

«Επιθετικές συνεργασίες τριών παικτών»

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ΕΠΙΘΕΤΙΚΕΣ ΣΥΝΕΡΓΑΣΙΕΣ ΤΡΙΩΝ ΠΑΙΚΤΩΝ

Το screen μακριά από τη μπάλα είναι ένα τεράστιο κομμάτι του επιθετικού παιχνιδιού και υπάρχει ένας μεγάλος αριθμός συνεργασιών που μπορούμε να χρησιμοποιήσουμε.

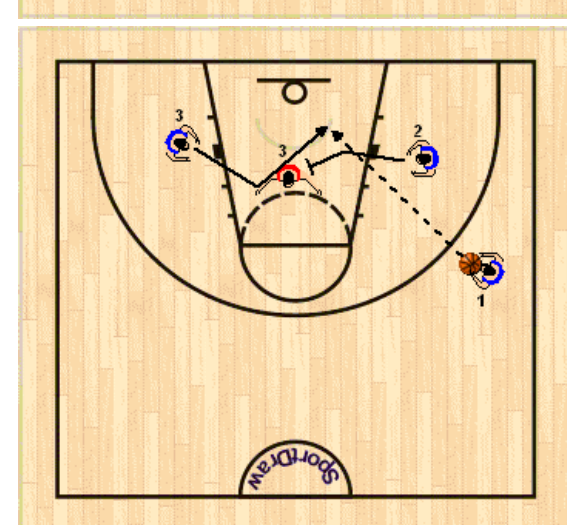
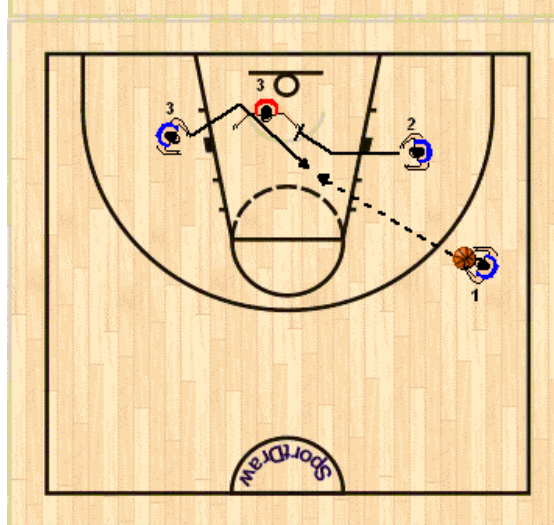
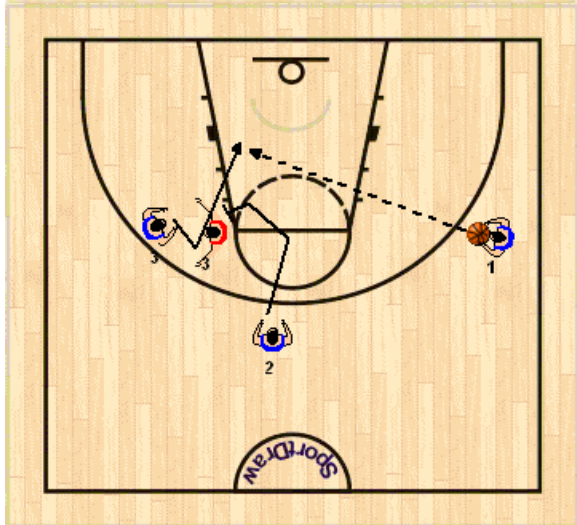
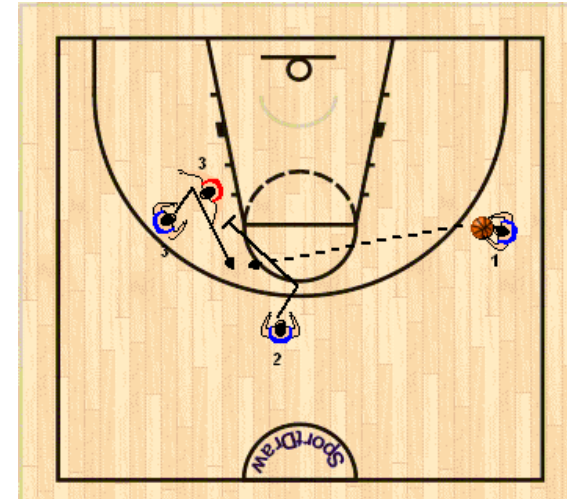
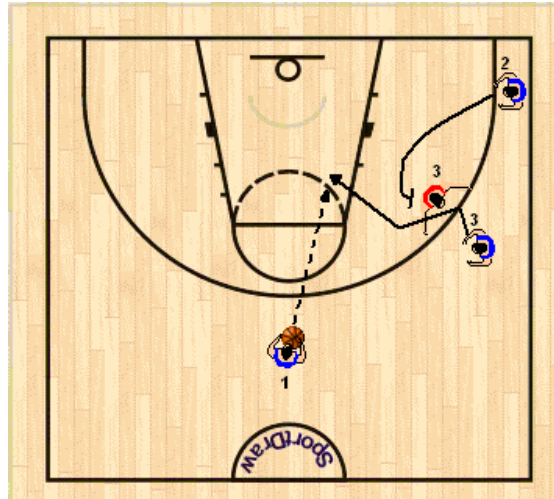
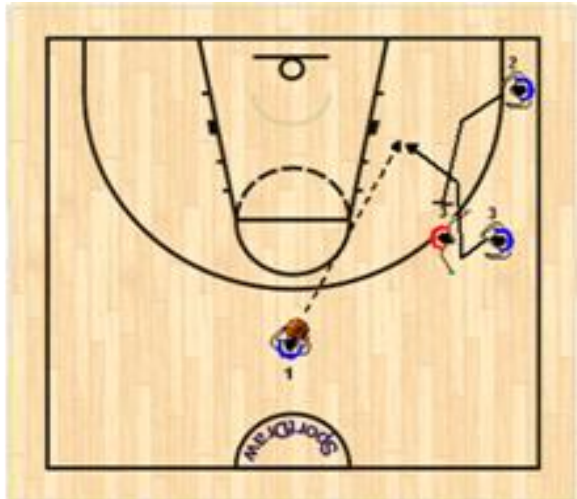
Τα screens είναι αποτελεσματικά διότι είναι δύσκολο για την άμυνα να μειώσει τις πολλαπλές επιλογές που έχει η επίθεση στη διάθεσή της.

Το κλειδί της επιτυχίας στη χρησιμοποίηση των screens είναι το καλό διάβασμα της αντίδρασης της άμυνας.

Μην πασάρεις στη διάρκεια που εφαρμόζεται το screen.

ΕΦΑΡΜΟΓΗ SCREEN ΔΙΑΒΑΖΟΝΤΑΣ ΤΗΝ ΑΜΥΝΑ

1. Πάμε για screen με V cut αν ο X προσπαθεί να το χαλάσει
2. Το screen εφαρμόζεται πάντα με γωνία



3. Εφαρμογή του screen με stride stop ακριβώς στο διάδρομο του X
4. Διαβάζουμε την άμυνα

ΛΑΘΗ ΣΤΗΝ ΕΦΑΡΜΟΓΗ ΤΟΥ SCREEN

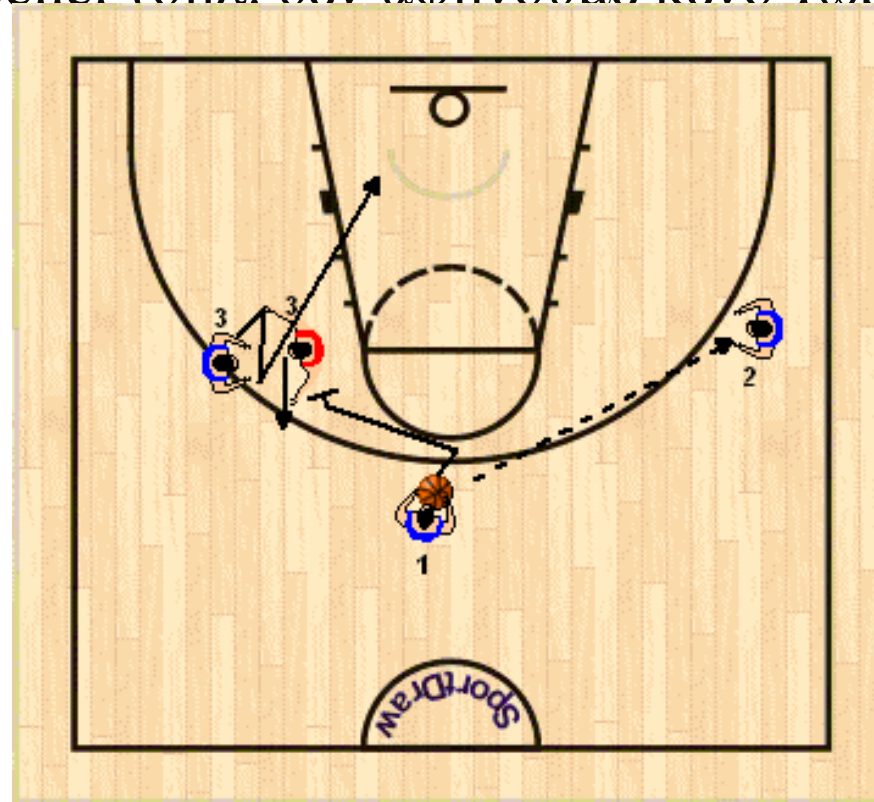
- Κινούμενο screen
- Χαλαρό screen
- Δεν περιμένουμε το screen
- Μετά το screen δεν δημιουργούμε χώρο για να ξεμαρκαριστούμε
- Δεν διαβάζουμε την άμυνα

ΧΡΗΣΙΜΟΠΟΙΗΣΗ ΤΟΥ SCREEN

1. Όταν δέχεσαι screen καλύτερα να το χρησιμοποιήσεις 1'' αργότερα παρά 1'' νωρίτερα
2. Όταν δέχεσαι screen πάντα κίνηση V cut
3. Back cut αν η άμυνα δίνει διάδρομο.
3. Περνάμε σε επαφή με τον screener (δηλ. δεν αφήνουμε κενό γώο)
4. Διαβάζουμε την άμυνα

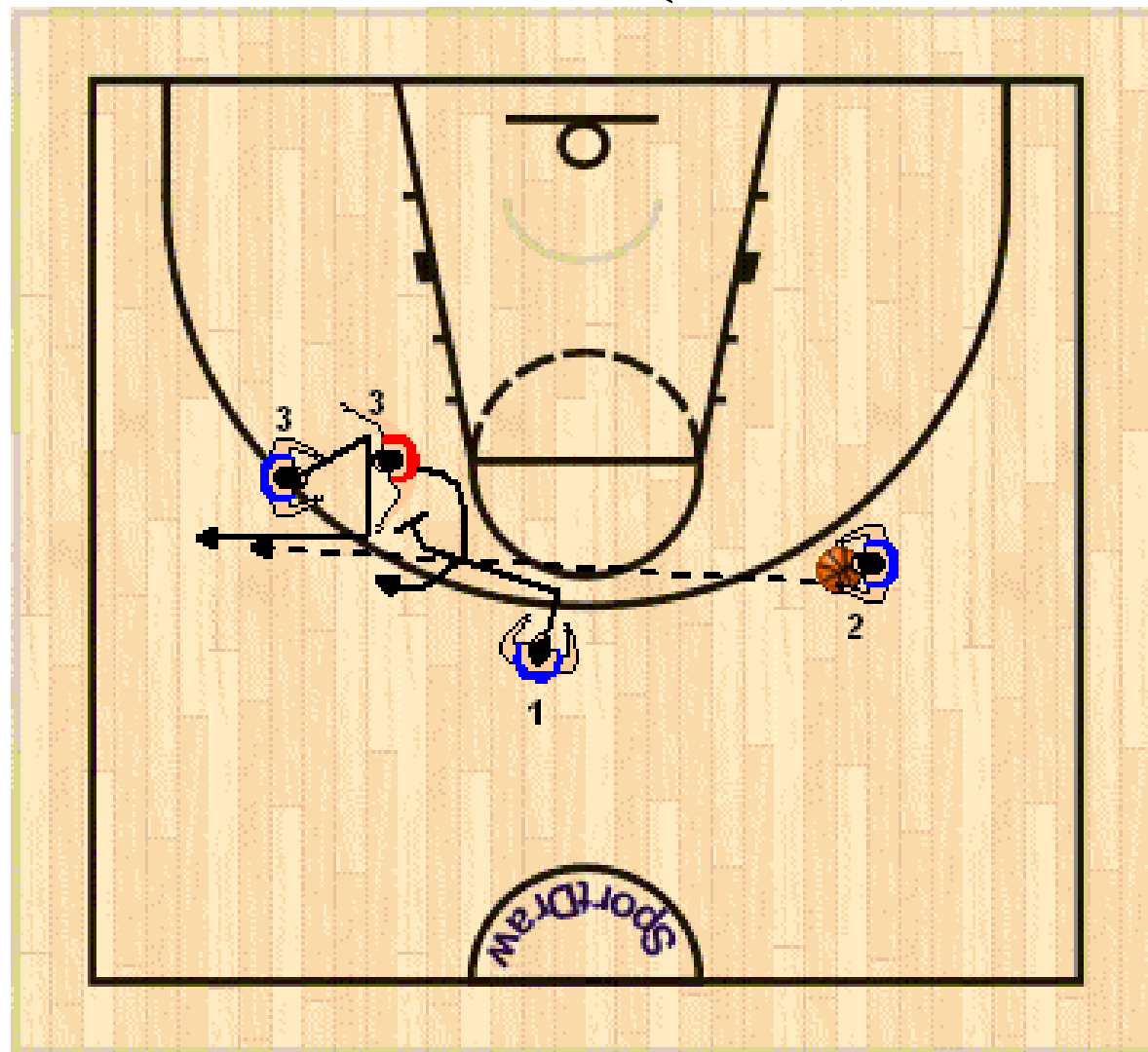
READ 01

X3 δυναμικό πέρασμα
O3 αλλαγή κατεύθυνσης



Χ3 πέρασμα ανάμεσα Ο3 πίσω (flare)

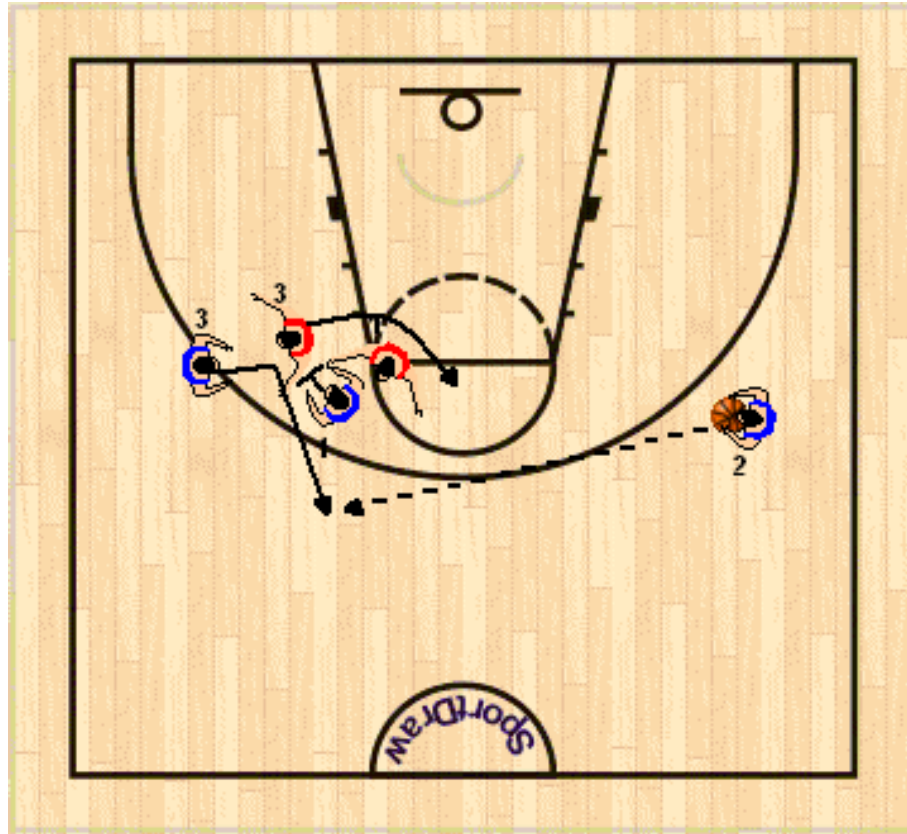
READ 02



READ 03

X3 4^{os}

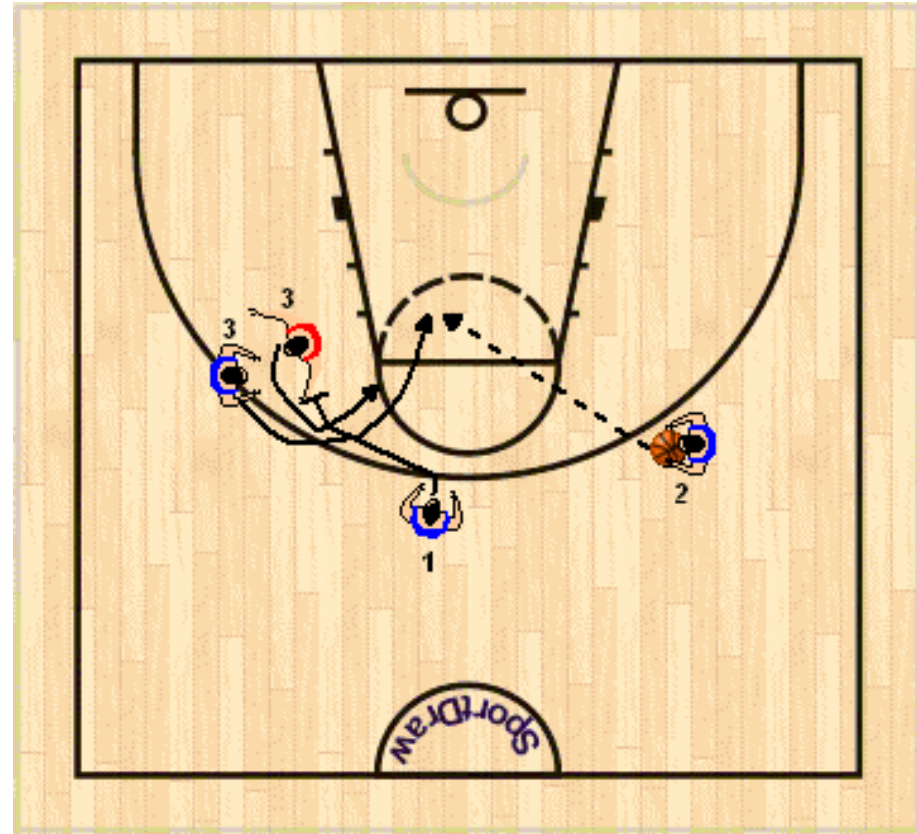
O3 pop out



READ 04

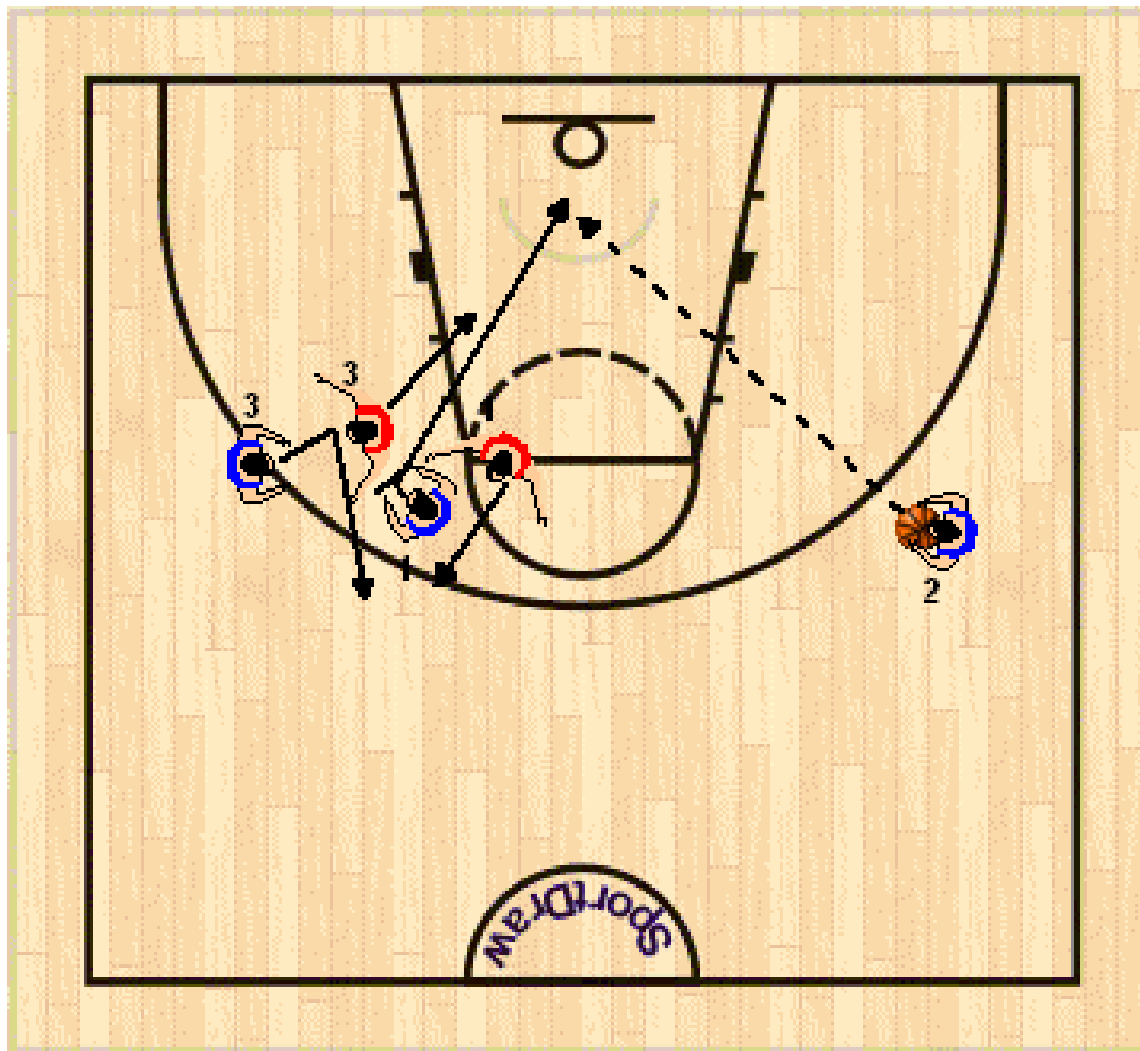
X3 shadow

O3 curl



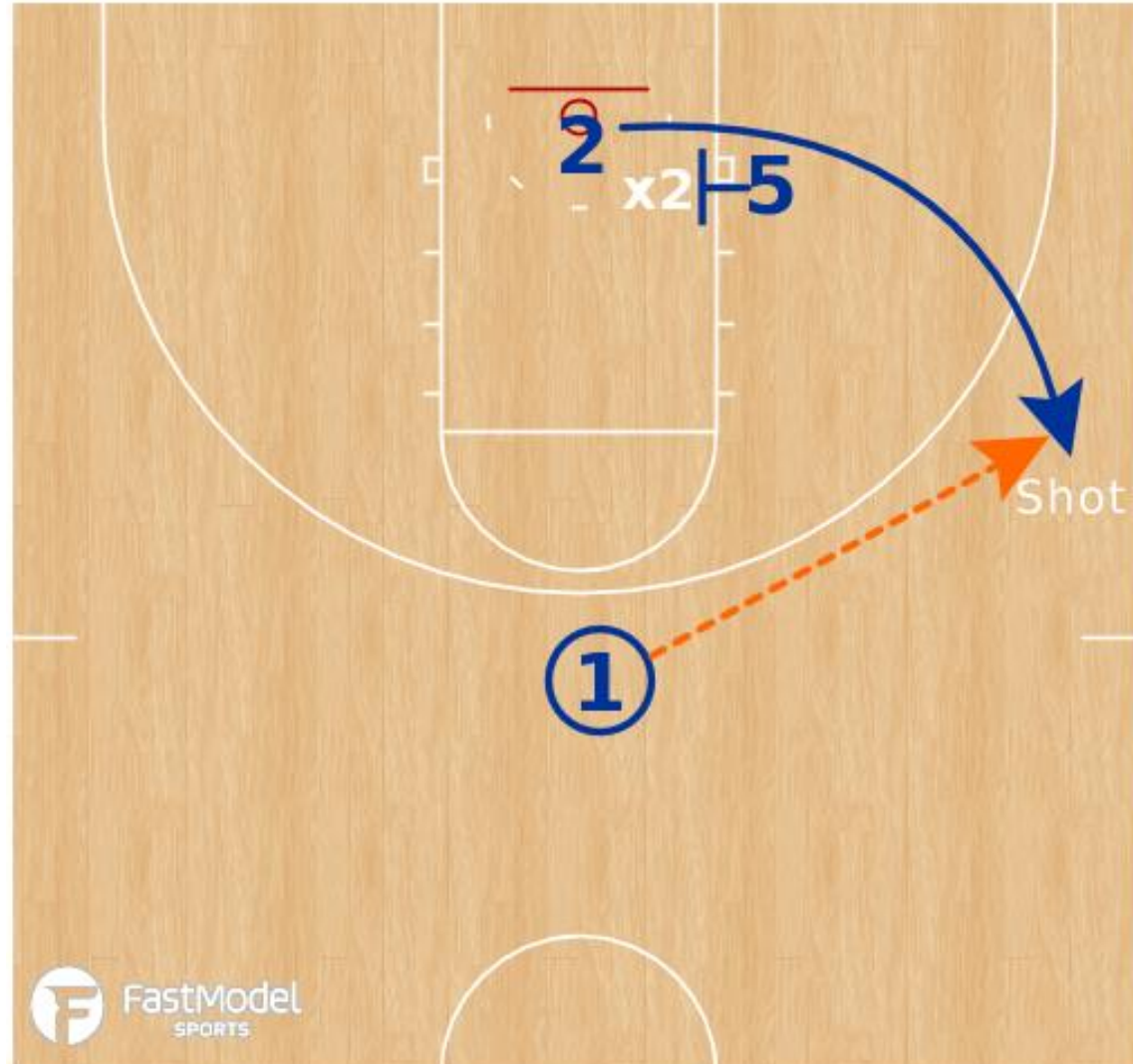
READ 05

X1, X3 αλλαγή παικτών O1 flash στη ρακέτα



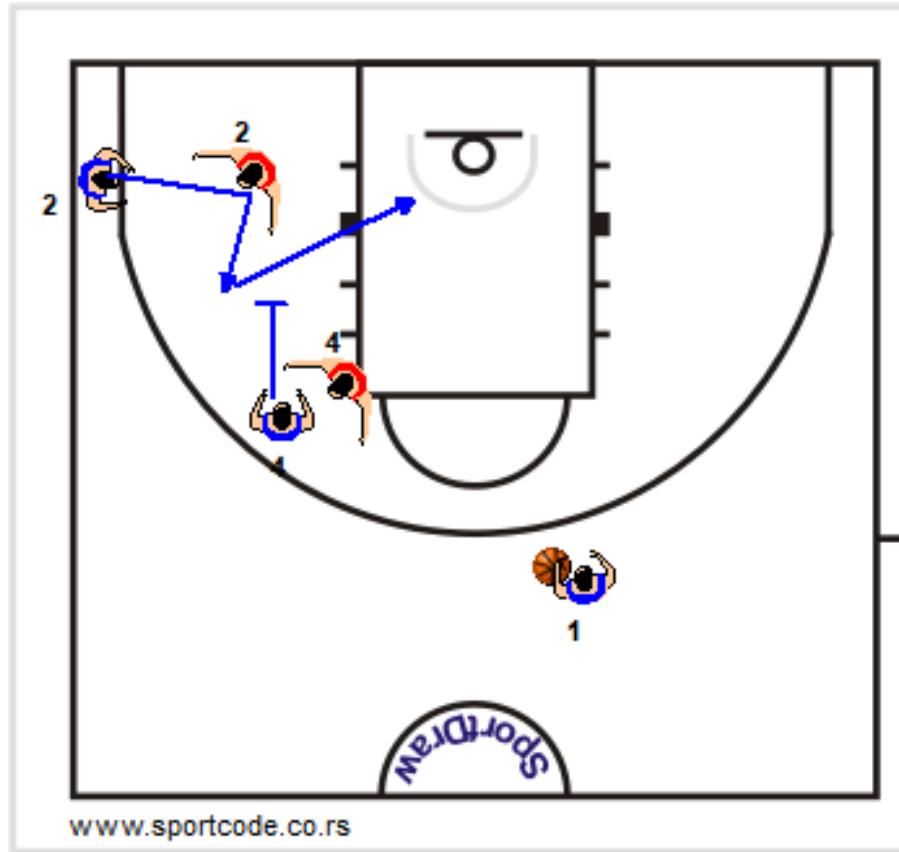
READ 06

X2 Μένει στο screen O2 straight cut



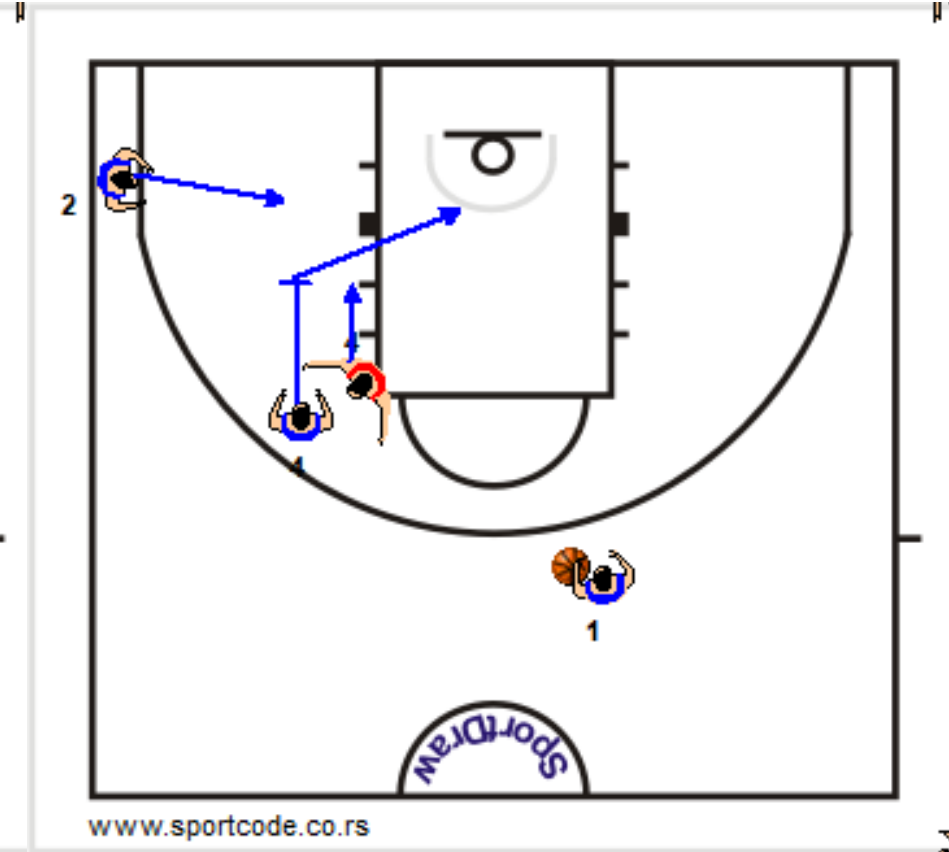
READ 07

Cutter back cut

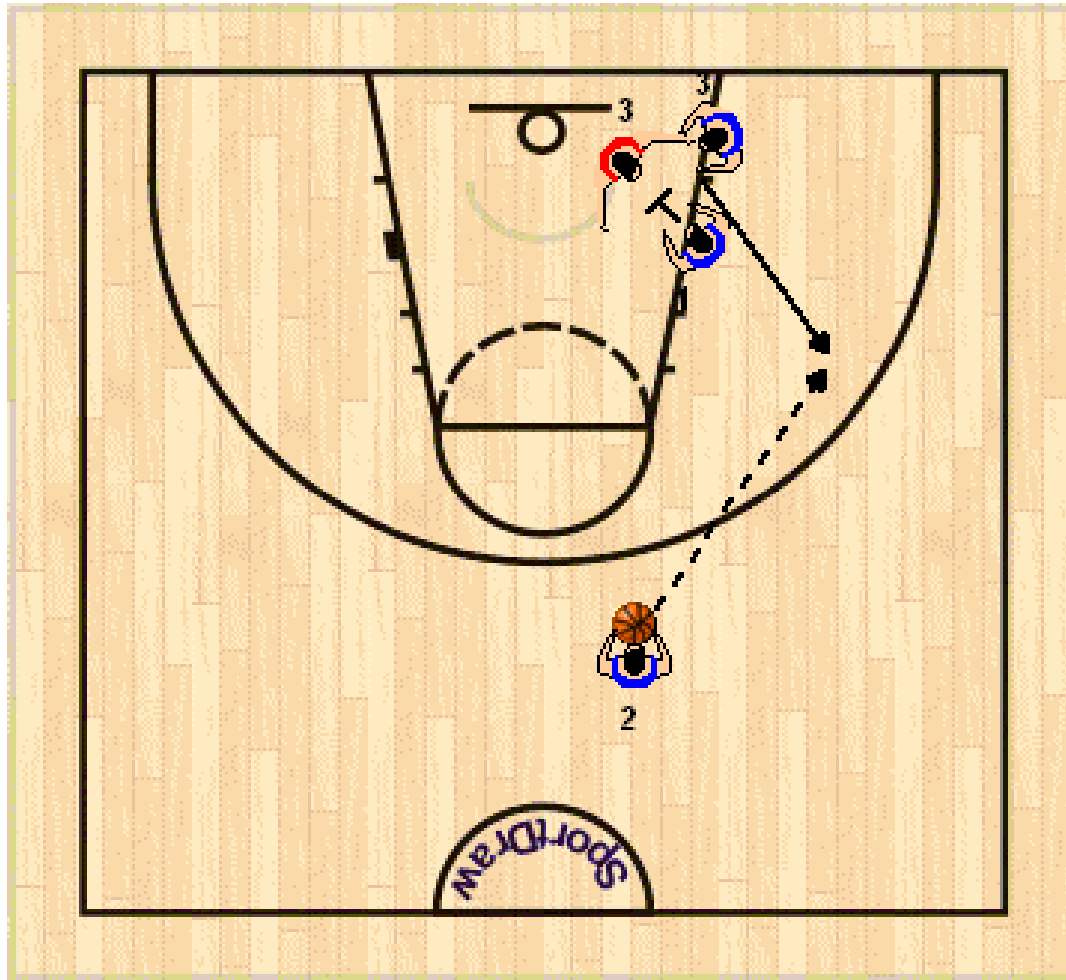


READ 08

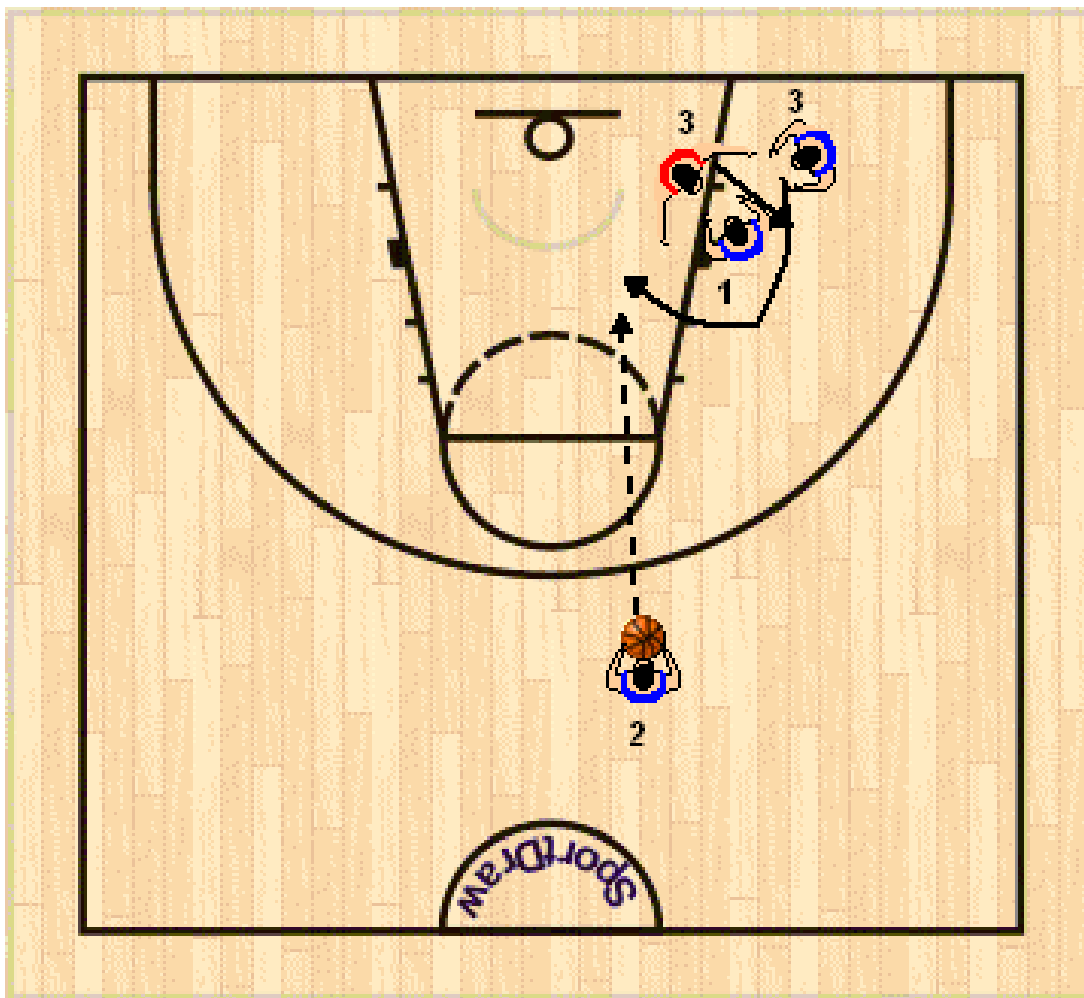
Screener Slip the screen



ΧΡΗΣΙΜΟΠΟΙΗΣΗ ΣΚΡΗΝ ΔΙΑΒΑΖΟΝΤΑΣ ΤΗΝ ΑΜΥΝΑ ΣΤΟ LOW POST

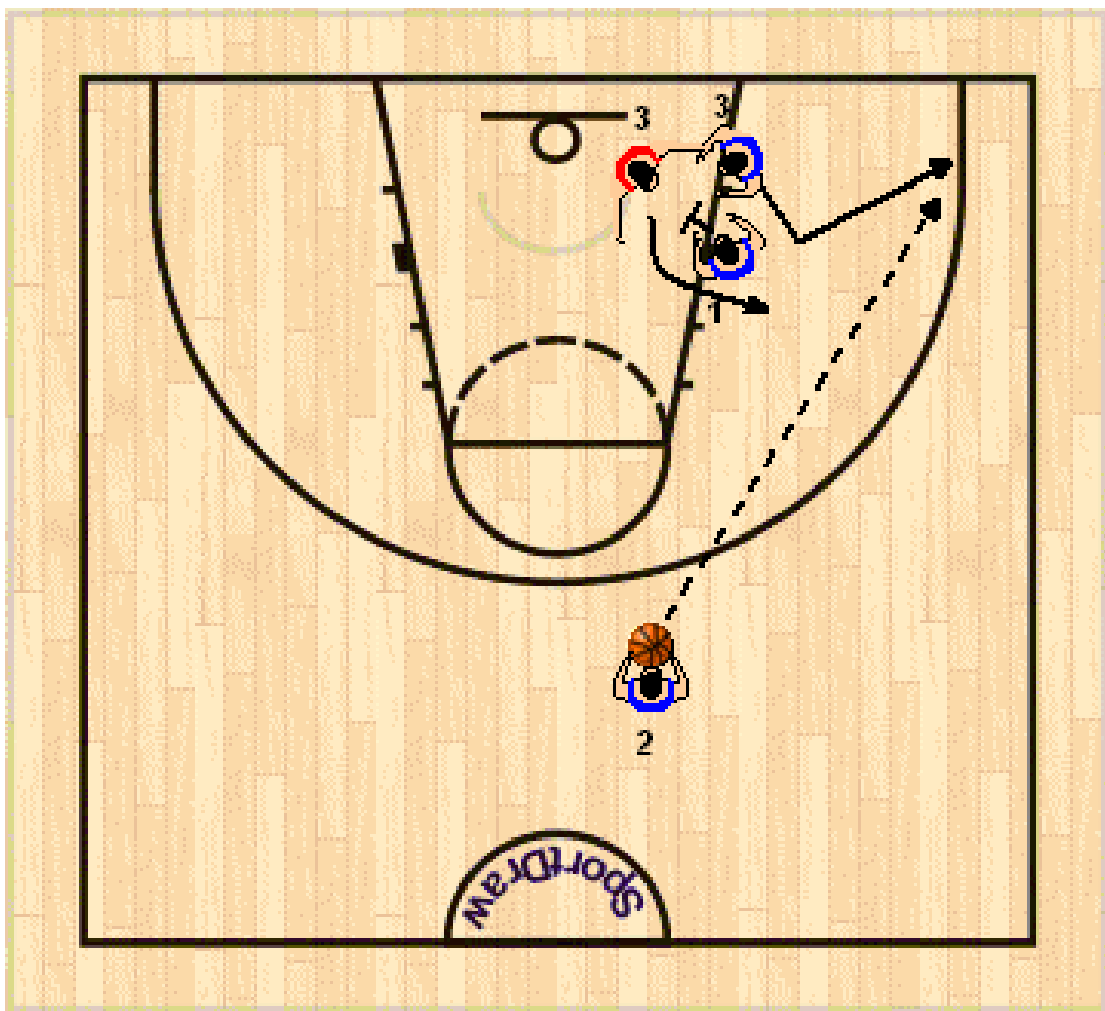


Το Screen εφαρμόζεται
Ο3 ξεμαρκάρεται στις 45°.



X3 shadow **O3 curl.**

Αν η άμυνα του screener βοηθήσει τοποθετώντας τα σώμα του στο διάδρομο του O3 τότε ο screener πάει στο καλάθι (Flash)



X3 ανάμεσα O3 pop out

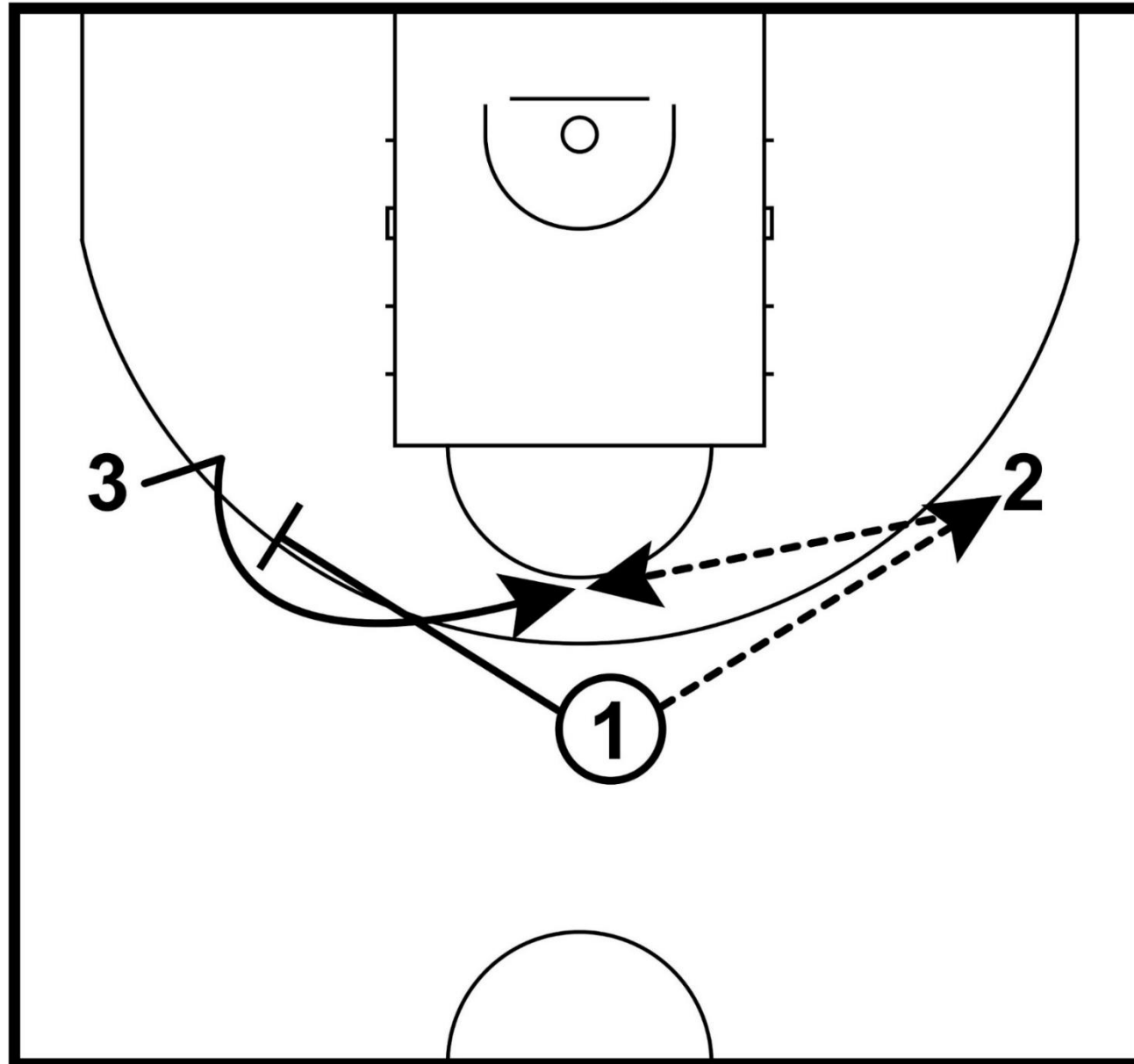
Αν η άμυνα του screener
βοηθήσει και πάει στον
O3 (αλλαγή) τότε ο
screener seal

ΕΠΙΘΕΤΙΚΕΣ ΕΝΕΡΓΕΙΕΣ ΤΡΙΩΝ ΠΑΙΚΤΩΝ

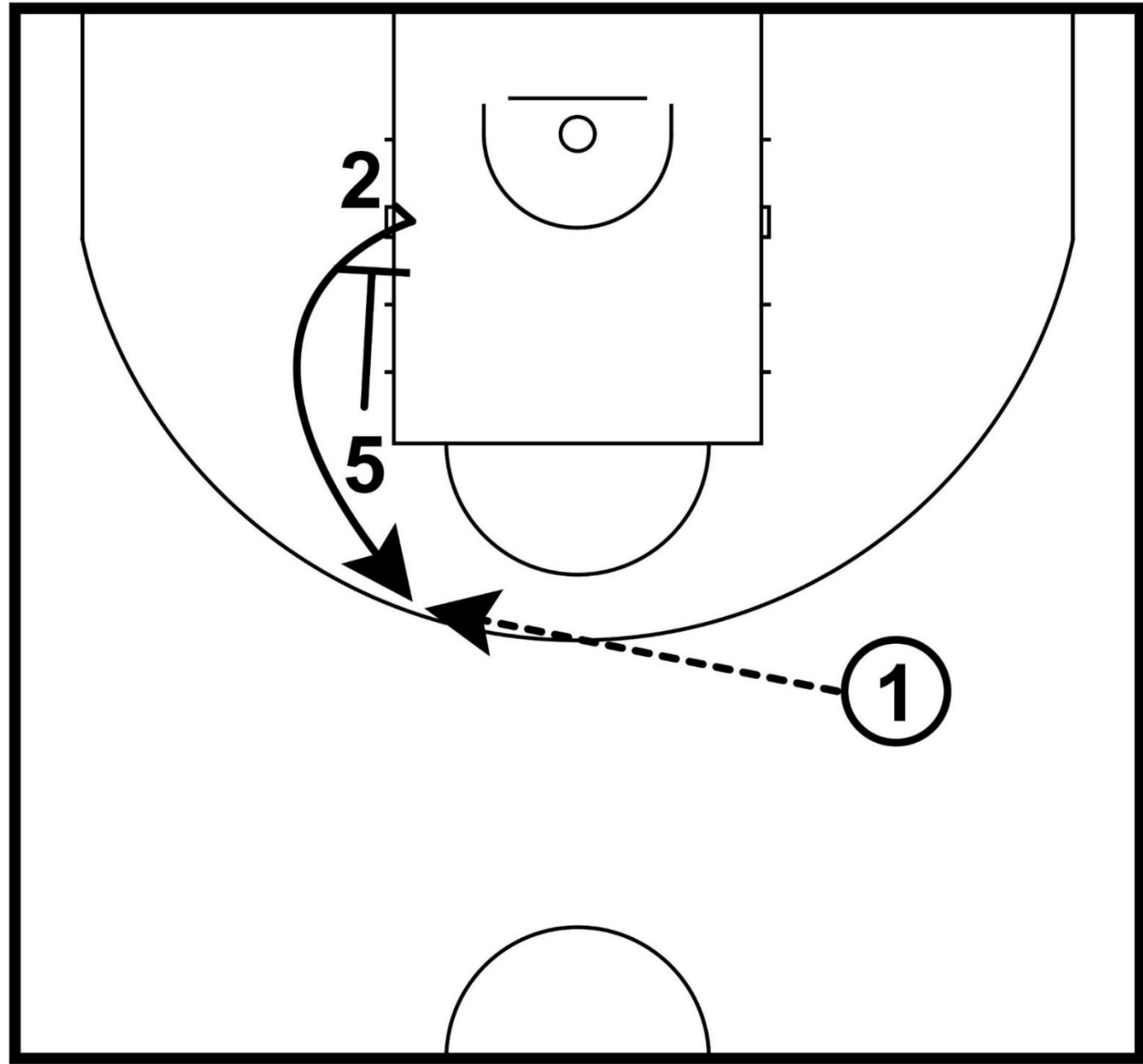
1. GIVE AND GO (3 players – give n’ go and replace)
2. SHALLOW CUT
3. ΑΝΤΙΘΕΤΟ ΣΚΡΗΝ
4. RUB SCREEN
5. DOWN SCREEN
6. TURN OUT
7. CHOICE
8. FLOPPY ACTION
9. WIDE SCREEN
10. STACK - DOUBLE STACK
11. DOUBLE SCREEN
12. ELEVATOR
13. UCLA CUT
14. ΚΑΤΩ ΣΚΡΗΝ ΣΤΗ ΔΥΝΑΤΗ ΠΛΕΥΡΑ (ZIPPER DOWN)
15. ΠΑΝΩ ΣΚΡΗΝ ΣΤΗ ΔΥΝΑΤΗ ΠΛΕΥΡΑ (ZIPPER UP)
16. BACK DOOR ΜΕ ΣΚΑΛΑ (flash) ΚΑΙ ΜΕ BACK SCREEN

17. OPIZONTIO SCREEN (BASELINE CROSS SCREEN)
18. HIGH CROSS SCREEN
19. IVERSON CUT
20. SCREEN ΑΔΥΝΑΤΗΣ ΠΛΕΥΡΑΣ OR FLEX SCREEN
21. ΚΑΤΩ SCREEN ΣΤΗΝ ΑΔΥΝΑΤΗ
22. FLARE PICK
23. ΔΙΑΓΩΝΙΑ SCREEN (ΑΔΥΝΑΤΗ ΠΑΝΩ, ΑΔΥΝΑΤΗ ΚΑΤΩ, ΔΥΝΑΤΗ ΠΑΝΩ)
24. SHUFFLE CUTSΧΙΑΣΤΙ ΚΟΨΙΜΟ
25. SCREEN THE SCREENER PLAY
26. STAGGER SCREEN
27. DRIVE AND KICK IN OR KICK OUT
28. SCREEN ΣΤΗΝ ΑΔΥΝΑΤΗ (τελευταίο παίκτη) ΚΑΙ SKIP PASS
29. ΣΥΝΕΡΓΑΣΙΑ ΤΡΙΩΝ ΠΑΙΚΤΩΝ ΣΤΟ LOW POST

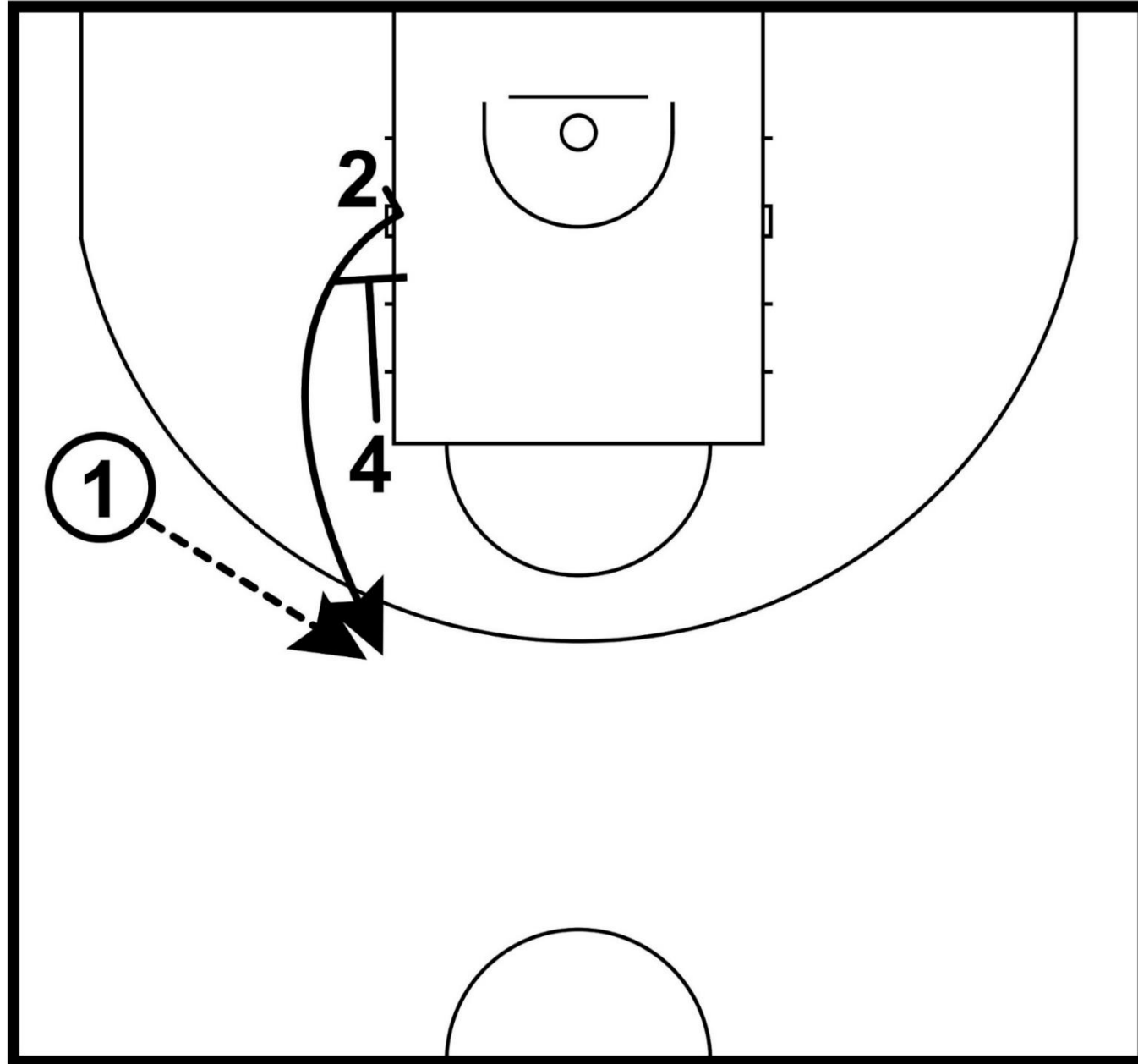
Screen Away



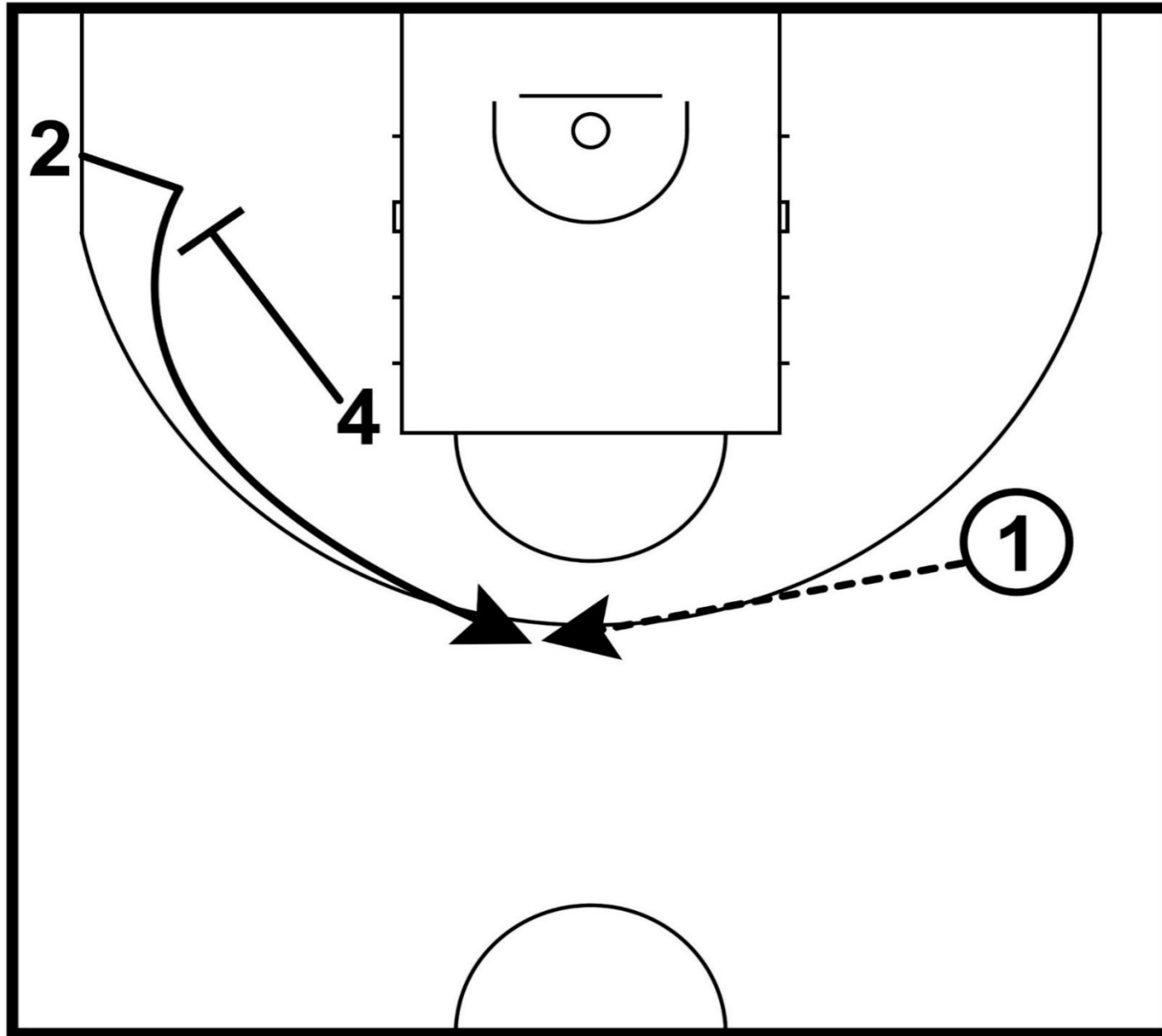
Down Screen



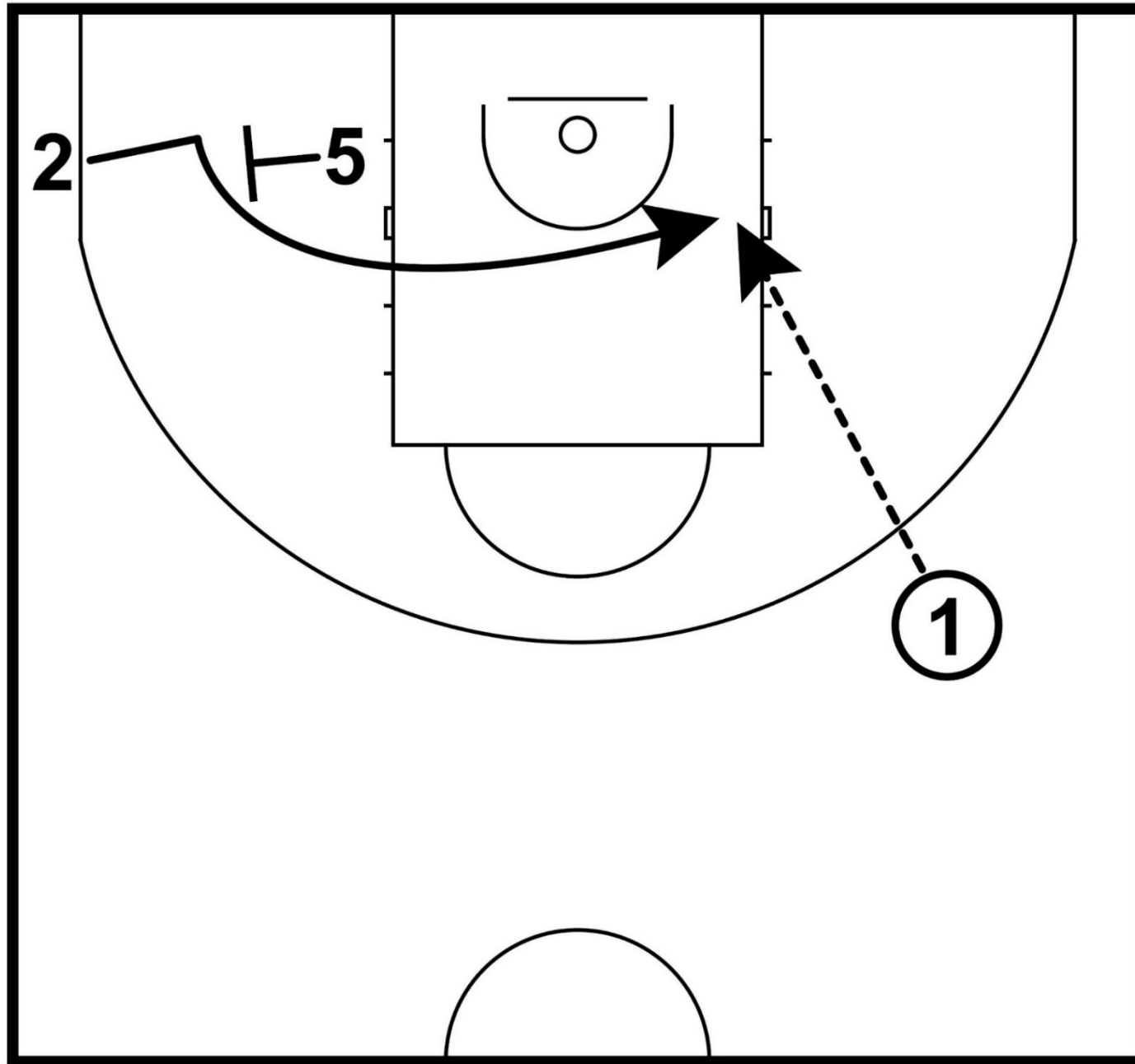
Zipper Down



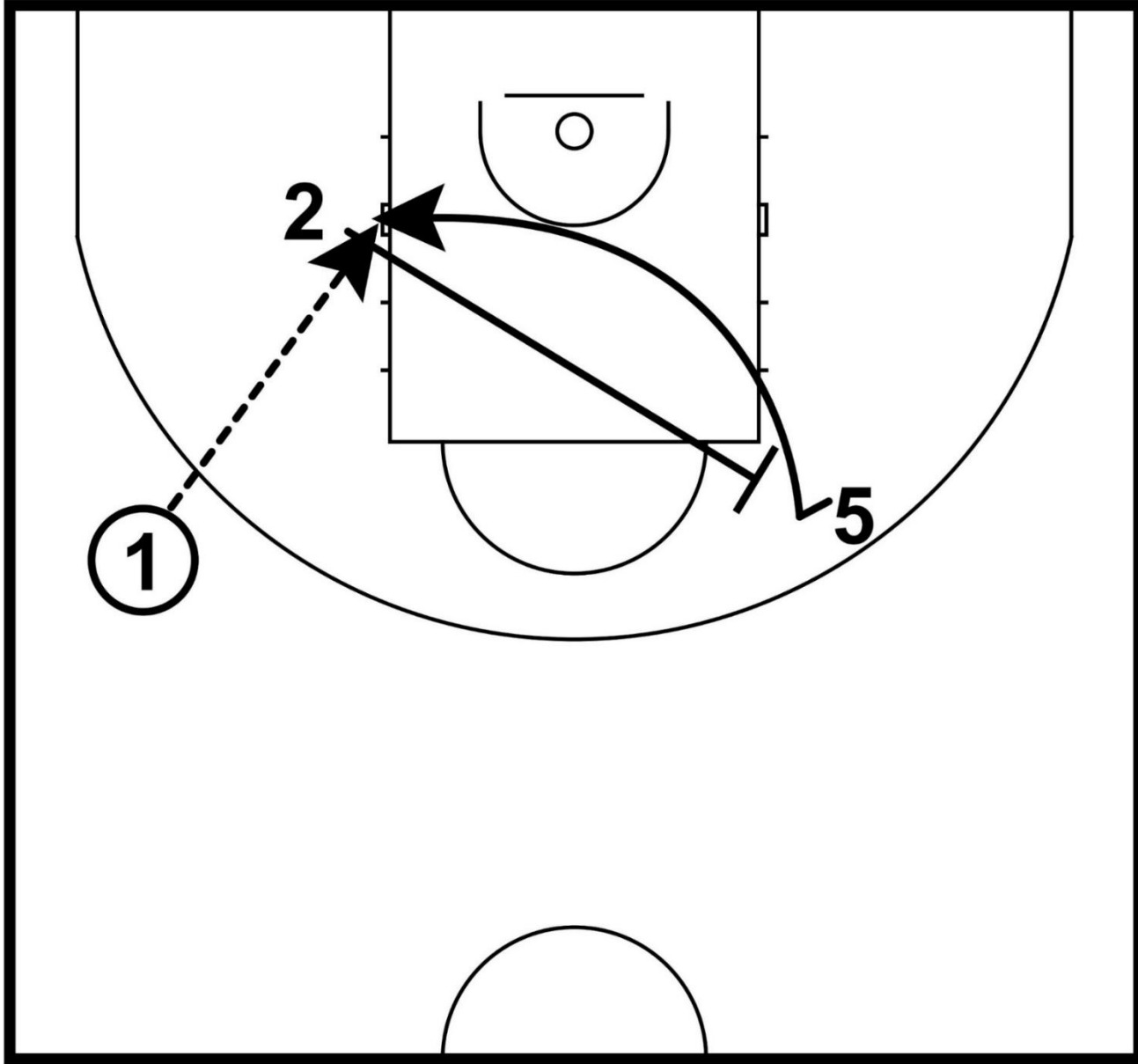
Wide Pindown



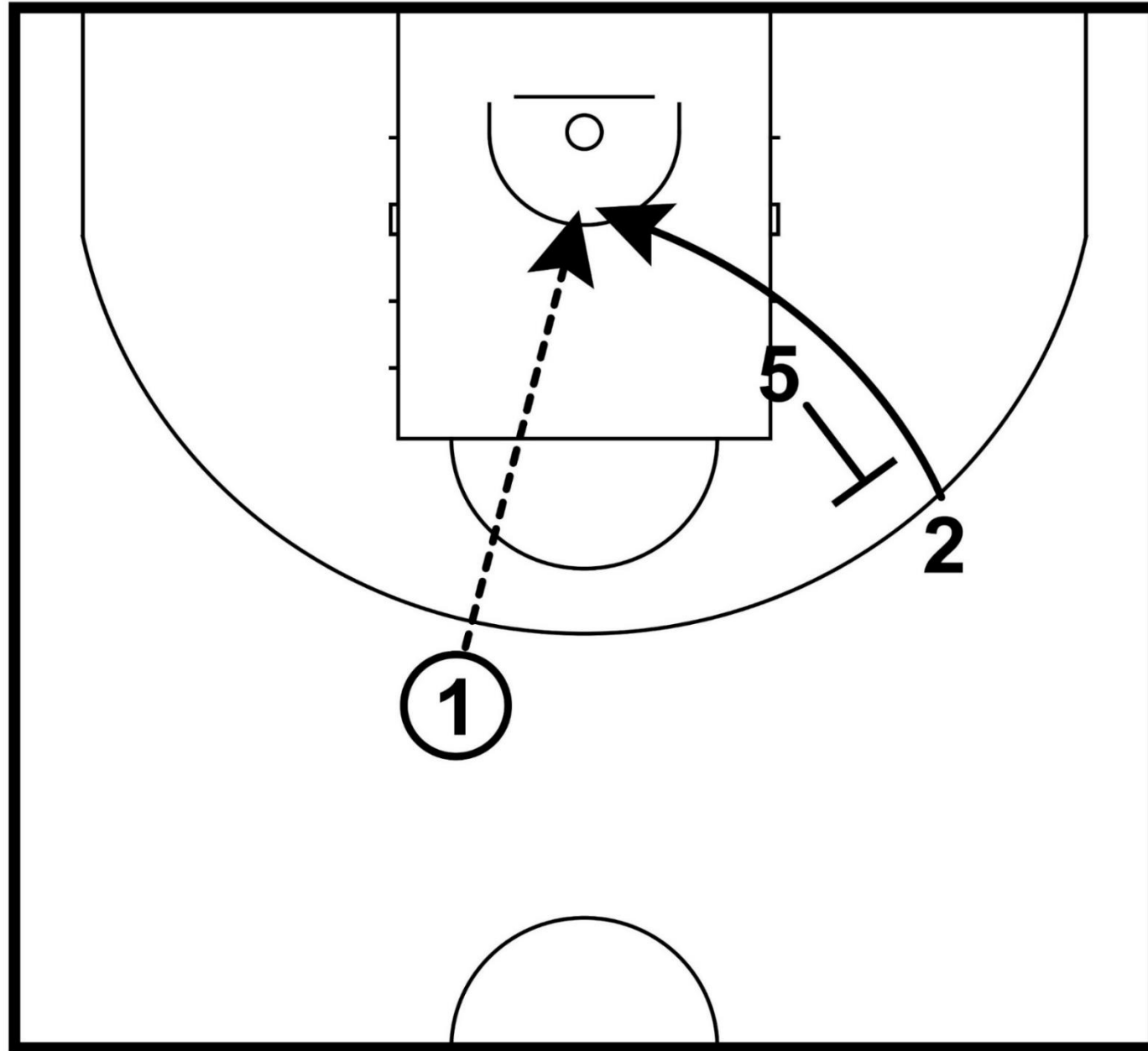
Flex Screen



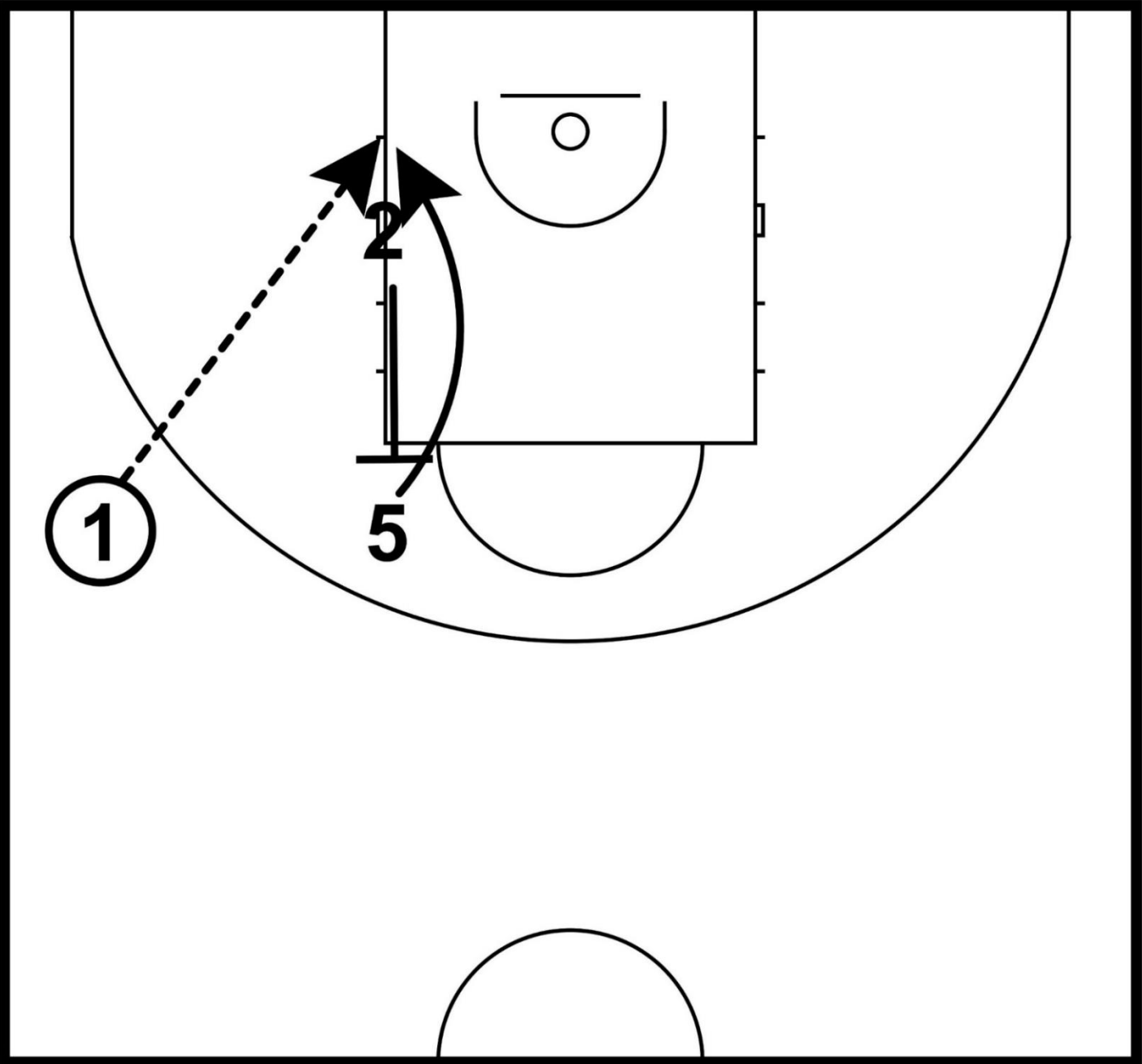
Shuffle Screen



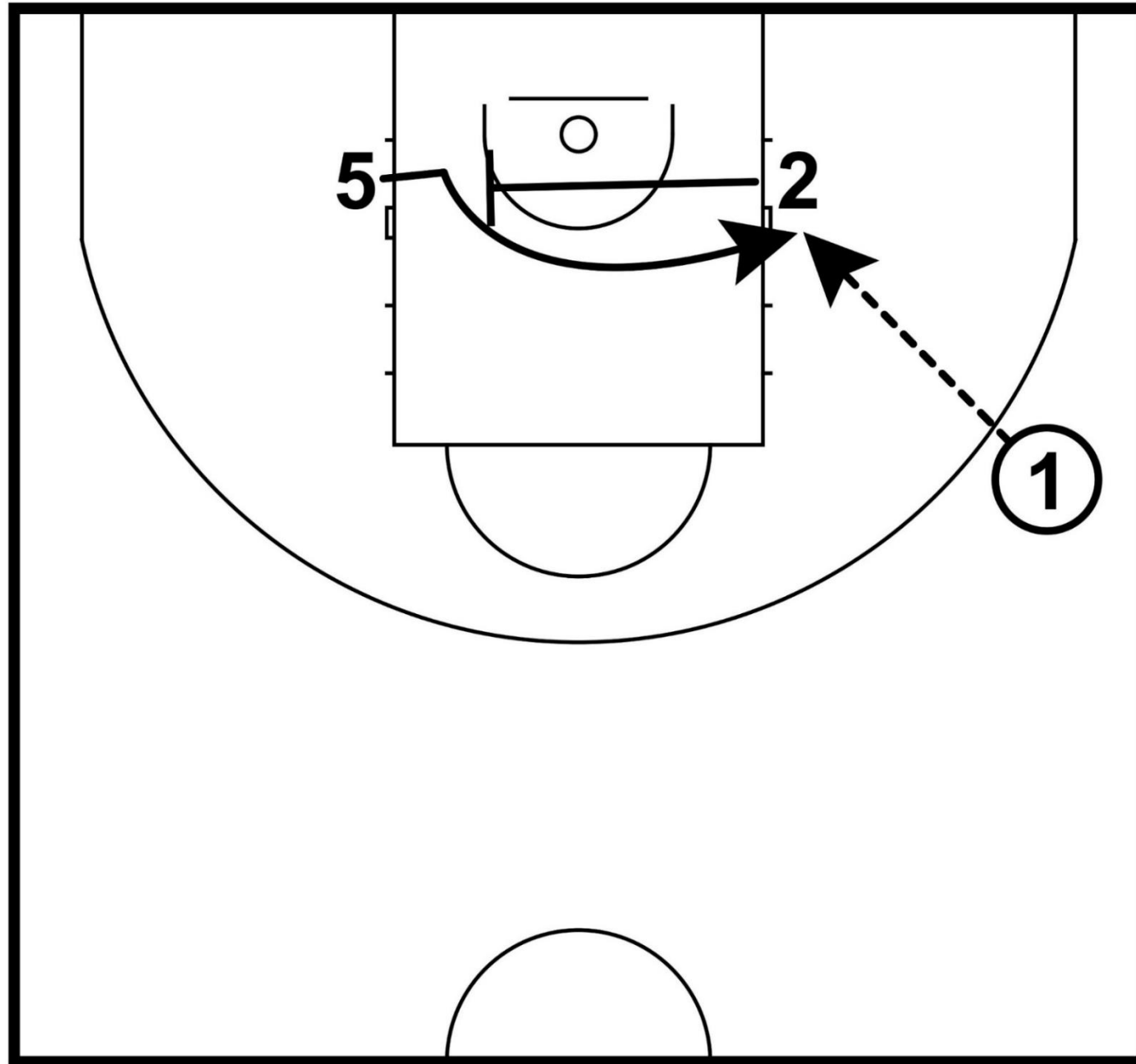
Back Screen



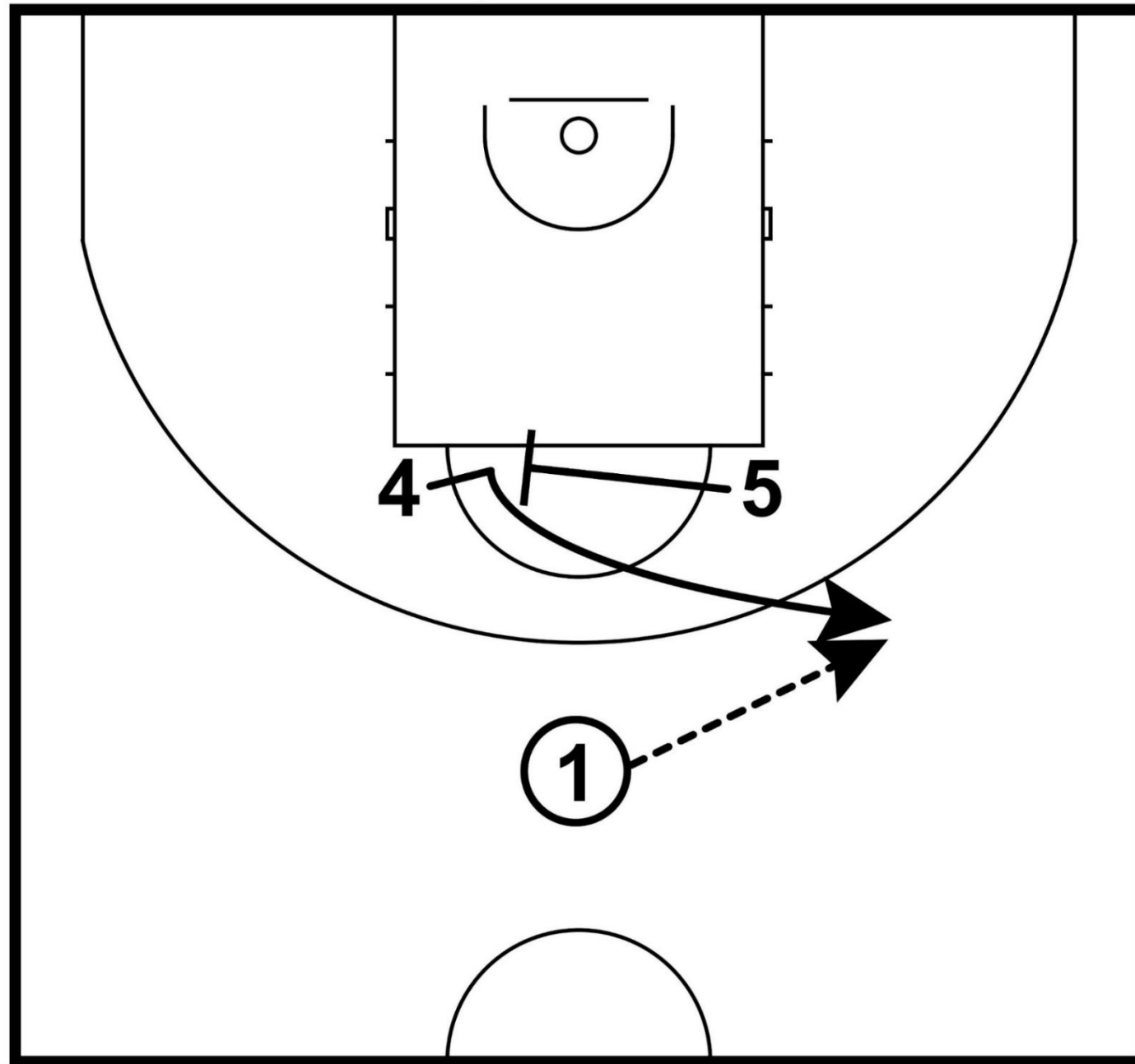
Zipper Up



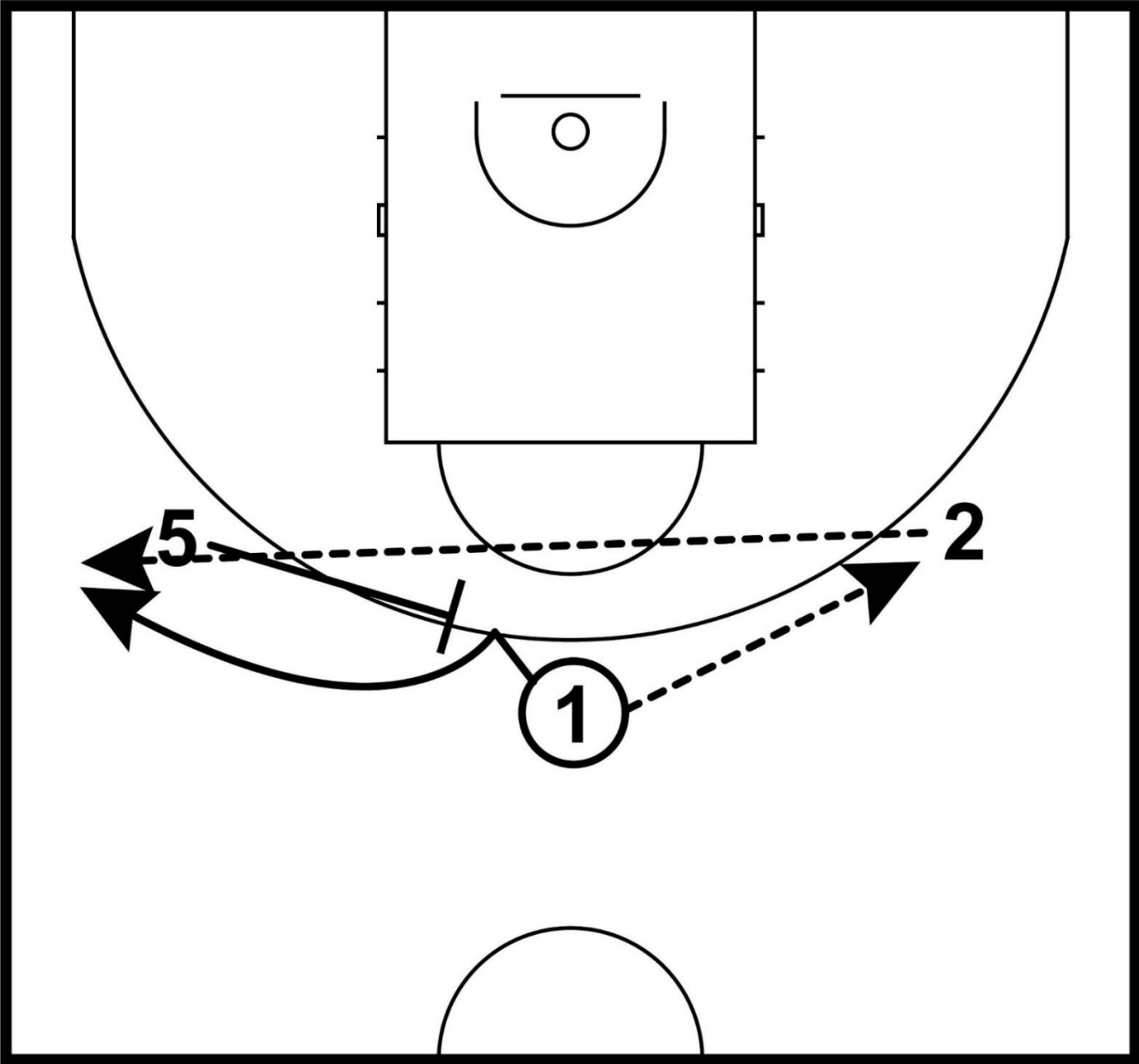
Baseline Cross Screen



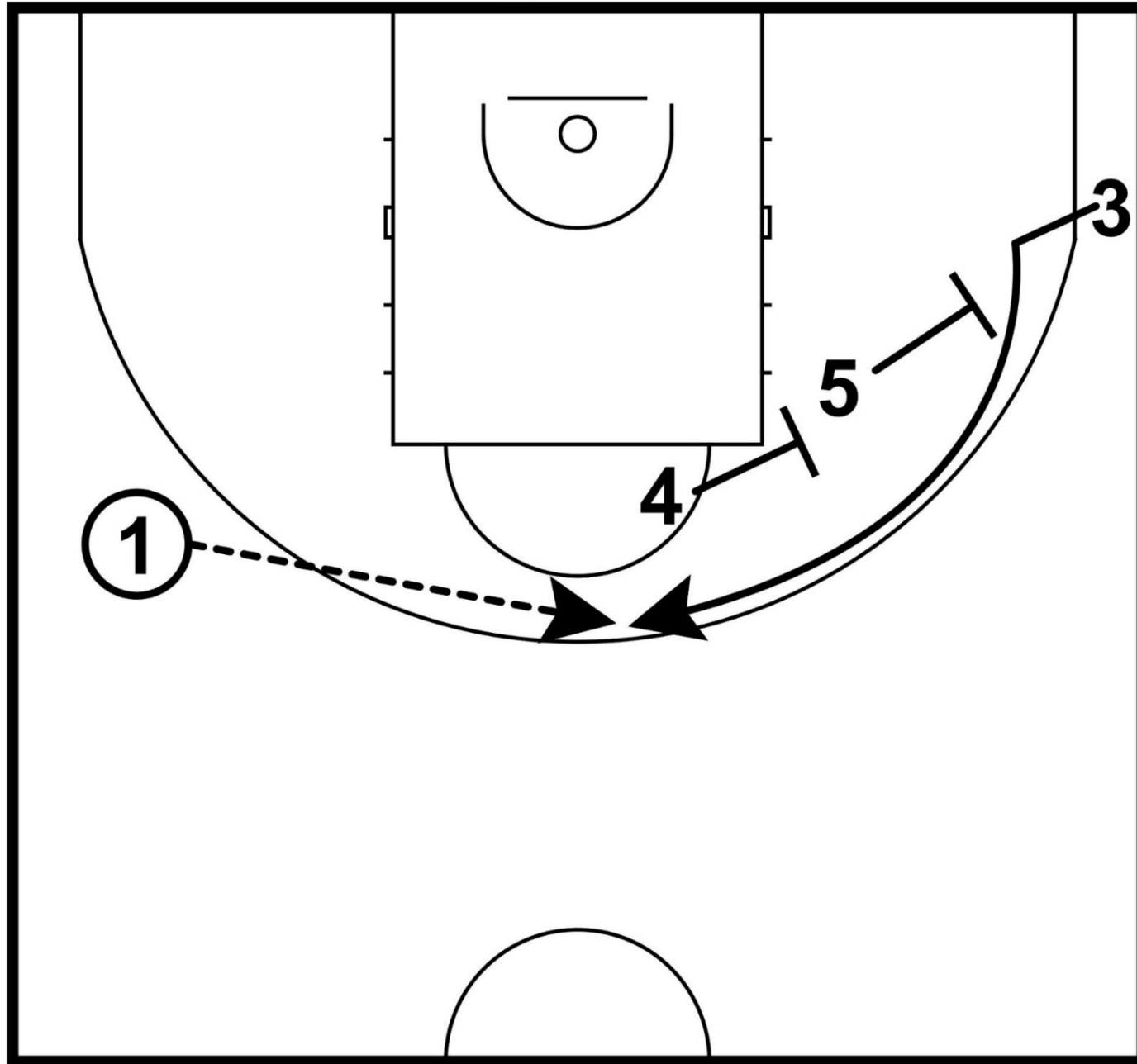
High Cross Screen



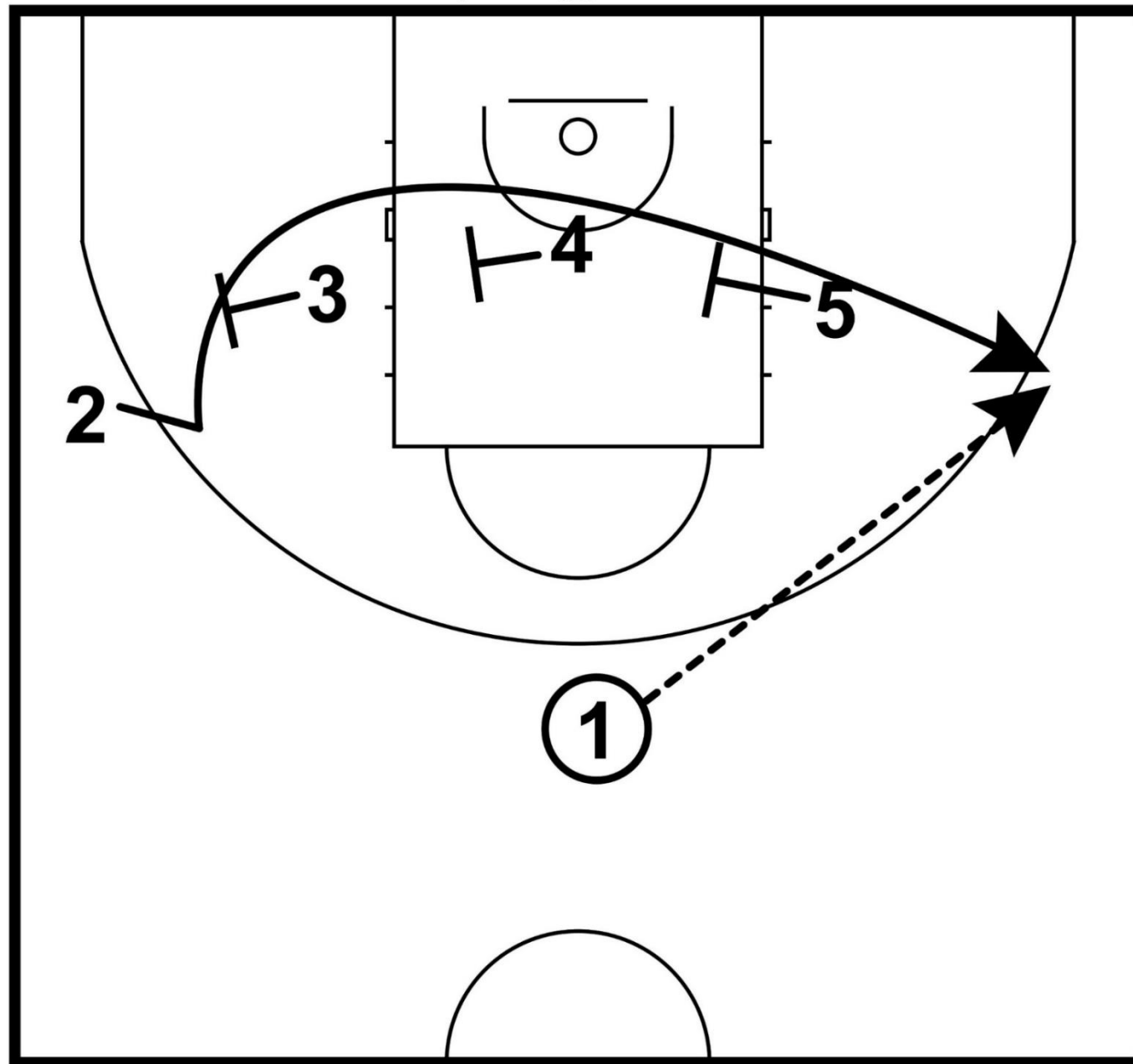
Flare Screen



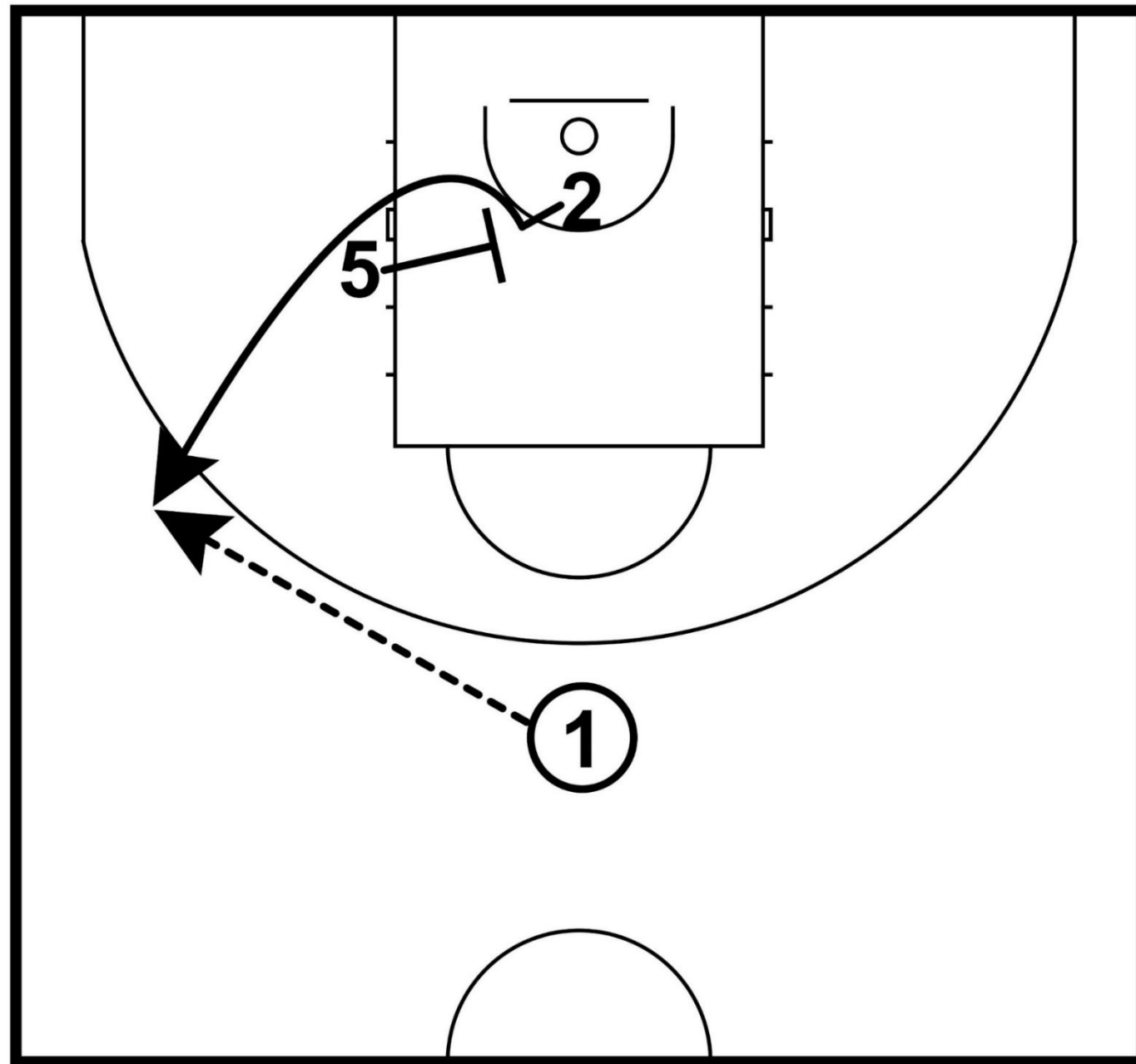
Stagger Screen



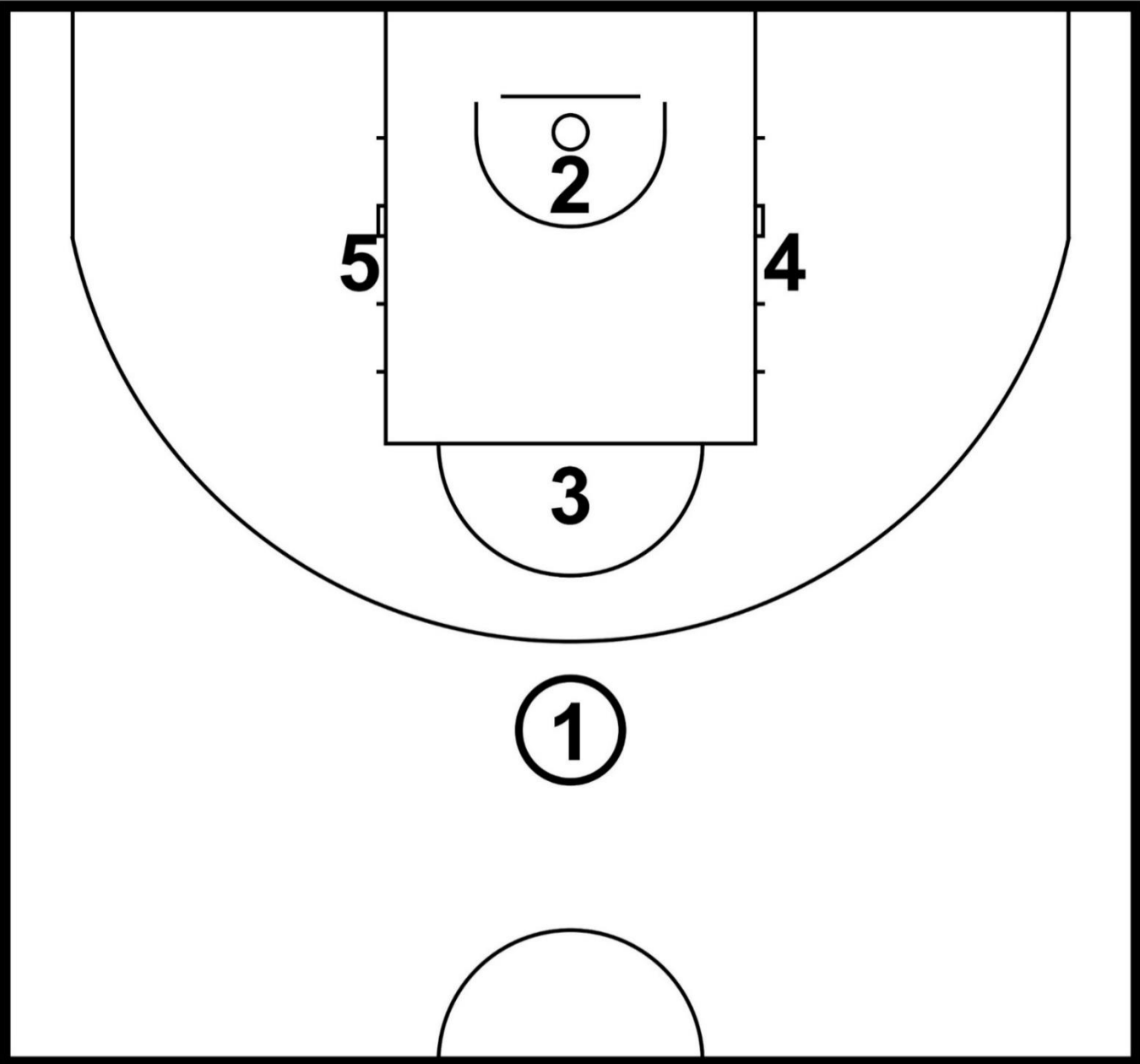
Triple Stagger Screen



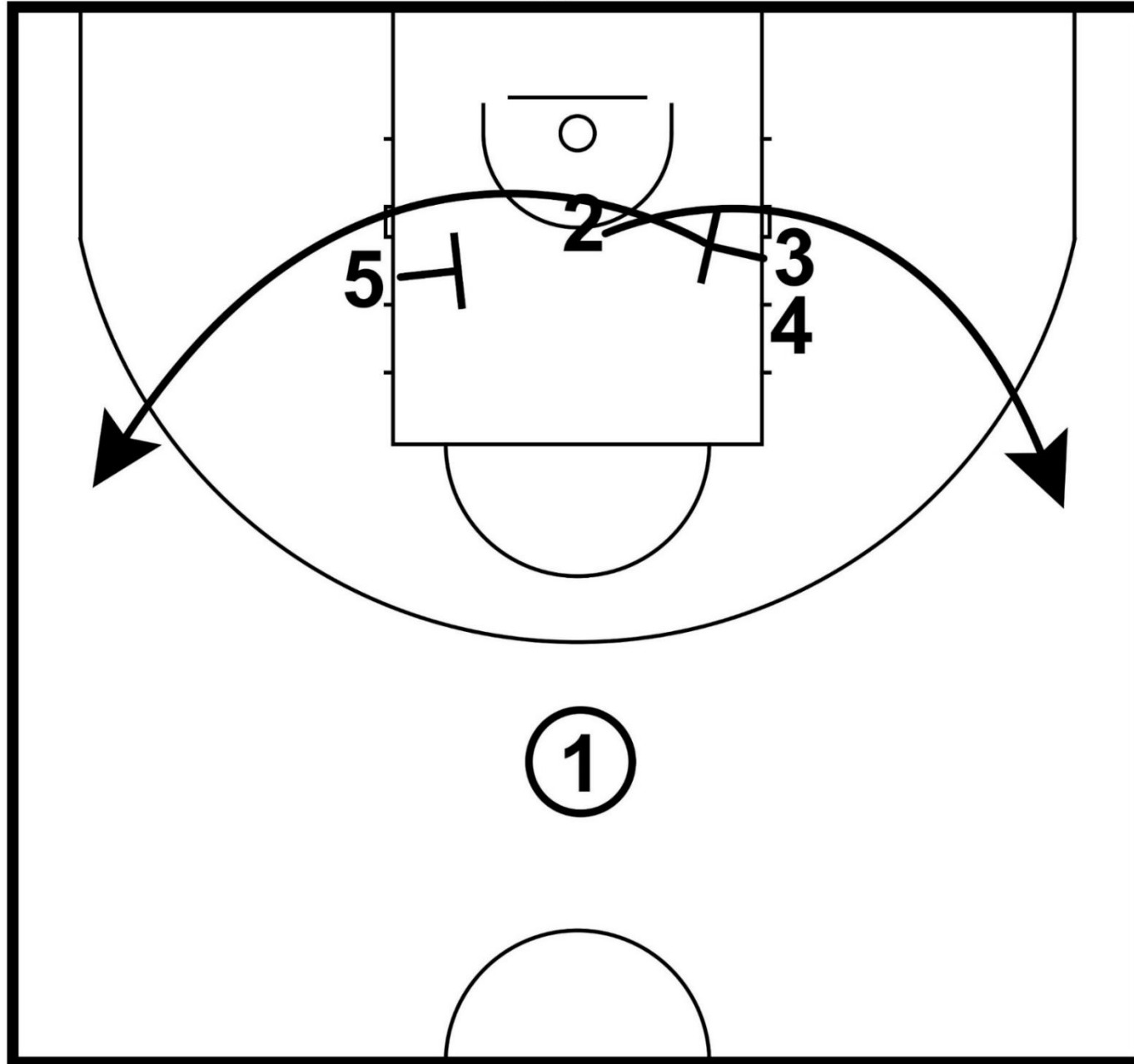
Turn Out Pick



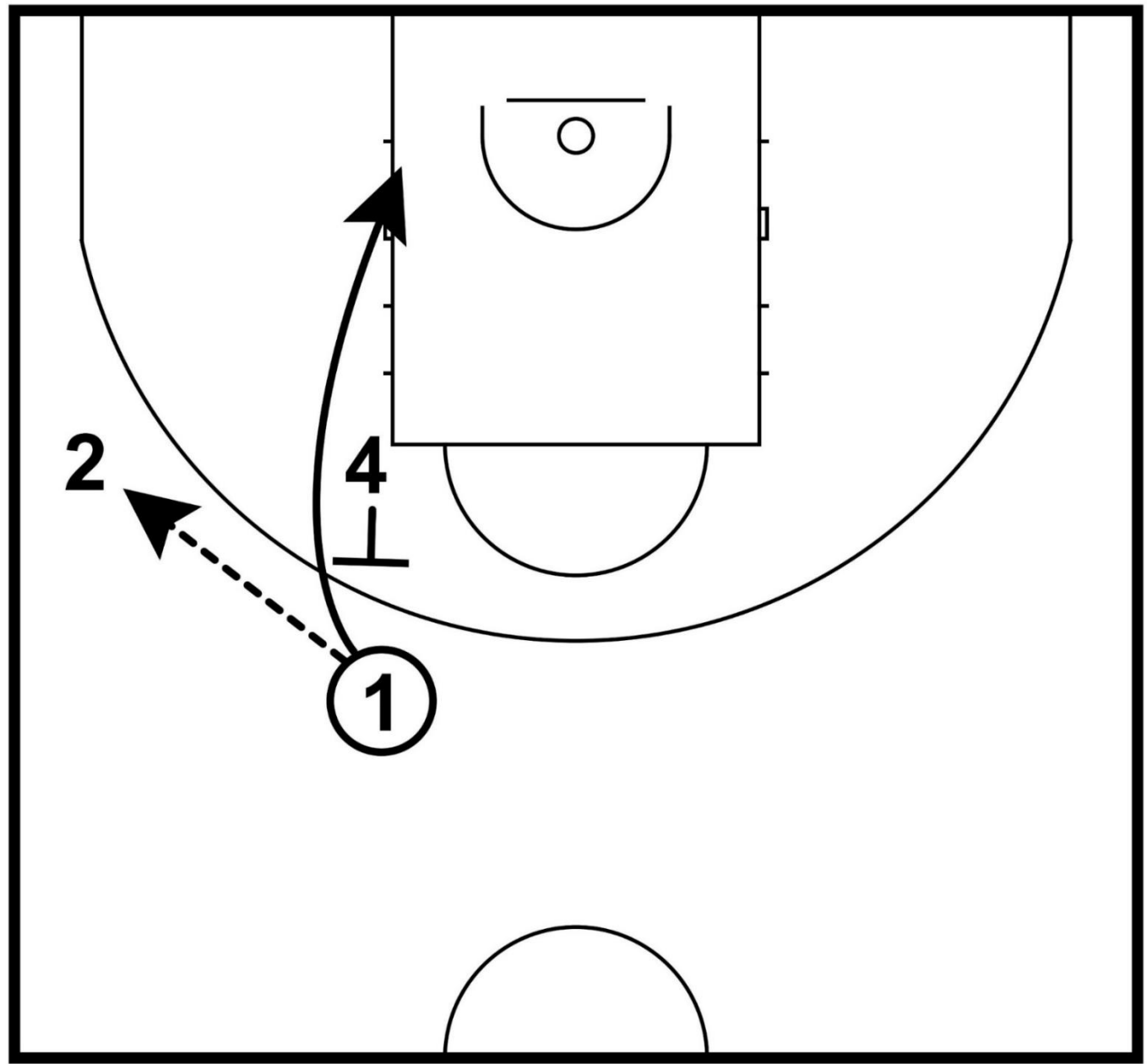
Choice



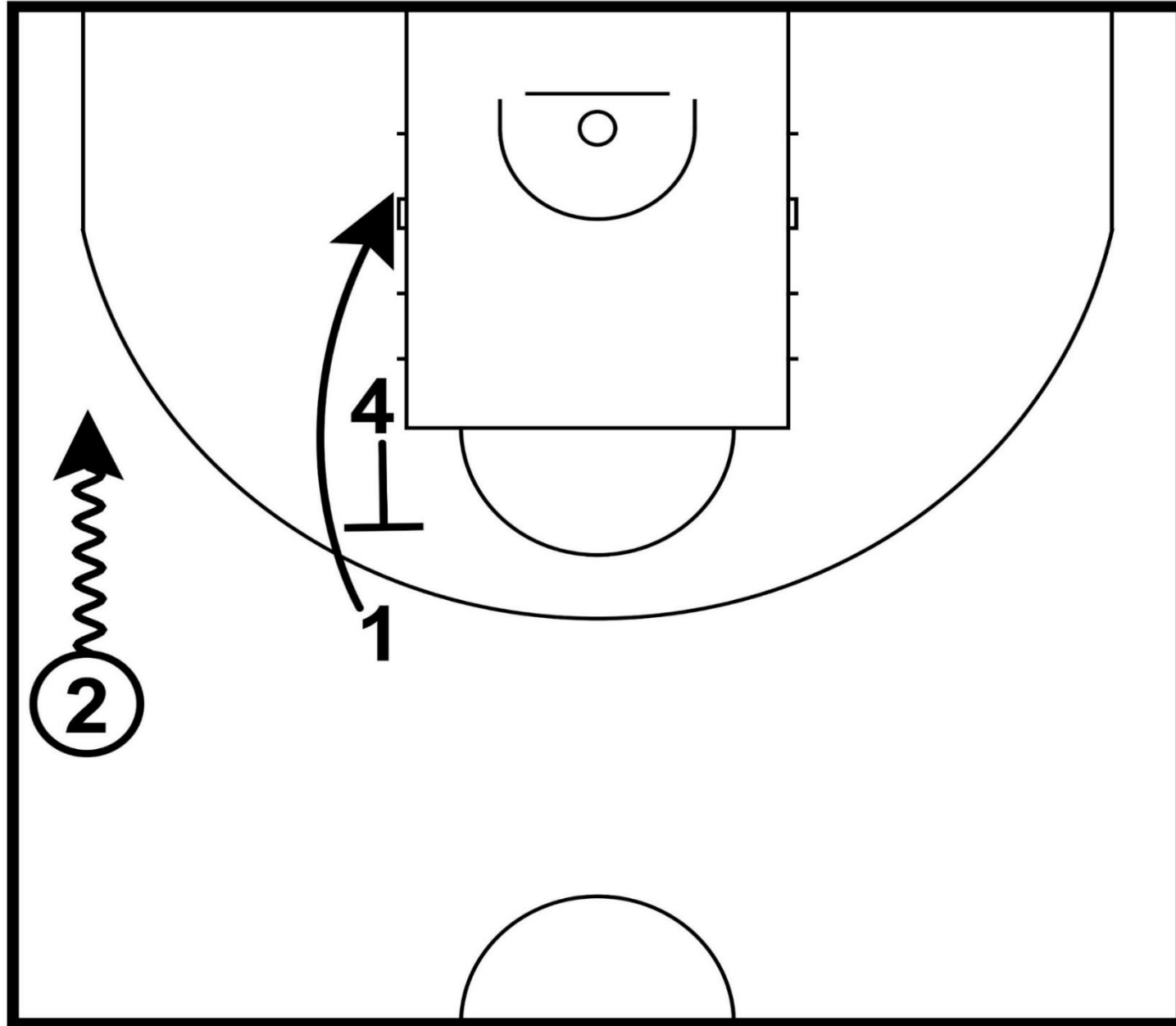
Floppy Action



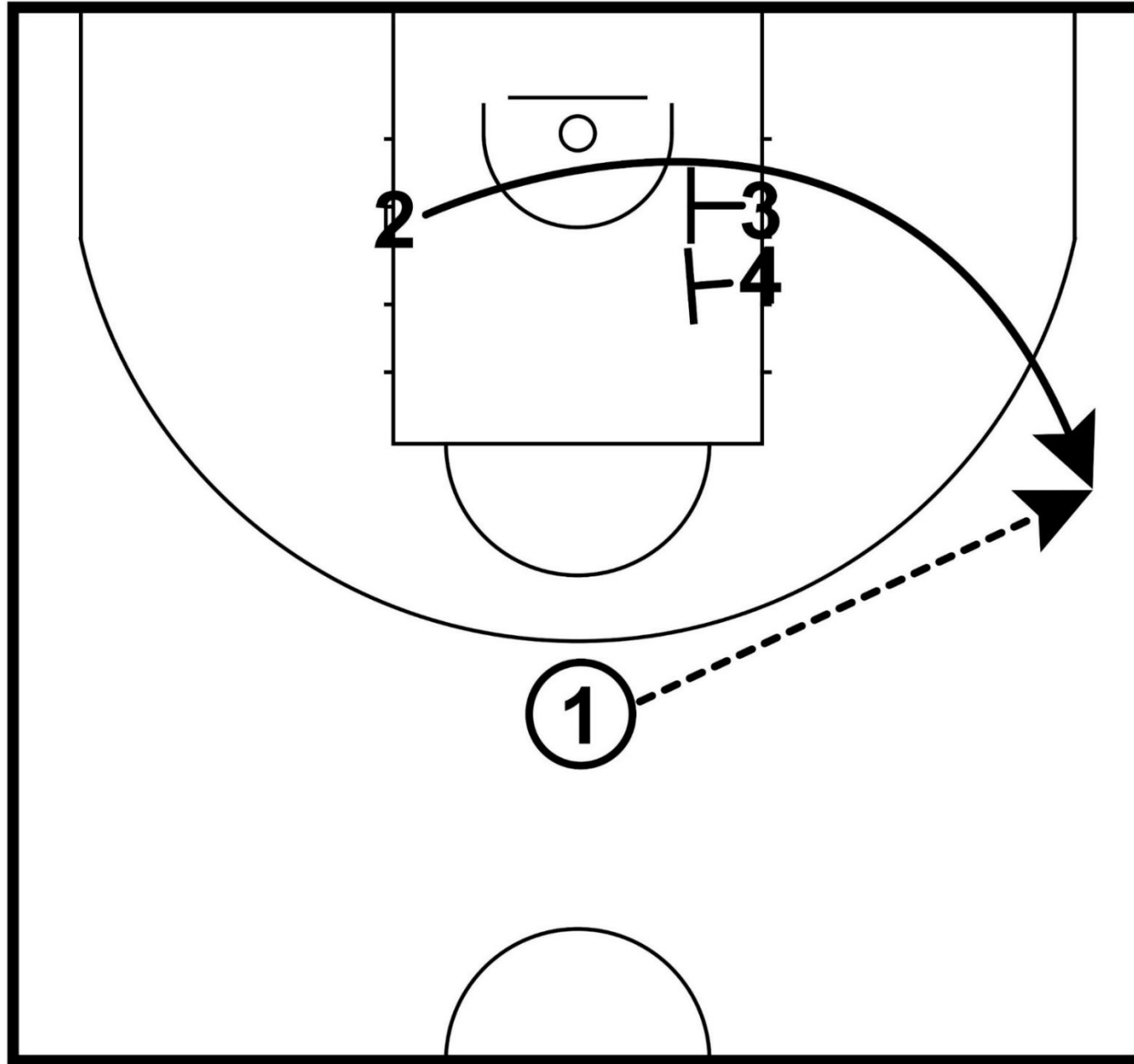
UCLA Cut



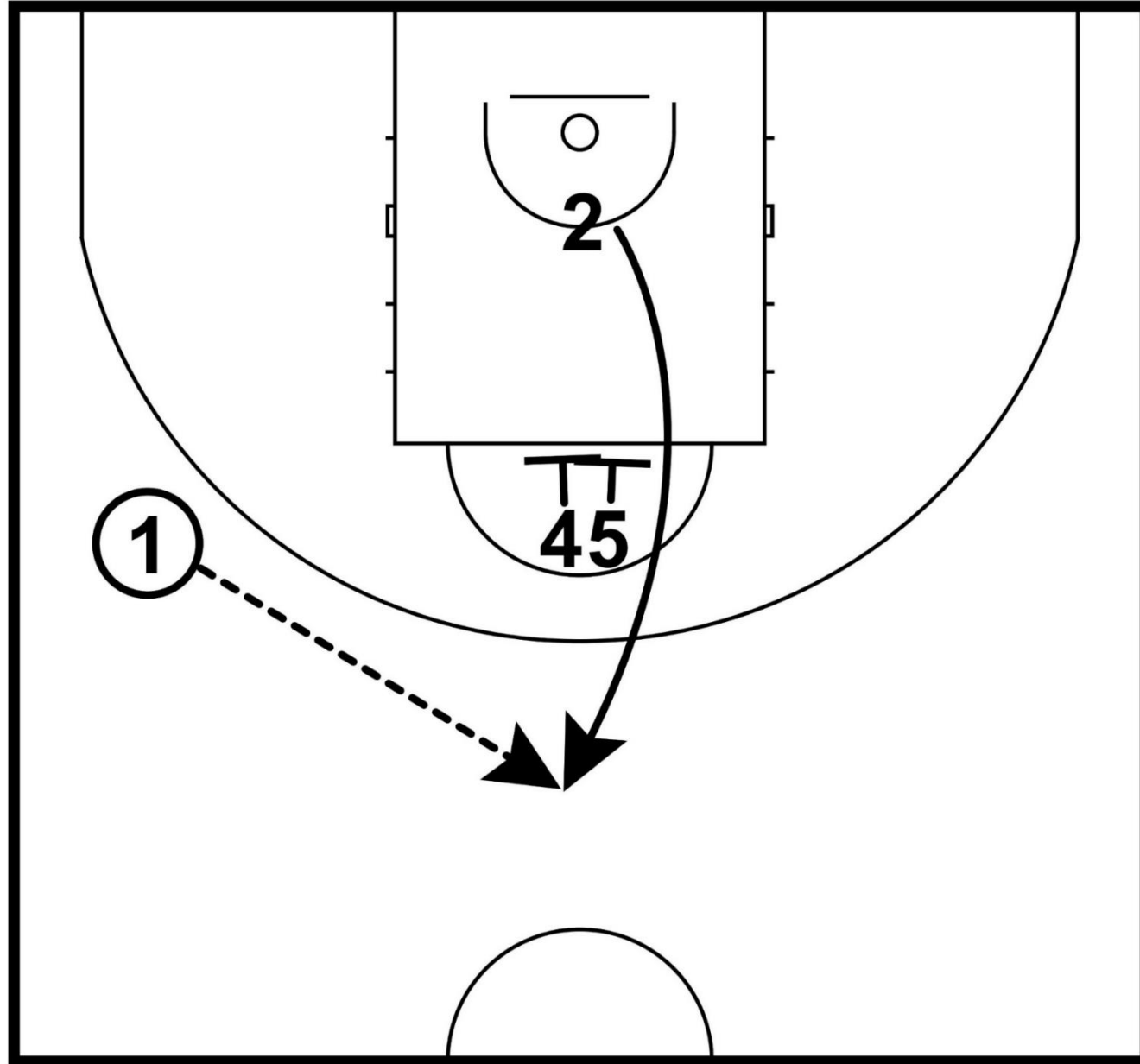
Hawk Screen



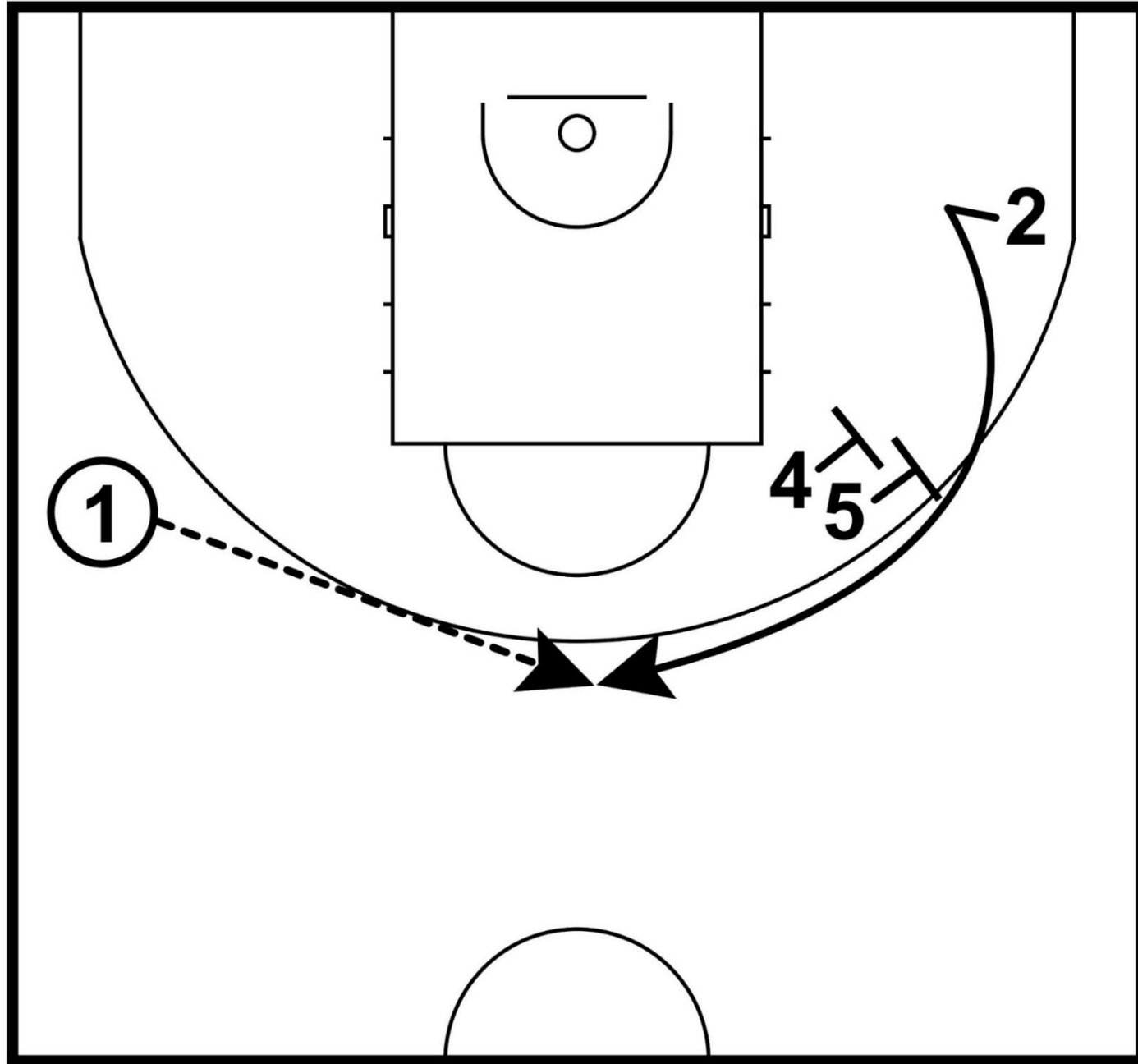
Double Screen



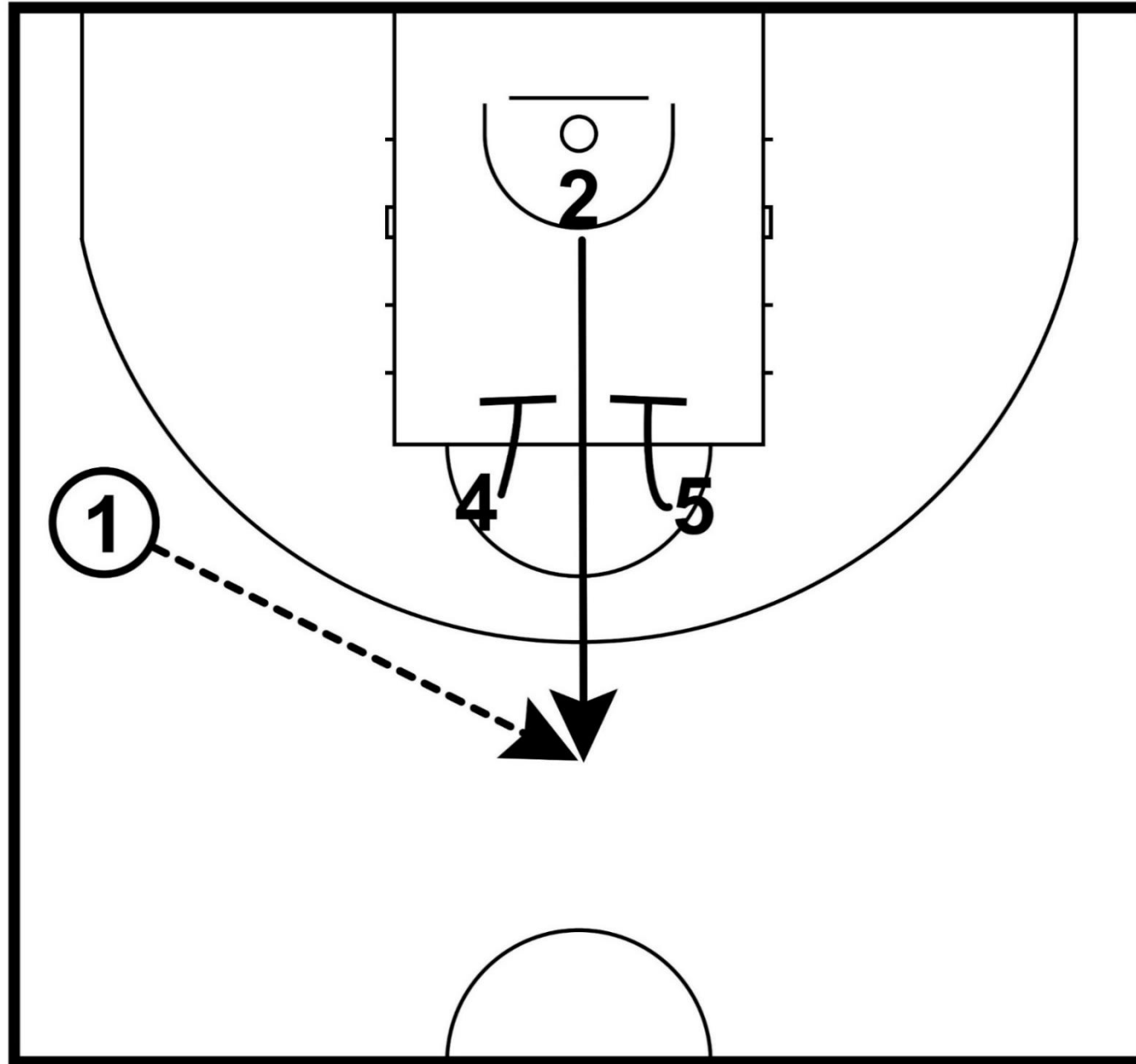
Double Screen



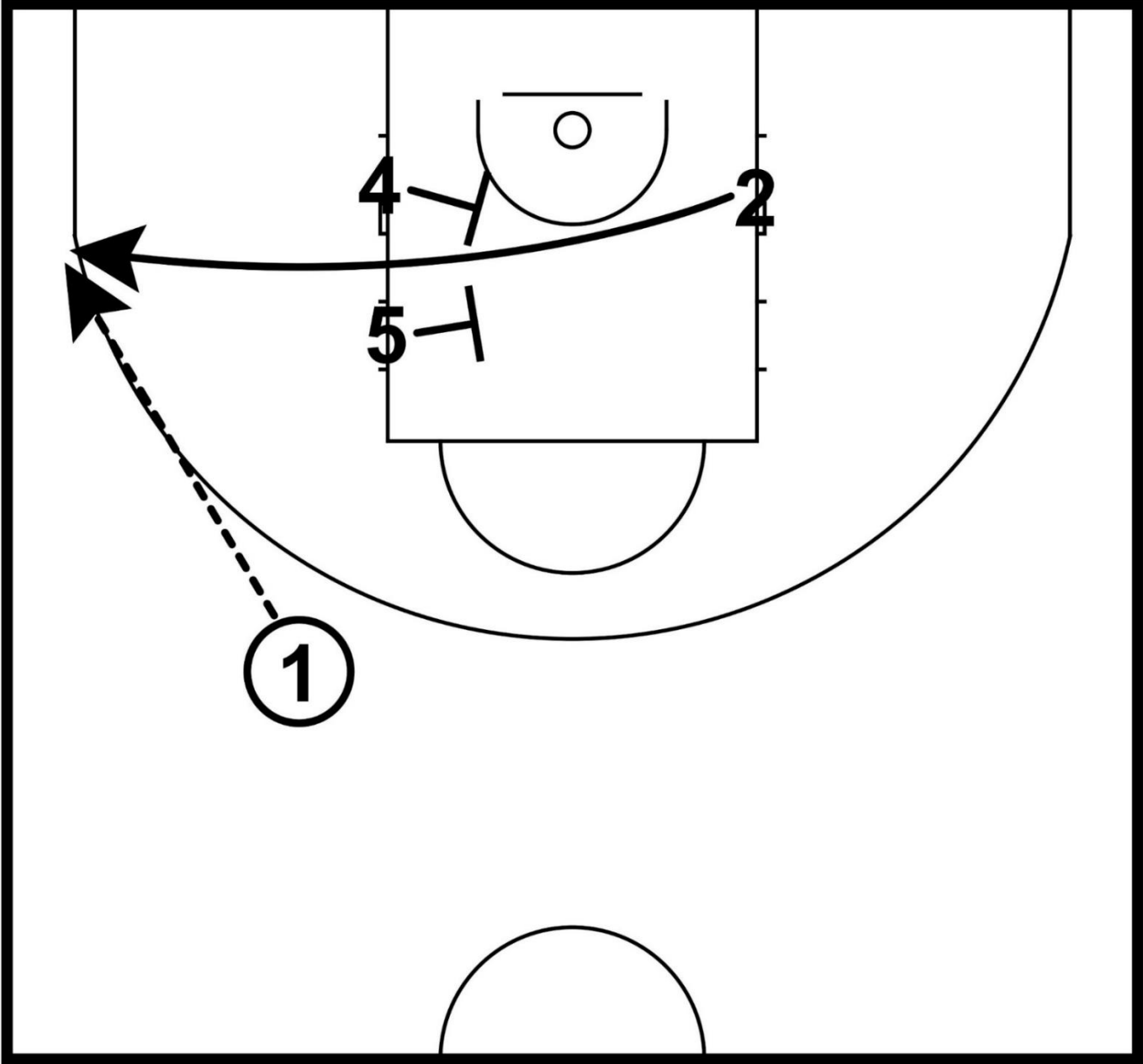
Double Screen



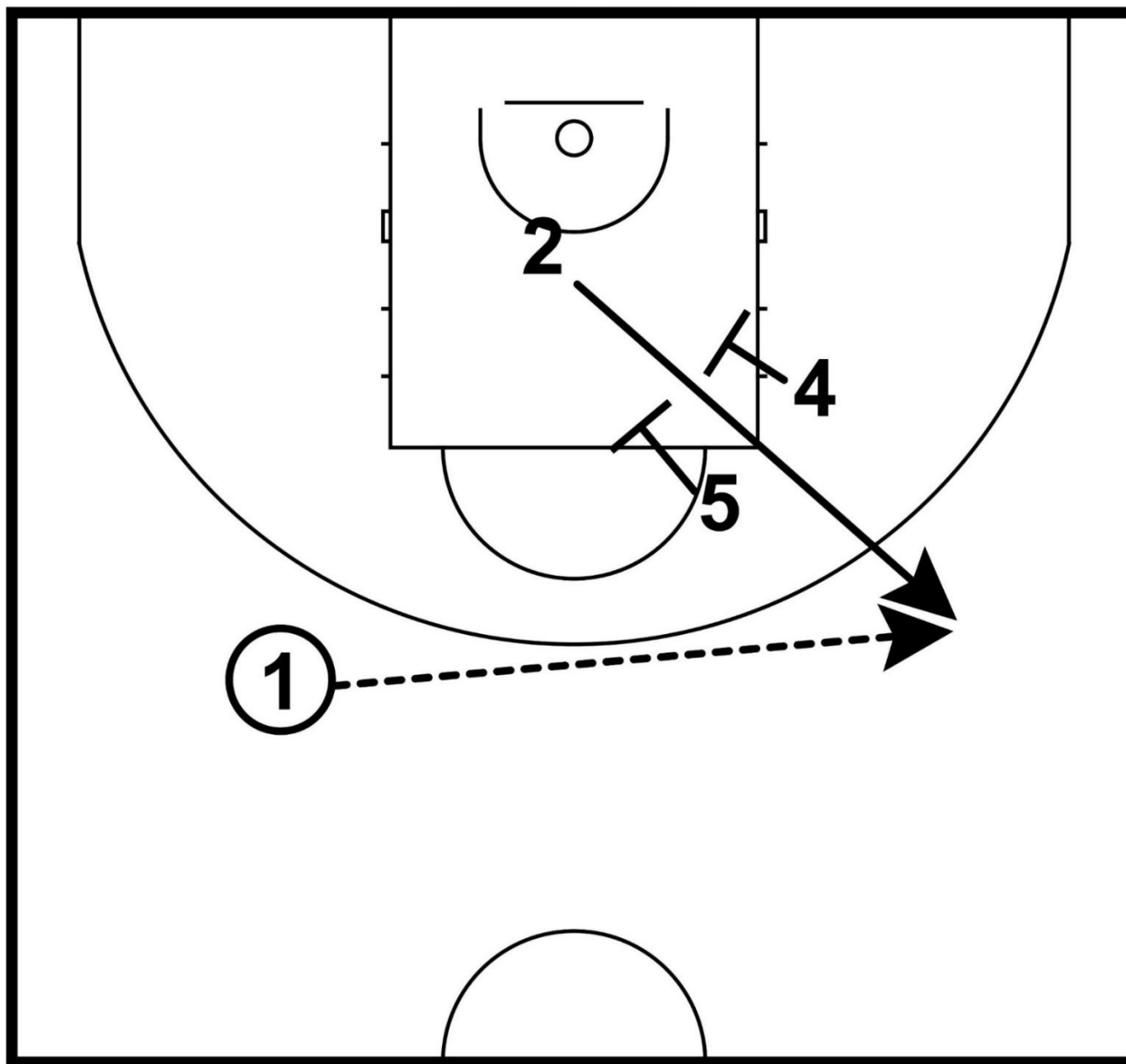
Elevator Screen



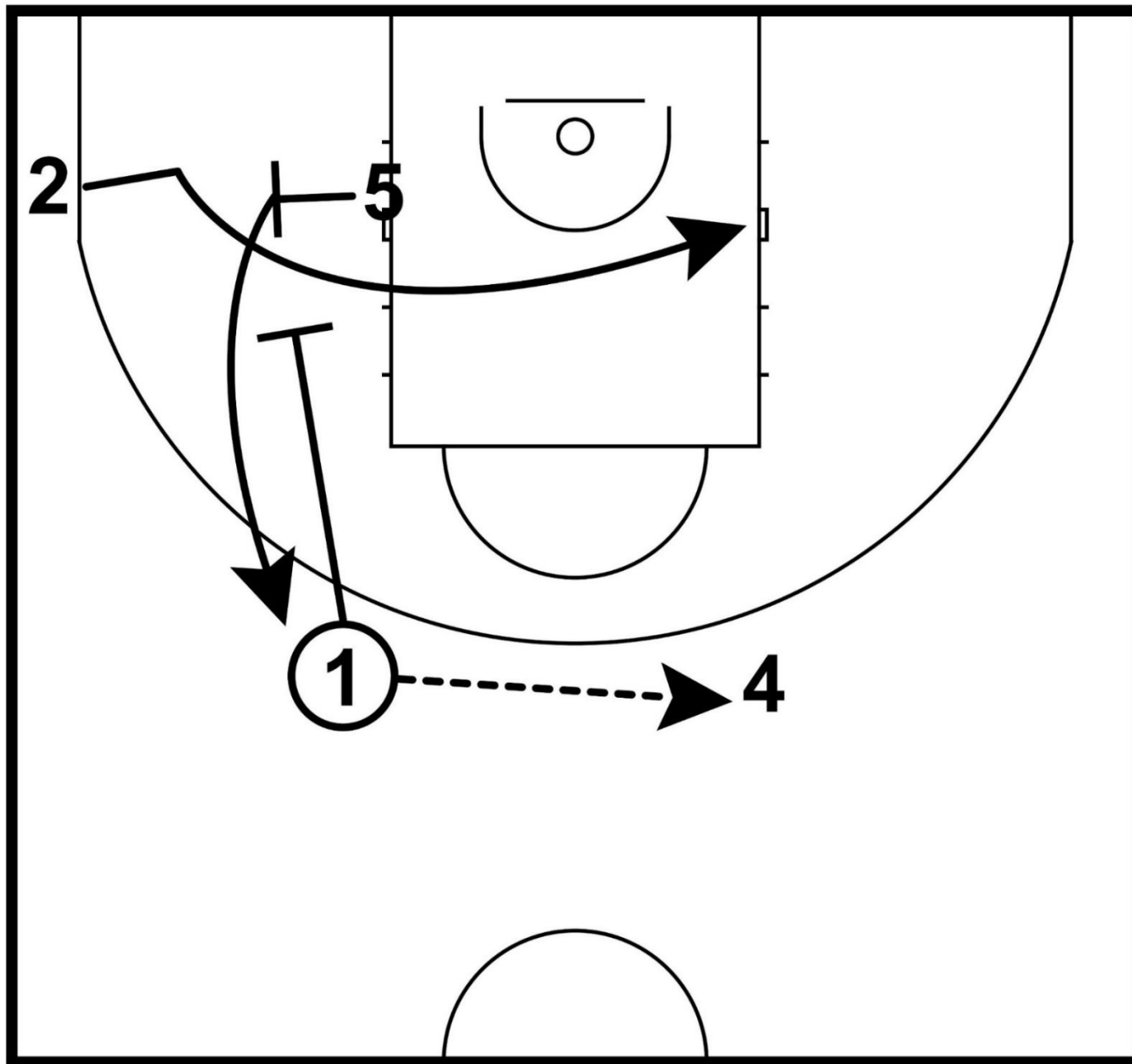
Elevator Screen



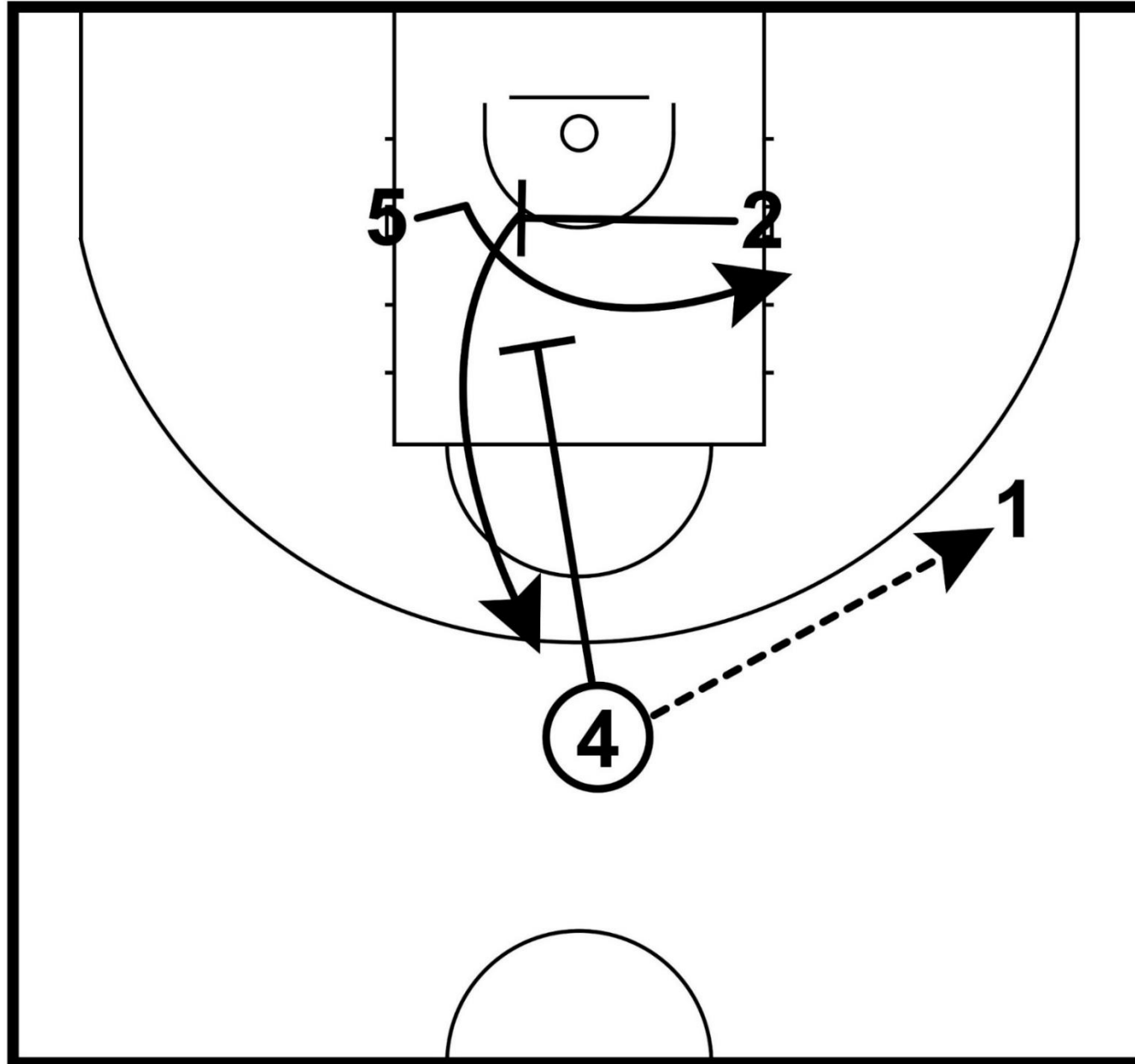
Elevator Screen



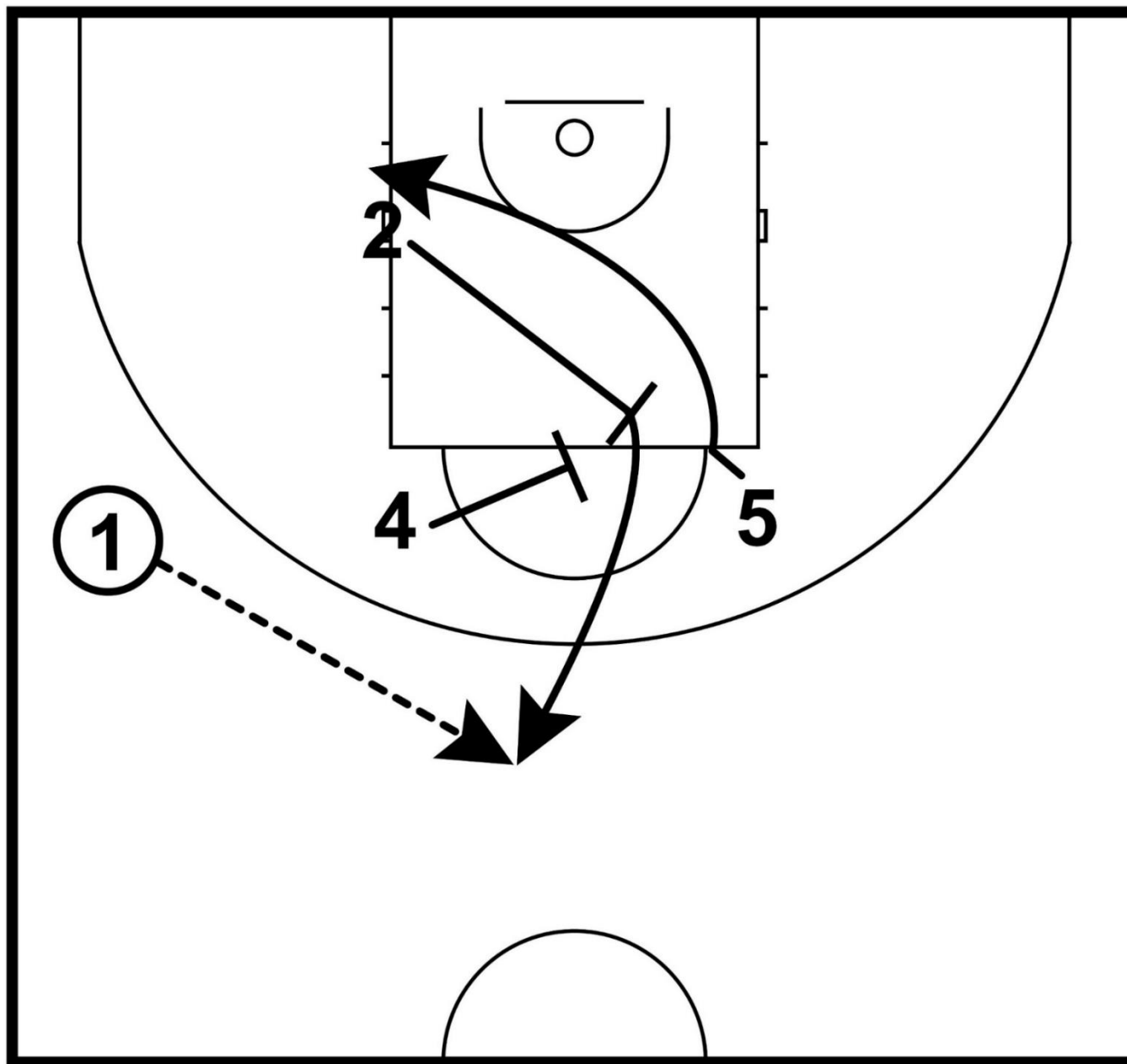
Screen the screener



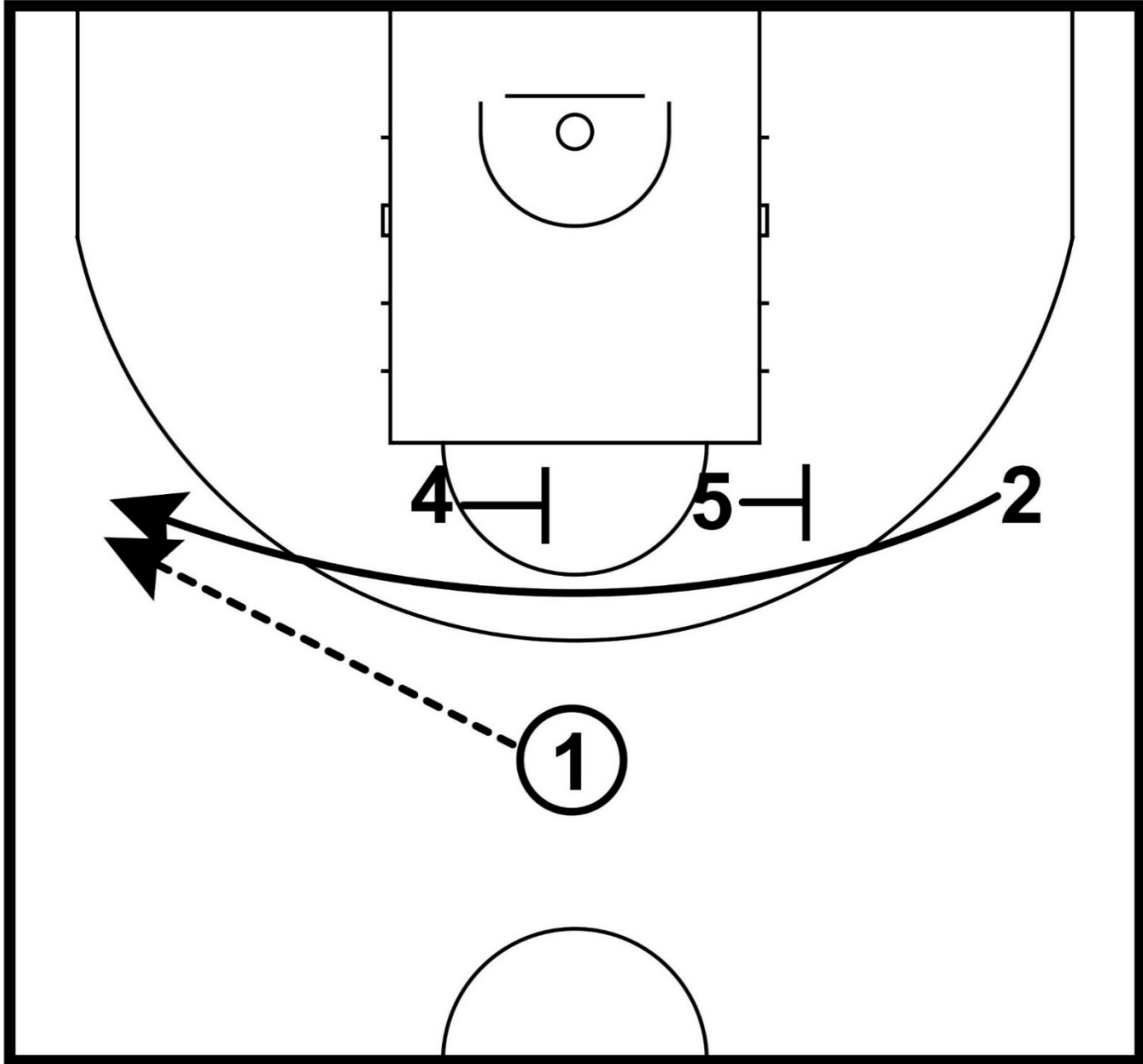
Screen the screener



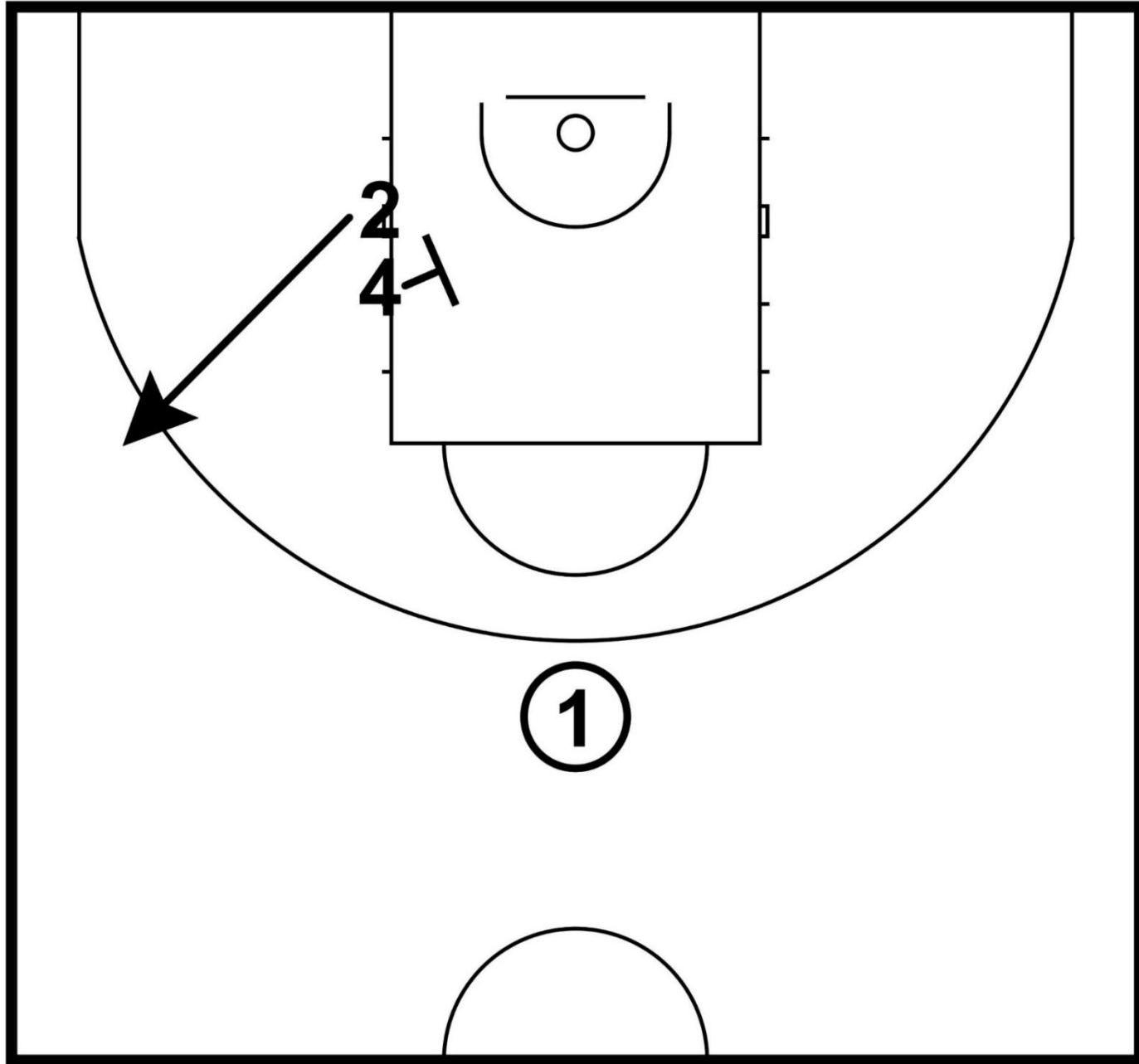
Screen the screener



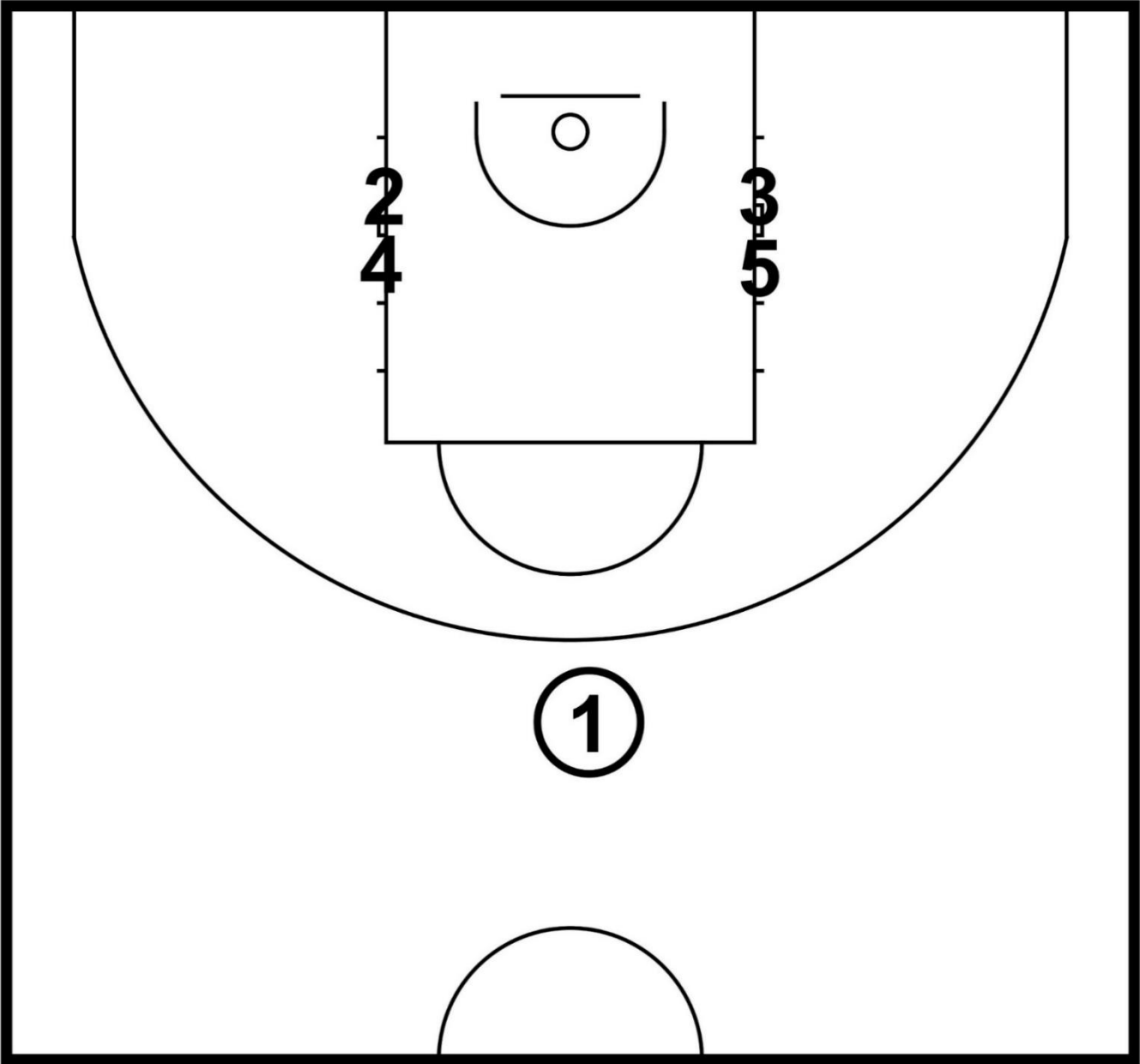
Iverson Cut



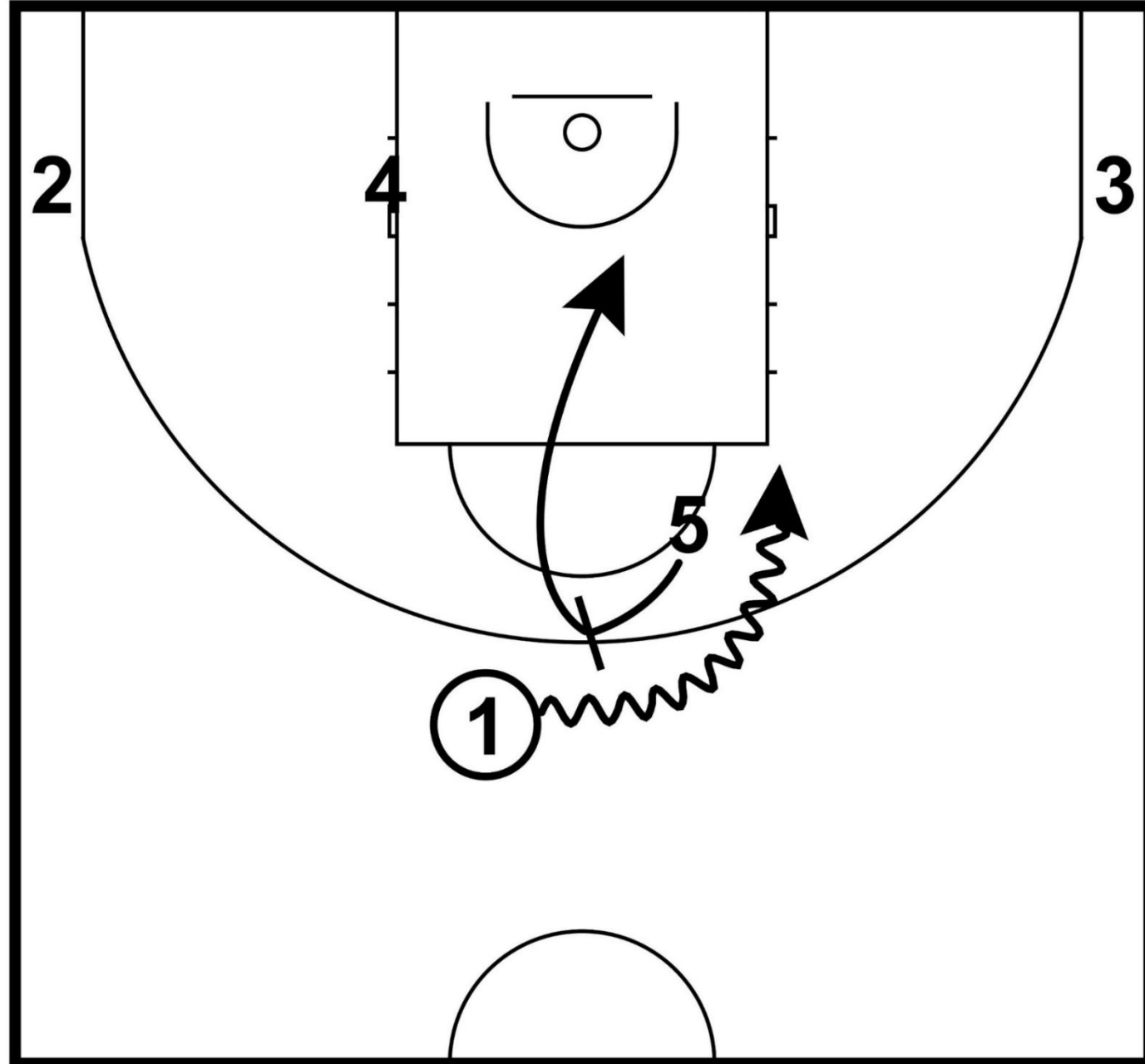
Stack



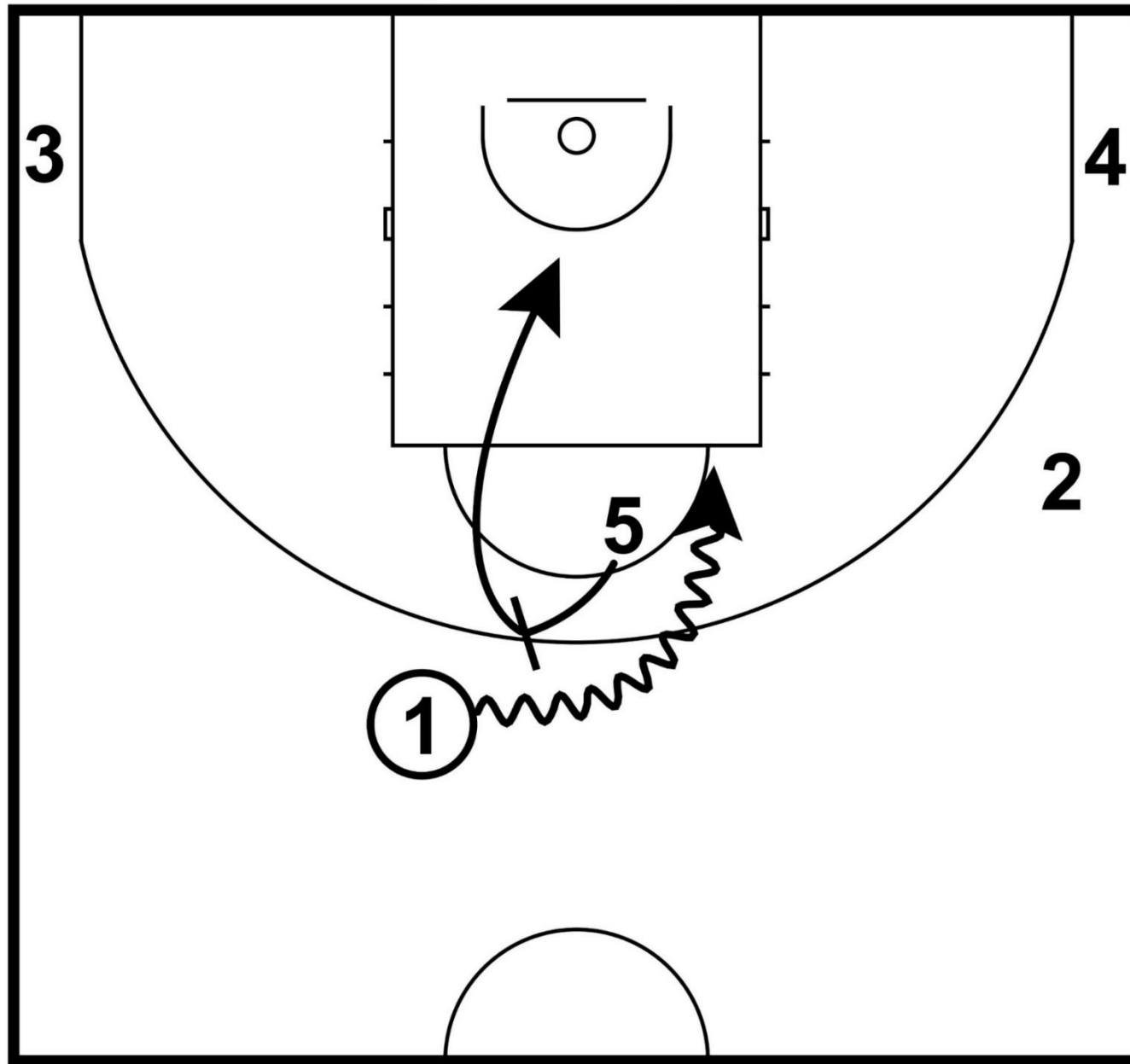
Double stack



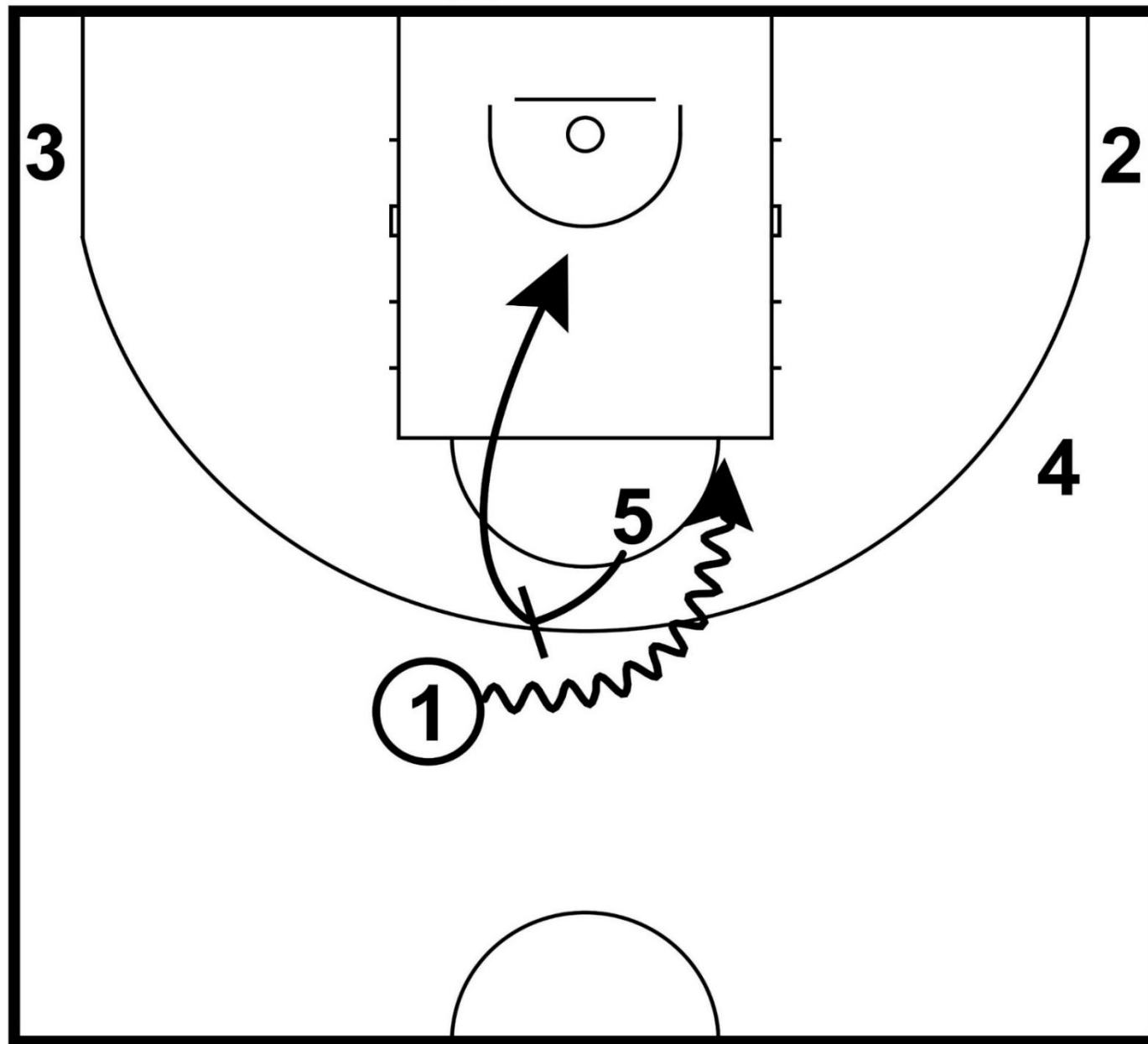
High pick and roll



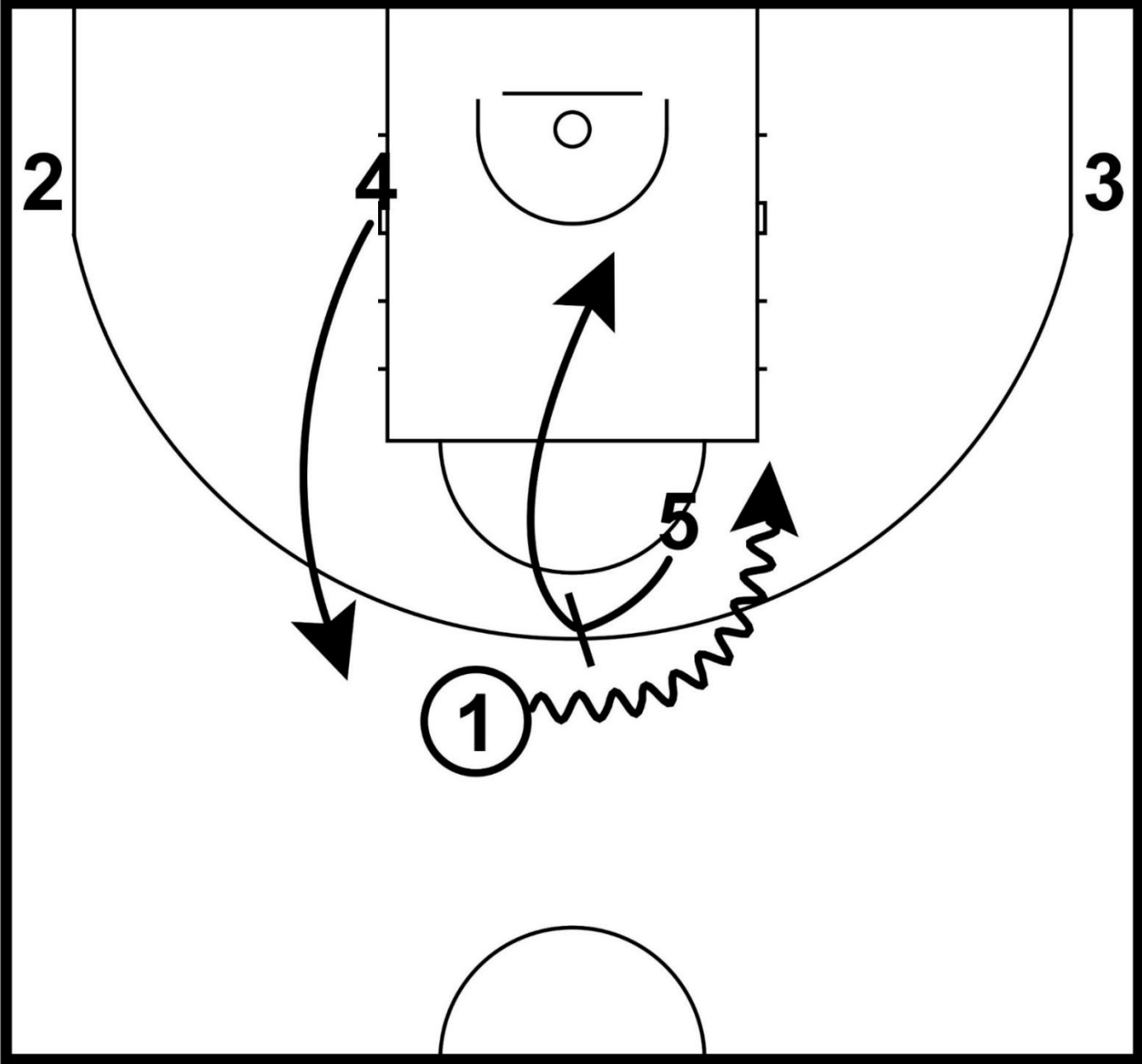
High pick and roll Spread



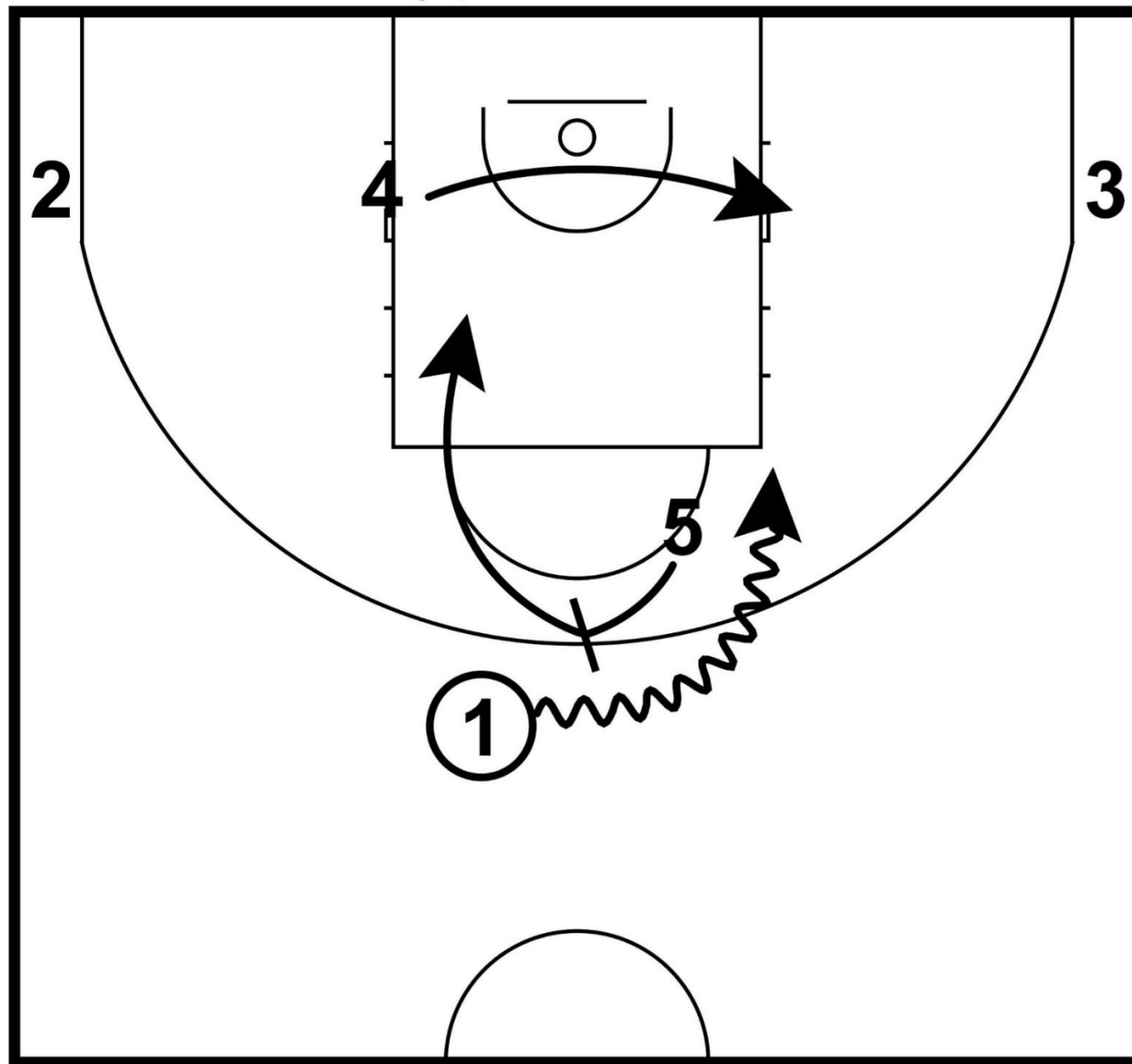
High pick and roll Lifted



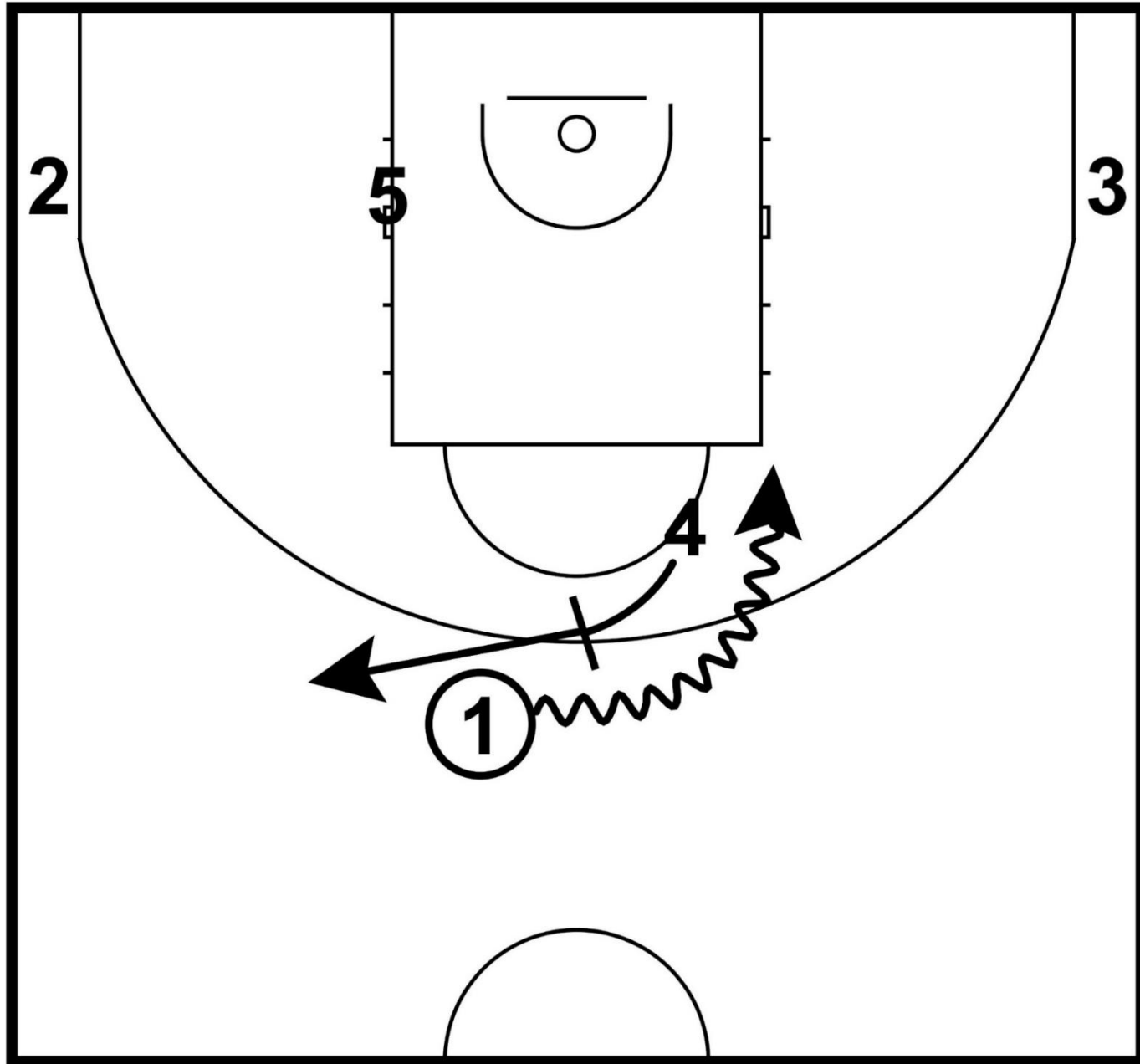
High pick and roll and replace



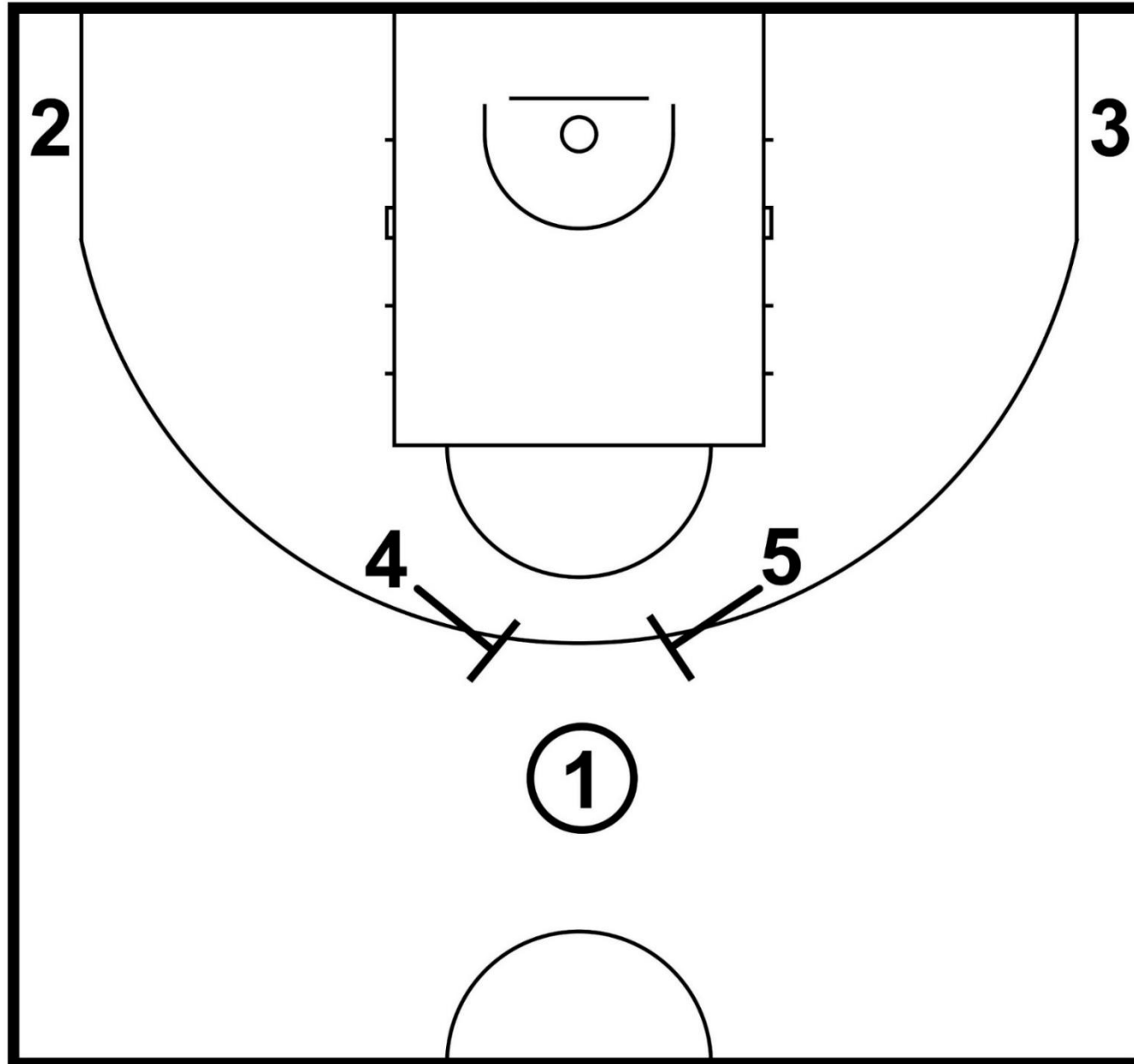
High pick and roll and slide



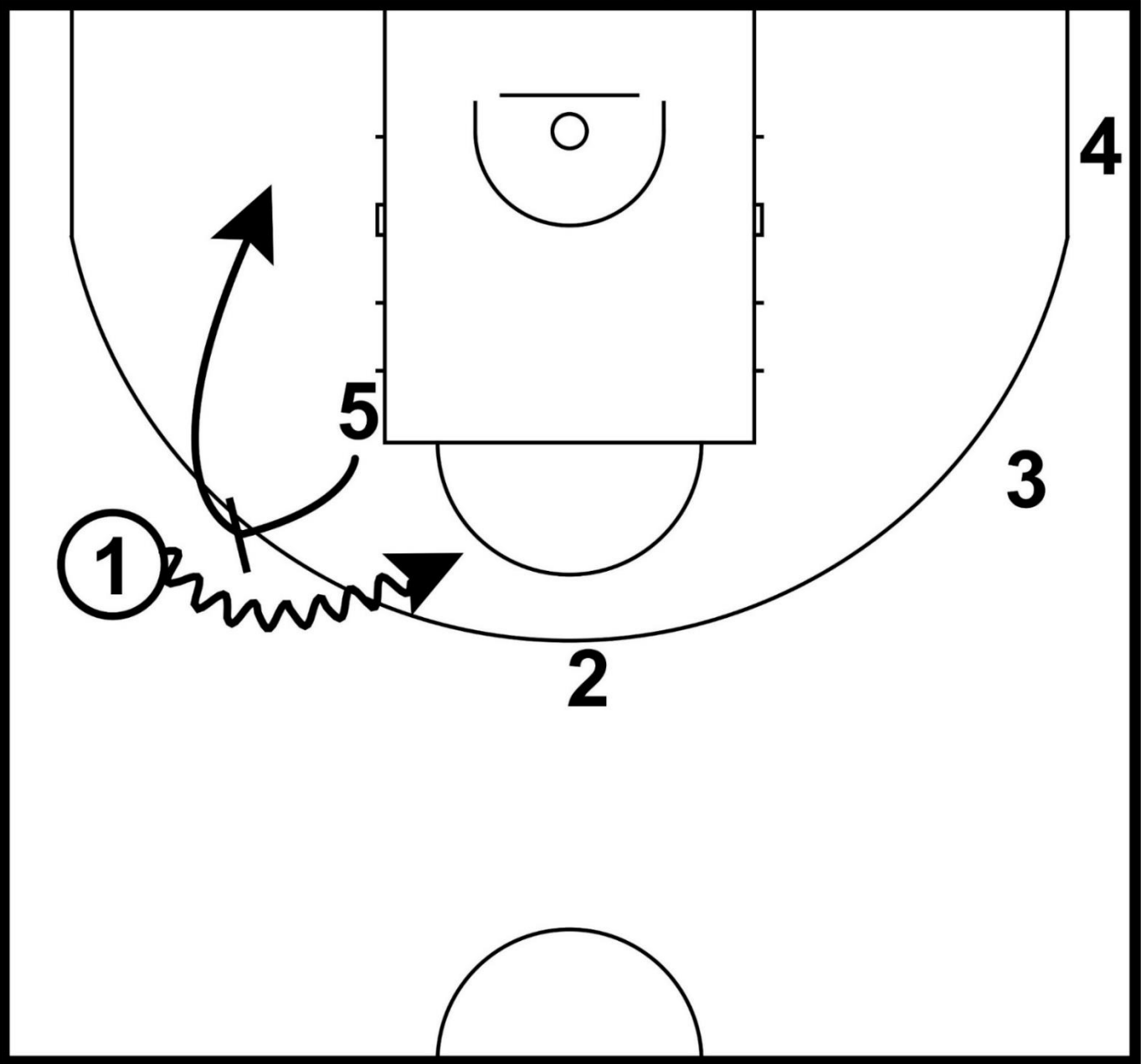
High pick and pop



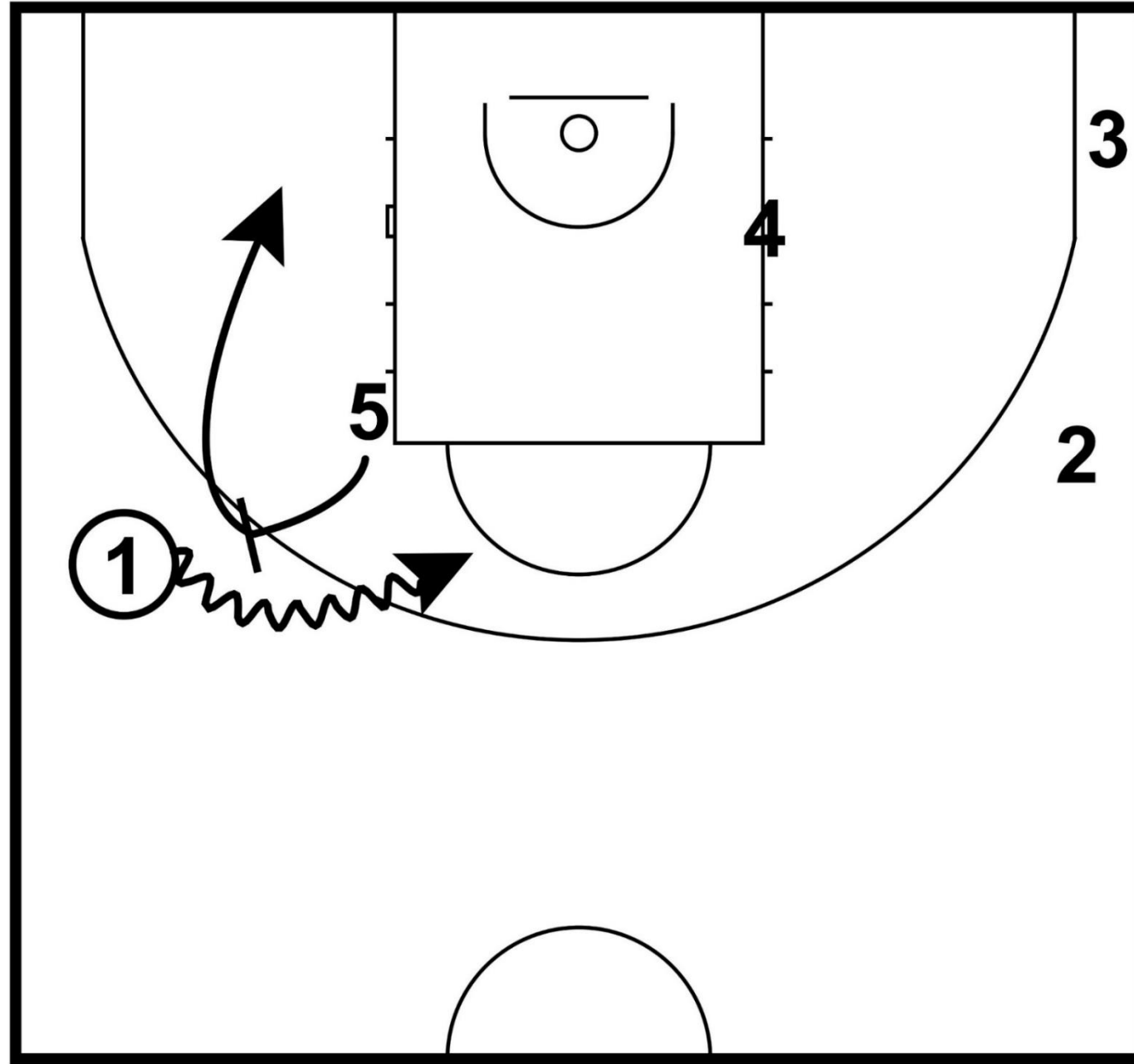
Double high pick and roll



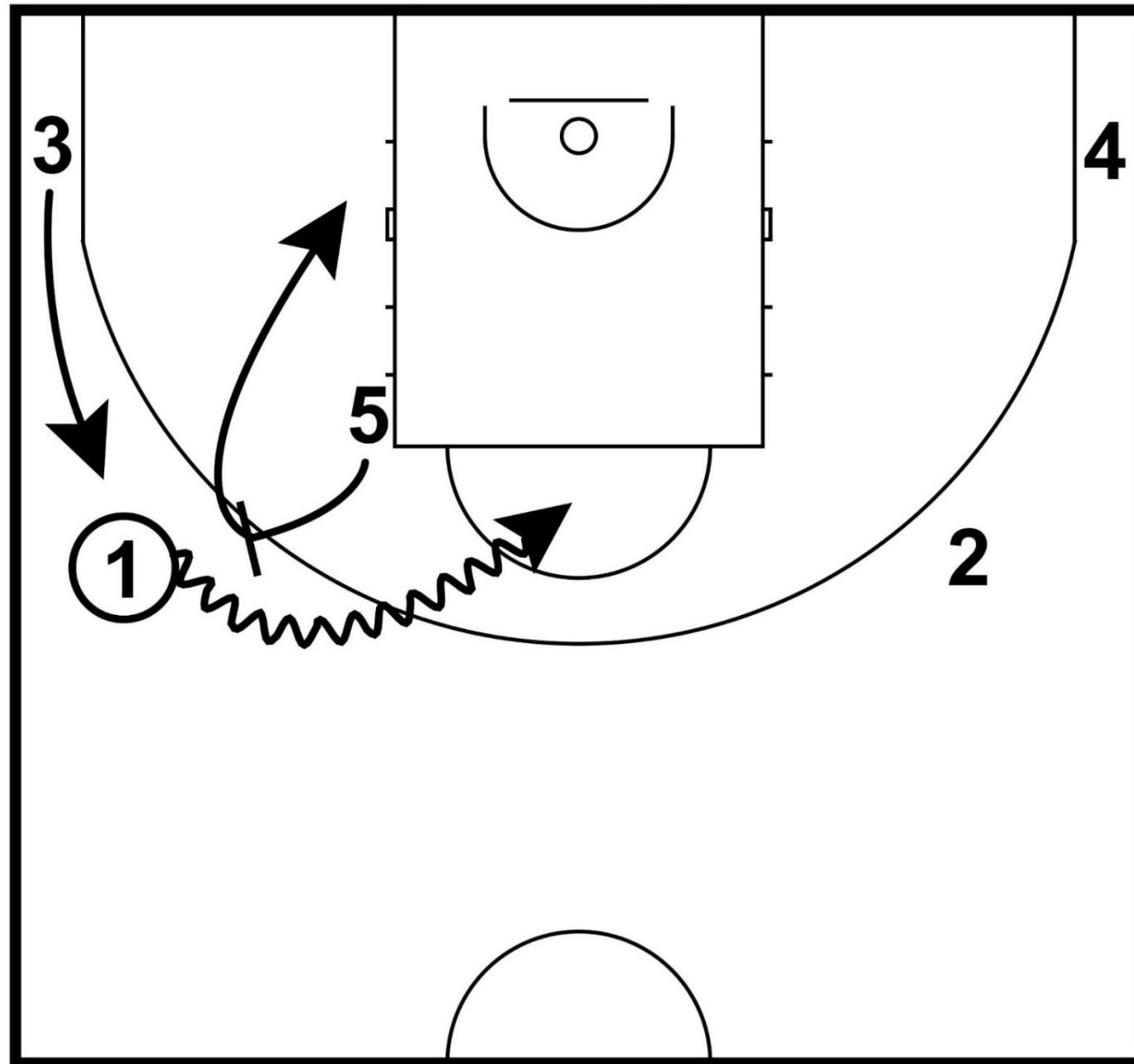
Side pick and roll Spread



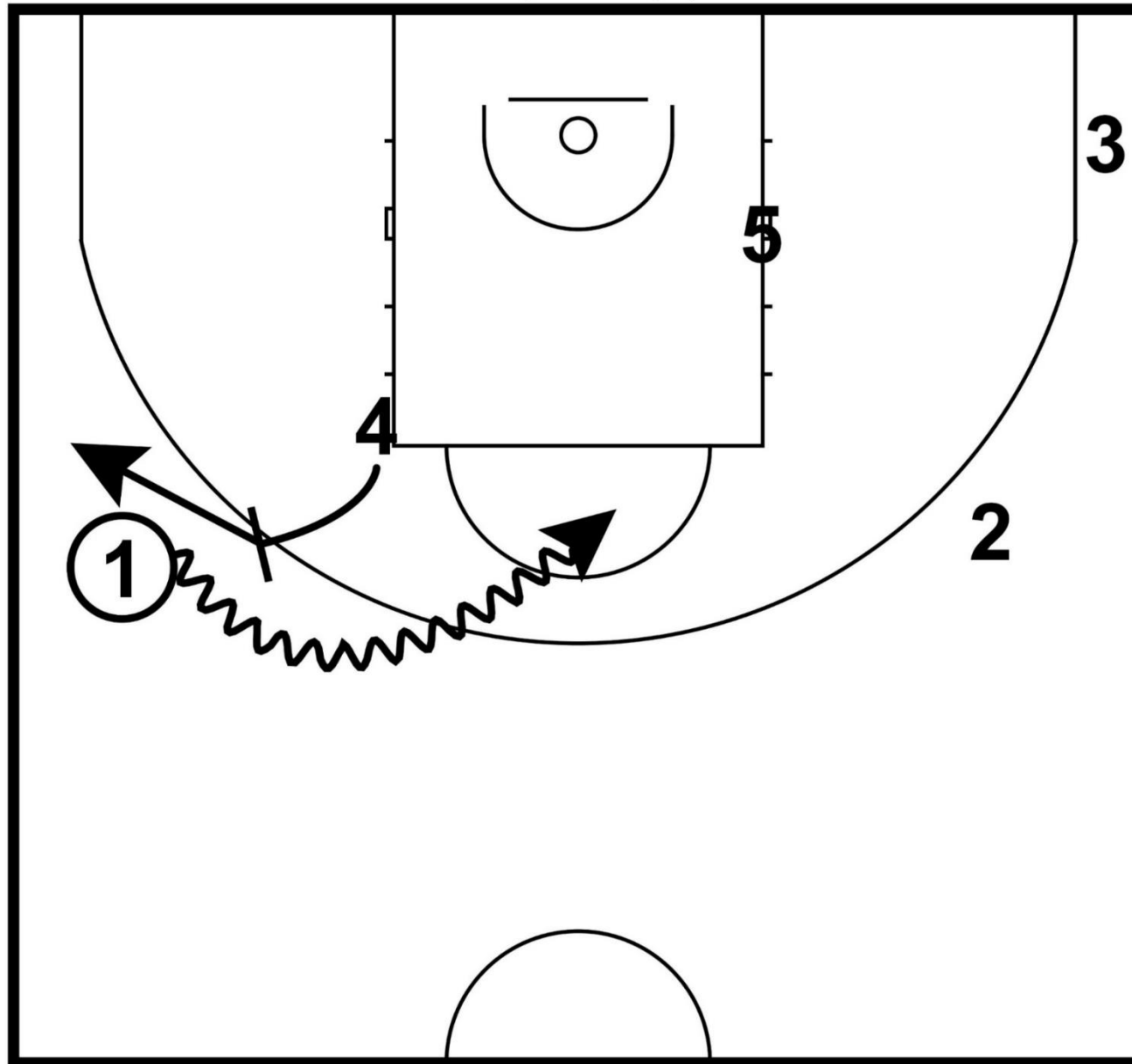
Side pick and roll triangle away



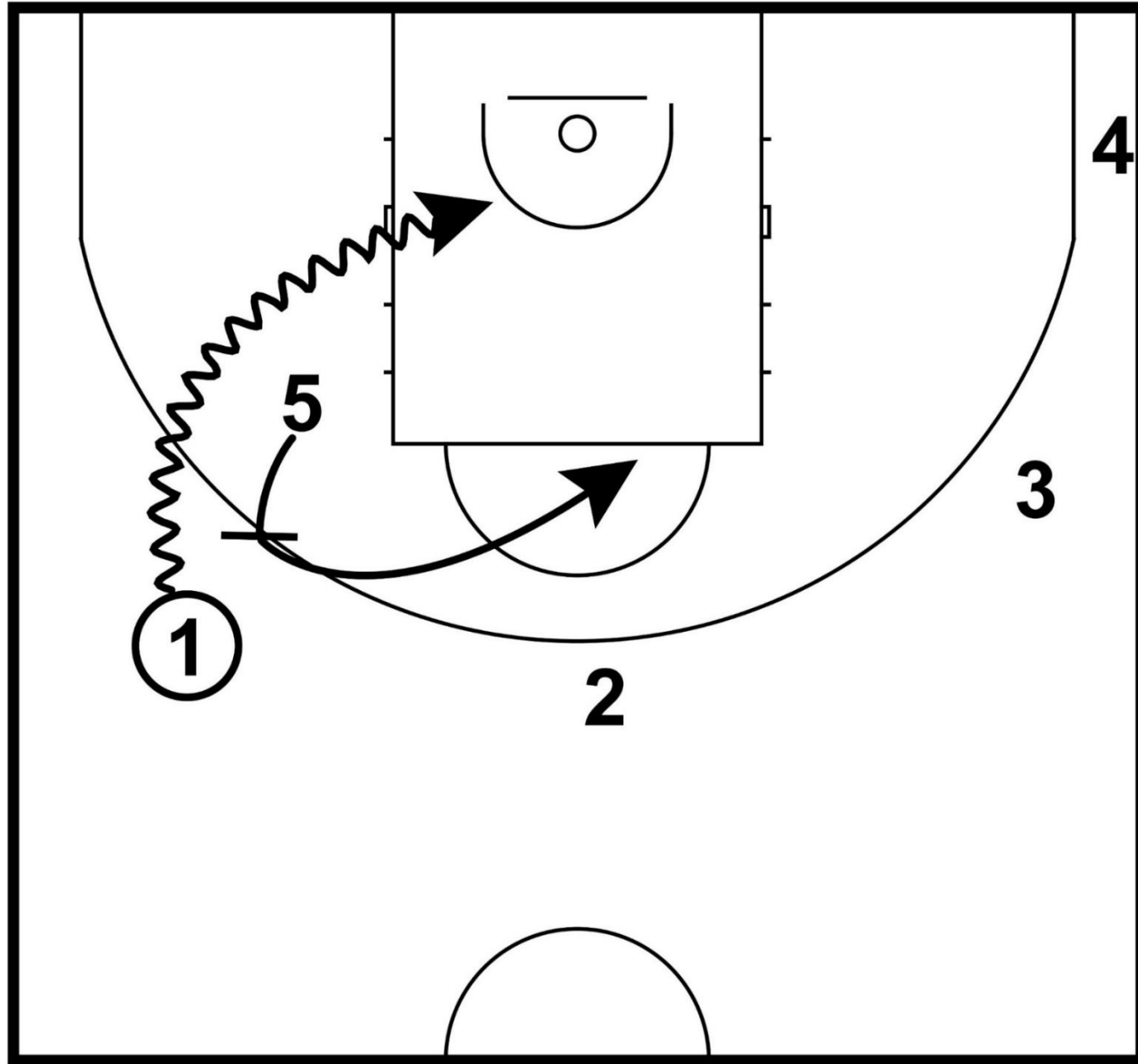
Side pick and roll occupied corner



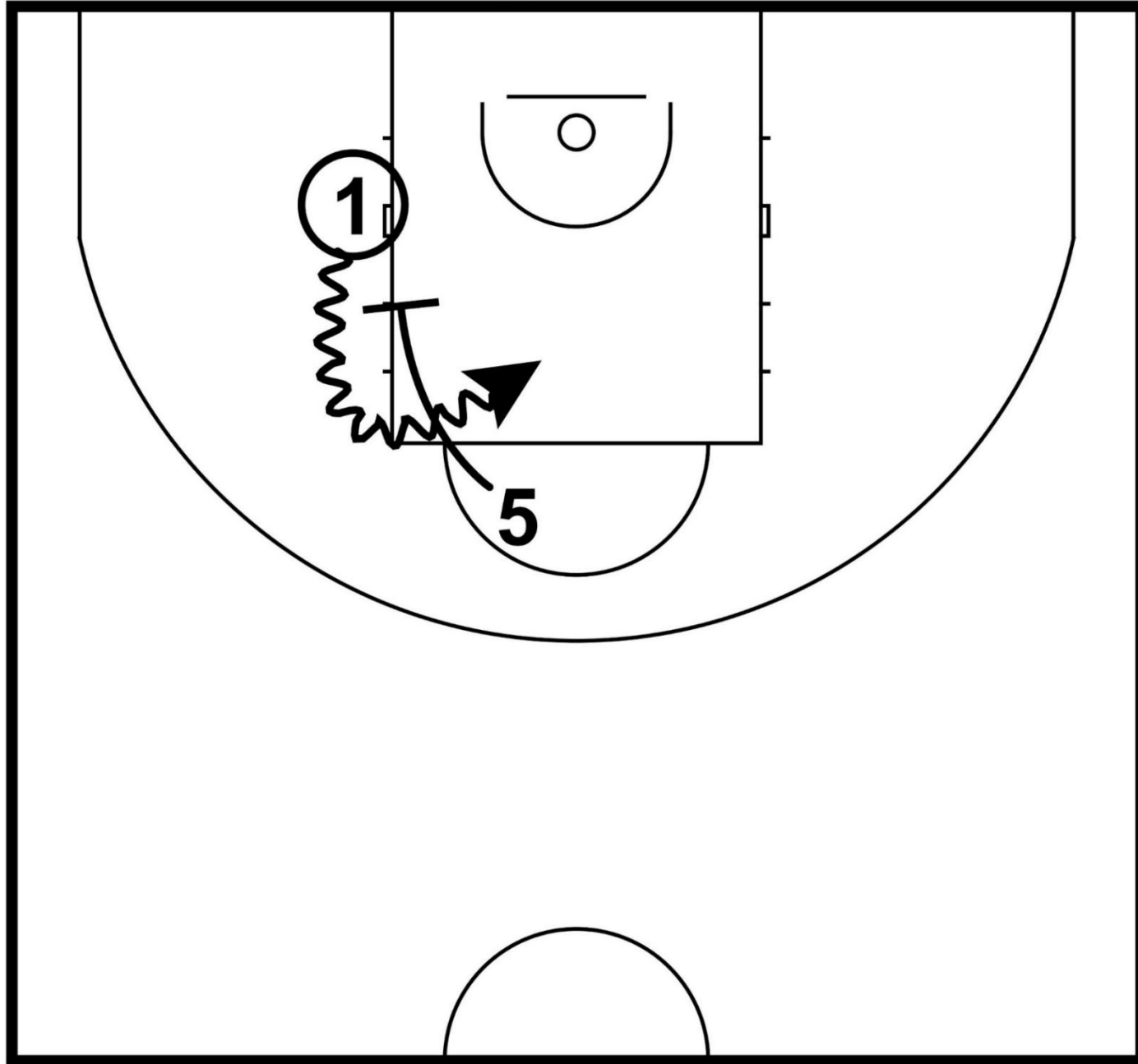
Side pick and pop



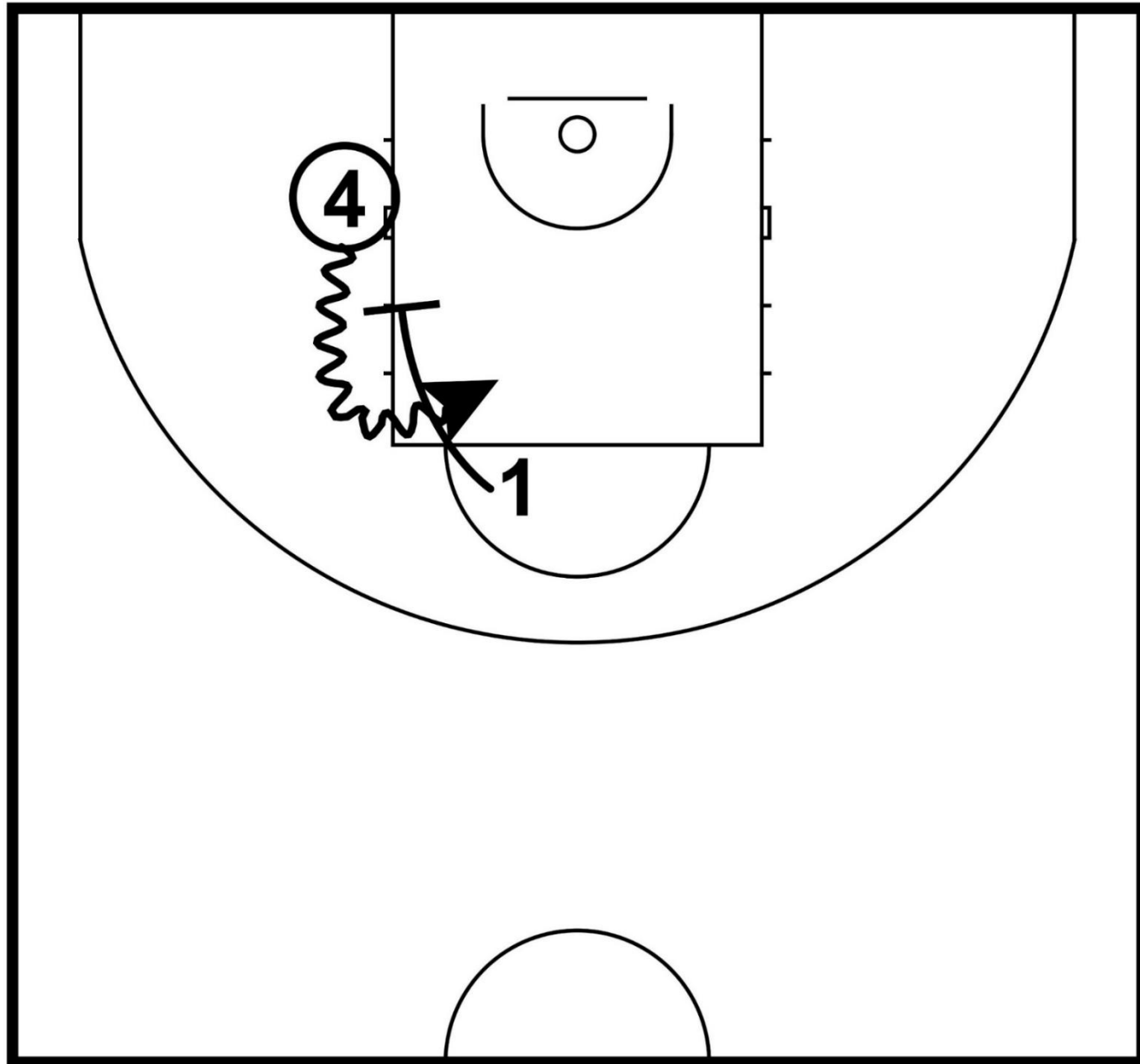
Step up pick and roll



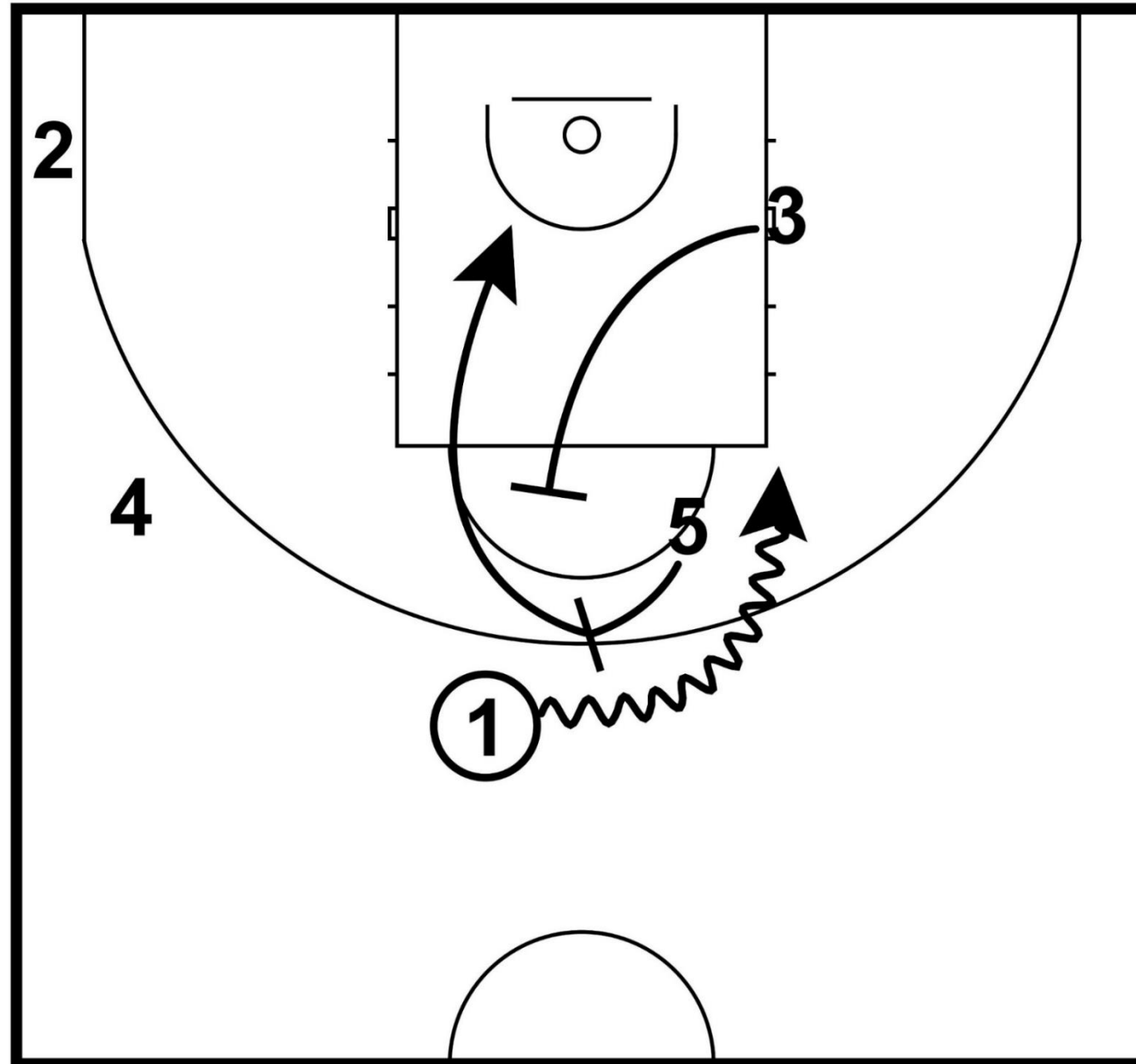
Logo pick and roll



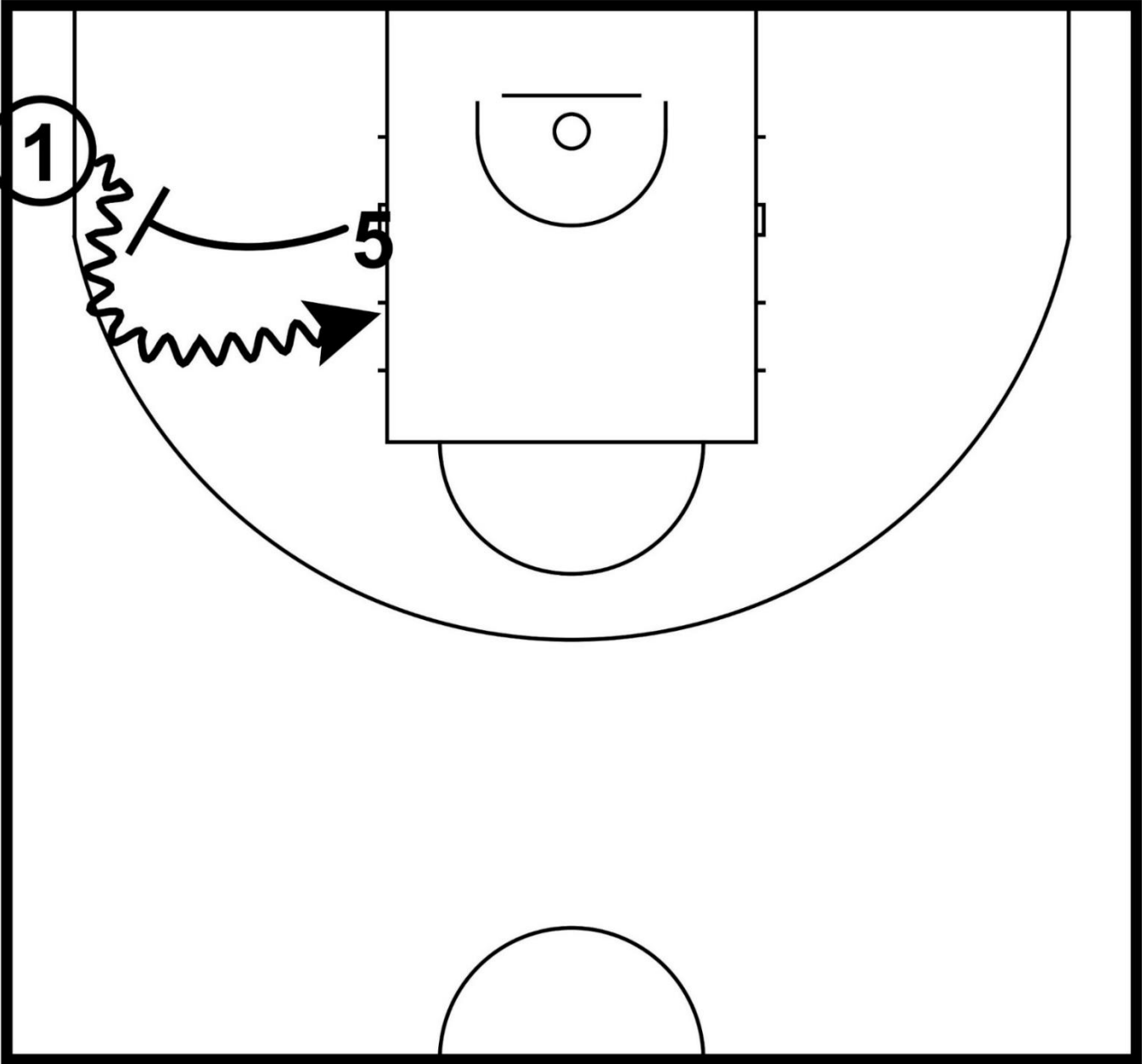
Brush pick and roll



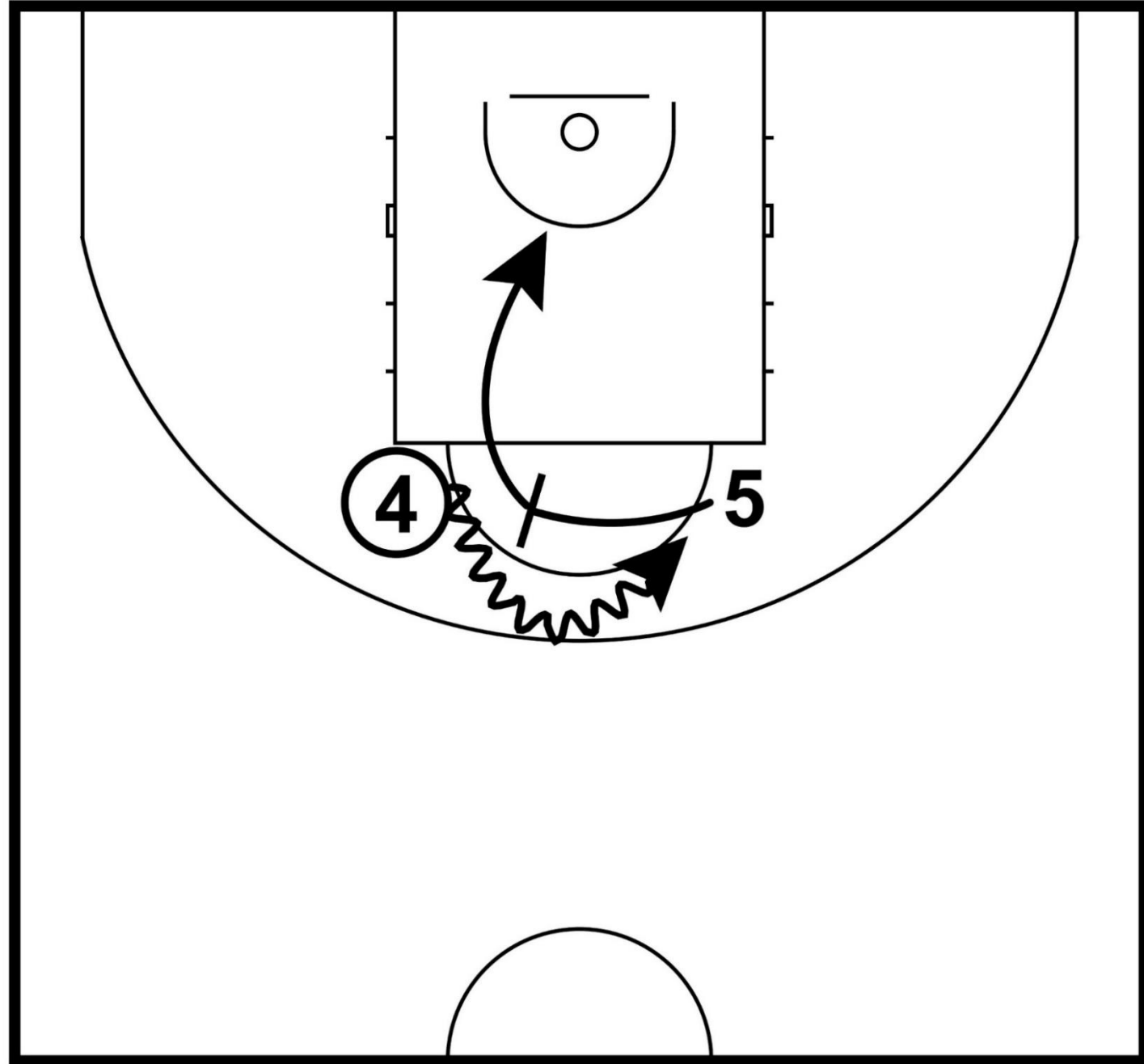
Spain pick and roll



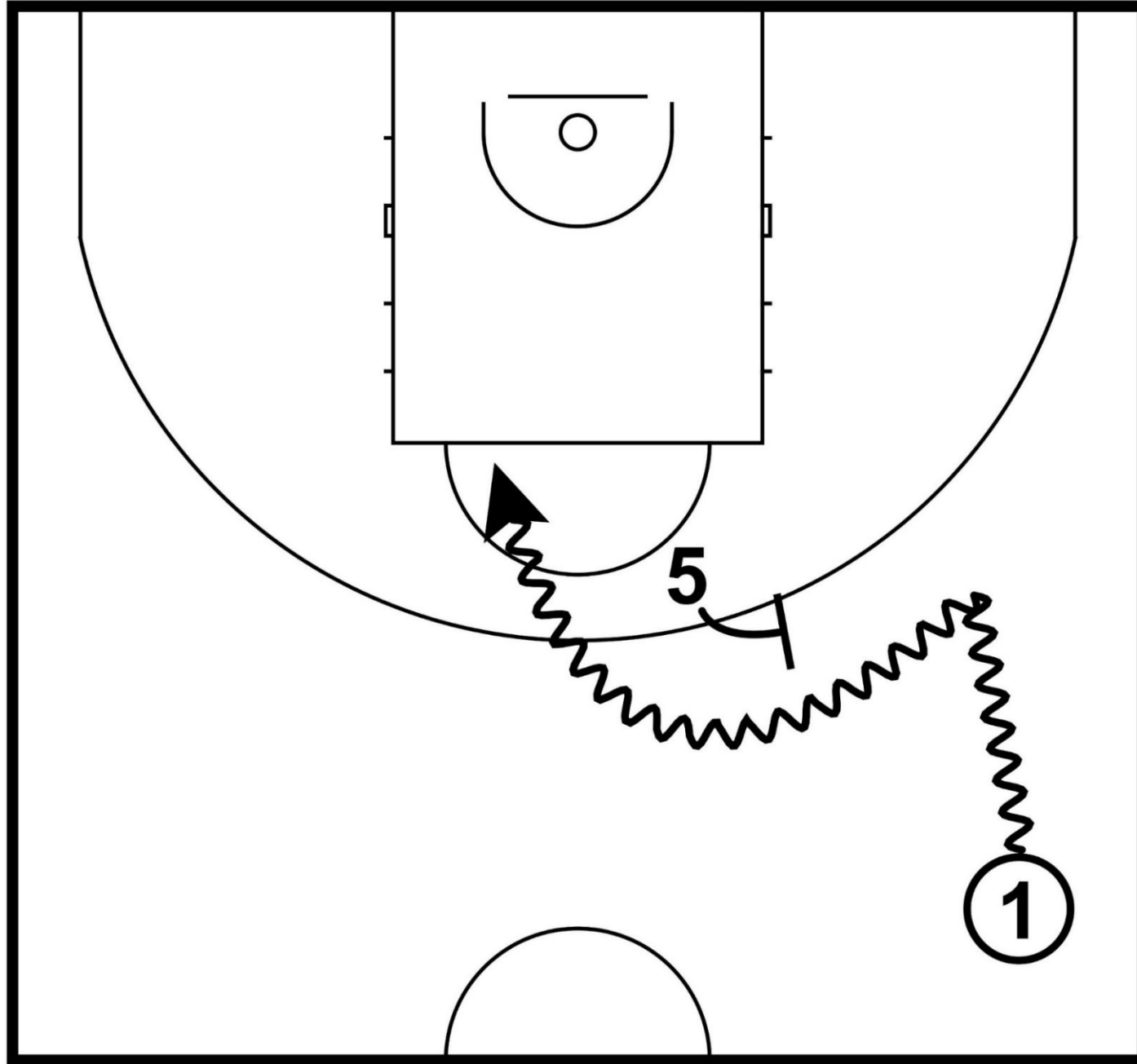
Corner pick and roll



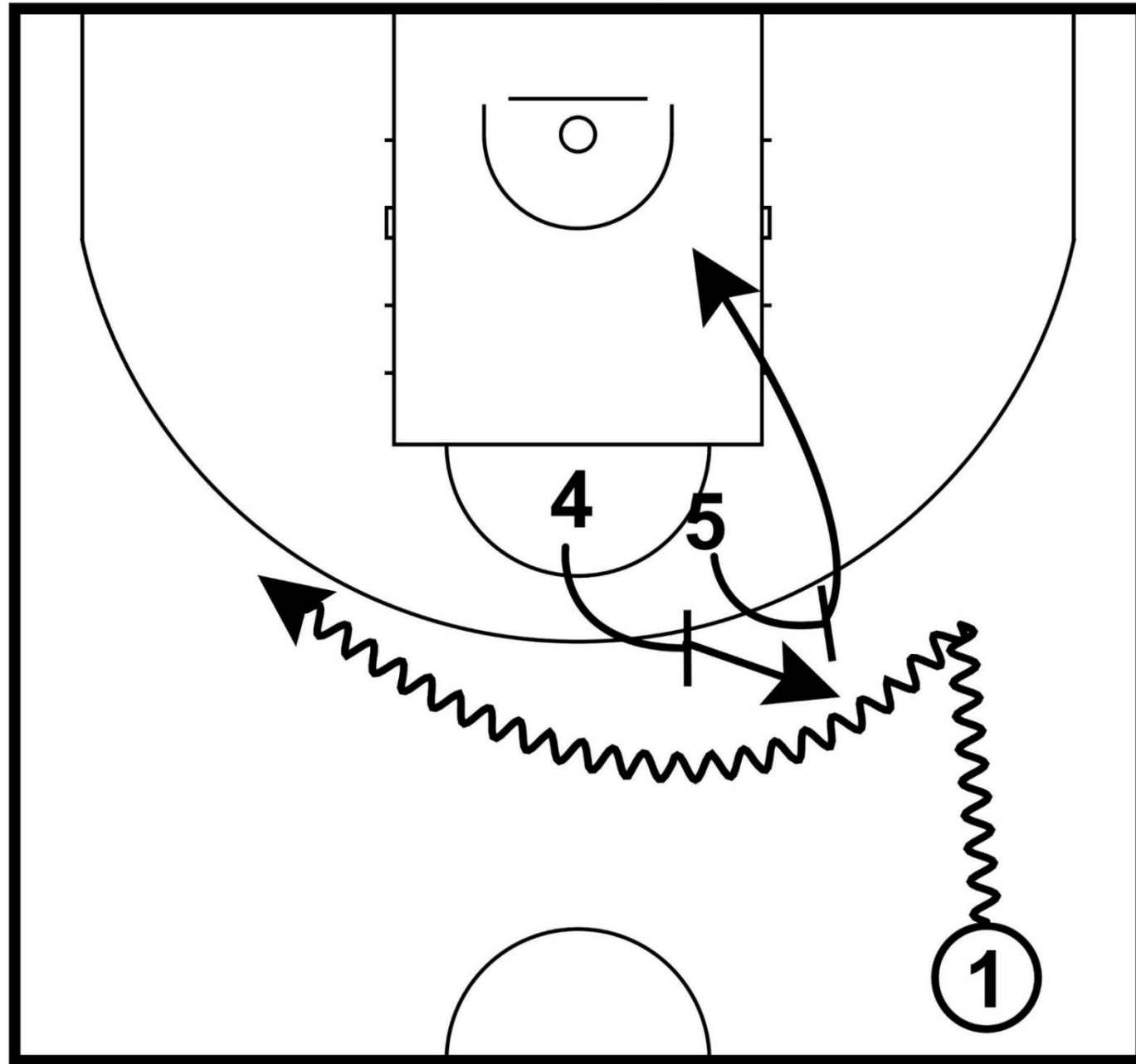
Elbow pick and roll



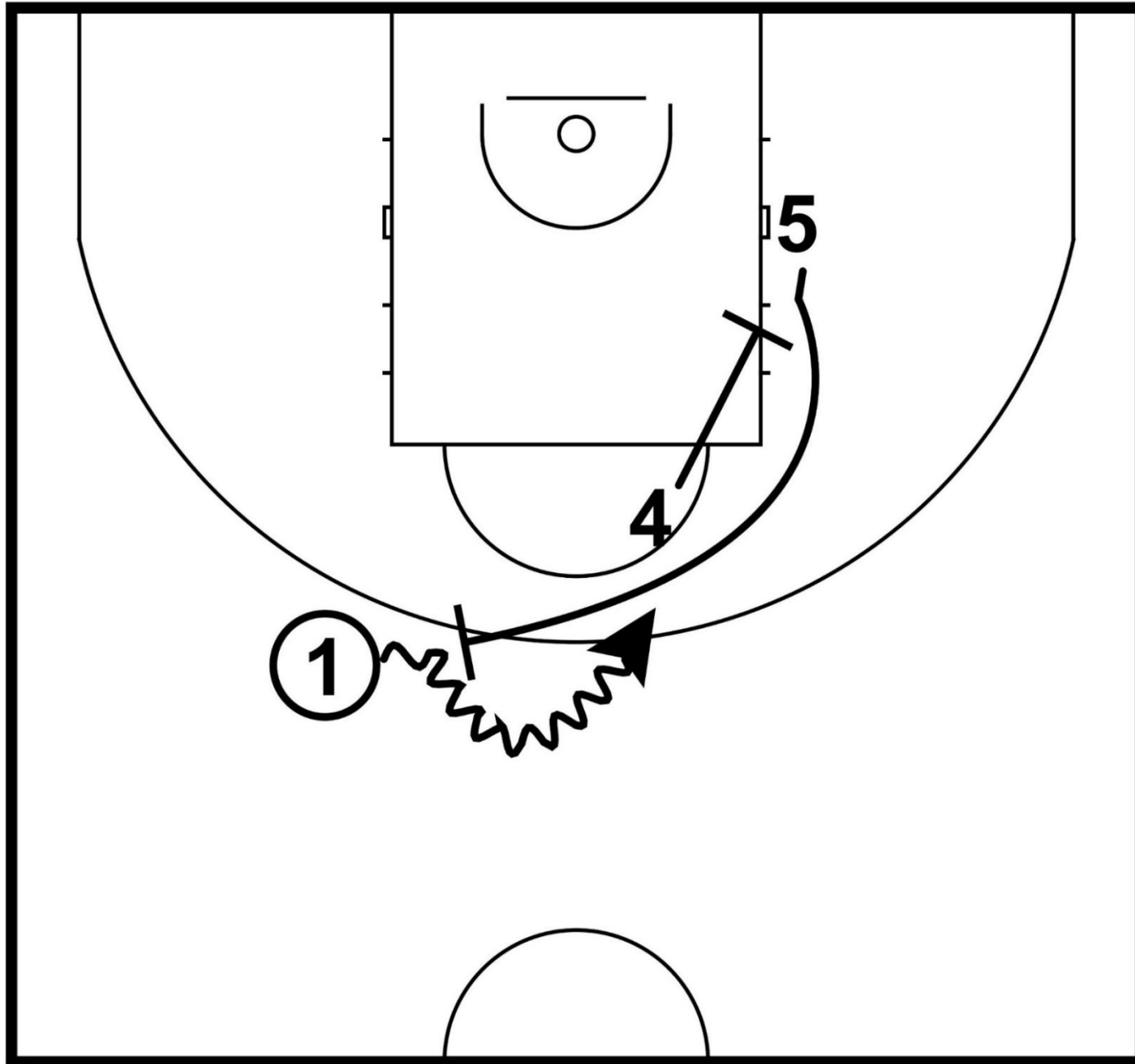
Early Drag



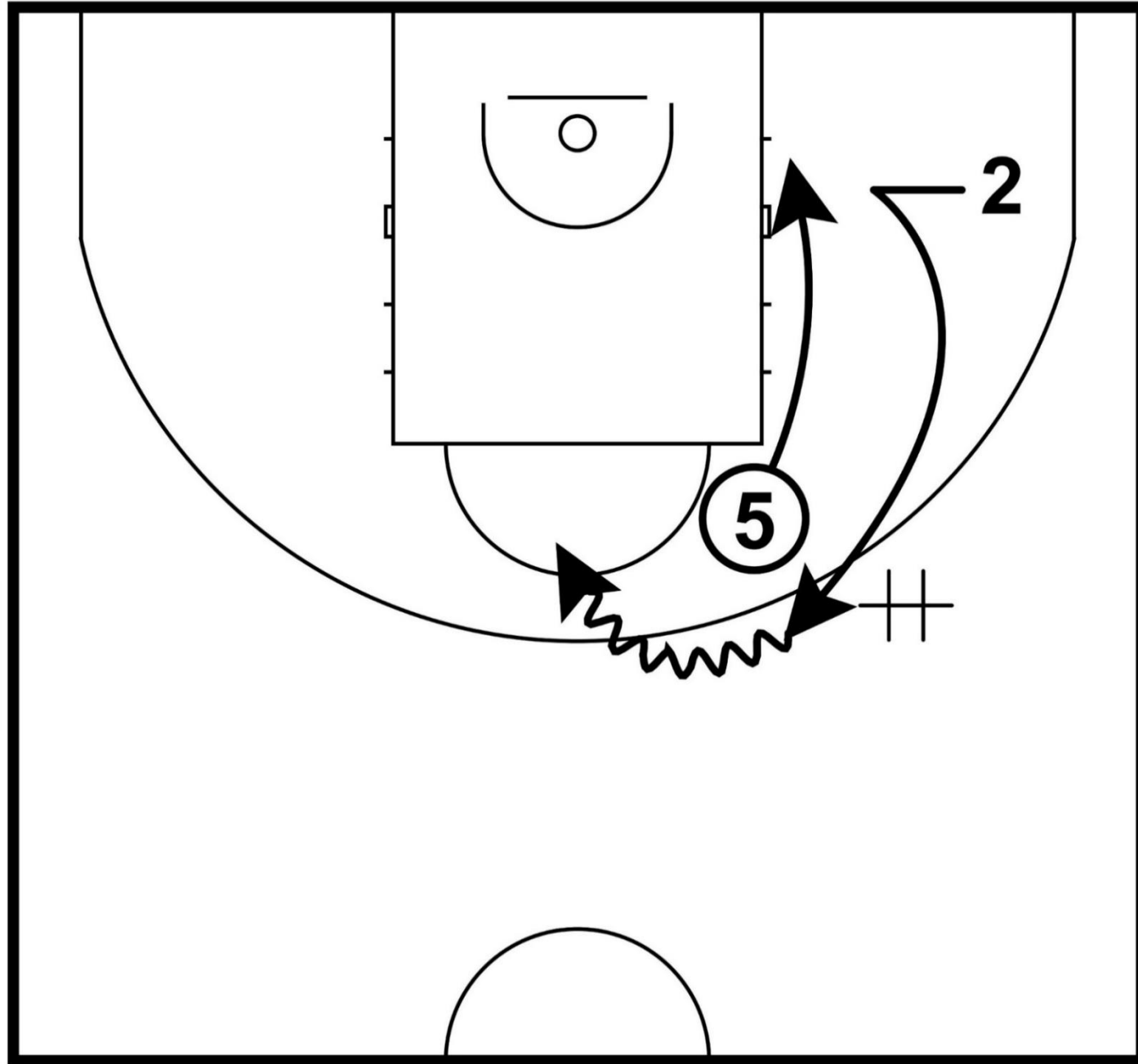
Double Drag



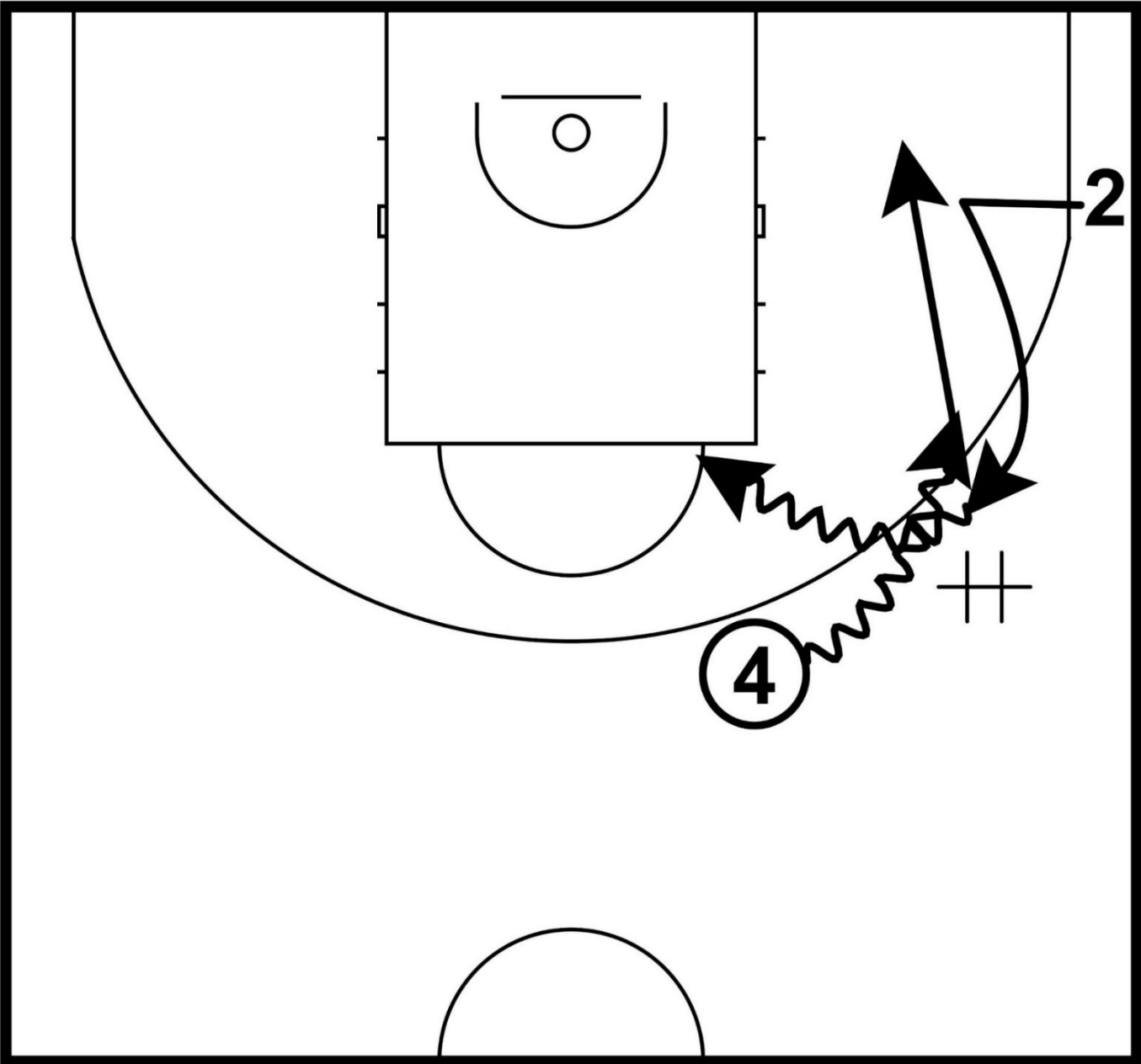
Ram screen



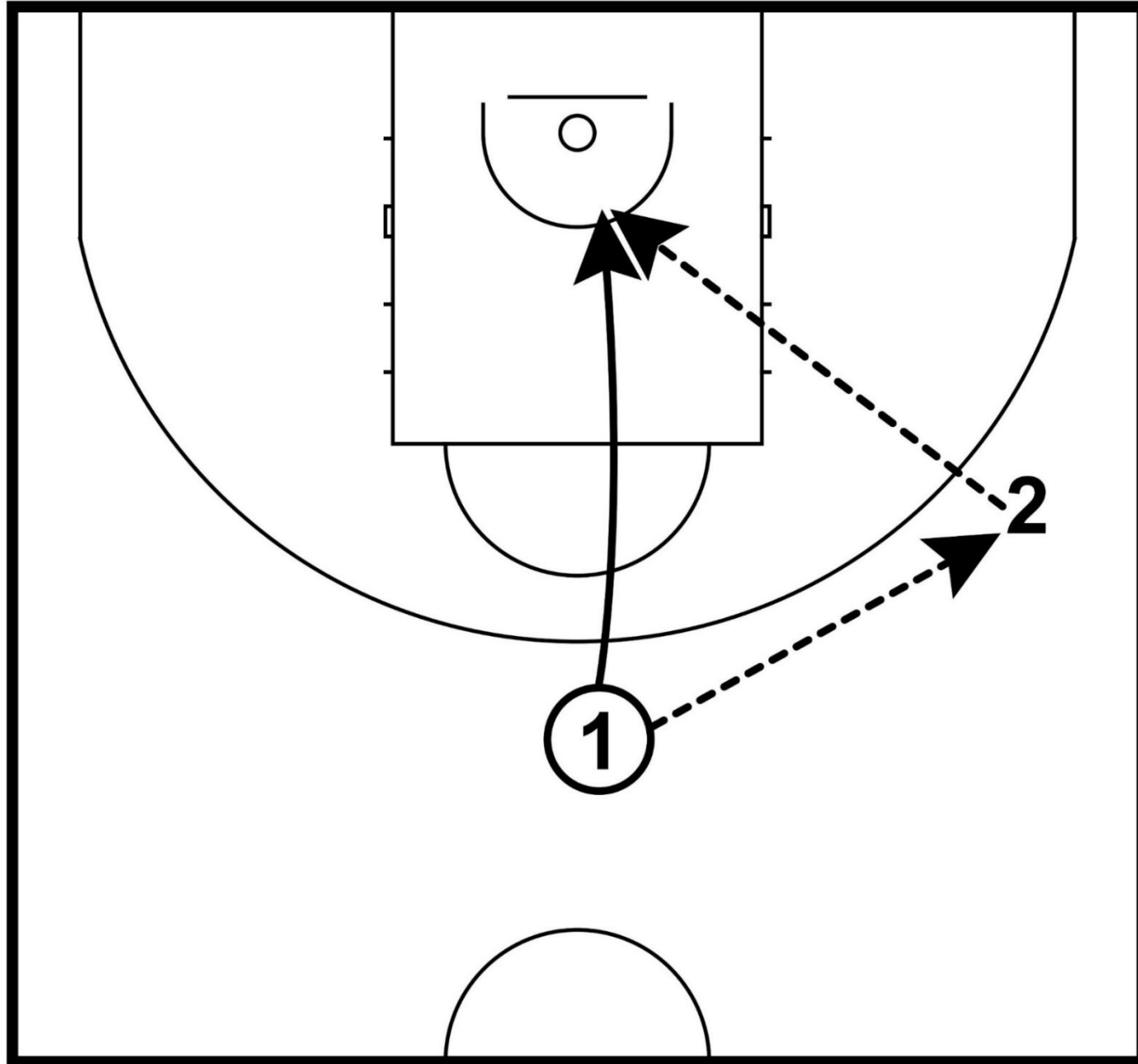
Hand off



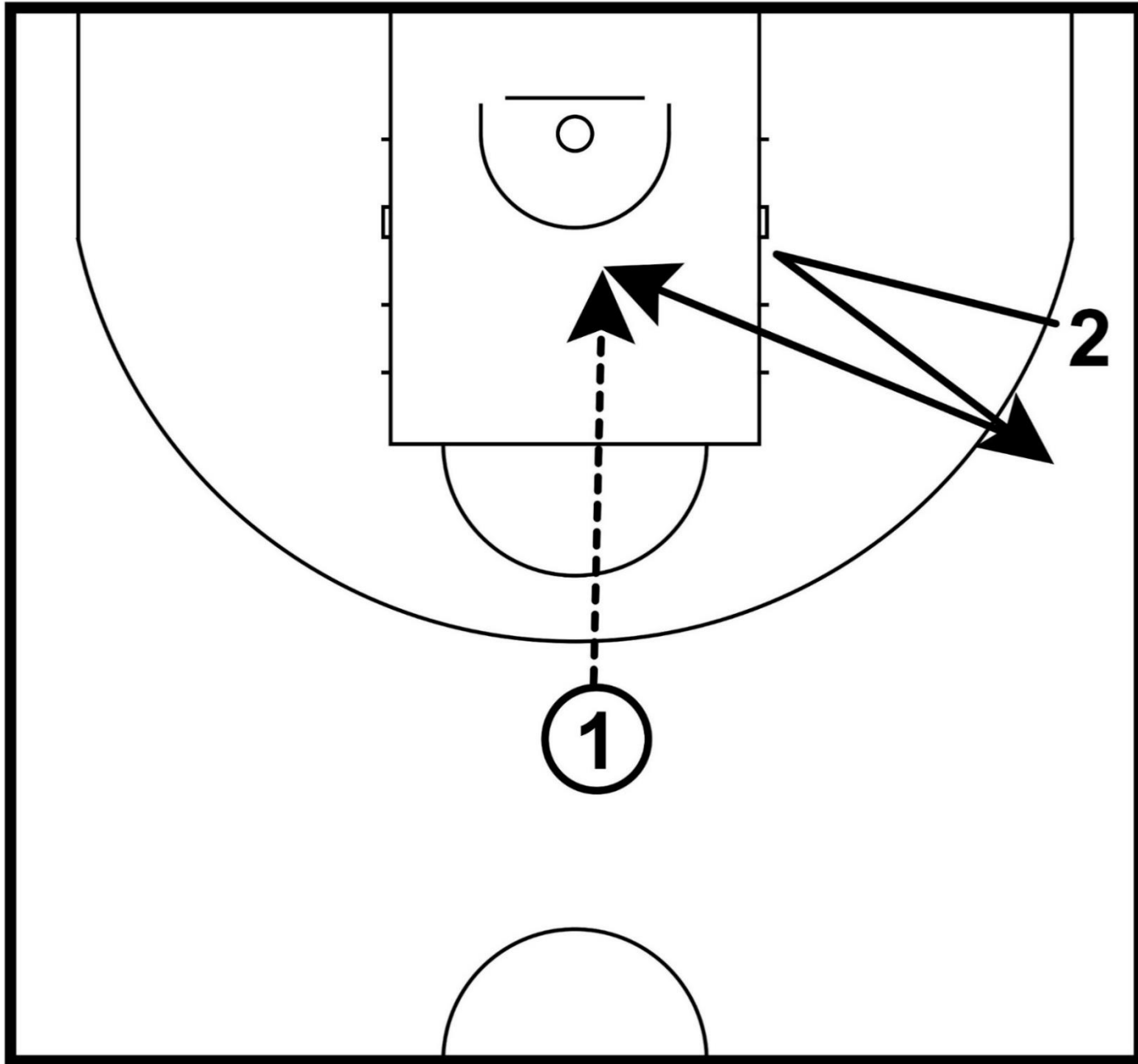
Dribble hand off



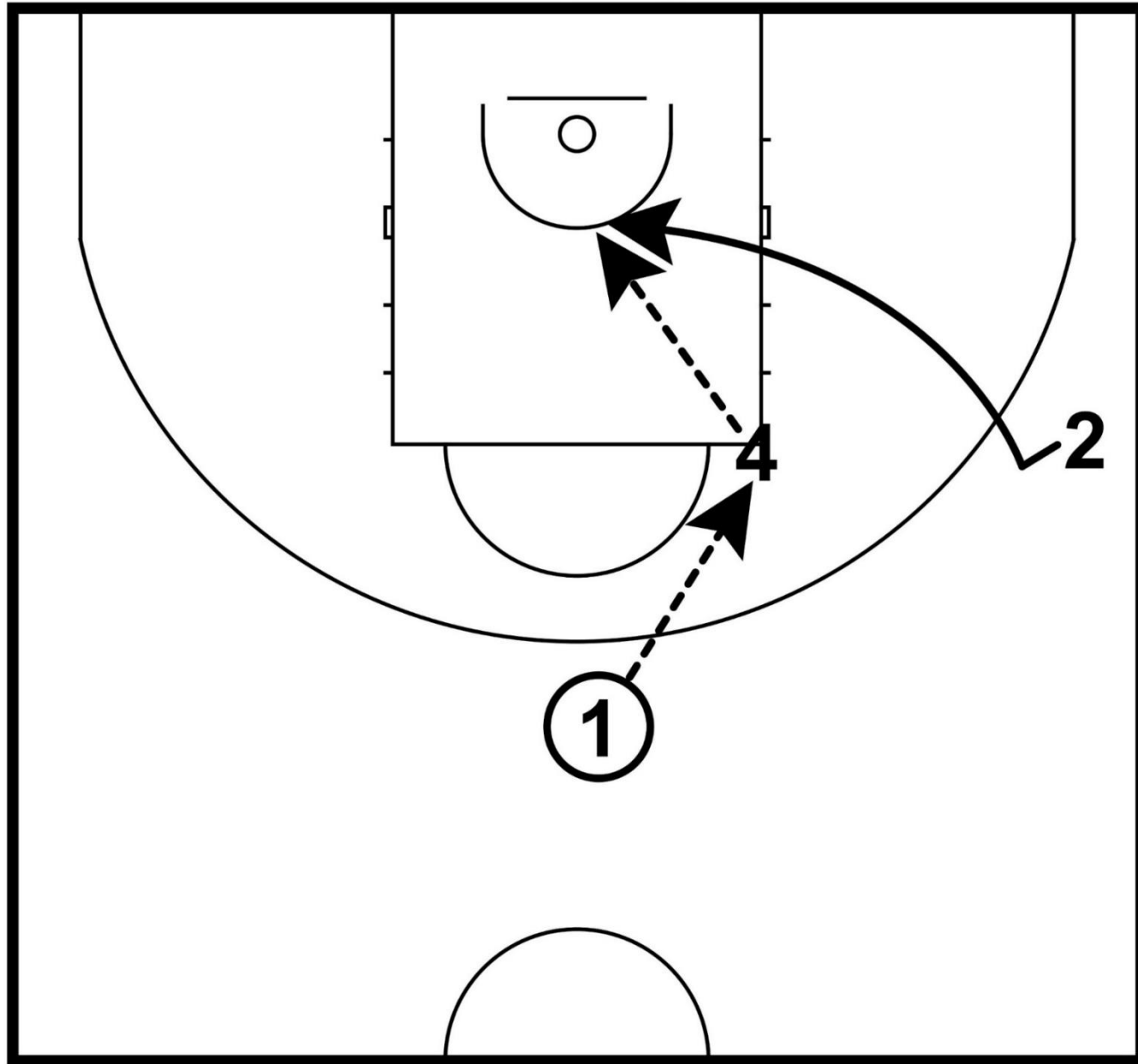
Give and go



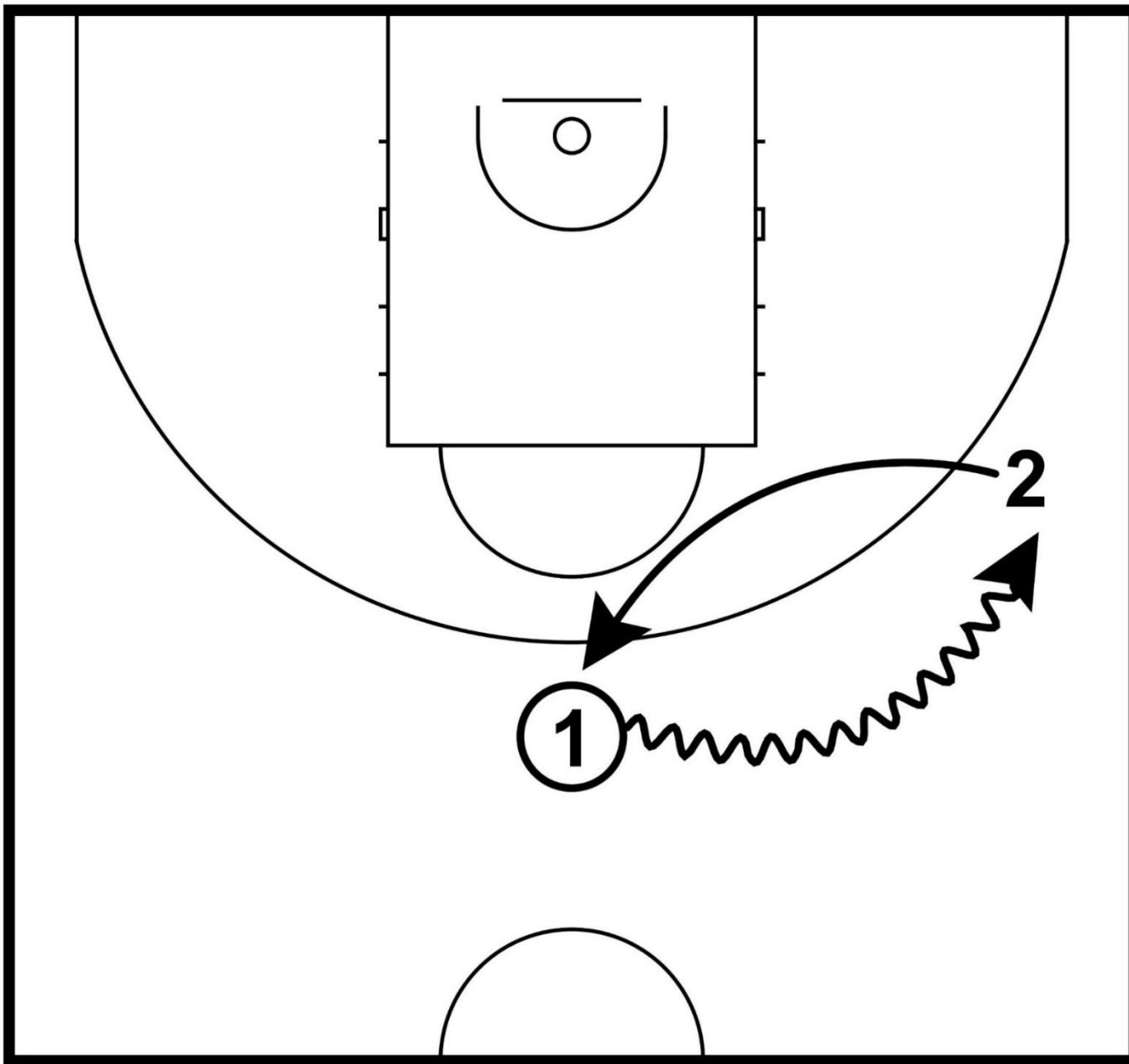
Backdoor



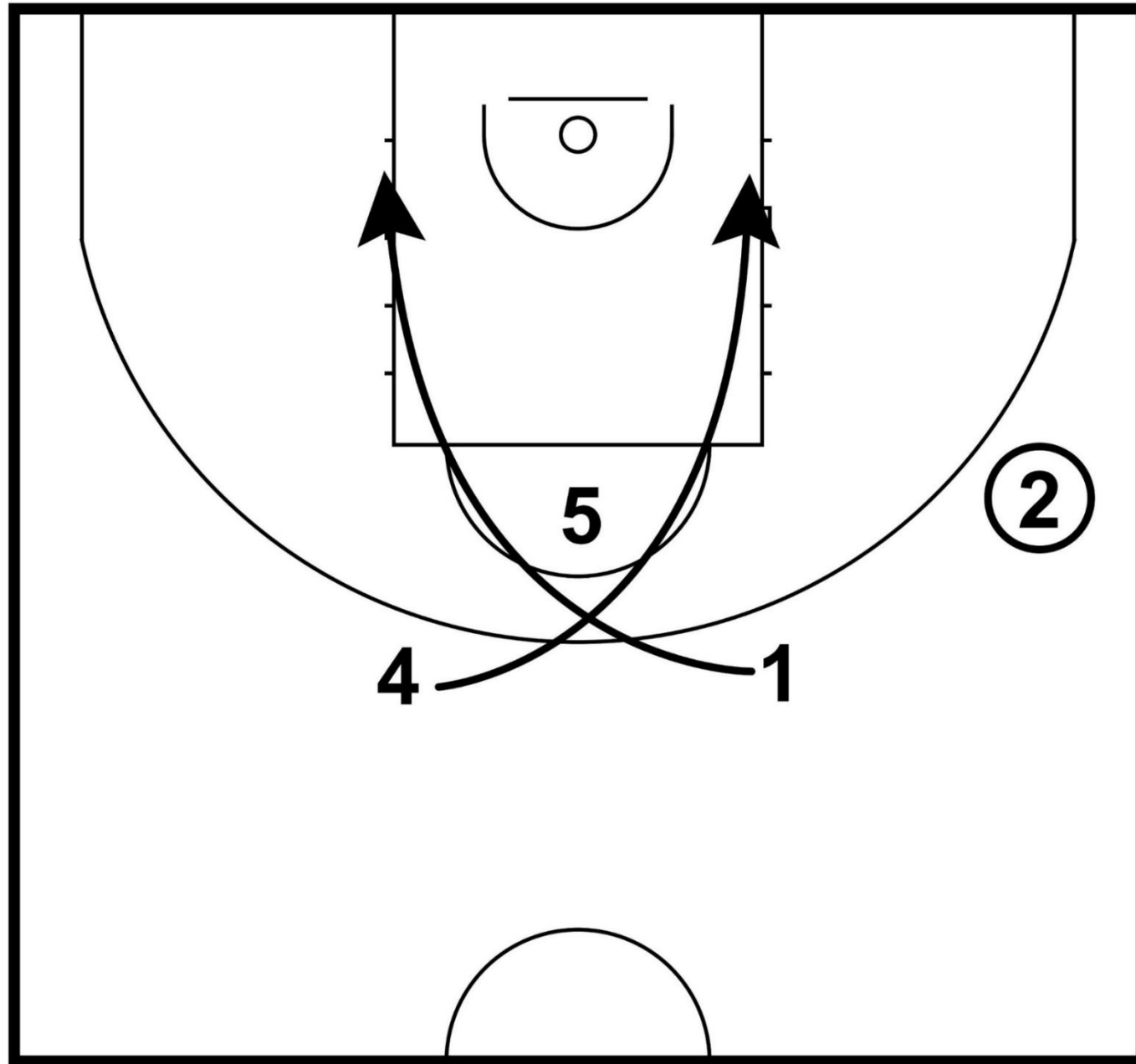
3 p. backdoor (Blind pig action)



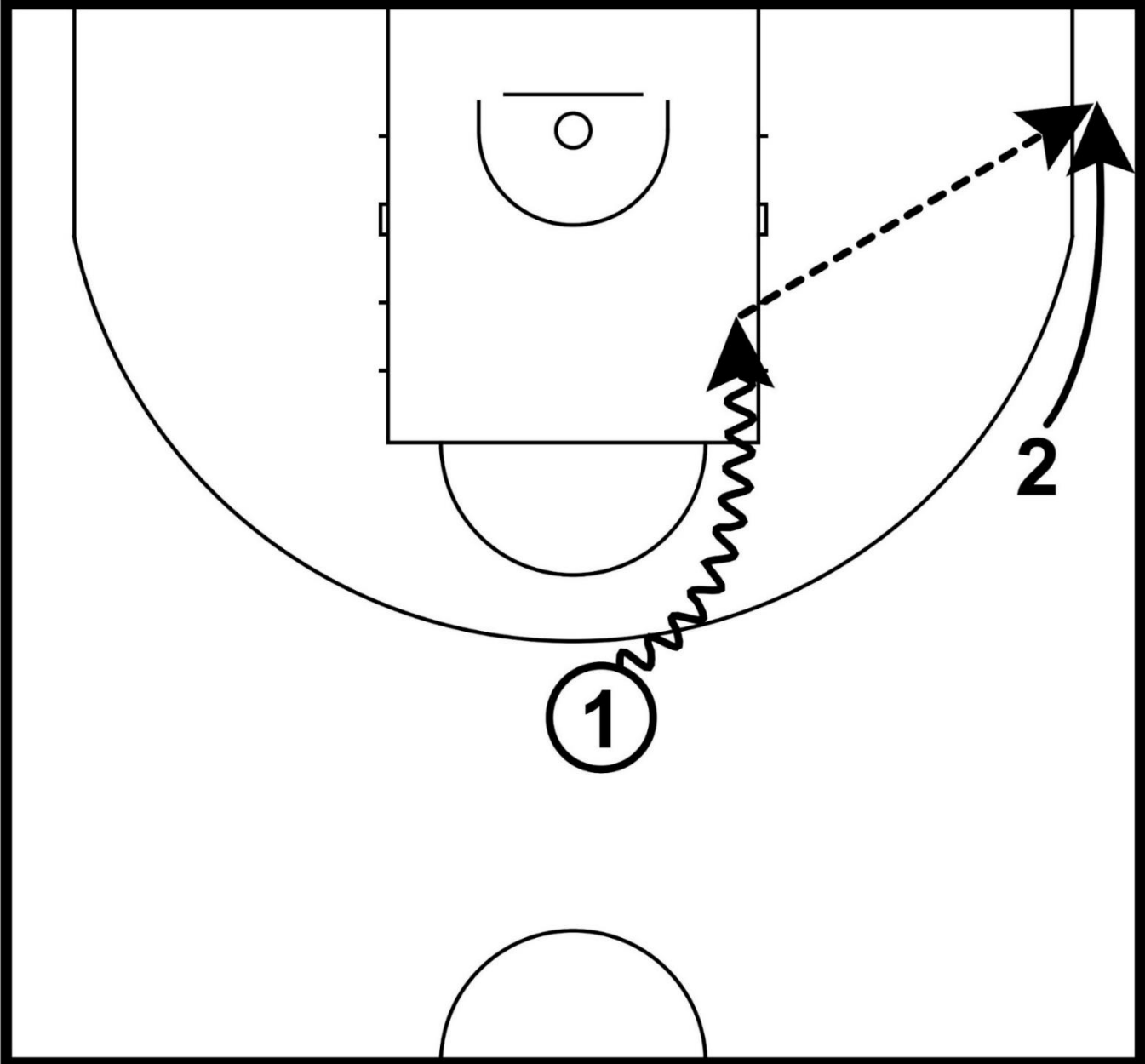
Shallow cut



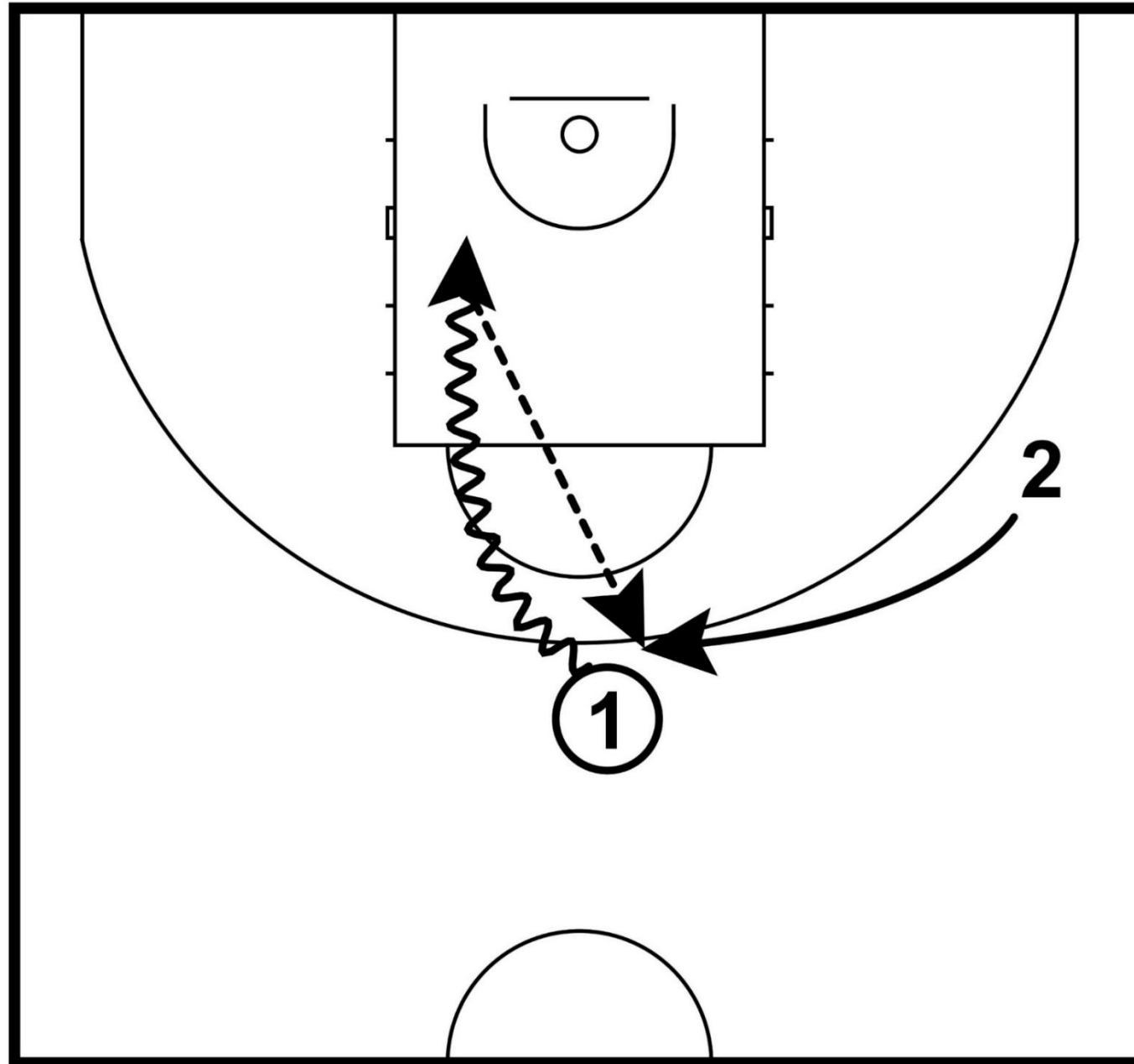
Scissors cut



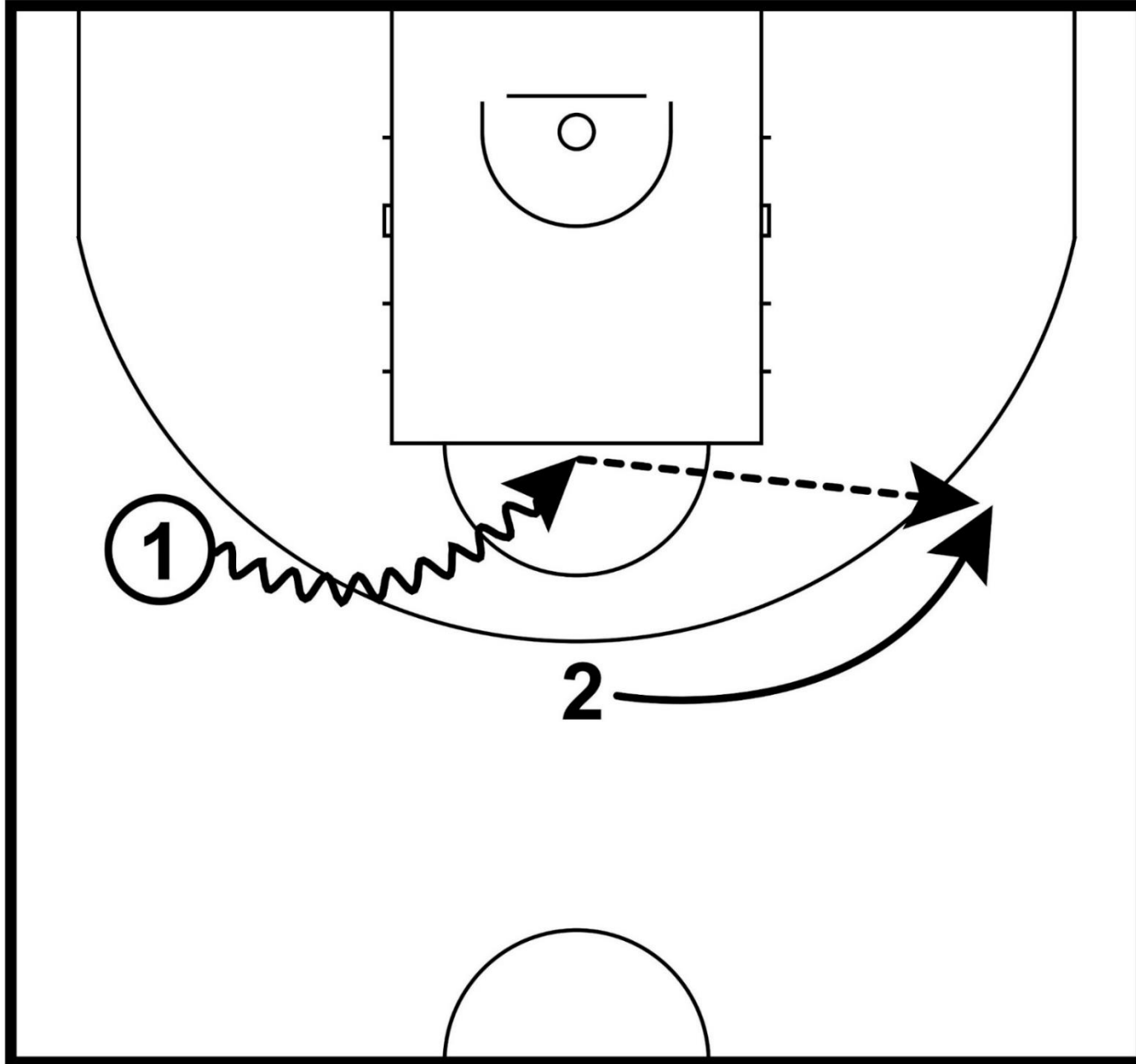
Drive and kick



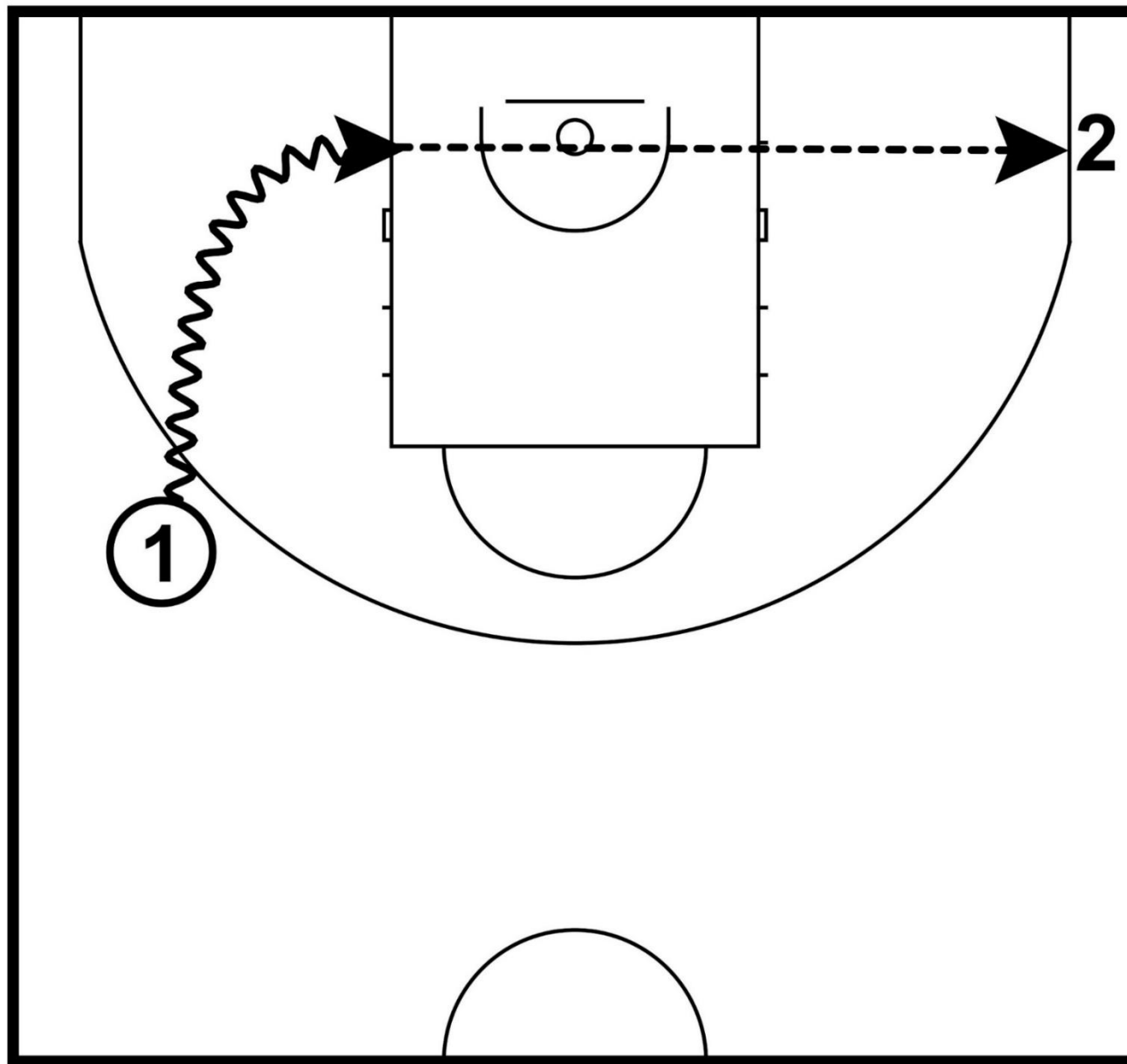
Drive and kick



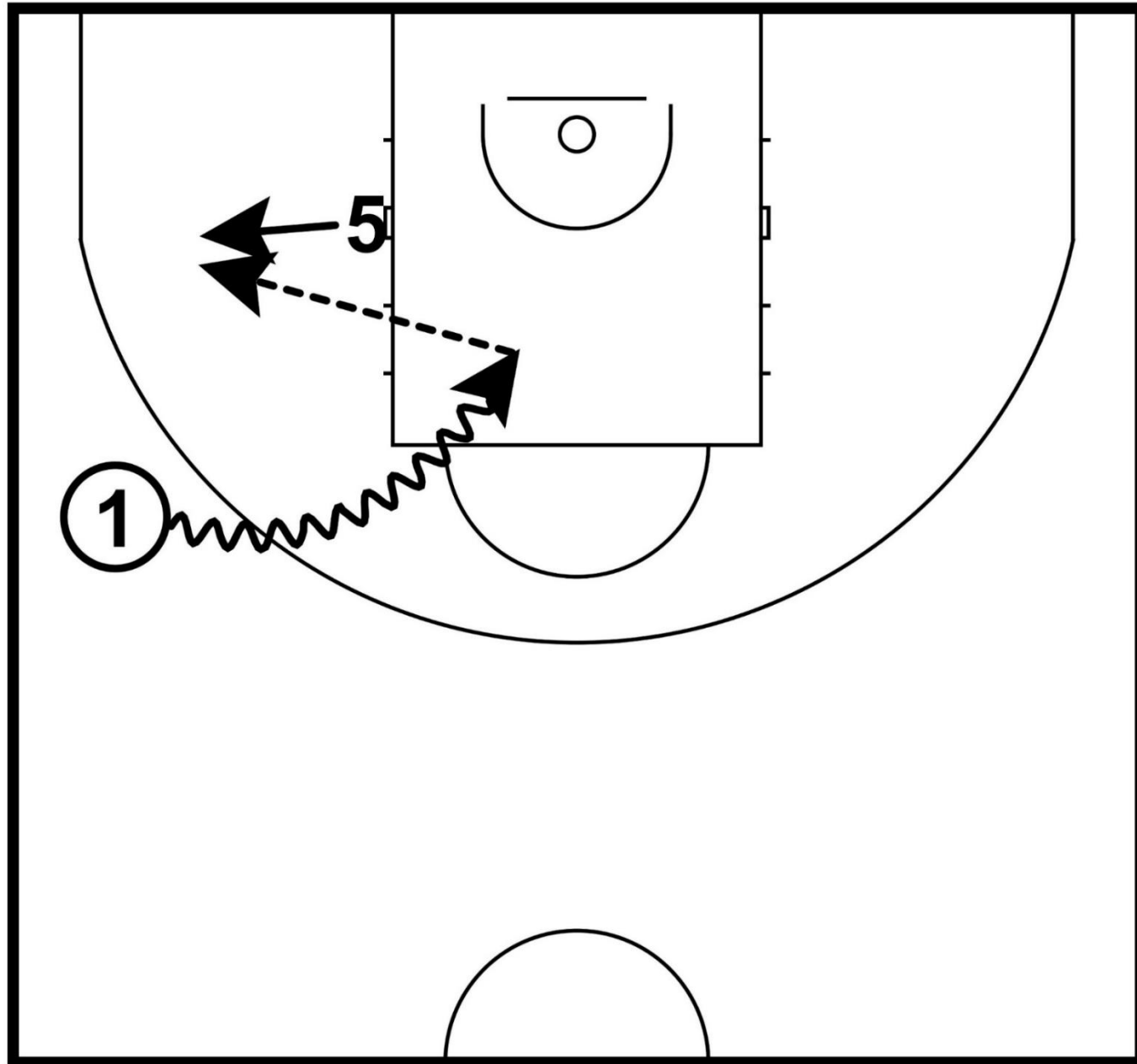
Drive and kick



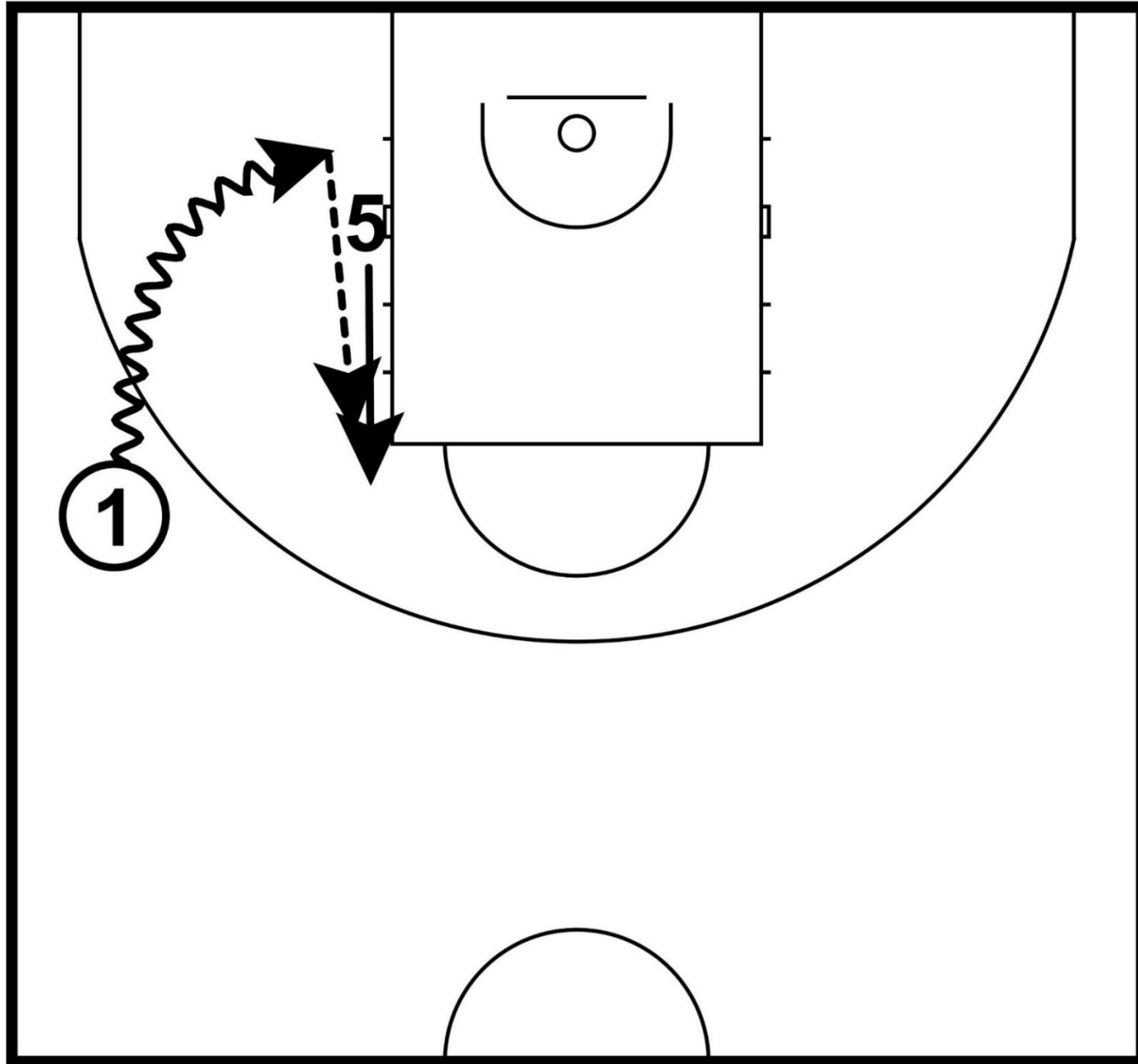
Drive and kick



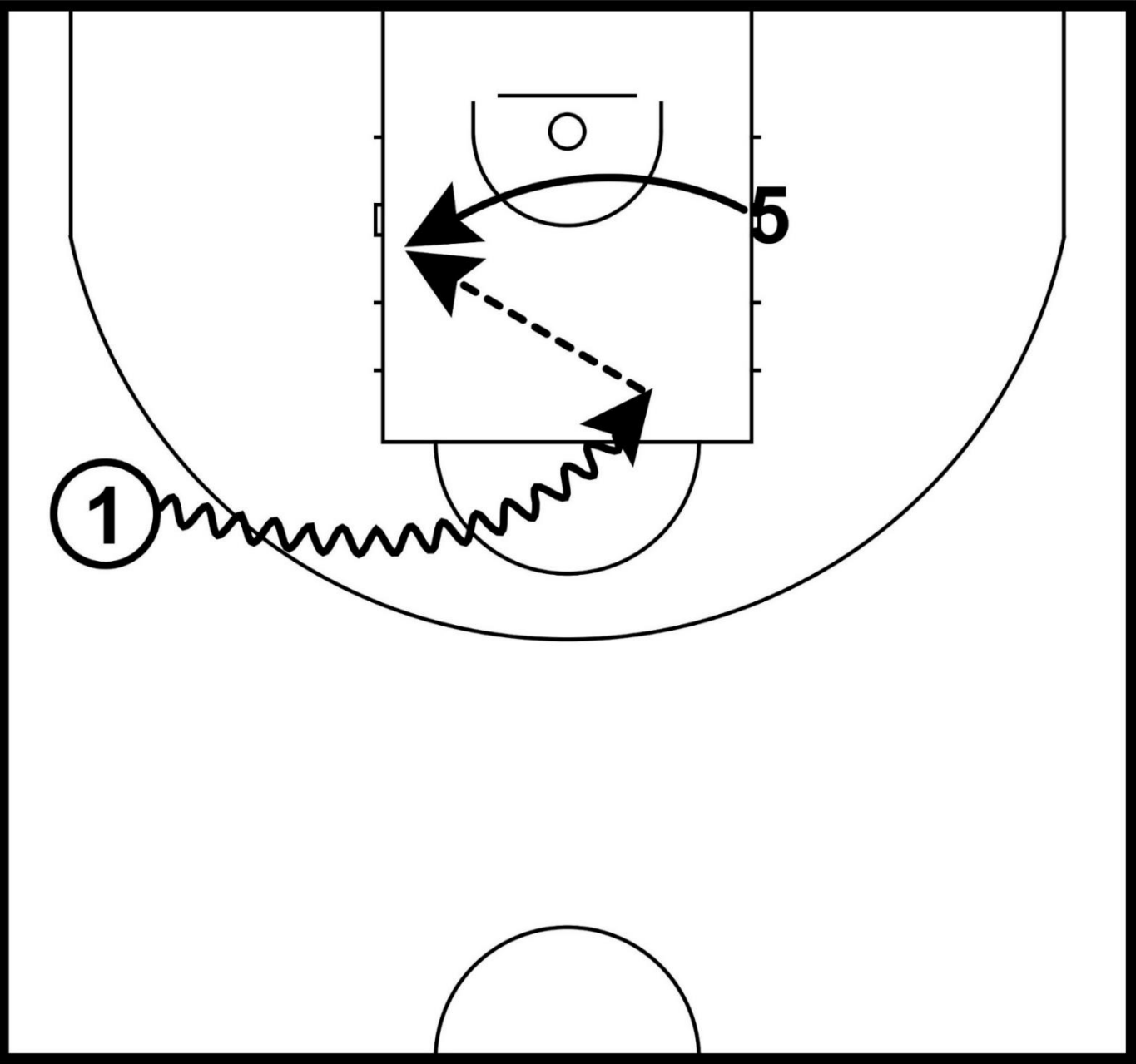
Drive and kick low post



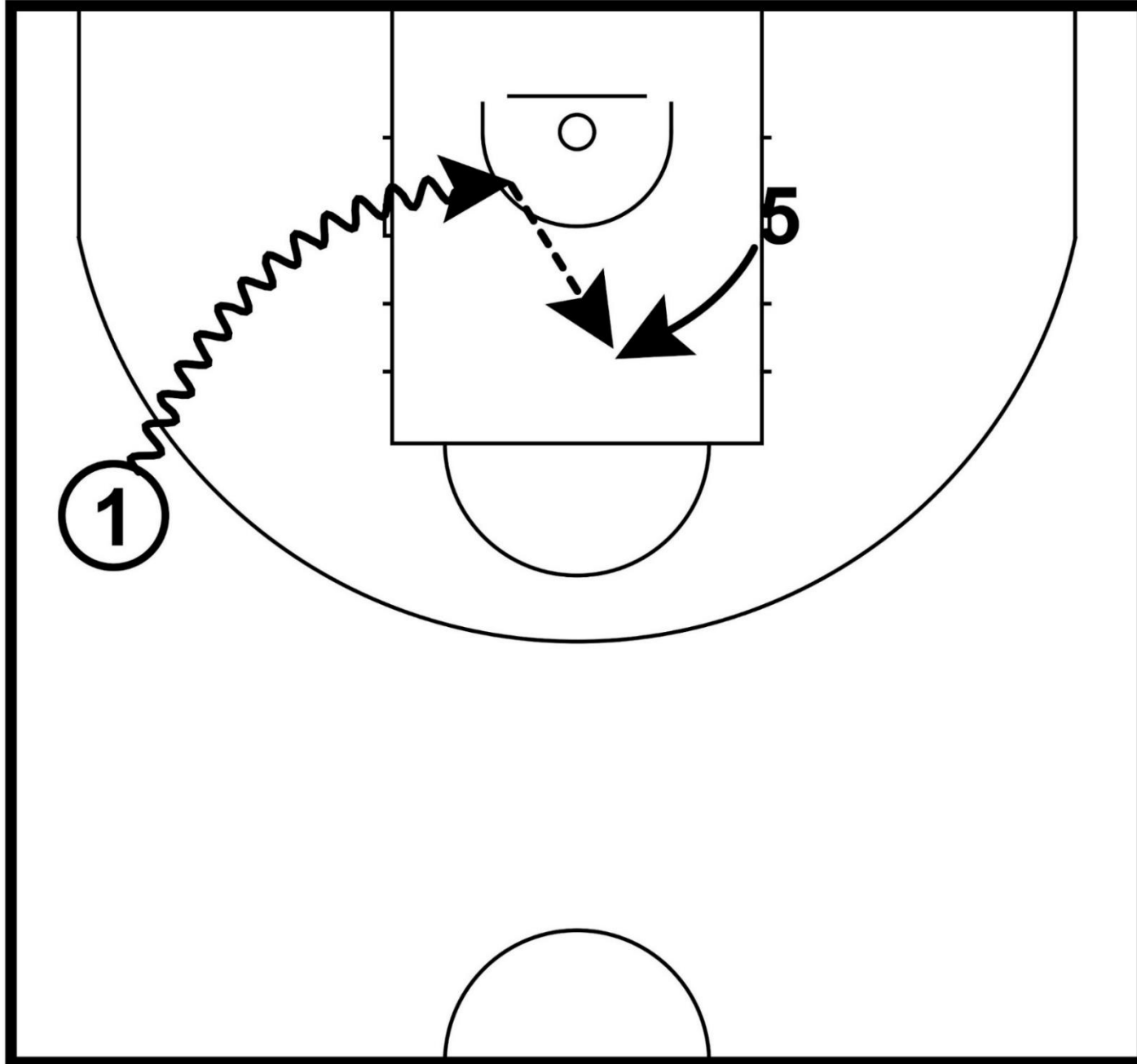
Drive and kick low post



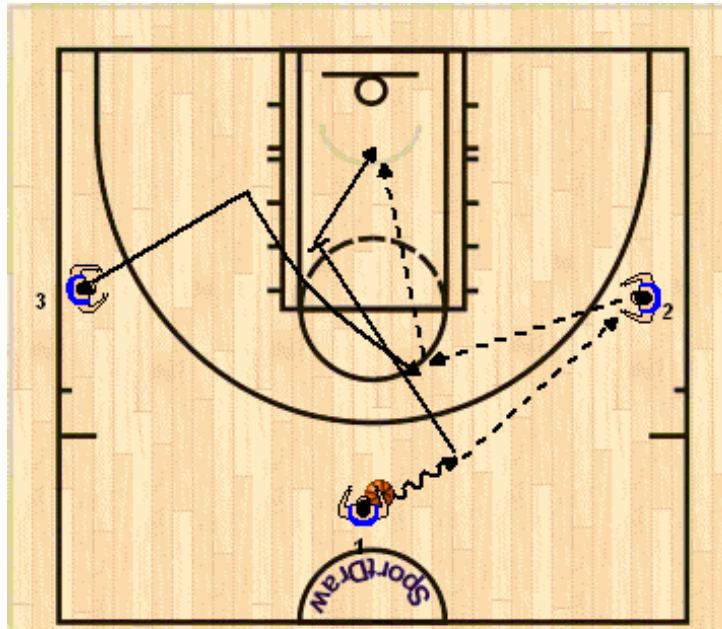
Drive and kick low post



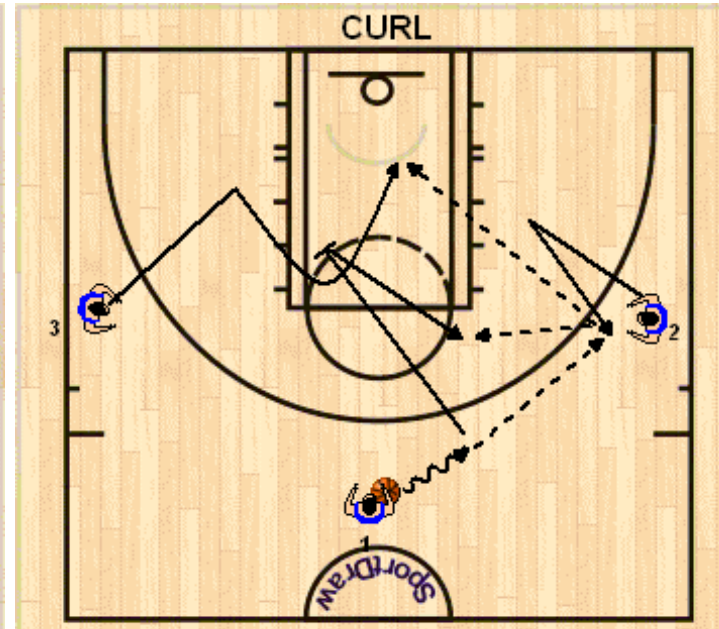
Drive and kick low post



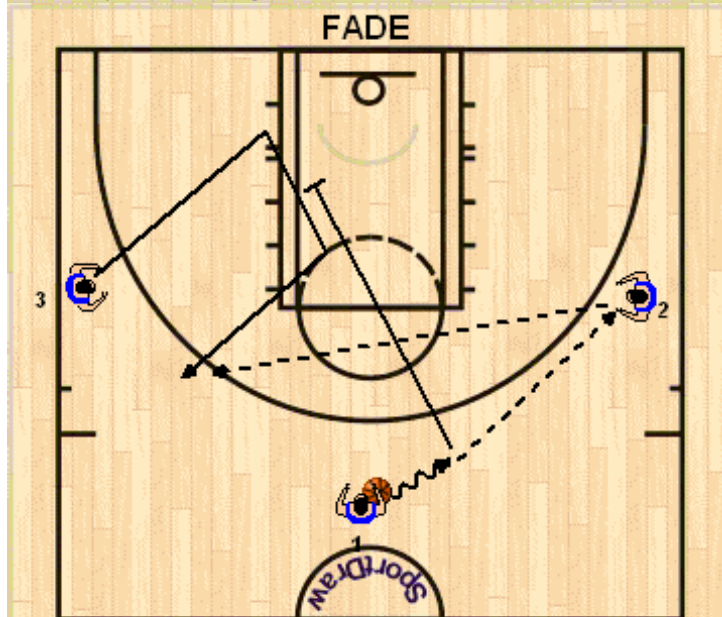
ΑΝΤΙΘΕΤΟ ΣΚΡΗΝ



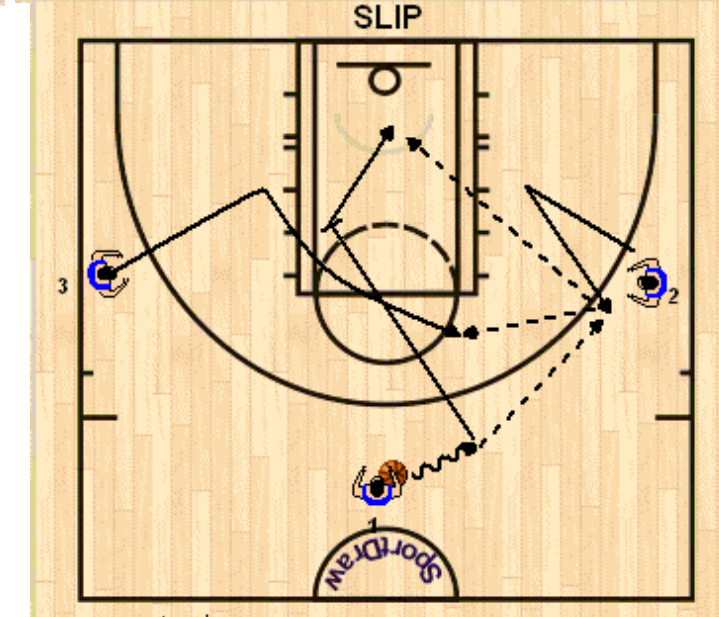
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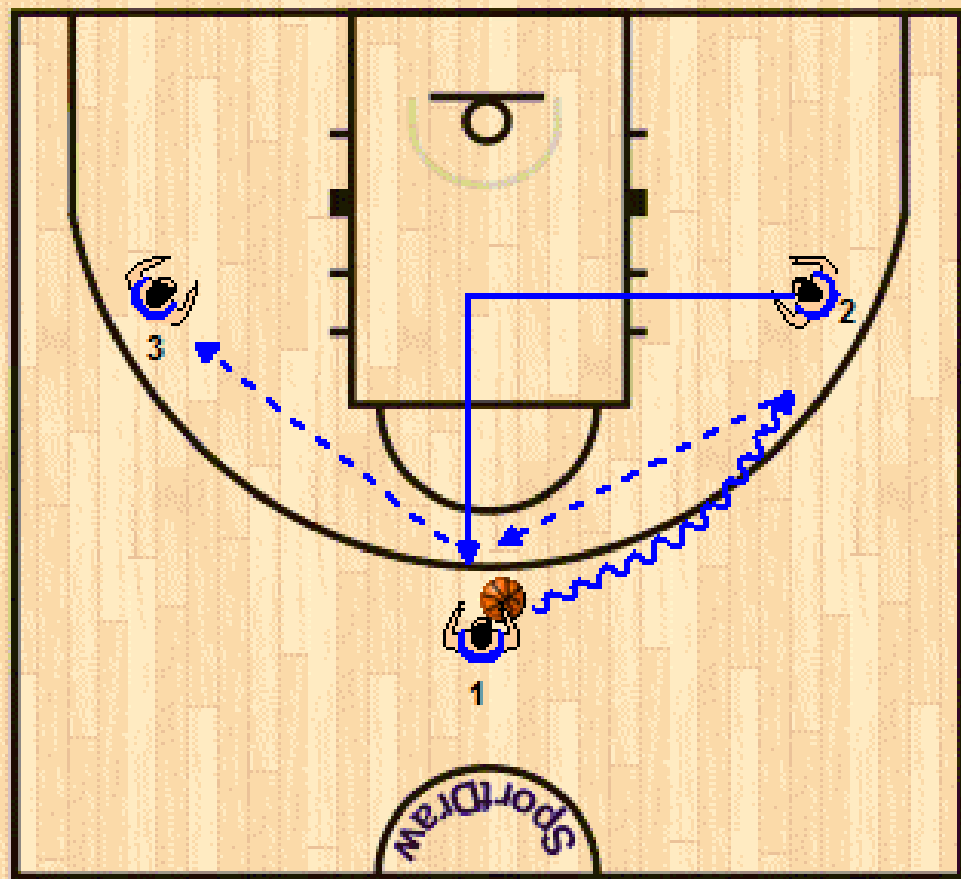


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SHALLOW CUT



GIVE AND GO

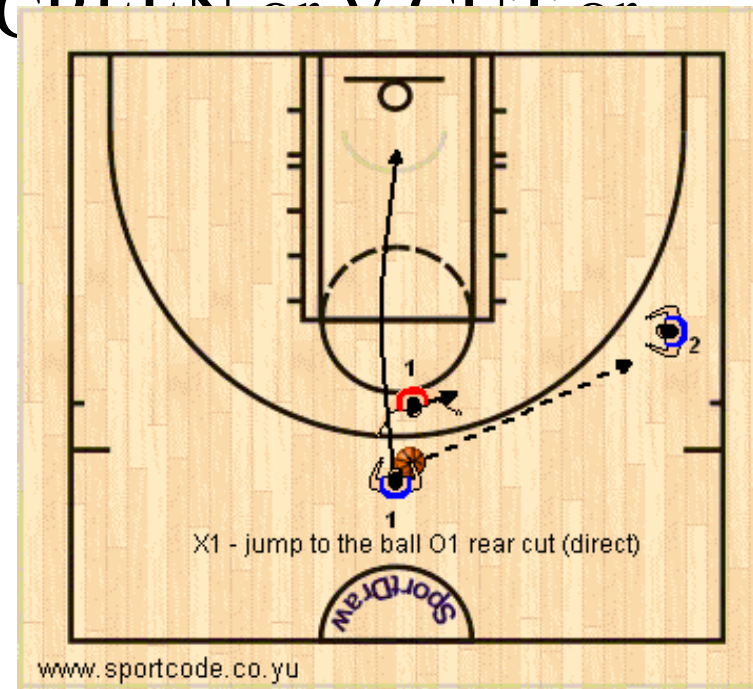
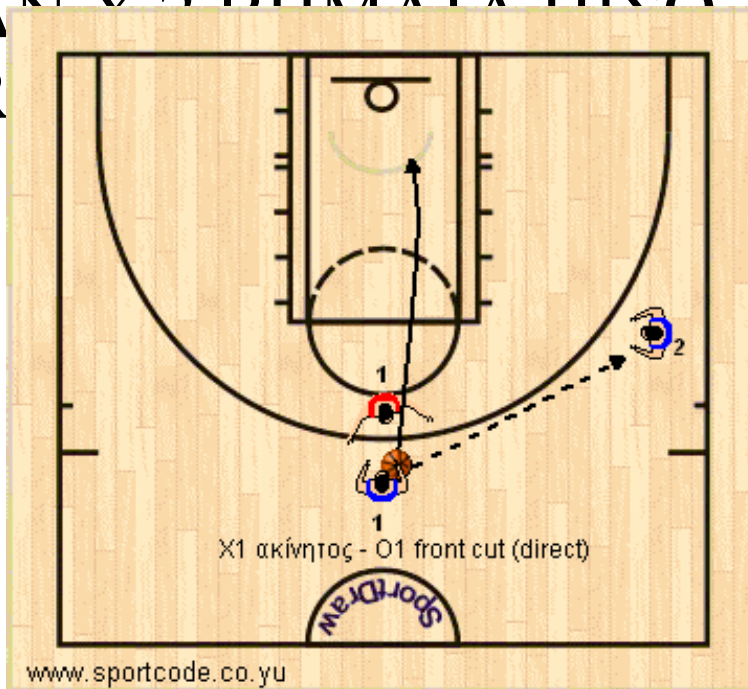
- ΣΚΟΠΟΣ ΤΟ ΚΑΛΑΘΙ
- ΔΙΝΟΥΜΕ ΣΤΟΧΟ
- ΕΠΙΒΡΑΔΥΝΟΥΜΕ ΣΤΗ ΡΑΚΕΤΑ
- ΟΛΟΚΛΗΡΩΝΟΥΜΕ ΚΑΤΩ ΑΠΟ ΤΟ ΚΑΛΑΘΙ
- ΒΓΑΙΝΟΥΜΕ ΑΠΟ ΤΗ ΡΑΚΕΤΑ ΒΛΕΠΟΝΤΑΣ ΜΠΑΛΑ

ΠΩΣ ΚΟΒΟΥΜΕ ΜΕΤΑ ΤΗ ΠΑΣΑ

- AN X ΑΚΙΝΗΤΟΣ → DIRECT CUT (FRONT CUT)
- AN X JUMP TO THE BALL → DIRECT CUT (REAR CUT)

ΠΡΟΧΩΡΗΜΕΝΟΙ

- AN X ΣΤΟ ΥΨΟΣ ΤΗΣ ΜΠΑΛΛΑΣ → V CUT
- AN X ΟΡΙΣΜΕΝΑ ΠΙΣΟ → SCREEN OR V CUT OR R



ΑΝΑΠΛΗΡΩΣΗ (FILL THE SPOT)

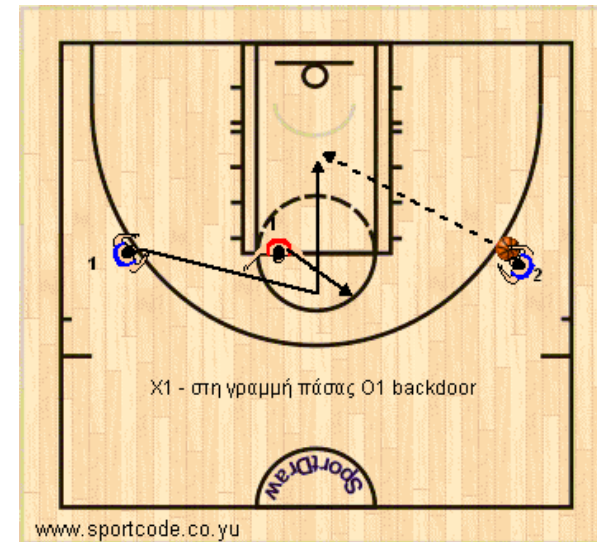
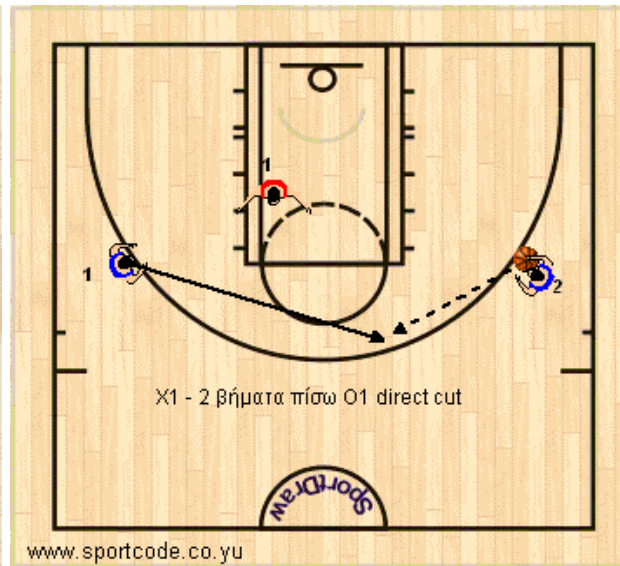
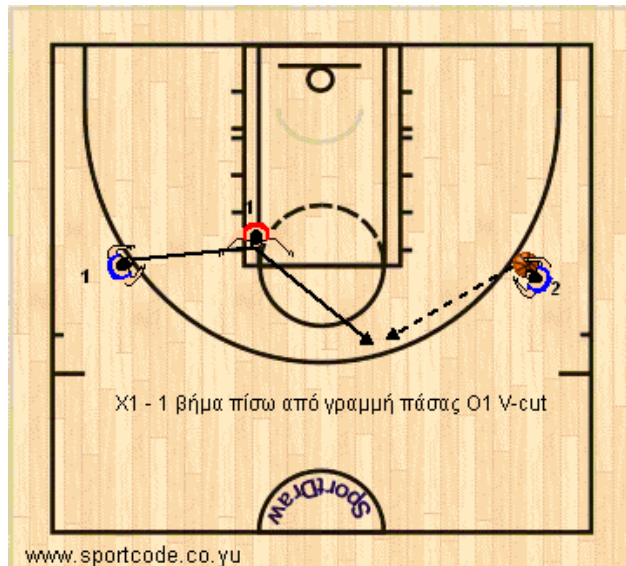
V CUT:

Χ ΕΝΑ ΒΗΜΑ ΠΙΣΩ ΑΠΟ ΓΡΑΜΜΗ ΠΑΣΑΣ

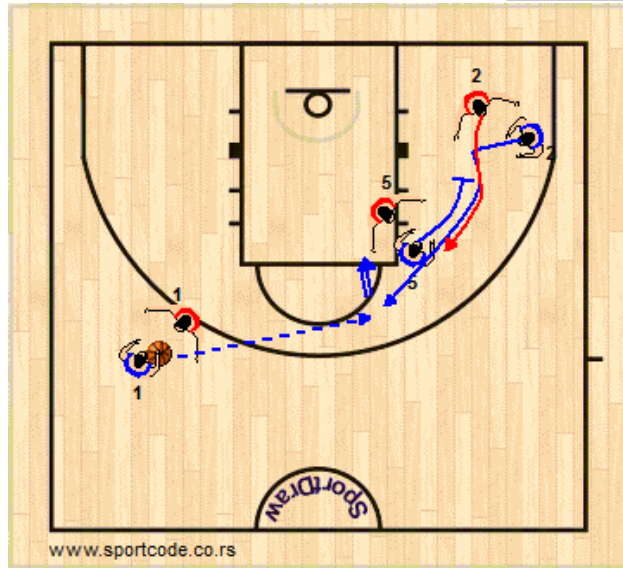
DIRECT CUT:

Χ ΔΥΟ ΒΗΜΑΤΑ ΠΙΣΩ ΑΠΟ ΓΡΑΜΜΗ ΠΑΣΑΣ

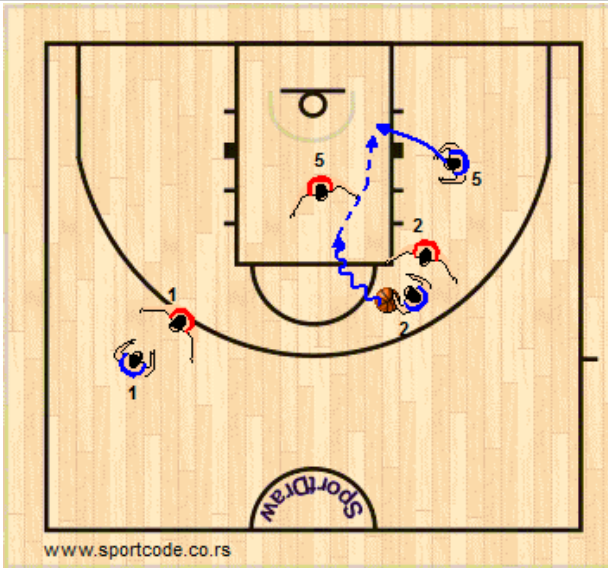
BACK DOOR CUT: Χ ΣΤΗ ΓΡΑΜΜΗ ΠΑΣΑΣ



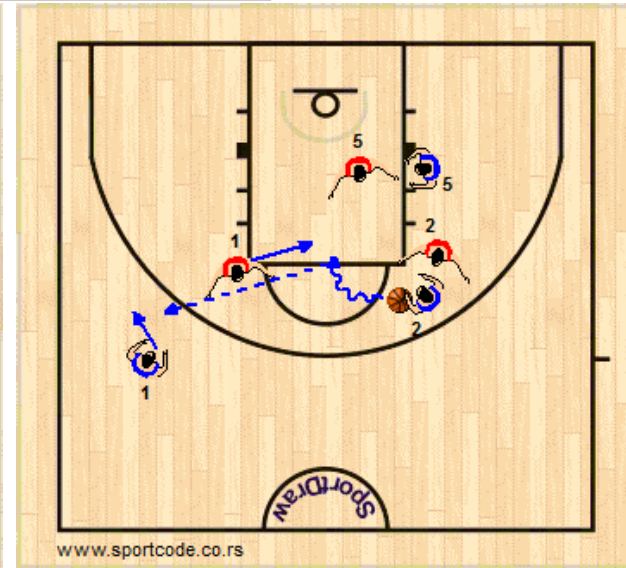
DOWN SCREEN - defense shadow



Πρώτη επιλογή σουτ. Ο Ο2 κινείται με curl. Το σταμάτημα συνήθως είναι stride stop.

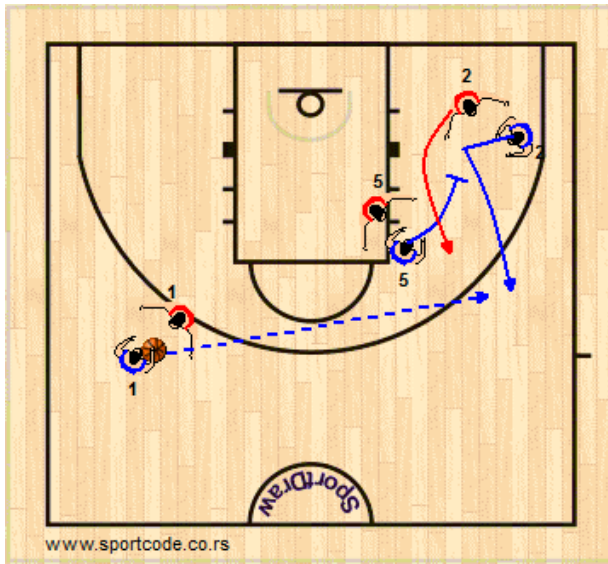


Εάν Ο2 δεν έχει σουτ κάνει διείσδυση για πλεονέκτημα στον Ο5

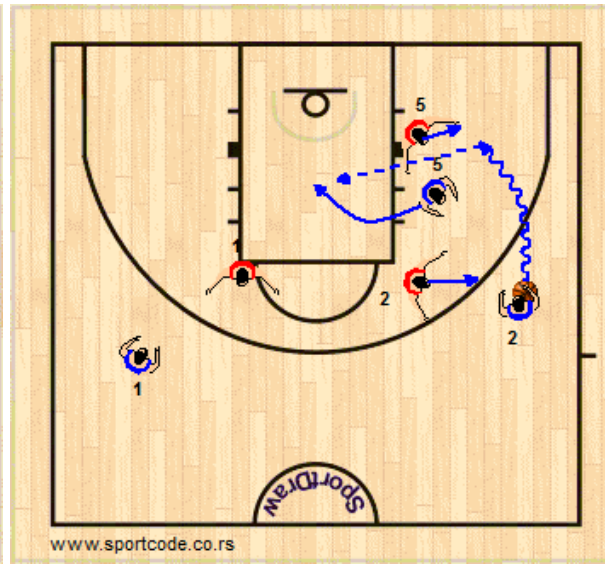


Εάν Χ1 βοηθήσει τότε ο Ο1 υποδέχεται για σουτ ή drive στο καλάθι.

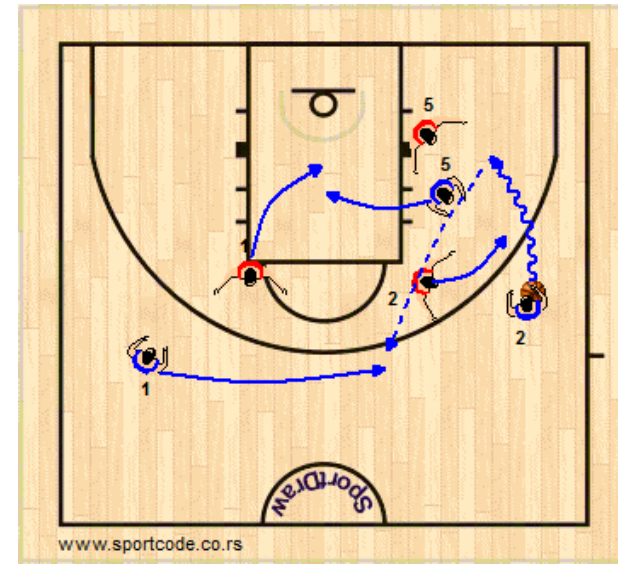
DOWN SCREEN – DEFENSE GOES THROUGH



O2 fade. Διάβασμα του O5 που με ραχιαίο πίβοτ δημιουργεί μεγαλύτερο screen για τον X2. Η πάσα μπορεί να γίνει μετά από ντρίμπλα έτσι ώστε να έχουμε καλύτερη γωνία - overhead ή bounce pass.

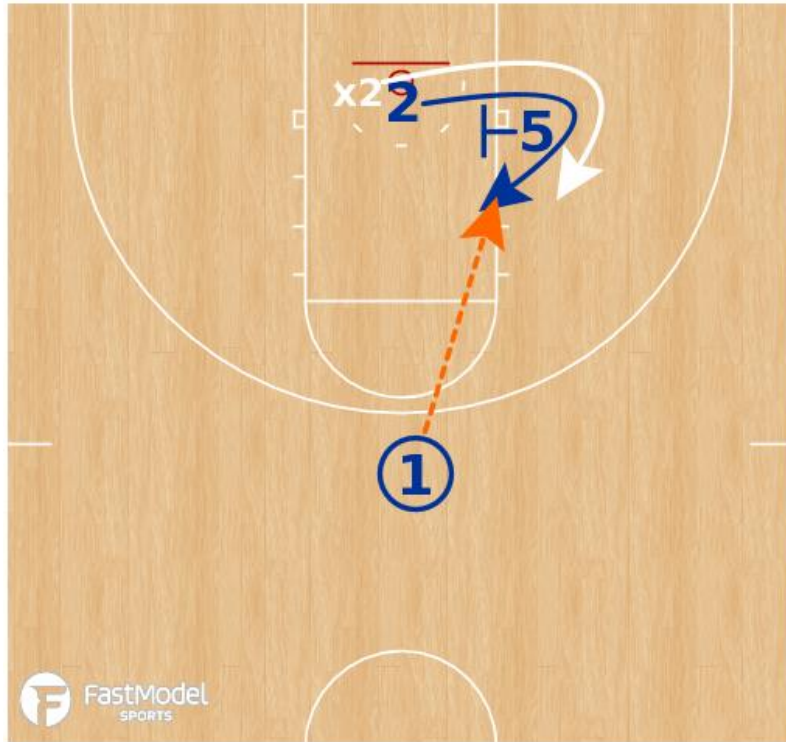


Αν δεν υπάρχει σουτ τότε πρέπει να δημιουργήσουμε πλεονέκτημα με τον screener. Ο O2 drive από την baseline μακριά από τον X2 πάνω στον X5. Εάν βγει τότε πάσα στον O5 αν όχι τελειώνει με lay up ή short shot



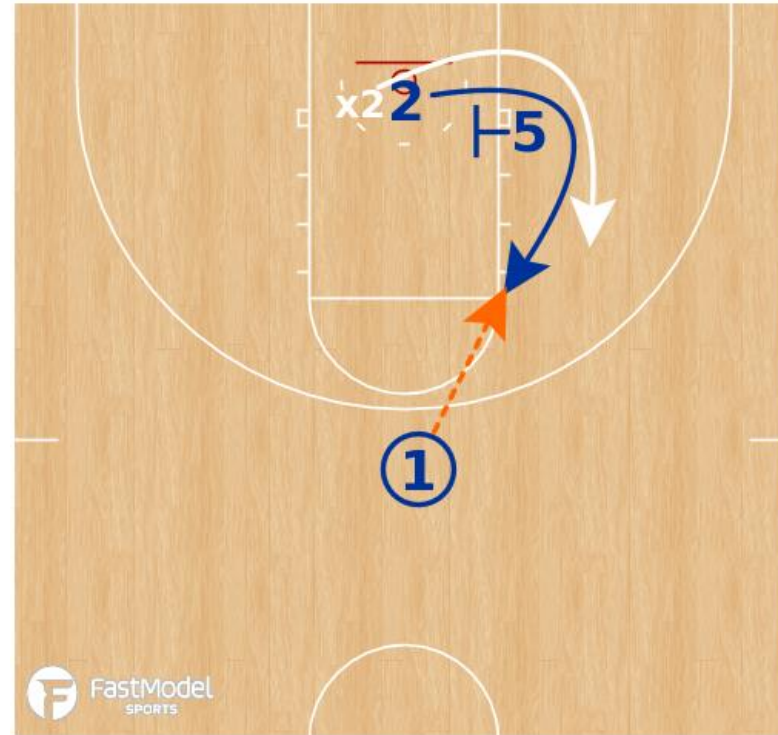
Αν ο X1 βοηθήσει στο roll του O5 τότε ο O2 επιτίθεται πάντα στον ώμο του X2 ψάχνοντας τελείωμα ή την πάσα έξω στον O1

TURN OUT PICK OR PIN SCREEN



Tight Curl

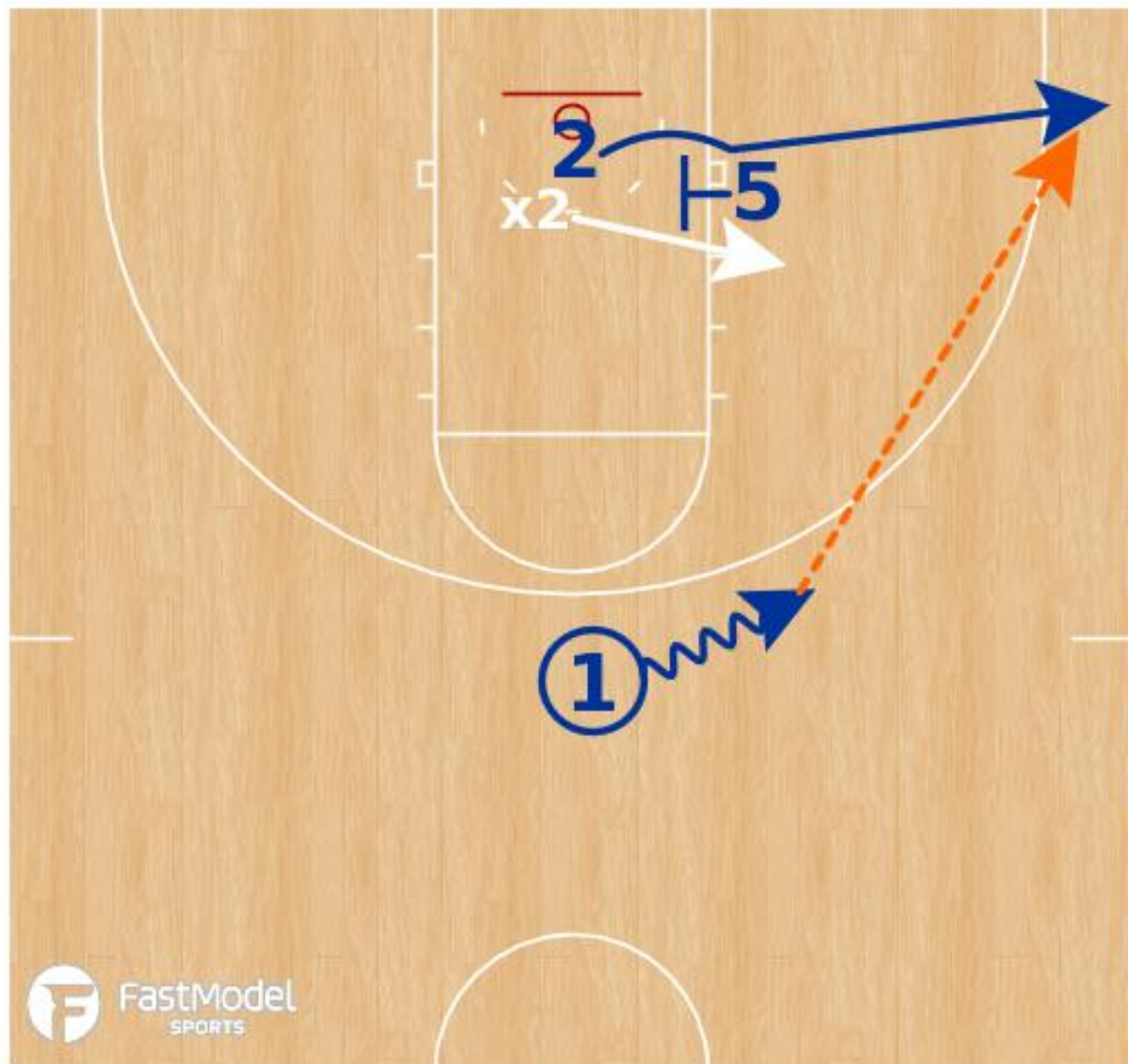
Read: X σκιά – O2
Αθλητικός & ικανός κοντά
στην ρακέτα.



Long Curl

Read: X σκιά – O2 καλός
σουτέρ με καλό footwork.

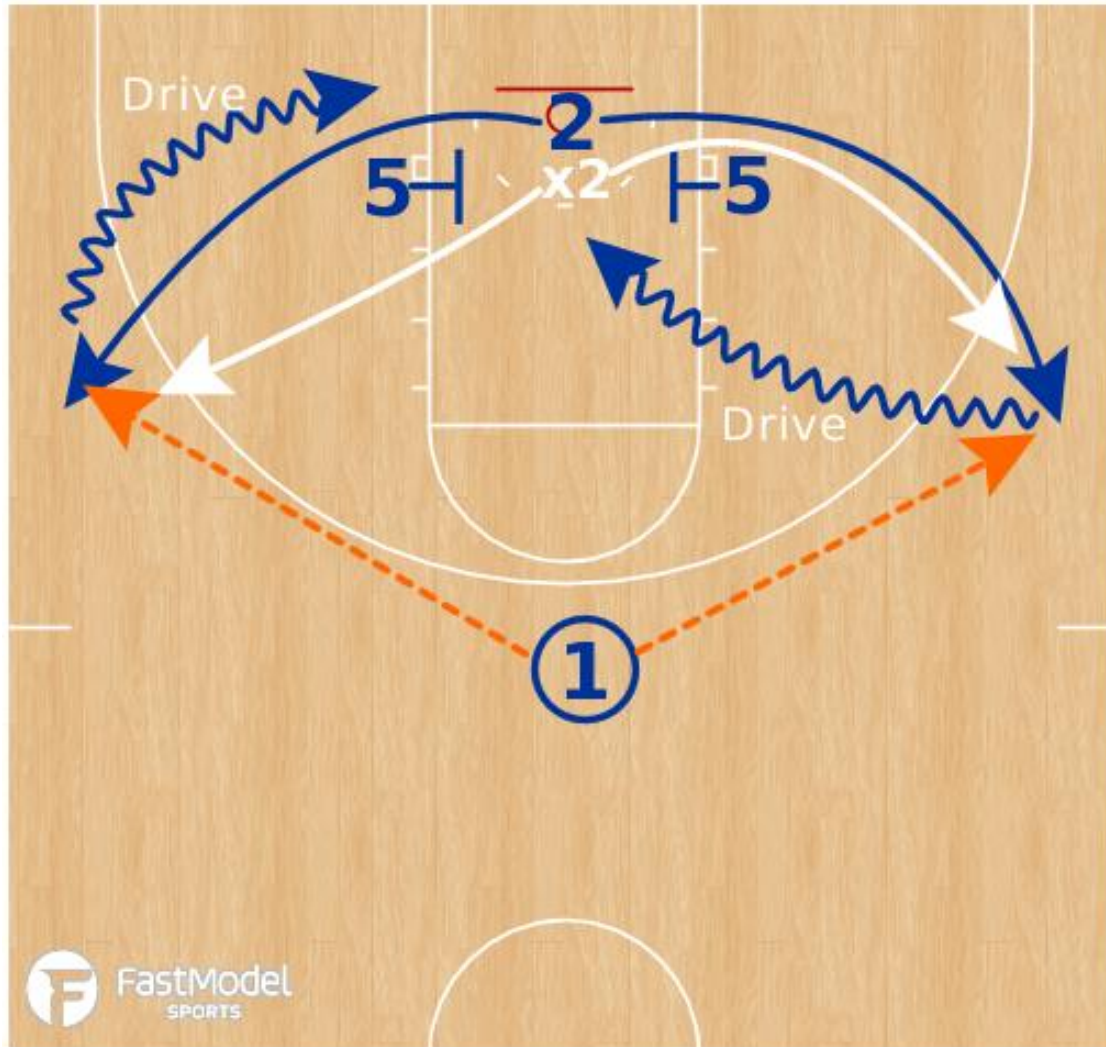
TURN OUT PICK



Out Cut to Corner

Read: X2 από πάνω – O2 fade to the corner.

TURN OUT PICK



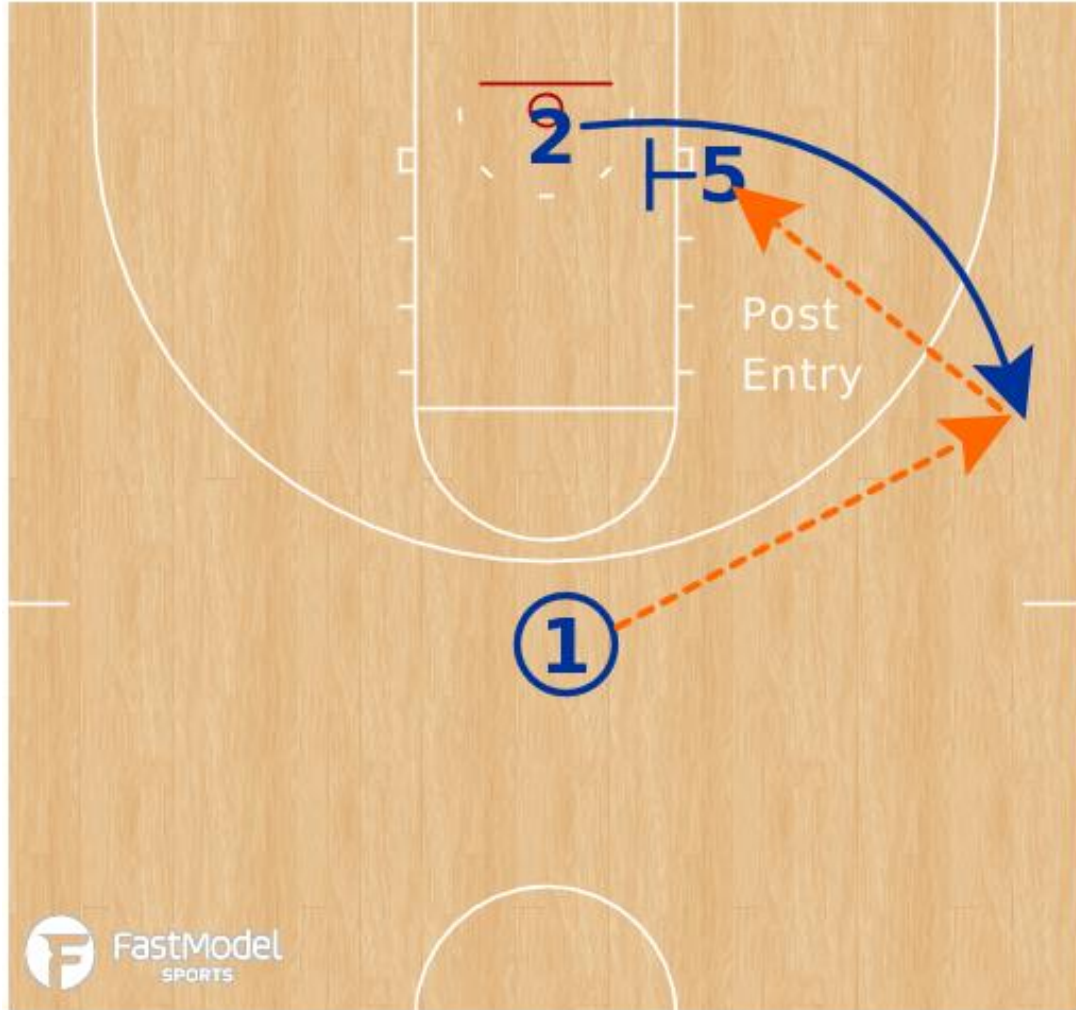
Straight Cut - Catch & Go

Read : X2 περνάει το screen & ακολουθεί τον O2. O2 άμεση διείσδυση.

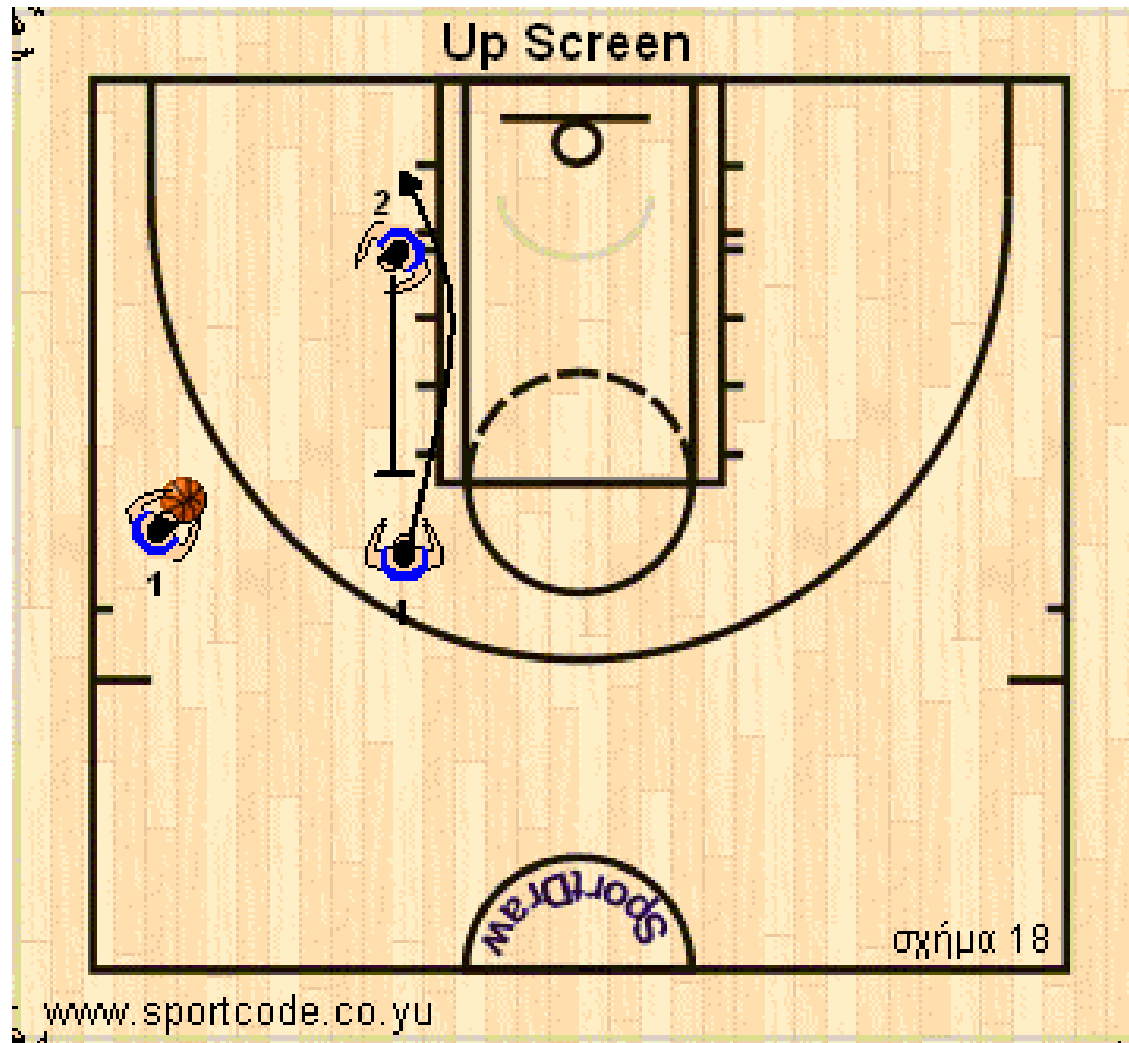
TURN OUT PICK

Straight Cut - Post Entry

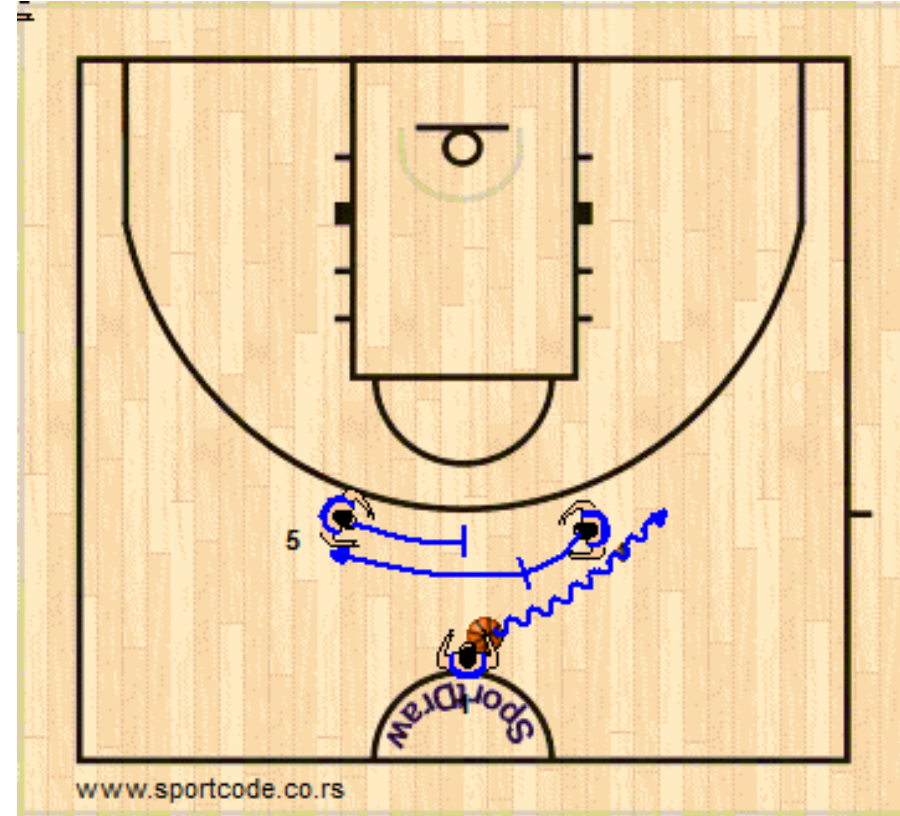
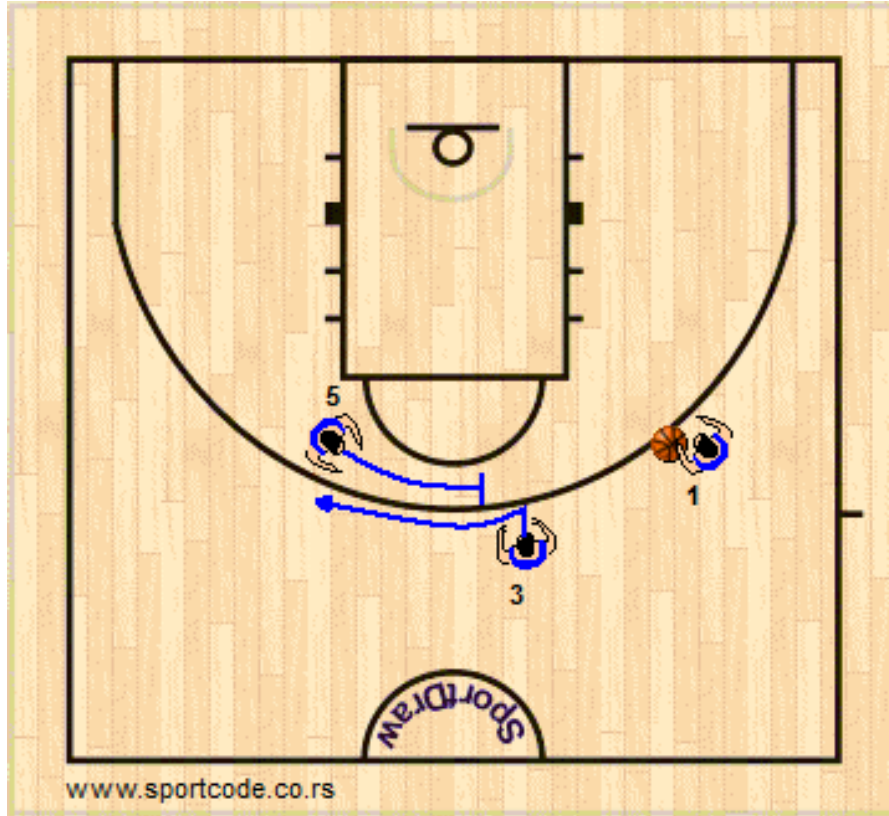
Read: Η άμυνα ακολουθεί τον O2- O5 κλειδώνει (seals) την άμυνα για post up.



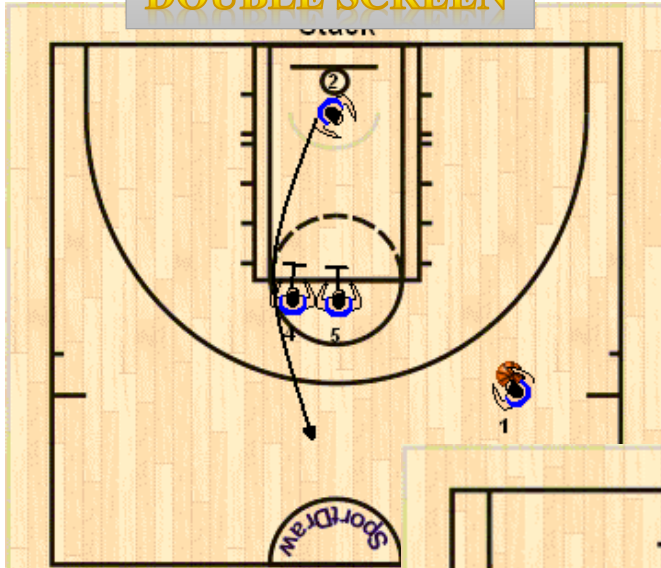
ZIPPER UP



Flare Screen

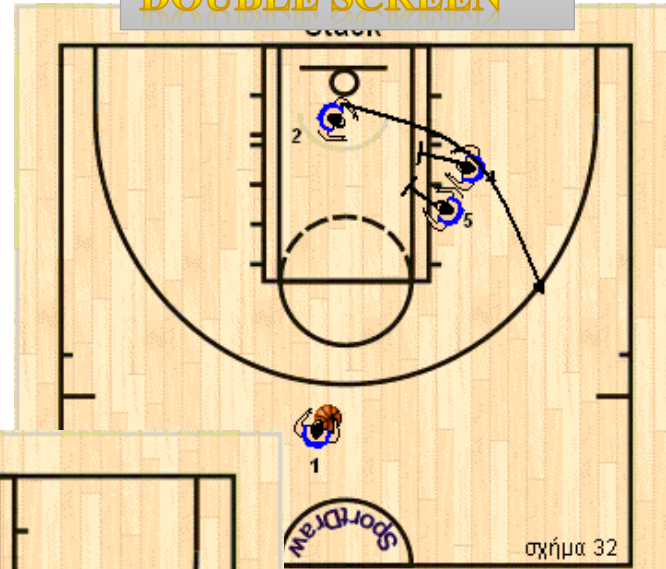


DOUBLE SCREEN



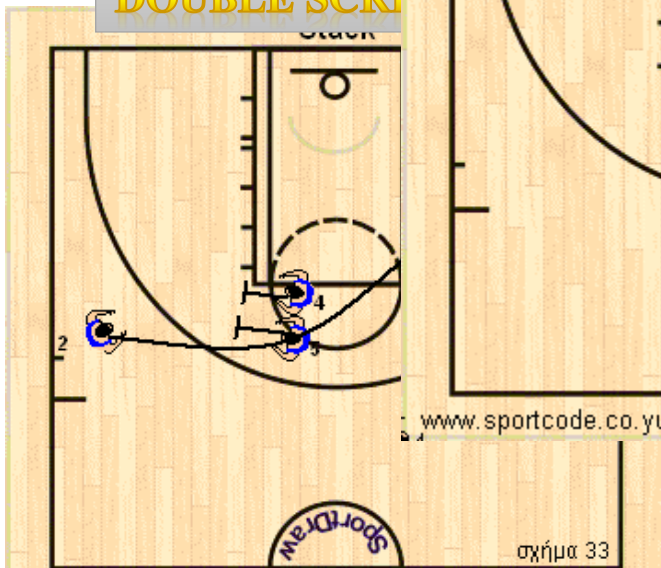
www.sportcode.co.yu

DOUBLE SCREEN



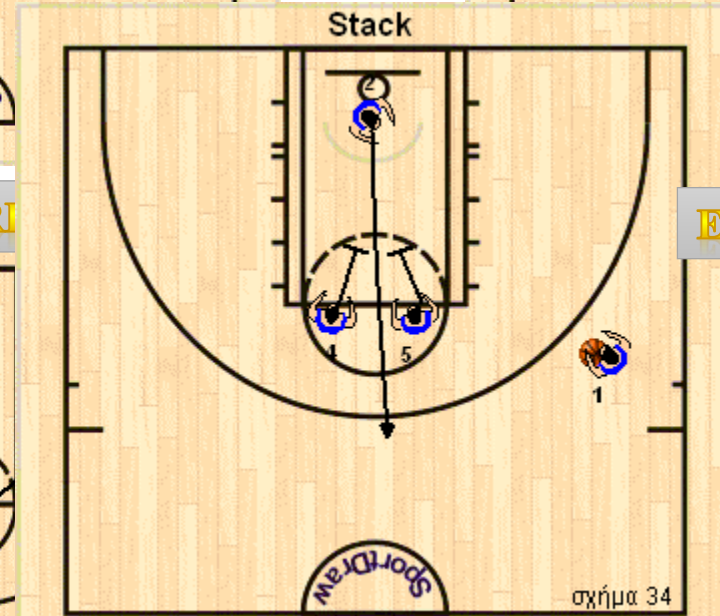
σχήμα 32

DOUBLE SCREEN



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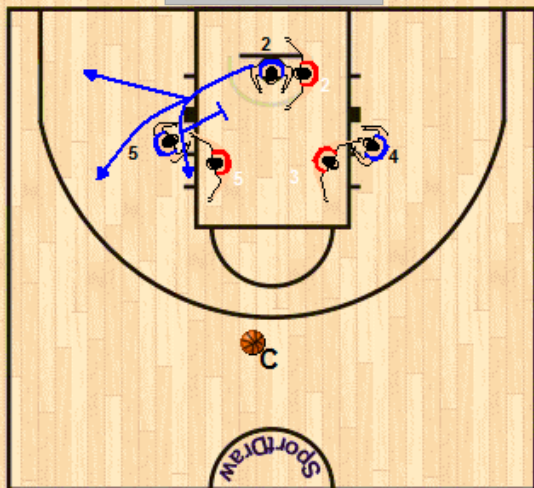
Stack



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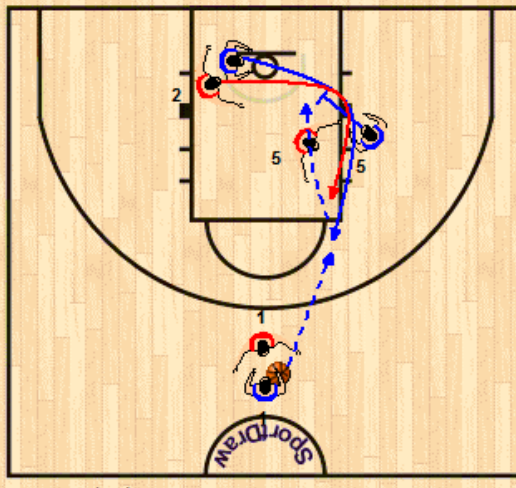
ELEVATOR

CHOISE

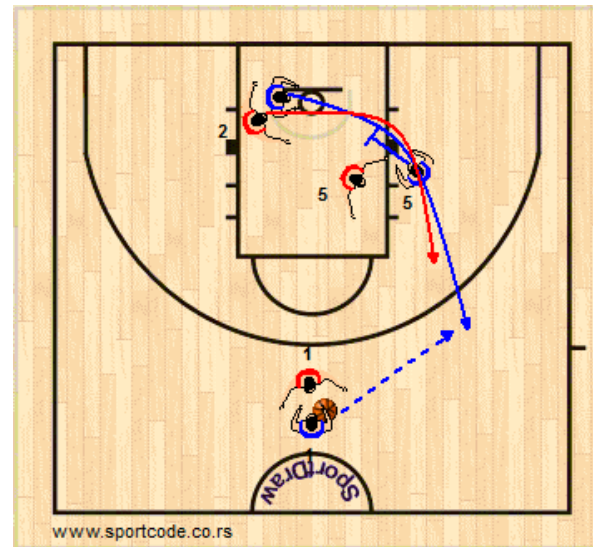


www.sportcode.co.rs

PIN SCREEN

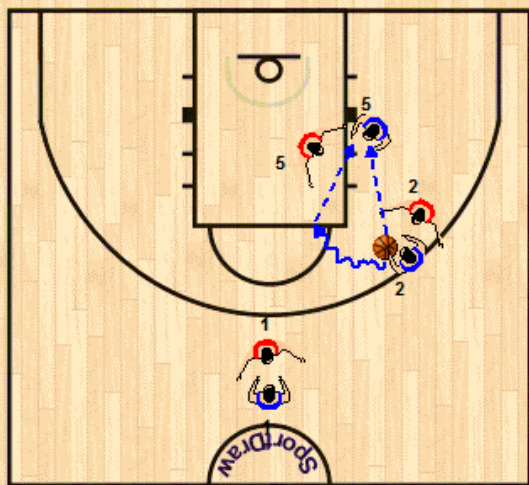


www.sportcode.co.rs



www.sportcode.co.rs

CURL

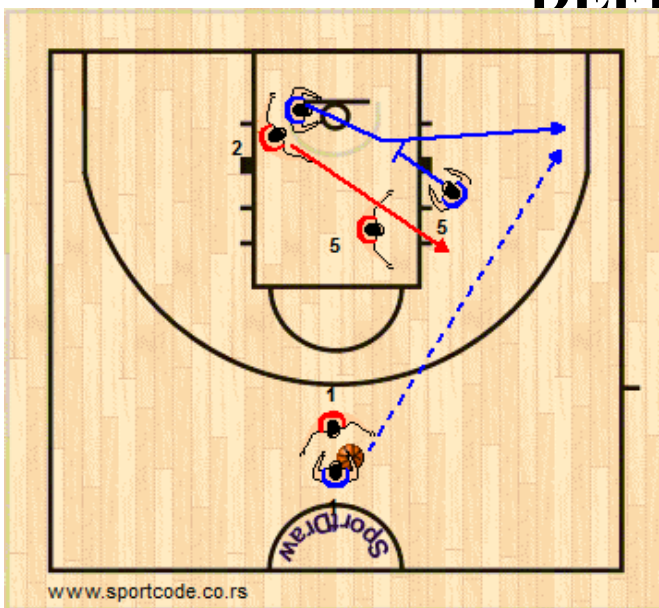


www.sportcode.co.rs

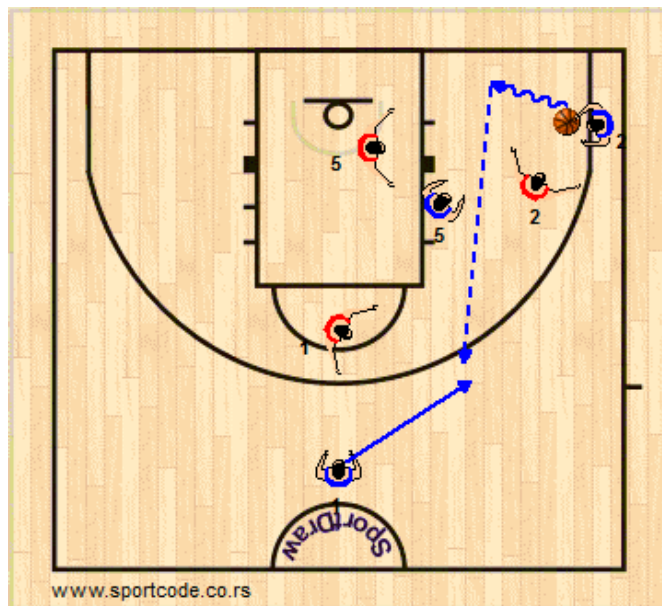
Αν έρθει βοήθεια από τον X1 θα τον "τραβήξουμε" στην ντρίμπλα και κίνηση του O1 στην πλάτη του

O2 μειώνει την απόσταση από την μπάλα με μια κάθετη κίνηση προς αυτή με επιλογή σουτ
O5 με reverse pivot περιμένει άμεση πάσα του O2

DEFENSE GOES THROUGH

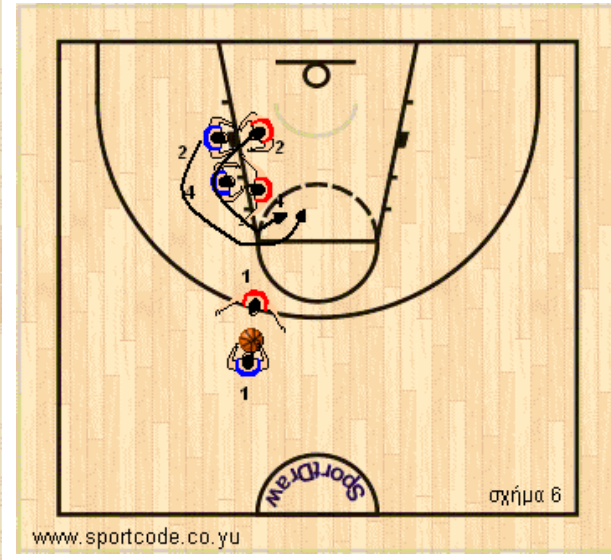
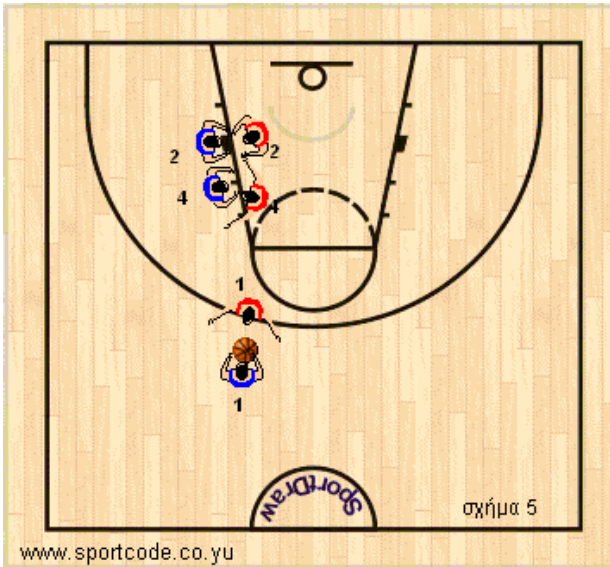
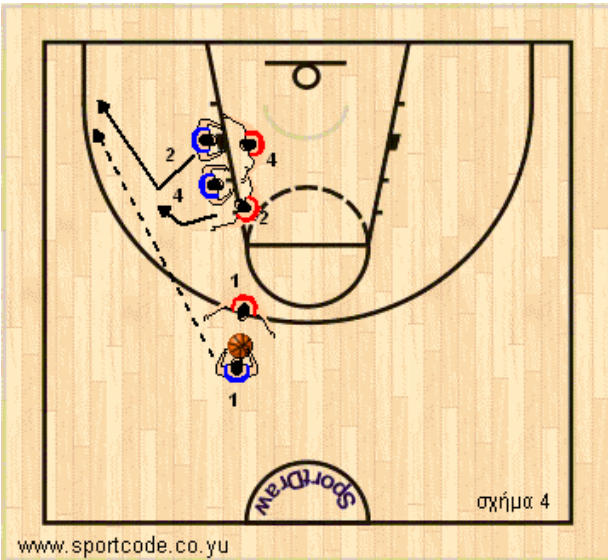
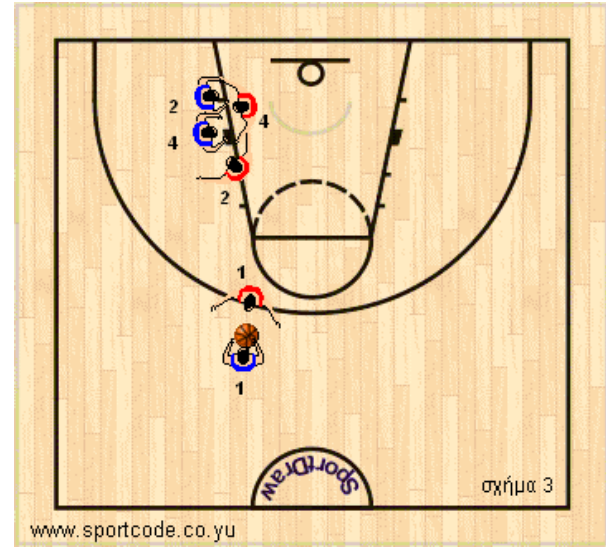
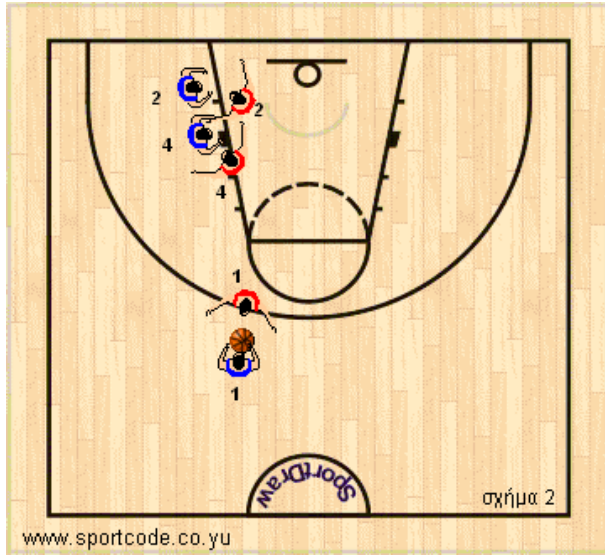
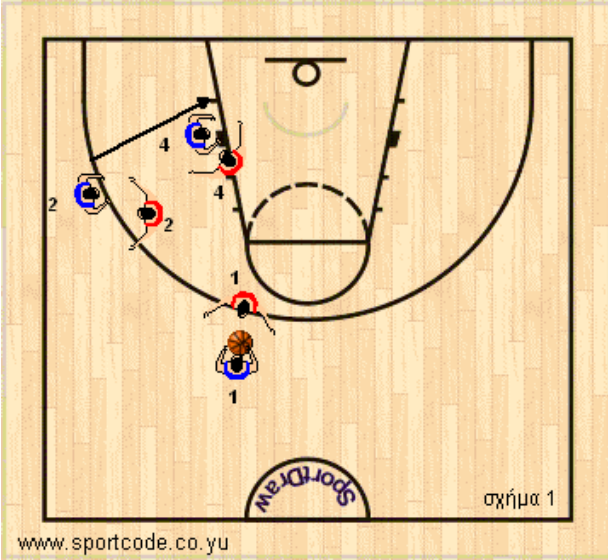


Αν ο αμυντικός περάσει ανάμεσα ή από πάνω ο Ο2 πρέπει να το διαβάσει και να κινηθεί στην γωνία ενώ ταυτόχρονα ο Ο1 με ντρίμπλα να φτιάξει την γωνία της πάσας

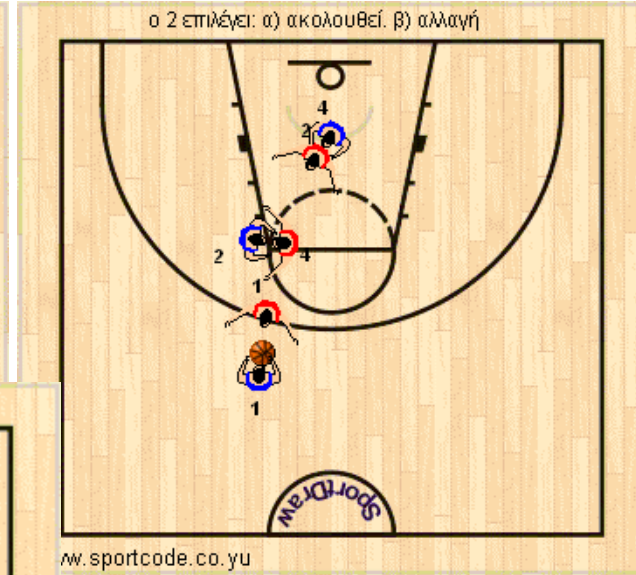
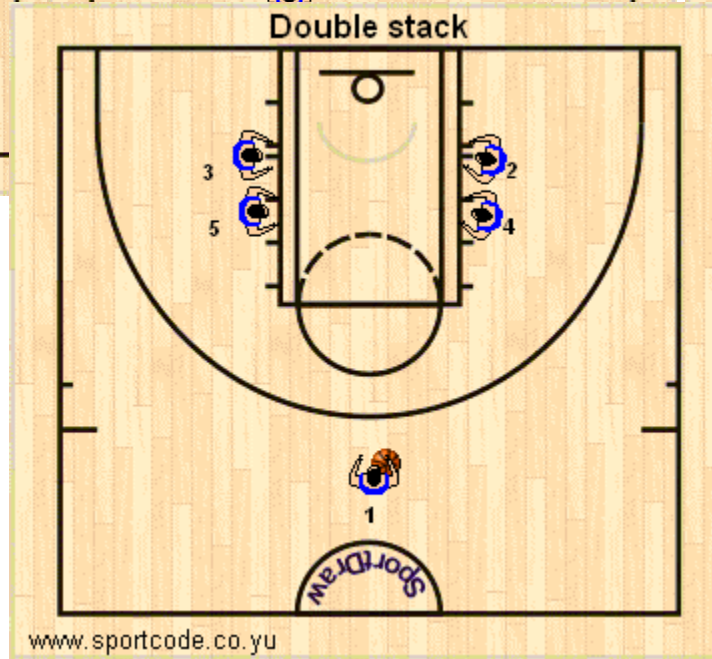
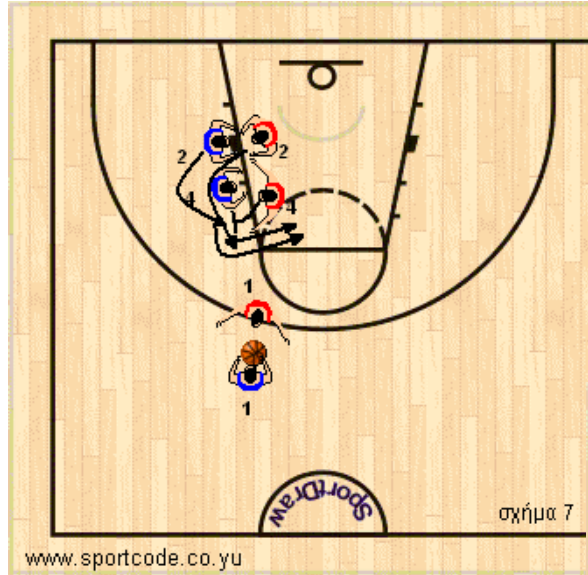


Αν δεν έχει σουτ τότε ντρίμπλα από την τελική έτσι ώστε να "τραβήξουμε" την άμυνα και να έχουμε το ενδεχόμενο της πάσας είτε στον Ο5 είτε στον Ο 1

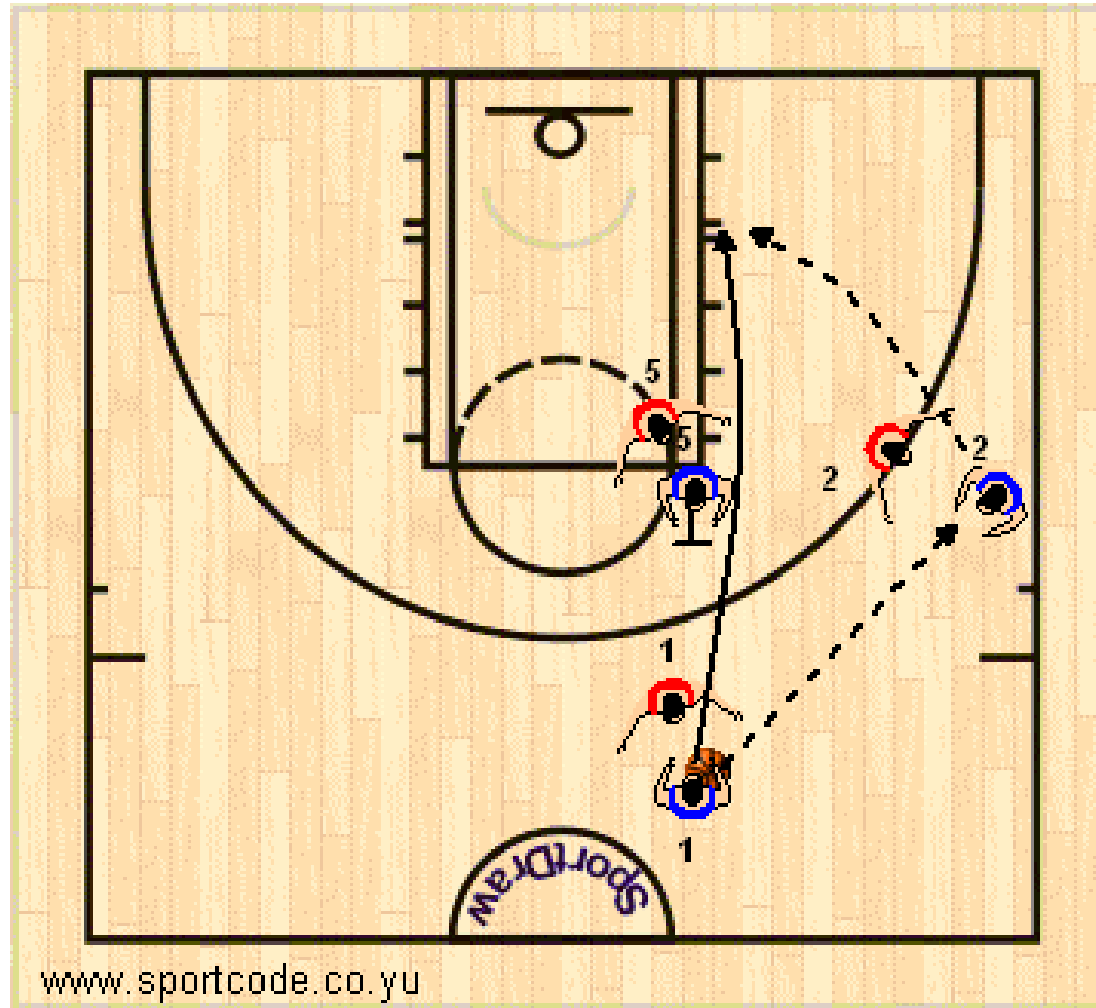
STACK



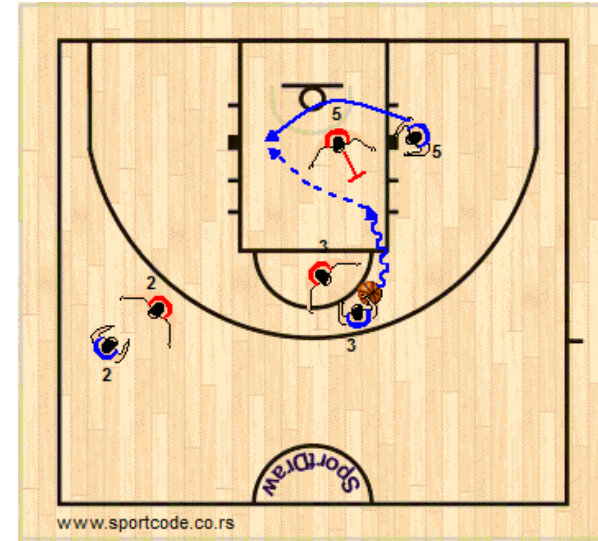
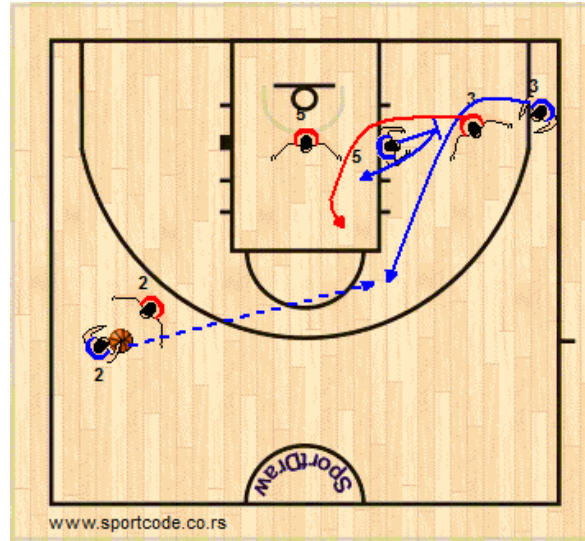
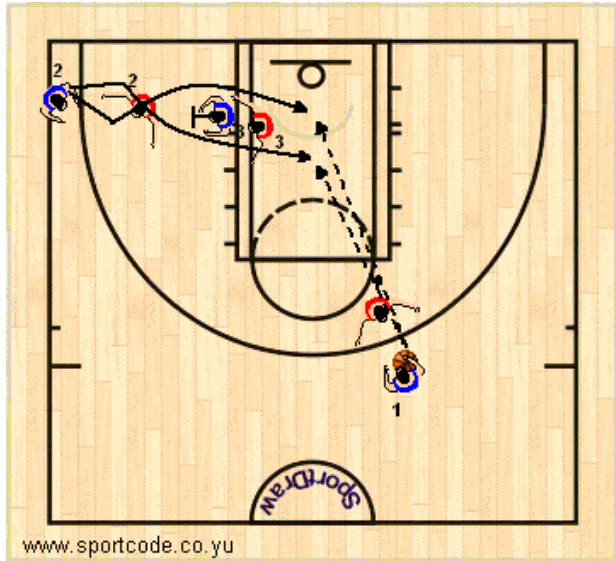
STACK



Screen Δυνατής πλευράς (Ucla cut)



Screen Αδύνατης πλευράς - Flex

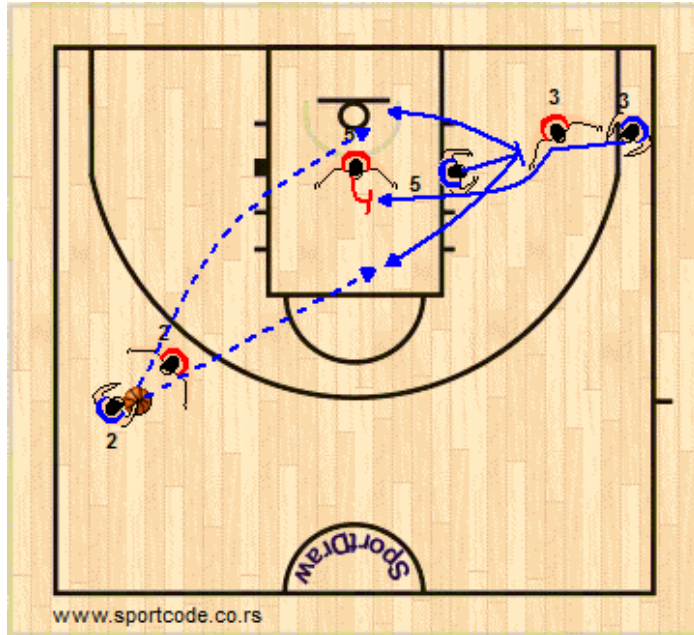


DEFENSE GOES THROUGH

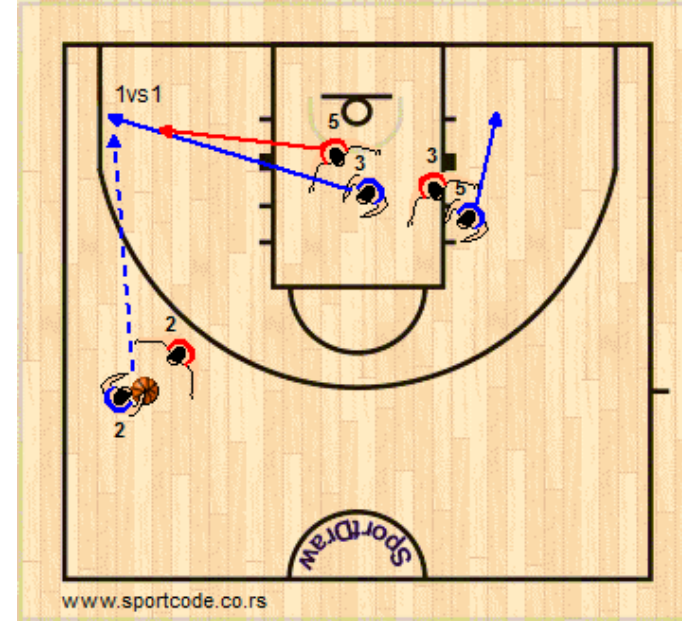
**03 επιλογή σουτ
05 Ραχιαία στροφή
και roll in**

**Εάν δεν υπάρχει
σουτ, 03 γρήγορη
ντρίμπλα με τον
05 να κόβει στην
πλάτη της άμυνας
(2vs2)**

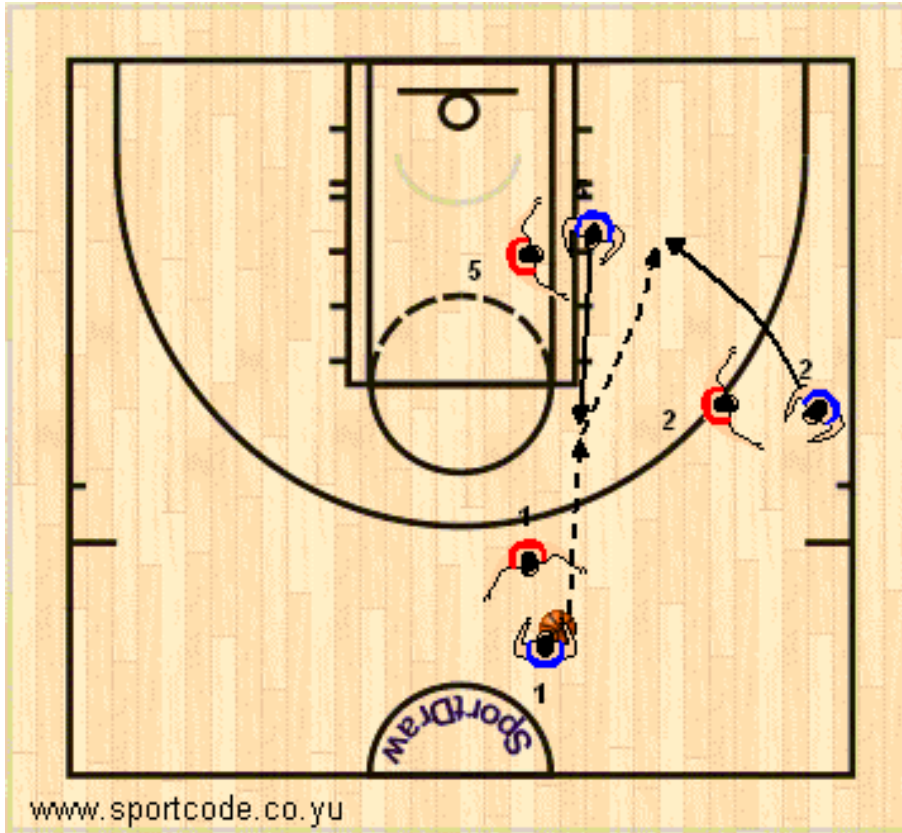
SCREEN ΑΔΥΝ. ΠΛΕΥΡΑΣ-DEFENSE TRAIL & BODY CHECKS



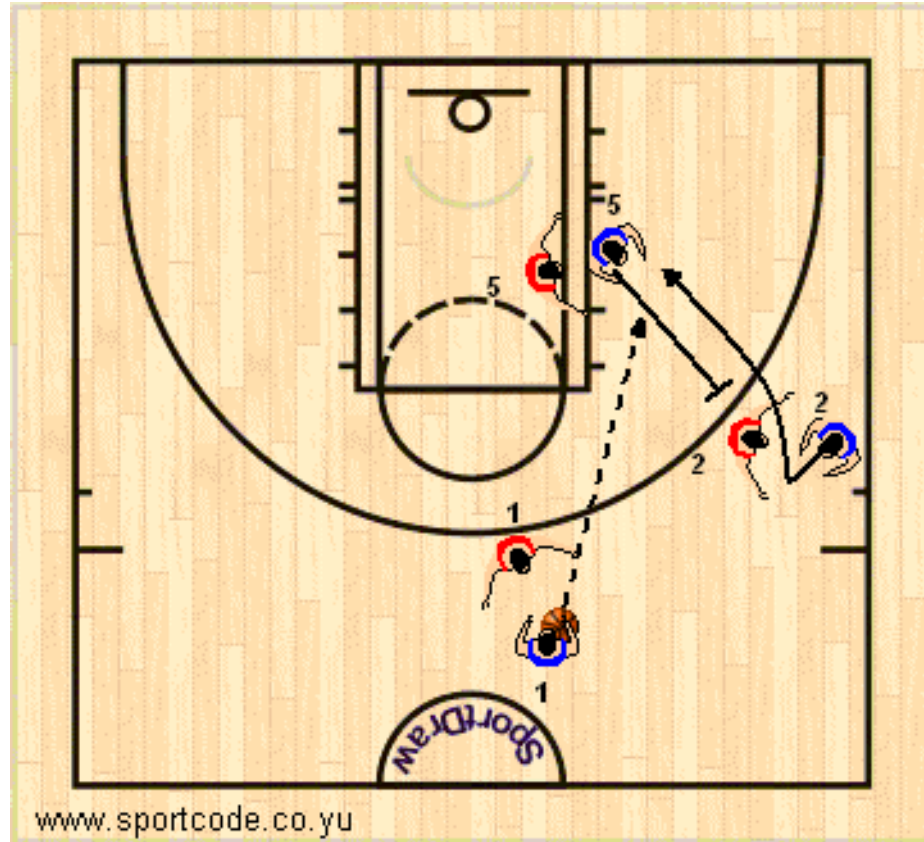
X5 check τον O3
O5 κόβει στην
πλάτη του O3



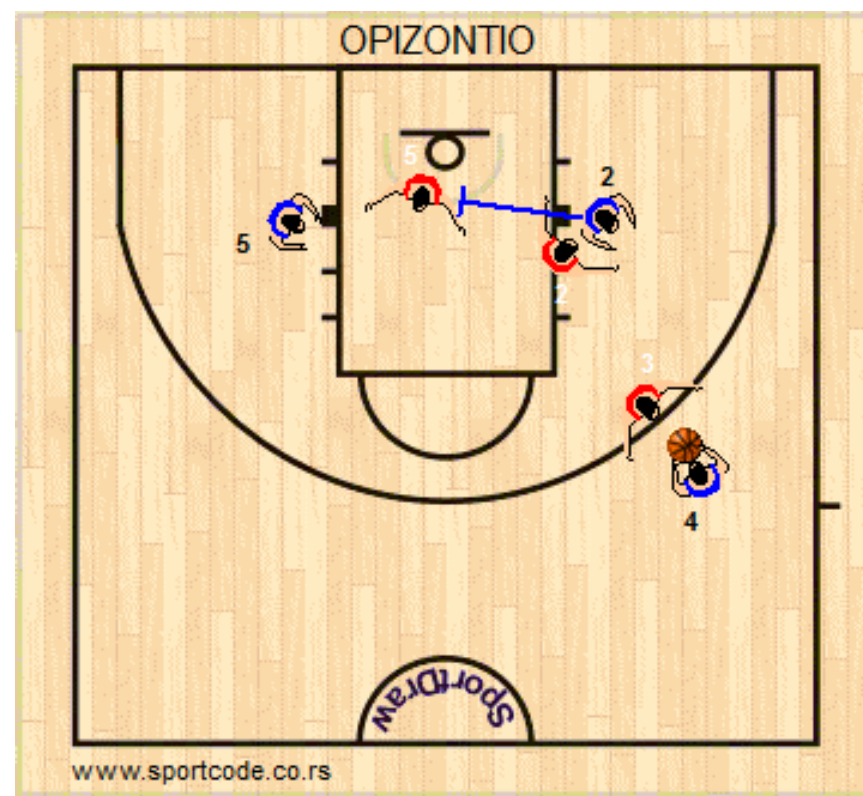
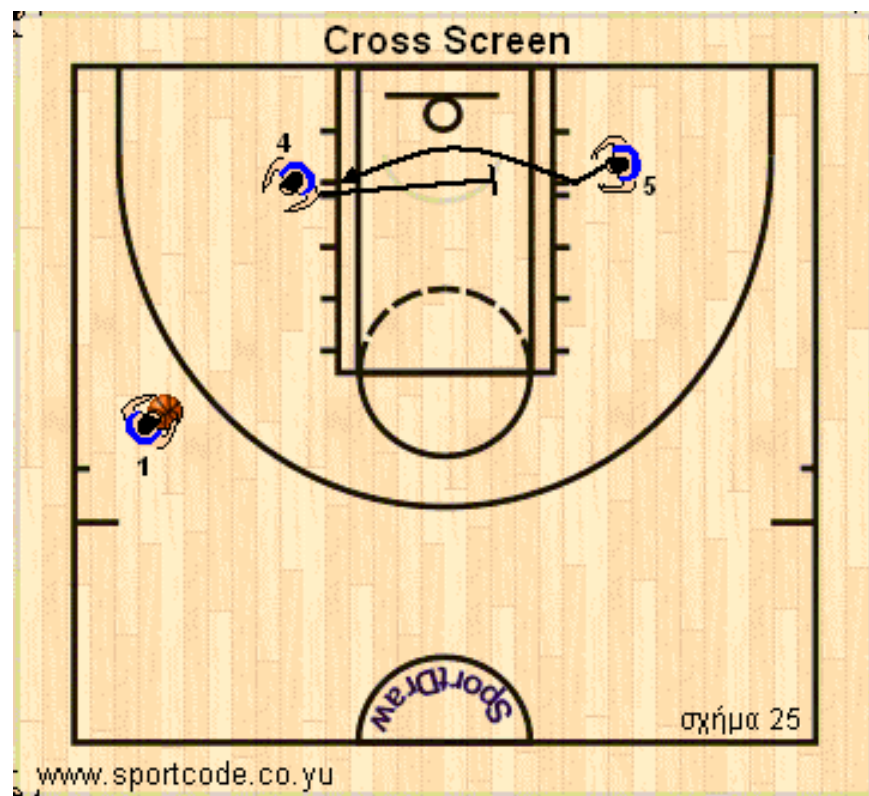
O3 κινείται στην γωνία.
Σε περίπτωση αλλαγής
έχουμε δύο miss match του
O3 στην περιφέρεια και
του O5 μέσα στην ρακέτα.



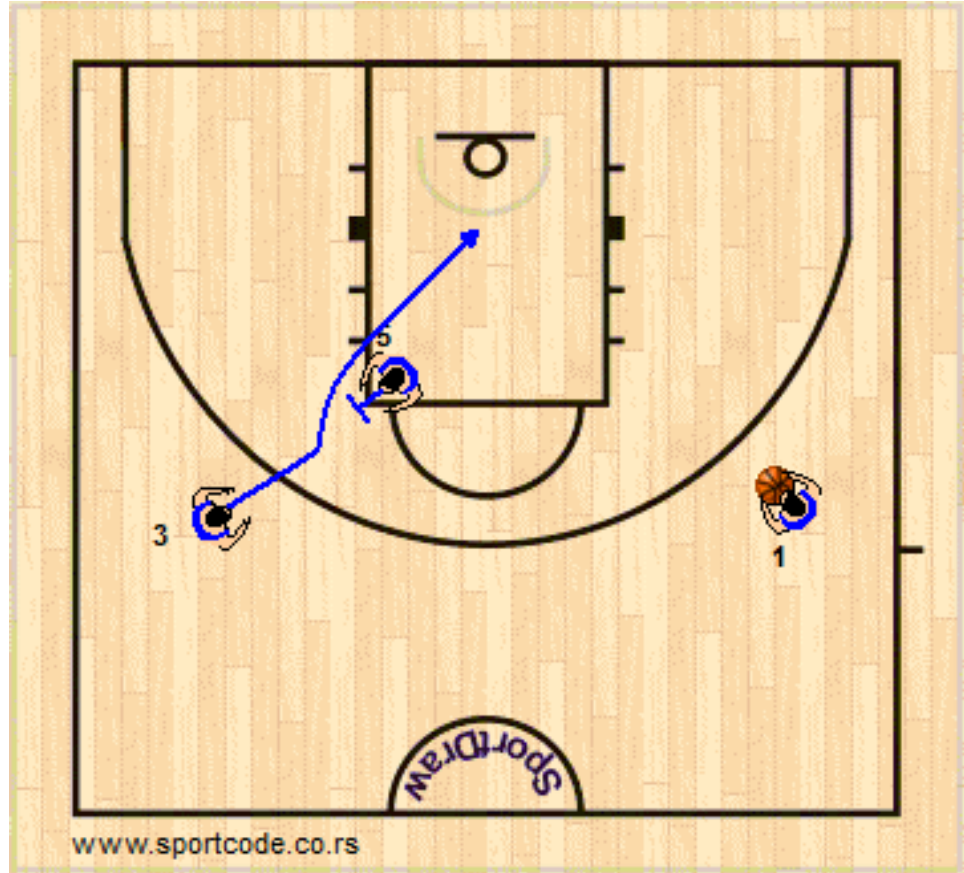
Backdoor με Σκάλα



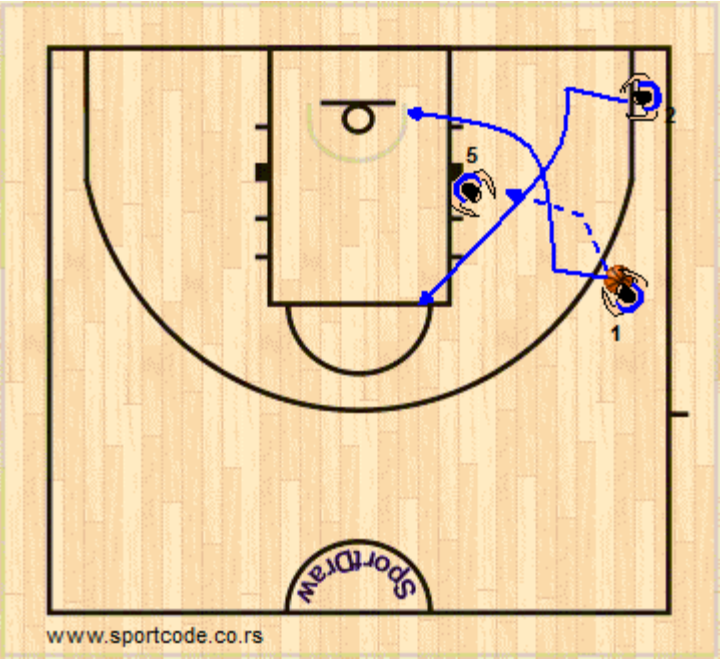
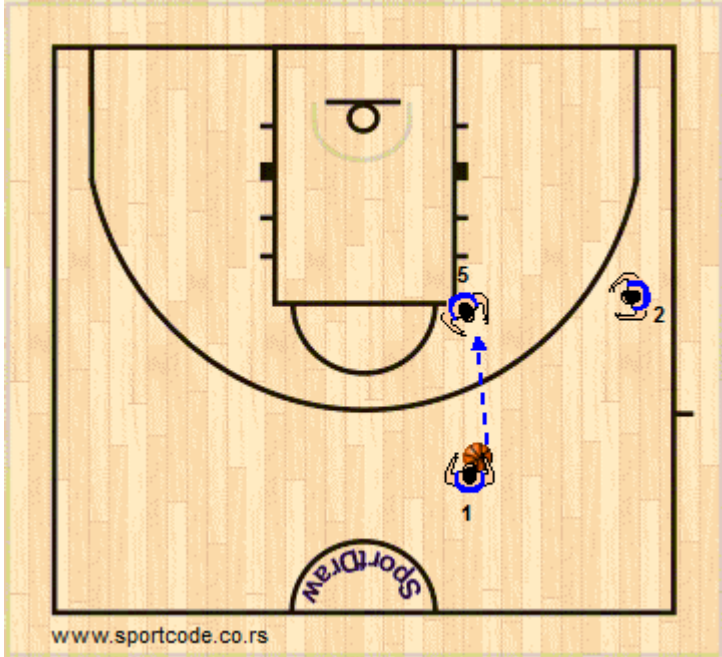
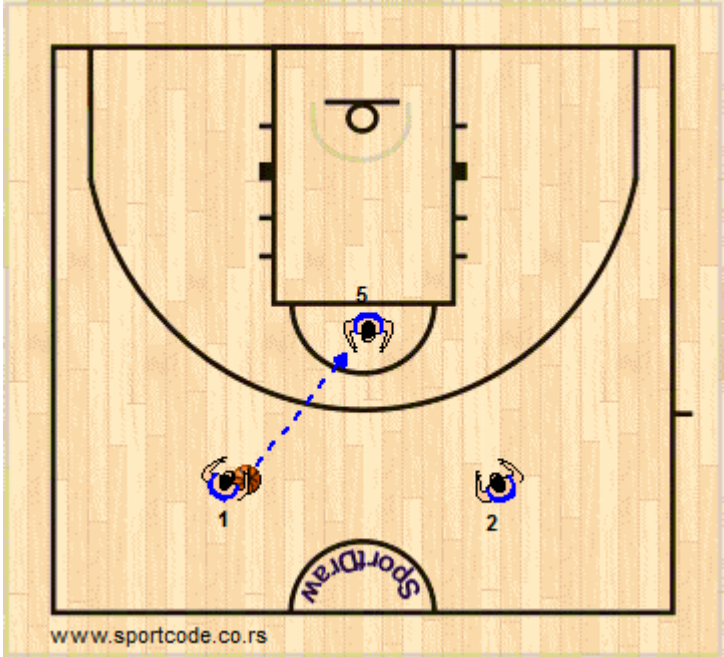
Backdoor με Screen



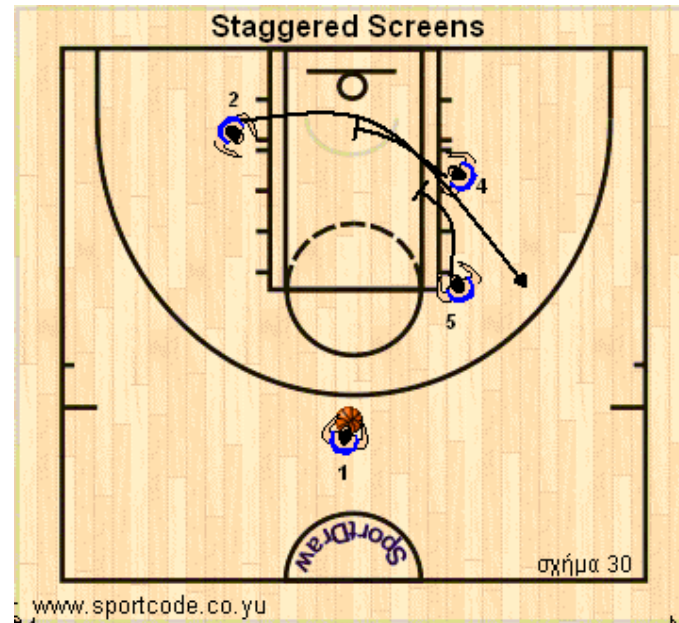
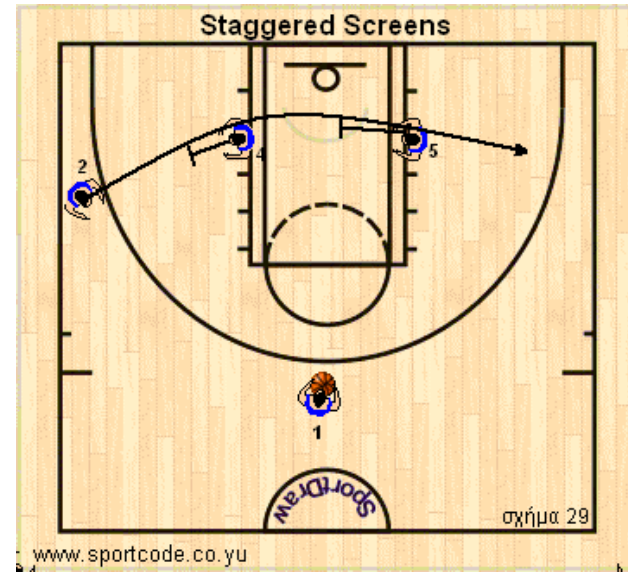
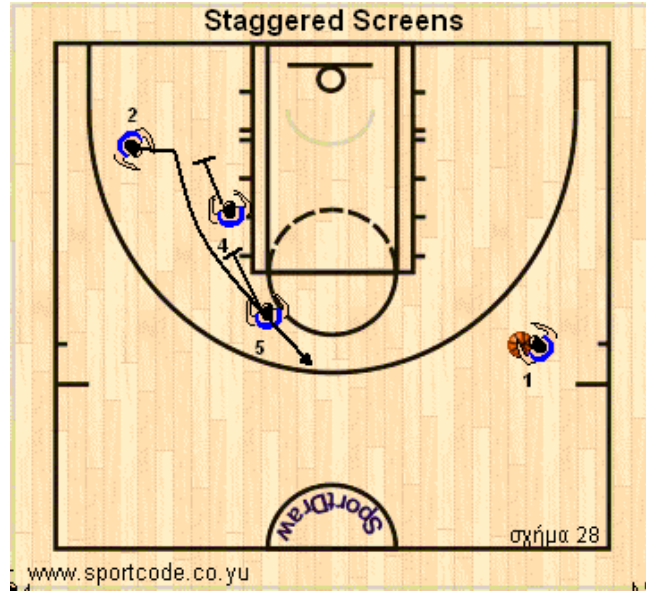
Shuffle Screen



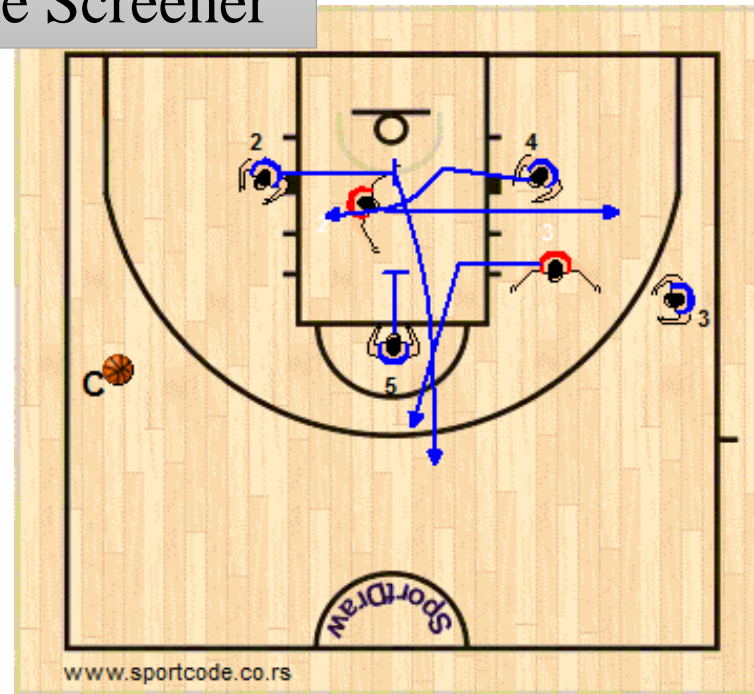
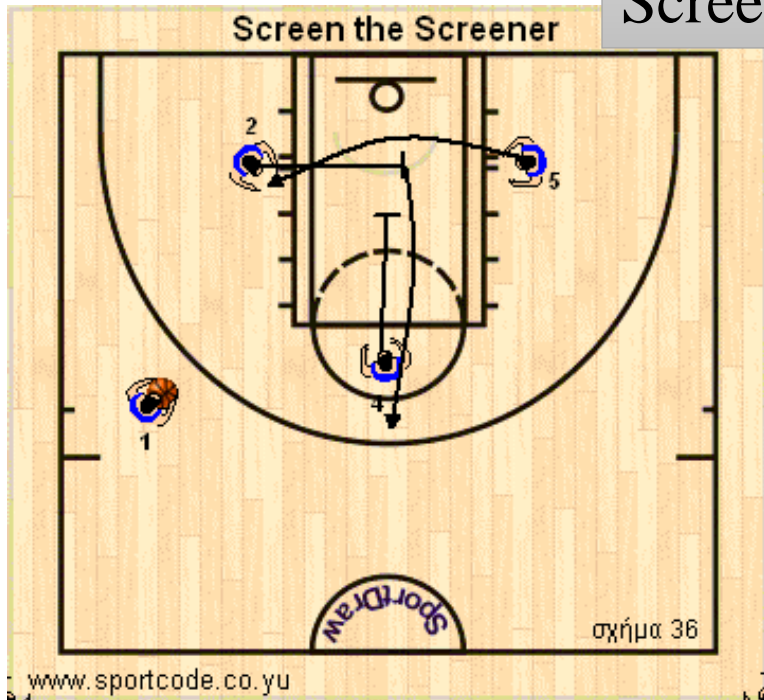
ΧΙΑΣΤΙ ΚΟΥΪΜΟ



Staggered Screen



Screen the Screener



O2 screen για O4 που θέλουμε να πάει από κάτω για να μεγαλώσουμε το γήπεδο.

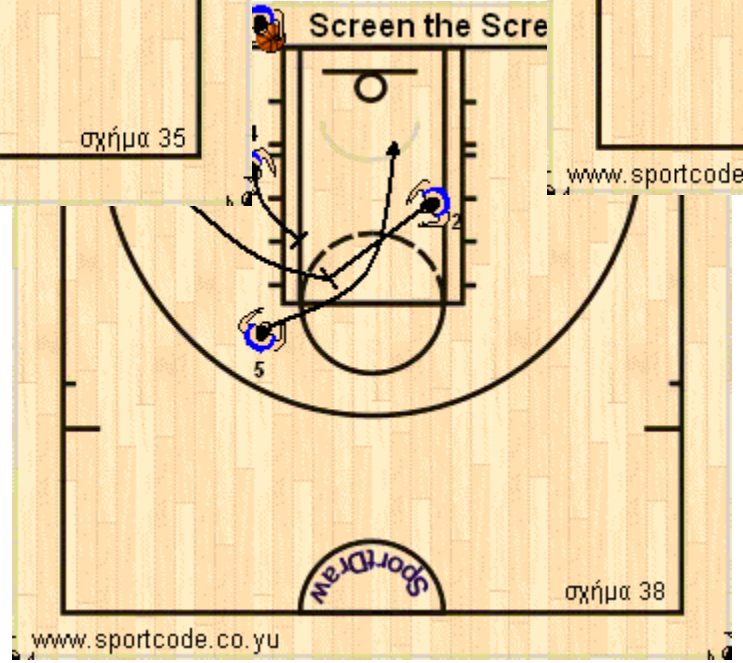
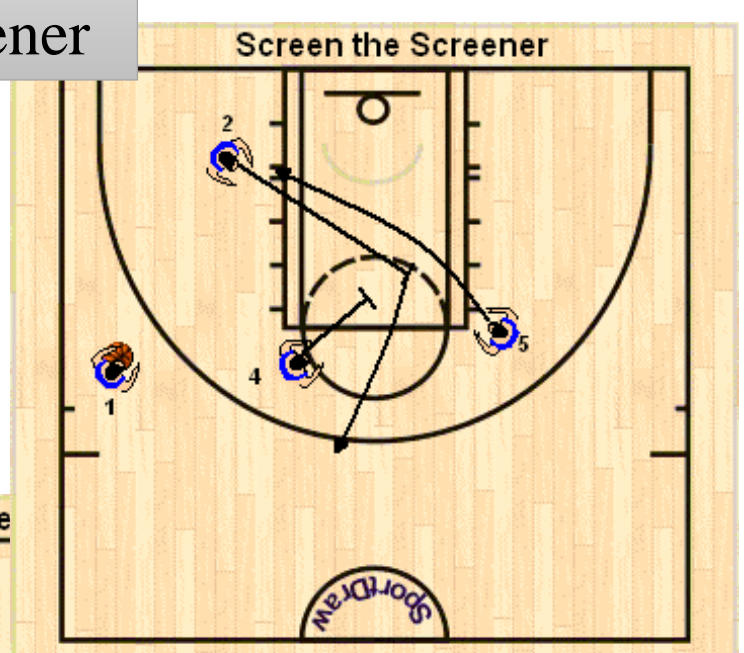
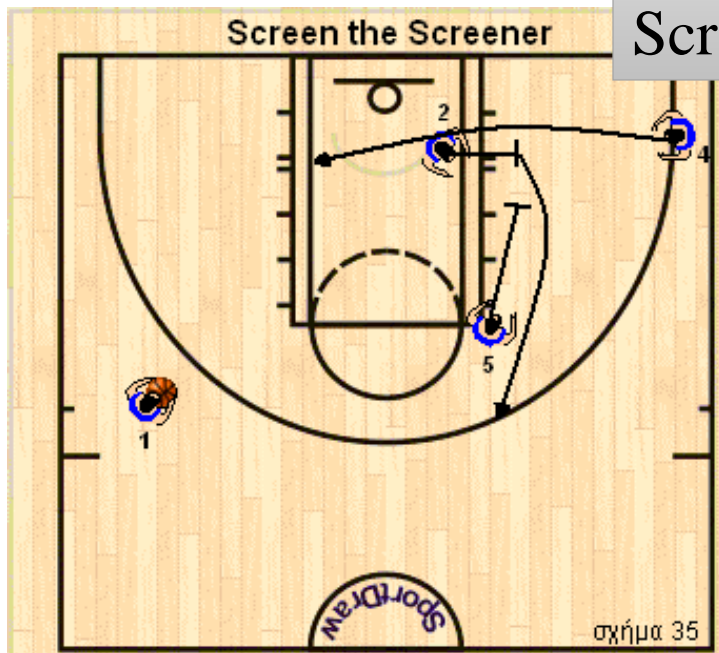
O5 screen για O2.

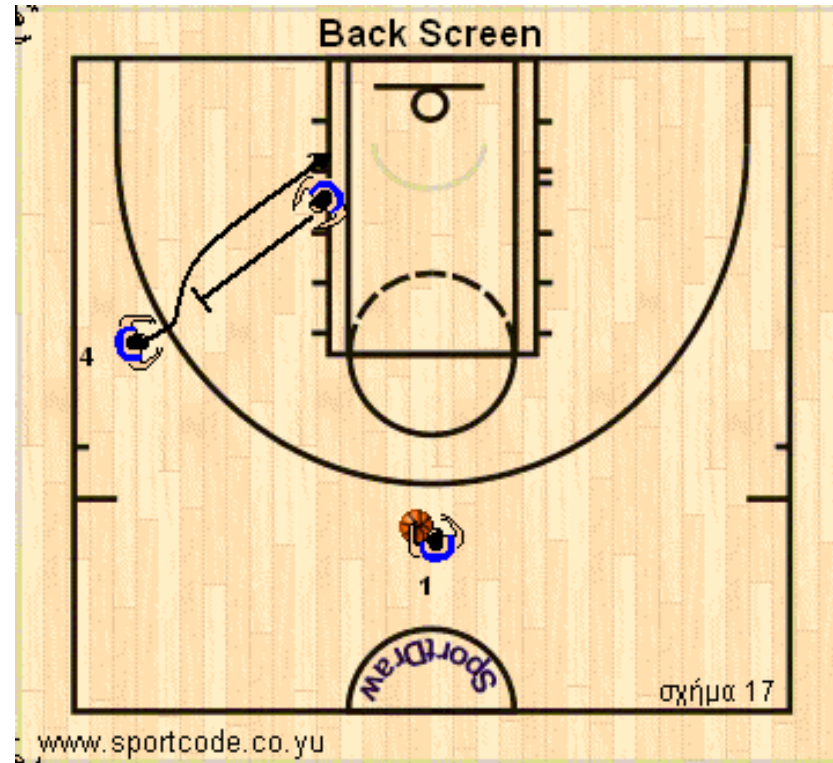
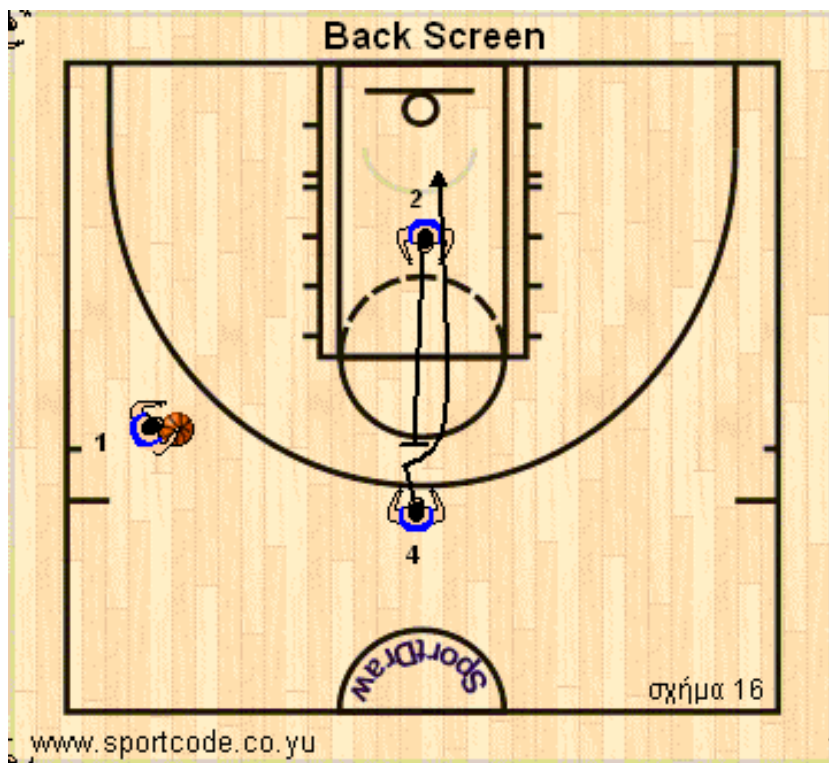
O2 για σουτ

O5 πλάτη στη ρακέτα

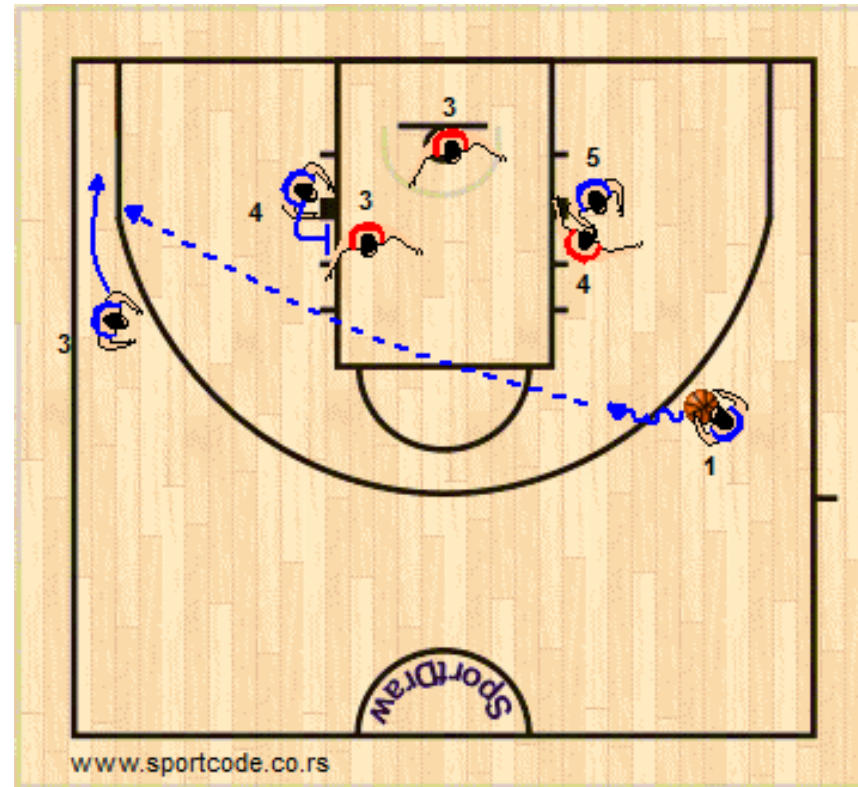
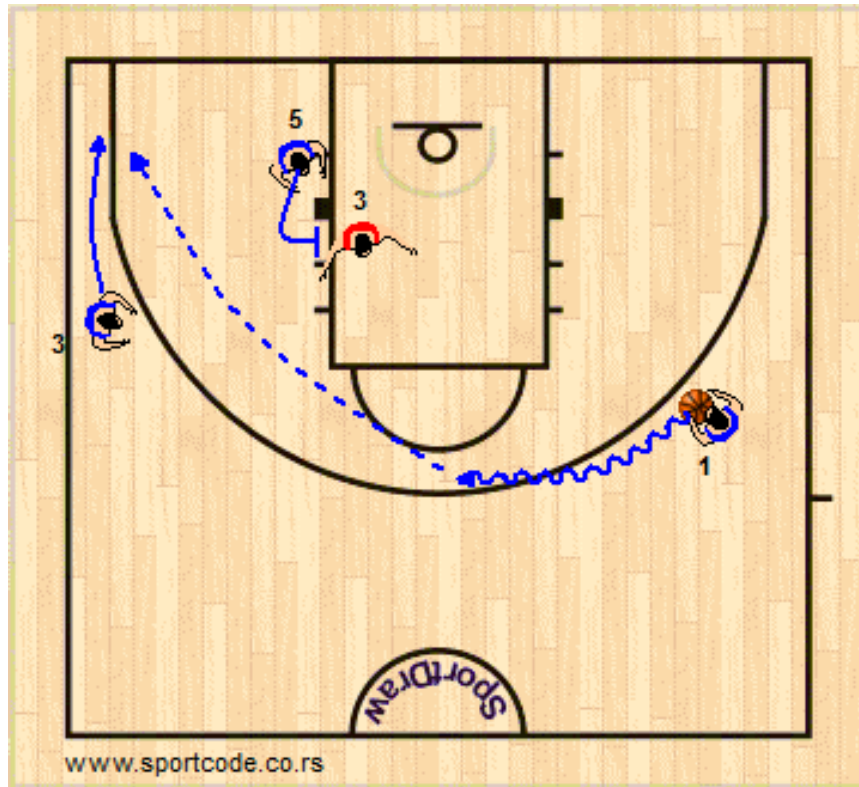
Αν X2 και X3 αλλάξουν τότε O4 αντί να ζητήσει μπάλα στο low post της δυνατής σκληνάρει τον X2 που του κάνει check. Έτσι δημιουργείται skip του O1 στον O3

Screen the Screener

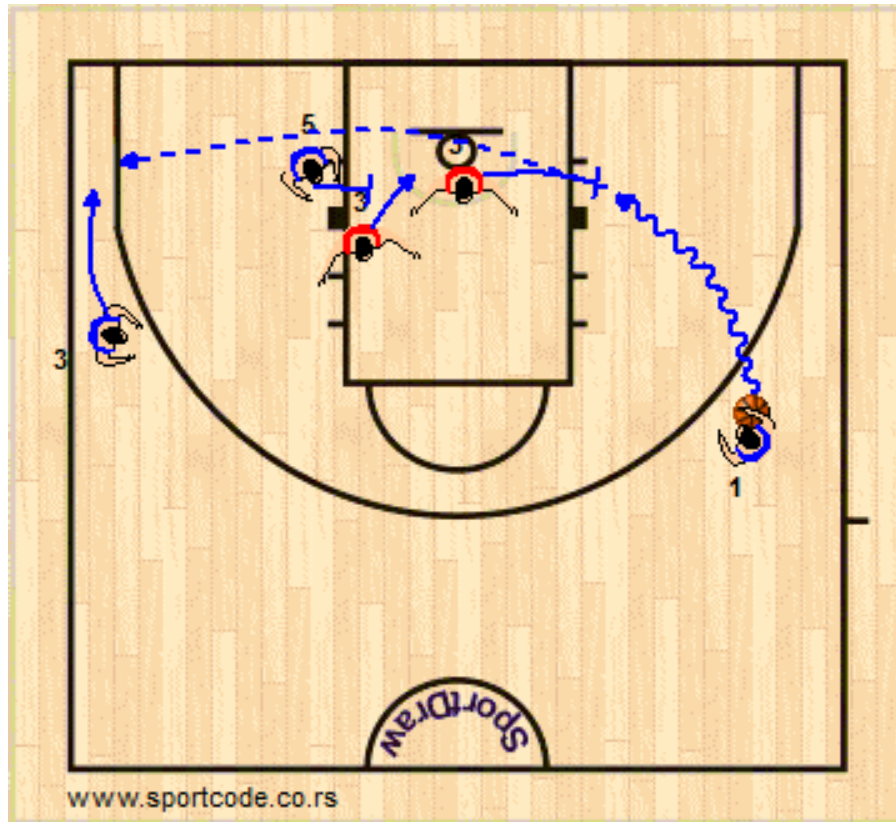




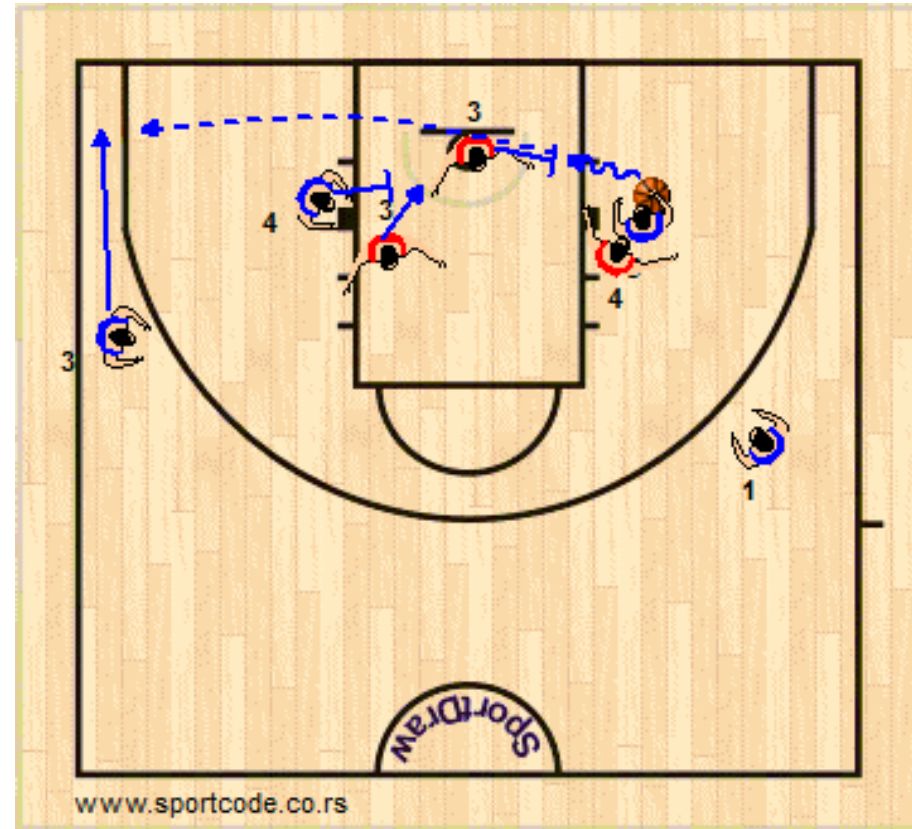
SCREEN ΣΤΟΝ ΤΕΛΕΥΤΑΙΟ ΠΑΙΚΤΗ ΤΗΣ ΑΔΥΝΑΤΗΣ & SKIP PASS



SCREEN ΣΤΟΝ ΤΕΛΕΥΤΑΙΟ ΠΑΙΚΤΗ ΤΗΣ ΑΔΥΝΑΤΗΣ & SKIP PASS

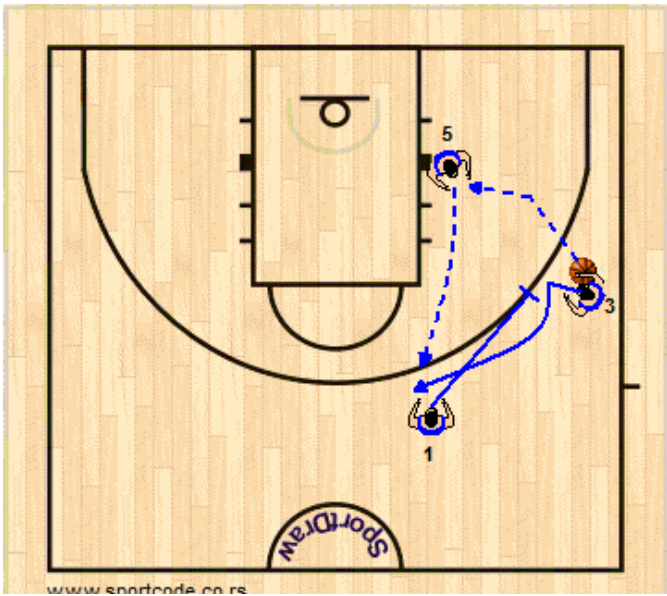
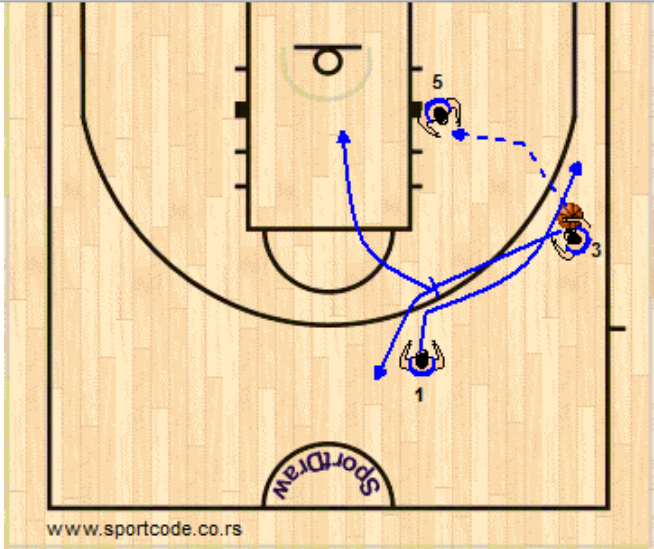


Ο1 ΔΙΕΙΣΔΥΣΗ
Χ5 ΒΟΗΘΕΙΑ
Χ3 ΠΕΡΙΣΤΡΟΦΗ
Ο5 SCREEN ΣΤΟΝ Χ3
Ο1 ΠΑΣΑ ΣΤΟΝ Ο3

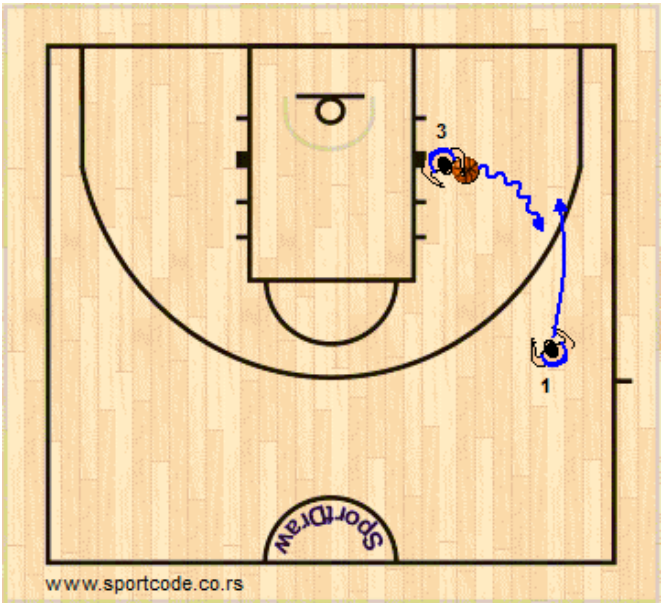


Ο5 ΑΠΕΙΛΕΙ ΑΠΟ LOW POST
Χ4 ΒΟΗΘΕΙΑ
Χ3 ΠΕΡΙΣΤΡΟΦΗ
Ο4 SCREEN ΣΤΟΝ Χ3
Ο5 ΠΑΣΑ ΣΤΟΝ Ο3

ΣΥΝΕΡΓΑΣΙΑ 3 ΠΑΙΚΤΩΝ ΣΤΟ LOW POST



BACK PICK & ΑΠΟΜΑΚΡΥΝΣΗ



HAND OFF / SHOOT OR DRIVE

ΚΙΝΗΣΕΙΣ 04 – 05

