



BUILDING AN OFFENSIVE SYSTEM

MOTION/DRIBBLE DRIVE HYBRID

1. Guiding Principles

- All Pieces of Offense Must Fit Together
- Always Aggressive – Put Pressure of Opponents & Officials
- Must Work for Current Players Skillsets
- Simple – Too Hard to Play Fast & Process Multiple Things

2. Part 1 – Base Offense

- Motion/Dribble Drive Principles – Double Gaps – Create for Others
- Quick Reads – Fast Ball Movement
- Anti Dribble Handoffs
- No Double Drives
- Anti Basket Cut

BREAKDOWN

- Drive Right – Move Right
- Drive Left – Move Left
- Pass & Create Action
 - o Cut Opposite
 - o Screen Away
 - o Receive Flair
 - o Ghost
- Dribble At
 - o Step & Backdoor
 - o Dribble Handoff

DRILLS

- 3 on 0 – With or Without Post Spot
- 4 on 0 – With or Without Post Spot
- 5 on 0 – Call Out Actions – Script the Actions for Learning



3. Part 2 – Transition

- Attack vs 2 Or Less – “Primary Break”
- Identify Transition Guard Roles – Shooter or Playmaker
- Modes Based on Lineup – Maximum 3 Modes
- Drag the Ball Around Half Court
- Make It Finish in Motion Spots
- As Interchangeable as Possible

BREAKDOWN

- Install Speed Mode – Speed Screens to Backscreen
- Install Zoom Mode – Zoom with Flair

DRILLS

- 5 vs ? - Could start with an Action to Defend
- Sudden Transition – Blow the Whistle
- 5 vs 5 – Pick A Player for Spot

4. Part 3 – Walk Up

- Create Movement to Gain First Advantage
- Make Positionless – Harder to Scout
- Finish in Motion Spots
- Quick Hitters for New Looks

BREAKDOWN

- Install Flex – False Action to Flex Screen
- Install Rub – Rub Screens to Pin Down - Flair