



Read and React Foundation



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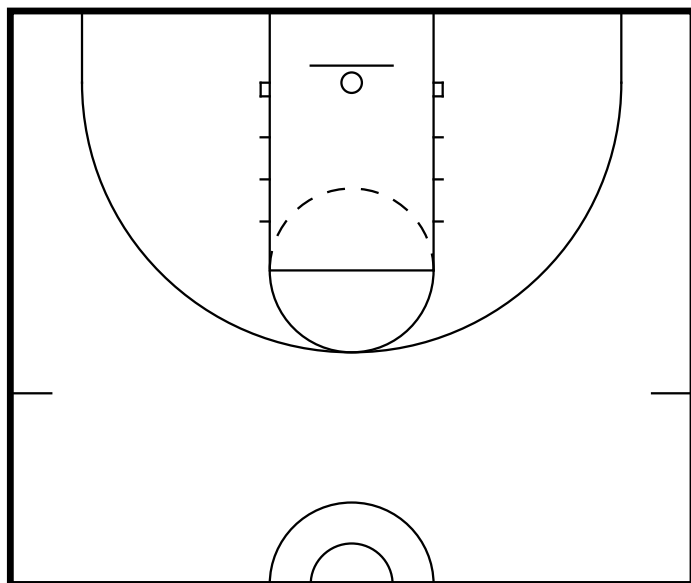
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Read and React Foundation

Create Continuity and Flow

Read and React Foundation - Rules



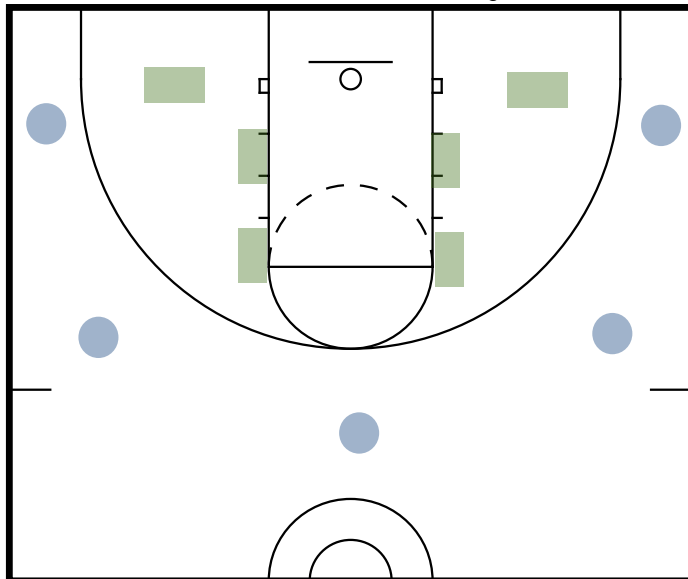
Rule	Description
#1	Play from the Spots to create Spacing
#2	If you pass to one spot away, you must cut to the basket
#3	After cutting, Fill Out to an empty spot, set a back screen or Fill In to one of the Post spots
#4	If there is an open spot between you and the ball, you must fill it
#5	If your defender steps on or over the arc, you must cut
#6	If the ball dribbles at your spot, you must cut
#7	If you pass to the post (one spot away), you must cut (Laker Cut)
#8	Dribble attack: Empty Space (Real Estate); Close-Outs; Draft (behind) Cutters

Read and React Foundation

Create Continuity and Flow

3 or 5-Out Set

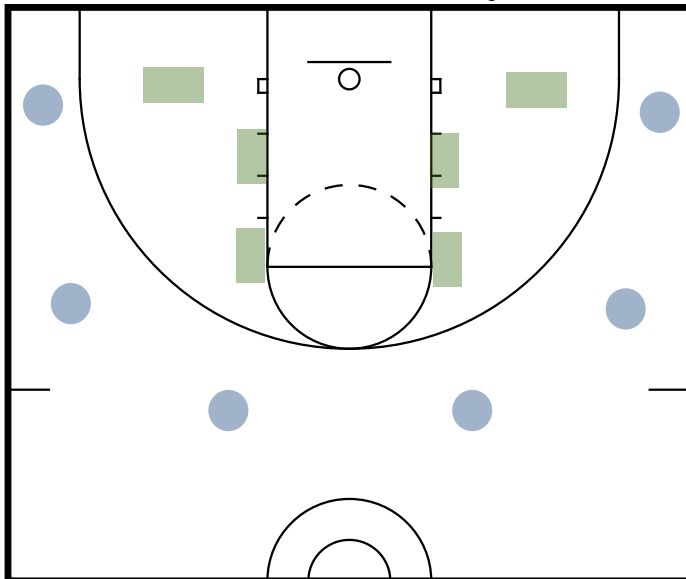
Read and React Foundation - Diagrams



Players should "Fill Out" to continuous spots.
Players can "Fill In" to a rectangle after a cut.
Rectangles control internal spacing and show target areas for Post Slides.

4-Out Set

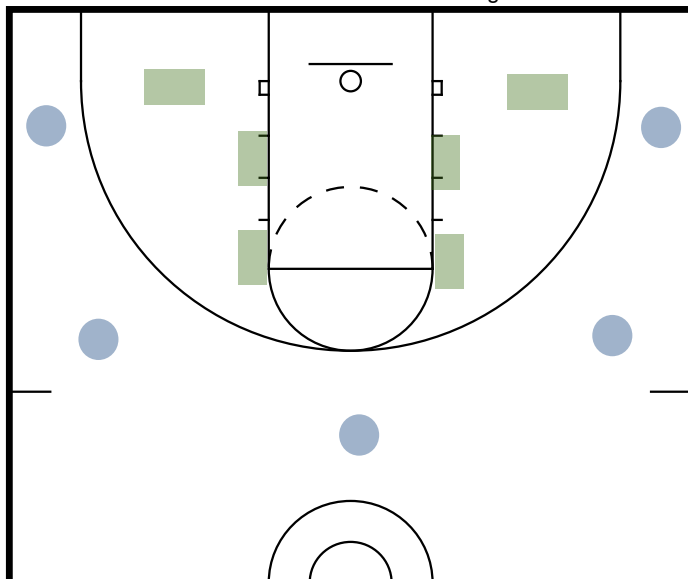
Read and React Foundation - Diagrams



With an even number of players outside, spacing can now be had with one more spot.
There should not be a player at the top of the key.
As long as 4 continuous spots are filled, it can be **any** 4

#1 Play From Spots - Spacing

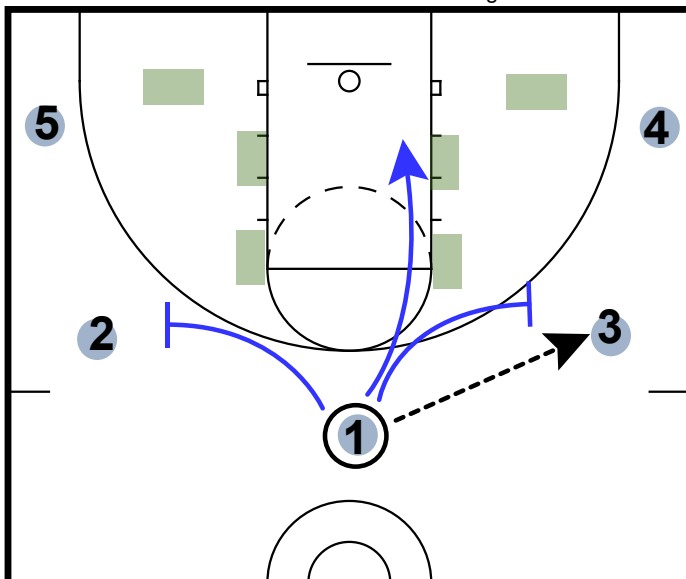
Read and React Foundation - Diagrams



Spots on the outside should stay *away* from the 3-pt line.
This forces the D to make a choice: come out to defend and leave space behind; stay in and allow ball movement.
We want to draw aggressive D out away from the Rim.

#2 If you pass, you must cut

Read and React Foundation - Diagrams



If I pass the ball one spot away, I **must** make a basketball move:
- Front/Face or Read/Back cut, whichever gets you past the defense fastest

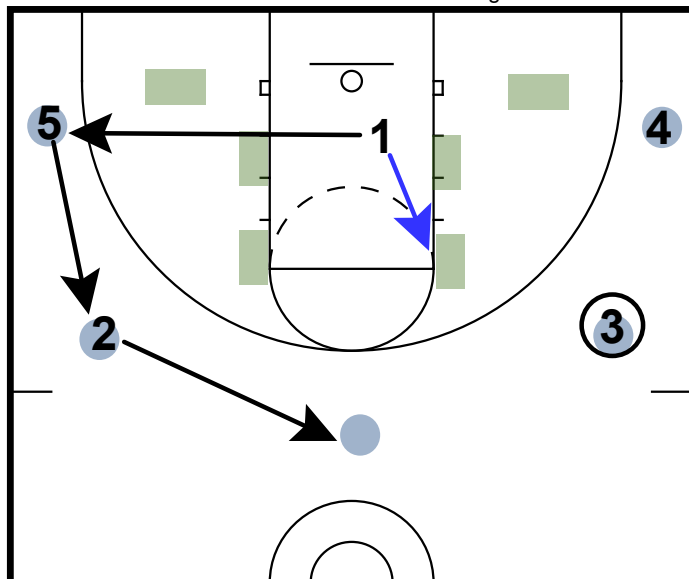
Advanced

- Screen Away
- Screen the Ball

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Create Continuity and Flow

#3 #4 Fill Open Spots
Read and React Foundation - Diagrams

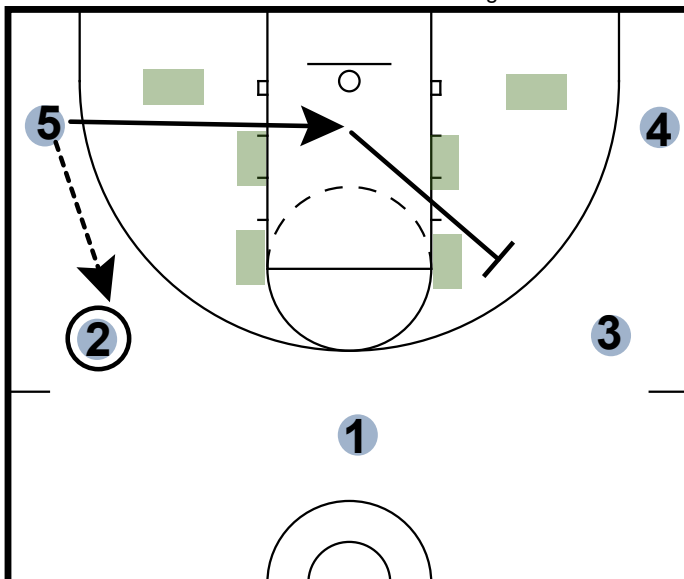


If there is an open Spot between me and the ball, I **must** Fill it

Cutters will **always** fill to the corner *opposite* the direction of the pass!

"Fill In" - Cutters can fill into an inside spot as well to become a post presence.

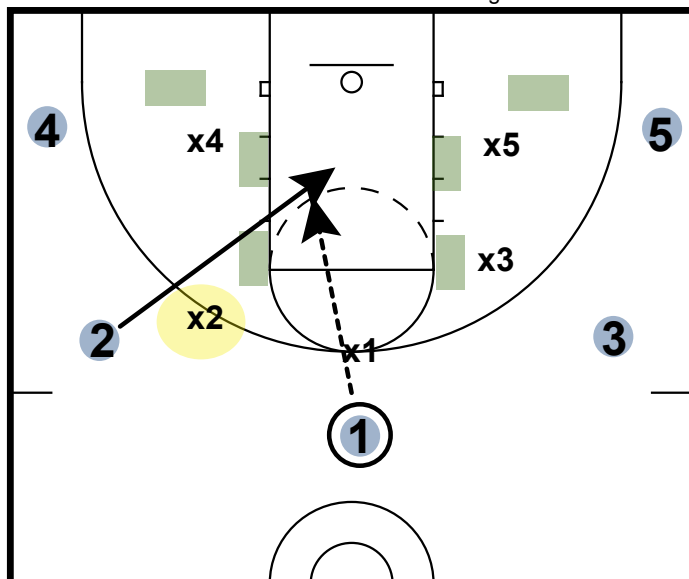
#3 #4 Fill Open Spots
Read and React Foundation - Diagrams



Cutters can also choose to set a back screen after a Cut.

Cutters from the Corner **MUST** set a back screen to the weak side instead of filling back out to replace themselves.

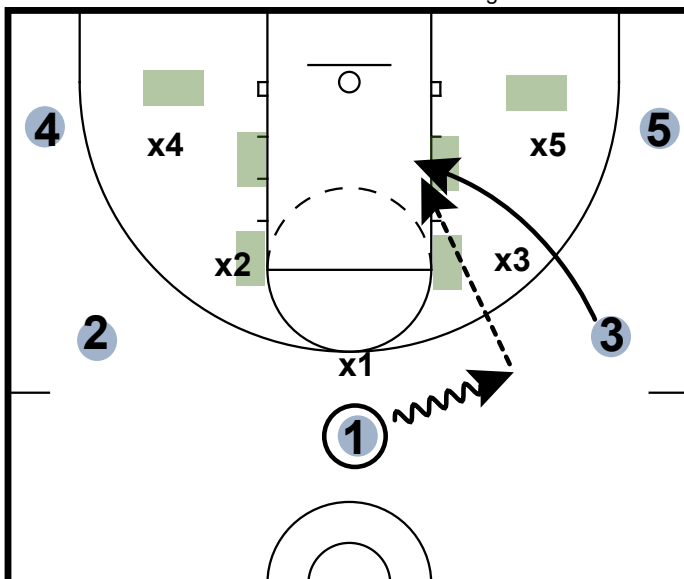
#5 Read Cut
Read and React Foundation - Diagrams



If my defender steps on or over the "Read Line" (3pt line), I **must** yell "READ!" and Cut.

Not only relieves defensive pressure but creates a scoring threat towards the basket.

#6 Dribble At
Read and React Foundation - Diagrams



If a teammate dribbles towards my Spot, I **must** cut.

Keeps proper spacing, creates movement and prevents giving double-team opportunity.

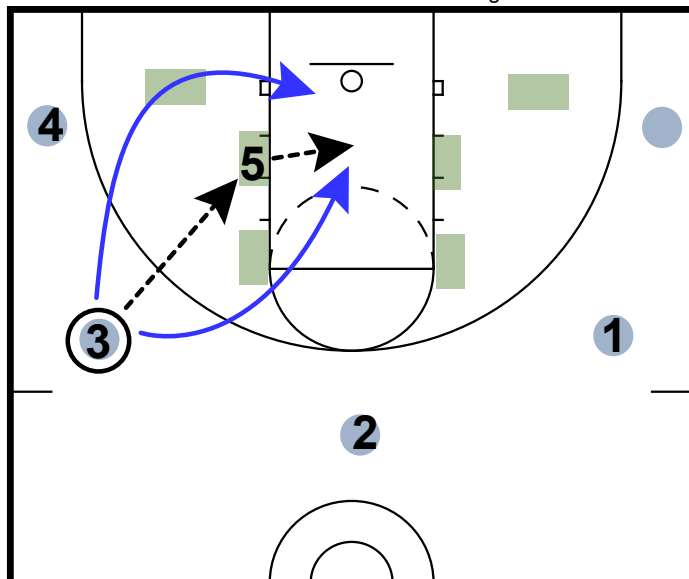
Allows player with ball to create movement when necessary.

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Create Continuity and Flow

#7 Post Feed -> Basket Cut (Laker Cut)

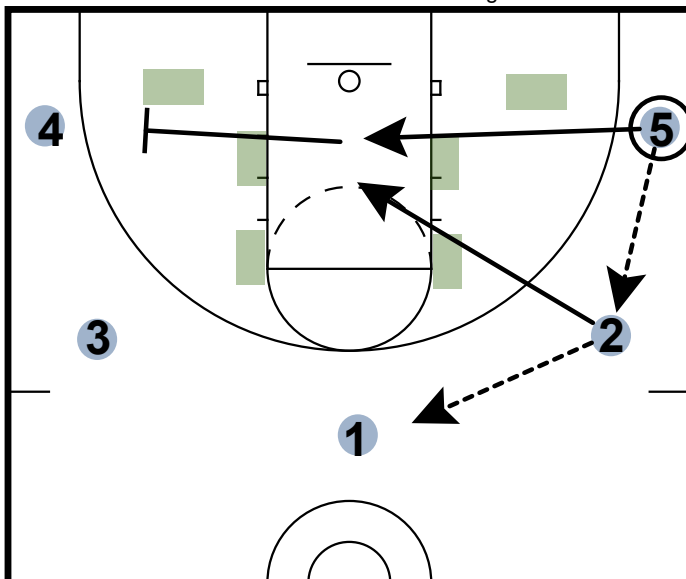
Read and React Foundation - Diagrams



If you feed the post, you must basket cut (pass 1 spot away!)
Need to keep spacing, so the cut is a "Laker"/Banana cut
If the Post player is in the Mid Post, cutter can choose to cut High or Low. If Post player is in the Short Corner, High Laker Cut. If Post player is at the elbow, Low Laker cut.

#8 Dribble Attack - Real Estate

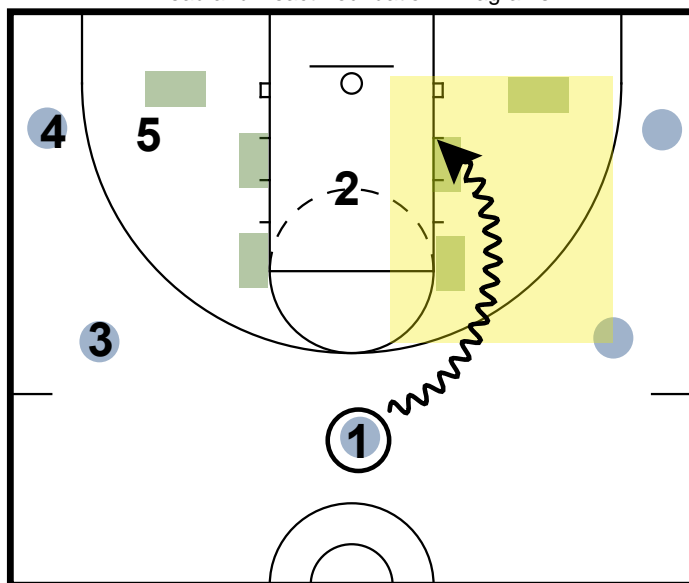
Read and React Foundation - Diagrams



With pressure created by the other Reads, Help D will be pulled. This creates empty "Real Estate" to dribble attack into.
Example: 2 "Up Hill" passes starting at the Corner
- Corner cuts and screens to the opp side
- Wing cut, also pulling their defender

#8 Dribble Attack - Real Estate

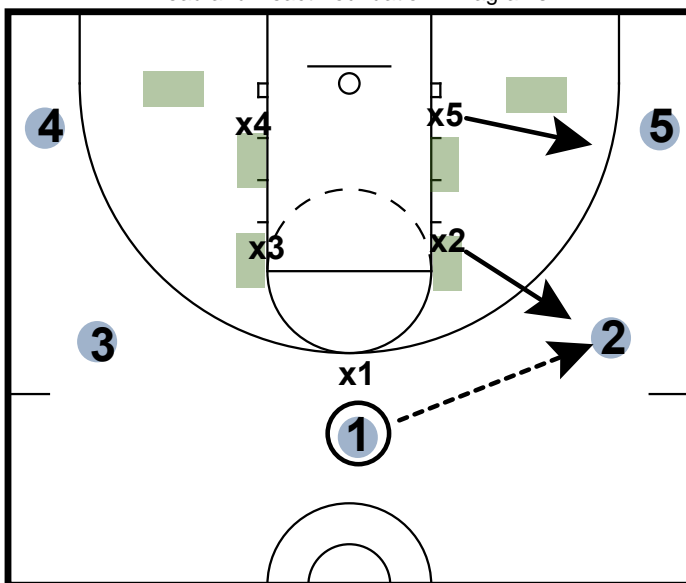
Read and React Foundation - Diagrams



Dribble attack into the Real Estate create by the other actions

#8 Dribble Attack - Kill Close Outs

Read and React Foundation - Diagrams



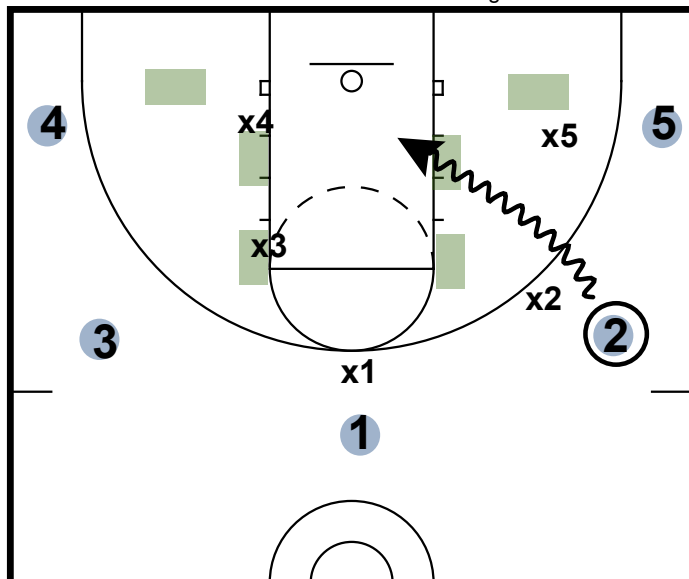
Defenders who close out hard give the offense driving opportunities. Read the available or best side to attack and use their momentum against them.

Shot fakes and hard rip throughs can help pull defender deeper into their close outs.

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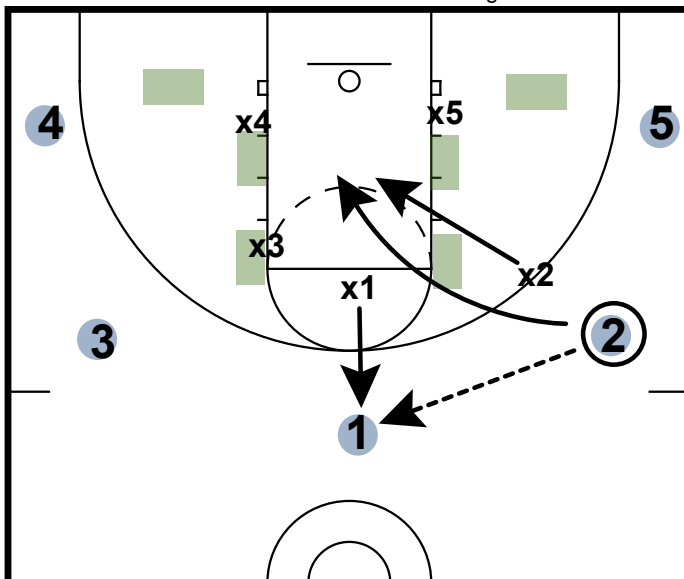
Create Continuity and Flow

#8 Dribble Attack - Kill Close Outs
Read and React Foundation - Diagrams



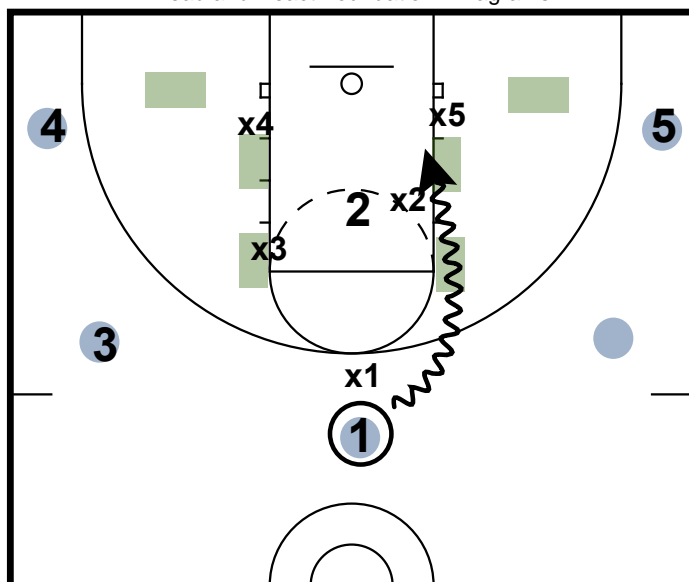
Rip and drive past the Close Out while the next defender has stepped towards their man who is now one pass away.

#8 Dribble Attack - Draft Drives
Read and React Foundation - Diagrams



When players pass and cut 1 spot away, the cut will take the potential help defender away from the ball. This creates "Draft Drive" (like Race Car Drafting) opportunities.

#8 Dribble Attack - Draft Drives
Read and React Foundation - Diagrams

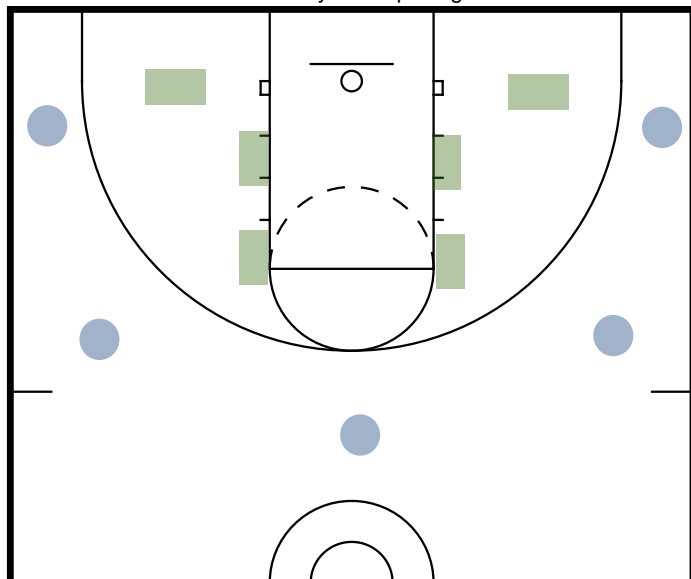


"Draft Drive" behind the cutter to meet less resistance and get deeper on the drive.

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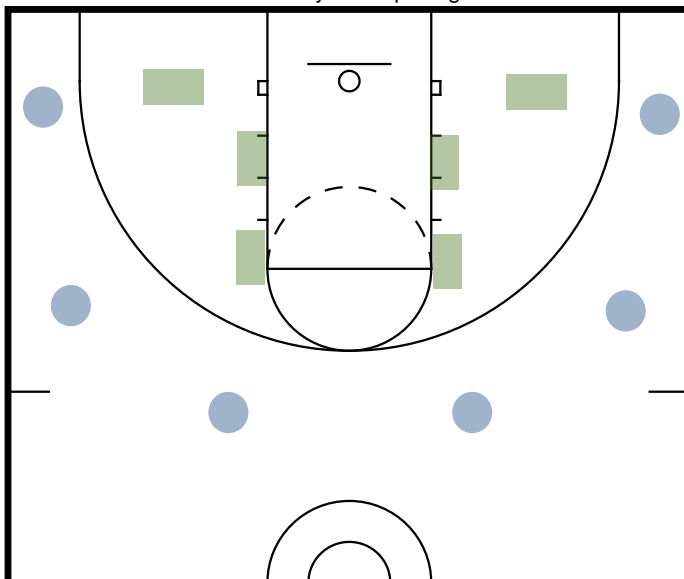
Drills - Installing the Reads

3 or 5 Out Spacing
#1 - Play with Spacing



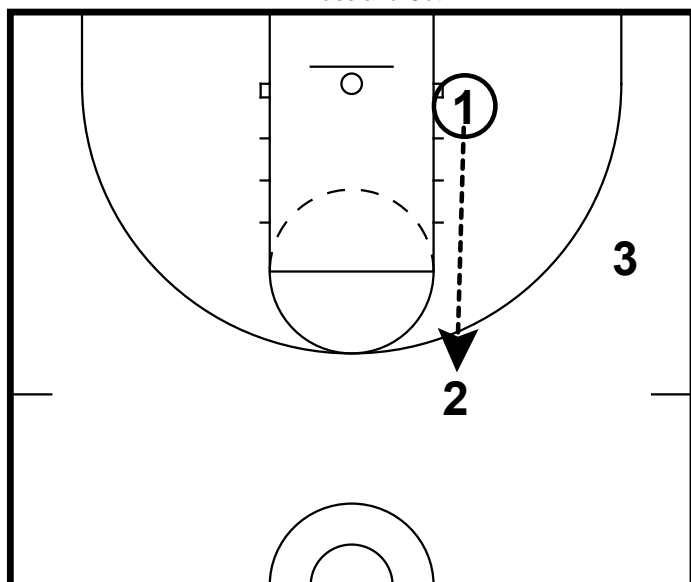
Offensive Spacing makes the job of every defender more difficult and forces the defense into more decisions. In addition to spacing from teammates, spacing from the 3-pt line is also important.

4 Out Spacing
#1 - Play with Spacing



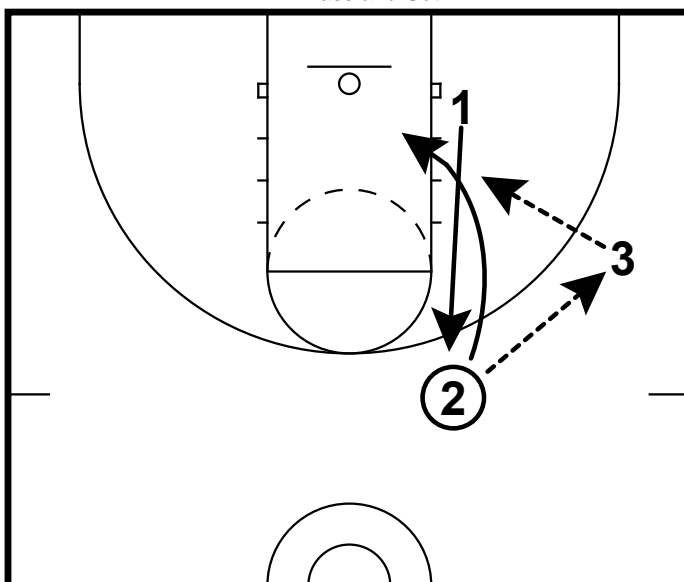
Based on the type of players that are on the team, any base set configuration can be used: 5-Out; 4-Out 1-In; 3-Out 2-In. The players on the inside use the Green Rect. spots. The rules that follow are for anyone on the outside.

Front Cut
#2 - Pass and Cut



Player on the baseline has the ball.
Pass out to the top or wing (alternate each rep)
Follow the pass and Close-Out

Front Cut
#2 - Pass and Cut

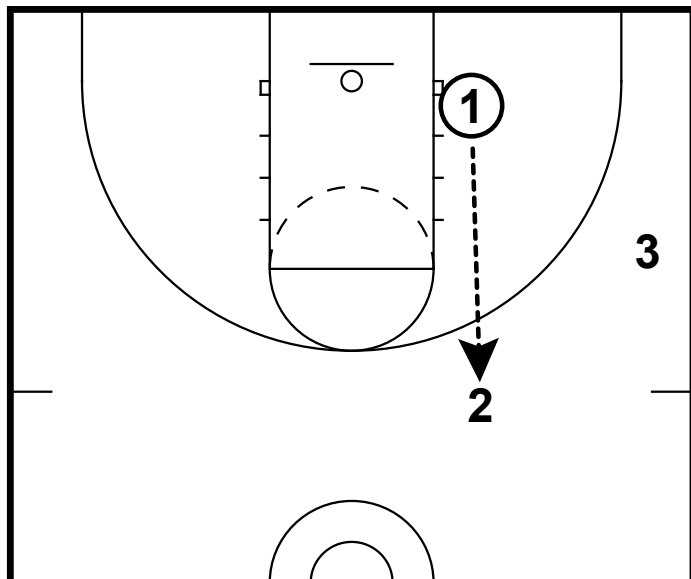


Outside player passes to the other outside player
Close-Out Defender stays square and does not jump to the pass
Trigger/Read: Front/Face Cut since the defender didn't take it away and receive the pass back for a layup

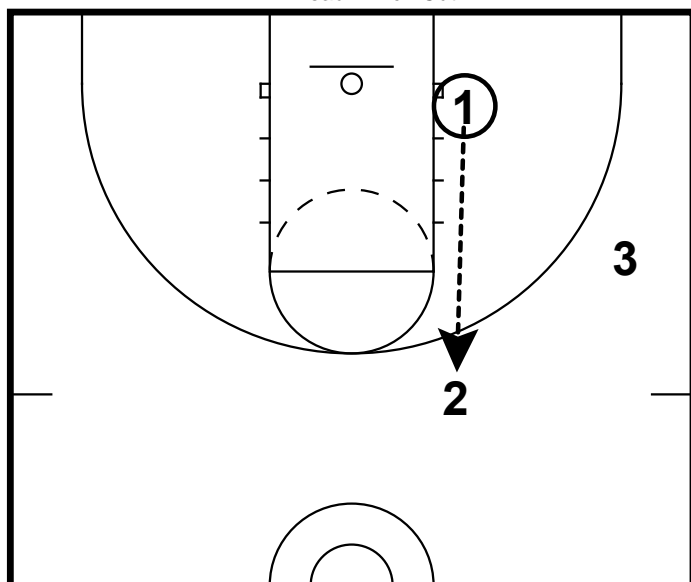
Drills - Installing the Reads

Back Cut

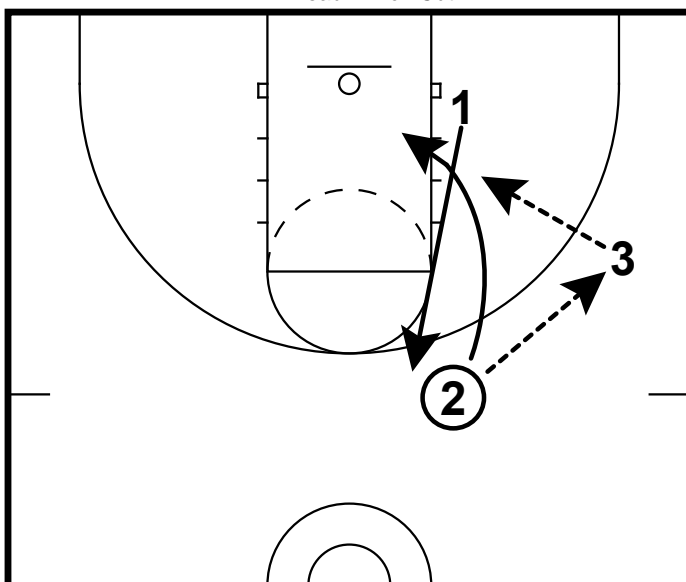
#2 - Pass and Cut



No Middle D - Read Which Cut
#2 - Read Which Cut



No Middle D - Read Which Cut
#2 - Read Which Cut

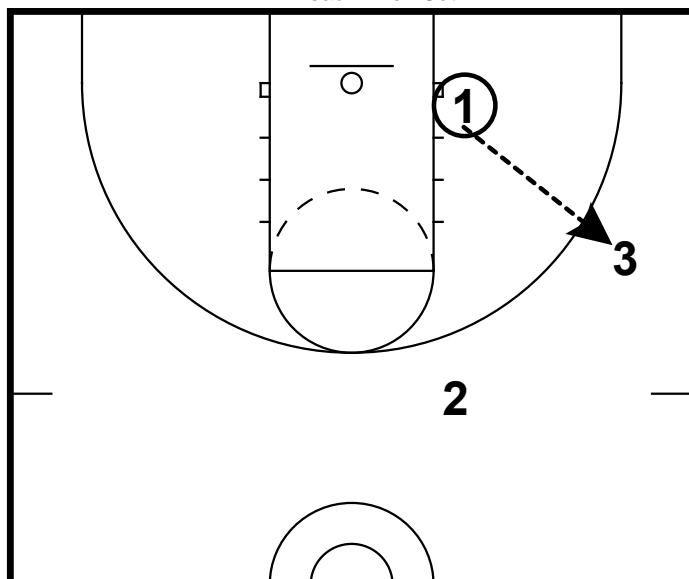


Outside player passes to the other outside player
Close-Out Defender over plays and takes away a drive to the middle if a shot is not taken.
Trigger/Read: Front/Face Cut since the defender is giving the ball side and receive the pass back for a layup

Read and React Foundation

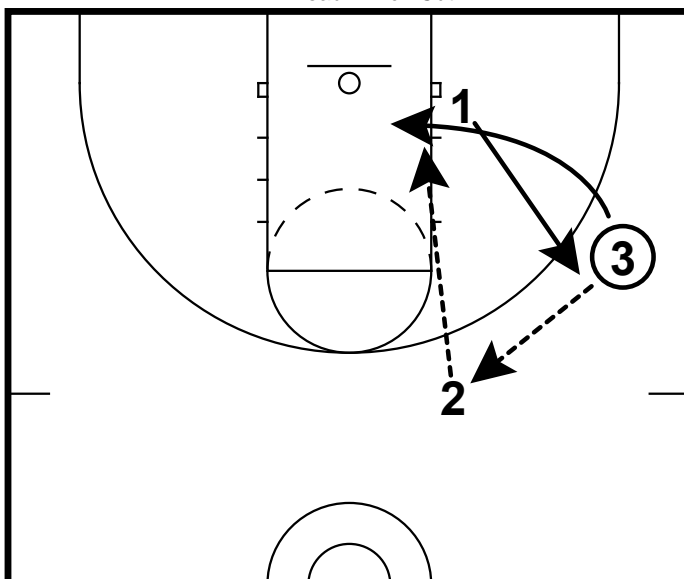
Drills - Installing the Reads

No Middle D - Read Which Cut
#2 - Read Which Cut



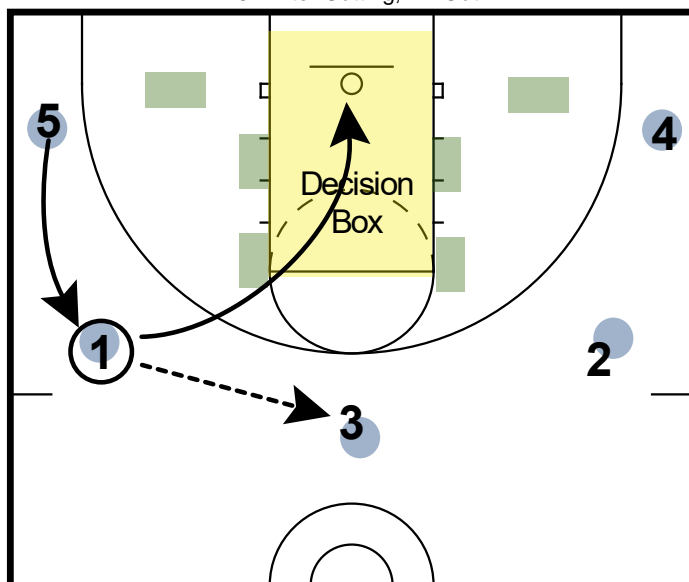
Player on the baseline has the ball.
Pass out to the top or wing (alternate each rep)
Follow the pass and Close-Out

No Middle D - Read Which Cut
#2 - Read Which Cut



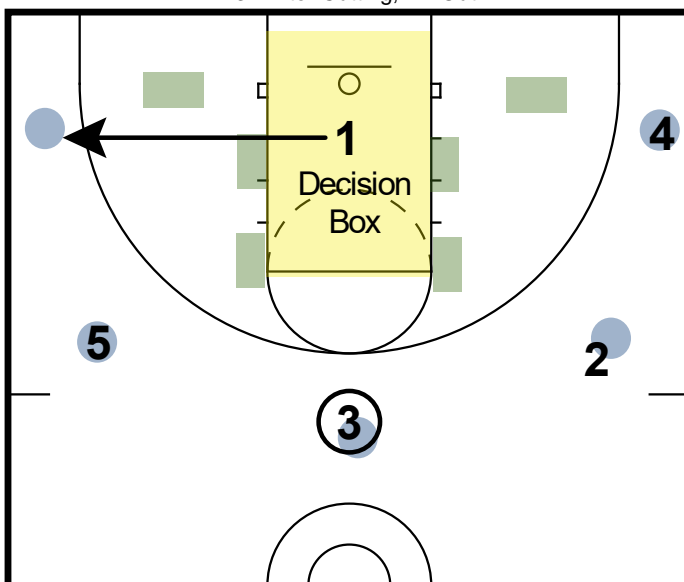
Outside player passes to the wing outside player
Close-Out Defender takes away a drive to the middle if a shot is not taken.
Trigger/Read: Rear/Back Cut since the defender took away cut to the ball side. Take the easiest path to the rim.

Pass Cut Fill Out
#3 - After Cutting, Fill Out



Cuts must go all the way to the front of the rim
Ball was passed to the right, so the corner on the left will open up.
Trigger/Read: Recognize that after cutting without the ball, players have choices.

Pass Cut Fill Out
#3 - After Cutting, Fill Out

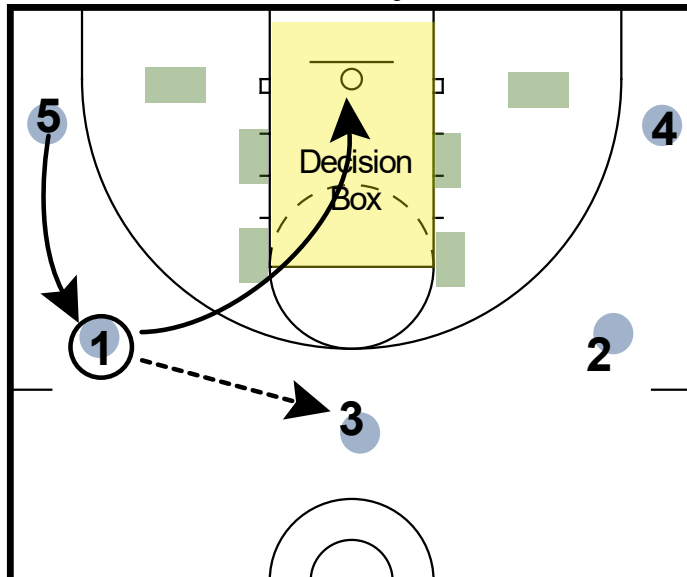


The cutter can choose to Fill Out once in the Decision Box.
The corner in the opposite direction of the pass is what will be open to Fill Out to.

Read and React Foundation

Drills - Installing the Reads

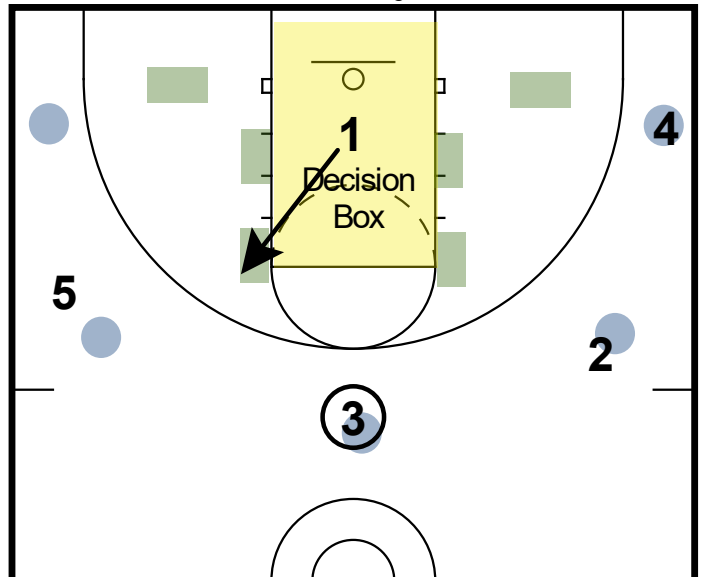
Pass Cut Fill In
#3 - After Cutting, Fill In



Cuts must go all the way to the front of the rim
This will maximize the amount of open space created as the cutter's defender has to follow.

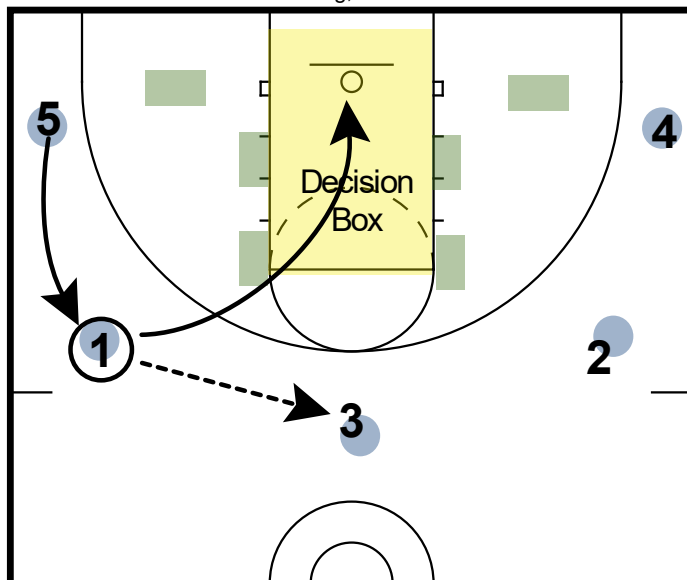
Trigger/Read: Recognize that after cutting without the ball, players have choices.

Pass Cut Fill In
#3 - After Cutting, Fill In



The cutter can choose to Fill In once in the Decision Box.
Any of the inside spots are an option.
Depending on the "play", stay for a beat and then Fill Out, or stay and use the inside spots.

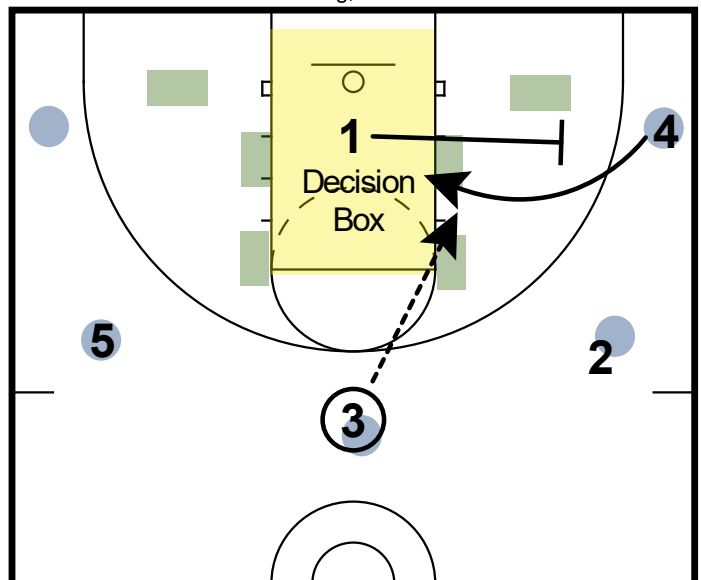
Pass Cut Fill Out
#3 - After Cutting, Set Back Screen



Cuts must go all the way to the front of the rim
This will maximize the amount of open space created as the cutter's defender has to follow.

Trigger/Read: Recognize that after cutting without the ball, players have choices.

Pass Cut Fill Out
#3 - After Cutting, Set Back Screen

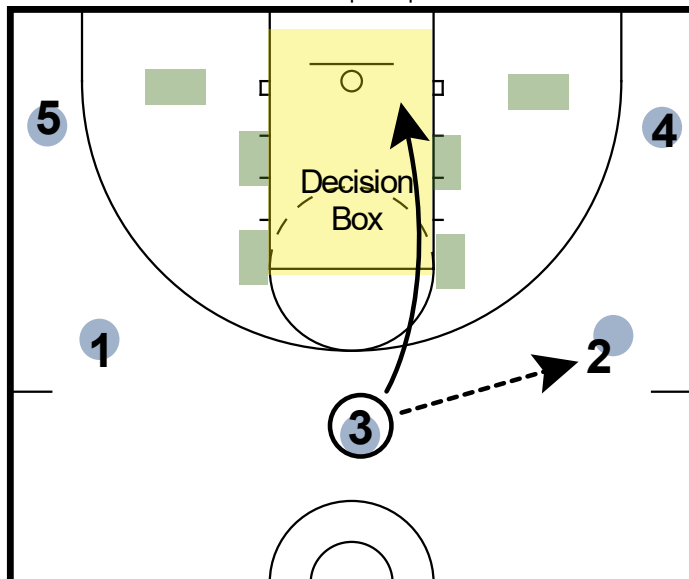


If the cutter doesn't get the ball, they can create another scoring chance for a teammate with a back-screen

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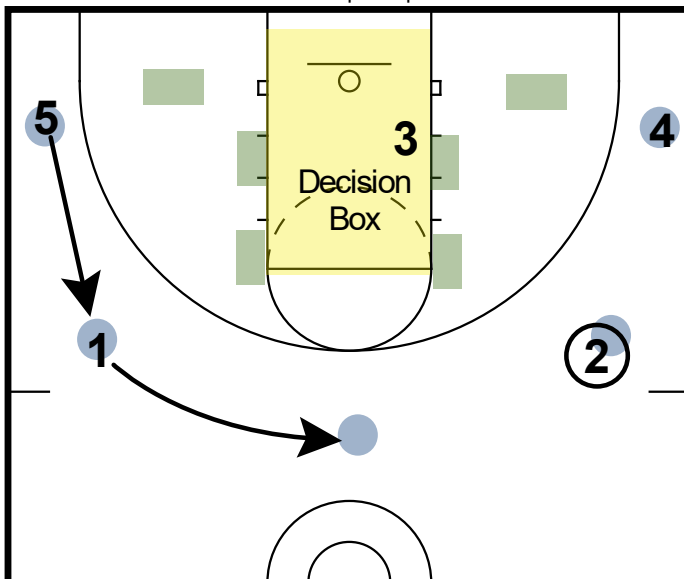
Drills - Installing the Reads

Pass Cut Fill Spots
#4 - Fill Open Spots



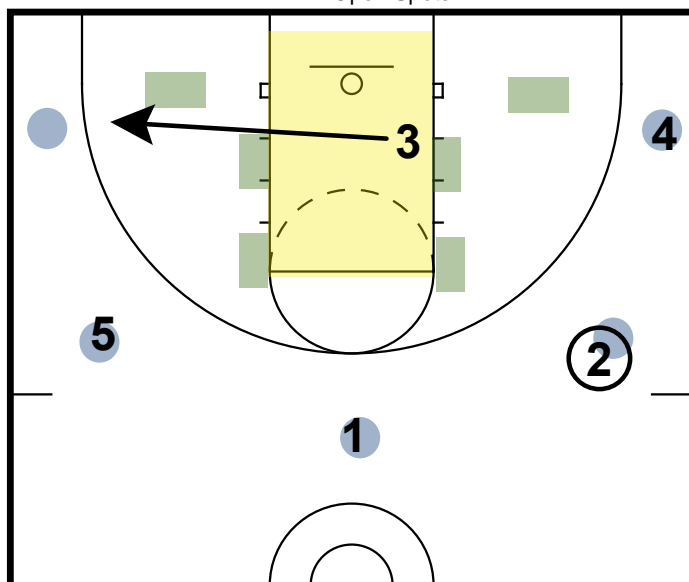
Cuts must go all the way to the front of the rim
Ball was passed to the right, so the corner on the left will open up.
Trigger/Read: Recognize that there's an open spot between you and the ball, and Filling it will not interfere with a decision made by the ball handler.

Pass Cut Fill Spots
#4 - Fill Open Spots



The cutter creates an open spot between some of the players and the ball. This space needs to be filled.
The fills should not be rushed though, so the player with the ball has a chance to make their own decisions.

Pass Cut Fill Spots
#4 - Fill Open Spots



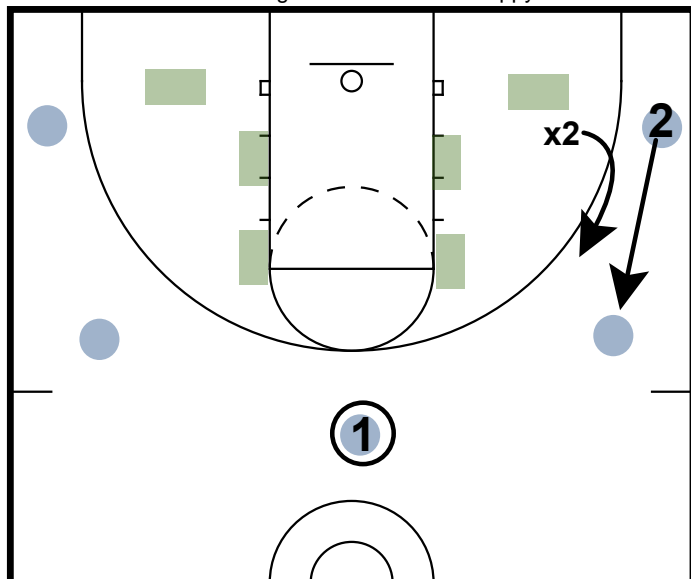
The filling of the spots creates passing opportunities, as well and scoring chances too. It also creates the space for players to Fill Out to.

Read and React Foundation

Drills - Installing the Reads

Curl the Puppy

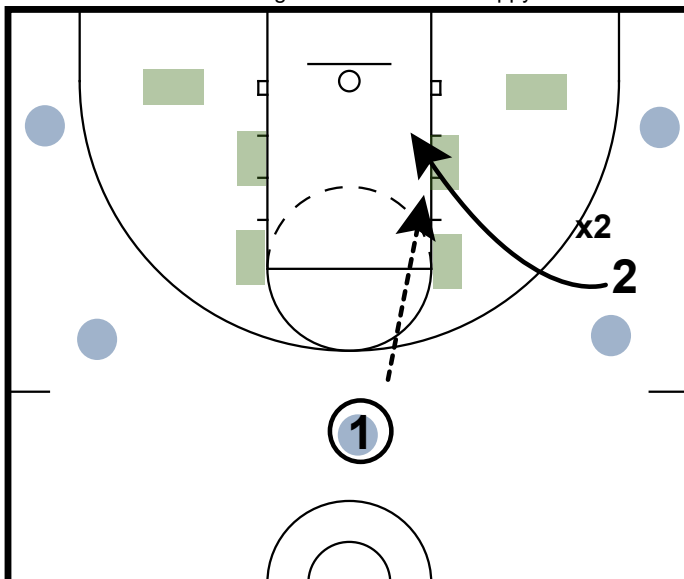
#4 - Scoring as Filler: Curl the Puppy



When there is an open spot between a player and the ball, that player needs to fill the open space. The filling player could be defend by non-aggressive defender that more "follows" the player they are defending.

Curl the Puppy

#4 - Scoring as Filler: Curl the Puppy

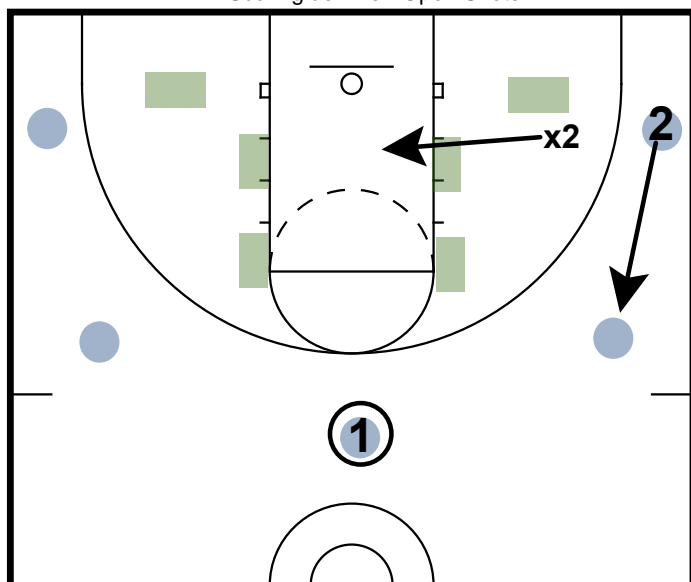


This type of defender allows the Filling player to get ahead of them, "following the player like a puppy". The Filler should take advantage and Curl in front of the defender and cut.

Trigger/Read: Recognize that your defender has fallen behind, so curl in front of them.

Open Shots

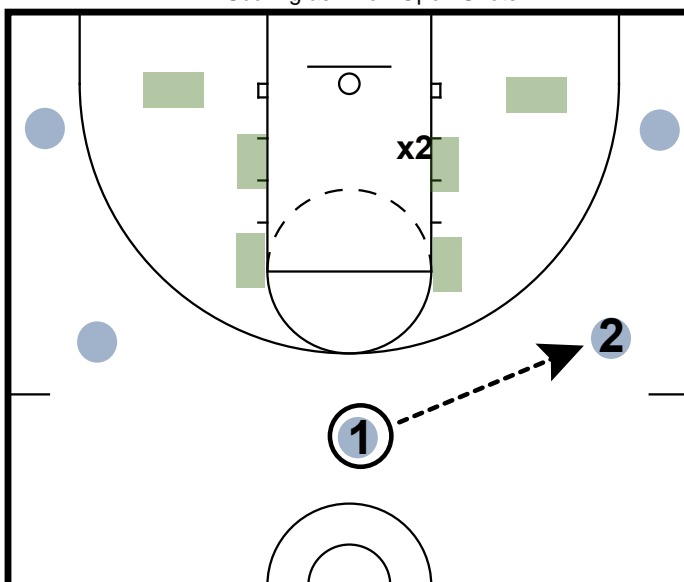
#4 - Scoring as Filler: Open Shots



When there is an open spot between a player and the ball, that player needs to fill the open space. Many defenders who's player is 2 or more passes away are told to get into a help position in the key.

Open Shots

#4 - Scoring as Filler: Open Shots



If the defender is not able to recover from the help position in time, the player that filled with be open to shoot.

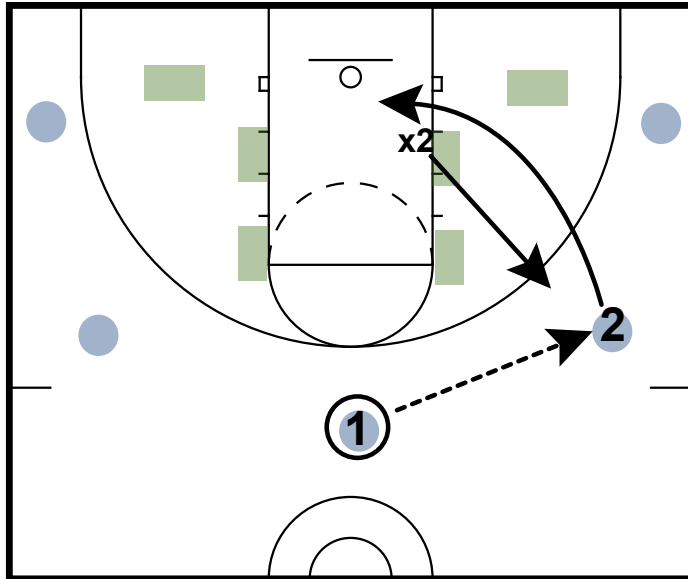
Trigger/Read: Recognize that your defender has sagged off enough that they cannot defend your shot; so shoot.

Read and React Foundation

Drills - Installing the Reads

Open Shots

#4 - Scoring as Filler: Open Shots

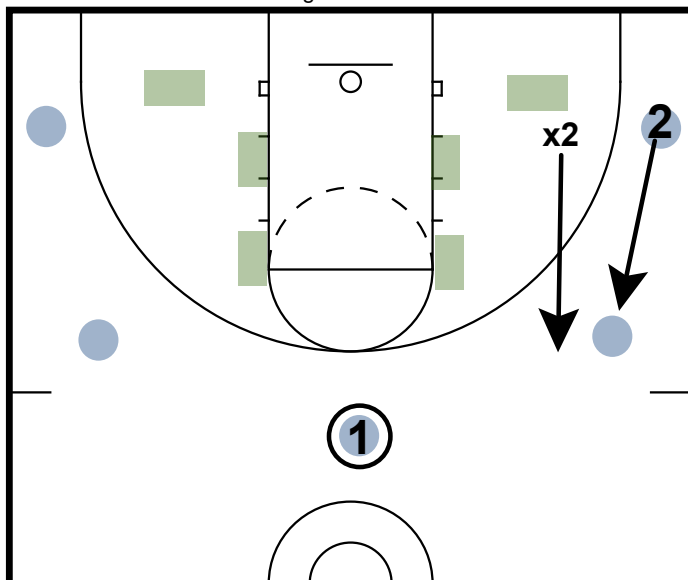


The defend could be trying to close-out from that help position, in which case the Filling player should attack the close-out after catching the pass.

Trigger/Read: Recognize that your defender is closing out hard after sagging into help; "Kill" the close out with Rip+Drive

Fill and Read Cut

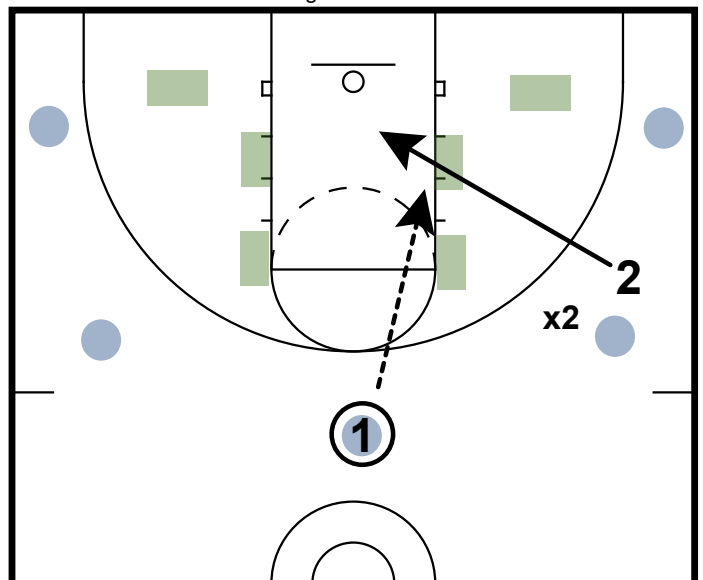
#4 - Scoring as Filler: Read Cut



When there is an open spot between a player and the ball, that player needs to fill the open space. The filling player could be defend by an aggressive defender.

Fill and Read Cut

#4 - Scoring as Filler: Read Cut



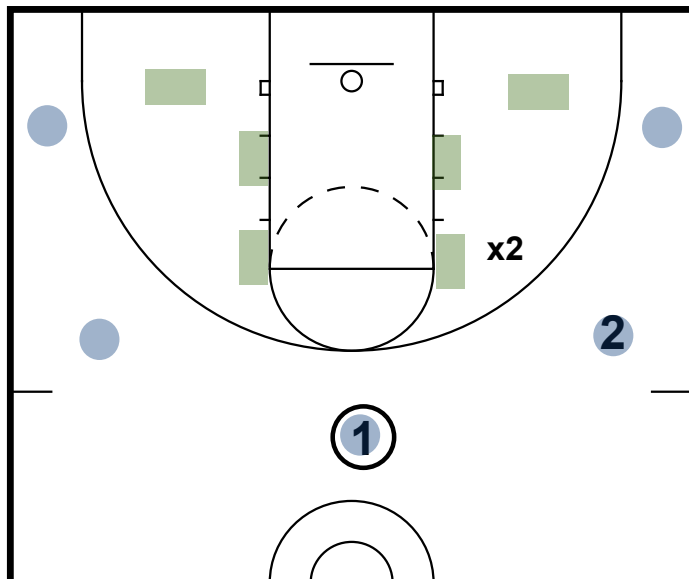
The aggressive defender, while trying to keep the player from being able to get a pass, steps over the Read Line. The Filler should recognize this trigger and back-door cut.

Trigger/Read: Recognize that your defender is over aggressive and cut back-door

Read and React Foundation

Drills - Installing the Reads

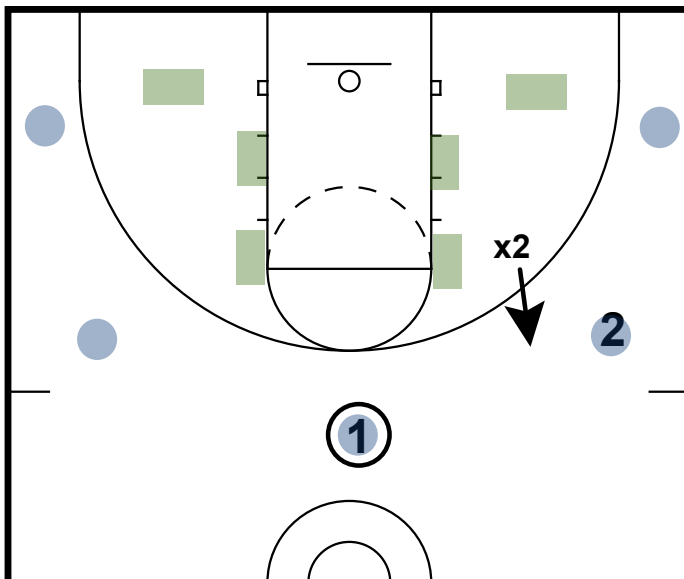
Read Cut
#5 - Read Cut



Part of the spacing needs includes playing offense away from the 3-pt line.

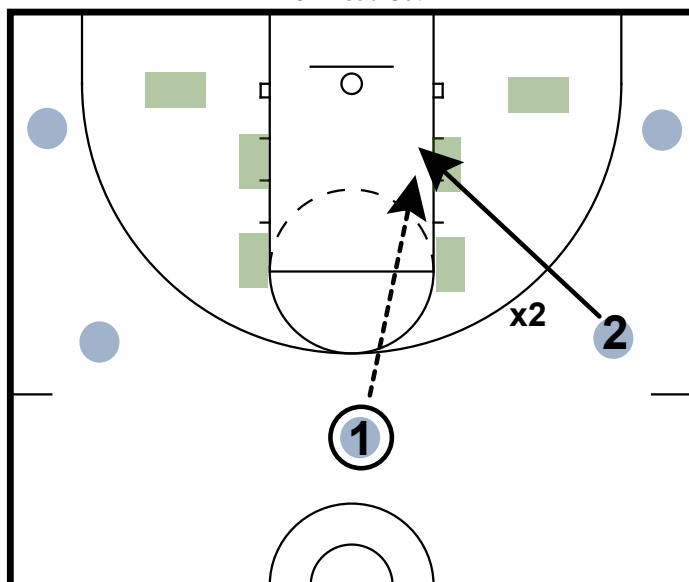
The 3-pt is called the "Read Line" in this offense and we want to keep space from it to create chances to make reads around it.

Read Cut
#5 - Read Cut



A player is not available for a pass if their defender is denying them the ball. This clogs the offense.

Read Cut
#5 - Read Cut



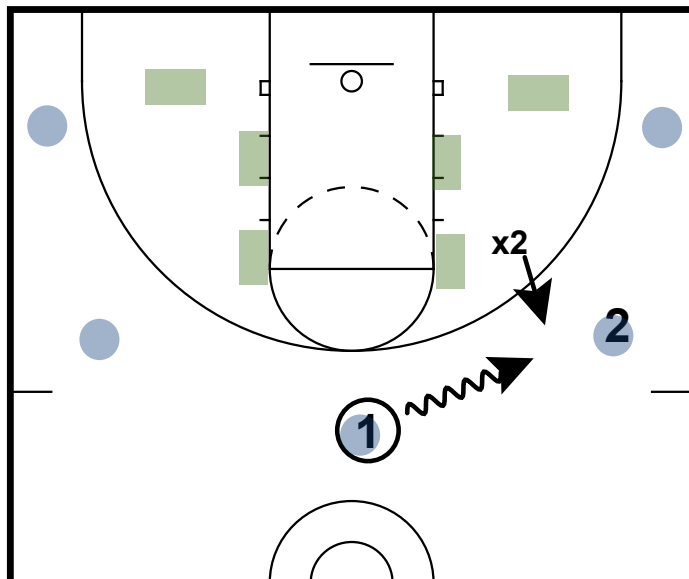
Any time the defender of a player without the ball steps on/over the "Read Line", that player should yell "READ!" and back-door cut.

Trigger/Read: Recognize that your defender is being over aggressive and denying you the pass; cut back-door

Read and React Foundation

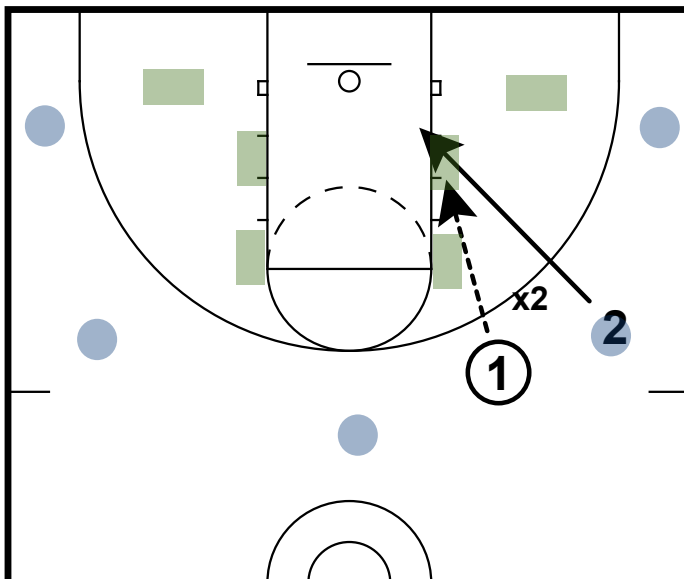
Drills - Installing the Reads

Dribble At
#6 - Dribble At



If the player with the ball dribbles at my spot, I must cut

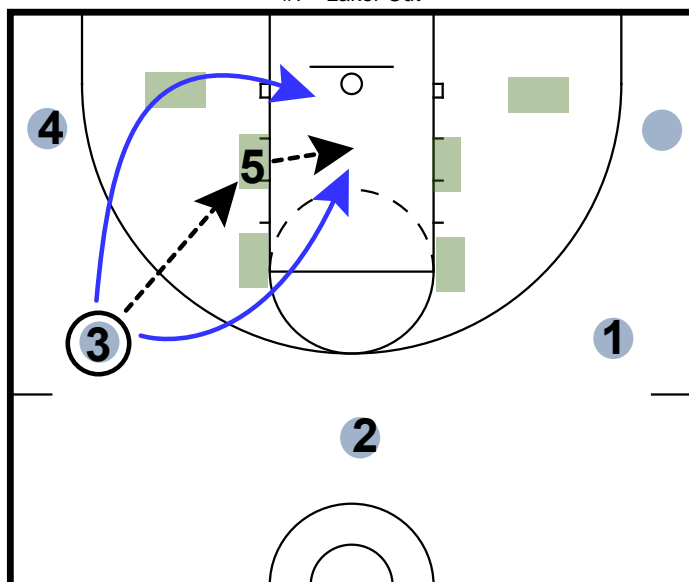
Dribble At
#6 - Dribble At



As the additional defender steps up because the ball is coming into their area, space is available to pass to a cutter behind the defender.

Trigger/Read: Recognize that your teammate is dribbling to your spot, cut in order to give space and pull your defender away

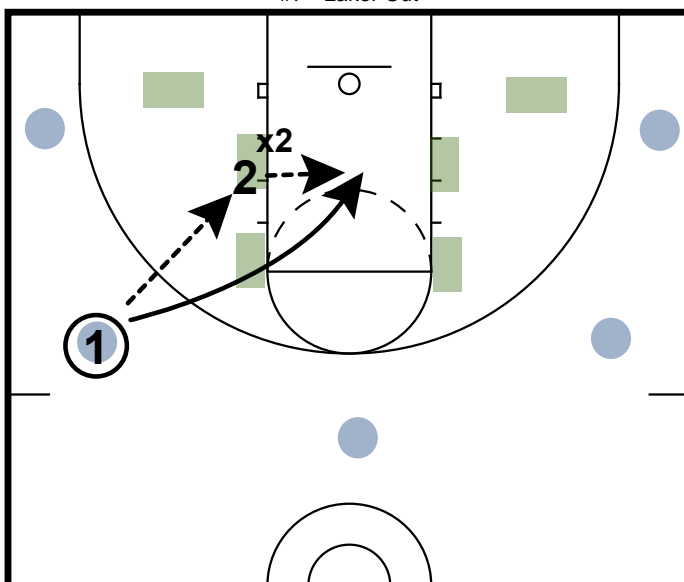
#7 Post Feed -> Basket Cut (Laker Cut)
#7 - Laker Cut



If you feed the post, you must basket cut (pass 1 spot away!)
Need to keep spacing, so the cut is a "Laker"/Banana cut

If the Post player is in the Mid Post, cutter can choose to cut High or Low. If Post player is in the Short Corner, High Laker Cut. If Post player is at the elbow, Low Laker cut.

Laker Cut
#7 - Laker Cut



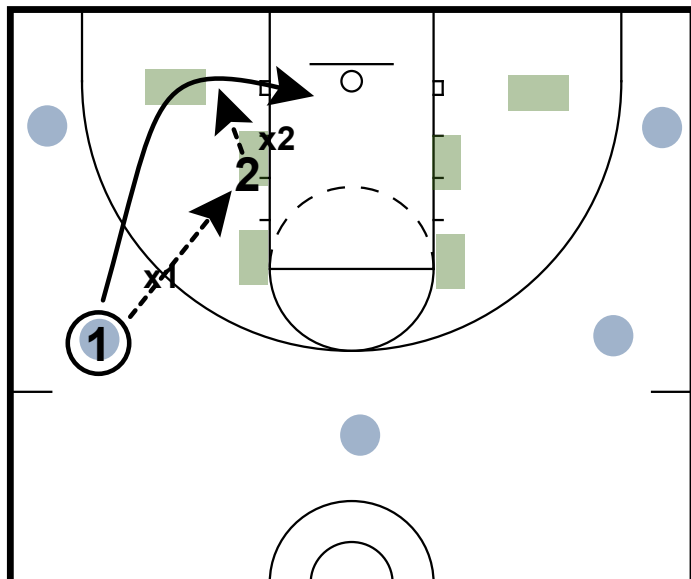
Drill the post-entry trigger to a Laker Cut to emphasize that it is still just a cut after passing 1 spot away. This also practice the "pocket pass" from the player in the post.

Trigger/Read: Post Entry is still "1 pass away", so passer must cut. Read where the defenders are choose High or Low

Read and React Foundation

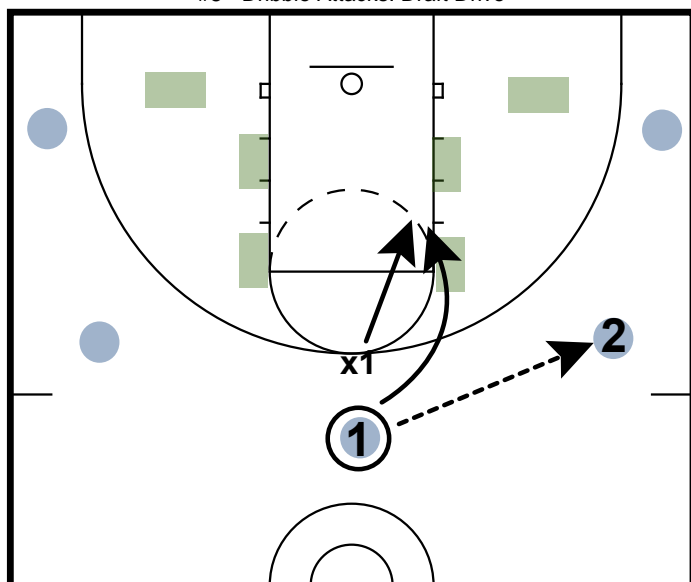
Drills - Installing the Reads

Laker Cut
#7 - Laker Cut



To help learn how to pass to the post around a defender, change to a 4 player drill and defender the entry pass. Passer can now learn to cut to the opposite side than they pass it.

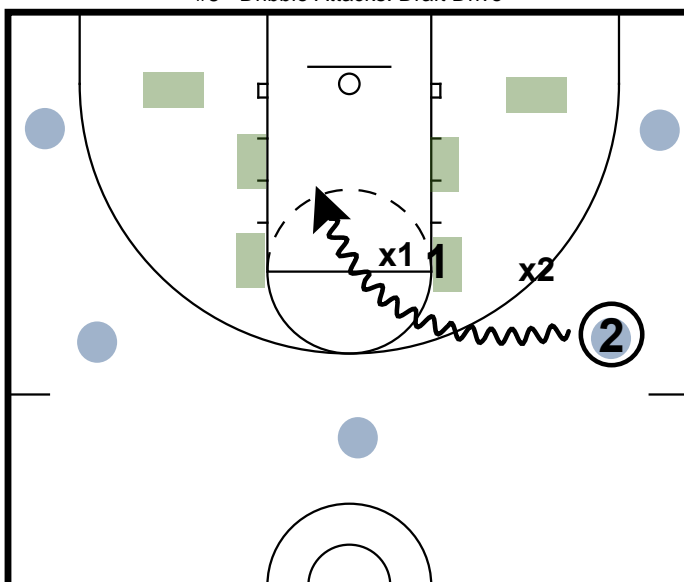
Draft Drive Drill
#8 - Dribble Attacks: Draft Drive



When a player passes and cuts, it pulls their defender with them. The player receiving the pass can use that as a way to drive with less Help Defense in place.

Trigger/Read: See that a cutter has pulled their defender reducing the amount of help defense and drive down the opening.

Draft Drive Drill
#8 - Dribble Attacks: Draft Drive



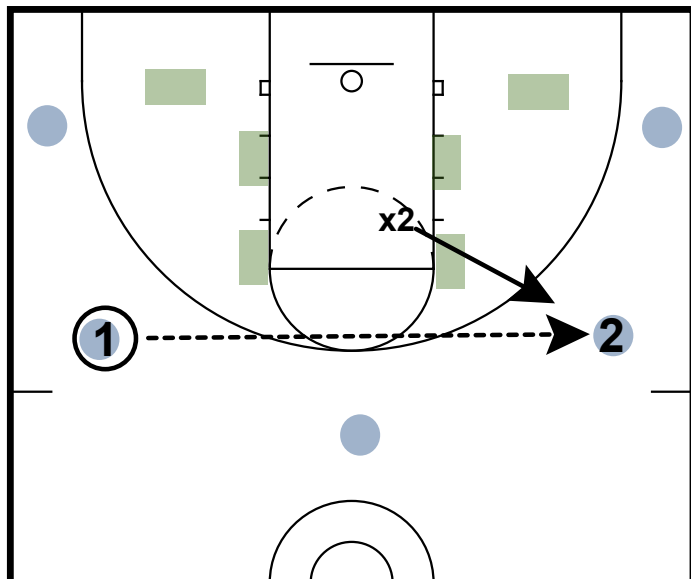
If the timing is right, the cutter can also sometimes make a "oops" brush screen, by being in the way of the driver's defender.

Read and React Foundation

Drills - Installing the Reads

Kill Close-Outs Drill

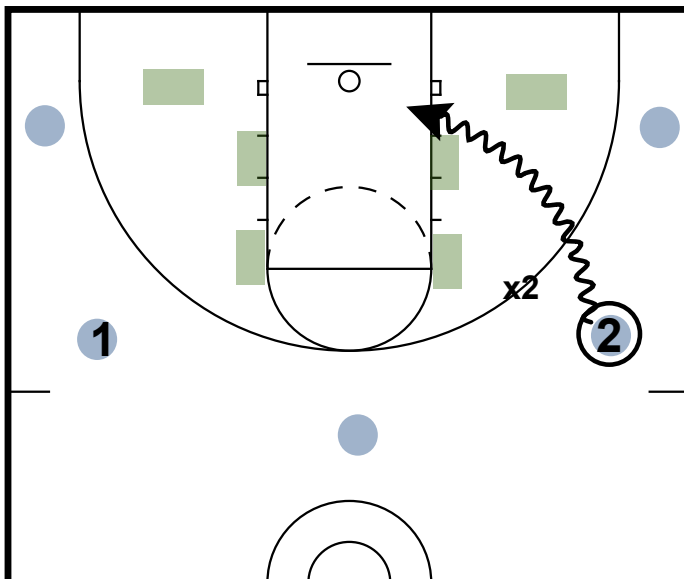
#8 - Dribble Attacks: Kill Close-Outs



Create a situation where a defender would need to close out hard in order to recover to their player with the ball. Skip pass, drive and kick, etc.

Kill Close-Outs Drill

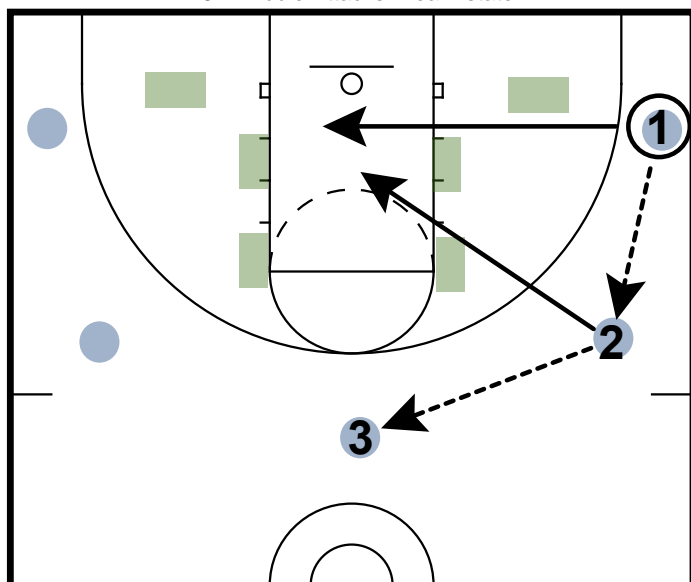
#8 - Dribble Attacks: Kill Close-Outs



Trigger/Read: Recognize how hard the defender is closing out and use their momentum against them by driving by hard.

Real Estate Drill

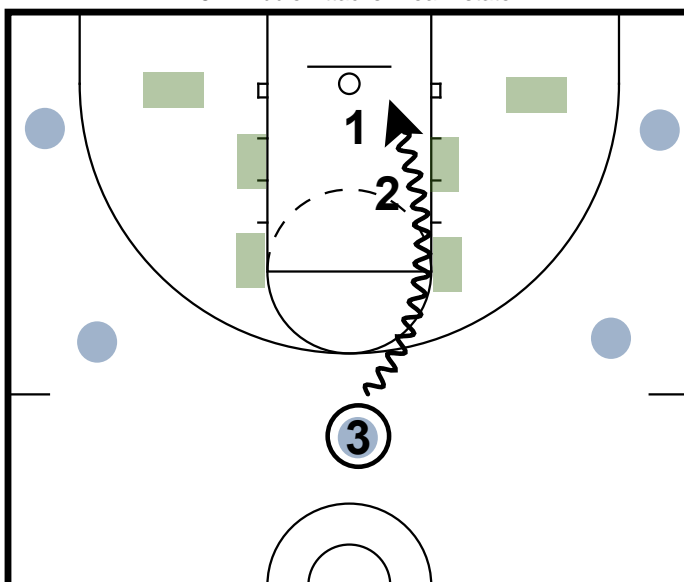
#8 - Dribble Attacks: Real Estate



Start with the ball in the corner and execute two "Uphill" passes. The subsequent cuts open up the floor for driving.

Real Estate Drill

#8 - Dribble Attacks: Real Estate



Trigger/Read: Recognize how much space there is to drive with minimal or no help defense, making the drive easier