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FREE BASKETBALL PLAYBOOK TEMPLATE

Stagger Starter Playbook

Five basketball plays, step-by-step diagrams, and coaching notes to help you teach the action.

1. Horns - Flare
2. High Pick and Roll
3. 5-Out - Pass and Cut
4. Floppy - Double Screen
5. Box - Screen the Screener

Watch. Teach. Make it yours.

Use the notes to teach the spacing, timing, and reads. The diagrams show examples; adjust them to your team and the defense.

Watch every play online, slow down the animation, and add editable copies to your free Stagger account.

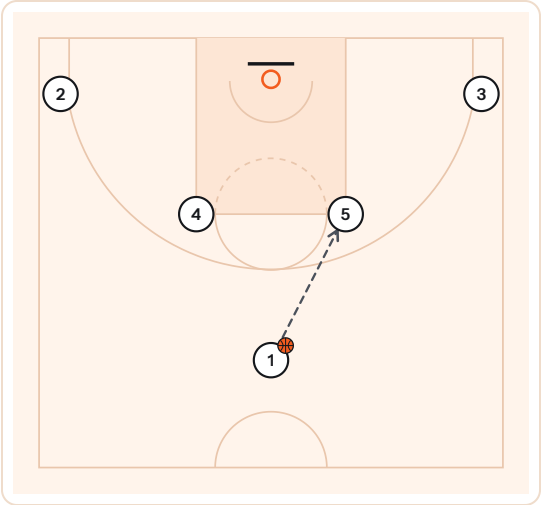
https://staggerhq.com/free-basketball-playbook

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HALF-COURT OFFENSE

Horns - Flare

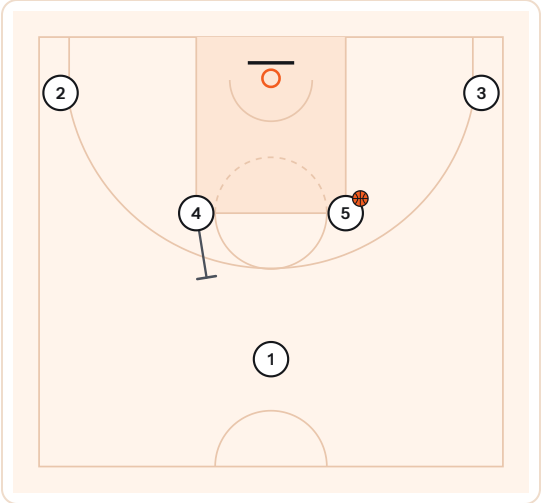
This Horns flare basketball play uses an elbow entry and flare screen to create a catch-and-shoot chance on the wing.



STEP 1 OF 5 · 1.5S

Enter to the elbow

Start in Horns: 1 above the arc, 4 and 5 at the elbows, and 2 and 3 in the corners. 1 passes to 5 at the right elbow. This example uses an elbow-entry variation. Keep both corners wide so the flare has room to develop; make eye contact with the receiver before the entry pass.



STEP 2 OF 5 · 1.5S

Set the flare screen

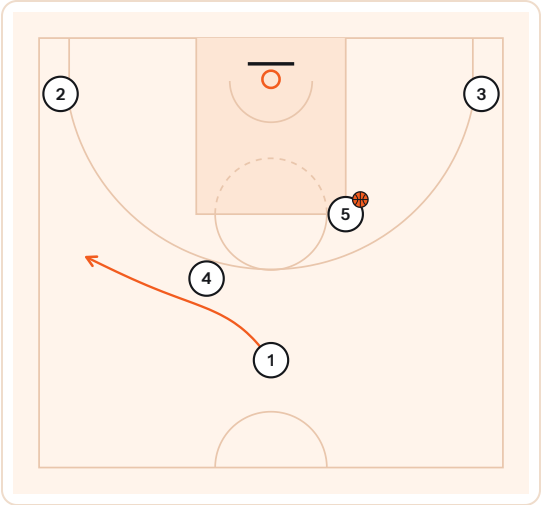
4 steps up from the opposite elbow and sets a stationary flare screen for 1. 5 holds the ball; 2 and 3 keep the corners spaced. Arrive early and hold a legal screening position. Change the angle before the cutter arrives, rather than moving into the defender.

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HALF-COURT OFFENSE

Horns - Flare

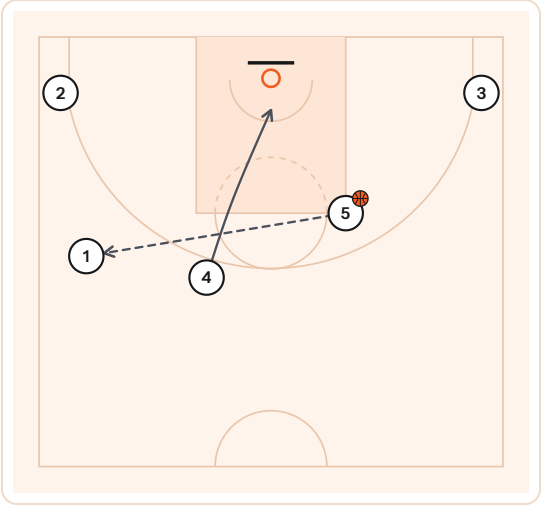
This Horns flare basketball play uses an elbow entry and flare screen to create a catch-and-shoot chance on the wing.



STEP 3 OF 5 · 2S

Flare to the wing

1 cuts shoulder-to-shoulder behind 4, then flares away from the ball to the left wing outside the three-point arc. 4 stays set until 1 clears the screen. Set up the cut before accelerating. Read the defender: curl or back-cut when appropriate, but the animation follows the open flare.



STEP 4 OF 5 · 1.5S

Pass to the flare

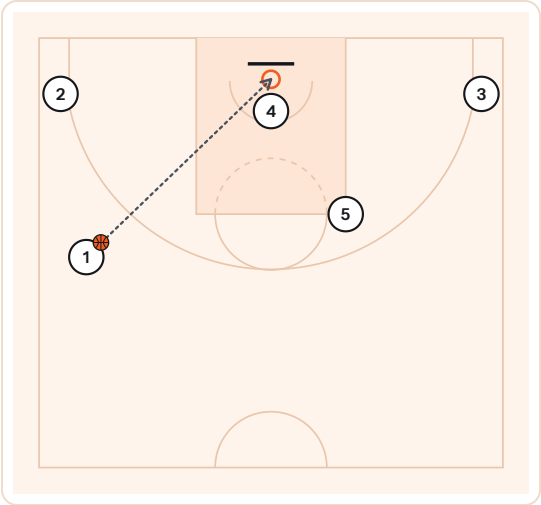
5 throws the return pass to 1 on the left wing. After 1 clears the screen, 4 rolls toward the rim as the inside option and rebounder. Pass to the outside shoulder of the cutter. The screener opens to the rim after the cutter clears, giving the passer an inside read if the defense switches.

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HALF-COURT OFFENSE

Horns - Flare

This Horns flare basketball play uses an elbow entry and flare screen to create a catch-and-shoot chance on the wing.



STEP 5 OF 5 · 1.5S

Catch and shoot

1 catches and shoots the open wing three. If the defense switches the flare, look for 4 rolling inside instead. 2 and 3 stay in the corners to keep help defenders wide. Land balanced with eyes on the rim. If the closeout takes away the shot, attack the open space or reset rather than forcing the attempt.

What it creates

A wing shot for the point guard, with a slip or a drive if the defense takes it away.

When to use it

Against man-to-man defense when you want to use a passing big at the elbow.

Key reads & teaching points

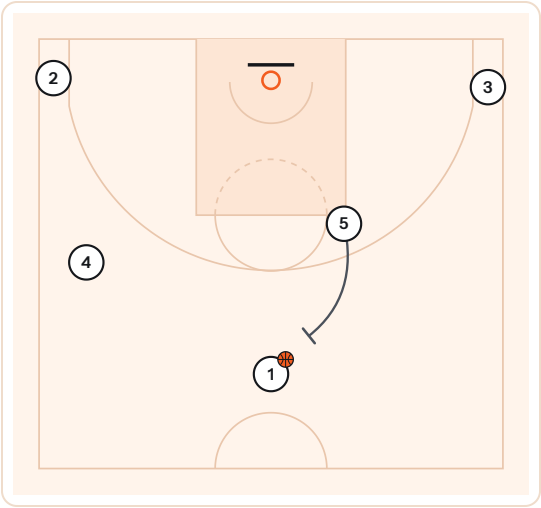
- Keep both corners wide to give the flare room.
- The screener arrives early and holds a legal position.
- Read the defender: shoot on separation, drive a hard closeout, or find the slip on a switch.

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BALL-SCREEN OFFENSE

High Pick and Roll

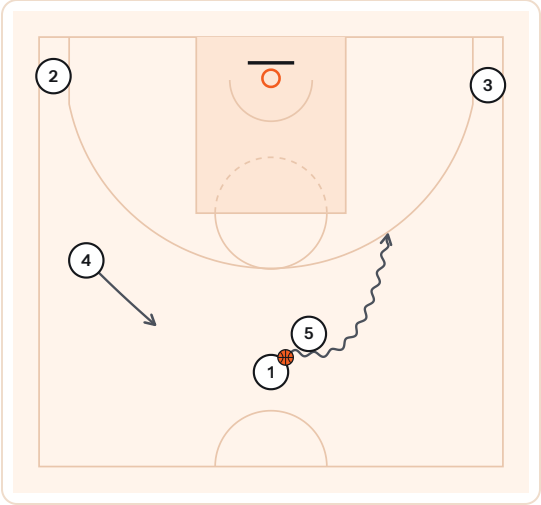
Use this high pick-and-roll basketball play to turn the corner, find the roller, or kick out to a shooter.



STEP 1 OF 6 · 1.5S

Set the high ball screen

Start with 1 above the arc, 5 at the right elbow, and the other three players spaced wide. 5 comes up to screen on the right side of 1. The screener must arrive and become stationary before contact; 1 waits for the screen to be set.



STEP 2 OF 6 · 1.5S

Use the screen

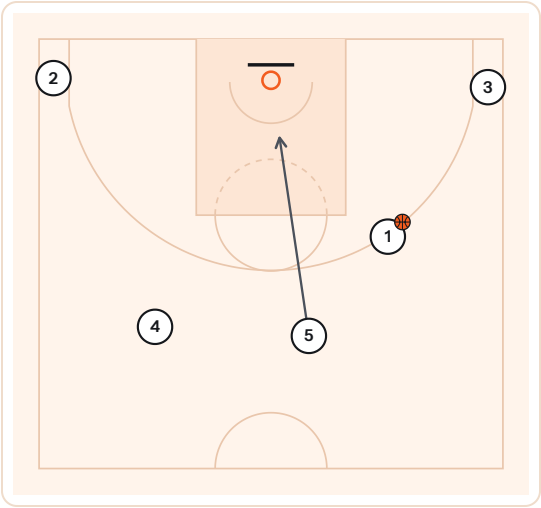
1 changes pace and dribbles tightly past the outside shoulder of 5, attacking toward the right elbow. Keep the dribble alive and look at the rim first. 4 lifts toward the left slot as an outlet; 2 and 3 hold the corners to stretch help defenders.

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BALL-SCREEN OFFENSE

High Pick and Roll

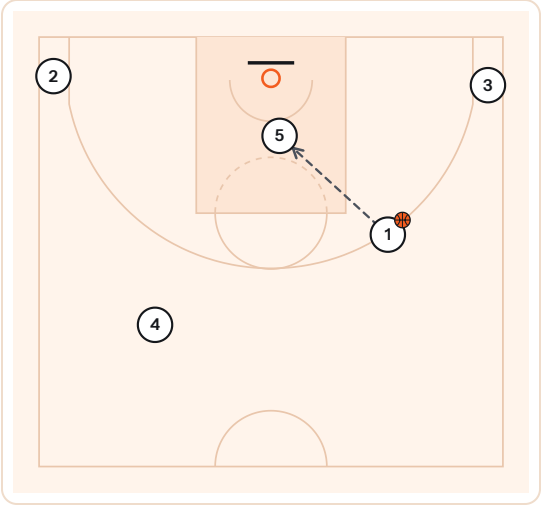
Use this high pick-and-roll basketball play to turn the corner, find the roller, or kick out to a shooter.



STEP 3 OF 6 · 1.5S

Roll into the lane

As 1 clears the screen, 5 pivots and rolls down the middle with hands ready. This teaching sequence pauses the ball handler so the roll is easy to see; in a game, the drive and roll overlap. Read the help defender rather than rolling into a teammate.



STEP 4 OF 6 · 1S

Deliver the pocket pass

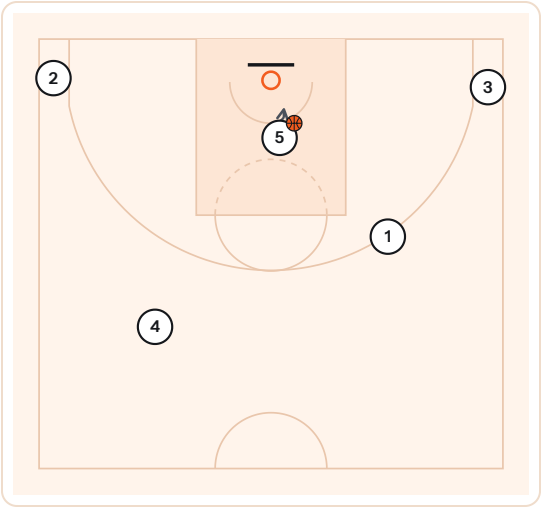
1 passes into the space ahead of the rolling 5. Use a pocket or bounce pass when the passing lane is low and clear. If a corner defender tags the roller, 1 can instead kick out to that corner; the animation shows the pass to 5.

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BALL-SCREEN OFFENSE

High Pick and Roll

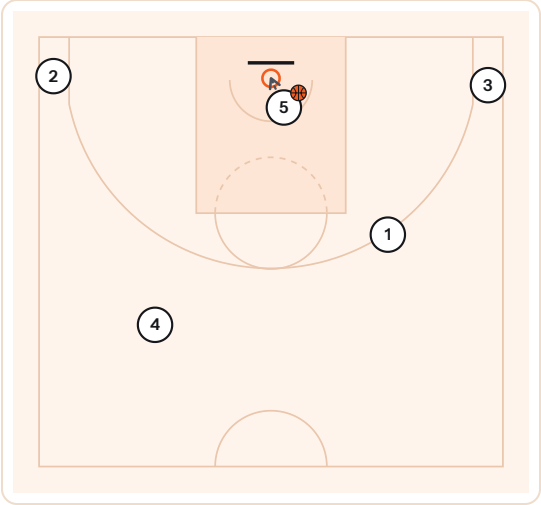
Use this high pick-and-roll basketball play to turn the corner, find the roller, or kick out to a shooter.



STEP 5 OF 6 · 1S

Gather at the rim

5 catches on balance and takes the ball toward the basket. Keep the ball protected from a recovering defender and use a controlled gather. 1 stays available on the wing while the perimeter players keep their spacing.



STEP 6 OF 6 · 1S

Finish the play

5 finishes close to the rim. Go up under control and use the appropriate hand for the angle. If the low defender closes the lane before the catch, the roller can find the open corner instead of forcing a shot through help.

What it creates

A paint touch and a choice between the ball handler, the rolling screener, and the perimeter.

When to use it

Against man-to-man defense when you want the ball in your guard's hands with space to read.

Key reads & teaching points

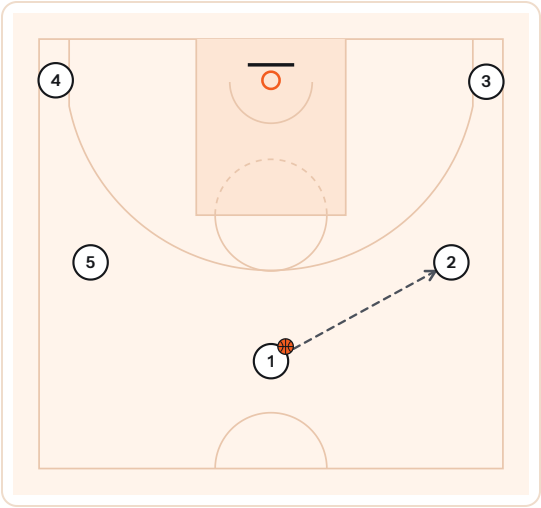
- Space the other three players outside the driving lane.
- Wait for the screener to be set, then attack close to the screen.
- The roller shows a target; the guard reads the help before choosing the pass.

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MOTION OFFENSE

5-Out - Pass and Cut

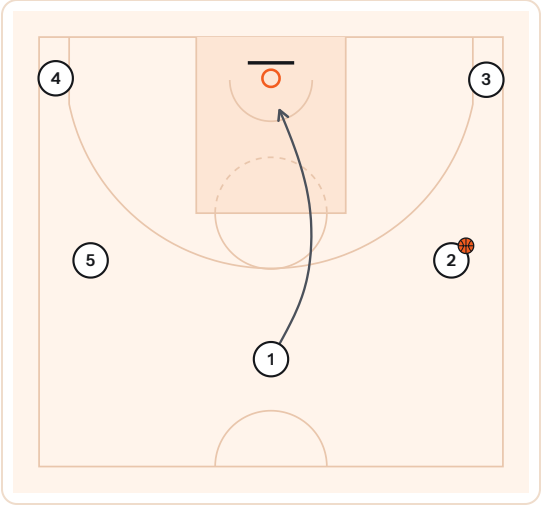
This pass-and-cut action from a 5-out motion offense keeps the lane open and all five players moving.



STEP 1 OF 6 · 1.5S

Enter to the right wing

Start in five-out spacing: 1 at the top, 2 and 5 on the wings, and 3 and 4 in the corners. 1 makes a firm pass to 2. Stay outside the lane until it is your turn to cut; the empty middle creates the scoring space.



STEP 2 OF 6 · 1.5S

Pass, then basket cut

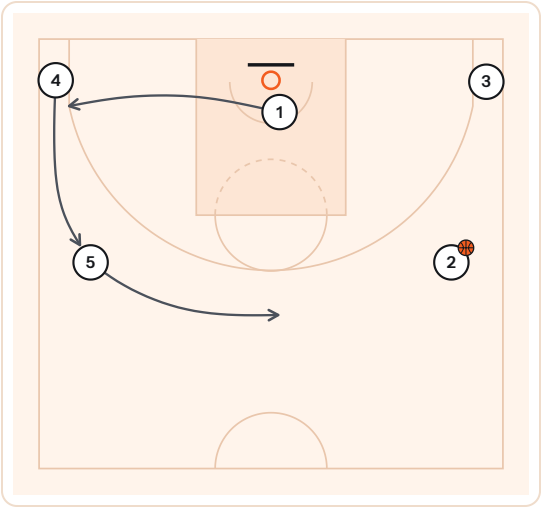
Immediately after passing, 1 cuts hard to the rim and looks for a return pass. Set up the defender with a small change of direction and show a target hand. 2 reads the cutter; this example assumes the first return pass is covered and keeps the ball on the wing.

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MOTION OFFENSE

5-Out - Pass and Cut

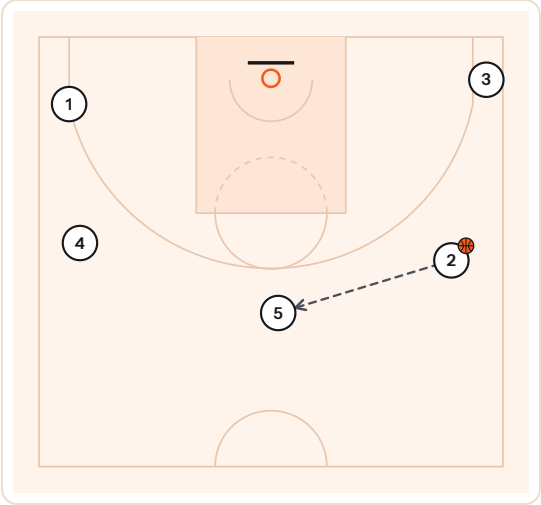
This pass-and-cut action from a 5-out motion offense keeps the lane open and all five players moving.



STEP 3 OF 6 · 1.5S

Clear and fill behind

With no return pass available, 1 clears to the opposite corner. 5 fills the empty top spot and 4 fills the left wing. Move after the cutter clears your path and keep useful passing angles. This refill is what lets the offense continue without bunching around the ball.



STEP 4 OF 6 · 1.5S

Reverse through the top

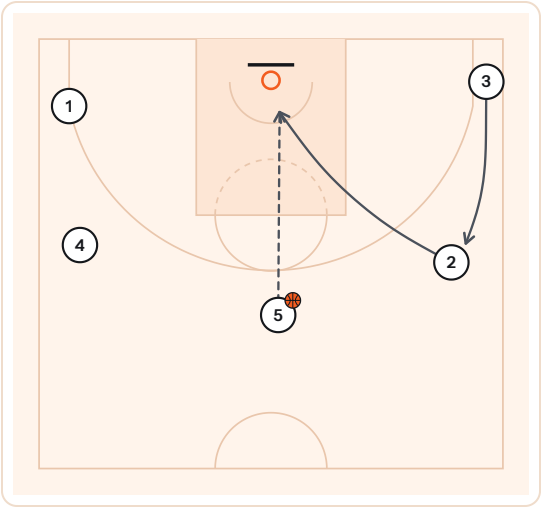
2 reverses the ball to 5 at the top. Meet the pass with ready hands and face the basket on the catch. Ball reversal makes the defense shift and opens another cutting window. The other players keep their spots instead of following the pass.

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MOTION OFFENSE

5-Out - Pass and Cut

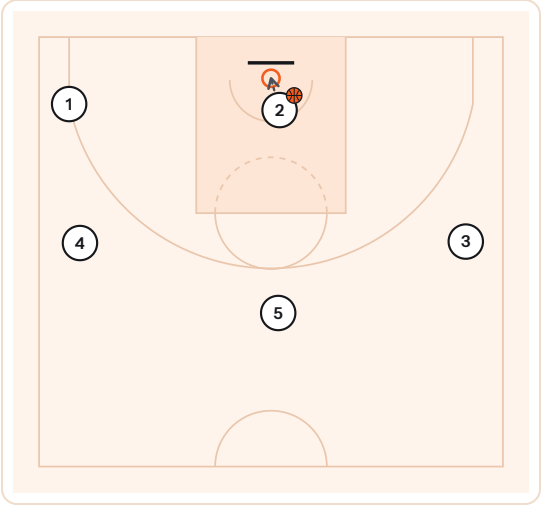
This pass-and-cut action from a 5-out motion offense keeps the lane open and all five players moving.



STEP 5 OF 6 · 1.5S

Find the next cutter

After the reversal, 2 cuts toward the rim and 3 lifts from the corner to fill the wing. 5 reads the open lane and leads 2 with the return pass. The animation shows an open cutter; if that lane is denied, 5 can continue the ball around the perimeter.



STEP 6 OF 6 · 1S

Finish the give-and-go

2 catches and finishes near the rim. Catch with eyes on the basket and stay balanced through the finish. This is one short sequence from a continuing five-out offense: when the layup is unavailable, clear the lane, fill the open spots, and repeat the same pass-and-cut rules.

What it creates

Basket cuts, open driving lanes, and a simple way to teach spacing and movement.

When to use it

When teaching a five-out offense or looking for a repeatable action against man-to-man defense.

Key reads & teaching points

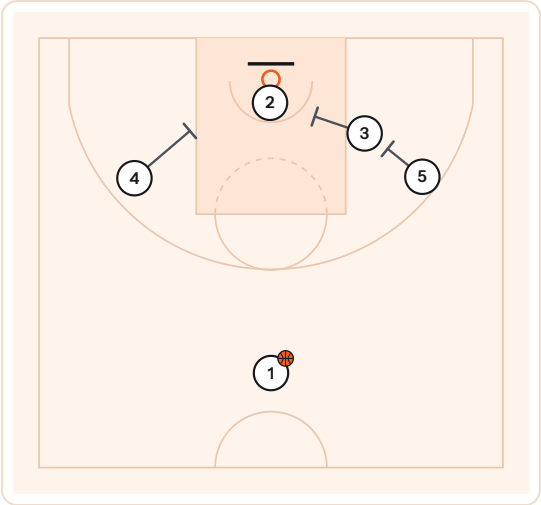
- Pass and cut hard; avoid drifting toward the ball.
- Keep the basket-cutting lane clear and fill behind the cutter.
- Look for the cutter first, then reverse the ball if the pass is covered.

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SCREENING OFFENSE

Floppy - Double Screen

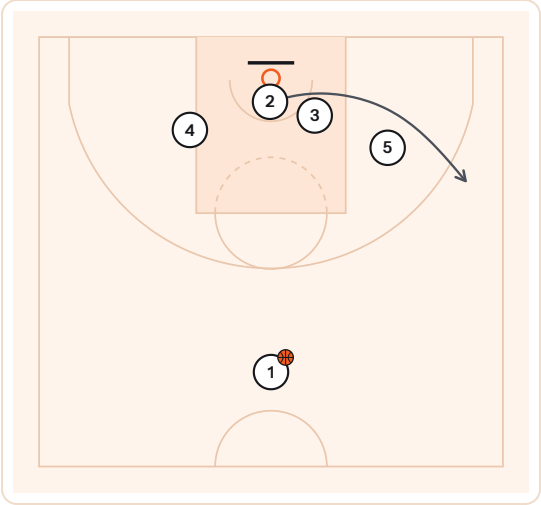
This floppy basketball play uses a double screen to free a shooter on the wing. Shoot on separation or attack a hard closeout.



STEP 1 OF 5 · 1.5S

Set the screening options

1 holds the ball above the arc while shooter 2 starts under the basket. 4 sets the single screen on the left; 3 and 5 form the staggered pair on the right. All screeners arrive early, establish a legal position, and give the cutter room to pass shoulder-to-shoulder.



STEP 2 OF 5 · 1.5S

Choose the double-screen exit

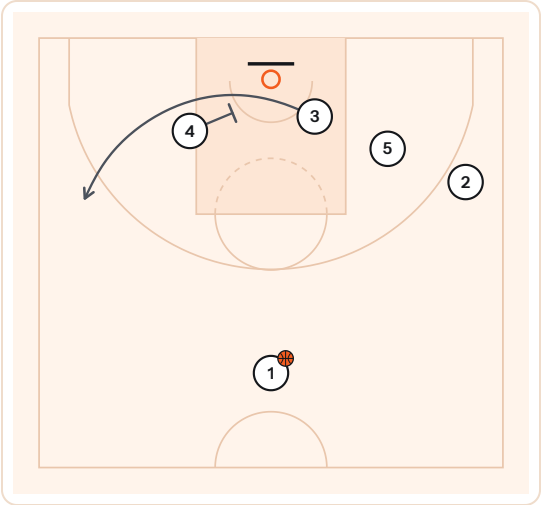
2 chooses the right-side pair and runs tightly off the first screen. Make the defender chase before changing speed. Once 2 commits to that side, 3 runs off a screen set by 4 on the opposite side.

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SCREENING OFFENSE

Floppy - Double Screen

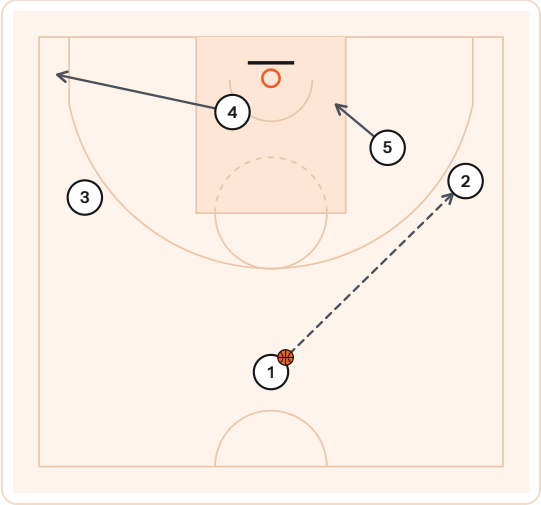
This floppy basketball play uses a double screen to free a shooter on the wing. Shoot on separation or attack a hard closeout.



STEP 3 OF 5 · 1.5S

Clear the second screen

2 continues off 5 and arrives outside the arc on the right wing with hands ready. 5 stays set until the cutter has cleared. Read the defense: a trailing defender can create a curl, while a defender going under may leave a fade. This example follows the open wing exit.



STEP 4 OF 5 · 1.5S

Pass and open the floor

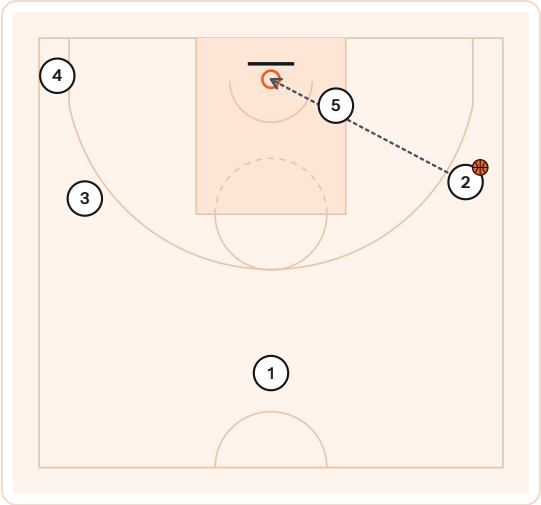
1 delivers the pass to 2 on the wing. After the shooter clears, 4 can empty out to create space and 5 can dive to the rim for a layup. Pass on time so 2 does not have to drift away from the catch.

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SCREENING OFFENSE

Floppy - Double Screen

This floppy basketball play uses a double screen to free a shooter on the wing. Shoot on separation or attack a hard closeout.



STEP 5 OF 5 · 1.5S

Catch ready to shoot

2 catches balanced and takes the open wing shot. Prepare the feet before the ball arrives and rise straight up. If the defender closes hard, attack the closeout.

What it creates

A wing shot for the shooter, with an opposite-side cut and a rim dive as additional reads.

When to use it

When you want to get a shooter moving off the ball against man-to-man defense.

Key reads & teaching points

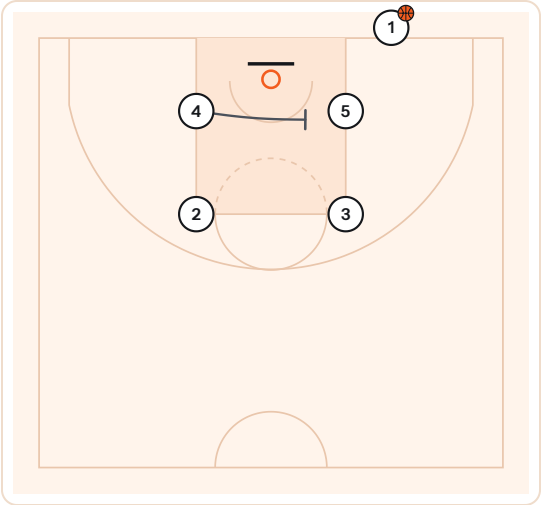
- Screeners get set and leave room for the shooter to use the screens.
- The shooter changes pace and runs shoulder-to-shoulder past the screens.
- Read the chase and the closeout rather than forcing the drawn shot.

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BASELINE OUT-OF-BOUNDS

Box - Screen the Screener

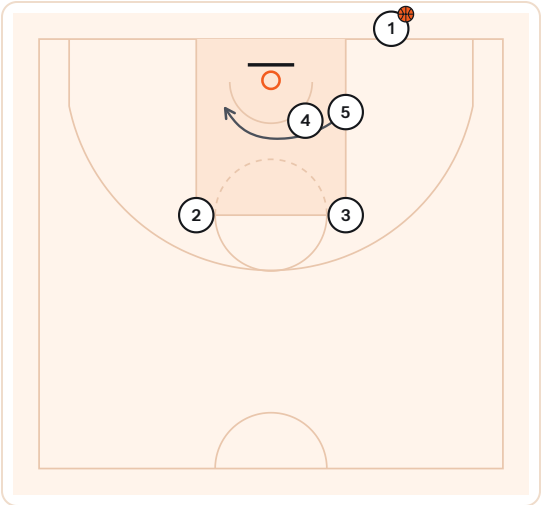
This baseline out-of-bounds (BLOB) basketball play uses a box alignment and a screen-the-screener action to free the original screener.



STEP 1 OF 6 · 1S

Cross-screen from the box

Baseline out-of-bounds setup: 1 is taking the ball out, 2 and 3 are at the elbows, and 4 and 5 are on the blocks. On the signal, 4 crosses the lane to screen for 5. Set the screen legally before the cutter arrives. 1 starts the inbound count with the ball ready.



STEP 2 OF 6 · 1S

Show the first scoring option

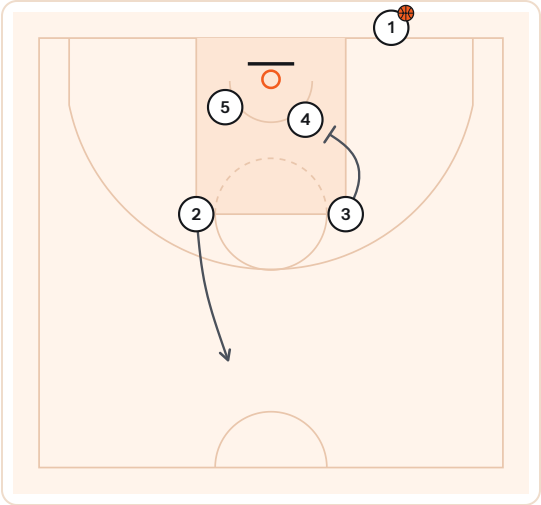
5 cuts tightly across 4 toward the left side of the rim and shows a target hand. 1 looks for this short scoring pass first. This example assumes the first cutter is covered, so 1 holds the ball and reads the next action rather than forcing the pass.

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BASELINE OUT-OF-BOUNDS

Box - Screen the Screener

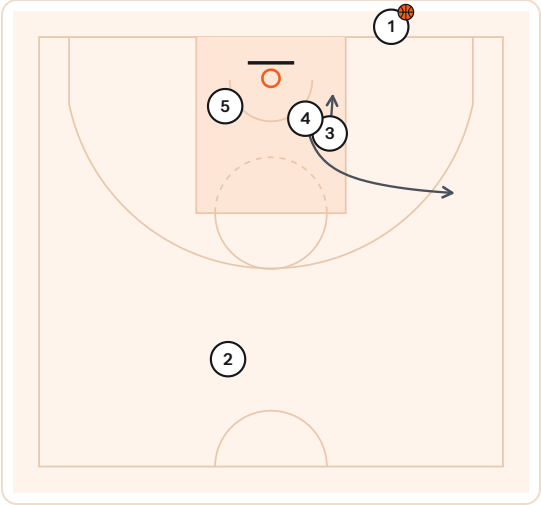
This baseline out-of-bounds (BLOB) basketball play uses a box alignment and a screen-the-screener action to free the original screener.



STEP 3 OF 6 · 1S

Screen for the original screener

3 steps down to screen for 4, the player who set the first screen. 2 lifts above the arc as the safety outlet. 4 waits until 3 has established position before using the screen. Keep the screening actions connected so the second option develops promptly within the inbound count.



STEP 4 OF 6 · 1S

Release to the wing

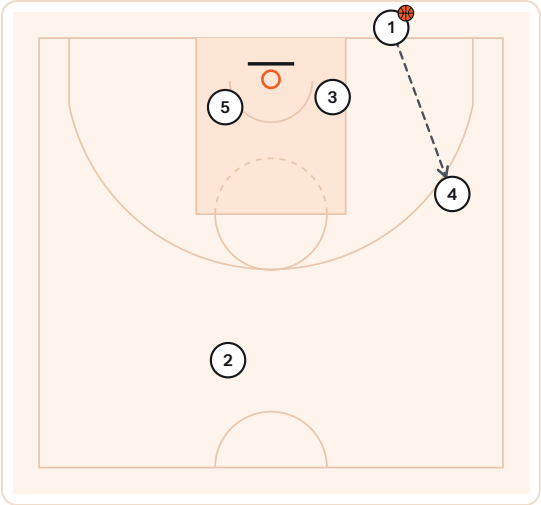
4 turns up the lane and cuts shoulder-to-shoulder off 3 to the right wing. Come out showing hands and ready to shoot. 5 holds the inside position for a possible seal or rebound. For teaching, the actions are separated into steps; in a game they flow together without long pauses.

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BASELINE OUT-OF-BOUNDS

Box - Screen the Screener

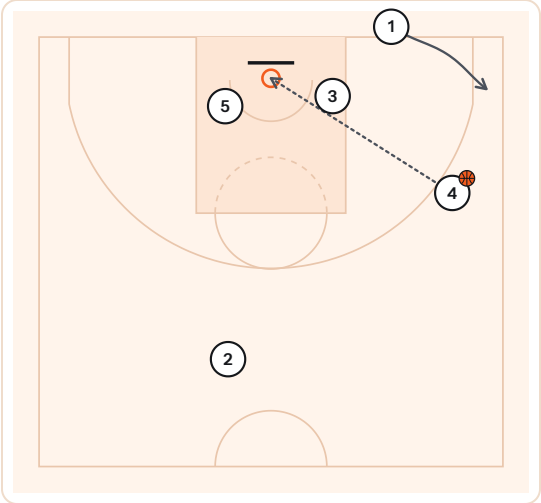
This baseline out-of-bounds (BLOB) basketball play uses a box alignment and a screen-the-screener action to free the original screener.



STEP 5 OF 6 · 1S

Inbound to the second option

1 passes to 4 on the wing, then steps in to the right corner. Deliver the ball to the receiver away from the recovering defender. If both scoring options are denied, 2 is the safety outlet; inbound safely before the five-second count expires and continue the offense.



STEP 6 OF 6 · 1S

Finish the screen-the-screener action

4 catches and takes the open shot. Prepare the feet before the catch and stay balanced. If the defender takes away the shot, face the basket and use the inside or perimeter outlet. The purpose of the sequence is to free the original screener after the defense reacts to the first cut.

What it creates

A scoring chance near the rim, followed by a safe outlet if the first option is covered.

When to use it

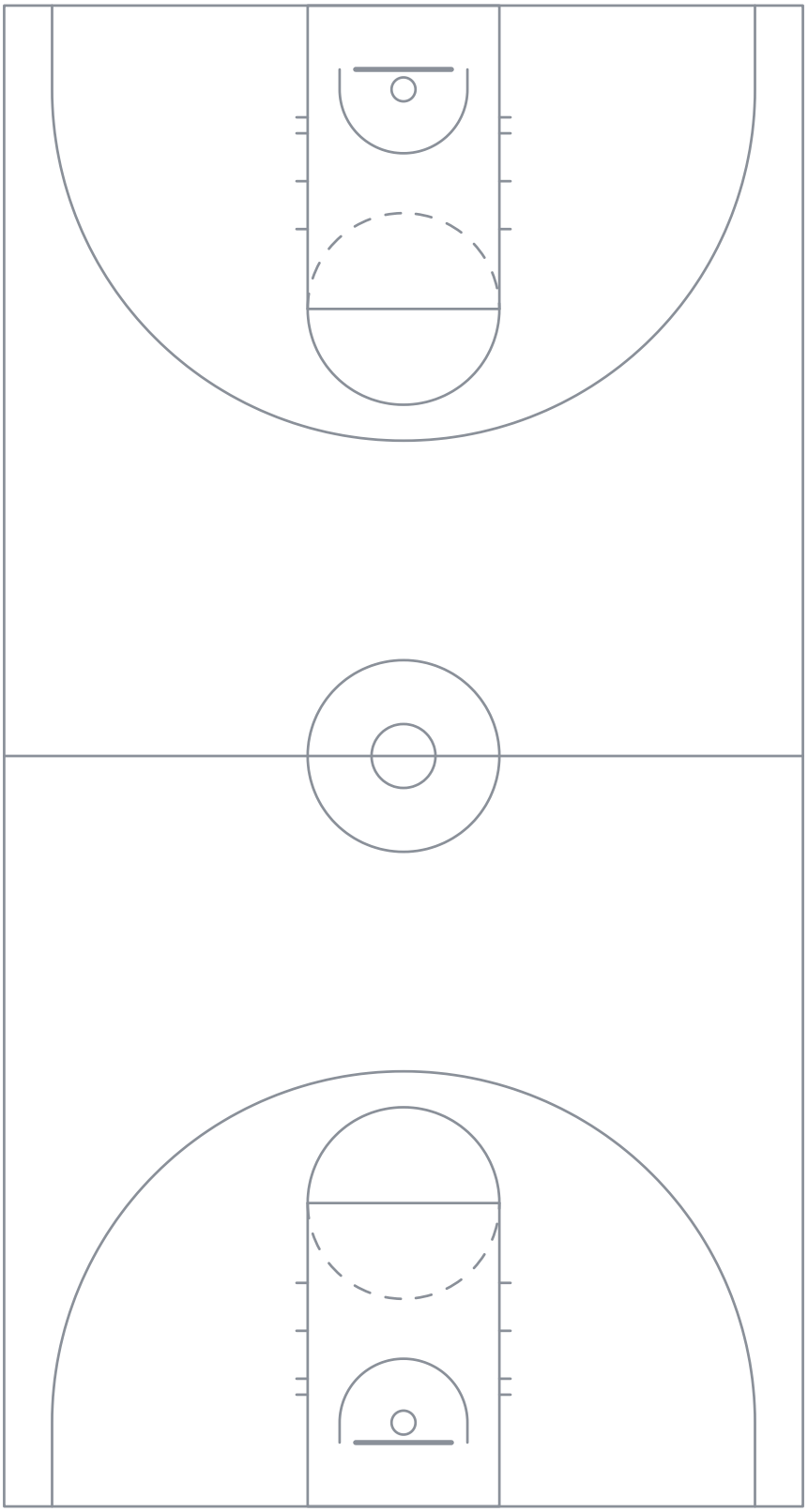
On a baseline out-of-bounds possession against man-to-man defense.

Key reads & teaching points

- Know the inbound count and identify the safety outlet before the ball is live.
- Set legal, stationary screens and time the second action after the first cutter clears.
- The inbounder reads the defense and takes the open pass rather than forcing a lob.

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PLAY _____ TEAM _____ DATE _____



STEPS

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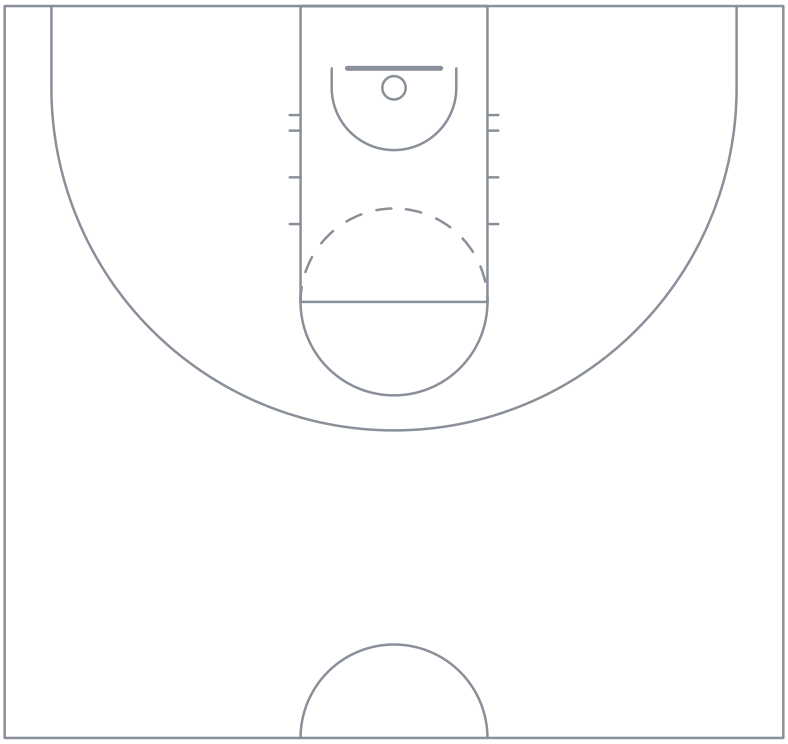
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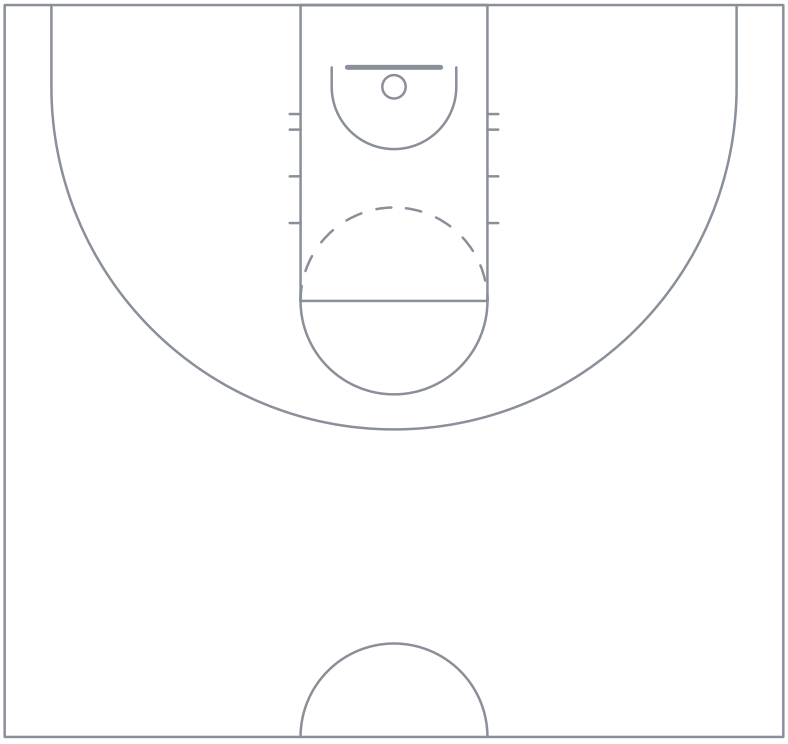
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PLAY _____ TEAM _____ DATE _____



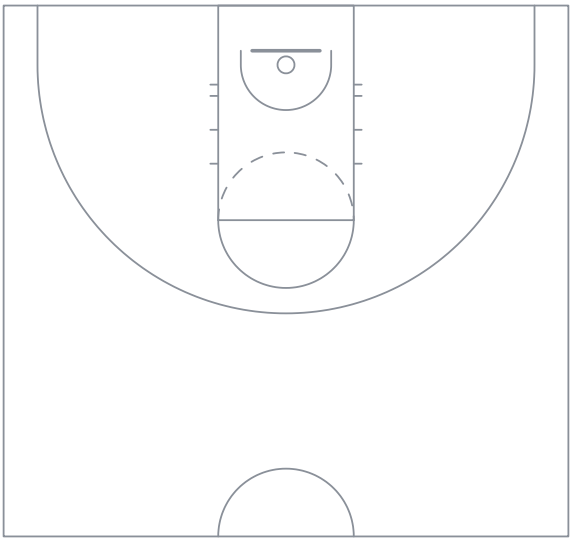
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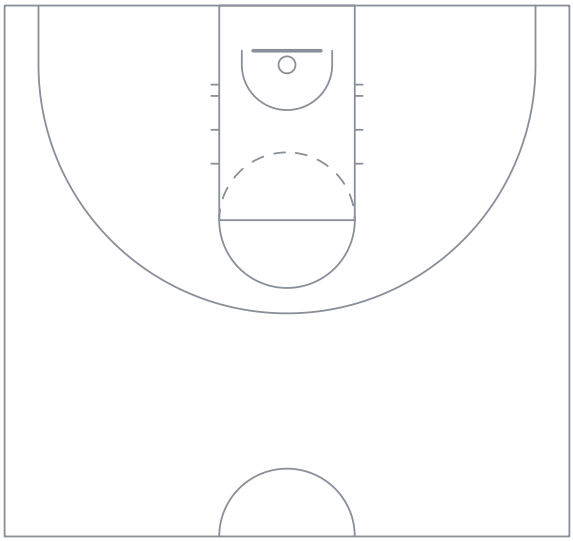
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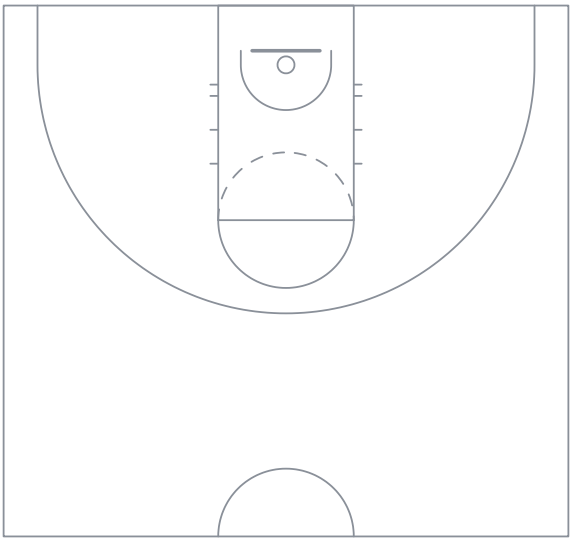
PLAY _____ TEAM _____ DATE _____



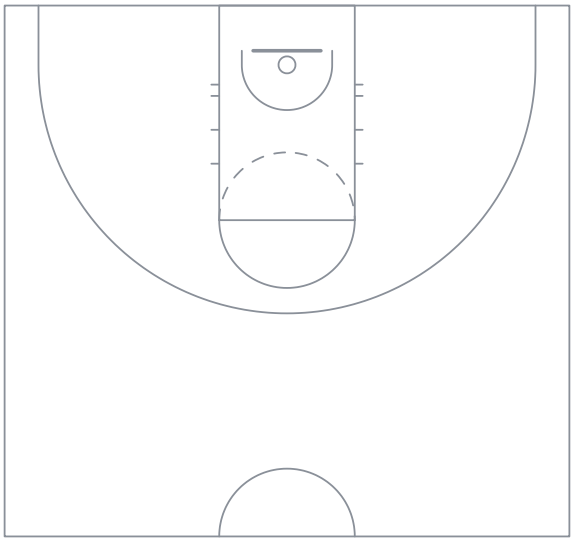
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