

MODERN TENDENCIES IN USING ON-BALL AND OFF-BALL SCREENS

Full professor Nenad Trunić, PhD.

FIBA EUROPE Coaching Certificate Lecturer

FIBA EUROPE Coaching Clinic Lecturer

Dean of Faculty of Physical Education and Sports Management

University Singidunum, Belgrade, Serbia

Main idea for all presented options is to keep all defenders active, engaged without clear possibilities to help and rotate on on-ball and off-ball screen actions.

Double drag P&R in transition

- Classical transition double drag P&R is pretty static and clear for defense (diagram 1)
- Diagonal transition double drag in full speed (diagram 2)

DIAGRAM 1

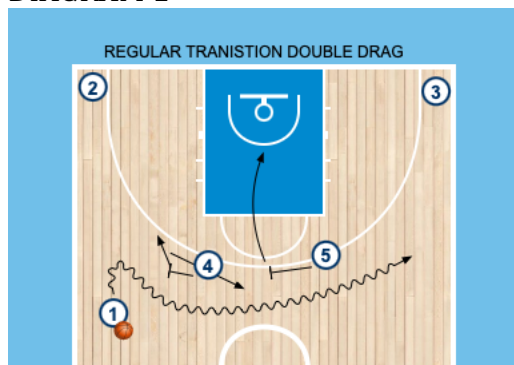
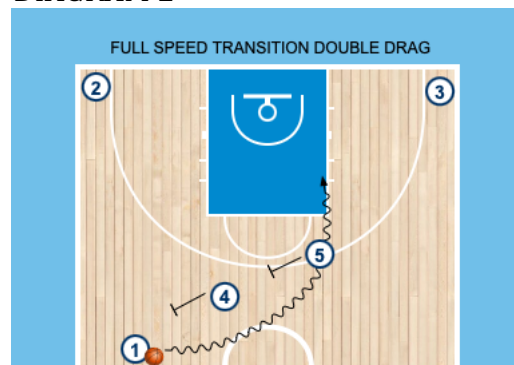


DIAGRAM 2



- If defender X1 is going over first screen, screener 5 is making slip (ghost screen) move in order to free space for 1, to attack in full speed (diagram 3)
- If defender X1 is going under first screen with 4, screener 5 is making regular contact screen and holding X1 for an instance, and roll consequently (diagram 4)

DIAGRAM 3

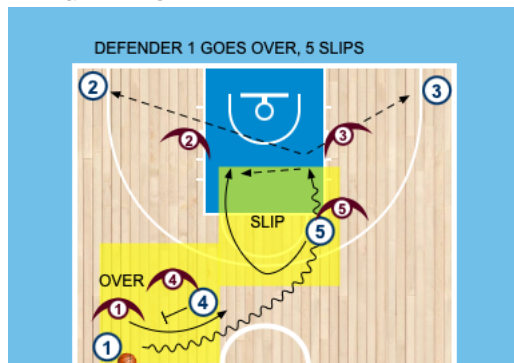
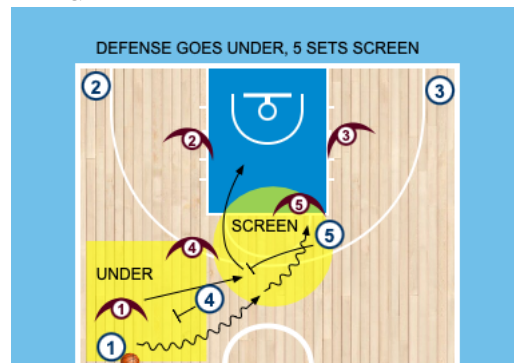


DIAGRAM 4



Zipper offense

- Classic Zipper offense (diagram 5)
- Against Hedge P&R defense, screener is attacking with short roll (diagram 6)

DIAGRAM 5

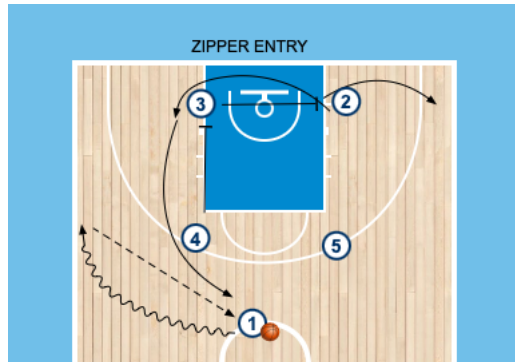
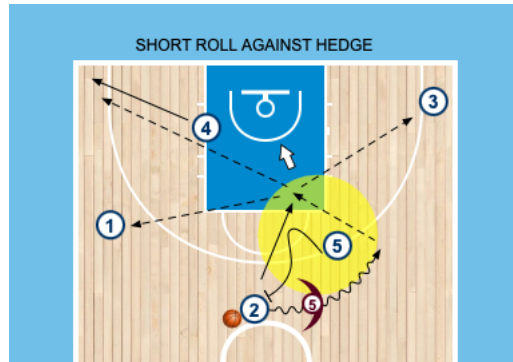


DIAGRAM 6



- Against flat, contain or shadow P&R defense, screener 5 can flip the screen and pop out, in order to open scoring options on one side player (diagram 7)
- Advance offensive option is to add so called "smash screen" (4 for 3) in order to keep active players on regular help and rotation or bump side (diagram 8)

DIAGRAM 7

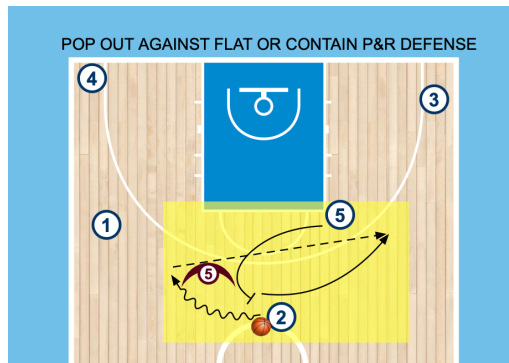
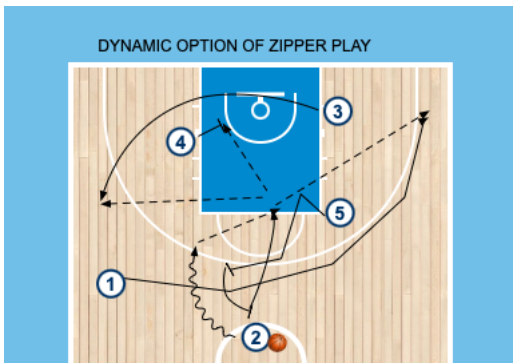


DIAGRAM 8



- In this scenario, most probably X4 is going to help, which opens, easy pass from 5 to 4, or pass to shooter 3, if defense is switching (diagram 9)
- On help side, with elbow pop out, option is flying screen, 5 for 1 (diagrams 10, 11, 12)

DIAGRAM 9

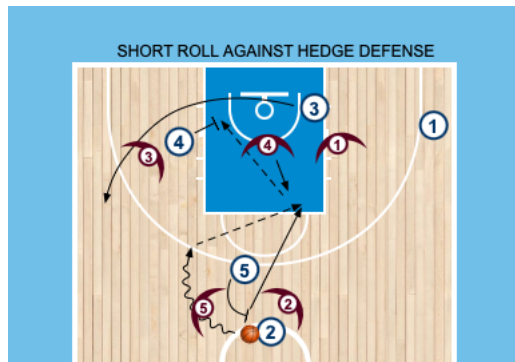


DIAGRAM 10

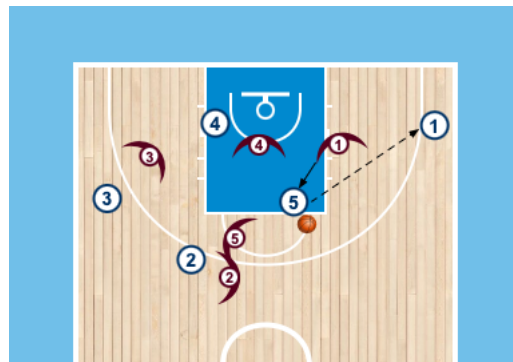


DIAGRAM 11

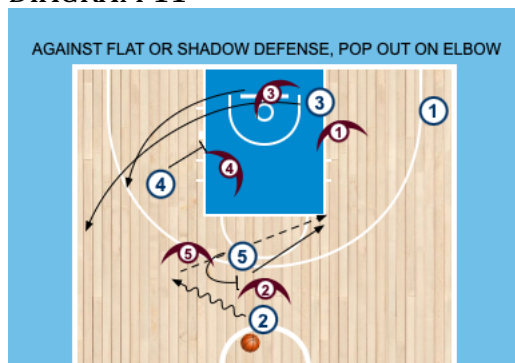
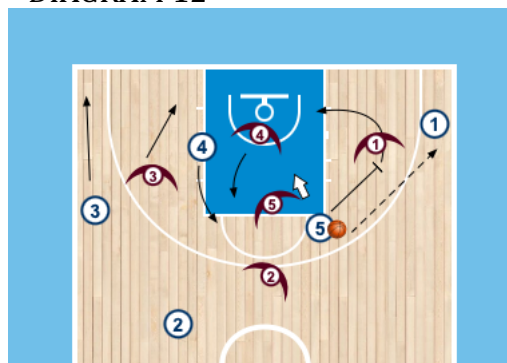
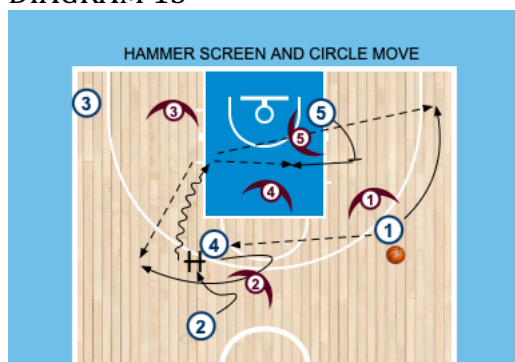


DIAGRAM 12



- After empty side P&R, with ball reversal to 4, offense can use step up screen and hammer screen 5 for 1 at help side (diagram 13)

DIAGRAM 13



Spain P&R

- Dynamic offensive entry for Spain P&R (diagrams 14-17)

DIAGRAM 14

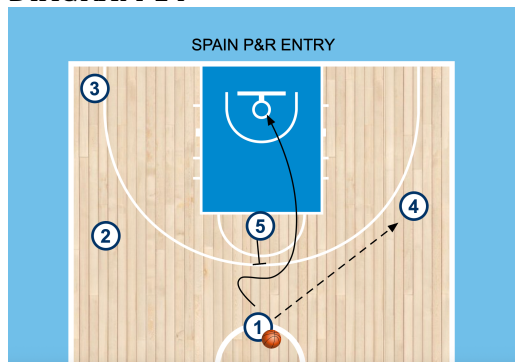


DIAGRAM 15

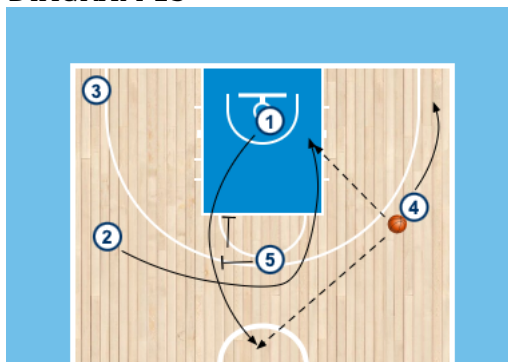


DIAGRAM 16

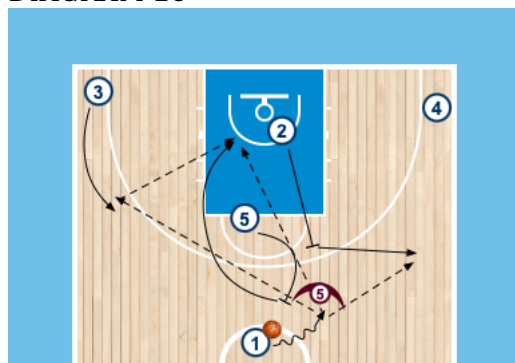
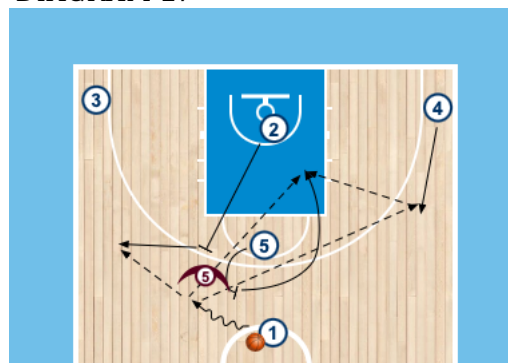


DIAGRAM 17



- Flip the screen and short roll option on one player side (diagram 18)
- If defense anticipates 4 can set smash screen for 2, instead of Spain P&R (diagram 19)

DIAGRAM 18

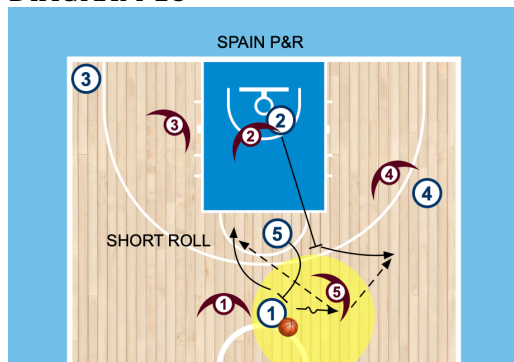
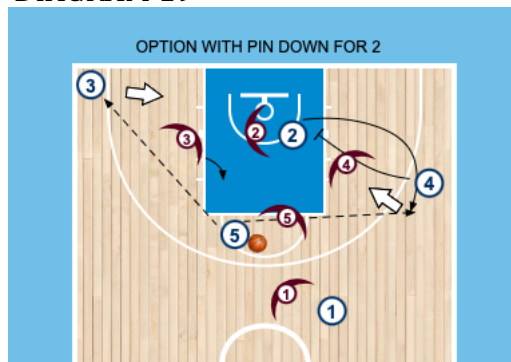


DIAGRAM 19



- In order to avoid help and eventually switch with X4, 5 flips screen and 2 goes on side of 4, and 4 drops in the corner (diagrams 20, 21)

DIAGRAM 20

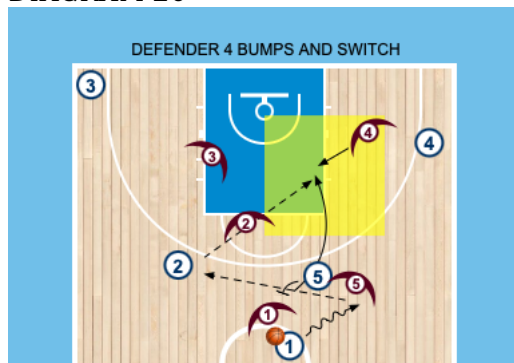
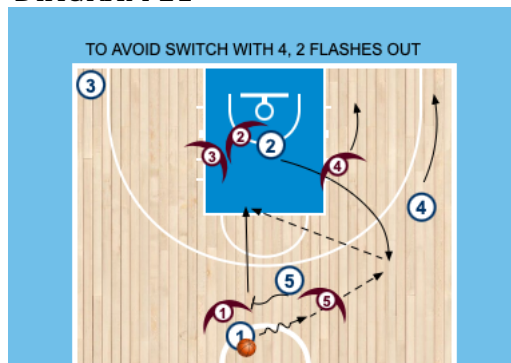


DIAGRAM 21



Pistol action in transition

- Pistol action in transition against switch defense on first screen, with 3 on low post position, and other players movement (diagrams 22, 23)

DIAGRAM 22

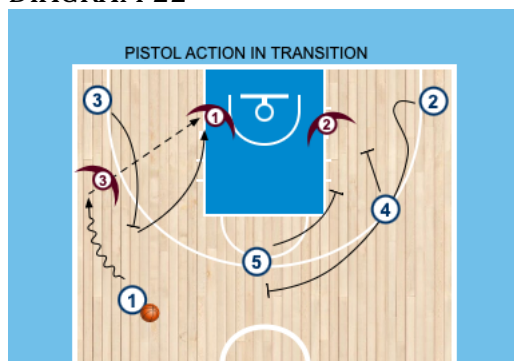
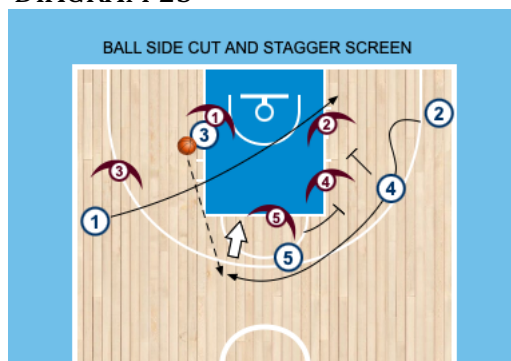
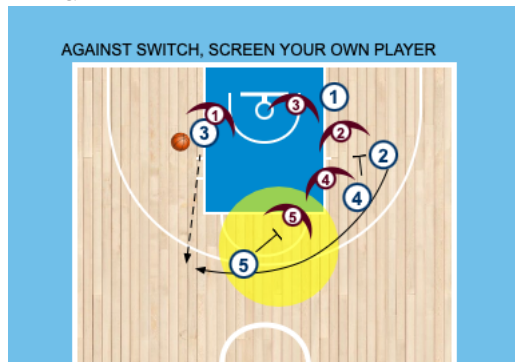


DIAGRAM 23



- Against switch on staggered screen, last screener (5) is screening his own player (diagram 24)

DIAGRAM 24



Loop action

- Loop play with dynamic options (diagrams 25, 26)

DIAGRAM 25

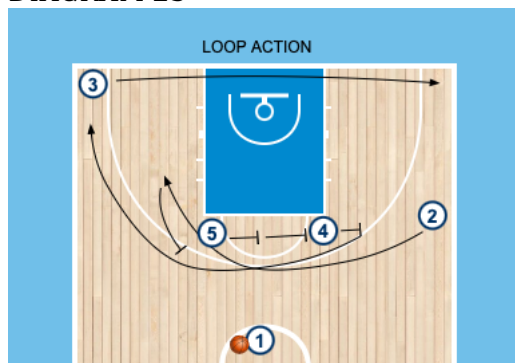
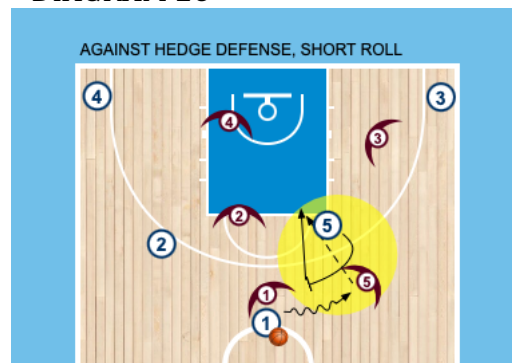
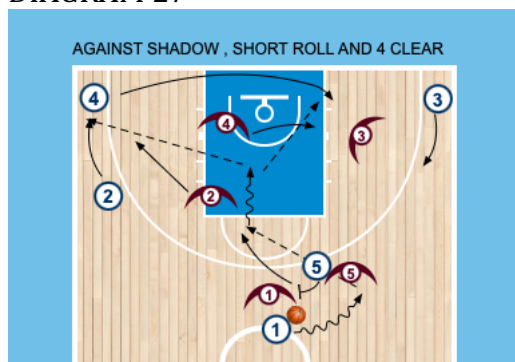


DIAGRAM 26



- In order to avoid easy defensive bump and help from 2 players side, at the moment of the P&R, 4 cuts on opposite side dunker spot and 2 moves in the corner (diagram 27)

DIAGRAM 27



Loop & Iverson cut action

- After Iverson cut, 5 sets screen for 4 and receives ball from 1 (diagram 28)
- In the moment of receiving, 3 sets on-ball screen for 4, who drives to the basket. On opposite side, 5 sets screen for 2 and 2 and 5 are setting hammer screen for 1, which make very difficult situation for defense to help in on-ball screen, with 4 and 3 (diagrams 29, 30)

DIAGRAM 28

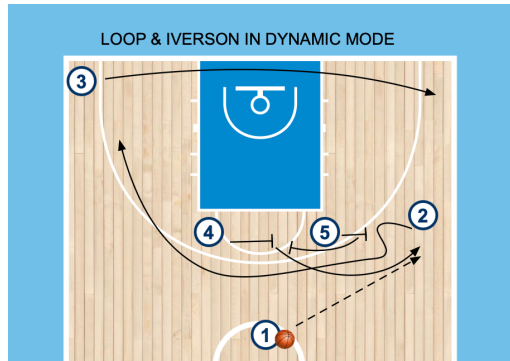


DIAGRAM 29

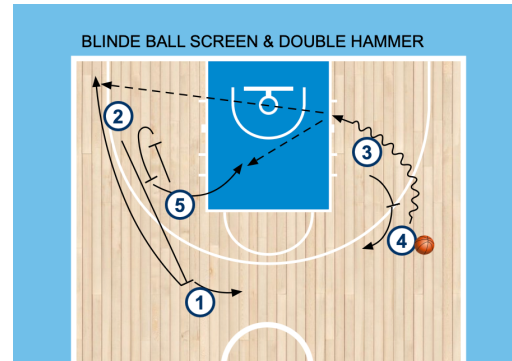
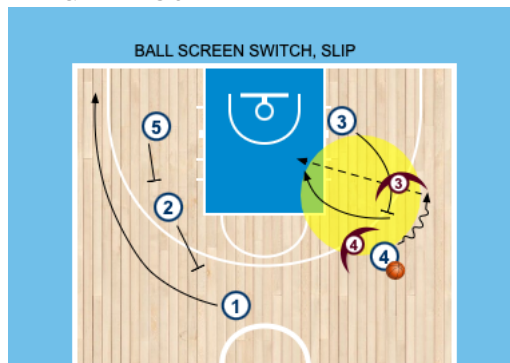


DIAGRAM 30



Peel action

- Classic Peel action, starting Ram screen 5 for 3, following by top of the key P&R with 1 and 3, and low post positioning of 3 (diagram 31)
- In dynamic option, 2 clears out on opposite side during the Ghost screen 3 for 1 (diagram 32)

DIAGRAM 31

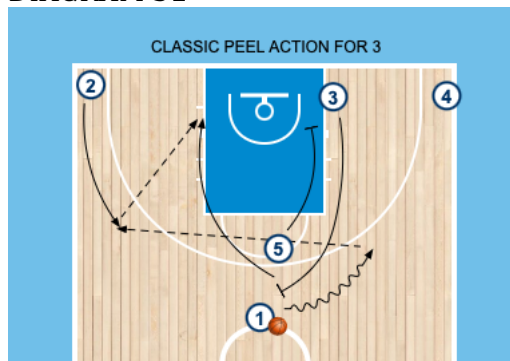
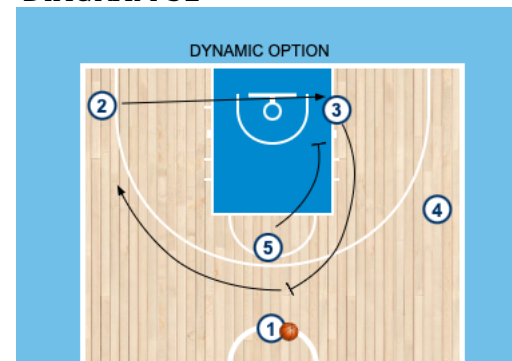


DIAGRAM 32



- Ball side smash screen or pin down 4 for 2 is an option (diagram 33)
- 5 can set wide pin down screen for 3, before to roll (diagram 34)

DIAGRAM 33

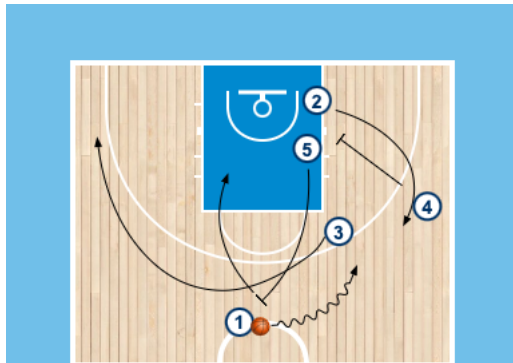
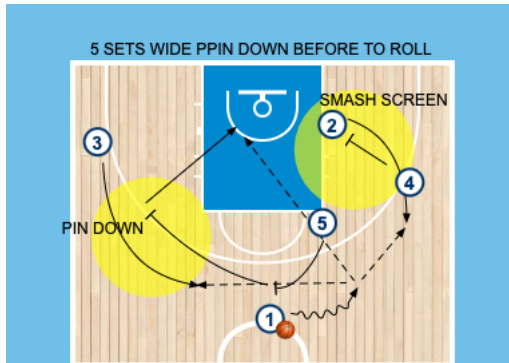


DIAGRAM 34



Dynamic on-ball and off-ball screen action

- From Horns, 5 sets screen for 4 and wide pin down for 2. 4 flips the screen and roll. 1 has options to pass to 4 under the basket or to 2 for open shot (diagram 35)
- Staggered screen for 3 (diagram 36)

DIAGRAM 35

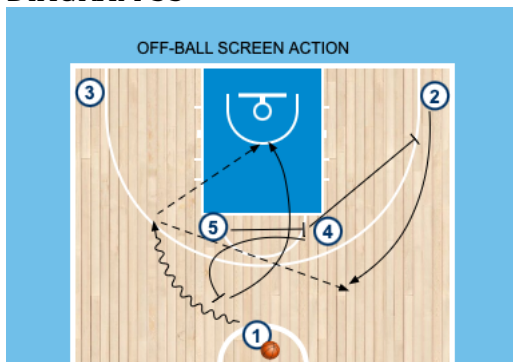
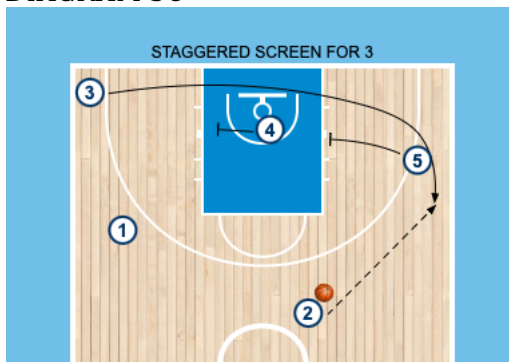


DIAGRAM 36



- High-low post game for 5 (diagram 37)
- Step up screen 4 for 2 and Hammer screen 5 for 3 on help side (diagram 38)

DIAGRAM 37

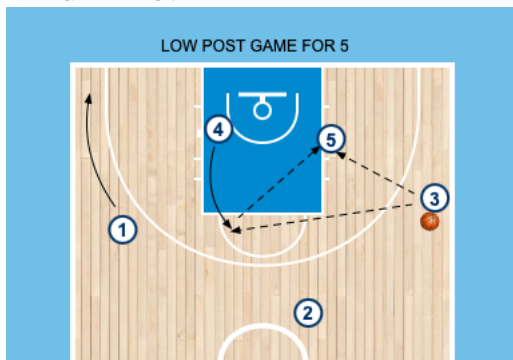
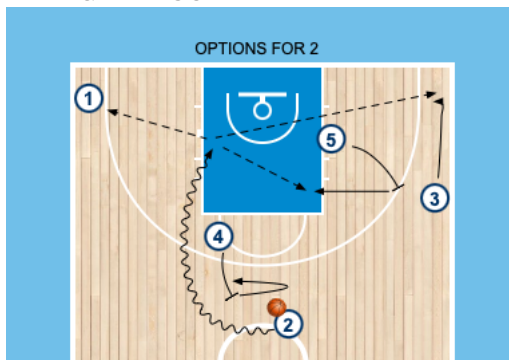


DIAGRAM 38



- After pop out, circle back move of 4 (diagram 39)
- Option for 4 inside, with DHO 4 and 1, followed by cross screen of 2 for 4 (diagram 40)

DIAGRAM 39

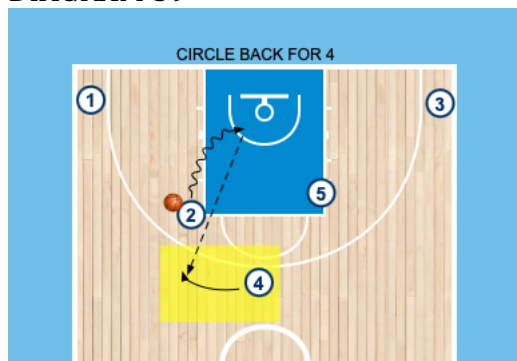


DIAGRAM 40

