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Top 20 Plays of 2017

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Introduction:

Behold - the FastModel Sports **Top 20 Plays of 2017**. This playbook is compiled of the most downloaded <u>FastDraw</u> plays from our FastModel Sports PlayBank this year. This database is a phenomenal resource for thousands of coaches from every level of the game - youth, high school, college and even professional.

Our PlayBank hosts over 6,000 plays that have been drawn and posted by the top coaches in the game. Our goal is to spread knowledge by sharing X's and O's with the coaching community in order to grow the profession. This playbook contains the best plays in the coaching industry. The following pages list each play along with the number of times it was downloaded from the FastModel Sports PlayBank.

We are proud to present you with the Top 20 Plays of 2017. Not enough for you? Then visit the PlayBank to search for more - find anything you need, from zone offense sets to late game plays to practice drills.

Download these plays directly into your <u>FastDraw library</u> with just couple clicks.

Don't have FastDraw yet? Subscribe now by visiting our website - (www.fastmodelsports.com)

We hope you enjoy, and may this playbook bring you many wins!

The FastModel Sports Team





1. Gonzaga – Pick and Roll Continuity (246)

Basics of the Gonzaga Bulldogs Pick and Roll continuity offense. The Zags use it as a base offense and have several reads depending on how the defense plays certain actions. Great for side ball screens and also high-low looks.

2. Baylor - Zone Post Screen (225)

Baylor uses this zone quick hitter to get the ball inside to the post. x2 matches up with 2 on the first pass. 2 keeps this matchup while dribbling at 1. x1 has to match up with 1 on the pass to 1. x3 then has to guard 3 in the corner. 4 screens x5 in the middle of the zone to free up 5 at the basket

3. Zone Sets - Weave (200)

Weave is a favorite set to get a three-point shot against a zone. The dribble weave lulls the defense to sleep, setting up a double screen, which gets a guard an open shot on the throwback. Also option to hit 5 who seals middle defender of the zone.

4. Zone Sets - Fire (187)

Fire is a zone set that is very effective as it uses a misdirection back screen, along with a screen-the-screener action that is very difficult to guard. Lob to 5 is main option, but if not open

5. Villanova - Deuce (174)

One of four common ball screens in Villanova's 4-Out Offense is the Deuce. A Deuce is an inside high ball screen set in the slot. It is so named because of there are two perimeter players on the opposite side that the ball screen takes place. These players automatically exchange when they see a Deuce. Guard involved in the ball screen is looking to SCORE!

6. Gonzaga - Turn Action (169)

This action is beneficial because it provides opportunities for both guards and posts to make plays. Gonzaga begins in a 4-Out alignment and runs a staggered double for 2, which then goes right into a ball screen with 2 and 4. There is a throwback and high-low look before 5 passes to 3 on the wing and sets a ball screen. 4 can "crack" x4 to get a post touch, or rise for a reversal pass.

7. Kansas - Weave False Motion (168)

The weave acts as false motion to occupy the defense before getting into a spread ball screen alignment. The defense will have a tough time being in position to stop both the roll and the kick out - one should be open.



8. Zone Sets - Pitt (168)

Pitt is a zone set designed to get an interior catch. By running a shooter to the corner, it stretches the bottom of the zone. The top player in the stack will screen the middle of the zone, allowing for an easy interior catch.

9. Zone Sets - Buster (162)

Buster is a set that is especially effective against a 2-3 zone. An inside ball screen collapses the defense, with a back side screen freeing up a shooter. If the defense covers the shooter, there is a simple read to get an interior catch.

10. Vanderbilt - Side Elevator (159)

Side Elevator is a quick hitter for a look at a 3 or post up inside. The back screen from 2 forces x2 to help. 2 then uses the elevator screen and gets the pass from 1 for a shot. If 2 doesn't have a shot, he looks at 5 in the post.

11. North Carolina - Secondary Break Base Action (154)

This is the base action of the UNC Tar Heels Secondary Break. It begins with a rebound and wide outlet pass. Post makes hard RIM RUN! On ball reversal through the trailer, the wing goes over the block to back screen for trailer. If ball is not in the the air for lob, cross screen and look to enter to 5 or run your termination offense. The video shows some counters for the break and a step out three by the back screener.

12. North Carolina - BLOB Elevator STS (147)

North Carolina uses this BLOB play to get looks at multiple scoring options. It starts with a back screen for a layup and the elevator screen for a shot. If these options aren't available, the ball gets reversed and the Tar Heels get into a screen the screener action.

13. Horns Get (135)

France commonly uses the ball screen as the initial action in their Horns alignments, but it is the second ball screen that is the real catalyst. In Horns Get, French superstar PG Tony Park of the San Antonio Spurs, dribbles off the first ball screen and drags his man to the wing. The screener cuts away to the sideline to space as the other big comes to "get" Parker open with a ball screen on the wing. Parker then has a double gap (shaded area, Frame 3) to attack coming out of the ball screen. The screener rolls to the rim and the wing in the corner lifts to counter his man tagging the roll man.



14. Boston Celtics - UCLA PNR Advance Pass (130)

The Celtics run this set designed to expose x3 in the ball screen coverage. The ball screen for 1 after the UCLA cut forces x3 to help on the ball handler. The quick advance pass from 1 to 5 gave 3 time to slip to the basket and receive the pass from 5 for an uncontested layup.

15. Indiana Pacers - SLOB Wheel (129)

Down by 7 points with 11.2 seconds to play in Game 2 of the 2014 Eastern Conference Finals, Frank Vogel drew up the following SLOB to get good 3pt look.

16. Horns Wide Go (121)

Horns can force less mobile defenders to guard in space, and teams can exploit this by using Horns Wide Go. Action begins with a ball screen and wide pop. 1 executes the throwback pass to the screener 4 as 5 cuts to open gap space. Forced to hedge on 1, defender x4 is late getting back, leaving 4 free to attack in double gap space.

17. Ball Screen Sets - 1-Up Pop (120)

1-Up Pop is a counter play of the basic 1-Up action. The weak side is cleared out, and the point guard is reading a back screen. The hope is that the lob will be available. If not, the back screener will out cut, and could have a shot. If the defense switches, then there is a high/low look.

18. Zone Sets - Banger (118)

Banger is a zone set designed to get a lob, but also has a screen-the-screener option. It also allows the point guard to be the decision maker, which is a positive for most teams.

19. Transition - Pistol (117)

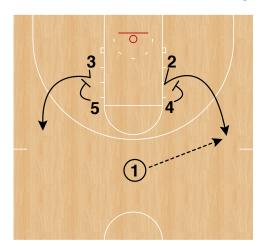
Pistol Action refers to a dribble handoff immediately followed by a ball screen. It is commonly used flowing out of transition to get right into offense while the defense is still getting set.

20. San Antonio Spurs - Philly Rip (116)

Common set from Gregg Popovich to get an easy basket for his big man in the post. The Spurs run this frequently out of timeouts as a counter to their Philly (Iverson cut) sets. The screen-the-screener action presents post touch or jump shot options.



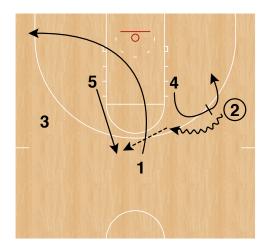
Gonzaga Pick & Roll Continuity



Gonzaga gets into its offense in many ways, but mostly using rubs off of arc screens to free up the wings for the point to wing entry

Frame 1

Gonzaga Pick & Roll Continuity



After the pass to 2, 1 corner cuts opposite

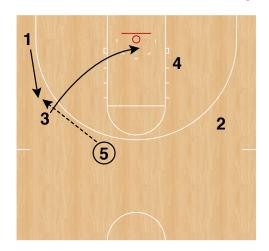
4 steps out and runs a side pick and roll with 2. This is the Zags' first option. With a shooting 4, a pick and pop is an option

5 cuts to top of key which clears the side for the pick and roll

If 2 cannot turn corner or find 4 on roll, he passes to $5\,$

Frame 2

Gonzaga Pick & Roll Continuity

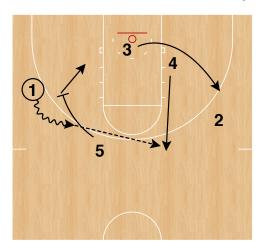


As soon as 5 catches, 3 cuts hard to opposite corner and 1 replaces at wing

5 passes to 1



Gonzaga Pick & Roll Continuity



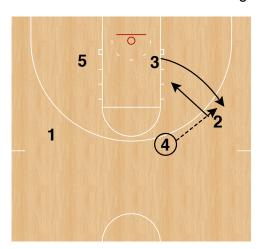
5 passes to 1 and follows to set pick and roll

4 sprints up top, and if 1 cannot turn the corner or find 5 on roll, he passes to 4

3 continues to clear out

Frame 4

Gonzaga Pick & Roll Continuity

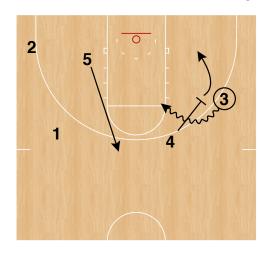


On 4's catch, 2 cuts hard for opposite corner

At times the action and ball reversal will allow for 2 to pin down for 3, but most often it is an interchange

Frame 5

Gonzaga Pick & Roll Continuity



After 4 reverses to 3, he again sets the side pick and roll

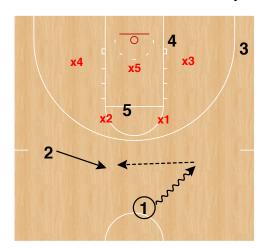
5 sprints to top and the side is cleared

The Zags continue this continuity action until getting the desired shot



Baylor - Zone Post Screen

1 dribbles right and passes back to 2



Frame 1

Baylor - Zone Post Screen

2 × 1 3

2 dribbles at 1 and passes to 1

On the pass, 4 screens the middle of the zone for 5

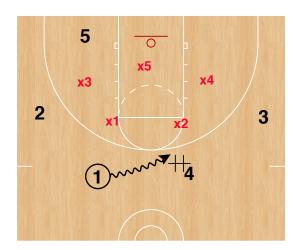
1 passes to 5 for the finish at the rim

Frame 2



Zone Sets: Weave

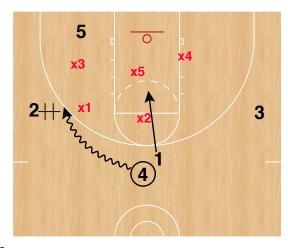
1 dribble hand off to 4



Frame 1



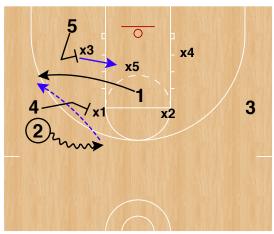
- 1 cuts to the middle of the lane
- 4 dribble hand off to 2



Frame 2

Zone Sets: Weave

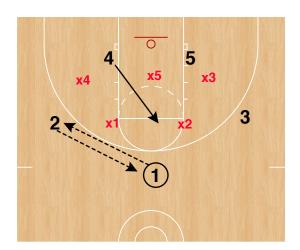
- 2 dribbles towards the top of the key
 - 4 screens the top defender in the zone
 - 5 screens the outside bottom defender
 - 1 cuts to the wing
 - 2 throws back to 1
 - *** If no shot, 5 seals the middle defender in the zone for a post entry pass



Frame 3

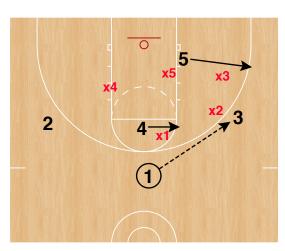


Zone Sets: Fire



- 1 passes to 2
- 2 passes back to 1
- 4 flashes into high post

Frame 1

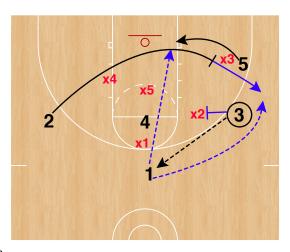


Zone Sets: Fire

- 1 swings the ball to 3
- 5 cuts to the corner
- 4 follows the ball

Frame 2

Zone Sets: Fire

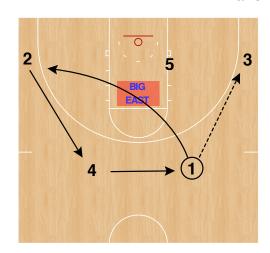


- 3 passes to 1
- 2 cuts the baseline, into a back screen for 5
- 1 lobs to 5
- If 5 is not open...
- 3 screens in the zone
- 2 cuts to the wing

Frame 3



Villanova Wildcats - DEUCE



A Deuce can arise at anytime when the post sets the inside high slot ball screen

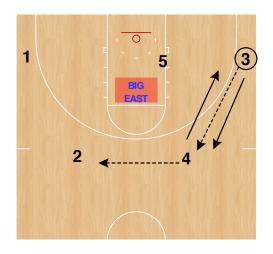
Always want ball screens off of movement first

1 passes to wing (by rule, shallow cut away through the logo)

Other players fill towards the ball

Frame 1

Villanova Wildcats - DEUCE

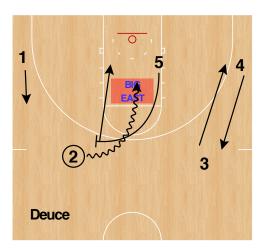


3 changes it to 4 who reverses

(By rule, on the slot to slot pass there is an interchange)

Frame 2

Villanova Wildcats - DEUCE



On 2's catch, 5 sprints to set inside slot ball screen (arrive alone), 2 drives it looking to score

Villanova sets ball screens for the guard to SCORE! Think drive and finish first, pass second

Players away from the ball screen automatically exchange when the see a Deuce

Wing on the ball screen side rises

"Deuce" = two perimeter players on the side below the ball screen

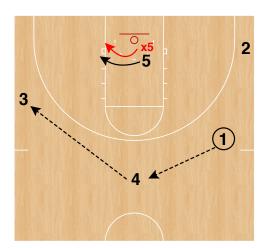
pg. 8

Frame 3

Top 20 Plays of 2017



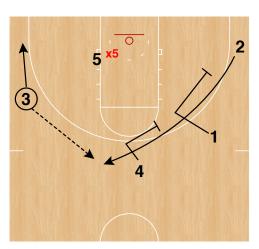
Gonzaga Turn Action



In early offense, 1 reverses to 4 who swings to 3

5 seals at front of rim and follows the ball

Frame 1

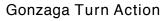


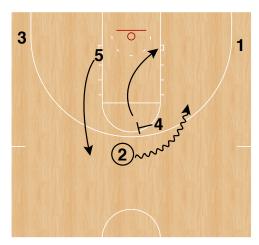
Gonzaga Turn Action

1 and 4 stagger away for 2

3 passes to 2 coming off the straight cut of the stagger then spaces to corner $\,$

Frame 2





With no advantage on the catch for 2, 4 TURNS and ball screens for 2

4 rolls, 5 replaces

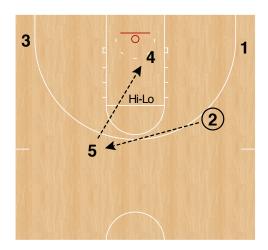
2 has option to drive to score, hit 4 on the roll, or throwback to 5 who replaces

Frame 3



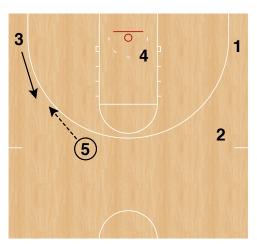
Gonzaga Turn Action

If 2 throws back, 5 looks high-low to 4 sealing



Frame 4

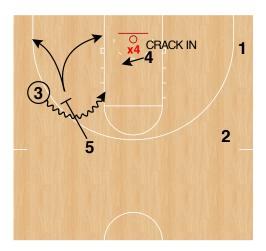
Gonzaga Turn Action



If 5 does not make high-low pass, he/she looks at 3 who cuts to the single gap for the wing entry

Frame 5

Gonzaga Turn Action



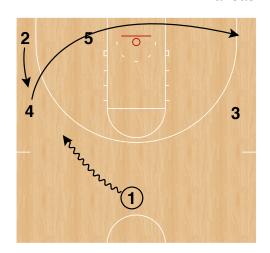
5 follows into ball screen and either pops or rolls

4 can crack in (shown) or rise up the lane line for the reversal pass

Frame 6



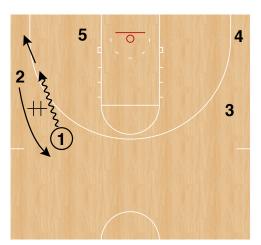
Kansas - Weave False Motion



- 1 dribbles at 4 sending him/her on long back cut to opposite corner
- 2 rises hard out of the corner

Frame 1

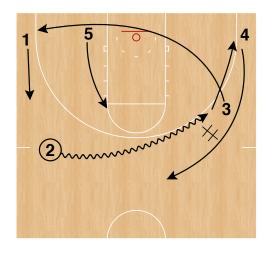
Kansas - Weave False Motion



- 2 takes DHO from 1
- 1 sprints to deep corner

Frame 2

Kansas - Weave False Motion

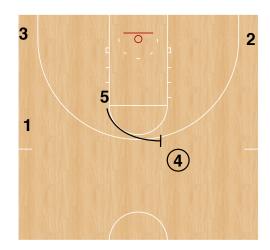


- 2 dribbles at 3 sending them on a long back cut to opposite corner
- 4 takes DHO from 2
- 5 begins to rise to sprint into the ball screen

Frame 3



Kansas - Weave False Motion



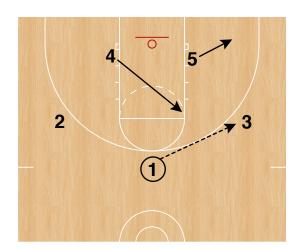
5 sets ball screen for 4

Team is in spread ball screen alignment

Frame 4

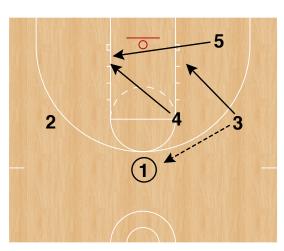


Zone Sets: Pitt



- 1 passes to 3
- 4 flashes to the high post
- 5 spaces to the short corner

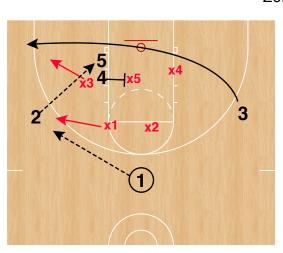
Frame 1



Zone Sets: Pitt

- 3 passes back to 1
- 4 and 5 cut to the opposite block (4 on top of stack)
- 3 cuts to the block

Frame 2



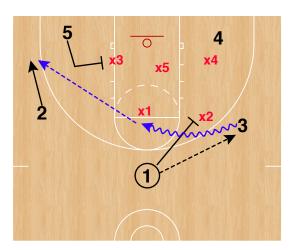
Zone Sets: Pitt

- 1 pass to 2
- 3 cuts to the corner
- 4 screens the middle defender in the zone
- 5 takes one step towards the ball
- 2 pass fakes to the corner, then passes to 5

Frame 3



Zone Sets: Buster

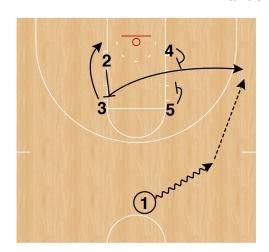


Frame 1

- 1 passes to 3
- 1 chases into a ball screen
- 2 slides to the opposite corner
- 5 screens the outside of the zone
- 3 attacks the nail, then throws a skip pass to 2



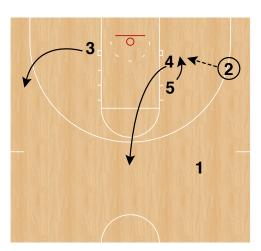
Vanderbilt - Side Elevator



- 1 dribbles to the wing
- 2 sets a back screen for 3
- 2 cuts through the elevator screen from 4 and 5
- 1 passes to 2 in the corner

Frame 1

Vanderbilt - Side Elevator



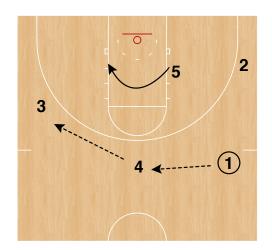
If 2 doesn't have the shot, 4 cuts up top

2 looks at 5 in the post

Frame 2



UNC Tar Heels Secondary Break (Base Action)

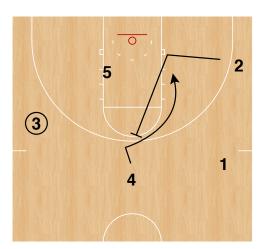


1 reverses ball to 4

5 follows ball reversal

Frame 1

UNC Tar Heels Secondary Break (Base Action)

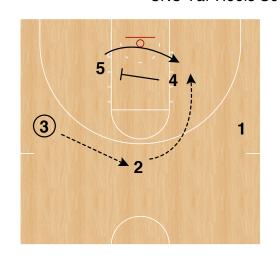


On ball reversal, 2 touches block and backscreens for 4

4 sets up cut and looks for lob

Frame 2

UNC Tar Heels Secondary Break (Base Action)



3 looks for 4 coming off backscreen for lob or centers to 2

2 separates from backscreen to the top of circle, when he catches he can make post entry to 5 coming off cross screen

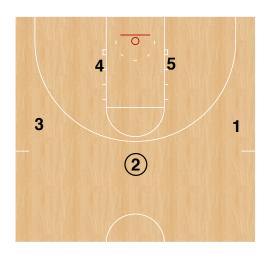
If 4 does not receive lob he cross screens for 5

Frame 3



UNC Tar Heels Secondary Break (Base Action)

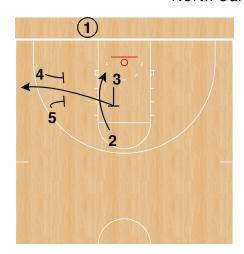
At this point UNC enters their motion offense



Frame 4



North Carolina - BLOB Elevator STS

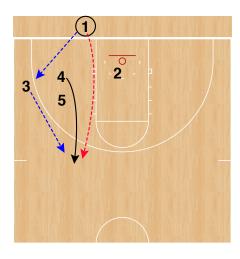


3 sets a back screen for 2 cutting to the basket

3 cuts through the elevator screen from 4 and 5

Frame 1

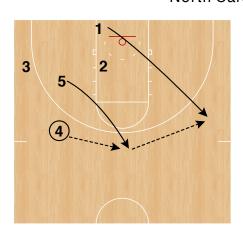
North Carolina - BLOB Elevator STS



- 4 cuts up top
- 1 can pass to 3, who passes to 4
- 1 can also pass directly to 4

Frame 2

North Carolina - BLOB Elevator STS



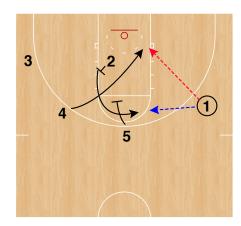
5 cuts to the top to receive the pass from 4

1 cuts to the wing to receive the pass from 5

Frame 3



North Carolina - BLOB Elevator STS



2 screens for 4 cutting to the basket

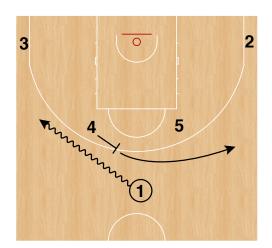
5 sets a down screen for 2

1 looks for 4 at the basket or 2 up top

Frame 4

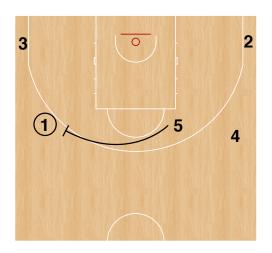


Horns Get



1 dribbles off ball screen from 4 and 4 pops opposite

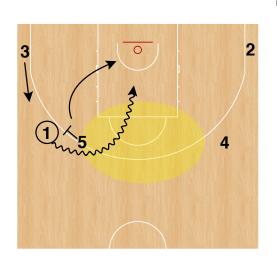
Frame 1



Horns Get

5 races over to set ball screen for 1

Frame 2



Horns Get

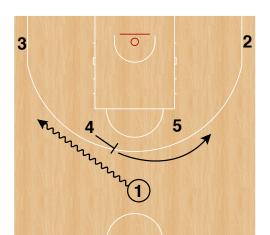
1 uses the advantage and attacks the gap to score or draw defense in, looks for 5 rolling

3 runs back action

Frame 3



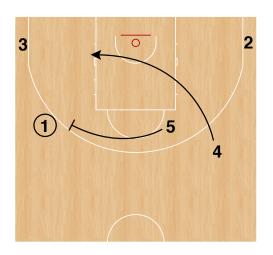
Horns Get



Double Gap Variation

To create more gap space....

Frame 4

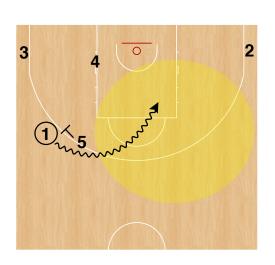


Horns Get

Double Gap Variation

4 cuts through as 5 races to the ball screen

Frame 5



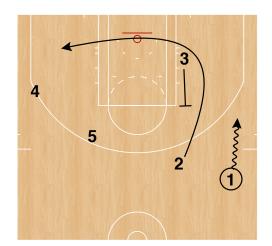
Horns Get

Double Gap Variation

1 now has enlarged gap space to attack



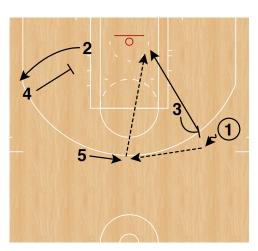
Boston Celtics - UCLA PNR Advance Pass



- 1 dribbles to the wing
- 2 makes a UCLA cut off of 3

Frame 1

Boston Celtics - UCLA PNR Advance Pass

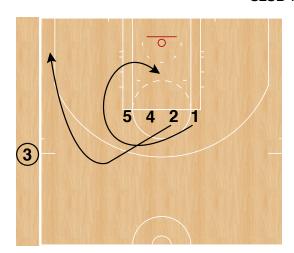


- 3 sets a ball screen for 1
- 1 forces x3 to help then makes the pass to 5
- 3 cuts to the basket for a layup
- 4 screens for 2 for a secondary option

Frame 2



SLOB PACERS WHEEL

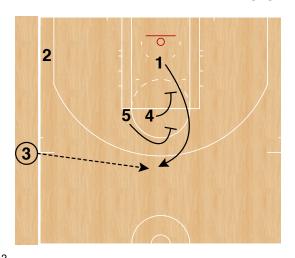


2 sprints to the ball and cuts to the corner

1 loops around 4 and 5

Frame 1

SLOB PACERS WHEEL



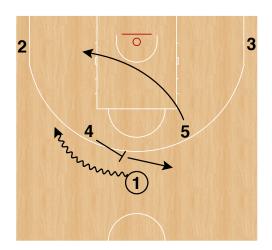
4 and 5 set a staggered screen for 1

3 passes to 1 for a wide open 3

Frame 2

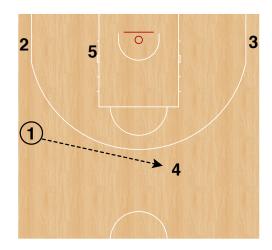


Horns Wide Go



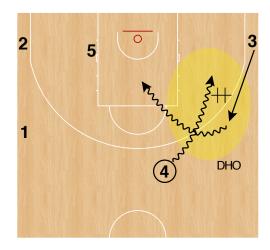
Frame 1

Horns Wide Go



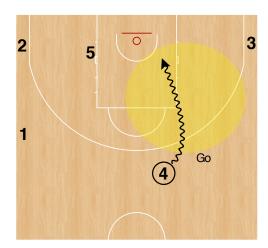
Frame 2

Horns Wide Go





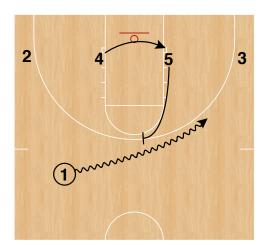
Horns Wide Go



Frame 4



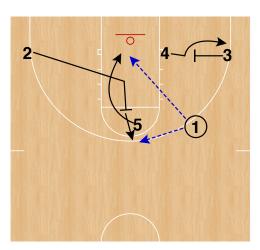
Ball Screen Sets - 1-Up Pop



- 5 sets a high ball screen
- 1 stretch dribbles off of the ball screen
- 4 replaces to the opposite block

Frame 1

Ball Screen Sets - 1-Up Pop

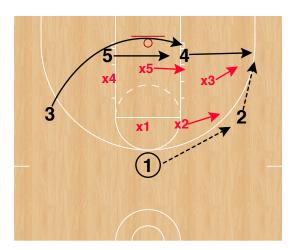


- 3 screens 4 to the corner to occupy the defense
- 2 sets a back screen for 5
- 2 out cuts to the 3-point line
- 1 throws the lob to 5, or passes to 2

Frame 2

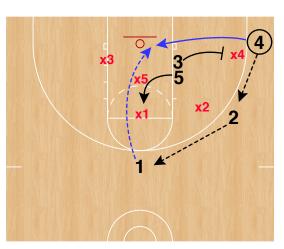


Zone Sets: Banger



- 1 passes to 2
- 4 cuts to the corner
- 3 and 5 cut to the opposite block
- 2 passes to 4

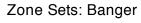
Frame 1

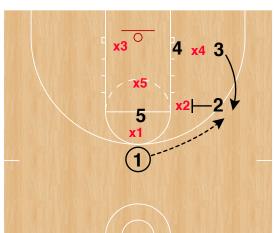


Zone Sets: Banger

- 4 passes to 2
- 2 passes to 1
- 3 back screens the outside zone defender
- 5 flashes to the nail (occupies middle defender)
- 1 throws the lob pass to 4

Frame 2





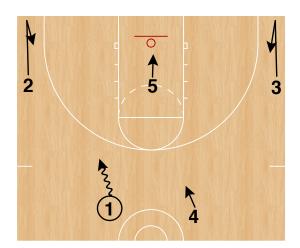
If lob is not open:

- 2 screens the top of the zone
- 3 cuts to the wing
- *** Screen the screener action

Frame 3

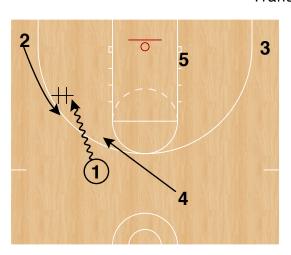


Transition: "Pistol"



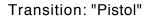
- 1 pushes the ball
- 4 is the trailer
- 5 is the rim runner
- 2 and 3 run the wings & bounce off the baseline

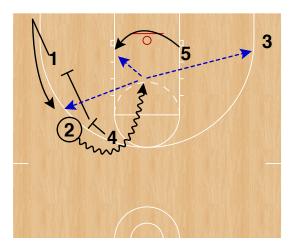
Frame 1



- Transition: "Pistol"
 - 1 must "break the arc," when dribbling at 2
 - 2 gets a dribble hand off from 1
 - 4 trails 1

Frame 2





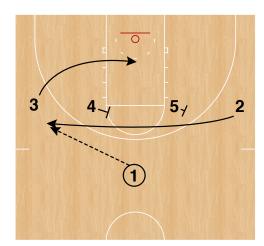
- 4 sets a wing ball screen for 2
- 2 turns the corner
- 1 bounces off the baseline
- 4 follows the ball screen, with a down screen for 1
- 5 relocates to the opposite block
- 2 reads the help defense

Frame 3



Spurs Philly Rip

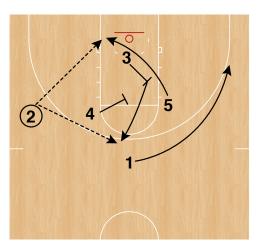
Philly set for 2



Frame 1

Spurs Philly Rip

Rip action screen-the-screener



Frame 2