



Coaches' Guide:  
Implementing the Read and React for  
Youth Teams

# QUICK START

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# What is the Read and React?

- Created by Coach Rick Torbett  
[www.betterbasketball.com](http://www.betterbasketball.com)
- System focused on spacing, player movement and ball movement
- Comprised of layers that build on each other to create a complete offense system
- Ball movement dictates (Read) the players actions (React)

# Why the Read and React?



Position-less basketball:  
Every player gets to  
pass, dribble, and shoot



Emphasizes spacing and  
movement



Can be tailored to  
different age and skill  
levels

# Key Principles



## **PRACTICE THE FUNDAMENTALS!**

IF YOUR PLAYERS CAN'T DRIBBLE AND PASS, THE OFFENSE THEY RUN DOESN'T MAKE ANY DIFFERENCE



## **ATTACK THE RIM!**

THE TEAM THAT SHOOTS THE MOST SHOTS FROM THE CLOSEST DISTANCE USUALLY WINS



## **BEST PLAYERS HAVE TO WORK HARDEST!**

PLAYERS THAT WORK THE HARDEST TO GET THEIR TEAMMATES OPEN WILL TOUCH THE BALL MORE

# Coaching Thoughts



R&R provides a structure to let PLAYERS PLAY!



It will be messy! Mistakes happen!



Different parts of the system will work better for different teams – Emphasize what works for your team



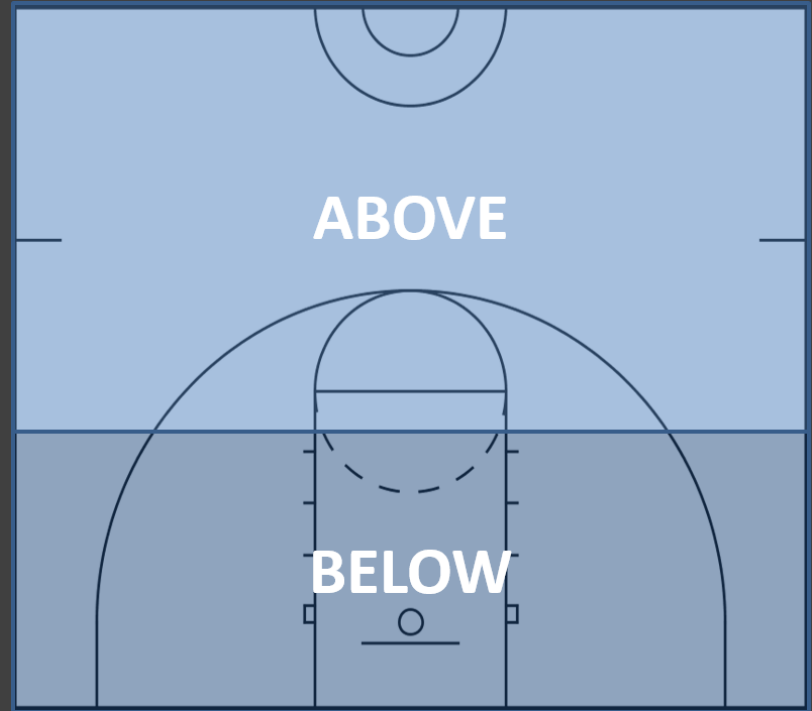
Don't introduce new concepts until they have mastered the current one. Building blocks – layers approach

# TERMINOLOGY



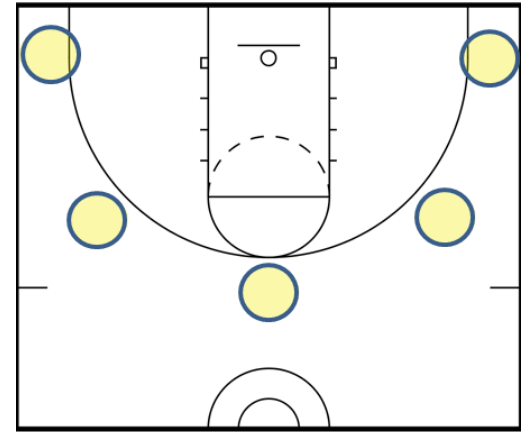
# Above and Below

- **ABOVE** is anything between you and the half court line
- **BELOW** is anything between you and the basket
- Above and below have nothing to do with the lines on the court- it's relative to the player



# Spots

- Places on the floor where players can be
- Spots are on the perimeter and in the post
- Players move from spot to spot during the offense
- Spots ensure proper spacing
- Perimeter spots vary between even and odd fronts
- All fronts use the same post spots
- Players should never be where there is not a spot

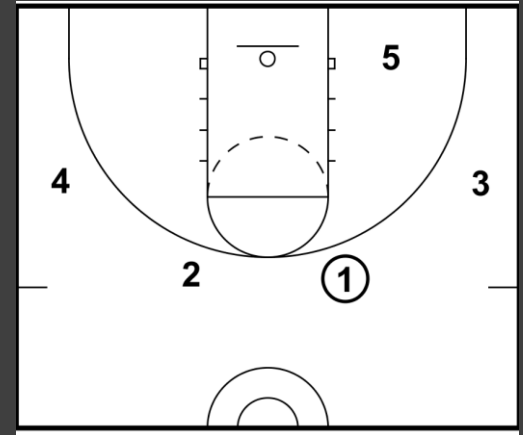
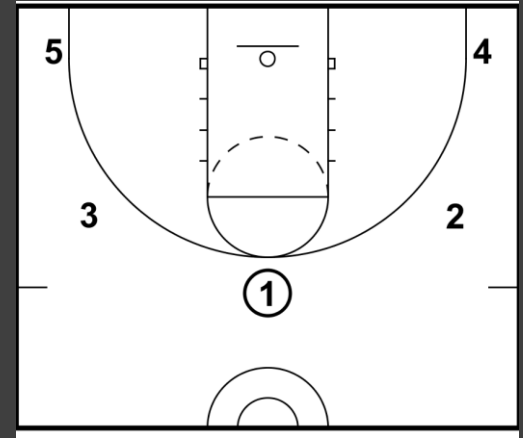


# Odd and Even Fronts

- Odd front has a single player at the top of the formation
- Even front has two players at the top of the formation

**Coaching Point:** When facing zone defense, you usually want to use an even offense front vs an odd defense front and vice versa.

Example: Against a 2-3 zone (even front) you would use a 5-0 or 3-2 front (odd)



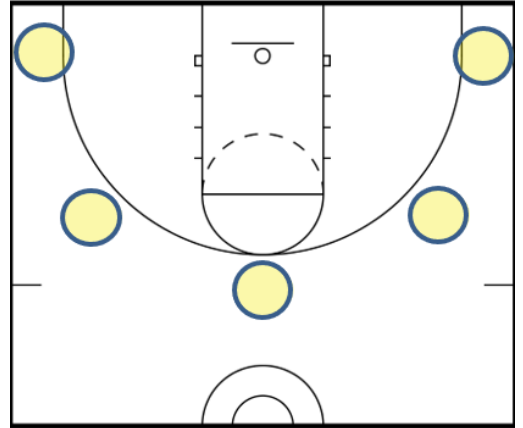
# Practicing with Floor Spots



- Use portable sports spots/markers to show spots on the floor
- Players run from spot to spot
- Place a spot at the front of the rim and have players step on it when training cutting to the basket
- Players need to run over empty spots when filling multiple spots

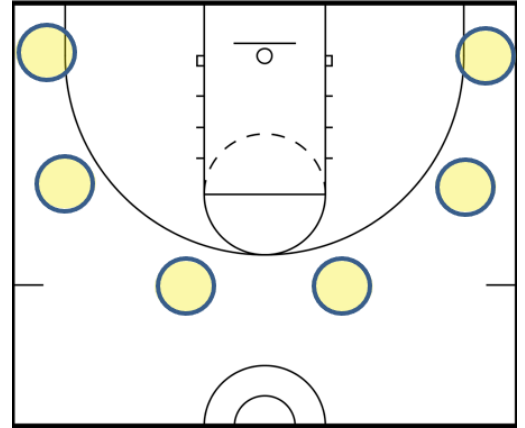
# Odd Front Spots

- Five perimeter spots
- Wings are a step above foul line
- Corners are even with the basket
- Spots are one-and-a-half big steps outside 3 point line – corners split distance between arc and boundary



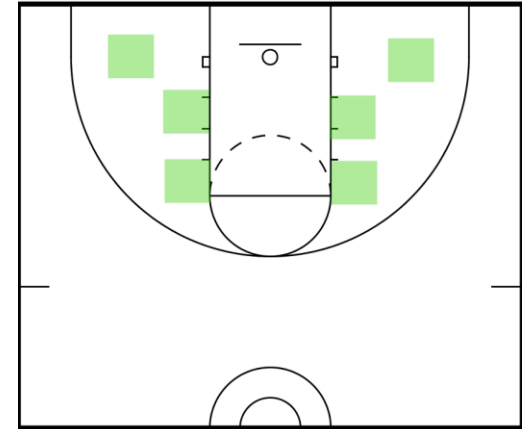
# Event Front Spots

- Six perimeter spots
- Guards are outside the lane
- Wings are a step below foul line. The wider the guards the deeper the wings
- Corners are even with the basket
- All spots are one-and-a-half big steps outside 3 point line



# Post Spots

- All formations have the same six post spots
- Short corner is halfway between 3 point line and basket – even with the basket
- Mid post is between the bottom two pips – ABOVE THE BLOCK
- High post is the elbow area





# BASE FORMATIONS

50 and 41

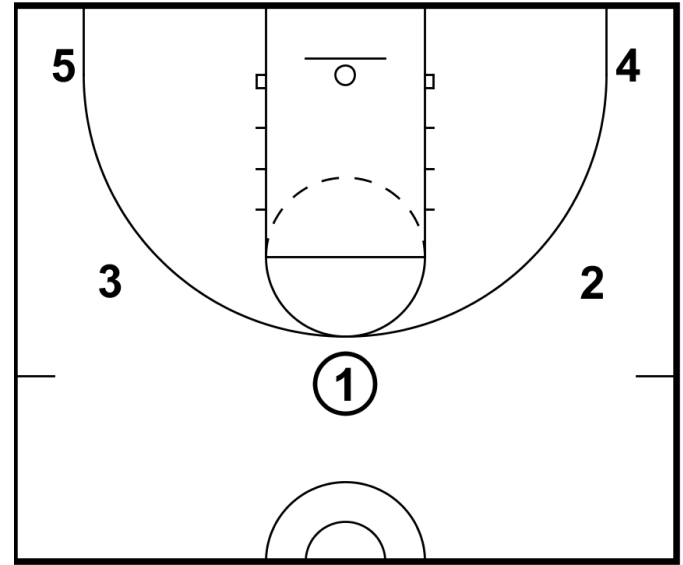
# 50

- **ALL TEAMS SHOULD RUN 50 AS BASE FORMATION**
  - Supplement with other formations after mastering 50
- Emphasizes spreading out the defense

**NOTE:** Position numbers are for reference only.  
Encourage your players to start in different spots

## Adjustments

- 4th / 5<sup>th</sup> Grade: Move spots closer together to shorten passing lanes. Corner spots will need to move up. Only move them as much as necessary based on ability.



## Coaching Tips

- Make sure players stay off the 3 point line, especially at the younger grade levels. For younger players, it's not about being close enough to shoot, its about creating room to drive and the Read Line (see later)

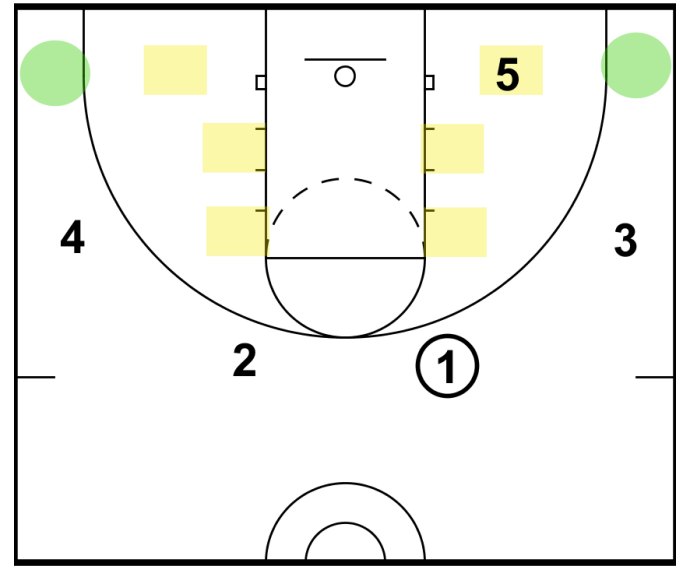
# 41 – Even Front

- Ball can come up either side
- Green spot is a reminder that players can still fill that spot when they move

**NOTE:** Position numbers are for reference only. Encourage your players to start in different spots

## Adjustments

- 4<sup>th</sup> Grade: Stick to one side and one spot – typically right side mid-post
- 4<sup>th</sup> & 5<sup>th</sup> Grade:
  - Always post ball side. Best starting spots are mid-post and short corner.
  - Move spots closer together to shorten passing lanes. Corner spots will need to move up. Don't let wings creep to far above foul line. Never let guards play inside the lane when adjusting spacing
- 5<sup>th</sup>+ Grade: Use Ringo or Lucky coaching calls to tell players which side you want the post on (right or left)
- 7<sup>th</sup>+ Grade: Incorporate use of high post and introduce screening for cutters



## Coaching Tips

- If your team struggles passing with odd fronts due to distance between spaces, the even front is a good option
- Use the T-Bar to get good post position (see description later in this document)

# The Core

- Teach in This Order
- Only Move to Next Layer When Current Layer has been Mastered

Pass and Cut

Dribble At

Pass Cut and Post

Post Feeds

Post Movement

Circle Movement on Dribble Drives

# THE RULES

- If I pass the ball, I ALWAYS cut to the basket
- If I SEE AN OPEN SPOT above me, I should FILL IT
- If I DON'T KNOW what to do, CUT TO THE BASKET and then fill an open spot
- If I am STANDING STILL when the BALL MOVES, I am probably WRONG



# PASS AND CUT

The Foundation for Everything

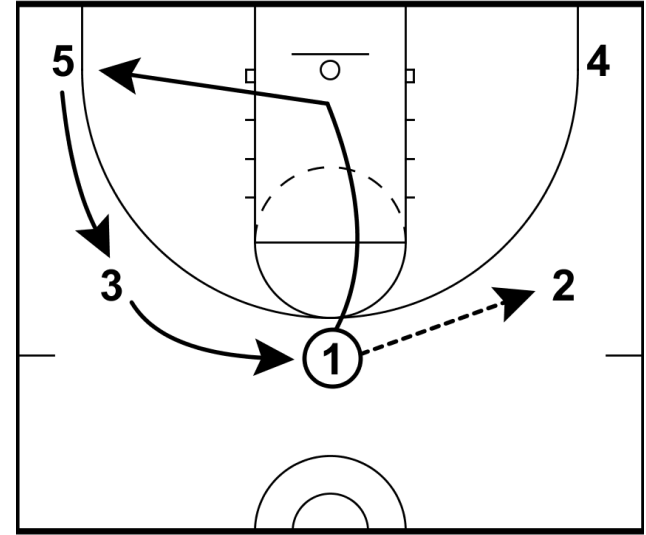
# Pass and Cut

- Any player that passes ball always cuts through lane to area in front of basket
- Players “behind” the pass fill to open spots
  - Example: 3 fills to spot vacated by 1 cutting to basket. 5 fills to spot vacated by 3
- Ball can be passed to cutter if open.
- If cutter accidentally fills to an occupied spot, the cutter should just cut to the basket again (see Back Screening for alternate action)

**NOTE:** Position numbers are for reference only. Encourage your players to start in different spots

## Adjustments

- See Back Screening section and teach that as the default “fill out” action instead of going to an open spot
- Sagging help defenses will clog the lane and take away the cutter. See Pin Screens for how to counter.
- See Variations section for Open and Screening alternatives

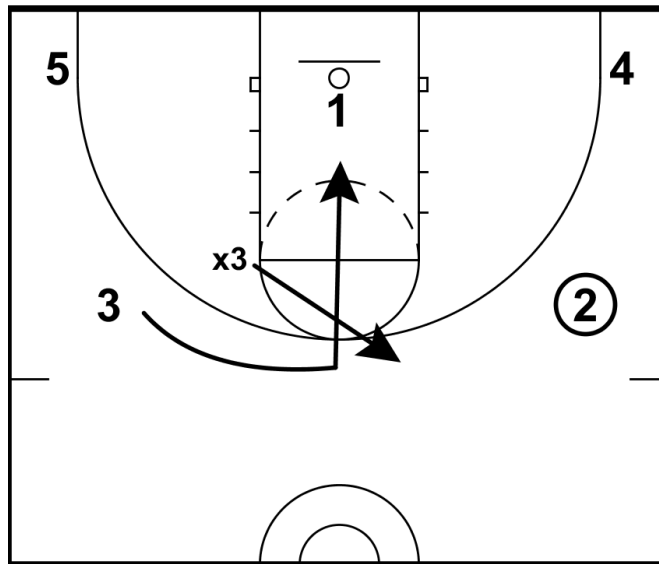


## Coaching Tips

- A lot of games, especially with older players, the cutter is rarely open. Some games the cutter is open all day (younger levels usually). If you don't practice it consistently, you will NEVER hit the cutter. Play 3-on-3 where teams can only score by hitting cutters, for example
- Make sure the fillers follow the arc and don't run in a straight line from spot to spot. Stay the same distance from the arc all the time.
- Run the Pass and Cut drills every practice in the pre-season and at least once a week once the season starts. It must become a habit and players need to react FAST! This must become automatic!
- CUT FAST AND HARD!!! Emphasize this over and over.
- When passing to cutter, ball should arrive BEFORE the cutter gets past the bottom of the circle / middle of lane

# The Read Line

- Anytime a defender crosses the 3 point line, or the “read line”, it is an automatic read by the offensive player to cut to the basket
- Same action would occur if x3 pressed out on 3 AFTER filling the open spot.
- If the defender puts even one toe across the Read Line – CUT! This rule / action emphasizes player movement over standing still
  
- The diagram shows x3 trying to deny the pass on the filling action by 3. Player 3 should immediately back cut as soon as x3 crosses the read line – even if its only a toe!



## Coaching Tips

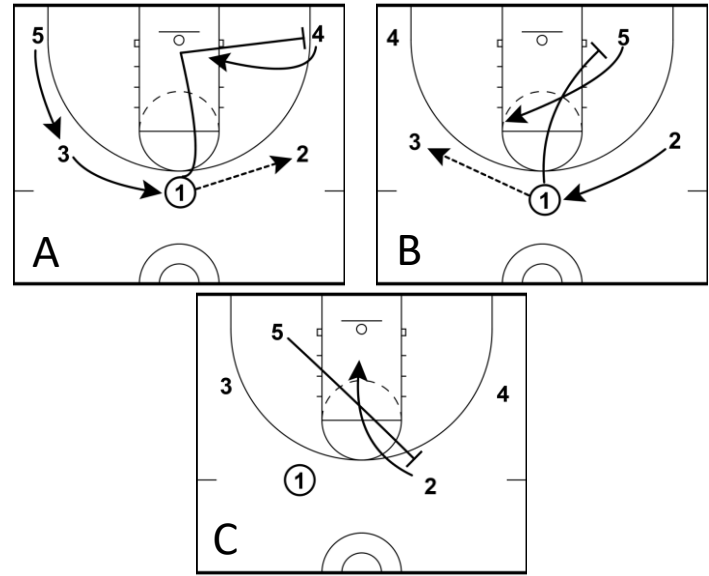
- Run the Read Line drill every practice in the pre-season and once a week once the season starts. It must become a habit!

## Adjustments

- Passers can call for a back cut by faking a pass to an over-defended player. This is an automatic signal to back cut.

# Back Screening

- Cutters or Post Players can set back screens instead of filling open spots
- After setting back screen, the screener fills out to open spot created by the player receiving the back screen
- Cutter can back screen for any player in any spot!
  
- In diagram A, 1 passes and sets back screen for 4 instead of filling open spot created by 5 filling. 1 would fill the corner spot that 4 was in
- In diagram B, 1 passes and sets back screen for 5 in short corner instead of immediately filling open spot on weak side. 1 can remain in short corner post spot or fill out to perimeter spot on weak side! Fill to corner then rotate up!
- In Diagram C, 5 brings a long back screen to free 2 to the basket for a pass from 1. 5 remains on perimeter



## Adjustments

- All Grades: Teach this immediately as part of pass and cut if you want to use it a lot. Trying to add it later after teaching pass-cut-fill out is harder since players become conditioned quickly to pass-cut-fill out
- 4<sup>th</sup> – 6<sup>th</sup> Grade: Stop the cuts just below the circle to speed up the time it takes to get out to set a back screen

## Coaching Tips

- Back screens can take a long time to happen. Emphasize the speed of basket cuts to reduce time.
- Back screens for players two or more spots from ball are less effective if defense is in good help position. You can emphasize mixing in back screen one pass away or see Pin Screens for alternatives. This becomes a lot like a pass and screen away action, except you can screen to either side.

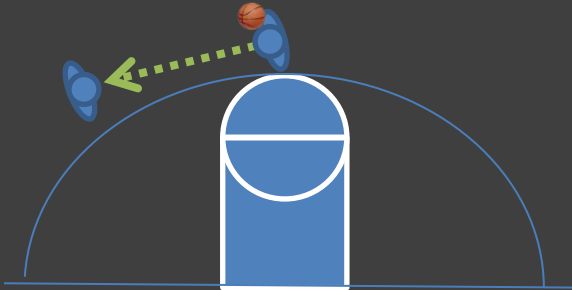


**DRIBBLE AT**

# Two Types of “Dribble At”

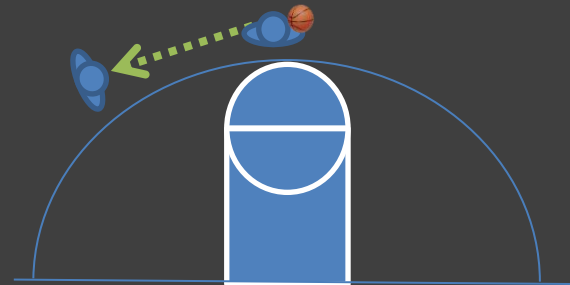
## Speed Dribble

- Dribble directly at another player in a straight line
- Other player can see the numbers on your jersey
- Quick and decisive dribble and decision



## Power Dribble

- Dribble towards another player in a straight line using a sideways sliding motion and butt facing the basket
- Dribbler is facing away from basket
- Also called a crab dribble or defensive dribble
- Slower pace focused on protecting ball from defender



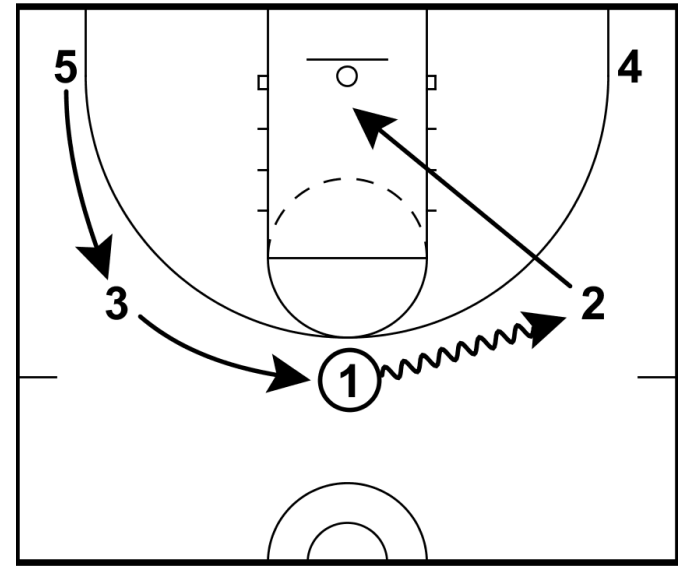
# Dribble At

## Speed Dribble

- A player is considered to be speed “dribbling at” someone when dribbling directly at another player and that player can see the numbers on the ball handler’s jersey – anything else is not a Speed “Dribble At”
- When a player speed dribbles at another player, the player without the ball **MUST** cut to the basket
- Player Dribbled At **NEVER** sets a ball screen
- Player Dribbled At **NEVER** cuts behind the ball handler
- The cutting player must cut **IMMEDIATELY** – before the second dribble!
- **NOTE: ALL TEAMS MUST USE THE SPEED DRIBBLE AT**

## Adjustments

- **NONE!**



## Coaching Tips

- Run the Dribble At drill every practice in the pre-season and once a week (or more) in season.
- It must become a habit and players need to react **FAST!**
- Use at all grade levels!

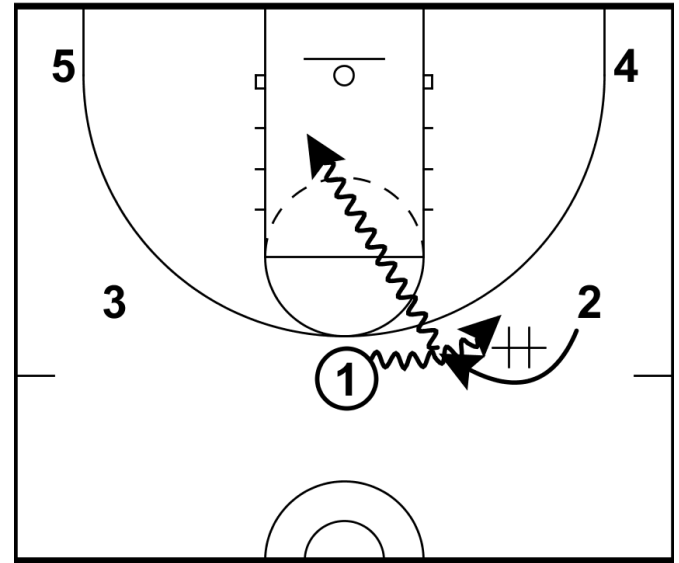
# Dribble At

## Power Dribble

- A player is considered to be power “dribbling at” someone when dribbling directly at the another player but the dribbler is facing away from basket, protecting ball, and using a sliding motion towards the other player
- When a player power dribbles at another player, the player without the ball goes behind the dribbler for a dribble hand off
- Players should meet roughly halfway between their two starting spots
- Dribbler has the option of handing off the ball or not. The off-ball player only gets the ball if the dribbler hands him/her the ball
- Player Dribbled At NEVER sets a ball screen

## Adjustments

- Optional Dribble At action – implement if desired.
- 4<sup>th</sup> & 5<sup>th</sup> Grade: Always hand the ball off
- 6<sup>th</sup>+ Grade: 6<sup>th</sup>+ Grade: Can be used as a way to run a “pick and roll”-like action. Original ball handler rolls to basket off hand-off



## Coaching Tips

- Make sure the off-ball player does not take the ball from the dribbler – can lead to turnovers
- Off ball player must come around dribbler quickly and tightly to prevent defender from disrupting the exchange
- You can teach the Power Dribble as a bail out action for players under duress that still have their dribble.
- Dribbler can use an inside back pivot on hand-off to act as screener to impeded defender from going under the exchange

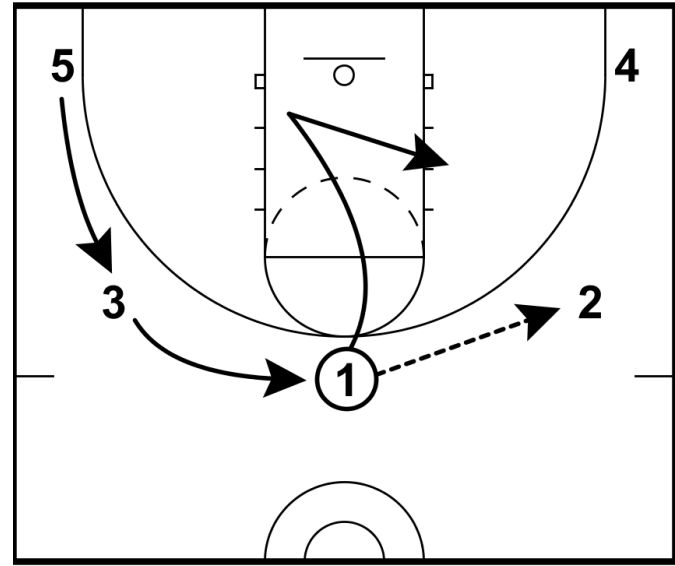


# PASS CUT AND POST

Attacking Inside

# Posting Action

- Passer basket cuts, takes a step or two towards open spot, then fills back to the ball and posts
- Player can post to any of the six post spots
- No more than two players on post spots at a time
- Player can leave post by filling to an open perimeter spot or back screening for another player
- Players can move between post spots at any time
- Players in post spots do not affect players that cut later – still cut to the basket



## Adjustments

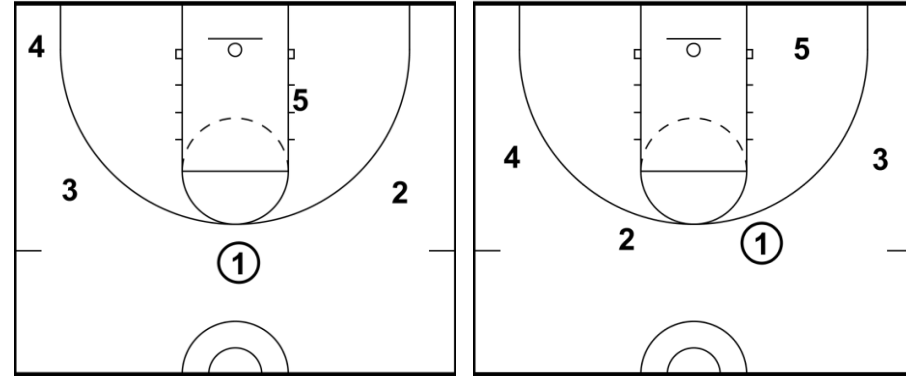
- 4<sup>th</sup> – 6<sup>th</sup> Grade: Always post ball side
- 6<sup>th</sup>+ Grade:
  - Players can back screen their way out of post. See Back Screening for more information
  - Post players can leave post by receiving a Pin Screen – see Pin Screening for more information
- 7<sup>th</sup>+ Grade:
  - Post any spot
  - Post players can/should screen for cutters – either on the cutters way into or out of the lane
  - Post weak side and work on perimeter player recognition and ball reversal

## Coaching Tips

- See T-Bar for the correct way to post at the youth level (mid and high post)
- Stress that all the post spots are available – players can to comfortable with always going to mid-post
- Mid-post is the mid-post – we don't post on the block! Need room to go left or right
- Players can post weak side, but ball reversals are hard at the youth level so emphasize posting ball side
- If you have guards that can post and bigs that can feed the ball, it's a create way to invert the offense

# Starting with a Post

- 41 formations (odd or even front) start with a player already in the post
- Post player can fill out at any time to an open spot
- All options are available just as if the post player cut to the basket
- Diagrams should a couple of variations. Any combination of even/odd front and post spots is possible



## Adjustments

- 4<sup>th</sup> – 6<sup>th</sup> Grade: Limit starting post spots to mid post and short corner. Players can still move to any of the post spots.
- 6<sup>th</sup>+ Grade: Players can back screen their way out of post. See Back Screening for more information
- 7<sup>th</sup>+ Grade:
  - Post players screen for cutters – either on the cutter’s way into or out of the lane
  - Post players can only leave post by setting a back screen to weak side or if they receive a Pin Screen – see Pin Screening for more information

## Coaching Tips

- See T-Bar for the correct way to post at the youth level
- Stress that multiple post spots are available – players get comfortable always going to mid-post
- Mid-post is the mid-post – we don’t post on the block! Need room to go left or right

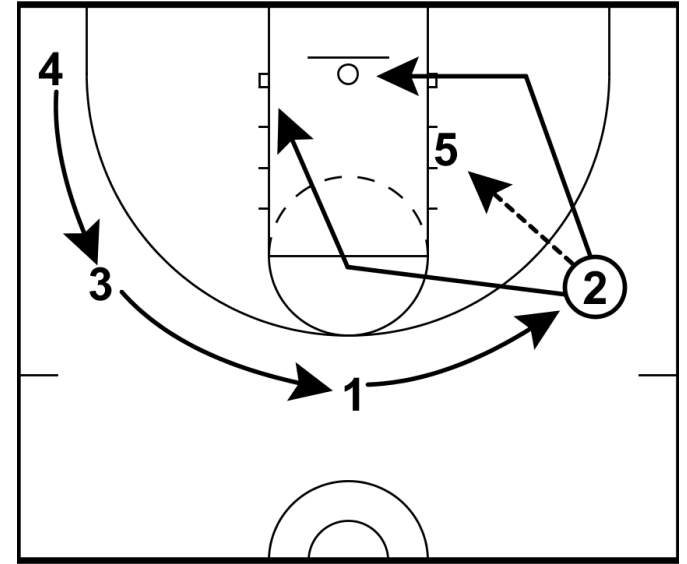


# POST FEEDS

When you pass, you cut - ALWAYS

# Basic Laker Action

- Any pass to the post is followed by a “Laker” cut
- Passer cuts either high or low
- Low cut goes TO THE SHORT CORNER, and then to the basket
- High cut goes TO THE NAIL, and then to the basket
- Post player can make a move before or after Laker cut



## Adjustments

- 4<sup>th</sup> & 5<sup>th</sup> Grade: The Laker cut can be right off the shoulder of the post player, high or low, for a hand-off

## Coaching Tips

- Passer needs to cut immediately. Young players like to watch and see if the pass was caught. CUT! You can't help your teammate catch the ball.
- Cutter must move quickly and away from his/her defender – path of least resistance
- If ball defender starts to sag to take away post entry, drive the basket if you still have a dribble!



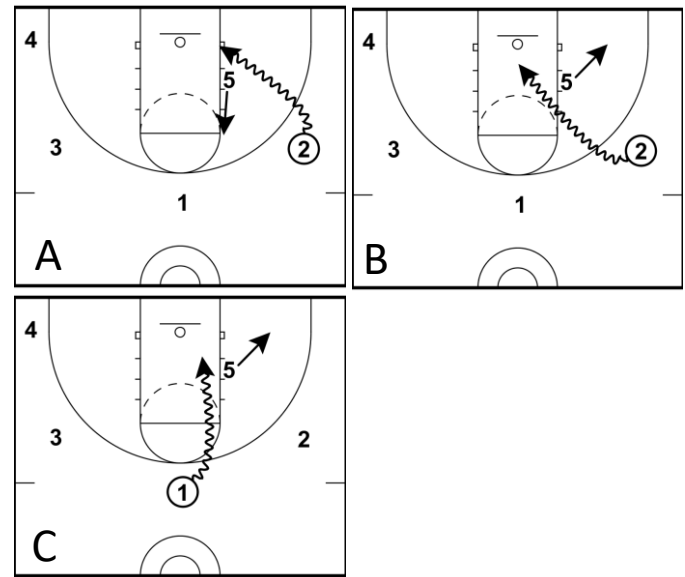
**POST MOVEMENT**

# POST MOVEMENT ON DRIBBLE PENETRATION

- **THIS IS A FOUNDATIONAL ELEMENT!!!!**
- If a player drives to the basket – GET OUT OF THE WAY!!!
- Move to an open post spot away from the drive
- If ball goes under post, go up. If ball goes over post, go down.
- If ball goes left of post, go right. If ball does right post, go left.
  
- **Diagram A:** 2 drives under 5, so 5 slides to high post spot
- **Diagram B:** 2 drives over/left of 5, so 5 moves down/right to short corner post spot
- **Diagram C:** 1 drives left of 5, so 5 moves right to the short corner spot
  
- **NOTE:** This rule applies to any player on a post spot. So if 1 pass cuts and posts, and ball handler drives, 1 MUST GET OUT OF THE WAY!

## Adjustments

- 4<sup>th</sup> – 5<sup>th</sup> Grade: Hard for them to get this right, especially left/right decisions.  
Up/down seems to be easier



## Coaching Tips

- Drill post moves on dribble penetration every practice in pre-season and once a week after that.
- Make it part of other offensive drill combinations – not stand alone – after first few practices

# Ball Screens in R&R

## Static

- Coach defines where ball screens occur
- Example: Always screen when ball is on the wing
- Example: Always screen when ball is at the top

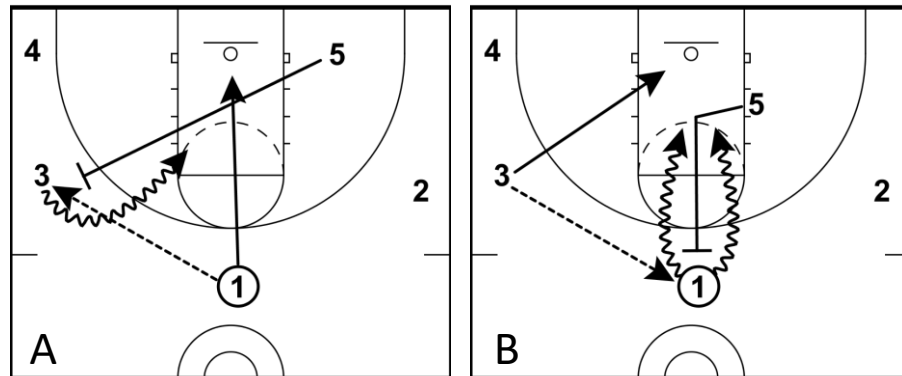
## Dynamic

- Ball handler calls for ball screen at any time
- Can tap head if not dribbling
- Retreat dribble when dribbling

Player coming out of post spot usually sets screen

# Static Ball Screen

- Ball screens start as a rule, a call from bench or as a Starter action – decide which of these you want to use
- Typically Big screening for Small
- Screener can pick and roll or pop (not shown in diagrams)
- **Diagram A:** Ball screen any time ball goes to wing. See Royal Starter action.
- **Diagram B:** Ball screen any time ball goes to top after first pass



## Adjustments

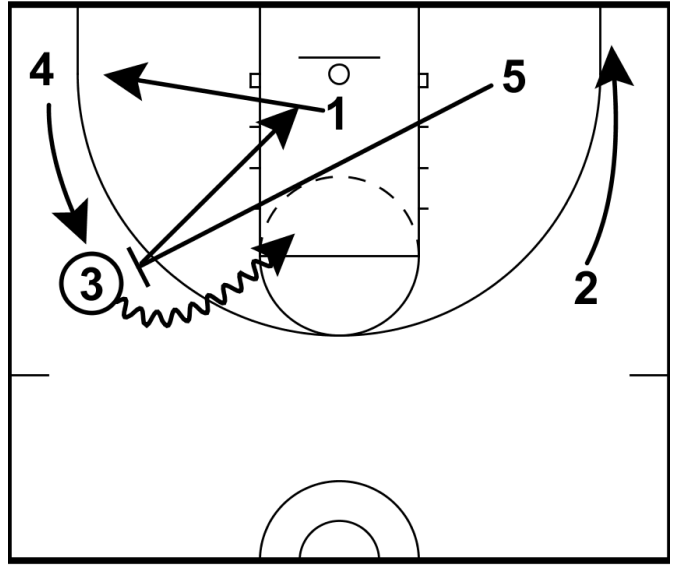
- 4<sup>th</sup> - 5<sup>th</sup> Grade: Pick one spot and only ball screen from there. Top or left wing are best.

## Coaching Tips

- Recommend a flat ball screen (butt to basket) when screening the top. Gives the ball handler the ability to go either way

# Dynamic Ball Screen

- Player calls for ball screen with head tap or retreat dribble
  - Retreat dribbles are dribbles that take the ball handler away from basket and defender to create space and set angles
- Pick and roll or pick and pop (not shown)
- **Diagram A:** 1 has passed to 3. Player 3 retreat dribbles which signals 5 to come with the side ball screen



## Adjustments

- 4<sup>th</sup> - 6<sup>th</sup> Grade: Don't use retreat dribble. Other players don't recognize it fast enough, if at all.

## Coaching Tips

- Recommend a flat ball screen (butt to basket) when screening the top. Gives the ball handler the ability to go either way



**DRIBBLE DRIVE  
CIRCLE MOVEMENT**

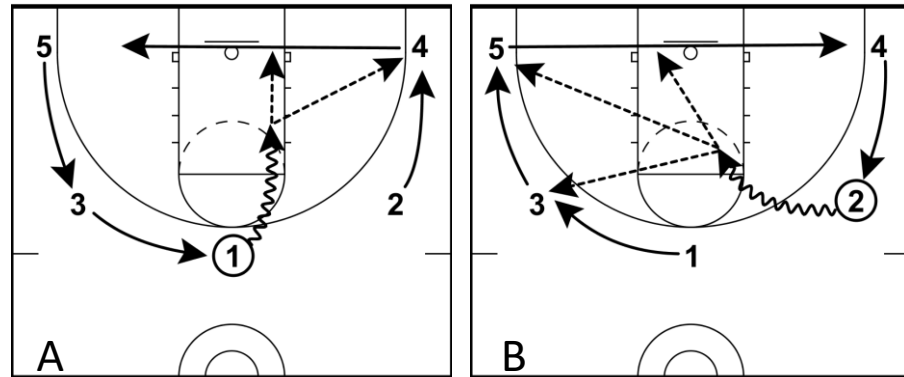
# CIRCLE MOVEMENT

## ■ TOUGHEST PART OF THE OFFENSE!

- Players move with the ball handler on dribble penetration to provide passing angles
- All players move in same direction as ball handler – PUSHED or PULLED
  - There should always be a player for the 45 degree natural pitch
  - There should always be a player directly behind the drive
- Players have to move immediately on the drive
- Ball handler must be DECISIVE when driving the ball – North and South!!!
- **Diagram A:** Player 1 drives right. All players move to their right. Players “ahead” are pushed. Players “behind” are pulled.
- **Diagram B:** Player 2 drives left. All players move to their left.

## Adjustments

- 4<sup>th</sup> Grade: Probably not worth working on. If you can get the drive side player (natural pitch) to move that’s great!
- 5<sup>th</sup> – 6<sup>th</sup> Grade: Players should sink inside 3 point line while rotating. Catch and drive the kick pass if made. May not want to work on it a lot with 5<sup>th</sup> grade outside of natural pitch, if that.

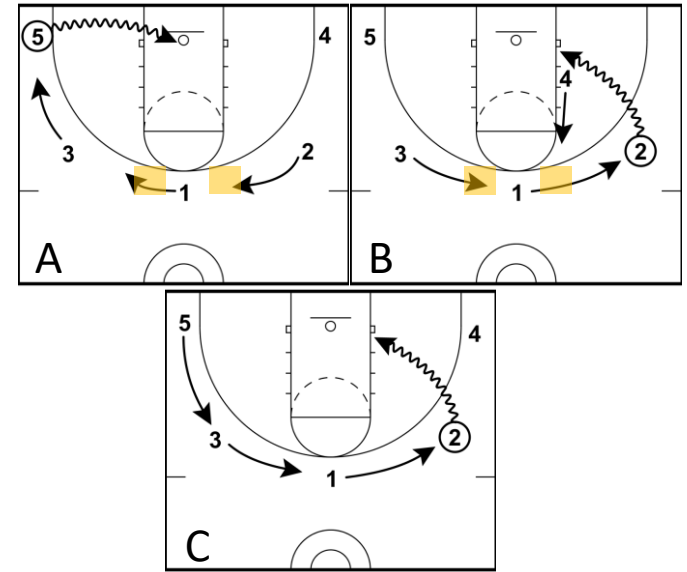


## Coaching Tips

- If you are working on it, drill it every practice in pre-season and once a week in season
- Focus on moving towards spots while still being available for the pass – always see the dribbler’s eyes/chest at all times
- Move fast! Get away from the defender – especially if the natural pitch (stress gap defender)
- Players can sink inside 3 point line if they can’t shoot that far
- Call mistakes out during Small Games and scrimmaging (ex: automatic turnover)

# CIRCLE MOVEMENT – BASE LINE DRIVE

- Include for completeness but a lot to ask of youth teams to do this correctly
- If the ball handler drives baseline, opposite player does not rotate and players rotating through the top stop in alignment with lane lines extended
- Baseline drive is drive toward the baseline without a lower spot filled
- Creates proper passing angles for baseline drive
- **Diagram A:** Player 5 drives baseline left. Other players rotate left with 1 and 2 stopping short of normal spots. 5 stays in place.
- **Diagram B:** Player 2 drives right. Other players move to their right. 4 fills one lane extended spot and 3 stops short in other. 5 stays in place.
- **Diagram C:** This is not a baseline drive. 4 is on a spot in between 2 and the baseline. Normal rotation rules apply. Technically, 4 should be running baseline but the timing is almost impossible. 2 probably should not be driving into 4's gap defender.



## Adjustments

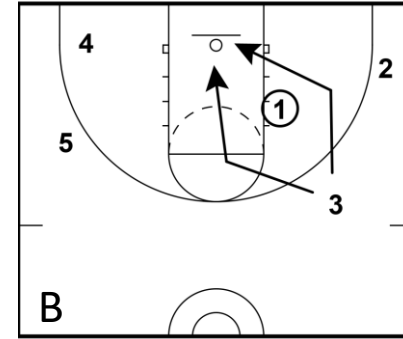
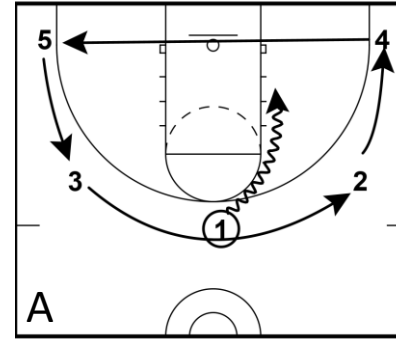
- 4<sup>th</sup> - 6<sup>th</sup> Grade: Do not work on it
- 7<sup>th</sup> & 8<sup>th</sup> Grade: Work on it but don't expect most to get it. Some will.
- Teach any wing drive baseline as a baseline drive even if offensive player in between (Diagram C – player 5 would stay in corner)

# WHEN PENETRATION IS STOPPPED

- 1 drives right and players rotate as required
- 1 is stopped by defender and picks up ball (happens a lot with younger players)
- 3 is now in the same position as if she/he had passed into the post
- 3 can Laker cut to become available to 1

## Adjustments

- 7<sup>th</sup> & 8<sup>th</sup> Grade: Can incorporate Advanced Laker screen



## Coaching Tips

- Practice this action or incorporate into a starting condition of a Small Game

# Other Thoughts

# General

- R&R is position-less, but you will need a player to play point to bring up the ball when under pressure
  - If no pressure, you can have different players play point
  - You will need to develop every player's ability to dribble – which is a good thing!
- Not every action works for every team. For example, some teams get a lot of use out of Pass Cut and Post, some don't.

# 4<sup>th</sup>-5<sup>th</sup> Grade

- Focus on Pass & Cut and Dribble At initially
- Choose Starter Actions (see Complete Guide for details) that add some mix of Pass, Cut and Post, Laker action and/or Ball Screen
- Scrimmage 3v3 as much as possible. Spend less time 5v0 or 5v5 to train back side players on filling open spots, and work on read line
- Add one defender to drills as soon as possible to teach decision making

# 6<sup>th</sup> – 8th Grade

- Pass, Cut and Post is a great way to invert your offense when you have a small team
  - Opposing bigs forced to guard perimeter and you can attack smaller players not used to guarding the post
- Even though 3 pointers become viable, ALWAYS emphasize getting to the rim – The team that shoots the most shots from layup range usually wins
- Play 3v3 and 4v4 games that emphasize players pinning and back screening as part of the natural flow of the offense
  - It will be UGLY at first
  - By end of season, lots of good things will happen
  - Example: 4v4 – offense must start with dribble at and backside pin screen of cutter with a ball reversal to the open player before the offense can score.



# ZONE OFFENSE

See The Complete Guide



# STARTERS

Structure out of chaos

# Starters

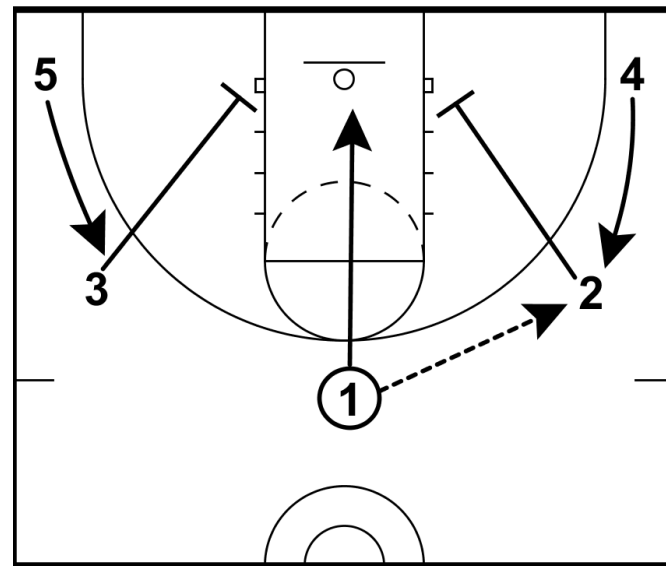
- An initial pattern to get a certain action at the start of a play
- More or may not result in a shot (i.e., quick hitter)
- Flow into standard Read and React when action is completed
- Gives some structure like a set play, but offense never stops if play doesn't work
- Can call these from sideline with formation and play – 40 Lucky Laker, 50 Purple, etc. or with a specific play name

# Pin

- Wings pin for corners

## Adjustments

- 4<sup>th</sup> - 5<sup>th</sup> Grade: A great starter to have against defenses that press out on wings and corners
- 5<sup>th</sup>+ Grade: Players receiving pin screens can be taught to either fill to wing spot (defender in deep help position) or curl the screen to the middle (defender pressing out to corner)
- 6<sup>th</sup>+ Grade: Teach pin screens to pin and post against switches
- 6<sup>th</sup>+ Grade: Counter with guards through (no pins) and pin screens from corner players after they rotate up. Example: 2 and 3 cut as if setting pin screens but then fill to opposite wings. 4 and 5 do not wait for screens, instead they rotate up immediately and then pin screen for 2/3 as they fill out

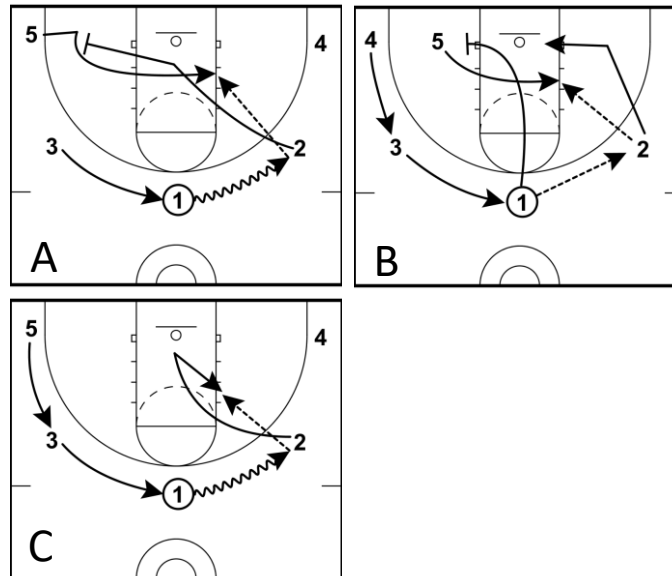


## Coaching Tips

- Can use 1 to set back screens for weak side pin screener or receive another pin screen from strong side wing when filling strong side corner
- Can also use a dribble at 2 to open up weak side more and create double gap

# Laker

- Way to get a touch in the post. Older teams that run Advanced Laker action can use it to get inside-out three point opportunities.
- **Diagram A: 50 Laker**
  - 1 dribbles at 2
  - 2 cuts and back screens for weak side corner 5, then fills up
  - 5 comes off screen and posts in mid-post
  - 1 feeds 5 then Laker cuts high or low
- **Diagram B: 40 Ringo Over Laker**
  - 1 passes to 2 and sets a back screen for 5 after cut
  - 5 comes off screen to ball side mid-post
  - 2 looks to feed 5 for Laker feed and cut
  - Note: Ringo means a 41 set with right corner moving to short corner. Over means the short corner moves over to the other side to overload one side.
- **Diagram C: 50 Dribble At Laker**
  - 1 Dribbles At 2 to force cut
  - 2 cuts to rim then comes back to post (could be any of the three post spots)
  - 1 feeds 2 then Laker cuts high or low
  - 4<sup>th</sup> - 6<sup>th</sup> Grade: Run this either with the cutter posting or the same way 50 Laker was run above
  - 7<sup>th</sup>+ Grade: Give cutter option to post or to back screen for opposite corner

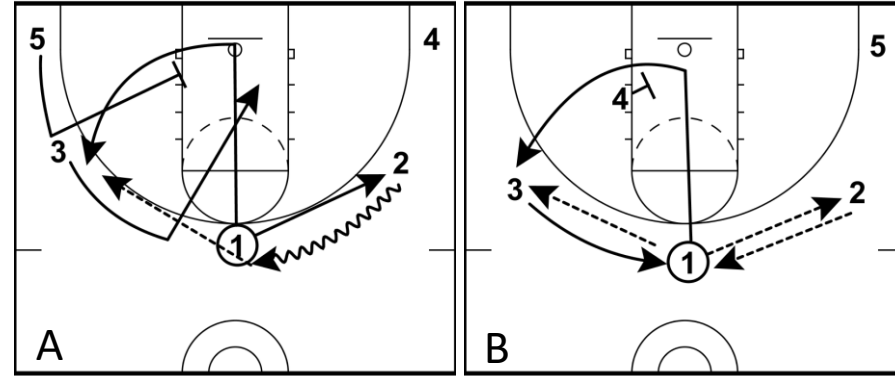


## Coaching Tips

- Can initiate the play with a dribble at instead of pass
- 1 can bring ball up court in the wing spot – wing moves to top
- With 40 formation, wing ball handler can also drive open baseline if there is no feed to post

# Purple

- **Diagram A: 50 Purple**
  - 1 passes to 2 then cuts and fills out towards weak side wing
  - 3 and 5 fill up
  - 5 sets pin screen for 1 as 1 fills out
  - 2 dribbles at 3 forcing cut.
  - 2 passes to 1 for 3 point shot
- **Diagram B: 40 Lucky Purple**
  - 1 passes to 2 and cuts to basket
  - 3 fills up
  - 4 sets pin screen as 1 fills out
  - Ball reverses from 2 to 3 to 1 for 3 point shot



## Adjustments

- 4<sup>th</sup> – 5<sup>th</sup> Grade: Don't use since it very rare they can shoot a 3 point shot with good form. Doesn't matter if they can make it – focus on shooting with good form!

## Coaching Tips

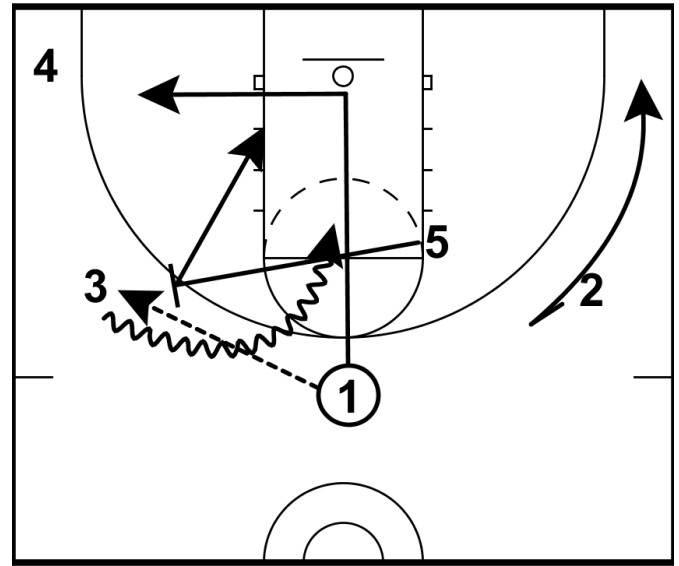
- With 50 formation, 3 and 5 can set double pin with 2 dribbling ball back to top before passing to 1
- With 40 formation, 3 can set a staggered pin screen with 4 as 1 fills out. 2 dribbles ball back to top before passing to 1
- 1 also can drive open baseline if no 3 point shot

# Royal

- 1 passes to 3
- 5 ball screens for 3 and rolls
- 3 attacks middle off screen
- 2 starts to fill open hole then rotates with drive to corner for pitch 3 point shot

## Adjustments

- 4<sup>th</sup> – 5<sup>th</sup> Grade: 2 should rotate closer to short corner for easier shot
- 6<sup>th</sup>+ Grade: 4 can pin screen for 1 on fill out to occupy defense and free 1 for reversal 3 point shot



## Coaching Tips

- Player using ball screen needs to rub shoulder to screener's hip. Low and fast!



# DRILLS

Building Habits and Skills

[See Complete Guide](#)