

Build the short roll from the elbows

A short roll turns the free-throw line into a passing and scoring hub. Ramírez treats the ball handler's arrival at one elbow and the screener's arrival at the opposite elbow as a shared timing problem.

Translated and restructured from Minut ACEB 33 · December 2018, pp. 3-5 · Jesús Ramírez. Original: Continuació curta des del bloc directe (short roll)

Original page 3 · The short roll and the ball handler

Why use it

The short roll creates a new threat and passing hub at an elbow or the free-throw line. As the screener stops short instead of rolling all the way to the basket, the other players' spacing changes: players at 45 degrees can move toward the corners. It is especially useful when the interior player passes well or threatens from midrange, and can punish certain pick-and-roll coverages, including a flat defense. It is not simply a different finishing route; the whole offense needs to recognise the changed spaces.

Build it through technique and decisions

Teach the component skills before playing the full action. Ramírez uses 1v0, then 2v0, guided opposition, 2v2, 3v3 and ultimately 5v5. Repetition without attention has limited value: small constraints, signals and controlled opposition make each repetition a decision. For the central screen used here, the handler aims to reach the elbow opposite the screener's destination. The handler must recognise when the screen is needed and when a lane to the elbow is already open.

Original page 4 · Technical progression: handler, screener and timing

Handler: two routes and three outcomes

To reach the elbow quickly and under control, practise a same-hand acceleration (in-and-out dribble) and a change of hand to the other side. A coach below the basket can signal FIST for the same-hand burst and HAND for the crossover. Protect the ball, use footwork and react to the signal; the finish is secondary to arriving at the elbow. Once there, work on a live triple threat: shoot, pass to the opposite elbow or corner, or accelerate again toward the basket. Give a signal for each option rather than always prescribing the finish.

Screener: set or slip

Before screening, separate from your own defender with a change of speed or direction and arrive balanced. Starting under the basket can create realistic space. An S-shaped approach changes the angle shortly before the screen and targets the ball defender's back. The screener's purpose is to give the handler a small advantage and reach the opposite elbow quickly. If the ball defender is well positioned in front, make real contact, hold the screen and release on a diagonal angle. If the handler already has the advantage, fake the screen and slip straight to the elbow. A verbal A/B cue can distinguish the two. For a

real screen, use a wide base and short steps without jumping; for the slip, use a quick feint and explosive exit.

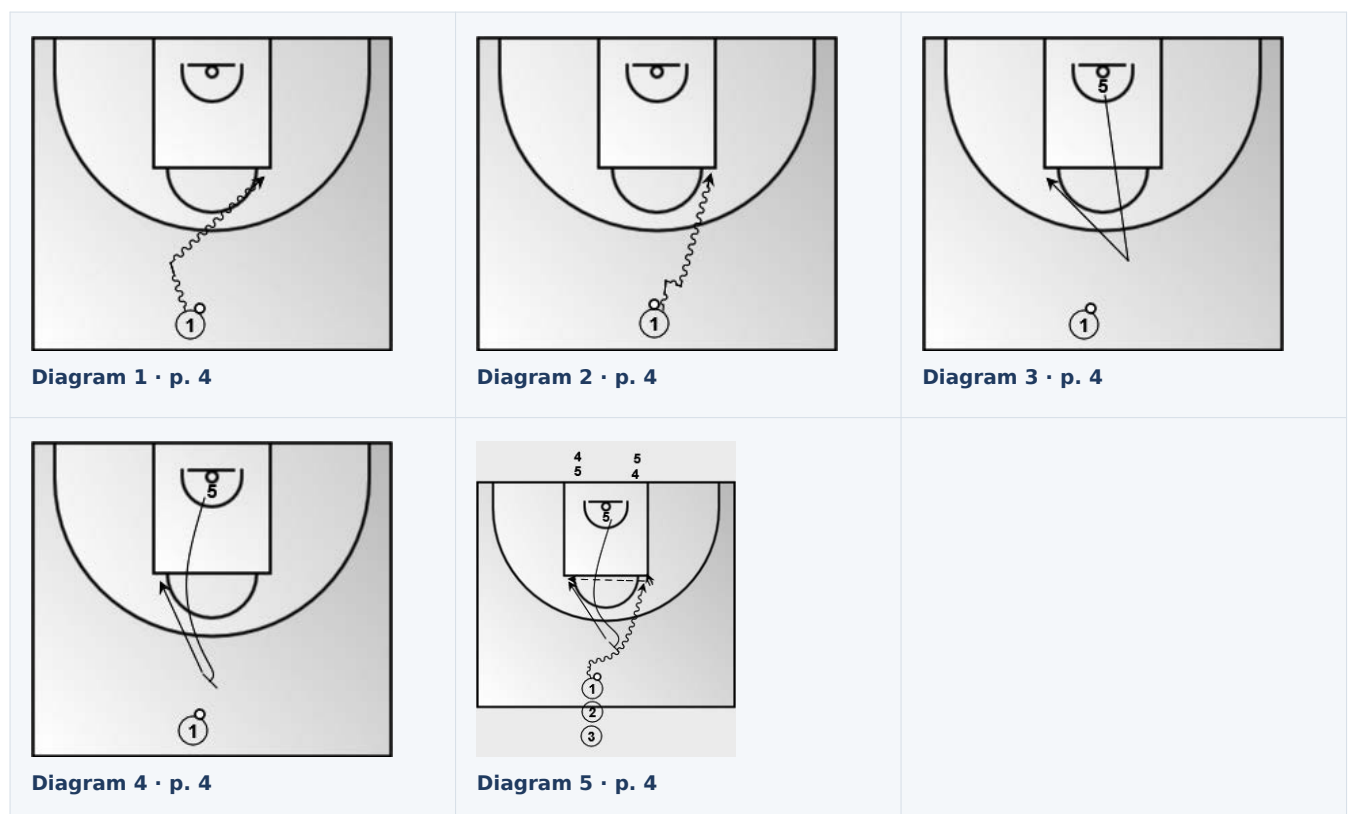
2v0: move together

Rehearse both screen-and-release and slip in 2v0, initially with a fixed pattern and then from a signal such as 1 for slip and 2 for a real screen. At the end, each partner should be at a different elbow. Work the pass between them from varying angles, with both hands; a bounce or overhead pass may be useful. Let both players complete their movement with a shot: after the handler feeds the short roller, the handler can relocate to the arc for a second shot. If the handler shoots at the elbow, a waiting teammate can feed the screener for the corresponding finish.

Guided defense

Next put a ball defender into the same action at controlled intensity, approximately 60-70%, sometimes neutral and sometimes giving left or right. This helps the handler read the route and helps the screener decide where and whether to set contact. When the defender is neutral, the screener selects the side and establishes the screen with contact, hold and release. When the defender denies one side, use the free lane toward the elbow, either with an effective screen or a slip.

TACTICAL DIAGRAMS · SOURCE PAGE 4



Original page 5 · 2v2 reads, spacing and the next action

Read the screener's defender

Add the screener's defender for 2v2. If that defender attacks aggressively over the screener, rehearse arriving at the screen and slipping quickly to the elbow. If the defender stays deep and passive, make a solid effective screen. Keep the stages in order; players need the smaller-sided games before the concept works in 5v5. A 2v0 version can serve as a warm-up, while guided defense fits a small-group practice or a bridge between faster exercises.

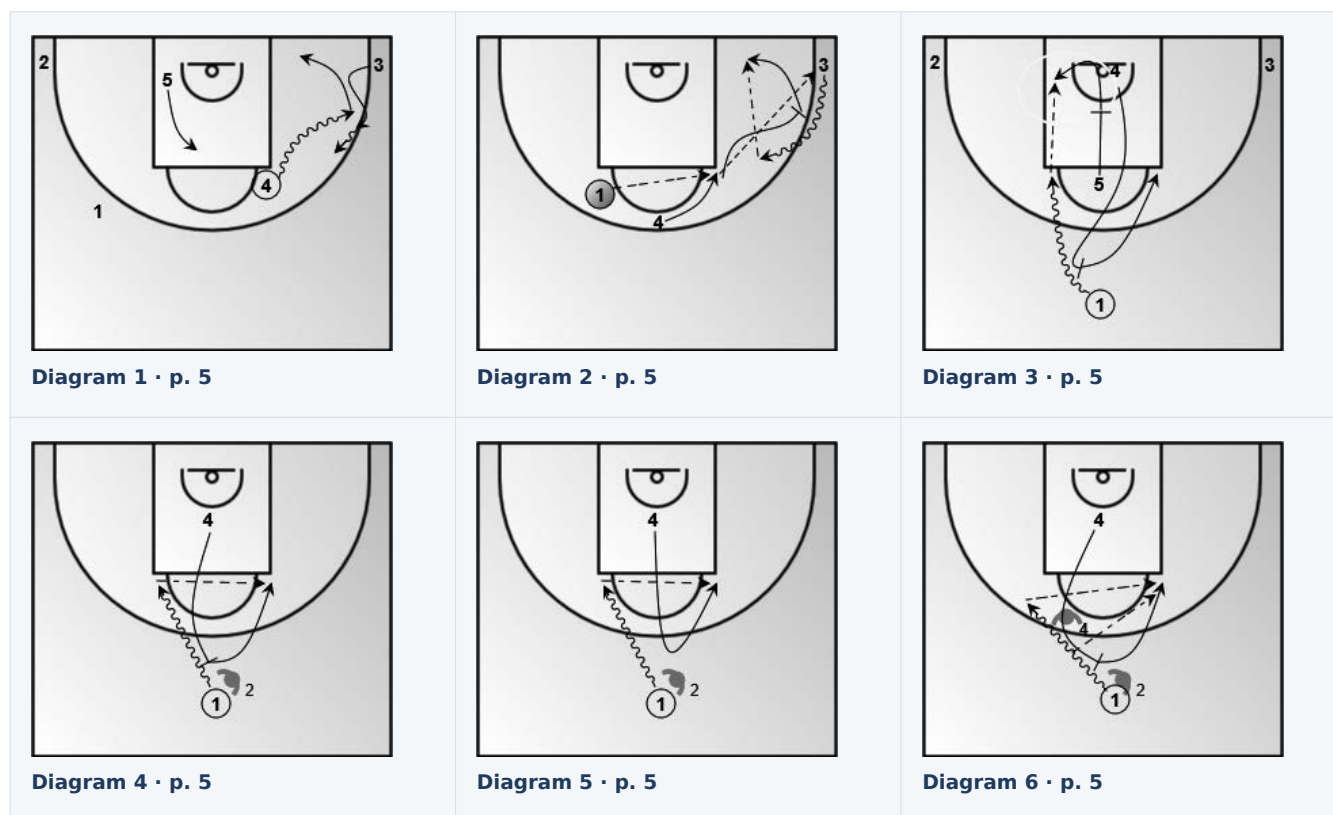
Space the other three players

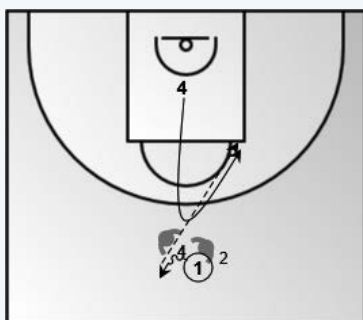
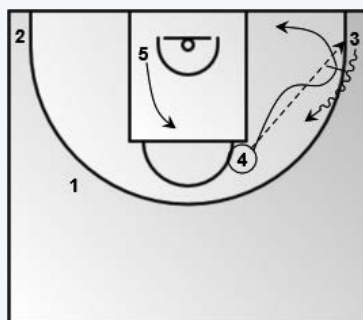
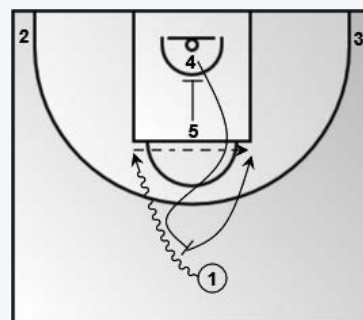
The short roll changes the positions of players away from the ball. Fill the corners and empty the 45-degree area to make the elbow catch useful. After a catch without a shot, the roller can play 2v2 with the corner player: a quick pass followed by a screen and a roll to the short corner, or a dribble handoff with the same continuation. Train both reads in small-sided play before adding them to a team action.

The second interior player

A prior screen between the two interior players can help the intended screener reach the ball screen. Players 4 and 5 may exchange roles according to their skills. After making the preliminary screen, the second interior player should find space near the baseline under the basket, then show on the strong side. That positioning makes it harder for their defender to help on the short roller and offers the handler another passing line. The final effect depends on teaching the technique and making players comfortable in these unusual spaces.

TACTICAL DIAGRAMS · SOURCE PAGE 5



**Diagram 7 · p. 5****Diagram 8 · p. 5****Diagram 9 · p. 5**

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