

OFFENSE BEHIND THE OFFENSE

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- ★ **Papio South High School**
 - 2003-2026
- ★ **McCook High School**
 - 1990-2003
- ★ **Mankato High School (KS)**
 - 1989-1990
- ★ **KSC/UNK Player**
 - 1984-1988



TEACHING PROGRESSION

SouthTitanBasketball.com/offense-behind-offense



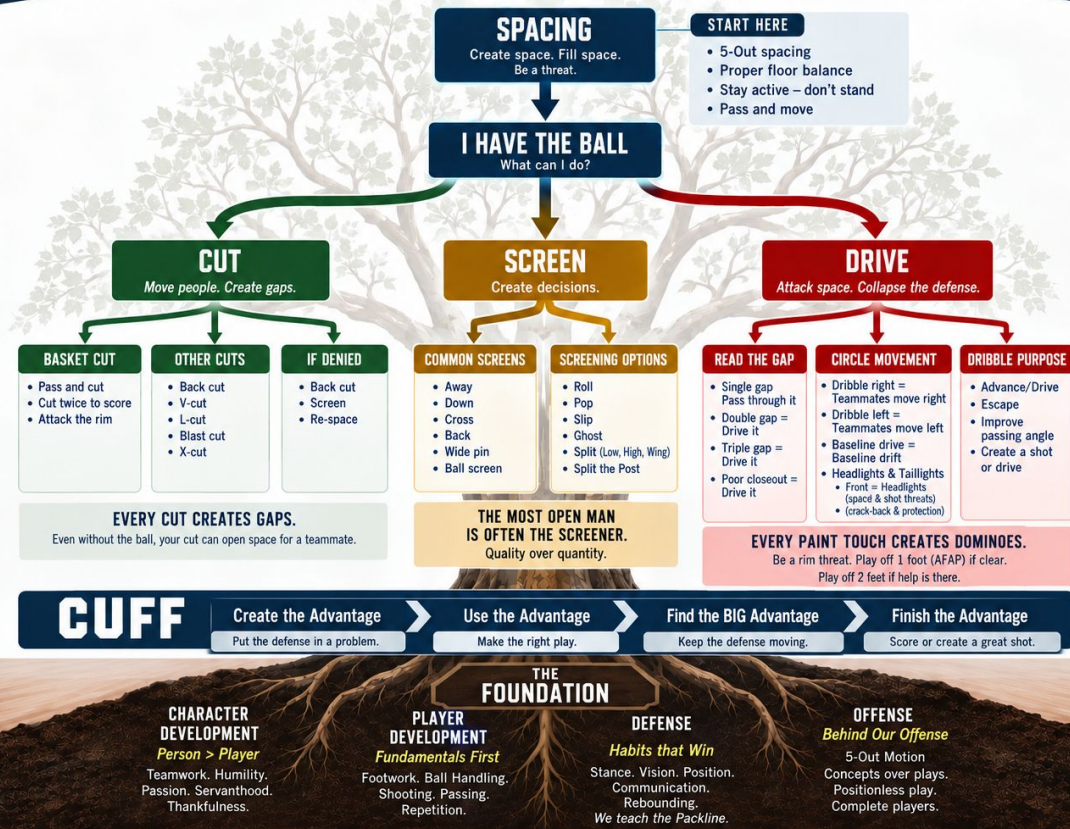
MOVE THE BALL
MOVE PEOPLE
SCREEN

OFFENSE BEHIND THE OFFENSE

BUILDING THE DECISION TREE

Teach
Develop
Empower
Players Who Can Play

SAME ROOTS. STRONGER PLAYERS.



SIMPLER DECISIONS TODAY.

STRONGER PLAYERS TOMORROW.

A LIFETIME OF IMPACT.

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MOVE PEOPLE
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*Same Roots.
Stronger Players.*

1 SPACE THE FLOOR

Start with Spacing.



MOVE THE BALL
Keep the ball moving. Maintain spacing.

FOUNDATION: CREATE SPACE

2 PASS → CUT

First Decision After the Pass.



- Put pressure on the rim.
- Cut twice to score.
- Even without the ball, your cut creates gaps.

CUTTING GAME BEGINS

3 CUT CREATES SPACE

My cut moves the defense.



EVERY CUT CREATES GAPS

4 ADD SCREENING

After I pass, I can cut or screen.



MOVE PEOPLE. SCREEN.

5 CATCH READY

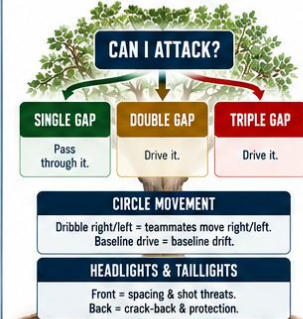
Read early. Be decisive.



QUICK DECISIONS ON THE CATCH

6 DRIVING GAME

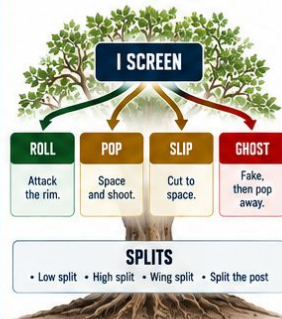
Attack with a purpose.



PENETRATE → CREATE → ADVANTAGE

7 SCREEN READING

Teach the response.



THE MOST OPEN MAN IS OFTEN THE SCREENER.

8 CUFF

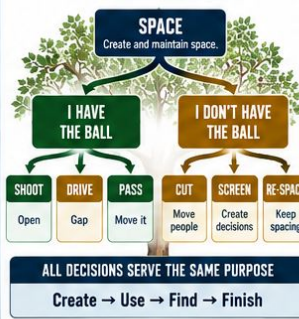
The purpose behind the decisions.



A CONTINUOUS MOVEMENT GAME

9 THE FULL DECISION TREE

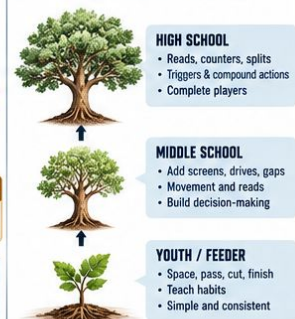
All decisions. One game.



SIMPLE DECISIONS. BIGGER PLAYERS.

10 THE PROGRESSION

Add one decision at a time.



SAME ROOTS. STRONGER PLAYERS.

1. SPACING

Move the Ball

★ BIG SPACING

- Point up top → Wings wide → Forwards spaced

Spacing is easy. Re-spacing is hard. → When in doubt, space out.

★ MOVE THE BALL

- No decision overload yet. Teach players what good spacing *looks and feels like*.
- Good passing → Outside hand

2. CUTTING

Move People

★ PASS & CUT

- Basket cut → Rim pressure → Fill out
- Add Fill cuts

Teach Move People::

- ★ **Pass and stand = easy to guard. Pass and cut = hard to guard.**
- ★ Add **Cut Twice to Score** once they understand the basic basket cut.

3. CUTTING CREATES SPACE

Now we're teaching **why** we cut.

- ★ **PASS & CUT = DEFENSE MOVES**
 - **GAP OPENS**
 - **TEAMMATE USES IT**

Now add:

- ★ **Basket Cut | Back Cut | X-Cut**

The player begins understanding:

- ★ **My cut doesn't have to get me open to be a good cut = Sacrificial Cut**

4. SCREENING

Only now do we give the player another major off-ball choice.

★ **AFTER I PASS GET OFF MY SPOT:**

- **CUT**
- **SCREEN**

Basic screens first:

★ Away | Down | Back | Cross

Move the Ball. Move People. Screen.

★ **The most open player is often the screener.**

5. CATCH READY

Rim-Post-Action (RPA)

- ★ **BALL IS COMING**
 - **READ EARLY**
 - **Open → SHOOT IT (BPR)**
 - **Poor/Long Closeout → DRIVE IT**
 - **Nothing → MOVE IT**

Teach:

- ★ **You're most open on the catch.**
- ★ **Shot Rating System**

6. DRIVING

Circle Movement

★ CAN I ATTACK?

- **Single Gap → PASS THROUGH IT**
- **Double/Triple Gap → DRIVE IT**
- **Poor Closeout → DRIVE IT**

Once penetration begins, off-ball movement:

★ **DRIVE RIGHT → MOVE RIGHT | DRIVE LEFT → MOVE LEFT**

- **BASELINE → DRIFT & 45**
- **MIDDLE → SLIDE & CLYDE/JAYHAWK**

★ **AKA: Headlights & Taillights**

7. SCREENING = READING

Screening Becomes Reading

★ **SCREEN +** How does the defense respond?

- **Roll | Pop | Slip | Ghost**

Then eventually:

★ **Low Split | High Split | Wing Split | Split the Post | Get Game | Ball Screen**

8. CUFF

Advantage Basketball = Dominoes

- ★ CREATE THE ADVANTAGE
- ★ USE THE ADVANTAGE
- ★ FIND THE BIG ADVANTAGE
- ★ FINISH THE ADVANTAGE

Teach Finishing School:

- ★ No Bodies → Off 1
- ★ See Bodies → Off 2 (Stride Stop)

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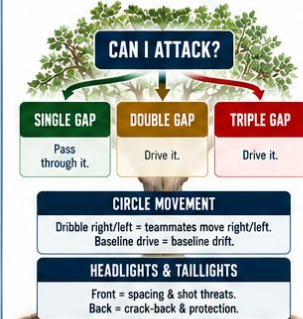
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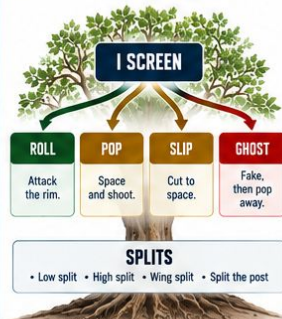
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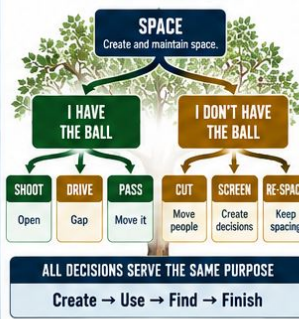
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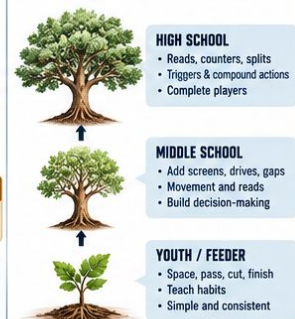
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