

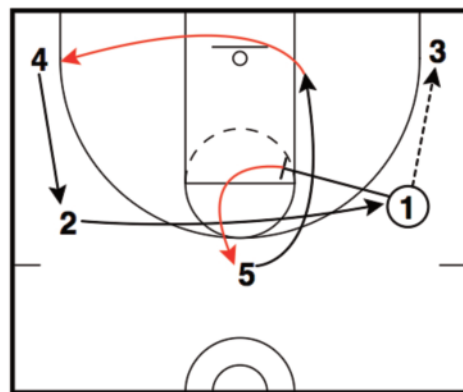
## CORNER OPTION

I posted a basic video about this offense years ago on Youtube, and by far, the most common question I received from inquiring emailers was: “What happens when the ball is passed to the corner?” To be honest, we’ve still never settled on a firm option, changing from year to year.

So in this section I’ll present some options. If you’re using this offense as a sporadic set, I wouldn’t worry about it much, and bypass the option altogether. If you are going to use this as a base offense for your team or entire program, you will certainly need rules for when the ball goes to the corner.

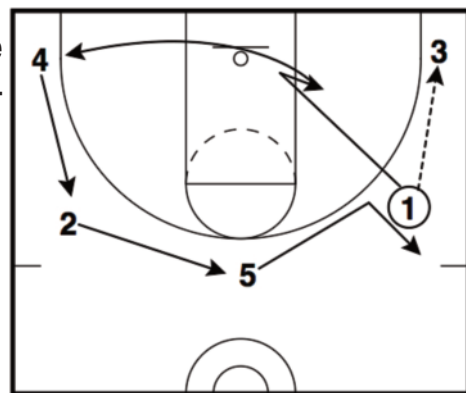
### Tilt

The tilt option is purely running the Circle Motion pattern on the wing to corner passes, just like a team would on a pass from the top of the key to the wing. The spacing is a little different but the concept should be easy to remember since it is consistent with the rest of the offense.



### Cut, post and fill

This is the option we’ve used the most through our years of running the offense. It has served us well but I’d change the rules if there was something I liked better or fit our personnel better. Simply, we are going to pass to the corner, attempt to face cut our defender, sit down for a post up, and then fill to the weak side. This sparks the rest of the perimeter players to fill up, with the player filling from the top of the key to wing making an L-cut if needed to be open. This is less of an attacking option, and more of an option to get the offense reset after some movement.



### Pass and follow ball screen

A pass and follow ball screen allows for the screener to roll down the baseline and the ball handler to attack a double gap. The rest of the perimeter player would hold for spacing purposes, or the weak side could interchange to distract the help defenders.

