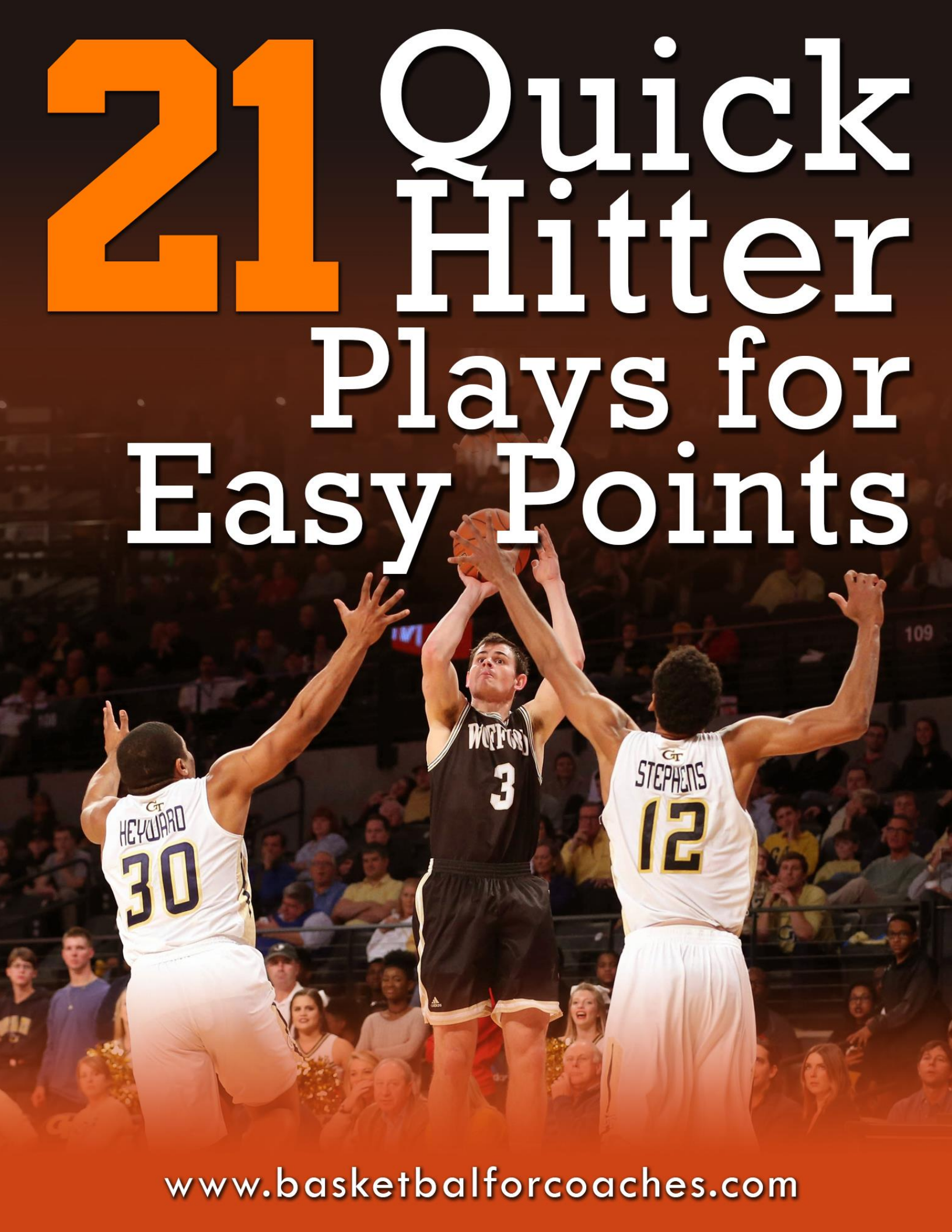
21 Quick Hitter Plays for Easy Points



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4-High Elevator

Overview of the Play:

This play involves an elevator screen for the inbounder to get an open 3-point shot from the top of the key. If this player isn't open for the shot, the play continues with a pick-and-pop that provides multiple scoring opportunities.

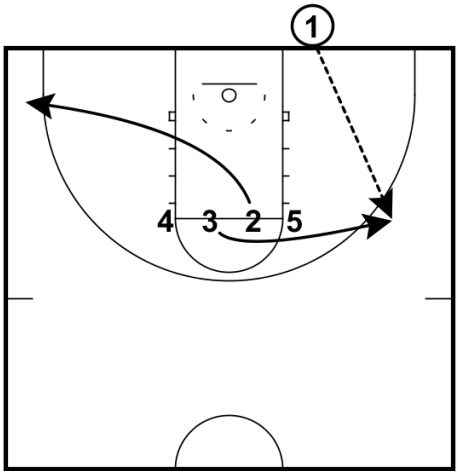
Key Personnel:

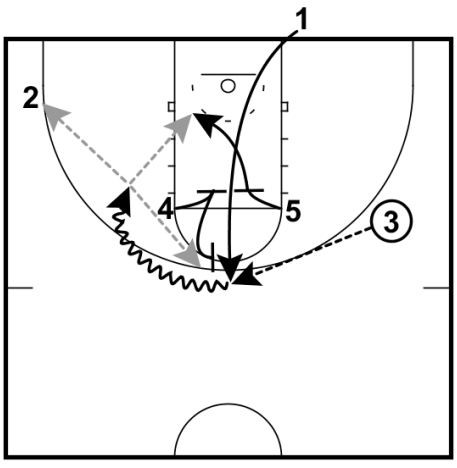
- 1 should be a decent shooter and a good creator out of the pick-and-roll.
- 4 and 5 should be players capable of setting strong screens.

Instructions:

Setup: The play begins with 4 players across the free-throw line.

1. 3 starts the play by cutting to the wing and receiving the inbound pass.
2. At the same time, 2 cuts to the weak-side corner.
3. As soon as the basketball is inbounded, 1 sprints towards the top of the key, with 4 and 5 setting an elevator screen on 1's defender.
4. 3 passes the basketball to 1 at the top for a 3-point shot.
5. If 1 isn't open for a shot, 4 immediately turns and sets a strong, solid screen.
6. 1 attacks the empty space off the screen, 4 pops out to the 3-point line, while 5 cuts towards the ball-side low block, attempting to seal their defender and post up.
7. 1 should have multiple scoring options, depending on how the defense reacts – pass to 2, 4, or 5, or pull up for a midrange jump shot.





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Coaching Points:

- 1 must be able to make smart decisions with the basketball and hit the open player at the right time and on-target.

- 4 must not telegraph they're going to set the ball screen for 1 (must be done quickly), or 1's defender will fight through it early and no advantage will be gained.

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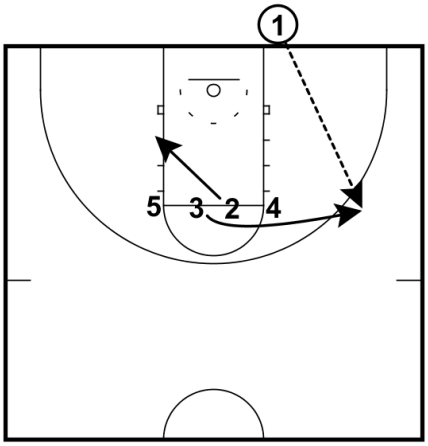
4-High Flat

Overview of the Play:

This play involves multiple scoring options. A stagger screen to get a good shooter open at the top of the key and a screen-the-screener play for a post player to get an open look for a layup.

Key Personnel:

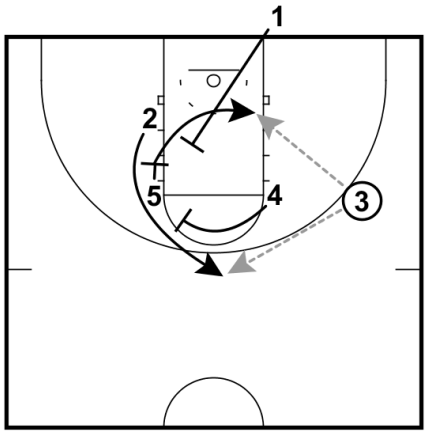
- 2 should be the team's best 3-point shooter.
- 5 should be a player able to finish strong at the basket.
- 3 should be a good decision maker.



Instructions:

Setup: All four players begin in a straight line across the free-throw line.

1. 3 starts the play by cutting to the ball-side wing to receive the inbound pass.
2. As 3 moves, 2 cuts toward the weak-side low block.
3. Now 5 and 4 set a stagger screen for 2.
4. At the same time as the inbound pass is made, 1 immediately steps inside and screens 5's defender, as 5 sets the screen for 2.
5. 2 cuts off the stagger screen to the top of the key, while 5 cuts to the basket off the screen from 1.
6. Now 3 should have at least one of these two options available for a pass and a finish.



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Coaching Points:

- It's crucial that all the players set strong screens on a correct angle during this play.
- Pay attention to timing of the screens and cuts. 1 must set the cross screen for 5 immediately after 2 cuts off 5's screen, as this is the moment 5's defender will be somewhat blindsided.
- 2 can look to curl on 4's screen if 2's defender is following on the screens, and take a shot from around the free-throw line instead of a 3-pointer.

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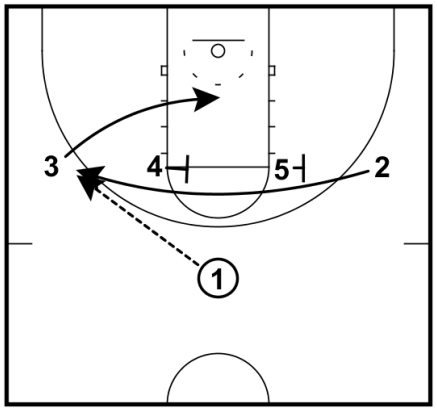
4-High Lift

Overview of the Play:

This is a great play to catch the defense off-guard to get an open layup for a post player off a back screen early in the possession.

Key Personnel:

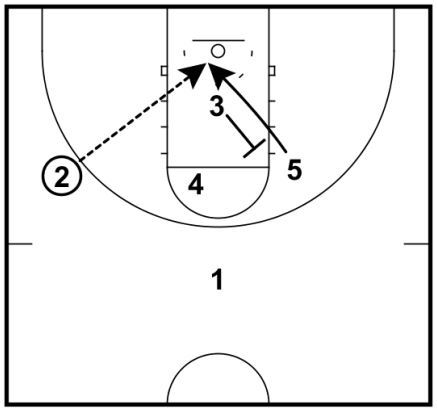
- 5 should be a player able to finish strong at the basket.
- 3 should be a player able to set a strong screen.



Instructions:

Setup: The play begins in a 1-4 high set.

1. The play starts with 2 executing an Iverson cut across the floor off the screens from 5 and 4.
2. At the same time, 3 cuts towards the key.
3. 1 passes the basketball to 2 on the wing.
4. As soon as 2 receives the pass, 3 sets a back screen on 5's defender, and 5 cuts to the basket looking to receive the pass from 2 and finish at the basket.



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Coaching Points:

- 3 must set a strong screen on 5's defender - set and hold until the defender fights through.
- 5 must look to post up and seal the defender close to the basket if not completely open coming off the back screen. Here we'll have a good setup for a high-low play, with 4 in the high post position.
- If the defense switches on the back screen, you'll have a mismatch situation that can be exploited.

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4-Low Pop

Overview of the Play:

This play involves a back screen to get one of the post players open for a quick layup.

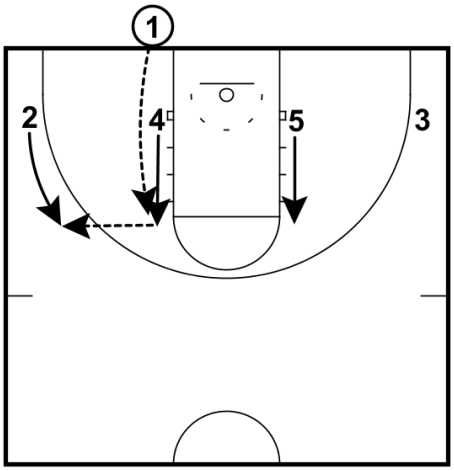
Key Personnel:

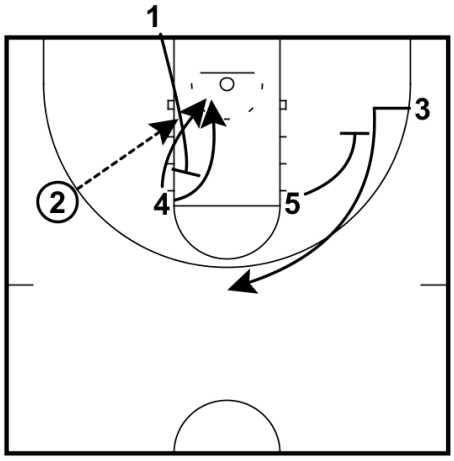
- 4 should be a post player capable of finishing strong at the rim.
- 2 should be a player capable of throwing good passes, on-time and on-target.

Instructions:

Setup: The play begins in a 4-low formation.

1. The play starts with 5, 4 and 2 popping out towards the free-throw line extended.
2. 1 makes an inbound lob pass to 4, who immediately passes it on to 2 on the wing.
3. After inbounding the basketball, 1 moves up to set the back screen on 4's defender, while at the same time 5 sets the screen on the opposite side for 3 who cuts to the top of the key.
4. 4 uses the screen from 1 to get open and receive the pass from 2 to finish at the basket.
5. If nothing develops, 3 could be open at the top of the key for a pass and a 3-point shot.





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Coaching Points:

- Timing of screens and cuts is crucial in this play. 4 must wait for 1 to be ready to inbound the basketball before popping out towards the elbow to receive a lob pass.
- 1 must time the screen for 4, and not give away their intention before 4 passes the basketball to the wing.
- If there is no immediate advantage off the back screen, 4 must seal the defender under the basket and provide a good passing angle.

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4-Low Switch

Overview of the Play:

This play includes two stagger screens – first to divert the attention of the defenders, and the second one immediately after to get your best shooter open on the 3-point line.

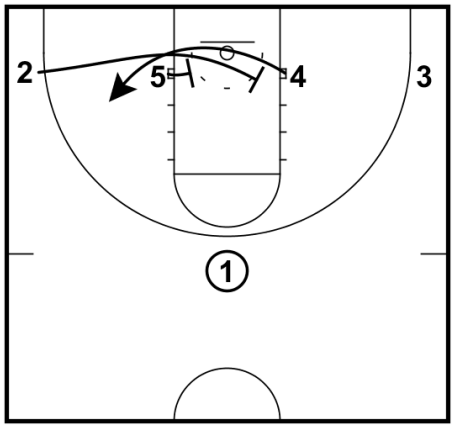
Key Personnel:

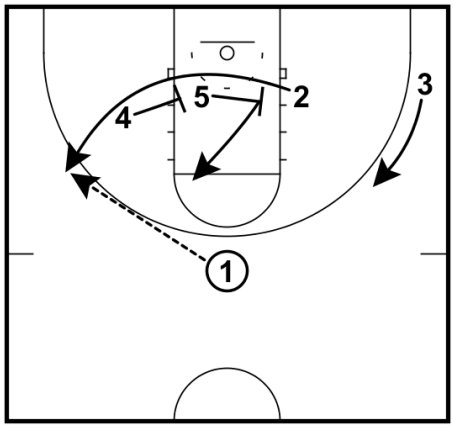
- 2 should be the team's best 3-point shooter.
- 1 should be a point guard able to maintain the dribble under defensive pressure.

Instructions:

Setup: The play begins in 1-4 low set.

1. 2 starts the play by cutting to the key and setting a screen on 4's defender.
2. 2 and 5 set a stagger screen for 4, who cuts to the opposite side, a few steps outside the key.
3. After this stagger screen, 5 immediately continues across the key to set another stagger screen with 4, seeking to screen 2's defender.
4. 2 sprints off the second stagger screen to the opposite wing to receive the pass for a 3-point shot.
5. 5 flashes to the high post to provide an option for the pass and potential high-low play, if 2 isn't open for a shot.





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Coaching Points:

- 1 must maintain the dribble until the play develops.
- 2 coming off the second stagger screen is the main option we're looking for, so the first stagger screen is only used to set up the play for the second.
- The play must be executed at a high pace. Short, quick movements are crucial to gain an advantage on the second stagger screen before the defense catches up.

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Box Flare

Overview of the Play:

This simple, yet effective play involves a blindside flare screen for your point guard after a handoff at the top of the key, to catch the defense off guard and get an open 3-point shot on the wing.

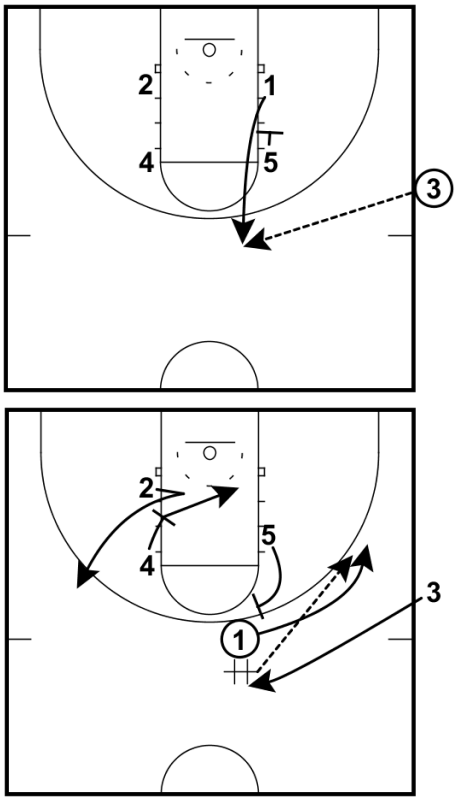
Key Personnel:

- 1 should be a strong shooter, able to knock down 3-pointers at a high percentage.
- 5 should be a player able to set a strong screen.

Instructions:

Setup: The play begins in a box formation.

1. The play starts with 1 cutting to the top of the key off 5's down screen to receive the inbound pass.
2. 3 inbounds the basketball to 1, and sprints to receive a handoff at the top.
3. At the same time, 4 screens for 2 on the weak-side low block.
4. As 3 hands the basketball off to 3, 5 immediately sets the flare screen on 1's defender, and 1 flares off the screen towards the wing to receive a skip pass for a 3-point shot.
5. After setting the screen, 4 cuts towards the ball-side low block and attempts to post up, in order to provide another passing option in case 1 isn't open for a shot.



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Coaching Points:

- 5 must set strong screens on smart angles in this play.
- 5 must be ready to set the flare screen for 1 just a moment after the handoff is made, and 1 must immediately flare off the screen.
- 1 must be ready to shoot on the catch, but shouldn't rush the shot if not completely open. With 5 at the top of the key and 4 posting up, you'll have a good situation for a high-low play as well.

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Corner Lob

Overview of the Play:

This play involves a back screen to get an open layup in only two passes.

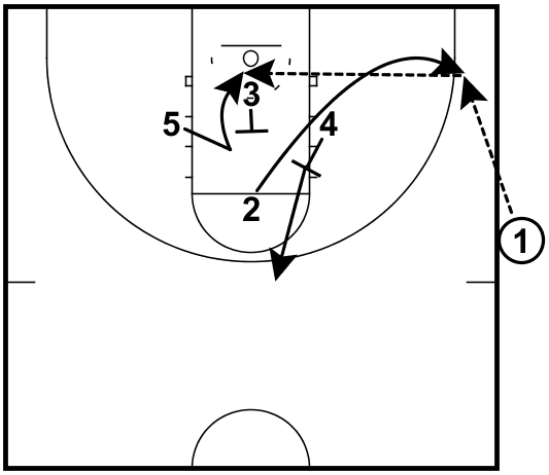
Key Personnel:

- 5 should be a player able to finish strong at the basket.
- 3 should be a player able to set a strong screen.

Instructions:

Setup: The play begins in a diamond set.

1. The play starts with 4 setting a screen for 2, who cuts to the ball-side corner to receive the inbound pass.
2. As soon as the inbound pass is made, 5 takes a few steps towards the opposite elbow, then 3 sets a back screen on 5's defender.
3. 5 cuts to the basket to receive a pass from 2 (or alley-oop, if possible) and finishes at the rim.



Coaching Points:

- 3 must not give away their next movement and let the defense know they'll set a back screen for 5. Advise the player to look at the basketball instead, before setting the screen.
- 5 must take a step or two towards the opposite elbow and call for the pass to keep the defender occupied before receiving the back screen from 3.
- This play will only fool the defense once or twice a game so save it for special occasions.

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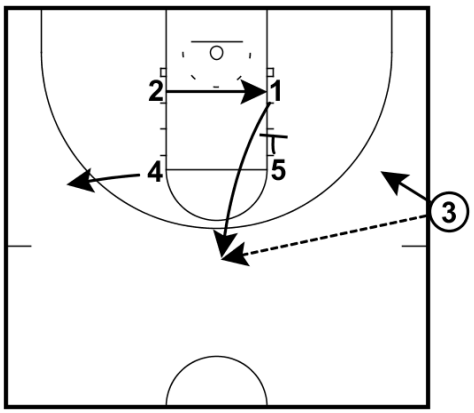
Coyote

Overview of the Play:

This play involves a double screen for the inbounder right after the inbound pass, who cuts towards the basket to receive the pass and finish at the rim.

Key Personnel:

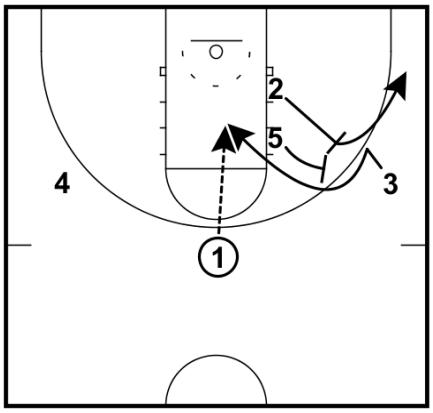
- 3 should be a player able to finish strong at the rim.



Instructions:

Setup: The play begins in a box formation.

1. The play starts with 5 setting a down screen on 1's defender.
2. 1 cuts off the screen to the top of the key to receive the inbound pass.
3. At the same time, 4 clears out to the wing, while 2 cuts across the key to the opposite low block.
4. When 1 receives the pass at the top, 5 and 2 set a double screen for 3, who cuts to the basket to exploit the empty space, receive the pass from 1 and finish with a layup.



Coaching Points:

- 5 and 2 must set a strong screen on a good angle, and set and hold until the defender fights through.
- 3 must read the defense, and can cut on either side of the double screen, depending on the position of the defender.

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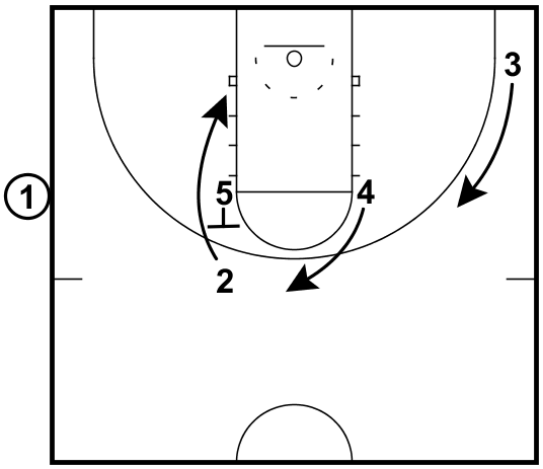
Flash Back

Overview of the Play:

This SLOB quick hitter involves a back screen for a post player to finish with a layup immediately off the inbound pass.

Key Personnel:

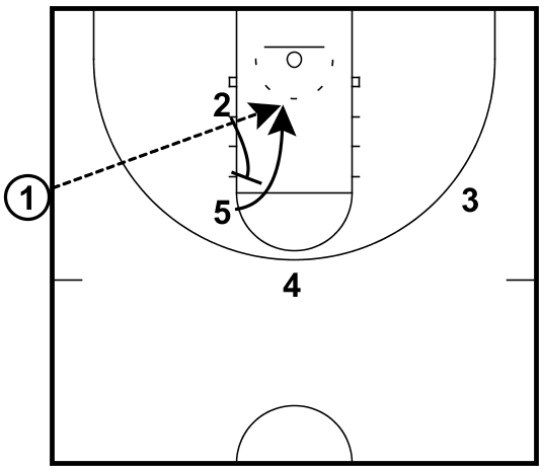
- 5 should be a post player able to finish strong at the rim.
- 1 should be the team's best passer.
- 2 should be a player able to set a solid screen.



Instructions:

Setup: One player on each of the elbows, one on the ball-side slot, and one in the weak-side corner.

1. 2 starts the play by cutting towards the low block, while 4 cuts to the top of the key, and 3 to the weak-side wing.
2. If they don't get a quick layup, 2 immediately turns and sets the back screen on 5's defender.
3. 5 uses the back screen to cut to the basket and get open for a pass from 1 for a layup.



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Coaching Points:

- 2 must set a strong screen on 5's defender.
- 1 should not attempt to pass to 5 at all costs. If 5 is not open, they should look for 2 or 4 for an inbound pass.
- This is one of the plays where we try to catch the defense-off guard. It's not going to work if you run it too regularly against the same teams.

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Hand-Off Flare

Overview of the Play:

This play involves a blindside cross screen for your point guard after the handoff, to get an open look on the perimeter. If this player isn't open for a 3-point shot, a post player could be open under the basket.

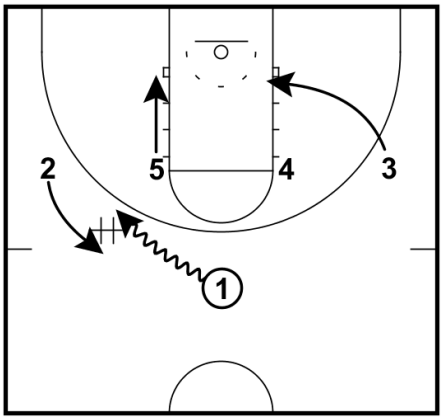
Key Personnel:

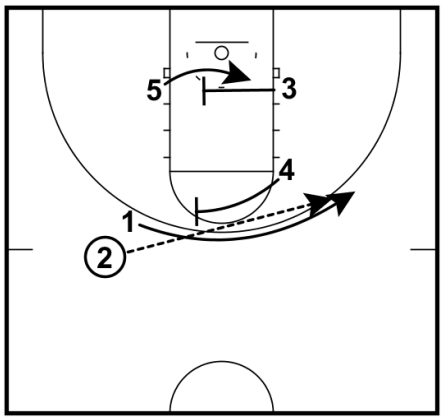
- 1 should be a player able to hit 3-point shots at a high percentage.
- 3 and 4 should be the player capable of setting strong screens.
- 5 should be a player able to finish strong at the basket.

Instructions:

Setup: The play begins in a 1-4 high set.

1. 1 starts the play with a dribble handoff for 2 on the wing.
2. 5 and 3 drop down to the low blocks, each on their side of the floor.
3. Immediately after the handoff pass, 1 turns and sprints off the cross screen from 4, looking to receive the lob pass from 2 on the opposite side of the floor.
4. 2 passes the basketball to 1, who could be open for a 3-point shot.
5. At the same time, 3 sets a cross screen on 5's defender inside the key.
6. If 1 isn't completely open for a shot, there could be an immediate open look for 5 coming off 3's screen for a pass and finish.





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Coaching Points:

- Timing of screens and cuts is paramount in this play. 4 must set the screen on 1's defender immediately as the handoff is executed, since 1's defender will be focused on the basketball.
- 3 must set the screen immediately as the lob pass to 1 is made.
- Advise the players not to look in the direction of their next movement to avoid giving away their intentions.

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Orbit

Overview of the Play:

This sideline quick hitter involves three players setting a staggered screen for the best shooter to get open in the corner for a 3-point shot.

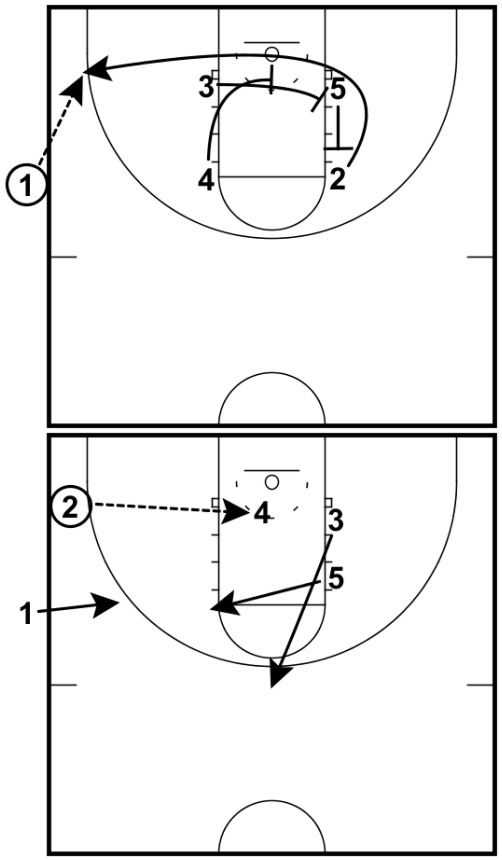
Key Personnel:

- 2 should be the team's best 3-point shooter.

Instructions:

Setup: The play begins in a box formation, with the shooter (2) on the weak-side elbow.

1. The play starts with 5 moving up to set the screen on 2's defender.
2. 3 and 4 also rotate to set a triple staggered screen and hunt for 2's defender once the defender evades the first screen.
3. 2 cuts off the screens and towards the ball-side corner to receive the pass for a 3-point shot.
4. After setting the first screen, 5 flashes to the ball-side elbow to provide a good passing angle for a possible high-low play, while 3 clears out to the top of the key.
5. Once 4 sets the last screen on 2's defender, 4 must try to seal the defender and receive the pass inside if 2 isn't completely open for a shot.



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Coaching Points:

- Make sure that your best shooter starts on the weak-side elbow.
- 1 must be a good decision maker. If 2 isn't completely open for a shot, 5 could be open to receive the inbound pass around the elbow to for a shot or a high-low play.
- This is one of the plays where we try to catch the defense-off guard. If you run it too often, the play won't work with the same effect. Save it for special occasions – for a close game with a few seconds left on the clock, for example.

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PG Flip

Overview of the Play:

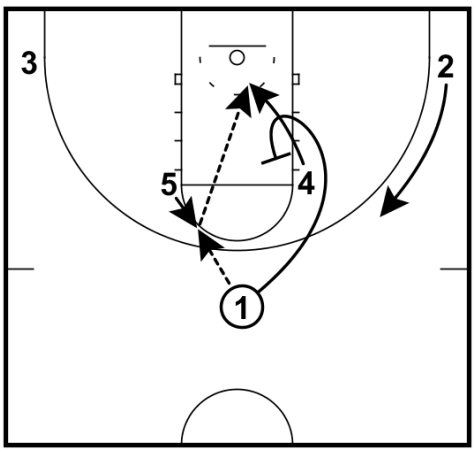
This play is designed to get one of the post players open for a layup early in the offensive possession, using a back screen from the point guard.

Key Personnel:

- 4 should be a player able to finish strong at the basket.
- 1 should be able to set a strong, solid screen.

Instructions:

Setup: The play begins in a 1-2-2 set, with a player on each elbow, and one in each of the corners.



1. The play starts with 1 passing the basketball to 5.
2. 1 then cuts around 4 and sets the back screen on 4's defender.
3. At the same time, 2 cuts up towards the wing.
4. 4 cuts to the basket off the back screen to receive the pass from 5 and finish with a layup.

Coaching Points:

- 1 must set a strong screen on 4's defender in order to create separation.
- Even if the initial pass isn't open, this can lead to a mismatch situation with 1's defender guarding 4. They must be physical and establish deep position to take advantage.
- After setting the back screen, 1 must immediately pop out to the 3-point line, and could be open for a pass and a 3-point shot if both 4's and 1's defenders stay inside the key.

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Piston

Overview of the Play:

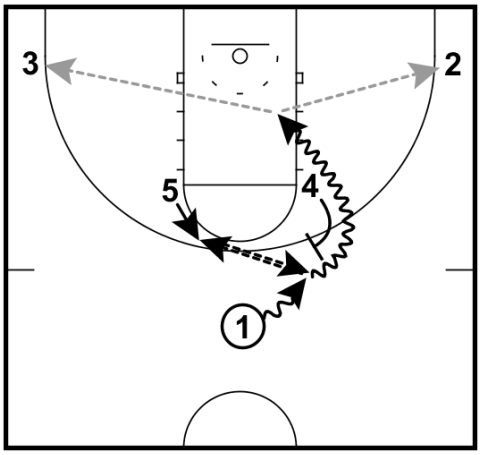
This play is designed to get a blindside pick-and-roll for your point guard at the top of the key, in order to create multiple scoring opportunities out of the pick-and-roll.

Key Personnel:

- 1 must be a great decision maker and creator out of the pick-and-roll play.
- 4 should be a player able to set a strong screen.
- The play works best if both 2 and 3 are decent 3-point shooters.

Instructions:

Setup: The play begins in a 1-2-2 set, with a player on each elbow, and one in each of the corners.



1. 1 starts the play by taking one or two dribbles towards 4's side of the floor, then passes the basketball to 5 to divert the defender's attention to the other side of the floor.
2. 5 immediately passes back to 1, and as this pass is made, 4 sets the screen on 1's defender.
3. 1 attacks towards the rim, and now should have three scoring options depending on how the defense reacts.
4. If none of the defenders step up to stop the drive, 1 pulls up for a midrange jump shot or finishes with a layup.
5. If 2's or 3's defender steps out to defend, 1 kicks the basketball out to 2 or 3 for the corner 3-point shot.

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Coaching Points:

- It's very important that 1 and 4 hide their intentions before the pick-and-roll play. 1 should avoid looking at the 4's direction, and 4 must run out to set the screen with good timing.
- 4 must set the screen on a smart angle so that 1 can attack the rim.
- 2 and 3 must be ready to shoot on the catch.

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Puzzle

Overview of the Play:

This play involves many short, quick movements to deceive the defenders and get one of the players wide open under the basket off a back screen.

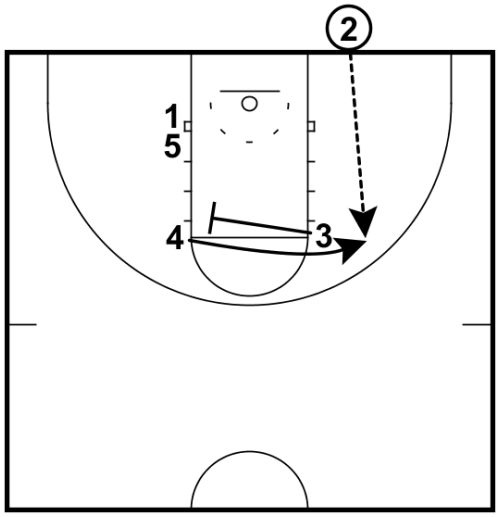
Key Personnel:

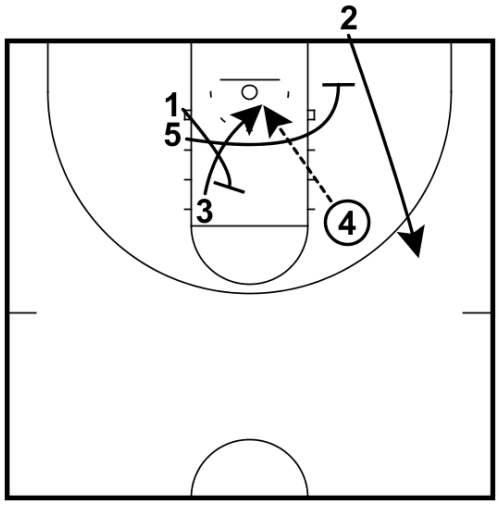
- 3 should be a player able to finish at the basket against the opposing team's guards.
- The play works best if 1 is a point guard able to set proper, strong screens.

Instructions:

Setup: 3 starts on the ball-side elbow, while three players are on the opposite side of the key – 4 on the elbow, and 1 and 5 on the low block.

1. 3 sets the cross screen for 4, who cuts to the ball side looking to receive the inbound pass.
2. 5 moves to set the down screen for the inbounder, who cuts to the wing.
3. As 5 moved away from the position to set the screen on the ball side, 1 moves up to set the back screen on 3's defender.
4. 3 cuts to the basket looking to receive the pass from 4 and finish at the basket.





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Coaching Points:

- 1 must wait for 5 to move over to the ball side before setting the screen on 3's defender.
- After setting the screen for 2, 5 should step out to the short corner to drag their defender out of the paint.

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Quick Pick

Overview of the Play:

Quick entry into a pick-and-roll that involves the best finisher and one of the post players.

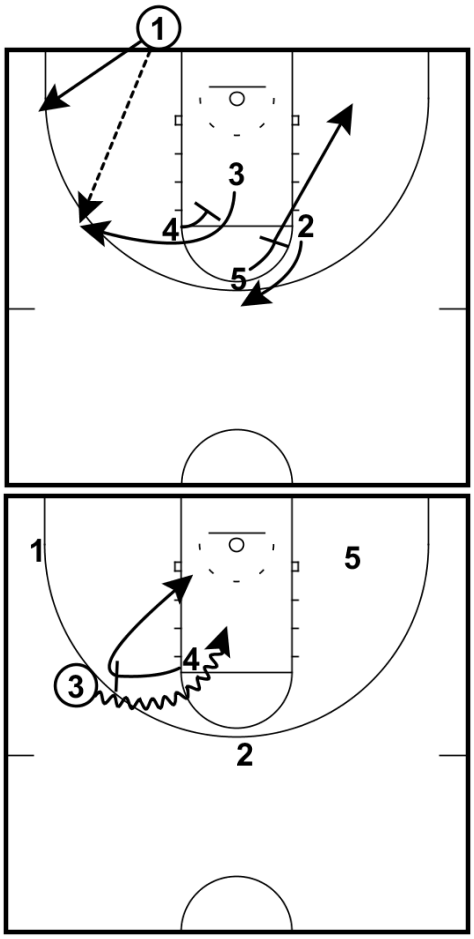
Key Personnel:

- 3 should be a player capable of creating scoring opportunities out of the pick-and-roll play.
- 4 should be a post player able to set a strong screen and finish at the basket.

Instructions:

Setup: The play begins in a diamond formation, with a player on each of the elbows, one at the top of the key, and one in the middle of the key.

1. 1 starts as the inbounder.
2. 4 sets the screen for 3, who cuts to the wing to receive the pass from the inbounder.
3. At the same time, 5 sets the screen for 2 and clears out to the short corner, while 2 pops out to the top of the key.
4. After the 3 receives the inbound pass on the wing, 4 turns and sprints to set the ball screen.
5. 3 and 4 play the pick-and-roll – 3 drives towards the basket looking to finish, while 4 rolls off the pick looking to receive the pass and finish if the opportunity presents.



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Coaching Points:

- The inbounder should avoid looking in the direction of the next pass. Fake a pass to the other side to make it easier to inbound the basketball to the wing.

- After setting the screen for 3, 4 must wait for the basketball to be inbounded before sprinting to set a strong screen on the wing. Create an advantage by catching the defense off-guard.

- 3 must look for passing opportunities. 4 on the roll, 1 in the corner, or 5 in the short corner if the defense helps on the drive.

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Skip Find

Overview of the Play:

This play involves two cross screens before the inbound pass, then the inbounder looks to throw a lob pass to a post player. If this player cannot finish, the play continues with two more screens that could lead to an open layup or 3-point shot.

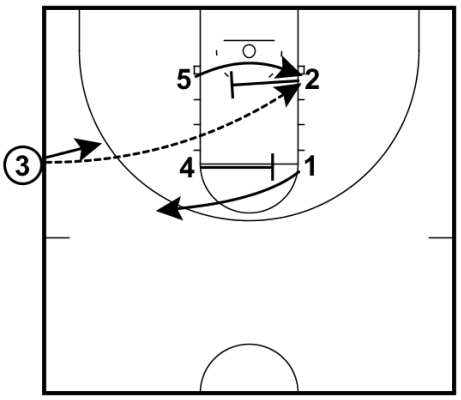
Key Personnel:

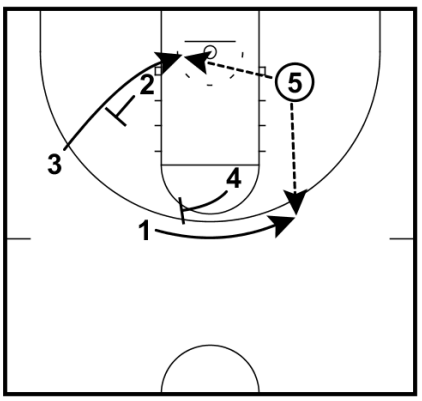
- 3 should be a player able to throw a long pass, on-time and on-target.
- 5 should be a tall post player able to finish strong at the basket and pass.

Instructions:

Setup: The play begins in a box formation.

1. The play begins with 2 setting a cross screen on 5's defender, while 4 sets a cross screen on 1's defender.
2. 5 cuts off the cross screen towards the weak-side low block to receive a lob pass from the inbounder, while 1 cuts to the ball-side slot.
3. 5 receives the ball on the weakside low block where they will finish with a quick shot if possible. If not, they hold the ball and wait for the rest of the play to develop.
4. 4 turns to set the screen on 1's defender, while 2 sets the back screen for 3, who cuts towards the basket.
5. 5 should have two options for a pass now – either to 3 for a layup, or 1 for the 3-point shot.





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Coaching Points:

- The players must set strong screens for the play to succeed, especially when 2 sets the cross screen on 5's defender.

- 3 must make a good decision on the inbound pass. If there's a chance that the lob pass will be picked off / deflected, 3 shouldn't throw the pass. In this case, it's better to pass to 1, who can call for the pick-and-roll play.

- This can be an easy play for the opponent to pick up on if ran too many times, but it's great for a quick score when your team needs one.

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Strike

Overview of the Play:

This play involves a screen for a player who receives an inbound pass, then a handoff to the inbounder to create an advantage and opportunities on the drive to the basket.

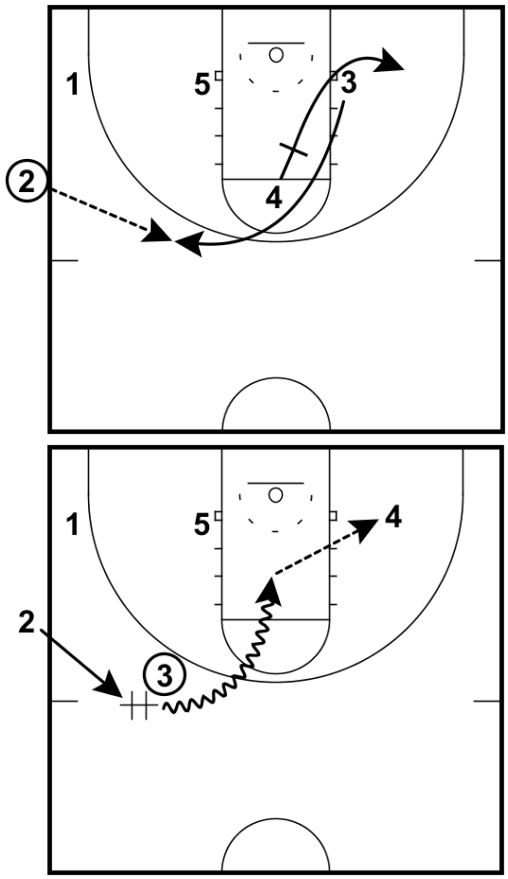
Key Personnel:

- 2 should be a player able to create scoring opportunities off the drive.

Instructions:

Setup: The play begins with one player on the free-throw line, one on each of the low blocks, and one in the ball-side corner.

1. The play starts with 4 setting the screen for 3, who sprints towards the ball-side wing.
2. 2 inbounds the basketball to 3, and immediately runs to receive a handoff pass.
3. If 4 sets a proper screen, 3's defender should need at least a second or two to recover, so 2 should immediately attack the paint on the run after receiving the handoff and exploit the confusion.
4. 3 should try to set the screen on 2's defender on the handoff, so 2 could attack with the drive and then look for other scoring opportunities if 4's or 5's defender helps.



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Coaching Points:

- After 4's screen, 3 must sprint to receive the inbound pass and hand the ball off to 2.
- Right after the inbound pass, 2 must run to receive the handoff pass and attack the paint immediately. Don't wait and allow the defender to catch up.
- 4 and 5 should be ready to receive the pass and finish at the basket when 2 drives. Either with a short-range jump shot or a layup.

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Trigger

Overview of the Play:

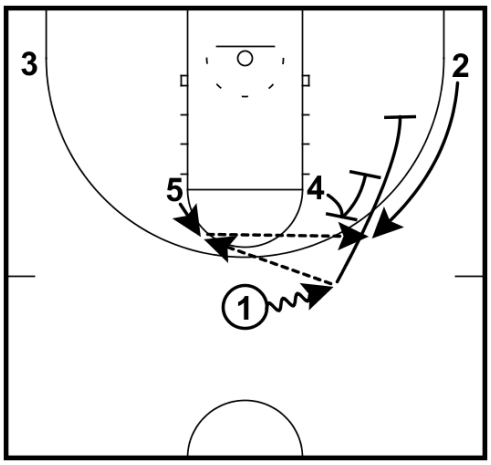
This quick hitter involves a stagger screen for the team's best shooter to get open for a 3-point shot early in the offensive possession.

Key Personnel:

- 2 should be the team's best 3-point shooter.

Instructions:

Setup: The play begins in a 1-2-2 set, with a player on each elbow, and one in each of the corners.



1. The play starts with 1 dribbling to the side of the court where the shooter is positioned.
2. 1 passes the basketball to 5 and sprints to set the screen on 2's defender.
3. 4 sets the screen on 1's defender first, then turns to set the second stagger screen for 2, who cuts up along the 3-point line to receive the pass and take a 3-point shot.

Coaching Points:

- 1 and 4 must seek out the defenders and set solid screens for the play to succeed. It's important that 4 hunts for 2's defender after the defender evades the first screen.
- 2 must be ready to shoot on the catch.
- Point guard should always dribble to the side of the shooter we want to get open. If 2 and 3 are equally good shooters, the play can be executed on either side of the floor.

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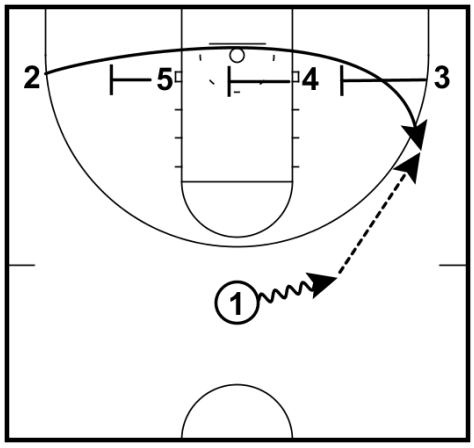
Triple Stagger

Overview of the Play:

This quick hitter is designed to get the team's best shooter open on the 3-point line using a triple stagger screen. If this shot isn't open, the point guard sets the screen for one of the post players who flashes to the high post.

Key Personnel:

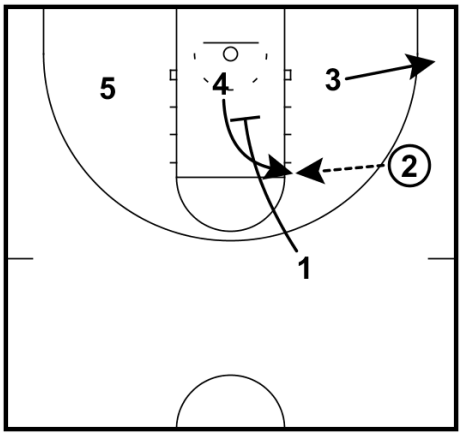


- 2 should be the team's best shooter.
- 4 should be a player capable of hitting midrange shots at a high percentage.

Instructions:

Setup: The play begins in 1-4 low formation.

1. The play starts with 1 dribbling to the side opposite from the shooter we're trying to get open (2 in this case).
2. Now 5, 4, and 3 set the triple stagger screen on 2's defender, who cuts from the corner, across the floor and to the ball-side wing.
3. 3 clears out to the corner, while 1 passes the basketball to 2 coming off the last screen for a 3-point shot, if open.
4. If 2 isn't open, 1 drops down to set the screen for 4, who flashes to the elbow to receive the pass from 2 for a potential open midrange shot.



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Coaching Points:

- It's crucial that 4 and 3 hunt for 2's defender on the staggered screen.
- After 1 sets the screen on 4's defender, 4 must be ready to catch the basketball, turn, and take a midrange shot.
- Point guard should always start the play by dribbling opposite your best shooter.

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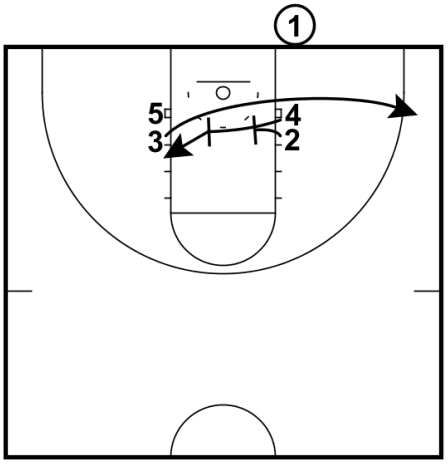
Weak Gate

Overview of the Play:

This play involves an elevator screen for the best shooter. Great play if you have only a few seconds left on the clock and in need of a quick basket.

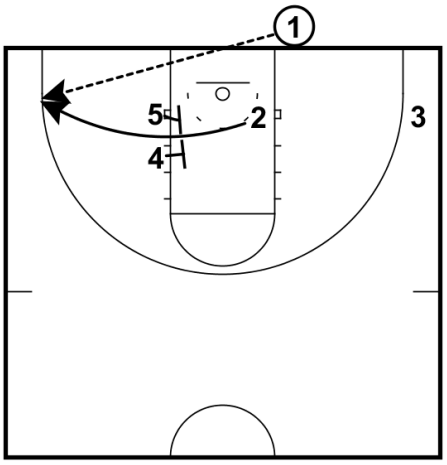
Key Personnel:



- 2 should be the team's best shooter.
- 1 should be a player able to throw a well-timed, on-target pass.
- 4 and 5 should be the players capable of setting strong screens.

Instructions:

Setup: The play begins with two players on each low block.



1. The play starts with 4 and 2 setting a stagger screen for 3 who cuts to the ball-side corner.
2. After setting the screen, 2 immediately cuts off the elevator screen from 5 and 4 to the opposite corner.
3. 5 and 4 close the "gate" for 2's defender, and 2 receives the inbound pass for an open shot.

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Coaching Points:

- The best shooter should always start on the ball side.
- Timing is crucial for the play to succeed. After setting the screen for 3, 4 must immediately clear out to the edge of the key and be ready to set an elevator screen with 5.
- 2 must remain patient and wait for 3 to cut off the screen towards the corner before starting the next cut. By that time, 4 should be in position to screen 2's defender.

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Wolverine

Overview of the Play:

This quick hitter is a great option for your team if you have a guard who can post up. This simple play clears the key of tall players before getting the ball inside in only two passes.

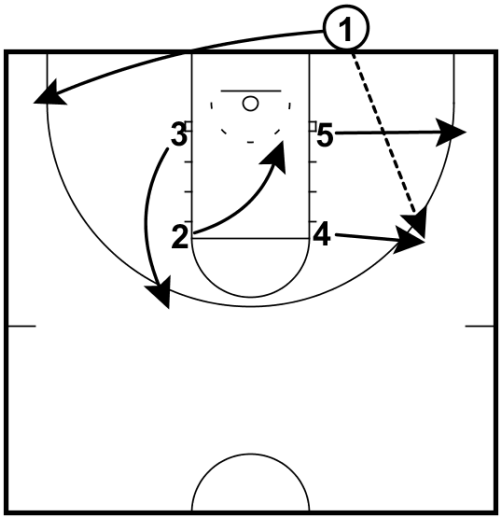
Key Personnel:

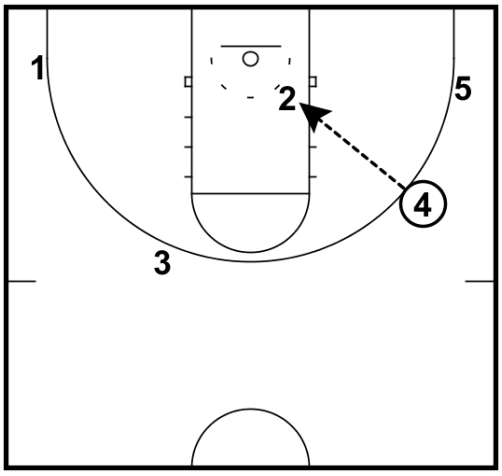
- 2 should be a player who can score 1-on-1 in the post.
- 4 should be a player able to throw a good pass, on-time and on-target.

Instructions:

Setup: The play begins in a box formation, with the post players on the same side of the floor as the inbounder, and the outside players on the opposite side of the key.

1. 1 starts as the inbounder.
2. On the mark (such as inbounder slapping the basketball, for example), 4 and 5 pop out to the 3-point line – 4 to the wing, and 5 to the corner.
3. At the same time, 2 cuts towards the inbounder, while 3 pops out to the weak-side slot.
4. 2 looks to seal the defender immediately, as 1 inbounds the basketball to 4, then clears to the opposite corner.
5. 4 passes to 2 inside the key, who finishes 1-on-1 at the basket.





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Coaching Points:

- 2 must be physical and seal the defender on the cut, before the inbound pass to the wing.
- 4 must look to pass to 2 immediately after receiving the pass.
- This play will provide good spacing of the floor, so 2 can look for the pass outside to 3 or 1 for the 3-point shot if one of the defenders helps inside the key.

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