



EXTEND THE SCREEN

— PRACTICE LAB —

Meet the defender where he is.

1 ADVANTAGE DRILL

MEET THE DEFENDER

PURPOSE: Teach the screener to extend the ball screen to the defender's location, create better screen contact, pull the big away from the rim, and give the ballhandler a downhill runway with kick-out reads.

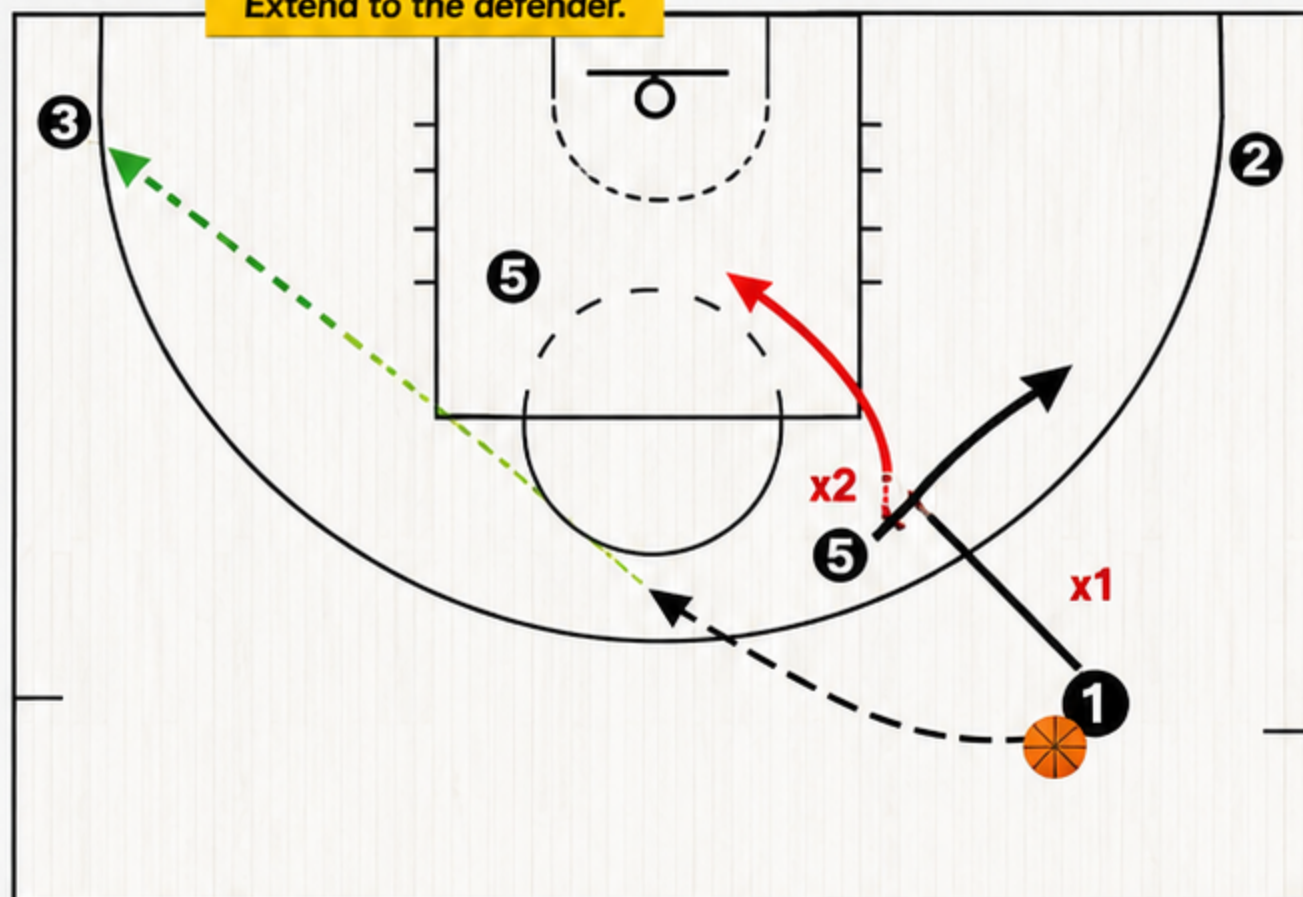
SETUP:

- 3 offensive players to start: ballhandler, screener, shooter
- 2 defenders to start: on-ball defender and screener's defender
- Start with the ball on the right slot or wing
- Weakside shooter spaced deep in the corner
- 1 ball; optional coach with pad or cone as help defender
- Scoring: 1 point for a paint touch, 2 points for a kick-out 3, 3 points for an and-1 finish

EXECUTION:

1. Ballhandler starts on the right side while the screener begins inside, then sprints out to meet the on-ball defender high and wide.
2. Screener sets the extended ball screen on the defender's path; ballhandler rubs the screen and attacks downhill immediately.
3. Read the big: score if he is late, hit the short roll if he steps up, or spray the ball to the shooter if help collapses.
4. Reset quickly and repeat from both sides.

Extend to the defender.



2 TEACHING POINTS

- Screener finds the defender — do not make the guard search for the screen.
- Meet the on-ball defender higher and wider to change the angle.
- Ballhandler attacks shoulder-to-hip and gets downhill right away.
- Hold weakside spacing so the help defender has a long closeout.

3 PROGRESSIONS

1. Walk-through
2. Half speed
3. Full speed
4. Add primary defender
5. Add help defender
6. Play live

4 VARIATIONS

- Add a weakside tag defender and require the kick-out read.
- Change the coverage: drop, switch, or ICE.
- Add a short-roll decision after the screen.
- Make it live 4-on-4 or 5-on-5.

5 FILM ROOM QUESTIONS

Pause the film at 0:04.

1. What created the initial advantage?
2. What coverage is the defense using?
3. Which defender is being pulled away from the rim?
4. Where is the next pass if help collapses?
5. What happens if the defense switches the screen?
6. What spacing detail makes the action work?

6 CAN YOU TEACH THIS?

- ☐ Recognizes the coverage immediately
- ☐ Maintains proper spacing
- ☐ Executes the screen with correct timing and angle
- ☐ Attacks the advantage without hesitation
- ☐ Makes the correct read against help
- ☐ Understands the counter
- ☐ Executes consistently at game speed



7 MASTERY CHALLENGE



Complete 8 consecutive possessions where the offense identifies the coverage, extends the screen correctly, maintains spacing, makes the correct read, and produces a paint touch or high-quality shot. Reset the count after an execution mistake.

8 GAME APPLICATION

- Use this when the on-ball defender is pressuring and the big is sitting near the rim.
- It attacks drop coverage and passive contain coverage.
- The next adjustment may be a switch or ICE.
- The next counter can be a swivel re-screen, step-up angle, or kick-out attack.

9 BUILD YOUR PLAYBOOK

WORKS GREAT WITH

- 1 SWIVEL THE ANGLE
- 2 CLEAR THE SIDE
- 3 CREATE THE LONG CLOSEOUT
- 4 KICK. RELOCATE. ATTACK AGAIN.



10 COACH'S NOTES

PERSONNEL ADJUSTMENTS: _____

TERMINOLOGY: _____

COUNTERS: _____

PRACTICE NOTES: _____

GAME-PLAN IDEAS: _____