

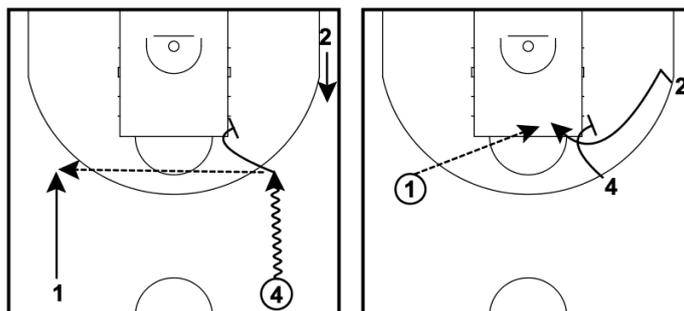
**Pete Lonergan**  
**Off-Ball Screening**

<https://www.youtube.com/watch?v=nUkCOfiVdt8&feature=youtu.be>

- In elite basketball, teams set between 40 & 60 on-ball screens a game. 10 years ago that was 15 a game.
- Three S's Australia use to teach screening:
  - Sprint (try and leave their defender behind)
  - Set (stop illegal screens)
  - Separate (get out of the action)
- Some Australian coaches swap the 'Set' for 'Smash.' = Sprint, Smash, Separate.
- Short route screens are the most common off-ball screen now. With switching so prevalent in the modern game, the long route down-screens etc are less common because it's so easy to switch the action vs short-route screens. In context, this would be setting a down-screen at the elbow vs a deep pindown. Also easy to top lock a long route vs short route action.
- This creates action both above and below the point of the screen which is harder to defender. Long-route screens only create action above the point of the screen.
- Helps having the terminology as allows coaches to 'coach on the run.'
- This is an important action in the modern game as it creates double-gap spacing.
- Ball screens are often used as a crutch by youth players when they don't know what to do. Worst screens as there is no flow. So important to teach off-ball first.
- Most effective screen in any offense is usually the second screen.

### Off-Ball Series

- **Variation 1** = 3v0. Two players in the seam at half-court, one line in strong-side corner. Seam dribbles down and reverses the ball to teammate in the other seam spot. As soon as ball is reversed, weak-side corner 'lifts and sits' to shorten route. After the pass, screen-away action with a short route screen for a curl.
  - KPI = load and explode when using the screen. This also avoids being 'bumped over' the screen if the defender chases over the top as the load step helps run them into the screen.
  - KPI = screener sets with butt to the ball to create screening angle. Spacing is in the seam (half-way between swing and wing, also known as the angle). Butt to middle doesn't create an angle to create advantage.
  - KPI = try and grab a piece of the pai
  - nt on the 'set.' This creates a flare pocket, a curl alley and a slip alley.



- **Variation 2** = Add

back-cut option.

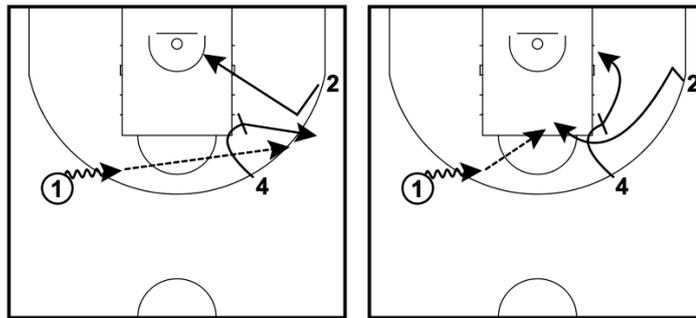
Seam player may have to use dribble to create the passing angle.

- KPI = 'load, look and leave'

- **Idea** = vs doing the first two variations on-air, can we do with guided reads? When in groups, players stay in roles for x3 reps then change. When everyone has finished, swap sides.

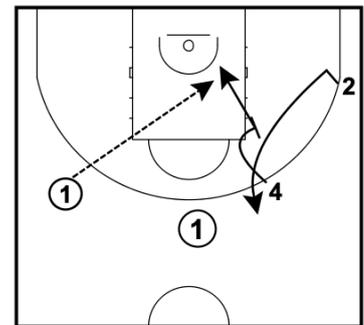
- **Variation 3** = add screener interaction. Screener will cut into space, opposite to wherever their teammate goes. If a curl, can dive or space to the corner. If a backdoor, will pop back out to the wing. Can introduce relay passes, step-up screens etc or BDT based on the above idea.

- BDT could be coach signal for whoever scores, or if coach steps-back, ball handler drives and then scores or passes based on 'late signal.' With players, want to try and have them in groups of 4 with a player acting as the coach giving the signal. Makes the player smarter too as have to observe and correct teammates! (responsibility of the 'signaller')



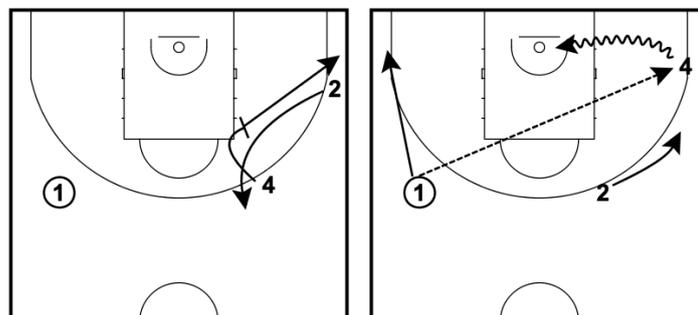
- **Variation 4** = load in the slip as an extra read and a counter to the switch. This could be guided and executed if the signaller giving the BDT reads calls out 'switch.' On a switch, screener will slip while the player coming off the screen spaces out to the seam. Could be expanded further if playing with guided defenders - e.g. if defender hasn't committed to the switch (footwork) or the signaller is standing in help clogging the lane, screener will pop to the corner (like a flare) instead of diving to the basket. Can then skip to the screener, while player in the seam will ghost cut.

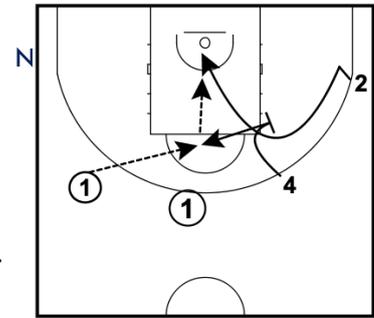
- KPI = screener looks 'down and below.' Down to see their defender's feet and below to see space below the ball.



- **Variation 5** = load in an extra pass and 'split, kick, extra' off the slip action. If it becomes a situation through BDT or guided reads whereby all players end up on the perimeter (e.g. slip and pop to the corner), teammate in weak side seam will make the skip pass. However, instead of ghost-cutting, if the teammate stays in the seam, they will call for the extra and now into split, kick, extra with penetration reaction principles.

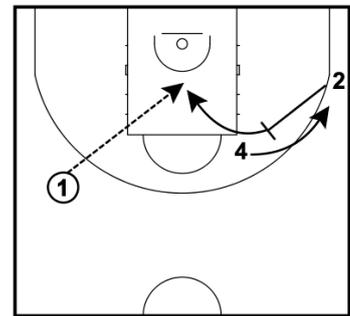
- Can also add BDT onto the split, kick, extra (e.g. coach signal).





- **Variation 6** = ‘two curls.’ After first curl, screener flashes to the nail for pass and hi-low action or shot. Could be 1v1 vs signaller/ player giving BDT read?

- **Variation 7** = early twist action (best counter vs constant switching). Now corner player will set the short-route screen for player that has previously been screening. They will then load, look and leave in the direction of the rim. Like a split cut. Can ‘talk the task’ so corner player communicates initiates it by saying twist (Lonergan also called it ‘rip’). Great way to disrupt continuity pattern of pass, screen, away which defenders get used to, and also creates a flare action.
  - On a rip, screener takes two steps out of their lift and sit to set it.
  - If player doesn’t get ball coming off the screen, they will continue their cut to the strong-side corner. Play off that.



### Summarised Reads:

1. Curl or Back-Cut
2. Add Screener Reads (dive or pop to perimeter)
3. Add Relay Passes or Punch Screens if ball comes to the screener on perimeter
4. Add Slip Read vs the switch
5. Add Advanced Slip = pop to corner w/ ghost-cut action
6. Split, kick, extra off the split
7. High-low off curl and curl (screener flashes to the nail after teammate curls for hi-low).
8. Twist action

### 2v2:

- From here, Pete went straight to live 2v2. Quite a jump from isolation (Phase A) to Phase C. Think it will work better doing it as written above with BDT or guided defenders (Phase B), before going to 2v1 (so passer has to identify who is open) and play off that, then finally to 2v2. With the 2v1, have the one defender alternate between guarding the screener and other off-ball player. Can add guided defender onto passer.
- Slips & rip action are key for putting pressure on the rim.
- KPI with 2v2 is talking task. Otherwise, who is the screener and who is cutter? Communication cues as the following:
  - ‘Screen coming’ = screener
  - ‘Load’ = player waiting to use screen
  - ‘Basket’ = player cutting to rim on a backdoor or screener slipping
  - ‘Curl’ = self-explanatory
  - ‘Pop’ = player spacing to the perimeter

- ‘Rip’ = early twist action (change personnel setting the short route)
- May be important to incorporate these into guided reads so players know what to say!
- With the 2v2, really liked the effectiveness of the secondary cut. On the first curl, screener popped and then lifted with penetration principles. After the lift, they then back-cut to try and get ball from curler who had been stopped by their defender.
- To be more realistic, could we play the 2v2 out of Korean Stack or something with movement vs a static start?

### **3v3**

- Want to encourage attacking behaviour. On reversal from seam to seam, receiver must think “Can I Score.” This could be an early three if given space, or a dribble split. Could use points system to encourage this. If no dribble split, we then have the short route action on the weak side.
- We could also start it with a dynamic read.
- Liked the term ‘making an elite decision.’
- We want to avoid ‘PacMan cuts’ where we eat space. Example of this is a really wide curl and coming towards the ball, bringing your defender to the action instead of away from the action.

### **4v4**

- Add weak-side corner. Their job is to ‘hold space’ to allow the screening action to happen on the other side.
- Weakside corner lifts when ball goes to weak side seam. Realise ‘ball doesn’t have eyes for you’