



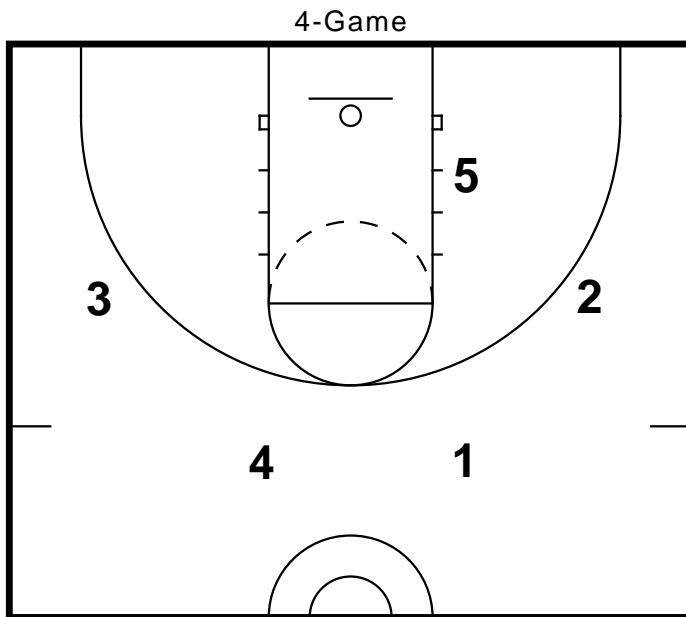
4-Game



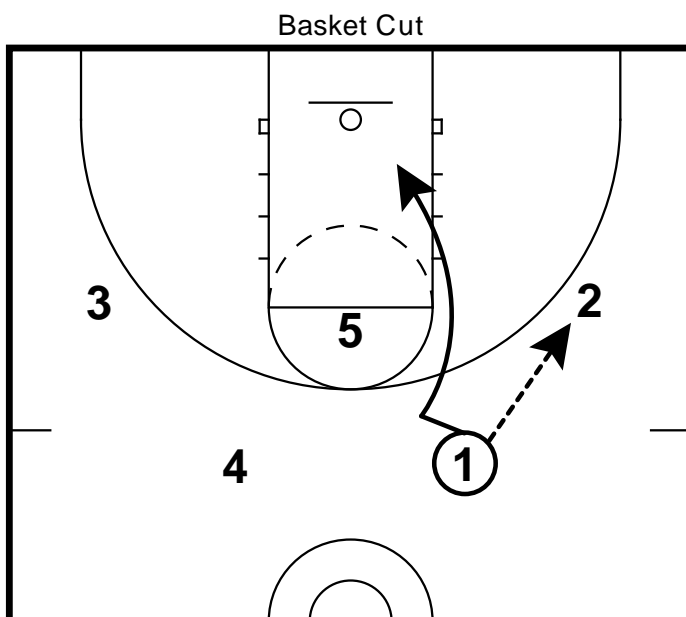
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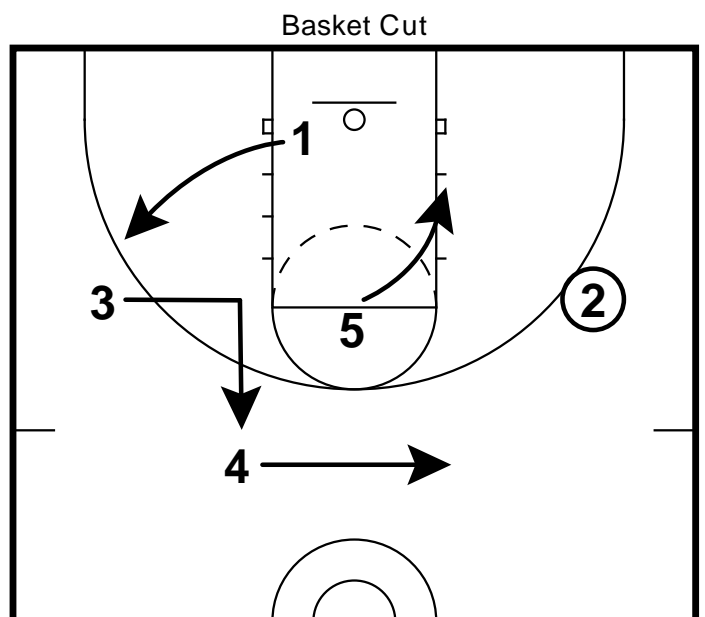
4-Game



Ideal 4-Out Spacing: High and wide, square the top around a single post. Ball high - Post high. Ball low - Post low.



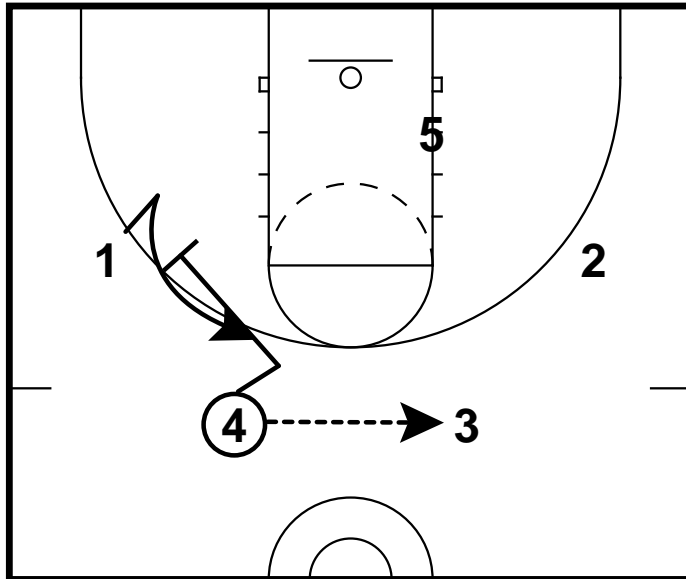
Ball high (1), post high:
1 passes to 2 and basket cuts (Very similar to our Quick break).



Ball low (2), post low (landmark).
1 continues his cut and empties out away from the ball.
5 dives (secondary cut) to the landmark.
4 and 3 fill accordingly.

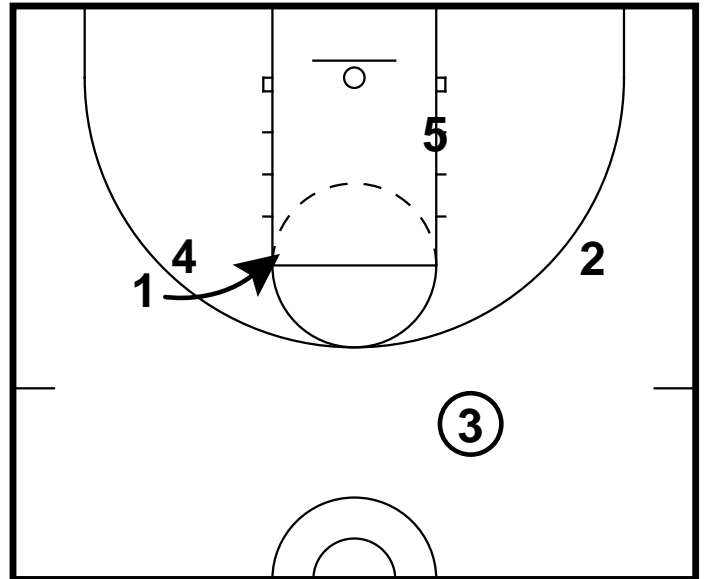
4-Game

Down Screen (aka WPD)



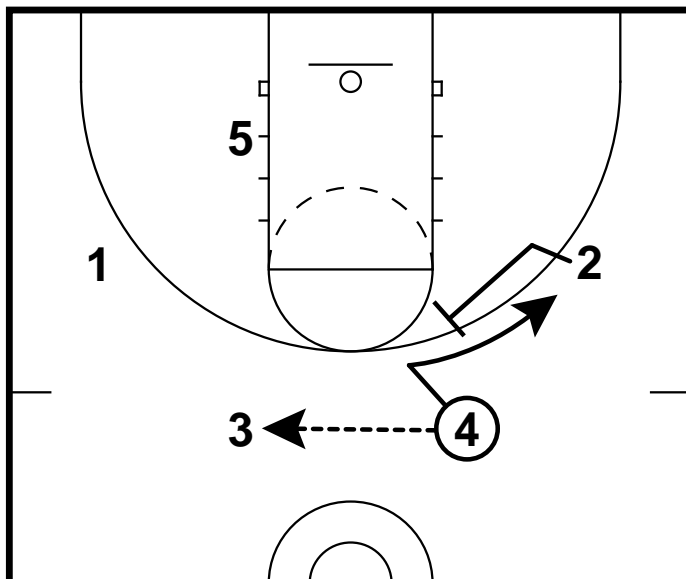
2-Man Game Weakside Options:
4 passes to 3.
4 down screens for 1.

Down Screen (aka WPD)



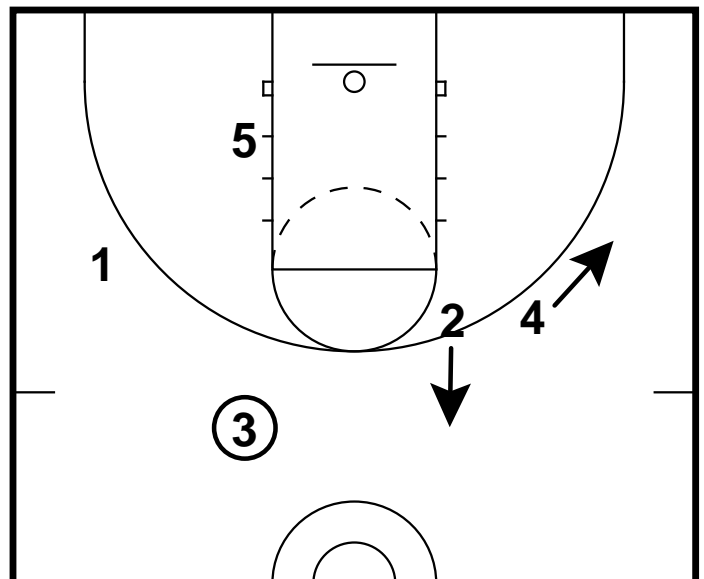
Key to motion is reading the defense:
1st Cut Series: As 1 uses the screen he reads the defense and makes the appropriate cut.
2nd Cut Series: After 4 sets the screen he reads his teammate (1) and goes opposite.

Flare Screen



2-Man Game Weakside Options:
4 passes to 3.
2 flare screens for 4.

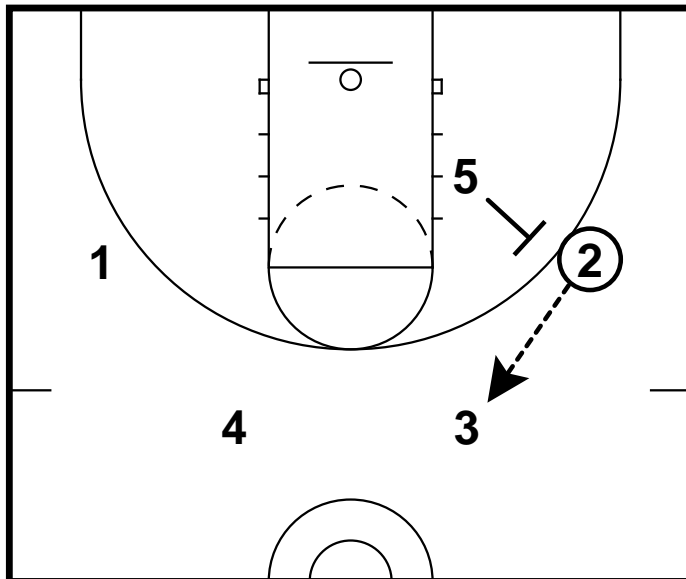
Flare Screen



Key to motion is reading the defense with screening game.
1st Cut Series: As 4 uses the screen he reads the defense and makes the appropriate cut.
2nd Cut Series: After 2 sets the screen he reads his teammate (4) and goes opposite.
Stagger rule applies if 3 passes to 1.

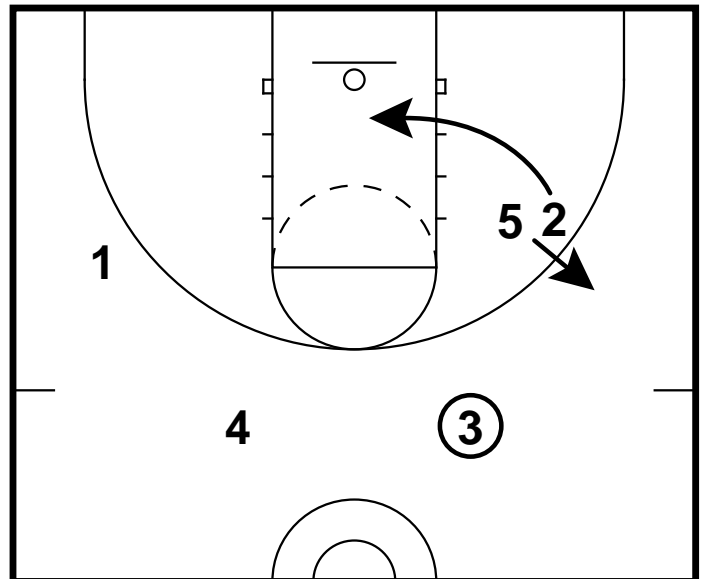
4-Game

Back Screen



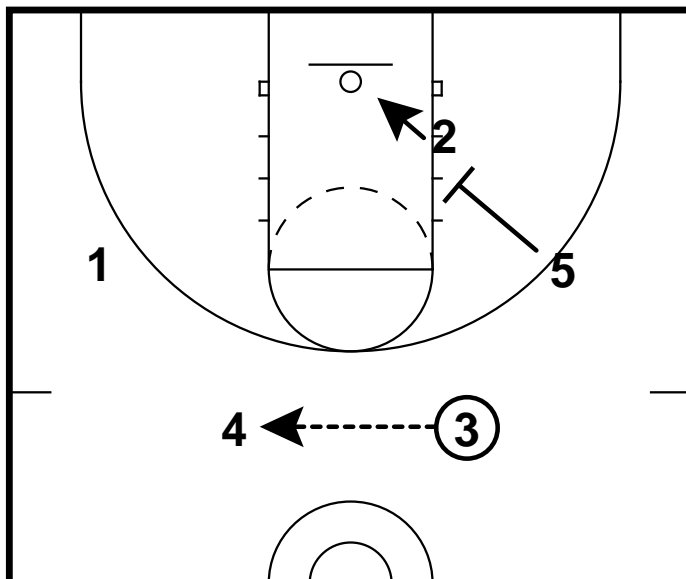
2-Man Game Weakside Options:
2 passes to 3.
5 back screens for 2 (creating slice action).

Back Screen



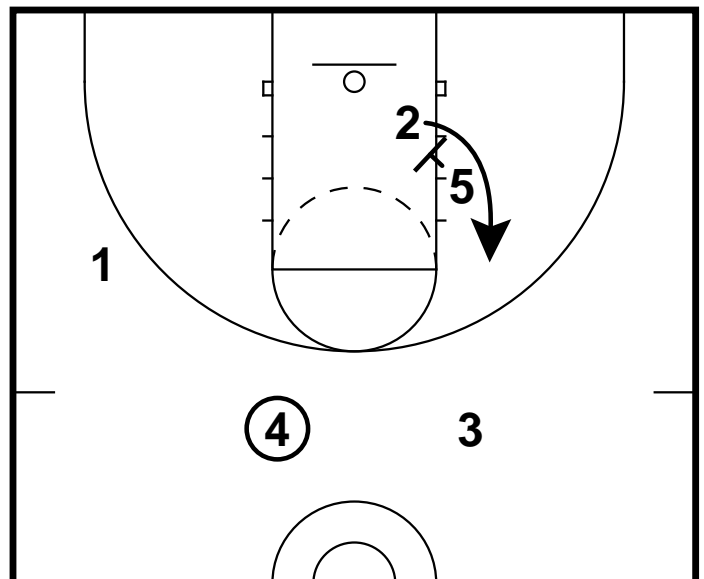
Key to motion is reading the defense:
1st Cut Series: As 2 uses the screen he reads the defense and makes the appropriate cut.
2nd Cut Series: After 5 sets the screen he reads his teammate (2) and goes opposite.

Pin Down



Similar to a down screen is a pin down. 2 must walk away and "wear the hat". Meanwhile, 5 sprints to screen. Often, this action occurs simultaneously on both sides out of an odd front.

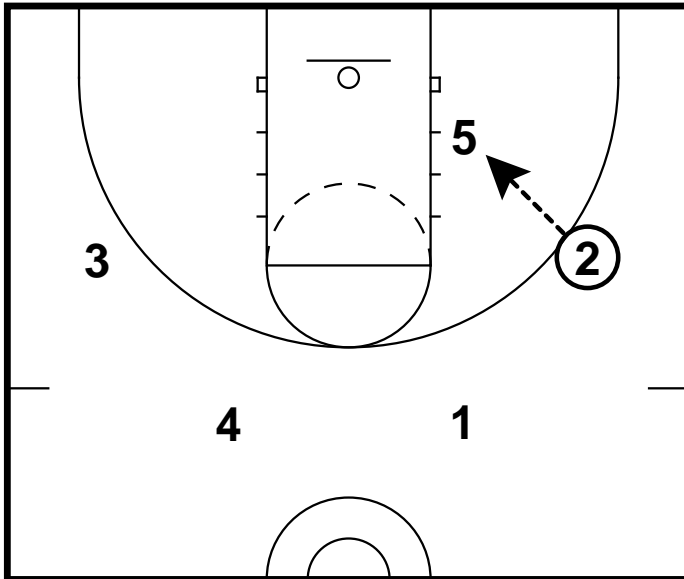
Pin Down



Key to motion is reading the defense:
1st Cut Series: As 2 uses the screen he reads the defense and makes the appropriate cut.
2nd Cut Series: After 5 sets the screen he posts up strong.

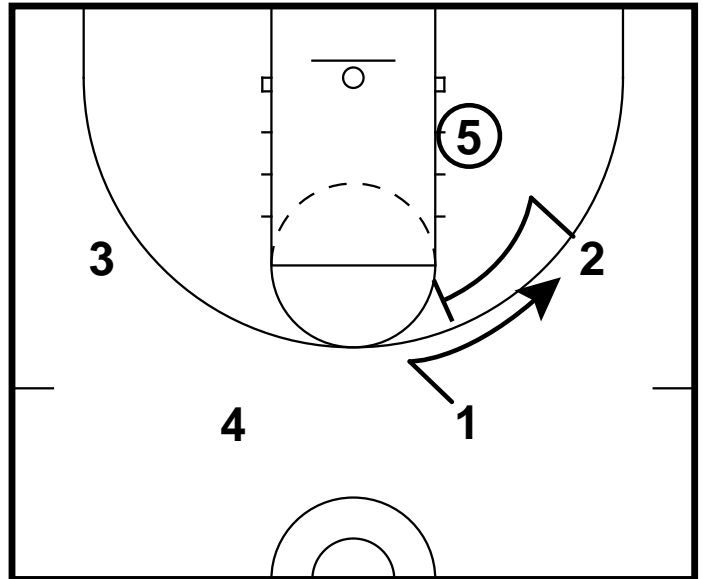
4-Game

Split the Post Rule



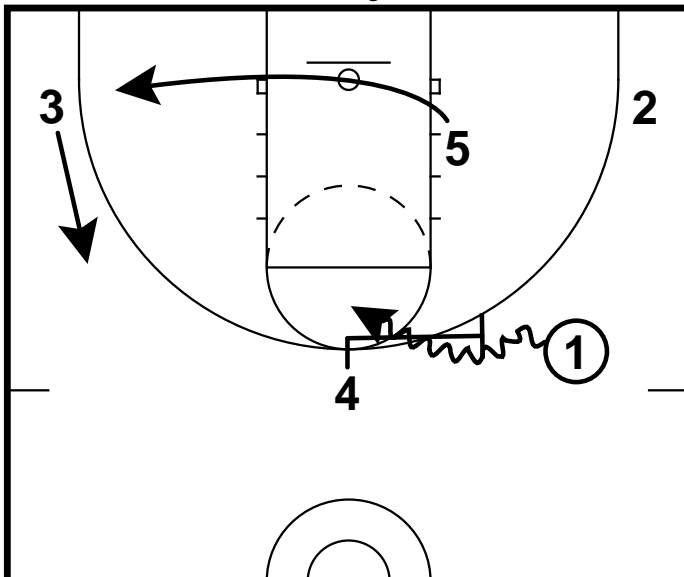
Split the Post Rule: 2 feeds the post.

Split the Post Rule



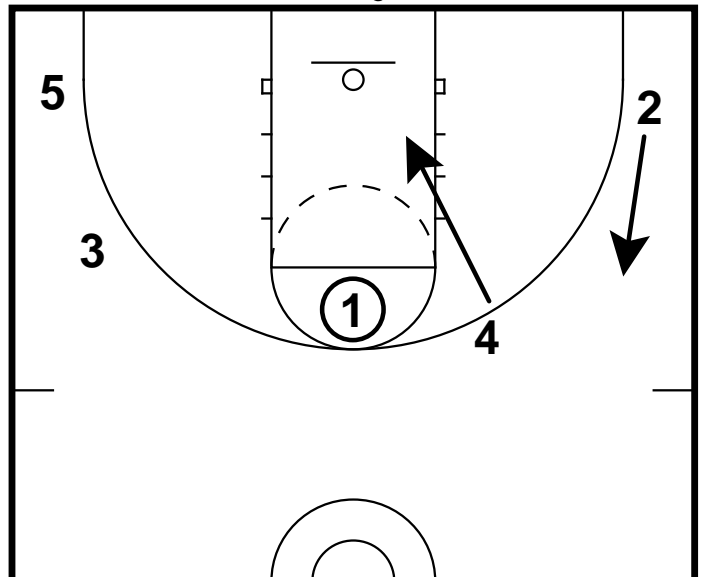
2 screens for the nearest perimeter player (1). 5 scores or passes to players (1&2) cutting.

Drag



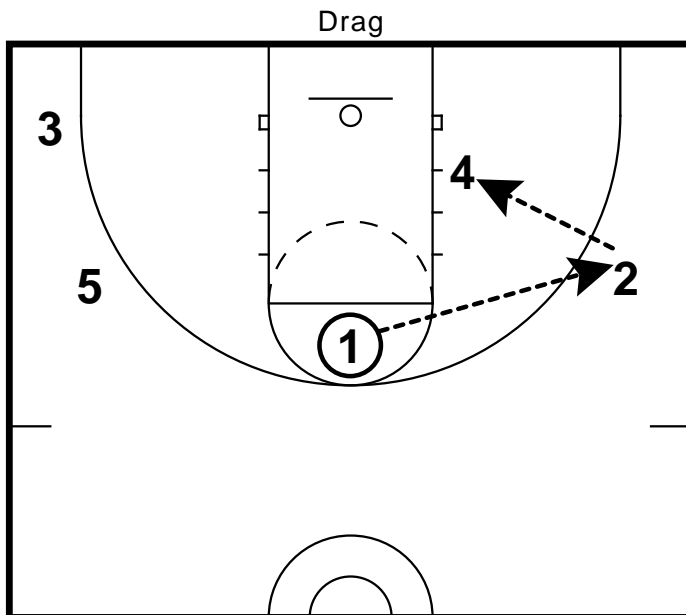
Early Motion:
2 and 3 great spacing.
5 on the landmark (rim runner).
1 favored a side and 4 trailed.
4 drag screens for 1.
5 reads this and sprints to space out!

Drag

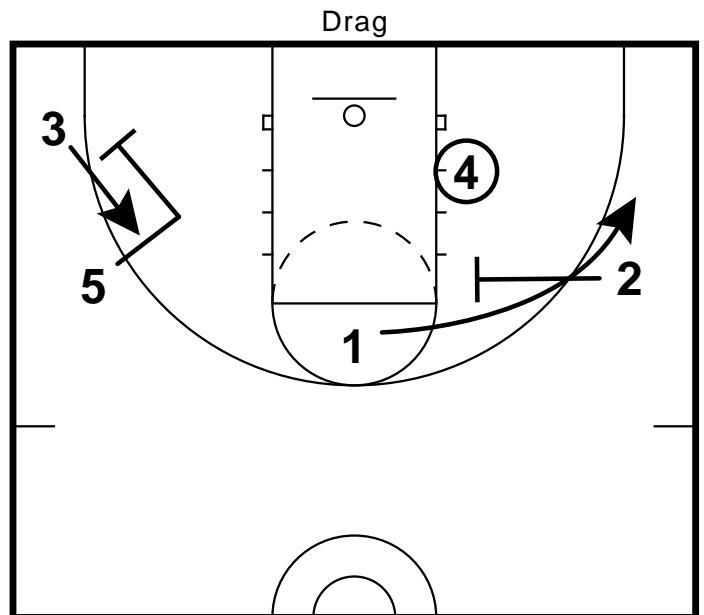


At this point, 1 has multiple options if he is a playmaker.
However, keys to great spacing:
3 and 5 are outside the arc shot ready.
4 dives and 2 lifts.
However, if 4 pops, 2 needs to stay.
Possible dribble-at back cut presents itself here between 4 and 2.

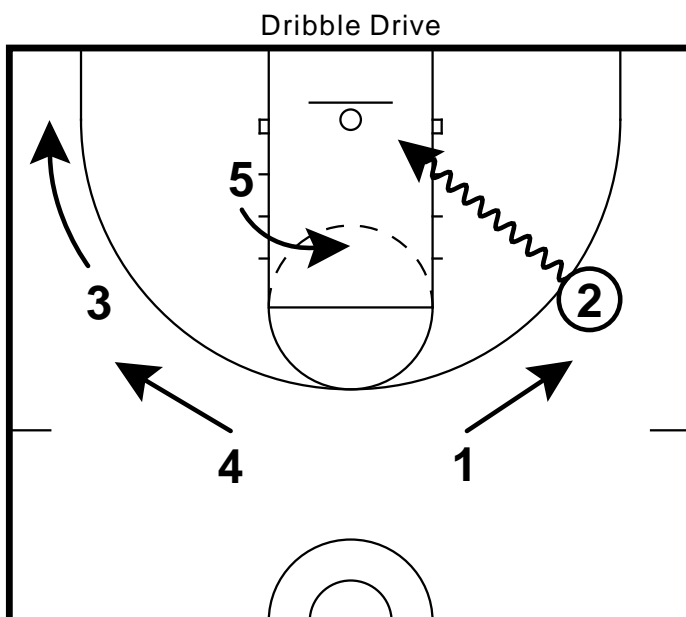
4-Game



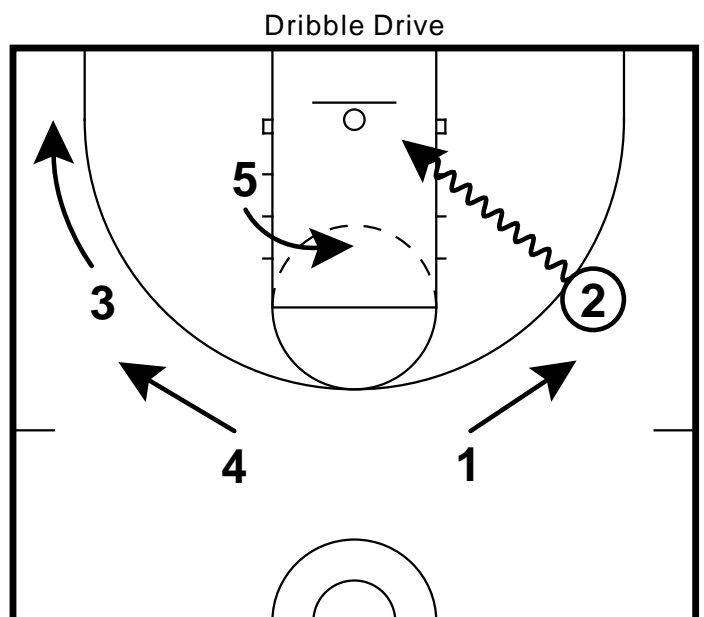
Throw-back Option:
1 throws back to 2.
4 posts up.
2 passes to 4.



2 splits with 1.
5 wide pin downs for 3.
All motion rules apply.



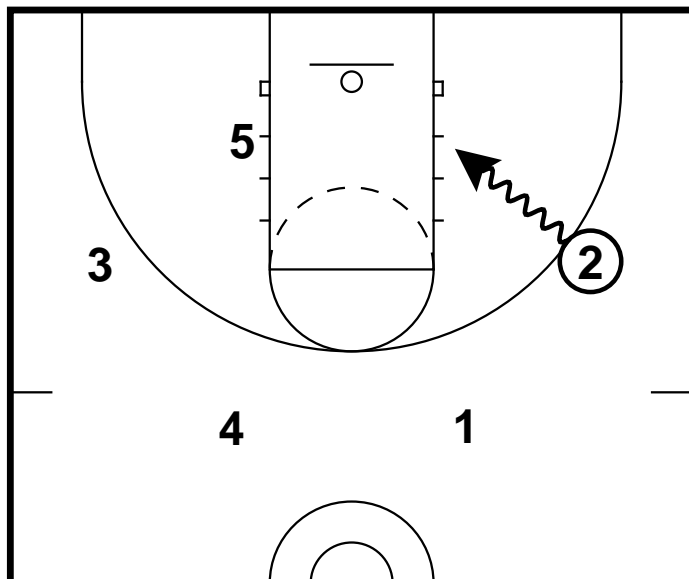
Dribble Drive from the Wing to Baseline:
2 drives and 1 cracks-back.
3 remains parallel to the ball and drifts to the dead corner.
5 I-cuts (T-ups) and 4 fills diagonal.



Dribble Drive from the Wing to Middle:
2 drives and 1 cracks-back.
3 remains parallel to the ball and drifts to the dead corner.
5 I-cuts and 4 fills diagonal.

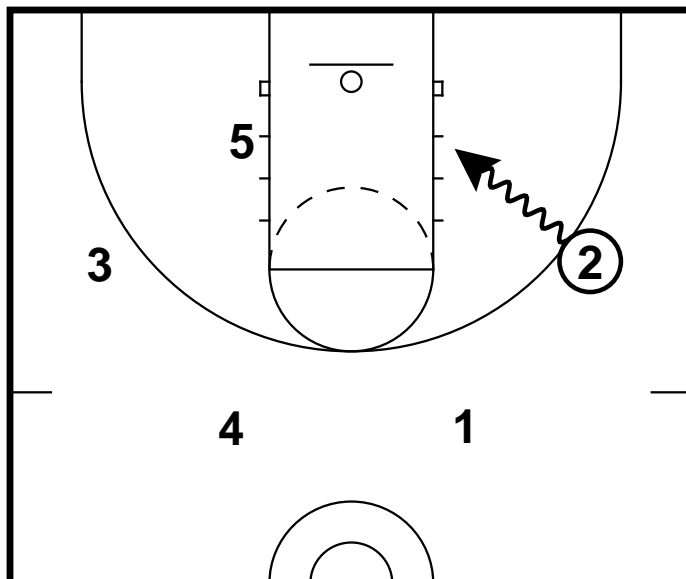
4-Game

Dribble Drive



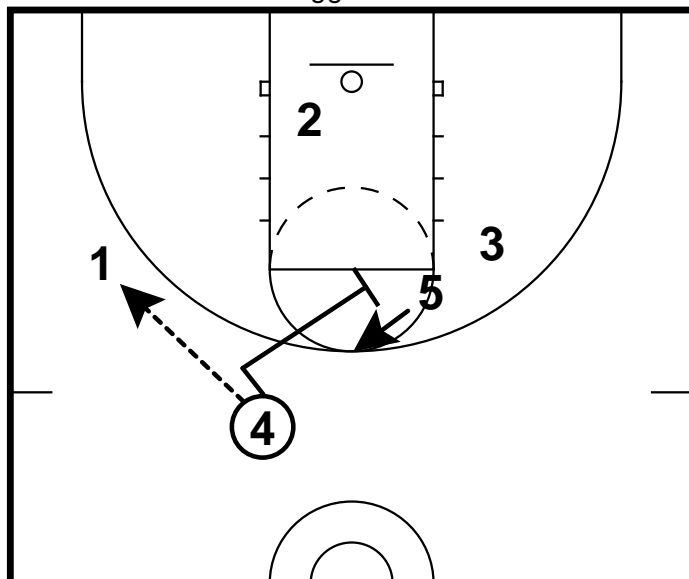
Split the Post Rule: 2 feeds the post.

Dribble Drive



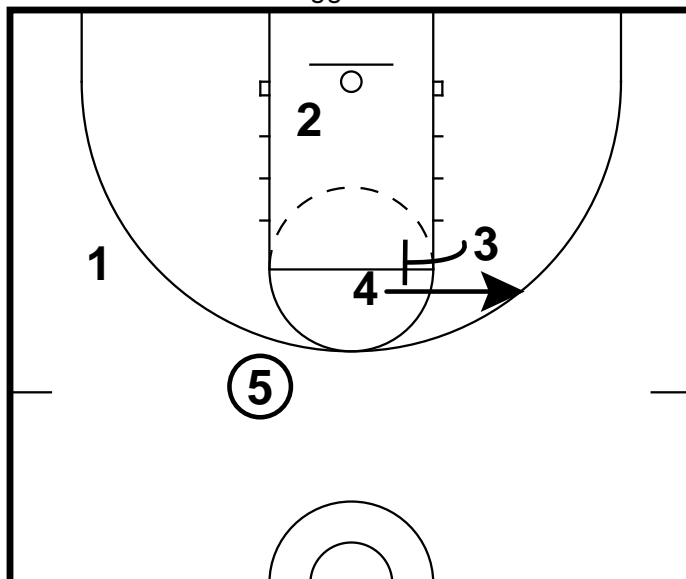
Split the Post Rule: 2 feeds the post.

Stagger Rule



Stagger Rule: Two consecutive screens for one player. 2nd screener (4) is never on the same plane as the 1st screener (3).

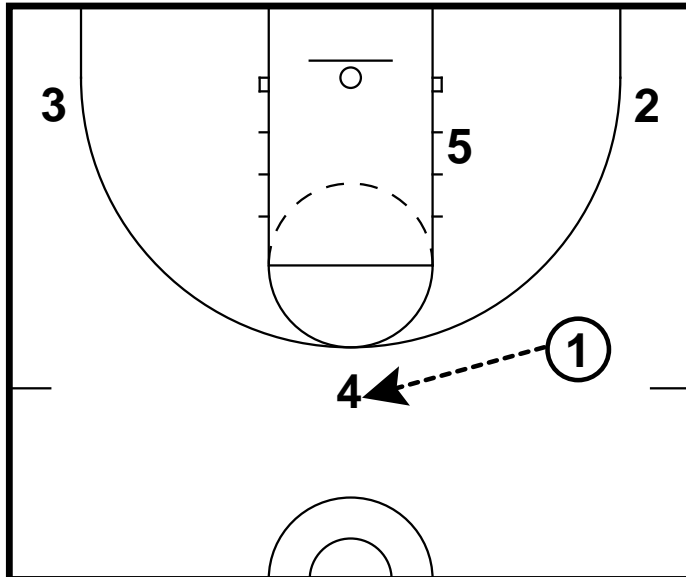
Stagger Rule



Stagger Rule: Advanced action: 1st screener (3) immediately flare screens for 2nd screener (4).

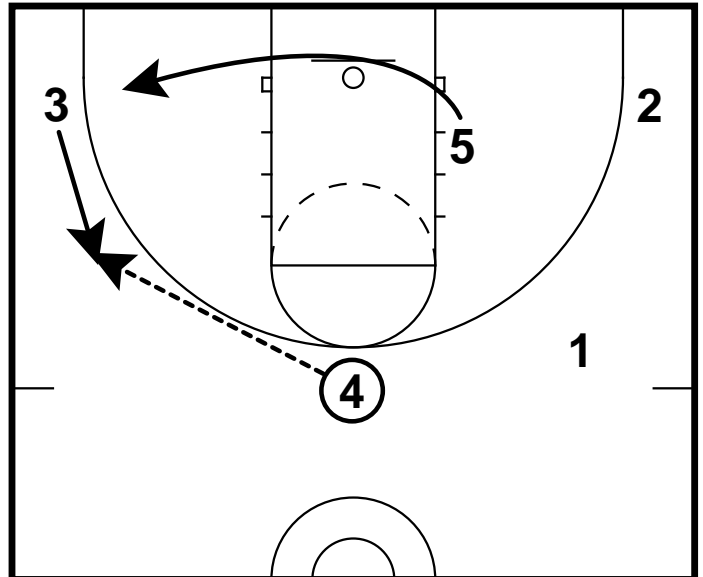
4-Game

Staggerers Away



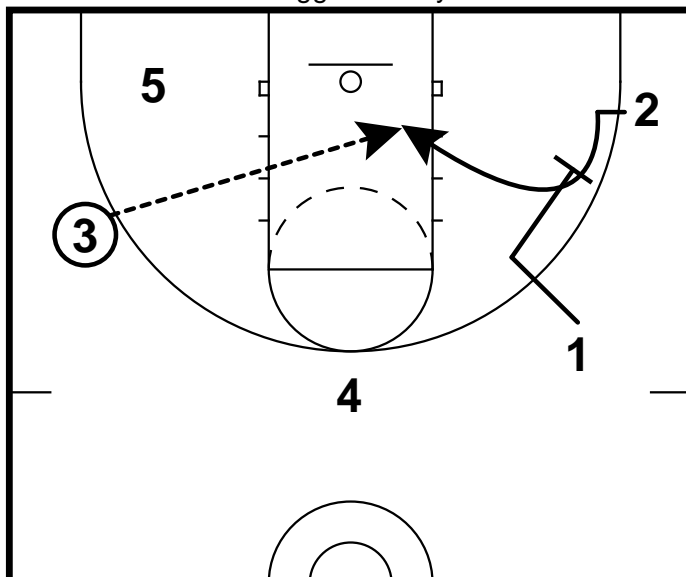
Early Motion:
2 and 3 great spacing.
5 on the landmark (rim runner).
1 favored a side and 4 trailed.
1 changes the ball to 4.

Staggerers Away



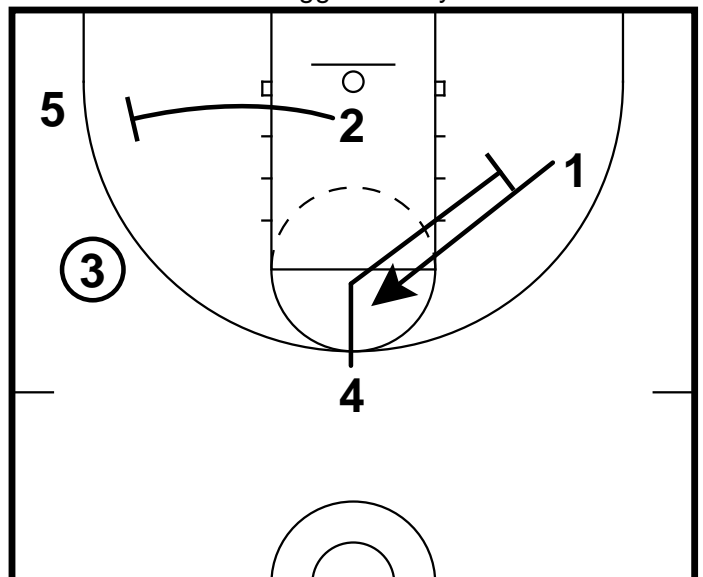
Keys to Spacing:
4 passes to 3 lifting.
5 must space out (GO-GO).

Staggerers Away



This is the end-result of great spacing and proper reads.

Staggerers Away



4 sets a wide pin down for 1.
2 continues his cut to the rim and then back screens out for 5.
Obviously, 5 could just as easily screen in for 2.