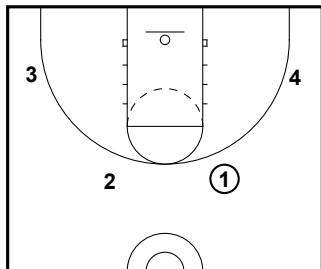


2nd/3rd/4th Grade Offensive Team Concepts

2nd/3rd Grade Halfcourt Offense

4 on 0 Dummy Offense



Progress to 5v0, 4v4 token, 5v5 token

1. Coach sets number of passes prior to shot
2. Coach sets how players are to score - face cut, back cut, fill rip & attack, etc
3. Players execute while remaining fundamental

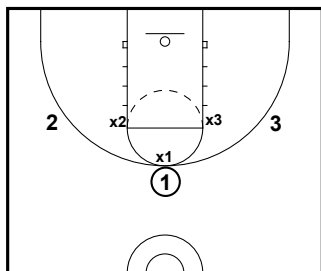
Coaching Points

- *Limit dribbles per catch when live
- * 5 - 8 passes prior to shooting is a good start
- *Aggressive catches and cuts
- *Emphasize any offensive or defensive concepts

Terminology

Read the defense
Dribble Ats (Layer 2)
Fill up / Fill hard
Communicate

3 on 3 Live



3v0 to start, progress to 3v3 Live

Possible limits - 1 side of floor, no dribbles, 1 dribble, no screens, paint touch required, specific player must score, must score off specific action

Coaching Points

- *Recognize Dribble Ats
- *Recognize Draft Drives
- *Attack closeouts
- *Emphasize any offensive or defensive concept

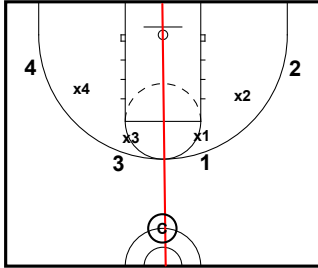
Terminology

Dribble Ats
Draft Drives
Hard cuts
Aggressive catches

2nd/3rd/4th Grade Offensive Team Concepts

2nd/3rd Grade Halfcourt Offense

4 on 4 Sides



Coach enters ball to start - the ball can change sides 1. 3 & 4 must stay on LEFT side
2. 1 & 2 must stay on RIGHT side

Coaching Points

- *Reverse the ball
- *Good passes & catches
- *Require scoring after 2nd side of the floor *Emphasize any offensive or defensive concepts

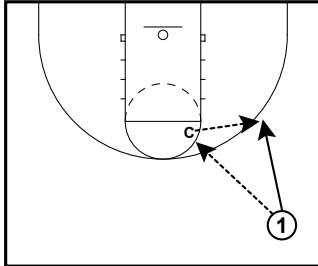
Terminology

Sides of the floor
Value the possession
OUR best shot

2nd/3rd/4th Grade Offensive Team Concepts

2nd/3rd Grade Transition Offense

Transition Shooting



1 ball for each player

1. Pass to coach at elbow & cut to the rim
2. Finishes-layup, power, opposite hand finish, rip to BL pullup, rip to middle pullup, rip to BL rim, rip to middle rim

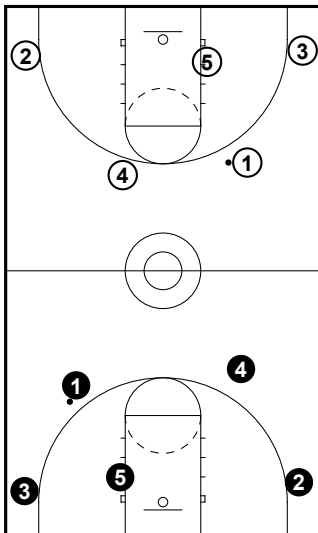
Coaching Points

- *Full speed into catch
- *Game speed
- *Head up, eyes on rim

Terminology

Game speed
Head up
Sprint the floor

Dummy Chaos



Both teams begin with a rebound and outlet

1. Teams transition to opposite end scoring as instructed
2. On make, team transitions back to other end

Coaching Points

- *Rim Run
- *Wings wide
- *Outlets
- *Pass the ball ahead
- *Communication
- *Emphasize any offensive or defensive concepts

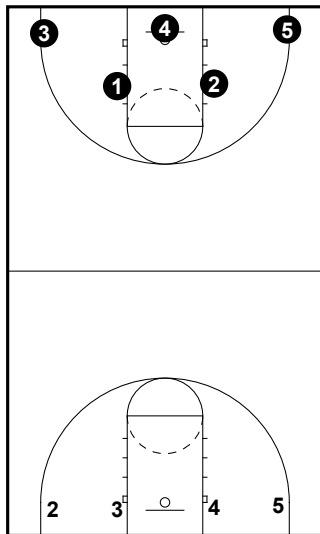
Terminology

Rim Run
Outlet
Kick ahead

2nd/3rd/4th Grade Offensive Team Concepts

2nd/3rd Grade Transition Offense

Spartan Transition



Drill begins with FT by white

1. 2 on 1 for black
2. 3 on 2 for white (2 whites join)
3. 4 on 3 for black (2 blacks join)
4. 4 on 4 for white (2 whites join)
5. 5 on 5 black ball (1 black joins) FLIP IT

Coaching Points

- *Rim runners
- *Kick aheads
- *Smooth transition to offense
- *Attacking in transition - 0 side of the floor

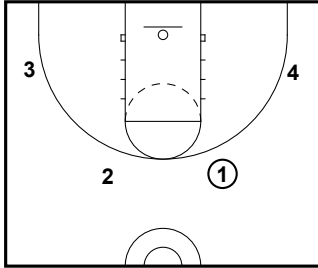
Terminology

Rim run
Outlet
Sprint the floor
Sides of floor
Transition offense

2nd/3rd/4th Grade Offensive Team Concepts

4th Grade Halfcourt Offense

4 on 0 Dummy Offense



Progress to 5v0, 4v4 token, 5v5 token

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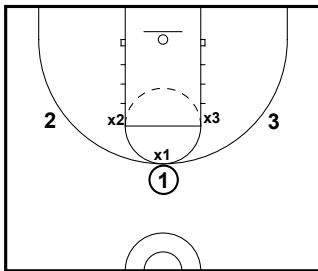
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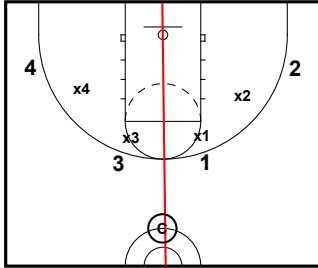
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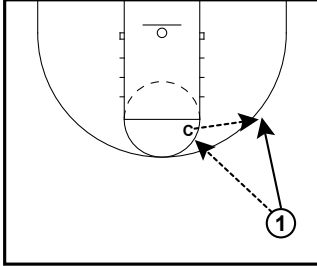
Terminology

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OUR best shot

2nd/3rd/4th Grade Offensive Team Concepts

4th Grade Transition Offense

Transition Shooting



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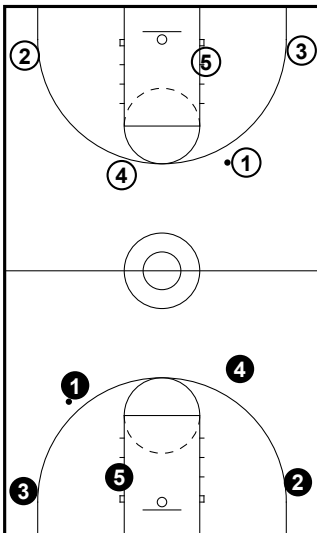
Coaching Points

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Terminology

- Game speed
- Head up
- Sprint the floor

Dummy Chaos



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- *Outlets
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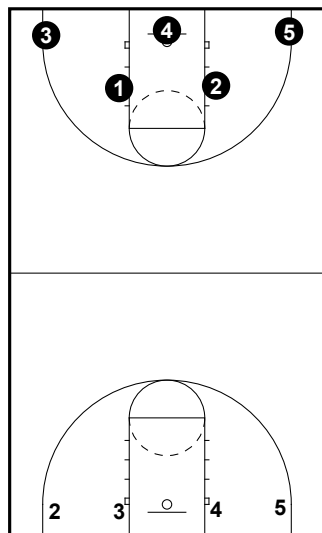
Terminology

- Rim Run
- Outlet
- Kick ahead

2nd/3rd/4th Grade Offensive Team Concepts

4th Grade Transition Offense

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Outlet
Sprint the floor
Sides of floor
Transition offense