



CLEAR THE SIDE

— PRACTICE LAB —

Remove help before the attack.

1 ADVANTAGE DRILL

CLEAR THE SIDE → SCREEN & SLIP

PURPOSE:

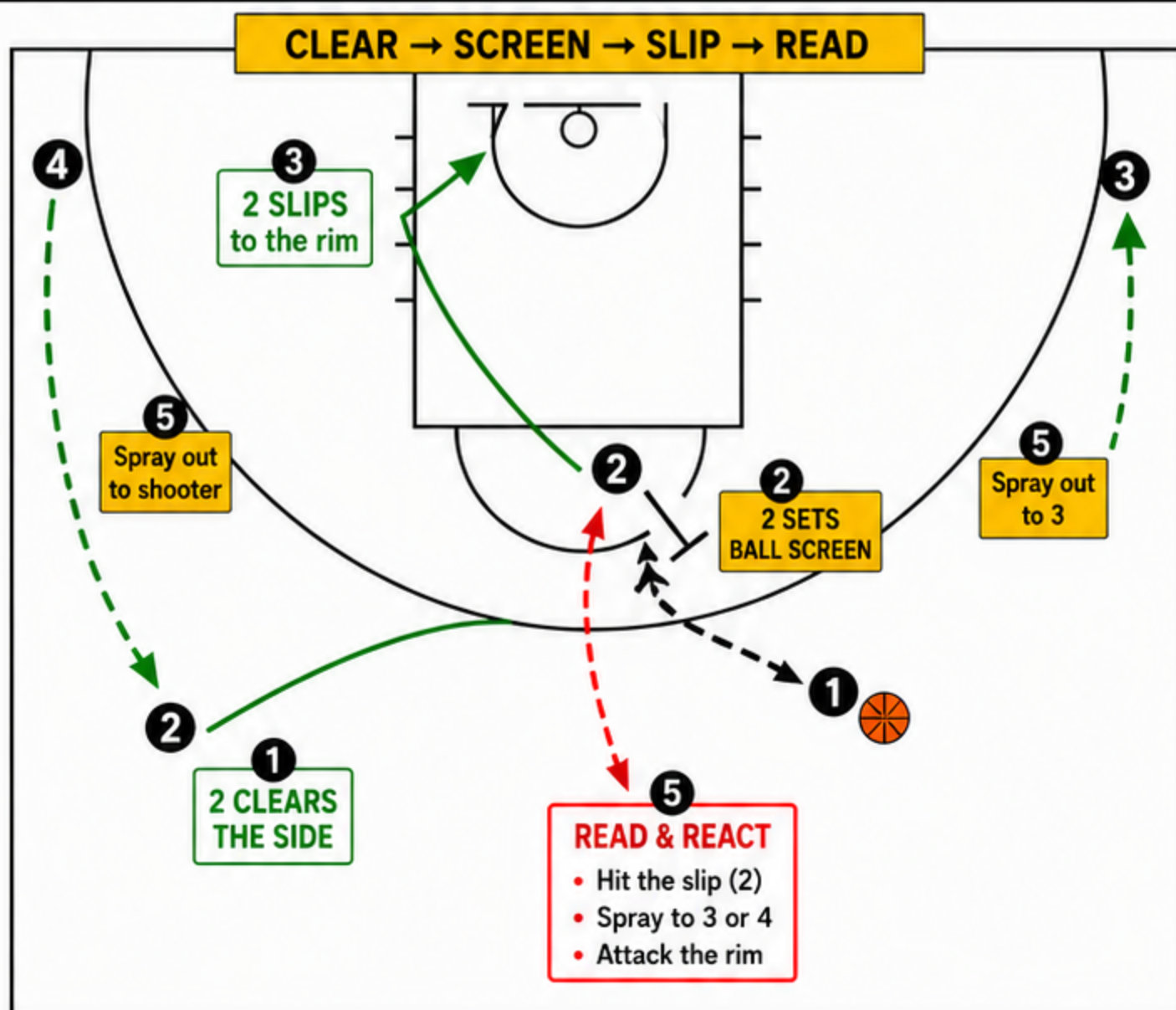
Teach players to clear the side, use a same-side ball screen, slip the screen, and make the right read: hit the slip, spray, or finish.

SETUP:

- 4 offensive players to start: ballhandler (1), screener/slip (2), weakside spacer (3), corner shooter (4).
- 3–4 defenders to start on-ball, help, and weakside.
- Start with the ball in the left wing.
- Same-side teammate clears the side first.
- 1 ball.

EXECUTION:

1. Same-side player (2) clears the side to empty the help.
2. 2 comes up to set a ball screen for 1.
3. 2 slips the screen quickly into open space (toward the rim).
4. 1 attacks off the screen and reads the defense.
5. 1 makes the read:
 - Hit the slipping 2
 - Spray to 3 or 4
 - Attack the rim and finish



2 TEACHING POINTS

- Clear the side first to remove help.
- 2 sets a firm ball screen for 1.
- 2 slips immediately—hard and early.
- 1 attacks off the screen under control.
- Read the floor: hit the slip, spray, or finish.
- Play fast—before help can recover.

3 PROGRESSIONS

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

4 VARIATIONS

- Start from slot or wing.
- Change sides.
- Use a basket cut or lift-out cut.
- Add a weakside flare screen.
- Make it live 4-on-4 or 5-on-5.

5 FILM ROOM QUESTIONS

1. Who cleared the side first?
2. Did 2 set a good screen and then slip hard?
3. Did 1 attack under control?
4. Did 1 make the right read?
5. Was the slip pass on time and on target?
6. Was the ball sprayed when the slip was taken away?

6 CAN YOU TEACH THIS?

- ☐ Clears the side before the screen
- ☐ Sets a solid ball screen
- ☐ Slips the screen immediately
- ☐ Reads the defense under control
- ☐ Hits the slip, sprays, or finishes
- ☐ Executes consistently at game speed

7 MASTERY CHALLENGE



Complete 8 consecutive possessions starting on the left wing where the offense clears the side, runs a ball screen, slips the screen, and scores or gets an open shot. Reset after a turnover, contested shot, or wrong read.

8 GAME APPLICATION

- Use in half-court sets to punish help defenders.
- Great after reversals or skips.
- Forces defenses to tag early.
- Creates high-percentage shots at the rim or in the corners.
- Helps build quick, unselfish decision makers.

9 BUILD YOUR PLAYBOOK

WORKS GREAT WITH

1 EXTEND THE SCREEN



2 LIFT THE HELP



3 CREATE THE LONG CLOSEOUT



4 KICK. RELOCATE. ATTACK AGAIN



10 COACH'S NOTES

PERSONNEL ADJUSTMENTS: _____
TERMINOLOGY: _____
COUNTERS: _____
PRACTICE NOTES: _____
GAME-PLAN IDEAS: _____