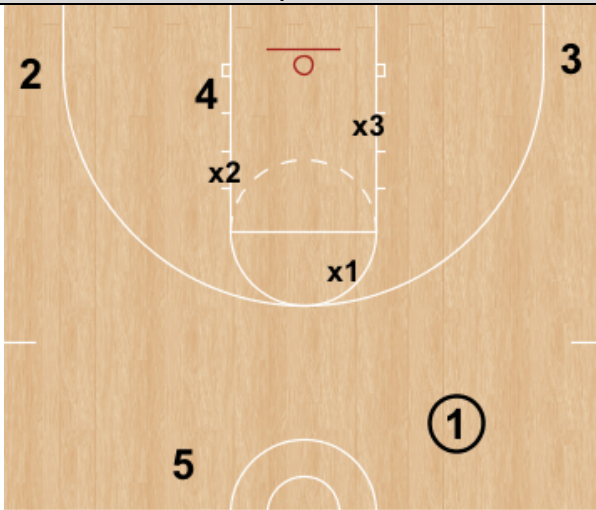


Advantage Primary (or Advantage "13")

<p>Purpose:</p> <ul style="list-style-type: none"> Use the various actions of our primary break to get good shots in three passes or less 	<p>Scoring / Goals:</p> <ul style="list-style-type: none"> Play by 2s and 3s. Keep a running score throughout the determined number of possessions Goal is to score more points than the opponent. Losing team has a consequence
<p>Rules:</p> <ul style="list-style-type: none"> Defense can defend however they want, and should mix up who they take away (PG, corner, or rim runner). When playing 5 v 3, coach or guided defender must give the PG, passer and 5-man a read on every outlet pass When playing 5 v 4, defense must deny one outlet pass, forcing offense to run "5-man stay" After outlet pass, 0 gets just three passes to score (fourth pass is a turnover) Turnover if any player besides trailer does not sprint down the floor PG must mix in at least one "slice" dribble each set of trips Rebounds are live. If 0 gets it, they have two passes and two dribbles to score (End-game principles). No third shot. If D gets rebound or steal, they set it down and sprint back on D 	<p>Teaching points:</p> <ul style="list-style-type: none"> PG has back facing sideline when catching outlet pass Rebounder gets powerful and uses twist or skip pass to outlet to PG On misses, 4 and 5 race to half court to determine who's rim runner and who's the trailer On makes, 4 always takes ball out and outlets on the right side Because the offense automatically has a numbers advantage, they should use End-game principles (immediate ball movement, attack dribbles only, and spacing) to score On offensive rebounds, 0 should also use End-game principles to get a good second shot

Setup	Setup continued
<ul style="list-style-type: none"> Create two teams. Start with five 0s and three Ds circling in the paint **Variation** add a fourth defender. Here, the D must deny one of the four outlet passes, forcing the 0 to run "5-Man stay" Teams complete four trips (four possessions) before subs come in Offensive team completes 20 trips total (five sets of four trips), or another amount determined by coach Offense and defense switch, and new offense gets the same amount of trips 	<ul style="list-style-type: none"> Players circle and coach shoots. All 0 players go for rebound as D players sprint back. Rebounder outlets to PG. Others 0s sprint to their spots When playing 5 v 3, coach or guided defender must give the PG, passer and 5-man a read on every outlet pass. When playing 5 v 4, defense must deny one outlet pass, forcing offense to run "5-man stay" Offense must use the proper outlet options

Trips 1 - 4



- At the other end of the floor, O reads what D gives them and uses their best Primary Break option to get a good shot. Continue until there have been four possessions.
- Offense's Primary Break options include:
 - Rim runner
 - Corner three
 - Corner to rim runner
 - Rim runner to trailer dive
 - PG attacks