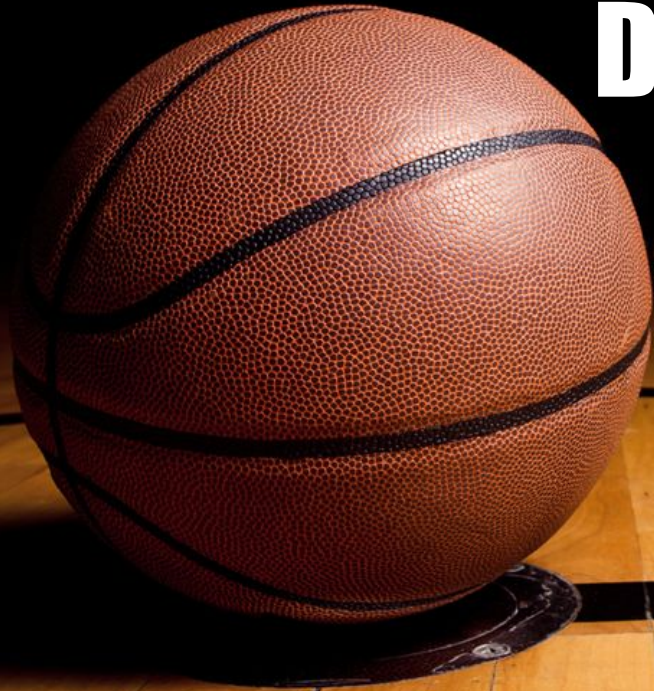


# 5- Out

## Dribble Drive Motion



Marc Hart



## Contact Info

Marc Hart

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Twitter: @coachmarchart / @systemhoops

Podcast: The Baskipedia Podcast



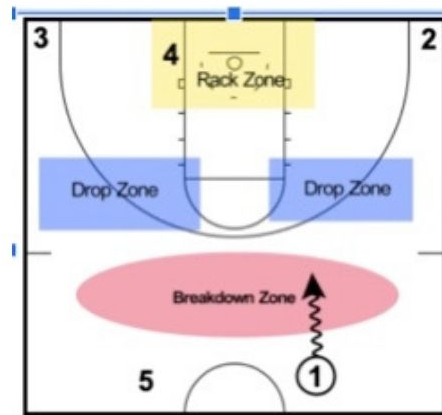


# FACEBOOK GROUP



# Dribble Drive Motion

# Hoop Talk



# System Basketball YouTube Channel

How to Create Gaps

How to Flow into Your Dribble Drive Motion

Using Ball Screens for your Zone Offense

Memphis Film Study

Marc Hart DDM Film Study

Marc Hart DDM Games



# Dribble Drive Motion A to Z Course



13 Chapter Online Course  
Over 17 hours of instruction

Instructors: Kurt Guelsdorf and  
Marc Hart

Ebook - 540 pages of content and  
diagrams

<https://systembasketball.podia.com/ddm-a-to-z-course>

# Dribble Drive Offense from A to Z

## Table of Contents

- Coaches Bio's
- Dribble Drive Motion Origins
- Why the course?
- Chapter 1: How to Implement DDM
- Chapter 2: Practice Planning
- Chapter 3: Drills
- Chapter 4: vs. Pressure Defense
- Chapter 5: vs. Packline Defense
- Chapter 6: vs. Switching Defense
- Chapter 7: vs. Zone Defense
- Chapter 8: Variations of DDM
- Chapter 9: Advanced DDM
- Chapter 10: Utilizing a talented BIG
- Chapter 11: Special Situations
- Chapter 12: Player Development for DDM (Special Guest Doc Scheppler)
- Chapter 13: Overview-Wrap Up

# Background

- Varsity Coach - Since 2001
- Was a Flex Coach/ Hi Low Motion from 1996 to 2007
- Began Running Dribble Drive Motion in 2008
- Been Running Since 2016 DDM, 5 out DDM, Hi-Post Spread, Euro Ball Screen
- This year will be employing the System

# Topics I will be covering

- Why Dribble Drive Motion
- Benefits of Dribble Drive Motion
- Why 5 out Dribble Drive
- Advantages of 5 out
- 5 out Spacing
- Layers
- How to Flow from Transition
- Quick Hitters
- Film



# Why the Switch to Dribble Drive Motion

- Summer League Game Story
- Walberg Story
- What we were doing wasn't working
- Wanted to have an attack mentality
- Wanted to develop players
- Wanted to teach how to play
- Record since the Switch (187 -154) Prior (76-97)
- No D1 or D2 players in 19 years of being a Head Coach



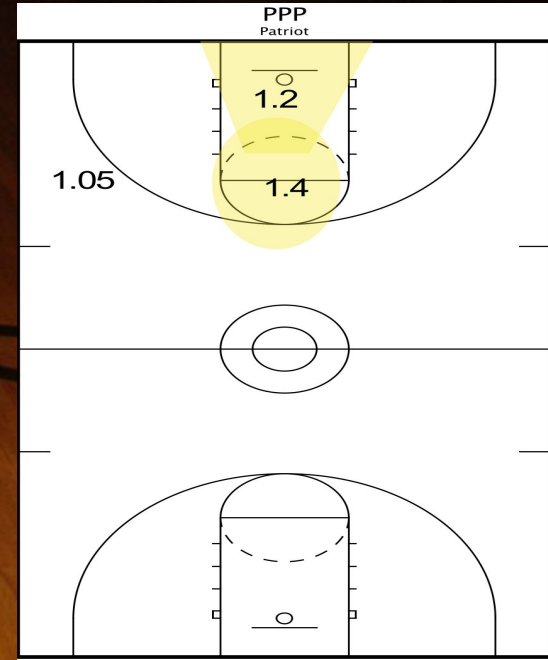
# My Offensive Philosophy - “Key, Free or Three”

- Free Throw, Layups, 3 pointers (Key, Free or 3)
- No Mid-range Shots from 12-18 feet.
- 4 to the O’ Boards
- Create Long Closeouts
- We are trying to get a score in transition in the first 8
- Quick hitters / Streak
- Best Shooting team in our league is our goal every year



# Benefits of the Dribble Drive Motion Offense

- Typically your team will be full of guards
- Allows you to put your best players on the floor
- Creates Long Closeouts
- Analytically it creates the best PPP shots (1.4, 1.2, 1.05)
- Develops Players (Lower Levels)
- Teaches players how to play the game, not plays
- We get most of our 3 pointers off penetrate and kick not sets



# Definition of Dribble Drive Motion

- Organized way to play basketball off of penetration by spacing and creating gaps
- Can do this by playing out of these formations
- 3 out 2 in
- 4 out 1 in
- 5 out



# Why 5 Out ?

- Small Team
- Your top Players are Perimeter Oriented
- Want to pull other teams defense away from basket
- Want to open the paint
- Not everyone can play off the bounce
- Players that are specialists can help you still
- Fits your team



# Advantages of 5 out



- Can put your best players on the floor regardless of size
- Makes defenses guard you horizontally and vertically
- Makes post players have to guard perimeter players
- Makes you “positionless”
- Makes all player develop perimeter skills
- Can post up anyone

# 5 out Dribble Drive Rules

- I took the Read and React offense from Rick Torbett and Traditional DDM and blended them together
- You pass you cut
- Finish cut and empty to logical spot
- If denied over readline you cut backdoor
- If dribbled at cut backdoor
- Can limit what players are allowed to do. (IE only a pass and cutter)

# More Rules

- Ball Side Corner Stays on Direct Drive
- Wing on Ball Side Kicks Back after Driver breaks 3 point line
- Weakside finds open areas
- If penetrator gets bounced out wide typically turns into DHO
- Drop zone rarely used we use dribble at's to set up back doors in 5 out more.
- Center only player that outlets everyone else pushed found it was faster to transition



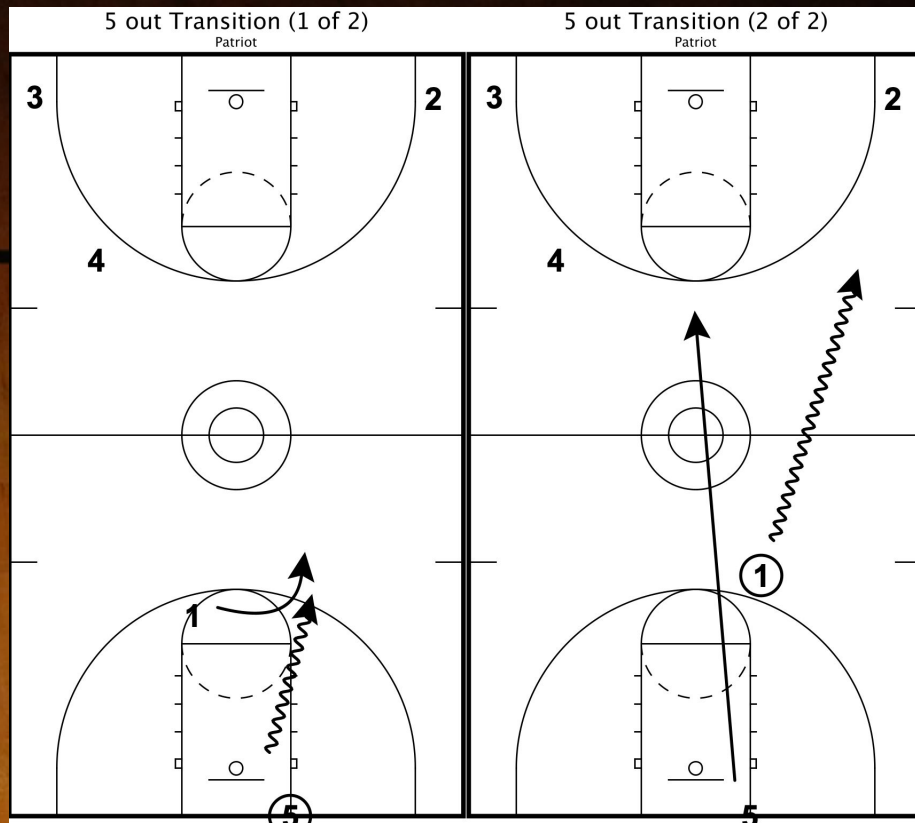
# Made Basket Transition

5- Inbounder I like the better ball handler here

2 and 3 deep corners

4 Post

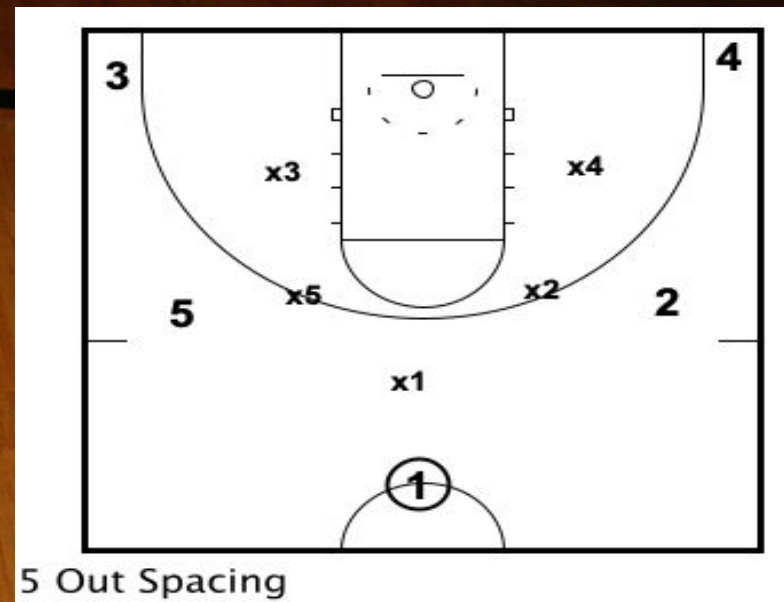
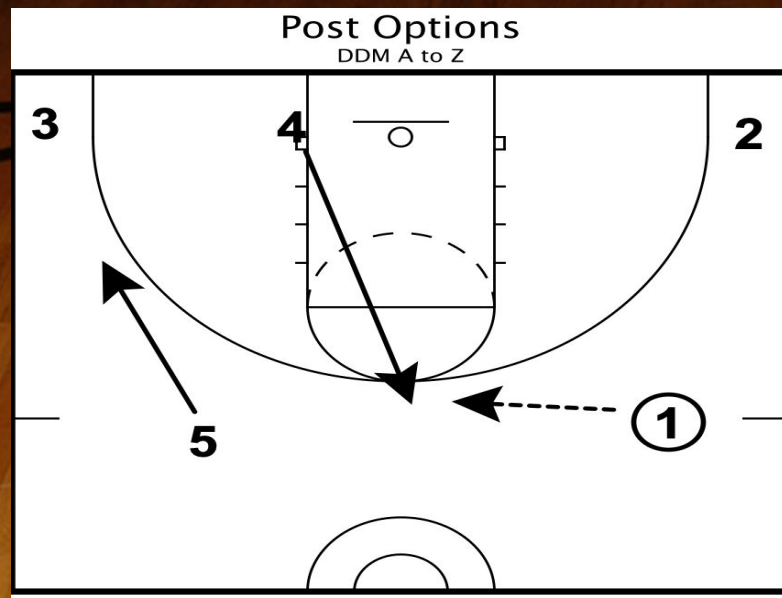
1 PG



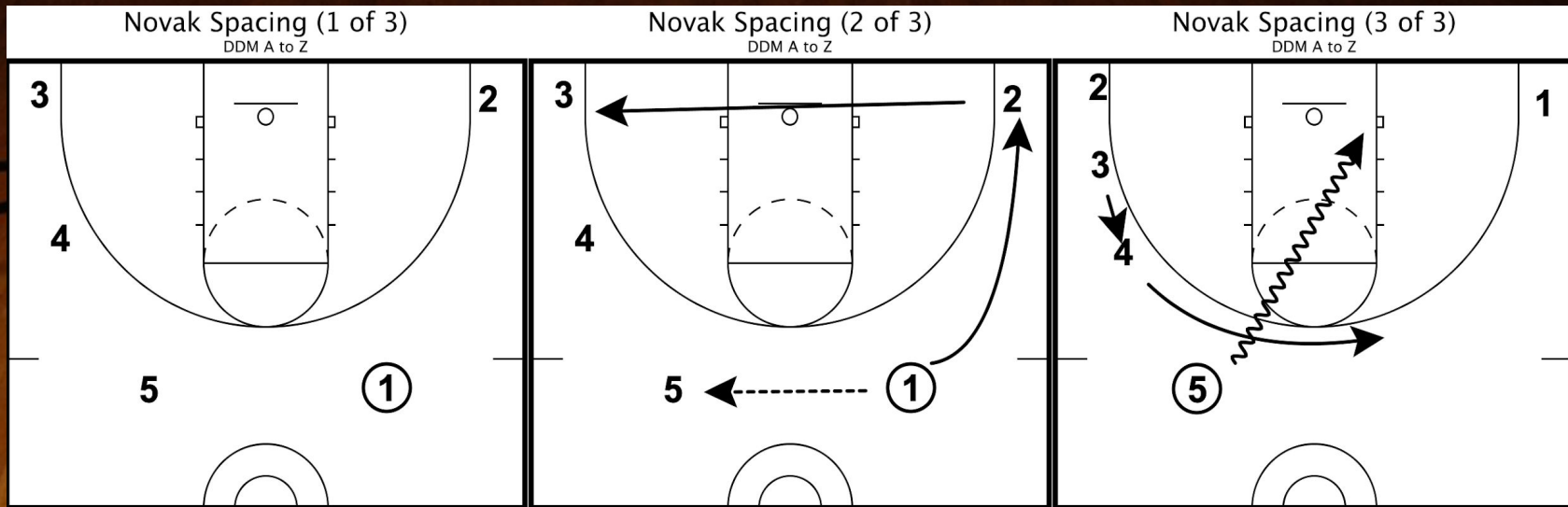
# Miss Shot Transition

- 1, 2, 3, 5, Push no outlet
- 4 passes to pg
- Fill Closes sideline if 3 on a side bottom cuts through
- May change to 2nd 45 cutting (Tipton)

# 5 out Alignments



# 5 Out Alignments - Drive and Space



Novak Spacing

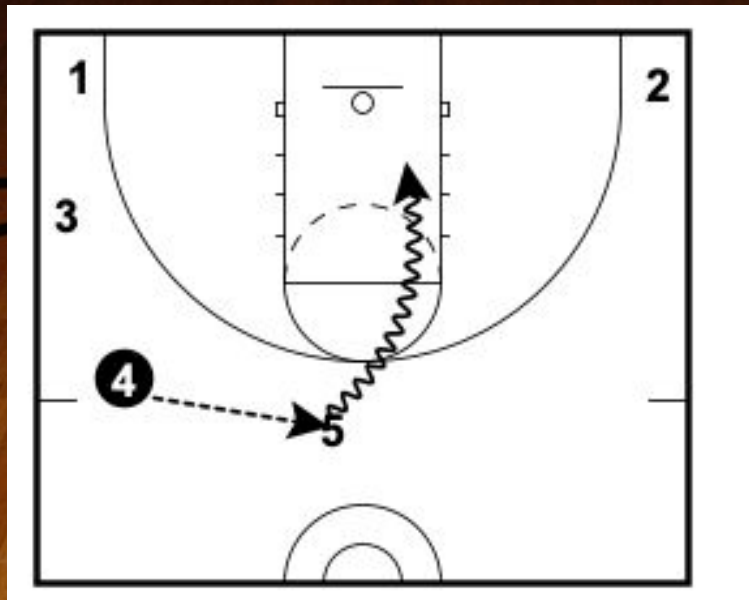
Move 4 to wing

Double Gap one Side

Actions to begin

Fan Cut

# Novak Boomerang Concept



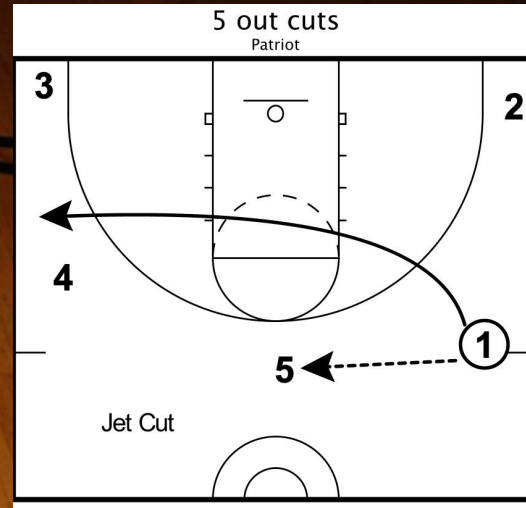
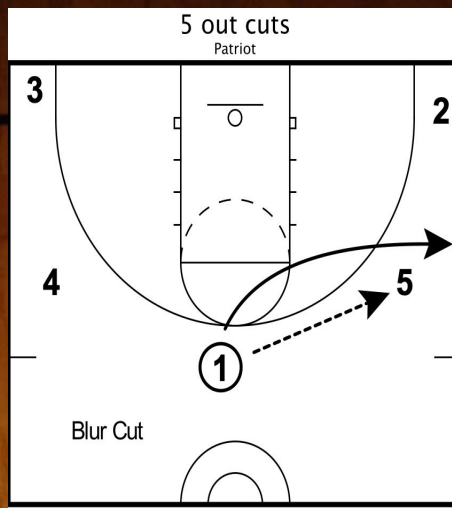
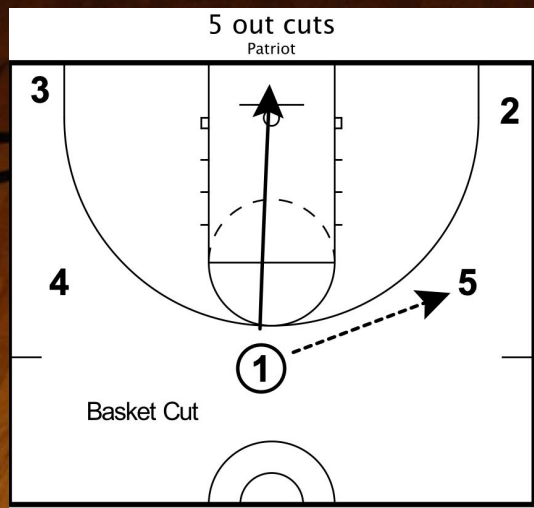
Novak Clinic Available  
At System Basketball

Individually or Membership

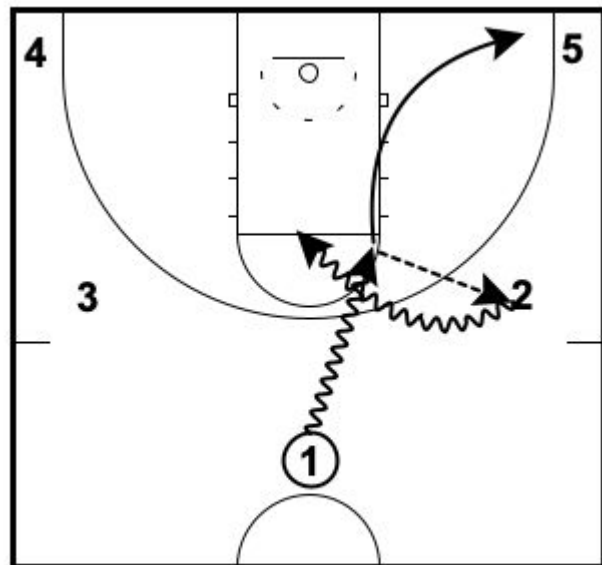
# Layers I teach

- Pass and Cut
- Pass and Cut to Post up
- Pass and Ball Screen
- Pass and Cut then Back Screen your way out
- Dribble A's
- Drive Kick and Post up
- Drive and Kick

# Pass and Cutting to Create Gaps



# Drive and Kick

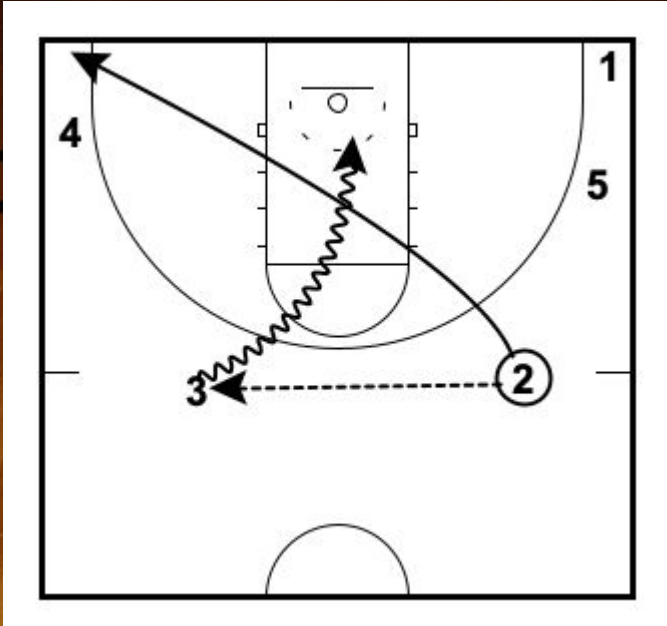


Opening a double gap with corner fill

- RULE: Fill corner to the side you passed the ball to.
- Creates a double gap.
- 5 and 4 become part of the continuity.

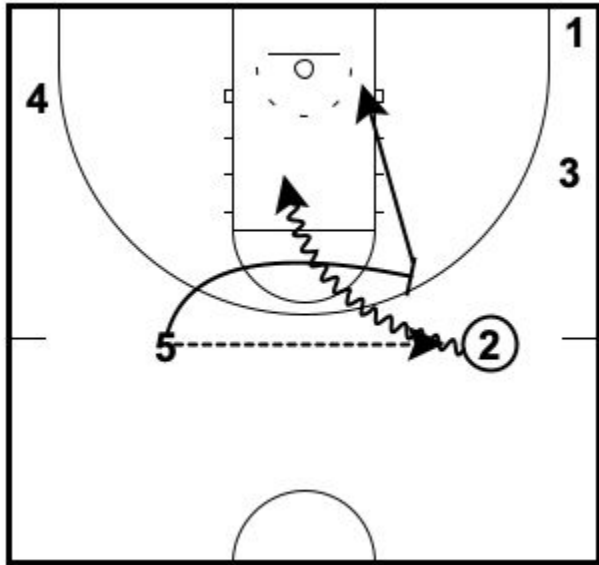


# Pass and Cut



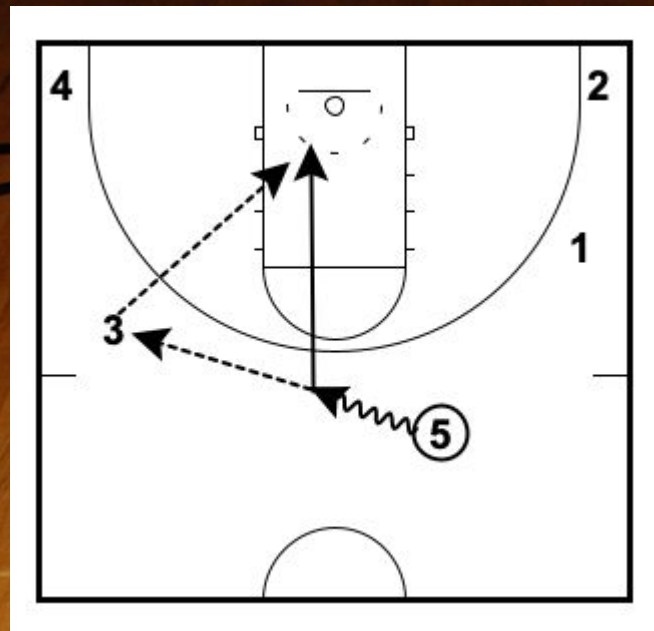
- Handoff SWING creates another double gap.
- Starts with DHO to 2
- 2 moves the ball to a lifted 3
- 2 arrow cuts - could be a loop cut or even a BLUR
- This action can become your RULE or can become a simple call

# Pass and Ball Screen



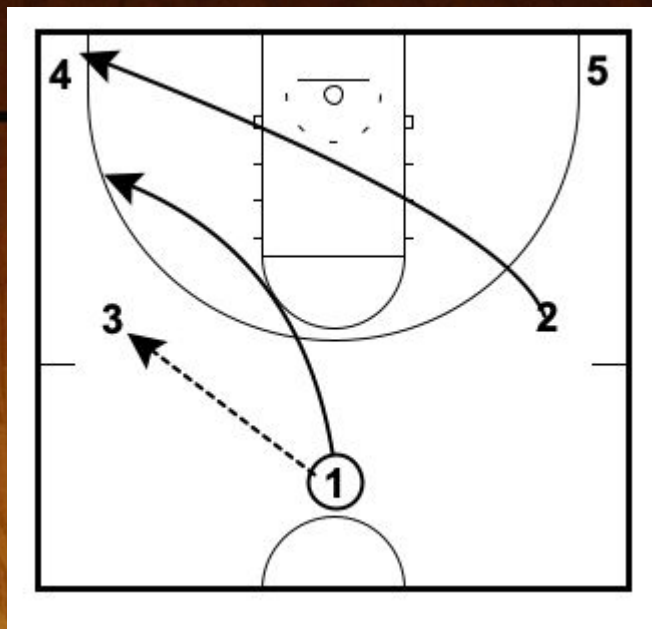
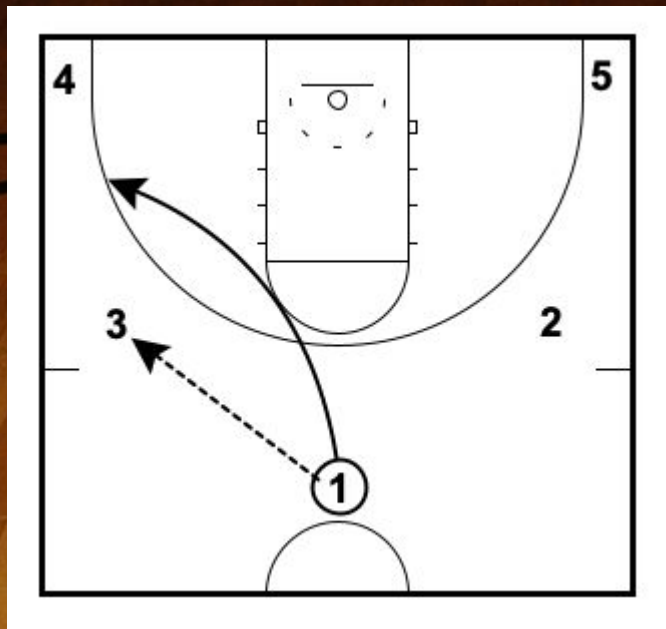
- Ball screen action vs an opponent BIG or if you have a big.
- Can be a RULE...O5 ball screens on any pass across.
- Can be the 4 man if you use Walberg numbering.
- This attacks the single side.

# Pass and Cut



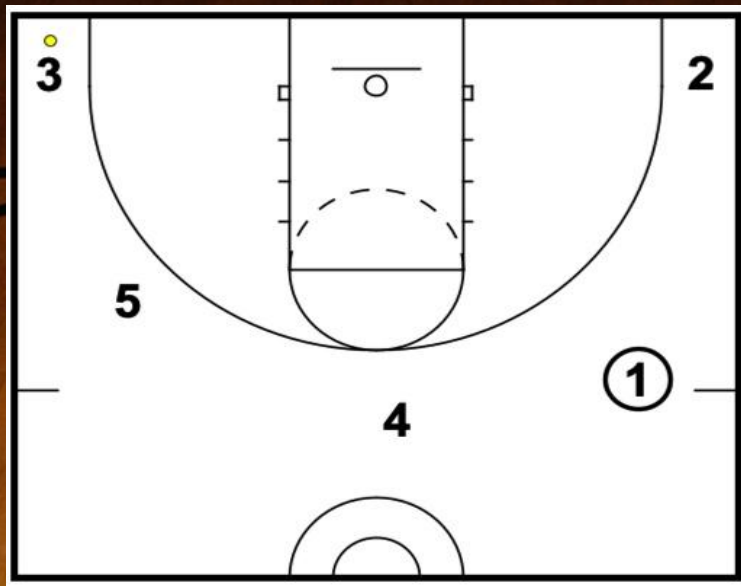
- BASKET CUT
- This could turn into a POST UP CAN JUST BE FOR POSTS

# 5 Out Wave



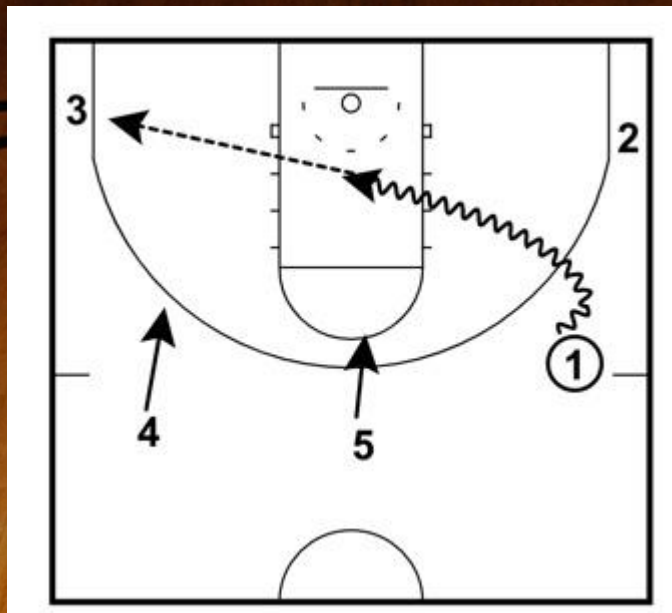
- Early kick down
- Can be a BLUR or a THRU cut
- Can add a DOUBLE CUT
- WAVE action
- Creates triple gap for O3.
- Can start with some FALSE MOTION (DHO, swing swing)

# How to Flow from Transition

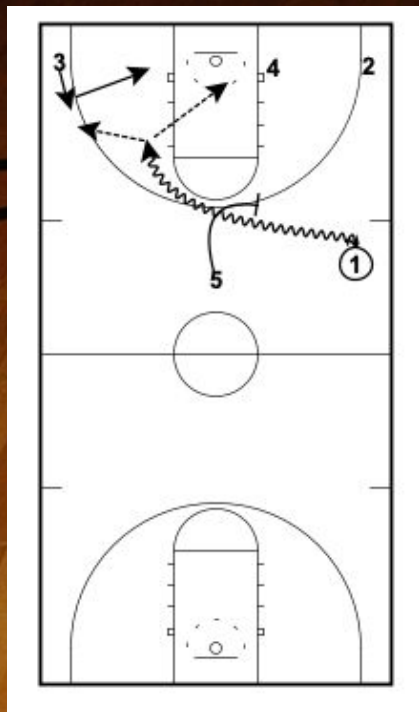


- Direct Drive (Flow)
- Cutting (Flow)
- Ball Screens (Flow or Calls)
- Screening (Calls)
- DHO (Flow or Calls)
- Pass to Trailer (Flow or Calls)

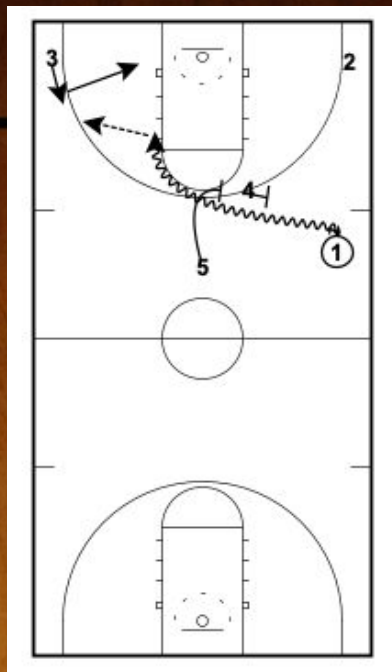
# Straight Drives



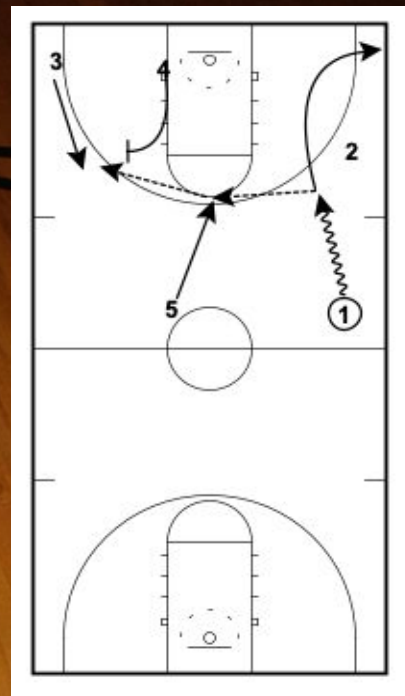
# Ball Screens



Drag screen in transition



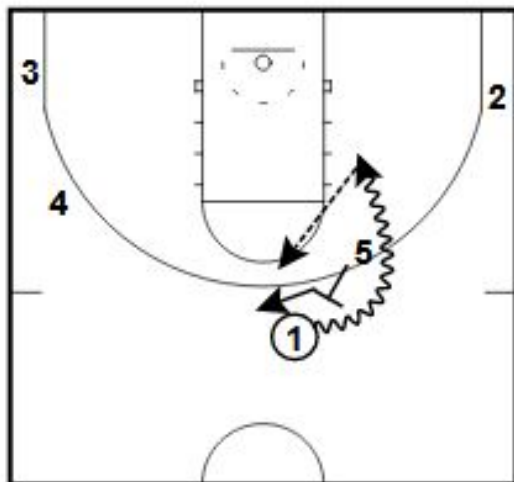
Double drag screen in transition



Side PR

# Middle Ball Screen

Middle Ball Screen/Pop



1 hits 5 on the pick and pop

Middle Ball Screen/Slip/Ghost



5 slips middle ball screen

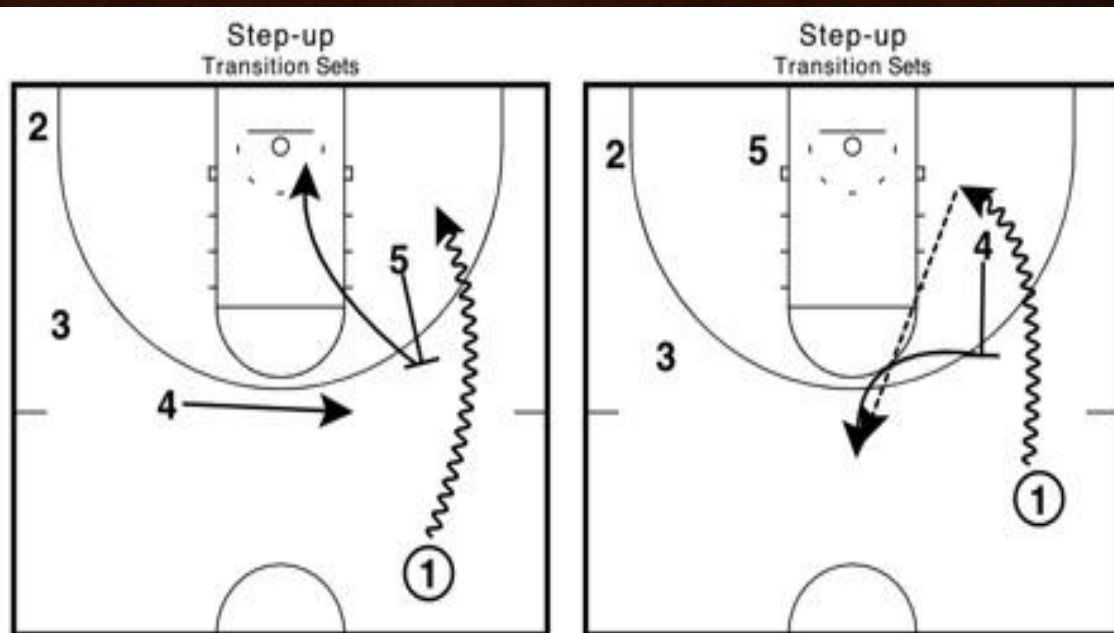
Middle Ball Screen/Slip/Ghost



1 dribbles off ghost screen by 4  
1 dishes to 5 for lay up



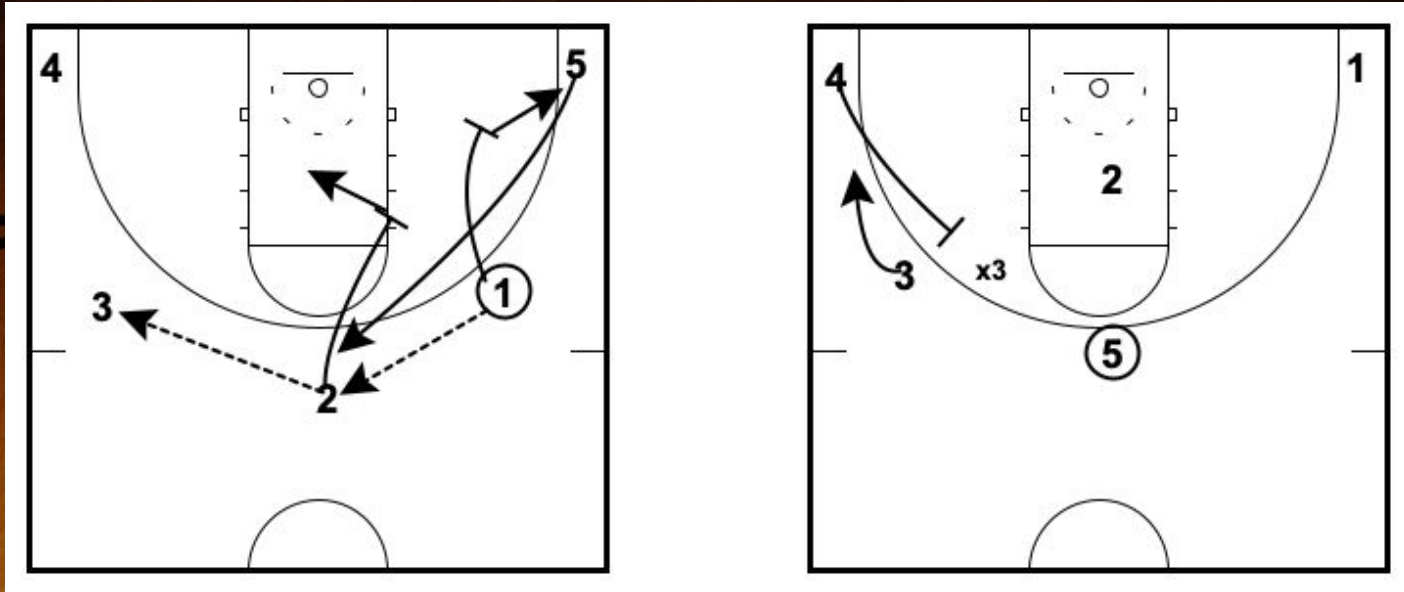
# Step Ups



1 dribbles off 5's step-up screen. 5 rolls to the rim as 4 fills behind.

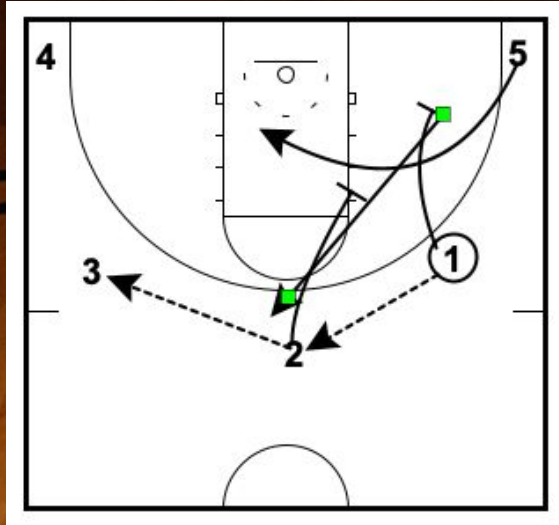
1 dribbles off 4's step-up screen. 4 pops to an open area.

# Screening - Motion Strong

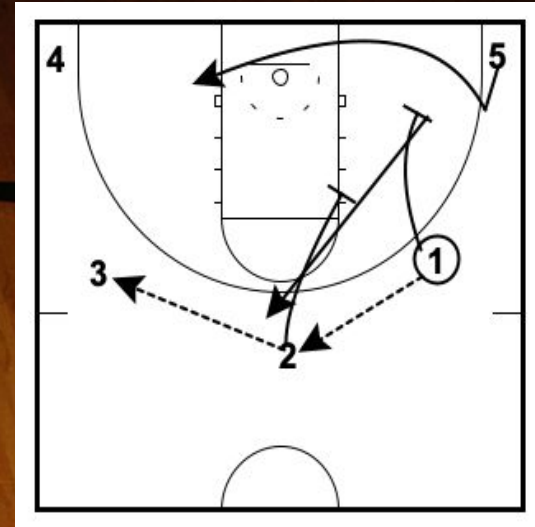


Ball is on a side. BUCKS use swing swing stagger. KG added the FLARE

# Screening Cutter Reads



- In this variation, corner curls the first screen and the screener pops back to the top.



- If O5 can win the block this is another variation.

# DHO's

## DHO - Dribble Entry Stagger

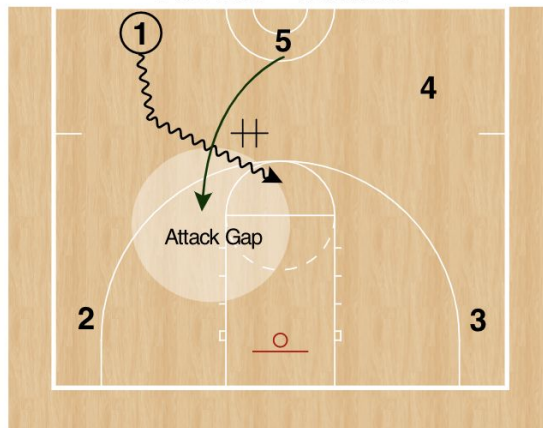


### DHO Use - Transition Dribble Entry into Stagger:

If the ball is advanced with the use of a DHO from Wing to Corner then the Stagger will initiate.

Teaching Point - timing the stagger with a safely received handoff is key

## DHO Uses - Transition

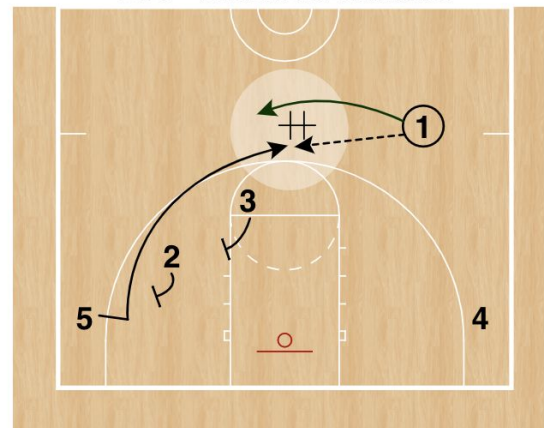


### DHO Use - Transition Pitch:

With an athletic trailer the point guard flips the basketball to attack open gaps.

Teaching Point - attack the backside of the receiver's defender.

## DHO - Non Shooter Handback



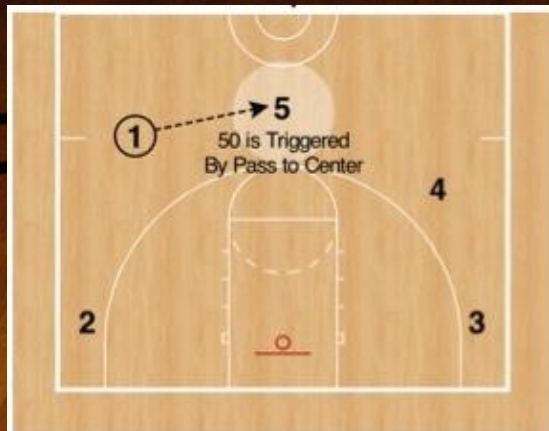
### DHO Use - Non Shooter Handback:

Since the Bucks' players are interchangeable it is possible that a non shooting 5 might come off the stagger.

When this happens they will handback to the passer.

Cutting Options - Back Door, Accept the Ball

# Pass to Trailer



**50 Action - Entry:**  
Because the Double Down action is always a Dribble Entry, it is clear that any pass to the Center initiates a different action.

That "Trigger" initiates their 50 Action.



**50 Action - Flare for the Passer:**  
As soon as the ball is passed to the Center the player in the corner (2) sets a Flare Screen for the Basketball.

Cutter Options - (1) Curl to Rim, Fade for Catch

Screen Options - (2) Slip to Rim, Pop Out

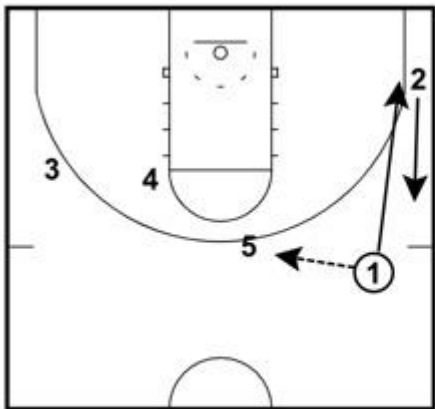


**50 Action - Single Down on Backside:**  
This action is happening simultaneously as the Flare Screen to occupy the help.

Cutter Options - (3) Back Door, Curl, Straight Cut

Passer Options - (5) Hit cutter, Staggered DHO

# Chicago Action



1 passes to 5 at the top of the key  
1 and 2 exchange

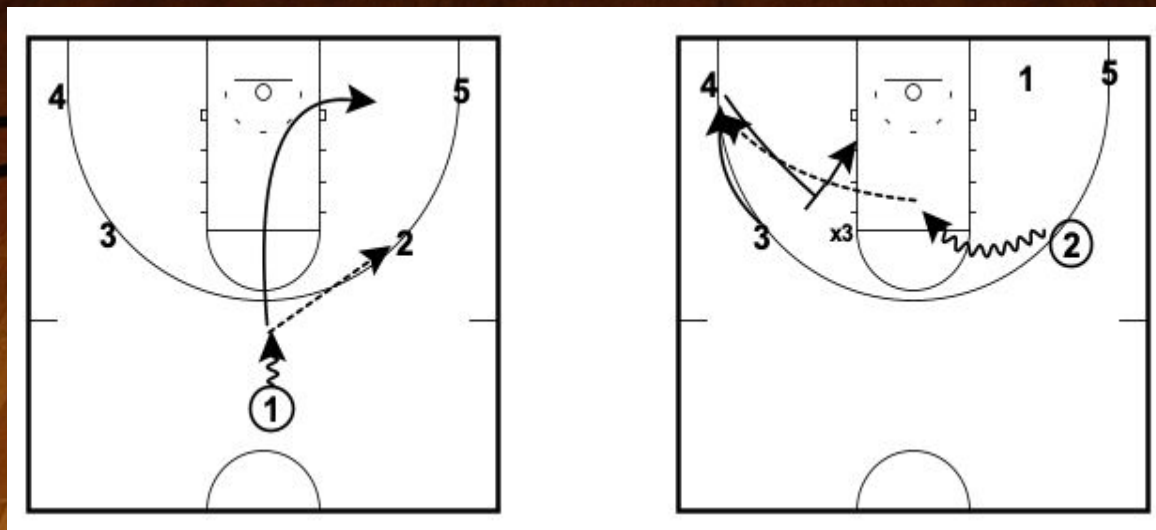


3 cuts off pin down set by 4  
5 runs dribble hand off with 4



3 hits 5 on the roll

# Quick Hitters



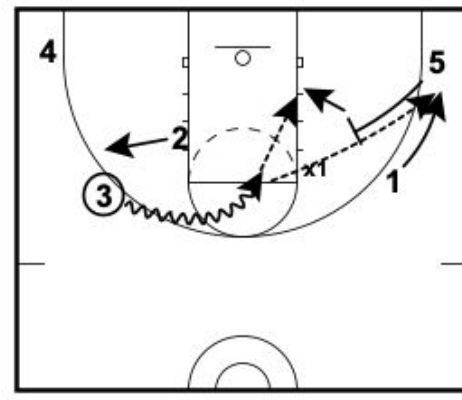
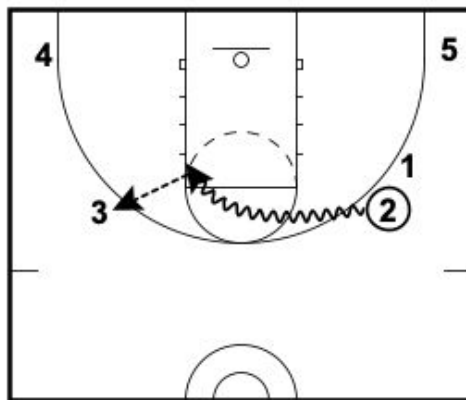
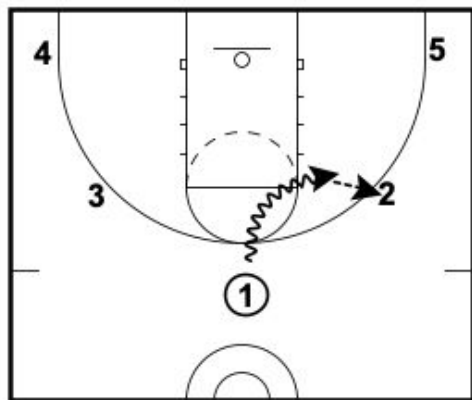
- 1-2 or 1-3 entry
- Middle attack to weakside flare
- Great set vs PACK or overhelp team

# Same play but for 1

Start with weave setup

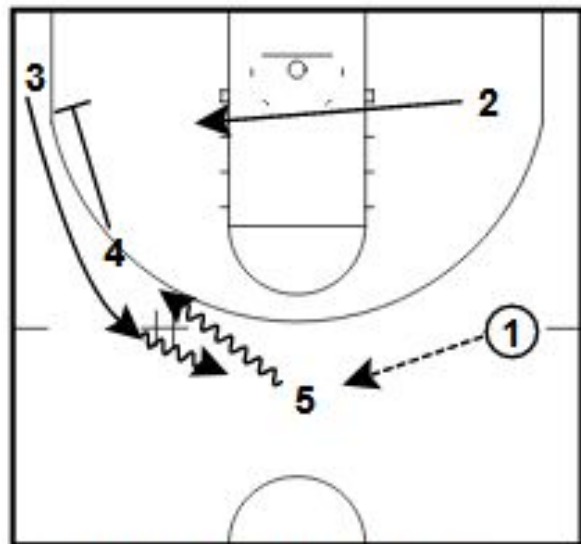
2 attacks middle and passes to 3

1 gets flare from 5

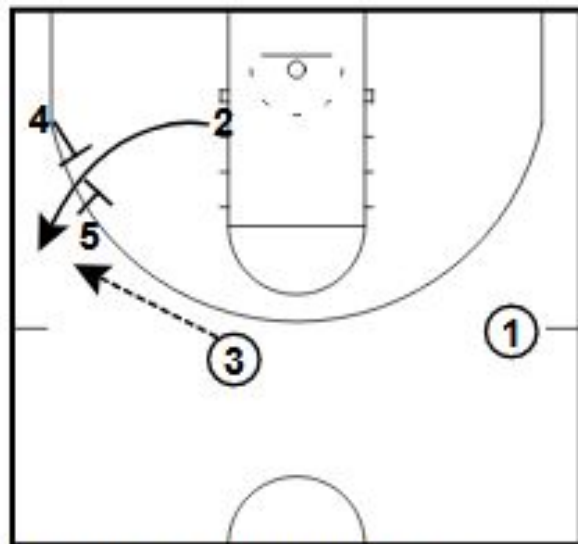




# ATO -Elevator

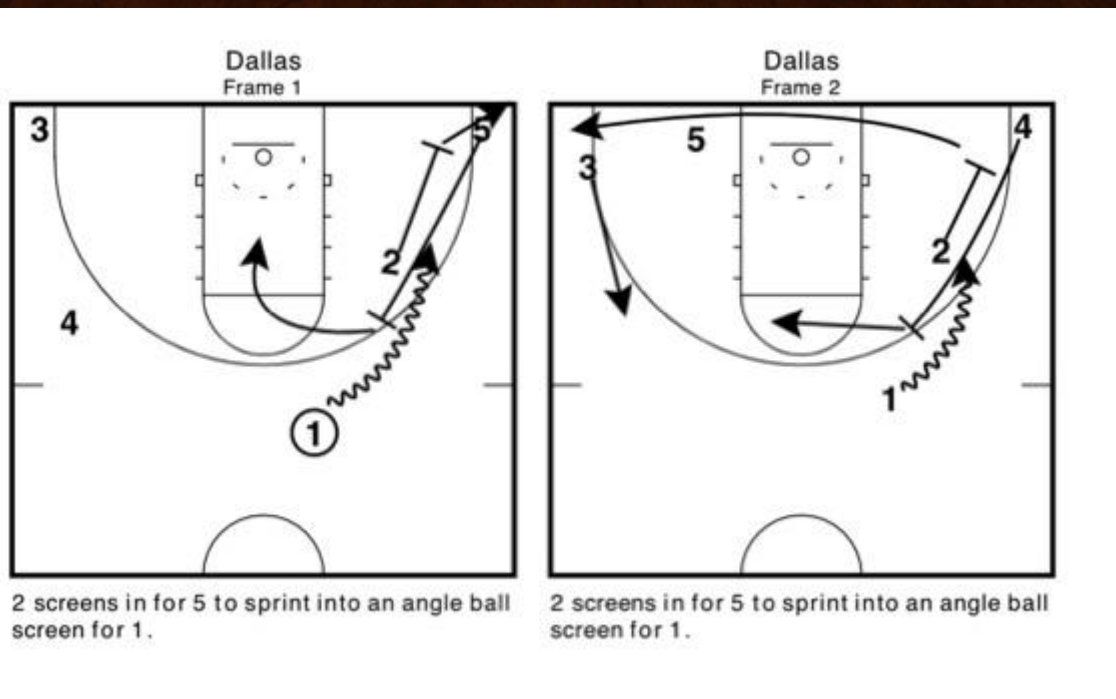


3 cuts off pin down and receives hand off from 5



3 hits 2 coming off elevator screen set by 4 and 5

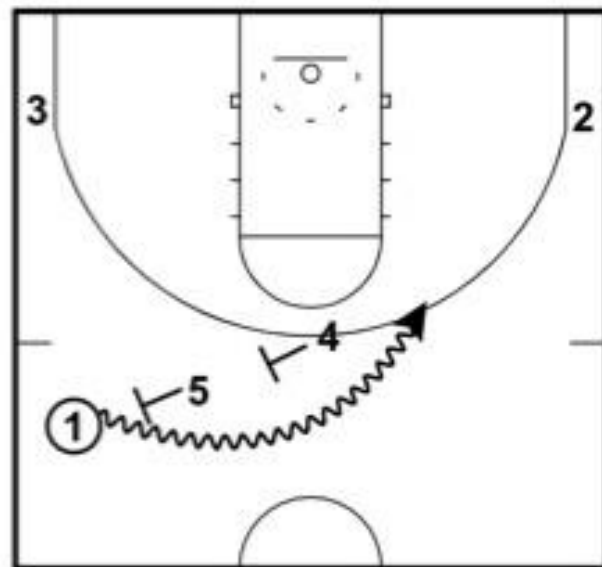
# Dallas



# Ram



4 sets ram screen for 5



1 dribbles off double screen set by 4 and 5

# Contact Info

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Twitter: [@coachmarchart](https://twitter.com/coachmarchart) / [@systemhoops](https://twitter.com/systemhoops)

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