and attack immediately on the return pass. As 1 ghosts, 2 can kick back for three.

01 / SEQUENCE



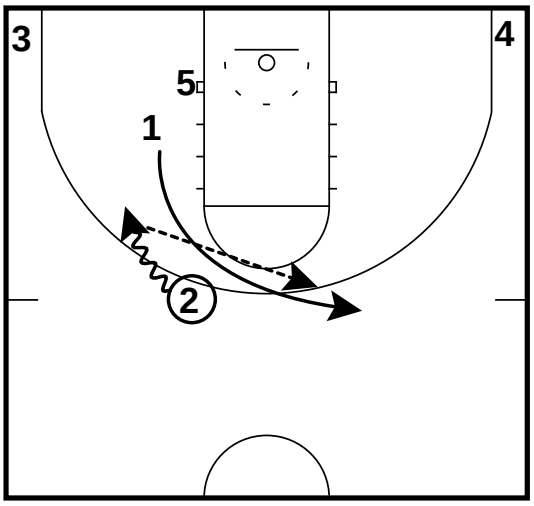
1 drives and 2 fills behind the ball.

02 / SEQUENCE



1 passes back to 2.

03 / SEQUENCE



2 drives downhill as 1 ghosts, then kicks out to 1 for an open three.

PRACTICE NOTES

CH. 01 / GHOST ACTIONS

BONUS 09

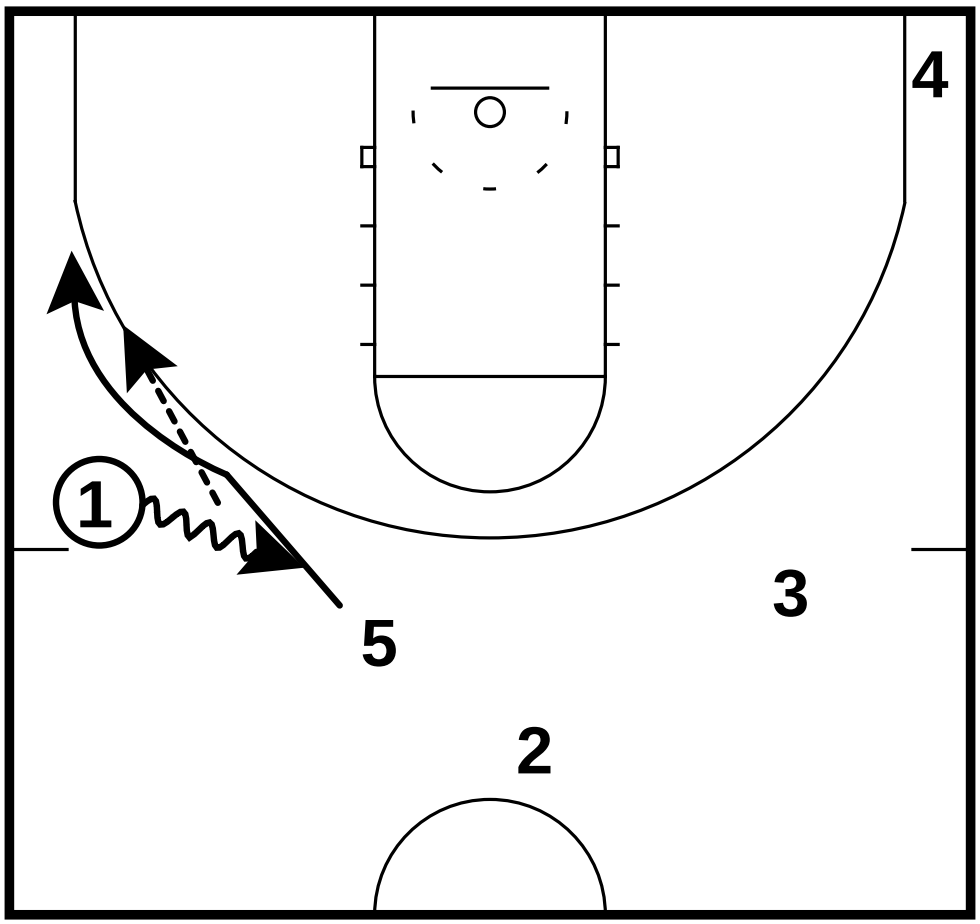
Ghost the Drag for Three

Nebraska / Create

FILM CUE

Send 5 into the early drag and have 5 ghost the screen. When both defenders stay with 1, throw back to 5 on the perimeter.

01 / SEQUENCE



5 ghosts the drag screen. Two defenders go with 1, who kicks back to 5 for an open three.

PRACTICE NOTES

CH. 01 / GHOST ACTIONS

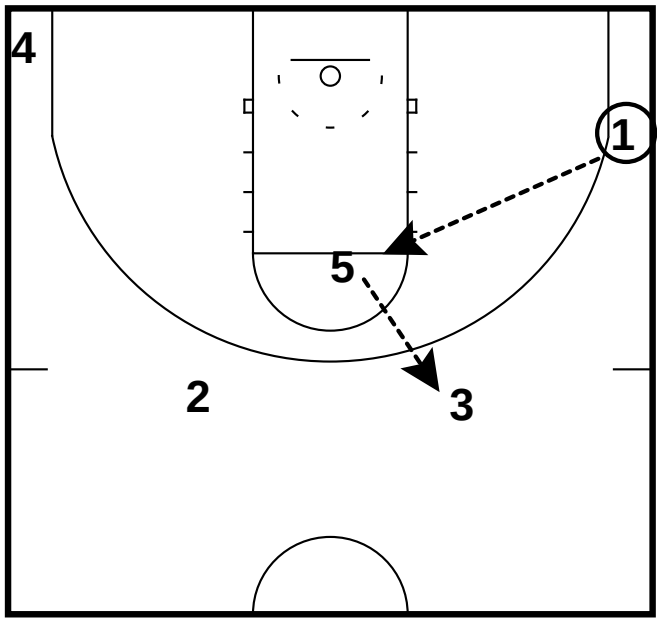
BONUS 10

Flash, Reverse and Slip to the Rim

Nebraska / Recognize

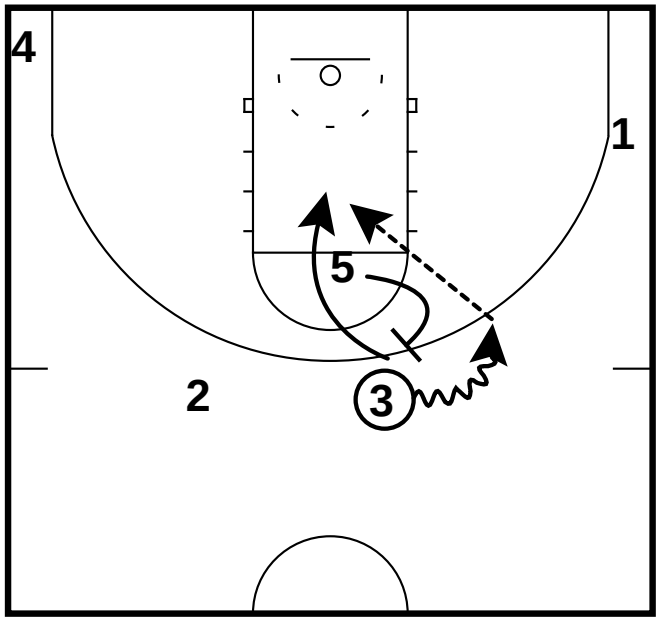
FILM CUE

Enter to 5 on the flash, then reverse to 3. When 3 draws both defenders, drop the pass to 5 slipping behind them.



01 / SEQUENCE

5 flashes to receive the pass from 1, then moves the ball to 3.



02 / SEQUENCE

5 slips the screen. 3 draws two defenders and drops the pass to 5 for a layup.

CH. 01 / GHOST ACTIONS

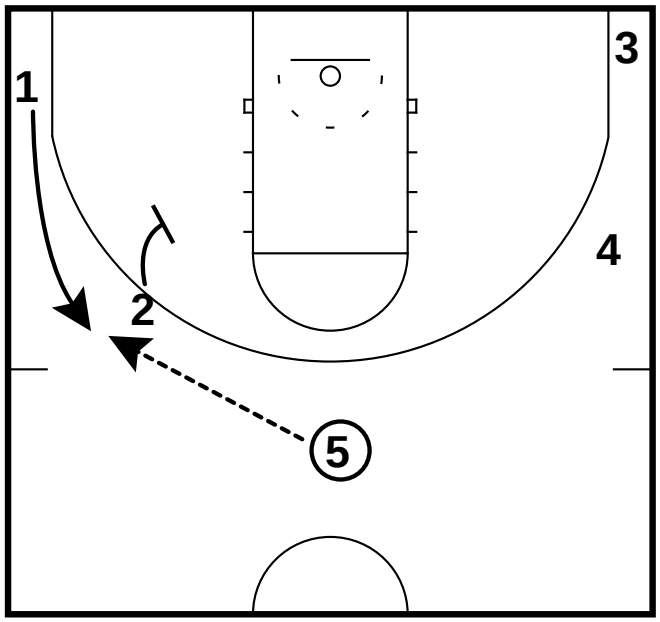
BONUS 11

Screen the Receiver, Fade the Passer

Michigan / Create

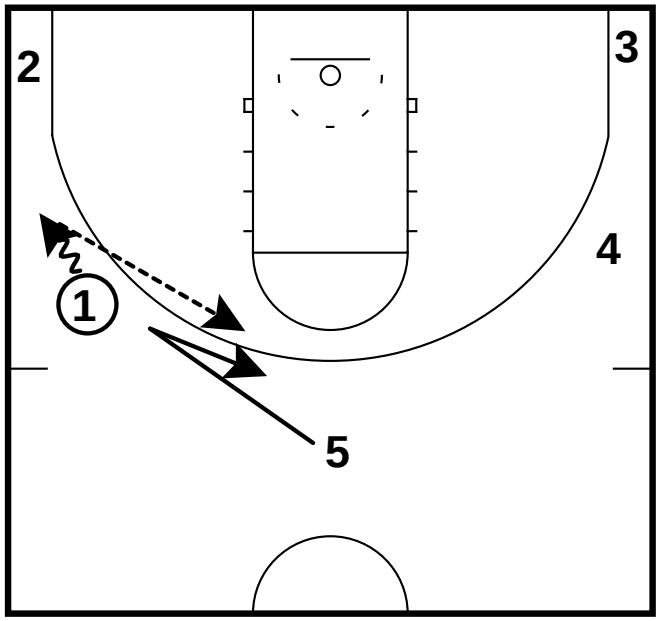
FILM CUE

Free 1 with 2's screen so 5 can make the entry. Have 1 take a dribble downhill as 5 fakes the next screen and fades back for three.



01 / SEQUENCE

2 screens for 1, and 5 passes to 1.



02 / SEQUENCE

5 shows the screen and fades. 1 takes a dribble downhill and finds 5 for an open three.

CH. 01 / GHOST ACTIONS

BONUS 12

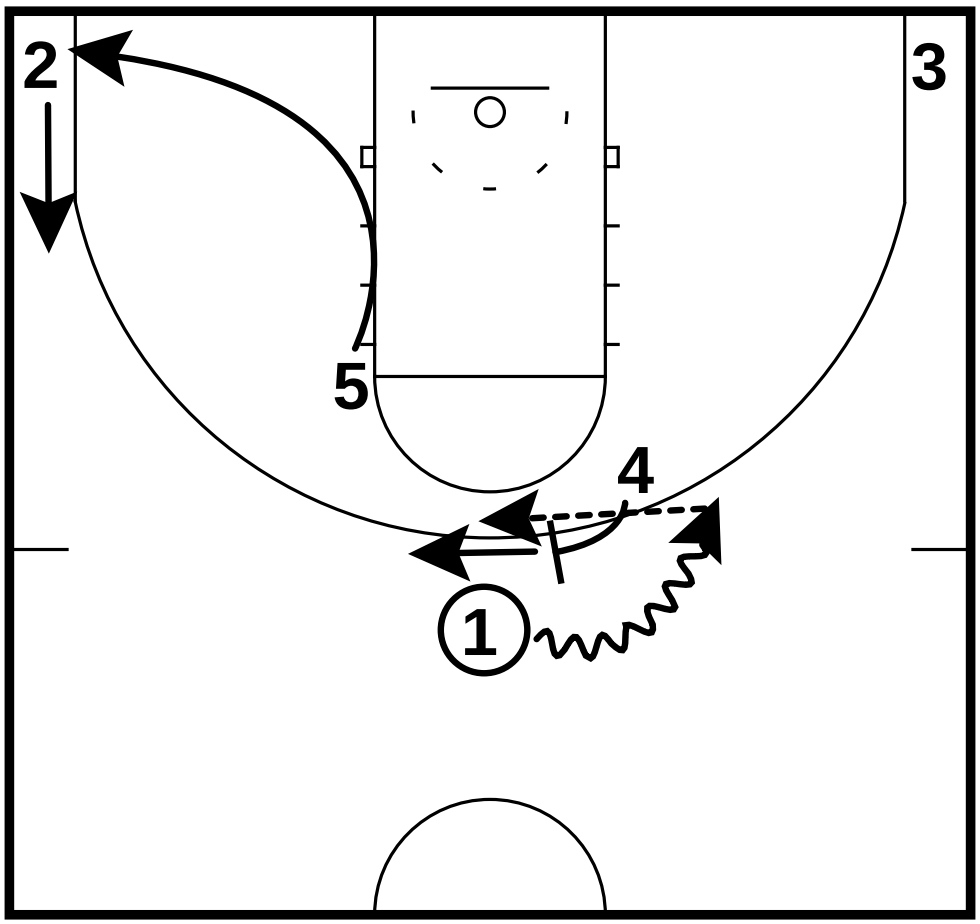
Clear the Big for a Ghost Pop

Iowa / Create

FILM CUE

Clear 5 before 4 ghosts for 1. Have 1 come off the action and hit 4 on the pop.

01 / SEQUENCE



5 clears and 4 ghosts for 1. 1 finds 4 popping out for an open three.

PRACTICE NOTES

CH. 01 / GHOST ACTIONS

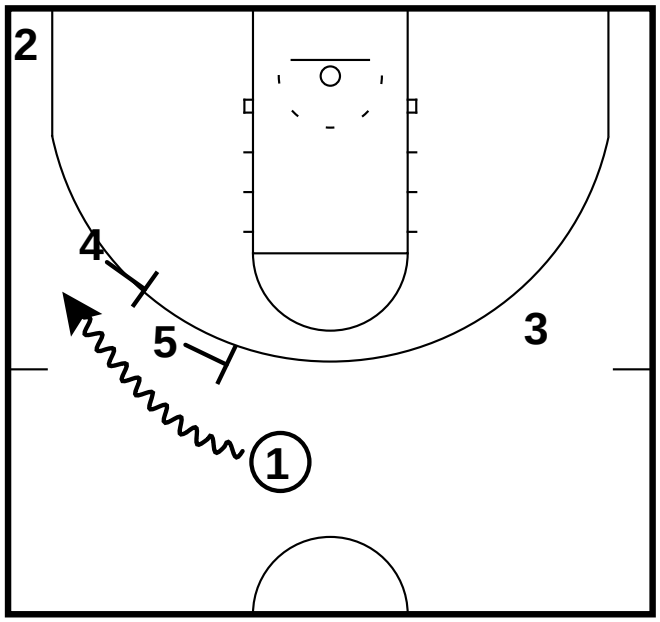
BONUS 13

Ghost After the Double Ball Screen

UConn / Create

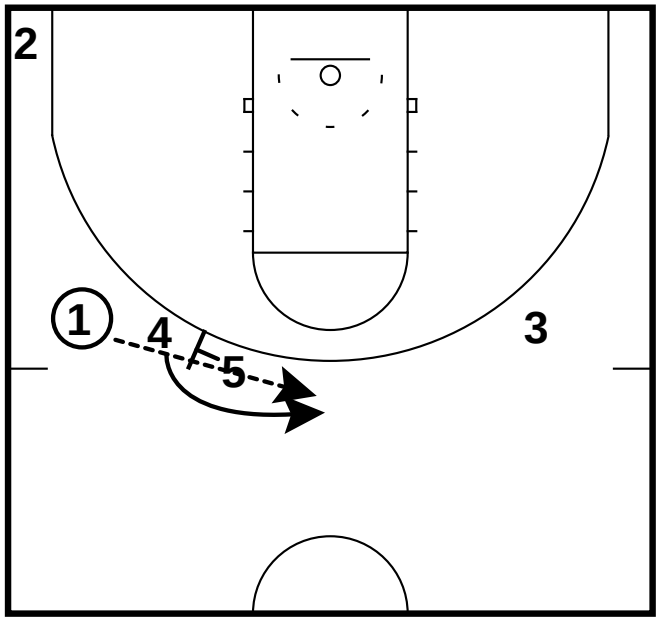
FILM CUE

Bring 1 off both screens before 4 ghosts. When two defenders commit to 1, pass back to 4.



01 / SEQUENCE

1 comes off the two screens.



02 / SEQUENCE

4 ghosts as 1 draws two defenders. 1 passes back to 4.

CH. 01 / GHOST ACTIONS

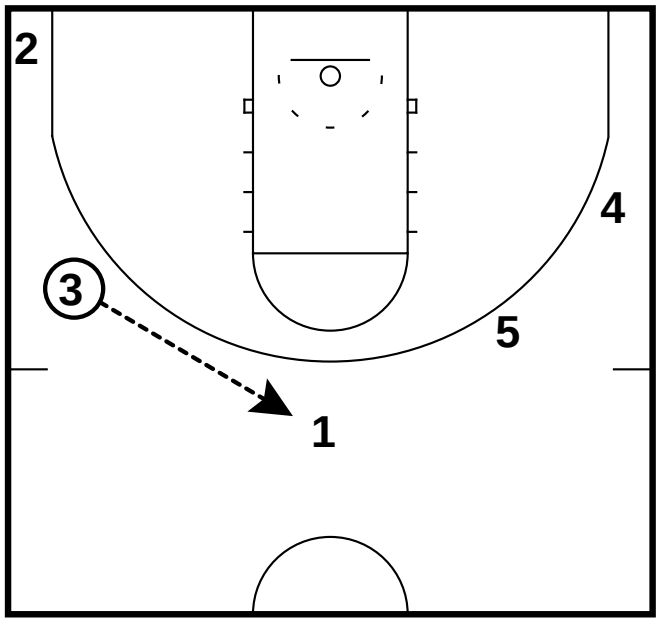
BONUS 14

Ghost the Screen and Dive

Iowa / Attack

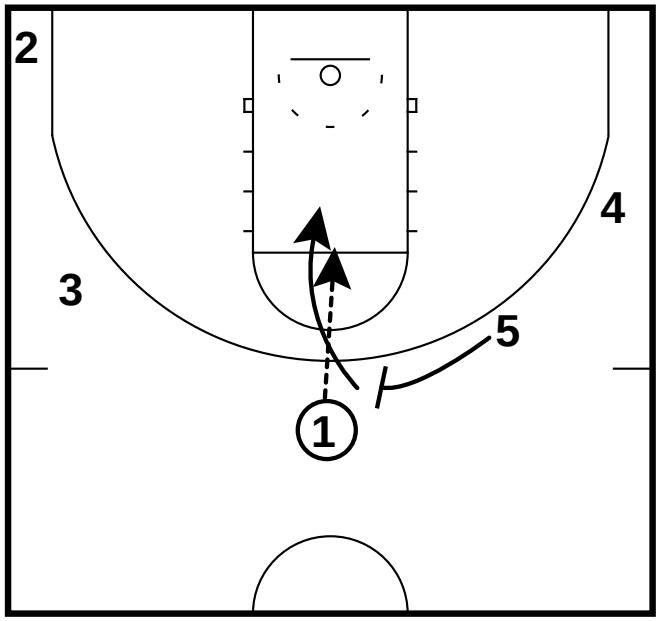
FILM CUE

After 3 passes to 1, have 5 slip toward the rim. As the second defender turns to 1, feed 5 for the layup.



01 / SEQUENCE

3 passes to 1.



02 / SEQUENCE

5 slips the ghost screen. 1 draws two defenders and finds 5 for a layup.

CH. 01 / GHOST ACTIONS

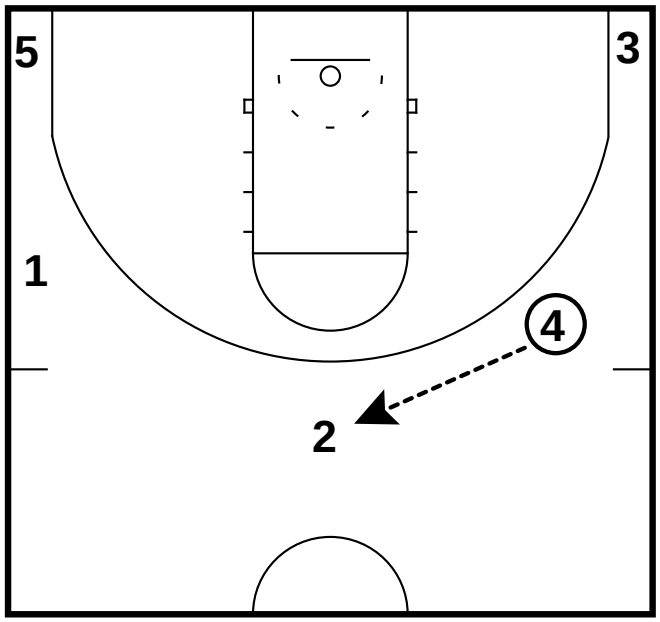
BONUS 15

Pass and Ghost Into Open Space

Iowa / Create

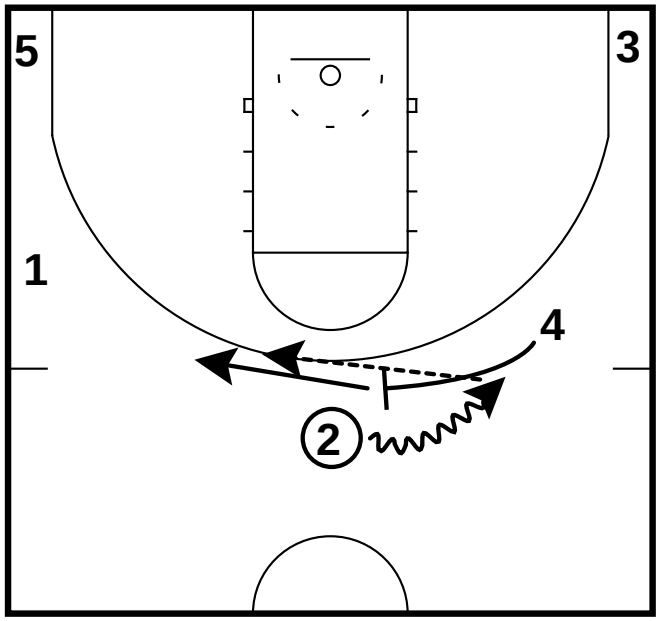
FILM CUE

Have 4 pass to 2, ghost the screen and pop into open space. If two stay on the ball, 2 throws back to 4 for three.



01 / SEQUENCE

4 passes to 2.



02 / SEQUENCE

4 ghosts into space. Two defenders go with 2, who finds 4 for an open three.

CH. 01 / GHOST ACTIONS

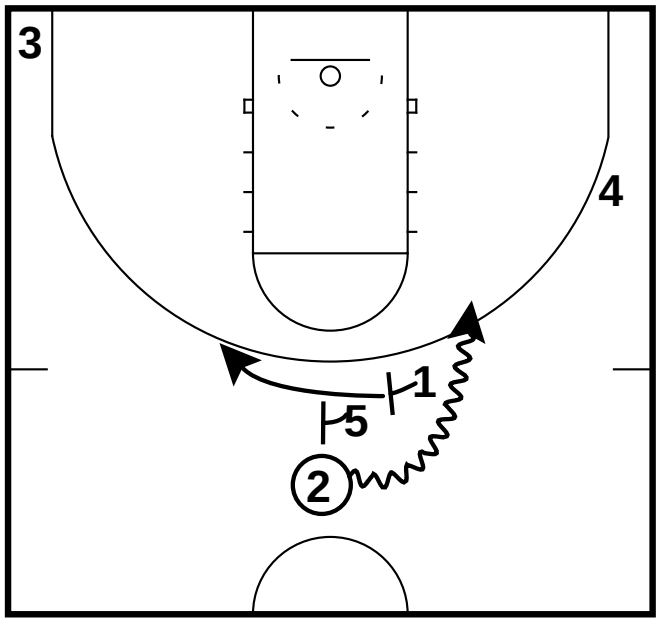
BONUS 16

Double Drag With a Ghost Pop

Iowa / Create

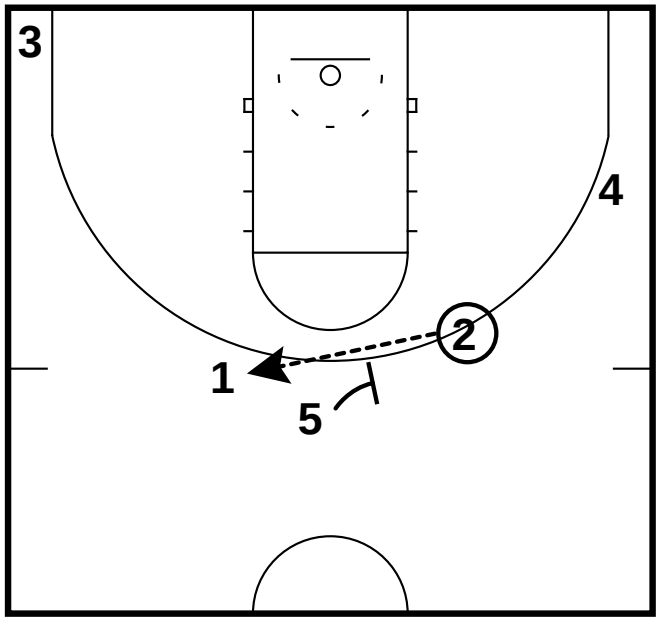
FILM CUE

In early offense, have 5 screen for 2 while 1 ghosts and pops. As 2 draws two, throw back to 1 with 5 screening the recovery.



01 / SEQUENCE

2 uses an early double drag. 5 screens and 1 ghosts to the perimeter.



02 / SEQUENCE

2 draws two defenders. 5 screens for 1, who pops for the kickback three.

CH. 01 / GHOST ACTIONS

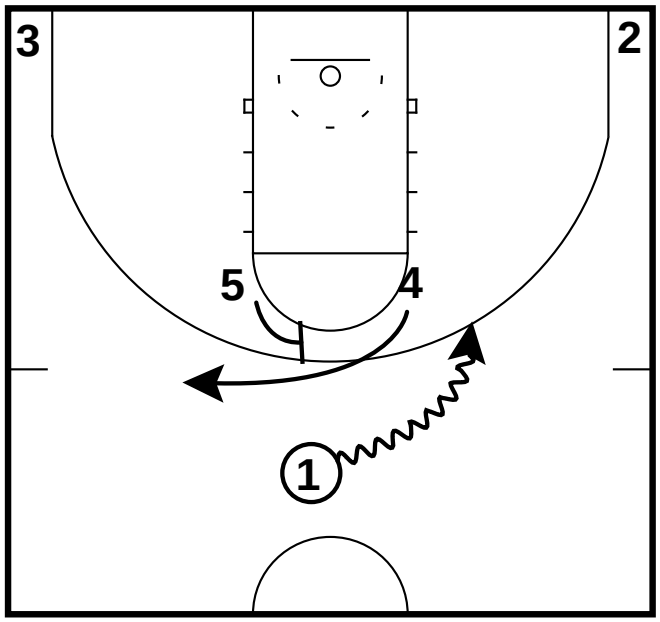
BONUS 17

Screen for the Popping Ghost

Iowa / Create

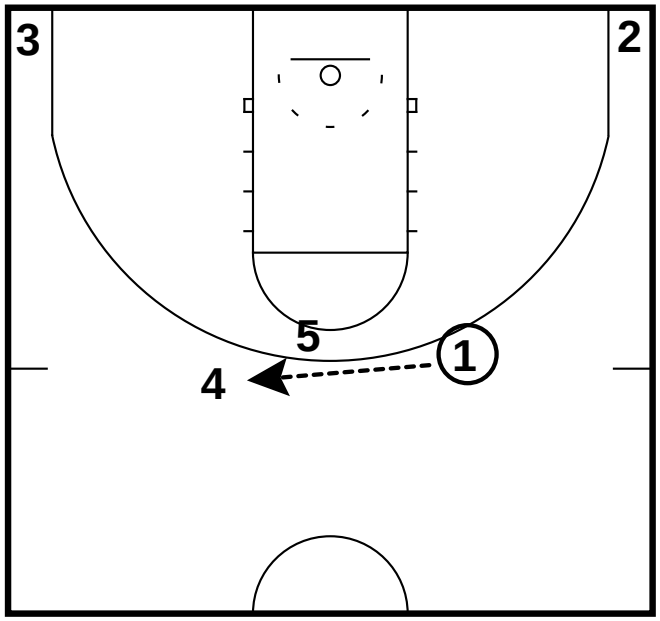
FILM CUE

After 4 ghosts for 1, use 5 to screen for 4 on the pop. Have 1 draw two before kicking back to 4 for three.



01 / SEQUENCE

4 ghosts for 1 and pops behind a screen from 5. Two defenders follow 1.



02 / SEQUENCE

1 passes back to 4 for an open three.

Zoom Actions

BONUS 18–23 / 6 PLAYS

How does the receiver's defender get through?

Follow the defender over or under the screen, then watch the handoff. Look at the space left for the receiver and the roll man.

BONUS	PLAY	PAGE
18	Shoot Behind the Chasing Defender / Florida	21
19	Punish the Under on Zoom / Florida	22
20	Zoom Kickback to the Big / Iowa	23
21	Lift the Weak Side for the Roller / Iowa	24
22	Clear the Side, Hit the Roller / Iowa	25
23	Lift Into a Screen Behind Zoom / Michigan	26

CH. 02 / ZOOM ACTIONS

BONUS 18

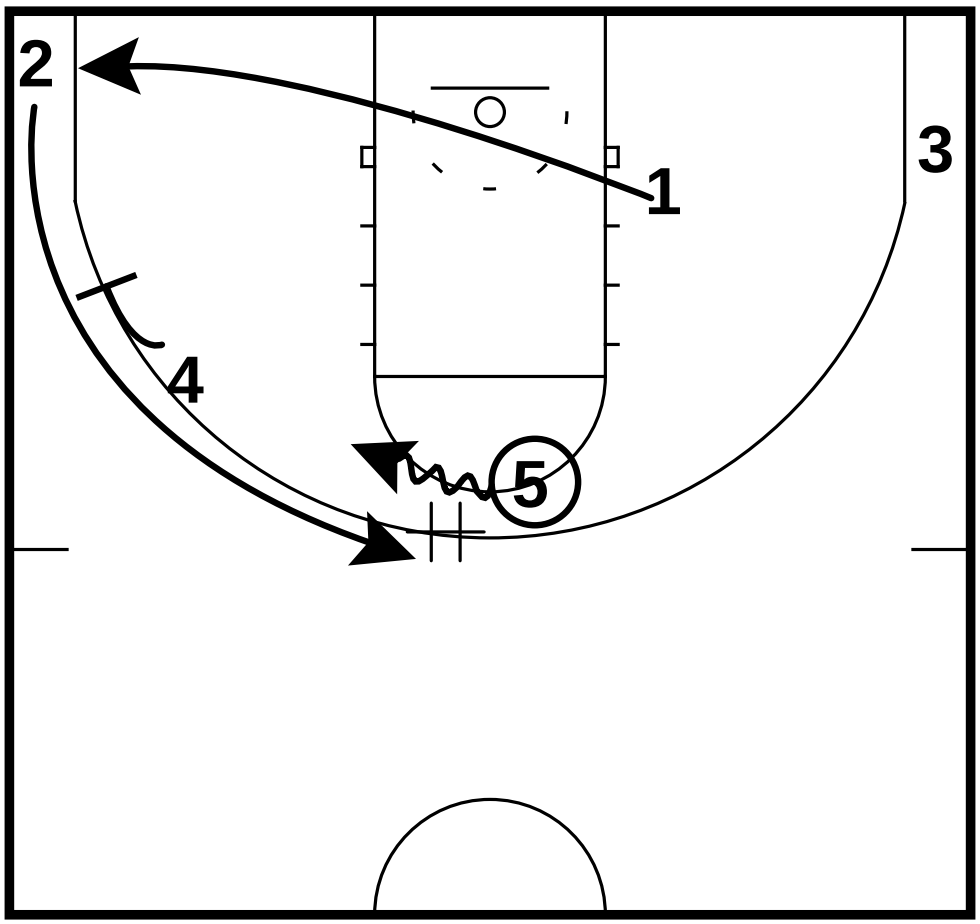
Shoot Behind the Chasing Defender

Florida / Attack

FILM CUE

Clear 1 and have 2 sprint off the Zoom action. When the trailing defender gets caught on the screen, 2 has room to shoot.

01 / SEQUENCE



1 clears for the Zoom action. X2 gets caught chasing over the screen, leaving 2 open for three.

PRACTICE NOTES

CH. 02 / ZOOM ACTIONS

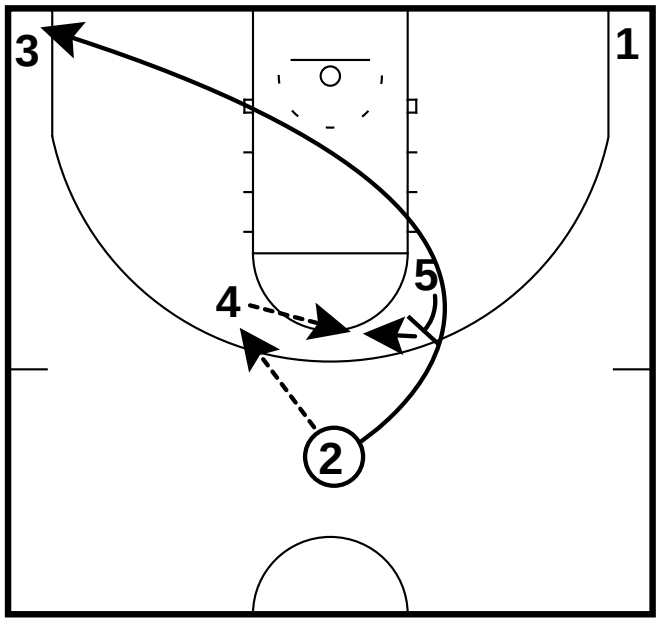
BONUS 19

Punish the Under on Zoom

Florida / Attack

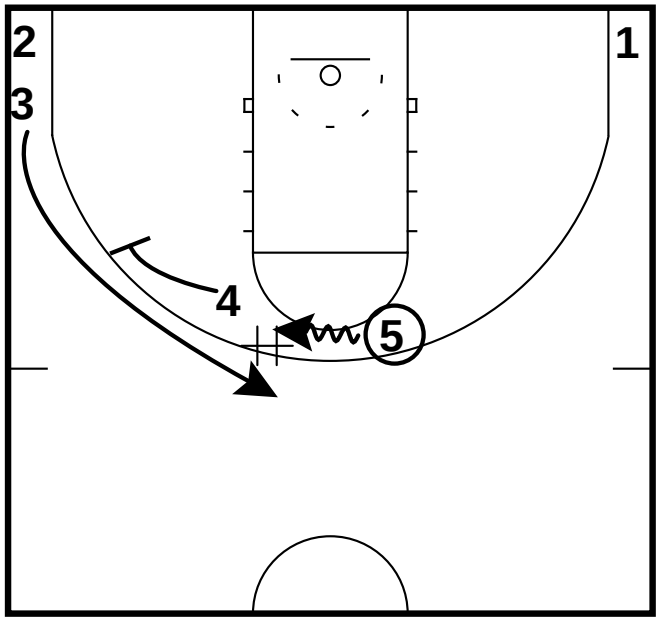
FILM CUE

After 2 cuts off the back screen, have 5 pop back to receive the ball. When 3's defender goes under 4's screen in Zoom, 3 can step into the three.



01 / SEQUENCE

2 passes to 4 and cuts off 5's back screen. 5 pops back to receive the pass from 4.



02 / SEQUENCE

X3 goes under 4's screen in the Zoom action, leaving 3 open for three.

CH. 02 / ZOOM ACTIONS

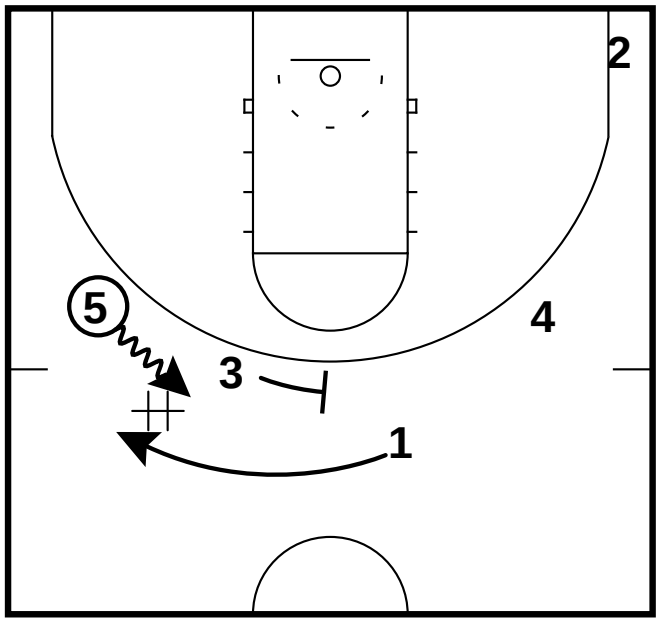
BONUS 20

Zoom Kickback to the Big

Iowa / Continue

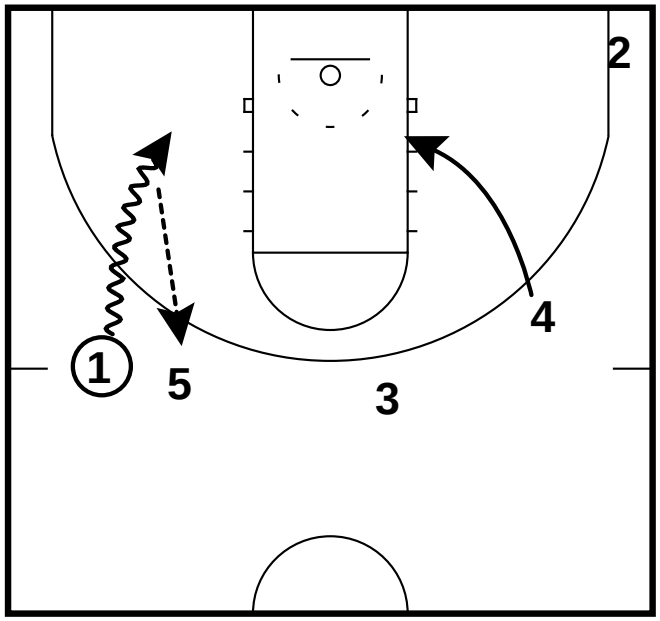
FILM CUE

Run Zoom for 1. When both defenders follow 1, throw back to 5 for the open three.



01 / SEQUENCE

1 comes into the Zoom action.



02 / SEQUENCE

Two defenders follow 1, who kicks back to 5 for an open three.

CH. 02 / ZOOM ACTIONS

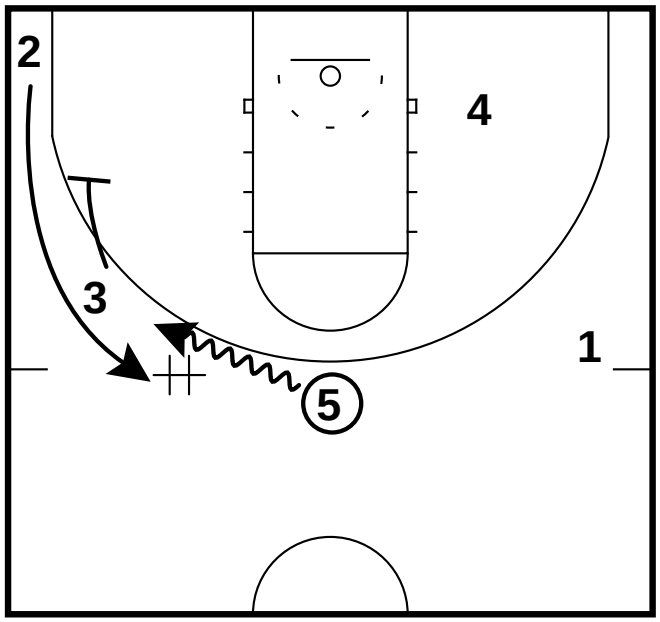
BONUS 21

Lift the Weak Side for the Roller

Iowa / Recognize

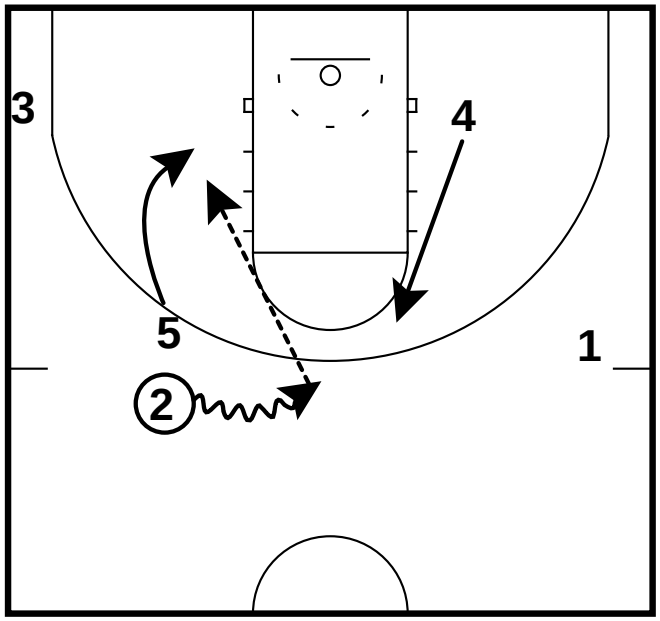
FILM CUE

Have 4 lift as 2 comes off the Zoom handoff with 5. Look inside to 5 rolling to the rim.



01 / SEQUENCE

5 and 2 start the Zoom action.



02 / SEQUENCE

4 lifts as 2 comes off the handoff and finds 5 for a layup.

CH. 02 / ZOOM ACTIONS

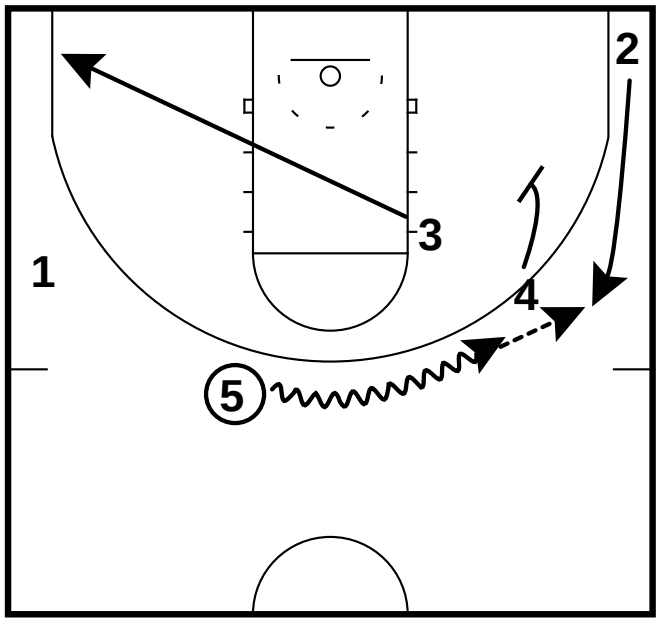
BONUS 22

Clear the Side, Hit the Roller

Iowa / Create

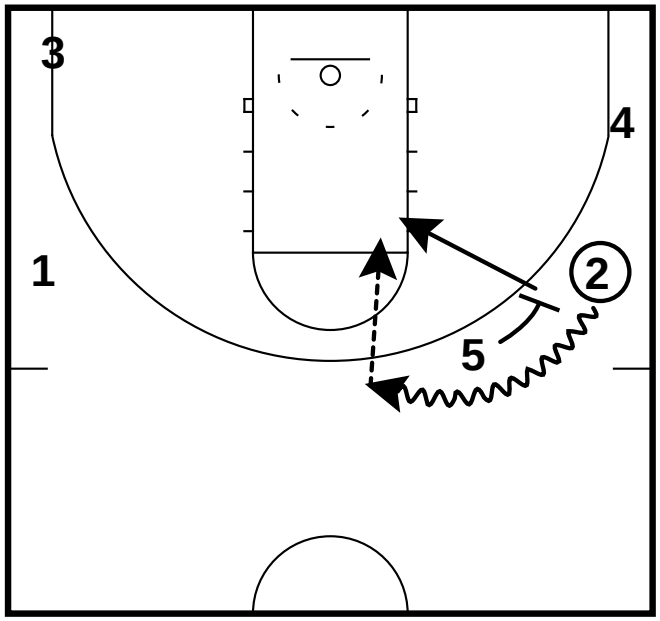
FILM CUE

Clear 3 before 2 and 5 start Zoom. As two defenders follow 2, drop the ball to 5 for the layup.



01 / SEQUENCE

3 clears to give 5 and 2 room for Zoom.



02 / SEQUENCE

2 comes off the handoff, draws two defenders and finds 5 for a layup.

CH. 02 / ZOOM ACTIONS

BONUS 23

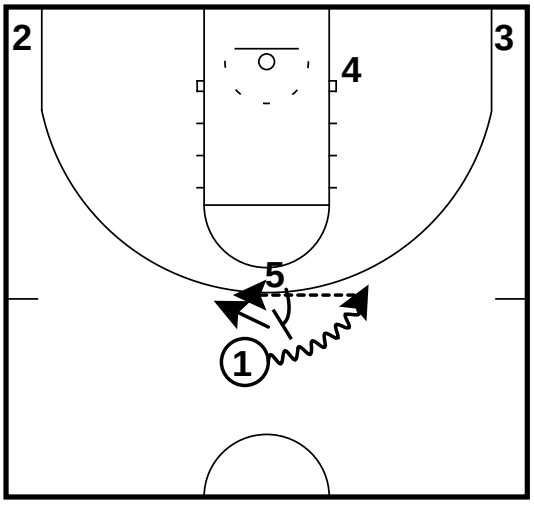
Lift Into a Screen Behind Zoom

Michigan / Create

FILM CUE

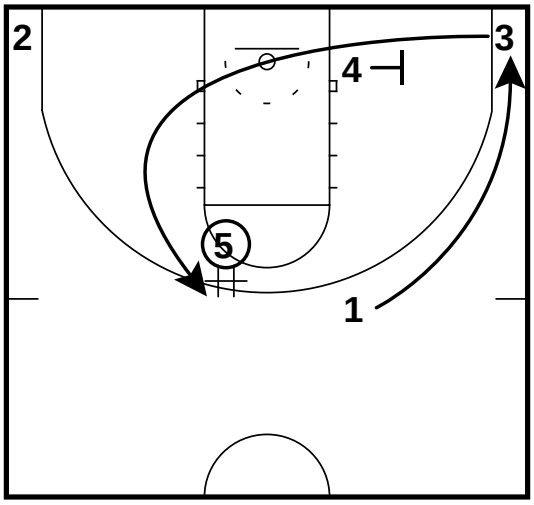
Have 1 space out after the entry to 5 and send 3 into the handoff. As 4 lifts to screen, 3 finds 5 at the rim.

01 / SEQUENCE



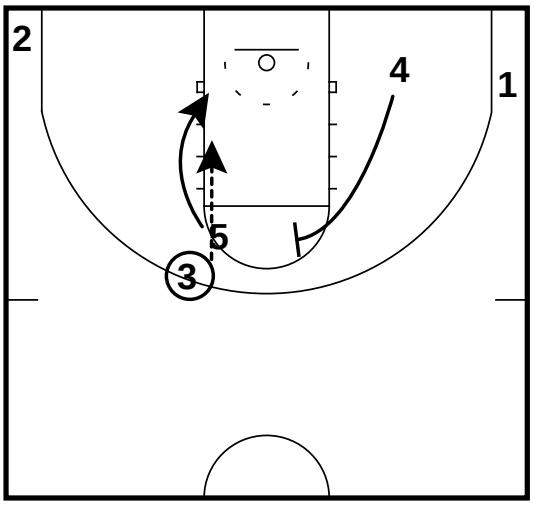
1 uses 5's screen, then passes back to 5.

02 / SEQUENCE



3 sprints into a handoff from 5 as 1 spaces away.

03 / SEQUENCE



4 lifts to screen. 3 finds 5 at the rim for a layup.

PRACTICE NOTES

Empty Ball Screens

BONUS 24–42 / 19 PLAYS

Where can the tag come from?

Start at the empty corner. When the on-ball defender trails the play, see how long the big has to guard the ball and the roller.

BONUS	PLAY	PAGE
24	Screen Away Behind the Empty-Side Pop / Nebraska	28
25	Rescreen After the Empty-Side Handoff / Nebraska	29
26	Pocket Pass to the Short Roll / Michigan	30
27	Reject the Screen, Find the Pop / Iowa	31
28	Early Drag on the Empty Side / Iowa	32
29	Back Screen the Passer, Then Roll / UConn	33
30	Slip a Low Screen for the Dunk / UConn	34
31	Space the Tagger Out of the Drag / UConn	35
32	Clear the Guard Behind the Back Screen / UConn	36
33	Keep It, Then Hand to the Screener / Florida	37
34	Seal Behind the Early Drag / Florida	38
35	Rescreen Into the Short Roll / Nebraska	39
36	Keep the Ball Against the Lone Big / Iowa	40
37	Pass Out and Follow Into the Screen / Michigan	41
38	Lob Over the Empty-Side Switch / Nebraska	42
39	Seal the Guard After the Handoff / Florida	43
40	Pocket Pass Against the Late Switch / Iowa	44
41	Reject the Dribble-At Screen / Nebraska	45
42	Clear the Lane for the Pocket Pass / Florida	46

CH. 03 / EMPTY BALL SCREENS

BONUS 24

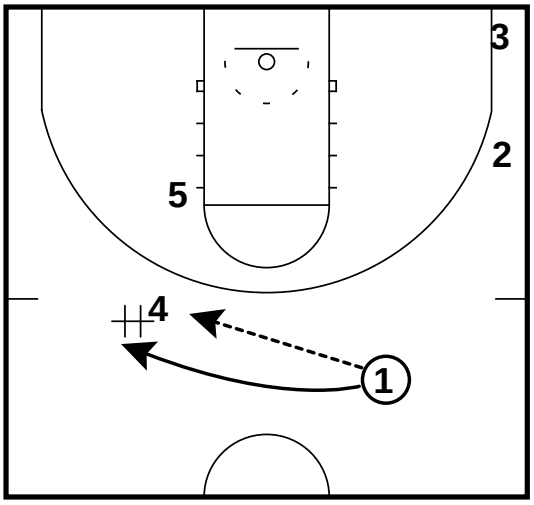
Screen Away Behind the Empty-Side Pop

Nebraska / Create

FILM CUE

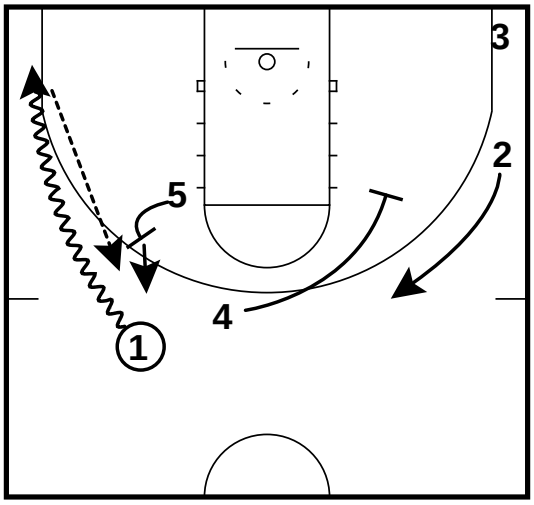
After 1 chases the pass to 4 for a handoff, send 4 to screen away. When two defenders follow 1 off the next screen, kick out to 5 on the pop.

01 / SEQUENCE



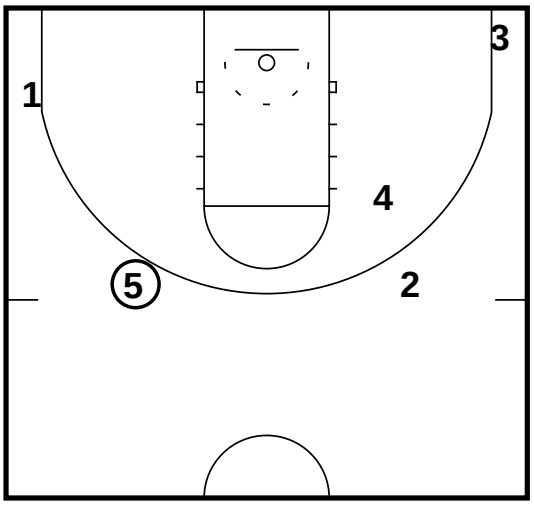
1 passes to 4 and sprints into a handoff.

02 / SEQUENCE



4 screens away as 5 screens and pops for 1. Two defenders follow 1, who kicks back to 5.

03 / SEQUENCE



5 takes the open three.

PRACTICE NOTES

CH. 03 / EMPTY BALL SCREENS

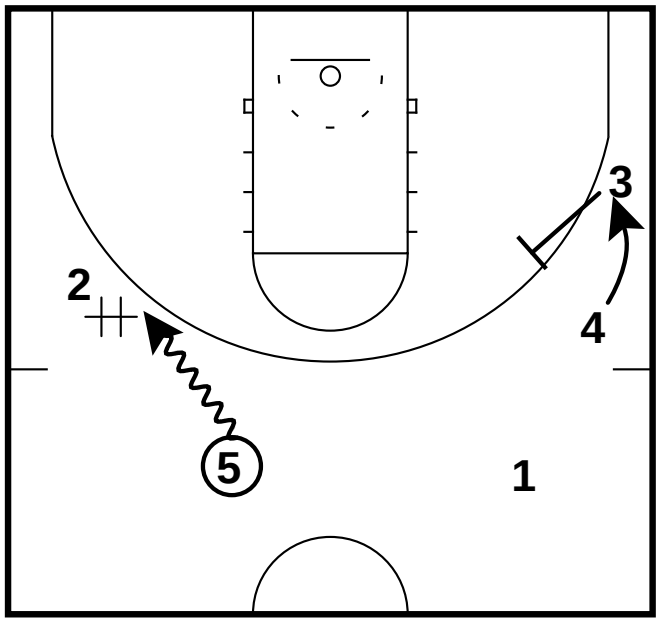
BONUS 25

Rescreen After the Empty-Side Handoff

Nebraska / Attack

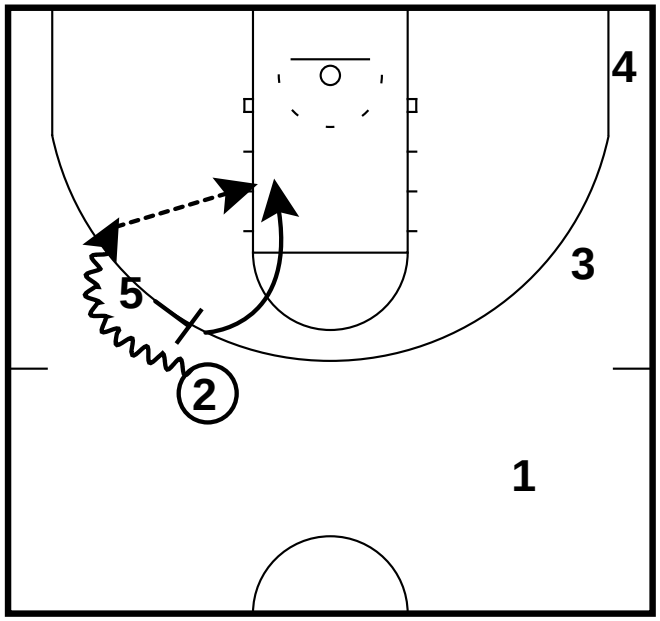
FILM CUE

Have 5 turn back to screen for 2 immediately after the handoff. When two defenders take 2, drop the ball to 5 at the rim.



01 / SEQUENCE

5 hands off to 2 while 3 screens for 4 on the weak side.



02 / SEQUENCE

5 rescreens for 2. Two defenders follow 2, who drops the pass to 5 for a layup.

CH. 03 / EMPTY BALL SCREENS

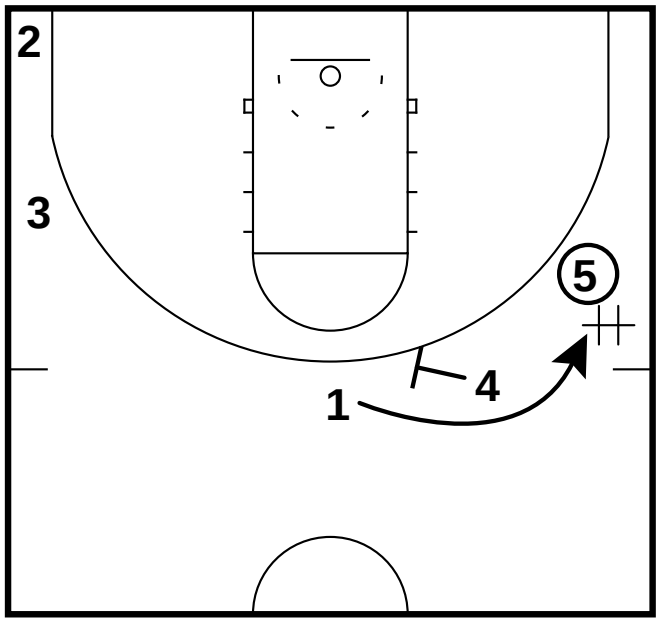
BONUS 26

Pocket Pass to the Short Roll

Michigan / Recognize

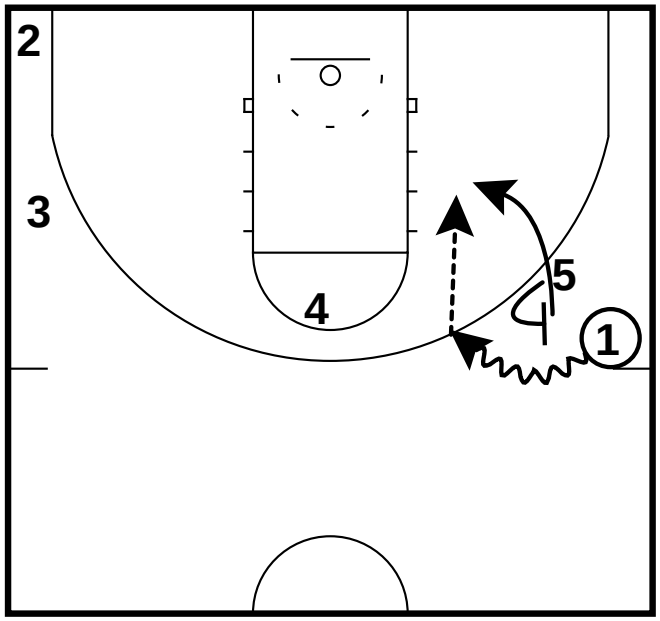
FILM CUE

Use 4's screen away to bring 1 into the handoff. When 5 rescreens and two stay with 1, deliver the pocket pass on the short roll.



01 / SEQUENCE

4 screens away to free 1 for the handoff.



02 / SEQUENCE

5 rescreens and short rolls. Two defenders follow 1, opening the pocket pass to 5.

CH. 03 / EMPTY BALL SCREENS

BONUS 27

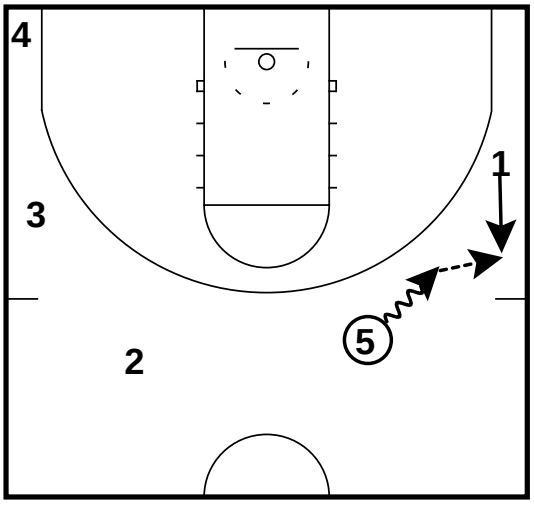
Reject the Screen, Find the Pop

Iowa / Create

FILM CUE

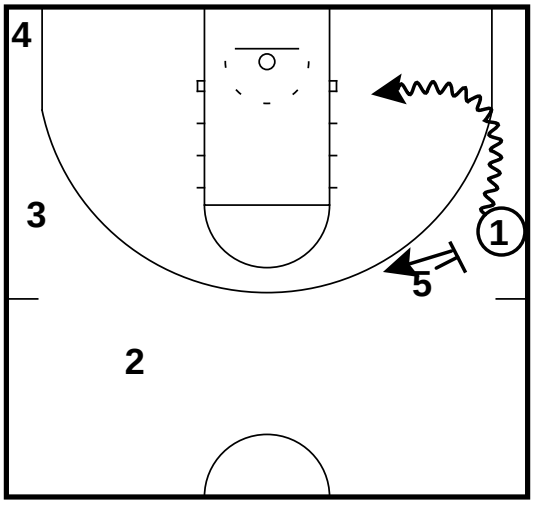
Have 1 reject 5's screen and draw both defenders. Throw back to 5, who gets the late closeout in the air before shooting.

01 / SEQUENCE



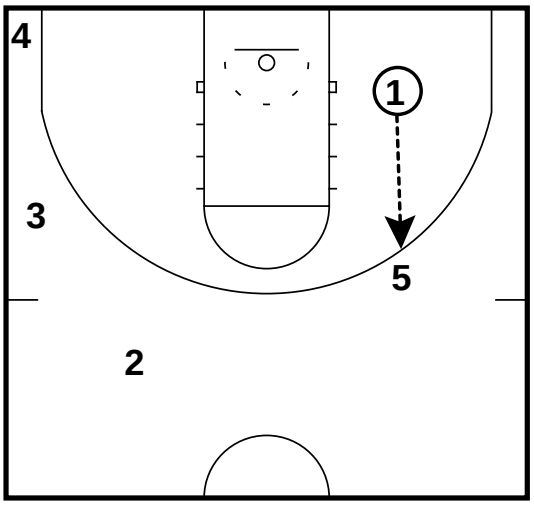
5 dribbles at 1 and passes to 1.

02 / SEQUENCE



1 rejects 5's screen and draws two defenders.

03 / SEQUENCE



1 finds 5 on the pop. X5 leaves the floor on the late closeout, giving 5 an open three.

PRACTICE NOTES

CH. 03 / EMPTY BALL SCREENS

BONUS 28

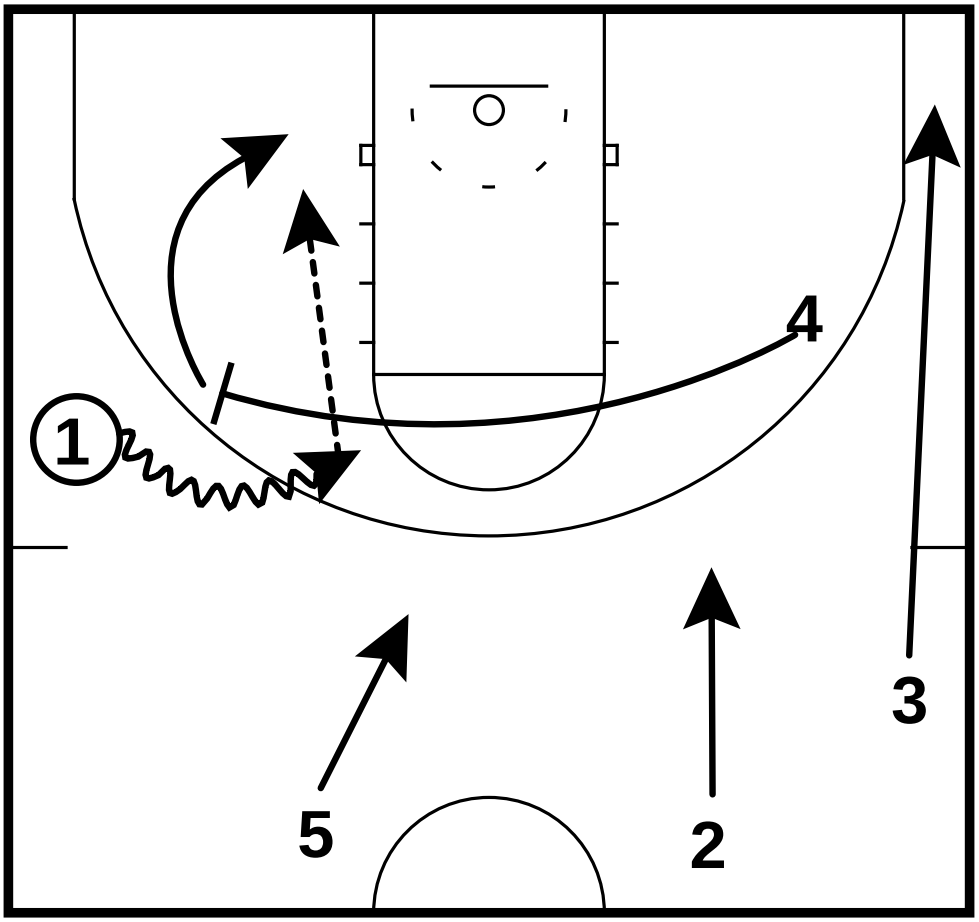
Early Drag on the Empty Side

Iowa / Recognize

FILM CUE

In early offense, have 4 screen for 1 on the empty side. As both defenders follow 1, deliver the ball to 4 at the rim.

01 / SEQUENCE



4 sets an early empty-side screen for 1. Two defenders follow 1, opening the pass to 4 for a layup.

PRACTICE NOTES

CH. 03 / EMPTY BALL SCREENS

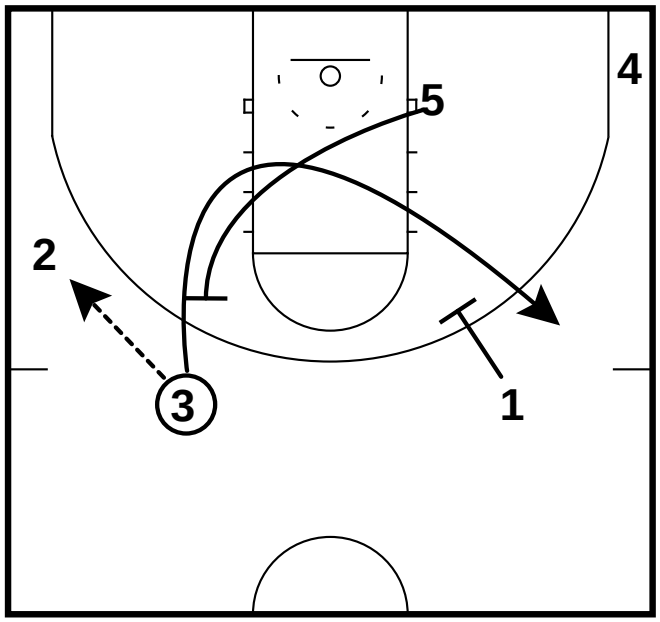
BONUS 29

Back Screen the Passer, Then Roll

UConn / Recognize

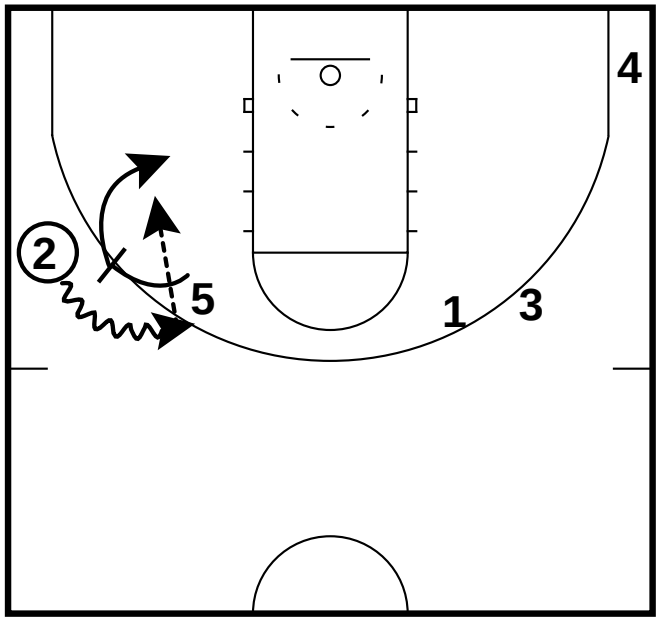
FILM CUE

After 3 passes to 2, send 3 off 5's back screen and back out. Have 5 screen for 2, then roll behind the two defenders covering the ball.



01 / SEQUENCE

3 passes to 2, cuts off 5's back screen and clears back out.



02 / SEQUENCE

5 screens for 2. Two defenders stay with 2, who finds 5 for a layup.

CH. 03 / EMPTY BALL SCREENS

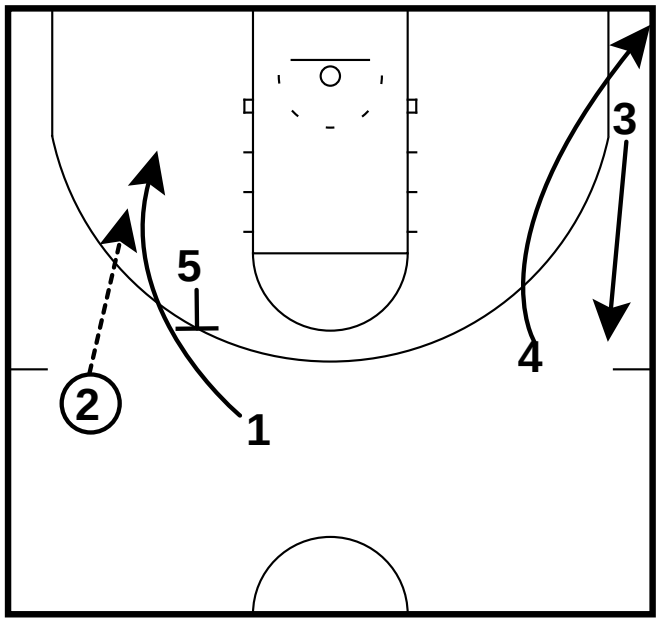
BONUS 30

Slip a Low Screen for the Dunk

UConn / Attack

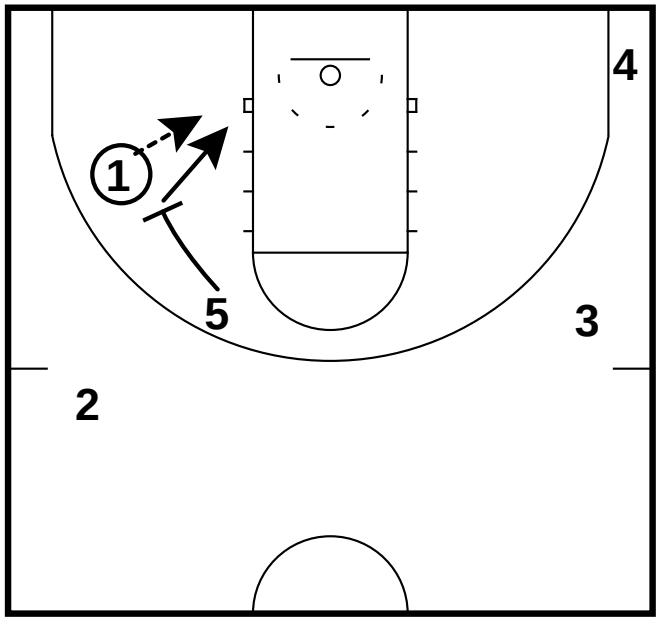
FILM CUE

Free 1 with 5's back screen as 3 and 4 exchange on the weak side. After the catch, have 5 slip the low ball screen for the pass at the rim.



01 / SEQUENCE

2 finds 1 coming off 5's back screen. 4 and 3 exchange spots on the weak side.



02 / SEQUENCE

5 slips the low ball screen. 1 finds 5 for a dunk.

CH. 03 / EMPTY BALL SCREENS

BONUS 31

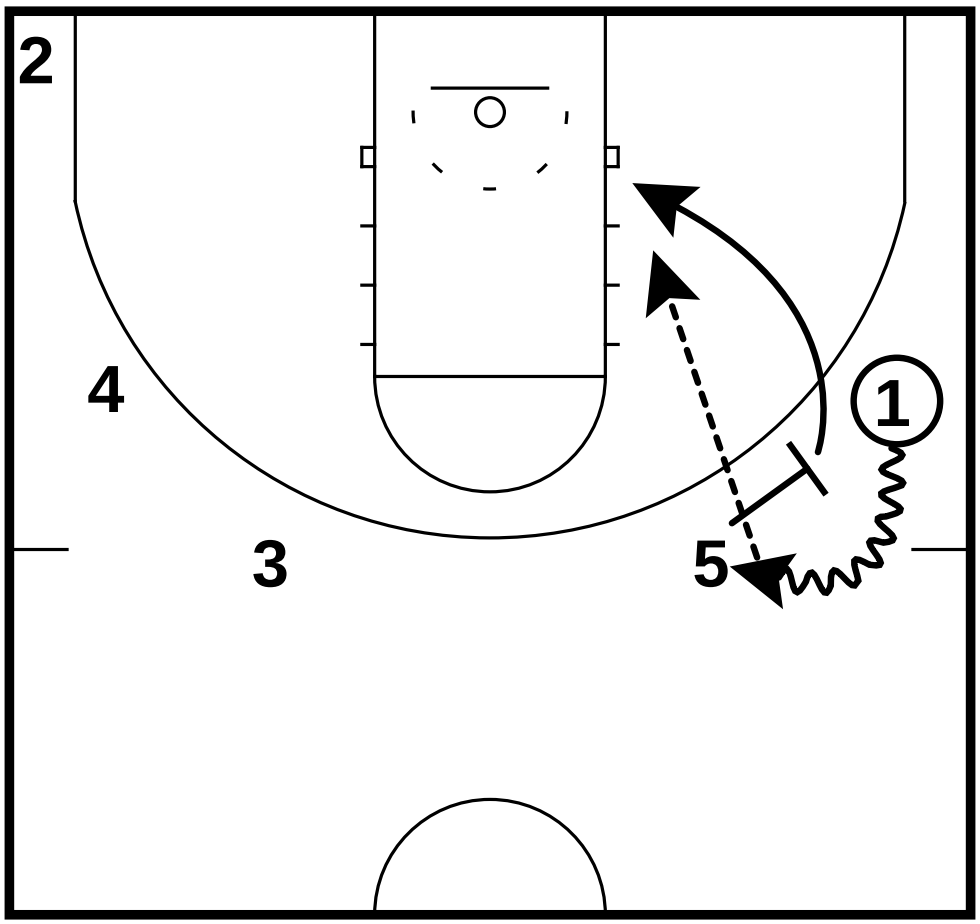
Space the Tagger Out of the Drag

UConn / Attack

FILM CUE

Run an early drag with 5 and keep 2 wide. With 2's defender late to tag, 1 can find 5 rolling to the basket.

01 / SEQUENCE



1 uses 5's early drag screen. 2's spacing delays X2's help, and 1 finds 5 for a layup.

PRACTICE NOTES

CH. 03 / EMPTY BALL SCREENS

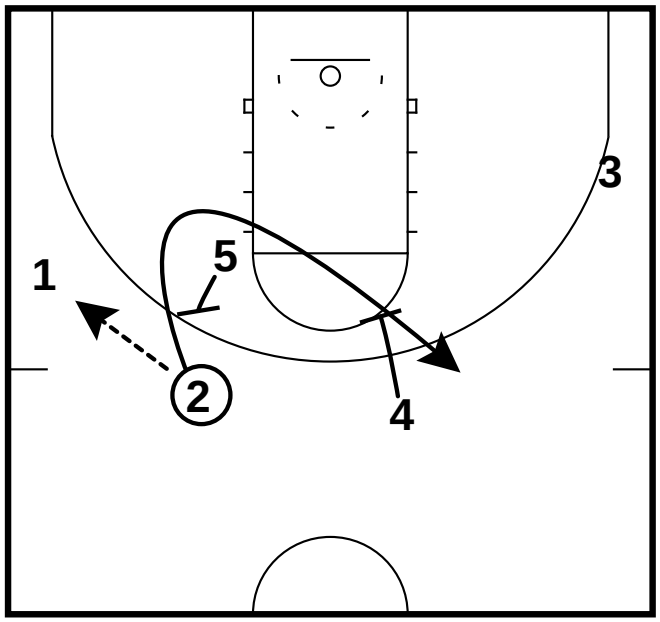
BONUS 32

Clear the Guard Behind the Back Screen

UConn / Attack

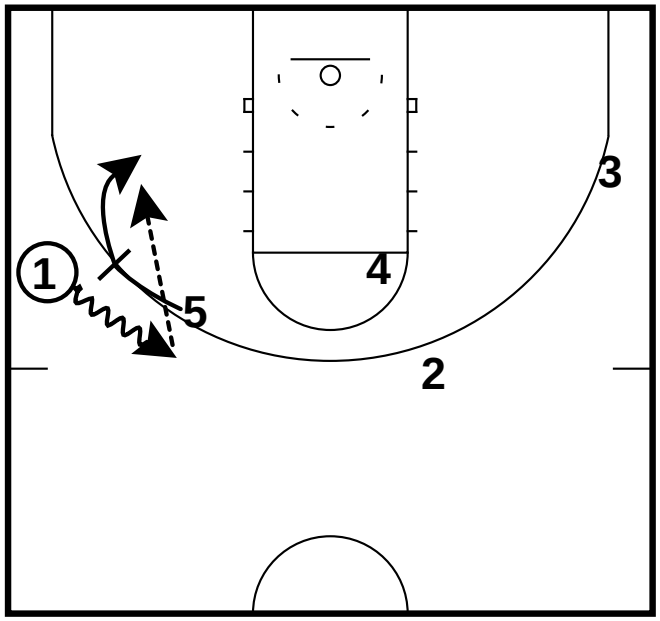
FILM CUE

After passing to 1, have 2 use 5's back screen and clear back out. On 5's ball screen, 1 draws two and drops it to 5.



01 / SEQUENCE

2 passes to 1, cuts off 5's back screen and clears back out.



02 / SEQUENCE

5 screens for 1. Two defenders go with 1, who drops the pass to 5 for a layup.

CH. 03 / EMPTY BALL SCREENS

BONUS 33

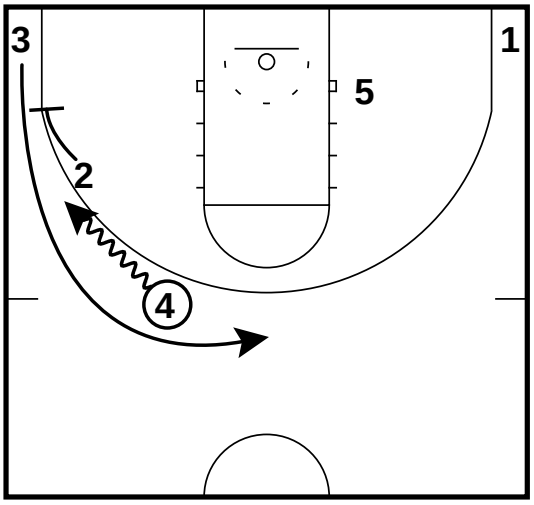
Keep It, Then Hand to the Screener

Florida / Attack

FILM CUE

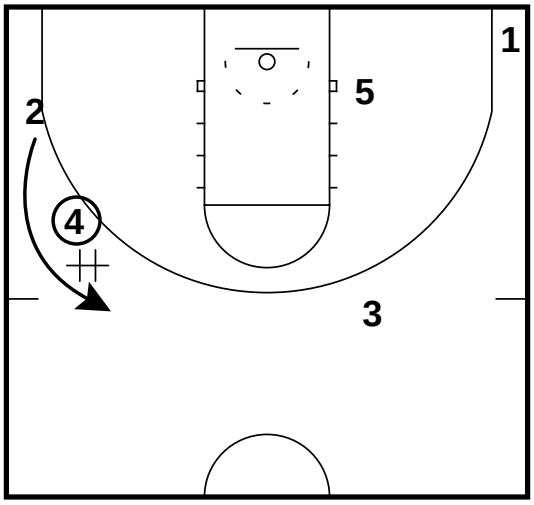
Have 4 keep the ball as 3 cuts off 2's screen. Then hand to 2 and dive for the return pass when 2 draws two.

01 / SEQUENCE



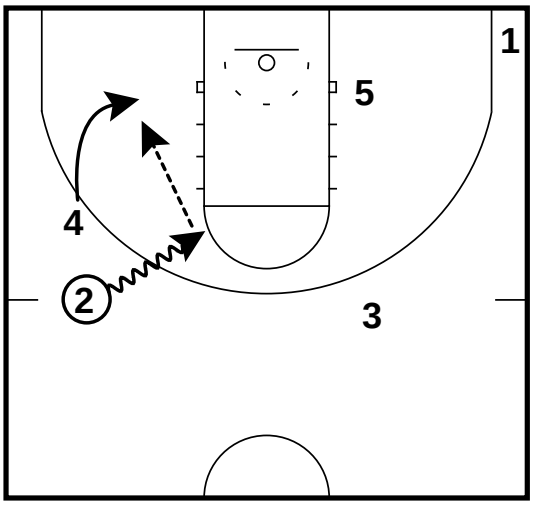
3 sprints off 2's screen. 4 keeps the ball and dribbles toward 2.

02 / SEQUENCE



2 sprints into the handoff from 4.

03 / SEQUENCE



2 draws two defenders and drops the pass to 4 for a dunk.

PRACTICE NOTES

CH. 03 / EMPTY BALL SCREENS

BONUS 34

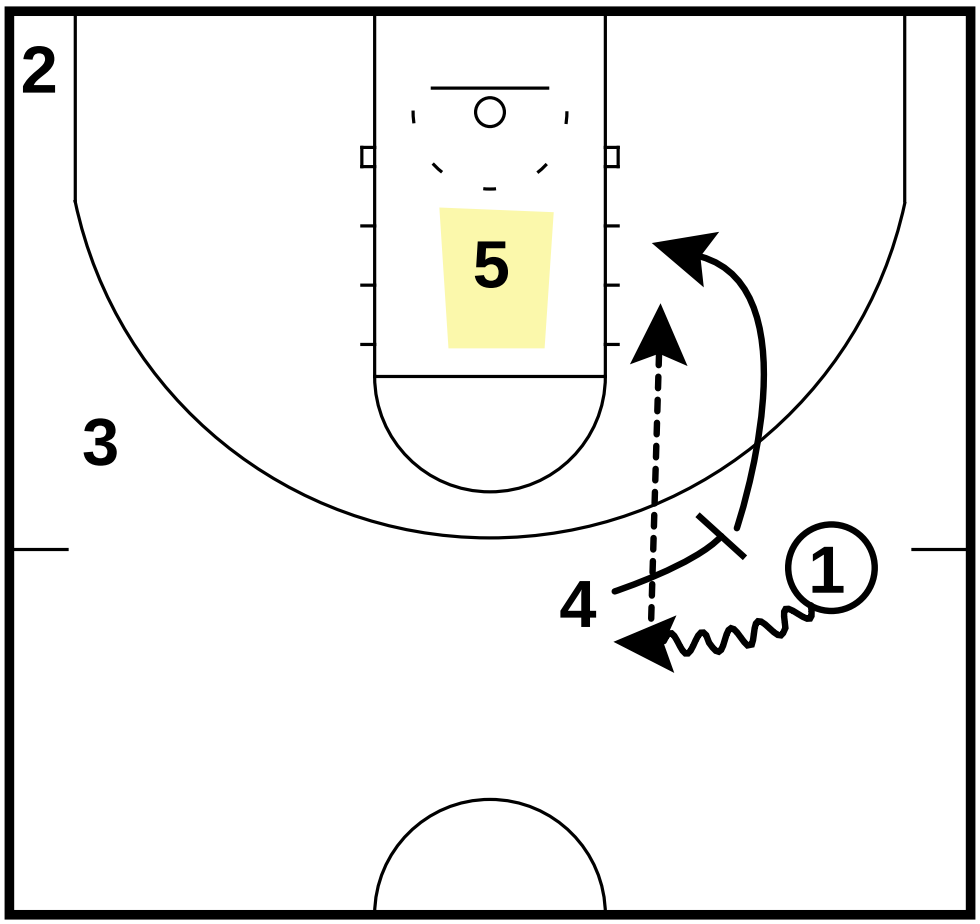
Seal Behind the Early Drag

Florida / Create

FILM CUE

As 4 sets the early drag, have 5 seal the help defender. When two go with 1, 4 has room to catch on the roll.

01 / SEQUENCE



4 sets an early drag while 5 seals X5. Two defenders go with 1, opening the pass to 4.

PRACTICE NOTES

CH. 03 / EMPTY BALL SCREENS

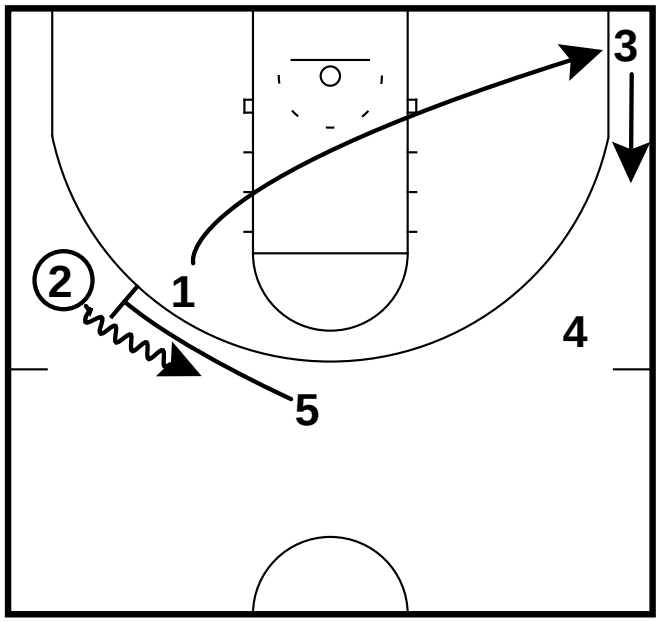
BONUS 35

Rescreen Into the Short Roll

Nebraska / Create

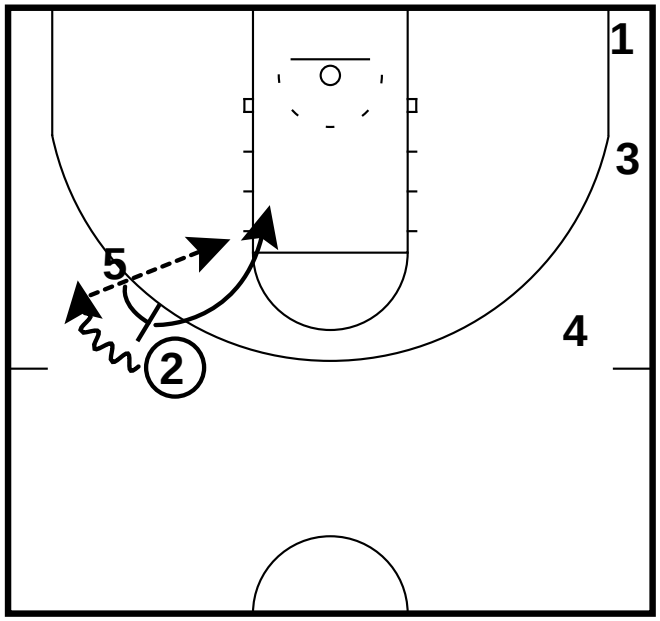
FILM CUE

Clear 1 to give 2 and 5 the empty side. Have 5 turn and screen again, then show for the short-roll pass.



01 / SEQUENCE

1 clears as 2 comes off 5's ball screen.



02 / SEQUENCE

5 rescreens and short rolls. 2 finds 5 for a layup.

CH. 03 / EMPTY BALL SCREENS

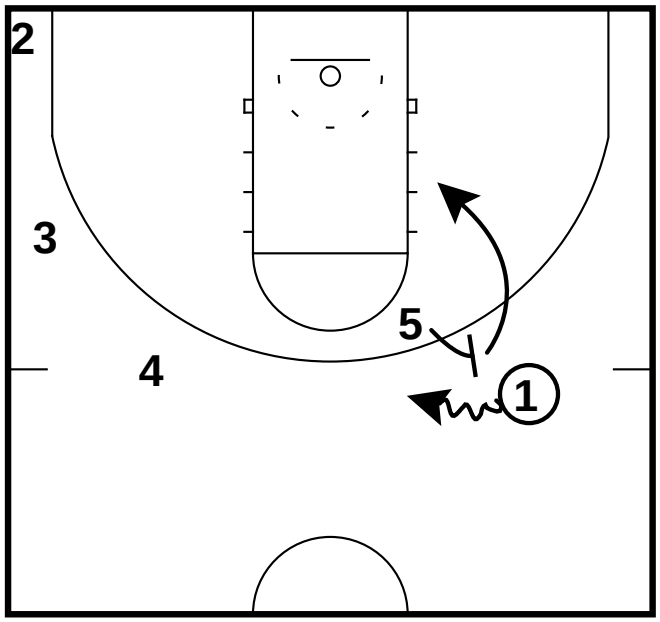
BONUS 36

Keep the Ball Against the Lone Big

Iowa / Recognize

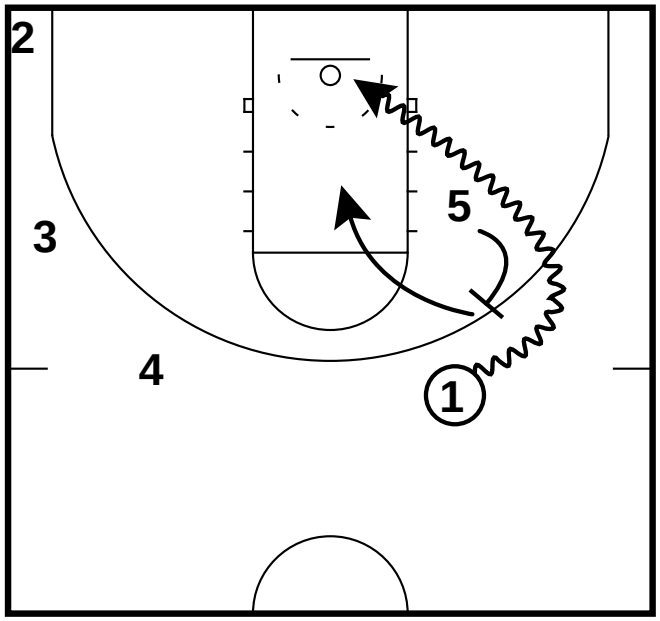
FILM CUE

Have 5 rescreen and slip as 1's defender chases over. With the big responsible for both players, 1 keeps the ball and finishes.



01 / SEQUENCE

1 uses 5's ball screen.



02 / SEQUENCE

5 rescreens and slips. X1 chases over, leaving X5 to guard both players. 1 finishes the layup.

CH. 03 / EMPTY BALL SCREENS BONUS 37

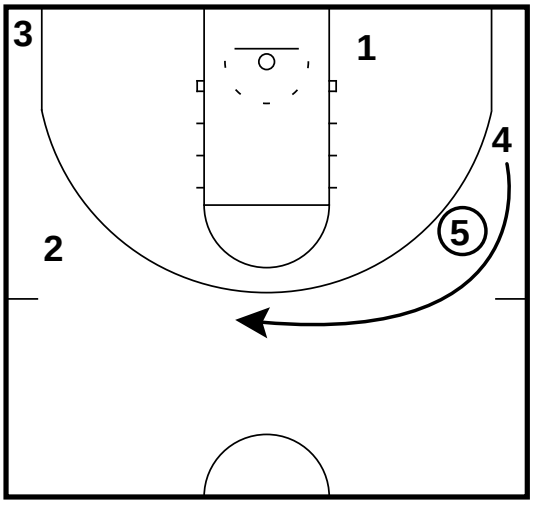
Pass Out and Follow Into the Screen

Michigan / Recognize

FILM CUE

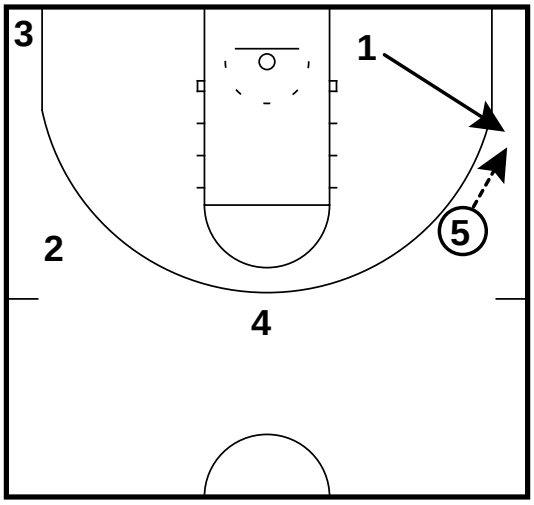
Send 4 wide and have 1 pop out for 5's pass. Have 5 follow into a ball screen, then roll for the return pass.

01 / SEQUENCE



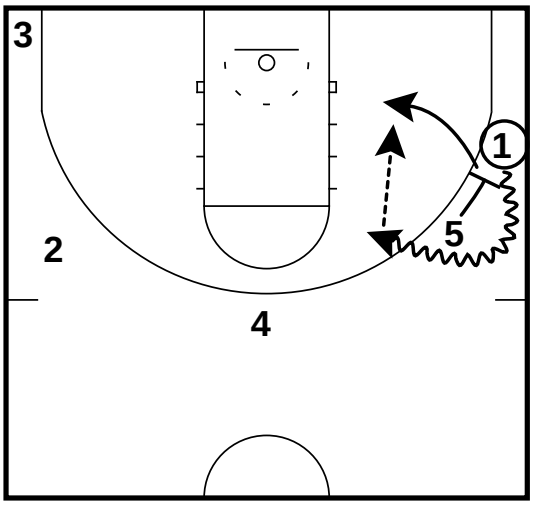
4 sprints out to space the floor.

02 / SEQUENCE



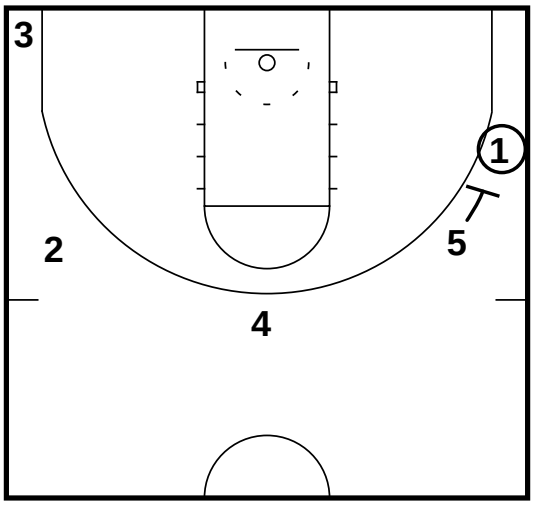
1 pops to the wing to receive the pass from 5.

03 / SEQUENCE



1 uses 5's screen and finds 5 rolling for a layup.

04 / SEQUENCE



Screen detail. 5 angles the ball screen for 1 on the empty side.

CH. 03 / EMPTY BALL SCREENS

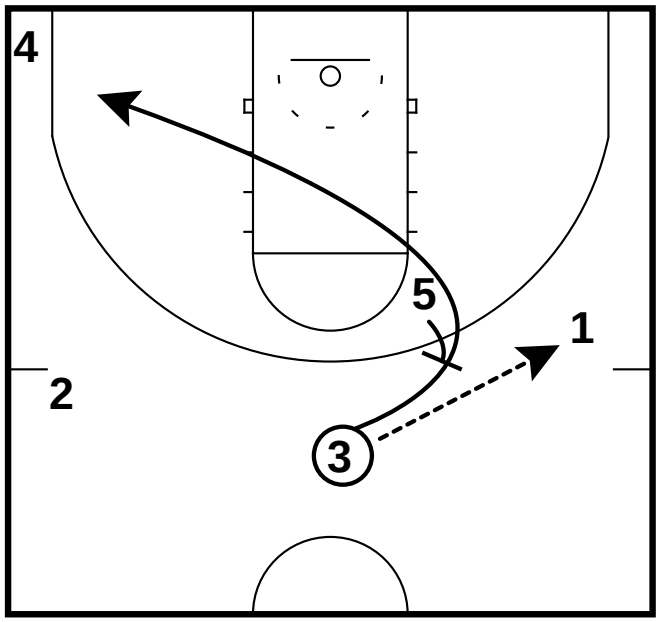
BONUS 38

Lob Over the Empty-Side Switch

Nebraska / Create

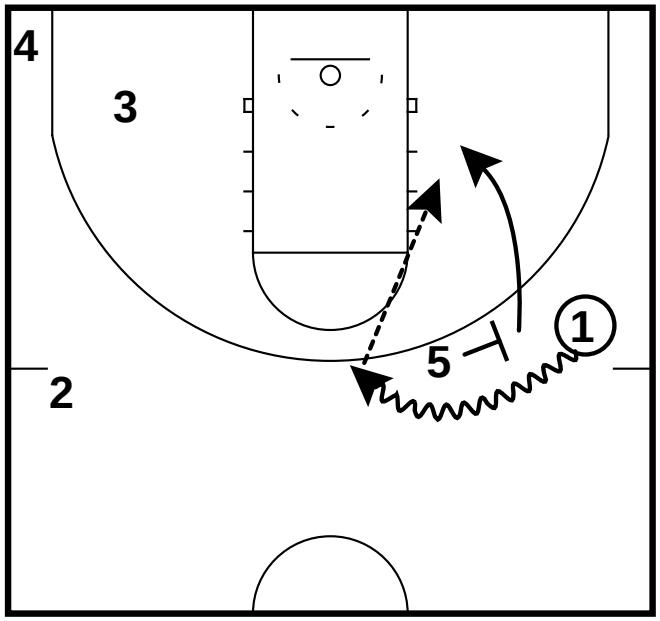
FILM CUE

Have 3 pass to 1 and clear the side. When the defenders switch 5's screen, throw over the top to 5 inside.



01 / SEQUENCE

3 passes to 1 and clears the side.



02 / SEQUENCE

The defense switches 5's screen for 1. 1 lobs over the switch to 5 for a layup.

CH. 03 / EMPTY BALL SCREENS BONUS 39

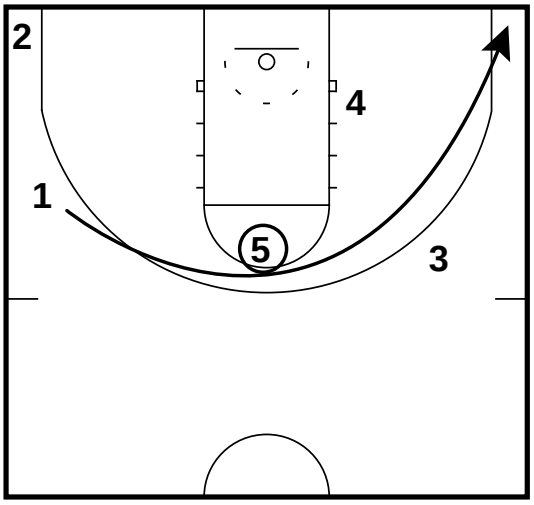
Seal the Guard After the Handoff

Florida / Recognize

FILM CUE

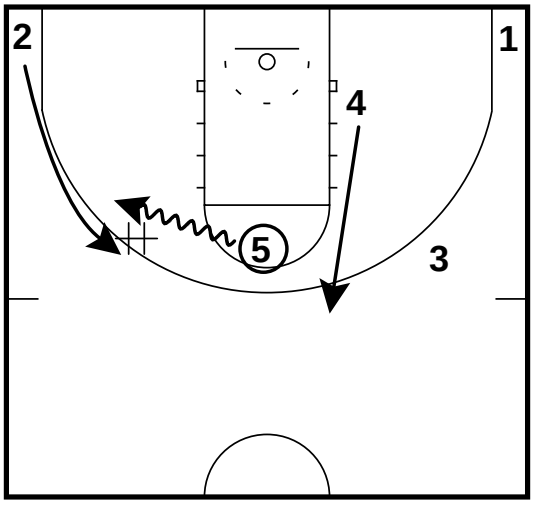
Have 4 lift as 5 hands off to 2. When 2's defender switches onto 5, feed 5 sealing the smaller defender.

01 / SEQUENCE



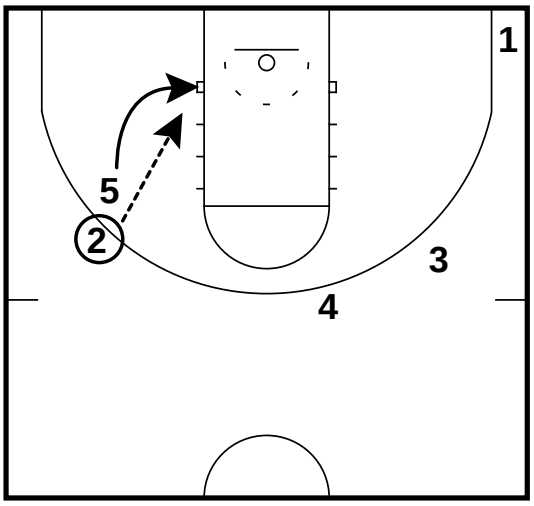
1 clears to the far corner.

02 / SEQUENCE



5 hands off to 2 as 4 lifts.

03 / SEQUENCE



X2 switches onto 5. 5 seals the smaller defender and receives the pass from 2 for a layup.

PRACTICE NOTES

CH. 03 / EMPTY BALL SCREENS

BONUS 40

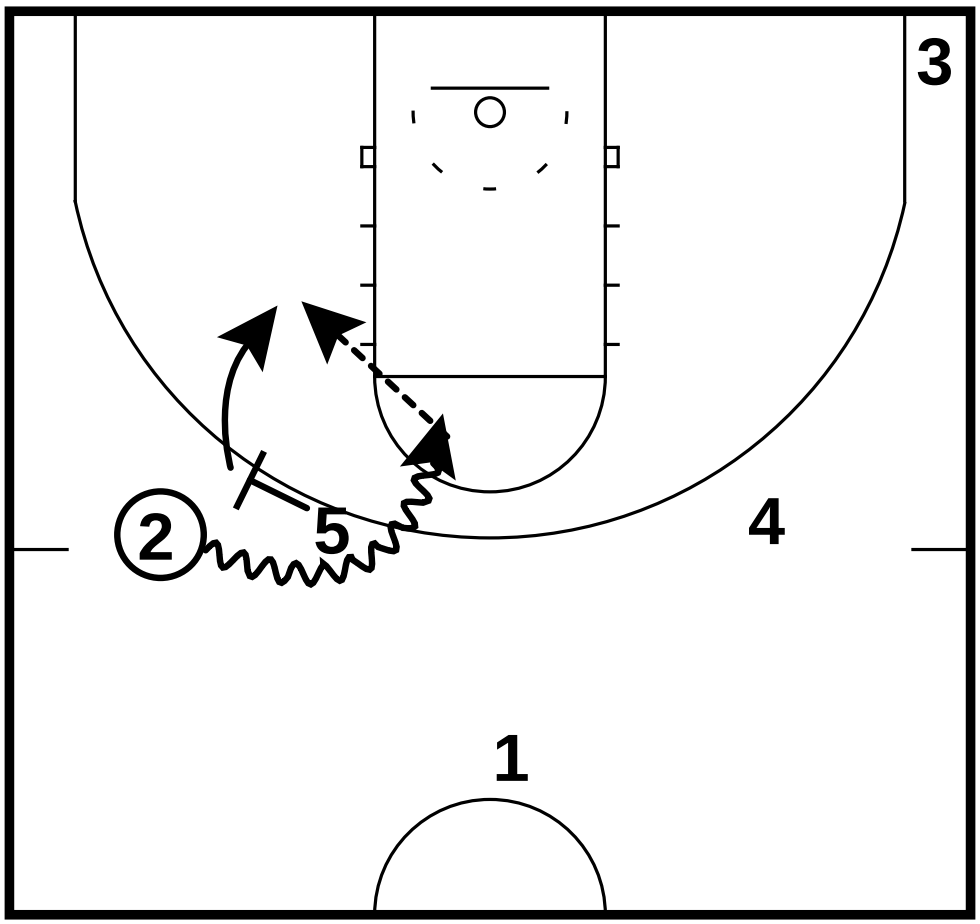
Pocket Pass Against the Late Switch

Iowa / Recognize

FILM CUE

Bring 2 off 5's drag. As the guard fights over and the big switches late, slip the pocket pass to 5.

01 / SEQUENCE



5 sets a drag for 2. X2 fights over and X5 switches late, opening the pocket pass to 5 for a layup.

PRACTICE NOTES

CH. 03 / EMPTY BALL SCREENS

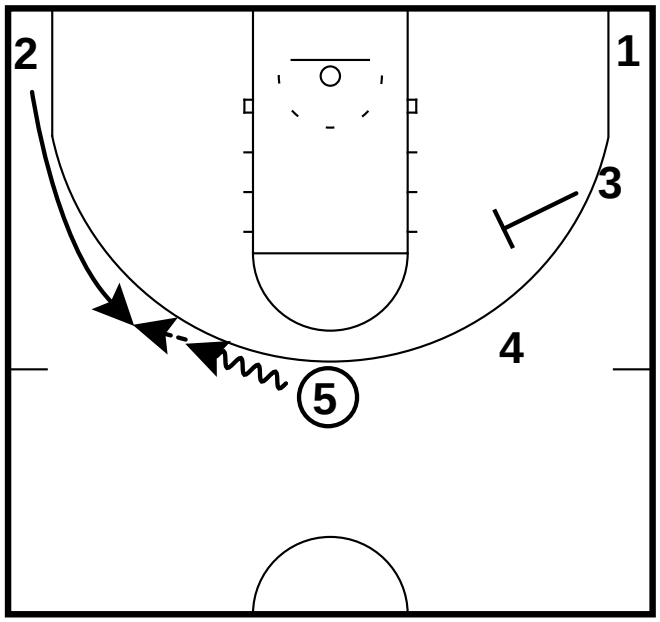
BONUS 41

Reject the Dribble-At Screen

Nebraska / Attack

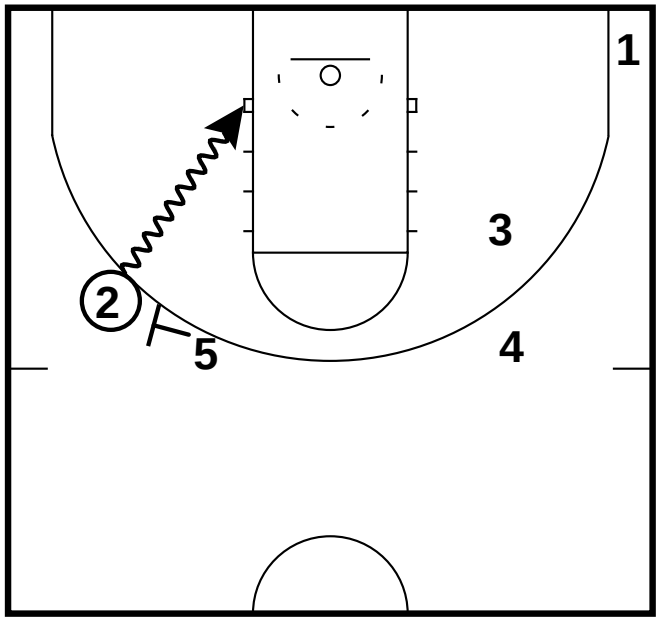
FILM CUE

Have 5 dribble at 2 and make the pass. With the help defender out of position, 2 rejects the screen and attacks the open side.



01 / SEQUENCE

5 dribbles at 2 and passes to 2.



02 / SEQUENCE

2 rejects the screen with X1 out of position.

CH. 03 / EMPTY BALL SCREENS

BONUS 42

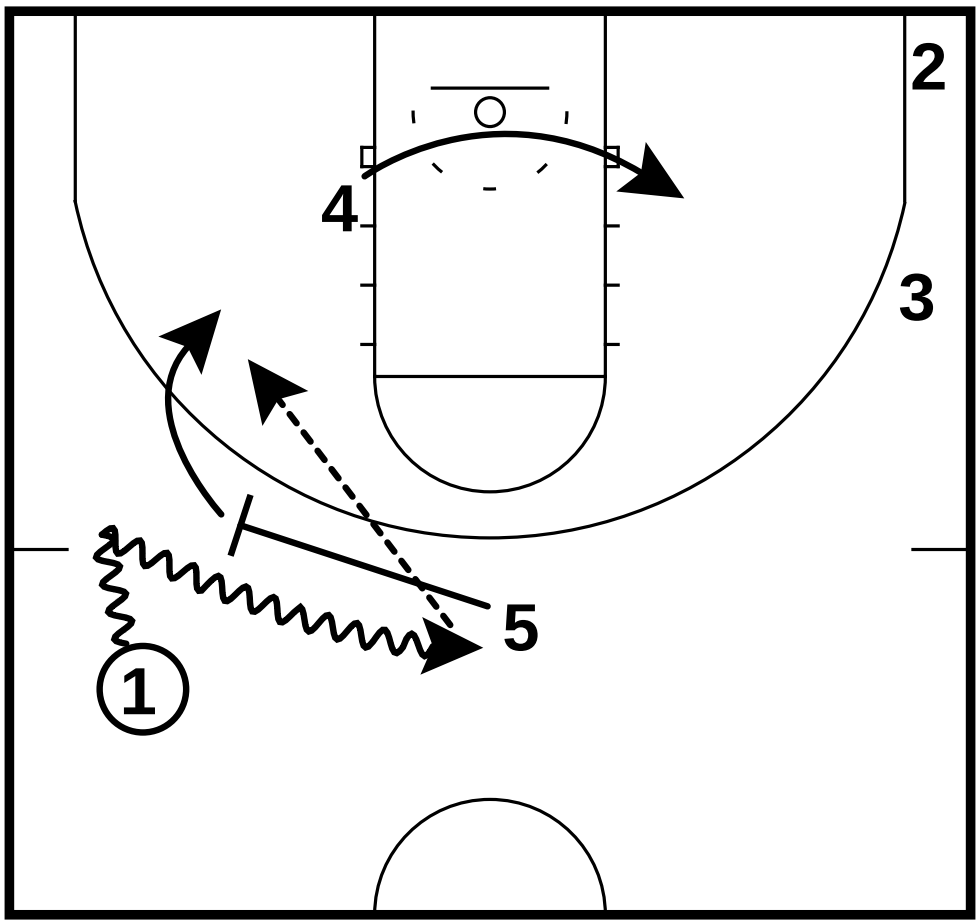
Clear the Lane for the Pocket Pass

Florida / Create

FILM CUE

Have 4 clear out as 1 uses 5's drag screen. Deliver the pocket pass to 5 rolling into the space 4 vacated.

01 / SEQUENCE



4 clears the side as 1 comes off 5's drag screen. 1 hits 5 with a pocket pass for a layup.

PRACTICE NOTES

Dribble Handoffs

BONUS 43–52 / 10 PLAYS

Who takes the ball after the exchange?

Watch the handoff defender's feet. Track the space for the handler to turn the corner, hit the roller or pass back to the pop.

BONUS	PLAY	PAGE
43	Shoot the Handoff Against Drop Coverage / Nebraska	48
44	Attack the Switch Behind a Gortat Screen / Nebraska	49
45	Chase the Pass and Throw Back / Iowa	50
46	Chase the Pass and Feed the Dive / UConn	51
47	Lift the Wing Behind the Handoff / Nebraska	52
48	Find the Handoff Giver in the Pocket / Florida	53
49	Pocket Pass Into a Return Handoff / Iowa	54
50	Dive and Seal for the Driver / Florida	55
51	Cut Through to Remove the Tag / UConn	56
52	Pitch Back and Chase the Handoff / Nebraska	57

CH. 04 / DRIBBLE HANDOFFS

BONUS 43

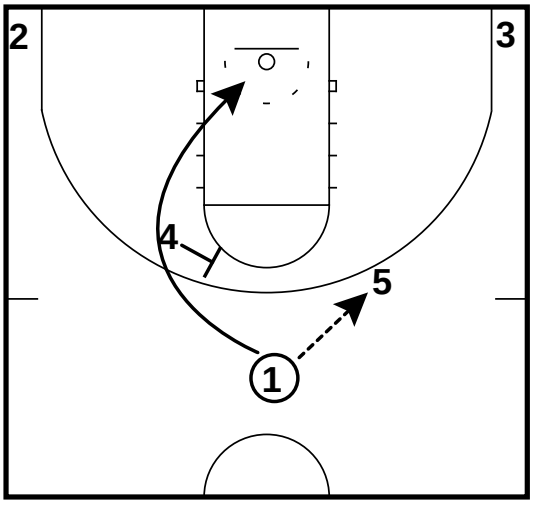
Shoot the Handoff Against Drop Coverage

Nebraska / Attack

FILM CUE

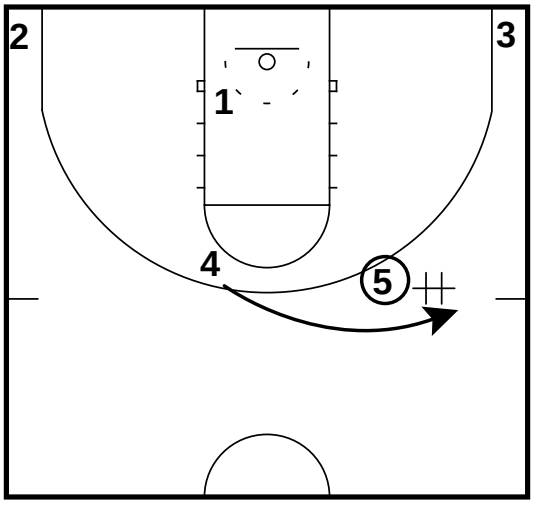
After screening for 1, send 4 straight into 5's handoff. With the defender chasing over and the big in drop, 4 can shoot behind the handoff.

01 / SEQUENCE



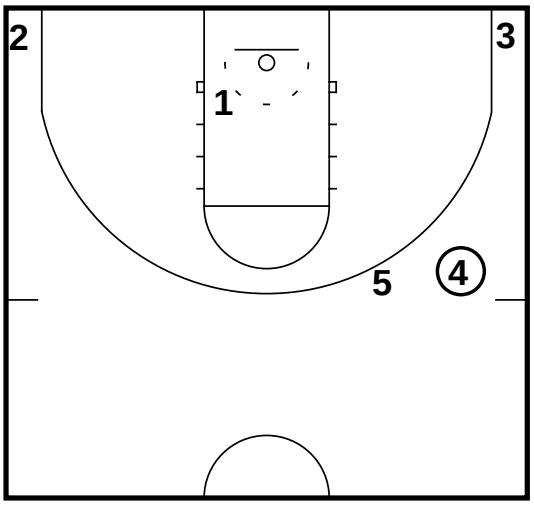
1 passes to 5 and cuts off 4's screen.

02 / SEQUENCE



4 sprints into a handoff from 5.

03 / SEQUENCE



X4 chases over and X5 stays in drop, leaving 4 an open three.

PRACTICE NOTES

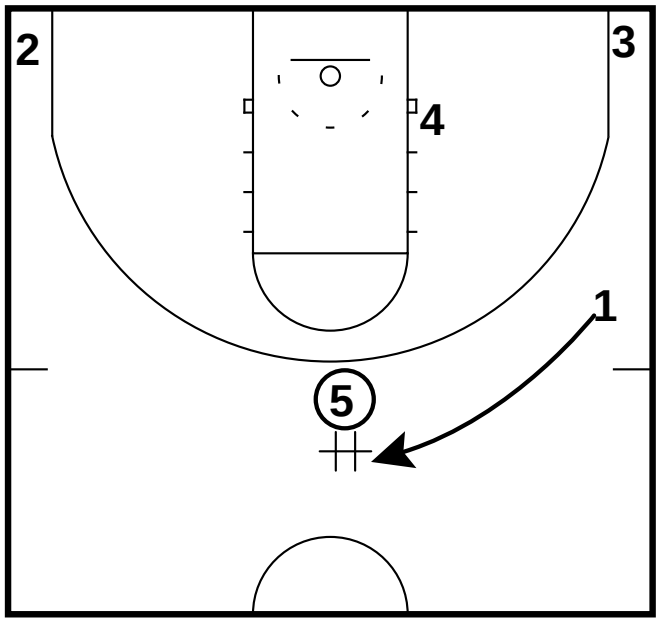
CH. 04 / DRIBBLE HANDOFFS BONUS 44

Attack the Switch Behind a Gortat Screen

Nebraska / Recognize

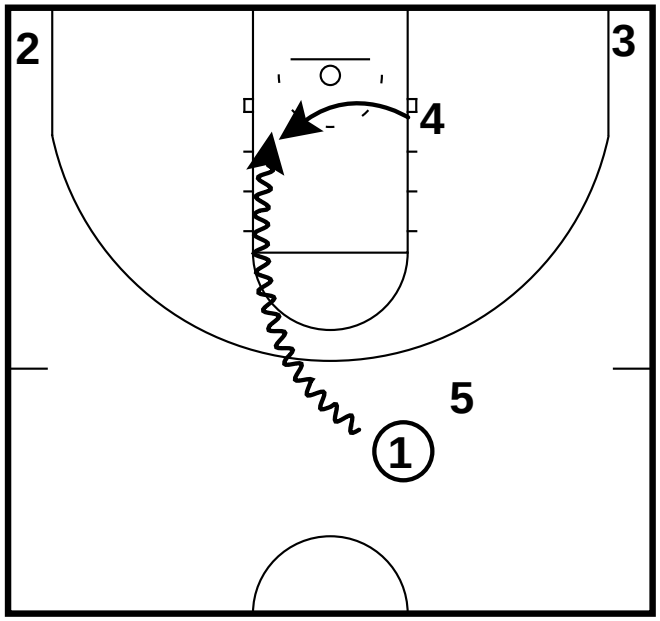
FILM CUE

When the handoff switches the big onto 1, drive the matchup. Have 4 seal the help defender to keep the lane clear.



01 / SEQUENCE

1 sprints into a handoff from 5.



02 / SEQUENCE

1 attacks X5 after the switch. 4 seals off X4 with a Gortat screen, clearing the lane for 1's layup.

CH. 04 / DRIBBLE HANDOFFS

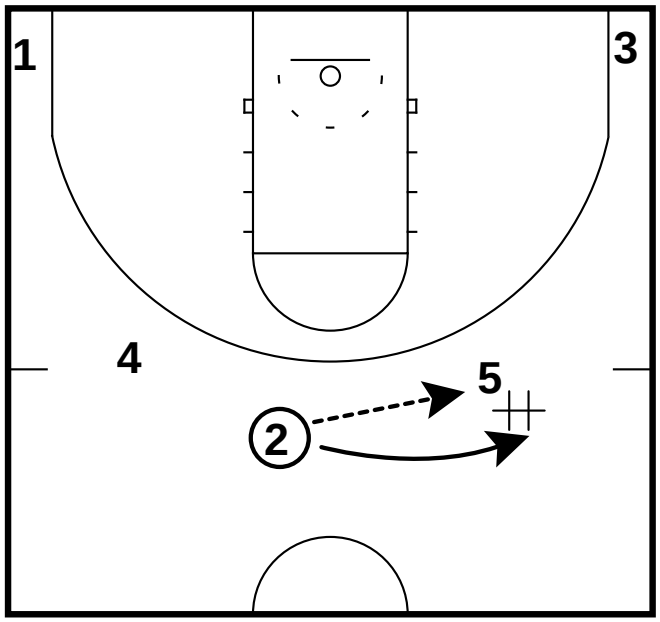
BONUS 45

Chase the Pass and Throw Back

Iowa / Create

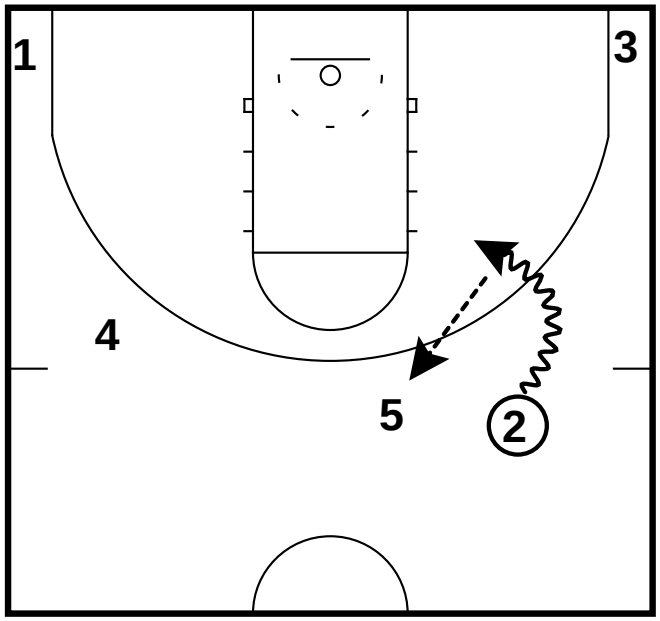
FILM CUE

Have 2 pass to 5 and immediately chase into the handoff. When both defenders follow 2, return the ball to 5 for three.



01 / SEQUENCE

2 passes to 5 and immediately chases the pass for a handoff.



02 / SEQUENCE

2 draws two defenders and kicks back to 5 for an open three.

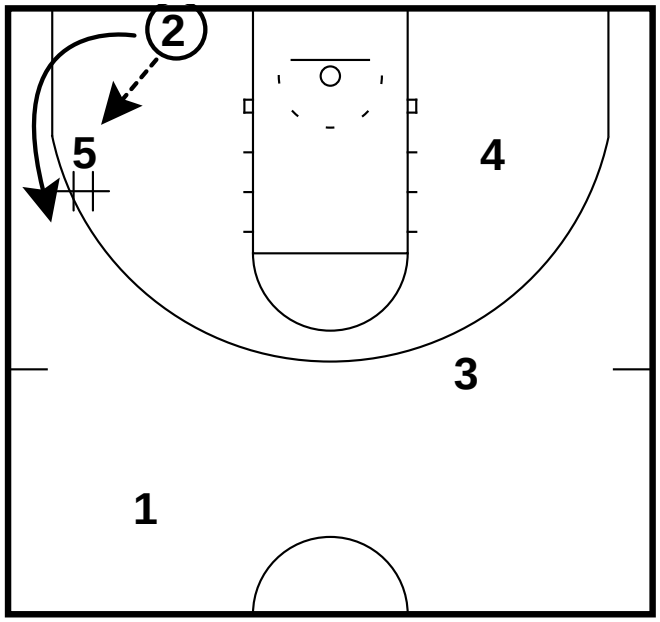
CH. 04 / DRIBBLE HANDOFFS BONUS 46

Chase the Pass and Feed the Dive

UConn / Recognize

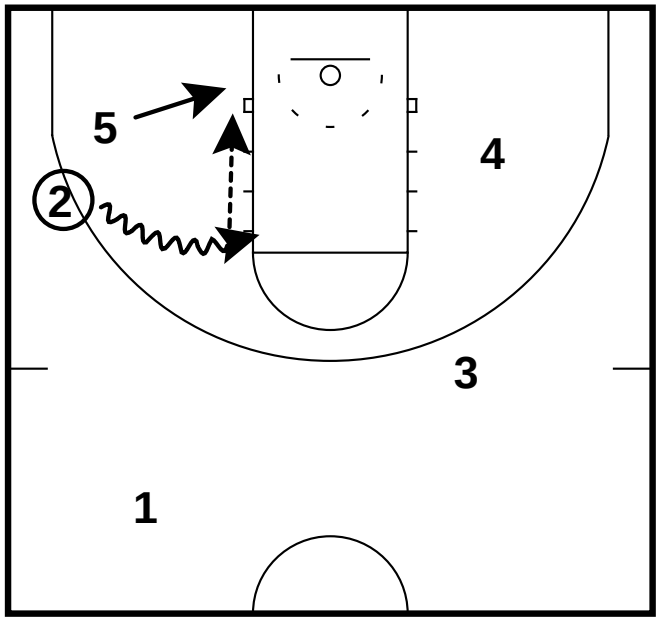
FILM CUE

Send 2 straight from the entry pass into 5's handoff. As both defenders follow the drive, drop the ball to 5 diving behind them.



01 / SEQUENCE

2 passes to 5 and sprints into a handoff.



02 / SEQUENCE

Two defenders follow 2 off the handoff. 2 drops the ball to 5 for a layup.

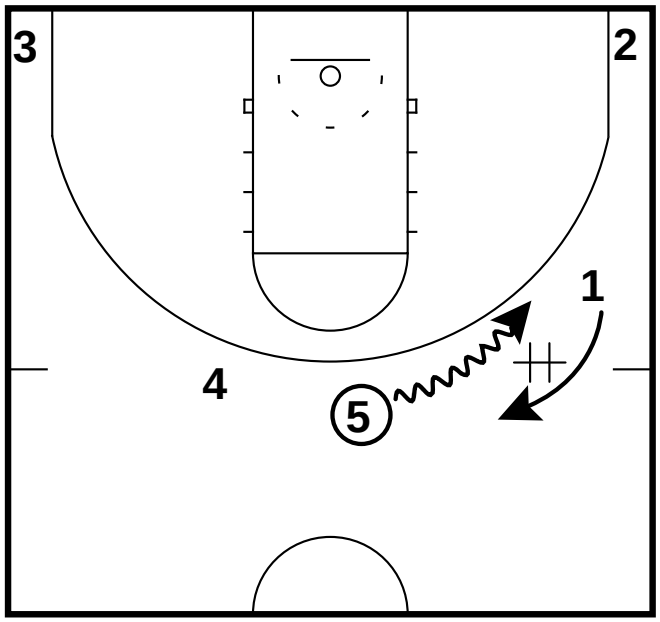
CH. 04 / DRIBBLE HANDOFFS BONUS 47

Lift the Wing Behind the Handoff

Nebraska / Create

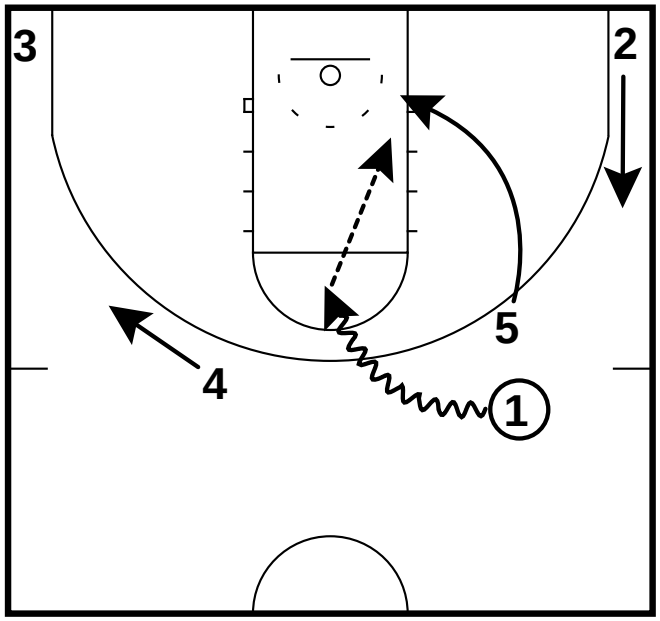
FILM CUE

As 1 drives off 5's handoff, have 2 lift and take the tag defender along. Hit 5 on the roll while two defenders follow 1.



01 / SEQUENCE

5 hands off to 1.



02 / SEQUENCE

1 drives and draws two. 2 lifts to occupy the tag defender, and 1 finds 5 rolling for a layup.

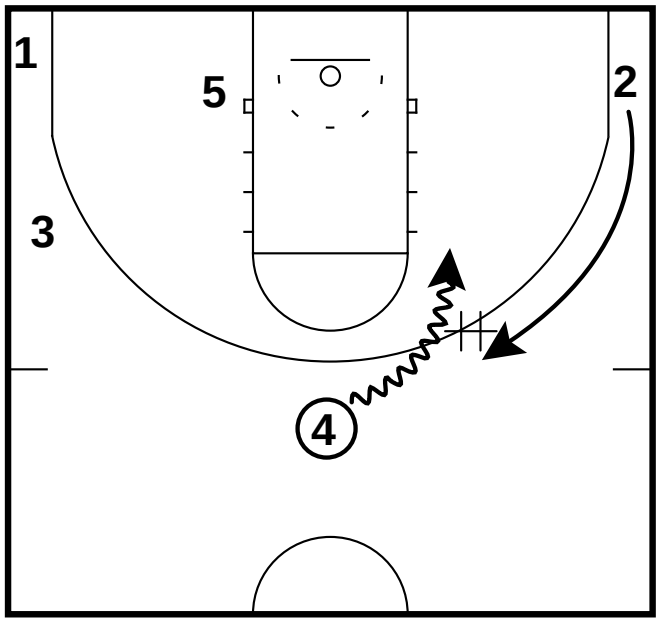
CH. 04 / DRIBBLE HANDOFFS BONUS 48

Find the Handoff Giver in the Pocket

Florida / Recognize

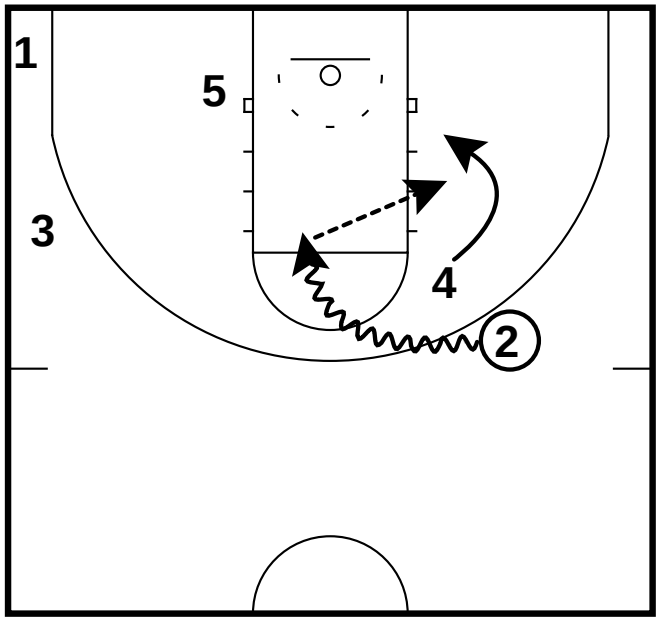
FILM CUE

Turn the corner with 2 and watch the second defender. When both commit to the ball, feed 4 in the pocket for the layup.



01 / SEQUENCE

4 hands off to 2.



02 / SEQUENCE

2 draws two defenders off the handoff and hits 4 in the pocket for a layup.

CH. 04 / DRIBBLE HANDOFFS

BONUS 49

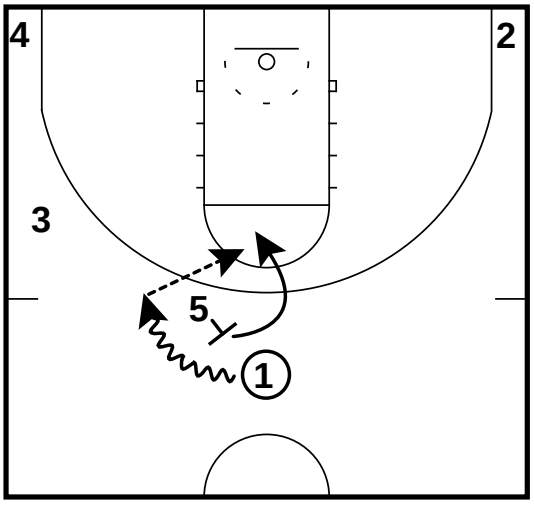
Pocket Pass Into a Return Handoff

Iowa / Create

FILM CUE

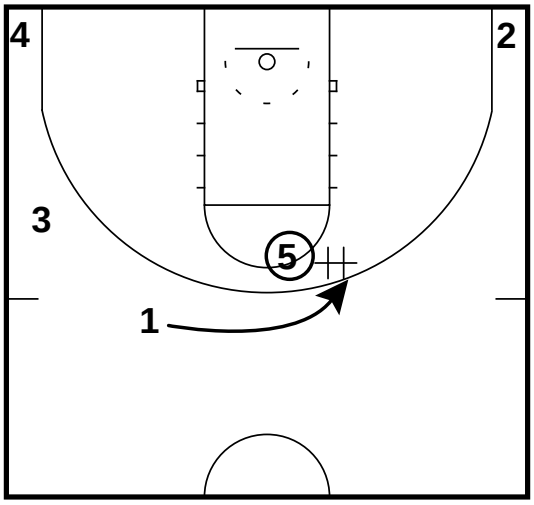
Enter to 5 with a pocket pass, then bring 1 back for the handoff. As the big steps toward 1, drop the ball to 5 for the dunk.

01 / SEQUENCE



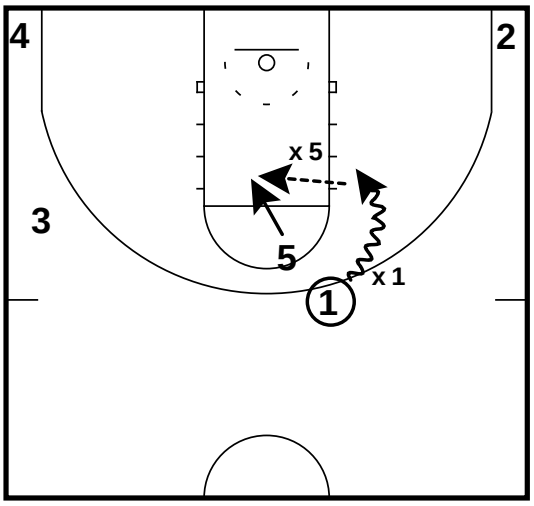
1 finds 5 with a pocket pass.

02 / SEQUENCE



1 comes back for the handoff from 5.

03 / SEQUENCE



X5 must guard both players. 1 drops the pass to 5 for a dunk.

PRACTICE NOTES

CH. 04 / DRIBBLE HANDOFFS

BONUS 50

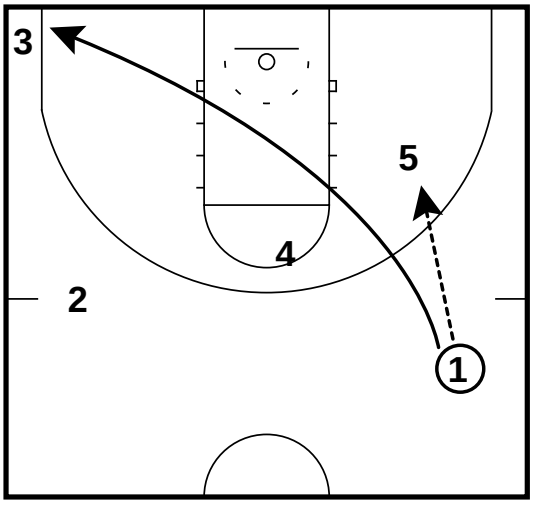
Dive and Seal for the Driver

Florida / Continue

FILM CUE

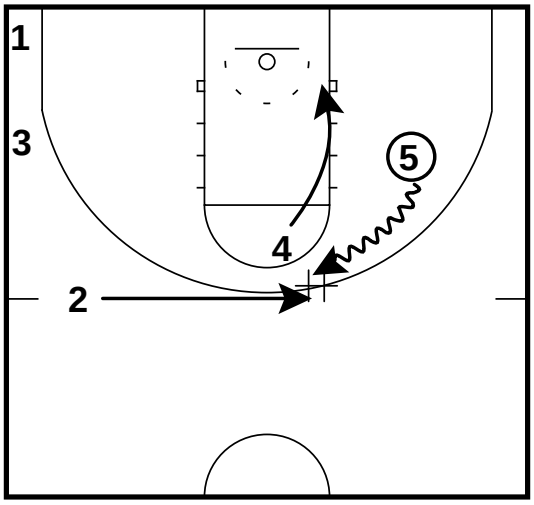
After 1 clears, have 5 hand off to 2 and send 4 down the lane. As 2 drives, 4 seals the help defender to open the finish.

01 / SEQUENCE



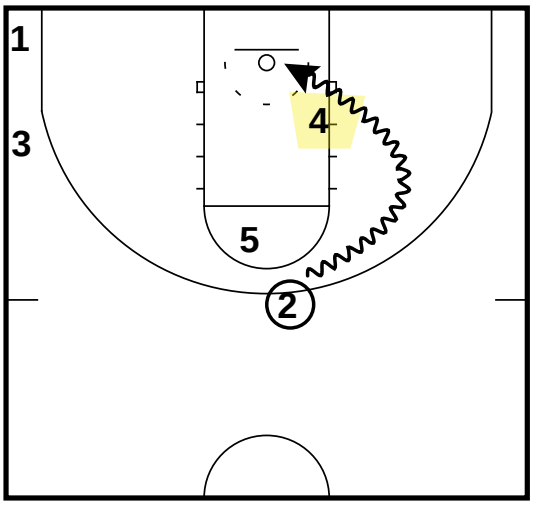
1 passes to 5 and clears out.

02 / SEQUENCE



5 hands off to 2 as 4 dives to the rim.

03 / SEQUENCE



4 seals off X4 with a Gortat screen, freeing 2 to drive for the layup.

PRACTICE NOTES

CH. 04 / DRIBBLE HANDOFFS

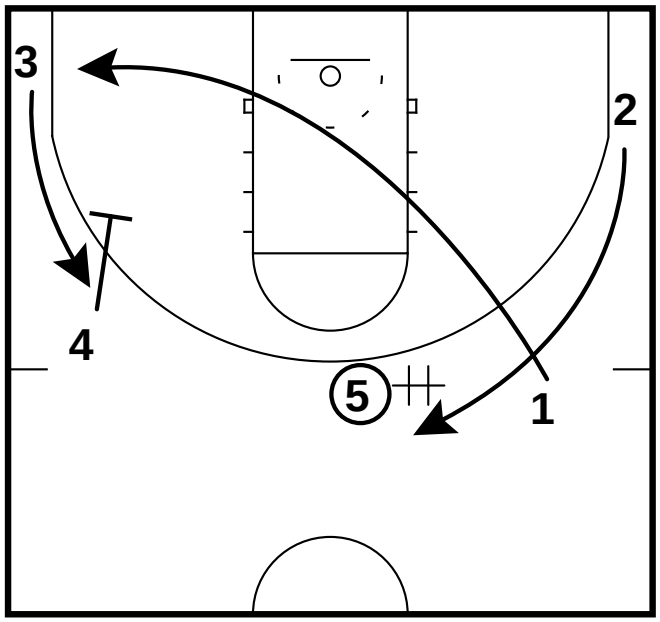
BONUS 51

Cut Through to Remove the Tag

UConn / Create

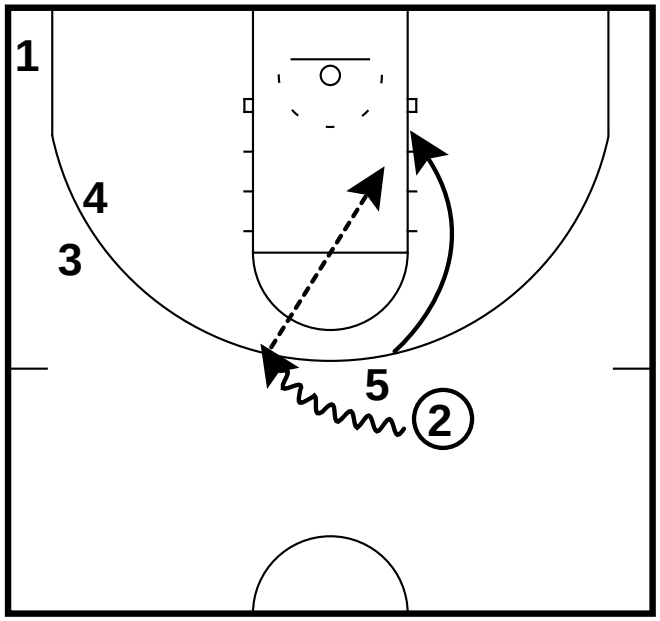
FILM CUE

Cut 1 through before 2 takes the handoff from 5. With the tag defender gone, 2 can draw two and feed 5 at the rim.



01 / SEQUENCE

1 cuts through as 2 sprints into the handoff from 5.



02 / SEQUENCE

1's cut pulls the tag away. 2 draws two defenders and finds 5 for a layup.

CH. 04 / DRIBBLE HANDOFFS

BONUS 52

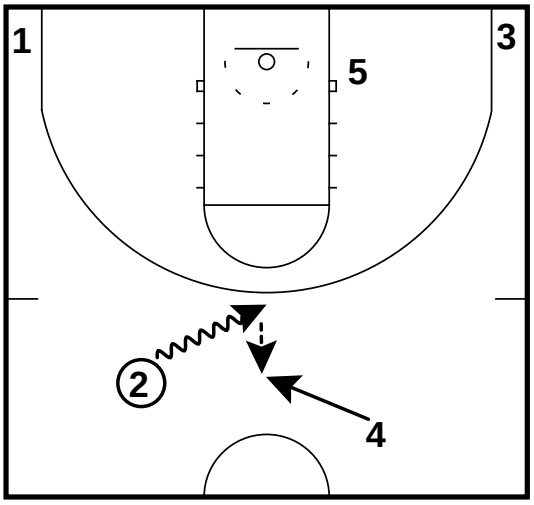
Pitch Back and Chase the Handoff

Nebraska / Attack

FILM CUE

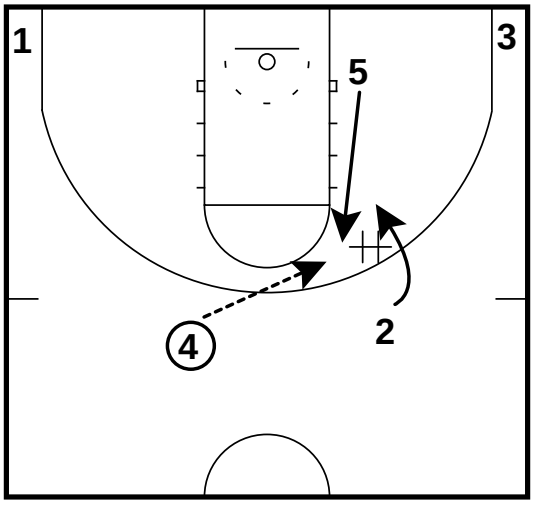
Have 2 drive and pitch back to 4, who enters to 5. Send 2 into the handoff at speed and turn the corner when the defender chases over.

01 / SEQUENCE



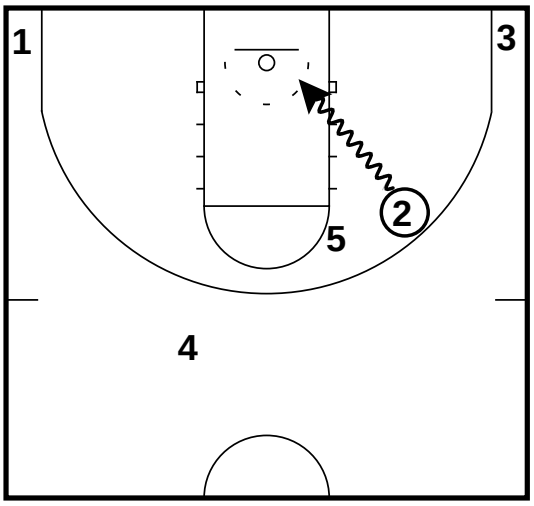
2 drives and pitches back to 4.

02 / SEQUENCE



4 passes to 5 as 2 sprints in for the handoff.

03 / SEQUENCE



X2 chases over the top, giving 2 a lane to the rim.

PRACTICE NOTES

Attacking Closeouts

BONUS 53–62 / 10 PLAYS

Which driving lane does the closeout give up?

Pause on the catch. Check the defender's angle, then compare the baseline drive, the middle drive and the escape dribble.

BONUS	PLAY	PAGE
53	Seal the Big for a Baseline Drive / Nebraska	59
54	Pitch Ahead and Attack Baseline / Michigan	60
55	Skip Pass Against a High-Side Closeout / Iowa	61
56	Fade the Pin Down, Drive Baseline / UConn	62
57	Drive the Kickout to a Middle Pull-Up / Nebraska	63
58	Beat the Low-Side Closeout Middle / Nebraska	64
59	Crosscourt Pitch Into a Middle Drive / Florida	65
60	Relocate After the Kick and Drive Again / Nebraska	66
61	Escape the Scramble Closeout for Three / Michigan	67
62	Force Help, Then Find the Trailer / UConn	68

CH. 05 / ATTACKING CLOSEOUTS

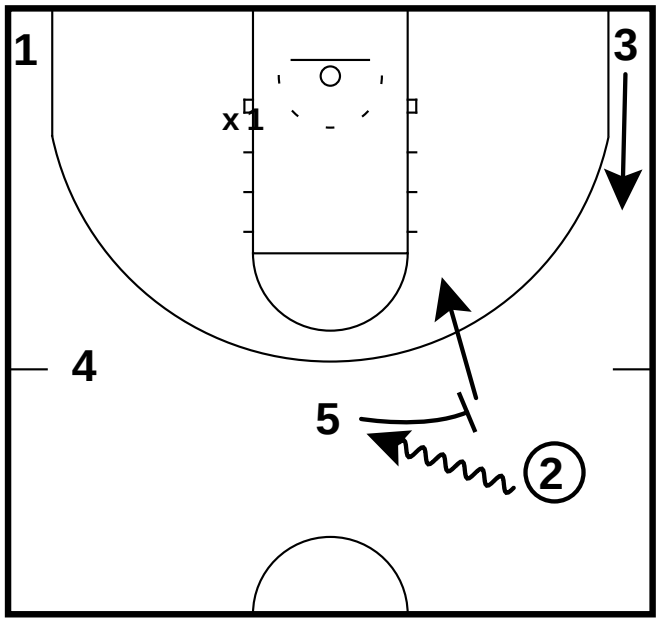
BONUS 53

Seal the Big for a Baseline Drive

Nebraska / Attack

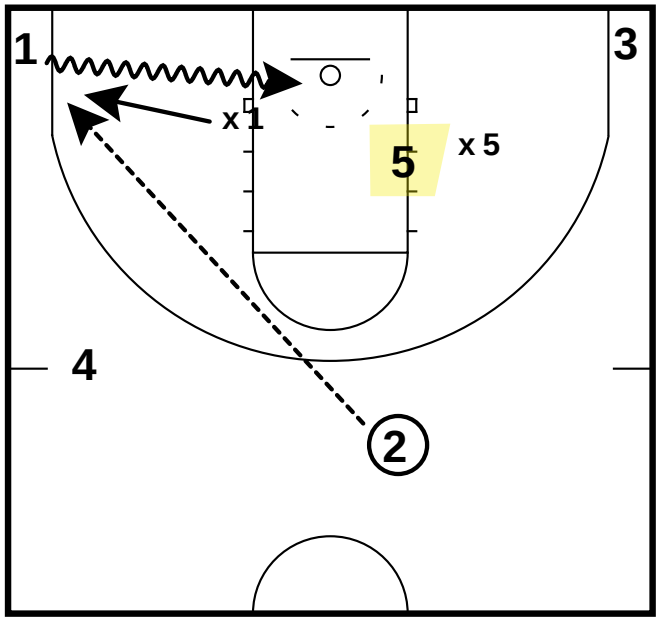
FILM CUE

When the ball reaches 1 in the corner, attack the wild closeout along the baseline. Have 5 seal the rim protector inside.



01 / SEQUENCE

2 uses 5's drag screen. 5 slips and 3 lifts.



02 / SEQUENCE

X1 closes out off balance. 1 beats the closeout baseline while 5 seals X5 for the layup.

CH. 05 / ATTACKING CLOSEOUTS

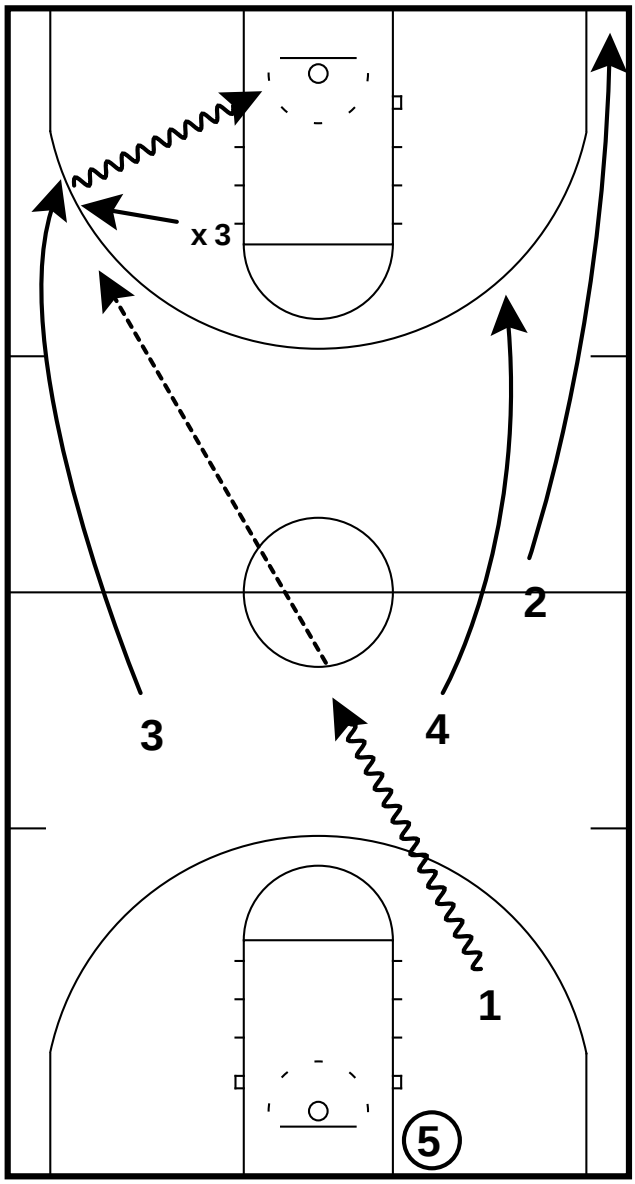
BONUS 54

Pitch Ahead and Attack Baseline

Michigan / Attack

FILM CUE

Have 1 push and pitch ahead to 3 on the wing. Attack the baseline as the defender rushes out to the catch.



01 / SEQUENCE

1 pushes the ball and pitches ahead to 3. X3 closes hard, and 3 drives baseline for a layup.

PRACTICE NOTES

CH. 05 / ATTACKING CLOSEOUTS

BONUS 55

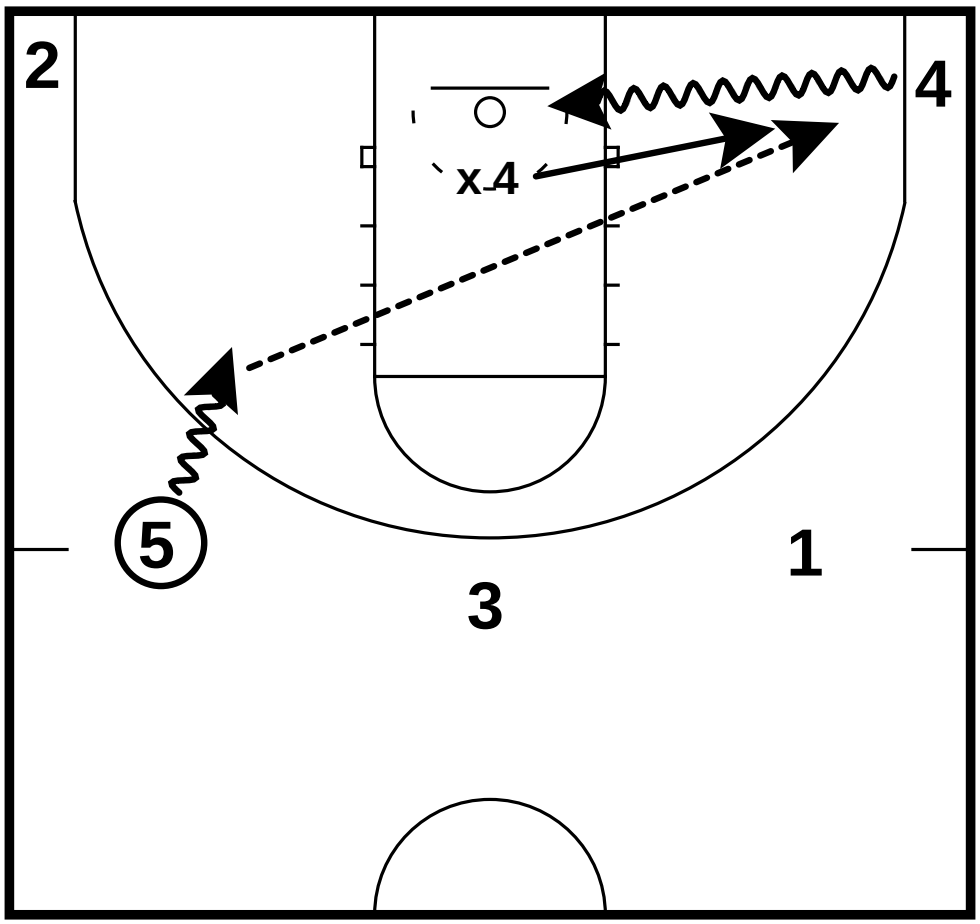
Skip Pass Against a High-Side Closeout

Iowa / Continue

FILM CUE

When 5 drives and skips to 4, read which shoulder the defender closes toward. A high-side closeout leaves 4 the baseline.

01 / SEQUENCE



5 drives and skips to 4. X4 closes on the high side, so 4 rips baseline for a layup.

PRACTICE NOTES

CH. 05 / ATTACKING CLOSEOUTS BONUS 56

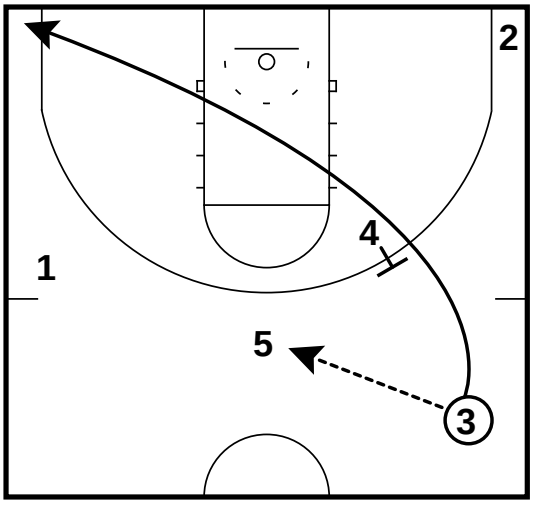
Fade the Pin Down, Drive Baseline

UConn / Attack

FILM CUE

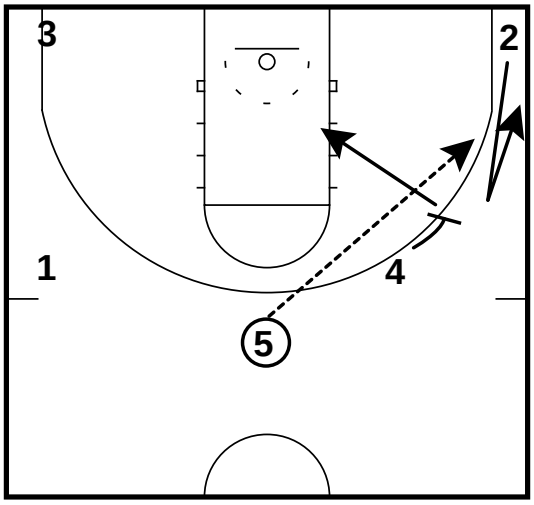
Have 2 fade the down screen into the corner for the pass from 5. When the defender closes high, take the baseline to the floater.

01 / SEQUENCE



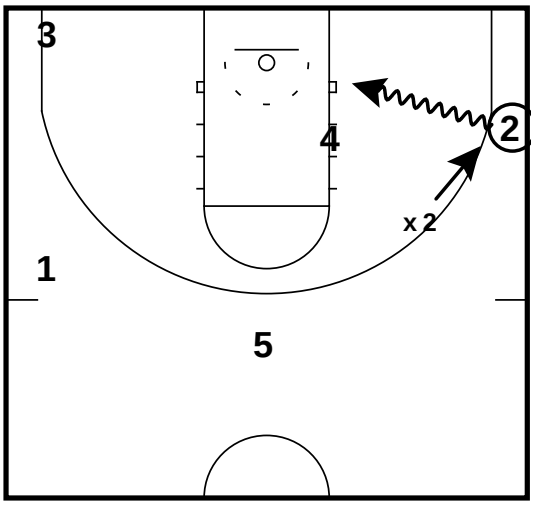
3 passes to 4 and cuts to the corner.

02 / SEQUENCE



2 fades the down screen to the corner and receives the pass from 5.

03 / SEQUENCE



X2 closes on the high side. 2 drives baseline for a floater.

PRACTICE NOTES

CH. 05 / ATTACKING CLOSEOUTS

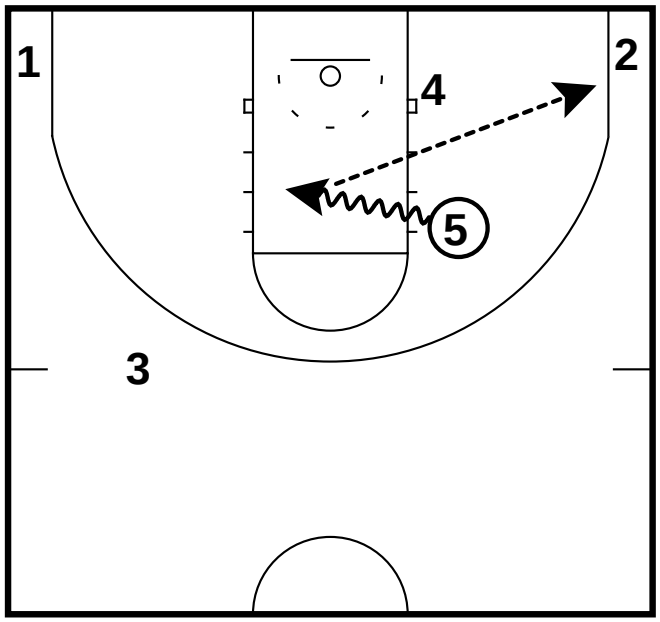
BONUS 57

Drive the Kickout to a Middle Pull-Up

Nebraska / Continue

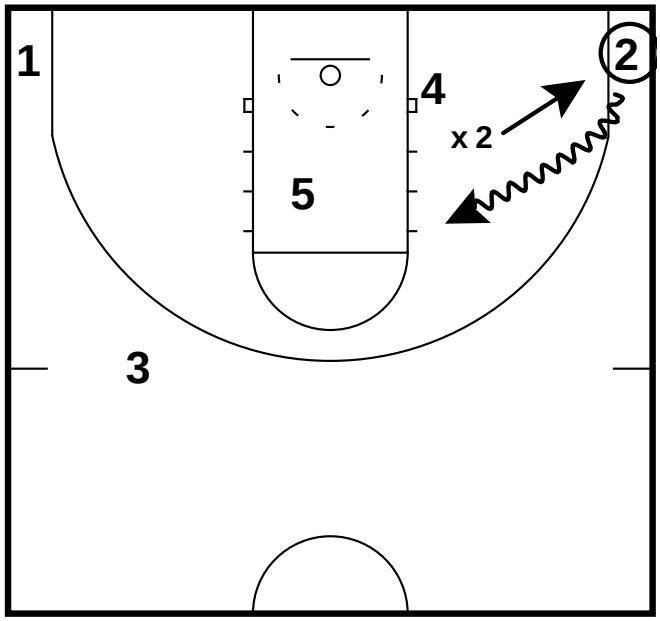
FILM CUE

When 5 draws the defense into the lane, kick to 2 in the corner. Attack the off-balance closeout toward the middle and pull up.



01 / SEQUENCE

5 drives, draws the defense in and kicks out to 2.



02 / SEQUENCE

X2 closes out off balance. 2 attacks middle and takes the pull-up.

CH. 05 / ATTACKING CLOSEOUTS

BONUS 58

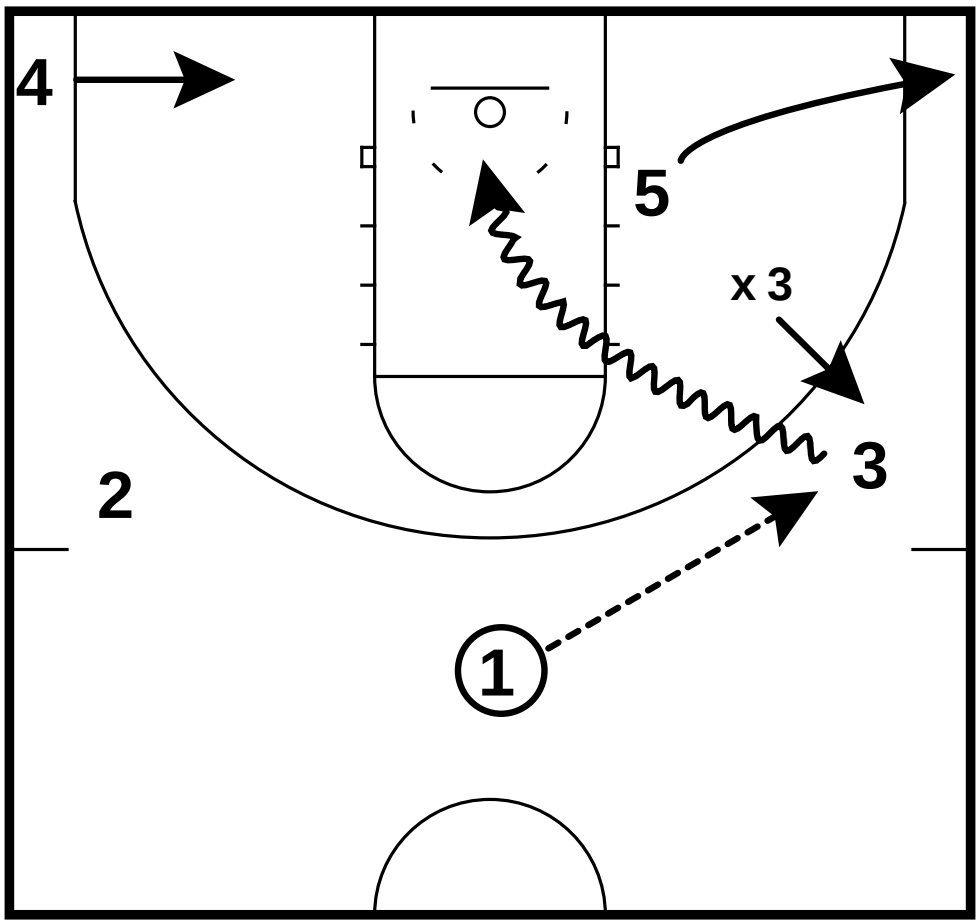
Beat the Low-Side Closeout Middle

Nebraska / Attack

FILM CUE

Swing from 1 to 3 and read the defender's approach. When the closeout takes away the baseline, rip middle as 5 relocates.

01 / SEQUENCE



1 swings to 3. X3 closes on the low side, so 3 rips middle for a layup while 5 spaces away.

PRACTICE NOTES

CH. 05 / ATTACKING CLOSEOUTS

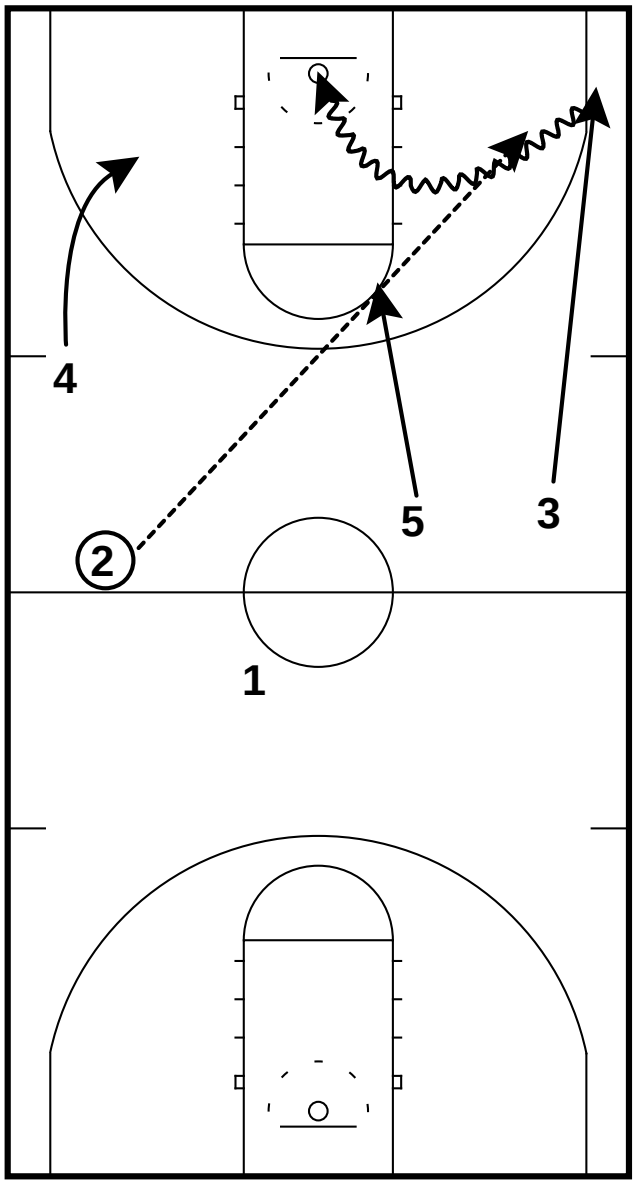
BONUS 59

Crosscourt Pitch Into a Middle Drive

Florida / Attack

FILM CUE

Have 2 pitch the ball across to 3 in transition. Attack the closeout toward the middle before the defense can set.



01 / SEQUENCE

2 pitches ahead across the floor to 3. 3 drives the closeout middle for a layup.

PRACTICE NOTES

CH. 05 / ATTACKING CLOSEOUTS BONUS 60

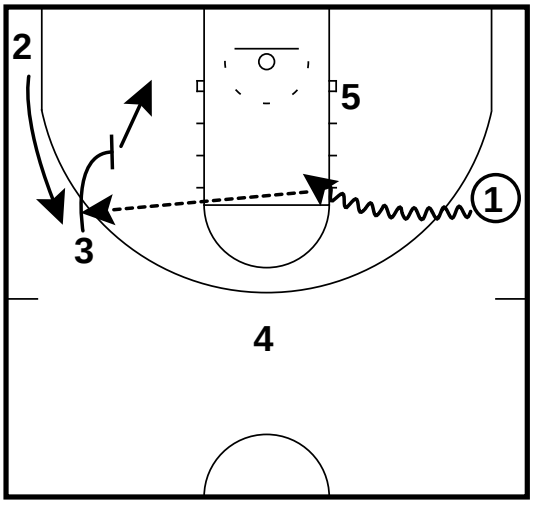
Relocate After the Kick and Drive Again

Nebraska / Continue

FILM CUE

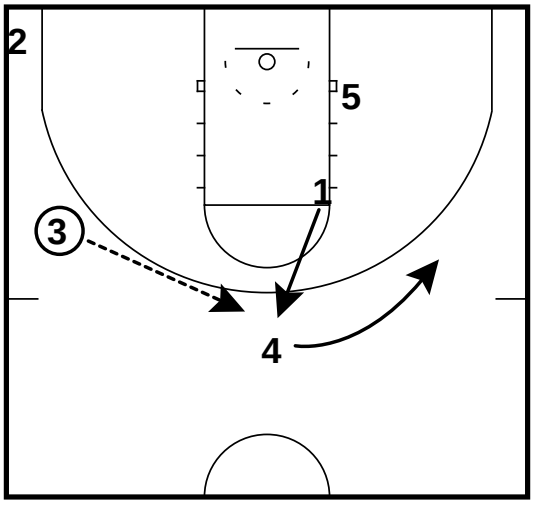
After the first paint touch and kick, bring 1 back out to the top as 4 spaces. On the return pass from 3, attack the late closeout.

01 / SEQUENCE



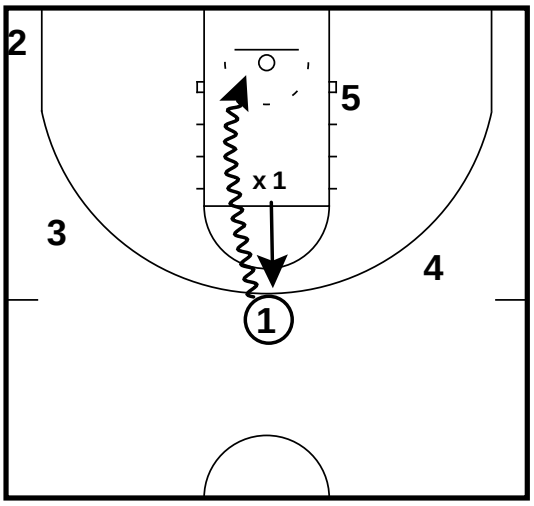
1 drives middle, touches the paint and kicks to 2.

02 / SEQUENCE



4 spaces away. 1 relocates to the top and receives the pass from 3.

03 / SEQUENCE



X1 closes late. 1 drives past the closeout for a layup.

PRACTICE NOTES

CH. 05 / ATTACKING CLOSEOUTS

BONUS 61

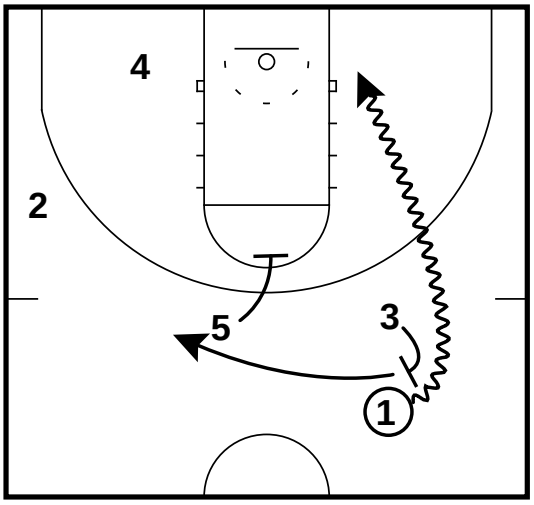
Escape the Scramble Closeout for Three

Michigan / Attack

FILM CUE

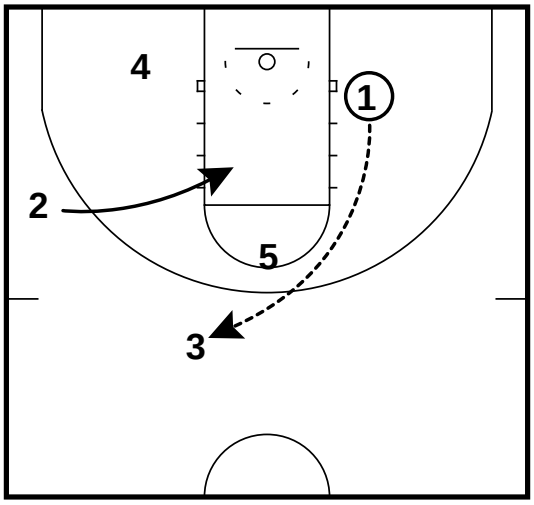
Have 1 draw both screen defenders and hit 3 on the pop. As the next defender scrambles out, 3 escapes the closeout for a three.

01 / SEQUENCE



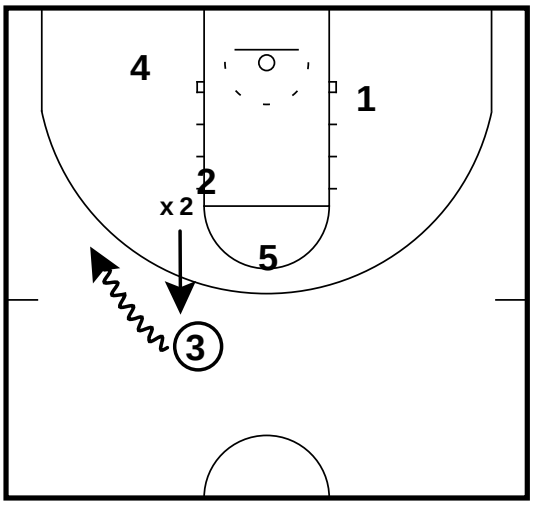
1 uses 3's screen and takes X1 and X3 downhill. 3 pops behind the play.

02 / SEQUENCE



1 passes back to 3.

03 / SEQUENCE



X2 scrambles to close out. 3 escapes the closeout for an open three.

PRACTICE NOTES

CH. 05 / ATTACKING CLOSEOUTS

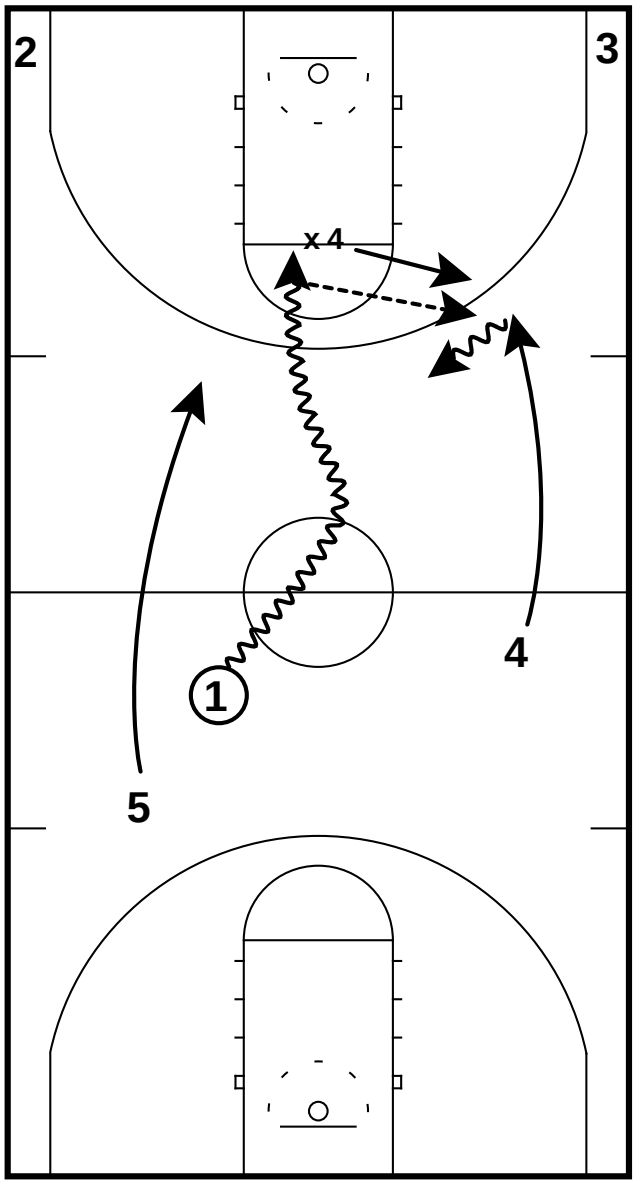
BONUS 62

Force Help, Then Find the Trailer

UConn / Attack

FILM CUE

Push 1 down the middle until 4's defender steps in. Kick to 4 arriving on the wing and read the defender's recovery.



01 / SEQUENCE

1 pushes the ball and draws help from X4, then kicks to 4. X4 scrambles to close out.

PRACTICE NOTES

Second-Side Actions

BONUS 63–66 / 4 PLAYS

Can the defense get set before the next action?

Follow the first pass away from the initial action. Watch how quickly the next receiver flows into a handoff or ball screen.

BONUS	PLAY	PAGE
63	Swing Twice and Slip the Late Switch / UConn	70
64	Drive Middle Off the Second-Side Handoff / Florida	71
65	Stagger Away, Then Shoot Behind the Under / Florida	72
66	Pop Into a Handoff Against a Late Switch / Florida	73

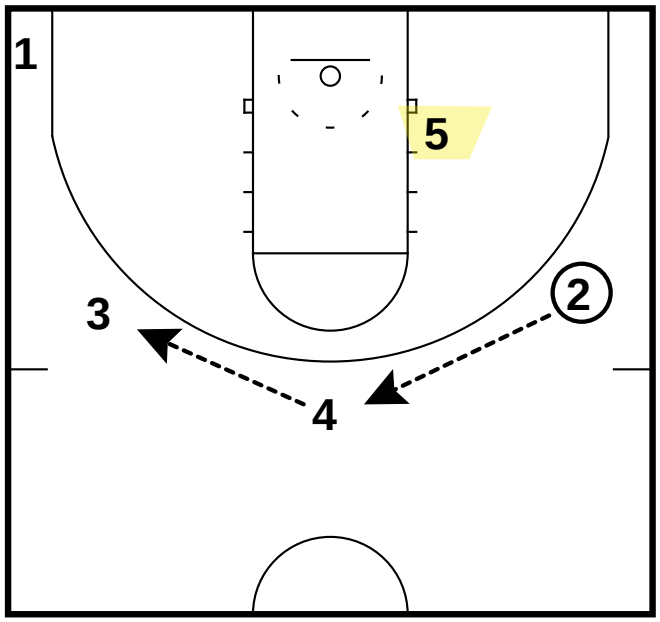
CH. 06 / SECOND-SIDE ACTIONS BONUS 63

Swing Twice and Slip the Late Switch

UConn / Continue

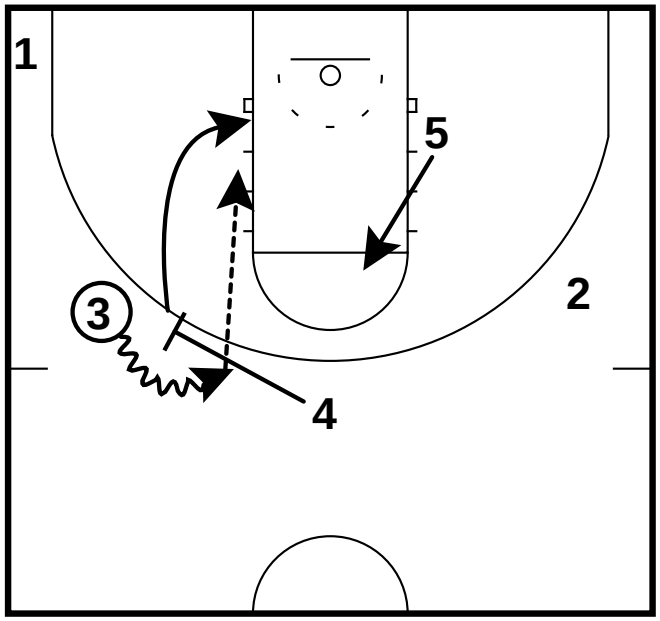
FILM CUE

Reverse the ball from 2 through 4 to 3, then have 4 chase and slip the screen. As 5 lifts the help away, 3 can hit 4 behind the late switch.



01 / SEQUENCE

5 posts up. 2 looks inside, then swings to 4, who moves it to 3 on the second side.



02 / SEQUENCE

4 follows the pass and slips the ball screen as 5 lifts. 3 finds 4 for a layup on the late switch.

CH. 06 / SECOND-SIDE ACTIONS

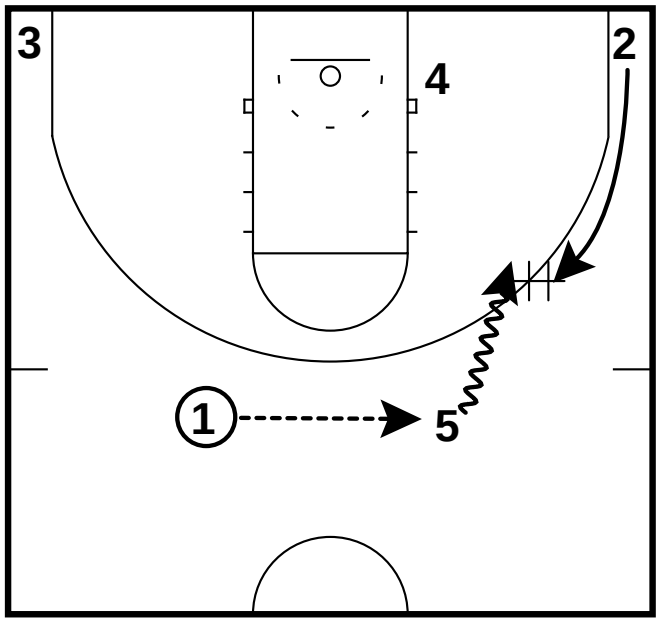
BONUS 64

Drive Middle Off the Second-Side Handoff

Florida / Continue

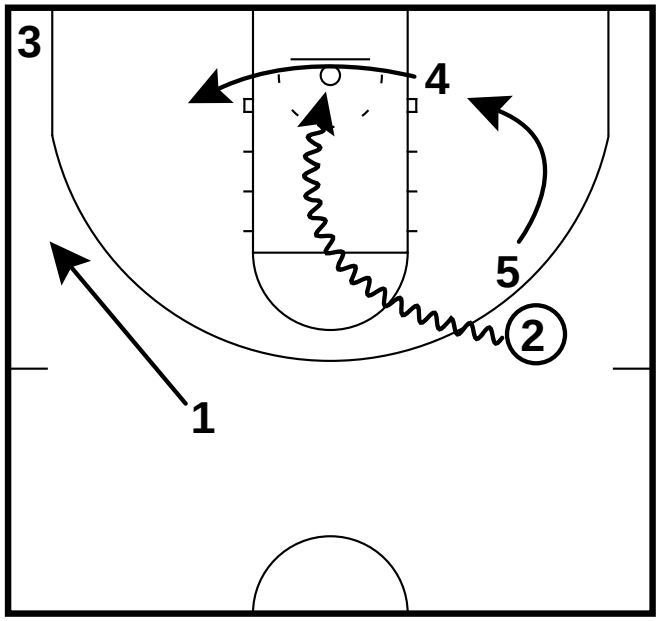
FILM CUE

Enter to 5 and bring 2 into the handoff. When 2's defender trails over the top, drive the middle as 4 and 1 relocate.



01 / SEQUENCE

1 passes to 5, who hands off to 2.



02 / SEQUENCE

X2 chases over the handoff. 1 and 4 relocate, leaving 2 a middle drive for a layup.

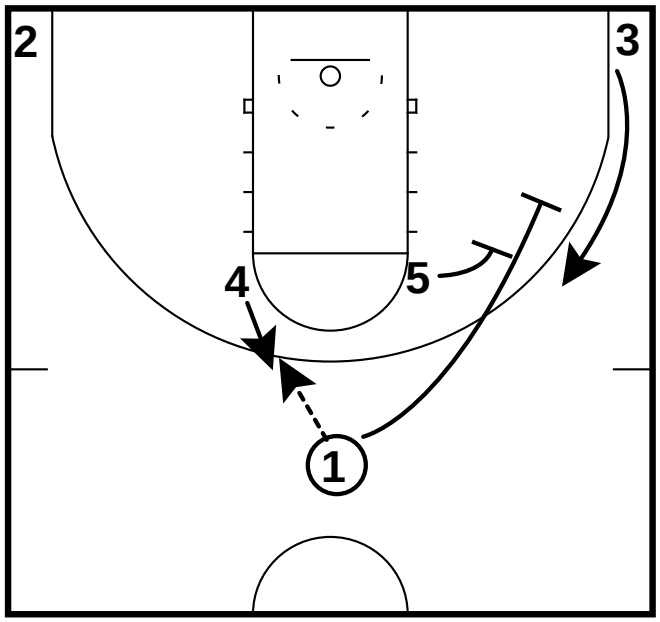
CH. 06 / SECOND-SIDE ACTIONS BONUS 65

Stagger Away, Then Shoot Behind the Under

Florida / Continue

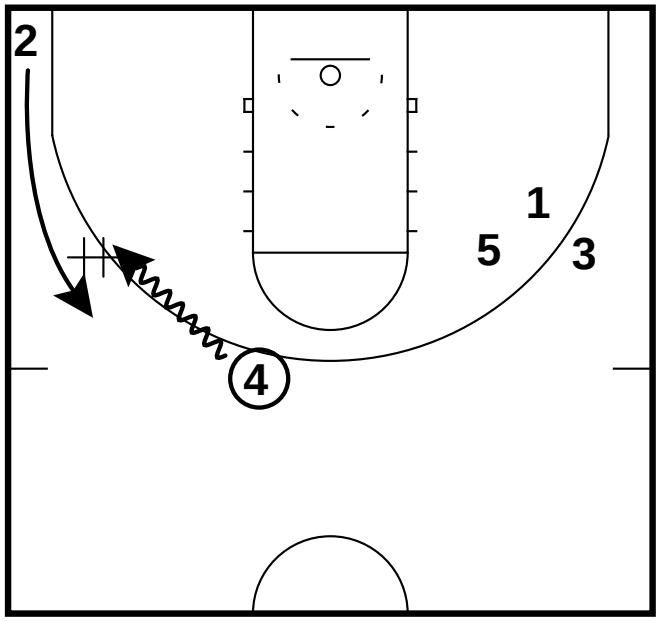
FILM CUE

Show the stagger for 3 before 4 turns to hand off to 2 on the second side. If 2's defender goes under, shoot behind the handoff.



01 / SEQUENCE

1 passes to 4 and joins 5 in a stagger away for 3.



02 / SEQUENCE

4 turns to the second side and hands off to 2. X2 goes under, giving 2 an open three.

CH. 06 / SECOND-SIDE ACTIONS

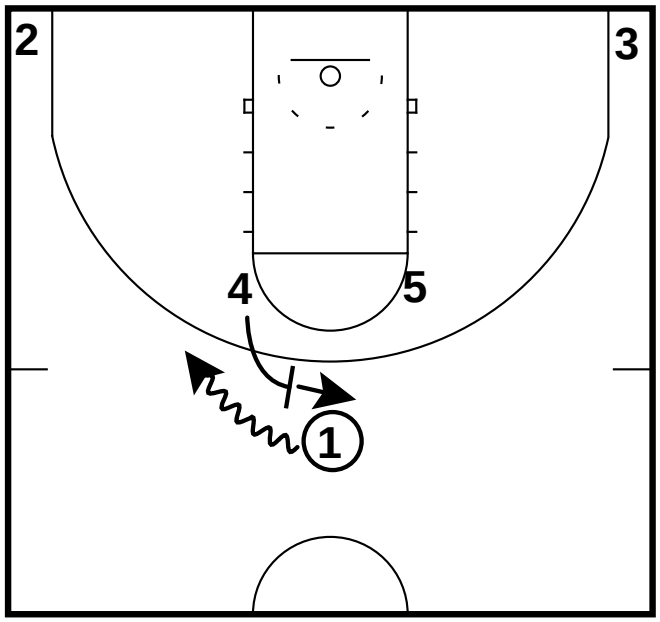
BONUS 66

Pop Into a Handoff Against a Late Switch

Florida / Continue

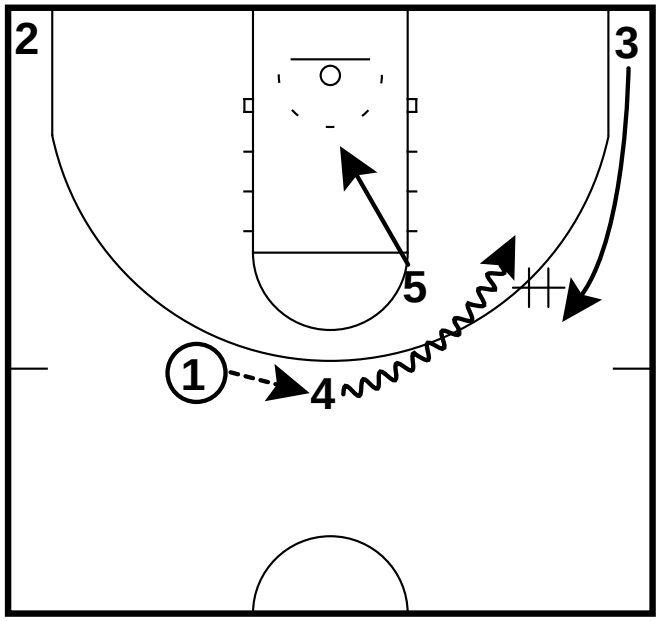
FILM CUE

Find 4 on the pop as 5 dives to the front of the rim. Bring 3 into the handoff and shoot if the defenders switch late.



01 / SEQUENCE

1 uses 4's screen and 4 pops back to the top.



02 / SEQUENCE

1 hits 4 on the pop as 5 dives. 4 hands off to 3, who gets an open three before the defense switches.

Transition

BONUS 67–78 / 12 PLAYS

Who is ahead of their matchup?

Find the first runner as possession changes. Track the pitch-ahead, the rim run and the early drag before help gets set.

BONUS	PLAY	PAGE
67	Hit the Big Running the Middle / Michigan	75
68	Advance With Two Quick Passes / Michigan	76
69	Lead the Guard Up the Left Lane / Michigan	77
70	Wide Lanes and an Early Drag Slip / UConn	78
71	Push the Rebound, Pitch Back for Three / Iowa	79
72	Hit the Early Roller Before the Tag / Nebraska	80
73	Advance Without a Dribble After a Make / Florida	81
74	Throw Ahead Directly From the Rebound / Michigan	82
75	Outlet and Throw Long for the Dunk / Michigan	83
76	Rebound, Push and Release the Lead Guard / Florida	84
77	Push and Hit the Wing in Stride / Florida	85
78	Attack the Rim When Nobody Stops Ball / Michigan	86

CH. 07 / TRANSITION

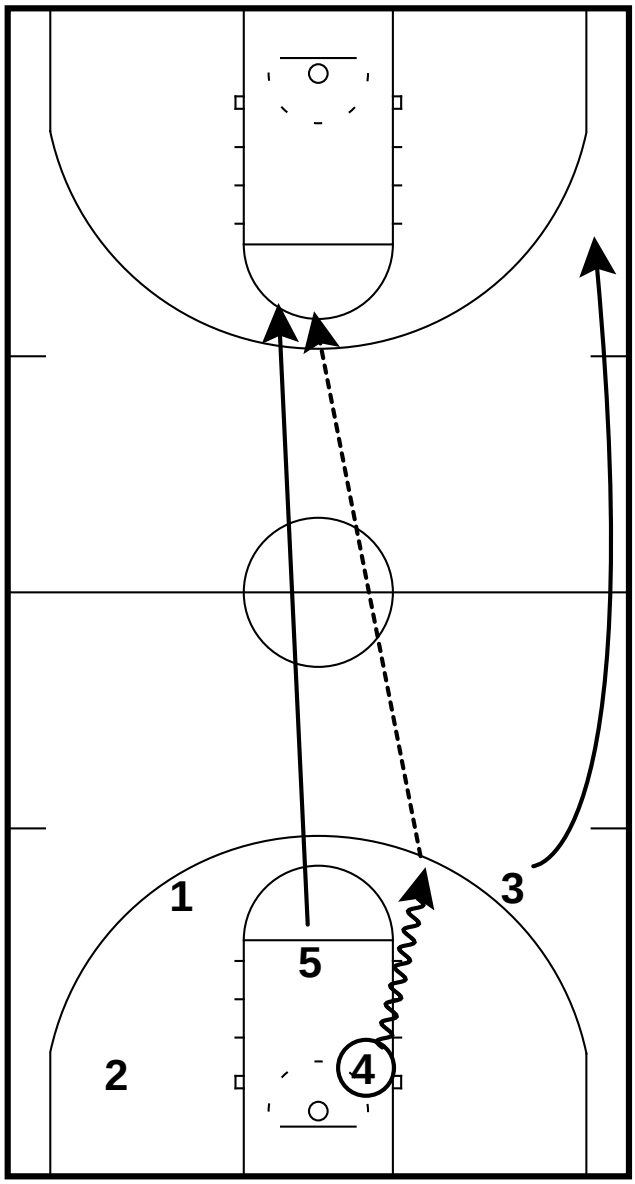
BONUS 67

Hit the Big Running the Middle

Michigan / Create

FILM CUE

As 4 rebounds, send 5 up the middle of the floor. Throw ahead into 5's running path so the big can catch in stride.



01 / SEQUENCE

4 rebounds and pitches ahead to 5, who sprints straight down the middle.

PRACTICE NOTES

CH. 07 / TRANSITION

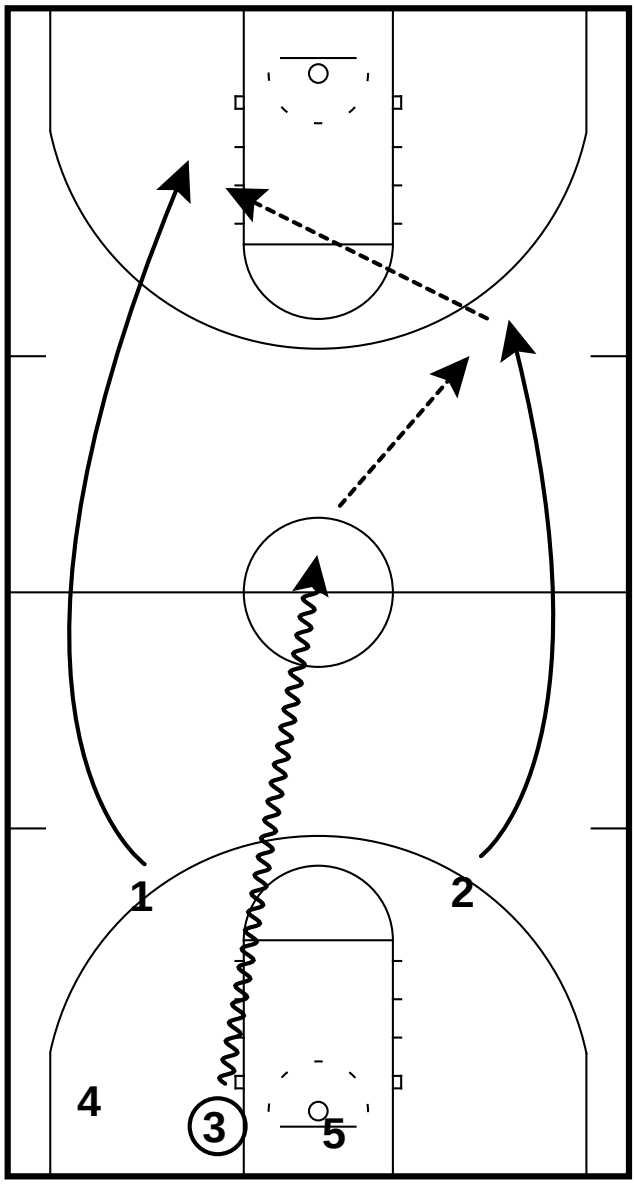
BONUS 68

Advance With Two Quick Passes

Michigan / Create

FILM CUE

Push with 3 and pitch to 2. Have 2 relay the ball immediately to 1 at the basket.



01 / SEQUENCE

3 pushes the ball and hits 2. 2 immediately passes ahead to 1 for a layup.

PRACTICE NOTES

CH. 07 / TRANSITION

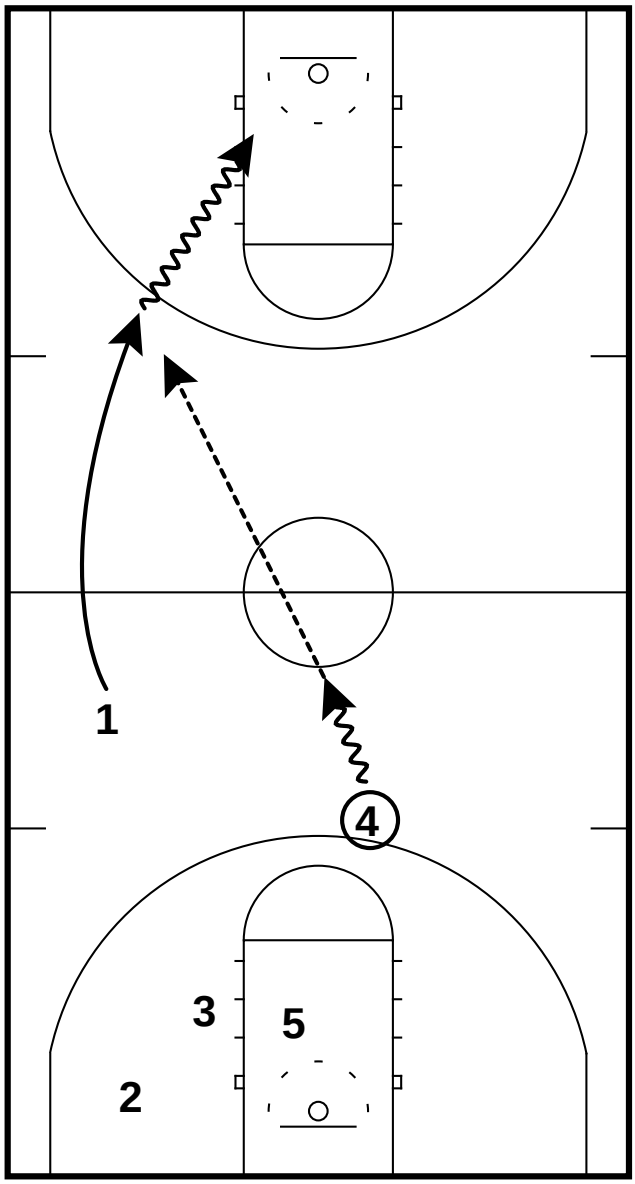
BONUS 69

Lead the Guard Up the Left Lane

Michigan / Create

FILM CUE

Advance the ball with 4 and look ahead for 1 sprinting up the left side. Put the pass out front so 1 can take it to the rim.



01 / SEQUENCE

4 gets the ball ahead to 1 for a dunk.

PRACTICE NOTES

CH. 07 / TRANSITION

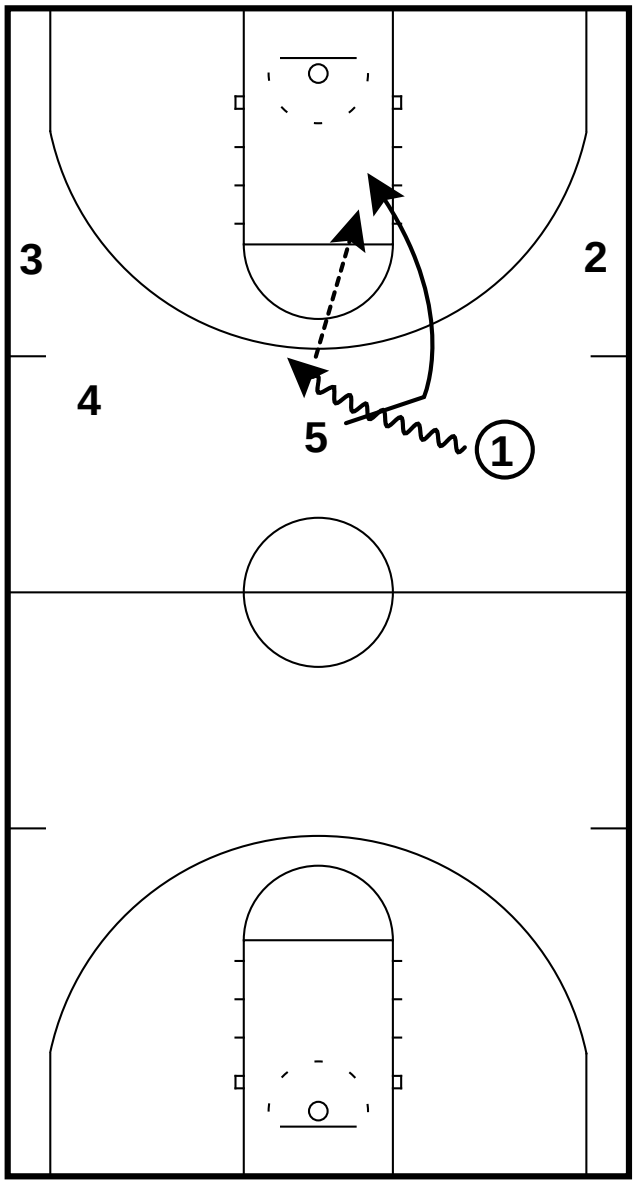
BONUS 70

Wide Lanes and an Early Drag Slip

UConn / Create

FILM CUE

Keep the outside runners wide as 5 arrives for the drag screen. Have 5 slip early into the space between them.



01 / SEQUENCE

The wings run wide as 5 slips an early drag screen and gets a layup.

PRACTICE NOTES

CH. 07 / TRANSITION

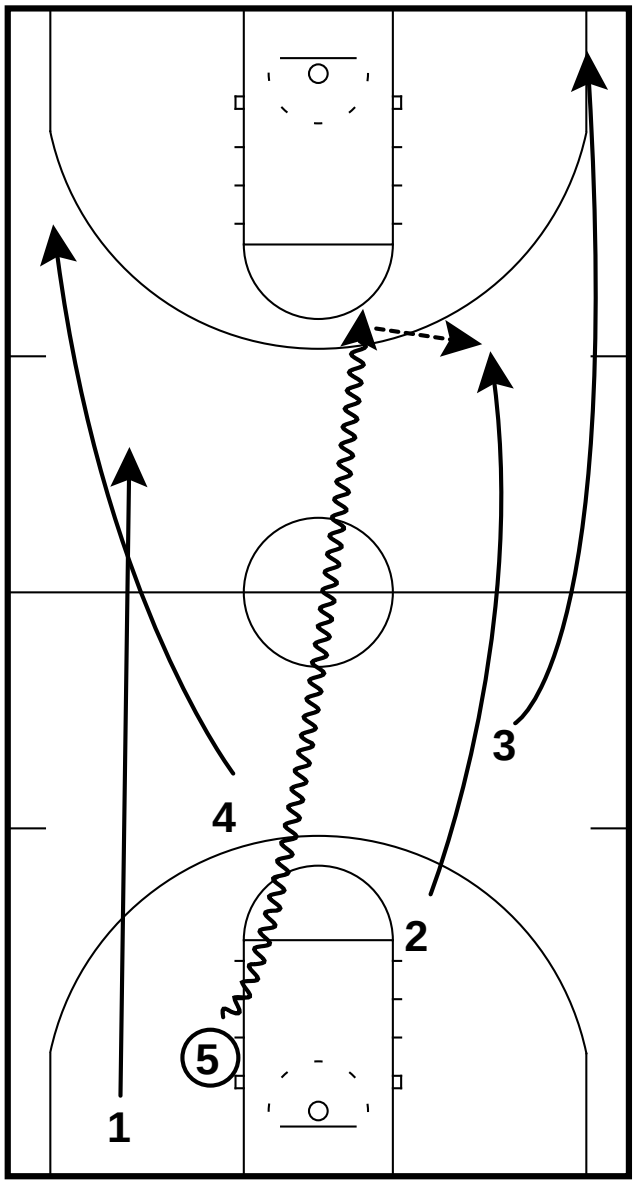
BONUS 71

Push the Rebound, Pitch Back for Three

Iowa / Create

FILM CUE

Let 5 push the rebound up the middle while the other four sprint ahead. When the defense retreats, pitch back to 2 for a step-in three.



01 / SEQUENCE

5 rebounds and pushes up the middle. The wings sprint ahead, and 5 pitches back to 2 for a step-in three.

PRACTICE NOTES

CH. 07 / TRANSITION

BONUS 72

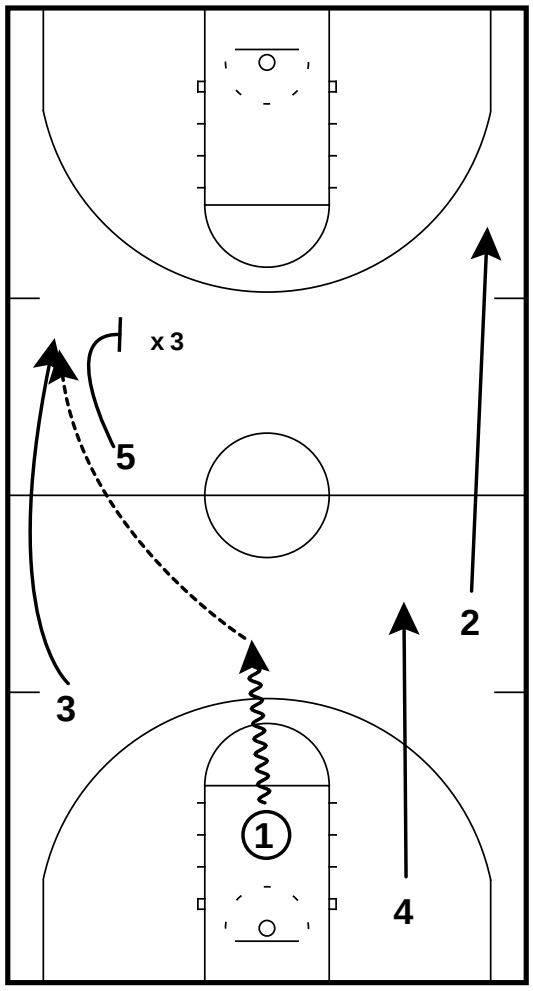
Hit the Early Roller Before the Tag

Nebraska / Create

FILM CUE

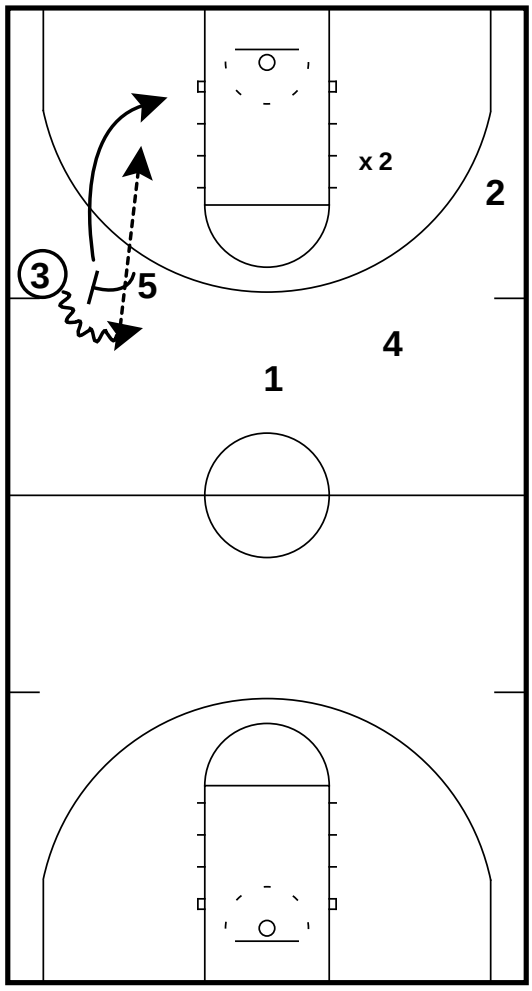
Send 5 into the drag for 3. When two defenders take the ball and the tag is late, 3 feeds 5 on the roll.

01 / SEQUENCE



1 pitches ahead to 3 running the left lane.

02 / SEQUENCE



5 sets an early drag for 3. Two defenders take the ball and X2 cannot tag, so 3 finds 5 for a layup.

PRACTICE NOTES

CH. 07 / TRANSITION

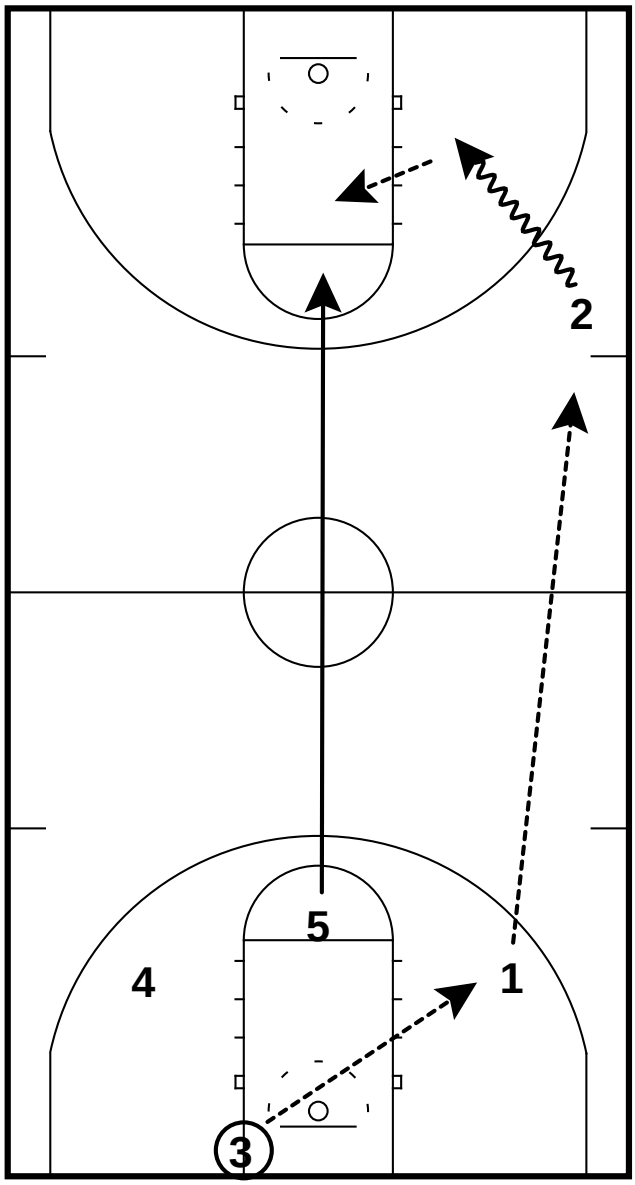
BONUS 73

Advance Without a Dribble After a Make

Florida / Create

FILM CUE

Inbound quickly to 1 and pitch ahead to 2 before taking a dribble. As 2 attacks, find 5 sprinting straight down the middle.



01 / SEQUENCE

After a make, 3 inbounds to 1. 1 pitches ahead without a dribble, and 2 finds 5 running the middle.

PRACTICE NOTES

CH. 07 / TRANSITION

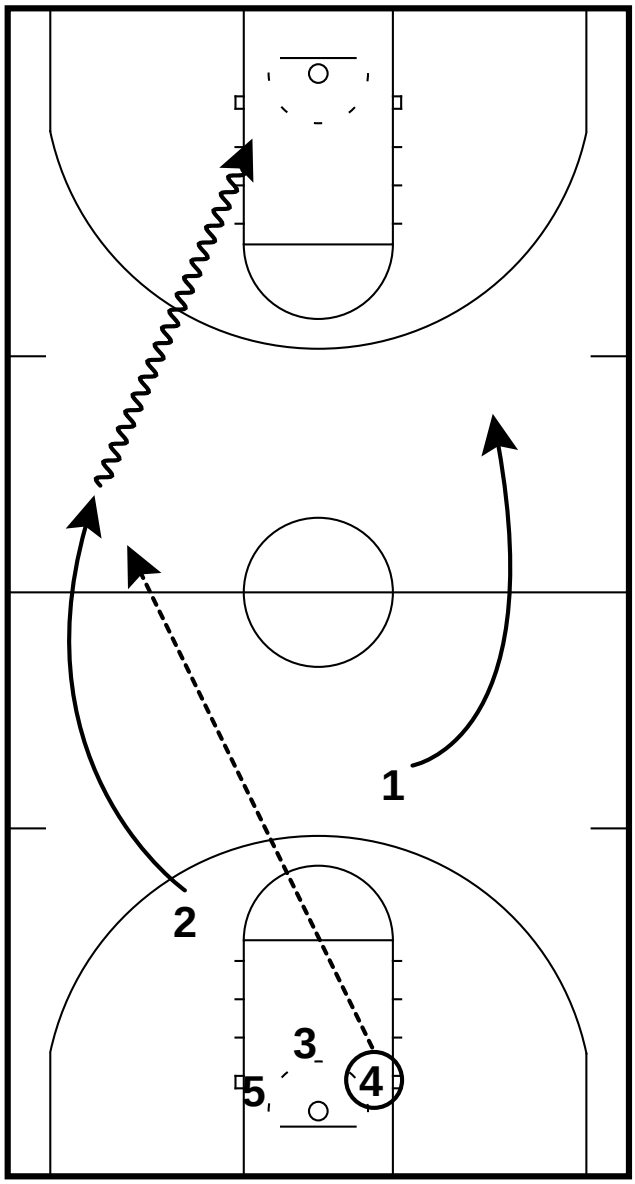
BONUS 74

Throw Ahead Directly From the Rebound

Michigan / Create

FILM CUE

Have 4 look upcourt as soon as the rebound is secured. Hit 2 in stride and let 2 take the ball to the basket.



01 / SEQUENCE

4 rebounds and immediately throws ahead to 2, who pushes for a layup.

PRACTICE NOTES

CH. 07 / TRANSITION

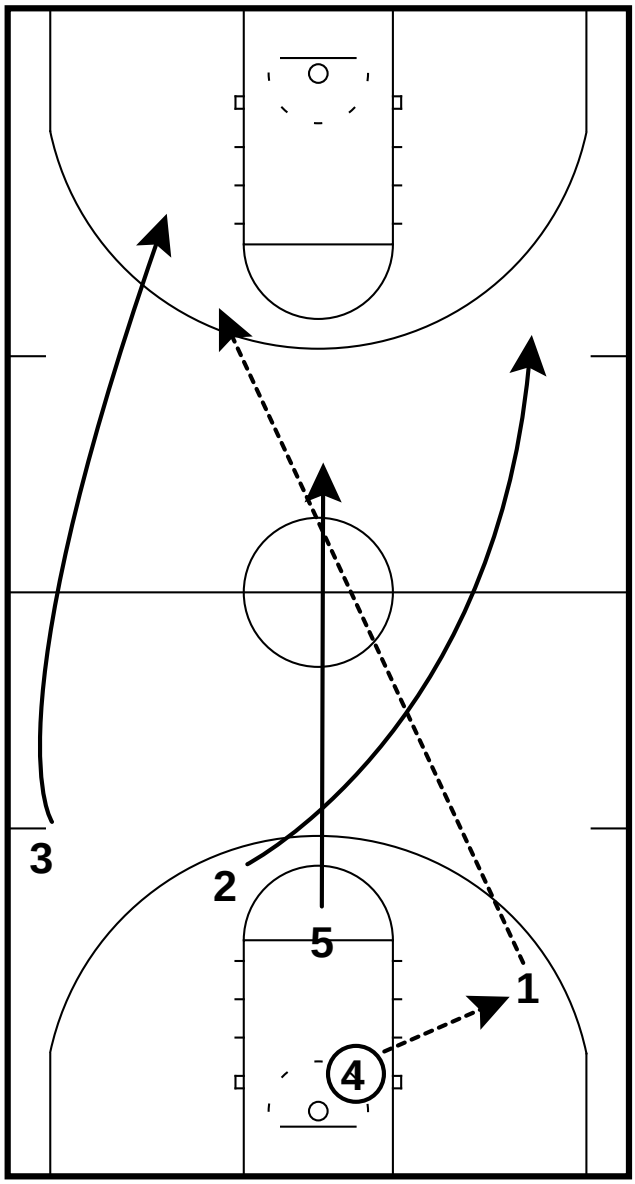
BONUS 75

Outlet and Throw Long for the Dunk

Michigan / Create

FILM CUE

Outlet from 4 to 1, then throw ahead to 3. Get the second pass out while 3 is still running toward the rim.



01 / SEQUENCE

4 outlets to 1. 1 throws ahead to 3 for a dunk.

PRACTICE NOTES

CH. 07 / TRANSITION

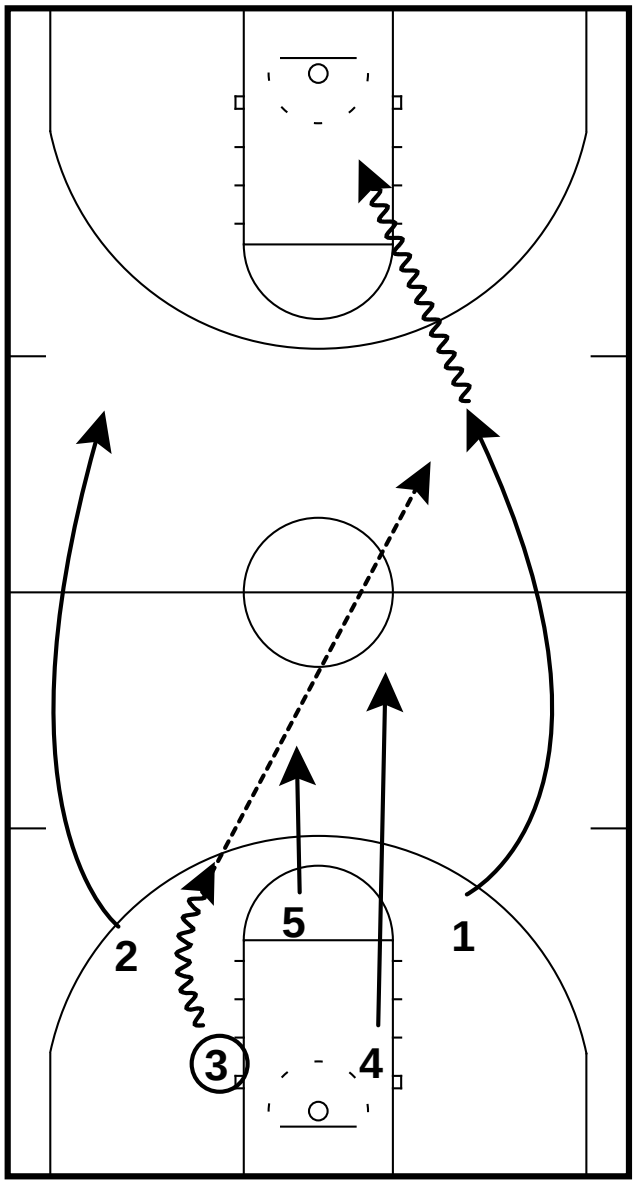
BONUS 76

Rebound, Push and Release the Lead Guard

Florida / Create

FILM CUE

Have 3 push off the rebound and look upcourt early. Throw ahead to 1 so the guard can attack on the catch.



01 / SEQUENCE

3 rebounds and pushes, then throws ahead to 1 for a layup.

PRACTICE NOTES

CH. 07 / TRANSITION

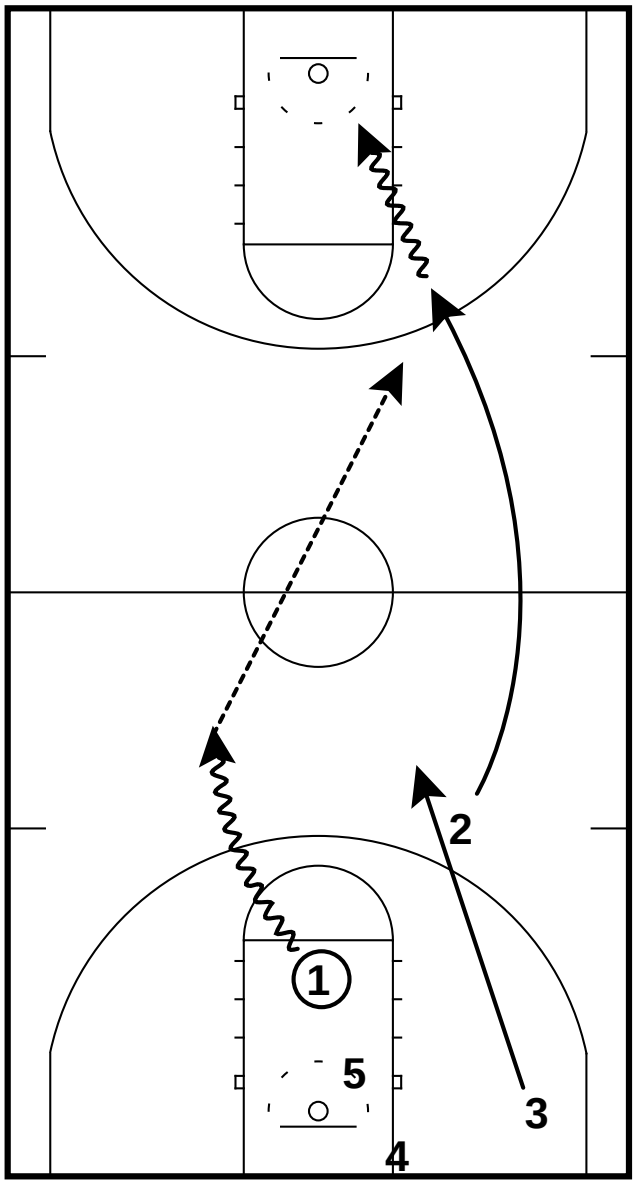
BONUS 77

Push and Hit the Wing in Stride

Florida / Create

FILM CUE

Advance with 1 and throw ahead to 2 for the layup. Lead the runner so the catch carries straight into the finish.



01 / SEQUENCE

1 pushes the ball and throws ahead to 2 for a layup.

PRACTICE NOTES

CH. 07 / TRANSITION

BONUS 78

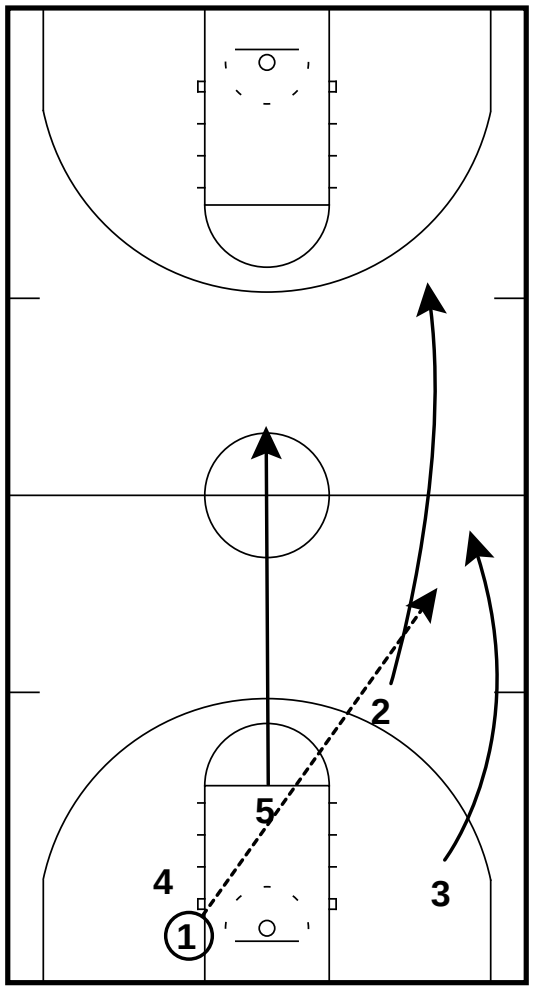
Attack the Rim When Nobody Stops Ball

Michigan / Create

FILM CUE

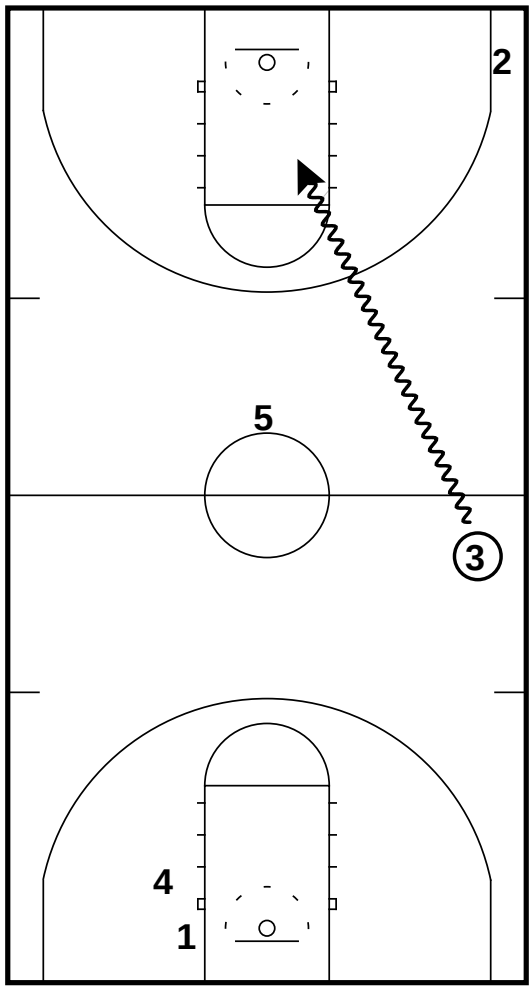
Throw ahead from 1 to 3. If the retreating defense leaves the ball unchallenged, have 3 take it all the way to the rim.

01 / SEQUENCE



1 throws ahead to 3.

02 / SEQUENCE



The defense never stops the ball. 3 attacks the rim for a dunk.

PRACTICE NOTES

Specialty Actions & Ball Screens

BONUS 79–97 / 19 PLAYS

Which defender does the action occupy?

Study the cutter in Chin, the back screener in Spain and the shooter coming off a stagger. Look for the defender each action asks to help.

BONUS	PLAY	PAGE
79	Back Screen Into a Shooter Handoff / UConn	88
80	Badger Rip Screen for the Rim Cut	89
81	Screen the Help for the Baseline Runner / Nebraska	90
82	Clear the Baseline for the Tight Curl / Nebraska	91
83	Chicago Curl Into the Roll Pass / Iowa	92
84	Chin Back Screen With a Flare / Iowa	93
85	Pin Down Entry Into the Chin Cut / UConn	94
86	Chin Back Screen for the Big / Nebraska	95
87	Crush the Switch to Free the Flare / Nebraska	96
88	Horns Spain for the Popping Shooter / Michigan	97
89	Slip the Stagger to Free the Shooter / UConn	98
90	Curl Twice, Then Rescreen for the Chaser / UConn	99
91	Clear the Paint Behind Double Drag / Nebraska	100
92	Duck In Behind the Flip Handoff / Iowa	101
93	Twist the Screen for the Pocket Pass / Iowa	102
94	Rescreen as the Weak-Side Wing Lifts / UConn	103
95	Stretch the Hedge and Lob the Wide Roll / Florida	104
96	Wrap Handoff Into a Cut for Five / Nebraska	105
97	Wrap the Stagger Into a Rim Cut / Nebraska	106

CH. 08 / SPECIALTY ACTIONS & BALL SCREENS BONUS 79

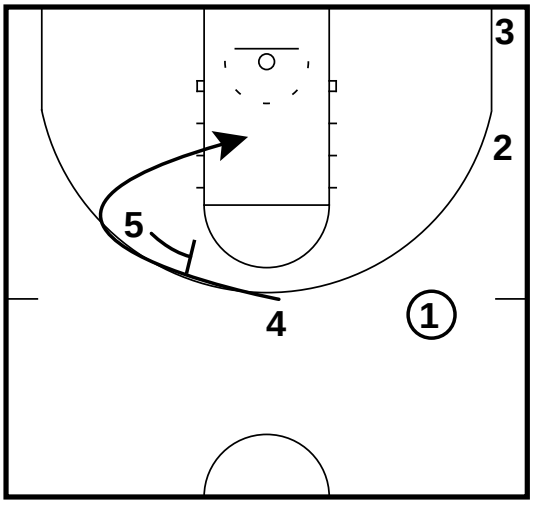
Back Screen Into a Shooter Handoff

UConn / Create

FILM CUE

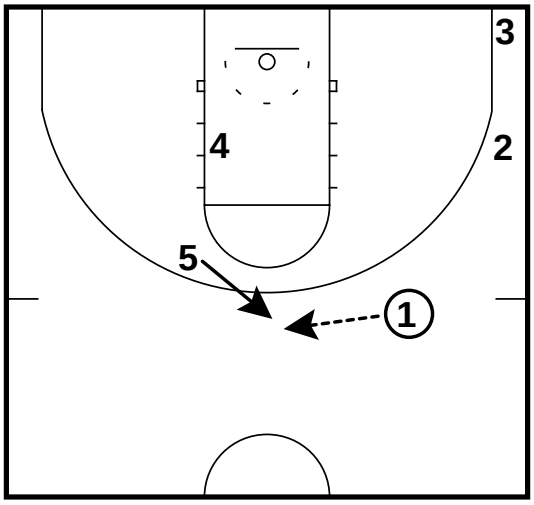
Have 4 backscreen for 1 after the entry to 5. As the defenders sort out the cut, send 4 straight into 5's handoff for three.

01 / SEQUENCE



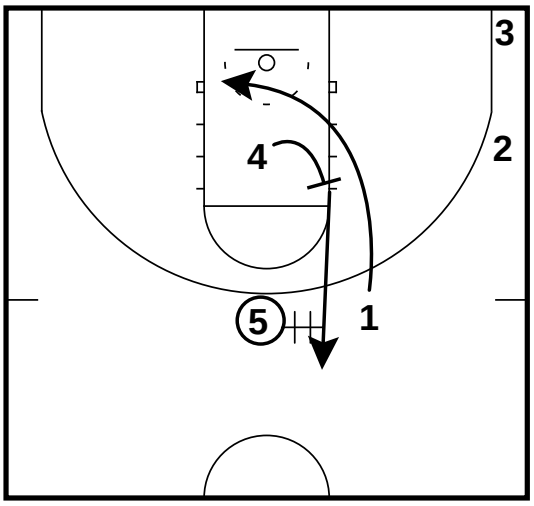
5 sets a flare screen for 4, who moves into position to screen.

02 / SEQUENCE



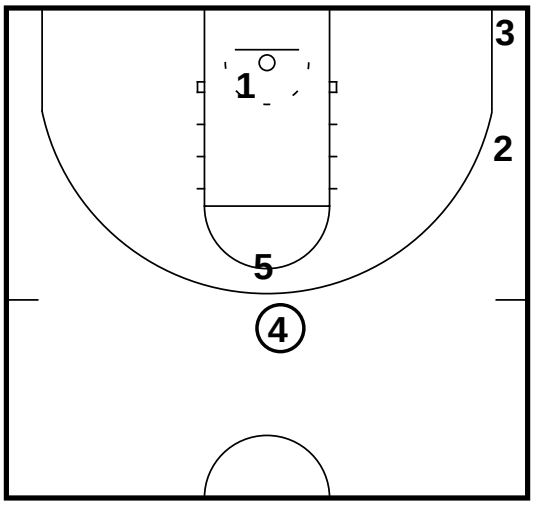
1 passes to 5.

03 / SEQUENCE



1 cuts off 4's back screen. As X1 and X4 sort out the switch, 4 sprints into a handoff from 5.

04 / SEQUENCE



4 comes free for the three.

CH. 08 / SPECIALTY ACTIONS & BALL SCREENS BONUS 80

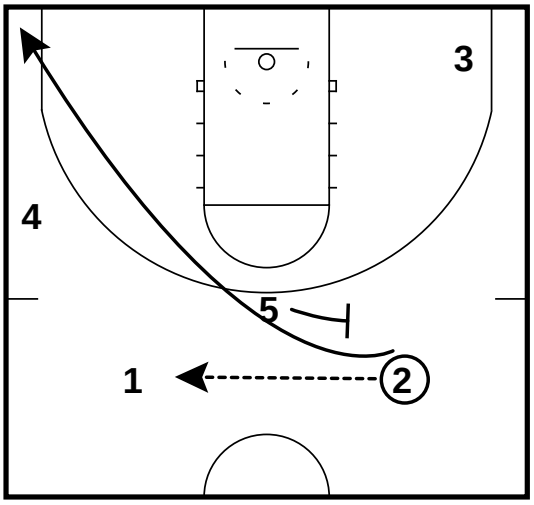
Badger Rip Screen for the Rim Cut

Create

FILM CUE

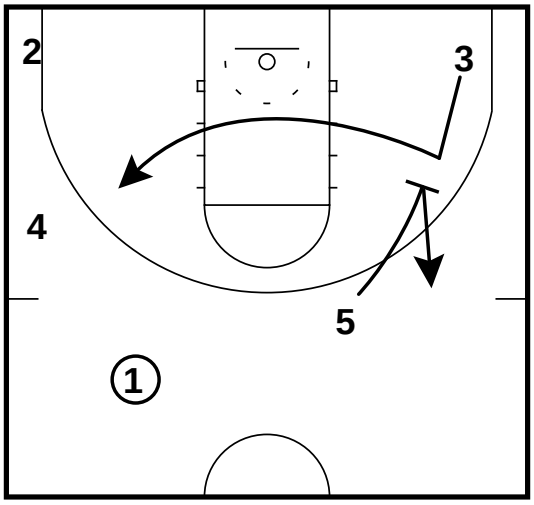
Have 3 reject the down screen and set a rip screen for 4. As 1 chases the pass to 5 for a handoff, look inside to 4 cutting behind the help.

01 / SEQUENCE



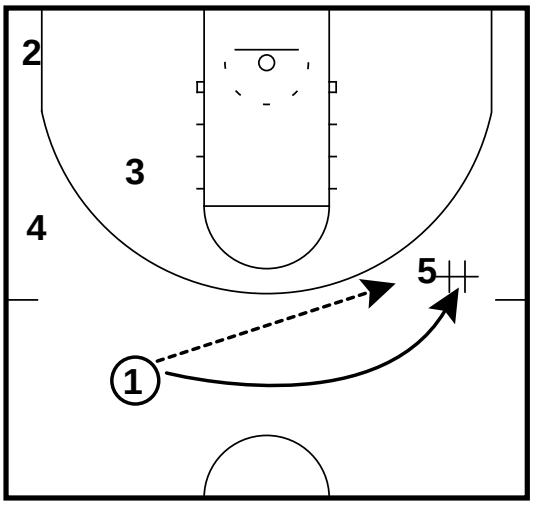
2 passes to 1, then cuts over 5's screen to the opposite corner.

02 / SEQUENCE



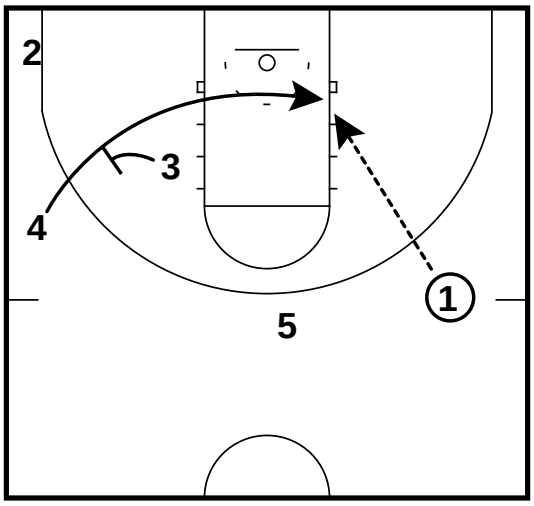
3 rejects 5's down screen and moves into screening position. 5 pops back to the ball.

03 / SEQUENCE



1 passes to 5 and chases the pass for a handoff.

04 / SEQUENCE



3 sets a rip screen for 4. X3 stays home and X5 stays high, so 1 finds 4 for the layup.

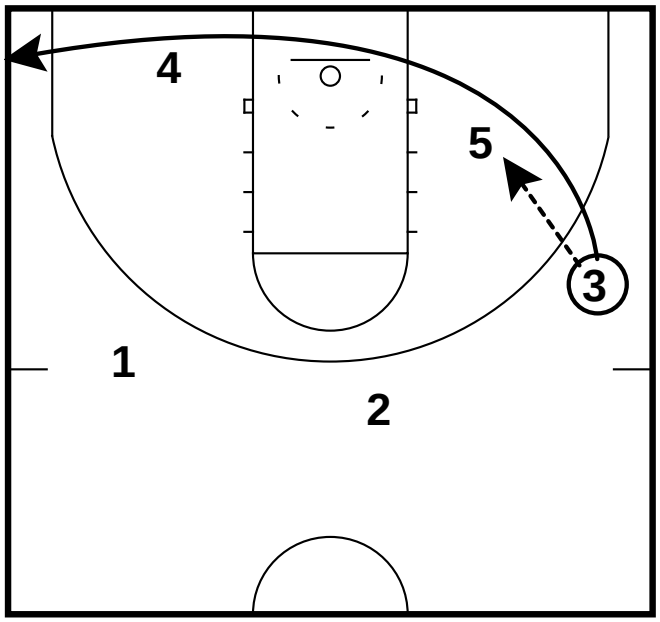
CH. 08 / SPECIALTY ACTIONS & BALL SCREENS BONUS 81

Screen the Help for the Baseline Runner

Nebraska / Create

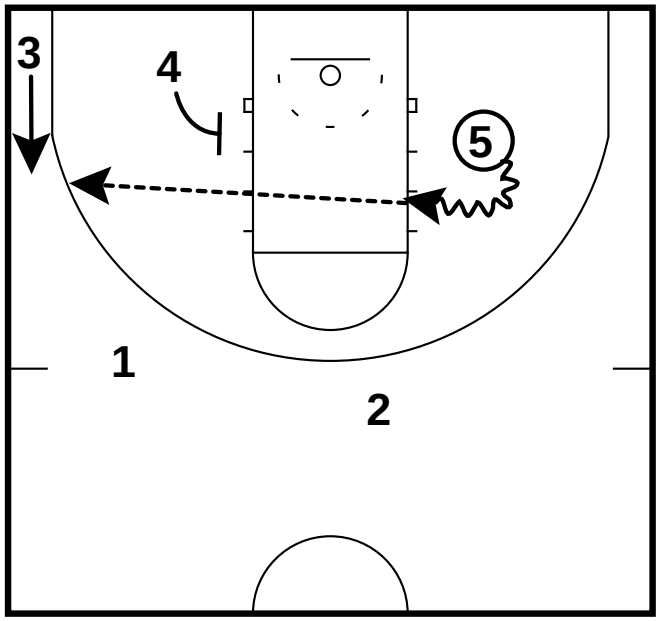
FILM CUE

After 3 enters to 5, run 3 along the baseline to the opposite corner. Have 4 screen the helper inside so 5 can pass through to 3.



01 / SEQUENCE

3 passes to 5 and runs the baseline to the opposite corner.



02 / SEQUENCE

1 and 2 fill open spots. 4 screens the help inside, and 5 finds 3 lifting into the passing window.

CH. 08 / SPECIALTY ACTIONS & BALL SCREENS BONUS 82

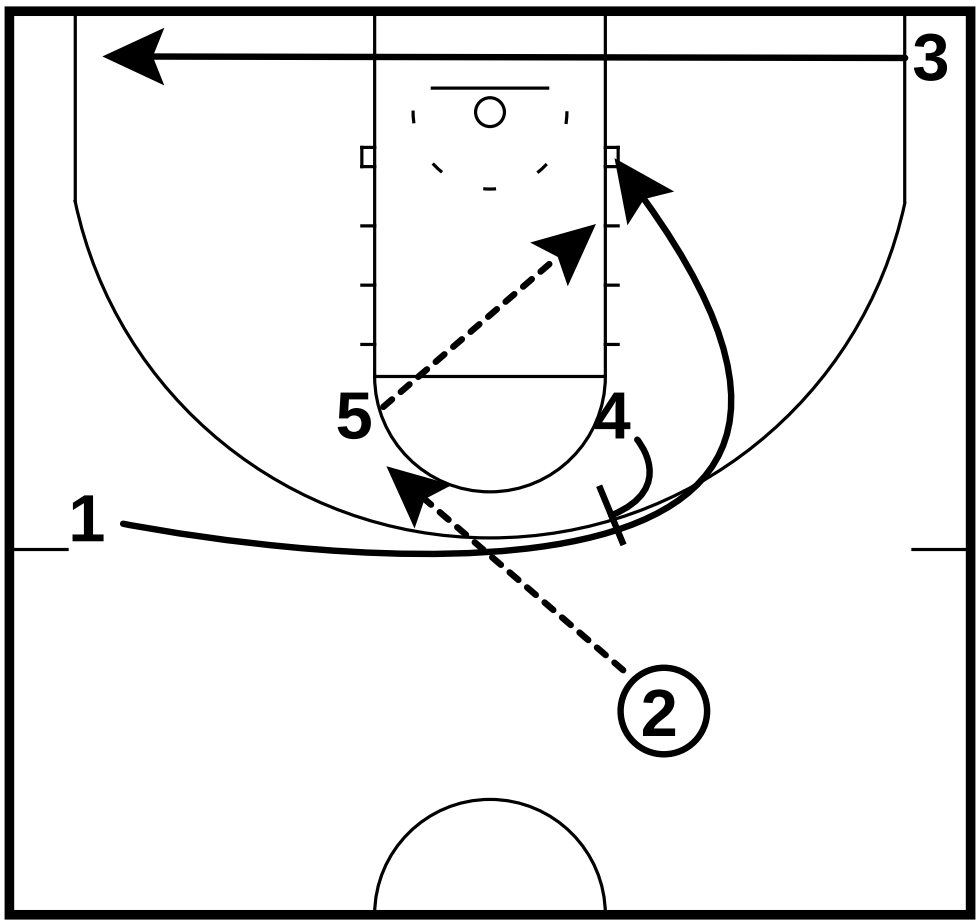
Clear the Baseline for the Tight Curl

Nebraska / Create

FILM CUE

Run 3 along the baseline to take the backside help away. Have 1 loop over 4's screen and curl tight to the rim for the pass from 5.

01 / SEQUENCE



3 runs the baseline to clear help. 2 passes to 5, who finds 1 curling tightly off 4's screen for a layup.

PRACTICE NOTES

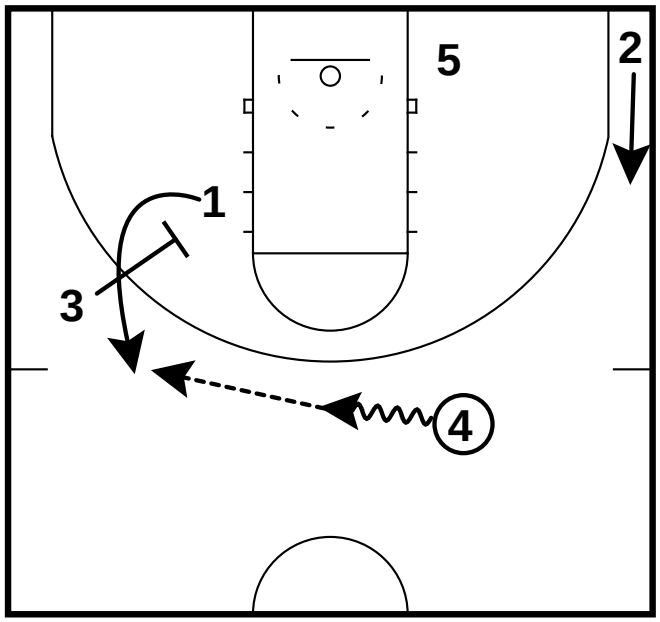
CH. 08 / SPECIALTY ACTIONS & BALL SCREENS BONUS 83

Chicago Curl Into the Roll Pass

Iowa / Create

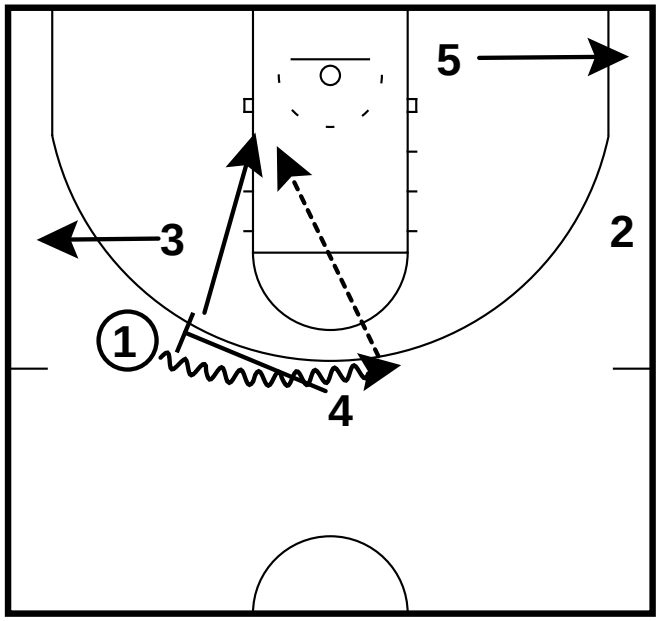
FILM CUE

Curl 1 off 3's screen to receive from 4, then bring 1 off 4's ball screen. Lift 2 to the wing and feed 4 on the roll.



01 / SEQUENCE

3 screens for 1, who curls to receive the ball from 4. 2 lifts to take the help defender away.



02 / SEQUENCE

1 comes off 4's screen and hits 4 on the roll. 5 and 3 space out.

CH. 08 / SPECIALTY ACTIONS & BALL SCREENS BONUS 84

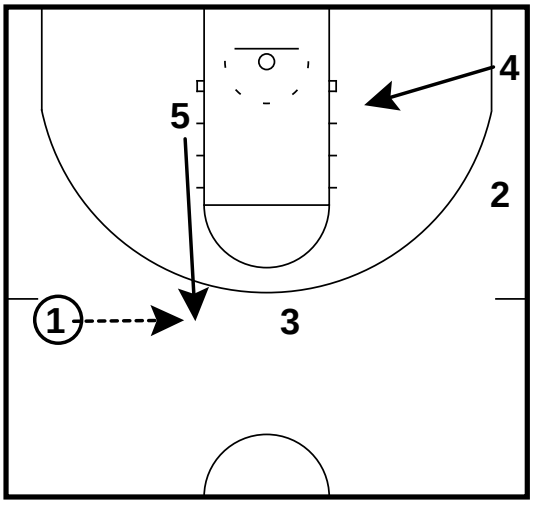
Chin Back Screen With a Flare

Iowa / Create

FILM CUE

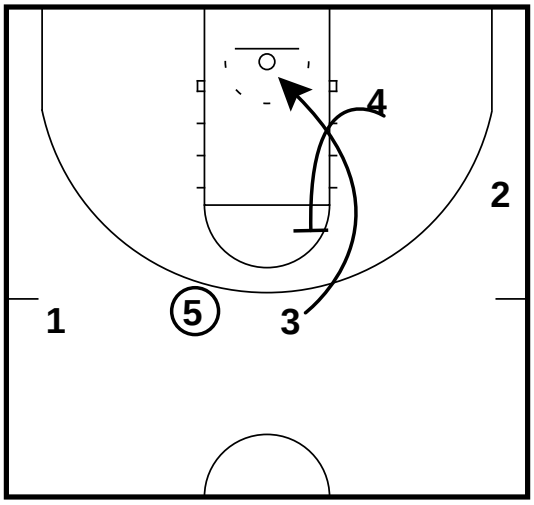
Have 4 backscreen for 3 after the entry to 5. While 2 sets a flare screen for 4, find 3 at the basket if the defender gets caught.

01 / SEQUENCE



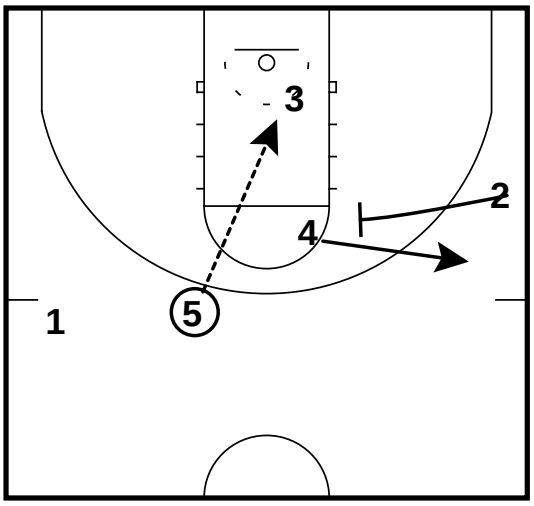
5 pops out for the pass from 1. 4 moves inside to set the back screen.

02 / SEQUENCE



4 back screens for 3, who cuts to the rim.

03 / SEQUENCE



2 flares for 4. With X3 caught on the back screen, 5 finds 3 for the layup.

PRACTICE NOTES

CH. 08 / SPECIALTY ACTIONS & BALL SCREENS

BONUS 85

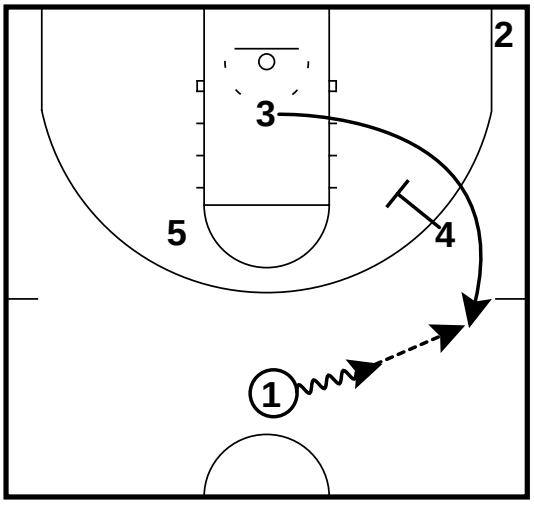
Pin Down Entry Into the Chin Cut

UConn / Recognize

FILM CUE

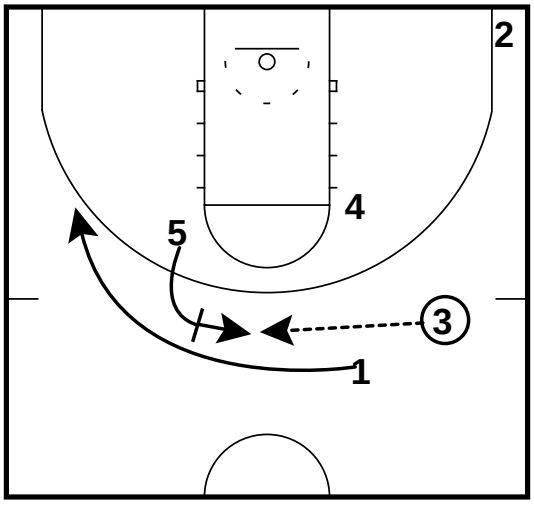
Bring 3 off the pin down, then reverse through 5 as 1 uses the flare. Have 4 backscreen for 3 so 5 can feed the cutter.

01 / SEQUENCE



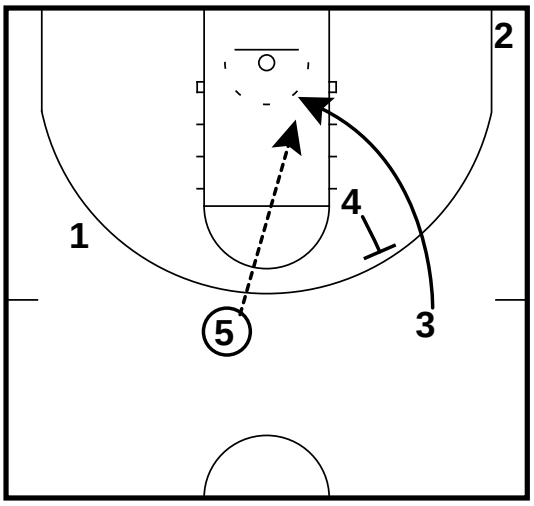
1 dribbles over and hits 3 coming off the pin-down.

02 / SEQUENCE



5 sets a flare screen for 1 and pops back to receive the pass from 3.

03 / SEQUENCE



4 back screens for 3. X3 gets caught on the screen and 5 finds 3 for a layup.

PRACTICE NOTES

CH. 08 / SPECIALTY ACTIONS & BALL SCREENS

BONUS 86

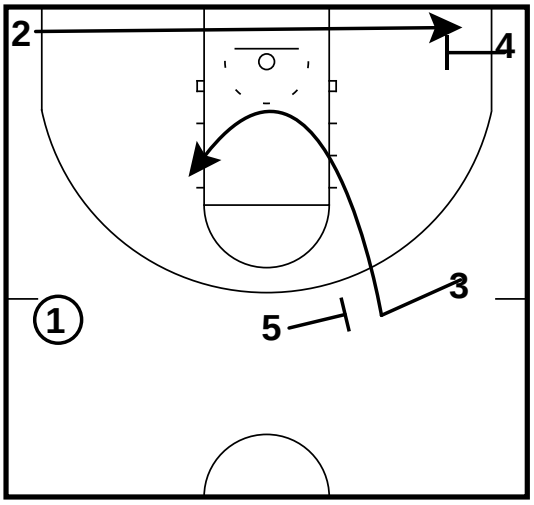
Chin Back Screen for the Big

Nebraska / Recognize

FILM CUE

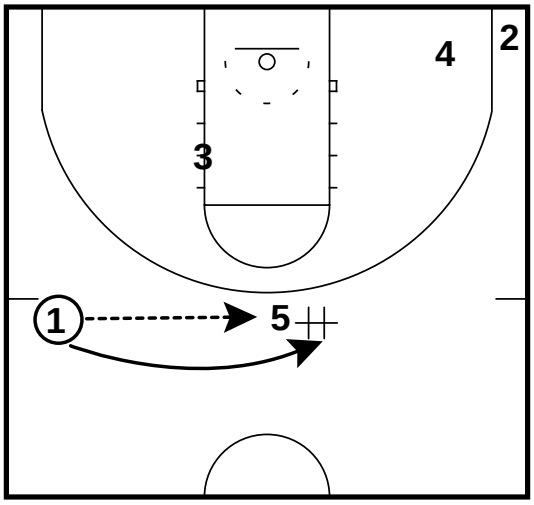
Empty 2 to the opposite corner and have 1 chase the pass to 5. As 3 backscreens for 5, feed the big behind the late switch.

01 / SEQUENCE



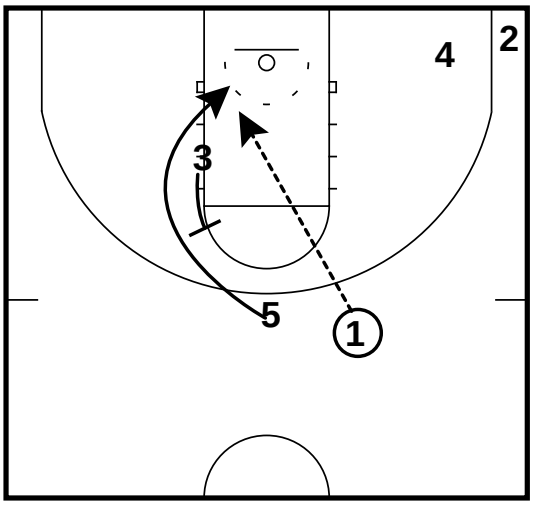
3 rejects 5's screen and cuts into position for a back screen as 2 clears to the opposite corner.

02 / SEQUENCE



1 passes to 5 to start the give-and-get.

03 / SEQUENCE



3 back screens for 5. X5 gets caught during the switch, freeing 5 for the pass from 1 and a layup.

PRACTICE NOTES

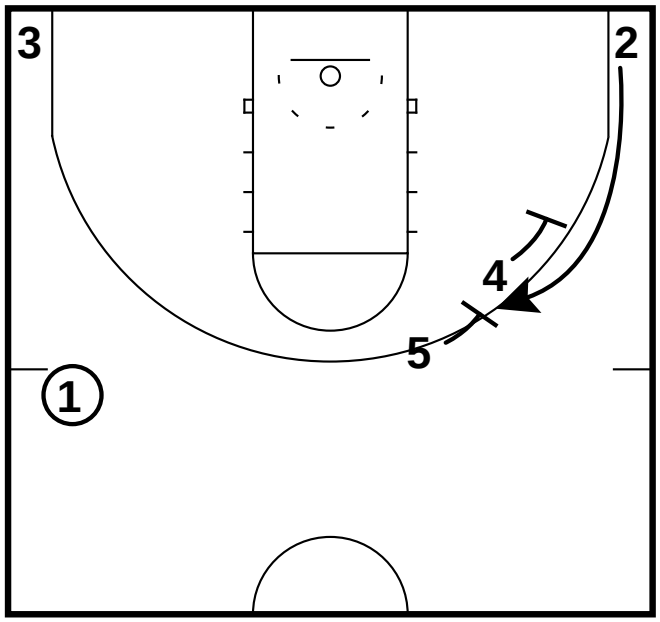
CH. 08 / SPECIALTY ACTIONS & BALL SCREENS BONUS 87

Crush the Switch to Free the Flare

Nebraska / Create

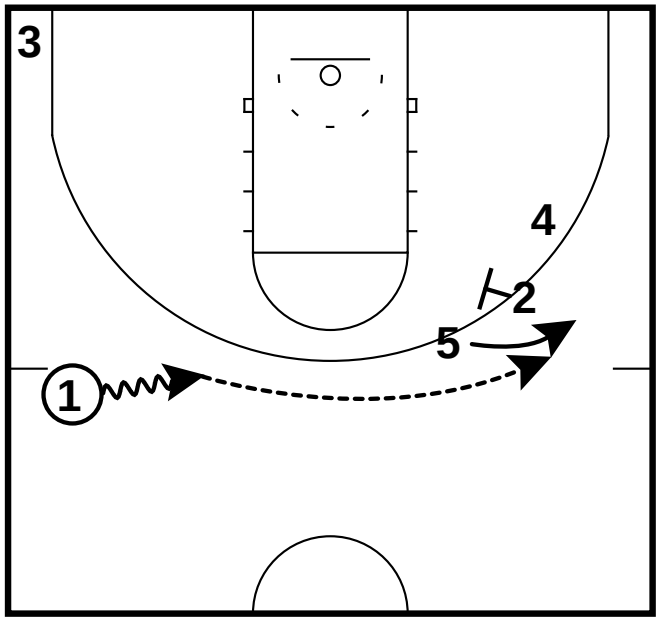
FILM CUE

When the defense switches the first screen in the stagger, have 2 turn and screen the new defender. Hit 5 flaring out for three.



01 / SEQUENCE

4 and 5 set a stagger for 2.



02 / SEQUENCE

The defense switches 4's screen for 2. The next screen catches X4, and 1 finds 5 flaring out for three.

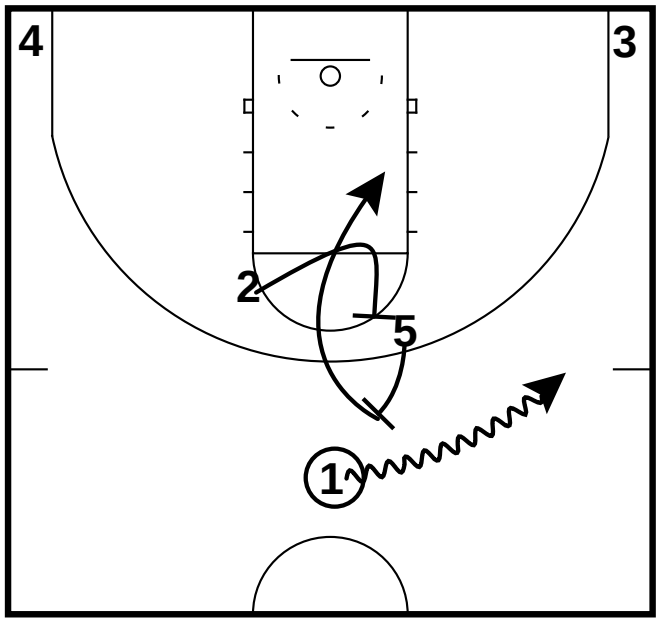
CH. 08 / SPECIALTY ACTIONS & BALL SCREENS BONUS 88

Horns Spain for the Popping Shooter

Michigan / Create

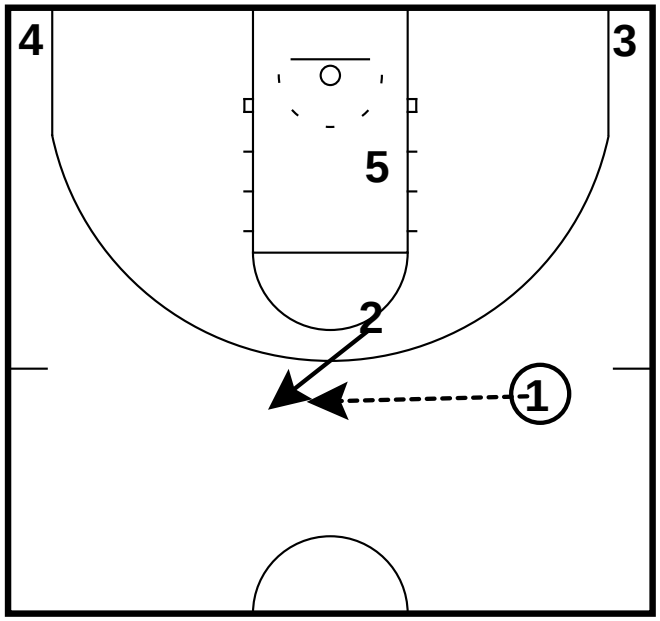
FILM CUE

Use 2 to backscreen the big defender as 5 rolls out of Horns. When two defenders follow the roll, 1 finds 2 popping for three.



01 / SEQUENCE

From Horns, 5 screens and rolls. 2 back screens X5 in the Spain action.



02 / SEQUENCE

Two defenders follow 5 on the roll. 1 finds 2 popping free for three.

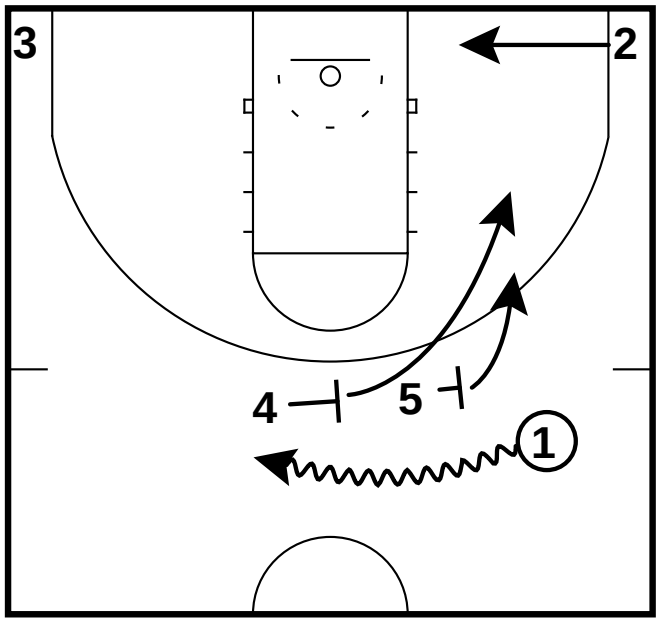
CH. 08 / SPECIALTY ACTIONS & BALL SCREENS BONUS 89

Slip the Stagger to Free the Shooter

UConn / Create

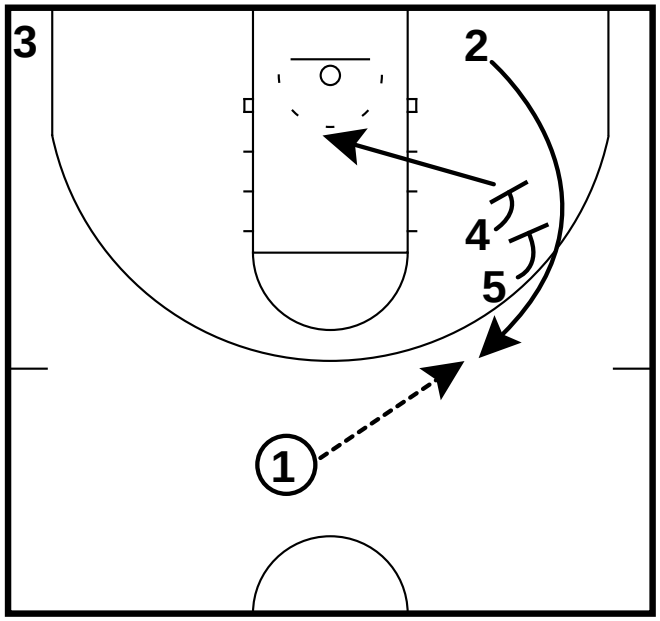
FILM CUE

Have 4 slip out of the stagger. As the defenders hesitate over the switch, look for 2 coming free for the shot.



01 / SEQUENCE

1 dribbles across the top as 4 and 5 move into a stagger for 2.



02 / SEQUENCE

4 slips the stagger. The defense hesitates on the switch, freeing 2 for the shot.

CH. 08 / SPECIALTY ACTIONS & BALL SCREENS BONUS 90

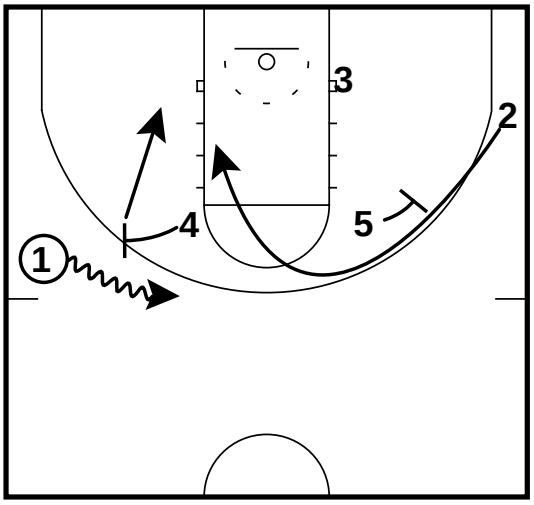
Curl Twice, Then Rescreen for the Chaser

UConn / Create

FILM CUE

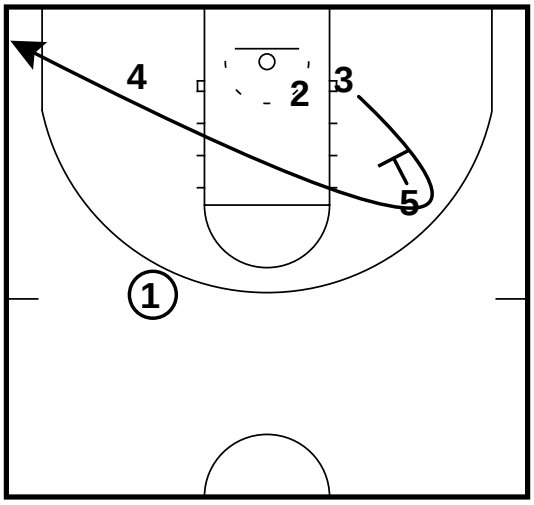
Send 2 around the pin down, then curl 3 into the opposite corner. Bring 2 off another pin down while the defender is still chasing.

01 / SEQUENCE



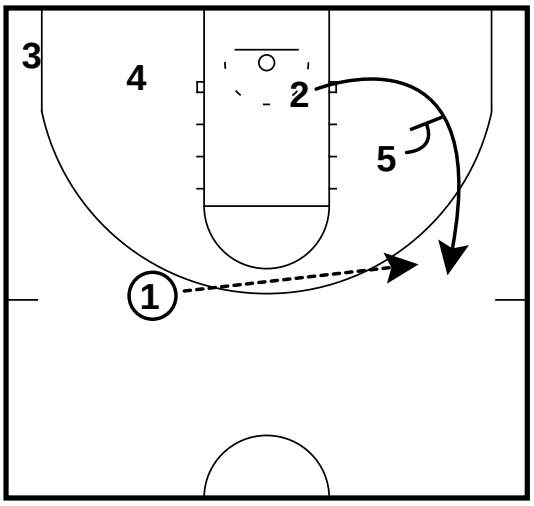
2 curls off the pin-down.

02 / SEQUENCE



3 follows the curl off the pin-down and clears to the opposite corner.

03 / SEQUENCE



2 comes off a second pin-down. X2 chases and gets caught on the screen.

PRACTICE NOTES

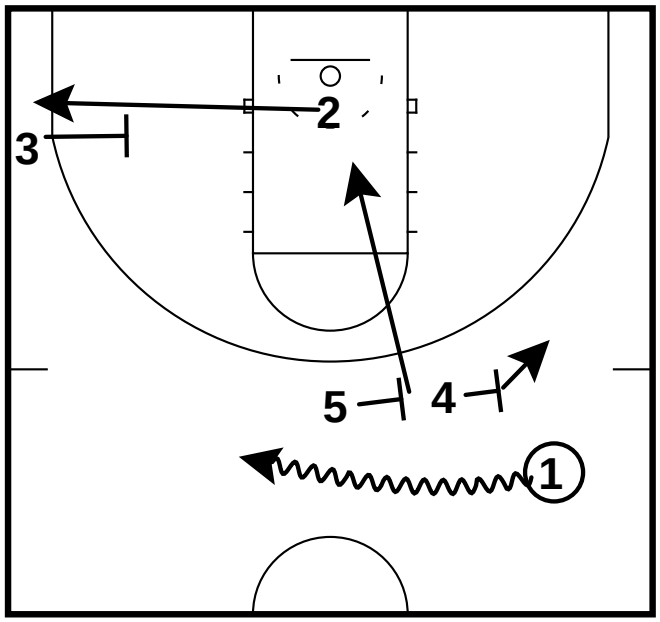
CH. 08 / SPECIALTY ACTIONS & BALL SCREENS BONUS 91

Clear the Paint Behind Double Drag

Nebraska / Create

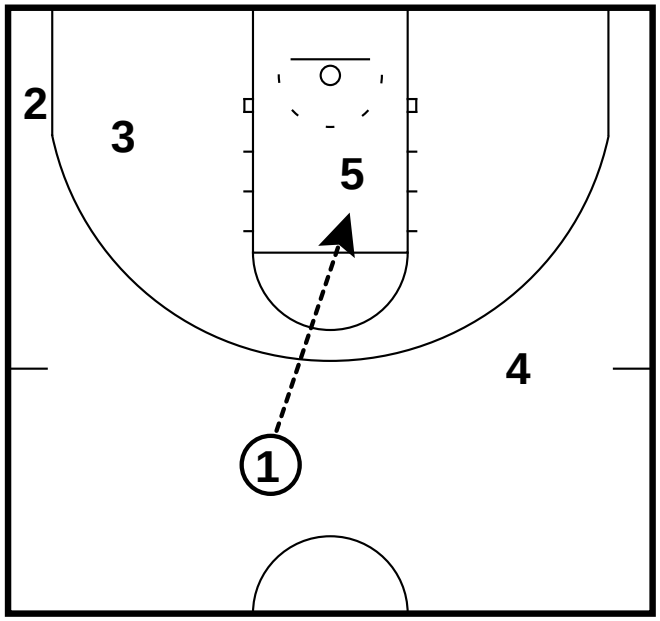
FILM CUE

Roll 5 and pop 4 out of the double drag. Send 2 from the lane to the corner to take the tag away, opening the pass to 5 at the rim.



01 / SEQUENCE

4 and 5 set a double drag. 5 rolls, 4 pops and 2 clears the side to take away the tag.



02 / SEQUENCE

1 finds 5 at the rim for an open layup.

CH. 08 / SPECIALTY ACTIONS & BALL SCREENS

BONUS 92

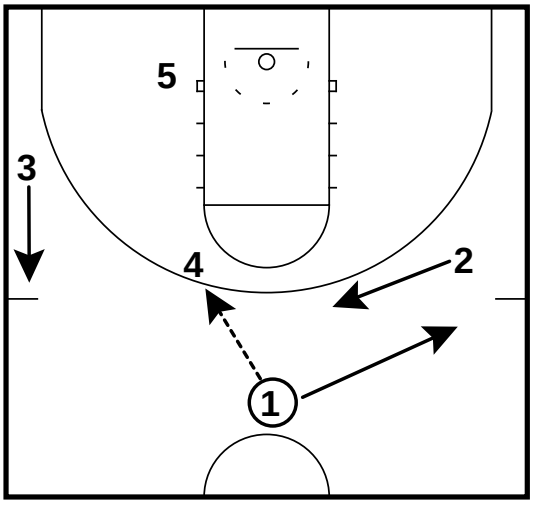
Duck In Behind the Flip Handoff

Iowa / Create

FILM CUE

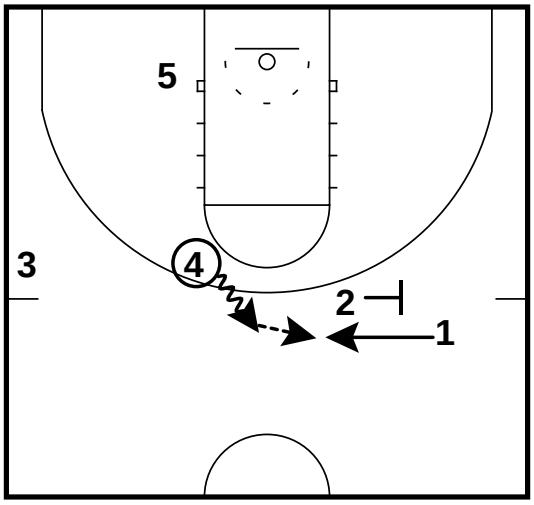
Screen 1 into the flip from 4 and send 4 to the rim. As 3 drifts and 5 occupies the help with a duck-in, pass to 4 on the roll.

01 / SEQUENCE



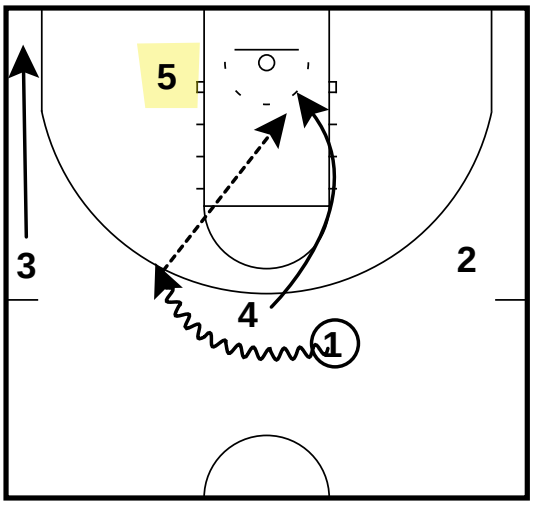
1 passes to 4.

02 / SEQUENCE



2 screens for 1, who takes the flip from 4.

03 / SEQUENCE



4 rolls, 3 drifts and 5 ducks in to occupy X5. 1 finds 4 for a layup.

PRACTICE NOTES

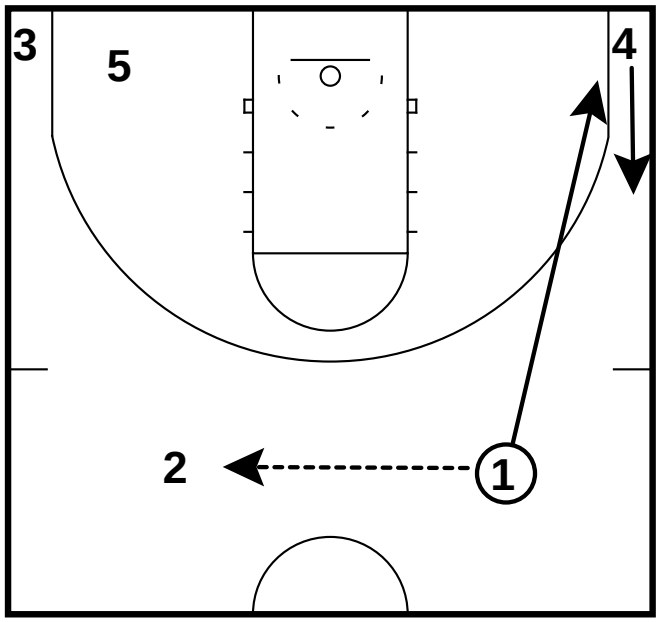
CH. 08 / SPECIALTY ACTIONS & BALL SCREENS BONUS 93

Twist the Screen for the Pocket Pass

Iowa / Recognize

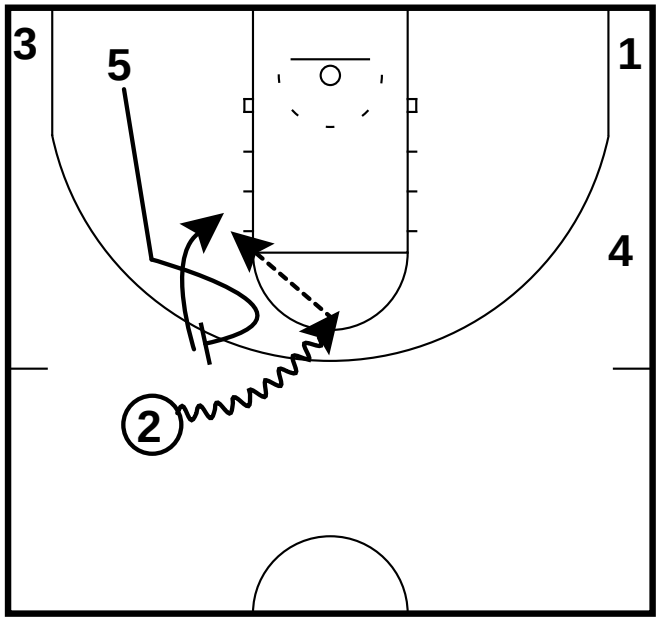
FILM CUE

Have 5 sprint up and change the screening angle late. As 2 uses the screen, deliver the pocket pass to 5 rolling to the rim.



01 / SEQUENCE

1 passes to 2, then exchanges spots on the weak side.



02 / SEQUENCE

5 sprints up and changes the screen angle. 2 uses the screen and finds 5 with a pocket pass for a layup.

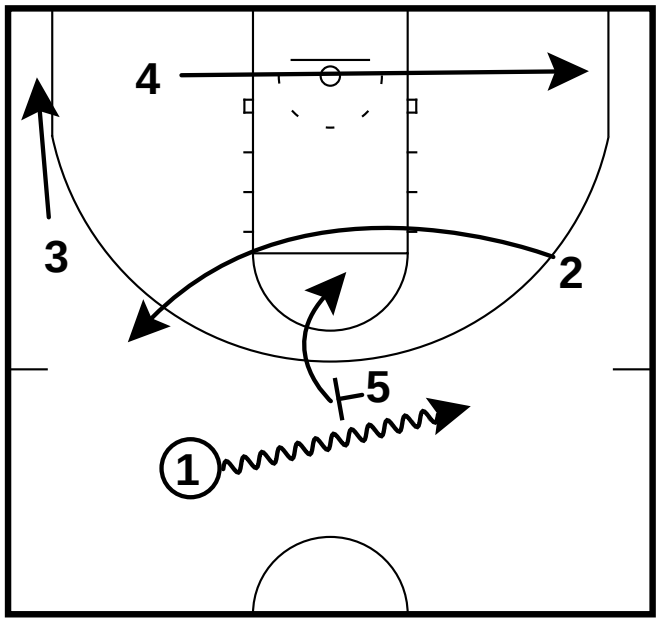
CH. 08 / SPECIALTY ACTIONS & BALL SCREENS BONUS 94

Rescreen as the Weak-Side Wing Lifts

UConn / Create

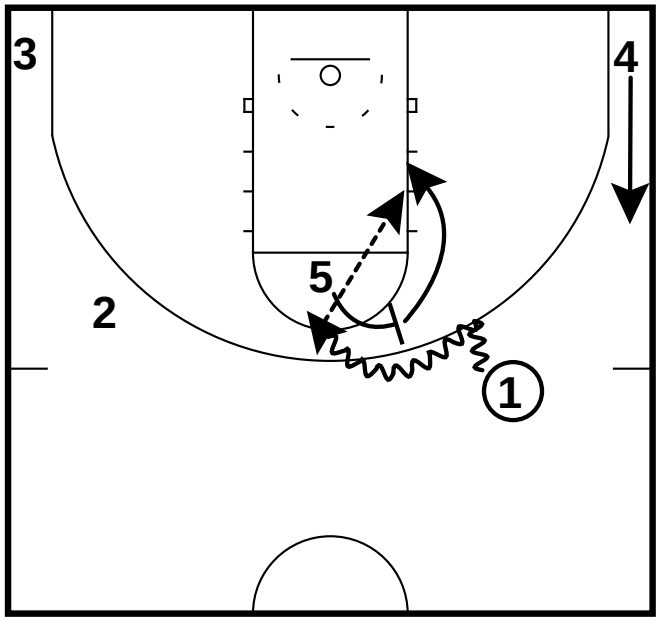
FILM CUE

After the first short roll, have 5 turn back to screen again. When 1 draws two, lift 4 to carry the tagger away and find 5 at the rim.



01 / SEQUENCE

2, 3 and 4 space the floor. 1 uses 5's middle ball screen and 5 short rolls.



02 / SEQUENCE

5 rescreens for 1. Two stay with the ball and 4 lifts to occupy the tag. 1 finds 5 for a layup.

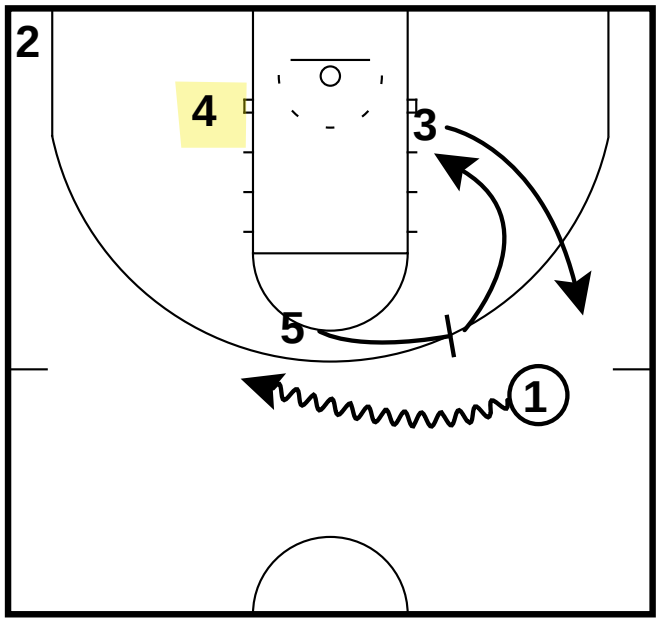
CH. 08 / SPECIALTY ACTIONS & BALL SCREENS BONUS 95

Stretch the Hedge and Lob the Wide Roll

Florida / Create

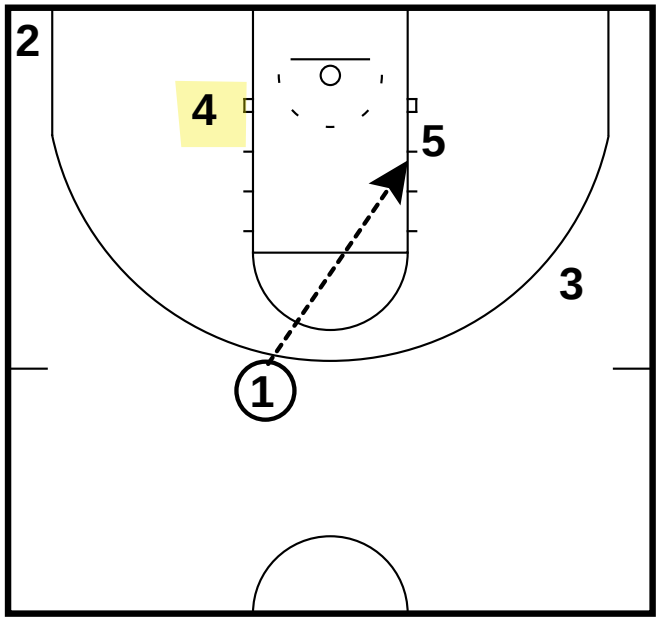
FILM CUE

Have 5 roll wide, 3 replace and 4 duck in to occupy the help. As 1 drags the hedge away from the basket, lob to 5.



01 / SEQUENCE

5 rolls wide off the side ball screen. 3 replaces and takes X3 along, while 4 ducks in to occupy X4.



02 / SEQUENCE

1 stretches X5's hedge and lobs to 5.

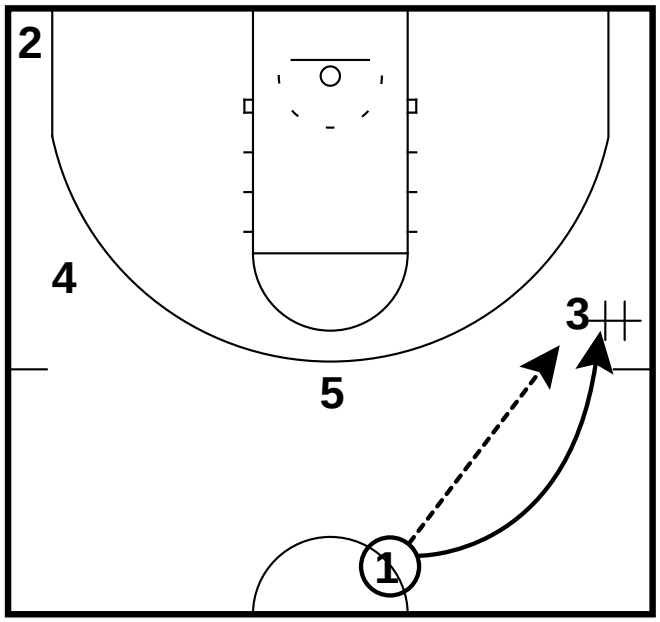
CH. 08 / SPECIALTY ACTIONS & BALL SCREENS BONUS 96

Wrap Handoff Into a Cut for Five

Nebraska / Create

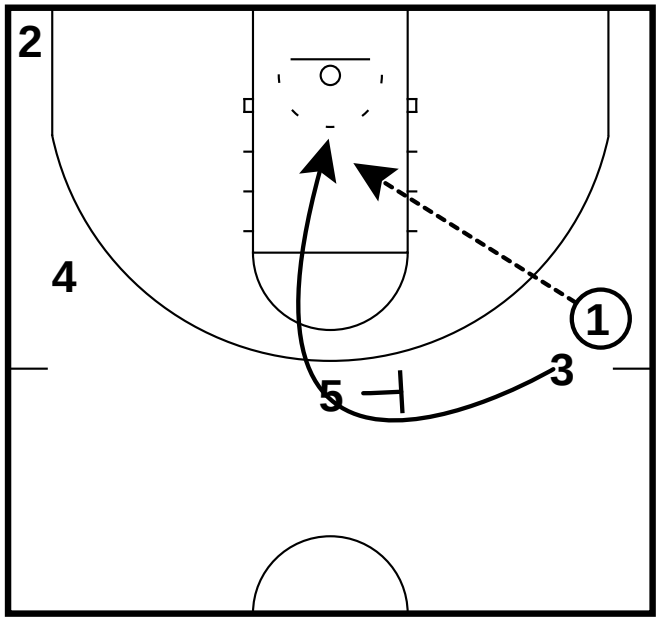
FILM CUE

Have 1 chase the pass to 3 for the handoff, then send 3 across to screen for 5. With 3's defender trailing, 1 can hit 5 cutting to the rim.



01 / SEQUENCE

1 passes to 3 and sprints after the pass for a handoff.



02 / SEQUENCE

X3 trails the action and X2 is too far away to help. 1 finds 5 cutting to the rim.

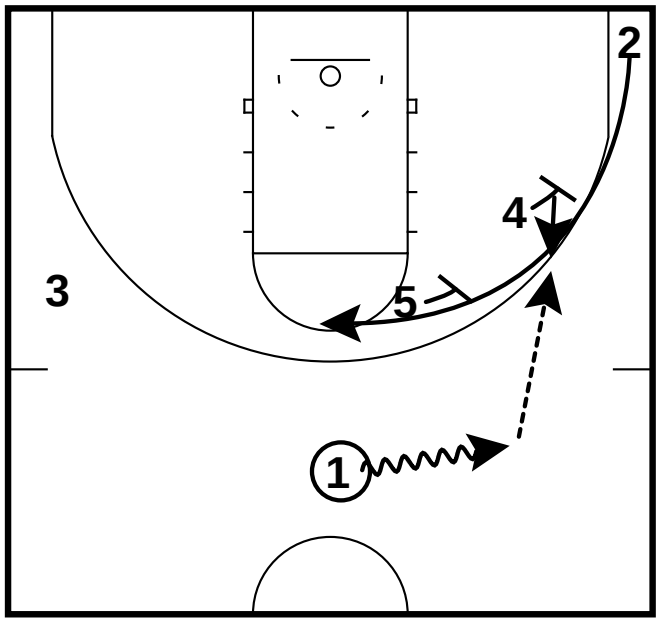
CH. 08 / SPECIALTY ACTIONS & BALL SCREENS BONUS 97

Wrap the Stagger Into a Rim Cut

Nebraska / Create

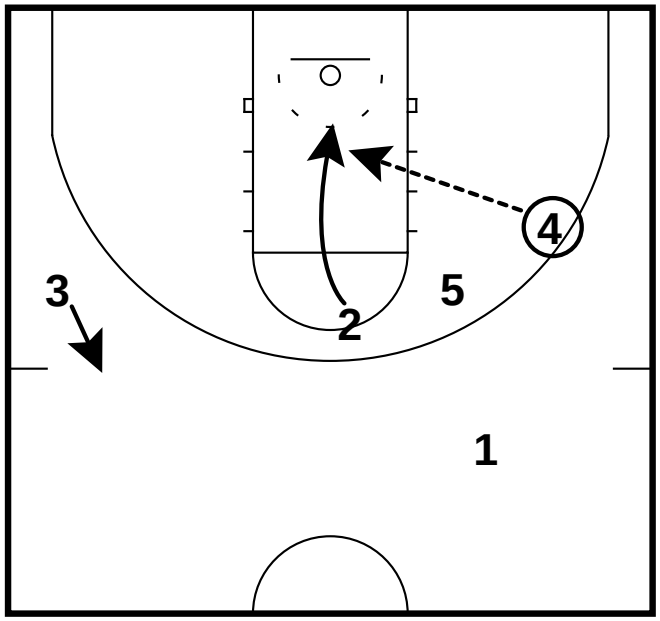
FILM CUE

Bring 2 off the stagger and pass to 4 popping back to the ball. As 2's defender chases over, feed 2 cutting to the rim with 3 holding the weak side.



01 / SEQUENCE

2 comes off the stagger. 4 pops back to the ball for the pass from 1.



02 / SEQUENCE

X2 trails the stagger and the help stays with 3. 4 finds 2 cutting to the rim.