

Read and React Variations DVD

5 OUT

1. **Hunting Intelligent Drives**
 - a. Draft Drive - Drive off the tail of a cutter before spot is filled.
2. **Multiple Staggered Screens**
 - a. Everyone must try to screen their way out.
 - b. Pass, pass, hold – sends 2 cutters to help get staggered screens. Creates tempo. Hold to look for cutter.
 - c. **Keep the lane open as much as possible.** Go head hunt the screens on the perimeter.
 - d. TJ Rosene – Hold the ball at the top to look for cutters then start the action again. “**5 Center**” is their call. This is also a good place to drive. Try to set screens outside of the paint.
3. **Power Dribble Change of Speed**
 - a. Every 3rd pass or so Power Dribble
 - b. Attack the defender with the dribble. Hand off and roll to the basket.
4. **Pass, Cut, and Post Change of Tempo**
 - a. On every pass and cut you must post up on any post spot (high, mid, short corner) and stay for at least 1 pass.
 - b. You can back screen or fill your way out.
5. **Using Key Words To Control Actions**
 - a. **5 Ice** – no 3’s except for who is designated
 - b. **5 Center** – Look for double staggers
 - c. **5 Hit** – Screen your way out
 - d. **5 Pound** – Got to touch the post, no shot until ball touches the post. Designate who will be posting. Can be all players, or whoever you designate. Make your basket cut first then look for your post up.
6. **Using Role ID to Alter Action**
 - a. Give specific roles to players to execute
 - i. X you are a driver, Y you look to post, Z look for pin screens and back screens.
7. **5 Close**
 - a. Might use with 3 minutes or so and up 8-10 points. Still allows good looks and cuts.
 - b. Spacing is really high and wide
 - c. Looking for read line cuts
 - d. No ball screen, no power dribble, nothing that would bring another defender to the ball.
 - e. You can still back screen as long as it is safe.
8. **“Philly”**
 - a. Identify where the shooter is and everyone else knows what to do. 5 is in opposite corner of shooter.
 - b. Shooter is at one of the wings
 - c. Action:

- i. Start with speed dribble to shooter
- ii. Backside wing and corner set pin screens
- iii. Pass is made to strong corner who is moving up the court OR the point can spin and dribble back, if pass is made point pass cuts then fills out to strong corner.
- iv. Skip to shooter and 5 looks to seal and other screener pops.
- v. If skip isn't there slip 5 to ball side block and other screener pops.

9. "Jayhawk"

- a. Shooter (could be anyone) is at right wing for right handed layup. Posts are opposite sides
- b. Speed dribble at the shooter for spin and shield
- c. Backside players rotate up. Ball is reversed and shooter screens for player in corner (goes over the top of the screen) curls then continues out. Screener looks for seal, catch and rip.
- d. If not there reverse to PG, shooter then seals and looks for layup.

10. "Double"

- a. Pass to wing, set double staggered away for corner.

11. "Iso"

- a. Dribble at wing to send to post, can stay in for 2 reversals then get out and continue R and R.

12. "Power Twist"

- a. Pass to wing, power dribble corner then immediate ball screen back to corner. Can be done anywhere on floor.
- b. Can designate who power dribbles that person will be the rescreener.

13. "Dive"

- a. Shooter on the wing, pass to shooter and cut.
- b. Pass to corner and shooter cuts
- c. 1st cutter (second screener) and backside corner set double staggered.
- d. Other wing rotated up for return pass and looking for shooter.
- e. Both screeners can slip and one can seal on skip.

4 OUT

14. "Green" or "Red" the Post

- a. Post stays on one side of the floor

15. High Post Screens Wing or Corner

- a. Post is ball side elbow
- b. Emphasis
 - i. Pass from up top look to fill ball side corner
 - ii. Post can screen anyone on wing or in corner but not up top
 - 1. Could be ball screen wing or corner

16. High Post Options – TJ Rosene

- a. If ball entered to high post and wing defender is across read line look for back door cut
- b. If not laker cut either way

- c. If wing pass is made post back screens the guard and can shape up for shot or can set the ball screen
- d. **“4 Ball Strong”**
 - i. Guard that cut goes ball side corner then becomes safety valve off ball screen on the wing.
 - ii. Options:
 - 1. Post rolling could pin down on 1st guard waiting at block
 - 2. Guard could back screen post defender on roll
- e. **“4 Ball Weak”**
 - i. Guard goes weak side
- f. **Guard in the Hole**
 - i. Post back screens guard who posts up then back screens his way out.
- g. **“Utah Screen”**
 - i. Post sets up opposite the ball high.
 - ii. Guard passes and cuts then screens the post at opposite elbow.
 - iii. After screen guard can fill out or screen out.
 - iv. Perimeter can get one man motion to wait for screen. Not hot potato.
 - v. Slow the tempo to allow it to happen.

17. **“Memphis”**

- a. Dribble Drive Action
- b. Perimeter is looking for dribble drive attacks.
- c. Post is staying on weak side looking for pins and dishes from drivers
- d. Post should react with advanced post slides

18. **Screen the Short Corner**

- a. Post stays in short corner until screened for, but then will duck in to the front of the rim.
- b. Perimeters are lightning cutting and getting out if they don't screen for post.
- c. Perimeter players can dribble at to send to screen.
- d. Looking for the post

19. **Corners Fill Up**

- a. Wings start in corners with post playing short corner.
- b. When ball crosses half court corners fill up and look to get a read line cut into the offense.

20. **4 Sprint**

- a. Post sprints to set ball screen on designated player(s)

21. **4 Shooter**

- a. Put shooter in the high post
- b. Use this if a team is going no help on a player
- c. Shooter sets back screens then can step out to the top of the key and shape up for the shot
- d. Screener can get fouls off screens as well as good looks at 3's

22. **4 Close**

- a. Post on low block. Will be pressure release flash to middle. Post really does nothing but that. Let guards finish it.
- b. Perimeter extends out
- c. Safer for really late in game to close out game.
- d. No ball screens or anything bringing defense to the ball.

23. "Screen the screener"

- a. Off power dribble the post will screen the screener

3 OUT

24. "3 Chop"

- a. 1 high and 1 low
- b. Post short corner and high post
- c. Low post player stays in short corner can rebound and score around basket, screen cutters through or pin screen.
- d. High post player is a back screener and may be able to ball screen one player, roll back after screen.

25. "3 Sprint"

- a. Posts in short corner
- b. Looking for ball screens
- c. Every time it goes to the wing look for ball screen.
- d. Top guards when pass can cut and fill either way. Best fill is ball side and become safety valve
- e. Opposite post sprints to set ball screen. Ball side post will fill other short corner.
- f. Continues and never ends for the possession
- g. Safety valve is a great look then maybe seal to post that rolled

26. "Blocker Mover"

- a. Posts screen for cutters, set pin screens then shape up
- b. Perimeter pass/cut, dribble at, penetrate pitch
- c. Fill out ball side some
- d. Quickhitter
 - i. Have point pass/cut then back screen the wing through for triple stagger

27. "Screen the Screener"

- a. Reverse dribble by the guard, opposite post sprints to ball screen.
- b. Other post screens the post defender. Guard must back up enough to give other post time to screen the screener
- c. Second screener pops if his man helps

28. "Advanced Post Slides"

- a. Everyone is involved
- b. Players follow advanced post slides
- c. Driver becomes post