

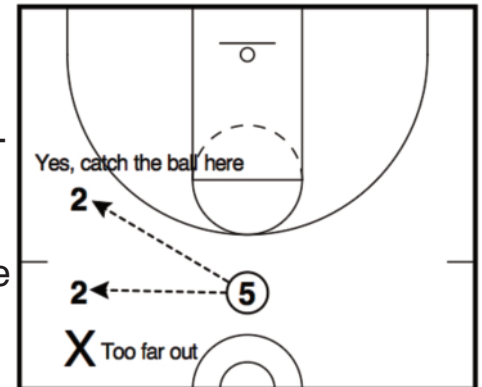
KEY FUNDAMENTALS WITHIN THE OFFENSE

Within any offense, the details are going to make a big difference. I'd like to touch on some of the details in terms of fundamentals that will enhance this offense.

Passing from the wing

This offense relies on getting the ball to the wing, and then making a series of cuts and screens. If the wing passer cannot be strong with the ball and read the defense, it doesn't matter how good the cuts and screens are. There are some CRITICAL details related to passing from the wing in this offense:

1. Try to receive the wing entry pass as close to the three point line as possible. As we try to throw passes from the wing to the interior of the defense to cutters from this position, we want those passes to be as short as possible. Also, if we are going to drive the ball against strong ball pressure, we want that drive to be concise to rim. If we are 30 feet away from the basket, we can't make short drives or short passes.



2. Upon receiving the ball, square up to the basket instead of dribbling. We cannot make the passes we need to make off the dribble. The dribble should only be used to attack pressure with a downhill drive to the rim or in one of our designed pressure relief concepts like a dribble at backdoor. Players must catch the ball, get in a strong balanced position with the ball protected, and read the defense. The cuts develop quickly, and require fast recognition. Cutters may only be open for a split second. Often times, if we are not anticipating these openings, it is too late to throw the pass, so we need to square up.

Use jump cuts

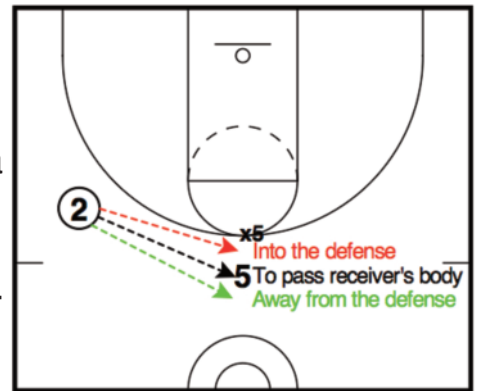
We teach jump cuts as a way to change pace and change direction. The act of jump cutting is to raise onto your toes so that when you land you can explosively change direction and go from slow to fast. Instead of planting one foot to go the other direction, use the jump cut to disguise which direction you will travel depending on which foot you distribute your weight.

<Video link on jump cut>

Pass away from the defense

When moving the ball within the offense, we need to recognize if a pass we are trying to complete is going to be defended or not, meaning whether there will be pressure on the

receiver when the pass is on the way to them. If the pass is uncontested, we want to pass into the shot pocket of the offensive player so he has the ability to catch the ball and shoot or drive. This is a direct pass to the body of our teammate. If the pass is going to be contested, with a defender right with our teammate, we want to pass the ball away from the defender. This makes the pass less vulnerable to be stolen or deflected. It may take away options for the pass receiver in terms of being able to shoot or drive directly off the catch, but it will keep the passes safe. We never want to throw passes into the defense, meaning the ball arrives between the pass receiver and the defender. If the defender is anywhere near the pass receiver, he has a good chance to steal or deflect these types of passes.



Dribble with a purpose

As mentioned before, we cannot just catch the ball and immediately start dribbling without a purpose. If we have a closeout to attack on the catch, that is a good purpose. If we are holding the ball and getting pressured so much that we can attack downhill, that is a good purpose. If we are reading denial coverage, and would like to engage our teammate in a dribble at, that is a good purpose. If we need a dribble to create an angle to make a pass, that is a good purpose. Other than the aforementioned examples, we should probably not be dribbling within the offense.

Don't fight denials

When players are denied, we don't want them sealing or juking to try to get open. We want them to be trained and comfortable using our designed pressure releases. We need to form the habits; if the passer is looking at a teammate and that teammate is denied, the denied player needs to go backdoor or down screen automatically. Sealing just makes for highly contested passes being received outside of where we want to catch the ball, and juking often leads to the passer being juked out and making a bad pass.

Cut with a sense of urgency

We want sharp, violent cuts within the offense. We want players to read the defense, but not at the expense of pace. Often times, players try to go slow so they can get a better read of the defender. We want snap decisions to be made and trusted. Whatever cut a player is going to make, we want it to be made quickly and we want that decision carried out. We want players to trust what they see, then cut as hard as they can. Even if they are not open, the hard cut will occupy at least one defender, increasing the odds for another cutter to be open.