



THE ULTIMATE GUIDE TO:

DRIBBLE DRIVE OFFENSE

LEARN, UNDERSTAND AND IMPLEMENT A DRIBBLE
DRIVE STYLE OF OFFENSE WITH YOUR TEAM

Installing The Offense



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Teaching And Installing Dribble Drive Offense:

Now it is time to install the offense. One of the best features of dribble drive offense is that skill work and the offensive system are interconnected. As a result of this interconnectedness, I recommend teaching the offense in a part-whole manner. Part-whole teaching is where you teach the individual parts of the offense and then combine those parts into the whole at a later time.

The structure of installation will be:

Individual skill development → Small-sided games → 5v5 install → 5v5 games

Within the structure of the installation, we will work from the inside-out. I refer to this as teaching offense in reverse. Teaching offense in reverse is starting with finishing, and working backwards from there.

Finishing → Finish/Pass Decision → Penetration Reaction → Attacking Off The Catch

Following this framework will create a structure that builds off itself from one practice to the next.

Key Skills:

Skill development is all about helping players be good at the things that happen often. The skills your perimeter players will use are:

- Finishing
- Starts/Stops/Pivots
- Passing
- Spot-up Shooting
- Driving + Creating Space
- Protection Plans If Advantage Is Lost

The key skills your inside players will use are:

- Excellent Hands
- Finishing On The Move
- Offensive Rebounding
- Ducking-In/Sealing For Position
- Running The Floor

Build-Up Drills (Starting At The Rim)

The table below outlines the skills, concepts, and structure that are covered in the 1v1 drills:

Skills	Offensive Concepts	Structure
Big advantage finishes	React to attack	Attacking double gaps
Small advantage finishes		

The very first thing to teach are the finishes players will use in a big advantage situation. When the driver has a big advantage, we want her to finish with speed. Our 1 foot finishes are the outside hand reach, inside hand reach, and reverse finish.

Start teaching these finishes using a simple drill where the player is taking and making unopposed layups, with a focus on technique/feeling the skill.

Once the players show competency, move into an advantage drill where the offensive player will use the skill they previously worked on.

The “big advantage” drills in dribble drive offense are (see drill PDF for diagrams):

- Blind 1v1
- Back Tap 1v1
- Hand Touch 1v1 (Inside Hand)

The big advantage drills create a larger lead for the offense because of the position the defender is put in at the start.

After teaching the big advantage finishes, progress to the small advantage finishes. These finishes are off of 2 feet where the offensive player either needs to be powerful or create space. The 2 foot finishes are a power layup, step-thru, and back-pivot.

Just like the 1 foot finishes, teach these unopposed and then progress into an advantage game. The “small advantage” drills in dribble drive offense are (see drill PDF for diagrams):

- Hip 1v1
- Back Tap 1v1 (Tap late)
- Hand Touch 1v1 (Outside hand)

Once players have mastered finishing at the rim, begin to load in off ball players to work on spacing and decision making as well.

Build-Up Drills (Adding An Inside Player)

The table below outlines the skills, concepts, and structure that are covered in the 2v2 drills with an inside player added.

Skills	Offensive Concepts	Structure
Big/small advantage finishes Drop pass Quick finishes	Pass to where help came from	Inside man penetration reaction

Now that finishing has been covered, it is time to add decision making to the skill. One of the most critical decisions is made at the rim when the driver decides to either shoot it, or pass to where the help came from. Work on this decision, as well as the 5 man penetration reaction rules, by using 2v2 drills with the inside player.

The build-up drills where the inside player is added are (see drill PDF for diagrams):

- Blind 2v2 (Inside)
- Back Tap 2v2 (Inside)
- Hand Touch 2v2 (Inside)
- Hip 2v2 (Inside)

Build-Up Drills (Adding A Perimeter Player)

The table below outlines the skills, concepts, and structure that are covered in the 2v2 drills with a perimeter player added.

Skills	Offensive Concepts	Structure
Big/small advantage finishes Pitch pass, Snap pass Attacking off the catch	Pass to where help came from Catch to shoot React to attack Sprint to re-space	Perimeter penetration reaction One big pass and cut rule

Next, add the penetration reaction rules for the perimeter players. This can be done using the same 2v2 drills from the last segment, but this time having the off ball player be on the perimeter. Additionally, it is important to teach the players how to attack off the catch in this segment as well.

Teach attacking off the catch unopposed first, then move into a decision making drill with a coach, and finally, play live 1v1.

Now you are ready to play 2v2 and teach the penetration reaction rules for perimeter players. The 2v2 drills with a perimeter player off the ball are (see drill PDF for diagrams):

- Blind 2v2
- Back Tap 2v2
- Hand Touch 2v2
- Hip 2v2

Build-Up Drills (Combination 3v3)

The table below outlines the skills, concepts, and structure that are covered in the 3v3 drills with both perimeter and inside players added

Skills	Offensive Concepts	Structure
Big/small advantage finishes	Pass to where help came from	Perimeter penetration reaction
Pitch pass, Snap pass, Drop pass	Catch to shoot	Inside penetration reaction
Attacking off the catch	React to attack	One big pass and cut rule
Quick finishes	Sprint to re-space	
Offensive rebounding	Penetrate Pass Pass	

The combination drills are the same advantage drills you have been doing, but now with an inside player and a perimeter player loaded in. These drills make the decision making harder for the driver, as they now have two help defenders to read as opposed to 1. Feel free to move the players off the ball around to work on different scenarios.

To see the 3v3 combination drills, check the drill PDF.

Whole Install:

Now it is time to install the offense as a whole. The recommended order for the install is:

- One big pass and cut rule + corner exception
- Single Side Drive Reads
- 5 Man Reads
- Toss + Loop Terminology And Starts
- Snap Terminology and Snap Exception To The Pass/Cut Rule
- Fill and Duck-in
- Transition
- Create Actions
- DOT action
- Dribble Posts + Second Cuts

Based on which actions best fit your team, you can tailor the above plan. Regardless of the order you select to implement, put the create actions near the bottom of the list. It is important players understand how to use advantages before spending time on how to create them. At the end of this packet, you will find some sample practices plans that can be followed when installing the offense.

Full Team Drills:

Now that the offense has been installed, it is time to play 5v5. The 5v5 drills we use most often to work on offense are (see drill PDF for diagrams):

- FT transition
- PPP Battle
- Here-Down-Back
- Transition Down, 5v5 Back
- 3 Minute Game

SAMPLE PRACTICE PLANS:

Here are a few practice plans breaking down the structure and install of an offensive breakdown part of practice. These should not be done in consecutive days unless your team is picking these concepts up super quickly. Each plan covers the content needed to install one aspect of the system. From there, stick with that part of the system until you feel your players are ready to move further - then go to the next plan. Additionally, these are not full practices. You will need to add your shooting, skill work, and defense parts around the shell provided below. Enjoy!

Practice #1

Focus: One Big Rule/Corner Kickup Exception

Time	Drill	Notes
5	<p>Show Spacing/Explain Gaps</p> <ul style="list-style-type: none">• Rails + Corners - 5 Low + Opposite• Single Double, Triple Gaps• Pass through single gaps, drive double and triple• Remind Penetration Reaction Rules	
8	<p>Penetration Reaction Shooting</p> <ul style="list-style-type: none">• 5 players fill perimeter spots• Coach on baseline with ball• Coach throws to any perimeter player, they drive any way they want as long as there is a double gap• After the drive, they pass to whoever they want - make a penetrate pass pass and shoot it• Next team steps on ready - highest score wins after 5 mins• Made 3 = +3, made 2 = +2, OREB and score = +1 - ball hits ground after a shot = score to 0	Watch players spacing: are they driving double gaps? are we reacting to penetration the right way?
12	<p>Introduce One Big Rule + Corner Kickup Exception :</p> <ul style="list-style-type: none">• "When you pass to a perimeter player, cut to the corner in the direction of your pass"• Show it 5v0• Have them run it 5v0 for 8 passes, always hitting the player right beside them• Then show the corner kickup on a 2 side drive	
20	<p>5v5 Baseball:</p> <ul style="list-style-type: none">• Have one coach dedicated to watching penetration reaction - deal with that more than the passing and cutting• Be monitoring the players use of the 5 concepts: are they catching shot ready?	

Practice #2

Focus: Single Side Drive Reads | 5 Man Reads

**40 minute offensive period shown. Add skill work and defense around this in whatever order you decide.*

Time	Drill	Notes
5	5v0 Review - Add Toss and Loop Terms Here <ul style="list-style-type: none">• 8 passes in DDM to a score - coach call a start with the terminology• Next team steps on ready - highest score wins after 5 mins• Made 3 = +3, made 2 = +2, OREB and score = +1 - ball hits ground after a shot = score to 0	Focus here can coaching passing and cutting rules
15	Position Breakdown (Forwards) <ul style="list-style-type: none">• Coach driving and forward relocating to get drop off pass and quick finishes<ul style="list-style-type: none">◦ Add a recovering defender• Now coach drive from wing middle: alternate some drives going to opposite block where post is, or a more direct drive to the open block<ul style="list-style-type: none">◦ If driving to post block, they relocate◦ If driving to open block, post stays	Have one coach at each end - one with forwards and one with guards
15	Position Breakdown (Guards) - Back Tap 2v2 <ul style="list-style-type: none">• Teach reading shoulders first<ul style="list-style-type: none">◦ Driver must read if they cant get down hill, angle shoulders to corner player◦ Corner player lifts when they see driver shoulders• Show examples of big advantage drive - corner stays and no advantage where corner lifts• Play live back tap 2v2 - vary when you tap the D back to vary the advantage	
20	PPP Battle : <ul style="list-style-type: none">• Have one coach dedicated to single side corner read - emphasize it when done well• Be monitoring the players use of the 5 concepts: are they catching shot ready?	

Practice #3

Focus: Snap + 5 man Duck-In

**45 minute offensive period shown. Add skill work and defense around this in whatever order you decide.*

Time	Drill	Notes
12	Back Tap 3v3 Combo <ul style="list-style-type: none">● Be live right here● Coach the 5 man reads - catch them doing it right● Coach the single side corner reads	
15	Position Breakdown (Forwards): <ul style="list-style-type: none">● Big idea: When the ball is snapped back by a guard, you duck in hard● Work on sealing, pushing the defenders position● Coach drive one way, throw back to a post player (or other coach) filling on perimeter, on air time of pass low post man ducks in hard for seal-catch-score● Then add a defender on 5 and go live	
15	Position Breakdown (Guards): <ul style="list-style-type: none">● Intro action<ul style="list-style-type: none">○ Lost advantage driving to single side, choose to snap back rather than play with single side corner - snap back = stay spaced○ Player receiving ball looking to post feed or drive in direction opposite the pass● Hip 3v3 with drive going towards single side from rail.<ul style="list-style-type: none">○ Off ball players positioned ahead of the ball in the corner and behind the ball on the wing.	
6	Show Snap Terminology and Pass/Cut Exception 5v5 <ul style="list-style-type: none">● Show snap pass out of regular offensive flow - show it and have them rep it<ul style="list-style-type: none">○ Driving to single side and lost advantage, throw back to player filling○ Drive and kick to single side, driver goes middle and snaps it back○ Deep drive to single or double side and passing to the fill behind	
15	5v5 Baseball - coach can call any of the starts (snap, toss, loop)	

Practice #4**Focus:** Transition/Introduce 2 create Actions

**45 minute offensive period shown. Add skill work and defense around this in whatever order you decide.*

Time	Drill	Notes
8	Explain philosophy: After we get a stop, we run hard and flow right into DDM <ul style="list-style-type: none">• Define lanes in transition• Have them go down and back 5v0 running those lanes and getting into DDM seamlessly	
15	FT Transition: Play each possession like you got a stop, do not take the ball out <ul style="list-style-type: none">• Half way through add the recovering defender	
15	3 Minute Game Drill	
10	Install Your 2 Create Actions	

Practice #5

Focus: Create Actions

**40 minute offensive period shown. Add skill work and defense around this in whatever order you decide.*

Time	Drill	Notes
8	Review Create Actions - Add that you will run them everytime you get scored on: <ul style="list-style-type: none">● Offense after opp miss FG: Transition to DDM● Offense after opp made FG: Create action to DDM● Review actions 5v0	
15	Transition Down, 5v5 Back <ul style="list-style-type: none">● Attack down 5v0 after a miss, run and flow into DDM to score● Take the ball out and transition back, meeting defense at half court. Run a create action into DDM● First team to 12 is the winner	
12	3 Minute Game <ul style="list-style-type: none">● Be monitoring that all players are in the same page with when to run and flow to DDM and when to run a create action.	
10	If needed - play 5v5 baseball starting with DDM calls (Loop, toss, snap) or create actions	