Here are **4 set-plays**, one built to showcase each of your guys in 3×3 action. Run them from the top of the arc, quick reads, and you'll get each player in their sweet spot:

1. "BANK & BREAK" - Vidura's Drive & Bank Shot

Purpose: Hide Vidura's 3-point weakness, clear space for his mid-range/bank game.

Alignment:

- Vidura Top of arc (Ball)
- Seeshan Right corner (Spacer)
- Shalon Left block (Screen/Outlet)

Steps:

- 1. Shalon flashes up from the block to set a flare screen for Vidura's defender at the elbow.
- 2. Vidura attacks baseline off the screen—one dribble—into a 45° bank-shot angle.
- 3. If the help defender rotates from Seeshan's corner, kick out to Seeshan for the open three.
- 4. If no help, Vidura **rebound & dump** to Shalon on the block for the easy touch or quick mid-range turnaround.

Why it works:

- Maximizes Vidura's driving touch and bank shot
- Keeps Seeshan ready for the rare kick-out trey
- Gives Shalon easy looks if the defense overplays

2. "POST LOCK" - Shalon's Strong Post-Up

Purpose: Force mismatches inside, get Shalon easy scoring or foul draws.

Alignment:

- Shalon Ball in low-post
- Vidura Top of arc (Spacing)
- Seeshan Opposite corner (Spacing)

Steps:

- 1. Vidura and Seeshan space wide, pulling their defenders to the wings.
- 2. Shalon seals his man, receives a bounce pass from the top.
- 3. In the post, **Shalon works** 1-on-1—go up strong for hook / drop-step.

- 4. If help arrives from Vidura's side, **feed out** to Vidura for a drive-bank or reset.
- 5. If help comes from Seeshan's corner, **kick** and let Seeshan rip the three.

Why it works:

- Exploits Shalon's strength and footwork
- Keeps shooters honest so help defense is punished

3. "SPOT & POP" - Seeshan's Catch-and-Shoot

Purpose: Free Seeshan for uncontested triples.

Alignment:

- Seeshan Starts at right corner
- Vidura Left wing (Initiator)
- Shalon High post (Screen/Slip)

Steps:

- 1. Vidura dribbles at the top, Shalon steps up to set a staggered double-screen on Seeshan's man.
- 2. Seeshan sprints off the screens to the left corner, receives a skip pass from Vidura.
- 3. Seeshan catches & fires immediately.
- 4. If the defense closes out, Seeshan can **fade up** into a short mid-range; Vidura must be ready to **flash** and relieve pressure.

Why it works:

- Staggered screens give Seeshan clean looks
- Puts defensive attention on Vidura & Shalon, loosening up the catch

4. "VIN ATTACK" - Vinuka's Iso/Drive Option

Purpose: Give Vinuka a late-window isolation for clutch plays.

Alignment:

- Vinuka Ball at the top
- Vidura Right wing (Screen)
- Shalon Left corner (Spacing)

Steps:

1. Vidura comes up to set a ball-screen on Vinuka's defender at the arc.

2. Vinuka reads:

- If hedge: drive hard middle, finish or draw contact.
- o If switch: iso smaller defender—take him off the dribble for mid-range or pull-up.
- o If over-help: kick to Shalon in the corner or back to Vidura on the wing.
- 3. Shalon cheats corner only to prevent the skip, so if Vinuka kicks, it's an easy look for Vidura.

Why it works:

- Leverages Vinuka's clutch dribble-drive
- Forces defense to choose—either Vinuka scores or you lose corner
- Utilizes Shalon & Vidura as safety valves

Quick Execution Notes for Sri Lanka 3×3:

- Shot clock = 12s: make reads fast
- **Spacing**: keep 2 3m between players
- Rebound & Outlet: whoever misses must crash and outlet quick
- Communication: call "screen" and "help" on every possession

Run these in practice so each guy knows his reads by feel, not by thought. Good luck, Team Vidura!

