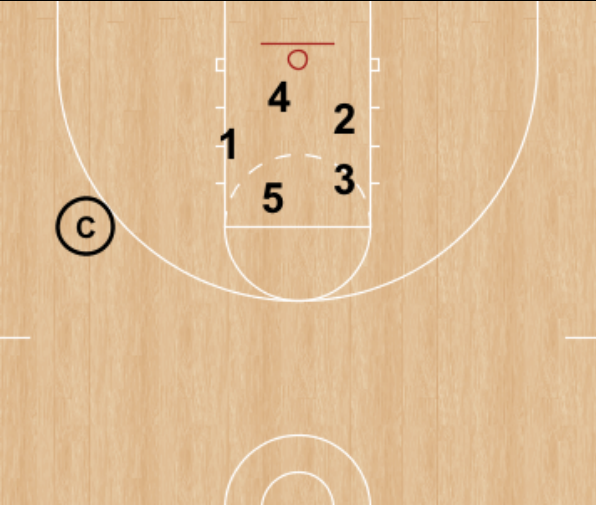


# 5 v 0 Secondary

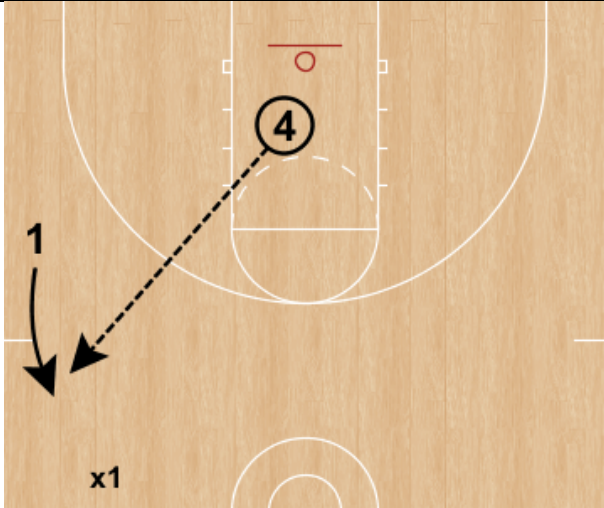
<p><b>Purpose:</b></p> <ul style="list-style-type: none"> <li>Learn the various actions and progressions of our Secondary break</li> </ul>	<p><b>Scoring / Goals:</b></p> <ul style="list-style-type: none"> <li>Goal is to score using one of the four Secondary break options</li> </ul>
<p><b>Rules:</b></p> <ul style="list-style-type: none"> <li>Team completes four trips (four shots) before new group of five comes on</li> <li>Coach or guided defender must give the PG, passer and 5-man a read on every outlet pass</li> <li>Any missed shots should be rebounded and finished</li> <li>PG must mix in at least one "slice" dribble each set of trips</li> </ul>	<p><b>Teaching points:</b></p> <ul style="list-style-type: none"> <li>Secondary options are automatically run once our Primary break options have been slowed or stopped</li> <li>PG has back facing sideline when catching outlet pass</li> <li>Rebounder gets powerful and uses twist or skip pass to outlet to PG</li> <li>On a miss, 4 and 5 race to half court to determine who's rim runner and who's the trailer</li> <li>On makes, 4 always takes ball out and outlets on the right side</li> </ul>

**Setup**



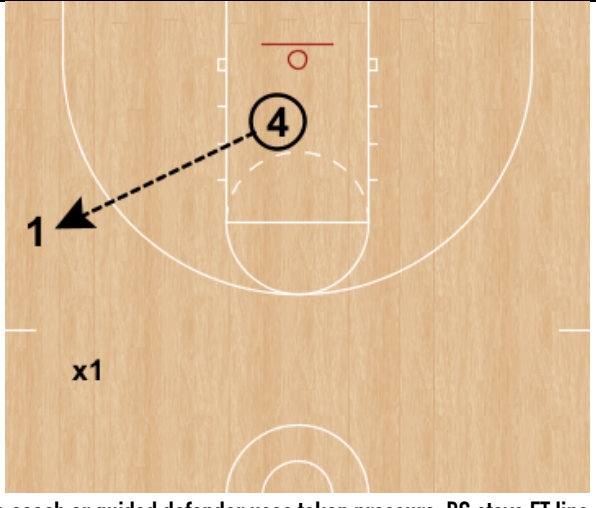
- Players circle and coach shoots. Players box out imaginary opponent, go for rebound, then outlet to PG. Others sprint to their spots (explained later)
- Complete the actions/options called out by coach (or PG can determine the action) for each trip.

**Outlet option 1**



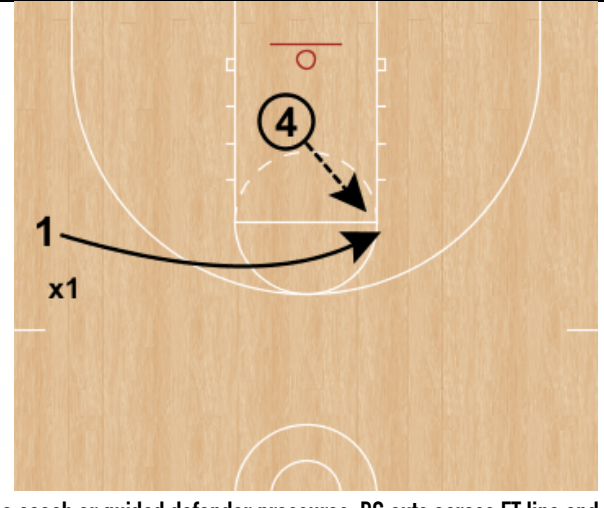
- If the coach or guided defender backs up to half court, PG drifts up court before outlet pass

**Outlet option 2**



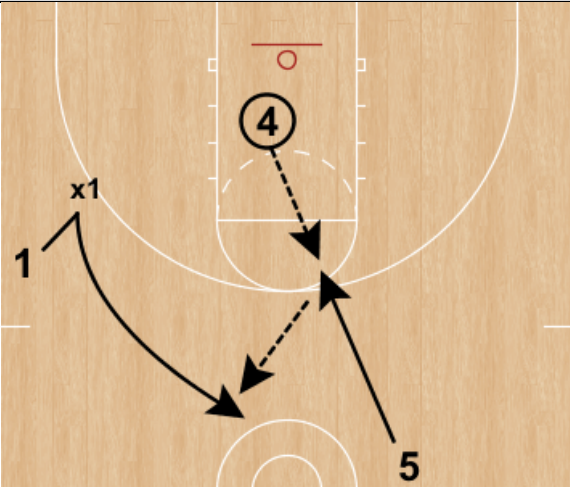
- If the coach or guided defender uses token pressure, PG stays FT line extended

**Outlet option 3**



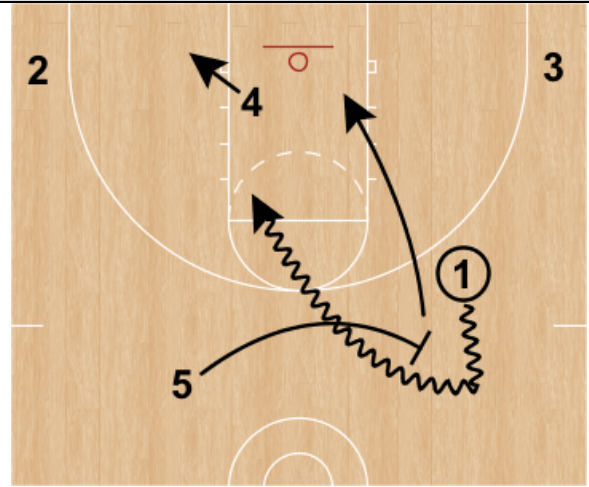
- If the coach or guided defender pressures, PG cuts across FT line and catches on opposite elbow

### Outlet option 4



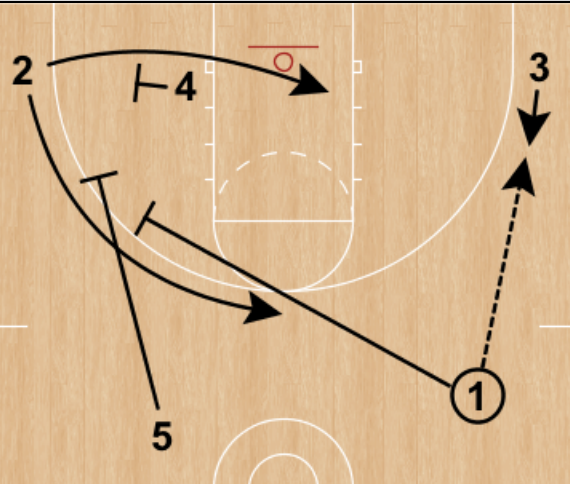
- If the coach or guided defender denies, run "5-Man stay." Here, the PG and 4 alert 5 by yelling "5-Man!" 5 cuts back to catch ball at top of key. PG buries defender down, and 5 hits PG on "slice cut" up court
- If needed, PG comes back to 5 for a hand off

### Option 1: Drag screen



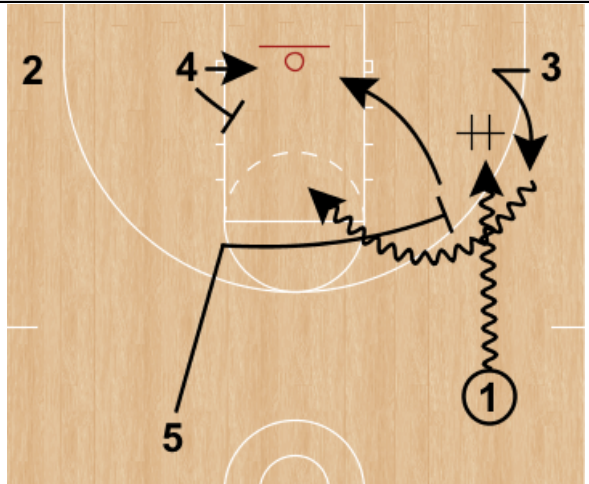
- At the other end, the first option is for the PG to back up dribble, get drag screen from trailer (PG points to floor to signal the drag screen), then attack to score or kick
- Rim runner spaces to short corner
- After trailer ball screens, he reads the defense and can roll or pop
- This should also be done using a slice dribble

### Option 2: Flex-Stagger option



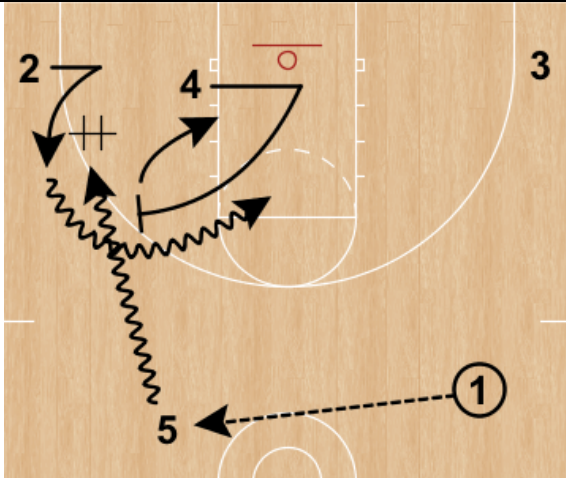
- The second option is to hit the corner, then give the opposite corner the option of using a flex or staggered screen
- On the pass, rim runner slides to weak side then sets flex screen for opposite corner. PG and trailer set staggered screen for opposite corner
- This corner can choose to use either the flex or staggered screen
- This should also be done using a slice dribble

### Option 3: Point Guard Handoff



- If the PG can't hit the corner, the third option is for the PG to dribble handoff with the corner, followed by a ball screen from the trailer (PG must point to floor to signal the ball screen from the trailer)
- Before screening, trailer must fake a basket cut to get his defender's momentum going away from the screen, then sprint to screen
- Corner attacks off screen to score or kick
- Rim runner spaces to short corner. If open, he looks for the catch and layup. If 2's defender is clogging the lane, he sets pin screen on 2's defender
- After trailer ball screens, he reads the defense and can roll or pop
- This should also be done using a slice dribble

#### Option 4: Trailer Handoff



- The final option is for the PG to hit the trailer (if overplayed, trailer cuts backdoor), trailer dribble handoffs with the corner, followed by a ball screen from the rim runner
- Before screening, rim runner must bury his defender under basket to get the defender's momentum going away from the screen, then sprint to screen
- Corner attacks off screen to score or kick
- After rim runner ball screens, he reads the defense and can roll or pop
- PG and other corner space on the weak side and look to catch and shoot
- This should also be done using a slice dribble