

READ AND REACT OFFENSE

WHAT IT'S NOT

- Not motion offense
 - Motion offense is good if you have 5 intelligent great multi-dimensional players
 - Most offenses are predicated on a certain type of player.
 - Its also not an offense set up around a certain series of plays

WHAT IT IS

- It is a principled framework out of which your players can play. It is a system of 2 man Read and Reactions, that can be drilled to the point of habit. These 2 man habits are not just a random collection of good 2 man games. The Read and React system ties these 2 man reads into a seamless 5 man offense that can be adjusted to any set, formation, type of player, or style of play. In other words, you can custom the framework of the Read and React to fit your personnel and the style of play your team needs to be successful.

WHAT IT CAN BE

- Entire man to man or zone offense. You might only need a few layers of the offense
- It can be your principled offensive foundation used when your set plays break down
- It can be a system of development with a unifying curriculum.

GOAL OF READ AND REACT

- Easily taught and transferred coach to coach, coach to player
- Simple enough to be mastered thru repetition.
- Built on habits, not high IQ
- Freedom and excitement for players
- The system would build 5 man coordinations
- Simple enough for kids, Complex enough for pros
- Better fundamental = easier to run; likewise; more you run it = better fundamentals

MOTION OFFENSE?

Motion offense	Read and React
High IQ pre-requisite	Developmental
Players w/o ball have many options	Players w/o ball have 1 reaction
Too much freedom	1 player with ball has freedom; 4 has diciplined reactions

FLEXABILITY

- Don't need certain type players to run this offense
 - Teams with not post
 - Teams with strong post
 - Teams with small quick guards
 - Deliberate teams
 - 5 out / 4 out / 3 out
 - High post, mid post, low post
 - Screen or no screens

HABITS DEFINITION

- Basketball is played by habit
- When players read the ball they have instant reaction
- Being consistent with what we demand from players lowers their anxiety and increases their confidence
- The less players have to think, the better. The less they think the quicker they move
- The less they think and the more good habits they accumulate, the closer they get to playing by instinct.

KEYS TO REACTION

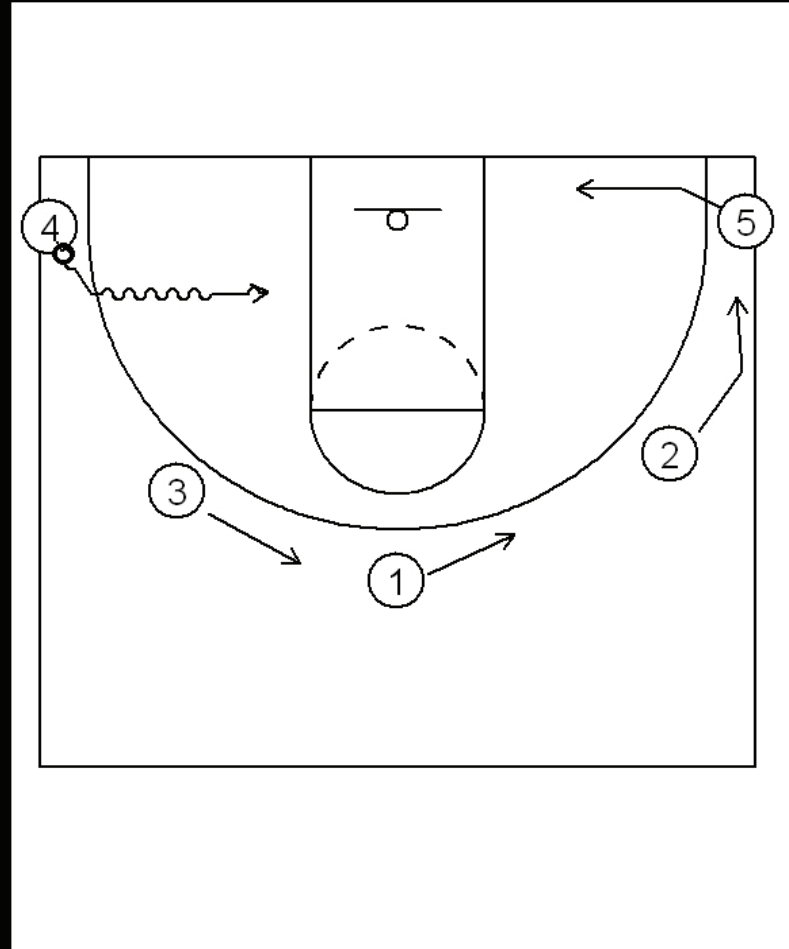
- Every player watches the ballhandler
 - So all reactions are off the ball movement
 - All movement is reaction off single movement of ballhandler
 - Anyone can be trained for 1 specific reaction for one specific movement.

LEVEL A

LAYING THE FOUNDATION

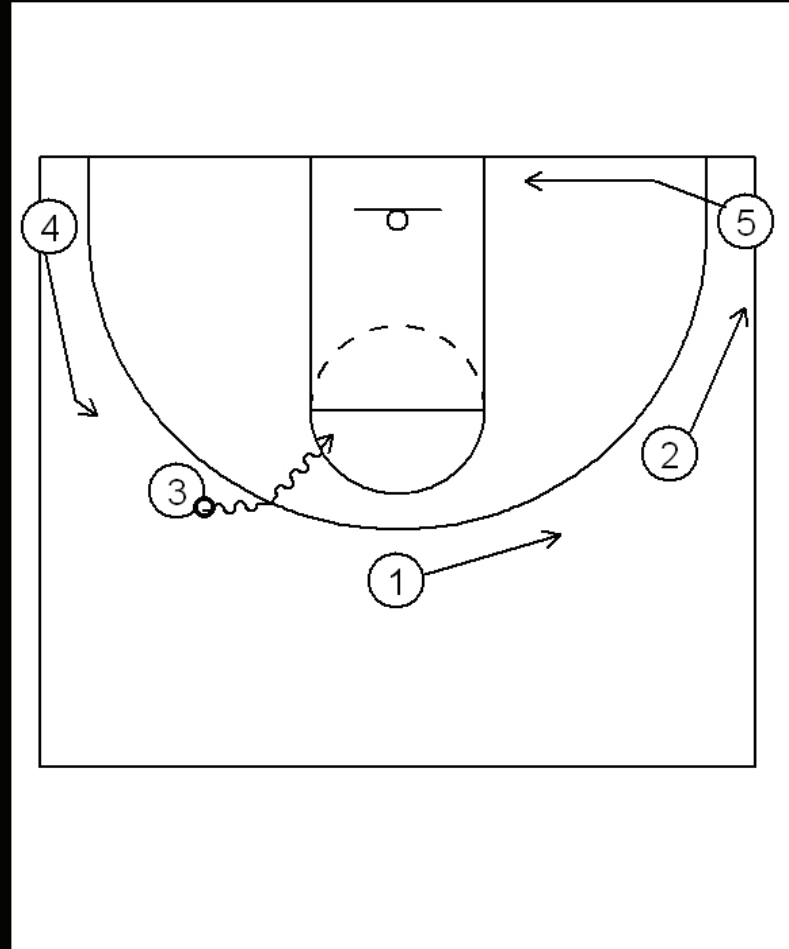
LAYER 1: North South Dribble Penetration: Circle Movement

- As the ball is drives right, the circle movement is too the right.
- It does not matter where the ball originates at, corner, wing, or top.
- We use the NBA 3pt. line for spacing
- 4 man can kickback to the perimeter or drop to the 5 man cutting baseline.



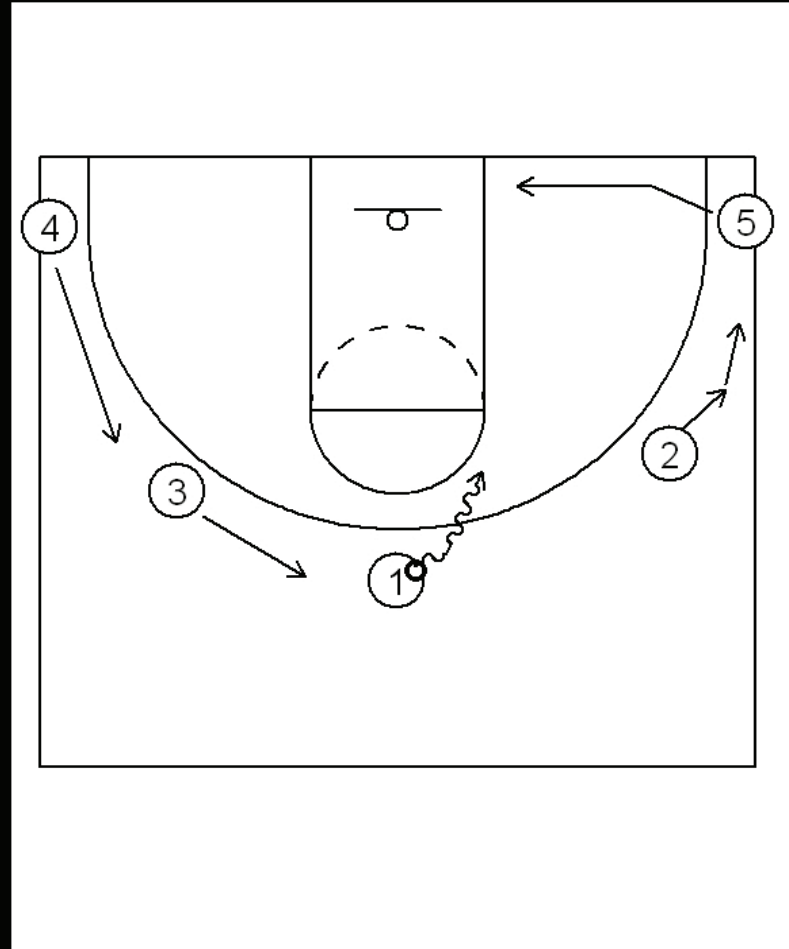
LAYER 1: North South Dribble Penetration: Circle Movement

- 3 man can kick back to the perimeter or drop to the 5 cutting baseline



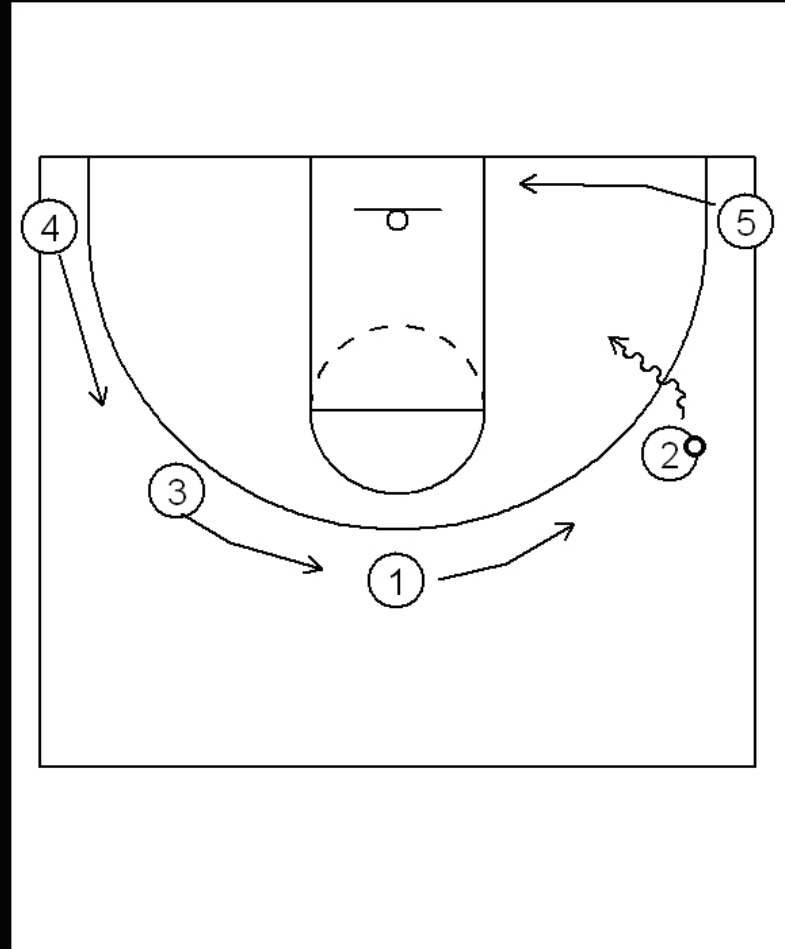
LAYER 1: North South Dribble Penetration: Circle Movement

- 1 man can kick back to the perimeter or drop to the 5 cutting baseline



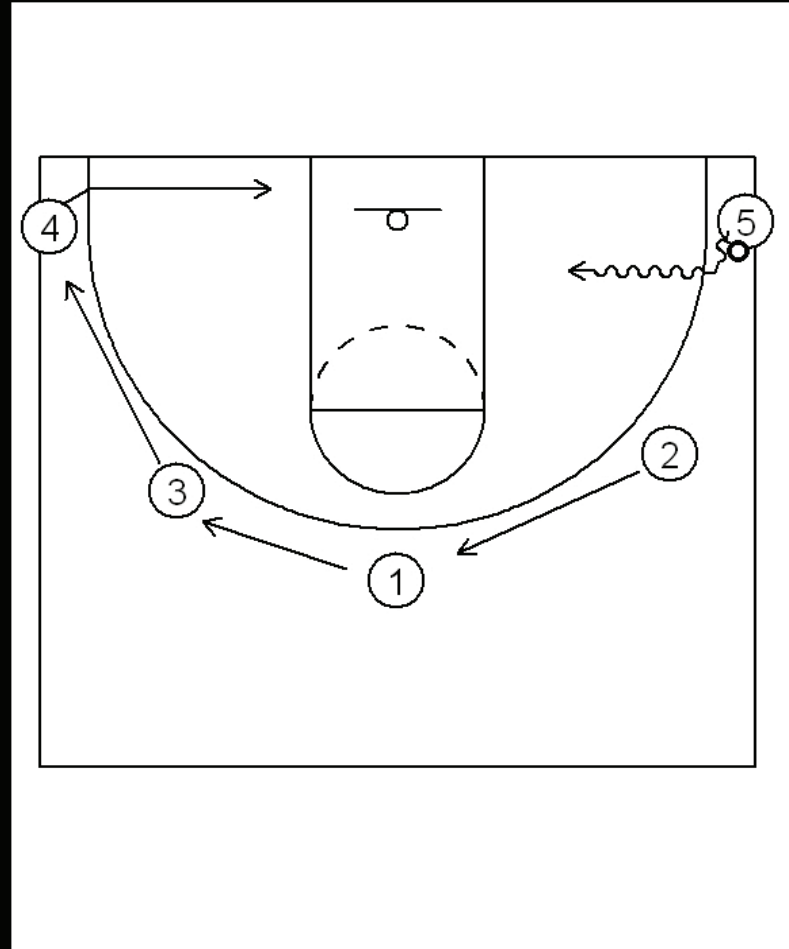
LAYER 1: North South Dribble Penetration: Circle Movement

- 2 can drop to the 5 cutting baseline or kickback to the perimeter



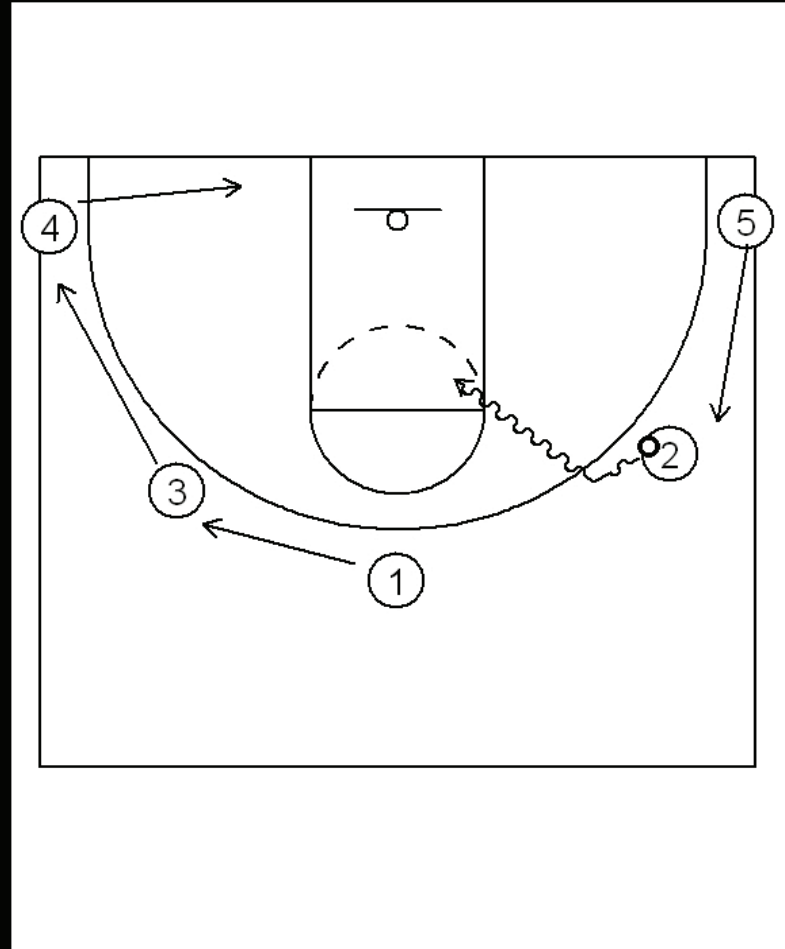
LAYER 1: North South Dribble Penetration: Circle Movement

- As the ball is driven to the left, the circle movement is to the left.
- Note: All drives are NORTH/SOUTH DRIVES, not east or west.
- 5 can kickback to the perimeter or drop to the 4 cutting baseline



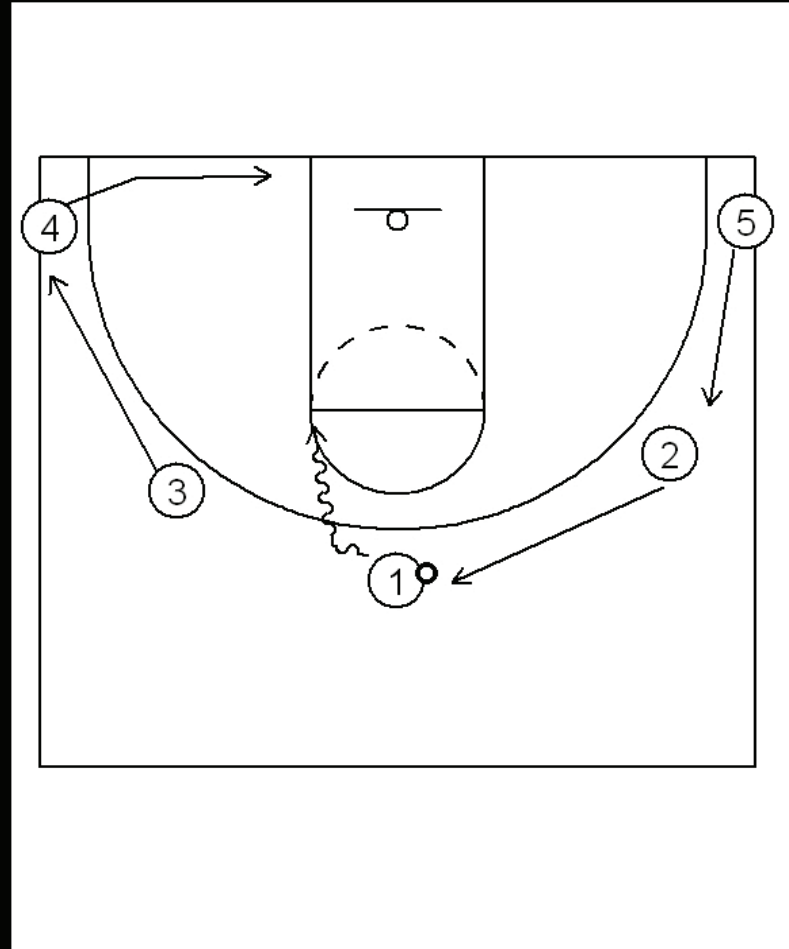
LAYER 1: North South Dribble Penetration: Circle Movement

- 2 can kick back to the perimeter or drop to 4 cutting baseline



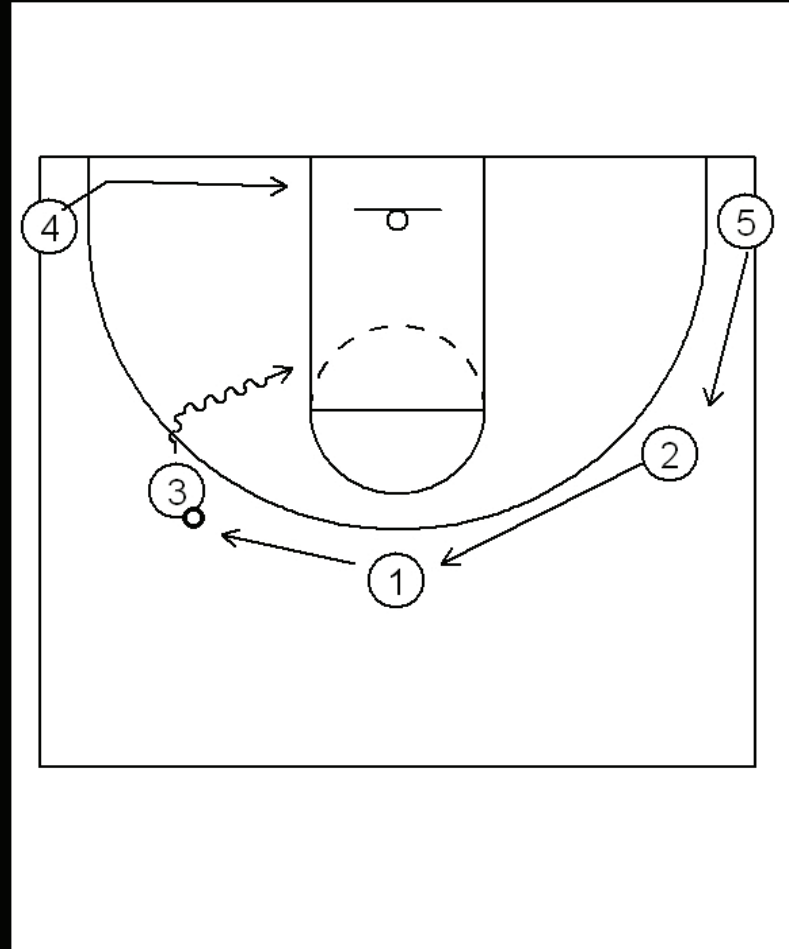
LAYER 1: North South Dribble Penetration: Circle Movement

- 1 can kickback to the perimeter or drop to 4 cutting baseline



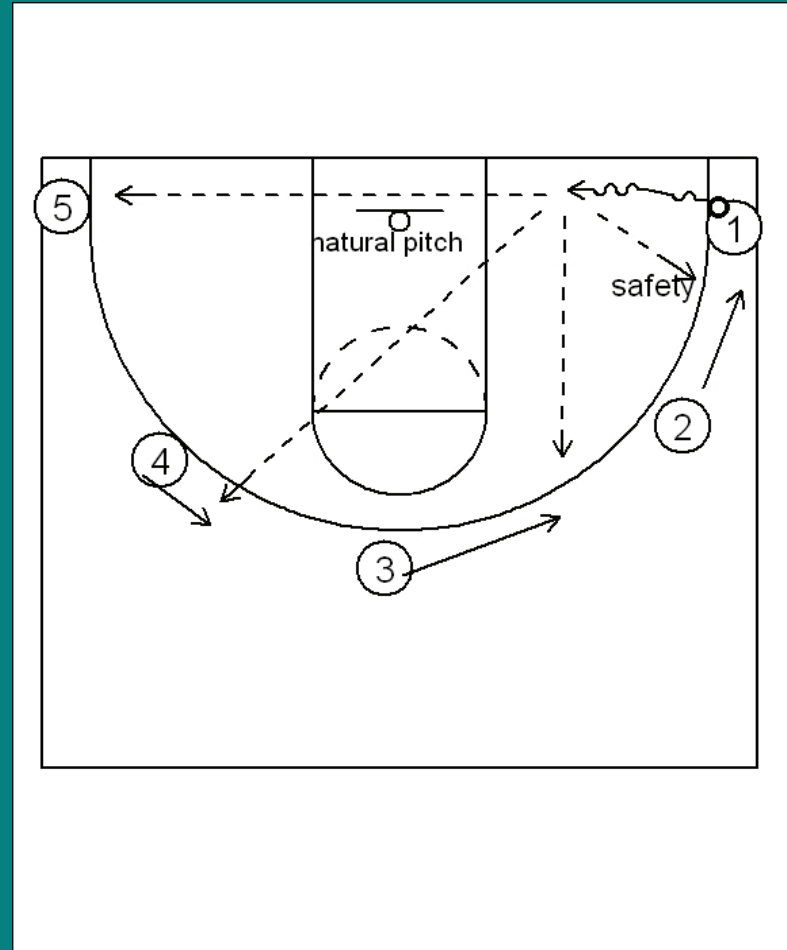
LAYER 1: North South Dribble Penetration: Circle Movement

- 3 can kickback to the perimeter or drop to the 4 man cutting baseline.



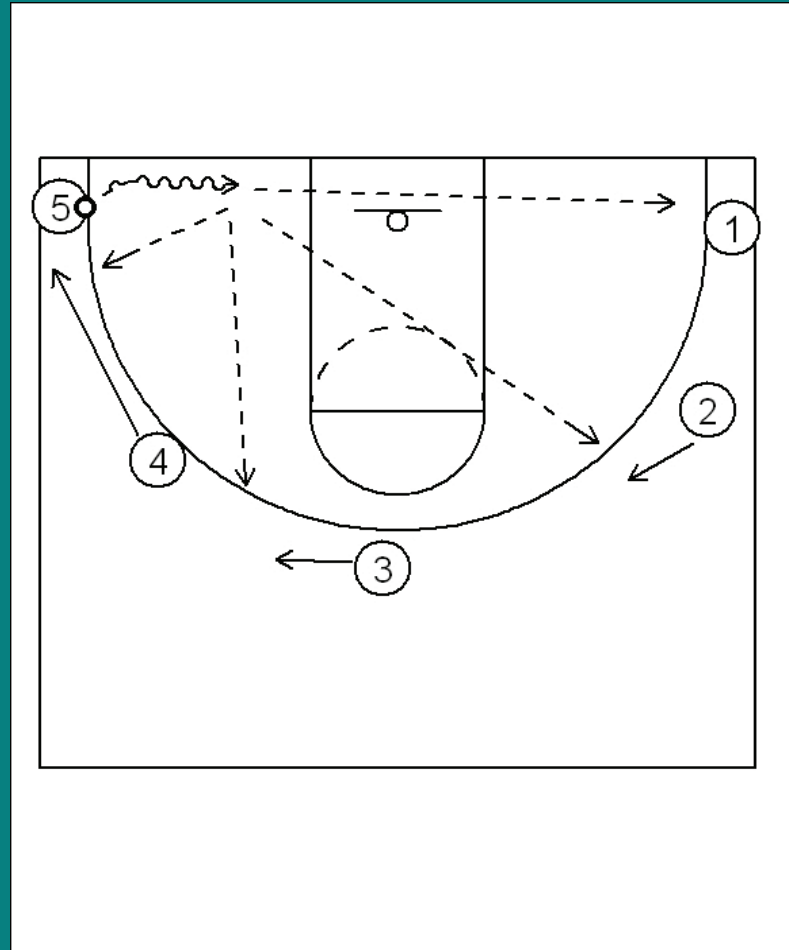
LAYER 2: North South Dribble Penetration: the baseline adj.

- baseline drives create special situations.
- 1. the opposite corner must be filled for a natural pitch
- 2. we must have a 45 degree pitch
- 3. we must have a 90 degree pitch
- the opposite wing (4 man) and the top guard (3 man) have shortend their circle
- movement to create the 45 degree and the 90 degree pitch windows.



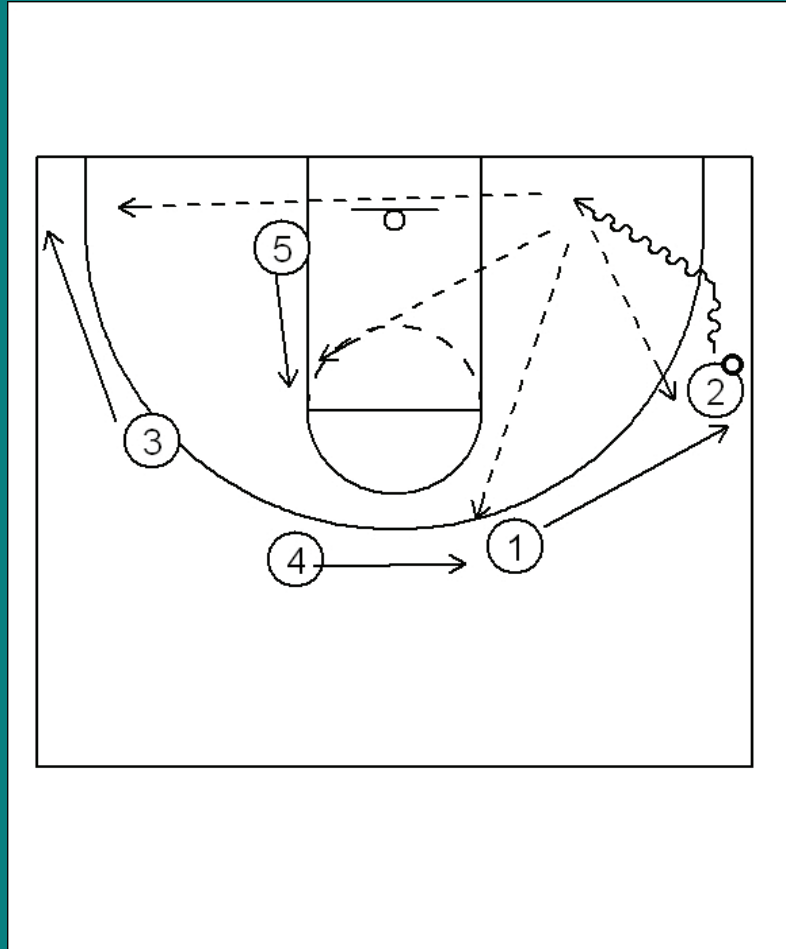
LAYER 2: North South Dribble Penetration: the baseline adj.

- same on opposite side of floor.



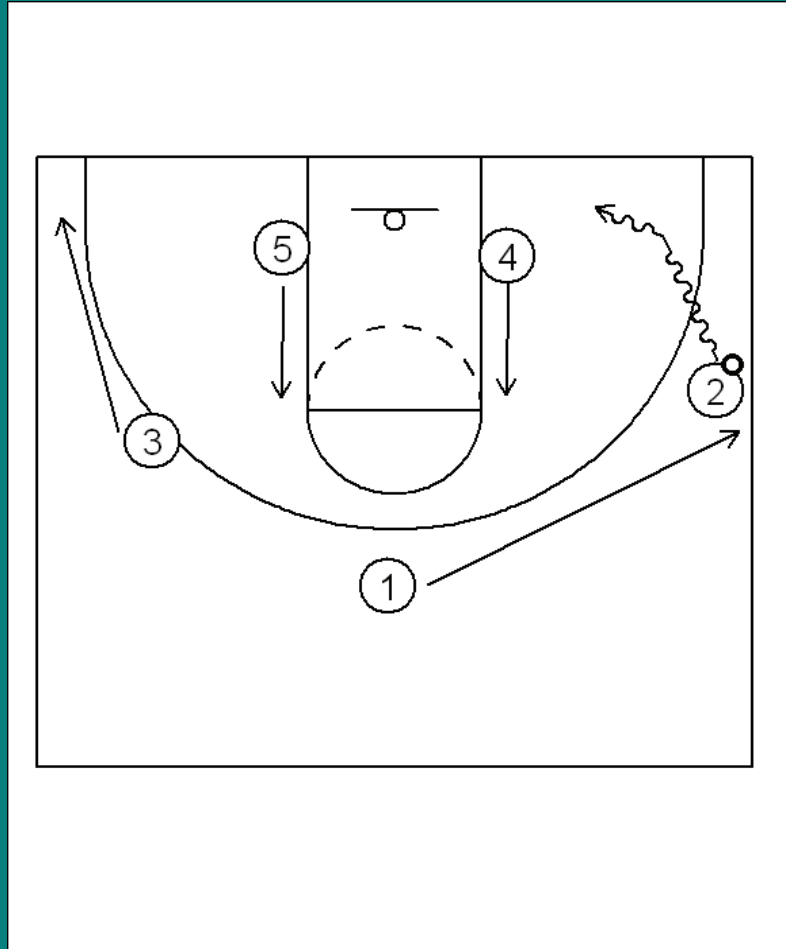
LAYER 2: North South Dribble Penetration: the baseline adj.

- 4 out example of layer 2.
- Here the 2 man drives baseline
- 3 man fills opposite corner for natural pitch
- 4 man circle move for 90 degree pass
- 1 man circle moves for safety
- 5 man moves up the side of the lane since the drive occurred below him (this is discussed in layer 4) this also creates the 45 degree pass window



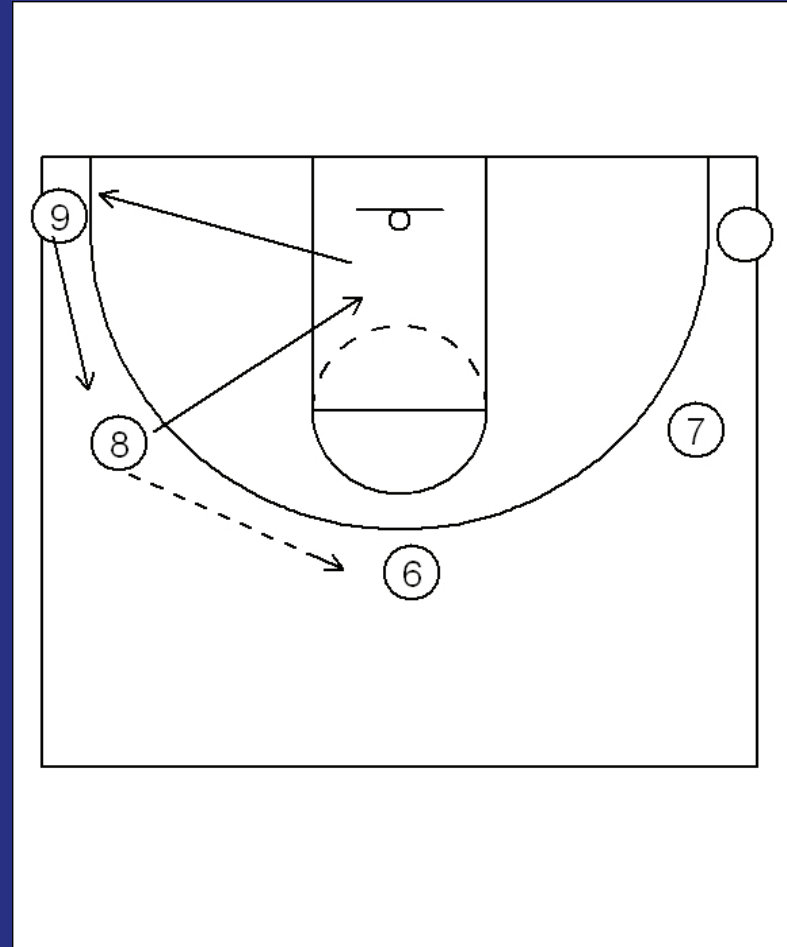
LAYER 2: North South Dribble Penetration: the baseline adj.

- **3 out example of Layer 2**
- Here we have:
- 3 man filling the opposite corner for the natural pitch.
- 1 man circle moving for the safety pass
- 4 and 5 moving out the post, up the side of the lane (because penetration occurred below them) (discussed later in layer 4)



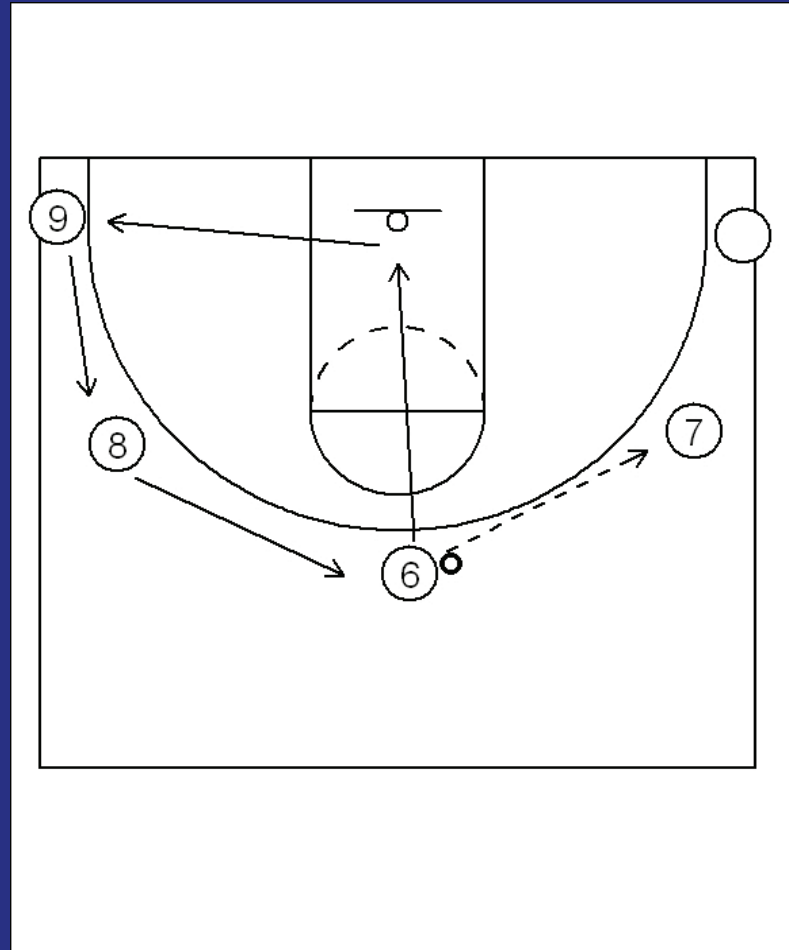
LAYER 3: Pass and Cut: Scoring and Spacing

- The second most common move after dribble penetration is to pass to a
- teammate one pass away.
- we have two rules:
- RULE 1: When you pass (one spot away) you must basket cut (Rear or Front cut your defender)
- RULE 2: open spots are filled from the baseline up.
- SCORING OPPORTUNITIES
- 1. If your defender is over the 19 ft arc, then you must rear cut.
- 2. fill the open spot, draw your defender over the read line and rear cut



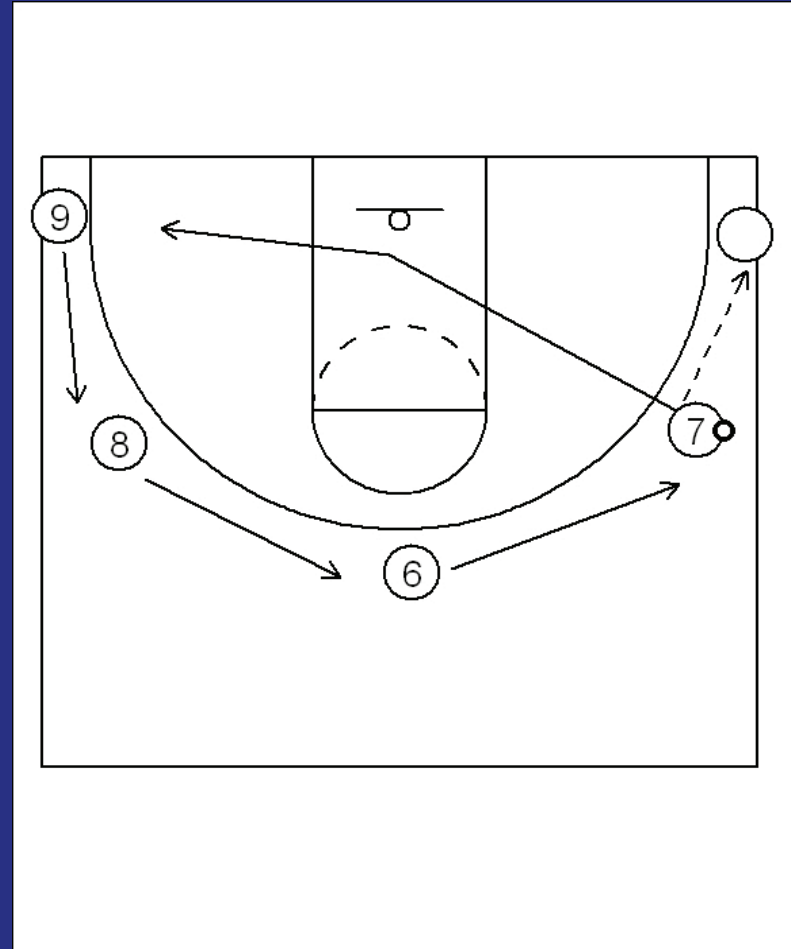
LAYER 3: Pass and Cut: Scoring and Spacing

- Pass from the top and fill up from the baseline



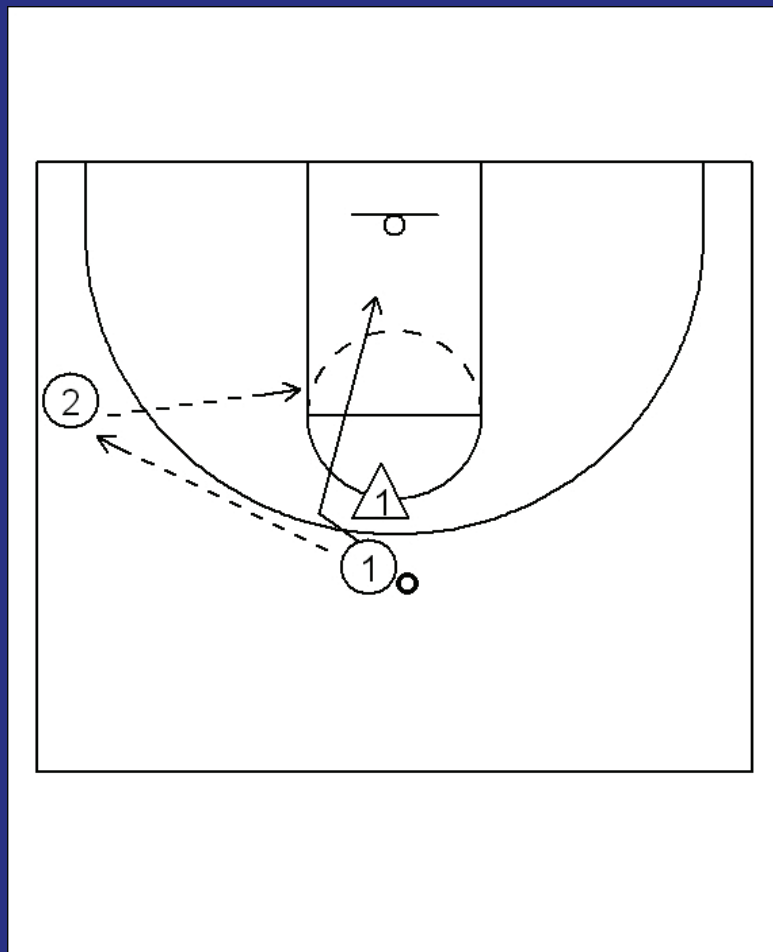
LAYER 3: Pass and Cut: Scoring and Spacing

- Pass from the wing and fill up from the baseline



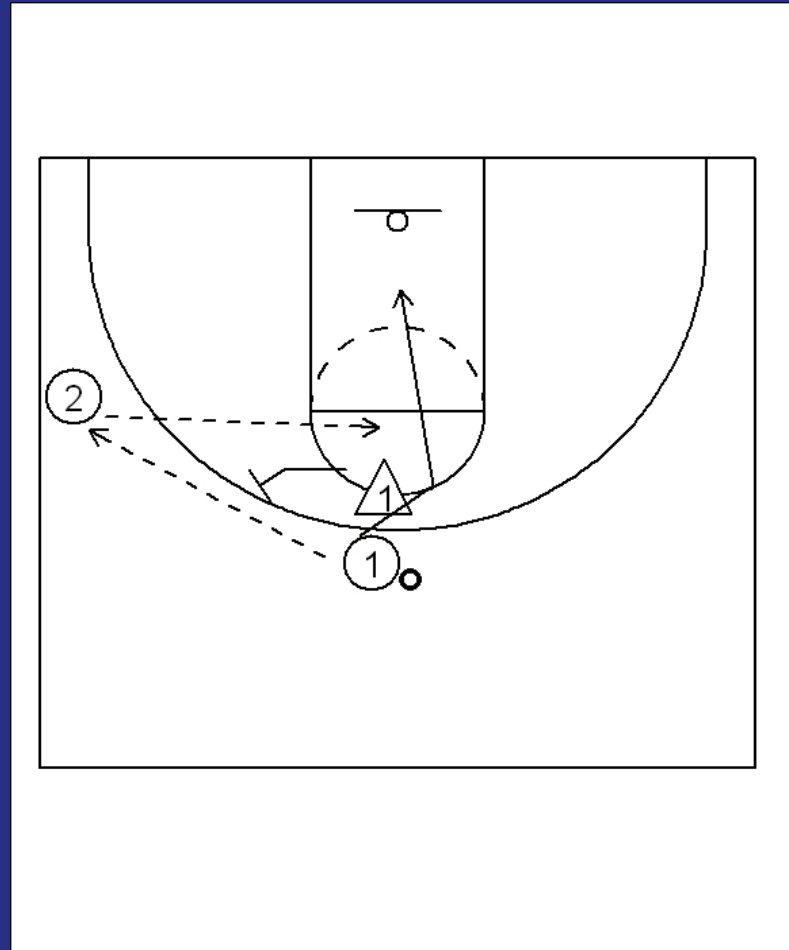
LAYER 3: Pass and Cut: Scoring and Spacing

- Front Cut
 - On the pass the defense does not move, we make a front cut



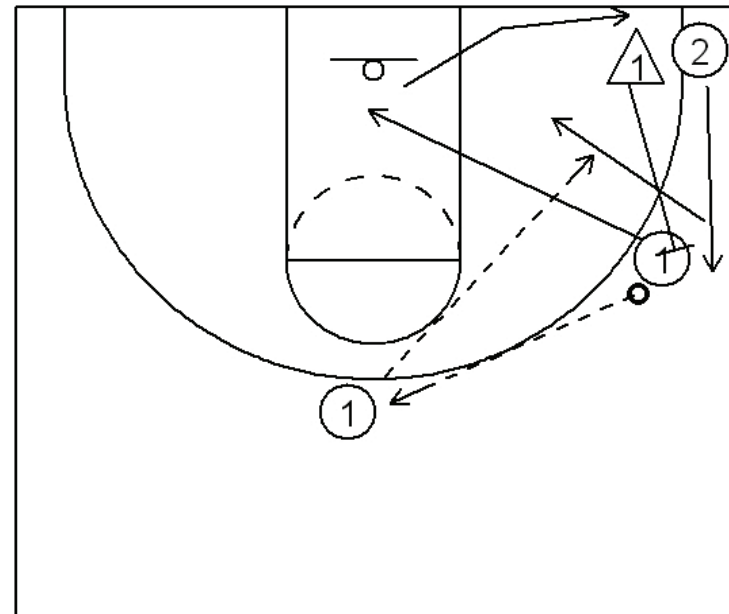
LAYER 3: Pass and Cut: Scoring and Spacing

- Rear Cut
 - If the defense jumps to the ball we rear cut to the rim
 - If we pass back to the player making a rear cut we try to pass the ball behind the back heel of the defender to the open space.



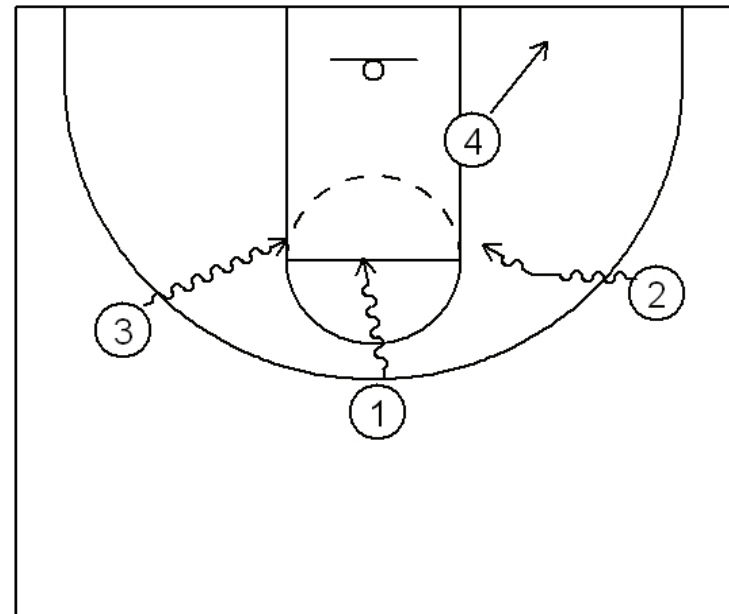
LAYER 3: Pass and Cut: Scoring and Spacing

- DEFENSE OVER THE READ LINE
- Here the pass is made to the top and the corner man comes to fill up. The defense steps over the read line and we rear cut to the rim for a pass and layup.



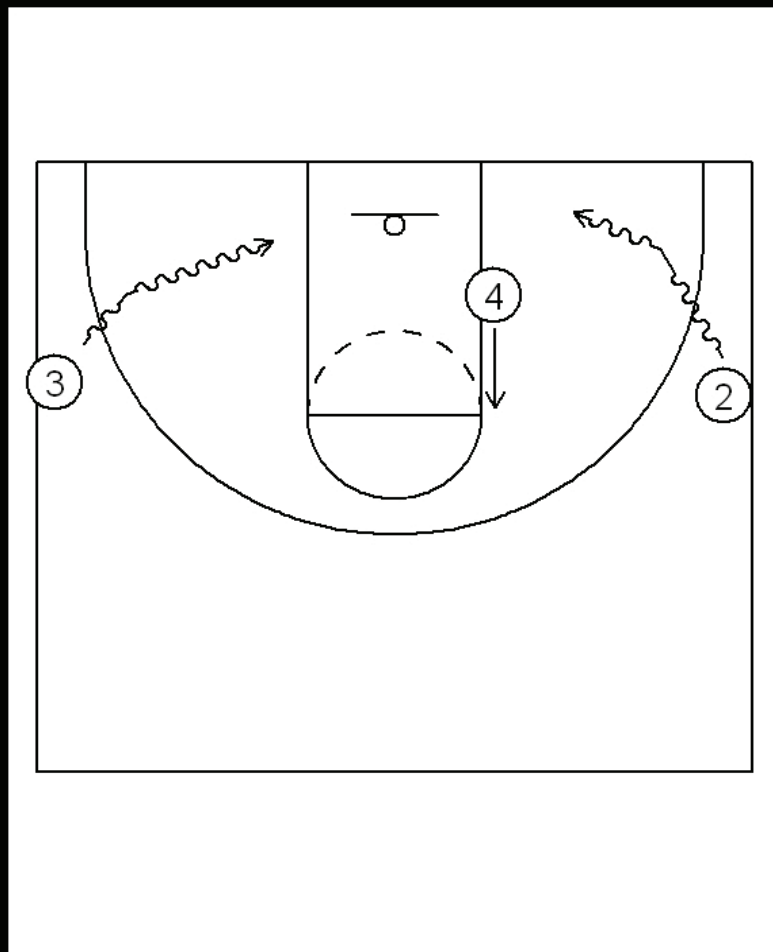
LAYER 4: Post Reactions to Dribble Penetration

- If the ball penetrates the lane **above** the post, then the post slides to the **short corner**



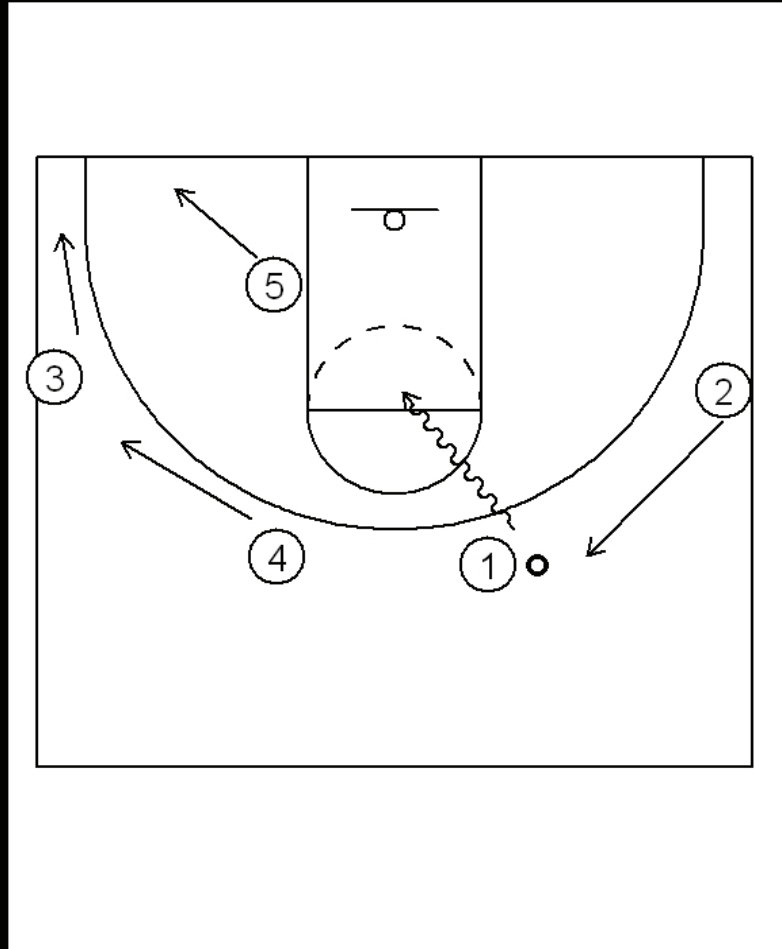
LAYER 4: Post Reactions to Dribble Penetration

- If the ball penetrates the lane below the post, then the post slides up the lane line.
- NOTE: Sometimes a perimeter player may end up in the post after a basket cut and must react as a post player would if penetration occurs immediately. So its important that perimeter players know how to adjust in the post area off penetration.
- the post must not hesitate, they just go

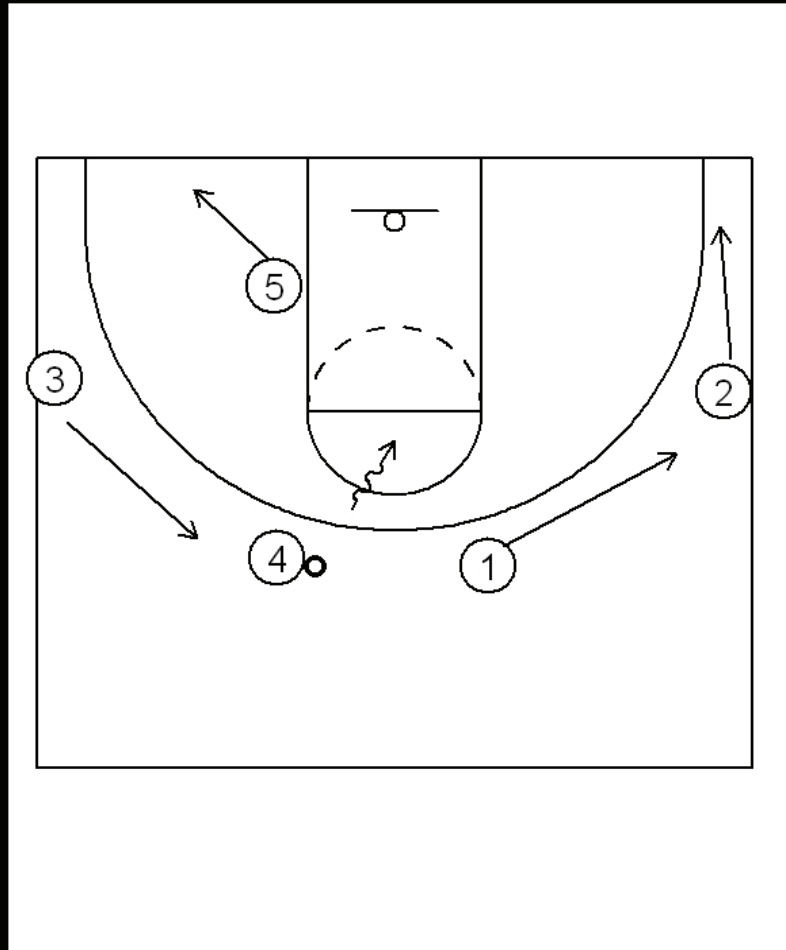


LAYER 4: Post Reactions to Dribble Penetration

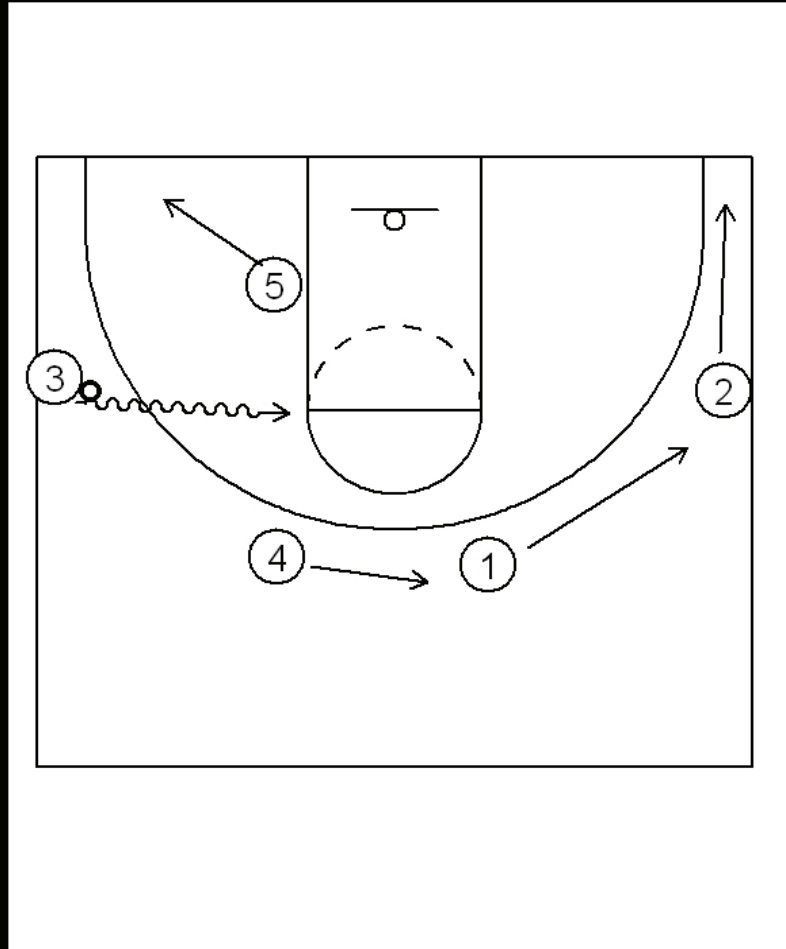
- 4 OUT 1 IN
EXAMPLE OF
LAYER 4.



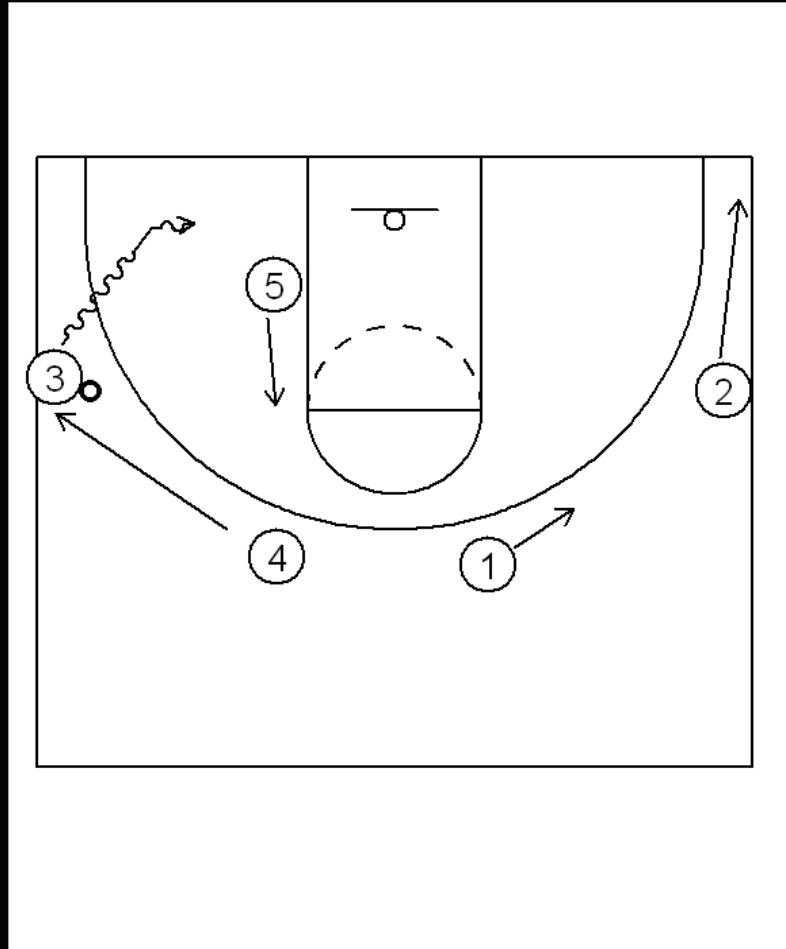
LAYER 4: Post Reactions to Dribble Penetration



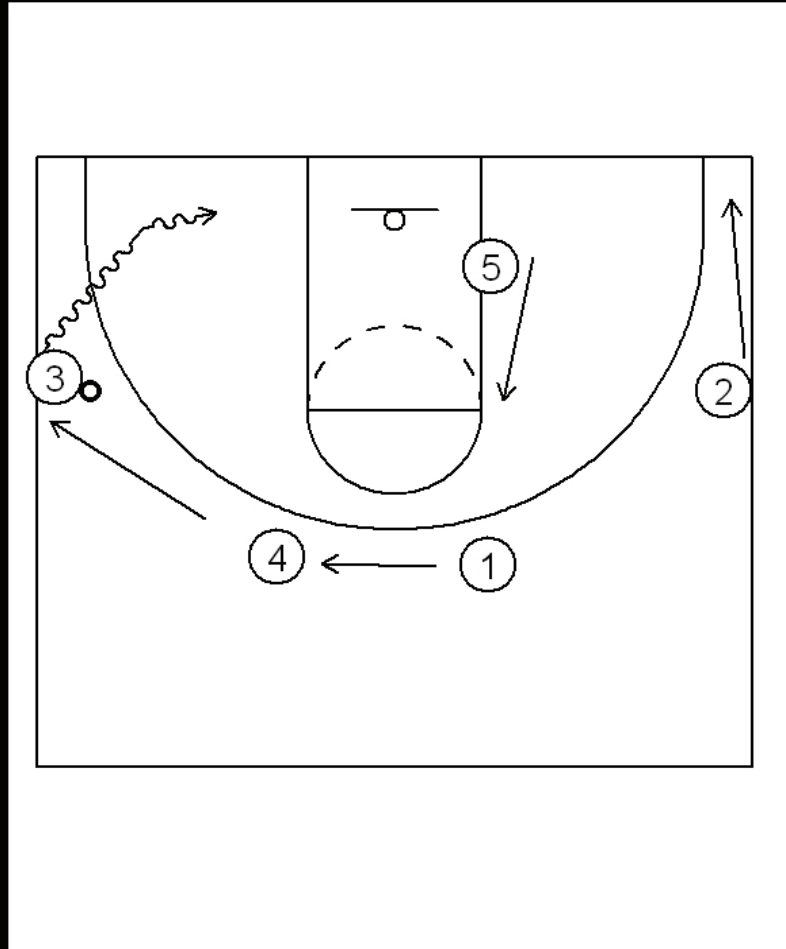
LAYER 4: Post Reactions to Dribble Penetration



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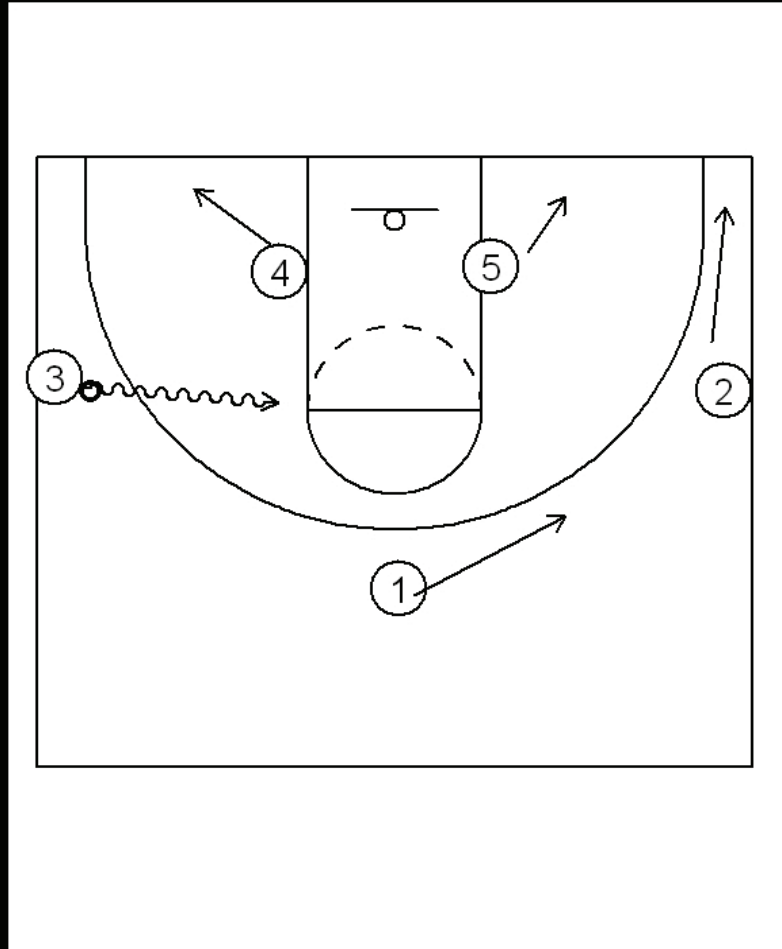


LAYER 4: Post Reactions to Dribble Penetration

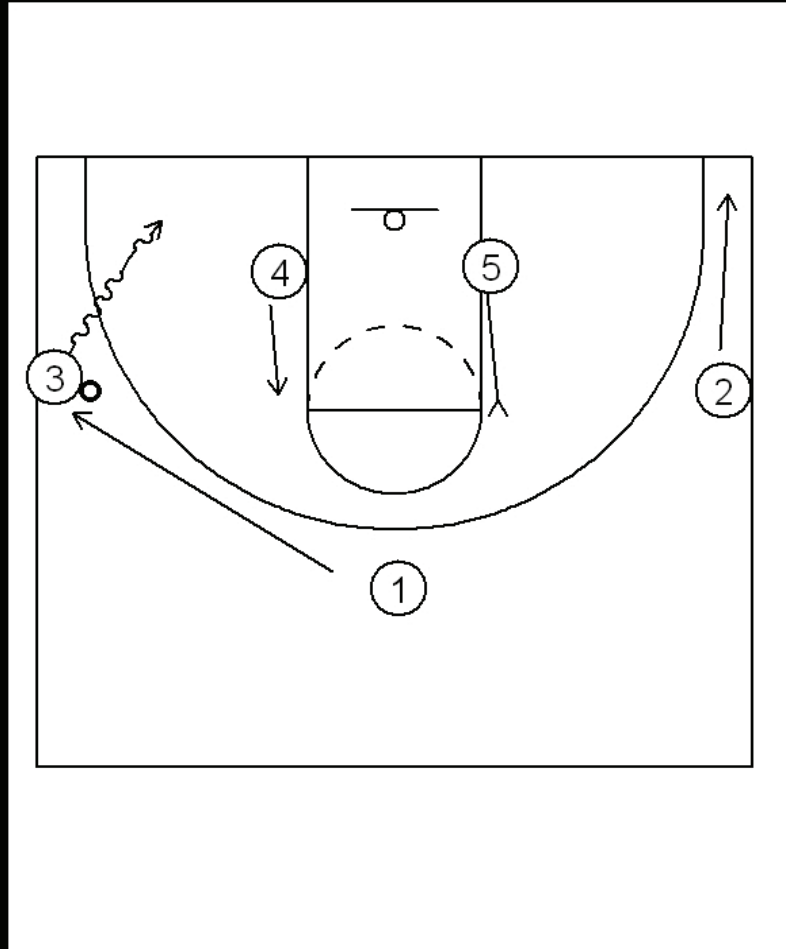


LAYER 4: Post Reactions to Dribble Penetration

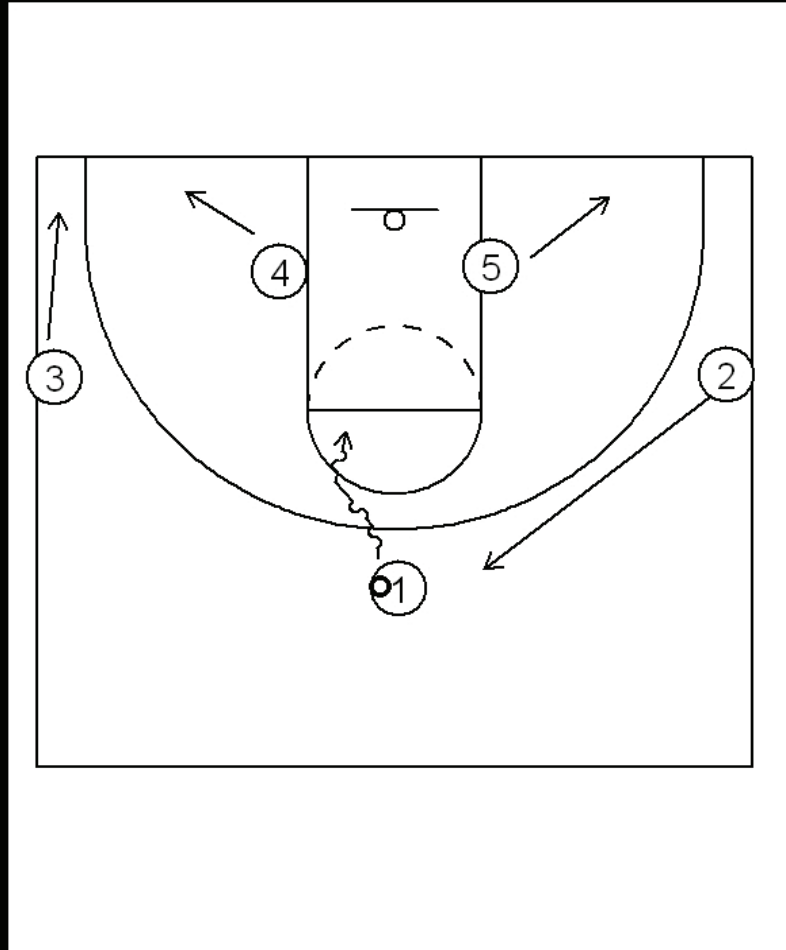
- 3 OUT 2 IN
EXAMPLE OF
LAYER 4



LAYER 4: Post Reactions to Dribble Penetration

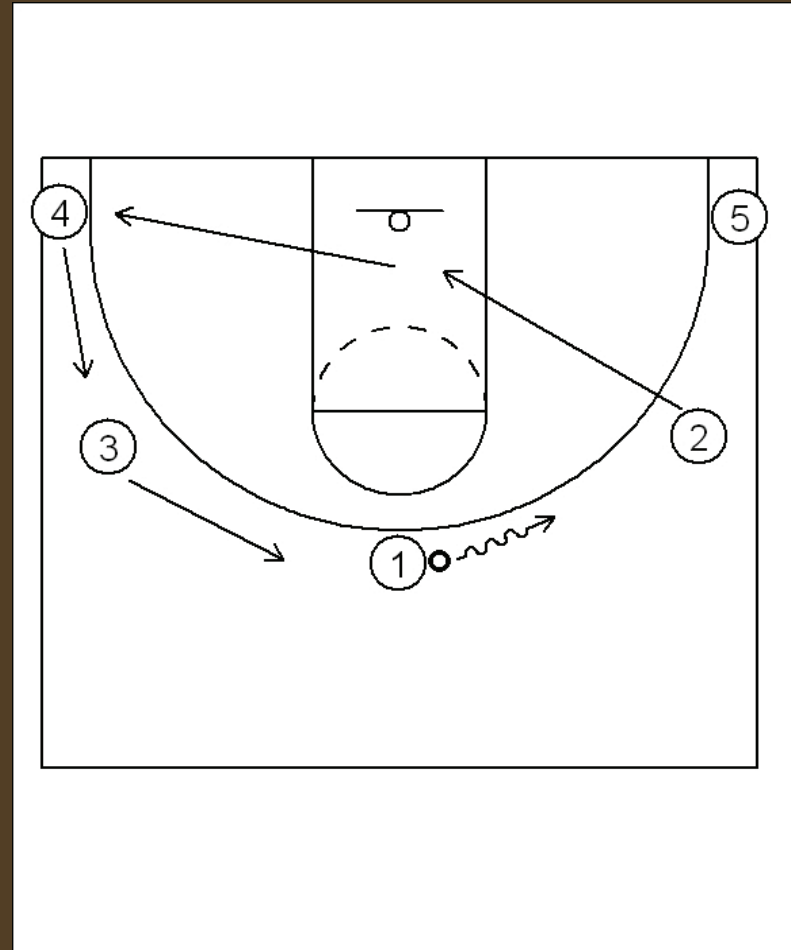


LAYER 4: Post Reactions to Dribble Penetration



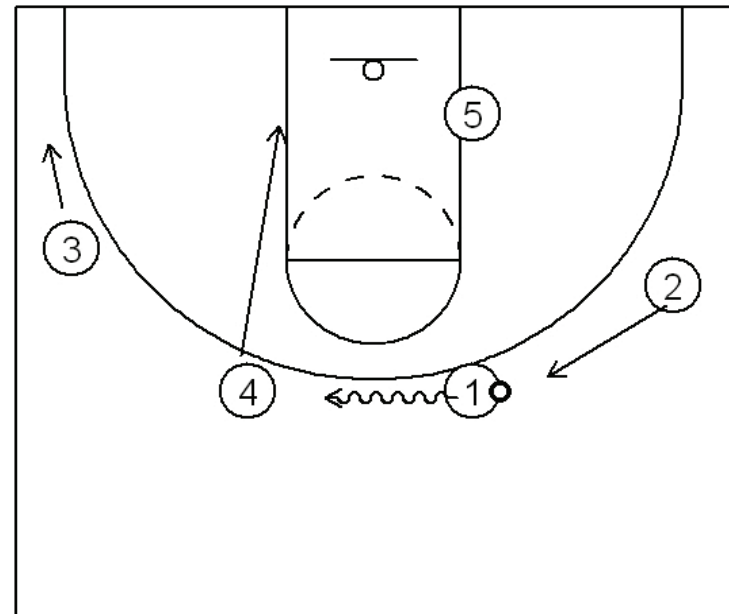
LAYER 5: East West Dribble: Speed Dribble

- The east / west dribble forces the basket cut
- we can use this layer to create movement, post up a perimeter player, set up a good read on the defensive overplay)



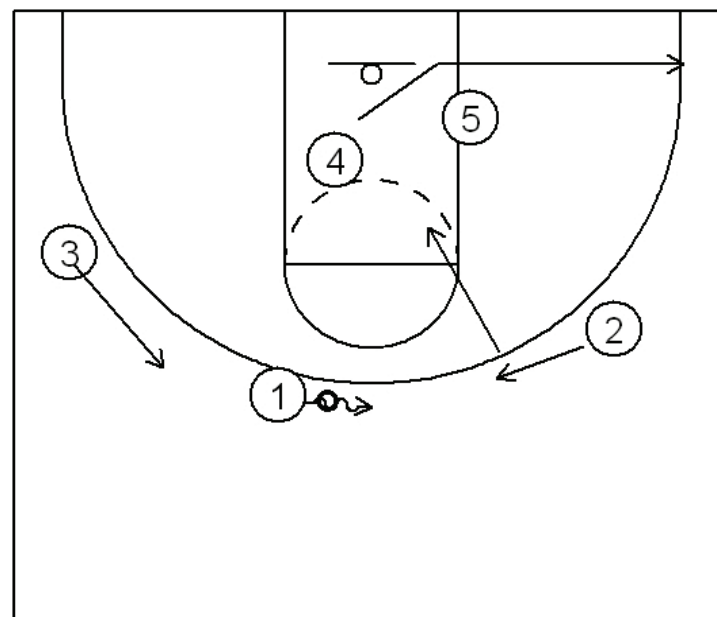
LAYER 5: East West Dribble: Speed Dribble

- 4 OUT 1 IN
EXAMPLE OF
LAYER 5

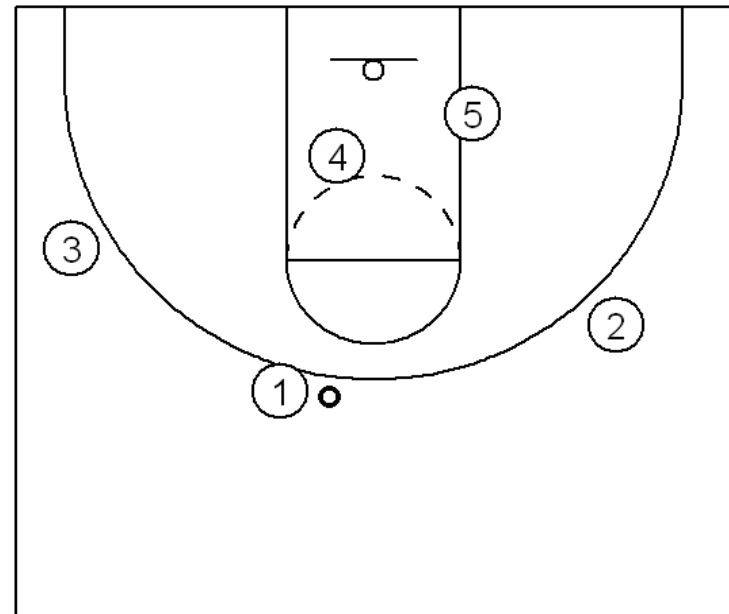


LAYER 5: East West Dribble: Speed Dribble

- here the 4 man has already basket cut, the 2 man is filling up from the baseline. Then the 1 man reverse direction and dribble at 2, so he basket cuts.
- This creates good movement.
- the cutter can use 5 as a screener during their movement out to the perimeter

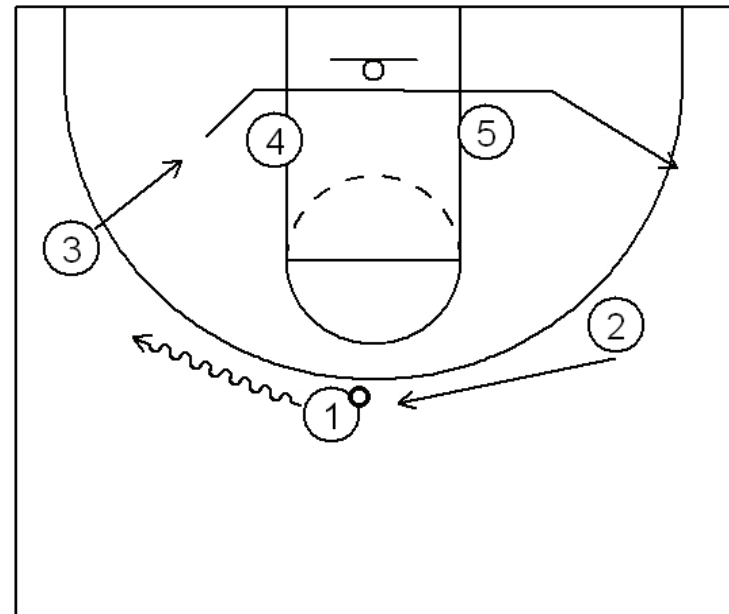


LAYER 5: East West Dribble: Speed Dribble



LAYER 5: East West Dribble: Speed Dribble

- 3 out 2 in example

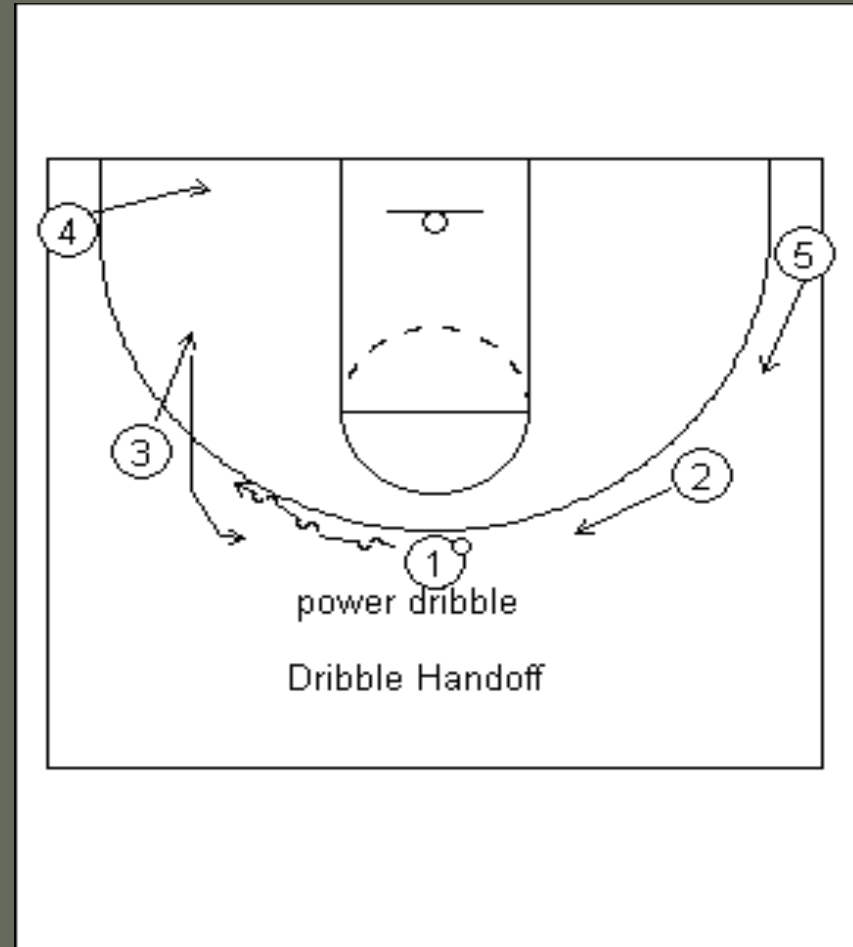


LEVEL B

**COMPLETING THE
FOUNDATION**

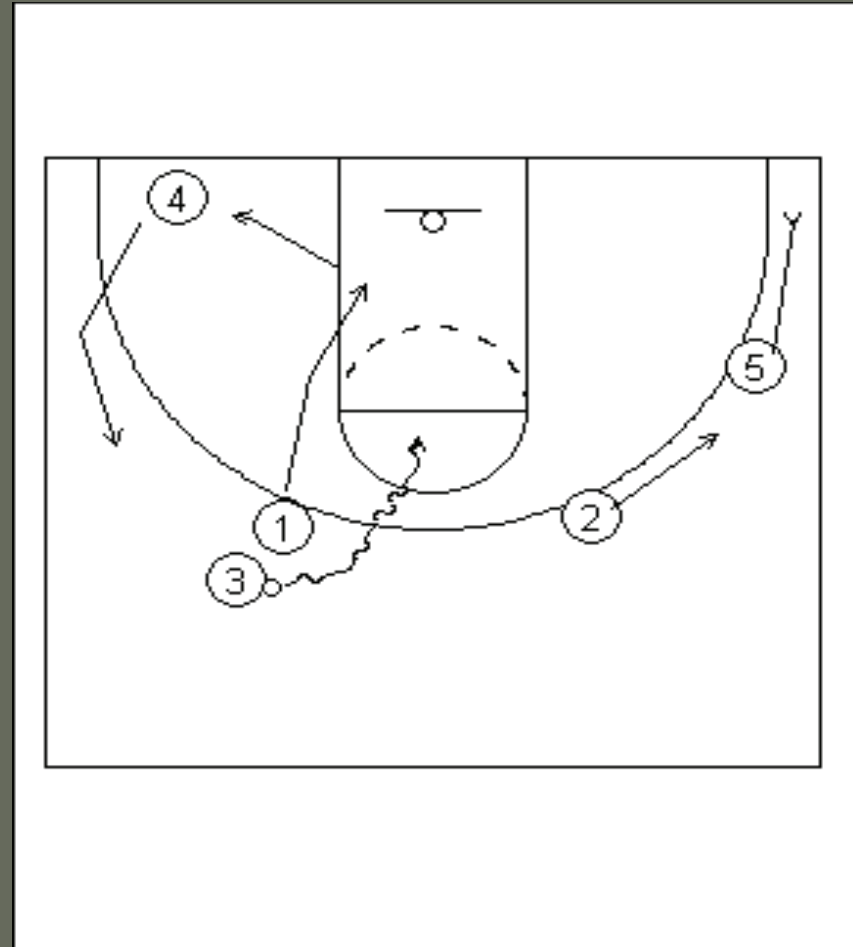
LAYER 6: EAST WEST DRIBBLE: POWER DRIBBLE

- **EAST WEST DRIBBLE: THE POWER DRIBBLE**
(DRIBBLE HANDOFF AND ROLL)
- 1. Can be used as a form of pressure relief.
- 2. Inside players can initiate the Pick and Roll to get inside.
- 3. It can be used to change "sets" 5 out > 4 out or 4 out > 3 out)
- Player signals he wants to do a DHO by doing a power dribble with a step slide action towards a player. This step slide must be so extreme that a teammate cannot mistake it for a speed dribble. Ballhandler will step across and turn his back to the goal.
- Player will V cut, faking the basket cut & circles to the outside.
- The ball is presented to the cutter with one hand on top (hand closest to cutter) and one hand on the bottom of the ball. Very similar to a hand off in football.
- Cutter reaches thru the keyhole to "snatch" the ball and get to the hole.



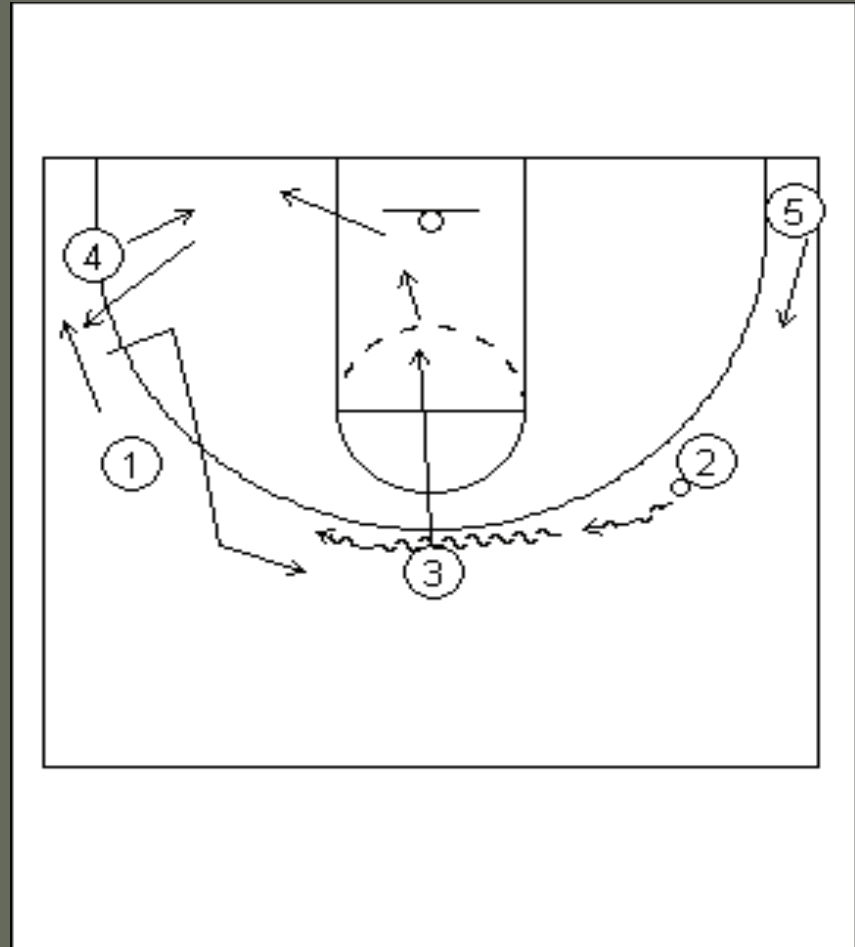
LAYER 6: EAST WEST DRIBBLE: POWER DRIBBLE

- if the roller is not open he executes the same reaction as a basket cut and moves out to open corner.
- THE POWER DRIBBLE
- 1. Its a pressure relief option for everyone
- 2. Its a safe way for post players to initiate a pick and roll on perimeter.
- 3. It can create mismatches when it forces teams to switch on the pick and roll.
- 4. It can be used to change sets from 5 out to 4 out and 4 out to 3 out.
- 5. Its an easy way to transfer the ball to a better playmaker in a great playmaking situation.



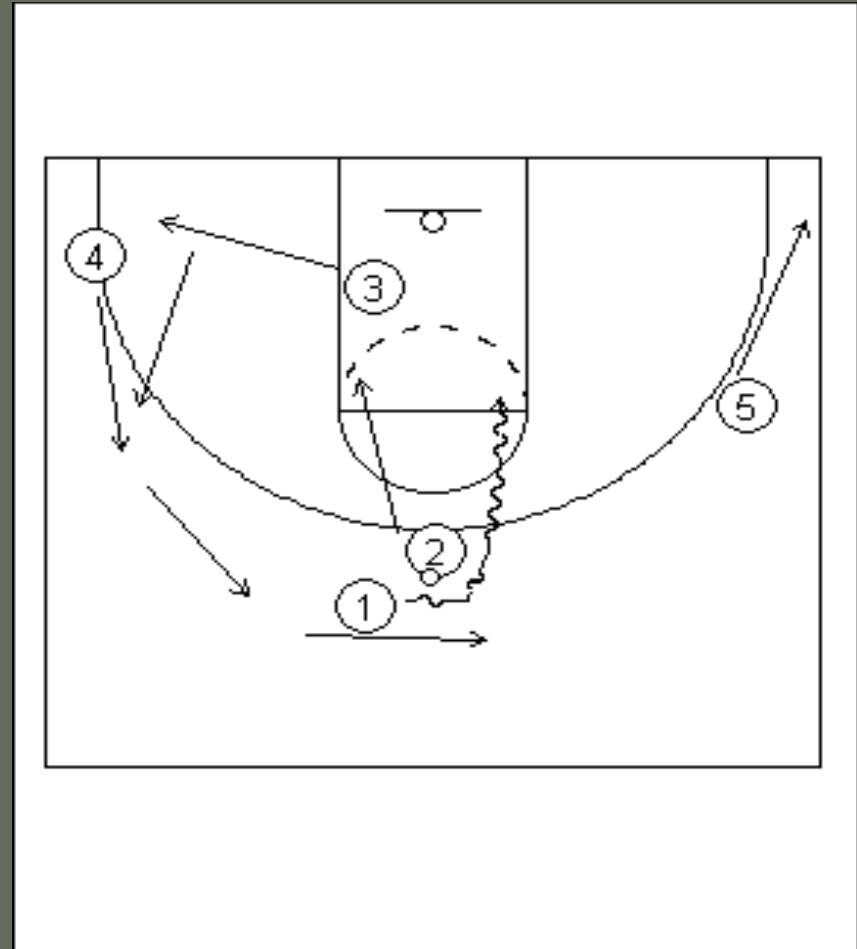
LAYER 6: EAST WEST DRIBBLE: POWER DRIBBLE

- If 1st player mis-reads the power dribble then they continue on to next player and look to 'DHO' or reverse and power dribble the other direction.



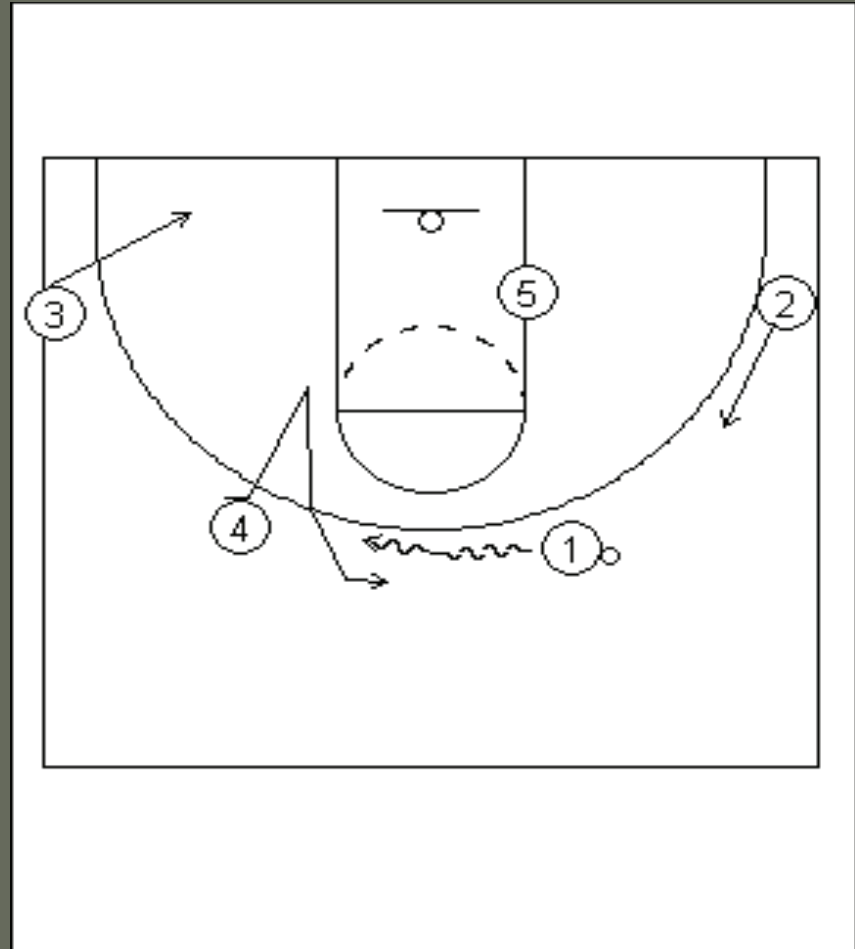
LAYER 6: EAST WEST DRIBBLE: POWER DRIBBLE

- Here after player #3 mis-read and cut to the basket, player 2 just kept going and ran a DHO with player # 1.
- If he wanted to, player #2, could have reversed direction and ran a dribble handoff with player #5.

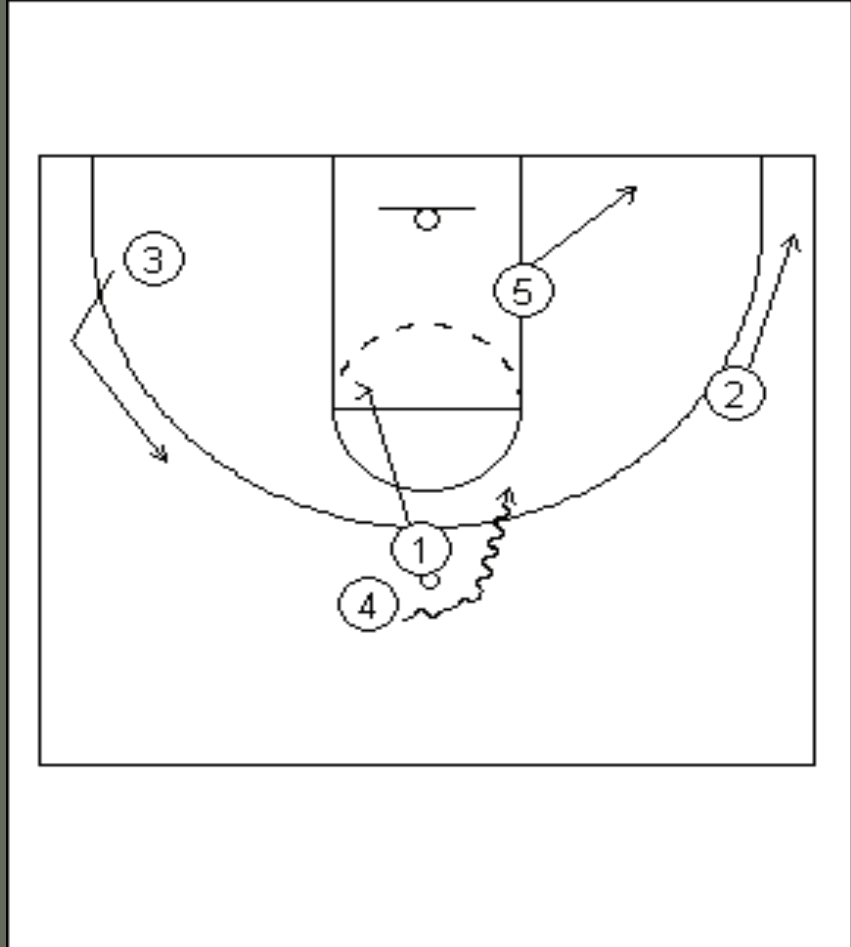


LAYER 6: EAST WEST DRIBBLE: POWER DRIBBLE

- EXAMPLE OF 4 OUT 1 IN OFFENSE WITH POWER DRIBBLE USED.

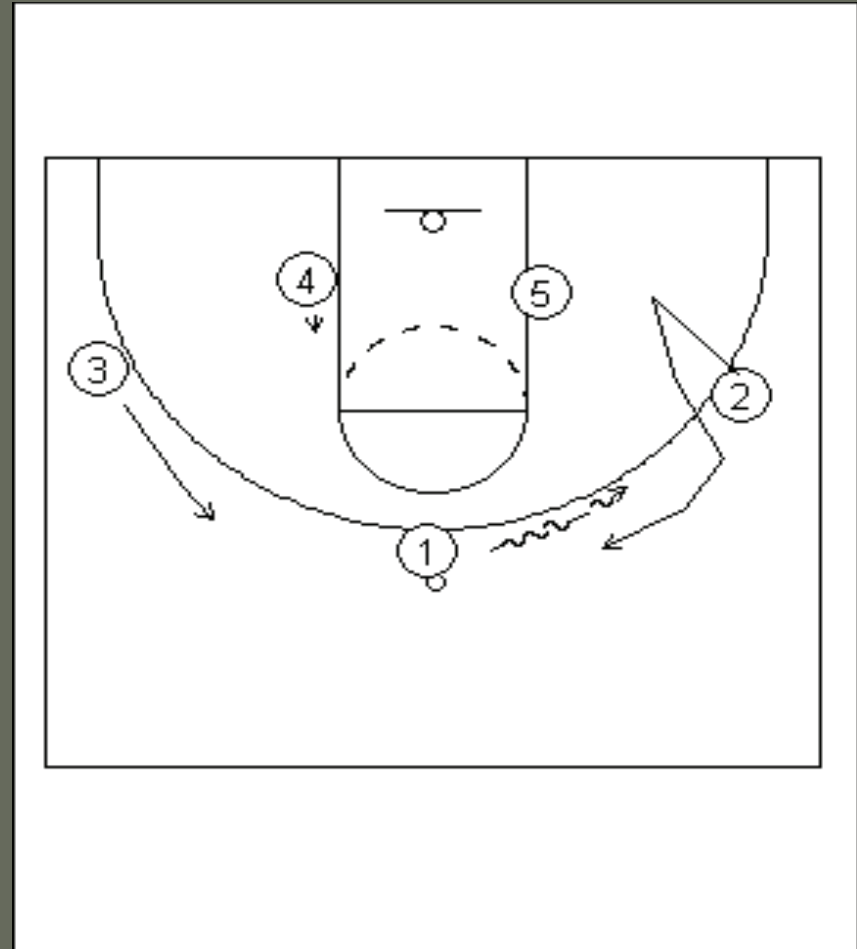


LAYER 6: EAST WEST DRIBBLE: POWER DRIBBLE

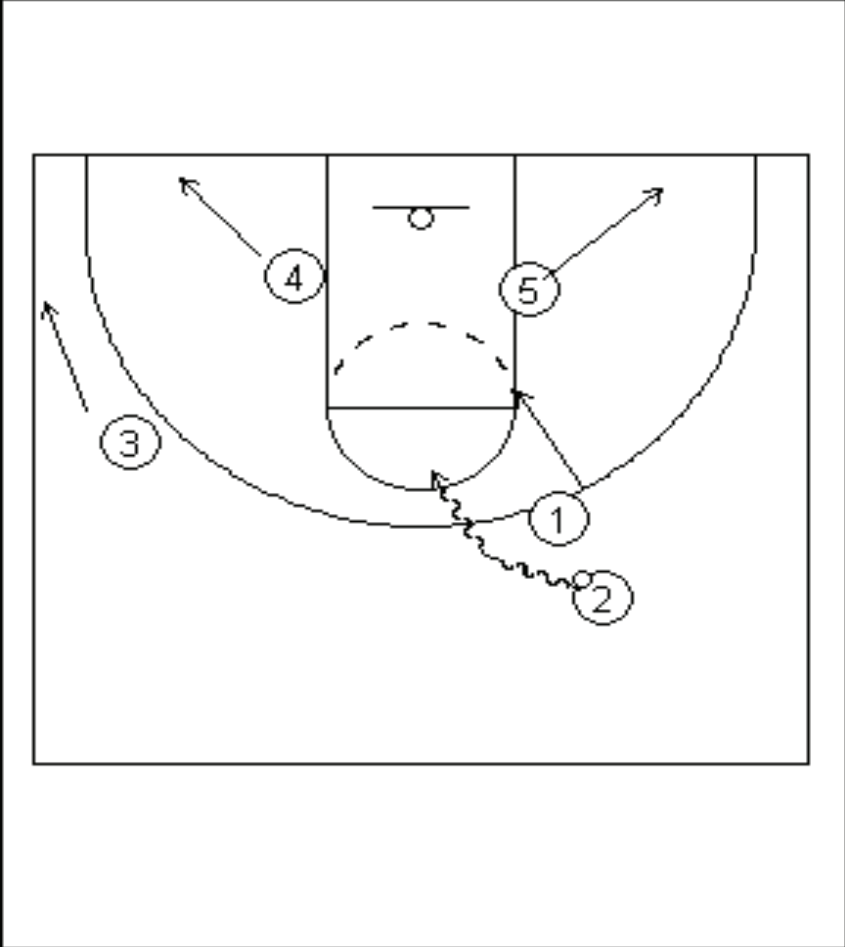


LAYER 6: EAST WEST DRIBBLE: POWER DRIBBLE

- 3 OUT 2 IN
EXAMPLE OF
POWER DRIBBLE

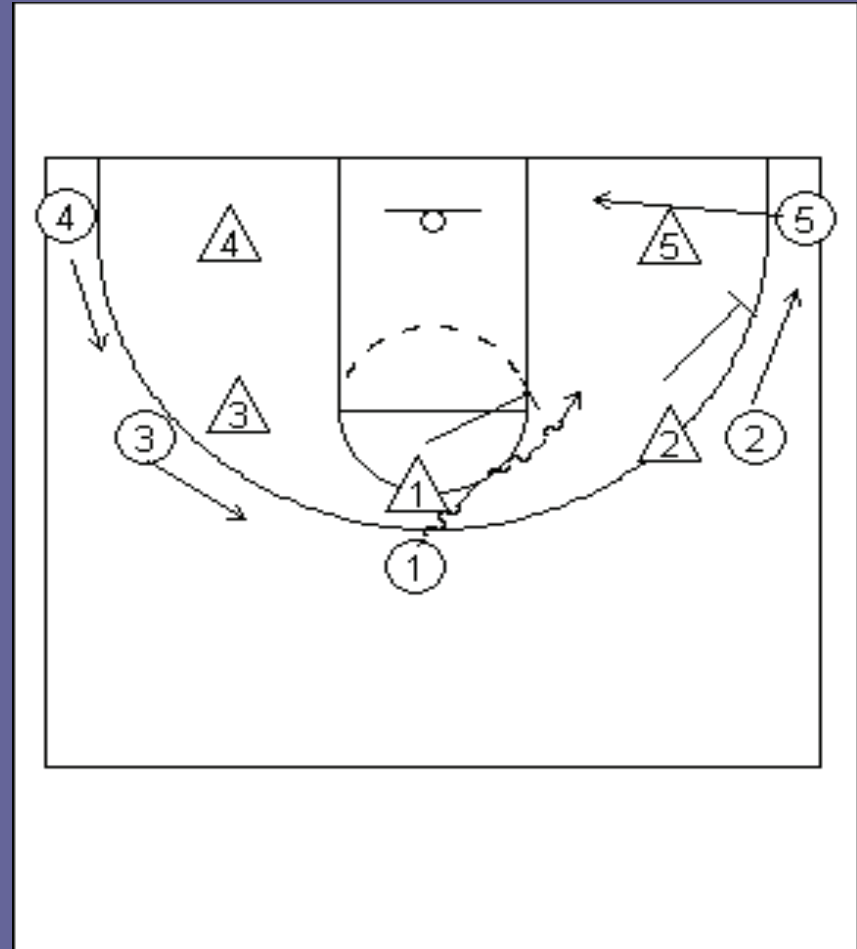


LAYER 6: EAST WEST DRIBBLE: POWER DRIBBLE



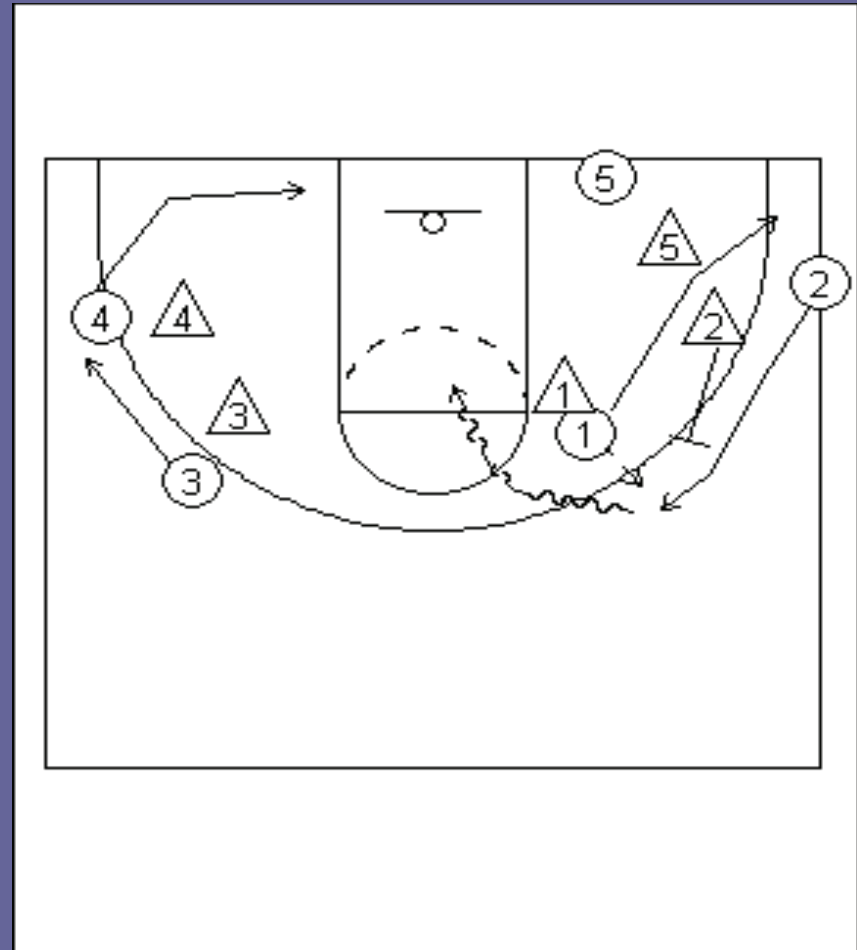
LAYER 7: EAST WEST DRIBBLE: CIRCLE REVERSE

- Layer 7: Circle Reverse
- This layer is very similar to the kick back for the dribble drive motion offense.
- The offense attempts a North > South dribble and is cut off and forced to the outside.
- The 2 man starts his circle movement and sees that his defender doesn't help on the drive. So he plants and reverses his circle movement.



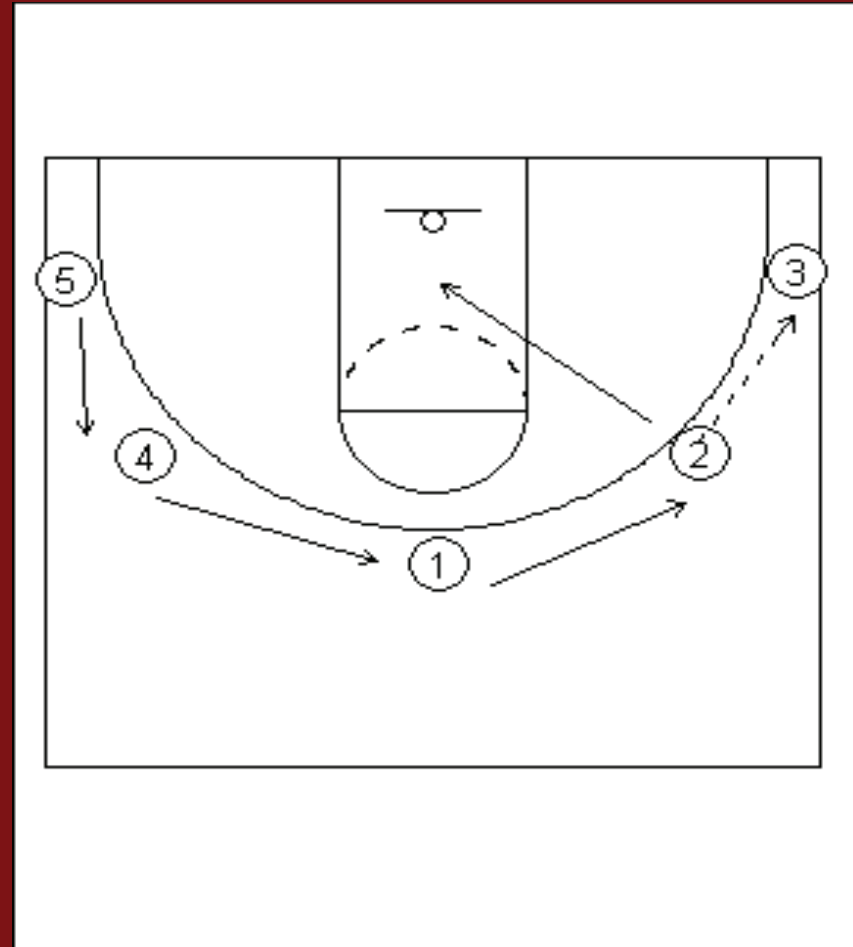
LAYER 7: EAST WEST DRIBBLE: CIRCLE REVERSE

- Here the 2 man is running reverse circle motion. We want him to play "down hill" and catch the ball going towards the rim.
- The 3 man and 4 man will adjust their circle movement and reverse direction .

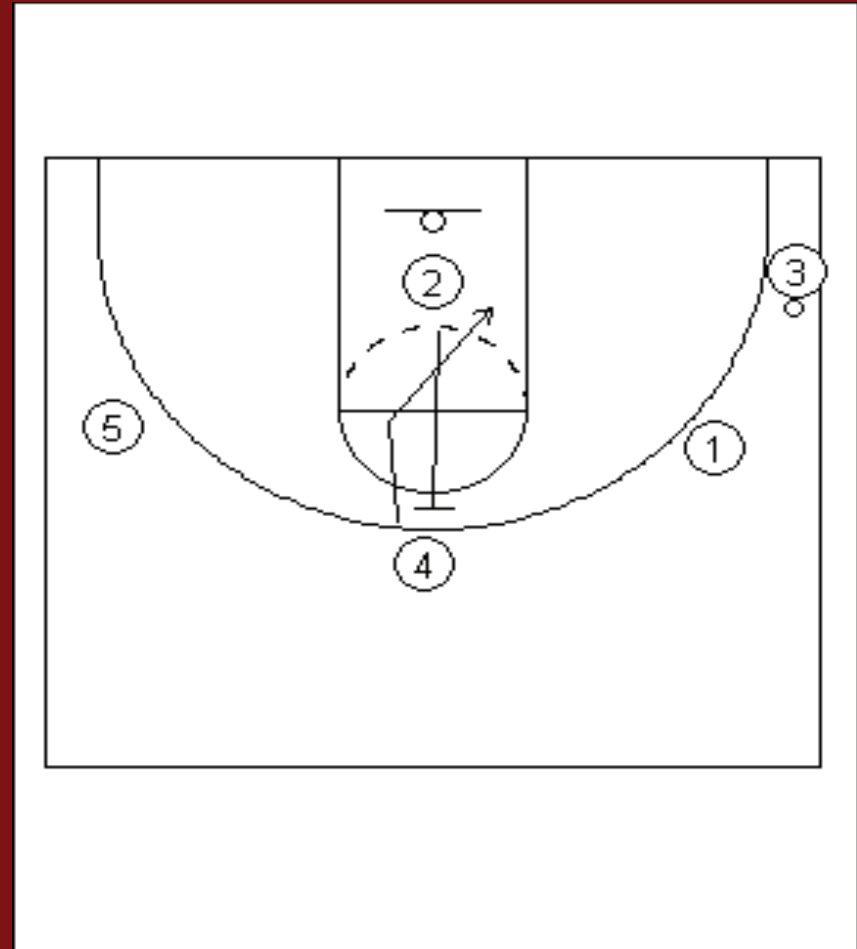


LAYER 8: BACK SCREENS

- **Layer 8: BACK SCREENS**
- After any basket cut, you may backscreen your way out
- Why Backscreen?
 - - hard to defend
 - - similar to basic layer basket cuts
 - - dovetails into previous layers
 - - its a North / South attack
 - - natural movement
 - - cutter always fill ou
 - - ordinarily its to get open, now its to get a teammate open: "youv'e had your chance to score, now give your teammate a chance to score" "Don't hand in the lane"
- Sprint out of the lane, fill out with a purpose,
- setting a backscreen can mean a 3 for the screener
- How to backscreen:
 - Jump stop and call out teammates name, cutter cannot move until they hear the feet hit the floor.

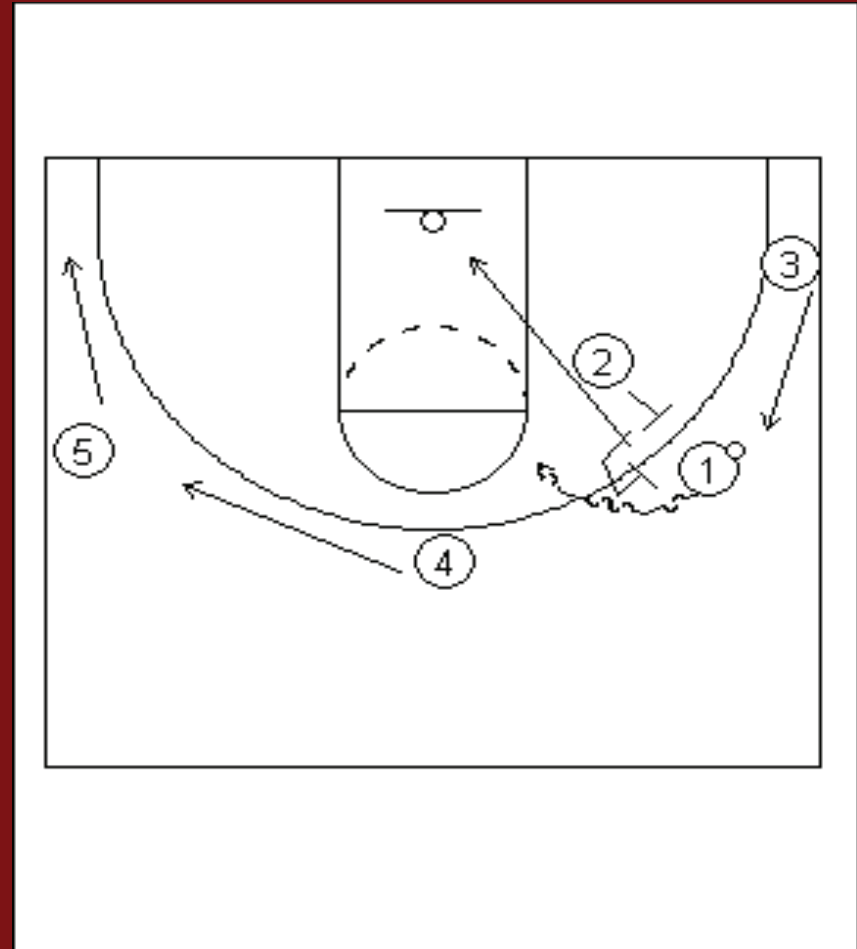


LAYER 8: BACK SCREENS



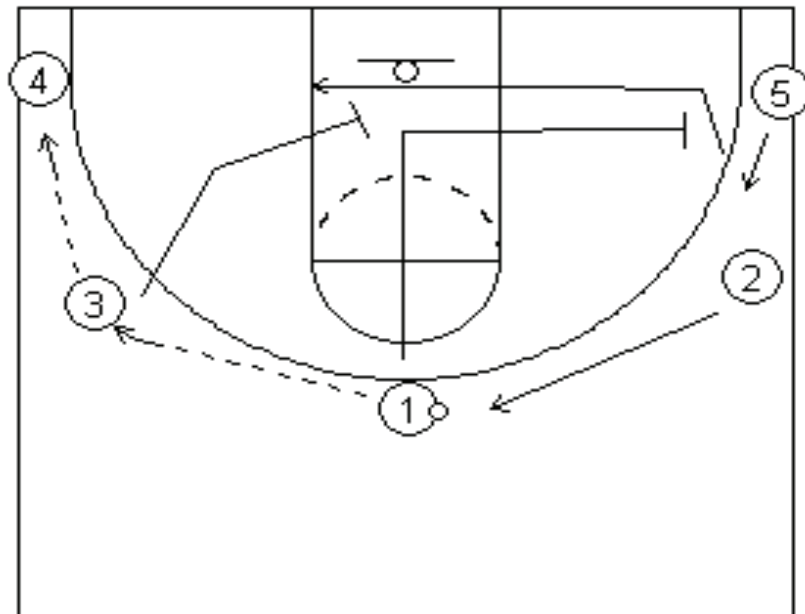
LAYER 8: BACK SCREENS

- error correction:
- If you fill out to wrong side of the floor, just set a backscreen for a teammate any your still good.
- if you get caught setting a backscreen when a player receives a pass, just be patient and set a ball screen or set a backpick after they pass the ball.

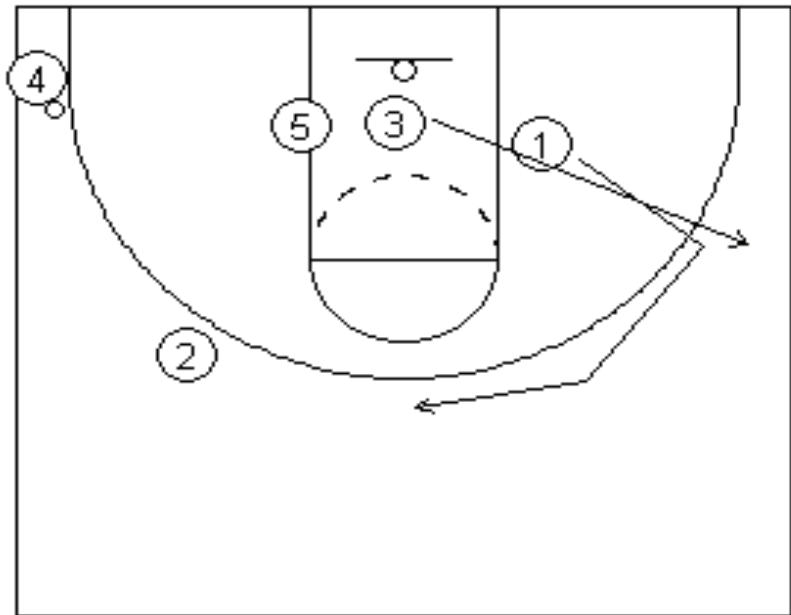


LAYER 9: MULTIPLE STAGGERED SCREENS

- Layer 9: MULTIPLE STAGGERED SCREENS
- finish your cut and use or set staggered screens as you go.
- while cutting, look for multiple staggered screens
- encourage players to finish cuts.
- some of these screens may be "rub" screens.

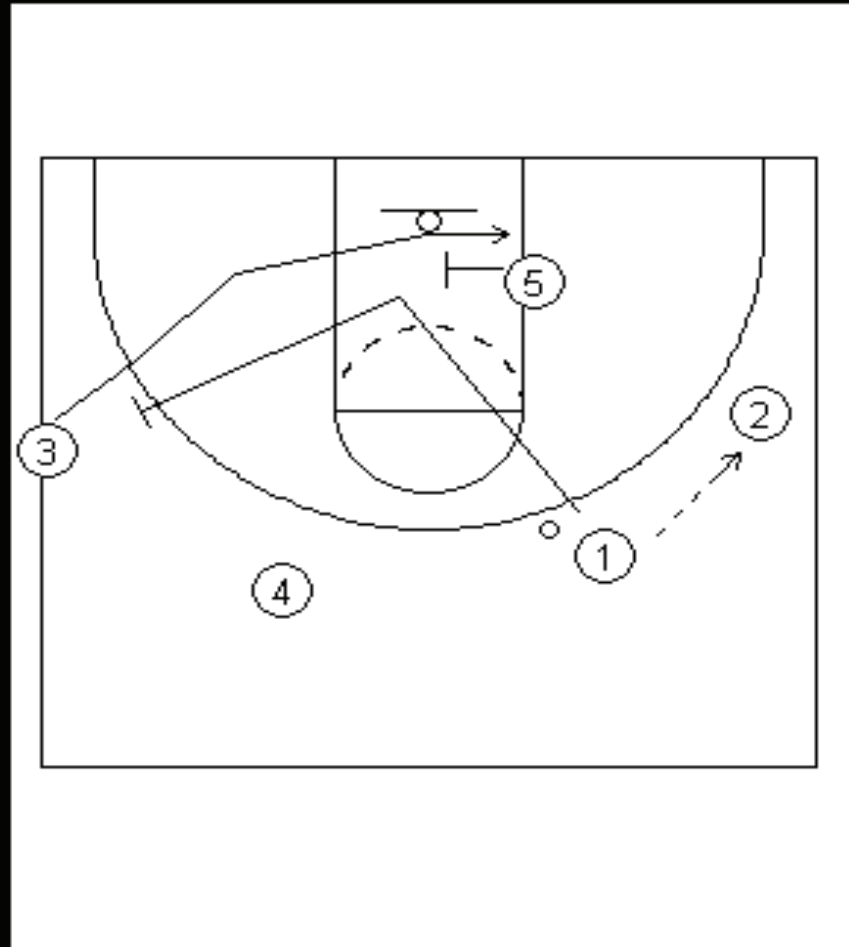


LAYER 9: MULTIPLE STAGGERED SCREENS



LAYER 9: MULTIPLE STAGGERED SCREENS

- 4 out example:
- this works well when you have a post already set down in the post.
- you can keep the post on one side of the floor, ballside all the time, or back side all the time.
- the post looks to screen for cutters.

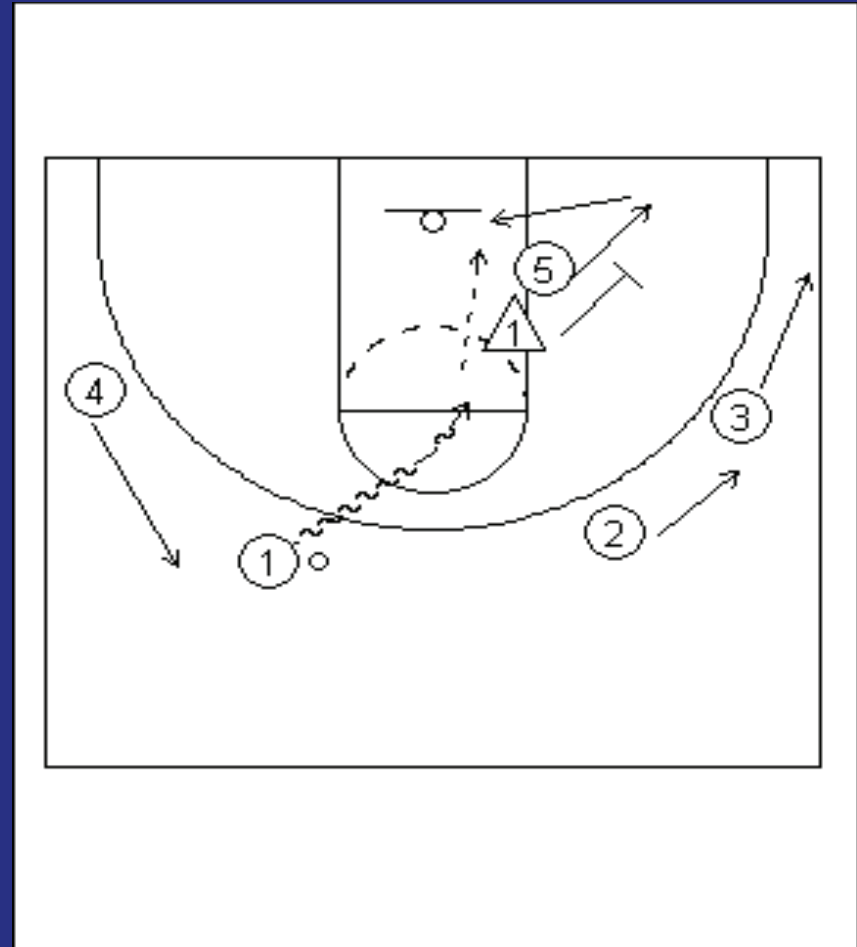


LEVEL C

POST PLAY

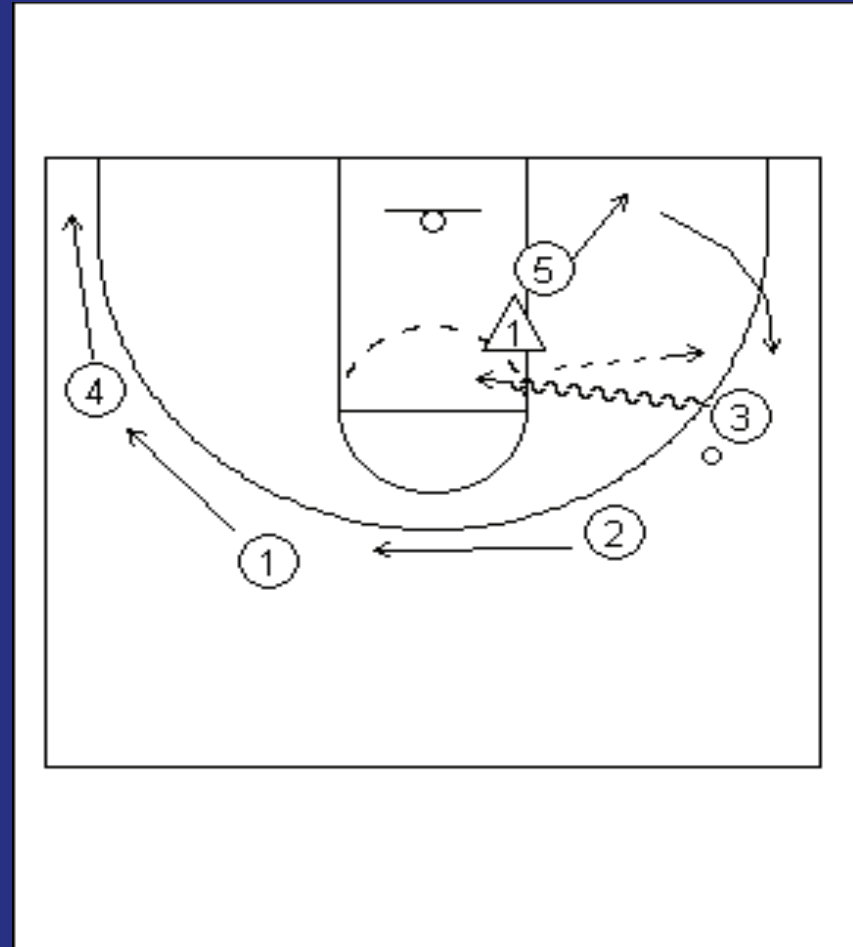
LAYER 10: 4 OUT 1 IN ADVANCED POST REACTIONS

- Layer 10: 4 out 1 in advanced post reactions
- These reactions are some advanced moves for the single post to use in a dribble drive situation.
- Here the point drives middle, starting opposite the post.
- The post slides short corner.
- The post defense follows the cut.
- The post executes a rear



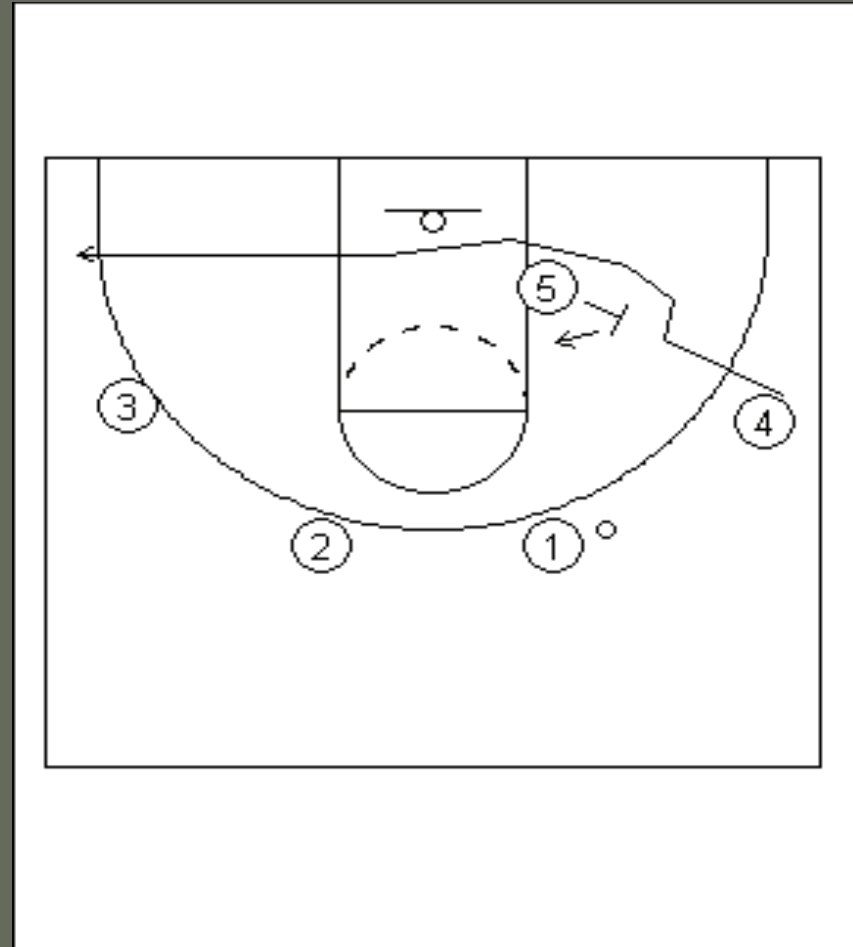
LAYER 10: 4 OUT 1 IN ADVANCED POST REACTIONS

- Here the penetration occurs on the post side.
- - the post slides to the short corner
- - and then circle moves to the safety valve position
- either of these moves can be used if the post has previously mastered the L cut and I cut.
- this circle move works great for a post that is a good shooter.
- or
- start your best shooter in the post and have them circle out on penetration.

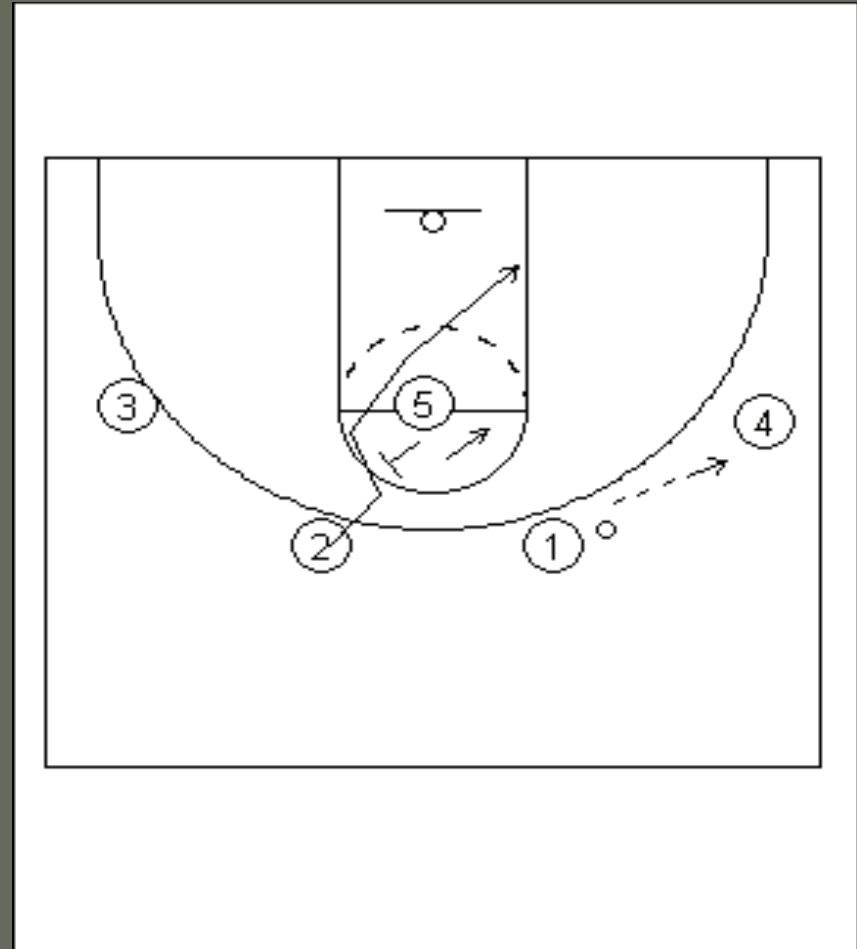


LAYER 11: 4 OUT 1 IN POST BLOCKING

- LAYER 11: 4 OUT 1 IN POST BLOCKING
- Here the post is utilized as a screener and looks to shape up after he screens.
- You can assign the post to:
 - 1. low
 - 2. high
 - 3. wide
 - 4. one side high or low
- there are endless varieties depending on the post players level of skill.

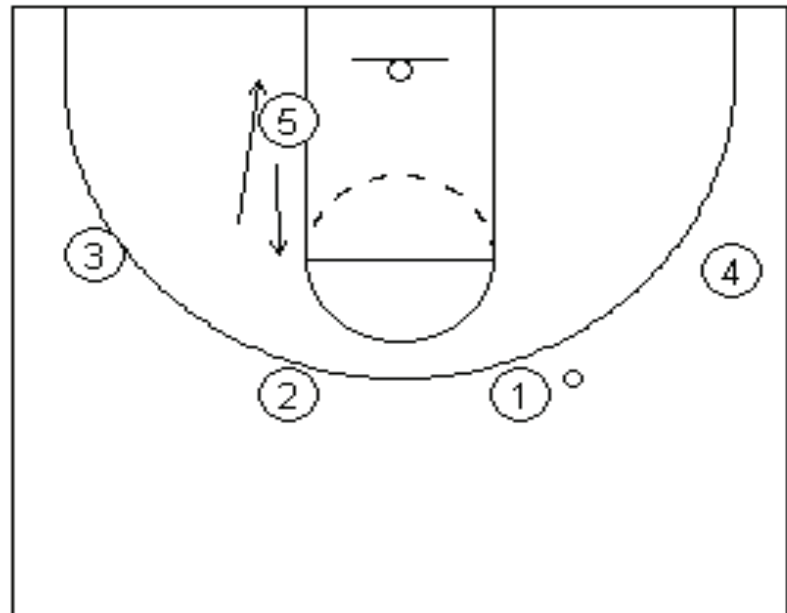


LAYER 11: 4 OUT 1 IN POST BLOCKING



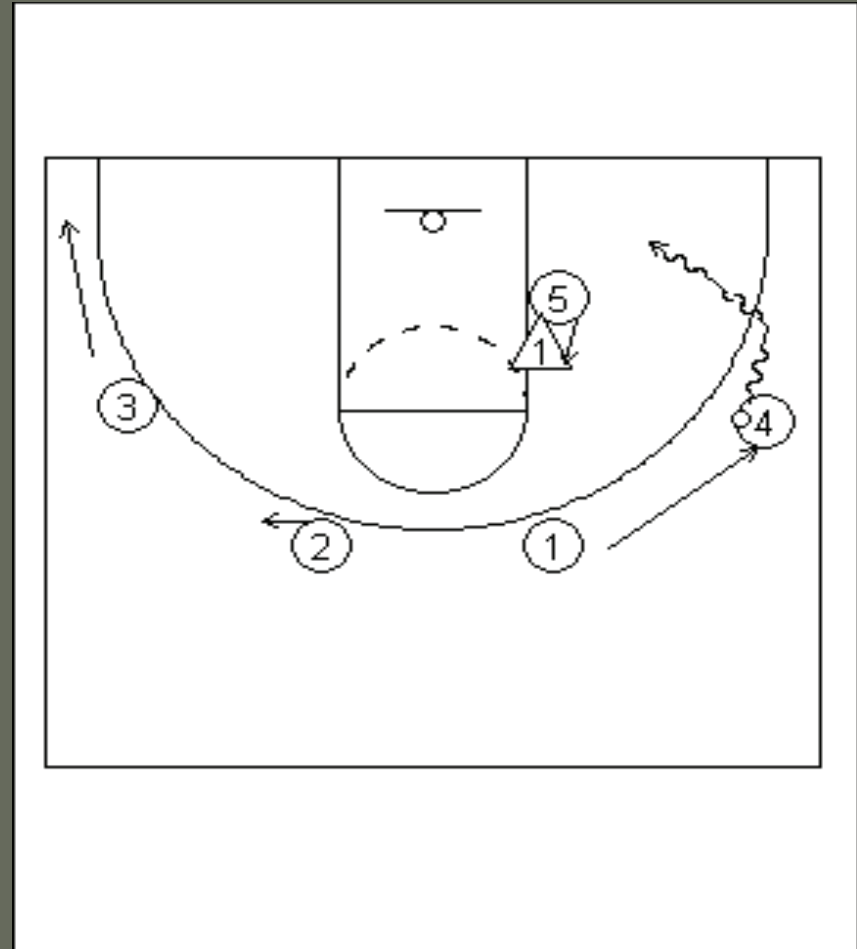
LAYER 11: 4 OUT 1 IN POST BLOCKING

- here we keep the post on the left side. This opens up the right side for driving and the left side for posting. Anyone that crosses the left side can get a pick from the post.



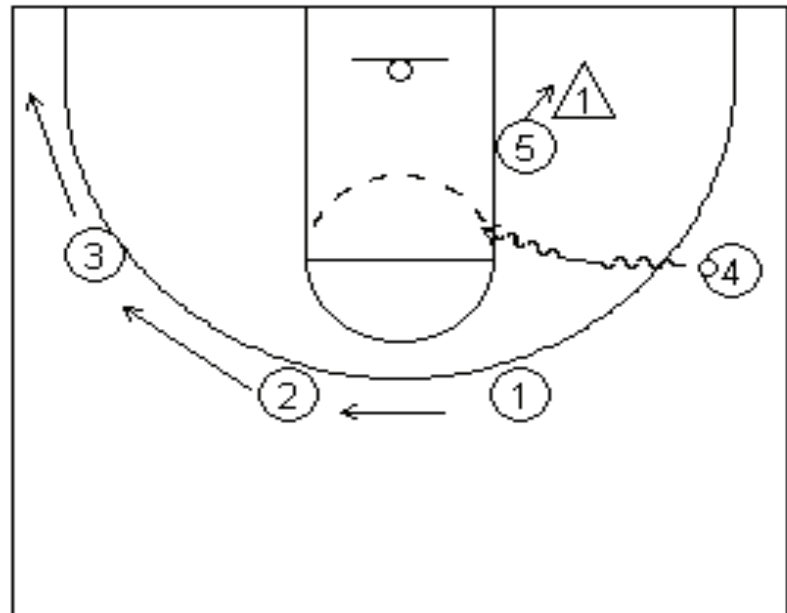
LAYER 11: 4 OUT 1 IN POST BLOCKING

- In the 4 out set the post defense should tell the guards where to look to drive.
- Here the defense is on the high side of the post. So the guard drives baseline and the post looks to cut up the lane.



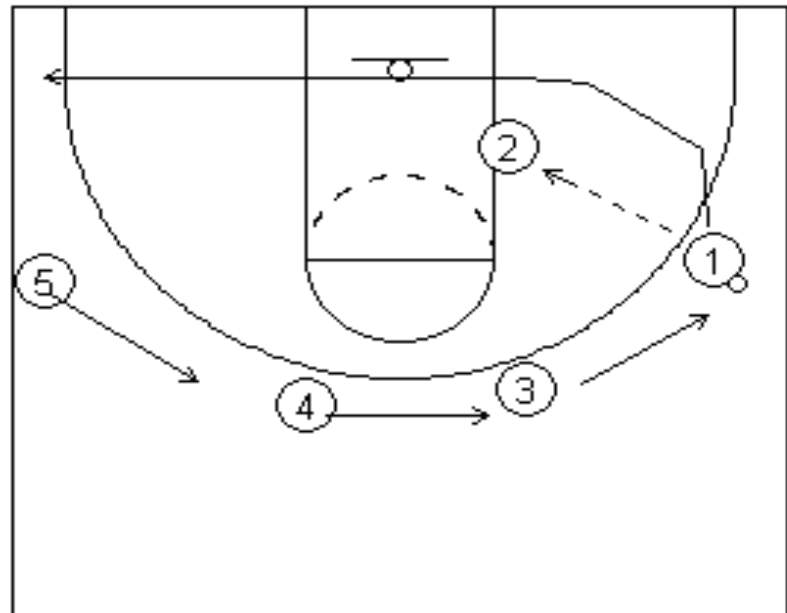
LAYER 11: 4 OUT 1 IN POST BLOCKING

- defense is on the low side, we look to drive middle



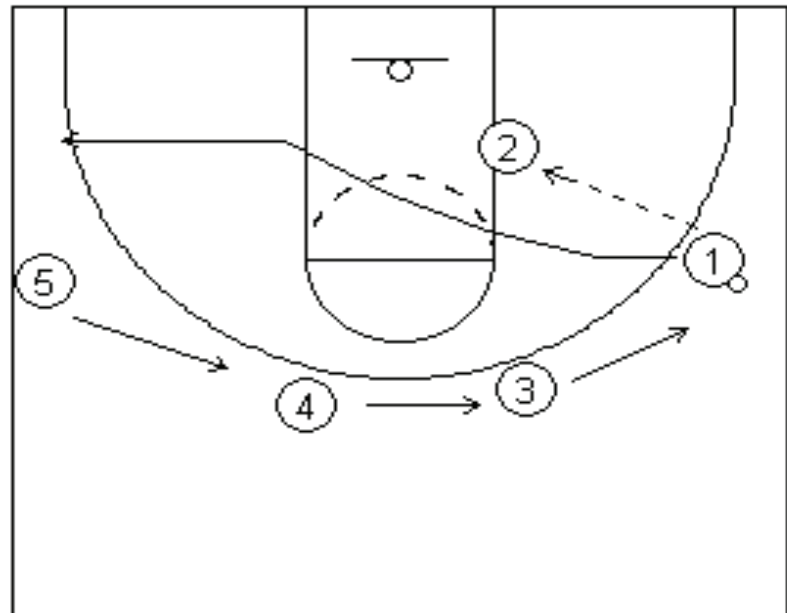
LAYER 12: 4 OUT 1 IN POST PASSING

- LAYER 12: 4 OUT 1 IN: POST PASSING
- There are 4 different cuts that we make off a post feed.
- note: you might move this layer up in the teaching order, if you are a more post oriented team.
- 1st cut:
- Laker cut Low:
- Feed the post and cut low below the post and thru to the opposite side. The other guards fill up to the open spot.
- when the guards rotate, they are looking to see if their defender breaks the read line. If so they will backcut.



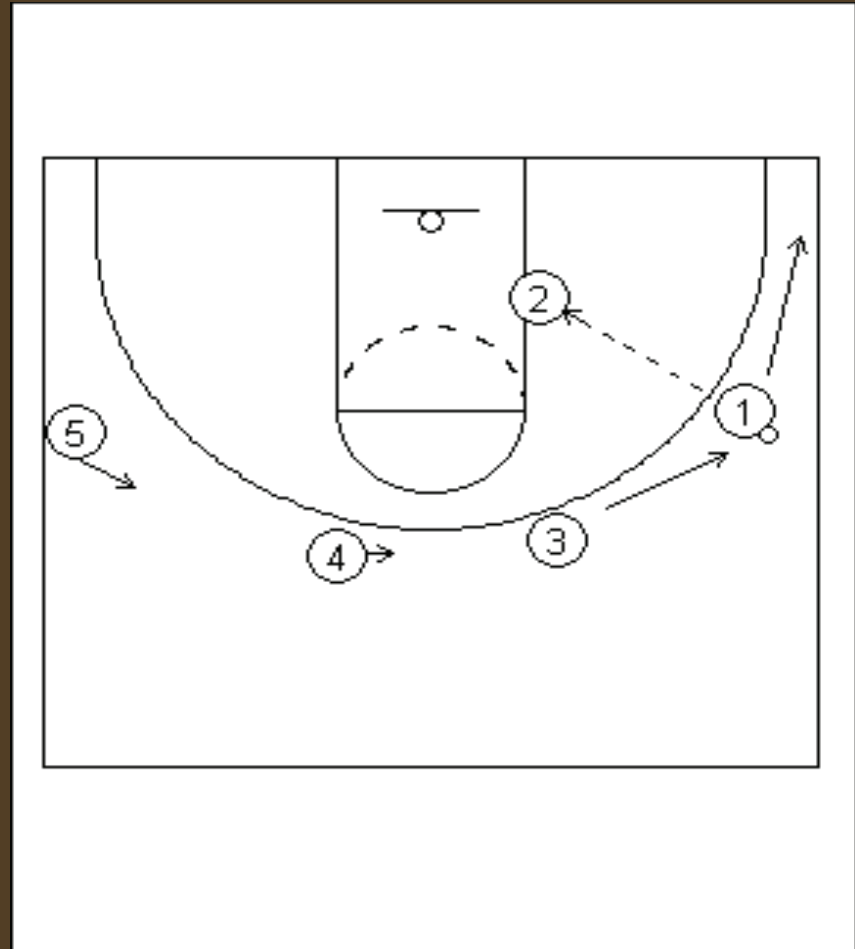
LAYER 12: 4 OUT 1 IN POST PASSING

- this the LAKER CUT
LOW



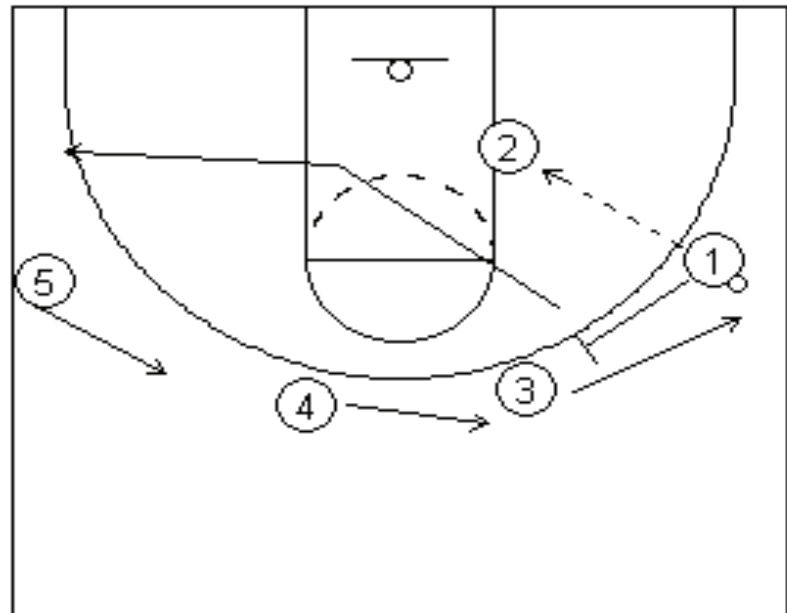
LAYER 12: 4 OUT 1 IN POST PASSING

- this is the RELOCATION
- this is ideal if the wing's defender double downs on the post.



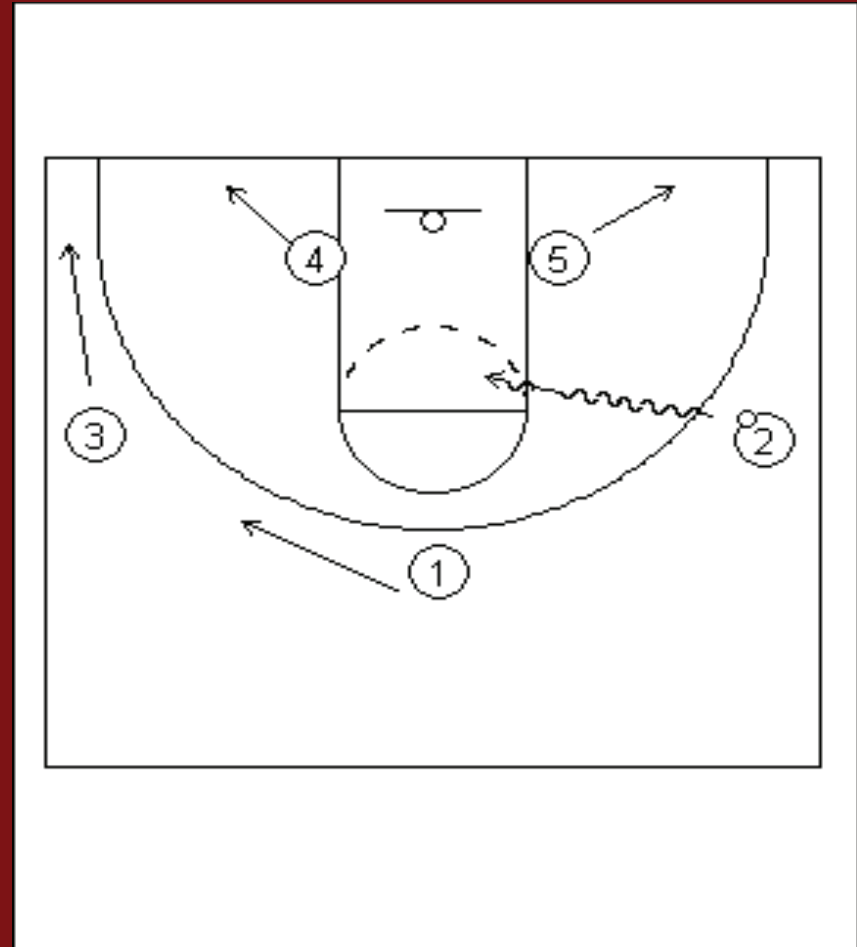
LAYER 12: 4 OUT 1 IN POST PASSING

- this is the X CUT.
- screen up and then roll to the basket.



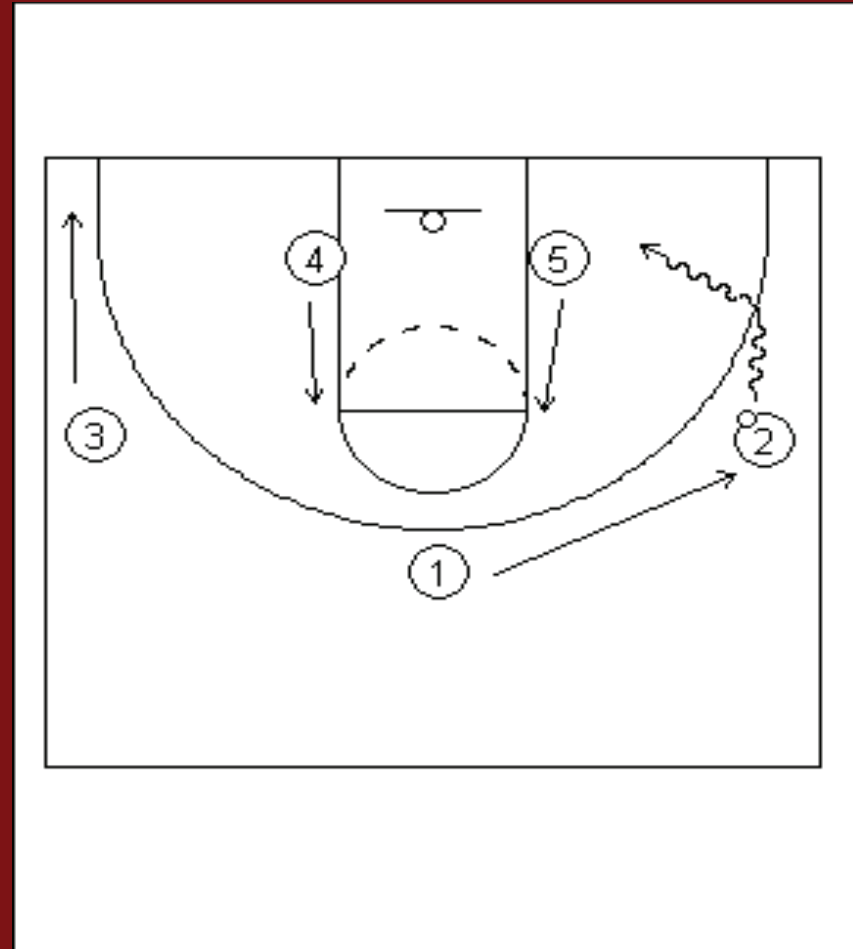
LAYER 13: 3 OUT 2 IN DRIBBLE PENETRATION

- Layer 13: 3 OUT 2 IN dribble penetration
- the post will adjust to where the dribble penetration occurs.
- If penetration occurs above the post they will dive to the short corner.

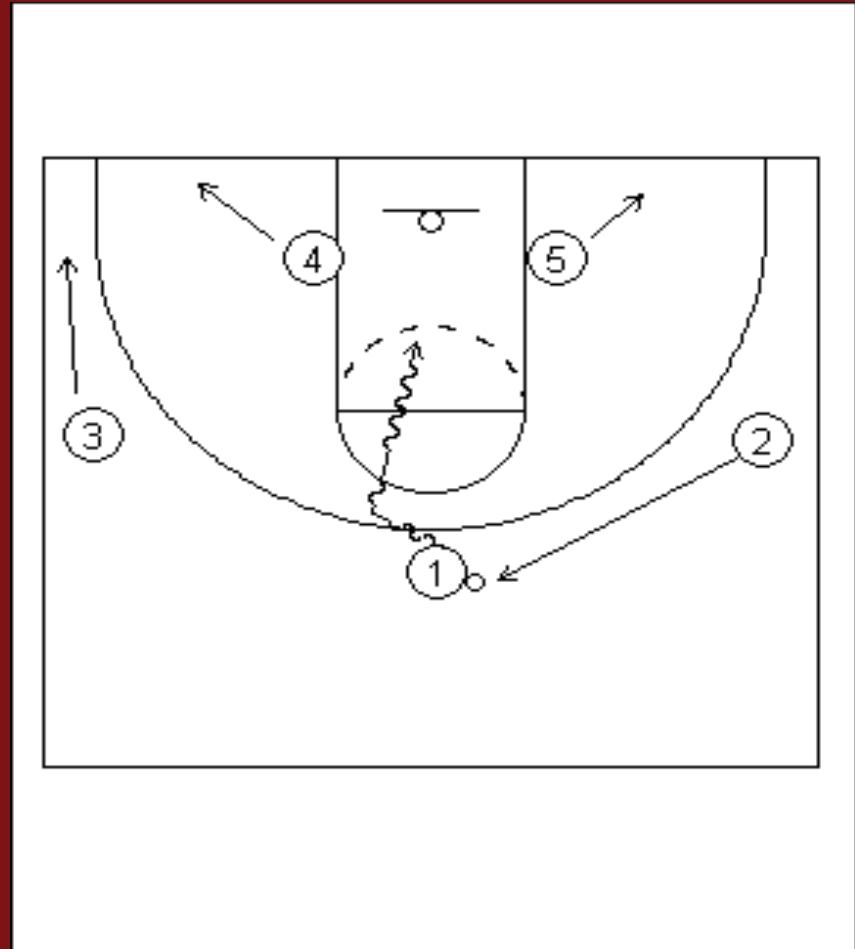


LAYER 13: 3 OUT 2 IN DRIBBLE PENETRATION

- If penetration occurs below the post.
- they will cut up to the elbow of the lane, this takes care of the 90 degree pass and the 45 degree pass.
- the opposite wing fills the opposite corner for the natural pitch pass and the guard fill the safety valve spot.

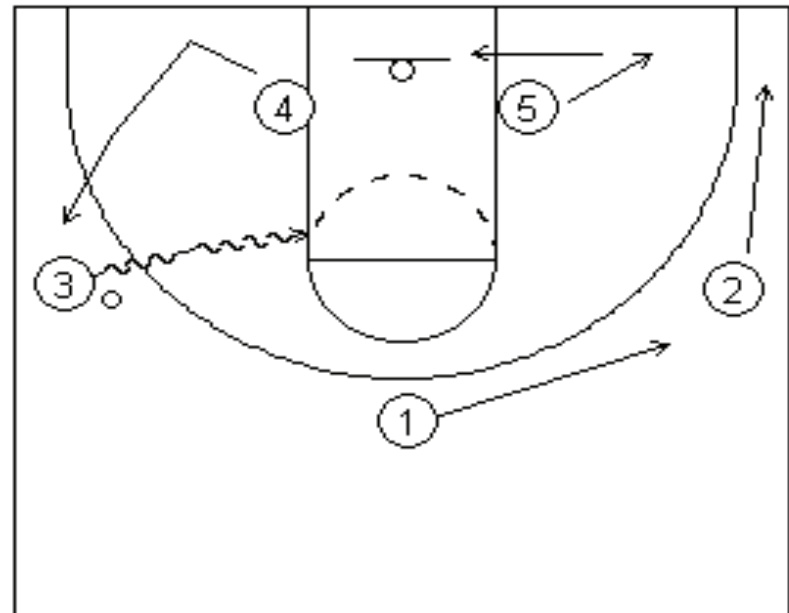


LAYER 13: 3 OUT 2 IN DRIBBLE PENETRATION



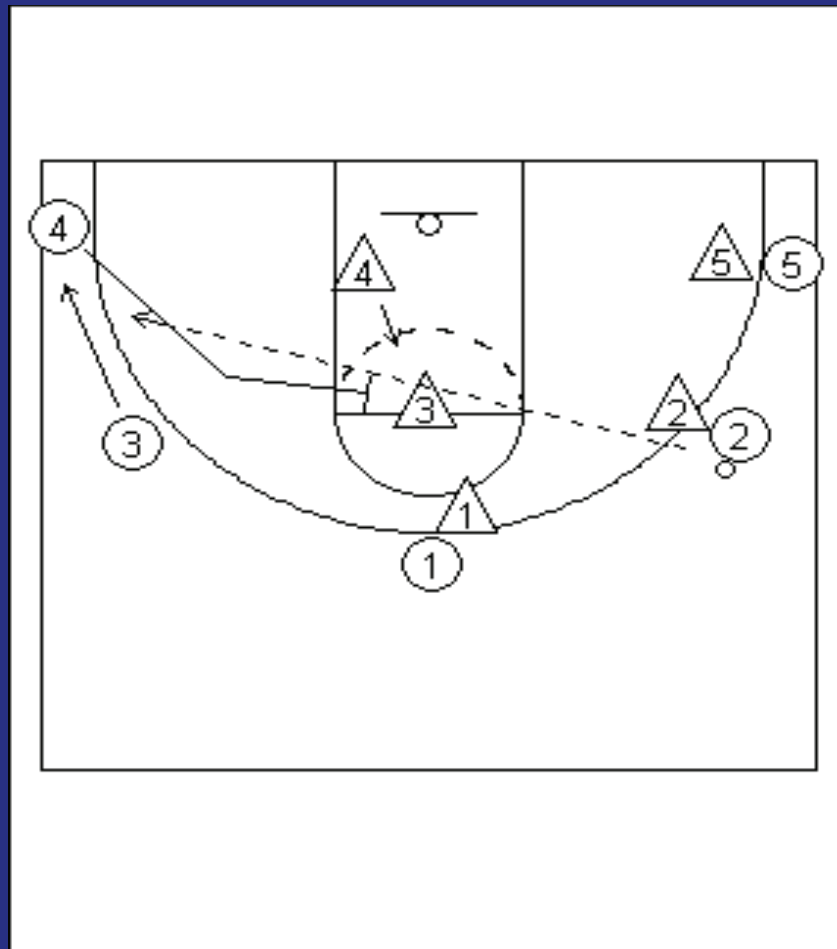
LAYER 13: 3 OUT 2 IN DRIBBLE PENETRATION

- here we have a drive above the post and two advance cuts by the post.



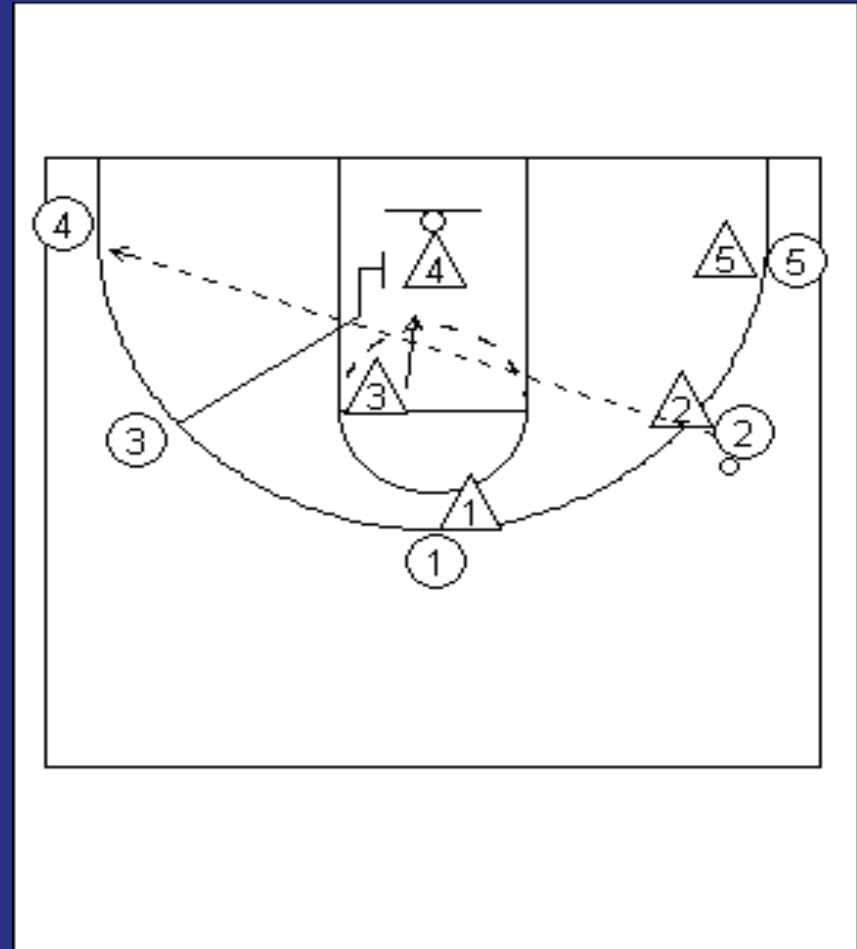
LAYER 14: COUNTER TO HELP DEFENSE: PIN & SKIP

- Layer 14: Countering Help Defense: Pin and Skip
- we will start teaching with a 5 out set.
- This layer may be taught earlier in the sequence if you are struggling with teams using strong help defense to stop your constant dribble penetration.
- In help defense, there will usually be 2 help defenders. One of the 2 should be closer to the ball than the other defender. This is the defender we will screen.
- We screen with the weakside offensive player that has his defender closer to him.
- Here it is player 4 screening defender 3.
- we want him to CUT HARD, to pin screen. this will look like a flash to the ballside, drawing his defender with him. This occupies 2 defenders.



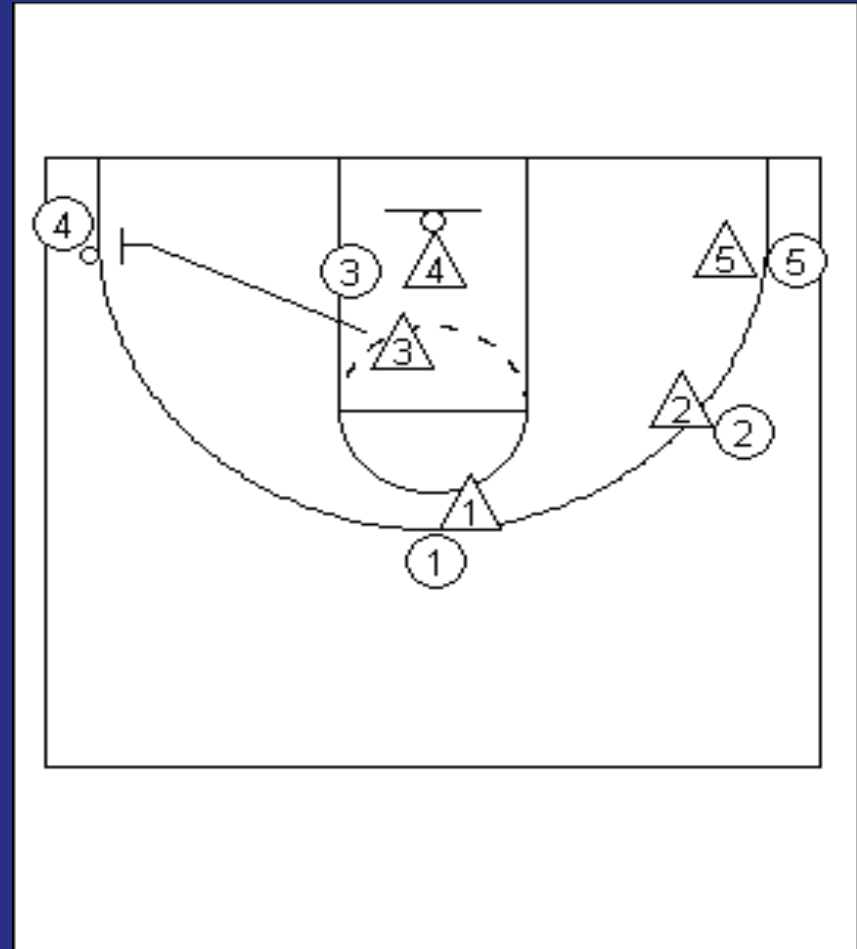
LAYER 14: COUNTER TO HELP DEFENSE: PIN & SKIP

- here defender 4 is playing closer to the ball.
- so player 3 will CUT HARD, drawing his defender with him, and pin defender #4.
- the player that is pinning needs to yell "PIN" to let the ballhandler know that there is a opportunity to skip pass.
- The player that is receiving the skip pass, must get the ballhandlers attention.



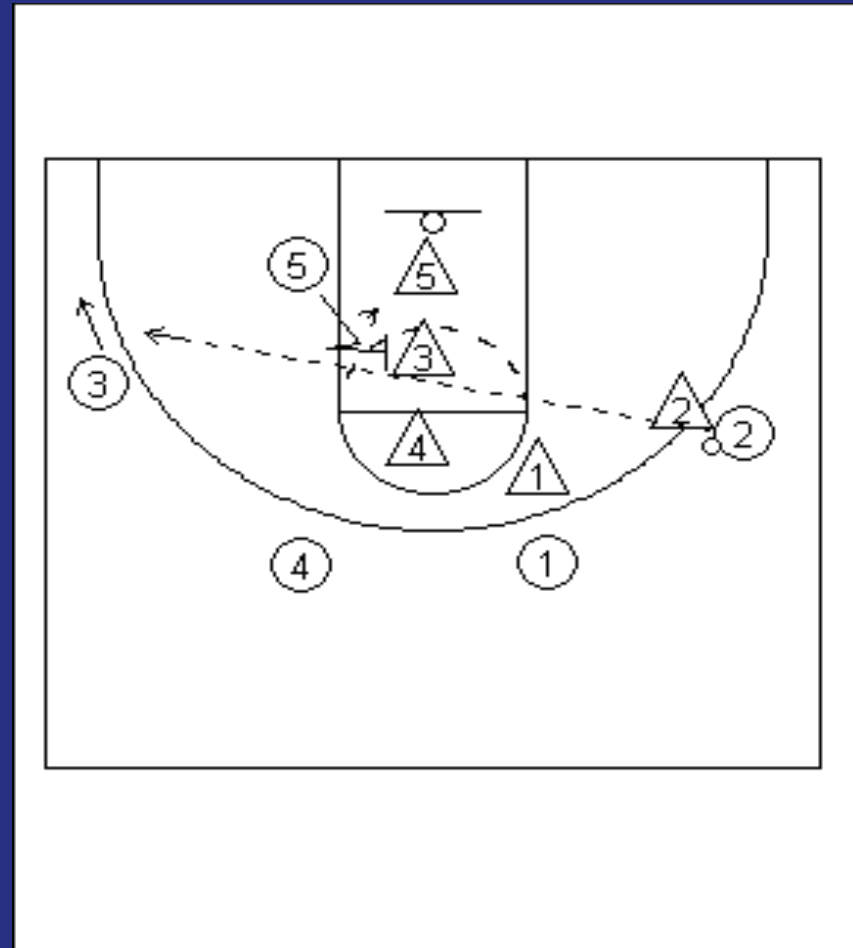
LAYER 14: COUNTER TO HELP DEFENSE: PIN & SKIP

- After the player pin screens, he rolls open to the ball and buries the closest defender by the rim.
- this layer is a great way to flow from 5 out to 4 out and to go 4 out to 3 out.



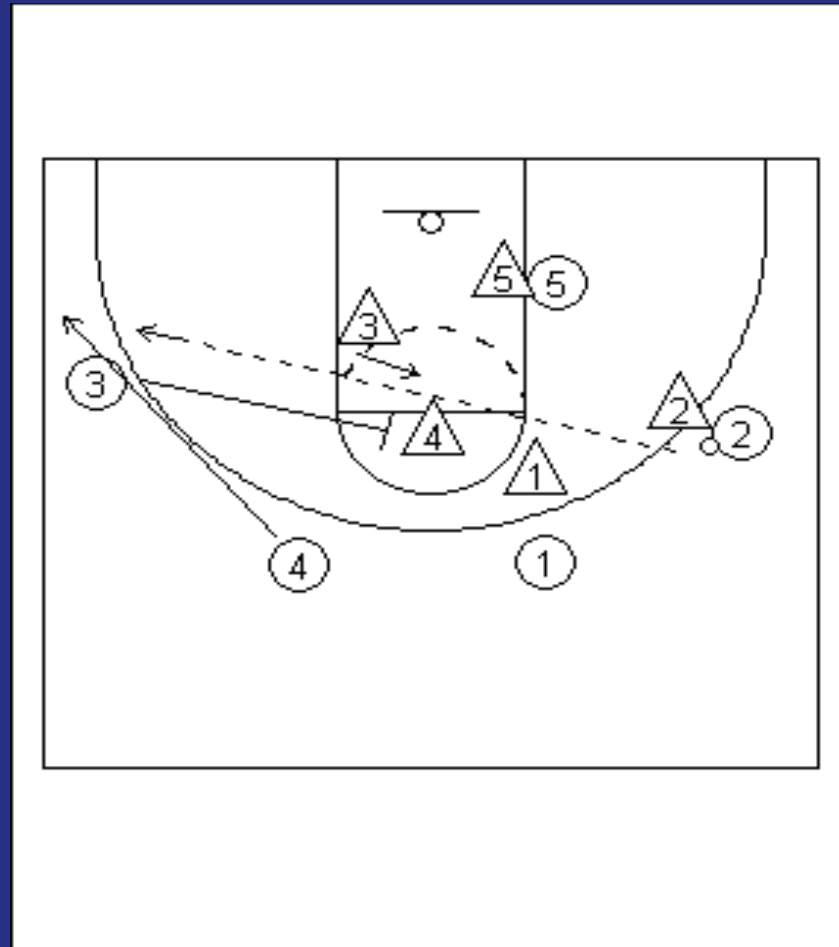
LAYER 14: COUNTER TO HELP DEFENSE: PIN & SKIP

- 4 OUT PIN SCREEN EXAMPLE
- here the post is set up opposite the ball. This makes it easy for the post to be the player that sets the pin screens. He simply looks for the helpside defender and pins him inside. After the pin screen he will roll to the ball and look for a post feed.



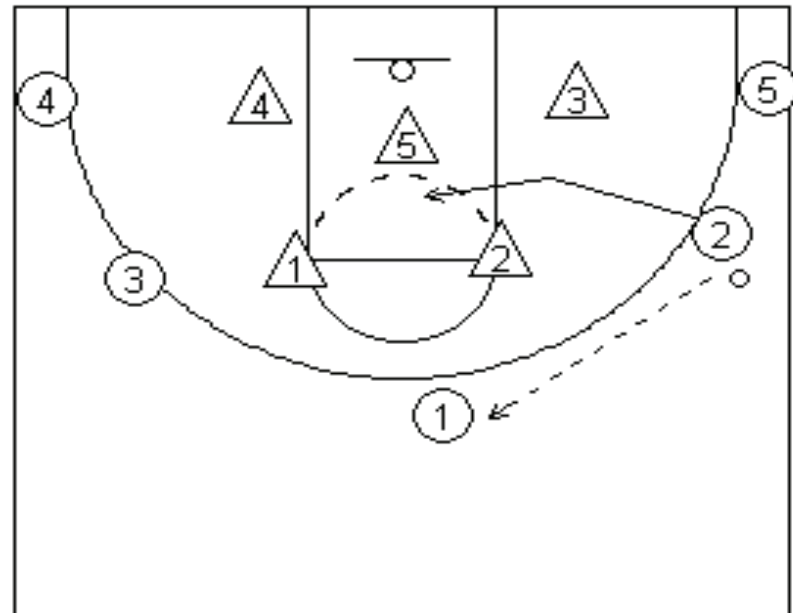
LAYER 14: COUNTER TO HELP DEFENSE: PIN & SKIP

- 4 OUT EXAMPLE OF PIN SCREEN
- POST IS BALLSIDE
- Here the post cannot be involved in the pin screen, so we use our regular rules and have offensive player #3 set the pin screen on defender #4, because he is closest to the ball.
- Offensive player #3 must CUT HARD, trying to attract his defender with him.
- Offensive player #3 can now roll open for a post feed. This would be a 4 OUT to a 3 OUT flow.



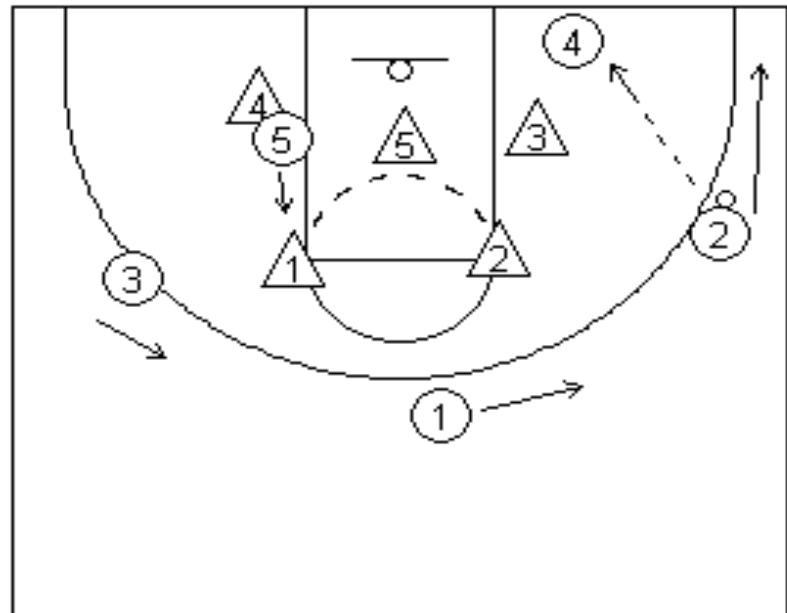
LAYER 15: ATTACKING ZONE DEFENSE

- Level 15: Attacking Zone Defenses
- We want to be able to attack zone defenses with the same principles that we attack man defense. We simply make a few adjustments and then attack.
- We believe that most man defense are not really true man defense. Its usually a form where 3 players are in man, while 2 are in help or 1 player is in man and 4 are in help.
- we simply look to make a few adjustments.
- **ZONE ADJUSTMENT #1: Pass and Seam Cut**
- don't just rim cut on passes, we look for seams in the zone and cut into them. We want to slow down for a moment in the window so the ball can see us.



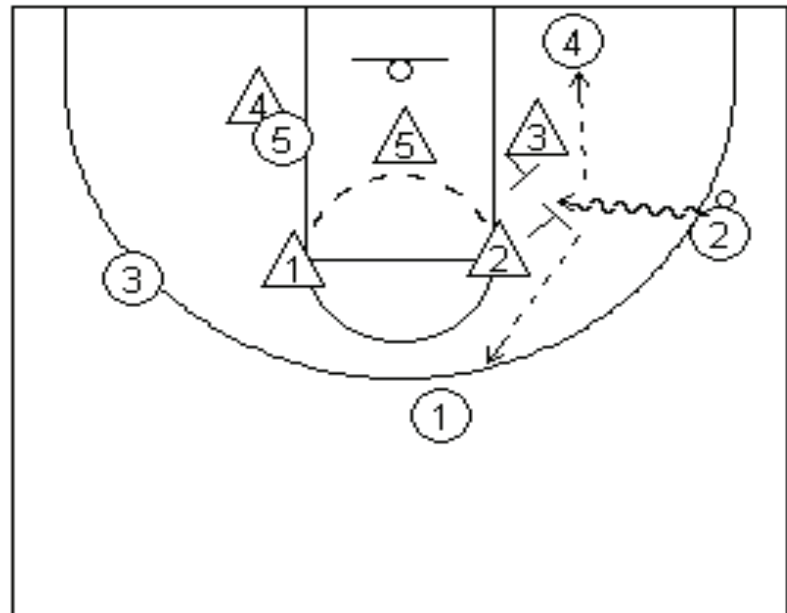
LAYER 15: ATTACKING ZONE DEFENSE

- **ZONE ADJUSTMENT #2:**
Add the short corner as "spots" on the floor to get too.
- our players can look to cut and set up in the short corner, instead of filling out to the perimeter
- If the ball is entered into the short corner, we treat it like a baseline drive. We want all of our passing windows filled. natural pitch, 45 degree, 90 degree and safety.



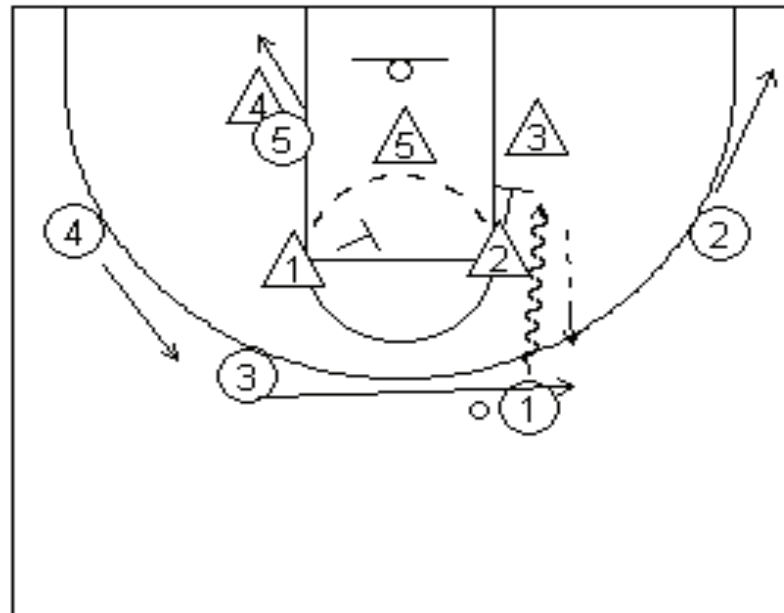
LAYER 15: ATTACKING ZONE DEFENSE

- **ZONE ADJUSTMENT #3: penetrate and pitch more**
- help is already there in a zone defense, so your almost guaranteed to attract 2 or 3 to stop the drive for your pitch pass.



LAYER 15: ATTACKING ZONE DEFENSE

- **ADJUSTMENT #4: the safety valve advantage.**
- Versus a zone, more than man defense, you will get more shots for the player filling the safety valve pass window.
- In a zone each defender is assigned a specific area of the floor to cover. When penetration occurs in the spot, the defender will go with him. Leaving nobody to cover that area on the perimeter.
- we look to pass back to the safety position. If another defender comes up to cover the safety position, then we have started to stretch and distort the zone defense.
- Here if defender # 1 were to come up and cover player # 3, we would have the zone stretched and distorted.



LAYER 15: ATTACKING ZONE DEFENSE

- **ADJUSTMENT #5: Pin & Skip**
- When the ball is at the wings versus all zones; 1-3-1, 2-3, 1-2-2; there will always be 2 weakside defenders, 1 low and 1 high. this sets up for an easy pin and skip situation.
- A good idea is to try and set up 2 pin and skips back to back. this will really start to set up poor closeouts and easy penetration.
- Here defender #1 is the closest to the ball, so defender # 4 will set the pin screen and we look to skip to player # 3.

