

WAVE OFFENSE  
**Implementation Checklist**

- 2v2 Wave Drill** - Start here. Your players are simply learning the basic mechanics of setting, using, and making reads with ball screens.
- 3v3 Wave Drill** - Add in a reversal forward to learn the high/low action. This is where you introduce different ball screen coverages through the defense (very important!), as well as the solutions
- Set Play** - Optimize your personnel to run the action one time only. Make it a goal to create a shot off the initial ball screen or the high/low. Focus on quality exchanges with optimized personnel.
- Continuity Element** - Add the ability to reverse the ball several times per possession. Exchanges are generally lower in quality, but the volume can really wear down a defense. All the player and spacing terminology of Wave should be implemented by this phase.
- Transition Element** - By this point, your transition approach should seamlessly enter into Wave.
- Motion Options** - Based on their personal strengths, players get different options to execute within the two-man games. This is the most fun part of the offense for me.
- Ball Screen Combo Drill** - Refine the techniques of the two-man games, offensive reset options, and DHO techniques.
- Wave Sets** - Implementing scoring options that are masked by Wave, and/or flowing sets that don't materialize into Wave. This phase makes you tremendously hard to scout.
- Versions** - Tweaking the variables of the offense to best suit your team. Run it quicker for a more guard oriented approach, or slower for a more post oriented approach.
- Numbered Play Calling** - This feature allows more control of the offense from the coach to get the optimal players running the optimal actions at the time you desire.

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