

Transition Offense – Common Endpoints

Featured Offense August 5, 2017

By Randy Sherman

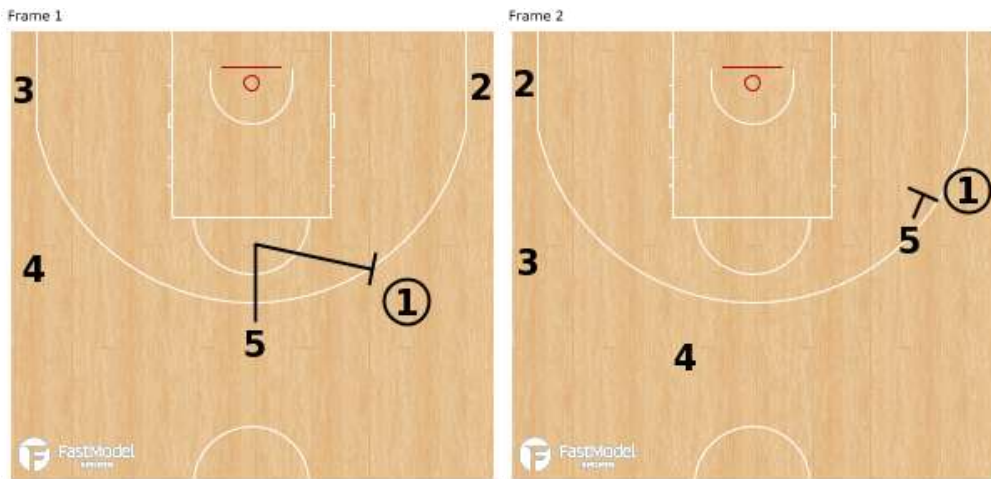


In transition offense, seek first to score, then flow seamlessly into offense from these common endpoints.

The first objective of transition offense is to score with an advantage. Coaches and players should keep this top of mind. Upon the rebound/inbound the offense uses pace, spacing and rapid advancement of the ball in hopes of scoring early and with a numbers advantage.

When the defense does its job and neutralizes any numbers advantage or retards advancement of ball, the offense is then forced to create an advantage using some sort of action. Again, seek first score, then run “offense,” not the other way around.

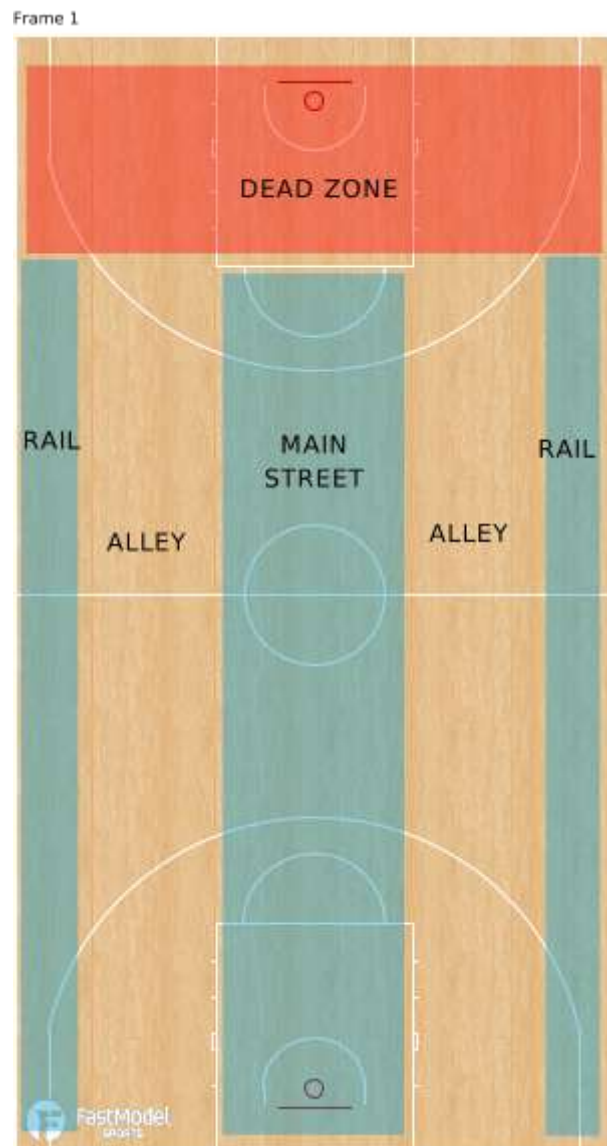
But when forced to flow into offense do so seamlessly and select some common **endpoints** for the offense to stem from. In this examination, the **Spread Ball Screen** and the **Wing/Side Ball Screen** serve as our common endpoints of transition offense.



Reverse engineer the **transition game** to end at these alignments, but do not lose sight of scoring without having to use them.

Terminology

Before getting to the endpoints, let's explore some transition terminology. These terms all are thoroughfares and have a movement connotation. They also create the lane integrity that leads to good spacing once the offense arrives in the front court.



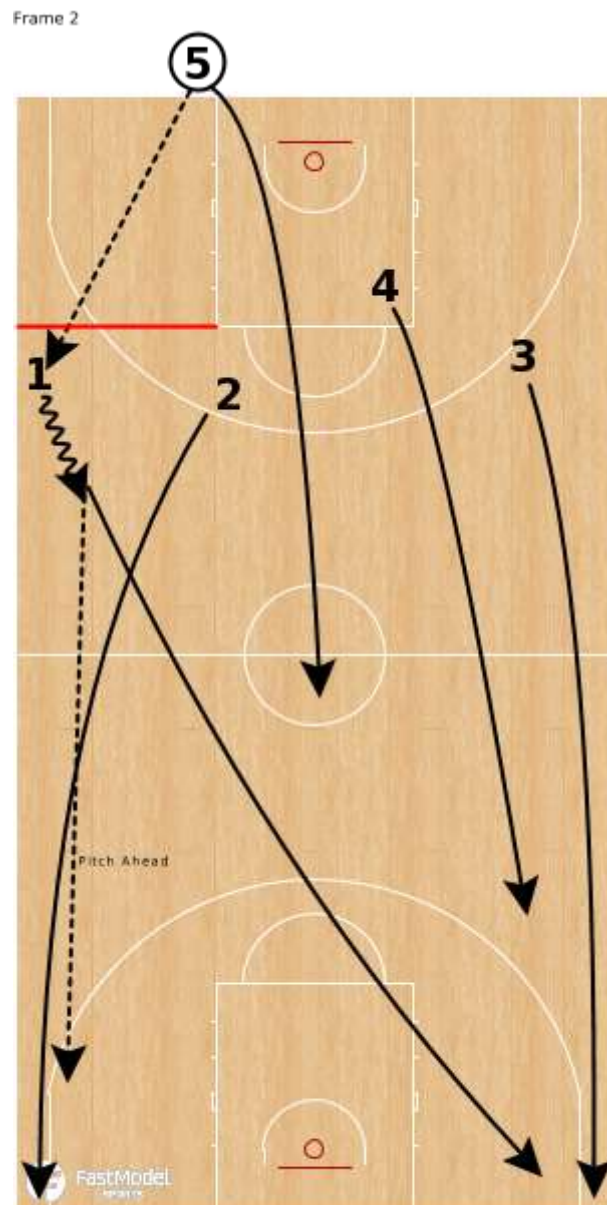
- Dead Zone – Area from free throw line extended down. Avoid receiving outlets passes in the I Zone.

- Alley – The ball comes up one alley and another player must use the opposite alley.
- Main Street – Main Street belongs to the “Bigs.” The rebounding/inbounding big trails in Main Street.

Pitch Ahead

Make the outlet pass then find a player ahead with an advantage. Use the long advance pass, or pitch ahead, to get them the ball. We want the ball airborne over the halfcourt line as much as possible.

Often on the ballside pitch ahead, the wing receives the pass in the wing area before reaching the deep corner. He/she may have an **immediate drive** available. If not, Player 1 in the diagram below through to the weak corner after pitching ahead.



After seeking first to score with the drive or shot then not having either available, the offense is set for one of our endpoints, a wing ball screen, with Player 5 sprinting into the screen from his/her trail position.

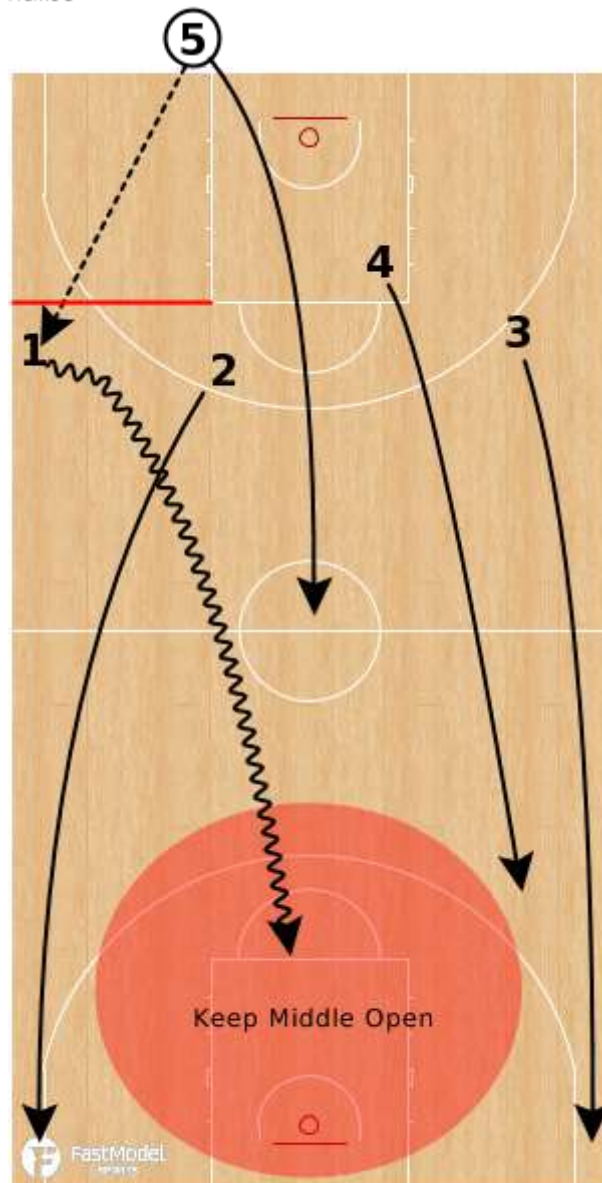
Dribble Attack

One benefit of a **Five-Out Break** is the middle third being clear for the ball handler to attack. There is no post player (and his/her defender) clogging the paint. Should the defense take away the pass to



This is what is meant by thinking “scoring” before thinking “offense” – score in the simplest way possible and attempt that first. If the middle third is wide open, attack the rim and look to finish. Should the defense collapse to protect the rim, inside-out passes are available for shooters.

Frame 3

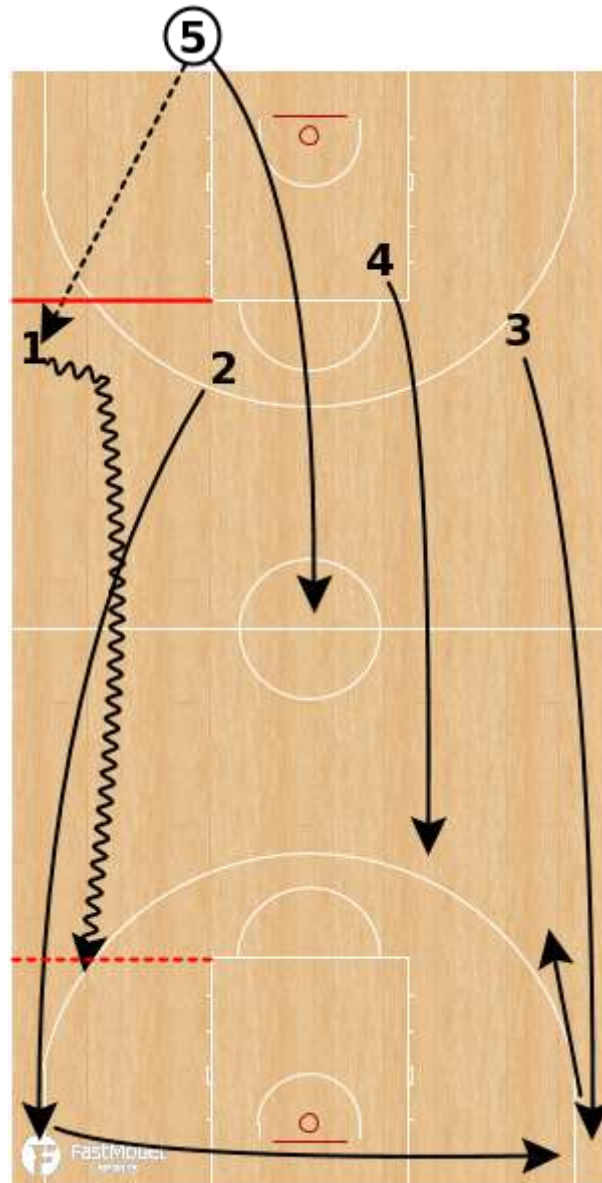


In the diagram above, Player 1 attacks the middle of the court looking to finish at the rim or draw defenders. This is the essence of simplistic offense – seek to manufacture points by the simplest and most straightforward means first.

Advancing the ball deep with the dribble up the alley elicits a dribble push. If the ball reaches free throw line extended the ballside corner player pushes through to the opposite corner. The ball handler can wave the corner player through with a non-verbal signal.

Creating the “empty corner” and clearing out the side can provide a lane for the ball handler to attack the rim up the alley as well.

Frame 4



If the ball handler is unable to attack from the side, the offense is again set up for one of our endplays – the wing ball screen – with Player 5 sprinting into the screen from his/her trail position.

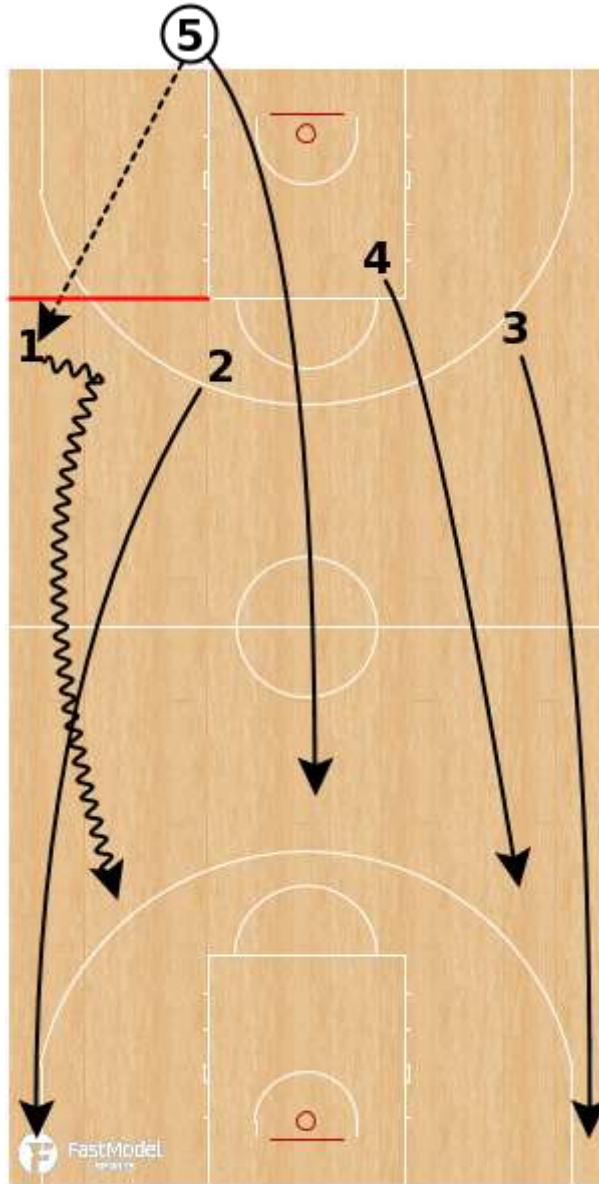


There are also times that due to the randomness of the game, players do not fill lanes with the perfect symmetry. This is another benefit of common endpoints. So long as the offense can arrive at an endpoint, they can flow into an action to **create an advantage**.

Above, **Tony Parker** is advancing the ball in transition and the ballside corner is empty while two wings are in the opposite rail. Parker should seek first to attack the rim from the side or take his man at a spot below the free throw line extended and receive the wing ball screen from **Boris Diaw** who is filling Main Street. This is not the perfect-world break we see in the diagrams but a way to get to a familiar endpoint when the floor is slightly tilted.

Dribble Entry

There are times when the ball is simply dribbled up the alley, no pitch ahead or dribble attack is available and the ball handler settles at the high wing. The offense sought first to score, no opportunity was available and the offense must flow into offense. With the dribble entry, the offense is set up to create an advantage with the **spread ball screen**.



The player trailing in Main Street can move into position to create with the high ball screen. The in below demonstrates this option.



To review, the diagrams below show the endpoints of the transition offense. The pitch ahead and dribble push lead to the wing ball screen while the dribble entry leads to the spread ball screen. T endpoints provide a familiar alignment from which to create an advantage



Remember, these endpoints are akin to backup plans. The mindset is to seek to score first then run offense. Score in transition if an opportunity is there; if not, create an advantage from one of the associated endpoints.

These options need no call from the bench; they flow organically. There is no “set it up” moment that allows the defense to entrench. Seek to score with an advantage via pace and tempo. When the defense is able to prevent that, flow into an endpoint from which an advantage can be created.

Further Reading: [Creating With Wing Ball Screens](#)



Continue the conversation:

For help with practice planning and implementation of a conceptual-based offensive attack featuring the above concepts for **finding, using and creating** offensive advantages please reach out and [join community for basketball coaches!](#)

Any questions, [contact us!](#) Happy to talk hoops any time day or night! [Sign up here](#) for our twice-monthly newsletter for basketball coaches!

The off-season is the ideal time to take your coaching game to the next level. **Get FastDraw** today and organize your **#XsOs** like a pro!



Bio	Latest Posts
 	<p>Randy Sherman</p> <p>Randy Sherman is the owner and founder of Radius Athletics - a basketball coaching consulting firm - where he consults with basketball coaches at all levels on coaching philosophy, practice planning, Xs & Os and teaching a conceptual style of basketball. While a head basketball coach at the interscholastic level, Sherman's teams won 197 games in nine seasons.</p>

March 18, 2017: San Antonio Spurs guard Tony Parker looks to make a pass during the second quarter of an NBA game against the Memphis Grizzlies at The FedEx Forum in Memphis, TN. Memphis won 104-96. Austin McAfee/CSM(Credit Image: © Austin McAfee/CSM via ZUMA Wire)

Steve Robinson

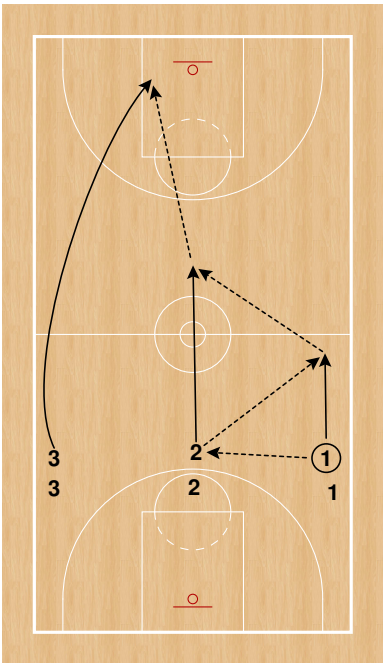
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2

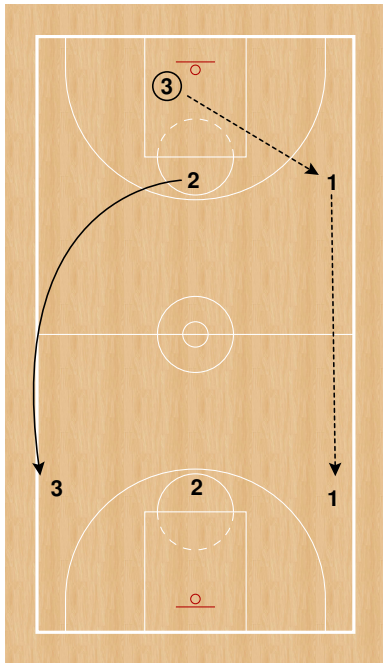
Steve Robinson Transition Offense

3 on 0 - Control



1 passes to 2, 2 passes to 1 and then 1 passes back to 2.
2 settles and jump stops at free throw line and bounce passes to 3 for a layup.

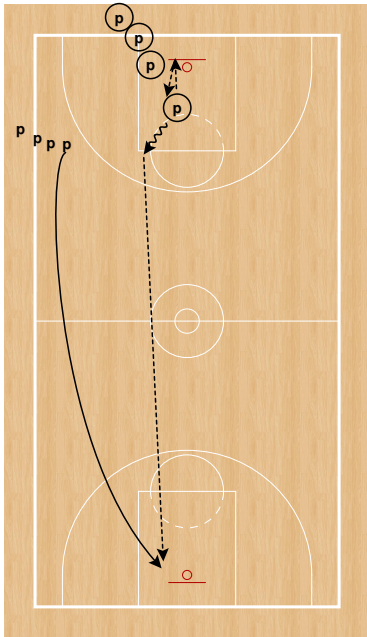
3 on 0 - Control



After the layup is made, the player who made the layup inbounds it to 1 for the outlet.
1 passes to the next player in line and that restarts.

Steve Robinson Transition Offense

2 on 0 - Pitch Aheads



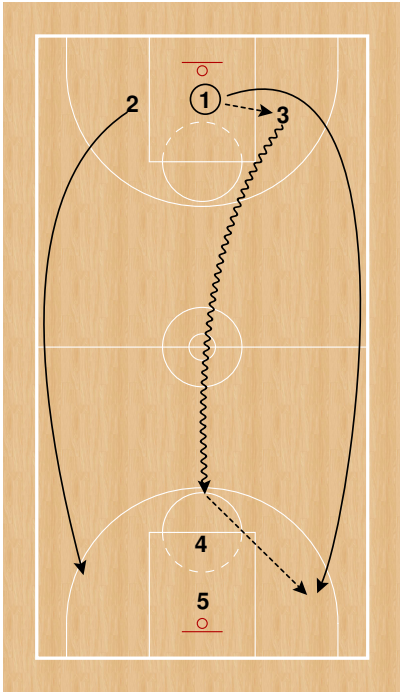
Players with the ball throw it off the backboard and catch it.

Players on the wing sprint the lane and score a layup.

Practicing pitch ahead passes to the wing.

Steve Robinson Transition Offense

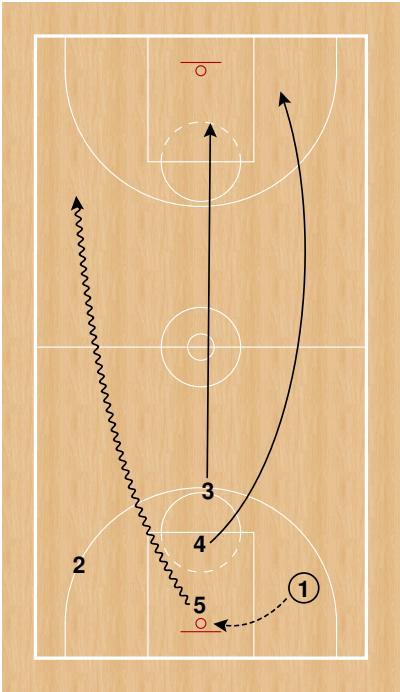
3 on 2 / 2 on 1



3 on 2 break attacking.

Player in the middle is always getting back.

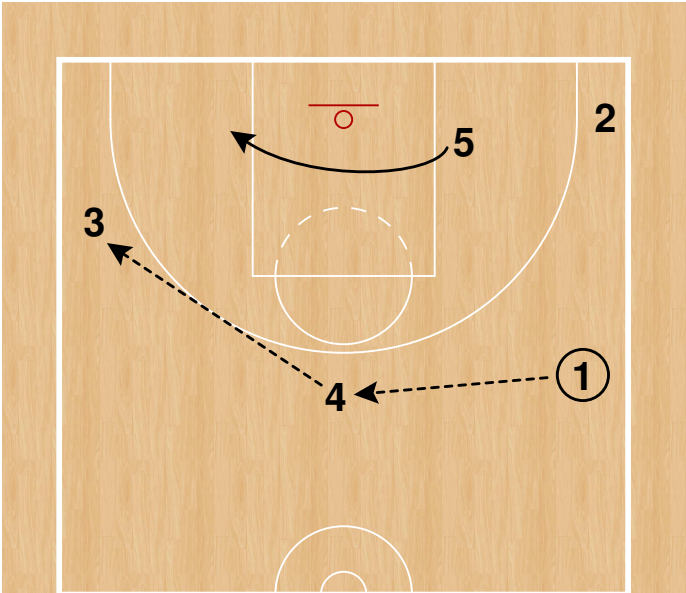
3 on 2 / 2 on 1



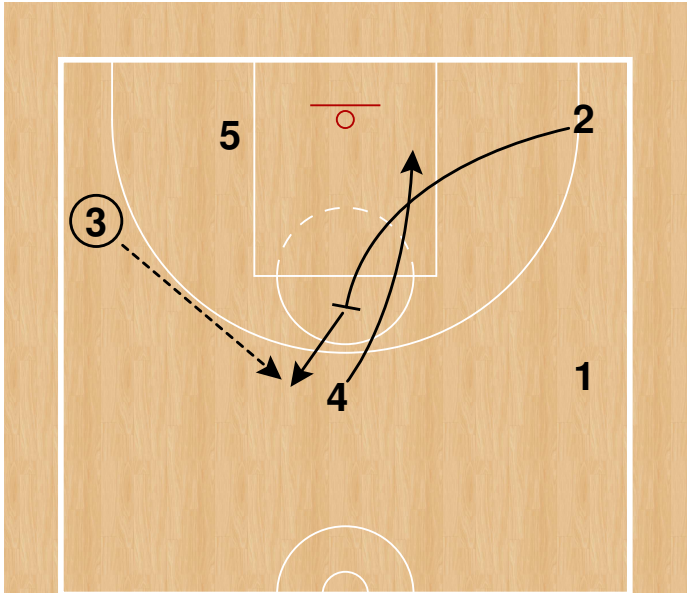
2 on 1 after 1 shot or a turnover.

Steve Robinson Transition Offense

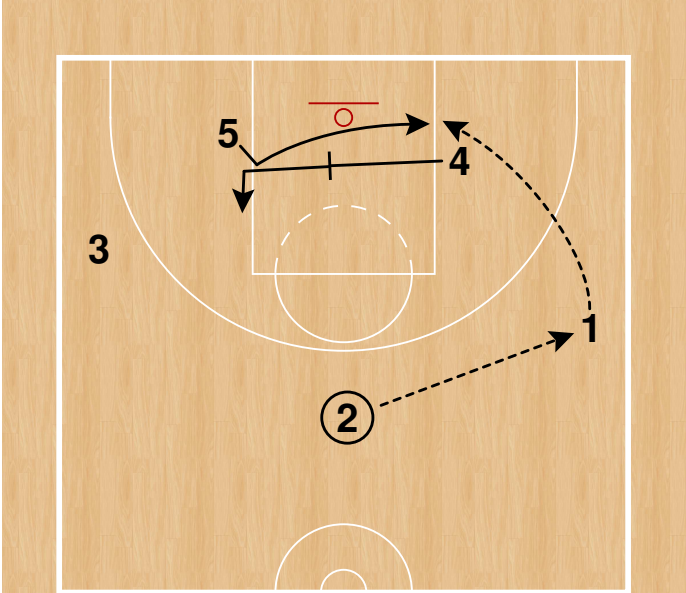
Secondary Break



Secondary Break

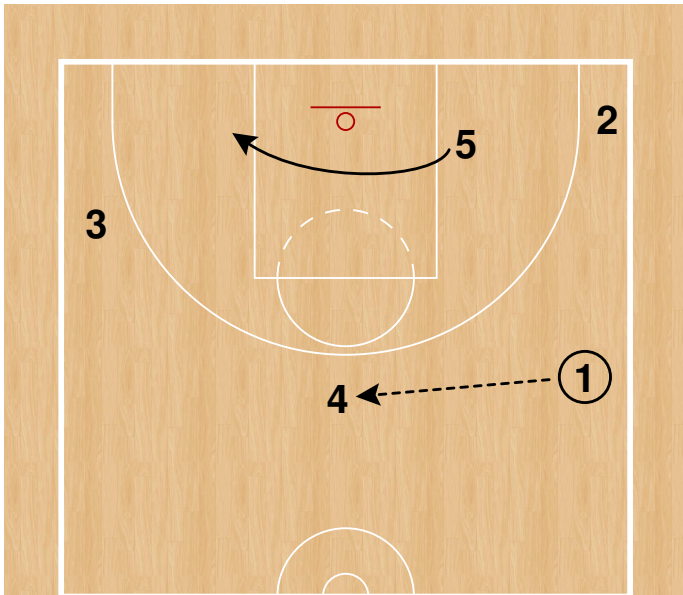


Secondary Break

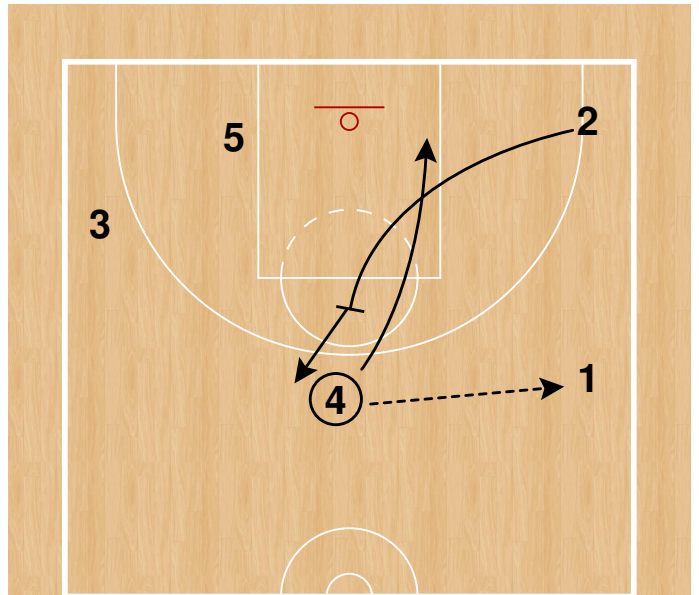


Steve Robinson Transition Offense

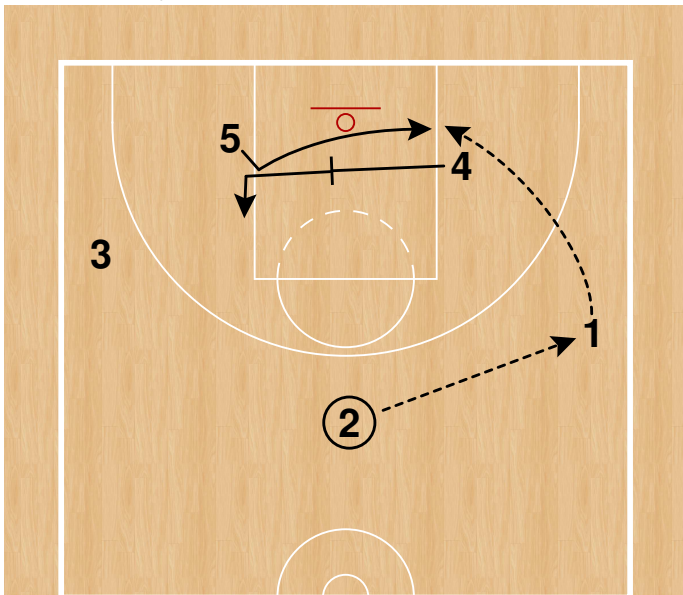
Secondary Break - Reversal Denied (Kickback)



Secondary Break - Reversal Denied (Kickback)

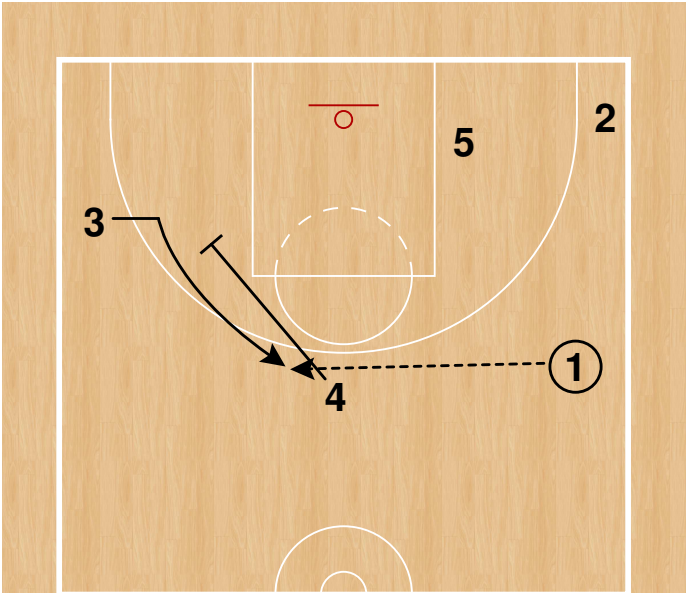


Secondary Break - Reversal Denied (Kickback)

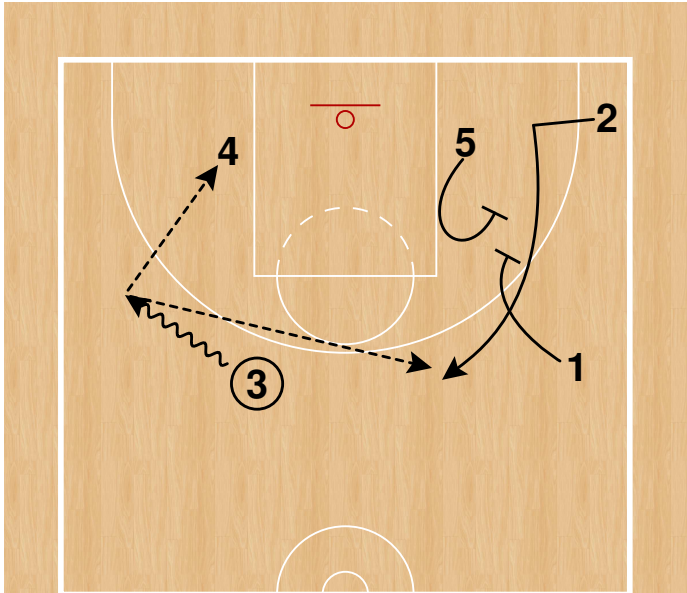


Steve Robinson Transition Offense

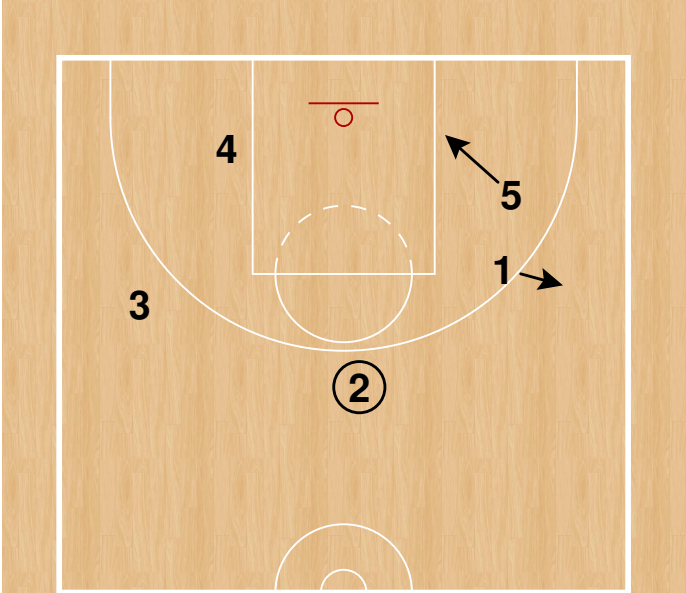
Secondary Break - No Pass



Secondary Break - No Pass

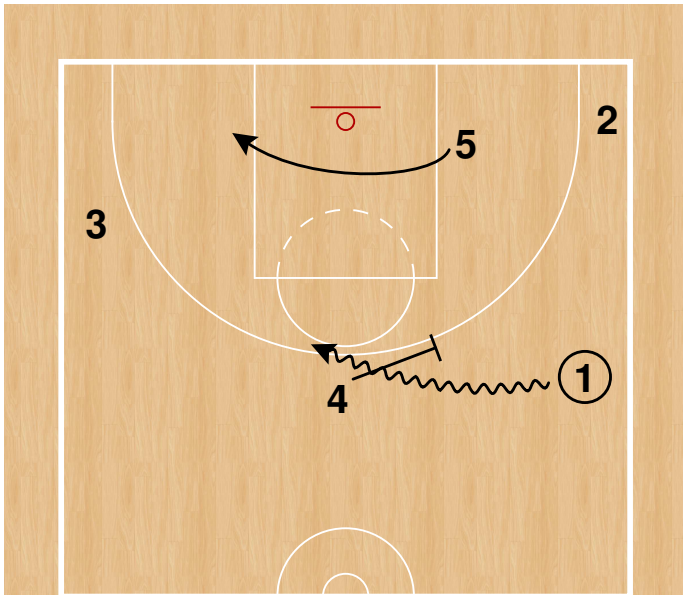


Secondary Break - No Pass

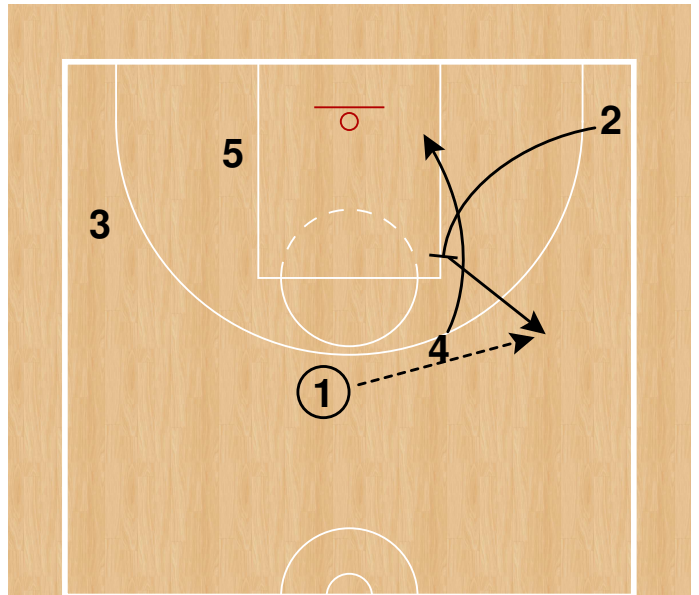


Steve Robinson Transition Offense

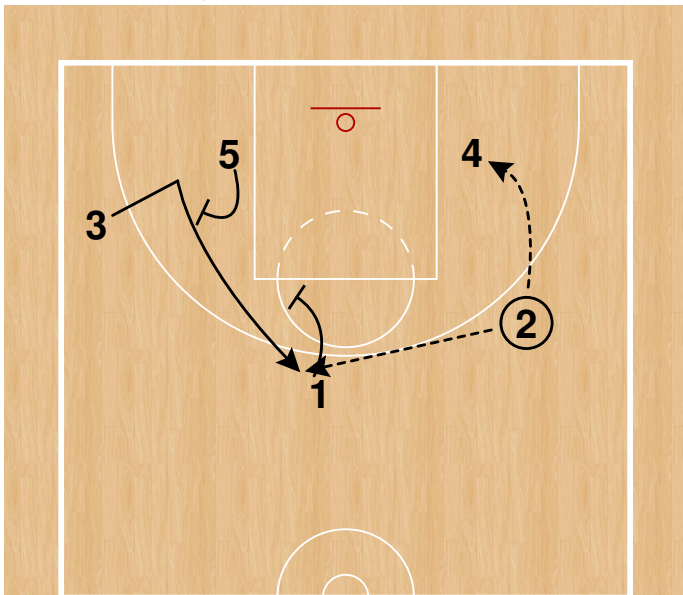
Secondary Break - Dribble (Point Down)



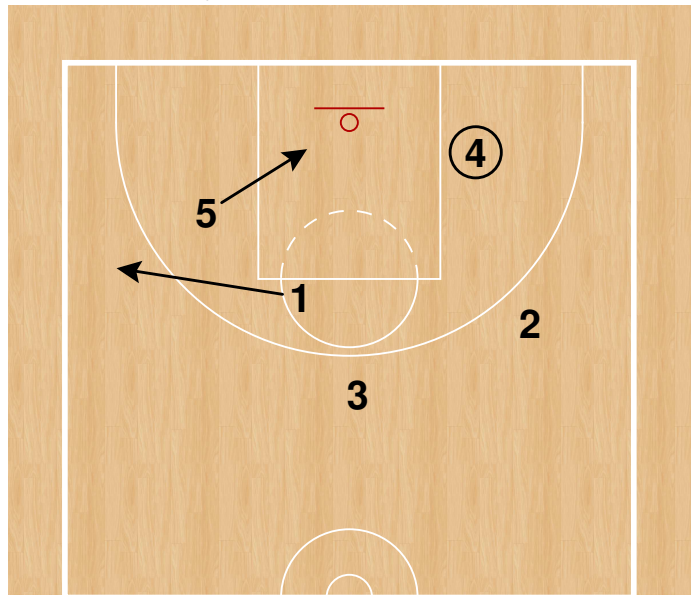
Secondary Break - Dribble (Point Down)



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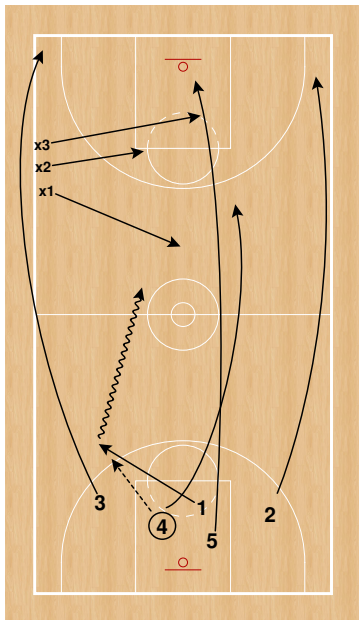


Secondary Break - Dribble (Point Down)



Steve Robinson Transition Offense

5 vs Number



Coach inbounds or shoots.

5 players attack in primary break, coach will tell how many players play defense.

Looking for layups.



**"7 SECONDS OR LESS"
OFFENSE:**

The offense that
brought "Run and Gun"
to the Phoenix Suns
and New York Knicks

Introduction to "7 seconds or less" offensive playbook

This offensive playbook consists of the secondary break, quick hitters, half-court sets, and out of bounds series that have been developed by the Phoenix Suns and New York Knicks. It has a tremendous wealth of knowledge on how they would play the Run and Gun style that has been bought to Phoenix and New York.

You have to get your players to buy into this up-tempo style. Everyone loves to play up-tempo, but it takes getting your players into tremendous shape. This style of offense will be something that your players can buy into really quickly. It will be great for you, your players, and fans. Administrators want an up-tempo game, because they can sell it better to the fans.

Here are the principles of the "7 seconds or less" offense:

1. There are good shots and better shots.
2. It takes only one second to make an extra pass to the player who is more wide-open and better prepared to release his shot in rhythm.
3. We want an open shot most of the time.
4. This offense has several plays that are very similar, but each has a slight variation. You should always receive an open shot with these sets.
5. You play offense before the defense can get set, that is the value of the up-tempo game.

6. If you play fast then you will be a low-turnover team and not high-turnover team. If you don't throw too many passes then you can't throw it away as much.

"Coaching is at one level, the art of repeating and almost doing the same thing over and over so it doesn't look or sound like the same thing."

It isn't all X's and O's:

1. You must get the players to have undying self-confidence in what they are running and how they will tire down their opponent.
2. It is D'Antoni's belief that coaches must devise a game plan that they know and that they know everything about what their opponent will do. Players don't have to know everything. It slows them down.

I believe that you will love this offensive playbook that took almost 3 years to compile the information, 40 hours to draw the diagrams, over 100 hours of watching film on the Phoenix Suns and New York Knicks. It has 104 plays in it and many different variations of plays to set up your point guard to post player.

Disclaimer: This "7 seconds of less" offensive playbook wasn't written by Mike D'Antoni. It was compiled and organized from

watching film of the Phoenix Suns and New York Knicks and talking with former NBA coaches and scouts.

"7 Seconds or Less" Playbook

March 2, 2009

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Secondary Break

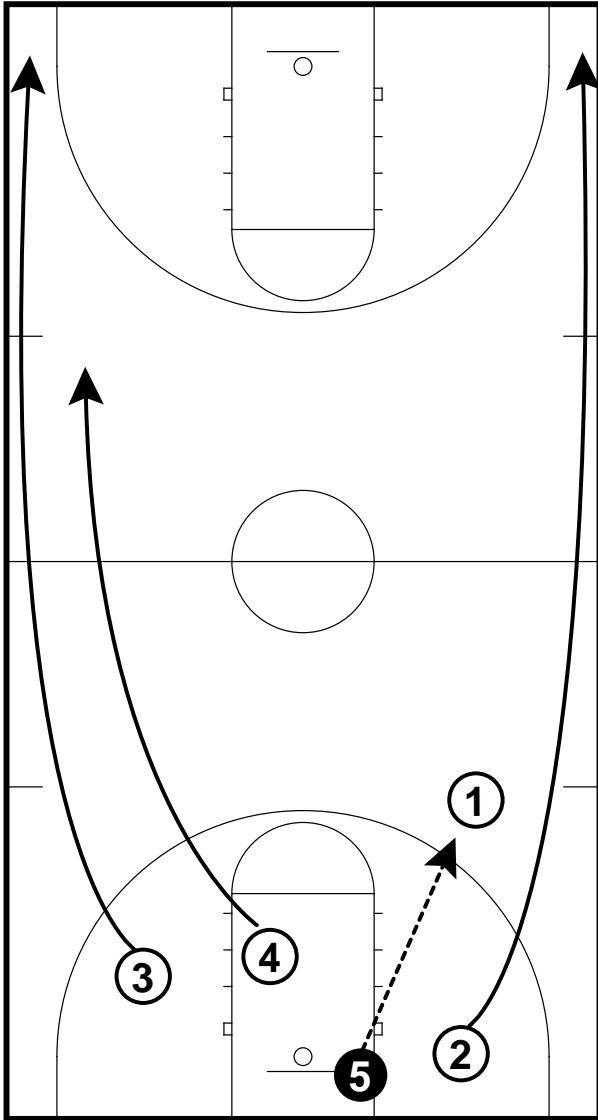
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Secondary Break

Drag Break Secondary Break

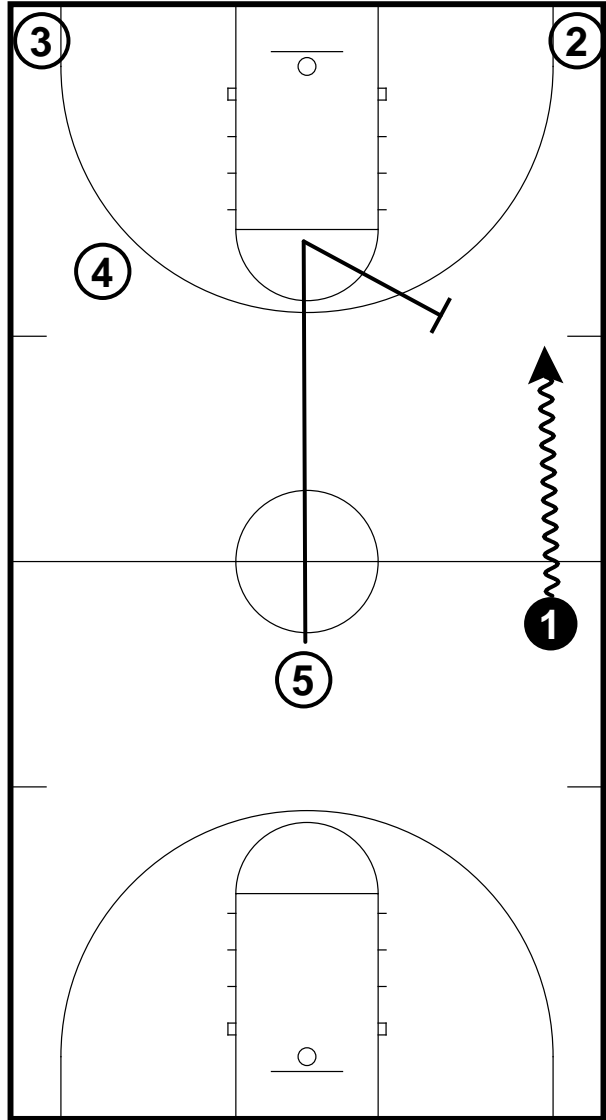
Frame 1



Blockout and rebound - All!
5 outlets to 1 - Deep about three point arc.
2 and 3 run the sideline wide to the corners
4 sprints wide to keep the middle open.

Drag Break Secondary Break

Frame 2

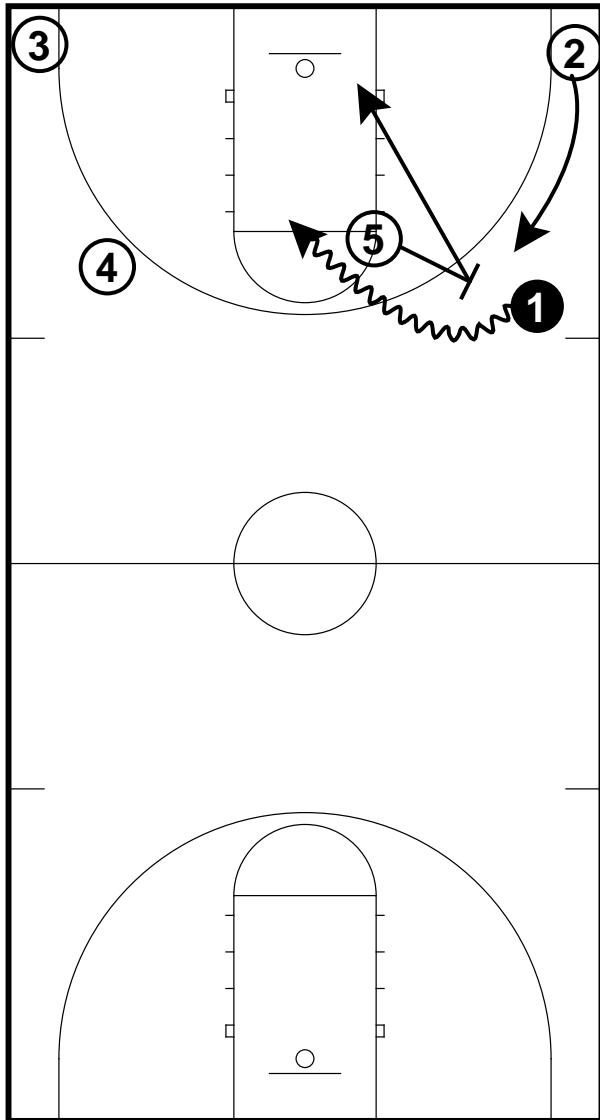


1 dribbles to the high wing. 4 spots up high and wide outside the three. 2 and 3 locate in deep corners. 5 sprints to the paint and then sets ballscreen for 1

Secondary Break

Drag Break Secondary Break

Frame 3



1 drives off the 5 ballscreen. 5 dives to front of the rim. 2 becomes the back man and moves out of corner to wing area for throwback jumper. 4 and 3 spot up.

Half court sets

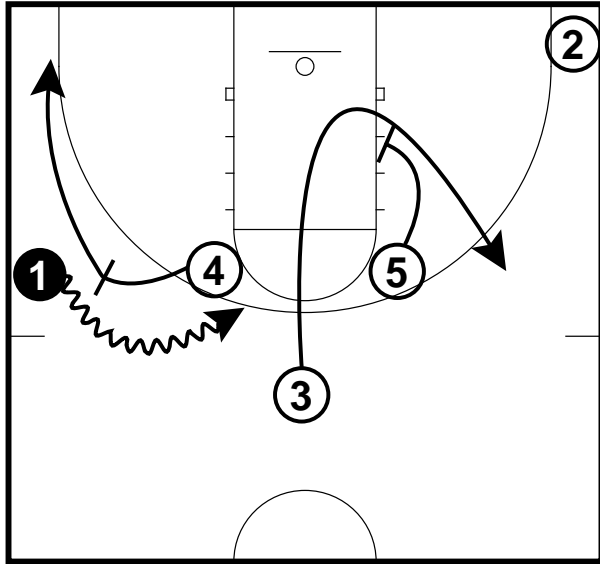
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Half court sets

1 Bump Half-Court Sets

Frame 1

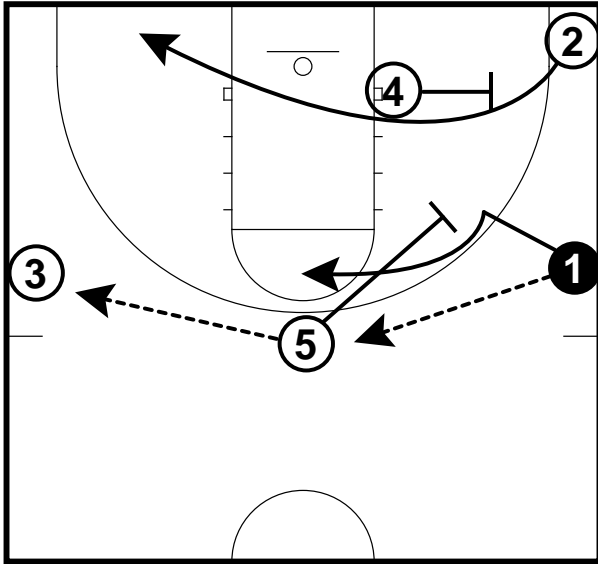


4 sets a ballscreen for 1. 3 sprints to the basket and comes off downscreen from 5. 2 stays. 1 uses the ball screen to get to the middle.

Half court sets

1 Down Half-Court Sets

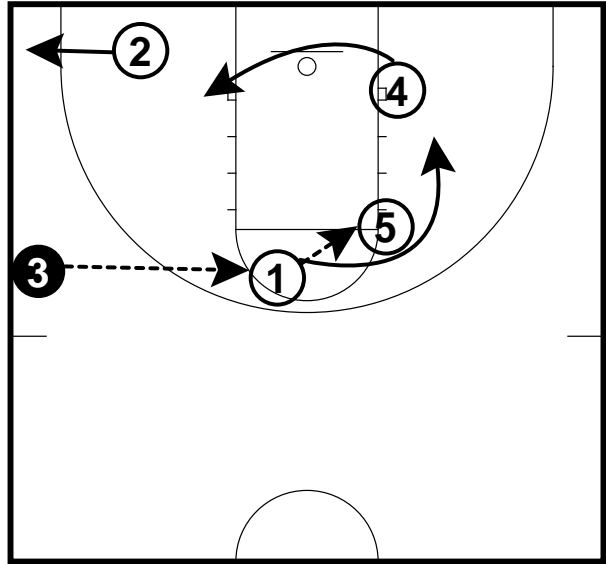
Frame 1



4 sets a baseline screen for 2. 1 reverses ball to 5. 5 passes to 3. 5 sets a downscreen for 1. 3 has the options of 2 and 1.

1 Down Half-Court Sets

Frame 2

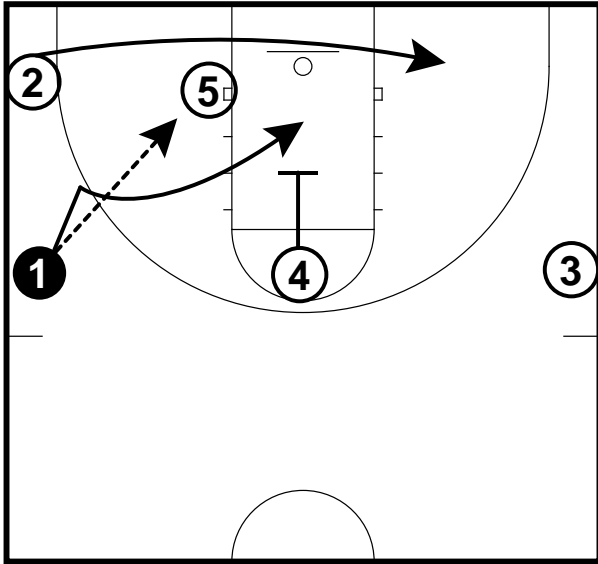


1 passes to 5. 1 comes off 5 for a dribble hand-off. 4 slides to offside block. 2 sprints to the corner. 1 looks to score or dish to 4. He has option to 5 for high post shot.

Half court sets

1 Down Roll Half-Court Sets

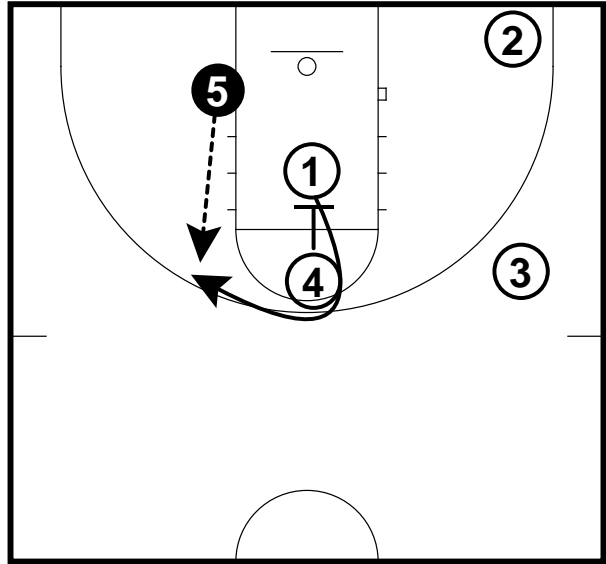
Frame 1



1 passes ball to 5. 2 clears ballside corner. 4 sets a downscreen for 1.

1 Down Roll Half-Court Sets

Frame 2



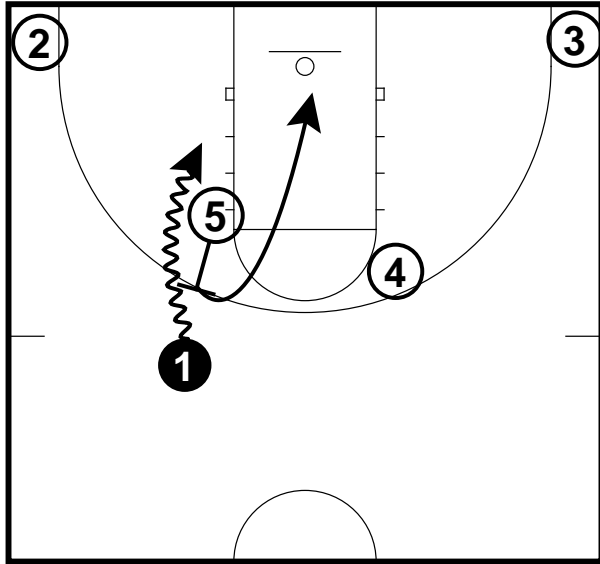
5 passes to 1 off the downscreen from 4.

Half court sets

Angle

Half-Court Sets

Frame 1

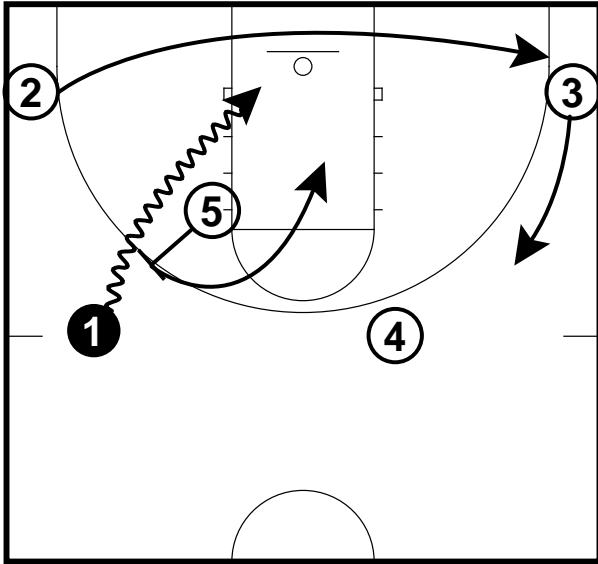


5 sets a ballscreen for 1 and rolls to the basket. 1 comes off ballscreen to get to basket. 2 and 3 stay in corners to spread floor.

Half court sets

Angle Clear Half-Court Sets

Frame 1



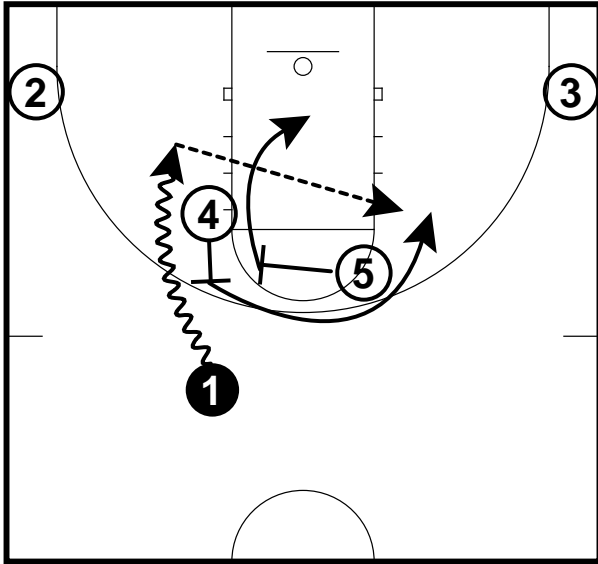
2 clears to the opposite corner. 5 sets a ballscreen for 1. 1 comes off the ballscreen to the basket. 5 rolls after the screen. 3 slides up the wing.

Half court sets

Angle Option 2

Half-Court Sets

Frame 1

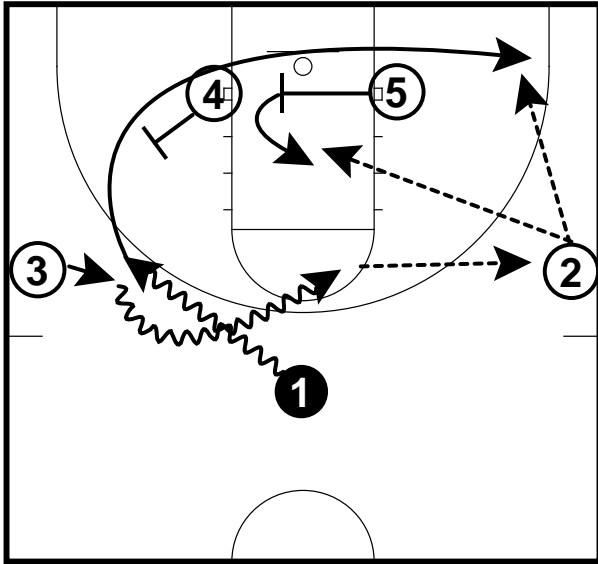


4 sets a ballscreen for 1. 4 receives a
backscreen from 5. 1 drives to basket and
passes to 4.

Half court sets

Handoff Half-Court Sets

Frame 1



1 dribbles to 3 for dribble handoff. 3 dribbles hard off brushscreen to key and passes to 2.

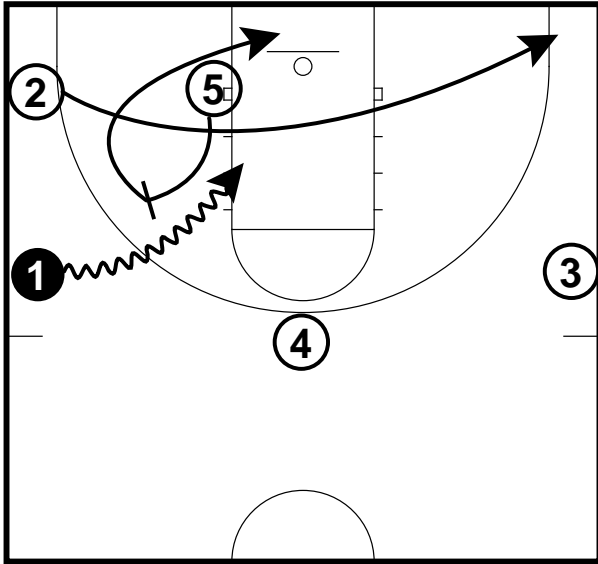
1 comes off backscreen of 4 and cross screen from 5. 2 has two options.

Half court sets

Clear Fist 5

Half-Court Sets

Frame 1

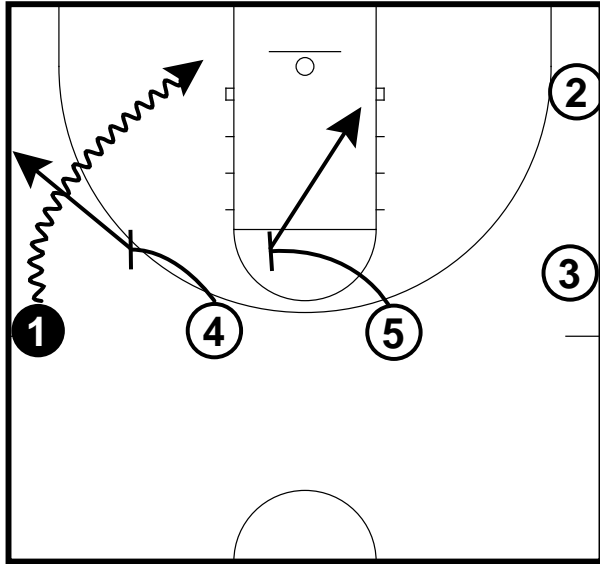


2 runs a flex cut off 5 to the corner. 5 steps out to ballscreen 1 and rolls on pick and roll to the basket. 1 comes hard off ballscreen.

Half court sets

Double Drag Half-Court Sets

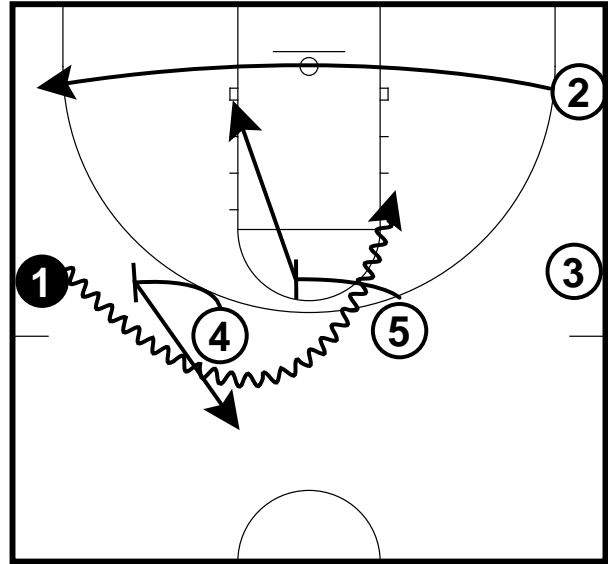
Frame 1



4 and 5 set staggered high screens for 1. 4 pops out and 5 rolls to the offside block.

Double Drag Half-Court Sets

Frame 2



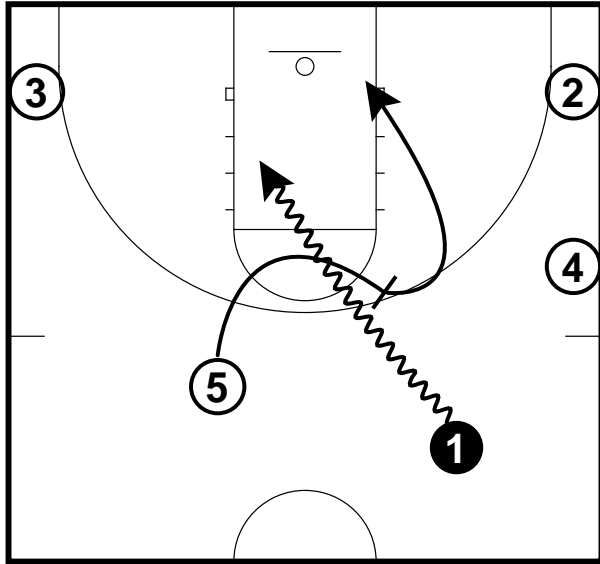
Option 1. 1 comes off staggered screens hard. 2 goes to the opposite corner. 4 pops out after screen. 5 rolls after screen.

Half court sets

Drag

Half-Court Sets

Frame 1

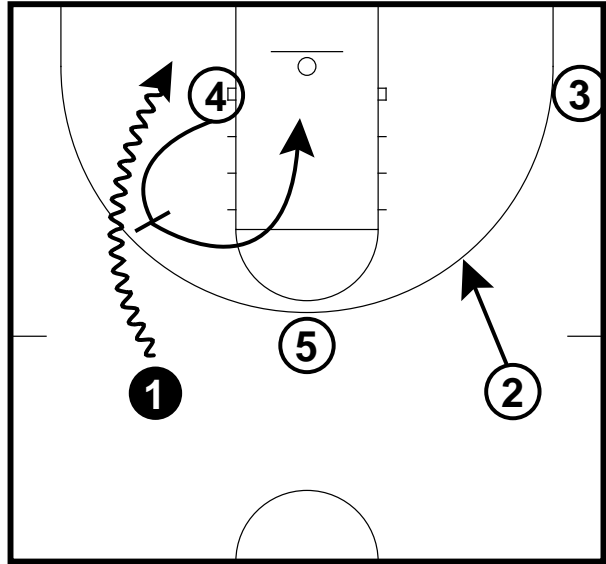


5 sets a high ballscreen for 1 and rolls to the basket. 1 goes hard to the basket.

Drag

Half-Court Sets

Frame 2

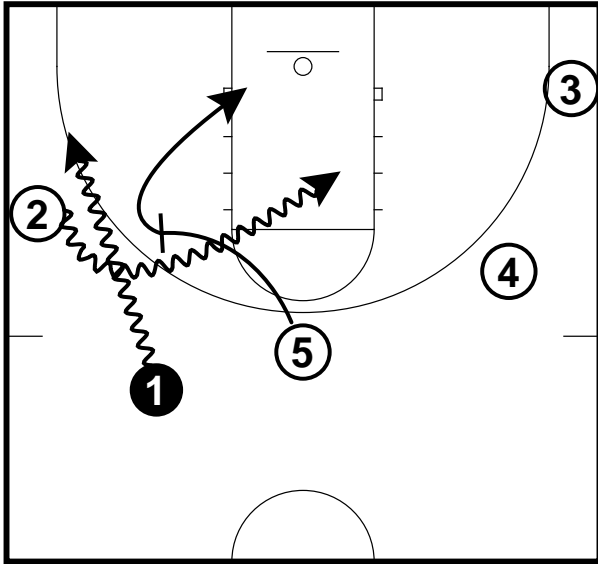


Option2: 4 sets a ballscreen for 1 and rolls. 2 spots up. 1 drives baseline to the basket.

Half court sets

Dribble Drag Half-Court Sets

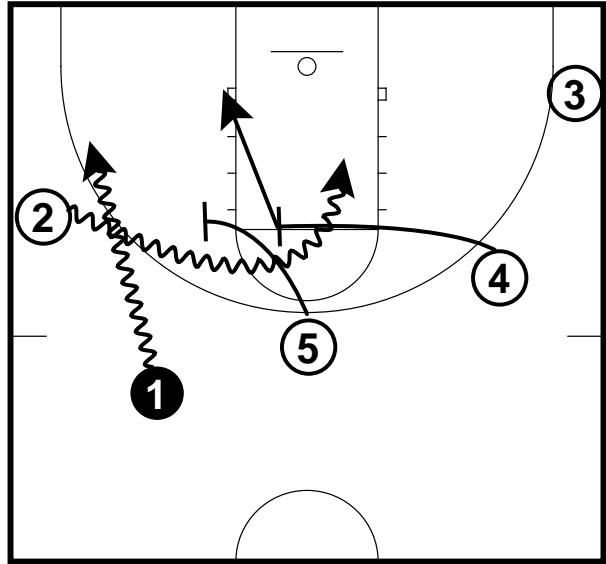
Frame 1



1 dribbles toward 2 for dribble handoff. 2 receives dribble handoff and receives a ball screen from 5. 5 rolls to basket after 2 comes off ballscreen.

Dribble Drag Half-Court Sets

Frame 2



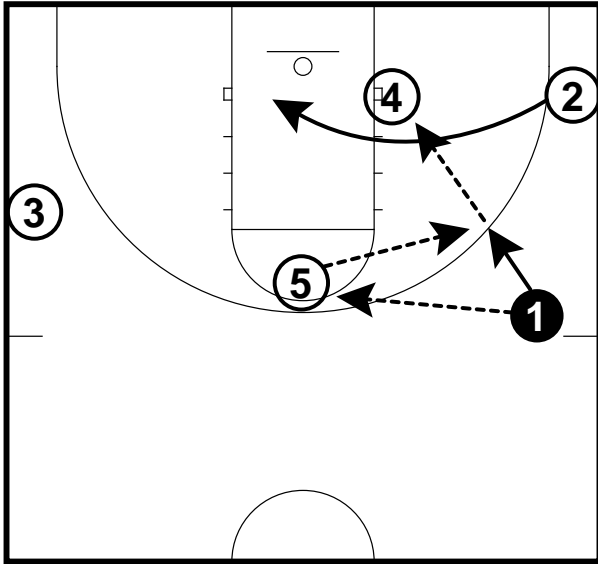
Option 2: 1 dribbles toward 2 for dribble handoff. 2 receives the ball and gets a staggered high screen from 5 and 4. 2 comes hard off the screens and 4 rolls.

Half court sets

Snap

Half-Court Sets

Frame 1

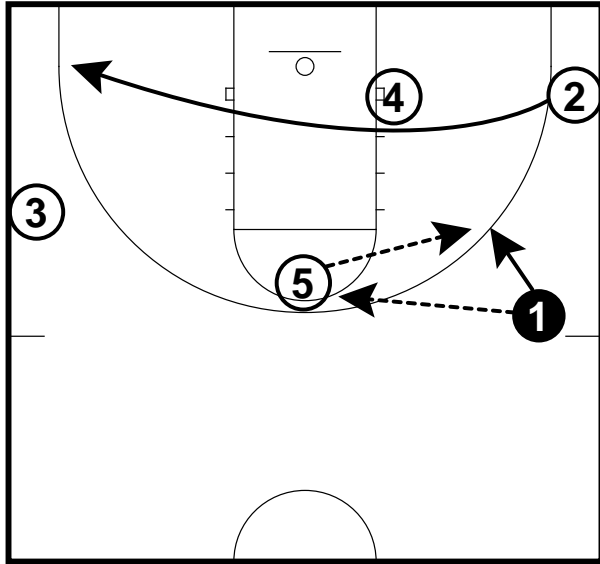


1 passes to 5 and then spots up at the wing.
5 passes back to 1. 2 comes off a flex-cut of
4. 1 passes to 4 on the isolation.

Half court sets

Snap Fist Half-Court Sets

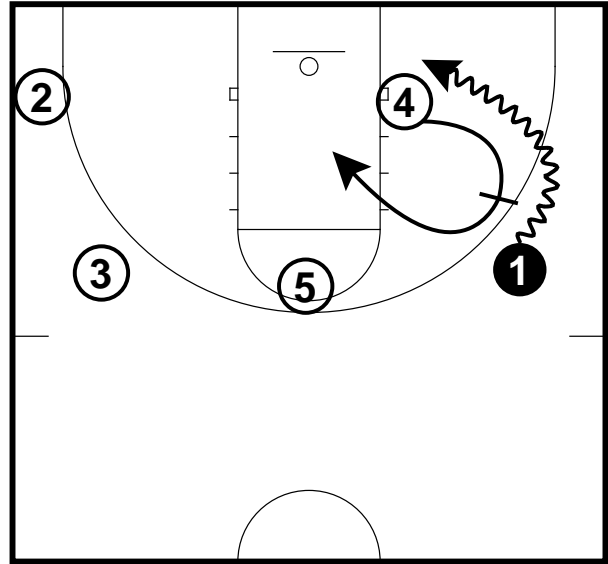
Frame 1



1 passes to 5 and then spots up at the wing.
5 passes back to 1. 2 comes off a flex-cut of
4.

Snap Fist Half-Court Sets

Frame 2



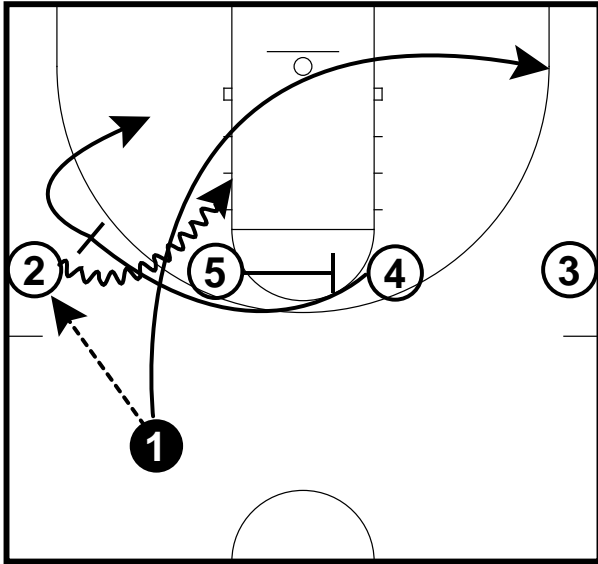
4 sets a ballscreen for 1. 1 comes hard off
the ballscreen to the basket. 4 rolls after
setting the ballscreen.

Half court sets

Get

Half-Court Sets

Frame 1



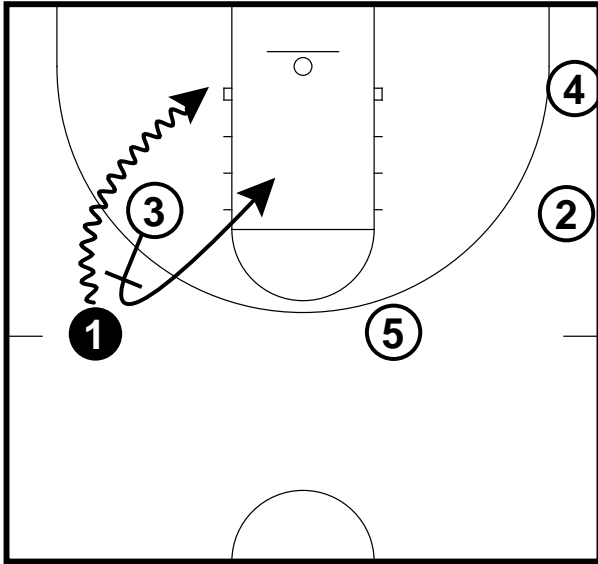
1 passes to 2 and cuts to the opposite corner. 5 screens 4. 4 comes off cross-screen and sets a ballscreen on 2 and then rolls. 2 comes off the ballscreen.

Half court sets

Step 3

Half-Court Sets

Frame 1



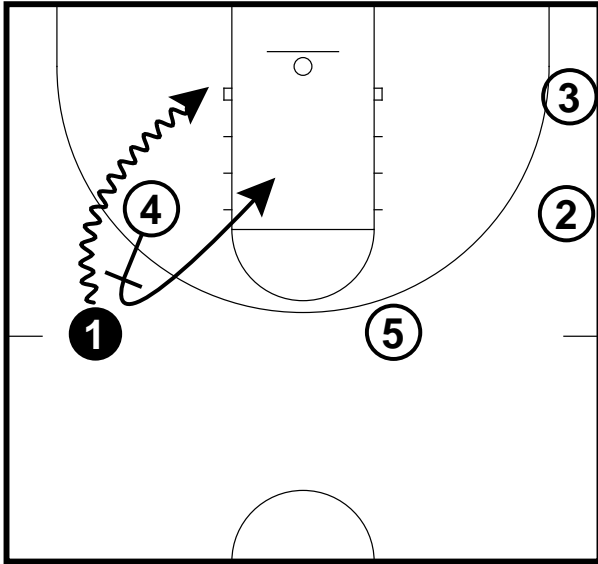
3 sets a ballscreen for 1. 1 goes baseline to the basket. 3 rolls after the ballscreen. 5, 2, 4 spot up.

Half court sets

Step 4

Half-Court Sets

Frame 1



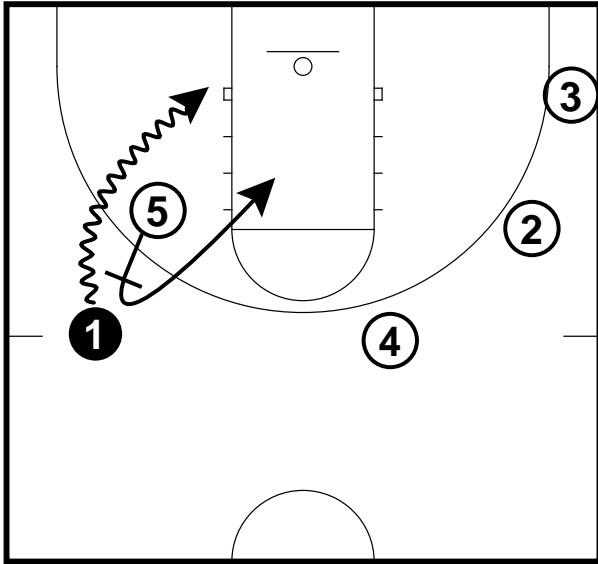
4 sets a ballscreen for 1. 1 goes baseline to the basket. 4 rolls after the ballscreen. 5, 2, and 3 spot up.

Half court sets

Step 5

Half-Court Sets

Frame 1



5 sets a ballscreen for 1. 1 goes baseline to the basket. 5 rolls after the ballscreen. 4, 2, and 3 spot up.

One Series

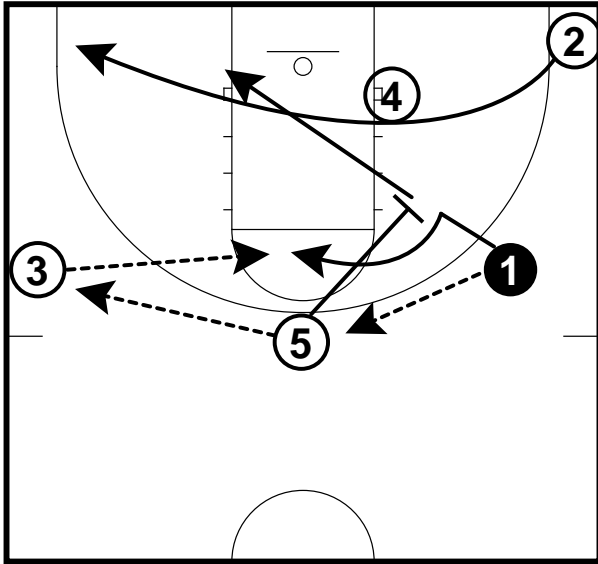
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1 Pop Roll	25

One Series

1 Pop Half-Court Sets

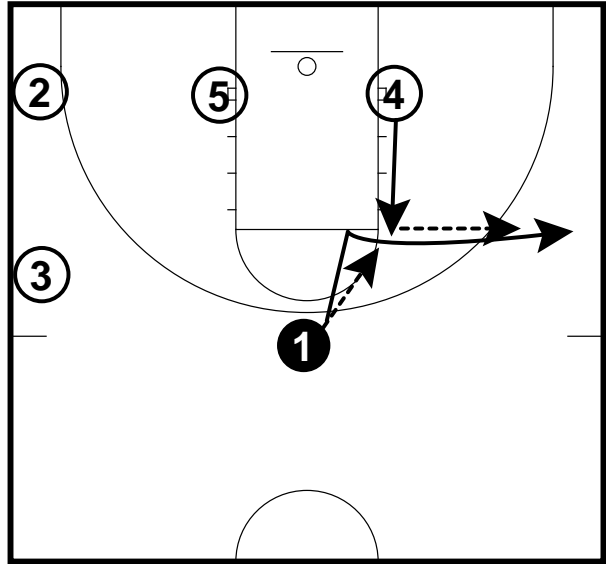
Frame 1



1 passes to 5 and 5 passes to 3. 5 downscreens for 1. 1 curls off screen. 2 uses a brush screen by 4. After 5 screens, he slips to ballside block.

1 Pop Half-Court Sets

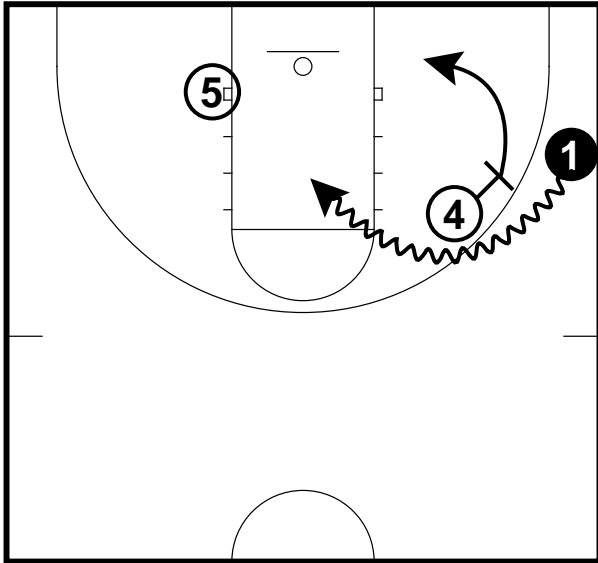
Frame 2



4 sprints up the lane. 1 passes to 4 and cuts out to the wing. After 1 gets on the wing, 4 passes to him.

1 Pop Half-Court Sets

Frame 3

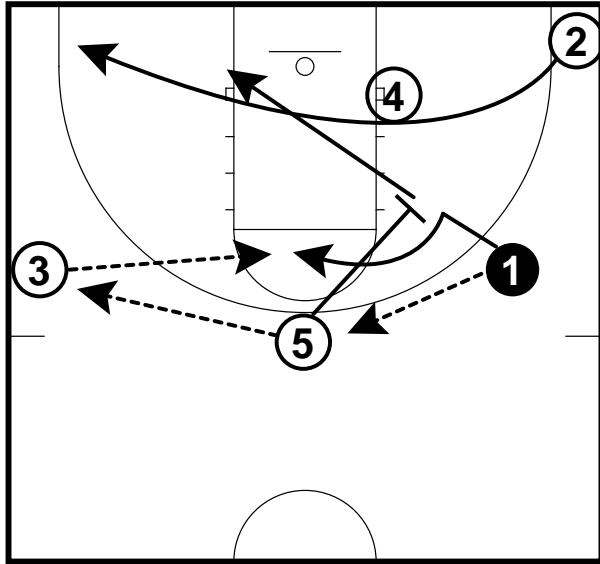


4 sets a ballscreen for 1. 1 drives hard to the paint and 4 rolls to the ballside block.

One Series

1 Pop Roll Half-Court Sets

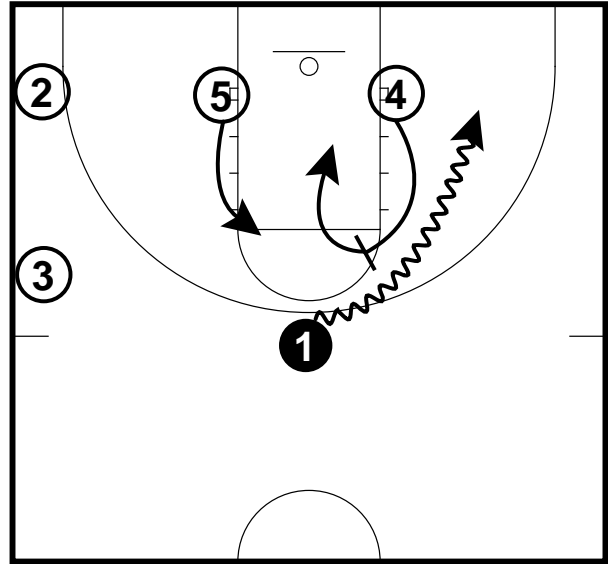
Frame 1



1 passes to 5 and 5 passes to 3. 5 downscreens for 1. 1 curls off screen. 2 uses a brush screen by 4. After 5 screens, he slips to ballside block.

1 Pop Roll Half-Court Sets

Frame 2



4 sprints up the lane and sets a ball screen on 1. 1 comes off the ball screen hard. 4 rolls after screen. 5 slides up to offside highpost elbow to clear space.

2 Series

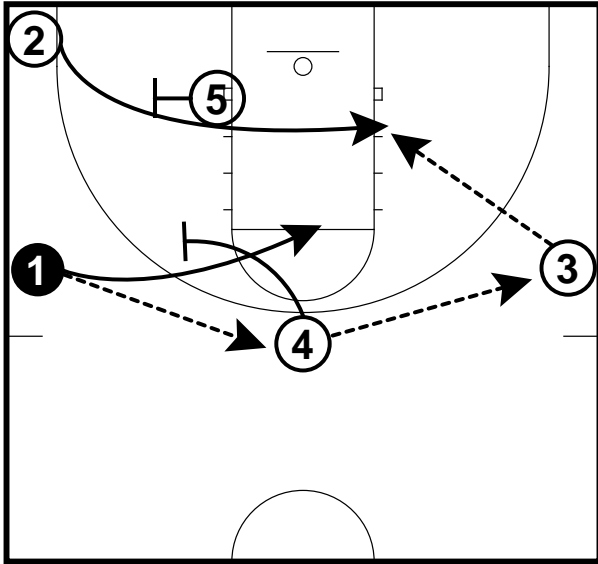
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2 Down	27
21 Dribble Drag	28
2 Down Bump	29
21 Chase	30
21 Pinch	31
2 Down Pop	32
2 Down Roll	33
2 Down Roll Reverse	34
2 Down Roll Elbow	35
2 Side	36
21	37
21 Backdoor	38
21 Quick	39

2 Series

2 Down Half-Court Sets

Frame 1



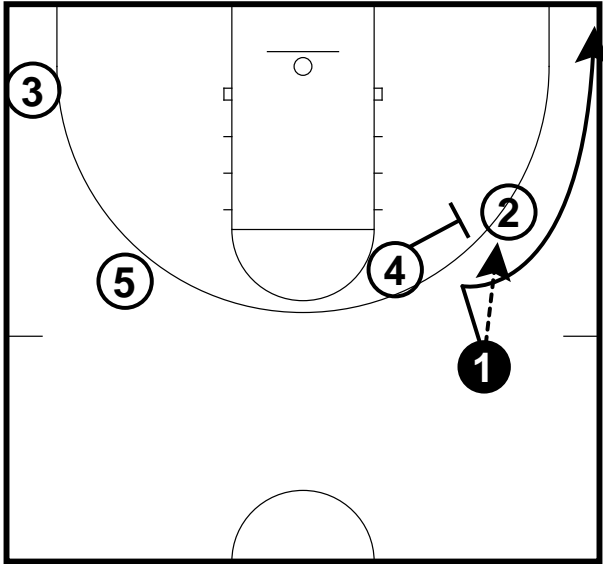
1 passes to 4 and 4 passes to 3. 4 sets a cross-screen for 1. 5 sets a flex screen for 2. 3 passes to 2.

2 Series

21 Dribble Drag

Half-Court Sets

Frame 1

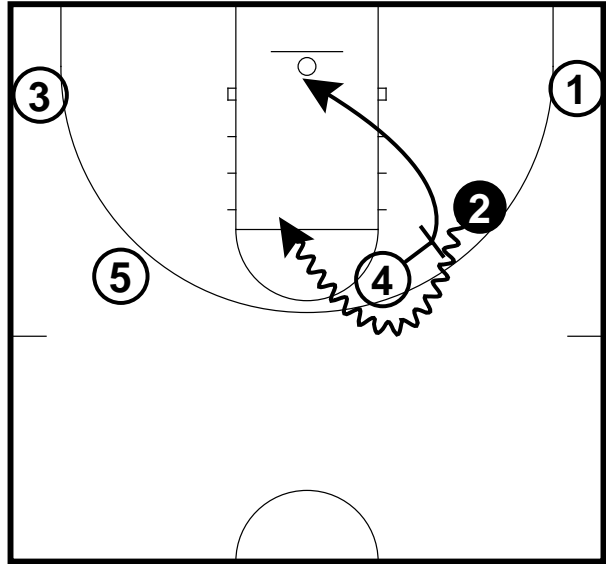


1 passes to 2. 1 cuts toward basket and then does a fake dribble handoff and goes to corner. 4 begins to set ballscreen for 2.

21 Dribble Drag

Half-Court Sets

Frame 2



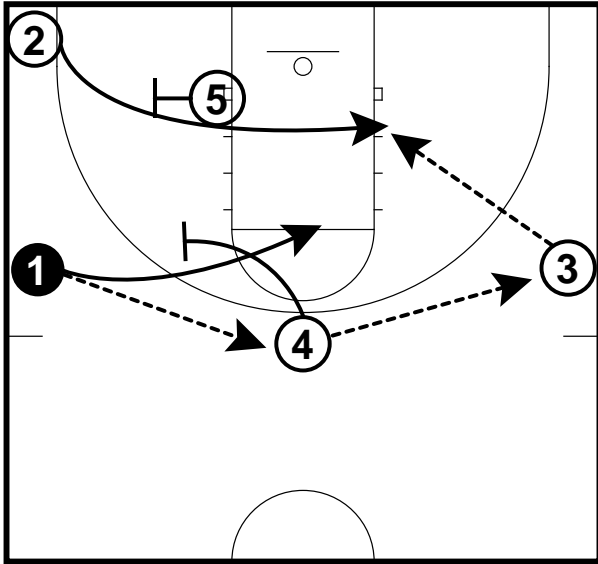
4 sets ballscreen for 2. 2 comes off ballscreen to get to the middle. 1, 3, and 5 space out for spot-up three.

2 Series

2 Down Bump

Half-Court Sets

Frame 1

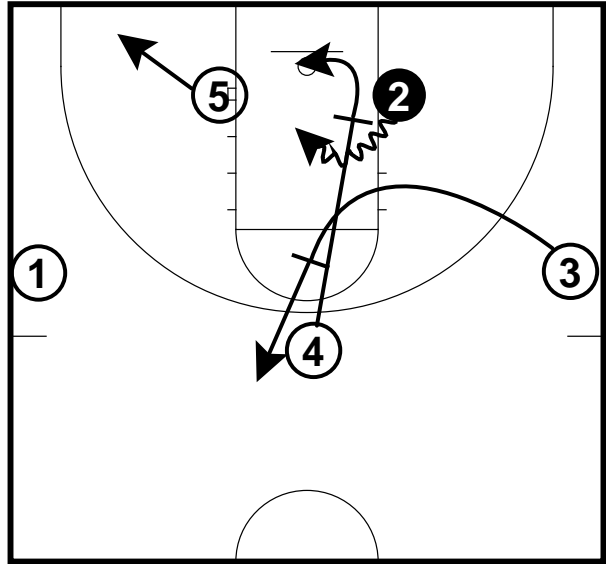


1 passes to 4 and 4 passes to 3. 4 sets a cross-screen for 1. 5 sets a flex screen for 2. 3 passes to 2.

2 Down Bump

Half-Court Sets

Frame 2



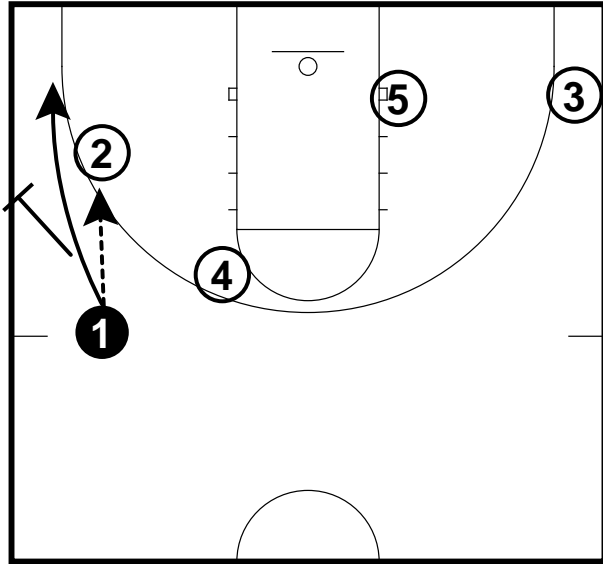
3 backscreens for 4 and pops out. 5 slides to the short corner. 4 sets a ballscreen for 2. 2 comes hard off the ballscreen.

2 Series

21 Chase

Half-Court Sets

Frame 1

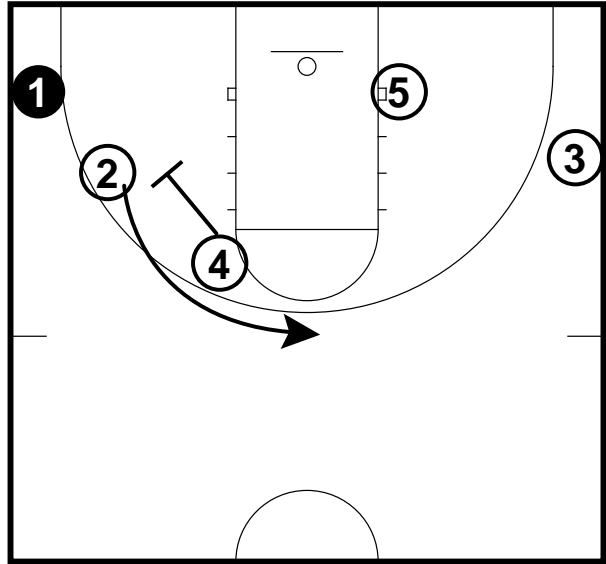


1 passes the ball to 2. 1 receives handoff from 2.

21 Chase

Half-Court Sets

Frame 2

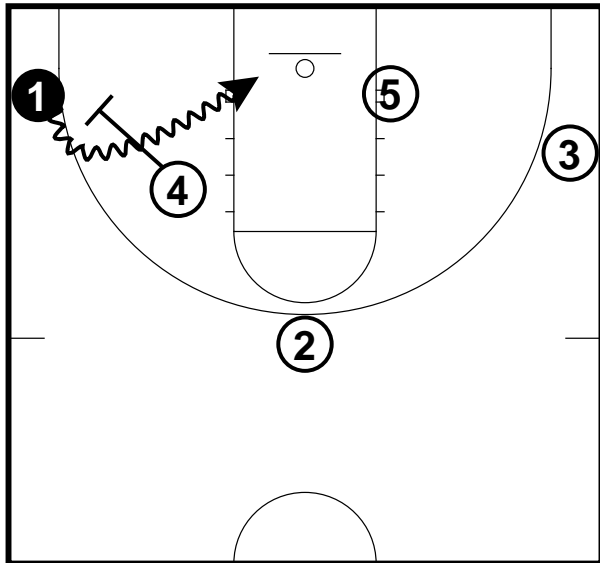


4 sets a downscreen for 2. 2 comes off downscreen looking for flare pass.

21 Chase

Half-Court Sets

Frame 3

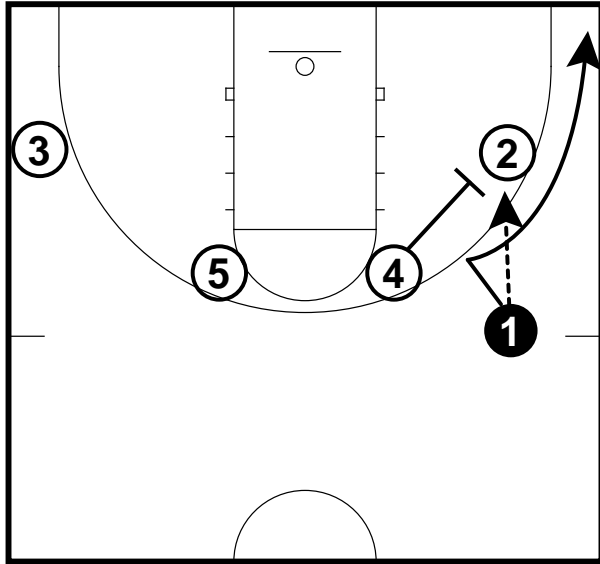


4 sets ballscreen for 1. 1 comes off ballscreen and turns the corner to the basket. 1 has spot-up shots for 2 and 3. 1 can dump to 5 if defense helps.

2 Series

21 Pinch Half-Court Sets

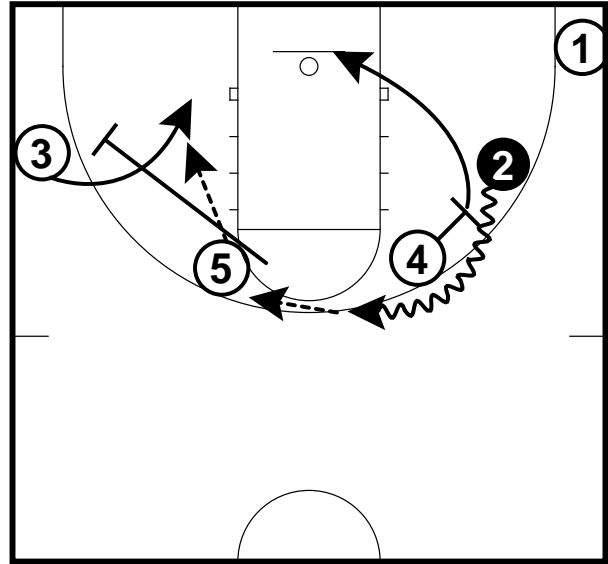
Frame 1



1 passes the ball to 2. 1 cuts off 2 for fake dribble-handoff and goes to corner. 4 sets a ballscreen for 2

21 Pinch Half-Court Sets

Frame 2

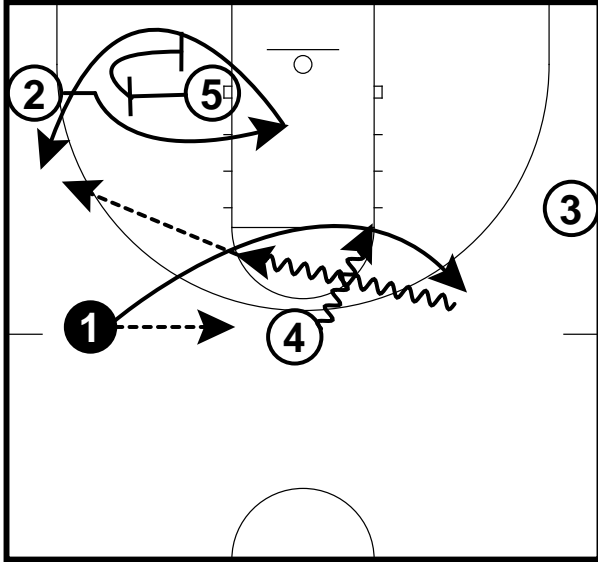


2 comes off ballscreen from 4. 4 rolls to basket. 2 passes to 5 and goes to set downscreen for 3. 3 comes off downscreen and receives pass from 5. 3 drives to score.

2 Series

2 Down Pop Half-Court Sets

Frame 1



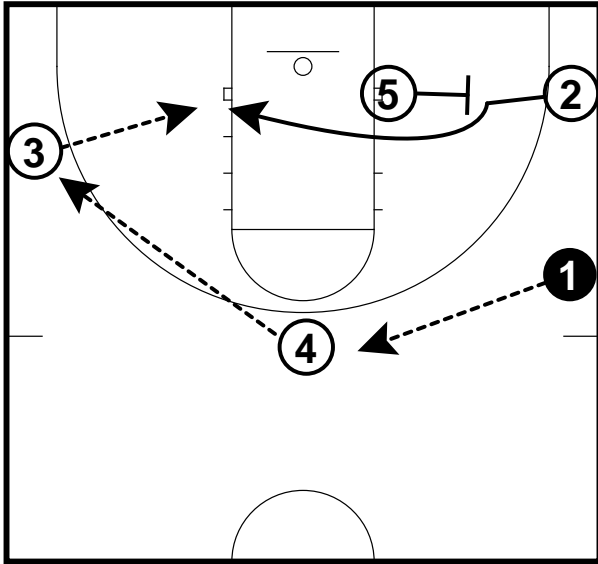
1 passes to 4. 4 drives to middle and hands off to 1. 2 receives a backscreen from 5. 5 re-screens for 2. 1 drives and passes to 2.

2 Series

2 Down Roll

Half-Court Sets

Frame 1

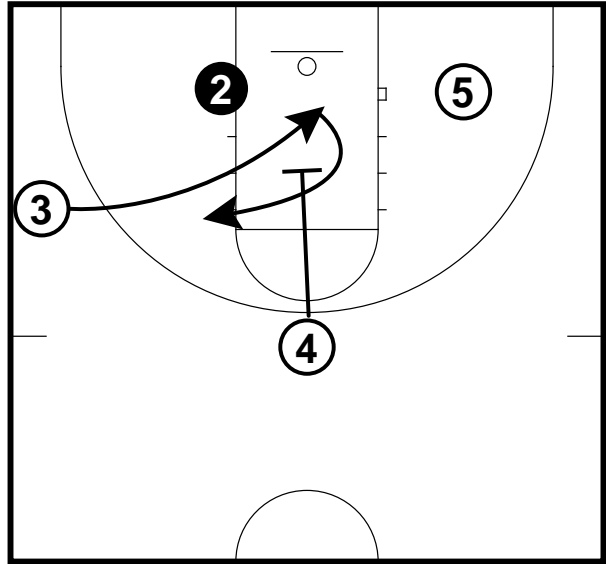


1 passes to 4. 4 passes to 3. 5 sets a flex-screen for 2. 2 comes off the flex-screen to receive the ball.

2 Down Roll

Half-Court Sets

Frame 2



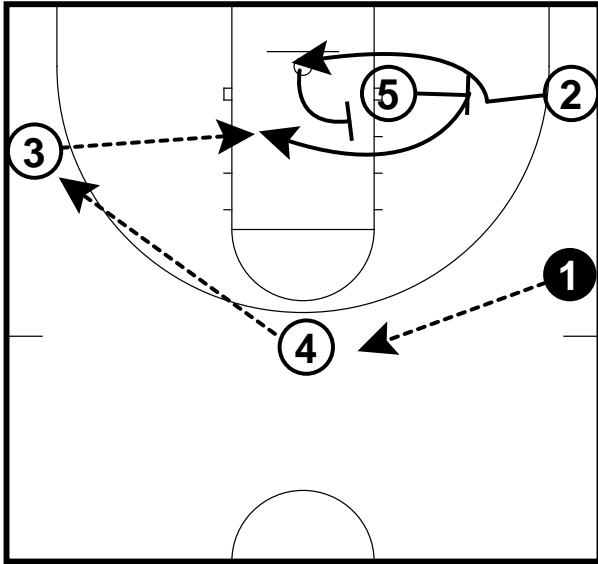
3 passes to 2. 3 makes a basket cut and receives a downscreen from 4. 3 curls the down screen.

2 Series

2 Down Roll Reverse

Half-Court Sets

Frame 1



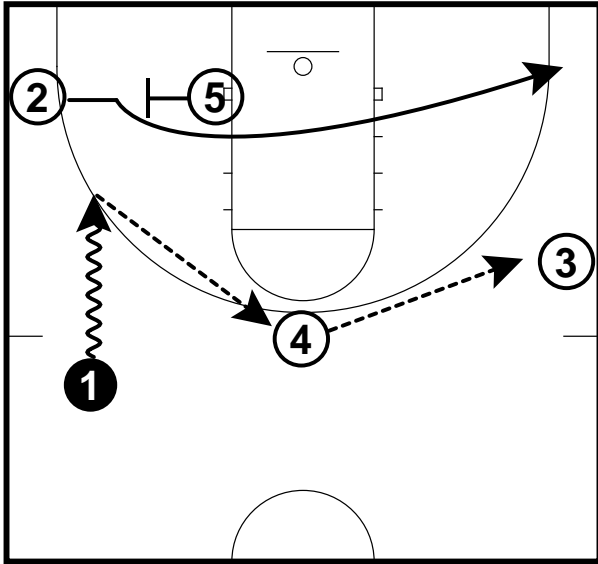
1 passes to 4. 4 passes to 3. 5 sets a flex-screen for 2. 2 comes off the flex-screen and re-screens for 5. 5 comes off the screen to receive the ball to score.

2 Series

2 Down Roll Elbow

Half-Court Sets

Frame 1

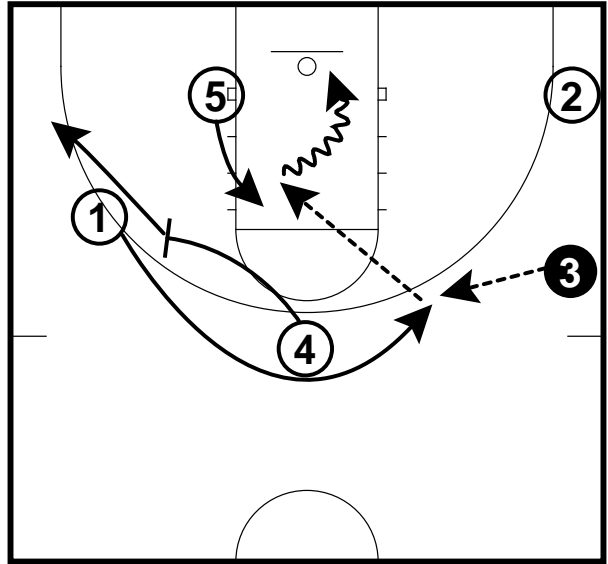


1 drives to left side wing. 5 backscreens for 2 on a flex cut. 1 passes to 4. 4 passes to 3.

2 Down Roll Elbow

Half-Court Sets

Frame 2



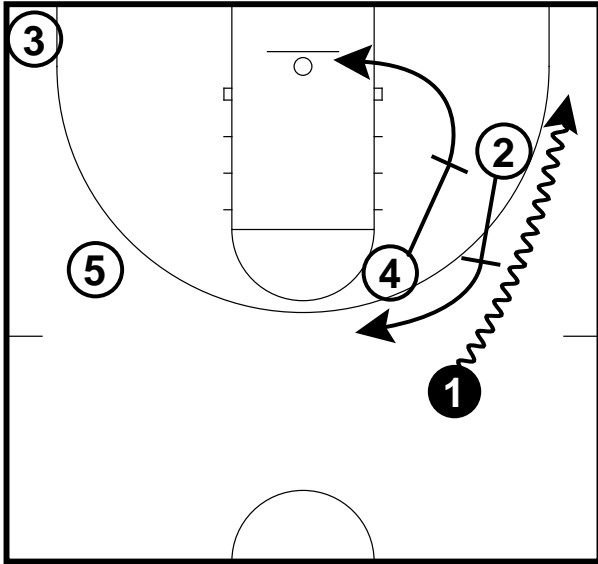
4 sets a downscreen for 1. 1 curls the downscreen to the top of the key. 3 passes to 1. 5 sprints to the middle. 1 passes to 5 on the isolation.

2 Series

21

Half-Court Sets

Frame 1



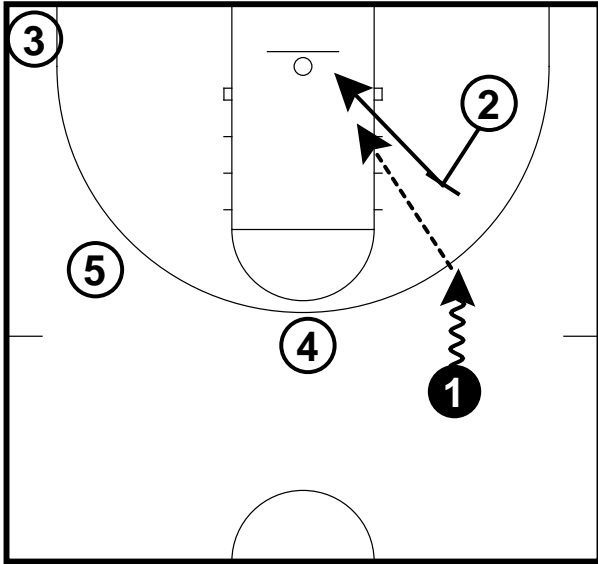
4 sets a downscreen for 2. 2 sets a ball-screen for 1. 4 rolls to the basket. 2 pops out to three point line. 1 comes off the screen hard.

2 Series

21 Backdoor

Half-Court Sets

Frame 1

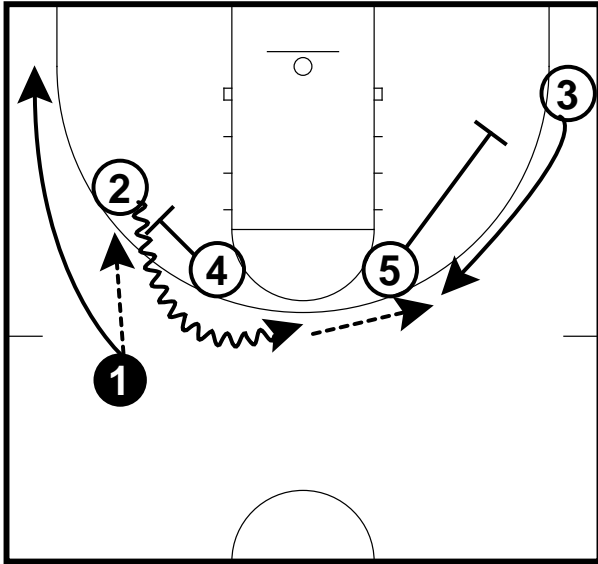


2 comes up to fake a ballscreen and backdoor cuts to the basket. 1 passes to 2 on the backdoor cut.

2 Series

21 Quick Half-Court Sets

Frame 1



1 passes to 2 and goes to the corner. 4 down-screens for 2. 5 down-screens for 3. 2 comes off ball screen and drives to top of key. 1 passes to 3 for shot.

3 Series

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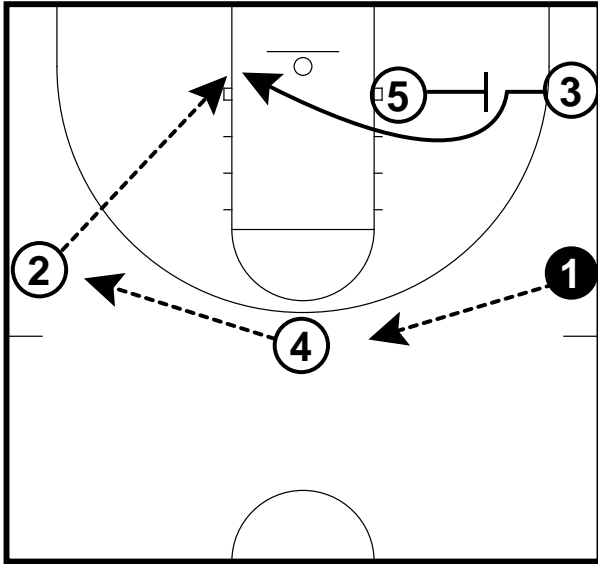
3 Down	41
3 Down Bump	42
3 Down Roll	43
Roll 34 Hold	44

3 Series

3 Down

Half-Court Sets

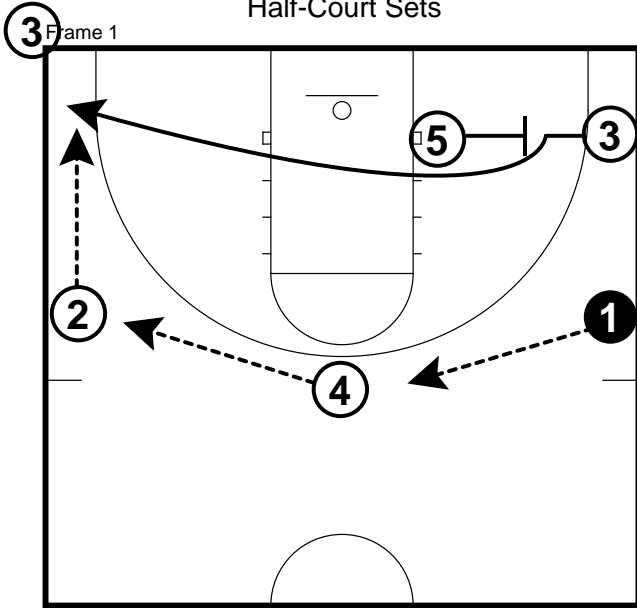
Frame 1



1 passes to 4. 4 passes to 2. 5 sets a flex screen for 3. 3 goes over the top of the screen. 2 passes to 3 for the post-up.

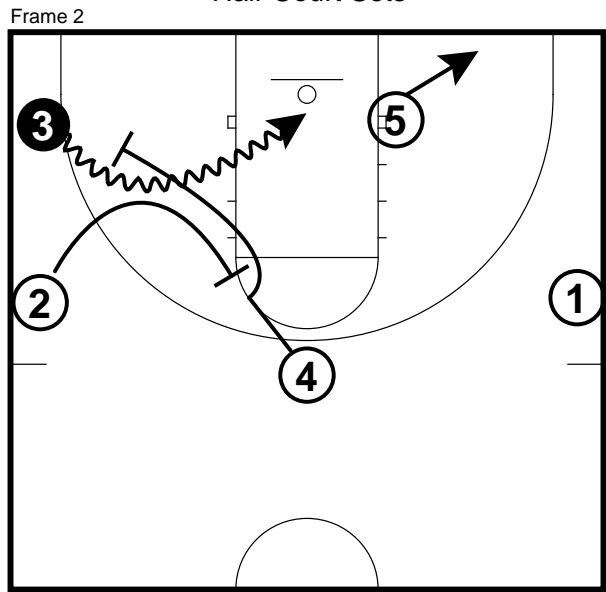
3 Series

3 Down Bump Half-Court Sets



1 passes to 4. 4 passes to 2. 5 sets a flex screen for 3. 3 goes over the top of the screen. 2 passes to 3 in the corner.

3 Down Bump Half-Court Sets



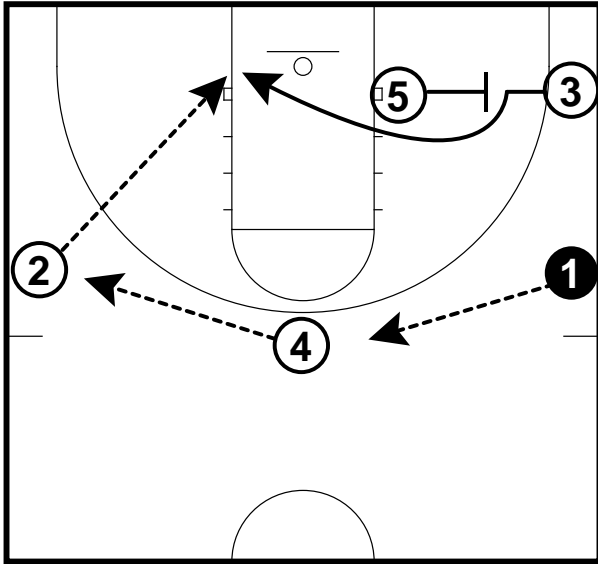
2 sets a backscreen for 4. 4 ballscreens for 3. 5 slides to the short corner. 3 comes off the ballscreen to the basket.

3 Series

3 Down Roll

Half-Court Sets

Frame 1

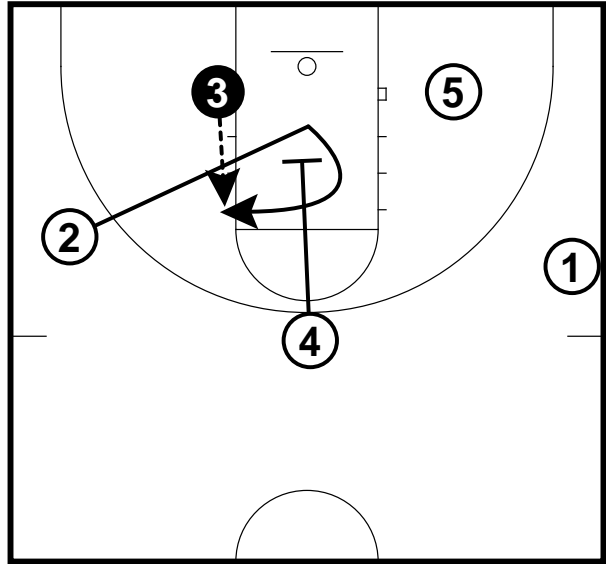


1 passes to 4. 4 passes to 2. 5 sets a flex screen for 3. 3 goes over the top of the screen. 2 passes to 3 for the post-up.

3 Down Roll

Half-Court Sets

Frame 2



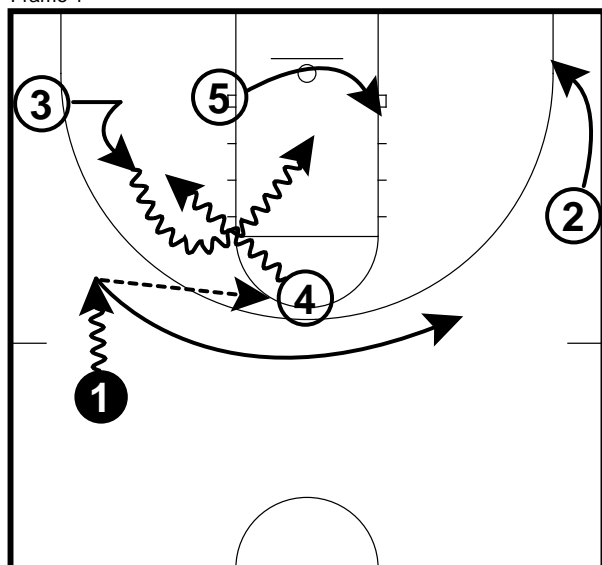
2 passes to 3 in the post and cuts to the middle of the lane. 4 sets a downscreen for 2. 2 curls the screen. 3 can go score or pass to 2.

3 Series

Roll 34 Hold

Half-Court Sets

Frame 1



1 passes to 4 and does a euro cut behind 4.

5 slides across the lane. 2 slides down. 4

dribbles to 3 for handoff. 3 uses the

brush-screen on handoff to get to the lane.

4 Series

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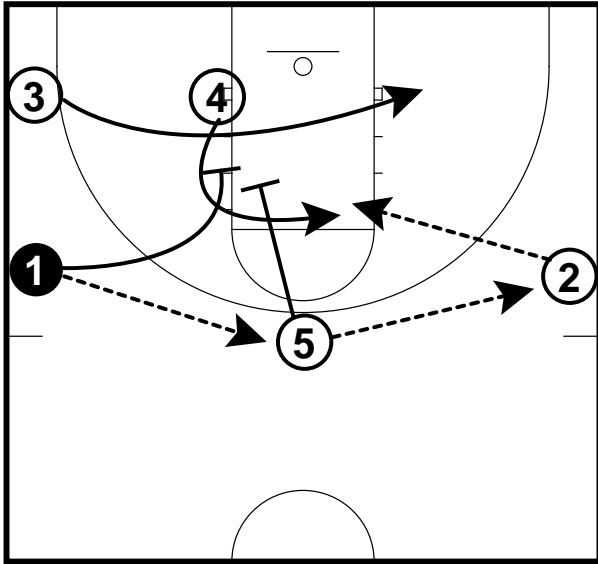
4 POP	46
4 Pop Clear	47
4 Pop Fist	48
4 Side	49
4 Side Low	50
4 Side Low Option 2	51
45	52

4 Series

4 POP

Half-Court Sets - Flick Thumb

Frame 1



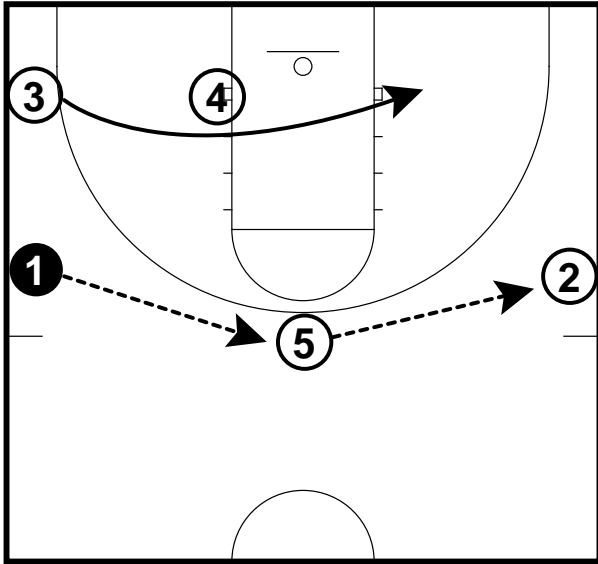
1 passes to 5. 5 passes to 2. 3 cuts off 4 for flex cut. 1 and 5 downscreen for 4. 2 passes to 4.

4 Series

4 Pop Clear

Half-Court Sets - Flick Thumb

Frame 1

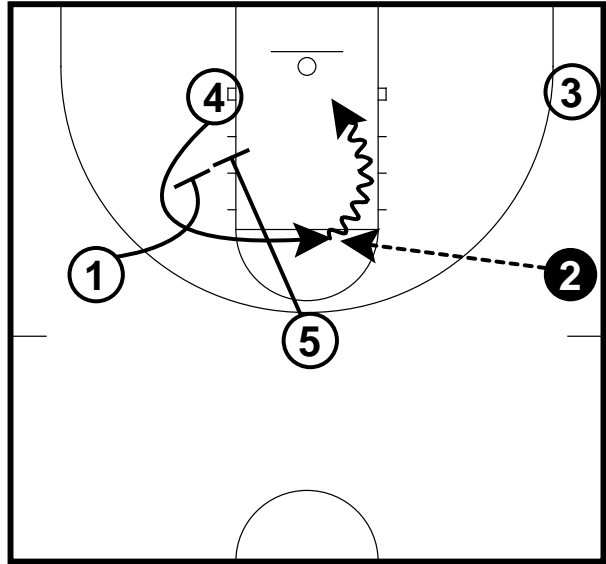


1 passes to 5. 5 passes to 2. 3 cuts off 4 for flex cut.

4 Pop Clear

Half-Court Sets - Flick Thumb

Frame 2



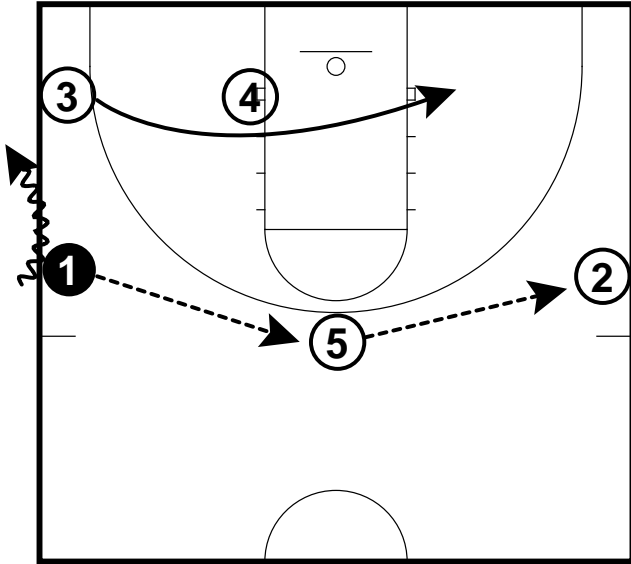
1 and 5 downscreen for 4. 4 curls off the screen and receives pass from 2. 4 drives to the basket.

4 Series

4 Pop Fist

Half-Court Sets - Flick Thumb

Frame 1

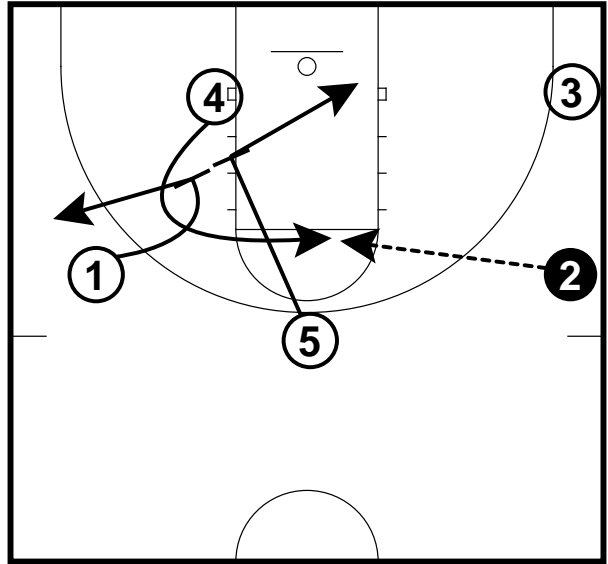


1 passes to 5. 5 passes to 2. 3 cuts off 4 for flex cut.

4 Pop Fist

Half-Court Sets - Flick Thumb

Frame 2

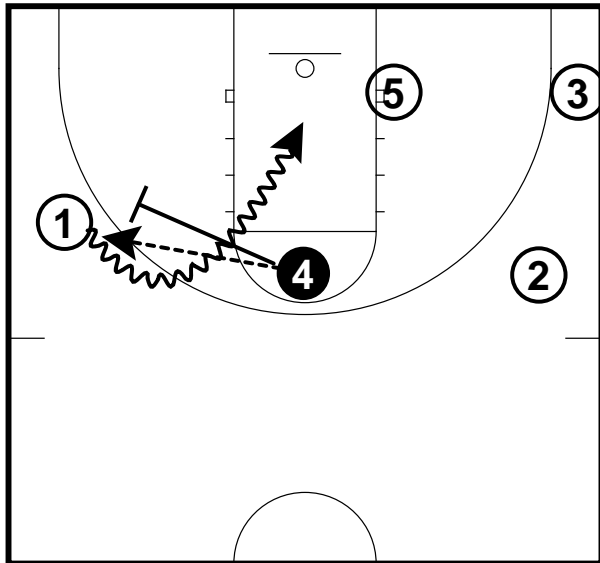


1 and 5 downscreen for 4. 4 curls off the screen and receives pass from 2.

4 Pop Fist

Half-Court Sets - Flick Thumb

Frame 3



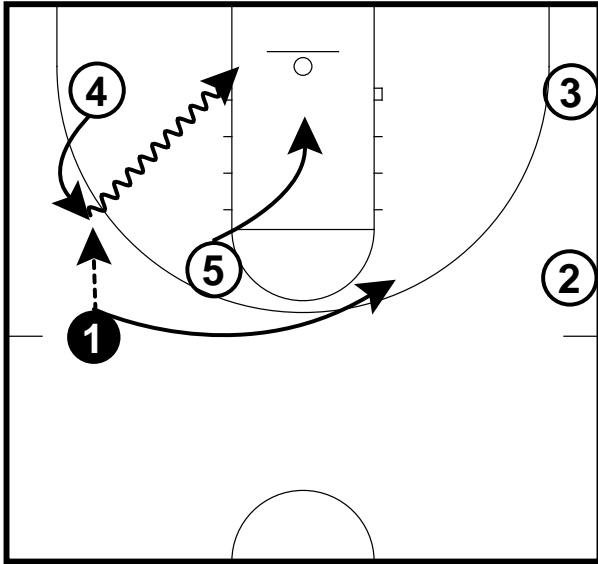
4 passes to 1. 4 sets a ballscreen for 1. 1 comes off the ballscreen hard to basket.

4 Series

4 Side

Half-Court Sets

Frame 1



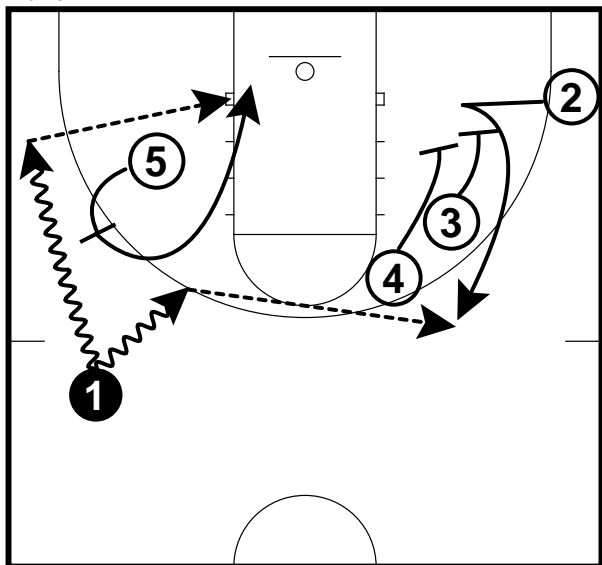
1 passes to 4 and does a euro cut behind 5.
4 catches and drives to basket. 5 rolls to
front of the rim. 3 and 2 spot up.

4 Series

4 Side Low

Half-Court Sets

Frame 1



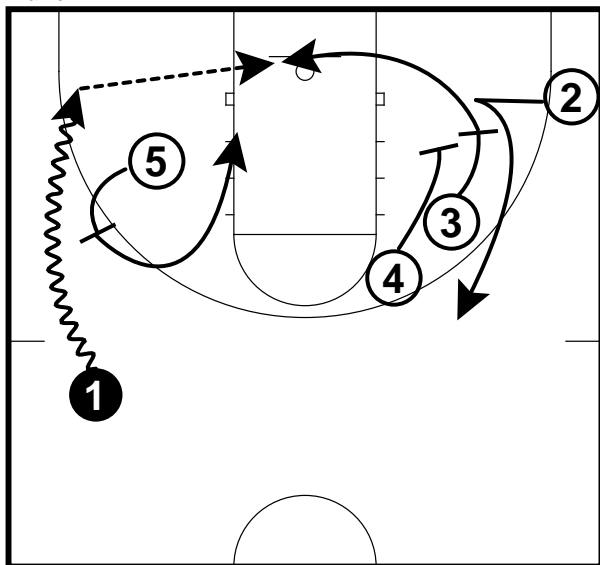
5 sets a ballscreen for 1 and rolls. 1 can hit 5 on the roll. 1 can drive to the middle and pass to 2 off the downscreen from 3 and 4.

4 Series

4 Side Low Option 2

Half-Court Sets

Frame 1



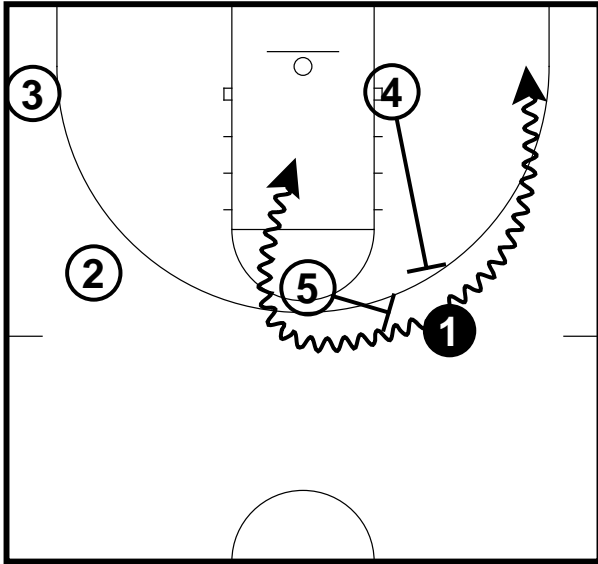
1 comes off a ballscreen from 5. 5 rolls to the basket. 1 turns the corner. 4 and 3 downscreen for 2. 3 rolls to the basket after downscreen.

4 Series

45

Half-Court Sets

Frame 1



1 can come off 4 or 5 ballscreen and go to the basket. 2 and 3 space out.

Fist Series

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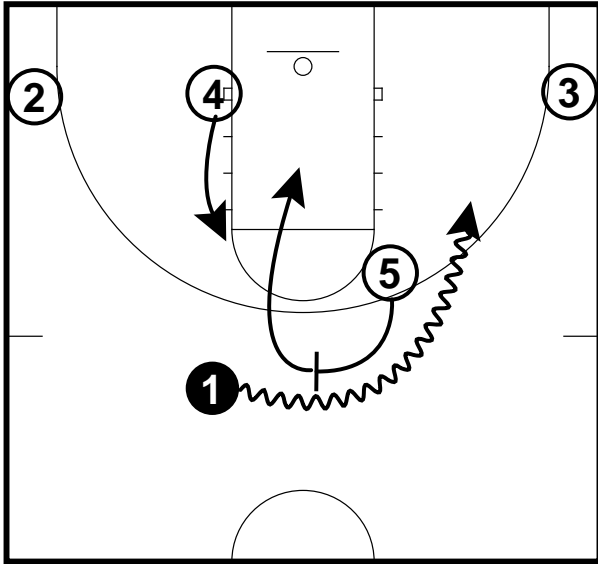
Fist Up	54
Fist Up 2	55
Fist Up 4	56
Fist Up Dribble	57
Fist Up Lift	58
Fist Up Middle	59
Fist Up Phoenix	60
Fist Side	61
Fist Side Low	62
Fist 24	63

Fist Series

Fist Up

Half-Court Sets

Frame 1

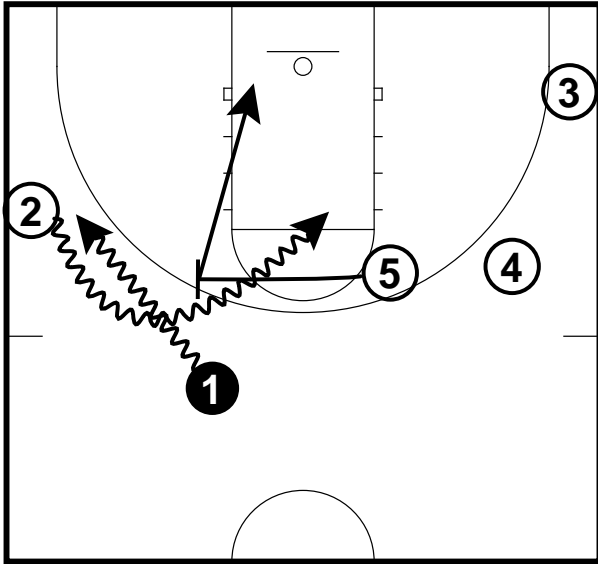


5 sets a ballscreen for 1 and then rolls to the basket. 4 slides up to the high post. 1 comes off ballscreen to the basket.

Fist Series

Fist Up 2 Half-Court Sets

Frame 1

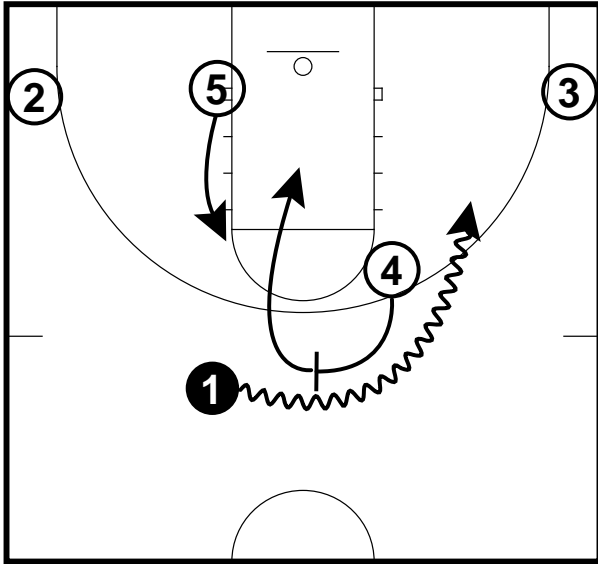


1 dribbles toward 2 for dribble hand-off. 5 sets a ballscreen for 2 and then rolls to the basket. 2 comes off ball screen to the basket.

Fist Series

Fist Up 4 Half-Court Sets

Frame 1



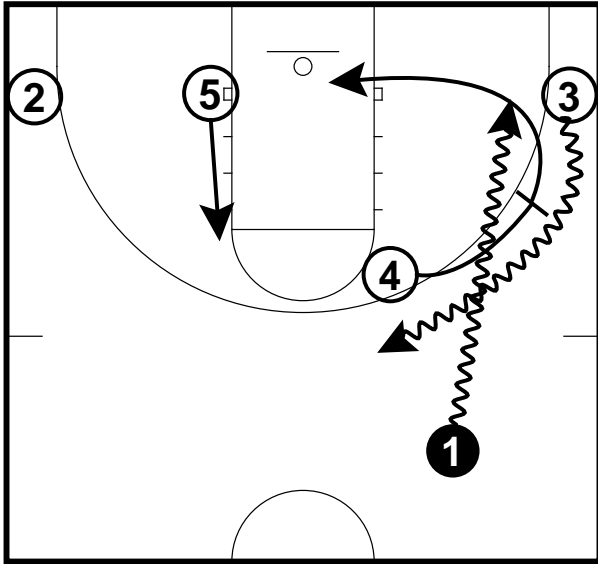
4 sets a ballscreen for 1 and then rolls to the basket. 5 slides up to the high post. 1 comes off ballscreen to the basket.

Fist Series

Fist Up Dribble

Half-Court Sets

Frame 1



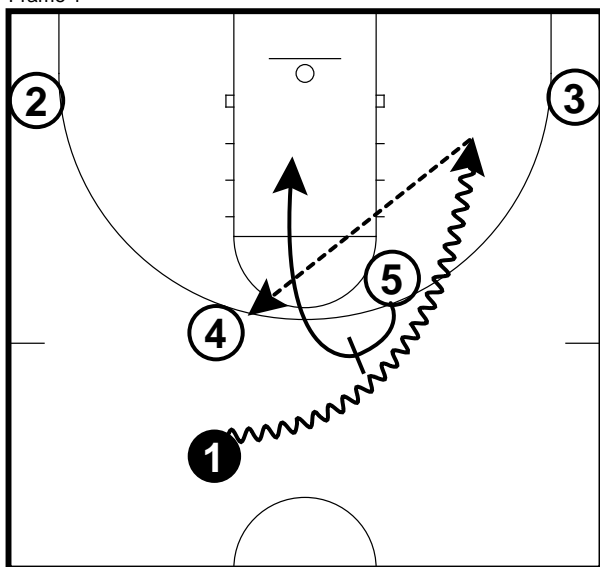
1 dribbles toward 3 for dribble hand-off. 3 receives the ball from 1 and receives a ballscreen from 4. 4 rolls to the basket. 5 slides up the lane. 3 drives off the screen.

Fist Series

Fist Up Lift

Half-Court Sets

Frame 1



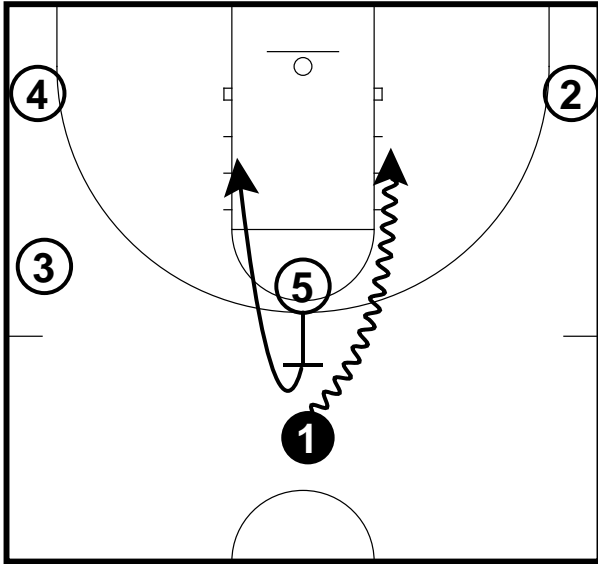
5 sets a high pick and roll with 1. 1 turns the corner to the basket and 5 rolls. 1 has options of 5 on the roll or kickback to 4.

Fist Series

Fist Up Middle

Half-Court Sets

Frame 1



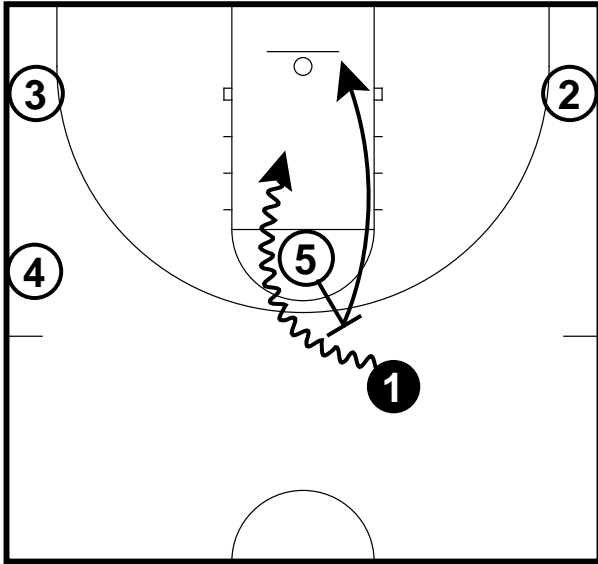
5 sets a high pick and roll with 1. 5 sets a ballscreen and then rolls to the basket. 1 comes off the ballscreen to the basket. 2,3 and 4 space out.

Fist Series

Fist Up Phoenix

Half-Court Sets

Frame 1

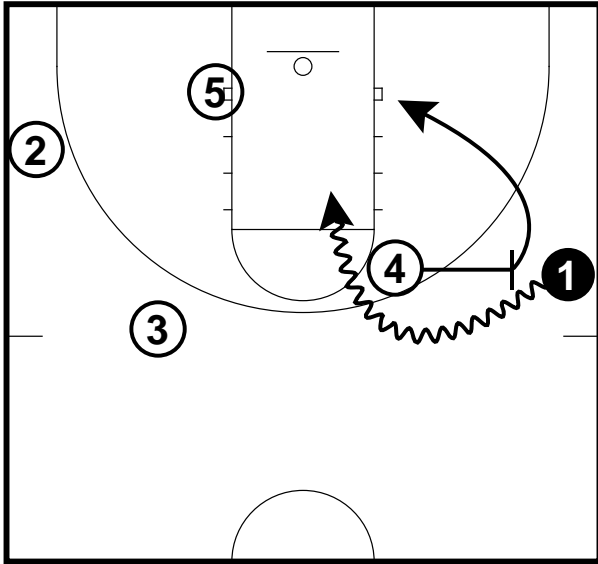


5 sets a ballscreen for 1. 1 comes off the ballscreen hard and goes to the basket. 5 rolls after the screen. 2, 3, 4 space out.

Fist Series

Fist Side Half-Court Sets

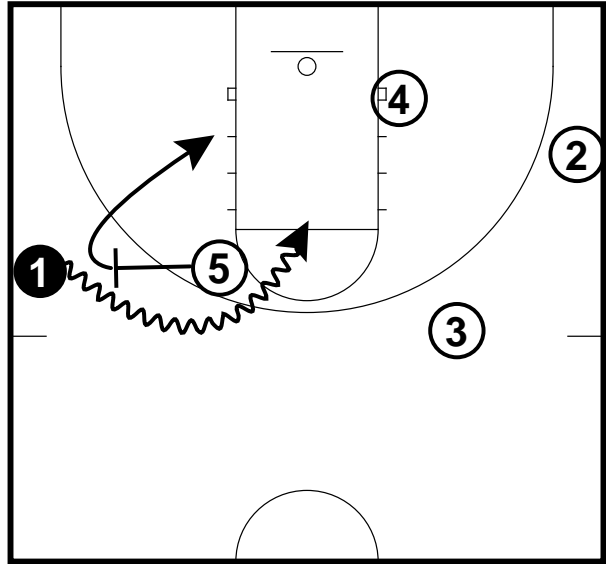
Frame 1



Side Pick and Roll: 4 sets a ballscreen on 1. 1 comes hard off the screen to the middle. 4 rolls to the basket. 5 stays opposite block. 2 and 3 spot up.

Fist Side Half-Court Sets

Frame 2



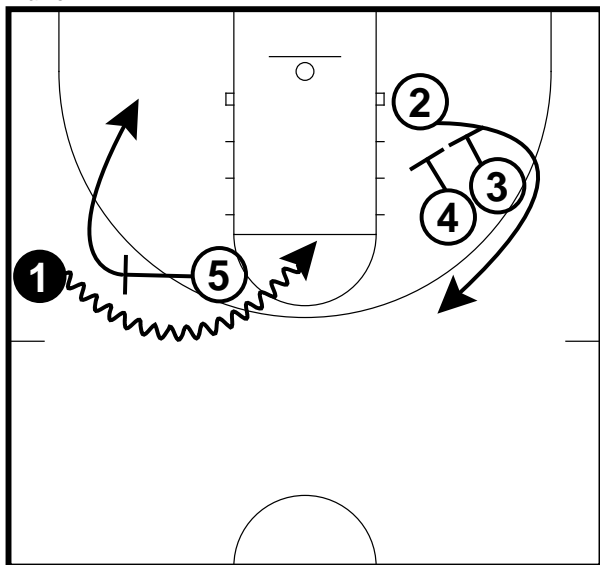
Side Pick and Roll: Opposite side.

Fist Series

Fist Side Low

Half-Court Sets

Frame 1



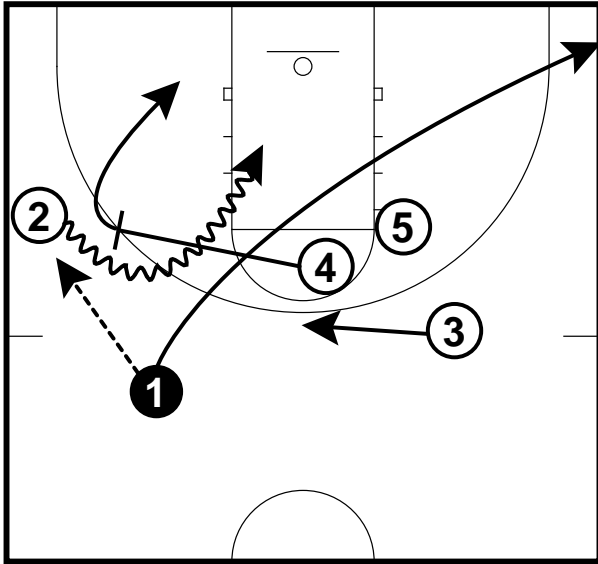
5 sets a ballscreen for 1 and then rolls to the basket. 1 comes off the ballscreen to the basket. 3 and 4 set a double screen for 2. 2 curls off the double screen.

Fist Series

Fist 24

Half-Court Sets

Frame 1



1 passes to 2 and cuts to the opposite corner. 4 sets a ballscreen on 2 and then rolls to the short corner. 2 comes hard off the ball screen to the basket.

Quick Series

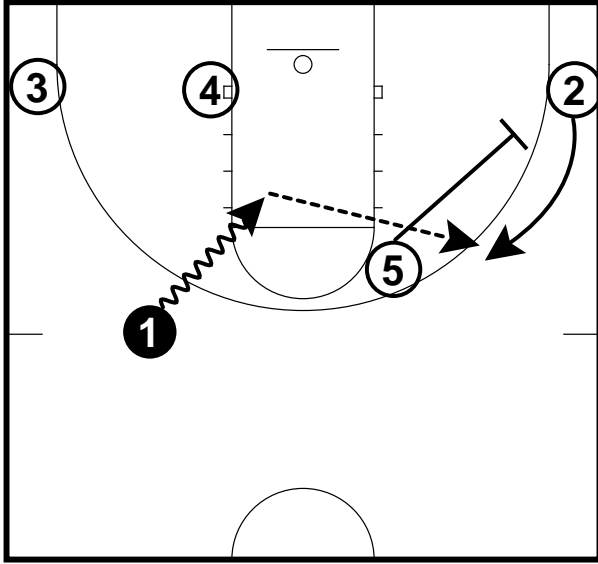
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Quick Series

Quick

Half-Court Sets - Visual aid: Open-close hand
Frame 1

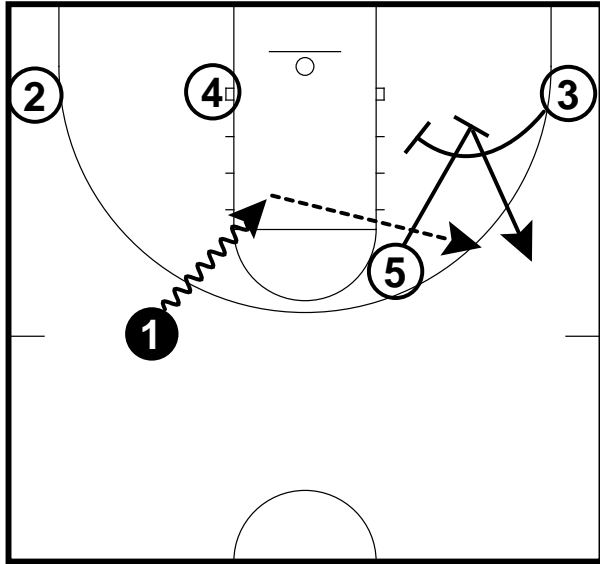


1 drives to the paint. 5 sets a downscreen for
2. 2 curls downscreen for 3 point shot. 4
and 3 stay.

Quick Series

Quick Curl

Half-Court Sets - Visual aid: Open-close hand
Frame 1

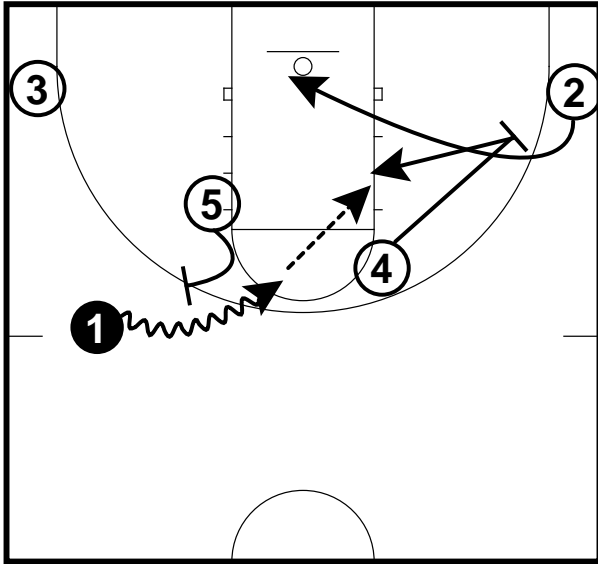


1 drives to the paint. 5 sets a fake
downscreen for 3. 3 curls downscreen and
screens the defensive player of 5. 5 pops out
for three point shot.

Quick Series

Quick Pinch

Half-Court Sets - Visual aid: Open-close hand
Frame 1



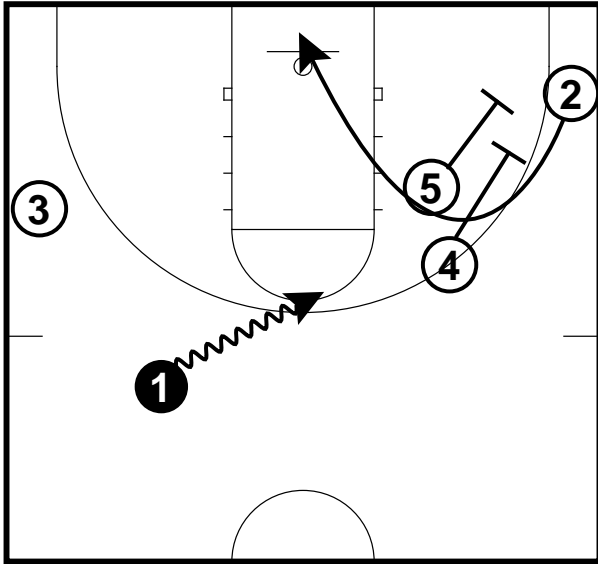
5 sets a ballscreen for 1. 1 dribbles off ballscreen from 5. 4 downscreens for 2. 2 curls downscreen from 4. 4 steps back off downscreen and receives pass from 1.

Quick Series

Quick Double

Half-Court Sets

Frame 1

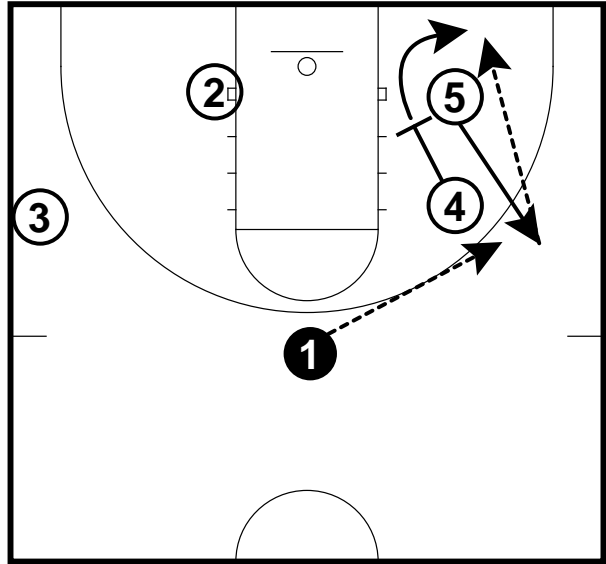


1 dribble to the top of the key. 5 and 4
downscreen for 2. 2 curls the staggered
downscreens to opposite block. 3 stays.

Quick Double

Half-Court Sets

Frame 2



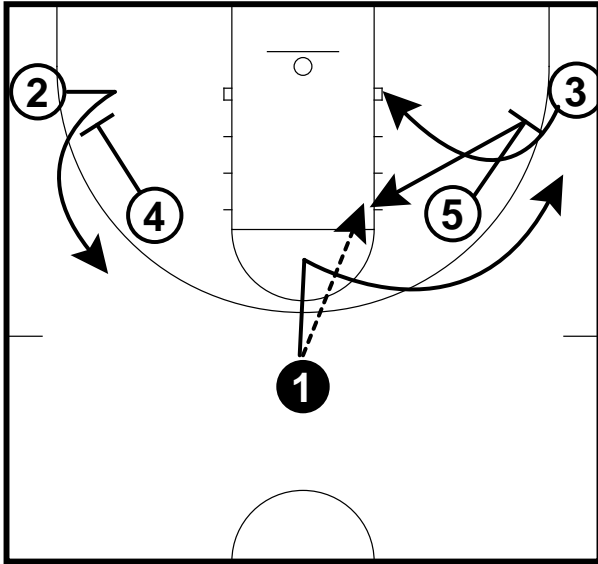
4 sets a downscreen for 5. 5 pops out. 1
passes to 5. 4 curls to the short corner. 5
passes to 4 for short corner isolation.

Quick Series

Quick Power

Half-Court Sets

Frame 1

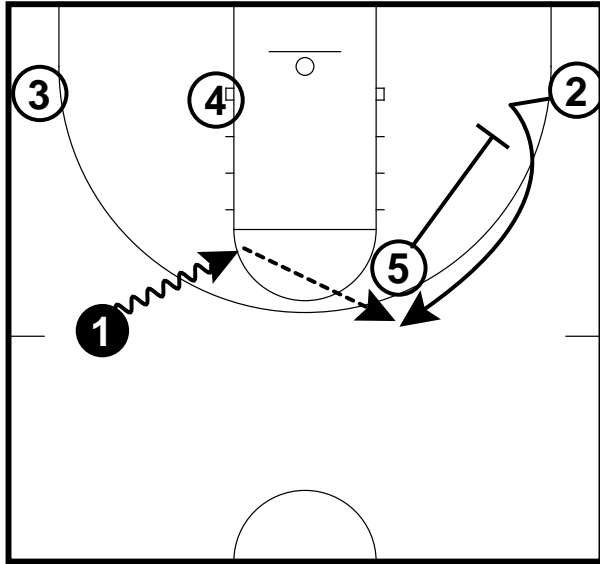


4 sets a downscreen for 2. 2 comes off the screen up the wing. 5 sets a downscreen for 3. 3 curls the screen and 5 does a step-back. 1 passes to 5 and goes to wing.

Quick Series

Quick Fist Half-Court Sets

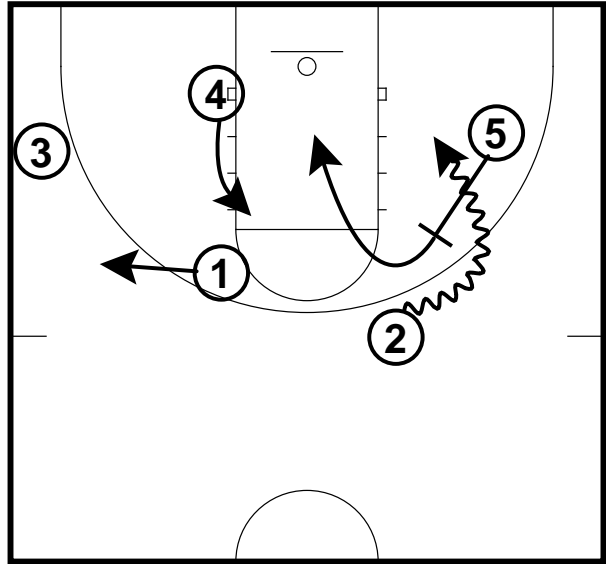
Frame 1



1 dribbles to the middle of the lane. 5 sets a downscreen and 2 comes off the downscreen and receives the ball from 1.

Quick Fist Half-Court Sets

Frame 2

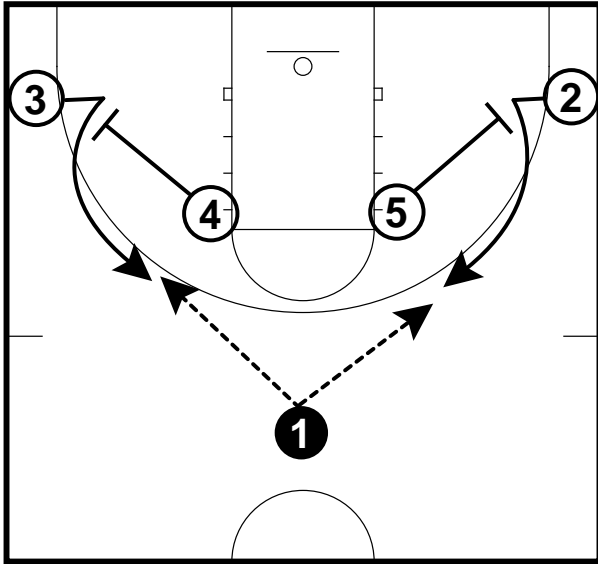


5 re-screens 2 with a ballscreen. 2 comes hard off the ballscreen. 4 slides up to the high post. 1 spaces out. 3 spots up.

Quick Series

Quick Wide Half-Court Sets

Frame 1



4 sets a downscreen for 3. 5 sets a downscreen for 2. 1 has options of 2 and 3 off the downscreens.

Elbow series - Half court

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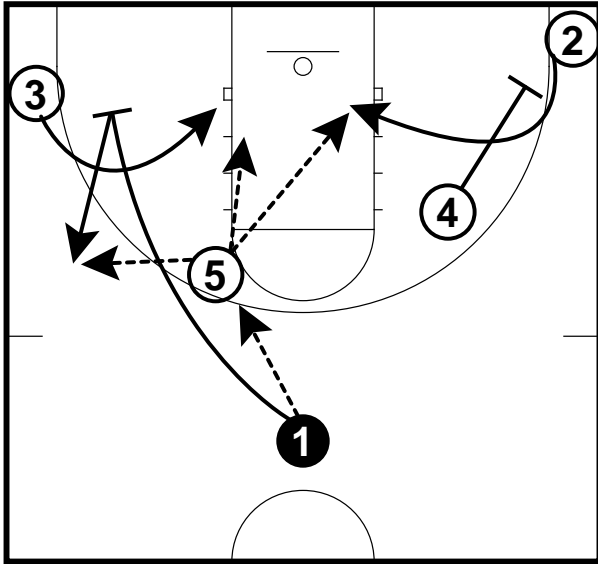
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Elbow series - Half court

Elbow Quick

Half-Court Sets

Frame 1



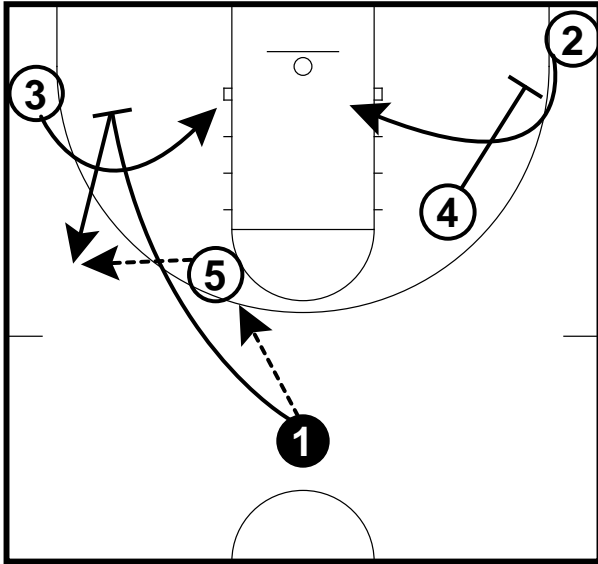
1 passes to 5. 1 rubs off 5 for fake-handoff and sets downscreen for 3. 3 curls off downscreen. 4 sets a downscreen for 2. 2 curls. 1 pops out after downscreen.

Elbow series - Half court

Elbow Quick Option 2

Half-Court Sets

Frame 1

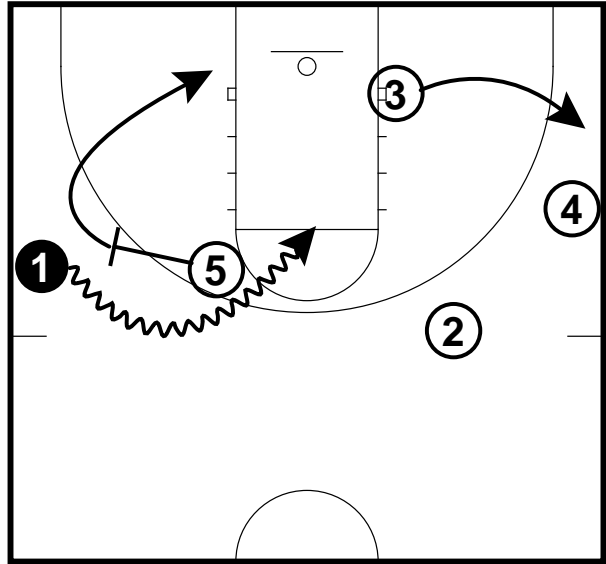


1 passes to 5. 1 rubs off 5 for fake-handoff and sets downscreen for 3. 3 curls off downscreen. 4 sets a downscreen for 2. 2 curls. 1 pops out after downscreen.

Elbow Quick Option 2

Half-Court Sets

Frame 2



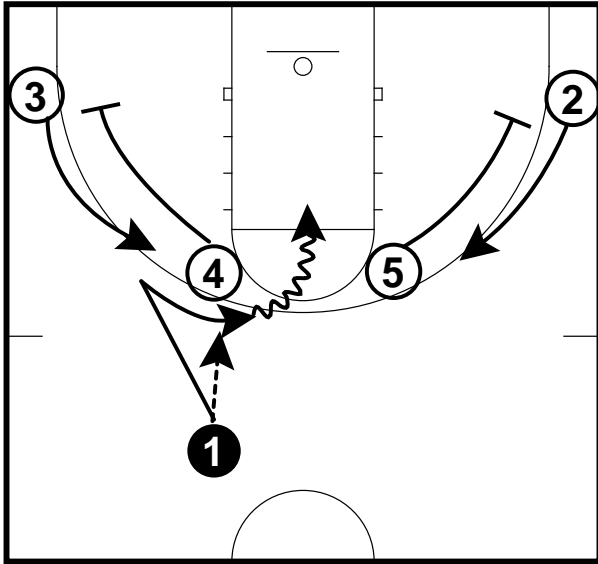
5 sets a ballscreen for 1. It is a two man game with 1 and 5.

Elbow series - Half court

Elbow Quick Single

Half-Court Sets

Frame 1



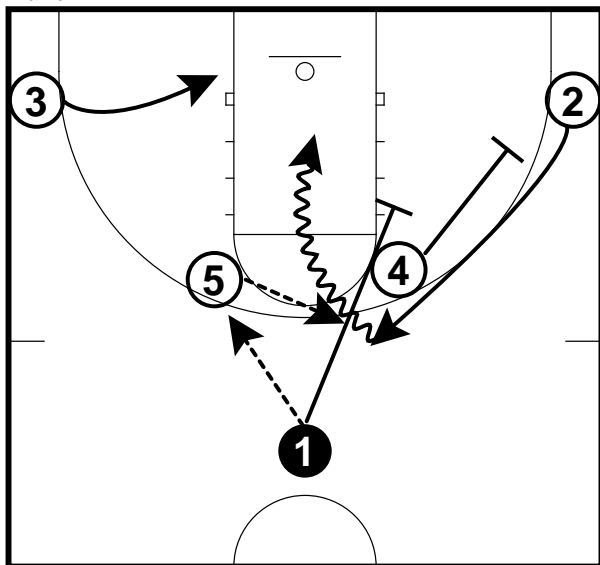
1 passes to 4. 1 cuts off 4 and receives a dribble hand-off. 4 sets a downscreen for 3. 5 sets a downscreen for 2. 1 drives hard to the basket.

Elbow series - Half court

Elbow Quick Double

Half-Court Sets

Frame 1

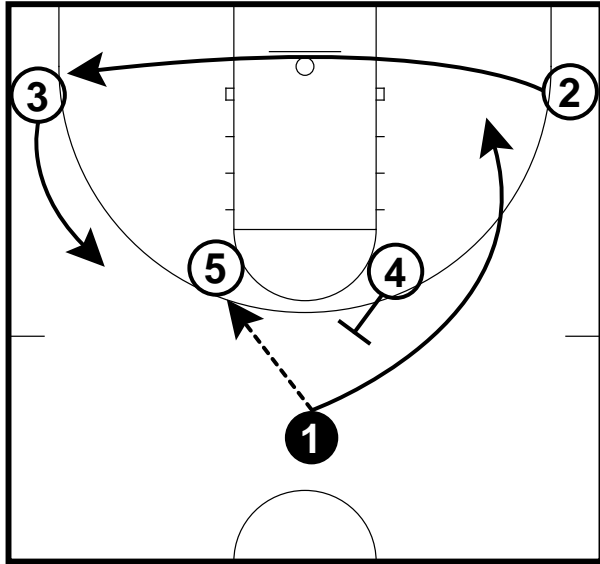


1 passes to 5. 1 and 4 downscreen for 2. 2 comes off double screen and receives a pass from 5. 2 drives hard to the basket.

Elbow series - Half court

Elbow 1 Half-Court Sets

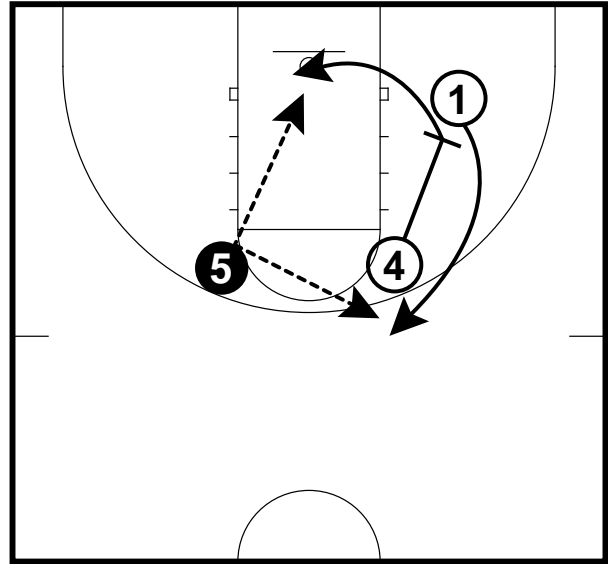
Frame 1



1 passes the ball to 5. 4 sets a backscreen for 1. 2 goes opposite corner. 3 slides up the wing.

Elbow 1 Half-Court Sets

Frame 2

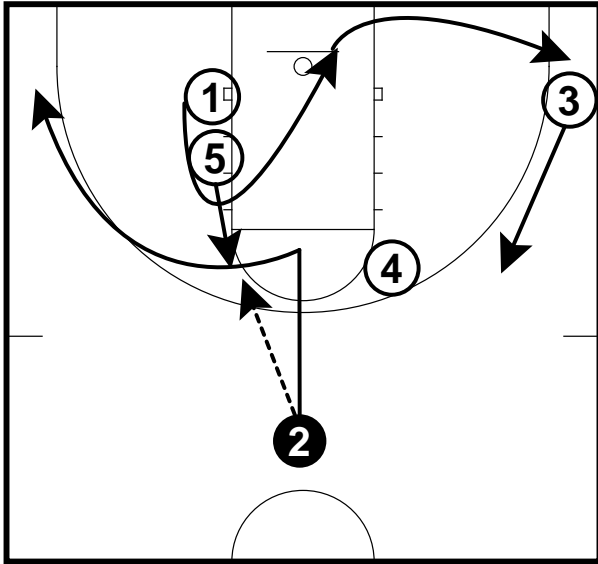


If there is nothing on flare screen then 4 downscreens for 1. 1 comes off downscreen to top of the key. 4 slips to the basket. 5 has two options.

Elbow series - Half court

Elbow 4 Half-Court Sets

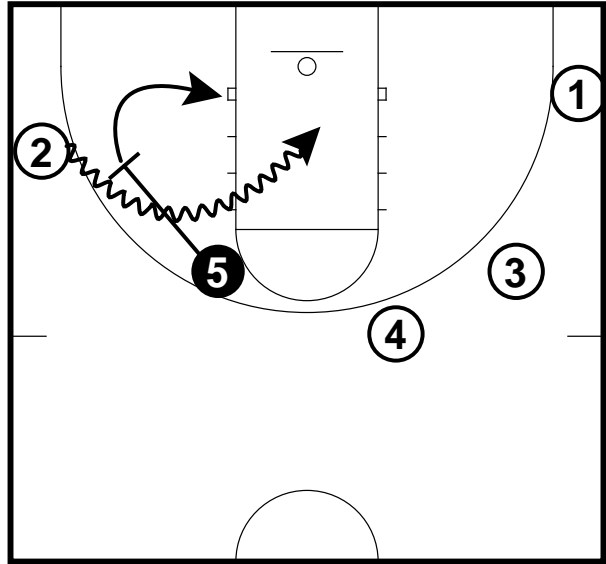
Frame 1



1 curls off 5 and to the opposite corner. 5 receives the pass at the high post. 2 sprints to the middle and receives a fake dribble hand-off. 3 slides up the wing.

Elbow 4 Half-Court Sets

Frame 2

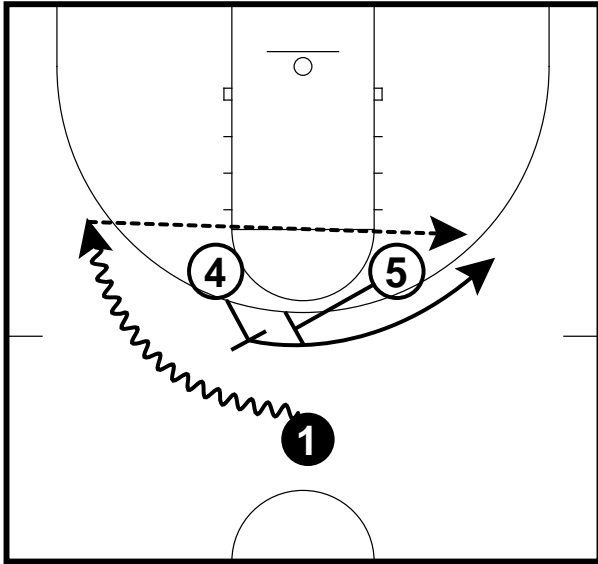


5 sets a ballscreen for 2 and then rolls to the basket. 2 comes off the ballscreen to the basket. 4, 3, and 1 space out.

Elbow series - Half court

Elbow 5 Half-Court Sets

Frame 1



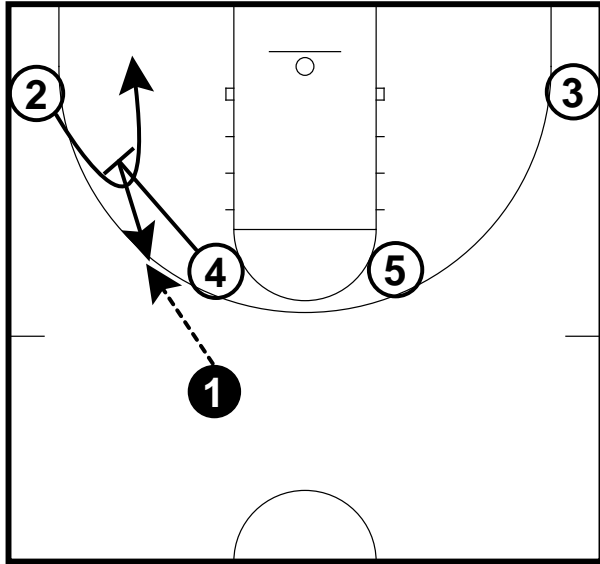
4 sets a ballscreen for 1. 1 comes off ballscreen. 5 sets a flare screen for 4. 1 hits 4 on a skip pass for shot.

Elbow series - Half court

Elbow Curl

Half-Court Sets

Frame 1

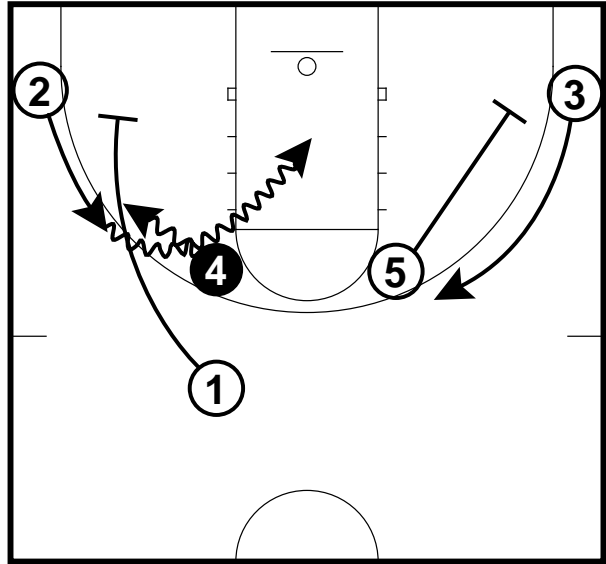


4 sets a downscreen for 2. 2 curls back off the screen. 4 comes back to the ball and receives a pass from 1.

Elbow Curl

Half-Court Sets

Frame 2



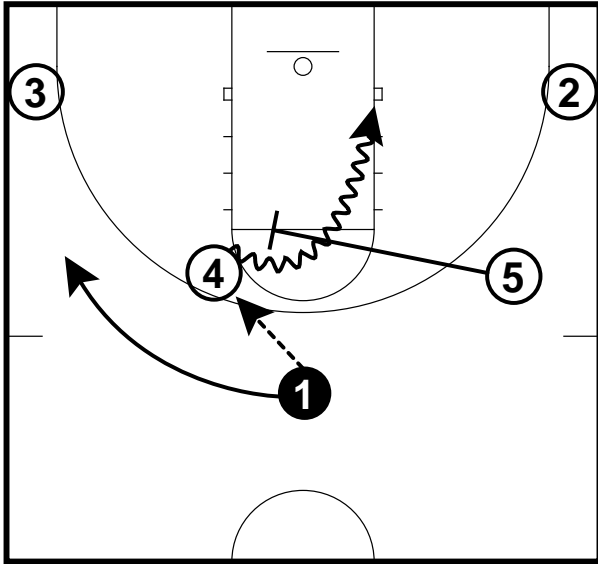
1 sets a downscreen for 2. 4 dribbles toward 2 for dribble hand-off. 2 receives the ball from 4. 5 sets a downscreen for 3.

Elbow series - Half court

Elbow Get

Half-Court Sets

Frame 1



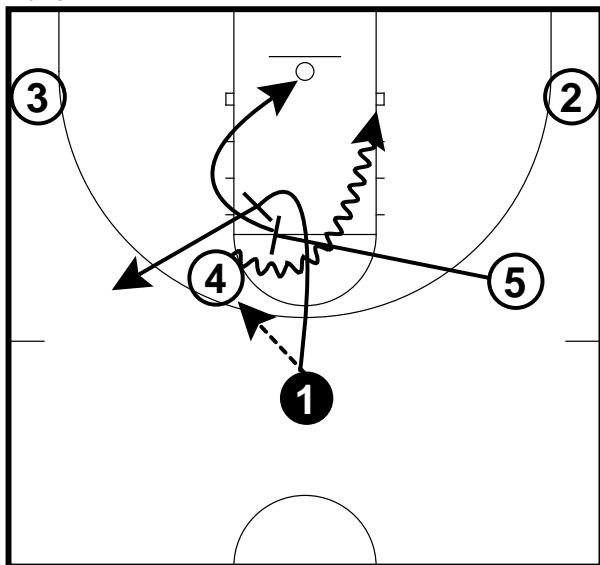
1 passes to 4. 1 flares behind 4. 5 sets a ballscreen on 4. 4 drives to the basket.

Elbow series - Half court

Elbow Get High Double

Half-Court Sets

Frame 1



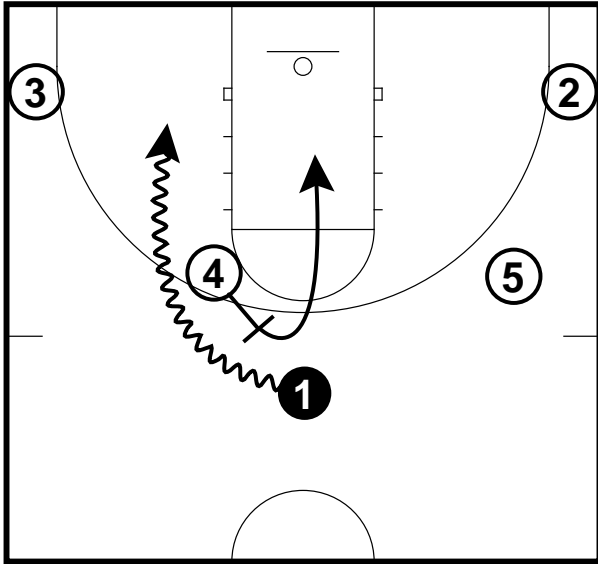
1 passes to 4 on the high post. 1 and 5 set a double high screen for 4. 4 comes hard off the screen to the basket. 5 rolls after screen. 1 pops out after screen.

Elbow series - Half court

Elbow fist

Half-Court Sets

Frame 1



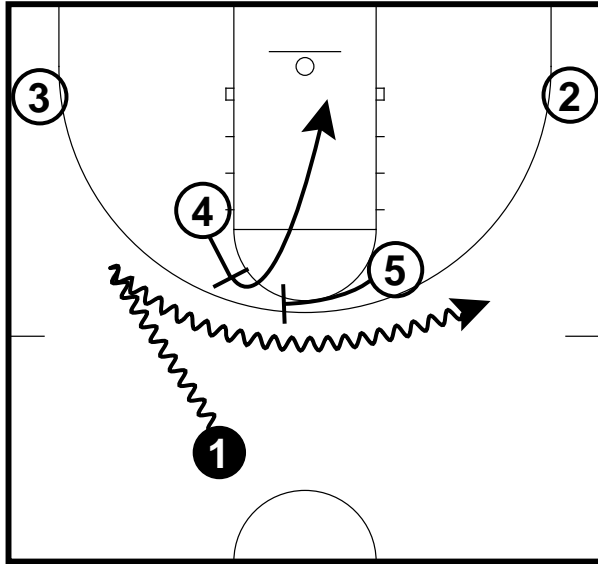
4 sets a ballscreen and then rolls to the basket. 1 comes off the ballscreen hard to the basket.

Elbow series - Half court

Elbow Double Fist

Half-Court Sets

Frame 1



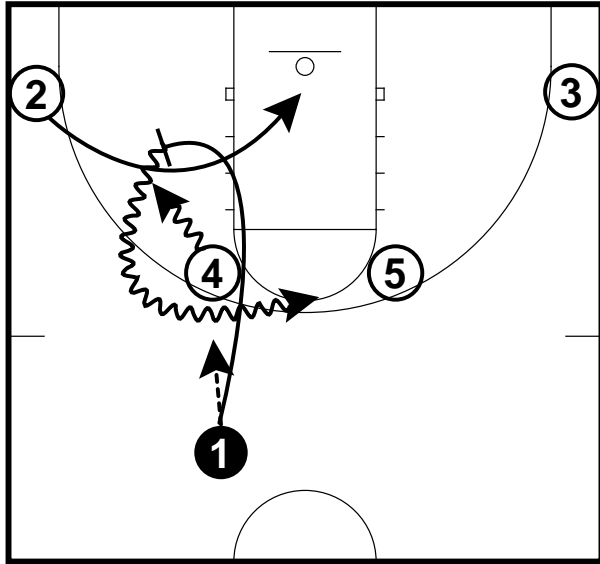
4 sets a ball screen for 1 and then rolls to the basket. 1 reverses field and comes back across the court. 5 sets a ballscreen on 1.

Elbow series - Half court

Elbow Middle

Half-Court Sets

Frame 1



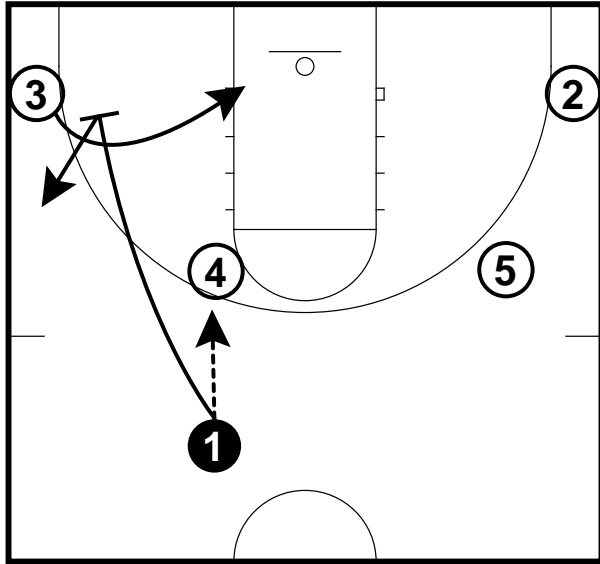
1 passes to 4 and then cross screens for 2.
4 dribbles to 1 for a dribble hand-off. 1
dribbles hard off 4's brush screen.

Elbow series - Half court

Elbow Dribble

Half-Court Sets

Frame 1

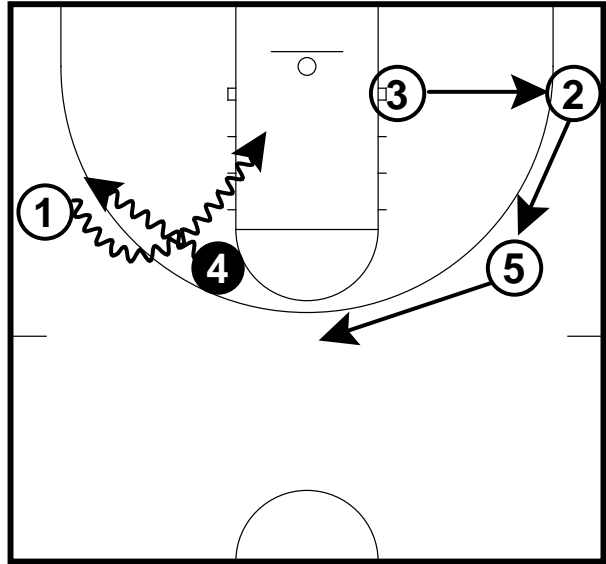


1 passes to the 4 at the high post. 1 sets a downscreen for 3. 3 curls off the screen to the basket. 1 pops out after the downscreen.

Elbow Dribble

Half-Court Sets

Frame 2



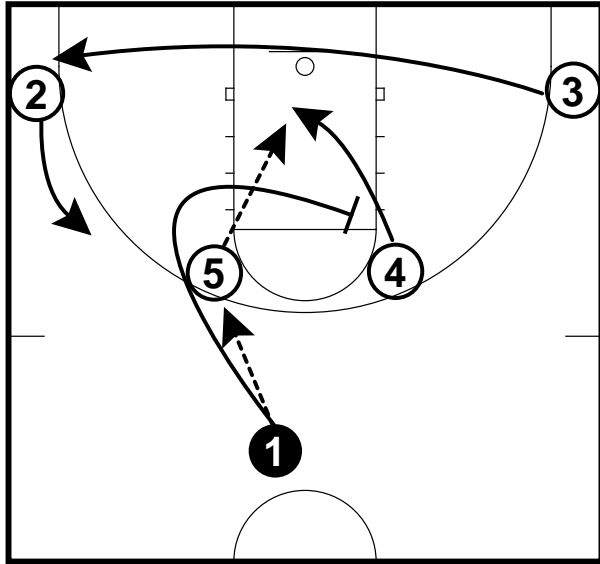
4 dribbles toward 1 for dribble hand-off. 1 drives to the basket. 5 sprints to top of key. 2 slides up the wing. 3 slides out.

Elbow series - Half court

Elbow Middle Weak

Half-Court Sets

Frame 1



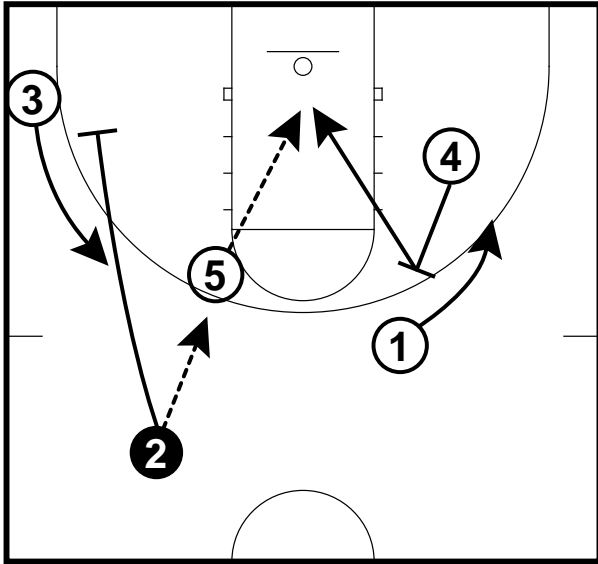
1 passes to 5. 1 backscreens 4. 3 goes to the opposite corner. 2 slides up the wing. 5 passes to 4.

Elbow series - Half court

Elbow Side

Half-Court Sets

Frame 1



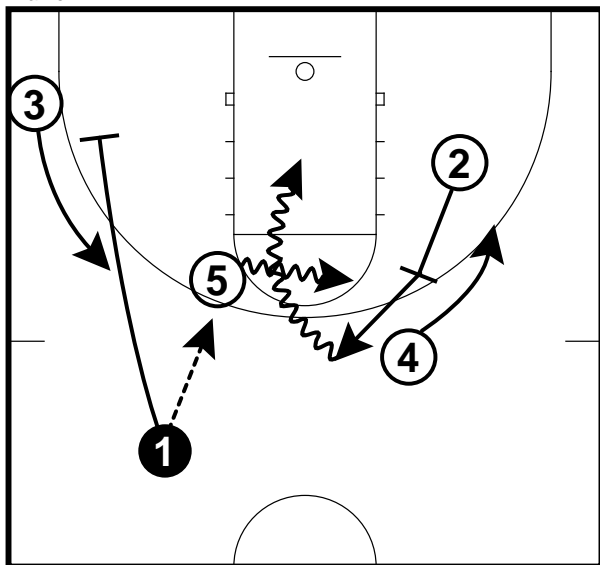
2 passes to 5. 2 sets a downscreen for 3. 3 comes off the screen. 4 sets a backscreen for 1. 1 flares out. 4 slips the backscreen and receives pass from 5.

Elbow series - Half court

Elbow Side hand-off

Half-Court Sets

Frame 1



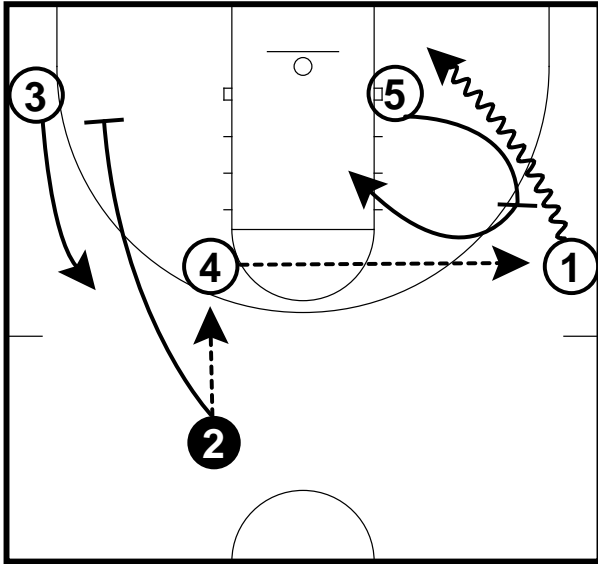
1 passes to 5 and then sets a downscreen for 3. 2 sets a backscreen for 4 and 4 flares out. 5 dribbles toward 2 for dribble hand-off. 2 receives the ball from 5.

Elbow series - Half court

Elbow Side Skip

Half-Court Sets

Frame 1



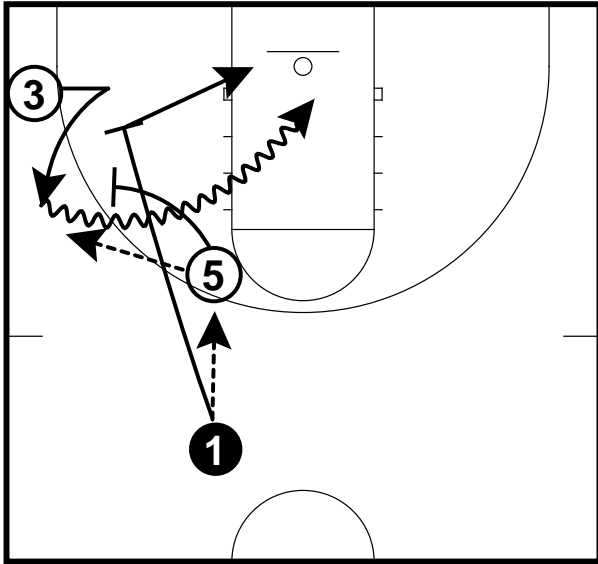
2 passes to 4 and sets a downscreen for 3. 3 comes off the downscreen. 4 passes to 1. 5 sets a ballscreen for 1 and rolls to the basket. 1 comes hard off the ballscreen.

Elbow series - Half court

Elbow Strong

Half-Court Sets

Frame 1



1 passes to 5 and sets a downscreen for 3.
1 slips screen to the basket. 3 comes off
downscreen. 5 passes to 3. 5 sets a ball
screen for 3. 3 comes off ball screen.

Thru series - Half Court

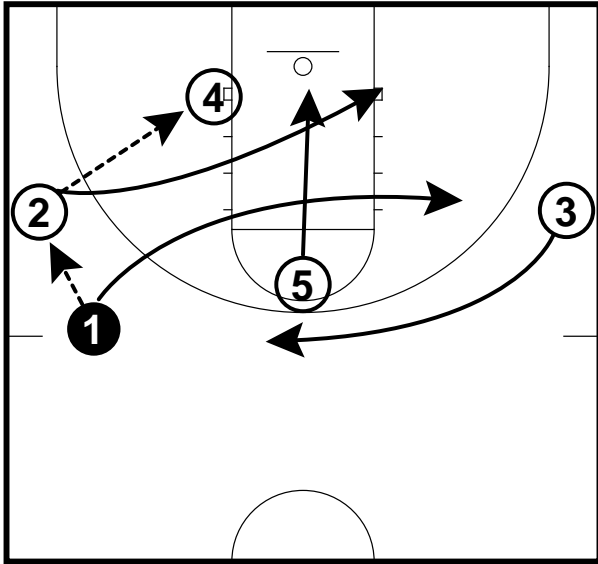
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Thru Side	109
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Thru series - Half Court

Thru Half-Court Sets

Frame 1



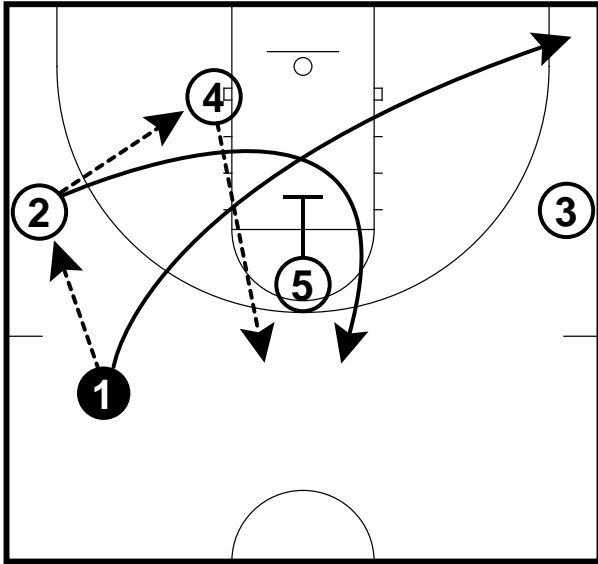
1 passes to 2. 1 cuts high to offside wing. 2 passes to 4 and cuts to offside block. 5 dives to basket. 3 drifts to the top of key.

Thru series - Half Court

Thru Dive

Half-Court Sets

Frame 1

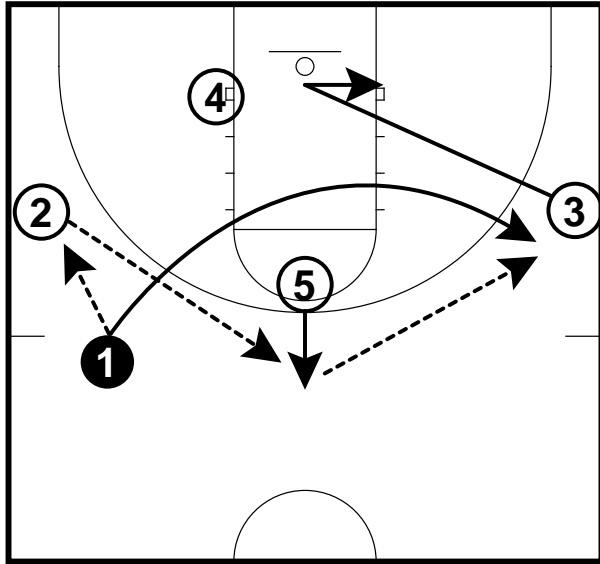


1 passes to 2. 1 cuts high to offside corner.
2 passes to 4 and cuts to offside block and
then comes off downscreen of 5. 2 comes off
screen for shot. 4 passes to 2.

Thru series - Half Court

Thru Down Half-Court Sets

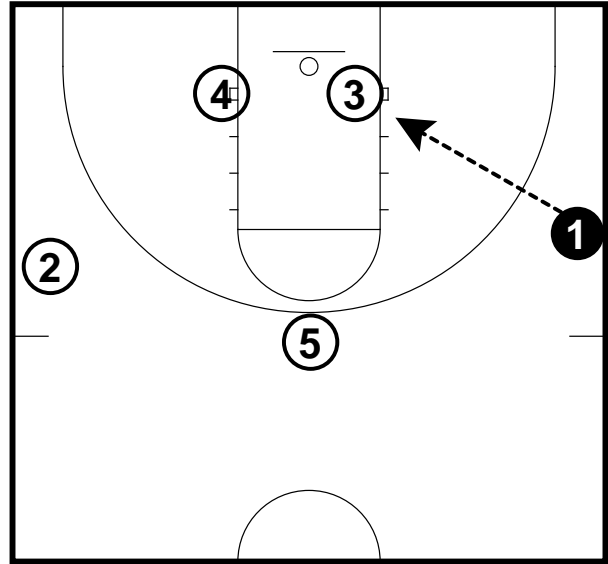
Frame 1



1 passes to 2. 1 cuts high to offside wing. 2 passes to 5 and to 1. 3 backcuts hard and posts up on the block.

Thru Down Half-Court Sets

Frame 2



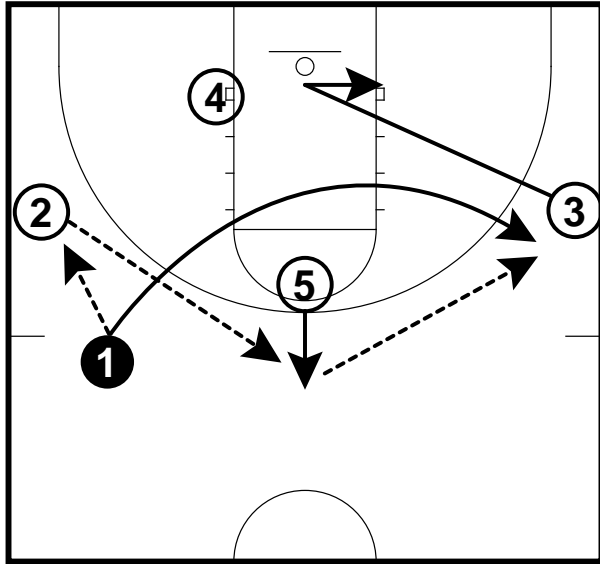
1 passes the ball to 3 on the hard post-up.

Thru series - Half Court

Thru Down Flare

Half-Court Sets

Frame 1

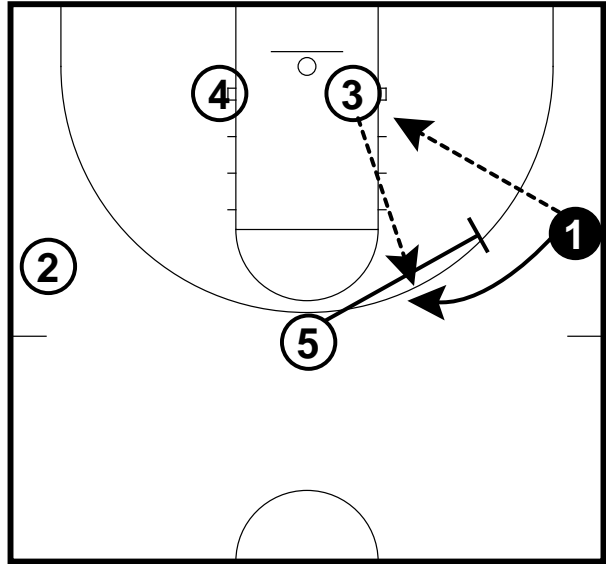


1 passes to 2. 1 cuts high to offside wing. 2 passes to 5 and to 1. 3 backcuts hard and posts up on the block.

Thru Down Flare

Half-Court Sets

Frame 2



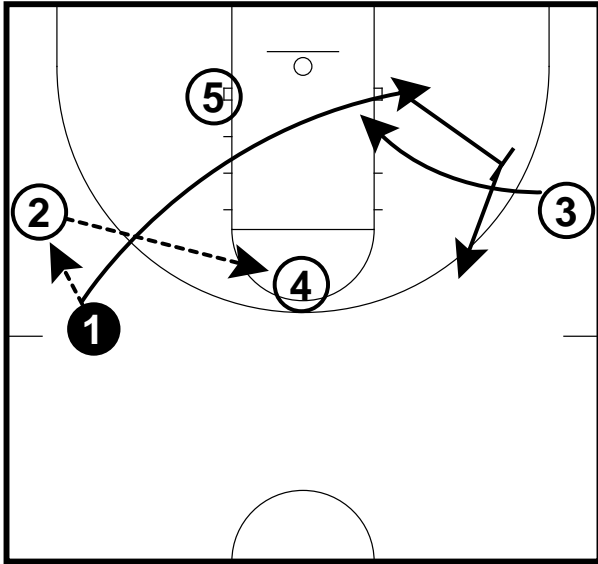
1 passes the ball to 3 on the block. 5 sets a downscreen for 1. 3 passes to 1 coming off 5 downscreen for shot.

Thru series - Half Court

Thru Dribble

Half-Court Sets

Frame 1

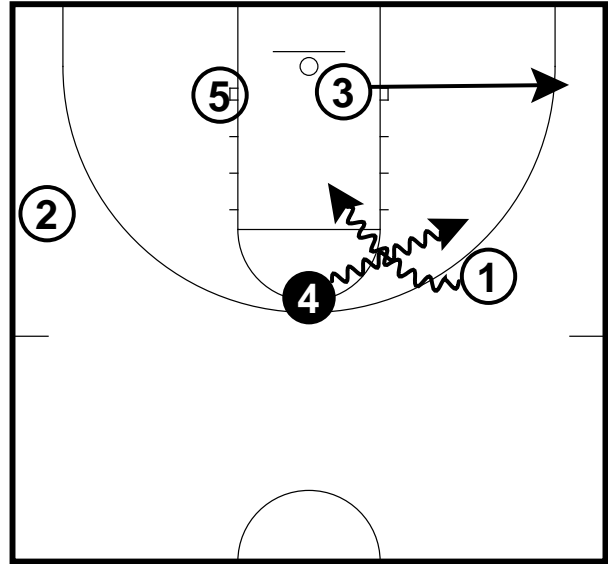


1 passes to 2. 1 cuts hard to the basket and the backscreens for 3. 3 comes off backscreen to the block. 2 passes to 4.

Thru Dribble

Half-Court Sets

Frame 2



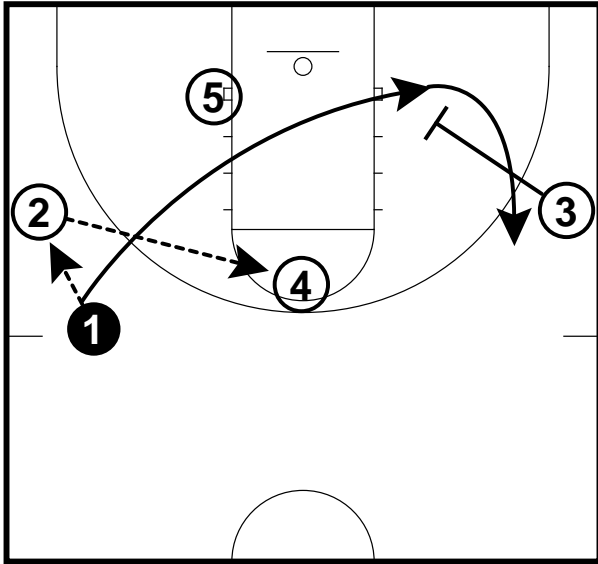
3 sprints to the corner. 4 dribbles hard at 1 for dribble handoff. 1 comes off the brush screen hard with the basketball to the paint.

Thru series - Half Court

Thru Dribble Flare

Half-Court Sets

Frame 1

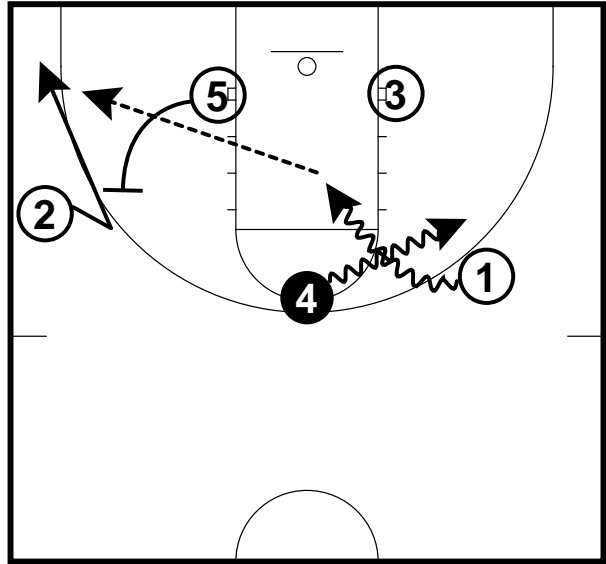


1 passes to 2. 1 cuts hard to the basket and receives a downscreen from 3. 2 passes to 4.

Thru Dribble Flare

Half-Court Sets

Frame 2

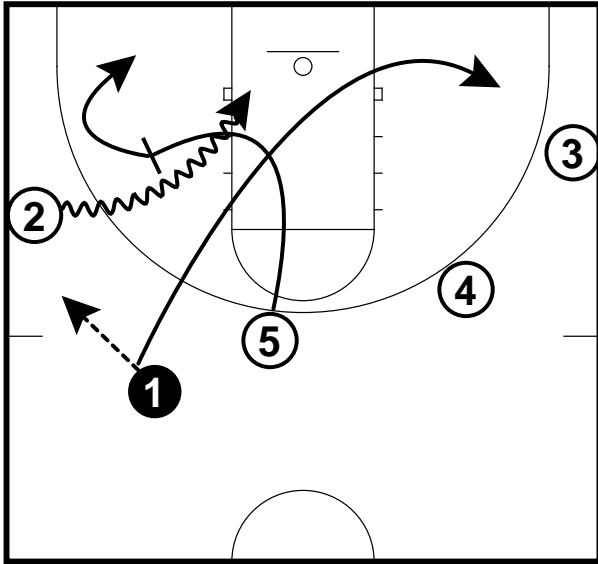


4 dribbles hard at 1 for dribble handoff. 1 comes off the brush screen hard with the basketball to the paint. 5 sets a flare screen for 2. 1 gets to paint / passes to 2

Thru series - Half Court

Thru Fist Half-Court Sets

Frame 1



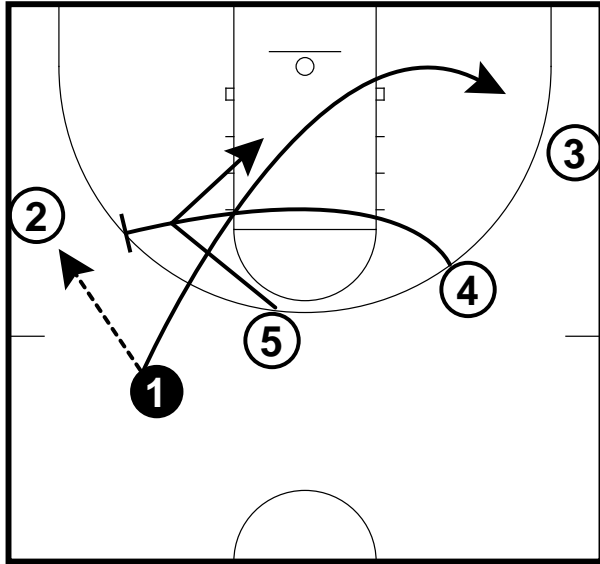
1 passes to 2 and cuts hard to the basket and out to the corner. 5 cuts to the basket and comes up for a ballscreen on 2 and rolls to short corner. 2 comes off ballscreen hard

Thru series - Half Court

Thru Fist (option)

Half-Court Sets

Frame 1

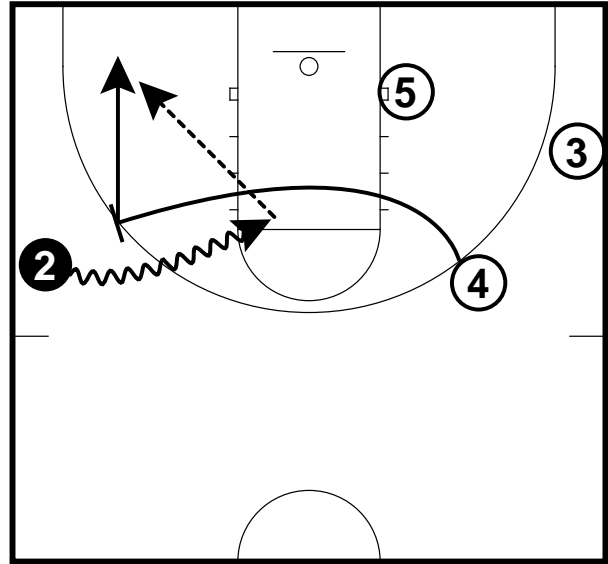


1 passes to 2 and cuts hard to the basket and out to the corner. 5 fakes a ballscreen and slips to basket. 4 comes and sets a ballscreen on 2.

Thru Fist (option)

Half-Court Sets

Frame 2

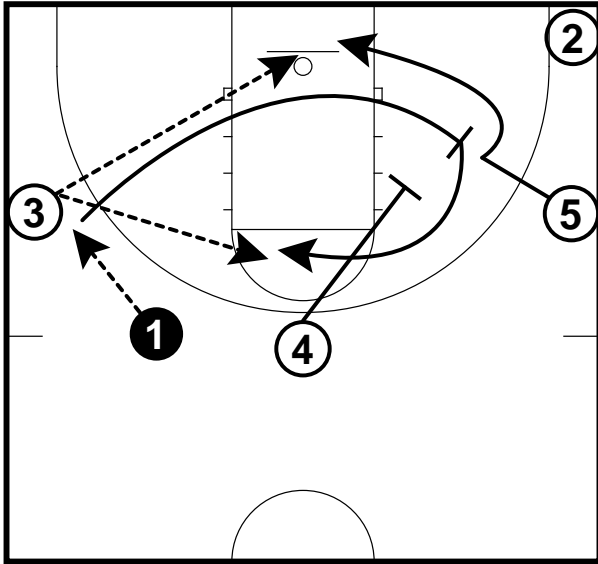


4 sets ballscreen on 2. 2 dribbles off ballscreen to the paint. 4 drifts to short corner. 2 passes to 4 in short corner for isolation.

Thru series - Half Court

Thru High Half-Court Sets

Frame 1



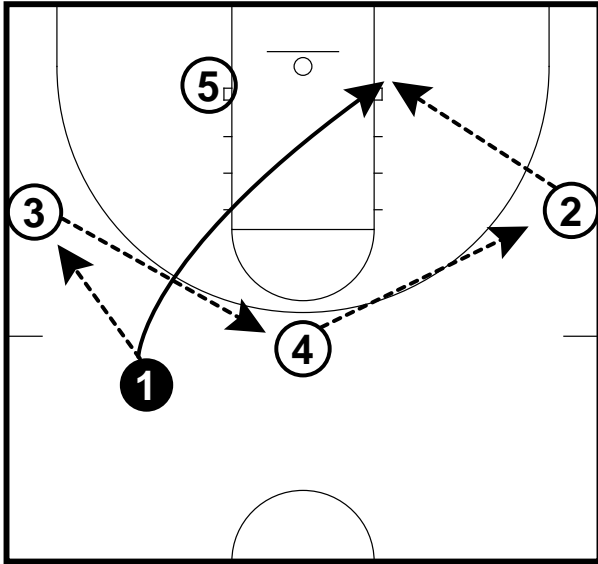
1 passes to 3. 1 cuts to the basket and sets a backscreen for 5. 5 comes off backscreen to basket. 4 sets a downscreen for 1. 3 can pass to 5 or 1.

Thru series - Half Court

Thru Hold

Half-Court Sets

Frame 1

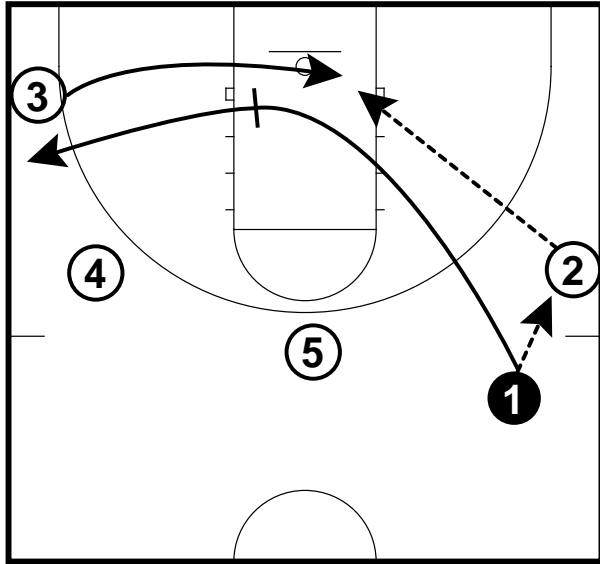


1 passes to 3. 1 cuts to the basket for post-up. 3 passes to 4. 4 passes to 2. 2 passes to 1 on the hard post-up.

Thru series - Half Court

Thru Low Half-Court Sets

Frame 1

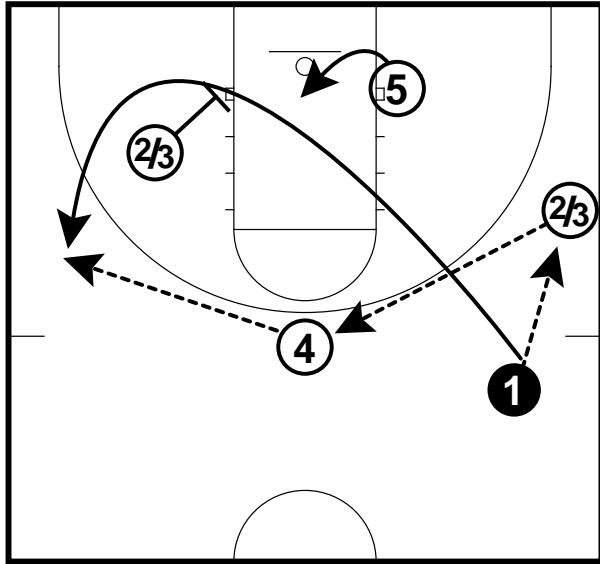


1 passes to 2 and cuts to the block and screens across for 3. 1 then goes out to the opposite corner. 2 passes to 3 for the post-up.

Thru series - Half Court

Thru Opposite Half-Court Sets

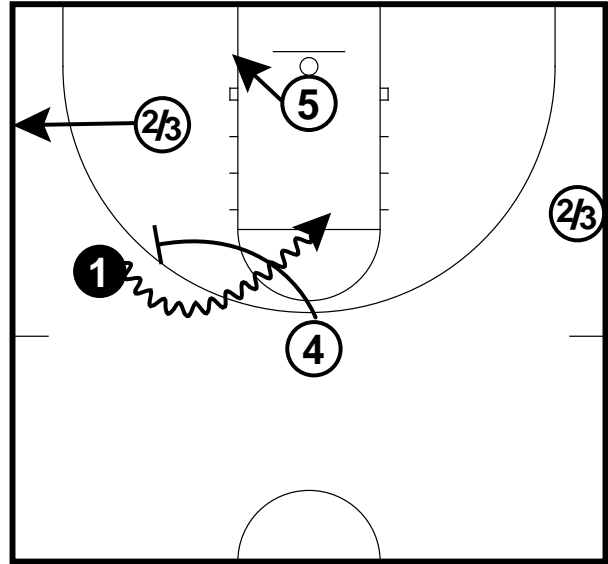
Frame 1



1 passes to 2/3 on the wing and cuts to the basket. 2/3 downscreens for 1. 2/3 passes to 4 and reverses the ball to 1. 5 posts up hard.

Thru Opposite Half-Court Sets

Frame 2



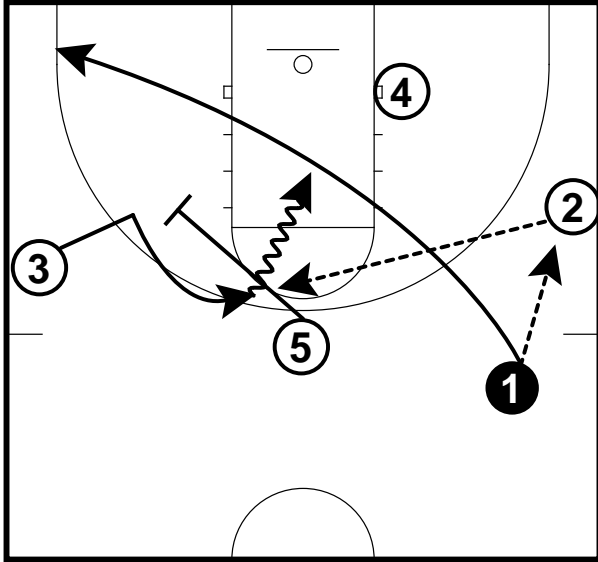
4 sets a ballscreen for 1. 1 comes off the ballscreen hard to the paint. 2/3 drifts to the three point line. 5 slides to offside block.

Thru series - Half Court

Thru Quick

Half-Court Sets

Frame 1



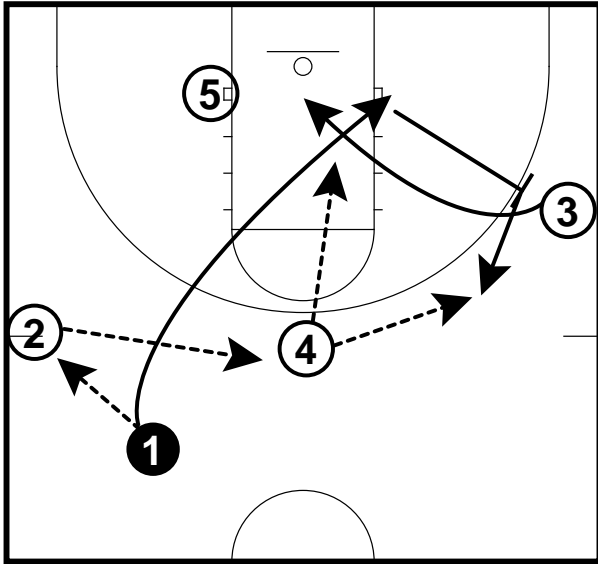
1 passes to 2 and cuts thru to the opposite corner. 5 downscreens for 3. 3 comes off downscreen on curl and receives passes from 2. 2 dribbles to the basket. 4 stays.

Thru series - Half Court

Thru Side

Half-Court Sets

Frame 1



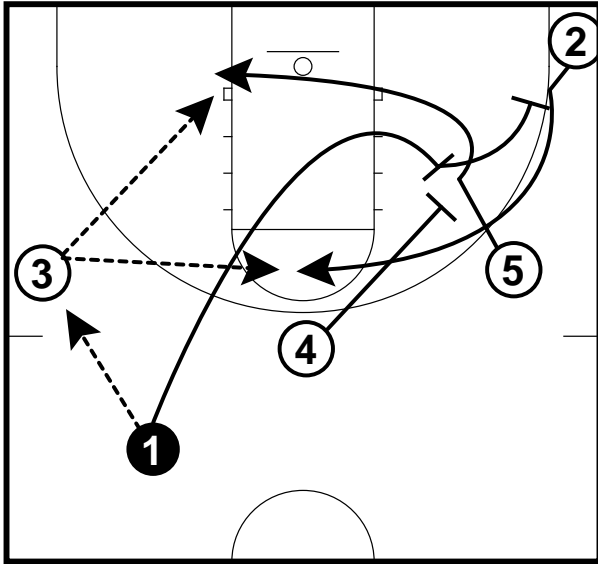
1 passes to 2 and cuts to the offside block.
2 sets a backscreen for 3. 2 passes to 4. 3
comes off backscreen from 1. After 1
backscreens he pops out.

Thru series - Half Court

Thru Stagger

Half-Court Sets

Frame 1



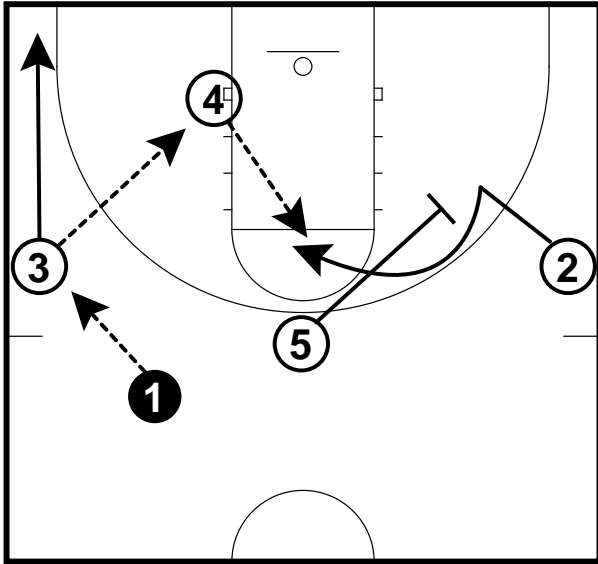
1 passes to 3 and cuts to basket. 1
backscreens 5. 5 does a shuffle cut to block.
1 downscreens 2. 4 downscreens for 2. 2
comes off staggered downscreens.

Thru series - Half Court

Thru Weakside

Half-Court Sets

Frame 1



1 passes to 3. 3 passes to 4. 3 drifts to the corner. 5 sets a downscreen for 2. 4 passes to 2.

Slobs

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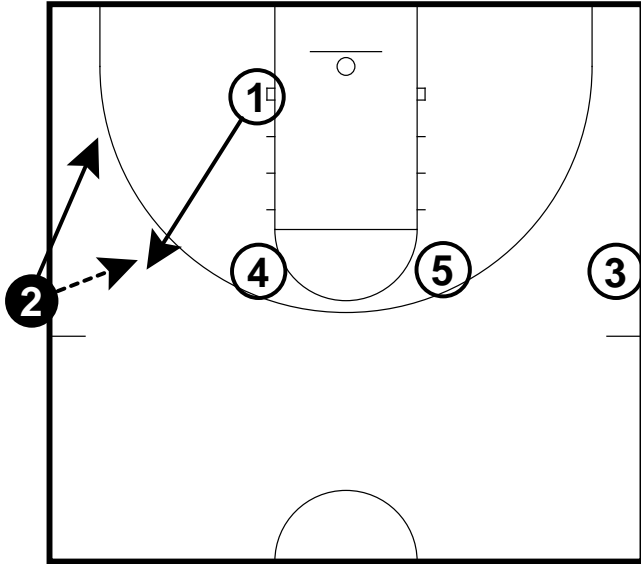
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SOB Fist-up	114
SOB Quick	115
SOB 5 Up	116
SOB Shawn	117

Slobs

SOB Double

Slob's

Frame 1

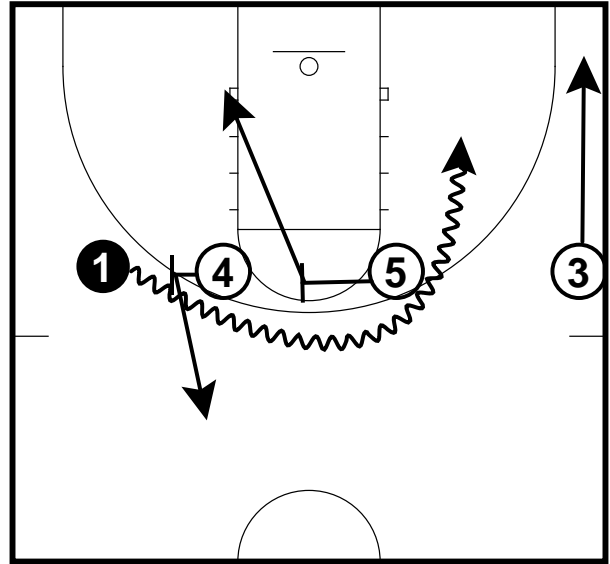


1 sprints to the ball and receives the pass from 2. 2 steps in after pass to 1 and goes corner.

SOB Double

Slob's

Frame 2

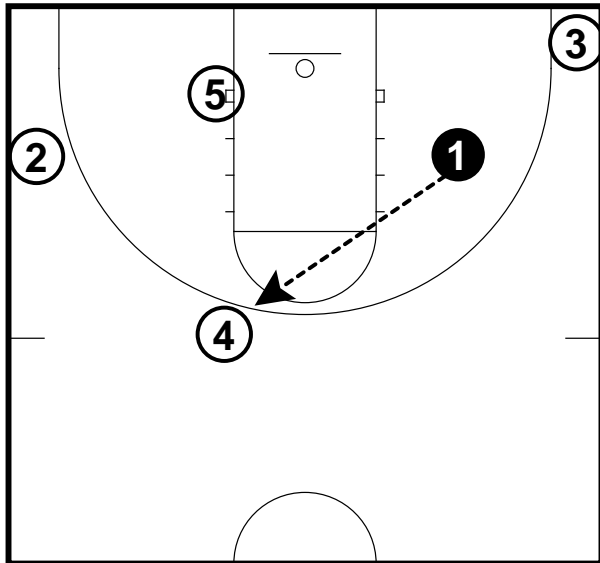


1 comes off the staggered screen from 4 and 5. 3 drifts to the corner. 4 sets screen and then steps out. 5 sets screen and then rolls to offside block.

SOB Double

Slob's

Frame 3



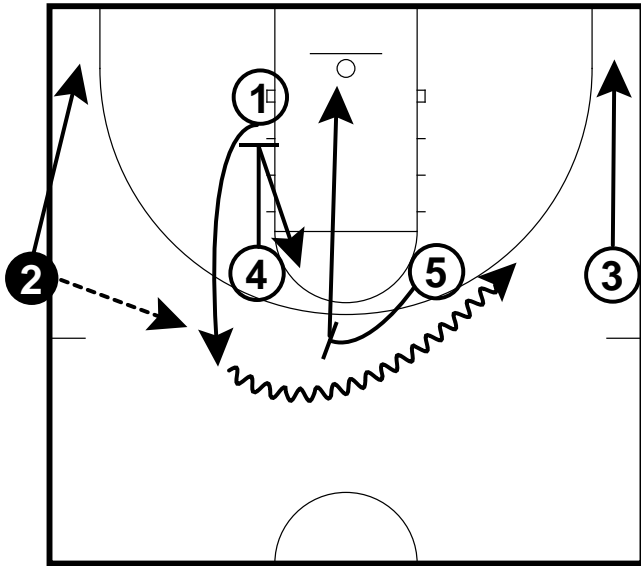
1 draws the attention and then throws a skip pass to 4 for the jumper.

Slobs

SOB Fist-up

Slob's

Frame 1



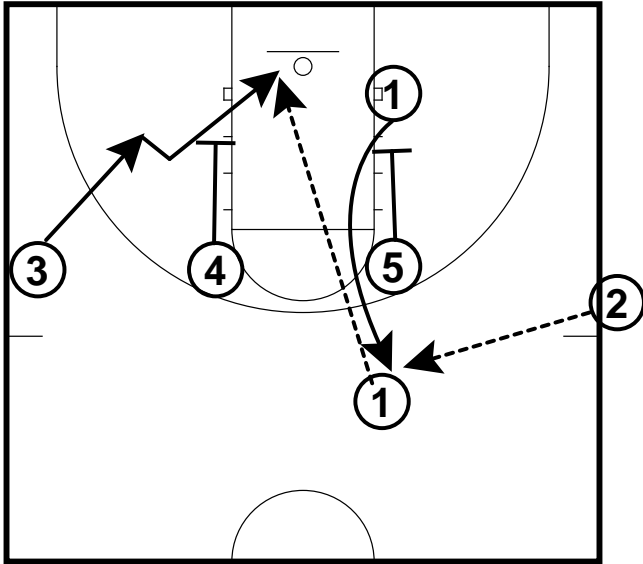
2 passes the ball to 1. 5 sets a ballscreen for 1. 1 turns the corner on ballscreen. 3 drifts to corner. 5 rolls off ballscreen to basket. 4 steps back to high post.

Slobs

SOB Quick

Slob's

Frame 1

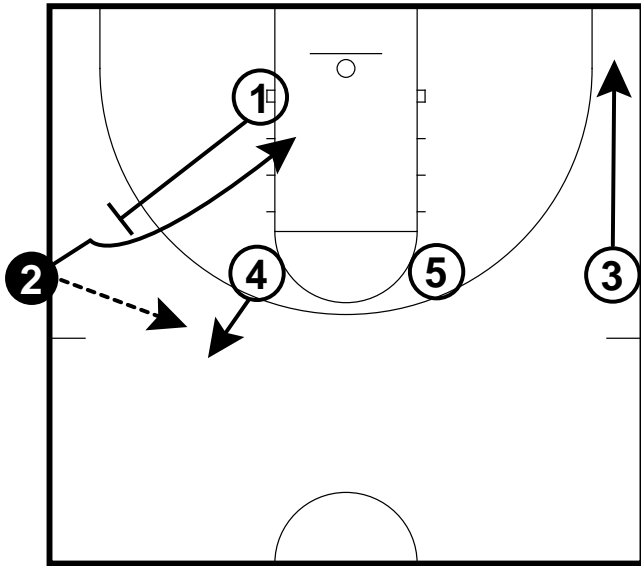


4 and 5 set downscreens. 1 comes off
downscreen from 5 to receive the pass. 3
sprints to toward the block. 3 is coming off
downscreen and backcuts for layup.

Slobs

SOB 5 Up Slob's

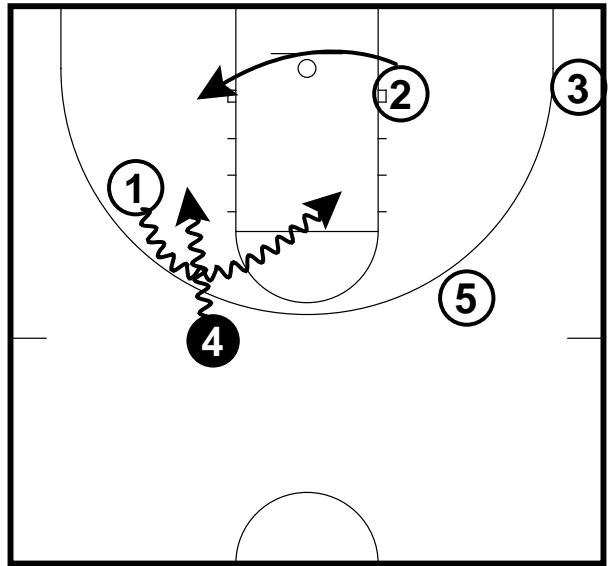
Frame 1



2 passes to 4. 1 sets a backscreen for 2. 3 drifts to corner.

SOB 5 Up Slob's

Frame 2



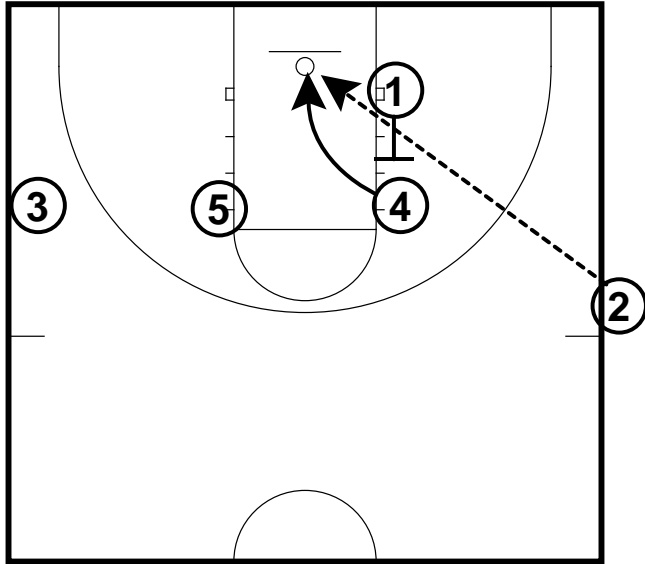
4 dribbles to 1 for dribble handoff. 1 brushes off 4 and turns the corner. 2 slides across the lane.

Slobs

SOB Shawn

Slob's

Frame 1



1 sets a backscreen for 4. 4 comes off screen for a layup or lob dunk from 2.

Blob's

Table of Contents

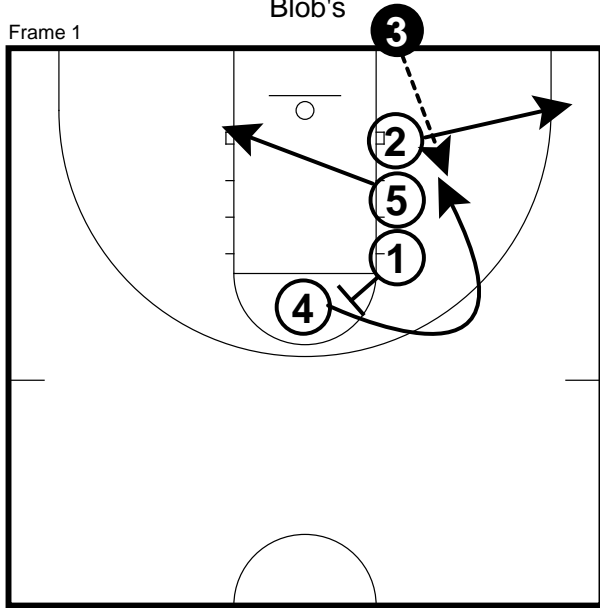
Blob 40	119
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Blob's

Blob 40

Blob's

Frame 1



2 breaks to the corner. 5 sprints to the offside block. 1 sets a backscreen for 4. 4 comes off backscreen for curl.

BASKETBALL QUICK HITTER SERIES: PISTOL ACTION

by David F | May 20, 2022 | [Coaching](#), [Offense](#), [Plays](#)

Getting good looks at the basket remains the primary focus of most offenses. Although there's value in developing intricate [offensive sets](#), sometimes in a close basketball game, getting a quick hitter releases the pressure and allows your team to thrive. A good basketball [playbook](#) features a number of options across a variety of situations, and having a consistent quick hitter is an absolute must. Sometimes, getting your best basketball players going downhill toward the basket with a pistol action helps create easy looks.

This is especially true as a season winds down or teams begin their postseason tournaments. Your team's already been well-scouted at this point, and you may have matched up with your opponents more than once. So it's important to keep your opponents on their toes with a fresh playbook. The tricky part remains how to add to our repertoire without providing an extra burden on our players.

Enter the Basketball Quick Hitter series. These simple sets afford any offense release valves that players learn in a matter of minutes.

BASKETBALL QUICK HITTER: PISTOL ACTION PROGRESSION

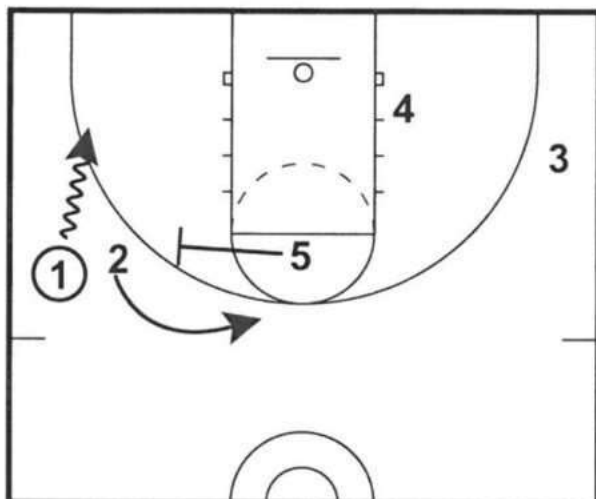
The basketball pistol play refers to an early offense action between the point guard and a wing player, with a post player at the top of the arc. The two main Pistol options to start a play are a [dribble handoff](#) and a [pick and roll](#). In the Pistol action, the offense attempts to catch the defense before it sets in hopes to find optimal mismatches or blown coverage by a lack of defensive rotation, which makes it one of the best basketball quick hitters.



The sequence of this play begins with your point guard hitting ahead quickly to the wing. From there, Player 1 follows his pass and sprints into a dribble handoff with Player 2. As

this pistol action develops, Player 4 sets a screen for Player 3 on the weak side. 4 rolls to the basket while 3 slips to the corner.

Player 1 needs to sprint up the basketball court into this pistol action. Completing the dribble handoff creates the quick-hitter here, because 1 is now going downhill to the basket at full speed.



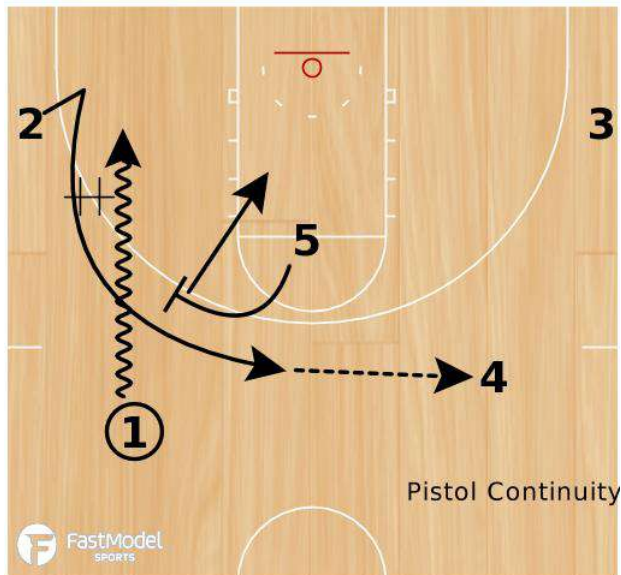
If the defense covers this initial pistol action, the secondary scoring option unfolds for your basketball team. Player 2 cuts off a [flare screen](#) from Player 5. Player 1 on the wing has two options at this point: a pass to Player 2, who will have either a shot or a drive.

After setting the flare screen, Player 5 dives toward the hoop, drawing the defense down with him. While all that action is going on, 4 and 3 can screen for each other on the weak side to keep the defense honest.

Early Offense (Pistol)

BYU Cougars

Early Offense Pistol Continuity with some options such as inside ball screen and throwback



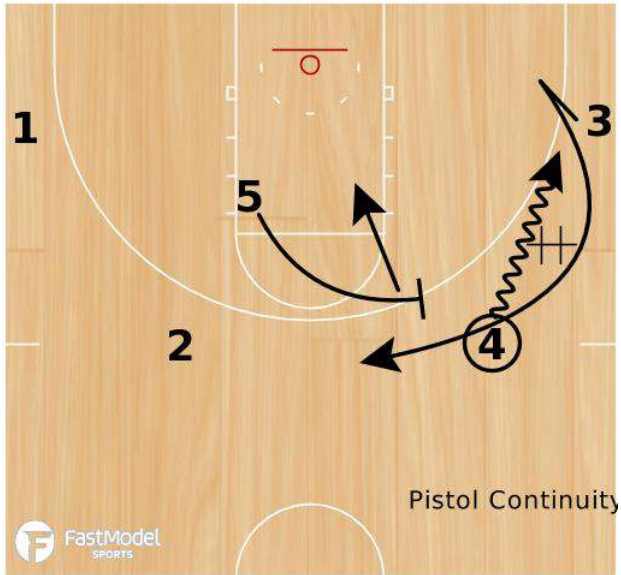
BYU TRANSITION

1 sprint dribbles into a DHO with ballside wing (2)

5 follows with a ball screen for the handoff receiver = "Pistol" action

2 may:

- come off the ball screen and score
- hit 5 on the short roll
- draw & kick to 4 (shown)



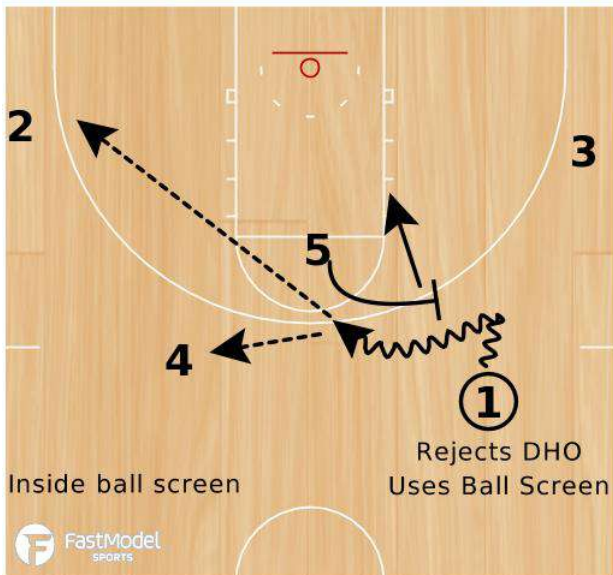
On the catch, 4 goes into DHO with 3

5 moves into position for the ball screen Pistol action

3 has same options:

- score off the ball screen
- hit 5 on the short roll
- draw & kick to 2

The action repeats on each ball reversal



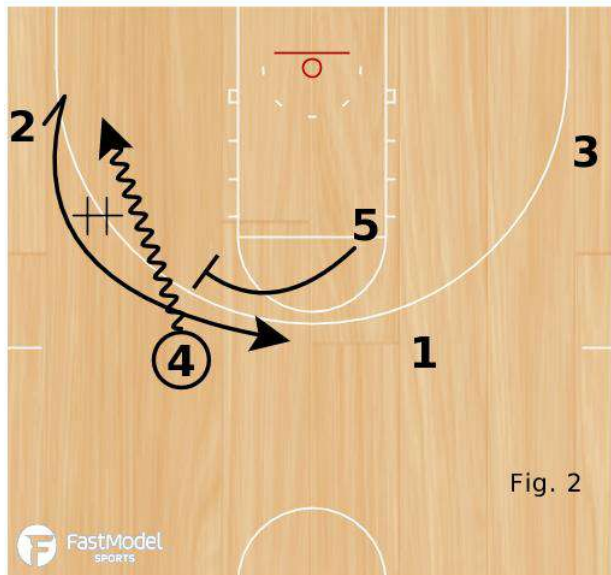
INSIDE BALL SCREEN OPTION

5 is moving into position to ballscreen even before he/she knows if the DHO will occur

1 may elect not to ball screen and instead use an inside ball screen from 5

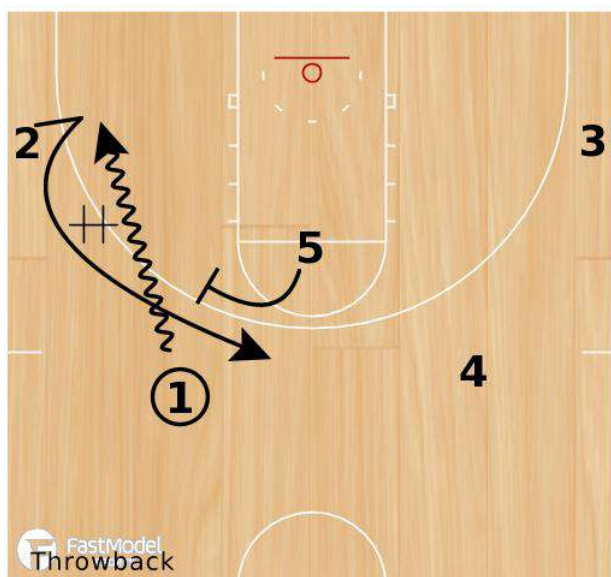
1 has options:

- score off the inside ball screen
- hit 5 on the short roll
- draw and kick to 4 (shown) or 2 for the corner three



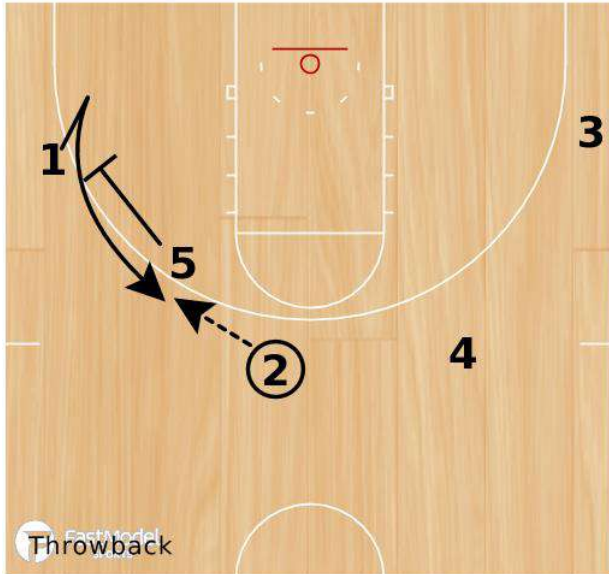
4 may then DHO with 2 (shown) or use inside ball screen from 5

The action repeats on each ball reversal



THROWBACK
1 DHOs with 2

5 ball screens for 2 (Pistol)



2 comes off the ball screen, does not score or draw & kick

5 then downscreens for 1

2 throws back to 1

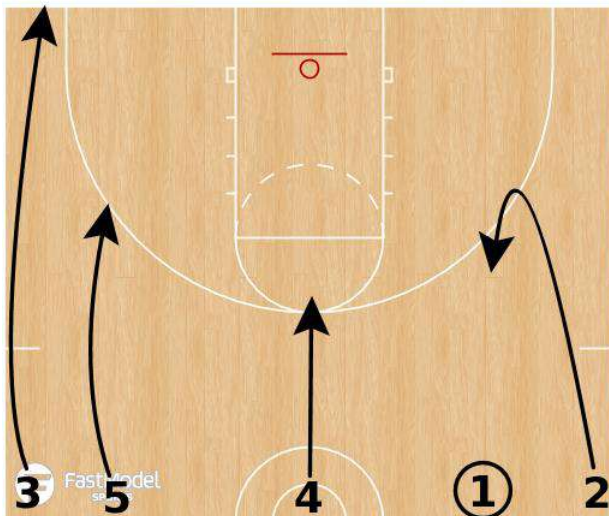
Pistol - 21 Offense Breakdown

The Pistol offense is one of my favorite offenses right now. With the different reads and options you can make out of the initial pass it is really hard to comfortably defend. Point of emphasis would be to really make sure your wings and point guard give themselves enough room to operate sideline side to not warrant an immediate trap (although I have found that is one of the better ways to defend the initial action, so plan accordingly, tweet me @DaveNedbalekUTT and we can discuss)

Please share any wrinkles/countermeasures you see, or have run. I will include some decoy entries in a later post, as well as a video breakdown.

Teams running this right now:

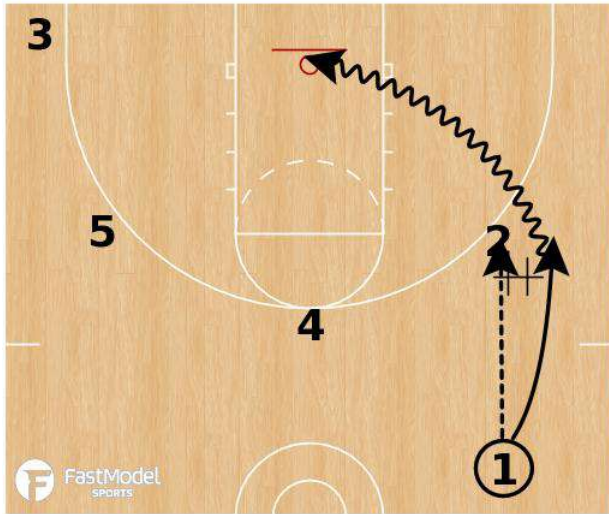
- LA Clippers
- Golden State Warriors
- Houston Rockets



Few rules:

A dribble handoff is a ball screen, so jumpstop frame the ball and screen his man.
2) Pull all pick and rolls two dribbles away to draw the defense and keep spacing (attack the nail)

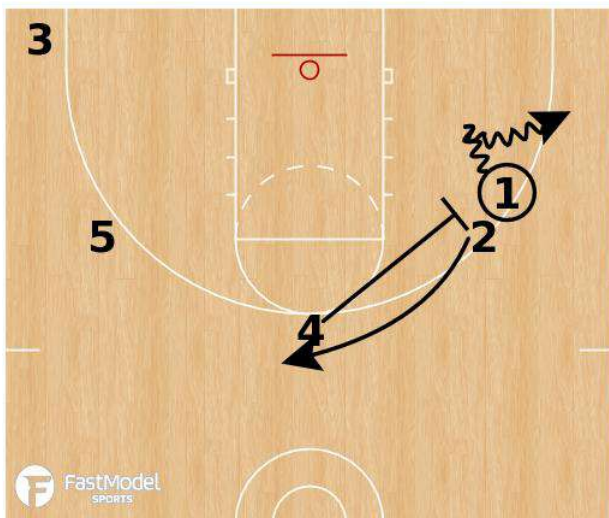
3) Screeners: screen the bottom half of the defender to force him to go over. You must make them go over the top of the screen never under



Chase option 1:

Head man to the wing and sprint to receive the ball back.

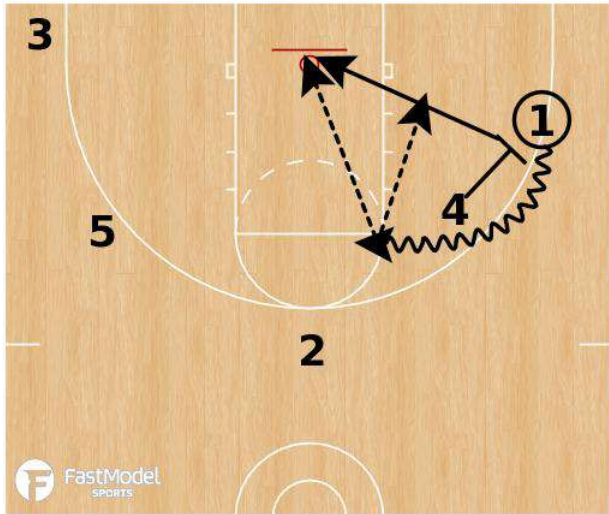
First look is to get a lay-up.



If no lay-up then keep your dribble and string the screen out. I recommend using reverse spins instead of crossovers due to proximity (although one of my favorite moves to teach out of this is the "J-Will" - <https://www.youtube.com/watch?v=HlkUYYt3D0E>)

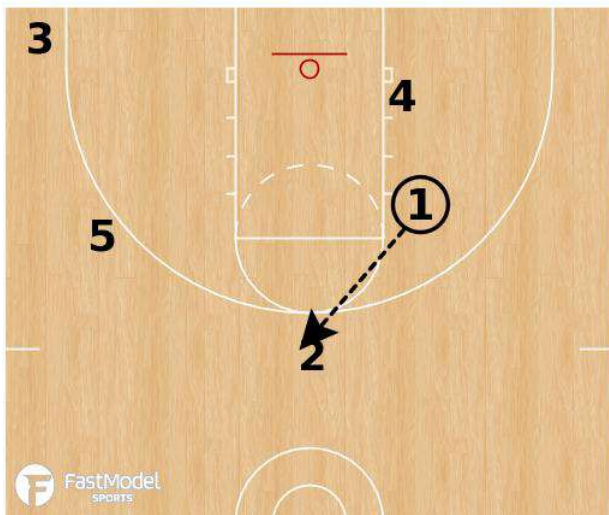
4 will flare 2 but don't go past the midline.

4 - after you flare go straight into side pick & roll

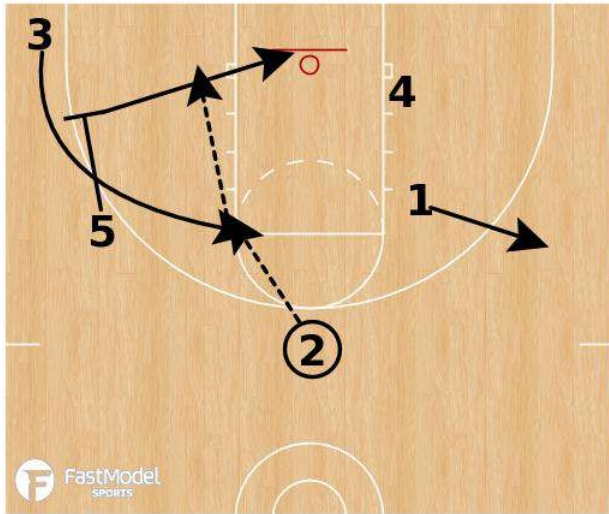


Options off the pick and roll:

- 1 - attack to score. Lay-up or pull up jumper
- 2 - pocket pass to the roll man

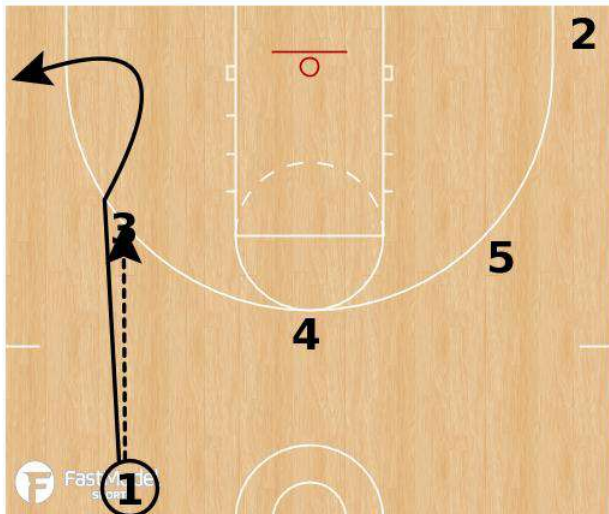


Chase option 3 is the kick out to the 3pt shot



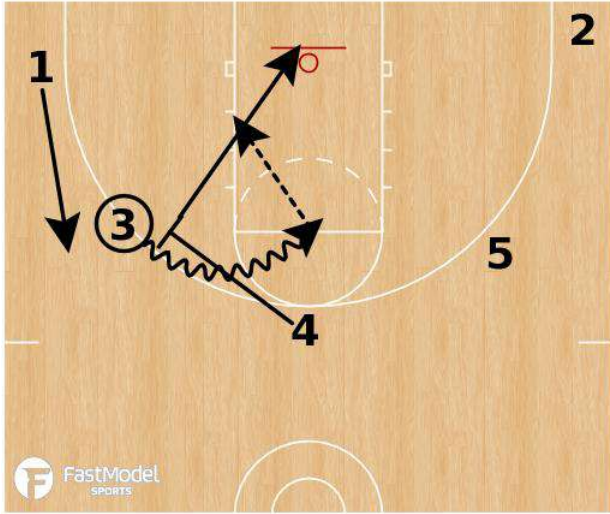
Option 4 is the weakside pindown.

Curl to elbow for jumper, or pocket pass to the roll man



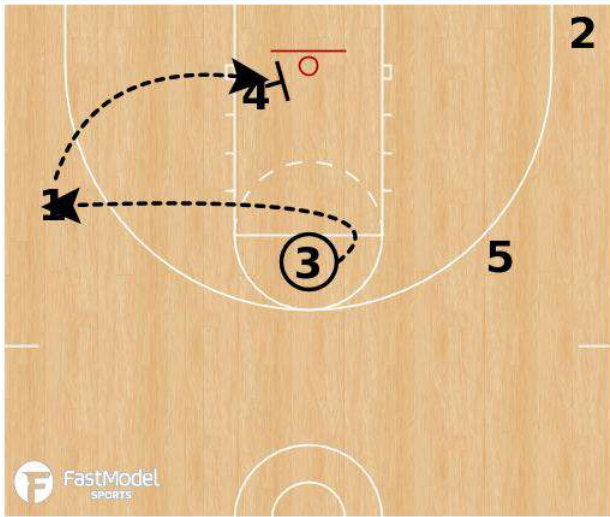
The frame is flipped to show you how the set can be run either side. The strong side guard hooks, and the weakside guard is deep corner. 5 man runs weak wing behind the play.

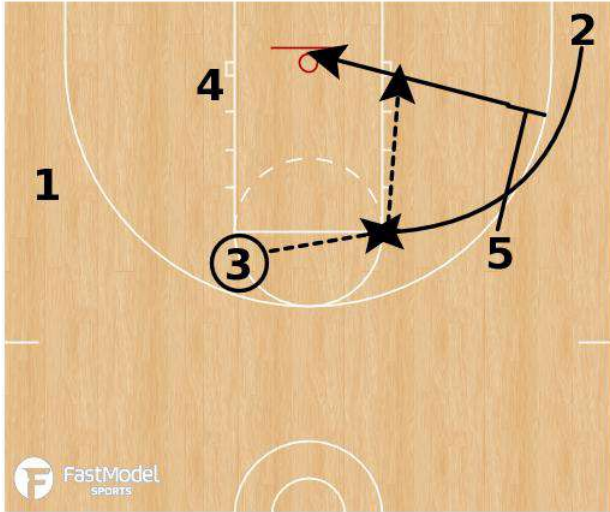
"Keep" is a good option if the 1's defender has started keying on the return pass.



"Keep" option 1:

- 1 - pull up jumper off 4's screen
- 2 - pocket pass to roll man
- 3 - hook pass to the the lifted 3pt.

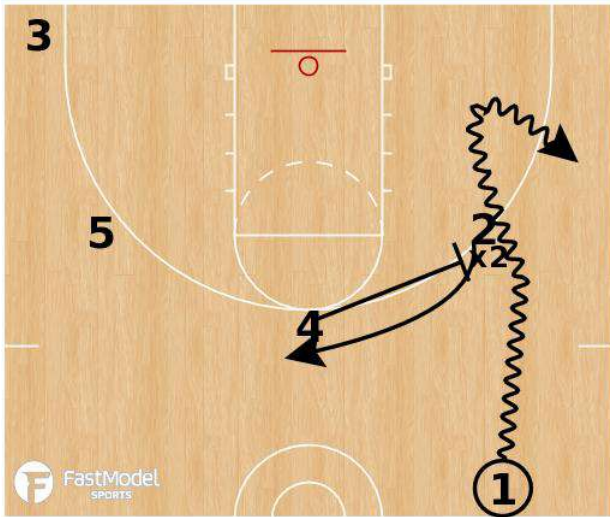




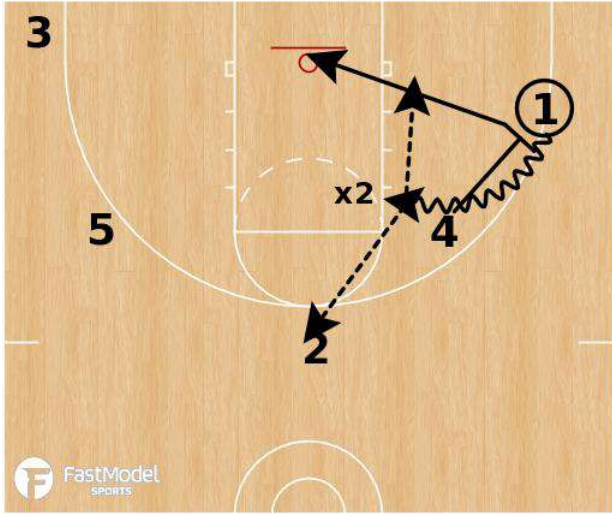
The same weakside pindown action happens in every option.

Start the pindown when the wing steps to use 4's screen.

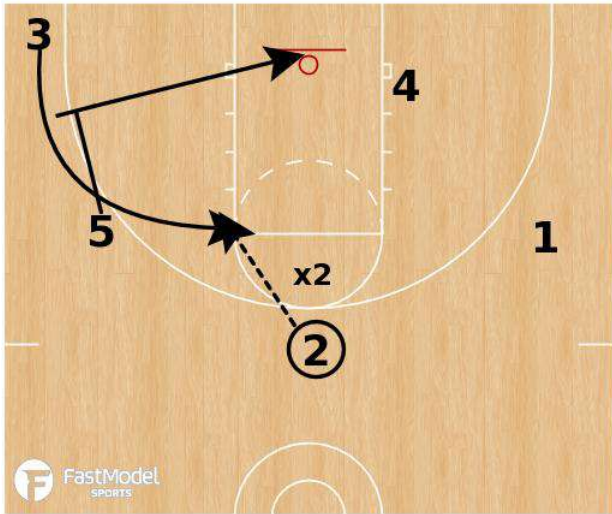
The options are elbow jumper off the pindown, or pocket pass to roll man.



"Dribble" is identical to "Chase" without the initial pass

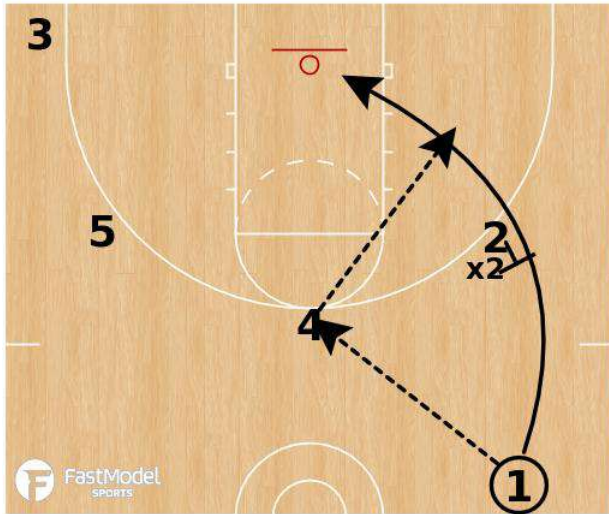


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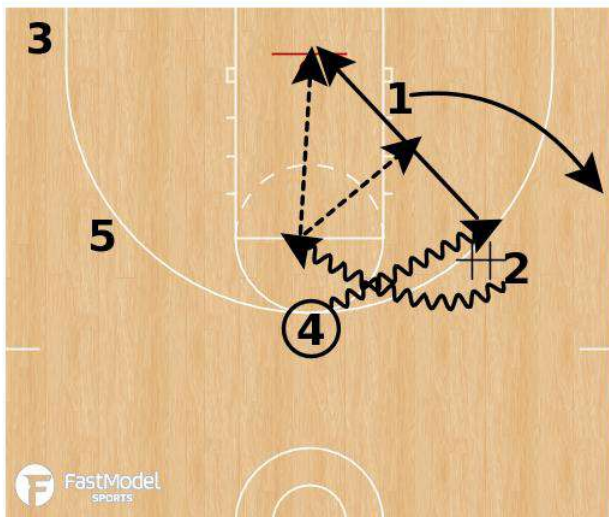
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Option off the weakside pindown is as usual:
 Elbow jumper, or pocket pass to roll man.



"Down" is the only option that doesn't begin with a guard pass.

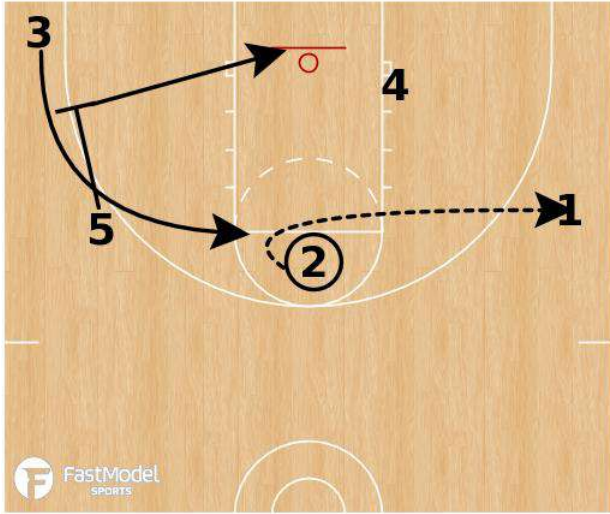
Pass to 4 at the top of the key and sprint to score off 2's backscreen.



In "Down" if you cant hit the back cut go straight into the dribble handoff and roll.

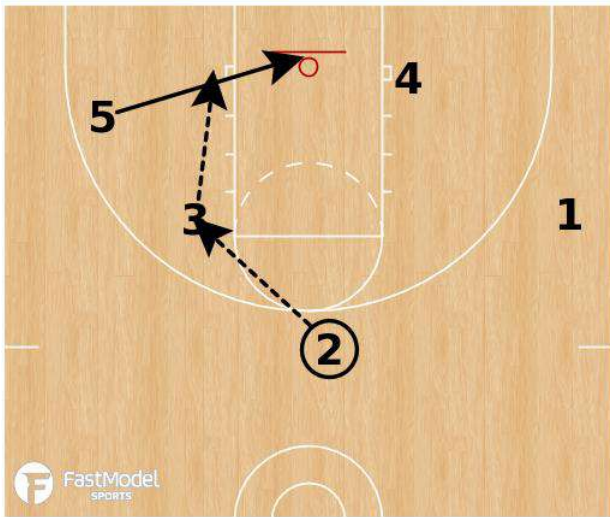
Guard take the dribble handoff and look to...

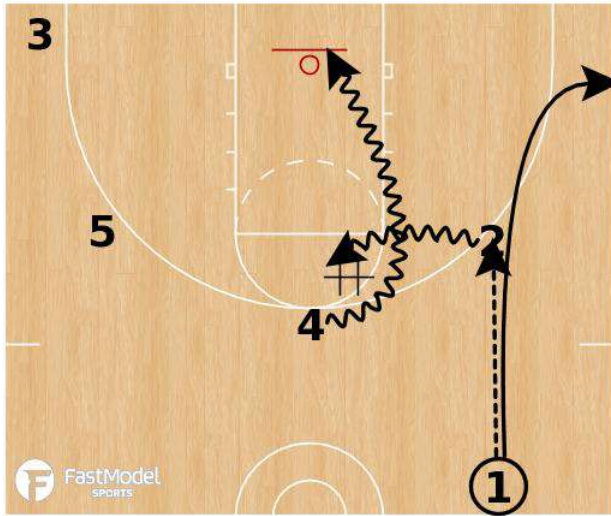
- 1 - score (pull up/layup)
- 2 - pocket pass to the roll man
- 3 - hit the lift man for 3



Here's the hook pass to the lift man on option 2

This is the kickback option. Anytime we run kickback will KICK BACK to the lifting guard and look to feed the post who has buried on the roll





At is the only set play out of this formation that must be called before hand. The rest are just reads

Make your head man pass to the wing and shallow cut to the deep corner.

2 go straight into DHO with 4 who rounds the corner with space to attack.

Basketball Plays Pistol Side Chest 4

coachingtoolbox.net/plays/diagrams/basketball-plays-pistol-side-chest-4.html

Brian Williams

October 21, 2013

Coach Vonn Read has submitted several plays from his playbook series The Basketball Encyclopedia of Plays to the Coaching Toolbox. Vonn is currently serving as an assistant in the Women's at Syracuse.

He has also served as an assistant coach in the WNBA with the Phoenix Mercury, Orlando Miracle, and San Antonio Silver Stars. He was an advanced scout for the Orlando Magic as well as The Charlotte Sting.

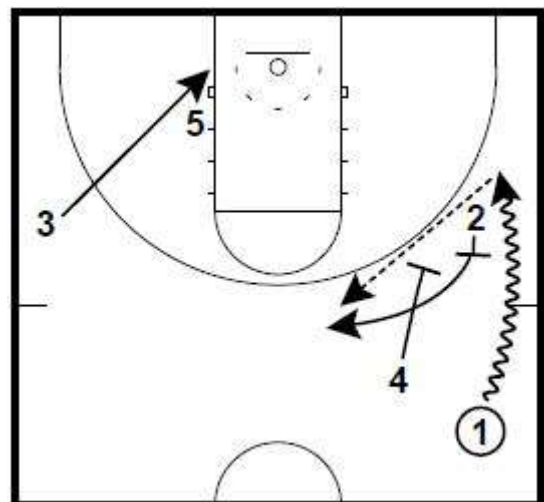
Diagrams created with FastDraw



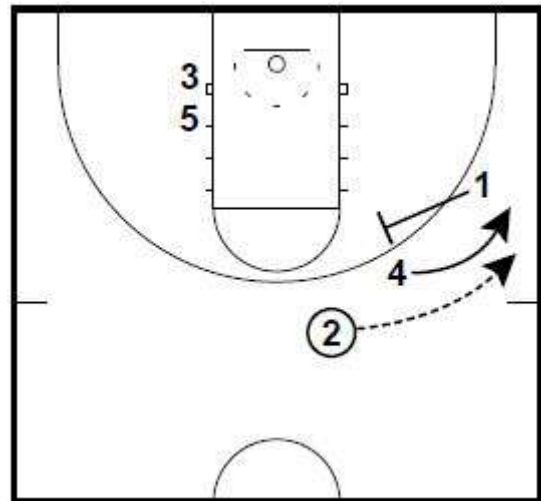
The 2 player will set a step up screen for the 1 player, and then 2 will receive a screen from the 4 player looking for the 3-pointer.

The 3 player will stack on the opposite block with the 5 player.

If the 2 player does not have a shot, the 1 player will set a flare screen for the 4 player (Shooter) for a 3-point shot.

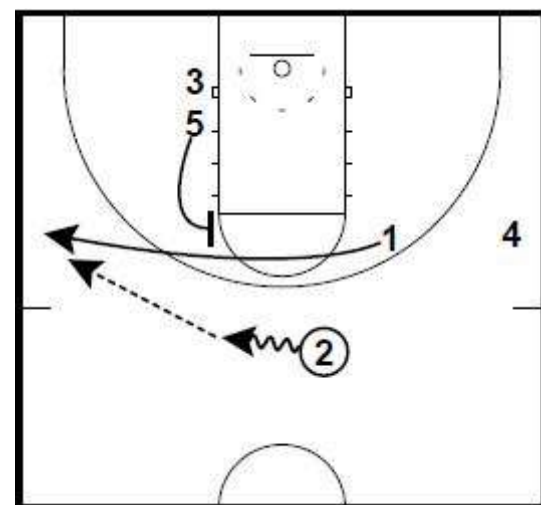


If the pass is not open to the 4 player, the 1 player will cut to the weakside off of a screen set by the 5 player for the 3-pointer.”



If the 1 player is not open, the 3 player will come off of a pindown screen set by the 4 player for the 3-pointer.

Coach Read has also put together The Basketball Encyclopedia of plays. You can check them out here: [The Basketball Encyclopedia of Plays](#) or read more about the books:



Any coach looking for the latest and innovative plays from the Professional, College, or High School levels can stop looking. With a compilation of over 7,700 different plays, you will never need to purchase another basketball playbook again. These playbooks can be used as a great reference tool for years to come. This 2 Volume Book includes plays from 19 different play categories, and they are the most extensive playbooks on the market.

The Basketball Encyclopedia of Plays (Platinum Series) contains over 7,700 Plays (Both Volumes combined) from the NBA, WNBA, USBL, and College levels from someone who has worked as an Advanced Scout or Coach on each level!!! This book has been intensely compiled over the last 21 years, with plays taken from a lot of NBA Coaches (past and present), WNBA coaches, and College coaches (Men's and Women's) from around the country.



Any coach that is serious about improving their knowledge of the game from an X and O standpoint will benefit tremendously from these books. These Books can be used to discover New Quick hitters, add a New Package to your playbook, or develop an entire Offensive System. There are a lot of new ideas and concepts in these books to study, and the Basketball Encyclopedia of Plays can be a great resource for coaches on all levels!!! This book is definitely for those X and O junkies who are always looking to improve as a Coach.

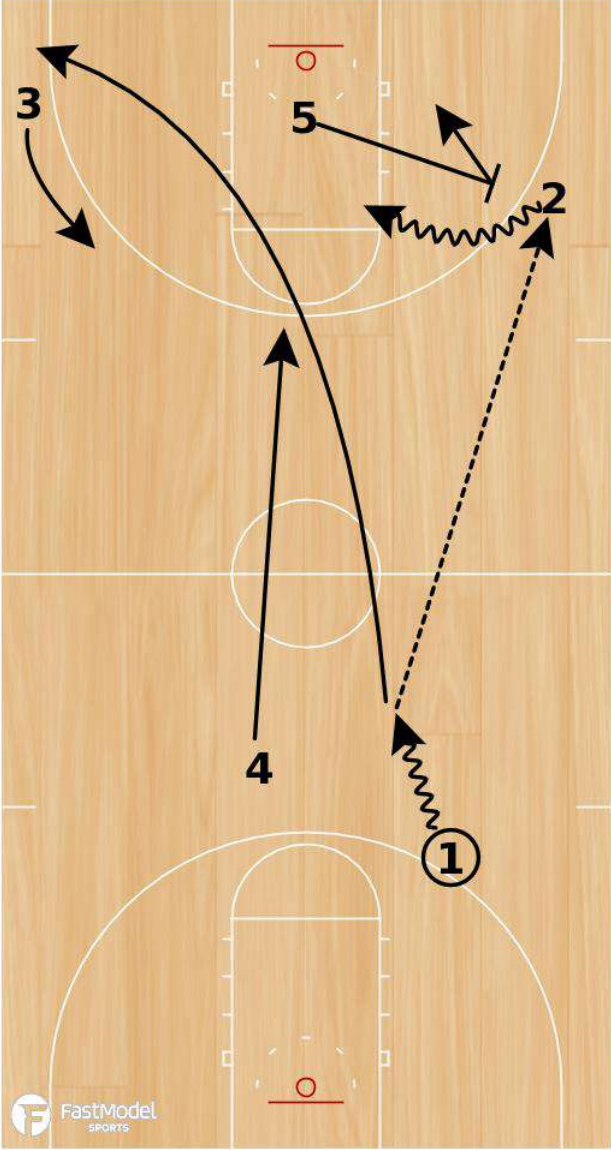


“THE GAME IS ALWAYS CHANGING? ARE YOU?” Vonn Read

Here is the link: [The Basketball Encyclopedia of Plays](#)

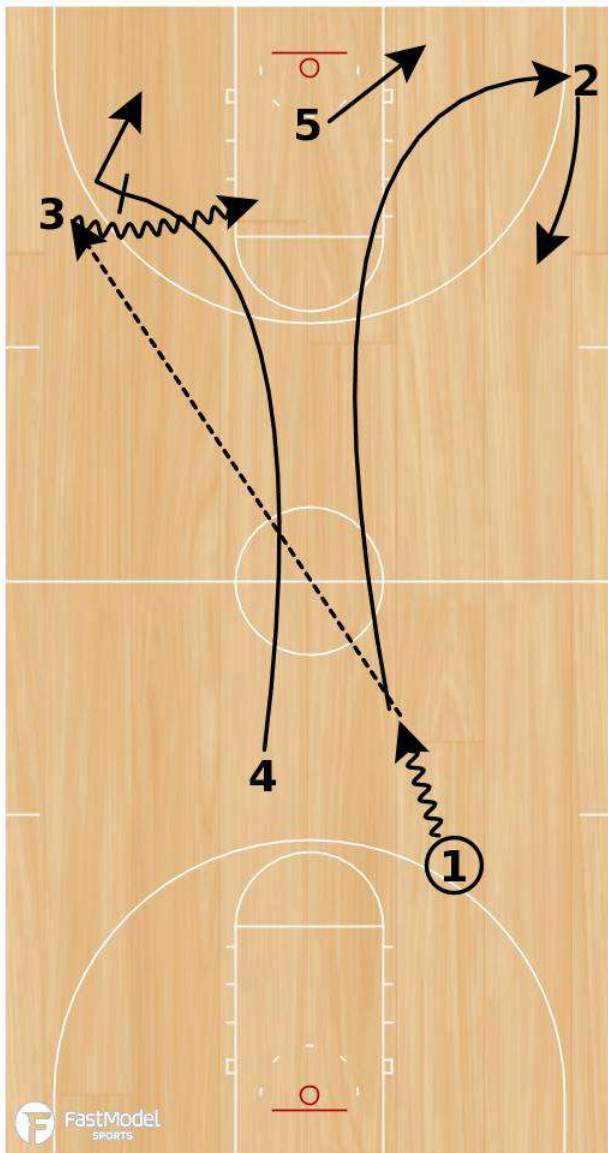
BCAM - Jim Jabir Phoenix Step Up Scree

These diagrams represent principle presented by Jim Jabir at the 2015 Basketball Coaches Association of Michigan Coaches Clinic.



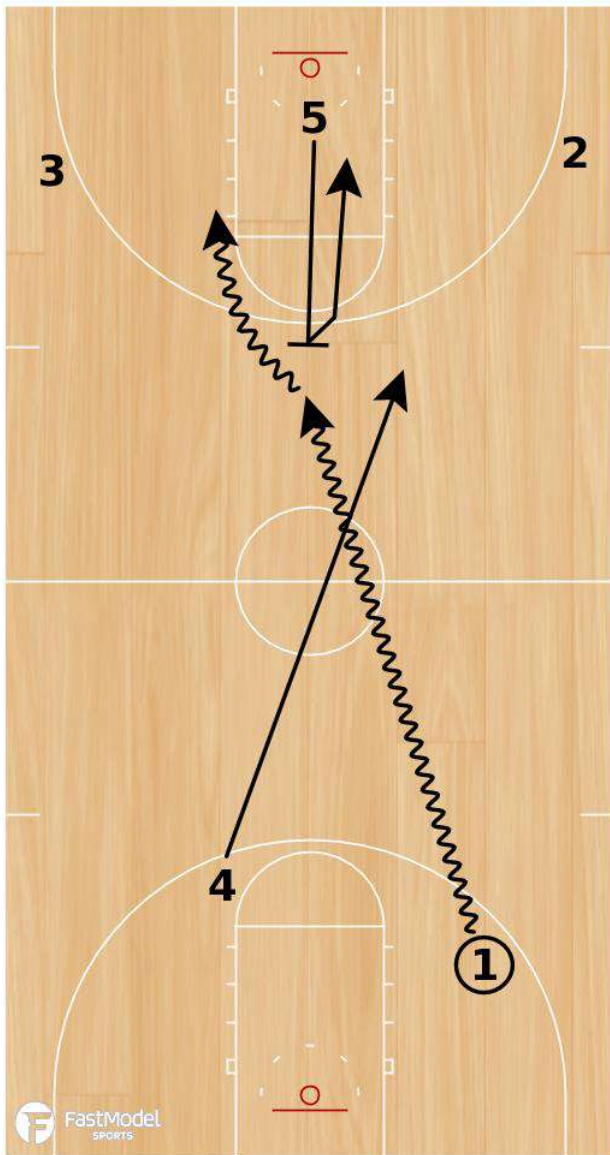
Up the street with Step Up Screen

- 1 cuts through to the opposite corner
- 5 steps up to set the flat screen
- 3 rotates up
- 4 trails the pass to the middle perimeter
- 5 "Tap & Go" the screen



Across the street with Drag Screen

- 1 cuts through to the opposite corner
- 5 releases to the short corner
- 2 rotates up
- 4 trails the pass to a drag screen
- 4 "Tap & Go" the screen



Transition Step Up Screen

The rim runner (5) steps to the ball to set a screen in transition

Butt points direction of screen

Screener "Tap & Go" to basket

Trailer (4) cuts to the opposite slot position

Cary Academy Offensive Philosophy 2018-19 Varsity Basketball



RUN, RUN, RUN

Goal is to create a scoring opportunity or advantage within the first 3-5 seconds of gaining possession.

Emphasis on sprinting the floor every single possession.

-DO YOUR JOB

3 Aspects of focus:

- 1 - Rim Run
- 2 - Pitch Aheads
- 3 - Pistols/Drags

FLOW & GO

Once transition opportunities are exhausted, we flow into our next action.

Focus on actions versus sets & plays.

Seamless movement into our spacing, driving & exploring.

Actions:

- Pistols
- Miami
- Fist
- Cuts
- Screens

SPACE & PACE

5-Out Spacing is EVERYTHING.

When In Doubt, Spread Out.

When we space, we also need to have a good pace that never allows the defense to rest.

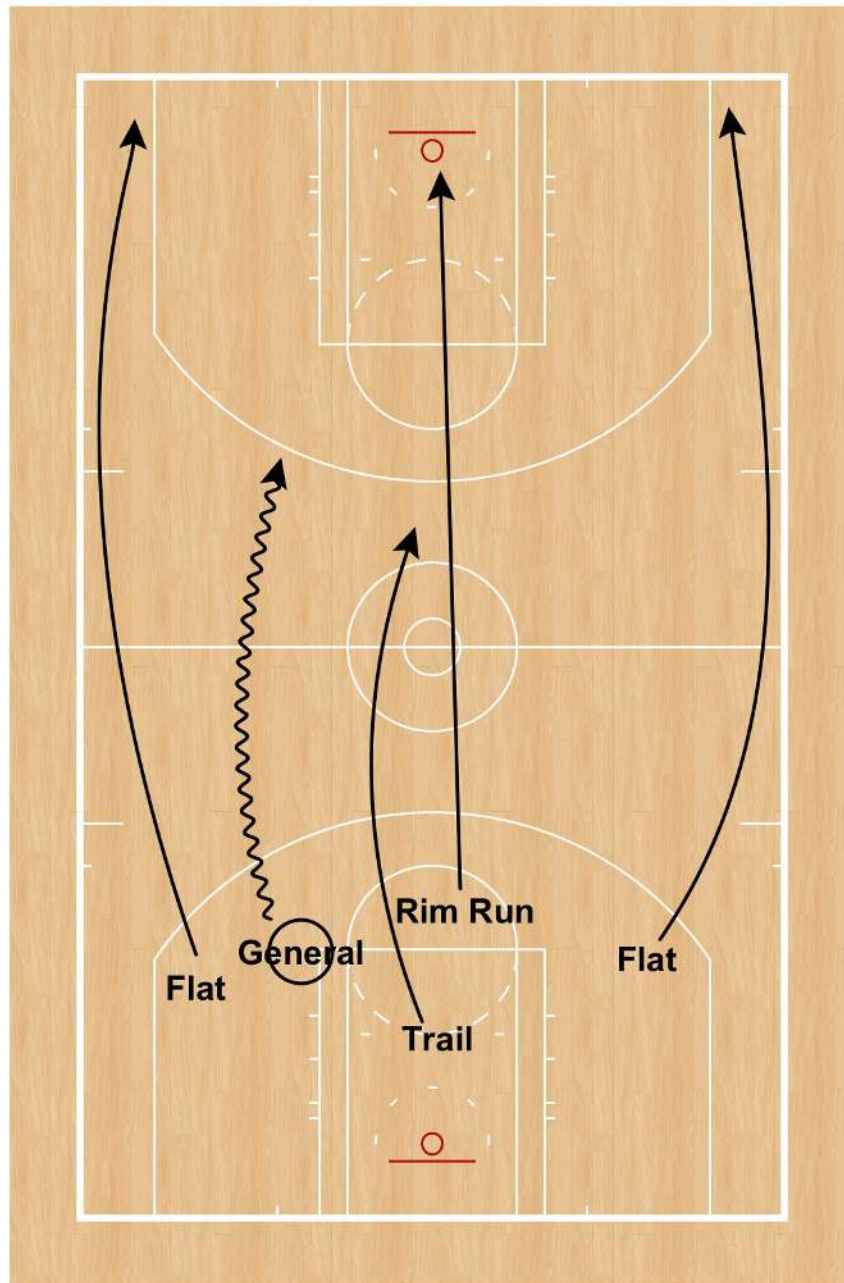
-1 Second Decision Making

Transition Offense

RUN, RUN, RUN

Early Offense

Lanes Early Offense



General: Head on a swivel – first look is rim run & pushing the ball as quick as possible with a pass.

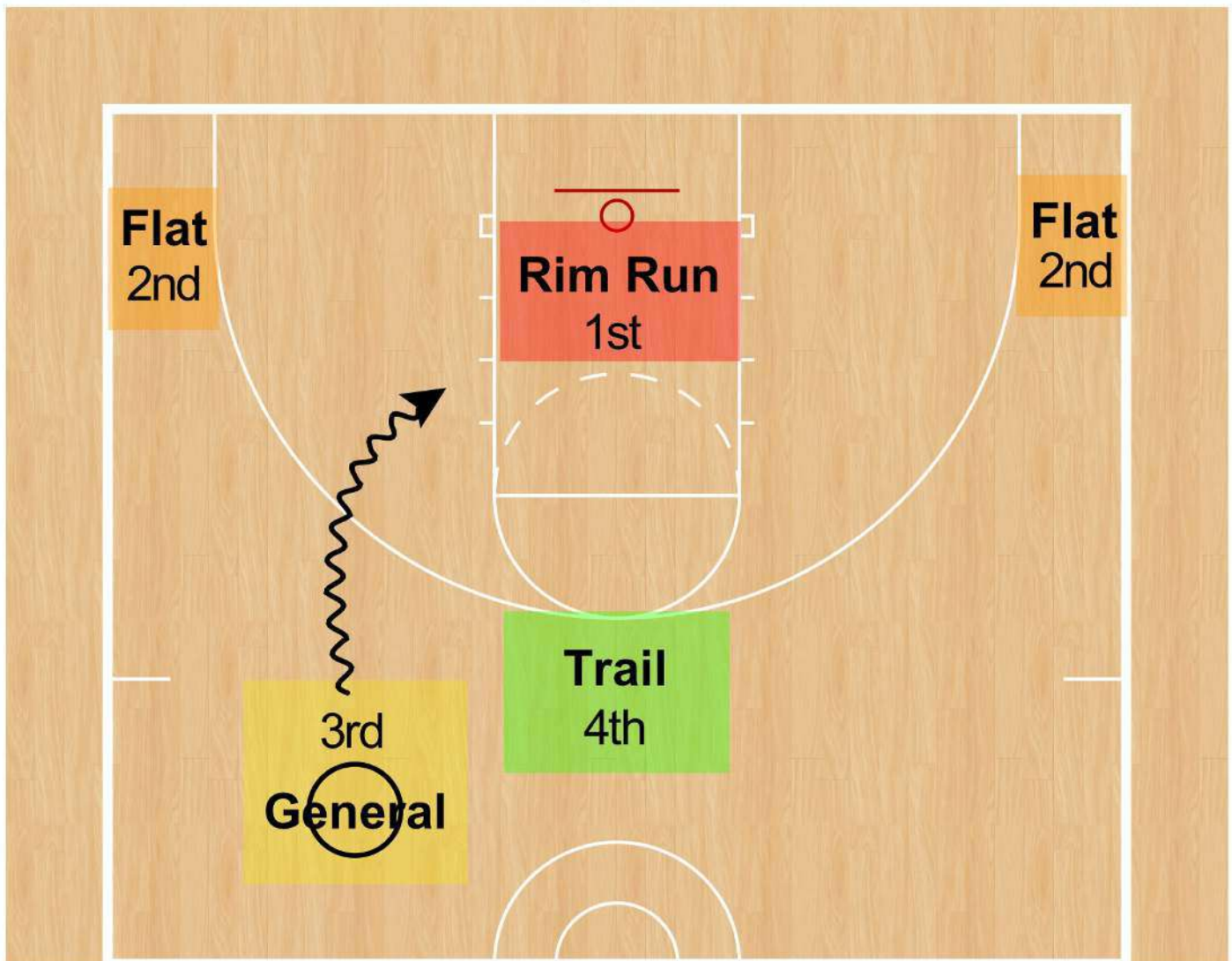
Rim Run: Sprint to score.

Flat: Sprint to the corners to flatten out the defense, have to run with purpose every time even though 90% of the time they will not get the ball early.

Trail: Inbound & trail the play. Not important to sprint, but maintain space between general.

Early Offense

Spots – Priority
Early Offense



1 – Rim Run: Look to hit rim run for a layup.

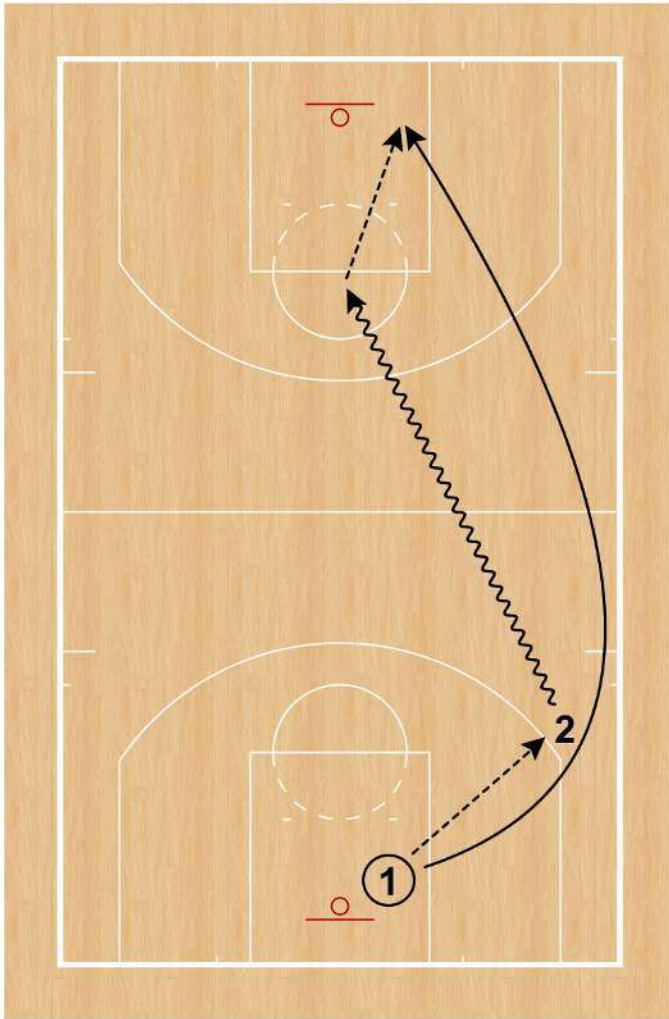
2 – Flats: Look for pitch aheads for layups or 2 on 1 opportunities.

3 – General: Look to attack the rim/get into the paint.

4 – Trail: Look for trail man to be open after the early pushes collapse the defense.

Early Offense

Tempo - Layups
Tempo Drills



2 on 0

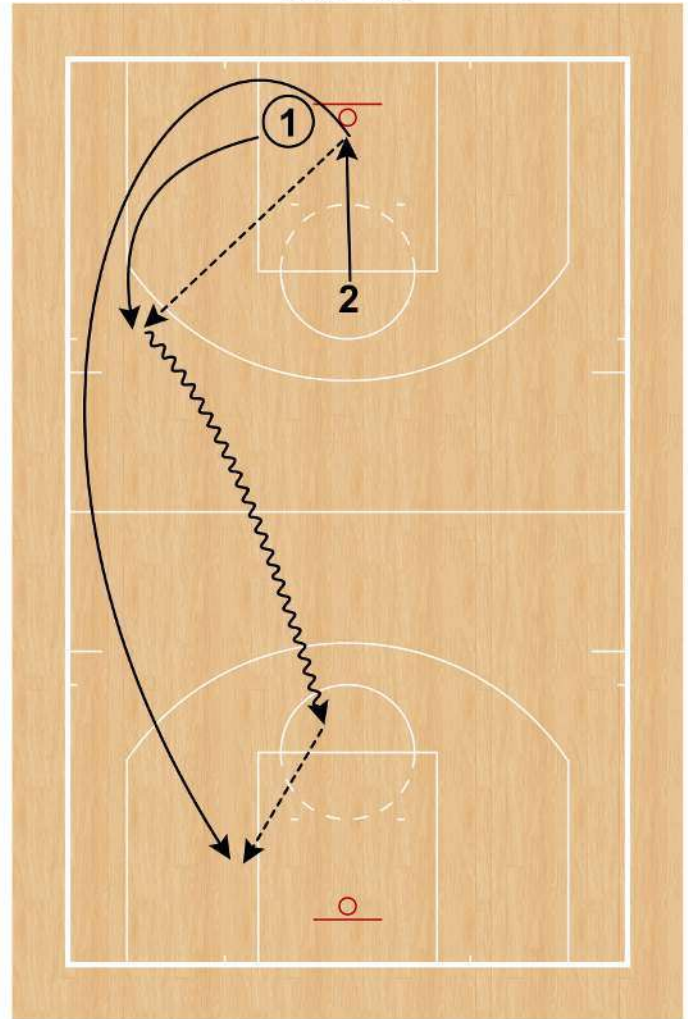
1 throws ball off the backboard and outlets to 2.

2 attacks middle with 3-4 dribbles max & jump stops at opposite free throw line.

1 sprints wide (around cone coach places) and runs "Flat" lane.

2 jump stops and bounce passes to 1 for a layup.

Tempo - Layups
Tempo Drills



2 on 0

2 grabs the rebound and outlets to 1.

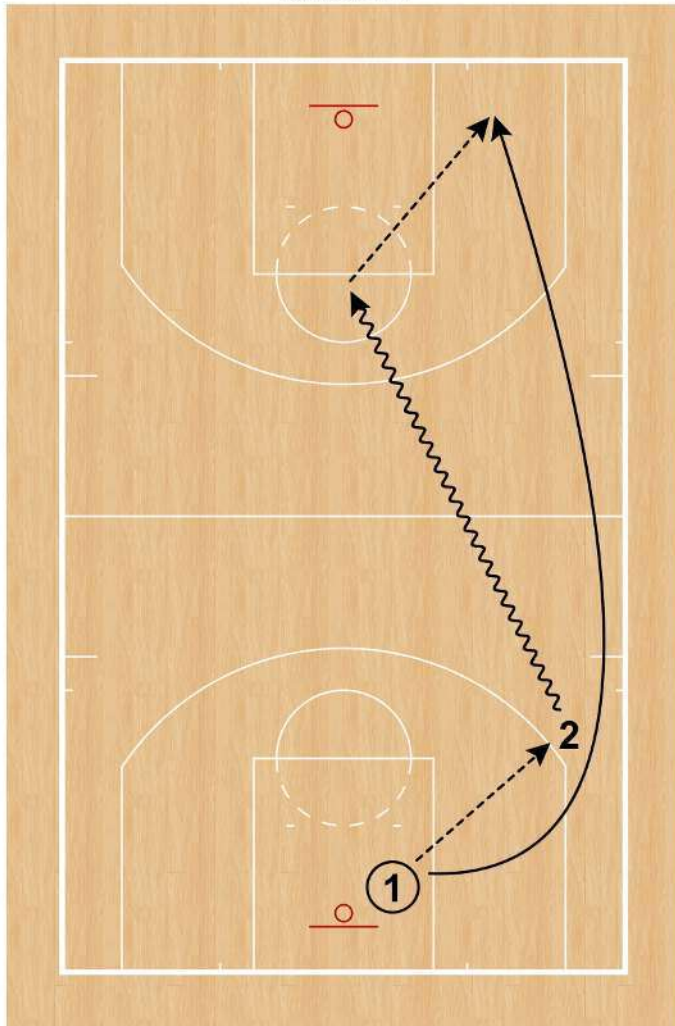
1 attacks middle with 3-4 dribbles max & jump stops at opposite free throw line.

2 sprints wide (around cone coach places) and runs "Flat" lane.

1 jump stops and bounce passes to 2 for a layup.

Early Offense

Tempo – Pullups
Tempo Drills



2 on 0

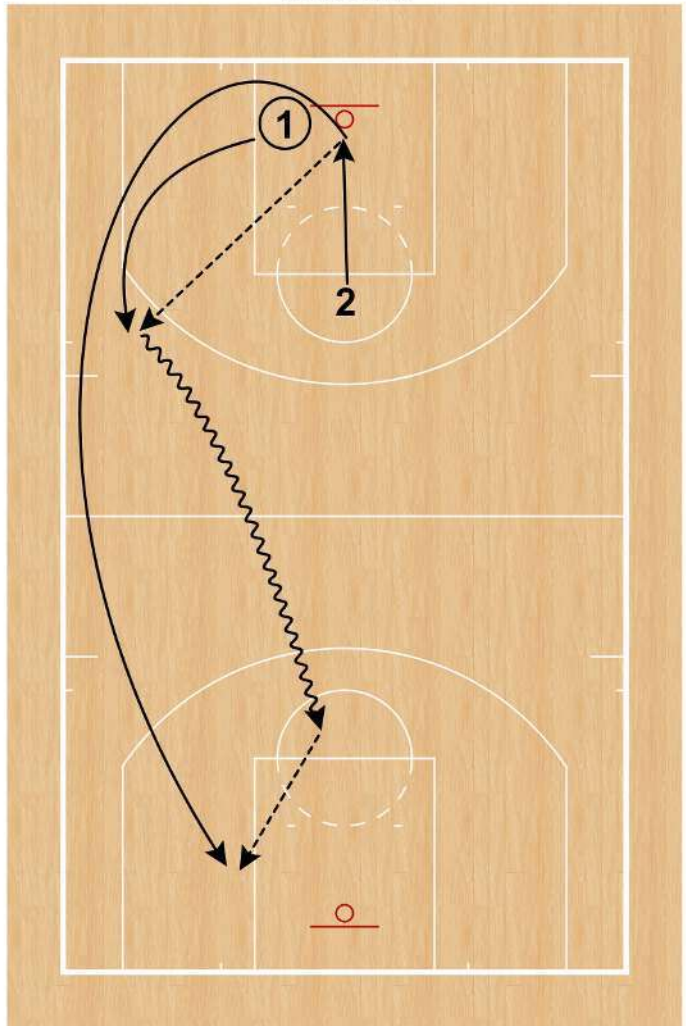
1 throws ball off the backboard and outlets to 2.

2 attacks middle with 3–4 dribbles max & jump stops at opposite free throw line.

1 sprints wide (around cone coach places) and runs "Flat" lane.

2 jump stops and chest passes to 1 for a pullup.

Tempo – Pullups
Tempo Drills



2 on 0

2 grabs the rebound and outlets to 1.

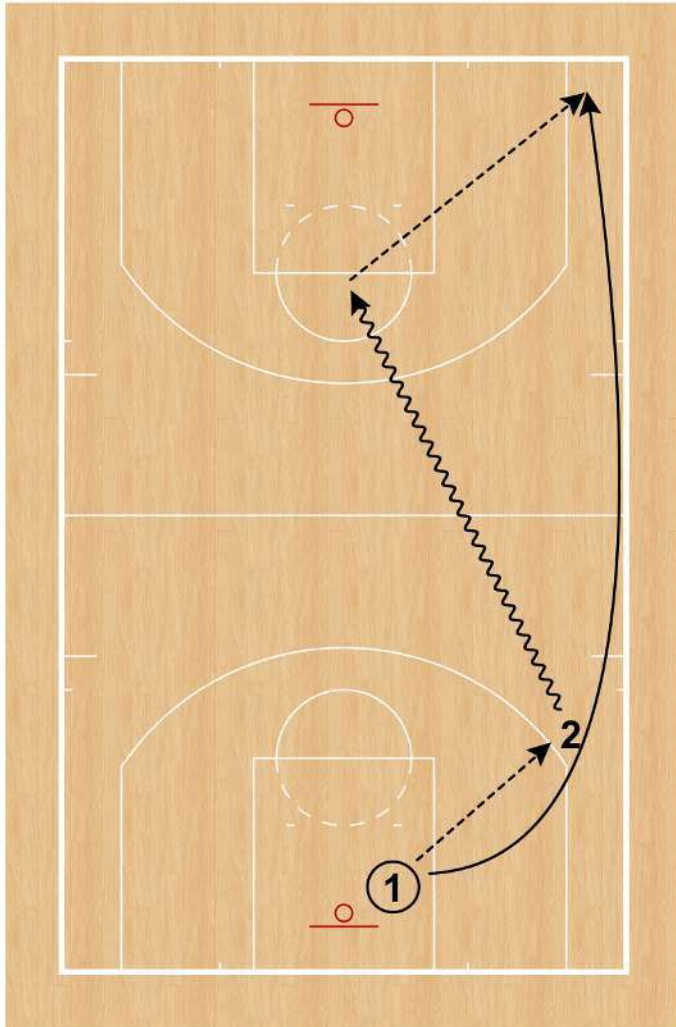
1 attacks middle with 3–4 dribbles max & jump stops at opposite free throw line.

2 sprints wide (around cone coach places) and runs "Flat" lane.

1 jump stops and chest passes to 1 for a pullup.

Early Offense

Tempo – 3s
Tempo Drills



2 on 0

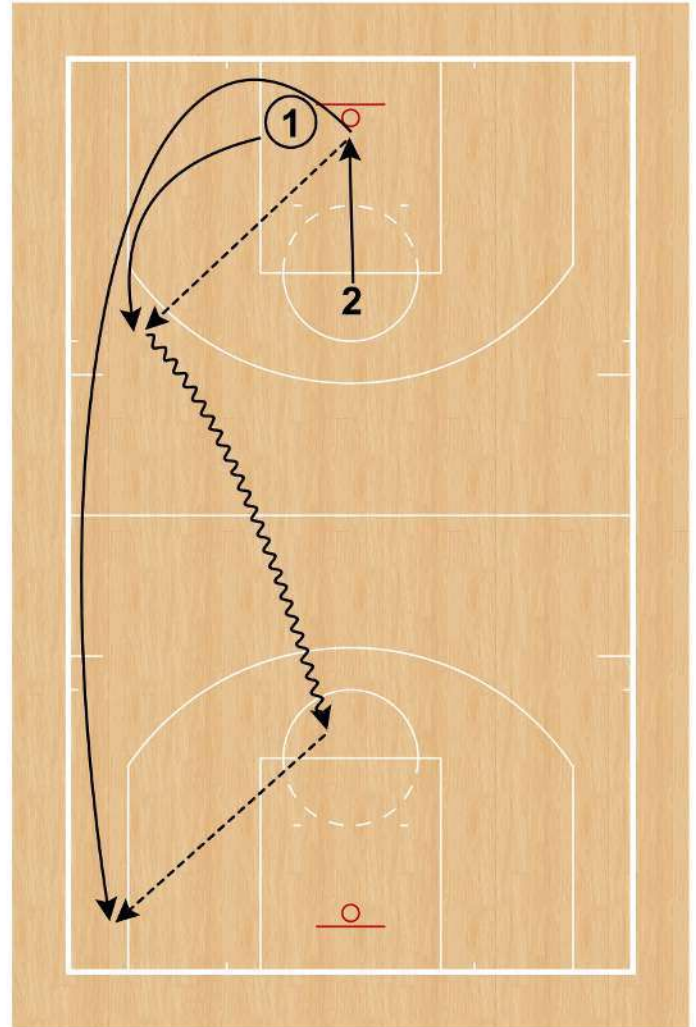
1 throws ball off backboard and outlets to 2.

2 attacks middle with 3-4 dribbles max & jump stops at opposite free throw line.

1 sprints wide (around cone coach places) and runs "Flat" lane.

2 jump stops and chest passes to 1 for a 3.

Tempo – 3s
Tempo Drills



2 on 0

2 grabs the rebound and outlets to 1.

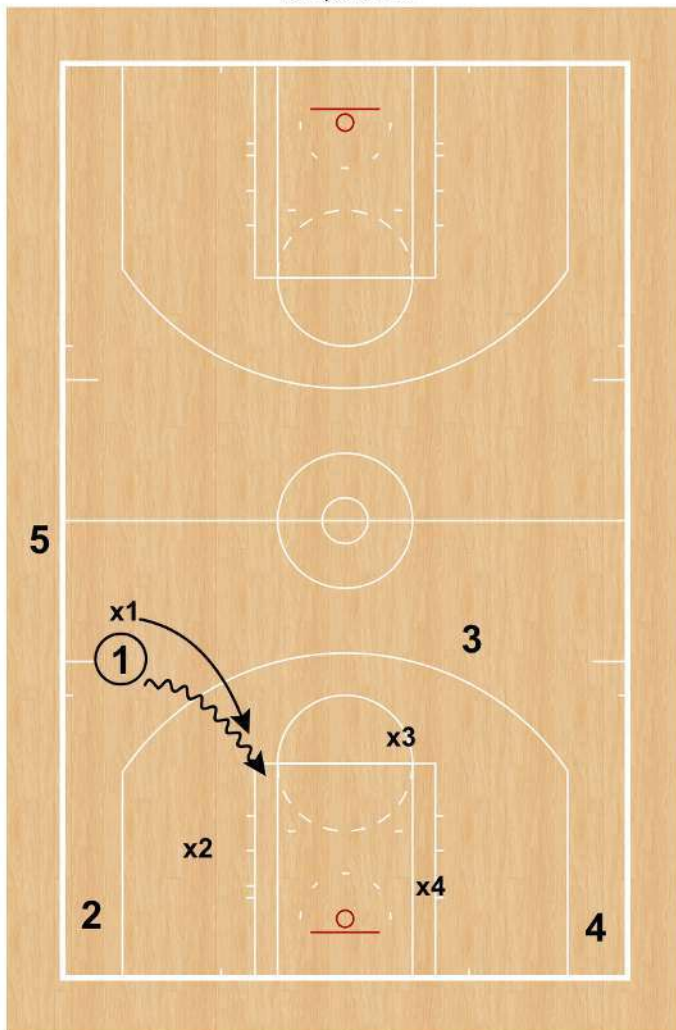
1 attacks middle with 3-4 dribbles max & jump stops at opposite free throw line.

2 sprints wide (around cone coach places) and runs "Flat" lane.

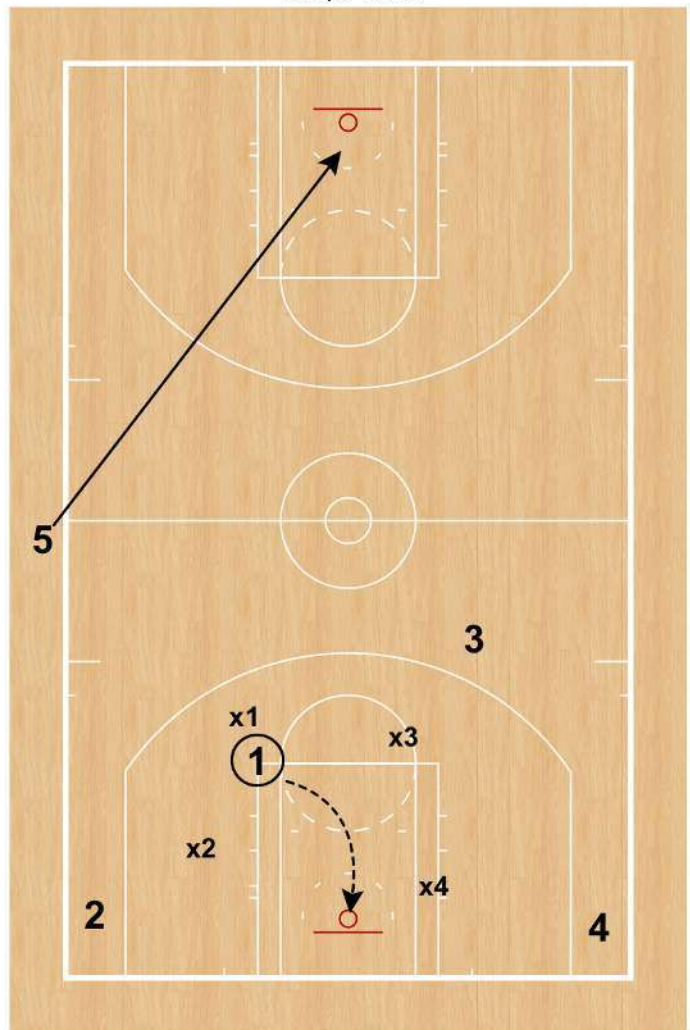
1 jump stops and chest passes to 2 for a 3.

Early Offense

Rockets Drill
Tempo Drills



Rockets Drill
Tempo Drills



Drill starts 4 on 4

x1 starts on outside shoulder of 1 who has the ball.
Offense starts with that advantage, play 4 on 4 until the ball is shot.

As soon as the ball hits the rim, x5 who is waiting at half court will release as the "Rim Run" for the team who is on defense.

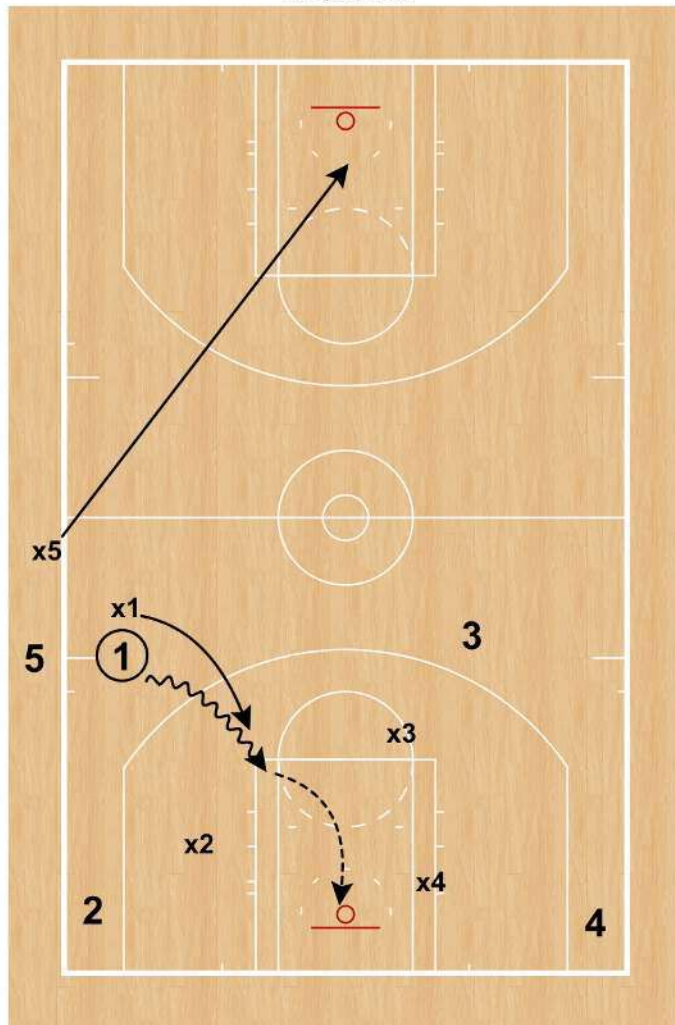
Teams play 4 on 5 on the other end until a shot or turnover ends the play.

Scoring:
3's - 3
Pullups - 1
Layups - 2
Rim Run - 5

Games go to 10

Early Offense

Rockets Drill – Plus One
Tempo Drills



Drill starts 4 on 4

x1 starts on outside shoulder of 1 who has the ball. Offense starts with that advantage, play 4 on 4 until the ball is shot.

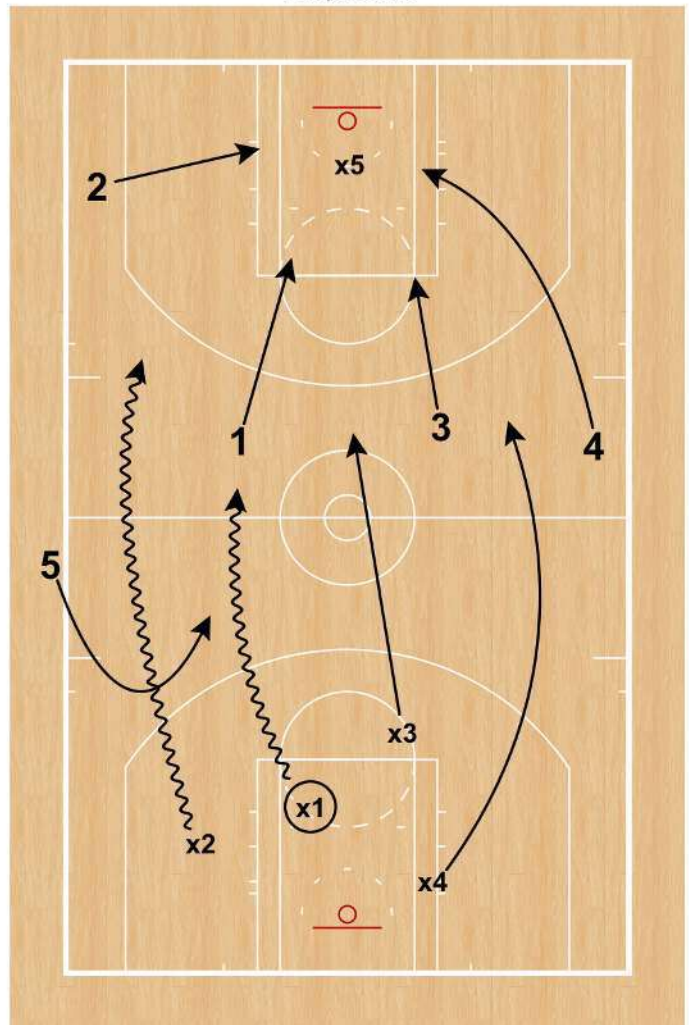
As soon as the ball hits the rim, x5 who is waiting at half court will release as the "Rim Run" for the team who is on defense.

Teams play 4 on 5 on the other end until a shot or turnover ends the play.

Scoring:
3's - 3
Pullups - 1
Layups - 2
Rim Run - 5

Games go to 10

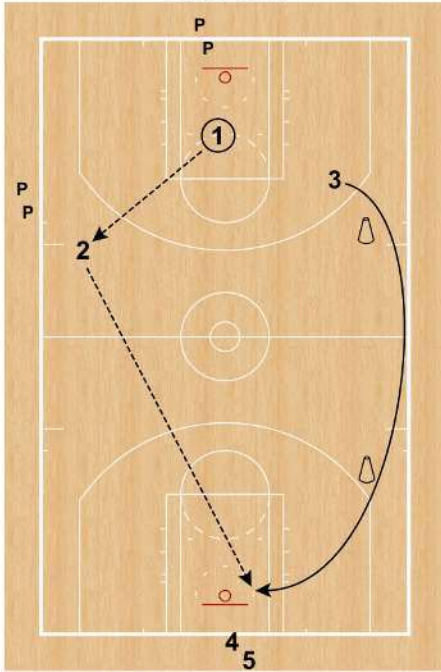
Rockets Drill – Plus One
Tempo Drills



As soon as the ball crosses half court, the other 5 defender joins in towards half court – making this 5 on 5 until the play ends.

Early Offense

Speed Drill
Tempo Drills

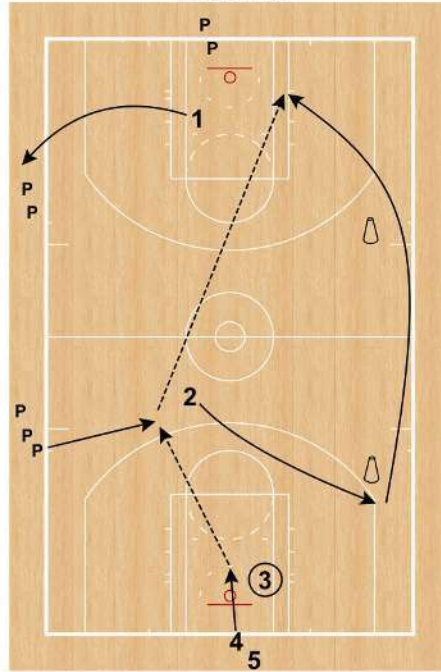


Timed continuous drill for 2 minutes.

1 passes to 2 who hits 3 outside the cones for a layup.

Player under the basket steps in and rebounds the layup.

Speed Drill
Tempo Drills

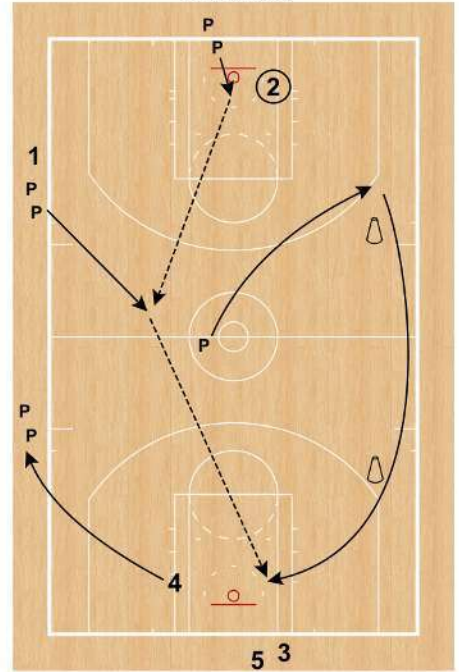


The player (in this case 2) sprints around the cones for the layup next.

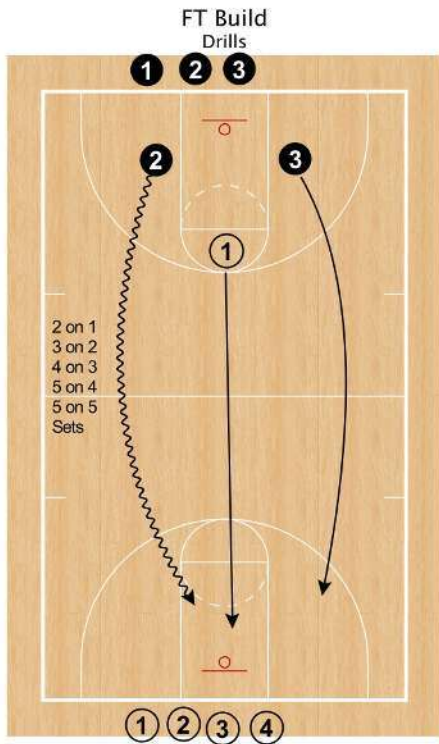
The player under the basket (4) rebounds and hits the outlet player, who then hits 2 off a layup.

Continuity.

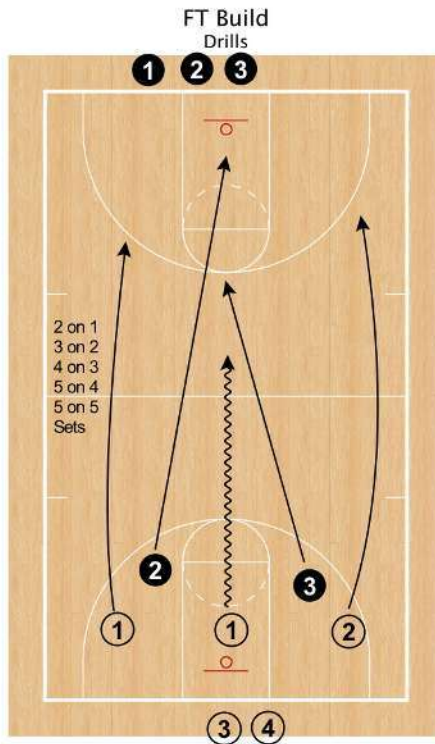
Speed Drill
Tempo Drills



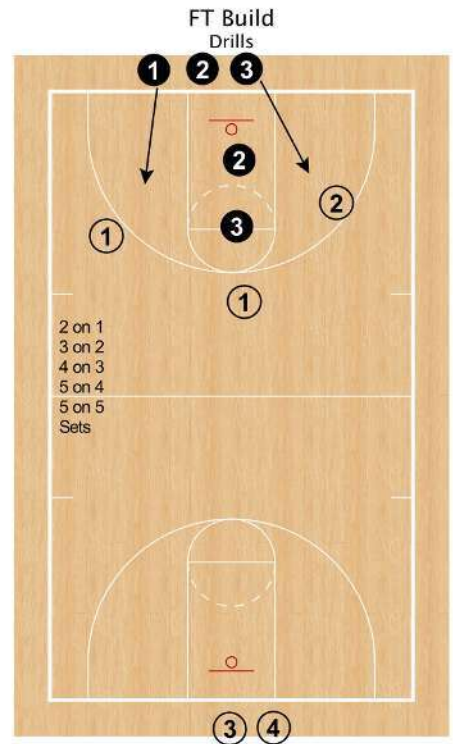
Early Offense



Player shoots a free throw and then gets back on defense and it is a 2 on 1.



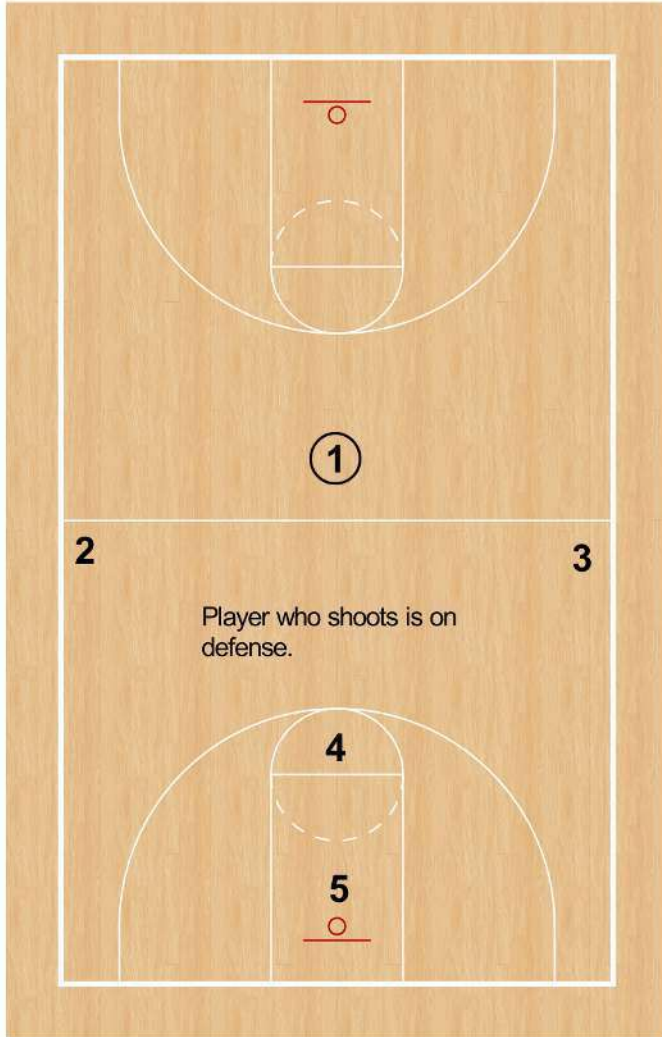
One shot for the offense, 2 players on the baseline who are on the same team as the 1 defender then attack 3 on 2.



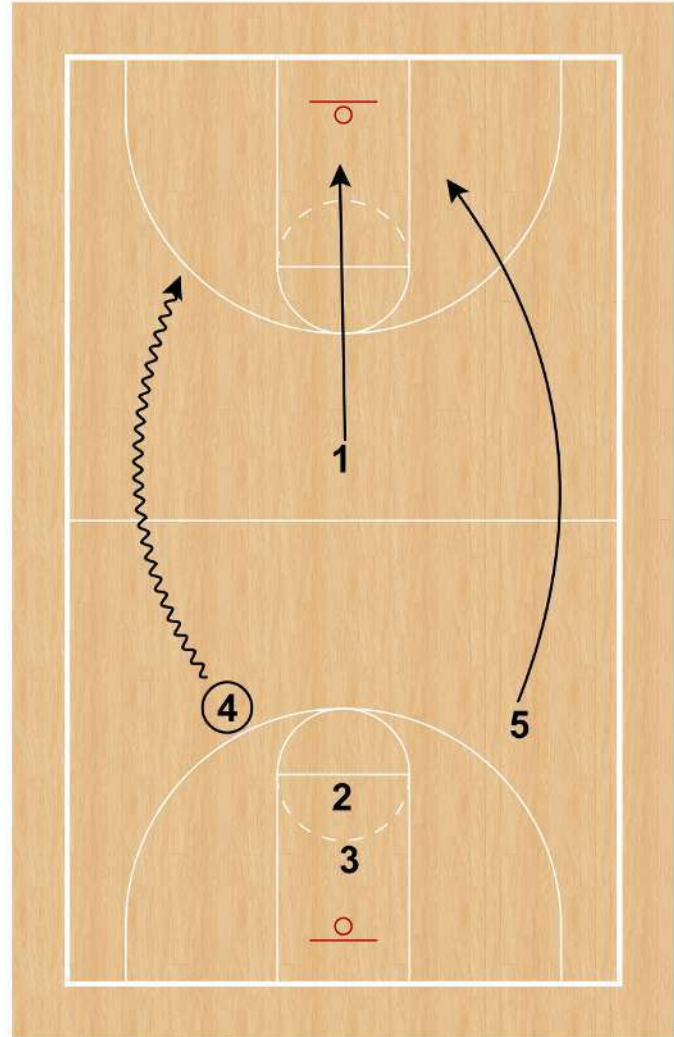
2 players from the 2 players on defense join in and it is 4 on 3. Build to 5 on 5 - execute whatever the focus is for the day.

Early Offense

3 on 2/2on1
Drills



3 on 2/2on1
Drills



3 on 2, then 2 on 1 continuous.

One shot, the player who shoots then becomes defender.

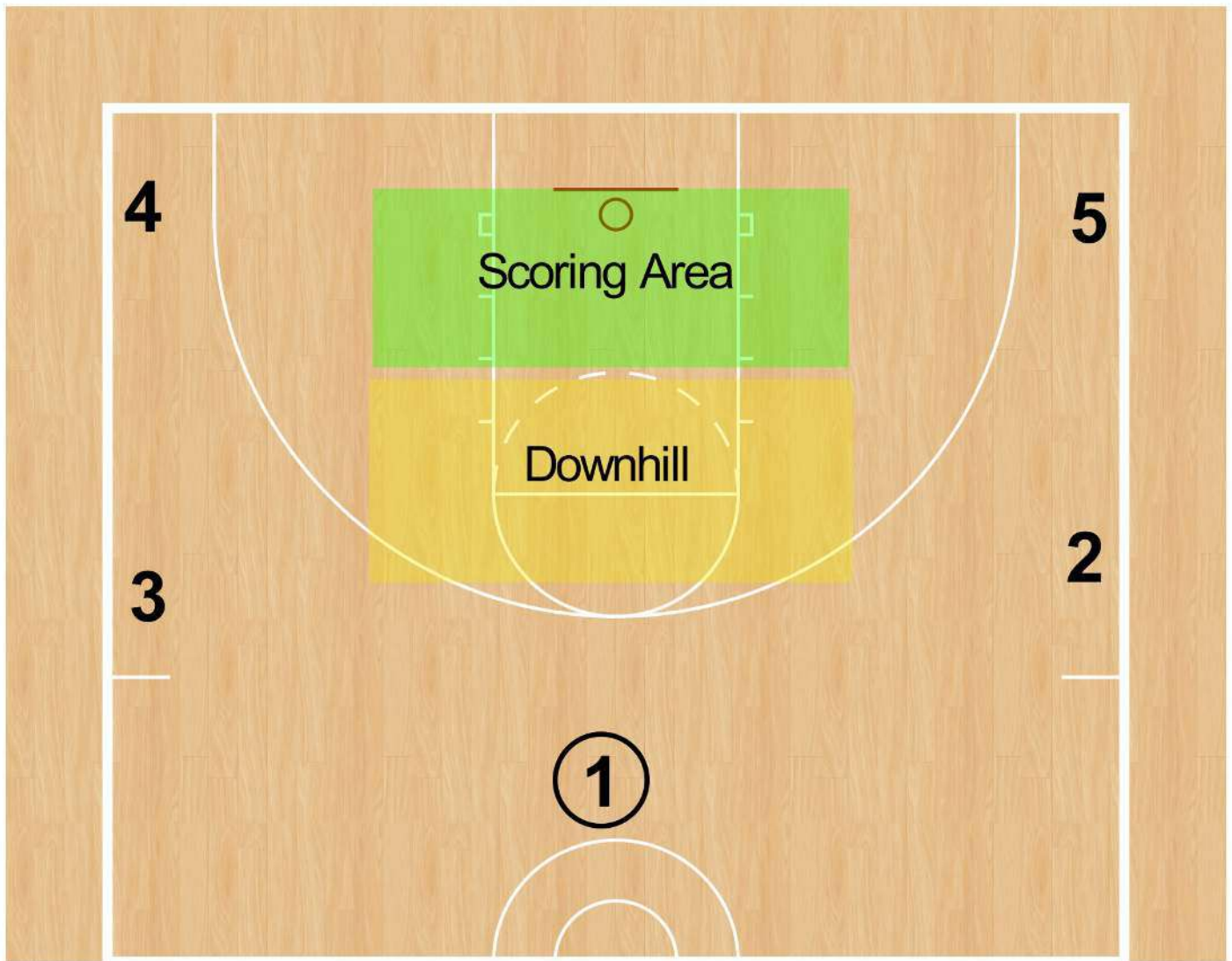
2 players who did not shoot then become the 2 defensive players.

FLOW & GO

SPACE & PACE

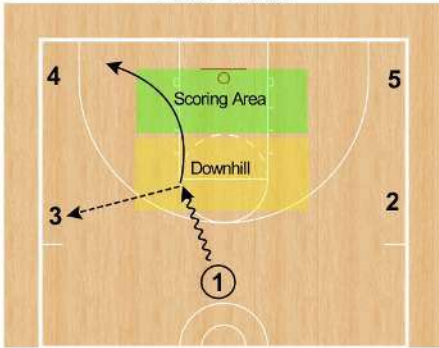
5 Game

5 Out Spacing
Motion Offense



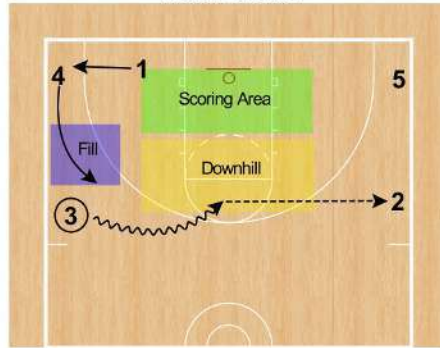
5 Game

Drives
Motion Offense



Attack Rim, when defense helps kick to man that helped – ready for shot.

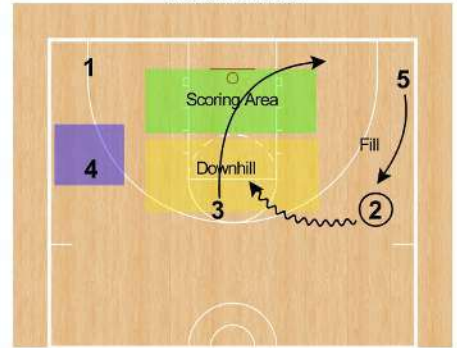
Drives
Motion Offense



After pass, the player who drove will clear underneath toward the baseline.

The player who received the pass drives downhill looking to score in the gap and space that was created.

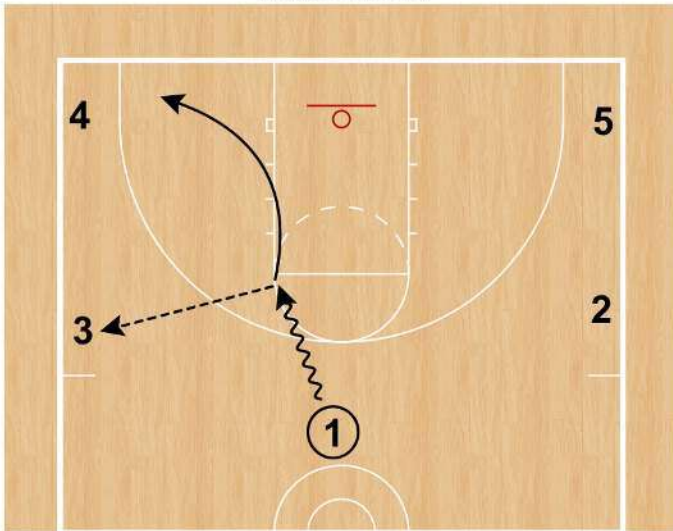
Drives
Motion Offense



Continue to cut & drive behind/attack and fill behind looking for best scoring opportunities.

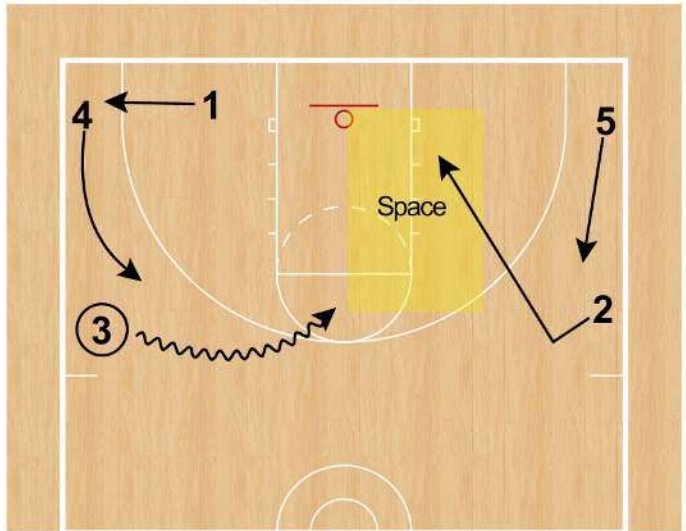
5 Game

Backdoor Cut
Motion Offense



Attack Rim, when defense helps kick to man that helped - ready for shot.

Backdoor Cut
Motion Offense

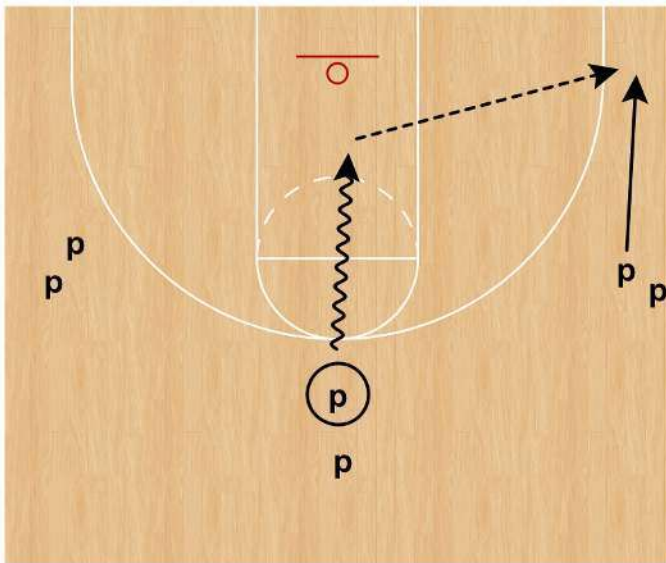


If a non shooter is on the side the ball is dribbled at, he can backdoor cut/screen down when his defender loses sight.

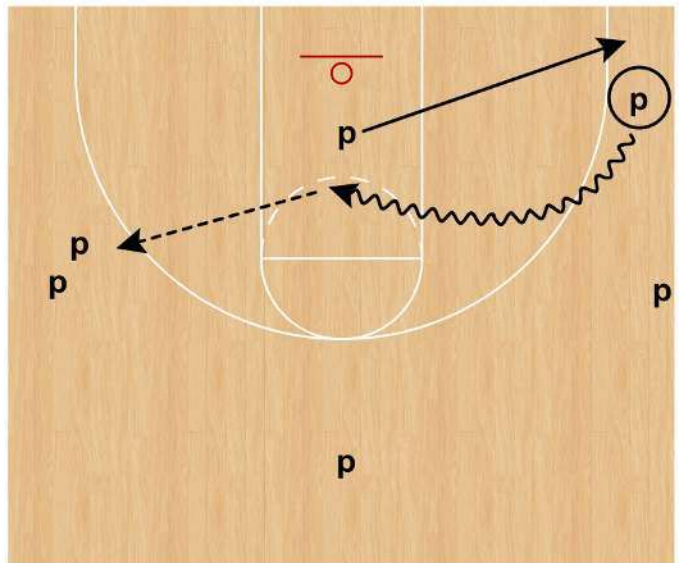
Drills, Skills & Development

Cary Academy

3 Man Offense
Drills



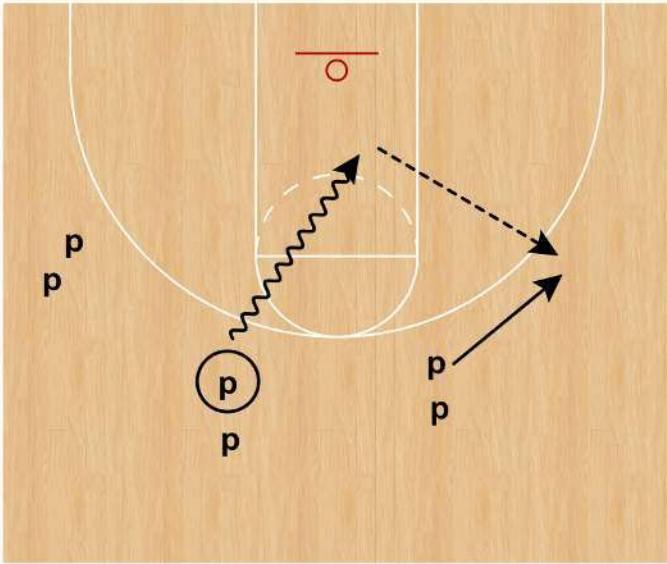
3 Man Offense
Drills



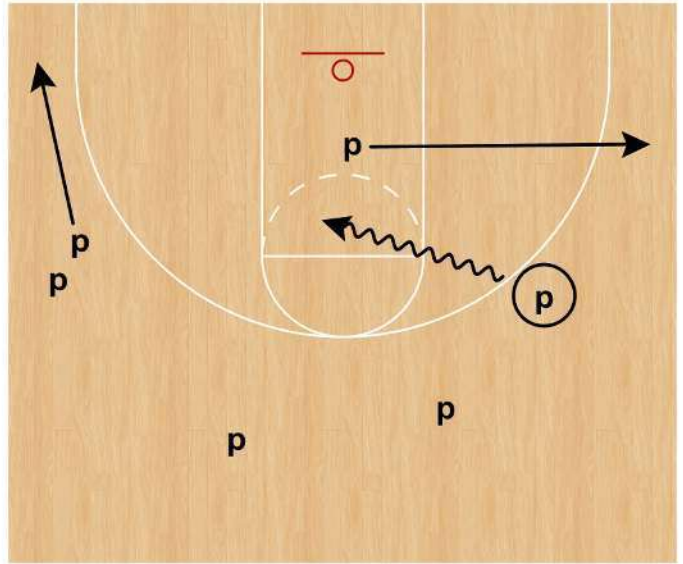
2 Dribbles to the paint.
Jump stop in the paint.
On Catch Pump Fake.
In a stance ready to catch with hands.

Cary Academy

3 Man Offense – Slots Filled
Drills

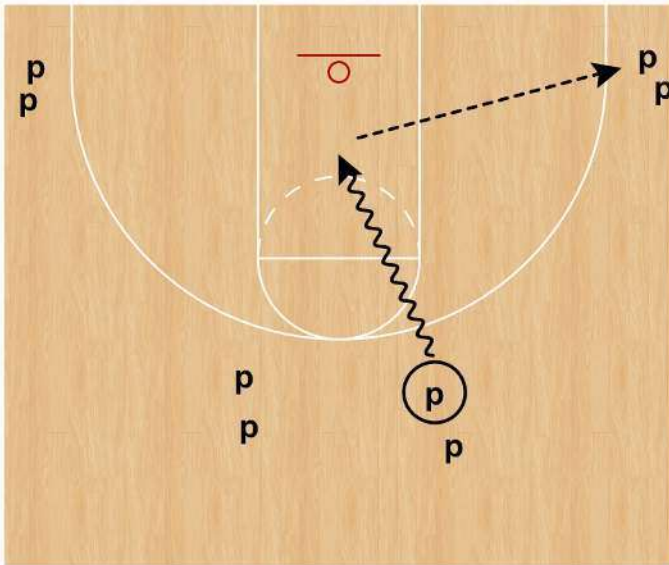


3 Man Offense – Slots Filled
Drills

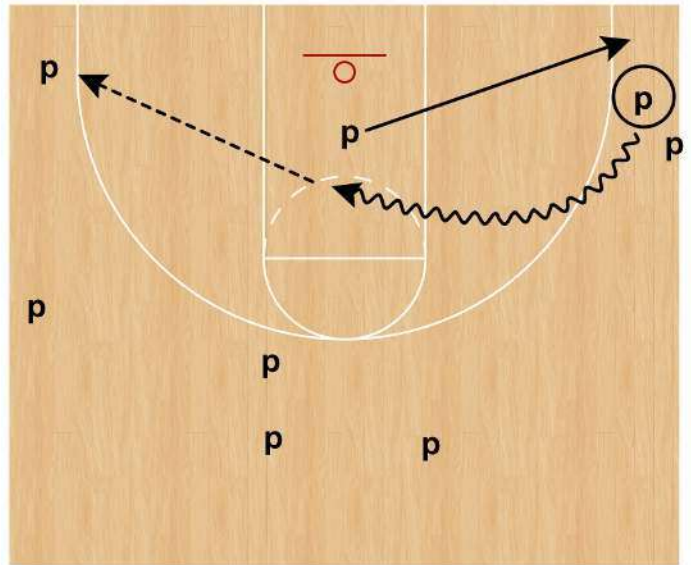


Cary Academy

4 Man Offense
Drills



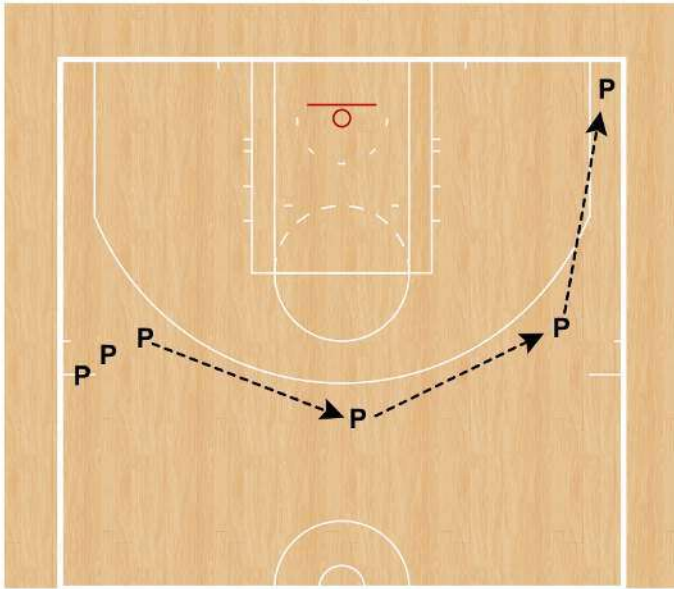
4 Man Offense
Drills



2 Dribbles to the paint.
Jump stop in the paint.
On Catch Pump Fake.
In a stance ready to catch with hands.

Cary Academy

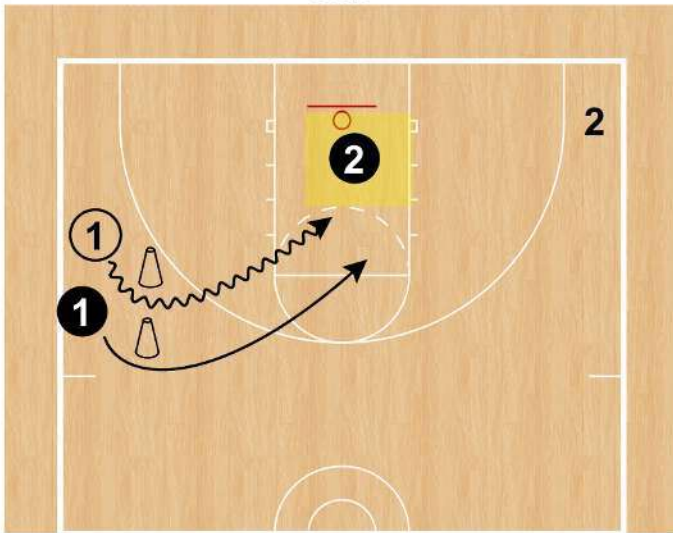
One More Drills



Quick, Fast, Accurate passes. Players being passed to yell "one more." Players follow pass.

Cary Academy

Decision – Wing Drives Drills

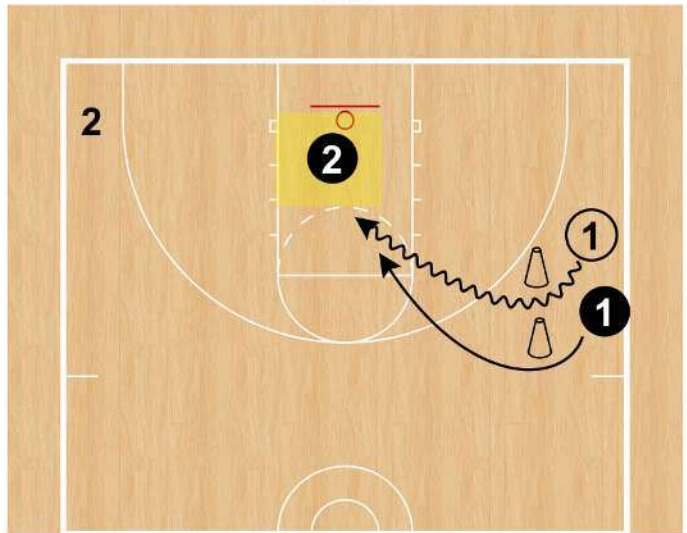


1 starts with the ball on the wing, with his defender on his outside shoulder.

Player with the ball starts the drill with his drive, and dribbles around the inside cone. His defender will cut around the outside cone and recover to his man.

1 with the ball drives to the rim and reads what the defense does. If the low defender helps, kick to the corner for a shot. If the low defender stays – finish at the rim.

Decision – Wing Drives Drills



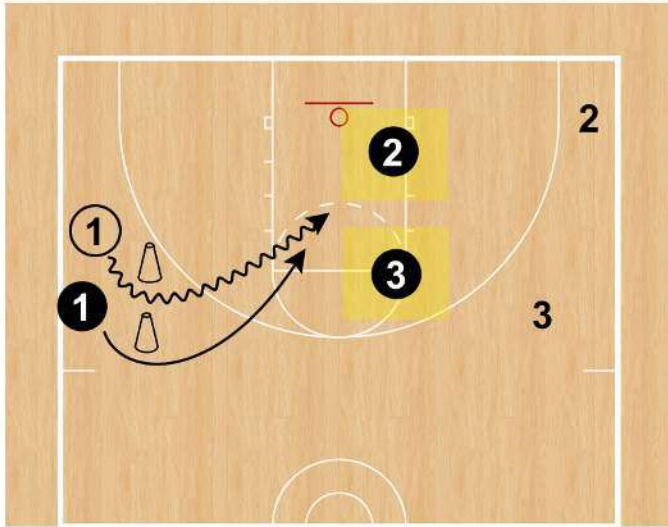
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Cary Academy

Decision - Wing Drives +1
Drills

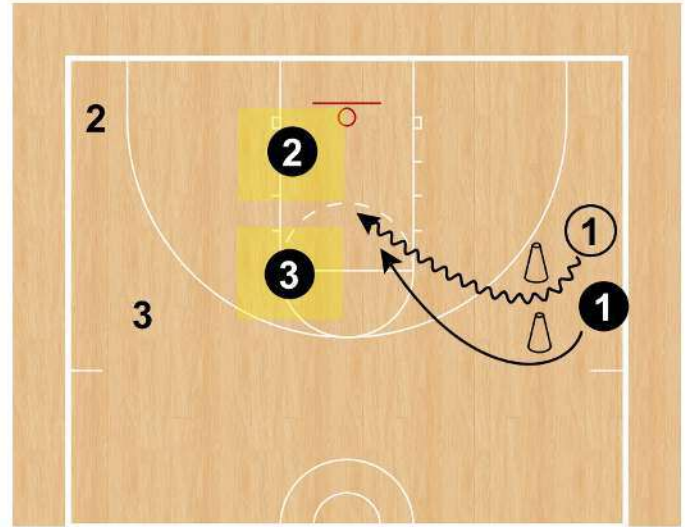


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Decision - Wing Drives +1
Drills



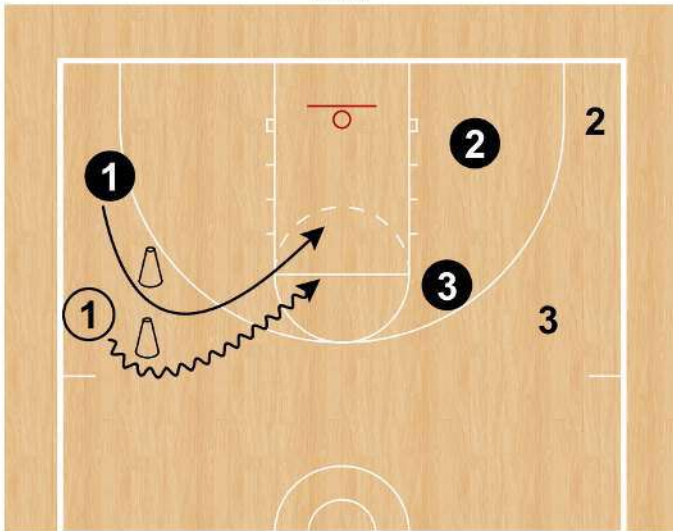
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1 with the ball drives to the rim and reads what the defense does. If the low defender helps, kick to the corner for a shot. If the low defender stays - finish at the rim.

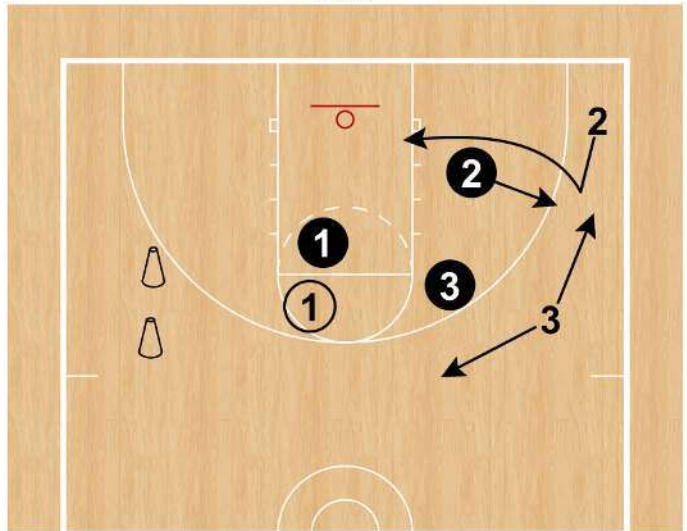
Cary Academy

Decision - Wing Drives Second Cuts Drills



1 drives around the outside cone, the defender goes around the inside cone.

Decision - Wing Drives Second Cuts Drills



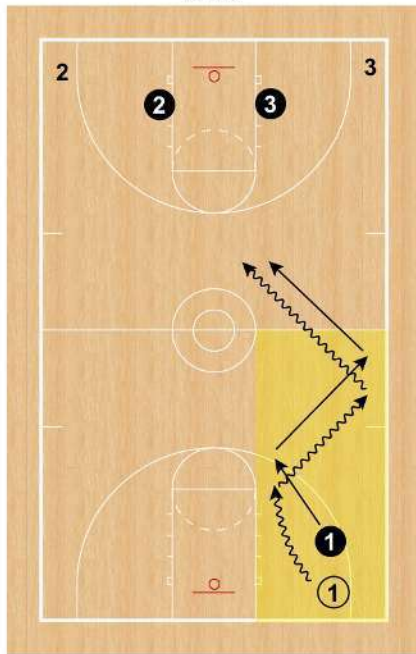
When 1 is cut off, he will jump stop (looking to be in the paint).

On the jump stop, 2 and 3 have 3 seconds to get open and look for second cut opportunities.

We are not necessarily looking to score off the second cuts, when we get one we will be 3 on 3 live.

Cary Academy

Decision - Transition 1 on 1 Drills

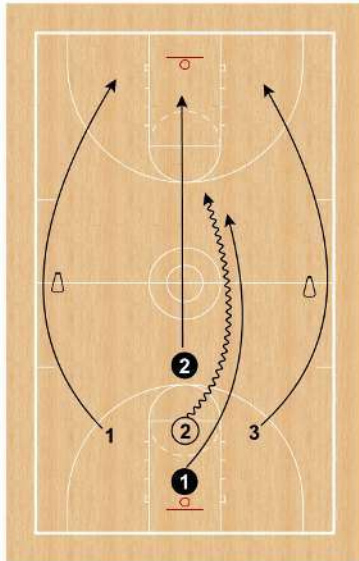


1 on 1 full court, trying to pressure and turn the offensive player as many times as possible.

After half court, it is live 3 on 3.

Cary Academy

Decision - Transition 3x2
Drills



3 offensive players vs 2 defensive players.

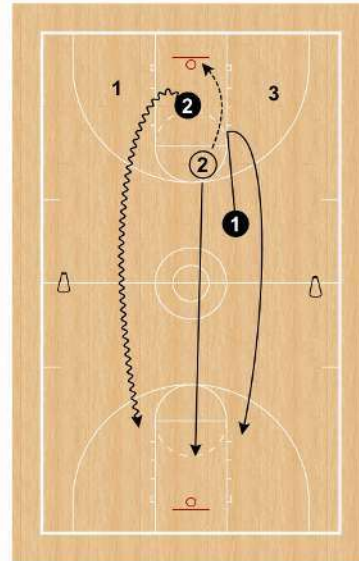
3 offense players line up ft line extended, ball in the middle.

1 defensive player at the top of the key, 1 underneath the basket.

Drill starts with the offensive player receiving pass and attacking. Defensive player trailing tries to tip or back tap the ball and put pressure on the ballhandler from behind.

3 on 2 and make decisions.

Decision - Transition 3x2
Drills



The offensive player that shoots will then become defender and the 2 defenders attack 2 on 1 on offense.

Cary Academy

Decision - Transition Diamond Drills



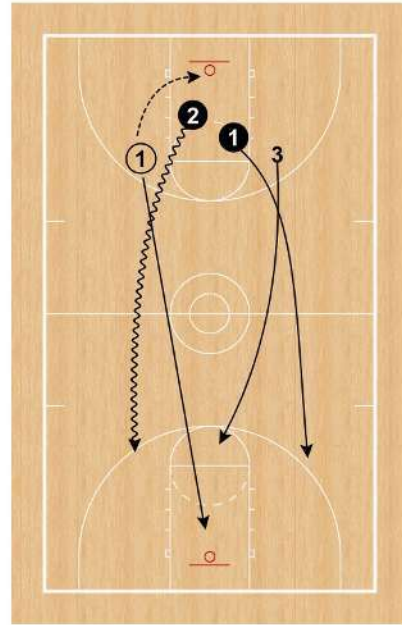
2 Offensive players lane line extended.

Coach with the ball in the middle will choose either player to pass to.

Defensive players at the top of the key and under the basket.

2 on 2 in transition down and back.

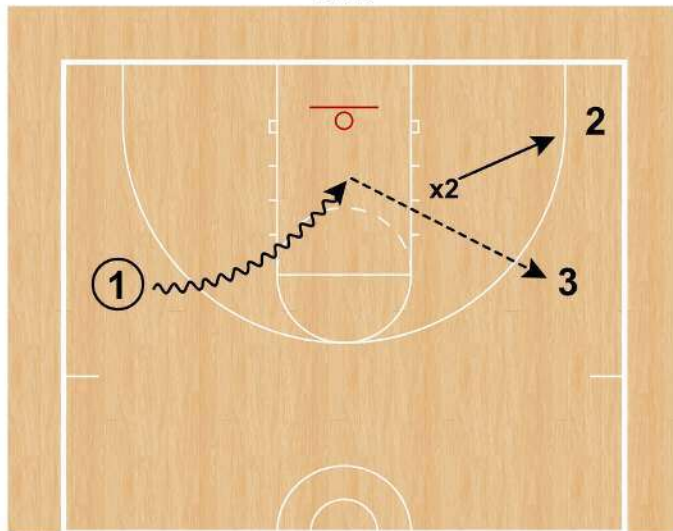
Decision - Transition Diamond Drills



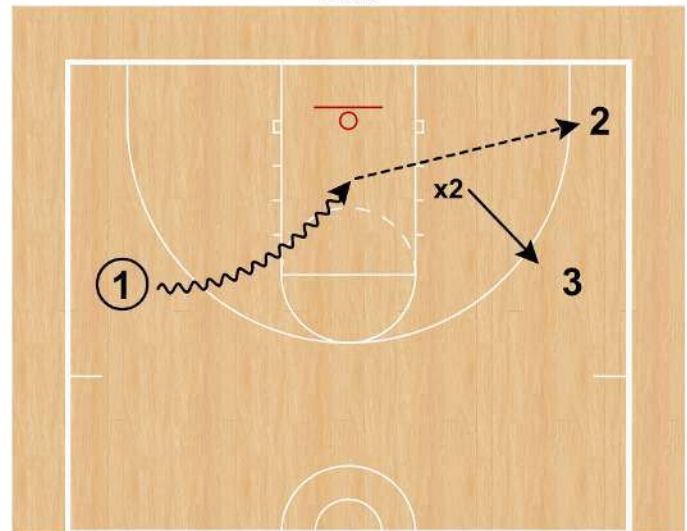
2 on 2 coming back in transition.

Cary Academy

Decision – Jump Stops
Drills



Decision – Jump Stops
Drills

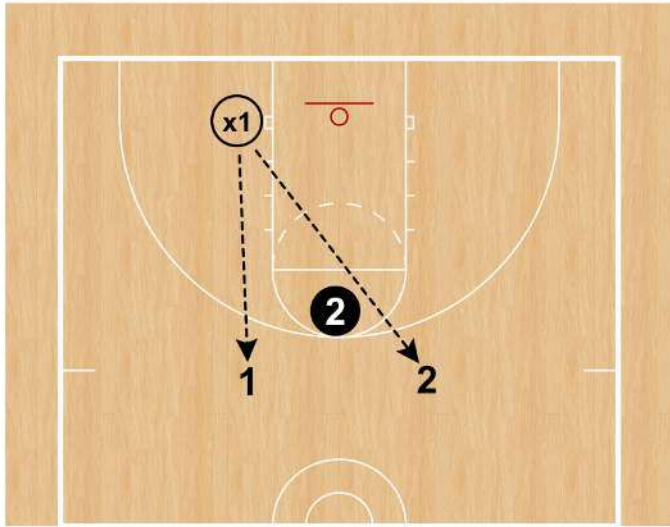


1 will drive into the paint to score & then jump stop.

After the jump stop x2 will then make a decision on who to take away, and 1 will pass to the open player.

Cary Academy

Decision – Slot Drives
Drills

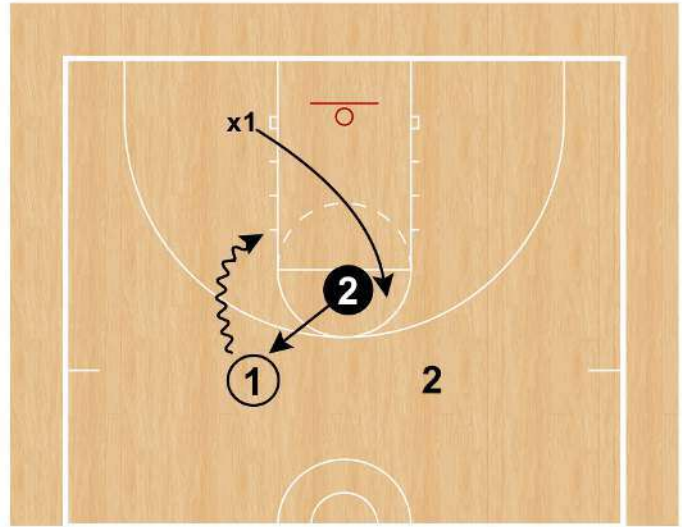


2 Offensive Players start in the slots – spaced. A defender starts at the nail, with the other defender with the ball on the baseline.

The defender with the ball will pass to either offensive player.

Nail defender will stay facing the two offensive players and reacts to whichever player receives the ball.

Decision – Slot Drives
Drills

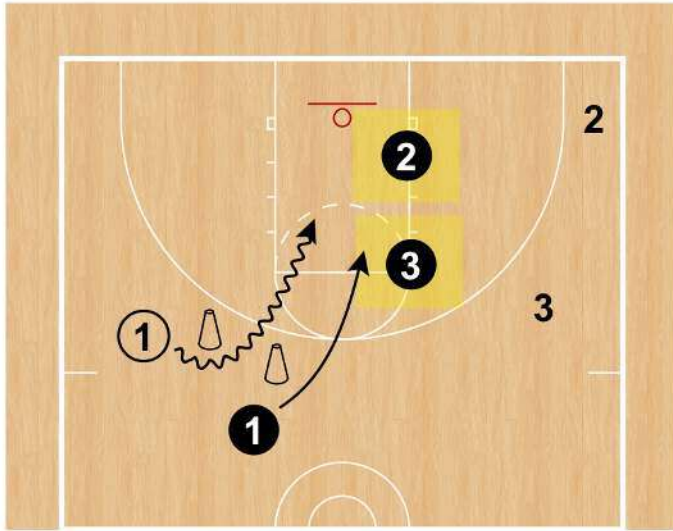


After the defender at the nail closes out, the other defender will guard the opposite player without the ball.

Live 2 on 2.

Cary Academy

Decision – Slot Drives +1 Drills

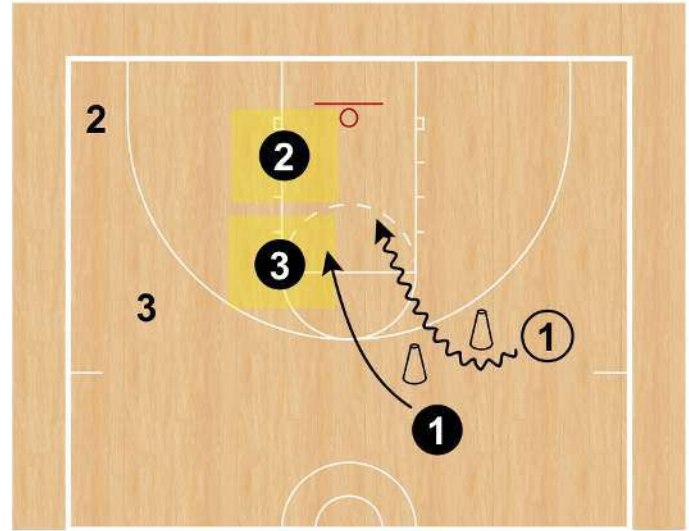


1 starts with the ball in slot, with his defender on his outside shoulder.

Player with the ball starts the drill with his drive, and dribbles around the inside cone. His defender will cut around the outside cone and recover to his man.

1 with the ball drives to the rim and reads what the defense does. If the low defender helps, kick to the corner for a shot. If the low defender stays – finish at the rim.

Decision – Slot Drives +1 Drills



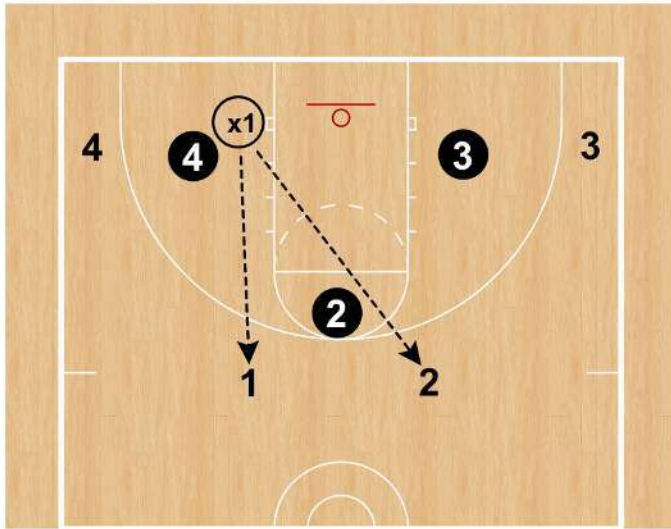
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1 with the ball drives to the rim and reads what the defense does. If the low defender helps, kick to the corner for a shot. If the low defender stays – finish at the rim.

Cary Academy

Decision - Slot Drives 4x4
Drills



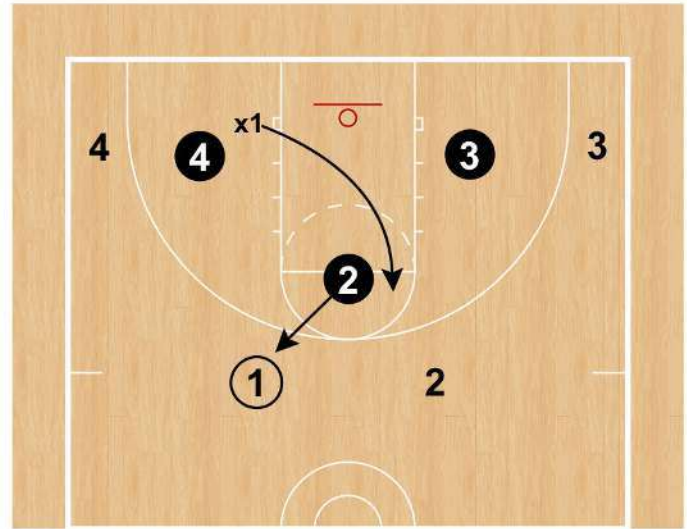
2 Offensive Players start in the slots - spaced. 2 players in the corners - spaced.

A defender starts at the nail, with the other 2 defenders guarding their men in the corner and the other defender with the ball on the baseline.

The defender with the ball will pass to either offensive player.

Nail defender will stay facing the two offensive players and reacts to whichever player receives the ball.

Decision - Slot Drives 4x4
Drills

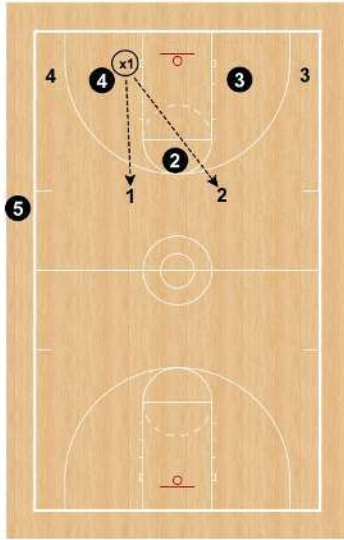


The Nail Defender will guard the ball and the other defender will closeout to the other slot defender.

Live 4 on 4.

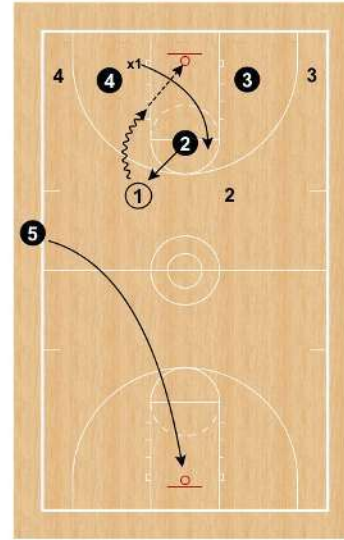
Cary Academy

Decision – Slot Drives 4x4 (Rockets)
Drills



- 2 Offensive Players start in the slots – spaced. 2 players in the corners – spaced.
- A defender starts at the nail, with the other 2 defenders guarding their men in the corner and the other defender with the ball on the baseline.
- The defender with the ball will pass to either offensive player.
- Nail defender will stay facing the two offensive players and reacts to whichever player receives the ball.
- 5 starts just in front of half court to become the rim runner for the defensive team.

Decision – Slot Drives 4x4 (Rockets)
Drills



- The Nail Defender will guard the ball and the other defender will closeout to the other slot defender.
- Live 4 on 4. One shot, then it transfers over to transition sequence.
- Teams play 5 on 4 until one shot is taken.
- 5 rim runs for the defense and is worth 5 points.
- Scoring: Layup 2 points, Mid Range 1 Point, 3's 3 Points, Rim Run 5 Points.
- Games go to 10.

Finishes/Skills

Layup (Video)

- Finish with Left & Right Hand

Inside Hand (Video)

- Opposite Hand Finishes

Dragic (Video)

- Show With Inside Hand, Reverse Pivot & Finish

Reverse (Video)

- Use Rim & Finish Opposite

Nash (Video)

- Use Rim, Explore and Finish Outside Paint

Hesi (Video)

- Change Pace & Finish

EuroStep (Video)

- Land on one foot, then change direction landing on the other foot

Jump Stops (Video)

- Land on two feet under control

Second Cuts (Video)

- On a jump stop, players must relocate and look to make a second cut

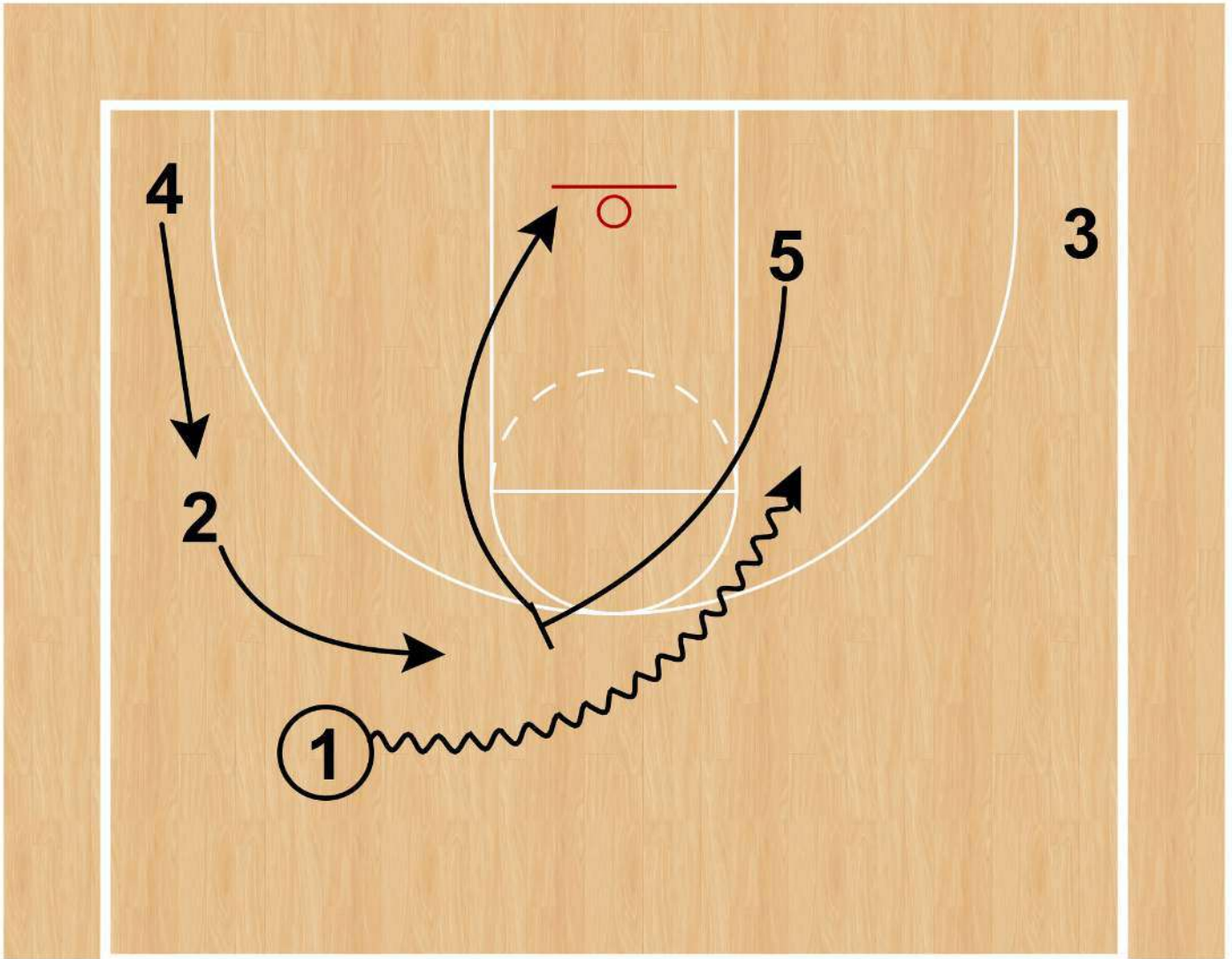
Scoop Layup (Video)

- Keep Ball Outside of body and away from defense

Half Court Sets

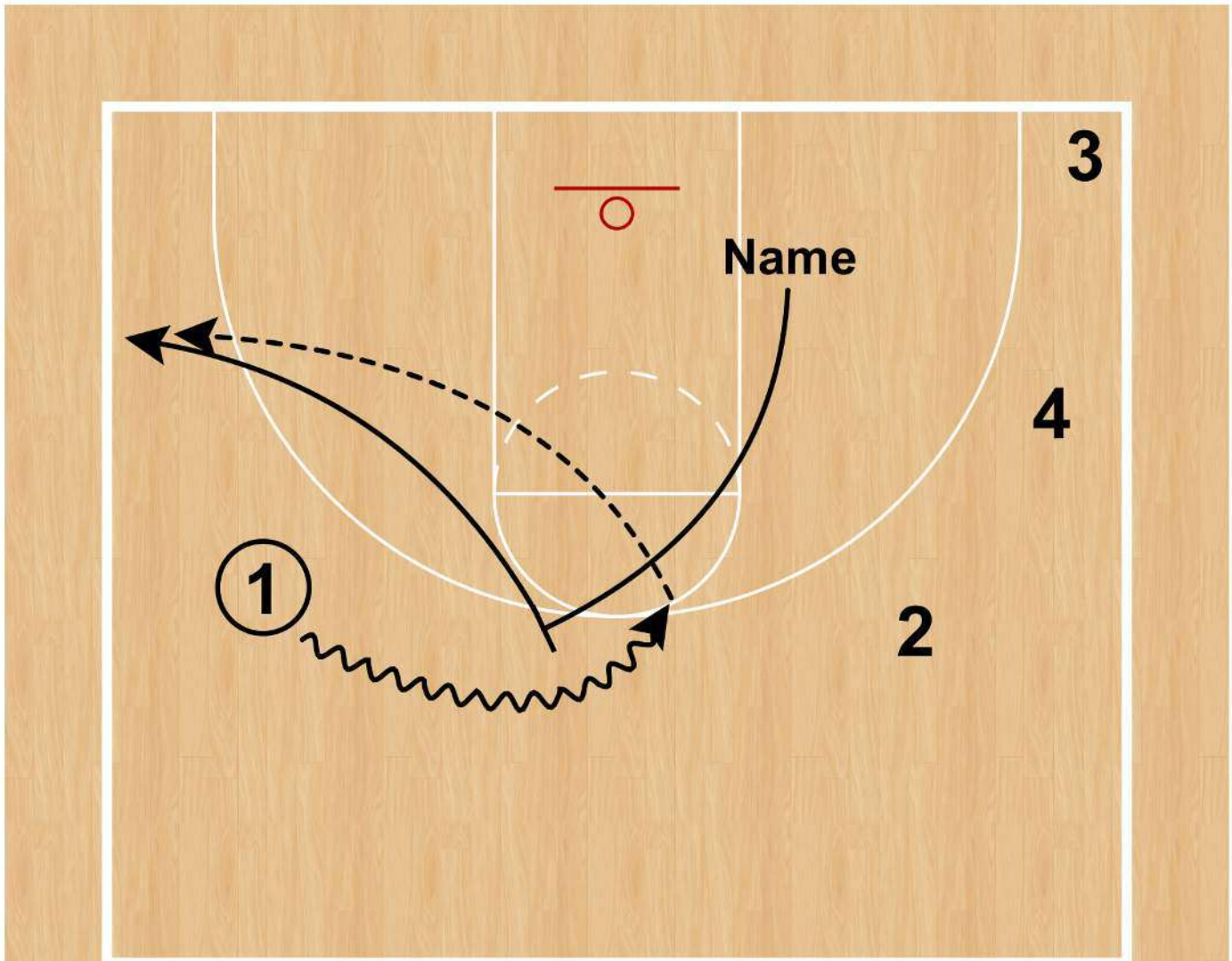
Cary Academy

Fist Half Court Sets



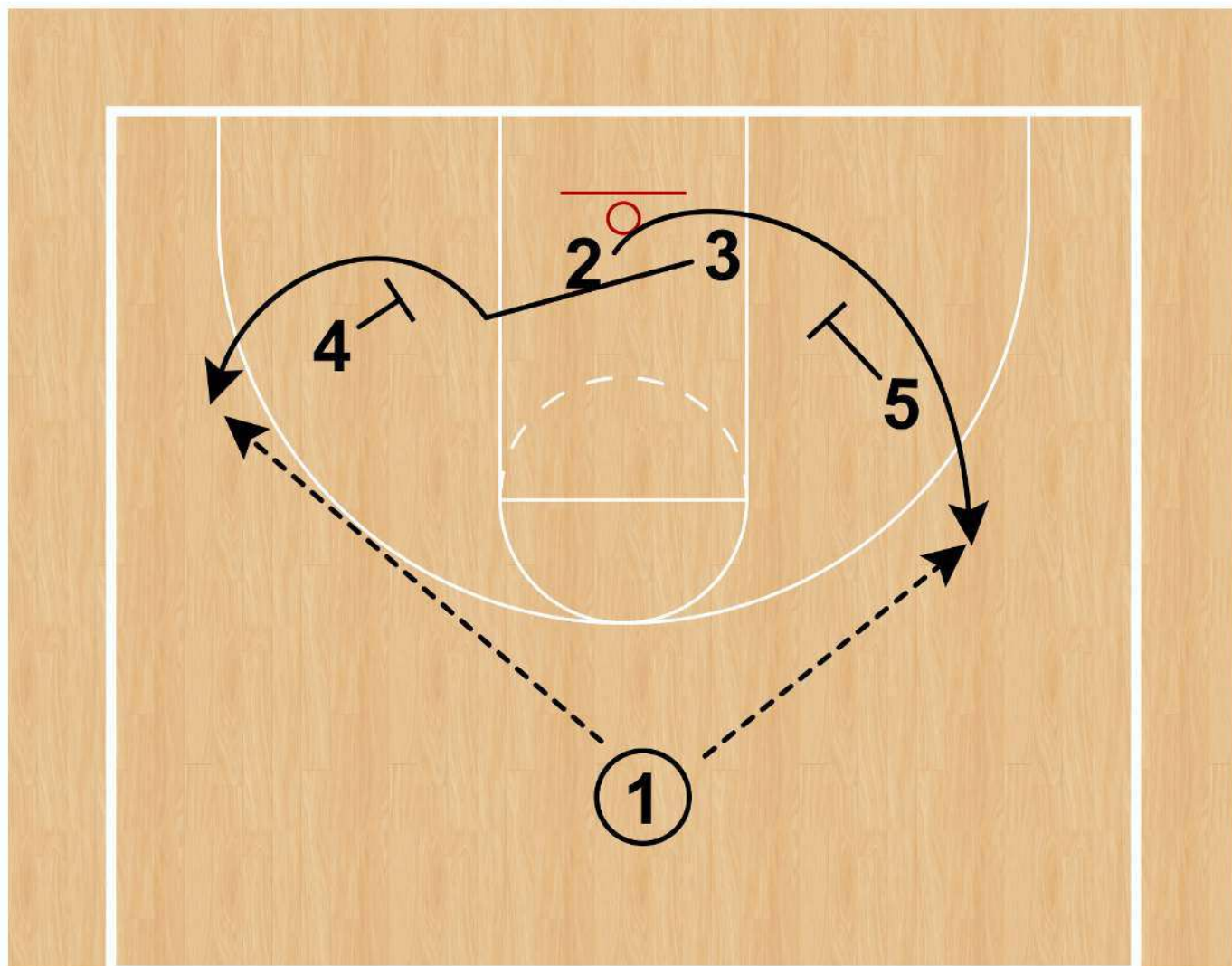
Cary Academy

Fist + Name
Half Court Sets



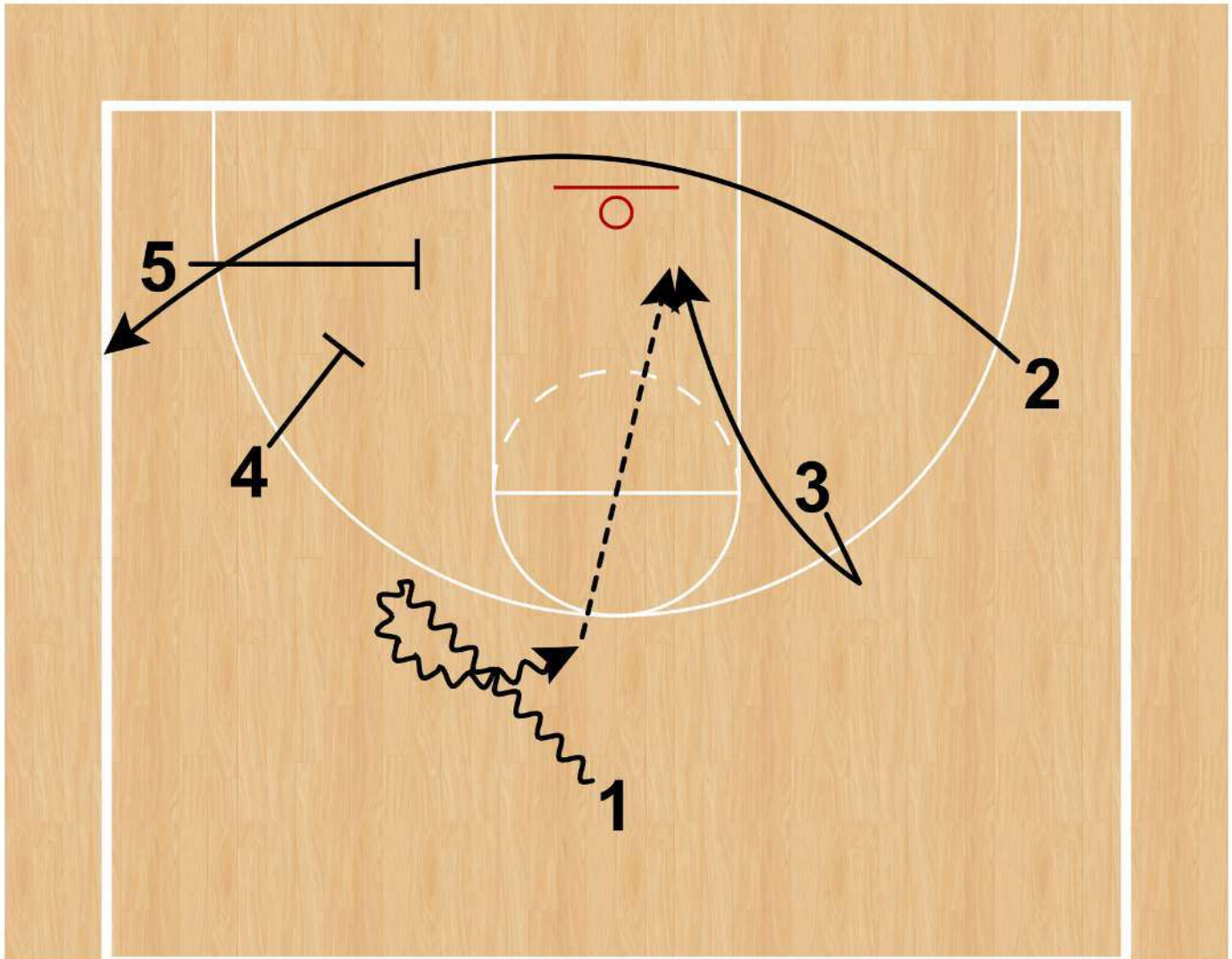
Cary Academy

Floppy Half Court Sets



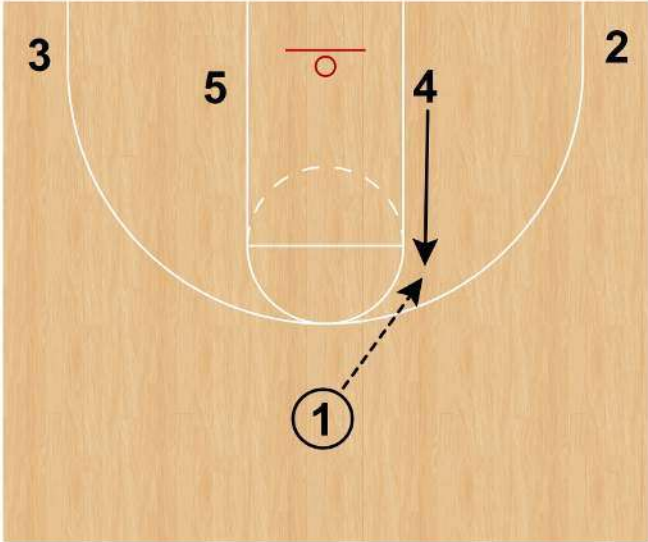
Cary Academy

Head Tap
Half Court Sets

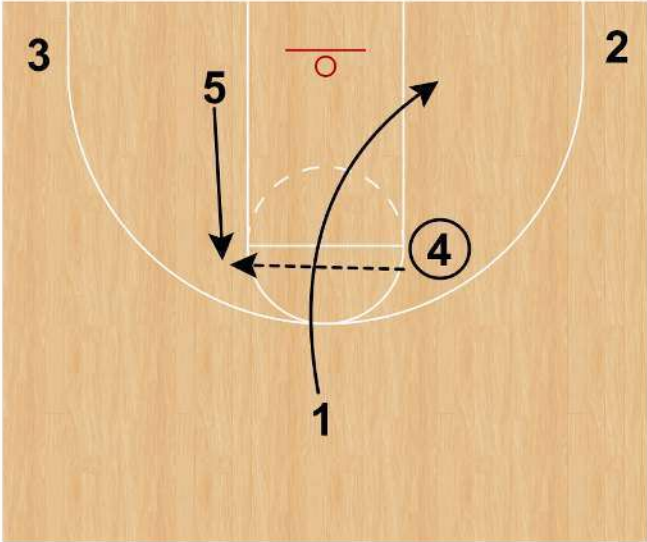


Cary Academy

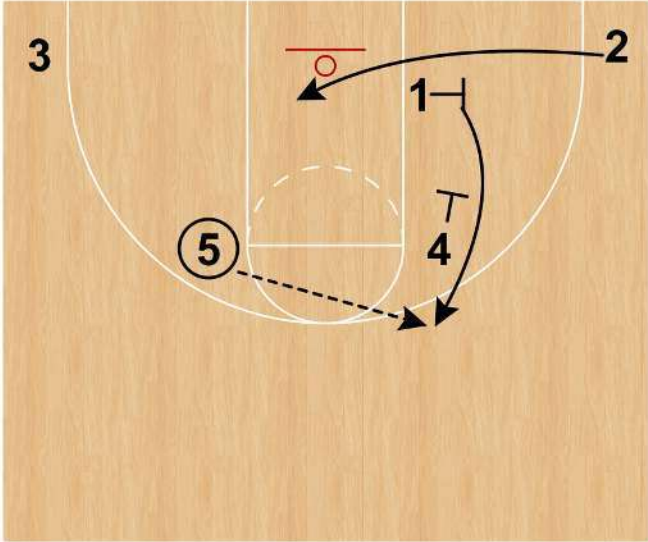
Horns - 1
Horns



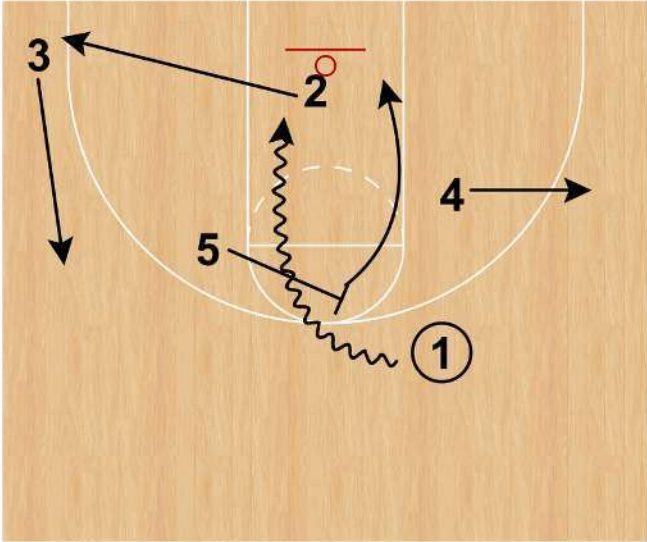
Horns - 1
Horns



Horns - 1
Horns

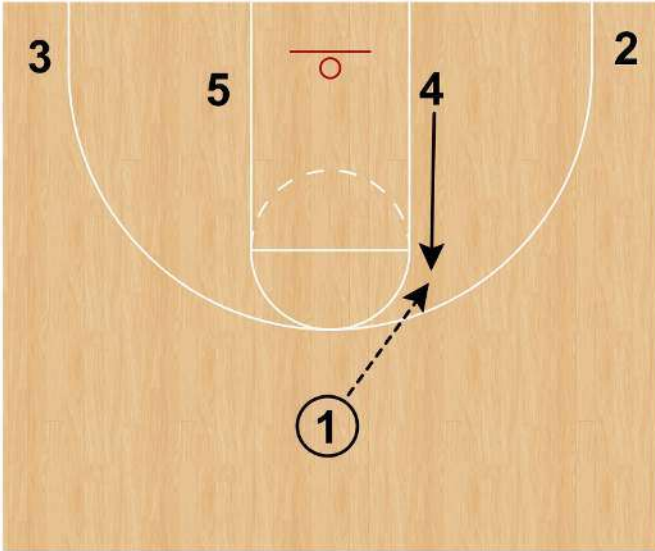


Horns - 1
Horns

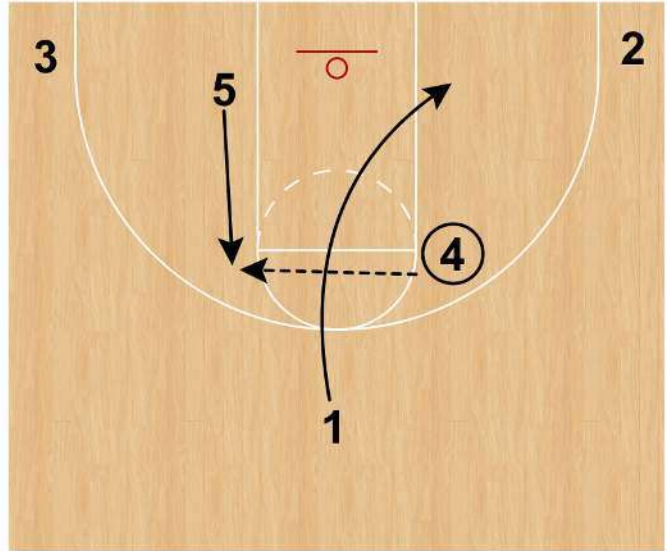


Cary Academy

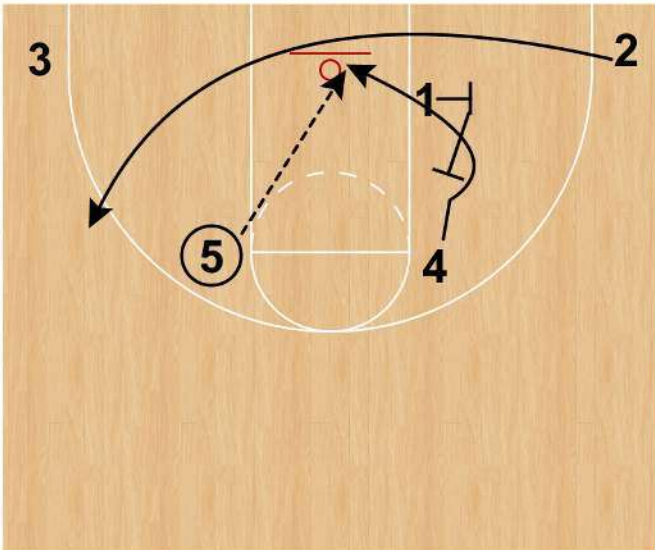
Horns - 2
Horns



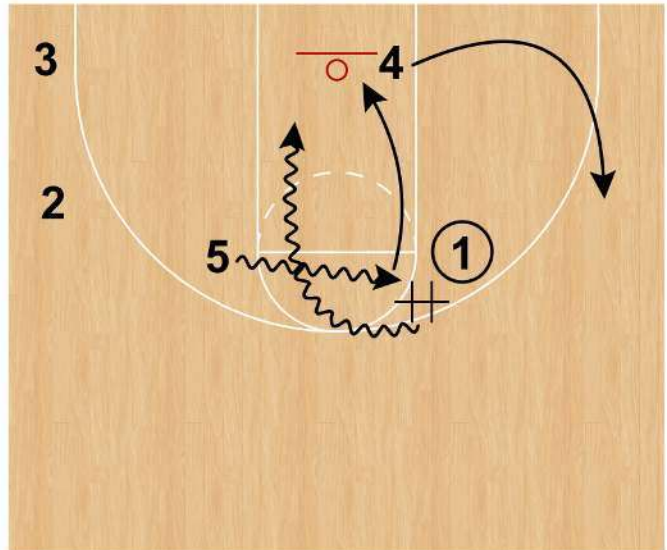
Horns - 2
Horns



Horns - 2
Horns

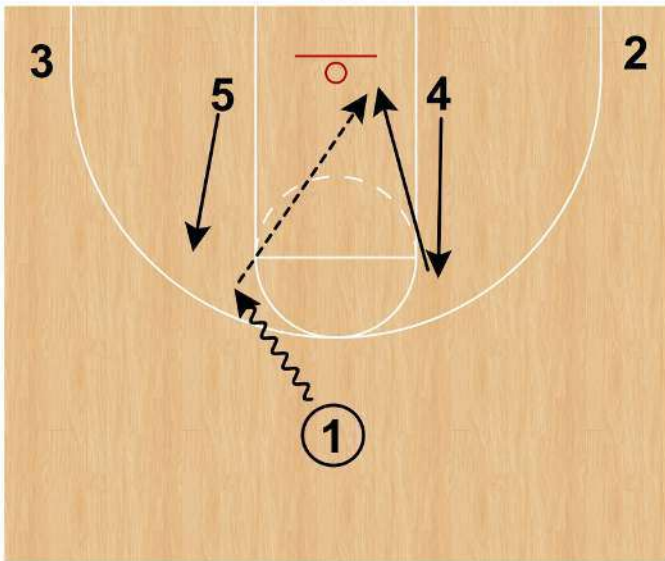


Horns - 2
Horns

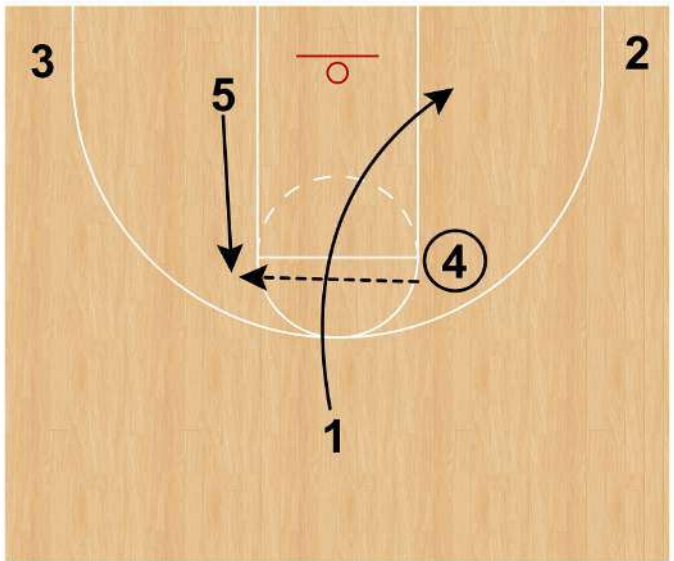


Cary Academy

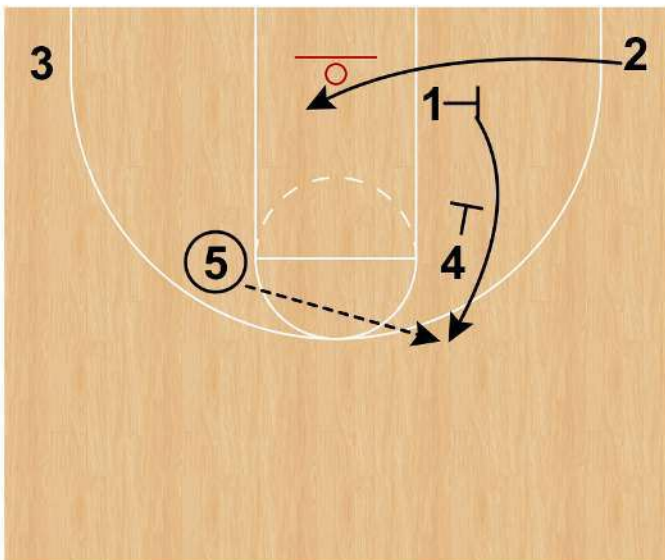
Horns - 3
Horns



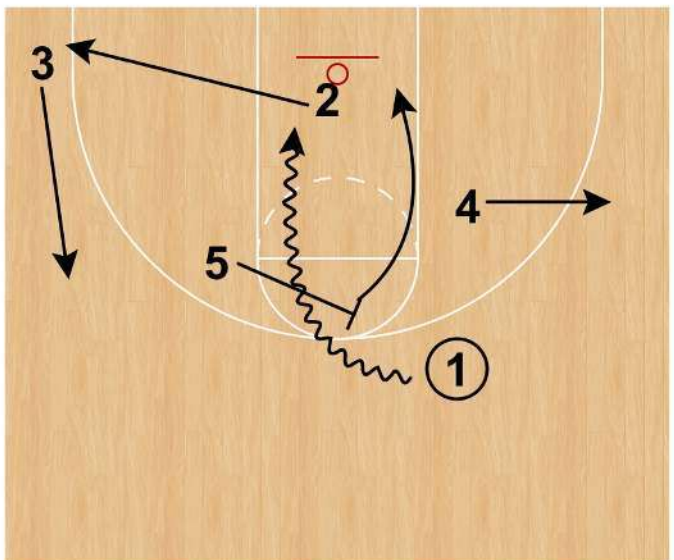
Horns - 3
Horns



Horns - 3
Horns

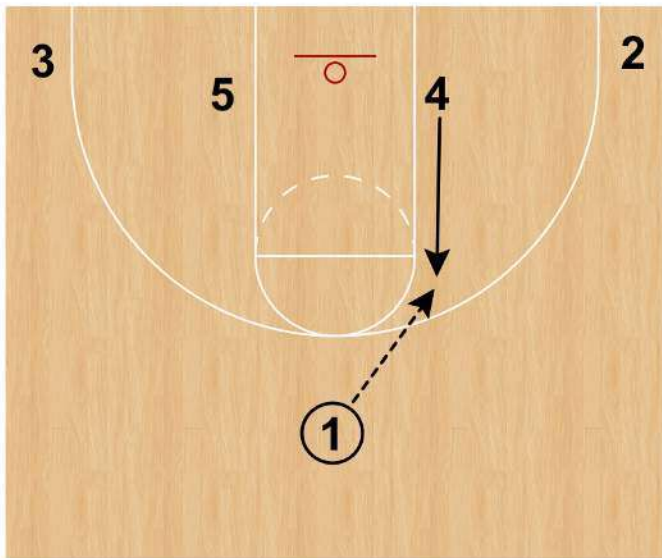


Horns - 3
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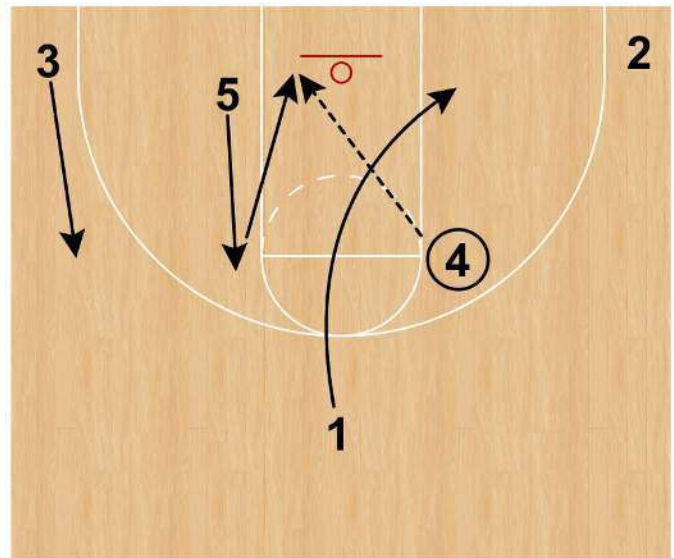


Cary Academy

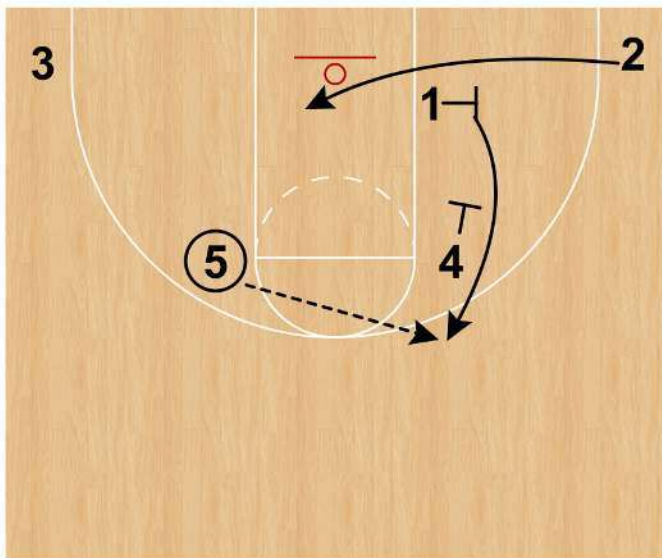
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Horns



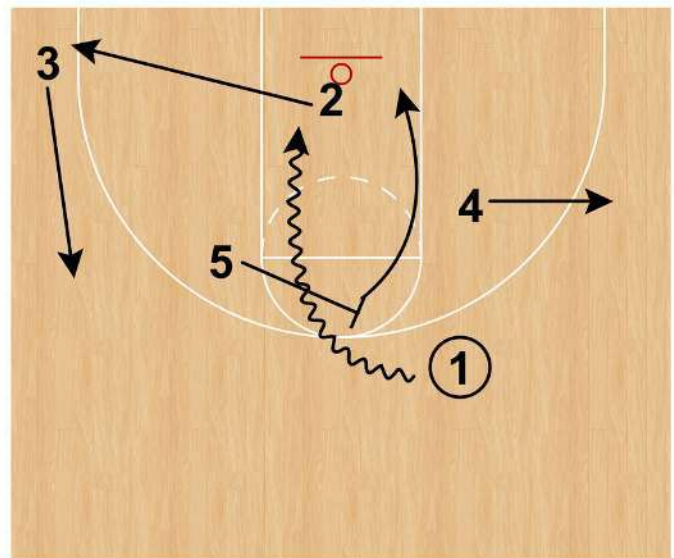
Horns - 4
Horns



Horns - 4
Horns

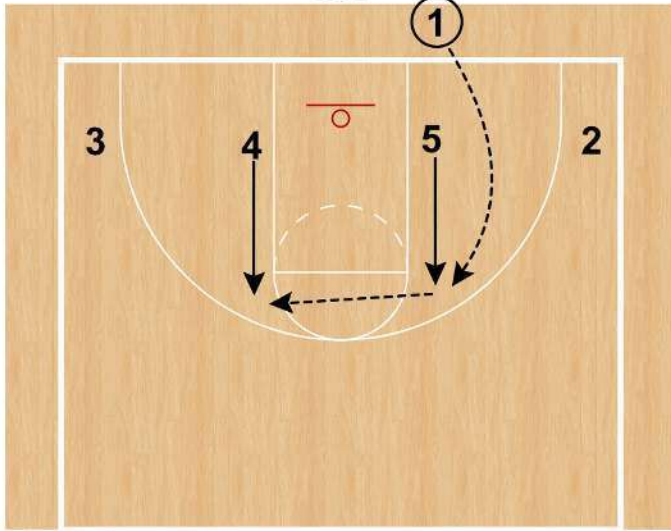


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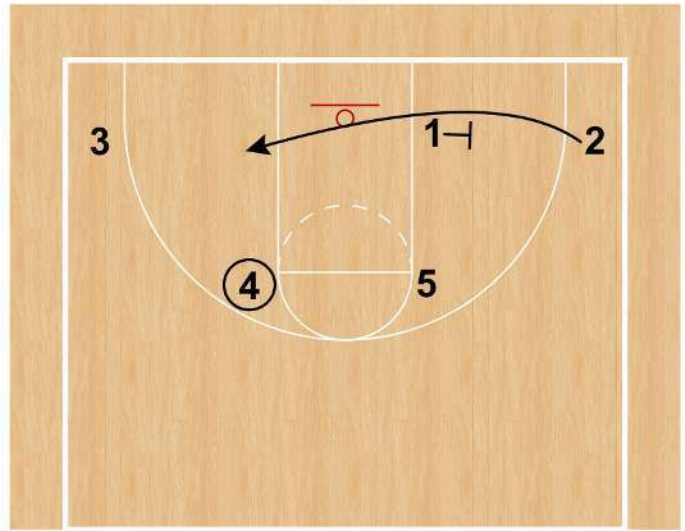


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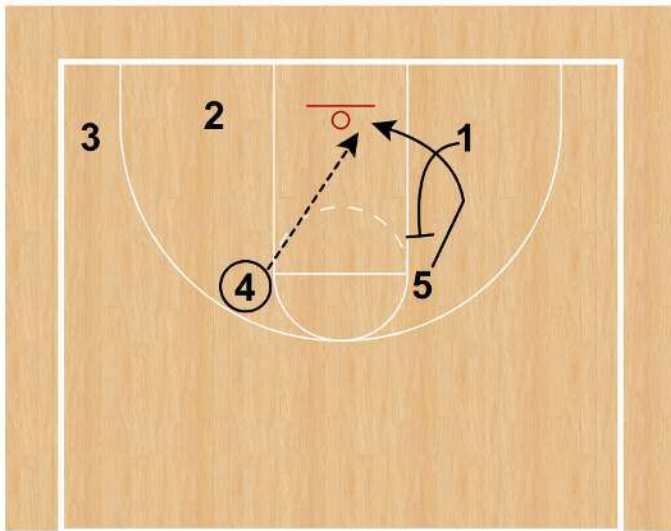
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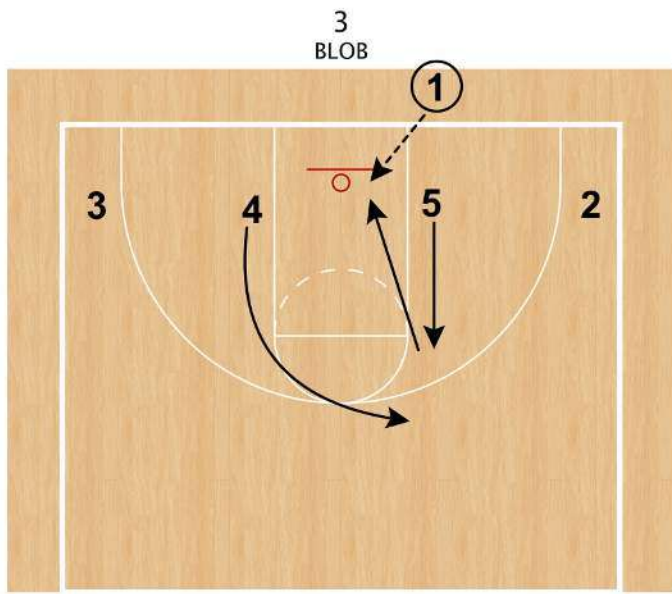
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2
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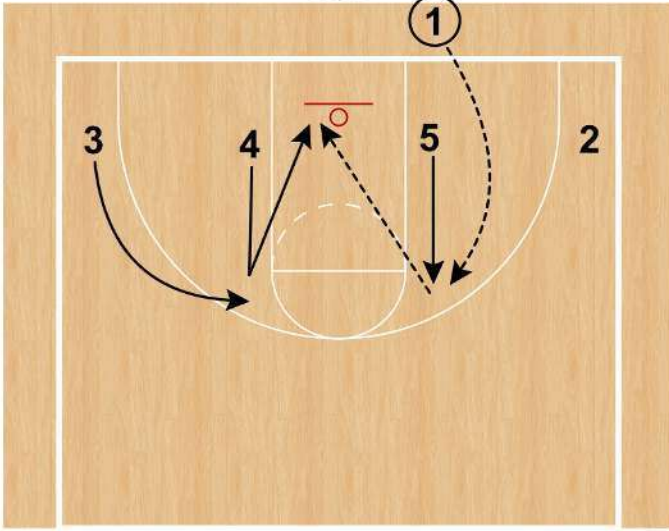


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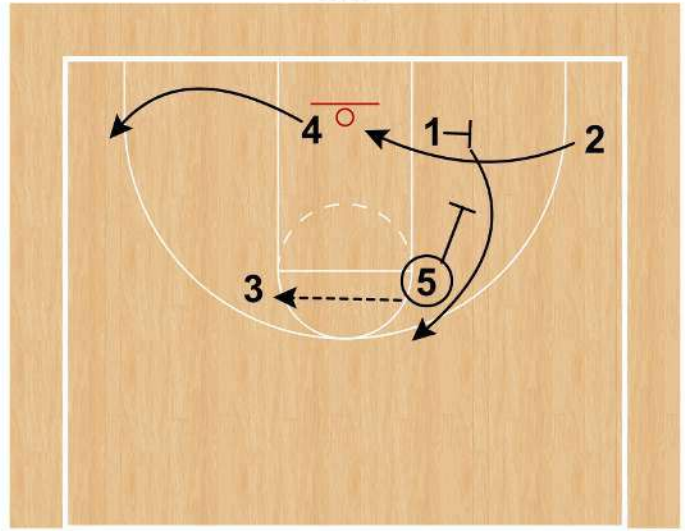


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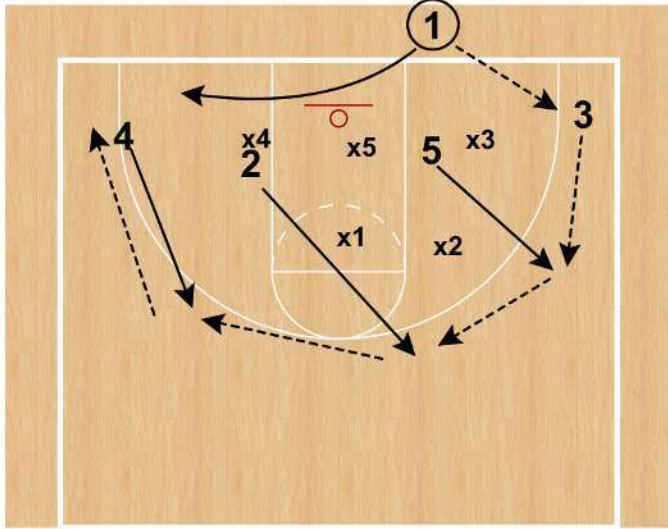


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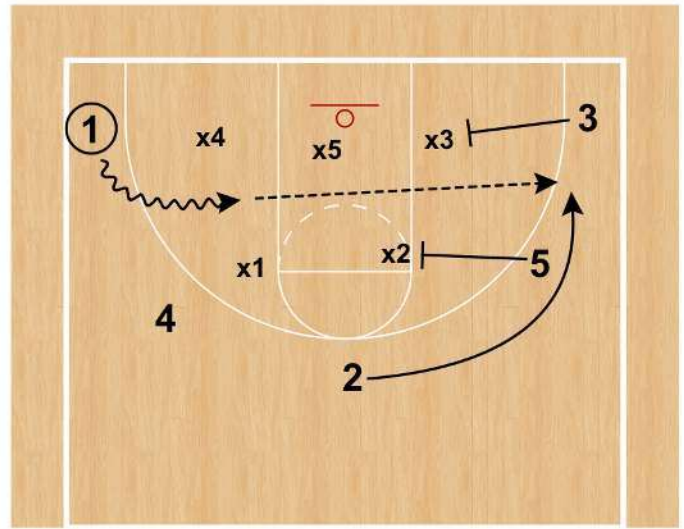


Cary Academy

Thumbs Up - Zone
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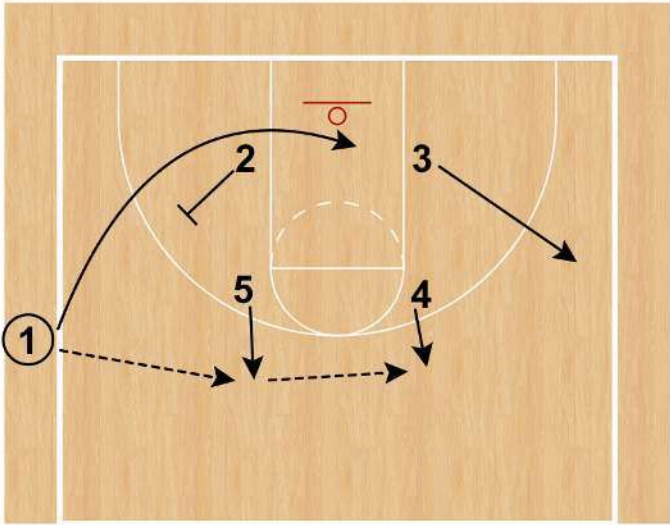


Thumbs Up - Zone
BLOB

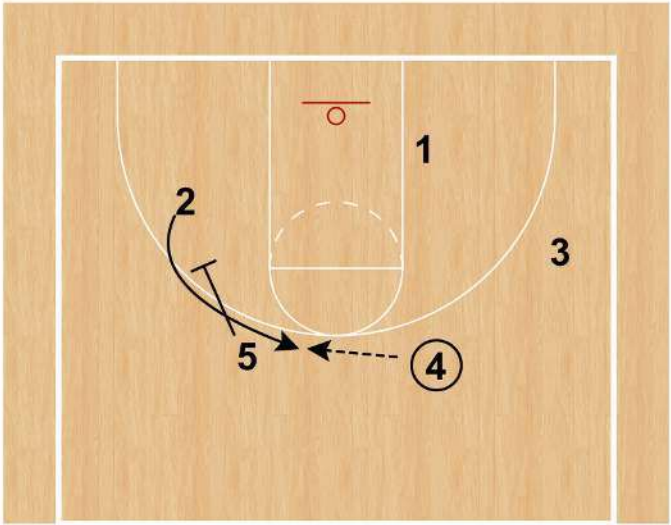


Cary Academy

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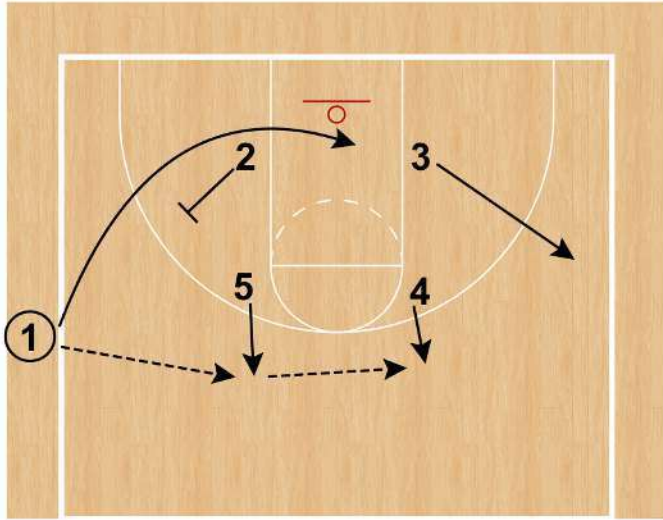


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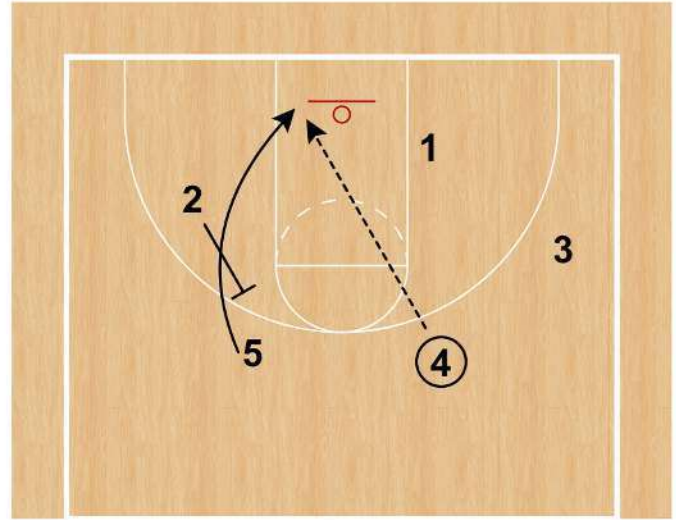


Cary Academy

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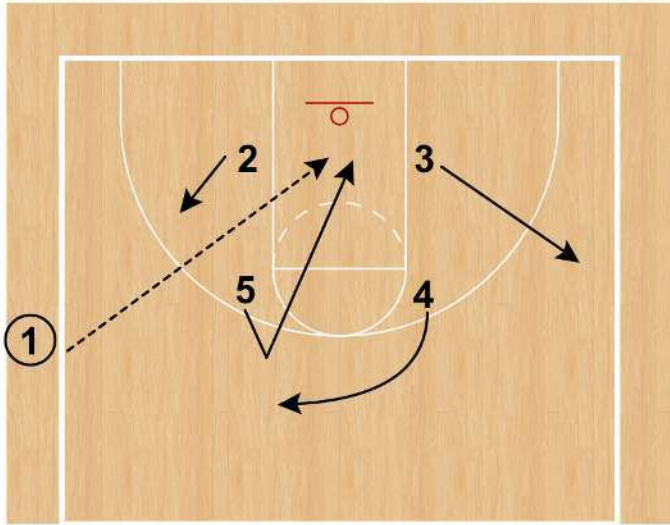


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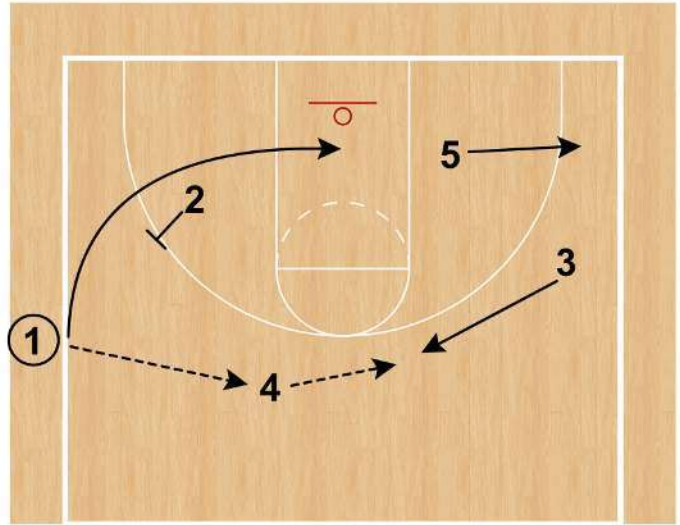


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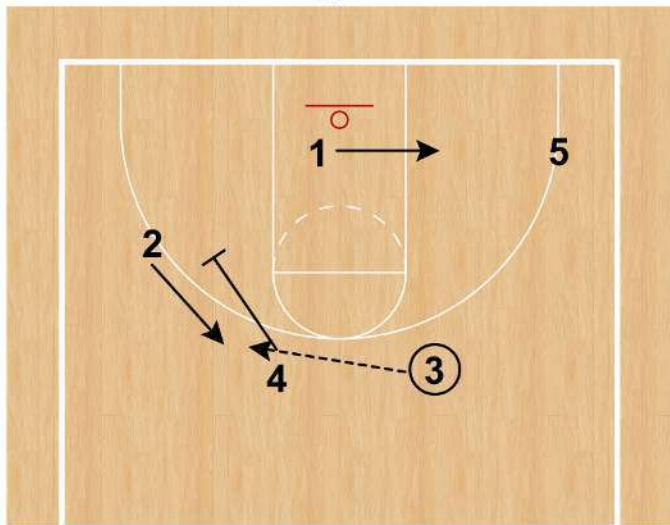
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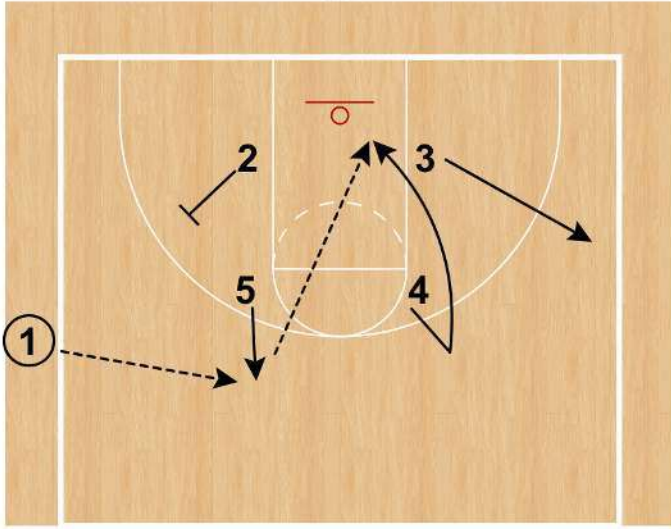


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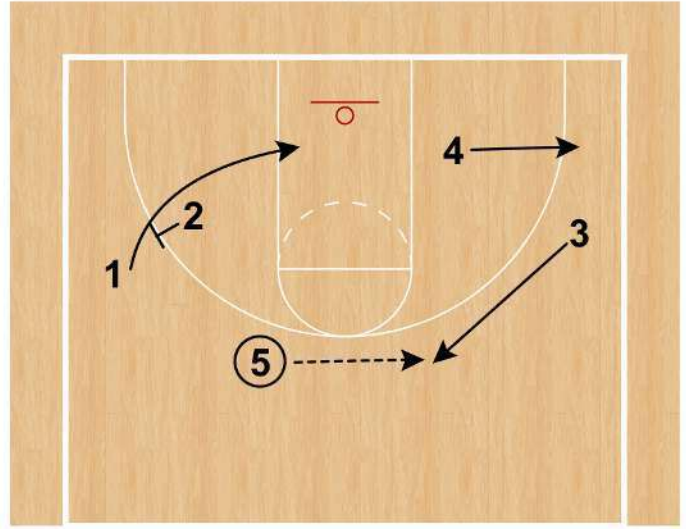


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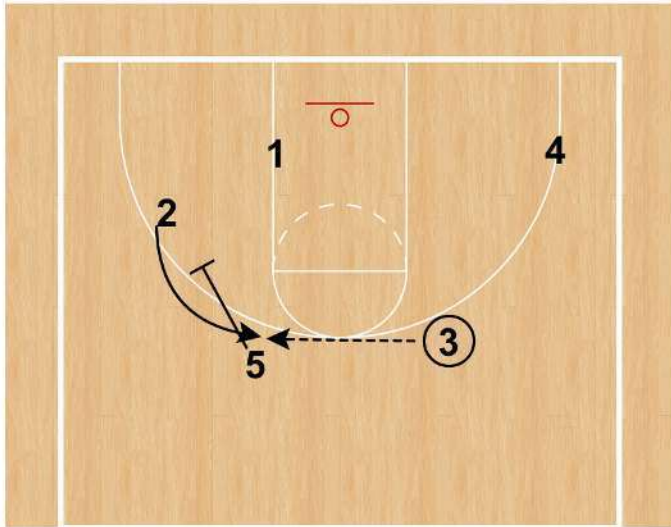
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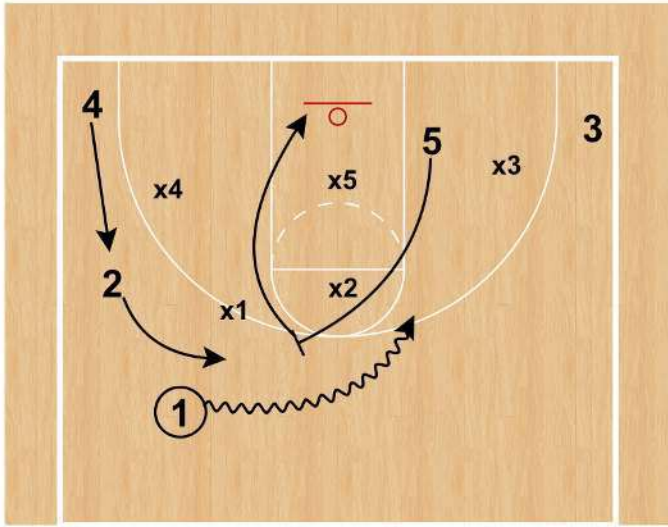


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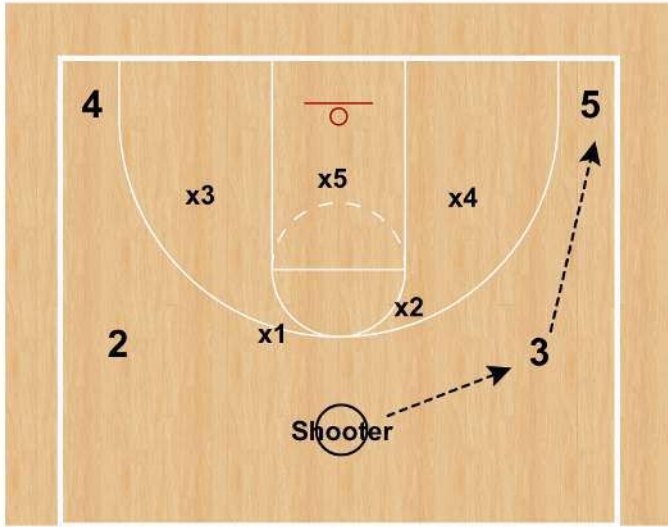
Cary Academy

Fist
Zone Offense

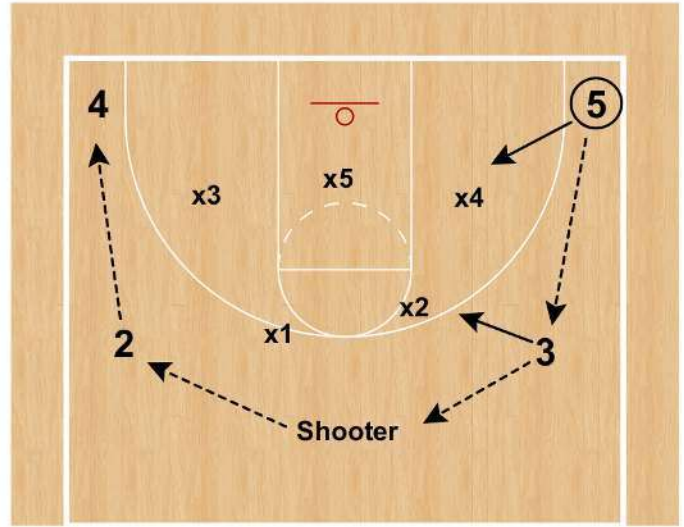


Cary Academy

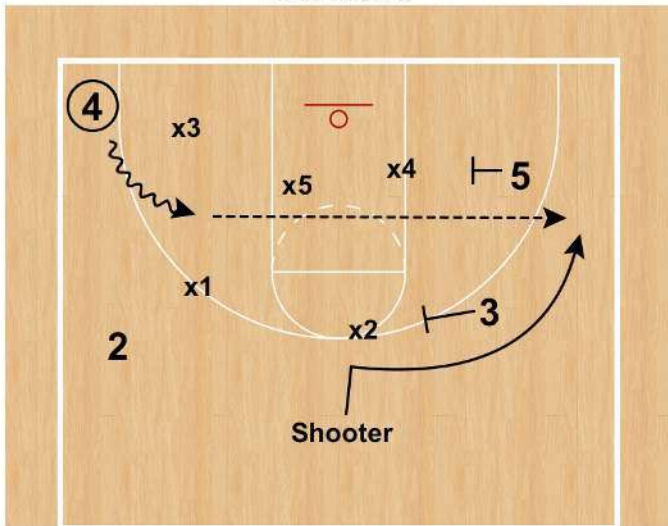
Thumbs Up
Zone Offense



Thumbs Up
Zone Offense



Thumbs Up
Zone Offense





[Connor Harr](#)

Nov 7, 2020

Brent Tipton: 2 Side Transition Zoom Clinic Notes

Coach Tipton did an outstanding job on this clinic if you want to watch the clinic and get much more out of it than the notes I took you can find it below. Along with a link to follow him on twitter.

Clinic Link: <https://www.youtube.com/watch?v=wLmmLnnAqG4>

Twitter Link: <https://twitter.com/coachbtipton?s=20>

Why 2 Side

- Earlier shots hold greater value
- Sprint to create a big advantage

Small Advantage vs Big

- Small= pass or drive first touch decision
- Short closeout arms length away

- Big= Shoot
- Long Closeout= more than an arms length away

Want to Generate “ROB” Shots

- Range Open Balance
- Play paint to great in order to create ROB shots
- “Never more open than when you first catch the ball”
- Use small advantage to create big advantage if you cannot create an early big advantage

Numerical Advantages & Cross Matches

- Numerical Advantage= 3v2, 5v3, 2v1 etc
- Cross match = take closest can not worry about assignment, created with your pace
- Play “Paint to Great” & “Punch to Spray” Punch = Drive, Spray = pass where help came from off drive

Impact of Playing with Space

- “Spacing before advantage, advantage before shot”
- Corner spacing= 2v1's on 2 side
- Generates 2 separate closeouts

- 45 & Corner- Stretch Spacing
- 45- 3 PT line extended instead of FT line extended
- Corner is last spot left open by D rotations
- Pass Early & opposite
- Do not handicap players by dictating pass and dribble

2 Side Teaching

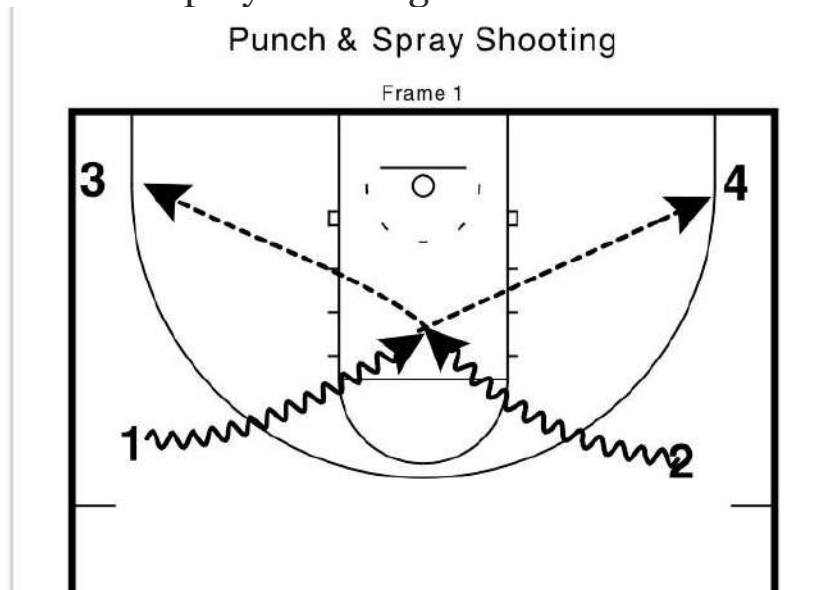
- Inbounder/Rebounder: Nearest, becomes the middle trail man
- PG: Loop and stampede the catch at the nail in the backcourt
- If rebounder comes down in direction of halfcourt become your own outlet
- Hit Aheads>Dribble
- Corners- Spaced Rim level, with width and depth
- 45- Delay and Hug Sideline, stay stretched
- Running Lanes = Small Advantage Sprinting Lanes= Big Advantage
- Corners if you can get behind defense sprint for layup or pull D for big advantage for 45
- 45- create a ROB by catching to put pressure on the rim

Priorities

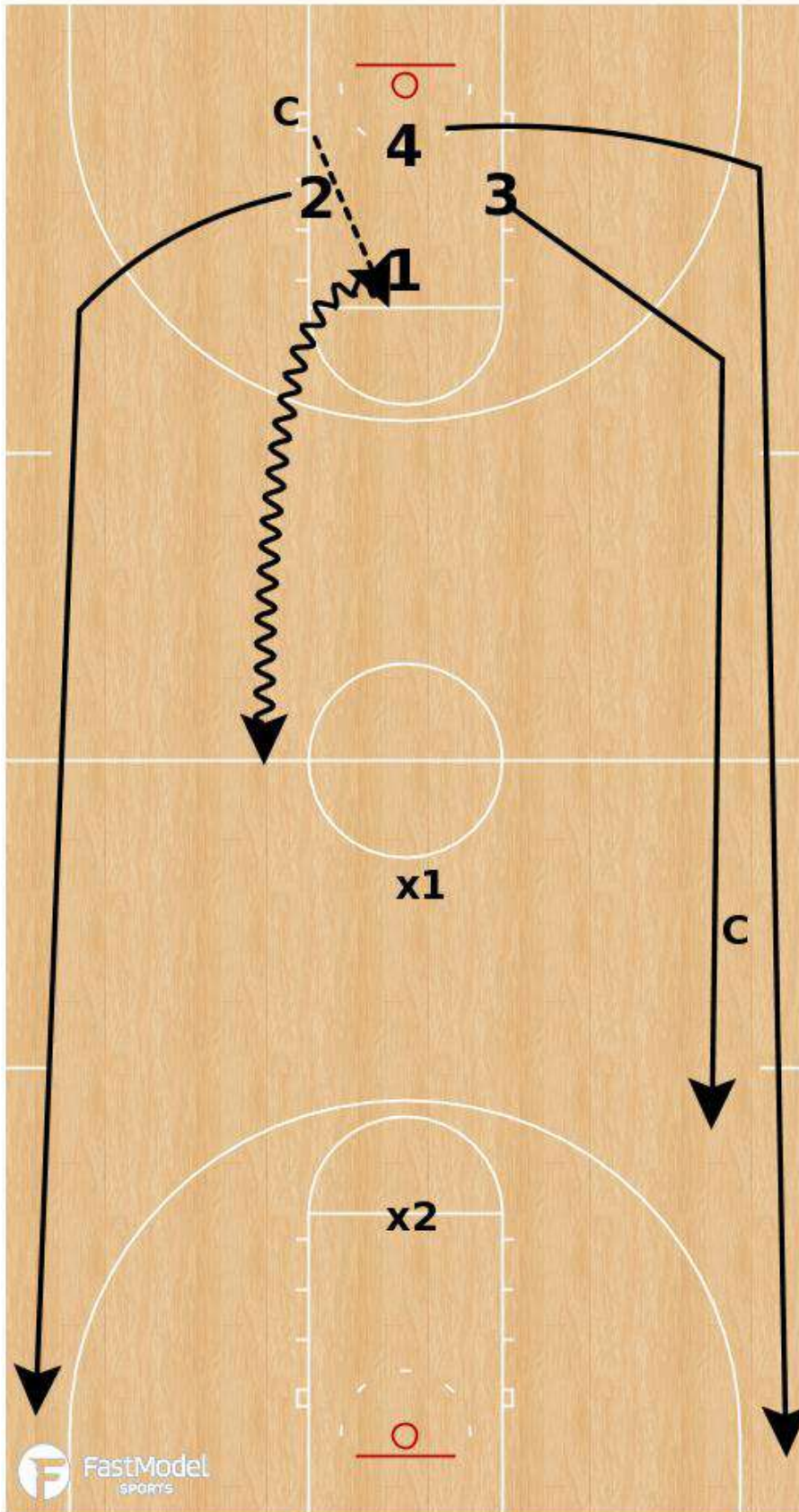
- Sprint & Hug
- Hit Ahead Early & Opposite
- Keep ball hot with first touch decisions
- Early & Opposite = D moves twice “Drive it to move it”

Drills

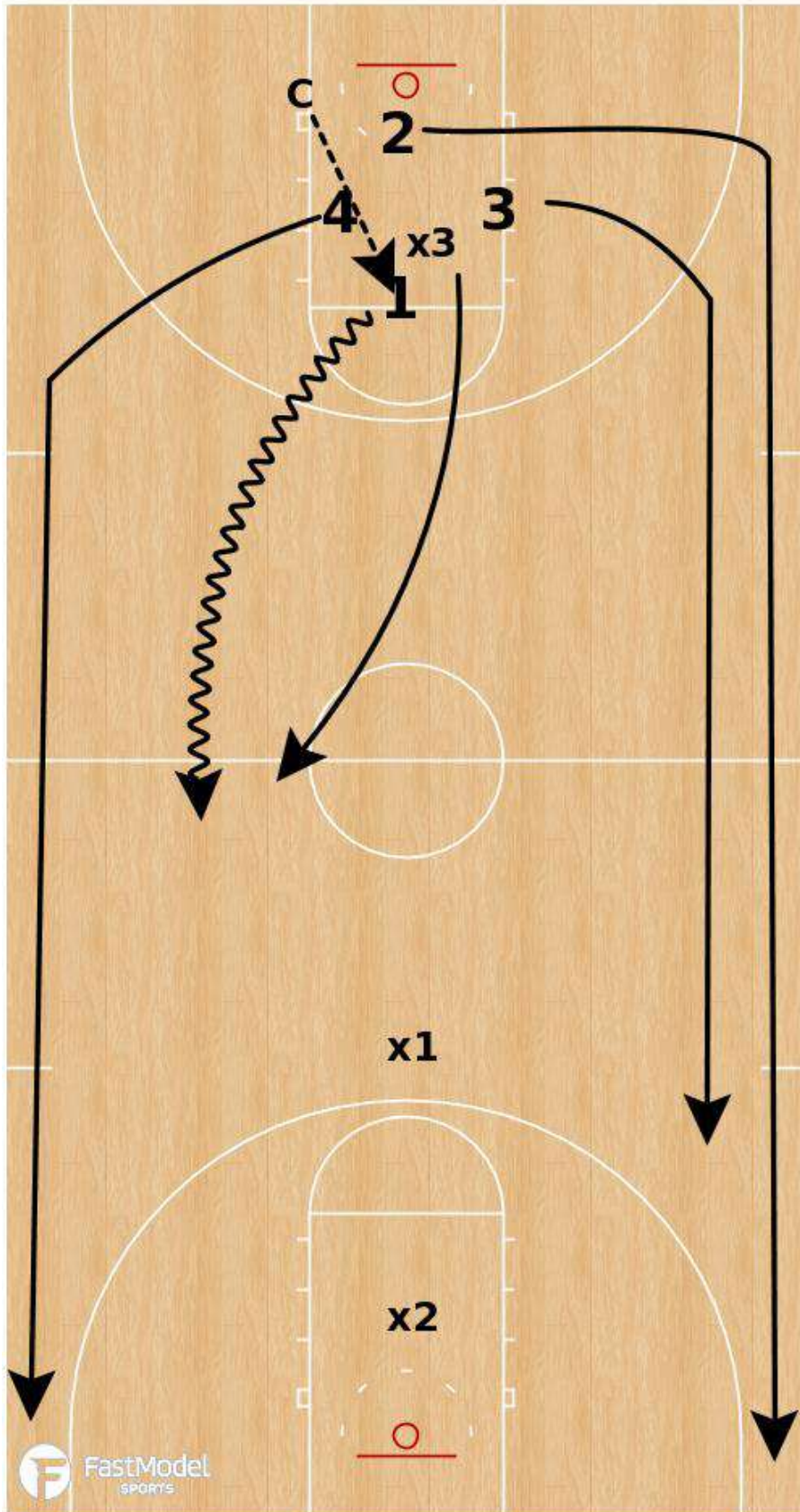
Punch & Spray Shooting



4v2/4v3 Transition

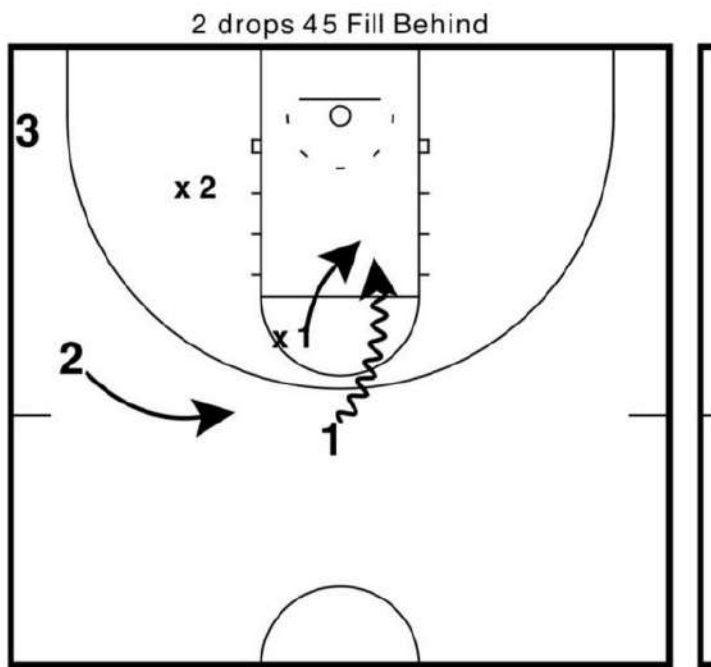
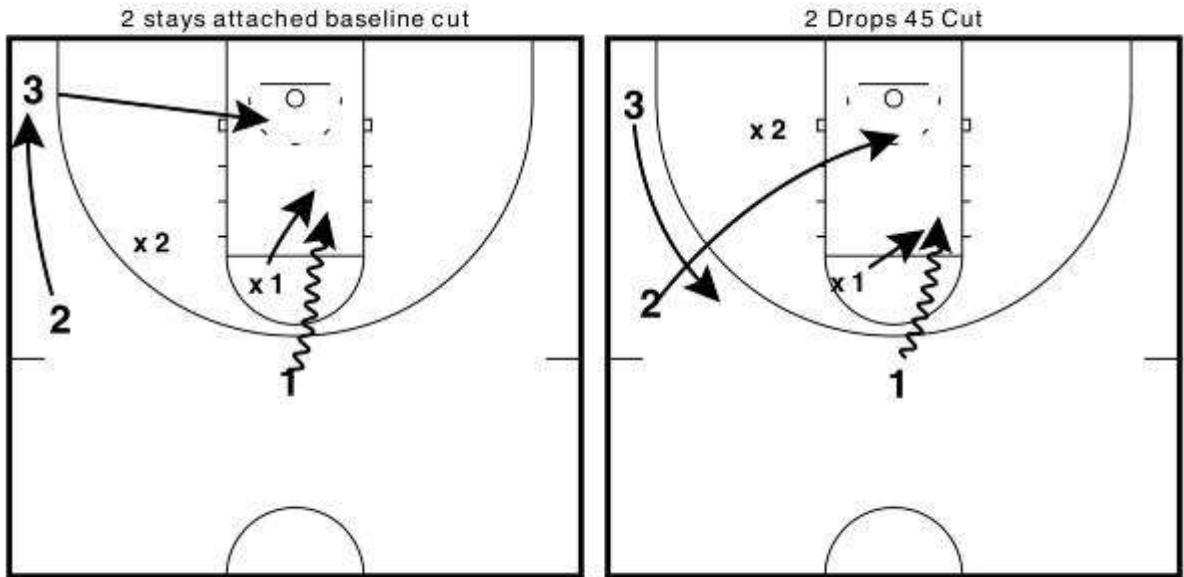


4v3 Transition



3 on 2 on 2 Side

3v2 on 2 side



Chris Mack – Xavier

“Transition Offense”

Philosophy

- They are full disclosure at Xavier – Everything is open
- If you are going to be a good coach you have to have good players (JV Story)
- 6 years as girls JV Coach – Took players to watch Xavier women practice
- “There are a million ways to do things. None are right, none are wrong but you have to believe in it!”
- Must be able to create cheap buckets, they do this by:
 - Offensive Rebounds
 - Out of Bounds plays – 12 to 15 in their package
 - Get some in Transition – Rules in transition are not to handcuff but to organize
- They call their transition (primary break) “Phoenix”
 - When phoenix breaks down they go to their “Flow Game”

Rebounding Rules and Responsibilities

- If the 4 or 5 rebound – Other big becomes the Rim Runner (RR)
 - Rebounder can only outlet to the PG
 - This allows wings to run and there is never any confusion
 - RR – Looking for over the top pass then sealing as deep as possible
- If 1, 2, or 3 rebound
 - They are pushing the ball – all interchangeable in transition
 - Other 2 guards sprint wide = “Split Sides” or “Paired Side”
 - Cannot cross the court – Paired side=no RR interference
 - Get to the deep corner – “Complete Your Run”
 - “Heals on the sideline” – promotes spacing
 - 4 and 5 are in a race to be the rim runner
- Always trying to advance the ball with the pass – “Advance Pass” looks for:
 - Advance Layup – for the RR or the wing
 - Advance Drive and Kick – Opposite
 - Advance and In – Wing post entry
- PG makes the decision to advance pass before half court. Their first dribble should be toward the middle of the court
- If the ball is advanced – Passer must cut opposite
- Pass can go to either wing
 - “Down the Street” – same side as the ball
 - “Across the Street” – advance pass to the opposite wing
- PG will almost never advance the ball to the paired side (unless easy layup)
- If there is no advance pass, the PG will call for a “Drag” ball screen

Drag Screen (on PG Keep)

- PG should probe the lane and try to touch the elbow
- RR clears out opposite to their shooting range (could be out to 3pt line)
- Drag Screener always rolls – even if he is a shooter
- Ball side wing “Trades” (shakes) – PG is reading this guys defender
- If there is a switch – get the ball inside ASAP
- “Stupid Rule” – if you help toward the ball as it comes toward you
 - Drive and Kick - Hit the open man (keep them in rotation)
- Drag on Advance Pass (or paired side)
 - 4/5 will pop or roll based on their strengths
- If there is an advance pass to a guy that cannot come off a drag screen
 - Look for a quick High/Low or direct post entry pass

Double Drag

- Two ball screens when both bigs are behind the ball
 - First guy rolls – Automatic
 - 2nd guy can roll or pop – based on their strengths
- On double roll the first guy rolls to opposite block
- You can double drag on an advance pass

Step Up Screen

- Use this option if the RR sucks at posting up
- All these actions are not set plays, they are actions that flow
- Will run all these options the same on any miss (against Man or Zone)

Carolina Series

- Secondary break series if the opposing team scores
- 4 man takes it out every time
- Wings must be on “Split Sides” and are looking for initial “Phoenix” options
 - ie. Advance passes and layups
- Limit their Carolina options to 2 or 3 different things.
 - “We want to teach movement not plays, there is too much scouting”
- All secondary breaks flow into “Flow Game” – B.S continuity or Motion

‘Run the Circuit’ Drill

- Cannot miss a layup or the group goes back to the start
- 5 trips in 30sec else they go again
 - Trips 1 and 2 = Down/Across the Street Layup
 - Trip 3 = 5 man RR Layup
 - Trip 4 = PG direct drive layup
 - Trip 5 = 4 man drive after catching from trail spot
- Use this drill to “Start practice off with a bang”

Breakdown Drills

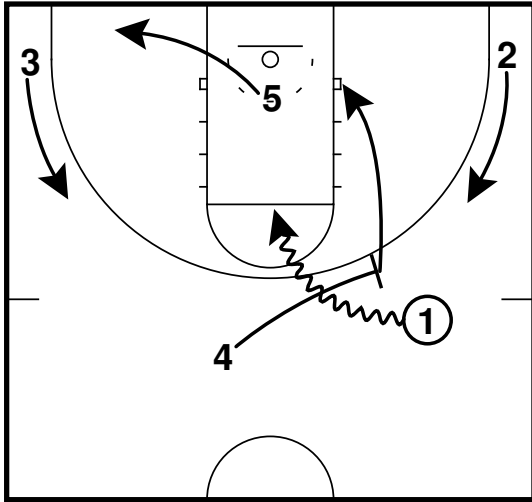
- All break down drills are what they do. eg. Bigs = Over the top catch/finish
- Reach out layups
 - 1 dribble layup → 2 foot power layup → Pullup → Up & under step thru → Euro Step → Perimeter to post
 - “Use your shoulder as a weapon” when finishing in transition
 - Perimeter to Post – “Flip your hips” to survey the floor
- Seal drill
 - No dribbles, start shoulder to shoulder
 - Coach shoots it, rebounder outlets to either guard
 - Guards can skip to so big can have chance to seal
 - On a miss, rebounder must outlet before scoring
 - 1st to score wins

Additional Thoughts

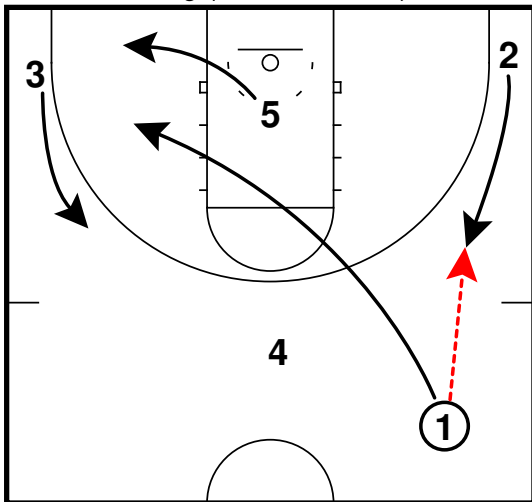
- “Transition post D is very difficult” - look to throw it in early
- 1 and 2 are always getting back for transition defense – they never crash
- When passing around the basket “Make a bounce pass, there are human beings on defense”
- They want to build up
 - Don’t want to be their best at the start of the year
 - Will get in better shape as the season goes on
- Switching ball screens will trigger their “7 cut”
 - Quick slip to the rim
- “If you catch the ball with 2 feet in the paint you cannot dribble” – score it
- Back of practice plan has: Team1, Team2, Team3, Team4, Team5,
 - Have guys on multiple teams that will play multiple positions
 - Helps 5 on 0 because you know they get reps at each spot

Chris Mack - Xavier

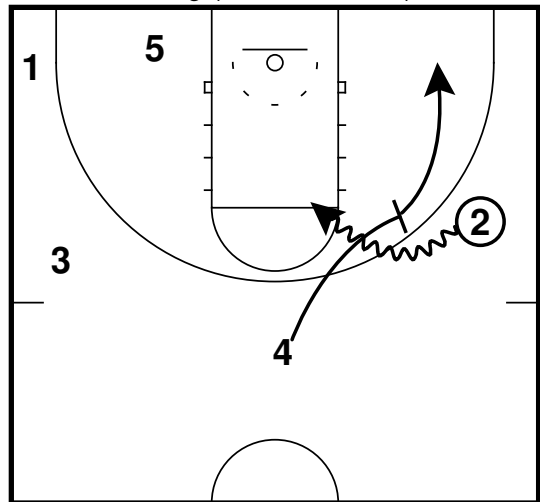
Drag (PG Keep)



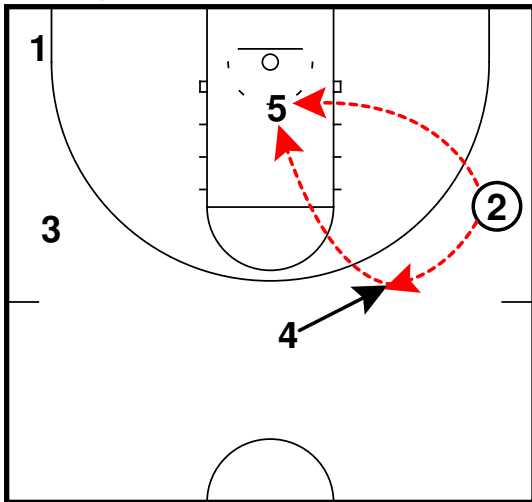
Drag (Advance Pass)



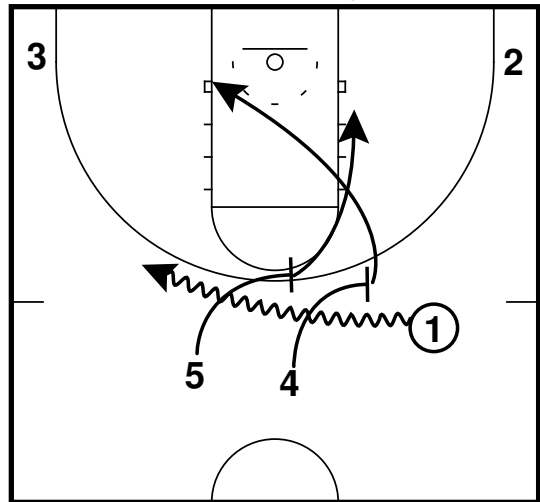
Drag (Advance Pass)



Drag Advance (Poor Ball Handler)

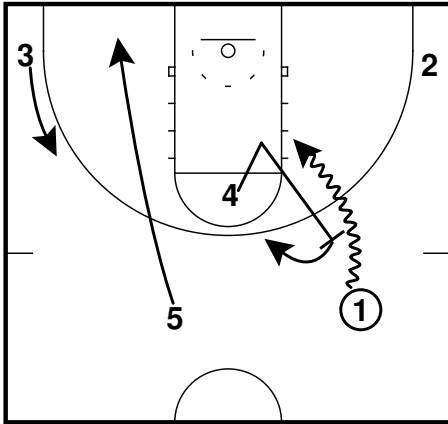


Double Drag



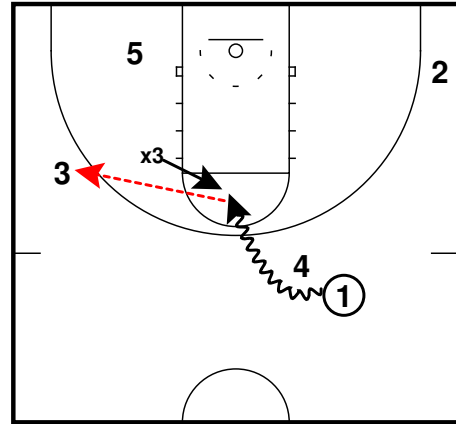
Chris Mack - Xavier

Step Up Screen



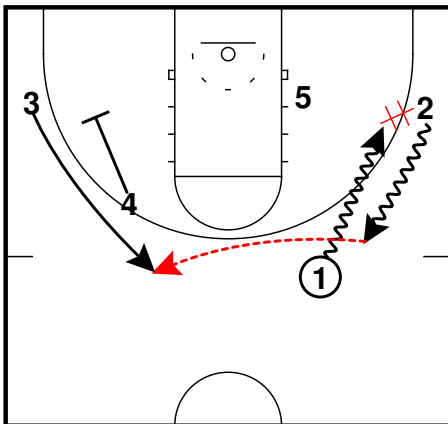
5 goes out wide to his shooting range

"Stupid Rule"

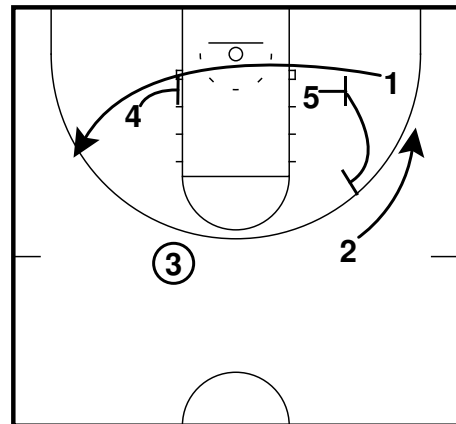


x3 = "Stupid" - Allows for kick out 3 or 'one more' pass for layup

Carolina Out

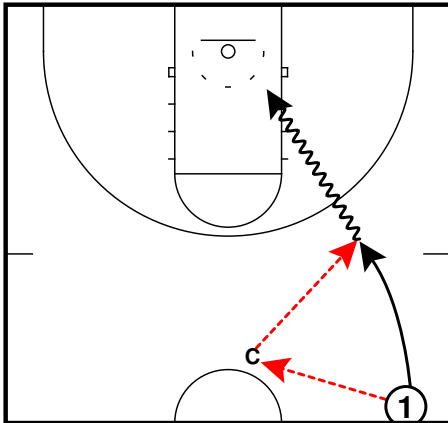


Carolina Out



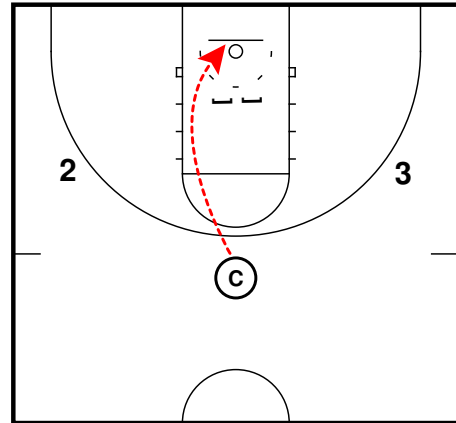
3 can pass it to either the 1 or the 2. Right into their "Flow Game"

Reach Out Layups



1 dribble layup-> 2 foot power-> Pullup-> Up and Under-> Euro-> Perimeter to post. Both Sides

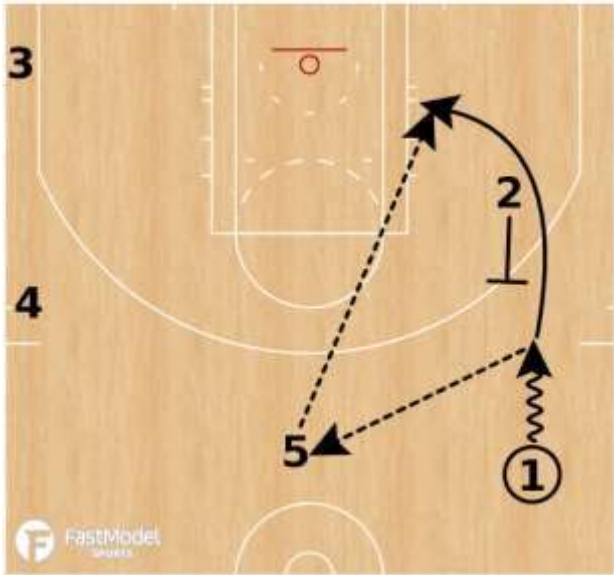
Seal Drill



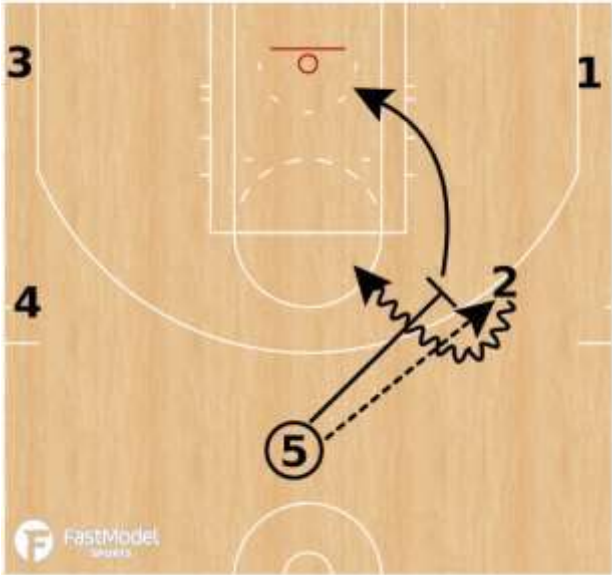
Bigs shoulder to shoulder. No dribbles, rebounder kicks it to a guard and seals. Guards can skip pass. 1st to score win.

Delay Options (D'Antoni)

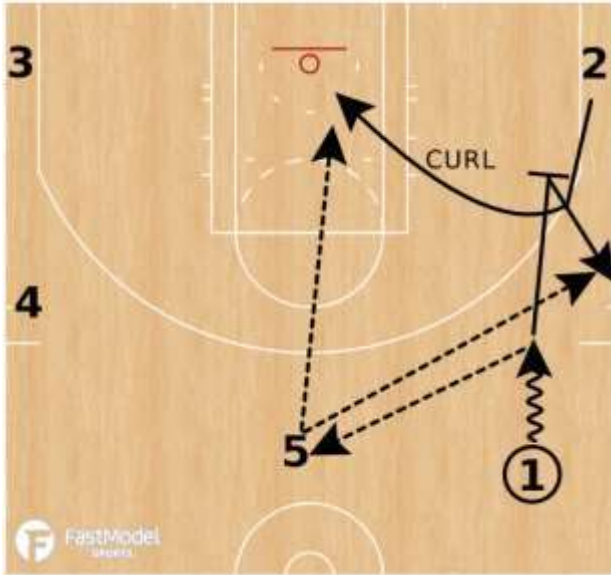
Some "Delay" options from Mike D'Antoni's early offense package.



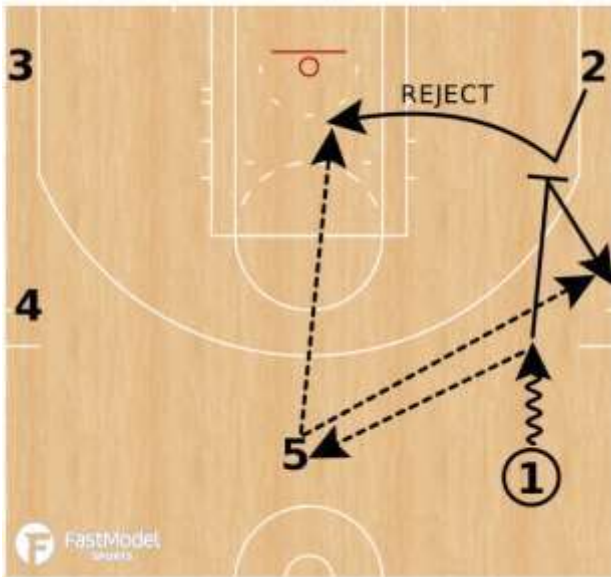
Delay - STEP



Delay – STEP Cont.



Delay – INSIDE CURL



Delay – INSIDE REJECT

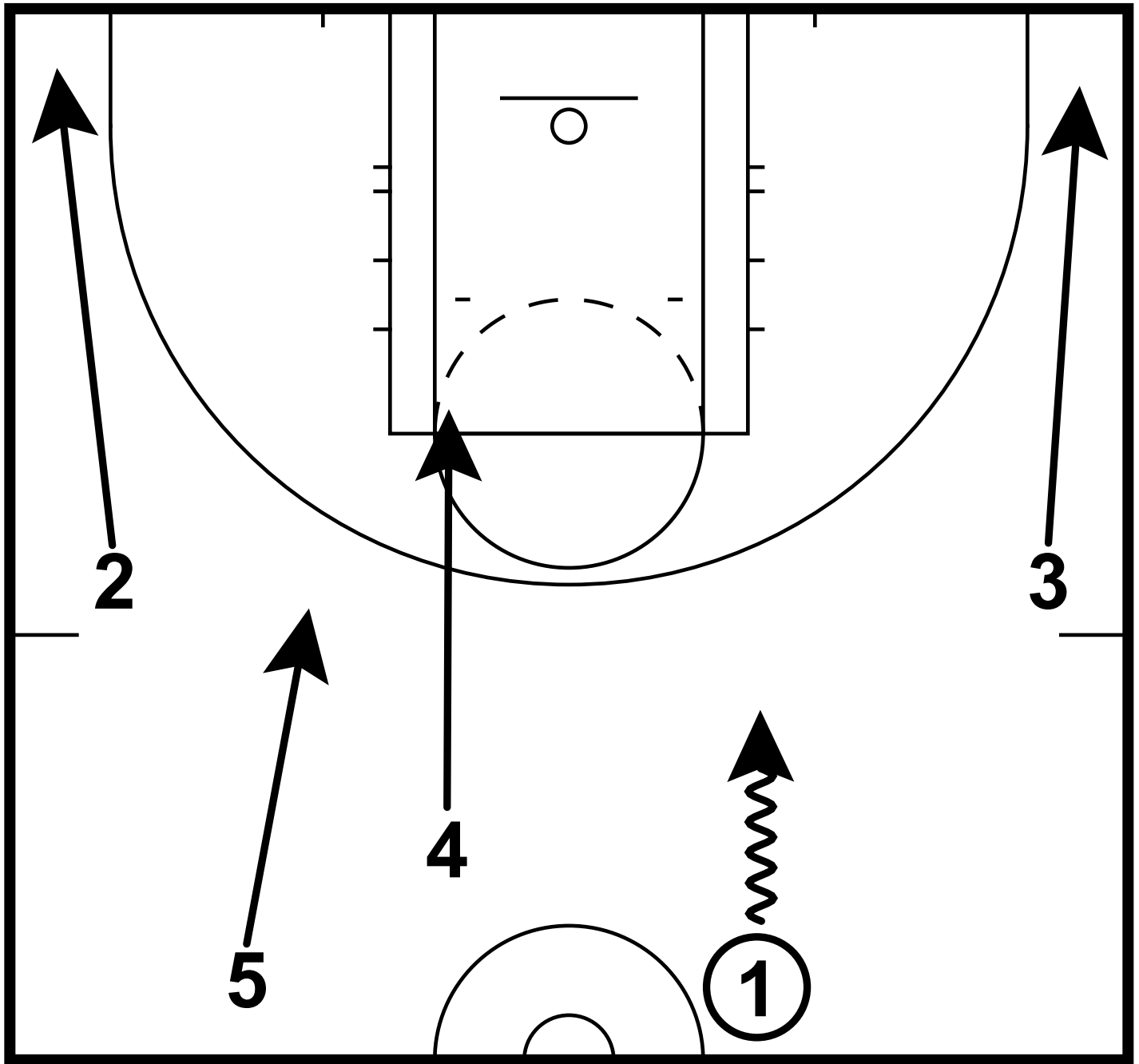


Delay – WEAK



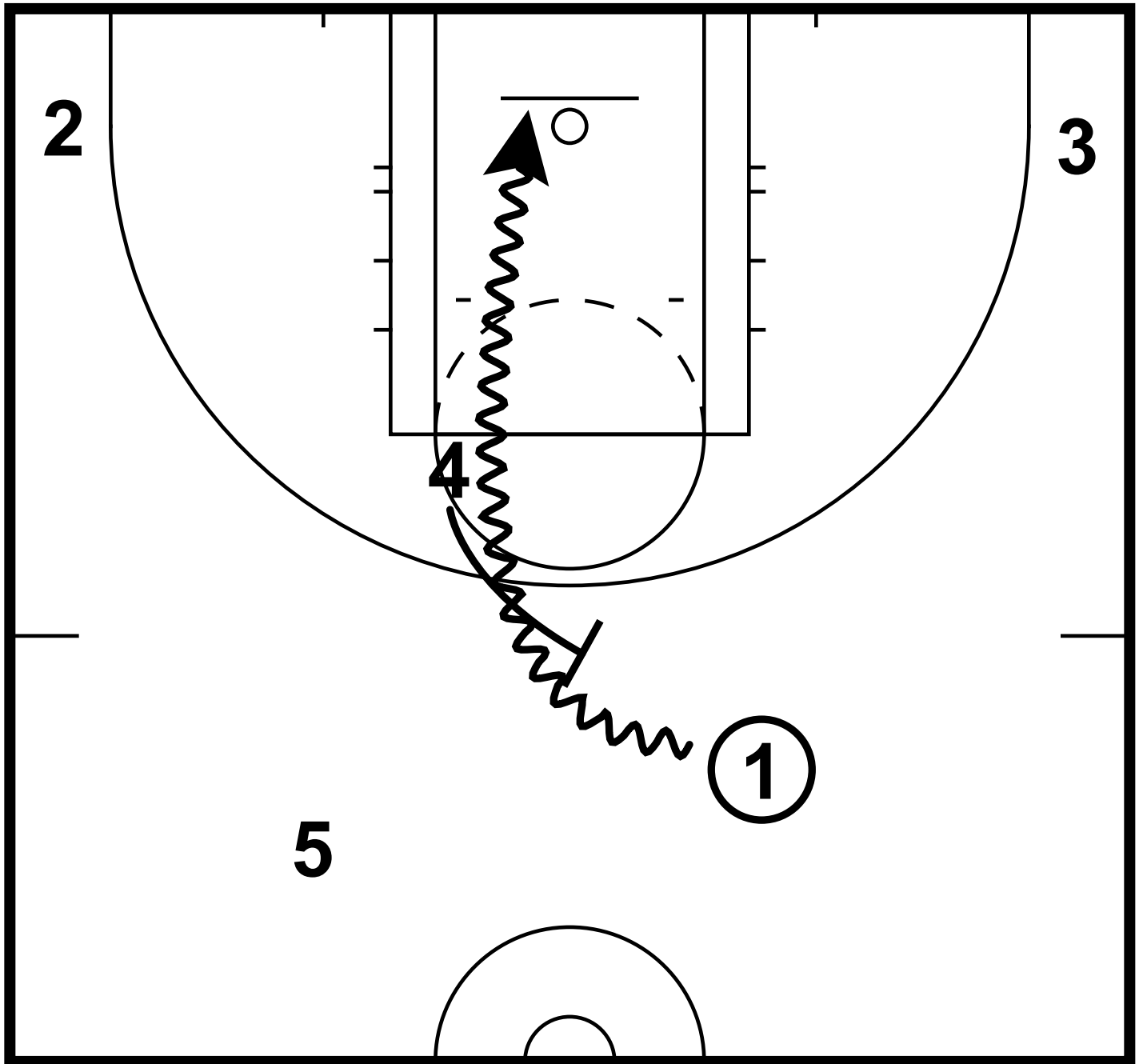
Delay – GO

Early Drag (Set Up)
FastDraw User Submission



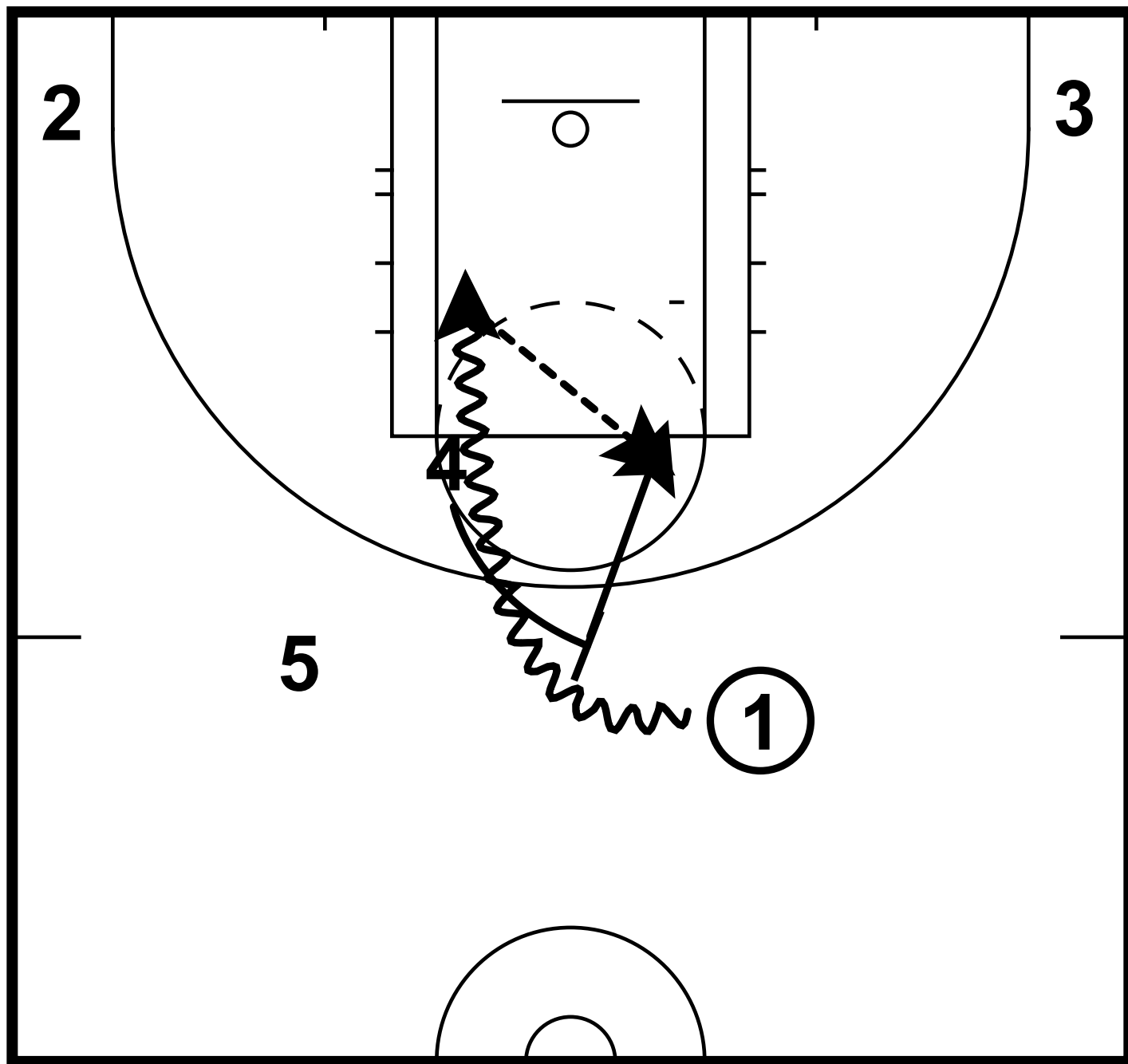
2 and 3 spread the floor in transition by filling each corner wide as the 1 brings the ball down in the slot. First post down (4) Runs the Floor as the Second post (5) trails the play. This is the set up for early offense in transition.

Option 1 - Use Drag Screen
FastDraw User Submission



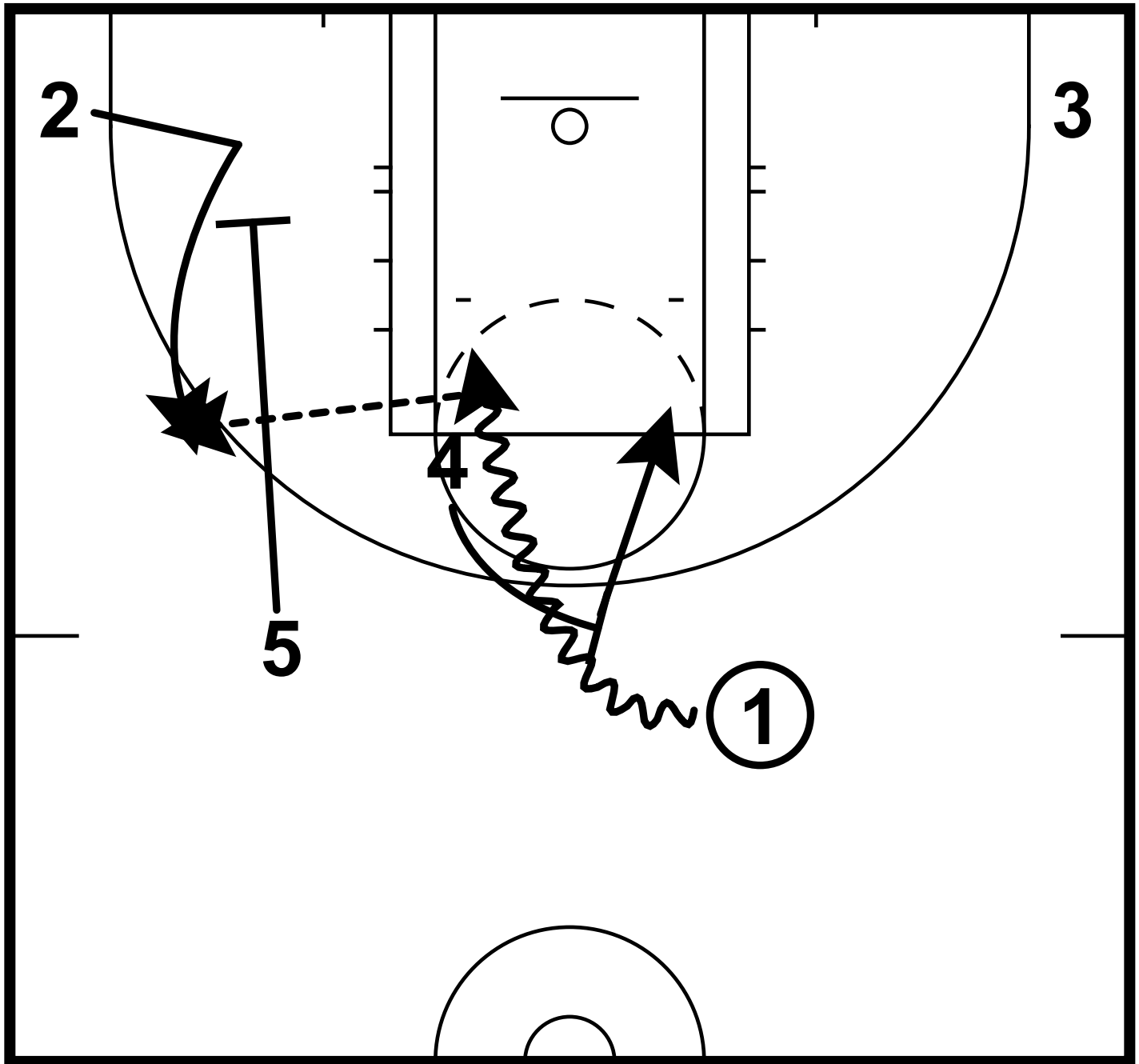
As the Early Drag is called, the 4 sprints back to the top of the key to set a screen at the split line for the 1 to attack the lane, if screener's defender fails to funnel the ball handler out of the lane, this can lead to an open lay up in transition.

Option 2 - Short Dive from the Screener
FastDraw User Submission



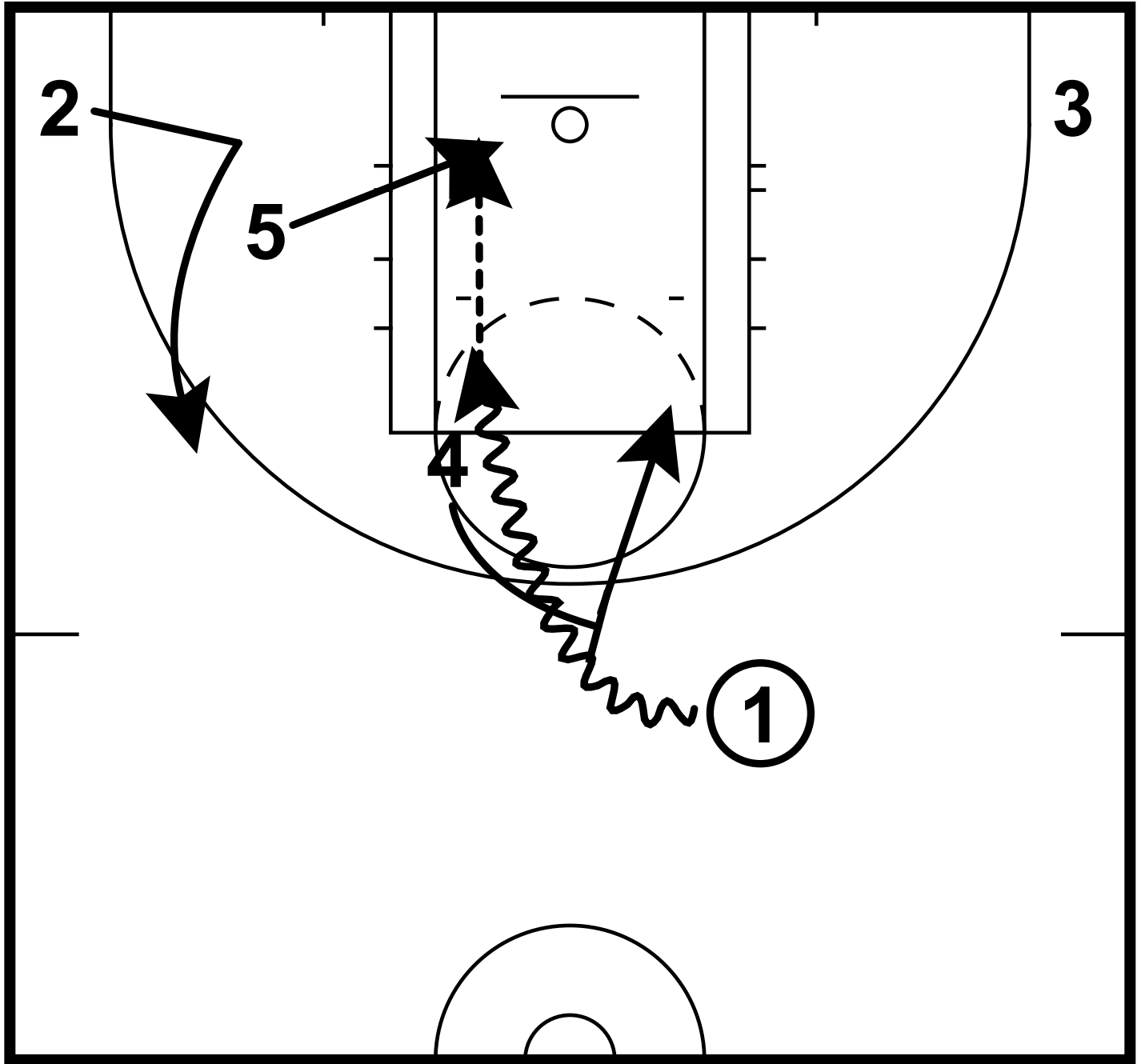
If the screener's defender does their job to funnel the 1 out of the lane or slow down the dribble penetration as the guard's defender fights back into guarding position, the 4 can be open on the short dive. On the catch, the 4 has the option to shoot or drive based on the help defense.

Option 3 - Pin-Down
FastDraw User Submission



A secondary action can be built as the Early Drag is initiated through the 5 and the 2. As the 4 sprints up to set the screen at the split line, the trailing 5 can sprint to set a pin-down for the 2 in the corner, looking to free up the shooter coming up to the wing as the 1 comes off of the drag screen. Again, in early offense, defense may be out of position and allow quick actions to create an advantage for the offense.

Option 4 - Slip off of Pin-Down
FastDraw User Submission



As the pin-down is set and the 2 is coming up to the wing, the 5 can have the option to slip to the rim. Their defender may be showing on the pin-down to discourage the pass as the 2's defender is fighting over, so this read will be made based on the coverage. Timing will allow the slip to happen as the 1 comes off of the Early Drag for optimal efficiency.

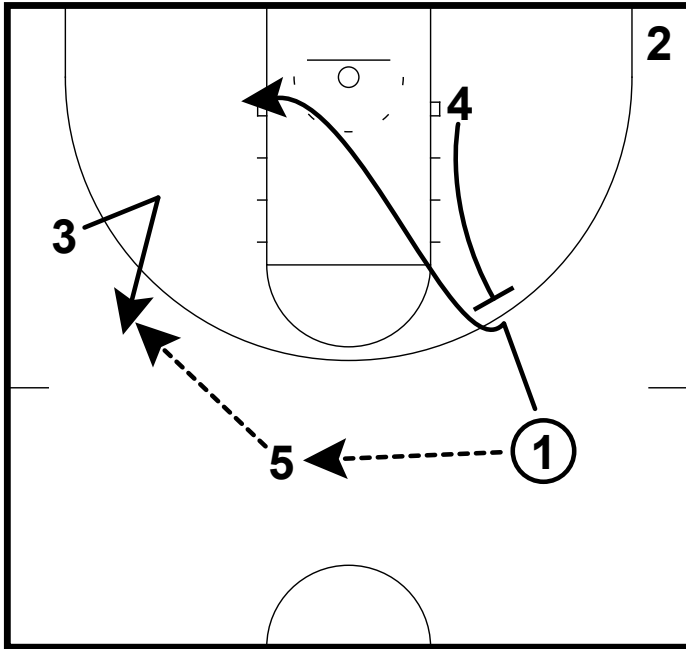
Early Offense - 4 out 1 in

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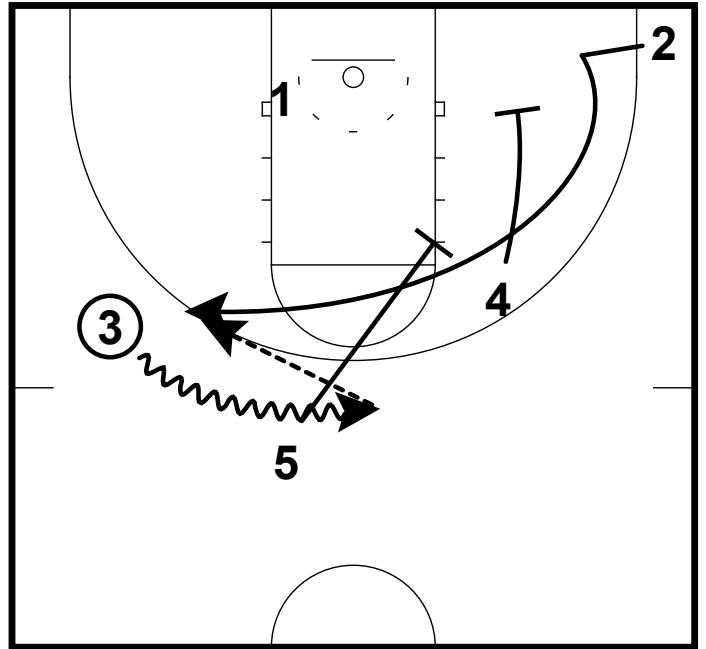
1.	Early Offense	2
1.1	Double	2
1.2	Drag	3
1.3	Flex	3
1.4	Miami	4
1.5	Post Iso	5
1.6	Quick Strike	5
1.7	S-T-S	6
1.8	Slice	6
1.9	Spurs	7
1.10	Triple	7
1.11	UCLA Reverse	8
1.12	UCLA SPNR	9
1.13	UCLA Stagger	9

Early Offense

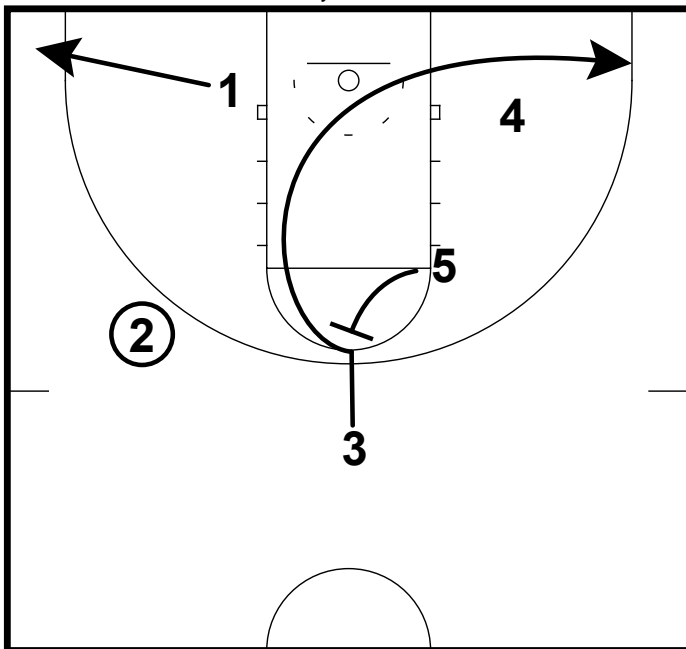
Double
Early Offense



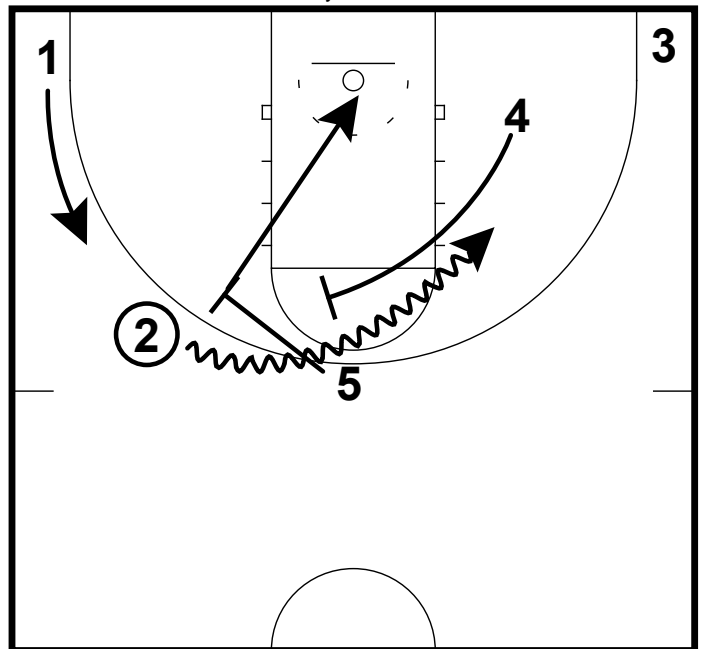
Double
Early Offense



Double
Early Offense

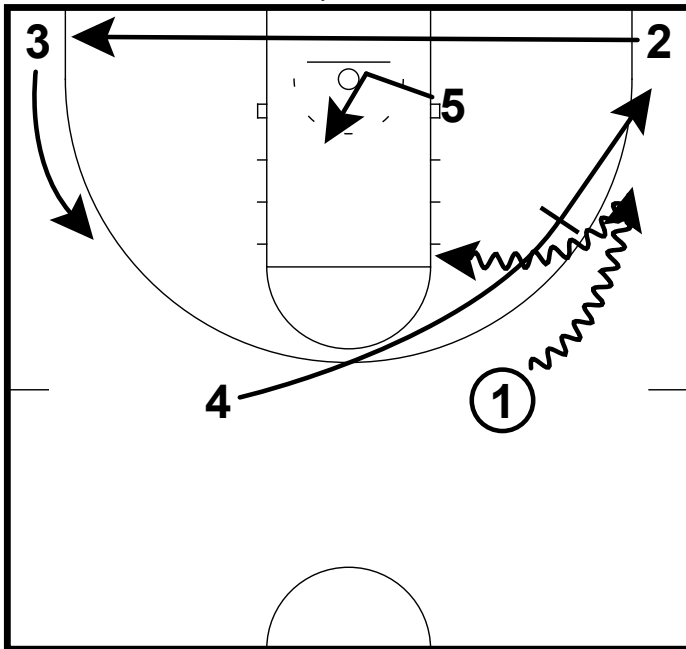


Double
Early Offense



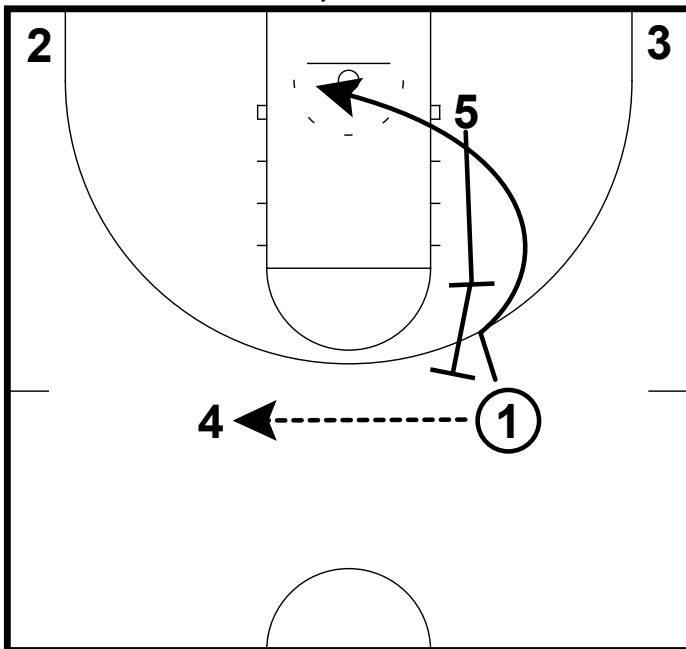
Early Offense

Drag
Early Offense

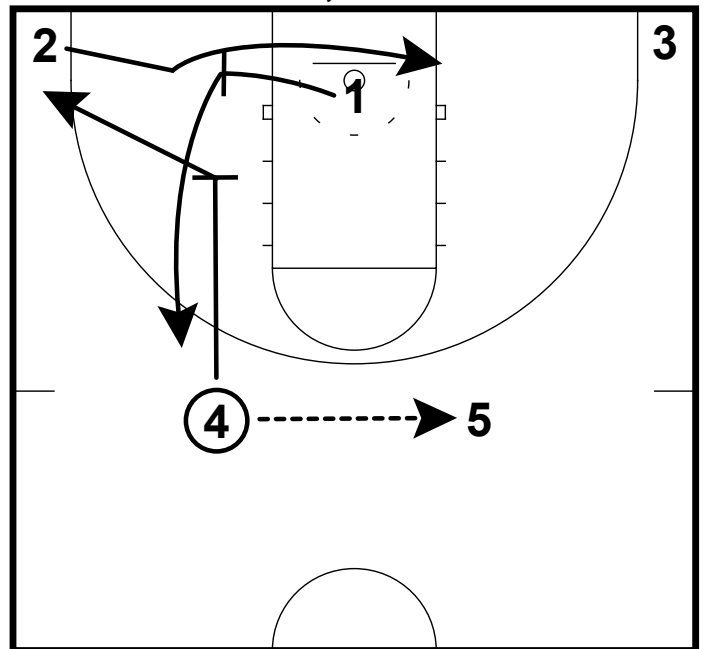


5 Man try and get your defender on your hip/back on the outside and seal hard on drive

Flex
Early Offense

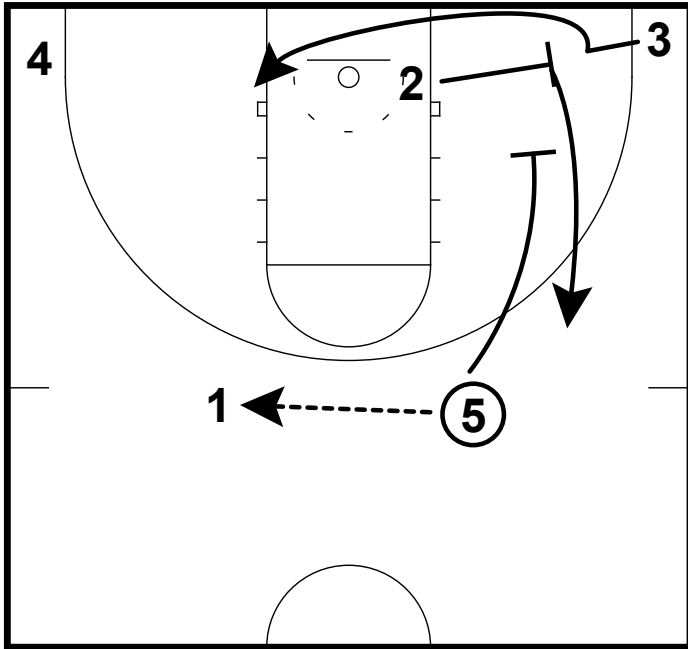


Flex
Early Offense

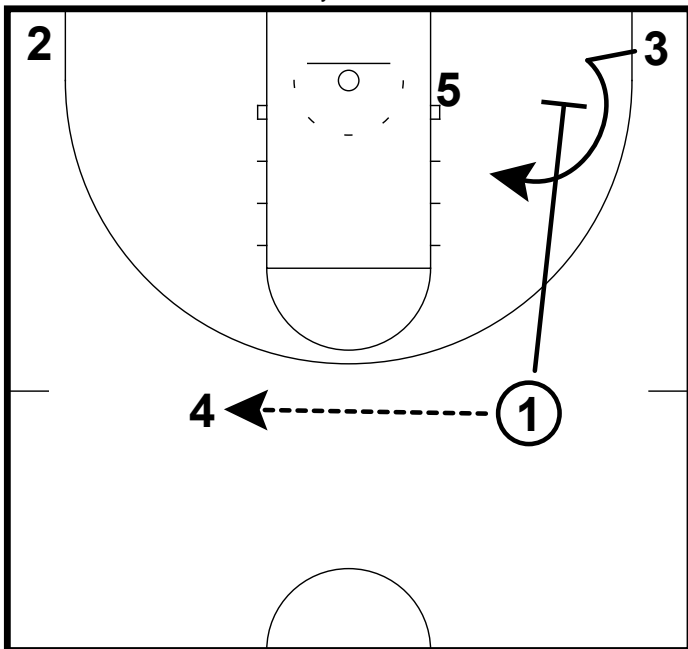


Early Offense

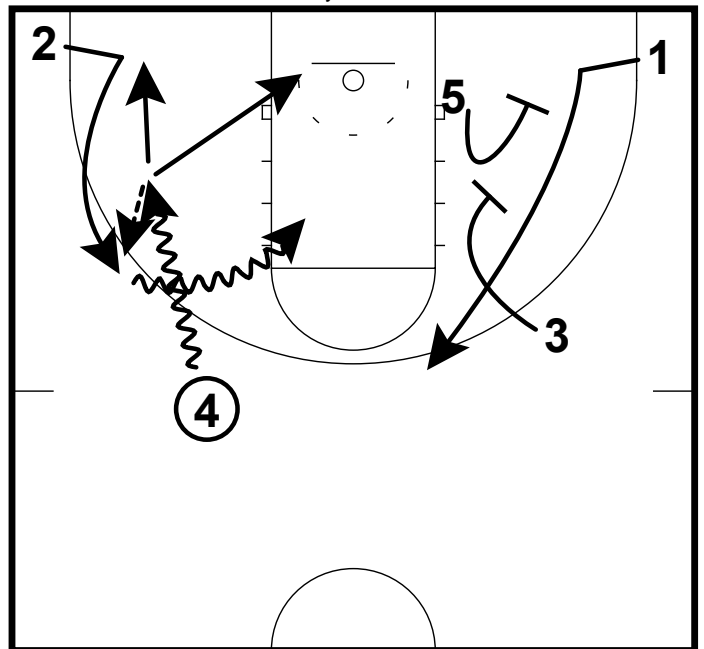
Flex
Early Offense



Miami
Early Offense

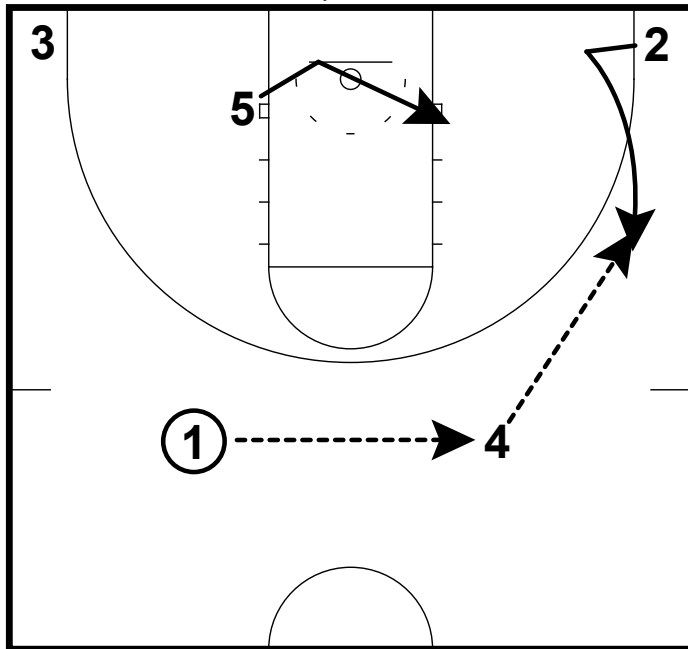


Miami
Early Offense

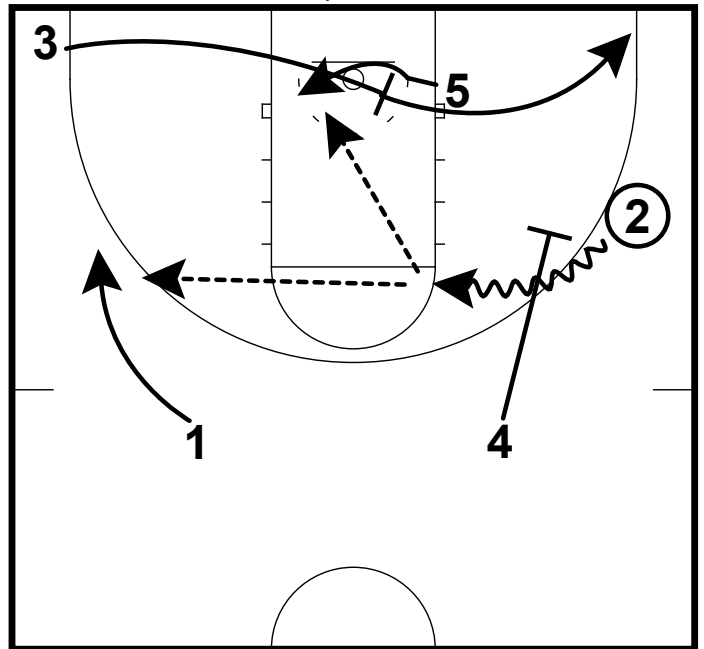


Early Offense

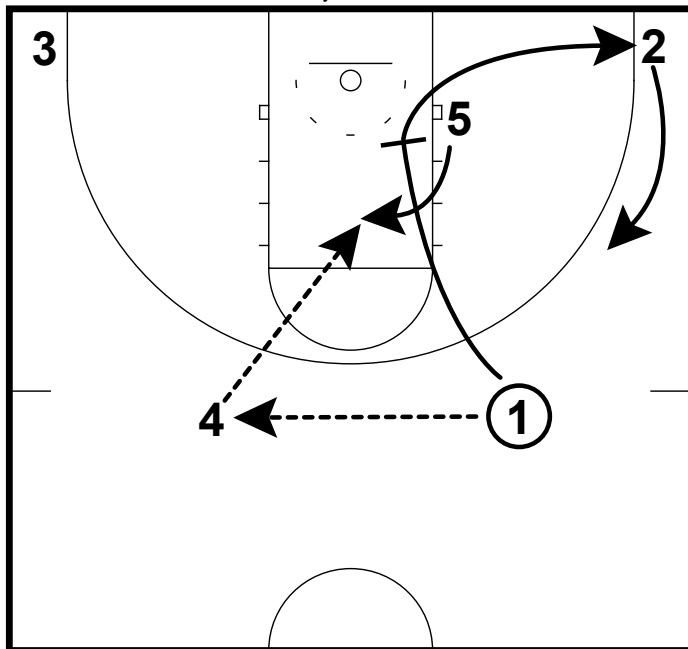
Post Iso
Early Offense



Post Iso
Early Offense



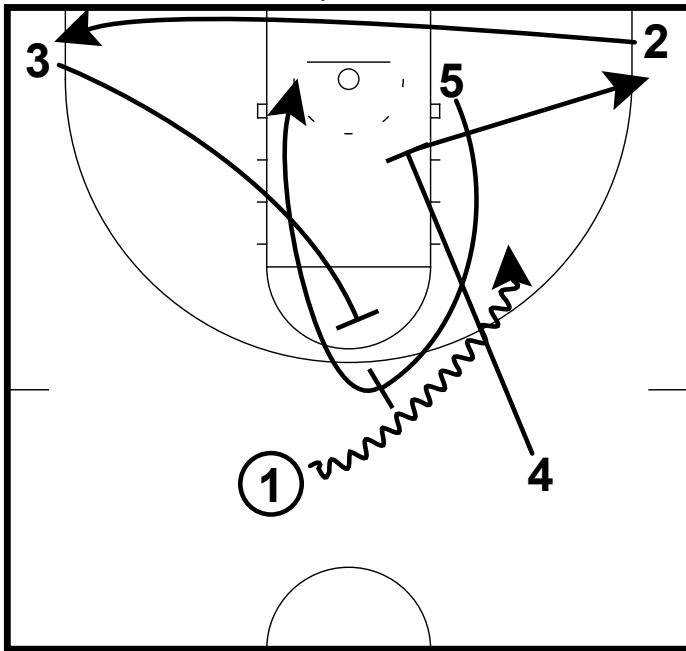
Quick Strike
Early Offense



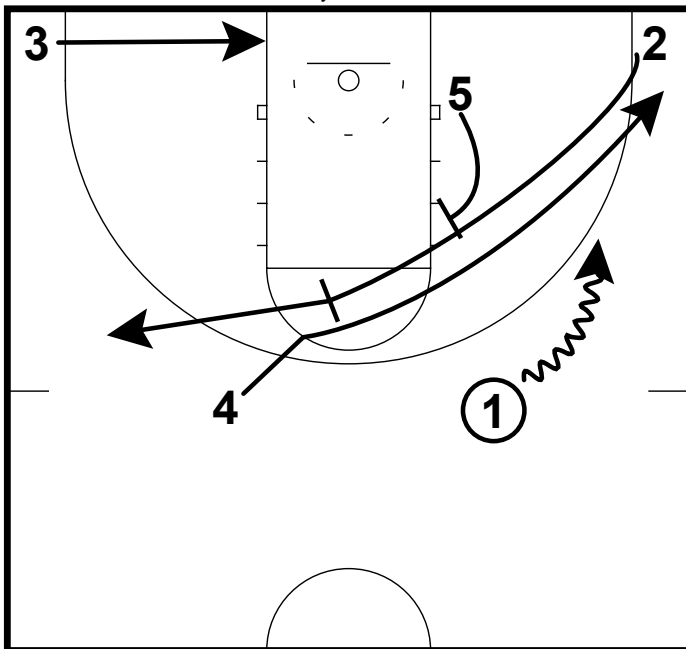
5 man goes 1 on 1 with the floor space

Early Offense

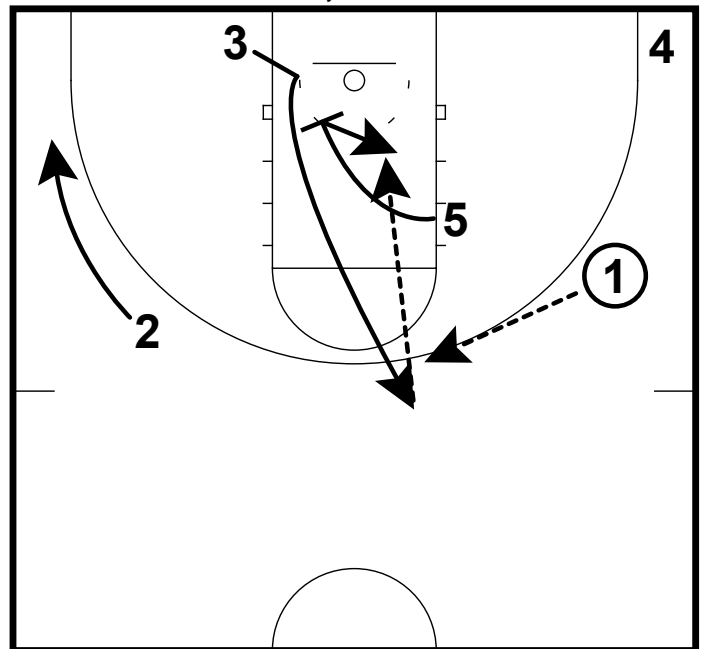
S-T-S
Early Offense



Slice
Early Offense



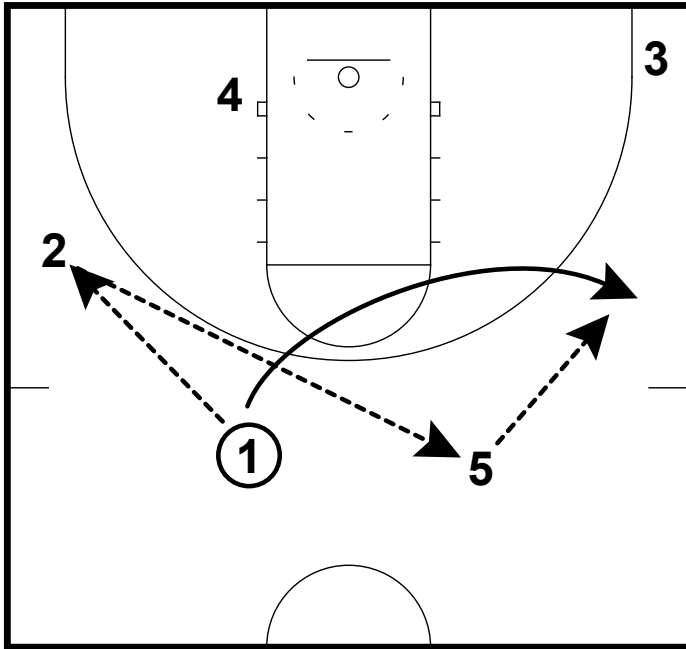
Slice
Early Offense



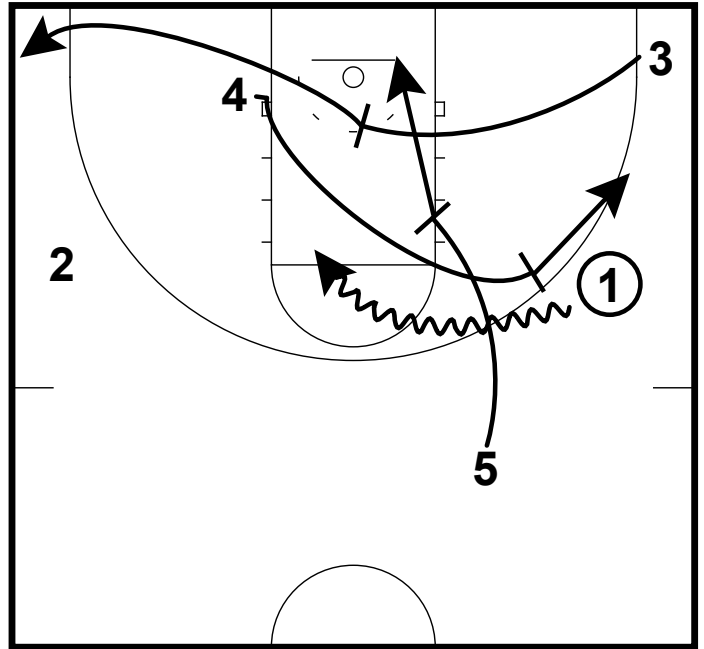
The 5 man screens the 3 and tries to turn and seal him in the post

Early Offense

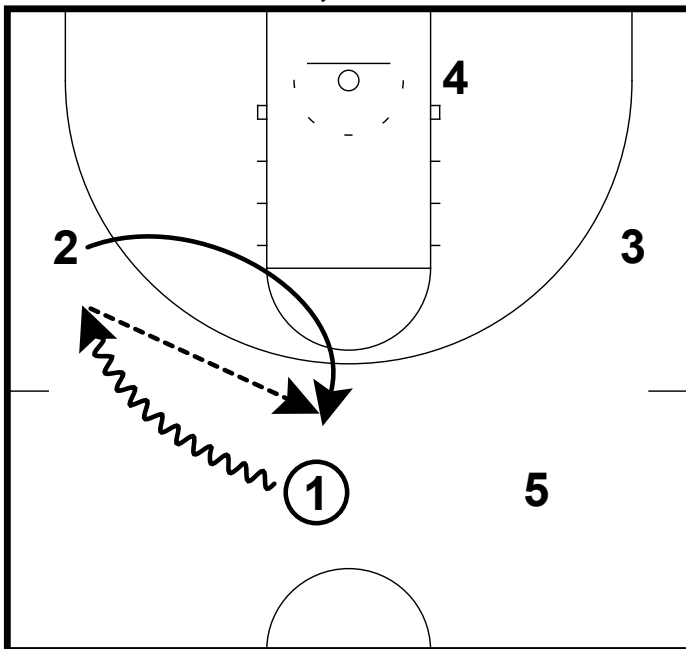
Spurs
Early Offense



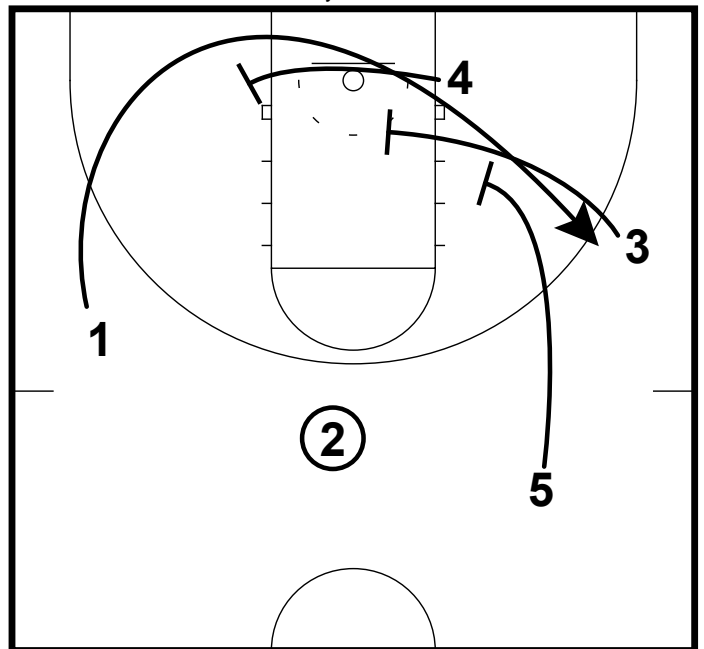
Spurs
Early Offense



Triple
Early Offense

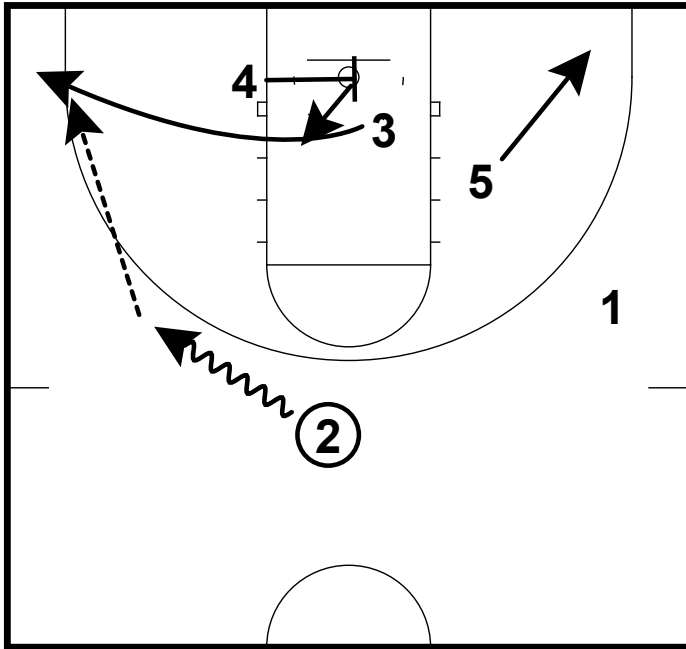


Triple
Early Offense

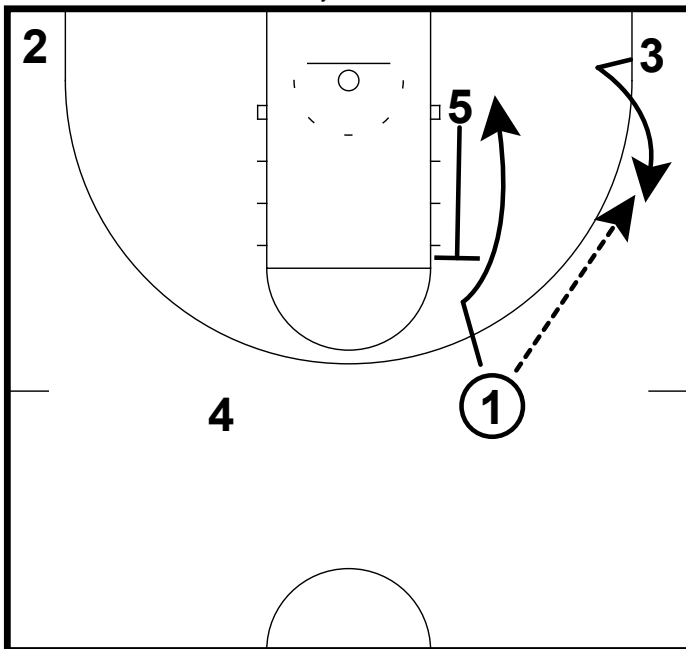


Early Offense

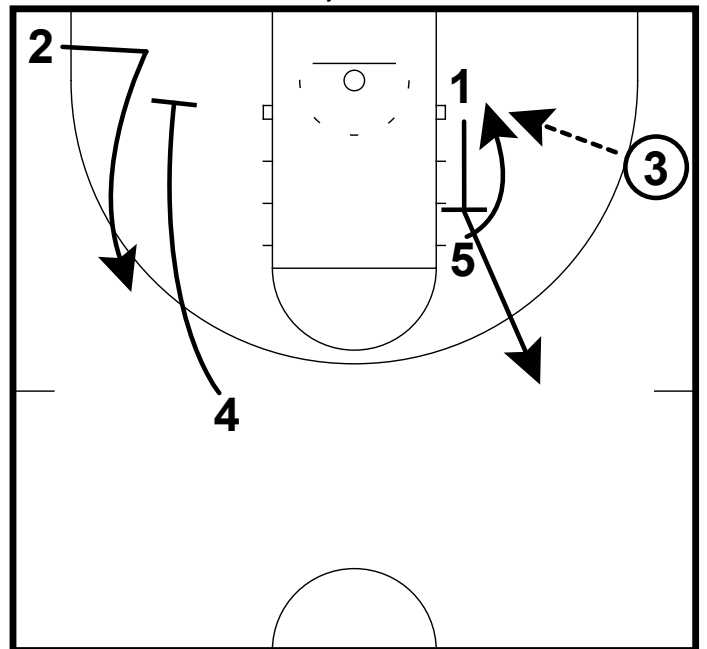
Triple
Early Offense



UCLA Reverse
Early Offense

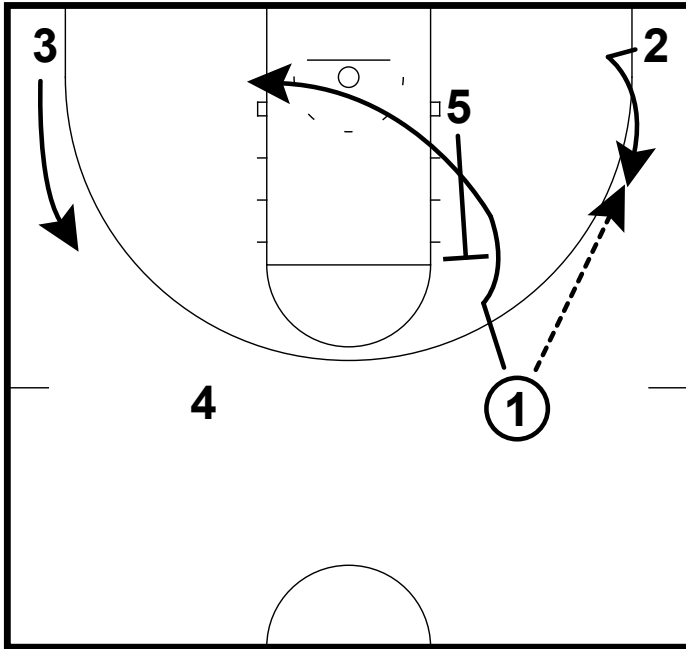


UCLA Reverse
Early Offense

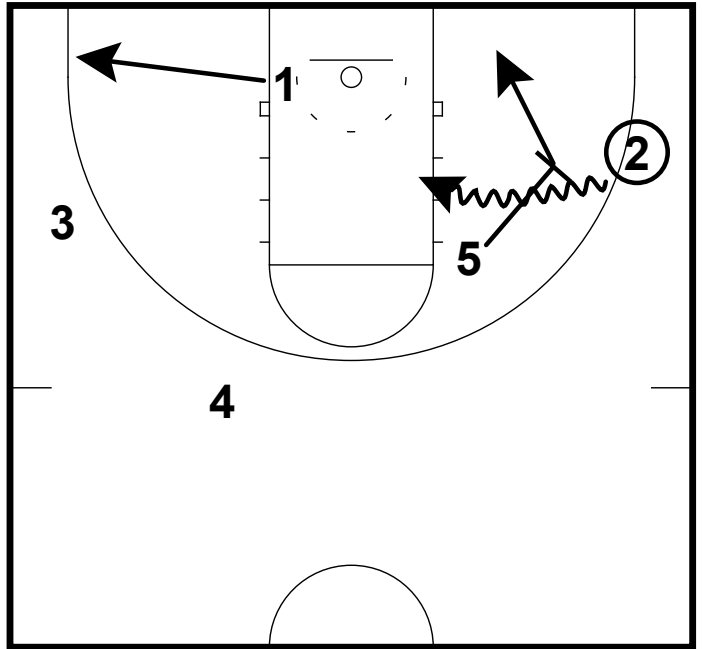


Early Offense

UCLA SPNR
Early Offense

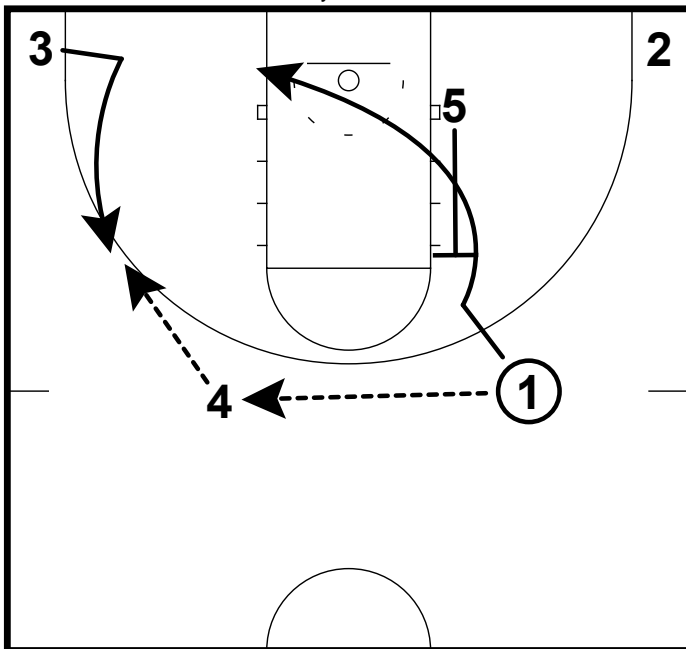


UCLA SPNR
Early Offense

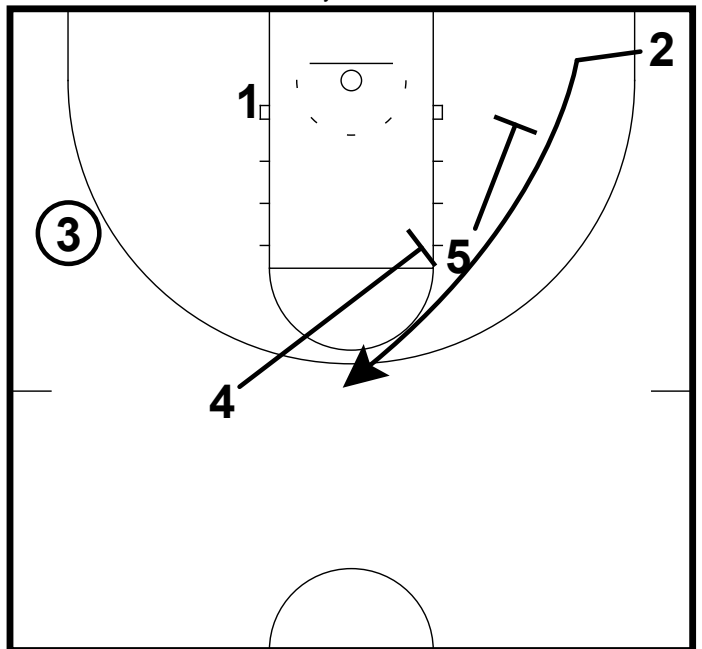


If x4 steps in to help then 4 should try and slip to the basket and 3 should fill up

UCLA Stagger
Early Offense



UCLA Stagger
Early Offense



Early Offense – Pitches And Flips

Featured Film Room Offense March 6, 2017

By Randy Sherman



Transition Offense + False Motion: Two Early Offense staples from the Fred Hoiberg Pitch Series.

To play **seamless basketball**, flowing from **transition offense** to halfcourt offense without pause is the first step. A quick pitch ahead may net an early advantage that the offense can exploit for an easy basket.

When there is defensive balance and no offensive advantage, however, a simple early offense package can yield a small advantage for the offense which they can then use and maintain for the remainder of the possession.

The Pitch Series from current Chicago Bulls and former Iowa State head coach Fred Hoiberg is an example of a read-based package where the ball handler makes the decision to either “pitch” or “flip” the ball to a teammate and players respond with quick corresponding options.

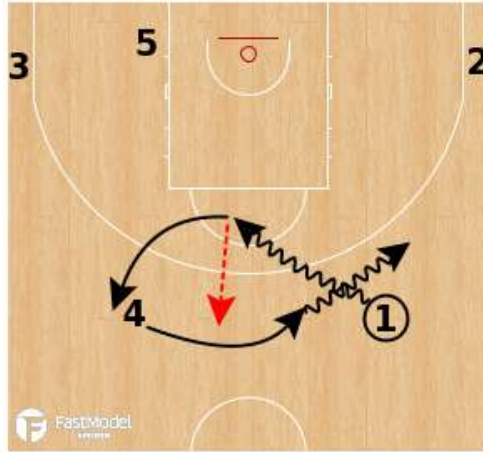
The Pitch Series combines quick sequences of **dribble handoffs (DHO)** and ball screens with a lot of **false motion** to create an advantage.

Lets take a look at two of the options – **“Pitch Mix Angle”** and **“Flip Get”** – from the Pitch Series:

Pitch Mix Angle

Simply put a pitch is a DHO or “dribble pitch” from the ball handler(1) to the trailer(4). The point gu

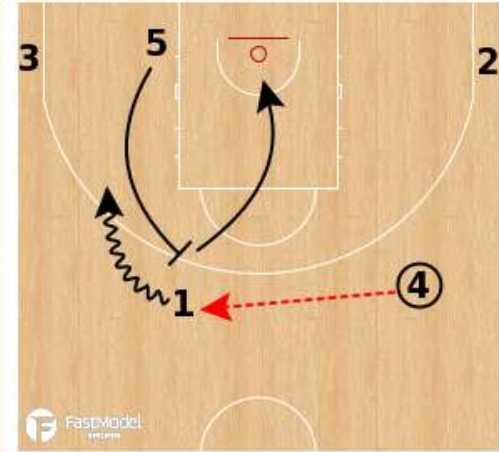
Frame 1



1 makes middle drive and pitches to 4

1 replaces 4

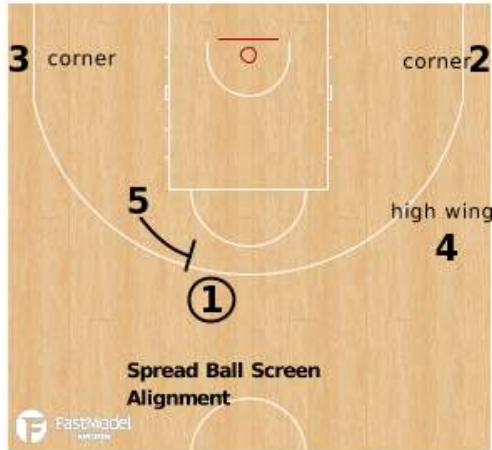
Frame 2



4 throws back to 1

5 sprints up on airtime of the pass and sets angled ball screen in the slot for 1

Frame 3



Corner players even with side of the rim

High Wing = Top of Circle Extended

The “mix” is the pass against the grain back to the point guard. On airtime of that pass the post player (5) sprints up to set the slot ball screen to create the advantage.

In the video below, Iowa State wants to get their terrific point guard **Monte Morris** in a spread ball screen and the false motion of “Pitch Mix Angle” to move the defense and conceal it.

Video edit of “Pitch Mix Angle” and “Flip Get”:

Flip Get

The “pitch” and the “flip” terminology differ in that a pitch is a DHO with the trailer and a flip is a DHO with the ball side wing(2).



“Flip Get” is a way to use a touch of false motion from the break to conceal the **wing ball screen** for point guard(1).

The point guard(1) DHOs with 2 and 1 gets to the deep corner. 2 then pitches to trailer(4). Upon dribbled at, 1 flashes to the single gap for a wing catch from 4. 4 then follows into the wing ball scr

The defense has been moved and forced to defend a couple of false actions before the action to create the real advantage is initiated.

The Pitch Series is an example of simple, quick sequences that can be run seamlessly from the b that can yield a small advantage for the offense. From there you maintain the advantage using **conceptual offense principles**.

In addition, using a splash of false motion and bringing the ball back to your primary ball handler c make the advantage-creating actions harder to guard.

For **more Pitch Series** options check out “**Early Offense Favorites**” featuring the Pitch Series plus 1 21 Series and Drag Break!

Continue the conversation:

For help with practice planning and implementation of a conceptual-based offensive attack featurii the above concepts for **finding, using and creating** offensive advantages please reach out!

Any questions: **Contact me**. Happy to talk hoops any time day or night! **Sign up here** for our twice

Bio


Latest Posts



Randy Sherman

Randy Sherman is the owner and founder of Radius Athletics - a basketball coaching consulting firm - where he consults with basketball coaches at all levels on coaching philosophy, practice planning, Xs & Os and teaching a conceptual style of basketball. While a head basketball coach at the interscholastic level, Sherman's teams won 197 games in nine seasons.



January 10, 2017 – Chicago, ILLINOIS, Estados Unidos – Chicago Bulls head coach Fred Hoiberg directs his team against the Oklahoma City Thunder during the first half of an NBA game at the United Center in Chicago, Illinois, USA, 9 January 2017. (Credit Image:  Kamil Krzaczynski/EFE via ZUMA Press)



Early Offense Options for 5 Out



What is Early Offense?

The period of time from when we gain possession of the ball to the execution our first action.

Opening: In 4-5 seconds

Combination: In 6-7 seconds



Early Offense Options for 5 Out



21 Chase - Hit ahead, sprint for handback looking to turn corner for score, 5 Elev for 2



21 Chase cont. if 1 cannot turn corner, deep P&H

21



21 Keep - Hit ahead to 2, 2 keeps instead of handing off, 5



21 Keep - "K" ...2 may drive, hit roller or dribble AT K4 and toss to 4 coming over the top

21



21 Step - No throw ahead to 2, step up ball screen, flare for screener.



21 Chase cont. If 1 cannot turn the corner, deep ball screen

DRAG



"DRAG"
2 and 1 get all the way to corners.
4 stay out of the play! High and wide holding the sideline.
Player behind the screen is SHAXE (player 2 above)



"DEEP DRAG"
Dribble-at backdoor

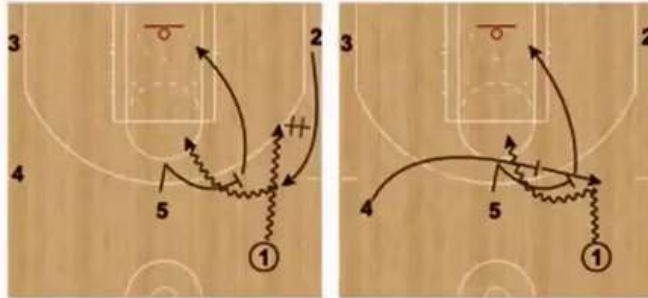


"DEEP DRAG" Cont.
If backdoor is not open, keep dribble and set drag screen for 1 deep



"STEP UP"
When 5 is well ahead of the ball we can step up. Clear ball side corner.

DRAG



"DRIBBLE DRAG"
Dribble handoff to 2 followed by drag screen, 1 would then be SHAKE man

"DOUBLE DRAG"
Staggered drag, better shooter pops

Keys in Transition:

- Spacing
- 1st three steps
- Get to deep corners
- Run wide then deep!

Bigs: roll hard after setting screen - "Break the defense" - Don't run into the lane (rim run) unless you have a sure layup

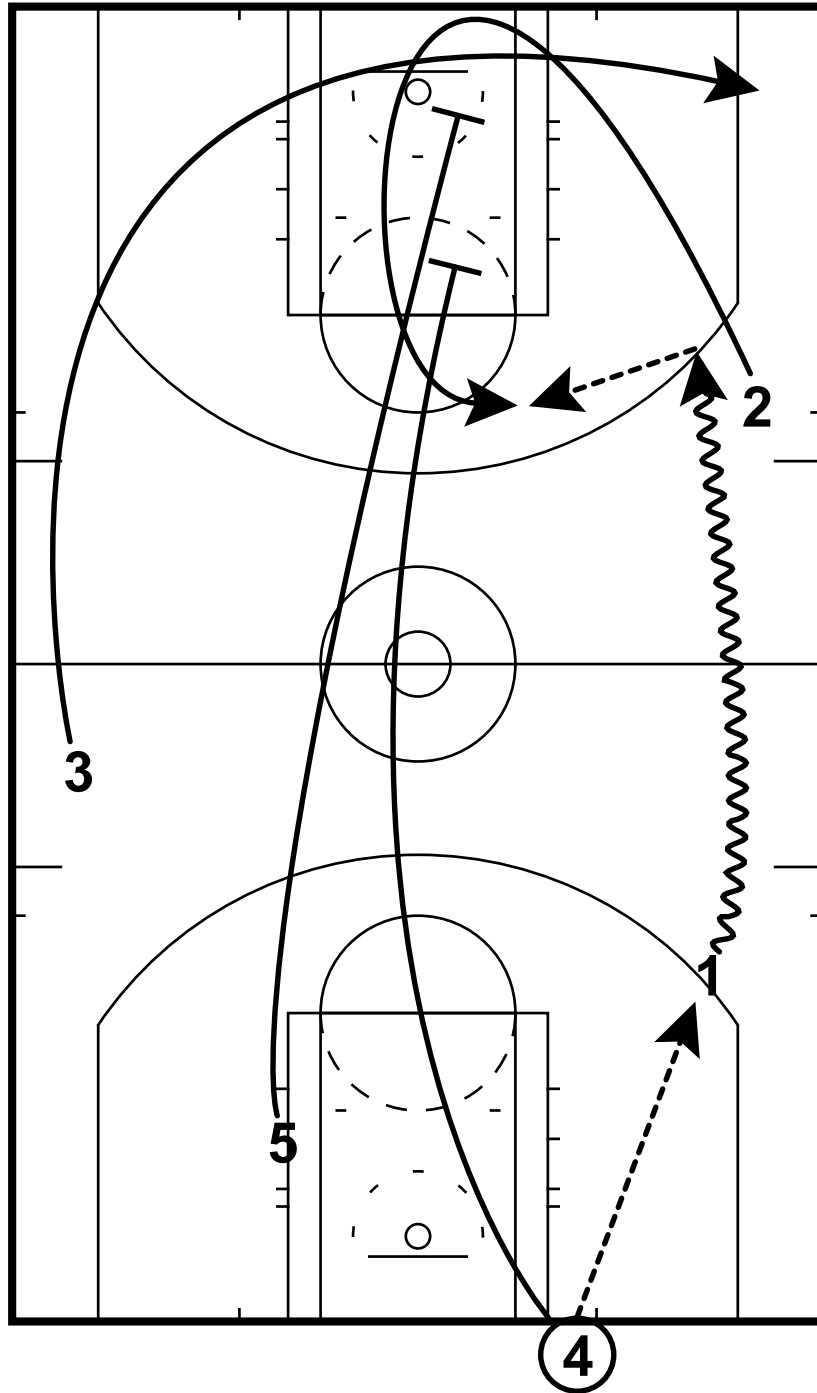
Early Offense Playbook

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1.1	Early Loop	2
1.2	Early Lob	3
1.3	Early Drag	4
1.4	Early Quick	5

Early Loop

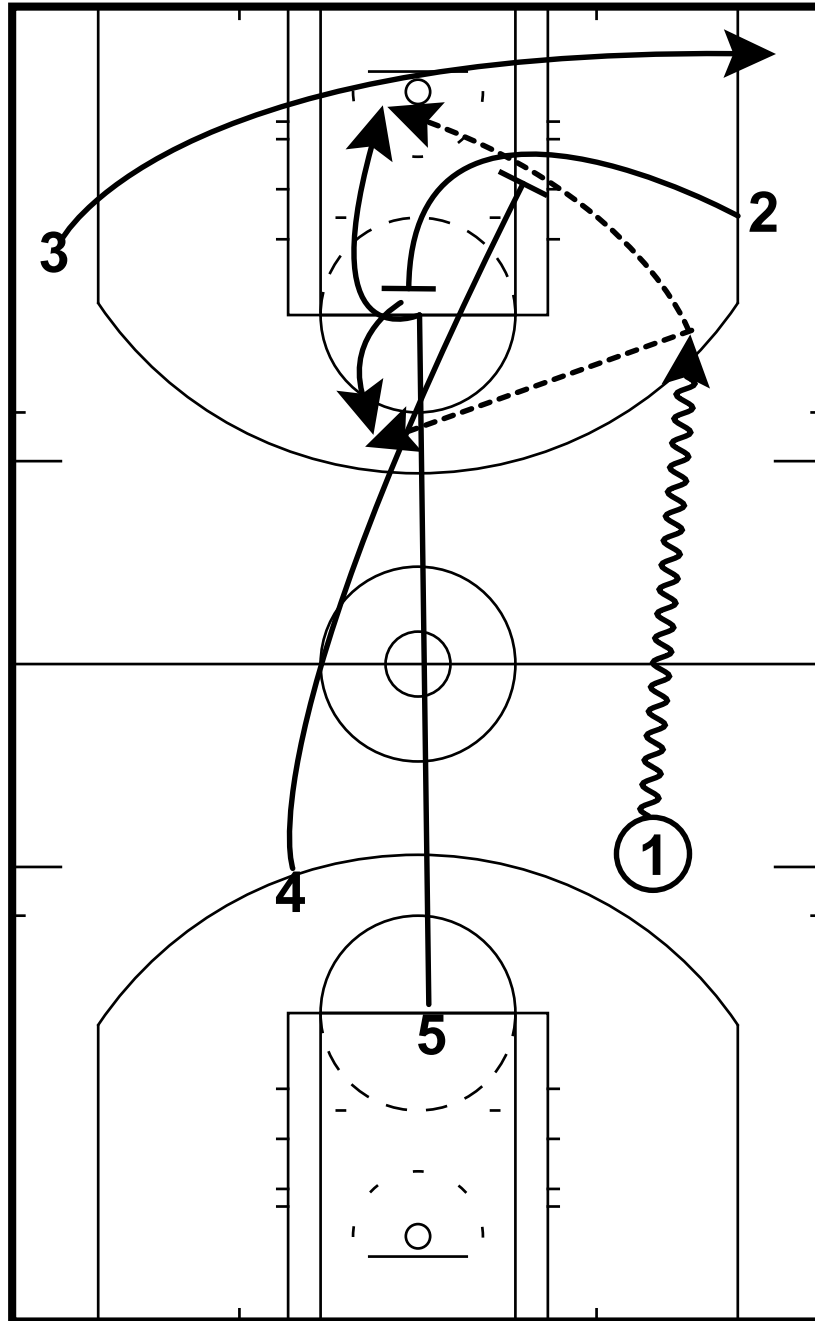
Frame 1



In this play, 1 pushes the ball up the right side of the floor.
3 runs across the baseline to the opposite corner.
5 and 4 run up the middle of the floor and set up for a staggered screen for 2.
2 loops around 5 and 4 for a shot.

Early Lob

Frame 1



4 runs down the floor and sets a screen for 2.

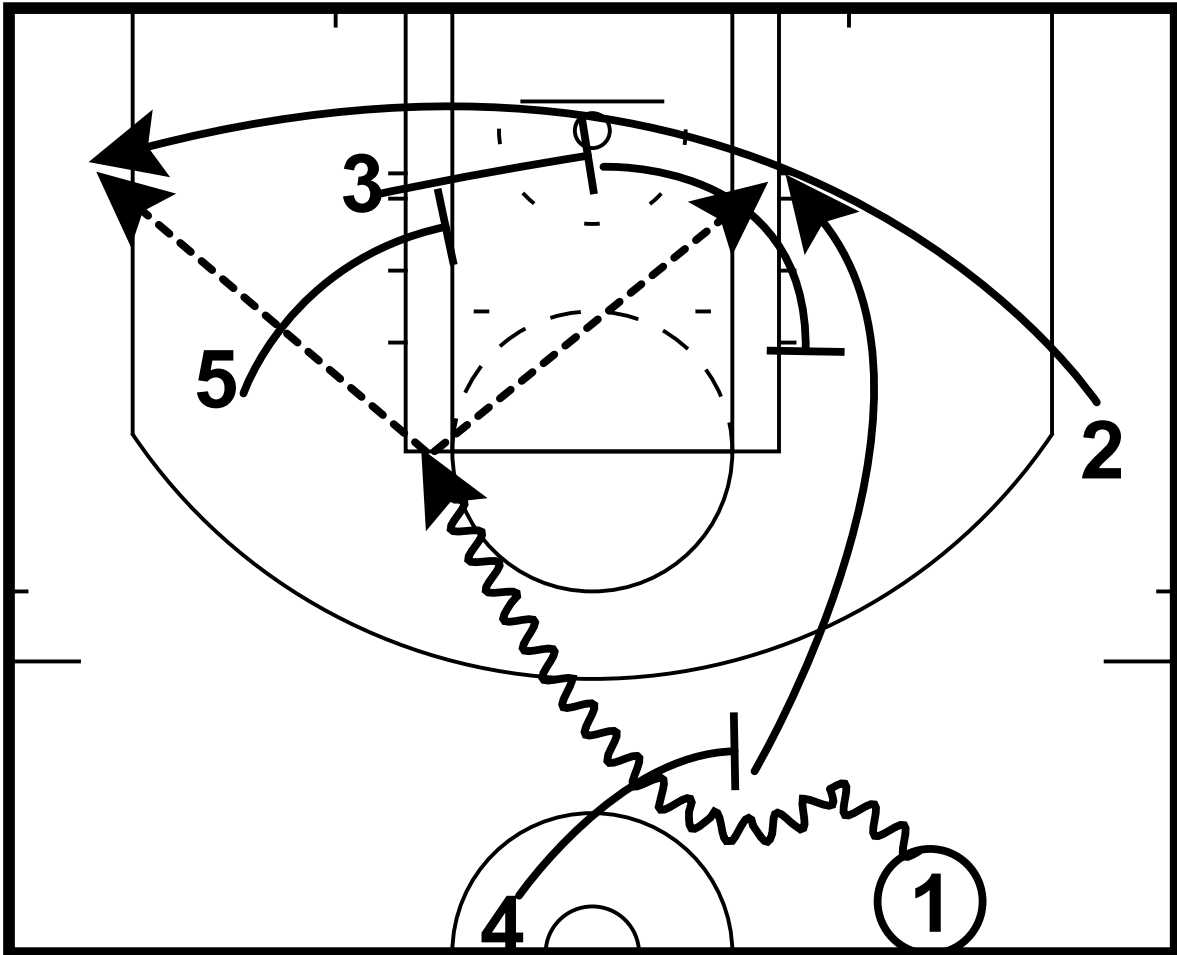
3 again clears to the opposite corner.

2 loops around 4, but instead of looping off of 5 sets a back-screen for him.

1 looks to pass to 5 for a lob or to 2 for a shot.

Early Drag

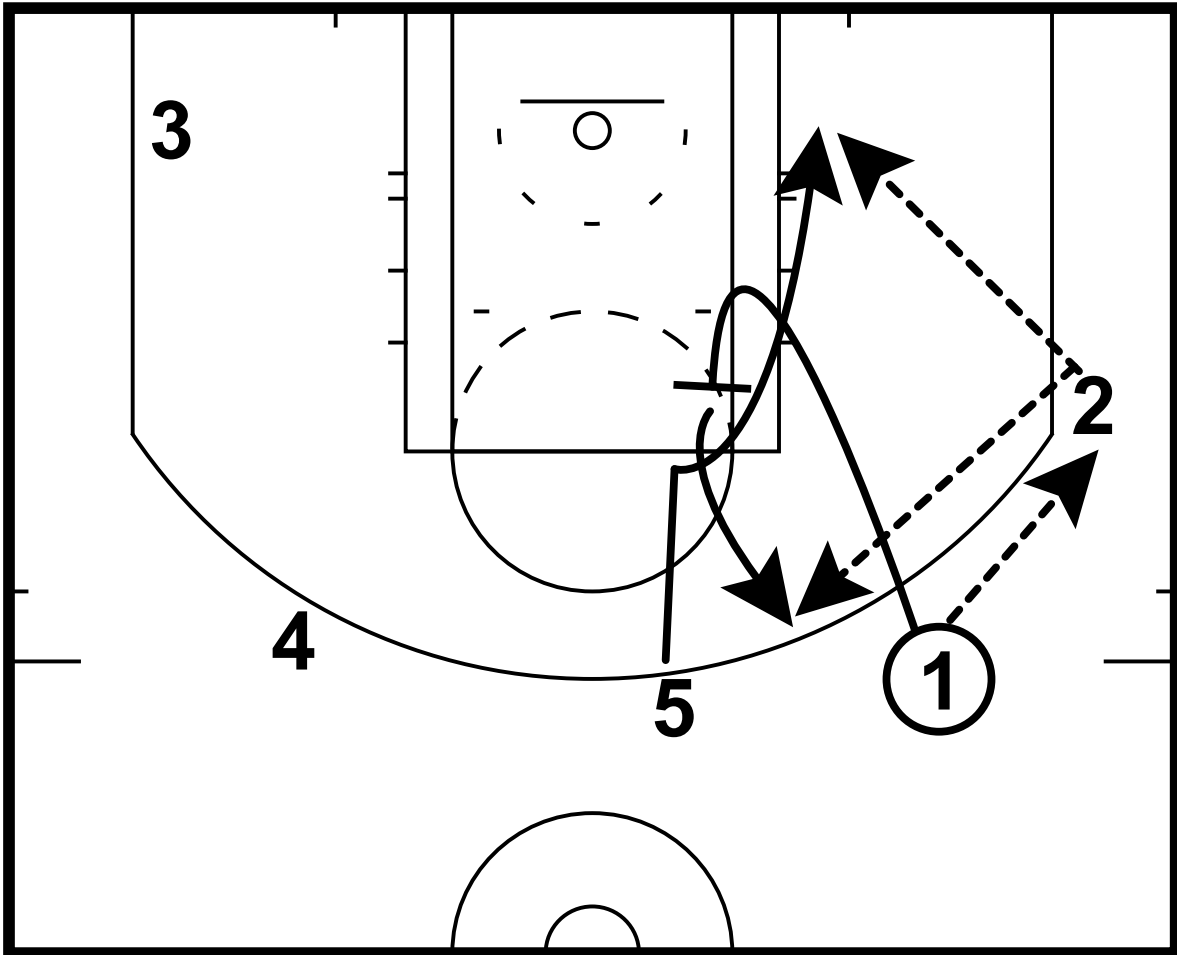
Frame 1



In this play, 4 sets a ball-screen for 1.
5 and 3 set a staggered baseline screen for 2.
After screening for 1, 4 cuts off of a screen from 3.
1 looks to pass to 4 at the basket or to 2 in the corner.

Early Quick

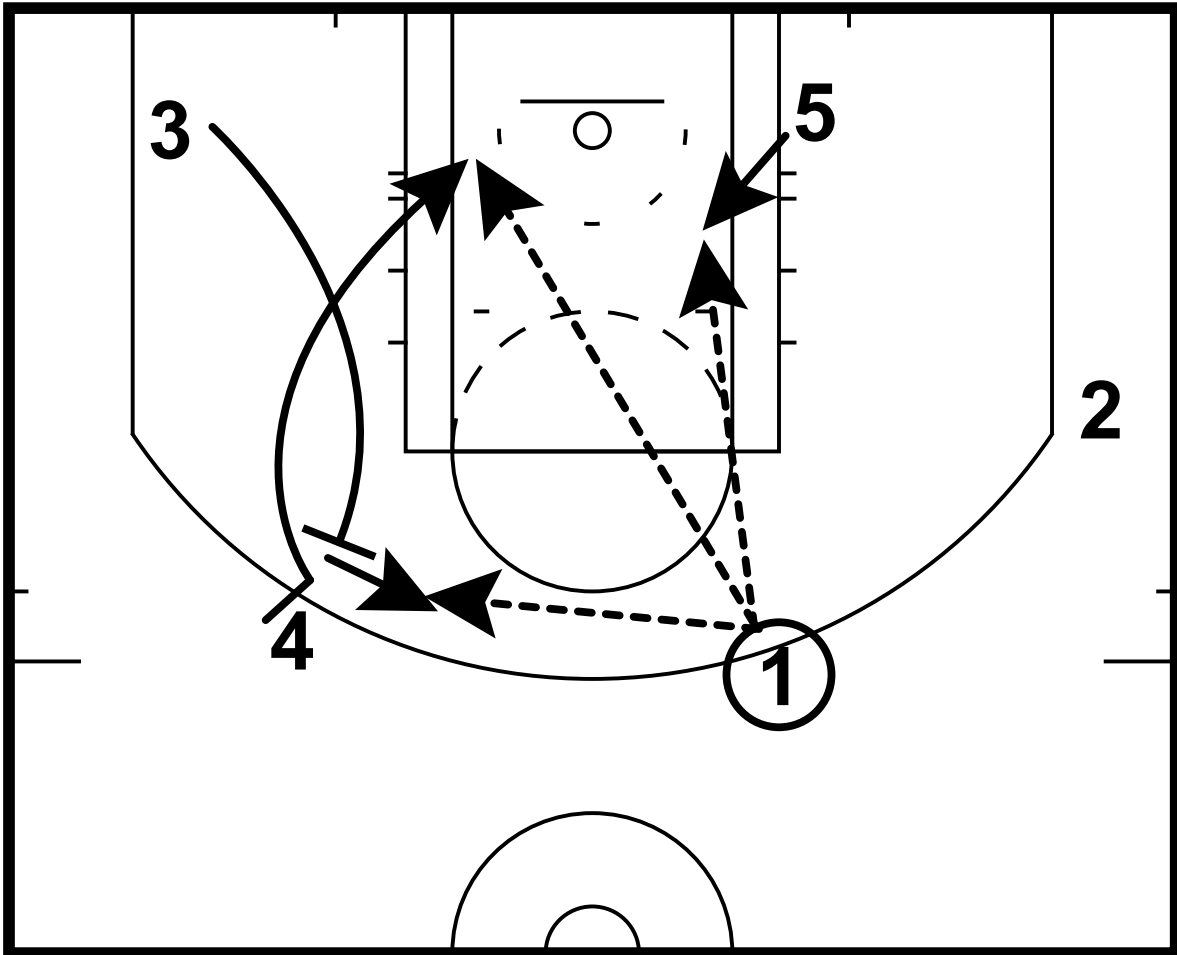
Frame 1



- 1 passes to 2 then cuts toward the block.
- 1 then turns around and sets a back-screen for 5.
- 5 cuts to the low post.
- 1 pops out.

Early Quick

Frame 3



Another option is to have 3 set a back-screen for 4.

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Early offense: scoperta delle collaborazioni in attacco

Una lezione tecnica sul giocare in velocità per un flusso ininterrotto tra contropiede primario, secondario e attacco veloce a metà campo.

 30 aprile 2020 /  [Raffaele Imbrogno \(/autore.asp?id=19\)](/autore.asp?id=19)

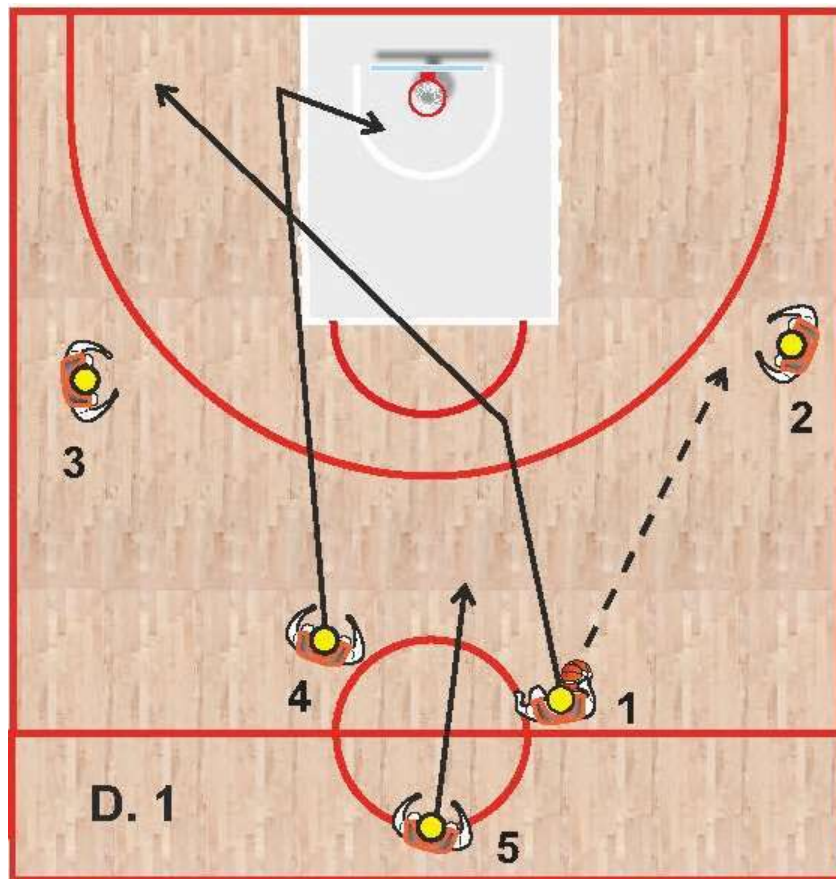
/  [Transizione \(/categoria.asp?id=14\)](/categoria.asp?id=14), [Sistemi di gioco \(/categoria.asp?id=20\)](/categoria.asp?id=20),

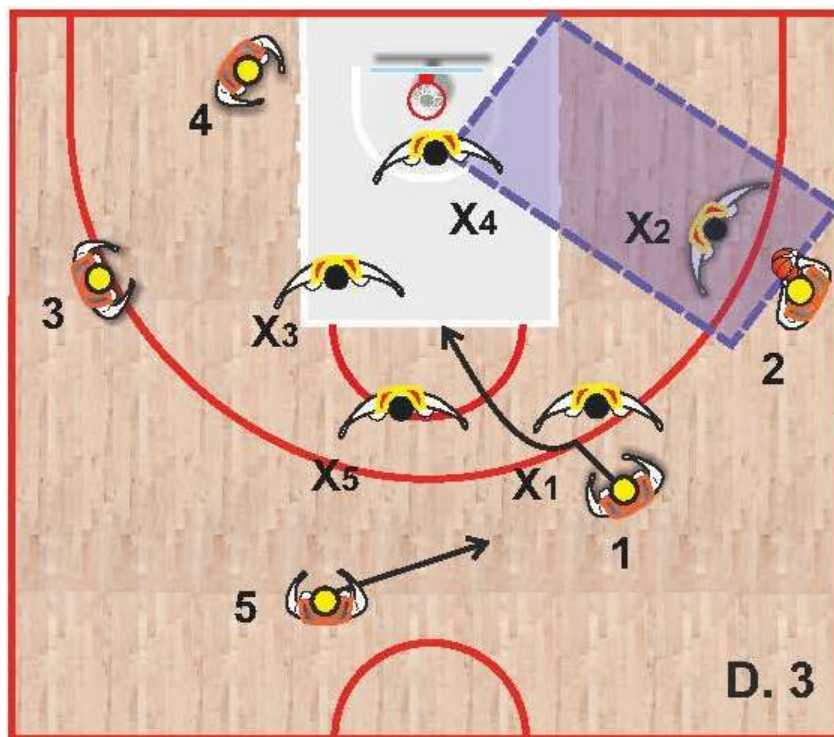
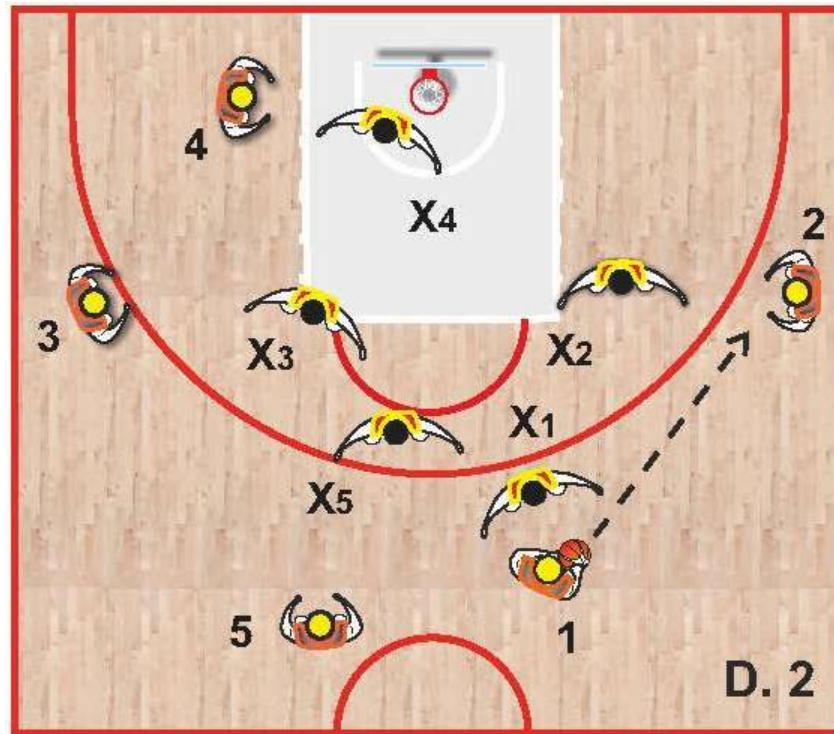


Voglio giocare ricercando sempre soluzioni in velocità?
Contropiede primario, secondario, transizione? Gioco a metà campo? In relazione a cosa?

Vediamo insieme come possiamo agire.

1 non ha possibilità dirette di attaccare il canestro, mentre è aperta la linea di passaggio per 2. 1 passa a 2 e si muove rispettando lo spazio per l'eventuale uno contro uno di 2 (D. 1 - 3).





2 può tirare (se nel suo raggio di tiro), può attaccare in penetrazione verso il fondo (dove ha meno probabilità di dovere attaccare anche gli aiuti difensivi) o verso il centro (dove potrà trovare più facilmente aiuti ma nello stesso tempo avere angoli di passaggio migliori per eventuali penetra e scarica).

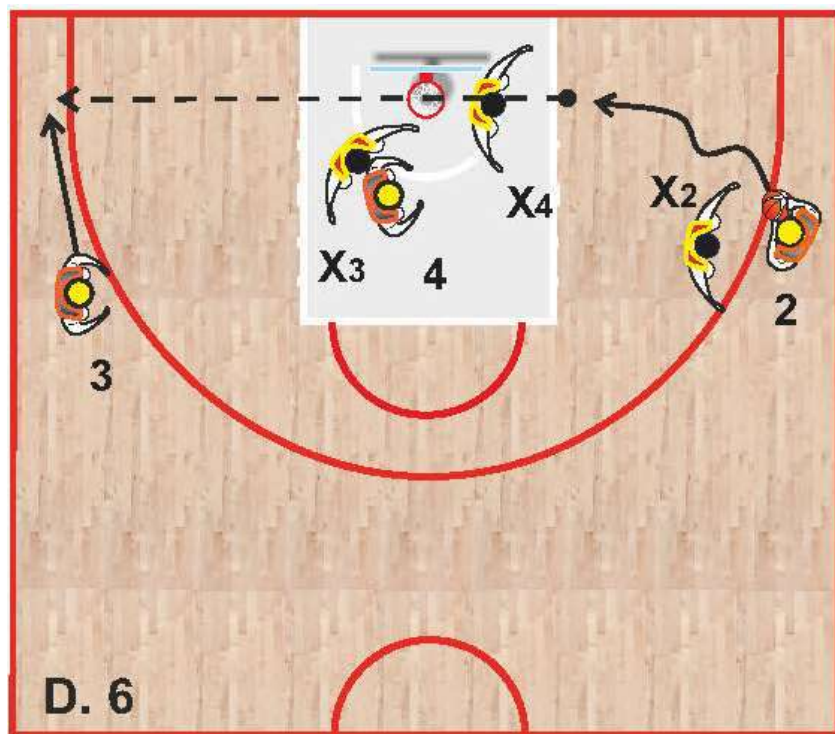
^

Penetrazione verso il fondo: 2 supera X2 e va diritto al canestro. Se nessun altro difensore si frappone tra lui ed il canestro tira da sotto. Se X4 si muove per chiudere lo spazio che sta attaccando 2 potrà passare palla a 4 (D. 4 - 5).



^

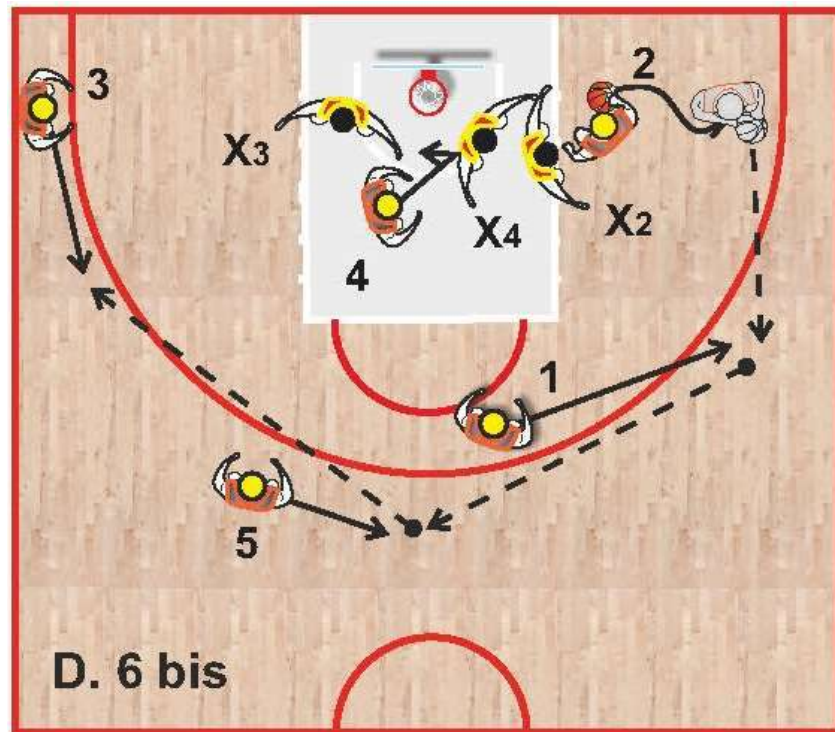
Se su 4 ruota X3 per chiudere il passaggio di 1 per 4, 1 potrà passare la palla a 3 che si è posizionato in angolo sul lato debole (D-6).



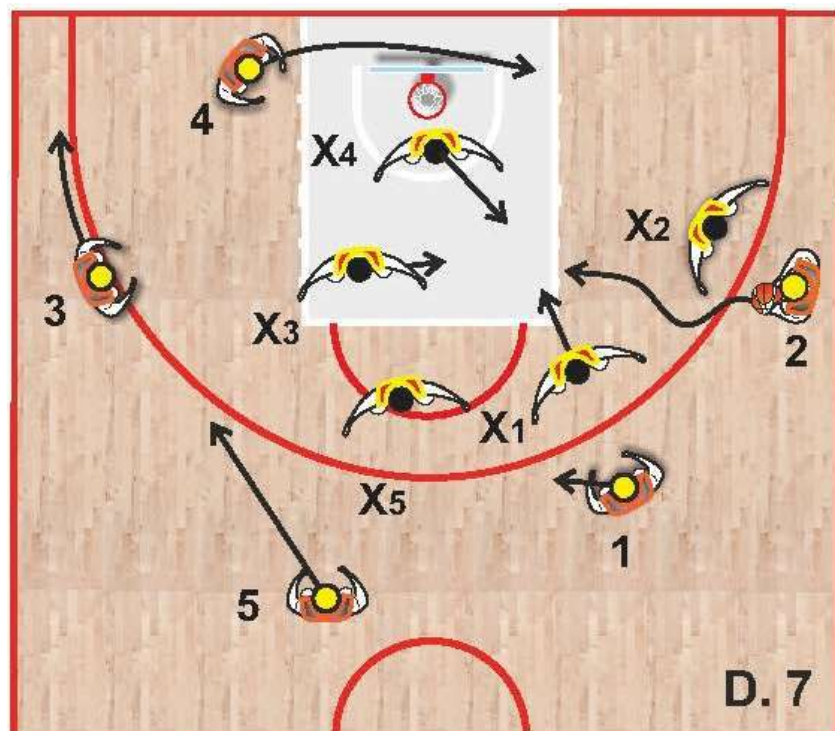
2 non vede linee di passaggio aperte per 4 e 3, non chiude il palleggio, arretra sempre in palleggio, esegue un giro dorsale ad aprire e passa ad 1 che sulla penetrazione di 2 aveva fatto "ombra".

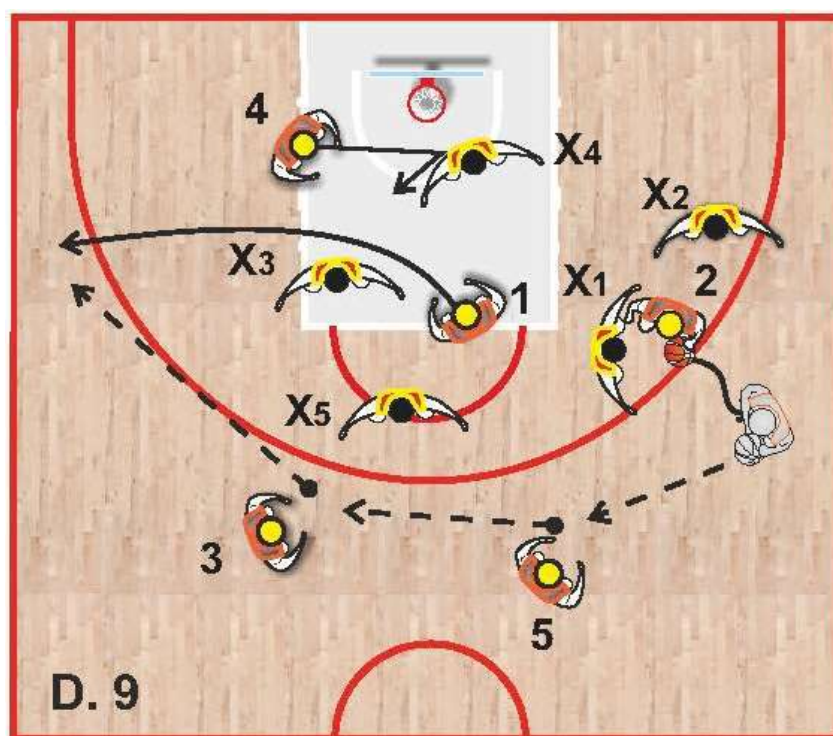
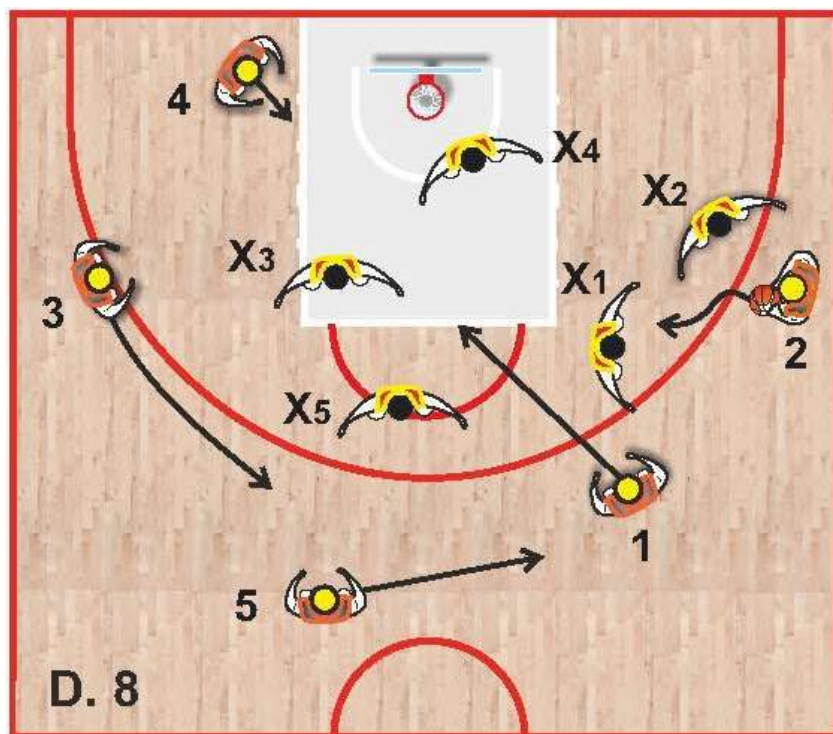
1 inizia il ribaltamento della palla per 5 che passerà a 3. Mentre questo accade, 4 ruba spazio dentro l'area con un **taglia fuori offensivo**, aprendo una linea di passaggio per 1 che può giocare uno contro uno in movimento sull'eventuale *closeout* di X1, o passare palla a 4 (**D. 6 bis**).





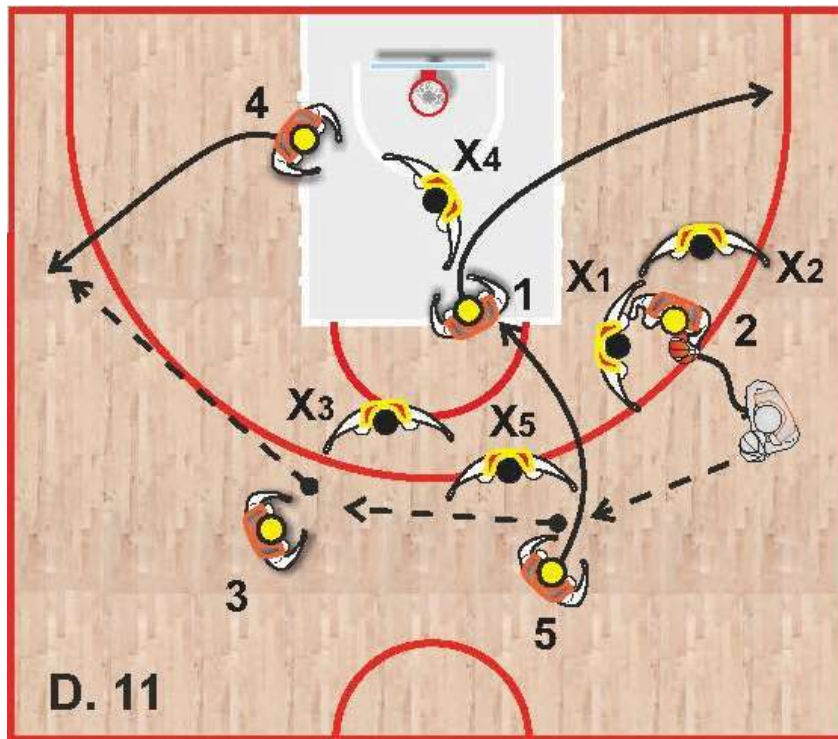
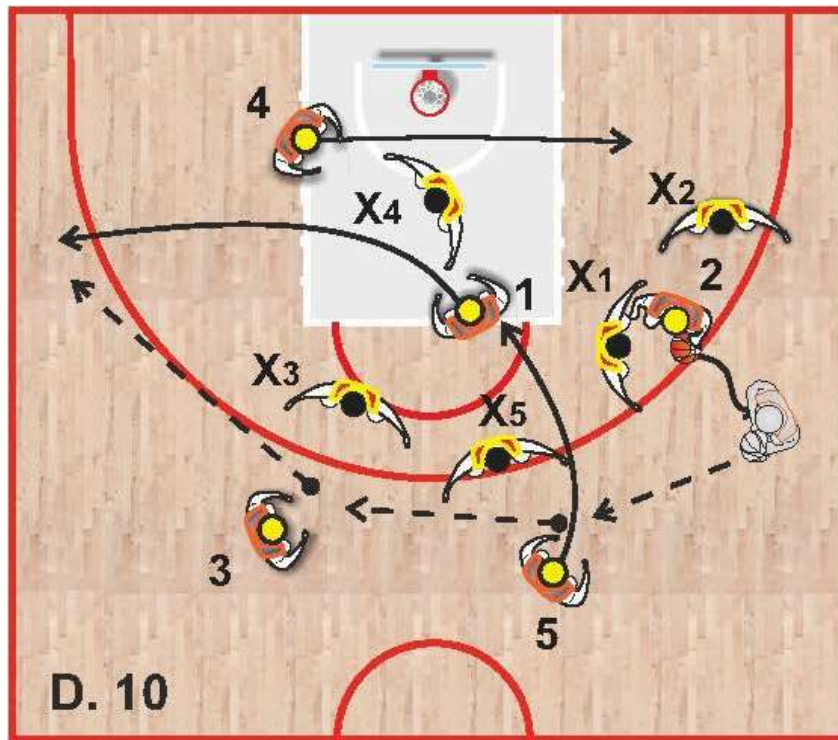
Penetrazione verso il centro: 2 batte il suo difensore verso il centro. Aiuto di X4 alto verso la palla, con X1 che ruba spazio verso l'area (D. 7), basso a protezione del «ferro», con X1 che va forte sulla palla (D. 8). Di nuovo se 2 non vede linee di passaggio arretra in palleggio (D. 9).





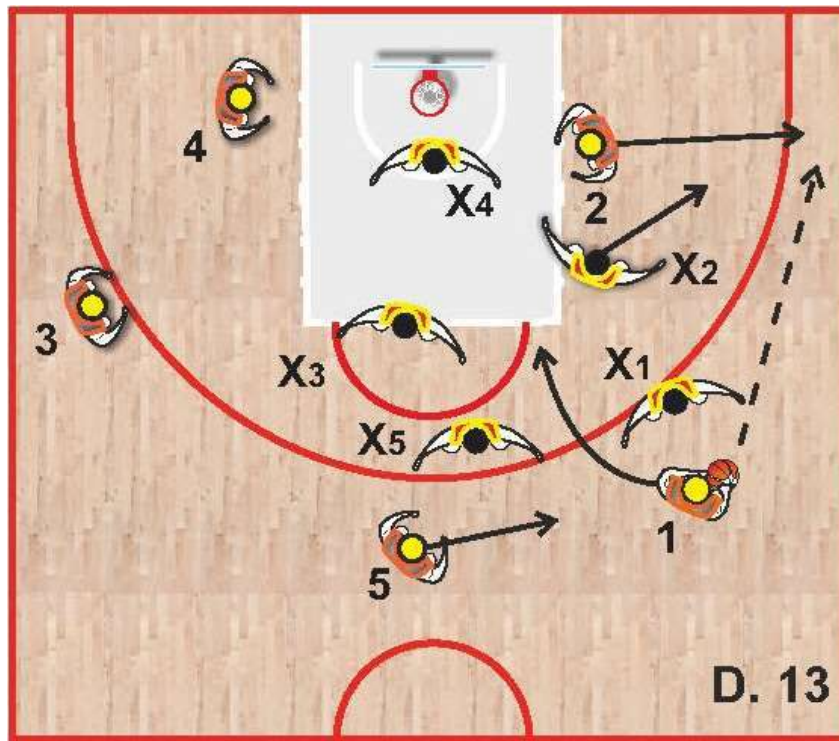
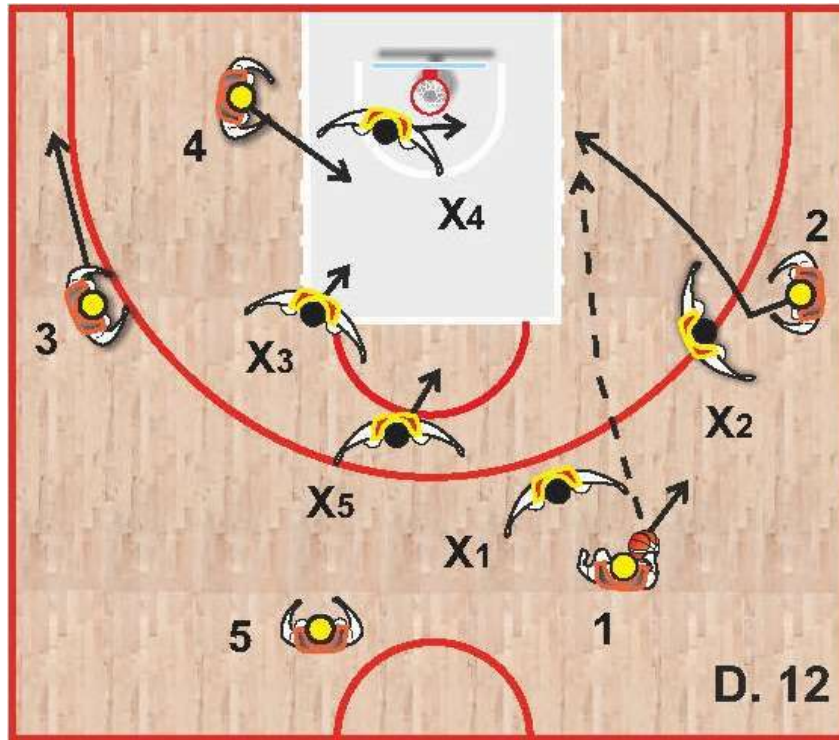
Possibili sviluppi del gioco legati alla lettura del comportamento della difesa sono mostrati nei **diagrammi 10 e 11**.



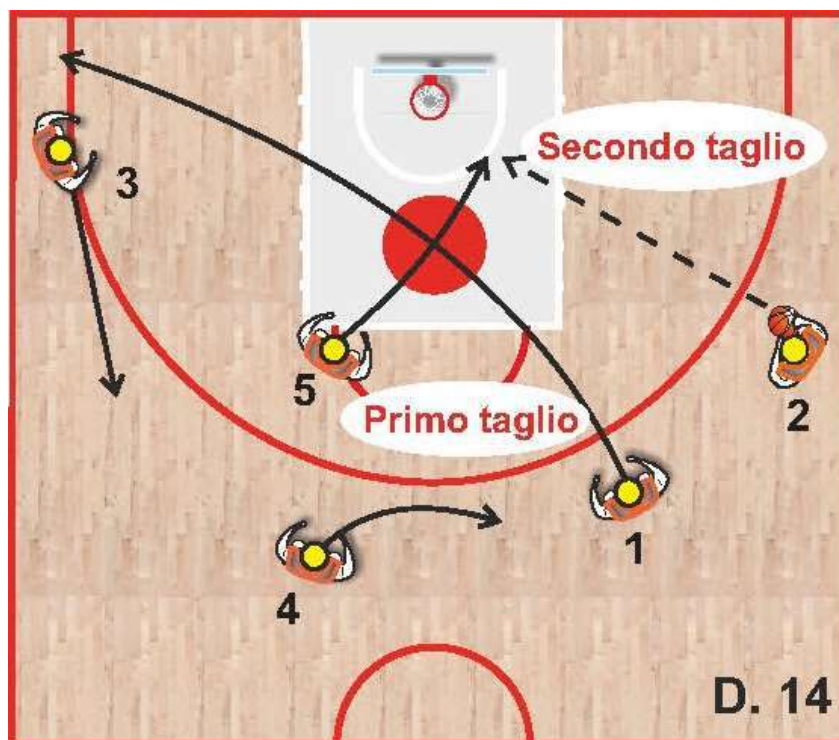


2 anticipato: backdoor di 2 (D. 12). Se il passaggio per 2 non è possibile, 1 tiene il palleggio vivo e può: passare a 2 sul suo taglio in angolo (D. 13); oppure in palleggio verso 2 per consegnarli un passaggio dal palleggio (DHO).

^

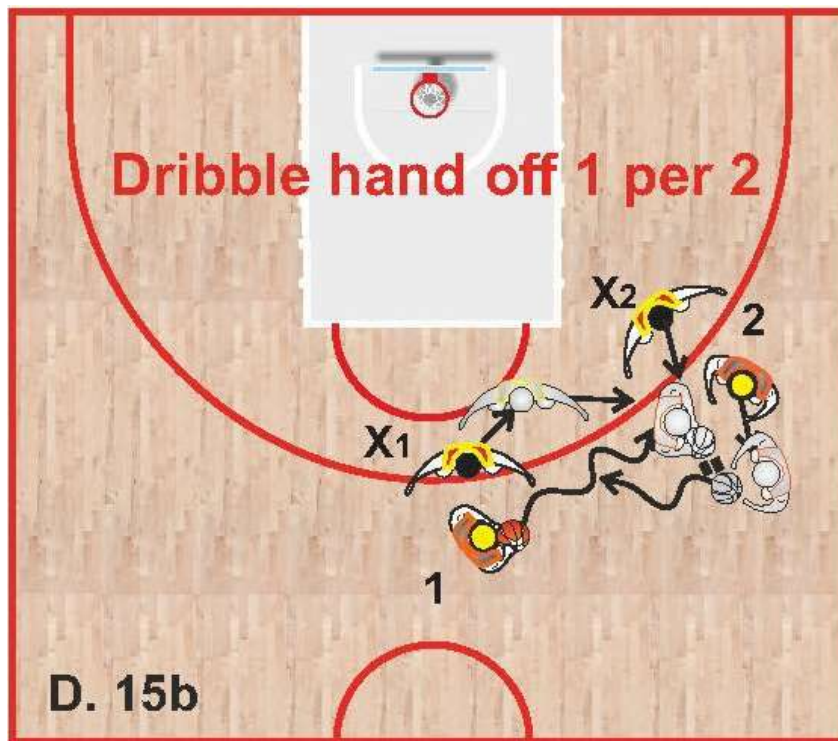
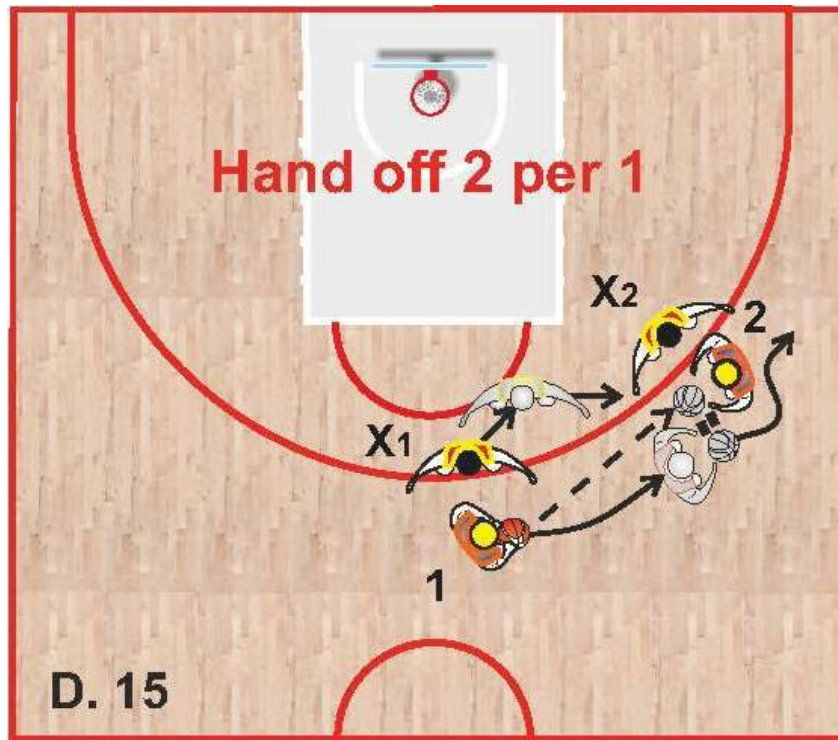


Con il **DHO** introduciamo un qualcosa che si avvicina molto ad un blocco: il concetto di "velo" o come adesso viene indicato con il termine di **blur screen**. Il velo avviene quando due attaccanti si muovono tagliando, rapidamente ma con leggero ritardo di tempo uno con l'altro, nella stessa porzione di campo. In questo modo il difensore del secondo attaccante che taglia su quella porzione di campo si troverà in ritardo dovendo evitare il corpo del primo tagliante (**D. 14**).



Stesso concetto anche con la presenza della palla: chi consegna palla al compagno che taglia vicino a lui crea un leggero ostacolo (non un vero e proprio blocco) sul difensore del compagno, ostacolo che si tradurrà in vantaggio di tempo e spazio (**D. 15**).





Differenza tra un DHO ed un Hand Off (HO)

Sia nel **passaggio consegnato dal palleggio**, sia nel **passaggio consegnato** il difensore del ricevente si troverà per un breve tempo in difficoltà. Questo consentirà a chi riceve palla di giocare con un vantaggio iniziale. La differenza è solo nel chi si



muove per poter passare palla: nel **DHO** è chi ha palla che si dirige verso il compagno a cui vuole passarla, mentre in un **HO** è chi è senza palla che taglia verso il compagno con palla, che oltre a passare, con il suo corpo crea l'ostacolo temporaneo alla difesa. **Dinamicità vs staticità.**

Collaborazioni a due

Puntualizziamo le varie forme di "*collaborazione a due*" (ricordando che queste non sono altro che la capacità dei due attaccanti, uno con palla e l'altro senza, di giocare due 1c1 contemporanei, rispettando gli spazi e tempi l'uno dell'altro).

- Penetra e scarica
- Dai e vai (da lettura)
- Dai e segui (Handoff)
- Passaggio consegnato in palleggio (Dribble handoff)
- Dai e blocca (bloccosulatoforte)

Penetra e scarica

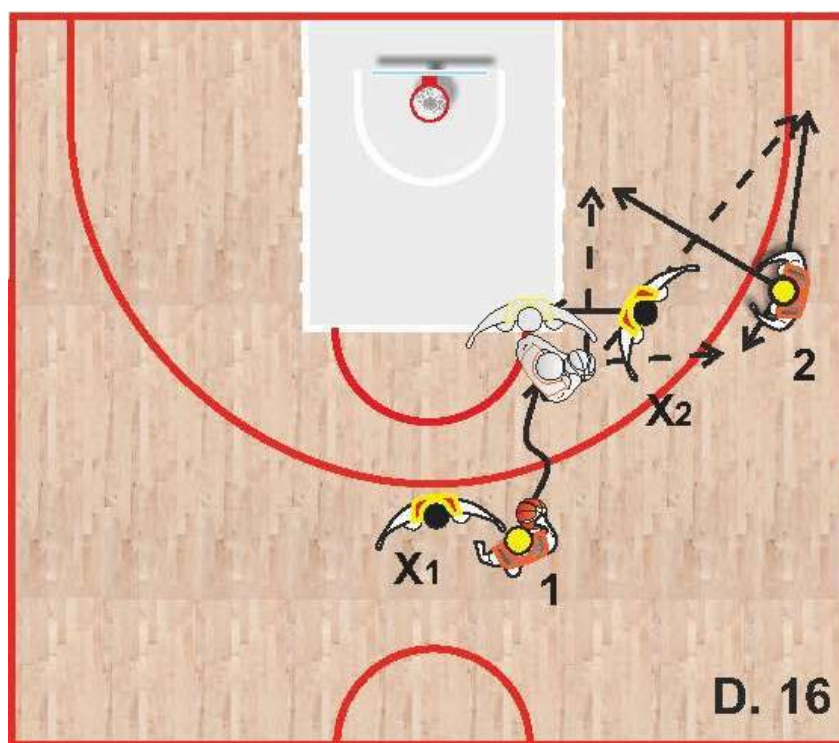
Nel momento preciso il giocatore con palla conquista un vantaggio sul proprio difensore, con una partenza da fermo o in palleggio, puntando il canestro, legge che il difensore del compagno va per chiudergli la strada diretta al canestro. A questo punto passerà rapidamente palla al compagno rimasto libero. Sulla base del diverso modo di aiutare da parte del suo difensore, l'attaccante senza palla deciderà dove e in che modo (statico o in movimento) ricevere palla.

- Penetra e scarica nelle sue diverse forme:
- Tra due giocatori perimetrali
- Tra un perimetrale ed un interno (e viceversa)
- Tra due giocatori interni



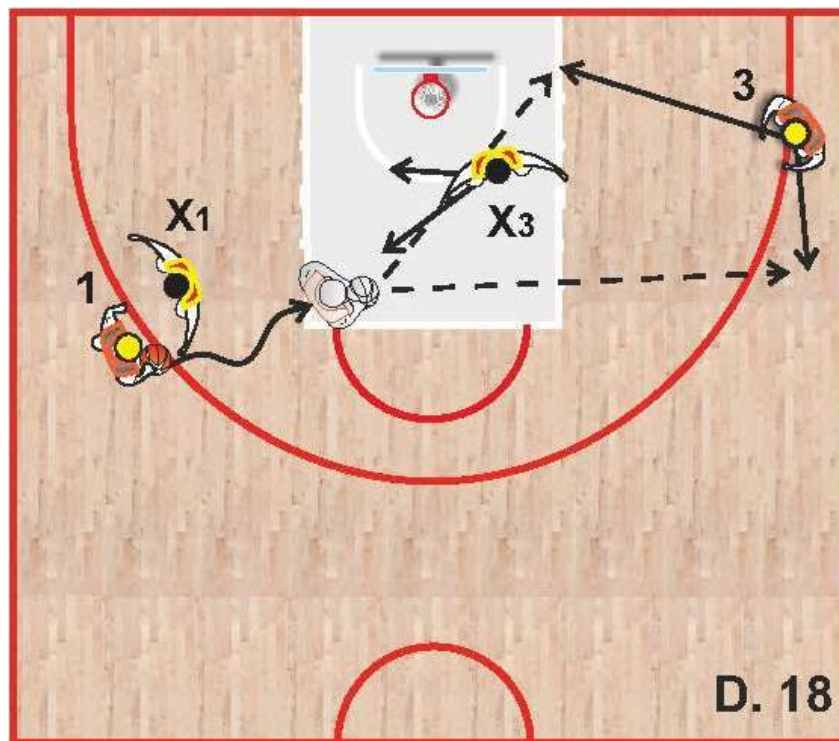
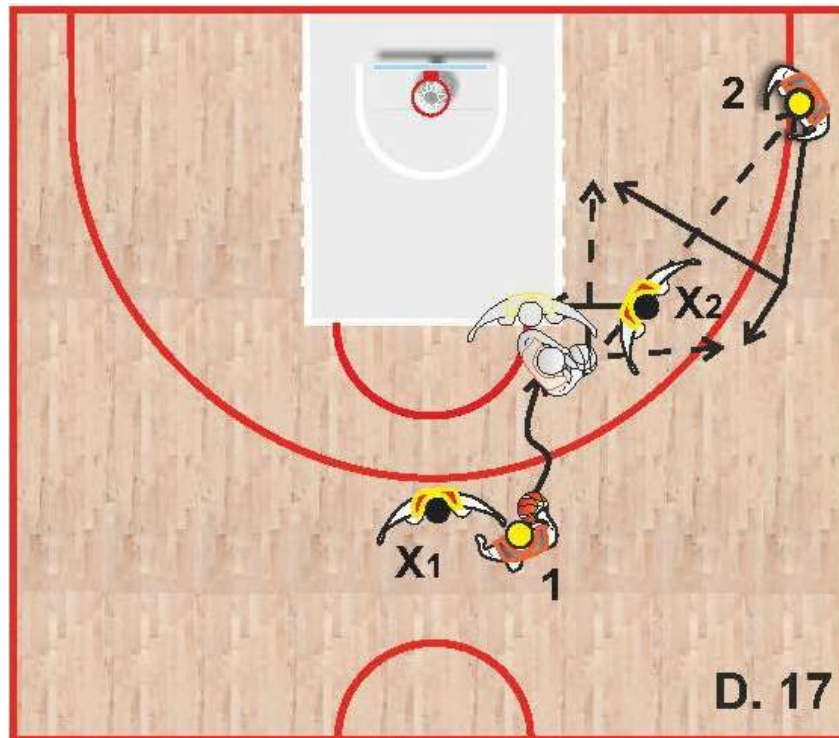
Penetra e scarica tra giocatori perimetrali

Come mostrato nel **D. 16**, 1 batte il proprio difensore e punta a canestro. X2 si muove per rubare spazio ad 1 e chiudergli strada al canestro. 2 in base agli spazi attaccabili taglierà in allontanamento in angolo, direttamente al canestro oppure farà un leggero passo verso la palla. 1 dopo il suo passaggio al compagno, non deve smettere di attaccare ma si muoverà verso uno spazio libero ed attaccabile.



Analogia situazione partendo da diverse disposizioni di due attaccanti sul perimetro (**D. 17 - 18**).

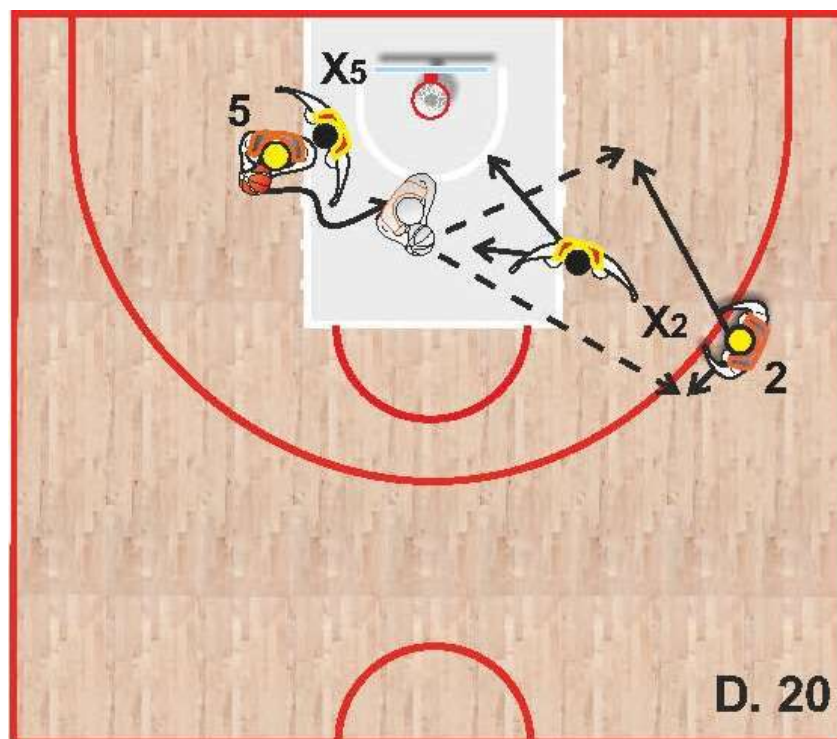
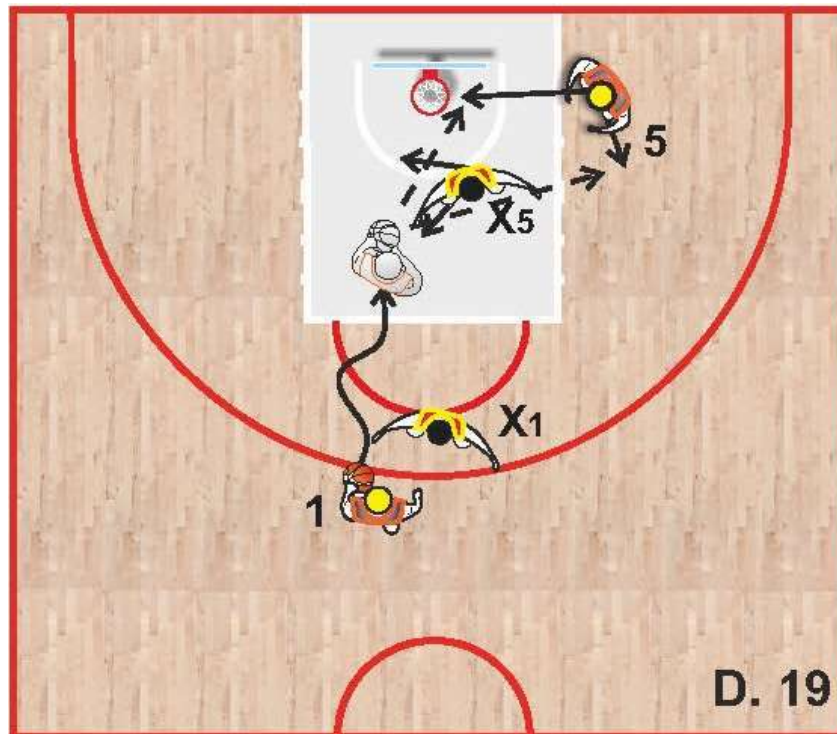




Penetra e scarica tra un giocatore perimetrale ed un interno e viceversa.

Come mostrato nei diagrammi 19 e 20.

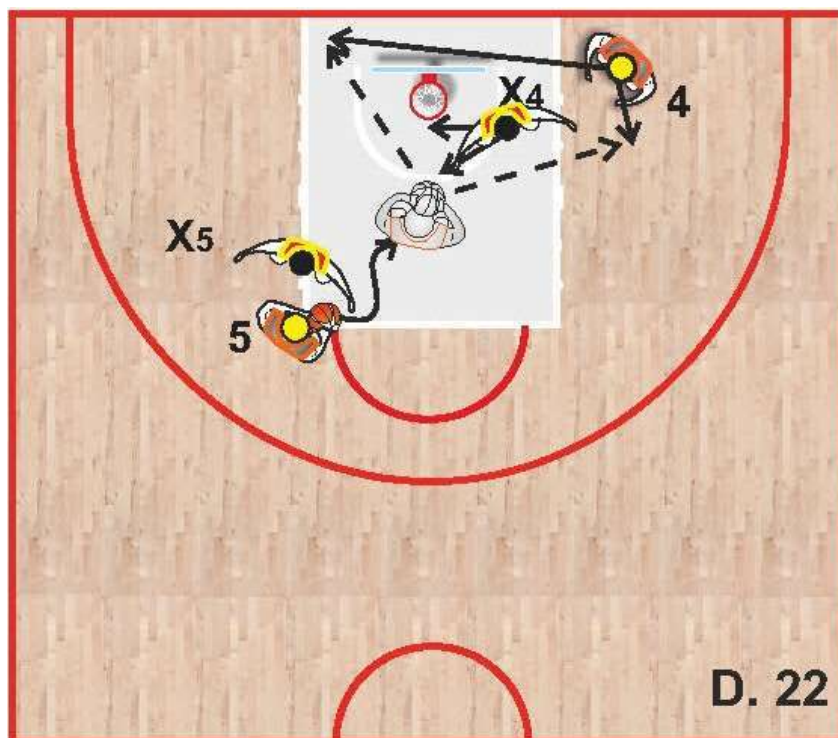
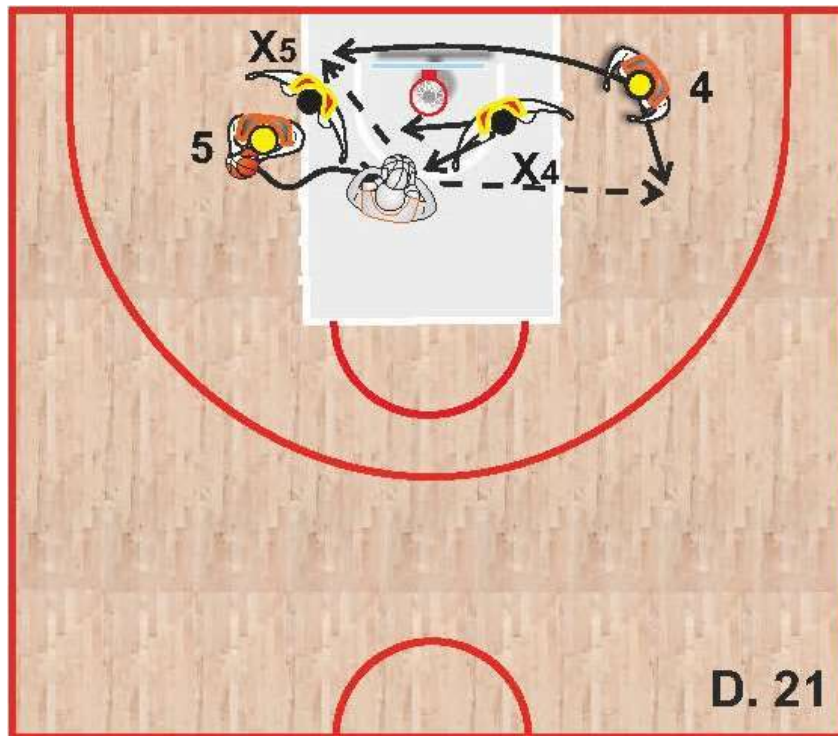




Penetra e scarica tra due giocatori interni

Come mostrato nei diagrammi 21 e 22.

^

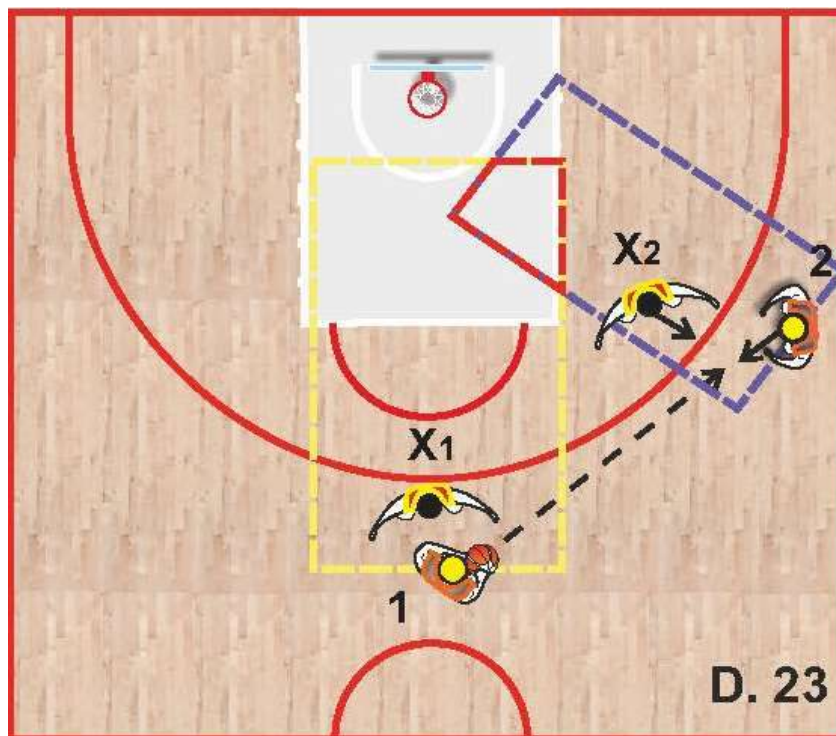


Dai e vai (di lettura)

1 con palla se non vede per lui opportunità di attaccare canestro direttamente dal palleggio e se 2 gli apre una linea di passaggio diretta, passa al compagno. 1, mentre passa a 2, leggendo il comportamento del suo difensore e cosa sta

^

accadendo nel potenziale uno contro uno con palla di 2 (vogliamo sempre il rispetto per 1"-2" degli spazi dell'uno contro uno con palla), decide come giocare il suo uno contro uno senza palla (D. 23).

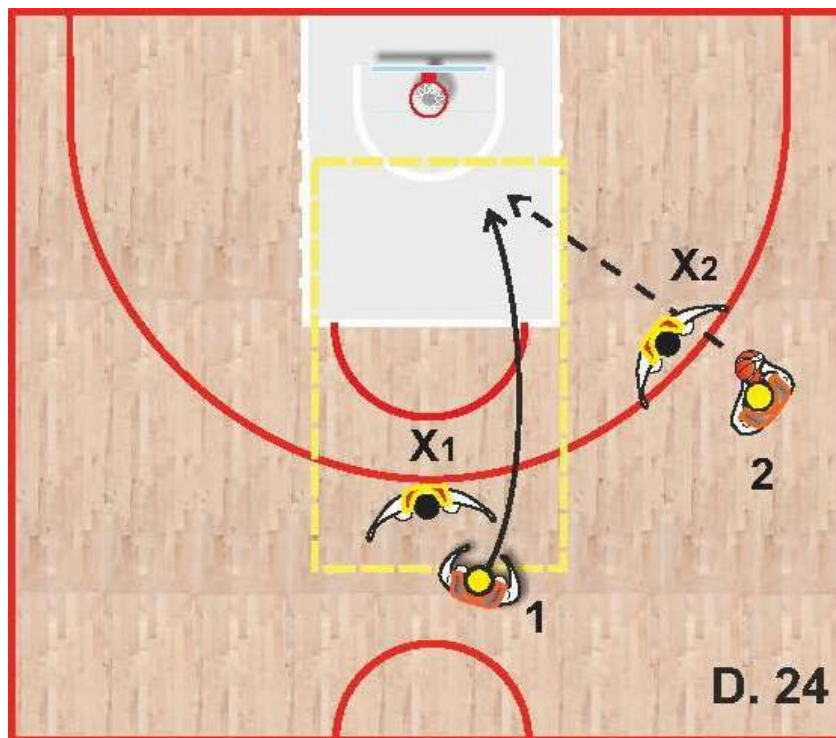


Come mostrato nel diagramma i due spazi dove 1 e 2 hanno diritto a giocare il proprio uno contro uno (con e senza palla) hanno un'area di sovrapposizione. **A chi volete dare la precedenza? A chi gioca con palla o a chi gioca senza? O non volete dare nessun concetto di precedenza per non limitare l'iniziativa dei due giocatori, quindi accettate eventualmente del caos?**

2 non attacca il canestro dal palleggio né verso il fondo (1 dovrebbe seguirlo a ombra), né verso il centro (1 dovrebbe allargarsi per portare via il potenziale aiuto di X2), allora 1 può giocare il suo taglio contro X1.

^

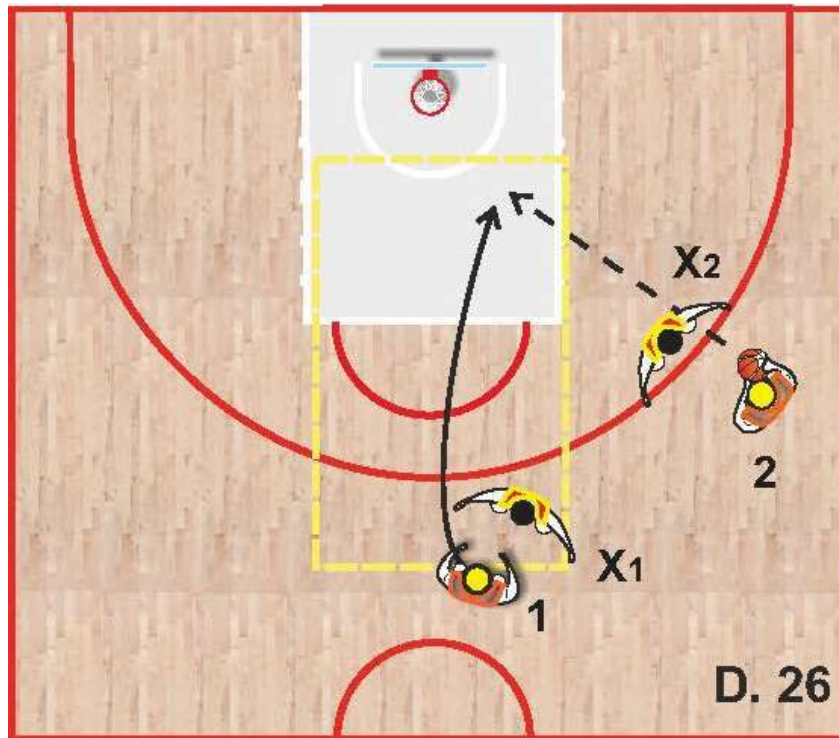
X1 sul passaggio di 1 rimane fermo, non scivola sulla linea del passaggio, 1 può tagliare diretto a canestro: **dai e vai diretto o davanti**. 1 taglierà passando molto vicino al corpo di X1 (D. 24).



Le conclusioni a canestro di 1 saranno legate alla distanza conquistata su X1 e sull'eventuale presenza di aiuti di altri difensori che cercano di chiudere la via di 1 per il canestro. Avremo quindi per 1: tiro in terzo tempo, tiro in secondo tempo, arresto e tiro e tiri di potenza. O eventuali scarichi per compagni liberi rispetto a lui.

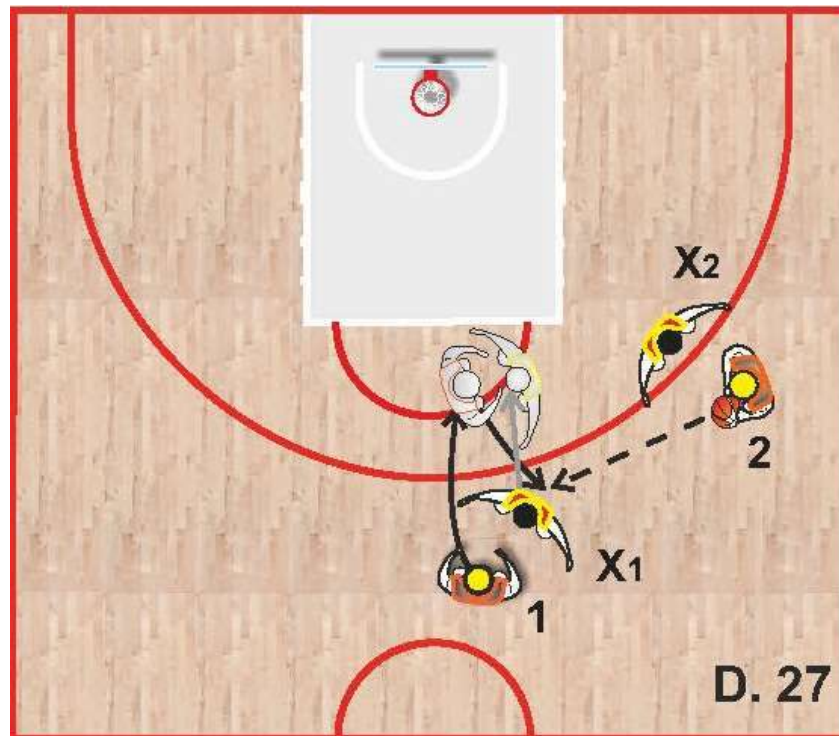
Se sul passaggio di 1, X1 si posizionerà sulla linea di passaggio di 2 per 1, quest'ultimo taglierà dietro il proprio difensore: **dai e vai indiretto o dietro** (D. 26).





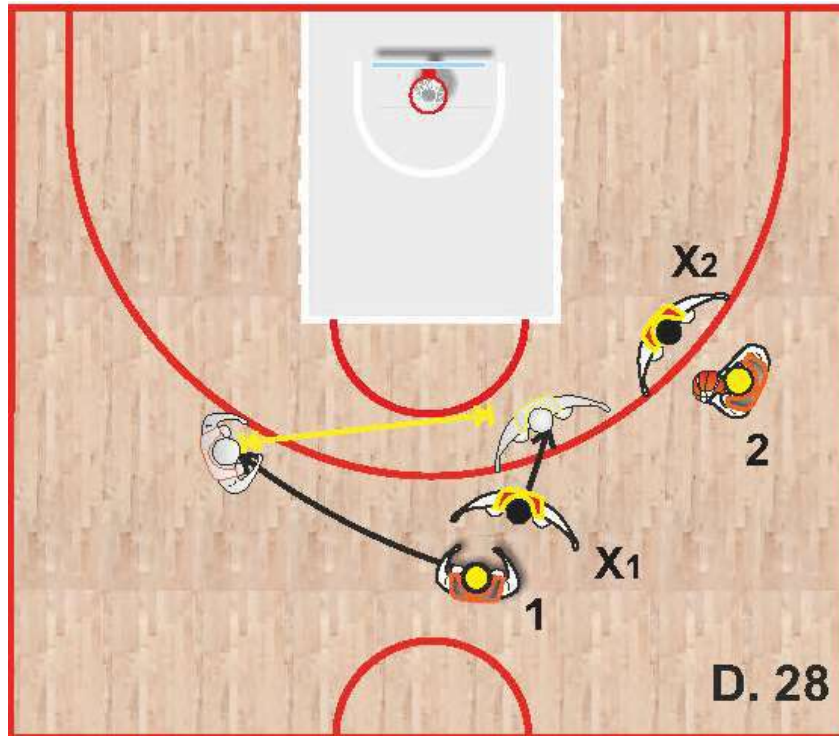
Se X1 su entrambi i tagli di 1, reagirà rapidamente marcando bene i tagli posizionandosi sulla linea della palla, 1 tornerà rapidamente nella sua posizione iniziale, andando verso la palla. Il tutto disegnando sul campo una "V" (da qui il nome di questo movimento per aprire una linea di passaggio: taglio o smarcamento a "V") come illustrato sul **diagramma 27**.





Se X1 sul passaggio di 1 flatterà molto verso la palla, restando vicino alla linea di passaggio, 1 taglierà in allontanamento, per punire l'estremo aiuto del suo difensore (l'idea è sempre quella di muoversi in attacco, rispettando gli *spazi/tempi* del compagno con palla e costringendo il proprio difensore a fare un lungo percorso su un eventuale recupero difensivo (*closeout*) (D. 28).

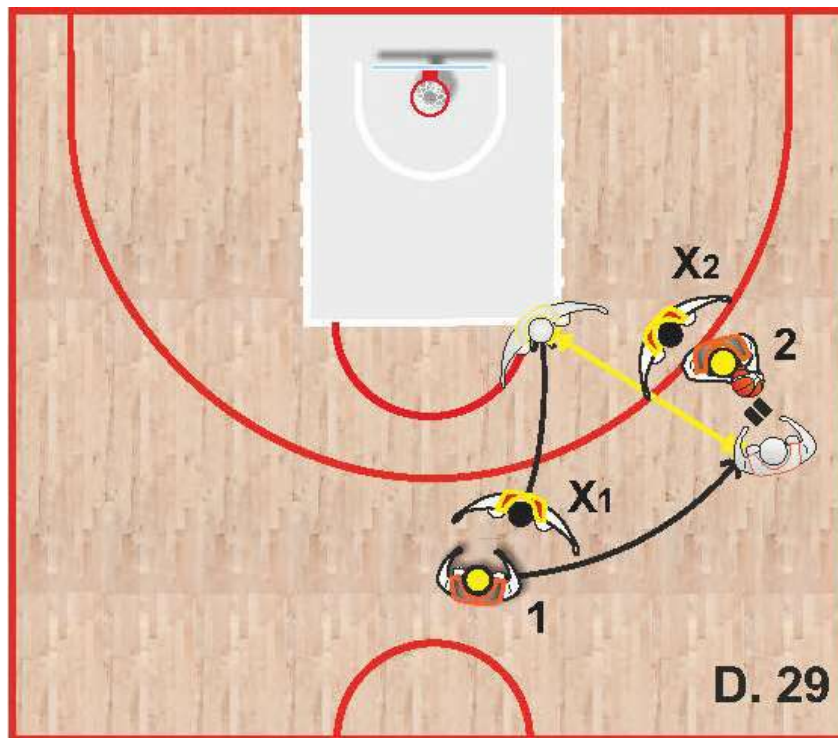




Questo movimento (reazione sempre di una precedente lettura della reale situazioni di gioco) sarà, come vedremo, propedeutico al **dai e cambia** - passa alla sua dx (sx) e blocca alla sua sx (dx) per un terzo compagno.

Se X1 sul passaggio di 1 si sposta molto verso palla, basso rispetto alla linea di passaggio, 1 taglierà deciso verso la palla per ricevere un passaggio consegnato (*hand off*) da 2 (D. 29).

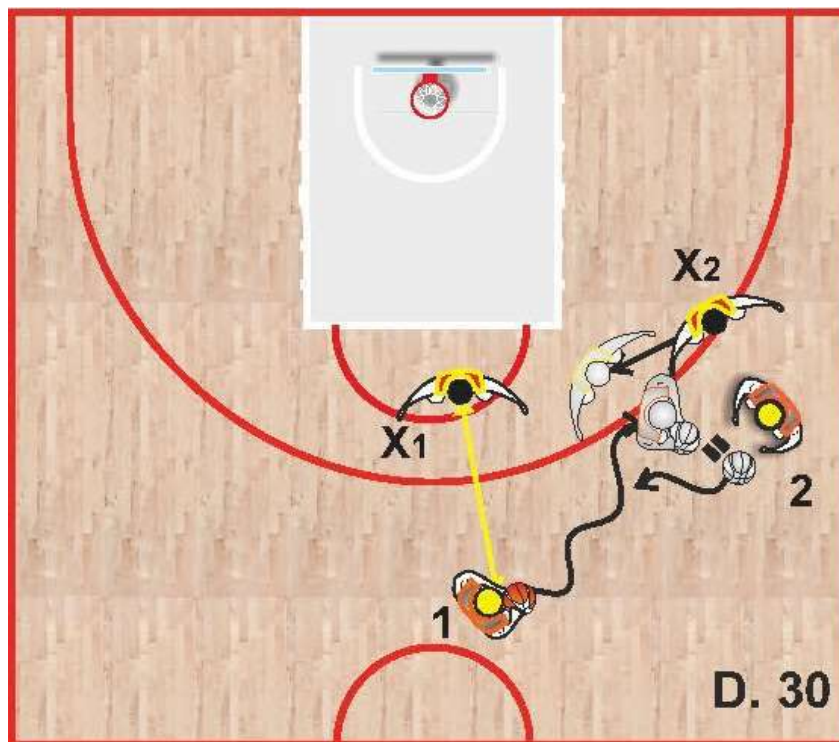




Quando e su cosa decidere per 1 e 2 di giocare un dribble hand off o un dai e segui? La risposta è nella comune lettura del comportamento di X1, che in entrambe le situazioni andrà a giocare sempre molto staccato da 1, nel primo caso 1 avrà la palla e se non è nel suo raggio di tiro, si sposterà rapidamente in palleggio per consegnarla a 2.

Con il suo corpo 1 crea un velo (**blur screen**) così da rallentare la reazione difensiva di X2, che non potrà contare su un aiuto di X1 posizionato lontano dalla palla (**D. 30**). Nel secondo caso la lettura nasce dal giocatore senza palla (sempre 1) che legge l'azione di eccessivo aiuto verso la palla ed il canestro (**D. 29**).





La stessa lettura e reazione si avrà nell'ulteriore ed ultima forma di collaborazione a due che vediamo.

Dai e blocca

1 passa a 2. X1 ruba spazio a 2 andando verso la linea di penetrazione interna del giocatore con palla, flottando molto e staccandosi dal 1. Quest'ultimo potrà decidere di far seguire al suo passaggio un immediato taglio verso il compagno per X1 portare un regolare blocco per la palla e giocare a tutti gli effetti quello che è un **Pick and Roll** (o **Pick and Out**) che avremo modo di vedere nel dettaglio in futuro (**D. 31**).

Questa situazione è tra quelle viste finora certamente la più complessa ed insieme al dai e segui la più "contraddittoria". Abbiamo sempre parlato di rispetto di spazi/tempi tra gli



attaccanti, adesso proponiamo movimenti di collaborazione che per un momento portano i due attaccanti a giocare sullo stesso spazio, anche a contatto fisico.

Come giustificare questa negazione di rispetto degli spazi ed anche di movimento (sia nell'*hand off* che nel *dai e blocca*, per un attimo i due attaccanti dovranno essere fermi per evitare movimenti irregolari nei confronti dei difensori, soprattutto di quello che si trova a dover superare l'ostacolo del corpo dell'attaccante che si va a X1 posizionare sulla sua linea di scivolamento difensivo).

La risposta è nella continua ricerca da parte degli attaccanti di soluzioni che, nel caso concreto da affrontare possano creare delle iniziali saturazioni di spazio e tempo, sulla base di lettura degli spazi di gioco realmente attaccabili e vantaggiosi, che diano nel proseguo del gioco dei vantaggi superiori a quelli precedentemente visti.

Early Offense (tag.asp?tag=Early Offense)

Transizione (tag.asp?tag=Transizione)

Attacco (tag.asp?tag=Attacco)

Contropiede (tag.asp?tag=Contropiede)

Handoff (tag.asp?tag=Handoff)

DHO (tag.asp?tag=DHO)

Dai e Vai (tag.asp?tag=Dai e Vai)

Dai e Segui (tag.asp?tag=Dai e Segui)

Blur Screen (tag.asp?tag=Blur Screen)

Ti è piaciuto? Condividilo!

419
Condivisioni



374



42



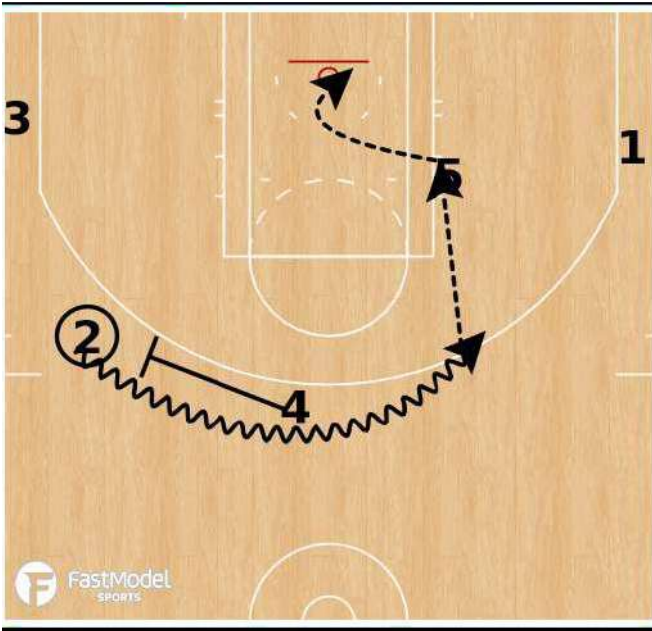
PISTOL FLARE



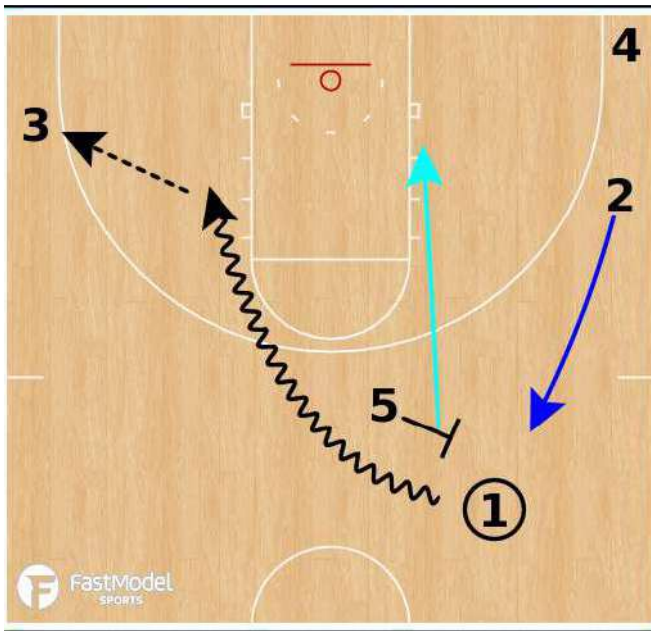
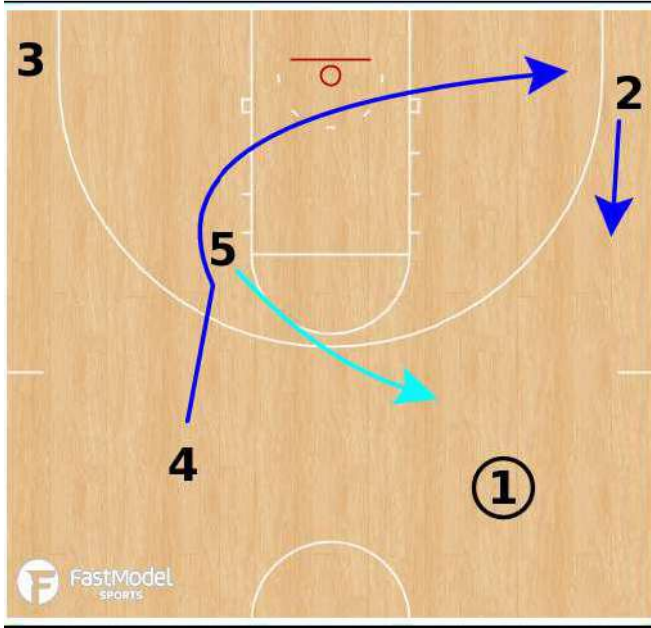
DHO FLARE

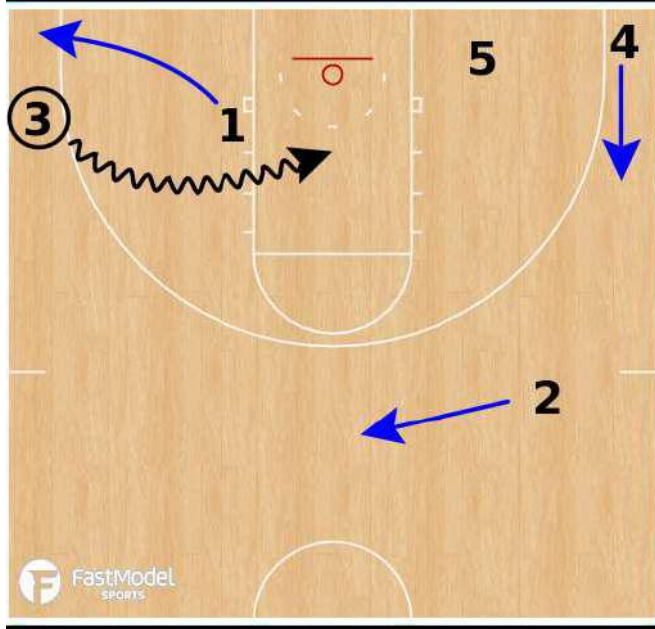


EARLY OFFENSE POST ENTRY

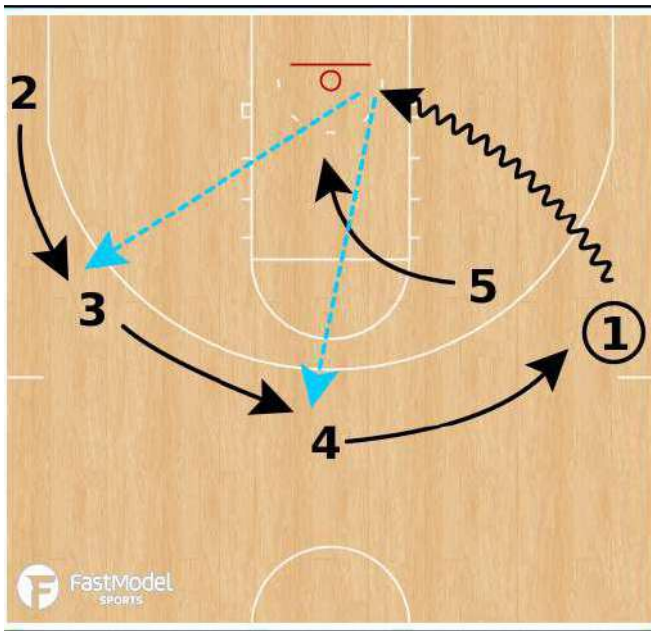
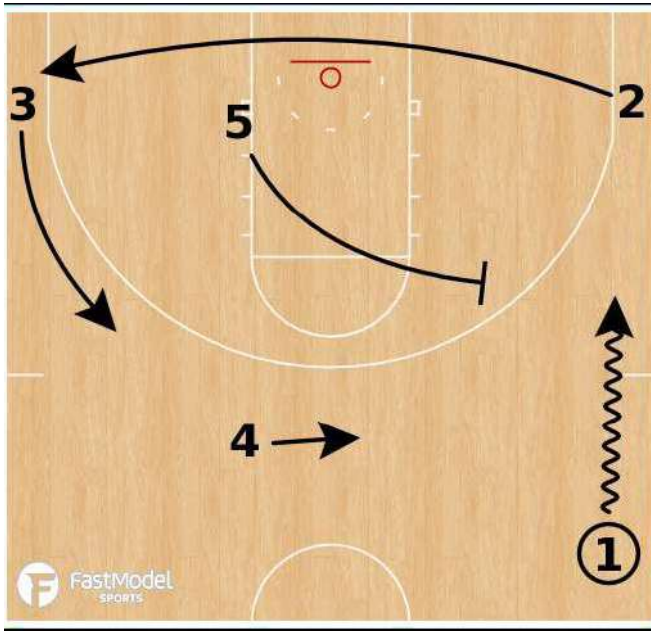


EARLY OFFENSE

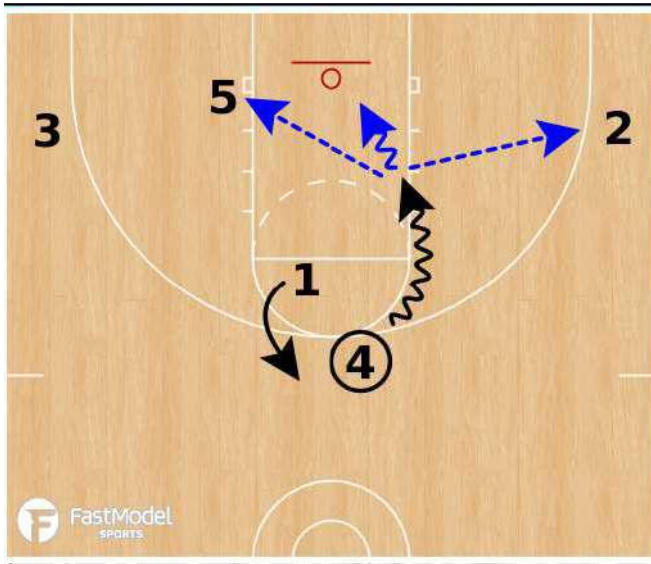
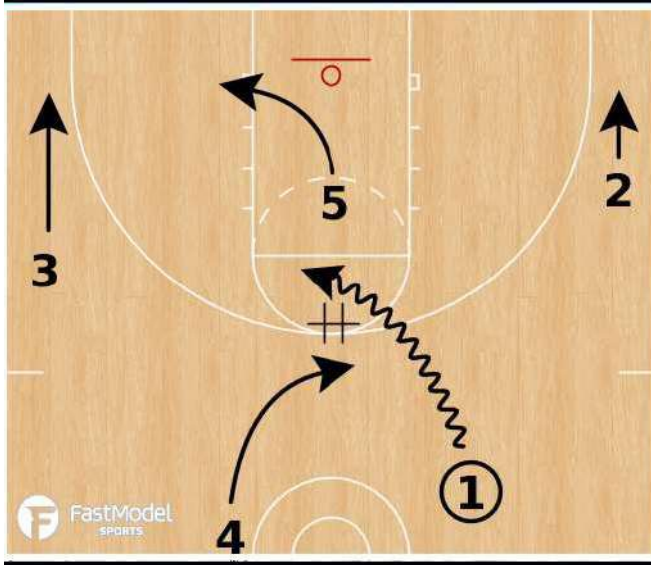




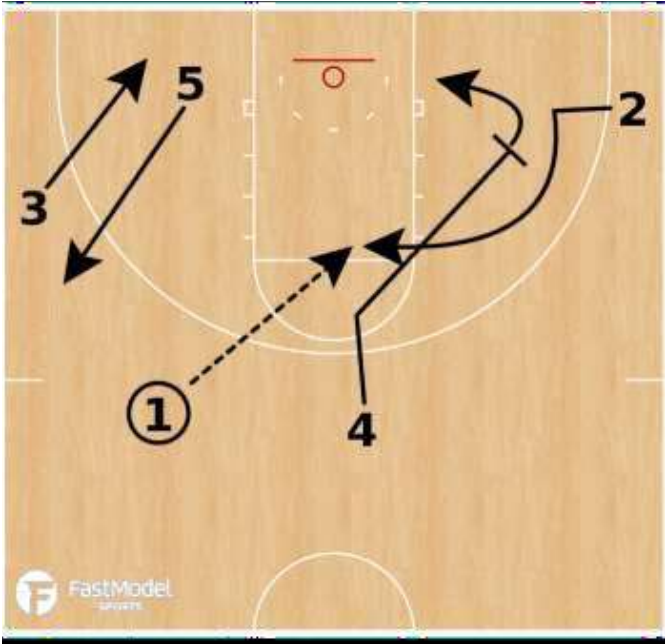
REJECT LIFT



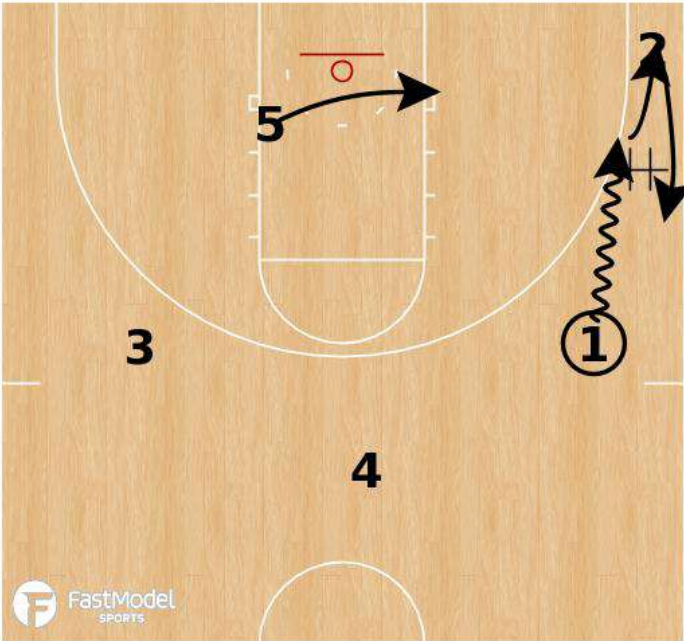
TRIPLE GAP

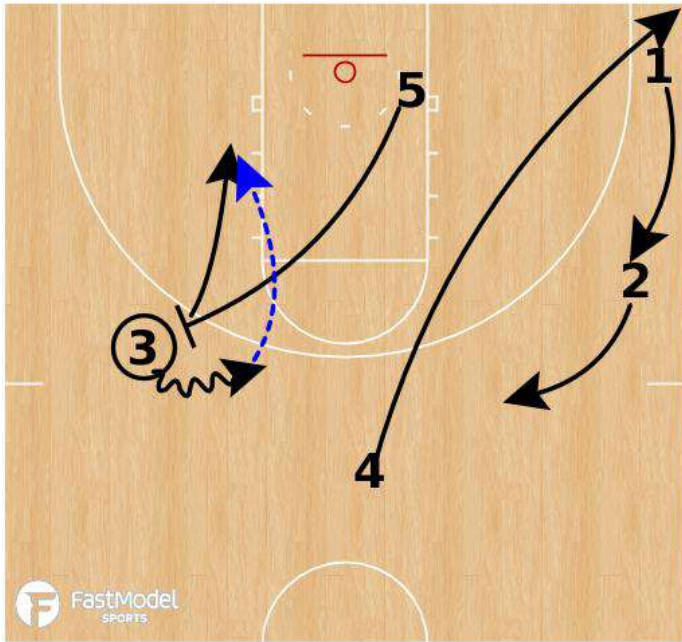
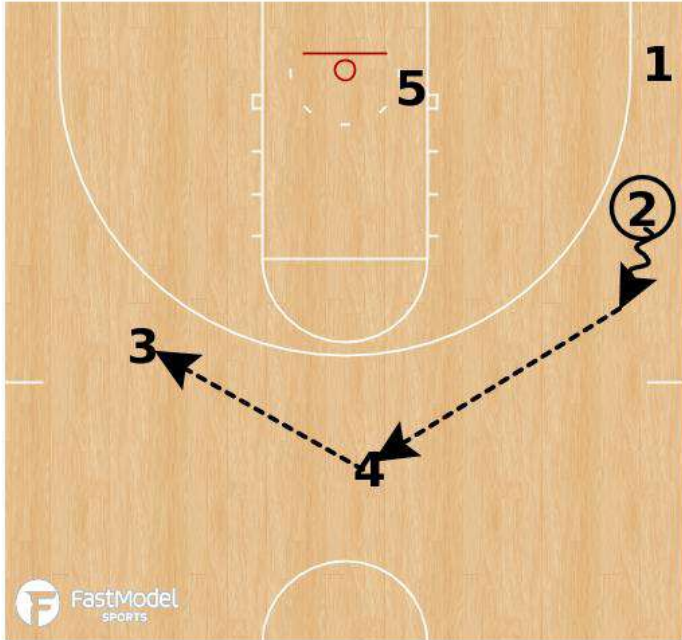


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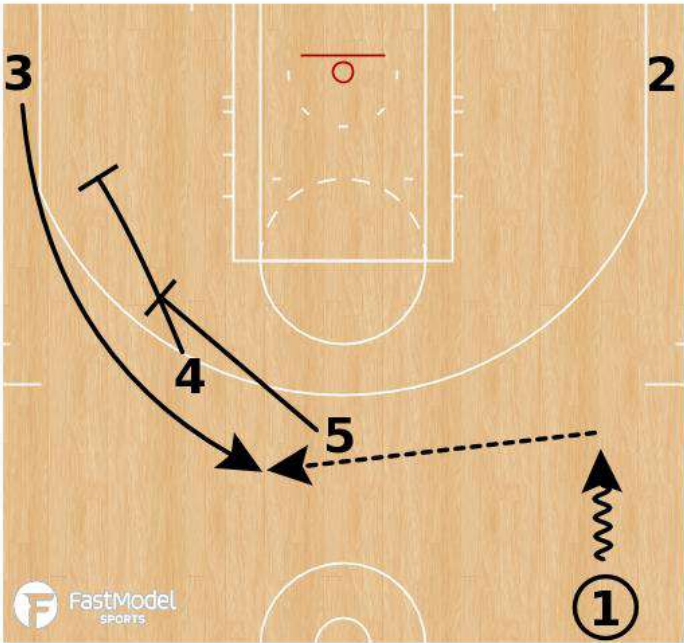


WING SLOT PnR

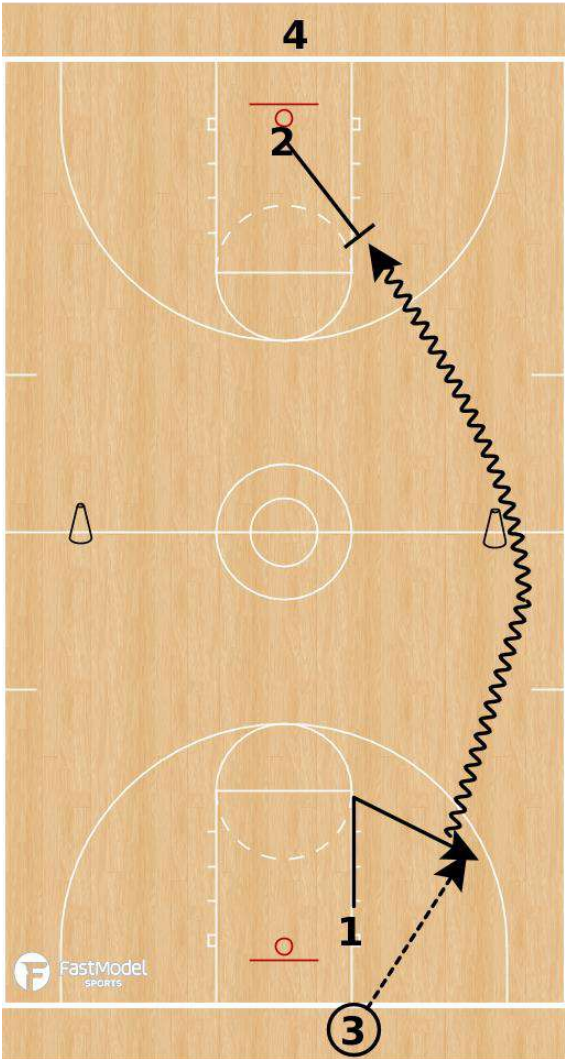


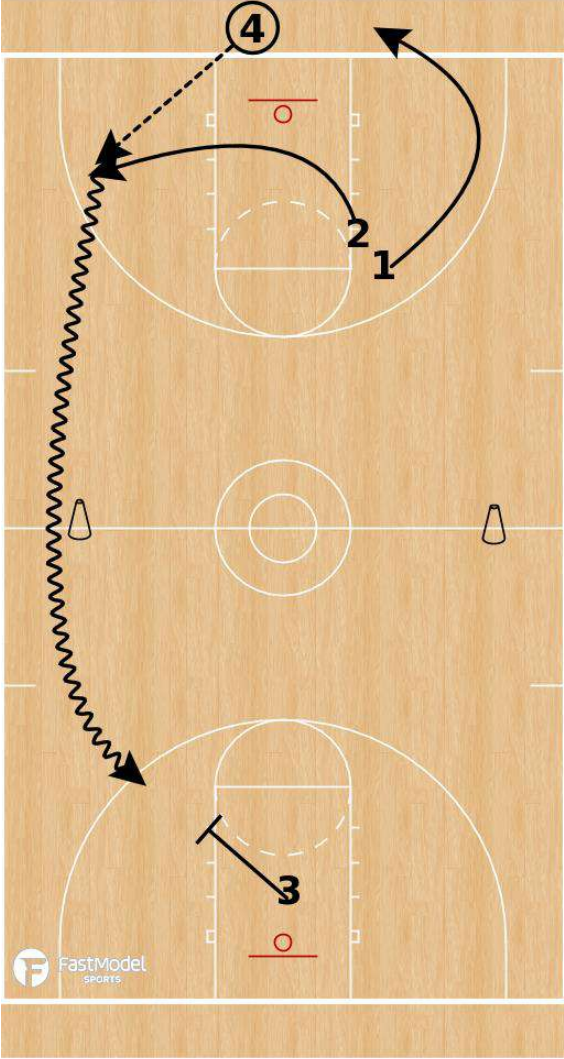


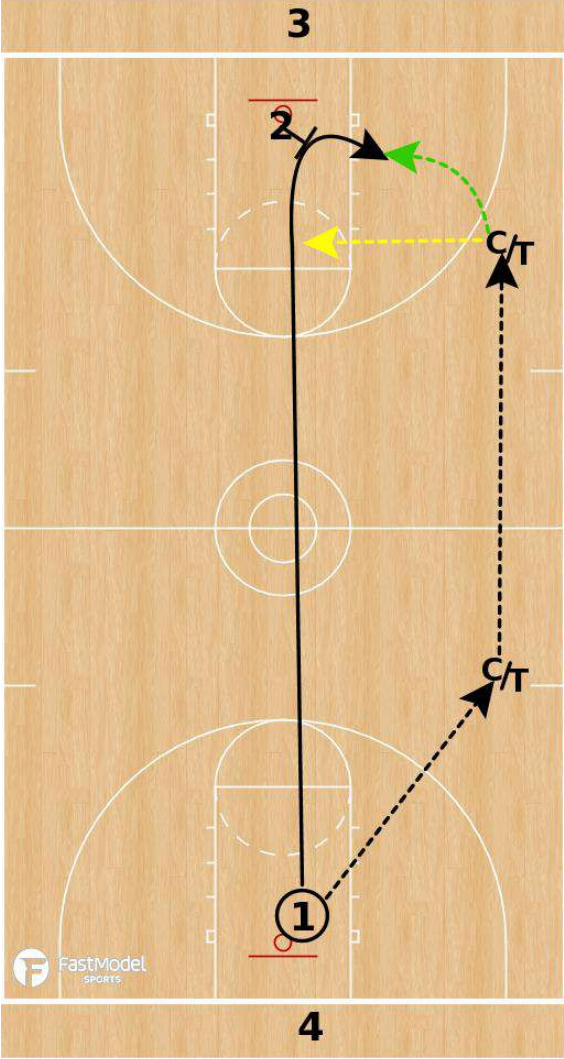
STAGGER AWAY TO BALL SCREEN

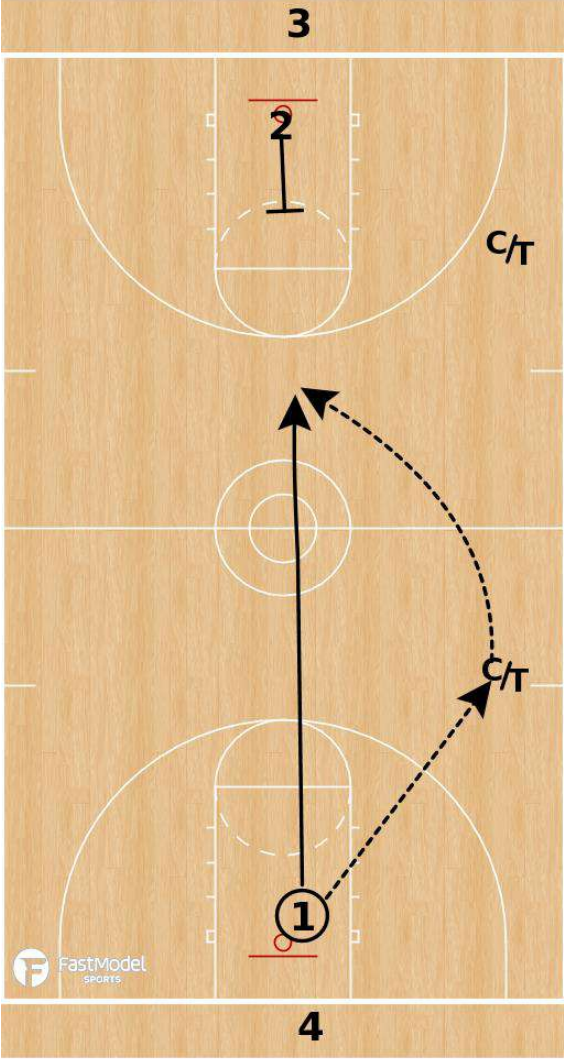


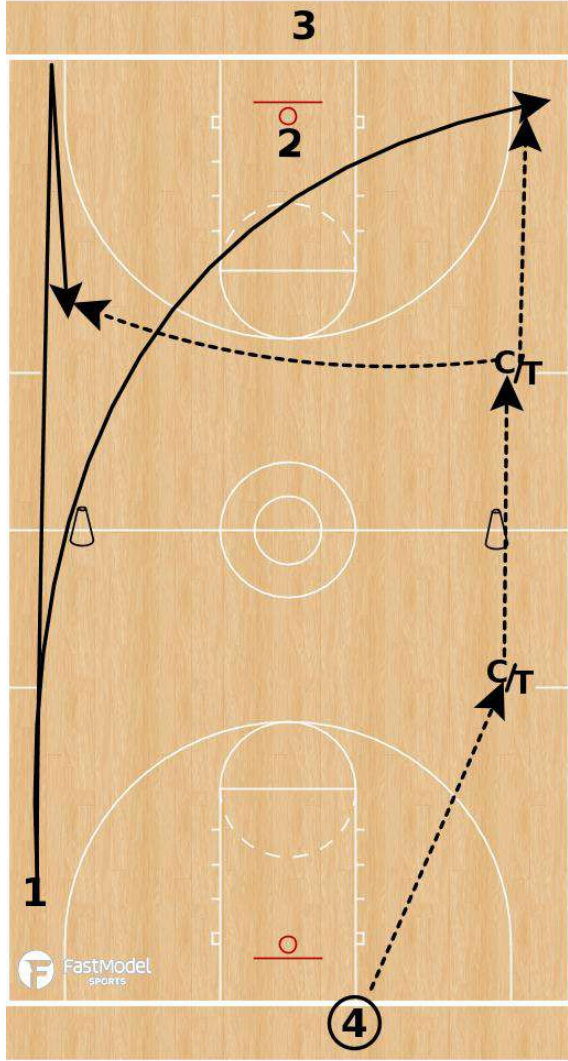
BUILD UP DRILLS

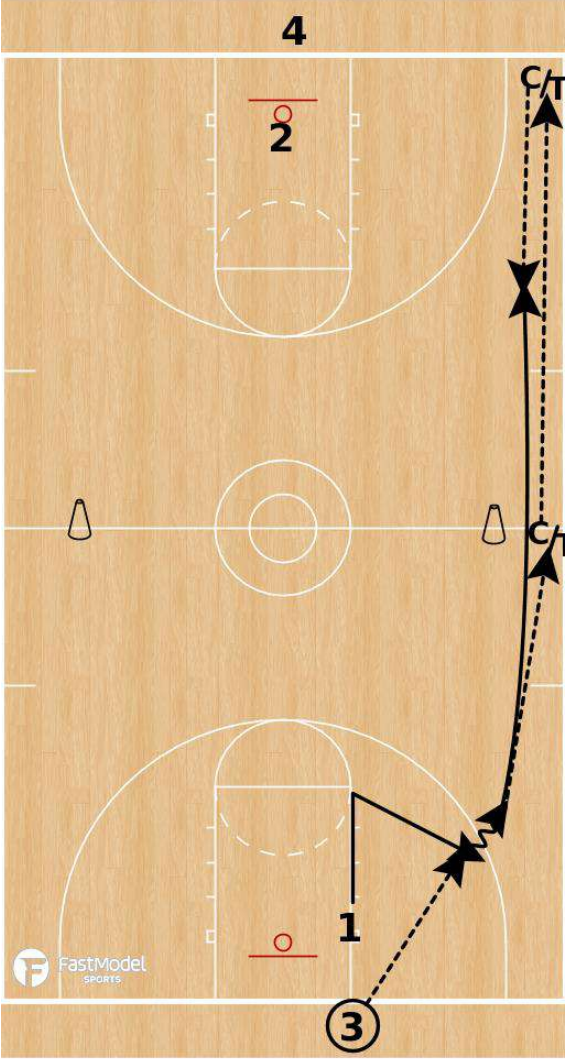




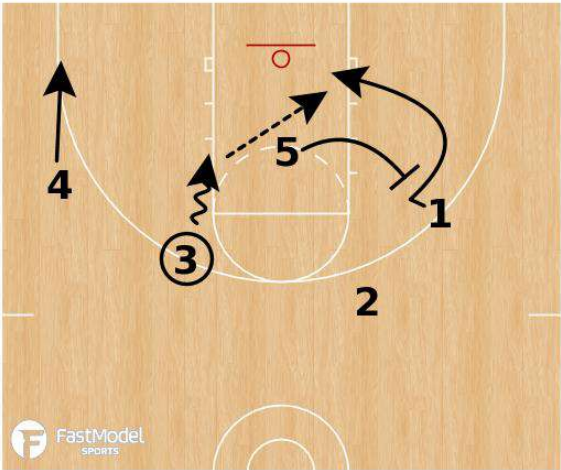
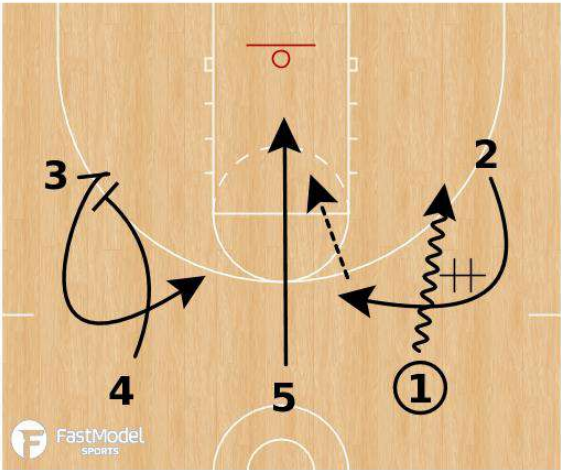
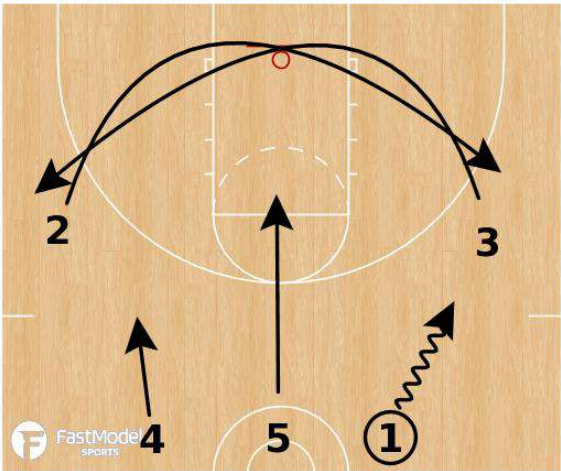




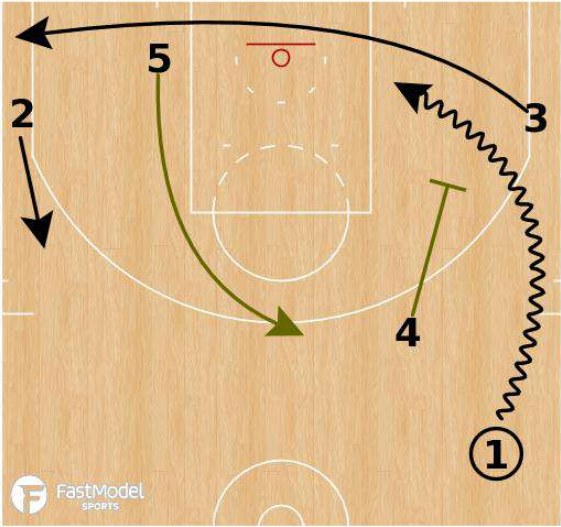
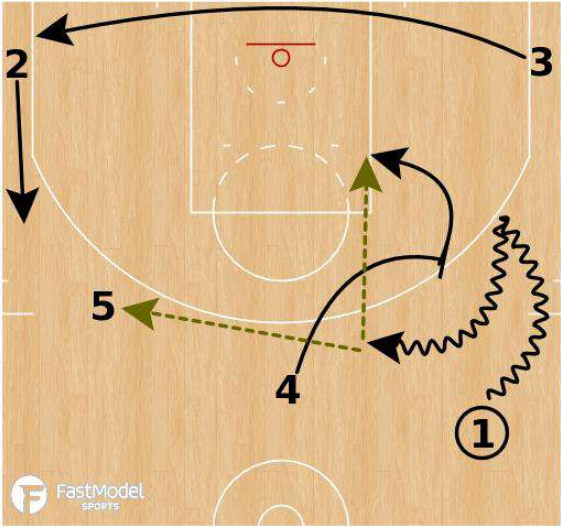




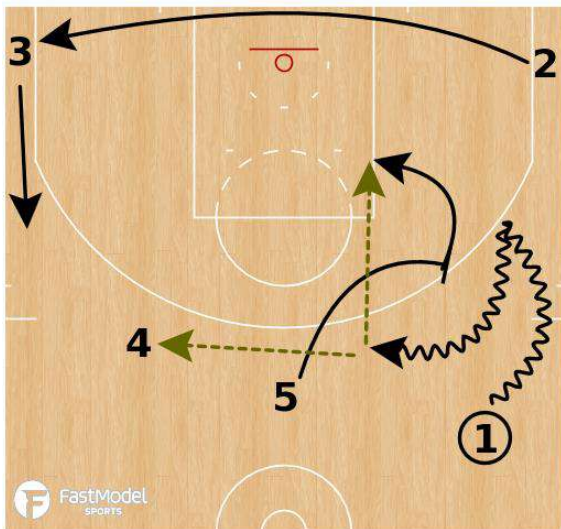
VEGAS EARLY OFFENSE



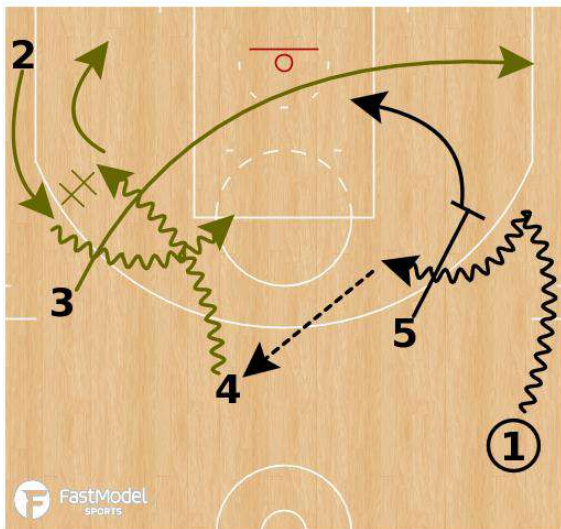
PUSH ACTION



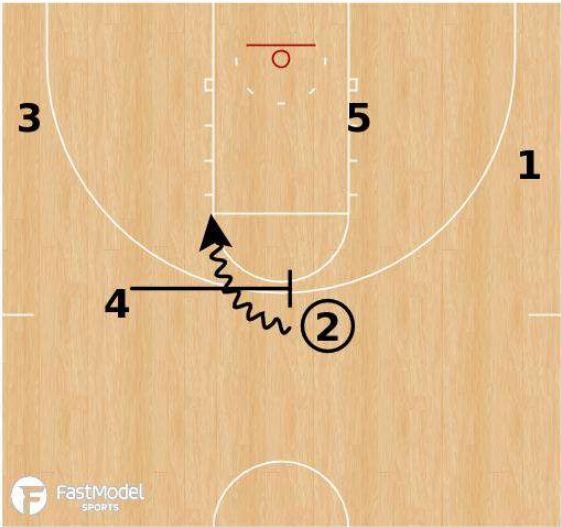
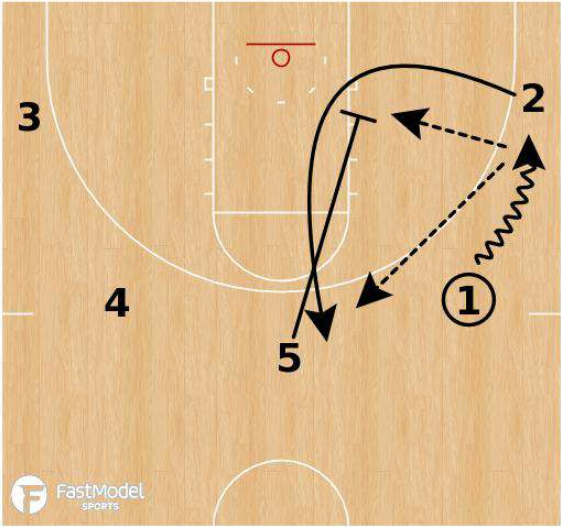
OPTION 2



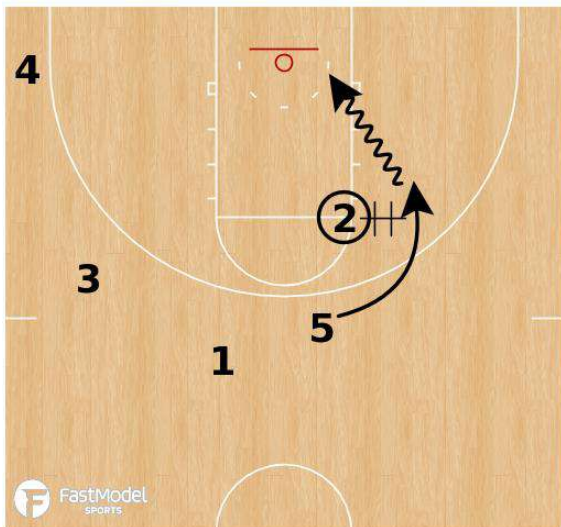
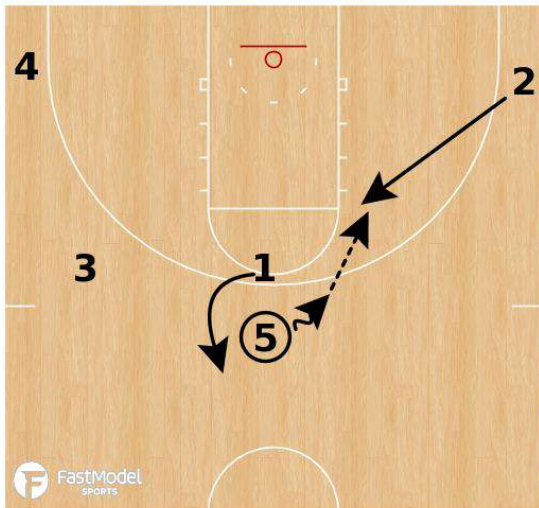
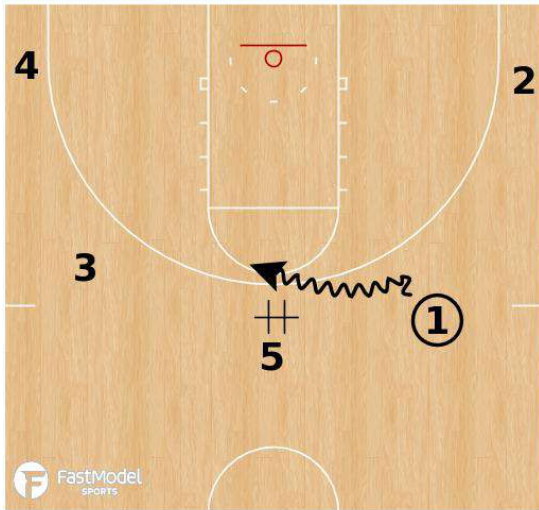
PUSH



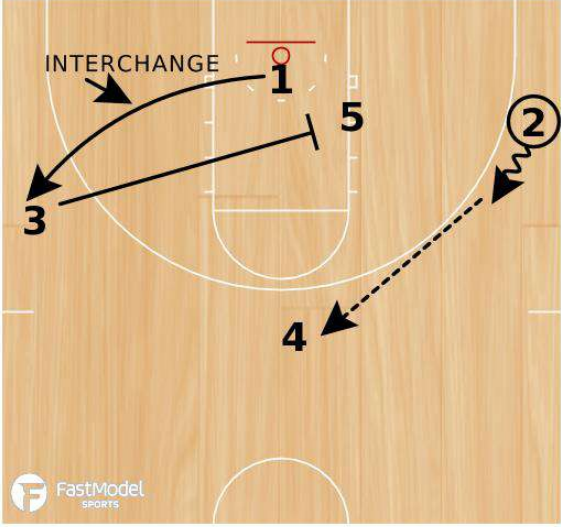
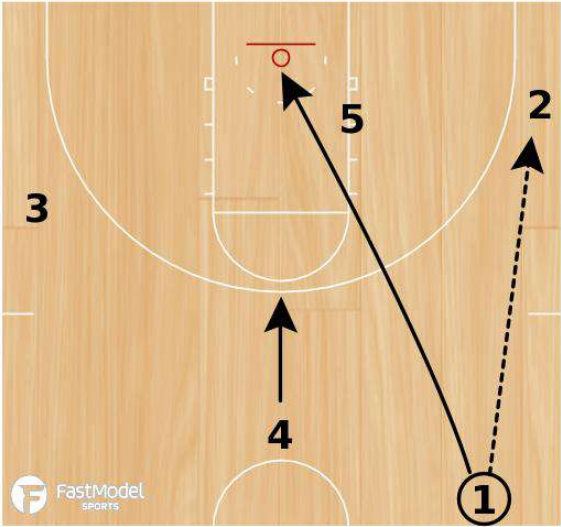
PUSH ZIP

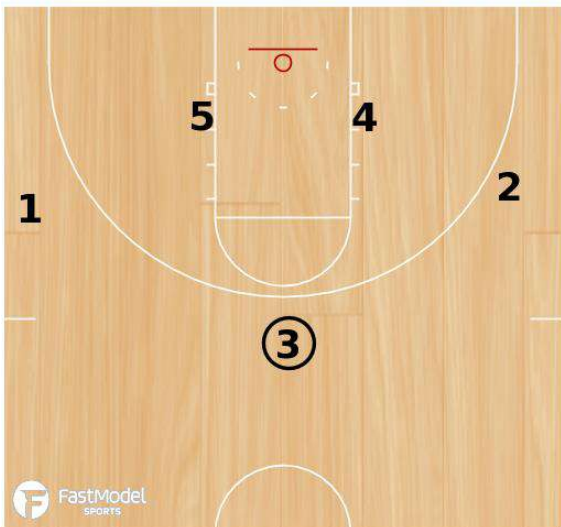
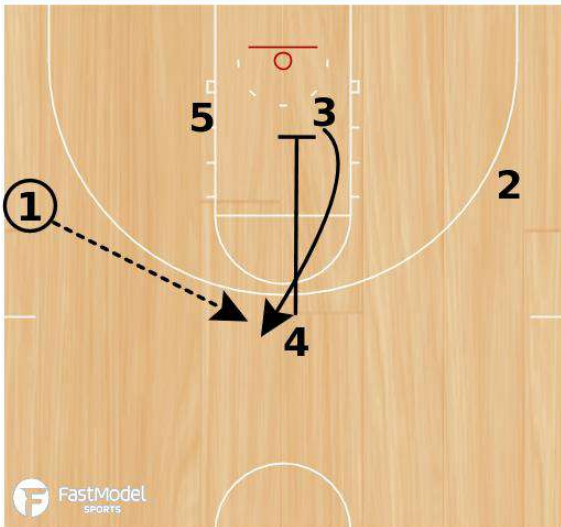
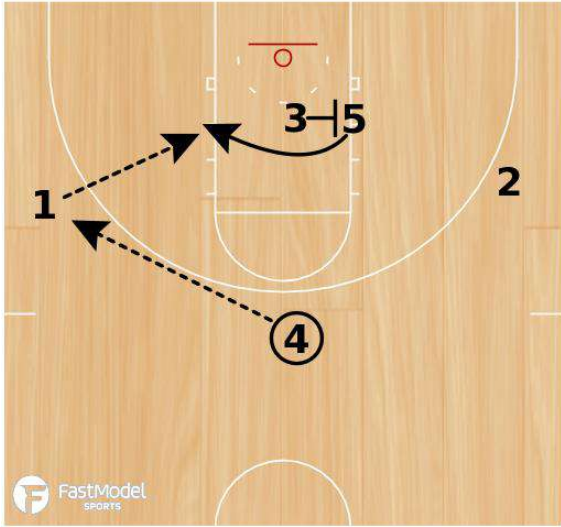


SLICE QUICK

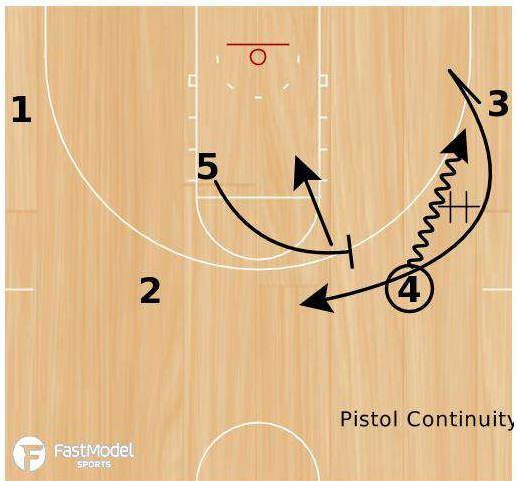
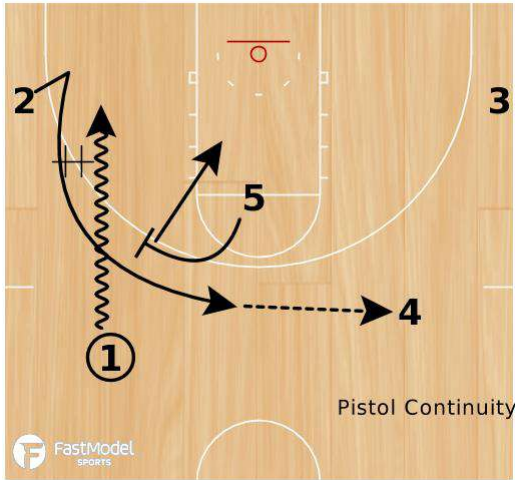


WING OPTION

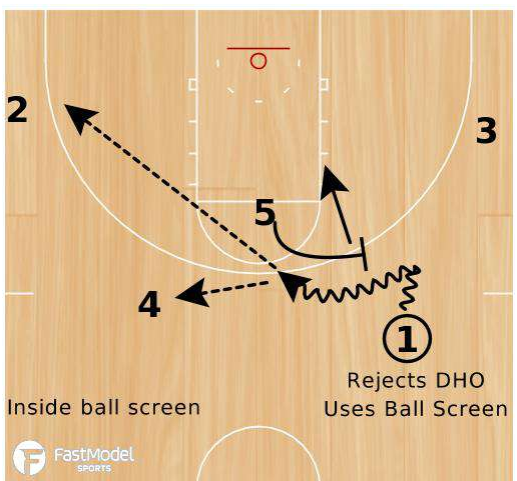




PISTOL BYU COUGARS



INSIDE BALL SCREEN OPTION



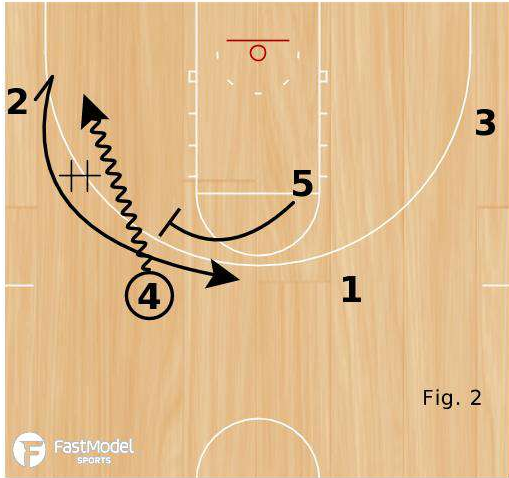
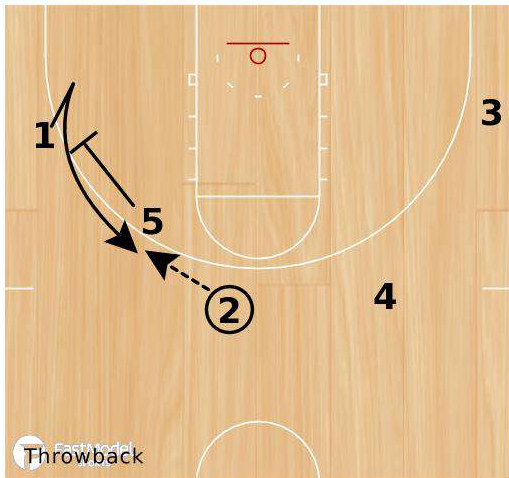
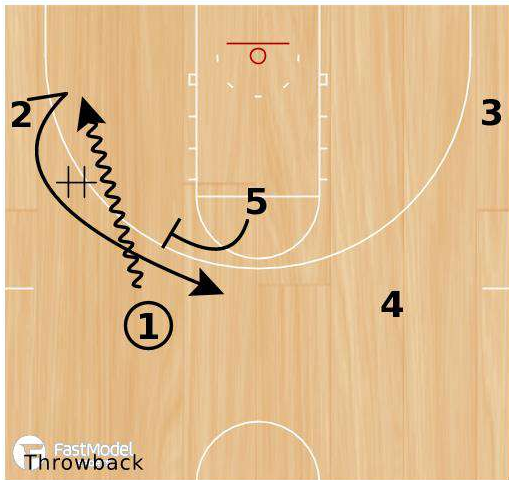
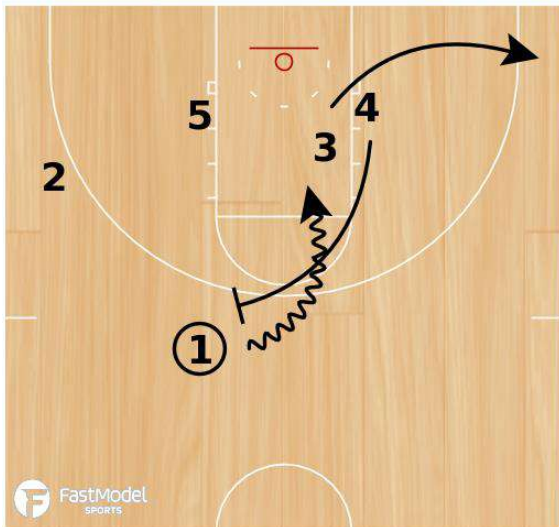
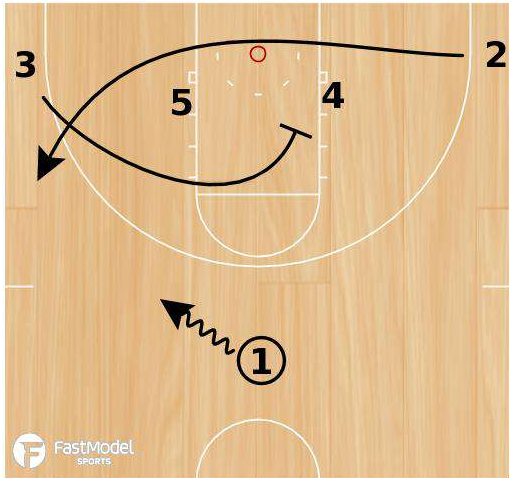


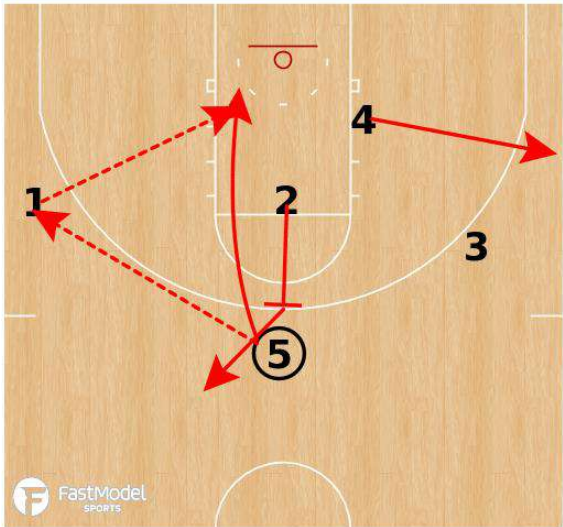
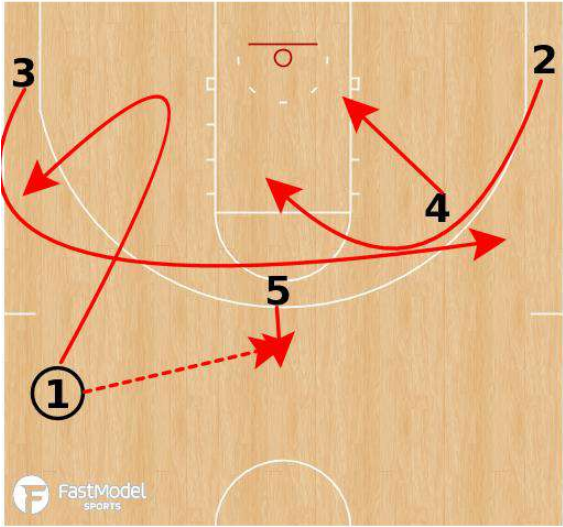
Fig. 2



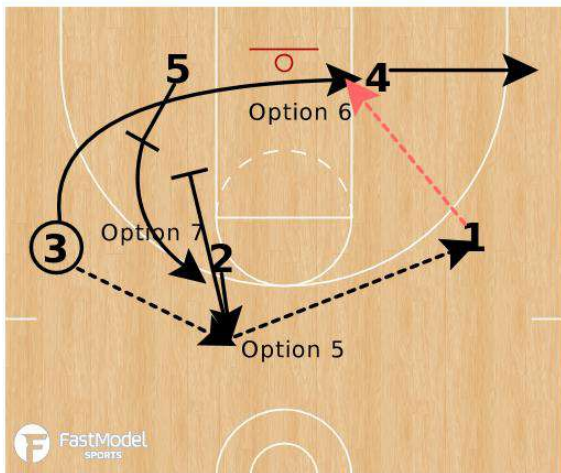
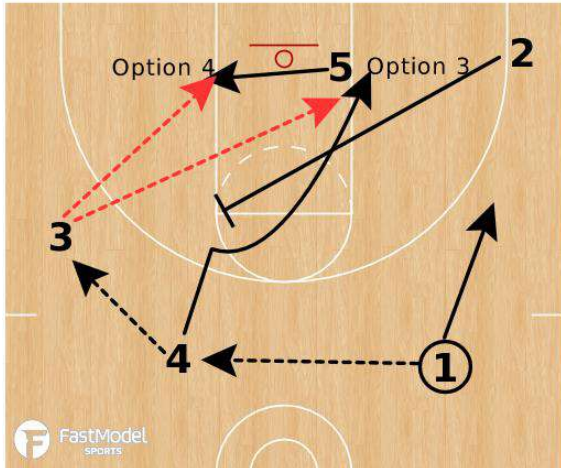
VCU EARLY OFFENSE



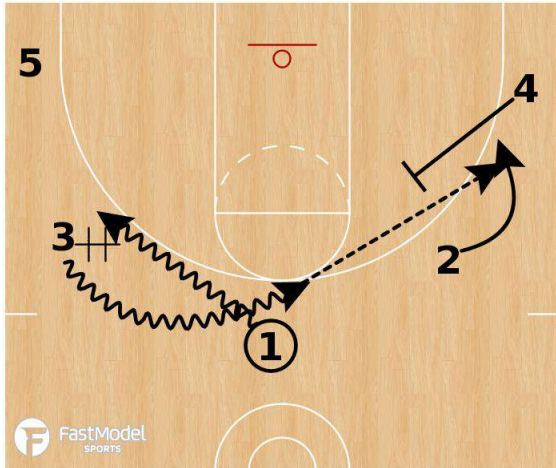
SECONDARY BREAK MICHIGAN WOLVERINES



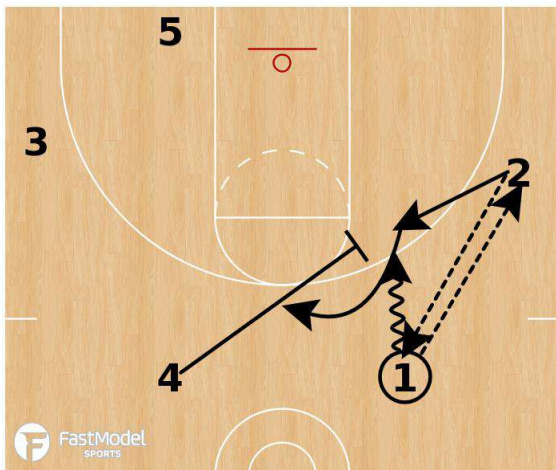
4 OUT CAROLINA FLEX



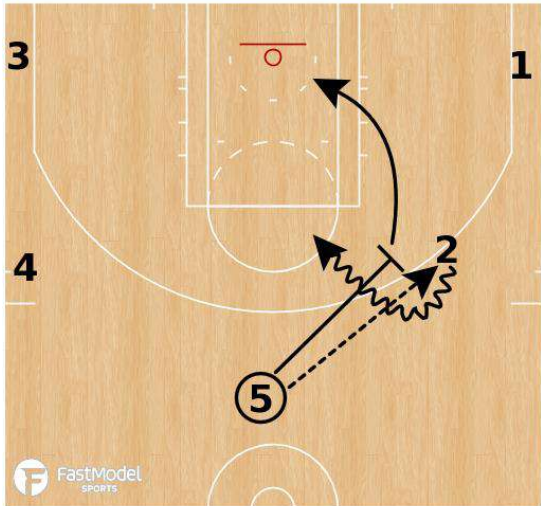
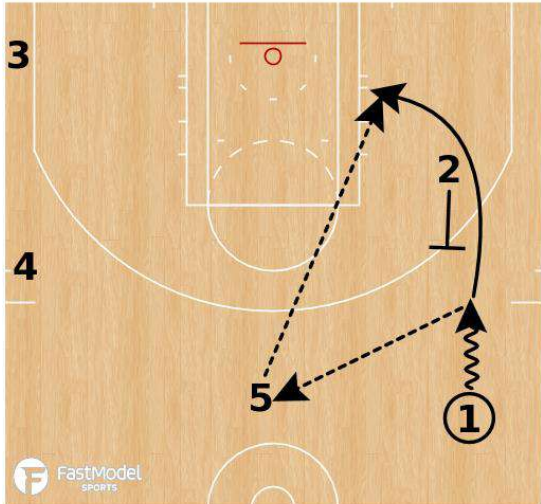
5 OUT DHO FLARE

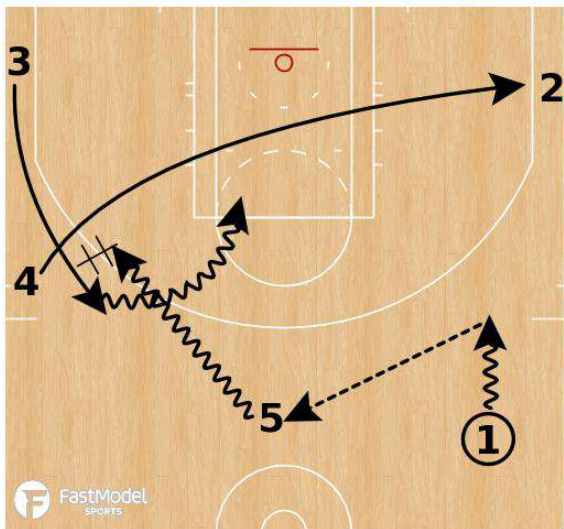
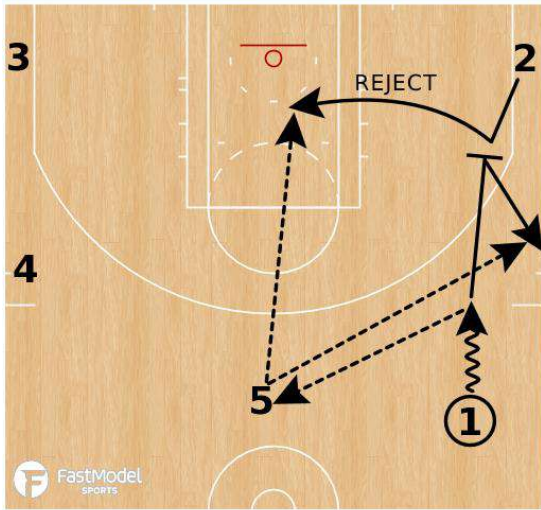
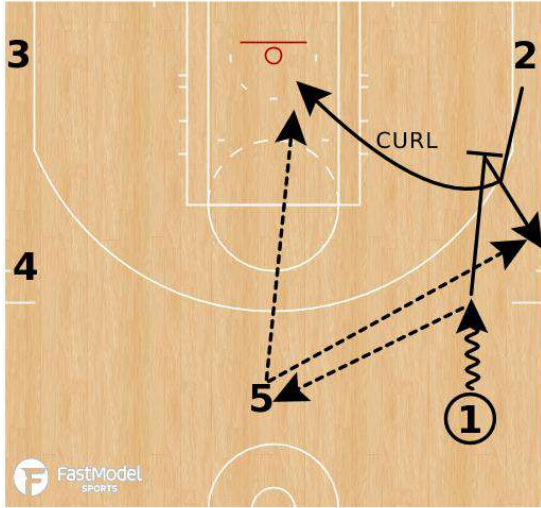


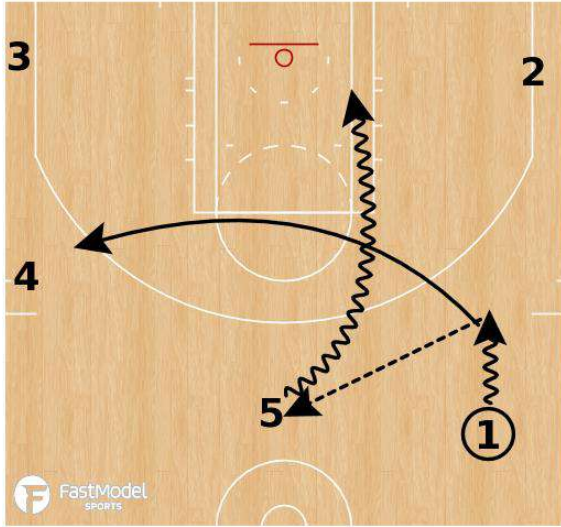
BRUSH FLARE



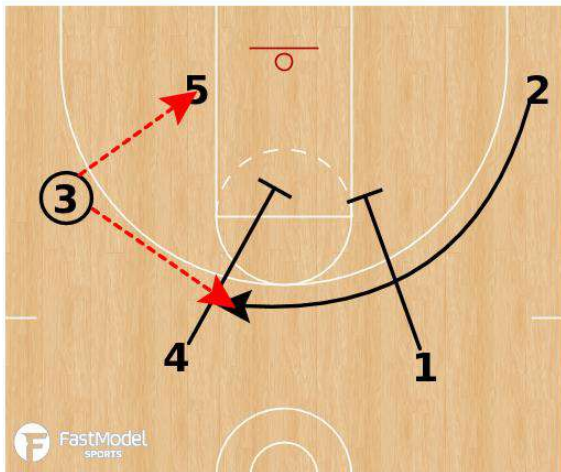
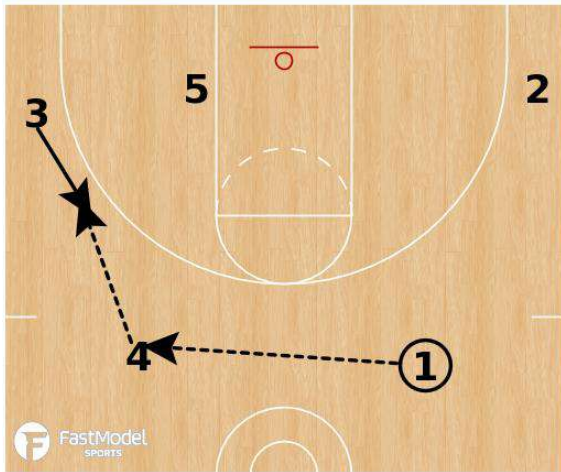
DELAY OPTIONS D'ANTONI



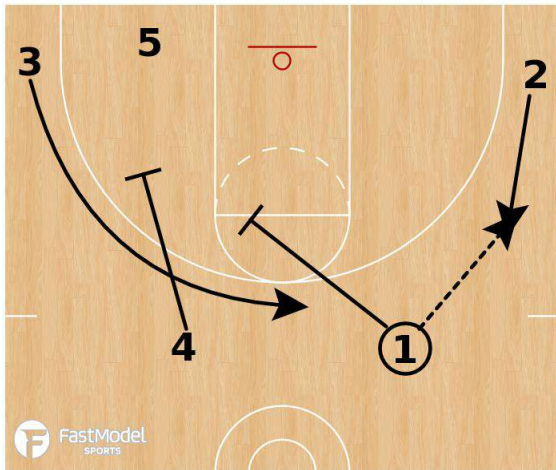




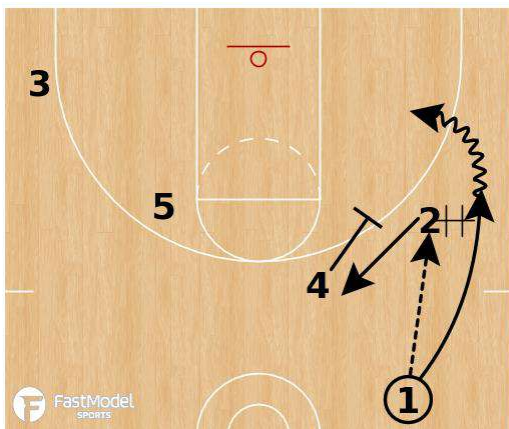
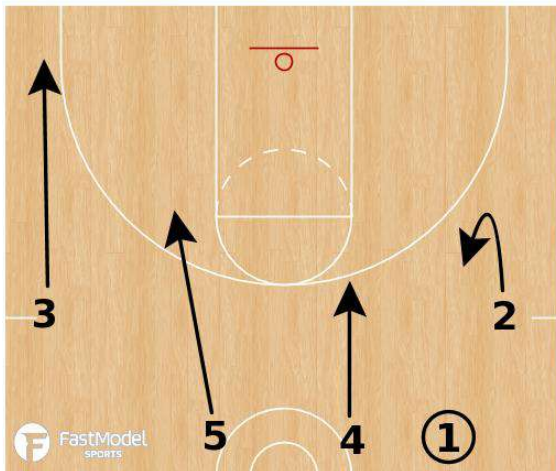
SWING STAGGER SECONDARY



STAGGER AWAY

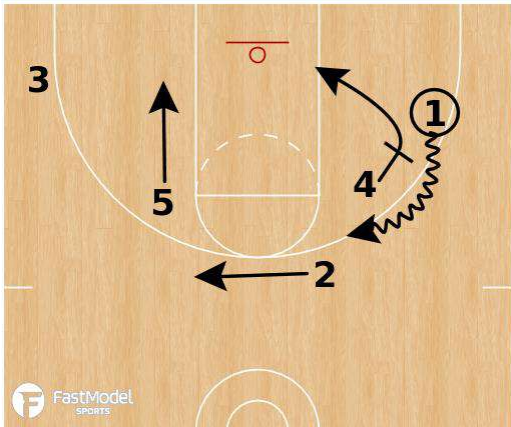


TRANSITION SERIES

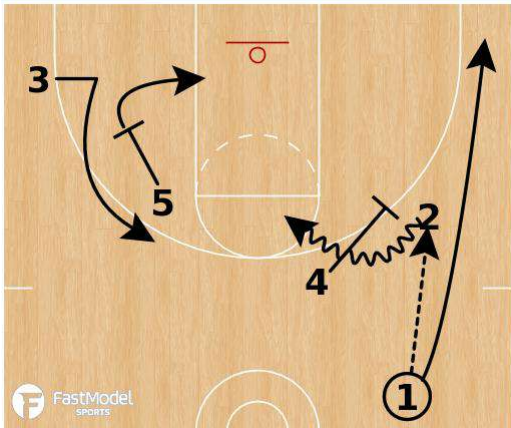


Chase" 21, follow pass, flair screen to ball screen

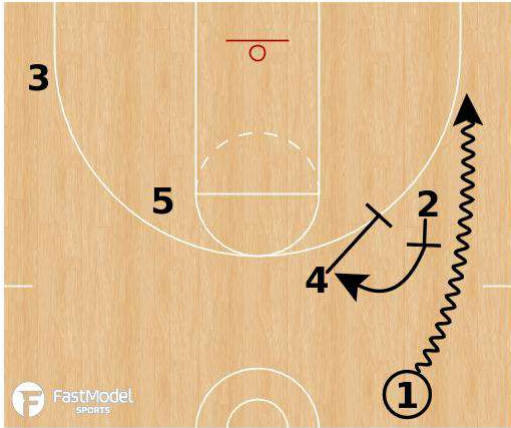
Chase" Continued Ball screen with 2 drilling



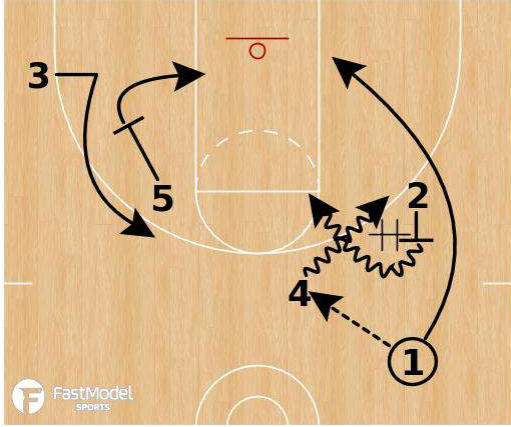
Keep 21 Ball screen with pin down on back side



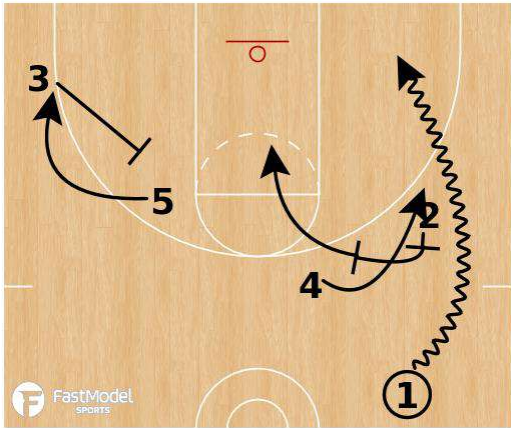
"Dribble" 21, step up, flare



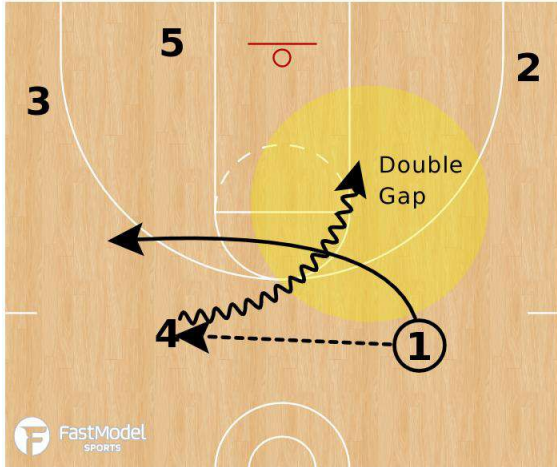
Down



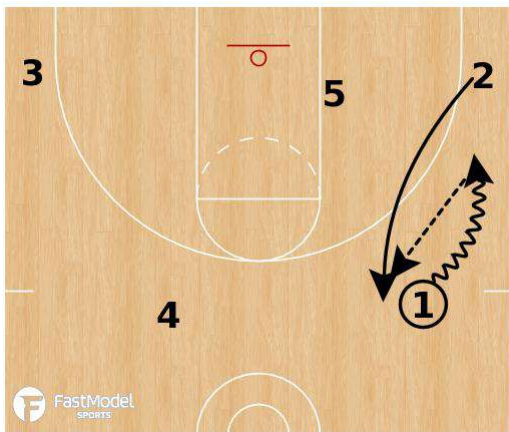
Hammer

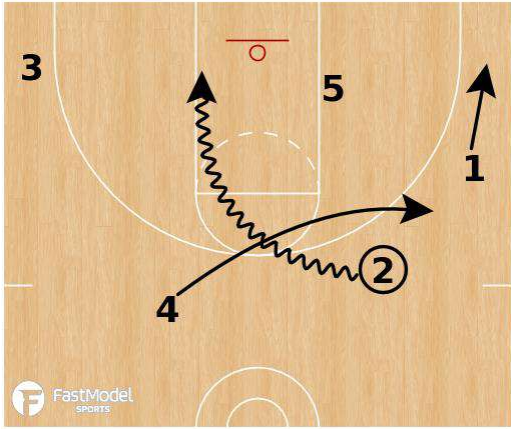


LOOP

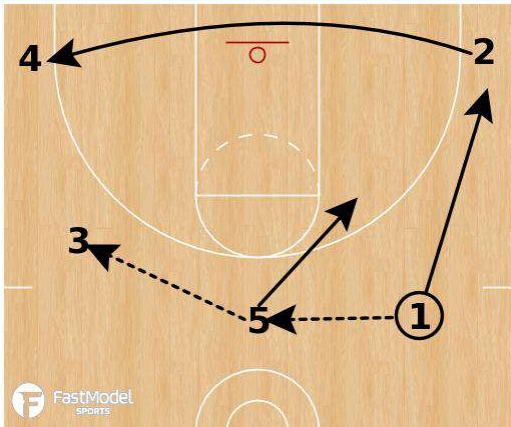


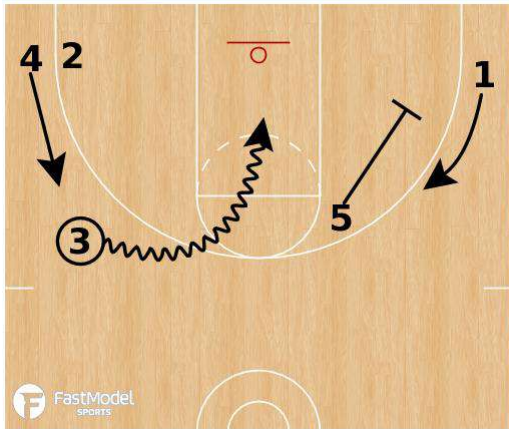
SHALLOW BRUSH



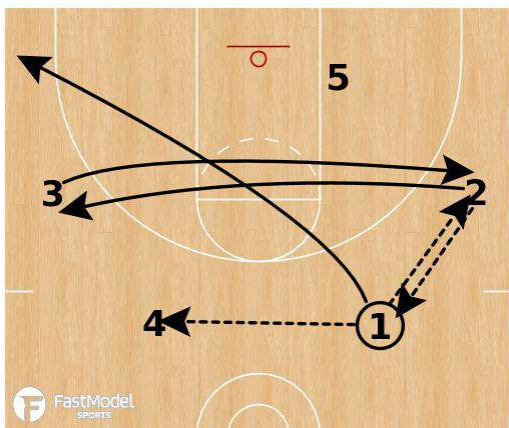


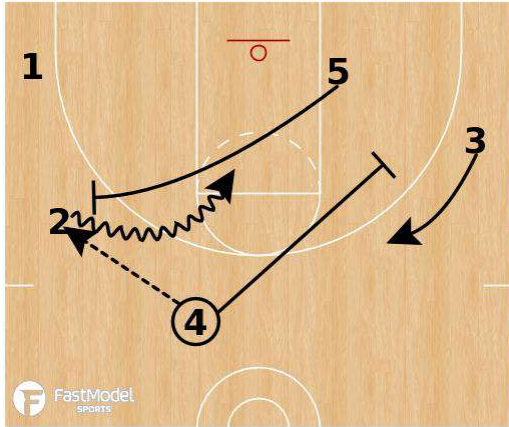
SWING PIN GAP



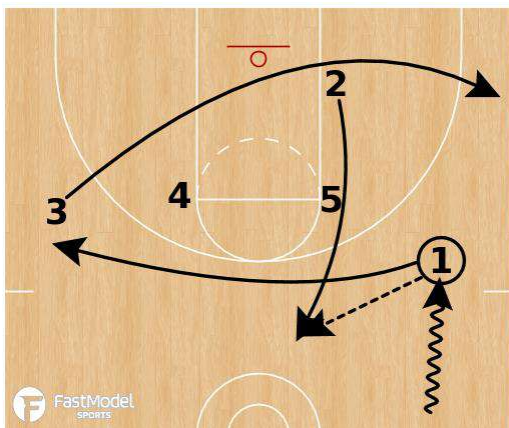


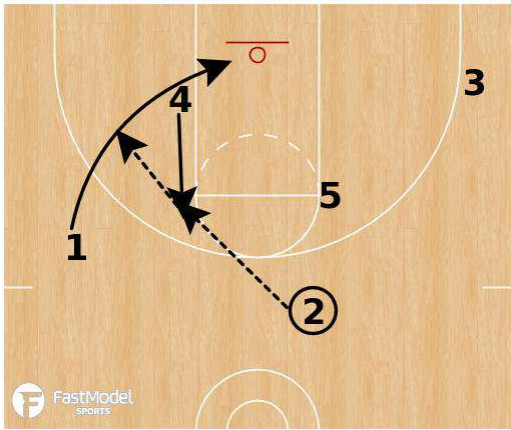
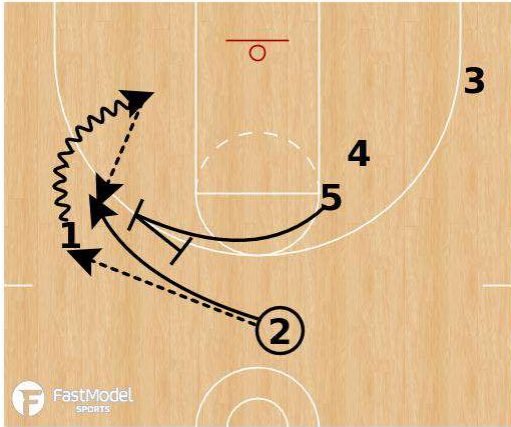
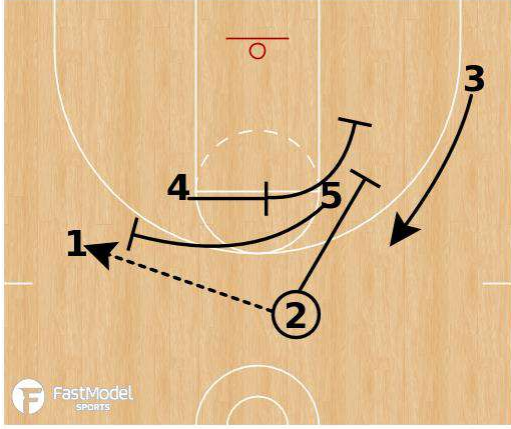
Spread Ball Screen - False Motion

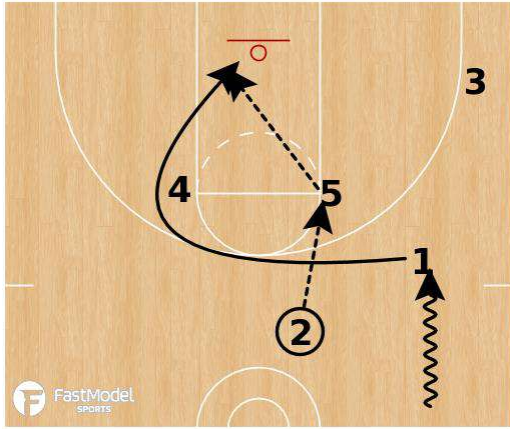




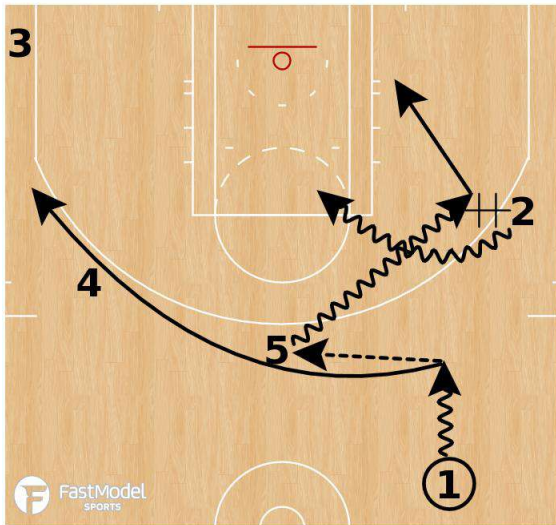
Push Zip Iverson Series



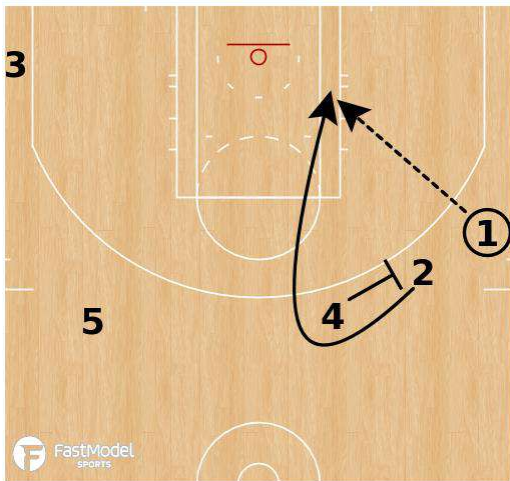
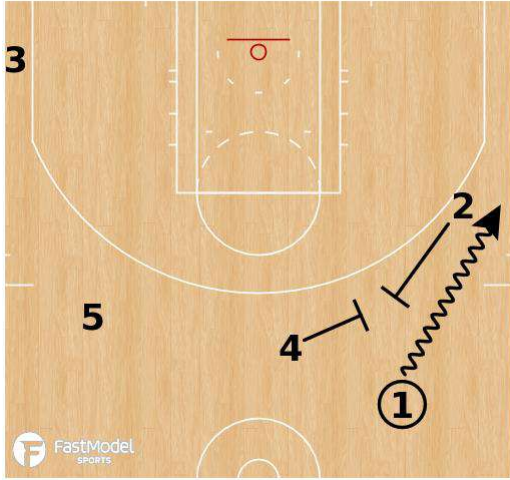




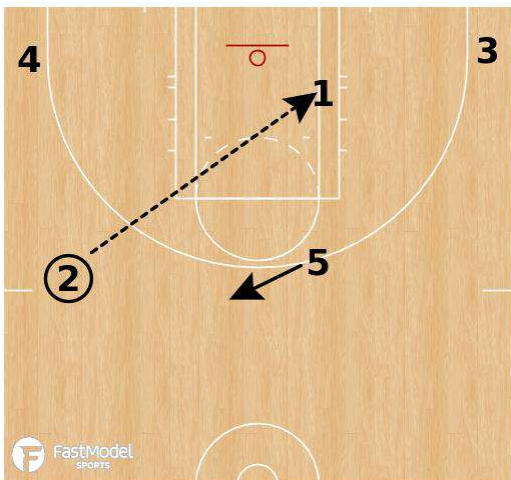
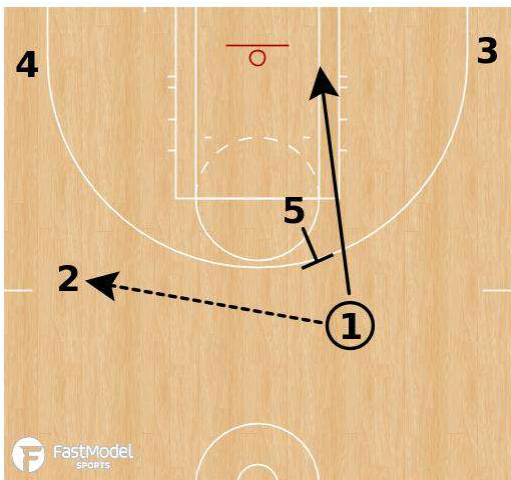
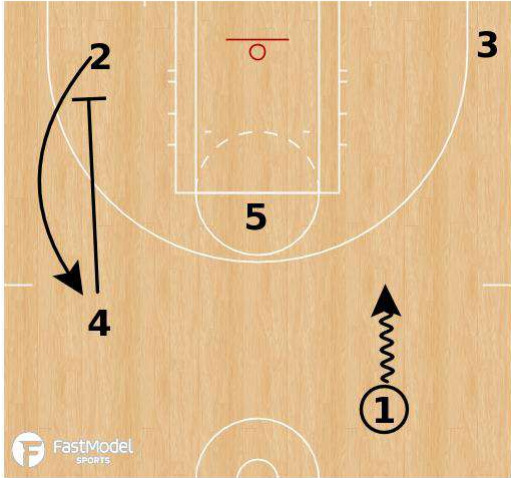
BLAST KEEP SIDE



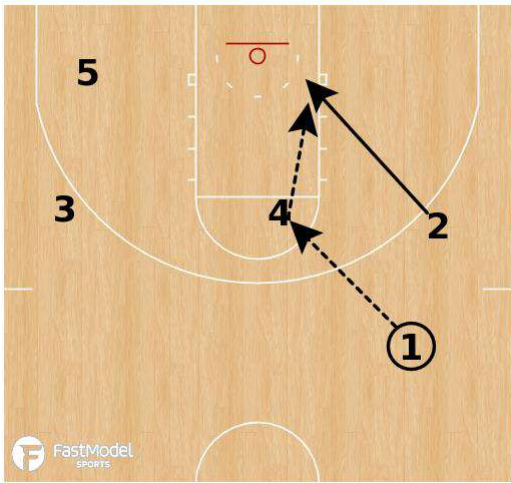
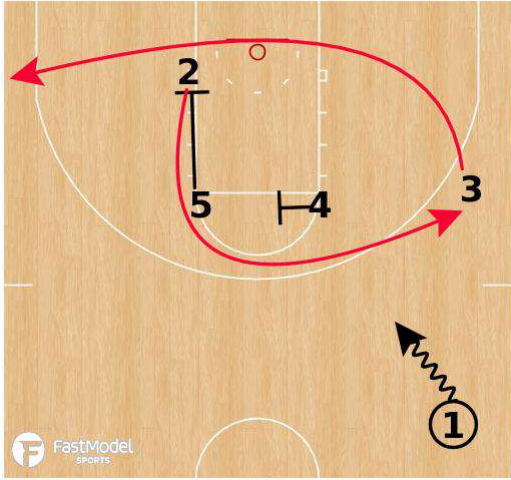
PISTOL SPOT UP



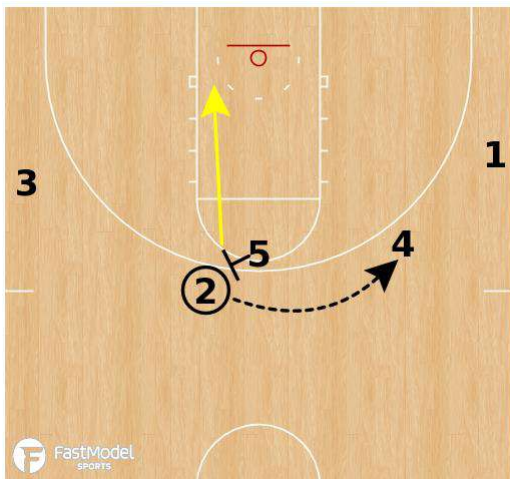
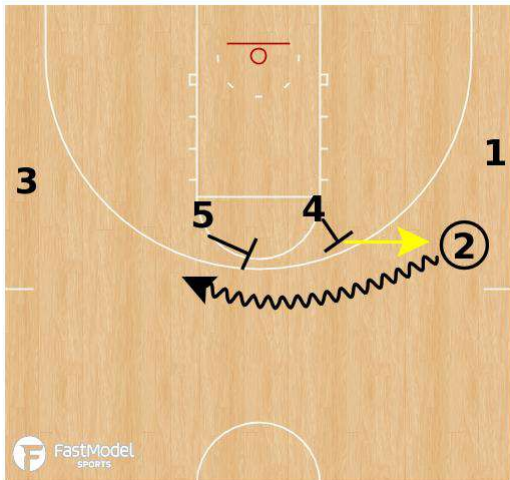
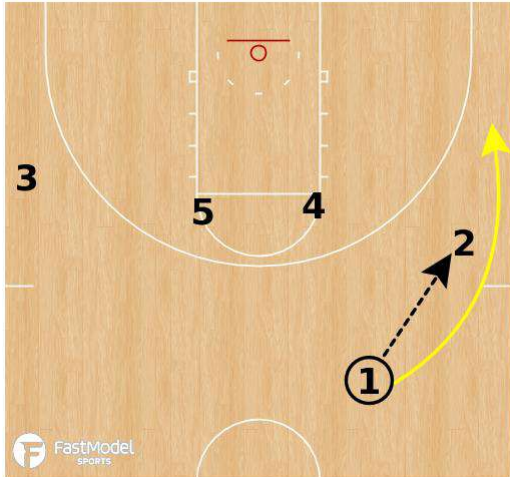
PIN DOWN UCLA



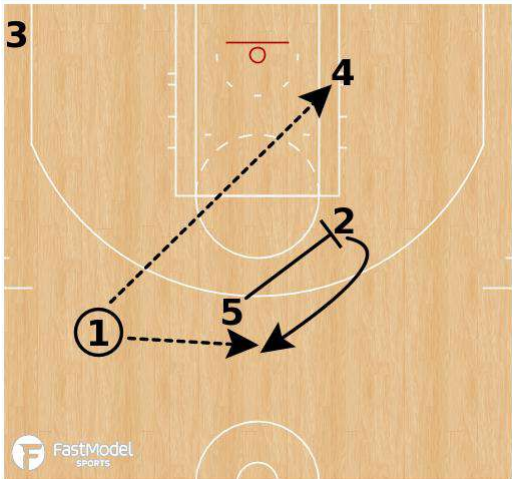
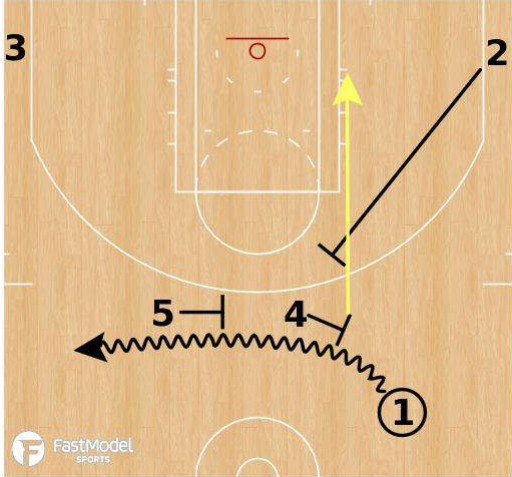
BACKDOOR ATO



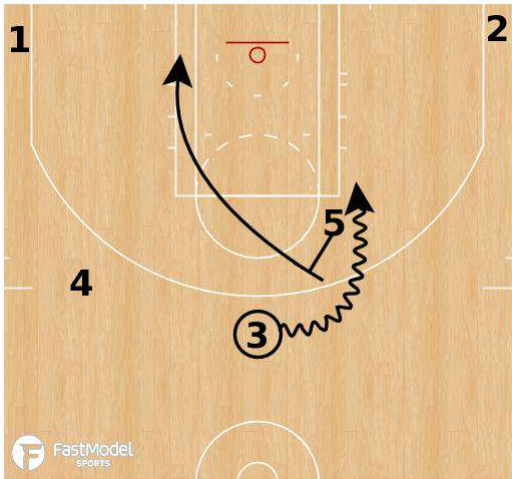
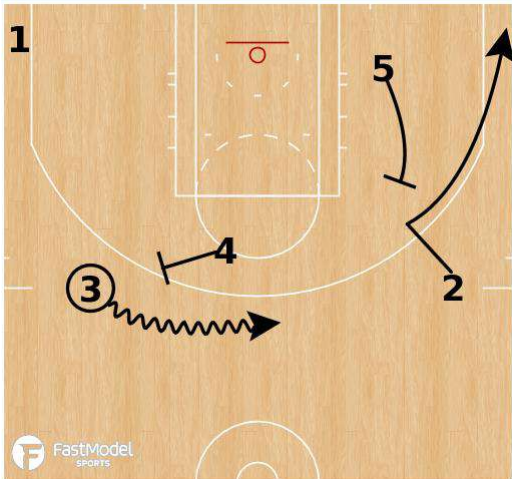
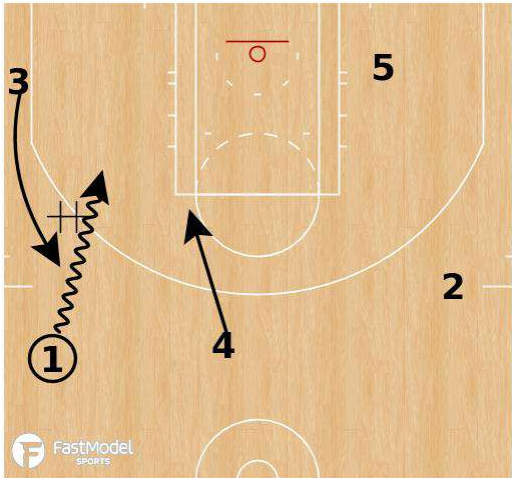
Pistol Chase Double Drag



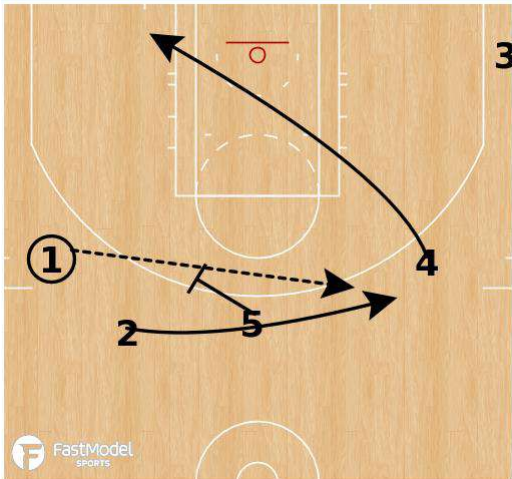
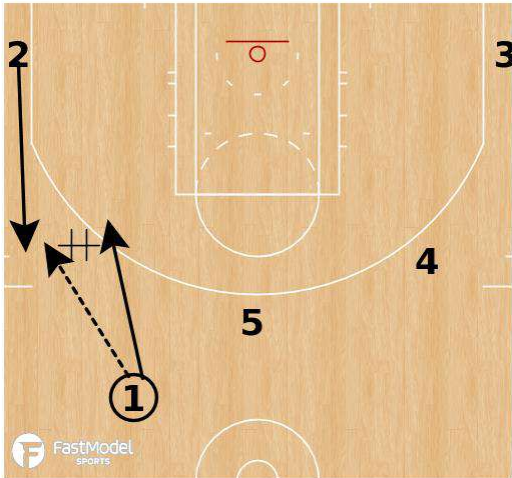
Sacramento Kings - Double Drag

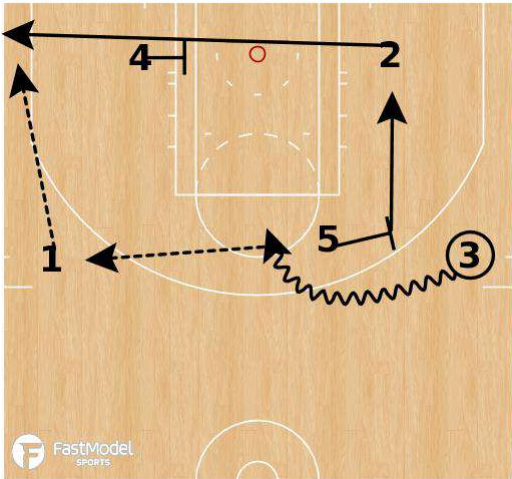
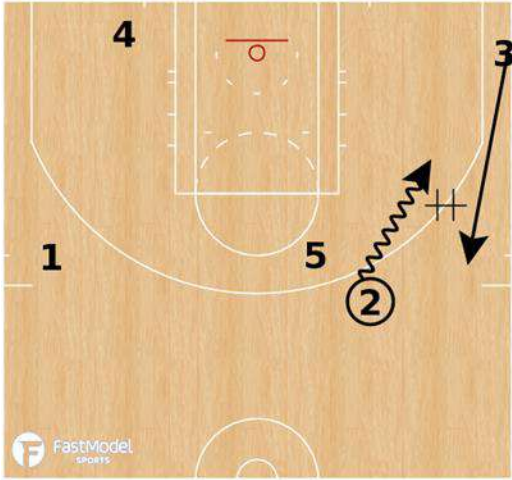


Pistol Side

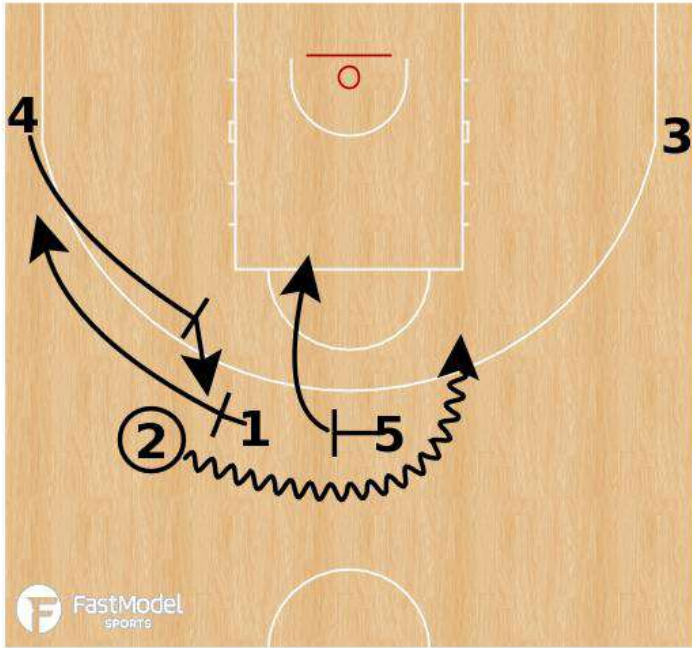
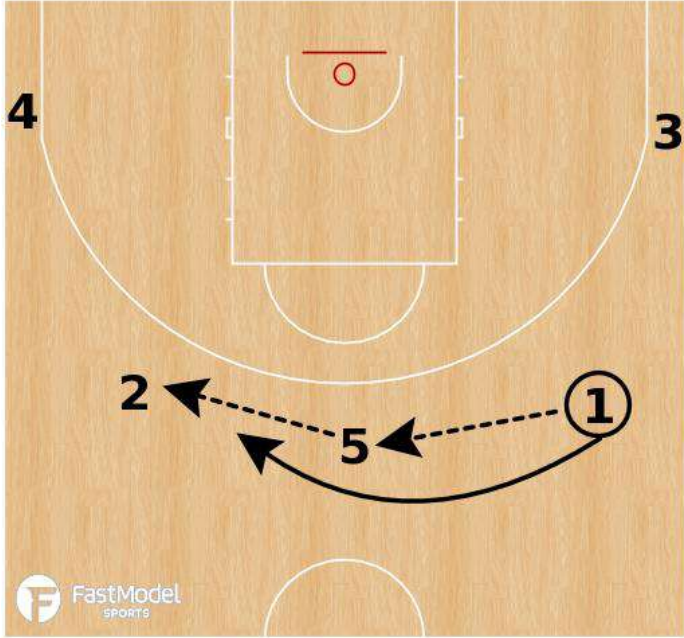


Pistol Down

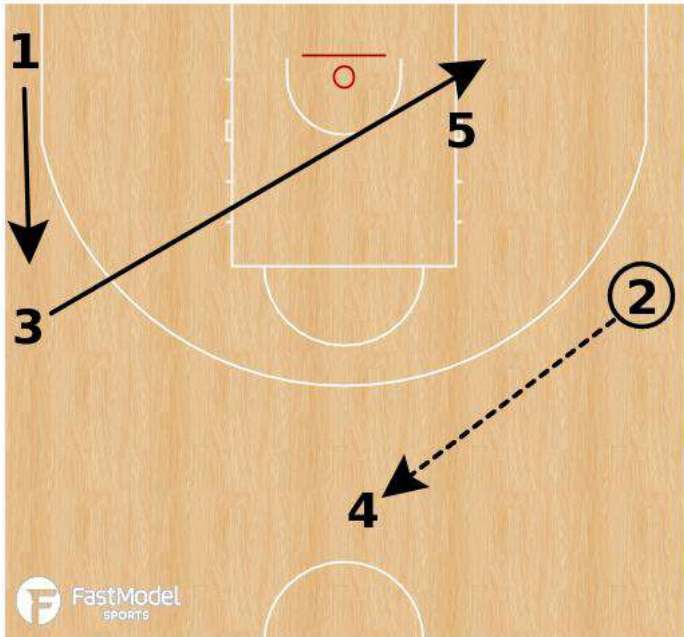
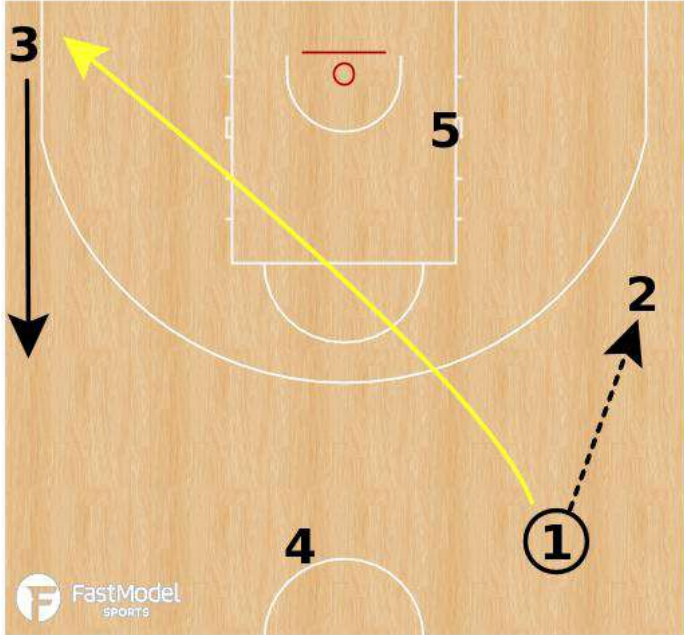


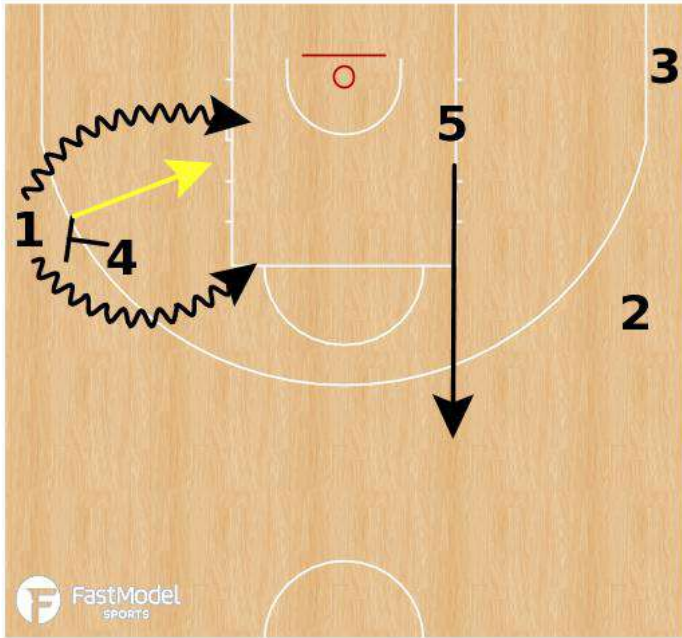
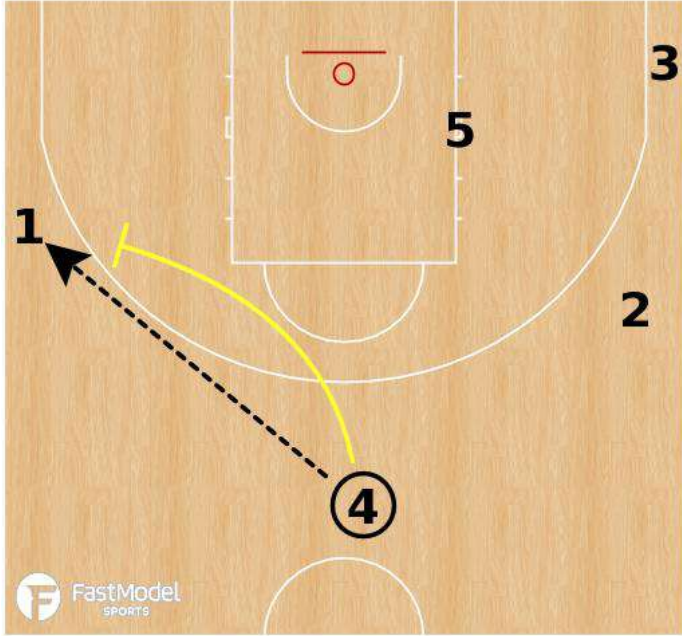


Spain - Transition Double Drag PNR

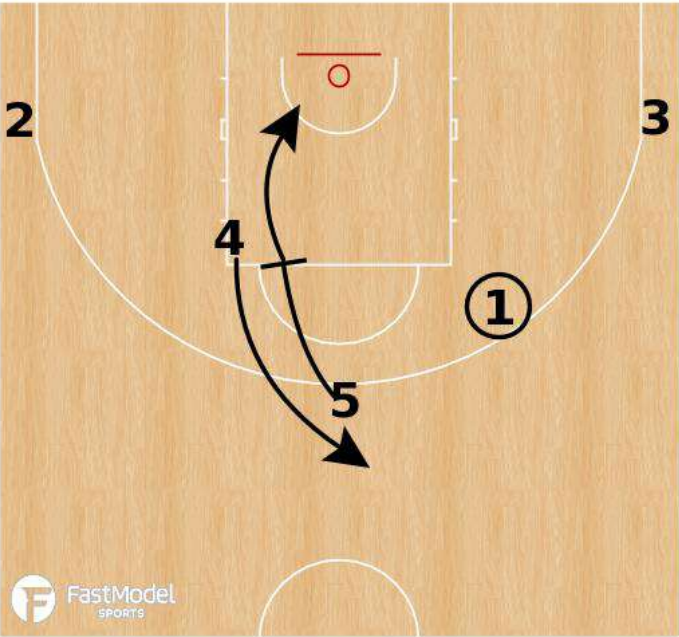
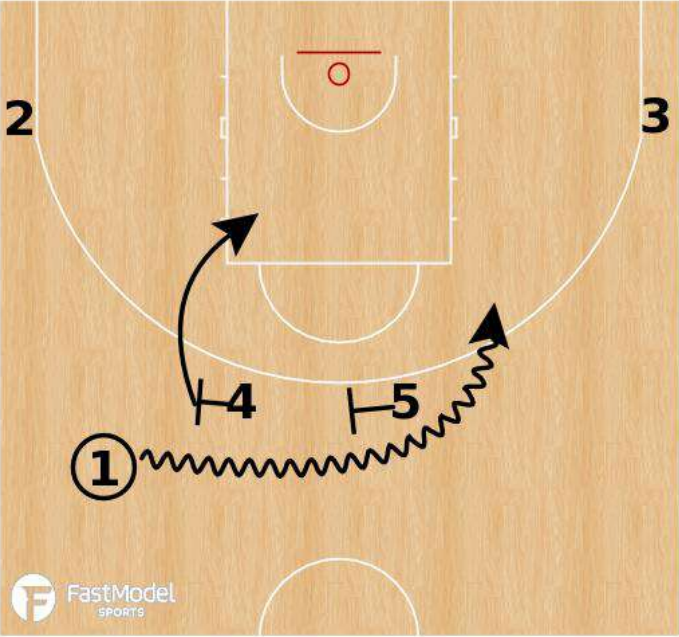


Secondary Euro Ball Screen

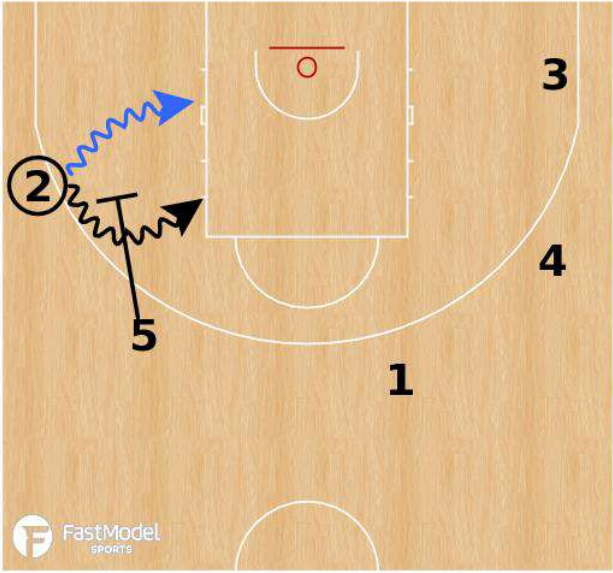
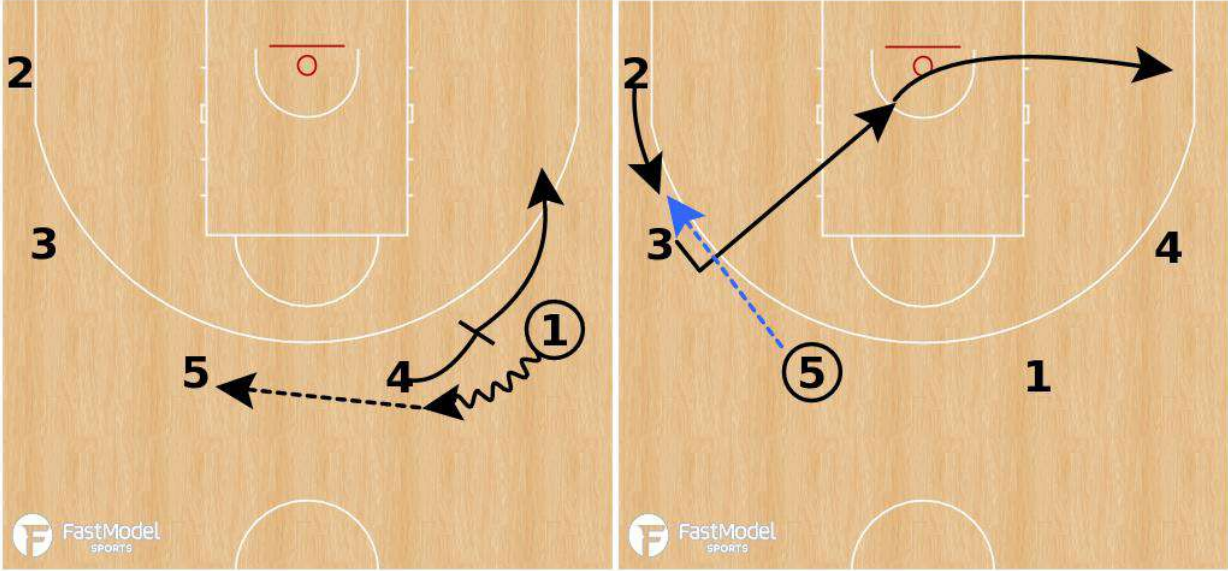




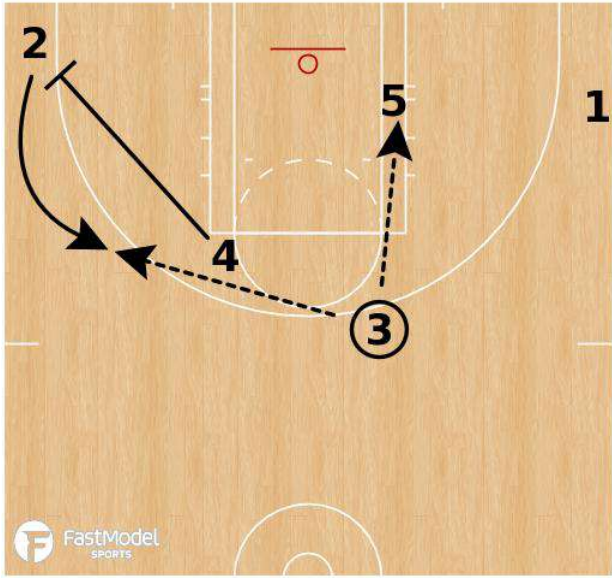
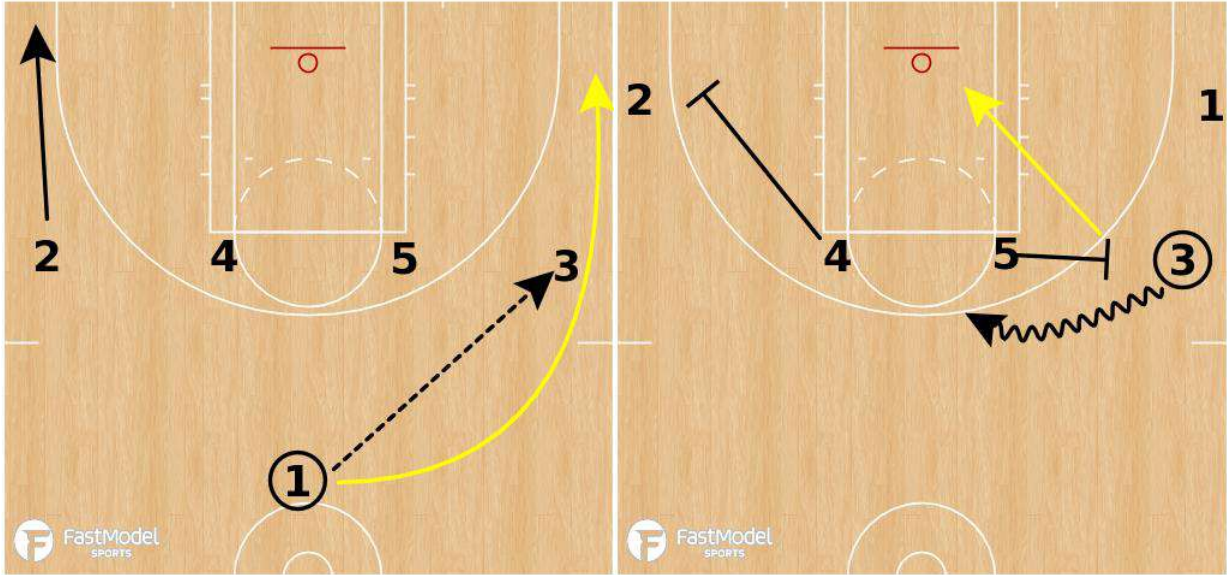
Double Drag to Pin Down



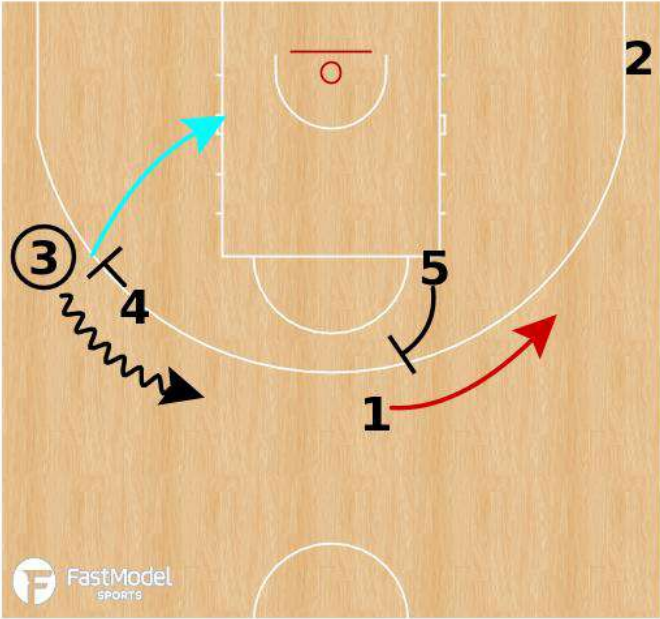
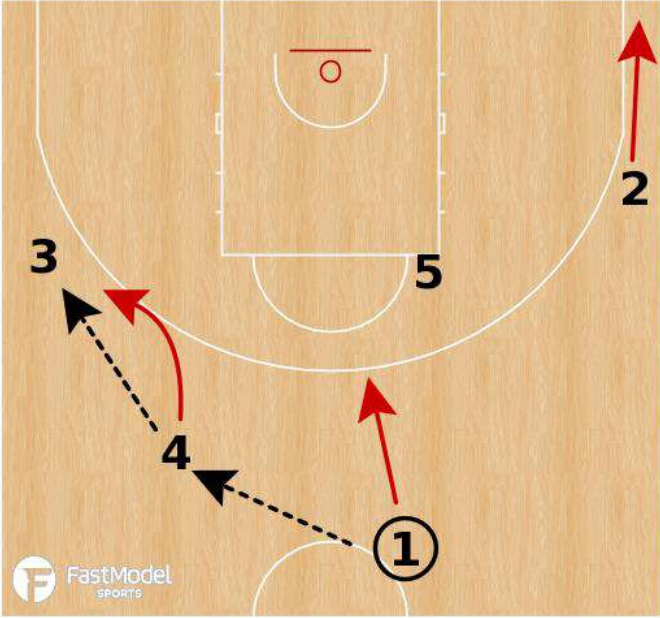
Transition Swing



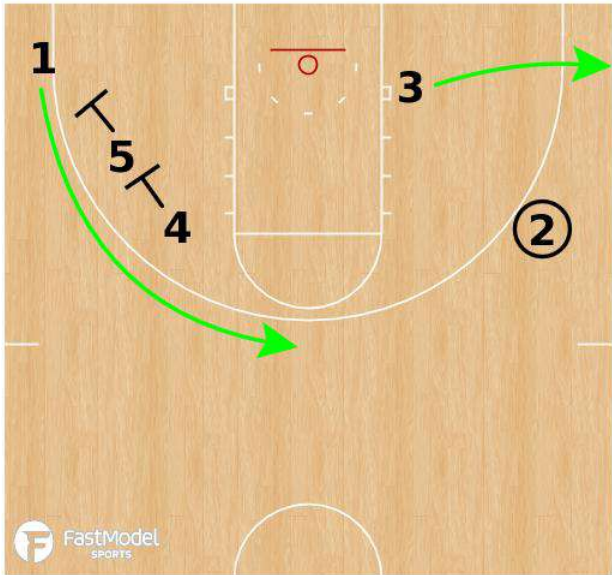
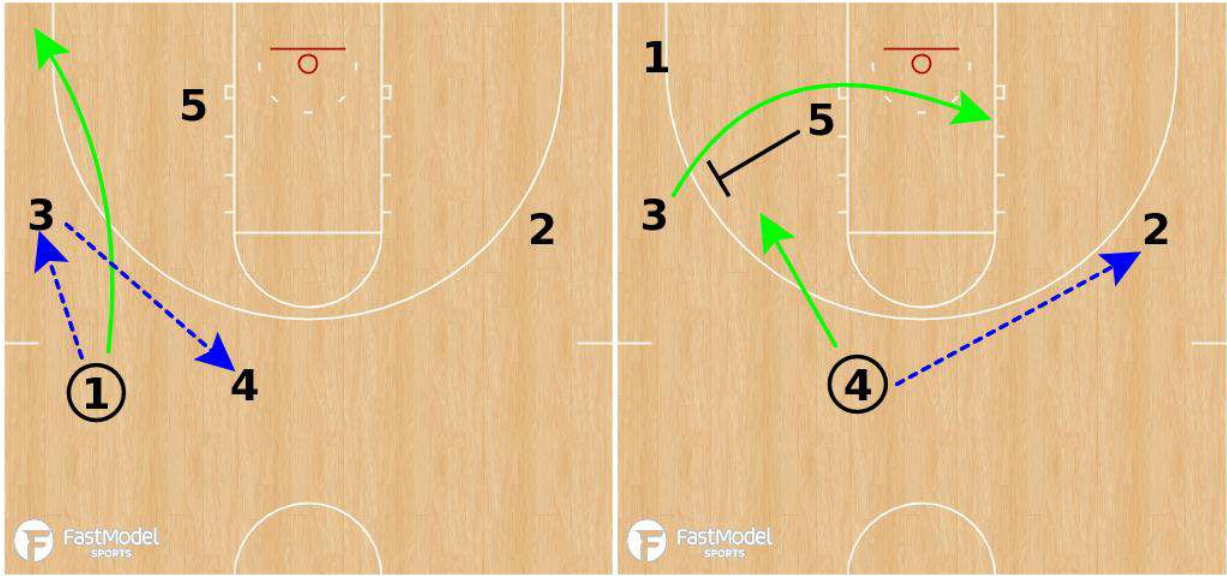
1-4 High Pistol



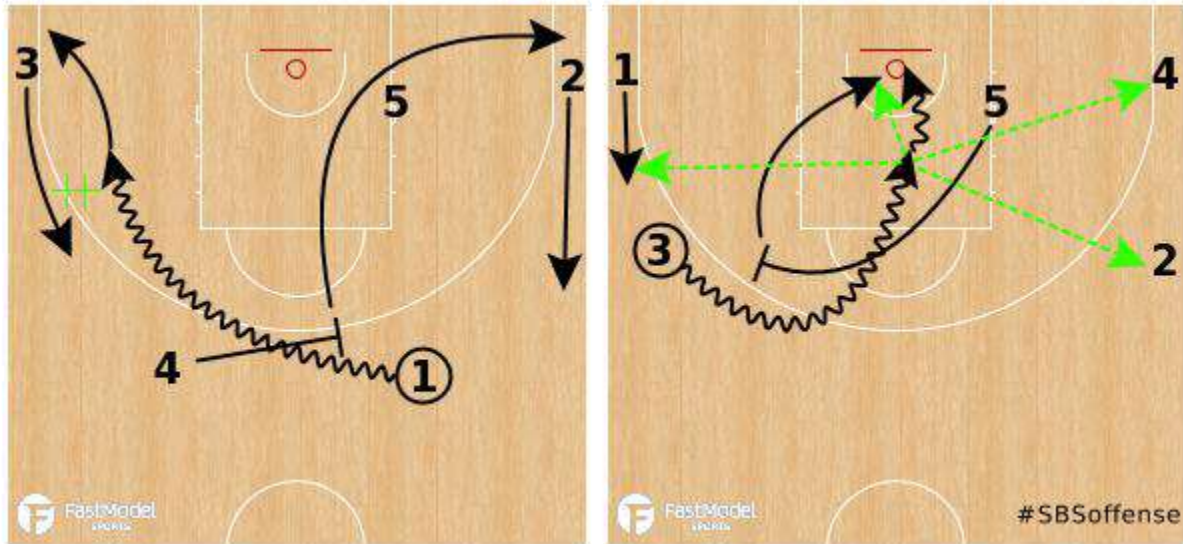
Secondary Flare



Sweden WBB – Secondary



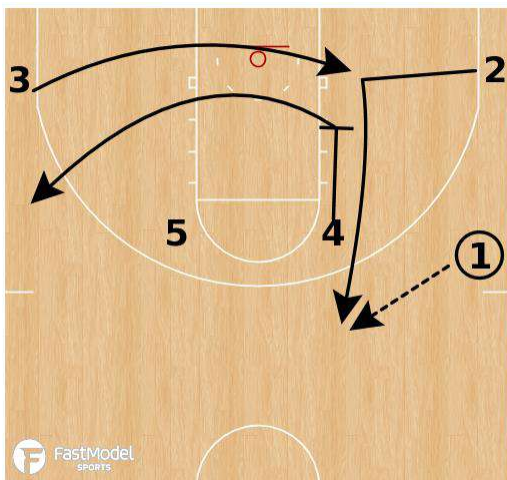
TRANSITION OFFENSE DRAG SCREEN



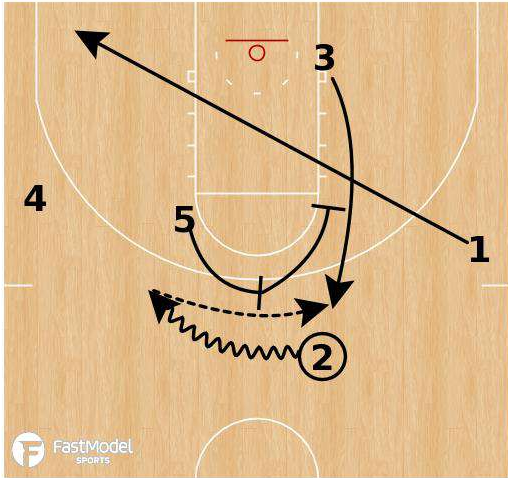
FC BARCELONA – ZIPPER PnR Veer

Euroleague 2021-22 FC Barcelona set play.

Zipper PnR to Veer screen for a shot option.



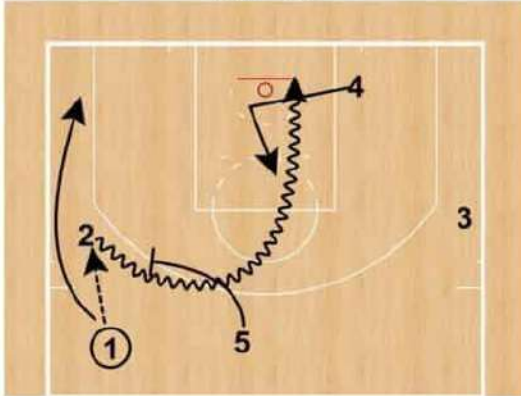
3 cut to low, 4 zipper for 2, 4 to weak side, 1 pass to 2.



1 cut to corner, 2 PnR with 5, 5 veer screen with 3, 2 pass to 3, 3 shot option.

Early Offense Sacramento Kings

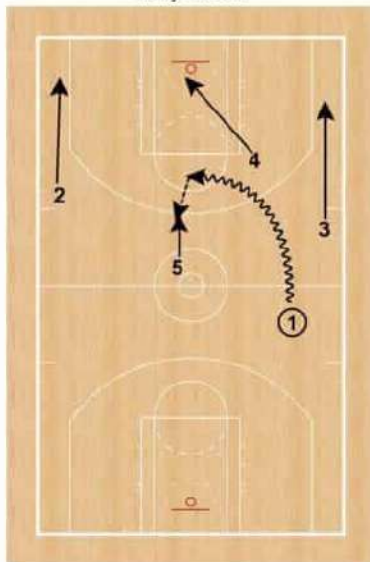
21 Duck
Early Offense



1 passes to 2 and cuts off him. 2 fakes a dribble hand off to 1.
5 sets drag screen for 2.
As 2 attacks off ballscreen, 4 ducks his man in looking for a seal.

Early Offense Vanderbilt

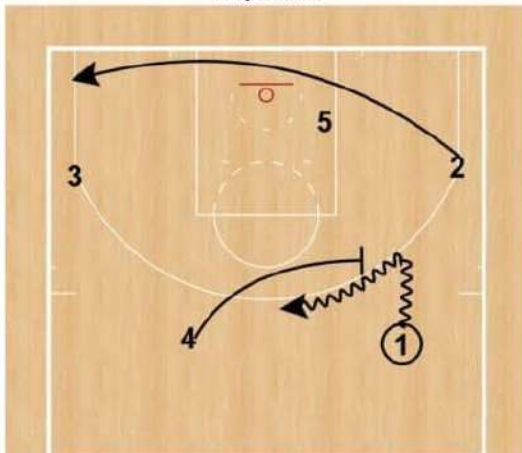
Drop Pass
Early Offense



Early Offense

Iowa State

Drag Flare
Early Offense



1 dribbles off of the drag screen from 4 (Niang).
2 clears to the opposite corner.

Drag Flare
Early Offense

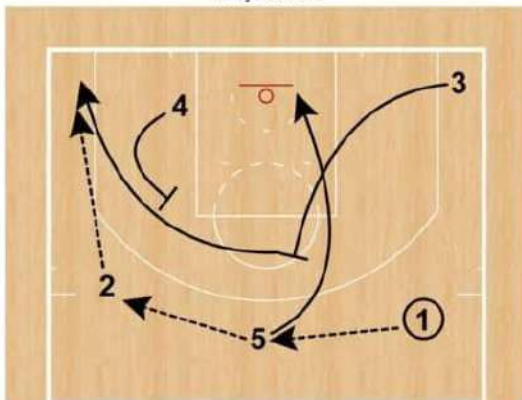


5 sets a flare screen for 4.
1 passes to 4 for a shot.

Early Offense

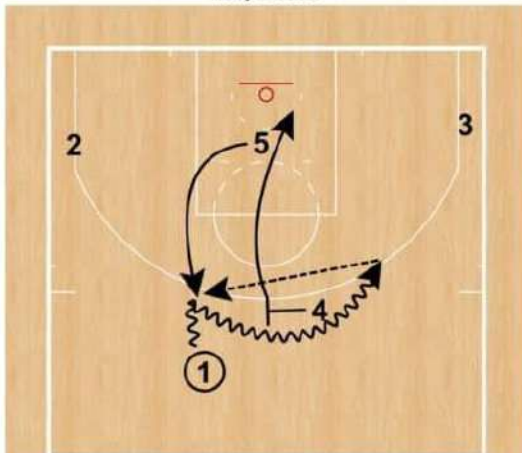
Fairfield

Carolina Leak
Early Offense



Early Offense Iowa State

41 Replace Hi Lo
Early Offense



1 Comes off of a drag screen from 4, who rolls to the rim as 5 (Niang, 3 point shooting Big) replaces at the 3 point line.

41 Replace Hi Lo
Early Offense



4 seals down low and 5 makes the Hi-Lo entry pass.

Early Offense Michigan State

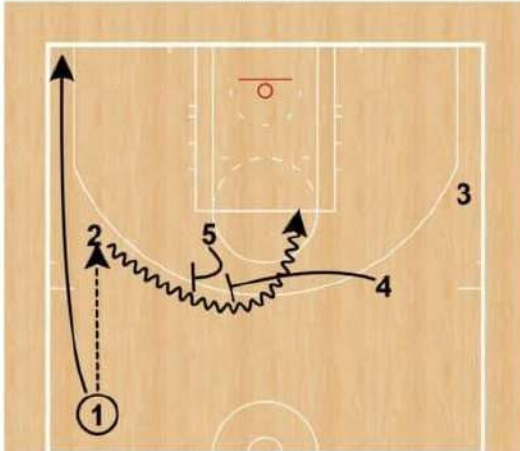
21 (Keep)
Early Offense



1 passes to 2 and cuts to the corner.
5 follows into ballscreen for 2.

Early Offense Michigan State

21 (Double/Flare)
Early Offense



Can also run as a late game quick hitter with small at 4 spot.

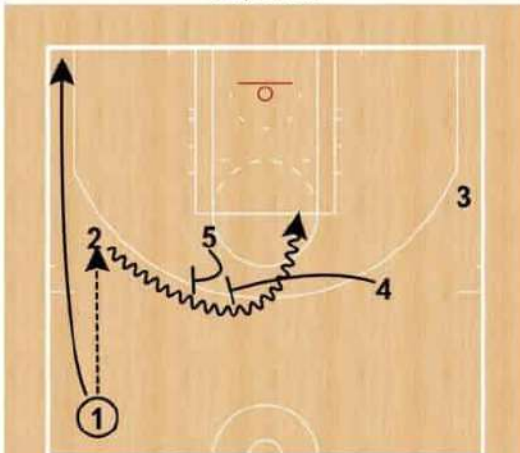
21 (Double/Flare)
Early Offense



4 cuts off flare screen from 5.
2 passes to 4.

Early Offense Michigan State

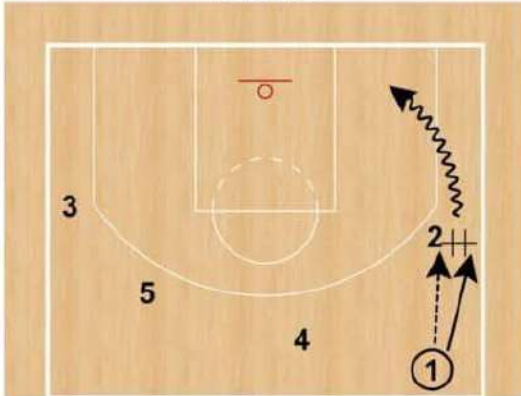
21 (Double)
Early Offense



1 passes to 2 and cuts to the corner.
4 & 5 follow into double ballscreen.

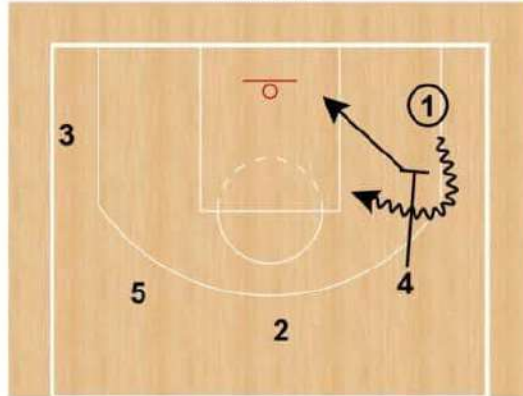
Early Offense Michigan State

21 Chase
Early Offense



1 passes to 2.
2 flips/hand offs back to 1.
1 attacks the rim.

21 Chase
Early Offense



4 sets flare screen for 2 then follows with a ballscreen for 1.

Early Offense Los Angeles Clippers

Early Horns
Early Offense



Early Horns
Early Offense



Early Offense

Houston Rockets

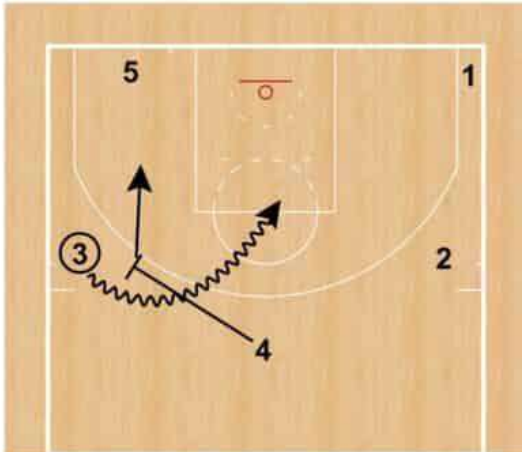
Early Hand Off Swing
Early Offense



Early Hand Off Swing
Early Offense



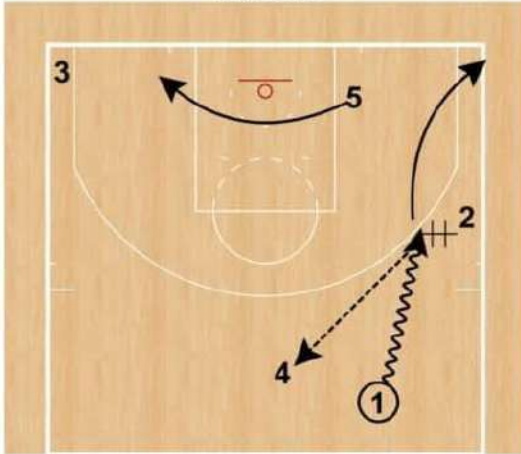
Early Hand Off Swing
Early Offense



Early Offense

Houston Rockets

Early Hand Off Swing Chicago
Early Offense



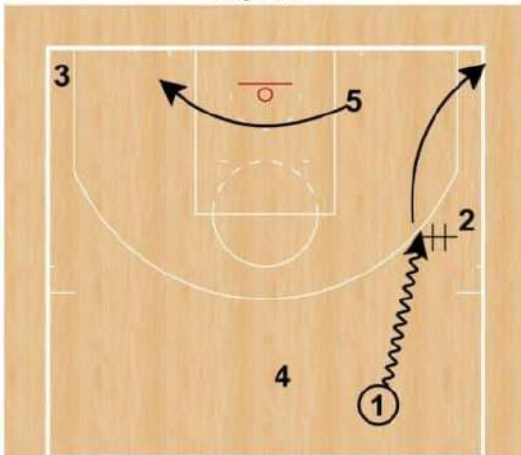
Early Hand Off Swing Chicago
Early Offense



Early Offense

Houston Rockets

Early Hand Off
Early Offense

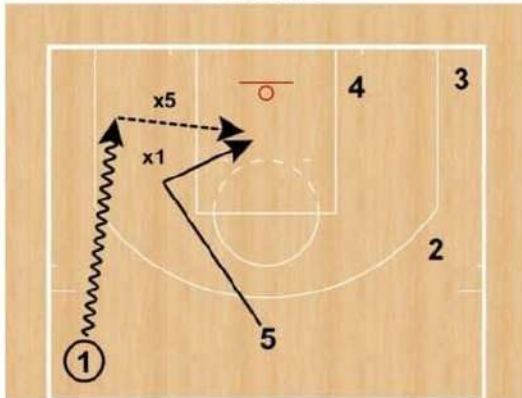


Early Hand Off
Early Offense



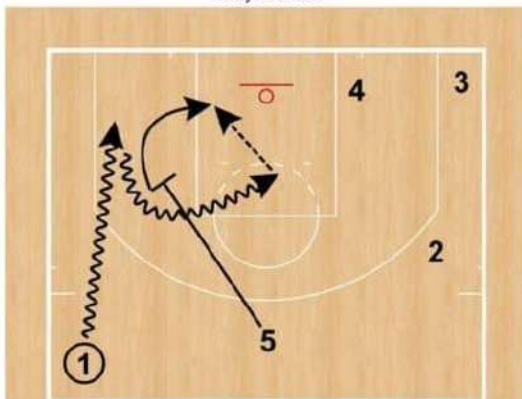
Early Offense San Antonio Spurs

Wing Drag (vs ICE)
Early Offense



Early Offense San Antonio Spurs

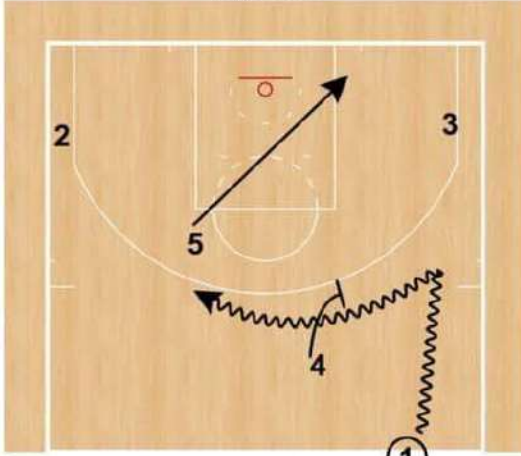
Wing Drag
Early Offense



Early Offense

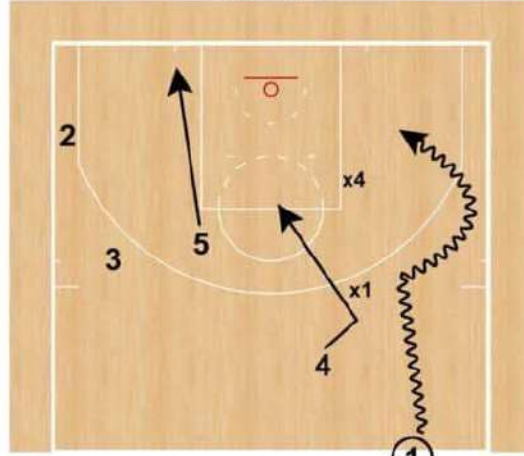
Denver Nuggets

Drag
Early Offense



In transition, last big down the floor will find the ball and set a PNR (Drag Screen) for 1 and roll to the rim.

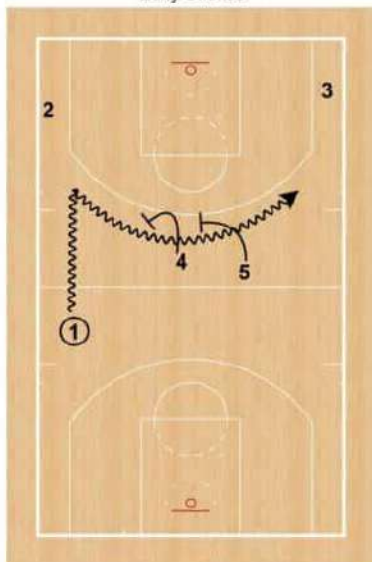
Drag
Early Offense



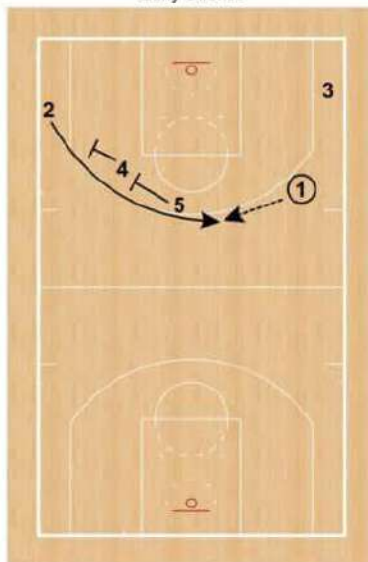
In transition, last big down the floor will find the ball and set a PNR (Drag Screen) for 1 and roll to the rim. If defended by "ICE" then 1 will attack to the wing and look to drive or kick to 4 for a jumper.

Early Offense Cleveland Cavaliers

Double Drag Again
Early Offense

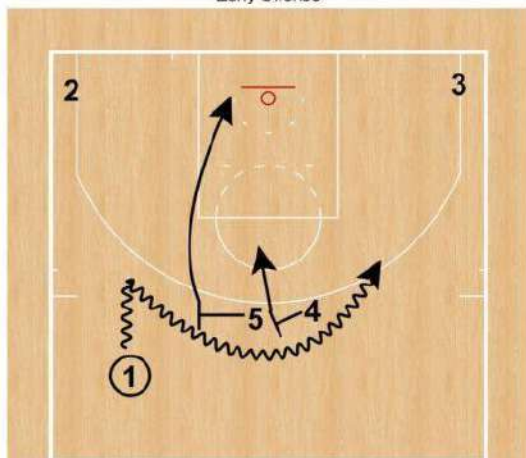


Double Drag Again
Early Offense



Early Offense Los Angeles Clippers

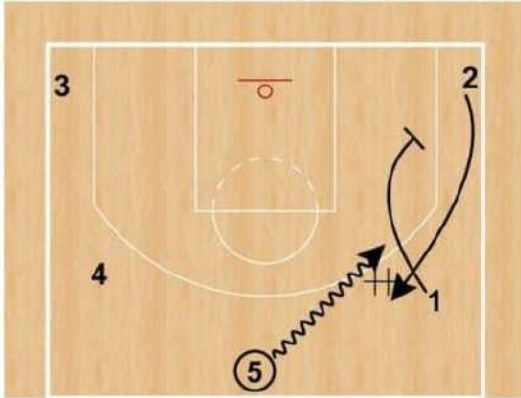
Double Drag
Early Offense



Early Offense

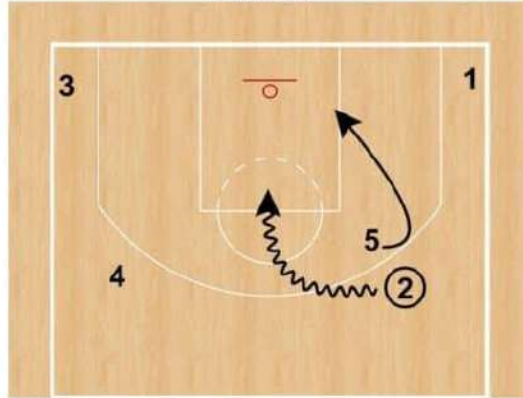
Golden State Warriors

Chicago
Early Offense



5 can bring the ball up the floor or receive pass from 1.
1 sets pindown screen for 2.

Chicago
Early Offense

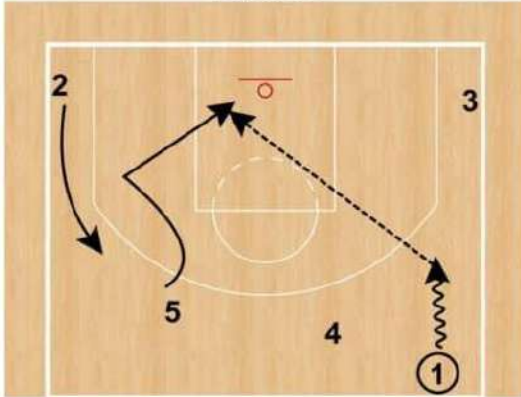


2 comes off dribble hand off from 5.
2 attacks, 5 rolls to the rim.

Early Offense

Golden State Warriors

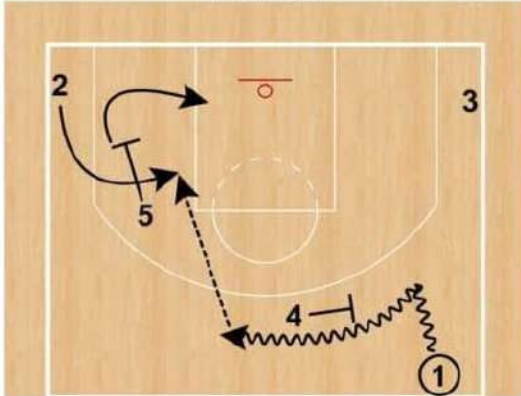
Away Slip
Early Offense



5 fakes a pindown screen early and slips to the rim for an alley oop from 1.

Early Offense Golden State Warriors

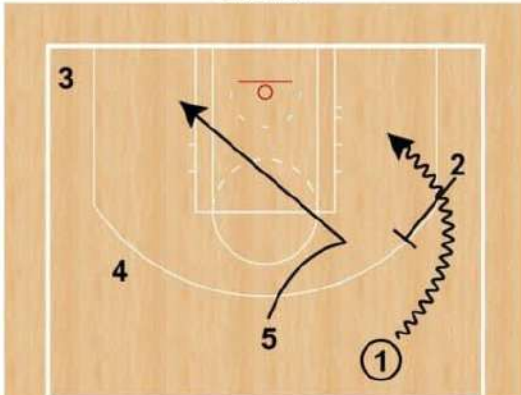
Away
Early Offense



1 comes off drag screen from 4.
5 sets pindown screen for 2.

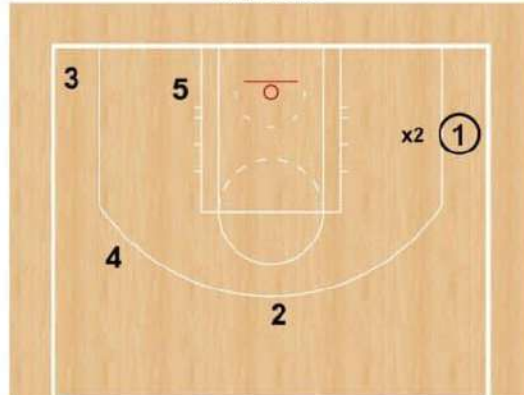
Early Offense Cleveland Cavaliers

21 (Get a Switch)
Early Offense



In early offense, 2 sets a ballscreen for 1, looking for a switch.

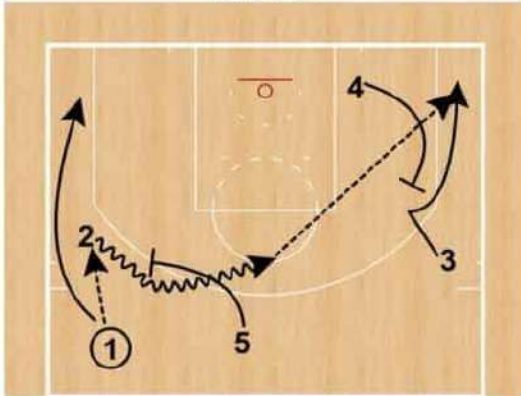
21 (Get a Switch)
Early Offense



If Westbrook at 1 has the advantage, he looks to ISO against him.

Early Offense Sacramento Kings

21 Flare
Early Offense



1 passes to 2 and cuts off him. 2 fakes a dribble hand off to 1.
5 sets drag screen for 2.
As 2 attacks off ballscreen, 4 sets flare screen for 3.
2 passes to 3.

East Region – Florida Gators Early Push

Featured Film Room Offense March 21, 2017

By Randy Sherman

Transition Offense tips from the Florida Gators and their early push as they head into the wide open East Regional.

The East Regional at Madison Square Garden was hoping for the ratings bonanza that could have been the defending champion Villanova Wildcats versus the NCAA's most polarizing program – Duke. Instead, the Big Apple will play host to Wisconsin, Florida, Baylor and South Carolina.

The path to the Final Four from this region is wide open and the Florida Gators, lead by second-year head coach Mike White, are hoping to emerge from NYC as champs of the East Region. The [anal rankings](#) love the Gators and there is a lot to love about their [transition offense principles](#) and the early push they get off rebounds.

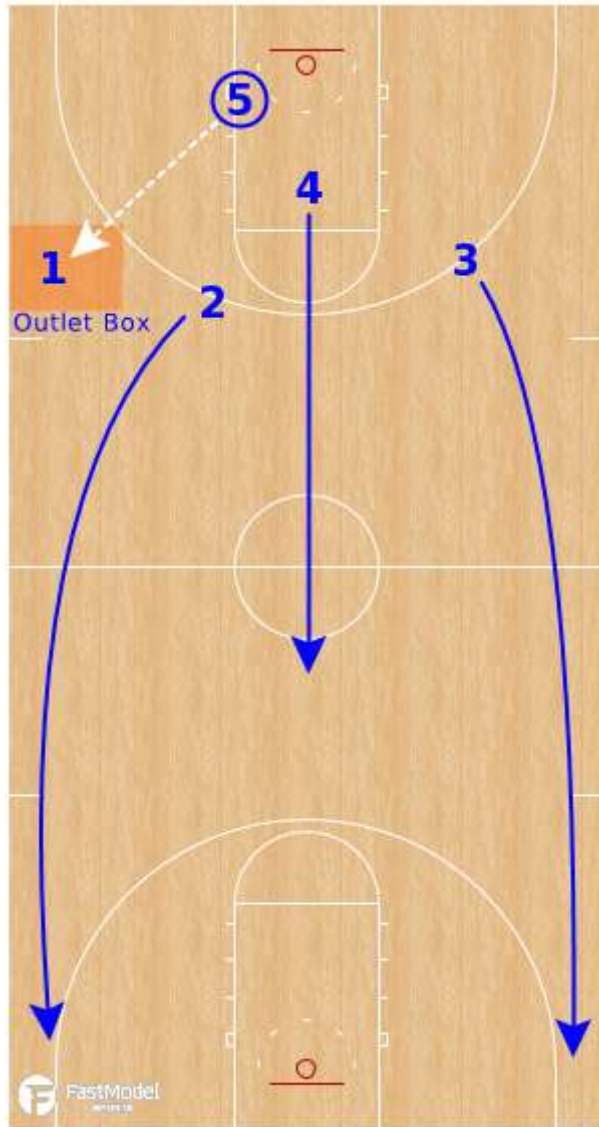
Here are some [transition offense tips](#) featuring the Florida Gators:

Wide Outlets

The key to a successful run out is the high and wide outlet pass. Florida demonstrates the following principles:

- Get to the outer third of the court
- Receive outlet on the move and higher than free throw line extended whenever possible
- Get to “outlet box” nearest the rebound (see diagram)
- Keep butt to sideline, face interior of the court

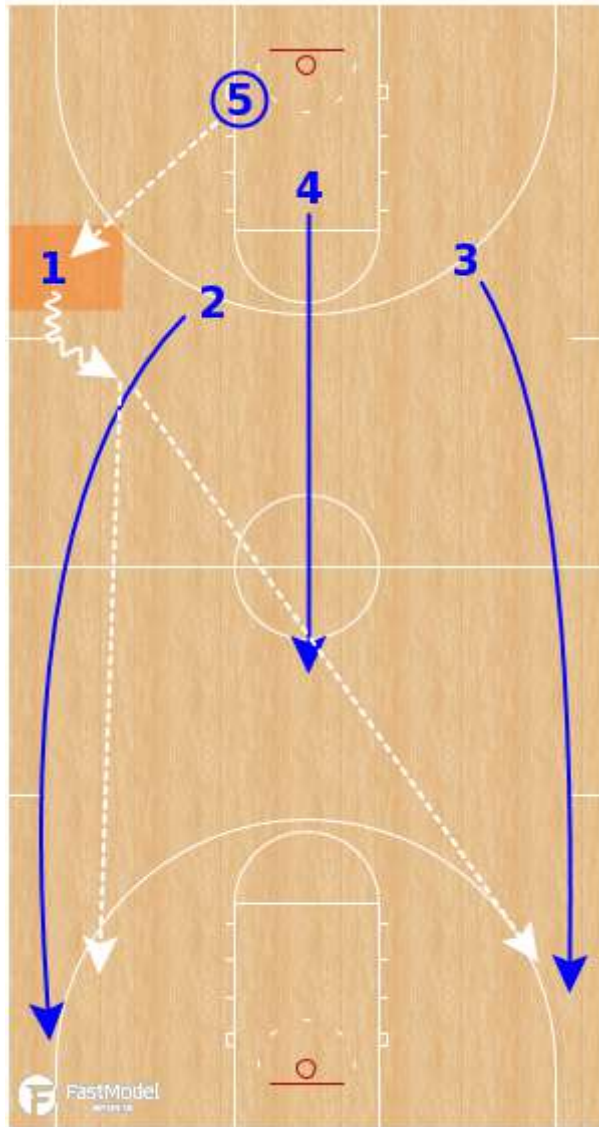
Frame 1



Pitch Ahead

Great things happen when the ball is airborne over the halfcourt line. The Gators first seek to pitch ahead to wings running hard and wide.

- Upon the catch, whip around and begin “racing the ball” with eyes up
- Look for rim runner, ballside wing and the diagonal advance pass
- Pitch Ahead Rule: If you can pitch ahead, you must!

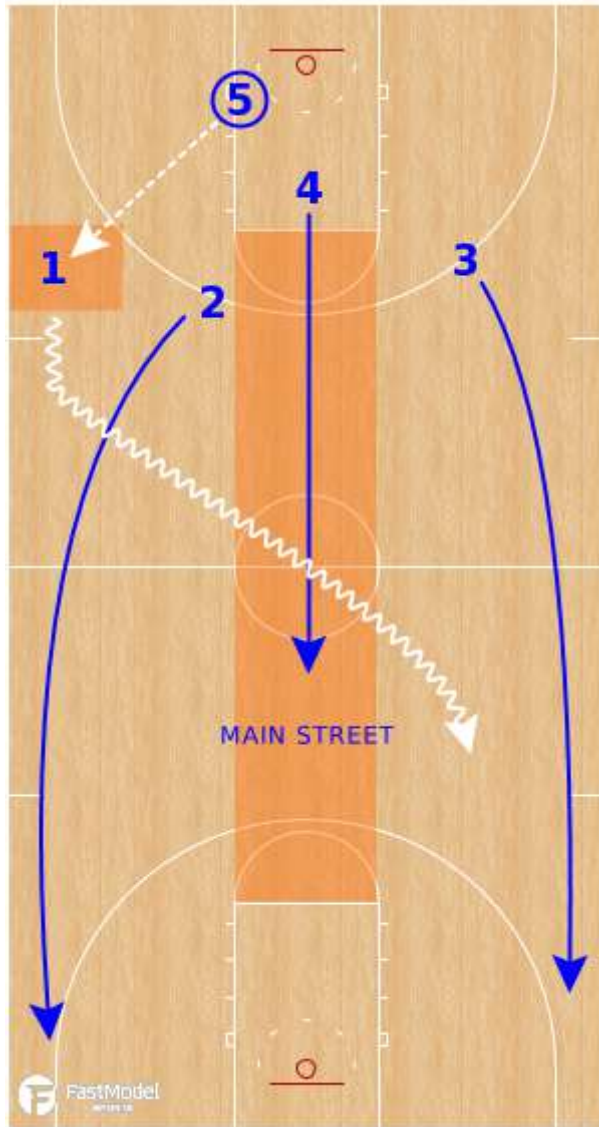


Transition Offense Tips from the Florida Gators:

Cross Main Street

With no pitch ahead available, crossing “Main Street” with the dribble is the next option.

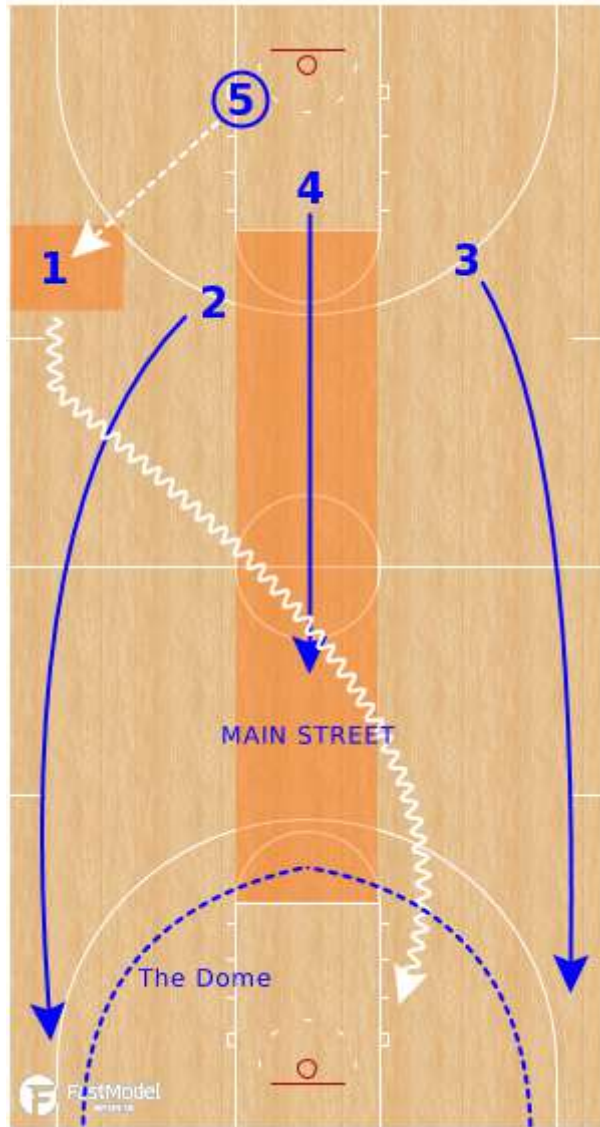
- Crossover and accelerate into a speed dribble on a diagonal across the court (race the ball)
- Dribble “through the wake” of the recovering defense, this can cause defense to lose the ball
- Cross the rim line
- While crossing Main Street keep eyes up for a possible diagonal advance pass



Pierce The Dome

When Main Street has been crossed and no advance pass is available it is time for the play-make “be a problem” for the defense. Seek to disorganize and collapse the defense by “piercing the dome” with the dribble.

- You are piercing first to score! Do not drive to pass, drive to score! The goal is to finish and/or fouled at the rim
- Force the defense to find and stop the ball
- Should you engage a second defender and collapse the defense look to transfer the advantage to an open teammate



White has the Florida Gators in the Sweet Sixteen in his first appearance in the NCAA Tournament, the Gator program is no stranger to this stage.

If the Gators are to advance and take White to the Final Four they will seek to race the ball past the battle-tested Badgers of Wisconsin and these transition offense tips may be where they have the edge.

Continue the conversation:

For help with practice planning and implementation of transition offense and a conceptual-based offensive attack including the player development tools needed, [join our community of basketball coaches!](#)

Any questions: [Contact me](#). Happy to talk hoops any time day or night! [Sign up here](#) for our twice-monthly newsletter on conceptual basketball concepts.

The off-season is the ideal time to take your coaching game to the next level. **Get FastDraw** today and organize your **#XsOs** like a pro!



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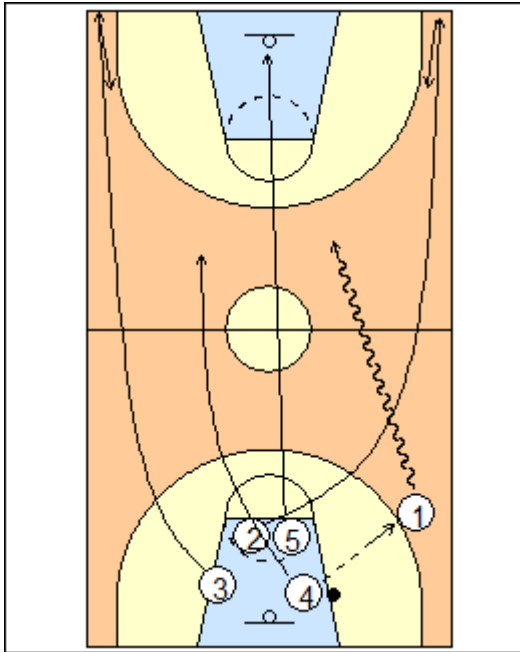


Randy Sherman

Randy Sherman is the owner and founder of Radius Athletics - a basketball coaching consulting firm - where he consults with basketball coaches at all levels on coaching philosophy, practice planning, Xs & Os and teaching a conceptual style of basketball. While a head basketball coach at the the interscholastic level, Sherman's teams won 197 games in nine seasons.



Fast breaks Triano early offence



1

Jay Triano
Basketball Manitoba Super Coaches Clinic

- a) Thru
- b) Dive
- c) Drag
- d) Single
- e) Reverse
- f) 21
- g) Corner
- h) Two-up
- i) Two-down

He has always been a proponent of the numbered break. When a shot goes up the point guard gets his butt to the sideline. He can come back to the ball if pressured, otherwise can start going up the floor for a lead pass.

The wings bounce off the baseline and come back up (about 8 feet), not crossing underneath. The first big runs straight to the front rim (not to the block), the other four players try to get him the ball for a shot or foul (the highest points per possession), everyone reads how he is being guarded. Reward the guy who runs down the floor the fastest. They teach the wings to catch and sweep (and step) baseline, even if they don't dribble, it changes the angle of a pass inside (don't just open up with the ball overhead).

The second big can't get too far outside the lane line, they want to make sure the floor is evenly spaced.

This is just transition, anytime the point guard can push the ball up to a wing (who can throw it inside or catch and sweep baseline for a layup), or get the ball inside, if not, the next most important thing is to change sides of the floor, getting into early offence.

With intelligent players you can make reads off what the point guard does.

Direct - a call, they do whatever they can to get the ball directly into the post.

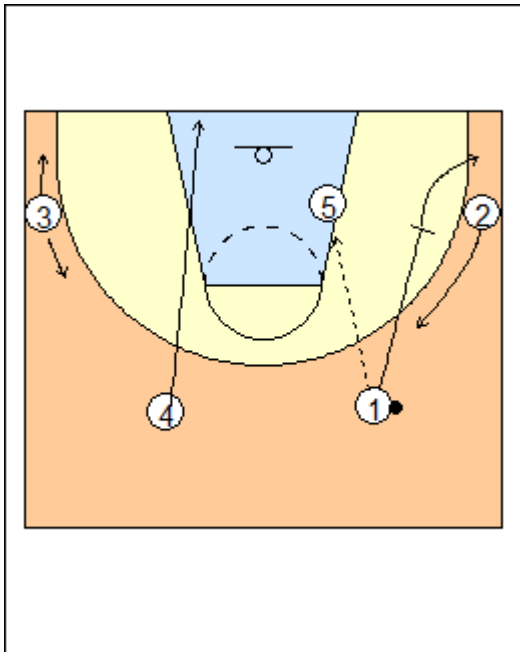
2

5 should be in the lane for 2.9 seconds, out for 0.1, then back in.

If the ball goes into the post, 4 dives down weakside and gets right out of bounds, then if 5 attacks baseline, 4 goes into the middle of the lane, if 5 goes middle, 4 goes baseline (changing sides).

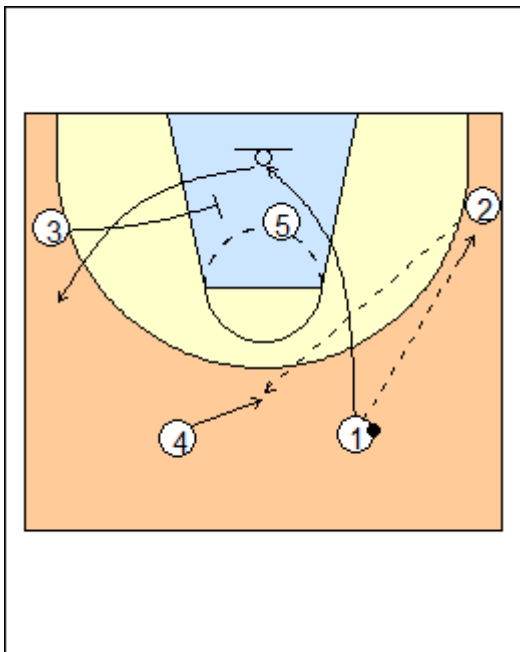
3 changes the passing angle on the weakside, he wants to be a release point.

On the strongside, Triano likes to have the guy who threw it go screen for the other perimeter player, who can accept the screen for a jump shot



(shown) or curl right in, or reject the screen (for a hand-off) and 1 spaces back out. A third option is that the passer can slip the screen (here 1 would look for a baseline hand-back).

See Tactics - [Passing into the post](#). ▲



a) Thru

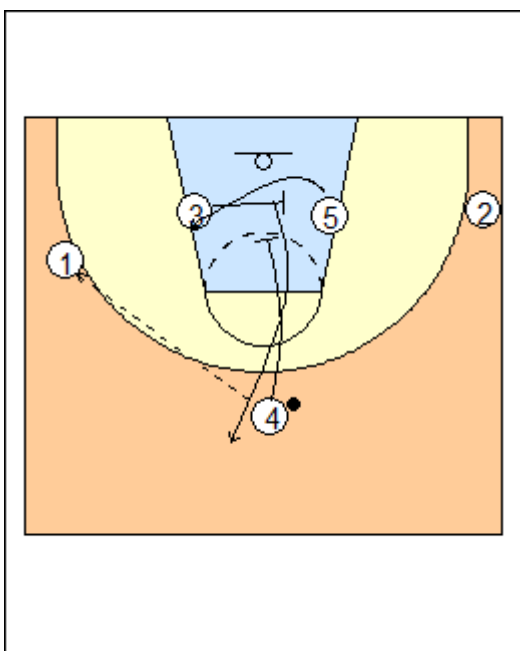
3

1 passes to 2 and goes through under the basket (it's too hard a pass if 2 stays down in the corner).

2 passes to 4, 3 brush screens for 1 (they don't want that pass denied). 4 is a passer, his job is to reverse the ball.

Rule for post players - every time you get the ball, look for your partner first.

Chris Oliver - 1 passes to 2 and shallow cuts to the left wing, or 1 dribbles him through and reverses the ball.



4 passes to 1, 3 goes to get 5 (try to get the ball inside to 5 on the second side), then 4 cleans up, going down to get 3 (screen the screener).

4

Chris Oliver - 3 head-hunts, 5 steps back looking for a lob pass then cuts opposite his defender.

Variations

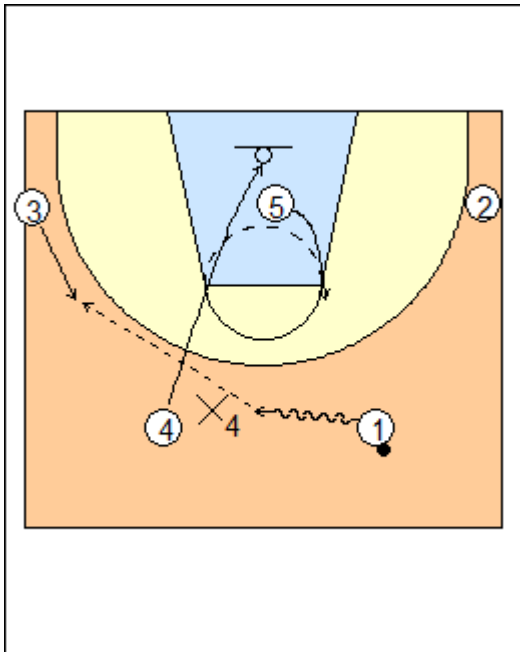
- screener 3 posts up (a read or call)
- 5 ballscreens for 1 (a call, or read if he goes over the screen)
- instead of a cross-screen, 5 backscreens for 4.

See Fast breaks - [Spurs 2007](#) (weak), [Tubby Smith](#) (through), [Memphis](#) (through), [Emir Mutapcic](#), [Tom Crean](#) (thru), Offence - [Argentina motion](#). ▲

b) Dive

They want to change sides of the floor but 4 is denied, they want to penalize X4 for doing a good job defensively.

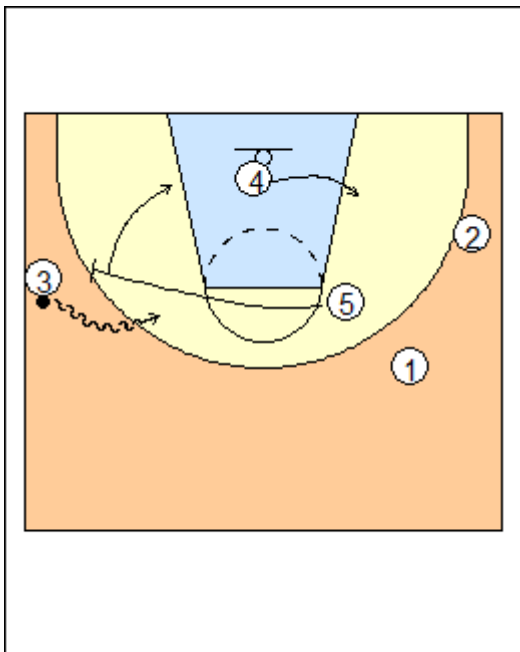
1 dribbles right at 4, who dives to the front rim, 5 replaces up, 1 looks for a lob pass to 4, if X3 takes that away, 3 breaks up for a pass and looks for 4 inside.



If it's not there, 5 runs into a side screen and roll, 4 clears weakside, 1 and 2 are shot ready.

4 has to be active, his man will help, 4 has to go opposite.

See Fast breaks - [Spurs 2007](#), [Larry Brown](#) (dive-fist), [Tubby Smith](#) (dive), [North Carolina](#) (dive), [Early ballscreens](#) (dive), Offence - [Kentucky 40 series](#) (44). ▲



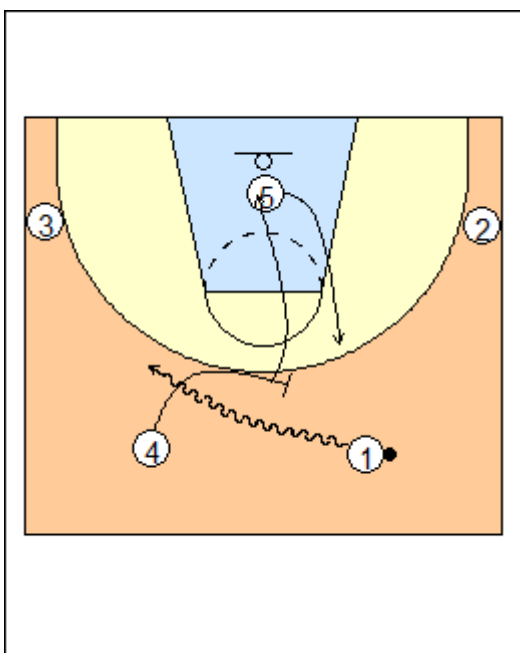
c) Drag

4 sets a high screen and roll for 1, 4 rolls hard to the front rim, 5 replaces. Triano is a proponent of always seeing the basketball on the roll, Europeans think it's faster to just slip out of screens.

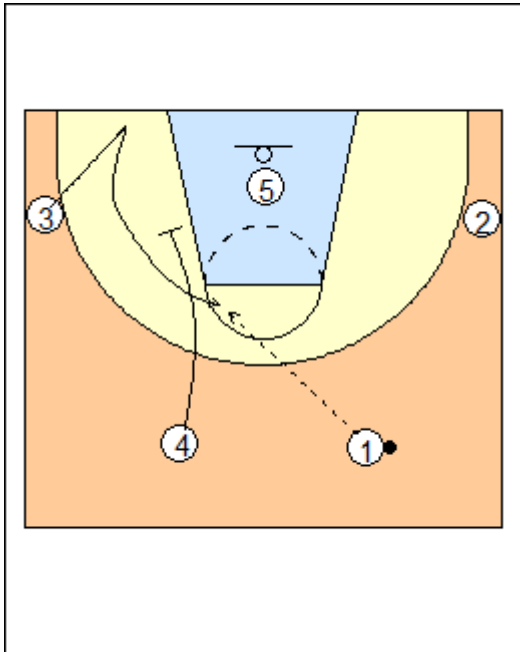
If 4 is denied, it's good, it's a double screen for 1. If 1 dribbles at 4 and he can't dive, it's a high screen and roll.

Ben Braun - it's hard for X4 to deny the trailer and hedge on the ballscreen.

See Tactics - [Ben Braun ballscreens](#) (fast break), [Van Gundy ballscreens](#), Fast breaks - [Nets](#) (drag), Offences - [Tennessee playbook](#) (late clock #3), [Carleton Ravens](#) (drag ballscreen), [Matt Bollant dribble-drive](#), also Fast breaks - [Early ballscreens](#) (shake), [Old Dominion](#) (five-up), [5star pro-style](#) (drag), [Serbia](#), [North](#)



Carolina (dribble), Florida 2006, Mavericks, Tom Crean (drag), Larry Brown, Spurs 2007 (shake), Bill Self secondary, Phoenix Suns drag screens, Defence - Dave Severns ballscreens, Quick hitters - Ravens 2015, Fast break - Tennessee 4 on, 5 on 0, Florida five cycles.

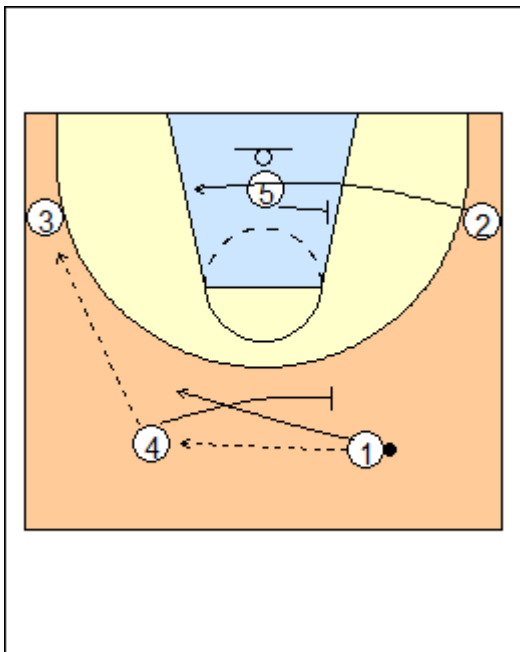


8

d) Single

3 has bounced off the baseline, 4 turns and goes to find his man, 3 sets him up and comes off for a catch, he's thinking score - drive, shot, pass.

See Fast breaks - North Carolina (B-3, B-3 counter), Florida 2006, Florida 2005, Xavier (stagger), Serbia, Duke down series, Memphis (go), Quick hitters - Duke actions (down), Offence - Mike D'Antoni.



9

e) Reverse

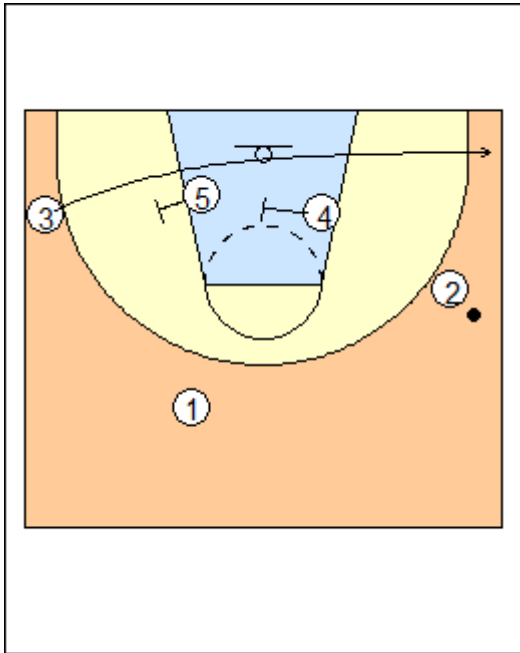
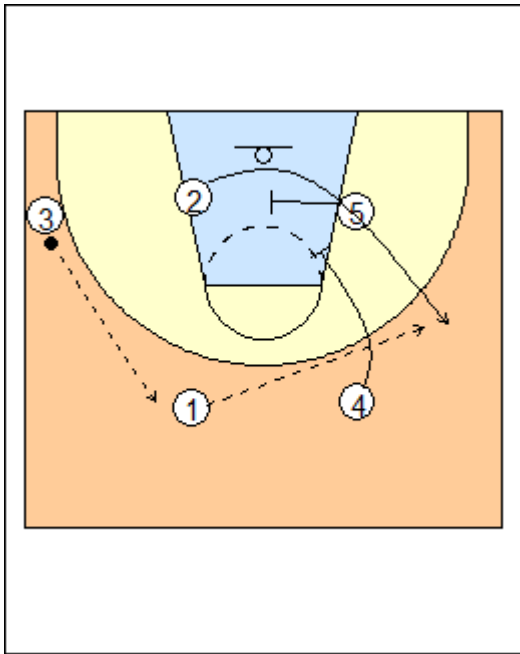
For a strong 2-man.

Swing the ball to 3, 5 sets a screen for a flex cut by 2, 4 screens away for 1.

10

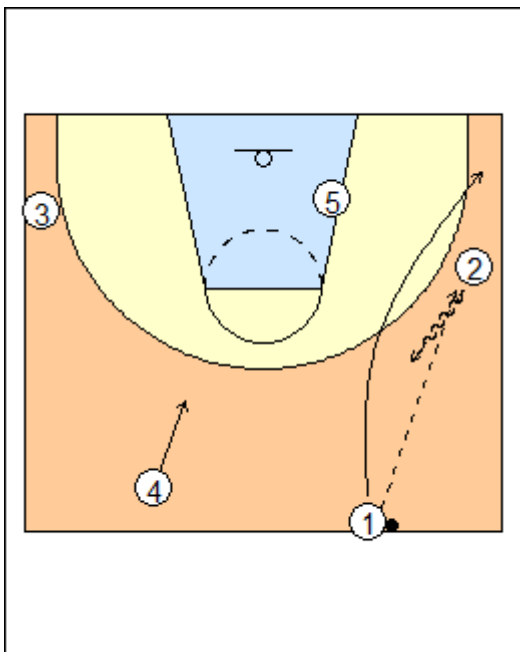
3 passes to 1, get into the wheel, 5 and 4 go get 2 with a stagger screen, they've got X2 set up to chase.

See Offence - Tom Izzo quick strikes (flip), Quick hitters - Pitt, also Offence - Flex specials (panther).



Then 3 comes off the stagger as well.

11 ▲



f) 21

1 and 2 switch positions in transition, 1 hits 2 (usually before 2 bounces off the baseline) then cuts to the corner, then they can run all the same things, Dive etc.

12

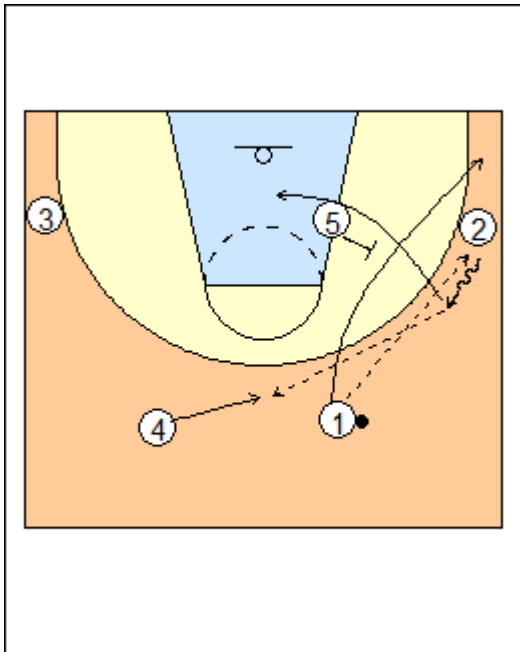
See Fast breaks - [Spurs 2007](#).

▲

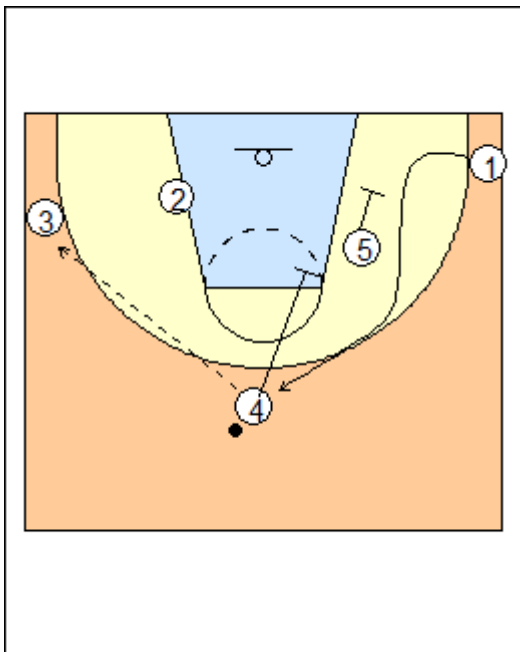
g) Corner

Every team ran this at the 2000 Olympics.

1 hits 2 and goes to the ballside corner, 2 reverses the ball to 4, 5 steps out to slice screen for 2.

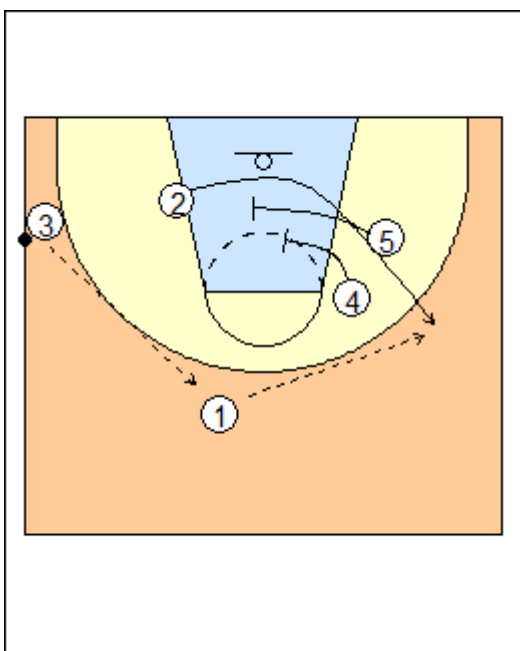


4 swings it to 3 who looks for 2, 5 and 4 stagger screen for 1 (they have to head-hunt).

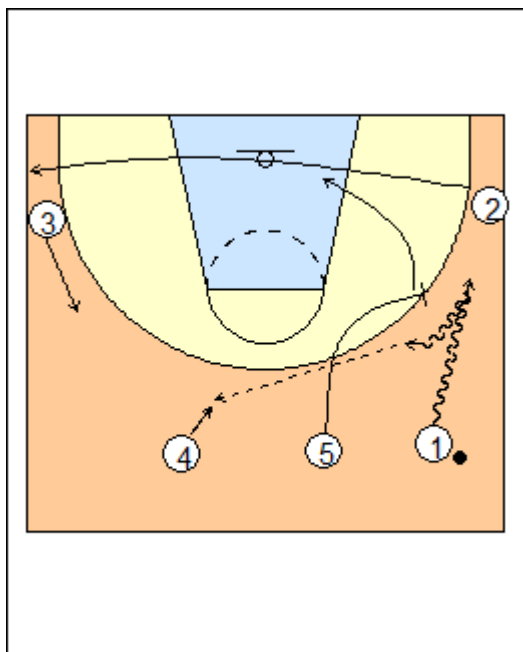


Triano is a big proponent of the wheel, on a pass to 1 he likes 5 and 4 to get 2 (and then go get 3).

See Fast breaks - [Tubby Smith](#) (fist), Offences - [Tennessee playbook](#) (call #1), [Argentina flex](#), [Seth Greenberg Slice](#), [Bill Self motion entries](#) (Illini), also Quick hitters - [Shuffle-double-double](#), and Tactics - [Lawrence Frank ballscreens](#) (slice, 3 pins down for 2). ▲



h) Two-up



From Lithuania, continuity ballscreens in transition, 4 and 5 are both trailing the play for whatever reason, they run inside the NBA lane lines, but not beside each other, they create space. The wings have bounced off the baseline about 8 feet. 1 picks a side, 2 clears out to the far corner, 5 goes into a side screen and roll, 1 comes off and passes to 4, who looks for 5 on the roll (a pass from 1 to 5 is tough).

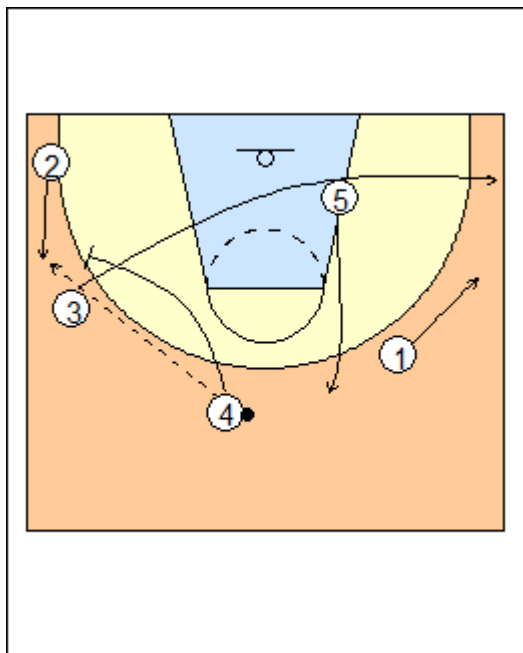
The first ballscreen is a fake screen, helping to get the ball to the other side of the floor.

This is a great offence against any team that shows on a pick and roll, you can get the big-to-big pass. If you have bigs who can shoot, if you have bigs who can reverse the ball, this is good.

Matt Hackenberg - 5 should roll then briefly post up for a high-low pass from 4 (roll and seal).

Greg Francis - the bigs are both 4s. You don't want to shoot on the first side. 5 can roll (open to the ball) or dive, which is easier.

See YouTube video [Wave 5-out ballscreen continuity](#), playlist [#EuroOffence Tips](#), also Zone set play - [Wave sidescreen](#).



As soon as 4 catches it, 3 goes hard backdoor to the other corner, 2 steps up, 5 comes back high weakside, 1 spaces out, 4 swings it to 2 and follows to pick and roll.

If 2 is denied, 4 does a dribble hand-off, which is one of the toughest things to guard.

(Other options - 4 slips a ballscreen, or picks and pops)

Hackenberg

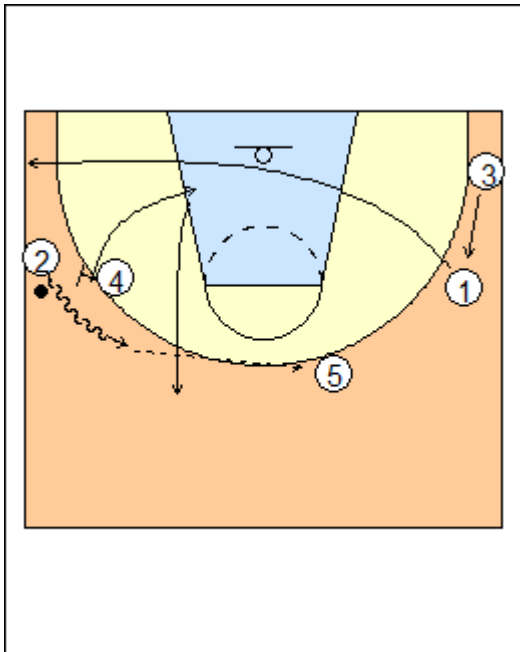
- 3 can backdoor cut or screen-in for 2 then clear
- 4 can slip, pick and roll, pick and pop, dribble hand-off (or pass and corner cut or brush screen).

Francis - 4 looks at 3, who takes a step to the ball then backcuts. 4 can pass to 2 and ballscreen, or usually DHOs. 2 sells opposite so X2 can't just chase over. 5 lifts early (in shooting range) so X3 has to help on the roller.

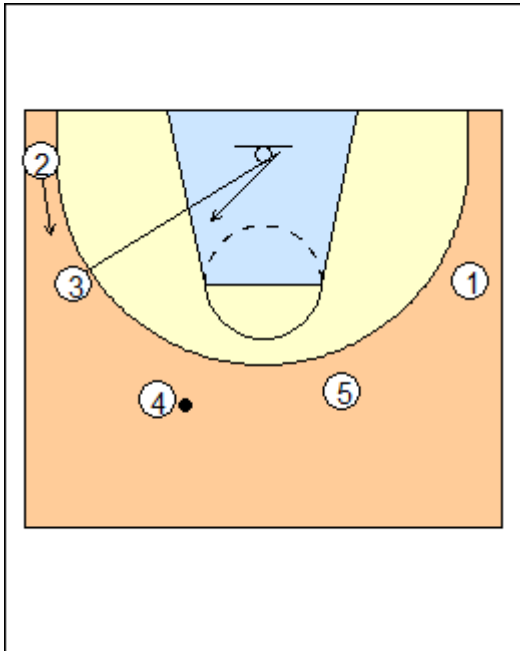
Continuity, 2 comes off and passes to 5, who looks for 4, 1 goes backdoor, 3 fills, 4 comes high, 5 will pass to 3 and follow to pick and roll.

Every cut is a hard cut.

Francis - if the defence is icing the ballscreen, 4 should set the screen to send 2 baseline, like a step-up screen (defensively, trap a step-up, don't allow a baseline attack).



See Offence - [Kowalczyk ballscreen](#), [Billy Donovan ballscreens](#), [Quick hitters - Ravens](#), also [Fast breaks - Suns 5-out](#), [Nets](#) (both bigs trail). ▲



19

i) Two-down

If you have a guy who is good in the post (here 3), run Two-up until he goes backdoor, then he comes back instead of going through, they always want to have a triangle to get the ball into the post.

See Offence - [Kowalczyk ballscreen](#) (hook post). ▲

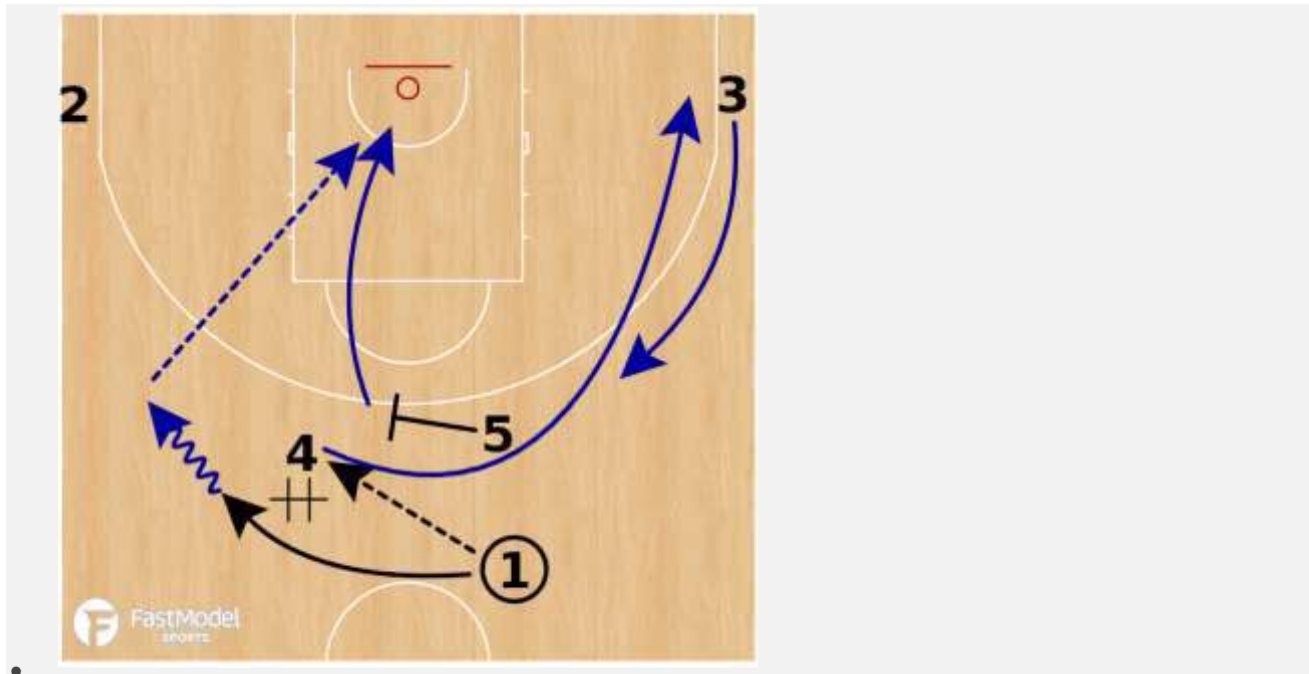
This page was made with [Basketball playbook](#) from Jes-Soft

France - Early Offense DHO Flare - FastModel Sports

PUBLISHED 07/27/2021

[Blog: OLYMPIC BASKETBALL PREVIEW](#)

[Running List: Best OlympicXsOs](#)



1 passes to 4; 4 hands back off to 1; 5 sets a flare screen for 4 (4 curls it if it's open); 5 rolls hard to the rim



Michael Lynch 🏆 Dec 4, 2020 5 min read

Half Court Flow 2020-21

Updated: Dec 16, 2020

In this post, we will discuss the offensive concepts that our team will employ when no immediate shot comes out of transition.

Flow Offense is important to our offensive philosophy. Like many teams, our preference would be to push the basketball in transition and score before the defense is set. If that is not possible then we would like our players to be able to execute a few offensive concepts that do not require them to stop and "Run a Play". This aspect of Half Court Offense, which occurs after initial transition efforts are neutralized, is what we call *Flow Offense*.

What we are doing with *Flow Offense* is giving our players a basic structure and spacing template to play from, while allowing them to make reads and choices based on the defense's response. It is essentially a mix of structure and freedom. From a coach's perspective, we need to make it clear early in the preseason what triggers *Flow Offense*, what options the players have, and what reads they should look for. Let's take a look at what we're working on for this upcoming season.



I - Triggers & Half Court Spacing

One thing that will improve your *Half Court Flow* is focusing on getting your players to end their transition run in your Half Court offensive spacing. In our case, we would like our players to end their transition runs with this general five out spacing. We are keeping the middle of the floor open while stretching the defense both vertically and horizontally.

Half Court Spacing -

We are viewing are players 1-4 are interchangeable. Even though players are numbered and placed in these specific positions - any one of those players could potentially fill the corners, fill the high wing, or enter the basketball into the Half Court.

Basic Spacing Template -

- Corners are Filled
- Ball has entered in the Slot
- Opposite High Wing Filled
- 5 Man Fills the Point

Q. What if a Perimeter Player ran to the rim in transition?

A. Any player (5 Man included) who sees a chance to the run to the rim and receive a pitch ahead pass may do so. However, if they do not get the basketball we are asking our A) Perimeter Players to fill back out to the nearest corner, and B) our 5 Man to fill back out to the point.

Trigger into Half Court Offense -

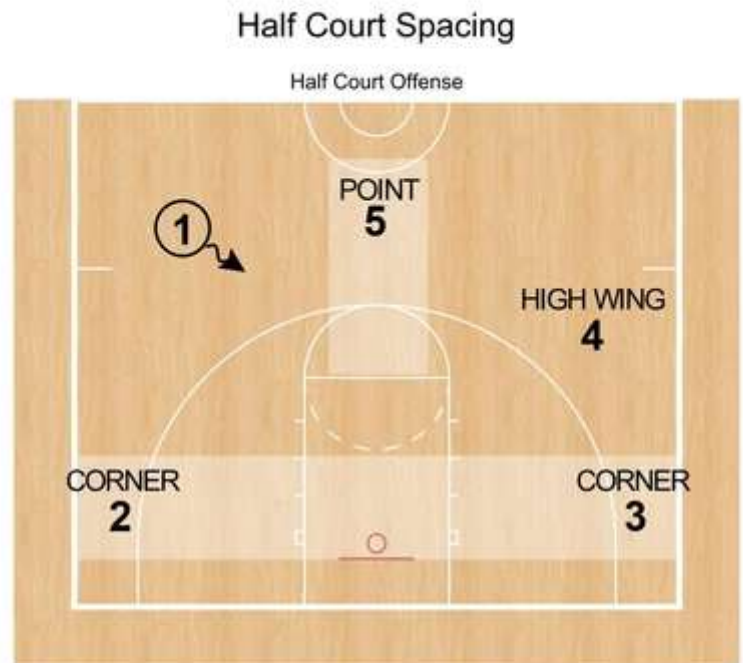
The way that we know that Transition Offense has ended and *Half Court Flow* has began is establishing a trigger.

The Trigger for us entering into Half Court Flow is the entry pass to the Trailer.

That pass to the Trailer is the last option in transition so when this pass is made we are conceding that our priority options in Transition are not there.

- 1 - Pitch Ahead Pass
- 2 - Attack the Rim
- 3 - Play Through the Trailer

Once this pass to the trailer has been made we have a few concepts that we can employ and the bulk of that decision making will fall on the 5 Man.



Half Court Spacing -
 Ideally we want to flow into this Half Court Spacing Template straight out of Transition.
 Two players will 'Hold the Corners'
 - 2/3 in this Diagram
 The 5 Man will Trail to the Point.
 One Player will handle the ball, and the final player will fill the opposite "High Wing".
 - 4 in this Diagram



II - Trailer Options

We want to give our Trailer a few options to execute once he receives the entry pass. The two concepts we are looking to employ are:

- Motion Strong Action
- Stagggred DHO Action

It is ultimately up to the trailer to decide what concept is going to be executed, but I do think there are a few reads & situational factors that can help him make that decision.

We'll get into these in a bit more detail further down in the post - but some of those factors might include:

- Dead Ball or Live Ball
- Defense is Denying or Switching , etc.

Option 1 - Motion Strong Action

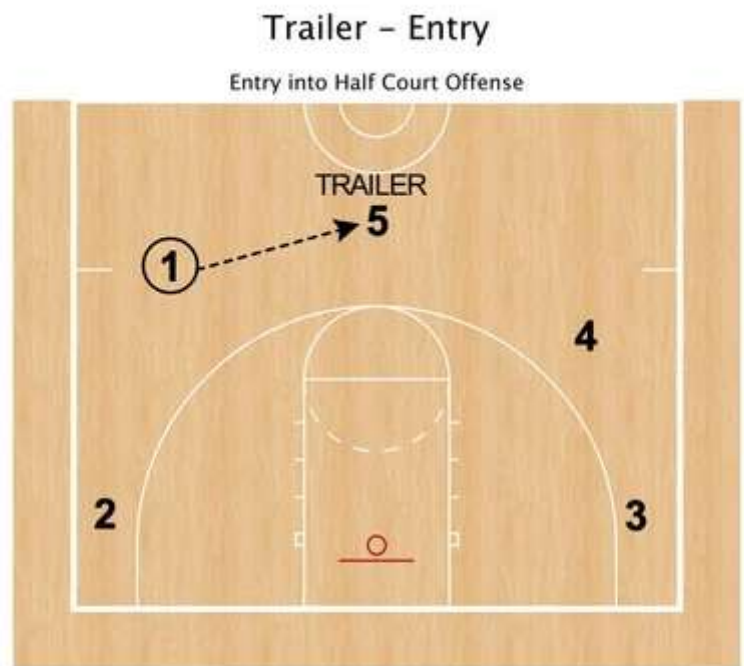
Motion Strong Action is something that worked heavily last season - with some success. Last year we incorporated it with a postplayer in four out spacing, this year we will be tweaking it to incorporate the five out version.

Motion Strong Action is defined by the swinging of the basketball from one wing to the other - then the execution of a staggered down screen.

The Cutter (2 in the picture) has a few options they can choose:

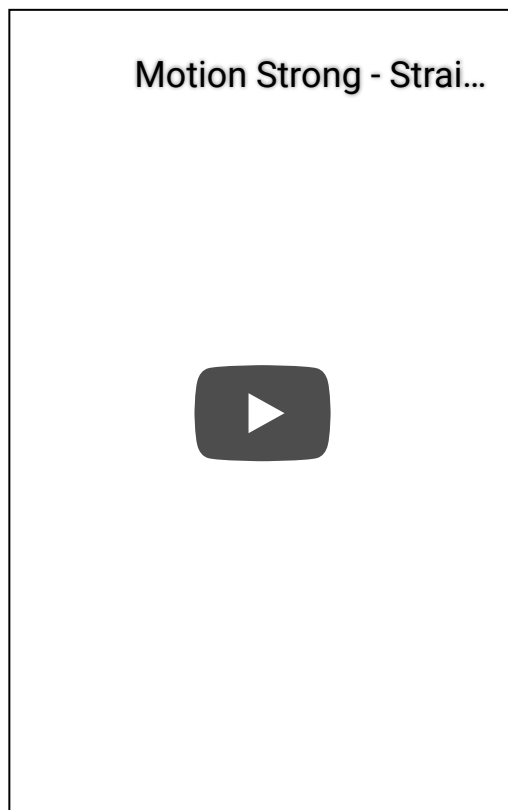
- Back Door Cut to the Rim
- Curl one of the Screens
- Straight Cut to the Ball

Based on what the cutter does *The Screeners* (1 and 5 in the diagram) have appropriate Spacing Responses as well:

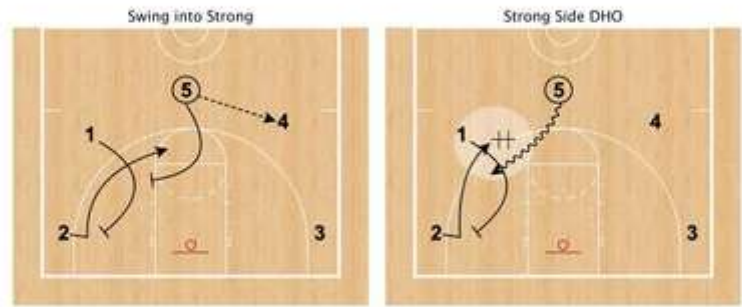


- The First Screener (1) Spaces to the Corner
- The Second Screener (5) Rolls to the Post, or Flashes Back to the Ball

Here are some clips of the Straight Cut option for the Cutter off of Motion Strong Action.



Trailer Options



Option 2 - Staggered DHO

The second option that the trailer has is to go directly into a Staggered DHO.

Anytime the entry pass to the trailer is made their passer goes directly into a down screen for the corner player.

We are trying to create an advantage for the Cutter in the corner by giving him both the down screen and DHO moment to create confusion. Following the exchange we would like our 5 Man to roll to the rim for a pass or Post Up opportunity.

Teaching Points for the Action:

- Screeners - Get inside the 3 Pt Line
- Screeners - Make the Defender "Go Over"
- Screeners - Get "A Piece" of the Defender
- Cutters - Set Up Your Cut
- Cutters - Think Shot, Drive, Pass on the Catch

Weak Side vs Strong Side -

The staggered DHO can go to either the Strong Side or the Weak Side of the floor. We are defining the "Strong Side" as the area from where the basketball came from. The "Weak Side" would be the opposite side of the floor. It is the trailer's choice as to which side he brings the basketball, but coaches can most certainly encourage one direction or the other early in the season.

One rule that is governing the "Weak Side DHO" is:

If the basketball is dribbled at you - screen down to the corner.

Here are a few clips of Northern Iowa executing the staggered DHO action off of the Trailer Entry pass.

Trailer - Motion Strong Action



Trailer Options - Staggered DHO

Video Resources -

If you are looking for more resources on executing the Staggered DHO concept these are excellent cut ups to take a look at.

- Coach Dorsey "5 Out Offense - Northern Iowa" - <https://youtu.be/0TTqPQZFgxI>
- Radius Athletics "Northern Iowa 5 Out Offense" - <https://youtu.be/XFf7DojSmGM>
- Jeffrey Robinson "Northern Iowa 5 Out Concepts" - <https://youtu.be/kH1gtpCgxQ>



Concluding Thoughts -

The goal of Half Court Flow offense is to not let the defense rest & regroup following transition. We are attacking the defense in transition and then immediately flowing into our Flow concepts without allowing the defense to have that "Set it Up" recovery time. The entry pass to the Trailer will serve as our trigger for this phase of the possession and from there we will allow him some freedom to make choices. He can a) Swing the Basketball and initiate Motion Strong Action or he can b) Dribble the ball into our Staggered DHO Action.

Perhaps the final question to answer is what if there is no shot?

Given that we are working with a 30 second Shot Clock in Massachusetts we need to continue to attack if there is no immediate advantage. Perimeter players should be looking to attack gaps that present themselves in the defense, and our 5 Man should look to Post Up off of his roll to the basket or screen for the basketball if it has been neutralized. The bottom line is that we want to continue to move the basketball and allow our Drive & Space principles to finish the possession.

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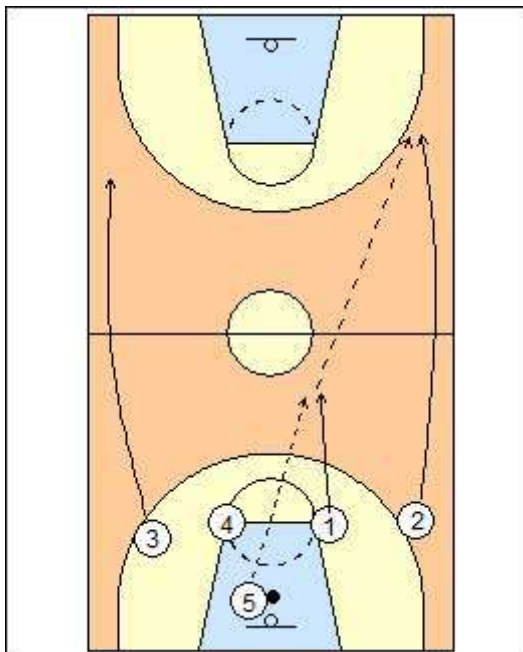
Email - mflynch21@yahoo.com

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Fast breaks
Mike Brown early flow



1

Mike Brown
 FIBA (YouTube)

See YouTube video - *Early offence flow Mike Brown GSW.*

Early offence

- Drag
- Drag-drag
- Quick
- L

Early automatics

- Weak
- DHO
- Dive
- Swing
- Point

Calls

- Wedge
- Loop
- Swing-roll

Flow is the ability for players to attack a defence in transition or in the halfcourt, on their own, not slowing the game down with calls from the coach. They like to attack the defence before it gets set. Halfcourt offence is not playing out of flow. Rules for the bigs - whatever the push man dictates, they will do.

Offence starts with a defensive rebound (everybody boxes out). People teach their guards to come out to the wing and make themselves available, they don't do that, they want deep outlets, as soon as a guard reads that a teammate is about to get a rebound, turn and run up the floor for a pass on the run, often an overhead or maybe baseball pass (Tim Duncan threw overhead bounce passes).

1 can come back to the ball if they take it away, the weakside should have vision too, the rebounder has half a second if 1 is open, if not the ball has to go to somebody else, 1-2-3 are interchangeable.

3 offensive bullet points (staples):

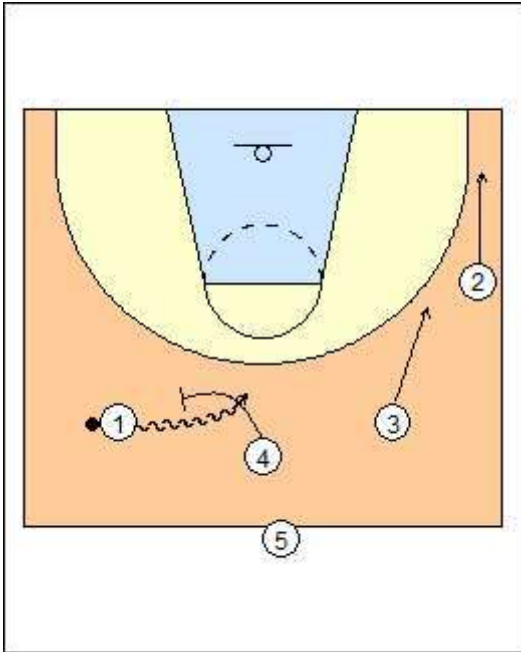
1) Pace - deep outlets, get into offence with 20-21 seconds on the shot clock.

2) Space - there are 6 frontcourt quadrants (including two dunker spots, low outside the lane), he doesn't want two players in the same quadrant unless there is a screen or DHO. Try to put one player in each quadrant and another guy in either dunker spot (with two traditional bigs, put one in

each dunker spot and three guys on the perimeter).

3) "Point 5" - make quick, intelligent decisions with the ball in 0.5 seconds.

In transition, they want the "push man" (ballhandler) to throw it ahead for a shot or drive, or get two feet in the paint, collapsing the defence for a kick-out pass for a catch and shoot 3 or something going to the rim.



2

1) Early offence

The next thing is early offence with assigned lanes, 1-2-3 and 4-5 are interchangeable, the first big is the rim runner, the second is the trail big, top of the key behind the 3-point line.

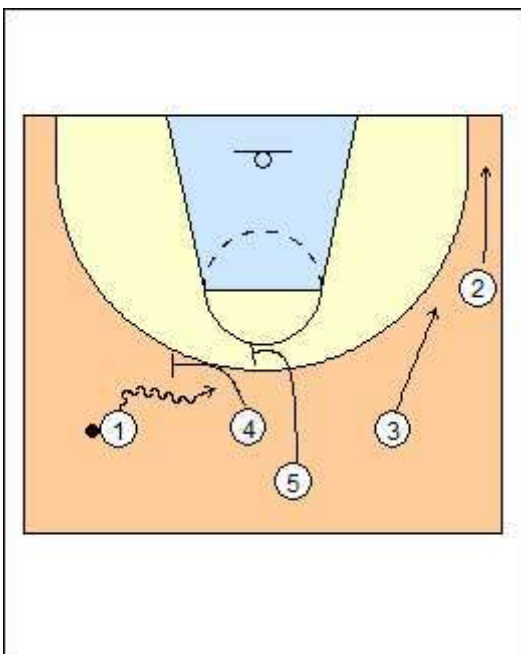
The push man picks a side (left middle or right middle) but does not hug a sideline or go between the lane lines. He can change sides in the backcourt but not the frontcourt, to balance the offence.

If the push man brings the ball up the floor and doesn't see a big in front of him, he can start verbalizing what he wants, get into an early high pick and roll before the defence is set.

a) Drag

"Drag" is a little brush screen, an early high pick and roll before the defence is set, give 1 an opportunity to turn the corner and get to the paint to make a play. 2 and 3 space weakside.

See Fast breaks - [Phoenix Suns drag screens](#). ▲



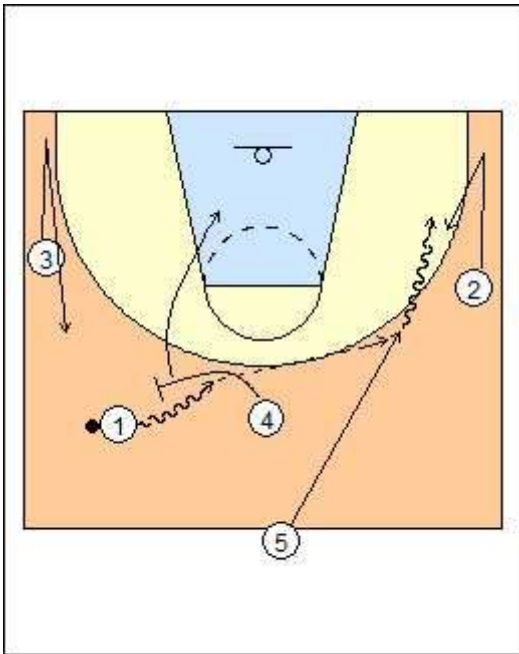
3

b) Drag-drug

1 can call "drag-drug" is he sees that both bigs are kind of running together behind the ball, 2 and 3 space.

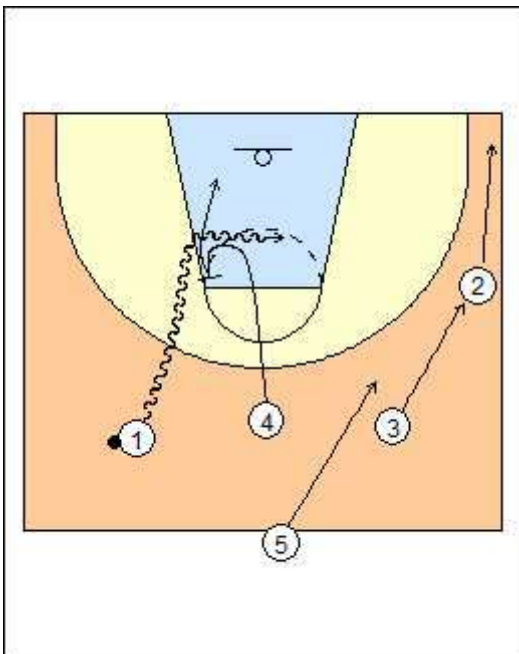
See Fast breaks - [Spurs 2014 \(Strongside pick and roll\)](#), [Phoenix Suns drag screens](#).

4



1 can still yell "drag" if there is a guard ahead of the ball, 2 spaces and 5 goes weakside, 3 gets to the corner. It's OK if 4 is a non-shooting big, he rolls, 3 shakes up (lifts), 1 can throw it to 5 who can DHO with 2.

Drag-drag is an option. ▲



c) Quick

5

If the first big is slightly ahead of the ball, 1 can yell "quick", 4 acts like he's moving to the strong-side block, as soon as he gets inside the foul line he button-hooks for a step-up screen, 1 can come off and snake to the middle of the floor, the other guys space weakside.

If 4 rolls, 5 can replace right behind.

Guys on the weakside don't necessarily have to hear the push man, they react.

See [Fast breaks - Phoenix Suns drag screens](#) (Peel-back to step-up screen). ▲

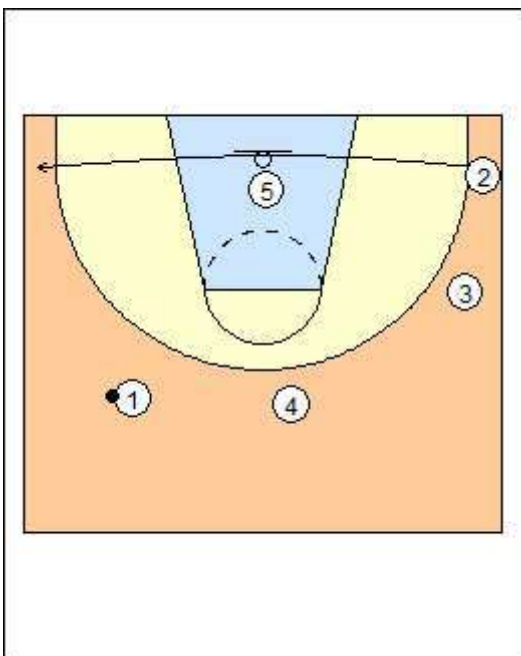
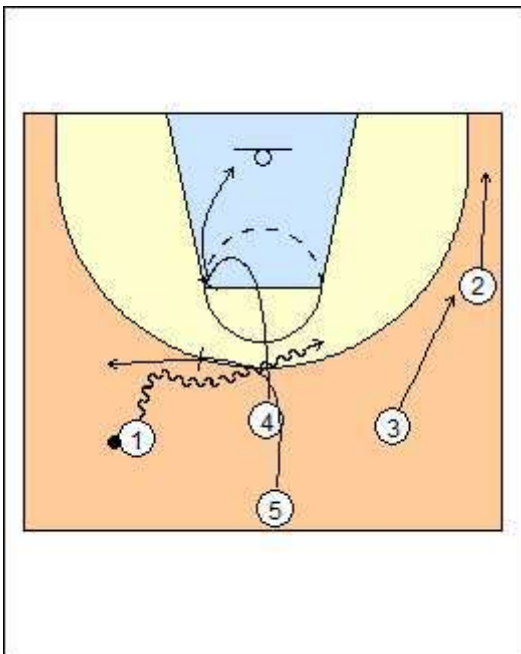
d) L

6

One big is slightly in front, the other is close too, 1 can yell "L", 4 button hooks, 5 sets a side ballscreen, 1 can come off either one, 4 and 5 play off each other, the shooting big can pop for space, the other roll to the basket.

See [Tactics - Lawrence Frank ballscreens](#) (L-action).

These four actions are what a push man is encouraged to do in Early before the defence is set, as long as there is no big ahead of the ball. ▲



7

2) Early automatics

The rim runner gets his nose under the rim, the trail big is behind the arc, top of the key.

They want ballside corner filled, and weakside wing foul-line extended. Here 3 can tell 2 to "go through".

The push man has different options, everybody reacts to that.

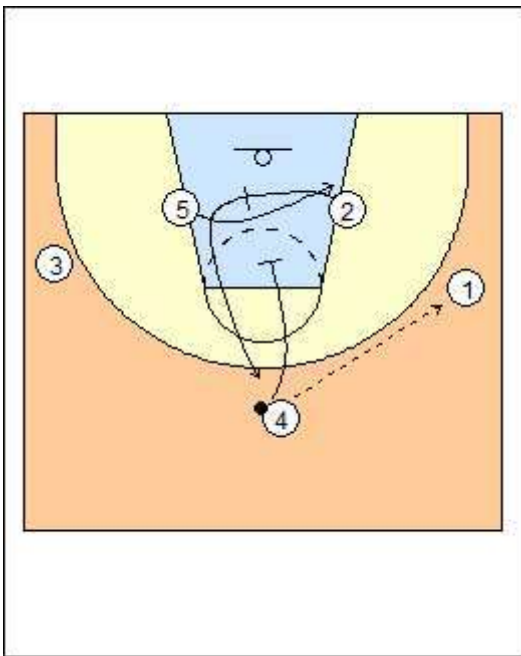
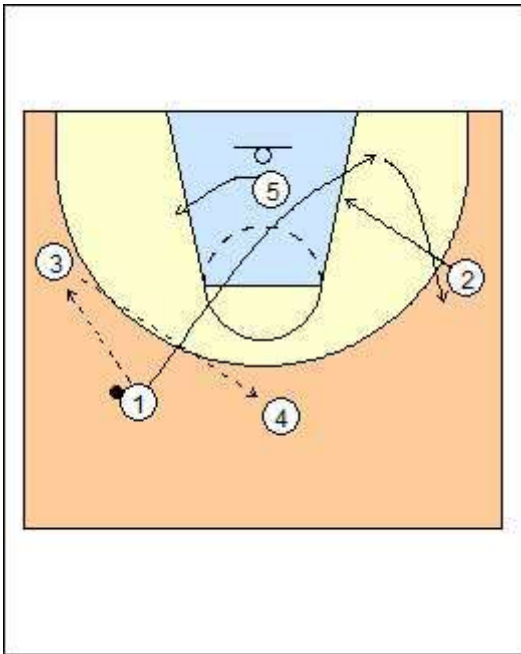
They don't want to call a play every time, which would give the defence an advantage of knowing what's coming (scouting is usually good) and the defence is getting set. ▲

8

a) Weak

1 throws the ball ahead to 3, basket cuts outside the weakside dunker spot, 3 swings the ball to 4, 2 sets his guy up and basket cuts (a scoring cut), 1 comes out to the wing.

5 establishes a strong-side post-up if he doesn't get it at the rim.

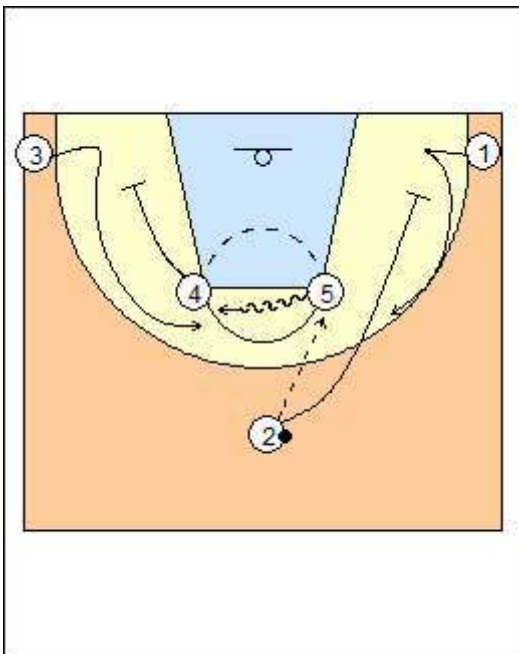
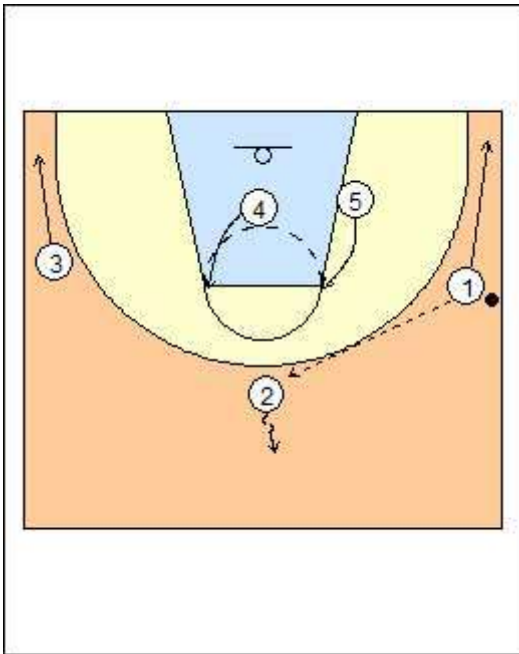


9
4 passes to 1, 2 cross-screens for 5, 4 pins down, bringing 2 out top.

Weak Pop - if 5 is a shooting big, instead of taking a cross-screen he uses 4's screen and comes out top looking to catch and shoot.

See Fast breaks - Triano early offence (Thru), Spurs weak.

10
On a pass to 2 he can shoot, drive, pass, if he takes a back dribble, 4 and 5 come out to the elbows, 1 and 3 flatten to the corners.



11

Play split action on a catch at either elbow, 2 follows looking for a handback then screens down for the corner, either guy may go backdoor (2 looks to slip if defenders are switching and don't come together), if 5 looks at 4 he pins down for 3, 5 can pass or DHO (shown).

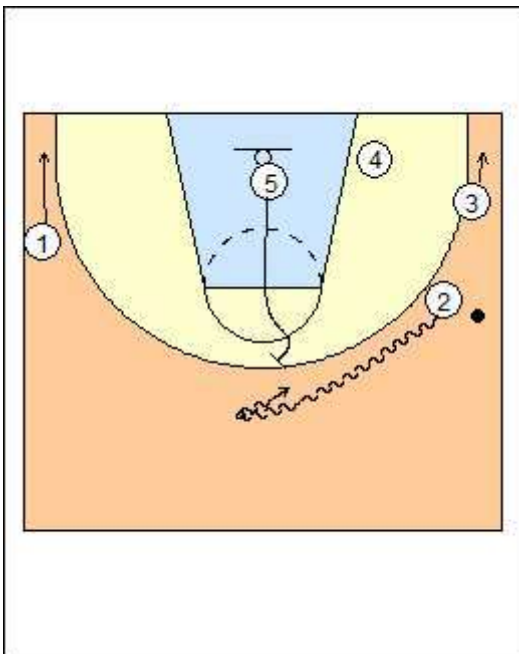
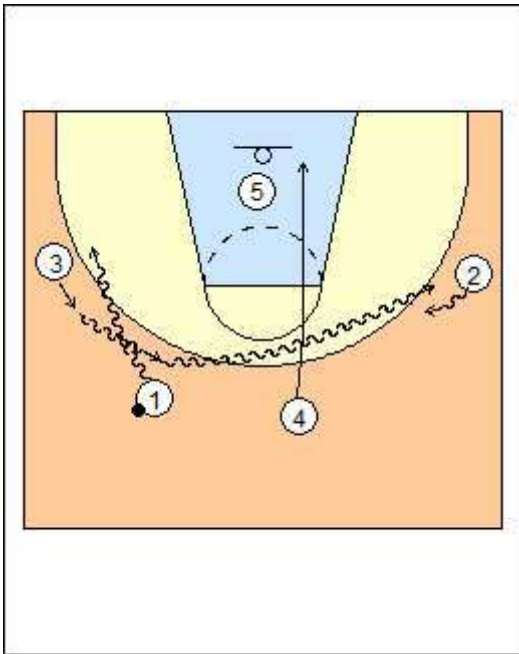
See Fast breaks - [Spurs Strong](#).



12

b) DHO

1 dribbles at 3 for a DHO, 3 dribbles at 4 who backcuts (through the charge line), 3 keeps going to DHO with 2.



13

2 dribbles out top, 5 comes up through the nail to twist a ballscreen at the last second, with his butt to either corner, or flat, so the ballhandler can go downhill. 1 and 3 flatten.

If 4 is a traditional big, he goes to the dunker spot in the direction the ball is going.

If 4 can make a 3-point shot or make a play from behind the arc, he can go to either corner, 1 or 3 go out to the next spot.

Try to limit going east to west with the ball as much as possible.

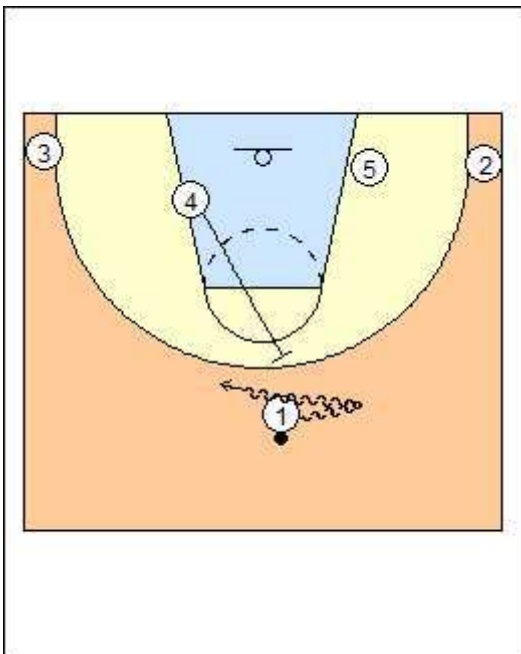
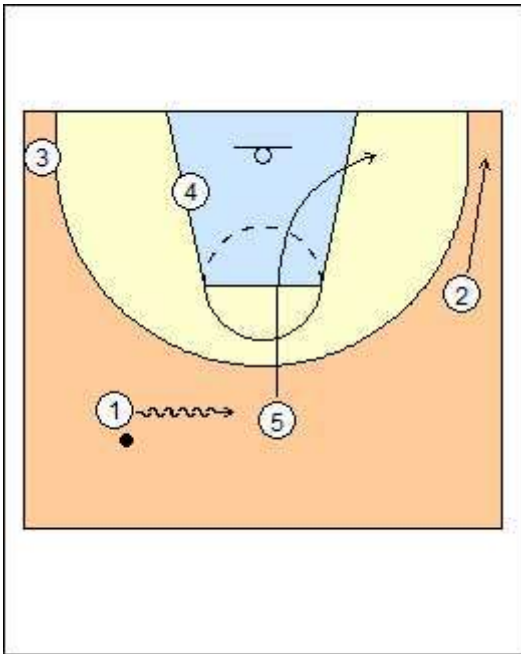
See Offence - 1-4 dive series (Oregon).



14

c) Dive

5 is trailing, backcuts when 1 dribbles right at him, 2 and 3 flatten.



15

As 1 crosses the mid-line, 4 comes up to ballscreen (almost through the nail), 1 changes hands to come off.

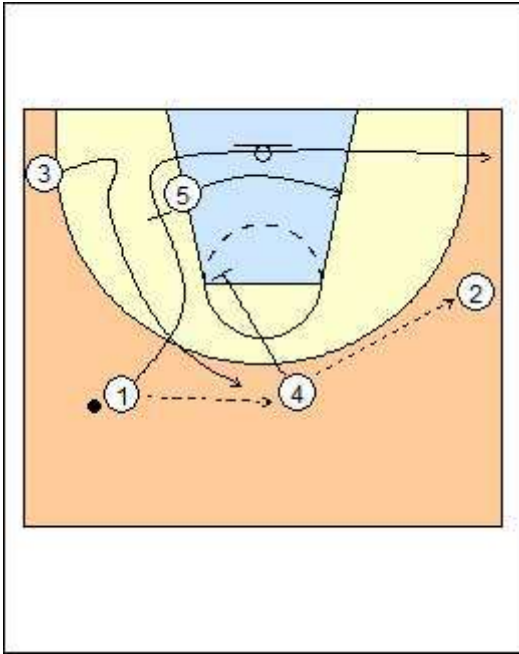
See Fast breaks - Spurs 2014 (Re-set ballscreen), Early dribble-drive screens (Fist inverted). ▲

16

d) Swing

1 swings the ball to the trail big, who passes to 2, 5 follows the ball and posts up, 1 and 4 stagger screen for 3.

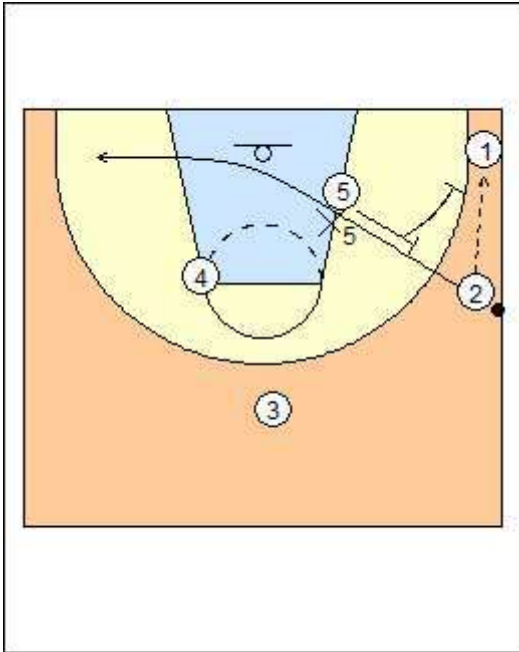
1 can stay in the corner, or run the baseline to the ballside corner (shown).



17

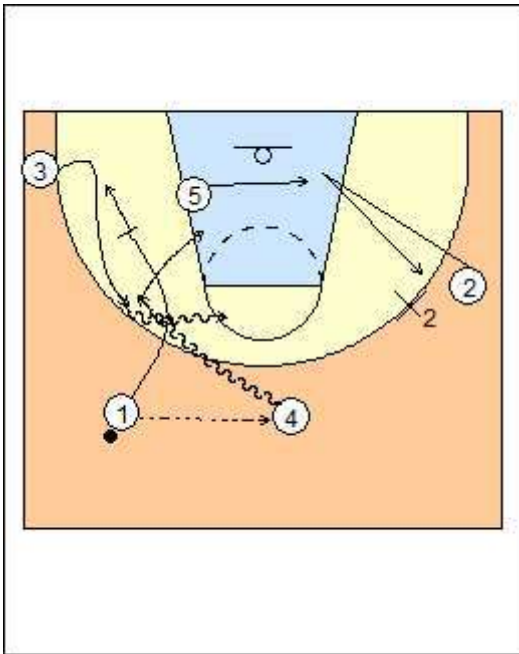
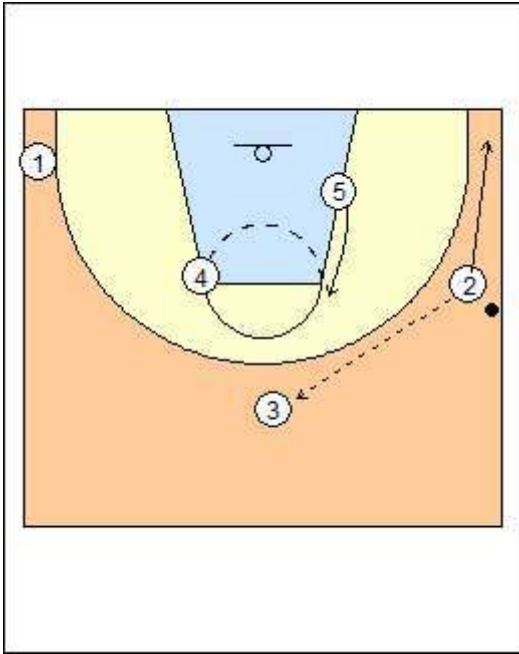
If X5 is in a hard 3/4, 5 has a seal on a pass to the corner, if there is no pass inside, 5 steps up, backscreens for 2 then ballscreens with 1, 4 will stay at the elbow or move down.

See Shooting - Spurs Strong 2-ball.



18

Here 1 stays after the stagger screen, 2 swings the ball to the top if there is no pass inside, 5 comes up to the elbow, 2 flattens, get into split action on a pass to either elbow.



19

2 backcuts if denied on the swing, 1 pins down for 3 (his action is still the same), 5 goes block to block, 4 makes a DHO and rolls, 2 bounces back out.

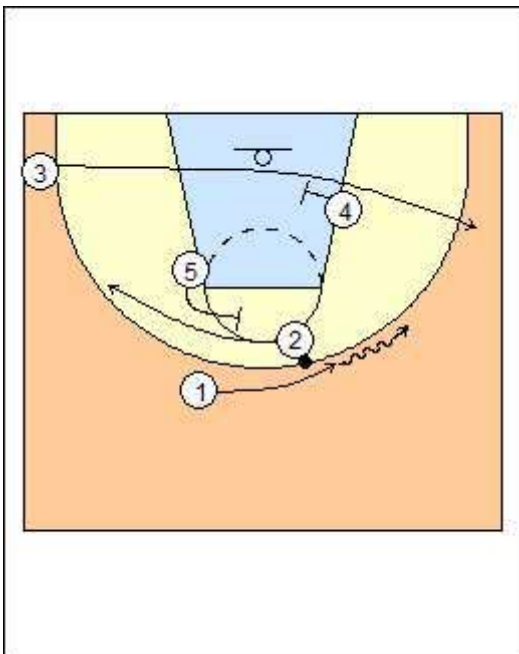
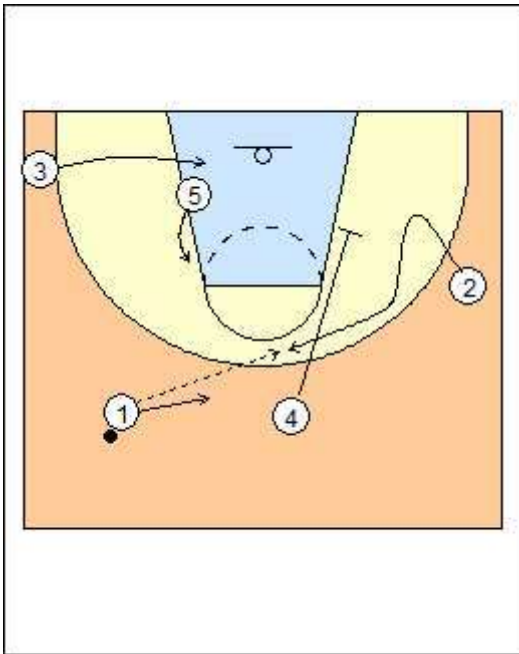
See Fast breaks - [Spurs 2007](#) (Strong, second pass denied). ▲

20

e) Point

1 points at the trail big, who goes to set a weakside pin-down, 2 sets his guy up, comes off for a pass, 5 starts to come up, 3 goes backdoor, 1 follows his pass.

See Fast breaks - [Triano early offence](#) (Single).



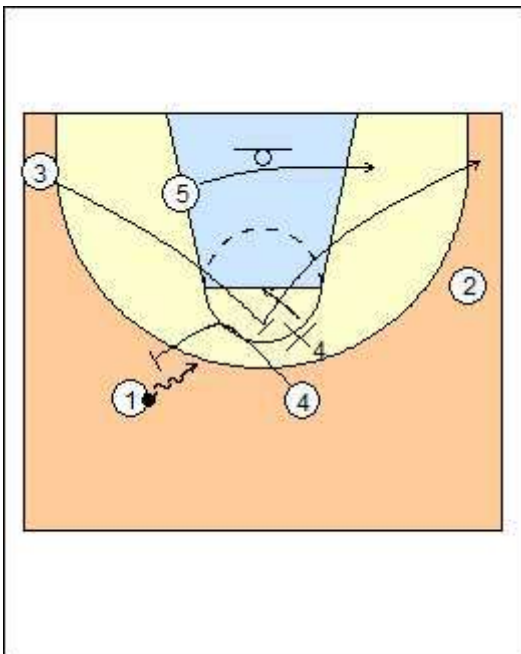
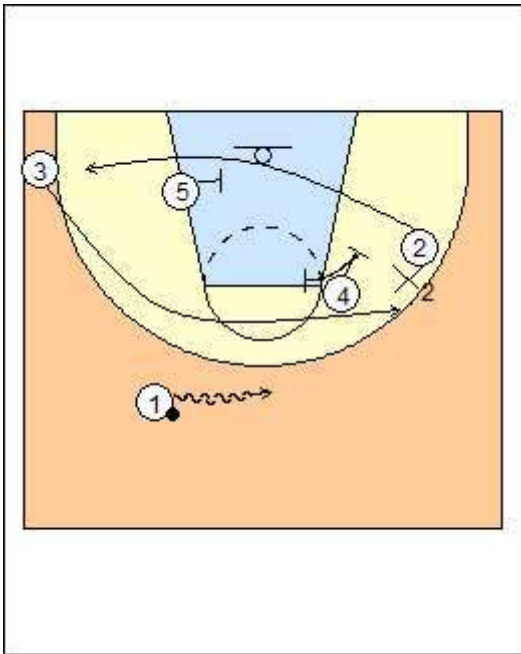
21

2 gives it right back 1, 5 flarescreens for 2, 4 pins down for 3.

22

Counter - 2 goes backdoor if top-locked on 4's pin-down, 1 dribbles inside, 2 comes off 5's pin-down, 3 comes off 4's flare at the weakside elbow.

See Quick hitters - [Duke actions \(Down\)](#), [Fast breaks - Florida 2005](#). ▲



23

3) Calls

a) Wedge

3 screens for 4, 5 goes away to the weakside dunker, 4 may go right into a ballscreen if X4 goes underneath (shown), or sprint to the block for a post-up if X4 trails over 3's screen.

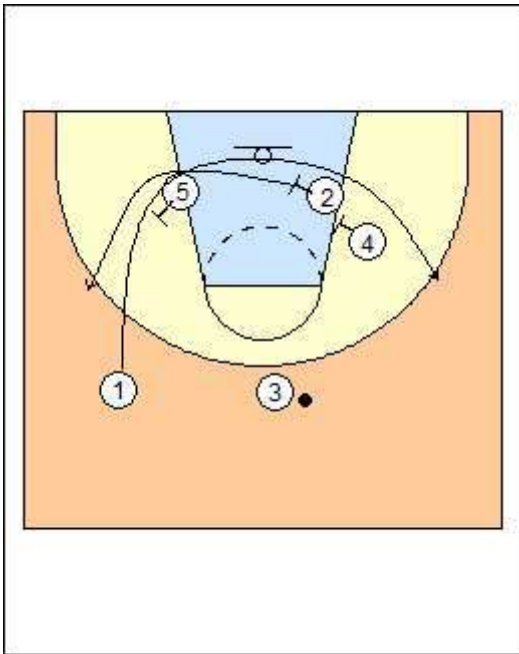
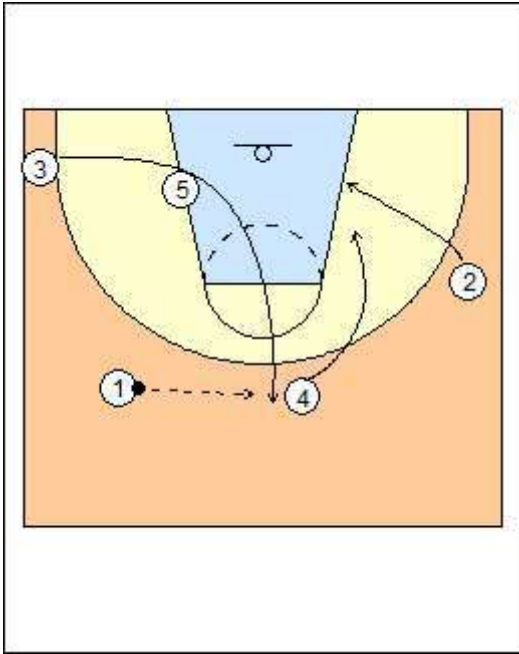
3 goes to the weakside corner.

See Fast breaks - [Spurs 2007](#) (Post the trailer), [Spurs 2014](#) (Wedge action). ▲

24

b) Loop

3 loops off 5 to the middle of the floor for a pass, 2 and 4 walk down.



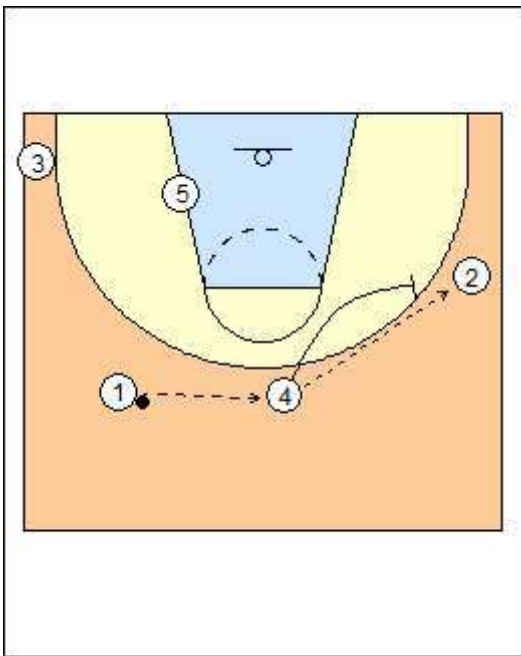
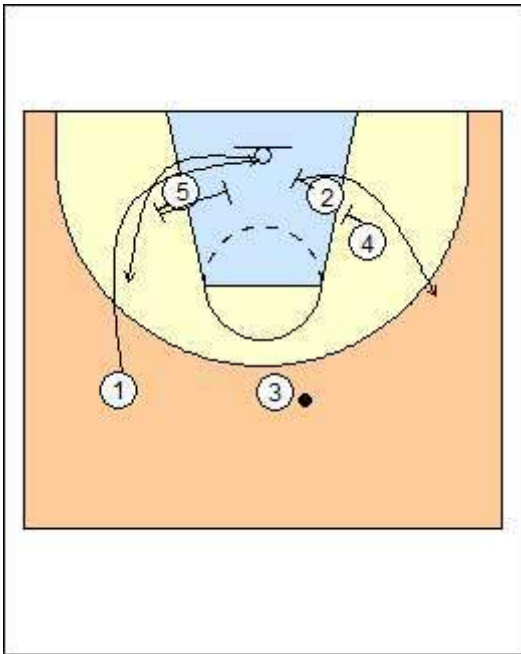
25

1 sets his guy up, comes off 5-2-4 then 2 comes out the other side.

See Fast breaks - Spurs loop.

26

Variation - 1 uses 5, who turns and screens for him to come back out, 2 uses 4. ▲



27

c) Swing-roll

1-4-2 swing, 5 stays, 4 follows to ballscreen.

Simplicity in the NBA is first, so long as there is some movement and a counter to whatever action you have. His general rule - can't pass and stand.

See Tactics - Lawrence Frank ballscreens (Swing). ▲

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