

# Ball Screen Play

Wendy Schuller

Head Coach: Eastern Washington University

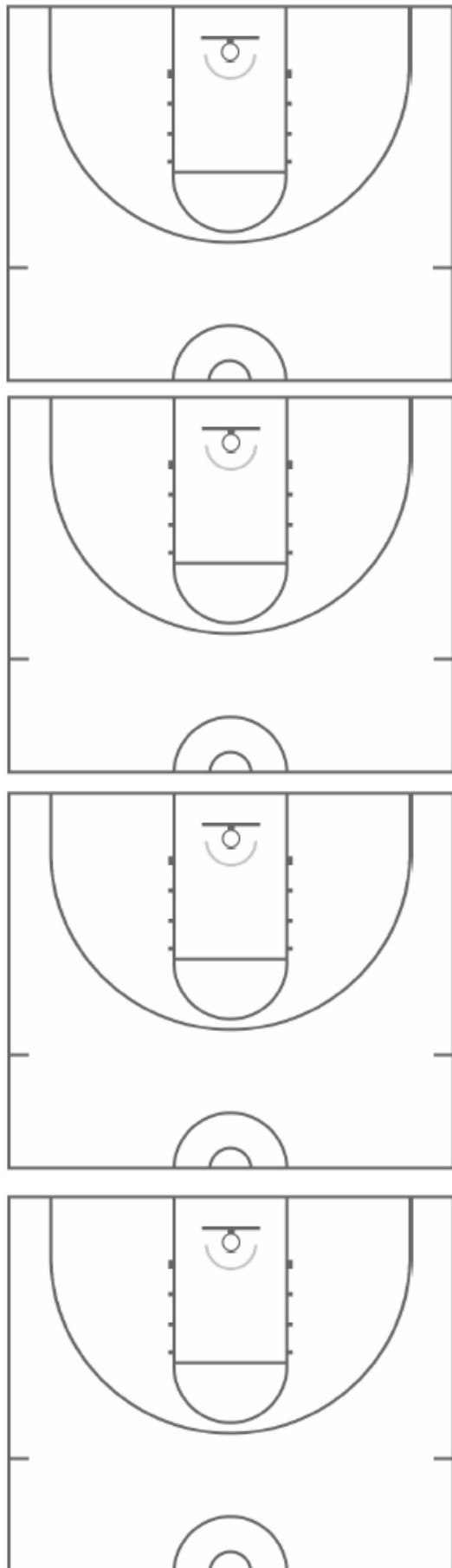
*Wschuller@ewu.edu*

Switch-can switch to keep in front or switch hard and jump out almost forcing BH back where they came from—then square them up

Gap and Over-make them use it—gapper don't get too deep and keep them square until guard recovers

Hard hedge and Over-make them use it- go over screener and under screen defender-screener D jump out hard and early-body parallel to screeners-

Soft hedge and Over-make them use it-screener D doesn't detach from screener and gets back quickly



Flat show-make them use it, push over top and square up-screener D stay below screener and on the ball until the guard recovers (we like vs Horns)

Under the screen- BH D make them use, get under and square up quickly-screener d can be in any D

ICE -don't let them use the screen, force it baseline-post player be in the area that the guard is forcing the ball into. It can turn into gap and over if they use the BS.

Trap-make them use it, push hard over top-screener D almost looks like hedging but they stay and trap

**Types of Ball Screens:**

- Flat
- Step up--Raider
- Drag-in transition—Double drag—can sooner action
- Screen the ball screener first—cowboy, maverick “on the run”
- Wing/Side-Raider, basic cowboy
- Up top “pro spot” or middle—Stanford, spread

