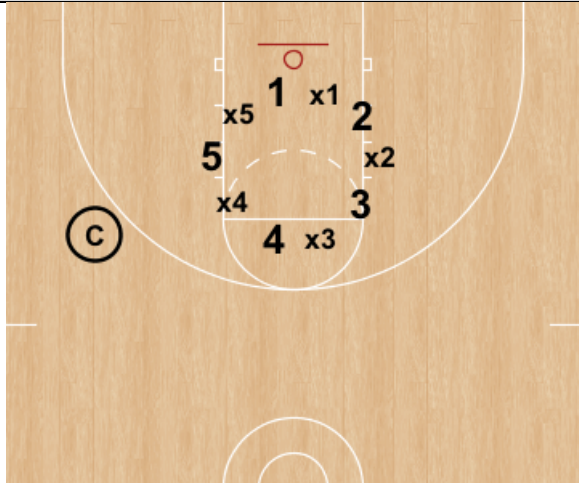
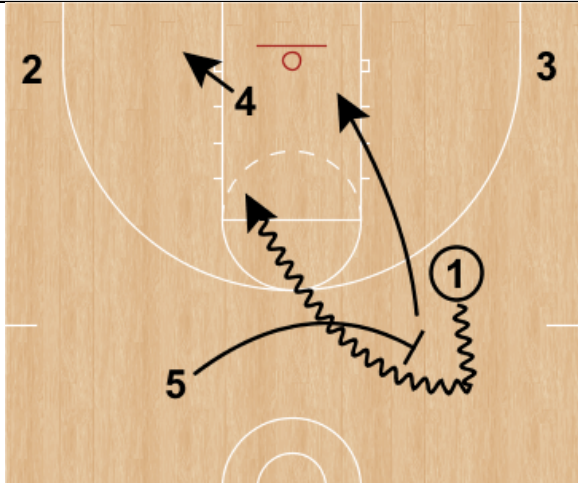
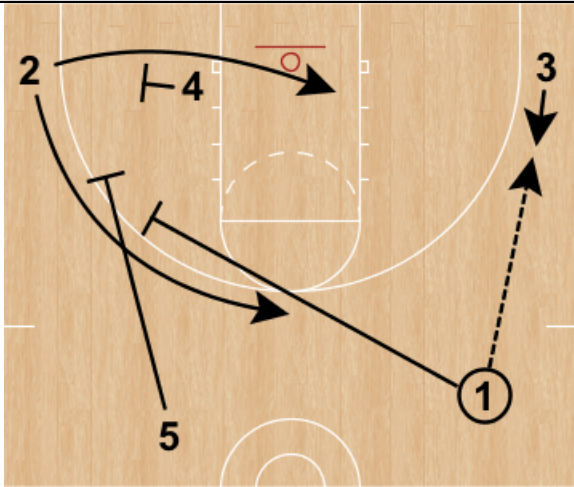


Continuous Secondary

<p>Purpose:</p> <ul style="list-style-type: none"> • Use the various actions of our Secondary break to get good shots • Use End-game principles to get good shots after an offensive rebound 	<p>Scoring / Goals:</p> <ul style="list-style-type: none"> • Play by 2s and 3s for determined amount of time, or a certain number of trips. • Goal is to score using one of the four Secondary break options, or using End-game principles on an offensive rebound • Losing team has a consequence
<p>Rules:</p> <ul style="list-style-type: none"> • Create two teams. Start with five Os and five Ds circling in the paint • PG must mix in at least one "slice" dribble each set of trips • Turnover if any player besides trailer does not sprint down the floor • Possessions are whistled dead if they lose the advantage they created with a Secondary option, or don't run a Secondary option to begin with • Rebounds are live. If O 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 should catch outlet pas as far up court as the defense allows • When D pressures or denies the outlet pass, O must use proper outlet option • Sprint the floor • On offensive rebounds, O should also use End-game principles to get a good second shot

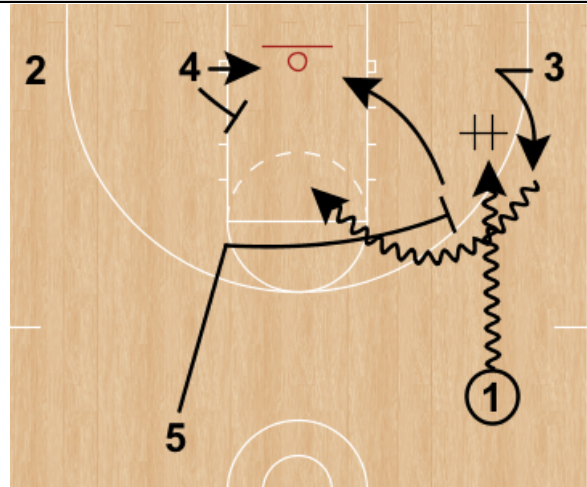
<p style="text-align: center;">Setup</p>	<p style="text-align: center;">Secondary Option 1: Drag screen</p>
	
<ul style="list-style-type: none"> • Create two teams. Start with five Os and five Ds circling in the paint • Coach shoots and all O players go for rebound as D players sprint back • D can pressure or deny any outlet pass if they choose • Complete four straight trips (four possessions) before switching O and D • Coach can call out the Secondary action to run, or let the players decide 	<ul style="list-style-type: none"> • At the other end, the first option is for the PG to receive a drag screen from the trailer and create

Secondary Option 2: Flex-Stagger option



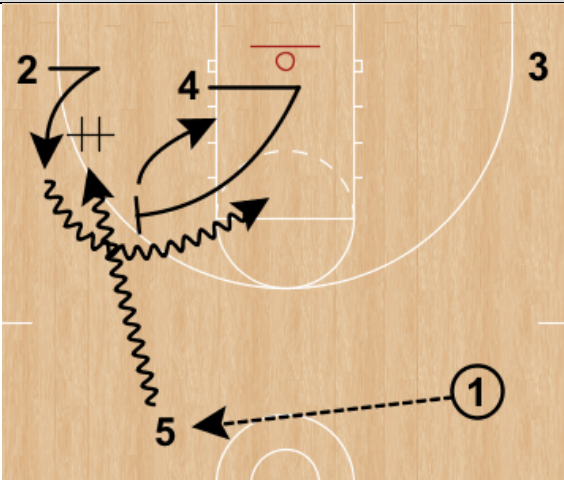
- The second option is to hit the corner, then give the opposite corner the option of using a flex or staggered screen

Secondary 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)

Secondary 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