

Formation

- 5 Out
 - Open Concept
 - Best for Triggers and transition
- 4 Out (Morphes after action)
 - Slots, corners, dunker
 - Best for driving
 - Escape out the opposite way

Basics

- The priorities of the offense are:
 - Transition
 - Dominoes
 - Cut to get behind
 - Triggers
- Transition
 - Principles
 - Sprint
 - No lags get from one action to the next
 - Sidelines
 - Race to fill corners first and then wings
 - Trail at top
 - Break spacing if behind d rim run
 - Get out if nothing is there
 - Space
 - Keep spacing until we need to break it
 - Give ball handler room to get to paint
 - Priorities
 - Create Dominoes with a numbers advantage
 - Create an advantage by forcing help
 - Create Dominoes with a spacing /mismatch advantage
 - Flow to Quick Trigger to get dominoes
 - Maintain advantage with 1st touch decisions
 - Maintain advantage with spacing and reactions
 - Maintain advantage by punishing help
- Dominoes
 - Advantage Offense
 - 5 guys working together to create an advantage - anytime defense is in a closeout/rotation/outnumbered situation the 5 guys must now space the floor and move the ball to expand the advantage until a great shot develops.
 - The moment when an advantage is triggered offensively, and the offense then must drive kick space and move the ball until a great shot appears

- One More- An extra pass made on the perimeter that keeps the defense rotating and finds an open shooter... GOOD to GREAT
 - Spacing Concept- NEVER LET 1 GUARD 2. This means that anytime a player is off the ball and his defender is in a position to guard him and impact the ball, or guard him and another off ball player... a reaction must immediately happen... **Cut, Perimeter Slide**, Pin Away, Flare
- Dominoes Rules
 - 1. The ball does not stop (0.5 sec)
 - Keeping the ball moving at speed through the possession, and once Dominoes is triggered not allowing the ball to stop to allow the defense to reset/catchup
 - “First Touch” on the catch (soccer concept)
 - Shot
 - Range
 - Open
 - Balanced
 - Rip away Drive
 - Counter rip away
 - Move it
 - Teammate open
 - No advantage to drive
 - Limit driving the drive
 - 2. 1 cannot guard 2
 - 1 defender cannot guard two offensive players in advantage situation
 - Dribble Relocation Principles
 - We want on a string slides Drive right, move right. Drive Left Move left
 - Stretching the defense
 - 3. Get out to space as fast as you get into space
 - When a player cuts or drives into the paint and then immediately relocates out to space on the perimeter and gains an advantage
 - If in the paint and driven at:
 - Escape (out the opposite way)
 - Banana cut under rim to opposite dunker.
 - Do not assume they are going to shoot
 - Reasons you can break spacing
 - 1. Driving
 - Rip opposite
 - Counter
 - 2. Or behind defender on trans or backcut
 - 3. Anytime had a mismatch
 - ○ Top of charge circle
 - 4. Outside of these 3 - stay spaced or create a trigger

- ● Trigger
 - ○ Any offensive action that can be used to ignite Dominoes and put the defense at a disadvantage.
 - Gets: Action where passer follows pass, and live handoff action is available. Ideally ball is caught with feet at or just inside 3pt line.
 - Reads:
 - Deny = Backdoor
 - Body = Downhill
 - ○ Under = Shot or Twist
 - Dribble Ats: Action where an offensive player dribbles at a teammate to create a defensive decision.
 - Get chest at the rim, selling attack, make decision below 3pt line.
 - Reads:
 - Deny = Backdoor
 - Body + Chase = Drive + Screen $\frac{1}{4}$ turn to expand advantage
 - Under = shot
 - stop behind the exchange
 - Wide: Offensive player at the top of key screens away for player at wing. There should always be pressure on the rim and a pop-back
 - Reads
 - Deny= Back cut
 - Trail= curl
 - Sag= Flare screener
 - Under= shot, flip, get
 - Stagger: Top and WIng player screen for the corner.
 - Reads
 - Deny= Backcut, single down
 - Trail= curl, 1st or 2nd, single down
 - Under= fade for shot
 - Ball Screen (Drag, EmPy, Step Up) Throw and Follow, Ghost Big, trailing the play sets ball screen for ball handler to 2 man side
 - Reads
 - Aggresive= get rid of it, short roll or hit ahead
 - Drop= attack downhill
 - Switch= Boomerang, punish mouse
 - Delay, reversal to the top, screening action on both sides
 - Reads
 - Deny= back cut
 - Trail= curl
 - switch= slip
 - Under= Shot, touch, throw and follow
- Older Levels
 - Use bounce out to reset to an assigned trigger.

- Make sure the bounce out clears the 3 point line and is visible to everyone
- Player Role Ideas
 - Articles explaining player roles with comps. May be helpful talking about triggers and how we envision guys playing
 - [Explaining Offensive Roles](#)
 - [Characteristics of Roles](#)