



## **SECTION 11 – SCREENING, LEADING AND CUTTING**

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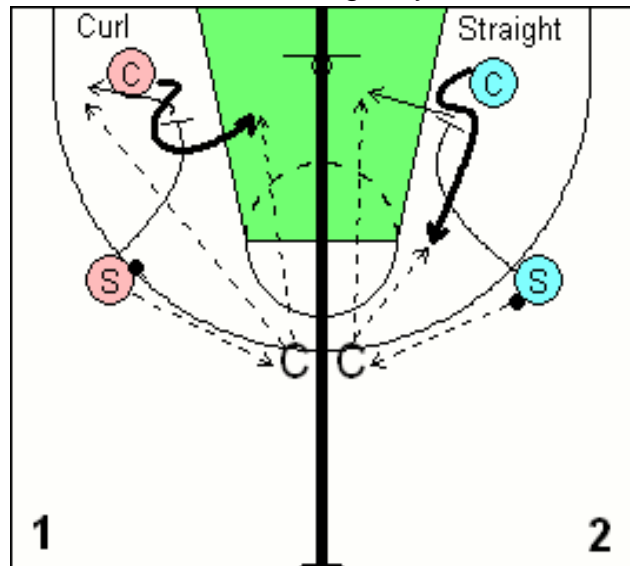
## 11.1 Screening/Cutting Actions.

### Description:

1. The screener (shaded S) passes to the coach & walks the imaginary defender into the keyway. The screener screens down calling "wait, wait" & then "go" when in screening position.

The Cutter (shaded C) curl cuts (calling "Curl") hard to the basket looking for the ball. This is done if the defender follows over the screen.

The screener flares or pops out wide causing separation making it hard to defend. Coach passes to either player.



2. The Screener (shaded S) passes to the coach & walks the imaginary defender into the keyway. As the Screener screens down they call "wait, wait" getting to position & "go" when in screening position.

The Cutter (shaded C) then straight cuts (calling "straight") hard to the coach looking for the ball. This is done if the screener makes a good screen.

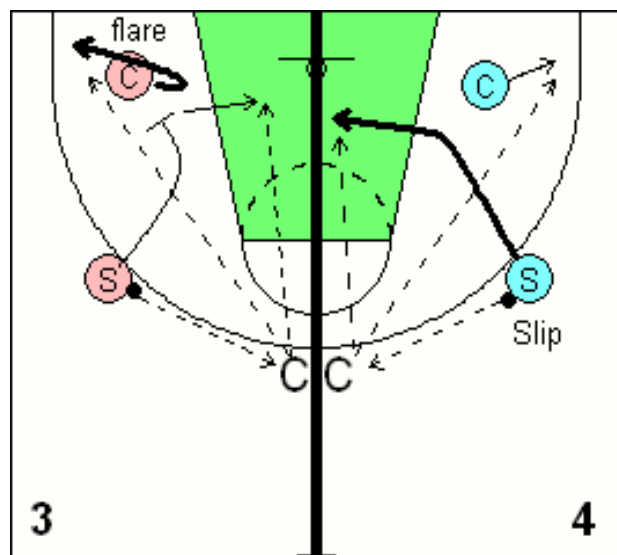
The screener can dive to the basket or pop out wide causing separation making it hard to defend. Coach passes to either player.

3. The Screener (shaded S) passes to the coach.

As the Screener screens down they call "wait, wait" & then "go" when in screening position. The Cutter (shaded C) flare cuts (calling "flare") hard to the side looking for the ball.

This is done if defence cheats inside the screen.

The screener dives to the basket causing separation making it hard to defend. Coach passes to either player.



4. The Screener (shaded S) passes to the coach, the Screener now screens down calling "wait, wait" & then dives (calling "slip") to the basket.

This would be done if the defence double teams the ball handler. The Cutter (shaded C) then pops wide looking for the ball causing separation making it hard to defend. Coach passes to either player.



**Variations**

Add 2 balls & pass to each cutter.

Add a defender to the cutter only.

Add defence to both players & cut according to their actions.

**11.2 Screen & Cut Drill.**

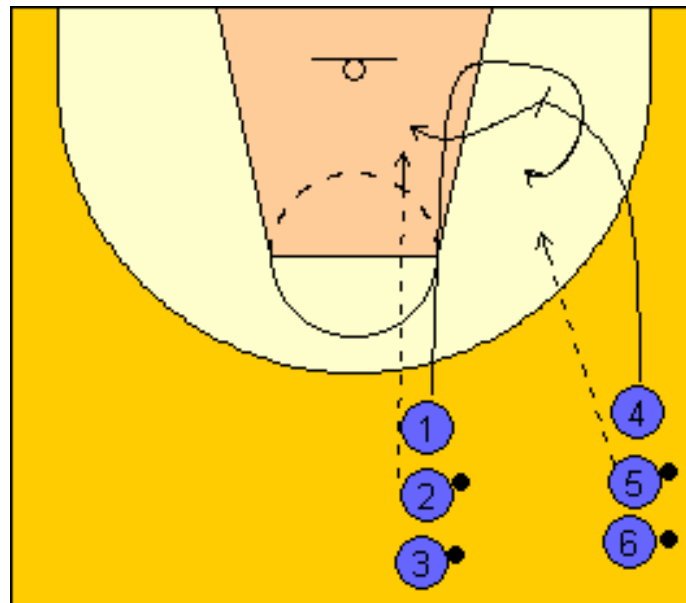
**Description:**

Player 1 basket cuts. Player 4 screens player 1.

Player 1 comes off the screen to receive a pass off player 5,

While the screener (player 4) now opens up to the basket & receives a pass off player 2.

Repeat the drill with the following players. Make sure the players rotate through both lines.





### 11.3 Screen & Pop Drill.

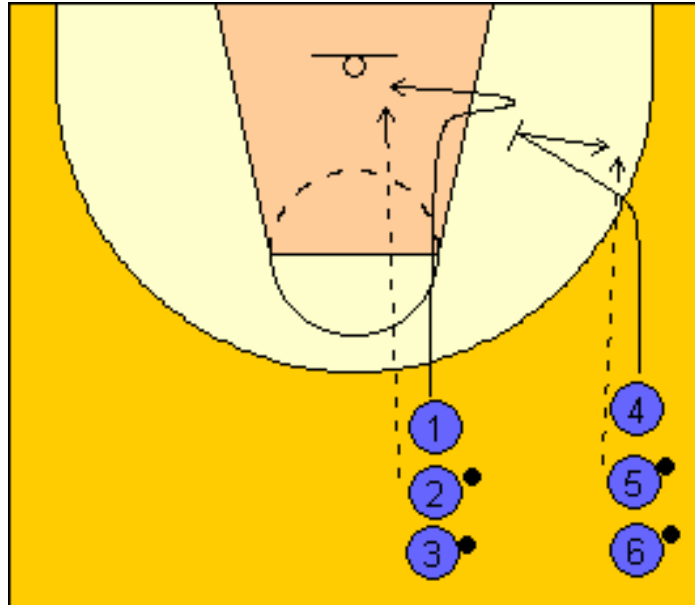
#### Description:

Player 1 basket cuts. Player 4 screens player 1.

Player 1 fakes coming off the screen & then makes a hard back cut to the basket to receive a pass off player 2,

While the screener (player 4) now pops to "space" to receive a pass off player 5.

Repeat the drill with the following players. Make sure the players rotate through both lines.



#### Note:

Allow room to back cut.

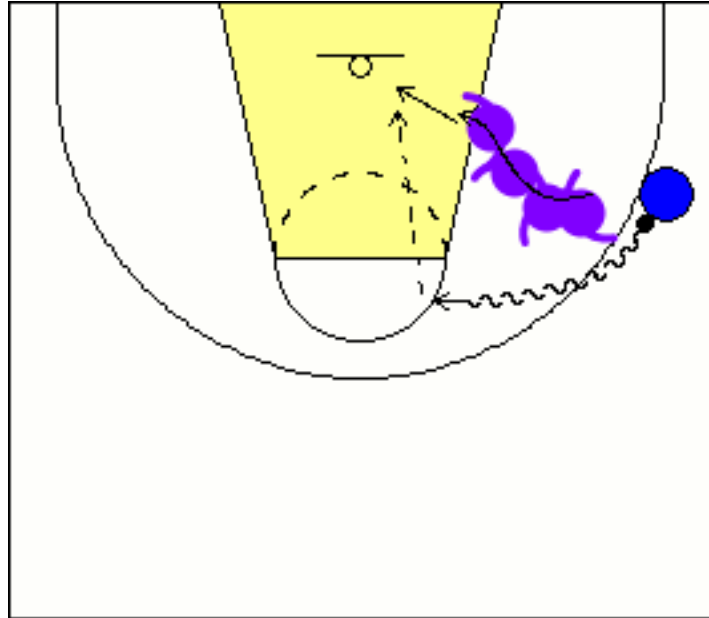


## 11.4 On Ball Screen & Roll Drill.

### Description:

Here we take the screener to the imaginary defender calling "wait, wait", The screen is to be likened to a heat seeking missile, don't screen the space, find the defender, when the screen is in place & feet are set call "Go".

The Ball Handler comes off the screen shoulder to shoulder with an aggressive drive trying to cause separation from the screener. This makes the defence have to make quick hard decisions.



Here the defence will have switched so the screener rolls facing the ball as the 4 stage diagram shows. The screener should have the switched defender on their back so they head to the basket looking for the pass.

Add Defence when satisfied with drilling.



## 11.5 On Ball Screen & Pop Drill.

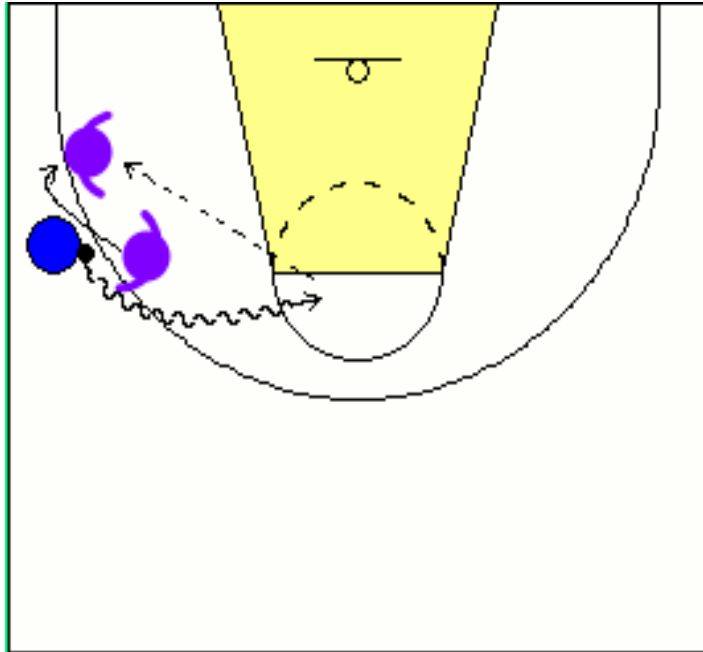
### Description:

Here we take the screener to the imaginary defender calling "wait, wait", The screen is to be likened to a heat seeking missile, don't screen the space, find the defender, when the screen is in place & feet are set call "go".

The Ball Handler comes off the screen shoulder to shoulder with an aggressive drive trying to cause separation from the screener. This makes the defence have to make quick hard decisions.

Here the screeners defence will have shown or double teamed and the ball handlers defender is staying with their man so the screener pops looking for the pass & an open shot or drive.

The screener can also dive to the basket on a hard show.  
Add Defence when satisfied with drilling.





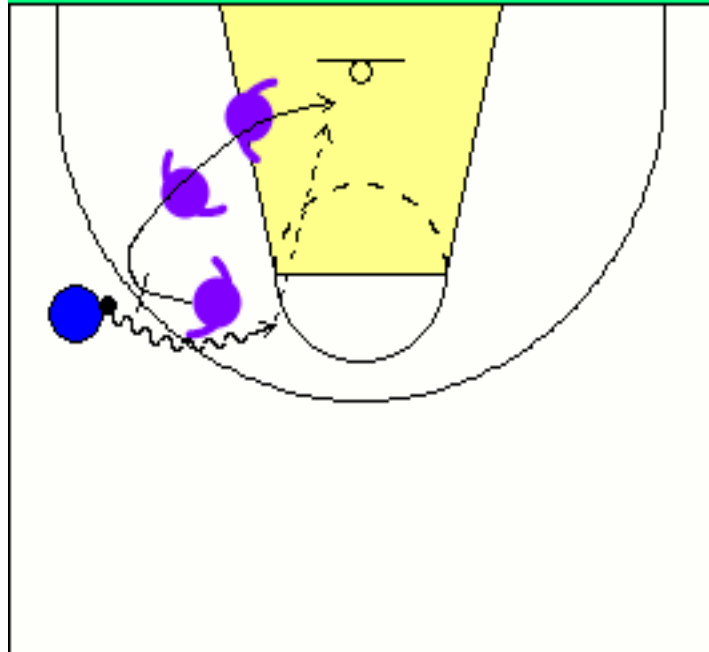
## 11.6 On Ball Screen & Rim Run Drill.

### Description:

Here we take the screener to the imaginary defender calling "wait, wait", The screen is to be likened to a heat seeking missile, don't screen the space, find the defender, when the screen is in place & feet are set call "go".

The Ball Handler comes off the screen shoulder to shoulder with an aggressive drive trying to cause separation from the screener. This makes the defence have to make quick hard decisions.

Here the defence will have shown hard so the screener steps through to the basket as the 3 stage diagram shows. The screener is now using the Rim run action & dives to the basket looking for the pass.



Add Defence when satisfied with drilling.



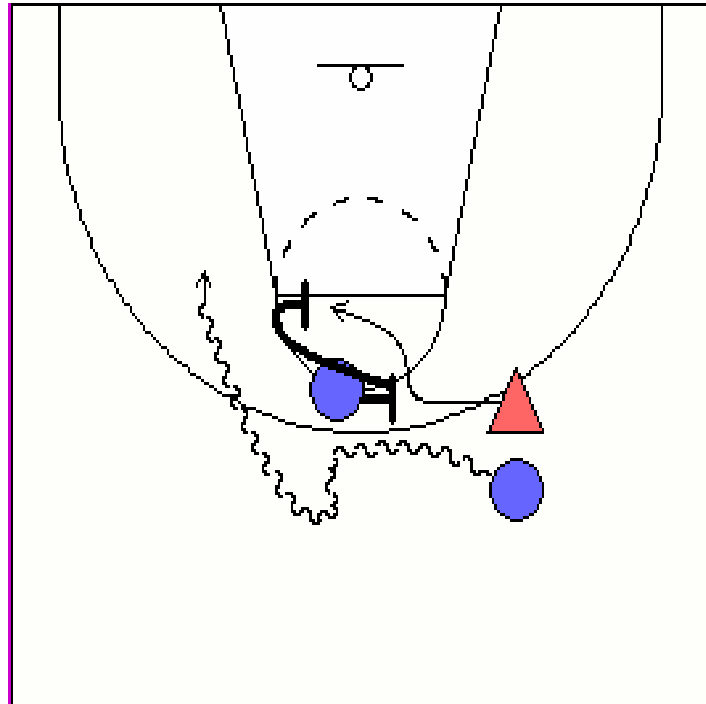
## 11.7 Screen Re-screen Drill.

### Description:

This drill is a high screening drill where the screener is low & wide but ready to sprint out of the screen to recreen the defender who goes to the low side of the screen.

The offensive player can make a hesitation/separation dribble after coming off the screeners shoulder to allow time to recreen the defender.

The important part of this drill is that the screener quickly reacts to get ahead of the defender so that a legal screen can be set for the second time.



An alternative way to run this is for the Screener to start with their back to the ball handler & defender on the first screen then sprinting to set the second screen facing the defender



## 11.8 Leading.

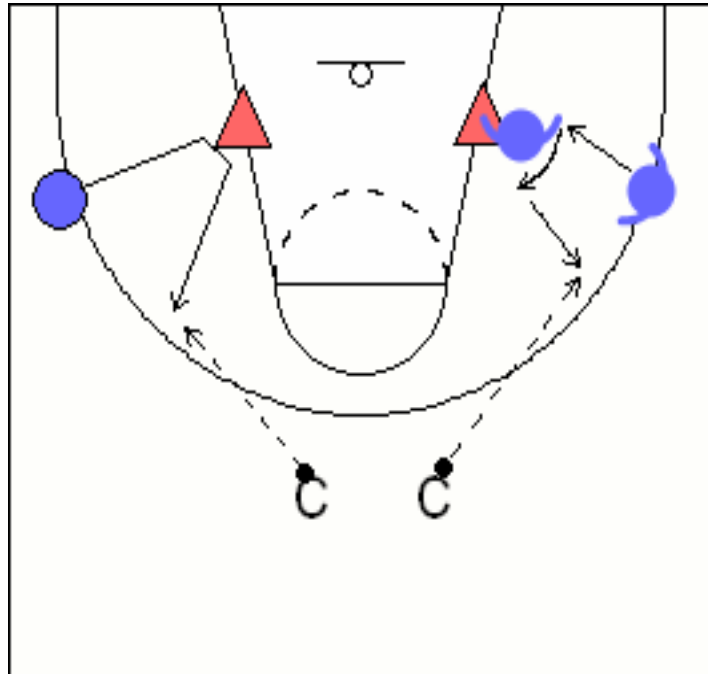
### Description:

Making a good lead requires timing & body placement. Avoid allowing players to stand waiting for the pass as this is commonly the pass that is stolen.

The first example shows the offence moving to the defence, making contact, stepping across the defenders high foot effectively blocking the defensive player's lane & then leading out for the pass.

The second example shows the offence moving to the defence & placing the lead foot (usually ball side) between the defenders feet.

Offence now reverse pivots using the backside of their body to block the defenders lane & then leads out for the ball.



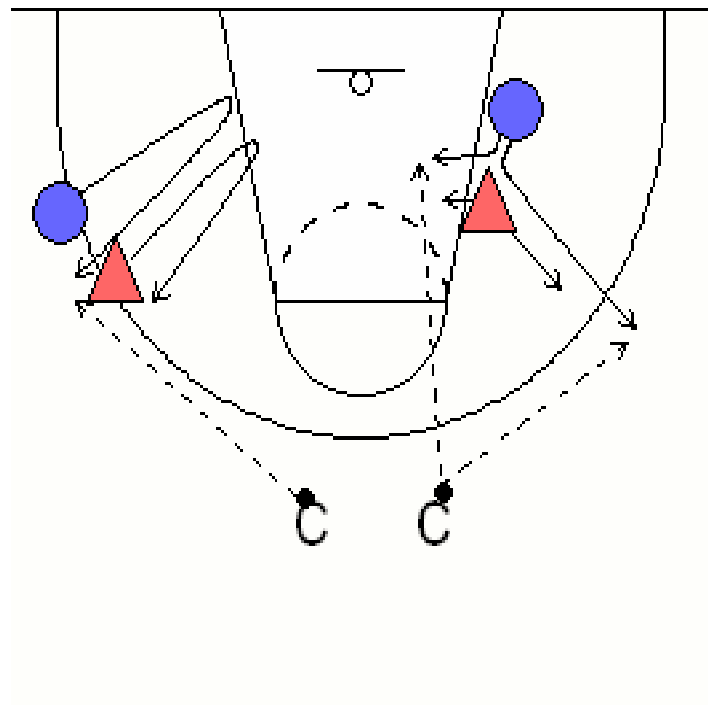
Have players play 1 on 1 when happy with leading techniques. Progress this to defenders playing full denial defence both on the wing & in the post.

In the left (wing lead) diagram the offence cuts hard to the basket extending the baseline hand looking for the backdoor pass. If defence does not react throw the pass for the lay-up. If defence does a good job the offence leads out with speed trying leave the defender behind. The offence can step across the defenders path in this drill also.

In the right diagram (post lead) the offence pushes the defender up the lane & makes a lead to either side looking for the backdoor pass or the forward lead with speed.

Again the offence can get try to the defenders feet to block the defenders lane, then lead with speed.

Have players play 1 on 1 when happy with leading techniques.





## 11.9 Leading & Shooting (A/ Lead to Drive).

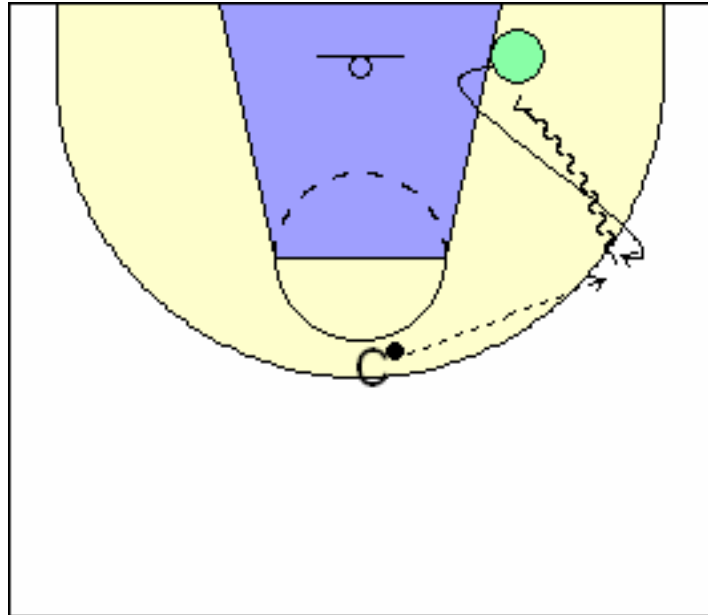
### Description:

Player steps into paint as if to step off defender, lead hard at game speed & receive the pass from coach squaring up facing the basket.

Player rips the ball through to the low side & drives hard to a 1 dribble pull up jump shot.

### Emphasize

pushing the ball out, taking a long step getting head & shoulders low past an imaginary defender. This can also be done adding defender to make it competitive.



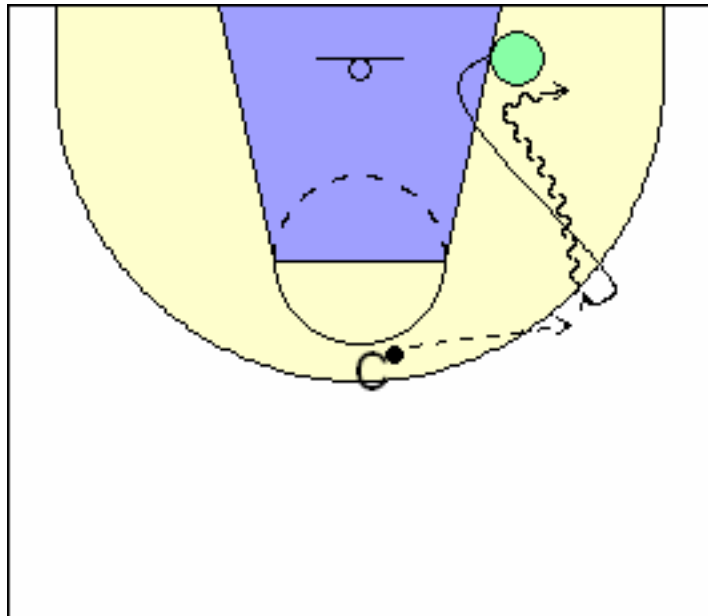
## (B/ Lead, Drive, Back Slide (separate) to Shot).

Player steps into paint as if to step off defender, lead hard at game speed & receive the pass from coach squaring up facing the basket.

Player rips the ball through to the low side & drives hard towards the basket then takes a hard retreat dribble creating separation from the defender & shoots the shot from a balanced stance (coaches watch for too much fade away).

### Emphasize

Pushing the ball out, taking a long step getting head & shoulders low past an imaginary defender. This can also be done adding defender to make it competitive.





## 11.9 Leading & Shooting continued.

### (C/ Lead, Drive, Backslide, Drive to Shot.)

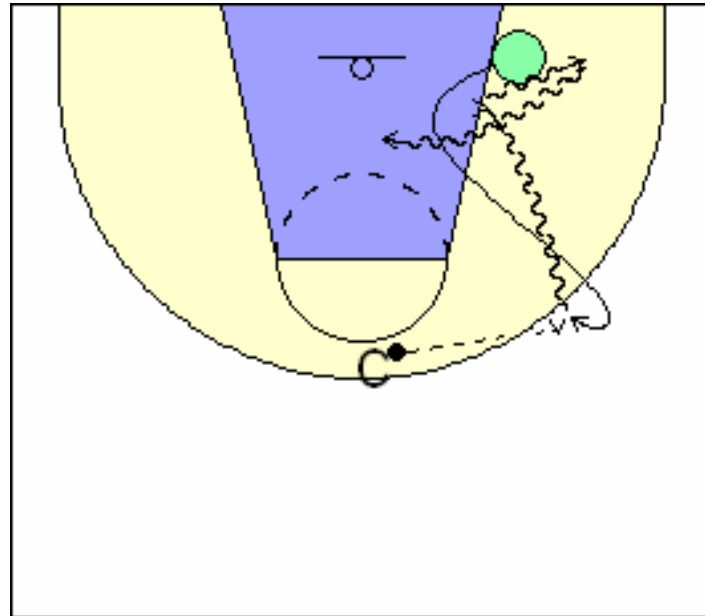
Player steps into paint as if to step off defender, lead hard at game speed and receive the pass from coach squaring up facing the basket.

Player rips the ball through to the low side & drives hard to the basket, separates with a retreat dribble then drives to a lay up or jump shot.

#### **Emphasize**

Pushing the ball out, taking a long step getting head & shoulders low past an imaginary defender. On the retreat dribble player must lock eyes on ring to sell shot to defender then drive.

This can also be done adding defender to make it competitive.



### (D/ Lead Drive, Middle, Change Direction, Shot.)

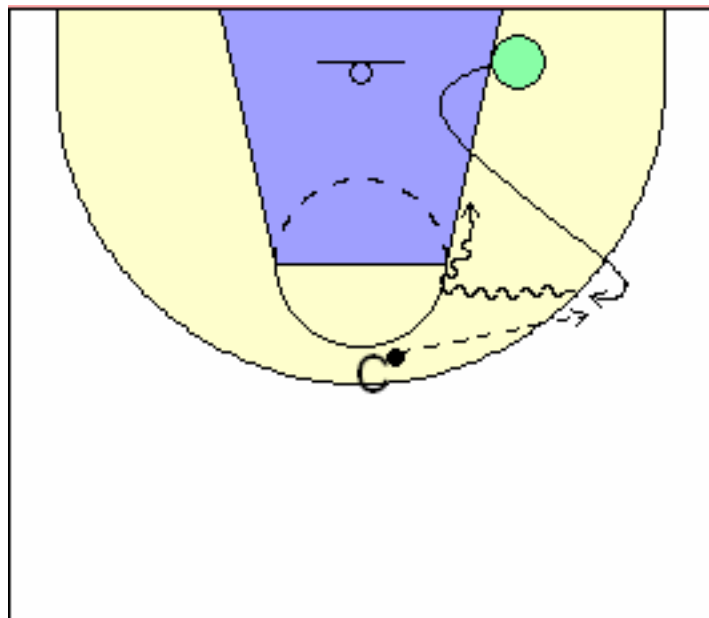
Player steps into paint as if to step off defender, lead hard at game speed & receive the pass from coach squaring up facing the basket.

Player drives hard to the middle & performs a crossover dribble (advance to reverse spin behind back, between legs) to shot or lay-up.

#### **Emphasize**

Pushing the ball out, taking a long step getting head & shoulders low past an imaginary defender.

This can also be done adding defender to make it competitive.





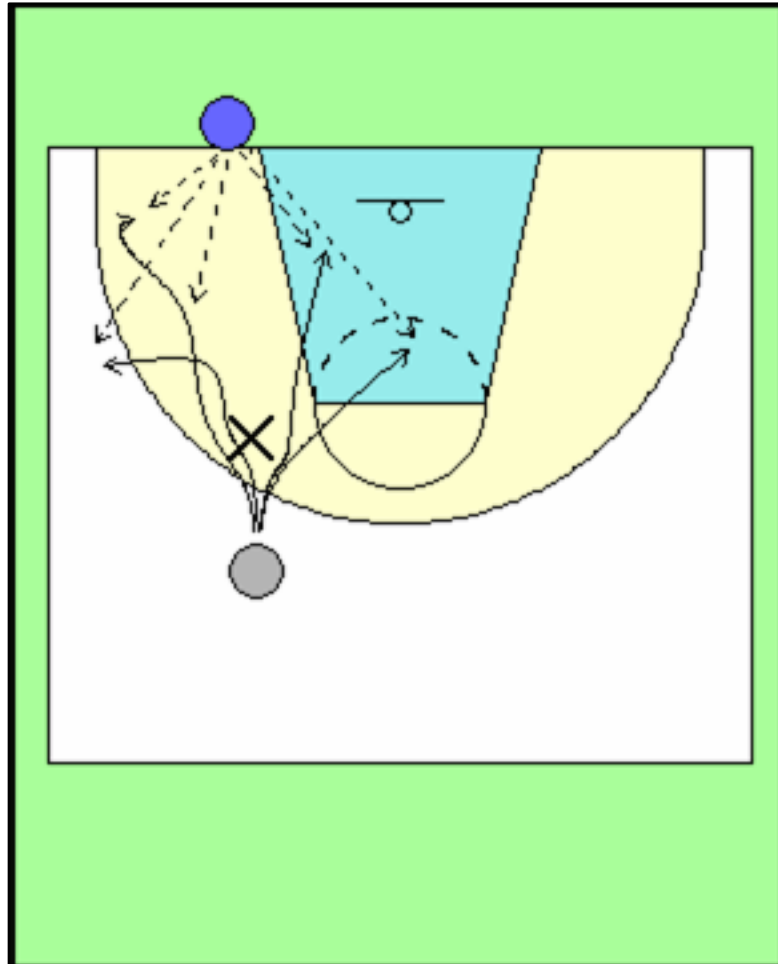
## 11.10 Baseline Inbounds Leads.

### Description:

From above the key attack the defender with pace, make the defender commit to you use a hard change of direction and get to open spot with pace. It may take a second change of pace & direction to get open. Passer can pass when the leading player is open. Start with a lead, catch, shoot over a hand.

Progress to 1 on 1.

Priority is to make the defence commit & then make an explosive lead.





## 11.11 Side Inbounds Leads.

### Description:

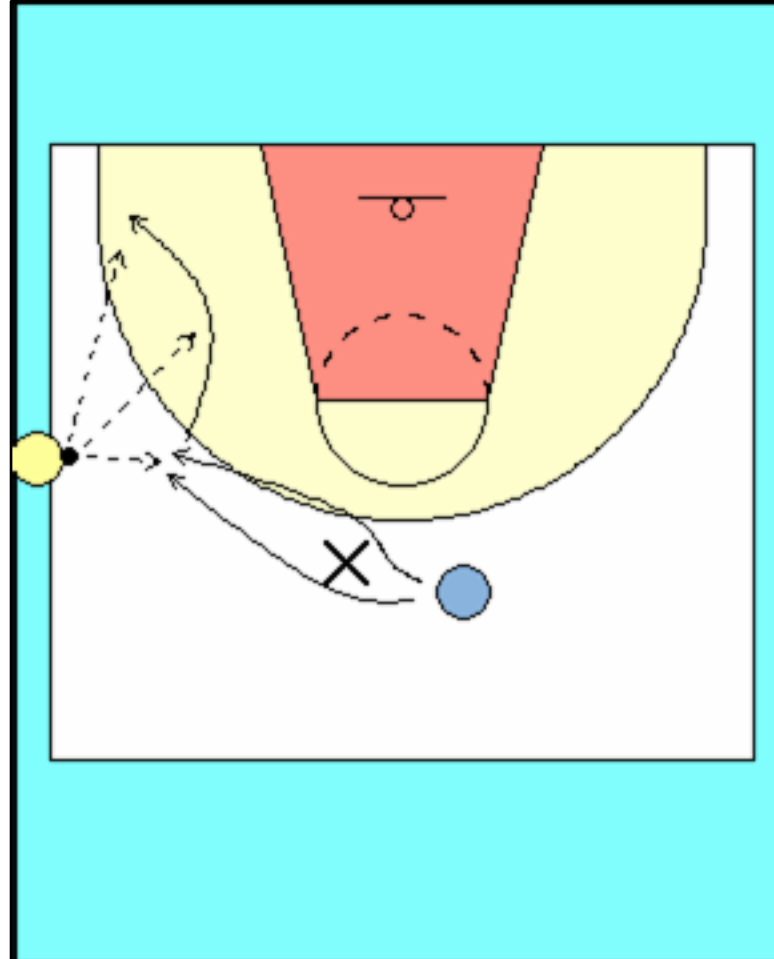
From above the key attack the defender with pace, make the defender commit to you use a hard change of direction & get to open spot with pace.

It may take a second change of pace & direction to get open.

Passer can pass when the leading player is open. Start with a lead, catch, shoot over a hand.

Progress to 1 on 1.

Priority is to make the defence commit & then make an explosive lead.

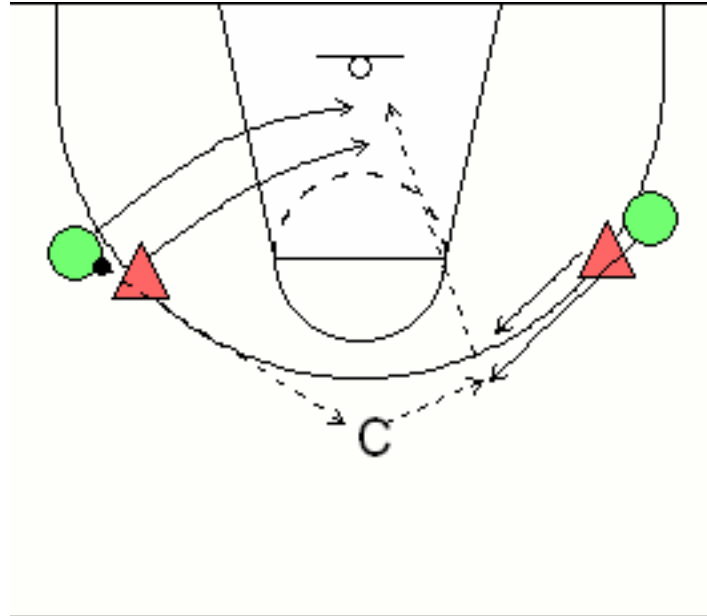




## 11.12 2 on 2 Coach Feed.

### Description:

Coach starts with ball.  
Players make leads & cuts  
looking for the ball, leads & cuts  
must be done with speed.  
Coach passes the ball when an  
option presents then the players  
play 2 on 2 until a score or a  
stop.  
Players can pass back to the  
coach at any time.



### Emphasize

The denials in defence.

### Variation

Coach can limit dribbles or passes



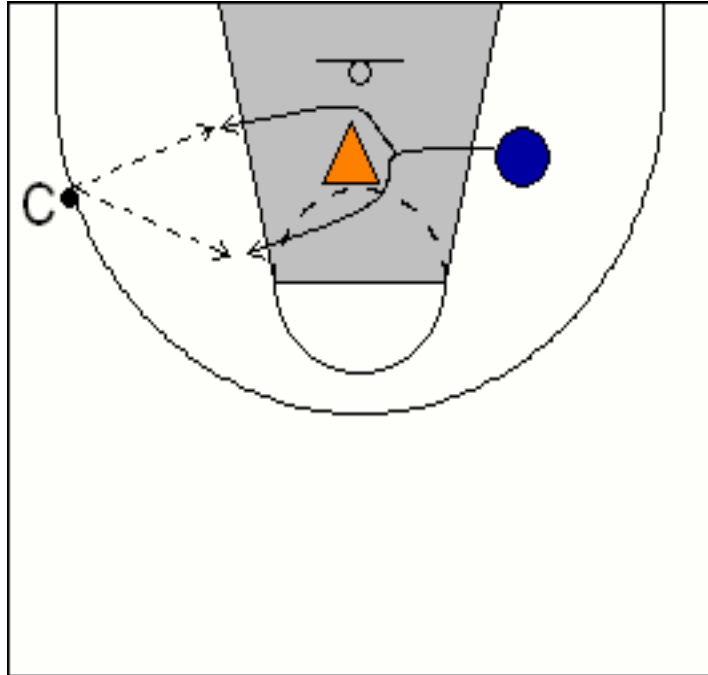
### 11.13 Slash Cuts To Post.

#### Description:

Start with a coach on the wing, a defender on the split line & an offensive player at the weak side of the key.

The defender should be in a low wide stance where they can see man & ball & be ready to bump the cutter.

When the coach slaps the ball or calls "go" the offensive player cuts with speed at the defender. When offence hits the cutter they make a decision on whether to cut high or low according to the smartest path beating the defence to a good post up position.



When the offence has established a strong, aggressive post position the coach feeds the ball in, offence makes post plays to play 1 on 1 to a score or a stop.