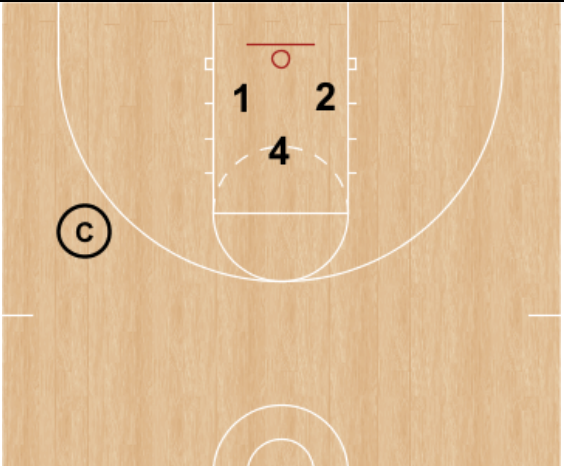
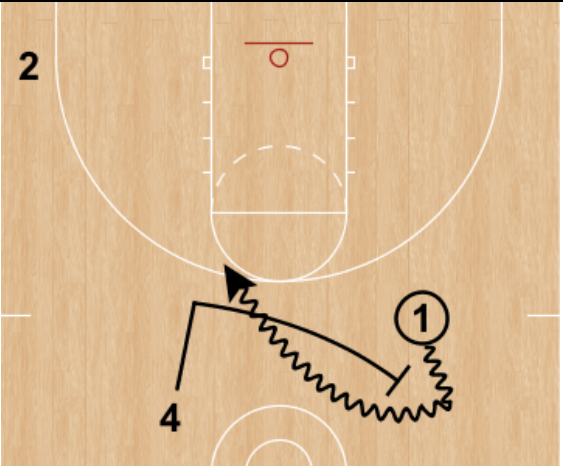
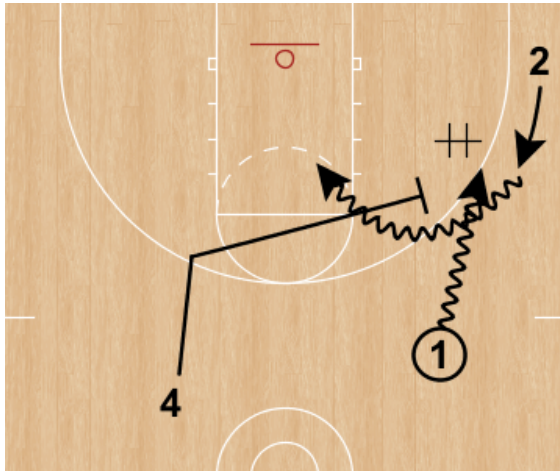


Secondary Breakdown

<p>Purpose:</p> <ul style="list-style-type: none"> • Learn the various reads of each Secondary action • Learn how to execute the various counters available for each action 	<p>Scoring / Goals:</p> <ul style="list-style-type: none"> • If playing where O gets four straight possessions, play to a certain score or certain amount of possessions • If playing where O gets just one possession, the game can be played continuously until one team reaches a certain score, or play for a certain amount of time • If playing make it take it, the game can again be played continuously until one team reaches a certain score, or play for a certain amount of time
<p>Rules:</p> <ul style="list-style-type: none"> • PG must mix in "slice" dribbles • Coach or guided defender can give the PG, passer and 5-man a read on outlet passes • 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 • Defense can defend however they want, and should try to guard the actions differently than the previous team on defense • Rebounds are live. If O gets it, they have one dribble and one pass to score (End-game principles). No third shot. • If D gets rebound or steal, they hand it to the offense 	<p>Teaching points:</p> <ul style="list-style-type: none"> • Use Secondary actions to either create a shot, or to disorganize the defense and use End-game principles to create a good shot • When using ball screen, 1) Wait for the screen, 2) Set up defender to create separation, 3) Rub the screen, and 4) Read and react to the defenders • Ball screen reads: <ul style="list-style-type: none"> ○ "Attack it" when screener's defender sags off in the paint AND on-ball defender runs into screen, or goes over/trails screen ○ "Reject It" when on-ball defender denies you from using screen, OR on-ball defender relaxes/falls asleep ○ "Split it" when screener's defender hedges or traps, but leaves a gap ○ "Stretch it" when screener's defender hedges or traps, without leaving a gap, OR defenders switch, giving you a mismatch ○ "Dish it" when screener's defender hedges, traps, or switches too early

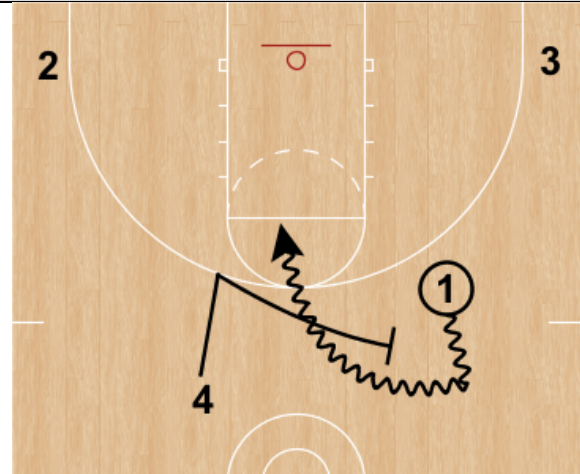
<p style="text-align: center;">Setup</p>  <ul style="list-style-type: none"> • Start with teams of three. Each team should have a PG, a 4-5, and a 2-3 • First offensive team of three circles. When coach shoots, O boxes out imaginary opponents, everyone goes for rebound, then they outlet to PG • This team stays on O for four straight trips • They go up and down the floor continuously against other teams of three waiting to play defense • Choose a Secondary action to run the whole time, or the coach can call a different action each possession • Rotate which team is on offense. Progress to 4v4 • ** Variations ** <ul style="list-style-type: none"> ○ Offense goes for one possession, then D takes the ball the other way ○ Make it take it. If O scores, they continue on offense at the other end 	<p style="text-align: center;">3v3: Drag screen</p>  <ul style="list-style-type: none"> • For the drag screen, the 2 can sprint and fill either corner • PG and trailer must read and react to how D defends the drag screen. <p>Options include:</p> <ul style="list-style-type: none"> ○ <u>Attack it</u> - turn the corner and attack hard ○ <u>Reject it</u> - fake towards screen, then attack other way ○ <u>Split it</u> - take one dribble past screener, then make sharp change of direction dribble to split the two defenders ○ <u>Stretch it</u> - two lateral or backwards dribbles past screener, then shoot, pass, or re-attack (this action is typically used most often) ○ <u>Dish it</u> - before getting to screen, hit the screener as he slips toward basket <ul style="list-style-type: none"> • Trailer can roll or pop based on how the PG uses the screen
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3v3: Point Guard Handoff



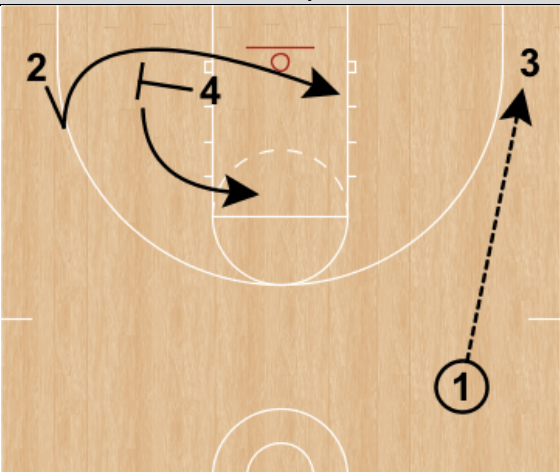
- PG must read how D defends the dribble handoff. 2 could go backdoor if they overplay it. PG can fake handoff and attack if they switch it
- Corner and trailer must read and react to how D defends the ball screen
 - Use the same options as listed in the previous drag screen action
- Trailer can roll or pop based on how the PG uses the screen

4v4: Drag screen



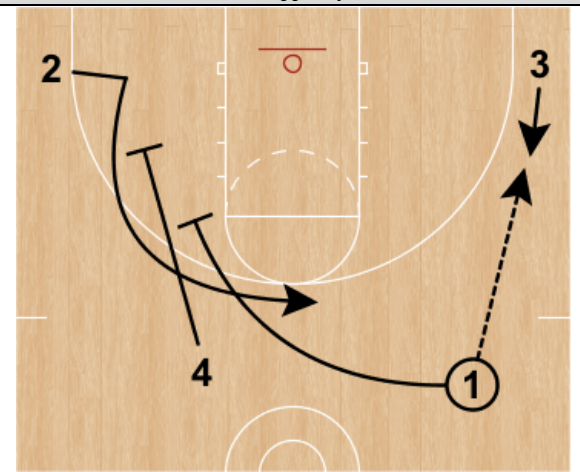
- Next Progression is 4v4. Each team should have a PG, 2,3, and 4-5
- PG and trailer must read and react to how D defends the ball screen
 - Use the same options as listed in the earlier drag screen action
- Trailer can roll or pop based on how the PG uses the screen

4v4: Flex option



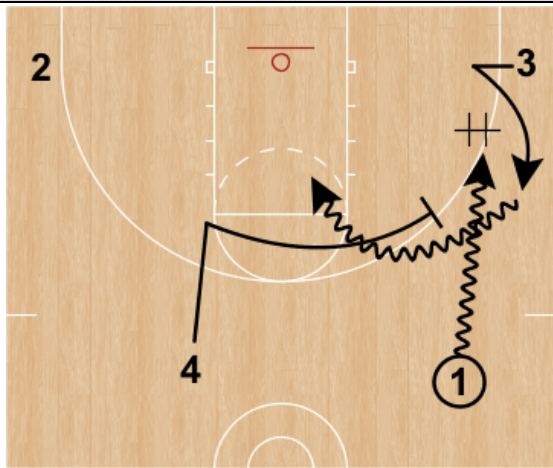
- Coach can require D to allow pass to 3. If it's not required, 3 can go backdoor
- 2 reads defender on the flex screen and either straight cuts or fades
- 4 screen and separates. If 2 straight cuts, 4 either pops to corner or flashes to free throw line. If 2 fades, 4 dives to the basket
- 4 can also slip the screen and flash back to basket or free throw line

4v4: Stagger option



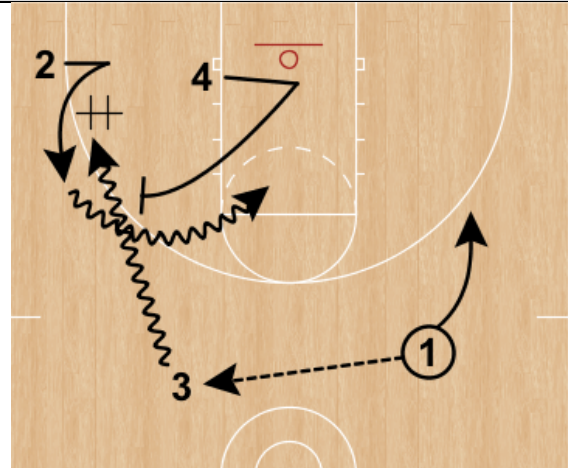
- Coach can require D to allow pass to 3. If it's not required, 3 can go backdoor
- 2 reads defender on the staggered screen and can back, curl, straight, or fade cut
- 4 should pop and space to the perimeter after his screen
- 1 can pop or dive after his screen. He can also slip the screen if available

4v4: Point Guard Handoff



- PG dribble handoffs with 3, but can also fake handoff of D switches
- Trailer fakes basket cut, sprints to screen. then can slip screen, roll, or pop
- Corner and trailer must read and react to how D defends the ball screen
 - Use the same options as listed in the earlier drag screen action
- After trailer ball screens, he reads the defense and can roll or pop
- 2 stays spaced in corner and is ready to catch and shoot

4v4: Trailer Handoff



- If trailer (3 in this situation) is denied, he cuts backdoor
- Rim runner buries man under basket, then sprints out to set screen
- Corner and rim runner must read and react to how D defends the ball screen
 - Use the same options as listed in the earlier drag screen action
- After rim runner ball screens, he reads the defense and can roll or pop
- 1 spaces to the wing and is ready to catch and shoot