



Teaching the Ball Screen



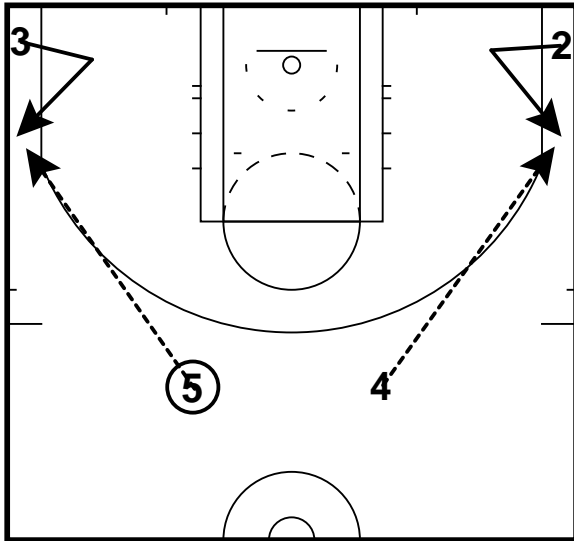
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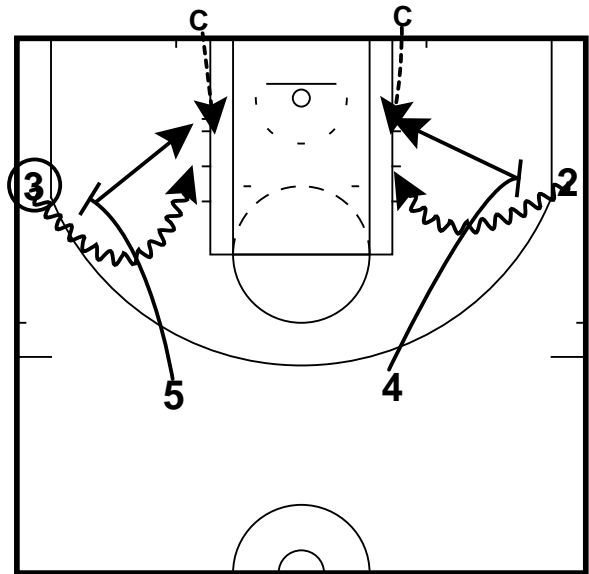
Teaching the Ball Screen

Setup
Shooting Drills



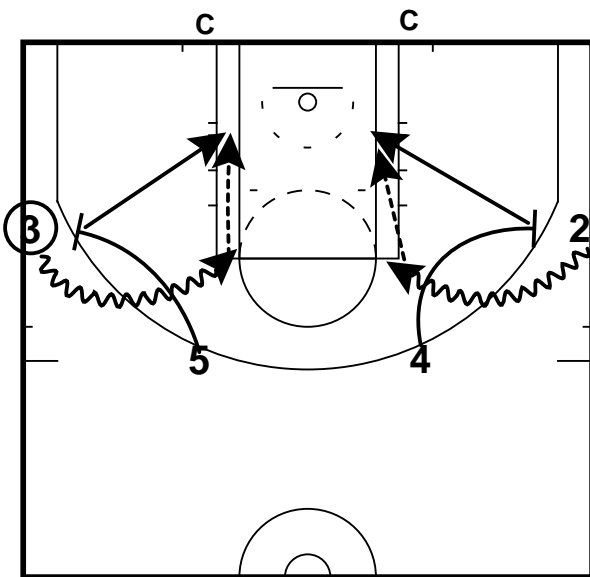
Two lines with basketballs in the slot position
Guards will be in each corner no basketballs

Kill Zone Jumper
Shooting Drills

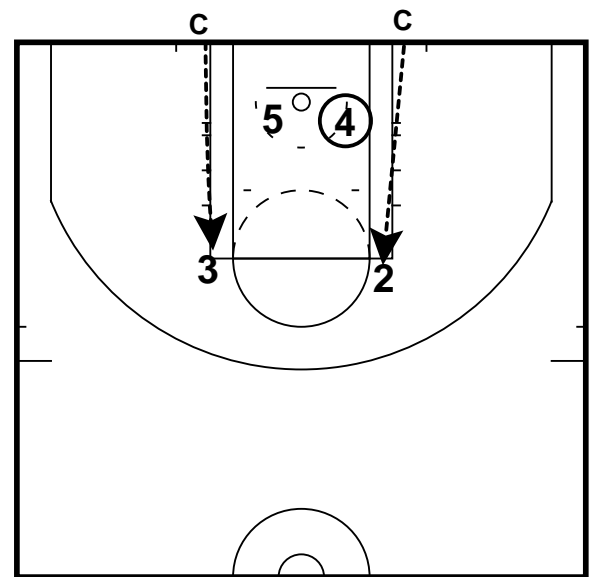


Slot positions will pass to the guards and chase to a ball screen like in Oregon. Progressions: guard jumper, rim runner, guard layup, reject jumper, reject layup, reject reverse pivot big jumper, slip, split, pick and pop, trap drag dribble pop, etc.

Pocket Pass
Shooting Drills



Pocket Pass part 2
Shooting Drills

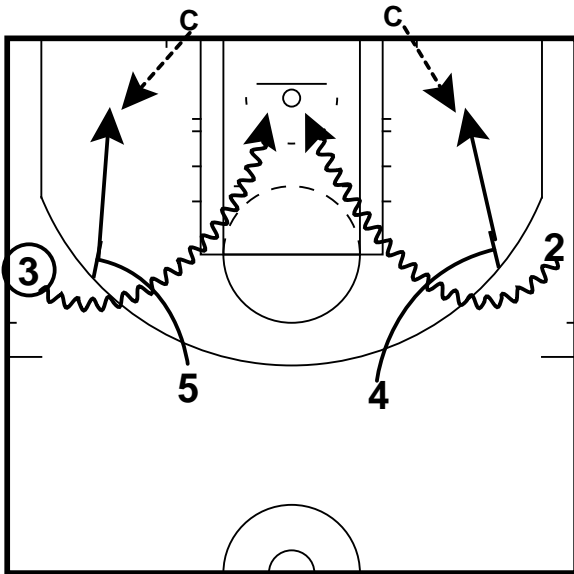


Guards will receive a pass from a coach Kill Zone jumper

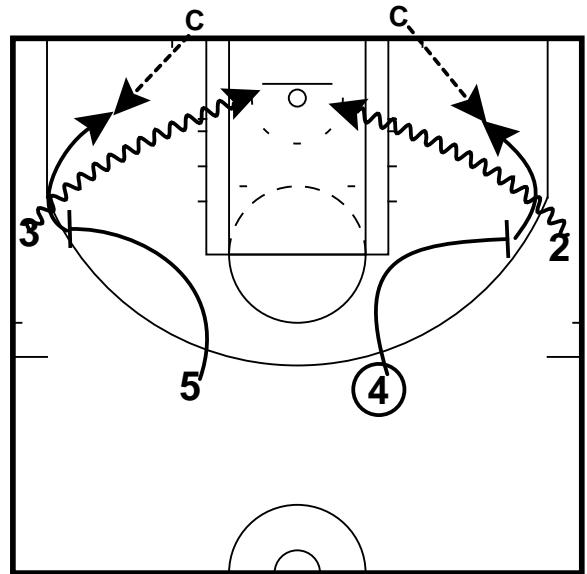


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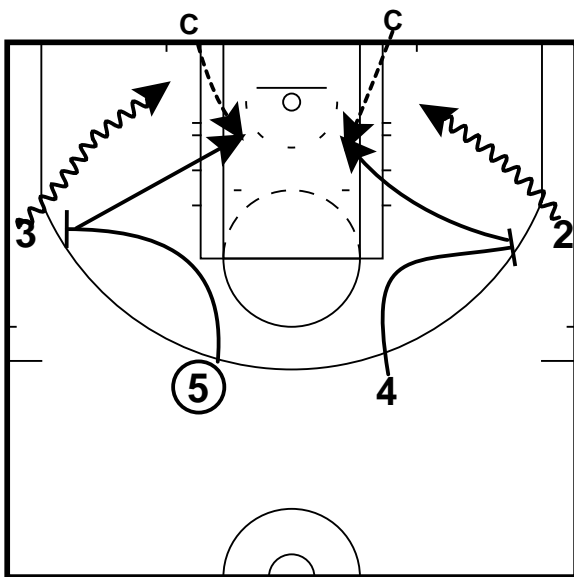
Rim attack
Shooting Drills



Reject attack
Shooting Drills



Reject jumper
Shooting Drills

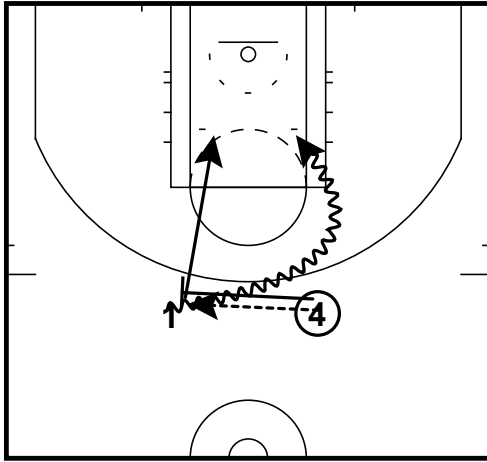


Guard rejects and shoots jumper Big dives to rim



Teaching the Ball Screen

PnR Progression
Fundamental 7

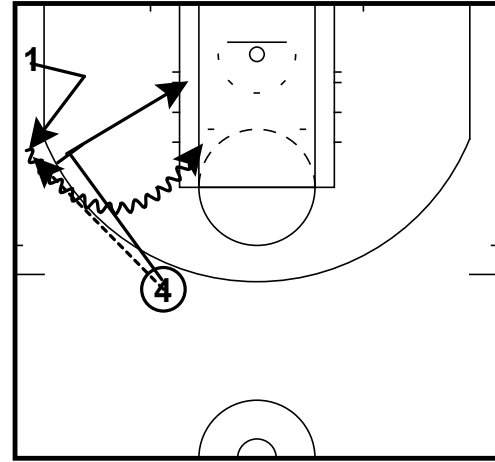


Slot PnR

Two lines, big passes to guard and chases to ball screen. Guard attacks elbow and shoots different shots and/or feed the post.

- Use screen layup
- Use screen jumper
- Use screen pass
- Slip screen pass
- Pick and pop
- Trap

PnR Progression
Fundamental 7

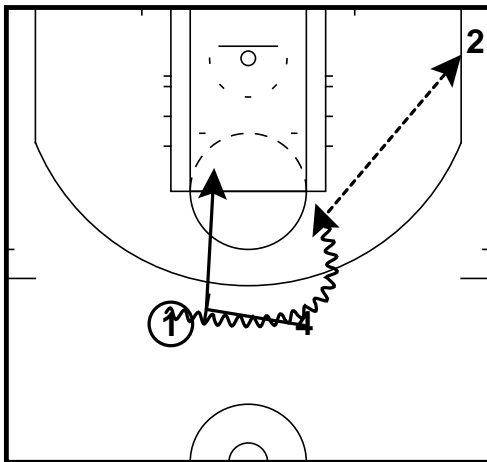


Side PnR Progression

Basketballs in the slot position, guards block extended.

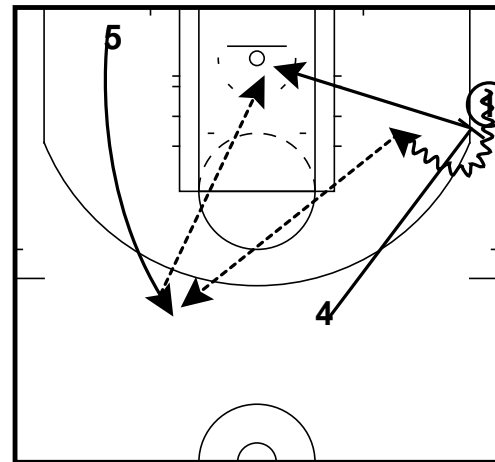
- Use screen layup
- Use screen jumper
- Use screen pass
- Reject screen jumper
- Reject screen pass
- Slip screen pass
- Pick and pop
- Trap

PnR Progression
Fundamental 7



Add another guard for kick out

PnR Progression
Fundamental 7



Oregon side PnR progression

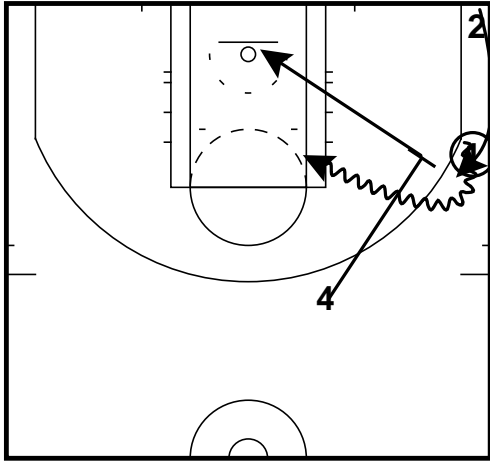
5 shoot 4 work on rebound putback
5 hit the hi-lo

- Slip rescreen



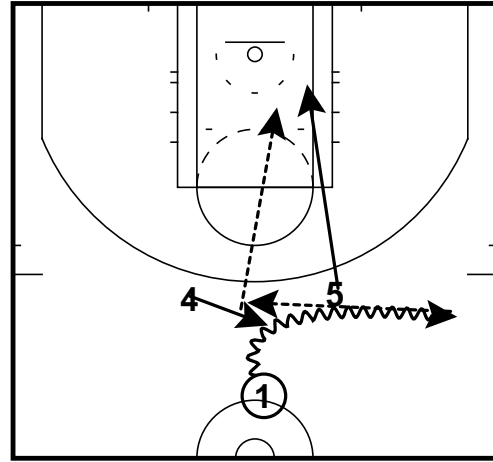
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PnR Progression
Fundamental 7



Oregon follow progression

PnR Progression
Fundamental 7

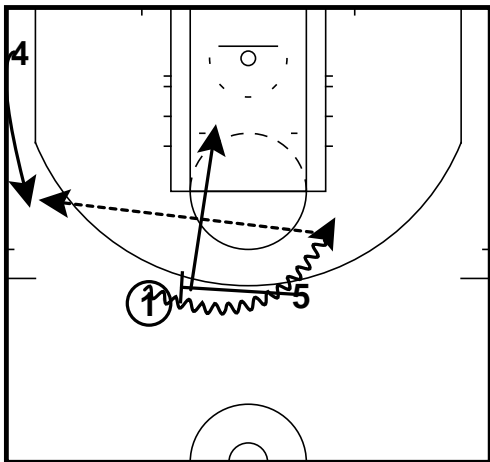


Horns Progression

work on hi-lo footwork and angles

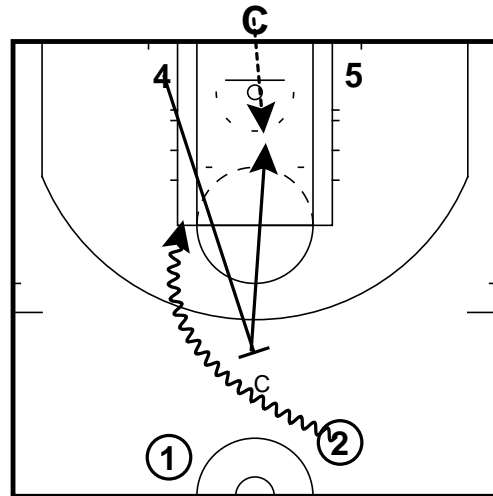
Work right and left

PnR Progression
Fundamental 7



This PnR progression will be used to work on the "follow" pass. The PnR can be started in different spots on the floor. In this frame we are using a high PnR. The 1 will come off and the 4 will follow up the three point line and receive a skip from 1. Can add a coach on the baseline to feed the rim runner and a coach to feed the 1 for a jumper. All three players get a shot.

PnR Progression
Fundamental 7



High and Flat PnR

We use this to teach our screeners good angles on their screens and sprinting into the action.

A coach will be baseline as an extra passer and we mix up our finishes by both players.

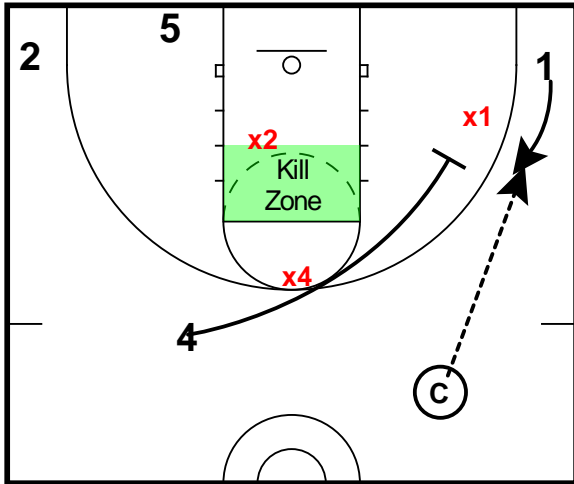
Floater, pull up jumper, 3's, one foot finish, euro steps, relocate 3 by the guards. We also mix up the player that the coach will pass to and if we have a 4 that can shoot we will pop and he will hit the 3.

An additional guard will be put into the drill as we progress with our reads. As well as a coach to play the defender the PnR ball handler will read.



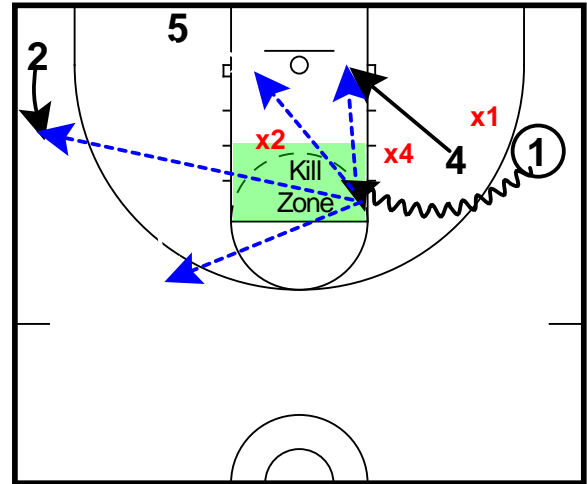
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4v3 Side PnR
PnR Drills



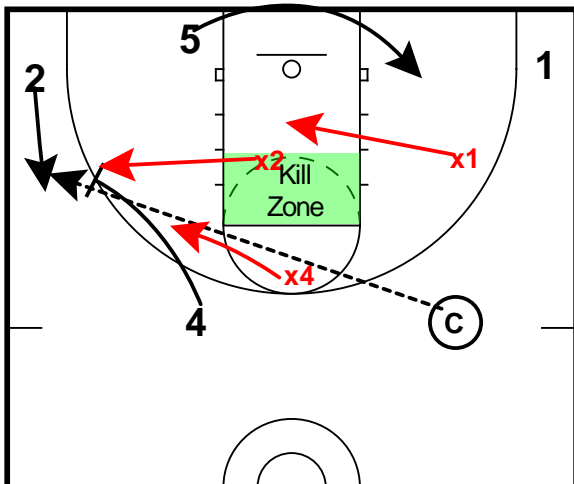
Coach will enter the ball to the 2, 1 or 4 and that will trigger the side PnR.

4v3 Side PnR
PnR Drills



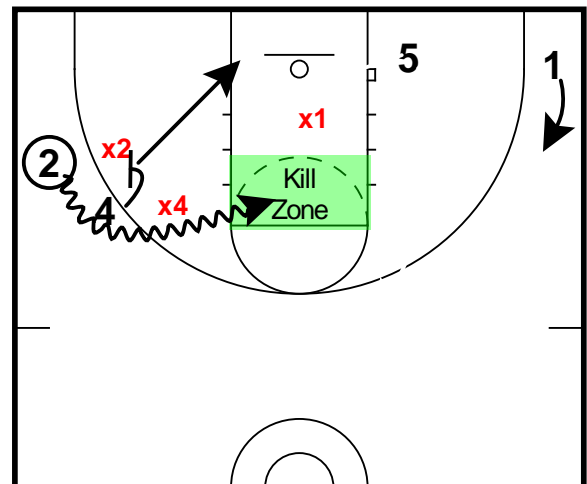
1 will come off the screen and attack the "Kill Zone" 4 will roll/pop or run to the rim depending on PnR coverage 5 will read and find the opening 2 will shape up and set in window for kick

4v3 Side PnR "skip"
PnR Drills



If the coach skips to the opposite guard this will trigger the side PnR on the left side of the floor

4v3 Side PnR "skip"
PnR Drills

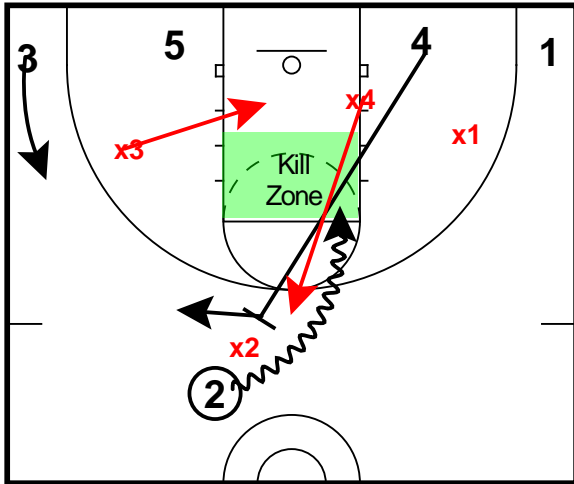


2 will attack the "kill zone" and make a quick decision based on the defense and PnR coverage



Teaching the Ball Screen

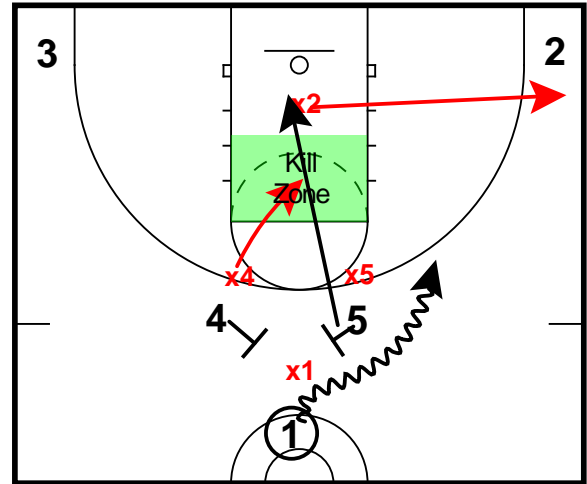
5v4 Middle/Flat PnR
PnR Drills



4 will sprint to screen and then pop
2 attacks the Kill Zone

Work both sides of the floor using 5 to sprint to screen.
Have X4 step off and X5 come on to guard the 5 player

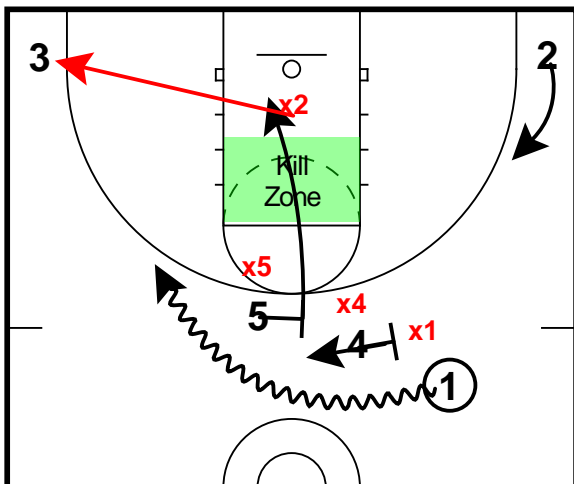
5v4 Horns PnR
PnR Drills



1 will play it live and attack either side of the Horns set.

X2 will play it live when the 1 attacks a side.

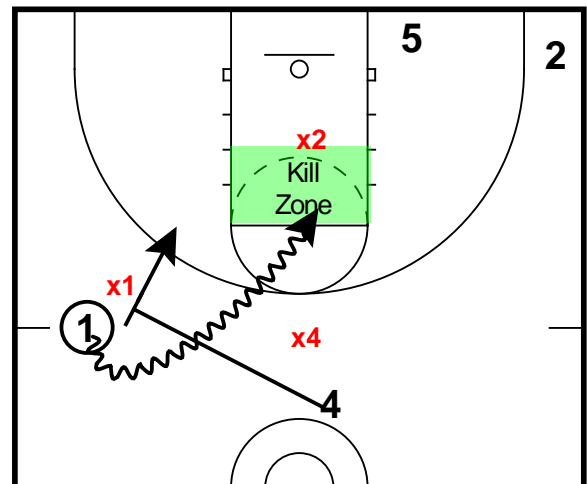
5v4 Double Drag PnR
PnR Drills



1 will use the double drag screen and attack live.

X2 will play it live when 1 attacks.

4v3 Drag PnR
PnR Drills



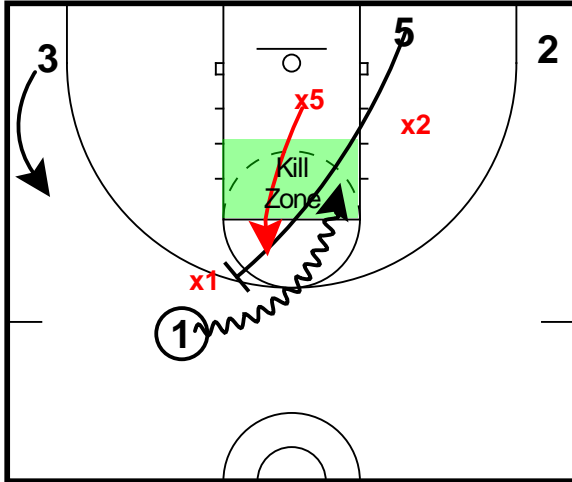
1 will use the drag screen and attack live.

X2 will play it live when 1 attacks.



Teaching the Ball Screen

4v3 Slot PnR
PnR Drills

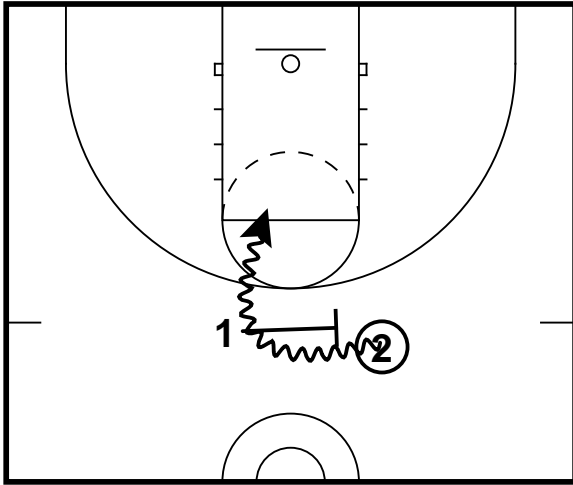


Sprint into the slot ball screen. The three defenders will be live once the action is initiated by the 5 screening.



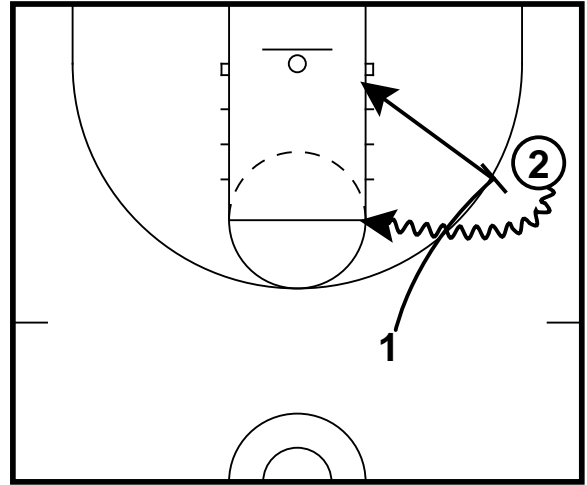
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2 v 2 Slot Ball Screen
PnR Drills



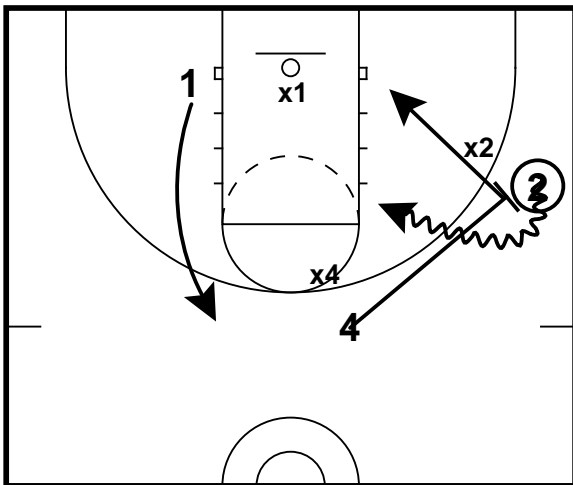
Player Options: ...

2 v 2 Side Ball Screen
PnR Drills



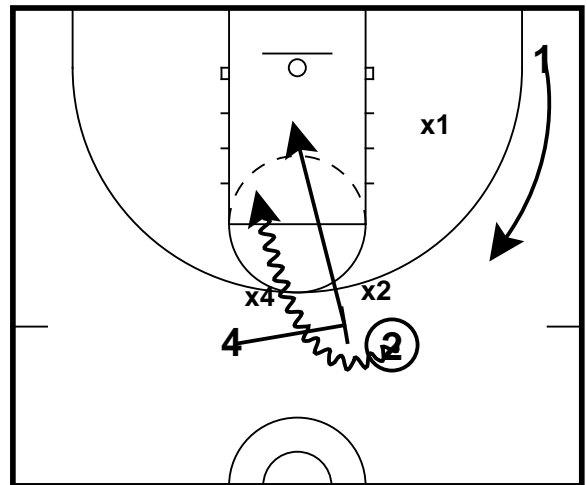
Player Options: ...

3 v 3 Euro Ball Screen
PnR Drills



Player Options: ...

3 v 3 Follow 3
PnR Drills

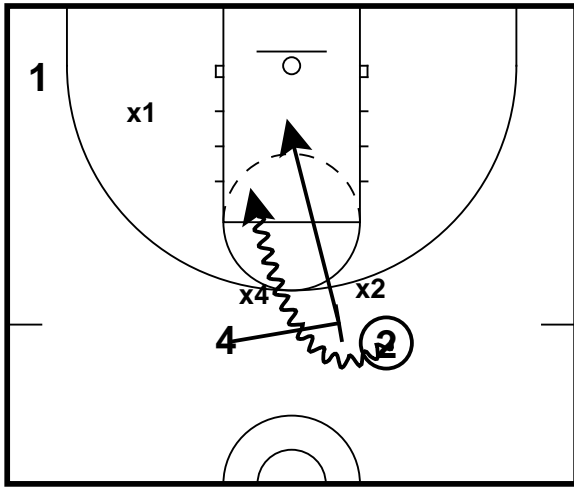


Player Options: ...



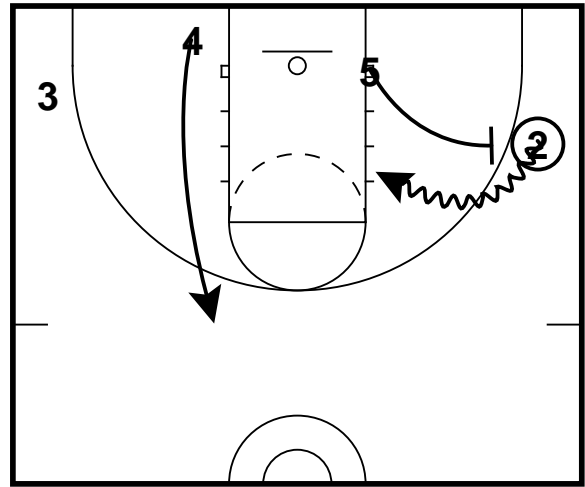
Teaching the Ball Screen

3 v 3 Strong Side Shooter
PnR Drills



Player Options: ...

4 v 4 Euro Ball Screen
PnR Drills

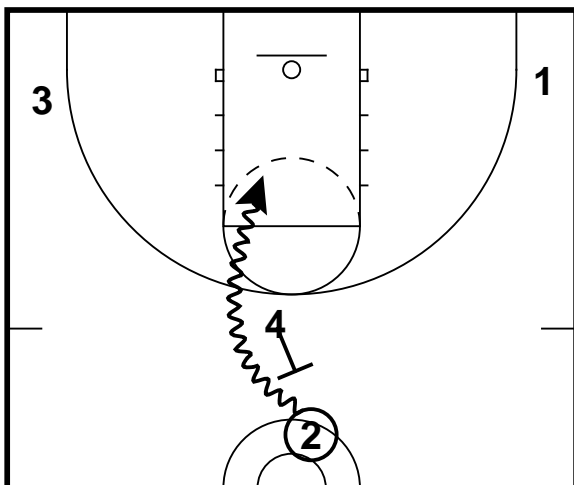


European PnR Continuity Setup

All of the same options for the ball handler/screener

3 and 4 player will play off the Ball Screen coverage and help side rotations.

4 v 4 High Spread Ball Screen
PnR Drills



All of the same options for the ball handler/screener

1 and 3 player will play off the Ball Screen coverage and help side rotations.