A dribble handoff is when the ball handler dribbles directly at the cutter's defender and then hands the ball off to the cutter. Dribble handoffs are another version of a ball screen and can be very difficult to defend if they done quickly and with proper technique. They are not extremely common and therefore teams may not be prepared to defend.

Dribble handoffs are very effective for a big player who does not shoot the ball well from the perimeter but is valuable in many other ways. When big players are pressured dribble hand-offs are very effective as pressure releases. If an opponent chooses to sag off a big who cannot shoot, when the big executes a dribble handoff there will not a defender in position to help when the cutter gets the handoff. So if the cutter's defender runs into the dribbler the cutter will be open for a shot.

**Technique:**

1. The cutter's should “drag the arc” to ensure the hand-off occurs below the foul line.
2. The dribbler should drive at the cutter's defender.
3. The dribbler should make a short "toss" or pop the ball up to the cutter. It can slow the cutter down if the dribbler literally hands the ball off.
4. The cutter must go tight by the dribbler’s shoulder to ensure there is no space for the cutter’s defender to get through.
5. Both the dribbler and the cutter should go with speed for the handoff.
6. The dribbler should go as soon as he/she receives a pass.
7. The dribbler should always be inside the 3 point line to ensure the cutter is in shooting range.

**Handoff Series** - these are a series of two player drills to practice techniques of the dribble handoffs. Initially you may have a guided defender on the cutter to learn the proper reads. Each of these techniques should begin with the coach or another player passing to the big at a swing spot. The big should get in the habit of going quickly and hard.
1. **Curl to Jumper:**
The cutter reads that the cutter's defender is going to run into the screen and the dribbler's defender is not in a position to help. In this case the cutter should curl for a jump shot.

2. **Back cut to Lay-up:**
The cutter reads that the cutter's defender is attempting to get over the screen, or between the dribbler and the cutter. In this case the cutter should back cut for a lay-up. The pass should be a quick bounce pass.

3. **Step Back for a Jump Shot:**
The cutter reads that the cutter's defender is going behind the dribbler. In this case the cutter should stop directly behind the screener and receive a handoff for a perimeter shot. If a defender came out from behind the screen then the cutter would drive in the opposite direction.
4. **Dribbler Goes for Lay-up:**
The dribbler reads that the cutter's defender is attempting to get over the screen and the dribbler's defender is stepping out to help on the handoff. In this case the dribbler should turn the corner and go for a lay-up.