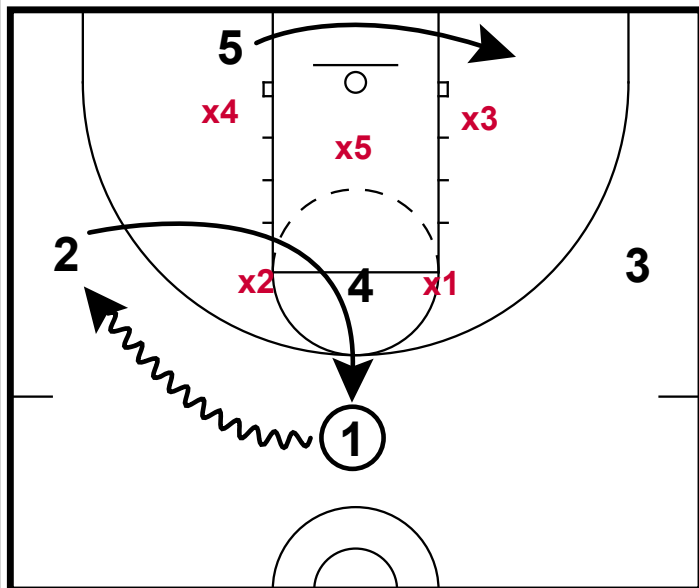
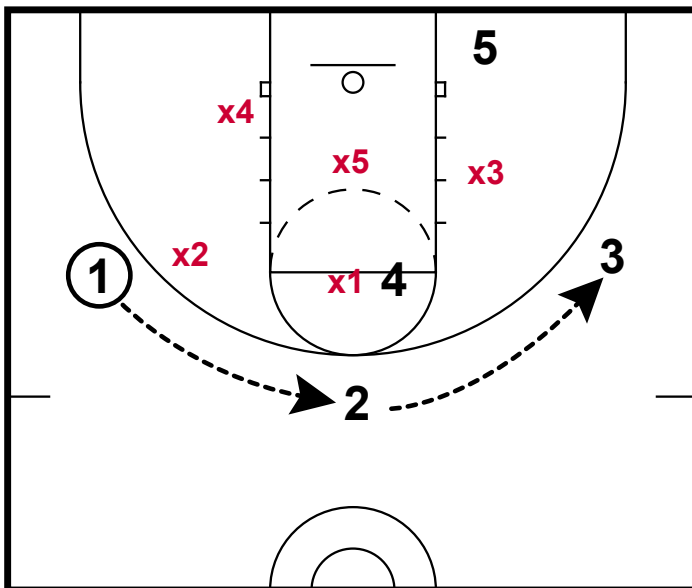


ZONE: LOOP BACKSIDE BALL SCREEN



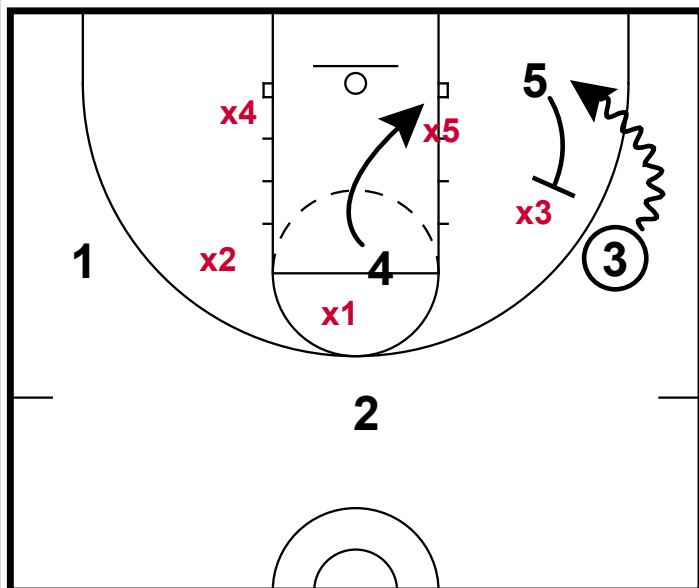
- 1) This zone offense starts in a "hi-lo" formation or as some coaches like to call it a "1-3-1" set vs. a 2-3 zone.
- 2) This play will be effective because of the Don Meyer zone offense principle of "throwing the ball into 3 people" on the backside.
- 3) The action starts with a shallow loop of the team's best shooter at the top of the key. As this happens, the post player along the baseline will want to change sides.

ZONE: LOOP BACKSIDE BALL SCREEN



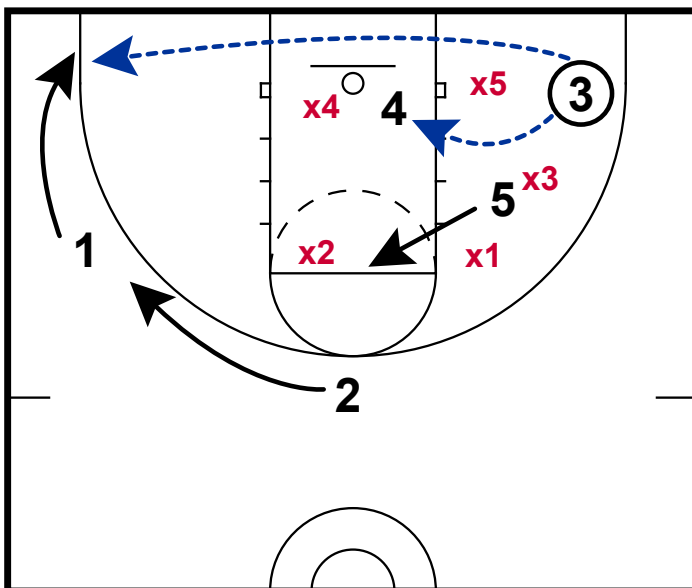
- 1) Now the ball will be reversed to the top of the key. Notice how 4 has positioned himself now on the outside of x1 as to give the appearance of a ball screen.
- 2) We want this appearance to happen, because this will only pull x3 further towards the ball - which is what we want. This stretches the zone & sets up for our second action.
- 3) The ball will then quickly be swung to 3 on the opposite wing.

ZONE: LOOP BACKSIDE BALL SCREEN



- 1) Now with 3 with the ball on the opposite wing, we pull 5 off of the baseline to set this baseline screen x3. This is particularly effective because this is not an action that is typically used on the baseline.
- 2) What this will do is force x5 to step out to stop penetration on 3. If you have a player that hit this pull up jumper on the baseline - you could have great success here.
- 3) Also another option to look at is if 4 dives hard to the mouth of the rim when x5 steps out - you could gain an easy layup here.

ZONE: LOOP BACKSIDE BALL SCREEN



- 1) If a scoring action is not available after that ball screen there are still options left to look at.
- 2) The first action would be the "baseline drift" action of the point guard. This would be good if x4 squeezes to take 4 at the rim.
- 3) Also the diagonal skip to 2 on the backside wing for your best shooter is a nice look. Finally 5 slipping in the high post is good if you have post player that can hit a 12' face up jumper.