

A close-up, low-angle shot of an orange basketball with black lines, resting on a light-colored wooden floor. The background is a warm, orange-toned gradient with a dark, brush-stroke-like shape behind the text.

SWING OFFENSE

Playbook

LEARN THE BASICS, QUICK HITTERS, AND TACTICS
TO ATTACK PRESSURE IN THE SWING OFFENSE

Versatile Swing Offense

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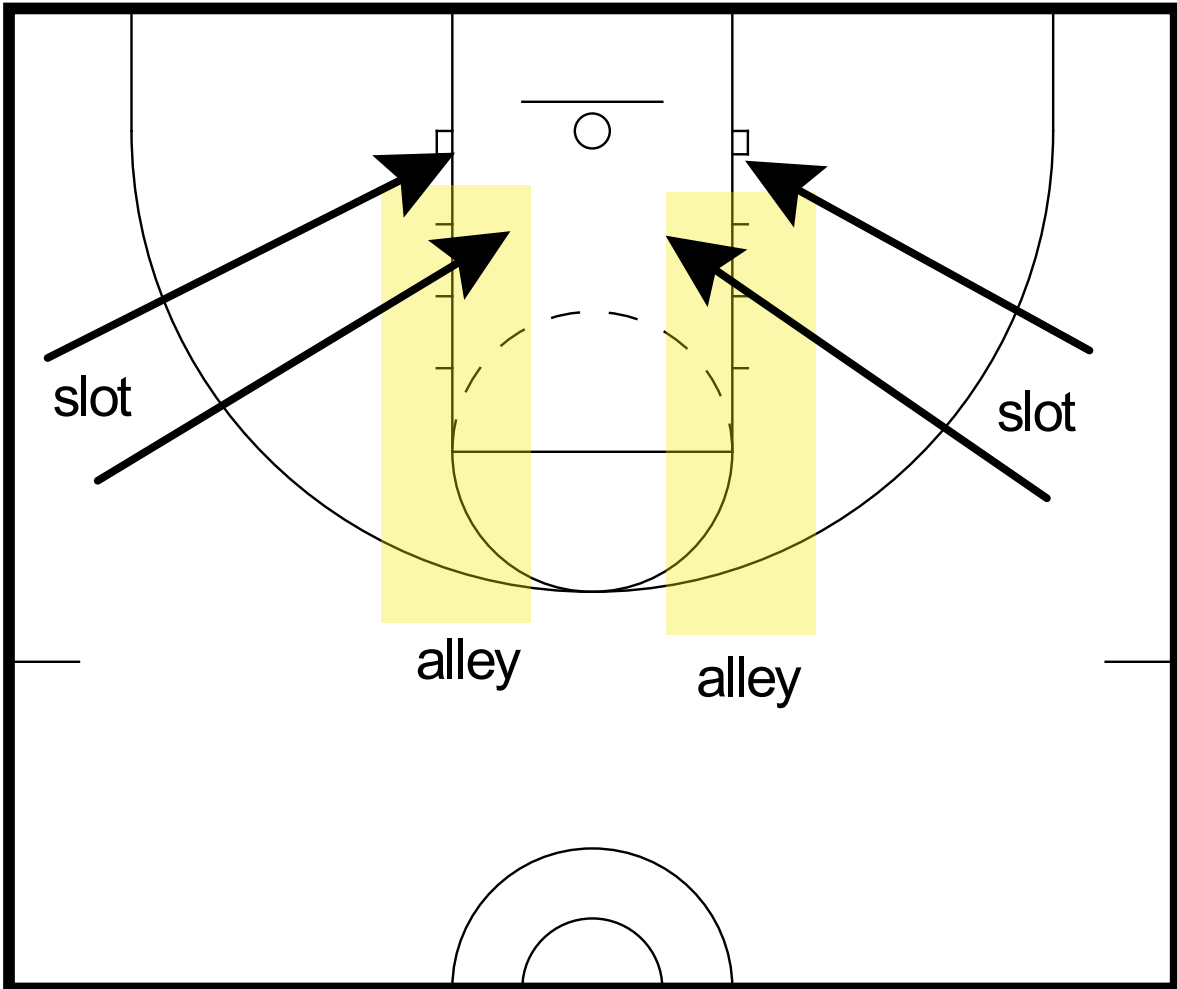
Areas of Floor

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Areas of Floor

Areas of Floor Swing Offense



these are the areas of the floor that the perimeter players will occupy

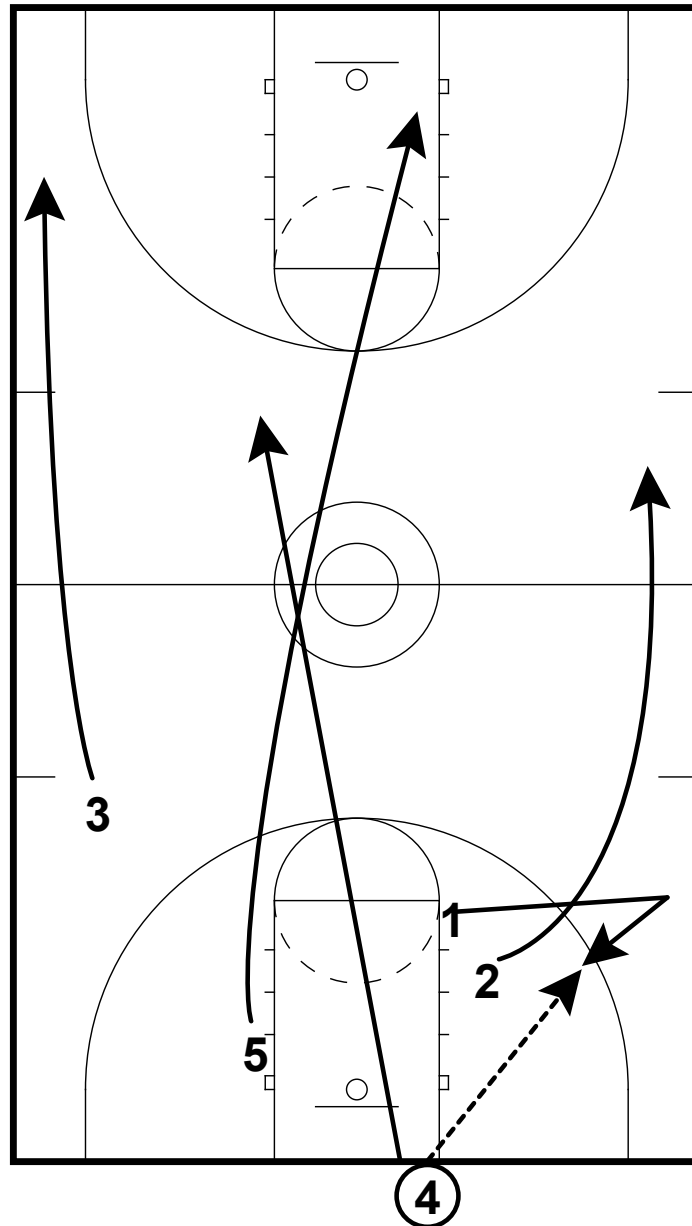
Early Offense

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Early Offense

Early Offense Swing Offense



On the rebound or inbound, the PG gets to the ball side sideline for the outlet.

2 runs the right sideline and 3 runs the left

4 will inbound on makes

5 man runs the middle chute.

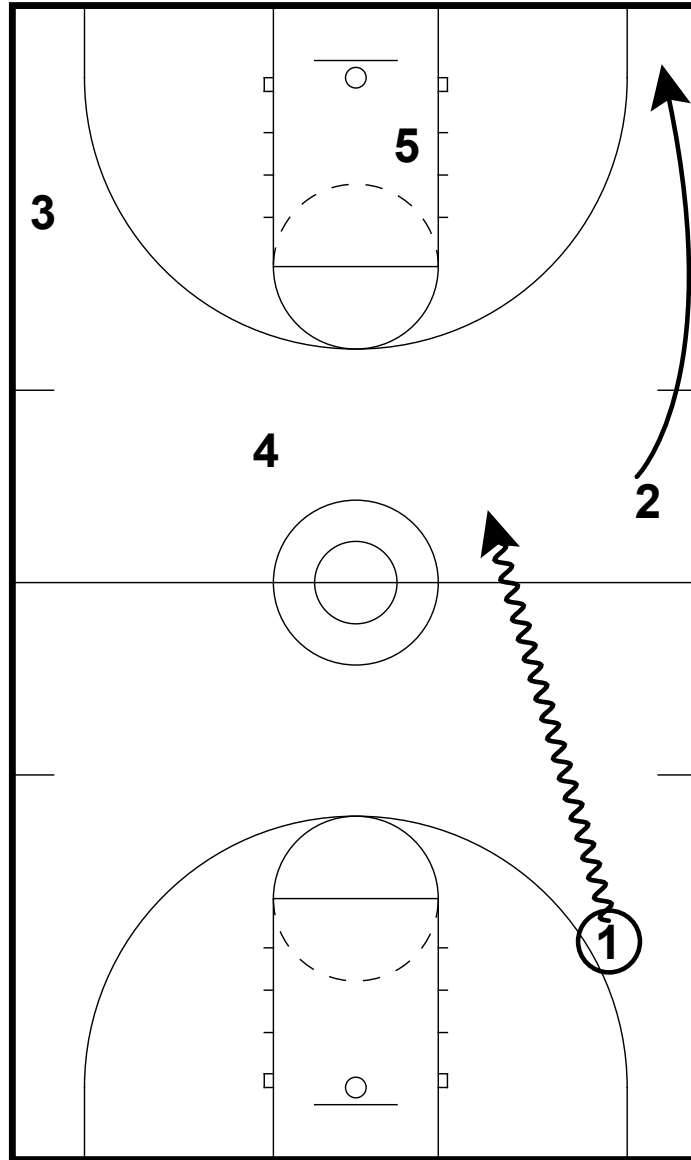
NOTE

(4 can be 2nd post or 2nd point guard, depending on your line-up)

we tell our players that there are 5 lanes. outside left, outside right, middle left, middle right and chute.

Early Offense

Early Offense Swing Offense



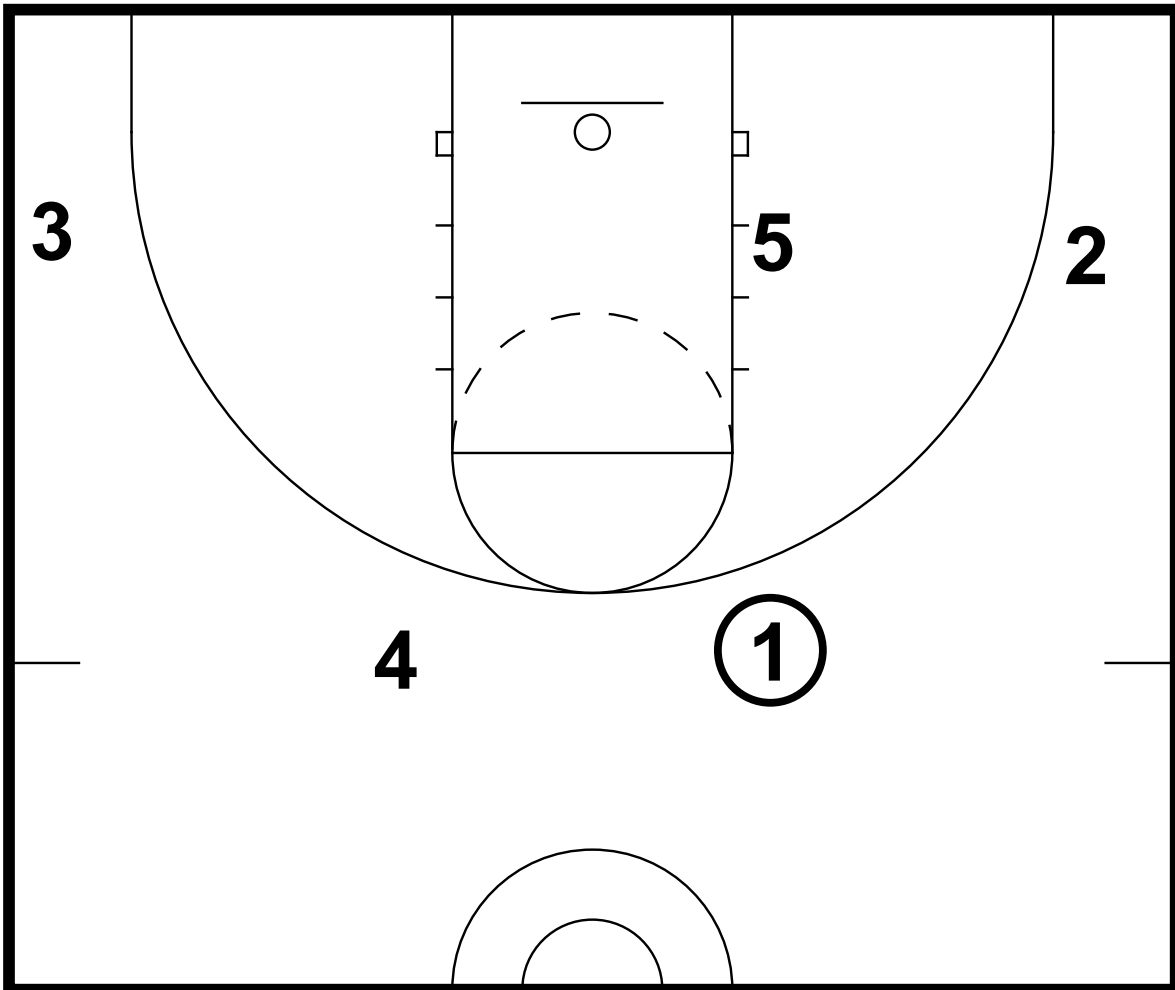
Basic Pattern

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Basic Pattern

Basic Pattern Swing Offense



KEY POINTS

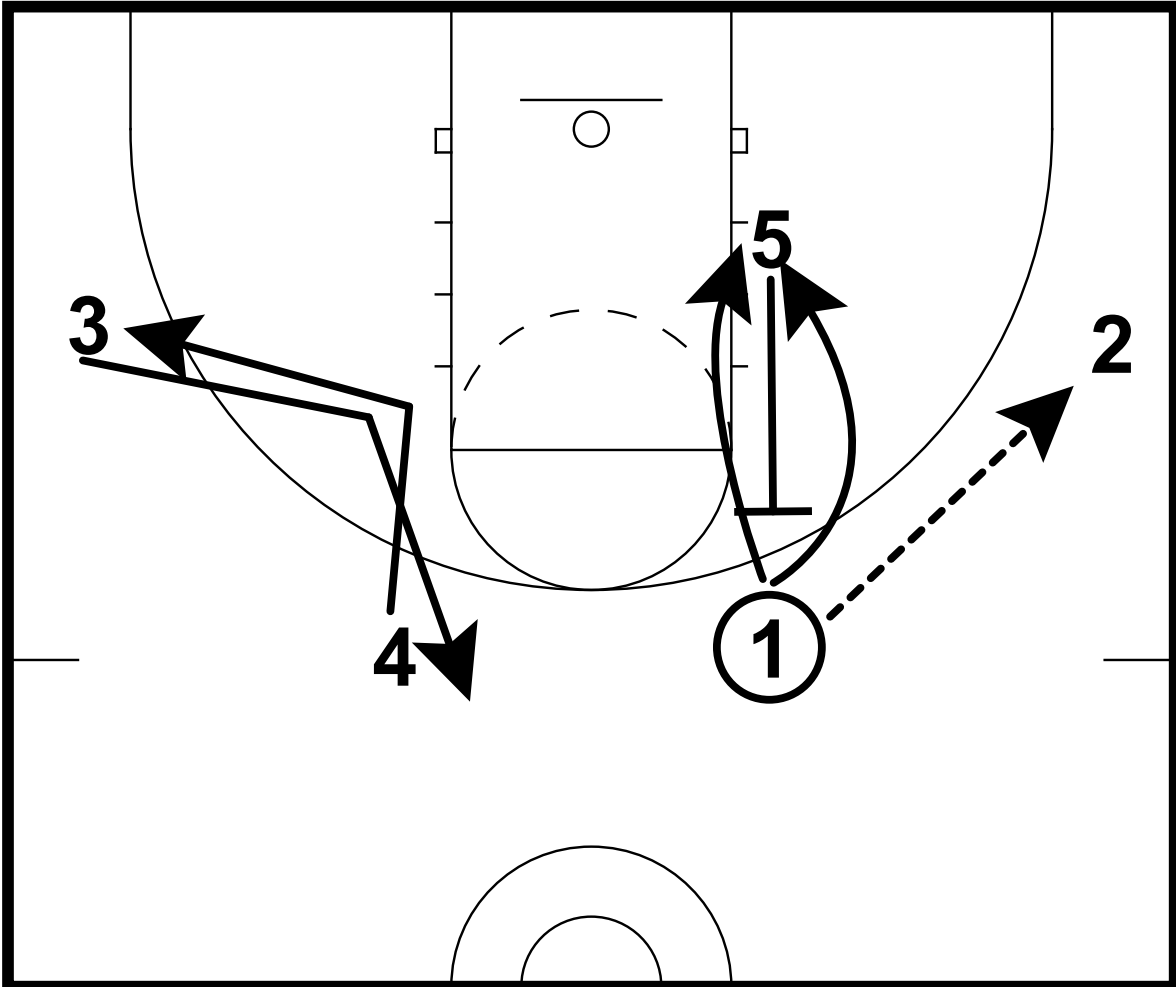
utilize hook passes from the wing to the post
 cutter should take the path of least resistance
MUST make good passes to the post
 all players must be drilled on post play
 offense is predicated on hard cuts to the post.
 must try to beat the defender to the spot.
 emphasize **GOOD** passes.
 spacing and timing of cuts is essential

When you do not receive the ball in the post:

- ALLEY SCREEN: when the ball goes to the wing
- SLOT SCREEN when the ball is reversed
- SEAL AND SCORE: when the ball is skipped.

Basic Pattern

Basic Pattern Swing Offense



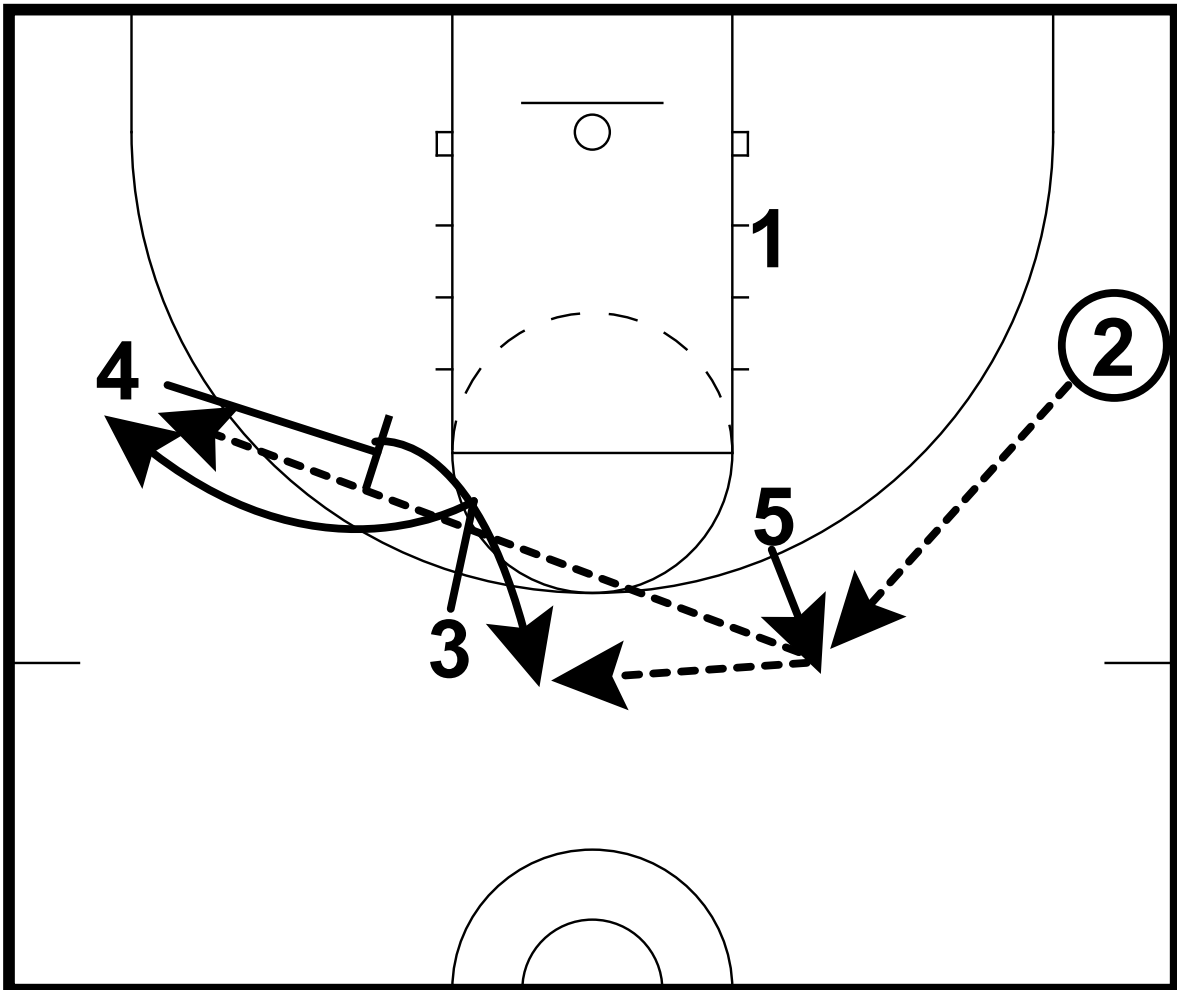
On a strong side entry the post sets a ALLEY SCREEN for the strong side alley player

It is important for the weakside players to interchange to take away the weakside defenders

1 will take the path of least resistance: cutting above or below the screen set by 5.

Basic Pattern

Basic Pattern Swing Offense



5 will step out and shape up for a pass from 2.

5 looks inside to 1.

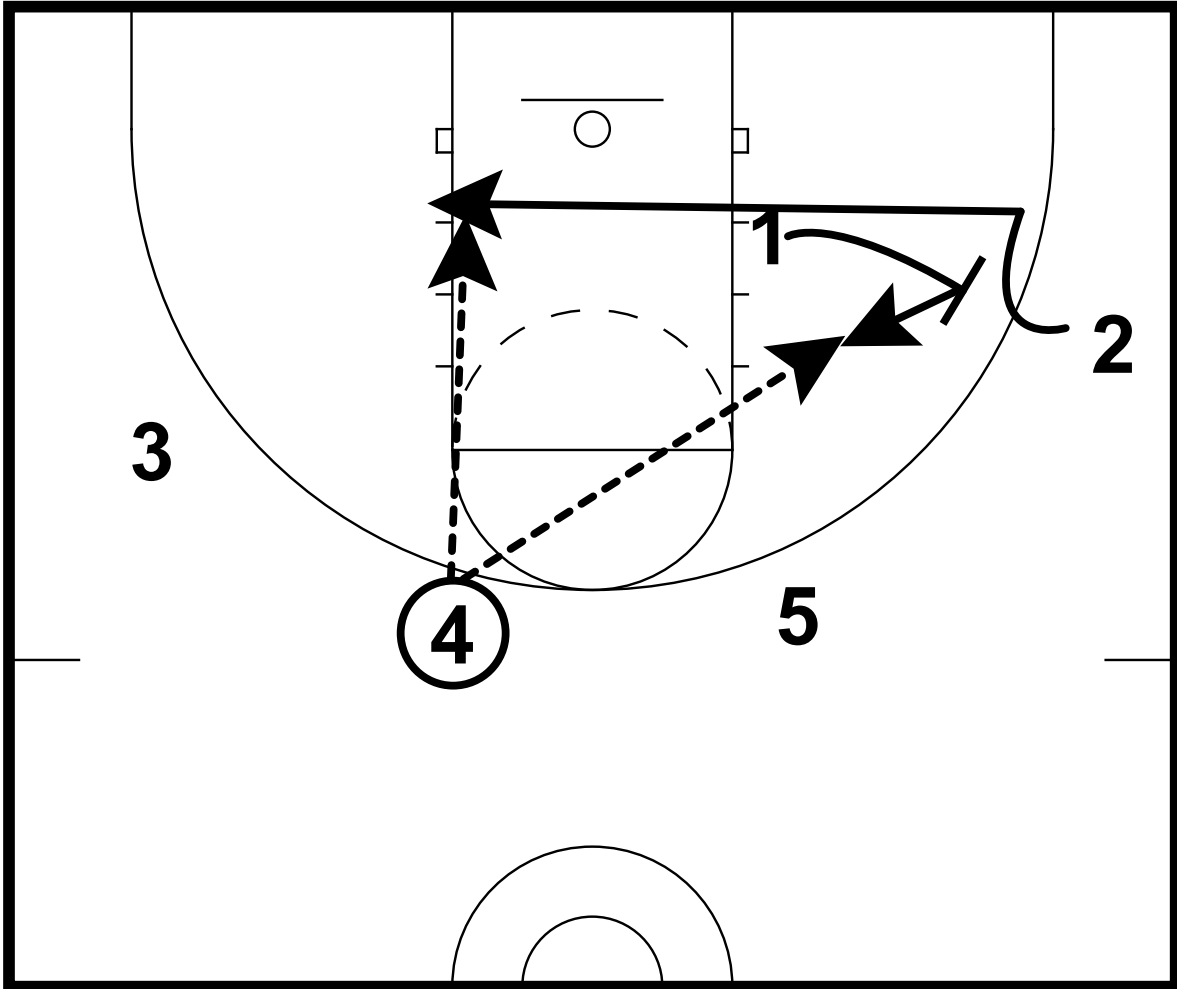
As the shape up is taking place, 4 sets a DRIFT SCREEN at the ELBOW for 3.

NOTE:

the ball can be skipped directly to 3 or the ball can be reversed thru 4.

Basic Pattern

Basic Pattern Swing Offense

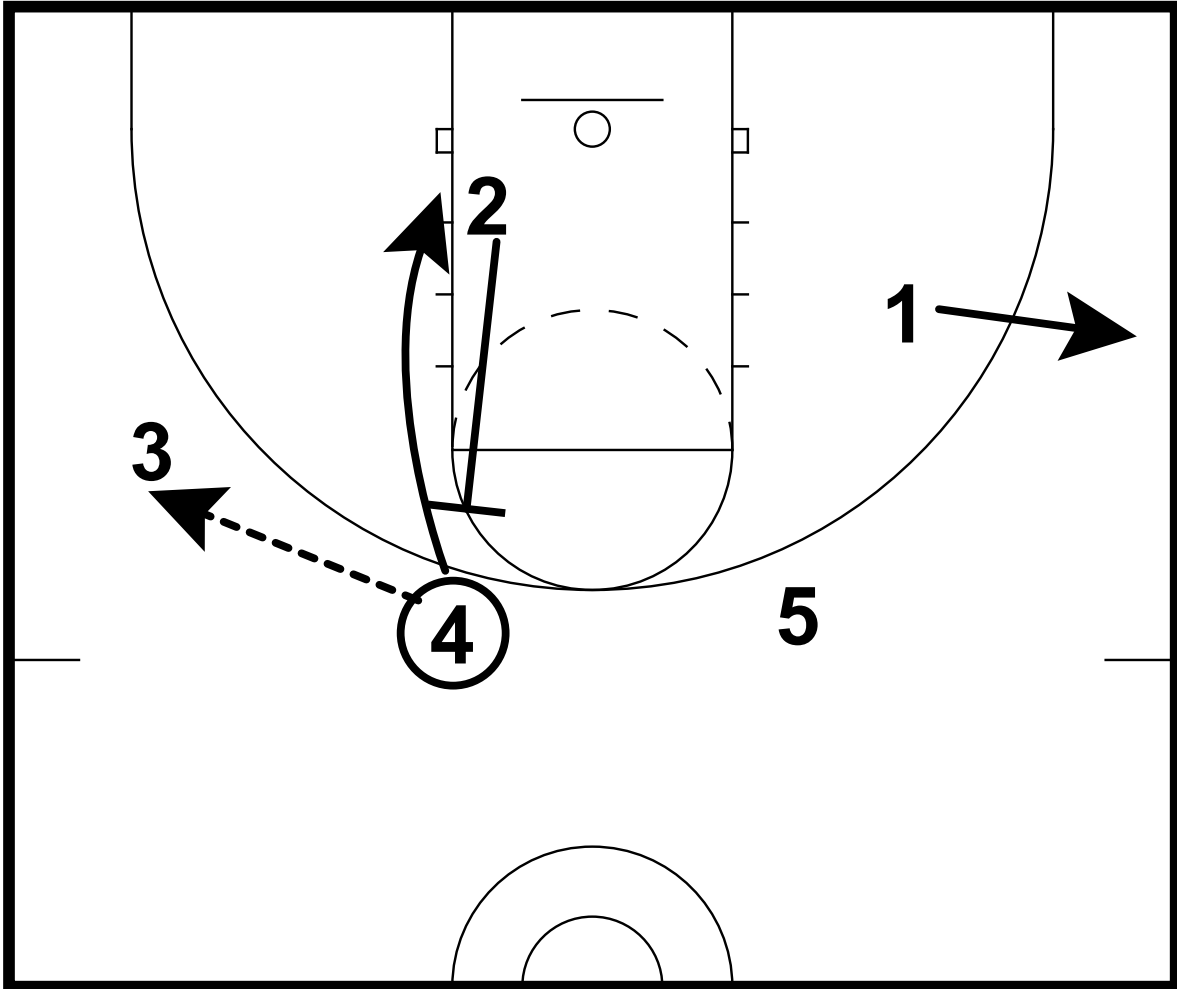


When the ball is moved across from alley to alley, the 1 will step out and set a SLOT SCREEN on 2.

4 looks for 2 or 1 on the "shape up"

Basic Pattern

Basic Pattern Swing Offense

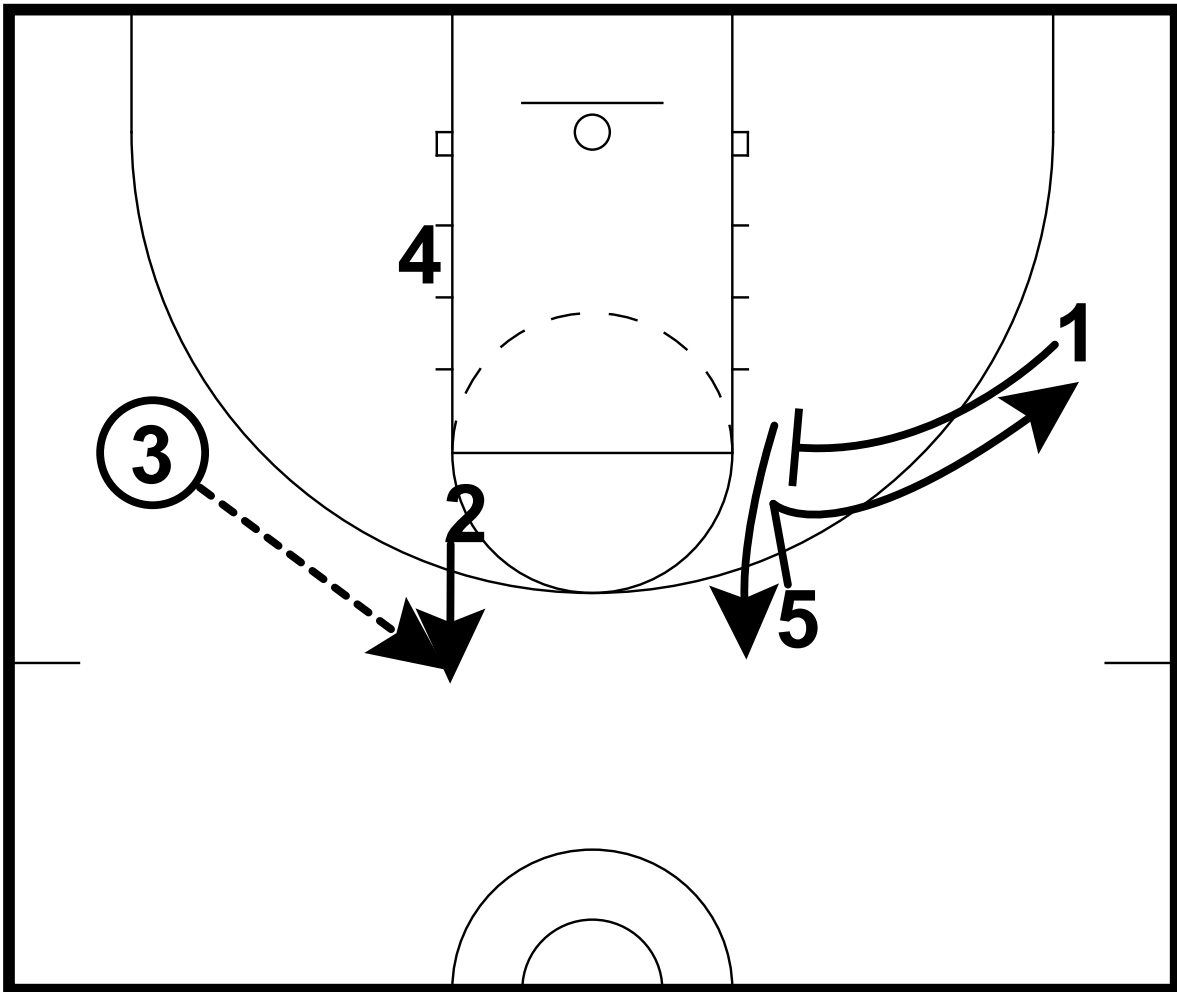


If there wasn't anyone open on the SLOT screen, 4 will move the ball over to 3.

2 comes and sets a ALLEY SCREEN for 4 to cut to the low block.

Basic Pattern

Basic Pattern Swing Offense

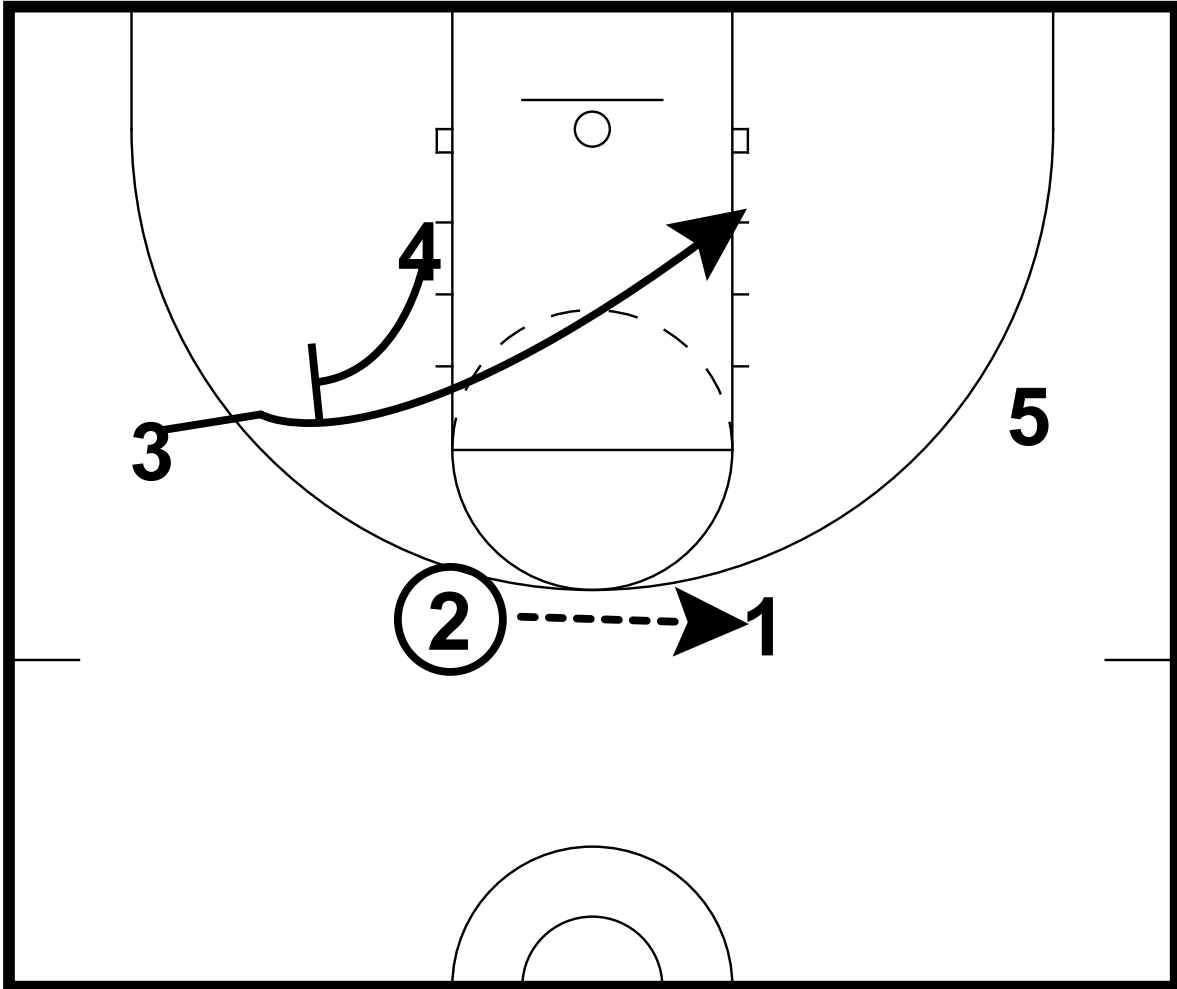


As 2 "shape up", 1 will set the DRIFT SCREEN for 5 at the ELBOW.

2 can skip over to 5 or reverse the ball to 1 on the step out.

Basic Pattern

Basic Pattern Swing Offense

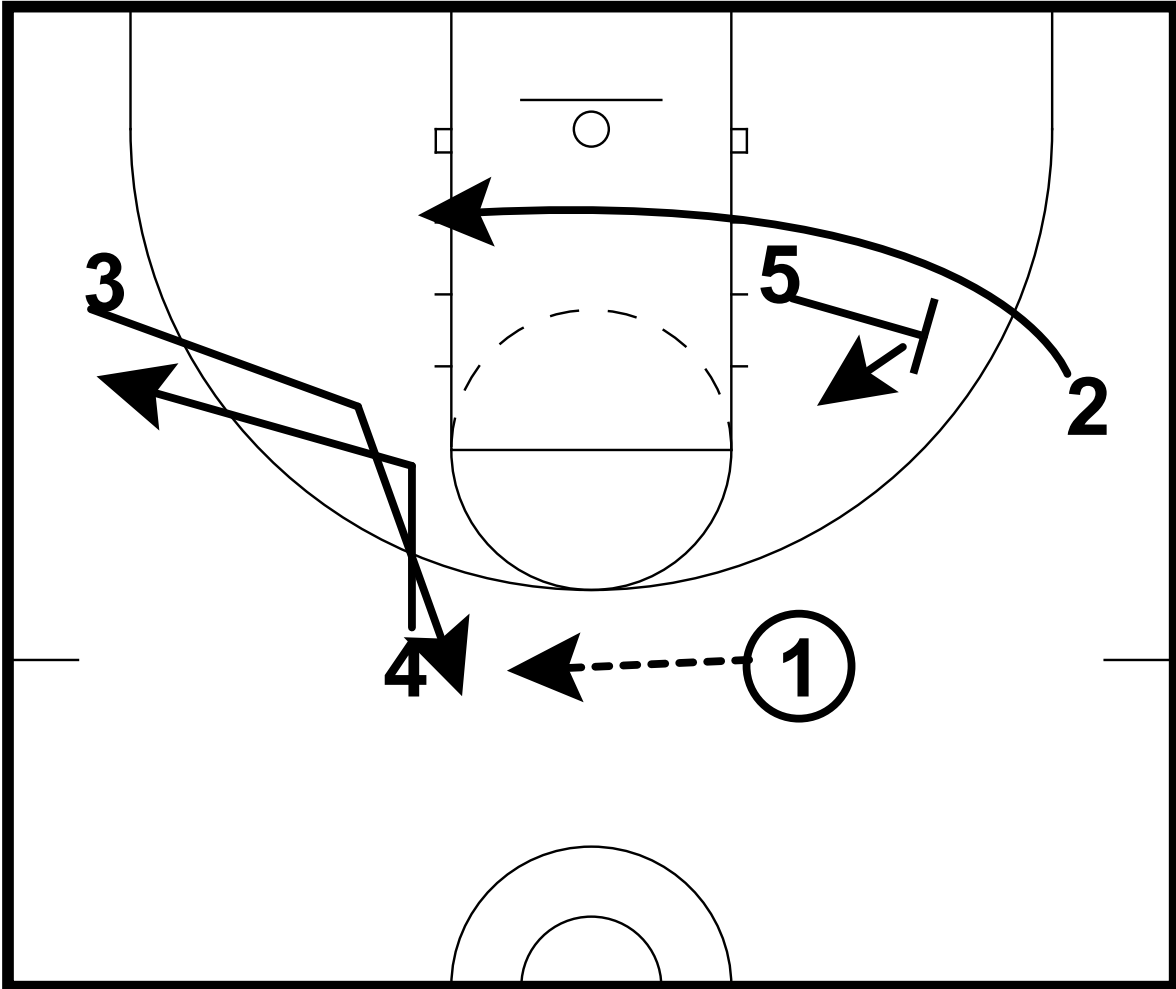


on reversal from ALLEY TO ALLEY, the 4 will set the SLOT SCREEN ON 3.

THE PATTERN CONTINUES ON...

Basic Pattern

Basic Pattern Swing Offense



We can start with a quick ALLEY TO ALLEY PASS ALSO.

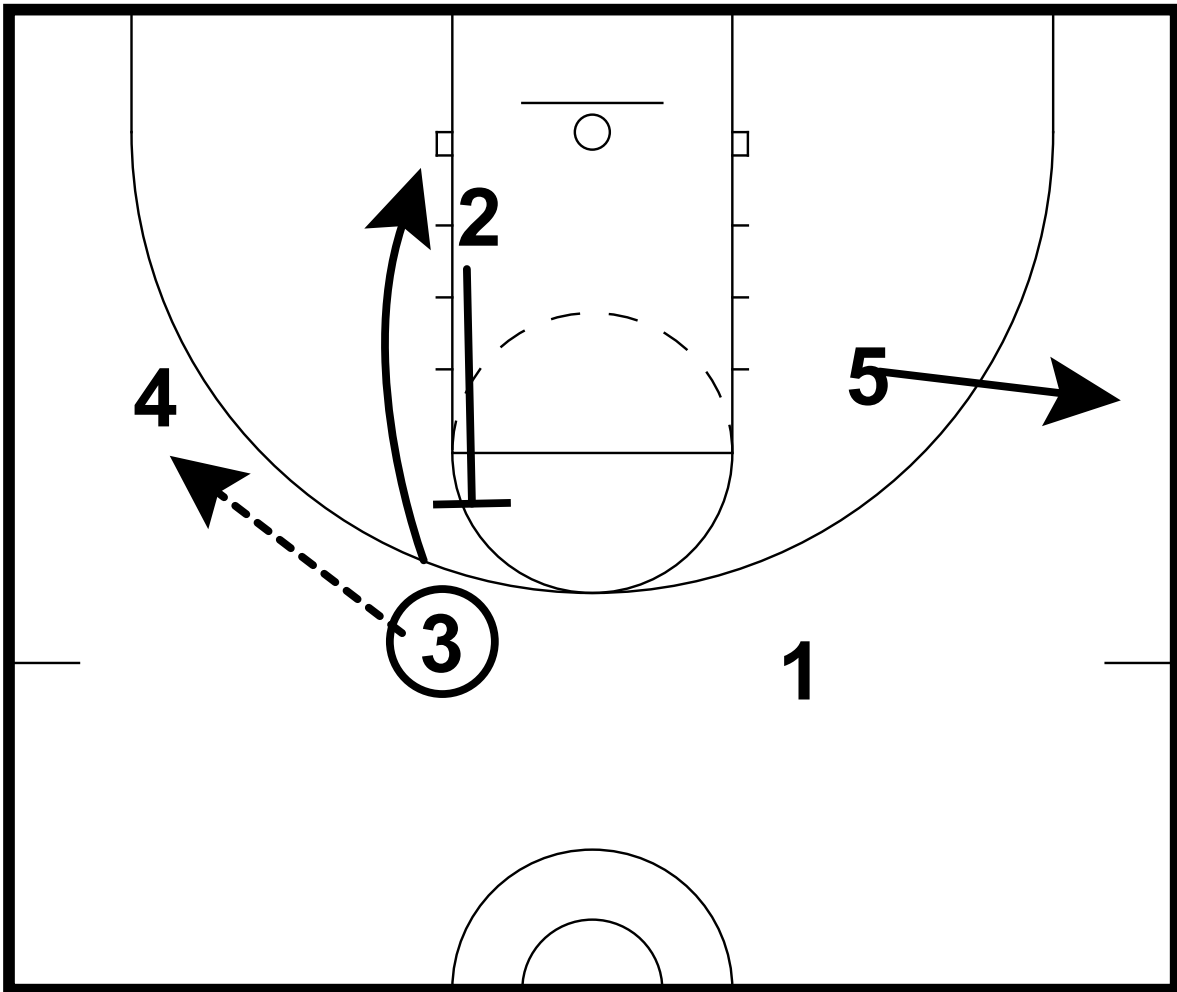
The weakside players exchange and 1 hits 3.

5 sets a quick SLOT SCREEN on 2.

5 will shape up to the ball,

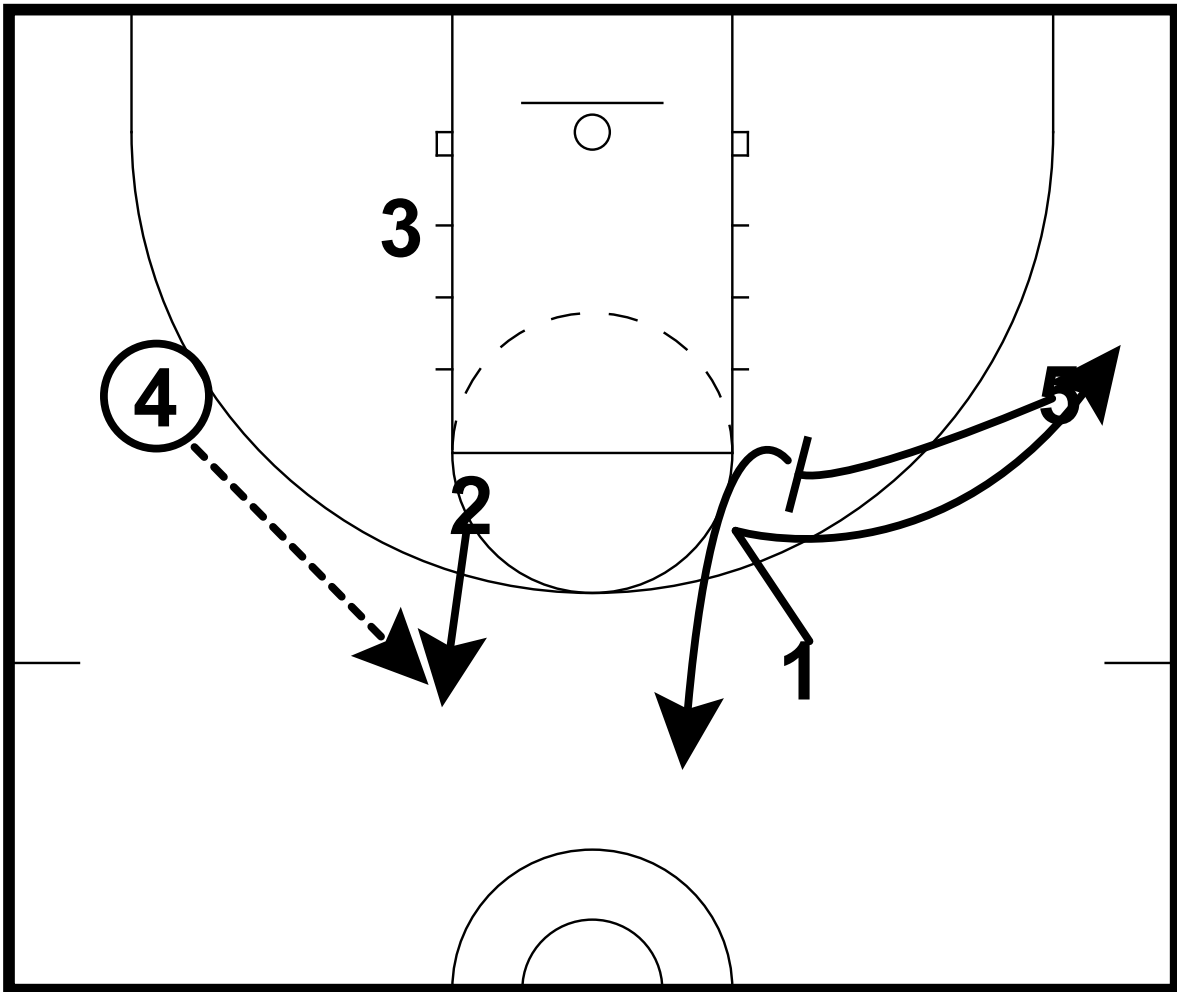
Basic Pattern

Basic Pattern Swing Offense



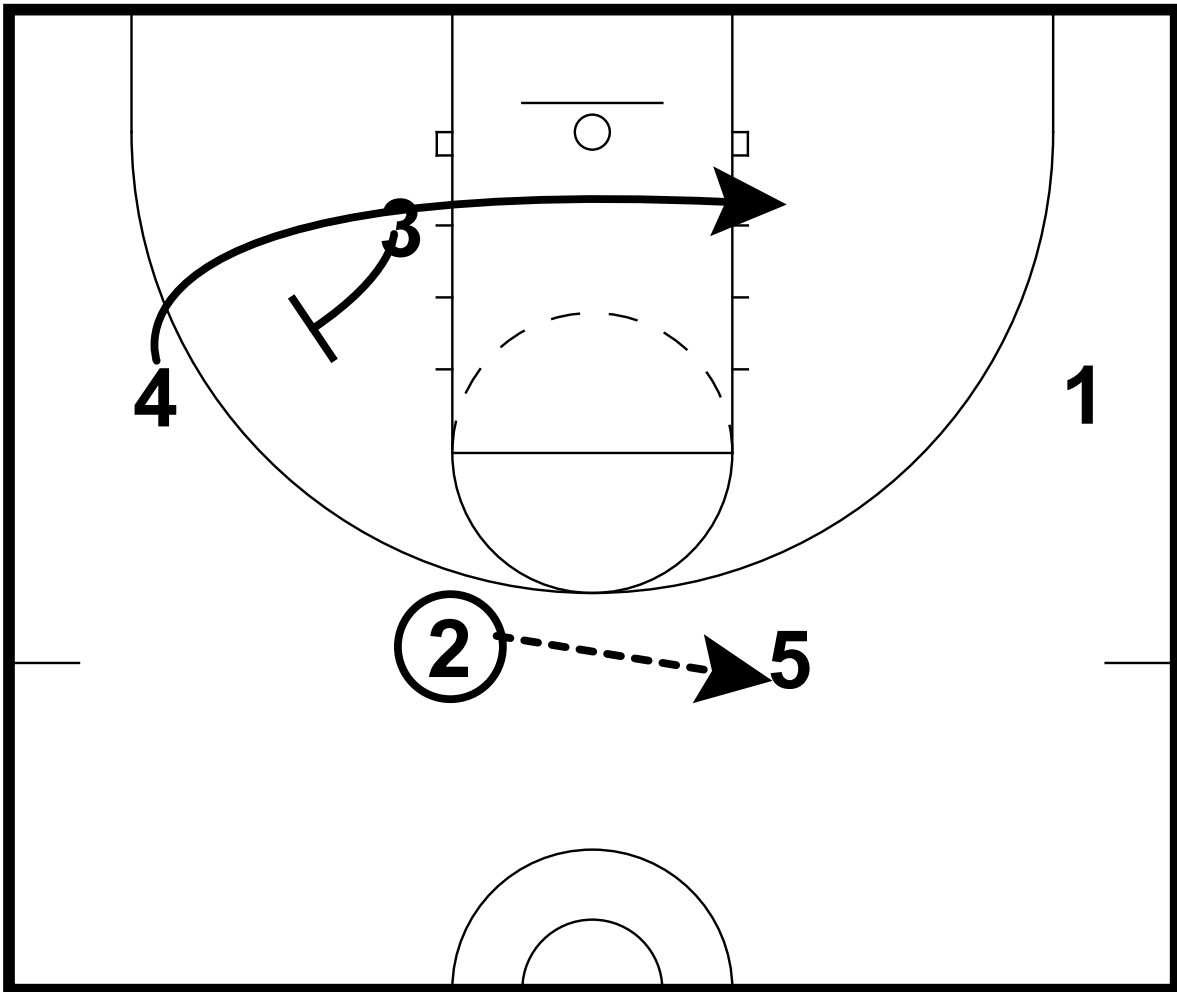
Basic Pattern

Basic Pattern Swing Offense



Basic Pattern

Basic Pattern Swing Offense



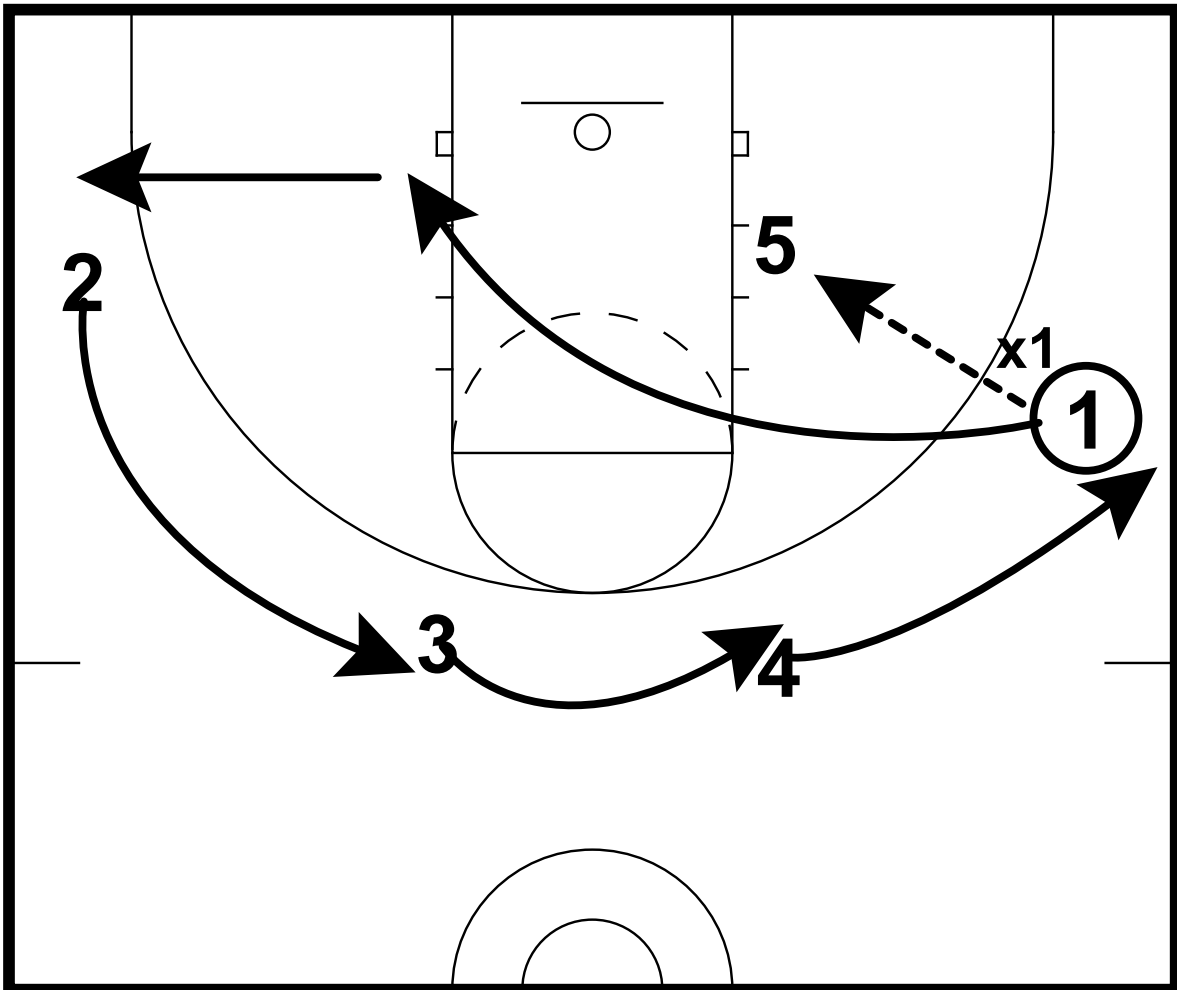
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Actions

Actions: Post Feeds Swing Offense



On POST FEEDS we have 3 options:

OPTION 1: CORNER AND DIVE

the wing that feeds the post cuts thru, "CUTTING TO CATCH"
and the other perimeter players will fill the next spot.

NOTE:

this option is used versus teams that are playing tight and not diggin in on the low post.

Here 1 feeds the post and cuts.

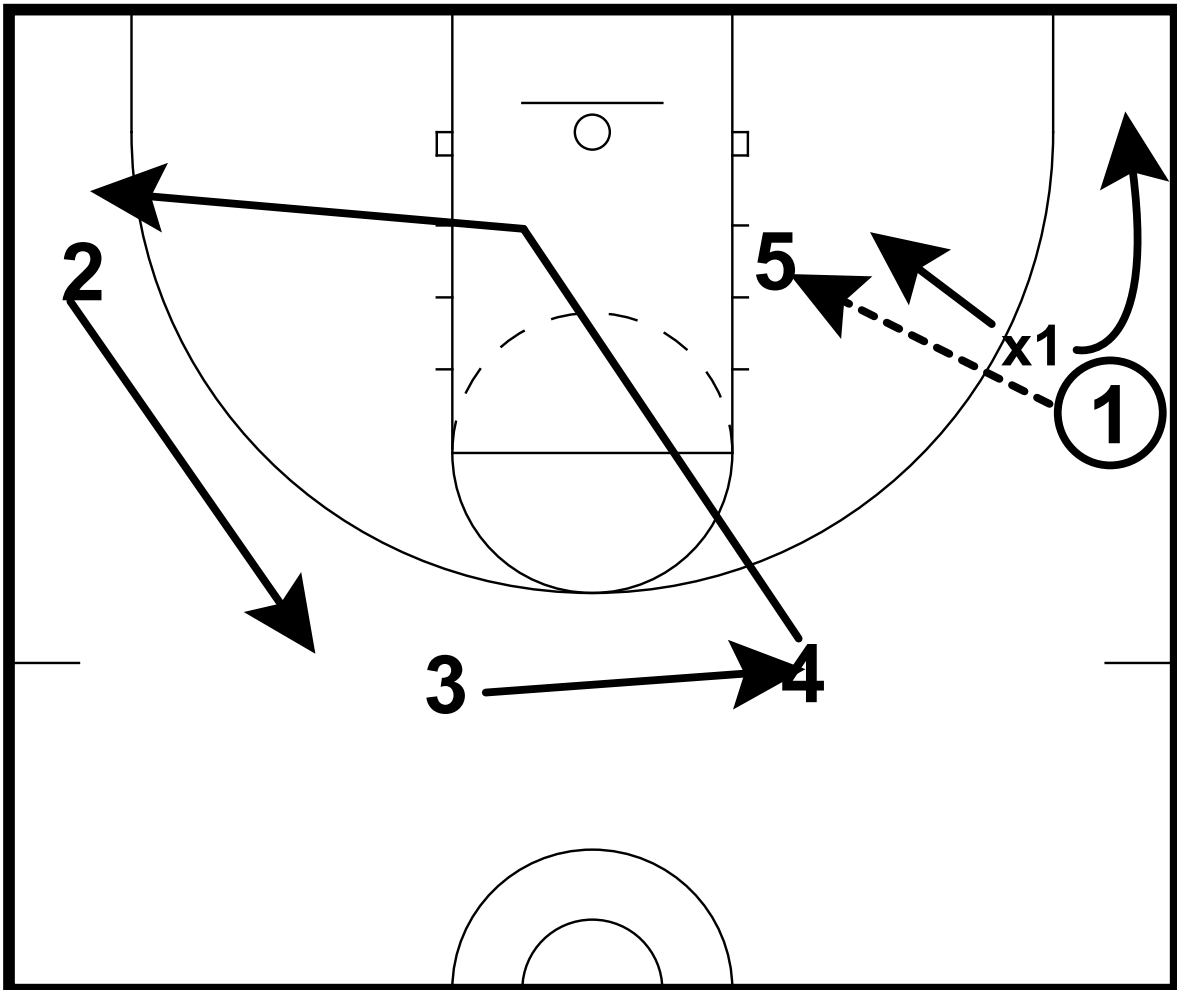
4 comes to ballside slot

3 comes to ballside alley

2 moves form alley to slot.

Actions

Actions: Post Feeds Swing Offense



OPTION 2: CORNER AND DIVE

NOTE

this option is usually used against teams that try to dig in on the post with the ballside defenders.

1 will feed the post and go to the corner

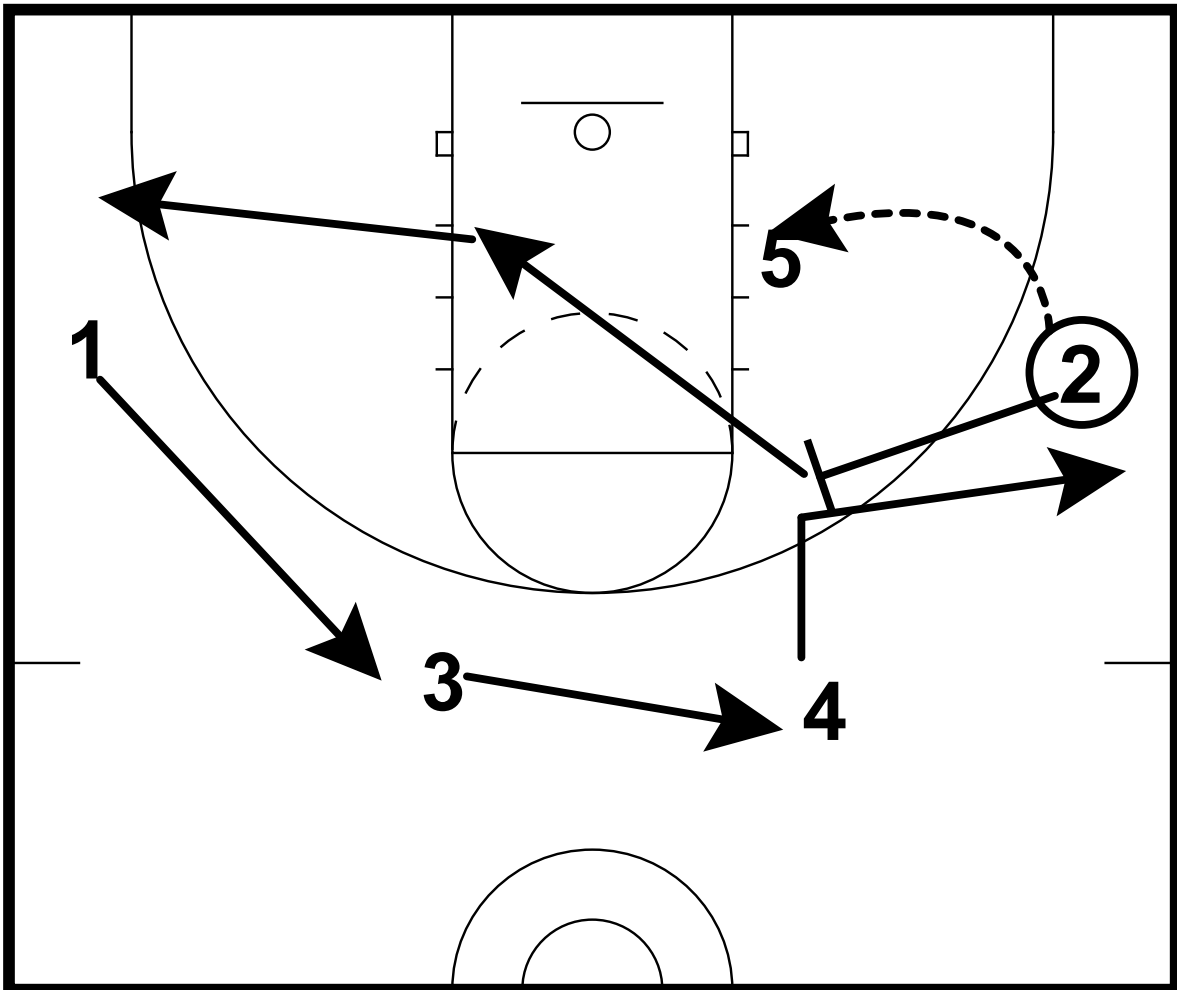
The next player, 4, will dive to the rim and out.

3 will move over to the ballside ALLEY

2 will move from SLOT to ALLEY

Actions

Actions: Post Feeds Swing Offense



OPTION 3 Split Cut

Here 2 will feed 5 and screen at the elbow for the next guard.

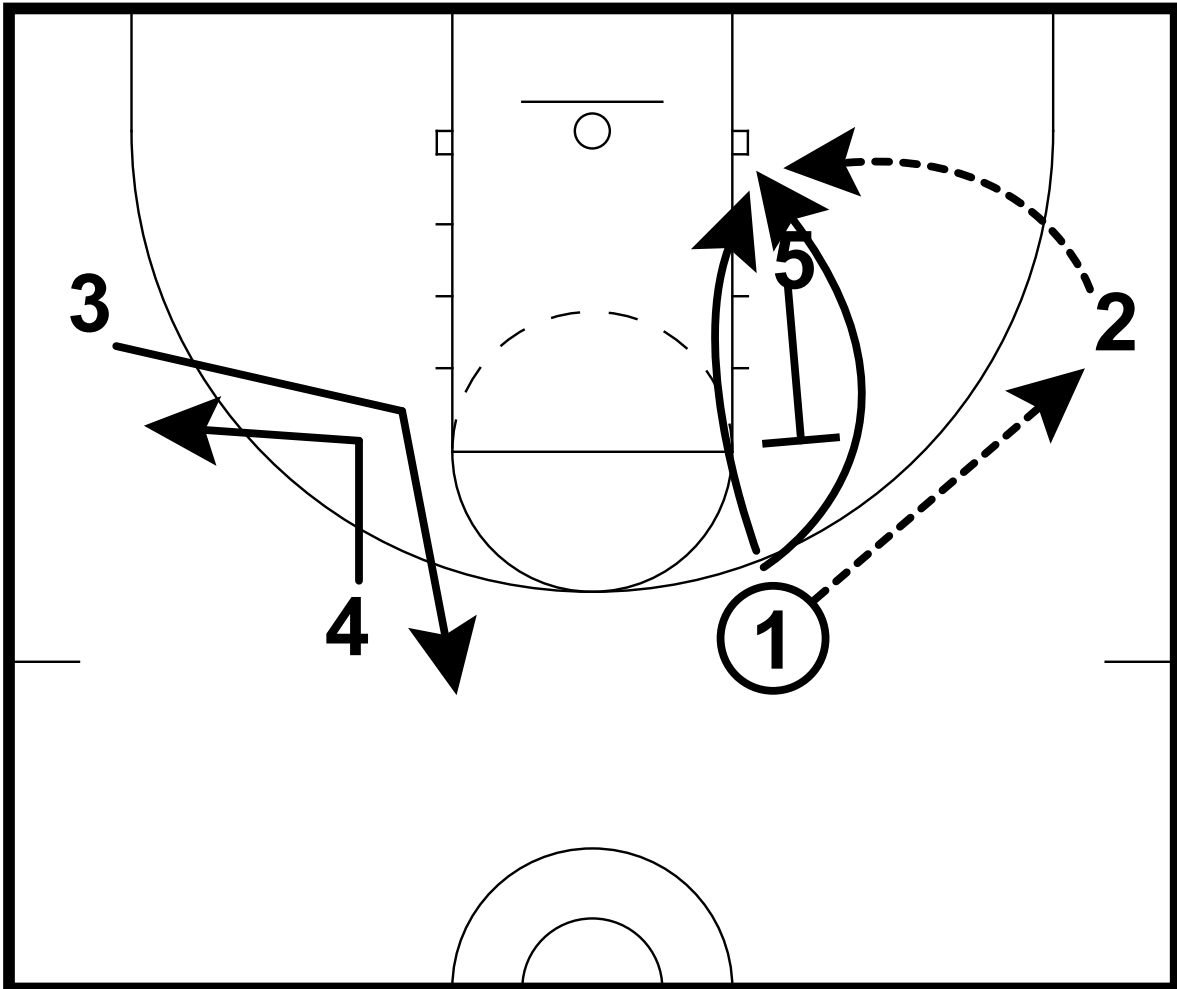
4 will move to the elbow and read his defender.

Here 4 comes out, so 2 will dive to the rim.

3 and 1 will move up.

Actions

Actions: Alley Screen Swing Offense



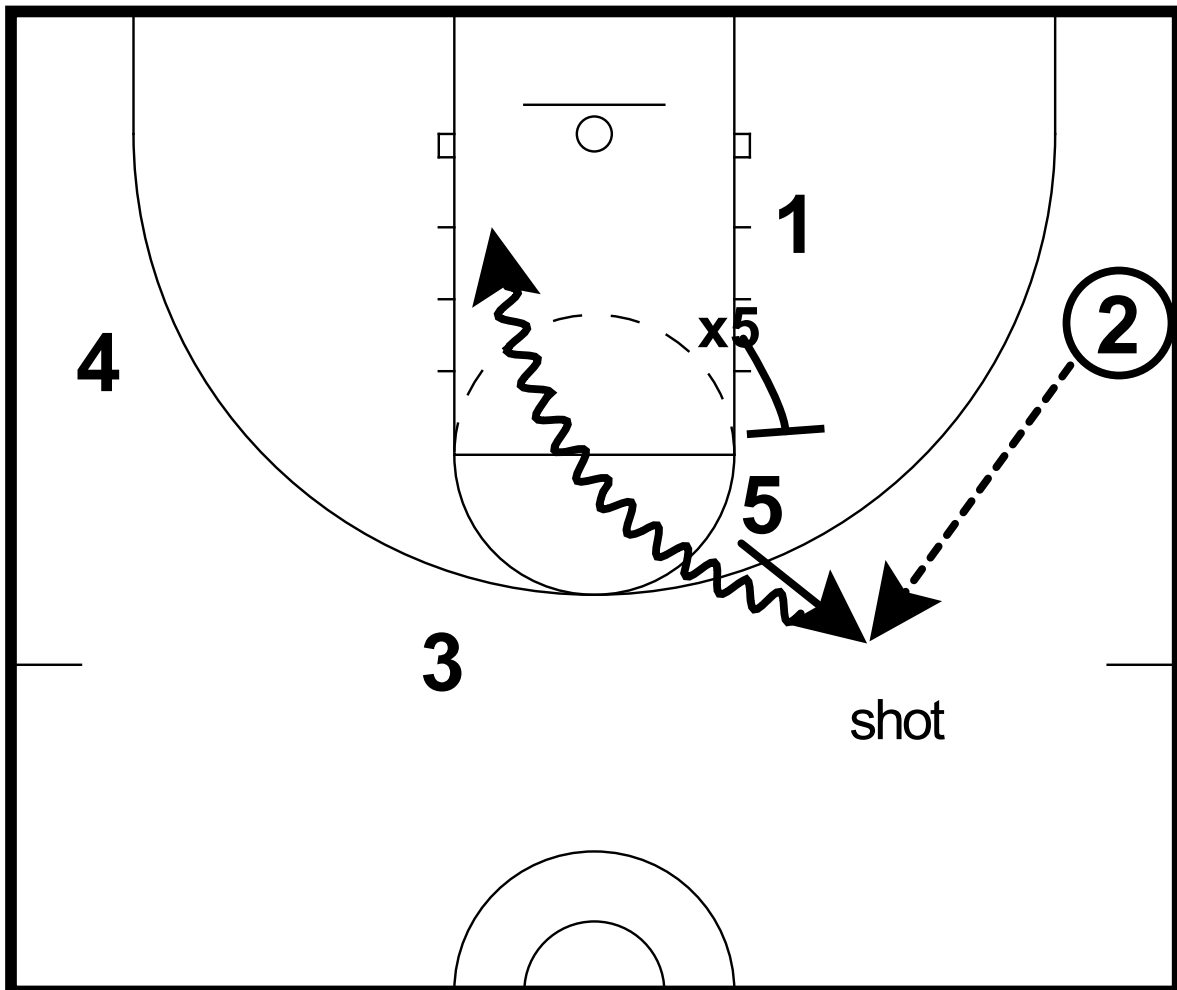
The cutter can go either side of the ALLEY SCREEN.

We tell them to take the path of least resistance. Don't fight with the defender.

We usually hit the cutter on the baseline side with a quick bounce pass.

Actions

Actions: Alley Screen Swing Offense



when the defense is focused on stopping the cutter the screener will be left to score.

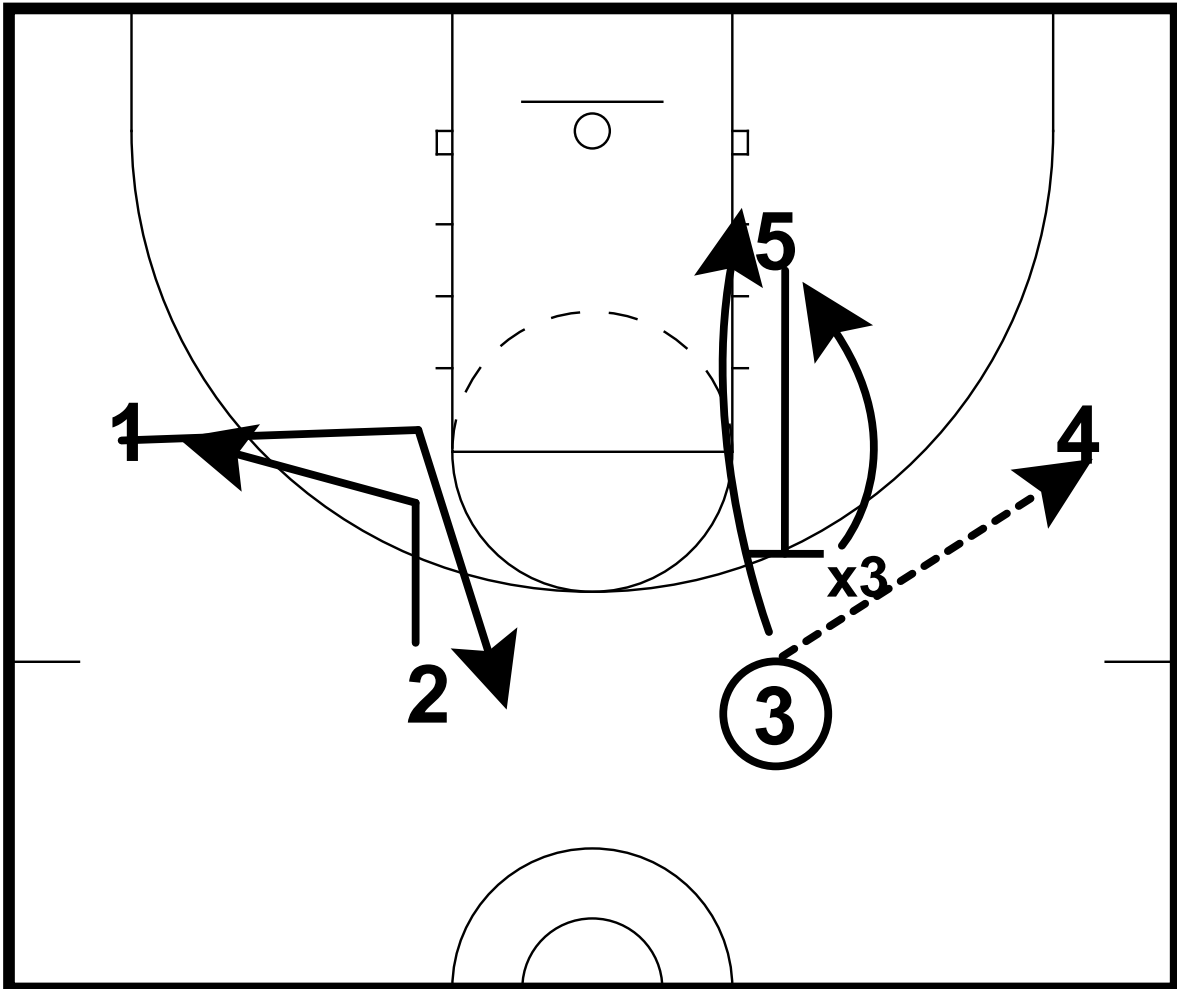
He will step out looking for a shot.

If he sees a gap, he may rip and drive

THE ALLEY SCREEN CREATES CLOSEOUT BASKETBALL FOR THE OFFENSE

Actions

Actions: High Low Feeds Swing Offense



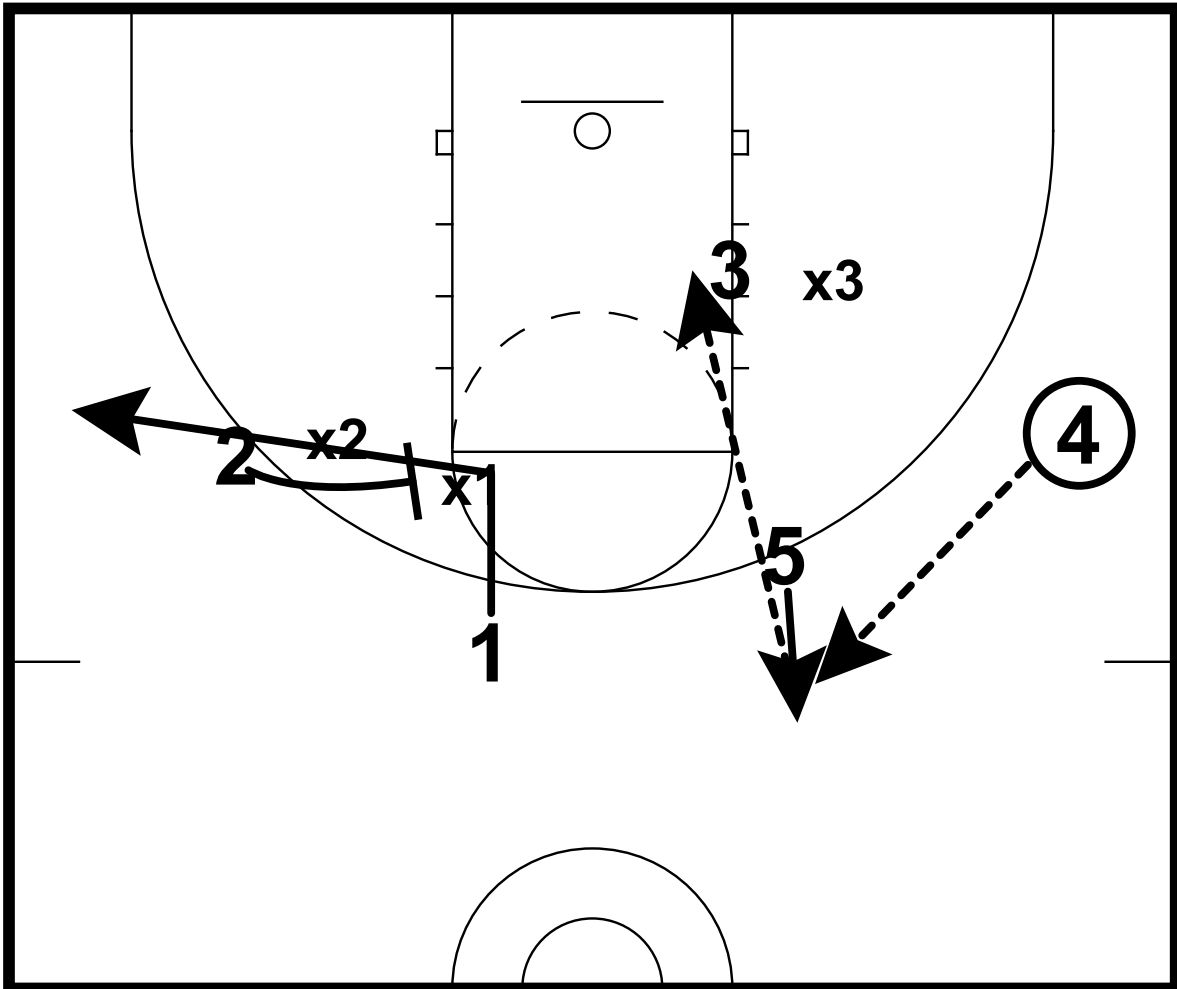
We never want to neglect the opportunity for HIGH LOW post feeds.

If the defense takes away the pass from the wing to the cutter going low, they are usually on the ball side of the cut.

this leaves them open for high low feeds.

Actions

Actions: High Low Feeds Swing Offense



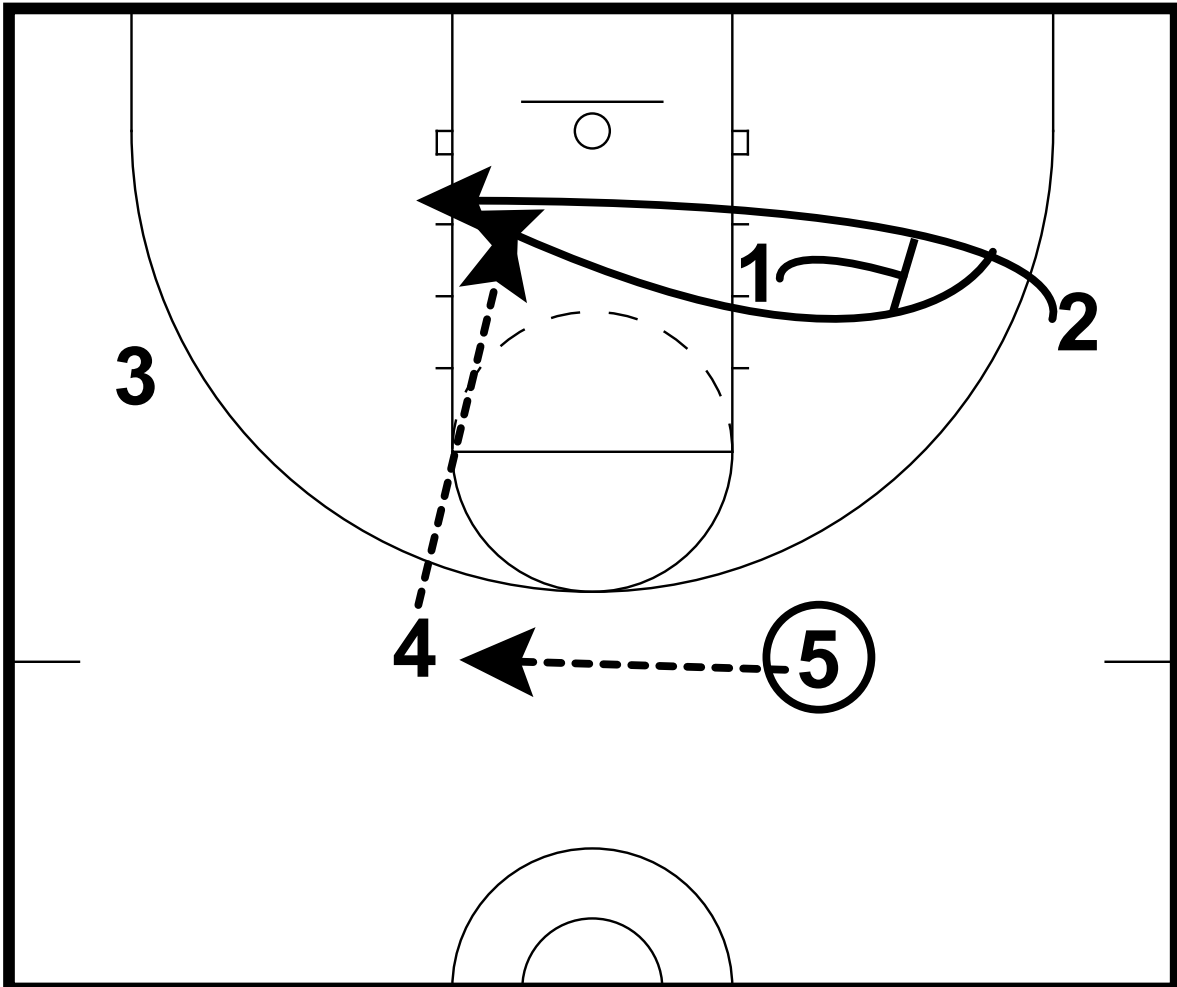
X3 is stuck on the outside because he tried to stop the cut.

X1 and X2 are caught up defending the DRIFT SCREEN

5 looks quickly for HIGH LOW pass.

Actions

Actions: Slot Screen Swing Offense



After the ALLEY SCREEN and the DRIFT SCREEN have taken place and the ball is reversed to the weakside ALLEY, 2 is going to run a baseline cut off of 1's screen.

IT IS IMPORTANT THE CUTTER IS GOING TO "CUT TO CATCH"

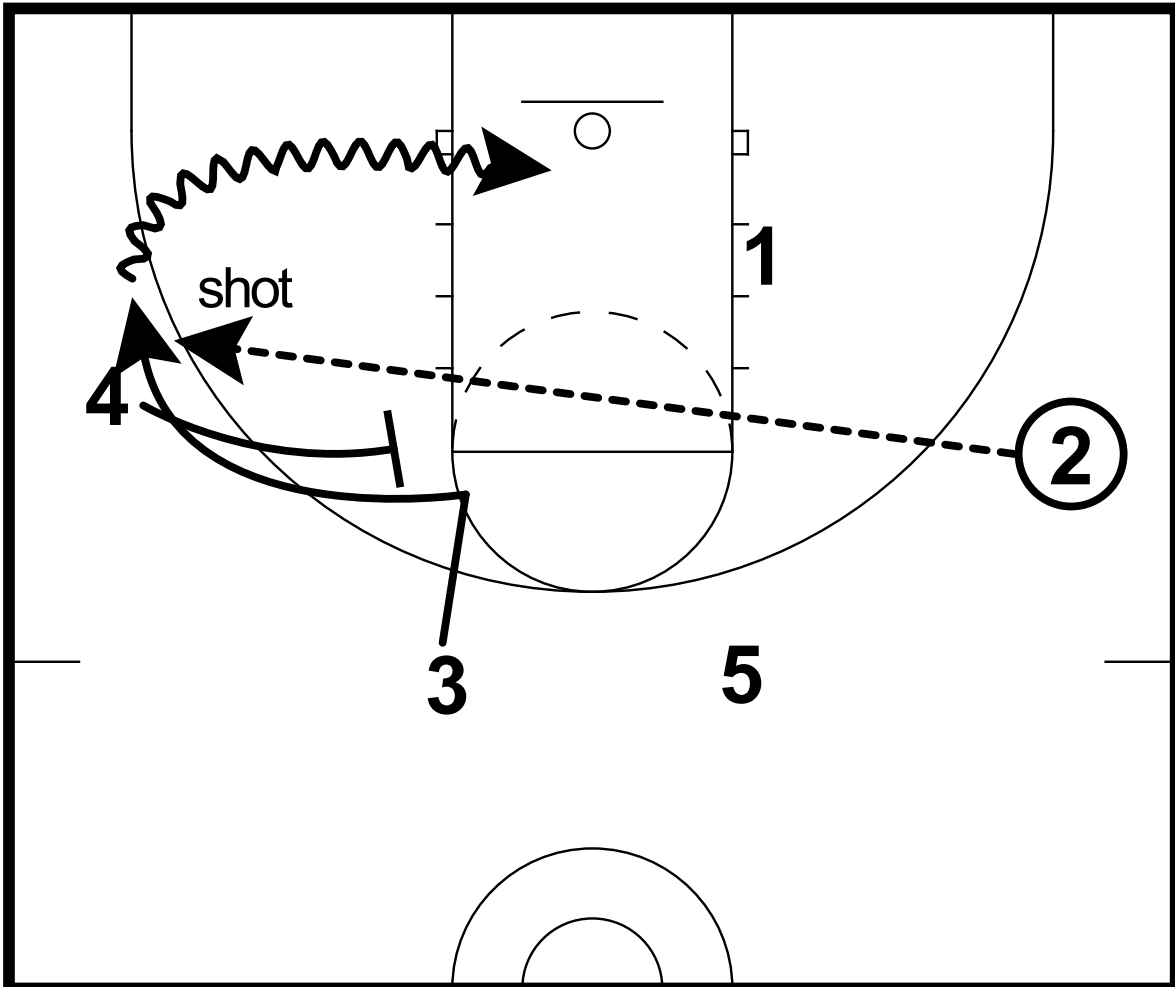
NOTE:

It is vital that 2 take his man to the screen set by 4.

2 could go OVER or UNDER the screen taking the "PATH OF LEAST RESISTANCE"

Actions

Actions: Drift Screen Swing Offense



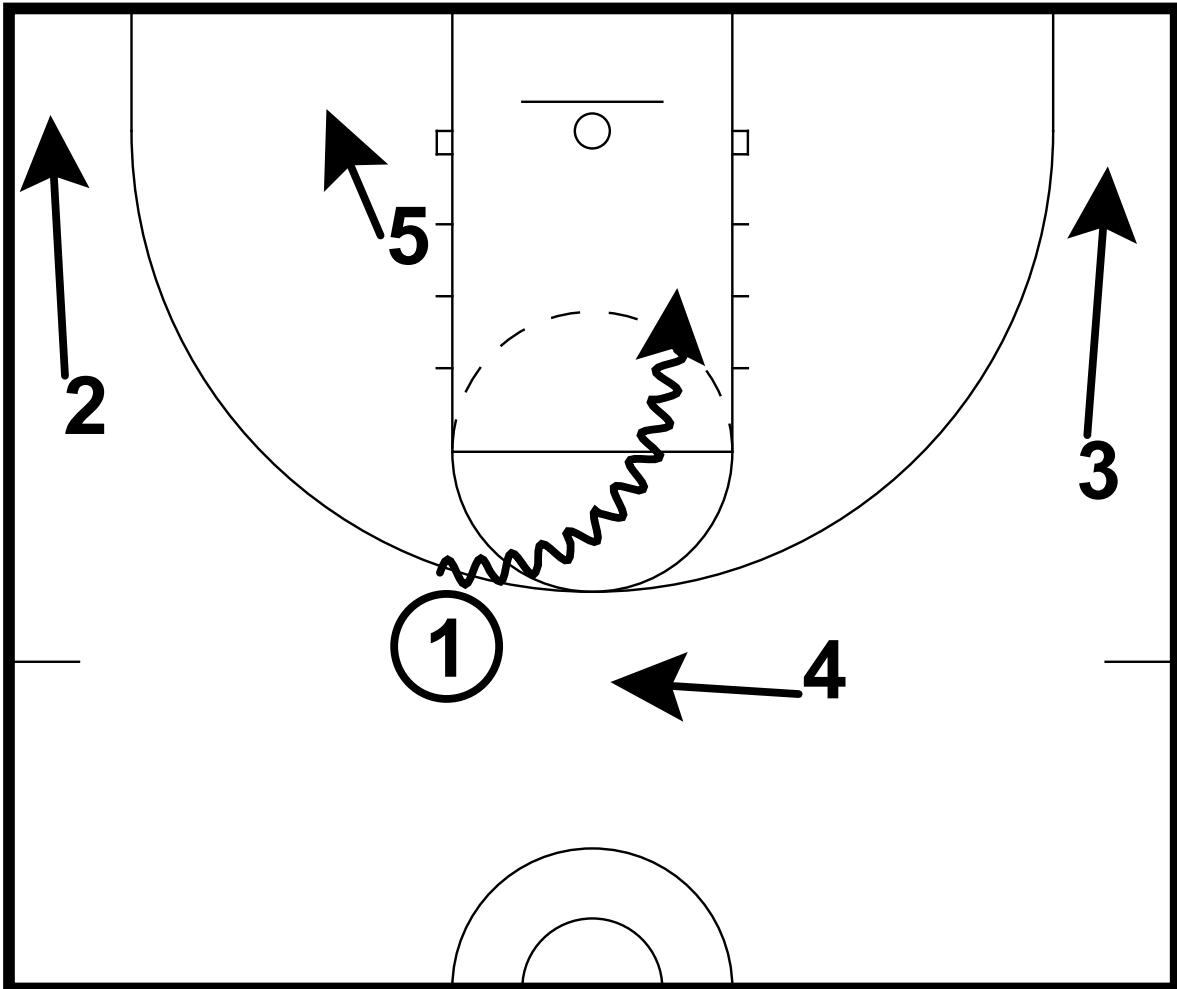
when 5 shaped up, we had a DRIFT SCREEN on the weakside at the opposite ELBOW.

rather than reverse the ball thru 5, 2 elects to skip on the drift screen.

3 can either shot the three or rip the ball to the rim.

Actions

Actions: Driving the Alley Swing Offense



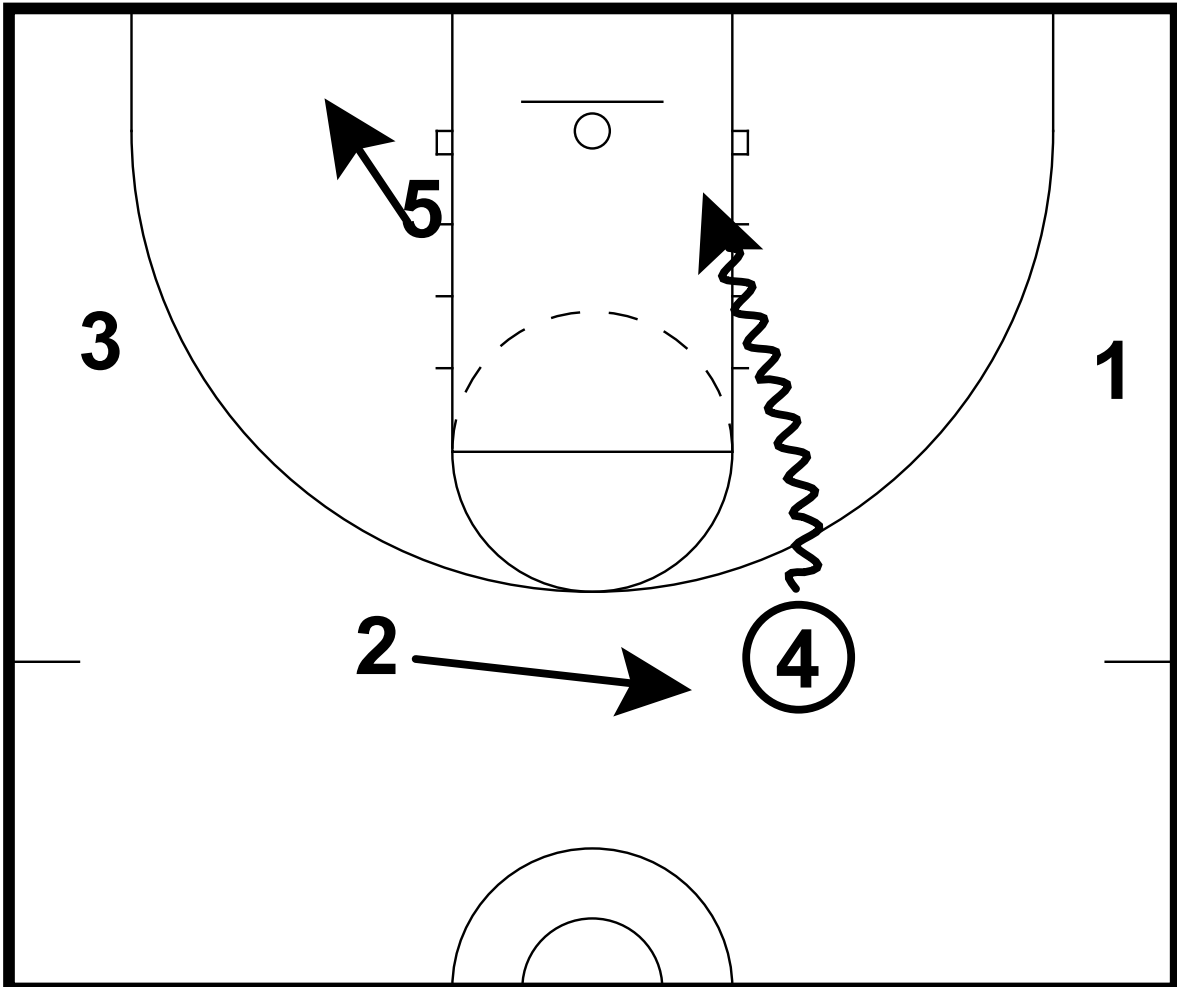
ALLEY DRIVE:

we need to have the players in the SLOT AREAS fill the corners

The player in the opposite ALLEY AREA, moves behind for a safety pass.

Actions

Actions: Driving the Alley Swing Offense



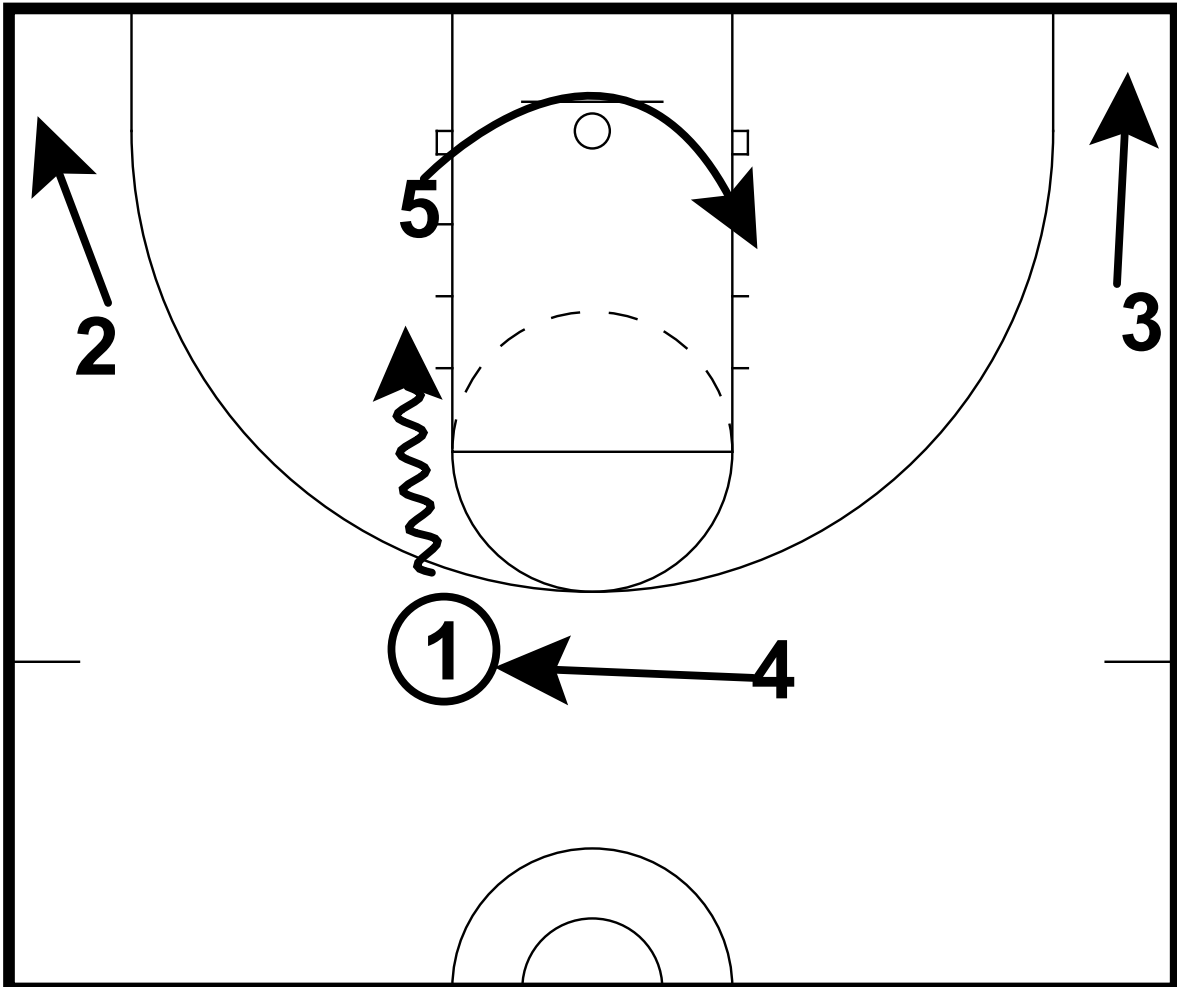
ALLEY DRIVE

The players in the SLOT AREAS will move to the corners.

The player in the opposite ALLEY AREA will move behind the drive, for a safety pass.

Actions

Actions: Driving the Alley Swing Offense



ALLEY DRIVE

ON any drive at the post, we want the SLOT players to fill the corners

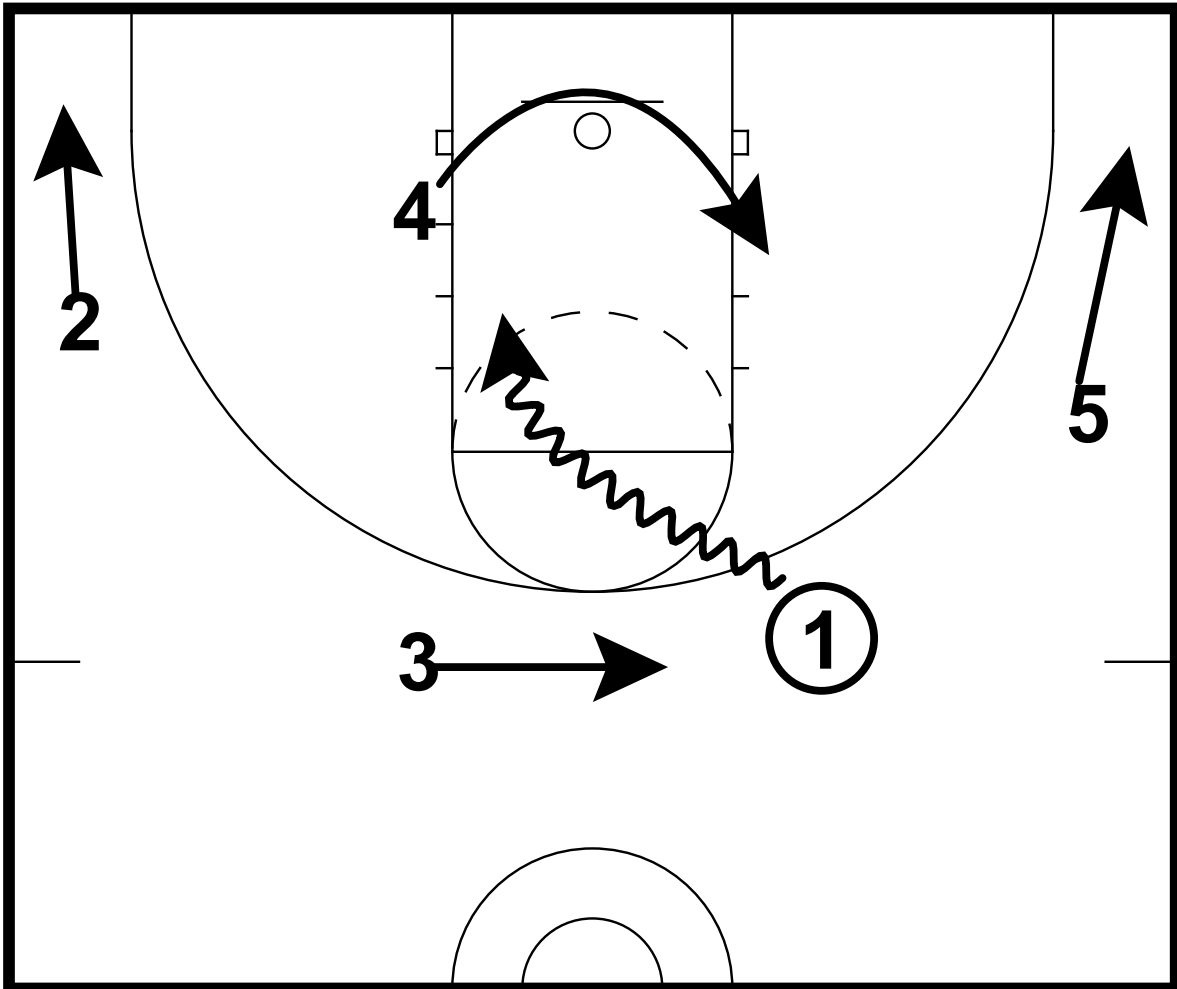
The opposite ALLEY player will fill behind

The post player will move under the goal opposite the drive.

this creates space for a drop pass.

Actions

Actions: Driving the Alley Swing Offense



ALLEY DRIVE

We want the corners filled

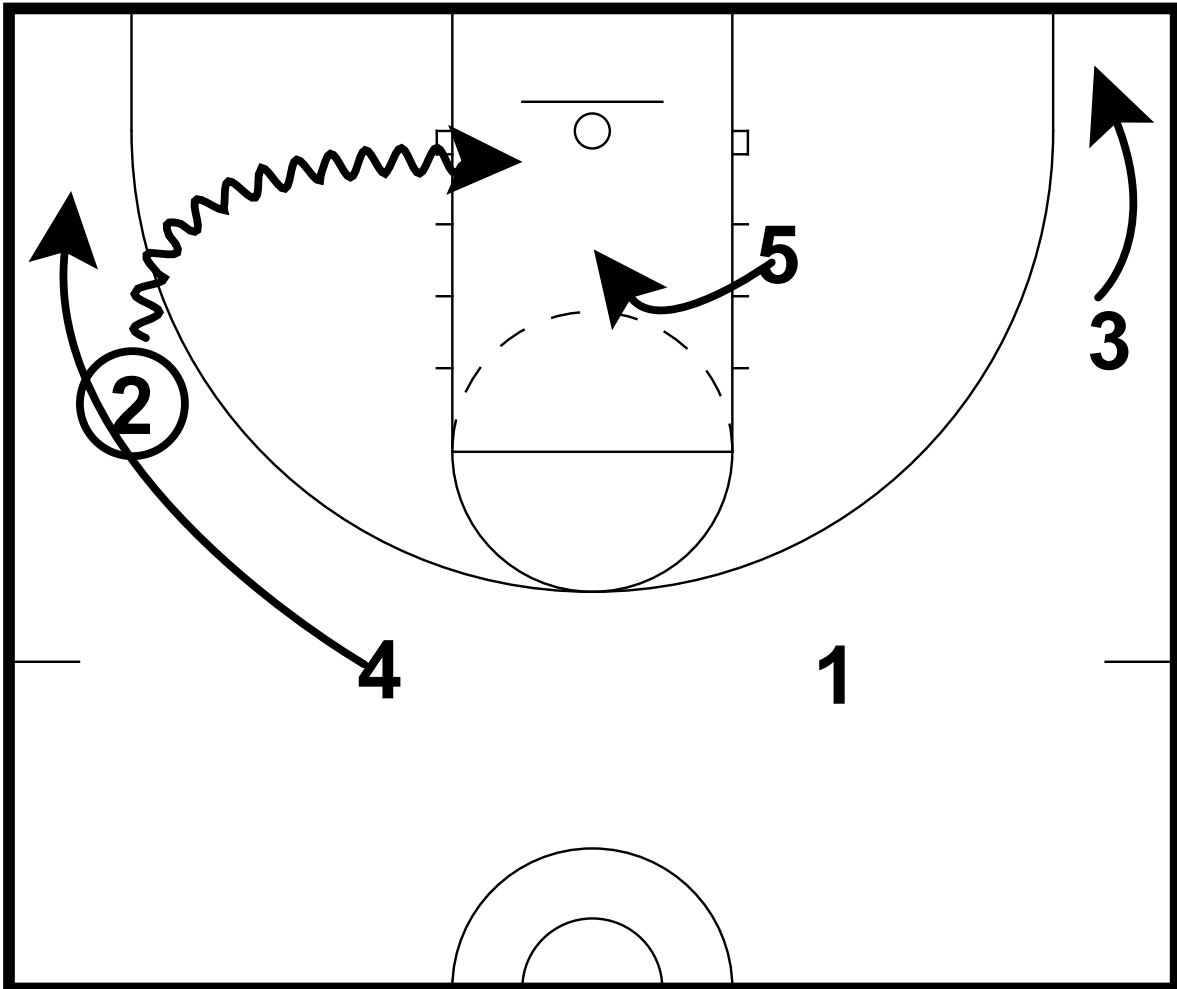
We want a safety pass

We want the post to move opposite

NOTE: IF THE DRIVER KICKS THE BALL OUT WHILE HE IS IN THE PAINT, WE LIKE HIM TO ASSUME THE POST POSITION.

Actions

Actions: Driving the Slot Swing Offense



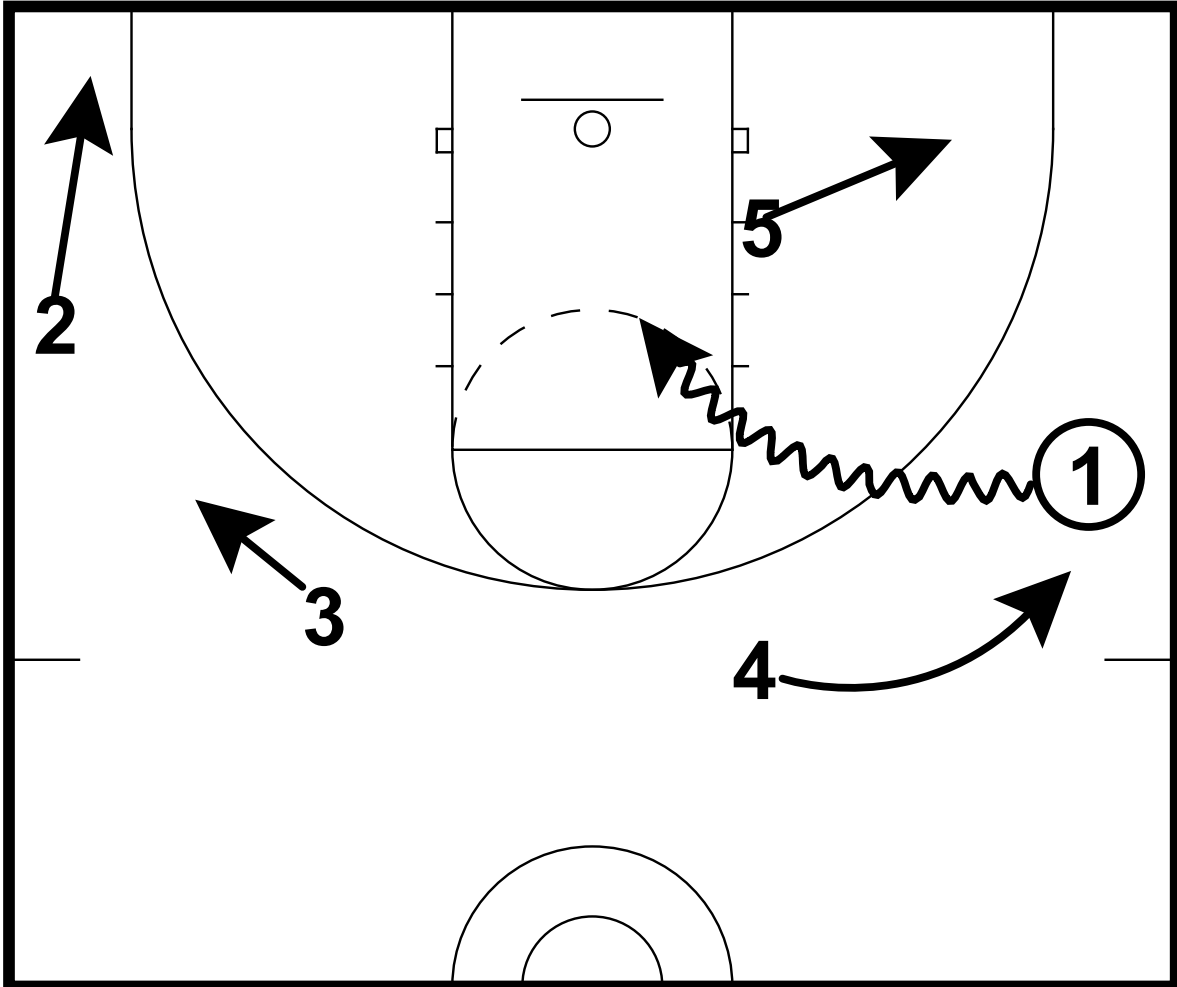
SLOT DRIVE

We want the corner filled

Here 5 is needs to move to the front of the rim.

Actions

Actions: Driving the Slot Swing Offense



SLOT DRIVE

post steps short corner

ballside ALLEY moves behind.

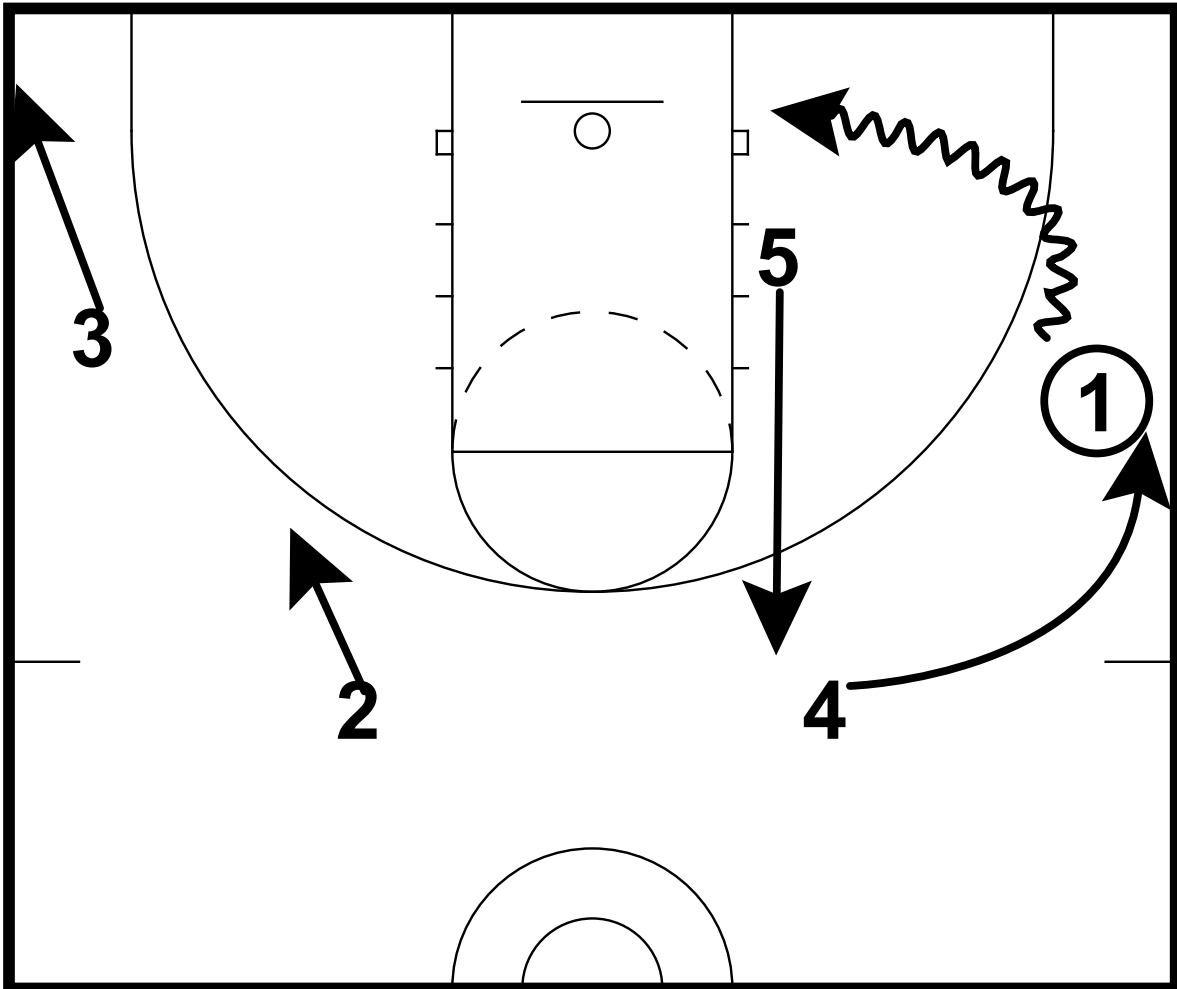
weaksid ALLEY fades

weaksid SLOT fades

NOTE: IF THE DRIVER KICKS THE BALL OUT WHILE HE IS IN THE PAINT, WE LIKE HIM TO ASSUME THE POST POSITION.

Actions

Actions: Driving the Slot Swing Offense

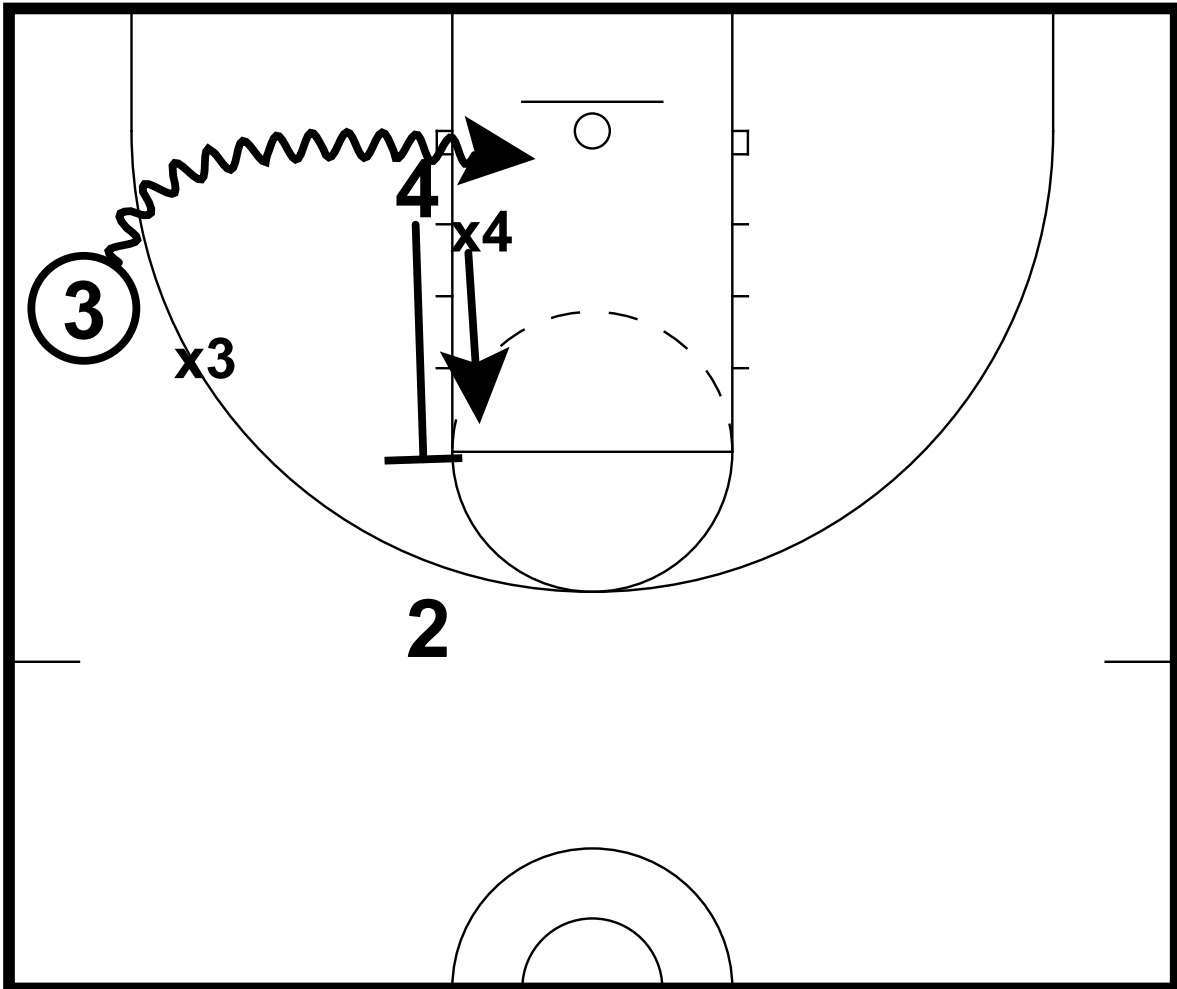


SLOT DRIVE: Below the post

- low post moves up to create space
- ballside ALLEY moves behind
- weakside SLOT fades
- weakside ALLEY comes behind.

Actions

Actions: versus overplay or teams that force baseline
Swing Offense



when teams are strongly overplaying and/or forcing baseline defensively.

Wing must look to attack the basket on the ALLEY SCREEN.

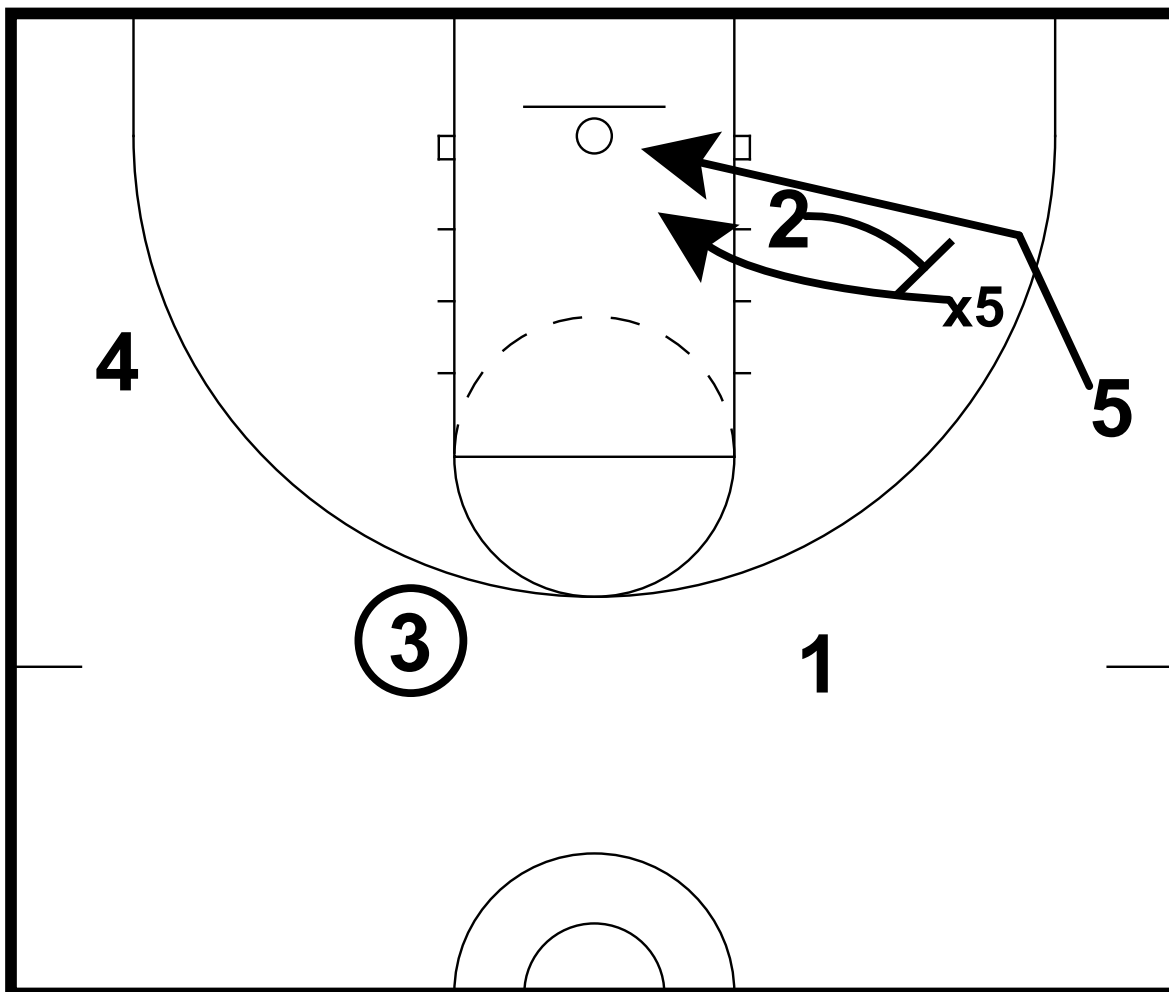
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Calls

CALLS: "Change" on the Slot screen.
Swing Offense



The ball has been reversed from GUARD TO GUARD.

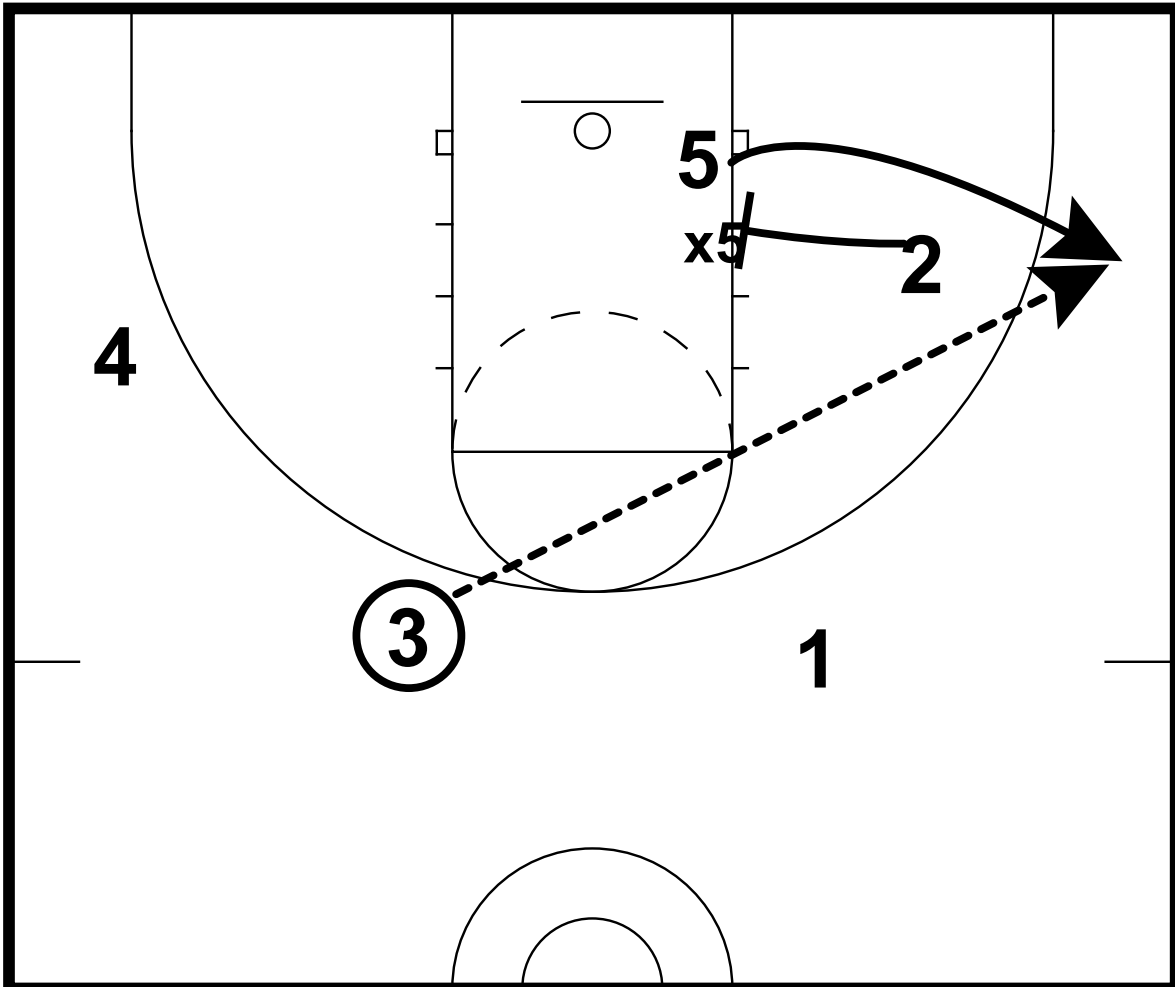
so 2 steps out to set the SLOT SCREEN.

If 5's defender is trying to go over the screen, the cutter should call "Change" and look to come back out off the rescreen. .

The screener will seal in for a post feed.

Calls

CALLS: "Change" on the Slot screen.
Swing Offense



2 will rescreen inside and seal the defender.

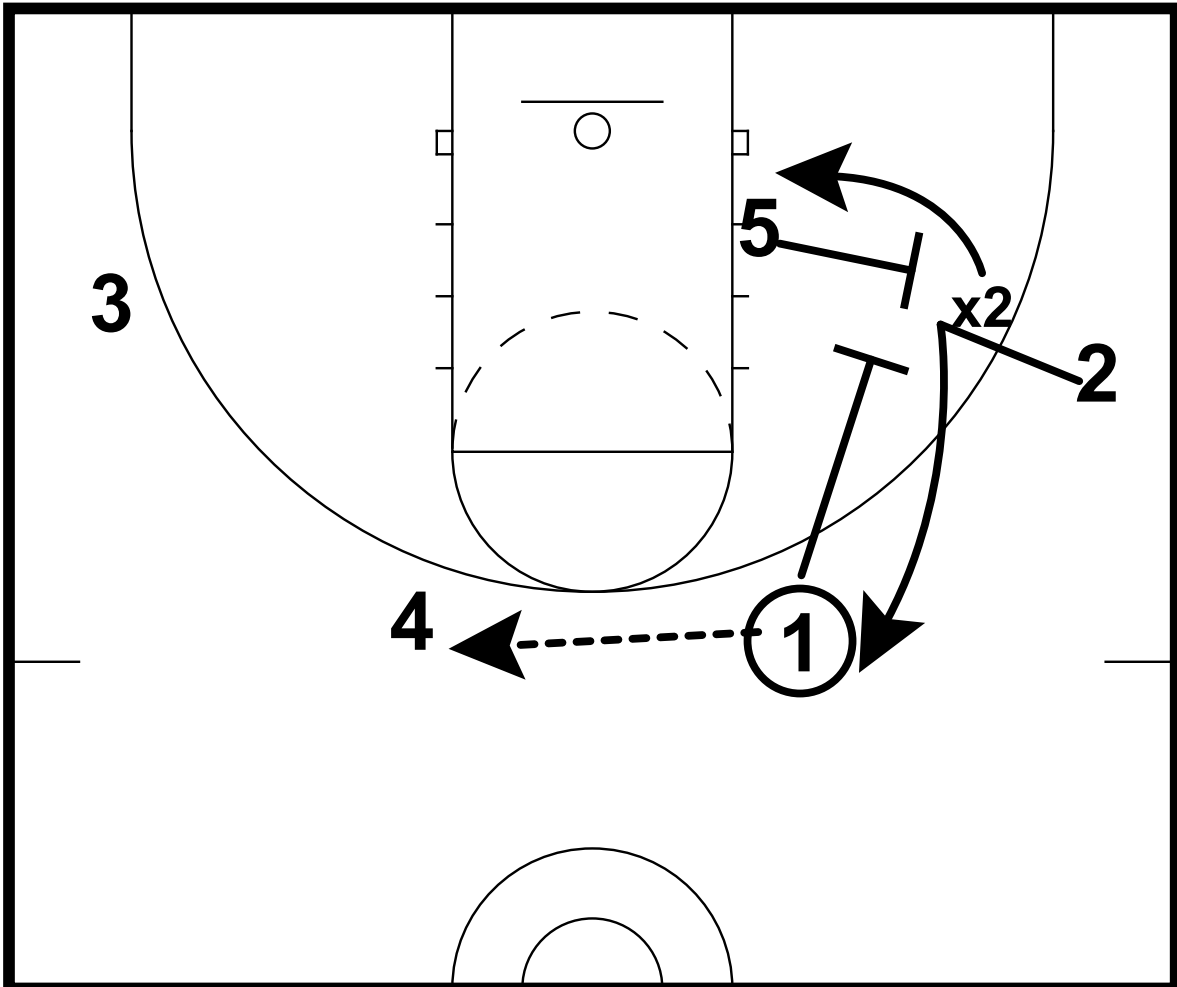
5 will come back out off the rescreen and look for a shot or a shot fake and drive.

WE ARE TRYING TO CREATE CLOSEOUT BASKETBALL

NOTE: THIS CALL CAN BE MADE ANYTIME DURING THE OFFENSIVE POSSESSION!

Calls

CALLS: "UP" on the Slot Screen
Swing Offense



UP call

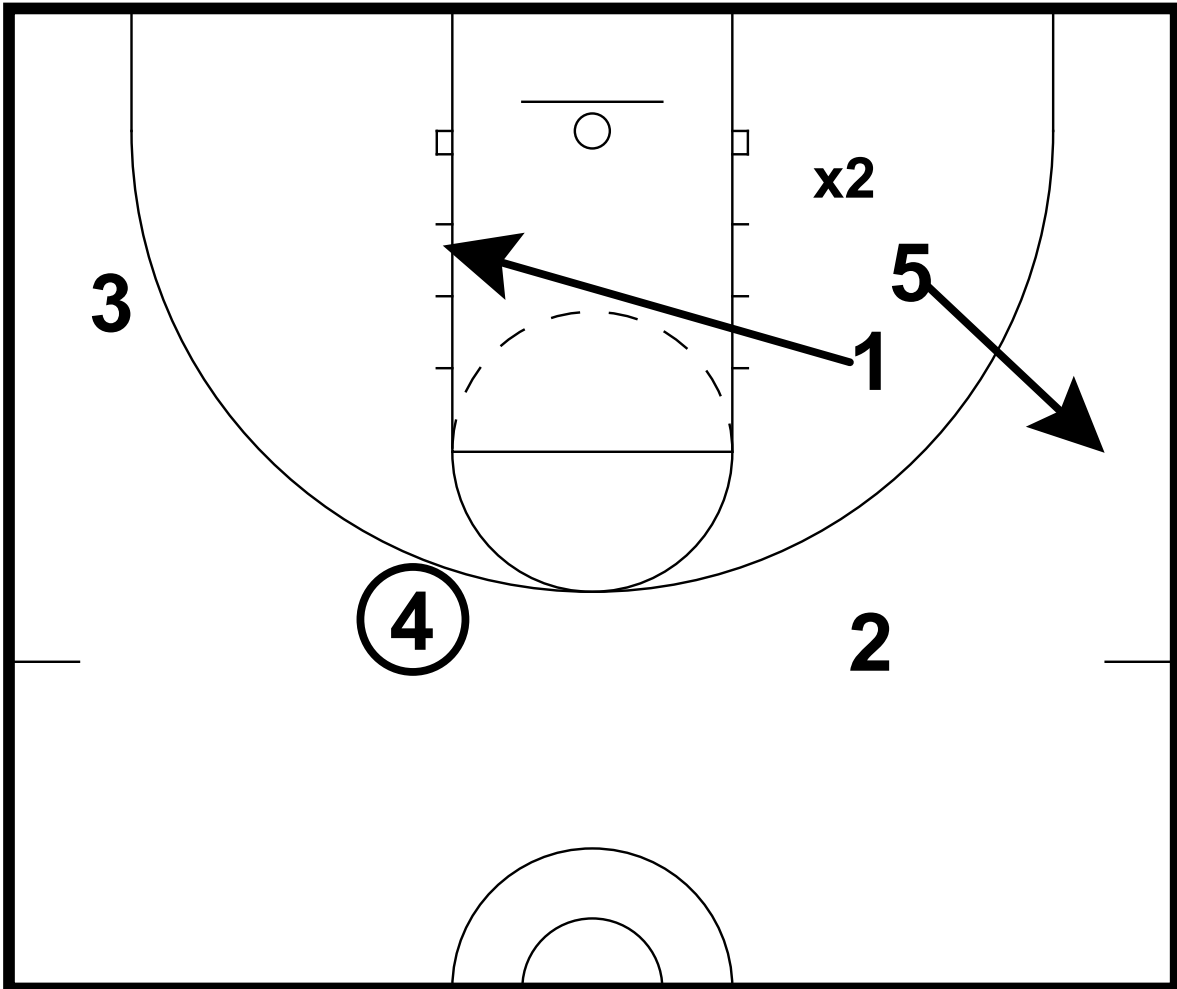
here the cutter reads that the defender is going under the screen.

2 calls "UP", this signals for the ALLEY player (1), to come and set a downscreen for him.

2 sprints to 5's screen then changes direction and comes up off 1's downscreen.

Calls

CALLS: "UP" on the Slot Screen
Swing Offense

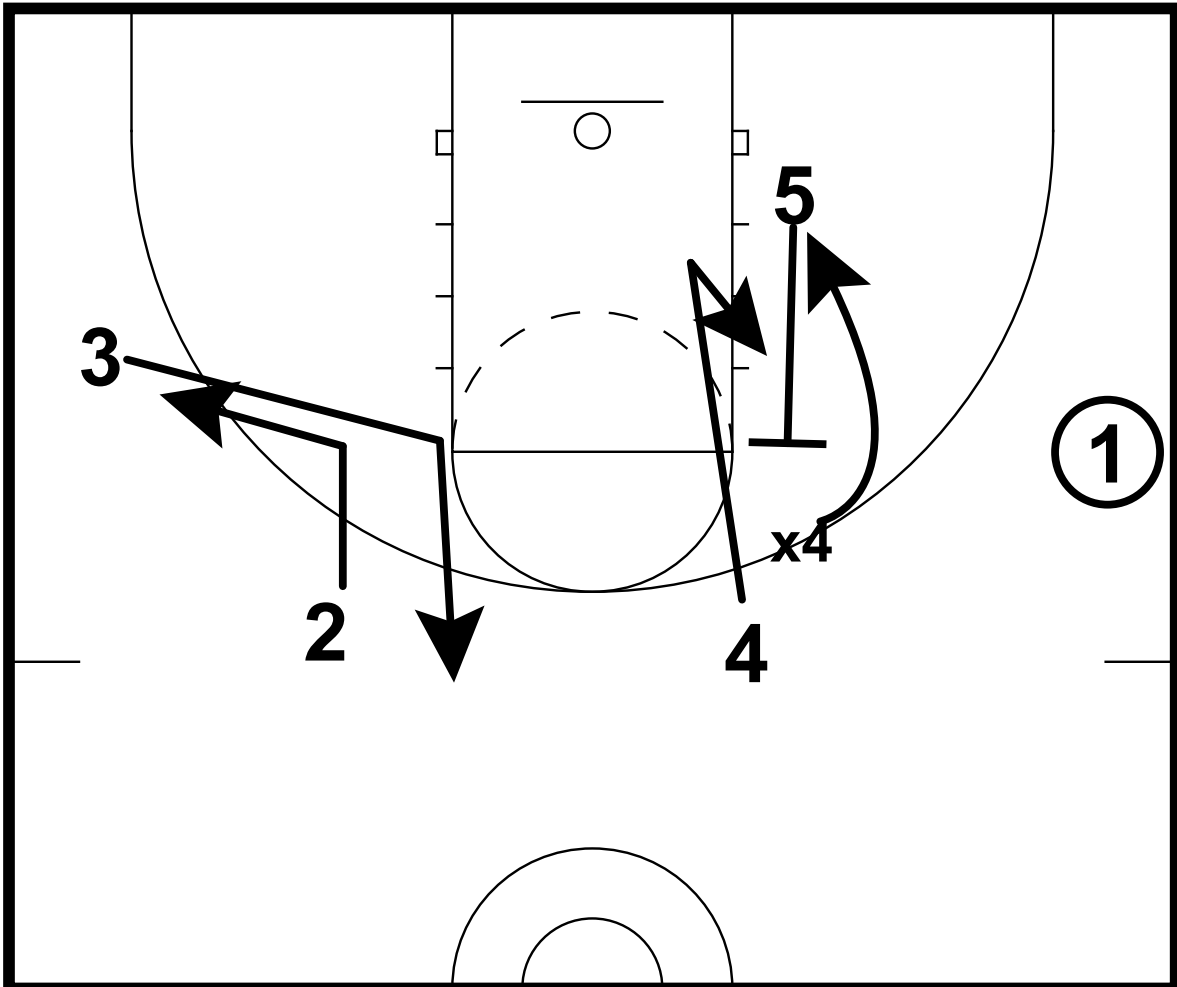


1 assumes the post position as 5 steps out.

NOTE: THIS CALL CAN BE MADE ANYTIME DURING THE OFFENSIVE POSSESSION

Calls

CALLS: "Change" on the alley screen.
Swing Offense



4's man tries to go over the top on the ALLEY SCREEN.

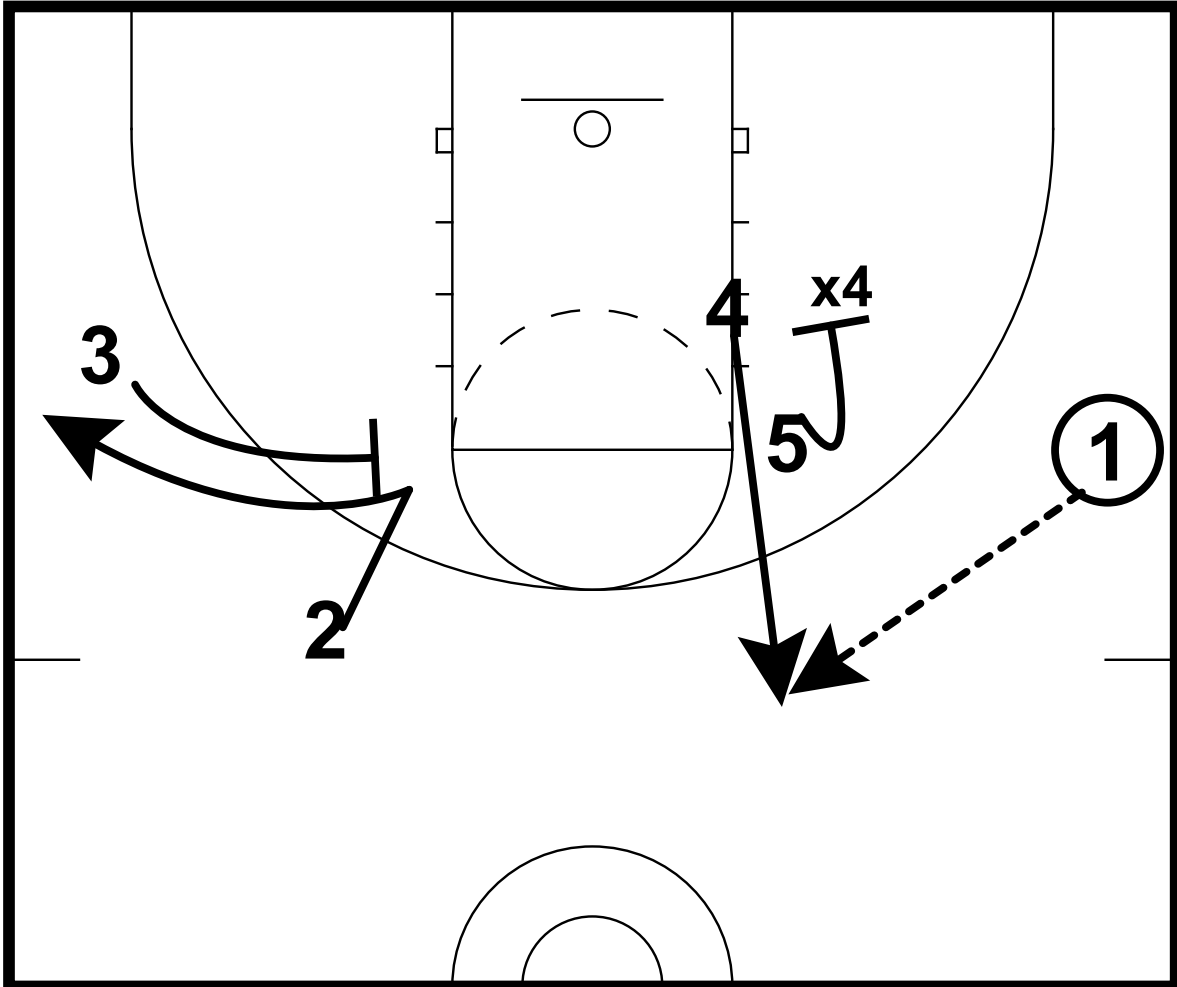
so 4 calls "change" on the screen, and pops back out.

NOTE: great 3pt shot opportunity.

5 will screen down on 4's defender and seal in the post.

Calls

CALLS: "Change" on the alley screen.
Swing Offense



4 comes back up off the "Change" call.

5 seals 4's defender inside.

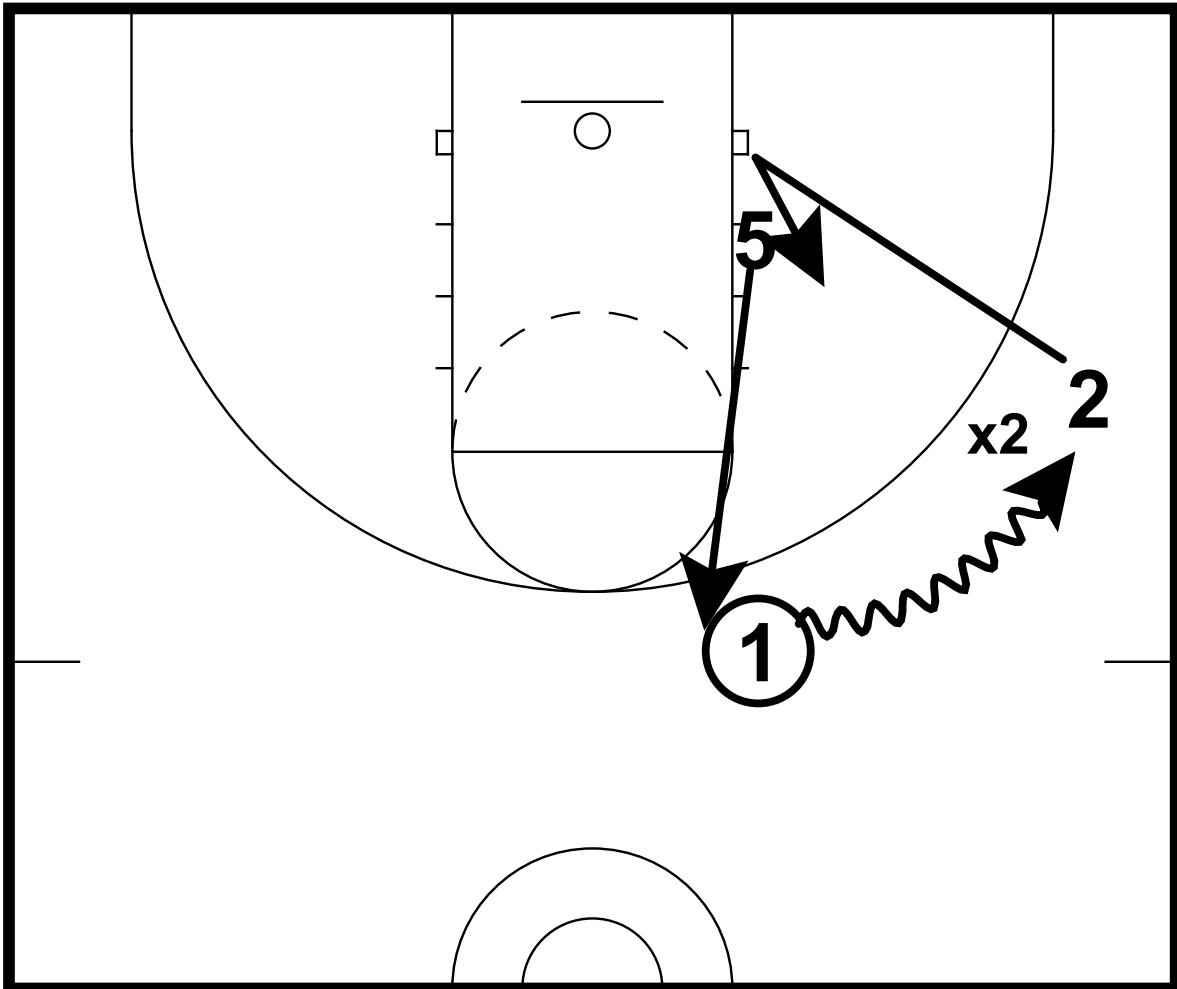
4 looks for shot or a shot fake and drive.

WE ARE TRYING TO CREATE CLOSEOUT BASKETBALL.

NOTE: THIS CALL CAN BE MADE ANYTIME DURING THE OFFENSIVE POSSESSION

Calls

CALLS: "Wheel" Guard to Wing / Wing to Guard denied
Swing Offense



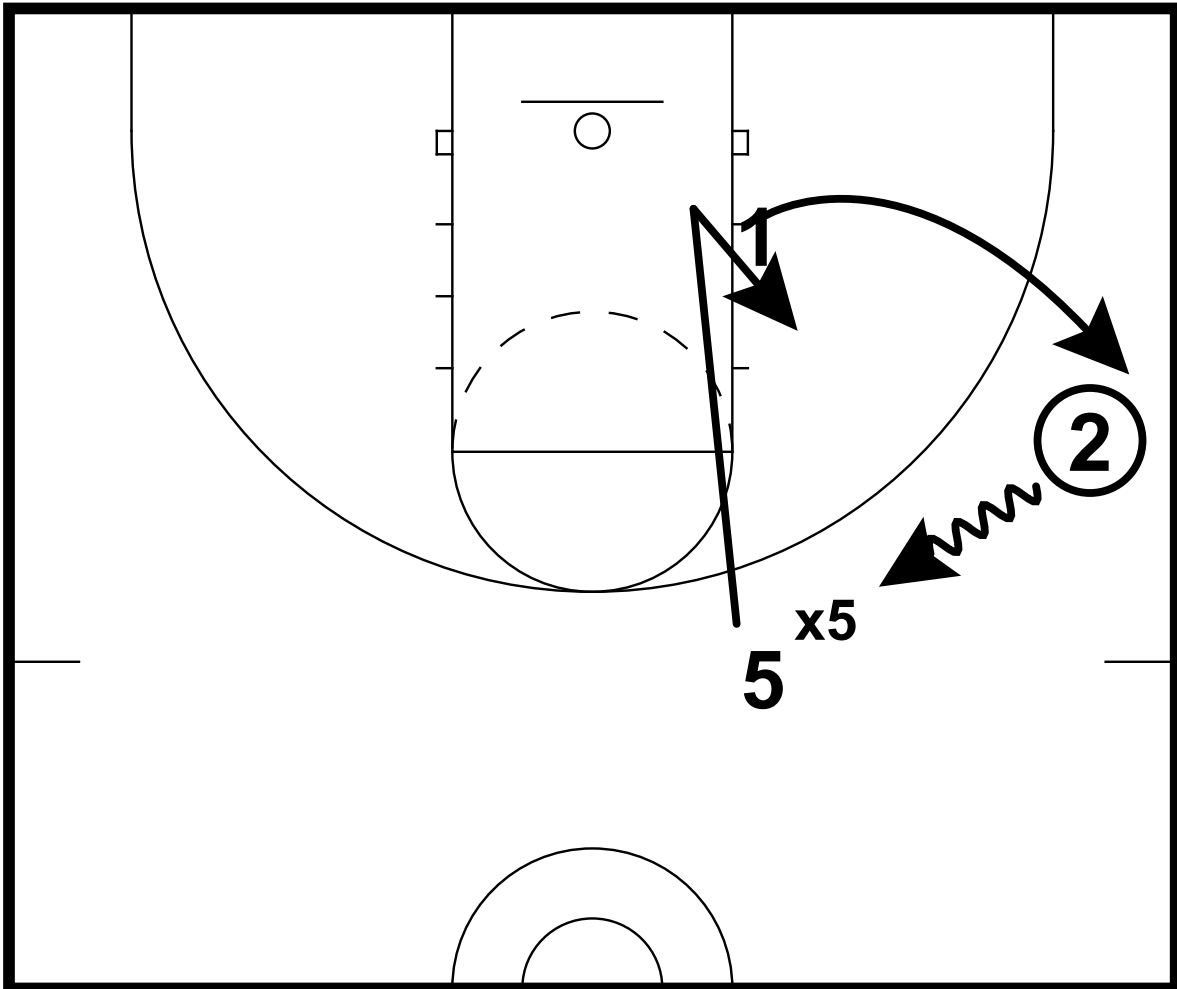
1 will DRIBBLE AT 2, looking for a quick backdoor pass.

5 will see the DAT and move out to the alley area.

2 will V cut and post his defender hard if no backdoor pass was made.

Calls

CALLS: "Wheel" Guard to Wing / Wing to Guard denied
Swing Offense



here the WING TO GUARD pass is being denied.

2 will DRIBBLE AT 5's defender.

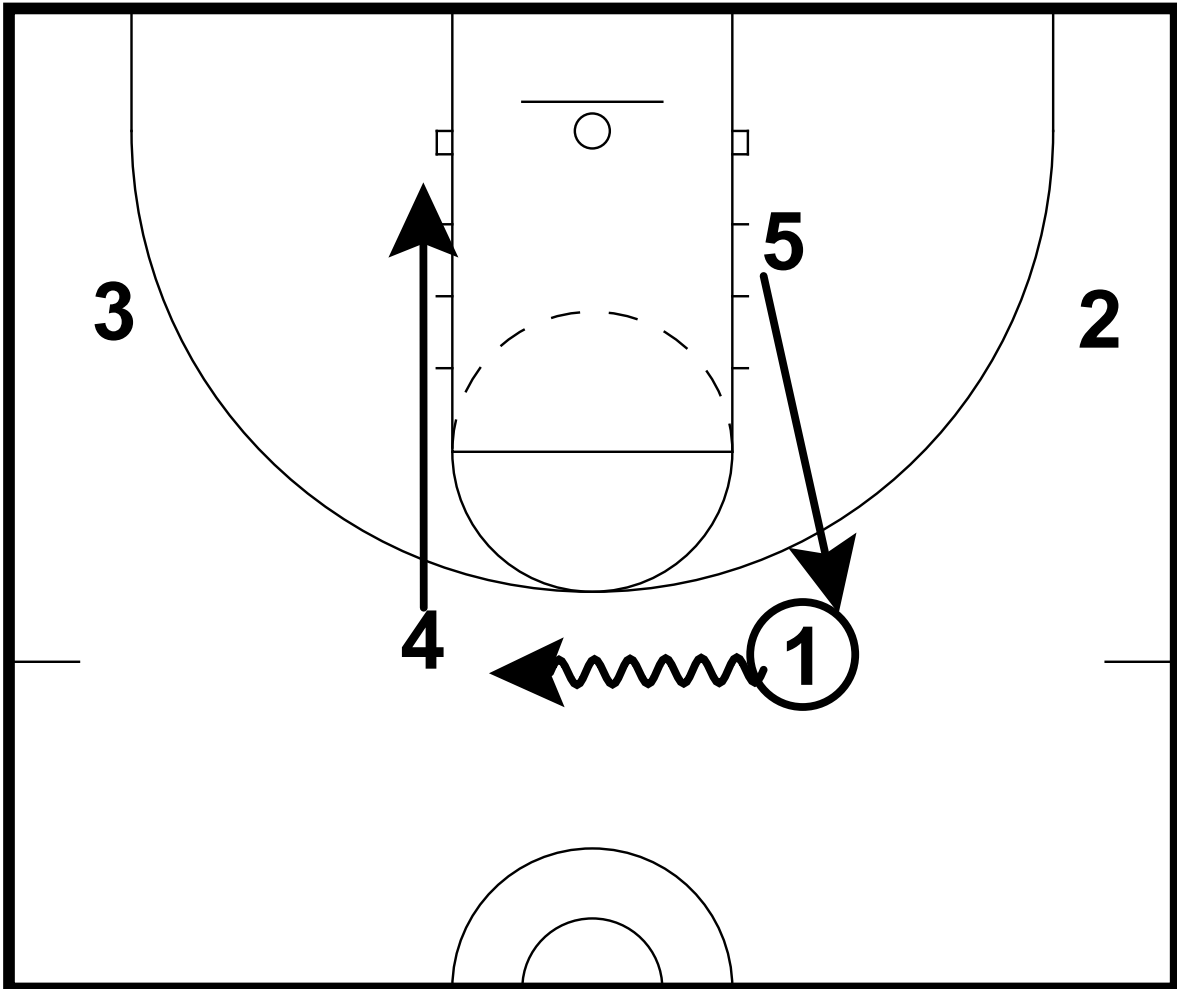
5 will backcut down the lane looking for a backdoor pass.

1 will see the BINGO action and move out to the wing.

NOTE: THIS CALL CAN BE MADE ANYTIME DURING THE OFFENSIVE POSSESSION

Calls

CALLS: "Wheel" Guard to Guard denied
Swing Offense



GUARD TO GUARD IS DENIED

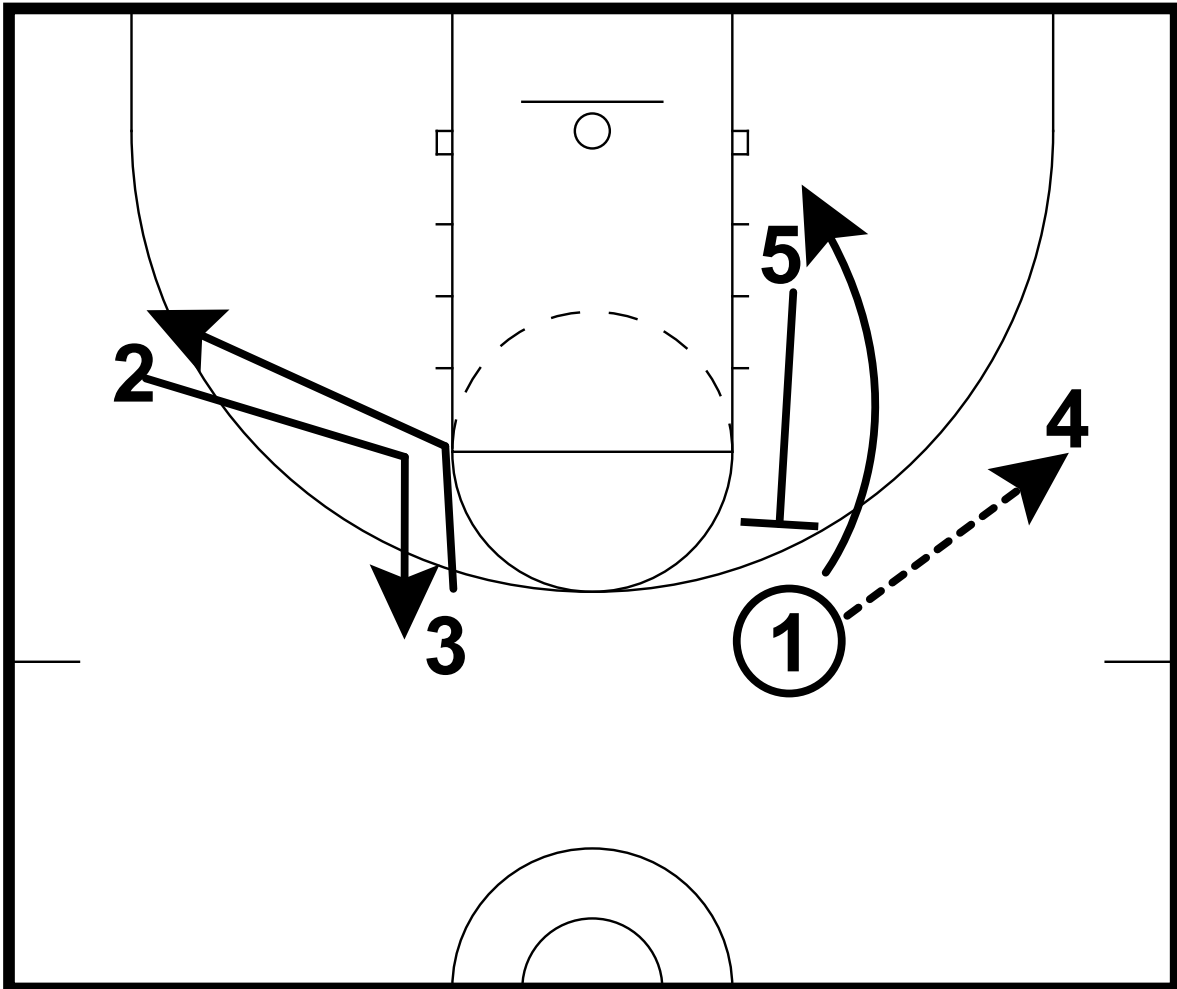
we could go "Wheel action" across the top.

1 will dribble at 4 and cut him to the post as 5 comes up to the ALLEY.

NOTE: THIS CALL CAN BE MADE ANYTIME DURING THE OFFENSIVE POSSESSION

Calls

CALLS: "Utah" guard to wing pass
Swing Offense



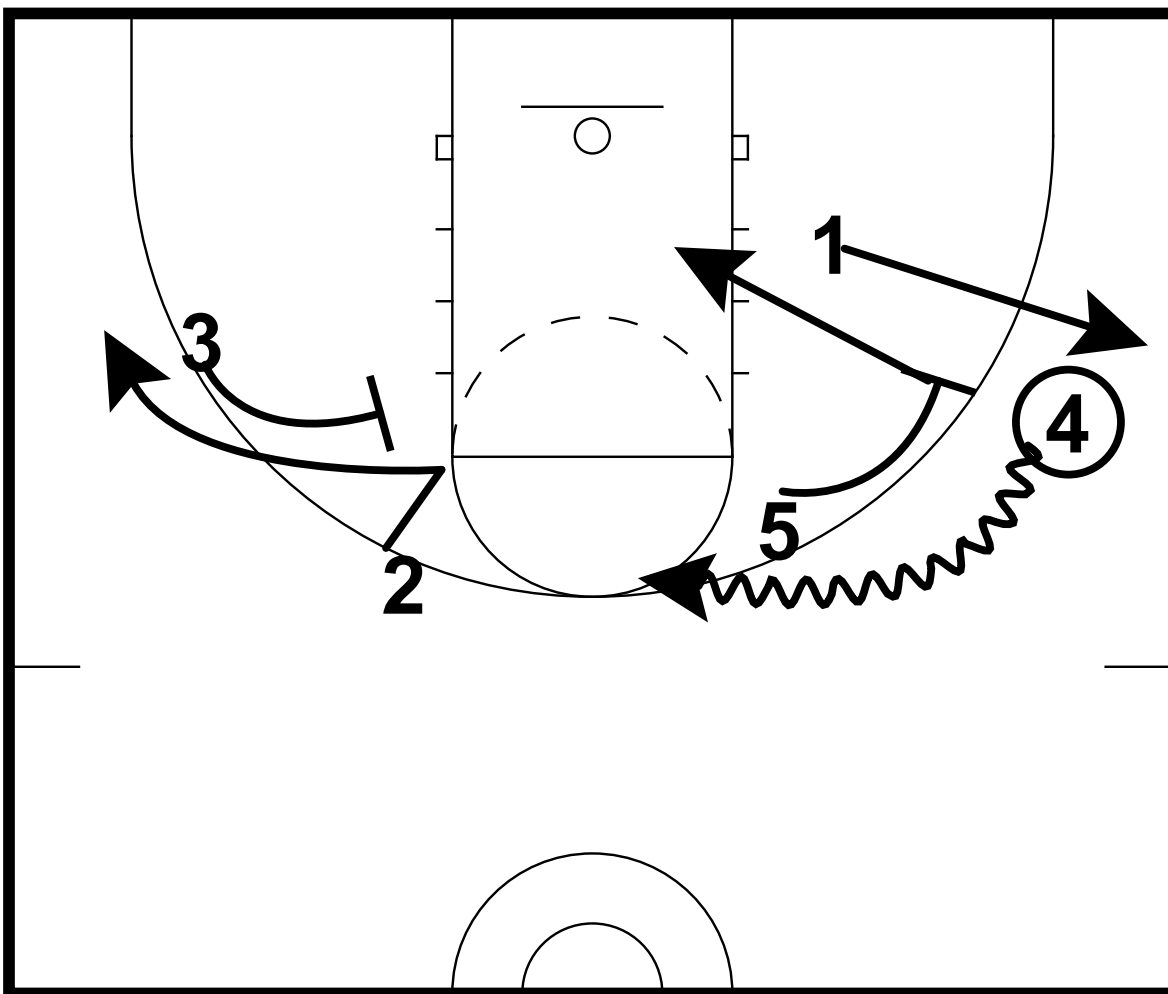
The ALLEY guard calls "UTAH" and signals that we will set a side ball screen, after the ALLEY screen.

1 hits 4 and comes off the ALLEY screen from 5

3 and 2 exchange.

Calls

CALLS: "Utah" guard to wing pass
Swing Offense



5 comes out to set a side ballscreen on 4

5 will roll as 1 comes back out to the perimeter

NOTE: you can decide if you would rather have 5 downscreen for 1 or 1 backscreen for 5. I prefer the simple exchange.

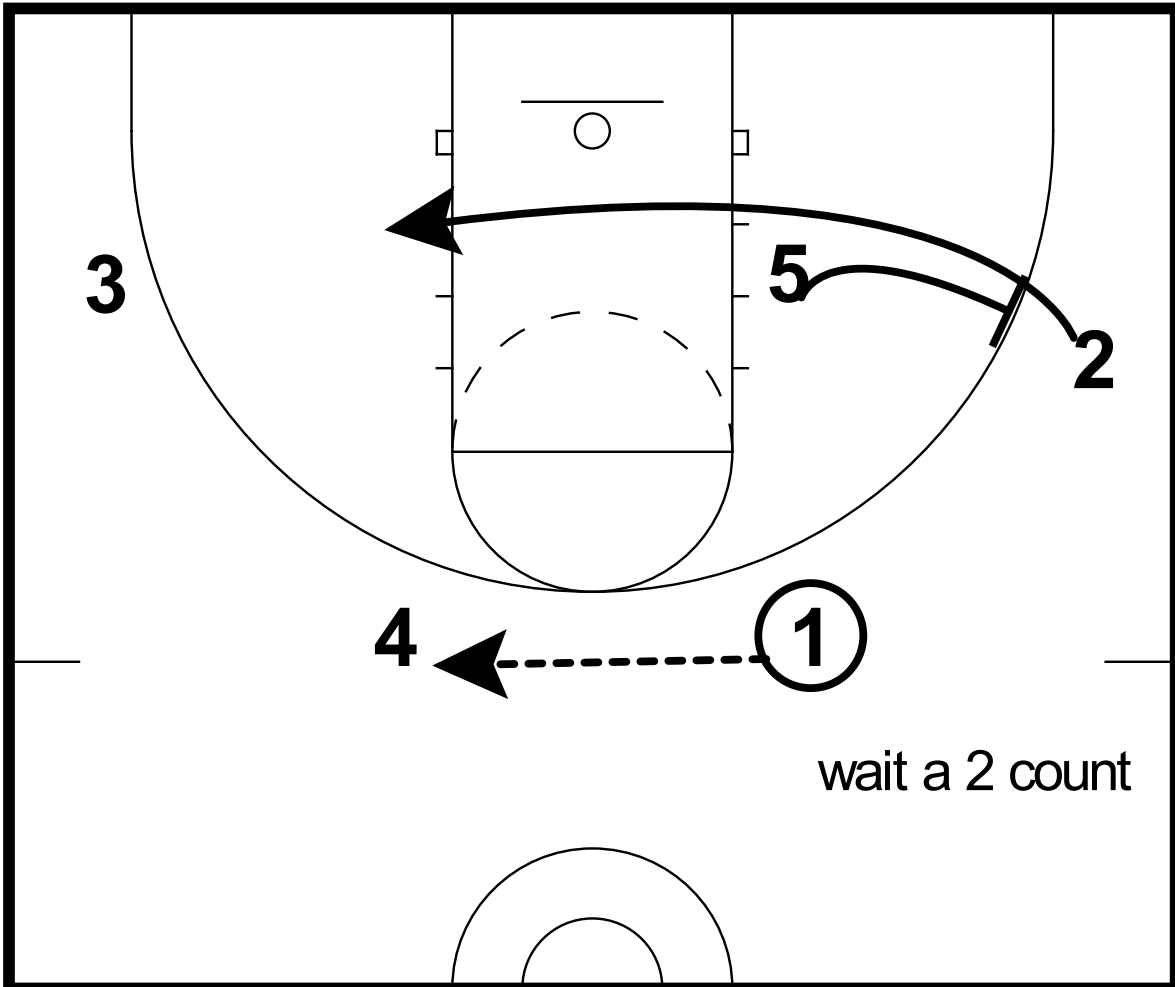
3 will set the DRIFT screen for 2.

4 looks to score, drop to 5, kickout to 2 or kickback to 1.

NOTE: THIS CALL CAN BE MADE ANYTIME DURING THE OFFENSIVE POSSESSION

Calls

CALLS: "Follow" on guard to guard pass
Swing Offense



Alley player with the ball makes the "Follow" call.

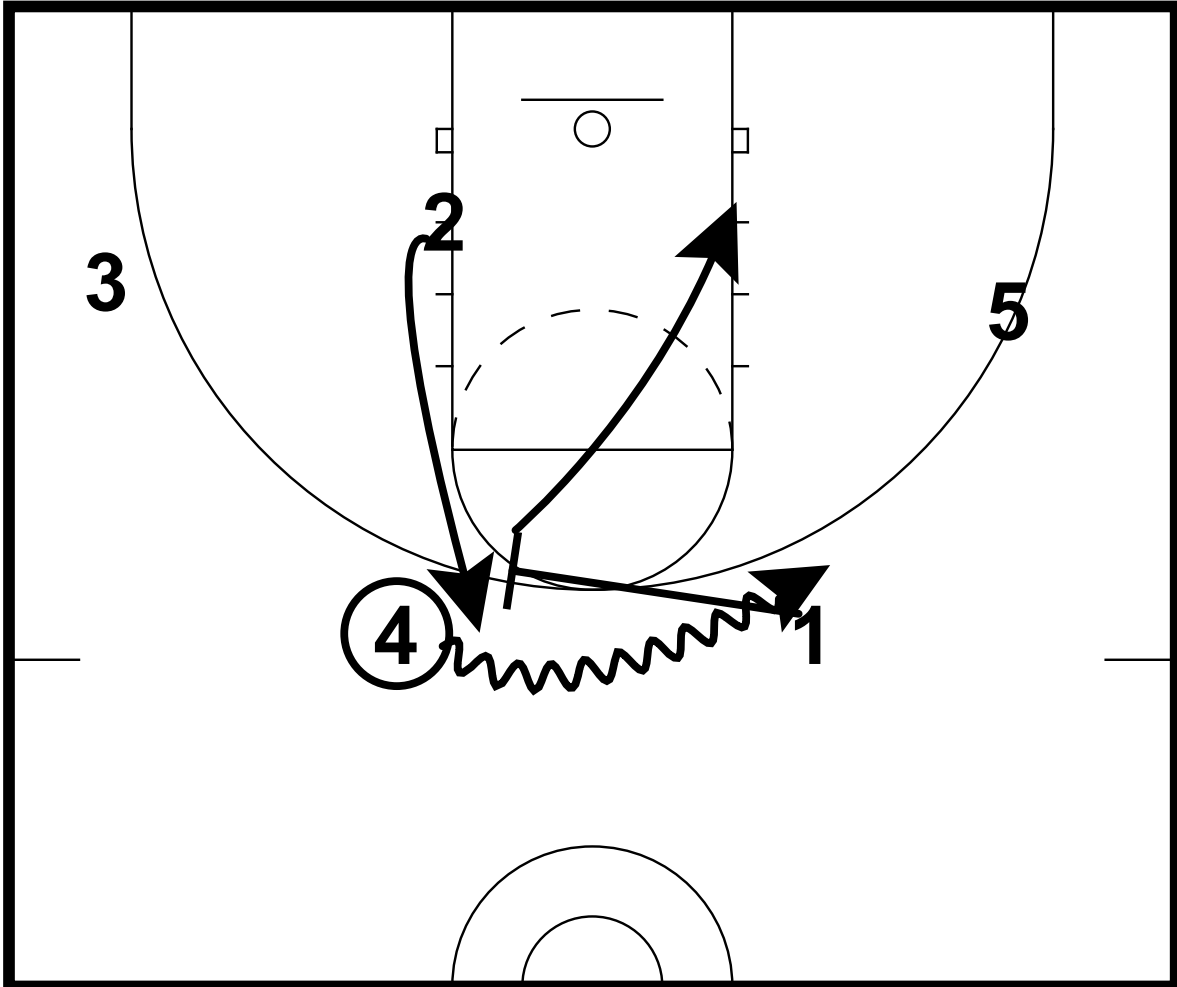
This lets everyone know to not run a different call on the SLOT screen.

we run regular action on the SLOT screen.

1 will wait a count to let the screen happen. He will then follow his pass and make a pick and roll. The low post will replace in the ALLEY.

Calls

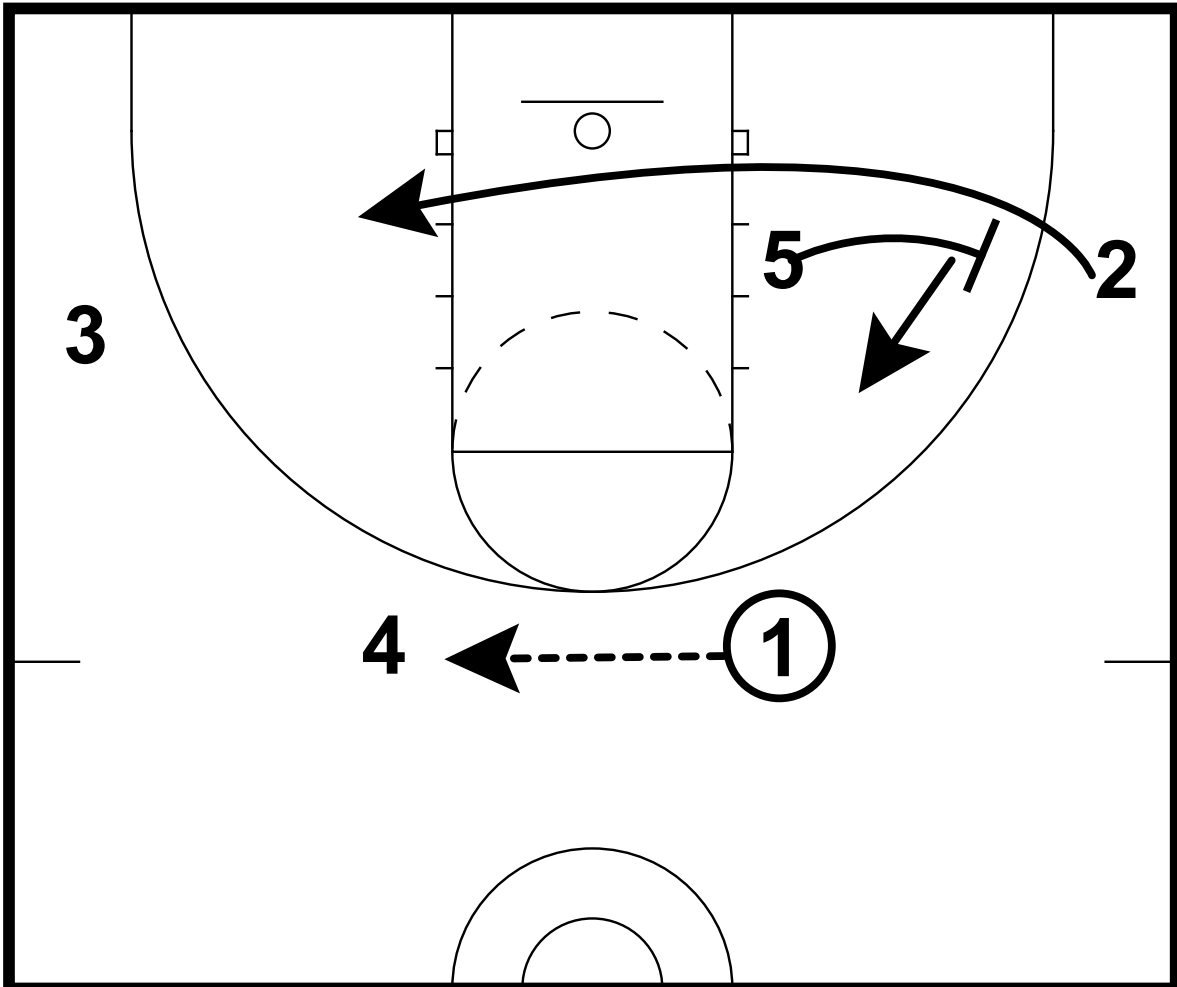
CALLS: "Follow" on guard to guard pass
Swing Offense



NOTE: THIS CALL CAN BE MADE ANYTIME DURING THE OFFENSIVE POSSESSION

Calls

CALLS: "Stay" keep the guards up top.
Swing Offense



Guard makes a "Stay" call.

this tells the players that there will not be an ALLEY screen this possession

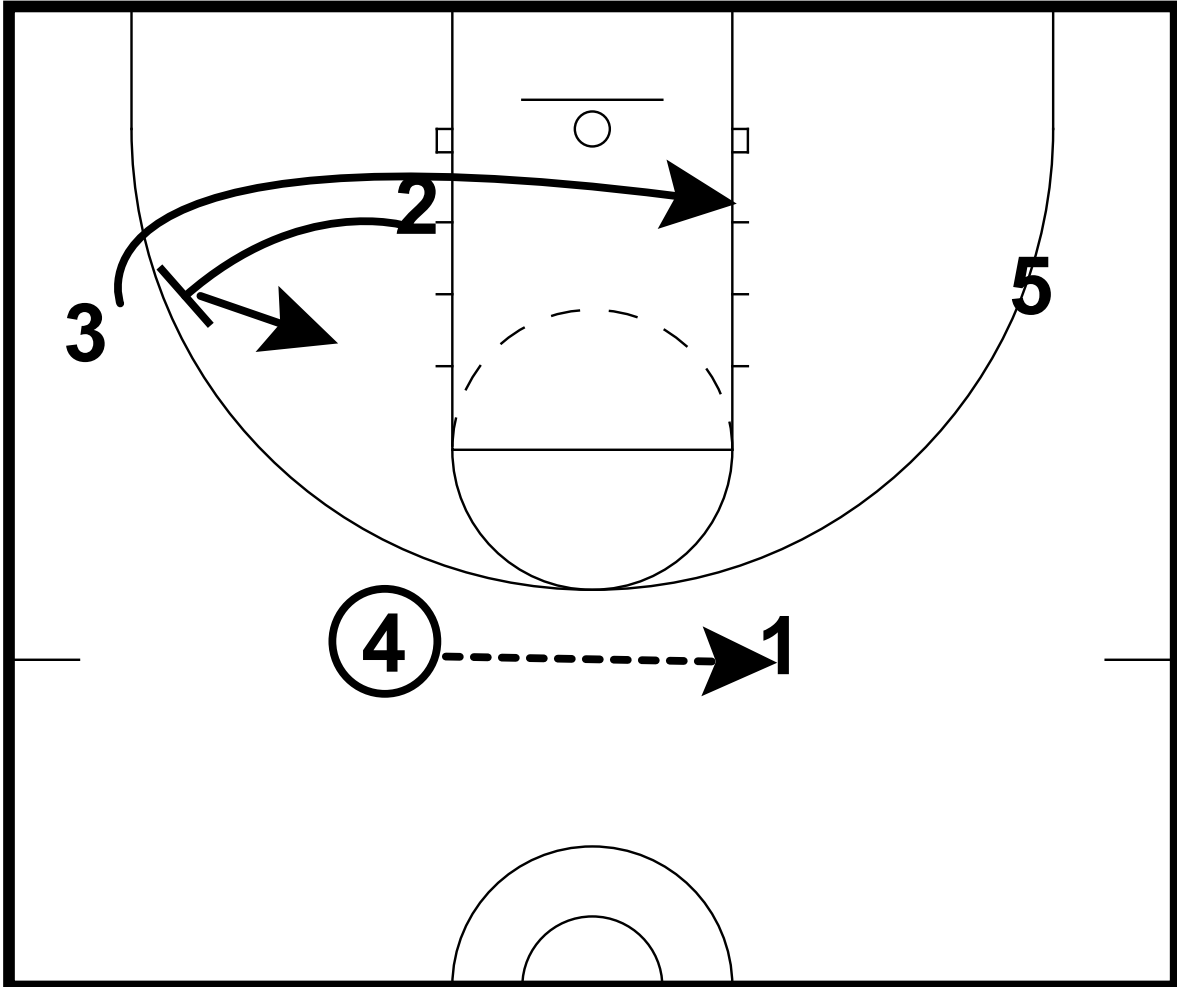
We use this to try to make sure and isolate one of the bottom three players.

It will also allow the ball to move quickly with alot of SLOT screens.

We can catch them usually on a quick "shape up" by the screener.

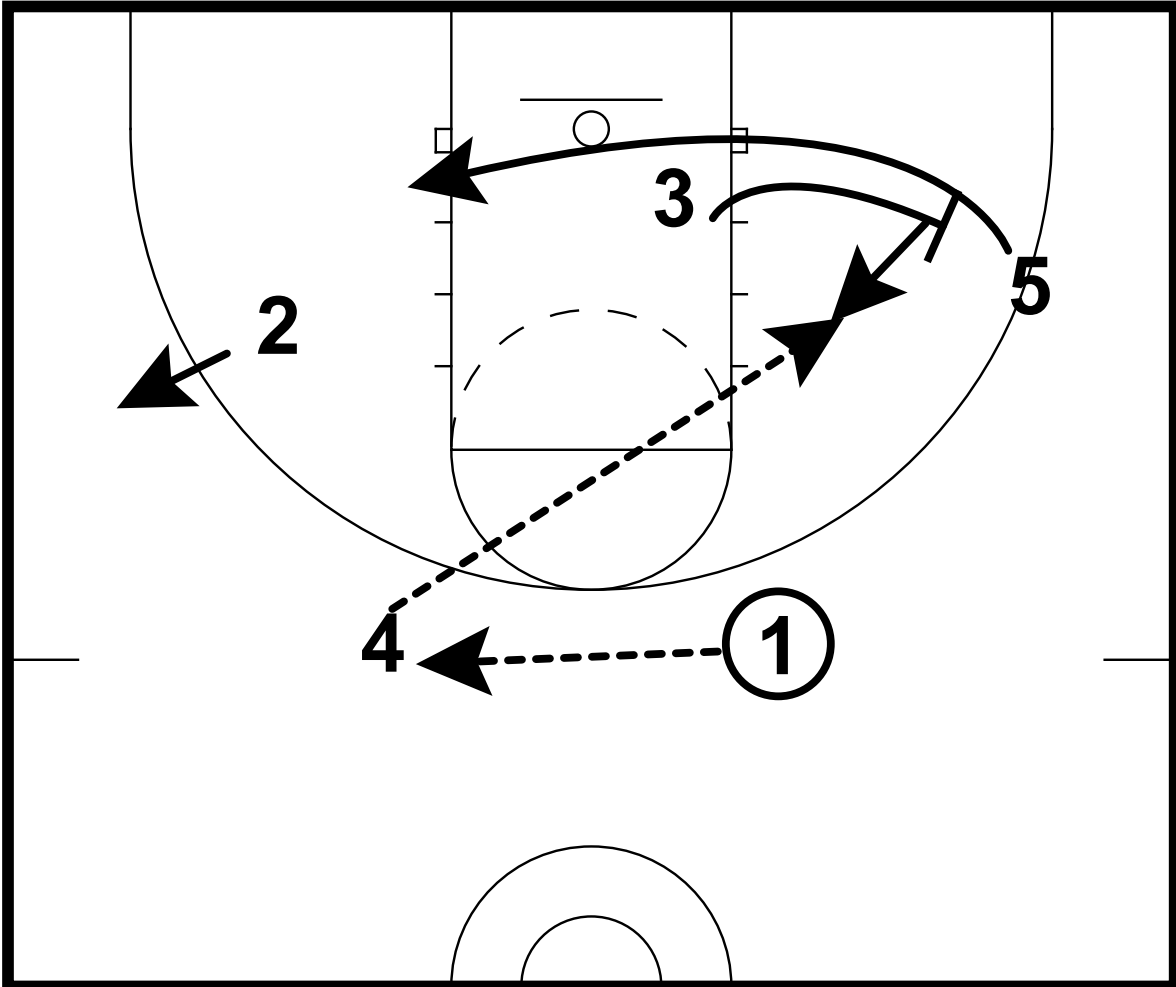
Calls

CALLS: "Stay" keep the guards up top.
Swing Offense



Calls

CALLS: "Stay" keep the guards up top.
Swing Offense



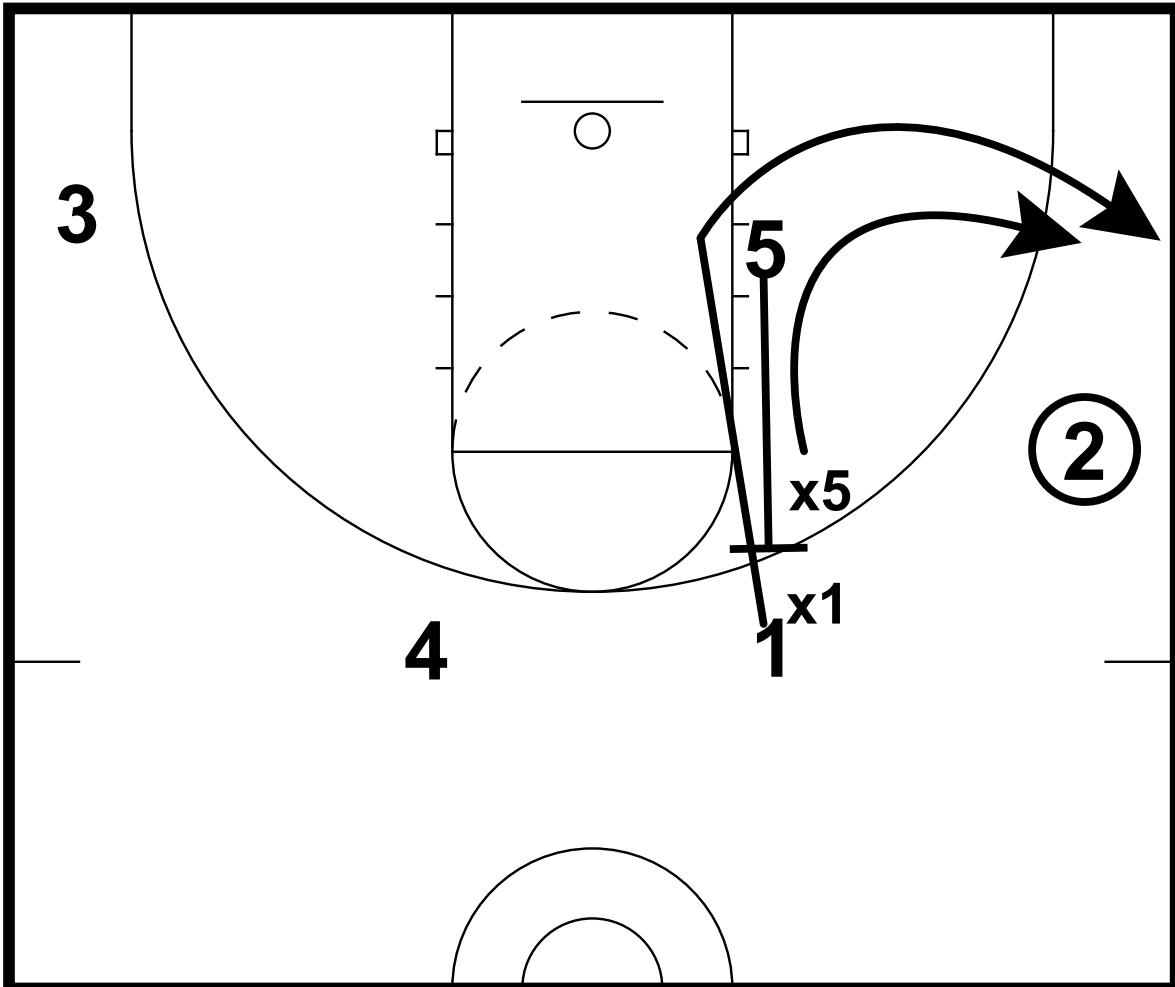
Counters

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6.3.1	COUNTERS: Drift Slip	61

Counters

COUNTERS: switch on the Alley Screen.
Swing Offense



The ball has been passed 2 at the wing.

3 and 4 have exchanged

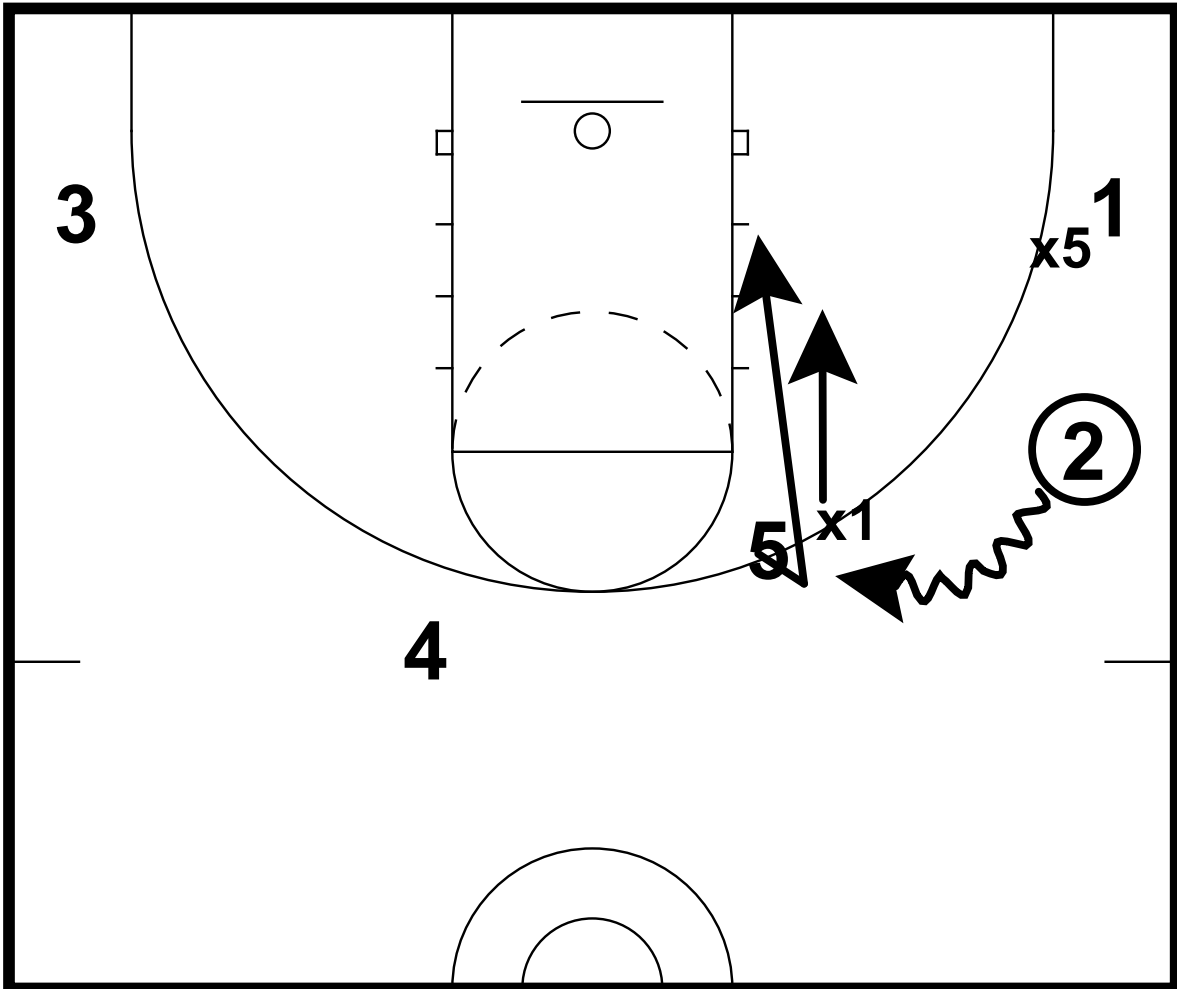
5 sets the ALLEY SCREEN.

1 and 5 see a defensive switch. (1's defender is now on 5.)

so 1 cut thru and out to the corner.

Counters

COUNTERS: switch on the Alley Screen.
Swing Offense



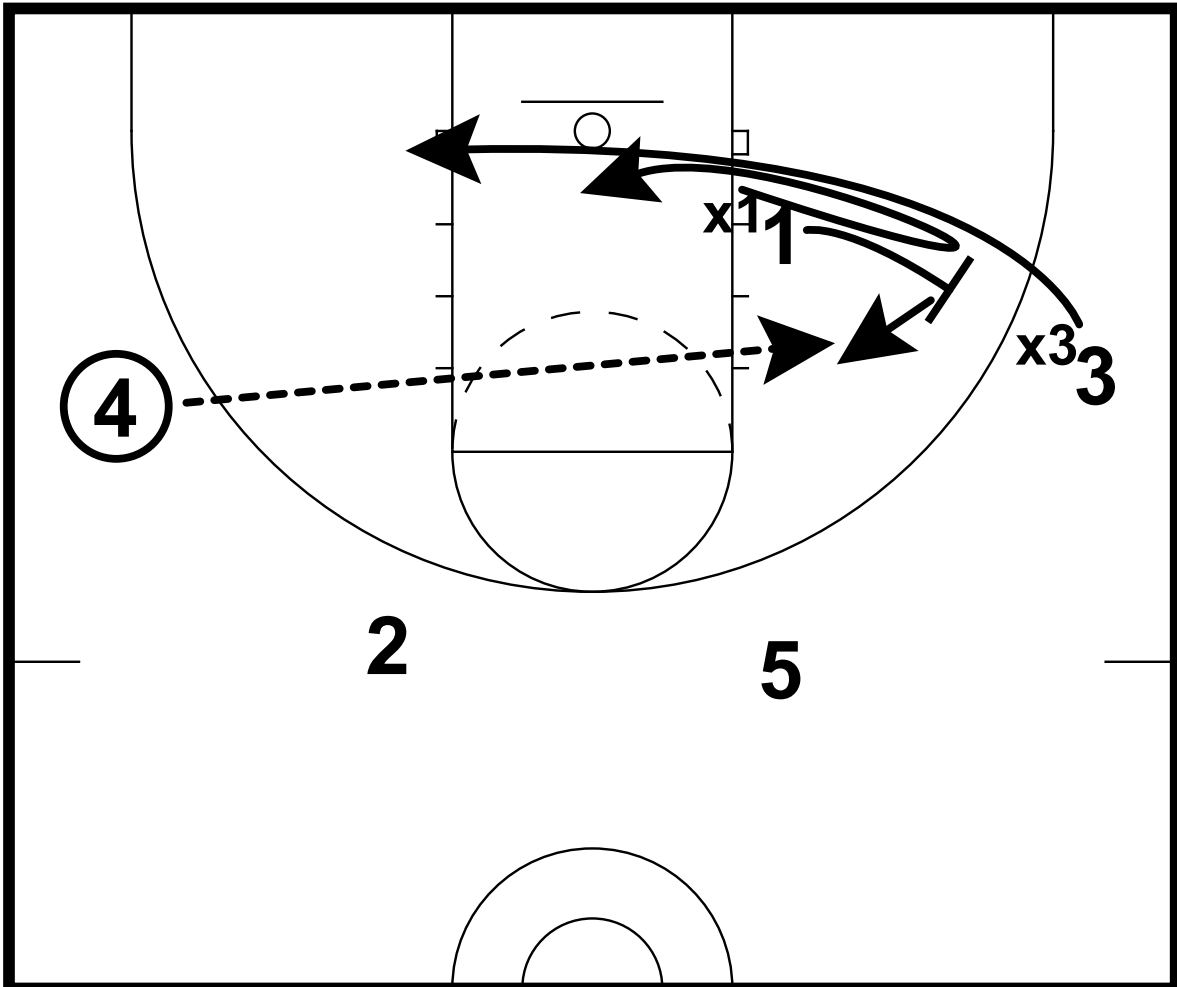
5 will pop and roll back in, giving 1 time to clear.

Now 5 has 1's defender in a mis match inside.

You also could keep 5 on the perimeter and hit 1 in the corner for a mismatch drive opportunity versus X5

Counters

COUNTERS: switch on the Slot Screen.
Swing Offense



the ball has been swung so 1 steps out to set the SLOT SCREEN.

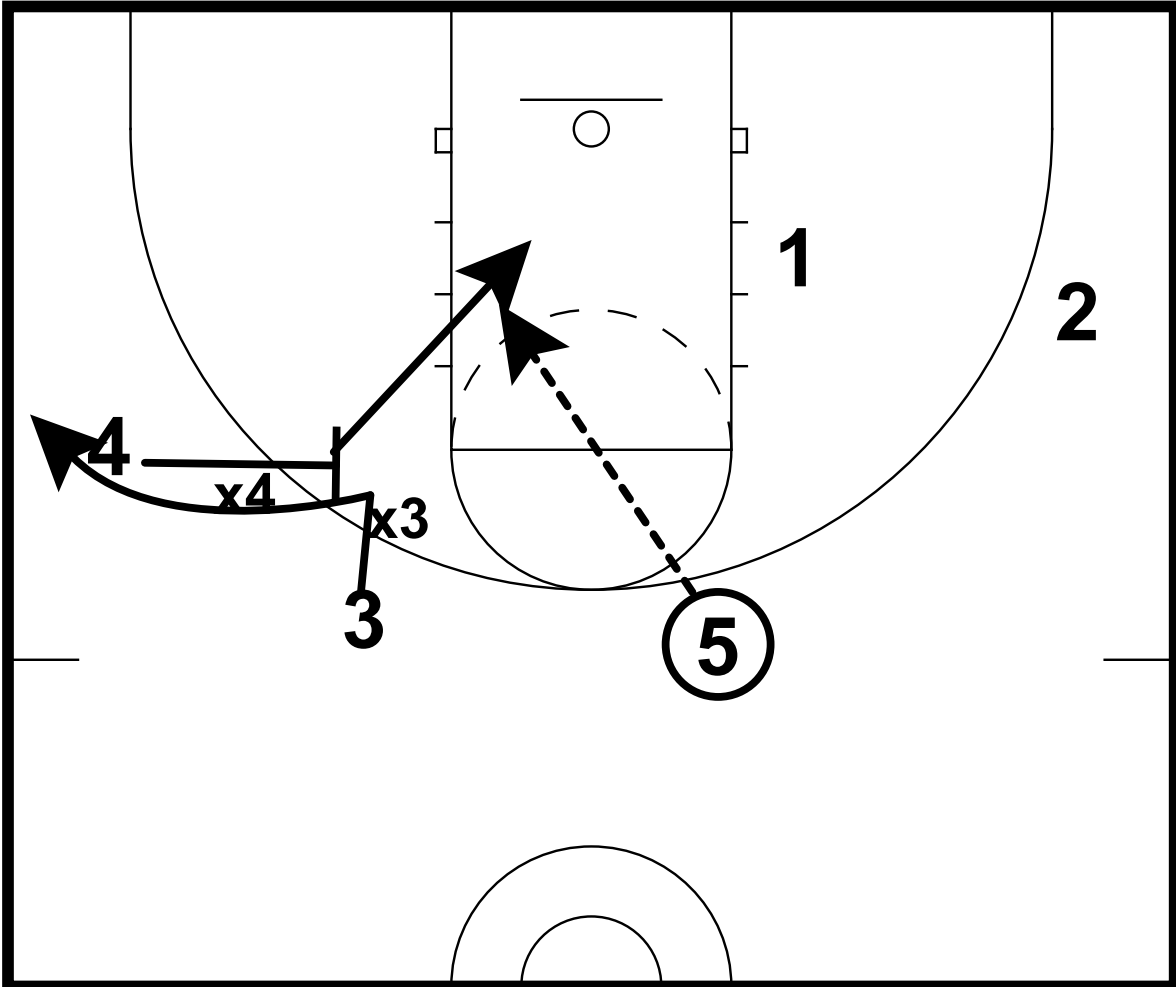
1's defender switches the screen and follows 3.

1 "shows" to the ball and seals X3 on his back.

4 see's the switch and hits 1.

Counters

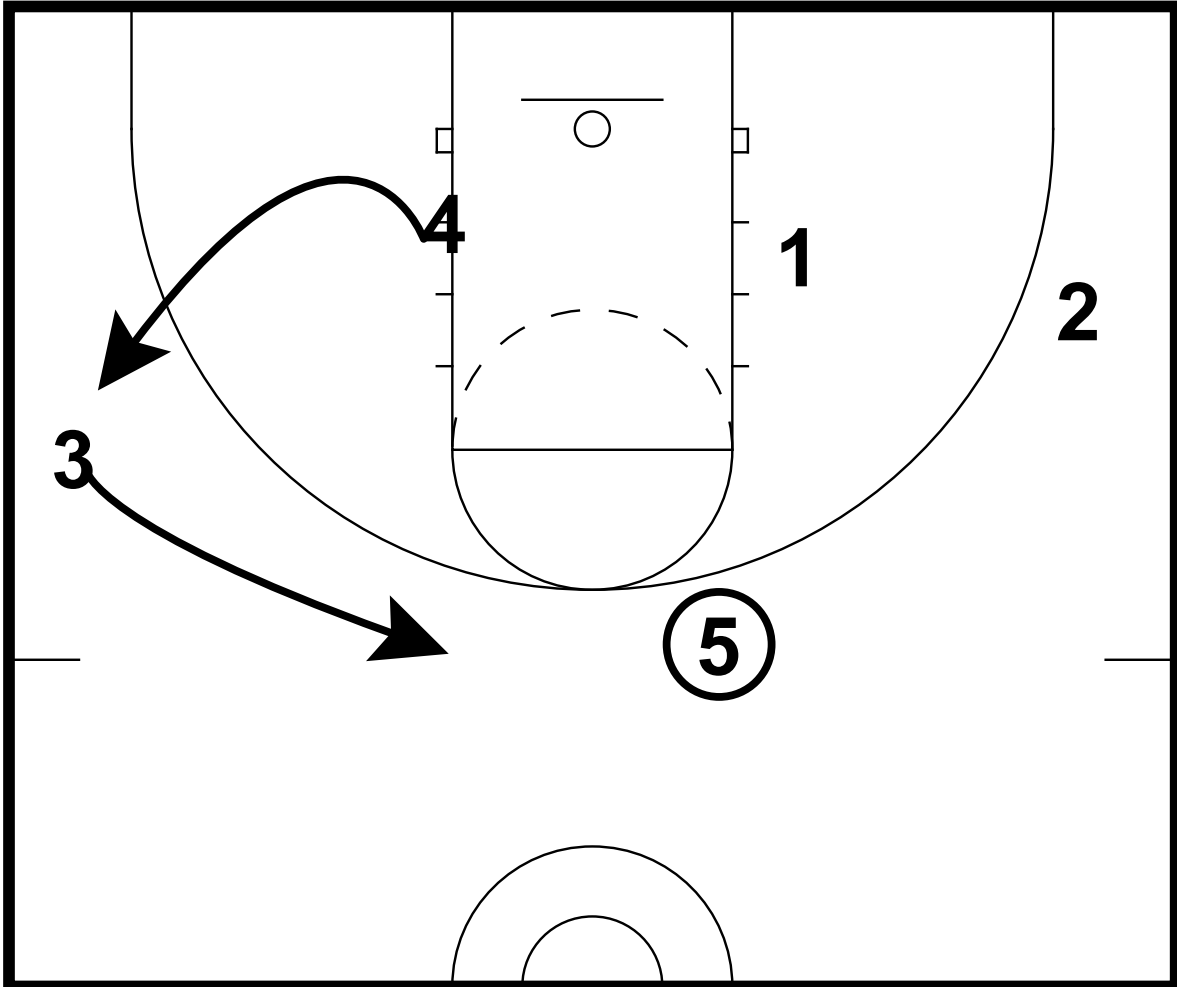
COUNTERS: Drift Slip Swing Offense



If X4 starts to jam the cutter, the Drift screener should look to slip to the basket for a pass from the ALLEY

Counters

COUNTERS: Drift Slip Swing Offense



If it's not there, players simply fill back out.

Drills

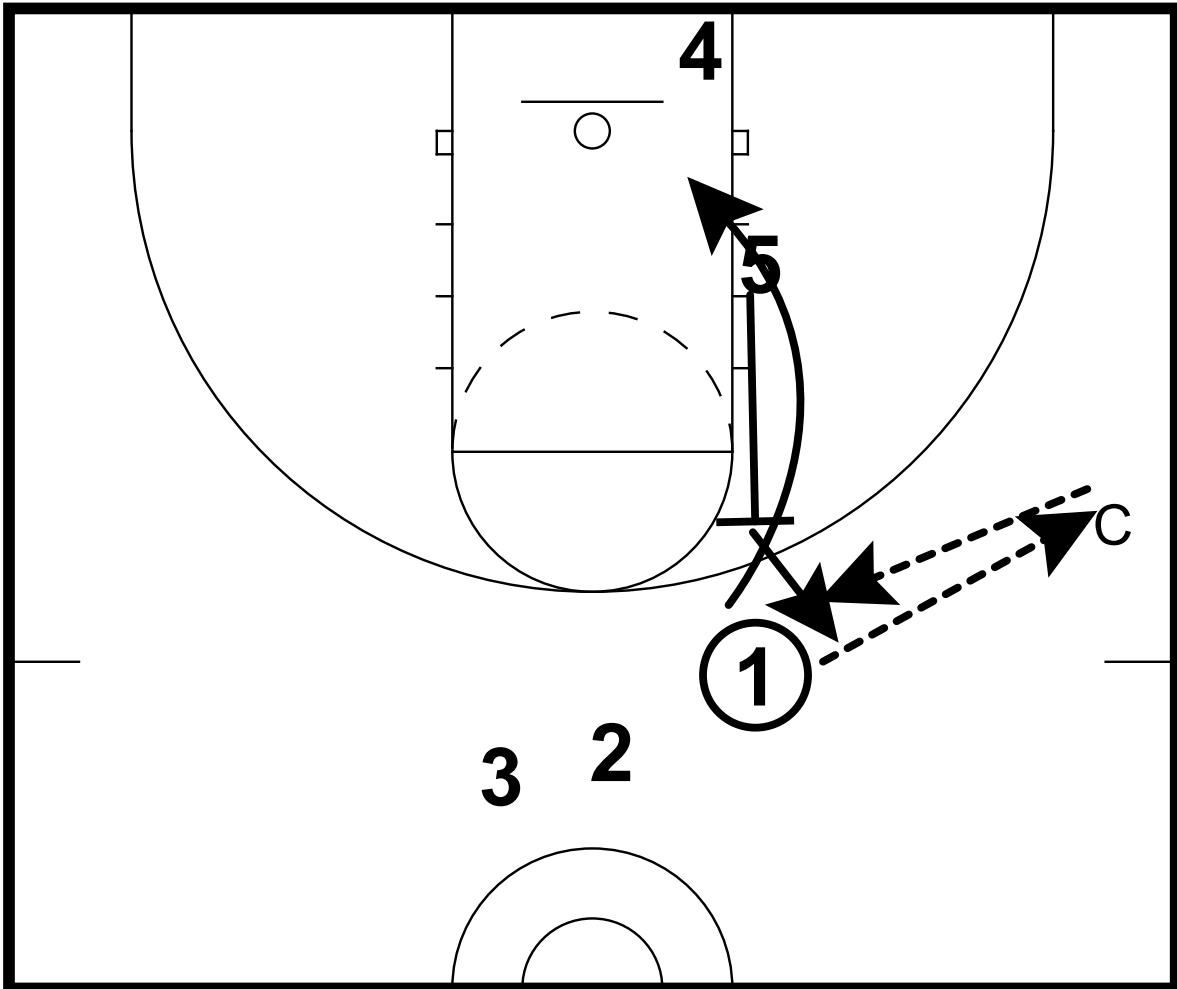
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Drills

Drill: Alley Screen high low feed
Swing Offense

2 3



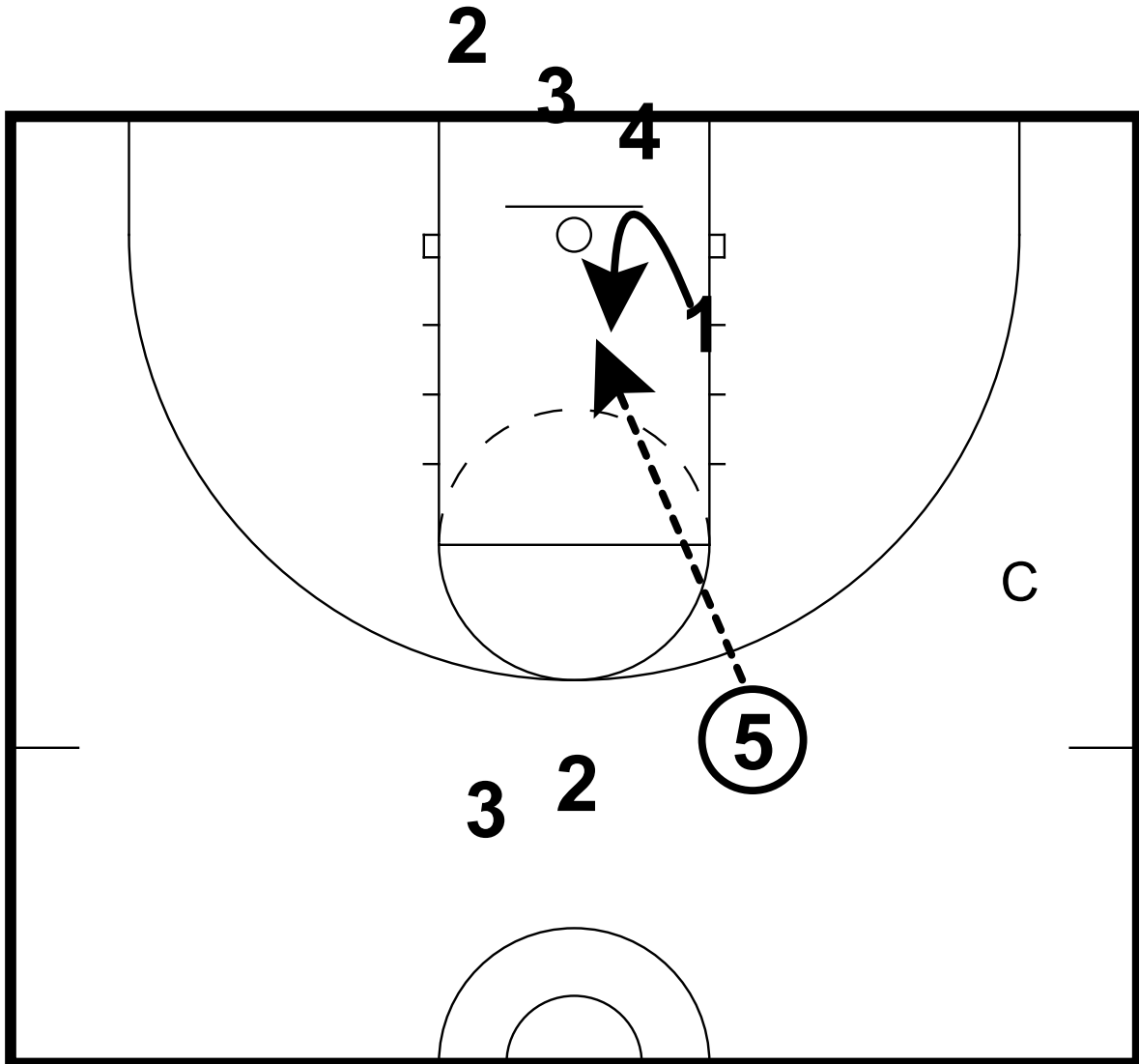
This is a drill that emphasize the High Low feeds after the ALLEY screen.

ALLEY man passes to coach ad cuts off the ALLEY screen set by the post..

coach passes to the screener on the shape up. The shape up man look RIM first and then into the post for the HIGH LOW.

Drills

Drill: Alley Screen high low feed Swing Offense



once the ball is reversed to the ALLEY.

The player in the low post will reverse pivot to open to the ball.

POST KEYS

low / wide base

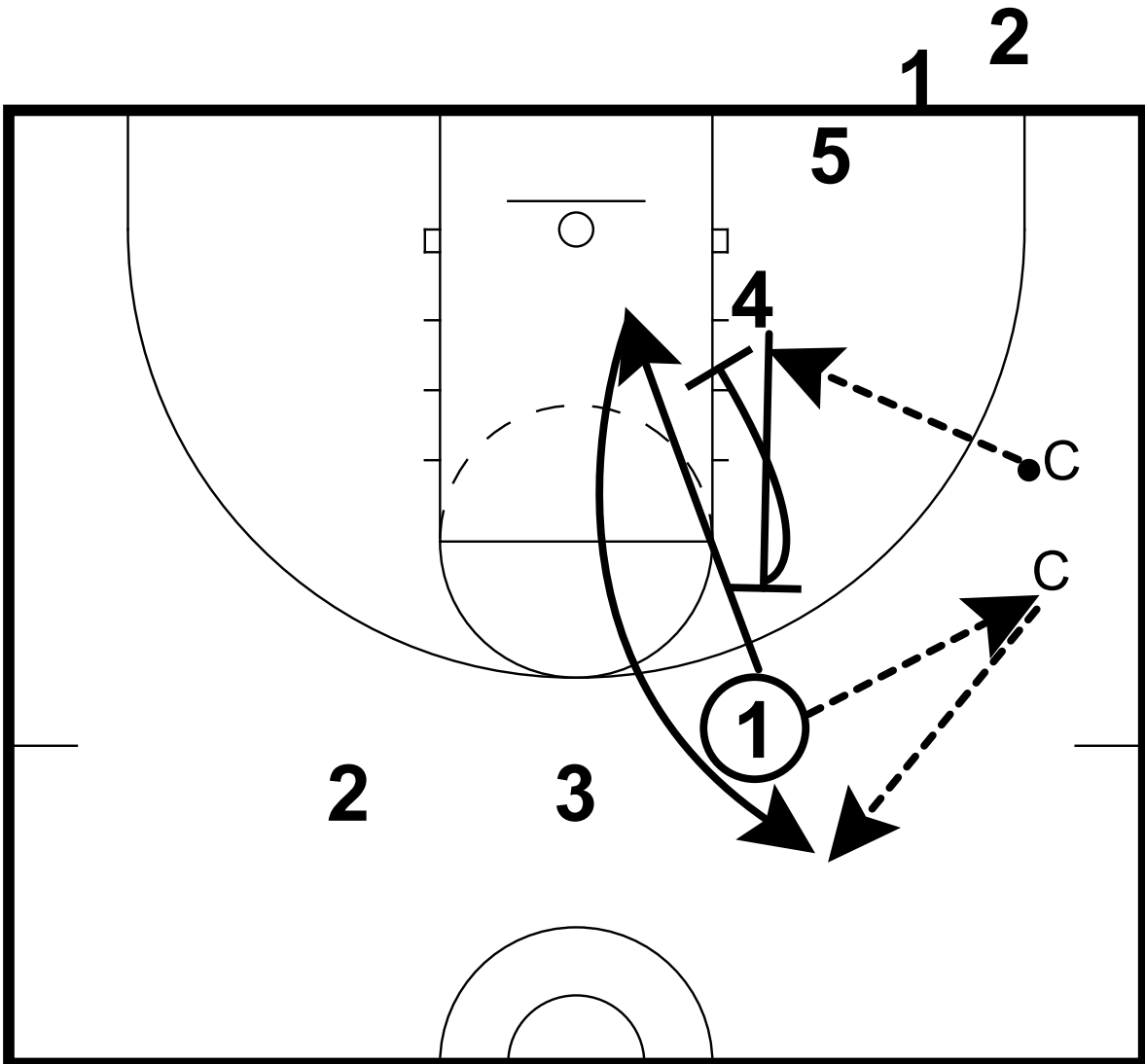
elbows up and show your numbers

keep contact on defender.

Once the players get familiar with the action we can add defenders.

Drills

Drill: Alley screen "Change" Swing Offense



ALLEY SCREEN "change"

We are working on our "Change" call

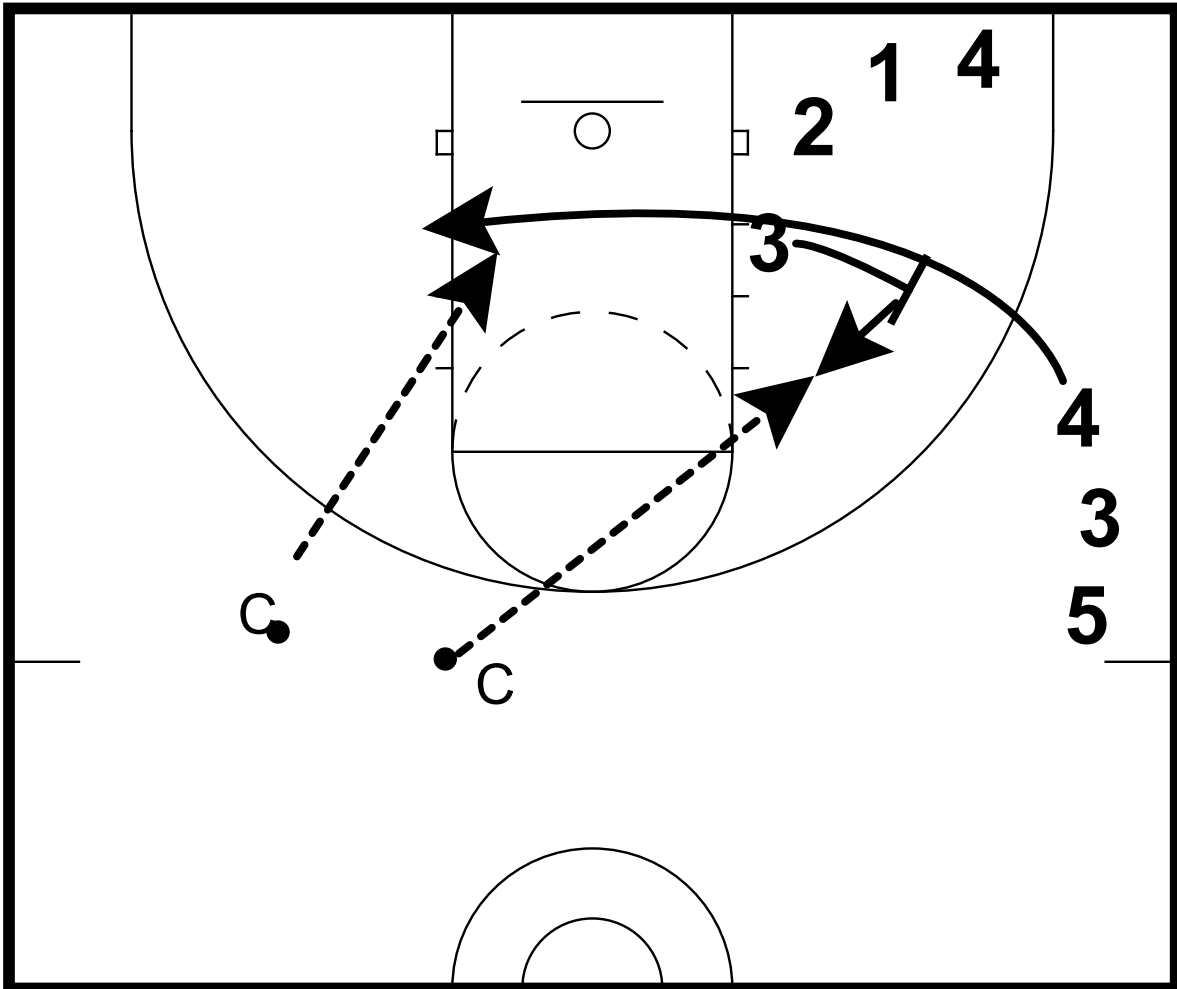
the players will execute a regular ALLEY SCREEN

the cutter will get to the rim and come back out off a rescreen from 4.

both players will get a shot in this drill.

Drills

Drill: Slot Screen (layup/post/seal) Swing Offense



Both the screener and the cutter will be getting shots in this drill

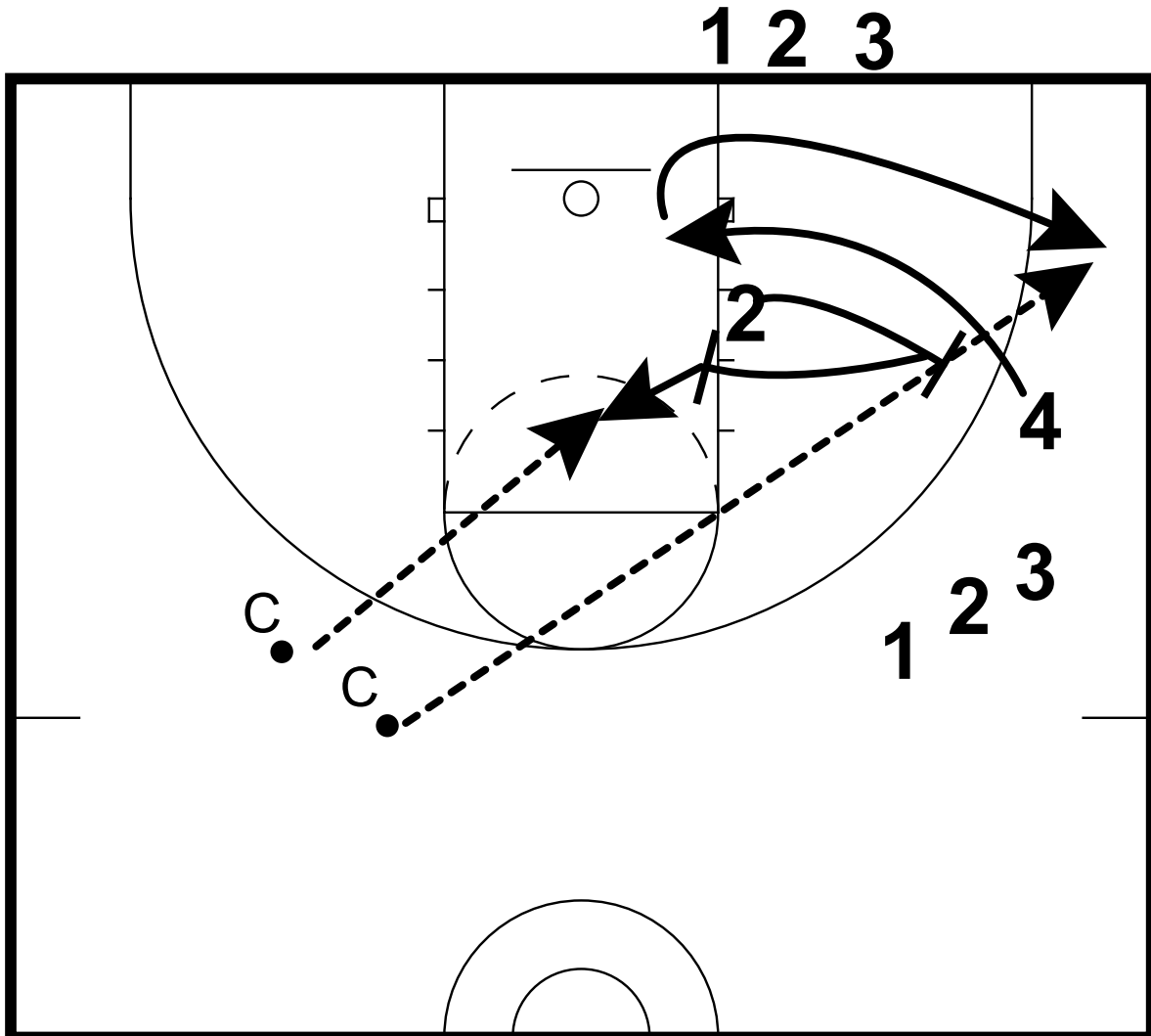
When the ball is at the opposite alley on the 3 man side, the passer should be looking for the cutter on the SLOT screen.

1 coach passes to the cutter, who can high or low and the other coach should pass to the screener who shapes up to the ball after setting the screen.

Once players get used to the action, we can add defense.

Drills

Drill: Slot Screen (change) Swing Offense



this shooting drill emphasizes the "CHANGE" call that we make when the defense is cheating on the cuts.

both players will get a shot in this drill

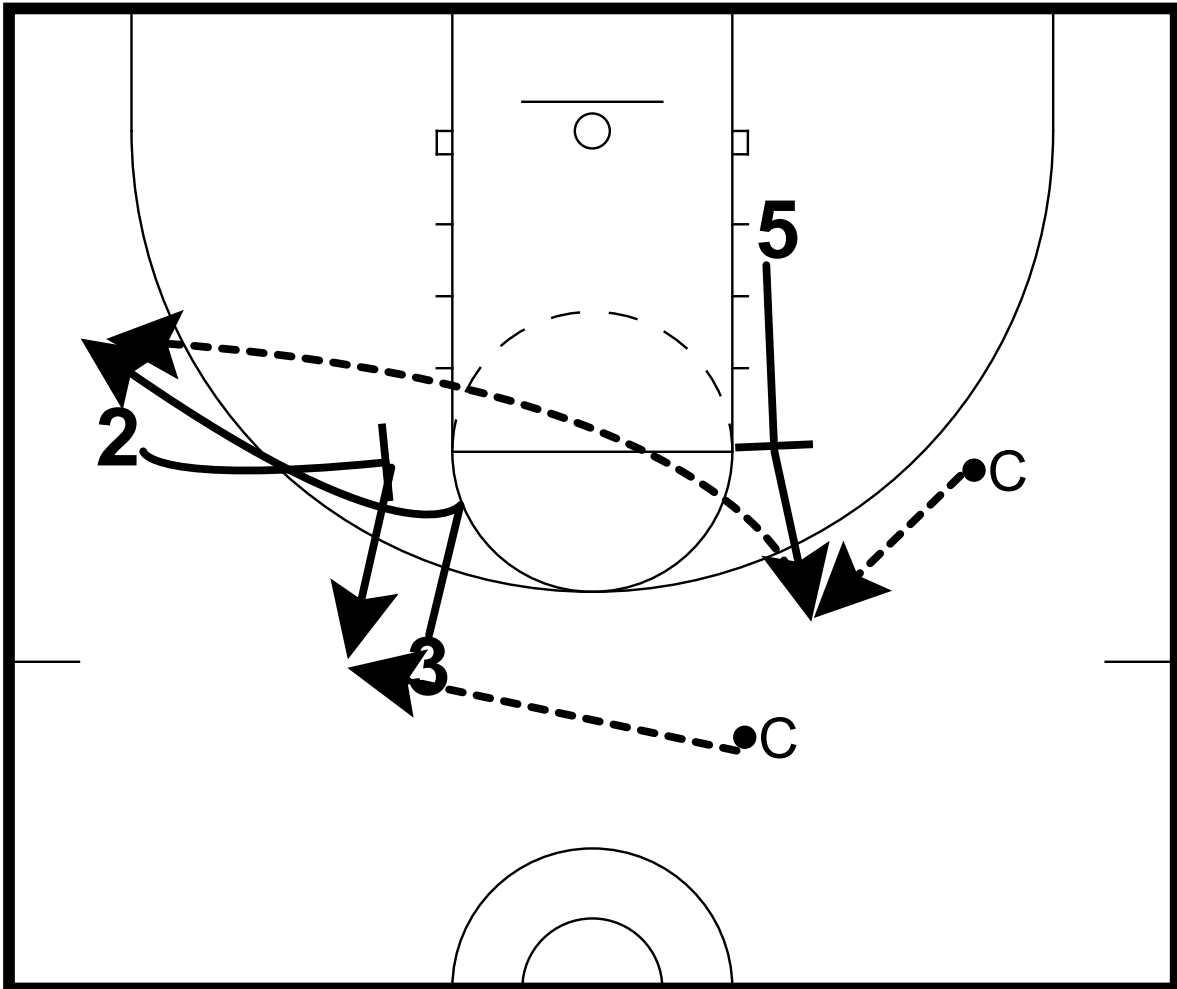
4 comes off the SLOT screen and gets head under the rim.

2 will come back and rescreen in the lane.

4 cuts back out and 2 steps toward the ball.

Drills

Drill: Drift shooting Swing Offense



This shooting drill emphasizes the scoring option on the DRIFT screen.

5 sets a dummy ALLEY screen and then shapes up to receive a pass from coach.

On the catch, 5 needs to look RIM / POST and then action which is the pass to opposite side.

5 skips the ball to 3

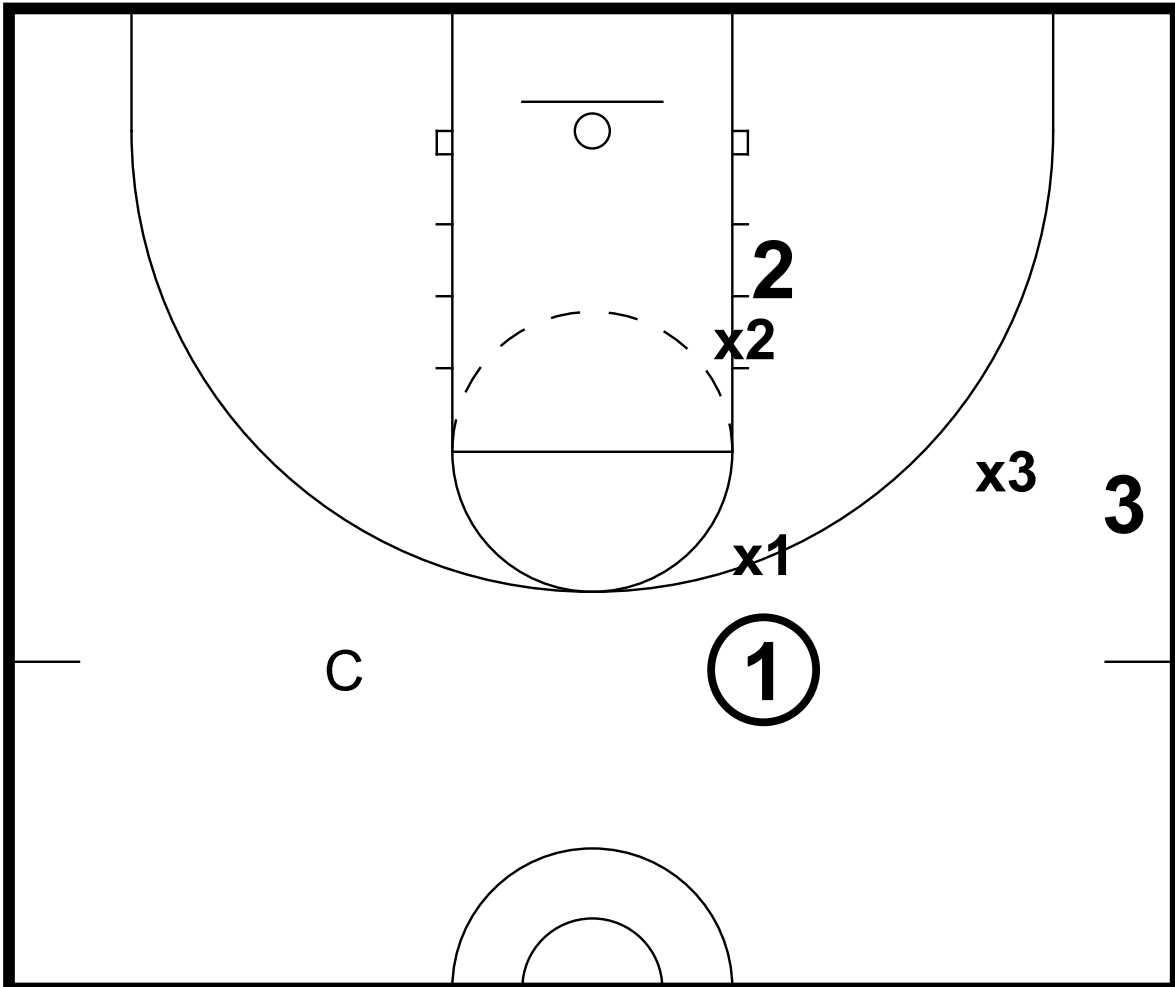
coach passes to the screener (the screener can pop or slip)

3 shoots the three

the flare shooter can also use a rip and drive

Drills

Drill: 3 on 3 coaches release Swing Offense



We play 3 on 3 with a coach in the opposite ALLEY. He will simulate a guard to guard pass, to help work the SLOT screen.

we will work both sides of the court.

Be a smart screener and work on setting the right angle to get your teammate open.

Plays

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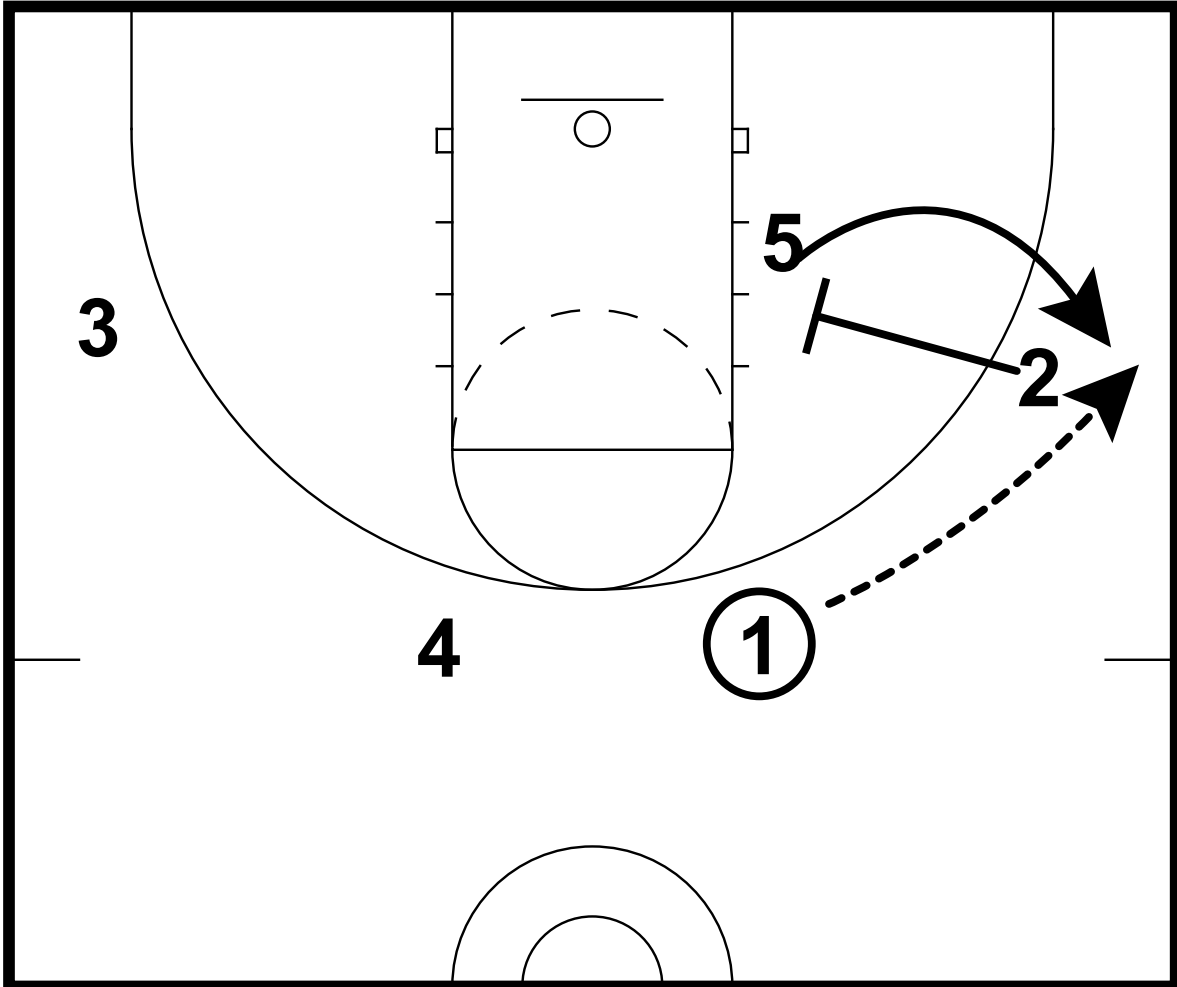
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Plays

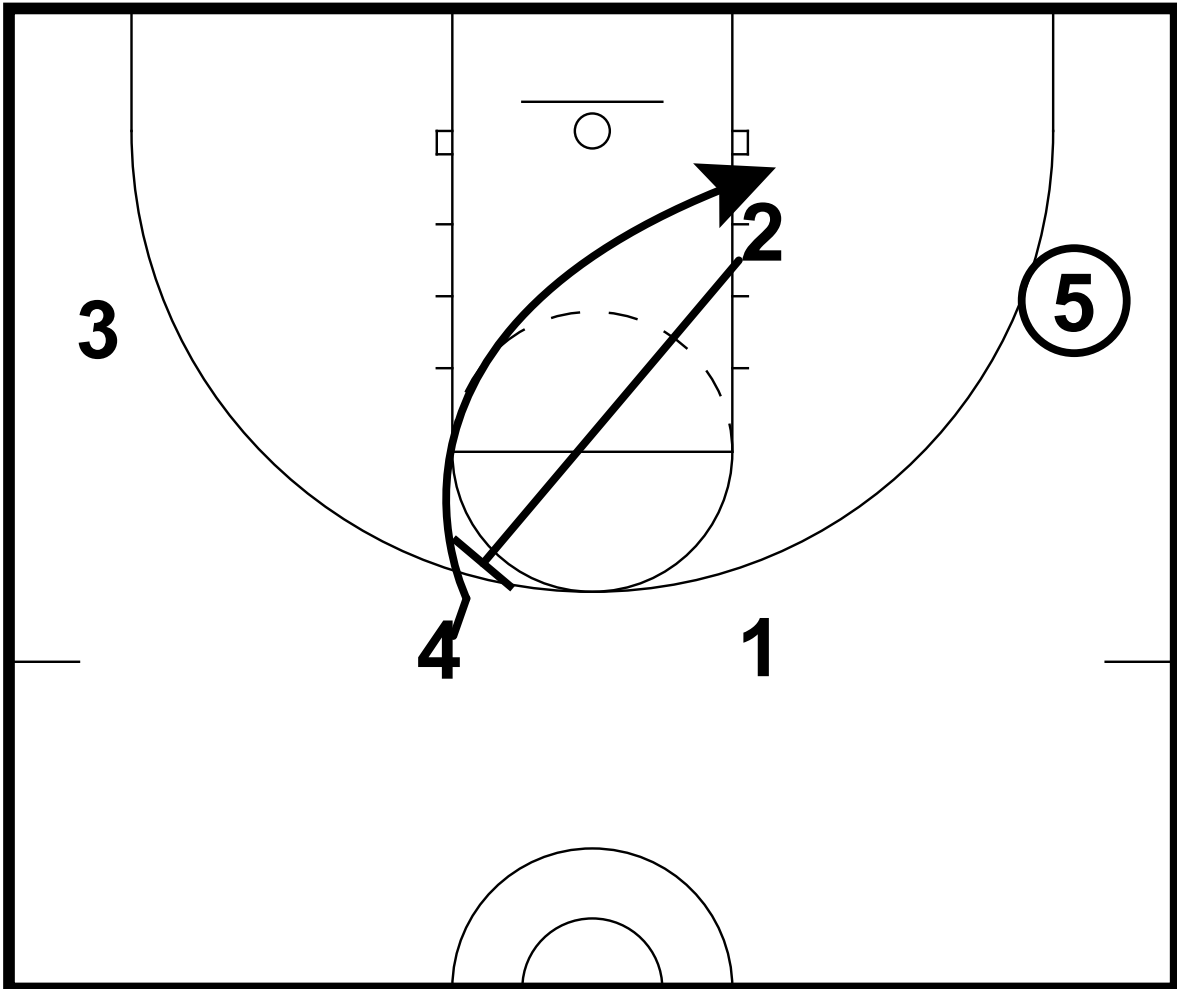
Play: Aggie
Swing Offense



2 downscreens for 5 to pop to the SLOT area.

Plays

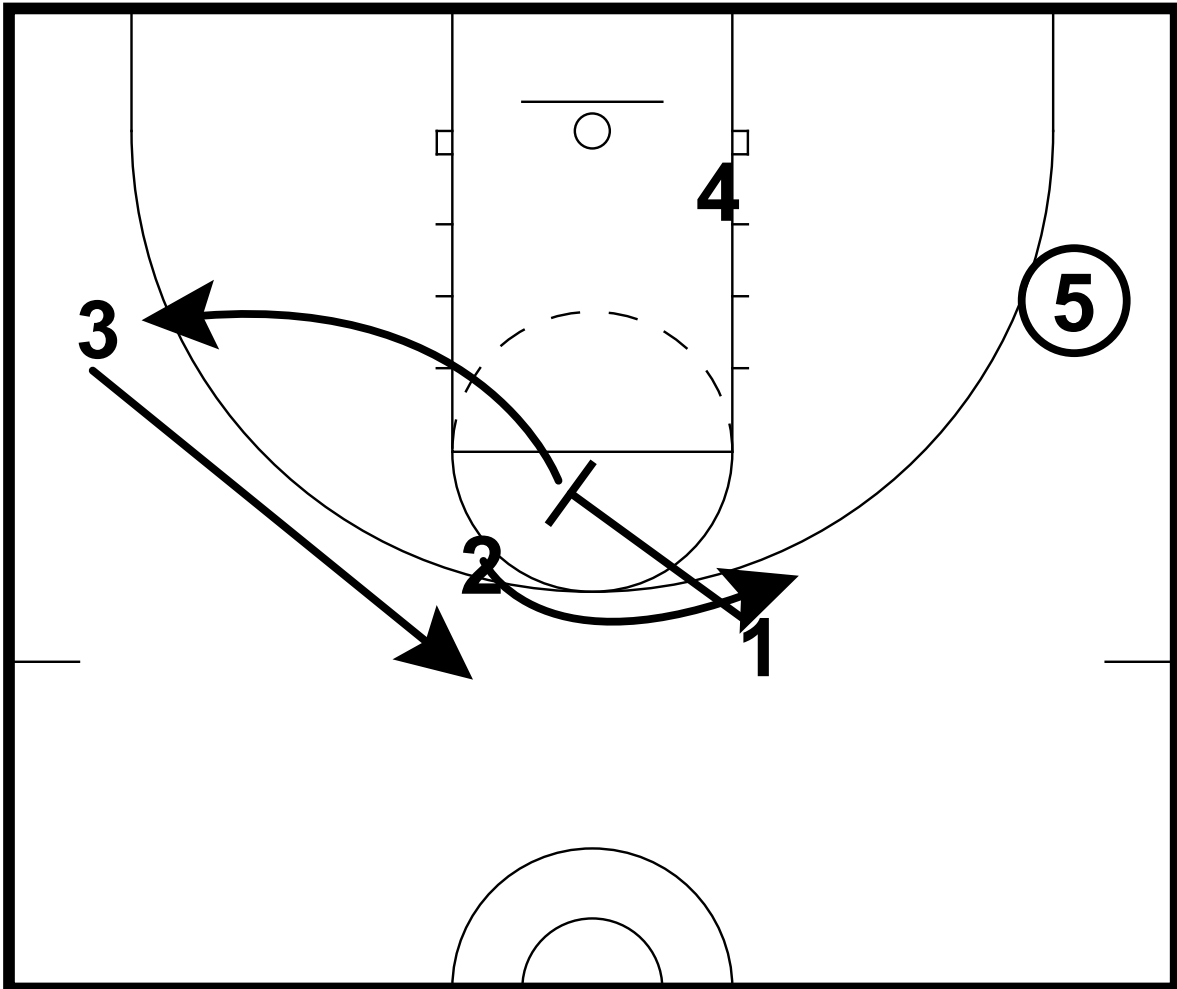
Play: Aggie
Swing Offense



2 sets a diagonal screen to get 4 to the block.

Plays

Play: Aggie
Swing Offense

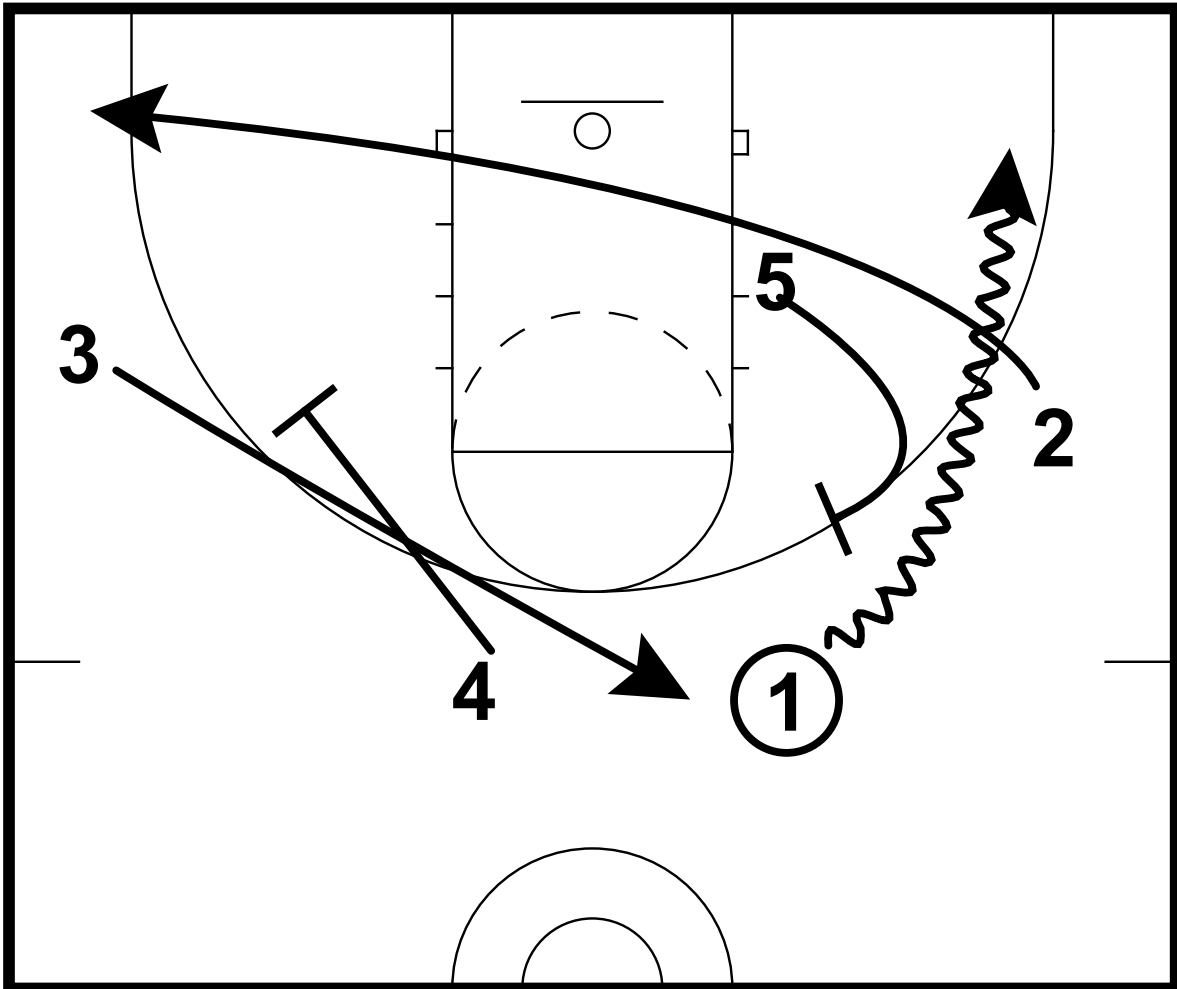


1 screens for 2 to come to the ball in a SCREEN THE SCREENER action

3 fills up and 1 spaces out

Plays

Play: 1 Swing Offense



4 sets a down screen on 3

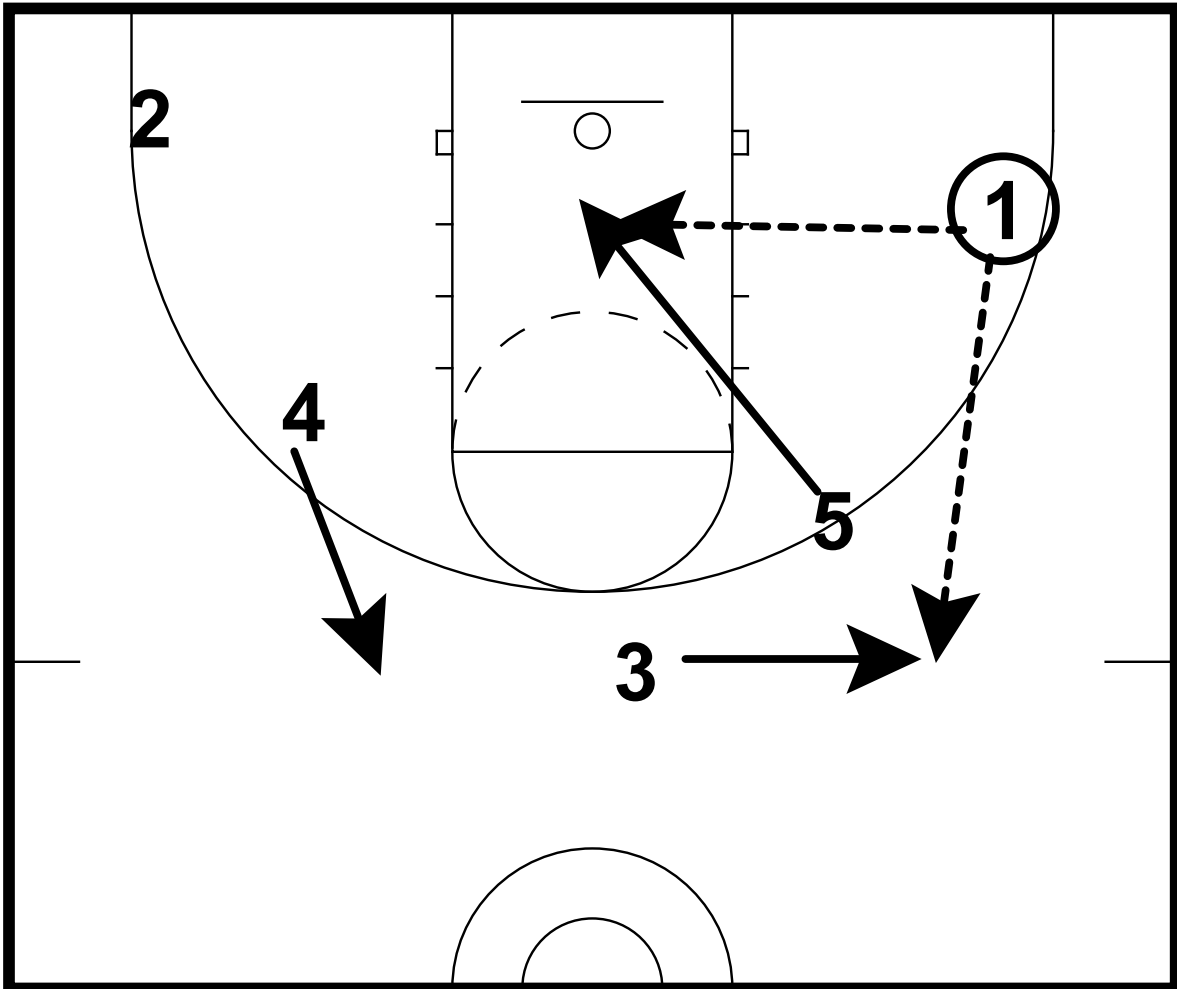
3 comes to the top

2 clears to the opposite corner

5 comes up and sets a ballscreen on 1.

Plays

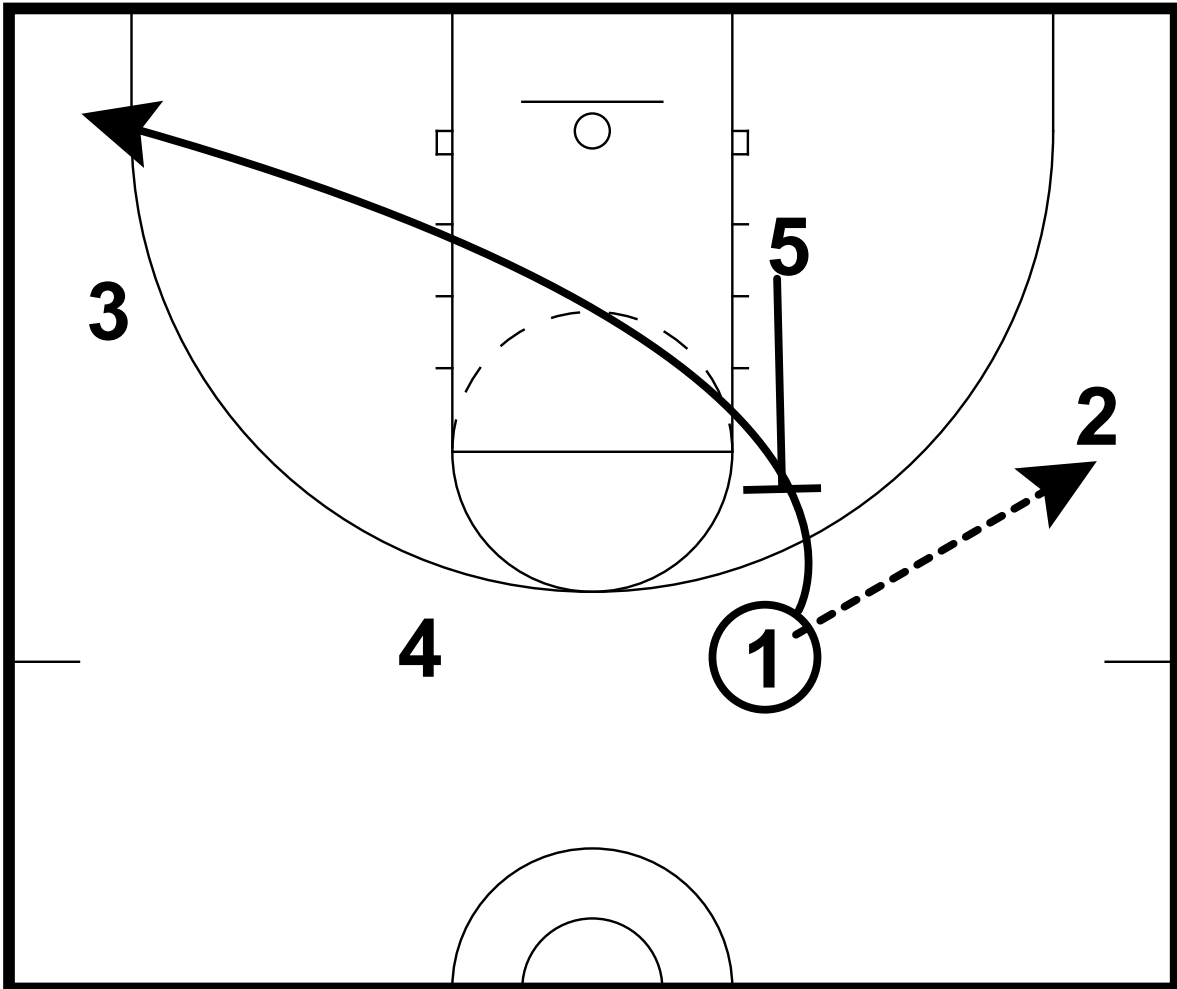
Play: 1 Swing Offense



1 looks to score or hit 5 or 3.

Plays

Play: 2 Swing Offense



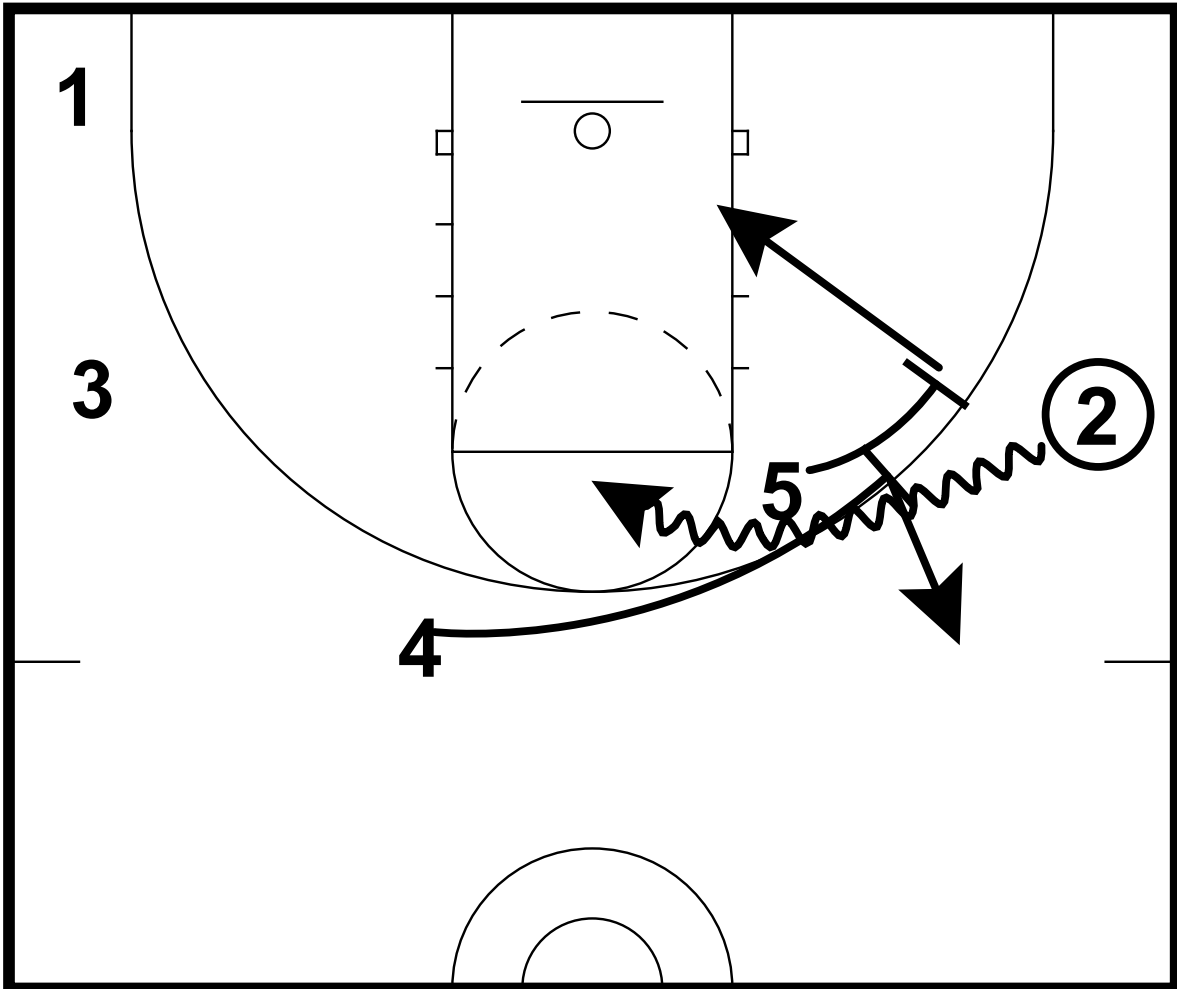
1 hits 2.

5 comes to set the ALLEY SCREEN on 1.

1 comes off the backscreen but clears thru to the opposite corner.

Plays

Play: 2 Swing Offense

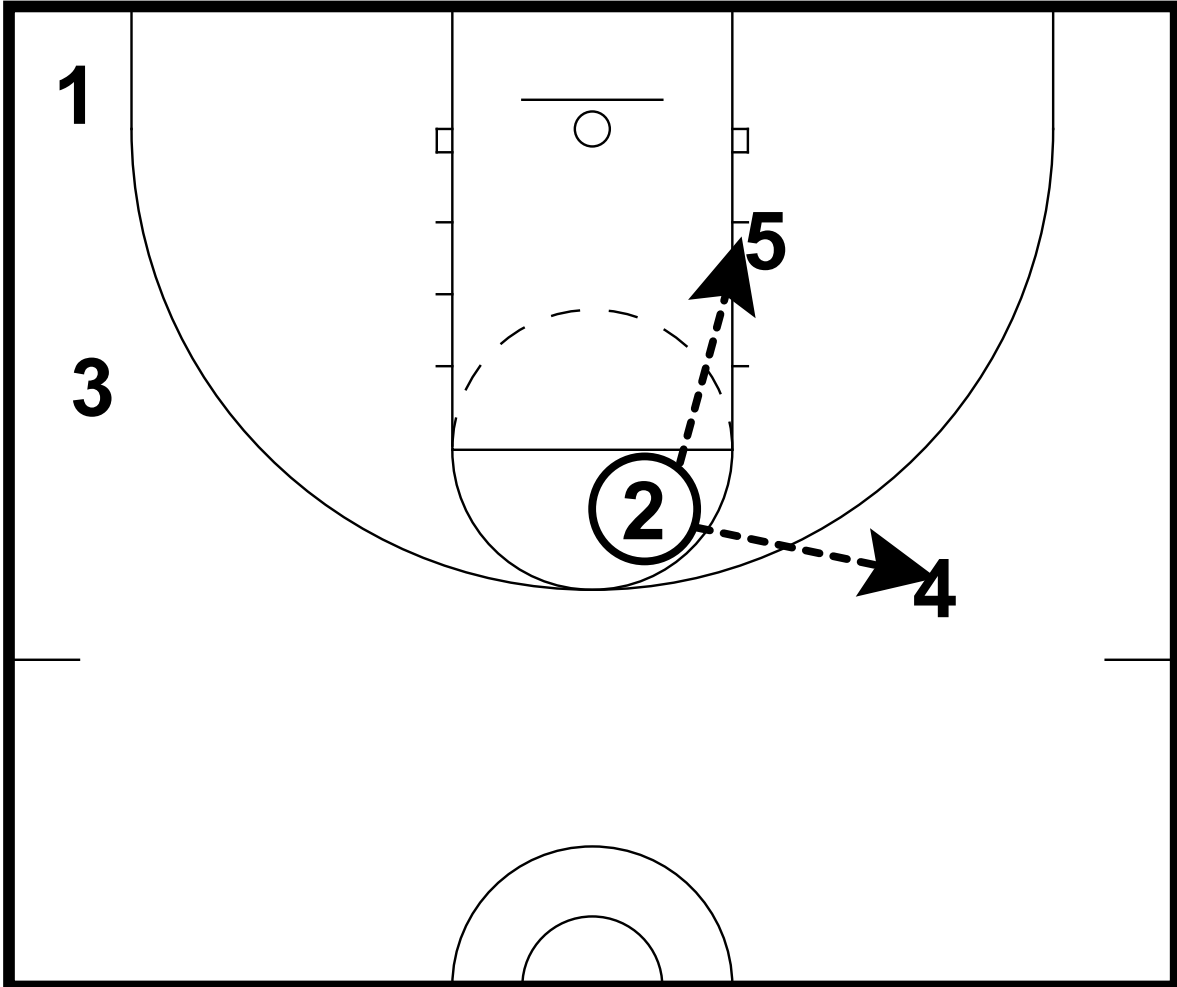


5 and 4 come to set a double stagger ball screen on 2

2 can score, kick out to 1 or 3, hit 4 popping out or 5 rolling to the rim

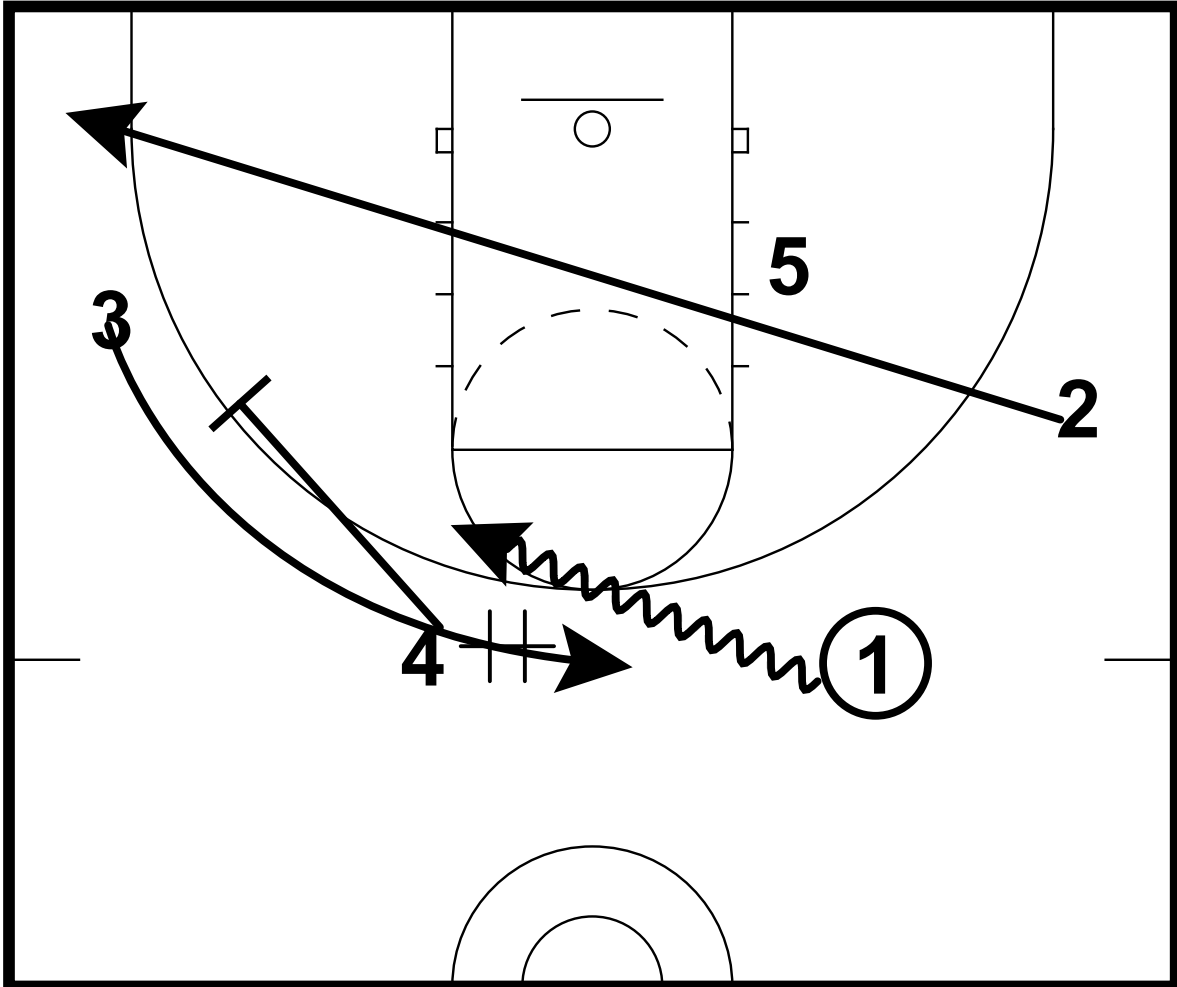
Plays

Play: 2
Swing Offense



Plays

Play: 3 Swing Offense



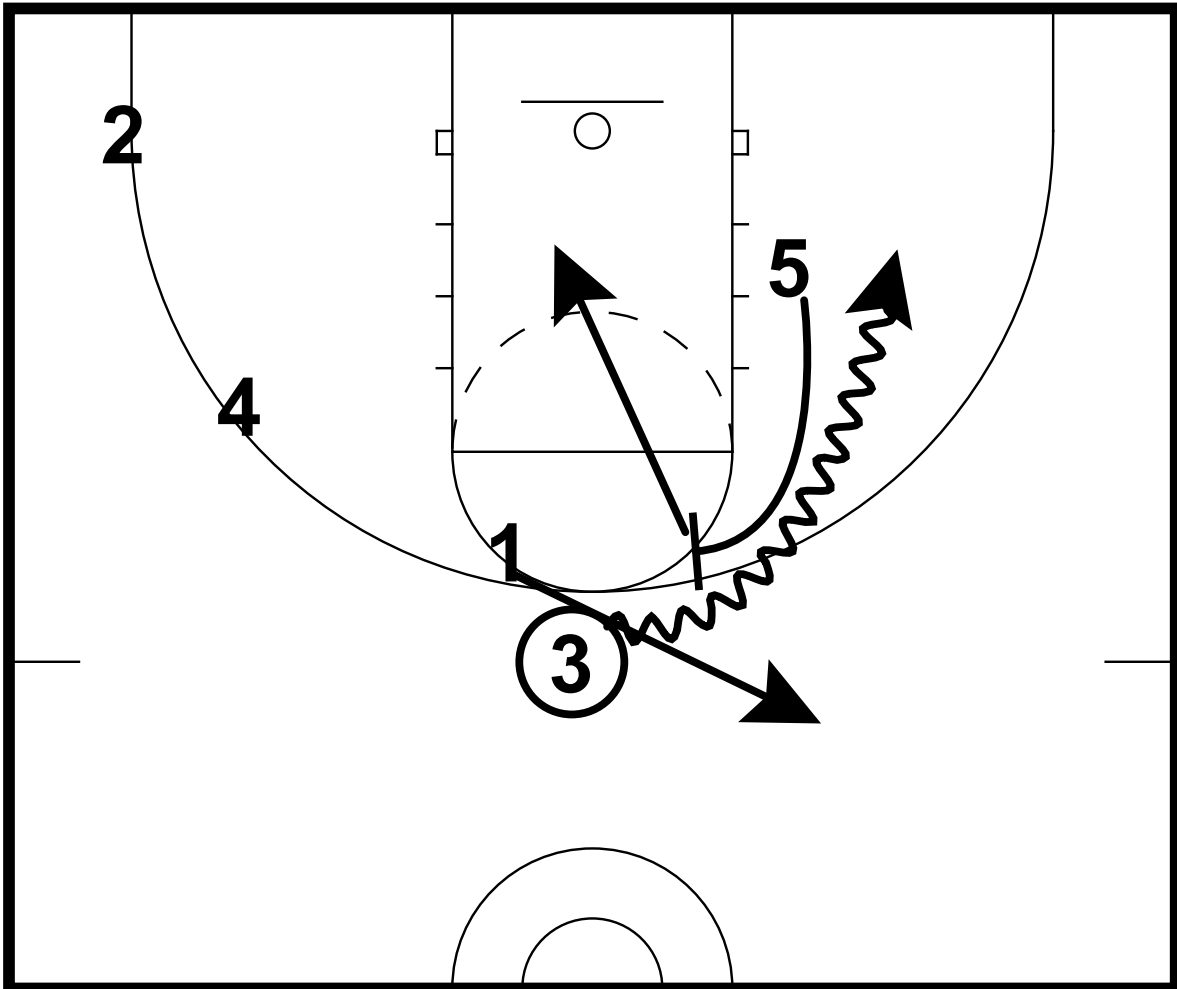
2 clears across the lane to the opposite corner

4 sets a downscreen for 3.

3 comes around the downscreen for a dribble handoff with 1.

Plays

Play: 3 Swing Offense

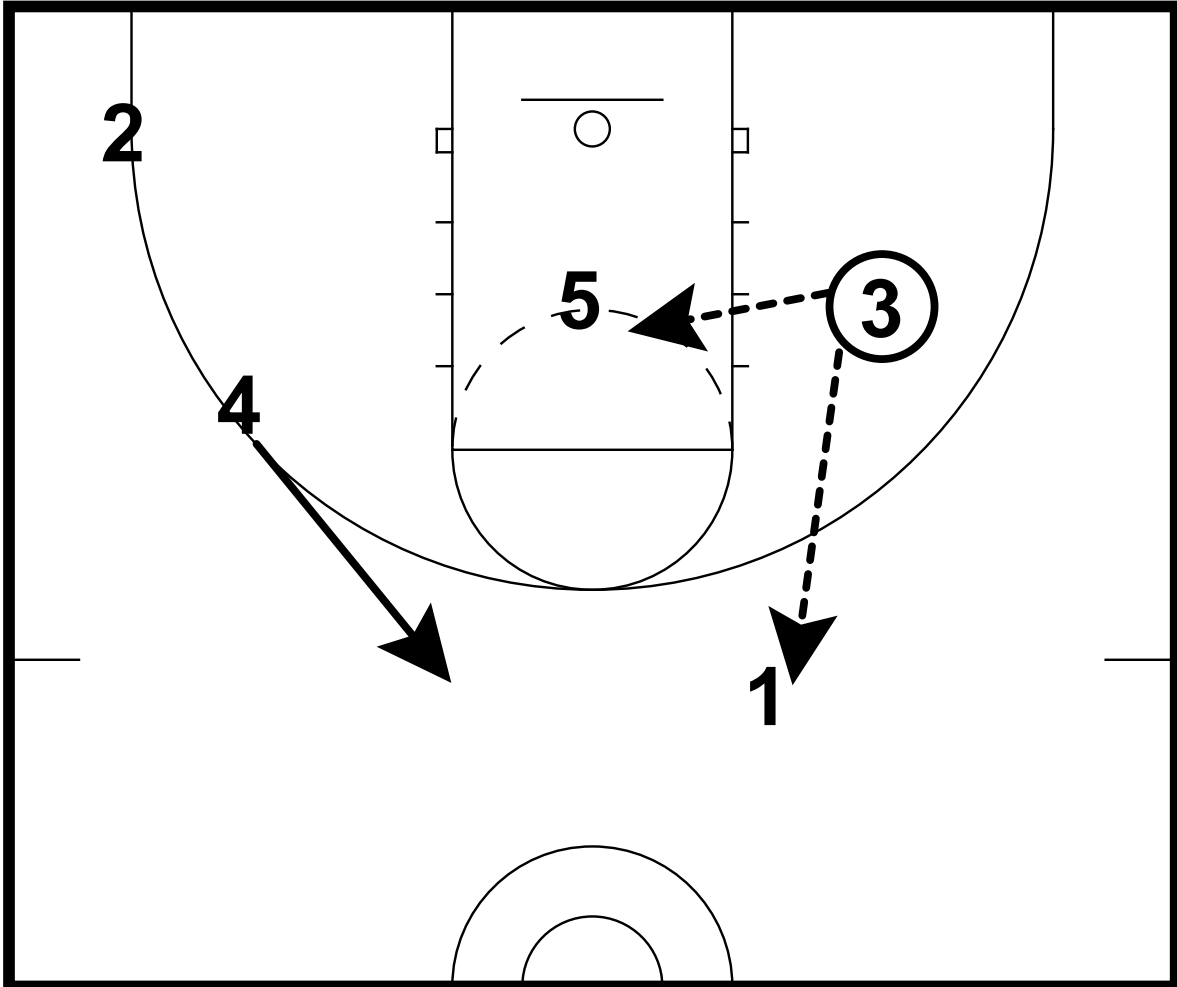


5 comes up behind the DHO, and sets a ballscreen on 3's defender.

2 looks to score, or hit 5 on the roll, or hit 1 at the top

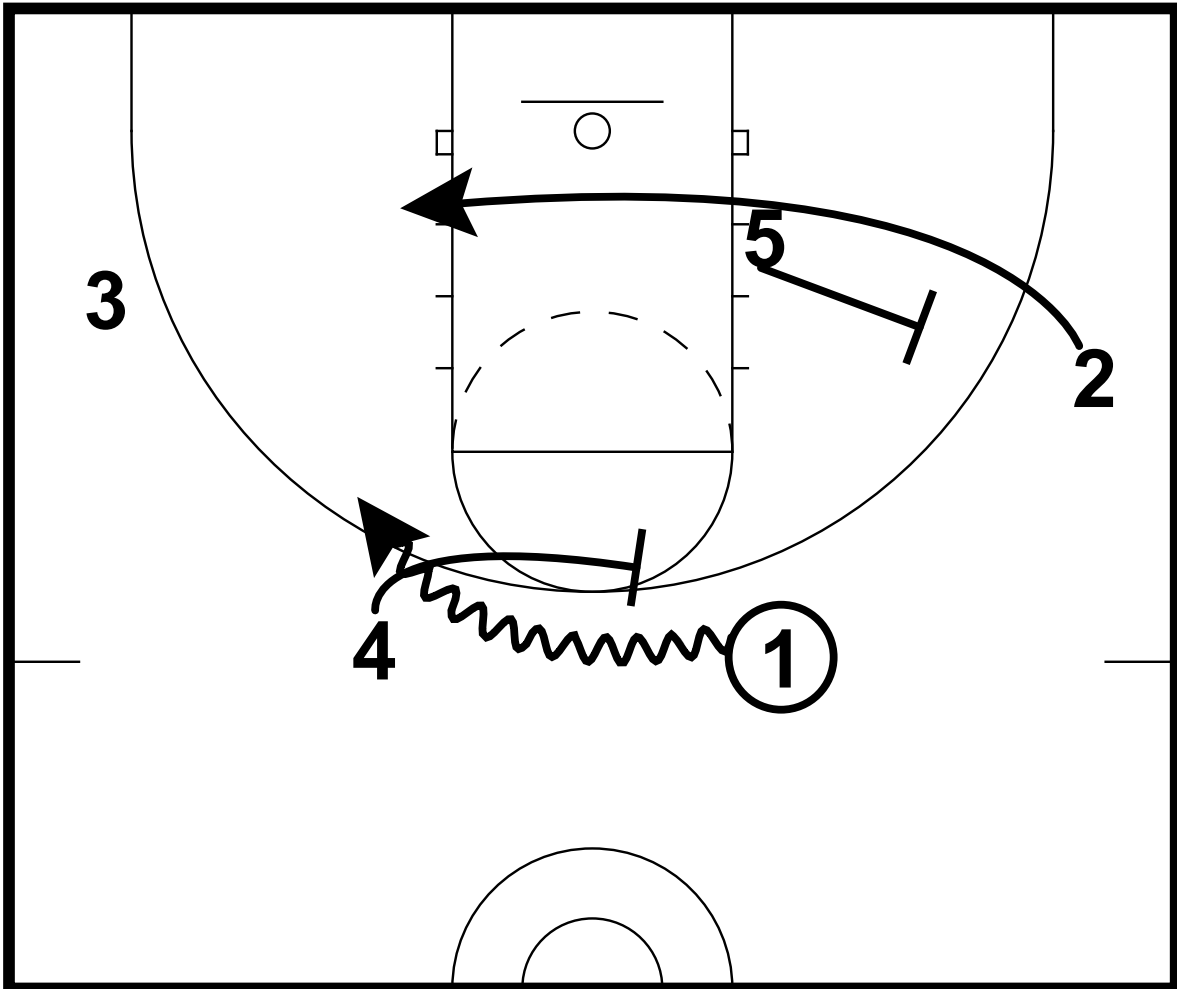
Plays

Play: 3
Swing Offense



Plays

Play: Pitt Swing Offense



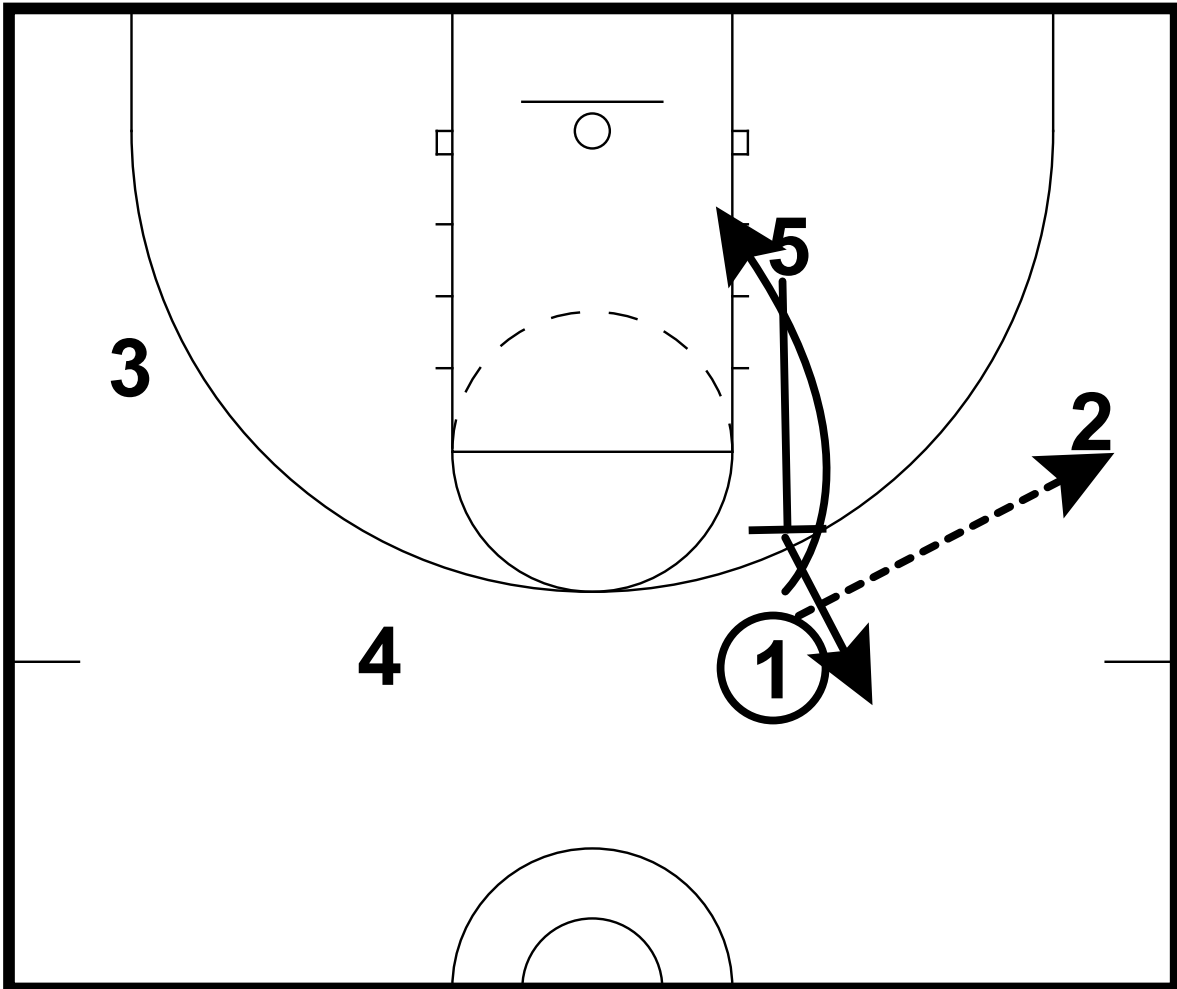
4 sets a ballscreen for 1

5 sets a SLOT SCREEN for 2

1 looks for 2 on the flex cut.

Plays

Play: Pioneer Swing Offense



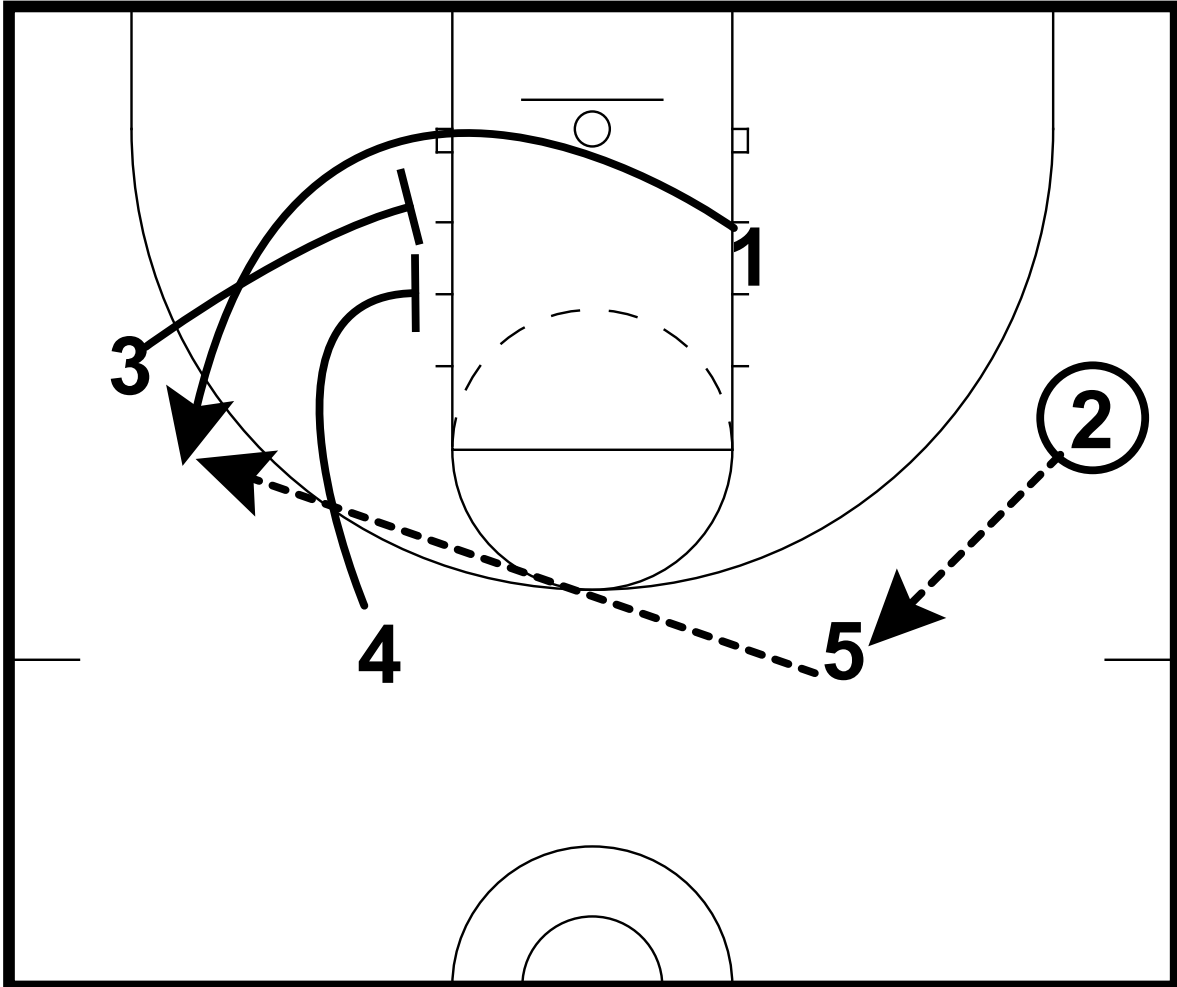
1 hits 3 at the wing

5 sets the ALLEY SCREEN on 1's defender

5 steps out.

Plays

Play: Pioneer Swing Offense

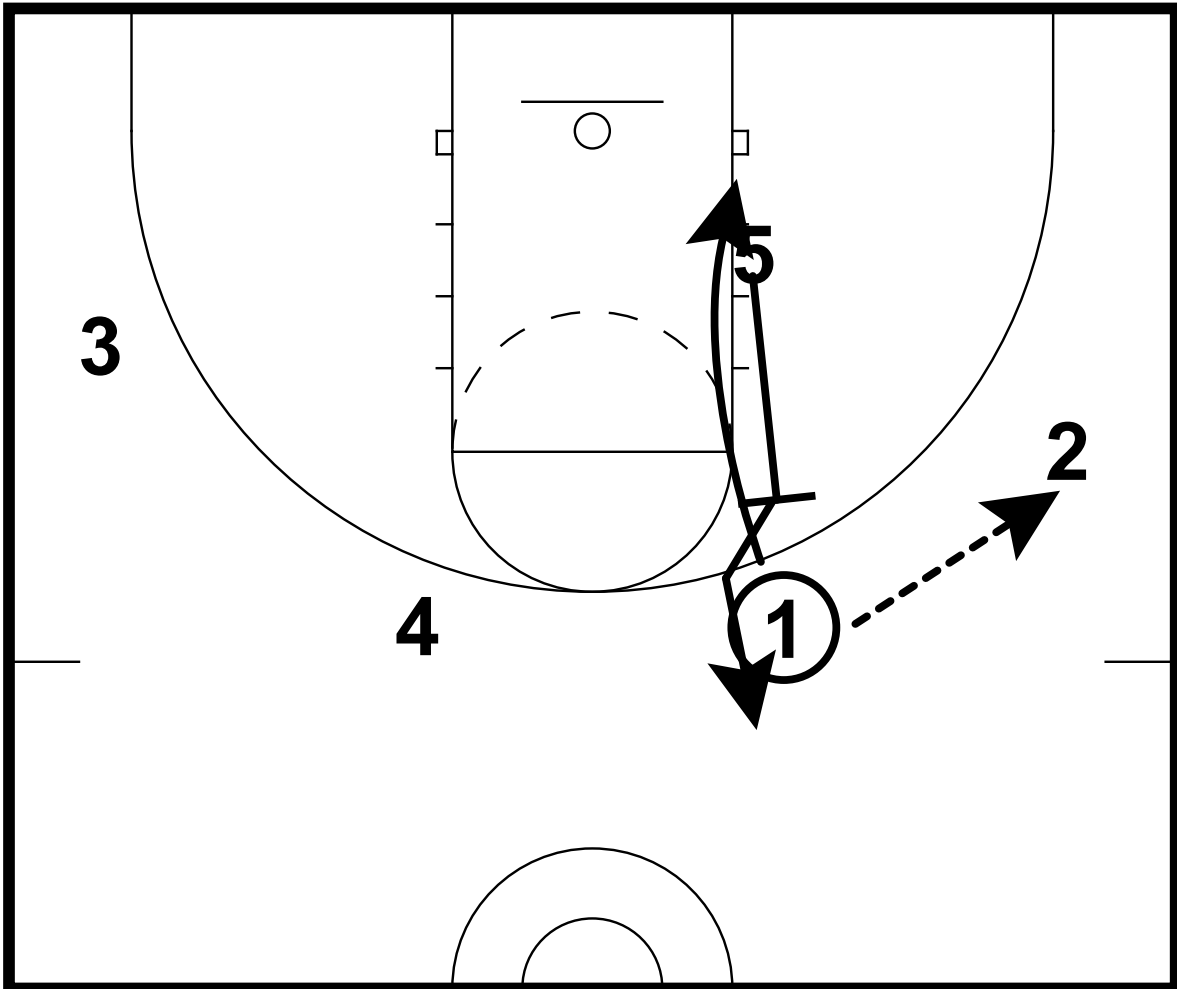


2 hits 5 on the step out.

1 comes off the double screen set by 3 and 4.

Plays

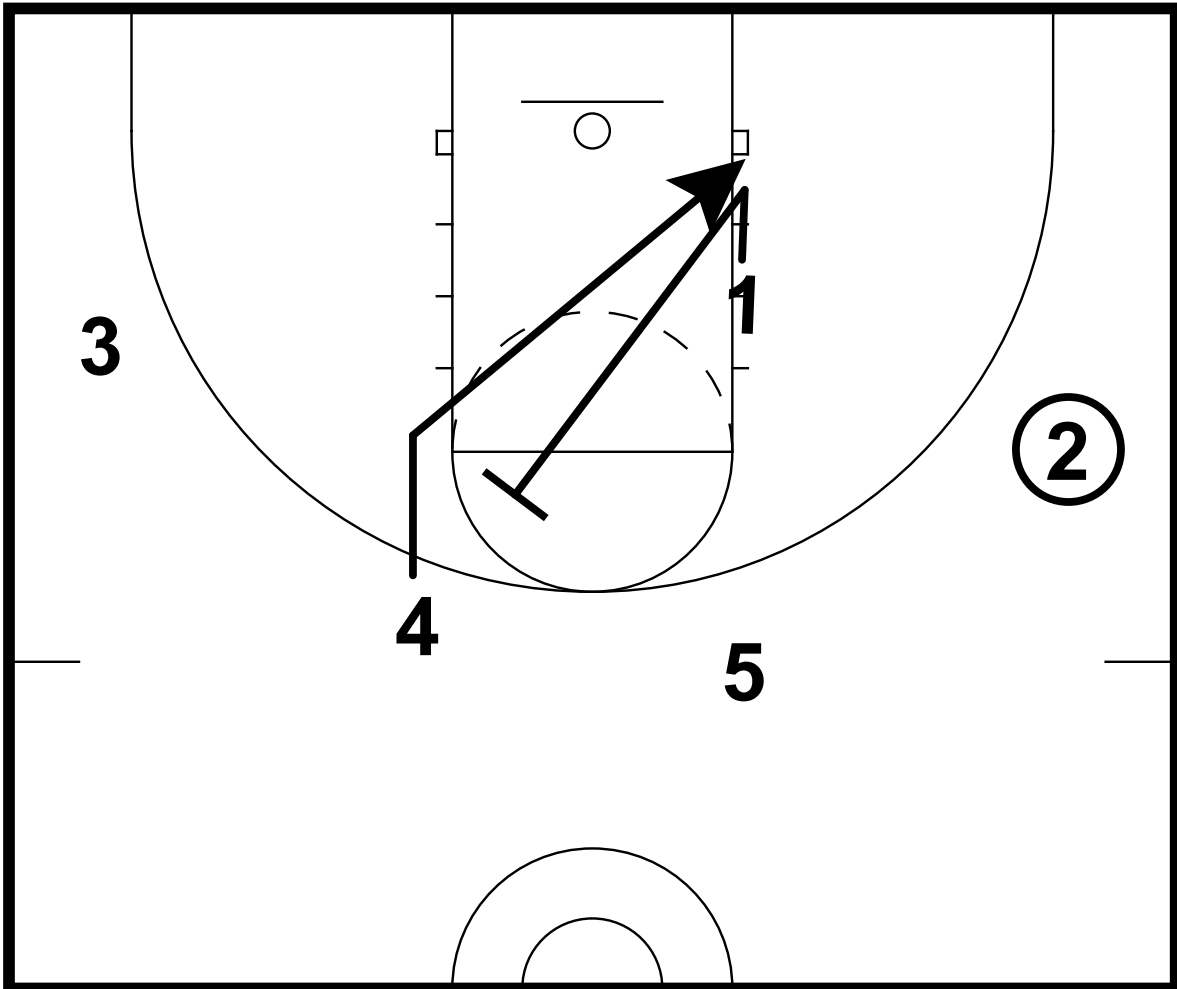
Play: Diagonal Swing Offense



1 hits 2 and comes off the ALLEY SCREEN by 5.

Plays

Play: Diagonal Swing Offense

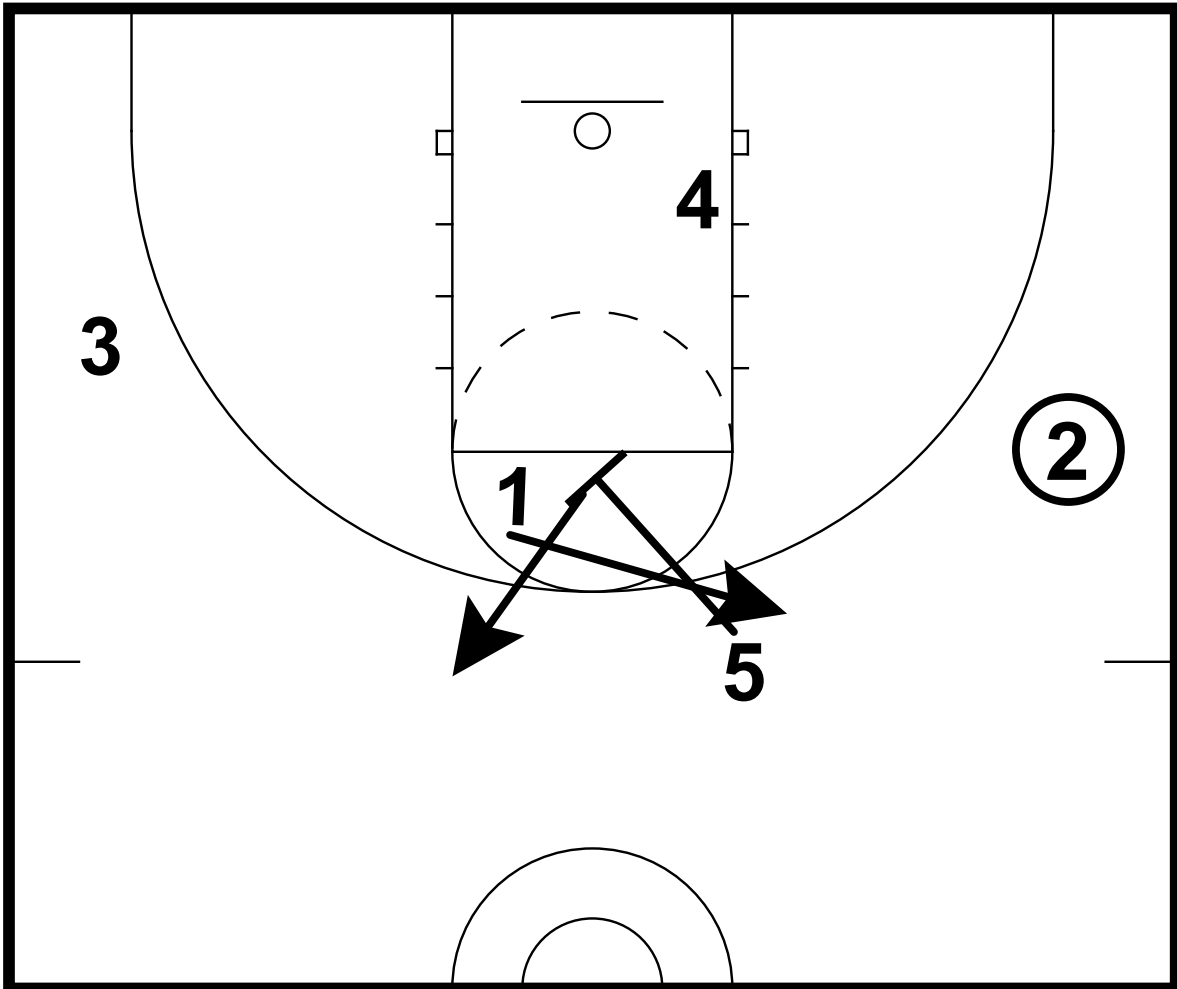


1 hits the block and sets a DIAGONAL SCREEN for 4.

4 looks for post up pass from 2.

Plays

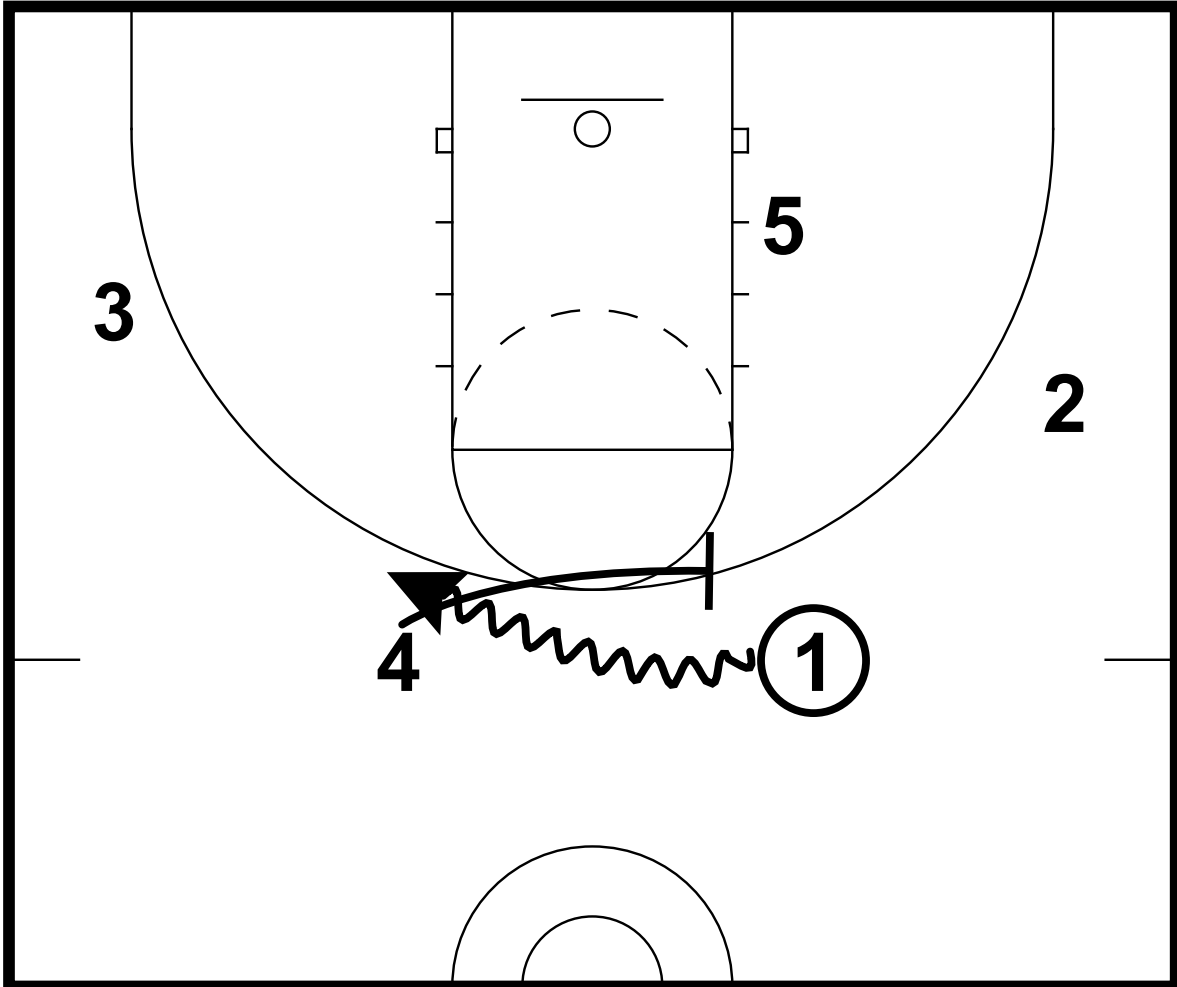
Play: Diagonal Swing Offense



5 sets a "SCREEN THE SCREENER" on 1 and pops back out.

Plays

Play: Bang
Swing Offense

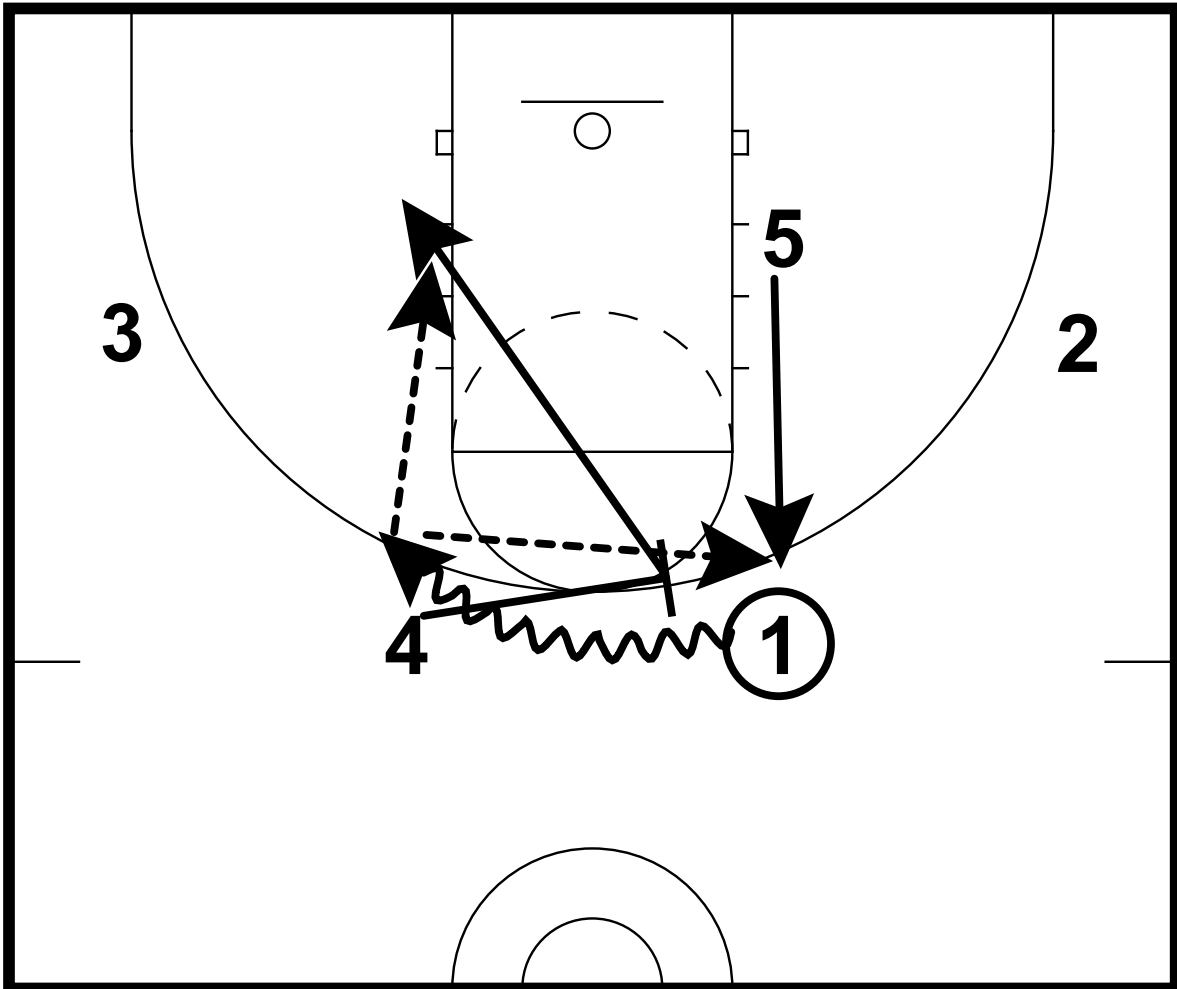


4 sets a high ball screen for 1

1 attacks off the ballscreen.

Plays

Play: 4 Swing Offense

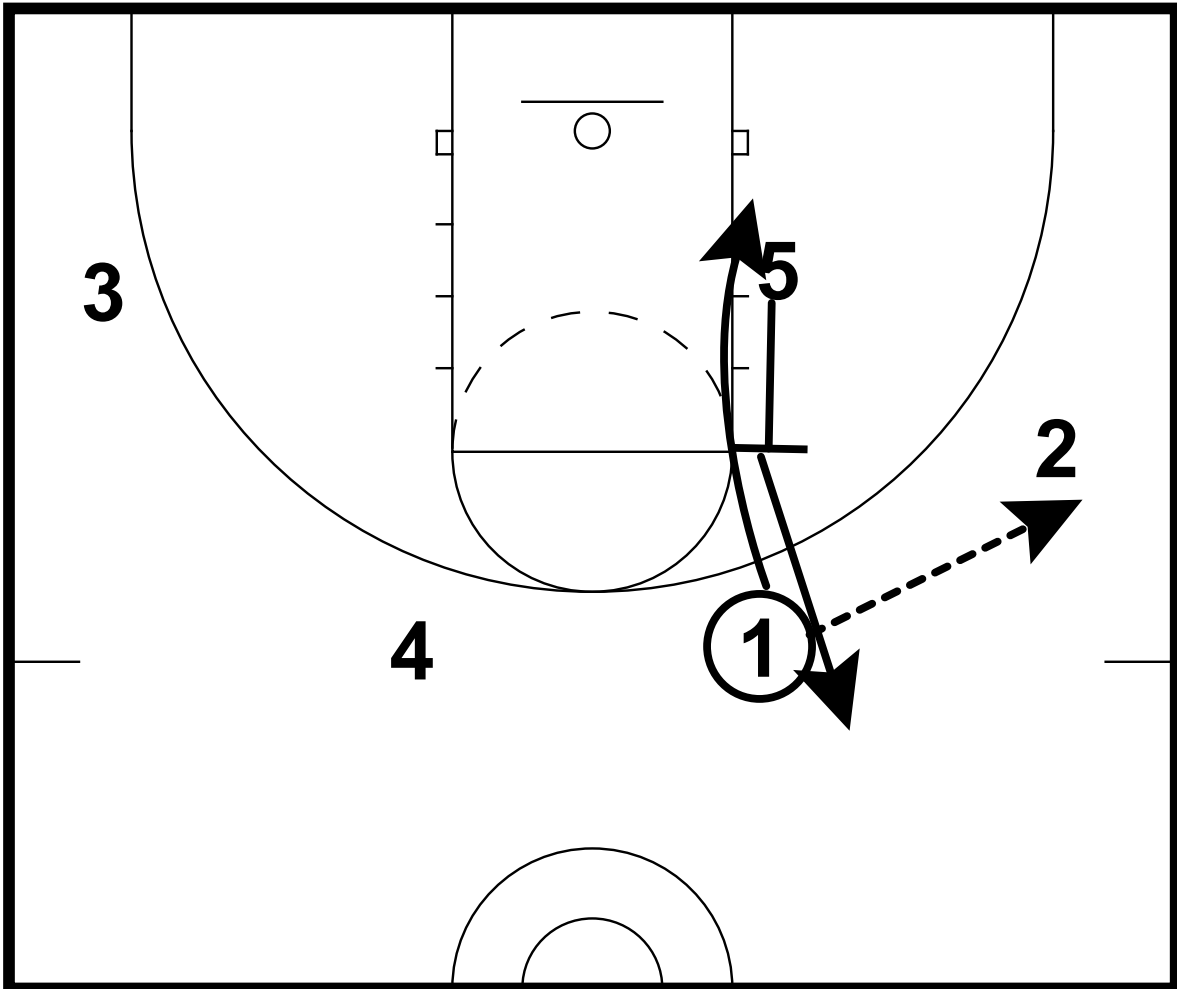


4 sets a ballscreen on 1, who looks to score on the ballscreen.

He can hit 4 rolliing or hit 5 coming up to replace.

Plays

Play: Badger Swing Offense

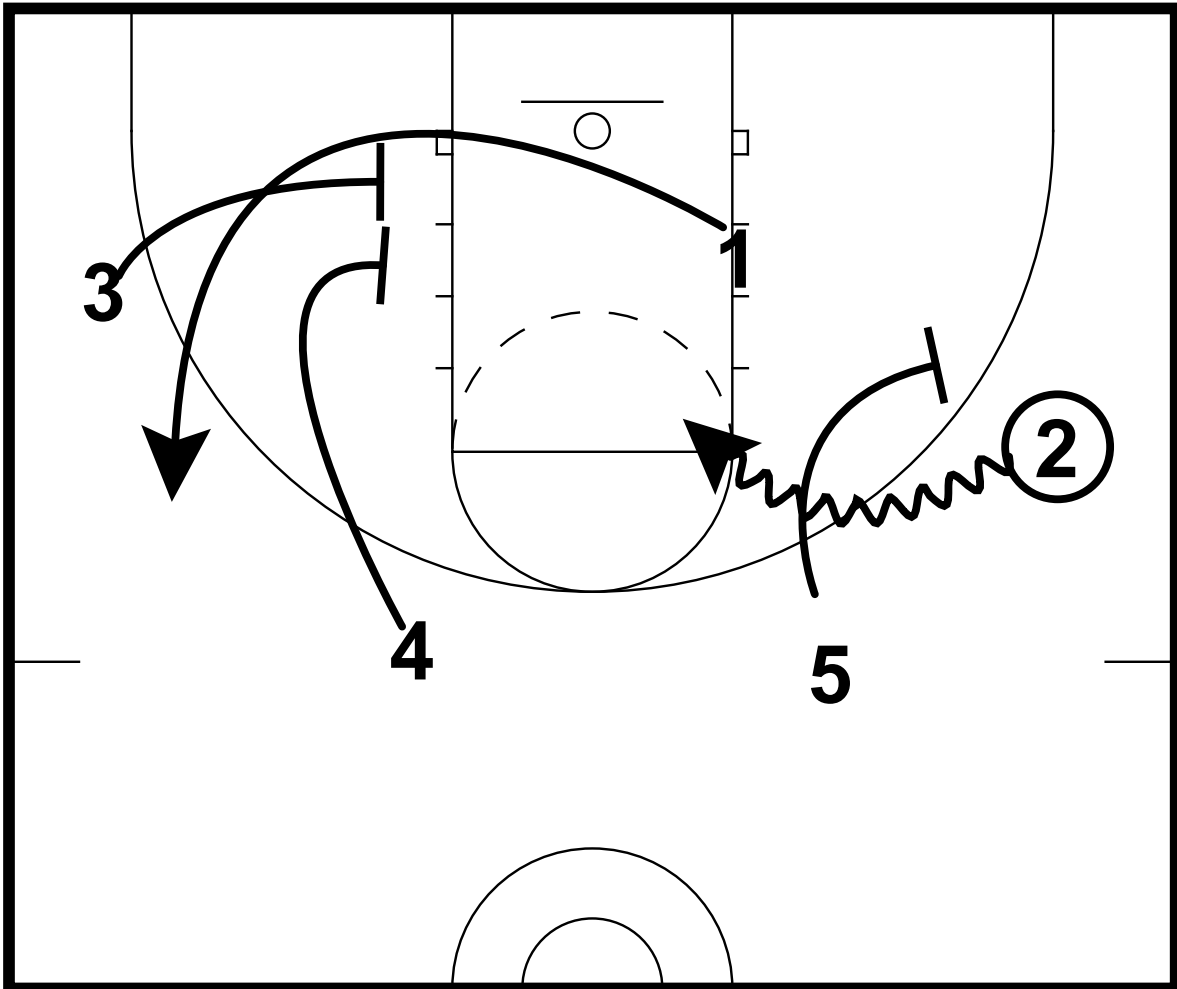


1 passes to 2 and comes off a ALLEY SCREEN from 5

5 steps out.

Plays

Play: Badger Swing Offense

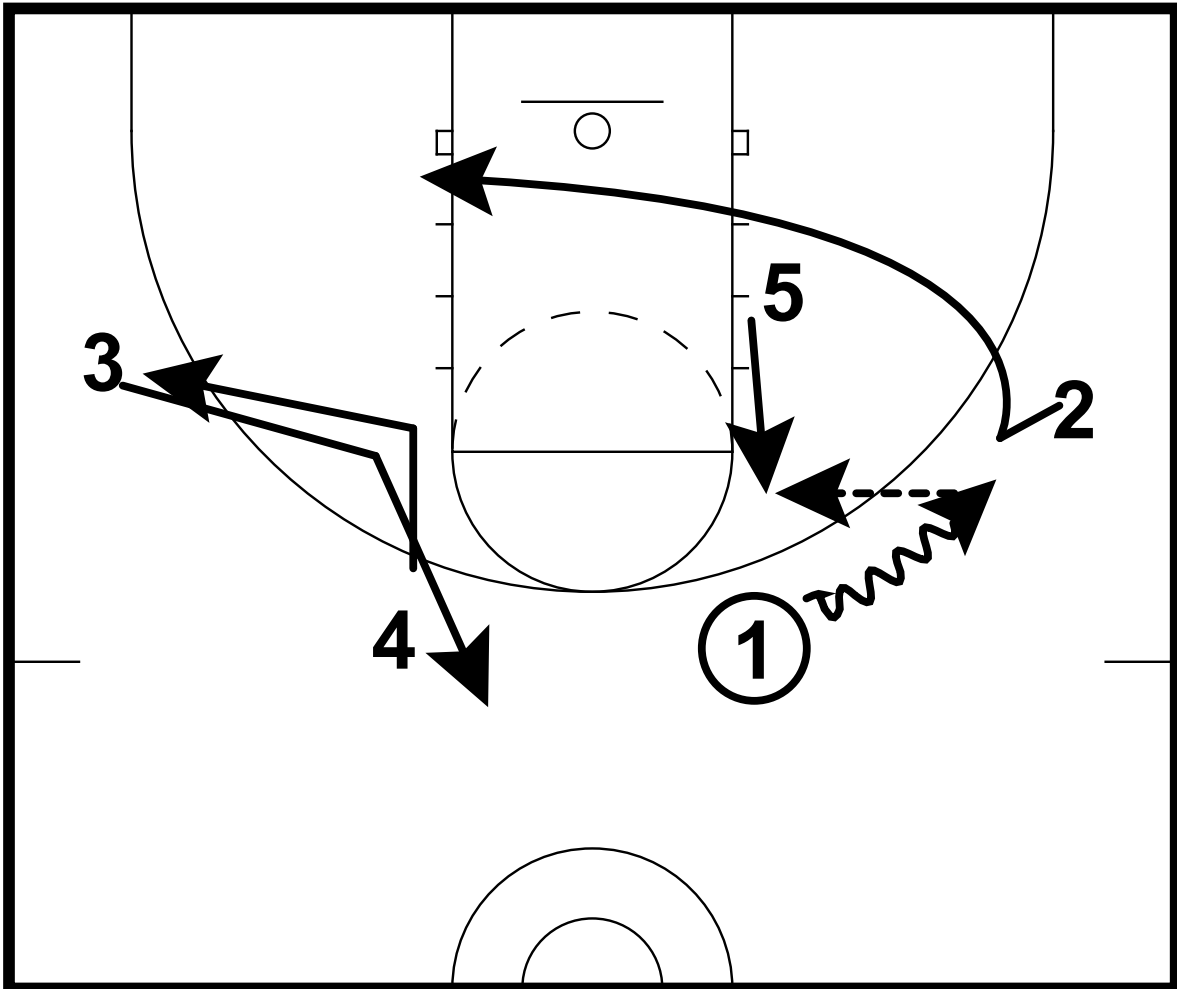


5 sets a ballscreen on 2, who looks to score off the screen or hit 1.

1 runs off a double screen set by 3 and 4.

Plays

Play: Spurs
Swing Offense



This works well versus denial at the wing.

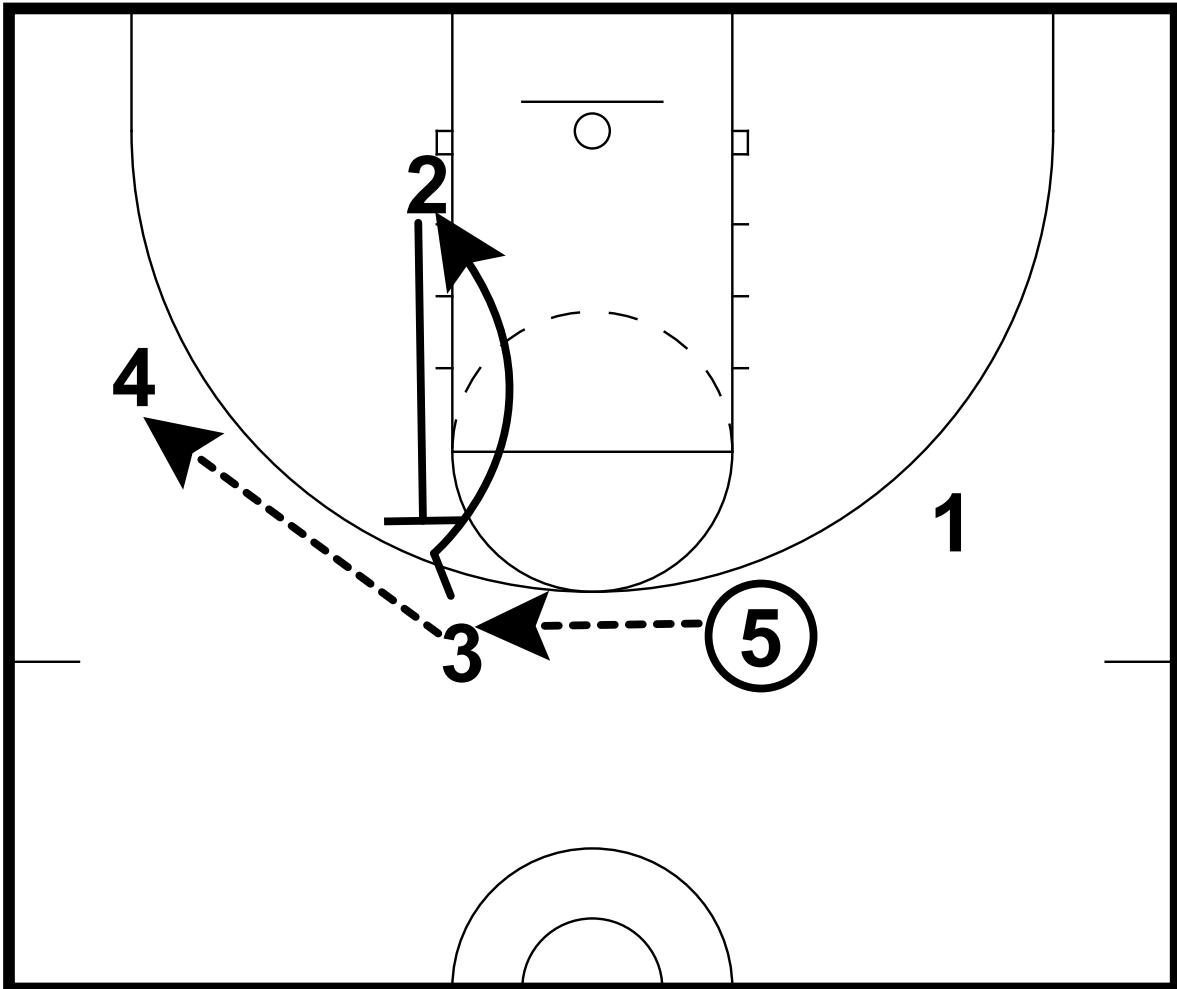
5 flashes high while 1 dribble towards the wing to create a good passing angle

2 steps up and then back cuts on the high post pass looking for a back door pass.

3 and 4 run their normal interchange

Plays

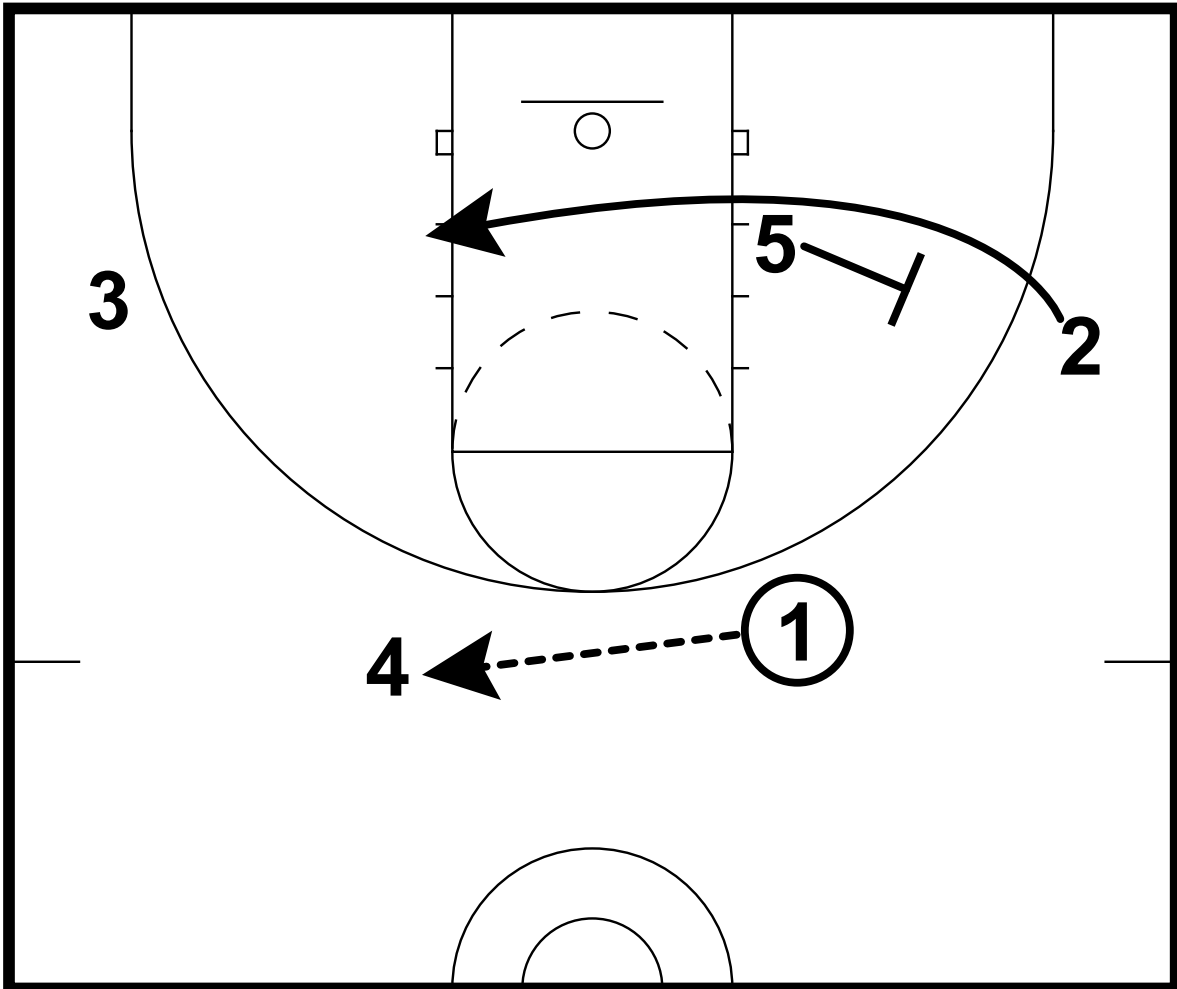
Play: Spurs
Swing Offense



the ball then gets reversed and 2 sets a ALLEY screen for 3 and you are back in the offense.

Plays

Play: 5 Swing Offense

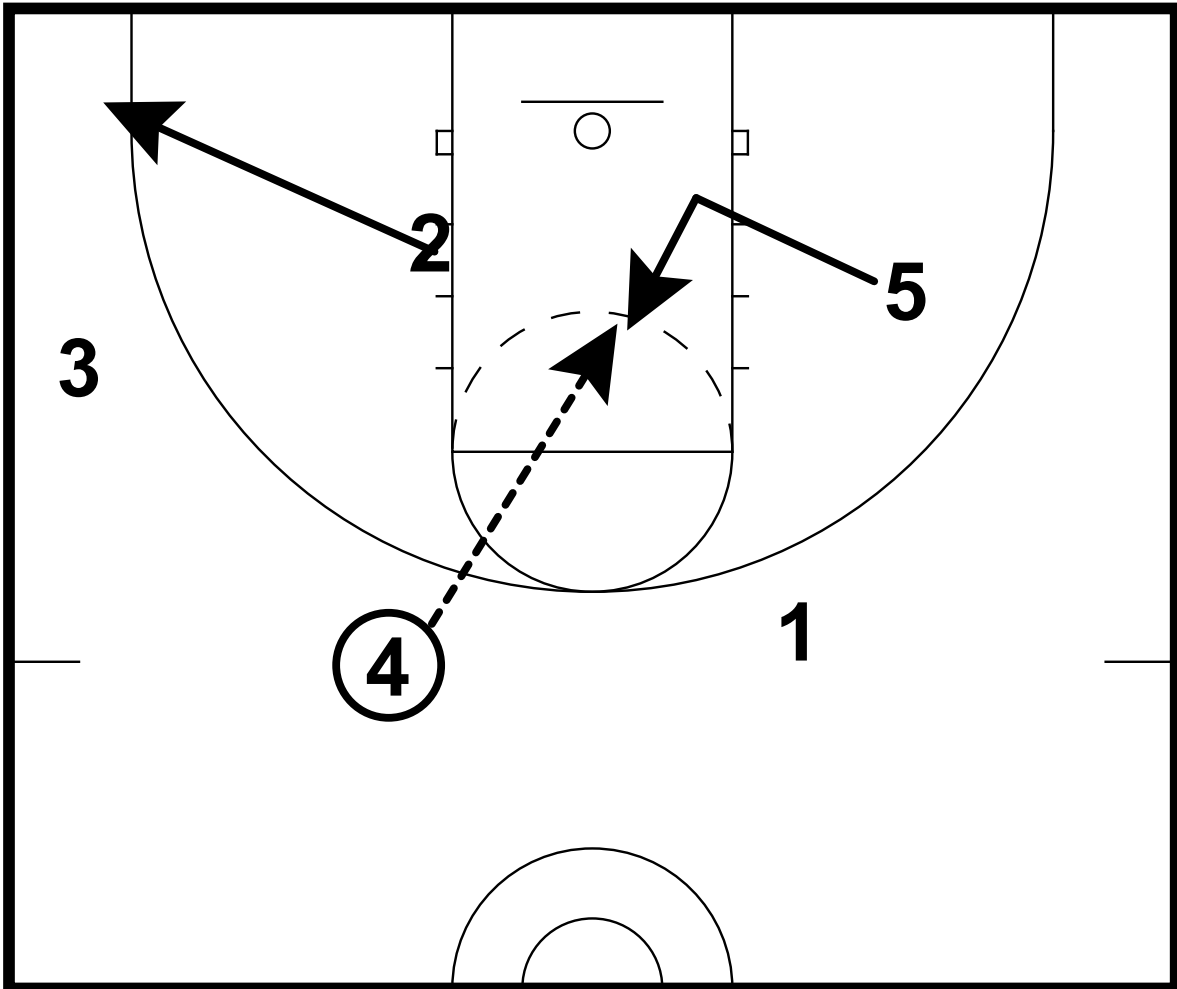


1 passes to 4, who fakes the pass to 3.

5 sets the SLOT SCREEN on 2.

Plays

Play: 5 Swing Offense

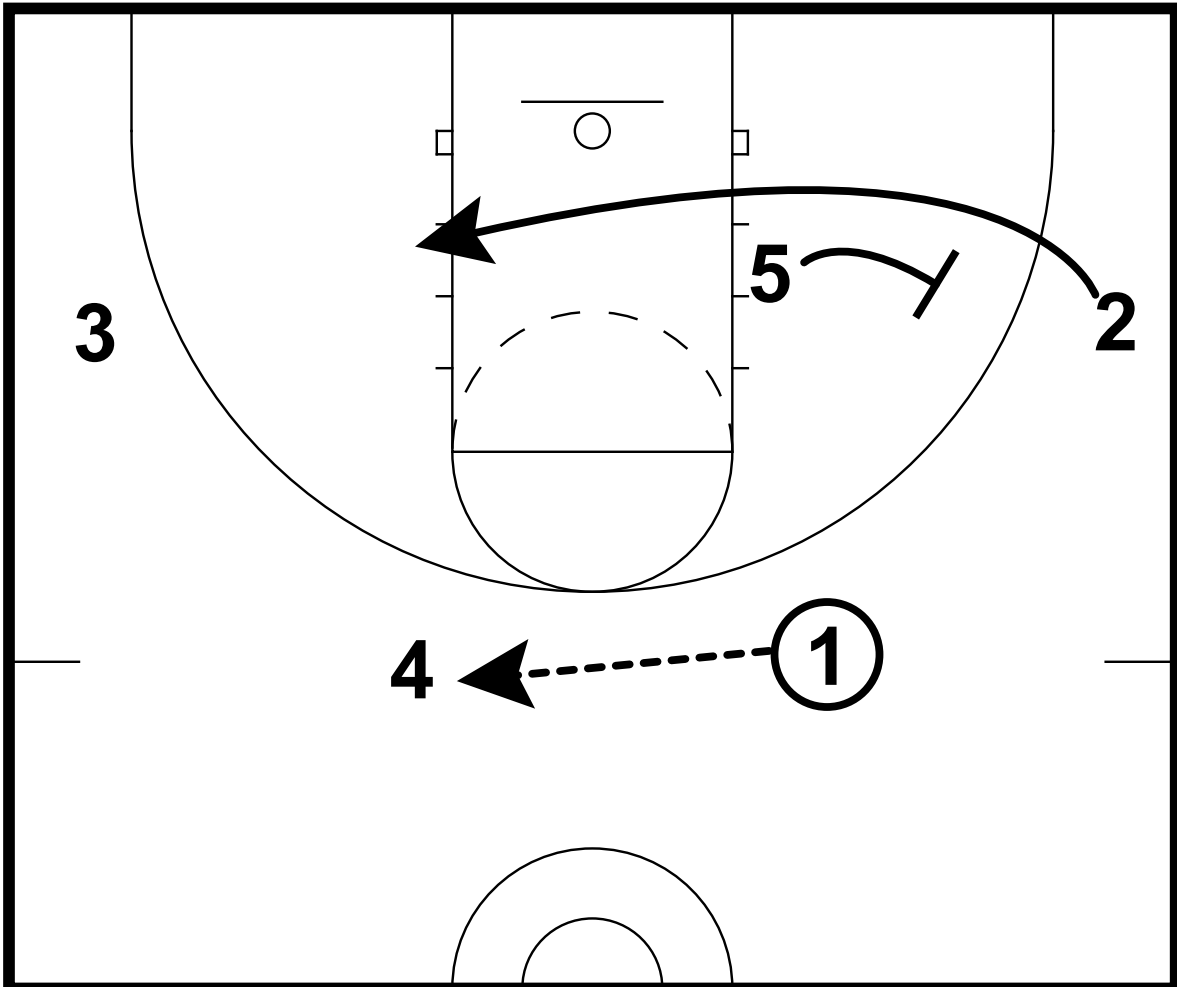


2 continues to the corner.

5 quickly pins his man at the rim.

Plays

Play: 40
Swing Offense

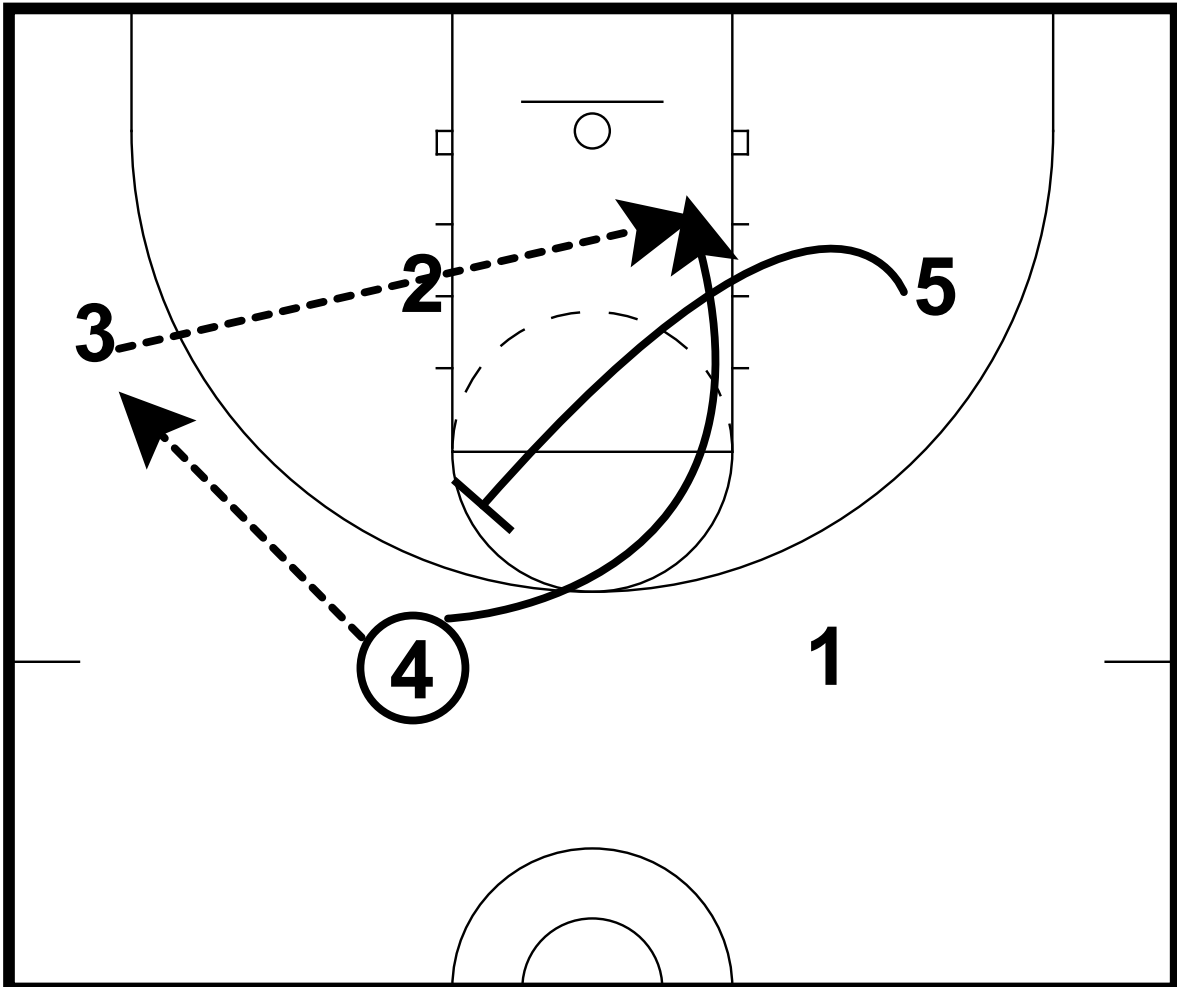


1 makes a GUARD TO GUARD pass

5 sets the SLOT SCREEN on 2.

Plays

Play: 40 Swing Offense



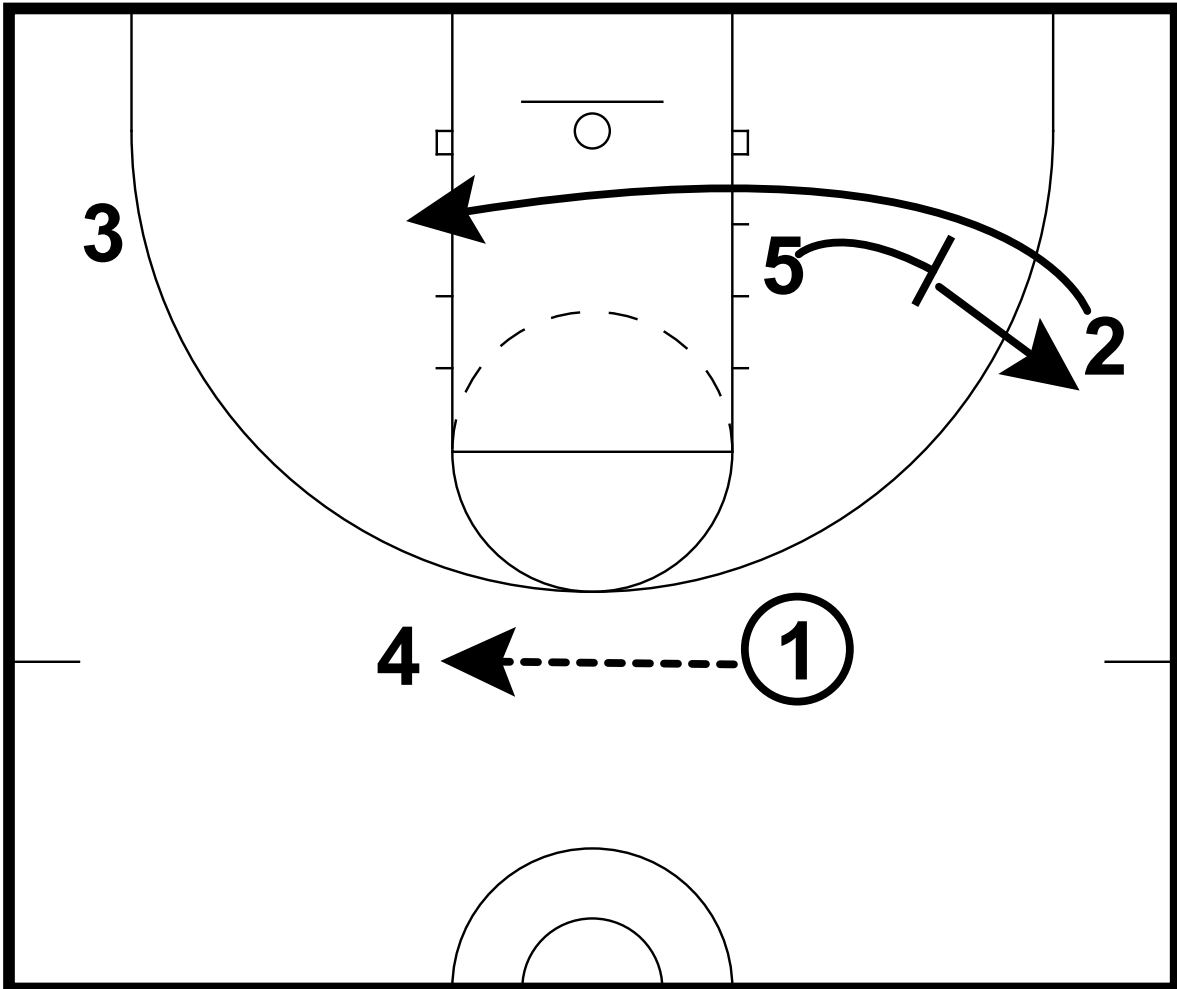
4 quickly reverses the ball to 3.

5 immediately comes up and sets a **DIAGONAL SCREEN** on 4's defender.

3 looks to 4 for a lob pass.

Plays

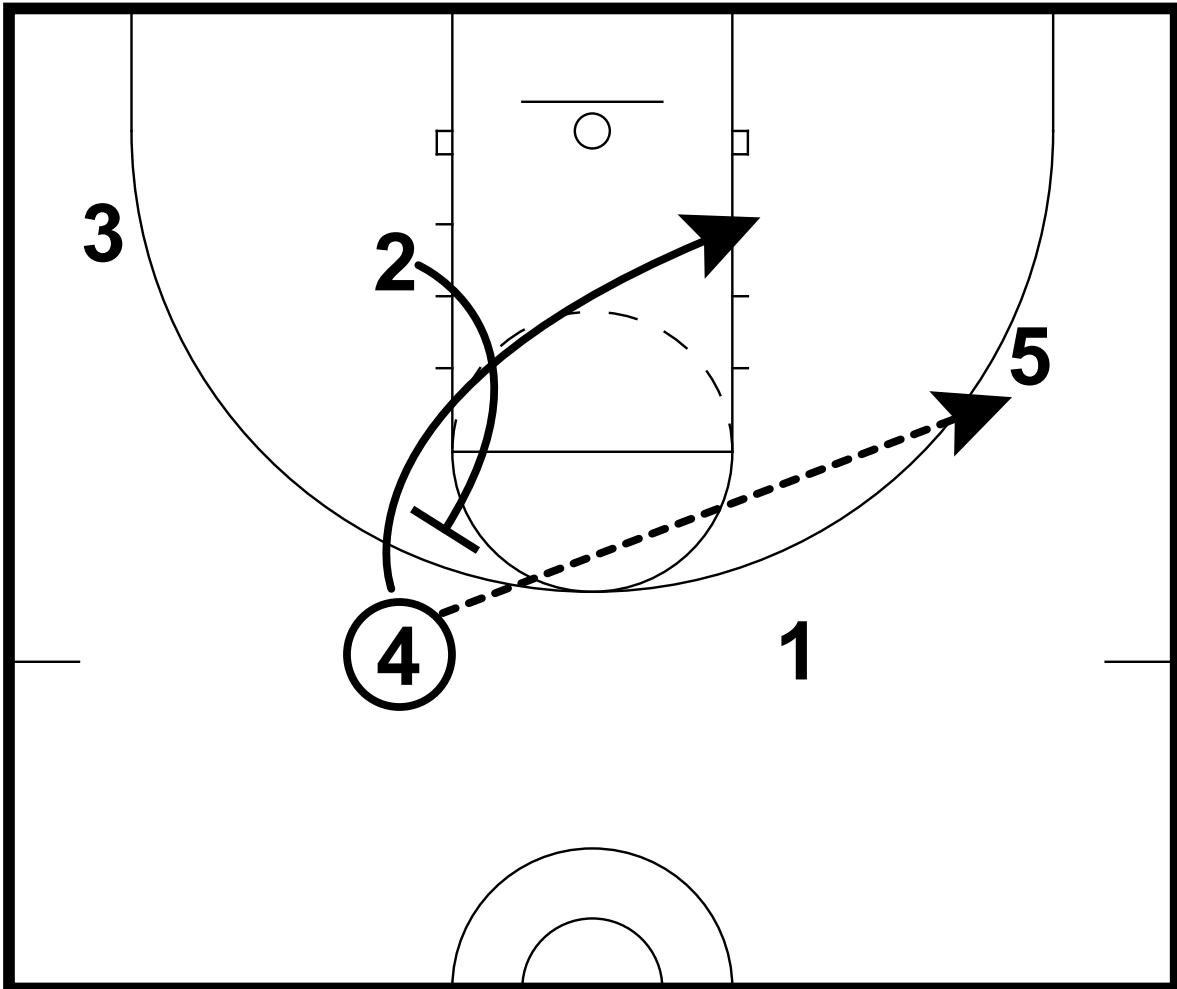
Play: 34
Swing Offense



1 reverse the ball GUARD TO GUARD, so 5 sets the ALOT SCREEN on 2.

Plays

Play: 34 Swing Offense



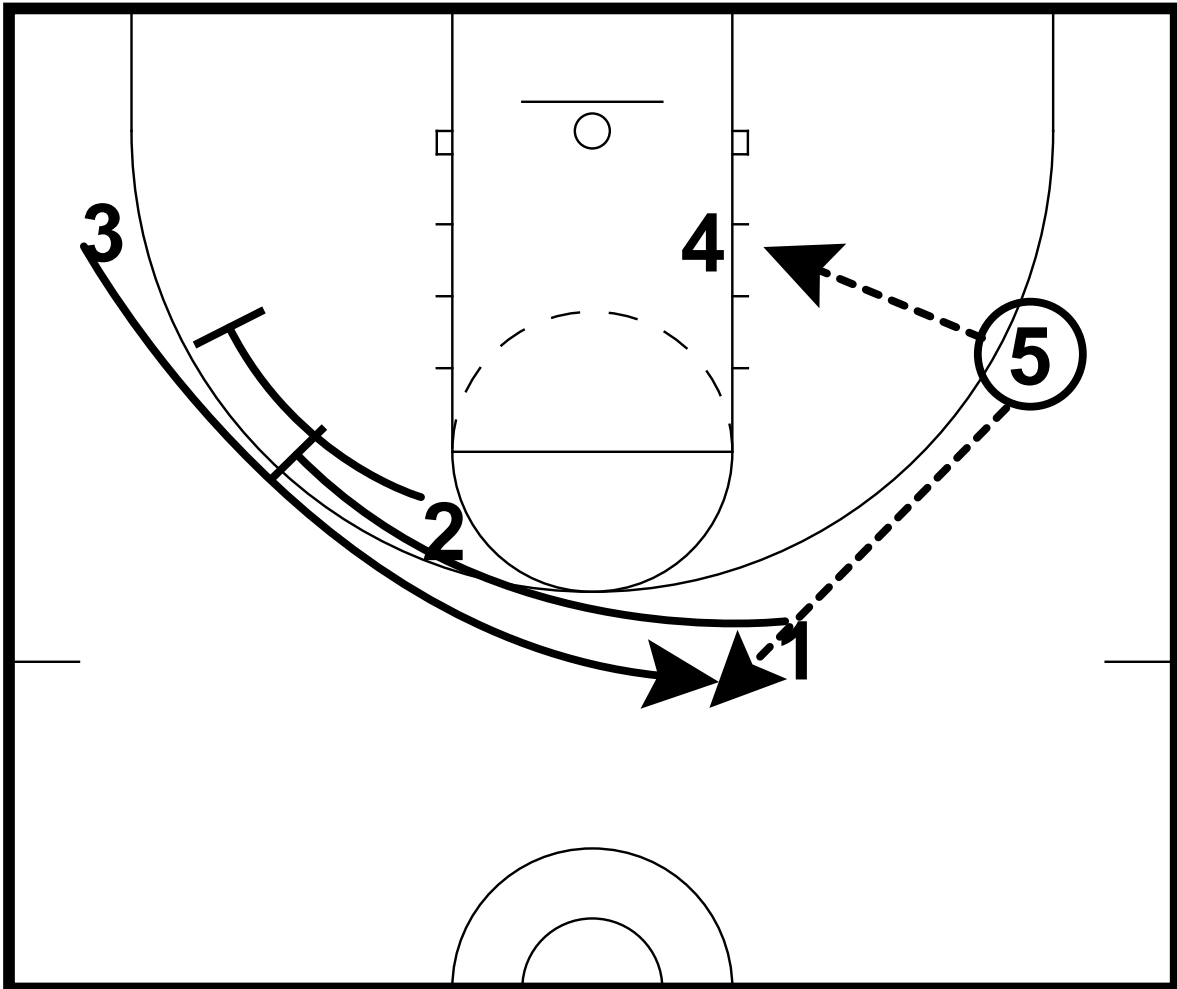
4 skips the ball back out to 5 on the step out

2 sets a ALLEY SCREEN on 4.

4 dives off the screen to the ballside post

Plays

Play: 34 Swing Offense

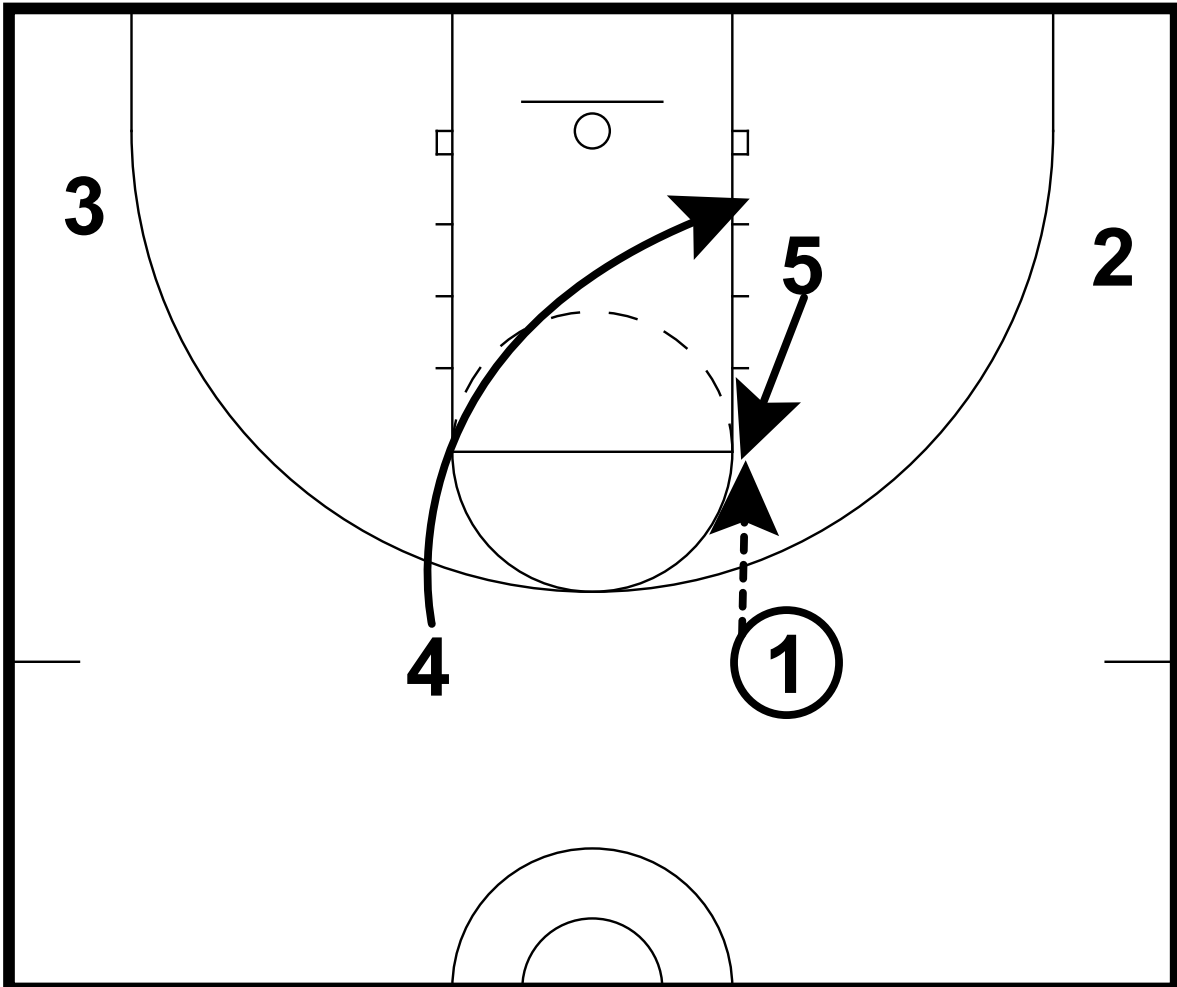


2 and 1 set a double stagger away for 3 coming out of the corner.

this will occupy the backside for 4 to be isolated.

Plays

Play: Up 1
Swing Offense

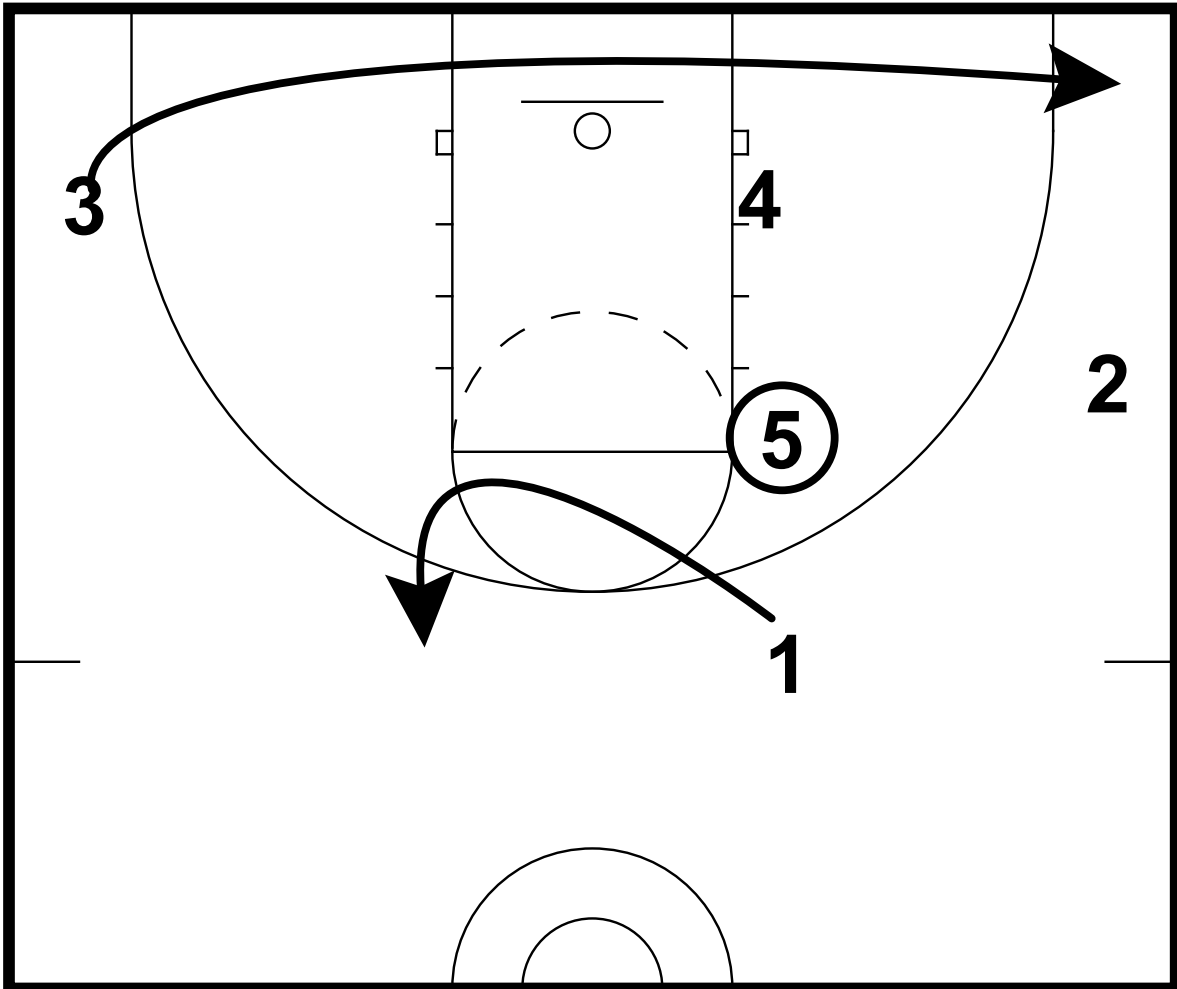


5 flashes to the ELBOW for a pressure release

4 cuts to the ball side block and posts up.

Plays

Play: Up 1
Swing Offense

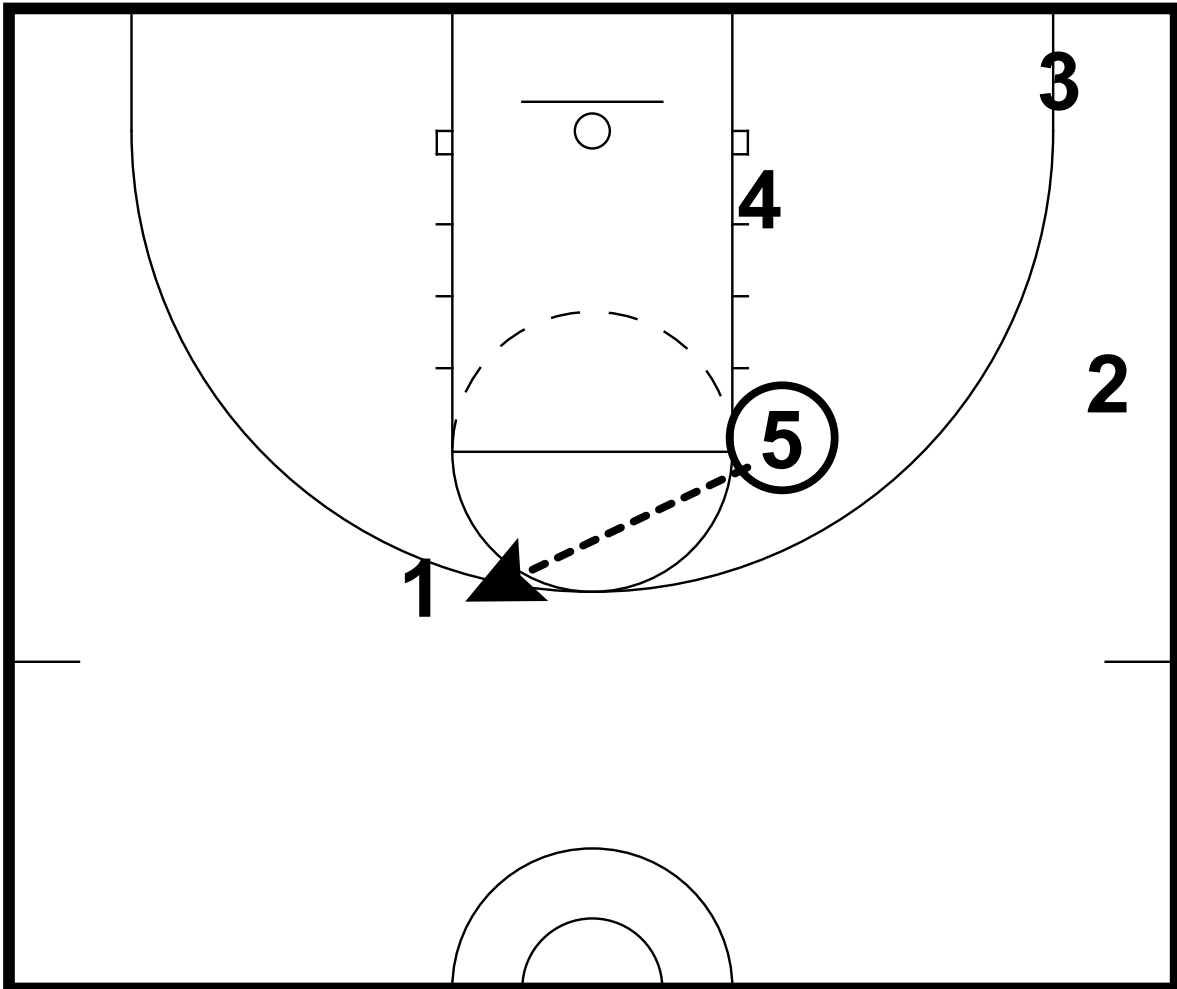


3 clears to the right side corner

1 man cuts to the elbow and then flares out.

Plays

Play: Up 1
Swing Offense

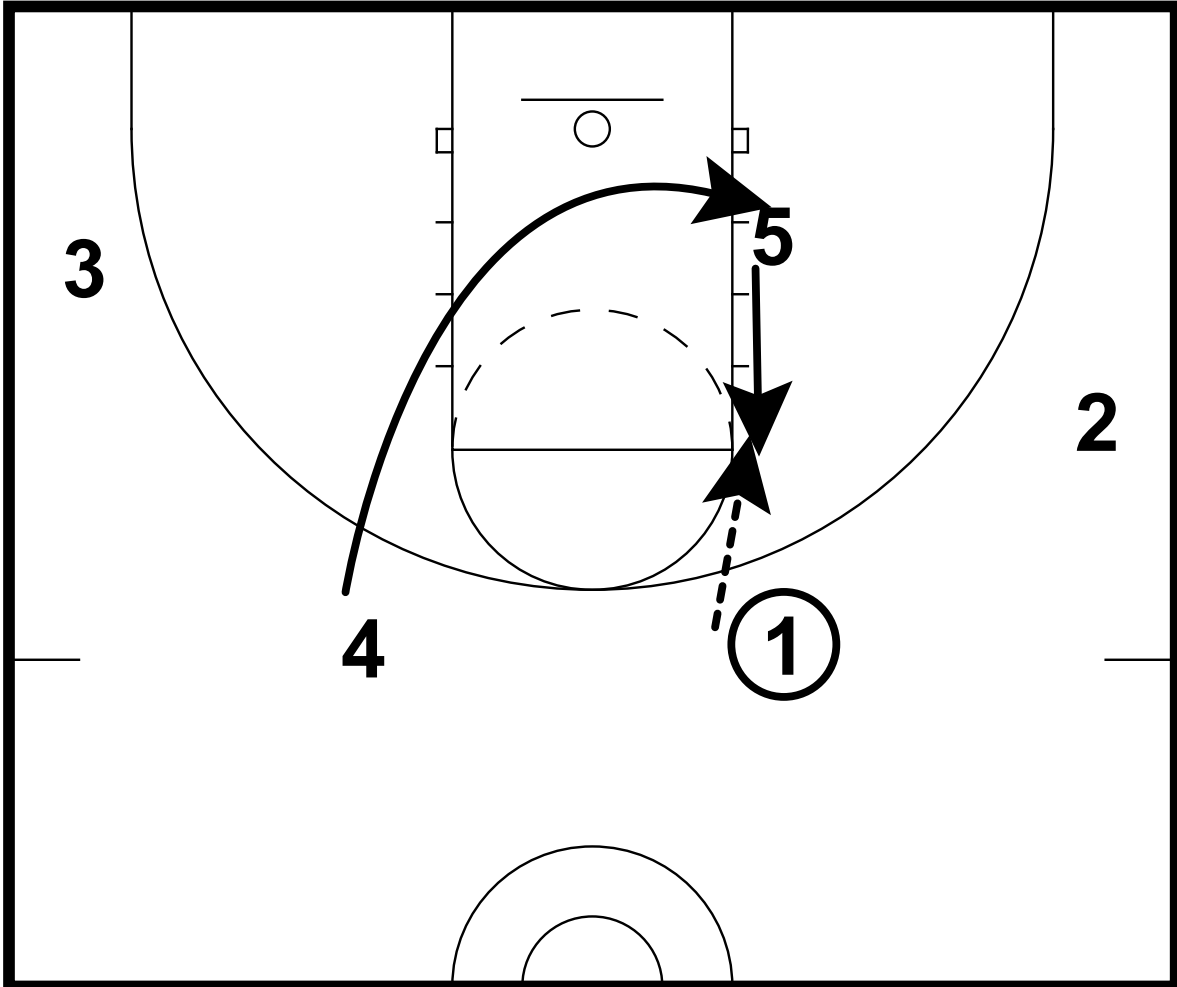


5 looks to 1 for a three point shot.

"This is a high percentage kick out three"

Plays

Play: Up 2
Swing Offense

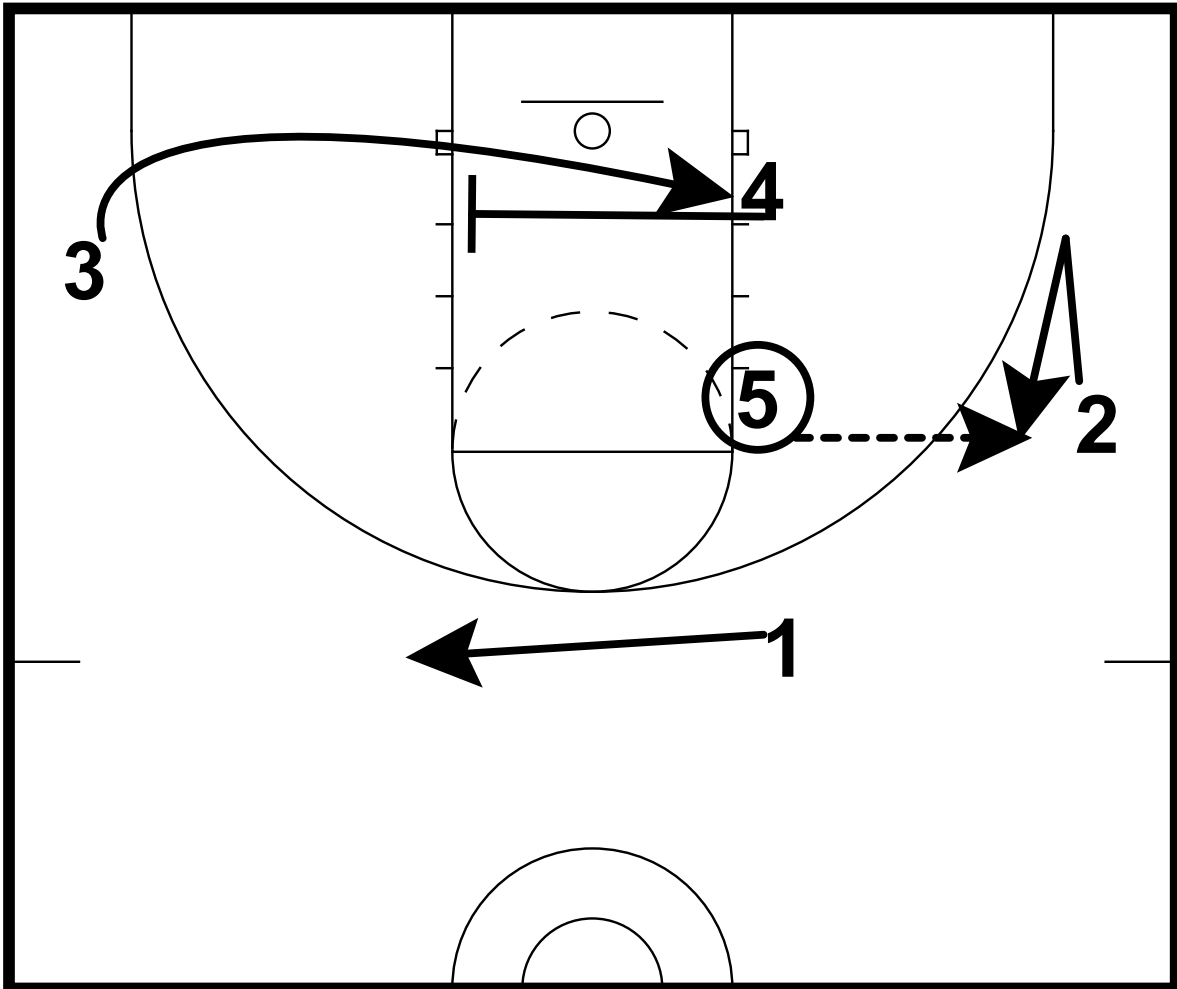


1 hits 5 at the ELBOW.

4 dives to post up.

Plays

Play: Up 2
Swing Offense



2 V-cuts to get open

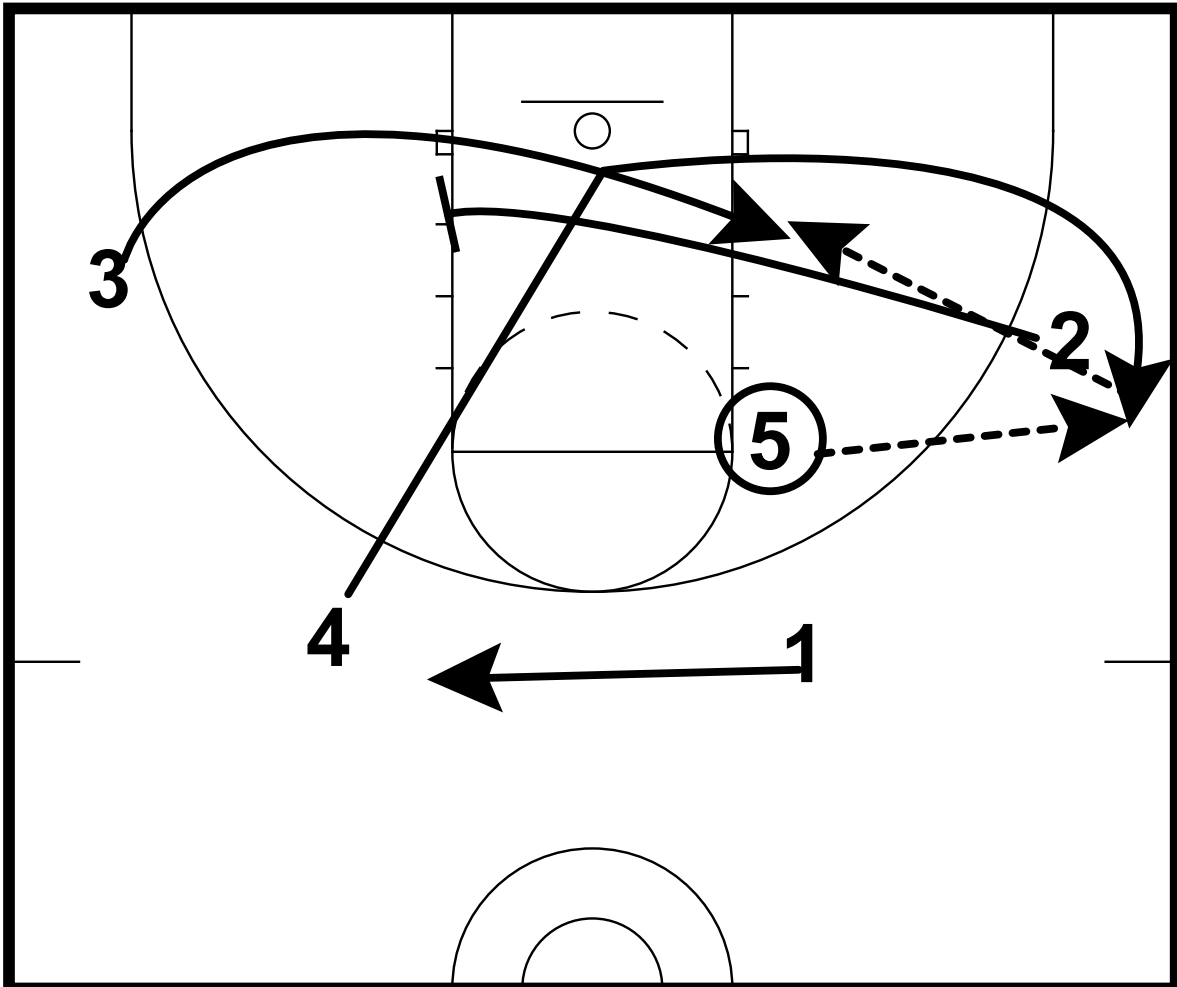
1 clears to keep spacing

5 hits 2

4 sets a flex screen for the 3 man.

Plays

Play: Up 2
Swing Offense



VARIATION

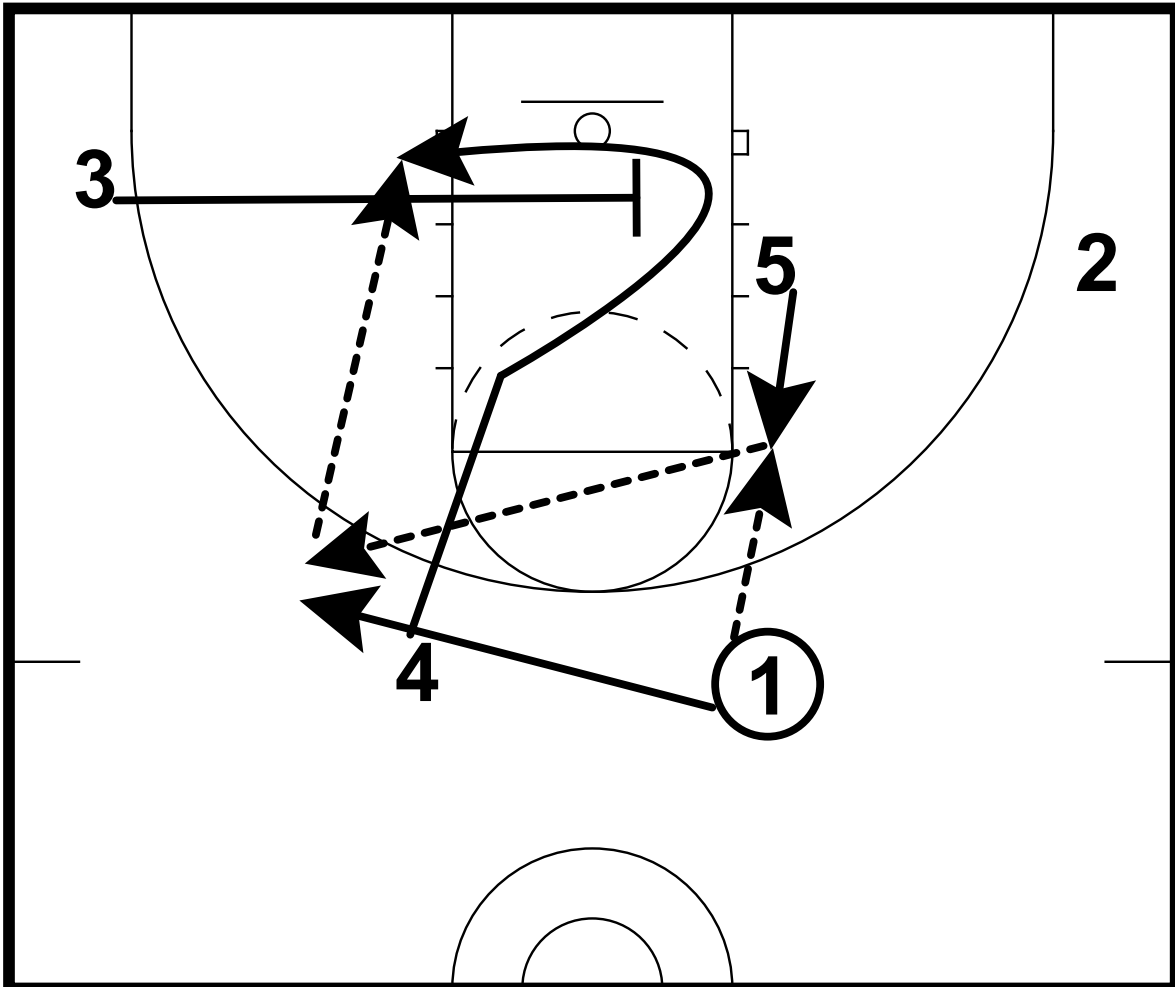
rather than the 4 post up at the block, he cuts through to the right side wing.

5 kicks the ball out to the 4 at the wing

2 cuts through and sets the cross screen for 3 who looks to get a pass from 4.

Plays

Play: Up 3 Swing Offense



1 hits 5 at the ELBOW

4 moves to post up on the ballside block

1 moves over for spacing

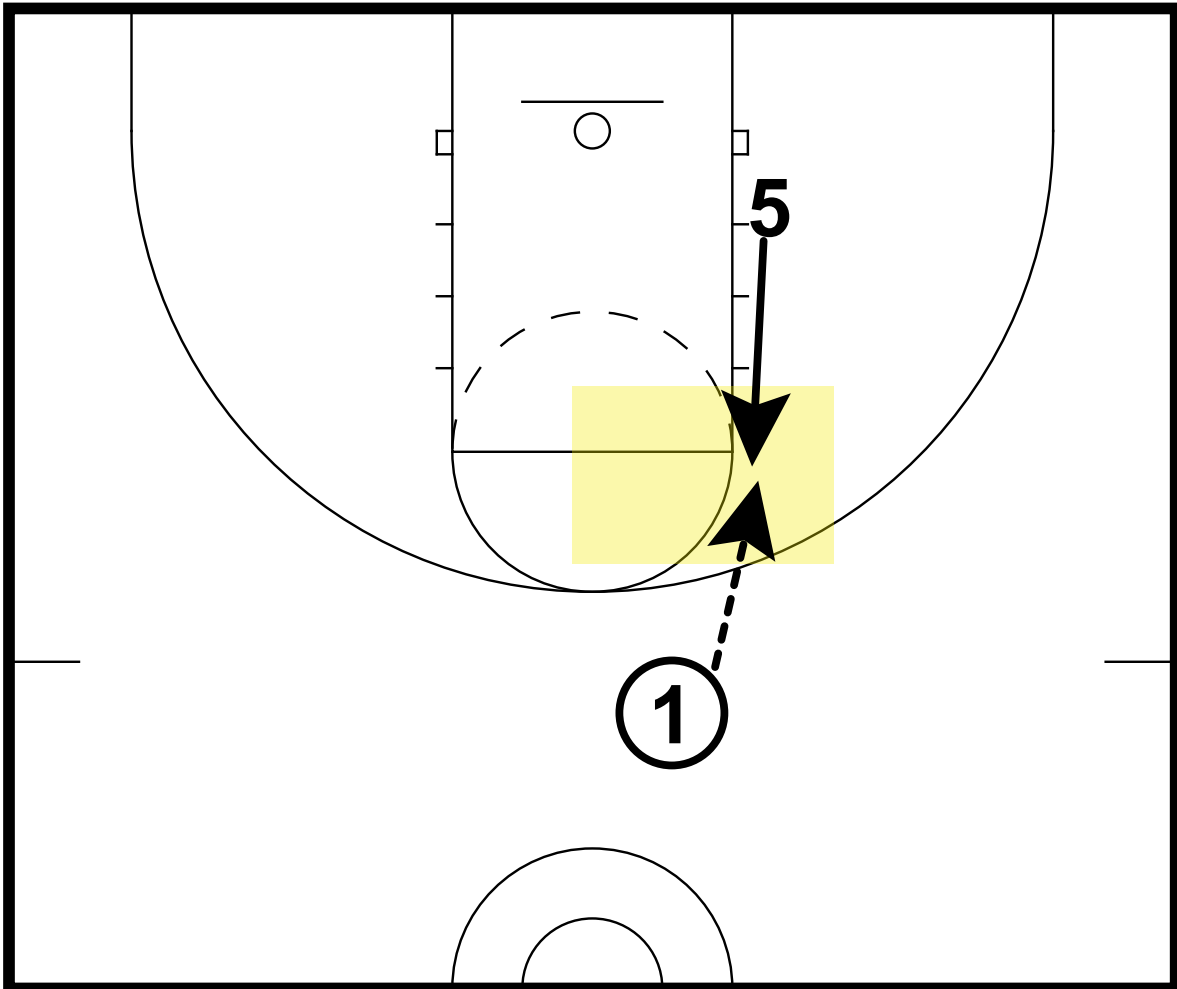
3 sets a cross screen on 4.

5 hit 1

1 looks for 4 at the block

Plays

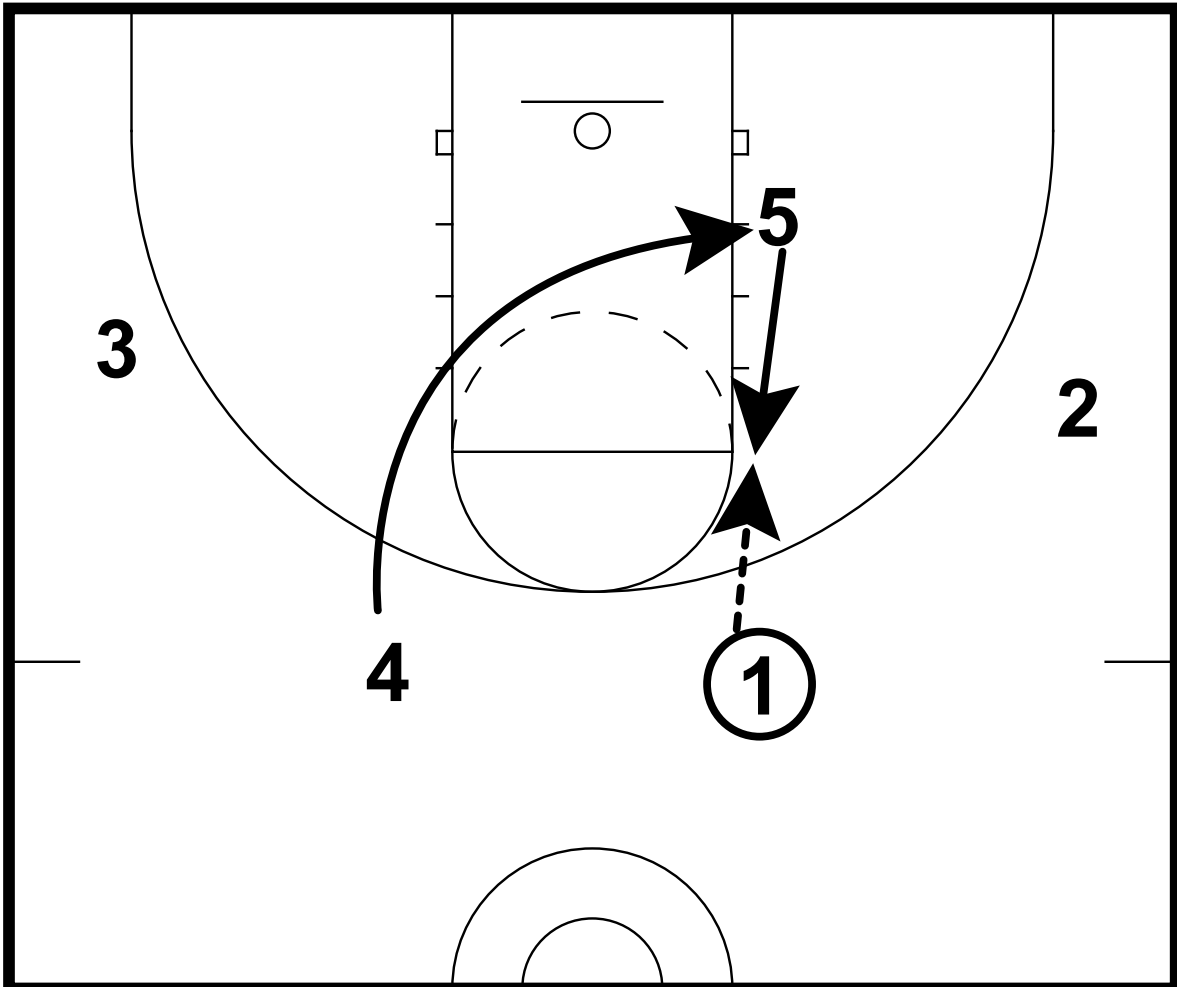
Play: Up 4
Swing Offense



Big flashes to high post for a pressure release.

Plays

Play: Up 4 Swing Offense

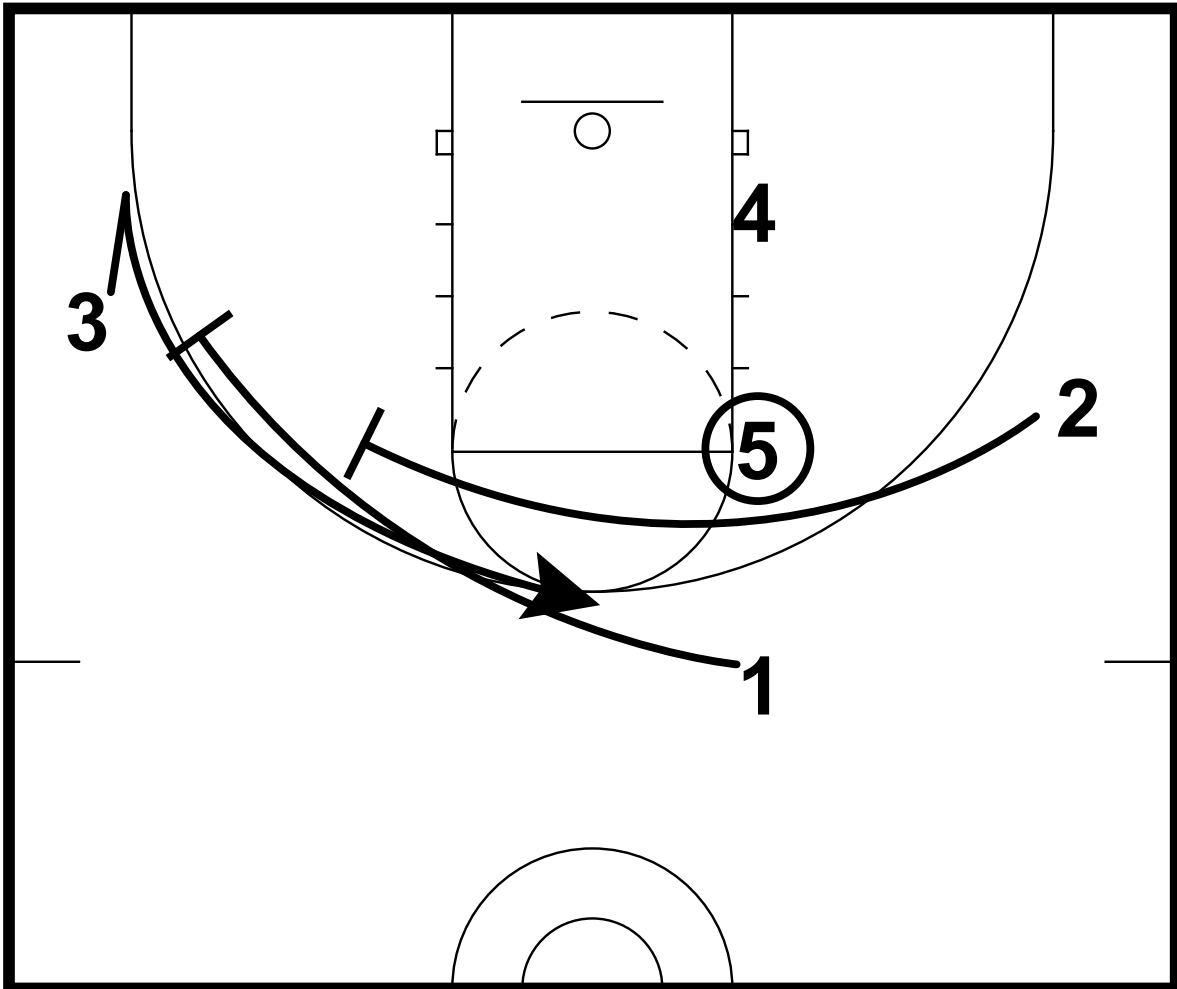


1 hits 5 at the ELBOW.

4 cuts to the ballside block for a post up.

Plays

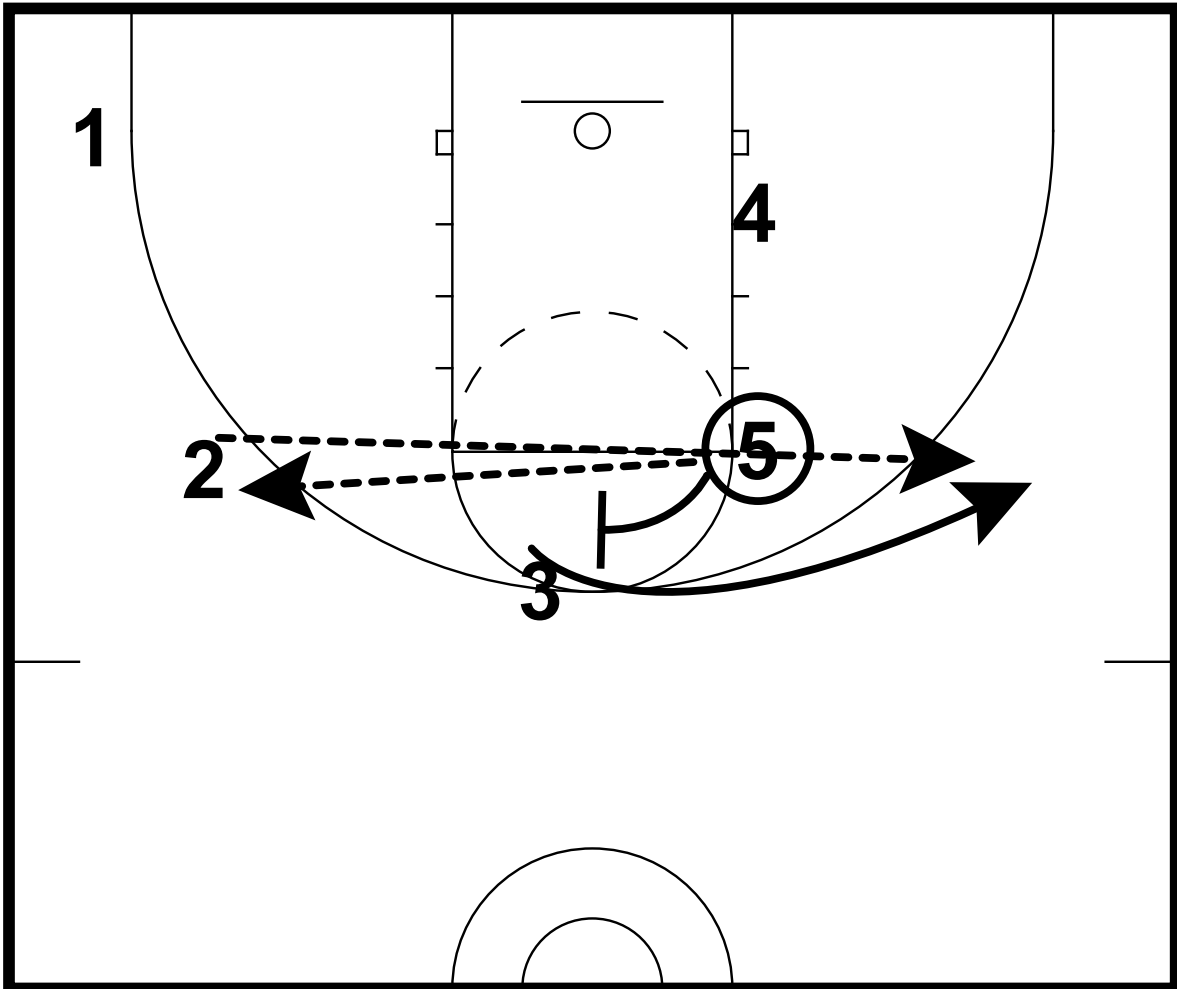
Play: Up 4
Swing Offense



1 and 2 set a double stagger screen for 3.

Plays

Play: Up 4 Swing Offense

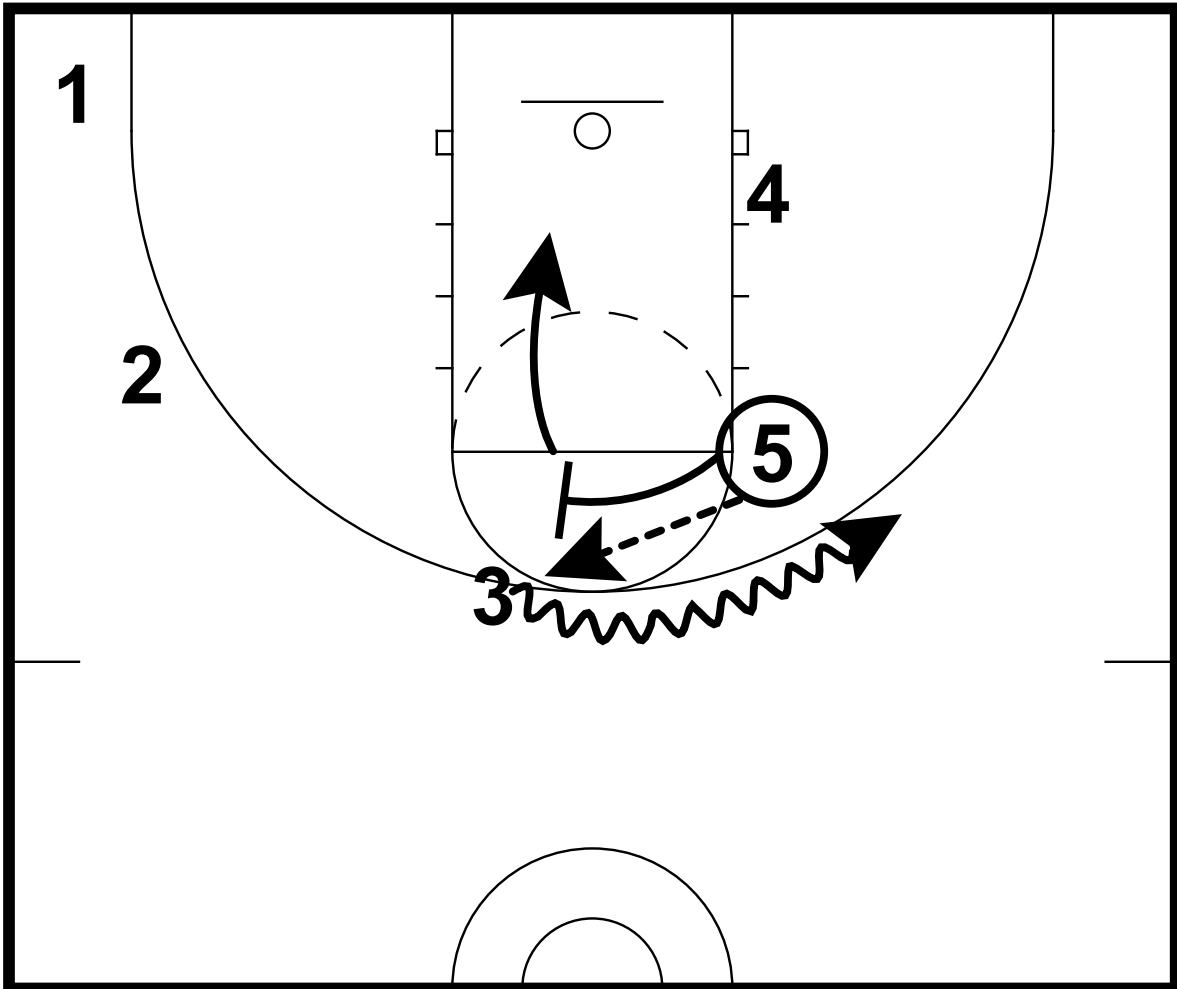


If there is no shot off the double stagger screen, 5 should look to 2.

5 then sets a fade screen for 3 where 2 should look to skip the ball.

Plays

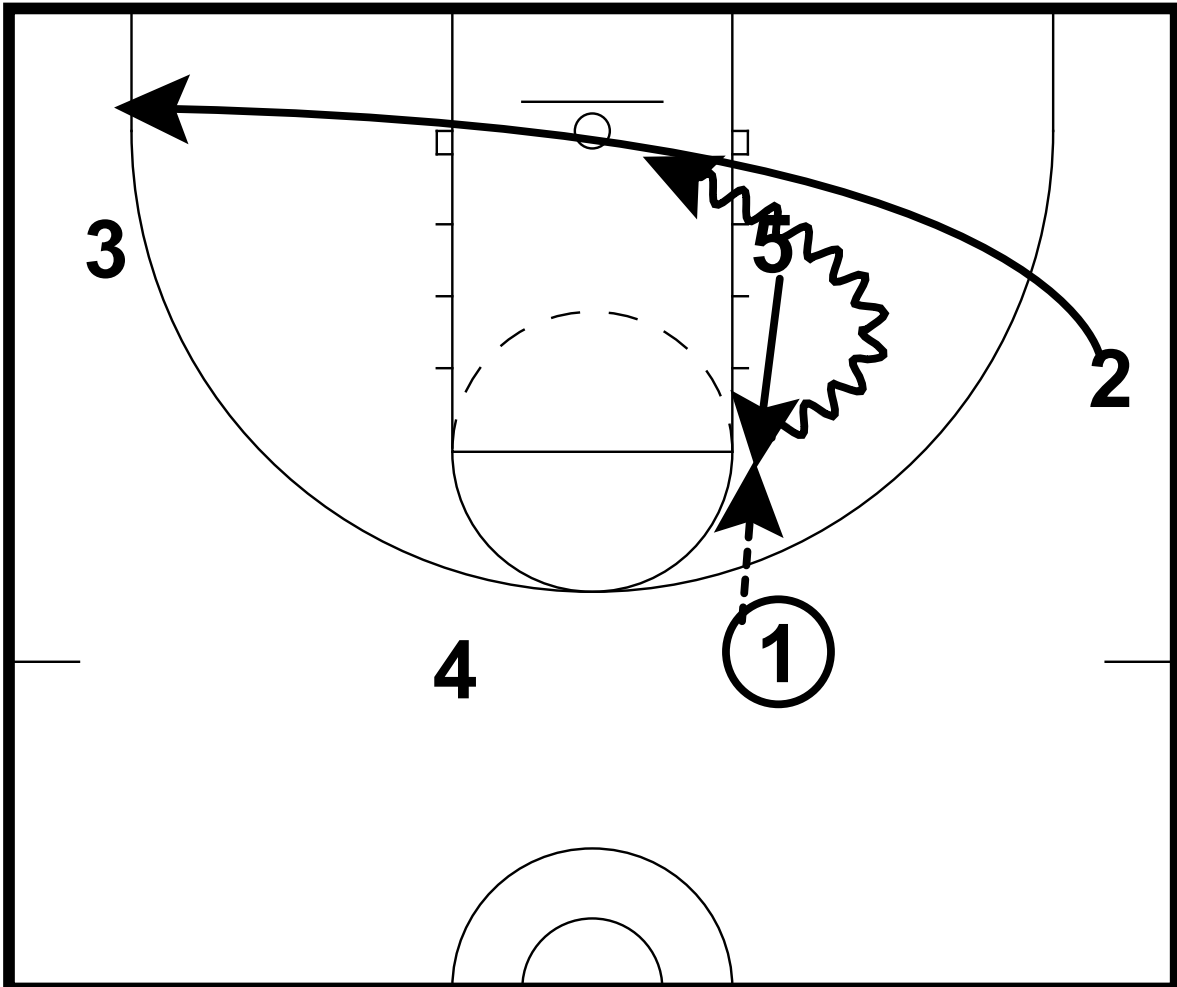
Play: Up 4
Swing Offense



If 5 had passed to the ball to 3, he can then set a ball screen and roll to tthe basket.

Plays

Play: Up 5 Swing Offense



1 hits 5 at the ELBOW

2 clears out to the opposite corner.

This give 5 a great driving lane on his defender.

OPTION: lob over the top if they deny the UP cut on the 5.

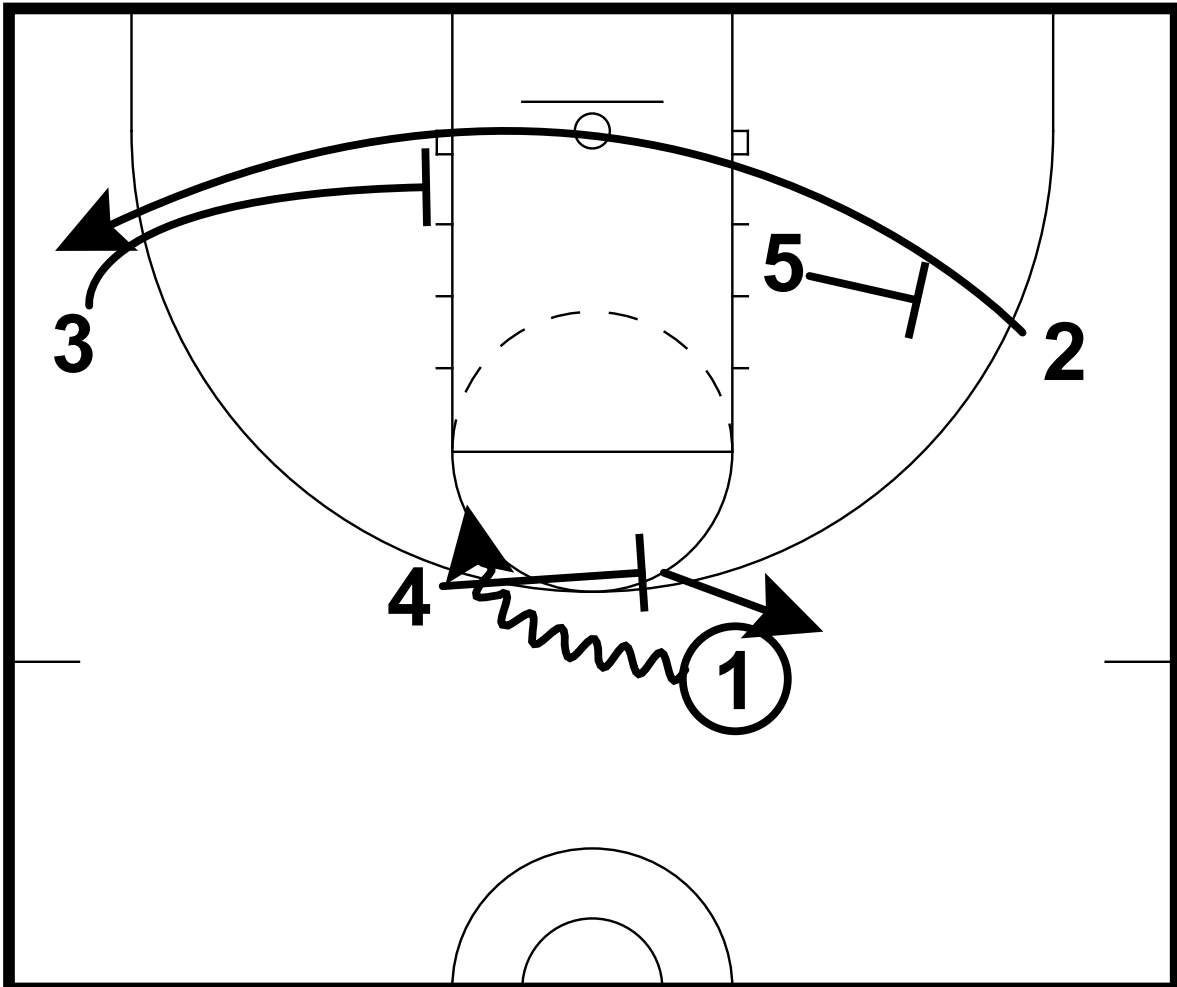
secondary break

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9.1.1	Secondary Break: Pop	120
9.1.2	Secondary Break: Quick	123
9.1.3	Secondary Break: Carolina	125

secondary break

Secondary Break: Pop Swing Offense



1 uses the ballscreen set by 4.

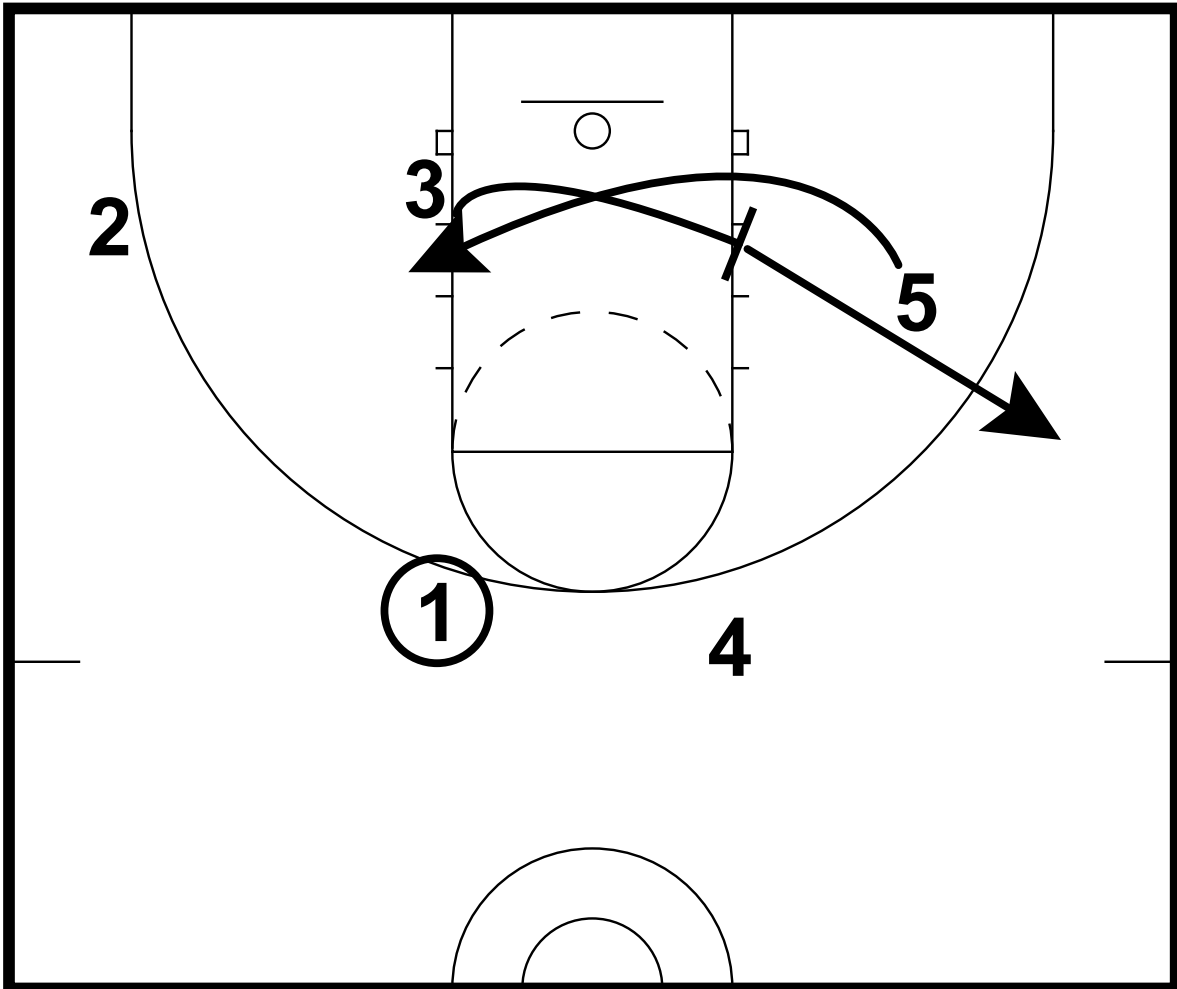
4 pops out

2 runs off a staggered screen set on the baseline by 5 and 3.

1 looks to score or hit 4 popping out or hit 2 coming off the double stagger.

secondary break

Secondary Break: Pop Swing Offense

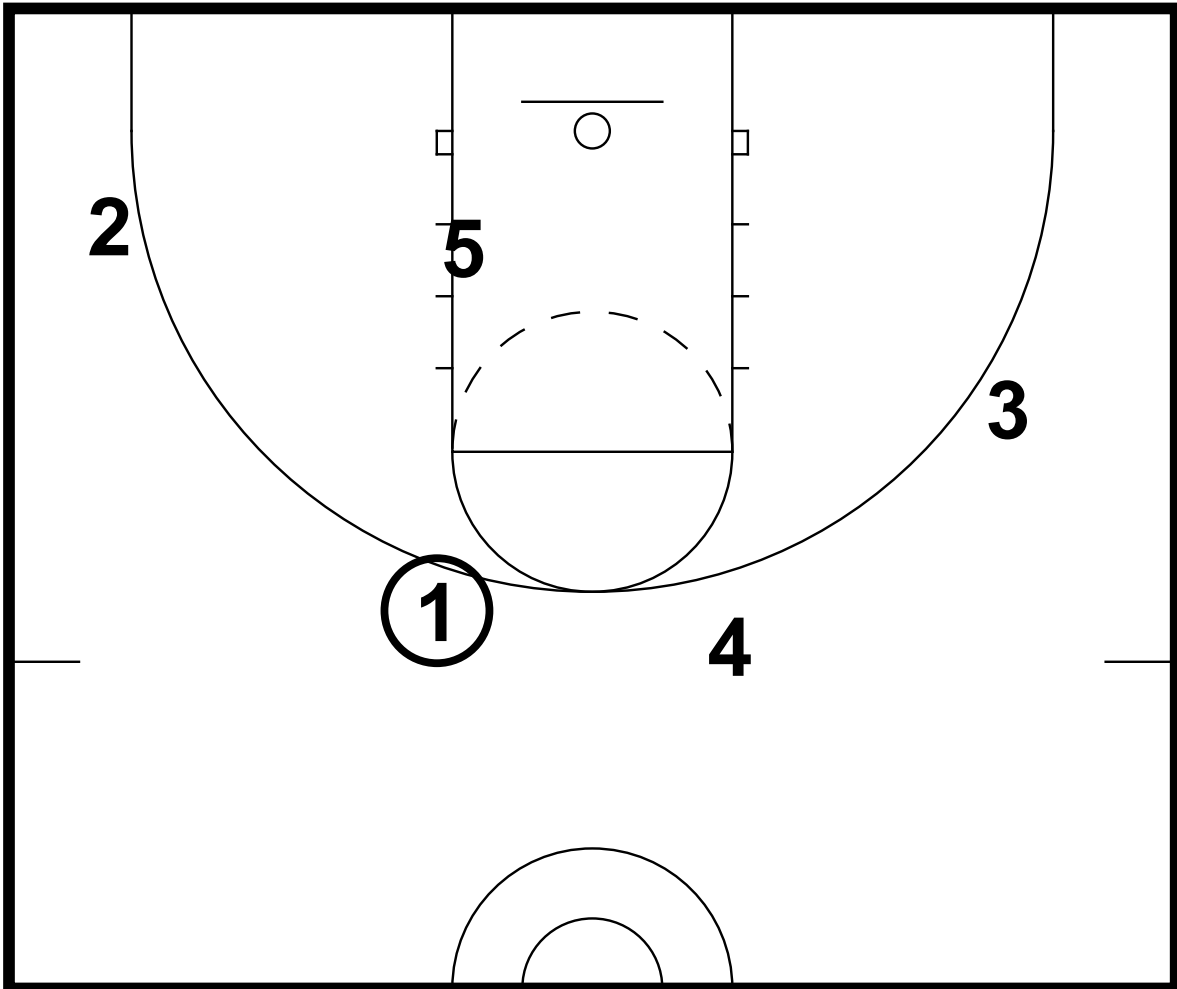


3 will set a second screen for 5 coming baseline

2 will step out after setting the second screen.

secondary break

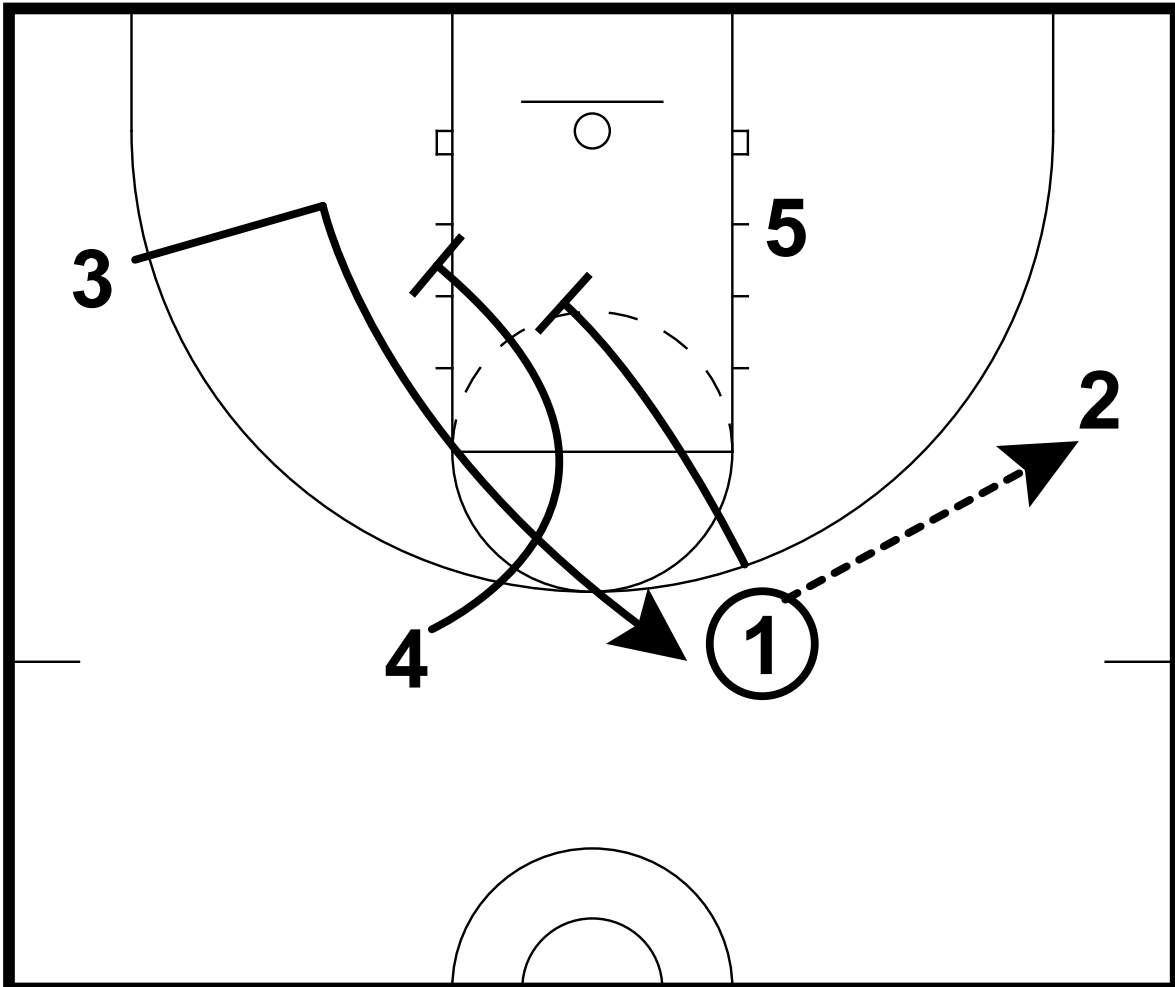
Secondary Break: Pop Swing Offense



WE ARE SET TO RUN SWING.

secondary break

Secondary Break: Quick Swing Offense



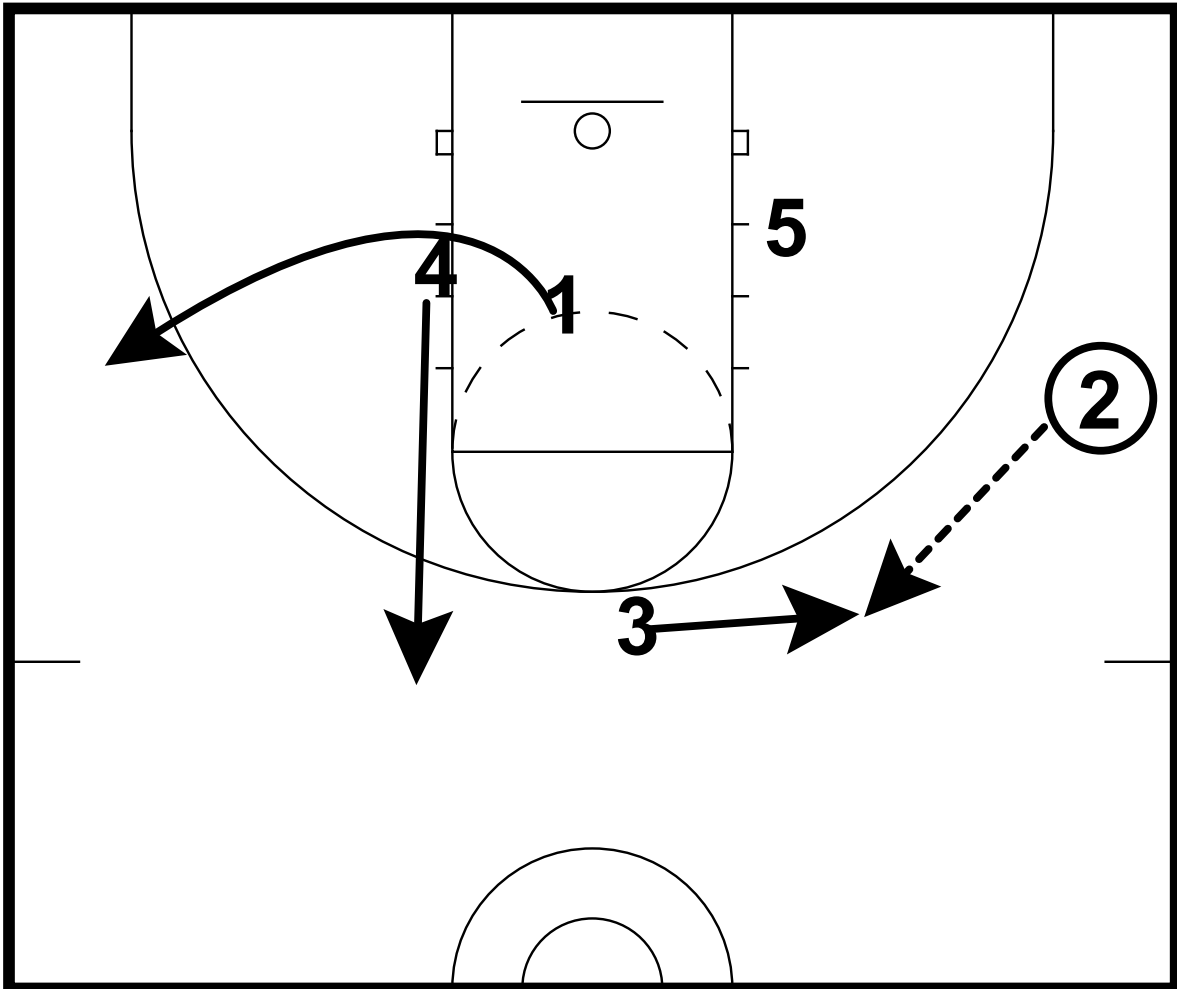
1 hits the wing

1 and 4 set a double screen for 3 to come to the top for a three point shot.

5 might also be isolated with the backside defense handling the double screen.

secondary break

Secondary Break: Quick Swing Offense

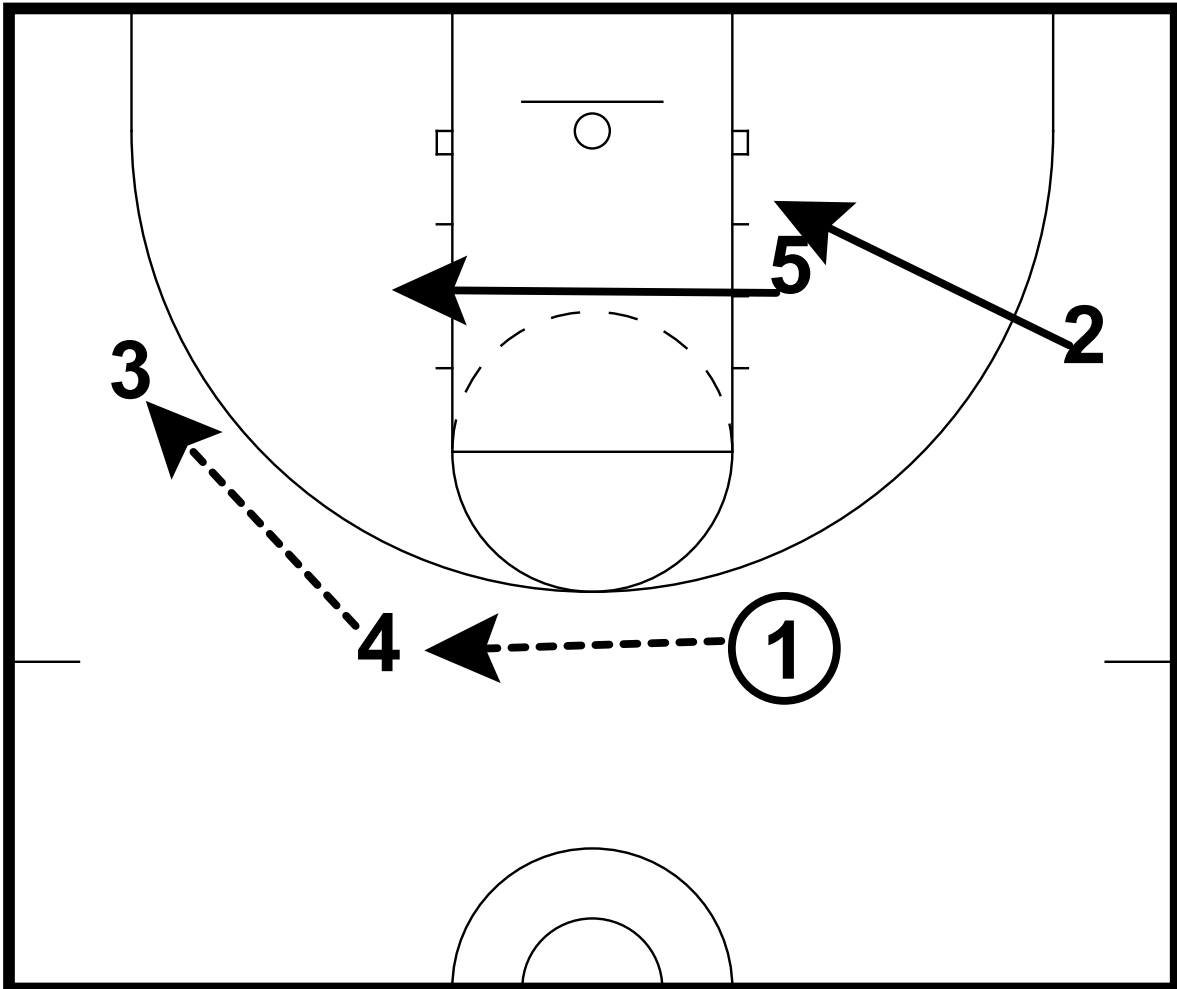


3 catches the ball up top

4 and 1 separate and fill either the Alley or Slot Areas.

secondary break

Secondary Break: Carolina Swing Offense



We come down trying to get a quick lay up or post up.

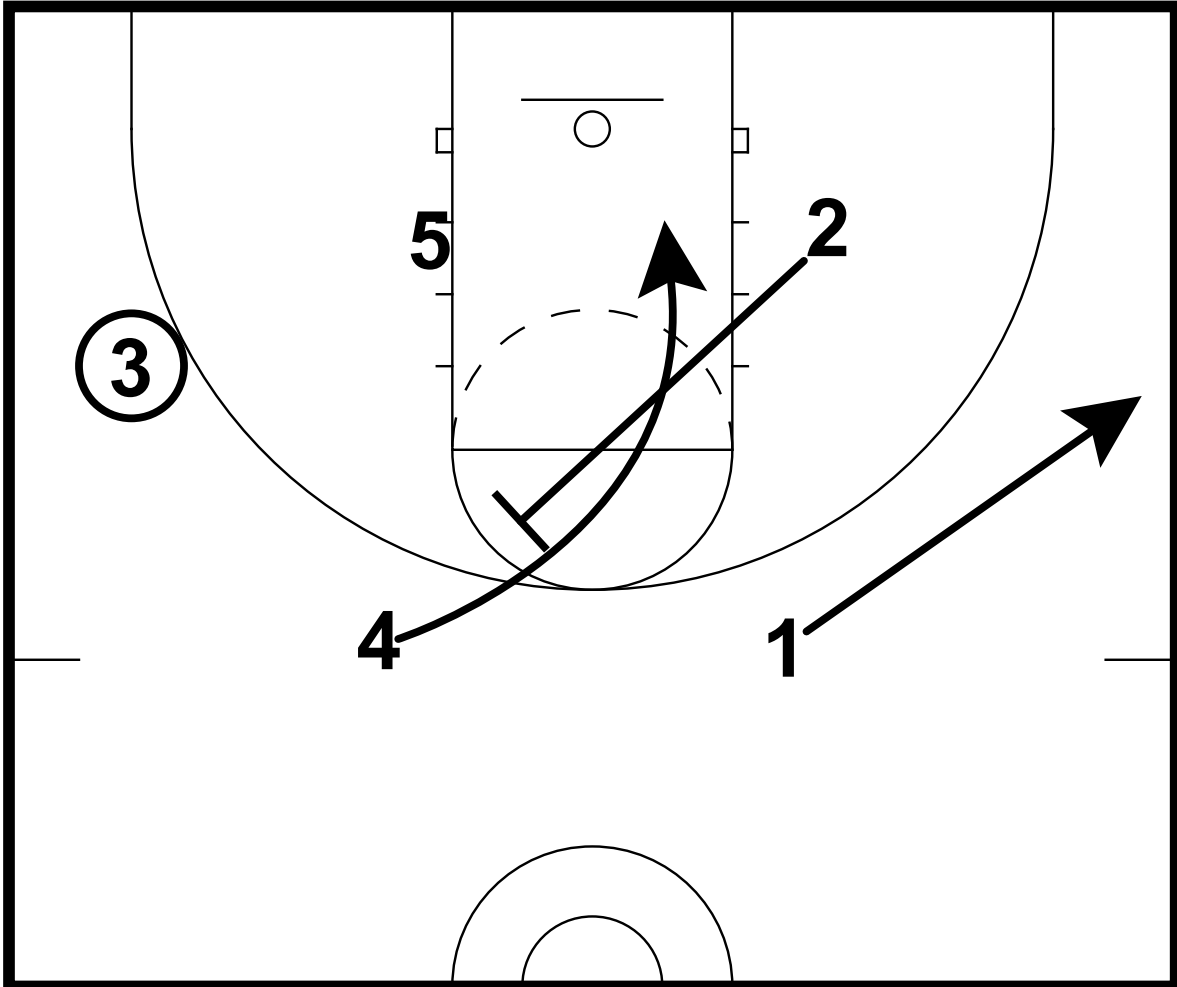
nothing was there so 1 reverses to 4, 5 works across the lane.

4 reverses the ball to 3. 4 looks to 5 in the low post.

2 moves to the block.

secondary break

Secondary Break: Carolina Swing Offense



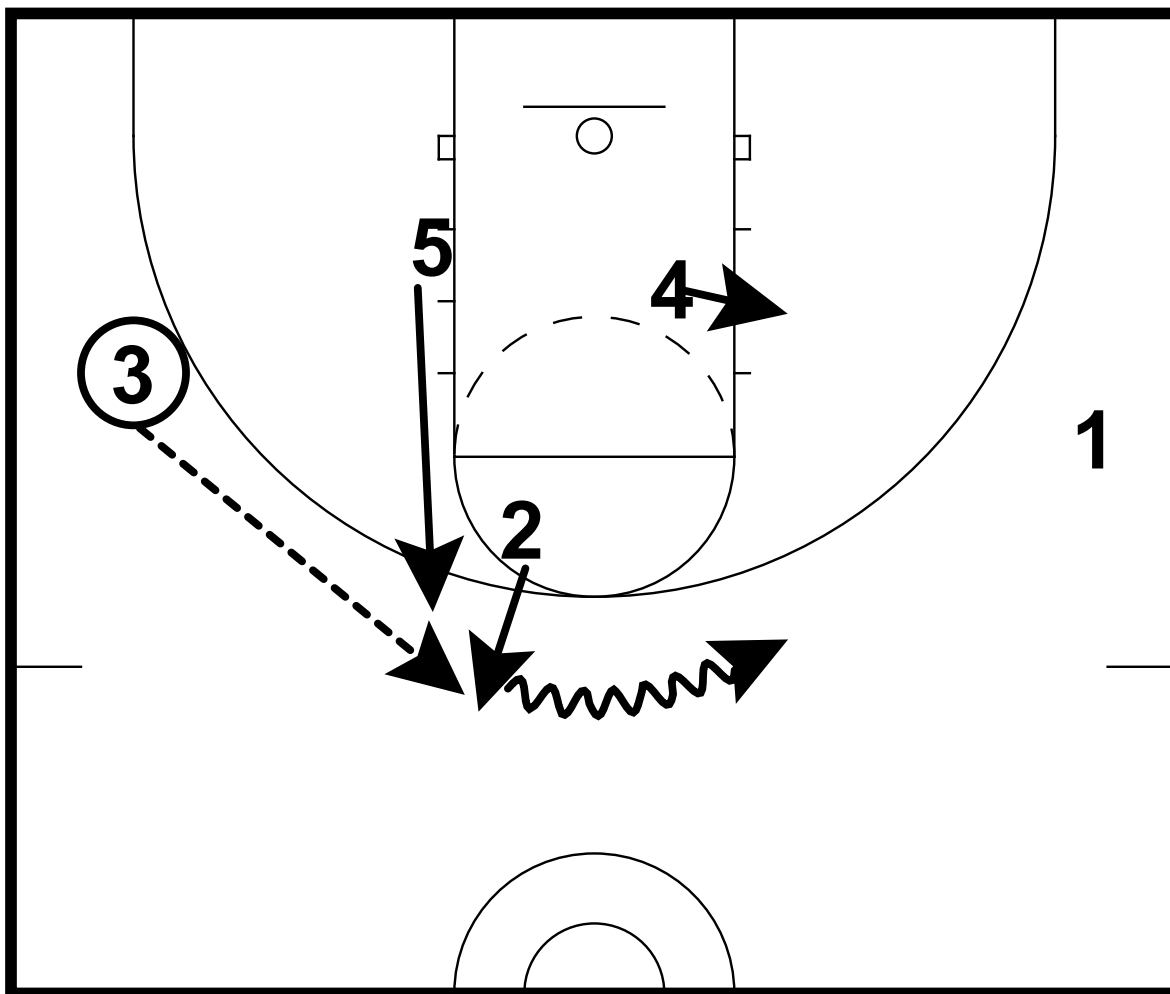
2 backpick 4

4 goes to the rim

1 replaces 2 in the SLOT

secondary break

Secondary Break: Carolina Swing Offense



Neither 5 or 4 was open

3 hits 2 on the step out.

2 reverses the ball via the dribble.

5 comes up the lane to the ALLEY area.

4 stays in the post

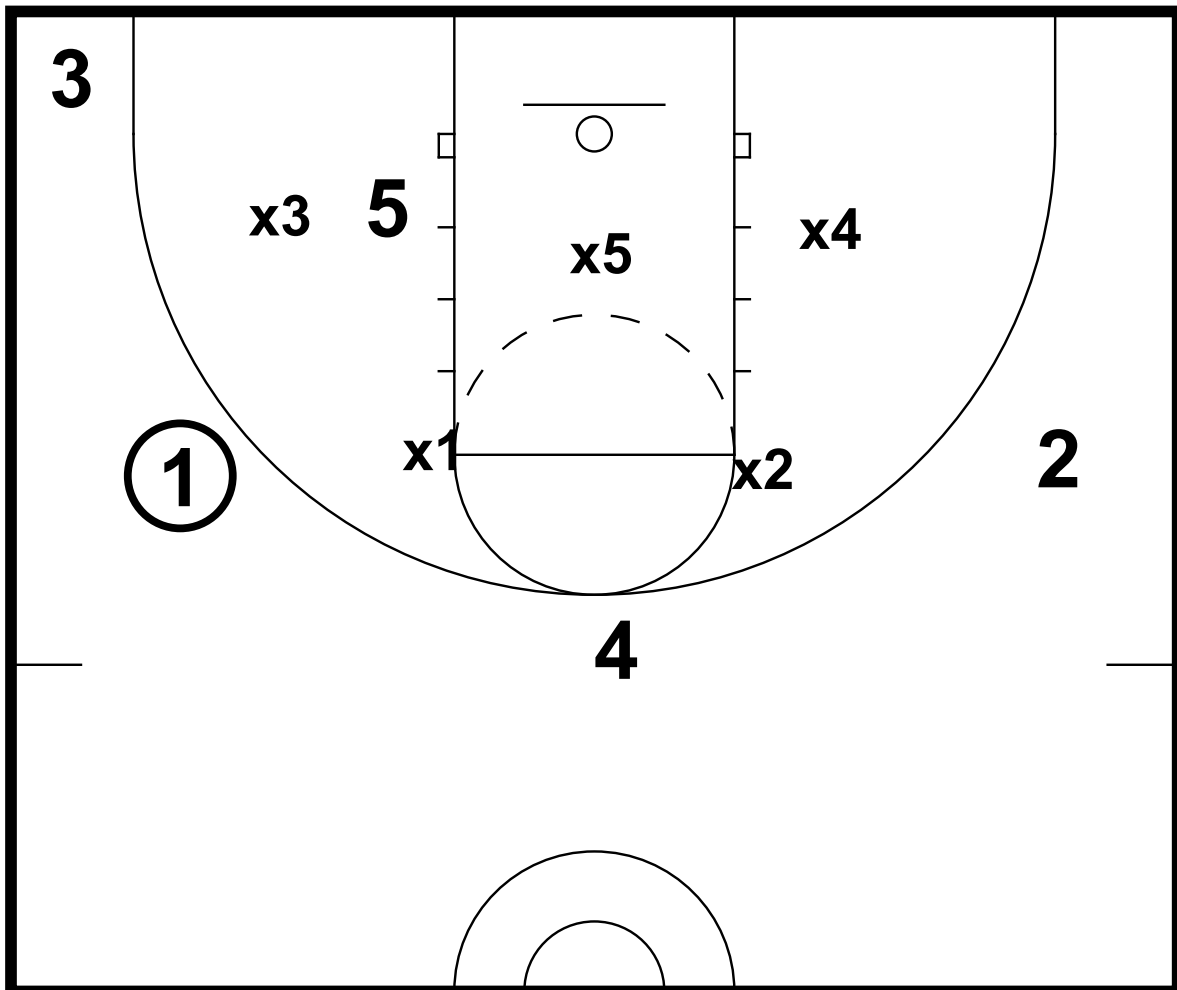
zone offense

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10.1	all purpose zone offense	130
10.1.1	Zone Offense: X	130

zone offense

Zone Offense: X Swing Offense



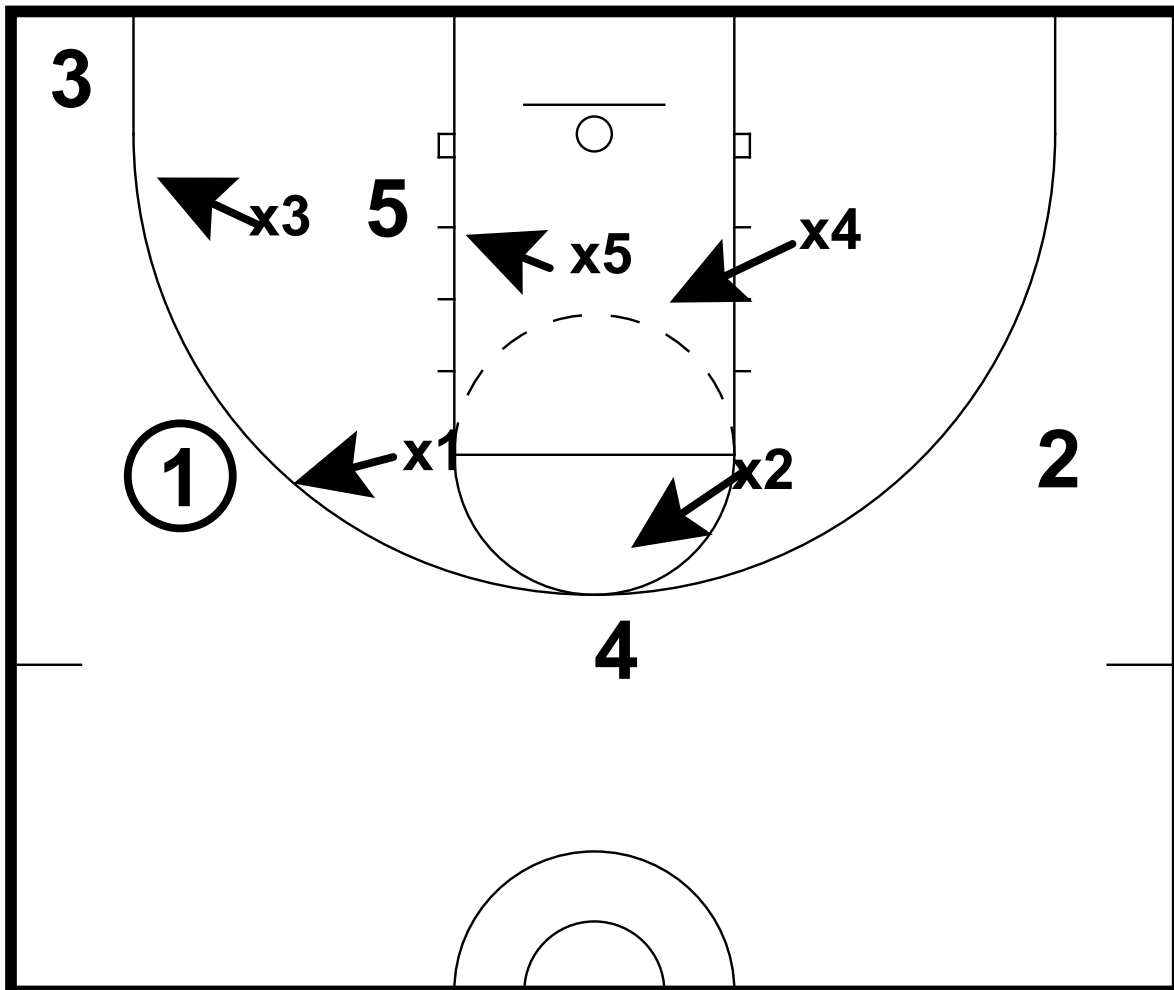
1 & 2 always occupy the SLOT areas.

The ball side post (5) occupies the low-block and the opposite post (4) occupies the high post or top of key.

The 3 starts in the ballside corner

zone offense

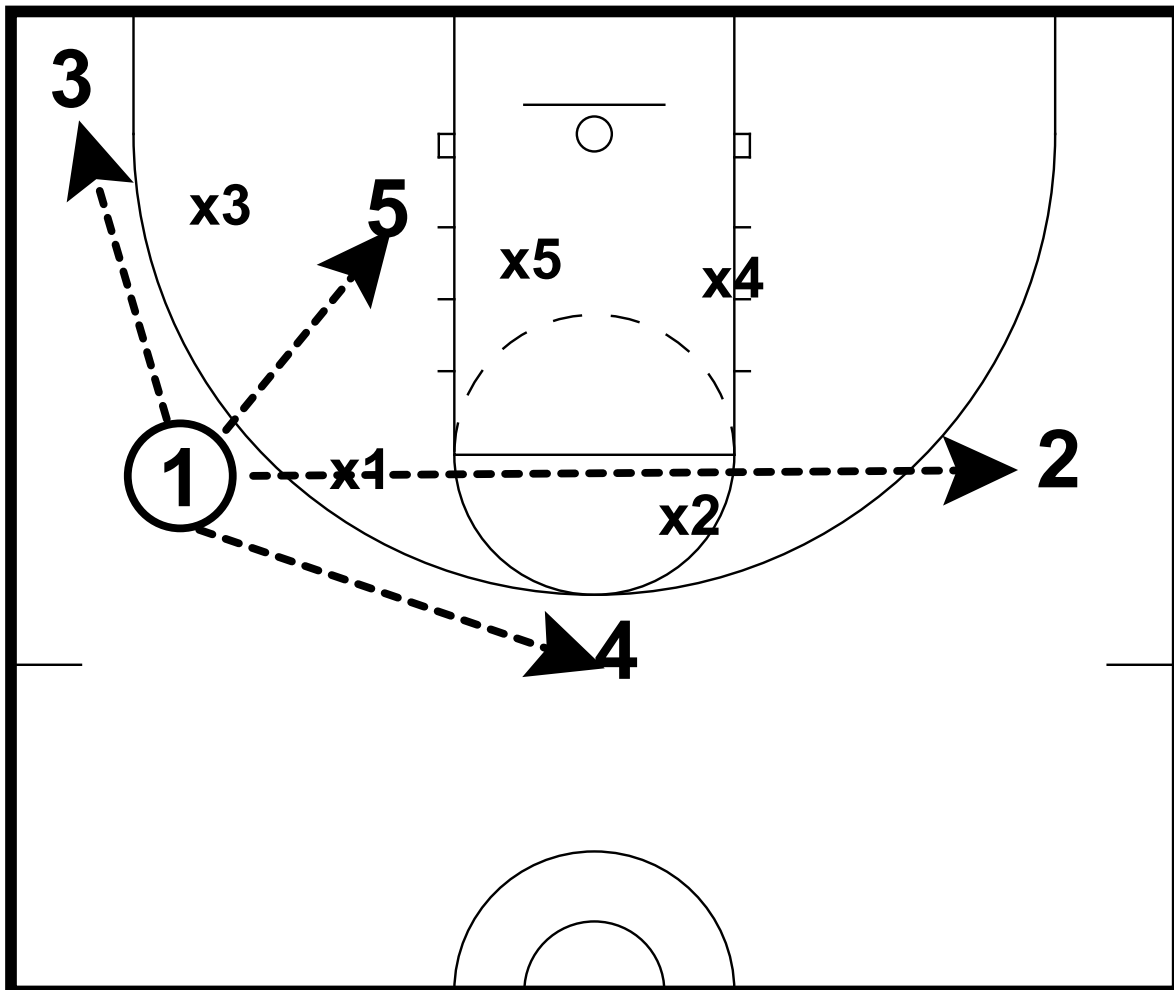
Zone Offense: X
Swing Offense



this is usually how the defense will match up.

zone offense

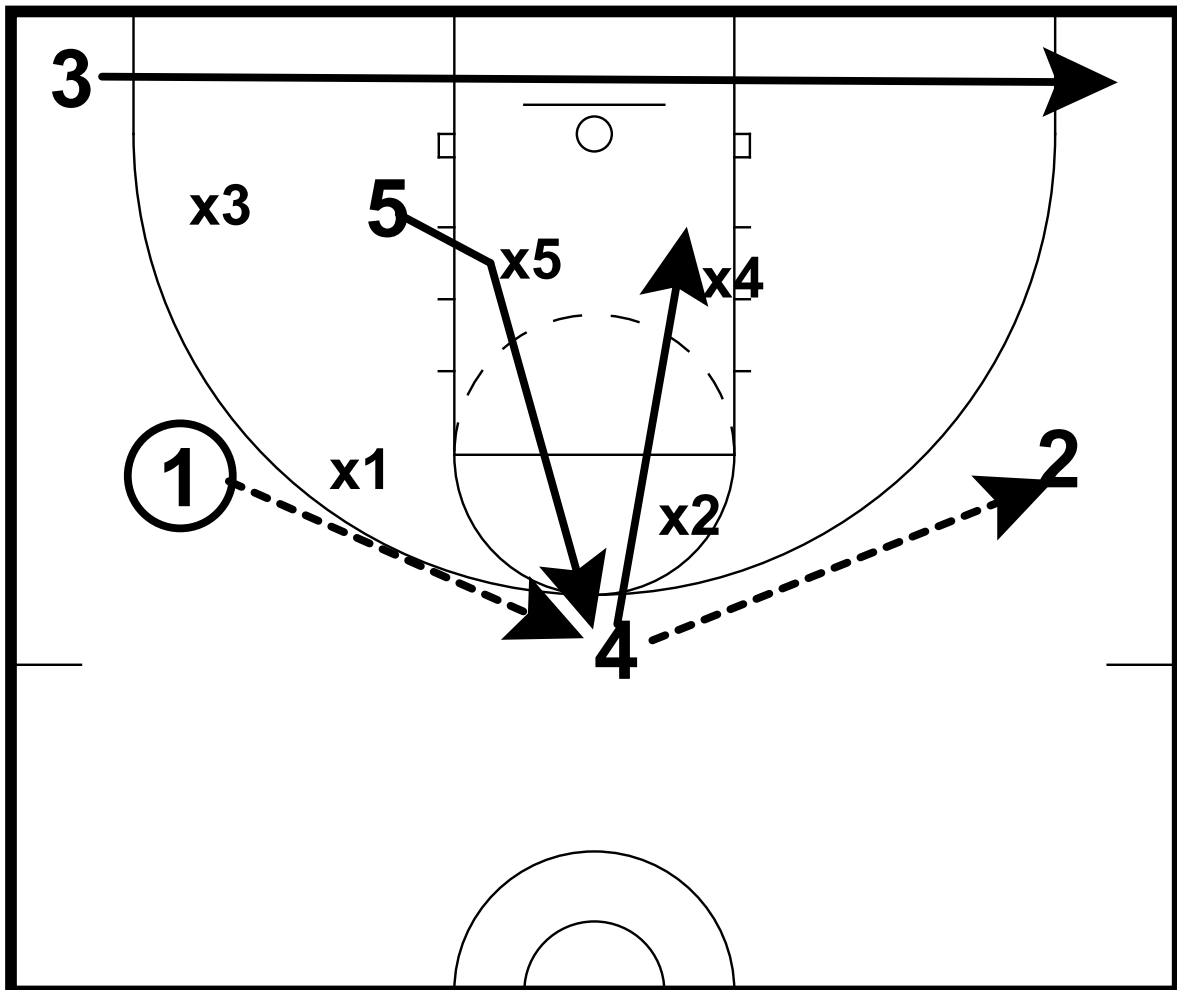
Zone Offense: X
Swing Offense



1 has the option to pass to 5 in the low block, 3 in the corner, 4 in the high post, or throw a skip pass to 2.

zone offense

Zone Offense: X Swing Offense



typically the available pass will be to the 4 for a ball reversal

When the ball is reversed to 2, 4 & 5 create a zipper action and 3 sprints to the opposite corner.

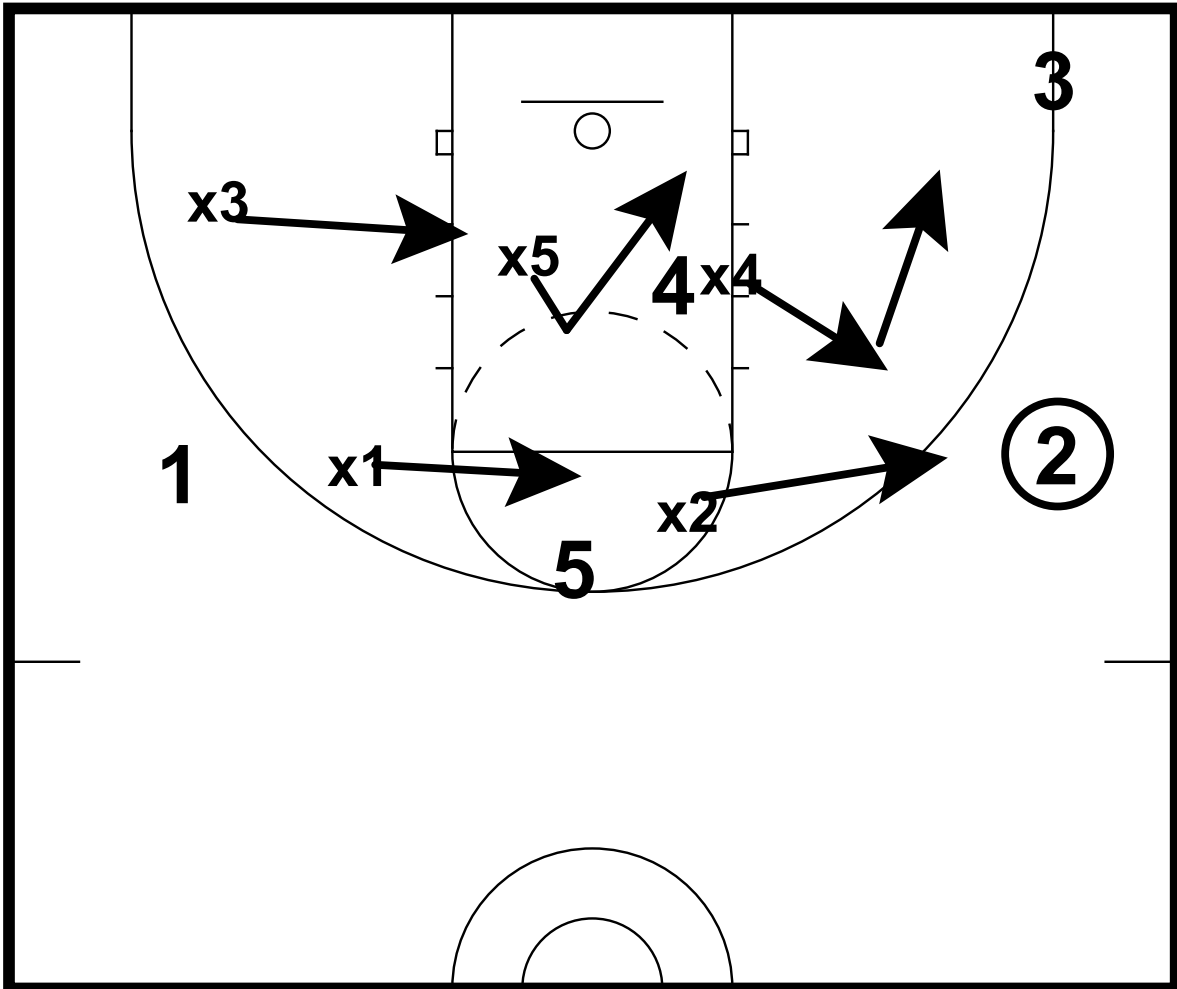
4 would look for shot or dump inside prior to reversing the ball

On 4's catch 5 would duck in to the middle of the lane.

This gives 4 two options: 5 in the middle and 3 behind the zone.

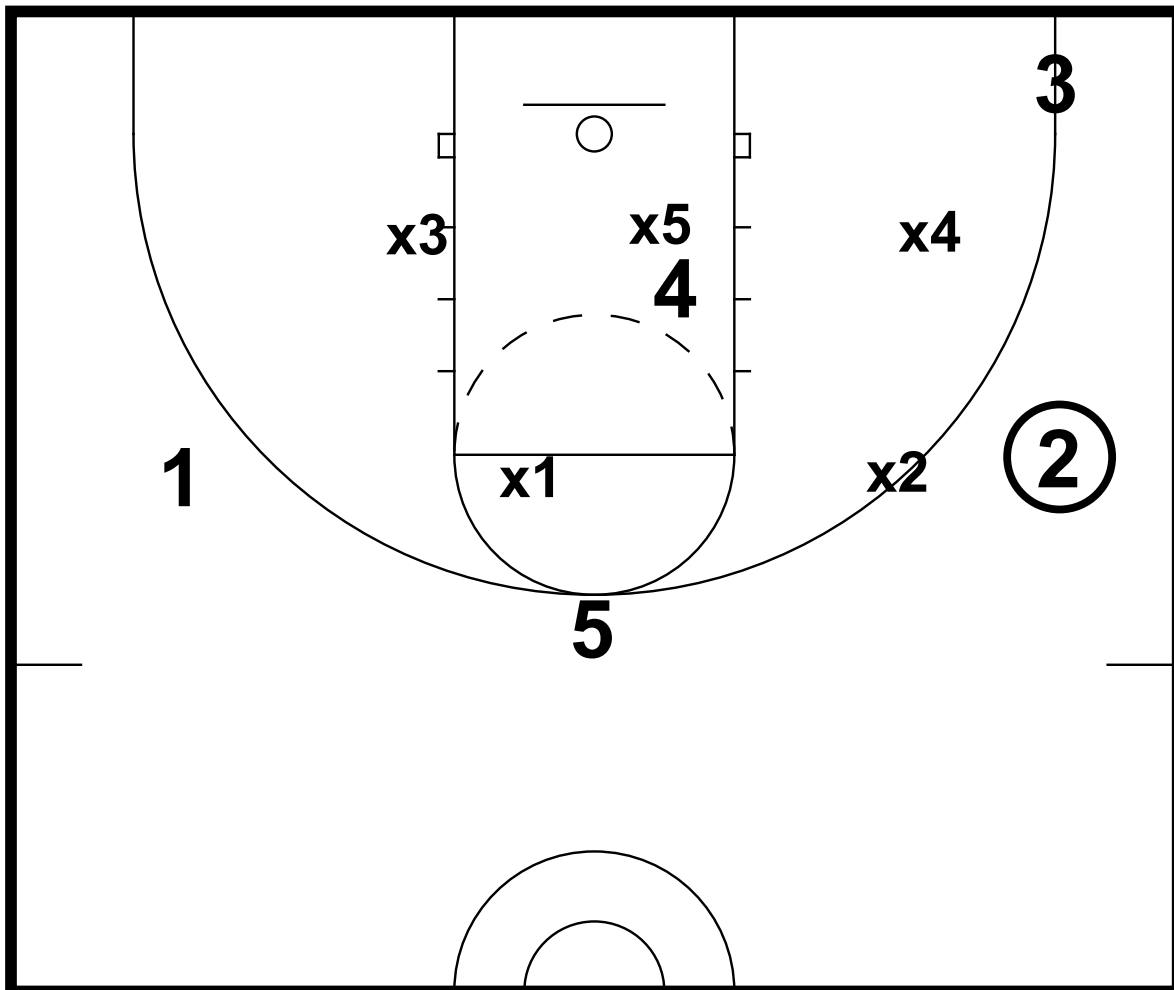
zone offense

Zone Offense: X
Swing Offense



zone offense

Zone Offense: X
Swing Offense



2 now has the same options as 1 did earlier. The key to this offense is efficient and timely ball reversals, executing available skip passes and finding open spaces.

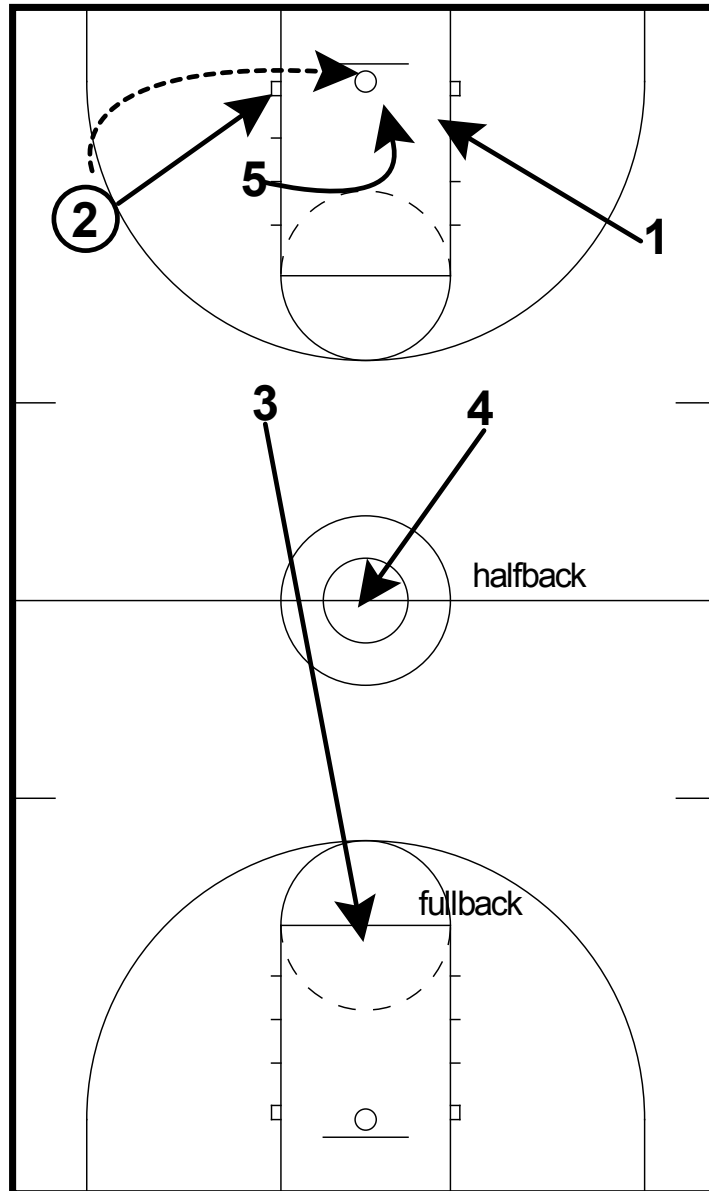
transition defense

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11.1.1	Transition Defense:	137

transition defense

Transition Defense: Swing Offense



on a shot:

The top two players in the ALLEY will be the two safeties

They will assume the fullback and halfback positions, by communicating.

We want to get two rebounder on the weakside of the rim (opposite the side the ball was shot from)