## Side-out series



## Side-Out Series (\#1 thru \#5)

This is a side-out series that with a number call can isolate a player for additional scoring opportunities.

Each play call number, \#1 thru \#5, corresponds to the player's position.
\#1 is your point guard
\#2 is your shooting guard
\#3 is your wing man
\#4 is your power forward
\#5 is your center
\#1 always takes the ball out. \#5 and \#2 line up on the blocks, with \#5 on the ball side.
\#3 is on the opposite elbow while \#4 is a few feet past the top of the key.


## Side-Out Series (\#1 thru \#5)

The point guard calls his own number, \#1, and the play begins with the referee handing the ball to the point guard. We do not start plays on "ball slaps".

On the hand-off from the referee, \#2 breaks to the ball side corner.
\#4 sets a down screen for \#3, trying to get him open for the inbounds pass.
After screening, \#4 pops back in the direction of the ball.


## Side-Out Series (\#1 thru \#5)

One of the first looks the point guard should make is to the rim. In the initial starting point, \#2 was on the opposite elbow. Often, when a post player sees that he has helpside defense, he will front the post.

When the play starts, \#2 "removes" the helpside defense by cutting to the corner. If \#5 was fronted at the start, he may have an opportunity to seal for the lob pass to the rim. This may be an option if you only have a few ticks left on the clock.


## Side-Out Series (\#1 thru \#5)

Ok, let's move forward with play call "\#1".
On the catch, \#3 will take the ball to the right wing on the dribble. \#2 moves down to a stack position with \#5.
\#4 will set a back screen for \#1 who has cut down and then over the top of the screen by \#4.
\#3 looks inside to the cutting \#1 man.

## Side-Out Series (\#1 thru \#5)

If \#1 does not have the ball, \#4 steps out after screening to receive the pass from \#3.

As soon as \#3 passes to \#4, he will move down to the lane to set a screen for \#1. \#1 moves under the basket.

## Side-Out Series (\#1 thru \#5)

\#1 now has the option to come out the single screen side from \#3, or use the double screen from \#2 and \#5.


## Side-Out Series (\#1 thru \#5)

If \#1 comes off the double, \#3 will continue screening for \#2 breaking out to the right wing.


## Side-Out Series (\#1 thru \#5)

If the ball goes to \#2, \#3 will continue screening and will set a cross screen for \#5.
\#4 now down screens for the screener, \#3, trying to get him open for a jumper on top.

## Side-Out Series (\#1 thru \#5)

On play call "\#2", we will try and get \#2 an open shot.
As \#1 cuts off the back screen in the beginning, \#4 will turn and screen down with \#5 for \#2.
\#3 looks to hit \#2 on top.


## Side-Out Series (\#1 thru \#5)

If \#3 comes out the left side of the floor, \#1 will cross screen for \#2 trying to free him for an open jumper on the right wing.


## Side-Out Series (\#1 thru \#5)

\#1 continues screening and will set a pick for \#5.
\#4 then would down screen for the screener, \#1.


## Side-Out Series (\#1 thru \#5)

Of course with all of our double side / single side screens, \#3 has the option on this play to change directions and break out the single side of the down screen from \#1.

## Side-Out Series (\#1 thru \#5)

If that happens, again the same screening action comtinues with \#1 screening across for \#5.


## Side-Out Series (\#1 thru \#5)

This is our "\#4" play call.
\#1 cuts off the back screen from \#4 and will stop quickly at or near the FT line (a few steps beyond the back screen from \#4).


## Side-Out Series (\#1 thru \#5)

\#1 comes back now and sets a back screen for \#4. \#4 cuts hard off the screen and looks to post up on the ball side low block.


## Side-Out Series (\#1 thru \#5)

Action repeated again from here if \#4 does not get the ball. \#3 passes to \#1 on top while \#3 cuts off the back screen from \#4 and the double screen on the other side from \#2 and \#5.


## Side-Out Series (\#1 thru \#5)

If \#3 or any player receives the ball on the left side of the floor, \#2 will clear out to the other side of the floor while \#5 can either post up or screen across for \#4.
\#4 could also flash to the high post on the screen across or if \#5 decided to stay and post.
\#4 would then look for the high / low entry pass to \#5 or perhaps catch and attack the basket.

## Side-Out Series (\#1 thru \#5)

Probably don't need to repeat this, but what the heck. Again, if \#3 decided not to use the double screen from \#2 and \#5, and cut back off the single screen from \#4, \#1 will look to hit \#3 on the right wing.

## Side-Out Series (\#1 thru \#5)

\#4 would continue his movement across the lane and screen for \#5. \#4 could stay and post up if he wanted and \#5 could flash to the high post.

You could spend quality time in practice breaking down the screen across from \#4 to \#5 and all the options should he cut to the high post or low post.

If \#5 cut low off the screen, you could have \#4 roll back to the high post to set up the high / low entry.

If \#5 cut to the high post off the screen, \#4 would turn back and seal his defender in the paint.


## Side-Out Series (\#1 thru \#5)

After screening for \#5, \#4 will set a down screen for \#1 bringing him up to the top of the floor for the open shot.


## Side-Out Series (\#1 thru \#5)

From here you could run another set or perhaps ball screen with either post player.

Anytime we pick and roll with the post players, the ball side post will roll to the basket (unless he is a good perimeter player - then he will pick and pop out).

When the post on the ball screen rolls to the basket, the other post, \#4 in this diagram, will come up to the FT line area, taking his defender away from the basket. If his man stays and helps on the roll by \#5, then we will look to pass back to \#4 at the FT line.

If the post player "popped out" after ball screening (because he can shoot the " 3 "), the other post will duck-in the lane looking for the dump off pass from the driving \#1 man.


## Side-Out Series (\#1 thru \#5)

On the initial screening action from \#4 and \#3, from time to time they may deny the entry pass to \#3.

If they do this, we have one counter that we will use in every circumstance like this.
\#4 screens and always comes back to the ball, that is a natural move for him. So when the point guard can't get the ball to \#3, \#1 will pass to \#4.


## Side-Out Series (\#1 thru \#5)

\#3 will cut back door when the ball is thrown to \#4. \#1 may even make the back door pass directly from the side-out position. If he doesn't get the ball, he cuts out to the right wing area.

Let's move forward assuming \#4 received the pass.


## Side-Out Series (\#1 thru \#5)

Once \#4 has the ball, he will execute a dribble hand-off with \#1.
\#1 will take the ball in the gap looking to get to the rim. He will also look to kick out to \#3 on the right wing.


## Side-Out Series (\#1 thru \#5)

As soon as \#4 hands off to \#1, he will set a double staggered screen with \#5 on \#2.
\#2 will break to the top looking for the open shot.


## Side-Out Series (\#1 thru \#5)

With communication between \#3 and \#4, from time to time you may set a back screen for \#4 (instead of \#4 down screening for \#3).
\#1 can look to make the lob pass to the lane for a cutting \#4.
After screeningk \#3 pops out on top looking to receive the entry pass from \#1.


## Side-Out Series (\#1 thru \#5)

Once \#3 has the ball, the play would continue as usual.
\#3 drives the ball to the right wing, while \#1 steps in and uses the back screen from \#4. \#1 cuts to the ball side low block and the play will continue with whomever's play call number was called.

