



SWIVEL THE ANGLE

— PRACTICE LAB —

Make the defense guard the second screen.

1 ADVANTAGE DRILL

SWIVEL & RE-SCREEN

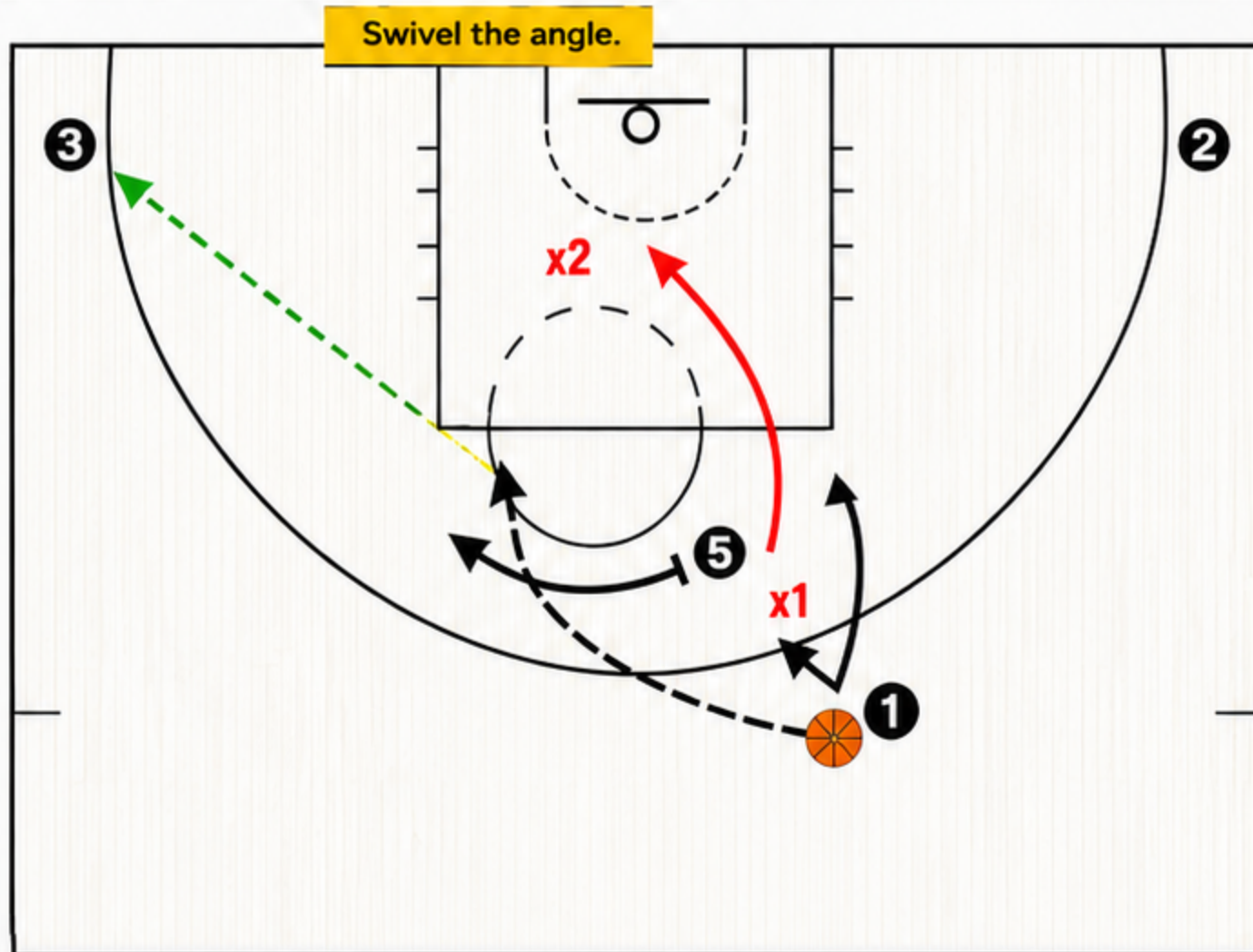
PURPOSE: Teach the screener and ballhandler to use an initial screen angle to set up the defense, then swivel/re-screen to create a second angle and attack the opposite side. Emphasize reading the defender's position, changing the route, and turning the second screen into a downhill advantage or pull-up pocket.

SETUP:

- 3 offensive players to start: ballhandler, screener, weakside shooter
- 2 defenders to start: on-ball defender and screener's defender
- Start with the ball on the slot or wing
- Screener begins above or beside the ballhandler
- 1 ball; optional coach or helper as low-man/help defender
- Scoring: 1 point for paint touch, 2 for pull-up, 2 for kick-out 3, 3 for finish through contact

EXECUTION:

1. Ballhandler attacks off the screener's first angle and forces the on-ball defender to react.
2. Screener reads the defender's path, swivels or flips the angle, and gives the ballhandler a second route back the other way.
3. Ballhandler comes off shoulder-to-hip on the swivel screen and reads the big: attack downhill, stop in the pocket, or spray the ball to the shooter.
4. Reset and repeat from both sides, changing coverages and reads.



2 TEACHING POINTS

- Set up the screen before you use it.
- Make the defender guard two angles in one action.
- Screener swivels only after reading the defender's route.
- Ballhandler must stay tight and attack the new angle with pace.

3 PROGRESSIONS

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

4 VARIATIONS

- Start from the right side or left side.
- Change the coverage: drop, switch, ICE, or aggressive contain.
- Add a short-roll read after the swivel.
- Make it live 4-on-4 or 5-on-5.

5 FILM ROOM QUESTIONS

Pause the film at the swivel.

1. What forces the defender to commit to the first direction?
2. What tells the screener to swivel the angle?
3. Is the on-ball defender trailing or recovering?
4. What is the best read after the second screen?
5. If the big stays back, where is the scoring window?
6. How does spacing improve the second advantage?

6 CAN YOU TEACH THIS?

- ☐ Recognizes the coverage immediately
- ☐ Sets up the first screen angle correctly
- ☐ Swivels the screen with correct timing
- ☐ Attacks the second angle 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 creates a second screen angle, identifies the coverage, attacks the correct read, maintains spacing, and produces a paint touch, pull-up, or quality kick-out. Reset the count after a poor screen angle, late swivel, or wrong read.

8 GAME APPLICATION

- Use this when defenders are jumping to the first screen angle.
- It is especially effective against teams that overplay ball screens or try to beat the guard to the spot.
- The next adjustment may be a switch or big contain.
- The next counter can be a short roll, empty-side attack, or kick-out to the shooter.

9 BUILD YOUR PLAYBOOK

WORKS GREAT WITH

1. EXTEND THE SCREEN
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: _____