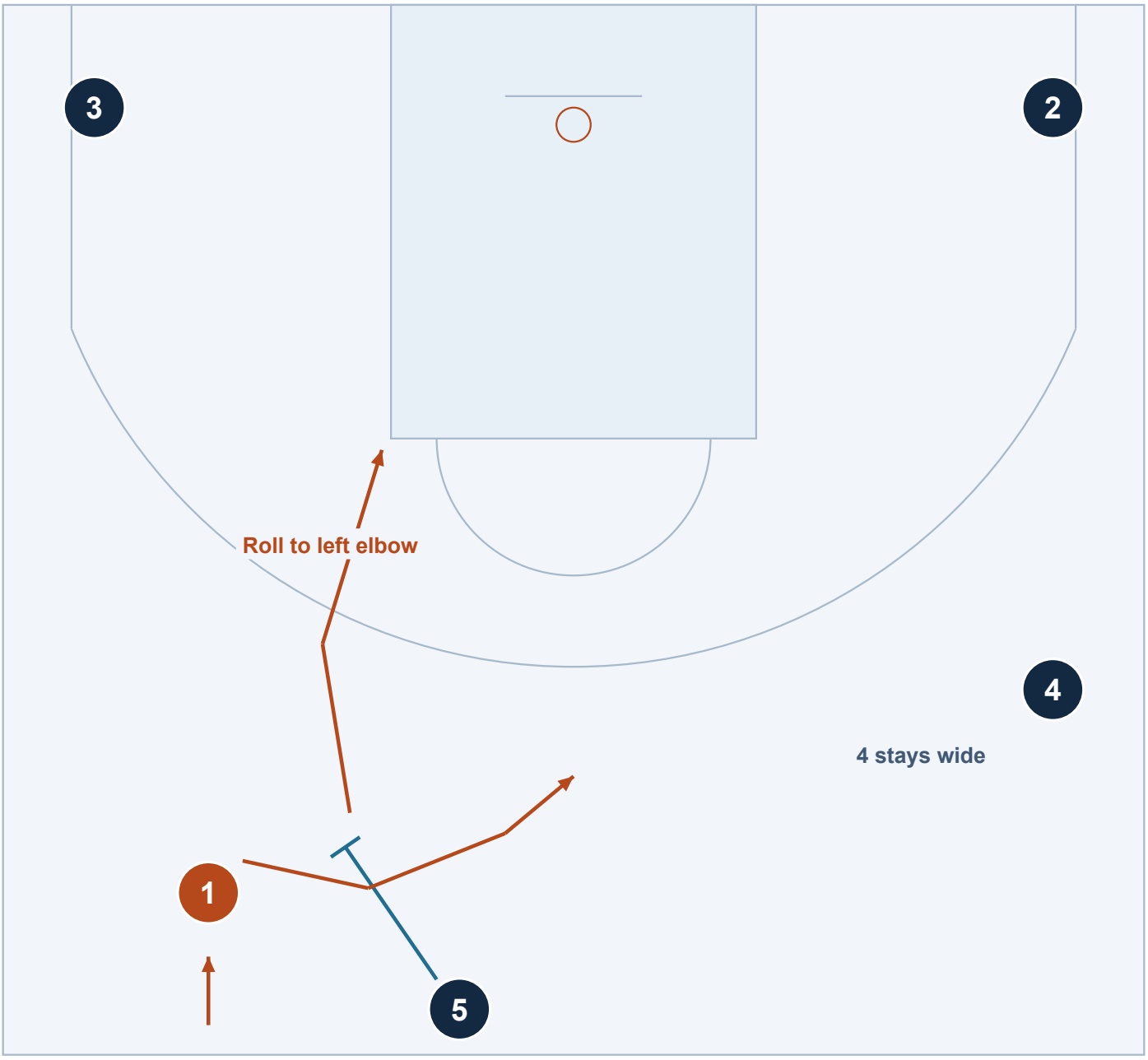
Transition drag

Start in 5-out spacing with both corners filled.



1 brings it up the left side. 4 stays wide right.

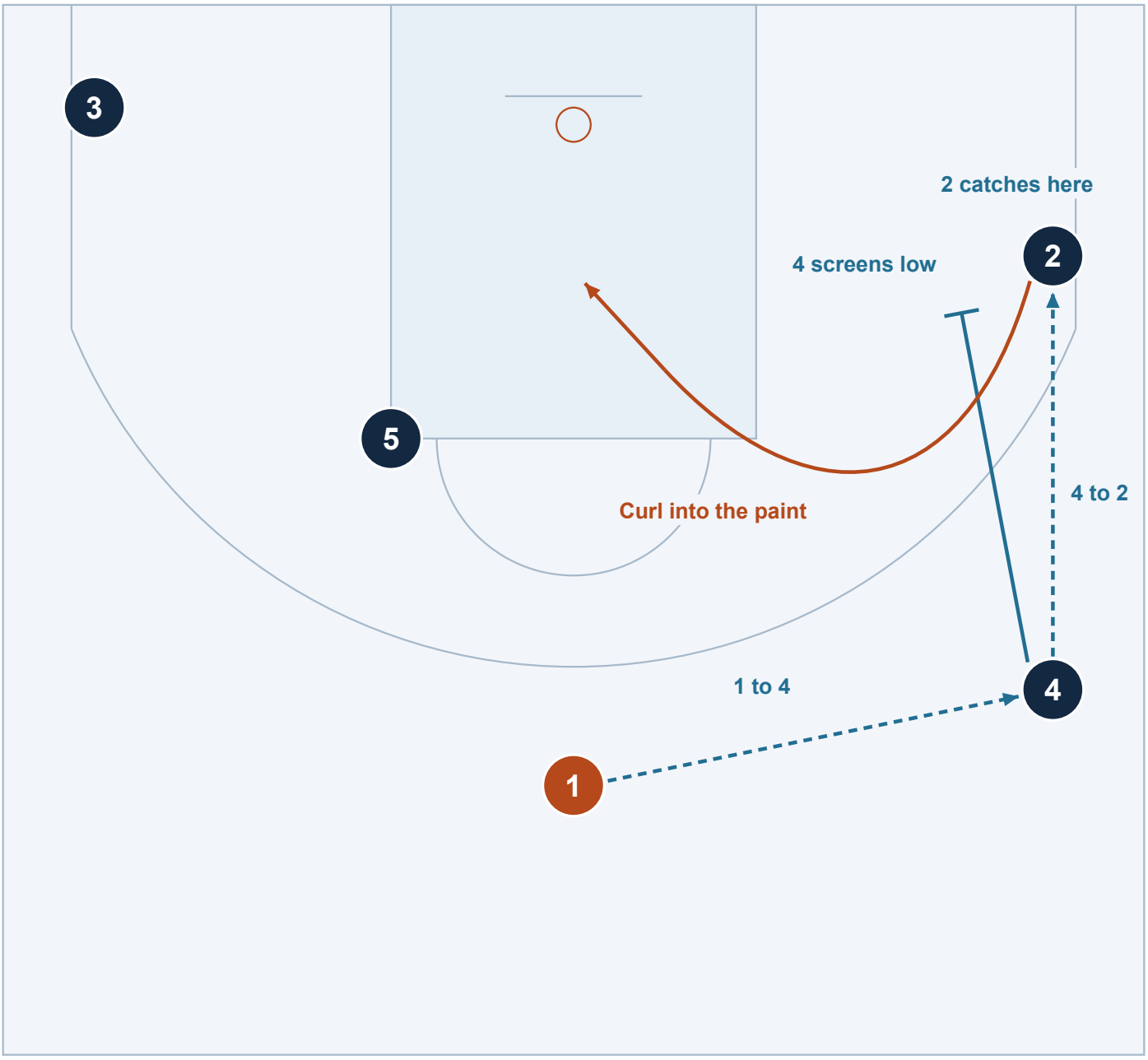
5 trails the play, screens for 1, then rolls to the left elbow.

Turn the corner, hit 5 on the roll, or kick out if help comes.
If the drag creates no shot, 1 swings the ball to 4 on the right.

Starting ball handler · Player movement · Pass · Screen

Wing ball screen

Swing the ball right, then screen low at the catch.



1 passes to 4. 4 passes to 2 low on the right side.

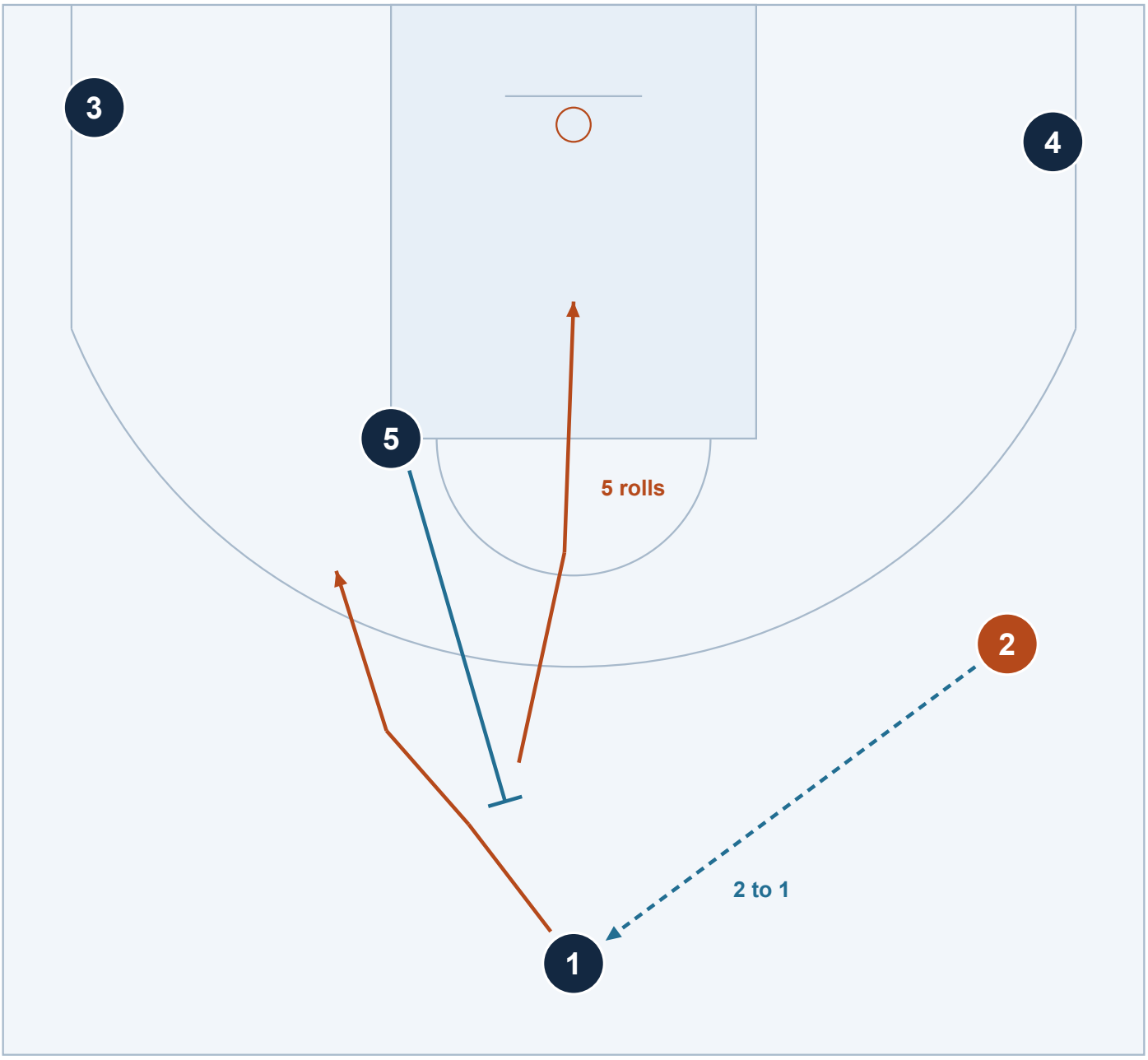
4 screens low. 2 goes up toward the top, then curls into the paint.

If the screener's defender steps up, look for 4 on the short roll.
If 2 has no opening, move the ball back to 1 at the top.

Starting ball handler · Player movement · Pass · Screen

Top ball screen

If 2 can’t get to the hoop, 2 passes back to 1 at the top.



On the catch, 5 steps up from the left elbow to screen for 1.
1 drives downhill. 5 can roll to the rim or pop out.

Read the help. Finish, hit 5, or kick out to the open shooter.

Starting ball handler Player movement Pass Screen