

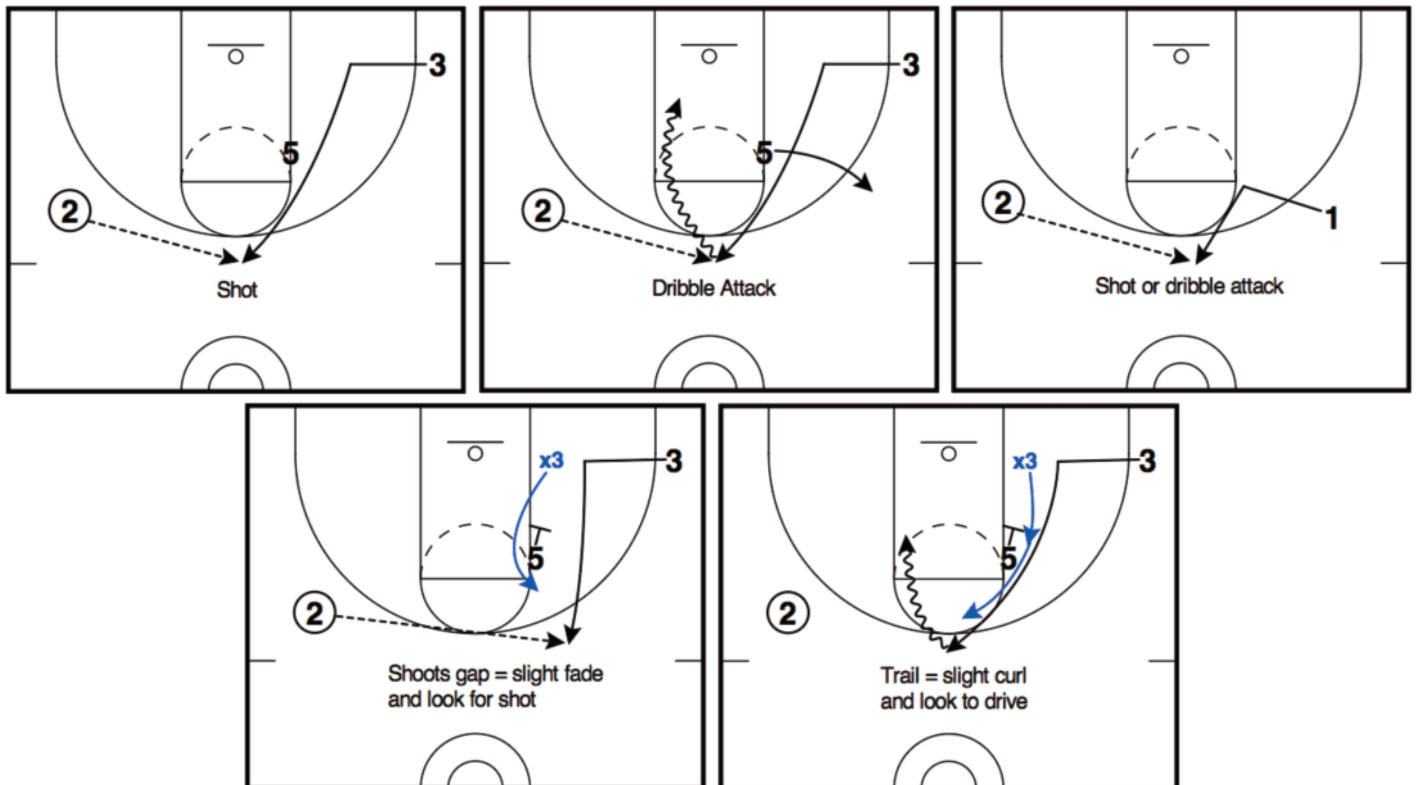
WHAT ARE THE SCORING OPPORTUNITIES?

Let's take a look at where we find shots within this offense:

Attacking from the top of the key

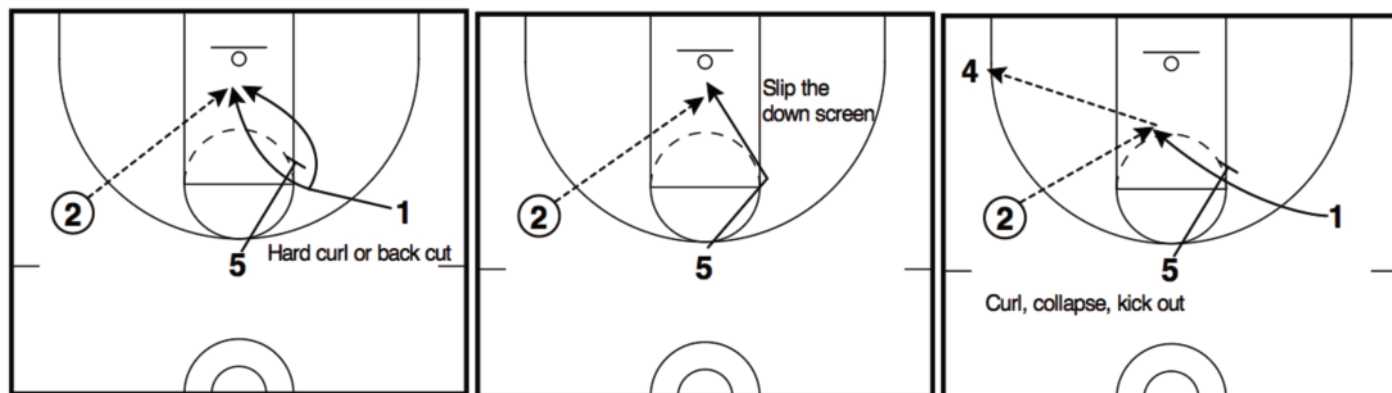
Attacking from the top of the key is probably the most common scoring option, not only for the shot at the top of the key, but also as a dribble attack point. The dribble attack point is a closeout to attack, or a defender trailing on the down screen leading to a drive to the same side from where the pass is coming from. This comes in the form of the long cut off the down screen as well as the L-cut from the butt cutter. Catching the ball at the top of the key is most likely a spot to reverse the ball, but when we attack from this position, it can be an end point to the offense with a jump shot, or a point of creation with a dribble attack. Once we penetrate within the offense, we don't want the ball to stop, using the advantage we gain from breaking down our defender to score or create another closeout for another teammate to attack. We want to keep possessions in an advantage state instead of getting back to neutral, and that's from any spot we are penetrating from in the offense, not just the top of the key.

This spot on the offense has even more potential if players can learn to read their defender as they come to the top of the key. If the defender is trailing the screen, a slight curl can aid the chances of turn the catch into a drive down the lane. If the defender tries to shoot the gap, the offensive player can fade slightly for a better chance to shoot behind the screen. The little nuances of reading a defender can make a big difference to find shots.



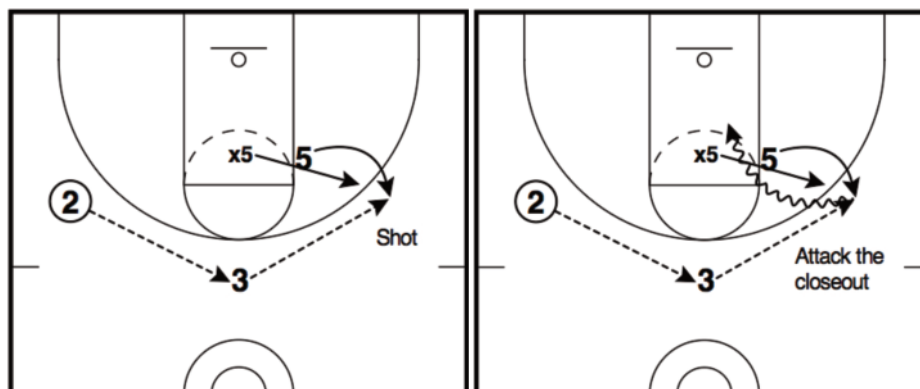
Cuts to the rim

Cuts to the rim are the most efficient scoring option in the offense. They happen less frequently than attacks from the top of the key, but when they do, it is usually in the form of a close interior shot, and sometimes in the form of uncontested layups. We also draw a lot more fouls on shot attempts that come from cuts to the rim. These cuts are essentially our post touches in the offense, having the ability to collapse the defense on the catch for kick out opportunities. Scoring attempts from cuts to the rim come in the form of hard curls and back cuts from the butt cutter, as well as slips from the down screener. When we catch passes on these cuts, we usually only need to finish, or read the help to move the ball - usually little to no creation is needed when we pass to a cutter going to the rim; it is an end point to generate offense.



Off the reversal pass

There are some opportunities to score as the player receiving the reversal pass, the pass that triggers the Circle Motion action. Sometimes the player receiving this pass is open for a shot as the defense is shifting from side to side with the ball moving from the wing to the top of the key to the wing. This may be a closeout to attack with dribble penetration as the defense can be recovering from help to defending on the ball. If this player is going to drive, he needs to do it immediately on the catch while the defense is recovering because once he's dribbled, he's lost most of his effectiveness as a passer, being consumed with the dribble rather than reading the defense.



Skip pass

The skip pass can generate shots from time to time, especially against sagging defenses that aim to clog the paint and overload help side. This pass requires recognition by the passer, and it requires the down screener to vacate in a timely manner after screening to for the long cutter. It can also happen on an L-cut to the wing if the butt cutter has chosen to L-cut to the top of the key. A lot of the passer's attention will be placed on reading the top of the key and rim, but he needs to be trained to know that when he sees extra bodies in the paint, usually a skip pass is available. Throwing this pass from time to time will keep the defense more honest in how they defend the other cuts.

