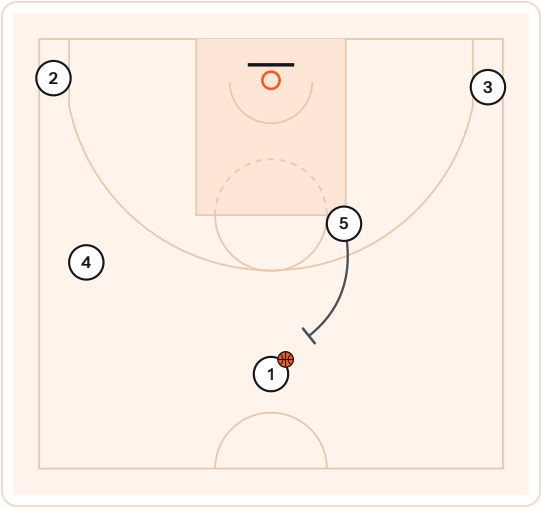
stagger

BALL-SCREEN OFFENSE

High Pick and Roll

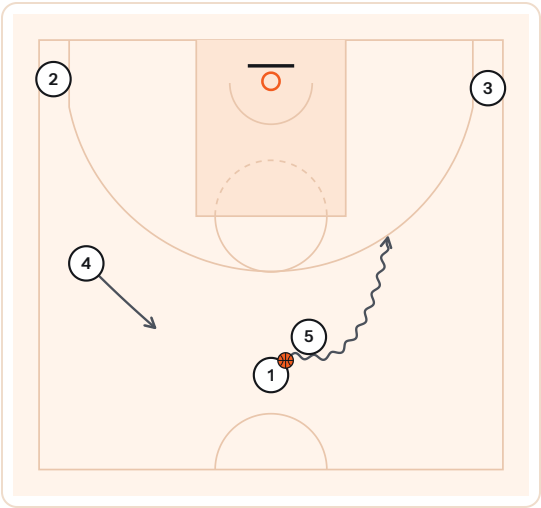
Use this high pick-and-roll basketball play to turn the corner, find the roller, or kick out to a shooter.



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

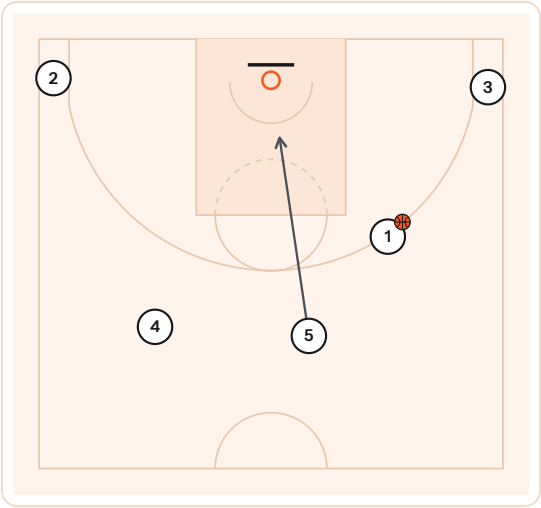
1 changes pace and dribbles tightly past the outside shoulder of 5, attacking toward the right elbow. Keep the dribble alive and look at the rim first. 4 lifts toward the left slot as an outlet; 2 and 3 hold the corners to stretch help defenders.

stagger

BALL-SCREEN OFFENSE

High Pick and Roll

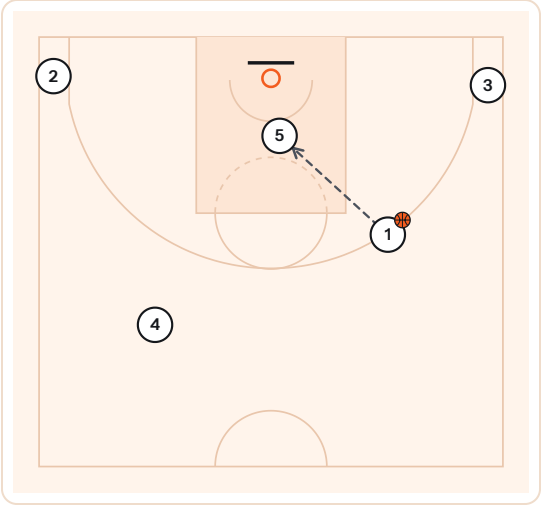
Use this high pick-and-roll basketball play to turn the corner, find the roller, or kick out to a shooter.



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

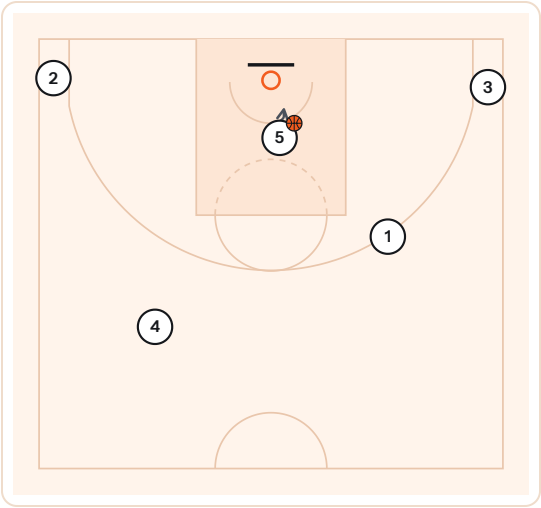
1 passes into the space ahead of the rolling 5. Use a pocket or bounce pass when the passing lane is low and clear. If a corner defender tags the roller, 1 can instead kick out to that corner; the animation shows the pass to 5.

stagger

BALL-SCREEN OFFENSE

High Pick and Roll

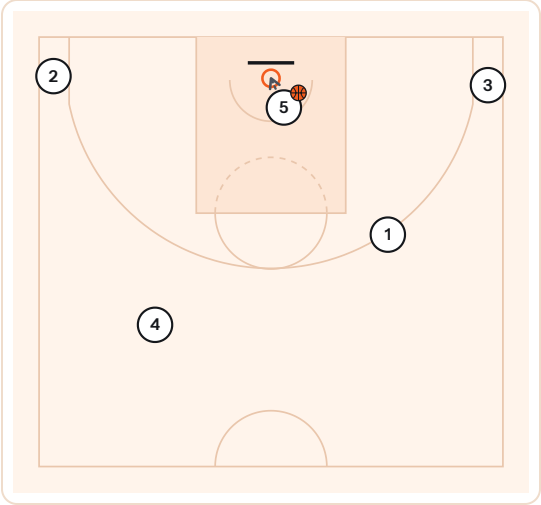
Use this high pick-and-roll basketball play to turn the corner, find the roller, or kick out to a shooter.



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

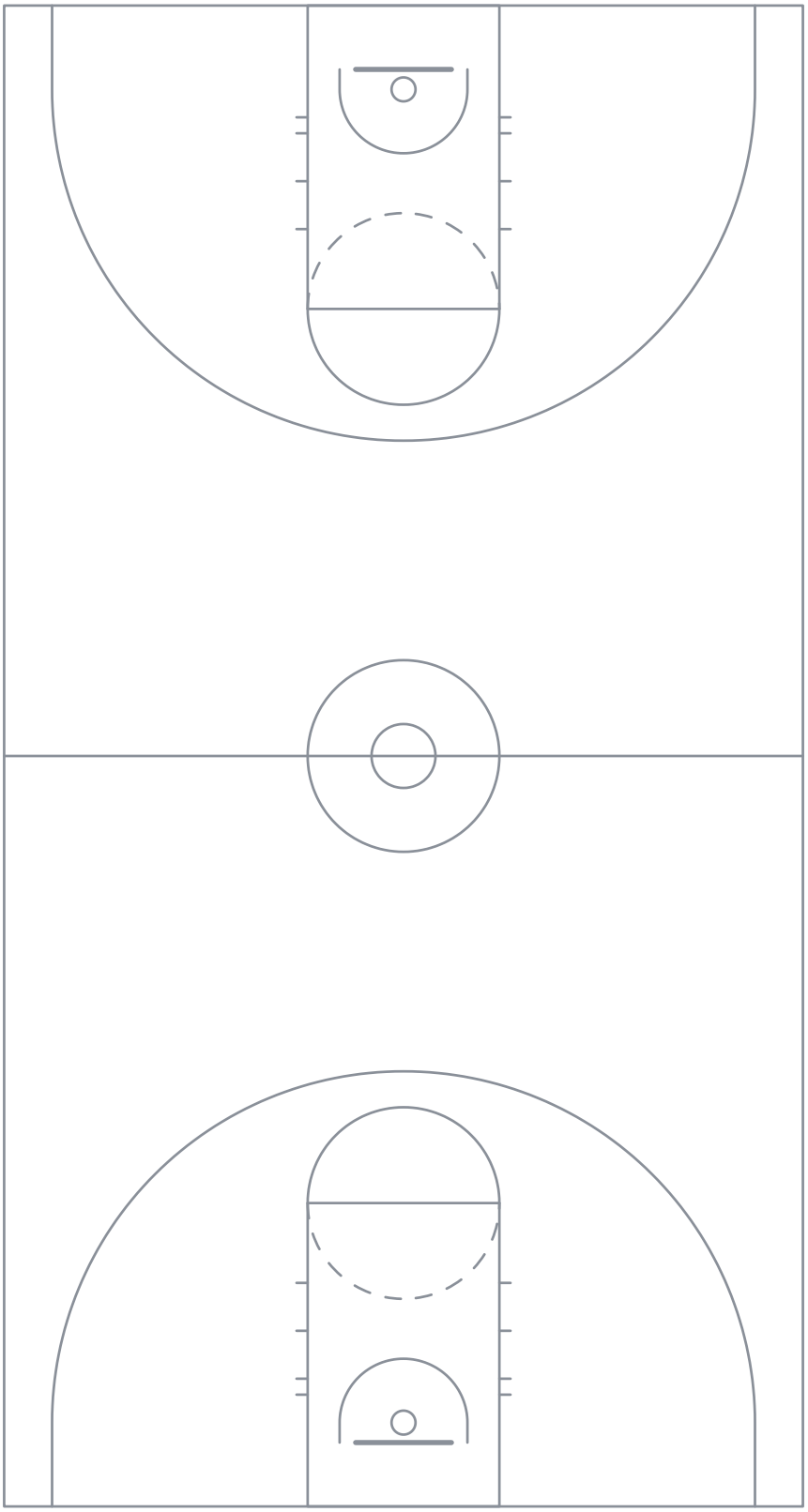
Against man-to-man defense when you want the ball in your guard's hands with space to read.

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.

stagger

PLAY _____ TEAM _____ DATE _____



STEPS

01

02

03

04

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06

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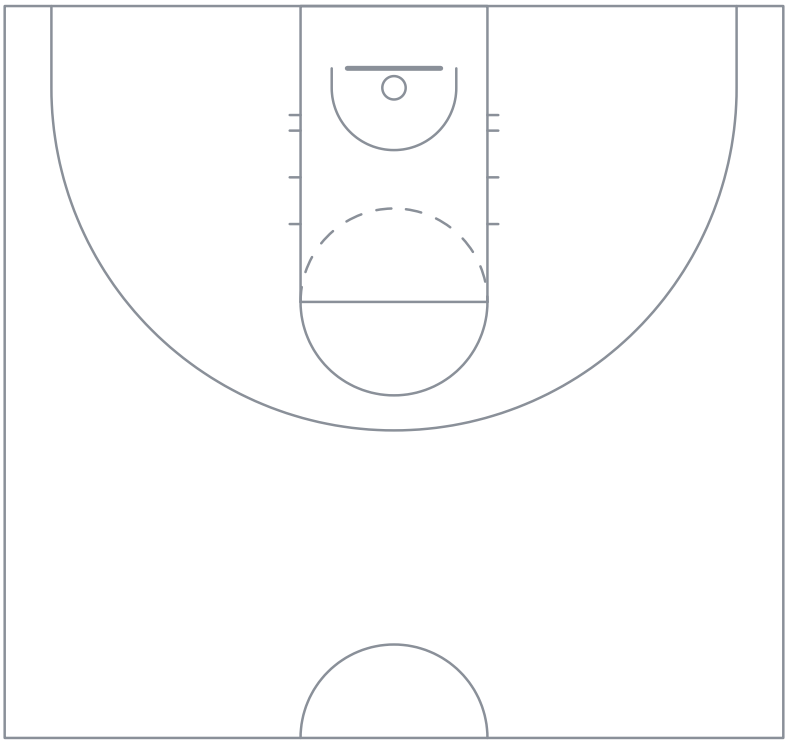
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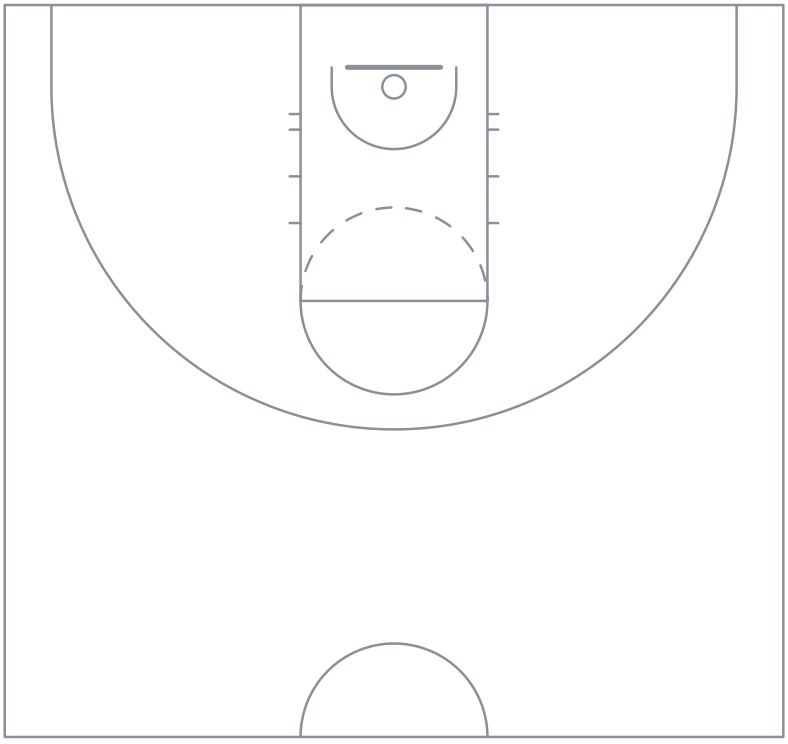
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PLAY _____ TEAM _____ DATE _____



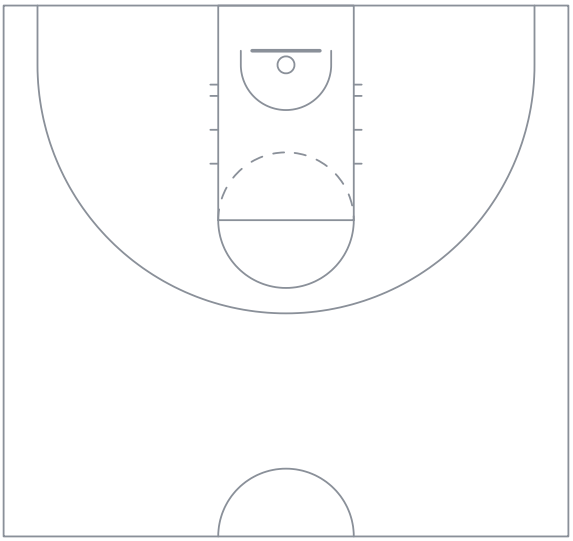
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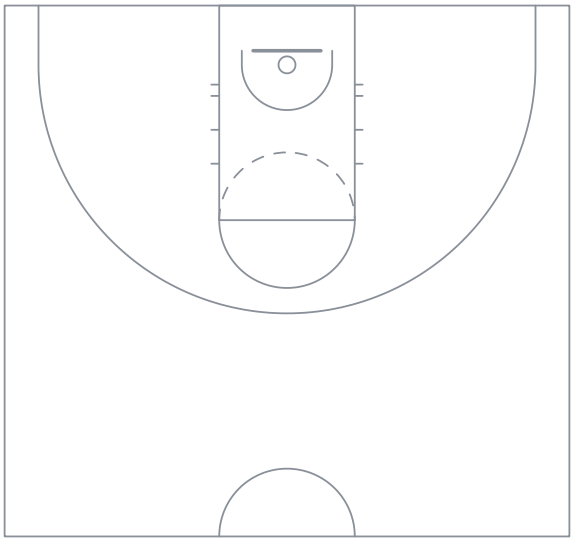
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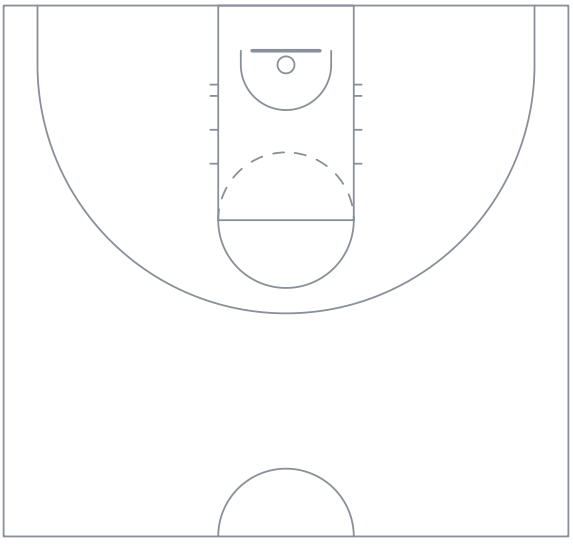
PLAY _____ TEAM _____ DATE _____



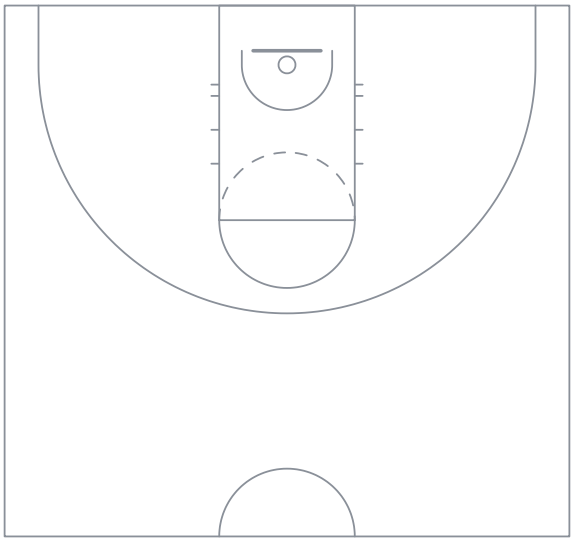
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