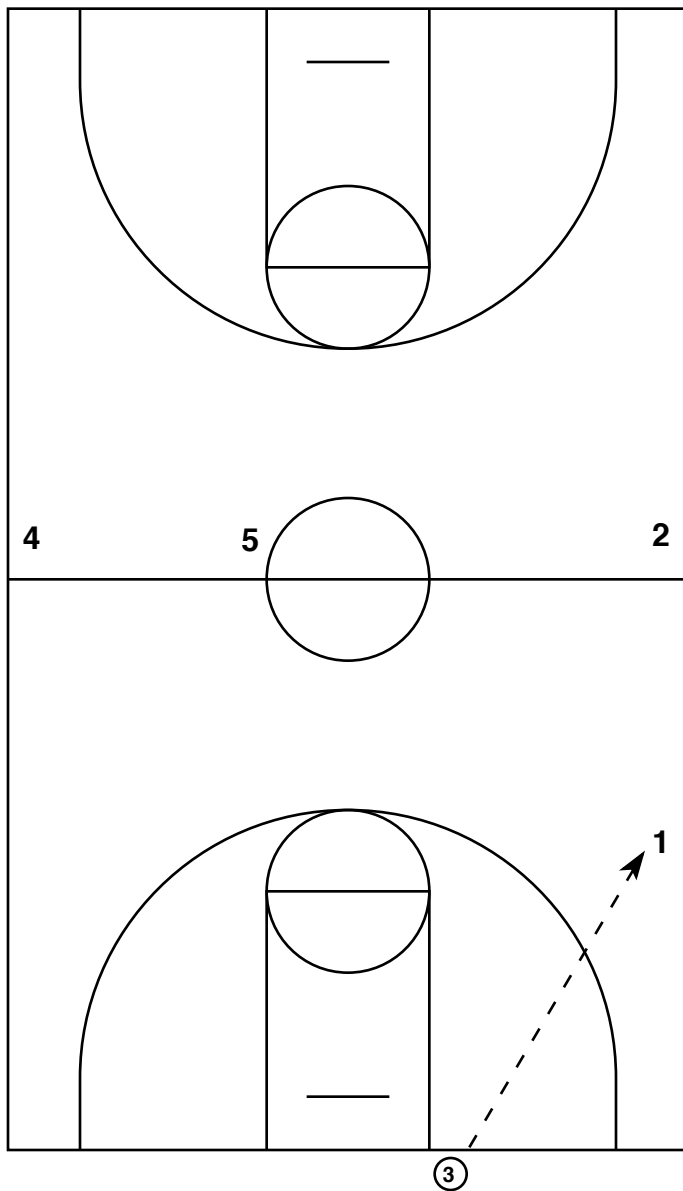
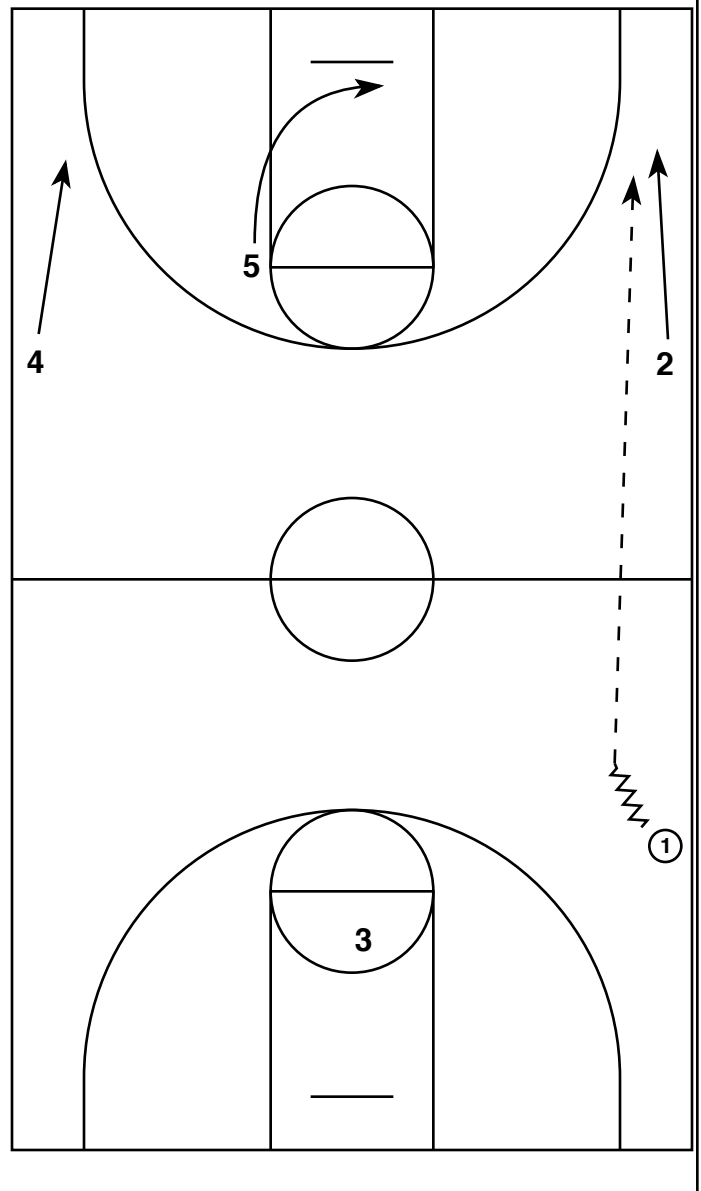


Transition Game



Primary Break Pt. 1



Primary Break Pt. 2

- We look to run on a make or a miss

On A Miss

- 1) Find the PG
- 2) Wings run wide (does not matter which side, just push the first person ahead of you through)
- 3) 5 runs just left of the middle lane
- 4) 3 trails

On A Make

Outlet to 1
 4 runs left. 2 runs right.
 5 runs just left of the middle. 3 inbounds.

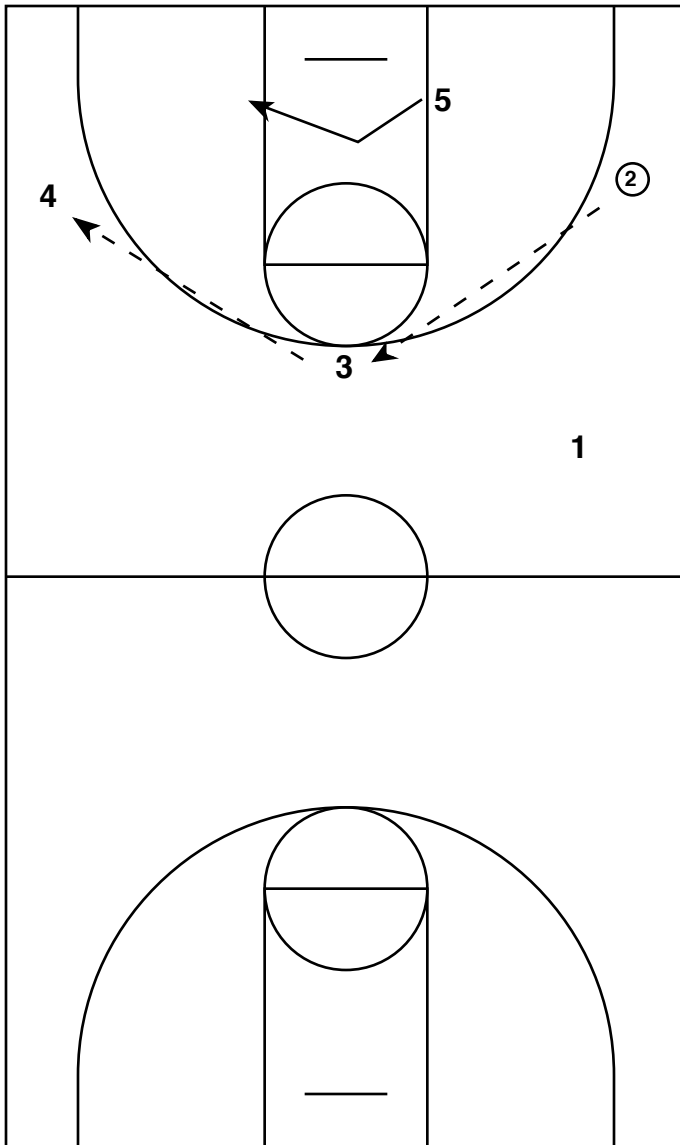
- 1 looks to advance the ball ahead to 2 with a pass

- 2 can:

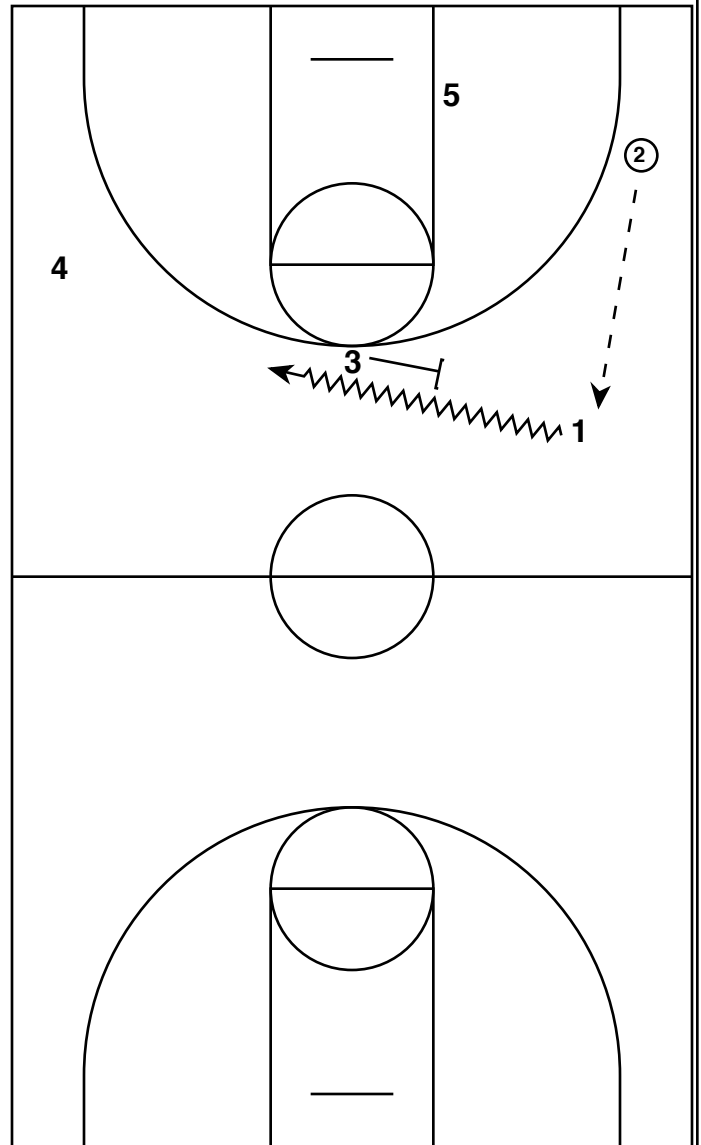
- 1) Shoot / Drive
- 2) Pass inside to 5

***1 can also pass directly to 5 if they have beaten their defender down the floor**

Transition Game



Secondary Break Pt. 1



Secondary Break Pt. 2

- If there is no quick score, we transition into our Secondary Break. It does not matter what side the ball comes up on or if the defense is man or zone.

- The first look is to reverse the ball through the trailer (3) and try to isolate 5 inside

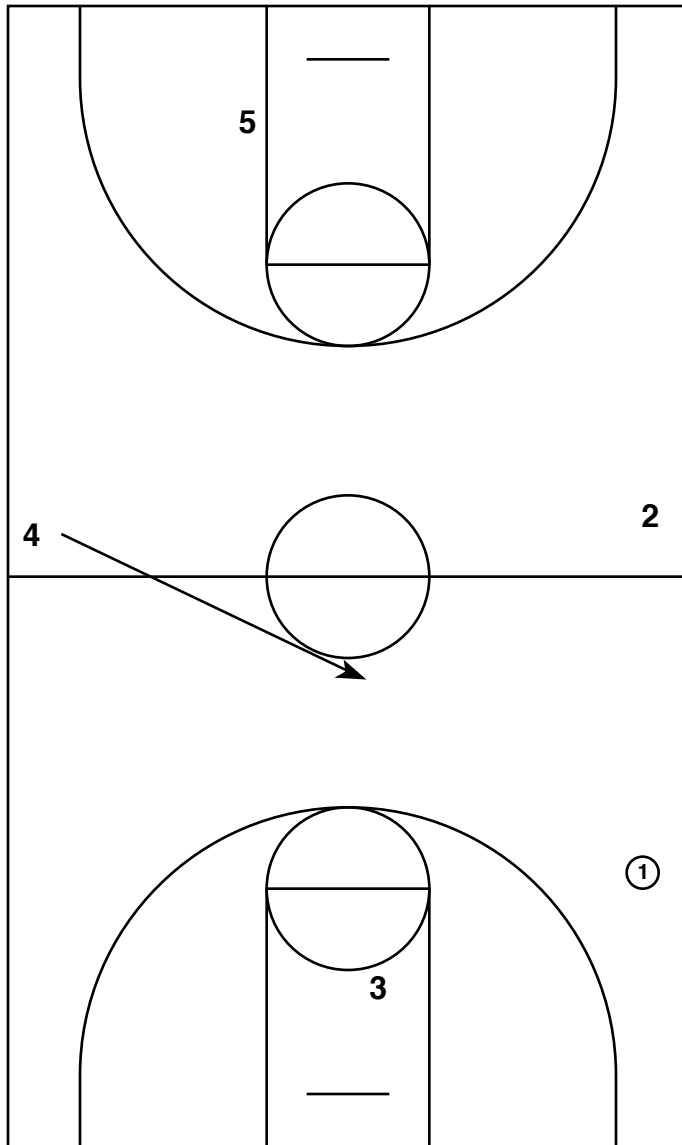
- If we are unable to reverse the ball through the trailer, we will reverse the ball to the point guard (1). The trailer angles into a ball screen.

- 1 can attack to score, dish inside, or kick it back to the trail player for a shot ***Key = Be AGGRESSIVE**

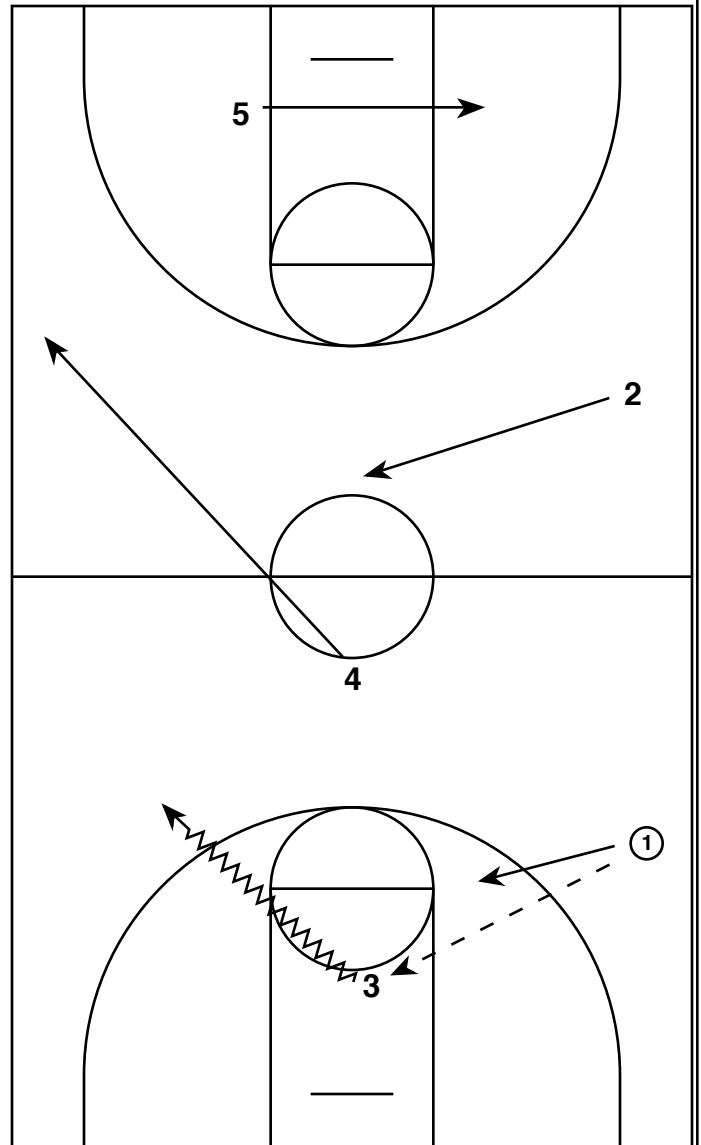
Process

- 1) Primary Break
- 2) Secondary Break
- 3) Run Offense

Attacking Pressure



Pistons Action vs. Pressure Pt. 1



Pistons Action vs. Pressure Pt. 2

- If there is no break as a result of pressure (Zone or Man), we immediately get to "Pistons"

- The opposite wing flashes to the middle. The player with the ball always needs three outlets:

- 1) Sideline
- 2) Middle
- 3) Trail

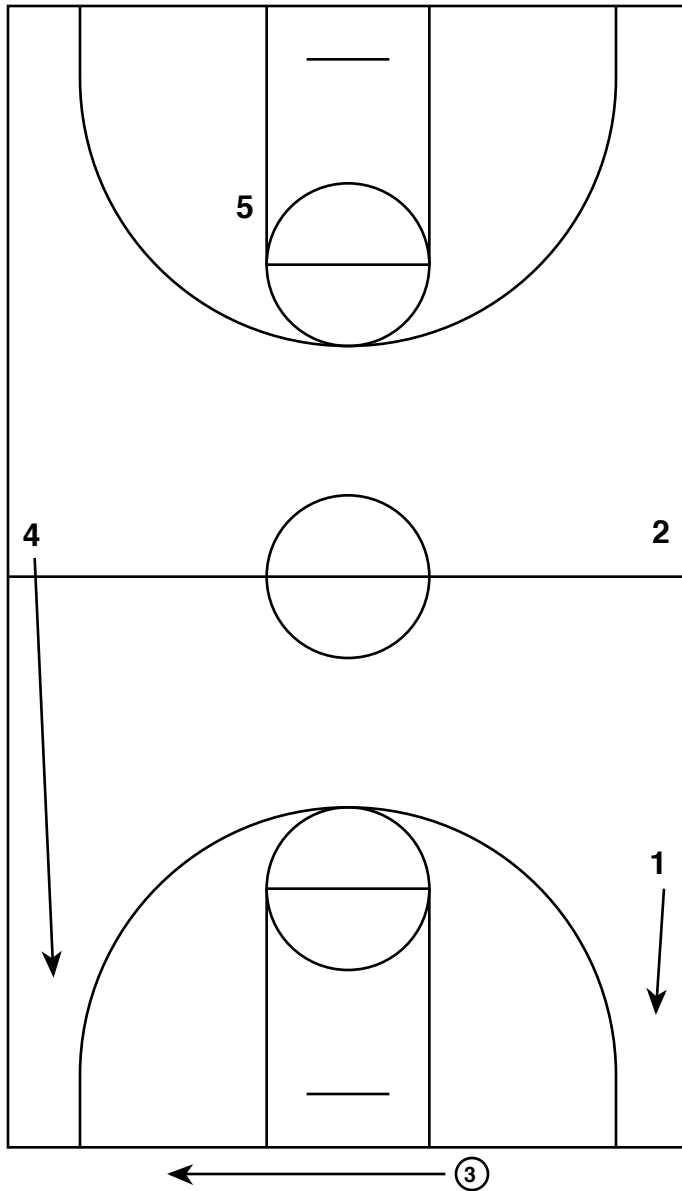
- 5 goes deep and stays opposite the ball to prevent their defender from cheating up

- If the ball is reversed, 4 and 2 execute "Pistons" action moving Sideline and Middle

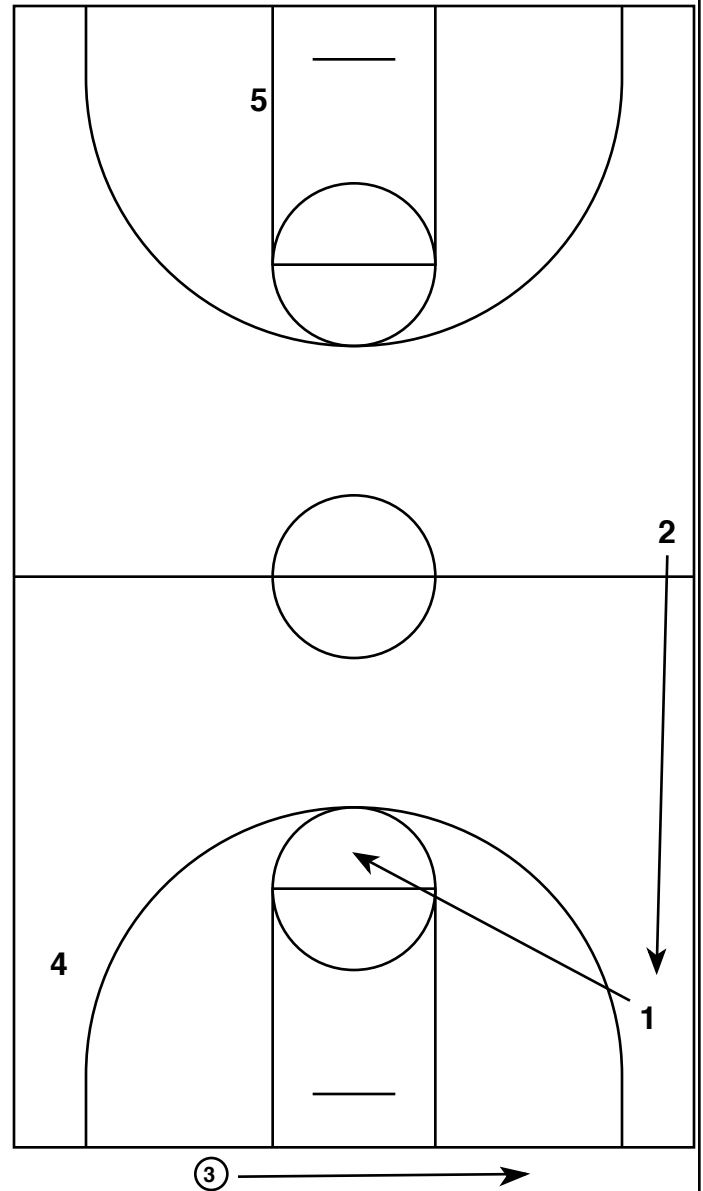
- 1 re-adjusts into the Trail spot

***If the ball is ever passed Sideline or Middle, we attack!**

Attacking Pressure



Outlets Denied Pt. 1



Outlets Denied Pt. 2

- If the defense (Man or Zone) is denying outlets, the inbounder runs the baseline

- 3's looks are:

1
4

...

Cont'd

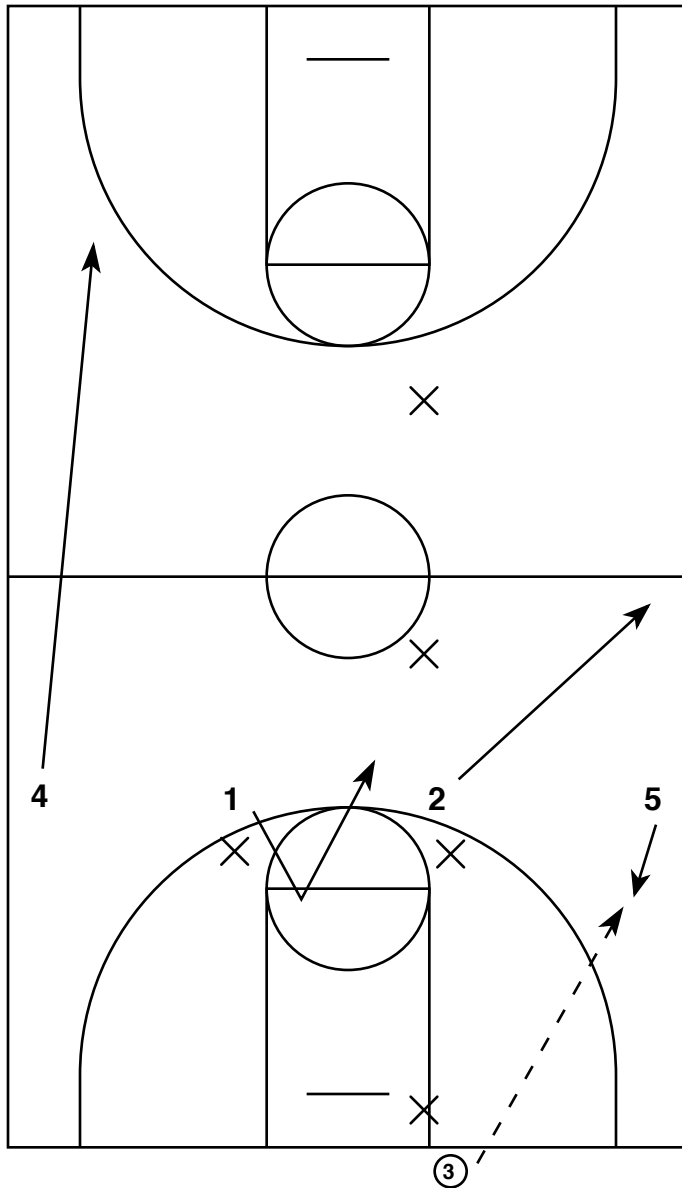
2

***If 3 is unable to initially hit 1, 4 or 2, it is because the defense is denying. Players must recognize and RELEASE so 3 can pass over the top.**

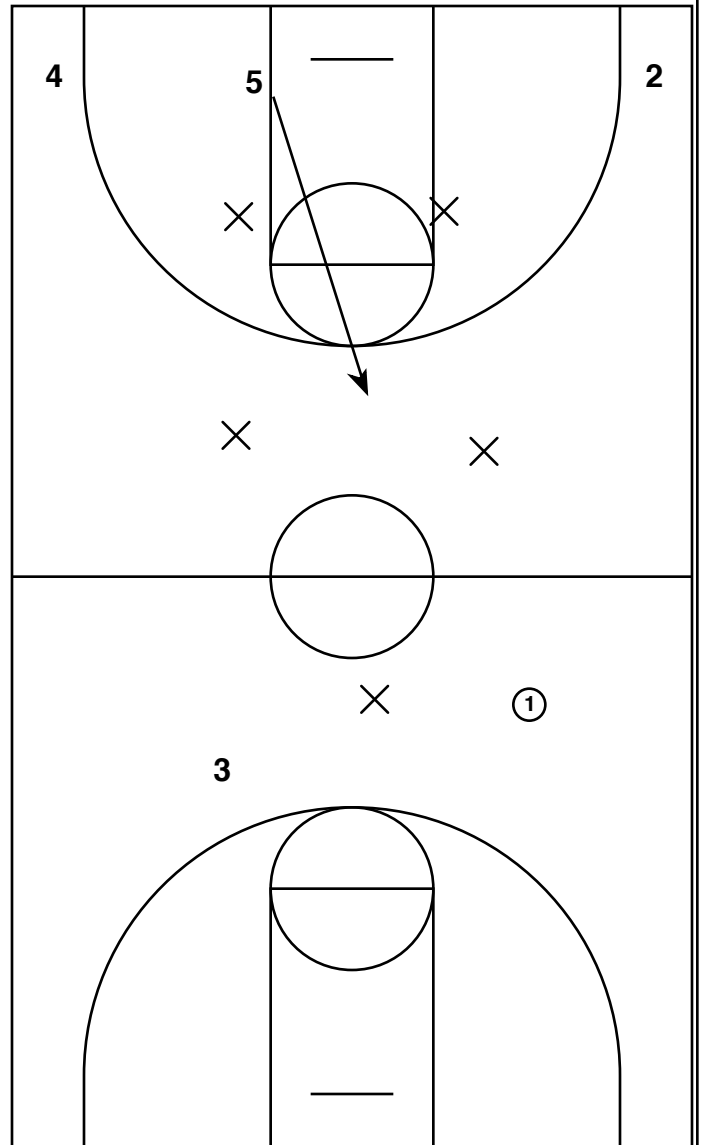
***When the ball is in, players must get:**

**Sideline
Middle
Trail**

Attacking Pressure



"Texas" vs. 1-2-1-1 (Dead Ball)



"Big X" vs. Half Court Trap

- Against a 1-2-1-1 press, or in any dead ball situation, we run "Texas"

- 3 looks to pass to the outside. Ball side guard goes SIDELINE. Weak side guard goes MIDDLE.

- Move the ball Sideline or Middle quickly and attack!

***Note: If 5 is denied, they can screen in for 2. 5 would then go Sideline on the inbound.**

- Any time a team is trapping soft (Man or Zone), just over half court, we go "Big X"

- 4 and 2 go to the deep corners

- 5 reads and flashes Middle to the open space

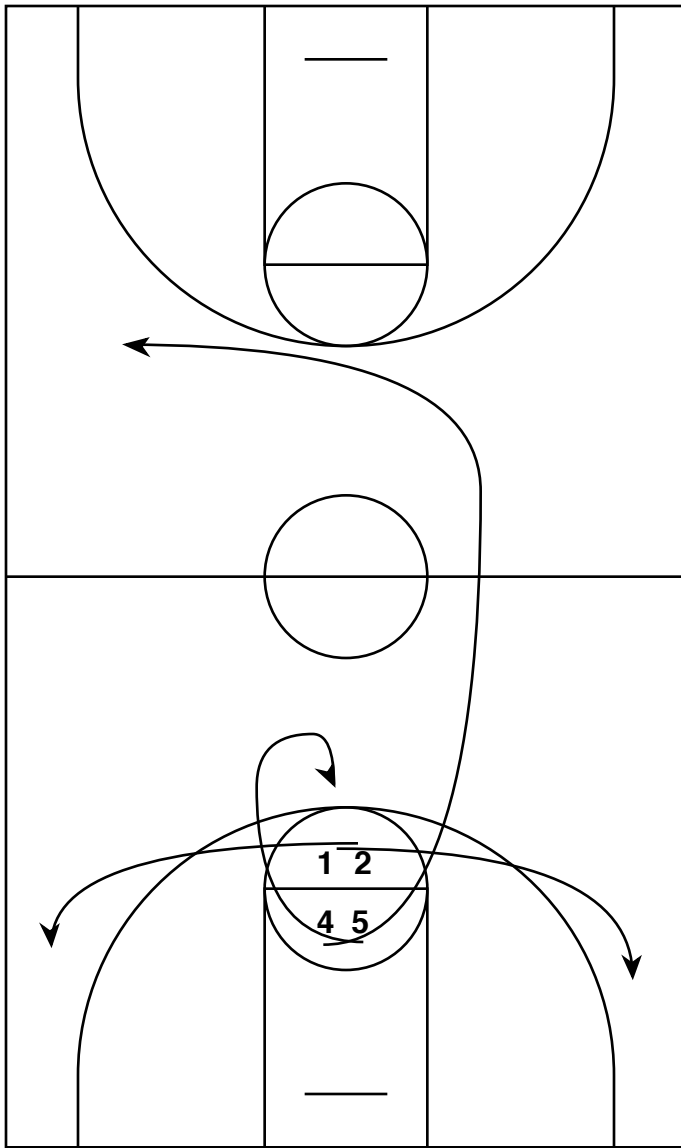
- Look to:

1) Pass Middle & Attack

2) Pass Sideline & hit 5 cutting Middle

***You can't set up an offense in this situation. Attack and get lay-ups.**

Full Court Special Situations



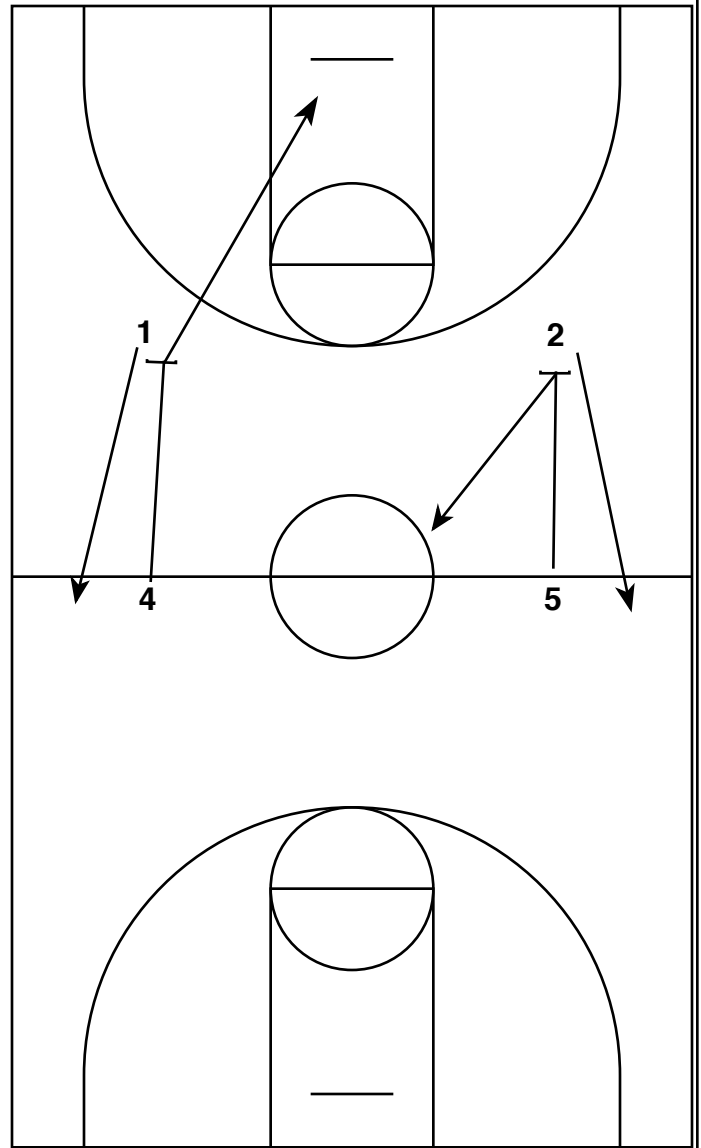
③

"Box", Take Foul Late Game (3+)

- Used to get the ball inbounds late, typically in a situation where you know the other team is trying to foul

- 1 and 2 cross
- 4 crosses and goes long and away
- 5 crosses and goes long and comes back

***5 is likely to be open. Put a good FT shooter in this spot.**

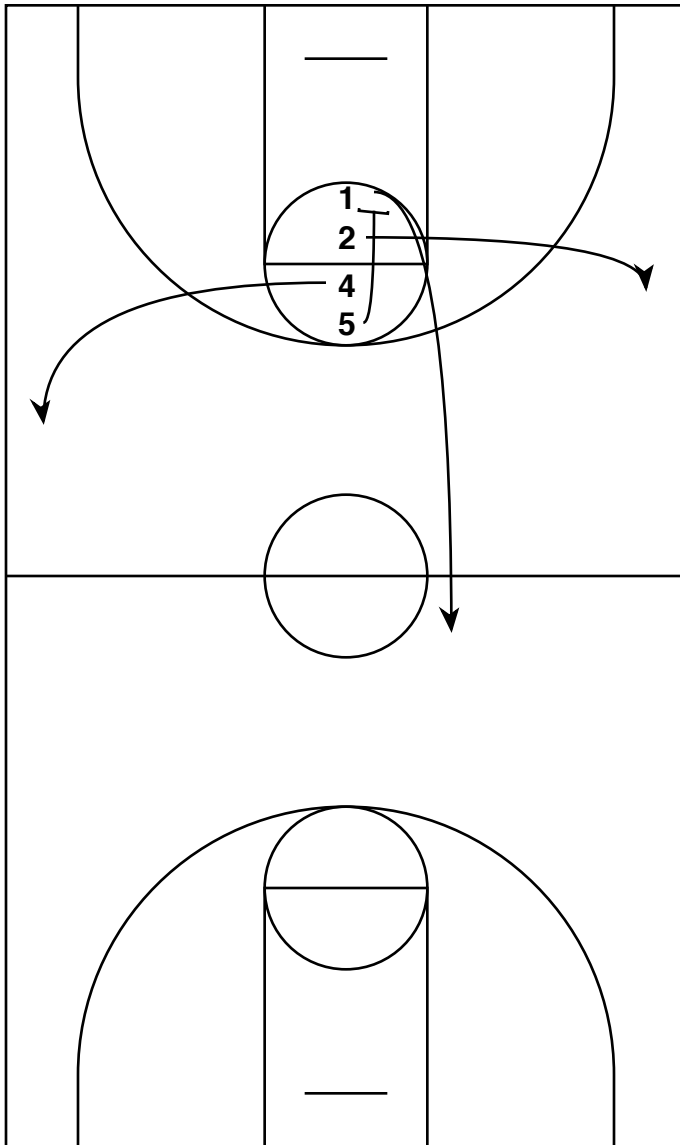


③

"Big Box", Behind Late Call TO

- 4 and 5 screen back for 1 and 2
- On the 5/2 screen, 2 can cut either direction. 5 must read and roll back Middle or Sideline
- 3 can outlet to 1, 2 or 5 who immediately call TO ***You would then run your "Hubie", "Rub" or "Triple" to win the game**

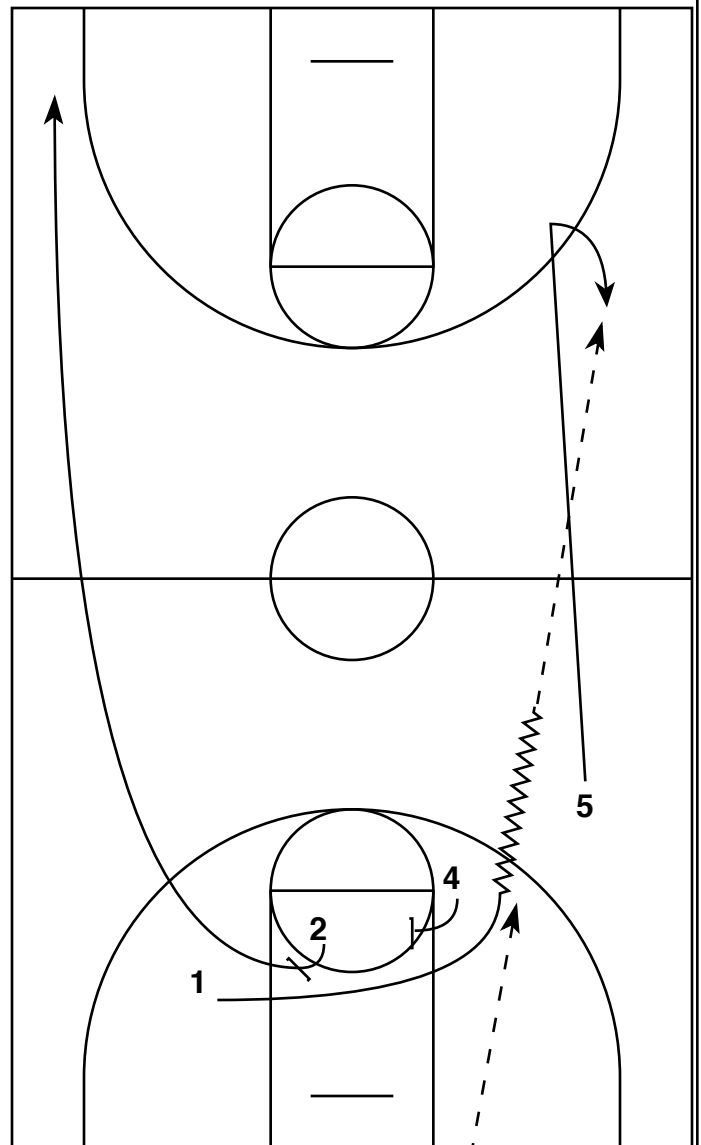
Full Court Special Situations



③

"Deep", Behind Late No TO's

- If you have no TO's and need to score, run "Deep"
- 5 turns (can be either way, don't fight the D) and screens for 1. 1 sprints ahead asking for the ball,
- 4 and 2 break wide ***2 should break to the same side that the inbounder is on**
- 3 looks long to 5. 5 can:
 - 1) Turn & Score
 - 2) Make 1 Extra Pass to 2 who Scores
- *TEACH: 1 Dribble / 1 Pass = 1 Second**



③

"Ratchet", Score Late Game (- or +2)

- Goal is to get the ball into the PG's hands on-the-run ***Can't predict how the defense will play you**
- 5 takes off, gets feet inside the lane and comes straight back to the ball
- 1 curls off the double screen ***Must read it. May need to go behind, slip, etc.**
- 2 breaks long left. 4 and 3 also go left.
- **MAKE A PLAY: Pass Ahead & Hand-Off, Flat Ball Screen, Etc. Must Practice!**