

# COLUMBIA BASKETBALL

COLUMBIA UNIVERSITY IN THE CITY OF NEW YORK

## BALL SCREEN OFFENSE & READS

### SECONDARY BALL SCREENS (BS)

Keys: placement & angles, skillsets of players, make sure players know rules of your system

1. 4@1 framework
  - a. Drag
  - b. Step-up
  - c. Follow BS from Trail
  - d. Sprint BS
  - e. Snap Screen to BS (snap hi or low)
  - f. Rub or Clip Screen to Drag
2. Spread framework
  - a. Boomerang BS: 5-out
  - b. DHOs & Pistols: DHO more for rhythm/reversal/phantom action, Pistols use to attack defender's low side similar to BS
  - c. Sneaks

### BREAKDOWNS

1. Rope Drill: 3 players 20-30 sec, moving with/without the ball, do out of your set-ups, emphasize spacing/movement, personalize talk!
2. Stuck Drill
3. Positional Splits & Reads: how to attack different defenses

### FORWARD DRAG & STEP-UP (similar reads for both)

	Offensive Read	Defensive Situation
1.	Long Roll/sprint step to hoop	F switches onto BH, G gets hit
2.	Short Roll	G gets hit, F stunts at BH
3.	Pop to space/Follow drive	Sunken F, G fighting thru
4.	Pop & chase (similar to uphill h/o)	G relaxes
5.	Slide or Slip	D anticipates switch or hard hedge
6.	Hookback Post	Switch
7.	Read G snake and adjust G puts D in jail	G goes over, F dropped G gets over quickly, buy time & separation
8.	Twist screen (wiper)	G easy gets through, room to operate

### GUARD DRAG & STEP-UP – live dribble

	Offensive Read	Defensive Situation
1.	Hard drive to set up	D soft pressure, playing high
2.	Back down	D gives lots of pressure
3.	Inside hand half-spin	D overplaying middle
4.	Float dribble	Buy time for F, bring defender lower
5.	Reject	D anticipates switch or hard hedge

### GUARD ADDITIONAL BS ACTIONS – pivot foot established

	Offensive Read	Defensive Situation
1.	Shot fake	D playing off
2.	Jab/ball fake	D playing high, set up to get lower
3.	Half-spin	D overplaying middle
4.	Draw out hedge & attack F	Switch
5.	Split	Hard Hedge
6.	Reject (read positioning & head)	D anticipates too early

### PASSING PROGRESSION

	Offensive Read	Defensive Situation
1.	Kick out to WS G	Get to paint, draw WS D
2.	Wrap around to roller	Deep in paint, F playing 2
3.	Hard bounce to roller	F commits early
4.	Hit the pop	F helps or overhelps
5.	Pop & chase	G relaxes
6.	Drag out dribble to hit the slide	Hard hedge, F lags behind screener
7.	Pocket pass	Ice
8.	Snake dribble, play w/ F	G over