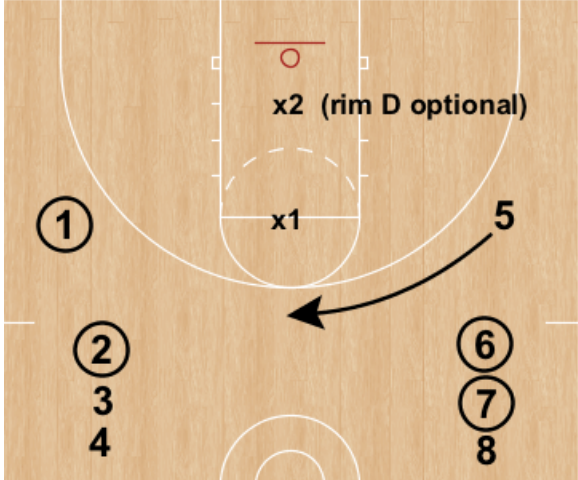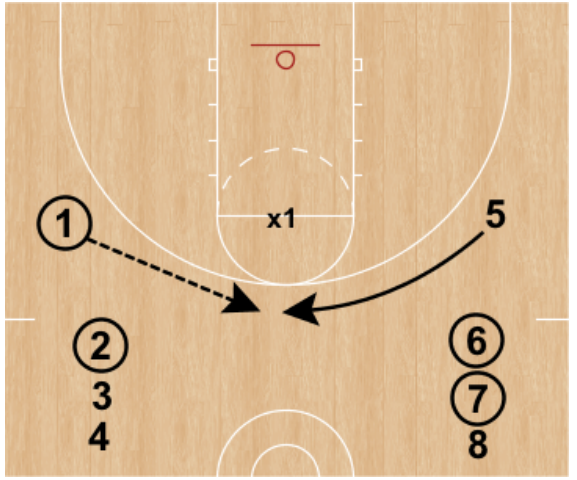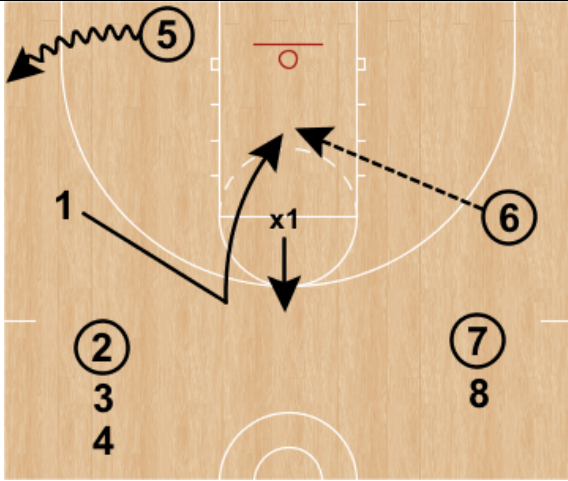# Pass & Cut Reads

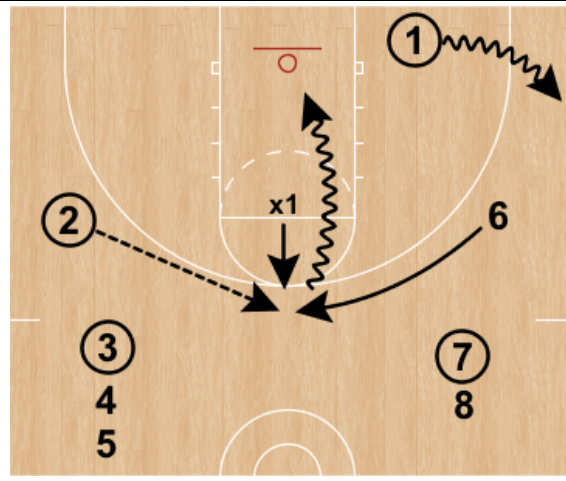|	
Purpose: • Teach the reads and reactions players should use when passing, cutting, filling up, and screening away	**Scoring / Goals:** • Goal is to properly read the defense and execute the correct action
Rules: • Must cut hard, or entire team has quick consequence • Must sprint to screen, or entire team has quick consequence • On a pass and screen away, new cutter must call out his cut	**Teaching points:** • Catch with a hop or 1–2 step, make decision as feel land, expecting to shoot • On backdoor cuts, cutter must put out fist, and passer must pass fake • On backdoor cuts, plant outside foot and explode other direction • Passer should always "have an act." Peak at rim, pass fake, jab step, etc. • When catching and attacking, attack in the direction away from where the pass came from • Use skips or outside hand twist passes when necessary

Setup	Progression 1: Catch and shoot
• Split players into two lines at the wings, two balls in each line • First player fills up, then reacts based on coach/guided D's signal • Passer becomes the next cutter • Shooter always rebounds own shot and goes to end of next line • With no guided D at the rim, finishes can progress from being predetermined by coach, to random • Progress from finishing with no D, to finishing against a guided defender • Progress from knowing what read the coach/guided defender will give you, to mixing it up and having players read the D • Lines should be changed to various 5-out and 4-out spots	• Coach/guided defender always stays back, allowing catch, and keeps hands down • Cutter always catches and shoots • Rebound own shot and go to end of next line

Progression 2 : Back cut	Progression 3: Catch and attack
• Coach/guided defender always overplays passing lane, denying the catch • Cutter always goes backdoor and finishes at the rim (any finish, or one called by coach) • Rebound own shot and go to end of next line	• Coach or guided defender always stays back, allowing catch, then closes out with hands up • Cutter always peaks, then drives and finishes at the rim (any finish, or one called by coach) • Attack in the direction away from where the pass came from • Rebound own shot and go to end of next line

Progression 4 : Pass and screen away	Progression 4 continued: Pass and screen away
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• Coach/guided defender always stays back, allowing catch, then plays balanced D with arms to side • Cutter always quickly reverses the ball. Next player in line must be ready to catch the reversal pass	• Following the quick reversal, player now screens away (no basket cut) • The new cutter on this screen gives the player a read (back, curl, straight, or fade cut), calls out the cut, but shouldn't cut all the way through • Screener must separate opposite the cut (pop for a shot, or dive for a layup) • Finishes at the rim can be random, or called by coach • Rebound own shot and go to end of next line

Progression 5 : Mixed reads	Progression 6: Vary location of lines
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• Coach/guided defender always gives a different read • Cutter must always read the D, then execute the correct reaction • Rebound own shot and go to end of next line	• Lines should be changed to various 5-out and 4-out spots