**EUROLEAGUE
BASKETBALL
INSTITUTE**

THREE OF A KIND

Course 03: Coach Zeljko Obradovic

Lesson 11: Screens

Language: English

INTRODUCTION

After talking about basic offensive concepts and shot clock management, we start to talk about different offensive options. To manage the game rhythm is essential in modern basketball and for this reason in the previous lessons we stressed our attention on the following points:

1. To be in control of the game thanks to linking together different parts of the game. Important Note: To be in control does not mean always running or performing every action very fast. To have game rhythm is to manage the game under your priorities and do things on the court that help your players with the aim of playing with the correct tempo. Some examples:
   - To run or not to run (set a rule) after a short defensive rebound
   - As a rule we try to run always after a steal and after a long defensive rebound
   - The type of defense being played
   - Use of personal fouls as a tactic
   - Which % the inside game is emphasized in your sets
   - Which % of 3 point shots you take in your offense
   - Which % of risk do you run when defending the passing lanes
   - How many players go after the offensive rebound
   - How many players get back on defense after a shot attempt

2. Remember that the shot clock is divided into three:
   - Shots you are looking for in the 24-16 second range

- Shots you are looking for in the 15-8 second range
- Shots you are looking for in the 7-0 second range

3. Offensive plays must be the guidance for your players during the core part of your offense (15-10 second range).

4. Each coach must take a decision regarding with movements you prefer to use on offense. This decision must take into account the following aspects:
   - The global rhythm at which your team is most comfortable playing
   - Which are the best options on offense
   - The offensive skills of your players
   - Your opponents quickness
   - Alternative movement. If nothing works in your basic movements it is great to have one completely different option in your offensive sets.

**USE OF SCREENS ON OFFENSE**

STAGGERED SCREENS

The first option that we propose is to have a movement in your playbook for a great outside player – normally O2 – which gives a great scoring opportunity, creates options for his teammates and also includes a great shooter in O3.

This basic movement can be a change in the angles of the staggered screens or the passing lanes depending upon where the best place on court where O3 can shoot or where O2 can create offensive opportunities.

In our movement we are convinced to use the following angles and lanes and also to finish the play with an option of getting the ball inside to O5. The two main objectives of this movement are: to obtain an open three point shot for O3 and also to have the option to play inside with O5.
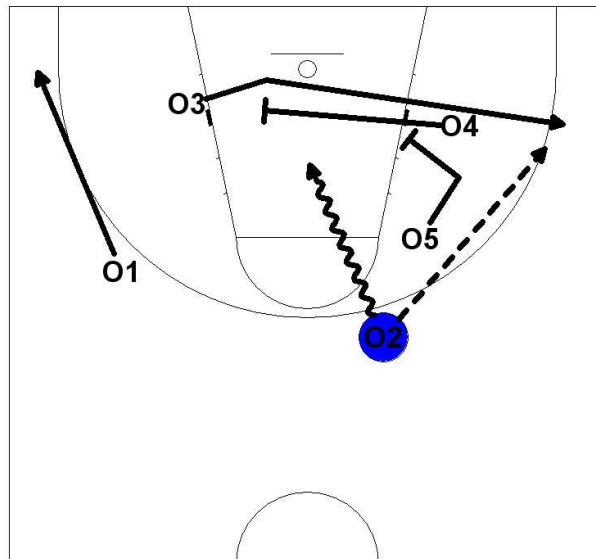
Graphic 01: O1 dribbles to one side and O3 asks for the ball down low. At the same time O4 & O5 set staggered screens for O2.
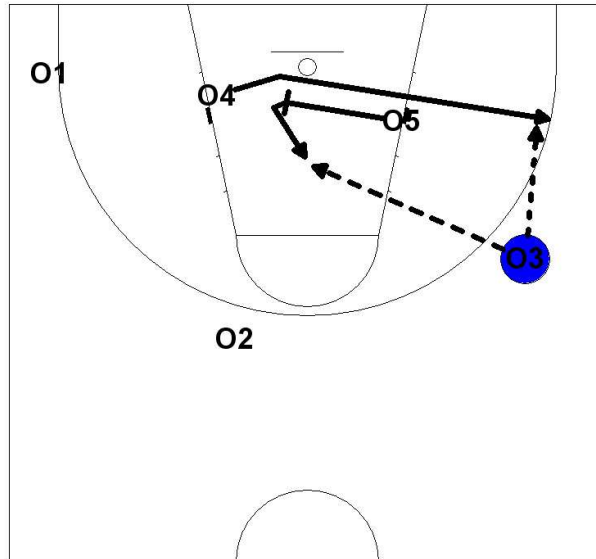
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GRAPHIC 01**
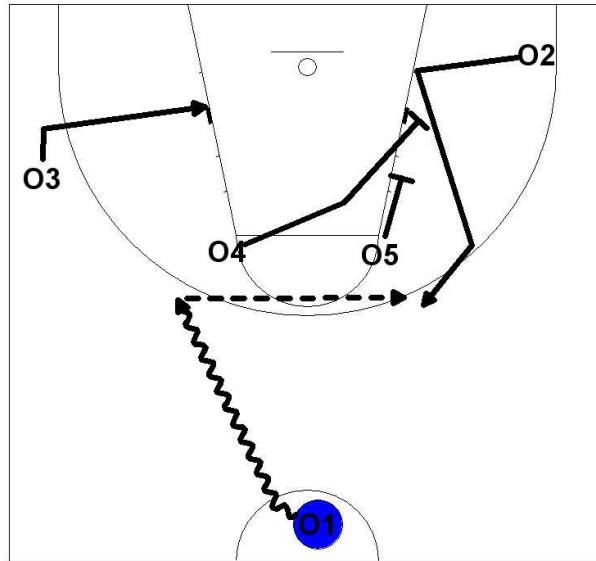
Graphic 02: O2 can shoot, dribble drive or wait for O3 coming off the staggered screens.

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GRAPHIC 02**

Graphic 03: O3 can shoot, dribble drive or wait for O5's lateral screen and pass the ball inside to O5.
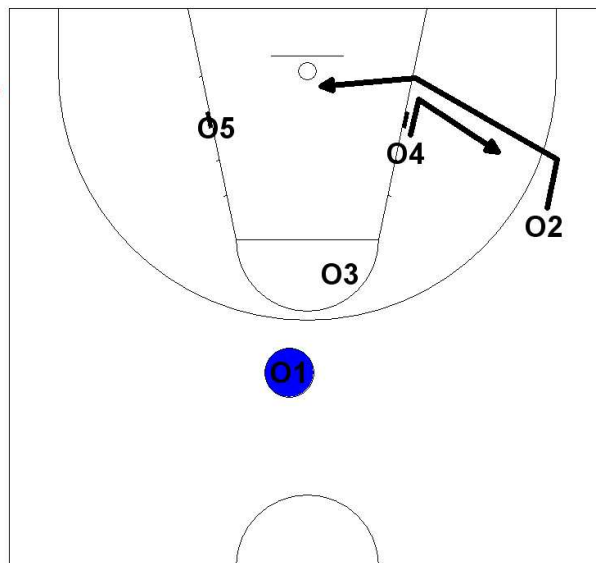
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SINGLE SCREENS – CHOOSING

The second option is great if you have on your team O2 is a great shooter, O3 is better playing 1v1 off the dribble and you have great inside players.
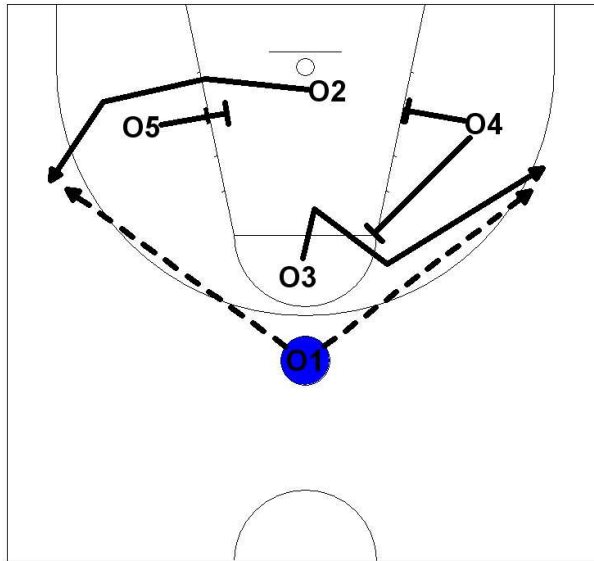
Graphic 04: O4 sets a screen for O2.
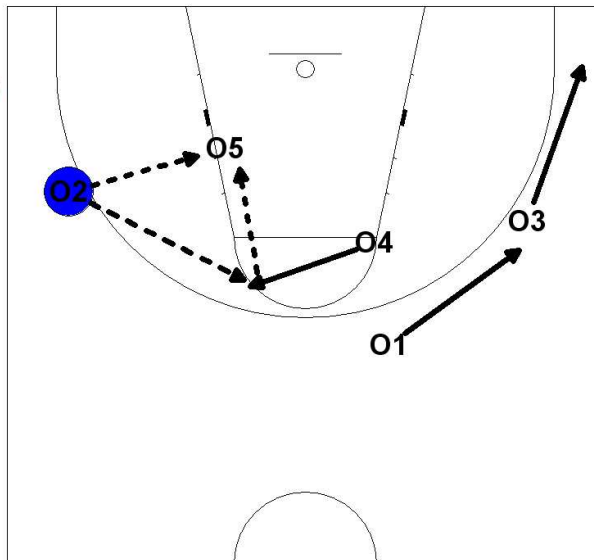

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Graphic 05: Priority is for O2 to choose what side to go to. Opposite the side he chooses to go to, the inside player will set a flare screen for O3.

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GRAPHIC 05**

Graphic 06: O2 can shoot, curl or pass to O5.
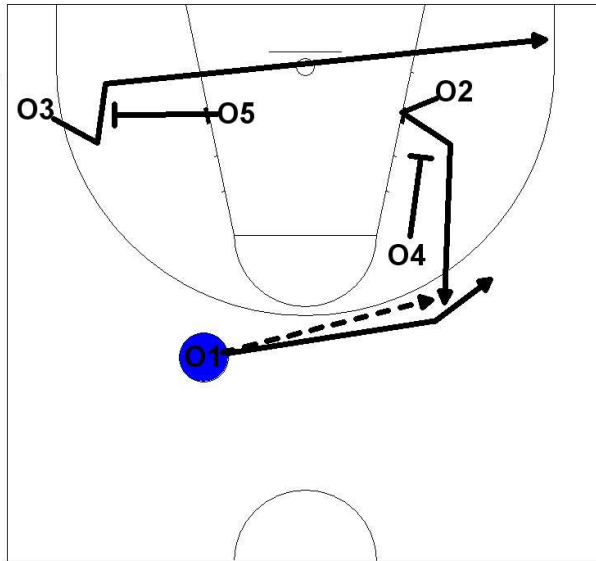

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GRAPHIC 06**

SINGLE SCREENS / HANDOFFS

This is a movement that we call "Ginobili" because it exploits all of the possibilities for this kind of player. O2 is a very complete player that can do everything on offense but is particularly good in dribble penetration.
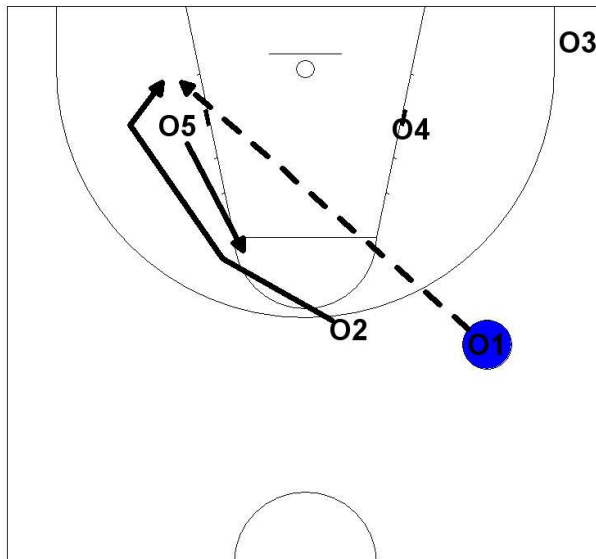
Graphic 07: O4 sets a pin down screen for O2 and at the same time O5 sets a flex screen for O3. O1 after passing to O2 follows for a handoff.
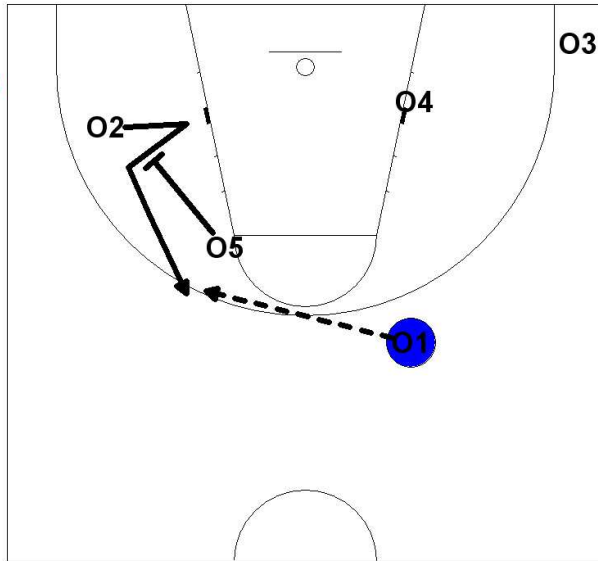
Graphic 08: O5 sets a flare screen for O2 and if it is open O1 can make a backdoor pass to O2.

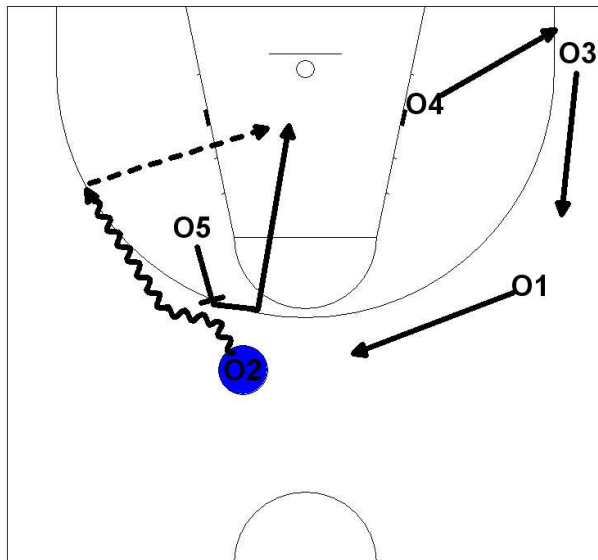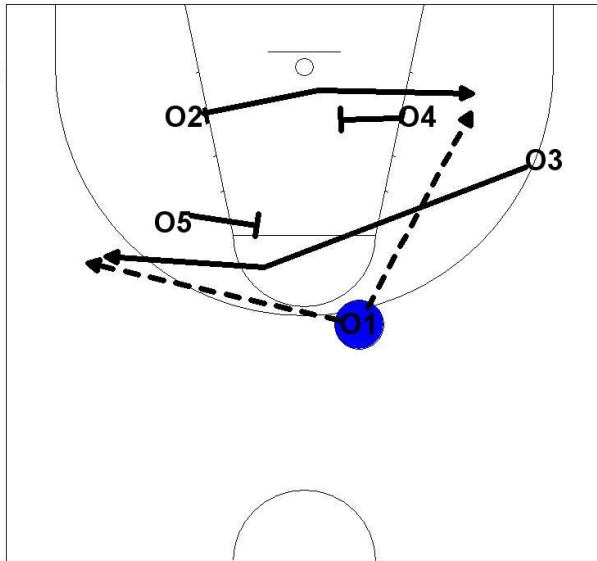**Graphic 09:** If the pass is not available, the first option is for O2 is to come back using a re-screen from O5.

Graphic 10: The end is of the play is a pick & roll between O2 and O5.

Graphic 11: Another option for O2 is to come off a lateral screen from O4. In this case O3 must clear to the opposite side.

Graphic 12: Another option at the beginning of the play is to fake the handoff and run an immediate pick & roll between O2 and O5.

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GRAPHIC 12