



KBA - Read and React Offense



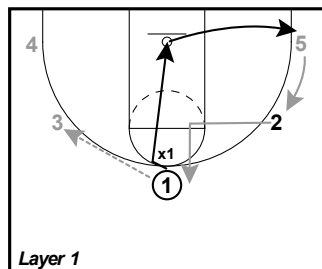
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KBA - Read and React Offense

Foundational Layers (1-6)

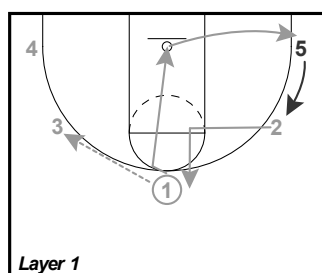
Layer 1 - Pass & Cut - Basket Cut



Basket Cut

- *Cutter should try to FACE CUT (shown) the defender, but could BACK CUT if defender jumps hard to the ball
- *Anytime a player passes, a HARD cut should follow
- *Cut must be made TO the rim, then finished by filling the open spot outside the Read Line

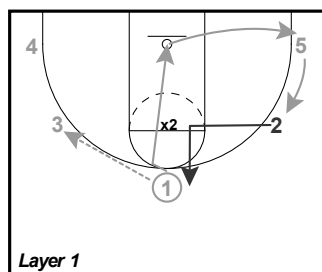
Layer 1 - Pass & Cut - Fill Cut



Fill Cut

- *Player should look to fill any perimeter spot open above them
- *In this case, 5 fills the spot vacated by 2 who filled the open spot left by 1

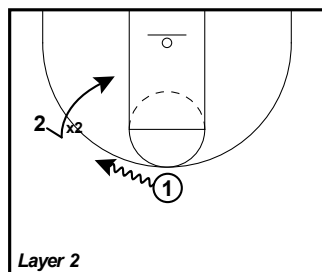
Layer 1 - Pass & Cut - L Cut



L Cut

- *Type of Fill Cut used when filling the point or when defender is in a flat help position or denial up the line
- *Offensive player walks or jogs directly at the defender, then makes cut to fill or backcut based on how the defender responds - defense stays under, offense fills to perimeter' defense steps up and denies, offense backcuts to rim

Layer 2 - Dribble Ats



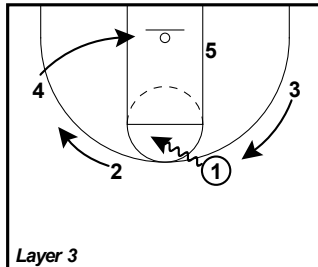
Dribble Ats

- *Anytime the ball is speed dribbled at an offensive player, he must take 1 step to the ball then immediately back cut
- *If the defender is past the Read Line or takes a step up with the offensive player, the passer should throw the pass just off the defenders back foot *A back cut must always be completed to the rim

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Foundational Layers (1-6)

Layer 3 - Circle Movement - Dribble Penetration

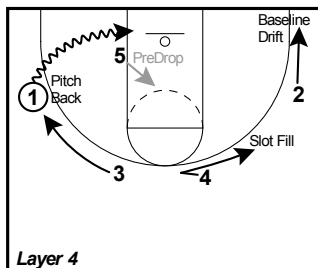


Circle Movement

*Drive to Right - slide Right

*Drive to Left - slide Left

Layer 4 - Baseline Adjustment - Dribble Penetration



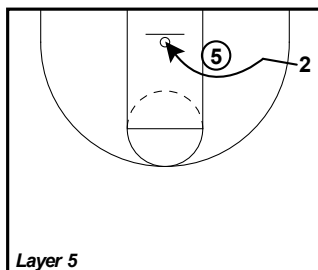
Baseline Adjustment - Baseline Drift

*Adjustments from regular Circle Movement on a baseline drive

*Pass must be made with hand away from the defense

*Driver must reverse pivot on the foot furthest from the baseline to throw the Pitchback pass

Layer 5 - Post Pass & Cut - Laker Cut

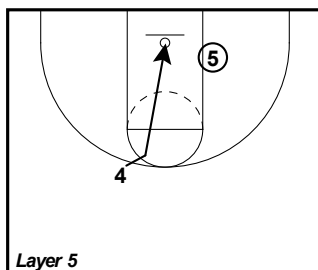


Laker Cut

*On post entries, the passer has the option to follow his pass with a cut off the post (or space if a shooter)

*Cut should be made to the opposite side of the post defender

Layer 5 - Post Pass & Cut - Rip Cut



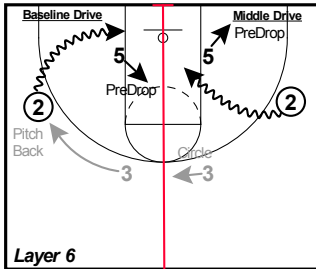
Rip Cut

*On post entry, backside guard looks to dive to space at the rim *Depending on how the post is defended the cutter will be open or will create openings for teammates

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Foundational Layers (1-6)

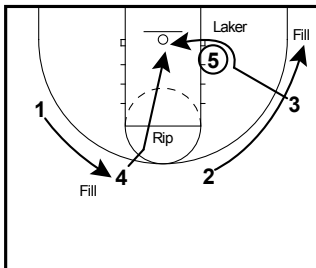
Layer 6 - Post Slides - Dribble Penetration



Post Slides - PreDrop

- *On dribble penetration, anyone occupying the post position must move based on where the drive occurs
- *Players must perfect PreDrop form and execution

Layers 1-6 Foundation



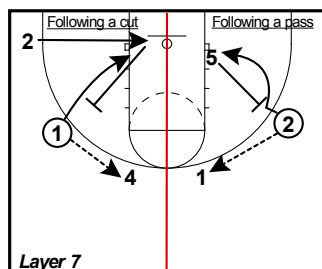
Post Entry Actions

- *Post must catch and settle unless scoring opportunity is obvious
- *on catch and settle, post checks inside shoulder and reads defense

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Enhanced Layers (7-11)

Layer 7 - Backscreens

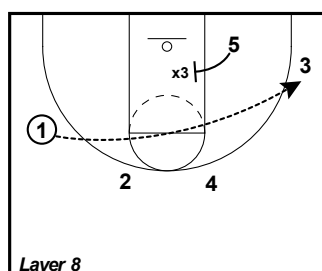


Back Screens

*Rather than filling to the open spot, cutter back screens to fills a spot on the perimeter

*Post can also step out to back screen after posting or whenever the ball is passed

Layer 8 - Post Screens - Pin & Skip



Post Screens - Pin & Skip

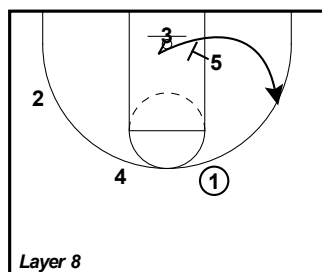
*Usually from 4 Out movement

*Occurs when ball is away and post has stepped off the lane line to short corner

*Post looks to screen wing defender inside to open skip pass for shot or drive opportunity

*On skip pass, post should immediately turn & post hard

Layer 8 - Post Screens - Pin Downs



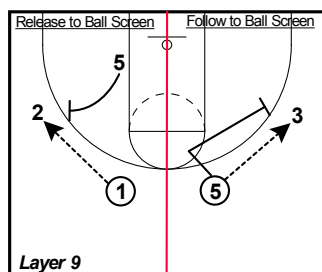
Post Screens - Pin Downs

*Usually from 4 Out movement

*Occurs when a player finishes a basket cut and is filling the open position on the side of the post

*Post looks to screen for perimeter player as he returns to the perimeter *Post should look to seal and post following screen

Layer 9 - Ball Screens



Ball Screens

*Who, when, and where ball screens are set will be dependant on the rules in place for individual players

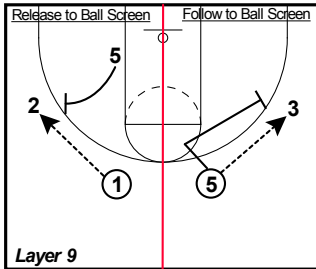
*Three most common Ball Screen rules:

- Anytime 5 passes on perimeter, follow and ball screen (shown)
- Anytime 2 catches the ball on the perimeter, 5 releases from post position and sprints to ball screen (shown)
- Anytime 5 has the opportunity to ball screen, regardless of where the ball is or who has it

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Enhanced Layers (7-11)

Layer 9 - Ball Screens



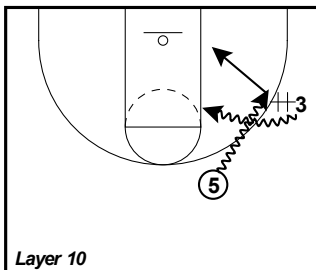
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Layer 10 - Power Dribbles



Power Dribbles

*Another way to initiate ball screens

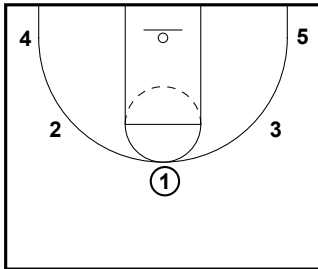
*When a player cannot move the ball on the perimeter, he should immediately power dribble at another player to initiate a dribble handoff/ball screen opportunity

*Technique and execution of of Power Dribbles and dribble handoffs must be sharp

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Formations

5 Out

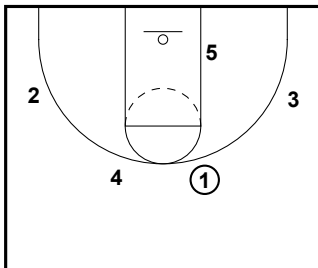


5 Out

*Should be the starting point for all teams

*Focus is on teaching all basketball skills to all players *These 5 positions on the floor should be filled on each catch

4 Out - Low



4 Out-Low

*A progression from 5 Out depending on personnel

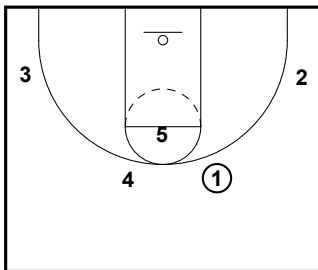
*All 4 perimeter spots should be filled on each catch

*The 4 perimeter players play by same rules as 5 Out

*Post will have specific rules depending on skill set

*The Low position allows for postups, pin & skips, pin down screens

4 Out - High



4 Out- High

*A progression from 5 Out depending on personnel

*All 4 perimeter spots should be filled on each catch

*The 4 perimeter players play by same rules as 5 Out

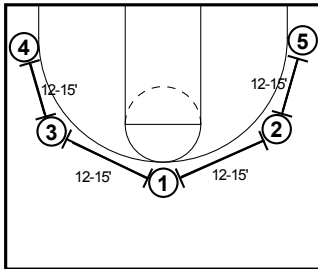
*Post will have specific rules depending on skill set

*The High position allows for a lot of back screens and ball screens

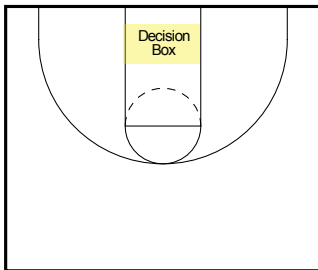
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Spacing Terminology

5 Out Spacing



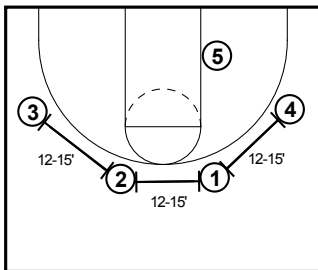
Read Box



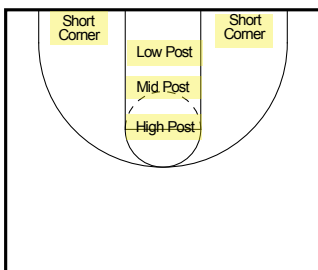
Decision Box

*Once a player completes cut to the rim, the DECISION BOX is where the player determines which perimeter spot to fill

4 Out Spacing



Post Areas



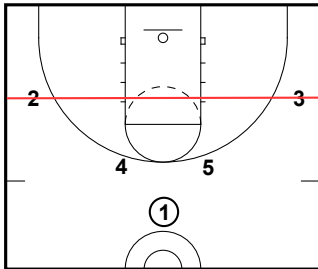
Post Areas

*Post players may occupy any of the areas shown depending on the offensive movement being executed

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Spacing Terminology

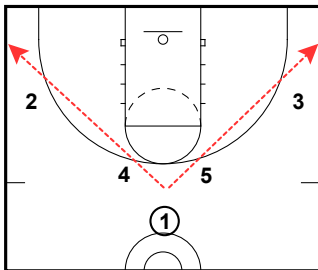
Motion Line



Motion Line

- Step below the FT line - Higher and Wider
- Allows for cuts in both directions & creates space for post ups

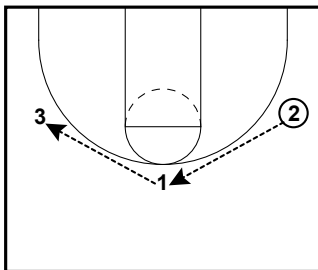
Screening Lines



Screening Lines

- Down Screens, Flare Screens, & Back Screens should happen on or above the screening lines
- Higher and Wider

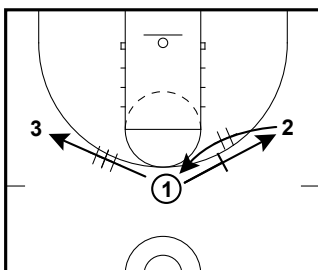
Side Top Side



Side-Top-Side

- *Concept of reversing the ball from 1 side of the floor to the other side
- *Ball reversals cause the defense to change from ballside to helpside, increase their chance for making a mistake

Sides of the Floor



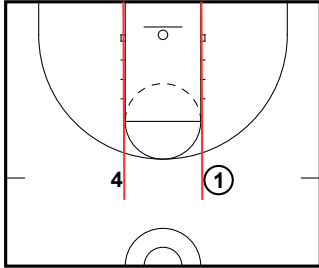
Sides of the Floor

- Refers to ball reversals
- We want shots on the 3rd side of the floor
- Most bad shots occur on the 1st or 2nd side of the floor

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Spacing Terminology

Slots



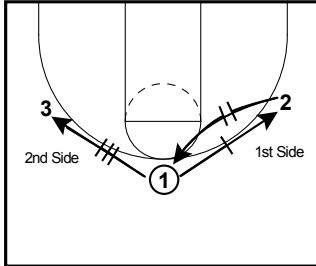
Slots

- 2 guard positions in 4 Out, 1 In
- NBA 3 point line depth, outside lane lines

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Miscellaneous

Sides of the Floor

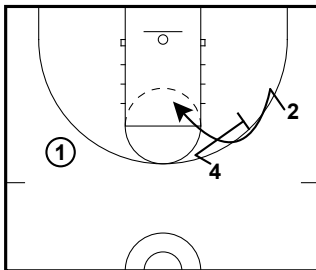


Sides of the Floor

*Refers to ball reversals

*We want shots on the 0 Side (Transition) or the 3rd Side (after 2 ball reversals) unless we have a great shot (an 8 or 9) on the 1st or 2nd *Most bad shots occur on the 1st and 2nd sides of the floor

Centering the Ball



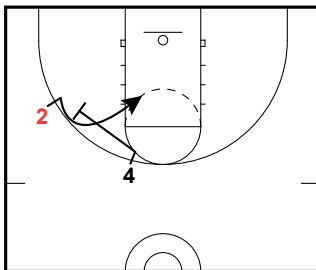
Centering the Ball

-Ball needs to be between the Slots as much as possible

-Allows for screening actions on both sides of the floor to be viable scoring options

-Centering the ball by the dribble or pass is often needed on each possession

Cutter



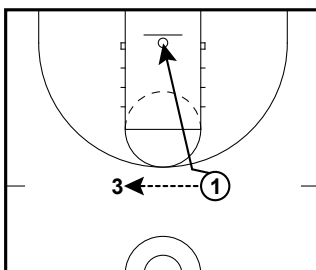
Cutter

-Player tht receives screens

-Also allowed to set screens for screeners or cutters

-Most create scoring opportunities for self and teammates

Basket Cut



Basket Cut

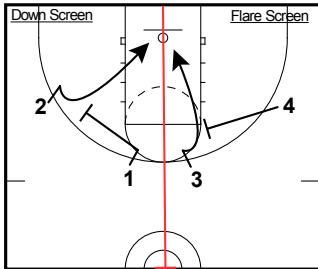
-All cuts are setup by the basket cut, usally following a pass

-Cutter should try to face cut the defender, but could back cut if defender jumps hard to the ball

KBA - Read and React Offense

Miscellaneous

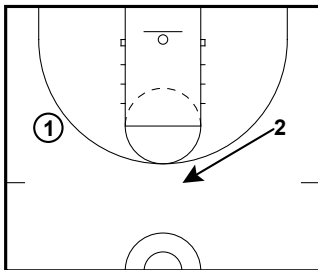
Zip Cut



Zip Cut

- Use when defender is cheating the screen
- Sell use of the screen
- Swim and backcut at point of screen

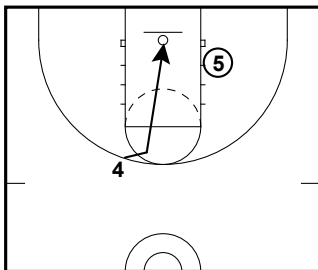
Fill Cut



Fill Cut

- Used to fill open perimeter position without a screen
- Usually to fill the point or slot position to create ball reversals

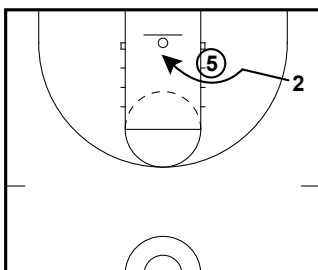
Rip Cut



Rip Cut

- On post entry, backside guard looks to dive to space at the rim
- Depending on how the post is defended the cutter will be open or will create openings for teammates

Laker Cut



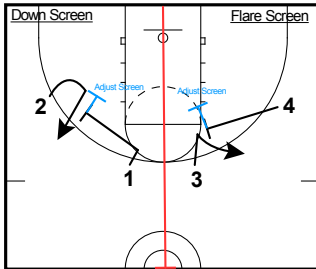
Laker Cut

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Miscellaneous

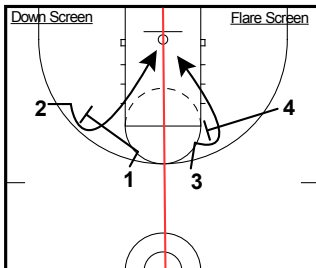
Fade Cut



Fade Cut

- Use when defender goes under the screen
- Screener must adjust screen to keep defender under
- Cutter must make contact with screener and push screener into defender

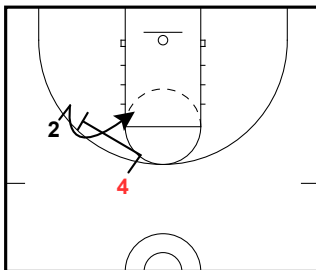
Curl Cut



Curl Cut

- Use when defender is chasing the cutter
- Cutters job is to get his defender into screens
- Cutters shoulder to screeners hip - grab shorts

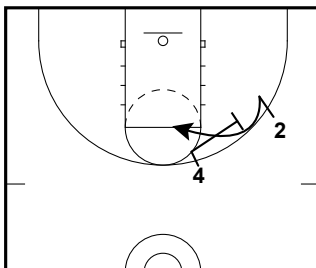
Screener



Screener

- Primary responsibility is to screen and 2nd cut
- Must be vocal and communicate screens

Down Screen



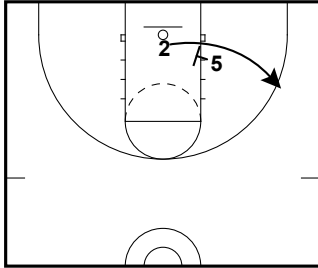
Down Screen

- Screener's back to ball
- Pop feet. Screen to contact.
- Set for a cutter below screener

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Miscellaneous

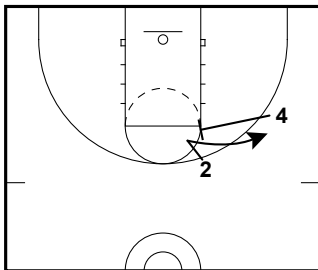
Pin Down Screen



Pin Down Screen

- Screener's back to sideline
- Pop feet. Screen to contact
- Set for players returning to perimeter, along the lane line
- Should be followed by an immediate hard post up

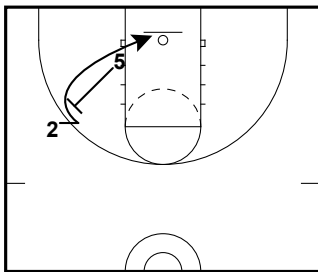
Flare Screen



Flare Screen

- Screener's back to the sideline
- Pop Feet. Screen to contact
- Set for a cutter above the screener

Back Screen



Back Screen

- Screener's back to basket
- Pop feet. Screen to contact.
- Set by posts stepping out or cutters on way out of lane