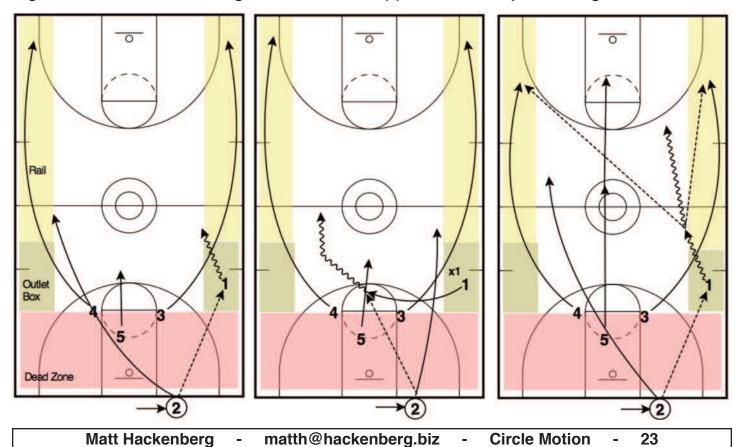
FLOWING FROM A 5 OUT BREAK

If the circle motion is just a wrinkle in what you do offensively, you can run it out of whatever alignment you like. If we only ran this a couple times a game, I'd probably just center the ball and put my players in the spots that fits them best. If it's going to be your base offense, and you are going to plan to flow into it naturally on each possession, it would be wise to coordinate your transition directly into the offense. We use a 5-out break that is perfect for flowing directly into Circle Motion, but I wanted to demonstrate how we get right into the offense from our break, off a miss or a make.

Acquiring the Ball Off of an Opponent Made Basket ("Primary")

The 2 position in our system inbounds the ball, grabbing it out of net on 0 or 1 bounces out of the net, clears the backboard to inbound, and trails the play on the weak side by 2-3 steps. The 5 position waits between the top of the key and the center circle, and aims to stay even or behind the ball as it advances. The 1 position gets his literal butt to the sideline in either outlet box, but never in the dead zone, to start the break. We run our break through the 1 position. On a make, the 4 position sprints the left rail to the corner and 3 sprints right rail to the corner. If the outlet is denied, the 1 would banana cut back to the middle to get the ball, and would then run the break on the other side, with the 2 position filling the opposite wing of the 1.

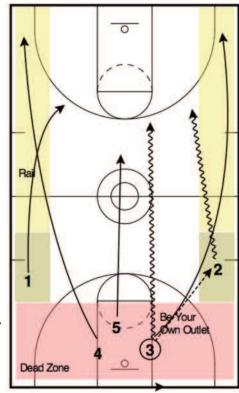
We want 1 to pitch ahead if he can so we can play in transition. We would take advantage of a numbers advantage if it's there as opposed to always needing to flow the



Acquiring the Ball Off of a Rebound or Turnover ("Fire")

Several things change when gaining possession from a rebound or turnover. On a made basket, 2 always inbounds the ball; we can control that. On a miss, anyone on our team can get the rebound; we can't control who gets the rebound. So on a miss, 1/2 get to the outlet box and 3/4 sprint the closest rail. If it's the same rail, the second wing down will push the first wing through to the opposite corner. We should have both corners filled and a side of the court with a corner and wing/trailer. 5 still hangs back to set a ball screen or handle a reversal.

Non-handlers should treat the change of possession like it's an inbound after a made basket; Find 1 or 2 in the outlet box and then proceed to their role in the break. If a handler rebounds, he should execute the concept of "Be Your Own Outlet," meaning the ball handler will act as the



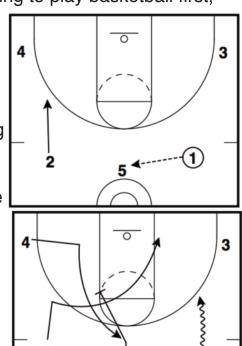
primary ball handler and 1 will take his place following FIRE rules. While executing this concept, we want to use common sense; we don't want to pass up an advantage situation down the court in order to organize. We should be trying to play basketball first,

and then get organized if we don't have an advantage

Flowing into Circle Motion

Through these rules, if we haven't pitched the ball ahead to play in transition with an advantage, we should arrive down the court in an organized fashion, with 1 and 2 filling the high wings, 5 in the middle, and 3 and 4 in the corners. From here, we can reverse the ball and we are in Circle Motion. We also use a dribble entry into the offense by waving the center away, sparking the Circle Motion movement without an entry pass.

With these rules in place, there is no organization needed when arriving for a neutral possession to the run the offense. All we need to do is reverse the ball or make a hand motion to trigger the pattern.



"Away"