

Start an offense with the side pick-and-roll

Ponsarnau uses a side ball screen to stretch help defenders and connect the first advantage to a second action. The three players away from the screen matter as much as the two involved in it.

Translated and restructured from Minut ACEB 26 · July 2016, pp. 3-5 · Jaume Ponsarnau. Original: Començar a atacar a partir del bloc directe lateral

Original page 3 · Initial construction of the side ball screen

Stretch the court

The offense wants the widest possible spacing: a lane to the basket if the defense stays open, and a valuable outside shot if it collapses. The side ball screen makes the locations of the other three players easier to recognise than a central screen. Ponsarnau describes an idea developed at Manresa in 2009-10: a side pick-and-roll that begins a flexible set of concepts according to the team's strengths and the defensive coverage, rather than one closed play.

Screen location and continuation

The more lateral the action, the farther the help tends to be. Attacking the open side of a wide side screen removes immediate strong-side help. The screener continues according to strengths: roll to the basket, pop to midrange, or pop to the three-point line. Position the third player around the opposite elbow as a useful outlet. If the screener receives, encourage high-low play: the other interior player cuts immediately looking for a pass.

TACTICAL DIAGRAMS · SOURCE PAGE 3

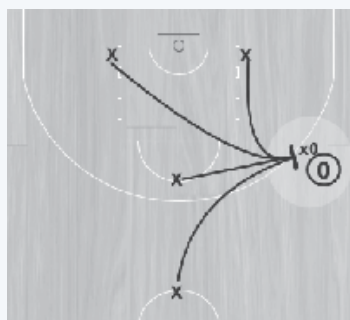


Diagram 1 · p. 3



Diagram 2 · p. 3

Original page 4 · Read switch, show, denial and conservative coverages

Against a switch

The screener spends little time in contact, perhaps only feinting the screen before slipping. A third player provides a passing line to the handler, creating a triangle that can find the new mismatch.

Against a show

Again the screener can slip promptly. The third player moves closer to the handler to become the link in a short passing triangle while the showing defender is high.

Against middle denial (blue/down)

Play the action dynamically. The handler attacks the screener's defender before the screen is fully set. If that defender stops the drive, pass behind to the would-be screener, who may have an open shot. From there decide between a dribble handoff or reversing the ball to the third player.

Against flat, push or flash help

When the screener's defender does little to the ball and other defenders help against the drive, widen the third player's position to maximise driving space. The so-called unselfish player is a fourth offensive player positioned so their defender must choose: stay with them and leave a larger 4v4 playing area, or help and open a passing triangle. After the first side screen, pass to this unselfish player while the third player sets a surprise ball screen during the flight of the pass. Timing is essential. If the passing lane is denied, the third player shows for the ball and can use a backdoor cut or handoff with the unselfish player. The same passing options can follow a denied middle and a pass back to the original screener.

TACTICAL DIAGRAMS · SOURCE PAGE 4

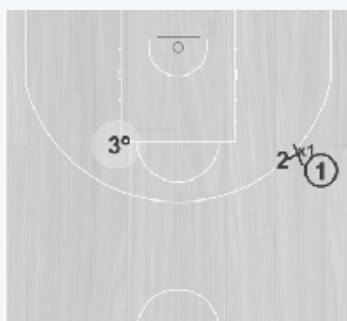


Diagram 1 · p. 4

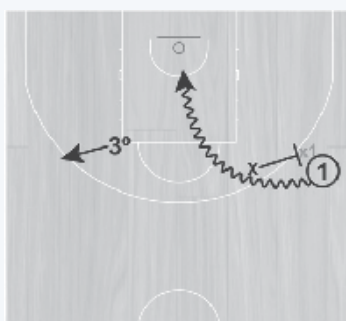


Diagram 2 · p. 4



Diagram 3 · p. 4



Diagram 4 · p. 4



Diagram 5 · p. 4



Diagram 6 · p. 4



Diagram 7 · p. 4



Diagram 8 · p. 4



Diagram 9 · p. 4

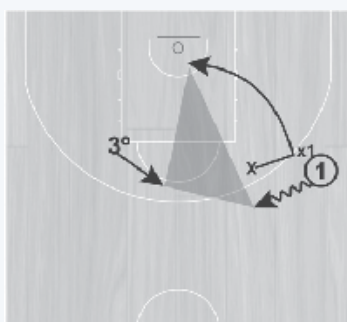


Diagram 10 · p. 4

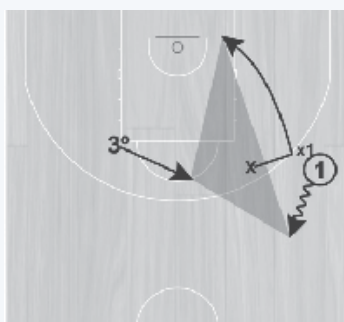


Diagram 11 · p. 4



Diagram 12 · p. 4

Original page 5 · Continue the offense through the fifth player

Horizontal continuation

If the original screener is best rolling to the basket and the third player is best popping after the next screen, the attack can develop horizontally from the side ball screen. After passing, the first handler must clear the space into which the popping player moves.

Swing, UCLA and handoff

With the ball at the third player, a fake handoff can send the unselfish player cutting to the far corner while the first screener and original handler fill the newly open spaces (SWING). Or the unselfish player passes to the fifth attacker, then cuts off the third player's UCLA back screen; if that cut does not score, the third player ball-screens for the fifth (UCLA). A dribble handoff between the unselfish and fifth players can likewise lead to a ball screen between the third and fifth (HAND).

Shooter and high-low alternatives

The third player can make a short fake toward a ball screen and instead screen away to free the fifth player for a shot. Another double option has the first screener prepare an off-ball exit screen for the fifth while the third player sets a back screen for that first screener. In HIGH-LOW, the original side screener rolls deep under the basket and the third player fakes a ball screen before screening away for the other post player. These continuations are choices tied to the group's qualities and the defense, not compulsory steps in one long play.

TACTICAL DIAGRAMS · SOURCE PAGE 5



Diagram 1 · p. 5

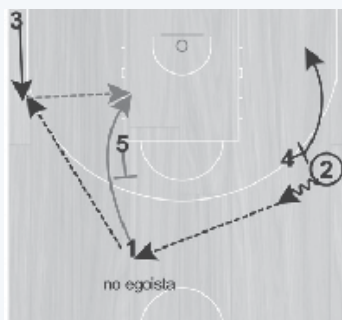


Diagram 2 · p. 5

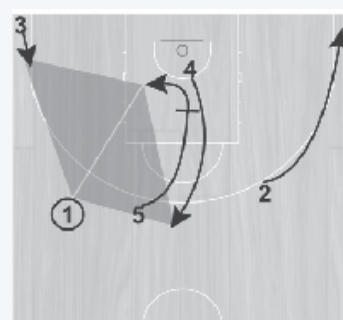


Diagram 3 · p. 5



Diagram 4 · p. 5



Diagram 5 · p. 5



Diagram 6 · p. 5



Diagram 7 · p. 5



Diagram 8 · p. 5

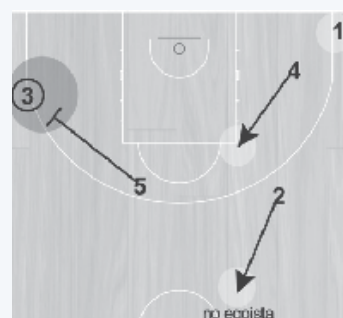


Diagram 9 · p. 5

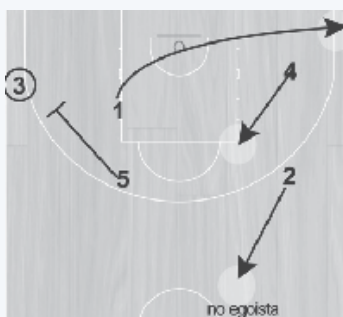


Diagram 10 · p. 5



Diagram 11 · p. 5

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