



READ & REACT  
OFFENSE  
BETTERBASKETBALL.COM



# READ & REACT OFFENSE

## *Manual*

- Teach players HOW to play, not run plays like robots.
- Teach at the earliest levels of youth basketball, yet build toward an advanced, unscoutable system effective at the highest levels.
- Develop players while building your offense.
- Use the same system against Man-to-Man and Zone Defenses; never practice two different offenses again.



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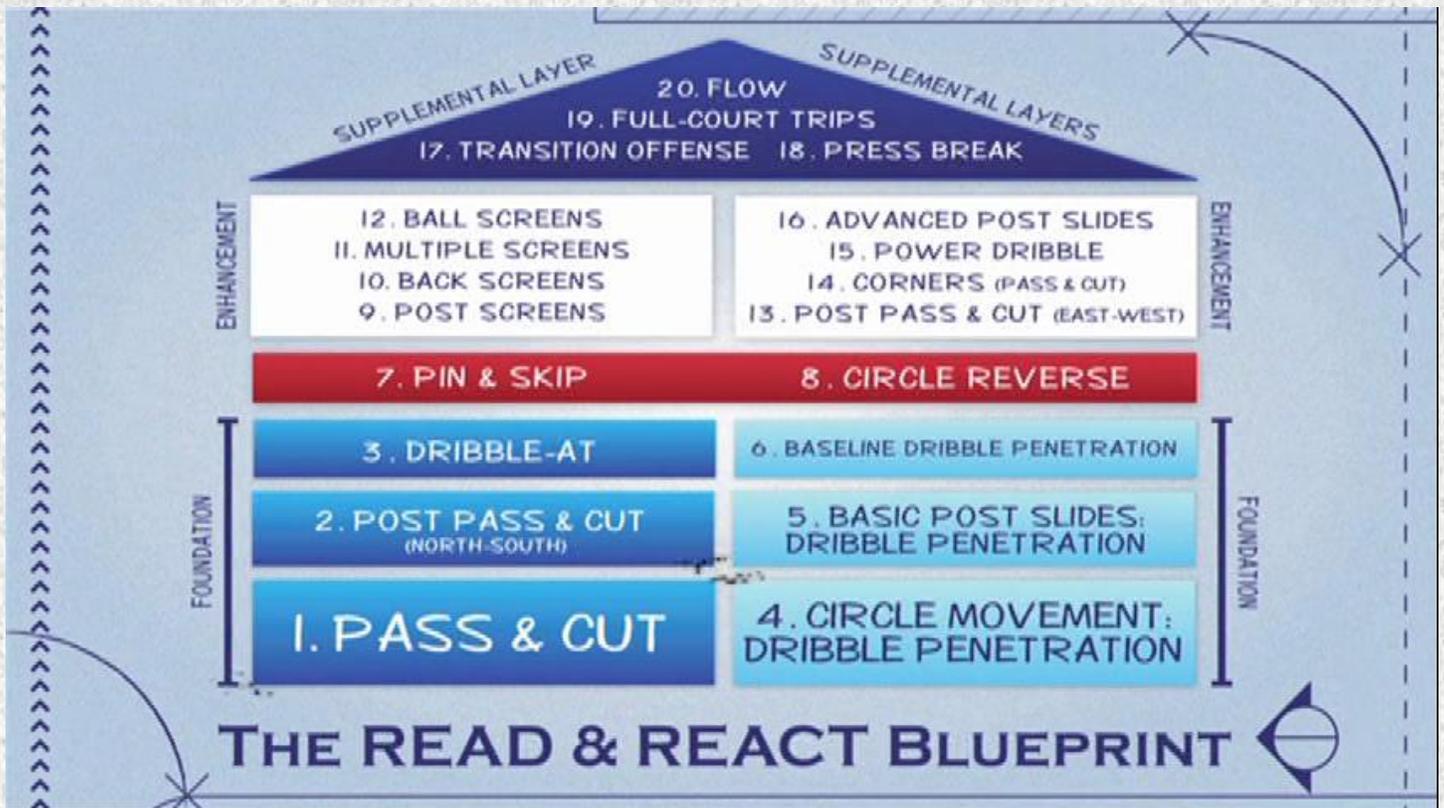
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# READ & REACT OFFENSE



# READ & REACT OFFENSE

## DVD #1

Concepts & Philosophy -- The Building Block



Read and React offense is a layered collection of offensive basketball concepts that give players with the ball the freedom and players without the ball the structure necessary to generate scoring opportunities in an unpredictable yet organized and coordinated manner. --  
Basketballogy.com

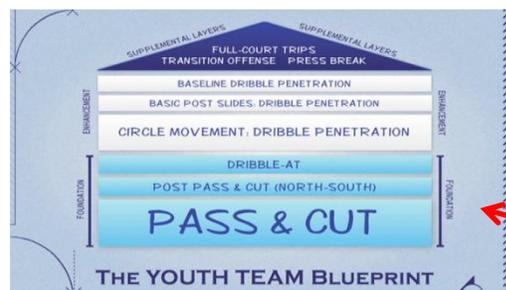
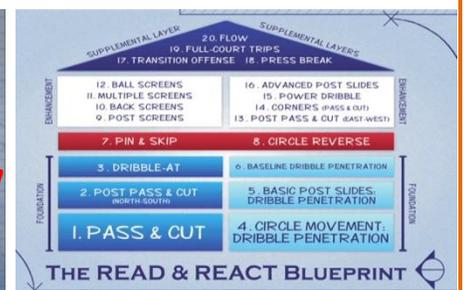


- BASKETBALL POSTULATES (BUILDING BLOCKS)**
1. Spacing
  2. Ball Movement
  3. Player Movement
  4. Inside Threat
  5. Outside Threat
  6. Dribble Penetration
  7. Screening Action
  8. Rebounding
- ETC...

**READ & REACT IS NOT AN OFFENSE . . . IT IS OFFENSE!**



- FIVE MAIN GOALS**
1. Easily Transferable
  2. Developmental
  3. Universal *Operating System*
  4. Progressive Complexity
  5. Curriculum Capability



Upper Level Teams may Learn One Way . . . A Youth Team may Learn Another Way!

# What IS the Read & React?

CONCEPT 3

- WHAT IS THE READ & REACT?**
- A. Set Plays
  - B. Motion Offense
  - C. Continuity Pattern
  - D. None of the Above
  - E. All of the Above

- D. None of the Above
- E. All of the Above

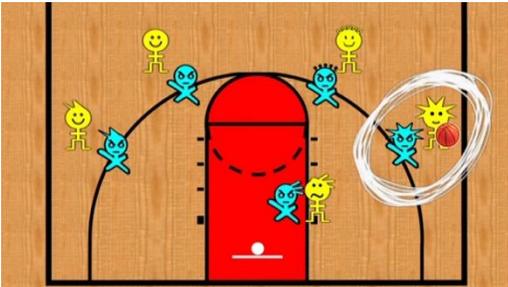
# IT'S THIS SIMPLE...

CONCEPT 4

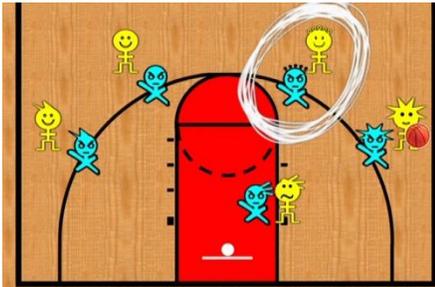
Simple = Decisive = Aggressive

- READ & REACT Teamwork**
1. Read the Ball,
  2. Take care of your ONE predetermined Reaction,
  3. Let the R&R System take care of the rest.

## A DEFENSIVE ANALOGY for HOW The READ & REACT WORKS!

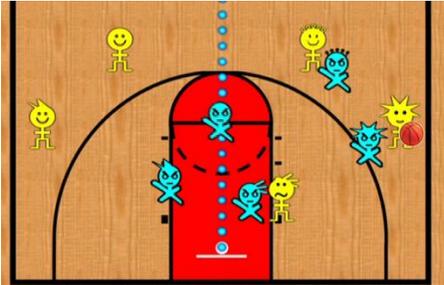
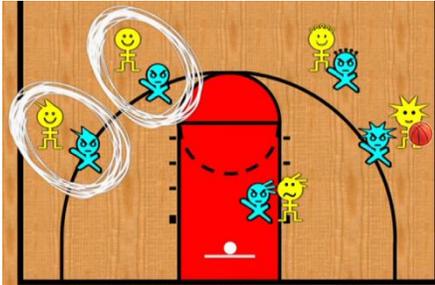


Defensive Player Guarding the Ball can't worry about anything else other than actually defending the Ball.



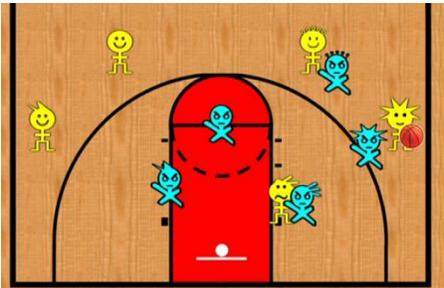
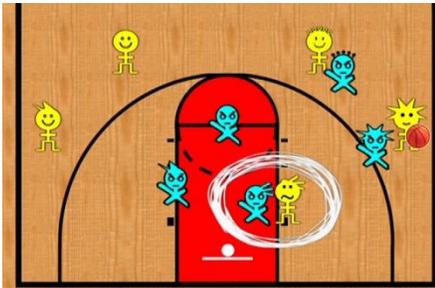
Defensive Player Guarding "One Pass Away" has 1 Rule (whatever philosophy you have) - ie) "On-the-Line & Up-the-Line"

Defensive Player Guarding "Two Passes Away" has 1 Rule (whatever philosophy you have) - ie) "Helpside"



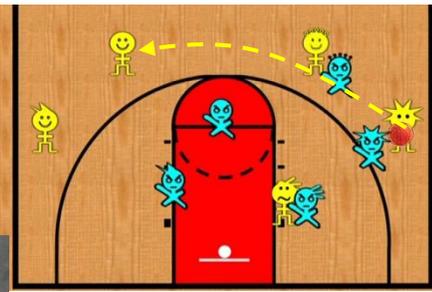
Defensive Player Guarding 2 Passes Away may be at Mid-Line or 1-Step in Lane. Again, whatever your Philosophy is.

Defensive Player Guarding "The POST" will also have a "Rule" . . . based on Location of the Ball.



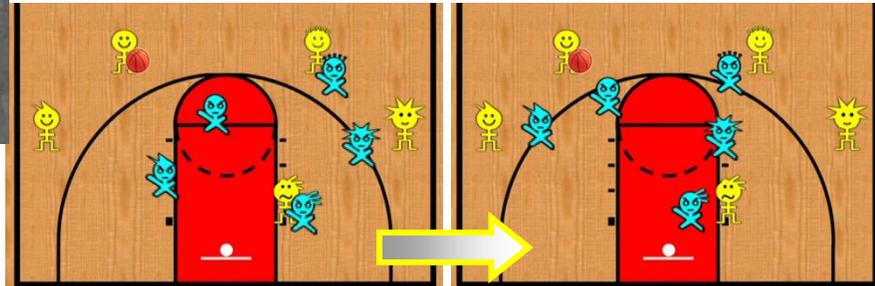
For example, If Ball is Above FT Line -- Play Post as a Perimeter Player.  
If Ball is Below FT Line -- DEAD FRONT

Simple =  
Decisive =  
Aggressive



If Ball gets Passed from Point A - to - Point B . . . then the Defense must adjust to that new Situation.

-- DRILL THE DEFENSE --  
**One Defensive Reaction for every Reaction of the Ball.**  
Simple & Straight-forward. Must be Drilled & Drilled until every reaction is mastered.



When ball arrives at NEW location, each defender has a new "Rule" based on:  
1) On-Ball; 2) Off-Ball; & 3) Post

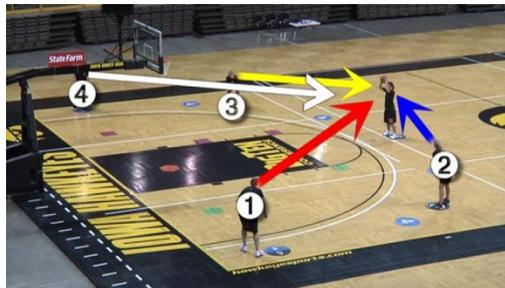
**FROM A DEFENSIVE PERSPECTIVE  
AND FROM A PLAYERS PERSPECTIVE . . .**

1. READ the Action of the Ball, and  
2. REACT with ONE change in position.

**FROM AN OFFENSIVE PERSPECTIVE . . .**

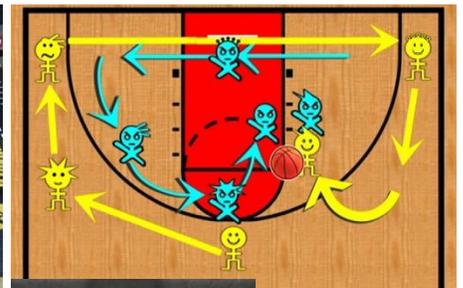
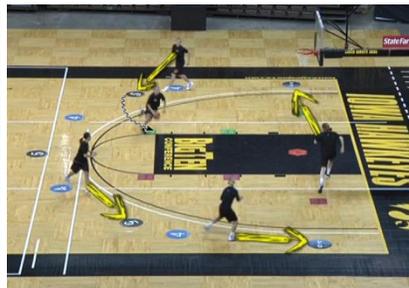
**THE "READ & REACT" FOLLOWS THAT SAME PHILOSOPHY**

A Unique Mechanism for TEAMWORK  
CONCEPT 5

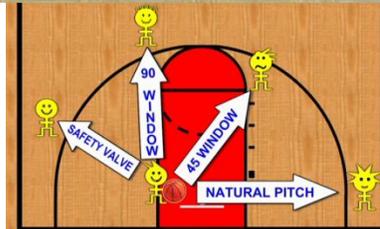


Only 2 Players are involved . . .  
1) The Player WITH the Ball  
2) A Player WITHOUT the Ball

Each Player without the Ball has only 1 Reaction to the Ball Handler.



Any Movement of the ball results in a Movement of another (or all) Player. This can be Drilled with as little as 2 players. That's why 2-Player and 3-Player Drills are so important.

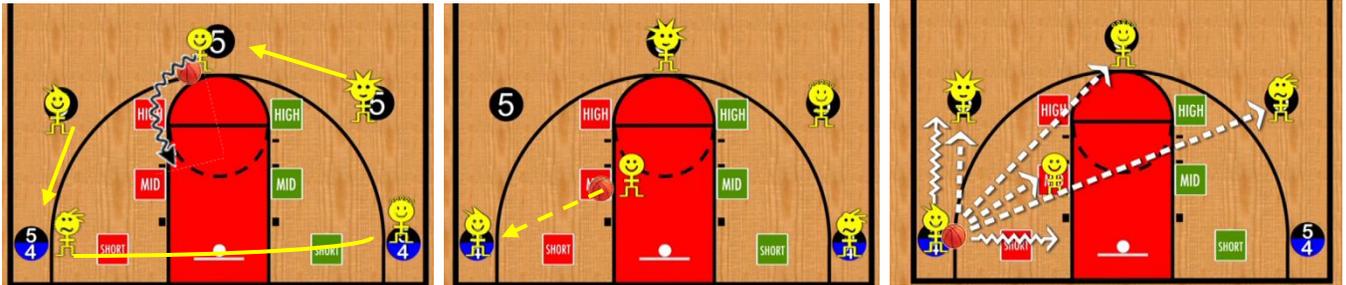


A Unique Mechanism for Teamwork

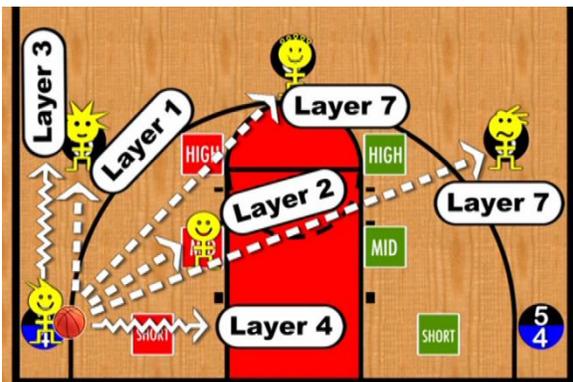
Another Point is that there is always at least 2 Rebounders!

## FOUR DYNAMICS IN EACH LAYER

1. Each Action has only ONE Reaction
2. Simple to Teach and Simple to Learn
3. Mastery requires Drilling; not "I.Q."
4. Complexities are Imbedded and Available for Higher Levels.



Here, 5-Out, Point Drives to Basket but cannot shoot. All 4 other Players Rotate RIGHT, and Ball Handler does a "Natural Pitch" to the player in the Corner. The Corner could Shoot . . . but in this case DRIVES BASELINE to the Goal . . . All 4 Players will make themselves available for a Pass based on the Ball Handlers 1 decision to Drive. What if Ball Handler decides to PASS instead of Drive . . .

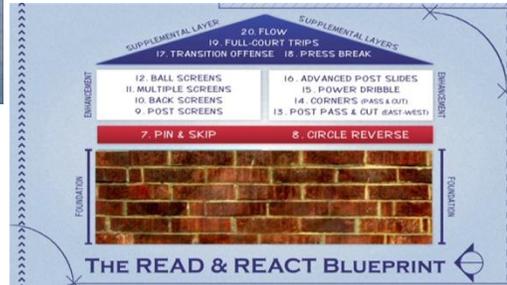
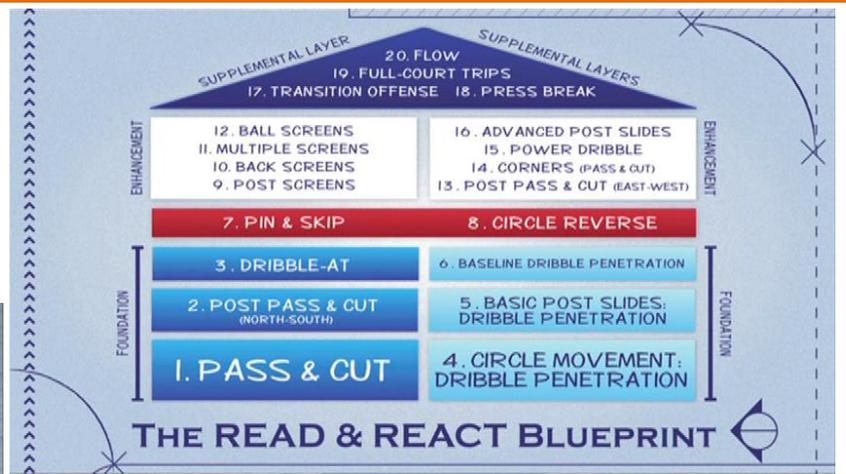


The uniqueness of the Read & React is to give "FREEDOM" to players to play the game . . . however, it is "FREEDOM OF CHOICE FOR THE NEXT BEST ACCTION (or NBA)". But, when that action is chosen, we expect . . . no, WE DEMAND, that the 4 without the ball goes EXACTLY where we've Drilled them to go! Early on, players may not know WHY, but you as coach are putting them in the best possible position for the player with the Ball and the Team. It gives the Ball Handler to chance to "Hunt on their own" . . . but, the Team must Hunt together . . . they can't break ranks.

# NAVIGATING the READ & REACT LAYERS

1. What are the minimum number of layers that will give me a working offense?
2. Based on my team and my level, how many layers should I put in?
3. Do I have to put in the entire thing, or can I leave out some layers?
4. Can some layers be taught out of order?

**THE FOUNDATION  
OF THE HOUSE  
is the FIRST 6 LAYERS**



## THE FOUNDATION



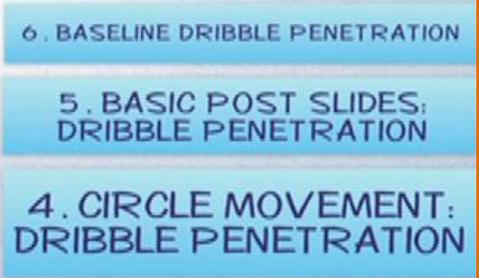
**THE 2 MAJOR ACTIONS OF THE BALL . . . IF YOU'RE NOT GOING TO SHOOT**



**IF YOU'RE NOT GOING TO SHOOT . . . THEN YOU ARE EITHER GOING TO  
PASS THE BALL OR DRIBBLE THE BALL**

**REASONS TO TEACH PASS & CUT FIRST**

1. Easier for Players to pick up
2. Players learn Spots and Spacing
3. Play immediately and train Defense
4. Defensive Pressure Relief
5. It does NOT require a lot of Skill

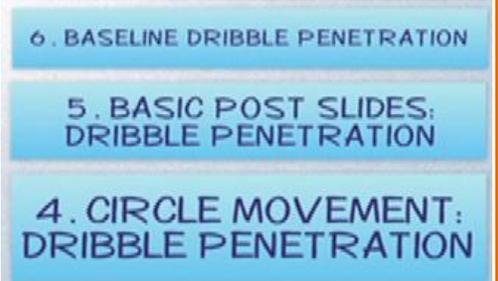


The order in which you teach is also important and the importance of each Layer is illustrated by the size of the Box in the diagram. The Bigger the Box, the more important the features or number of features.



(Layer 1) PASS & CUT, (Layer 2) POST PASS & CUT and (Layer 3) DRIBBLE-AT are interconnected and similar in nature.

(Layer 4) CIRCLE MOVEMENT DRIBBLE PENETRATION, (Layer 5) BASIC POST SLIDES ON DRIBBLE PENETRATION, and (Layer 6) BASELINE DRIBBLE PENETRATION are also ALL related, are interconnected and similar in nature.



1. Teach the Ball-Handler SPECIFIC actions that can be chosen.  
 2. Train the players Without-the-Ball to react to the Ball-Handler with ONE and ONLY ONE reaction.  
 3. Equip your team to flow from one action to another with COORDINATED CONTINUITY.

4. Begin to train the basket cutters to choose a NEXT BEST ACTION.

**NEXT BEST ACTION:**

- > Post up
- > Flash open area
- > Set a screen
- > Use a screen
- > Fill out (Layer 1)



## TRAINING THE CHOICES OF THE CUTTER ONE LAYER AT A TIME

- LAYER 1:** *Cutters may choose to fill out ballside or weakside.*
- LAYER 2:** *Cutters may choose Laker Cuts high or low.*
- LAYER 2:** *Cutters may choose to post up rather than fill out.*
- LAYER 7:** *Cutters may choose to set a Pin Screen.*
- LAYER 7:** *Cutters may choose to use a Pin Screen.*
- LAYER 9:** *Cutters may choose how to play off Post Screens.*
- LAYER 10:** *Cutters may choose who to Back Screen.*
- LAYER 11:** *Cutters may SET or USE Multiple Screens.*
- LAYER 13:** *Cutters may choose X-Cut or Relocate (E-W)*
- LAYER 14:** *Cutters may make a Corner to a Back Screen.*

## TRAINING THE CHOICES OF THE BALL HANDLERS

- 01:** *Ball Handler may choose to SHOOT*
- 02:** *Ball Handler may choose to PASS to the Right or Left*
- 03:** *Ball Handler may choose to PASS or FEED the POST*
- 04:** *Ball Handler may choose to DRIBBLE-AT Right or Left*
- 05:** *Ball Handler may choose to DRIBBLE-DRIVE Right or Left*
- 06:** *Ball Handler may choose to BOUNCE-OFF Right or Left*
- 07:** *Ball Handler may choose to SKIP PASS*
- 08:** *Ball Handler may choose to REVERSE DRIBBLE*
- 09:** *Ball Handler may choose to POWER DRIBBLE Right or Left*

### What About Layers 7 & 8?

#### 7. PIN & SKIP

#### 8. CIRCLE REVERSE

Could be "Foundation" for some coaches/teams, while other it may not.

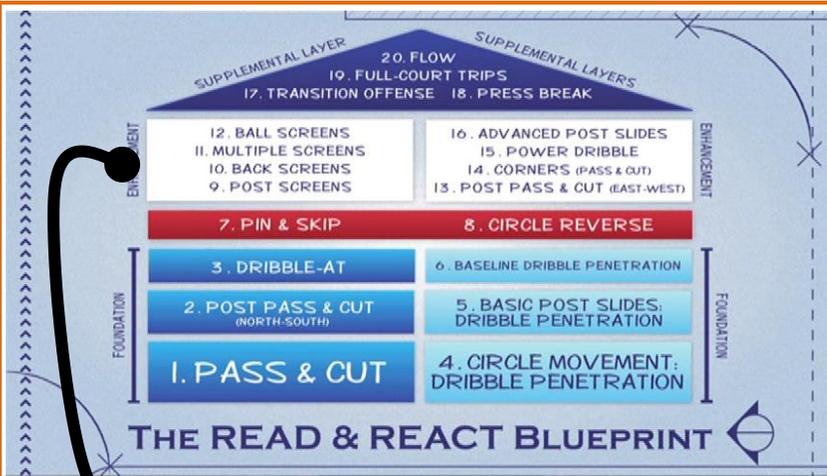
Youth Teams it probably is not important.

Advanced or Older teams, it may be very important.

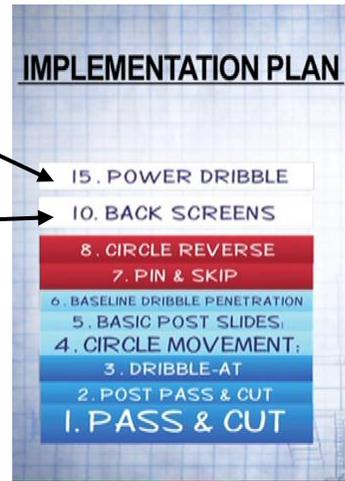
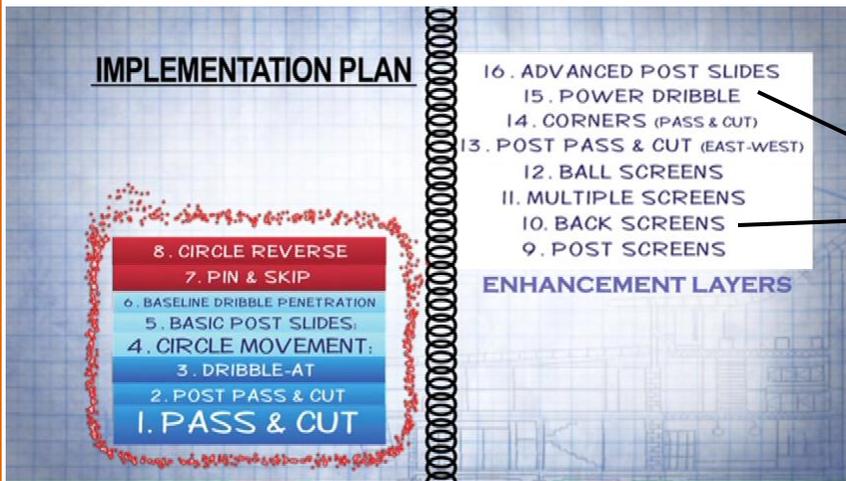
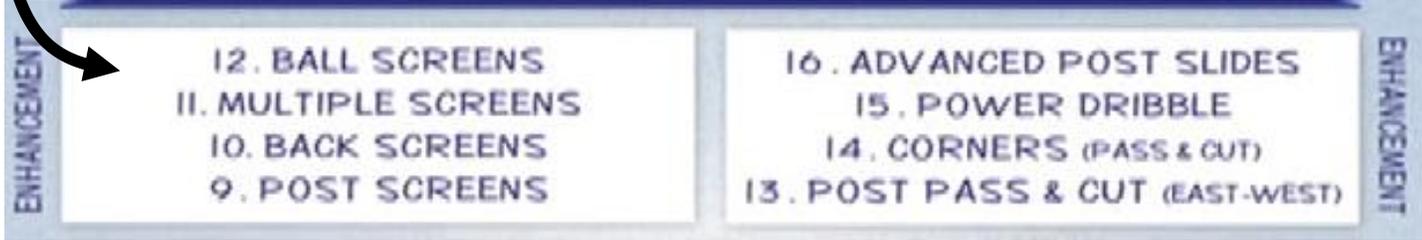
Pin & Skip is not predicated on any previous layer. It is a "SKIP PASS"

Circle Reverse is designed to help those situations where a Dribble Driver loses their dribble and needs help. Is it "necessary"? Probably not, however, it's nice to have "bail out" for when things go wrong.





**SUFFICIENT to Enhance, but not NECESSARY to run the Read & React**



After you have your FOUNDATION LAYER mastered, you can take ANY of the ENHANCEMENT LAYERS and Add them to your Foundation. This can be Your choice as Coach based on your personnel and skill level.

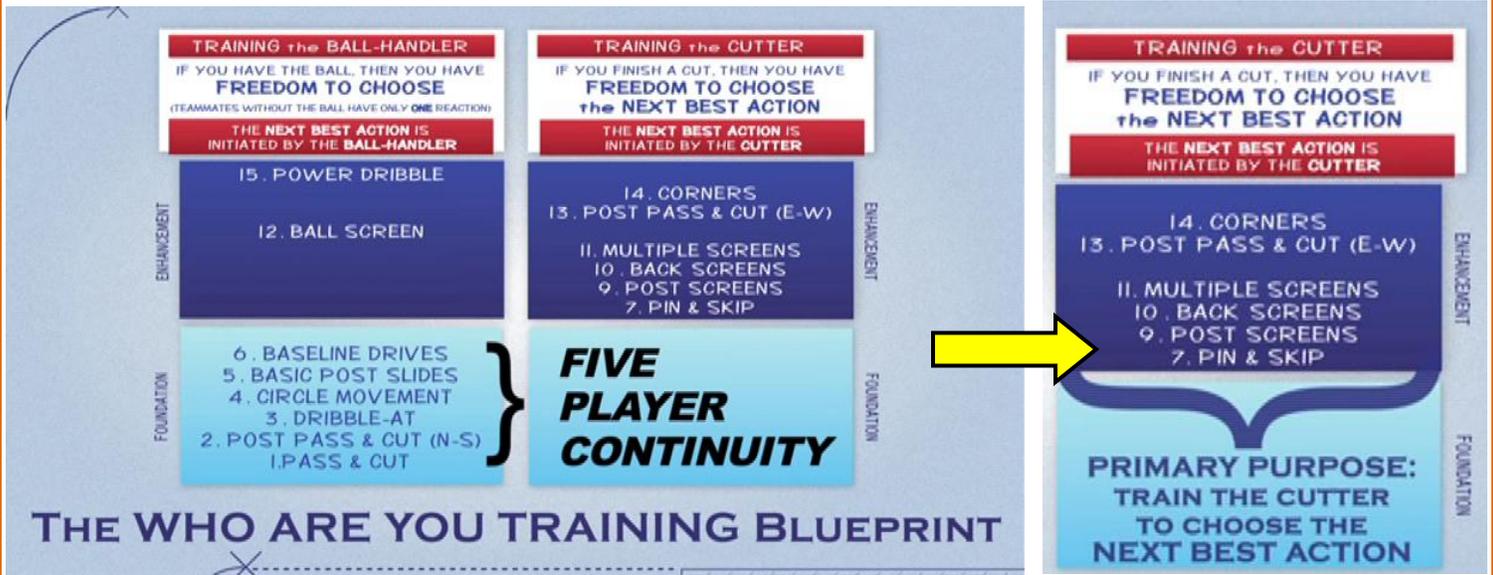
**Note:** You don't want to teach Layer 11-Multiple Screens until you've taught Layer 10-Back Screens and probably Layer 9-Post Screens as well. If you REALLY WANT Multiple Screening Action, then you probably will teach Layers 9, 10 & 11 in that order.

**11. MULTIPLE SCREENS**  
**10. BACK SCREENS**  
**9. POST SCREENS**

My personal choice for the first two layers would be . . .  
**Layer 12** - Ball Screens or Reverse Dribble, and  
**Layer 15** - Power Dribble

Another look at WHY you teach Foundation Layers first . . .

The Foundation Layer trains 5 Player Continuity . . . and,  
and it Trains the Ballhandler to choose the NBA or Next Best Action.  
in addition, you also Train the Cutter in the Foundation.



- 12. BALL SCREENS
- II. MULTIPLE SCREENS
- 10. BACK SCREENS
- 9. POST SCREENS

### LAYERS 9, 10, 11, 12

Allows for various and multiple screens.

**Note:** Layer 12 is actually a REVERSE DRIBBLE action that signals a teammate for a Ball Screen.

### LAYERS 13, 14, and 16

These Layers are extensions of previous Layers . . . Layer 13 is an extension of Layer 2. Layer 2 are North/South Cuts, while Layer 13 is East/West Cuts.  
Layer 16 is an extension of Layer 5.

- 16. ADVANCED POST SLIDES
- 15. POWER DRIBBLE
- 14. CORNERS (PASS & CUT)
- 13. POST PASS & CUT (EAST-WEST)



The Roof of the House are the Supplemental Layers



Layers 17, 18, and 19

Train your . . . "Transition Game"

- a) Primary Break
- b) Secondary Break
- c) Press Break

. . . and have these "Breaks" flow into the Read & React Offense

Trains you how to "FLOW" from 5-Out to 4-Out to 3-Out without hesitation or confusion.

# 20. FLOW

# The Youth Team Blueprint

It's hard to say when a coach should "move on" with the enhancement layers. It depends on experience, skill level, acumens, etc.

## THE YOUTH TEAM BLUEPRINT Alternate Path

A Majority of a Youth Coaches Practice Time will be spent on these 2 very important layers

PASS & CUT

CIRCLE MOVEMENT: DRIBBLE PENETRATION

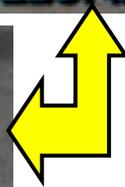


The Youth Team Blueprint  
allows time for  
**PLAYER DEVELOPMENT**

**Allows you to:  
Teach Defense**

Teach Bringing Ball Up Floor  
Teaches Getting into Layer 1

PASSING  
DRIBBLING  
SHOOTING  
DEFENSE  
1-ON-1



# The High Level Blueprint



## Alternate Path

1 PASS & CUT + PIN & SKIP

2 POST PASS & CUT

3. X-Cut      4. Relocate  
1. Laker Cut Low    2. Laker Cut High

3 POST SCREENS

3. Screen for Cutters

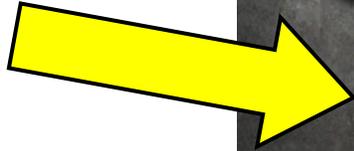
4 BACK SCREENS

When Filling Out, instead of to an open Spot, Advanced Players can "Screen" their way out . . . "BACKSCREEN"

5 CORNERS

6 MULTIPLE SCREENS

**ALL PASSING & CUTTING  
ACTION IS IN!**



**ALL  
PASSING  
ACTIONS**

MULTIPLE SCREENS  
CORNERS  
BACK SCREENS  
POST SCREENS  
POST PASS & CUT (FOUR CUTS)  
PASS & CUT



**THREE**

DRIBBLE-AT POWER DRIBBLE REVERSE DRIBBLE

**DRIBBLE  
REACTIONS**

**NEXT UP . . .**

**3 DRIBBLE ACTIONS . . .  
THAT INVOLVE 2 PLAYERS**

	East- West	Screen Action	Sends a Cutter to the Basket
DRIBBLE-AT	✓		✓
POWER DRIBBLE	✓	✓	✓
REVERSE DRIBBLE		✓	✓

CIRCLE REVERSE  
BASELINE DRIBBLE PENETRATION  
POST SLIDES, BASIC & ADVANCED  
CIRCLE MOVEMENT, DRIBBLE PENETRATION

**NORTH-SOUTH  
DRIBBLE  
PENETRATION**

**NAVIGATING  
the  
Read & React**

**The High Level  
Blueprint**

**HALF-COURT  
COORDINATION**

**Changing from  
IMPLEMENTING  
the offense, to  
OPERATING  
the offense**

**OPERATING the Read & React**

1. What **ACTIONS** should be emphasized?
2. What **FORMATION** is best with this group?
3. What actions create the best **TEMPO** at this time?
4. **WHERE** should the team be hunting?
5. What are the **WEAKNESSES** of the opponent?
6. What **STRENGTHS** of the defense should we avoid?

# READ & REACT PRACTICE PLANNING

## FACTORS THAT SHAPE PRACTICE PLANNING

1. AGE AND SKILL LEVEL
2. AMOUNT OF PRACTICE TIME
3. FREQUENCY OF PRACTICE
4. NUMBER OF PRE - GAME PRACTICES
5. LENGTH OF SEASON
6. NUMBER OF PLAYERS
7. FULL - COURT OR HALF - COURT
8. NUMBER OF GOALS & BASKETBALLS

**#1 GOAL:**  
Create  
Read & React  
REACTION  
HABITS

Go From:  
**See - Go - Do**  
To  
**Read & React**

## PRACTICE PLAN

- A. Warm - up & Skill Development
- B. Half - Court Offense & Defense
- C. Free Throws, Out of Bounds, etc
- D. Full - Court & Conditioning
- E. Live Action (Diagnostic)

## REPETITION IS KING

**GAME SHOTS**  
**GAME SPEED**  
**GAME SPOTS**

Traditional Drills  
make you better  
at running  
an offense  
**AFTER**  
you've learned  
the offense.

The  
**R&R DRILLS**  
**ARE**  
the Offense!

**Training**  
**OFFENSE &**  
**DEFENSE**  
at the  
Same Time

### TEACHING "DEFENSE" WITH A SHELL OFFENSE

- |  |                       |
|--|-----------------------|
| 1) Teach Defensive Stance                  | 7) Ball Pressure      |
| 2) How to Close-Out                        | 8) Fill & Sink        |
| 3) How to Deny (On-the-Line & Up-the-Line) | 9) All Sink           |
| 4) Helpside Defense                        | 10) Defending Screens |
| 5) Defending Post                          | 11) Defending Cutters |
| 6) Rebound, Block-Out, Check-Out           | 12) etc. etc.         |

**Collapsing**  
**Time**  
**Frames**

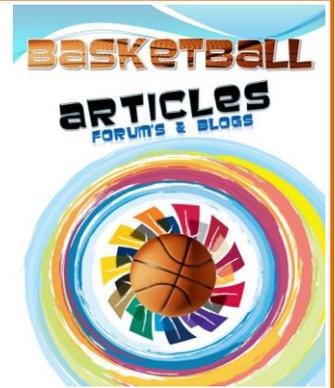
**DRILLS**  
should have  
**DUAL**  
**PURPOSES**

**Work Your Defense vs.**  
**BLOBs & SLOBs**  
**FREE THROWS, etc**

**Full-Court**  
**&**  
**Conditioning**

**LAYER 19: TRIPS**  
Taught R&R  
Shell Defense  
Live Defense  
Press Offense  
Press Defense  
Conditioning

# 5 Steps to Teach the Read & React



## HOW SHOULD I TEACH THE READ & REACT?

**You have to run the Read & React in order to improve at the Read & React.** Period. You can't get good at something that you're not willing to commit to. You can't get good at something unless you're willing to plow through the bad times and growing pains of learning something new. That applies to everything, and it applies here as well.

There, I feel better! And, now to the steps.

### Step 1: Teach the 3-player reaction drills for the layers you want to cover.

Commit to running each drill for a few minutes at the beginning of every practice. The 3-player drills **maximize the number of reps** that each player gets and carve the habits into their muscle memory. Without the Reaction Habits, there is no Read & React Offense and understanding it is not good enough, each player has to internalize the habits – the drills are the quickest way to do that.

If you chose 10 drills covering the layers you were working on and spent 90 seconds on each, that would be the **first 15 minutes of practice**. I would integrate my warm-up, skill development, and shooting practice into that 15 minutes. And, if I only had 15 minutes to practice, those 10 drills would be the agenda.

### Step 2: Get repetition with 5 vs 0.

Your team should be able to Pass & Cut without taking a shot and without messing up. Once they are capable of that, then you can begin to add layers. Your team should now work on stitching the previous layers together with the same goals – **no shots and no mistakes**.

Give each group 5 minutes. If you have access to more goals, then get groups working simultaneously and train them longer. This could account for another **15 minutes of practice**.

By the way, there's no need to move on to the next step before perfection is achieved at this step. If your team can't successfully run a layer without defense, adding defense will just lead to frustration.

### Step 3: Move to 5 vs 5 with Dummy Defenders.

Do this with only the layers that have been perfected in Step 2. If you are developing Layer 3, but it isn't perfect yet, then in this step work only on Layers 1 and 2.

In this section, the offense cannot take a shot and the defense cannot touch the ball.

I would spend a **minimum of 15 to 20 minutes** on this section. Why? The half court is where most of the game is played on both offense and defense. You can sharpen both your half-court offense and half-court defense simultaneously right here.

### Step 4: Add the 5 vs 5 Deflection game or something similar.

This is "semi-live" and I don't need to explain it. [Look on the DVD!](#) I explained it and demonstrated it in almost every layer. Spend **5 minutes with each group** on offense and defense. Again, two birds with one stone.

### Step 5: Now you're ready to test the offense 5 vs 5 Live.

With that said, be prepared to take a step back if their cohesion falls apart. I'm not saying that it has to be perfect. It's not going to be perfect for a while. But if players "freeze" and don't know where to go with each action, then you must take a step backwards and drill more. It's hard to say how much time to spend going live in the half-court. Since I don't know your level, for this example, let's say **10 minutes**.

**Total time so far: about 1 hour.** Now you have the remaining practice time to work on those other things that your teams needs: Transition, Press Break, Out of Bound, more Defense, just to name a few.

---

## Soapbox Time

You cannot get good at something that's repeated for only 5 or 10 minutes per practice. The Read & React must become what you do when you play offense. It can't be something you "run"; it must become **how you play – all. the. time.**

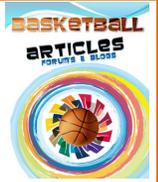
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## Shoulds . . .

*My players SHOULD know what Spacing means; she SHOULD be able to hit that lay-up; we SHOULD be able to get those rebounds – we're bigger than they are; he SHOULD be able to pressure the ball without giving up the drive down the middle one-third; they SHOULD know how to get open; they SHOULD know how to run the floor; they SHOULD be able to get themselves to the right emotional level for maximum performance; they SHOULD arrive at the first practice in condition; they SHOULD know the practice schedule; they SHOULD get to class on time, sit up front, give eye-contact, be the first to greet, bring energy to practice and know what I mean when I say, "....."*

What about my own personal "SHOULDs"? Ouch...

# 3 Commitments Every Successful Basketball Team Must Make



In a previous post, we mentioned the importance of [visioneering](#) and highlighted this quote by Antoine de Saint-Exupery:

If you want to build a ship, don't herd people together to collect wood and don't assign them tasks and work, but rather teach them to long for the endless immensity of the sea.

Every great endeavor begins with a vision of something greater than yourself, but until it's shared and internalized by the team, it will get no traction. So, as a coach, you are responsible to

create (or at least mold) your team's vision. You are the captain of that ship after all.

You can develop a successful vision for your basketball team by making three commitments:

**COMMIT TO THE ART** -- Coaching is an art and you have to embrace it as such. Anyone can learn a skill and teach it. Anyone can put in an offense. Anyone can fill out the book and shake a ref's hand. But, coaching is something completely different. A coach understands that there are no little things: it all counts, each [basketball drill in practice](#), each substitution, each decision. **Coach like your an artist... because you are.**

**COMMIT TO THE BRAND** -- Your team should have an identity that it embraces and respects. It probably already has a name and a logo, you need to develop a culture to go along with it. It matters little what that brand is – it will depend on your philosophy and your players. And, every player, parent, and coach should be able to recite your brand message, your tagline.

Since everything matters (see first point), part of the art is [designing practices](#), meetings, events that all point to that brand. That brand is who you are as a team and everything you do should further develop that message.

**COMMIT TO THE CULTURE** -- You must intentionally create a culture for your team otherwise a default culture will just naturally wander into view (and, you may not like those wandering cultures). There are many traits of a good team culture. Here are a few:

- Players must be accountable to the team, the organization/school, and the coaches.
- Players must be unconditionally bought in. Players who are engaged only when they are playing well, getting enough playing time, or scoring their desired amount of points are not bought in.
- Hard work must be engaged, not avoided.
- Discipline must be a pervasive trait amongst the players, coaches, trainers, parents, and anyone else associated with the program.

Each of these commitments is a plank in your team's ship. Once it's built, **will it be something you're proud of or something you make excuses for?** You are building regardless, so you might as well build a ship that can train young men and women to build their own ships of vision, discipline, resolve, and commitment. That's what coaching is all about anyway.

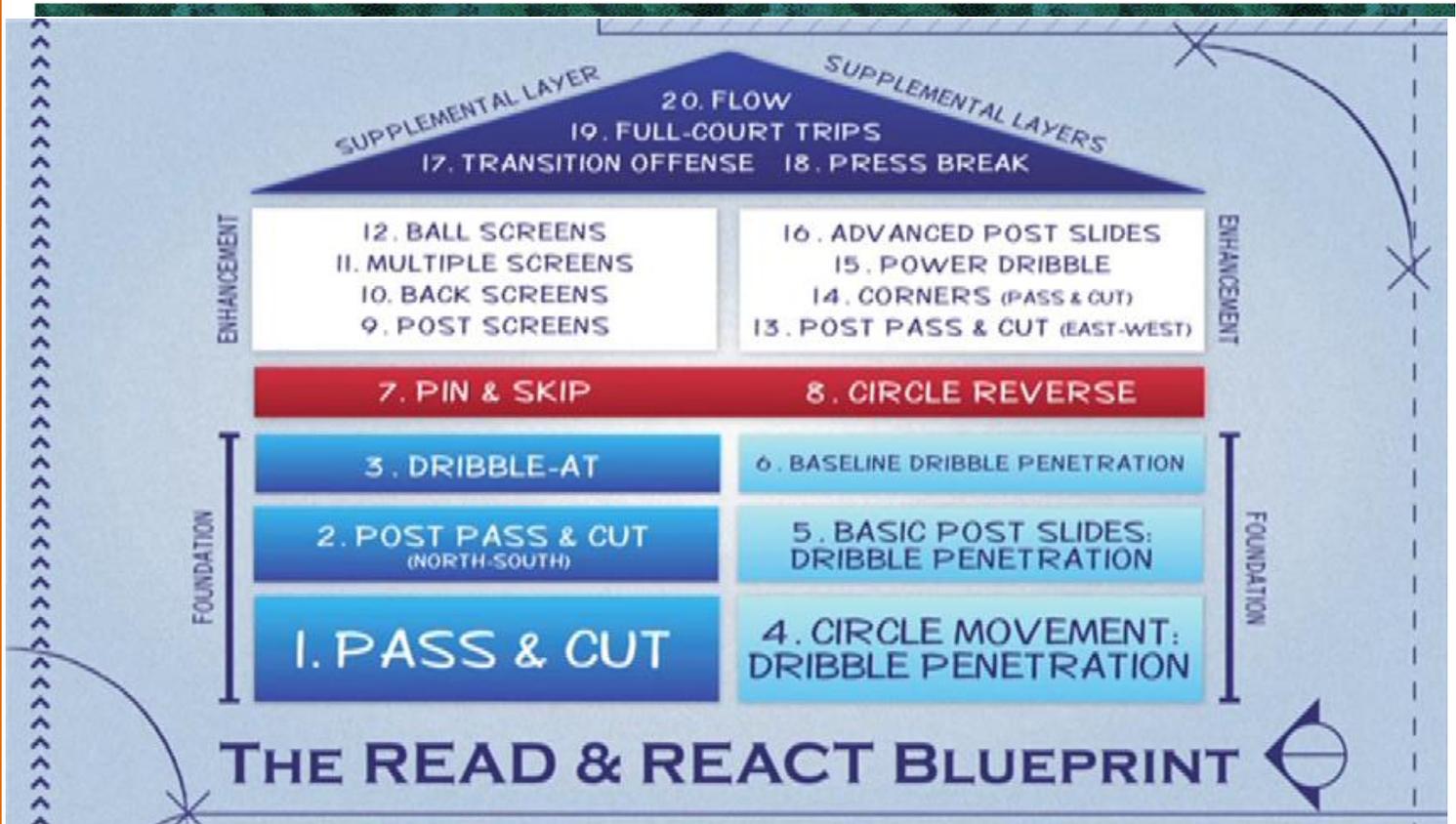
**Once you build that ship, the wins will take care of themselves.**



# READ & REACT OFFENSE

## DVD #2

# TEACHING *The* READ & REACT



# OVERVIEW OF Read & React

## FOUNDATION LAYERS

### 0 OFFENSIVE MECHANICS

1) STOPS; 2) STARTS; 3) PIVOTS; 4) STANCE; 5) SHOT FORM; 6) BALL CONTROL; 7) FORMATIONS/SETS; 8) REBOUNDING (CHECK-OUT, BOX-OUT, PUT-BACKS)

### 1 PASS & CUT

1) SPOTS & SPACING; 2) IF PASS, THEN BASKET CUT; 3) FILL EMPTY SPOTS; 4) RIP; 5) PUPPY-DOG; 6) LEARN FRONT & REAR CUTS; 7) USE "READ LINE"; 8) ATTACK

### 2 POST PASS-& CUT (NORTH & SOUTH)--BASIC

1) LAKER CUT HIGH; 2) LAKER CUT LOW; 3) FOUR POST MOVES OFF LAKER CUTS;  
--THE "PEEK-A-BOO" DROP; "TURN-AROUND" JUMPER; THE "WORM" UP & UNDER; THE "PEEK-A-BOO WORM"; (ADVANCED INCLUDES "PRO-STANCE")

### 3 DRIBBLE-AT --(EAST & WEST) --

1) BASKET CUT; 2) FILL TO OPEN SPOTS; 3) DRAFT OR CROSS-OVER ATTACK DRIVE

### 4 CIRCLE MOVEMENT--DRIBBLE PENETRATION--(NORTH & SOUTH)

1) MOVE TO NEXT SPOT; 2) NATURAL PITCH OR DISH; 3) SAFETY VALVE; 4) DRAFT DRIVES; 5) BOUNCE OFF & RE-ATTACK

### 5 BASIC POST SLIDES--DRIBBLE PENETRATION

1) DRIBBLE FROM TOP--GO SHORT-CORNER; 2) FROM BOTTOM--GO ELBOW;

### 6 BASELINE--DRIBBLE PENETRATION

1) BASELINE PITCH; 2) 45° ANGLE; 3) 90° ANGLE; 4) SAFETY VALVE;

## ADVANCED FOUNDATION LAYERS

### 7 PIN-&-SKIP

1) PIN DEFENDER WITH LONGEST RECOVERY; 2) A WAY TO GET BALL TO POST

### 8 CIRCLE REVERSE

1) UNINTENTIONAL REVERSE--READ (FAILED NORTH/SOUTH); 2) INTENTIONAL REVERSE (WEAVE ACTION); 3) POWER DRIBBLE; 4) BALL SCREEN

## ENHANCEMENT LAYERS

### 9 POST SCREENS

1) MUST REACT TO DRIBBLE PENETRATION; 2) SCREEN ALL CUTTERS

### 10 BACK SCREENS

1) FOR TEAMMATE; 2) CORNER CUT OUT; 3) NBA="NEXT BEST ACTION"; 4) CUTTERS GO WHEN SCREENER'S FEET HIT GROUND!

### 11 MULTIPLE SCREENS

1) 2 OR MORE QUICK PASSES; 2) PLANNED OR UNPLANNED; 3) STAGGERED

### 12 BALL SCREENS OR REVERSE DRIBBLE

1) POST PLAYER SETS SCREEN; 2) PLANNED OR UNPLANNED; 3) REVERSE DRIBBLE (UNPLANNED); 4) DRAG SERIES (PLANNED)

### 13 POST PASS-&-CUT (EAST & WEST)--ADVANCED

1) FILL ADJACENT SPOT; 2) LEARN TO READ DEFENSE-LAKER, RELOCATE, SCREEN; 3) IF SPOT FILLED, THEN X-CUT--(SCREEN TEAMMATE & BASKET CUT);

### 14 CORNERS (PASS-&-CUT)

1) MAKE 90° CUT TO OPEN SPOT; OR 2) MAKE 90° CUT TO A BACKSCREEN; 3) READ "CHEST-TO-CHEST POSITION; 4) PASS & CUT FAILURE;

### 15 POWER DRIBBLE

1) SCREENER BECOMES CUTTER (WITH ALL OPTIONS); 2) DRIBBLER BECOMES PERIMETER PLAYER (FILL-OUT RULES APPLY)

### 16 ADVANCED POST SLIDES

1) CIRCLE MOVEMENT FOR POST; 2) SAFETY VALVE;

## SUPPLEMENTAL LAYERS

### 17 TRANSITION OFFENSE

1) PRIMARY BREAK TO SPOTS; 2) DRIBBLE BALL INSIDE HAND; 3) SECONDARY BREAK

### 18 PRESS BREAK

1) BASKET CUT IS "MIDDLE OF FLOOR"; 2) STAY UNTIL NEXT ACTION; 3) FLASH; -- "PASS & CUT" OR "DRIBBLE-AT" ACTIONS-- --5-OUT OR 4-OUT ALIGNMENT-

### 19 FULL-COURT TRIPS

1) MULTIPLE TRIP SCENARIOS; 2) TRIGGER ACTIONS; 3) SEQUENCE OF ACTIONS

### 20 FLOW

1) 5-OUT TO 4-OUT TO 3-OUT & BACK; 2) LINKING LAYER-TO-LAYER; 3) POST & PERIMETER SPOT COMBINATIONS (SEE BELOW)



POST NUMBERING & PERIMETER COLORS

#### SAMPLE FORMATIONS & SETS

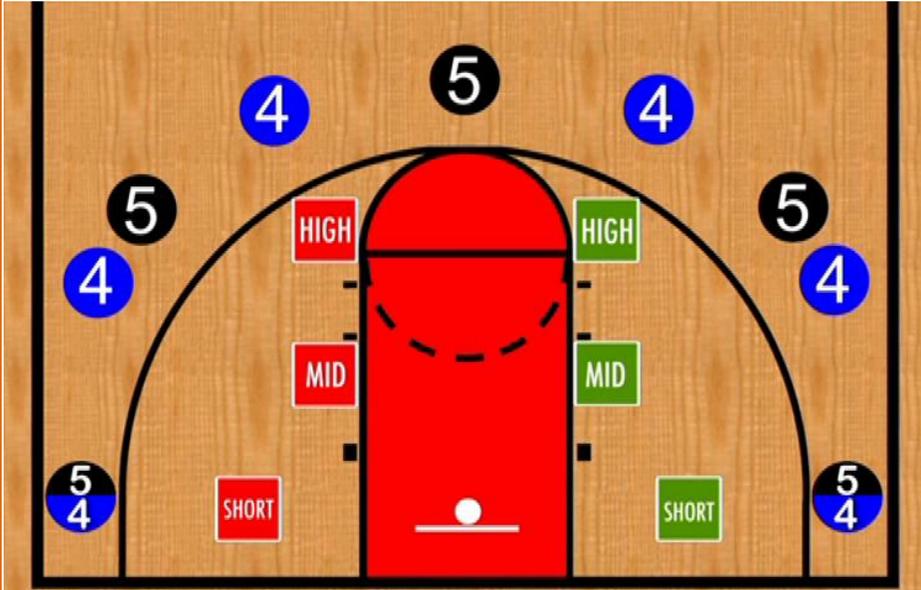
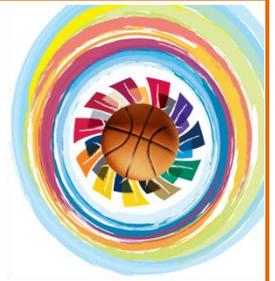
"34 BLACK"  
--4 AT THE 3 SPOT & 5 AT THE 4 SPOT  
--PERIMETER PLAYERS ON BLACK DOTS  
"15 BLUE"  
--4 AT THE ELBOW & 5 AT THE SHORT  
--PERIMETER PLAYERS ON BLUE DOTS  
"4 BLUE"  
--5 PLAYER AT THE LEFT MID-POST  
--PERIMETER PLAYERS ON BLUE DOTS  
"12 BLACK" (LIKE A 1-4 HIGH)  
--4 AT RT ELBOW & 5 AT LEFT ELBOW  
--PERIMETER ON BLACK DOTS

"21 BLACK CORNERS"  
--5 AT THE RIGHT ELBOW & 4 AT THE LEFT ELBOW  
--PERIMETER ON BLACK CORNERS & TOP MIDDLE  
"65 BLACK"  
--5 AT RIGHT SHORT-CORNER AND  
4 AT LEFT SHORT-CORNER  
--PERIMETER ON BLACK DOTS  
"4 YELLOW"  
--5 AT THE LEFT MID-POST  
--2 PERIMETER PLAYERS IN CORNERS &  
2 GUARDS AT THE TOP

"10" or "FIST"  
--5-OUT

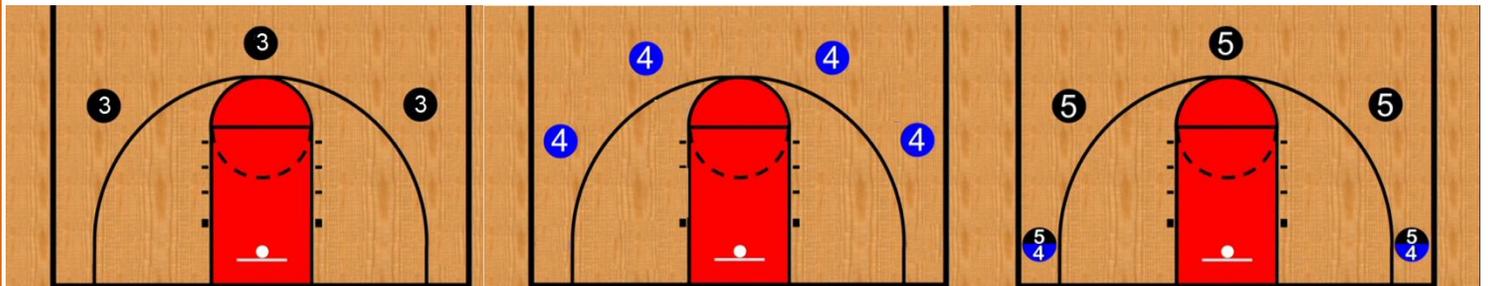
THERE ARE NEARLY 30 POST COMBINATIONS & OVER A DOZEN PERIMETER COMBINATIONS BY SIMPLY USING THE POST SPOTS AND PERIMETER SPOTS.

# 1. PASS & CUT

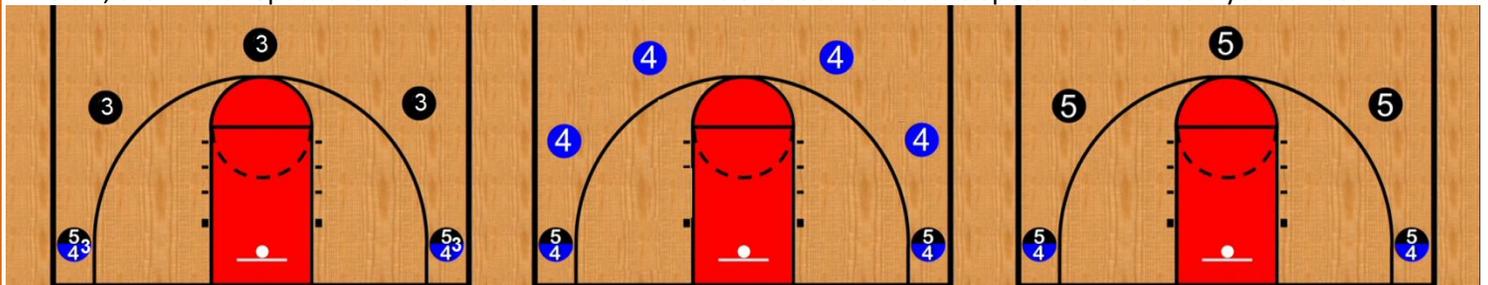


FORMATIONS & SPOTS -- Above, All Spots Shown  
Below, 3-Out Spots (left); 4-Out Spots (middle); 5-Out Spots (right)

- GRADUATION REQUIREMENTS**
1. Spots = Spacing = Offense
  2. IF Pass, THEN Basket Cut
  3. Fill Empty Spots
  4. Learn Front & Rear Cuts
  5. Learn How to Use The READ LINE



Below, the "Extra" Spots are shown in each formation. The 3-Out & 4-Out have Spots in the Corners you can use



Pass & Cut has a "Double" Benefit:

- 1) A Scoring Opportunity for Cutter,
- 2) A Scoring Opportunity for Player Filling the Spot and Recognizing the Read Line opportunity.



### LAYER 1 "EXTRAS"

1. Double Attack
2. Defense must guard North-South and East-West
3. Shell Offense for Training Defense

This Layer makes it tough to guard players in different parts of the Floor.

--The Weakside Players are always Cutting & Rotating

--The Strongside (or Ballside) Players are Basket Cutting (Front Cut or Rear Cut), Puppy Dogging, or Drafting

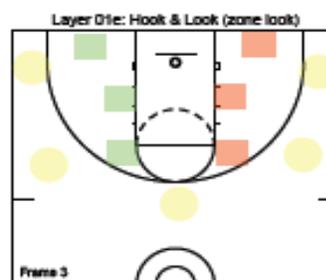
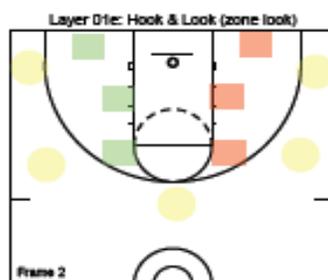
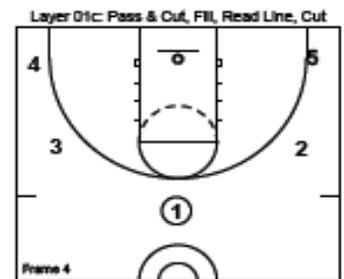
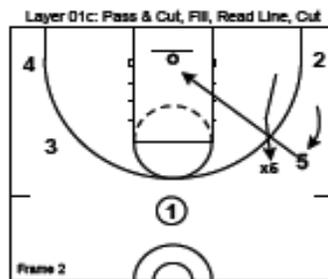
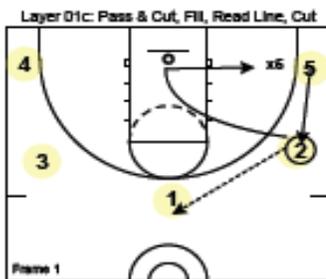
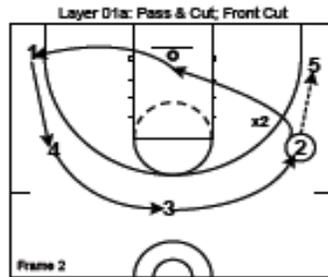
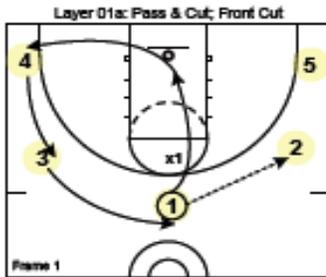


### DETAILS:

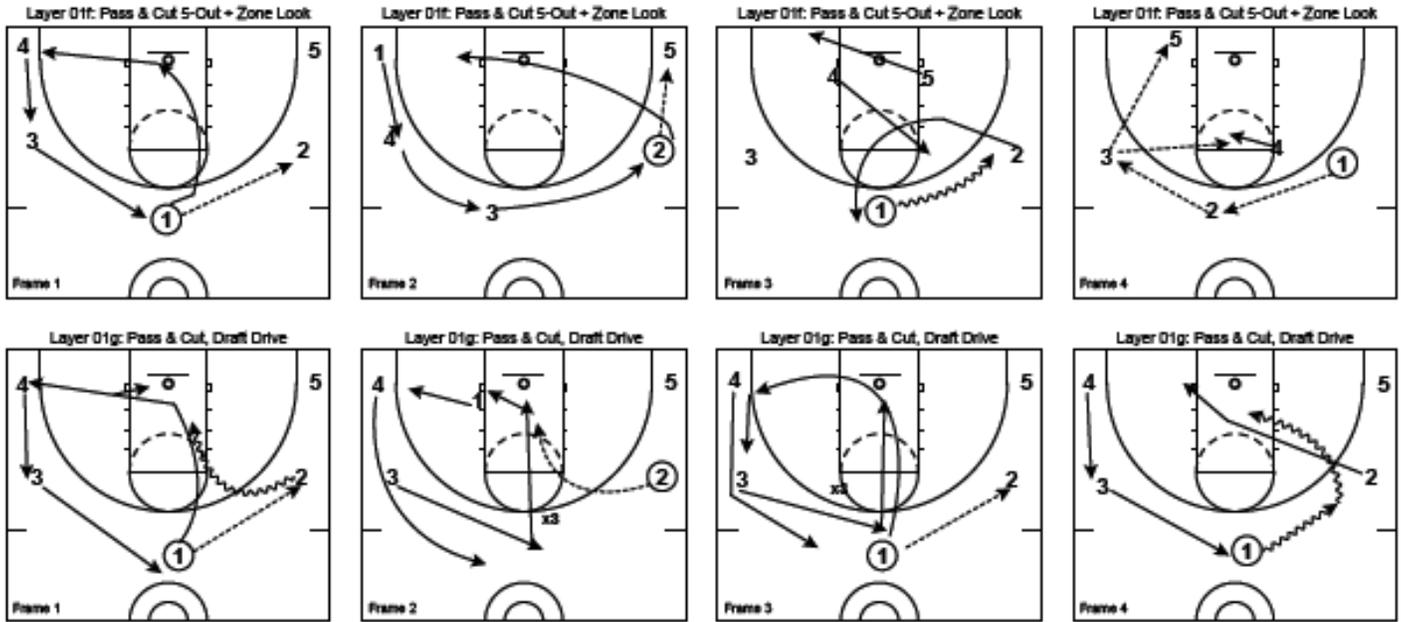
- 1) DO NOT V-CUT, instead, Move in an Arc to Fill-a-Spot
- 2) DO NOT CUT if the Pass is a Skip Pass, however, the player next to the receiver of pass MAY Cut . . . especially if defender is over read line. Here are two reasons why:
  - a) It could clog the middle for a Post Player; and,
  - b) Stretching Defense for an immediate RETURN PASS.
- 3) NO NEED TO FAKE . . . JUST GO
- 4) IF DEFENSE JUMPS TO "DENIAL" POSITION, JUST CUT. This would be a REAR CUT.

## Read & React Basics-Layers

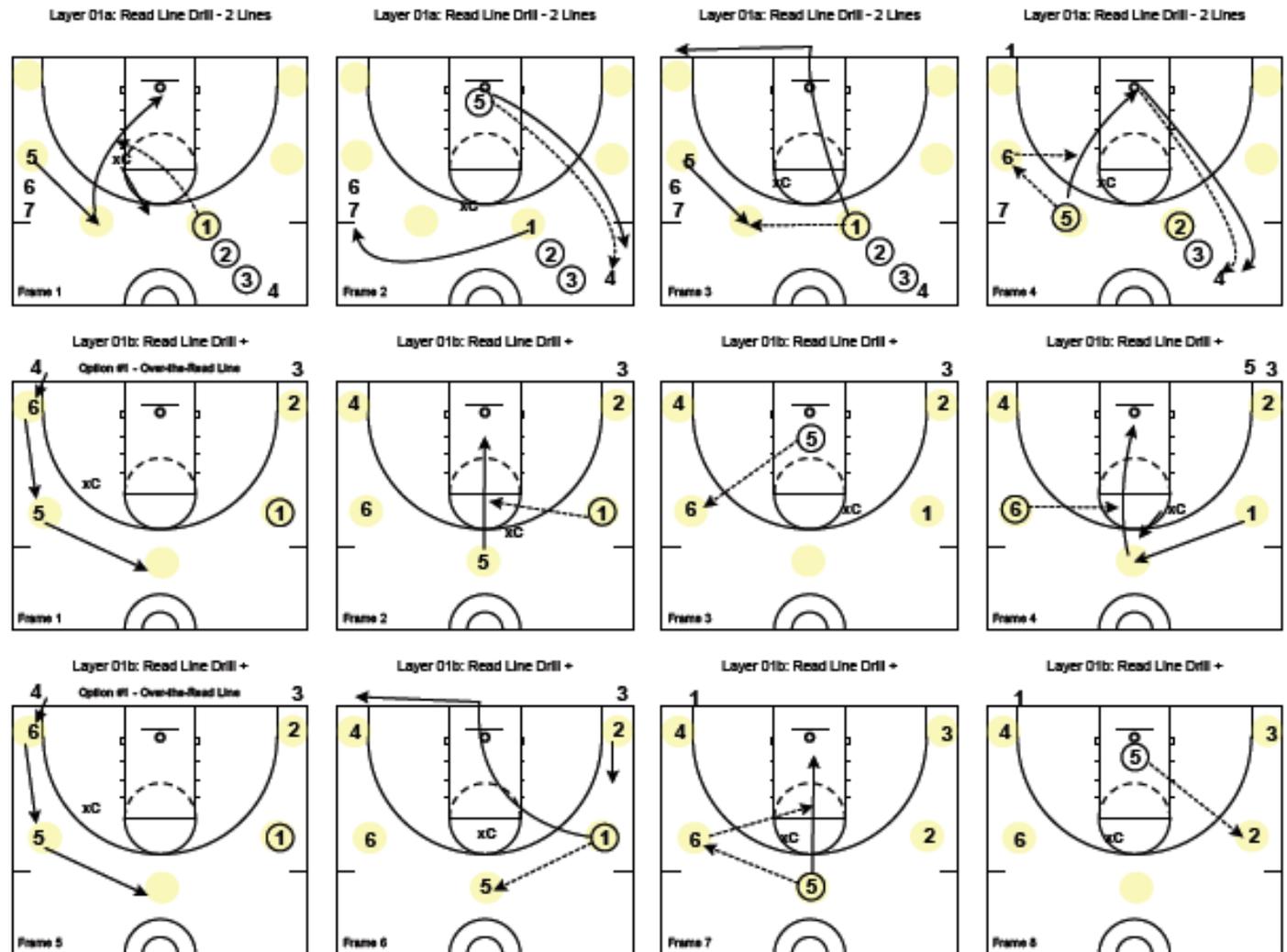
### Layer 01 - Pass & Cut

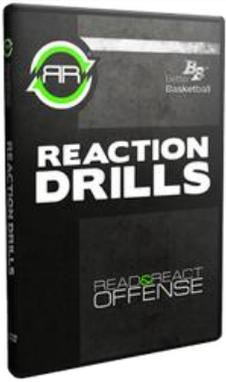


# Layer 01 - Pass & Cut



# Layer 01 - Pass & Cut

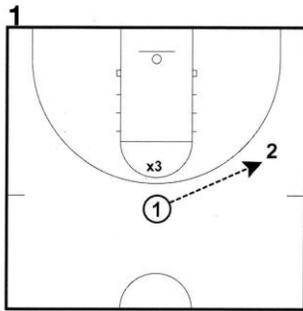




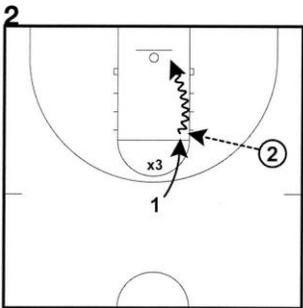
# REACTION DRILLS

The Software that runs the Hardware of the Read & React Offense

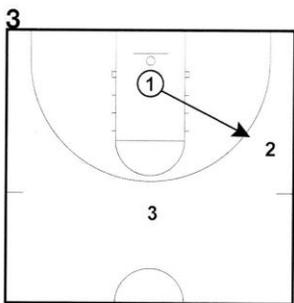
## Drill 1: Pass & Cut - FRONT CUT



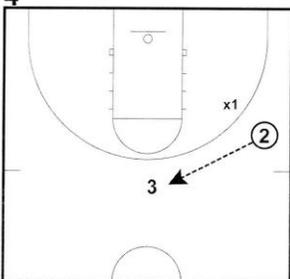
1 passes one spot away to 2. Defender x3 does not move.



1 Front Cuts, receives a return pass from 2, and finishes with a lay-up.

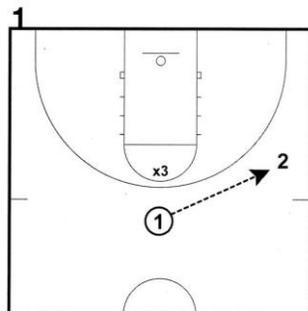


Defender x3 replaces 1 as an offensive player. 1 rebounds, then takes the ball to the player who passed for the lay-up (in this case, 2). 1 becomes the defender.



2 starts the drill by passing to 3. Defender x1 does not move. 2 Front Cuts, receives a return pass from 3, and finishes with a lay-up.

## Drill 2: Pass & Cut - REAR CUT



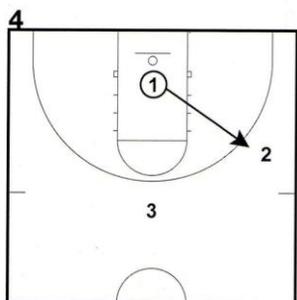
1 passes one spot away to 2.



Defender x3 jumps ball-side to deny the return pass.

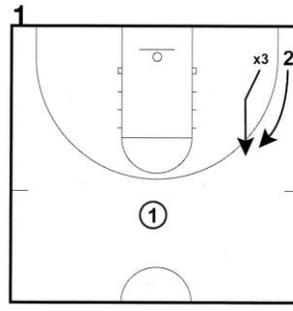


1 Rear Cuts, receives the return pass from 2, and finishes with a lay-up.

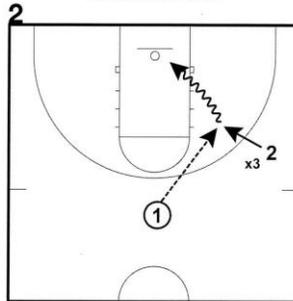


Defender x3 replaces 1 as an offensive player. 1 rebounds, then takes the ball to the player who passed for the lay-up (in this case, 2). 1 becomes the defender.

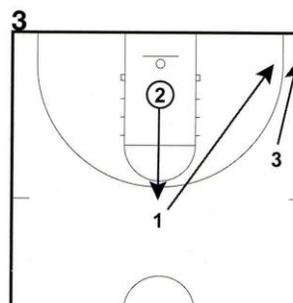
## Drill 3: Pass & Cut - FILL, READ LINE, CUT



2 Fills the empty spot on the wing. Defender x3 crosses the Read Line to deny the pass from 1.



As soon as the defender steps over the Read Line (but not sooner), 2 Rear Cuts. 1 makes the bounce pass as close to the defender's back foot as possible.

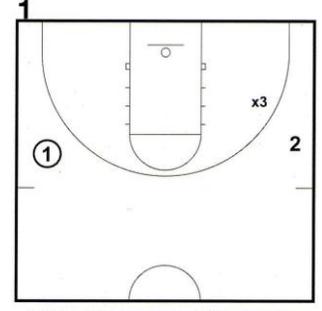


2 rebounds the shot and becomes the passer. 1, the passer, becomes the defender. 3, the defender, becomes the cutter.

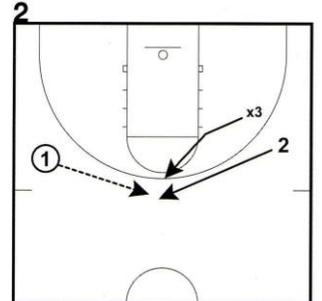


3 Fills the empty spot on the wing. Defender x1 crosses the Read Line to deny the pass from 2.

## Drill 4: Pass & Cut - FILL, SWEEP & GO



2 needs to Fill the empty spot at the top of the key.



2 Fills the spot and receives the pass from 1. Defender x3 does not step over the Read Line as 2 Fills the spot.

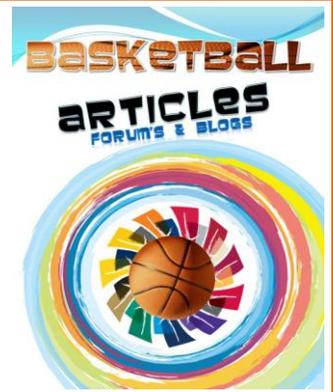


x3 attempts to deflect the pass, but arrives a split second too late. This puts x3 in an Overplay position. 2 catches the pass, sweeps low or rips high and attacks the basket to finish with a lay-up.



2, the shooter, rebounds the shot and becomes the passer. 1, the passer, becomes the defender. 3, the defender, becomes the shooter.

# Why the Rear Cut Works



WATCH YOUR LOCAL FRIENDS RIDE A DONKEY!



In the *Pass & Cut Layer*, a rule is established that never changes throughout the offense: **If you pass one spot away, you must basket cut.** There are many reasons for this rule, but I want to focus on the *Rear Cut*.

Most teams teach their defenders to *jump to the ball* when a pass is made. Depending on a coach's defensive philosophy, this is done for one of two reasons.

- To establish **denial position** and prevent the return pass.
- To get in a better **helping position** closer to the ball (gap defense).

**The *Rear Cut* is the best response for this defensive habit.**

But I don't want the offensive player to make a decision – it's too slow. That's why I made the basket cut a rule. I'm giving the offense an **instant reaction habit** that *counters* the defensive habits of most teams.

Look at it this way: by jumping to the ball, the defense just moved out of your way and allowed you a clear cut to the basket. It then becomes a foot race from the perimeter with the offense facing the goal and the defense with its back to the goal. All things being equal, guess who wins?

If the defense **does not** jump to the ball to get denial position, then the passer *Front Cuts* the defender. The moment the offensive player steps in front of the defender, it's over – the defender is beat.

**It's that simple.** If the defender jumps, *Rear Cut*. If the defender stays, *Front Cut*. I could teach a donkey to do that.

*Rear Cuts* are also implemented when the defense steps over the *Read Line*. This usually occurs when the offensive player is filling a spot one pass away from the ball and the defense is either trying to deny or is trying to steal the anticipated pass.

The reason the *Rear Cut* works in this case is the same as before. The defender's back is to the goal with his weight moving away from it. And the offensive player is facing the goal with his weight moving toward it.

**Advantage: Offense.**

By the way, **all *Rear Cuts*** don't work in all situations, but they are more likely to be successful in the two scenarios that I've described – **when the defender is in the act of moving his weight away from the goal.**

I've set up the habits of the Read & React so that the offensive player's *Rear Cut* is *timed* to the defender's most vulnerable moment. **No thinking. No decisions. Just cut.** Missing that timing or allowing the defender to *get into your body* (more on this in a future post) while in the denial position will lower your chances at an effective *Rear Cut*.

# Going Deeper into Pass & Cut



In our previous post, we talked about the option of going deeper into certain layers of the Read & React rather than constantly pushing to add more layers. At the same time, a team who has established themselves in the R&R can continue to build nuances into their offense to make it more dynamic (and ultimately harder to guard).

To illustrate this point, I put together some clips from the NCAA Division 1 University of Iowa Women's team. This kind of *depth* exists in almost every layer of the Read & React. Many of you are already aware of this "Simple, yet Complex" aspect of the Read & React. But for those who aren't, especially youth coaches, I hope you can see how to squeeze even more out of Layer 1 than just the most basic actions.

[http://www.youtube.com/watch?v=qrCUFMHTgos&feature=player\\_embedded](http://www.youtube.com/watch?v=qrCUFMHTgos&feature=player_embedded)

**Once you've mastered the basic front and rear cut, you can start to go a little deeper...**

When filling an empty spot, if your defender follows you, or "puppy-dogs" you, then immediately front cut.

**Another step deeper...**

Use the basic Pass & Cut action to distort the defense, then drive off the tail of the cutter.  
... We call this, the "Draft Drive".

**And deeper still...**

If help comes, then combo the Draft Drive with another layer. So, if help comes from the post, you're looking for the Basic Post Slide

Special "Forum" Note on Passing to Cutter **"Do we cut after passing to a cutter?"**

If a pass is made to a cutter and the cutter is stopped in the post area, the Pass & Cut rule still applies, but it is a **post feed situation** (Layer 2 and 13). Something must be done to create movement and passing windows for the cutter-turned-post-player. Any cut (Laker Cuts or X-cut or Relocate) will leave an empty spot on the perimeter that must be filled (Layer 1) creating movement on the perimeter. The cutter-turned-post has passing opportunities to the cutter and to perimeter players on the move filling spots.

Circle Movement is a term and action reserved for those without the ball on the perimeter who are reading and reacting to a teammate attacking North South with a dribble drive. It doesn't apply to passing. Some coaches see the players filling empty spots along the perimeter and call it "circle movement", but it's not.

# Why Aren't More Coaches Interested in Layer 1 of the Read & React Offense?



*For those of you checking out the Read & React for the first time, the video below is an excerpt of Layer 1: Pass & Cut from the [Read & React Offensive System DVD Set](#).*

[http://www.youtube.com/watch?feature=player\\_embedded&v=7xAzANFC74c](http://www.youtube.com/watch?feature=player_embedded&v=7xAzANFC74c)

Here's why I think most coaches look past Layer 1 Pass & Cut: **They only see the initial scoring opportunities, i.e., the give-and-go that comes from a Front Cut or a Rear Cut.** They think that it is easily defended (which we all know is not the case), but more importantly,

they don't see [what else that action creates](#):

## Draft Drives

After the basket cut an immediate help defender one position away has been temporarily taken out of the picture. A dribble drive in the direction of that cutter takes advantage of this space. Now, the closest help defender must come from a distance of two spots. By the way, that help defender is also trying to guard an offensive player who is filling up and on the move.

It's amazing how effective this can be. I've seen [draft drives](#) end in lay-ups over the back of the original cutter's defender.

## Fill Cuts

There are unique scoring opportunities made possible for the player who fills the open spot, especially if that player is a Slasher.

[Read Line Rear Cut](#) if the defender is denying.

Curl the Puppydog (Front Cut) if the defender is trailing.

And, if the pass is made to the Filler, he now has the opportunity to attack while in motion. This may be a rip against the grain, a shot in rhythm, or a variety of other actions.

It's obvious to say that a player in motion is more dangerous. Well, the Fill Cuts generate moving players on every pass.

## Spacing, Player Movement, and Ball Movement

In only a few seconds, a Read & React team can make the defense change sides of the floor, defend on the perimeter, defend a North-South cut, defend in the post, and close out multiple times. Modern day defense requires that five defenders guard two-thirds of the floor. Layer 1 can break that down for most teams in only 10-15 seconds.

This opens up gaps to attack with other actions. Even if the Layer 1 action isn't the scoring action, it can still create the opportunity for the score. In many cases, it should be [credited with an assist](#).

### **Next Best Actions**

[Next Best Action](#) decisions are given to the players only after or during a basket cut. Layer 1 is a hinge layer: the remaining 19 layers are contingent on the action of constantly cutting the lane and threatening the basket.

Layer 1 is the door that players walk through in order to get to decisions like the following:

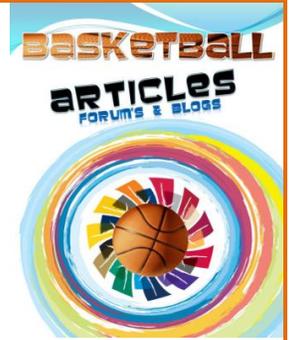
1. Post-up after the cut (if there's an advantage).
2. Set a screen for a post player before filling out.
3. Set a [Pin Screen](#) on weak-side defenders.
4. Use a Pin Screen set by one of your Read & React teammates.
5. Set a [Back Screen](#) for anyone, anywhere on the perimeter.
6. Use another cutting teammate as a Brush Screen.
7. Set a Brush Screen for another cutting teammate and then shape-up for the ball.
8. Use a [screen set by your post player](#) either coming into the lane or going out.
9. Use both post players (if you have them) as double staggered screens.
10. And the list goes on...

I know of many high level coaches who have "taken a look" at the Read & React only to skip over the first layer as if it just applies to youth teams and camps.

As far as I'm concerned, they don't know what they're missing!



# Decisiveness is the Key to Basketball Offense



The Read & React as a whole has all of the complexities needed to beat any defense at any level. This is because it coordinates five players using multiple basketball actions linked randomly together. But, that's not the whole story.

It has been noted by almost everyone who has looked at the Read & React system that each layer of the offense is simple. A layer consists of actions of a ball handler followed by the reactions of those without the ball. Both the actions and reactions are simple. If you pass, then you cut. If there is an open spot, fill it. Simple.

So, how can the simple actions available to the ball handler and the simple reactions required of the non-ball handlers be so effective?

**Because simplicity allows us to be decisive and aggressive.**

When the offense is decisive and aggressive, it forces the defense to react. And, if all else is equal, the initiator will beat the reactor most of the time. This accounts for the success of the Read & React even when it isn't executed perfectly and/or when it hasn't been completely mastered.

Here's a question I get all the time. "How do I know when to add another layer?"

In the past, I've answered this several ways, but it comes down to this. Your team is only ready for another layer when the addition of that layer won't interfere with your team's decisiveness or aggressiveness.

Now, remember that first paragraph where I mentioned the complexity of five players moving as one, performing multiple actions in a random order. Imagine that complexity with decisiveness and aggressiveness. Ultimately, that is your goal.

Rick Torbett [Blog](#) **What is the Read & React Offense**

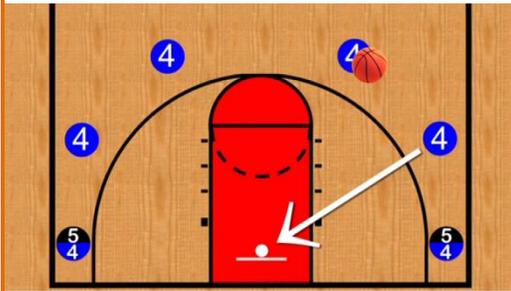
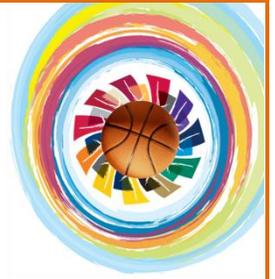
*You're right – cutter must decide whether to front cut or rear cut, but the decision about WHETHER to cut, screen away, stay, go screen on the ball, etc., has been taken away. I would categorize this as HOW to cut rather than a decision, but we're splitting hairs at this point.*

*If you want to know of **EXCEPTIONS** to the rule about "decision-making", I'll give a couple. They both come from feeding the post. In the early stages of Read & React (Layer 2), when you pass to the post, you must "DECIDE" whether to Laker Cut High or Low. When you get to Layer 13, the post-feeder must decide between 4 options:*

- 1. Laker Cut High (Layer 2)*
- 2. Laker Cut Low (Layer 2)*
- 3. X-Cut or X-Screen a teammate and then basket cut (Layer 13)*
- 4. Re-Locate to an open perimeter Spot – when no one is there to screen (Layer 13)*

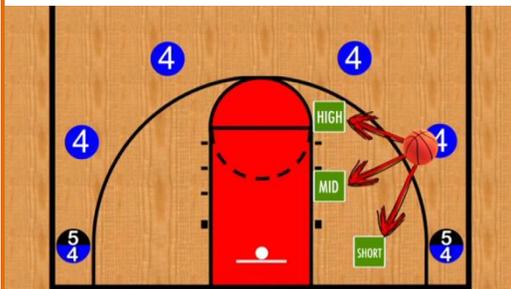
*There's always an exception to the rule, isn't there?!*

# 2. POST PASS & CUT (NORTH - SOUTH)



In Layer 01 - Pass & Cut, we established that whenever we Pass "One Spot Away", that we MUST BASKET CUT.

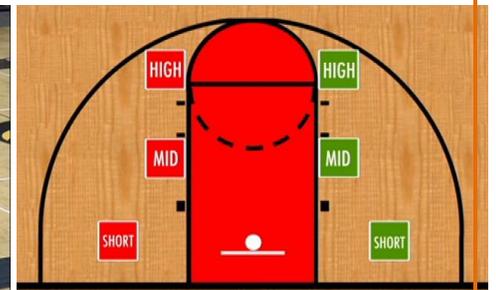
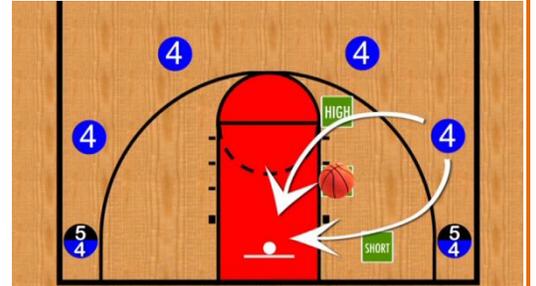
This is a Rule that will never be broken!



In Layer 02 - Post Pass & Cut, we do the same thing. Well, the Post Position is ALSO ONE PASS AWAY! So, we MUST BASKET CUT.

Our Cuts will be called:

- LAKER CUT HIGH
- LAKER CUT LOW



Laker Cut High -- Cut and Touch the Elbow area of the FT Lane

Laker Cut Low -- Cut and Touch below the Lowest Hash Mark

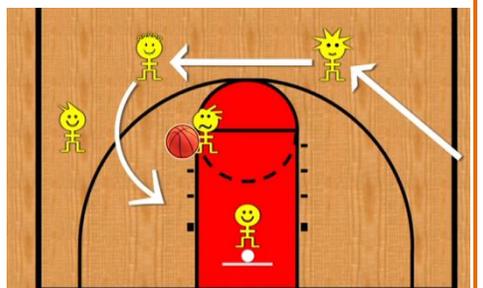
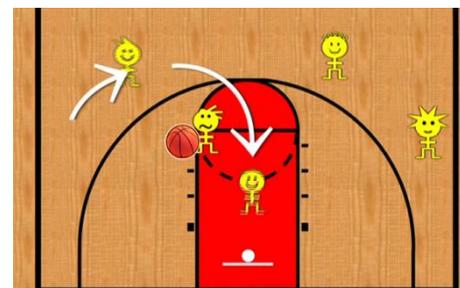


The "Laker Cutter" Basket Cuts just like in Layer 01, and Fills-Out to an Empty Spot on the Perimeter.

Note: In 3-Out & 4-Out there are TWO perimeter Spots that can be filled.



Not only does the Passer have choices they can make, but the CUTTER is beginning to have choices they can make.



Just as in Layer 01, Perimeter players must Fill Spots that have been vacated by Cutter  
Generally, the direction of the Cut will "PULL" a perimeter player around to fill the Open Spot.

**"Putting It All Together"**  
**"Linking Layer to Layer"**  
**"CHANGING CHANNELS"**  
**"Connecting Action to Action"**

**IN OTHER WORDS...**  
**"LEARNING HOW TO PLAY"**

**COMBINING LAYERS TOGETHER**

- 1) This is the essence of the Read & React
- 2) You can combine any of the Layers together to form Offense
- 3) Right now, all we have are 2 Layers . . .
  - Layer 01 - Pass & Cut
  - Layer 02 - Post Pass & Cut (and the Laker Cut choices)
- 4) We'll build upon this later.



Spacing is Important. Touch Elbow on Cut, or Touch Short Corner area

Also, the TYPE of Post Pass thrown is important. A "DROP" BOUNCE PASS below the Post Defenders hands.

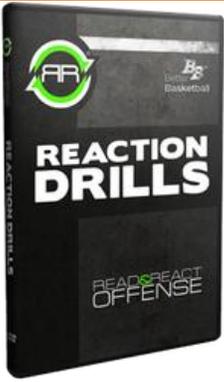


Also develop a "Wrap Around Bounce Pass" to counter Defensive Post Over Play tactics. Son in these 3 Pictures, Cutter is "Laker Cutting High" and Post is Reaching around the Right and Bounce Passing to the Laker Cutter



Sometimes the Defense will try to take away your Laker Cut. In the case to the Right, Defender takes away the Laker Cut High. Use the "contact" as a SIGNAL to "Change Direction" and turn this into a Laker Cut Low

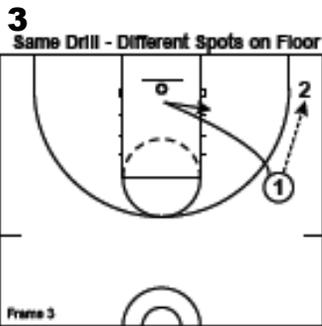
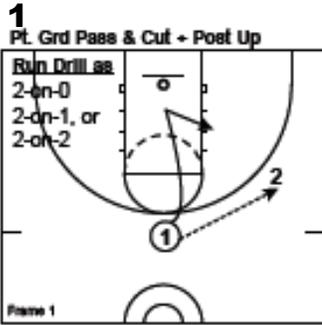
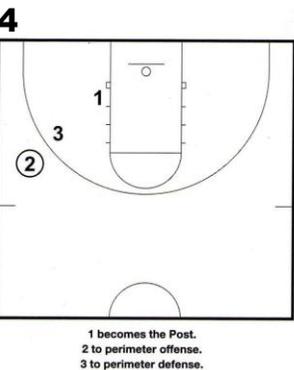
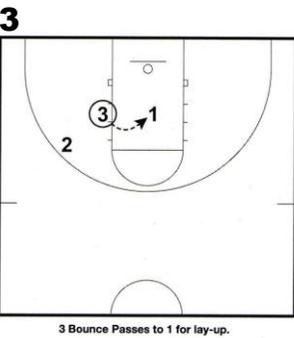
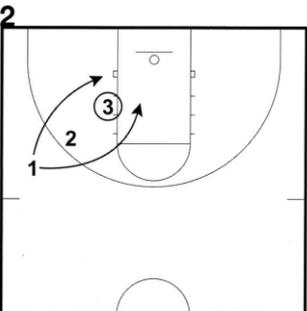
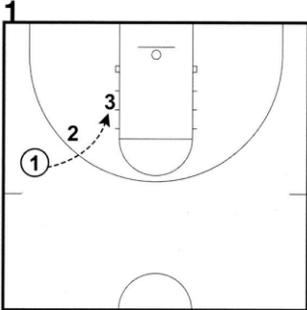




# REACTION DRILLS

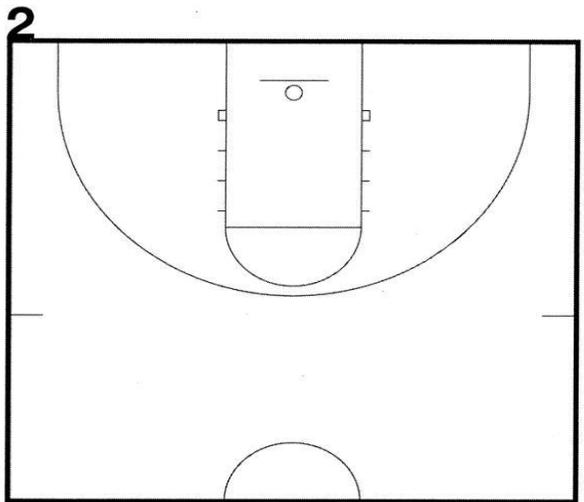
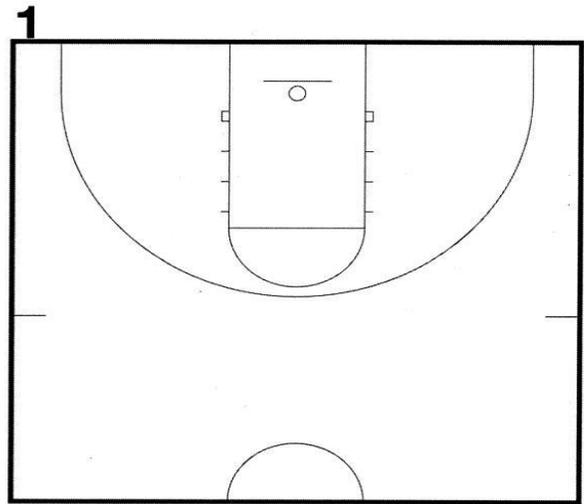
The Software  
that runs the Hardware  
of the Read & React Offense

## Drill 5: Feed the Post & Cut - LAKER CUTS



Run as Part of 2-on-2  
**HAWKEYE SEQUENCE**

## Create Your Own Drill



## Layer 02 - Post Pass & Cut

Layer 02a: Feed the Post, Laker Cut High or Laker Cut Low



Layer 02a: Feed the Post, Laker Cut High or Laker Cut Low



Layer 02a: Feed the Post, Laker Cut High or Laker Cut Low



Layer 02a: Feed the Post, Laker Cut High or Laker Cut Low



Layer 02b: Feed the Post (from 5-Out Set)



Layer 02b: Feed the Post (from 5-Out Set)



Layer 02b: Feed the Post (from 5-Out Set)



Layer 02b: Feed the Post (from 5-Out Set)



Layer 02 - Laker Cut

Ga) 3-on-1 Laker Cut



Layer 02 - Laker Cut

Gb) 3-1 Laker Cut - Read Post Defense



Layer 02 - Laker Cut

Gc) 3-1 Dribble-At / Wing Screen Post



Layer 02 - Laker Cut

Gd) 2-on-2 Laker Cut Drill



Layer 02 - Laker Cut

Ge) High Post Feed Laker Cut Low



Layer 02 - Laker Cut

Gf) Low Post Feed Laker Cut High



Layer 02 - Laker Cut

Gg)



Layer 02 - Laker Cut

Gh)



Layer 02: Combo = Pass & Cut + Laker Cut  
Pt. Grd Pass & Cut + Post Up



Layer 02: Combo = Pass & Cut + Laker Cut  
Laker Cut



Layer 02: Combo = Pass & Cut + Laker Cut  
Same Drill - Different Spots on Floor



Layer 02: Combo = Pass & Cut + Laker Cut  
Same Drill - High Post & Short Corner

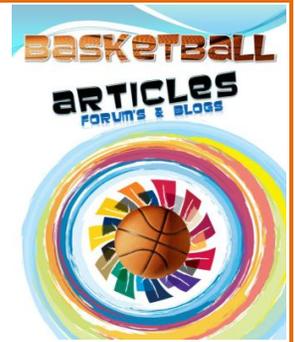


# Going Deeper into Post Cuts



In a [previous post](#), we took the Pass & Cut layer and added some depth to the options. That gave us the Puppy Dog Front Cut and the Draft Drive.

Now, in Layer 2, we'll look at **going deeper into the Post Cuts** – notice that I've used the Laker Cut in the examples, but the other Post Cuts (X and Relocate) could work too.



These are clips from the University of Iowa, but the principles (especially in these early layers) can be used at all levels. Next time you want to add something to your Read & React attack, at least *consider* going deeper in the layers you already have in place rather than defaulting to adding more layers. You may be surprised at what you can get.

[http://www.youtube.com/watch?v=z4qMLFGKQho&feature=player\\_embedded](http://www.youtube.com/watch?v=z4qMLFGKQho&feature=player_embedded)

**Once you've mastered the basic post feed followed by a Laker Cut, you can begin to go a little deeper...**

After the post feed, the feeder must make a Post Cut (in this instance the Laker Cut). That spot vacated by the cutter must then be filled. Simple enough, right?

But, what if neither the Laker Cut or the Fill is open?

Well, one option is to have your Post Player make a great move and score! (Or, Is that too much wishful thinking?)

If not, the Filler who is not open, should then Laker Cut herself without hesitation. You'll notice that in the clip #31 recognizes this opportunity even before filling all the way. Her defender anticipates the fill, and the early Laker Cut makes her pay for it.

**Another step deeper...**

A penetrator who gets stopped in the post and picks up her dribble has just become a Post Player.

So, if a dribble attack occurs and the Safety Valve is not open, the Safety Valve must treat the situation as if she has just fed the post. That means, she must choose one of the Post Cuts.

**And deeper still...**

Finally, if the cutter receives the dish from the Post, but gets stopped, it's time to combo this layer with another (in the clip, it's the Baseline Drive).

# Post Cuts Stuff . . . *continued*

Also, I posted what's below to answer another question in the forum. Not all of it will apply to youth, but there's some good things that you might experiment with:

## **Passing Pattern:**

- A.** Hook & Look & Hold. Next pass change interior spots. Next pass fill out to the perimeter: This is the equivalent of a 3 OUT 2 IN formation with post players that change every pass.
- B.** Hook & Look & Hold. Next Pass fill out to the perimeter. This is the equivalent of 4 OUT 1 IN with a post that changes every pass.
- C.** Hook & Look & Fill out. This is the zone equivalent of Pass & Cut.

## **Formations:**

- 1.** 5 OUT
- 2.** 4 OUT 1 IN
- 3.** 3 OUT 2 IN

## **4 OUT 1 IN Post Rules:**

- (a)** Post flashes first. Cutters fill after the zone shifts.
- (b)** Cutters Hook & Look first. Post flashes second after the zone shifts.
- (c)** Post works Short Corner to Short Corner and Pin Screens when on the weakside.
- (d)** Post works Mid & High Post only and Pin Screens the top of the zone. Cutters Hook only to Short Corners.
- (e)** Post screens the Center of the zone, shapes up, and steps to open spot on every pass possible. Cutters Hook into areas not covered by the Center of the zone because he/she is navigating the screens by your post.

## **Experiment with the following:**

A1, B1, C1,

B2(a), B2(b), B2(c), B2(d), B2(e)

C2(a), C2(b), C2(c), C2(d), C2(e) – This has a faster tempo than it's B equivalent.

C3 and designate which post flashes first (which post will draw more attention and make the zone shift?)

C3 and one post works Short Corner to Short Corner. The other works the High & Mid posts. Both Pin.

C3(e) – one post Center Screens and the other flashes to open area.

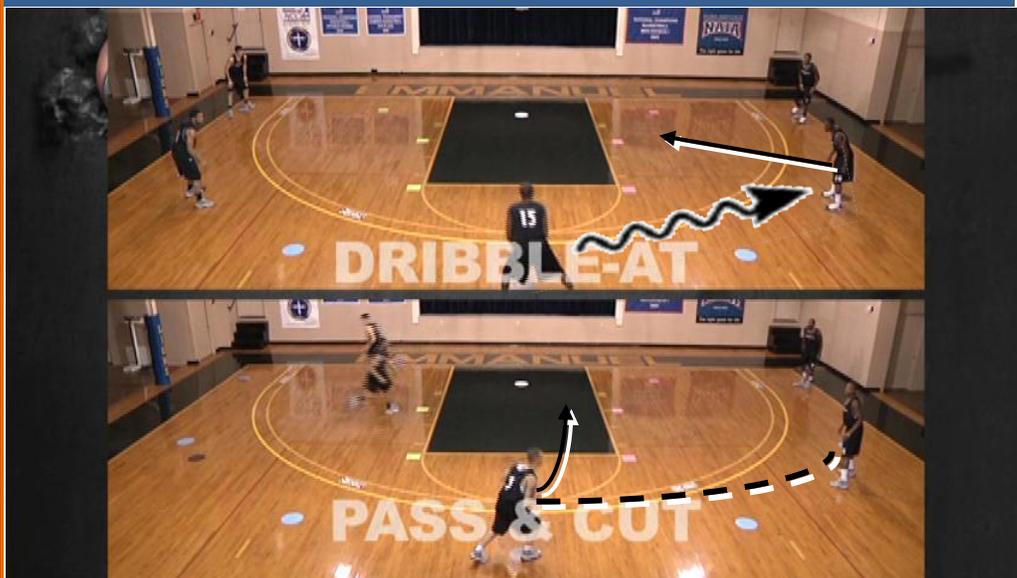
I have more, but I bet you'll find a combination above that you'll like.

# 3. DRIBBLE-AT

The "Dribble-At" and the "Pass-&-Cut" are very similar in nature.

Both Layers . . . :

- 1) Move the Ball 1-Spot East/West
  - a) via Dribble (D-A), or
  - b) via Pass (P&C)
- 2) Have a Basket Cutter
- 3) Promote Perimeter Rotation

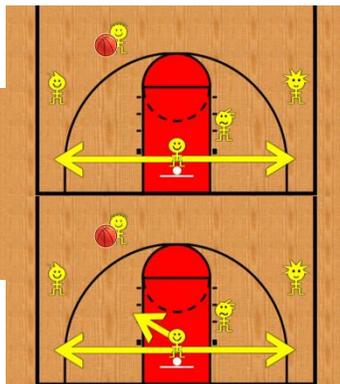
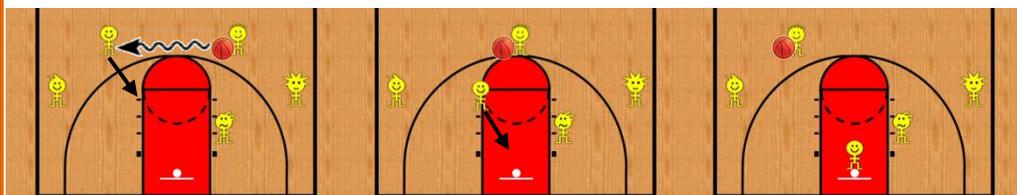


In addition, if player 1-Spot away doesn't see their defender is "Over-the-Read Line", the Player with the ball can "force" the basket cut by "Dribbling-At" their teammate. No choice, No options, Just CUT. Often called "SPEED DRIBBLE"

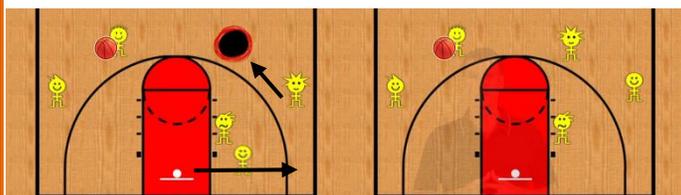


SPACING MUST BE PRESERVED

Dribble-At can be: 1) On Purpose; 2) An Accident; 3) Fast or Slow; 4) A Ballhandler "Drifting"; 5) By Design; 6) As Part of a sequence of layers; 7) etc.



When Ball is "Dribbled-At" a teammate, that teammate must Basket Cut.  
 Once under the basket, the cutter will have options just like in Layer 1-Pass-&-Cut. (Cutter could Fill-Out either direction, could Post-Up, or other)  
 Perimeter Players must "Rotate" and Fill the Spot that is 1-Spot away from Ball.  
 Dribble-At fits "seamlessly" with the other Layers already covered.



Note: If after "filling action" is complete and we haven't scored . . . Nothing is Lost . . . simply flow into the next action. It could be: 1) A Pass & Cut; 2) It be a Post Pass; or, 3) It could actually be another Dribble-At

**TRAINING**  
with our  
**DEFENSIVE**  
**DEFLECTION**  
**GAME**

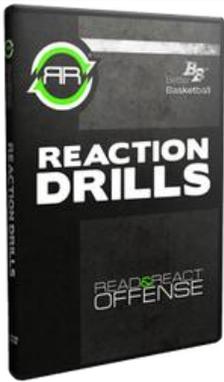


"Hybrid" game (working both  
Offense & Defense-- 5-on-5)  
Offense can use all 3 Known  
Layers to Score on Layups.  
Defense gets 1 Point for each  
"deflection" and/or "steal"  
Be competitive - Live - Keep Score



What if . . . What if a perimeter  
player Dribbles-At a Post Player?  
It would work the same way.  
The Post would "Basket Cut" and  
Fill-out to Short Corner. Perimeter  
Players would move in direction of  
Dribble . . . or Right (in this case)

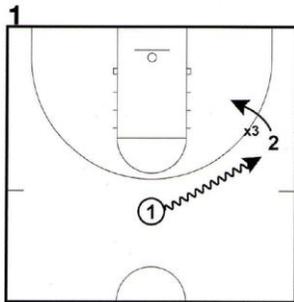




# REACTION DRILLS

The Software  
that runs the Hardware  
of the Read & React Offense

## Drill 6: Dribble At - DRIBBLE AT



1 Speed Dribbles at 2  
2 Rear Cuts to the basket.



1 makes a Bounce Pass to 2.  
x3 remains on the perimeter.  
On many levels 1's pass can be

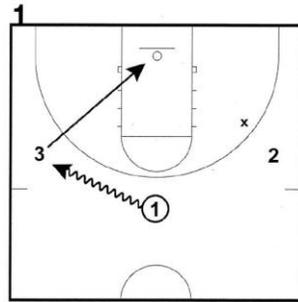


2 can finish in a variety of ways - lay-up, jumper, post move, etc.  
The goal of the passer is to deliver the ball to the cutter as early as possible. This gives the receiver time and space to operate.



3, the defender, becomes the offensive cutter.  
1, the passer, becomes the defender.  
2, the finisher, becomes the passer.

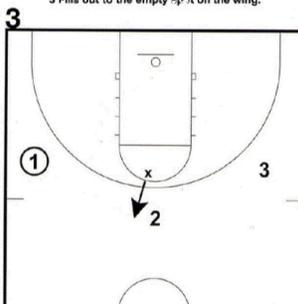
## Drill 37: Dribble At + Pass & Cut



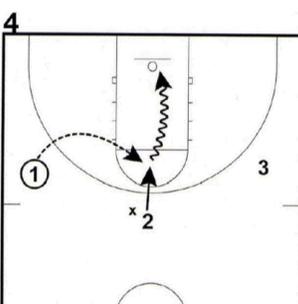
1 Speed Dribbles 3, but does not throw the pass.



2 Fills up to the empty spot left by 1.  
Imaginary defender x stays with 2 but does not step over the Read Line.  
3 Fills out to the empty spot on the wing.

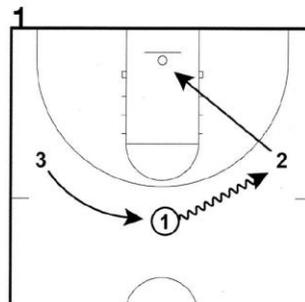


As 2 arrives at the top of the key, imaginary defender x steps over the Read Line to deny the pass.



2 Rear Cuts, receives the pass from 1, and finishes with a lay-up.

## Drill 39: Dribble At + Feed the Post Cuts



1 Speed Dribbles 2, but does not throw the pass.  
3 Fills the empty spot left by 1.



After the cut, 2 Posts up ball side.  
1 feeds 2.

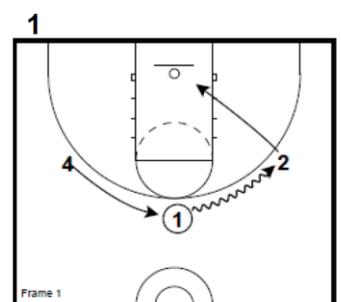


1 chooses the X-Cut and sets a screen for 3.



After the screen, 1 cuts to the basket.  
2 Dishes to 1 for a lay-up.

## DRILL 72: Dribble-At + Pass & Cut

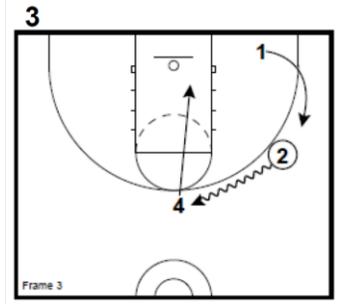


Frame 1



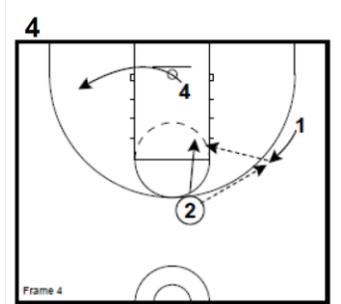
Frame 2

4 becomes the safety valve at the RW spot.



Frame 3

Same drill starting from wing



Frame 4

1 should cut to the corner after the pass.

## Layer 03 - Dribble-At

<p>Layer 03a: Dribble At;</p> <p>Frame 1</p>	<p>Layer 03a: Dribble At;</p> <p>Frame 2</p>	<p>Layer 03a: Dribble At;</p> <p>Frame 3</p>	<p>Layer 03a: Dribble At;</p> <p>Frame 4</p>
<p>Layer 03b: Dribble-At + Draft Drive</p> <p>Dribble-At</p> <p>Frame 1</p>	<p>Layer 03b: Dribble-At + Draft Drive</p> <p>Dribble-At then Draft Drive</p> <p>Frame 2</p>	<p>Layer 03b: Dribble-At + Draft Drive</p> <p>Frame 3</p>	<p>Layer 03b: Dribble-At + Draft Drive</p> <p>Frame 4</p>
<p>25c_Hawkeye Sequence_2-2 - Layer 3</p> <p>Layer 03a Dribble-At</p> <p>Frame 1</p>	<p>25c_Hawkeye Sequence_2-2 - Layer 3</p> <p>Layer 03a Dribble-At</p> <p>Frame 2</p>	<p>25c_Hawkeye Sequence_2-2 - Layer 3</p> <p>Layer 03c Dribble-At</p> <p>Frame 3</p>	<p>25c_Hawkeye Sequence_2-2 - Layer 3</p> <p>Layer 03d Dribble-At</p> <p>Frame 4</p>
<p>25k_Hawkeye Sequence_3-3 - Layer 3</p> <p>Layer 3a - Dribble-At</p> <p>"Hit Cutter" or "Post Up"</p> <p>Frame 1</p>	<p>25k_Hawkeye Sequence_3-3 - Layer 3</p> <p>Layer 3b - Double Dribble-At</p> <p>"Hit Cutter" or "Post Up"</p> <p>"Post Reaction"</p> <p>Frame 2</p>	<p>25k_Hawkeye Sequence_3-3 - Layer 3</p> <p>Layer 3c</p> <p>Frame 3</p>	<p>25k_Hawkeye Sequence_3-3 - Layer 3</p> <p>Layer 3d</p> <p>Frame 4</p>
<p>3 Dribble-At Layup Drill</p> <p>Frame 1</p>	<p>3 Dribble-At Layup Drill</p> <p>Frame 2</p>	<p>3 Dribble-At Layup Drill</p> <p>Frame 3</p>	<p>3 Dribble-At Layup Drill</p> <p>Frame 4</p>

# SEQUENCING Layer 03 - Dribble-At

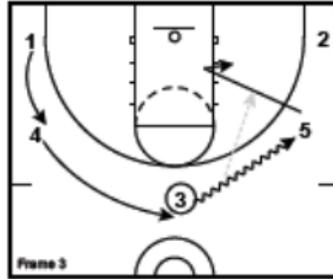
01-Pass&Cut, Pass&Cut, Dribble-At, Laker Cut

## DRILL THE SEQUENCE



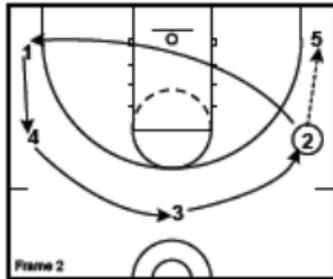
01a-Pass&Cut, Pass&Cut, Dribble-At, Laker Cut

## BASE PLAY



01b-Pass&Cut, Pass&Cut, Dribble-At, Laker Cut

## CORNER



01c-Pass&Cut, Pass&Cut, Dribble-At, Laker Cut

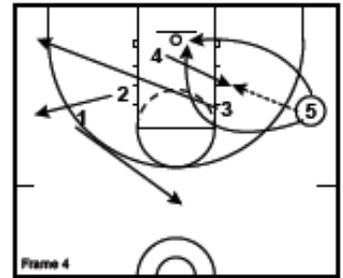
## RIP



# Layer 03 - Dribble-At

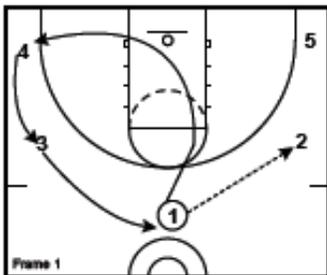
01d-Pass&Cut, Pass&Cut, Dribble-At, Laker Cut

## DOUBLE



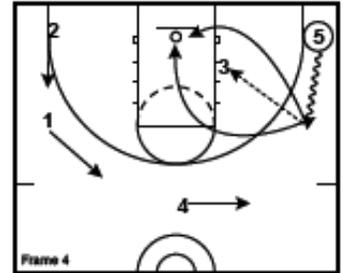
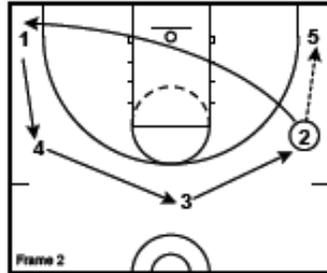
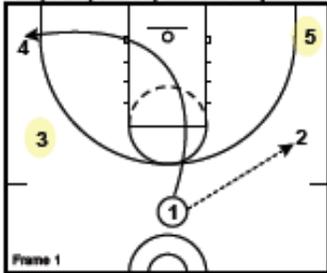
01e-Pass&Cut, Pass&Cut, Dribble-At, Laker Cut

## PIN



01f-Pass&Cut, Pass&Cut, Dribble-At, Laker Cut OVERALL

## P&C, P&C, Drb-At, Lkr Cut Sequence



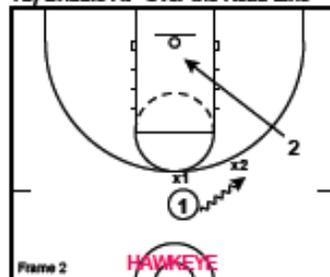
Layer 03 - Dribble-At

### 7a) 2-on-2 Dribble-At



Layer 03 - Dribble-At

### 7b) Dribble-At "Over the Read Line"



Layer 03 - Dribble-At

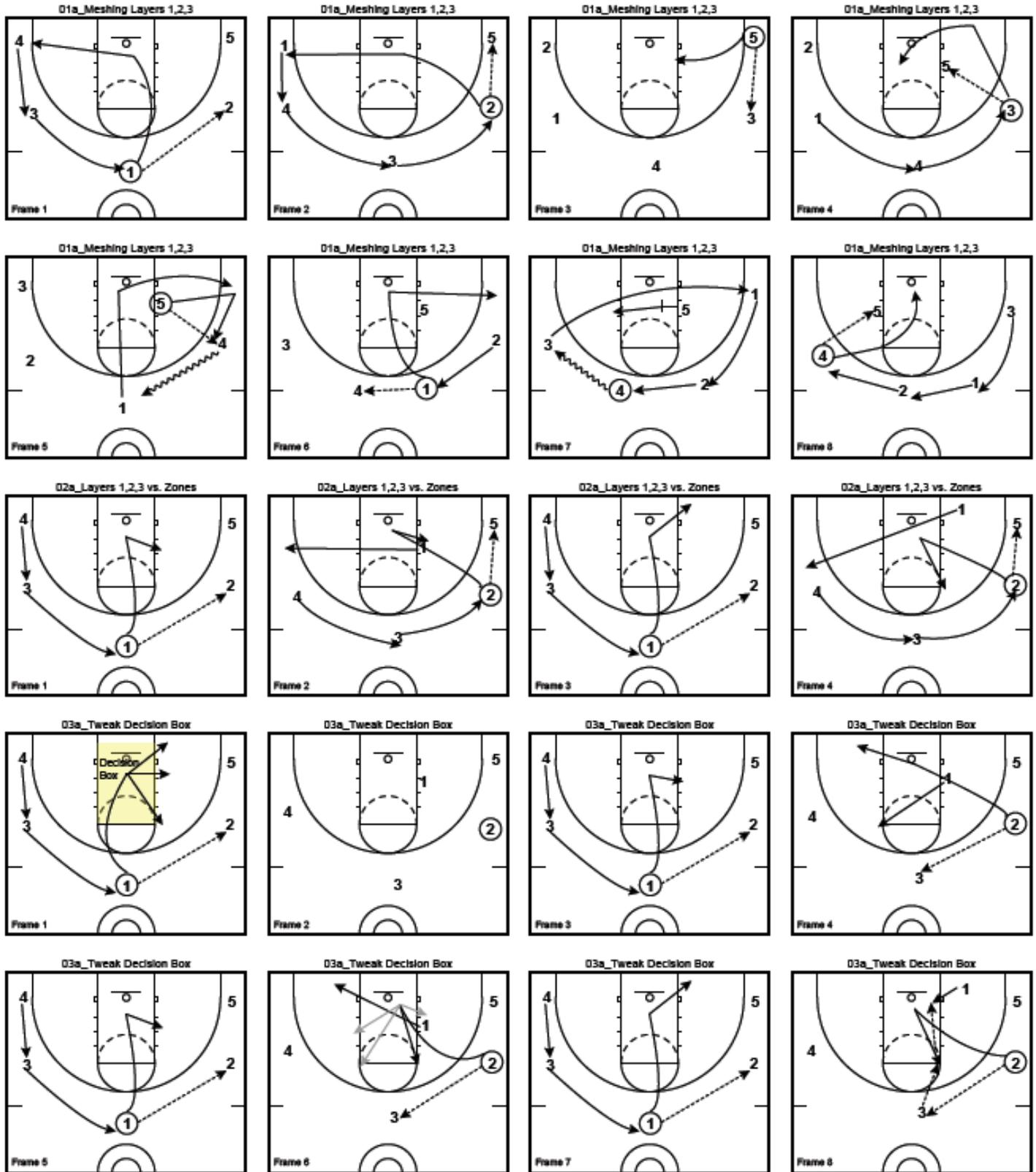
### 10) 3-on-1 Double Dribble-At



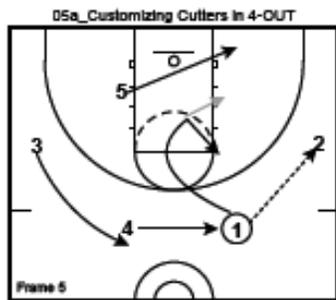
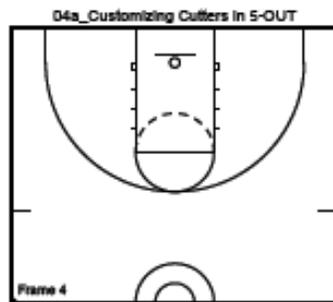
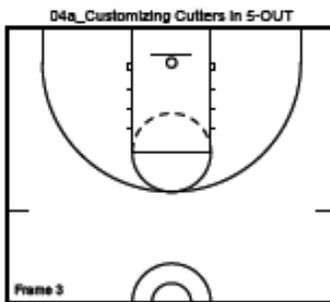
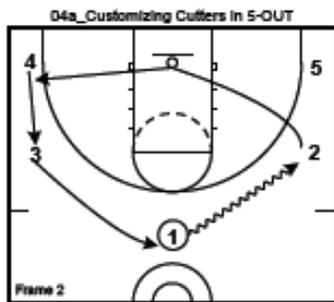
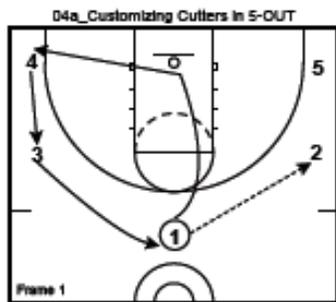
**YOUTH  
HAWKEYE  
2-ON-2 LIVE**

# vs. ZONE

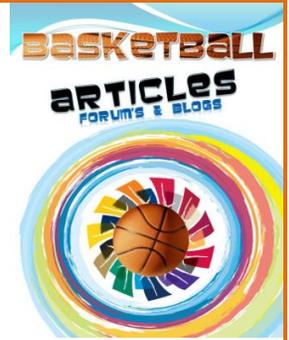
## Layer 03 - Dribble-At



# Layer 03 - Dribble-At

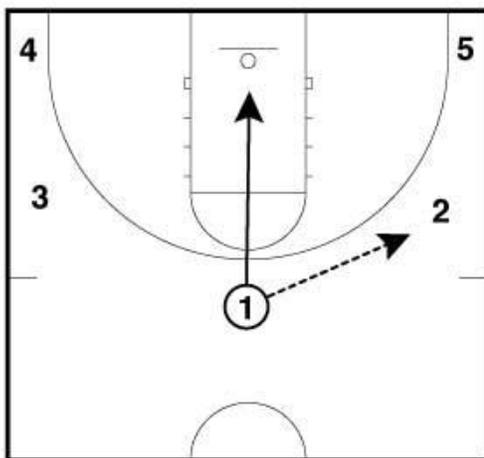


# Dribble-At Fill

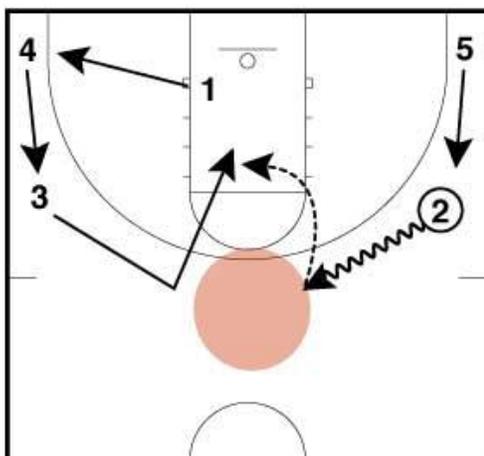


A couple of weeks ago, [Uie](#) saw something he hadn't seen his team do before – they didn't practice it, they didn't plan it, it just... happened. It's what we call a Dribble At Fill and when done in a game, it is extremely difficult to guard. It looks pretty too (which is a bonus).

**The concept is fairly simple:**

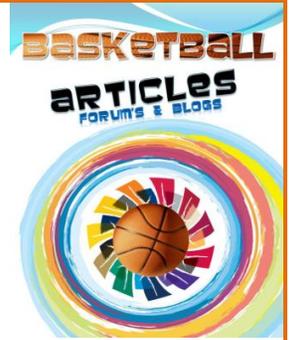


The Dribble At Fill can occur in any situation where the ball and a player are surrounding a recently vacated spot. In the diagram, the set up is achieved simply by 1 passing to the wing and cutting.



Now, based on the rules of Pass & Cut, 3 must fill the open spot. But, what if 2 decides to dribble fill that spot? 3 must recognize that action as a Dribble At and even though she hasn't finished her fill, she must cut to the basket.

# Read & React Offense Diagnostics: Testing Layers 1-3



The question often comes up, “How do I know when our [Read & React](#) team should add new layers?”

**Simple answer:** when the previous layer (or bundle of layers if you’re implementing a few at once) are habit. Unfortunately, that leaves a rather unfulfilled taste in my mouth because the question you really want answered is, “**How can I test to see if my team is ready for more layers?**”

Ok, the answer to that question: **use a diagnostic test.**

Place 5 players on the floor without defense. Ask them to perform the offense using as many layers as are already in their arsenal with the intent to score on a specific action.

**In the video below, Rick Torbett asks for the following progression:**

- pass and cut for a few passes
- dribble-at a player
- the player who is cutting from the dribble-at leg whips into the post and receives the post feed
- the passer [Laker cuts](#) for the score

Actually, Rick asks for the score in the second (then third) Laker cut, but you can demand whatever you want. In fact, you could simply demand that they use all their known layers before they are allowed to score. There are a lot of ways to do this.

Your job as the coach is to note where they are struggling. And, if they have it down to your satisfaction, then you have your answer – now is the time to push forward.

[http://www.youtube.com/watch?feature=player\\_embedded&v=omtJTzgtkT7Y](http://www.youtube.com/watch?feature=player_embedded&v=omtJTzgtkT7Y)

**Side Note:** You also heard Rick mention the benefits of a common [Read & React language](#). Think about it, as a coach you could step into the shoes of any other Read & React coach and be able to control some major actions (and minor ones) with the same terminology that you use with your own team. I think this is invaluable especially for club systems or even a Varsity coach who has control over all the feeder teams.

Remember, though, you might not always need to add more layers. If your team has found a combination of layers that meets all of their needs and can stretch any defense in your league, you may want to stop adding layers and instead, **go deeper with the layers you have.**

And, yes, we’ve covered that a bit in the past: [Going Deeper into Layers](#), [Going Deeper into Pass & Cut](#), [Going Deeper into Post Cuts](#).

**What diagnostic tests do you run with your team?**

## Skills & Reactions

### **NECESSARY SKILLS & REACTIONS FOR 1-3**

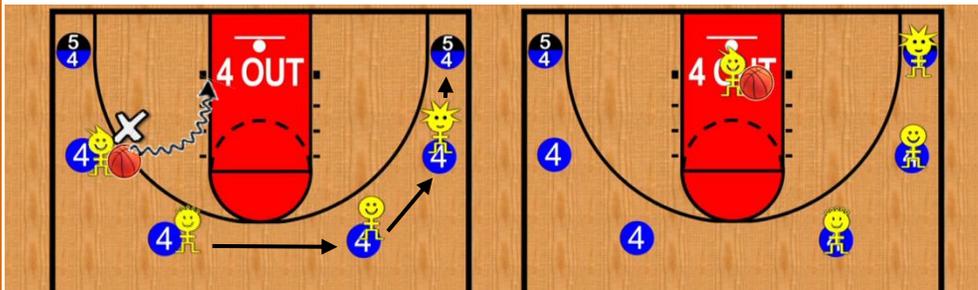
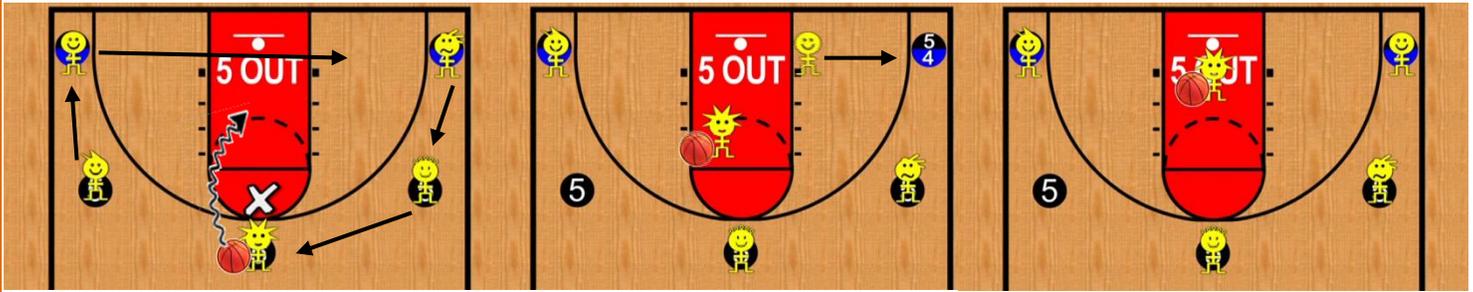
1. When a pass is made one spot away, the passer **MUST** basket cut.
2. After a basket cut, the player **MUST** know how to fill out to an empty spot.
3. When you are one spot away from the ball or one pass away from the ball, and your defender is over the Read Line, you **MUST** basket cut.
4. When a spot next to you becomes empty, (a spot in the direction of the ball), you **MUST** fill it.
5. If you pass the ball to the post, you **MUST** basket cut.
6. If the ball is one spot away from you and is dribbled in your direction, you **MUST** basket cut.
7. You **MUST** be able to catch a pass when you are one spot away.
8. You **MUST** be able to make a pass to an open basket cutter.
9. When the Spots are removed from the floor, you **MUST** know where they are.
10. You **MUST** keep your eye on the ball at all times.

### **UNNECESSARY SKILLS & REACTIONS FOR 1-3**

1. When making a basket cut, it's OK to stop and play in the post – if you know how.
2. It's not necessary for everyone to use the Dribble At in Layer 3. (But everyone must know how to react to it.)
3. When playing 4 Out 1 In or 3 Out 2 in, it's not necessary for basket cutters to always fill out on the weakside or always fill out on the ballside; as long as they fill out to an empty spot.
4. Catch and shoot from the perimeter.
5. Dribble Drive from the perimeter.

# 4. CIRCLE MOVEMENT

DRIBBLE DRIVE -- NORTH/SOUTH DRIBBLE PENETRATION

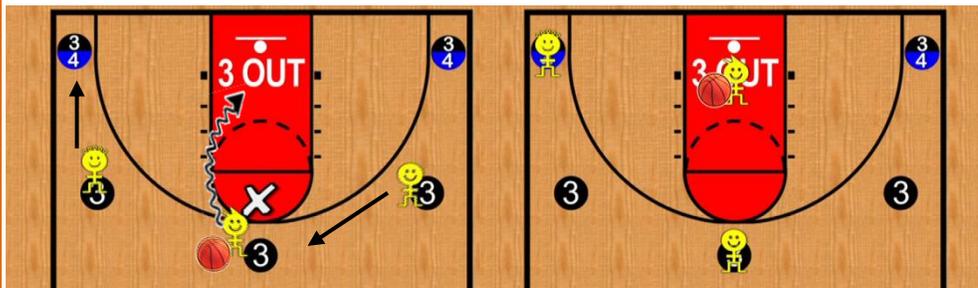


## LAYER 4 - CIRCLE MOVEMENT

These are the Reads & Reactions whenever the Ball is Driven to the Basket.

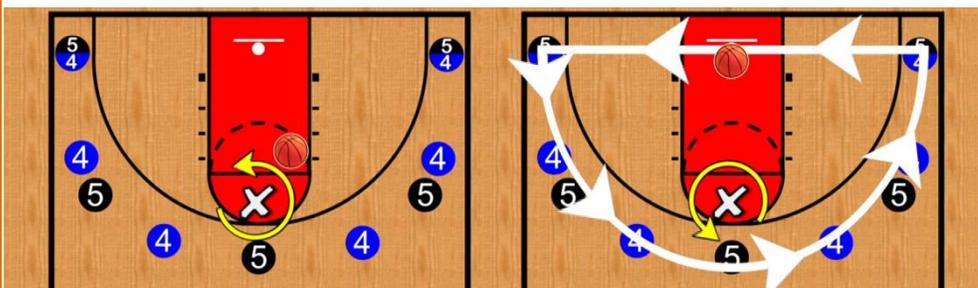
No Matter whether you're in a . . . :

- 5-Out Formation
- 4-Out Formation, or
- 3-Out Formation



The Reads and Reactions are the same.

1. If Ball Moves Right the entire Perimeter Moves Right
2. If Ball Moves Left the entire Perimeter Moves Left



This is a simple 2-Player Read & Reaction . . .

- 1) The Ball; 2) a Player Without the Ball
- Each Player simply "Reads the Ball"

**If Ball moves to the Right . . . I move to the Right**

**If Ball moves to the Left . . . I move to the Left**

**WHY**  
**"CIRCLE MOVE"**  
 WHEN THE BALL  
 DRIBBLE PENETRATES?

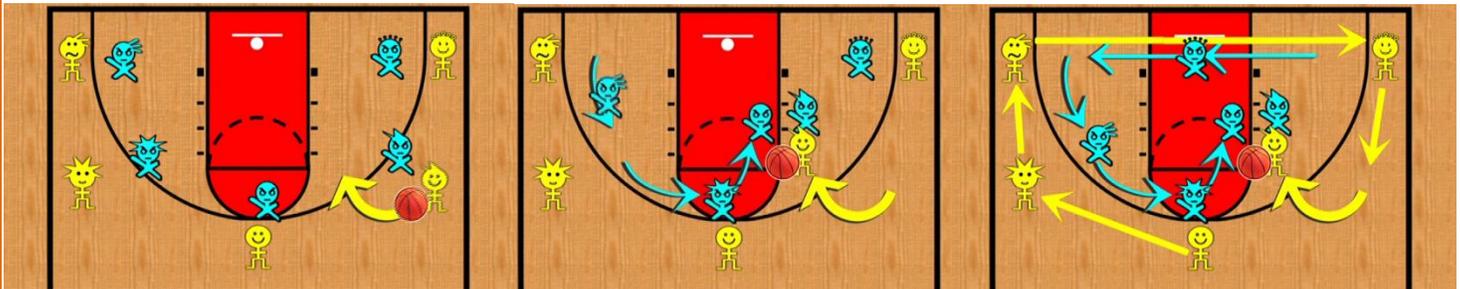
**LAYER 4**  
**Circle Move**  
**STRATEGY**

**THREE REASONS**

**#1**  
**Movement vs Standing**

**#2**  
**Circle Move is OPPOSITE of Defensive Help and Rotation**

**#3: SIMPLIFY DECISIONS**  
 Knowing where your teammates will be allows the penetrator to be quick, decisive, and aggressive.



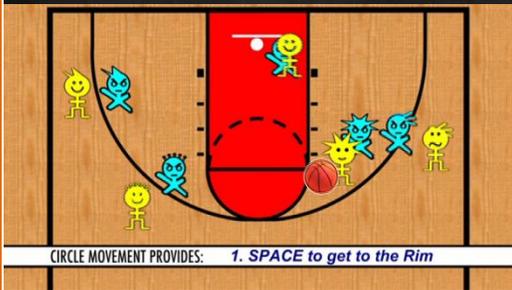
In typical Defenses, the Defense actually moves in the Opposite direction of the Offense . . . this is typical "Help-&Recover" mentality. CIRCLE MOVEMENT sends All Offensive Players Opposite of Defensive Rotation

**FOUR THINGS**  
 Circle Movement gives the Penetrator regardless of Position or Formation

**LAYER 4**  
**Circle Move**  
**DESIGN**

**WHAT THE PENETRATOR CAN COUNT ON REGARDLESS OF POSITION OR FORMATION**

1. Space to Get to the Rim
2. A Natural Pitch vs Natural Help
3. A Passing Threat at the Goal
4. A Safety Valve Behind the Ball



**5 OUT 0 IN**  
**4 OUT 1 IN**  
**3 OUT 2 IN**



**WHEN  
CIRCLE  
MOVEMENT  
BECOMES  
HABIT...**

**THE  
PENETRATOR  
READS  
DEFENSIVE  
REACTIONS!**

When the Ball hits the Floor . . . Offensive Reactions is already beginning to happen . . . ROTATION STARTS NOW!

Absolutely ZERO Thinking for those Without the Ball



It's important that the Ball Handler learn to Read the Defense and Pass the Ball to the Player whose Defender has come to Help.

FIGURE A: Help comes from 1-Spot away. Natural Pitch



FIGURE B: Help comes from Defensive Post. Natural Pitch.

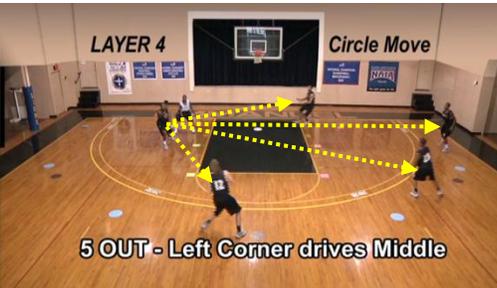
FIGURE C: Help comes from a Player 2 Spots away (unusual).



This reaction MUST BE TRAINED.

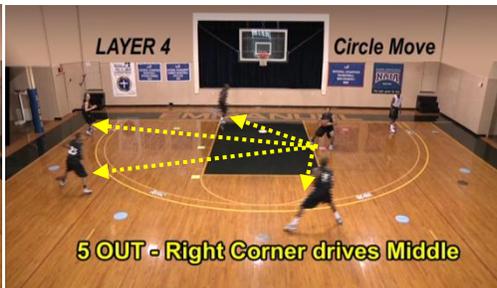
**DRIBBLE PENETRATE  
& CIRCLE MOVEMENT  
IN ALL FORMATIONS:**

**5 OUT 0 IN  
4 OUT 1 IN  
3 OUT 2 IN**



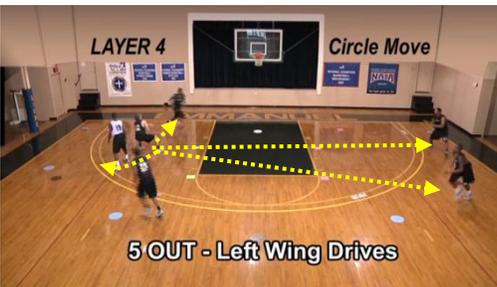
**OPTIONS --  
DRIVE RIGHT FROM  
LEFT CORNER**

Driver can "Finish" for a Layup, "Pitch" to the Top, the Opposite Wing, the Opposite Corner, Basket Cutter, or Safety Valve



**OPTIONS --  
DRIVE LEFT FROM  
RIGHT CORNER**

Driver can "Finish" for a Layup, "Pitch" to the Top, the Opposite Wing, the Opposite Corner, Basket Cutter, or Safety Valve



**OPTIONS --  
DRIVE LEFT FROM  
LEFT WING**

Driver can "Finish" for a Layup, "Pitch" to the Top, the Opposite Wing, the Opposite Corner, Basket Cutter, or Safety Valve



**OPTIONS --  
DRIVE RIGHT FROM  
LEFT WING**

Driver can "Finish" for a Layup, "Pitch" to the Top, the Opposite Wing, the Opposite Corner, Basket Cutter, or Safety Valve



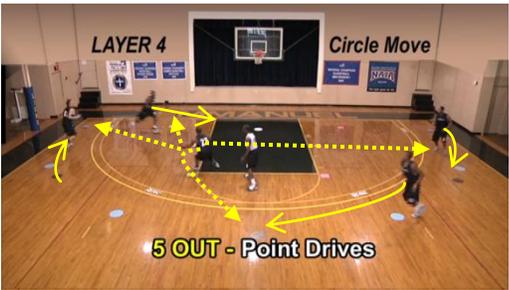
**OPTIONS --  
DRIVE RIGHT FROM  
RIGHT WING**

Driver can "Finish" for a Layup, "Pitch" to the Top, the Opposite Wing, the Opposite Corner, Basket Cutter, or Safety Valve 56



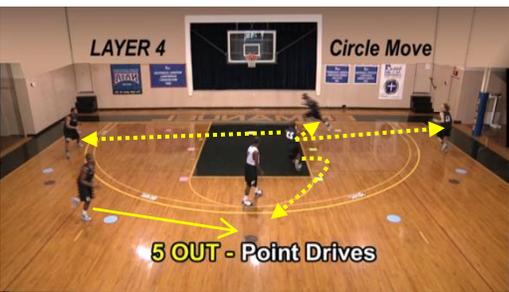
**OPTIONS --**  
**DRIVE LEFT FROM**  
**RIGHT WING**

Driver can "Finish" for a Layup, "Pitch" to the Top, the Opposite Wing, the Opposite Corner, Basket Cutter, or Safety Valve



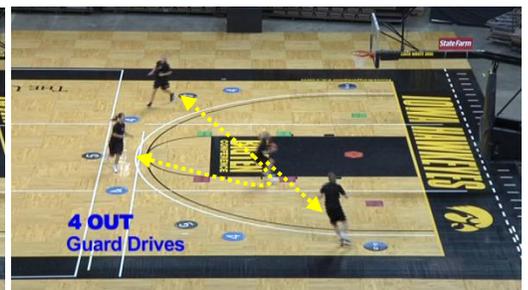
**OPTIONS --**  
**DRIVE LEFT FROM**  
**TOP OF KEY (POINT)**

Driver can "Finish" for a Layup, "Pitch" to the Top, the Opposite Wing, the Opposite Corner, Basket Cutter, or Safety Valve



**OPTIONS --**  
**DRIVE RIGHT FROM**  
**TOP OF KEY (POINT)**

Driver can "Finish" for a Layup, "Pitch" to the Top, the Opposite Wing, the Opposite Corner, Basket Cutter, or Safety Valve



**OPTIONS --** Right Guard Drives Right & Right Guard Drives Left; Left Guard Drives Right & Left Guard Drives Left; Right Wing Drives Right & Right Wing Drives Left -- Left Wing Drives Right & Left Wing Drives Left



**OPTIONS --** Point Guard Drives Right & Point Guard Drives Left; Right Wing Drives Right\* & Right Wing Drives Left -- Left Wing Drives Right & Left Wing Drives Left\*

\*Constitutes "Baseline Drive-Layer 6" and is not considered Layer 4-Circle Movement action



Should Corner Circle Move toward basket? Hmmm . . . Yes! However, it takes many reps to get this corner to ~~move~~ react quick enough to beat the Dribbler.

**Note:** *Some coaches don't require this person to rotate. I don't like that because it breaks a habit of Layer 4.*

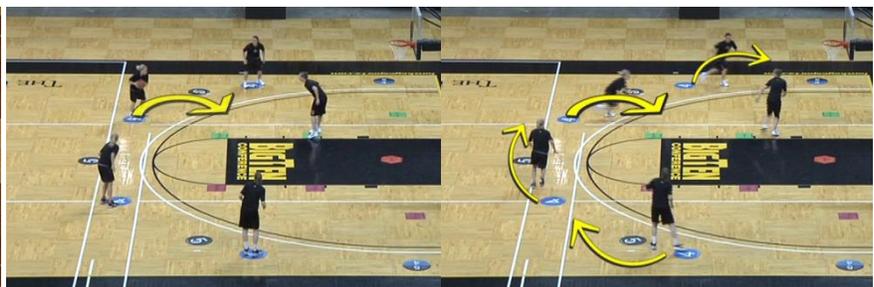


Should Corner Circle Move toward basket? In this case, ABSOLUTELY. However, it's OK for Corner Cutter to Stop in the Short Corner. Ideally, the Corner should attempt to get to weakside rebounding position . . . that is the optimal use of Circle Movement.

**Coaches Note:** If you continue to have problems with these two 5-Out scenarios -- where the Corner seems to get in the way of your Dribble Driver in Circle Move -- perhaps it would be wiser to play a 4-Out or 3-Out Formation to eliminate this problem. Continue to Drill this reaction until you feel good about running a 5-Out successfully.



If a 1-on-1 move occurs just over half-court, the perimeter players must have patience with their CIRCLE MOVEMENT. Wait for Dribble Driver to get to "Read Line" area before moving.



What happens when the Ball Handler Driving to the Basket changes Direction?  
 --Then the Circle Movement changes direction.

This is not a problem and will be automatic if the Reaction to Dribble Movement is a HABIT.



In fact, it's a true Test as to whether Circle Movement is indeed a Habit.

# DETAIL

## #5

What if the Safety Valve is Covered?

Then the Safety Valve treats the Dribble Driver as a Post that they've just passed the ball to. The Safety Valve will execute a Laker Cut Left or a Laker Cut Right.

Note: This happens more often than you might think. Learn this.



# DETAIL

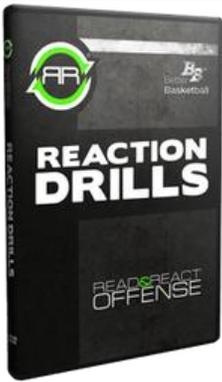
## #6

What do I do when I penetrate and Pass the Ball back out?

Once you've "Passed" the Ball, you are now in Layer 1 - Pass & Cut. Which simply means you "Fill-Out" and continue the action.



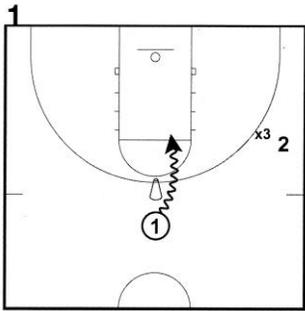
**"Putting It All Together"**  
**"Linking Layer to Layer"**  
**"CHANGING CHANNELS"**  
**"Connecting Action to Action"**  
**IN OTHER WORDS...**  
**"LEARNING HOW TO PLAY"**



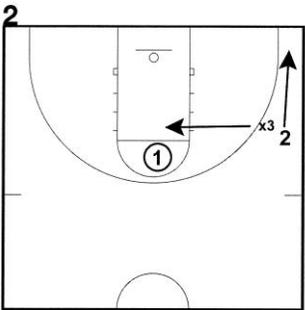
# REACTION DRILLS

The Software that runs the Hardware of the Read & React Offense

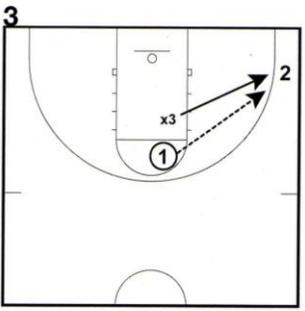
### Drill 7: Circle Move - NATURAL PITCH



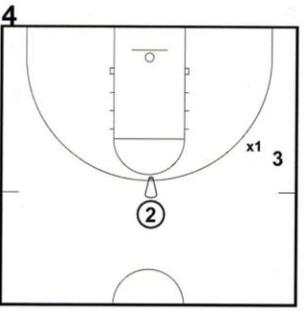
1 drives North/South right around an imaginary defender.



Defender x3 helps across the lane to stop the drive. 2 Circle Moves to the right one spot to the corner.

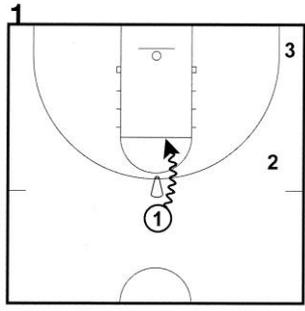


1 Pitches the ball to 2 for the shot. x3 closes out to defend the shooter.

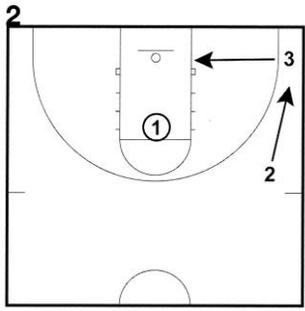


2, the shooter, rebounds and becomes the penetrator. 1, the penetrator, becomes the defender. 3, the defender, becomes the shooter.

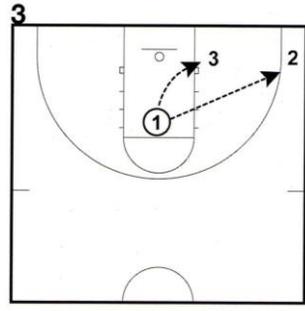
### Drill 8: Circle Move - PITCH OR DISH



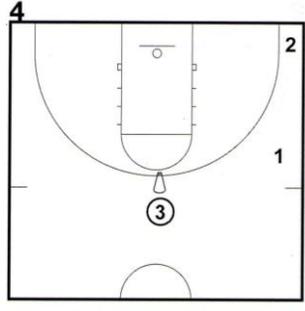
1 drives North/South right around an imaginary defender.



2 Circle Moves to the right one spot to the corner as the Natural Pitch. 3 Basket Cuts on the way to the opposite corner.

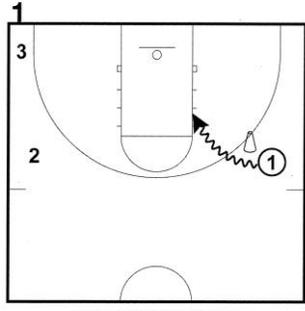


1 chooses the Pitch to 2 for the shot or the Dish to 3 for the lay-up.

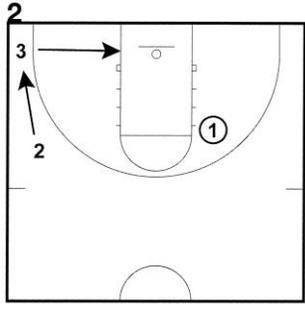


2 stays in the corner. 1 becomes the wing. 3 rebounds and starts the drill as the penetrator.

### Drill 9: Circle Move - PITCH OR DISH CROSS-COURT



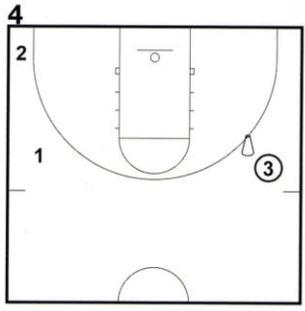
1 drives North/South left around an imaginary defender.



2 Circle Moves to the right one spot to the corner as the Natural Pitch. 3 Basket Cuts on the way to the opposite corner.

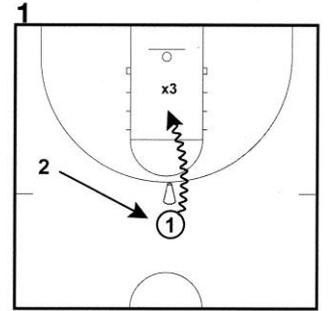


1 chooses the Pitch to 2 for the shot or the Dish to 3 for the lay-up.

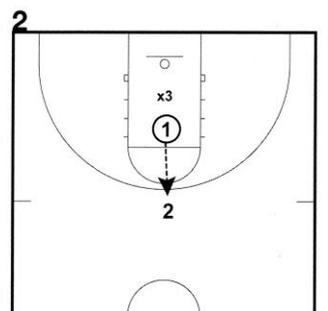


2 stays in the corner. 1 becomes the wing. 3 rebounds and starts the drill as the penetrator.

### Drill 10: Circle Move - SAFETY VALVE



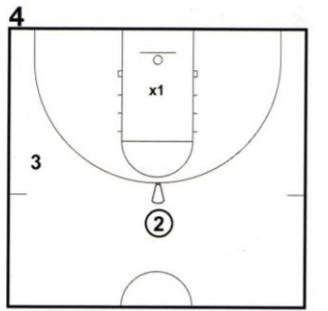
1 drives North/South right around an imaginary defender. 2 Circle Moves to the right one spot to the Safety Valve.



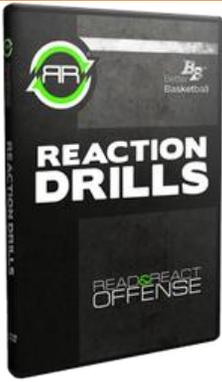
1 Reverse Pivots (sealing x3 behind) and passes to 2 for the shot.



x3 fights around the seal to close out on the shooter.



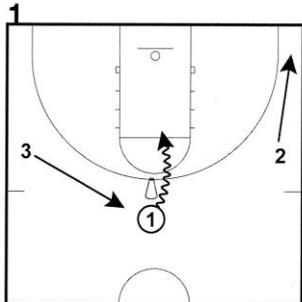
1 stays in the lane to become the defender. 2 remains at the top of the key to become the penetrator. 3 rotates to the wing as the next shooter.



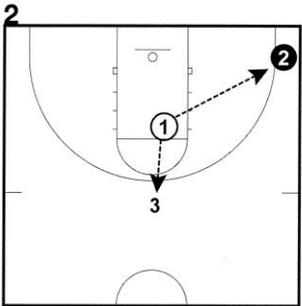
# REACTION DRILLS

The Software  
that runs the Hardware  
of the Read & React Offense

## Drill 11: Circle Move - NATURAL PITCH OR SAFETY VALVE



1 randomly drives North/South left or right around an imaginary defender.  
2 Circle Moves to the right one spot to the corner as the Natural Pitch.  
3 Circle Moves to the Safety Valve.



1 chooses to Pitch to 2 for the shot or Reverse Pivots to pass to 3 for the shot.  
In the diagram, 2 takes the shot.

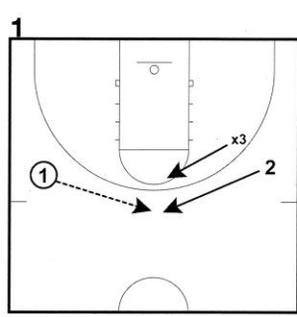


Since 2 took the shot, 2 starts the drill as the penetrator.  
This ensures that 2 will not shoot twice in a row.  
2 randomly drives North/South left or right around an imaginary defender.  
3 Circle Moves to the Natural Pitch. 1 Circle Moves to the Safety Valve.

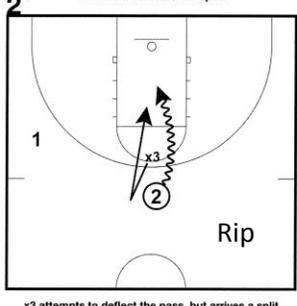


2 chooses to Pitch to 3 for the shot or Reverse Pivots to pass to 1 for the shot.  
The shooter then starts the drill again as the penetrator.

## Drill 34: Pass & Cut + Circle Move



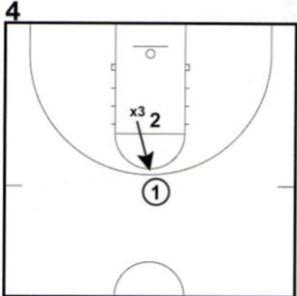
2 Fills the empty spot up top and receives the pass from 1.  
Defender x3 does not step over the Read Line as 2 Fills the spot.



x3 attempts to deflect the pass, but arrives a split second too late. This puts x3 in an Overplay position.  
2 catches the pass, sweeps low or rips high and attacks the rim. x3 stays with 2.

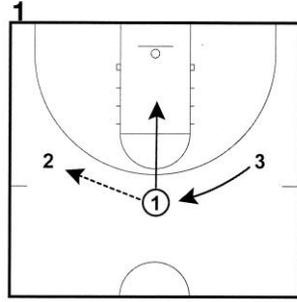


2 is stopped by imaginary defender x.  
1 is already filling the Safety Valve.  
2 Reverse Pivots to pass to 1.

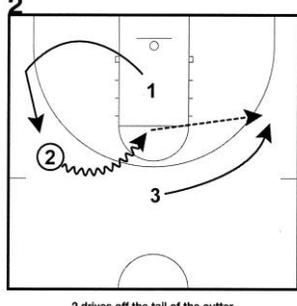


1 catches and shoots.  
x3 closes out to contest the shot.

## Drill 35: Pass & Cut + Circle Move + Pass & Cut



1 passes to 2 and Basket Cuts.  
3 Fills the empty spot.



2 drives off the tail of the cutter.  
3 Circle Moves right to the wing.  
1 circles behind 2 as the Safety Valve.  
2 passes to 3 in the Natural Pitch.

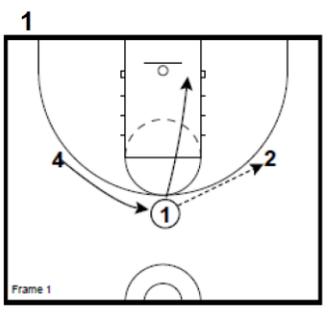


After passing, 2 finishes the Basket Cut and Fills out to the ball-side corner.  
1 begins to Fill the empty spot up top.

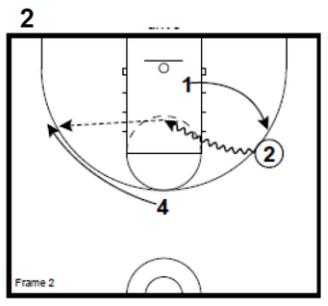


Imaginary defender x is over the Read Line.  
1 Rear Cuts and receives the pass from 3 for the lay-up.

## DRILL 85: Pass & Cut + Dribble Drive + Natural Pitch + Dribble Drive



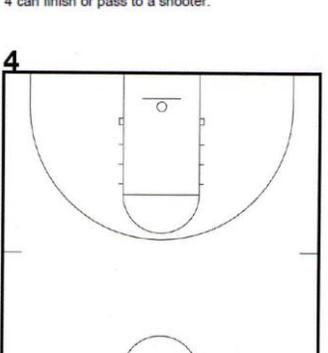
Frame 1



Frame 2



Frame 3



4 can finish or pass to a shooter.

## Layer 04 - Circle Movement

Layer 04a: Circle Movement on Dribble Penetration Top



Layer 04a: Circle Movement on Dribble Penetration Top



Layer 04a: Circle Movement on Dribble Penetration Top



Layer 04a: Circle Movement on Dribble Penetration Top



Layer 04b: Circle Movement-Wing



Layer 04b: Circle Movement-Wing



Layer 04b: Circle Movement-Wing



Layer 04b: Circle Movement-Wing



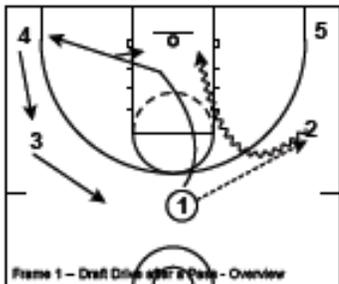
Layer 04c: Circle Movement-Baseline Drive top



Layer 04c: Circle Movement-Baseline Drive top



Frame 1 - Draft Drive after a Pass - Overview

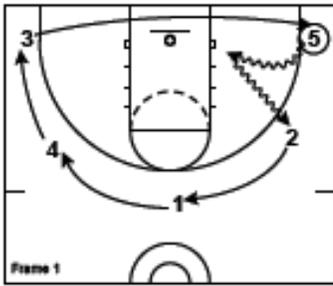


Frame 2 - Draft Drive after a Pass - 2 player drill

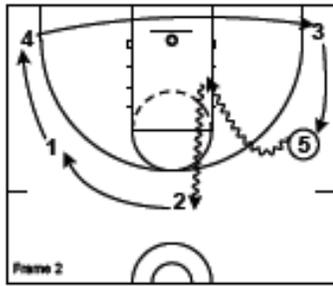


# Layer 04 - Circle Movement

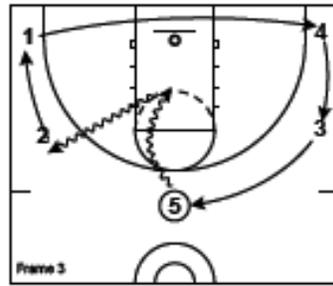
Layer 04: Guard01 Bounce-Off Circle Move



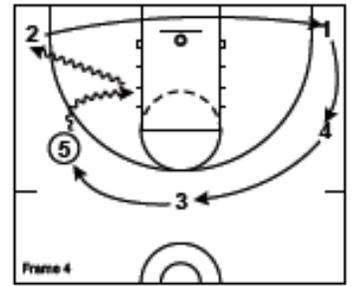
Layer 04: Guard01 Bounce-Off Circle Move



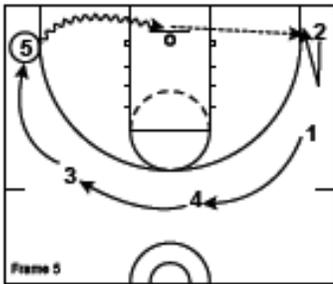
Layer 04: Guard01 Bounce-Off Circle Move



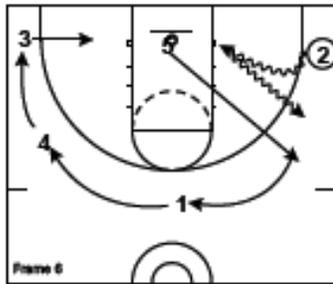
Layer 04: Guard01 Bounce-Off Circle Move



Layer 04: Guard01 Bounce-Off Circle Move



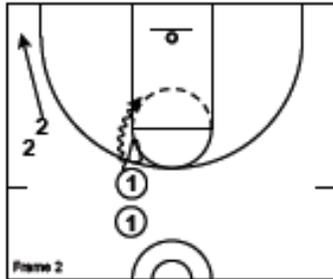
Layer 04: Guard01 Bounce-Off Circle Move



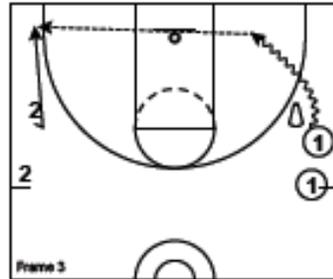
Layer 4-Circle Movement Passing Skills



Layer 4-Circle Movement Passing Skills



Layer 4-Circle Movement Passing Skills



Layer 4-Circle Movement Passing Skills



Layer 4-Circle Movement Passing Skills



## vs. ZONE

08a\_Free Flowing Layers 1,2,3,4,7



08a\_Free Flowing Layers 1,2,3,4,7



08a\_Free Flowing Layers 1,2,3,4,7



08a\_Free Flowing Layers 1,2,3,4,7

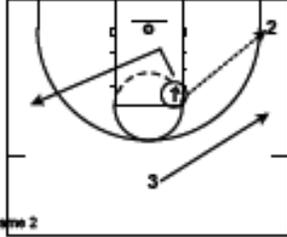


# Layer 04 - Circle Movement

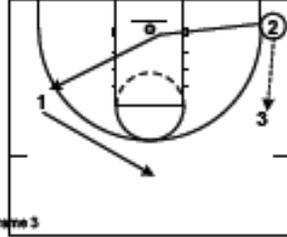
01-Attack Dribble, Pass & Cut, Dribble-At



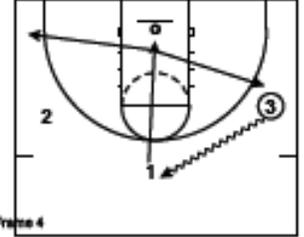
01-Attack Dribble, Pass & Cut, Dribble-At



01-Attack Dribble, Pass & Cut, Dribble-At



01-Attack Dribble, Pass & Cut, Dribble-At



5-Out Circle Movement "Passing"



5-Out Circle Movement "Passing"



5-Out Circle Movement "Passing"



5-Out Circle Movement "Trainer"



5-Out Circle Movement "Trainer"



5-Out Circle Movement "Trainer"



# Layer 04 - Circle Movement

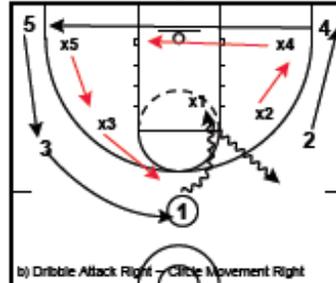
a) Dribble Attack Right - Circle Movement Right



a) Bounce Off into Open Spot



b) Dribble Attack Right - Circle Movement Right



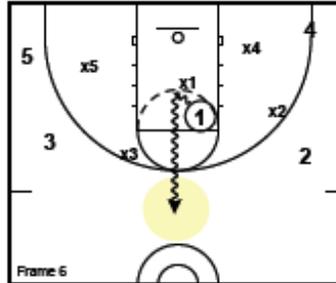
b) Dribble Attack Left - Circle Movement Left



b) Dribble Attack Left - Circle Movement Left



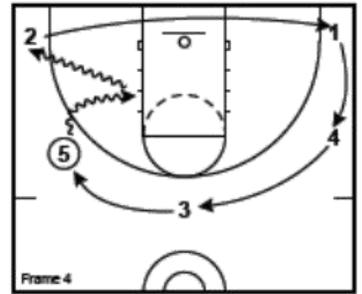
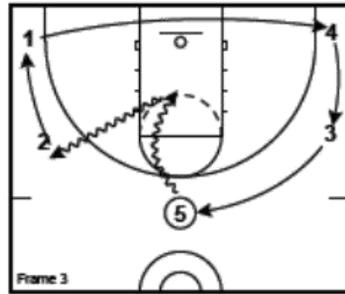
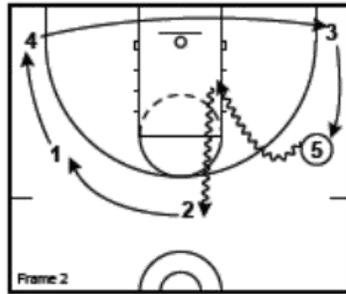
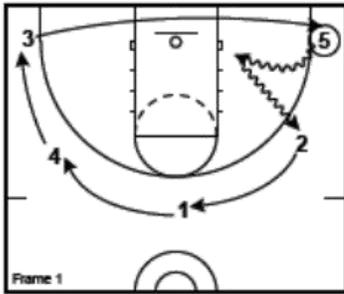
Layer 04e: Bounce Off Overview



# BOUNCE OFF ACTION

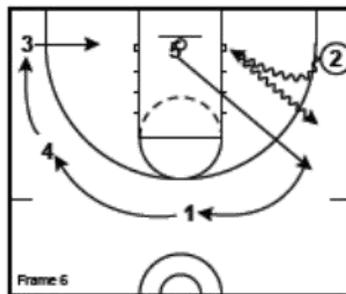
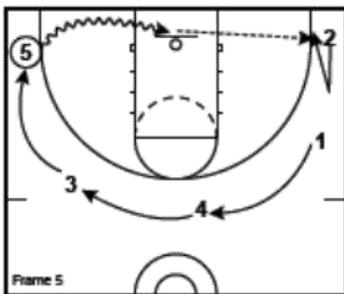
## Layer 04 - Circle Movement

Layer 04: Guard01 Bounce-Off Circle Move



Layer 04: Guard01 Bounce-Off Circle Move

Layer 04: Guard01 Bounce-Off Circle Move

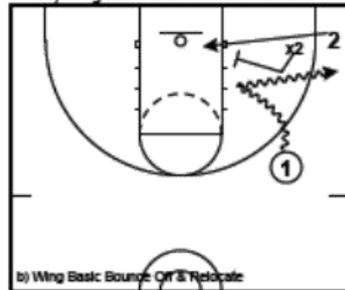


a) Middle Basic Bounce Off & Relocate

a) Over-the-Read Line

b) Wing Basic Bounce Off & Relocate

b) Cuffer Spins & Seals In Post



c) Wing Drives Middle Bounce Off & Relocate

c) Over the Read Line

d) 3-on-3 Bounce Off & Relocate

d) "Live" -- Continue Bounce Off Action



# Layer 04 - Circle Movement

25d\_Hawkeye Sequence\_2-2 - Layer 4

Layer 04a Circle Movement



25d\_Hawkeye Sequence\_2-2 - Layer 4

Layer 04b Circle Movement



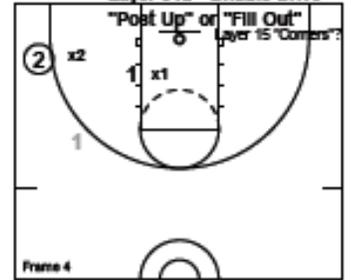
25d\_Hawkeye Sequence\_2-2 - Layer 4

Layer 04c - Dribble Drive



25d\_Hawkeye Sequence\_2-2 - Layer 4

Layer 04d - Dribble Drive



25d\_Hawkeye Sequence\_2-2 - Layer 4

Layer 04e - Dribble Drive



25d\_Hawkeye Sequence\_2-2 - Layer 4

Layer 04f - Dribble Drive



Frame 1-Base -- No Help then Score

Layer 4a - 3-Out Reads



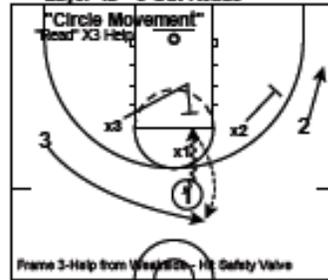
Frame 2-Help from Baseline - Dish

Layer 4b - 3-Out Reads



Frame 3-Help from Weakside - Hit Safety Valve

Layer 4b - 3-Out Reads



25d\_Hawkeye Sequence - Layer 4 -- 3-Out Reads



Frame 5-Base vs Baseline Drive action - Layup



Frame 5-Baseline Drive action-Help from Post



Frame 5-vs Help from Wing Defender



Frame 5-vs. Defensive Rotation



# Layer 04 - Circle Movement

25a\_Hawkeye Sequence\_wR&R-3-3 Rebel Reads

25] Hawkeye - Rebel Reads - A1



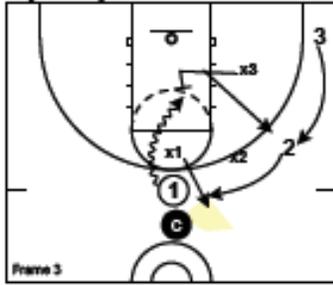
25a\_Hawkeye Sequence\_wR&R-3-3 Rebel Reads

25] Hawkeye - Rebel Reads - A2



25a\_Hawkeye Sequence\_wR&R-3-3 Rebel Reads

25] Hawkeye - Rebel Reads - B1



25a\_Hawkeye Sequence\_wR&R-3-3 Rebel Reads

25] Hawkeye - Rebel Reads - B2



Layer 04 - Circle Move

8) 2-on-2 Circle Move - Natural Pitch



Layer 04 - Circle Move

9) 2-on-2 Circle Move - Safety Valve



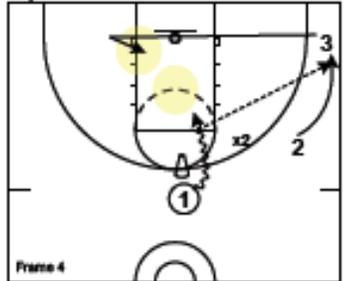
Layer 04 - Circle Move

10) 3-on-1 Circle Move - Natural Pitch



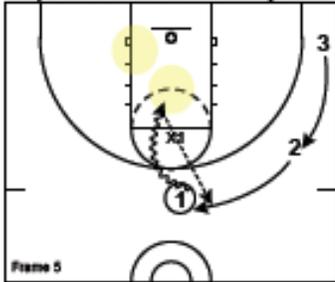
Layer 04 - Circle Move

11) 3-on-1 Circle Move - Natural Pitch



Layer 04 - Circle Move

11b) 3-on-1 Circle Move - Safety Valve



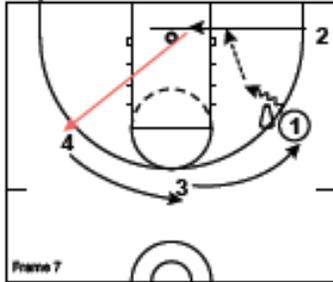
Layer 04 - Circle Move

12) 4-on-0 Circle - Dish



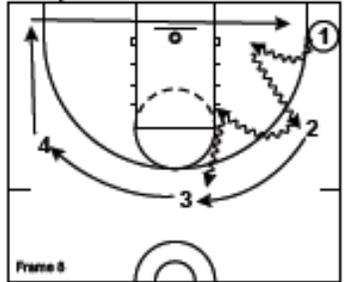
Layer 04 - Circle Move

13) 4-on-0 Circle - Dish



Layer 04 - Circle Move

Xtra) Bounce-Off Re-Attack



Layer 04 - Circle Move

Xtra) 3-Out - Attack Baseline



Layer 04 - Circle Move

Xtra)



# Understanding Circle Movement



Layer 4 is NOT about Dribble Penetration. You can dribble penetrate at any time in any offense. But that usually means the end of the offense.

Layer 4 in the [Read & React](#) is about how the offense continues *if Dribble Penetration fails or Penetrate, Draw the Defense, and Pass does not produce a shot.*

I don't think most understand WHY we Circle Move on Dribble Penetration in the Read & React. Here's why:

Elementary Reason: Receivers moving vs standing are harder to guard.

Advanced Reason: Defensive help and rotation moves in the opposite direction as Circle Movement.

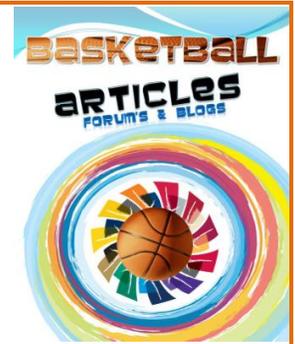
Engineering Reason: What if the drive fails or what if the drive and pass fails to produce a scoring opportunity? The reason to Circle Move is to continue action with another Layer of the R&R if the drive fails. That requires everyone to be on SPOTS. (All layers START on spots and END on spots in order to have continuous linkage of layers or basketball actions.)

When I was first engineering the Read & React (8 years ago), we did not Circle Move when someone Dribble Penetrated. That produced a problem: The empty spot from where penetration occurred was being filled by the next player (due to the habit of Layer 1) and the spot behind the filler was being filled, etc. That meant some were moving on the perimeter while others were not. The spots that were not being filled were the highest percentage passing windows (the Natural Pitches). My solution was to require EVERYONE on the perimeter to move one spot in the direction of the drive: REACTORS (those without the ball) have one reaction for one read – this would be consistent with the design of Read & React.

Again, the spot left empty by the dribble penetrator is going to be filled because of Layer 1. So, training the habit of moving one spot in the direction of the penetration is mostly directed at those in the Natural Pitch direction – usually only one or two players. The Safety Valve is going to be filled thanks to Layer 1!

The icing on the cake of Circle Movement is: if everyone moves one spot, then the penetrator has an empty spot in which he/she can "[bounce off](#)" into in case their drive fails. (It's the spot vacated by the Natural Pitch.) This allowed penetrators to choose a better option if their drive failed (rather than pick up the ball, make a bad pass, or force a bad shot. This allows the action to START on spots and END on spots – *if the drive fails*. From there, any new action can be chosen and our flow of attack can continue.

# A Simple (Effective) Read & React Circle Movement Test



Yesterday a great tip landed in my inbox from Ed Hammersmith. Those of you who frequent the [Tribe Forum](#) will know him as CoachEd – the creative voice chiming in on all sorts of topics. You also might remember him from an early [Tribe Spotlight](#).

Here's what he's been doing in his most recent practices. I love this tip because it is immediately actionable. You can (should?) do this in your practice today!

*I've been testing my kids a little on circle movement. We go 5 out and I tell [only the ball handler](#) what to do. For example... Dribble-At twice in a row, then [Bounce-Off](#) once, then Pass and Cut.*

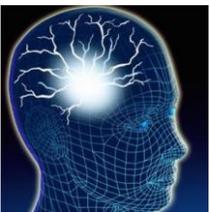
*Since the four without the ball never know when they might get the pass (remember, they don't know the sequence), I'm not only testing their reactions, I'm training them to play without thinking once the sequence is over and they receive the pass.*

*The kids are loving it. If they don't react right, they hit the floor and do 5 pushups on their own. They watch the whole floor and call each other out if someone misses a reaction. They laugh at them and yell, "Pushups!"*

It's been fun to coach. Now we just have to see if it translates into better movement in games.

[http://www.youtube.com/watch?feature=player\\_embedded&v=98VV8PQilG0#!](http://www.youtube.com/watch?feature=player_embedded&v=98VV8PQilG0#!)

## Read & React Diagnostics: Testing Layers 1-4



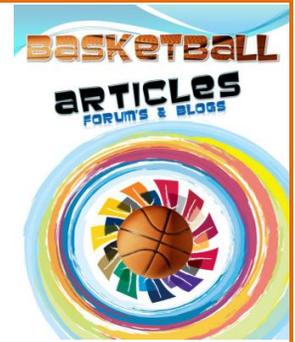
By requiring a specific order of actions, this test demands a few things that an organic order would not.

First, the girls must communicate with each other. No one said that they couldn't call out the next action (or, even the action as it's taking place) in order to keep everyone on the same page. This isn't a game of memory, it's a game of reactions. And, as always in basketball, the more communication the better the [team chemistry](#).

Second, as the coach you will see throughout scrimmages in practice or in games certain layers that your team never [links together](#) regardless of what the defense does. Perhaps, it would be beneficial to sometimes Dribble At immediately following a [Bounce Off](#). Or, maybe penetrating right after a Laker Cut looks good to you as a coach. You can spot those weaknesses and train your players to look for those opportunities. This test is the perfect way to do that. Think about the Draft Drive – you must train your players to look for those openings otherwise huge opportunities may be missed.

Third, you'll definitely see where your players are making mistakes with their reactions and under which circumstances they occur most often. Maybe they Circle Move correctly when the Dribble Penetration is in isolation, but fail when the Dribble Penetration occurs twice in a row, or when it happens from the Wing, or right after a Dribble At. Once you determine that, you can create a [basketball drill](#) that trains them in that situation specifically. Doing so will dramatically improve their ability to react correctly every time.

# What if the Safety Valve is Covered?



The Safety Valve is the final available option on dribble penetration – if the rim is covered, if the Natural Pitch is covered, if the Baseline Cut is covered, if Post Slides are covered, you're left with only one option (that's why it's called the Safety Valve).

And, there's a lot of security in that for the ball handler. He knows that no matter what, if he drives and gets stopped, he can always reverse pivot and look for the Safety Valve.

## **But, sometimes it's not open.**

Sometimes the drive didn't require any help, or the Safety Valve's defender played it exactly right, or the reverse pivot took too long, or a variety of other things.

At that moment, with no options open, what happens?

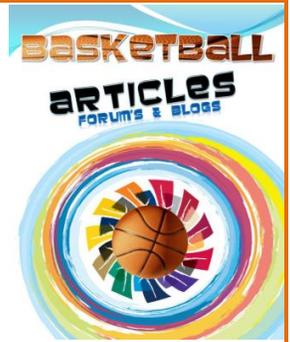
Let's look at it like this: when the penetrator is stopped in the lane, he is no longer a penetrator, he has made himself a post player. And, given that, what if the player in the Safety Valve position had fed a post player, would he know how to react now?

The answer is... Yes, as long as he knows Layer 2: Post Pass & Cut, he should. That's right, he has at his disposal the two Laker cuts from Layer 2 and (if you've gotten this far) the X-Cut and Relocate Cut from Layer 13.

## **So, the answer should be clear now.**

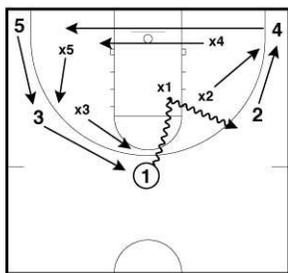
If the Safety Valve is covered, the Safety Valve should react as if he just fed the post. And, even if he doesn't get the pass from one of those cuts, he's opening up his spot for another player to fill that Safety Valve (this time on the move). Hopefully, those extra actions will allow the original penetrator to find an escape from the trouble.

# Bounce Off Escape Attack

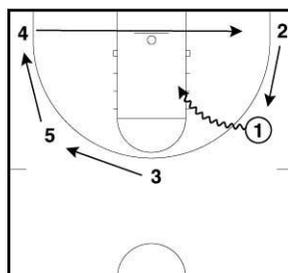


In yesterday's post, we mentioned the simplicity of the [Escape Hatch](#) for a dribble penetrator who can't make it all the way to the rim or just doesn't like what he sees. Today, let's take it one step further.

What if that ball handler (1 in this case) drove right, bounced off to the Escape Hatch, then **immediately crossed over and attacked again** – this time to the left? What would that do to the defense? Let's take a look at it.

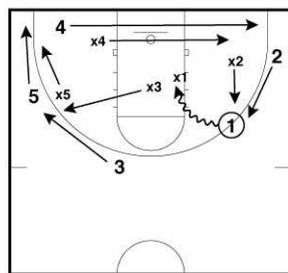


With 1 driving right, every other offensive player Circle Moves to the right. This forces every defensive player to rotate as well. Most likely, x2 has helped on the drive and now must recover to his man in the corner.

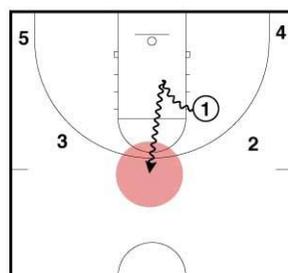


If 1 bounces off to the Escape Hatch, quickly crosses over, and attacks left, the defense may be in enough disarray from the extreme rotation that he has a clear path to the goal. Or, maybe a helping defender leaves the Natural Pitch or the Baseline Cutter open.

But, let's say the defense is solid and can recover well enough to stop the second drive.



The ball handler can still easily bounce off and drift back to the Escape Hatch. At this point, anything is possible. With the defense having helped and rotated twice in a row (in opposite directions), who knows what break downs may have occurred. Perhaps another drive is open, or a quick Pass & Cut, or a Pin & Skip.



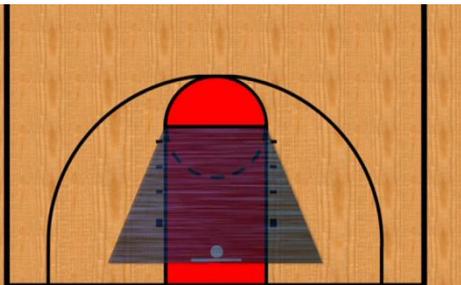
The point is that the defense has been sufficiently moved with only two actions and the ball never changing hands. Hopefully, it's been moved enough to shake a scoring opportunity loose. If not, a good Read & React team will simply continue to hunt until one is.

And, this Bounce Off Escape Attack could be used in practice as a **diagnostic tool** for both your defense and offense. Is your defense capable of handling the stress of all of that movement and still remain intact? Is the Circle Movement habit ingrained deeply enough so that your players will Circle Move correctly on both dribble attacks?

# 5. BASIC POST SLIDES

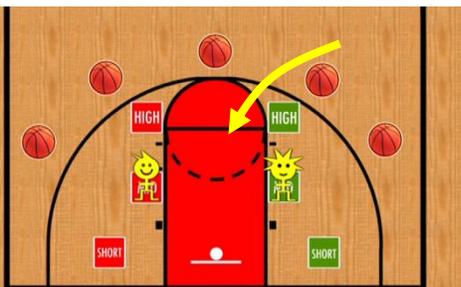
## ON DRIBBLE PENETRATION

### Post Player DEFINITION

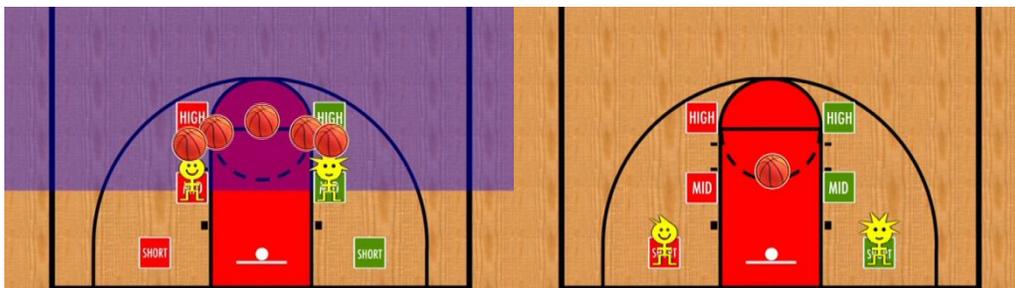


ANYONE who happens to be in this area when the ball is Driven to the Goal is considered a POST PLAYER. You may be a cutter or a screener, a point guard, etc. it doesn't matter.

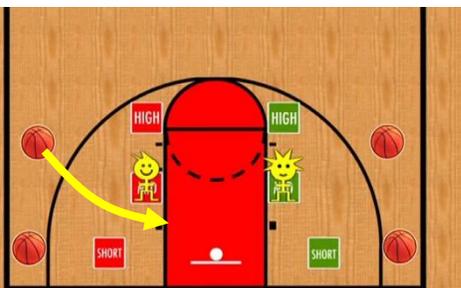
### THE BASIC POST SLIDE Reactions



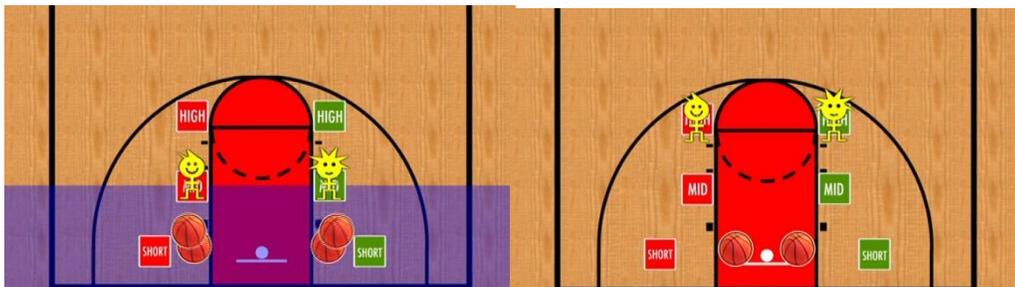
When the Ball is driven to the Middle ABOVE the Post Player, then the Post must Slide to the Short-Corner.



### THE BASIC POST SLIDE Reactions

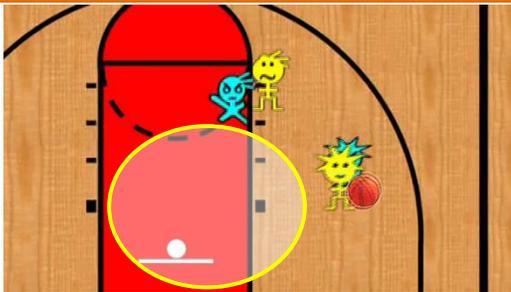


When the Ball is driven to the Middle BELOW the Post Player, then the Post must Slide to the High Post area.



*Reasons  
for*  
**BASIC POST SLIDES**

**REASON #1**  
**Get Out of  
the Way!**



**VARIOUS POST  
REACTIONS vs.  
DRIBBLE  
PENETRATION +  
GUARD  
DECISIONS**

*... this could be with  
One Post Player or  
Two Post Players  
(shown 2 Posts)*



CORNER Guard Drives Baseline & both Posts Slide to Elbow or High Post giving room for layup



WING Guard Drives BELOW & both Posts Slide to Elbow or High Post giving room for layup



WING Guard Drives ABOVE & both Posts Slide to Short Corner giving room for layup

# REASON #2

## Create Space for a Pass

### VARIOUS POST REACTIONS vs. DRIBBLE PENETRATION + GUARD DECISIONS

... continued



BASELINE Guard Drives BELOW & both Posts Slide to Elbow. Ballside Post Defender "HELPS". Guard must "READ" Help and Pass to Open Post for a Shot



BASELINE Guard Drives BELOW & both Posts Slide to Elbow. Weakside Post Defender "HELPS". Guard must "READ" Help and Pass to Open Post for a Shot



WING Guard Drives BELOW & both Posts Slide to Elbow. Weakside Post Defender "HELPS". Guard must "READ" Help and Pass to Open Post for a Shot

## REASON #2

### Create Space for a Pass

**VARIOUS POST REACTIONS vs. DRIBBLE PENETRATION + GUARD DECISIONS**

... *continued*



WING Guard Drives ABOVE & both Posts Slide to Short Corner. Ballside Post Defender "HELPS". Guard must "READ" Help and Pass to Open Post for a Shot



WING Guard Drives ABOVE & both Posts Slide to Short Corner. Farside Post Defender "HELPS". Guard must "READ" Help and Pass to Open Post for a Shot

## REASON #3

### Fill the 45 or 90 Degree Windows

Next Chapter



## What about PERIMETER PLAYERS?

CIRCLE MOVE  
+ POST SLIDES



IT ALL WORKS  
TOGETHER!

Nothing Changes on the Perimeter when the Posts Slides to Spots

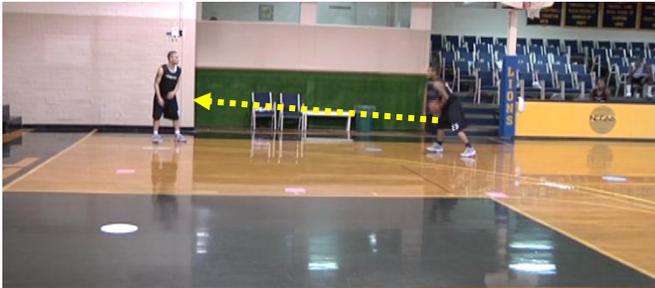
## BASIC POST SLIDES are for Everyone!

Perimeter Players need to Learn the Post Slides as well . . . here's why.

Wing Passes to Corner and "Pass & Cuts"

While Basket Cutting, the Corner decides to Drive to the Basket.

The Guard who is now in the Post area MUST REACT TO DRIBBLE PENETRATION. Since Ball is Driven BELOW Post, the Post must slide to Elbow.



A Couple of Notes:

If the Drive occurs EARLY, the Cutter may end up on the Ballside of the Lane . . .

If the Drive occurs LATER, the Cutter may end up on the Weakside or Farside of the Lane . . .

Reminder, that if the Ball is Driven ABOVE the Post, the Post Reaction will be to Slide to the Short Corner

**"Putting It All Together"**

"Linking Layer to Layer"

"CHANGING CHANNELS"

"Connecting Action to Action"

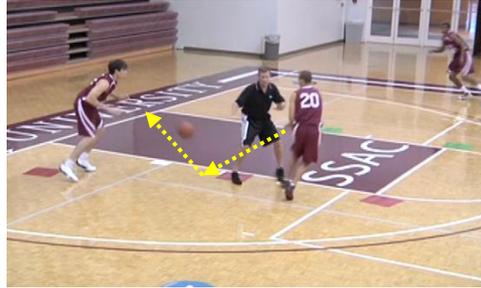
IN OTHER WORDS...

"LEARNING HOW TO PLAY"

# DETAIL

## #1

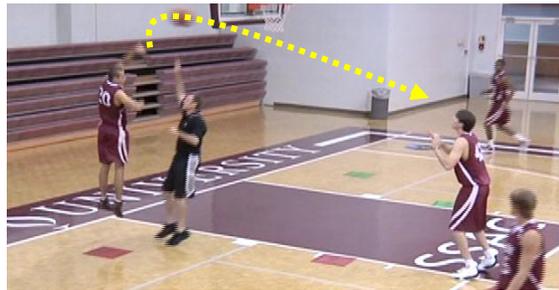
If a Post "Helps", the Best Pass to use is a "Bounce Pass" . . .  
This is seen as Passing BELOW the Defenders Outstretched Hands



# DETAIL

## #2

If a Post "Helps" in the Short Corner, the Best Pass to use is a "Hook Pass" . . .  
This is seen as Passing ABOVE the Defenders Outstretched Hands



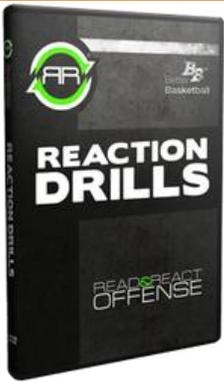
# DETAIL

## #3

### ADVANCED:

In a 4-Out Situation (or 3-Out), if Guard Drives Middle Above the Post, the Post will Slide to Short-Corner . . . however, you MAY NEED A SAFETY VALVE. The Post can "Circle Move" out and become the Safety Valve. FYI -- This is part of Layer 16 - Advanced Post Slides

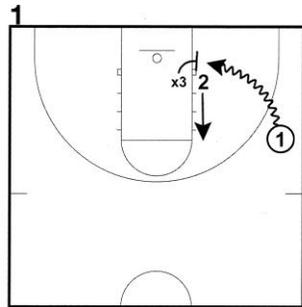




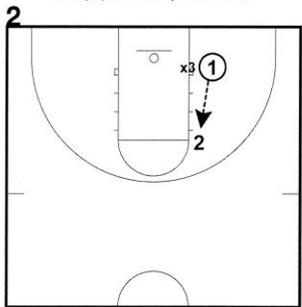
# REACTION DRILLS

The Software  
that runs the Hardware  
of the Read & React Offense

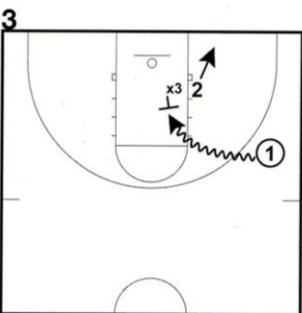
## Drill 12: Basic Post Slides - BALL-SIDE DRIVE



1 drives into the lane below the Post.  
Post defender x3 stops the drive.  
Post player 2 Slides up to the elbow.



1 passes to 2 for the shot.  
A close-out from x3 is an optional addition.



1 drives into the lane above the Post.  
Post defender x3 stops the drive.  
2 Slides down to the Short Corner.



1 Dishes to 2 for the shot.  
A close-out from x3 is an optional addition.

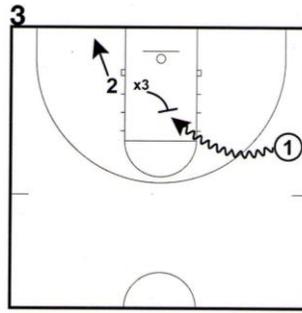
## Drill 13: Basic Post Slides - WEAK-SIDE DRIVE



1 drives into the lane below the Post.  
Post defender x3 stops the drive.  
Post player 2 Slides up to the elbow.



1 passes to 2 for the shot.  
A close-out from x3 is an optional addition.

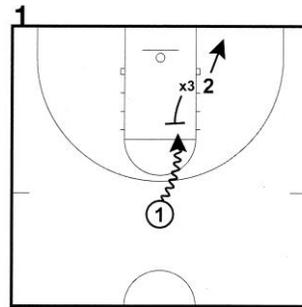


1 drives into the lane above the Post.  
Post defender x3 stops the drive.  
2 Slides down to the Short Corner.

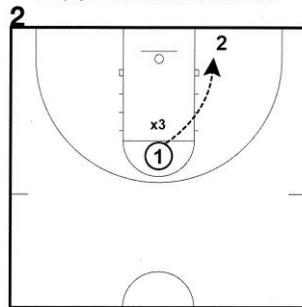


1 Dishes to 2 for the shot.  
A close-out from x3 is an optional addition.

## Drill 14: Basic Post Slides - TOP DRIVE



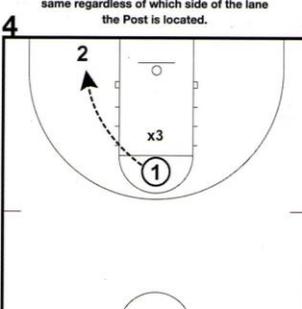
1 drives into the lane above the Post.  
Post defender x3 stops the drive.  
Post player 2 Slides down to the Short Corner.



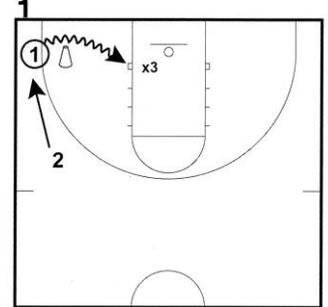
1 Dishes to 2 for the shot.  
A close-out from x3 is an optional addition.



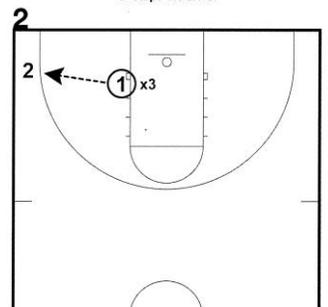
Frame 3 and 4 simply illustrate that the Basic reaction by the Post player is the same regardless of which side of the lane the Post is located.



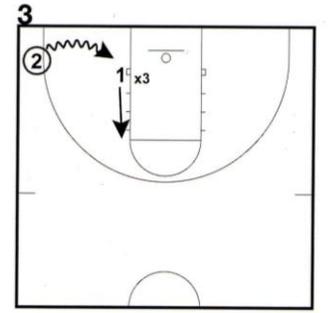
## Drill 31: Circle Move + Basic Post Slides



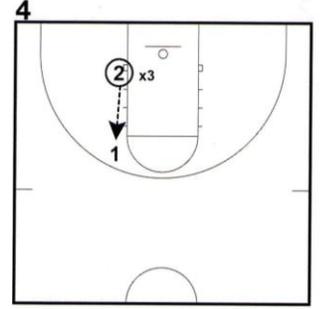
drives North/South baseline around an imaginary defender.  
2 Circle Moves left to the corner.  
x3 stops the drive.



1 Reverse Pivots and passes to 2 in the Safety Valve.

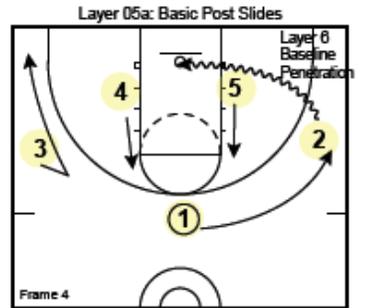
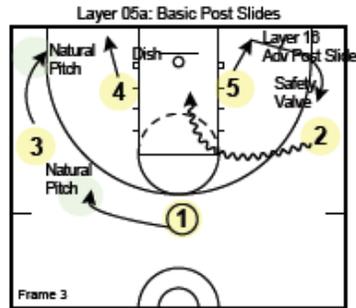
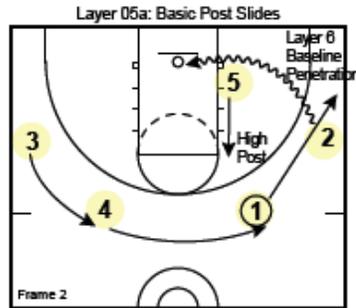
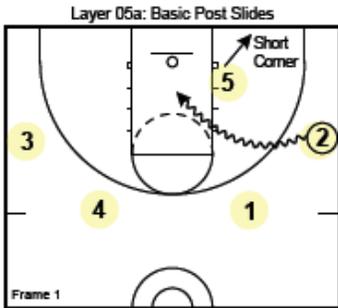


2 catches the pass and immediately drives baseline.  
1 must Slide up the lane toward the elbow.  
x3 stops the drive.



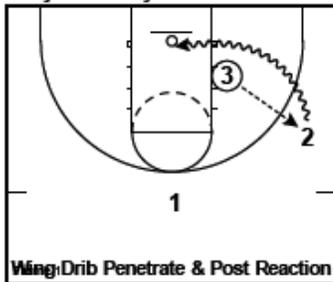
2 hooks the pass up the line to 1 for the shot.  
A close-out from x3 is an optional addition.

## Layer 05 - Post Reaction



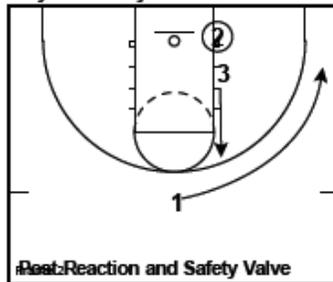
25o\_Hawkeye Sequence\_3-3 Layer 5 & 6

Layer 05 & Layer 06 – A



25o\_Hawkeye Sequence\_3-3 Layer 5 & 6

Layer 05 & Layer 06 – B



25o\_Hawkeye Sequence\_3-3 Layer 5 & 6

Layer 05 & Layer 06 – C



25o\_Hawkeye Sequence\_3-3 Layer 5 & 6

Layer 05 & Layer 06 – D



25e\_Hawkeye Sequence\_2-2 - Layer 5

Layer 05a\_Basic Post Slides

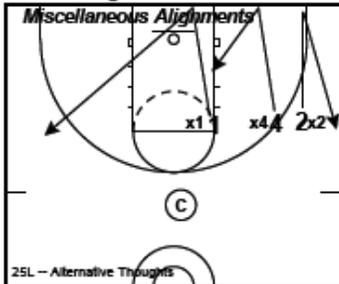


25e\_Hawkeye Sequence\_2-2 - Layer 5

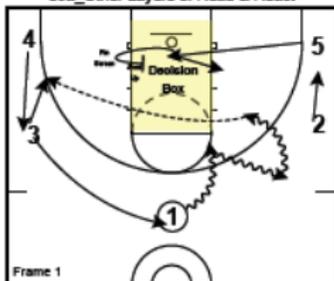
Layer 05b\_Basic Post Slides



Work "Alignment" & "Reads"



09a\_Other Layers of Read & React



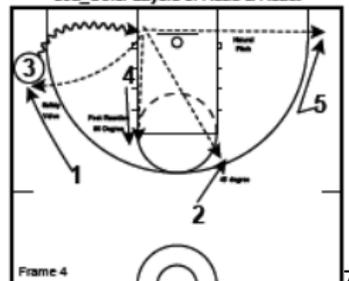
09a\_Other Layers of Read & React



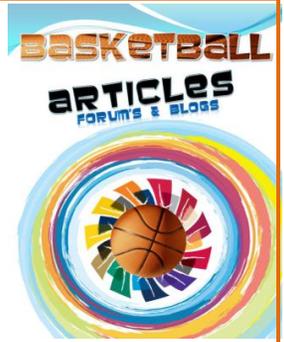
09a\_Other Layers of Read & React



09a\_Other Layers of Read & React



# Post Players: Camping is Prohibited



In the previous post, we discussed utilizing the inside-out game with the Read & React: how there is always an inside threat in the Read & React, whether the ball is thrown into the post or not.

What we didn't mention, though, is the sure fire way to block that inside threat: lazy (or uninformed) post players.

As a coach, you cannot allow your post player in a 4 OUT or post players in a 3 OUT to stand in the mid post for entire possessions. Whoever plays in the post, whether it's a designated post player or a cutter who has stopped in the lane, must be trained to use the weapons of the Read & React.

## Start with these four options:

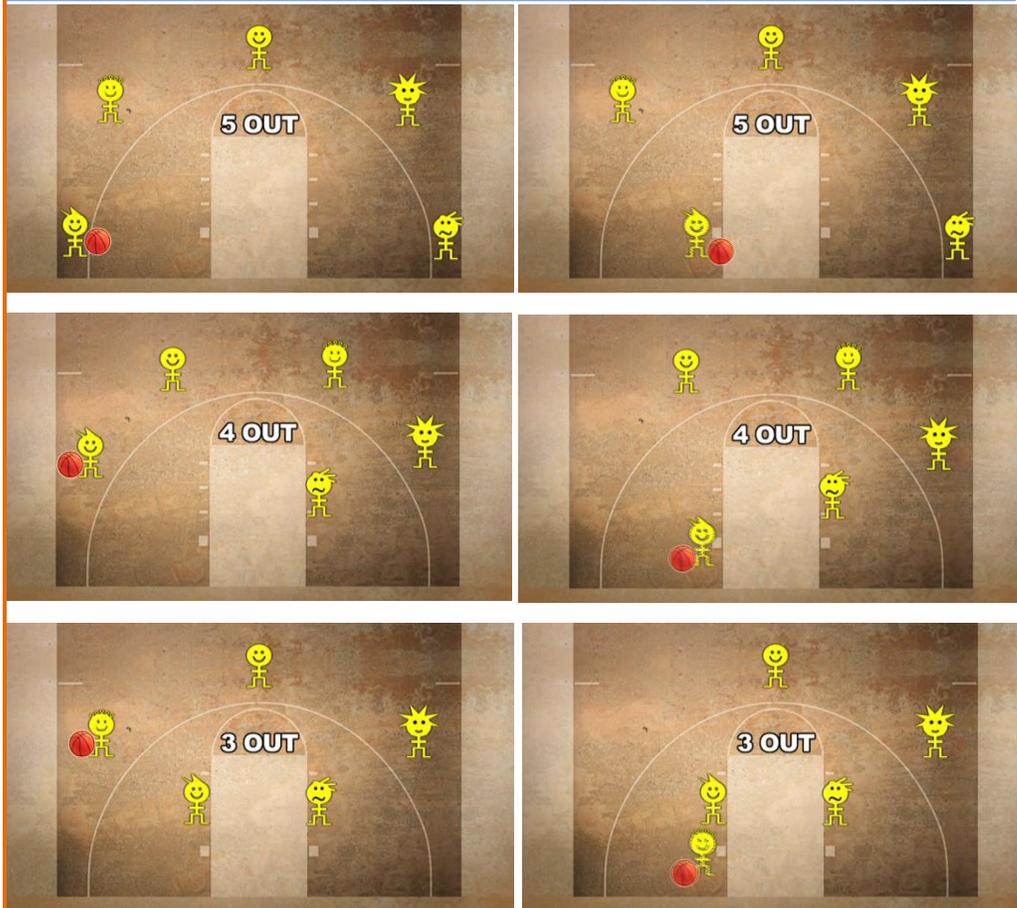
- 1. Use all three posting spots: High Post, Mid Post, and Short Corner.** A higher level player may even be able to use each spot strategically. Have a guard who loves to drive right from the right wing? Perhaps that post should go to the High Post to open up that opportunity. A smart post (or a well coached post) will learn the best spots to use at given times in possessions based on ball position, game situation, and personnel.
- 2. Set screens for cutters as they are entering or exiting the lane.** This allows both the cutter and the post to threaten inside *in that order*. It also forces the post defender to decide how to guard the screen, which may be just enough on its own to open up scoring opportunities.
- 3. Step out and set a Back Screen on a perimeter spot, then roll back into the post.** Again, this opens up a scoring opportunity for the cutter first, then the post. As a bonus, you may be dragging a large help defender (and shot blocker/intimidater?) out of position to open up driving lanes.
- 4. Don't always follow the ball.** Sometimes the best idea is to remain on the weak side and set a Pin Screen. Now, the ball handler has an open lane to drive into or a Skip option. If the ball is skipped, the post can quickly hunt his defender (who is probably in a helping position) and seal him deep in the lane.

The bottom line is this: **a post should get active on every possession *and* share the lane.** What if your post used each of the four options (or even just two) in one possession? How difficult would he be to guard? What kind of pressure would that put on the defense?

You may be surprised how many scoring opportunities open up.

# 6. BASELINE

## DRIBBLE PENETRATION



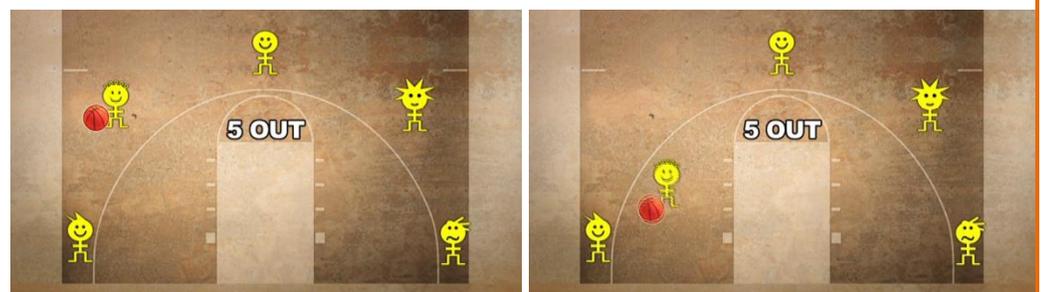
EXAMPLES OF

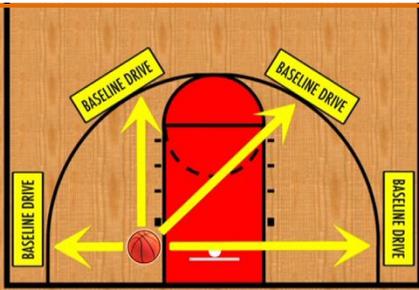
## BASELINE DRIVES

FROM ALL 3 FORMATIONS

## NOT A BASELINE DRIVES

This is an Example of Circle Movement and NOT a Baseline Drive because there's a teammate between ball & baseline.





Whenever someone drives Baseline, the other 4 Teammates must fill these 4 Windows:

- 90° Angle
- 45° Angle
- Natural Pitch along the Baseline
- Safety Valve

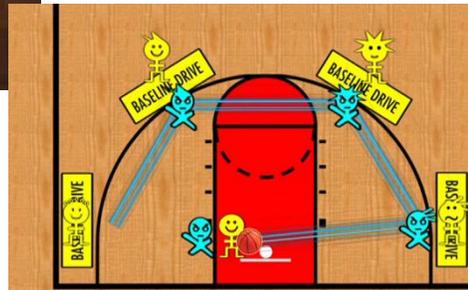
**Why fill these 4 spots on a BASELINE DRIVE?**

**# 1  
Get Out of the Way!**

**# 2  
Stretch the Defense**

**# 3  
Three in Front**

**# 4  
Consistent Passing Windows**



**HOW MUCH IS ALREADY IN PLACE?**

1. Pass & Cut
2. Post P&C
3. Dribble At
4. Circle Move
5. Post Slides

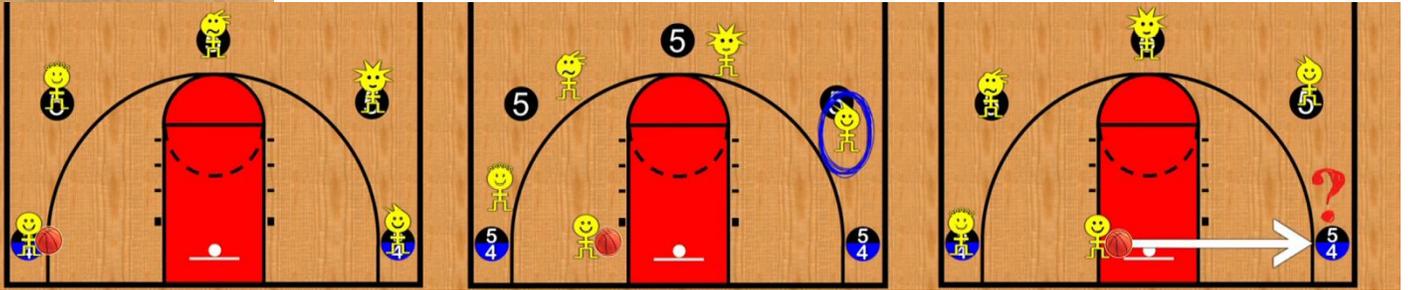
How many Adjustments . . . not many.

- Post Players simply do their normal "Post Slides". These actions already put players in the correct angles.
- Circle Movement already gets players moving in the right direction.

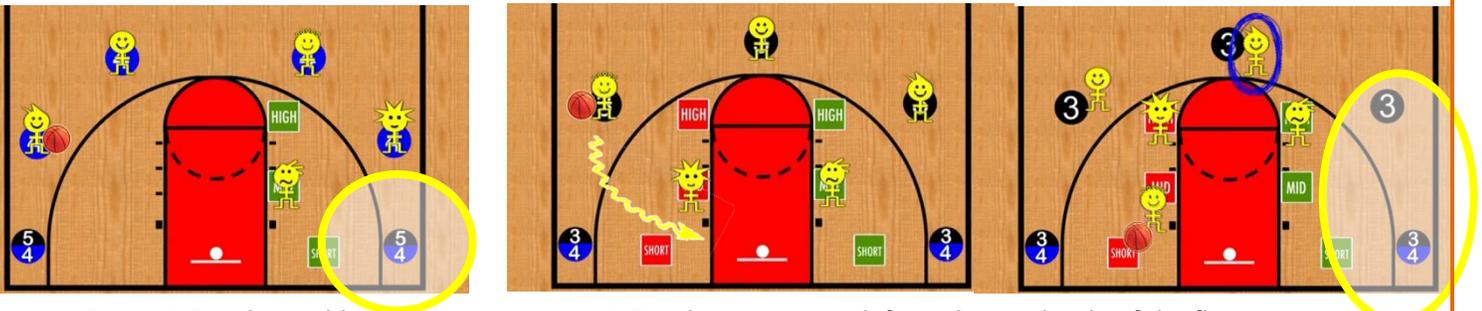


# ONE Major Problem

On a Baseline Drive, We must get someone to the "Natural Pitch" angle!



In 5-Out, Circle Movement "Pulls" the opposite Corner UP away from the Natural Pitch angle.



In 4-Out or 3-Out the problem is even worse. In 3-Out there is no one left on the weak side of the floor.

**FIRST PRIORITY:**  
**Fix**

**CORNER COME BACK!**

The First Priority of the Closest Weakside Player:  
FILL THE NATURAL PITCH IN THE DEEP CORNER



**Fill the Opposite Corner:**  
**The Natural Pitch**



**CORNER  
COME  
BACK!**



**ONE  
Minor  
Problem**

**> 5 Out  
> 3 Out 2 In  
> 4 Out 1 In  
Weakside  
Post**

**No  
Problems!**

**4 OUT 1 IN  
Ballside  
Post**



With Ball on Strongside Wing -- Post Reaction is to High Post -- and Corner Comback for "Natural Pitch" -- Those Work



The "MINOR PROBLEM" is that the Weakside Guard is normally supposed to Circle Move to the 90° Angle . . . but the Post is already there.

So, rather than moving to 90° she moves to the 45° angle instead.

No Big Deal. This has really never been a real problem.



**"Putting It All Together"**

"Linking Layer to Layer"

"CHANGING CHANNELS"

"Connecting Action to Action"

IN OTHER WORDS...

"LEARNING HOW TO PLAY"

# DETAIL

## #1

Similar "Minor" Problem: 4-Out with Overload to Strongside.

Ball in Corner is driven Baseline.

- Weakside Guard must get to "Natural Pitch" (long way to go) - Pic 2
- Again, Strongside Guard must get to 45° Angle on weakside - Pic 4
- Post and Safety Valve are fine.



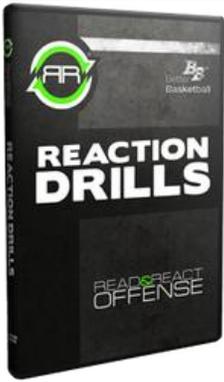
# DETAIL

## #2

2 Parts of the action need to be Drilled . . .

- Pic-1 -- the "Corner Come Back" needs to be drilled because it is the only action that is actually different than any previous action or rule.
- Pic 2 -- the Baseline driver must be drilled to not Foul and to make that "Natural Pitch" to the opposite corner.

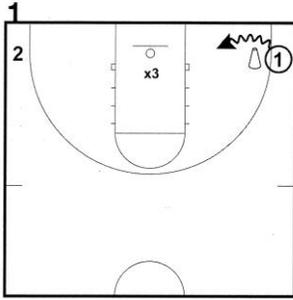




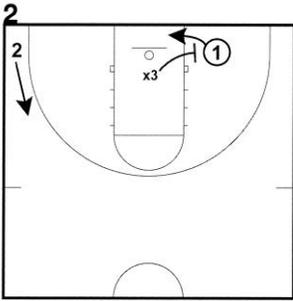
# REACTION DRILLS

The Software that runs the Hardware of the Read & React Offense

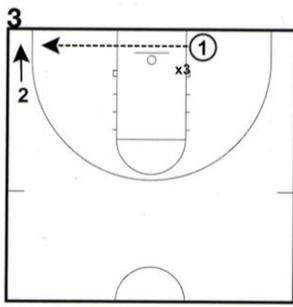
### Drill 15: Baseline Drives - CORNER COME BACK



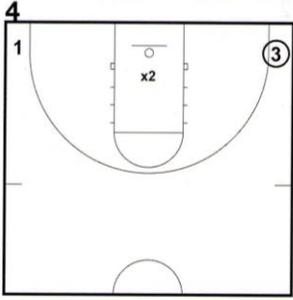
1 drives North/South baseline around an imaginary defender.



By habit, 2 might start to Circle Move to the wing. Help defender x3 stop the drive attempting to draw a charge. 1 must avoid the charge by shifting toward the baseline.

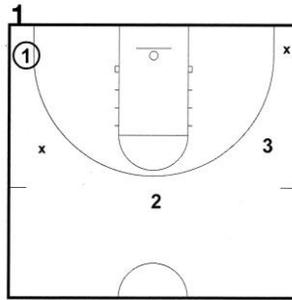


2 must Come Back to fill the Natural Pitch. 1 Pitches behind the backboard to 2 for the shot. A close-out from defender x3 is an optional addition.

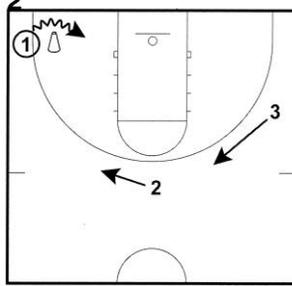


1 replaces the opposite corner to become the next shooter. 2, the shooter, rotates to defense. 3, the defender, takes the ball to the corner as the baseline driver.

### Drill 16: Baseline Drives - 45° OR 90°



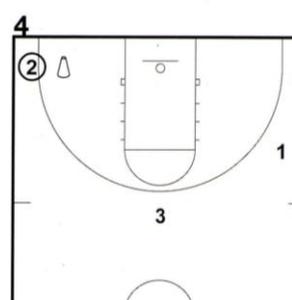
In the diagram, the two x's are imaginary teammates filling otherwise empty spots. This could be made a 5-player drill by replacing the x's with a 4 and 5.



1 drives North/South baseline around an imaginary defender. 2 Circle Moves to the 90° window. 3 Circle Moves to the 45° window.

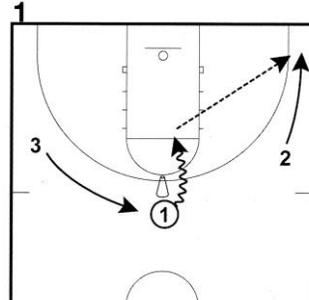


1 chooses to pass to 2 or 3 for the shot.

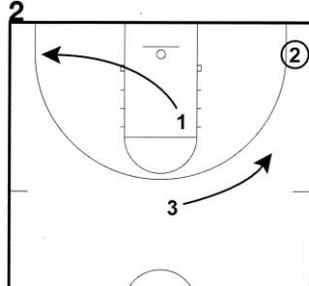


2 gets the rebound and becomes the penetrator. 3 rotates to the top of the key. 1 rotates to the wing.

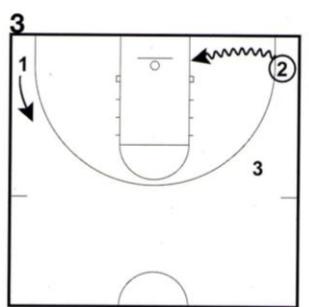
### Drill 30: Circle Move + Baseline Drive + Circle Move



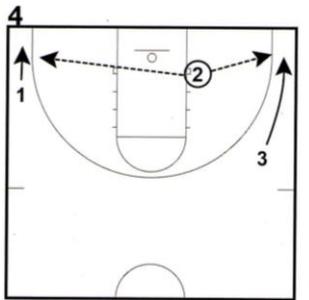
1 drives North/South right around an imaginary defender. 2 and 3 Circle Move one spot to the right. 1 passes to 2 in the Natural Pitch.



1 chooses to Fill the empty spot on the weak-side corner. 3 Fills the empty ball-side wing.

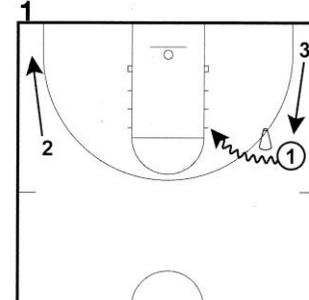


2 drives North/South baseline around an imaginary defender.

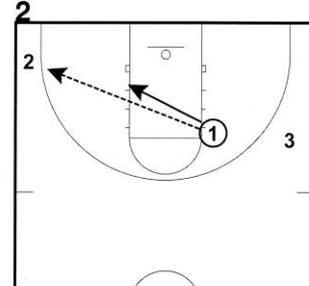


3 Circle Moves right. 1 Comes Back to the corner. Either: 2 makes the Natural Pitch to 1 for the shot. Or: 2 Reverse Pivots and passes to 3 in the Safety Valve.

### Drill 51: Circle Move + Baseline Drive + Basic 90° Post Slide



This simulates 5-OUT; the Left Corner and Top are imaginary. 1 drives North/South left to the goal. 2 and 3 Circle Move one spot to the left.



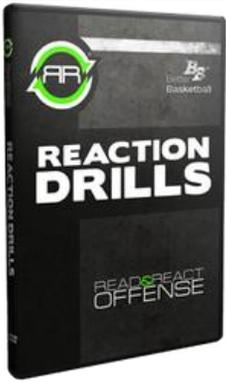
1 passes to 2 in the Natural Pitch. 1 chooses to finish the cut in the ball-side post.



2 drives North/South baseline around an imaginary defender. 1 Slides up toward the elbow. 3 Comes Back to the corner.



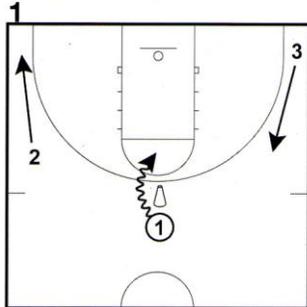
Either: 2 makes the Natural Pitch to 3 for the shot. Or: 2 hooks the pass to 1 in the 90° window.



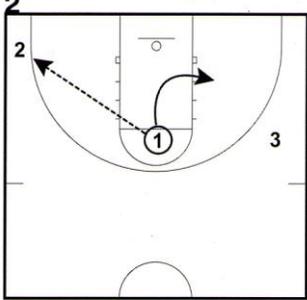
# REACTION DRILLS

The Software that runs the Hardware of the Read & React Offense

## Drill 52: Circle Move + Baseline Drive + Basic 45° Post Slide



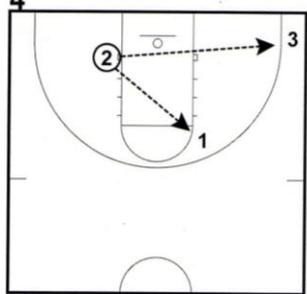
This simulates 5 OUT; the Right Wing and Left Corner are imaginary.  
1 drives North/South left around an imaginary defender.  
2 and 3 Circle Move one spot to the left.



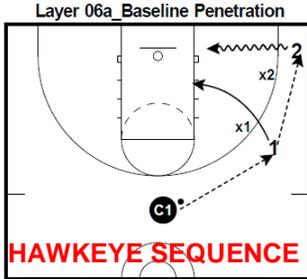
1 passes to 2 in the Natural Pitch.  
1 begins to Fill out away from the ball.



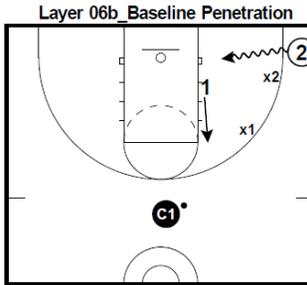
Immediately after receiving the pass,  
2 drives North/South baseline.  
1 Slides up the lane toward the elbow.  
3 Comes Back to the corner.



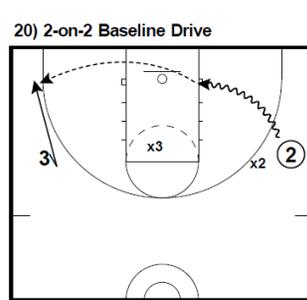
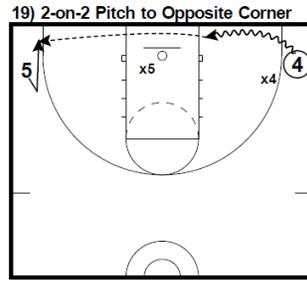
Either: 2 makes the Natural Pitch to 3 for the shot.  
Or: 2 hooks the pass to 1 in the 45° window.



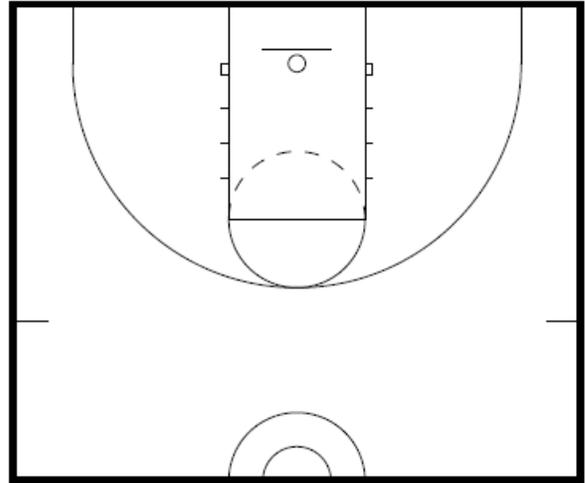
Same Hawkey Formation.  
1 Pass & Cut and Post  
2 Rip Thru & Attack Baseline



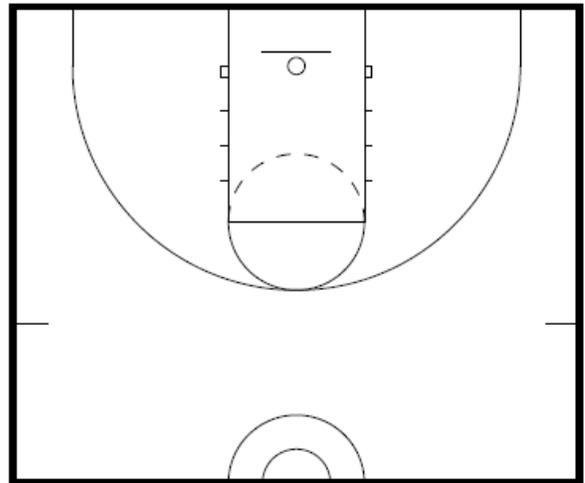
Post 1 React to Baseline Drive  
Slide to Elbow -- 90 degree window



Xtra)

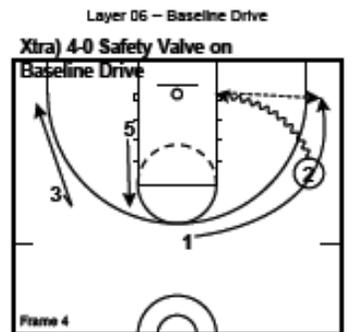
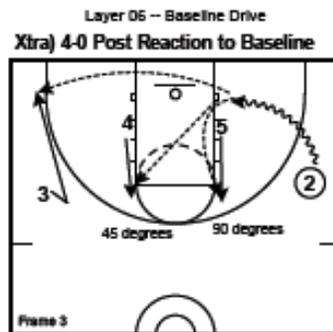
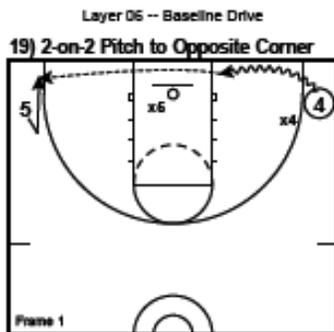
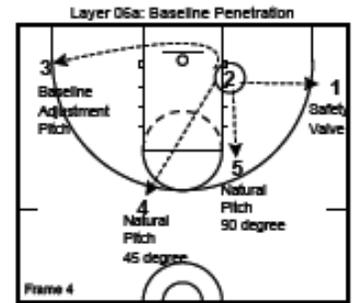
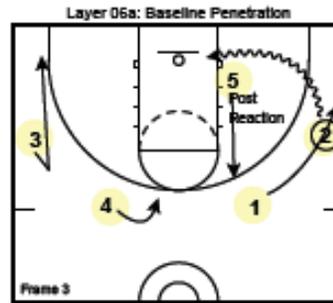
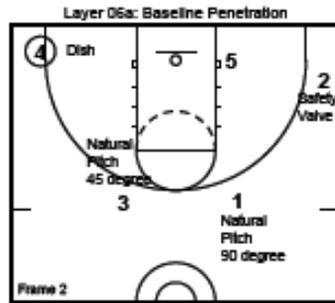
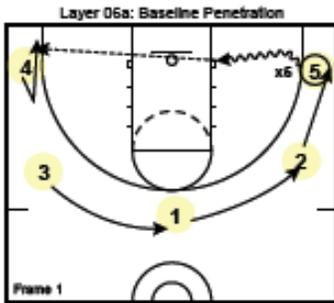


Xtra)

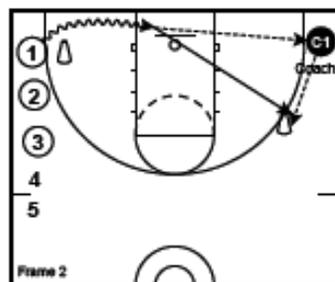
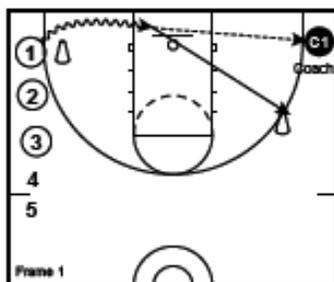


# FastDraw® Basketball BASIC

## Layer 06 - Baseline Drive



Youth Drills: Layer 6 Baseline Penetration Shooting Drill



25o\_Hawkeye Sequence\_3-3 Layer 5 & 6

Layer 05 & Layer 06 -- A



25o\_Hawkeye Sequence\_3-3 Layer 5 & 6

Layer 05 & Layer 06 -- B



25o\_Hawkeye Sequence\_3-3 Layer 5 & 6

Layer 05 & Layer 06 -- C



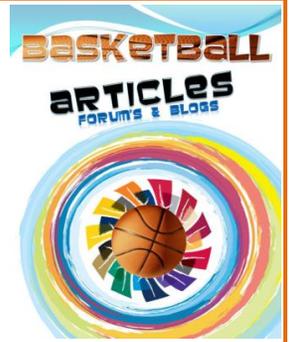
25o\_Hawkeye Sequence\_3-3 Layer 5 & 6

Layer 05 & Layer 06 -- D



# R&R Attack Dribble: Baseline Drive Adjustment Description

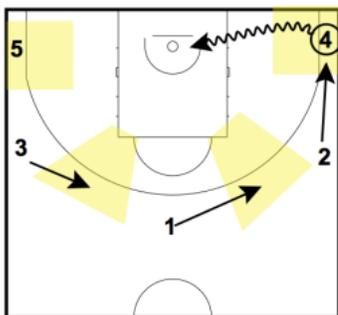
by: Hoops\_College



The Baseline Drive Adjustment completes the Attack Dribble layer of the Read and React Offense. Since many defenses force ball-handlers baseline, it becomes critical that players react properly to baseline drives. Driving baseline is a great way to attack defenses. The slight modifications in the Baseline Drive adjustment are not difficult to acquire through repetition.

The Baseline Drive Adjustment says that on any baseline drive, 4 windows must be filled. These windows are shown in the diagram below.

Attack Dribble  
Baseline Adjustment  
Read & React Layers



When teaching the Baseline Drive adjustment, it is important to emphasize that receivers have the freedom to be located anywhere in the windows as long as the attacker can see them. Reactors must be within their scoring range and ready to receive the next pass. In order for the initiator to achieve a passing angle for the natural pitch player in the corner and avoid an offensive foul, it may be necessary for the attacker to jump out of bounds to make the pass. This pass may not come naturally to most players and must be drilled as part of the building blocks of this layer so that players can be comfortable making it with either hand.

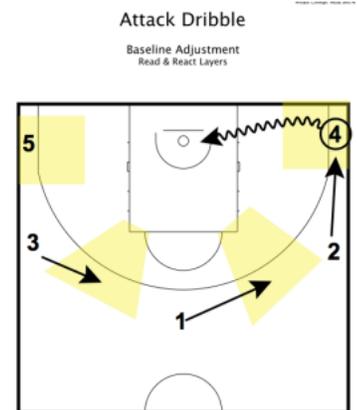
Many penetrations that begin on the wing turn into baseline drives. With proper spacing and floor balance in a 5 out configuration, the baseline drive should only come from the corner position. A drive from any other position should be considered a regular Circle Movement drive. However, in 4 out 1 in or 3 out 2 in configurations, drives from the wing or corner should be considered baseline drives if no other players are between the attacker and the baseline. Again, it is important for players to understand that the natural pitch and the safety must always be available for the attacker.

Post reactions to dribble penetration are covered in the next layer. The reactions that players in the post will have for baseline drives will be the same as what they will learn in the next layer. This is a good introduction to post slides even though they will be covered in-depth in it's own layer.

In a 3 out 2 in alignment, the post players should always fill the 45-degree and 90 degree windows. This means that the perimeter players are always responsible for the safety and natural pitch windows. In this alignment, perimeter players are required to cover a lot more of the court than they would in other formations in order to get to their windows on the baseline drive.

In a 4 out 1 in formation, the post should fill the 90-degree window on **most** baseline drives. Another way to say this is that no matter where the post is during a baseline drive, they are responsible for filling the ball side elbow, unless there is a player at that elbow already. This opens up the 45-degree and natural pitch for the perimeter players to fill. The situations that the post should fill the 45-degree window will be discussed as other layers are added.

In a 5 out formation, the windows are pretty simply filled. If there happens to be a cutter in the lane at the same time as the baseline drive, they would fill the closest elbow and the other perimeter players would adjust accordingly.



After these 6 Layers are implemented, it becomes a matter of repetition in order to "React" to any Action of the Ball. For Players, it's not so important to know "why" they are doing something . . . they just have to "do it". If they happen to understand "why", then great.



**Training with the SPOTS**

**LINKING**  
**LAYER to LAYER**  
**ACTION to ACTION**

# 7. PIN & SKIP

## LAYER 7 Pin & Skip

It's the only Layer in the Read & React to NOT Require an "Reaction" based on an "Action". You will need to learn to "Read" weakside help and alignment.

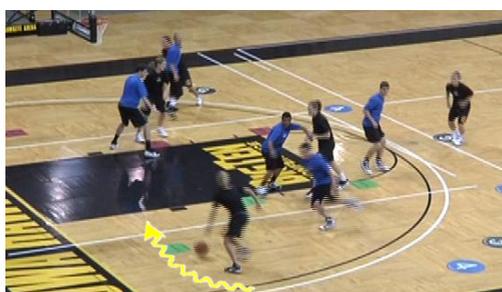
Pin & Skip can be taught anywhere you think you need to. It probably will be introduced as part of your scheme when you encounter Zone defenses.



In a 5-Out situation, the Screen or "PIN" should be set by the player whose defender is furthest from the Ball.



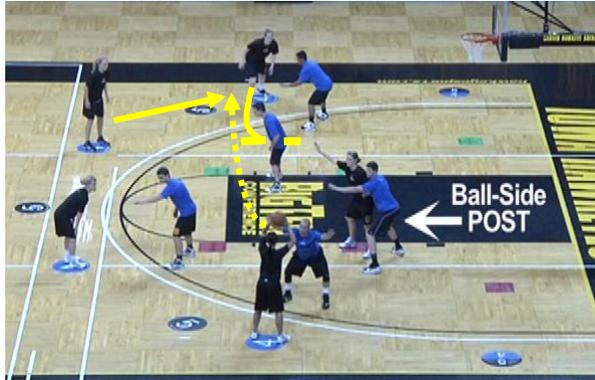
As a rule, we want to set a "PIN SCREEN" on the player who has the furthest distance to "Recover" to their player



Goal is for the Screener to occupy two defenders at one time. The Receiver of Pass has choices . . . it's not as if they've got the green light to "catch & shoot". They can: 1) Catch & Drive; 2) Feed the Post; or, 3) Shoot

# 4 OUT 1 IN PIN & SKIP

## 4 OUT 1 IN



When Post is on the Ball-Side, the Pinning Action is the same as 5-Out. The player whose defender is furthest away sets the Pin Screen. In the case above, the Wing sets the Pin Screen for the Guard.



Sometimes the Pin & Skip is merely used to get the ball inside to a Post Player. This simply changes the formation from 4-Out 1-In to 3-Out 2-In.



If the Post is on the Weakside, then they are automatically the "Pin Screener" -- Pin & Post-Up

# 3 OUT 2 IN PIN & SKIP

After a  
SKIP  
PASS...

a Basket Cut  
is **NOT**  
Required!



In the 3-Out 2-In Formation, the Weakside Post is the "Automatic Pin Screener"



As soon as the Skip Pass is made, the Roles of the Posts change. This may allow the NEW Weakside Post to set an "Automatic Pin Screen" for the ball to be returned to the other side. A "DOUBLE SKIP-PASS".

When a  
**PIN & SKIP**  
is applied  
**EVERYWHERE...**

**APPLIED  
IN  
PRINCIPLE  
AND  
ALL ANGLES!**

This action can occur anywhere on the floor, especially with a sagging defense. From Point to Wing to Corner. Remember, Pass & Cut REQUIRES you to CUT when passed 1-Spot Away! The Skip Pass does NOT require you to Cut when passed 2- or more Spots away.



(Top Row above) -- In 5-Out, the Wing can set a Screen for the Corner  
(Bottom Row above) -- In 5-Out, The Corner can set a Screen for the Wing



(Top Row above) -- In 4-Out, the Off-Guard can set a Screen for the Off-Wing  
(Bottom Row above) -- In 4-Out, The Wing can set a Screen for the Guard

**When a  
PIN & SKIP  
is applied  
EVERYWHERE...**



In this scenario, a 4-Out with a Post at the Strongside Elbow, the Screen that is set on a "Pack Line" or "Sagging-in-the-Gap" defender is sometimes called a "Flair Screen", but in Read & React it is still a Pin & Skip action.



**Training Cutters  
to SET and USE  
Pin Screens &  
Skip Passes**

**the BALL-HANDLER**  
THE BALL THEN YOU HAVE  
OM TO CHOOSE  
THE BALL HAVE ONLY ONE REACTION  
NEXT BEST ACTION IS  
BY THE BALL-HANDLER  
LOWER DRIBBLE  
BALL SCREEN  
BASELINE DRIVES  
BIG POST SLIDES

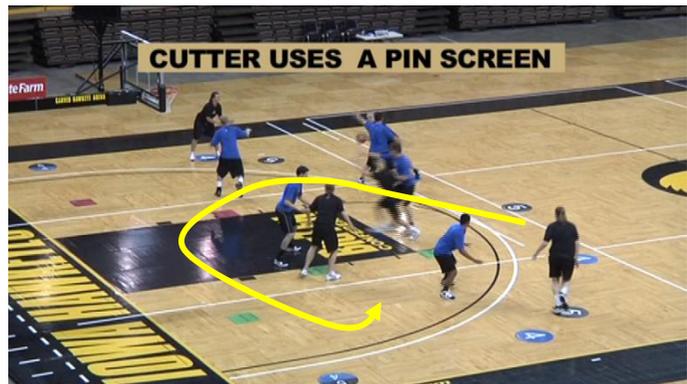
**TRAINING the CUTTER**  
IF YOU FINISH A CUT, THEN YOU HAVE  
FREEDOM TO CHOOSE  
the NEXT BEST ACTION  
THE NEXT BEST ACTION IS  
INITIATED BY THE CUTTER

14. CORNERS  
13. POST PASS & CUT (E-W)  
11. MULTIPLE SCREENS  
10. BACK SCREENS  
9. POST SCREENS  
7. PIN & SKIP

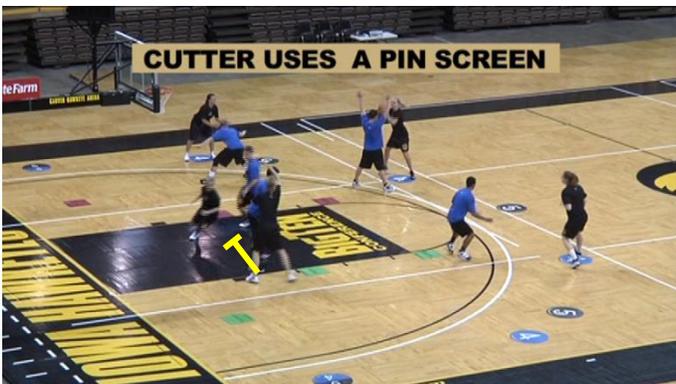
**TRAINING the CUTTER**  
IF YOU FINISH A CUT, THEN YOU HAVE  
FREEDOM TO CHOOSE  
the NEXT BEST ACTION

11. MULTIPLE SCREENS  
10. BACK SCREENS  
9. POST SCREENS  
7. PIN & SKIP

It's possible for a "Cutter" to use "Screens" as the NBA (Next Best Action).

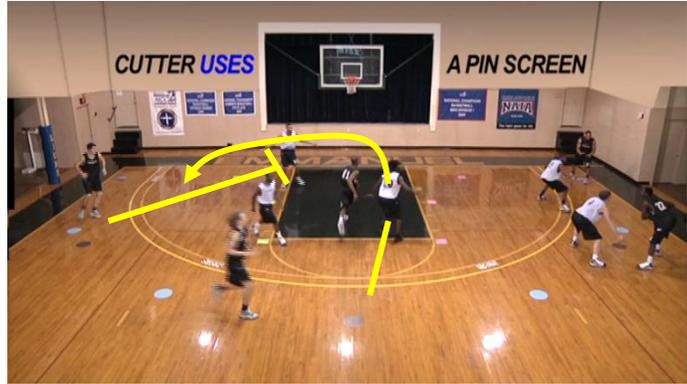


4-Out & 1-In -- Strong Guard Pass & Cuts to Basket and Fills-Out using Pin Screen from Post. Wing "Circle Moves"



Post Sets Screen -- Cutting Guard uses NBA (Next Best Action) to cut off Screen for Pass from Guard.

**Training Cutters  
to SET and USE  
Pin Screens &  
Skip Passes**



5-Out Formation: Point "Pass & Cut" to Basket. Wing & Corner Fill-Out.



Corner begins to Fill-Out, but then goes to the Post area to "PIN SCREEN". Cutter NBA and uses Pin Screen. Wing with Ball "SKIP PASSES" to Curling Cutter for Shot or Look inside to Screener "Posting Up"



5-Out Formation: This time, the CUTTER will set the "PIN SCREEN". Corner, who is Filling-Out, will realign to take the Skip Pass from opposite Wing.

**COMBO**  
Linking  
Action  
to  
Action

**2 Samples**

**Layer 7 + Layer 2**

**PIN & SKIP + FEED POST & LAKER CUT**



4-Out Formation: Ball at Weakside Wing. Post "PINS" in helpside defender. Ball is "SKIP PASSED" to Strongside. Post Spins-&Pins defender and "Posts-Up". Wing Feeds Post and Laker Cuts for score

**Layer 7 + Layer 6**

**PIN & SKIP + BASELINE DRIVE & KICK-OUT**

**A) Kick to 45° Angle; and B) Kick to Post @ 90° Angle**



5-Out Formation: Ball at Wing. Corner "PINS" in helpside defender. Ball is "SKIP PASSED" to opposite Wing. Post Spins-&Pins defender and "Posts-Up". Wing "Baseline Drives" and can Pass to any Open Player at Spots.

**Note:** Shown above -- **A)** Kick to 45° Angle; and **B)** Kick to Post @ 90° Angle

PIN SCREENER must Yell "PIN-PIN-PIN" to get Ball Handlers attention.

Receiver of Pass must do 2 things:

- 1) Line themselves up with the Pinner and the Ball; and
- 2) Get Ball Handlers attention by doing Jumping Jacks (or such)

**DETAIL**

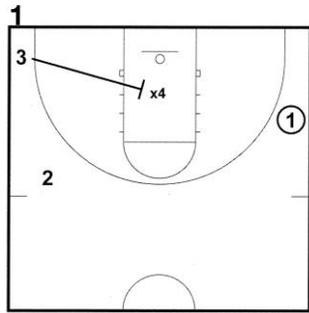
*Getting the Ball's Attention  
&  
Creating Difficult Recovery*



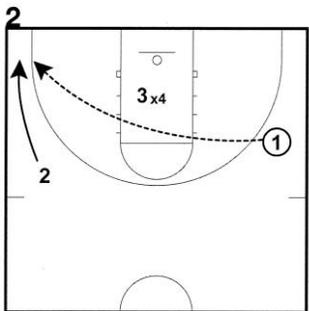
# REACTION DRILLS

The Software  
that runs the Hardware  
of the Read & React Offense

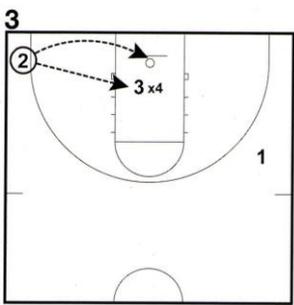
## Drill 17: Pin & Skip - PIN & SKIP



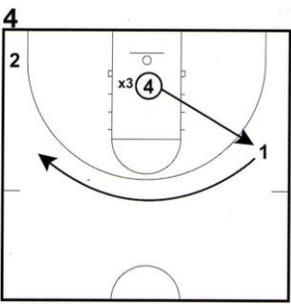
3 sets a Pin Screen on defender 4.



2 slides to the corner to align the screen with the ball.  
1 makes the Skip Pass to 2.

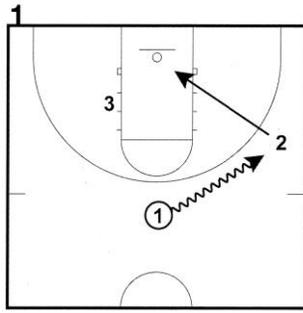


Either: 2 catches and shoots.  
Or: 2 catches and feeds 3 Sealing 4 in the Post.



4, the defender, rebounds and becomes the skip passer.  
1, the skip passer, becomes the skip receiver.  
2 stays in the corner to become the screener.  
3, the screener, becomes the defender.

## Drill 45: Dribble At + Pin & Skip



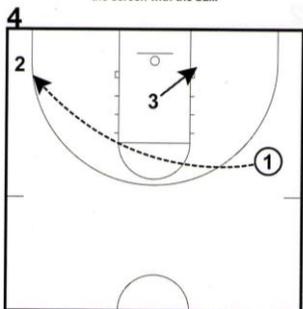
1 Speed Dribbles 2, but does not throw the pass.



As 2 Fills out to the opposite side,  
3 sets a Pin Screen.

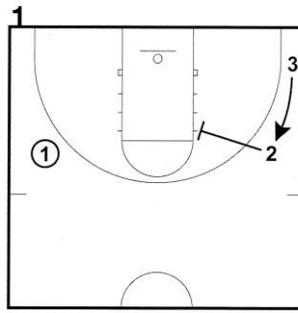


3 yells "Pin".  
2 slides to the corner to align the screen with the ball.



1 Skips the pass to 2 for the shot.  
3 seeks weak-side rebounding position.

## Drill 47: Pin & Skip + Feed the Post Laker Cuts



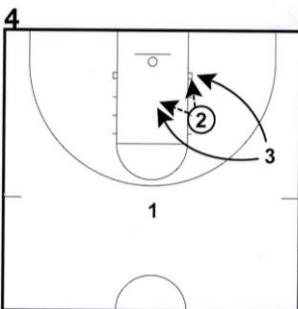
2 sprints into the lane, sets a Pin Screen, and yells "Pin".  
3 Slides to align the screen with the ball.



1 makes the Skip Pass to 3.  
2 opens up on the ball-side post.

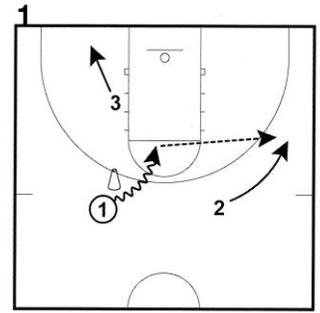


1 Fills the spot up top.  
3 feeds 2 in the post.

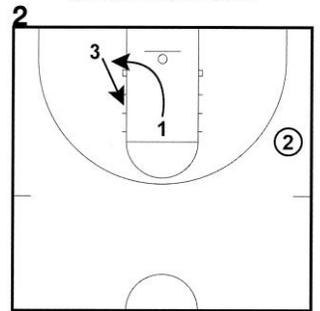


3 Laker Cuts high or low for the lay-up.

## Drill 48: Circle Move + Pin & Skip



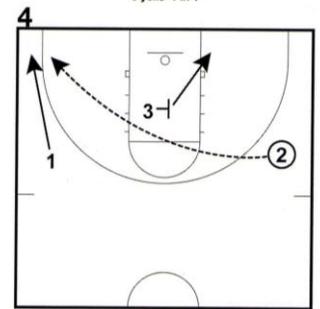
1 drives North/South right around an imaginary defender.  
2 Circle Moves right and receives the pass.  
3 Slides down to the Short Corner.



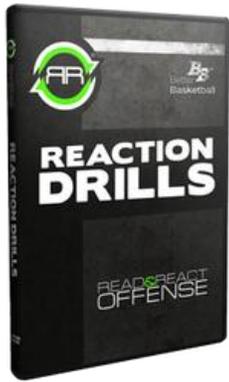
1 chooses to Fill out away from the ball.  
3 repositions in the mid-post.



3 sets a Pin Screen on 1's defender who stayed in the lane in help position.  
3 yells "Pin".



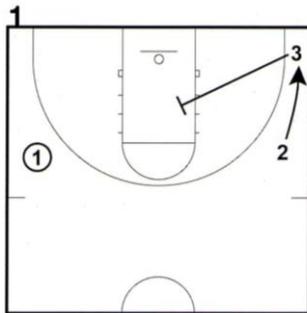
1 slides to the corner to align the screen with the ball.  
2 Skips the pass to 1 for the shot.  
3 seeks weak-side rebounding position.



# REACTION DRILLS

The Software  
that runs the Hardware  
of the Read & React Offense

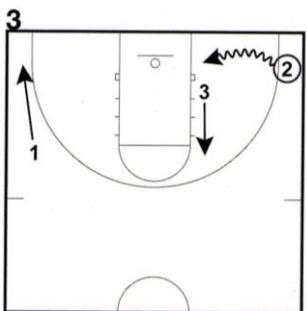
**Drill 61: Pin & Skip + Baseline Drive + Basic 90° Post Slide**



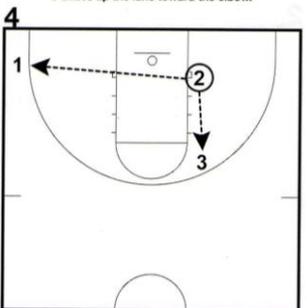
3 sprints into the lane, sets a Pin Screen, and yells "Pin".  
2 Slides to align the screen with the ball.



1 makes the Skip Pass to 2.  
3 opens up on the ball-side post.

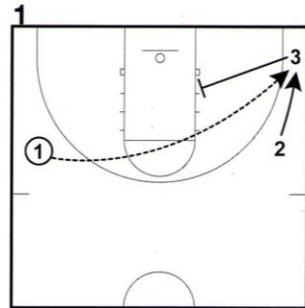


2 drives baseline.  
1 Comes Back to the corner.  
3 Slides up the lane toward the elbow.

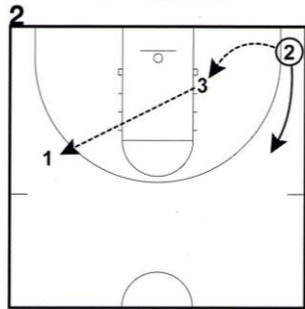


Either: 2 passes to 1 in the Natural Pitch.  
Or: 2 hooks the pass to 3 in the 90° window.

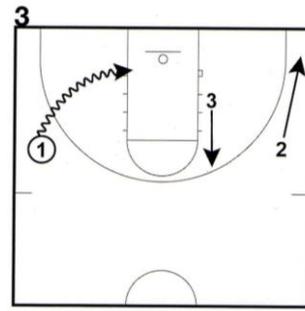
**Drill 62: Pin & Skip + Baseline Drive + Basic 45° Post Slide**



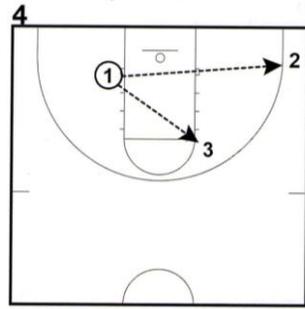
3 sprints into the lane, sets a Pin Screen, and yells "Pin".  
2 Slides to align the screen with the ball.  
1 makes the Skip Pass to 2.



3 opens up on the ball-side post.  
2 feeds the post and starts to relocate to the wing.  
3 immediately passes to 1 before 2 can finish the cut.



1 drives baseline.  
2 Comes Back to the corner.  
3 Slides up the lane toward the elbow.

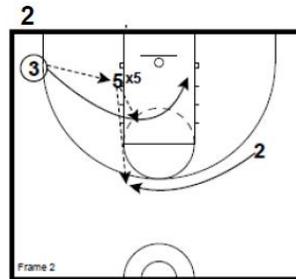


Either: 1 passes to 2 in the Natural Pitch.  
Or: 1 passes to 3 in the 45° window.

**DRILL 90: Pin & Skip + Post Feed + Laker Cut + Kick it Out**

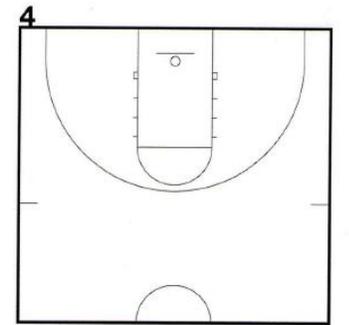
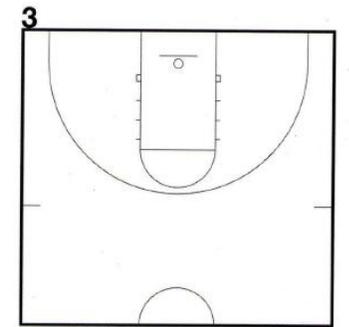
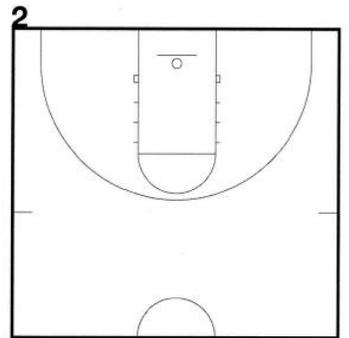
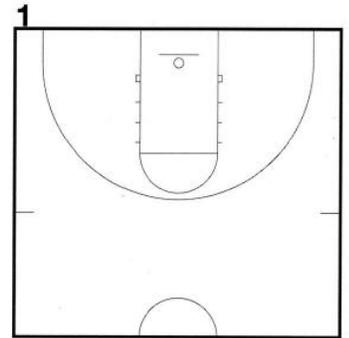


2 skips to 3. 5 headhunts and posts X5.

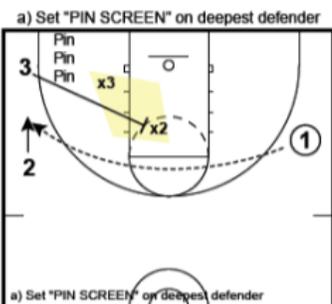
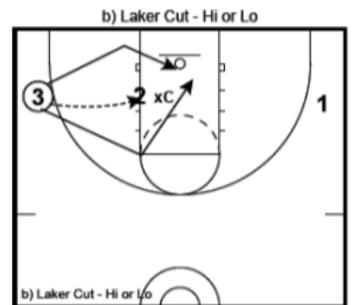
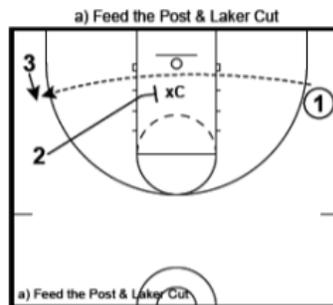
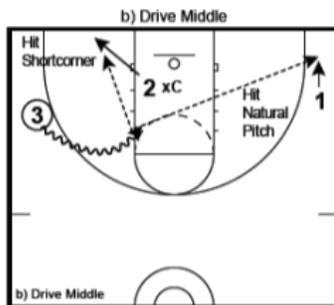
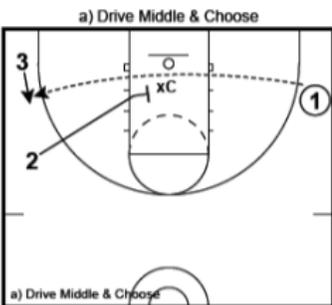
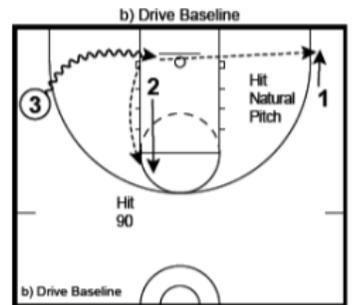
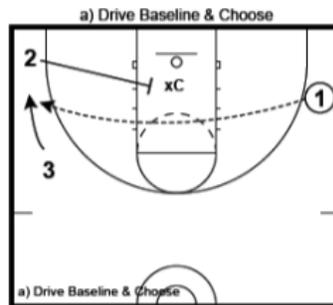
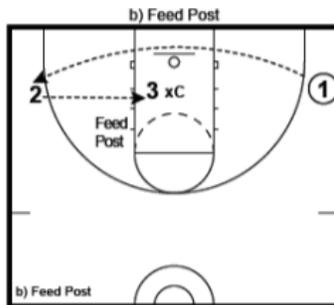
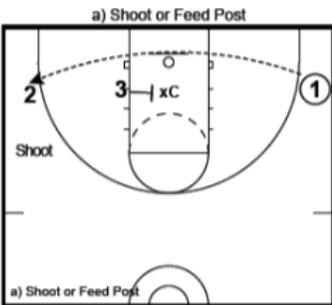
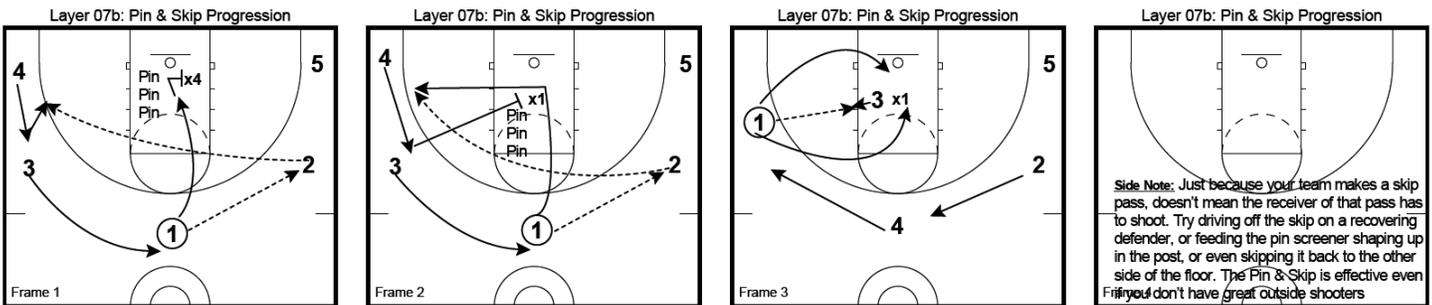
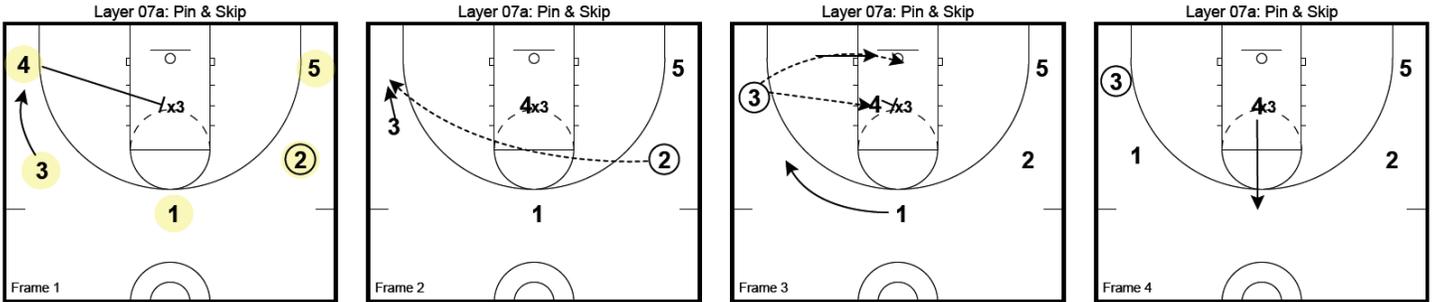


3 feeds the post and Laker cuts (could be a low cut). 5 can hit the cutter or 2 filling.

Option: 5 can score.

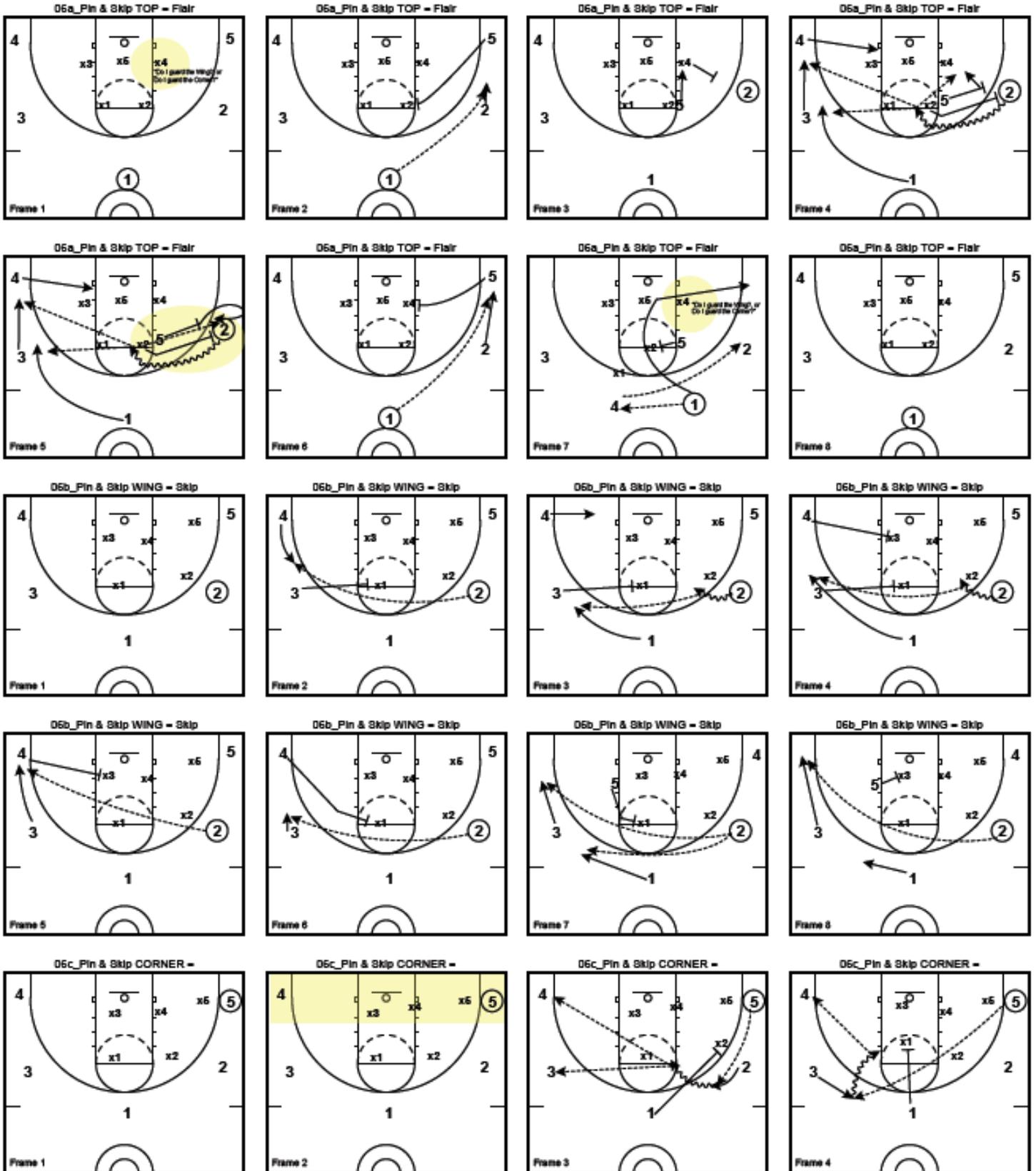


## Layer 07 - Pin & Skip



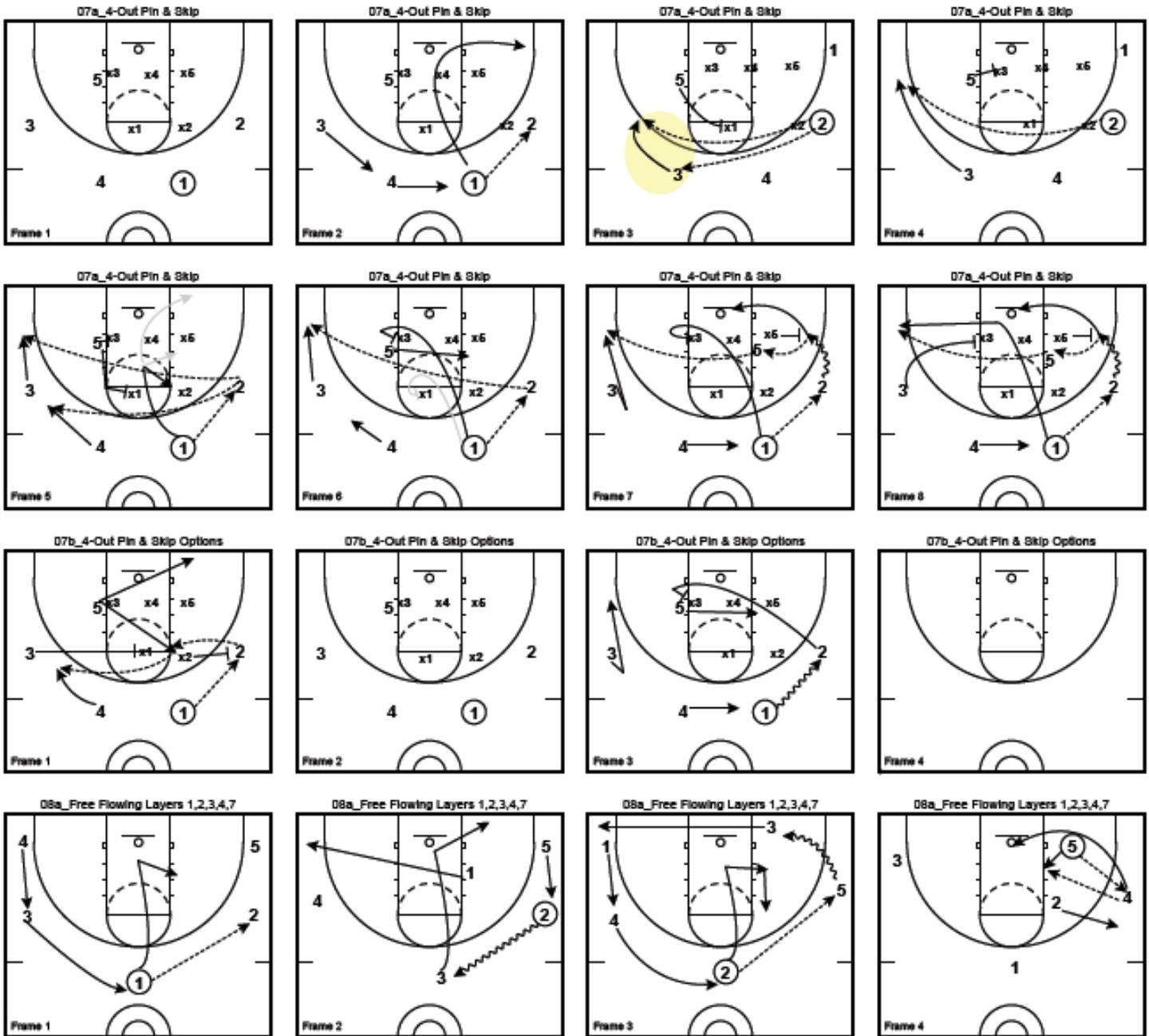
# Zone 2.0

## Layer 07 - Pin & Skip

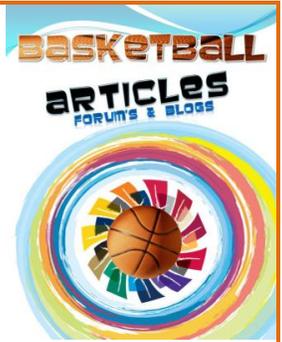


# Zone 2.0 *Continued*

## Layer 07 - Pin & Skip



# Pin & Skip Progression in the Read & React Offense



The Pin & Skip layer in the [Read & React Offense](#) is a little bit odd. It has nothing to do with a reaction to the ball (like all the previous layers do). Instead, it is a reaction to help-side defense. Because of this, you can put this layer in at any time during your team's development. And, if you know you'll be facing a bunch of zones or sagging defenses, you should probably put it in early and drill it often.

## Why does the Pin & Skip work?

The answer is pretty simple: most coaches teach defense the same way (you probably do too).

So, generally, we know how a good defender is going to react in almost every predictable situation. His job is to counter an offensive player's attack usually with little more than good help-side position (which is sometimes more difficult than it sounds).

The job of the offense is to counter the defense's counter. Then, if necessary, counter the counter to the counter. And, that progression could continue comically on and on. The trick is to choose the counter that impacts the defense the most – a lot of times that counter is the Pin & Skip.

In the video below Rick Torbett explains the purpose of the Pin & Skip layer and offers a couple of progressions to get your players thinking about how best to use it as a counter to solid defense.

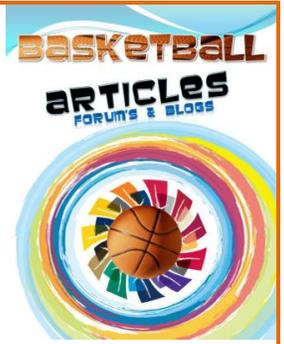
[http://www.youtube.com/watch?v=ShA7ShcXw28&feature=player\\_embedded](http://www.youtube.com/watch?v=ShA7ShcXw28&feature=player_embedded)

*This video was taken from our new DVD set, [Read & React Clinics: Planning the R&R Practice](#). It covers practice planning in the detail that such a universal topic deserves. If you've ever had a question about how to run a Read & React practice or how to implement the offense, these DVDs are for you.*

Make a great defender pay for being a great defender. If you do it often enough, he may start second guessing himself and that's when huge holes will start to open up in the defense.

**Side Note:** Just because your team makes a skip pass, doesn't mean the receiver of that pass has to shoot. Try driving off the skip on a recovering defender, or feeding the pin screener shaping up in the post, or even skipping it back to the other side of the floor. The Pin & Skip is effective even if you don't have great outside shooters.

# Read & React Offense: How to Use Situations to Attack Competent Defenses



I define a “situation” as an offensive action that engages two or more defenders simultaneously. For example, most [screening actions](#) create situations, an attacking drive generates a situation, and many times just feeding a competent post player instigates a situation.

If your opponent lacks cohesion as a defensive unit, a single situation may be enough to break them open for a score. The reality, though, is that most defensive teams are better coached and more prepared: they are capable of helping and recovering as well as double-teaming and rotating back without giving up a scoring opportunity.



But, just because a team can handle one situation doesn't mean they can handle two or three in a row, or even two or three simultaneously.

Set this as a goal for your [Read & React](#) team (especially when you come up against better defensive teams): **every possession, force the defense to handle more than one situation back to back or at the same time.**

Below are a couple of examples of how you can do that.

## Read & React Offensive Situations in a Row

**Example 1:** Feed the post, set a Pin Screen on the weak side, have the post skip the ball. That's two situations in a row: the defense must handle the post feed and navigate a [Pin & Skip](#) in quick succession.

**Example 2:** Drive and pitch; screen the ball; then pass, cut, and set a screen for the post. Now the defense must help and recover on the drive; hedge, switch, or whatever they do against a pick and roll; and navigate a screen away from the ball in a “big-little” scenario. That's at least three situations and will potentially create a couple more.

Even something as seemingly simple as two Pin & Skips in a row works. Or, two drive and pitches. The options are really endless and up to your team's creativity and experience.

## Read & React Offensive Situations at the Same Time

**Example 1:** Every time your [post player](#) deliberately posts up and asks for the ball, set a Pin & Skip on the other side of the floor, especially if the defensive strategy revolves around double-teaming the post. This forces the defense to decide which is more important: stopping the post feed or defending the Pin & Skip. Sure, they may be able to stop one, but can they stop both?

**Example 2:** Use an [X-Cut](#) after a post feed. That's a simple way to generate simultaneous situations – the East/West screen with the ball in post. And, there's going to be a basket cut coming along as well. Throw in a Pin screen on the opposite side of the floor and you have three or four simultaneous situations. That's tough to defend.

When you're trying to kill a snake that wants to bite you, throwing one rock at a time will preserve your supply of rocks but you might run out of time before you hit it. Why not throw a handful of rocks at one time? The odds of hitting the snake goes up dramatically!

It's not a perfect analogy, but you get the point. **One situation per possession is not enough to take down a good defensive opponent.**

# 8. CIRCLE REVERSE

What is the **PURPOSE** of the **CIRCLE REVERSE**?



When attempting Circle Movement (Dribble Penetration), sometimes that attempt fails. It's best to teach players to "Keep-their-Dribble" . . . but we all know that doesn't always happen. A "Bail-Out" of this bad action is to have the player in "Natural Pitch" position "CIRCLE REVERSE" the action. Come back and get the ball.



The "Wheel" or Circle Movement gets Reversed to help "Bail" out a teammate



**SCENARIO #1**



**SCENARIO #2**

## **SCENARIO #1:**

In this case, the Dribble Penetrator picks up their Dribble and Passes to the player who has Circle Reverse. Here are his options: Fill-Out; Post-Up; Post Screen; or in the case of the Ball Handler immediately "Driving", you can Replace that player as a "Safety Valve".

## **SCENARIO #2:**

In the case where you CAN NOT get the Ball to the player who has Circle Reversed, you can: Pretend the Circle Reverser has "Fed the Post" and execute a "Laker Cut". This allows Cutter to vacate the Spot and have another teammate Fill-the-Spot.

Necessary or Not?  
Foundation or Enhancement?



### **Optional Circle Reverse or Intentional Circle Reverse?**

Some Coaches like to Intentionally call for a Circle Reverse, however, the Power Dribble (Layer 15) already has this option. Pure R&R coaches will teach this as a Bail Out to help solve a problem.

I like the "Intentional Circle Reverse" as in a "Weave Action". It allows you to penetrate a Gap with "help" already Circling to Reverse direction. Nice for "Delay Game" or "Slow Down" at the end of games.



### **Optional Circle Reverse or Intentional Circle Reverse?**

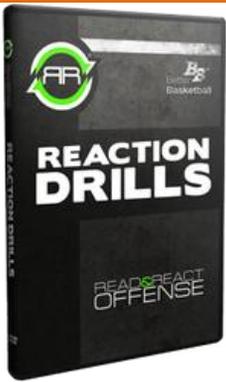
Another reason NOT to Intentionally execute this move is that it brings a second defender toward the ball.

Read & React dictates you use this in an emergency and only after an attempt at a Circle Move Dribble Penetration occurs.



### **What is the "READ" for Circle Reverse**

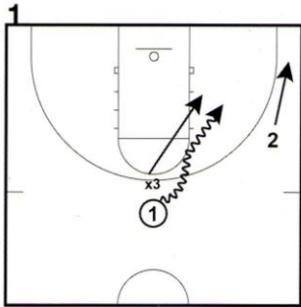
Some will say when a dribble penetrator can't get into the Lane, or picks up their Dribble, or some other specific action. However, it's best to leave it as . . . "a failed attempt at Circle Movement where the Natural Pitch Circle Reverses to Help".



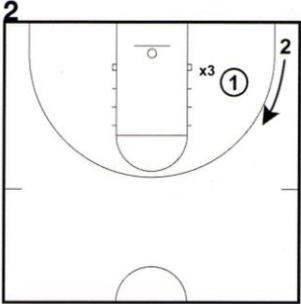
# REACTION DRILLS

The Software  
that runs the Hardware  
of the Read & React Offense

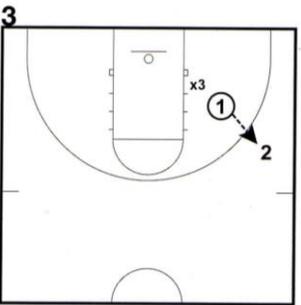
## Drill 18: Circle Reverse - CIRCLE REVERSE



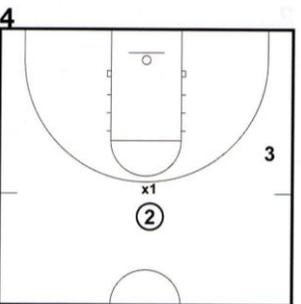
1 attempts a North/South drive right around defender x3. x3 wins the battle and arcs the drive away from the basket. 2 Circle Moves to the right as trained.



2 recognizes that the drive has failed and 1 is in trouble. 2 Circle Reverses to get open and relieve pressure on 1.

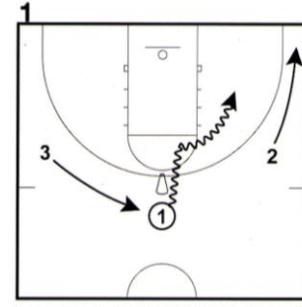


2 catches the pass and shoots.



2, the shooter, becomes the penetrator. 3, the defender, becomes the shooter. 1, the penetrator, becomes the defender.

## Drill 41: Circle Reverse + Circle Move



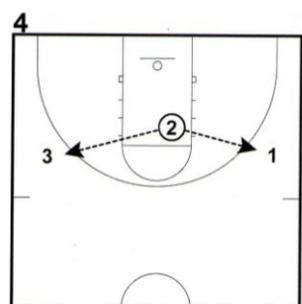
1 attempts a North/South drive right around defender x3. x3 wins the battle and arcs the drive away from the basket. 2 and 3 Circle Move to the right as trained.



2 recognizes that the drive has failed and 1 is in trouble. Circle Reverses to get open and relieve the pressure on 1. 1 passes to 2 and chooses to Fill the ball-side corner.

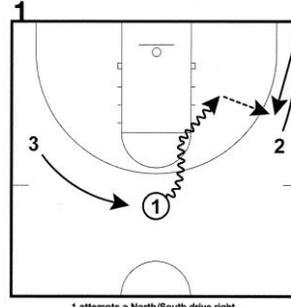


2 drives North/South left to the goal. 1 and 3 Circle Move left one spot.



Either: 2 makes the Natural Pitch to 3 for the shot. Or: 2 Reverse Pivots to pass to 3 for the shot as the Safety Valve.

## Drill 57: Circle Move + Circle Reverse + Pass & Cut...



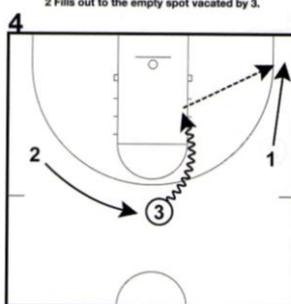
1 attempts a North/South drive right, but fails and is forced out of the lane. 2 and 3 Circle Move to the right as trained. When 1 picks up the dribble, 2 Circle Reverses to get the ball.



1 Fills out to the empty ball-side corner. 2 attempts a North/South drive left, but fails to get into the lane. 1 and 3 Circle Move to the left as trained.



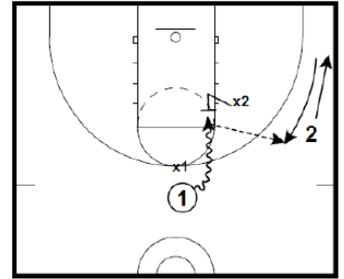
When 2 picks up the dribble, 3 Circle Reverses to get the ball. 2 Fills out to the empty spot vacated by 3.



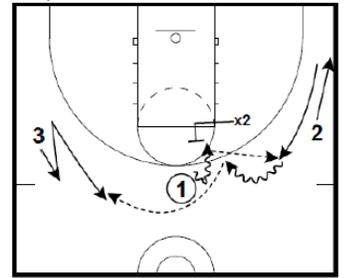
3 drives North/South right to the goal. 1 and 2 Circle Move one spot right. Either: 3 makes the Natural Pitch to 1 for the shot. Or: 3 Reverse Pivots, passing to the Safety Valve.

## Layer 08: Circle Reverse

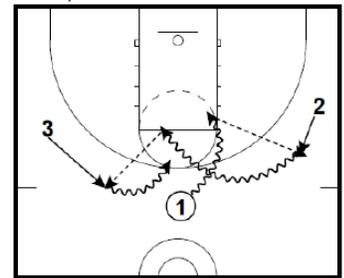
### 22) 2-on-2 Circle Reverse



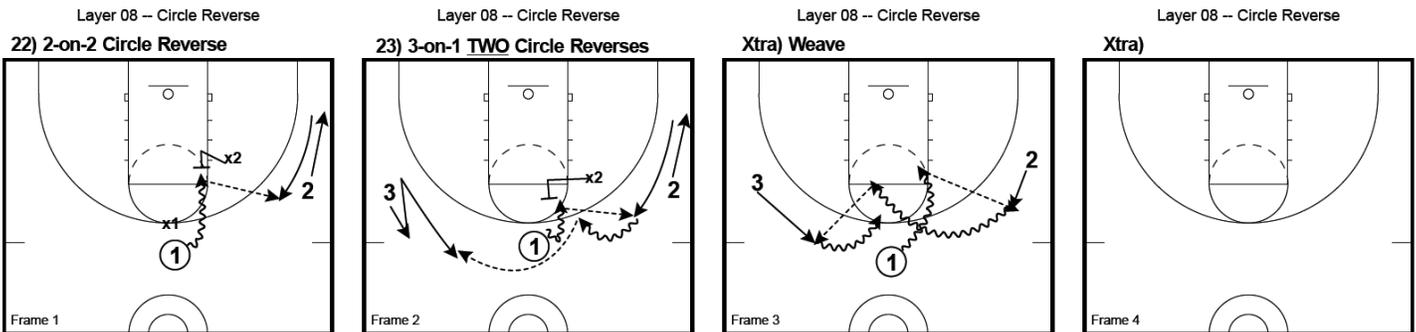
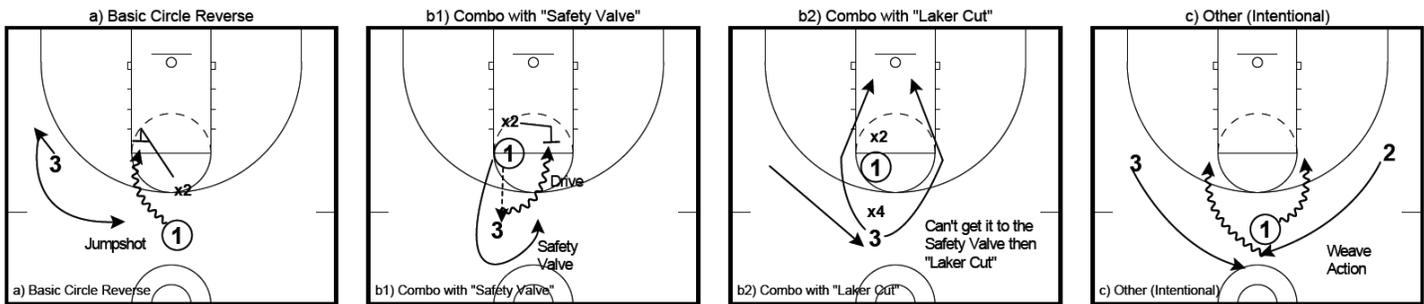
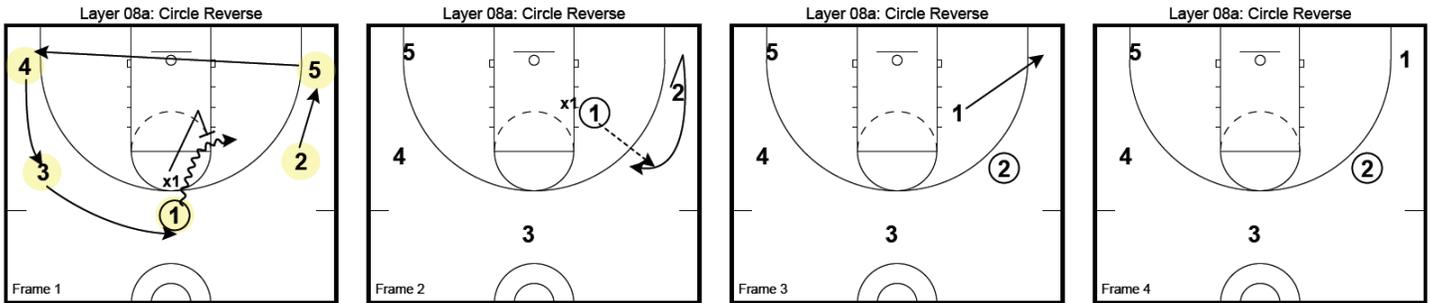
### 23) 3-on-1 TWO Circle Reverses



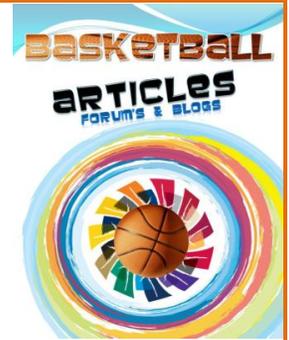
### Xtra) Weave



## Layer 08 - Circle Reverse



# Intentional Circle Reverse



*This is our first guest post on the Tribe and it's a great way to start. Mike Largey wrote the beginnings of this article in the comments section of the post [New Layers: The Ball Screen](#) and I asked him to expand upon it to make sure no one missed out.*

*Fun fact: in the 80's Mike played international ball against the likes of Drazen Petrovic and Vlade Divac. Have an*

*idea for a guest post? Let me know. And, no, it isn't a requirement that you competed against Vlade, just a bonus. Thanks again, Mike.*

**The Circle Reverse is an excellent pressure relief move to a failed North/South penetration. But after viewing that layer of the offense I had a number of observations “circling” in my head.**

1. A player reversing direction and receiving a pass from a teammate that just failed on a North/South penetration attempt is an effective way to open up scoring opportunities. Why does there have to be a “failure” first before we get the benefits of this movement?
2. When viewing the Circle Reverse layer on the DVD I wondered why the player flipping the pass side steps out of the way of the receiver's defender. Why not just come to a jump stop and set a screen after flipping the pass – similar to a Dribble Handoff action?
3. If we want to intentionally perform a Circle Reverse with the added screen can it be as simple to read as the Speed Dribble and Power Dribble? Will this new read aid or hinder the development of a “true” Circle Reverse read (an honest attempt at North/South penetration flattened out into a more East/West direction)?
4. If we develop something that intentionally triggers a Circle Reverse with an added screen should it be considered part of the Sprint Ball Screen layer or an adjustment to the Circle Reverse layer?
5. Can “it” be considered an offensive principle?

**The result of these observations together with my team's performance led to the development of the Intentional Circle Reverse.**

Before describing the read to the Intentional Circle Reverse it is first important to review the Speed Dribble. We have taught our players that if the ball is dribbled “at you” or “outside of you” then the read is a Speed Dribble (**Dribble-At**) and you should basket cut. If the ball is dribbled “at your defender” or “inside of the defender” but clearly not North/South penetration then the read should trigger the Intentional Circle Reverse.

In addition to the regular Circle Reverse movement there is a jump stop, flip pass, and screen action in the Intentional Circle Reverse similar to a Dribble Handoff. With our perimeter players positioned a solid 3-4 feet past the read line dribbling at a defender will be “inside” the receiver. However, if the defender is in full denial and not looking to help on penetration then the rule regarding the read line takes precedence – basket cut.

“Intentionally” dribbling at your closest (right or left) teammate's defender will determine just how flat the East/West direction becomes. The dribble speed needs to be quick and the ball handler should be prepared to jump stop as he approaches the receiver's defender in order to set a solid, wide screen. The receiver still begins his Circle Movement but then reverses direction to receive the flip pass and screen. Because of the speed of the dribble, the on-ball defender is focused on staying between his man and the basket with lateral movement and is

not in a position to hedge on the receiver after the flip/screen. Most times the defender does not see it coming – he doesn't recognize that he is actually guarding the screener.

The Intentional Circle Reverse it is a great way to “kick start” a 5 Out set. This is especially true if you want the benefits of North/South penetration but do not have the players to perform and finish it consistently without a little help. Most often the action will lead to successful North/South penetration from the wing because the receiver has a “running start” and a “screen with no hedging” to work with.

The biggest surprise for me was not the tremendous success we had with the Intentional Circle Reverse. It was our newfound ability to execute true Circle Reverses. **It may seem counterintuitive, but the more comfortable we became with the movement the more confident we became with the read.**

## **Rick's Response:**

This is a great adjustment, Mike. Thanks for the post. This article doesn't need my commentary by any means, but I know there will be questions about my thoughts on the Intentional Circle Reverse so I thought I'd put them here rather than in the comments section.

When I was creating the Read & React, I was trying to SIMPLIFY, SIMPLIFY, SIMPLIFY. The fewer the “Reads”, the easier it would be for the players to remain [decisive and aggressive](#).

**To achieve this, I wanted the ball handler to perform very “readable” actions with the ball:** (1) Drive to the goal (or attempt to), (2) Dribble East-West, (3) Power Dribble (back to the goal, step-slide, etc.) and most recently (4) Reverse Dribble or Retreat Dribble (back up toward the half-line). These are visually distinctive “postures” with the ball.

Perhaps I went overboard on “Simplification” (but, of course, that's why I have the Tribe). If your players can discern this extra action of “Driving at the Defender – Inside the Teammate” then not only do I see nothing wrong with it, I see it as a plus! And you did a great job of pointing out the problems it presents to the defense. Would I use it with a youth team? Probably not. Would I use it with a higher level team? Of course!

What you've done is another example of the Read & React being community-driven by great coaches like yourself. I intended the Read & React to be an Operating Platform for offensive actions. You've just added another “plug-in” to the operating software! I would consider this to fall into the “Enhancement Layer” category – it is not necessary (just like the Power Dribble is not necessary), but it can definitely serve to enhance the offense. This is another reason why the Read & React looks different in the hands of each coach. And by the way, thanks for pointing out what teams might consider using it and why.

# 9. POST SCREENS



**LAYER 9**  
Post  
Screens

**FREEDOM**  
in the  
Post

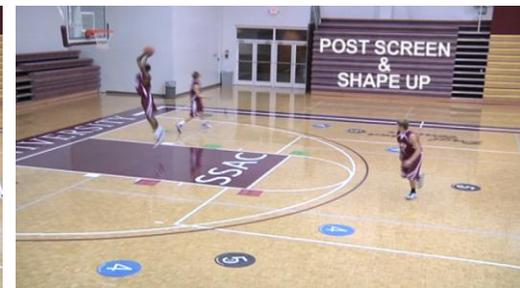
The **ONLY** thing  
that Post Players  
**MUST DO**  
is react correctly to  
Dribble Penetration!

1. Enhance the R&R
2. Extra Action
3. Dovetails Easily into Other Layers

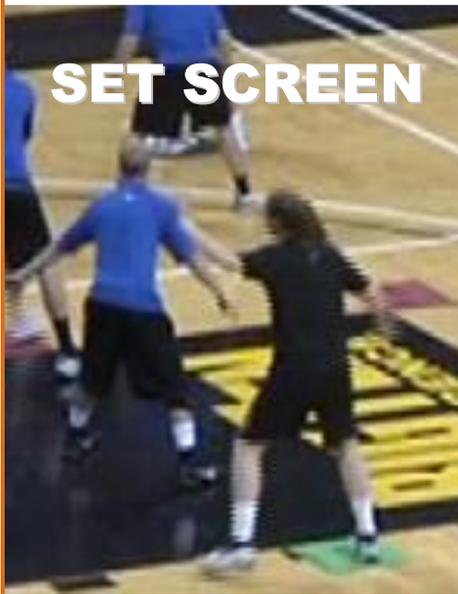


**EXAMPLES**  
of the Post  
Screening  
for Cutters...

- 12. BALL SCREENS
- 11. MULTIPLE SCREENS
- 10. BACK SCREENS
- 9. POST SCREENS ★

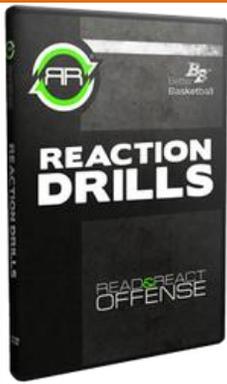


**SET SCREEN**



**SHAPE-UP & CALL FOR BALL**

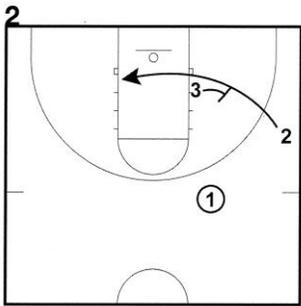
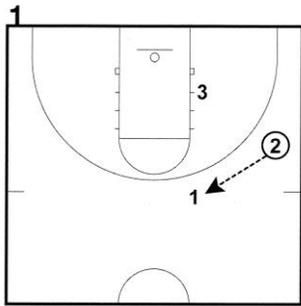




# REACTION DRILLS

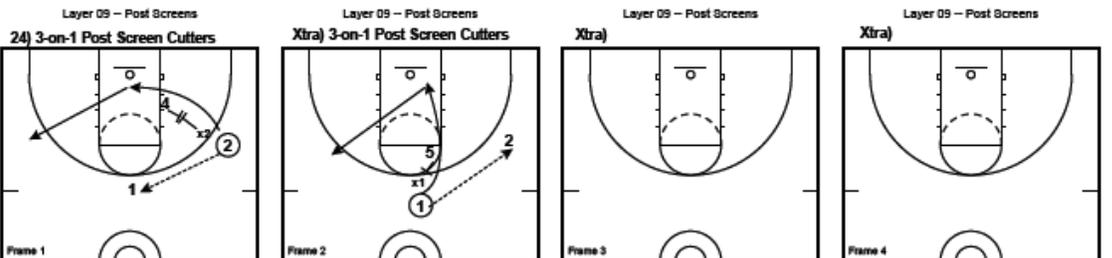
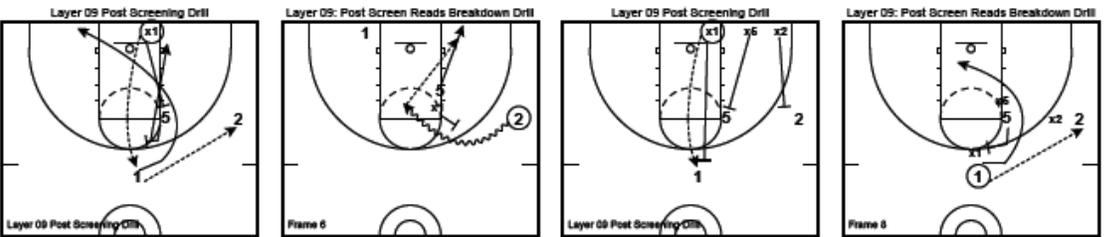
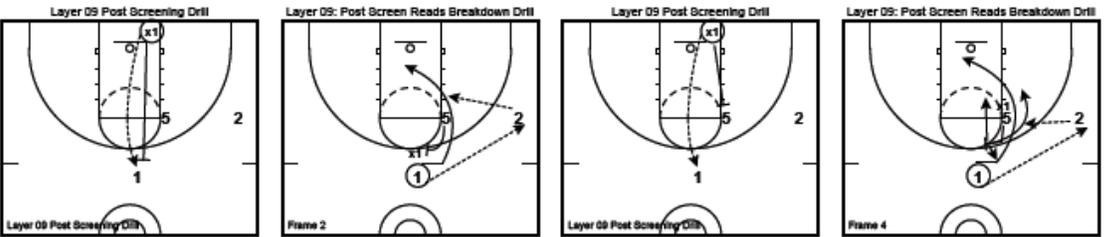
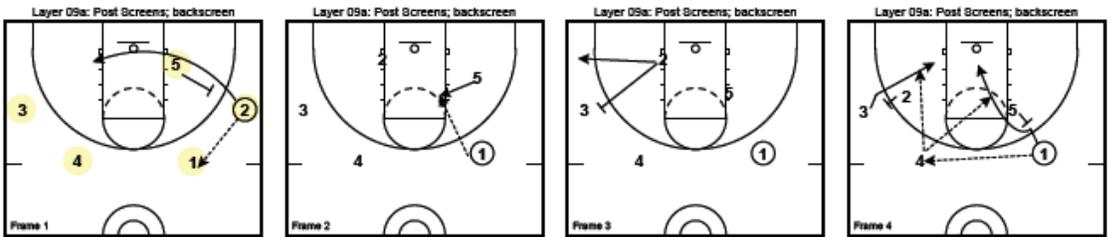
The Software that runs the Hardware of the Read & React Offense

## Drill 19: Post Screens - POST SCREENS

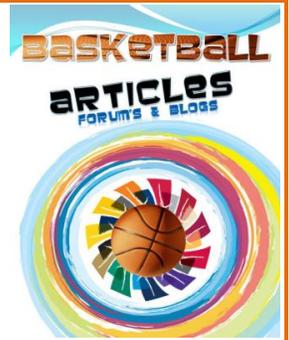


# FastDraw® Basketball BASIC

## Layer 09 - Post Screens



# 5 Steps to Introduce Post Screening Action (even if you don't have post players)



We often hear (from coaches that don't know the offense very well) that the Read & React doesn't promote screening. And, that couldn't be further from the truth – you just have to emphasize it. Here are 4 steps that will train your players to spot some of the screening opportunities within the flow of the offense.

## Step 1: Start with the basics.

If you have a post player, try this simple 5 on 0 drill. Place 4 players on the perimeter running through Pass & Cut. Tell your post player to screen for cutters coming into the lane and leaving the lane. And, just like the Post Screening layer says, have the post player set a screen, then shape up for the ball. Set a screen, then shape. Screen, then shape. The only way to score in this drill is to hit a cutter (following a screen) for a lay-up or to feed the post on the shape up. After the score, just rotate the post – it wouldn't be a bad idea to rotate guards through the post as well.

If you typically run a 5 OUT, start with 5 players on the perimeter running through Pass & Cut. At random each player must stop in the post, set some screens for cutters, then shape up after a screen. Following the shape up, they can vacate the post and return to the perimeter. In this version of the drill, the only way to score is a post feed to a shaping up post player. After the score, simply grab the rebound, pass it back to the perimeter and continue the drill until every player has stopped in the post, set screens for cutters, shaped up, and scored.

With those drills, you get to work on Layer 1, feeding the post, scoring in the post, setting screens, and using screens.

## Step 2: Building on the basics.

Everything remains the same as in Step 1, but this time the post player (or the guard stopping in the post) must catch the ball with his feet outside the lane following the shape up. (You can have a coach play behind him with a pad to keep him pushed out if you need to.) Each post player must screen and shape three times prior to receiving the ball. On that third shape up, the perimeter player feeds the post and makes a Laker Cut (or an X-Cut) for a lay-up. And, again, following the score, rotate the post until everyone has had an opportunity to screen, shape, and dish.

In this stage of the drill, you can start to teach (or emphasize) the techniques involved with the X-Cut.

### **Step 3: Furthering the progression.**

Taking what's been built in Step 2, start in 5 OUT. Pass and Cut until a cutter sets a back screen on their way out. The recipient of the back screen now must stop in the post. This post screens for cutters entering and leaving the lane and shapes over and over until he receives the ball. The passer will make a Laker Cut (or an X-cut), but won't receive the pass back for a lay-up. Instead, the post passes back out to the perimeter and Pass & Cut continues. Once the pass has been made out of the post, this drill requires that a player score on a back screen either by the post player or by a perimeter player exiting the lane.

Now, you can emphasize back screens while continuing to work on Layer 1, feeding the post, and the X-cut.

### **Step 4: Adding choice.**

At this point, your players should be competent enough with the actions in the previous steps that they can choose which options to use at random. Still in 5 on 0, let the players flow into and out of the post on their own, choosing their own scoring methods (as long as those options are from the previous drills). Only when they can do this cleanly 5 on 0 would I introduce defense.

### **Step 5: Adding defense.**

Start back at Step 1 with dummy defense and work your way back through the steps until your team can perform Step 4 cleanly, using the screens that they've already practiced. Then, go through the steps again with live defense. This will give you a progression to use through a series of practices – . . .

*. . . 5 steps without defense*

*. . . then 5 steps again with dummy defense*

*. . . and finally, then 5 steps again with live defense*

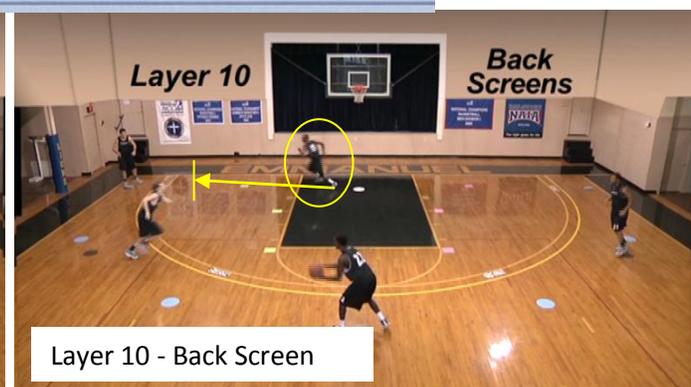
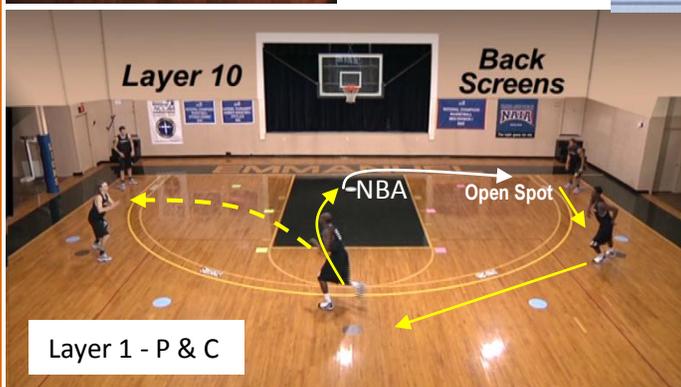
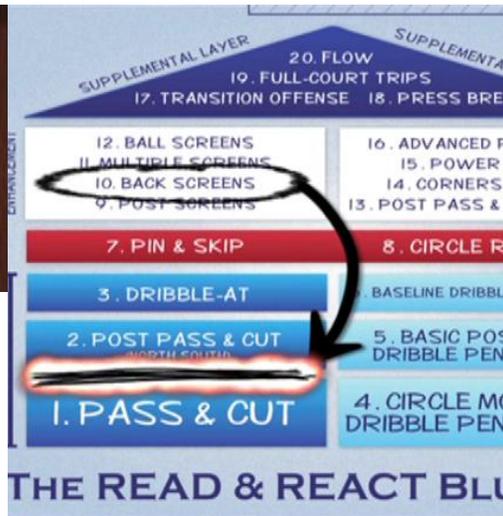
And . . .

Make sure you add **"Down & Backs"** after you've successfully progressed through the 5 steps. This will constitute Layer 20: **FLOW**.

# 10. BACK SCREENS

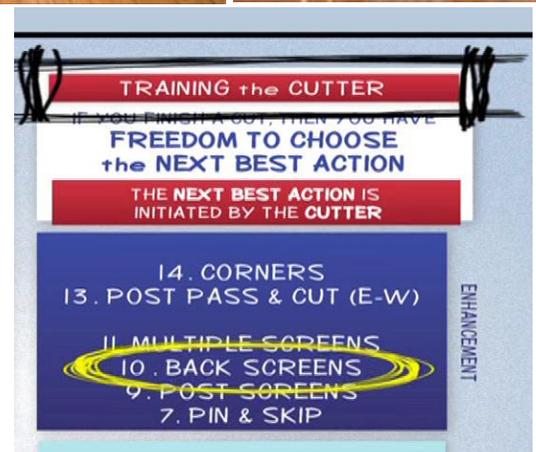


Connecting  
**PASS & CUT**  
with  
**MULTIPLE  
SCREENS**



In Layer 1 - Pass & Cut we learned that we are to "Fill to an Open Spot". But now we are going to learn another NBA (Next Best Action). Instead of Filling-Out to Open Spot, I go in the opposite direction. But this Spot is filled. Now I can "Screen My Way Out". This action can be Intentional or it can be accidental.

1. You can intentionally set a Back Screen for a Teammate, who then becomes a "Basket Cutter" whom Makes their own NBA, (By Screening) or;
2. If you intended to Fill-Out to the Open Spot and went in wrong direction, you can simply "Back Screen My Way Out". This feature of the Read & React allows you to "Absorb Mistakes" and continue with the offensive action.



# Training the Player WITHOUT the Ball



## Next Best Action

1. Fill Any Open Spot .....1. Layer 01 - Pass & Cut
2. Stop in the Post .....2. Layer 02 - Post Pass & Cut (Laker Cuts)
3. Set a Pin Screen .....3. Layer 07 - Pin & Skip
4. Use a Pin Screen .....4. Layer 07 - Pin & Skip
5. Use a Post Screen .....5. Layer 09 - Post Screen
6. Set a Back Screen .....6. Layer 10 - Back Screen

## WHAT BACK SCREENS BRING TO THE OFFENSE

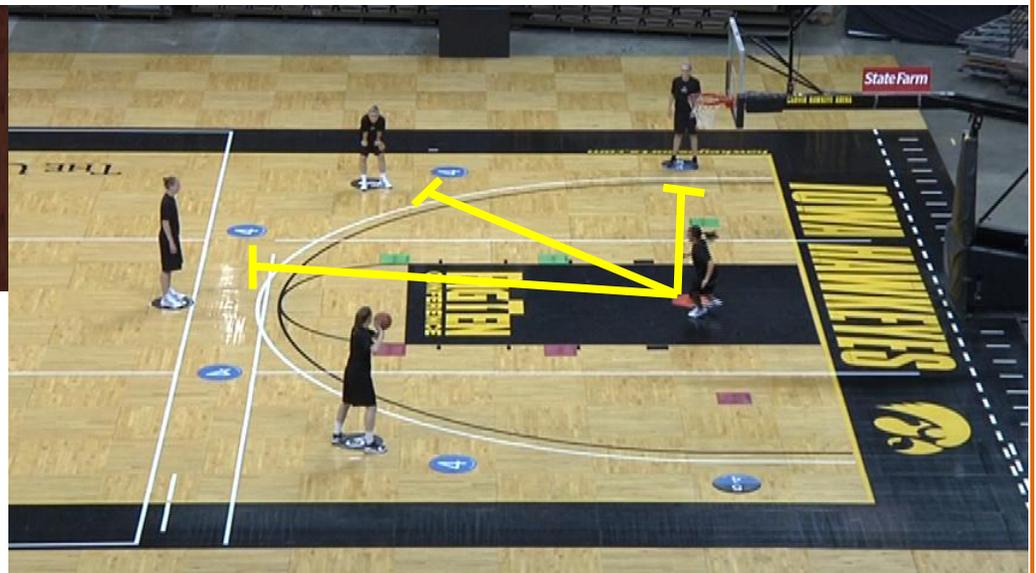
What **BACK SCREENS** bring to the Offense..

1. Solves Problems
2. Pressure on Rim
3. Sets up Screener for a Shot
4. Difficult for Def.
5. Multiple Screens
6. Freedom and Variability



Recall the slightly awkward "Problem" in 5-Out when the Corner Player "Pass & Cuts"? That Player would Pass . . . Basket Cut . . . then Fill Back Out to the same spot. No rules violation, just awkward. Now, Layer 10 - Back Screens allows that Cutter to "BACK SCREEN YOUR WAY OUT".

**BASKET CUTTERS** have **FREEDOM of Choice**



Not only does the Cutter have the choice to "Screen their way Out", but they actually have a choice on whom they wish to Back Screen. In the example above, the Corner Cutter could Back Screen the Opposite Corner, the Opposite Wing, or the Point Guard. All these actions create a NEW BASKET CUTTER.

# READ & REACT ALLOWS PLAYERS TO CONTRIBUTE . . .

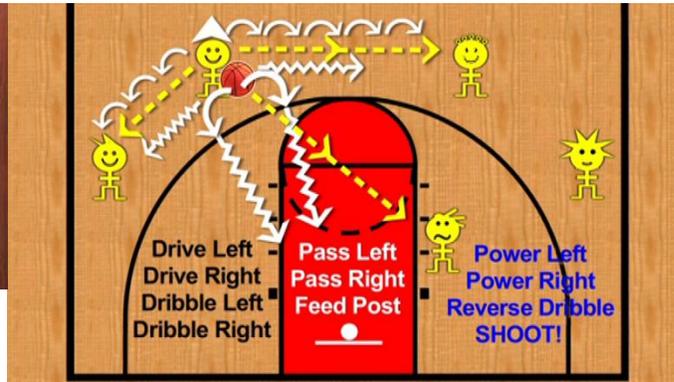
Basically, there are 2 Types of Players --

**Type A: Ball Handlers**

**Type B: Non-Ball Handlers**

## TYPE A

Players Who Can Create WITH the Ball



## TYPE B

Players Who CANNOT



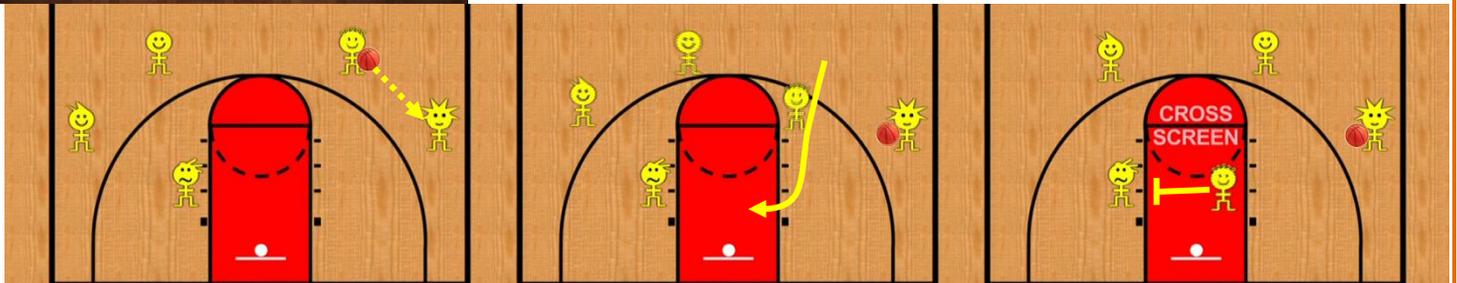
The Basket Cutter can choose the **NEXT BEST ACTION**

The Teaching Progression for Building a Players I.Q. Away from the Ball.

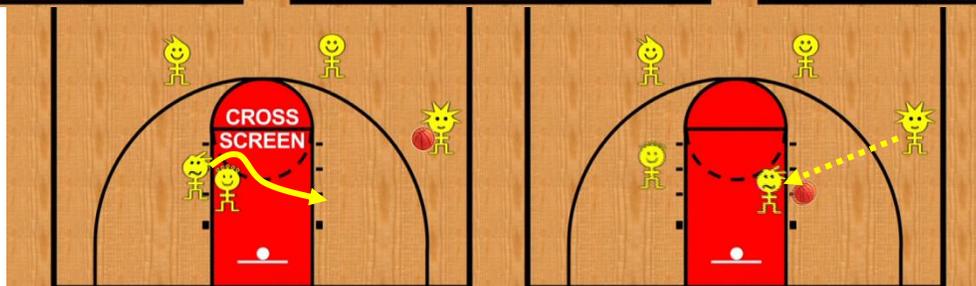
A Step-by-Step Approach to Teach Players How to Choose their NEXT BEST ACTION Without the Ball

## Building Player I.Q. Away from the Ball

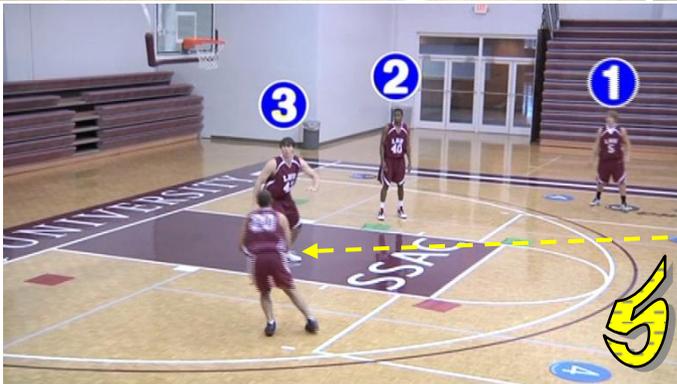
When teaching the Read & React using the terminology is an important part of the system. We talk about "BACK SCREENS", but it *could* be called something else and still be a Back Screen. For example, in the diagrams below you might consider this a Cross Screen (which it is), however what you're actually doing in Read & React vernacular is a Back Screen.



Sometimes Screening a Post is called a "Cross Screen" as in this example. For R&R it will be a Back Screen.



# CLEANING UP: 3 OUT 2 IN FORMATION



This is where it starts getting fun . . .

In this example of a 3-Out formation, (1) the Point Guard passes to Right Wing and Basket Cuts. (2) the Cutter now has a NBA choice to Back Screen his way out. toward Ball, while Wing returns pass to Top to Player Filling-Out. (3) NBA player Backscreens for Wing. (4) Posts ALSO set "Layer 9 - Post Screens" for new Cutter creating a 'TRIPLE STAGGERED SCREEN". (5) Cutter Fills-Out and Curls for a Shot, receiving the ball from the Top player with a Ball Reversal. Cool.

**Note:** Shooter above also has choices:  
Curl around 3rd Screen (as shown); Curl around 3rd Screen for an "in the lane shot"; "Fade" to the corner; Set Ball Screen for Ball Handler; etc. etc.  
----Those are "Player Development" choices based on player ability & skill and not part of R&R.

*"Putting It All Together"*  
"Linking Layer to Layer"  
"CHANGING CHANNELS"  
"Connecting Action to Action"  
  
IN OTHER WORDS...  
"LEARNING HOW TO PLAY"



Get the  
**ATTENTION**  
of your  
**TEAMMATE!**

When a Cutter is choosing "Back Screen" as their Next Best Action (NBA), they must yell "*Back Screen*" to their teammate. A Better way of doing this is to yell their Teammates Name to more specifically call-out their teammate.



**NO**  
**OFFENSIVE**  
**FOUL!**

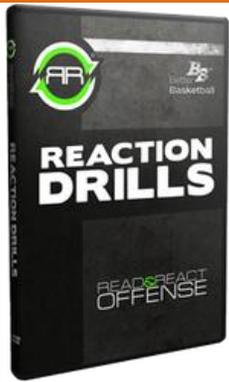
Don't Foul . . . period. If you can't get a "clean" Back Screen, then "so be it". Live to fight another day. Technique is important.  
-- Stick the Landing on Two Feet



**TIMING**  
**When to**  
**Start Cut**

When does a Cutter begin his/her Cut?

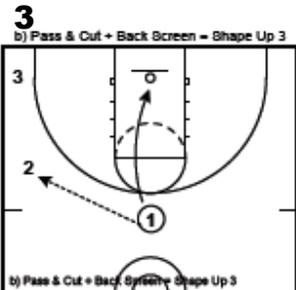
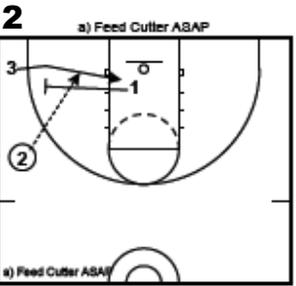
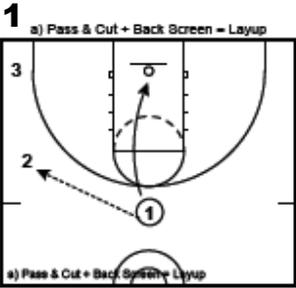
When the Screener's Feet Hit the Floor. Screener must Jump Stop and make their Feet make a Slapping Sound on the Floor.  
--- It's the Signal or Trigger to "**GO**"



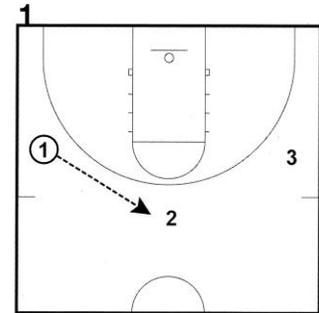
# REACTION DRILLS

The Software that runs the Hardware of the Read & React Offense

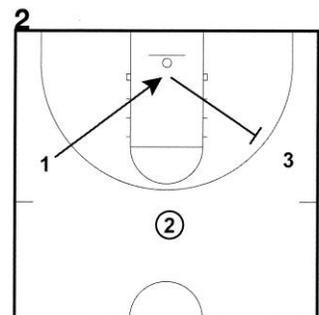
## Drill 20: Back Screens - One Side



## Drill 20: Back Screens - BACK SCREENS



This drill uses the top three spots, but any perimeter spots can be used.



1 Basket Cuts before setting a Back Screen for 3.

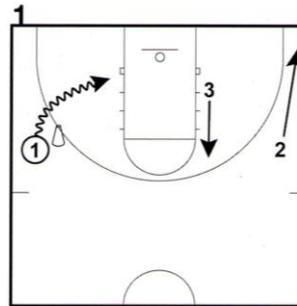


Either: 3 uses the Back Screen for a lay-up.

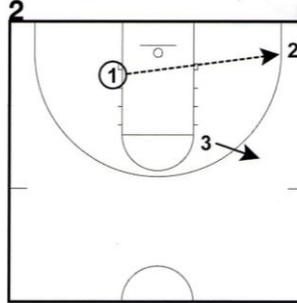


Or: 3 uses the Back Screen to cut to the basket and 1 shapes up for the shot.

## Drill 53: Baseline Drive + Basic Post Slide + Back Screen



1 drives baseline.  
2 Comes Back to the corner.  
3 Slides up the lane toward the elbow.



1 passes to 2 in the Natural Pitch.  
3 chooses to step out onto the wing.

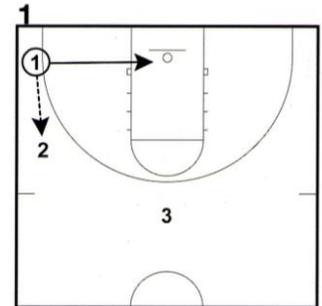


1 follows the pass to set a Back Screen for 2.  
2 passes to 3.

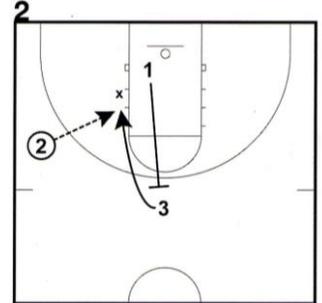


2 uses the Back Screen on the cut to the goal.  
Either: 3 Dishes to 2 for the lay-up.  
Or: 3 passes to 1 shaping up for the shot.

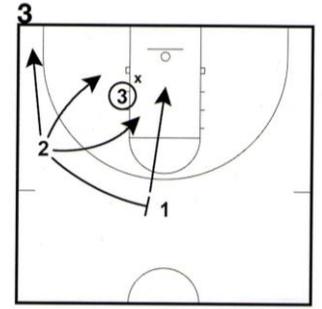
## Drill 58: Pass & Cut + Back Screen + Feed the Post Cuts



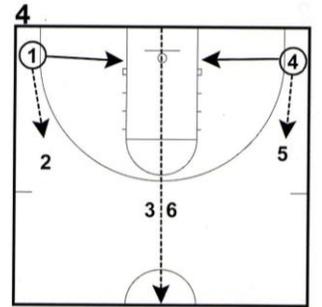
1 passes to 2 and cuts to the goal.



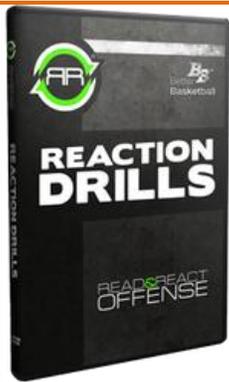
After the cut, 1 sets a Back Screen for 3.  
3 receives the pass, but is stopped in the post by imaginary defender x.



2 uses one of the four Post Cuts to score.



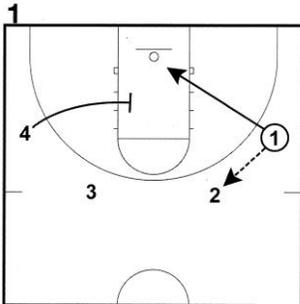
This drill only uses one side of the court.  
Two groups of three players could run the same drill at the same goal simultaneously.



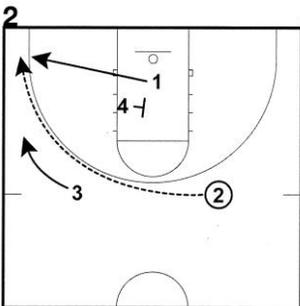
# REACTION DRILLS

The Software  
that runs the Hardware  
of the Read & React Offense

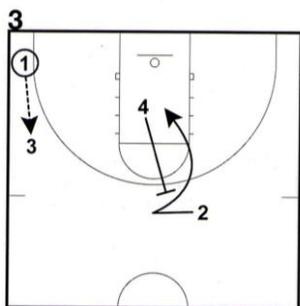
## Drill 63: Pass & Cut + Pin & Skip + Back Screens + Multiple Screens



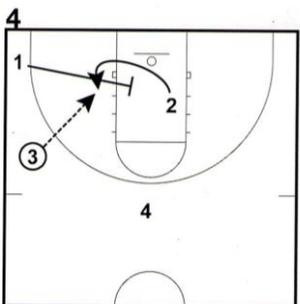
1 passes to 2 and Basket Cuts.  
4 sets a Pin Screen on 1's defender.



1 hears 4 yell "Pin" and Fills out to receive the Skip Pass from 2.  
3 Fills the empty spot nearest to 1.

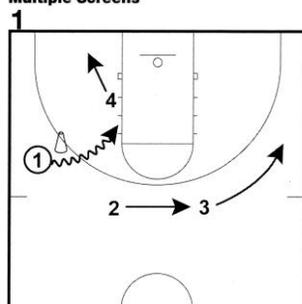


After the Pin Screen, 4 chooses to Back Screen 2.  
Simultaneously, 1 passes to 3.

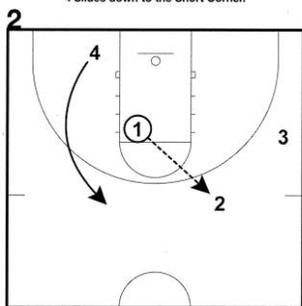


1 uses the cut to set a second screen for 2.  
2 uses the screen to curl for the shot.

## Drill 64: Circle Move + Basic Post Slide + Pass & Cut + Back Screen + Multiple Screens



1 drives North/South right around an imaginary defender.  
2 and 3 Circle Move right one spot.  
4 Slides down to the Short Corner.



4 uses the Advanced Post Slide to Circle Move right to the Safety Valve.  
1 makes the Natural Pitch to 2.

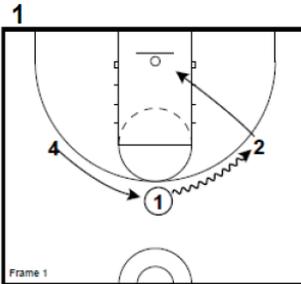


After passing, 1 Fills out by setting a Back Screen for 3.  
2 passes to 4 and Basket Cuts.

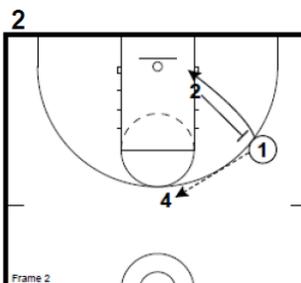


2 uses the cut to set a second screen for 3.  
3 uses the screen to curl for the shot.

## DRILL 73: Dribble-At + Pass & Cut + Back Screen



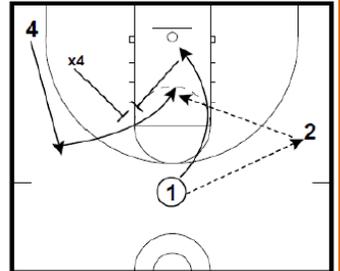
1 dribble at 2 who leg whips and posts up.



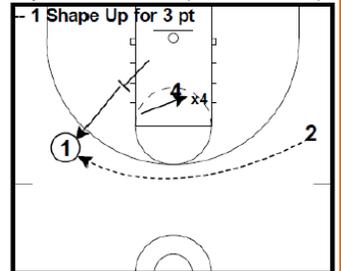
1 passes to 4 and cuts off 2's back screen. 4 can pass to 1 or to 2 shaping up after the screen.

## Layer 10: Back Screens

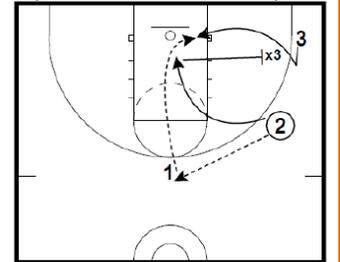
### 25) 3-1 Back Screen Your Way OUT



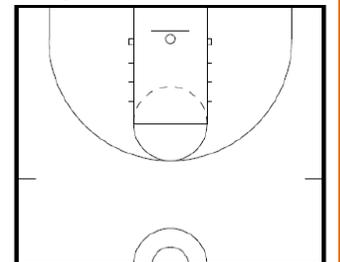
### 26) 3-1 BackScreen--(same as Drill 25)



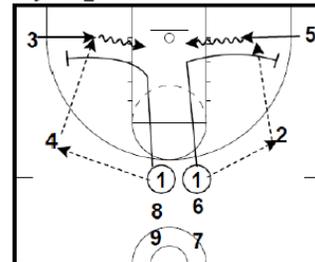
### 27) Back Screen from Various Spots



### Xtra)



### Layer 10\_3-3 Back Screen Drill



## Layer 10 - Back Screens

Layer 10a: Back Screens. Perimeter Screens



Layer 10a: Back Screens. Perimeter Screens



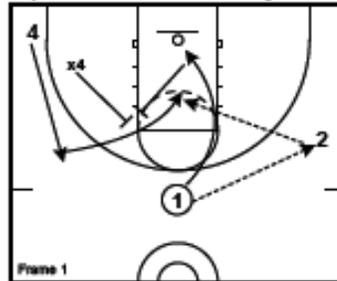
Layer 10a: Back Screens. Perimeter Screens



Layer 10a: Back Screens. Perimeter Screens



25) 3-1 Back Screen Your Way OUT



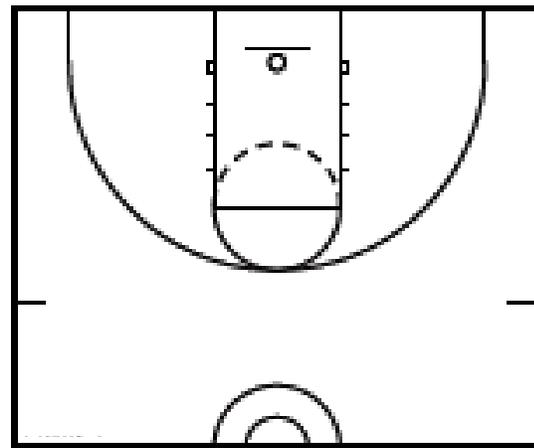
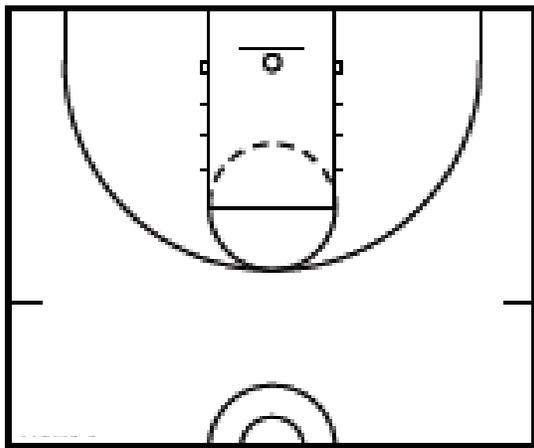
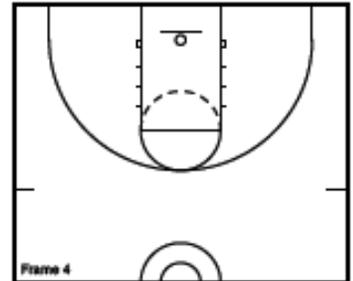
26) 3-1 BackScreen—(same as Drill 25)



27) Back Screen from Various Spots



Xtra)



18a\_Anyone Can PIN IN or PIN OUT



18a\_Anyone Can PIN IN or PIN OUT



18a\_Anyone Can PIN IN or PIN OUT

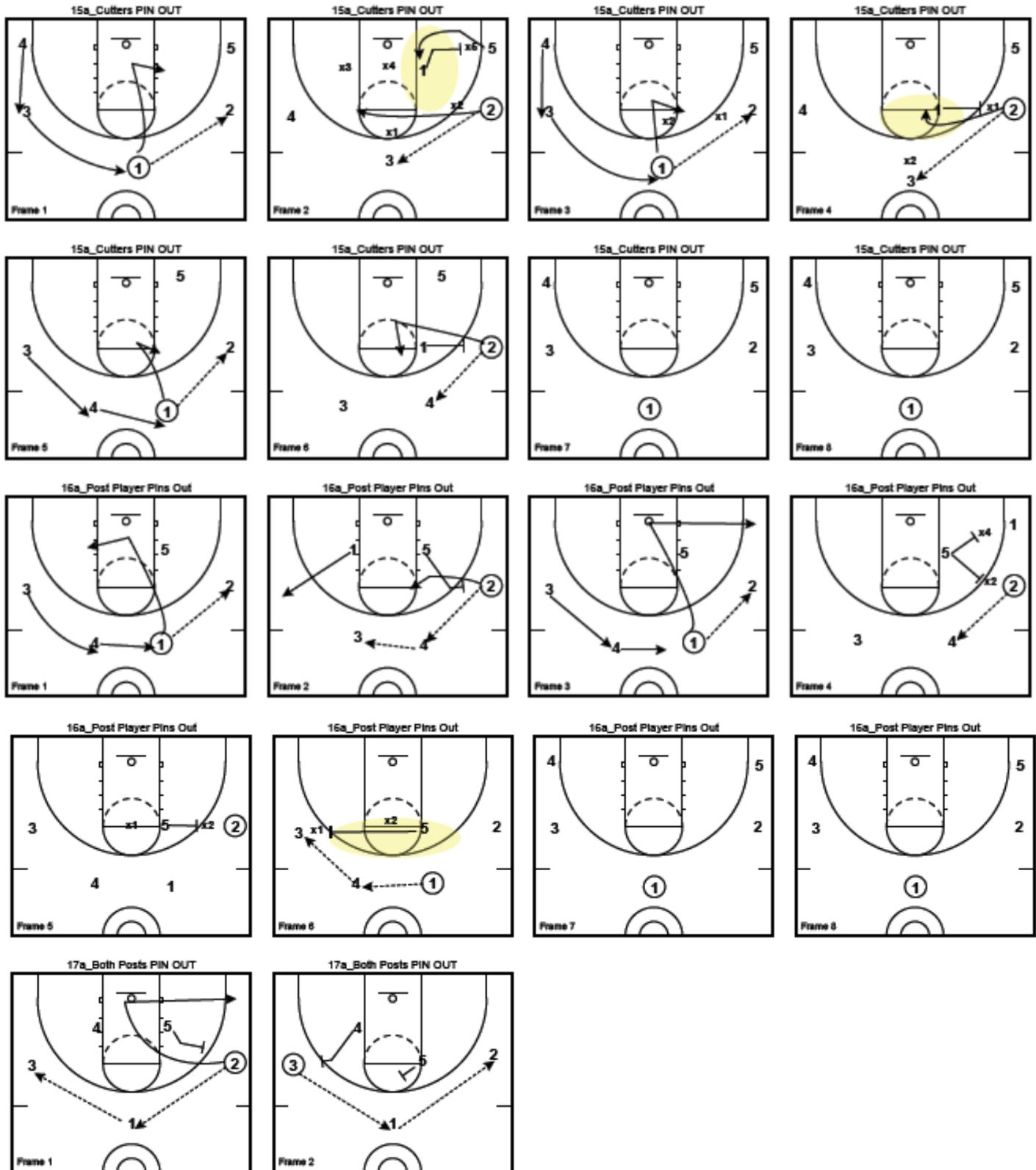


18a\_Anyone Can PIN IN or PIN OUT

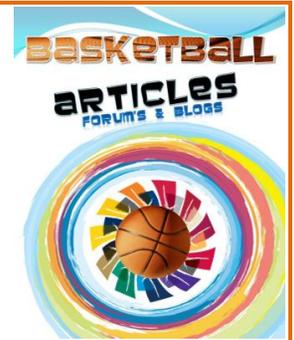


# vs. ZONE

## Layer 10 - Back Screens



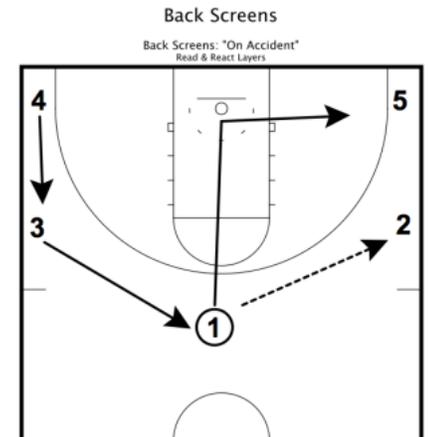
# Part I: Back Screen: Description



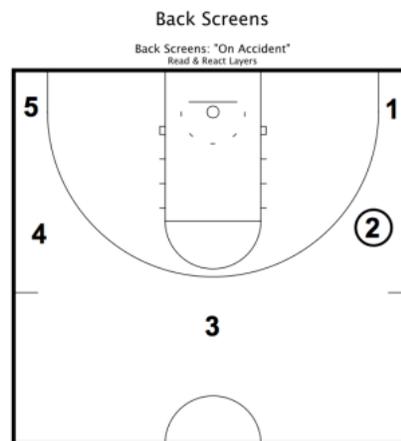
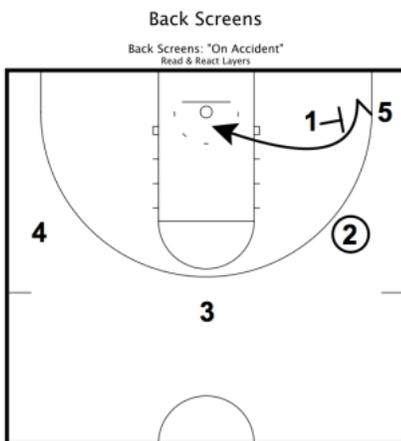
The back screen is the first screening action that we'll discuss in the Read & React offense. It is used as a Next Best Action for cutters. It can also be used as a way to get a player who is in the post into a perimeter spot, or visa versa.

Let's talk first about the back screen as a NBA. This NBA can be executed "on accident" or on purpose. Either way it can be effective in creating screening actions, continuity of movement as well as [openings](#) for both the screener and the cutter. Back Screens are most effective when set on players 1 pass away from the ball.

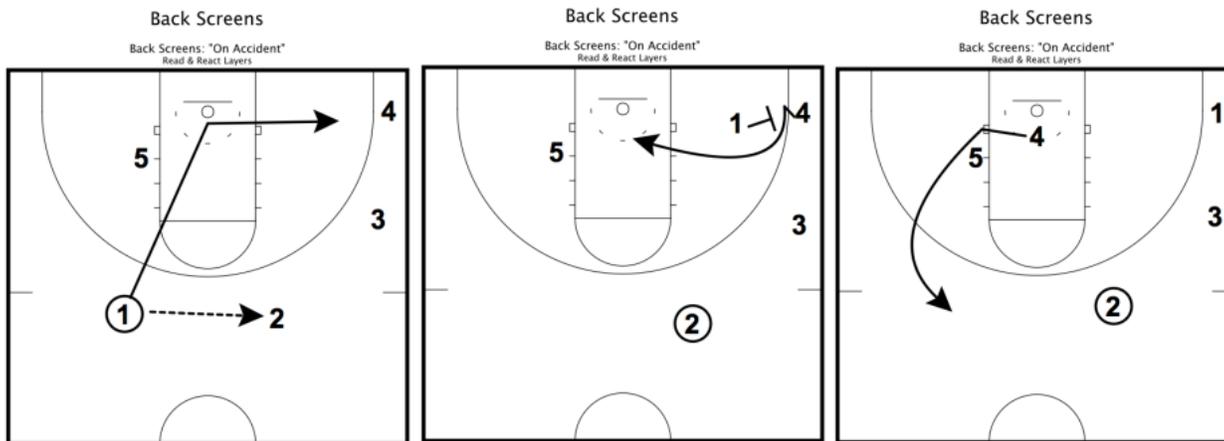
In a 5 out scenario, let's pretend 1 passes to 2 and cuts to the rim. Based on the [Pass, Cut & Fill](#) layer, they are supposed to [fill out](#) to the left side of the floor. What happens if they fill out to the wrong side? Does the play stop? Does the offense reset?



That's not necessary at all. The Back Screen Layer allows this player who "made a mistake" to turn this mistake into a good screening [opportunity](#). The cutter just screens for the player in the corner who cuts to the rim and then fills the open spot if they don't receive a pass. This is also a good opportunity for the screener to get an open shot.



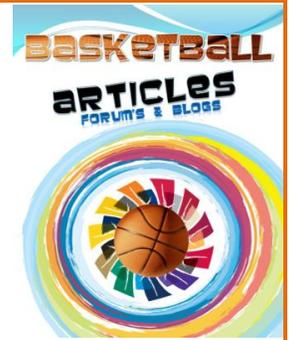
This action happens primarily in a 5 out setting. In 4 out 1 in and 3 out 2 in alignments, there is almost always an open spot for a player to fill. The diagram below shows how it can happen in a 4 out 1 in alignment.



Of course these “accidental” actions can certainly be purposeful as well. Purposeful back screens can occur anywhere on the court and can shock defenders who are caught off guard. ***Back screens are also the first [step](#) in being able to set staggered screens.***

We’ll discuss the specifics of setting screens in an upcoming post. For now it’s enough to know that any cutter can set a back screen. When they set a back screen can be up to you or up to them. You can have them set back screens after every cut. You can have certain players look to set back screens. It’s up to you and how you want to run your team.

## Part II: Back Screen: Points of Emphasis



Setting back screens in the Read & React can be very effective, but it takes practice for players to execute this next best action correctly. There are a number of points of emphasis that we like to talk about when it comes to setting back screens. Careful coordination and timing between the ball handler, the screener and cutter will create scoring opportunities for all three players involved in this action.

### **Waiting for the Screen**

In many cases, we talk about the cutter waiting for the screen. While this is still the case, it is most likely that the ball handler is the player who will need to be most patient. Since movement in the R&R is predicated on ball movement, the other perimeter players probably aren't going to be moving if the ball isn't moving. The biggest exception to this would be a player making a Read Line cut. This action fits right in with the back screen. In the R&R, the ball handler must learn to see the back screen developing. If they make an action too quickly, it could negate the effectiveness of the back screen. While a ball handler should never pass up an opportunity to attack, they should give a back screen the chance to develop if they see a teammate going to set one.

### **Sprinting to the Screen**

It's important that the screener sprint to the screen. The R&R is a fast paced offense. There's not a lot of standing around. If the screener doesn't sprint to the screen, the opportunity for the screen to be effective may be lost. This also forces the defense to work harder and can make the screen more difficult to guard. Jogging to the screen will likely result in poor spacing and offensive confusion. It also minimizes the amount of time that the ball handler has to hold the ball to wait for an action to occur.

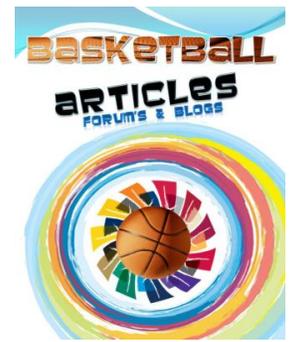
### **Communication**

So far in teaching the R&R, we have been highly focused on the actions of the ball. If the ball does this, the other players do that. This is the first action in the offense that requires the offensive players without the ball to be cognizant of something other than the ball.

We want the players without the ball to always be ready to react to the ball. As a result, any time someone is setting a back screen, they must call the player's name to gain their attention and let them know a screen is being set for them. This is the responsibility of the screener. Otherwise, the player may be so focused on the ball that they don't see their teammate trying to screen for them and the opportunity is lost. We don't worry about the defense knowing that the screen is coming. By the time they recognize it, we should be moving on to the next action.

## Screening Angle

The angle at which the screen is set is as important as you want to make it. Typically, a back screen is set so that the cutter is directed to the basket. This works and is a good way to teach the back screen to young players. However, for older more experienced players, the angle of this screen can change. This could be more of a flare screen or a shuffle cut screen. It all depends on the angle of the screen. This decision could be made by the coach or the coach could give the freedom to the player. In most cases, the angle of the screen should send the cutter to the basket.



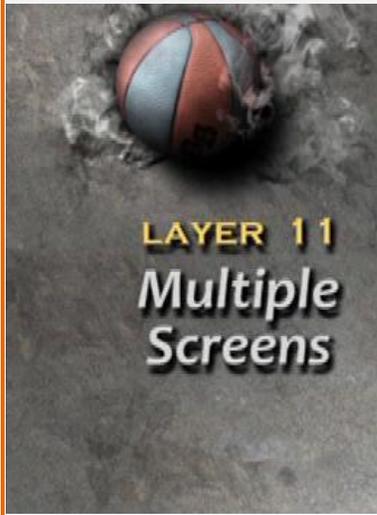
## Using the Screen

We've sprinted to set the screen. We've let our teammate know that we're setting the screen. We've set the angle appropriately. Now the cutter has to use the screen. The cutter can either sprint to the basket, or they can take more time to set up the screen and then make their cut. If the defender is caught off guard, a sprint to the rim may be most effective. If the defender is aware of the screen, the cutter should take more time to set up the screen before they cut.

## Shaping Up

One of the best ways to get open is to set someone else a screen. The screener must remember this fact and be ready to be open. Once the cutter clears the screen, but not too early, they must get their feet and body in a position to receive a pass and become a scoring threat. This is a great option for a good shooter to free themselves for an open shot. However, they must be ready to get their feet set after the screen has been set. Otherwise, it will be a poor shot or a lost scoring opportunity.

# 11. MULTIPLE SCREENS



**PLANNED or UNPLANNED, They're Unpredictable!**

**NEXT BEST ACTION:**  
> Post up  
> Flash open area  
> Set a screen  
> Use a screen  
> Fill out (Layer 1)

Multiple Screens happen most when you get TWO QUICK PASSES IN A ROW. Then, 2<sup>nd</sup> Cutter will follow right off the tail of the 1<sup>st</sup> cutter.



If you're allowed to Screen anyone at anytime, then that means you can "Cut" without hesitation. If you come across a teammate cutting through the lane at the same time as me, then I'll "Set" them or "Use" them as a Screen.



If a Post Player is in the way, I'll either "Use" them or "Set" them a Screen.

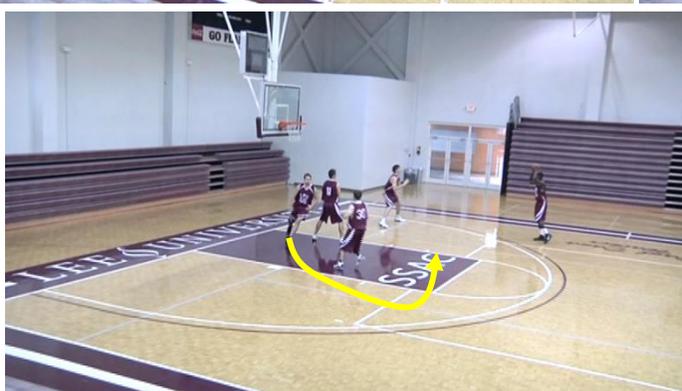
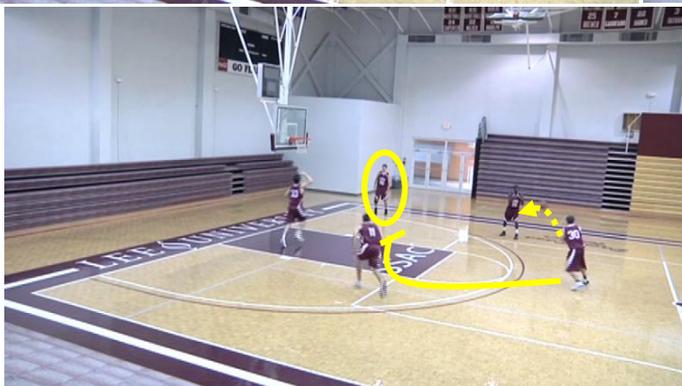
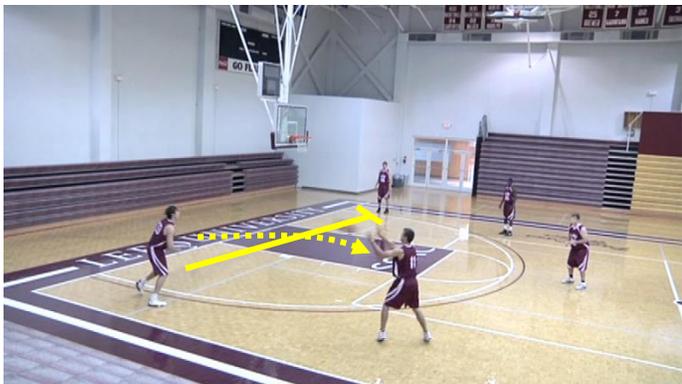


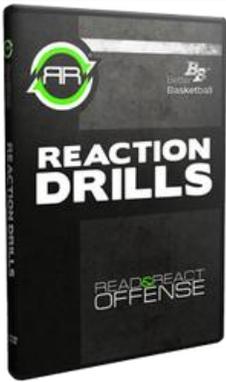
If I am on my way to an "Empty Spot" and then a Teammate "Fills" that same Spot . . . fine, I'll Back Screen for them and still take their "Spot"



If I find myself following a teammate closely behind . . . fine, then I'll set a "Second" Screen right behind my teammate. If my teammate "Fills an Empty Spot" . . . fine, then I'll set a Back Screen for him as if I planned it that way all the time.

# MULTIPLE SCREENS *Examples*

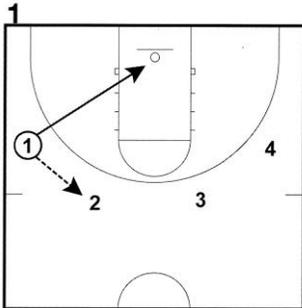




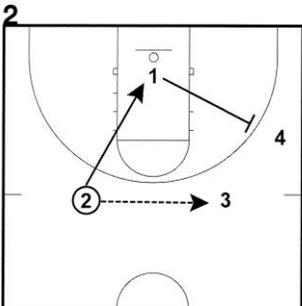
# REACTION DRILLS

The Software  
that runs the Hardware  
of the Read & React Offense

## Drill 21: Multiple Screens - MULTIPLE SCREENS



1 passes to 2 and Basket Cuts.



2 immediately passes to 3 and Basket Cuts.  
1 sets a Back Screen on 4.

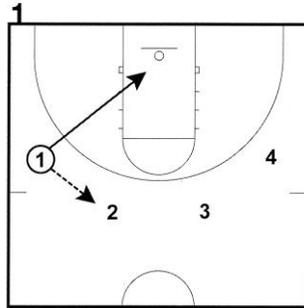


2 sets a second Back Screen on 4.  
4 uses the first screen, then curts off the second for the shot.



If 2 can set the second screen closer to the perimeter, then 4 can use both screens for a lay-up.

## Drill 42: Back Screens + Multiple Screens



1 passes to 2 and Basket Cuts.



2 immediately passes to 3 and Basket Cuts.  
After the cut, 1 sets a Back Screen for 4.



If 2 sets a Back Screen while Filling out, then 4 uses both screens for a lay-up.



If 2 sets the screen on the way to the basket, then 4 can use the second screen to curtle for the jump shot.

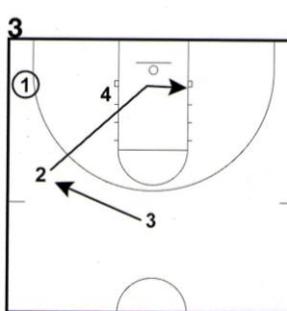
## Drill 65: Pass & Cut + Multiple Screens + Post Screen + Feed the Post Cut + Pin & Skip



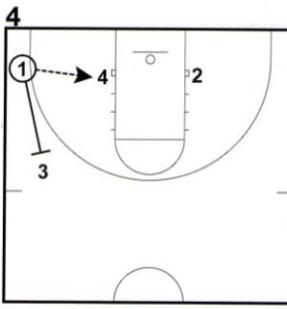
This simulates 3 OUT; Right Wing is imaginary.  
1 passes to 2 and Basket Cuts.



3 sets a Back Screen for the cutting 1 and shapes up on the perimeter.  
1 is not open and chooses to Fill out to the ball-side corner.  
4 sets a second screen as 1 exits the lane to receive the pass from 2.

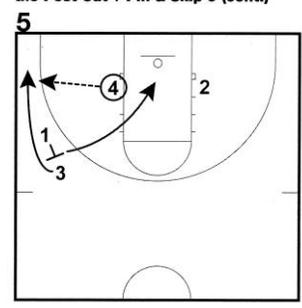


2 Basket Cuts, deciding to stop in the weak-side Post.  
3 Fills the spot vacated by 2.



1 feeds the post and chooses to X-Cut.  
(continued on next page)

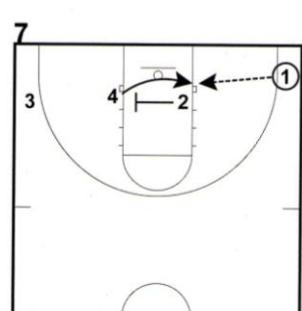
## Drill 65: Pass & Cut + Multiple Screens + Post Screen + Feed the Post Cut + Pin & Skip 9 (cont.)



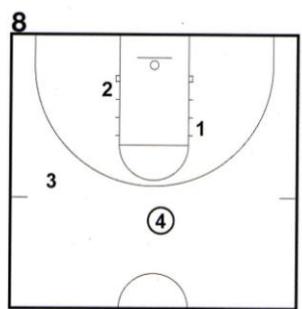
3 uses the screen to Fill the spot vacated by 1.  
4 passes back out to 3.



2 sets a Pin Screen as 1 finishes the cut.  
3 makes the Skip Pass to 1 in the corner.



2 immediately Cross Screens for 4.  
1 feeds 4 for the lay-up.



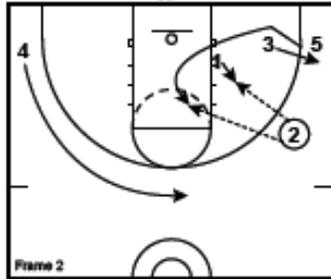
3, the original High Post, stays on the Left Wing.  
1, the original Guard, goes to High Post.  
2, the original Wing, goes to Low Post.  
4, the original Low Post, rotates to the Guard.

## Layer 11 - Multiple Screens

Layer 11a: 5-Out-Alternating Current Drill-Stagger Screen



Layer 11a: 5-Out-Alternating Current Drill-Stagger Screen



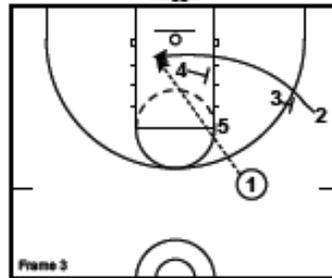
Layer 11b: 4-Out-Multiple Screens—Double Stagger



Layer 11b: 4-Out-Multiple Screens—Double Stagger



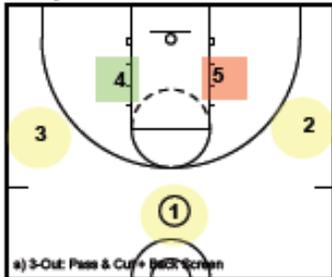
Layer 11b: 4-Out-Multiple Screens—Double Stagger



Layer 11b: 4-Out-Multiple Screens—Double Stagger



a) 3-Out: Pass & Cut + Back Screen



a) 3-Out: PBasket Cut & Fillout Screen



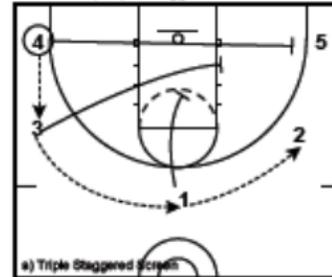
a) 3-Out: 1,4,5 all Back Screen for 2



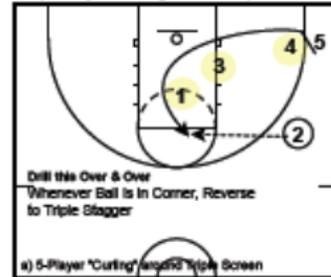
a) 3-Out: 2 Cuts to Wing, 3-Pt, or In Lane



a) Triple Staggered Screen



a) 5-Player "Curling" around Triple Screen



Layer 11 - Multiple Screens

28) 4-on-0 Double Staggered Screen



Layer 11 - Multiple Screens

Xtra) w/ 5 Players



Layer 11 - Multiple Screens

Xtra)



Layer 11 - Multiple Screens

Xtra)



# Freedom versus Control, Part 1



Players are smarter than coaches on a moment-by-moment basis.



That ought to get your attention! Here's what I mean:

- Players *should* know when they're being over-played without the ball and can go back-door.
- Players *should* know when their defender is out of position and can be beaten by forgetting "the play" and ripping the ball to the goal.
- Players *should* see slight openings in the defense that a coach on the sidelines can't and take advantage of them.

I could go on with this list (just like any coach could).

So, when I say *smarter*, I mean more informed from the standpoint of the immediate read of the defense.

**Coaches, however, are smarter than players on a possession-by-possession basis, or a run-by-run basis, or game-by-game basis.** (Otherwise, we wouldn't be coaches, right?)

So, how can you "turn the players loose" on a moment-by-moment basis and yet keep control of the things that the players need from you because of your knowledge and experience?

Tradition has told coaches to control it all by using set plays with pre-determined options. In the past, this has allowed coaches to direct moment-by-moment action during each possession and manage everything else in the Big Picture like swings in momentum.

The problem is that defenses have become too good for the X & O coach. Defense can play as a unit and play by principle, allowing them to be decisive and aggressive, while the offense is hampered by the requirement to "obey orders" and "get the ball here" and "set the screen there" and follow the coach's pre-determined plan of actions regardless of what the defense is doing or not doing (on a moment-by-moment basis).

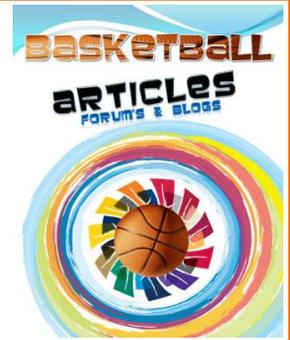
This is akin to telling a boxer to jab-and-cross, jab-and-cross, over and over, no matter how the opponent reacts. No one would tell a boxer to use a bunch of pre-determined feints and punches regardless of what their opponent does. The opponent would pick up the pattern in about 29 seconds and the result would be a knockout in 30 seconds! This seems like a ridiculous comparison, but it is exactly what we do in basketball and it's exactly why our set plays don't work in practice or in the post season. When the defense knows the pre-determined pattern of movements and actions, defense becomes much easier and scoring becomes extremely difficult.

Read & React is an offensive system that turns the *moment-by-moment hunting of scoring opportunities* over to the players. But it does not turn **all** offensive control over to the players! The Read & React coach must be aware that his players might not be smart enough to recognize the bigger possession-by-possession adjustments being made by the opponent. The players might not pick up on changes in momentum when possessions are grouped together. They might not recognize the mismatches that you see. Your players might even be too stubborn to change actions that aren't currently working simply because they worked in a previous game!

I will admit that my ultimate goal with any team is to allow them to *hunt* on their own for the entire game. But in most cases, the coach must use his or her experience and knowledge to exercise control *through* the Read & React.

How does a coach do this? There are specific examples in [part 2](#).

# Freedom versus Control, Part 2



**Most coaches are control freaks (I am).** That's why we invented plays – so that we can position players exactly where we want them and have them move exactly how we want. The problem is that defenses can play by principle, adjusting quickly to anything the offense does. And, like I said in the previous article, a coach's predetermined sequence of actions (a play) prevents the offense from being able to adjust to the moment-by-moment actions of the defense.

If that is the case, how *do* you counter a defense playing by principle? The answer is easy to say, but much harder to do. You must turn your moment-by-moment *hunting of scoring opportunities* over to your players, while maintaining control of the larger themes of the game (momentum, large adjustments by the defense, etc.). To say it another way: you need to control players and situations *through* the offense rather than with it.

## Consider the following example:

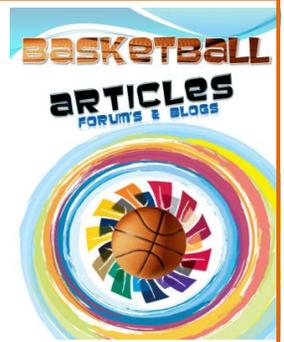
Your team won the previous game with mostly *North/South Dribble Penetration* and the *pitching windows* afforded by *Circle Movement*. It's only natural that the players think, "So, this is how we win. I can expect these scoring opportunities to be there in the next game."

Unfortunately, the next team plays defense a little differently and the same opportunities seen in the last game are not there. If the decision is left up to the players, more often than not, they'll simply try the same action that won the previous game and when it doesn't work, they'll try it harder, which leads to more turnovers. Or worse, they'll begin to play the *Blame Game*: "It doesn't work because my teammate is making a bad pass", or my favorite, "this offense doesn't work!"

## This is where the coach is smarter than the players and must step in to make a change.

In response to your success using *North/South Dribble Penetration* a smart defensive team could make many adjustments. Below, I've outlined four adjustments and how I would handle them from a Read & React perspective. **Be sure to notice that the Read & React is never changed.** The only change is the emphasis of certain layers or actions based on changes in the defense.

**Defensive Adjustment:** The defense either reduces its pressure on the ball or is simply a better 1-on-1 defensive team than the previous team. This makes *North/South Dribble Penetration* difficult.



**Offensive Response:** Require that *Pass & Cut* precede any driving action. And, yes, this includes any entries into the Post.

Why would I emphasize Passing & Cutting?

First, guarding a give-and-go is *different* than guarding someone with the ball who's trying to dribble penetrate. So, it's possible that *Pass & Cut* action could produce scoring opportunities on its own. Looking deeper, though, *Pass & Cut* forces the defenders to move, change positions, and change stances, which eventually leads to defensive mistakes (an overaggressive close-out, a widened gap). When these mistakes occur, the defense has made itself vulnerable to a variety of other attacks, but mainly *Dribble Penetration*.

After these concepts are explained and rehearsed in practice, it could be easily called during a game with a phrase like "Pass first, Drive second", or simply "**Pass & Drive**". No need to waste valuable time-outs.

**Defensive Adjustment:** Double-team the Post.

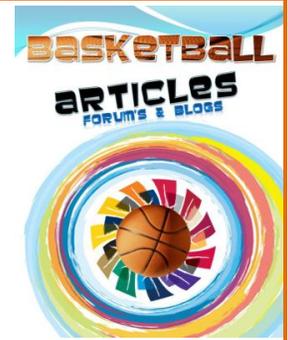
**Offensive Response:** We know two things for sure: when there's smoke, there's fire and when there's a double-team, there's a close-out (or at least, a defensive rotation).

Defensive close-outs are the easiest defensive actions to dribble penetrate against. So, like in the previous example, if *Dribble Penetration* as the initial action (when the defense is set and in good position) is not as successful against this opponent as it was in the last game, then call, "**Post & Drive**". The players should then *Pass & Cut* or use a *Speed Dribble* to get the ball into the post before they look to drive and *Circle Move*.

**Defensive Adjustment:** The defense sags deep in the lane, focusing on maintaining exaggerated help positions from weak-side defenders. This clogs the lane preventing any *Pass & Cut* action from making it to the goal and filling all driving lanes with the bodies of weak-side defenders.

**Offensive Response:** The call is "**Pin & Skip First**". This means that regardless of what action is used to get things started, the team is going to hunt for scoring opportunities only after a *Pin & Skip*. Perhaps "**Pin 2**" means that the goal for each possession is to get two *Pin & Skips* into the offensive action as quickly as possible. Of course, we all know that the next defensive action that follows a *Pin & Skip* is a hard close-out that might even be accompanied by a defensive rotation. We also know that the *Pin & Skip* creates an inside post-up threat. So, a *Pin & Skip* is going to force a defensive team to simultaneously guard the perimeter on a hard close-out and to guard inside. That's pretty difficult.

**Defensive Adjustment:** The defending team is wary of stepping across the *Read Line*.



Why would this demand a change of actions by the Read & React offensive players?

Defending inside the Read Line allows the defense to be in better help position against dribble penetration and it makes a give-and-go from our *Pass & Cut* action less effective.

**Offensive Response:** To play inside the *Read Line* the defense must give up pressuring the perimeter pass. This allows the offense to pass freely around the perimeter. So, the weapon of choice should be **Multiple Screens**.

In order to create this action, the perimeter passing needs to resemble an **alternating current**. Instead of Pass-Hold-Look, the passing should be Pass-Pass-Hold. This will send two cutters through the lane in quick succession. If the cutters are looking to back screen their way out and if the post (if you're 4out or 3out) looks to screen for cutters as well, multiple screening opportunities will appear and your offensive action will look different because cutters will be playing off screens. Most importantly, the defense will have to navigate these screens while still closing out short (inside the *Read Line*).

The defense had prepared for your *Driving and Passing* action, but must now contend with your *Screening* action. This verbal call could be, "**Alternating Current**". The players understand that this is not a change in the Read & React, but simply a change in emphasis. It's a change in *Hunting Strategy*.

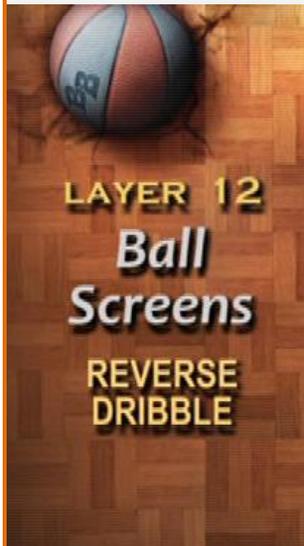
**Insanity is defined as continuing to do the same thing over and over again expecting to get different results.** But many times, that's what your players will do because they can't see the big picture like you can. In a perfect world, players could spot these defensive changes and counter accordingly. But, in the meantime (unless your players are perfect), you will have to be the one recognizing what's going on and making appropriate changes.

So, I've given you four offensive counters to four defensive adjustments. Can you think of others? Let us know how you've solved similar issues?

1. *bernie dan says:*  
If a team is playing inside the read line wouldn't that be the same as a sagging defense? So would you pin/skip or use screening action?
  - *Scott Ginn says:*  
Hey Bernie,  
It's true that a team in a sagging defense will probably not step over the Read Line, but just because a team is wary of the Read Line doesn't necessarily mean they are in a deep sagging position.  
I think when you are choosing which counter to implement – Pin & Skip or **Multiple Screens** – you need to look at how deeply the weak-side defenders are helping.  
Let's use a 5out example: if the ball is on the right wing, where is the left corner's defender?  
If he has a foot in the lane, then it might be the right opening for the left wing to set a Pin Screen on that deep defender. As for the Multiple Screens option: How effective would a back screen be on this sagging defender? Not very.  
However, if defenders are remaining close to their players (even without stepping over the Read Line), the back screen becomes much more viable, while the Pin is much less effective.  
Hope that helps and thanks for reading.
  - *Rick Torbett says:*  
Bernie – I saw a team play inside the read line but did not sag their weakside into the lane. There were no weakside defenders to Pin & Skip. So the offense had to pass quickly from side to side and let multiple cutters turn into multiple screeners. Handling the screens eventually loosened up the defense. I think this is an exception. It's very hard to do. The defense closes out short, tries to discourage the shot, but will not come over the read line. They wait on your cut and try to get their bodies into you.  
If you want to get multiple screens going, you can't pass and hold, pass and hold. You have to pass-pass-then hold. This sends a couple of cutters close on each others tails. When one sets a screen, the second will be in position to set a second staggered screen. Now you have some different actions that the defense must navigate.  
If you have a post player inside, then use The Post Blocking (screening) Layer. Now when a cutter set's a screen, you'll be insured two staggered screens.

# 12. BALL SCREENS

## Reverse Dribble



Example:  
4-Out 1-In  
"Pick-&-Roll"



When the Ball Handler "Reverses" his/her Dribble AWAY from the Goal, (a Power Back Dribble), it's a signal for a "Sprint Ball Screen". It's a signal for your Post Player to Sprint to the Ball and Set a Screen. Everyone else should "Fill-Up" and get ready to "Circle Move" in whatever direction the Ball Handler picks.

Example:  
3-Out 2-In  
"Pick-&-Roll"



When you have TWO Post Players, you can . . .

- a) Designate a "Screening Post", or
- b) Dictate that the "Closest Post" be the one Screening.

Example:  
5-Out  
"Pick-&-Roll"



When you have NO Post Players (5-Out & 0-In), then the Closest Player to the Ball Handler would set the Screen.

### Where do I set the Screen?

Your choices are: a) Outside, b) Inside, c) Flat  
... This gives some freedom to both the coach and the Screener. However, the Flat Screen allows the Ball Handler to choose. He/She can set-up their defender and angle of which to attack. Simply start one way, change direction, and attack the other direction

### Other Reasons for Using "Reverse Dribble"?

Your team may lose their place when running the offense. This is a good way to get everyone back on the same page. The "Reverse Dribble" signals to everyone to find their "Spot" and begin a new action.

### Other Reasons for Using "Reverse Dribble"?

The Shot Clock may be winding down, and at 10 seconds, or so, you can signal an action to begin with a "Reverse Dribble".

**"Putting It All Together"**

"Linking Layer to Layer"

"CHANGING CHANNELS"

"Connecting Action to Action"

IN OTHER WORDS...

"LEARNING HOW TO PLAY"

**REVERSE DRIBBLE**

**COMBO**

with

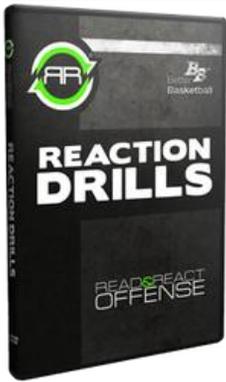
**CIRCLE MOVE  
NATURAL PITCH**

**REVERSE DRIBBLE**

**COMBO**

with

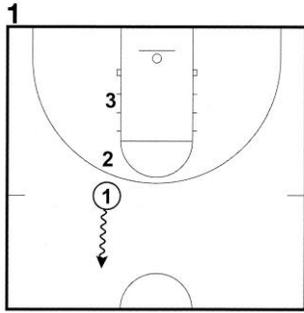
**CIRCLE MOVE  
SAFETY VALVE**



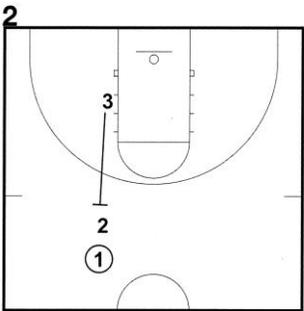
# REACTION DRILLS

The Software that runs the Hardware of the Read & React Offense

**Drill 22: Ball Screens - REVERSE DRIBBLE**



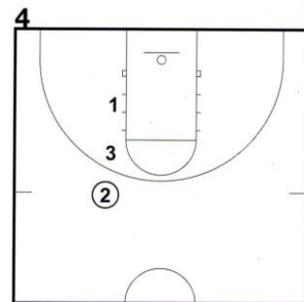
1 Reverse Dribbles.



3 responds by sprinting out of the Post to set the Ball Screen.



1 can use the Screen in either direction. 1 hits 3 rolling to the basket.



1 becomes the Post. 2 starts the Reverse Dribble. 3 defends the ball.

**Drill 49: Reverse Dribble + Natural Pitch**



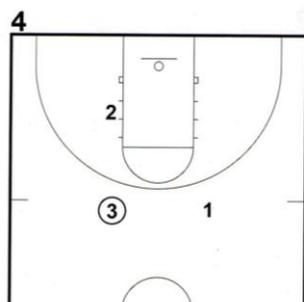
1 Reverse Dribbles.



3 sprints to set the Ball Screen.



1 uses the screen to drive middle as 3 rolls. 2 Circle Moves right to receive the Natural Pitch for the shot.

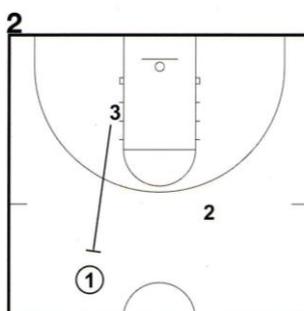


3 gets the rebound and starts the drill. 2 rotates to the Post. 1 becomes the second guard.

**Drill 50: Reverse Dribble + Safety Valve**



1 Reverse Dribbles.



3 sprints to set the Ball Screen.



1 uses the screen to drive away from the 2. 3 rolls to the basket.



2 Circle Moves to the Safety Valve. 1 passes to 2 for the shot.

**Drill 66: Reverse Dribble + Natural Pitch + Basic Post Slides**



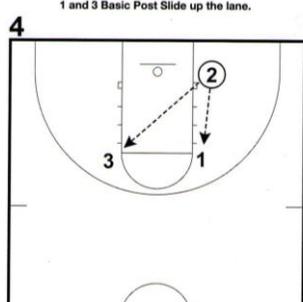
1 Reverse Dribbles.



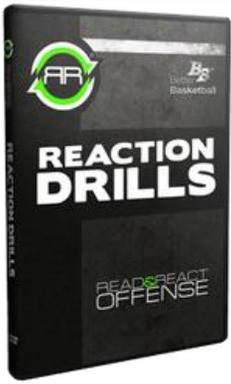
3 sprints to set the Ball Screen. 1 uses the screen to drive right while 3 rolls. 2 Circle Moves to the Natural Pitch. 1 passes to 2.



1 and 3 Post up. 2 drives baseline. 1 and 3 Basic Post Slide up the lane.



2 chooses to pass to either 1 or 3 for the shot.



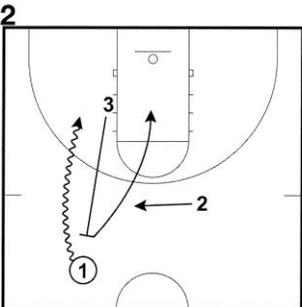
# REACTION DRILLS

The Software that runs the Hardware of the Read & React Offense

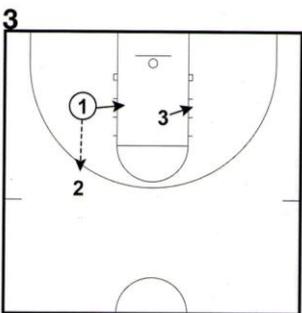
**Drill 67: Reverse Dribble + Safety Valve + Basic Post Slides**



1 Reverse Dribbles.



3 sets the Sprint Ball Screen. 1 uses the screen to drive left as 3 rolls to the basket. 2 Circle Moves to the Safety Valve.

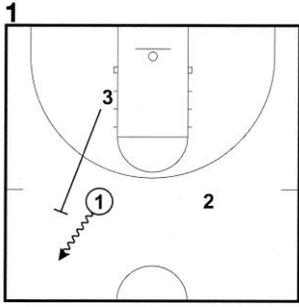


1 passes to 2. 1 and 3 Posts up.

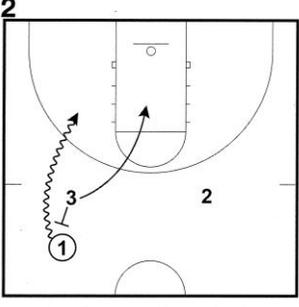


2 drives middle. 1 and 3 Basic Post Slide to the Short Corners. 2 chooses to pass to 1 or 3.

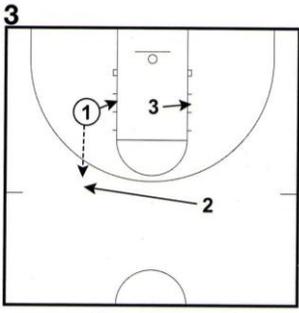
**Drill 68: Reverse Dribble + Safety Valve + Advanced Post Slides**



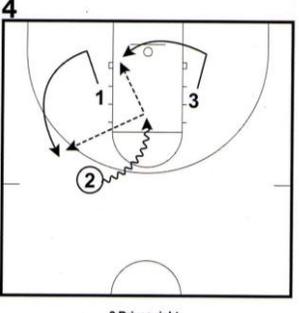
1 Reverse Dribbles. 3 Sprints to set a Ball Screen.



1 uses the screen to drive away from 2. 3 rolls to the basket.

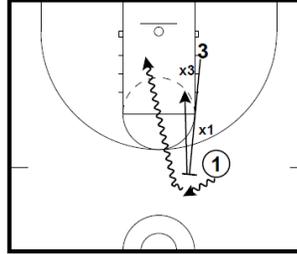


1 hits the Safety Valve. 1 and 3 Post up.

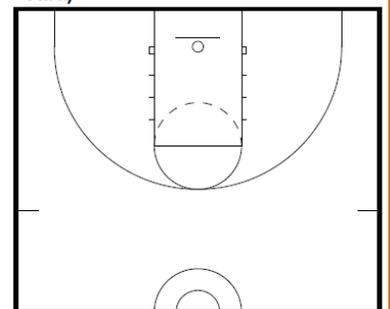
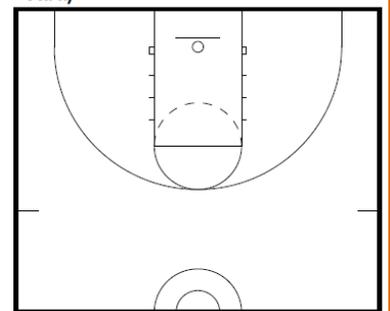
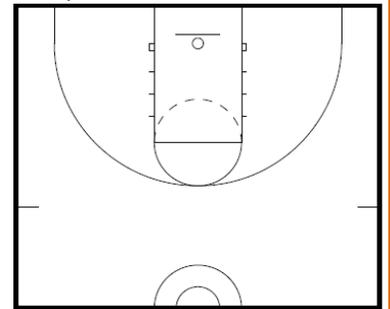
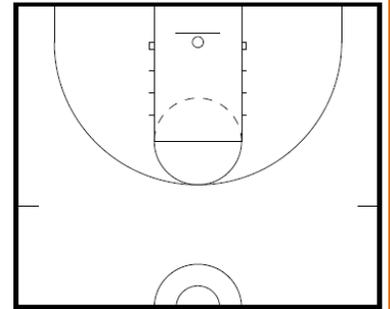
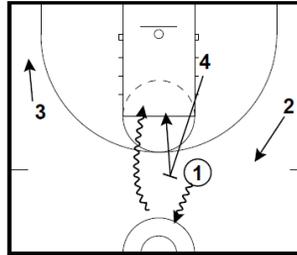


2 Drives right. 3 and 1 Advanced Post Slide. 2 chooses to pass to the Safety Valve or the Low Post.

**29) 2-on-2 Post Ball Screen**

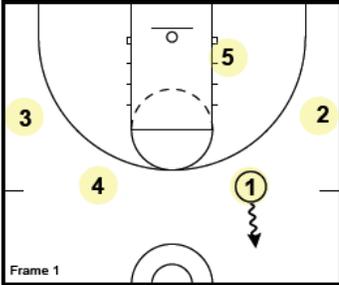


**Xtra) Circle Move based on Screen**

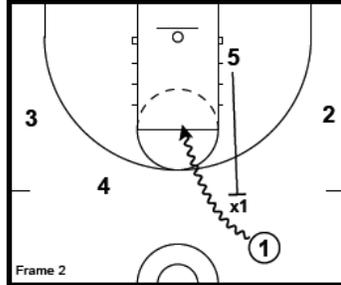


## Layer 12 - Ball Screen -- "Reverse Dribble"

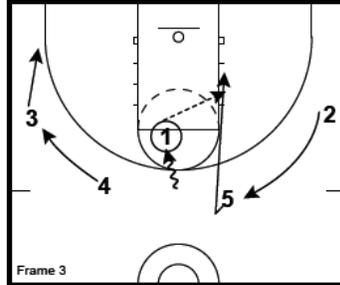
Layer 12a: Ball Screens--Reverse Dribble



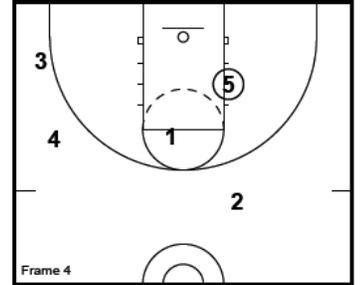
Layer 12a: Ball Screens--Reverse Dribble



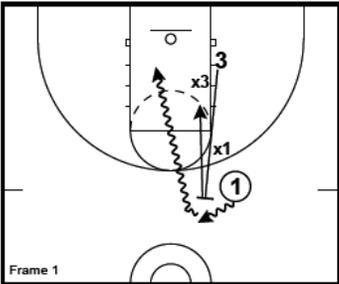
Layer 12a: Ball Screens--Reverse Dribble



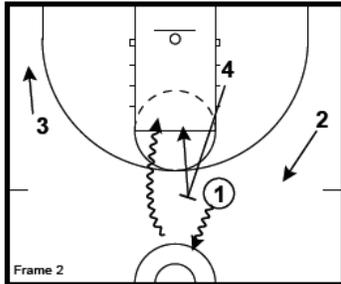
Layer 12a: Ball Screens--Reverse Dribble



29) 2-on-2 Post Ball Screen

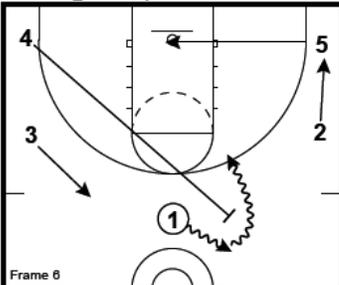


Xtra) Circle Move based on Screen

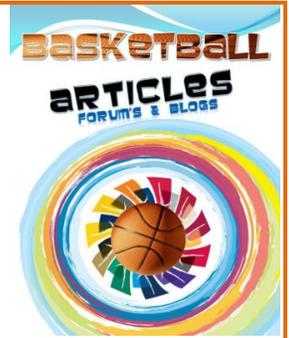


## vs. Zone

09a Other Layers of Read & React



# Layer 12: The Ball Screen



The rumors are true: there are now 20 layers in the [Read & React Offense](#).

## What are the new layers?

First of all, there are really only two new layers. The third came as a result of splitting Post Passing into two layers: Post Pass & Cut (North-South) and Post Pass & Cut (East-West). This makes it easier for lower level teams or teams just learning to get into post passing without having to learn too much at once. Sure, you can still

teach them together, but we've chosen to split them up (just like Post Slides).

That accounts for one additional layer.

The second is the **Ball Screen or Reverse Dribble** and we've been offering this up as an option for a while now and decided to make it an official layer.

## It works like this:

When the ball handler reverses his or her dribble away from the goal, basically a Power-Back Dribble, it's a signal for a Sprint Ball Screen. It's a signal for your post player to sprint to the ball and set a screen. Everyone else should fill up and get ready to Circle Move in whatever direction the ball-handler uses the pick.

It's possible that you might not want to bring another defender into the ball handler's space. If that's the case, then you won't use this Layer. On the other hand, you might be a pick-n-roll maniac and you want this action in your offense as soon as possible. If that's the case, then you could put it in right after Layer 4 Circle Movement!

If you're 3 OUT 2 IN, perhaps you'll designate the post player that you want setting the pick. Or, perhaps you tell them that the closest post sets the screen. It could simply be the first post to recognize the Reverse Dribble. Those decisions are up to you. You know your personnel.

If you're in a 5 OUT formation, then the closest player will set the ball screen.

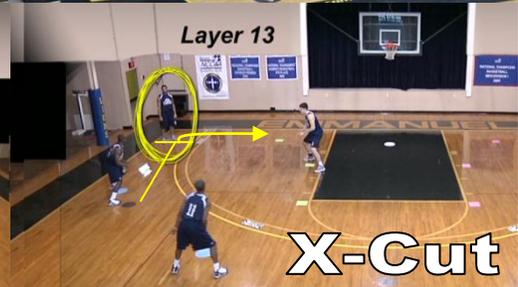
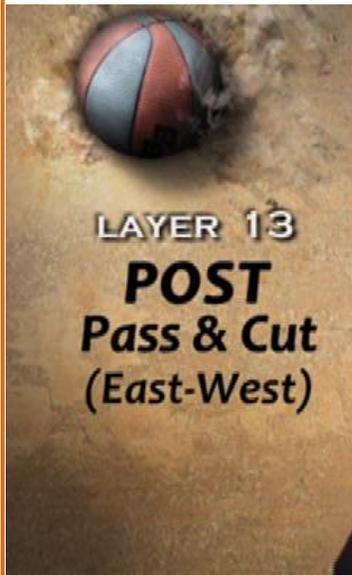
I know this question will come up: What side should the screen be set on? Or is this a flat screen? Personally, I think you should sprint to a flat position, let the ball-handler set up the defender, and then change the angle of the screen at that time. You may have reasons to do it differently, so use it the way you see fit.

That should be enough excitement for now. I'll explain the final new layer in an [upcoming post](#), but please let me know your thoughts about this layer. Have you already incorporated it? Are you going to?

By the way, now when your non-R&R friends say they don't like the Read & React "because there aren't any ball screens", you can just shake your head, laugh, and point them to this layer. Of course, we know that the Power Dribble Layer has basically been a pick and roll all along, but that will be our secret.

# 13. POST PASS & CUT

(East / West) -- Advanced "Relocate & X-Cut"



The 2 Known Cuts when the Pass goes into the Post are:

- 1) Laker Cut Low
- 2) Laker Cut High

The 2 NEW Cuts when the Pass goes into the Post are:

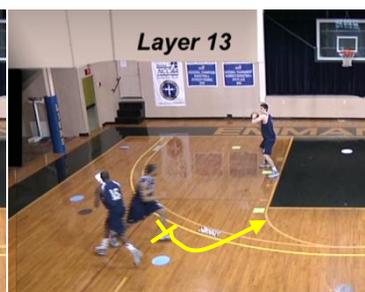
- 1) Simply RELOCATE
- 2) X-CUT

These 2 new Cuts are considered "East / West Cuts"

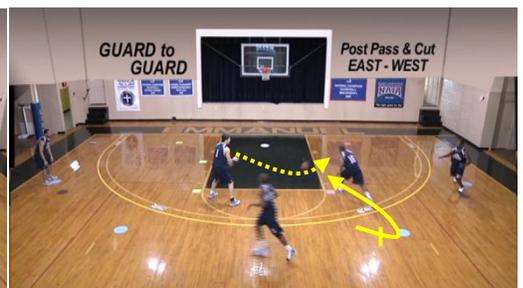
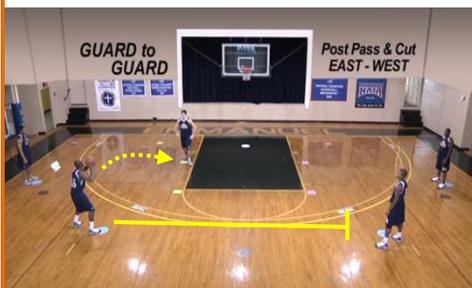
## A little more detail:

Basically, when a Post Screens East / West and NO ONE is in the Adjacent Spot, you will simply RELOCATE.

However, if a teammate occupies the Adjacent Spot, then you will Screen for that Teammate, then Basket Cut.



Here, Wing Feeds Post then Wing Screens for the Guard then Wing Rolls to the Basket and Guard Circle Moves to new Spot



Here, Guard Feeds Post, then Guard Screens for the Guard then Rolls to the Basket and Guard Circle Moves to new Spot



Here, Guard Feeds Wing, then Guard Screens for the Wing then Rolls to the Basket and Wing Circle Moves to new Spot

**"Putting It All Together"**  
**"Linking Layer to Layer"**  
**"CHANGING CHANNELS"**  
**"Connecting Action to Action"**  
**IN OTHER WORDS...**  
**"LEARNING HOW TO PLAY"**



**Choosing the 4 Cuts based on the Defense**



When to use the Laker Cuts: When Pressure is below you (Pic #1), you Laker Cut High. When Pressure is above you (Pic #2), you Laker Cut Low. When pressure is Squared-Up to you (Pic #3), you "Fake one direction, the Laker Cut in other.



RELOCATE: When to use the Advanced Cuts: When Defender Sinks onto Post (Pic #4 & #5), then "Relocate". Note that this action creates a longer distance for a close-out by the defender (Pic #6).



X-CUT: When to use the Advanced Cuts: When Defender Squares-Up to take away Laker Cuts (Pic #7 & #8), then "X-CUT". This creates Space & a "Situation" when setting Screen (Pic #9) that defense has to deal with.

# DETAIL

## #1

While Feeding the Post and X-Cutting on One Side of the Floor . . . combine that action with action on the Weak Side of the Floor.

Have the Weak Side of the Floor execute a "Layer 7 - Pin & Skip"

That way, the Post can Look over their Shoulder for the Cutter or the Weakside Shooter who is "Lining Up the Ball & Screen"



# DETAIL

## #2

**X-CUT**  
when the  
Safety Valve  
is not open!

**RELOCATE**  
when the  
Safety Valve  
is not open!



# DETAIL

## #2

**X-CUT**  
when the  
Safety Valve  
is not open!

**RELOCATE**  
when the  
Safety Valve  
is not open!

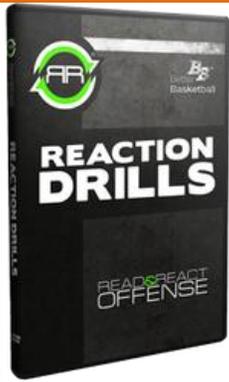


### RELOCATE



### X-CUT

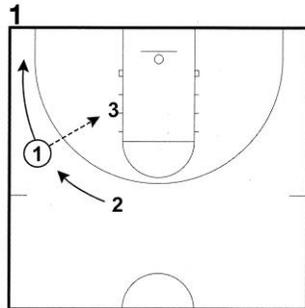




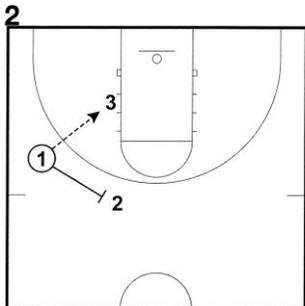
# REACTION DRILLS

The Software that runs the Hardware of the Read & React Offense

### Drill 23: Feed the Post & Cut East-West - X-CUT OR RELOCATE



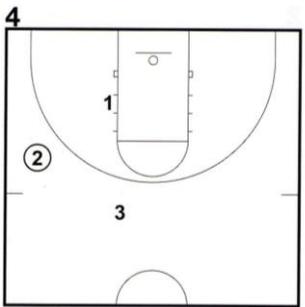
1 passes to 3 and relocates to the empty corner for the shot. 2 fills the vacated spot.



1 starts the drill again by feeding the post. This time 1 X-Cuts by setting a screen for 2 before cutting.

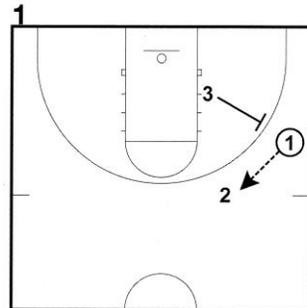


After the screen, 1 cuts to the basket for the lay-up. 2 replaces 1 on the wing.

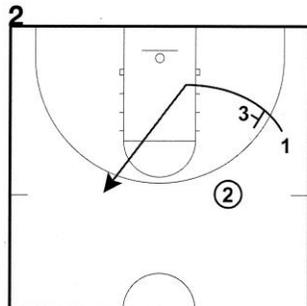


2 starts the drill over. 1 rotates into the Post. 3 becomes the Guard.

### Drill 44: Post Screening + Feed the Post Cuts



In 4-OUT positions, 1 passes to 2. 3 sets a Back Screen for 1.



1 uses the screen, but is not open. 1 Fills out to the empty guard spot.

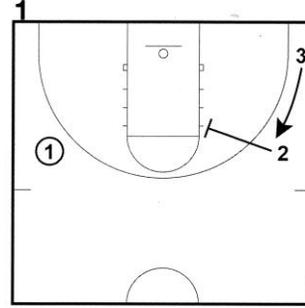


3 shapes up into the ball-side high post. 2 feeds 3 in the post.



2 must choose one of the 4 Post Cuts. In the diagram, 2 uses the X-Cut for a lay-up.

### Drill 46: Pin & Skip + Feed the Post X-Cut



2 sprints into the lane, sets a Pin Screen, and yells "Pin". 3 Slides to align the screen with the ball.



1 makes the Skip Pass to 3. 2 opens up on the ball-side post.

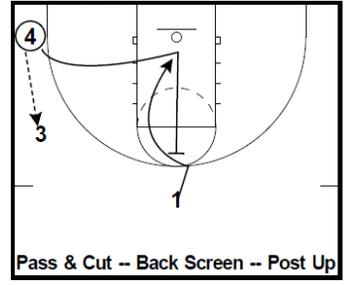


1 Fills the spot up top. 3 feeds 2 in the post.



3 makes an X-Cut for the lay-up.

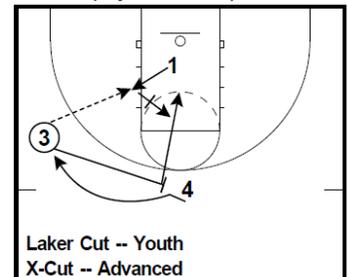
### Drill 58 (Layers 1+10+13) A



#### Pass & Cut -- Back Screen -- Post Up

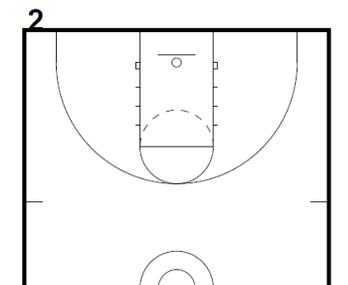
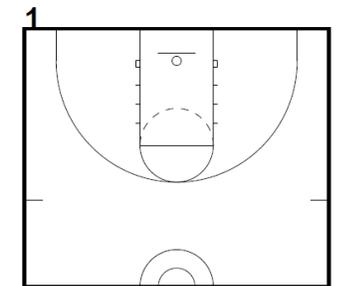
--All on One Side of Floor--  
Ball starts in Corner 4 -- Pass & Cut  
Back Screen Your Way Out  
Cutter Post Up

### Drill 58 (Layers 1+10+13) B

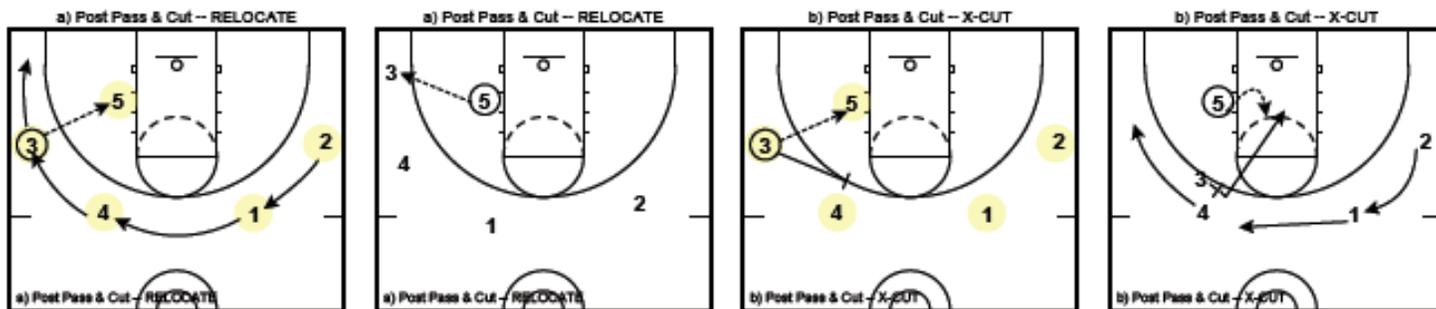


#### Laker Cut -- Youth X-Cut -- Advanced

Pass to Post  
X-Cut (or Laker Cuts)  
Pass to Cutter for Layup or Jumpshot  
--Good Drill to Introduce Layer 13: X-Cut--



## Layer 13 - Post Pass & Cut - Advanced



Layer 13 - Adv. Post Pass & Cut (Relocate & X-Cut)

Layer 13 - Adv. Post Pass & Cut (Relocate & X-Cut)

Layer 13 - Adv. Post Pass & Cut (Relocate & X-Cut)

Layer 13 - Adv. Post Pass & Cut (Relocate & X-Cut)

30a) 3-1 Pass to Post and RELOCATE

30b) 3-1 Pass to Post and X-CUT

Xtra)

Xtra)



# Pass & X-Cut? Umm... Let's Discuss it.



One of my favorite parts of the Read & React is that a coach can infuse it with his own personality. There are a ton of ways the Offense can be adjusted to your style of play, your strengths and weaknesses, your personnel, etc. In fact, this blog has a bunch of [ideas](#) to help you do just [that](#).

But, those adjustments must happen within the framework of the Offense or you slowly move away from the Read & React and back into traditional motion offense.

**So, where does the X-Cut question fall?** Let's go through it.

In the Read & React the very first rule that you learn is: If you pass, you must basket cut. Simple.

The problem some coaches spot within the specificity of that rule is that now you can no longer pass and screen away. And, eventually you start to miss the screen away.

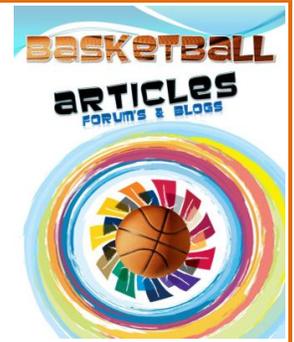
So, a coach who misses the screen away and loves the Read & React (these are not mutually exclusive) gets an idea. What if I changed the Pass & Cut rule just a bit? What if after you pass you could either basket cut or make an X-cut with the player one spot away? That would achieve the screen away and send someone to the basket. And, best of all, it seems like it won't mess anything up with the other layers of the offense.

That question has created a rousing debate in a couple of forum threads over the last few months and I thought it was just about time to post an official answer on the Tribe. (You can also read Rick's thoughts which delve into the difference between [Read & React and Motion Offense](#) here).

I discussed this with Rick the other day and we came up with the following response.

From a flow of the offense and the seamless transition between layers, adding the X-cut as an option will not mess anything up. This is true.

But, if I were you, I wouldn't introduce it because it interferes with some of the fundamental principles of the Read & React. There are four reasons for this.



**1. Making a decision slows down reaction time.** The Read & React is all about being [Decisive and Aggressive](#) and to achieve that goal, many of the reactions need to be drilled until they become habit. In layer 1, a player who makes a pass is already into the cut even while the pass is in the air giving him the advantage over the defense. If you add another option, the player has to make a decision, ultimately slowing his cut down and killing that advantage.

**2. It won't take long before the passer will decide which option to use prior to making the pass.** This may increase reaction time, but that decision isn't being made in response to the defense. And, eventually, you may end up with every player making an X-cut instead of a basket cut because it's easier and safer.

**3. There were two goals of the immediate basket cut.** First, give the passer the first scoring option. In this way, he gets rewarded for giving the ball up. Second, it sends a message to the entire team that we are always on attack, we always attack North-South and put pressure on the defense. The X-cut takes that scoring option away from the passer and focuses on East-West movement as the primary motion (which is easier to defend).

**4. There is decision making in the Read & React,** but it comes in later layers and typically is only applicable after the basket cut (when there's more time). The reason for that goes back to the decisive and aggressive argument. After the basket cut, there's more time to survey the lay of the land and choose what the next best action is. From here, you can stop in the post, set a back screen, fill out, set a pin screen, use a pin screen, etc.

If you try to turn the Read & React into Bob Knight's Motion Offense, you're going to be disappointed and frustrated. The Read & React is not just another motion offense and can't be treated as such. Trust me, there are tons of ways to add your personality, tweaks, variations into the offense without violating the principles that give the R&R strength.

Ultimately it's an engineering problem – you can't make a laptop with unlimited memory and a 52" screen while keeping it portable. In the same way, you can't put unlimited options in an offense and keep it focused and sharp. (dshuring does a great job in the sixth post on this [forum thread](#) of using football as an analogy to make the same point.)

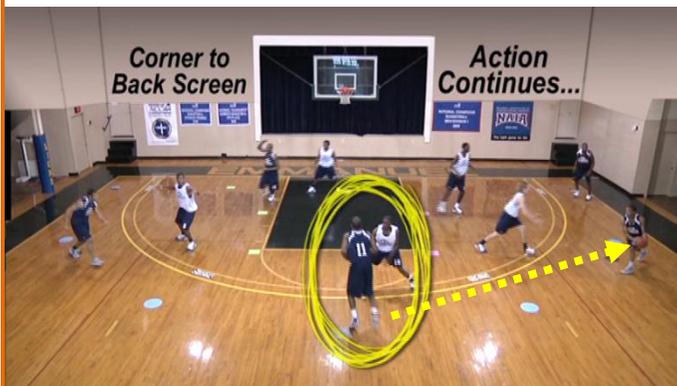
If the forum threads are any indication, I know you have opinions on this. Either continue with those forum threads or let us know in the comments section.

# 14. CORNERS



Corners is really quite simple. If a Defender bodies you up and prevents you from Basket Cutting, the Square the CORNER and do one of 2 Things:

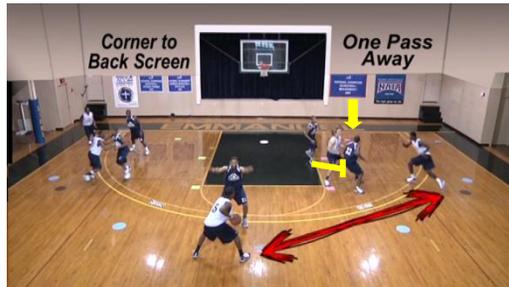
- 1) Fill-Out to nearest Open Spot
- 2) Back Screen your way Out



# CORNER Examples

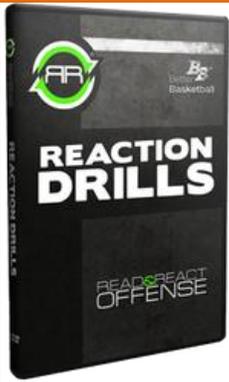


## DETAIL for a 3 pt Shooter...



## DETAIL An Early Corner is just an X-CUT!

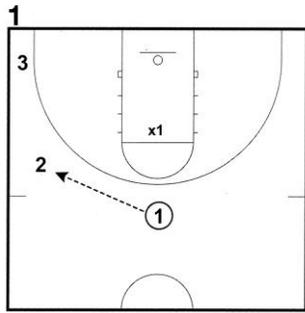
If you get "Stood Up" by the Defender right away, simply go and "X-CUT" your teammate 1 Spot Away . . . then Dive to the Basket.



# REACTION DRILLS

The Software that runs the Hardware of the Read & React Offense

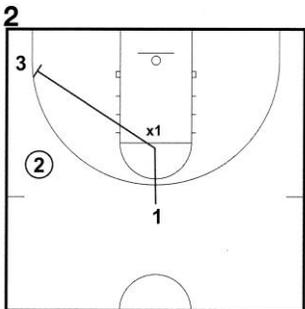
## Drill 24: Corners - CORNERS



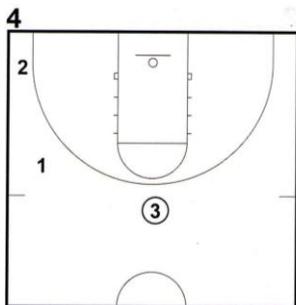
1 passes to 2. x1 can be a coach, manager, or an extra player.



2 hits 3 on the basket out for the lay-up.

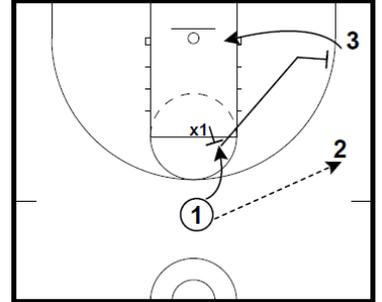


1 is 'stood up' by the defender and so immediately abandons the cut to set a Back Screen for 3.

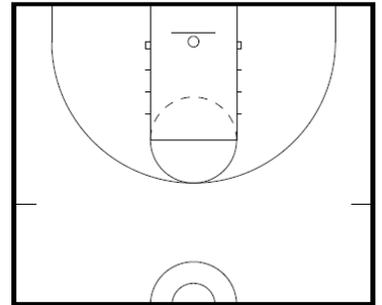


3 rebounds the lay-up and rotates to the point. 2 shifts to the corner. 1 fills the wing.

## 31) Cutter is "Stood Up" by Defender

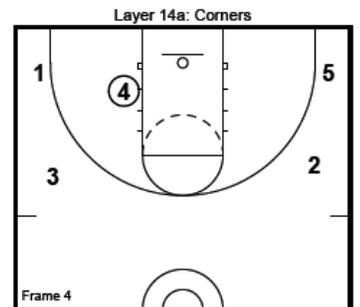
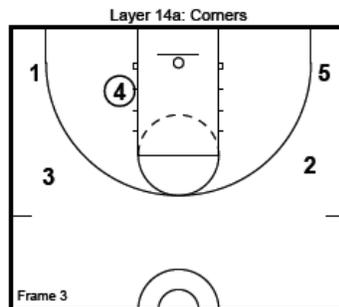
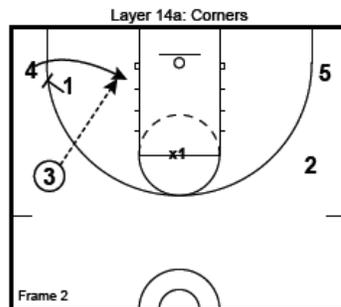
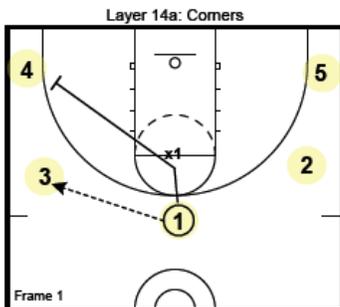


## Xtra)



# FastDraw® Basketball BASIC

## Layer 14 - Corners



# Layer 14: Corners



In the previous post, we went over [Ball Screens](#) as a new layer in the [Read & React Offense](#). Well, here's the final new layer: Corners.

**Corners gives cutters a reaction when they've lost the basket cut.** Let me explain.

Sometimes when you [Pass & Cut](#), your defender wins the battle, stands you up, and prevents you from finishing your basket cut. This “chest to chest” position not only prevents you from scoring, but if you continue to struggle, it will slow up the offense, and clog up the lane – preventing your teammates from getting to the basket. You want to forget this battle and clear the chute for your teammates.

So, I'm stealing a motion read from Coach Knight. (I'm sure this is not the only thing that I've stolen from Coach Knight – but you know the basketball coaching rule, if you use it three times, you can call it your own!) Coach Knight would say if you find yourself sternum-to-sternum with your defender, just make a Corner and screen for a teammate. Well, this dovetails nicely into one of two layers in the Read & React. If you've only covered Pass & Cut, then make your corner and fill out to an empty spot. If you have the Back-Screen Layer under your belt, then make a corner and set a back-screen for a teammate.

Regardless of which one you choose, making a corner will insert your action directly into either Pass & Cut or Back-Screens. The problem is solved and the action continues from a familiar Layer.

Don't let your players cop out with this layer, though. This should only be used when they meet a defender “sternum to sternum”. The last thing we want is for every cut (or even a significant percentage of them) to be a Corner.

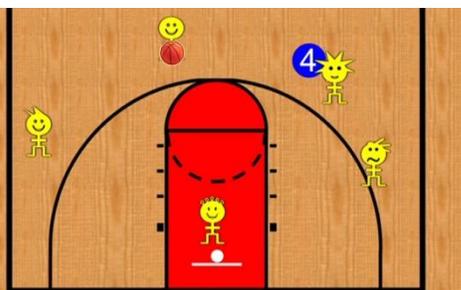
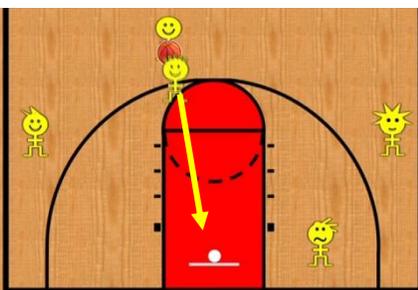
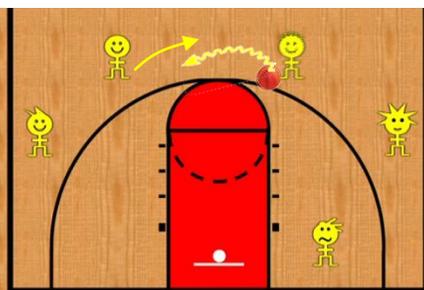
# 15. POWER DRIBBLE

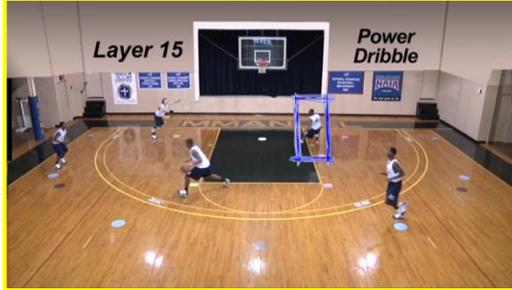


## LAYER 15 Power Dribble

This Layer is a bit "untraditional". The Power Dribble (Dribble with your back turned Away from the Basket), signals your teammate 1-Spot away from you that you want to execute a Dribble Handoff + Pick-&-Roll to the Basket. This relates closely to Layer 1- Pass-&-Cut.

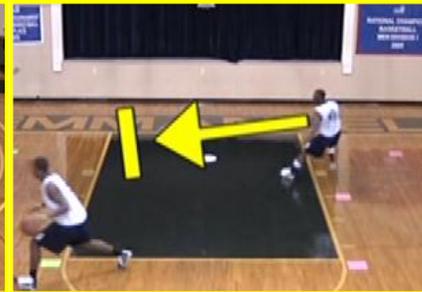
This appears to be a 2-Player action, but is actually a 5-Player action as all Players are Circle Moving in the Direction of the Dribble. And, if the Cutter does NOT get the Ball they enter the Decision Box with all the choices available to a Cutter.





**NEXT BEST ACTION:**

- > Post up
- > Flash open area
- > Set a screen
- > Use a screen
- > Fill out (Layer 1)



Once the Cutter Basket Cuts and gets to the Decision Box, they have all the Options available to them as if they were the Cutter in the Pass & Cut Layer.



**REASONS FOR THE POWER DRIBBLE**

- > **Safety** - Not a good dribble penetrator
  - Not against this defender
  - Don't like the situation
  - Pressure relief
- > **Mismatch**
- > **Post Advantage**
- > **Change of TEAM Pace**
- > **Formation Change**

# DETAIL

## #1

The Ball handler must make the Power Dribble with a clean & discernible action.

- Must turn your Back to the Basket
- Start "Crab Dribbling" toward teammate (Step Pound Ball between Feet)
- Slow, Deliberate and Safe
- You "Don't" have to give teammate Ball if it doesn't look safe.
- If teammate doesn't get Ball . . . they will make a "Basket Cut"
- If you Give your teammate the Ball, then YOU will make a "Basket Cut" much like "Pick-&-Roll" action would dictate.



Pictures above:

- Left: Showing Back to the Basket position
- Middle: Showing "Handoff" technique
- Right: Showing Handoff and your Basket Cut. Note: Teammate also "Attacks"

# DETAIL

## #2

What if teammate doesn't recognize your "Power Dribble"? They probably did a "Basket Cut" (like a Dribble-At action). Ok then . . . here's what you can do.

- **Don't Pick Up Your Dribble**
- Just keep going with Power Dribble toward your next Teammate
- Turn and go back where you came from toward another teammate.
- Turn back around and select another option like "Pass & Cut" and just keep going.
- Another favorite action is to Spin and Dribble Attack the Basket as in Dribble Penetration from Layer 4-Circle Movement.
- I could also "Reverse Dribble" to signal you want a "Ball Screen" - Layer-12.



# DETAIL

## #3



Defender of your Teammate may be "Over-the-Read Line" and could simply "Basket Cut" creating a Scoring Opportunity.

You will need to execute a Quick Bounce Pass still facing in same direction.

# DETAIL

## #4



You could feel tremendous Pressure from your defender. Use this against them just like you would in the Post.

- Reverse Direction
- Drop Step & Go

# DETAIL

## #5



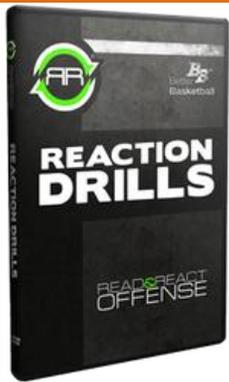
You take Handoff and Attack. But, you don't like what you see. Simply "Bounce Off" by back dribbling out to an open Spot on the Floor. Everyone Fill-Up . . . Continue Action. Right back into "Read & React" stuff.

# POWER DRIBBLE

## COMBO

with  
CIRCLE MOVE  
NATURAL PITCH

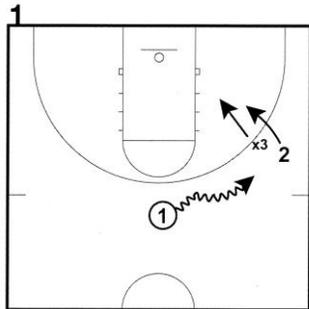




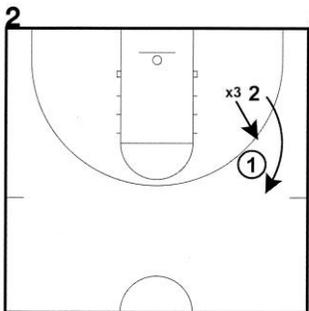
# REACTION DRILLS

The Software  
that runs the Hardware  
of the Read & React Offense

## Drill 25: Power Dribble - POWER DRIBBLE



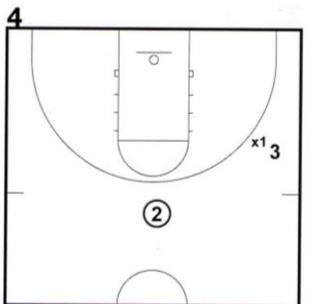
1 Power Dribbles toward 2.  
2 fakes the Basket Cut to set up defender x3.



2 cuts outside of one and takes the hand-off.  
1 Seals defender x3.

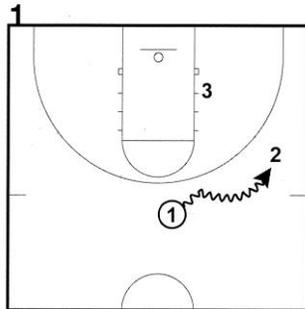


2 turns the corner on the dribble and passes to 1 rolling to the basket for the lay-up.

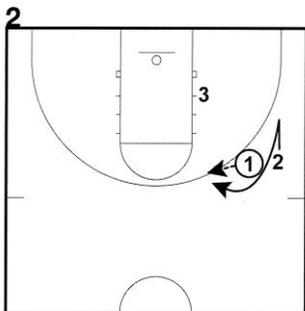


2, the passer, becomes the Power Dribbler.  
1, the shooter, becomes the defender.  
3, the defender, becomes the offensive cutter.

## Drill 40: Power Dribble + Post Screening



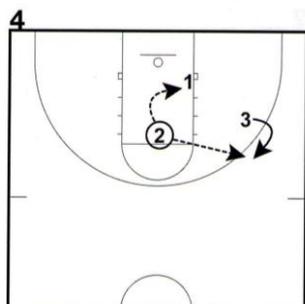
In a 4-OUT or 3-OUT formation,  
1 Power Dribbles at 2.



2 fakes the Basket Cut to set up the defender.  
2 cuts outside of 1 and takes the hand-off.

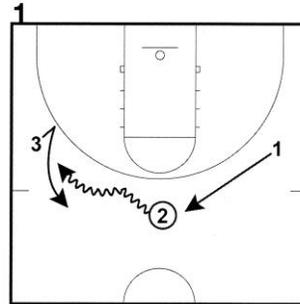


2 turns the corner and drives to the goal.  
3 Back Screens for 1 rolling to the basket.

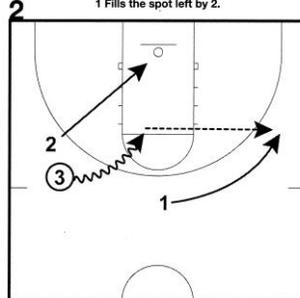


Either: 2 Dishes to 1 for the lay-up.  
Or: 2 passes to 3 shaping up for the shot as the Safety Valve.

## Drill 55: Power Dribble + Circle Move + Feed the Post Cuts



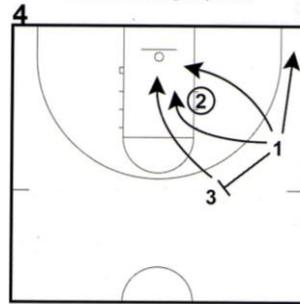
2 Power Dribbles at 3.  
3 fakes the basket cut to set up the defender.  
3 cuts outside of 2 and takes the hand-off.  
1 Fills the spot left by 2.



3 turns the corner and drives to the goal.  
2 rolls to the basket but is not open.  
1 Circle Moves to the Natural Pitch.

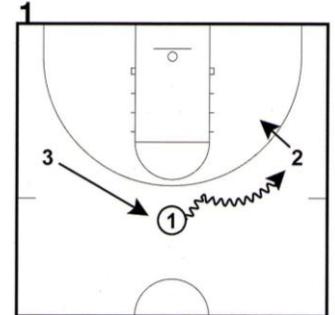


After the cut, 2 Posts up ball side.  
1 feeds the post.  
3 Fills out to the left guard position.



1 chooses one of the four post cuts to score.

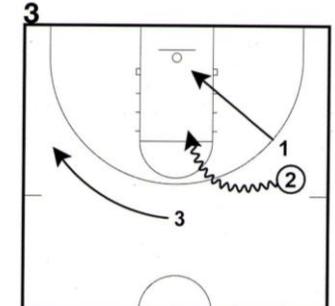
## Drill 56: Power Dribble + Pass & Cut + Circle Move



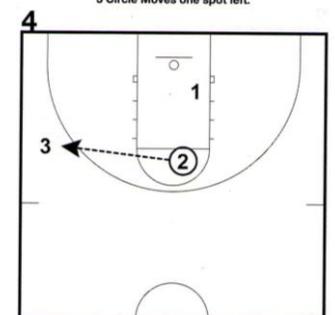
1 Power Dribbles at 2.  
2 fakes the Basket Cut to set up the defender.  
3 Fills the empty spot up top.



2 cuts outside of 1 and takes the hand-off.

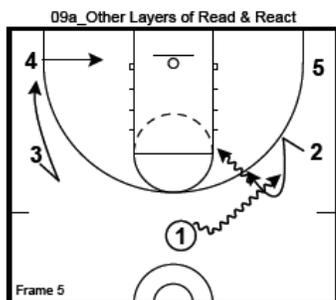
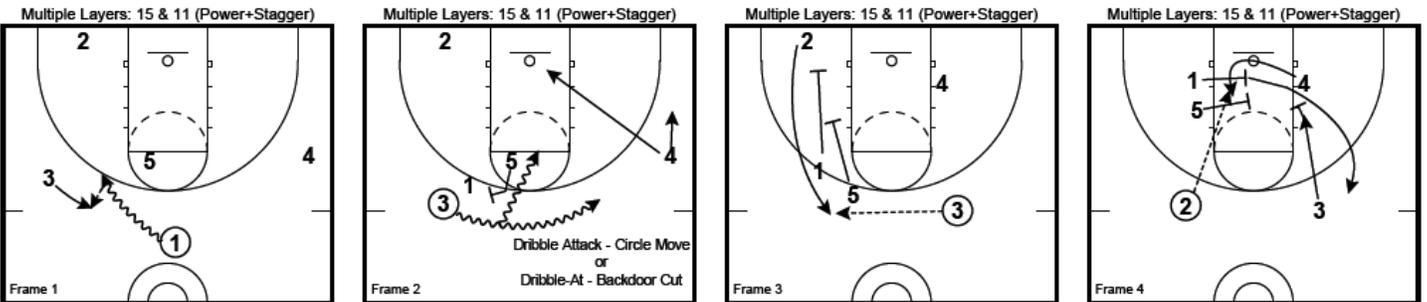
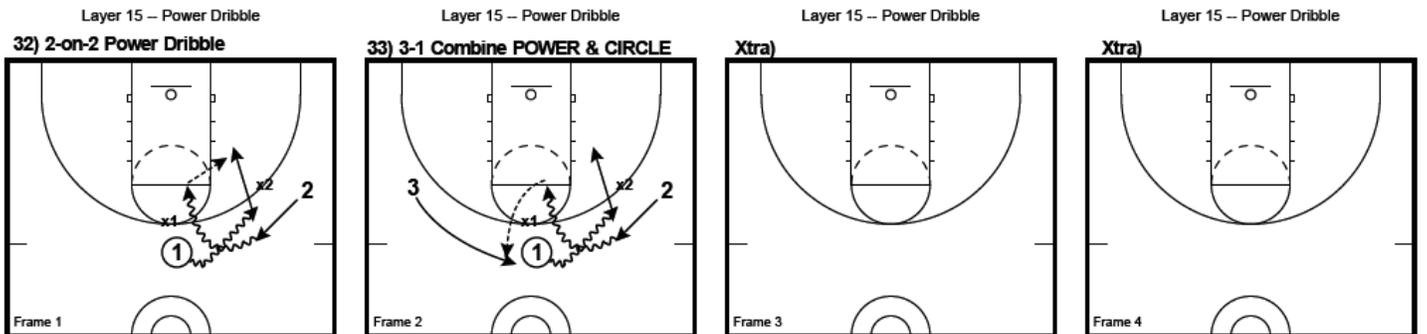
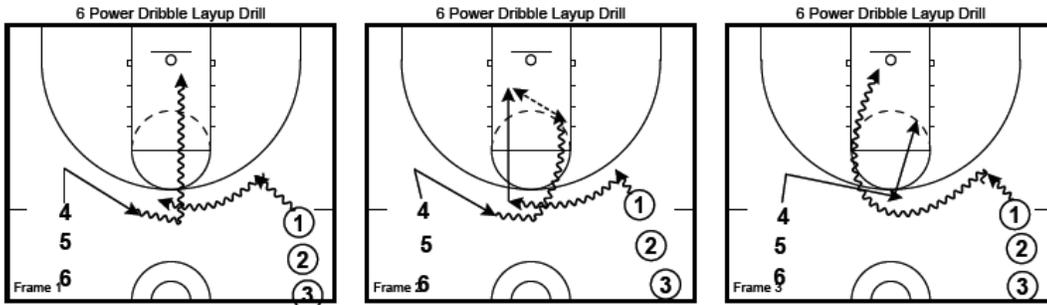
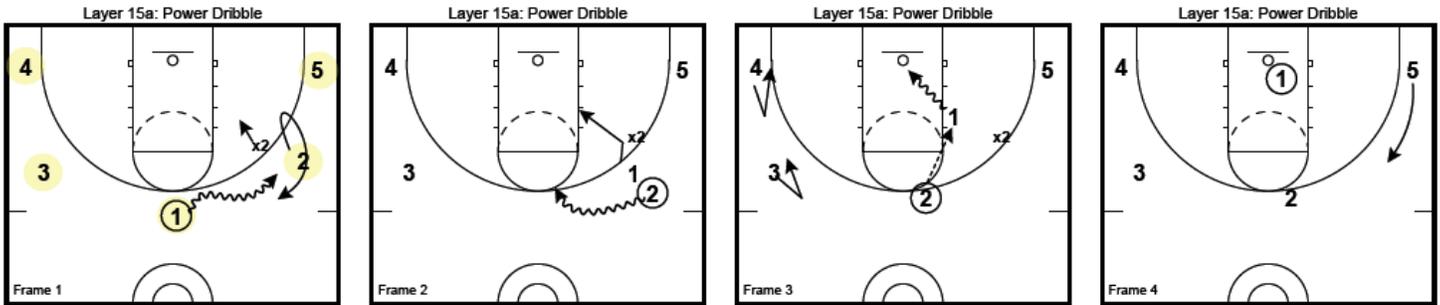


2 turns the corner and drives to the goal.  
1 rolls to the goal.  
3 Circle Moves one spot left.

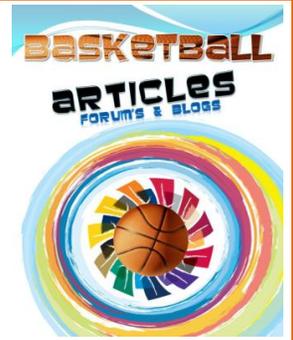


2 makes the Natural Pitch to 3 for the shot.

## Layer 15 - Power Dribble



# Are You Using All Your Weapons?



There's a difference between simply "Running the Read & React" and learning how to use the weapons that make up the Offense.

Doesn't running the Offense mean that you know how to use the actions of the Read & React?

No, and here's why.

The actions that helped you win last game [won't necessarily work in this game](#). We all know this is true. Every opponent has different personnel with different strengths and weaknesses. Every coach has a different defensive personality. And, if I scouted your team last week, I'm going to adjust my defensive strategy to take away the strengths of *your* players. Intellectually, we know this going in, but emotionally we don't want to believe it.

Let's say that you've been running the [Read & React Offense](#) long enough to have 5 weapons in your belt; Dribble Penetration with Circle Movement; Pass & Cut; Speed Dribble; Power Dribble; Pin & Skip.

Last game, you focused on Dribble Penetration and the results were amazing. But, this game the defense is good enough to stop your attempts at driving to the basket. You are frustrated, your players are frustrated, the crowd is frustrated. Your only conclusion is this: there must be something wrong with the Offense.

*Nope. There's nothing wrong with the Offense.*

**There is, however, something wrong with your choice of weapons.**

Cops aren't running down the street dragging sniper rifles and snipers aren't trying to hit a target 300 yards away with a pistol. The same is true of anything. You don't go to an English class with a pencil and a calculator or a Math class with a copy of *Hamlet*. Each situation requires the right weapon. (And yes, I consider *Hamlet* an appropriate weapon for learning Shakespeare.)

If the defense is good enough to stop your attempts at driving to the basket, then you have to [switch weapons](#). It's a cliché, but the defense can't take away everything; they are giving up something in order to take away your drives. You and your team must figure out what that is, then exploit it.

In order to find out what the defense is giving up, you might holster Dribble Penetration temporarily and pull out Pass & Cut as your emphasis of action. This doesn't mean that you'll automatically score with your cuts, but you'll definitely move the defense, create some bad close outs, and some defenders will certainly miss their change in assignments (example: from ball-side denial to weak-side help). You've just created driving

opportunities that you didn't have when your main action was to dribble penetrate. Now, you may be in a position switch back to Dribble Penetration and do some damage with Draft Drives.

What if the defense shuts down your perimeter passing?

I'm not sure how this is possible with the Read & React, but nonetheless, let's imagine you are having problems passing East-West. You should change weapons; switch to Speed Dribbles or **Power Dribbles**. These will still create the North-South cutting motions that you would otherwise be getting if you could simply Pass & Cut. With players cutting and both players and the ball changing sides of the floor, the defense will begin to loosen up allowing passing or driving opportunities.

If the defense keeps the lane covered with help defenders, then you must Pin and Skip more than usual – perhaps every other action is a Pin and Skip. With the ball changing sides of the floor so often and with the long close outs that accompany the skip passes, options such as driving or feeding the post will come open. Eventually, the defense will be forced to come out of their sagging positions to play closer to the perimeter. When this happens, switch back to a weapon that attacks the newly open lane.

I'm not saying this [constant testing of weapons](#) is easy. Most certainly, it isn't. It's much easier to choose your favorite action and just pound it against whatever defense comes your way. No wasted brain energy there. It's much easier to complain that the system is flawed, or the players, or the refs, or the other team is just better.

But, none of that is true. And, we all know it.

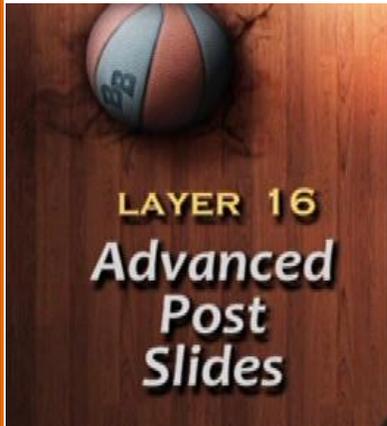
**So, what are we asking of you?**

We are challenging you to invest intellectual labor into your coaching. We are challenging you to change the way that you coach. A Read & React Coach is not a coach who runs the R&R. Anyone can run anything. A Read & React Coach is different.

How different? You'll hear more about it in future posts.

# 16. POST SLIDES

## Advanced



Advanced Post Slides are necessary to help to keep Read & React whole.

ie) In a 4-Out situation, when a Wing Drives Middle, they is no "perimeter" Safety Valve. Layer 16 helps to solve this problem.



An example of a situation using the Layer 5 - Basic Post Slides shows that in 4-Out when a Strongside Wing Drives Middle, the Post Slides to the Short Corner (our Safety Valve).



With Advanced Post Slides, when the (1)Wing Drives Middle, the (2) Post Slides to Short Corner. then the Post (3) Continues to "Circle Move". All (4) Perimeter Players also Circle Move. This results in the Post (5) Circle Moving to the "Safety Valve" Position.

# 4 OUT 1 IN Advanced Post Slides



In the 4-Out Formation, ALL 5 PLAYERS ARE CIRCLE MOVING! This is an important concept for "Advanced Post Slides". The second picture above shows All Players Circle Moving including the Post. In this example, the Post must do the following: 1) Slide to Short-Corner when Wing Dribble Attacks Middle; then 2) Circle Move to Opposite side of lane, but receives the ball early for the score.



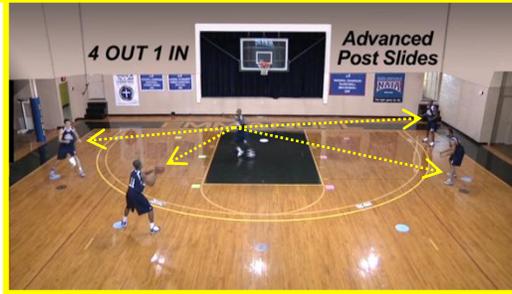
In this 4-Out Formation, again, All 5 Players Circle Move. But now the Post does NOT get the Ball early. She must continue her "Circle Movement" and continue to Fill-Out. Picture #3 and #4 show this action. The Post ends up being the "Safety Valve" for the penetrator.



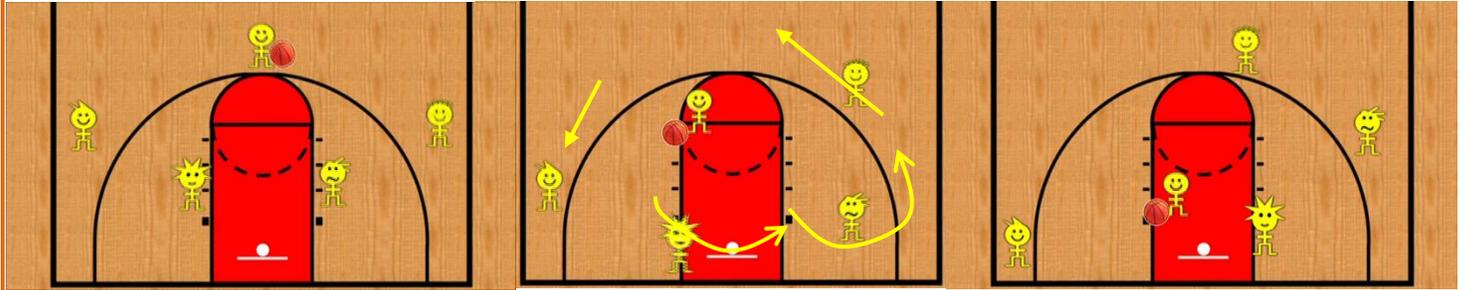
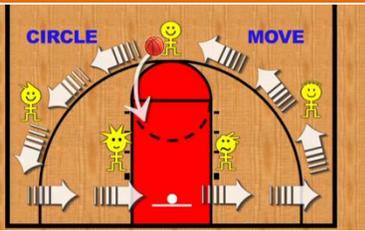
In this 4-Out Formation with Post on Strongside, Again, ALL 5 PLAYERS CIRCLE MOVE! Post first Slides to Short Corner, then circles around to Safety Valve position.



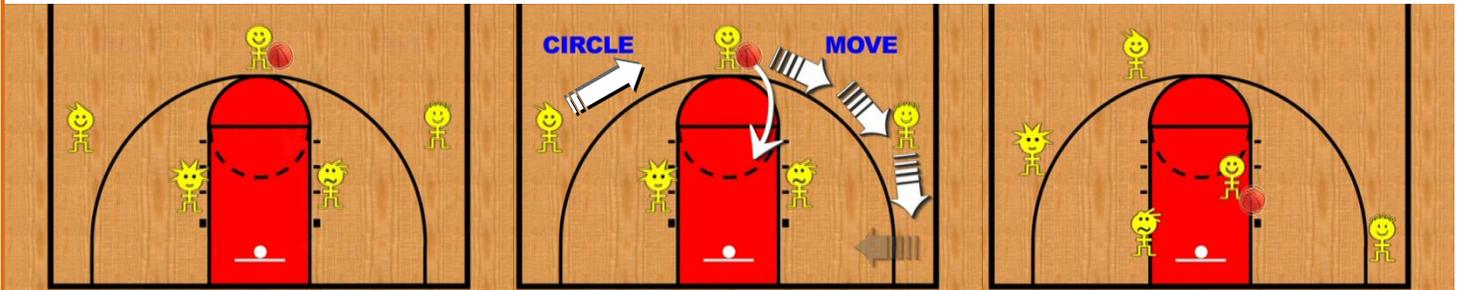
Again, what's important here is the 5-Player Circle Movement. In Pic #2, Post Circle Moves to Safety Valve



# 3 OUT 2 IN Advanced Post Slides



If Ball is Dribbled Right, then the Circle Moves Right. It means ALL PLAYERS MOVE RIGHT -- including Post Players.



**"Putting It All Together"**  
**"Linking Layer to Layer"**  
**"CHANGING CHANNELS"**  
**"Connecting Action to Action"**  
**IN OTHER WORDS...**  
**"LEARNING HOW TO PLAY"**



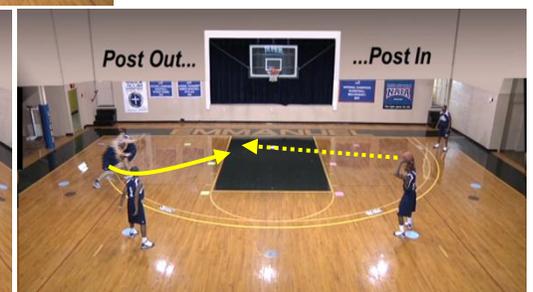
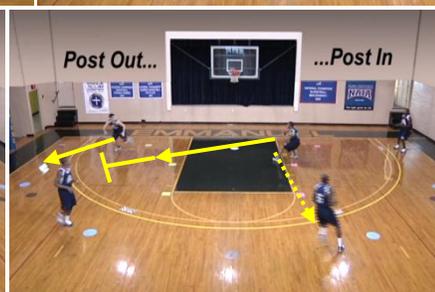
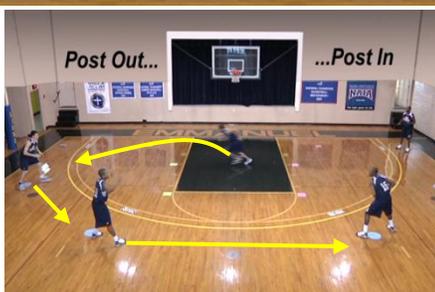
When you add this layer, it adds to the fluidity, spacing and acumen that really enhances the Read & React.



These rotations always leave a Post in a Weakside Rebounding Position.



Post "Circle Moves" back to the Perimeter. Dribbling Guard kicks the ball back out. Same Guard now sets a "Back Screen" for the Post. Post goes hard to the basket.



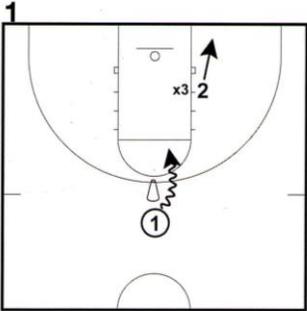
Each Player Pass & Cuts and becomes the "New" Post. Upon the next Pass, the Post "Circle Moves" out to the perimeter and the new Cutter becomes the New Post. This can continue with all Players playing the Role a the New Post, then "Circle Moving" their way back out.



# REACTION DRILLS

The Software that runs the Hardware of the Read & React Offense

### Drill 26: Adv Post Slides - REAR CUT



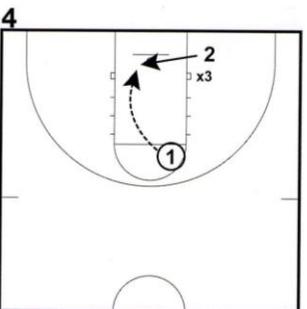
1 drives into the lane above the Post.  
2 Steps Down to the Short Corner in a Basic Post Slide.



x3 slides with 2 to defend the Short Corner.

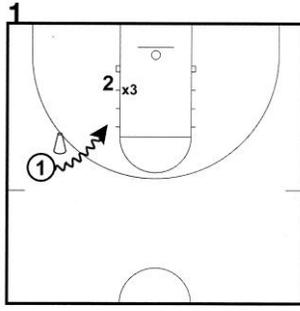


2 Rear Cuts to the goal and receives the pass from 1 for the lay-up.

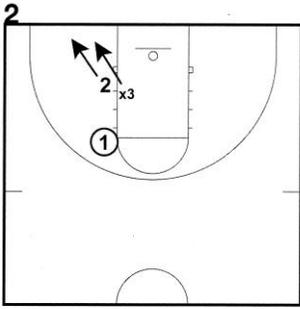


Sometimes, 2 receives the pass under the goal and must finish on the opposite side of the rim.

### Drill 27: Adv Post Slides - CIRCLE MOVE 1 POST



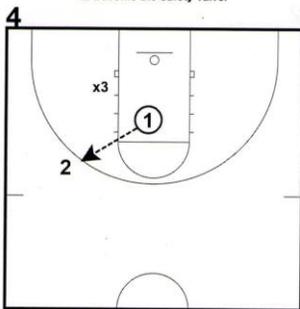
1 drives North/South right around an imaginary defender.



2 Steps Down to the Short Corner in a Basic Post Slide.  
x3 slides with 2 to defend the Short Corner.

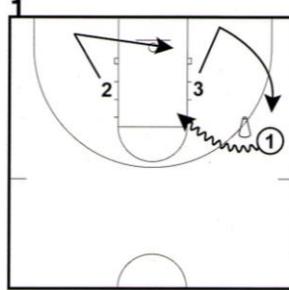


1 is stopped in the lane by imaginary defender x.  
2 continues the Post Slide using Circle Movement to become the Safety Valve.

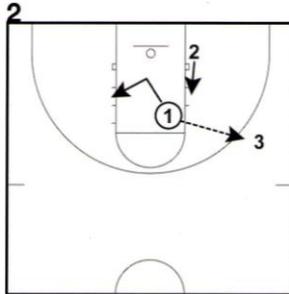


1 Reverse Pivots and passes to 2 for the shot.  
A close-out from x3 is an optional addition.

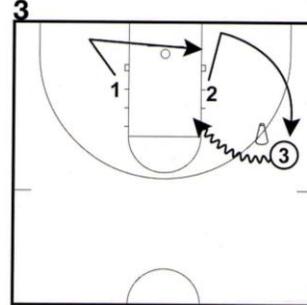
### Drill 28: Adv Post Slides - CIRCLE MOVE 2 POSTS



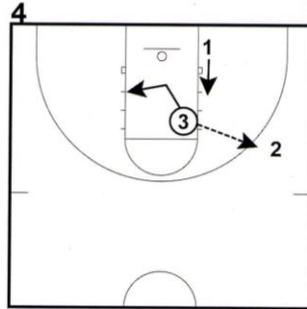
1 drives North/South left around an imaginary defender.  
2 and 3 Step Down first, then Circle Move left.



1 Reverse Pivots to pass back to 3 who is in the Safety Valve position.  
1 Posts on the weak side.  
2 finishes the cut at the Mid-Post ball side.

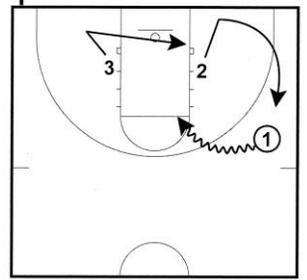


The drill repeats itself from here:  
3 drives left. 1 and 2 Step Down, then Circle Move left.



Continue this rotation until 1 gets back to the wing.  
1 finishes with a shot from the Safety Valve.

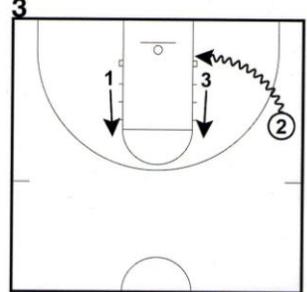
### Drill 43: Adv. Post Slides + Basic Post Slides



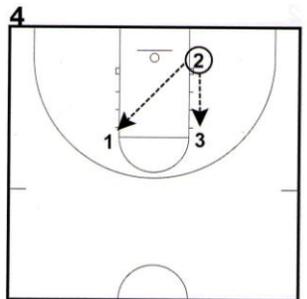
1 drives North/South left towards the middle.  
2 and 3 first Step Down, then Circle Move left.



1 is stopped and must Reverse Pivot to pass back to 2 in the Safety Valve.  
1 decides to Post on the weak side.  
3 finishes the cut at the ball-side post.



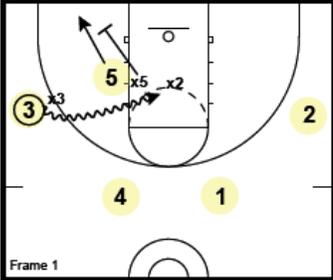
2 drives baseline.  
1 and 3 Slide up the lane.



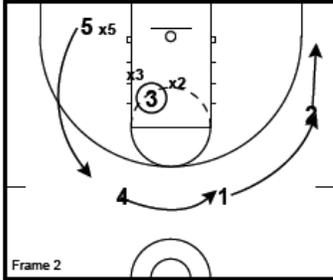
2 either passes to 1 in the 45° position or to 3 in the 90° position.

## Layer 16 - Advanced Post Slides

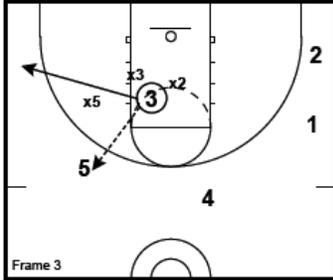
Layer 16b: Advance Post Slides, Circle Move



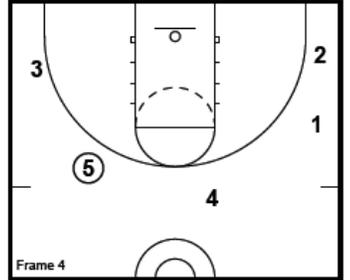
Layer 16b: Advance Post Slides, Circle Move



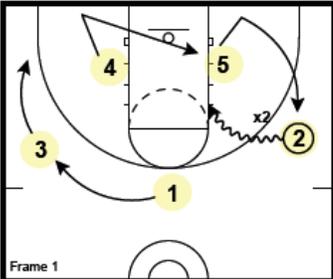
Layer 16b: Advance Post Slides, Circle Move



Layer 16b: Advance Post Slides, Circle Move



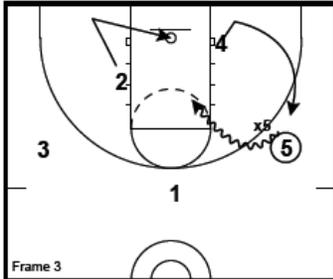
Layer 16c: Advance Post Slides, 2 Posts



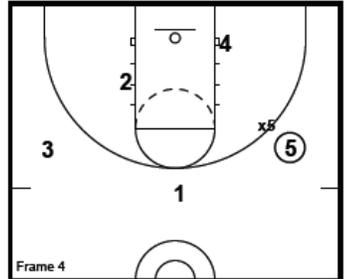
Layer 16c: Advance Post Slides, 2 Posts



Layer 16c: Advance Post Slides, 2 Posts



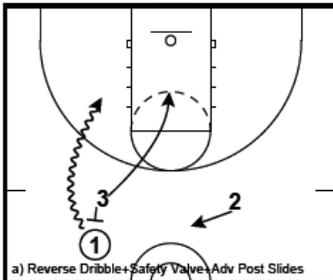
Layer 16c: Advance Post Slides, 2 Posts



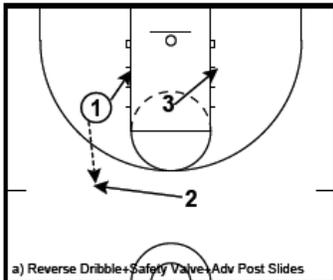
a) Reverse Dribble+Safety Valve+Adv Post Slides



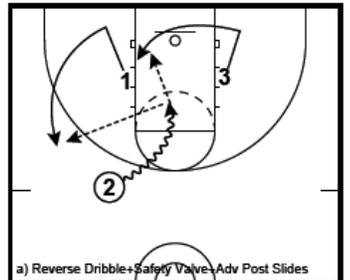
a) Reverse Dribble+Safety Valve+Adv Post Slides



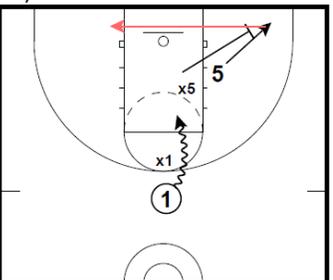
a) Reverse Dribble+Safety Valve+Adv Post Slides



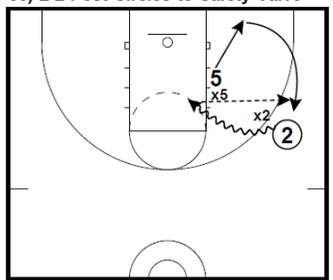
a) Reverse Dribble+Safety Valve+Adv Post Slides



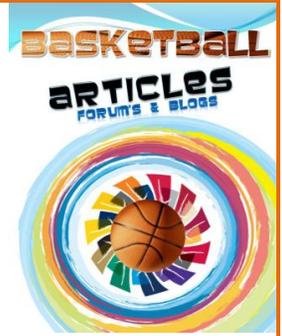
34) 2-on-2 Post Rear Cuts



35) 2-2 Post Circles to Safety Valve



# Read & React Offense: Hard Wired for Inside-Out Action



*This post was inspired by a [thread](#) in the [Tribe Forum](#). Be sure to check out the forum and pick the brains of [Read & React](#) coaches from all over the world.*

**I've always had an inside-out mentality when it comes to basketball.**

It makes sense, right? The defense is required first to protect the lane (hopefully forcing them to rotate and cheat to do so), which opens up the outside game because it's always easier to attack a recovering defender.

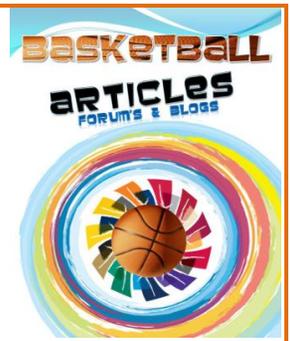
But what if you don't have a strong inside presence?

Basketball's traditional paradigm teaches us that to "go inside" means we need to have Post Players inside, hogging the lane, and scoring with drop-steps and hooks and dunks and high-low action, etc, as we run our offense through them. I can count on two fingers how many times I had a post player like that in my program.

The good news is that you can get the same amount (if not more) inside-out action in 4 OUT or even 5 OUT. It sounds like a contradiction, but it isn't.

Inside-out doesn't work because you have post players scoring, it works because usually the team that gets the most shots in the lane wins – regardless of who gets those shots. And, opening the lane up with 5 OUT and 4 OUT (even 3 OUT if you do more with your posts than just sit them in the mid-post position) gives all players using the Read & React Offense a chance to score in the lane.

I intentionally designed every action (or Layer) in the Read & React to send someone to the rim as a scoring threat: it's hard wired with an "Inside-Out" philosophy. There's no other basketball offense or offensive system that sends more players to the rim with each movement of the ball than the Read & React.



Here's a breakdown of the Inside Threats created by each layer:

**Layer 1:** When you [pass](#), what happens? The passer must basket cut. The cutter is the Inside Threat.

**Layer 2:** Feed the post and the passer [Laker Cuts](#) to the rim. Even the Advanced X-Cut (Layer 13) sends the screener to the rim.

**Layer 3:** When dribbled at, a player must cut to the rim. The cutter is again the Inside Threat.

**Layer 4, 5, 6:** When someone drives... well, that's obvious.

**Layer 7:** What about a Pin & Skip? The Pin Screener is now inside and capable of threatening the rim.

**Layer 9:** When a post player screens for a cutter, Layer 9 teaches them to "Shape Up" into the lane and call for the ball. That's the Inside Threat.

**Layer 10:** When a filler decides to set a Back Screen, the user of the screen cuts to the basket.

**Layer 11:** Multiple Screens has multiple threats inside – cutters and screeners.

**Layer 12:** After the [ball screen](#) is set, there are two players threatening inside: the ball handler and the roller.

**Layer 14:** When a cutter is forced to [make a corner](#), they're setting a back screen most of the time.

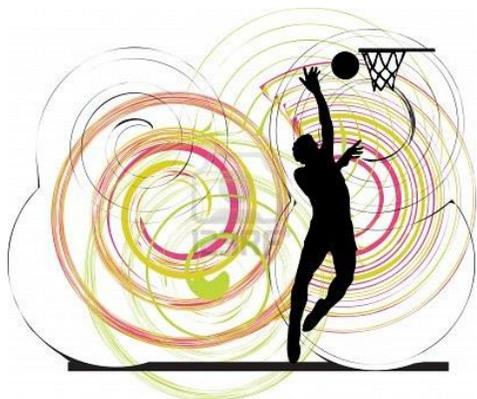
**Layer 15:** After the Power Dribbler hands off the ball, she rolls to the basket. Inside Threat.

**Layer 16:** The Advanced Post Slide is initiated with someone driving to the rim (Inside Threat). And, one of the Advanced post slides gives the post a better chance to receive the dish – a pass for weak side lay-up.

So, all of that means, if you're running the Read & React, **you are going inside first**. The ball might not be *thrown* inside (the way it's done with the traditional post game), but it doesn't have to be to get the same effect.

The Read & React makes the defense guard inside first with every action, so it doesn't matter whether the ball is thrown inside or not. The threat to score inside is there and it distorts the defense and creates the same helping, rotating, close-out errors by the defense that allows scoring opportunities to take place.

# Post Options Inside the R&R Offense



[The Read & React Offense](#) never asks a player to be unselfish just to be a good teammate. The reason to be [unselfish in the Read & React](#) is to get a scoring opportunity for yourself.

Think about it. If I pass, I must cut. And, therefore, I'm the first scoring option headed to the basket (as long as my teammate looks for me).

## **That philosophy works in the post as well.**

When you have a player in the post, there are many [screening opportunities](#), especially a post screening for cutters. I mean, the player is cutting to the basket anyway, it wouldn't make sense to waste that screening chance.

So we're asking the post to be unselfish by setting a screen. And, now, we'd like to reward that unselfishness with a scoring opportunity by shaping up in the wake of the cutter and demanding the ball. Be unselfish, get a scoring look. Sometimes, it's as simple as that.

**Side Note:** If you have a post player who is in the post because you don't want them touching the ball, please ignore this video completely. The Read & React is also great at allowing players to hide their weaknesses by letting them play to their strengths. If this is your situation, let that post player screen as much as possible and get rebounds. The only thing we ask is that they [react correctly to dribble penetration](#).

In the video below you'll see this put into a simple drill. This is basic post stuff – any player at any level can learn to set a screen and shape up.

<http://www.youtube.com/watch?v=6xJApX4L250>

A point I don't want you to miss came up towards the end of that video. On a post feed, the passer must make one of four cuts: Laker Cut High, Laker Cut Low, X-Cut, or Relocate (depending on how many layers you've put in). Sometimes, it's best to let the [post defender determine which cut to make](#). Sometimes, it's best to let the passer's defender determine which cut to make.

Who the post player is, though, can also influence the decision. And, that's Rick Torbett's point here.

If you have a great back to the basket post player, you may want your post feeders making X-Cuts. That will give that great post player plenty of time to make a move. And, if the move fails or she gets stuck, she's got a cutter coming to offer another option and players filling up in relief positions.

If you have a great passing post player, however, you may want your post feeders making Laker Cuts so that the pass is the first option.

That's where we get into how to operate the Read & React and really, a lot of that is up to you the coach, your basketball philosophy, and the horses you have in the stable.

# 17. TRANSITION OFFENSE

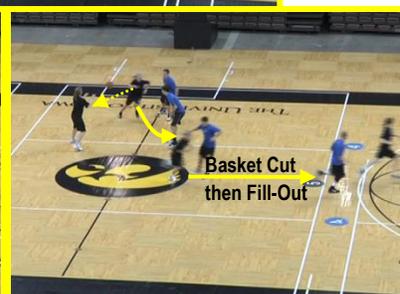
SUPPLEMENTAL LAYER  
20. FLOW  
19. FULL-COURT TRIPS  
17. TRANSITION OFFENSE

SUPPLEMENTAL LAYERS  
18. PRESS BREAK



## **TRAIN**

How to get from Defense and Flow into Read & React 'seamlessly'



1st Player passes randomly to any teammate along half-court line. 1st Player "Pass & Cuts" and touches Spot under Basket & Fills-Out. 2nd Player then passes to random player, P&C's, Basket Cuts, and Fills-Out, 3rd & 4th Player do the same thing. 5th and final Player with the Ball (different every time) then Dribble Attacks Up-Court to Flow into the Read & React Offense.

**Note:** Begin Drill at Half-Court, and in time and when ready, move the starting point to 3/4-Court, and eventually back to the End-Line. Work on this Transition 1/2, 3/4 & Full-Court to Flow into the Offense.

## TRAINING THE CHOICES OF THE CUTTER ONE LAYER AT A TIME

**LAYER 1:** Cutters may choose to fill out ballside or weakside.

**LAYER 2:** Cutters may choose Laker Cuts high or low.

**LAYER 2:** Cutters may choose to post up rather than fill out.

**LAYER 7:** Cutters may choose to set a Pin Screen.

**LAYER 7:** Cutters may choose to use a Pin Screen.

**LAYER 9:** Cutters may choose how to play off Post Screens.

**LAYER 10:** Cutters may choose who to Back Screen.

**LAYER 11:** Cutters may SET or USE Multiple Screens.

**LAYER 13:** Cutters may choose X-Cut or Relocate (E-W)

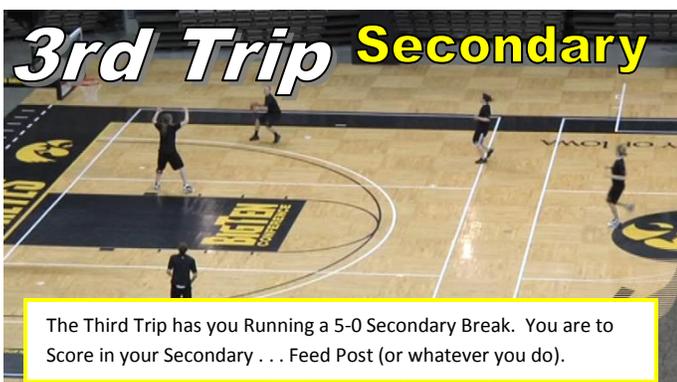
**LAYER 14:** Cutters may make a Corner to a Back Screen.

When running this "Random Transition" into "Read & React", the Players much Basket Cut and touch under the Basket. This leads to NBA (Next Best Action). The same rules apply that was learned when we learned to "TRAIN THE CHOICES OF THE BASKET CUTTER"

### PRIMARY & SECONDARY FAST BREAK DRILL

### FOUR TRIPS

There is no concrete rules about Transition (Primary & Secondary). It is simply a WAY to get INTO the R&R



# "TRIGGER"

SECONDARY  
IS OVER

A "Trigger" is simply an action that occurs to begin a new action. For instance, Failure to get the ball into the Post is the "Trigger" that ends our "Primary Break" and starts our "Secondary Break". Failure to execute the final action in "Secondary Break" triggers the beginning of the "Read & React". Reading the Player with the Ball (Pass & Cut, Dribble-At, Reverse Dribble, Power Dribble, etc.) "Triggers" the beginning of the "Read & React".



## 2-on-1

Traditionally, they say bring the ball up court with your outside hand, however, you will find it advantageous to bring the ball up court with your INSIDE HAND. Makes for easier passing.



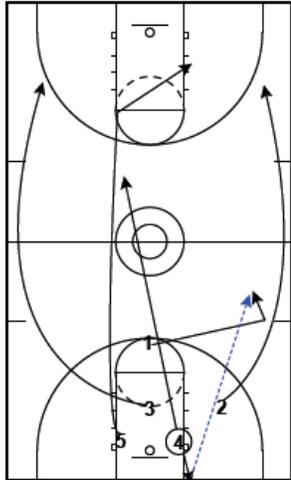
## 3-on-2

Try to make the 3-on-2 the same as the 2-on-1. Do this by having Dribbler off-set from the middle of the floor creating a 2-on-1 with Front Defender and making the back defender "over-shift"

If the back defender does NOT over-shift to ballside of floor, drill the "Cross-Over Dribble" or the "In-Out Dribble" to counter this alignment.

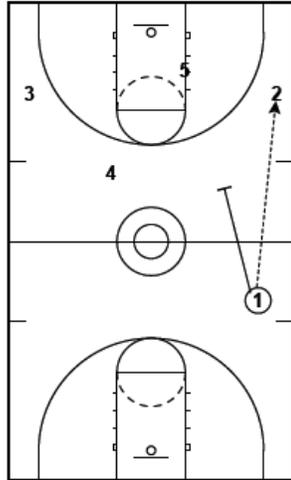
## Layer 17 - Transition

Layer 17a: Fastbreak: Primary Fastbreak



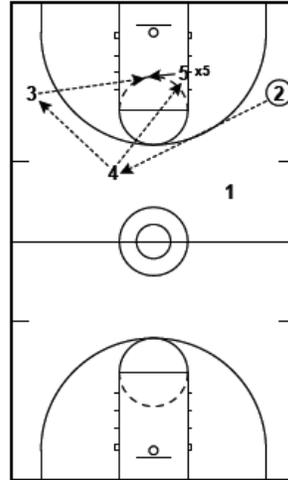
Frame 1

Layer 17a: Fastbreak: Primary Fastbreak



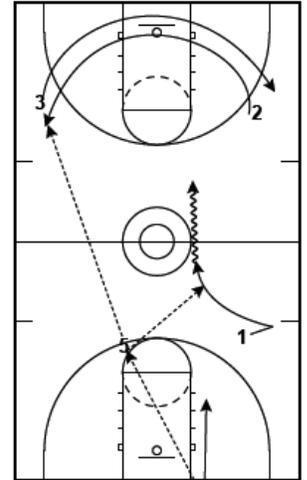
Frame 2

Layer 17a: Fastbreak: Primary Fastbreak



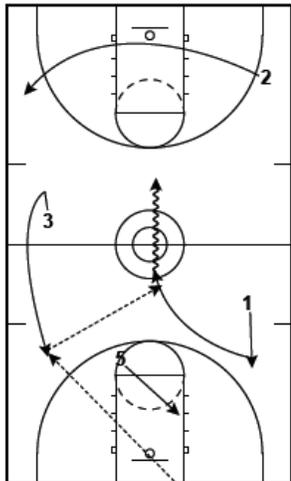
Frame 3

Layer 17a: Fastbreak: Primary Fastbreak



Frame 4

Layer 17a: Fastbreak: Primary Fastbreak



Frame 5

Layer 17b: Fastbreak: Primary Fastbreak  
Finish



Frame 1

Layer 17b: Fastbreak: Primary Fastbreak  
Finish



Frame 2

Layer 17b: Fastbreak: Primary Fastbreak  
Finish



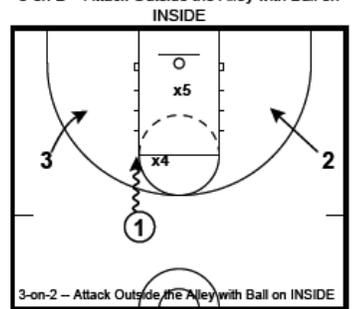
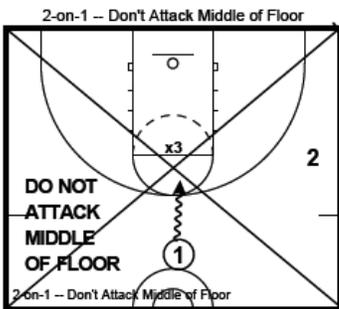
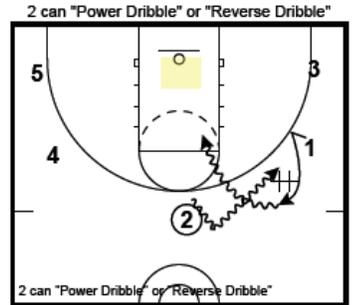
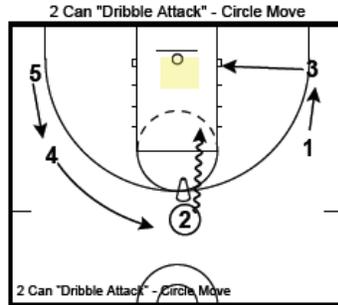
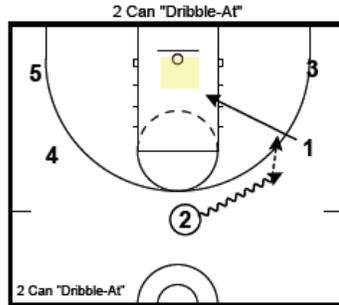
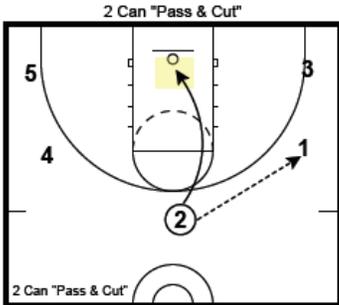
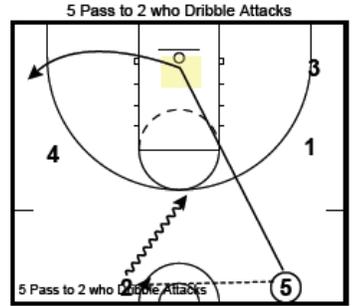
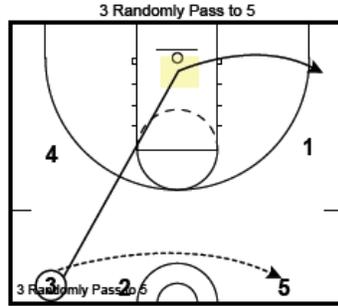
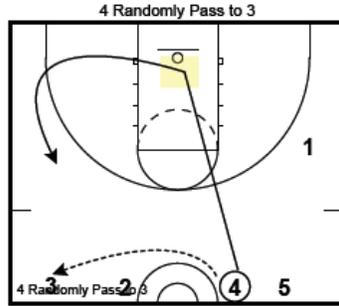
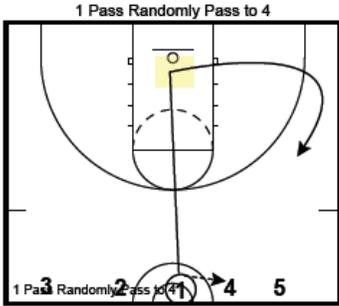
Frame 3

Layer 17b: Fastbreak: Primary Fastbreak  
Finish



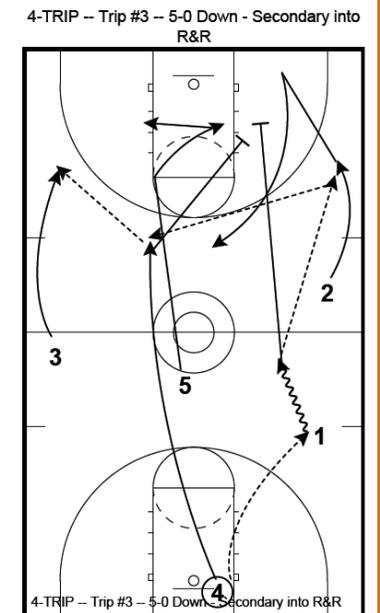
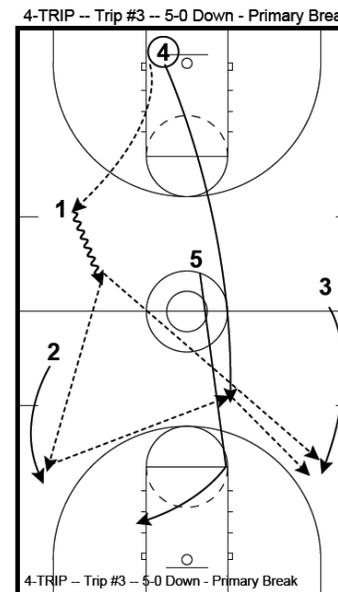
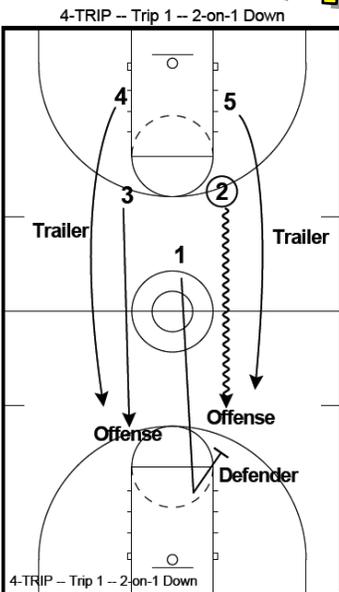
Frame 4

# Layer 17 - Transition

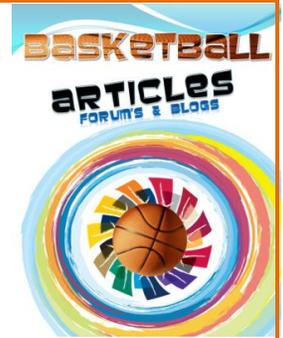


Read the Back Defender

## 4-Trips Layer 17 - Transition



# Full Court Trips



Many in the Tribe have asked about the Full Court Trips Drill listed in the [Master Practice Plan](#) from my last post, '[Do You Have a Master Plan?](#)' Since this is the first drill we do just about every practice, it is appropriate for it to be the first drill detailed in this series.

We work on this drill every day of practice, and it has been invaluable to our program in making it a habit for our players to flow from our fast break directly into the Read & React. Our players love the opportunity to push the ball and score quickly, but if the defense gets back, we do not feel the need to pull the ball out and 'reset' in order to run offense.

Here is a video excerpt from [Planning the R&R Practice](#) of our team running it, followed by the breakdown of the drill. (Practice #4: Layers 13-16 "Full-Court Drills") It is not perfect, and we were using players from 3 different levels of our program. What I love about that is that they were all able to operate on the same page because of the *Read & React curriculum we have installed*.

## Teaching Full Court Trips

The way we install Full Court Trips, is to first teach our early offense. We use an Inbounder, an Outlet, 2 Lane Fillers (who cross if we don't pass the ball ahead) and a Rim Runner. The first 3 trips can be taught to all players at all levels regardless of Read and React experience.

Trip 1 – Ball ahead to our Rim Runner

Trip 2 – Ball ahead to Lane Filler, who looks to feed the Post.

Trip 3 – No early shot, go straight to Reverse Dribble.

(This is an opportunity to introduce Circle Movement, but we don't call much attention to it yet)

We then expand that to our 'Simple 7':

Trip 4 – Pass and Cut Layup

Trip 5 – Post Pass and Laker Cut

Trip 6 - Dribble At

Trip 7 – Live 5-on-5

We run the Simple 7 as a 5-on-0 drill until we feel they have the hang of it, then we introduce defenders.

## Adding Defenders

Trips 1 and 2 have no defenders, just early offense.

Trip 3 we add 1 defender on the ball handler to be screened. (Not shown well in the video)

Trip 4 vs 2 defenders.

Trip 5 vs 3 defenders.

Trip 6 vs 4 defenders.

Trip 7 vs 5 defenders.

For the last 3 trips, we tell the defenders to pick a player and guard them, not to zone up as you typically would in a disadvantage situation.

The Simple 7 with Defense gets us through the first couple weeks of practice. Once we add more layers, we will change up the scripted layers for awhile, and then eventually work to where Trips 4-7 are 'take the layer the defense gives you' trips. Here are some [Full Court Trips diagrams](#) that walk you through the 'Simple 7 with Defense'

## **Making Trips competitive --** *(From R&R forum)*

*Now that the Foundation is on automatic, you have to push them to another level in terms of the Read & React and also competition. Here's an example: Using your 4 trips template, Trip #1 requires them to "shuffle the deck" for a few passes, etc. and then score with an action out of Layers 7-16. Trip #2 is against LIVE defense waiting on them at the other end. Can they mix the new Layer into their LIVE action? Trip #3 is the same as Trip #1 and then Trip #4 is against LIVE defense again. Now you can switch teams.*

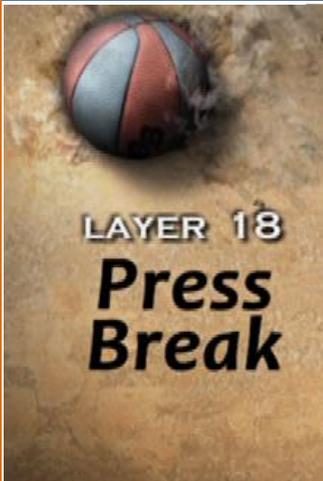
*Another scenario is to have Trips #2 & 4 to be against LIVE man2man and LIVE zone. Mix it up so that the offense doesn't know what they're running into.*

*If you have 15 players, then you can do several things:*

*Ex 1: Cutthroat = defensive teams on both ends with the third team on offense. Play "make-it-take-it" and keep a score between all three teams against a clock. Losing teams do push-ups. Make-it-take-it sounds like you're rewarding the offense (and you are), however, it also sends the message that if you want to score, you must be on offense, and the only way to get on offense is to STOP somebody.*

*Ex 2: Have one team out of bounds on one end and the other team out of bounds on the other. Three trips format: Trip #1 is 5 vs 0; Trip #2 is against SHELL defense; Trip #3 is LIVE. Rotate teams. You can keep a score here as well.*

# 18. PRESS BREAK

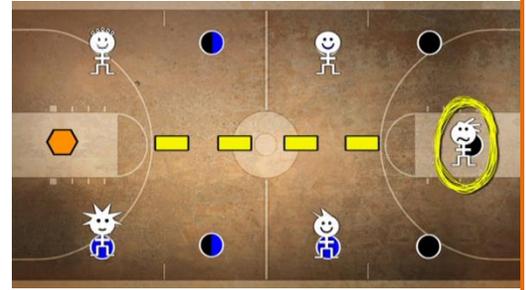


Use the Spots from Half-Court Offense and extending them to Full-Court Press Break.  
Use the Philosophy of Half-Court and extend that to the Full-Court.

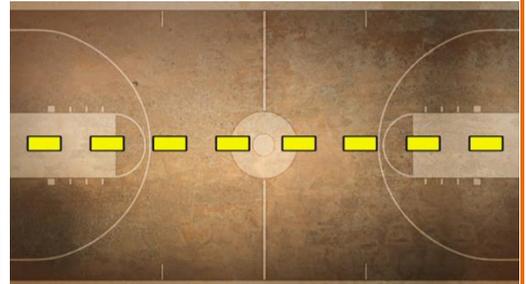


### The Rule is:

Keep an Open Spot between you and a Teammate, with the exception of the Back Court Middle.



In the Pass & Cut Layer of Read & React, you always Pass and Basket Cut. But in Press Break the Basket Cut will always be the Middle of the Floor.



# LAYER 18 Press Break



# PASS & CUT DRIBBLE AT



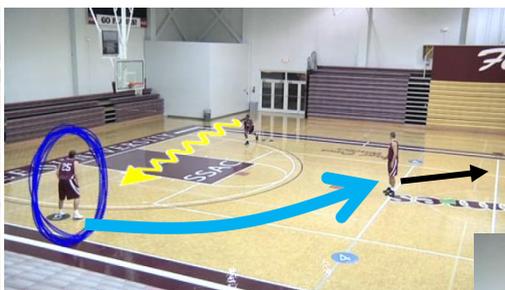
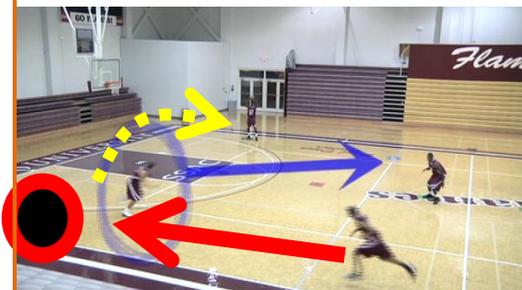
Stay in the Middle until the Next Pass, then Fill-Out to the Nearest Open Spot.



Whenever you see a Press coming (whether a surprise or intentional), always Flash someone to the Middle.

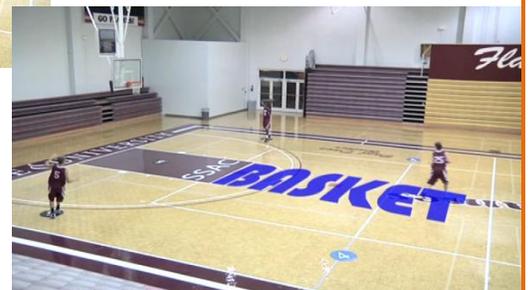
12. (REVERSE DRIBBLE)  
3. DRIBBLE-AT  
1. PASS & CUT

# Flash to Middle of Floor



Pass & Cut -- Cutter Cuts to Middle

Dribble-At -- Player Dribbled-At must Vacate Spot and Basket Cut to Middle of Floor.



12. (REVERSE DRIBBLE)  
and  
TRANSITION DETAILS

Reverse Dribble signals teammates that Dribbler sees a Trap coming. Player in Middle of Floor step up and help.

TRANSITION TRIPS + PRESS BREAK



Back to Layer 17 - Transition Stuff. "4-Trips" 2-on-1 w/Two Trailers; 2nd Trip is 3-on-2 just like in Layer 17



3rd Trip, however, Begins with Transition until Coach yells "Press Break" at which time all Spots need to be filled. No Secondary at the end of this 3rd Transition, instead flow into Read & React.



**Note:**

- Run various scenarios in Trips 3 & 4.
- Run Secondary, Run Quick Hitters, Run "Triggers", etc
- Run varied Layers of Read & React
- Coach yell "Press" at various times/places on floor.

4th Trip is Transition (Primary Break), and as Ball Handler nears 1/2 Court, Yells "TRAP" signifying a half-court Trap. Players must fill spots (may have to "Reverse Dribble" out of Trap) and flow into R&R.

# DETAIL TRAPPED IN THE FRONT COURT

## Note:

- Prepare against other scenarios, such as:
  - Swarm
  - Scramble
  - Run & Jump
- Always get someone to Middle

# DETAIL GETTING OPEN IN THE BACK COURT



- Inbounder "Pass & Cut" hard and fast to beat initial defender. Press is Beat.



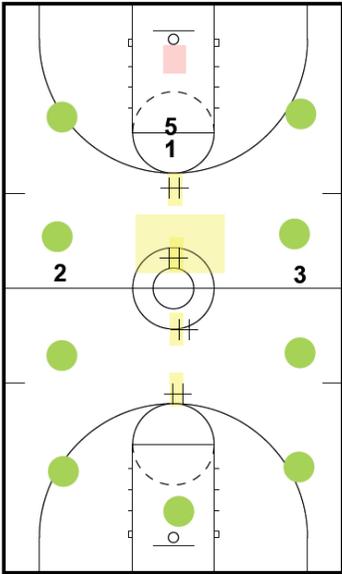
- If Inbounder is Guarded, then "Sweep the Baseline"
- If Inbounder is Fronted, walk defender to ball, then release.
- Release with Both Hands Up
  - Keeps you fro, "pushing off" and Referee won't see push.
  - Wait until ball is over your head before releasing to "seal" your defender
- Use a teammate . . .
  - Set Screen Across, then "Seal" -- "Pin-&-Spin"



## Layer 18 - Press Break

Layer 18a: Press Break Concepts

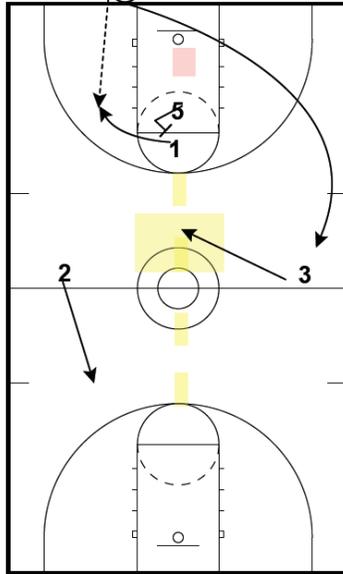
4



Frame 1

Layer 18a: Press Break Concepts

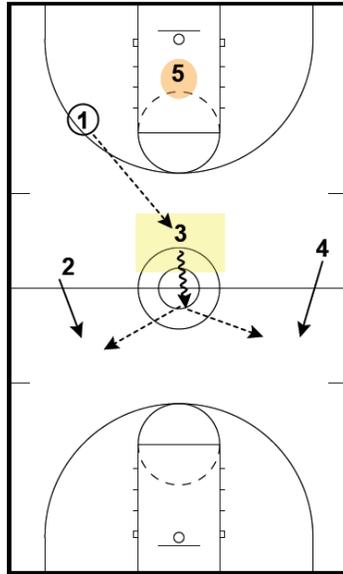
4



Frame 2

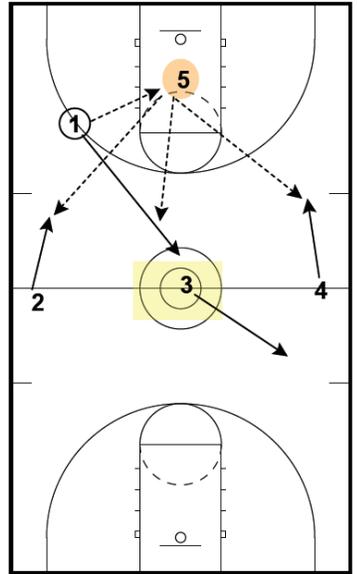
Layer 18a: Press Break Concepts

5



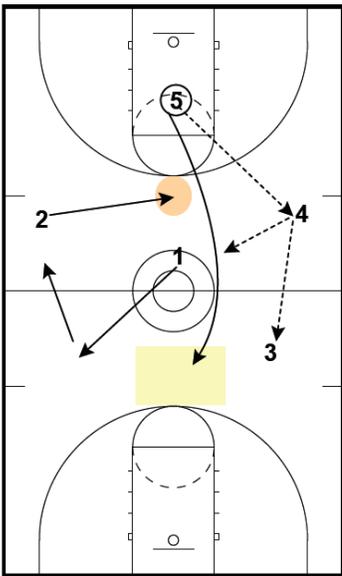
Frame 3

Layer 18a: Press Break Concepts

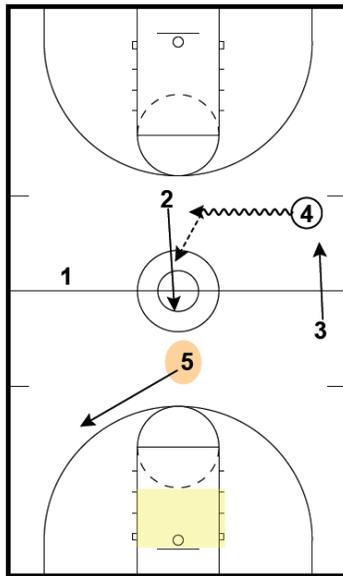


Frame 4

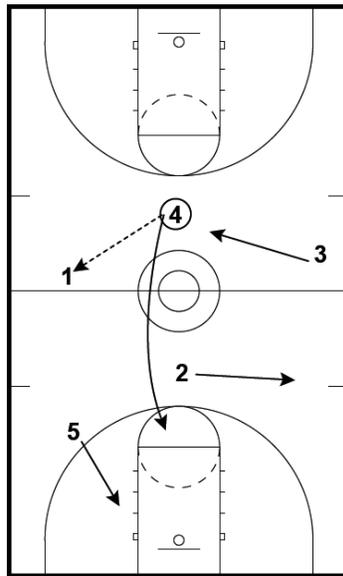
Layer 18a: Press Break Concepts



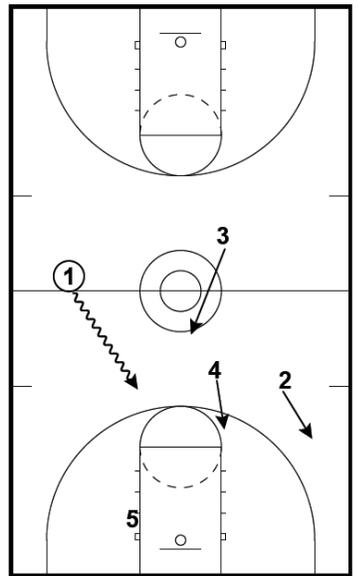
Frame 5



Frame 6



Frame 7

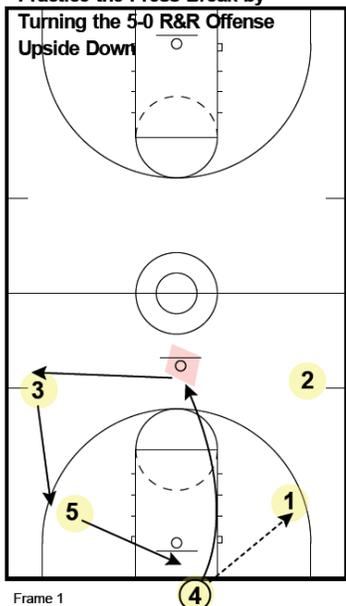


Frame 8

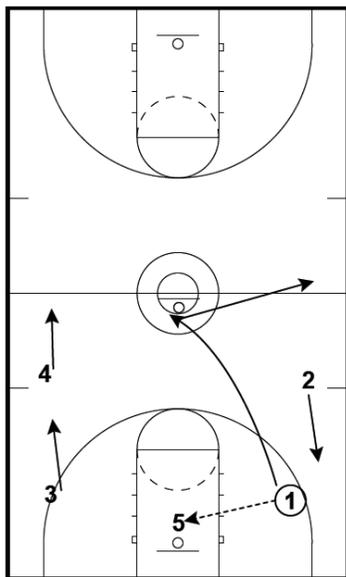
# Layer 18 - Press Break

Layer 18b: Press Break Intro--Turn It Around!

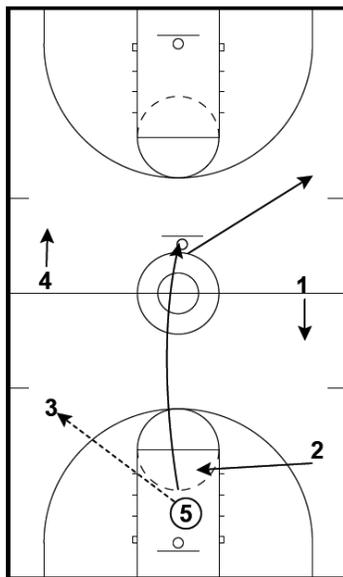
Practice the Press Break by  
Turning the 5-0 R&R Offense  
Upside Down



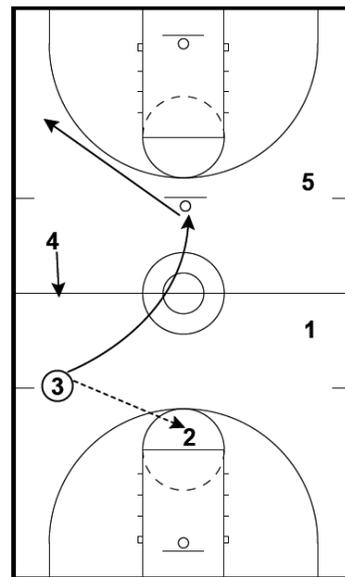
Frame 1



Frame 2

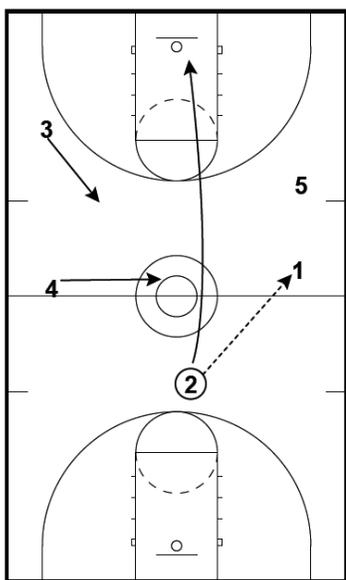


Frame 3

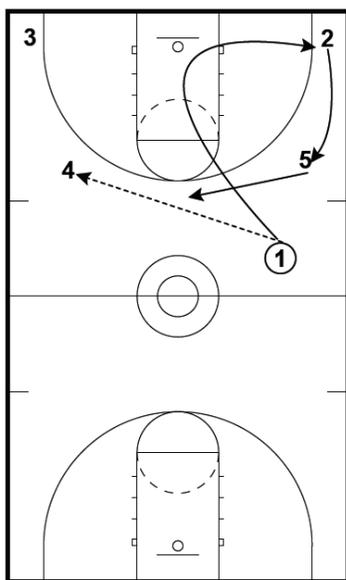


Frame 4

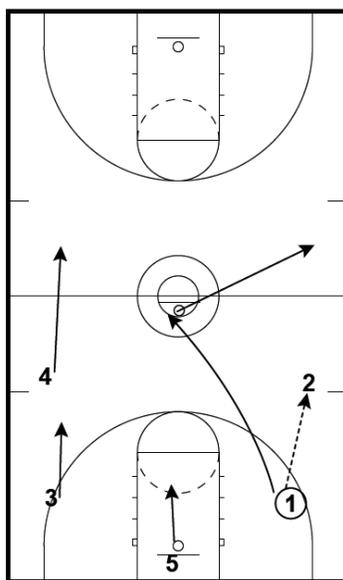
Layer 18b: Press Break Intro--Turn It Around!



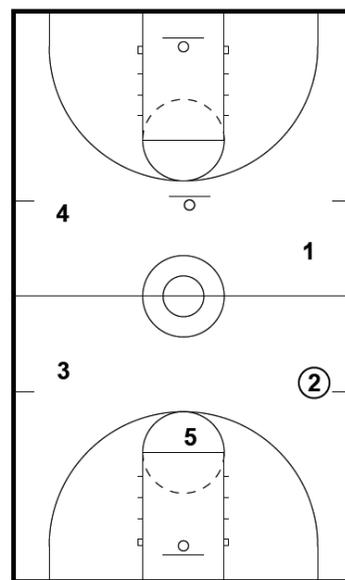
Frame 5



Frame 6



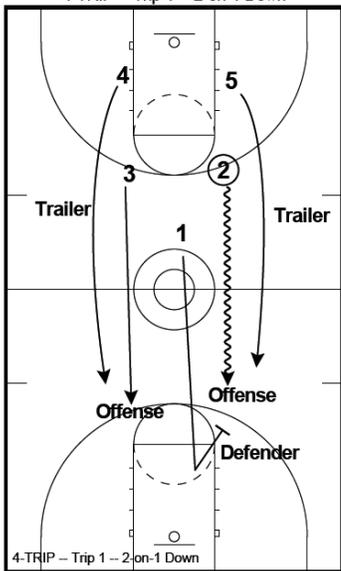
Frame 7



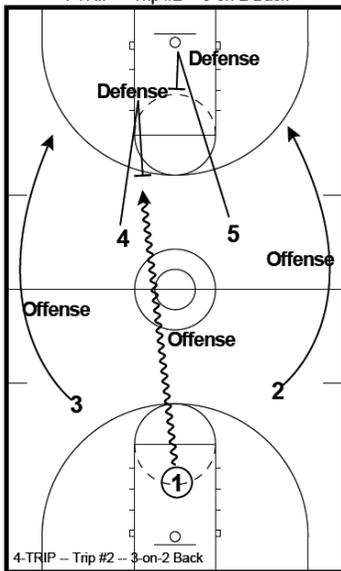
Frame 8

# 4-Trips Layer 18 - Press Break

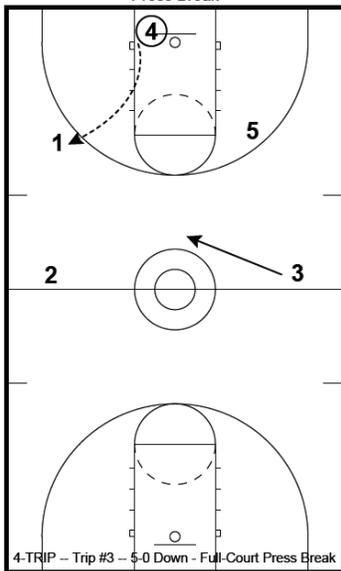
4-TRIP -- Trip 1 -- 2-on-1 Down



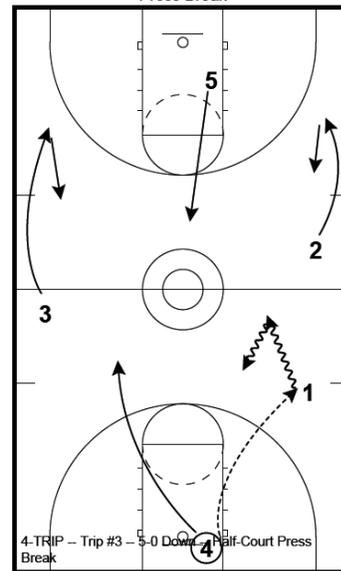
4-TRIP -- Trip #2 -- 3-on-2 Back



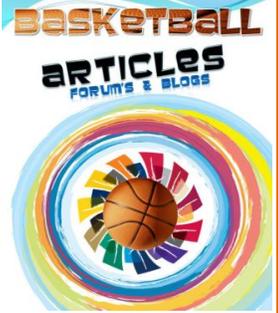
4-TRIP -- Trip #3 -- 5-0 Down - Full-Court Press Break



4-TRIP -- Trip #3 -- 5-0 Down -- Half-Court Press Break



# PRESS BREAK -- Utilizing Layers 1, 3 and 12



From the "Forum" -- Training the **PRESS BREAK** with layers 1 & 3

Here's another fun way to get players to see what the press break or press offense is all about: (TJ Rosene at Emmanuel College teaches it this way)

Start on your half-court in your 5 OUT spots and tell them to pass & cut (and dribble-at if you like), but take no shots. As they are passing, cutting, filling, tell them to slowly move down the floor but keep their spacing. Eventually, they are in the back-court, running your Press Break!

With young kids, I've begun this drill by standing under the goal, where they have to "give me five" when they finish the basket cut. As I tell them to slowly start working their way backwards (toward the back-court), I will move with them and tell them that "I am the goal. Make your basket cut to me, give me 5 and fill out." When the "top of the key" position is near the baseline in the back-court, I stop and tell them that they've just learned our **Press Break Offense**. Now, we reverse and work our way back down the court to our goal.

## Training the HALF-COURT PRESS BREAK

Of course we'll use the Pass & Cut plus the Dribble-At Layers, but consider utilizing the Reverse Dribble technique in the Half-Court. As you approach Half-Court, Reverse Dribble to create space between you and the rappers. Now you can Pass & Cut & Dribble-At as before.

Note: Be aware of that "Surprise" Trap and prepare for it. Make sure players up-court see the Trap and someone Fill a Middle Spot . . . like NOW! This can be closest player to spot, or it could be a designated player

**Message** -- *Our Press Break Offense is nothing more than our Layer 1 (and sometimes Layer 3) extended into the back-court.*

Additional Forum Comment . . . Using 4-Out Press Break (Rather than 5-Out as described above)

1. **5-OUT** -- Everyone rotates: Whenever there's pass and cut to the middle, the middle player fills out to an empty spot UP THE FLOOR. If you see a spot in the back-court that's not being filled, then fill it.
2. **4-OUT** -- Only the trailer, two wings, and middle rotate - the deep player stays deep. Whenever there's a pass and cut to the middle, the middle player fills one of the wing spots.

# 19. FULL-COURT TRIPS

## LAYER 19 Full-Court TRIPS

*Teaching  
Read & React  
One Full-Court  
Trip at a Time...*



### RANDOM ATTACK

Begin at Far End of Court. Run Random Pass Drill with specific Read & React Principles.



Note: You can run this as 4-Trips, or for Conditioning (instead of actual conditioning drills). Shown in this sequence is: Random Attack w/ 7-Trips Conditioning . . .



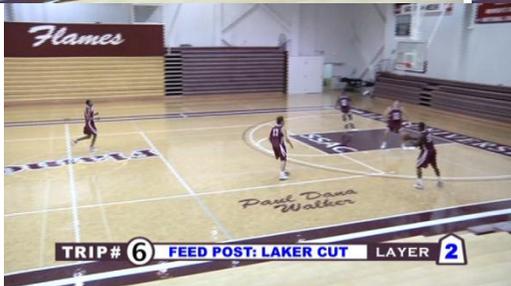
Note: This Drill can be used in a variety of ways.

- You can work on Offensive Rebounding by making "Putbacks"
- You can work on Shell Defense to improve defensive positioning & technique
- You can add Layer 17-Transition (Primary & Secondary) or Layer 18-Press Break (by coach yelling "Press")

Complete  
**FULL-COURT**  
Teaching  
Progression:

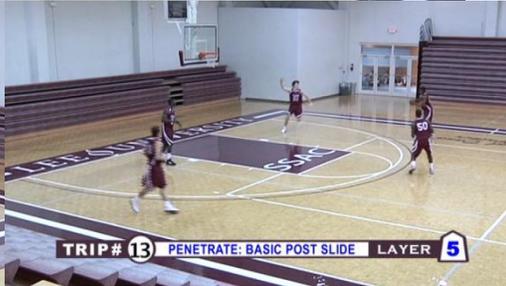
Run **8-TRIPS** . . . or more

2-on-1 Down and 3-on-2 Back, followed by 5-0 Transition where Coach yells Press (Full-Court or Half-Court) and finish with 4th Trip running Secondary Break into Read & React.



Complete  
**FULL-COURT**  
Teaching  
Progression:

continued...



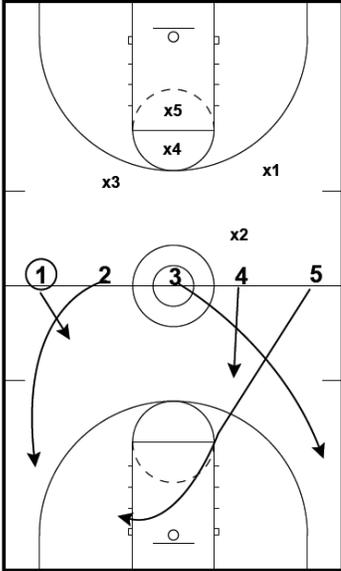
**OFFENSE**  
as a  
**WHOLE**

**ACCOUNTABLE,**  
**REPEATABLE,**  
**HABITUAL**  
**READS &**  
**REACTIONS**

## Layer 19 - Full-Court Trips

Layer 19a: 5-5 Down & Backs (Transition)

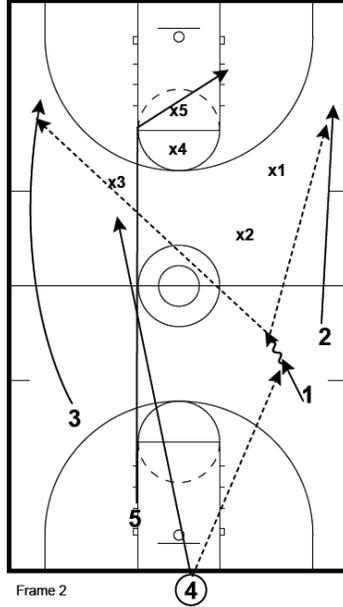
6 7 8 9 10



Frame 1

Layer 19a: 5-5 Down & Backs (Transition)

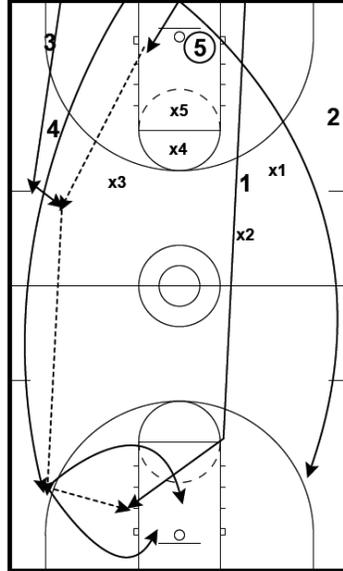
6 7 8 9 10



Frame 2

Layer 19a: 5-5 Down & Backs (Transition)

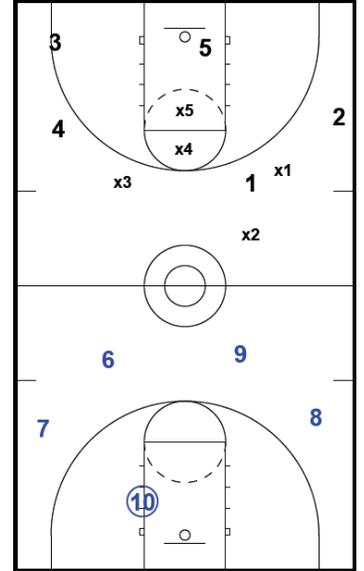
6 7 8 9 10



Frame 3

Layer 19a: 5-5 Down & Backs (Transition)

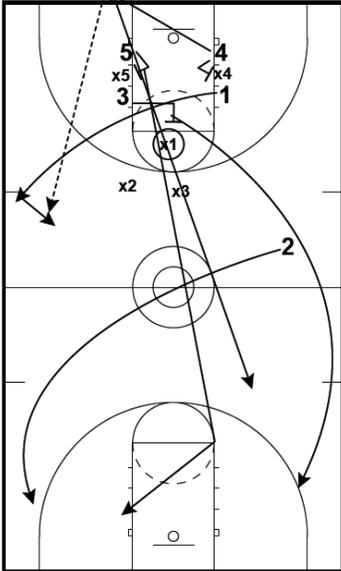
6 7 8 9 10



Frame 4

Layer 19b: Free Throw Transition Down & Backs

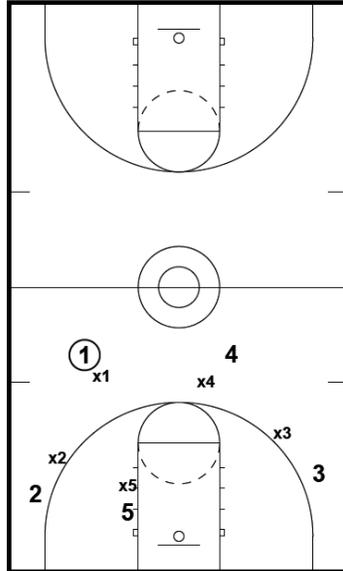
7 6 8 9 10



Frame 1

Layer 19b: Free Throw Transition Down & Backs

7 6 8 9 10

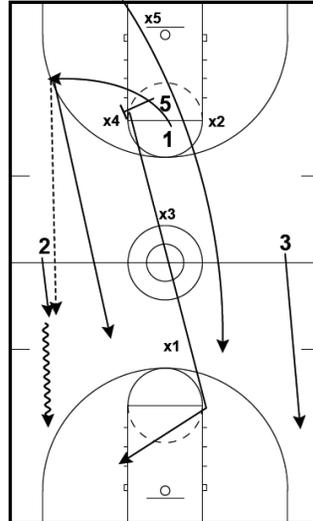


Frame 2

## Layer 19 - Full-Court Trips

Layer 19c: Press Break Transition Down & Backs

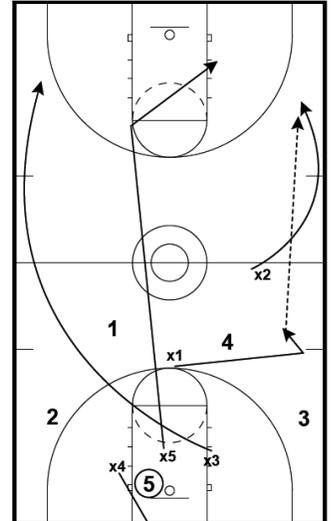
6 7 8 9 10



Frame 1

Layer 19c: Press Break Transition Down & Backs

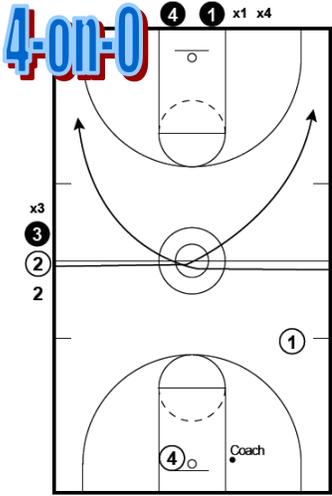
6 7 8 9 10



Frame 2

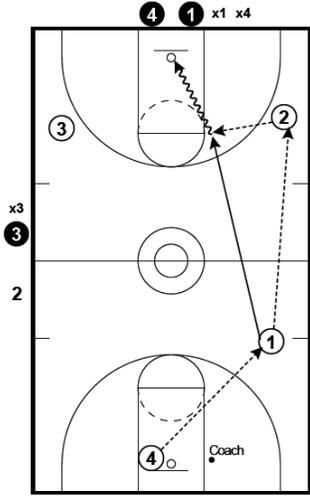
# Layer 19 - Full-Court Trips

Layer 19d: 4-on-4-on-4 Transition Drill (Phase 1: 4-on-0)



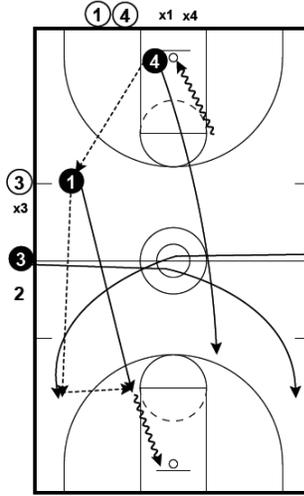
Frame 1 1 4

Layer 19d: 4-on-4-on-4 Transition Drill (Phase 1: 4-on-0)



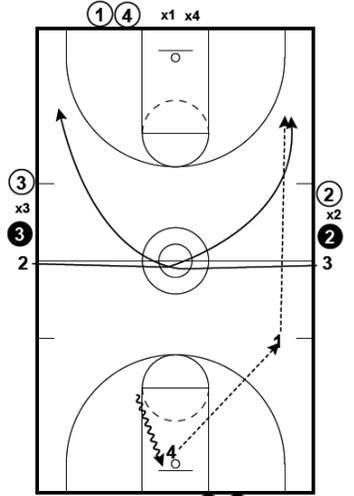
Frame 2 1 4

Layer 19d: 4-on-4-on-4 Transition Drill (Phase 1: 4-on-0)



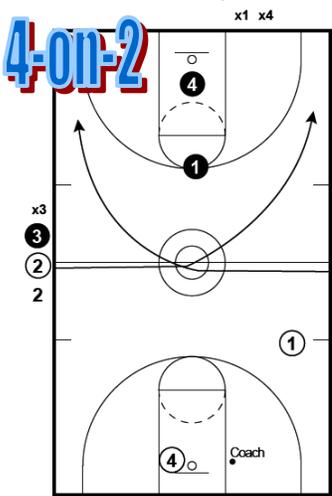
Frame 3 1 4

Layer 19d: 4-on-4-on-4 Transition Drill (Phase 1: 4-on-0)



Frame 4 1 4

Layer 19e: 4-on-4-on-4 Transition Drill (Phase 2: 4-on-2)



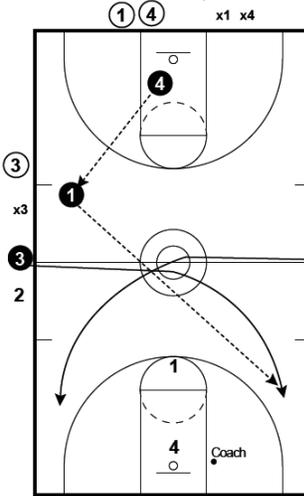
Frame 1 1 4

Layer 19e: 4-on-4-on-4 Transition Drill (Phase 2: 4-on-2)



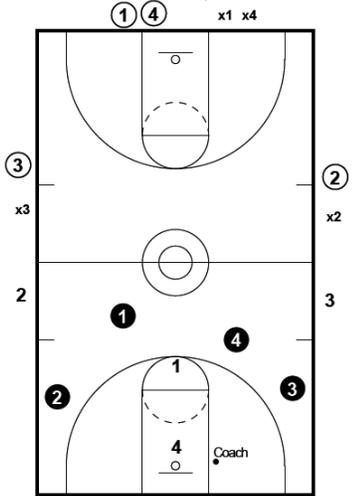
Frame 2 1 4

Layer 19e: 4-on-4-on-4 Transition Drill (Phase 2: 4-on-2)



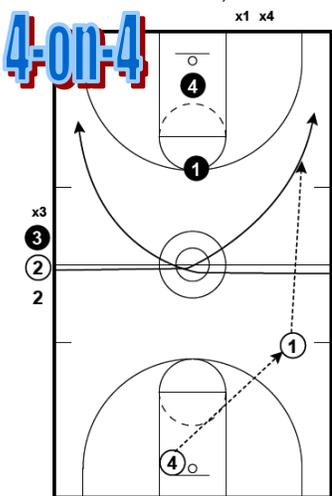
Frame 3 1 4

Layer 19e: 4-on-4-on-4 Transition Drill (Phase 2: 4-on-2)



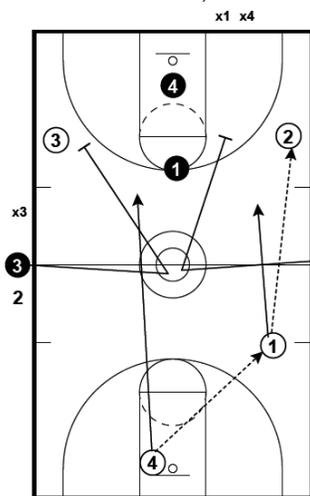
Frame 4 1 4

Layer 19f: 4-on-4-on-4 Transition Drill (Phase 3: 4-on-4)



Frame 1 1 4

Layer 19f: 4-on-4-on-4 Transition Drill (Phase 3: 4-on-4)



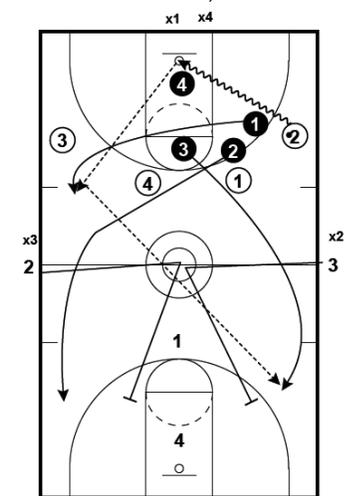
Frame 2 1 4

Layer 19f: 4-on-4-on-4 Transition Drill (Phase 3: 4-on-4)



Frame 3 1 4

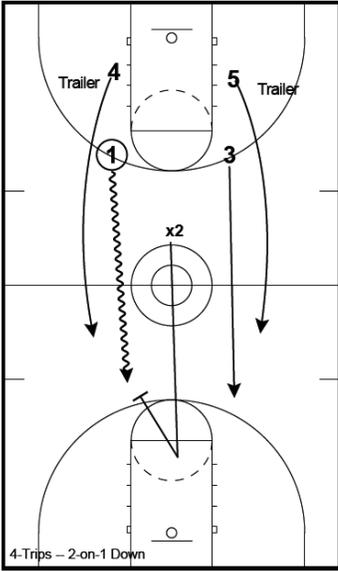
Layer 19f: 4-on-4-on-4 Transition Drill (Phase 3: 4-on-4)



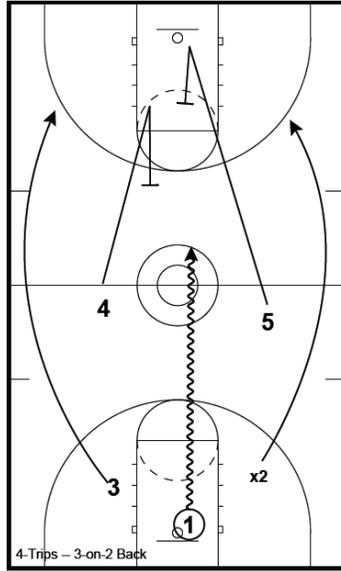
Frame 4 1 4

# Layer 19 - Full-Court Trips

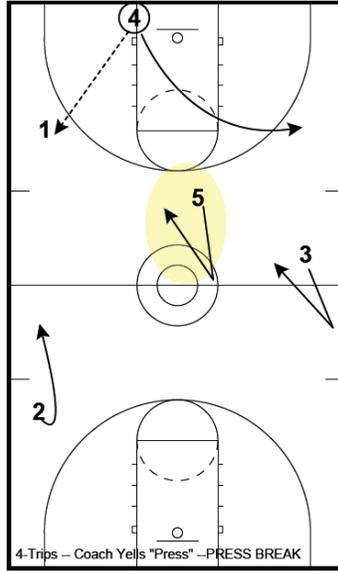
4-Trips -- 2-on-1 Down



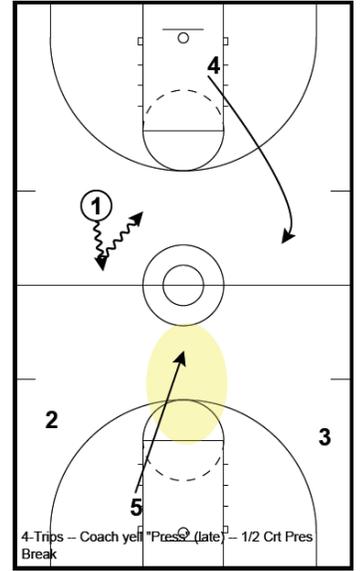
4-Trips -- 3-on-2 Back



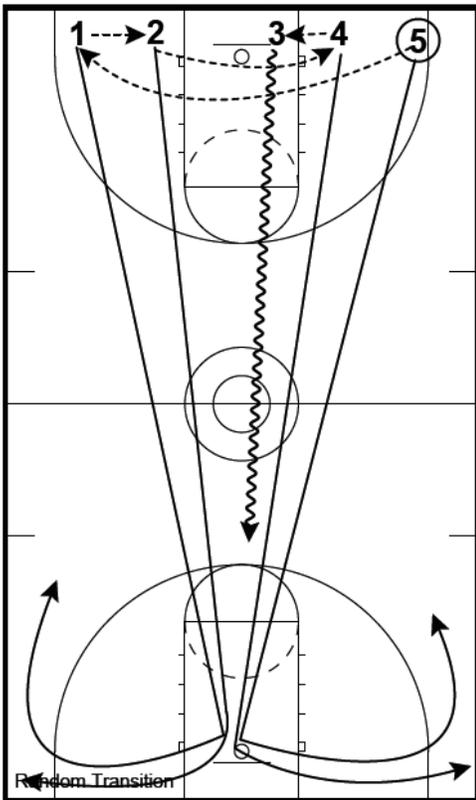
4-Trips -- Coach Yells "Press" --PRESS BREAK



4-Trips -- Coach yell "Press" (late) -- 1/2 Crt Pres Break



Random Transition



# Read & React Transition Drill: "Down & Backs"



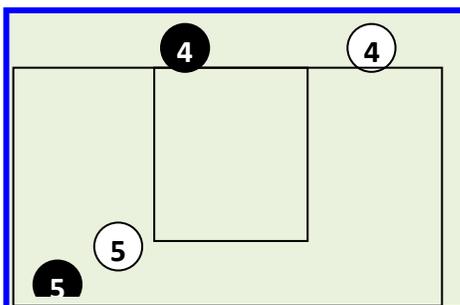
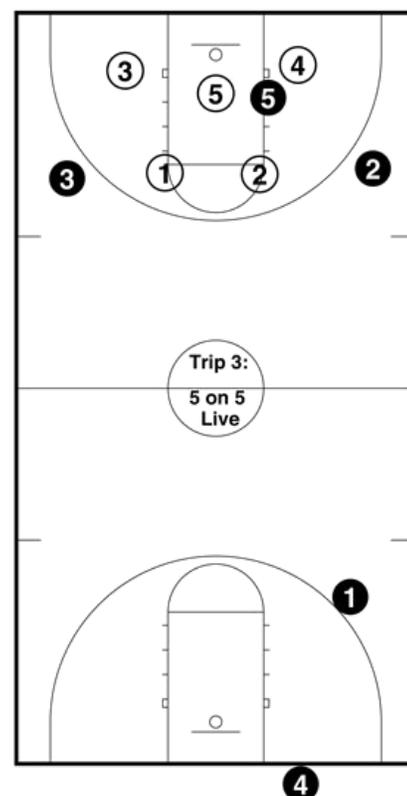
**Trip 1: Starting Action:** 4 on 4 (5th player is waiting out of bounds). On a make, the offense takes it out of bounds in transition. On a miss, the offense (yep, offense) takes the rebound and goes down the floor in transition. The 5th player joins them on this trip.

**You can change the rules.** Try 4 on 4 with no dribbles. Or, 4 on 4 where the offense must get a post entry. How about 4 on 4 and the offense has to score off a Back Screen, or a Pin & Skip? It's completely up to you and what actions you want to emphasize.

**Trip 2:** 5 on 0 and the transitioning team must score on the coach's command (Safety Valve, Post Entry, Double Staggered, etc.). Again, the scoring action can be adjusted to your team's needs.

**Trip 3:** 5 on 5 live. After scoring on Trip 2, the team comes back against a live defense. And, you guessed it, that defense can be anything: zone, man, trapping, press, whatever. Geeze, this drill is versatile.

**After Trip 3 is up to you.** You could have another defense waiting on a Trip 4 or you could switch offense to defense. All of that depends on your number of players and your practice goals.



# 20. FLOW

READ & REACT™  
OFFENSE



LAYER 20  
FLOW

**CHANGE FORMATIONS**  
**5-Out to 4-Out to 3-Out**  
*and back again . . .*  
**Linking Layer to Layer**

Half-Court  Full-Court  Press Break  Transition  Primary Break  Secondary Break

**RETHINK  
PRACTICE  
PLANS**

USE THE  
**REACTION  
DRILLS**  
WHEREVER  
POSSIBLE

**REACTION  
DRILLS**  
BUILD SKILLS  
**AND**  
THE OFFENSE

**SET  
GOALS**

**TAYLOR THE  
SYSTEM TO  
YOUR NEEDS**

**QUALITY  
VS  
QUANTITY**

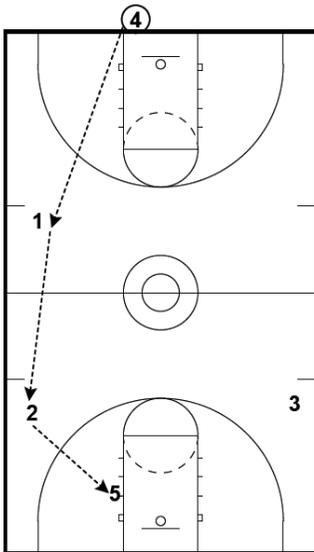
**HOLD  
PLAYERS  
ACCOUNTABLE**

**CHANGING  
THE GAME  
ONE LAYER  
AT A TIME!**

1. Attacks ALL Defenses
2. Evolves Your Program
3. Eases Communication
4. Teaches How to Play

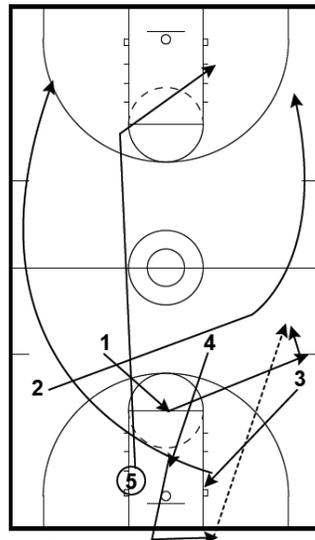
## Layer 20 - Flow

Layer 20b: Flow -- 5-0 Cycle



Frame 1

Layer 20b: Flow -- 5-0 Cycle

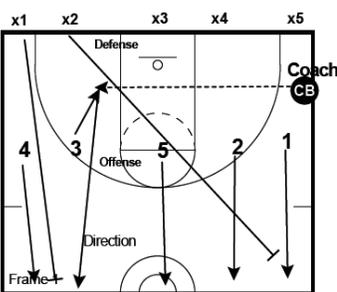


Frame 2

### Lots of . . .

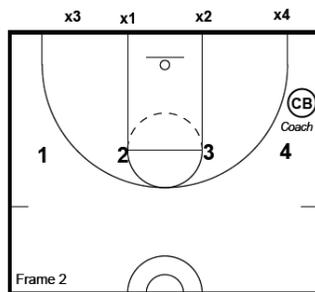
- 5-on-0 Full-Court Trips
- Change Formations on Every Trip
- Change Formations on Every Possession
- Execute Primary Break with Emphasis on Post entry
- Execute Secondary Break
- Run Secondary into Read & React
- Execute Press Break
  - vs. Full-Court Pressure
  - vs. Half-Court Pressure
- Execute Quick Hitters
- Execute Trigger Actions
- Sequence the Layers
- Run special plays for special players
- Execute vs. Pressure
- Execute vs. Pack Line
- Execute vs. Swarm, Scramble, Run & Jump, etc.
- Execute Zone 2.0 vs. Various Zone Formations
- Execute Layers vs. Junk Defenses

Layer 20c: Rollerball 5-5



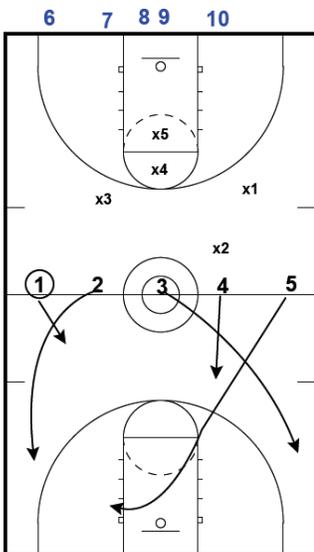
Frame 1

Layer 20c: Rollerball 5-5



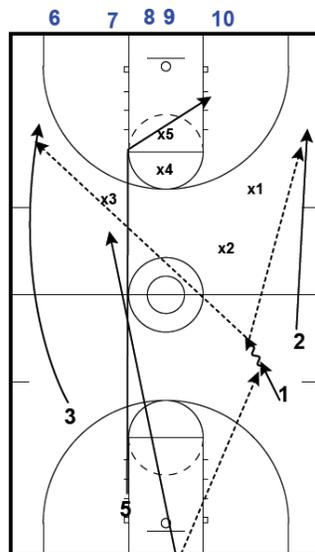
Frame 2

Layer 20d: 5-5 Down & Backs (Transition)



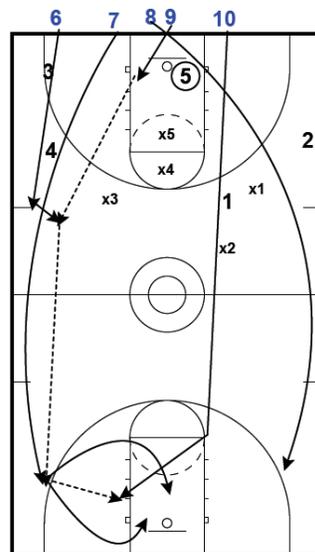
Frame 1

Layer 20d: 5-5 Down & Backs (Transition)



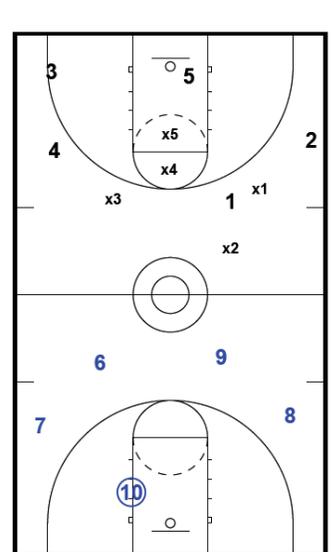
Frame 2

Layer 20d: 5-5 Down & Backs (Transition)



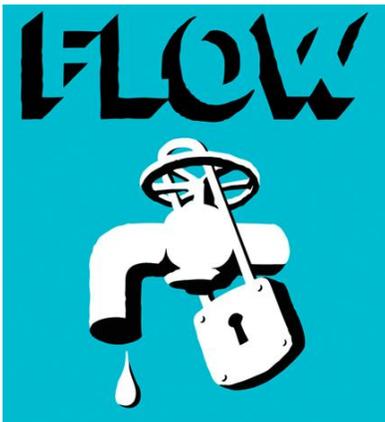
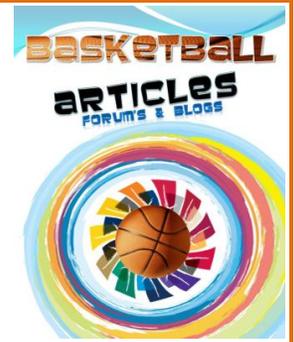
Frame 3

Layer 20d: 5-5 Down & Backs (Transition)



Frame 4

# Flow: Combining All Read & React Layers and Formations



A major strength of the [Read & React Offense](#) is its ability to transition seamlessly between all its layers and every basketball formation (5 OUT, 4 OUT, 3 OUT). We've alluded to the [jazz metaphor](#) previously and it really does fit.

Once you have the notes and chords down, you can improvise any song at any tempo. In basketball language that means once your players know the layers (or even just a group of layers), they can play any style at any speed and attack any type of defense – all because they can sequence any layer in any order.

But, just because your players know the layers doesn't mean they know how to improvise a song (an attack) that sounds good. That takes practice. Practice in how best to link certain layers together. Practice in which layers are most effective together. Practice in which layers create certain opportunities.

Some of that will come from you, the coach, directing traffic and offering ideas. The rest, though, will be a natural progression of players figuring it out for themselves through trial and error.

The video below demonstrates how you can take a few minutes every practice for imagination time – a time where players can experiment and make mistakes without defense. You may be surprised at the outcome. Some of the best tweaks in the Read & React came straight from players seeing opportunities in the trenches that coaches could never see from the bench.

[http://www.youtube.com/watch?feature=player\\_embedded&v=tODI\\_T8mNZE](http://www.youtube.com/watch?feature=player_embedded&v=tODI_T8mNZE)

*This video is an excerpt from a 5 DVD set dedicated to practice ideas and implementation.*

# 00. OFFENSIVE MECHANICS

**LEVEL 0**

Moving Mechanics

**SPEED, AGILITY & QUICKNESS**

Rebounding

**MOVING MECHANICS**

**Athletic Technique**

**Moving Mechanics**

**SPEED AGILITY QUICKNESS**

- Drill 1 - Close Out
- Drill 2 - Close Out + Ickey Shuffle
- Drill 3 - Close Out + Ickey + Kick-back
- Drill 4 - Plyometric Hurdles
- Drill 5 - Hurdles + Backpedal
- Drill 6 - Two Planes of Motion
- Drill 7 - Two Planes + Backpedal
- Drill 8 - Hurdle Agility
- Drill 9 - Diamonds
- Drill 10 - Diamonds Opposite

**THREE PLANES OF MOTION**

- 1. Forward Backward**
- 2. Side to Side**
- 3. Rotational**

**THREE MUSCLE ACTIONS**

- 1. Acceleration**
- 2. Deceleration**
- 3. Isometric Stabilization**

**CORRECT PROGRESSION OF DRILLS SHOULD BE FOLLOWED!**

**CHECK FEET AND KNEES**

Perfect Alignment with Knees and Feet when in a good athletic stance. "Parallel Knees & Parallel Feet"

- 1. ANTERIOR Pelvic Tilt**
- 2. POSTERIOR Pelvic Tilt**

Leaning of the Body in an inefficient manner can create an "Energy Leak". A space between these two Tilts gives you "Neutral Hips" and the most efficient angle for running, playing defense, stance, starting and stopping.

**ENERGY LEAK**

**NEUTRAL HIPS**



1. ANTERIOR Pelvic Tilt



IDEAL BODY POSITION



2. POSTERIOR Pelvic Tilt

**TIGHT CORE**

**FOOT STRIKE**

**BALL OF FOOT IDEAL STRIKE ZONE**

**Power**

- Drill 1 - Close Out
- Drill 2 - Close Out + Ickey Shuffle
- Drill 3 - Close Out + Ickey + Kick-back
- Drill 4 - Plyometric Hurdles
- Drill 5 - Hurdles + Backpedal
- Drill 6 - Two Planes of Motion
- Drill 7 - Two Planes + Backpedal
- Drill 8 - Hurdle Agility
- Drill 9 - Diamonds
- Drill 10 - Diamonds Opposite

- Drill 1 - Close Out
- Drill 2 - Close Out + Ickey Shuffle
- Drill 3 - Close Out + Ickey + Kick-back

## FOOTWORK & BODY CONTROL

**Points of Emphasis**

**1**

- Deceleration
- Lower the hips
- Short choppy strides
- Tight Core
- Reverse momentum with upper body



**Points of Emphasis**

**2**

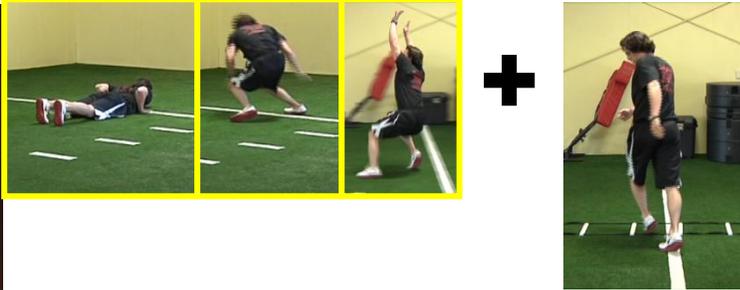
- Stay on the Balls of Your Feet
- Keep Your Chest Up
- Keep Your Core Tight



**Points of Emphasis**

**3**

- Rotate Your Hips on the Kick-Back



- Drill 1 - Close Out
- Drill 2 - Close Out + Ickey Shuffle
- Drill 3 - Close Out + Ickey + Kick-back
- Drill 4 - Plyometric Hurdles
- Drill 5 - Hurdles + Backpedal
- Drill 6 - Two Planes of Motion
- Drill 7 - Two Planes + Backpedal
- Drill 8 - Hurdle Agility
- Drill 9 - Diamonds
- Drill 10 - Diamonds Opposite

- Drill 4 - Plyometric Hurdles
- Drill 5 - Hurdles + Backpedal
- Drill 6 - Two Planes of Motion
- Drill 7 - Two Planes + Backpedal

# FOOTWORK & BODY CONTROL

## Points of Emphasis

4

- Emphasize Correct Form
- Land Quietly
- Short Transition Between Hurdles
- Go for Maximum Power/Height with Good Form
- Knees to Chest



## Points of Emphasis

5

- Backpedal with Max Speed
- Lower your Hips
- Shorten your Strides
- Stay on your Balls of Feet



Same 3 Jumps as above. After final Jump, Stick the Landing, Slide Right and Backpedal back to the beginning. (Repeat w/Slide Left)



## Points of Emphasis

6

- Land Quietly
- Short Transition Between Hurdles
- Go for Maximum Power/Height with Good Form
- Knees to Chest



Over 2 hurdles forward (as above), then on 3rd hurdle, do 10 Lateral Jumps (Left & Right Sideways Jumps).



## Points of Emphasis

7

- Backpedal with Max Speed
- Lower your Hips
- Shorten your Strides
- Stay on your Balls of Feet



Same as Drill #6 above:  
Over 2 Hurdles, then 6 Lateral jumps followed by a "Backward Run" to finish.  
Do 2 Sets: 1) on right side of hurdle, and 2) on left side of hurdle



# FOOTWORK & BODY CONTROL

Drill 8 - Hurdle Agility  
 Drill 9 - Diamonds  
 Drill 10 - Diamonds Opposite

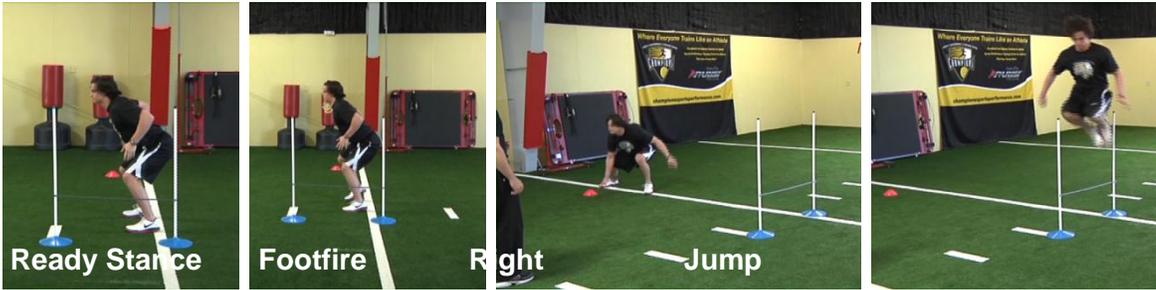
## Points of Emphasis

8

- Emphasizes Power and Agility
- Multiple Planes of Motion

Numerous Instructions -- Coaches calls:

- "Footfire"; Running in Place with Rapidly/Continuously moving feet
- "Right"; Slide to the Right, touch marker & Comb back
- "Jump"; Continuously Jumping over Hurdle
- "Left"; Slide to the Left, touch marker & Come back
- "Sky"; Reach Up and Jump as High as you can
- "Ground"; Reach Down and Slap the Ground with Both Hands
- "Hurdle"; Continuous Jumps Laterally over Hurdle



## Points of Emphasis

9

- Emphasizes Quickness and Agility
- Excellent Conditioning Drill
- Minimize Reaction Time

Work 4 Spots at a time. Touch the cone on every command.

Coaches Call:

- "Footfire"; Read Position, Run in Place with Rapid/Continuous moving feet
- "Forward"; Forward Run (2 yards perhaps) and touch spot
- "Left"; Slide Left (2 yards perhaps) and touch spot (don't cross feet)
- "Right"; Slide Right (2 yards perhaps) and touch spot (don't cross feet)
- "Back"; Dropstep Right or Left (2 yards perhaps) and touch spot
- "Turn"; Do a 180° turn Jump in the Air (facing opposite direction)



## Points of Emphasis

10

- Emphasizes Quickness and Agility
- Excellent Conditioning Drill
- Minimize Reaction Time
- Tests Ability to Think While Fatigued

EXACTLY the Same Drill as Above, however, you'll do everything just the Opposite. If Coach call "Right", you'll "Slide Left", if Coach calls "Forward" you'll Slide "Backward" . . . etc. (Note: "Turn" will remain the same)

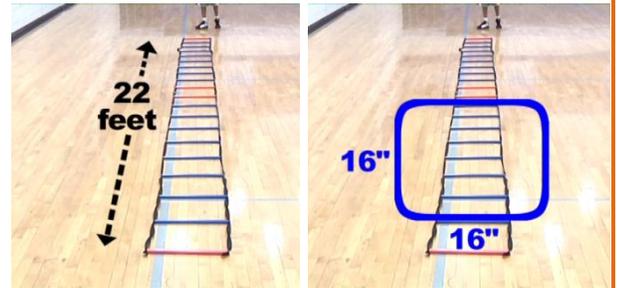
We'll add TWO ADDITIONAL COMMANDS (of course, do just the opposite)

Coaches Call:

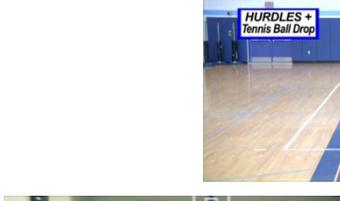
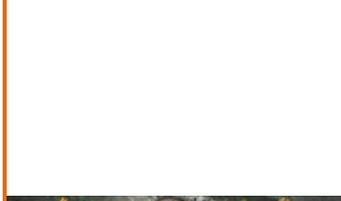
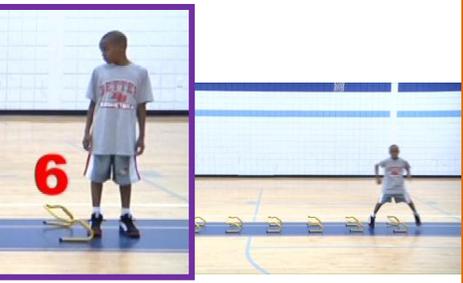
- "Sky"; Reach Up and Jump as High as You Can. (so do the "opposite")
- "Ground"; Reach Down and Slap the Ground. (so do the "opposite")

# SPEED, AGILITY & QUICKNESS

## The Quickfoot Ladder

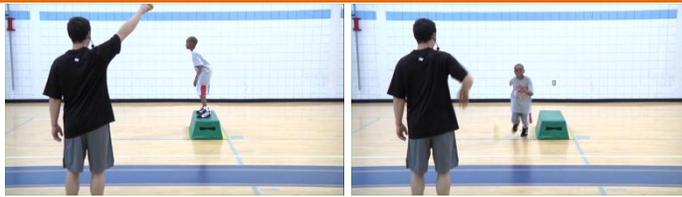






## DEPTH JUMPS

Better Basketball



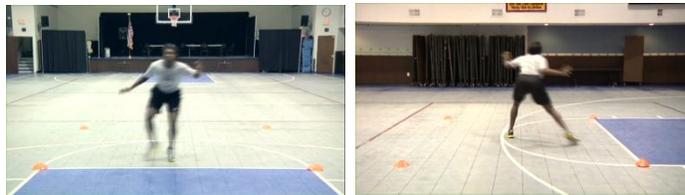
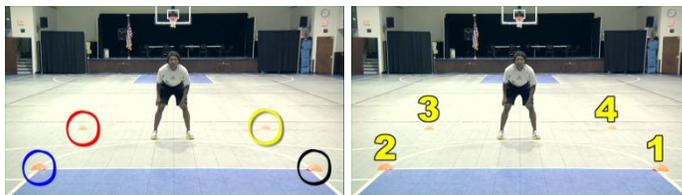
## MORE CORD DRILLS

Better Basketball



## CONE DRILLS

Better Basketball



## "I" Drill

Better Basketball



## Eliminating False Starts TENNIS BALL DROPS

Better Basketball



## Dropstep & Switch Hips TENNIS BALL DROPS

Better Basketball



# LEVEL 0 Rebounding

WAR ZONE

WAR ZONE  
OUTSIDE



**B**LOCK  
**O**UT IN THE  
**W**AR  
**Z**ONE



Basic Finish



Step Thru Technique and Step Thru Finish



Reverse Pivot Technique and Reverse Pivot Finish



Step Thru w/ Momentum during Shot



Step Thru w/ Momentum and Step Thru Finish

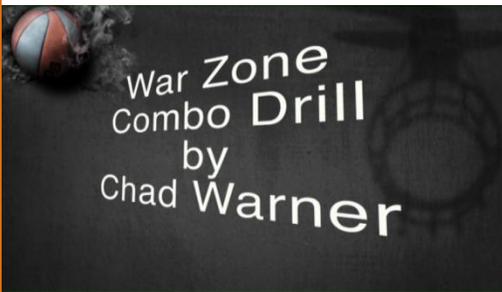
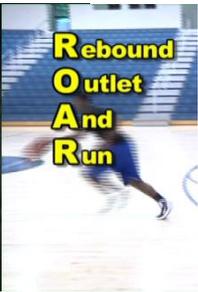




Weakside Defender



Reverse Pivot into Opponent and Reverse Pivot Finish



# COACH RANDI PETERSON REBOUNDING

BETTER  
BASKETBALL, INC.®

Can you ever work on rebounding enough? Coach Peterson shares her four favorite rebounding drills that range from warm-up caliber to full competition. Her drills include technique, footwork, offensive as well as defensive rebounding, and outlet passes for transition.



**WARM-UP:  
Rebounding:**

**Whistle  
Block Outs**

On whistle, all offensive players step to the right then may step back to the left. Defenders Block Out. Whistle ends Box-Out. Nothing fancy . . . no Spins, no ducking, etc. REPEAT . . . Step left then back right.  
NEXT . . . Add Offensive "Spin" in opposite direction. NEXT . . . Live. Offensive try to get both Feet in the Paint.



**WARM-UP:  
Live Shot  
Block Outs**



2-Rebounders + Outlets (outlets are next 2 in line for Drill)  
On Shot -- Defense Blockout - Ball must Bounce 1-Time  
Defensive -- Hands High - Eyes Up - Yell "Shot" - Rebound - Outlet  
(Note: Rebounder may take a "Dribble Clear" to outlet)  
Offensive Rebounders can attempt "Put Backs"



Rebound,  
Chin,  
"LIVE"

Part 1

Part 2

3 Shooters -- 1 Rebounder

Rebounder's 1st Pass to Perimeter, then must Close-Out Box-Out then Go & Get Ball -- Rebound - Chin - Next Pass (Not Live)

Rebounder's 2nd Pass to Perimeter, then must Close-Out Box-Out then Go & Get Ball -- Rebound - Chin - Next Pass (Not Live)

3rd Pass to Perimeter is "LIVE" - Both Players go after ball

--PART 1: Offense (3rd Pass) is a Shot Only (also Dribble-Clear Shot)

--PART 2: Offense can a) Shoot; b) Drive Right; c) Drive Left; etc.



## Liberty Rebounding

2-on-2

Both Offensive Rebounding and Defensive Rebounding.



Competitive Drill. 1 On-Ball Defender & 1 Off-Ball Defender. Coach Passes to either player at FT Elbow area. Defenders "Criss-Cross" to Close-Out. Offense goes after ball and attempts Put-Back. Defense (let's ball hit floor once) gets rebound and Outlet (Defense may "Dribble Clear" to outlet). Offense may "Pressure/Steal" the Outlet Pass (If Offense steals ball, they may attempt to score).



## Layer 0 - Offensive Mechanics 1-on-1 Moves

### -- SHOOTING

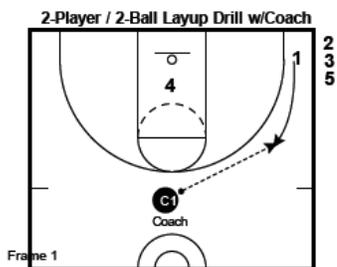
Finishing: Maryland Finishing Drill A & B



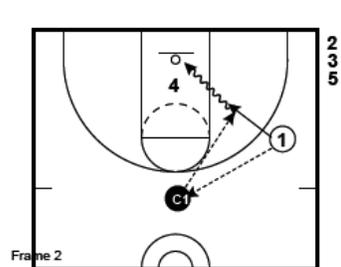
Finishing: Maryland Finishing Drill A & B



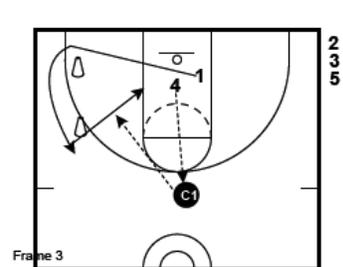
Miscellaneous Drills, Drills, Drills 01 -- Layups



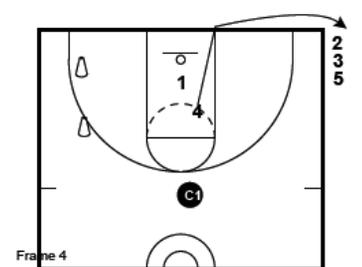
Miscellaneous Drills, Drills, Drills 01 -- Layups



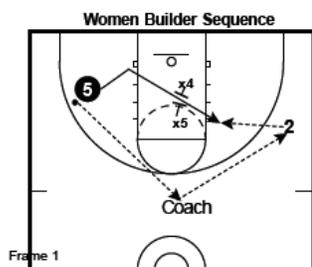
Miscellaneous Drills, Drills, Drills 01 -- Layups



Miscellaneous Drills, Drills, Drills 01 -- Layups



Post Drill: 01\_Women Builder Sequence  
FRAMES 1-4



Post Drill: 01\_Women Builder Sequence  
FRAMES 1-4



Post Drill: 01\_Women Builder Sequence  
FRAMES 1-4



Post Drill: 01\_Women Builder Sequence  
FRAMES 1-4

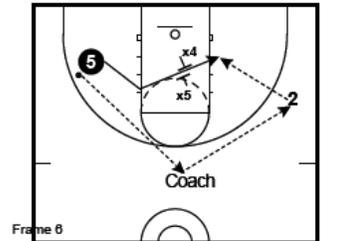


Frame 5

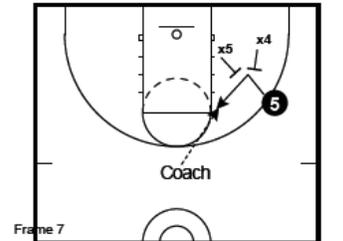
Women Builder Sequence



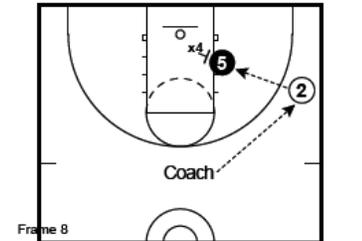
Frame 6



Frame 7



Frame 8

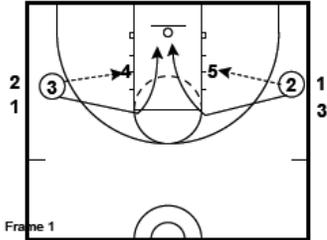


## Read & React -- SHOOTING

### Layer 0 - Offensive Mechanics

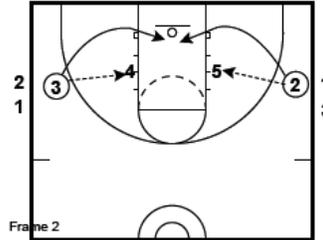
Shooting\_Small Group 02--(Post Feed Attack Series)

Drill #1



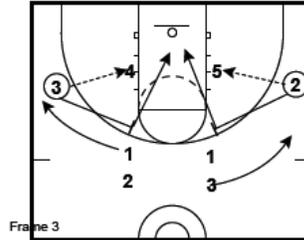
Shooting\_Small Group 02--(Post Feed Attack Series)

Drill #2



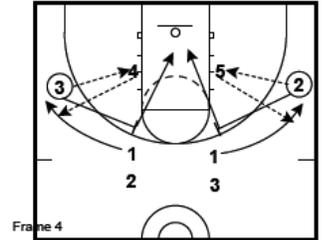
Shooting\_Small Group 02--(Post Feed Attack Series)

Drill #3



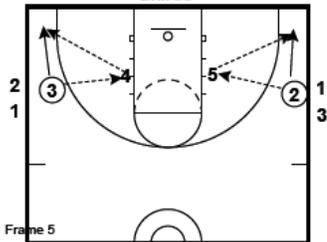
Shooting\_Small Group 02--(Post Feed Attack Series)

Drill #4



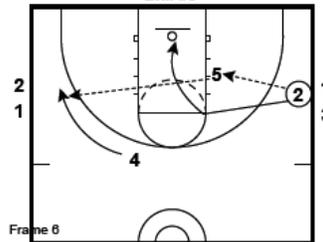
Shooting\_Small Group 02--(Post Feed Attack Series)

Drill #5



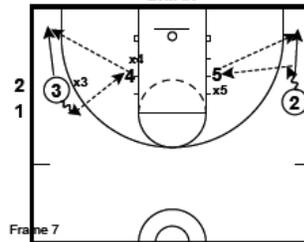
Shooting\_Small Group 02--(Post Feed Attack Series)

Drill #6



Shooting\_Small Group 02--(Post Feed Attack Series)

Drill #7



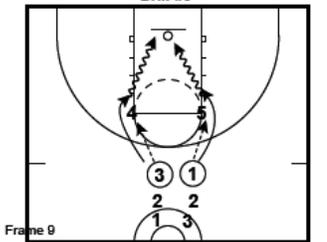
Shooting\_Small Group 02--(Post Feed Attack Series)

Drill #8



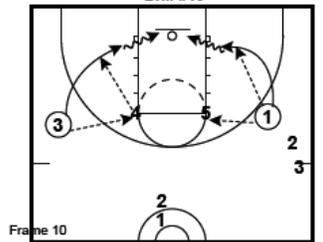
Shooting\_Small Group 02--(Post Feed Attack Series)

Drill #9



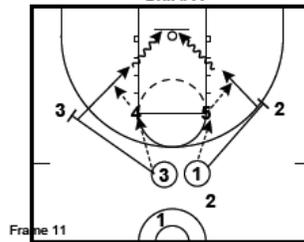
Shooting\_Small Group 02--(Post Feed Attack Series)

Drill #10



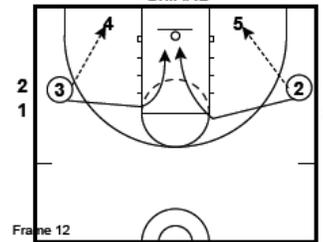
Shooting\_Small Group 02--(Post Feed Attack Series)

Drill #11



Shooting\_Small Group 02--(Post Feed Attack Series)

Drill #12

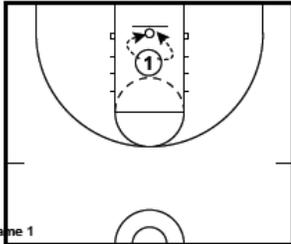


## Corner Series

### Layer 0 - Offensive Mechanics -- SHOOTING

Shooting\_1 Player (Corner Series, Wing Series, Top Series)

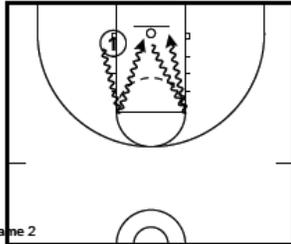
Drill #1



Frame 1

Shooting\_1 Player (Corner Series, Wing Series, Top Series)

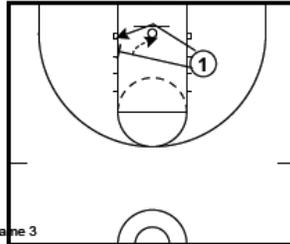
Drill #2



Frame 2

Shooting\_1 Player (Corner Series, Wing Series, Top Series)

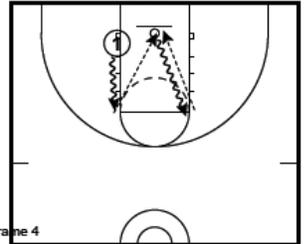
Drill #3



Frame 3

Shooting\_1 Player (Corner Series, Wing Series, Top Series)

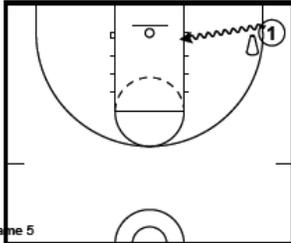
Drill #4



Frame 4

Shooting\_1 Player (Corner Series, Wing Series, Top Series)

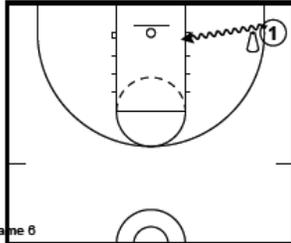
Drill #5



Frame 5

Shooting\_1 Player (Corner Series, Wing Series, Top Series)

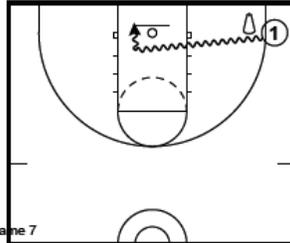
Drill #6



Frame 6

Shooting\_1 Player (Corner Series, Wing Series, Top Series)

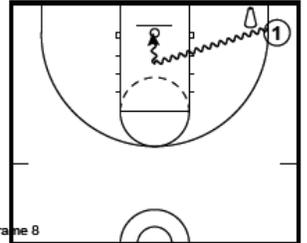
Drill #7



Frame 7

Shooting\_1 Player (Corner Series, Wing Series, Top Series)

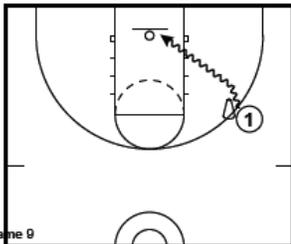
Drill #8



Frame 8

Shooting\_1 Player (Corner Series, Wing Series, Top Series)

Drill #9



Frame 9

Shooting\_1 Player (Corner Series, Wing Series, Top Series)

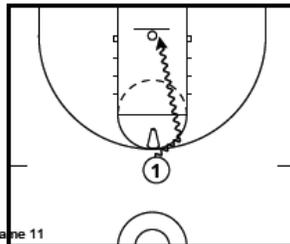
Drill #10



Frame 10

Shooting\_1 Player (Corner Series, Wing Series, Top Series)

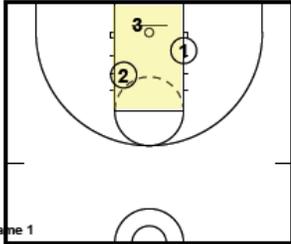
Drill #11



Frame 11

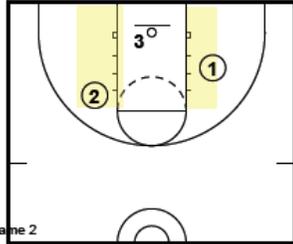
## 3-Player Layer 0 - Offensive Mechanics -- SHOOTING

Shooting\_3 Player  
Drill #1



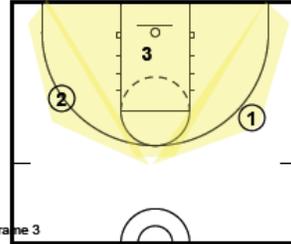
Frame 1

Shooting\_3 Player  
Drill #2



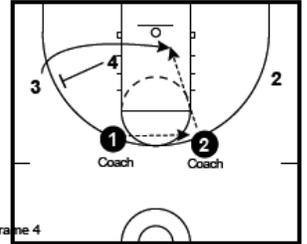
Frame 2

Shooting\_3 Player  
Drill #3



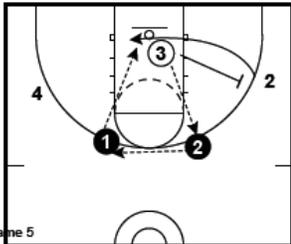
Frame 3

Shooting\_3 Player  
Drill #4



Frame 4

Shooting\_3 Player  
Drill #4 - Continued



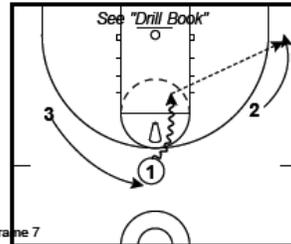
Frame 5

Shooting\_3 Player  
Drill #4 - Continued



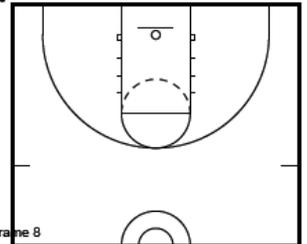
Frame 6

Shooting\_3 Player  
Drill #5 - "READ & REACT DRILLS"



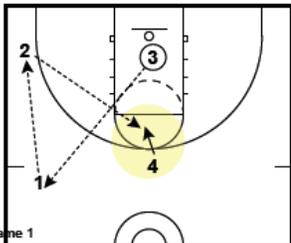
Frame 7

Shooting\_3 Player



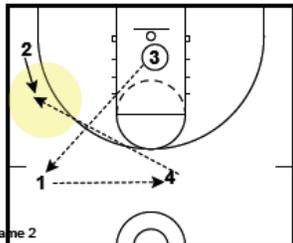
Frame 8

Shooting\_4 Player  
Drill #1a



Frame 1

Shooting\_4 Player  
Drill #1b



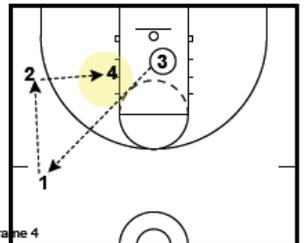
Frame 2

Shooting\_4 Player  
Drill #1c



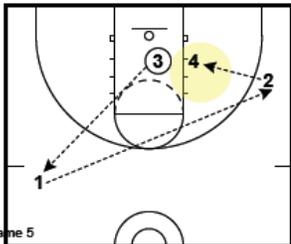
Frame 3

Shooting\_4 Player  
Drill #2a



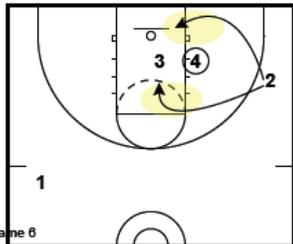
Frame 4

Shooting\_4 Player  
Drill #2b



Frame 5

Shooting\_4 Player  
Drill #2c



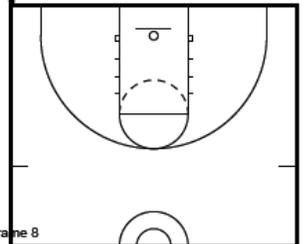
Frame 6

Shooting\_4 Player  
Drill #3



Frame 7

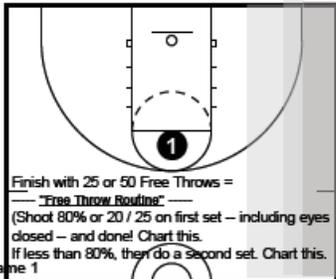
Shooting\_4 Player



Frame 8

Shooting\_Free Throw Routine

### FREE THROW ROUTINE



Frame 1

Shooting\_Free Throw Routine

### PROGRESSIVE FREE THROW ROUTINE



Frame 2

## SEQUENCE

### Layer 0 - Offensive Mechanics - REBOUNDING

3-0 Offensive Rebounding

**3-0 Offensive Rebounding**

- o On the shot players find the "slice of the pie."
- o In doing so, they use a tap and swim technique.
- o Rebound the ball with two hands, two feet, two cheeks, and snap the ball to their chin when they are in the air.

3-3 Offensive Rebounding

**3 v 3 (with air dummies) offensive rebounding.**

- o Same as above action vs. air dummy blockout
- o Go to a gap, not a back
- o Play-out, downscreen, backscreen into pin-n-spin

3-3 (Air Dummy) Defensive Rebounding

**3 v 3 (air dummies) defensive rebounding.**

- o Blockout the air dummies
- o Hold blockout allowing ball to bounce 2 times
- o Players keep their hands high ... (above shoulders) and use their assets.

3-3 Scramble Blockout

**Scramble blockout**

- o Same action above, but now defender is not allowed to block out air dummy in front of them
- o Encourage communication
- o Strengthens helpside rebounding skills

Baseline Trap & Cover Down Wide Blockout

**Baseline trap and cover down wide blockout**

- o Trap the Shortcorner
- o Rotate out of trap and block out open defender

3-3 Scramble "Live"

**Scramble blockout**

- o Same action above, but now defender is Live

Rebounding006-Read & React Rebounding

**3-Parts to Offensive Rebound**

1. Check-Out
2. Box-Out
3. Put-Back

Rebounding006-Read & React Rebounding

**Weakside**

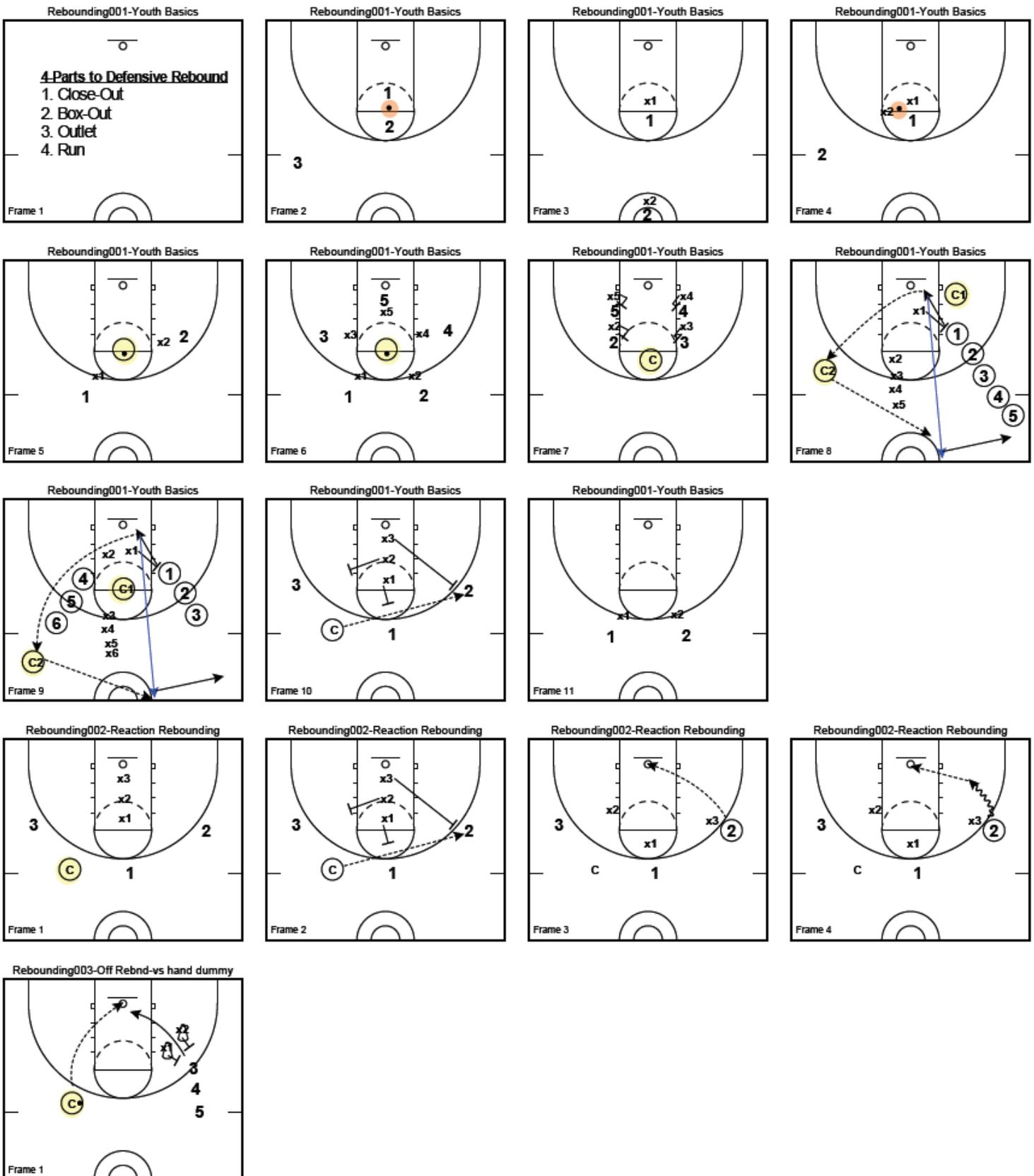
**Long**

**Middle**

**Shot**

## YOUTH BASICS

### Layer 0 - Offensive Mechanics - REBOUNDING



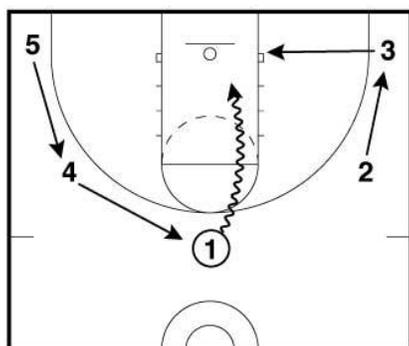
# Rebounding Responsibility Drill



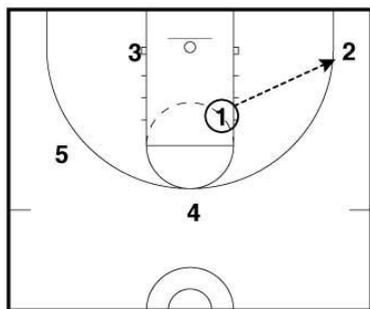
Since the Read & React promotes spacing, player movement, and ball movement, some suggest that a team can't rebound well amidst the constant shuffling. Of course, we disagree. But, due to all that movement, sometimes rebounding responsibilities can get lost in the continual mix of players.

**Here's a drill that can clarify those rebounding responsibilities for you and your team.**

**The best part of this rebounding component is you can attach it to the end of any 5 player drill.** That way you can work on whatever actions you need to while still getting in your rebounding work. In this instance, we used a simple 5 player Circle Movement Drill.



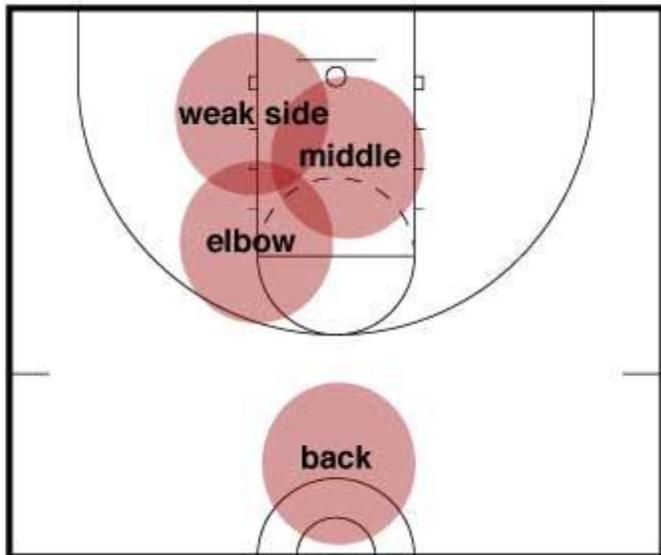
Start with any player driving North-South to the goal. This forces the other players to Circle Move one spot. Here, 1 drives North-South right causing Circle Movement right.



The penetrator chooses an option ending with an outside shot – Natural Pitch or Safety Valve. In the diagram, 1 chooses the Natural Pitch to 2 for the shot.

If you are using the 5 OUT formation, the penetrator and the baseline cutter will be in or near the lane on the shot. (There will always be two rebounders near or in the lane regardless of formation; however, which ones may differ slightly.)

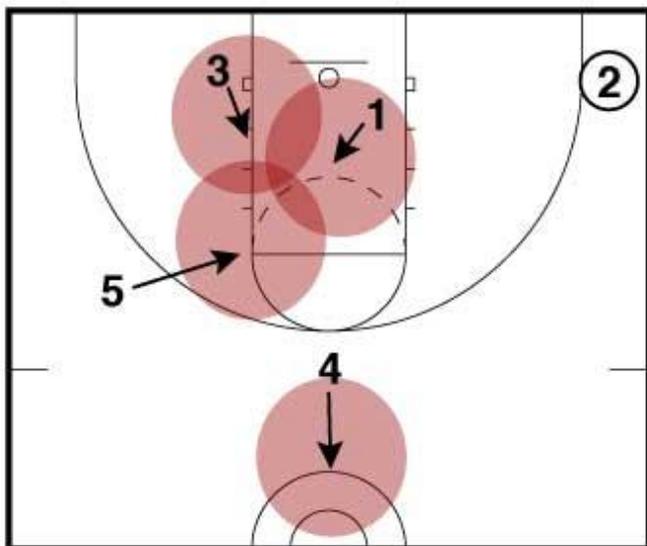
One of those two players (preferably the closest to the spot) yells, “Weak Side!” and sprints to the weak side of the lane. The other yells “Middle!” and gets to the middle of the lane in front of the rim.



That leaves two other players besides the shooter. One of those must sprint to the Free Throw elbow and yell, “Elbow!” and the other must yell, “Back!” and get back on D. When you’re finished, you will have formed a perfect rebounding triangle and still have a player back.

And, you’re right, this player won’t always be your Point Guard, or even a guard at all for that matter. In fact, you won’t be able to predict which players will be in any spot after the shot goes up, but there is a benefit to that. Your players will get a lot of practice rebounding from a variety of positions on the court rather than being pigeon

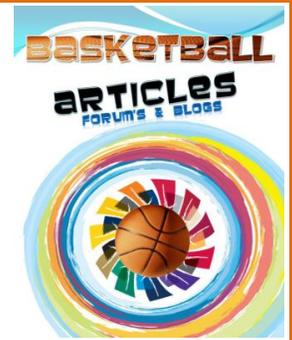
holed into one and this will make them better all around rebounders.



Have your players retrieve the board, put it back in for the score, pass it back out, fill all the empty spots, and start the drill again.

Hopefully, after an appropriate amount of repetition, your team rebounding responsibilities will be clarified. And, you’ll be getting some Circle Movement, some shooting, and your rebounding work in all at once. Feel free to try it attached to **any drill from any formation**, the basic principles remain the same.

# Rebounding in the Read & React



In the Read & React Offense, you will be required as a team to rebound out of at least one of the formations; 5out, 4out, and 3out. If you are a Read & React ninja (and you have the personnel to support it), you could be rebounding out of all 3 formations as you flow so elegantly between them. Nice.

So, how do I address rebounding in the Read & React?

## Let's start with 5-out.

The best way to begin to address rebounding from something as extreme as the 5out formation is to look at the players' positions when a shot is taken.

**Dribble Penetration Example:** Imagine the point (or any of the 5 players) drives to the goal. *Circle Movement* sends the wing to the corner and the corner player to the other corner.

Off the dribble, the point pitches the ball to the wing sliding to the corner and the wing takes the shot.

**Now, freeze!** (I know, most likely, even the kids in your mind didn't freeze right away – darn kids. Anyway, rewind them to the point when the shot is in the air.)

At that point in time, there are two players in the lane area: the point who just passed the ball and the corner player who is cutting under the goal on the way to the other corner. In other words, when the shot is taken, there are two players around the basket.

If you don't count the shooter (he should obviously follow his own shot), two players are left on the perimeter. One of those should be "back on defense" and not crash the boards. The other should be responsible for running down long rebounds. Two in the lane, one following the shot, one chasing the long ones, and one back on D makes for pretty good offensive rebounding coverage.

**Pass & Cut Example:** Most of the time, even in Pass & Cut action, there are two players in the lane area: one player is finishing a basket cut on his way out to the perimeter and another is in the first steps of making a basket cut.

Again, this gives you two players in the posting area that have a good chance of interrupting their cuts and getting offensive rebounding position when the shot is taken.

To help with offensive rebounding from a 5out set, consider adding the following to your drills: whenever a shot is taken, everyone except the player back on defense, must put at least one foot in the lane by the time the ball hits the rim.

This is another good habit that we should add to the Read & React Offense!

## **In the 4out or 3out, rebounding position is achieved with Post Reactions.**

When penetration comes into the lane above a post player, the *Basic Post Reaction* is to **step to the short corner**, which hopefully drags the post defender as well.

If penetration comes into the lane below a post, the *Basic Post Reaction* is to **step up the lane line toward the FT elbow**.

If a shot is taken during either of these actions, our post(s) will be **on the move** to rebound. There's a much better chance to **successfully react to the flight of the ball** if you're already moving.

Plus, it is much more difficult to block out a **moving target**.

Which player is more difficult to block out: the post who is stationary and has already allowed you to establish contact, or a post who is on the move?

Now, when your post player(s) acquire the *Advanced Post Slides*, the reaction to dribble penetration will often place them in the weak-side, "clean-up" rebounding position.

### **Here's an example step by step:**

In the 4out formation, the post has set up on the right side of the lane. The ball is driven *right* by either guard.

The *Advanced Post Slide* combines the *Basic Post Slide* (step toward the short corner) with *Circle Movement*. So, after a quick step towards the Short Corner, the post circles right, under the goal, and ends the cut on the left side of the basket.

If the guard gets to the right side of the rim, the post is in perfect weak-side rebounding position.

The same will happen for one of the posts in the 3out formation. In other words, once you have reached the *Advanced Post Slides* layer with your posts, on any guard drive (other than baseline), one of your posts will circle into weak-side, clean-up rebounding position.

## **5 OUT Offensive Rebounding with Read & React**

We've covered offensive rebounding out of the Read & React before in some cleverly titled posts: [Offensive Rebounding out of the Read & React](#) and [Rebounding in the Read & React](#). Who carefully crafts these titles? I know... it's a gift. **Most basketball coaches have very clear priorities when it comes to offensive rebounding.**

**First:** a player on the weak side to clean up short weak side rebounds.

**Second:** a player in the middle of the lane to patrol the front of the rim.

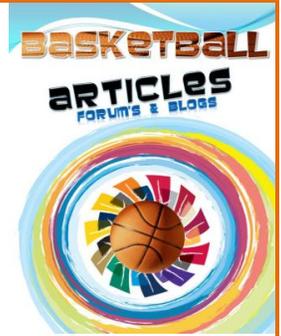
**Third:** a player near the weak-side elbow to run down any long rebounds.

**Fourth:** a player back on defense.

Now, depending on the personality of your team, the order of those priorities may be shuffled, but in general, those are the locations you want covered. In the video below, Rick Torbett explains how with little more than a quick explanation to your players and a bit of drilling, you can cover all of those priorities with the [Read & React Offense](#).

[http://www.youtube.com/watch?feature=player\\_embedded&v=qIWKd2JSeIE](http://www.youtube.com/watch?feature=player_embedded&v=qIWKd2JSeIE)

# 3-0 & 3-3 Rebounding Sequence



## □ 3-0 Offensive Rebounding

- o On the shot players find the best “*slice of the pie.*”
- o In doing so, they use a tap and swim technique.
- o Rebound the ball with two hands, two feet, two cheeks, and snap the ball to their chin when captured and finish with a power shot

## □ 3 v 3 (with air dummies) offensive rebounding:

- o Same as above action vs. air dummy blockout
- o Go to a gap, not a back
- o Flex-cut, downscreen, backscreen into pin-n-spin

## □ 3 v 3 (air dummies) defensive rebounding:

- o Blockout the air dummies
- o Hold the block out allowing the ball to bounce two times
- o Players keep their hands high (above shoulders) and use their assets.
- o Outlet and 3-0 fastbreak to other end

## □ Scramble blockout

- o Same action above, but now defender is not allowed to block out air dummy in front of them
- o Encourage communication
- o Strengthens helpside rebounding skills

## □ Baseline trap and cover down wide blockout

- o Trap the Shortcorner
- o Rotate out of trap and block out open defender

## REBOUNDING SEQUENCE *Explanation*

1. **3 v 0 offensive rebounding:** Coach shoots from 10’ – 12’ and three players are aligned above free throw line extended in each 1/3 of the court. On the shot players find the best “slice of the pie.” In doing so, they use a tap and swim technique. Rebound the ball with two hands, two feet, two cheeks, and snap the ball to their chin when captured and finish with a power shot. On the made basket the players sprint back for transition defense. Either Controlled, Tip it in, or Tap it out.
2. **3 v 3 (with air dummies) offensive rebounding:** Same procedure as above but now the offensive player needs to fight pressure from the air dummy block out. The key coaching point we add is to make sure the players go to a gap, not a back. In this phase a team could also work on keeping the ball alive. If you can’t secure the rebound try to tap it out to keep the ball alive for your teammates.
3. **3 v 3 (air dummies) defensive rebounding:** On the shot players use their rebounding technique to block out the air dummies. They must hold the block out allowing the ball to bounce two times before pursuing to and capturing the ball. Make sure players keep their hands high (above shoulders) and use their assets. Once they have possession the best handler of the group comes to receive the outlet and the three player’s transition into a fastbreak and finish.
4. **Scramble block out:** This is the same as above but now the defensive player is not allowed to block out the man in front of him. This encourages communication and incorporates help side rebounding techniques.
5. **Baseline trap and cover down wide blockout:** The ball is now moved to the baseline and trapped. The player who traps the ball needs to rotate back to find the man coming down the middle of the lane.















