

Read the off-ball screen, don't script the cut

Redondo develops the off-ball screen as a teaching sequence. The passer, screener and receiver all need sound technique, while the receiver's route depends on the defender's choice.

Translated and restructured from Minut ACEB 37 · December 2020, pp. 3-8 · Paco Redondo. Original: La metodología del bloc indirecte

Original page 3 · Method: the screen is a tool, the player makes the read

Purpose and prerequisites

Redondo treats methodology as a rational path to a goal. An off-ball screen is a tactical resource for creating advantage, not an automatic movement to copy. The coach builds the structure and gives players options, but the players decide from the defense. Before choosing when to introduce the concept in youth development, ask why it is useful, what it adds, and how it fits the team's principles. The answer depends on the players' technical level rather than a fixed age group.

Technique first

An off-ball screen can produce offensive fouls if its body position and timing are poor. Teach the screener's feet and angle, the passer's timing and accuracy, and the receiver's route and catch. Work these details against aggressive defense, correct them in practice and give the players decisions instead of scripted endings.

Original page 4 · 3v3 with the ball on the low post: the first six diagrams

Initial spacing

Start in 3v3 and enter the ball to player 5 on the low post. Player 1 screens for player 2 after the entry. This movement frees space around the post for 5 to attack 1v1 while the two perimeter players move their defenders away. The catch inside is the trigger, not merely the first pass in a memorised play.

Read the defender over the screen

If player 2's defender goes over and follows, 2 curls tightly into the lane to receive and shoot. The passer waits for the passing angle. The screener must be still and provide a useful angle without chasing contact.

Read the defender under the screen

If the defender goes behind or underneath, 2 moves to the corner for an outside shot. Player 1 changes the screen angle so a defender recovering to 2 must go around the screen again.

Read the switch or help

When defenders switch, the screener often has the advantage and should be found on the continuation. If player 1's defender helps on 2's cut, player 1 can pop to an open outside position. These are different answers to different defensive decisions, not a fixed sequence of all options.

Outside shooting variation

Now make the off-ball exit move from low to high so player 2 catches at 45 degrees. The same defensive reads apply to this different finishing spot.

TACTICAL DIAGRAMS · SOURCE PAGE 4

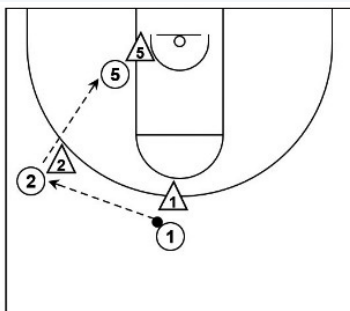


Diagram 1 · p. 4

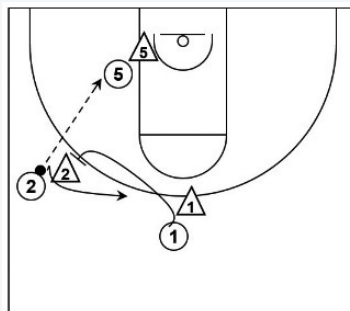


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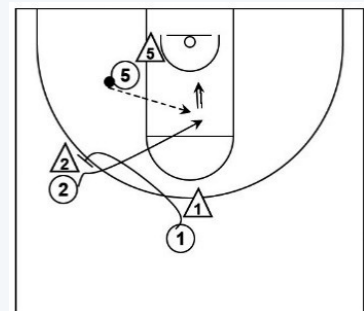


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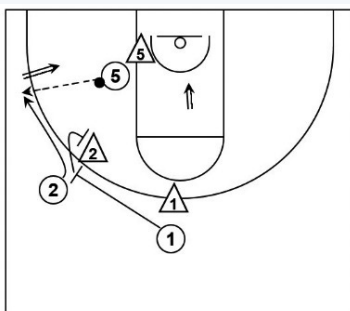


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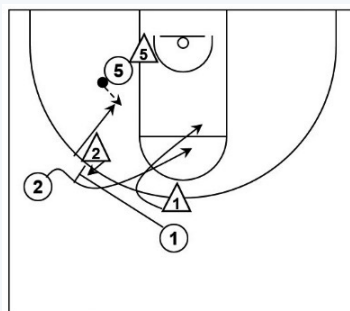


Diagram 5 · p. 4

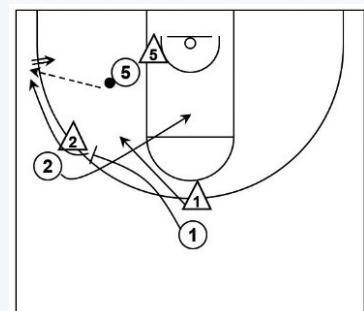


Diagram 6 · p. 4

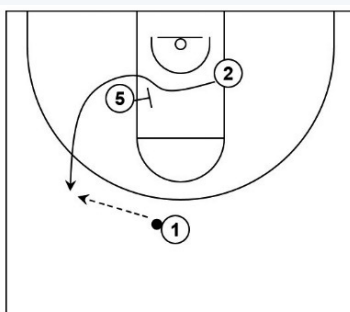


Diagram 7 · p. 4

Original page 5 · Outside exits and the first linked 4v4 actions

More 3v3 reads

On a low-to-high exit, if the defender goes over the screen, player 2 curls into the middle of the lane. If the defender anticipates and closes the curl, player 5 changes the screen into a back screen and 2 exits toward the corner. Against a switch, look inside for the screener, often a bigger player guarded by a smaller one. The same alternatives can be run when the low-post player screens for the point guard: curl toward the basket against over-the-top pursuit, or exit outside for a shot if the defender goes underneath.

From the staggered start to 4v4

Move to a 4v4 starting action similar to a staggered exit. Player 2 chooses which side to use. Try to feed 2 on the outside; if there is no immediate shot, 2 enters the ball to player 5 on the low post. Once the ball goes inside, apply the earlier low-post screen rules. Player 1 first screens for 2, who can cut toward the basket, while 4 opens out. If 5 cannot pass to the cutter, 1 immediately screens for 4. Two consecutive off-ball screens connect the original 3v3 reads to a continuous 4v4 action. Low-post possession refers to the ball's location, not necessarily to the size of the player holding it.

TACTICAL DIAGRAMS · SOURCE PAGE 5

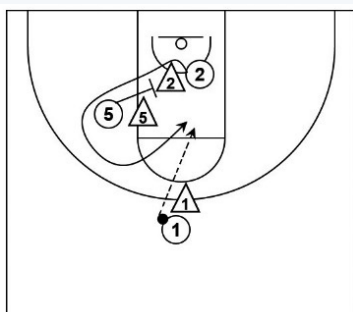


Diagram 1 · p. 5

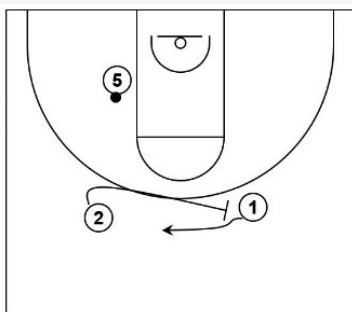


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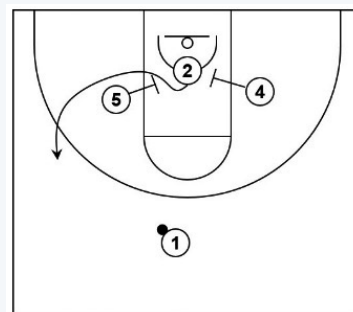


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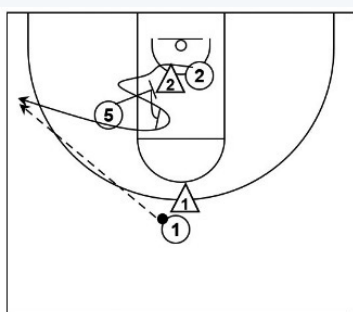


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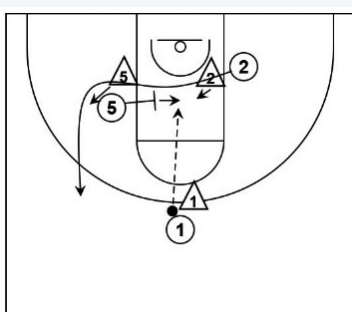


Diagram 5 · p. 5

Original page 6 · Let the pass choose the next screen

UCLA entry in 3v3

Use two perimeter players and one interior screener. Player 1 passes to player 2 on the wing and makes a UCLA cut off player 5's back screen. Look for 1 at the basket first. If no finish is possible, 1 stays on the low post. The destination of player 2's next pass determines the continuation.

Pass to the low post

If 2 enters to 1, player 5 screens for 2. When 2's defender goes behind, 2 exits for an outside shot; when the defender chases, 2 curls toward the basket. On a switch, the screener again has the new advantage.

Pass to the screener or to the other perimeter player

If 2 passes to 5, player 1 sets a back screen for 2. A switch between two perimeter defenders may make 1, the screener, open; the same is true when 1's defender helps to stop 2. If the next pass goes to 2 on the low post, player 5 screens for 1 under the low-post rule. The team responds to the pass rather than trying to remember one unbroken choreography.

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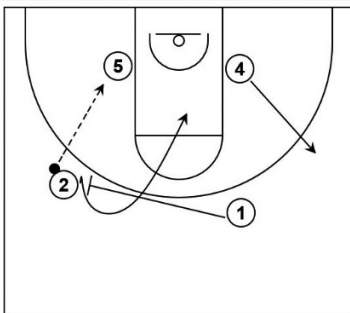


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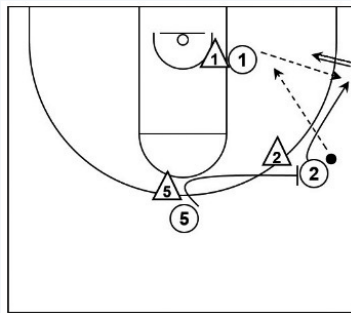


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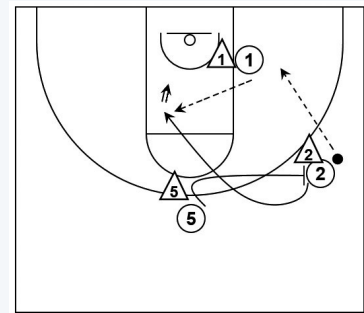


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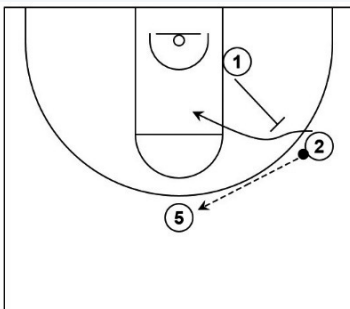


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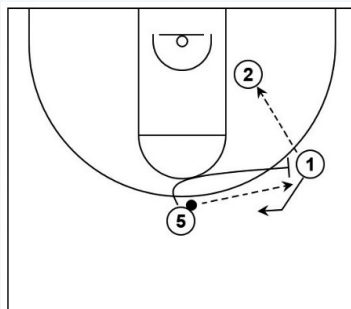


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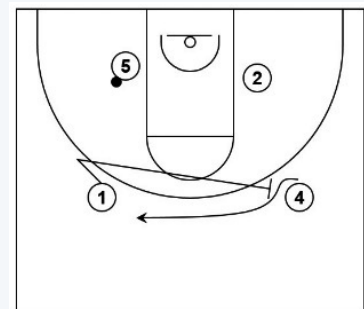


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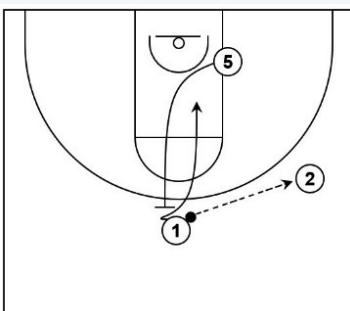


Diagram 7 · p. 6

Original page 7 · 4v4 continuity and combined actions

Technical back screens and 4v4 reads

Back screens must be sound rather than abrupt: create the space and avoid seeking contact that becomes an offensive foul. Repeat the pass-dependent action in 4v4 with two interior and two perimeter players. If the ball goes inside, 5 screens for 1, although the coach can reverse who sets the screen. If player 2 does not pass inside, 4 back-screens for 1. If 2 then passes to 4, 1 back-screens for 2; if 2 passes to 1, 4 screens for 2. When 2 remains outside with the ball and no pass, 1 screens for 5, a small-to-big screen. If there is still no low-post entry, 1 back-screens for 4. This continuity can produce four off-ball screens in ten seconds, always determined by the pass and defensive response.

Combine a ball screen with a back screen

In another 4v4 action, use the threat of a ball screen to conceal the decisive off-ball screen. Player 2 cuts off 5 toward the basket, leaving room for 5 to ball-screen for 1. Once that screen draws defensive attention, player 4 sets a back screen for 5. The early actions create the distraction; the screen away from the ball creates the final chance.

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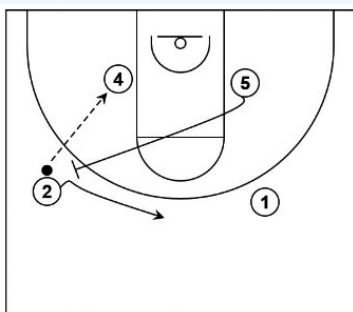


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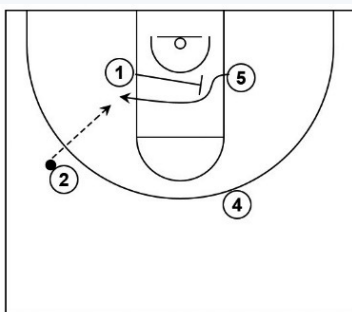


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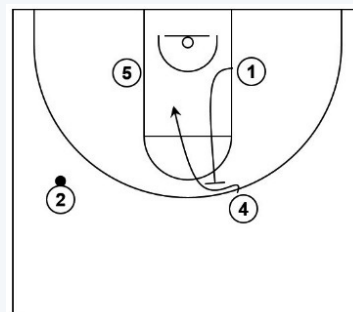


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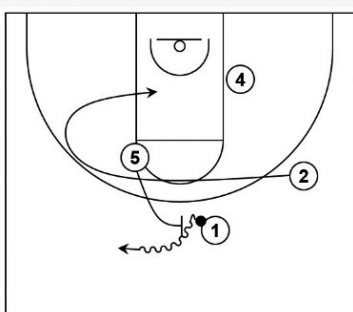


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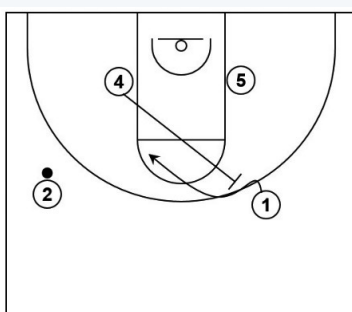


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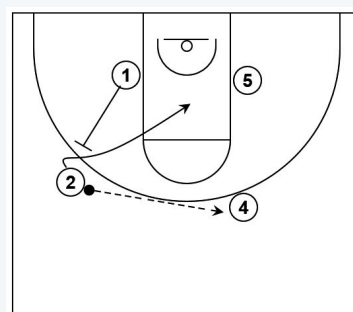


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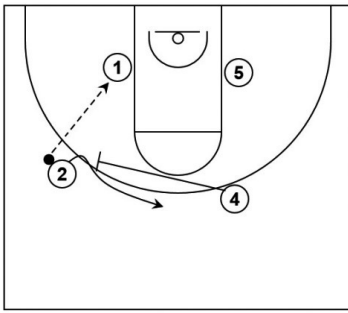


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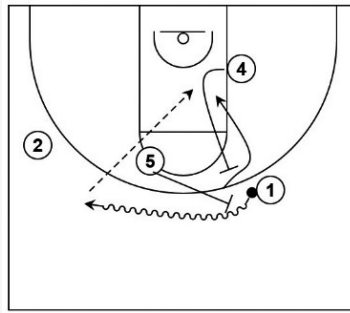


Diagram 8 · p. 7

Original page 8 · Disguise, individual work and conclusion

Ball screen into an off-ball shot

A second distraction begins as a ball screen between players 5 and 1. Immediately afterward, 5 screens away for player 2 to come out for a shot. Player 2's defender often helps on the initial ball screen; set the off-ball screen during that moment of help. The aim is an open catch for the shooter. A variation omits contact on the ball screen: player 5 slips straight into the off-ball screen.

Individual shooting work

The 3v3 and 4v4 actions require corresponding individual 1v0 routines. Rehearse four finishes: curl and shoot; curl, jump from one foot and finish one-handed over an imagined taller defender; exit to the three-point line and shoot; or catch outside, pass back when no shot is available, retreat to create fresh space and catch again. Vary the starting spaces and horizontal or vertical cuts. Also practise the team's back screens and off-ball exits followed by a shot with the specific players who will use them.

Coaching conclusion

Every stage should train decision-making. Give players the cues to read the defense, see the advantage and choose a solution. The coach must connect the tactical concept to the team's technical ability; a screen is only useful when the players can execute and read it.

TACTICAL DIAGRAMS · SOURCE PAGE 8

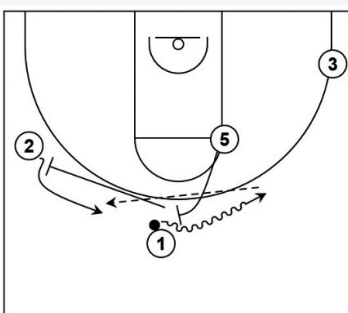


Diagram 1 · p. 8

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