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These notes came from a clinic I attended in Novi Sad Serbia during the FIBA junior Men's World Championship. **Zelimir Obradovic** is the coach of the Greek Panathinaikos Club. Panathinaikos reached new heights last season with a first-ever triple crown – winning the Euroleague title and the Greek Cup and league championship. He was featured in the FIBA Assist #26.

<http://www.fiba.com/pages/eng/fc/expe/assiMaga/p/openNodeIDs/1035/selectedNodeID/1035/assIDown.html>

At the clinic he told the coaches that this was the "real" offense that he ran. What I like is that he shows how with one formation he can run a number of options that allow for post ups, and isolations of all players. He also gives some different ideas for end of clock situations.

FIBA offense must have:

- Lots of movement
- Use of pick and roll (players must have the skills to use it)
- 1 on 1 in the low post
- isolate mismatches
- be run in transition
- be run vs. pressure
- be run vs. Zone

55 different sets with his team in the Euro league. Cannot use them all in every game. Would decide what ones to use based on the opponent.

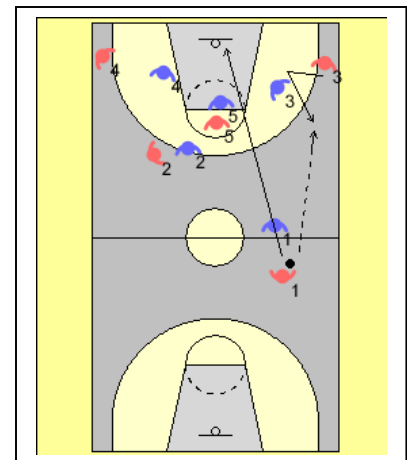
Keys:

- lots of spacing
- change of rhythm or tempo
- speed in offense is important - can you speed up the temp of the game
- Prepare the player to play 1 on 1 - in the post, off pick and roll and in isolations

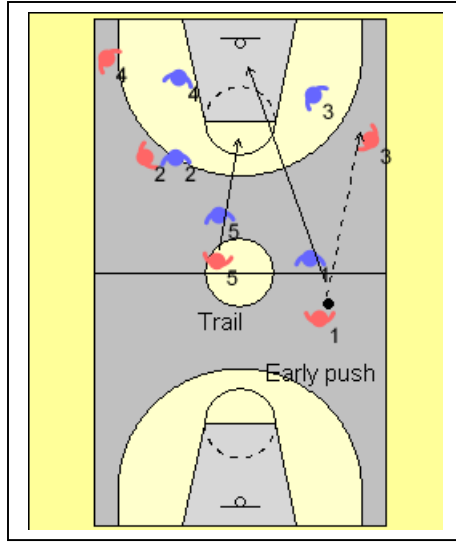
Introduce 5 on 5, show the whole first. Players need to see where the defenders will be.

Wing entry

The ball handler goes at the open wing. The wing cuts to get open. This can be a v-cut, blast cut or an early push in transition. After making the wing push the guard runs a sprint give an go to the rim.

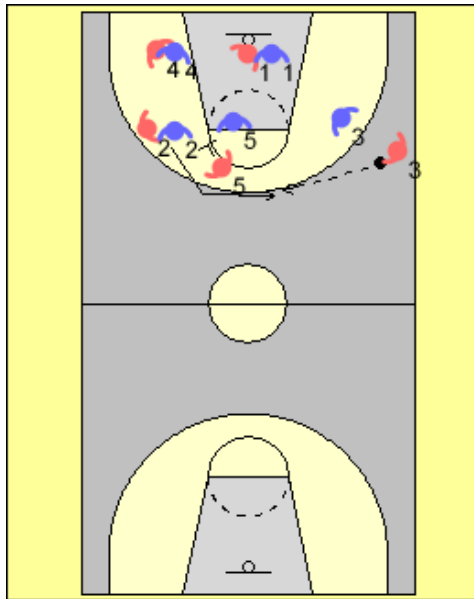


Very often this pass is made in transition. The guard sprints to the rim as the post trails up into the foul line area.

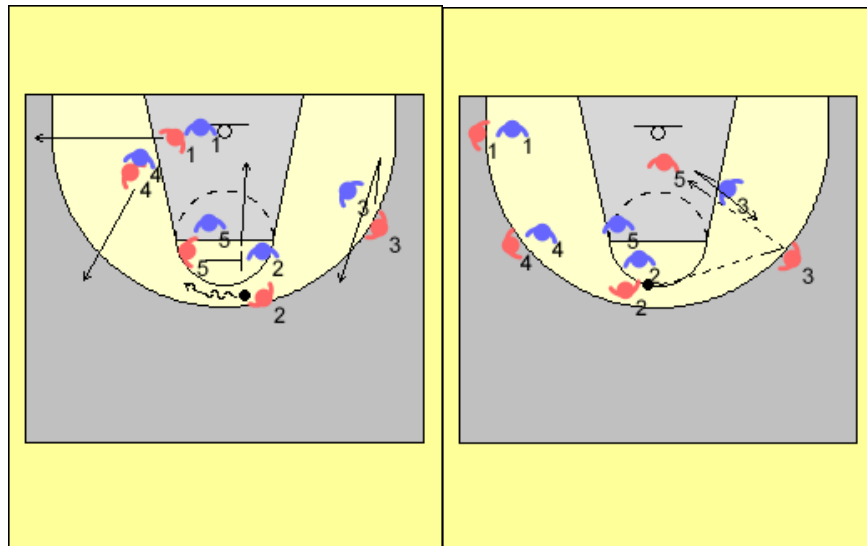


Elbow screen

#5 now sets a screen in the elbow for #2 to cut to the top. It is essential that #2 stay close to his/her defender in order to be able to use the screen. We will look at the option later on.



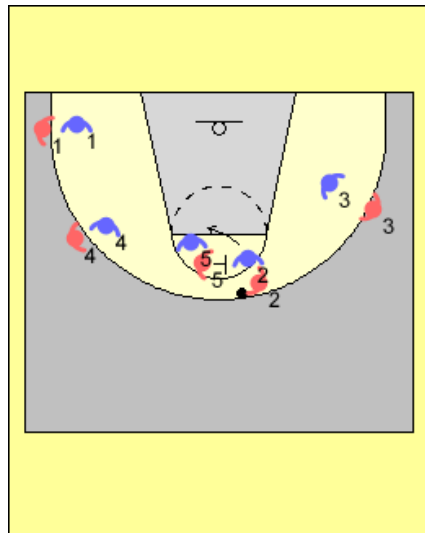
Immediately on #2 catching the ball #5 sets a top ball screen. This happens at speed. #4 pops to the wing and #1 cuts to the corner. #3 must be in position for the relay pass into the post if X3 helps on the roll.



Relay pass to #3

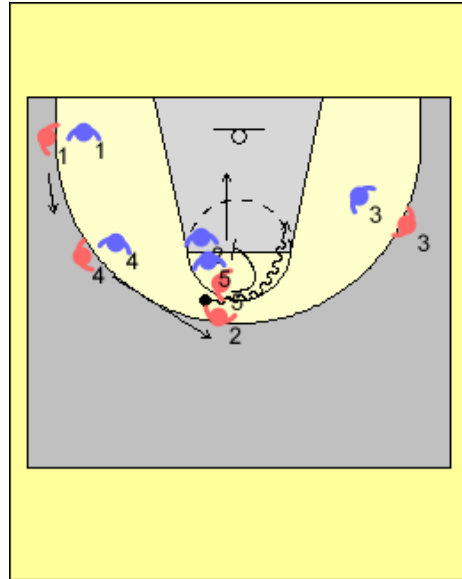
vs. Squeeze

If the defense attempts to "squeeze" the pick the picker (this is where the defender of the picker attempts to push the picker higher and the defender of the ball handler goes under),



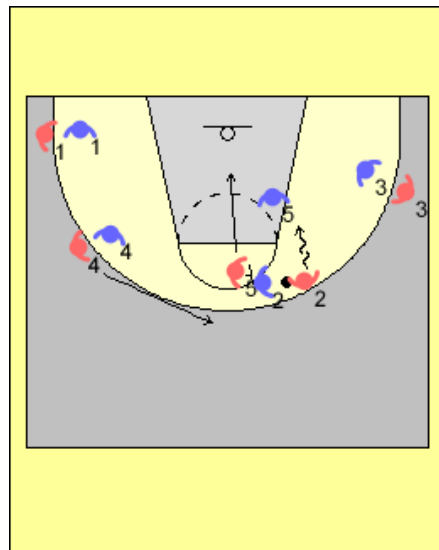
Re- pick

The picker does a front pivot on the inside foot to set a new pick back in the direction the ball handler just came from. It is key to time it right and for the ball handler to keep the dribble alive. The other players work space to create relay passes and close outs on the perimeter.

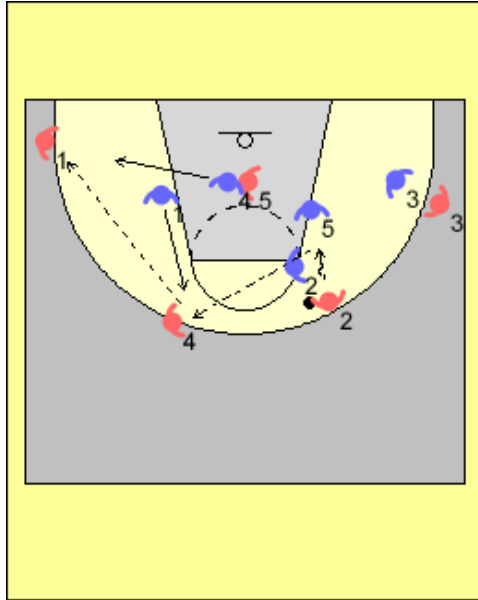


vs. Side or Red

Here the defender of the ball handler prevents the picker from getting to the screen. We want to attack the big player attempting to create a small space 2-1. The other players rotate to create relay passes and close outs.

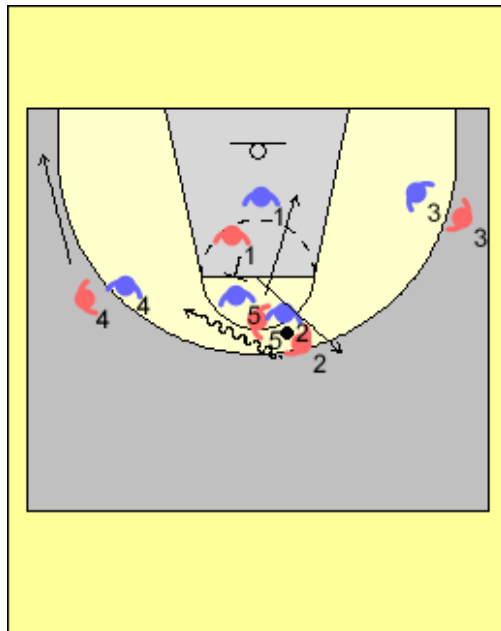


The idea on a ball screen is to force X5 to help and then create close outs by the other players. This forces the defenders into scramble situations. Maintain spacing for the pass pass.



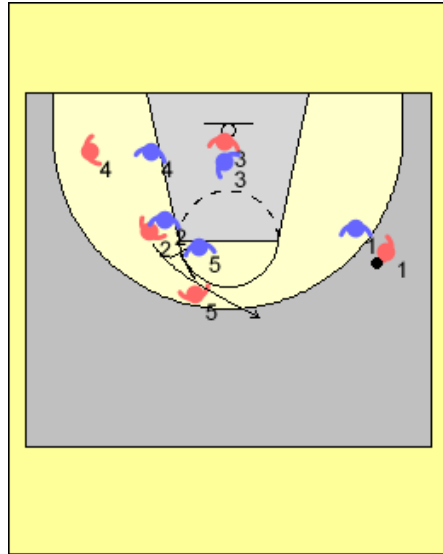
Fist

This is a wrinkle for the top pick. #1 comes up and sets a back pick on X5 as #5 sets the pick for #2. Again the other players must work in space.



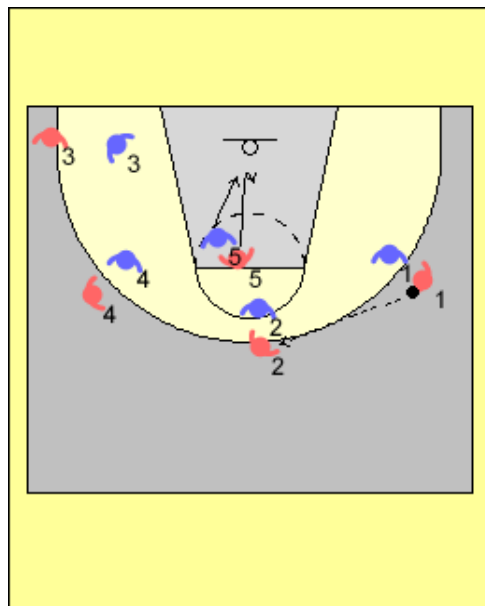
Quick slip

As #5 comes to set the pick, if the open rim appears a quick slip takes places. Look for relay passes into the post.



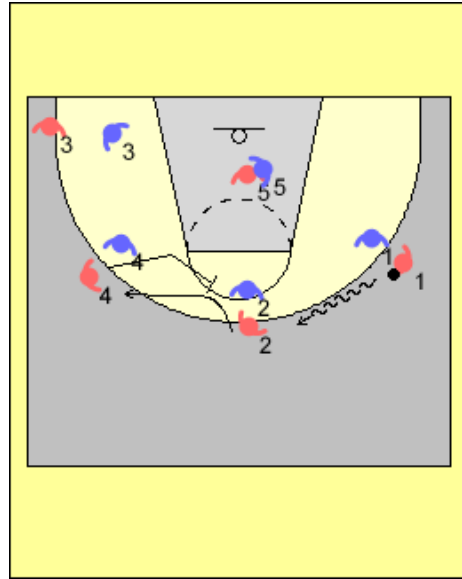
Isolate 5 inside

Some times instead of setting the ball screen #5 posts at the front of the rim. The other players create spacing for relay passes and close outs.



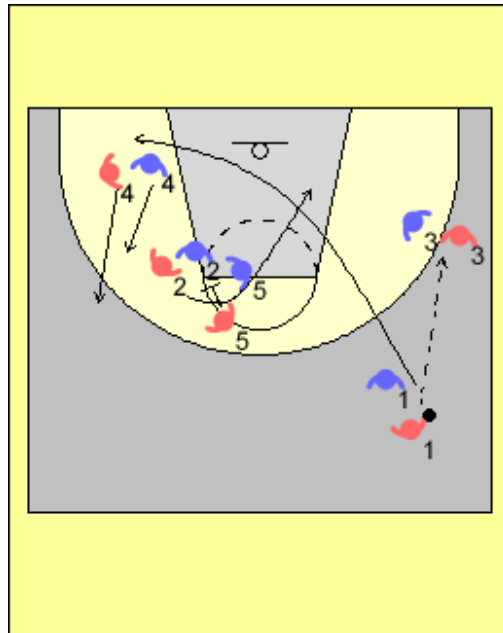
Use a flare screen for #2.

This actions keeps the help defense busy and also creates a easier high low passes into the post.



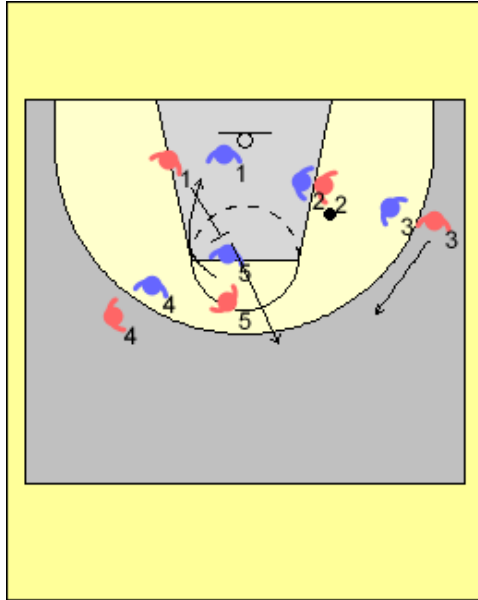
Post up #2

If X2 trails on the screen by #5, #2 cuts to the front of the rim. If the ball is not delivered exit out to the mid post.

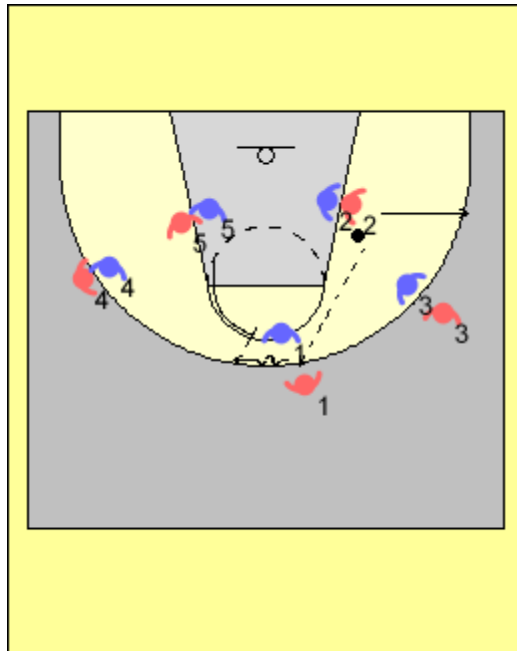


When ball is in the post

#1 sets a back screen for #5 who dives the rim. The other players work in space.

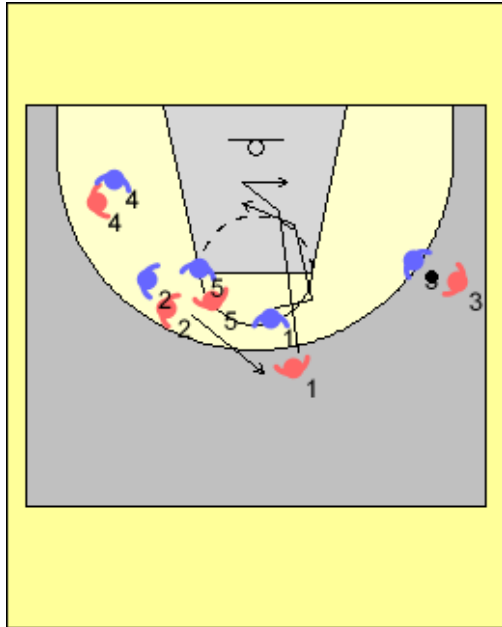


On the pass out to #1, #2 exits to the corner and #5 comes and sets a ball screen.



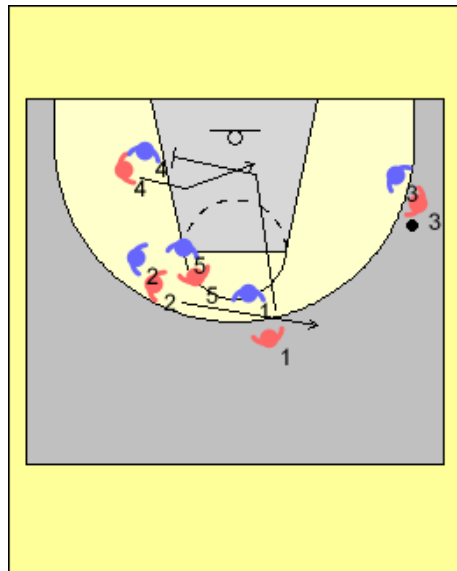
Posting #1.

If there is an advantage to post up #1 we can look to do that off the initial give and go.
 #3 can post up the same way off the dribble entry back door cut.

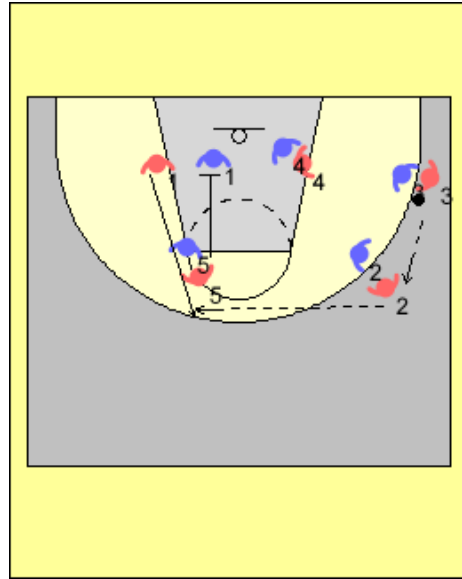


Posting #4

On the give and go #1 continues across and sets a cross screen for #4 to post up.

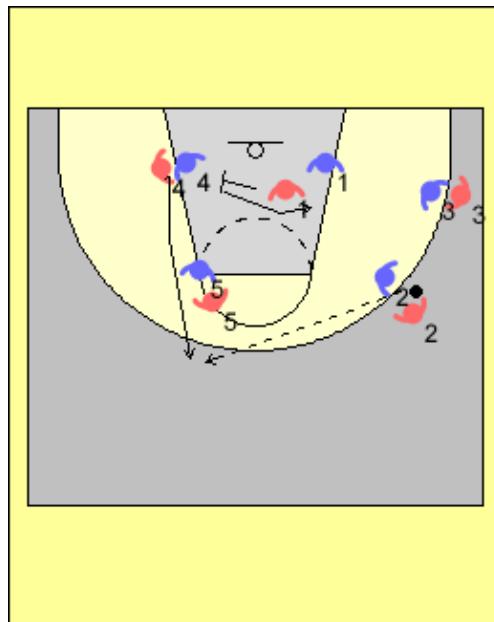


#5 continues to set a down screen for #1. #3 may have dribble to the corner to create better spacing. On the reversal to one look for the post up to #5 or to have #5 come set a pick.

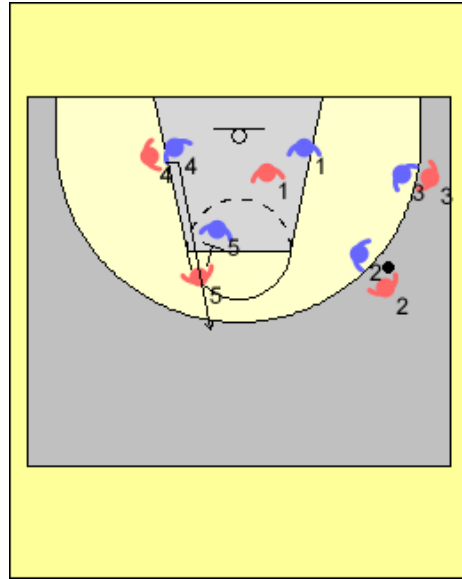


#1 fakes the screen for #4

If #4 is a great three point shooter the screen can be rejected and #4 uses the down screen by #5. This is also another way to post up #1.
It is key to fake and stay close to your defender.

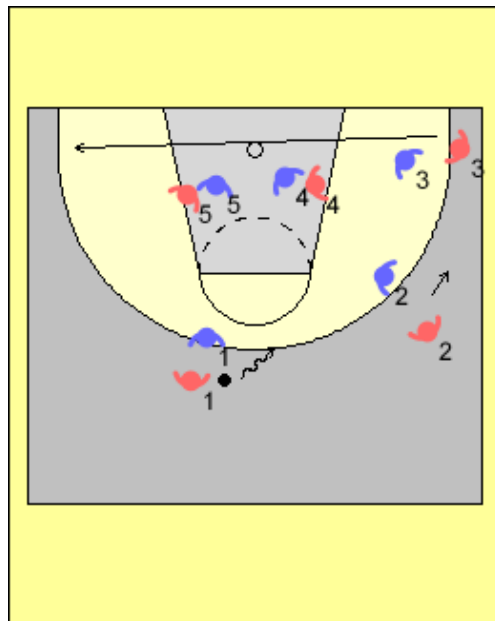


If the two defenders attempt to switch this down screen #5 screens his/her own defender.



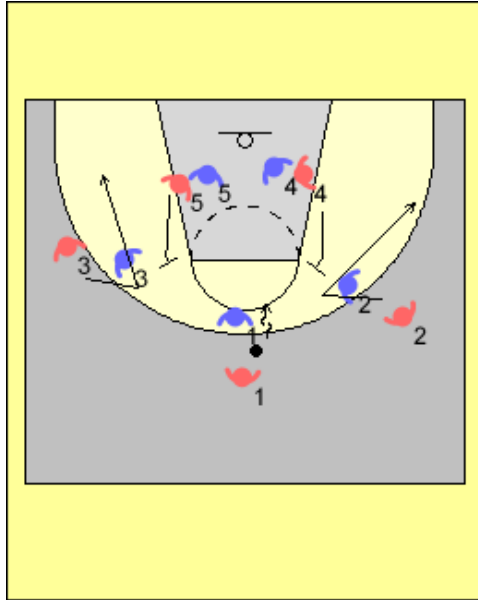
End of clock

Often rotate into a 1-4 look. This gives the player with the ball room to penetrate. Note: If this was #4 who rejected the screen he/she could run a dribble hand off to get the ball in the hands of the best player at breaking down the defense.

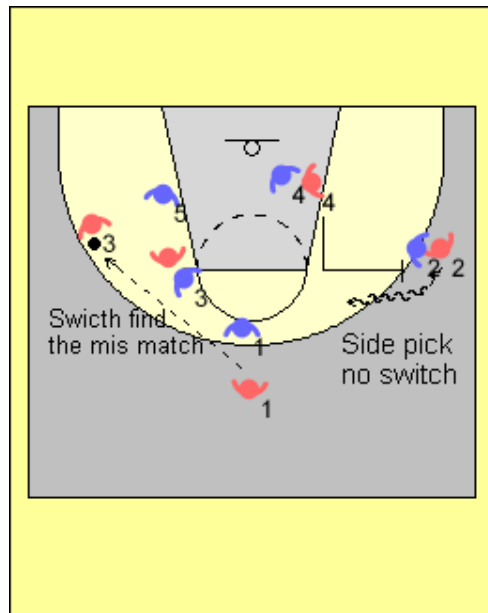


End of clock

We can also rotate into a 1-2-2 look. In this case the two bottom players up screen from the top. It gives space for the 1 on1 by the middle player.

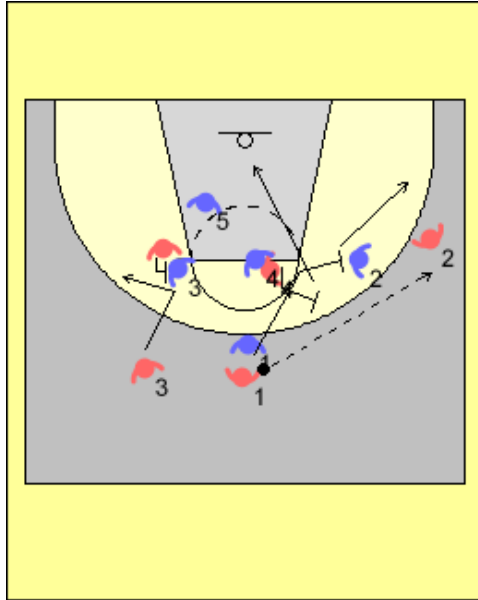


If teams switch you have created a mismatch. If not you can quickly set a side pick to play.



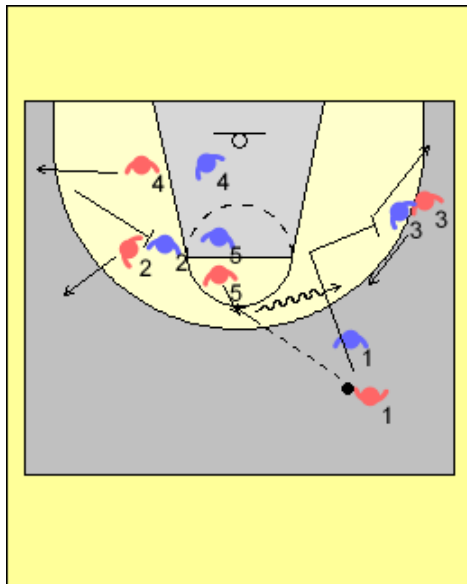
End of clock double pick

On the pass by #1 to the perimeter he/she follows and sets a pick. Sprint to space after setting the pick. The ball side post cleans up the pick by setting a second pick and sprinting to the basket. The off side times their flare screens as the ball is being dribbled over the second pick.



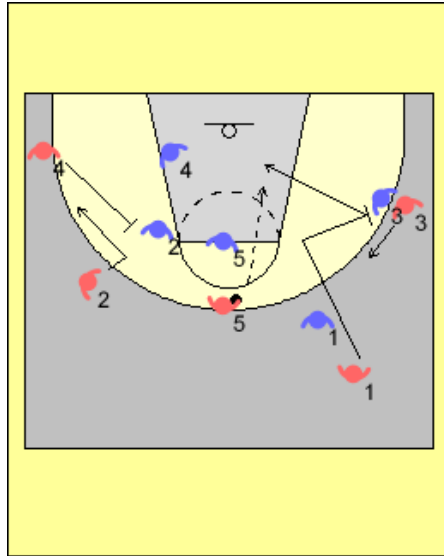
Entry to #5

When the ball is entered to #5 #1 cuts and sets a back screen for #3. At the same time #5 dribbles at #3 and executes a dribble hand off.



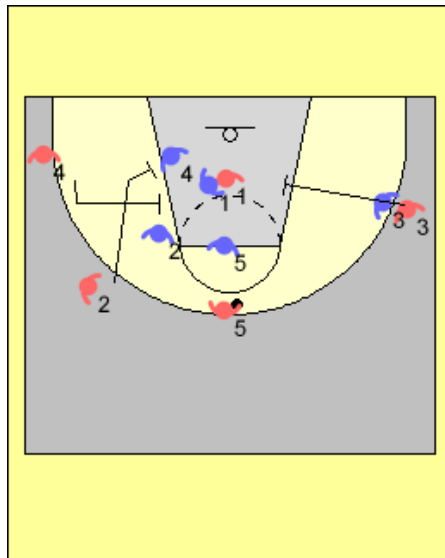
Slip the Screen

#1 is always looking for an opportunity to slip the screen when daylight appears at the rim



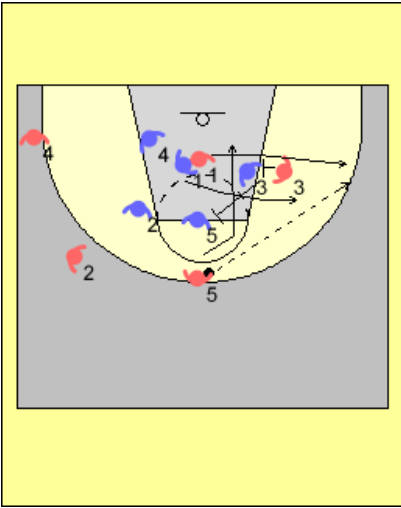
Single double off post entry

After #1 passes to #5 he/she cuts to the rim. #3 sets a single pin down screen while #4 and #2 set a double pin down screen.



#1 chooses the single side

If #1 comes off the single screen set by #3 and second back screen is set for #5 to cut to the post up. #3 and #1 create a triangle for relay passes into the post.

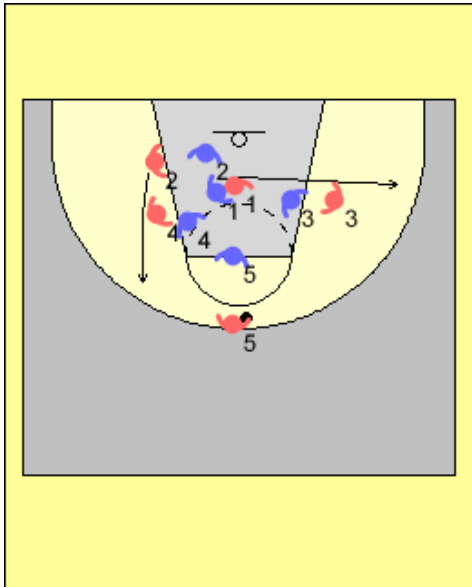


#2 uses the screen by #4

Once #1 uses the screen by #3, #2 who is close to his/her check and inside of #4 uses this pin down screen.

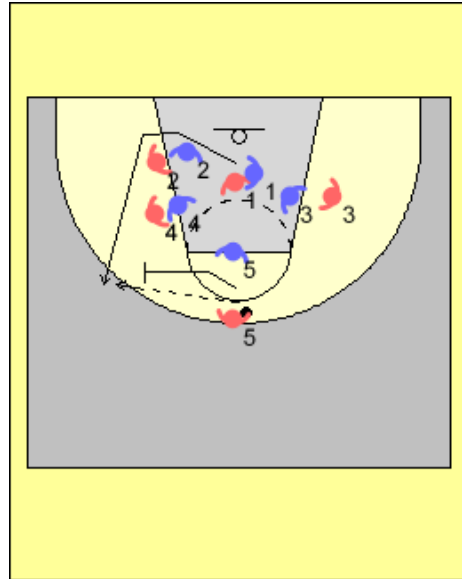
Look for:

- a post up of #4
- up screen for #5
- or side pick and roll with either #4 or #5



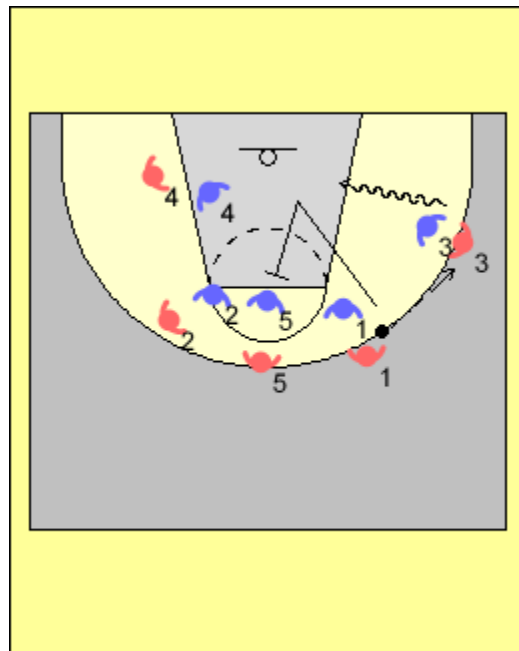
#1 chooses the double side

You can either look to post up #4 or #5 can follow for a side pick and roll.



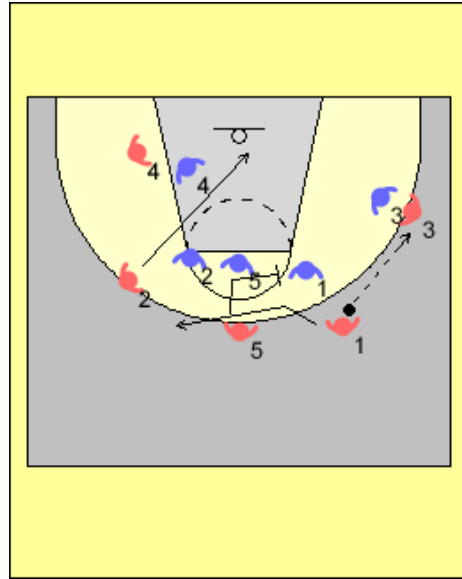
Wing Isolation

#1 passes to #3 and cuts to the hoop. As #1 sets the back screen for #5 #3 looks to attack the basket.

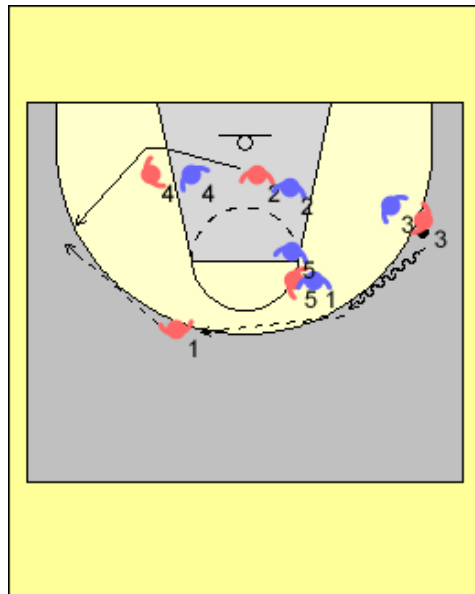


Three point shot

#1 enter the ball to #3 on the wing. #2 immediate dives to the rim. #5 sets a flare screen for #1.

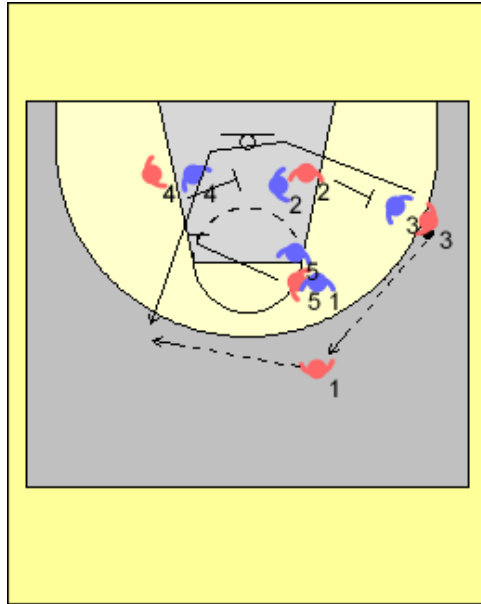


#2 now comes off the pin down screen set by #4.



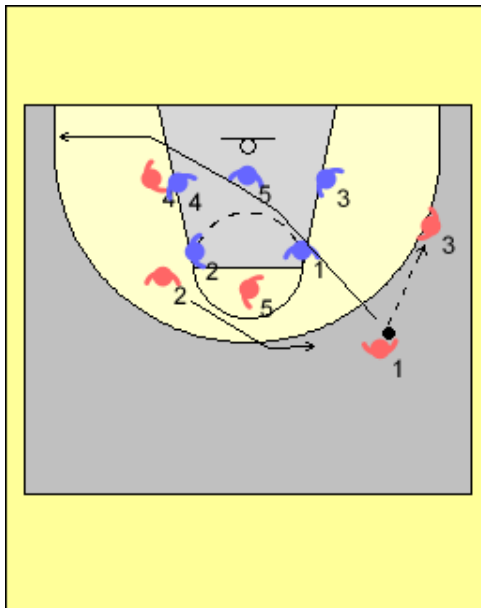
Triple screen

In this example #3 runs off three consecutive screens to receive the ball for the shot or drive.

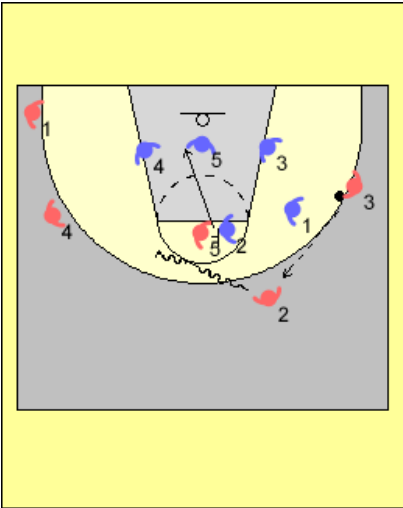


Vs. Zone

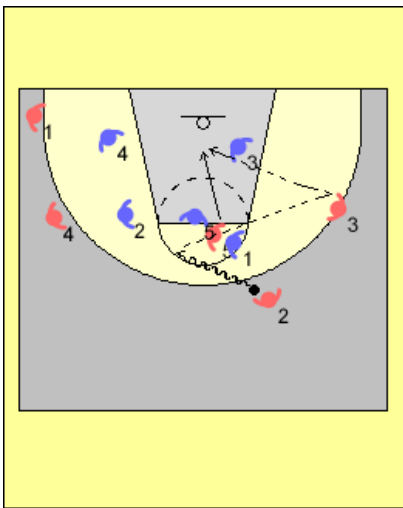
Run the same action. Works best against teams that want to bump so a top player guards the wing.



#5 picks the top of the zone. It creates an overload on the reversal side.



If teams bring X5 up to allow the perimeter defenders to stay wide look for the pass back to the wing for the relay pass.



Re pick

If the top defender goes under the pick look to re pick and attack back in the direction you just came.

