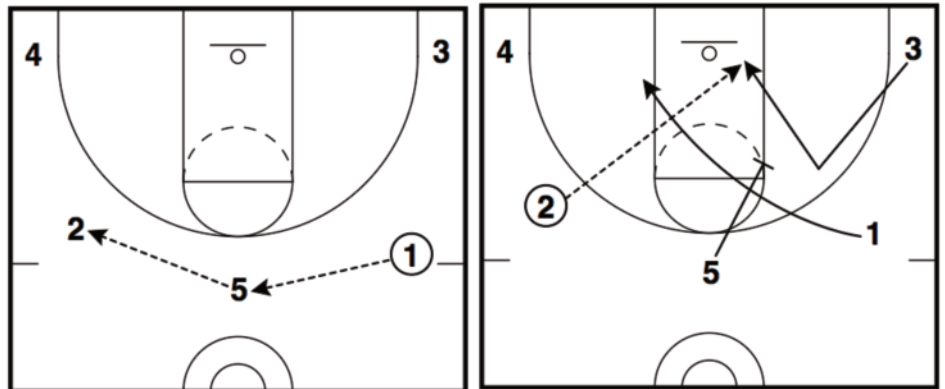


QUICK HITTING SETS OUT OF CIRCLE MOTION

Let's take a look at some quick hitting sets that can evolve directly from the Circle Motion Offense. Using the offense as a disguise, it can be easier to catch the defense napping on these quick hitters because they've become accustomed to defending the pattern, and all these sets develop like we are in our normal Circle Motion pattern.

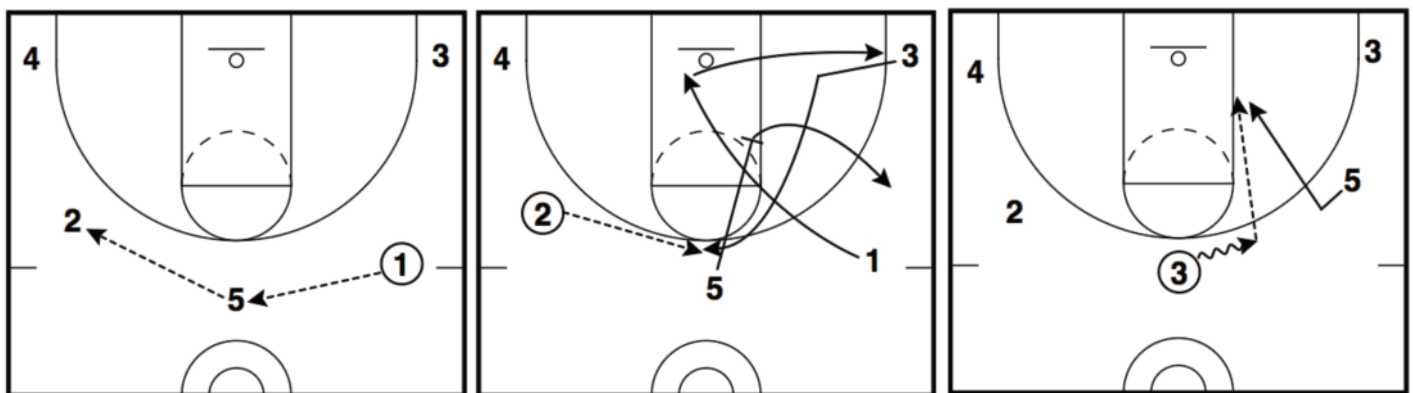
“Titan” Lob

In this set, we are going to design a back cut to lob on the back side, going against the natural flow of the action. This works well with a talented shooter receiving the lob against a team that has scouted the offense and therefore will be prepared for the normal action.



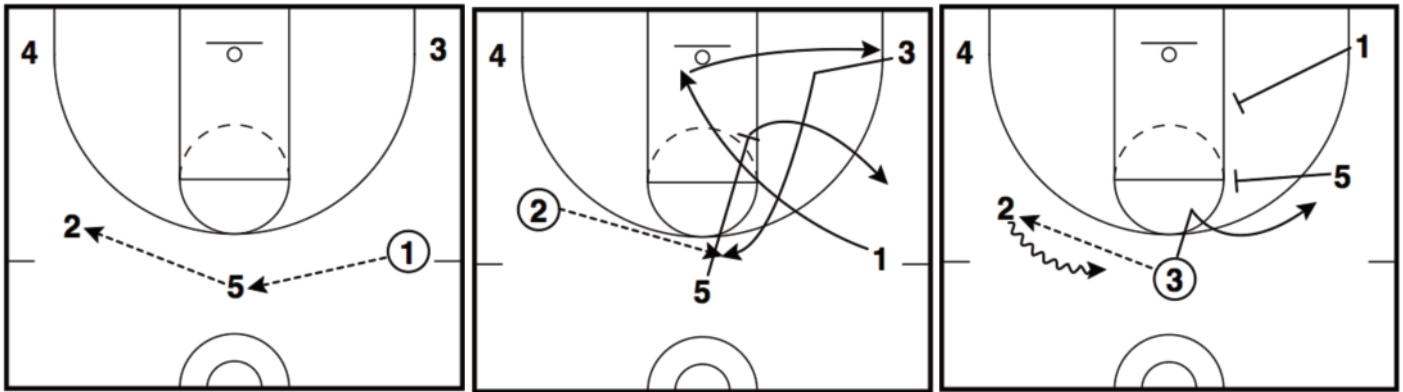
“Volunteer” Dribble at Backdoor

In this set, we coordinate a dribble at backdoor, setting up the defense after cycling through the normal offense one time. Of course, if we have a quality before the backdoor, we want to take it, but everyone is on the same page that we are going to dribble at backdoor at the spot where we would normally reverse the ball



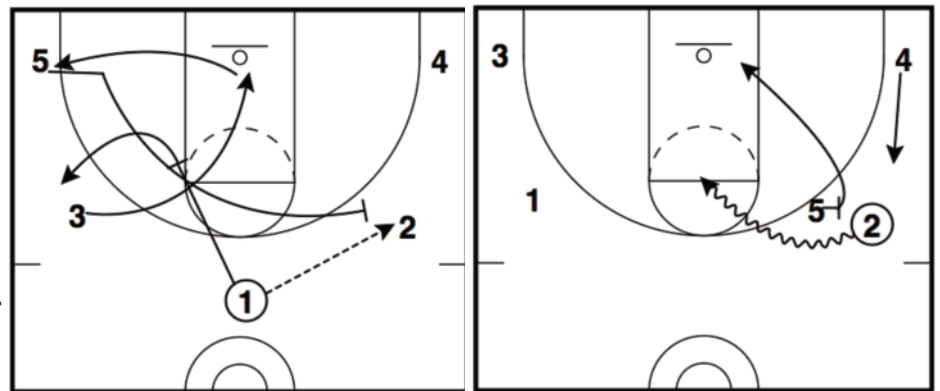
“Vandy” Double Flair (Or Gate Screen)

After cycling through the offense one time, we now have brought a shooter to the top of the key. He can enter to either side and we will double flair on the back side. We teach that the player receiving the screens should posture and motion like he is down screening, just like the normal pattern, before breaking off the flair. We've ran this as a flair over the top, and also as a gate screen going between the two screeners.



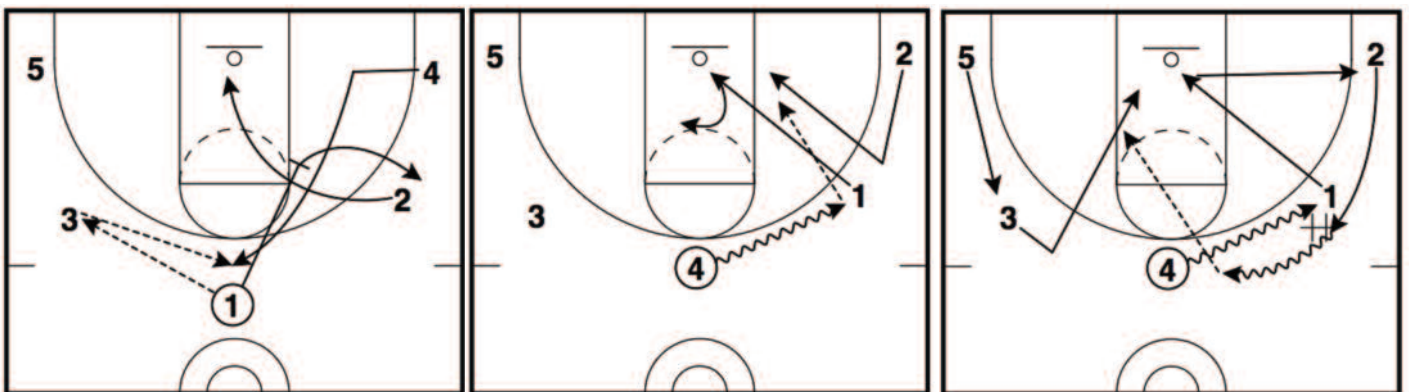
“Basic” Ball Screen

In “Basic” we sprint a big man as the long cutter all the way to the ball to set a spread ball screen. From here, we are looking to create a screen and roll with a back side lift and spacing to facilitate penetration on weak side.



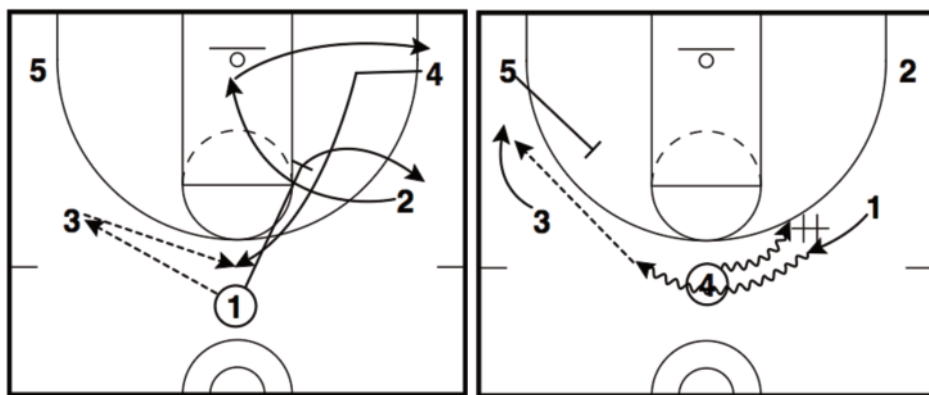
“Chattanooga” Dribble At Double Backdoors

This action gets a little complicated. We initiate from the top of the key in this set of diagrams and run the Circle Motion action one time through. At that point we will run a dribble at backdoor with the option to hit the first backdoor cutter if he is open. If not, want him to pin his man, taking him out of help for the next action. We then continue the dribble to the player lifting from the corner. He reads his man and reacts to his positioning. If he is on the line, we will run a second dribble at backdoor in the space provided by the first backdoor cutter sealing his man. If his defender is sagging off, he will accept a dribble hand off. He can attack the gap if he is open, or take it on a dribble at towards the weak side wing to see if we can get another backdoor opportunity.



“Knoxville” Dribble Hand Off to Flair

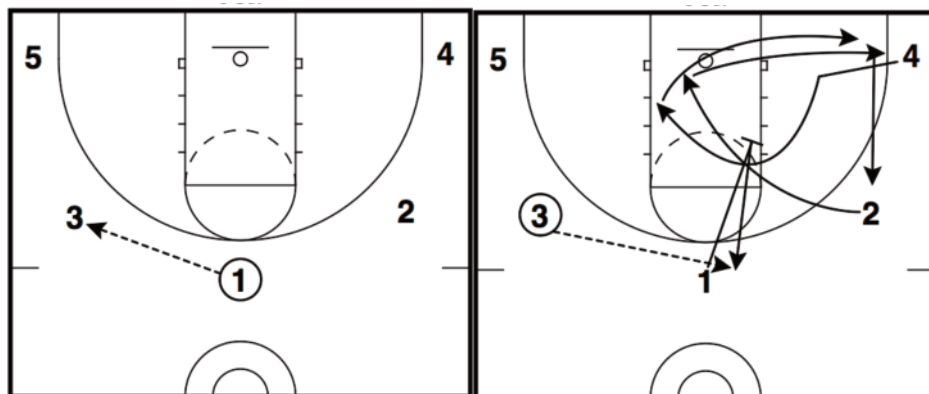
In this action, we run the Circle Motion one time through. If a good opportunity presents itself, we should take it. On the reversal, we dribble at the wing, executing a dribble hand off. We take the dribble hand off and dribble at a single flair screen we are setting on the back side.



“Cleveland” Curl, Curl, Pop

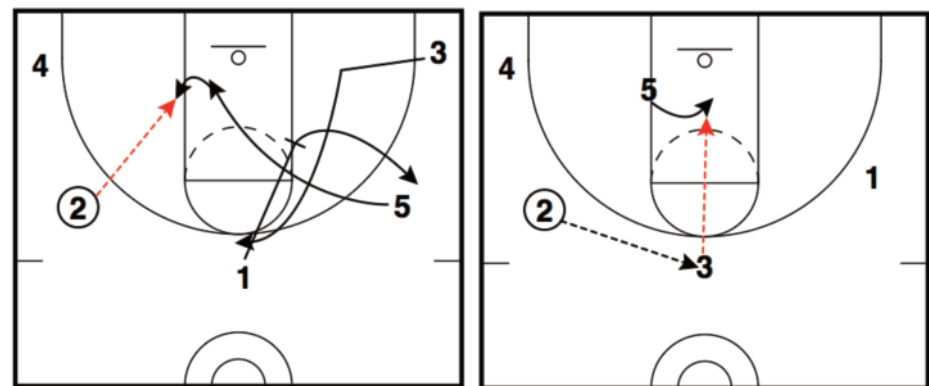
This action is a variation of our normal pattern to attack teams that use the down screener’s defender to bump our cutters. Usually we would not want two players finishing their cut at the rim, but this action is designed that way.

While the down screener’s defender is busy bumping cutters, we are going to pop him back to the top of the key for a shot, or a closeout to attack. The action is two players curling, and then a pop.



“Strong” Curl, Post, Hi/Low

This offense doesn’t allow for much traditional post up play, so if that’s something you want, you may want to supplement with sets. In this action, we can have the desired post player seal after curling, and then again look for the ball on a high low as it is reversed.



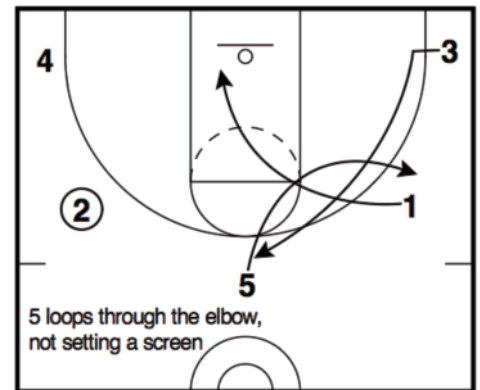
The possibilities are endless! All we want to do is be able to break away from the pattern of the Circle Motion at certain points to create unique scoring possibilities. It may take some configuring by the coach to get the right players in the right spot to run the actions for preferred players, but all the actions will be masked behind the Circle Motion offense.

VARIATIONS

A variation to the offense is different from a quick hit set. Variations change the pattern slightly, but allow the offense to continue flowing without diverting from the pattern. A quick hit set, however, breaks from the pattern to generate an opportunity for a specific action, usually for a specific player. Let's look at some variations that could be made for preference or to better fit personnel.

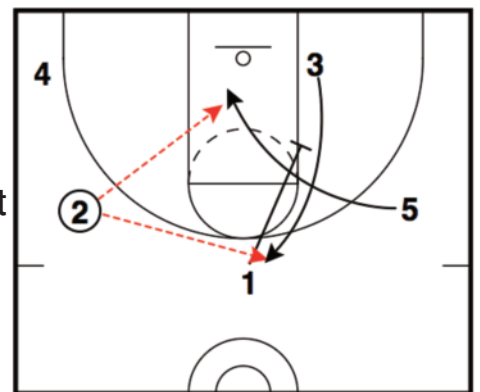
Speed

The speed version of this offense keeps the 5-out alignment, but changes the down screen to a blur cut. This allows the offense to run quicker and allows for the skip pass to be more widely used. The down screener simply runs through the weak side elbow instead of stopping and screening. Any contact by the offense with the defense is largely incidental. The long cutter wants to make a sprint cut to the top of the key, rounding the arc, instead of walking his man down to use the down screen. The butt cutter should sprint immediately instead of using a jump cut.



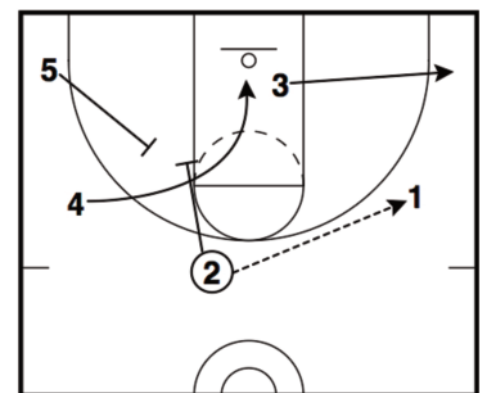
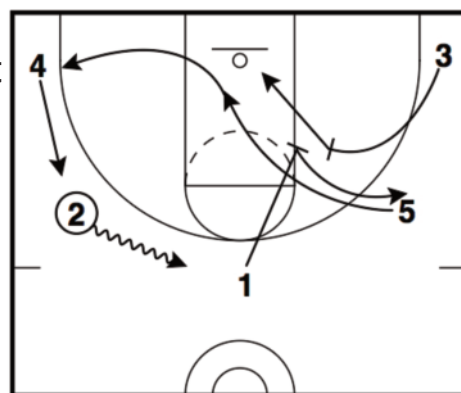
4 Out, 1 In

The four out, one in version of this offense takes the player in the corner and puts them on the block. There is more help on the curl cut and less room for a back cut, but shortens the cut by the long cutter. It also provides a little bit more clutter for the long cutter's defender to get through on his way to chasing his match-up to the top of the key.



Flair Continuity

Using the general theme but varying the basic pattern can get us to a dribble at flair screen continuity. On the wing pass, we butt cut, then morph into a dribble at flair/slip action on the back side. Getting back to our 5



out shape is a little different, having the butt cutter fill strong side, and the passer assuming the position at the top of the key. This can be a good counter to teams jamming the midline to stress them horizontally with the flair.