



# Transition Offense

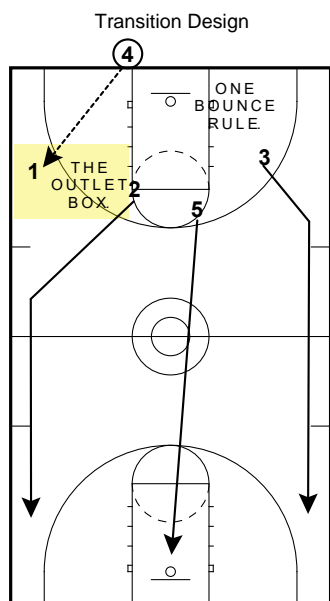


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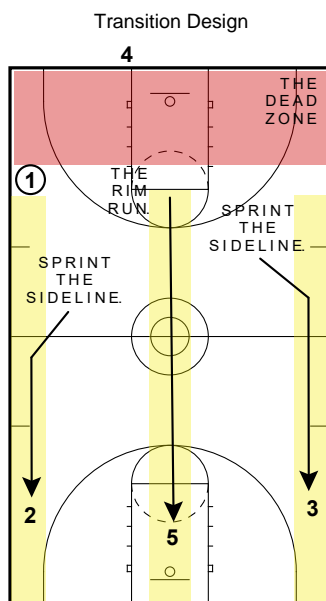
# Transition Design



Transition Design - "The Outlet"

A. **The Outlet Box** - On Every Make or Miss the Point Guard is sprinting to the 'Outlet Box' nearest to the Basketball. On Makes it will ALWAYS be on the right hand side out the court.

B. **One Bounce Rule** - The 4 Man will always take the ball out of bounds on makes. This rule gives the 4 Man "One Bounce Only" to grab the ball & get it inbound.

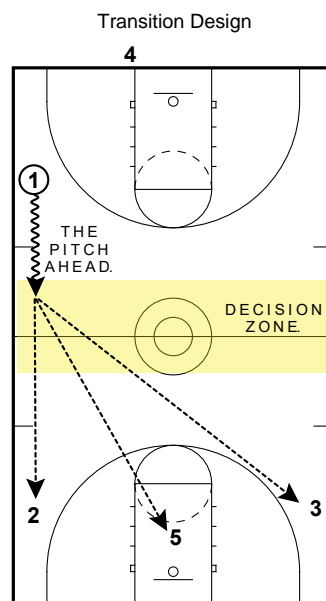


Transition Design - "Running Lanes"

**The Dead Zone** - The Ball must be passed to the outlet above the "Dead Zone" in order to keep the transition opportunity alive.

Running Lanes:

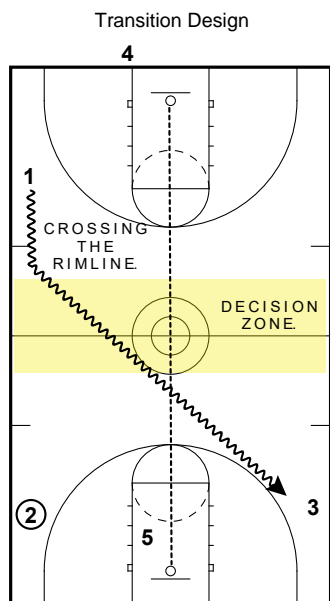
1. 2/3 Men are Sprinting Wide on Sidelines.
2. The 5 Man is Sprinting the Rim Run.
3. The 1 Man Makes his Reads.



Transition Design - "The Pitch Ahead"

**The Decision Zone** - The decision to Pitch Ahead needs to be made before half court. Two hard Dribbles to advance the ball and then the read needs to be made.

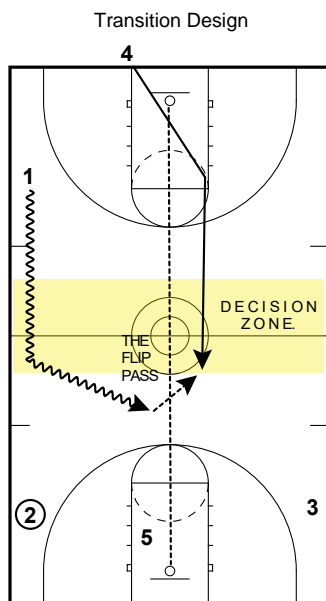
- A. Check the Rim Runner Sprinting.
- B. Check the Sideline Pitch Aheads.



Transition Design - "The Pitch Ahead"

**The Decision Zone** - The decision to *Cross the Rimline* needs to be made before half court. Two hard Dribbles to advance the ball and then the read needs to be made.

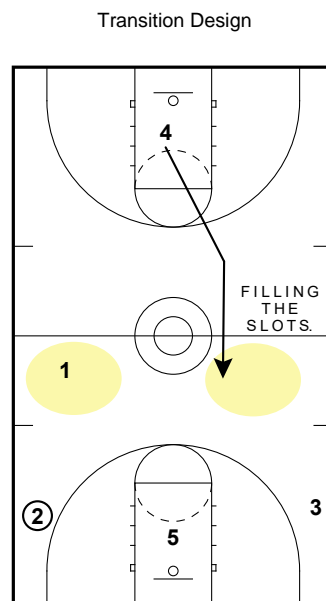
- A. Cross the Rimline Looking to Score.
- B. If No Advantage? Then DHO with Wing.



Transition Design - "The Pitch Ahead"

**"Congestion"** - if you are crossing the Rim Line & there are defenders, or congestion, in the middle of the court. Then you are going to "Flip" the Ball to the Trailing 4 Man.

- A. Drive the Basketball Towards the FT Line.
- B. Flip the Ball to Trailer (4) in a Fluid Exchange.



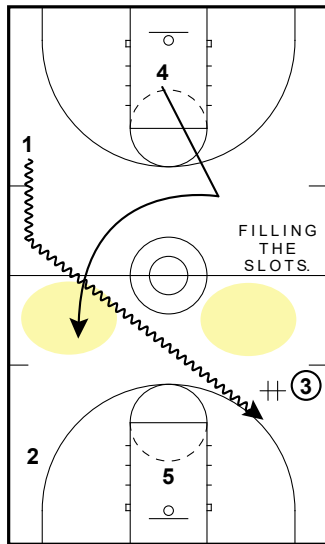
Transition Design - "Filling the Slots"

**Go Opposite** - To arrive in our Four-Out Spacing we have our Trailer fill into the Slot opposite of the Basketball.

- A. Read Pitch Ahead = Fill Naturally.

# Transition Design

Transition Design



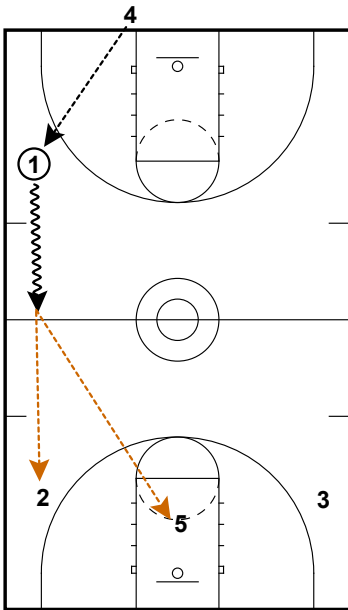
Transition Design - "Filling the Slots."

**Go Opposite** - To arrive in our Four-Out Spacing we have our Trailer fill into the Slot opposite of the Basketball.

A. Read Rimline Cross = Fill Behind the Cross.

# Makes & Misses

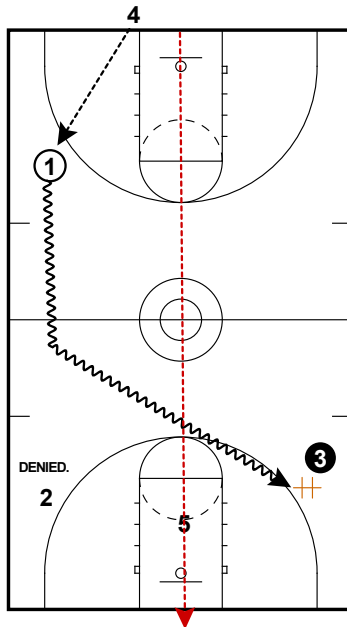
Transition Progression on Makes



**1. Hunt the 1/2 & 1/5 Pitch Aheads.**

\* "If you can Pitch Ahead - You Must!"

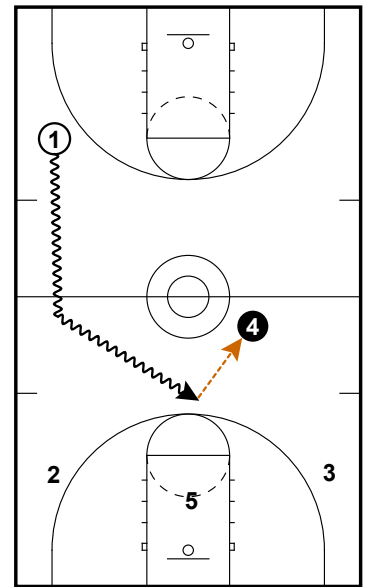
Transition Progression on Makes



**2. Cross the Rimline.**

\* If the Pitch Ahead is Denied, then you should aggressively cross the Rimline looking for score, pass, or DHO with the 3 Man.

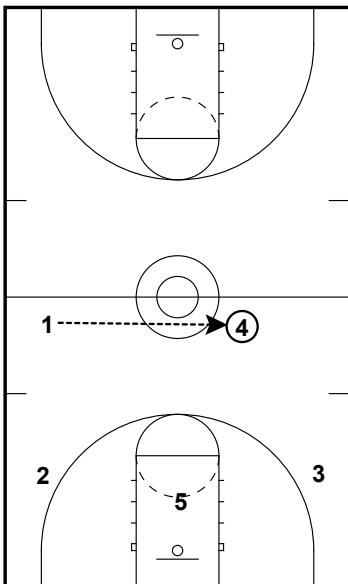
Transition Progression on Makes



**3. Initiate the Flip Series.**

\* There is No Pitch Ahead available, and crossing the Rimline is not possible. The third option is to initiate the "Flip Series" with the 4 Man.

Transition Progression on Makes

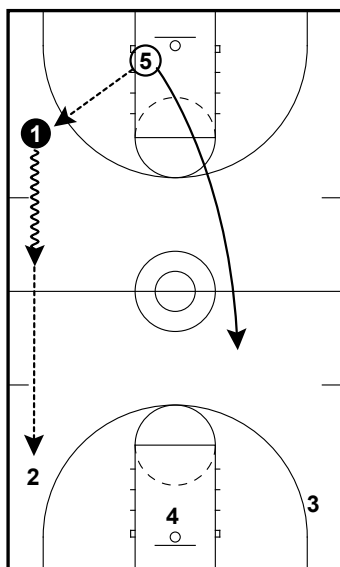


**4. Simple Change.**

\* This may happen from time to time where the only option is the simple change from 1 to 4. This is generally viewed as the least desirable option of the four.

# Makes & Misses

Various Scenarios on Misses

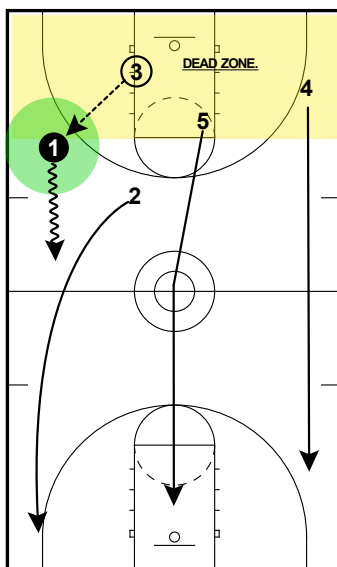


**Scenario #1: 5 Man Rebounds.**

If the 5 Man Rebounds he is looking to Outlet & will most likely be the last trailer.

1. The 4 Man Would be the Rim Runner Here.
2. the Trailing 5 Man Fills into the Opposite Slot.

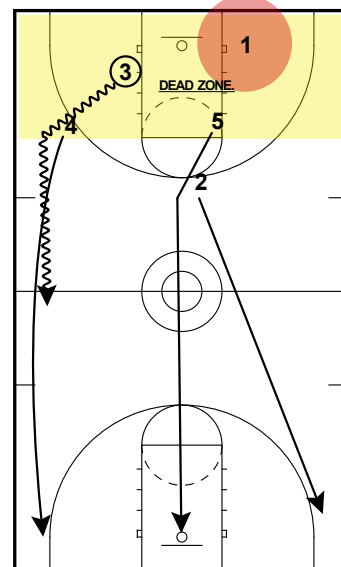
Various Scenarios on Misses



**Scenario #2: Outlet is Above the Dead Zone.**

1. Regardless of Position (2-4) if the 1 Man is In the "Outlet Box" or above then he needs to receive the Outlet Pass.
2. 1-4 Men then Fill the Four Wing & Slot Positions.

Various Scenarios on Misses



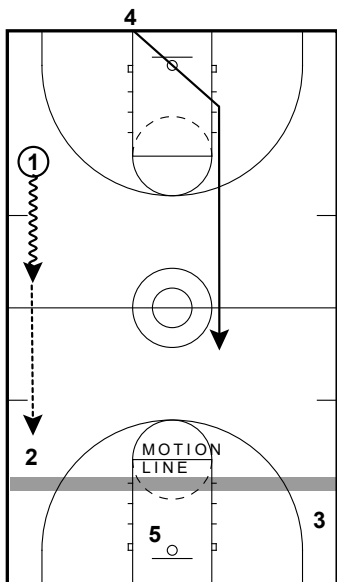
**SCENARIO #3: If PG is below the "Outlet Box".**

1. If 1-4 Rebound the Basketball and for some reason the PG is BELOW the Dead Zone then no pass should be made.

2. BYOO "Be Your Own Outlet" and attack up the Sideline Hunting for Pitch Aheads where possible.

# Flow into Half Court Offense

Flow - Sideline Pitch Aheads

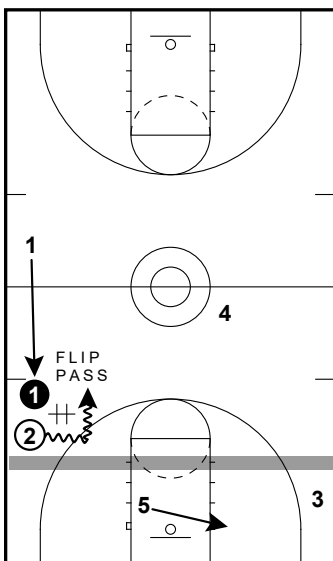


Pitch Ahead Flow - "The Motion Line".

Where the Sideline Pitch Ahead pass is completed will determine the Action. The "Motion Line", one lane line below the Free Throw line will be the decider.

IF above or at the Motion Line THEN 21 Series is Initiated.  
IF below the Motion Line THEN ball is simply kicked back to the Point Guard.

Flow - Sideline Pitch Aheads

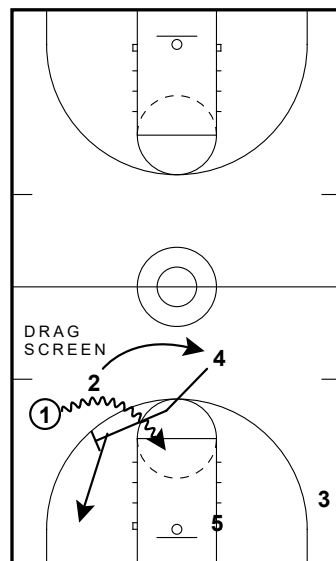


Pitch Below Flow - "Initiate 21 Series".

If the ball is above or at the Motion Line then 21 Series is initiated.

A. 2 Turns Back to Defender & Creates Space for Pass.  
B. 1 Follows Pass to Receive the "Flip".  
C. 5 Exits the Paint to the Short Corner.

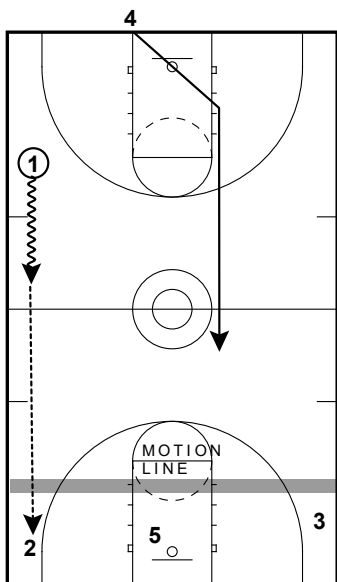
Flow - Sideline Pitch Aheads



Pitch Ahead Flow - "Flare Screen/Drag Screen".

A. As 1 Receives the Flip Pass, 4 Flare Screens for 2.  
B. After the Flare, he continues to set the 1/4 Ball Screen.  
C. Read Screen/Roll Options.

Flow - Sideline Pitch Aheads

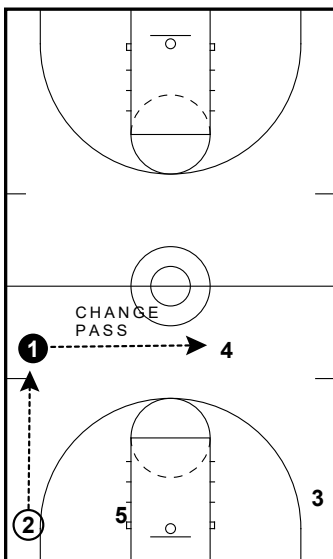


Pitch Ahead Flow - "Ball is Pitched to Deep Corner".

If the Ball is Pitched Ahead to the Deep Corner we wouldn't look for the 21 Series Options.

A. If *No Advantage* Ball would simply be Passed back out to the Trailing Point Guard.

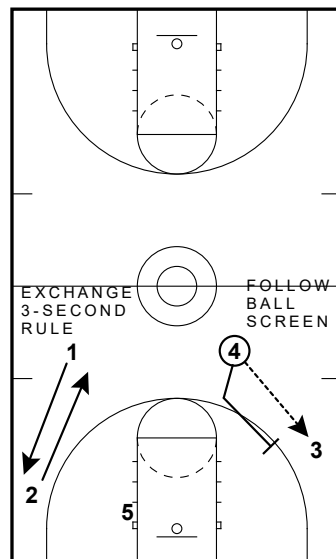
Flow - Sideline Pitch Aheads



Pitch Ahead Flow - "Change Pass".

A. If there is *No Advantage* for the 1 then he is looking to make the "Change Pass" across the top.

Flow - Sideline Pitch Aheads



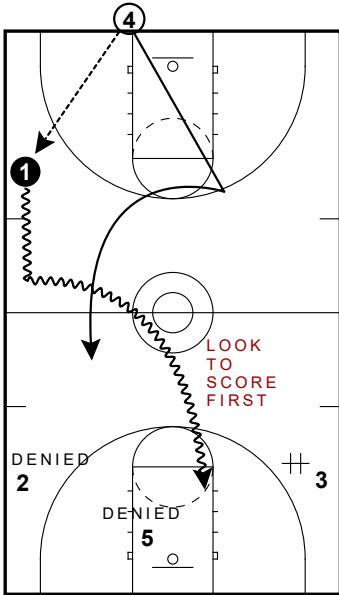
Pitch Ahead Flow - "Offensive Rules".

A. If *No Advantage* for 4 then Pas to the Wing.  
B. On the Pass, Follow into a Ball Screen.

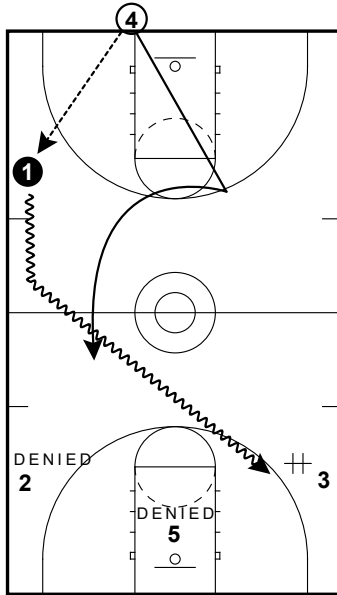
**Three Second Rule** - You can not stand still for more than 3 seconds, if so exchange with a perimeter teammate.

# Flow into Half Court Offense

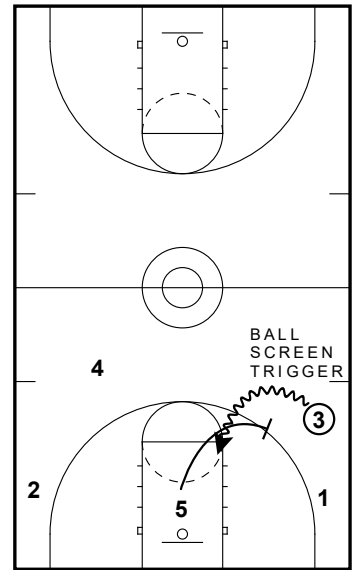
Flow - Crossing the Rimline



Flow - Crossing the Rimline



Flow - Crossing the Rimline



Cross the Rimline Flow- "Why Cross?".

If the Pitch Ahead Options on the Sideline & Rim Runners are Denied then the ball should be *Crossed over the Rimline*.

Key Point:

You are Looking to Score First. If an Advantage Opens Up you are attacking to score.

Cross the Rimline Flow- "DHO".

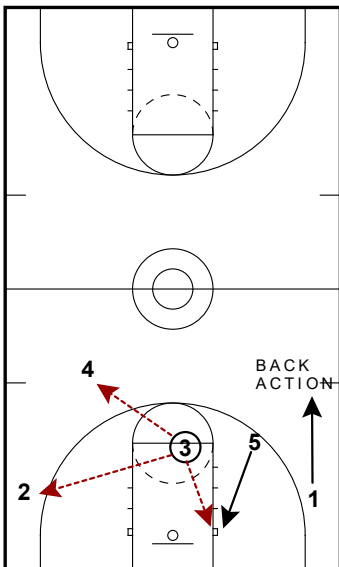
If no advantage opens up as you look at the rim then simply bring the ball into a DHO with the opposite wing (3).

Note: This exchange should be fluid.

Cross the Rimline Flow - "DHO".

- A. If there is No Lane to Score....
- B. DHO with 3.
- C. This is a Ball Screen Trigger for the 5 Man.

Flow - Crossing the Rimline



Cross the Rimline Flow - "Ball Screen Options".

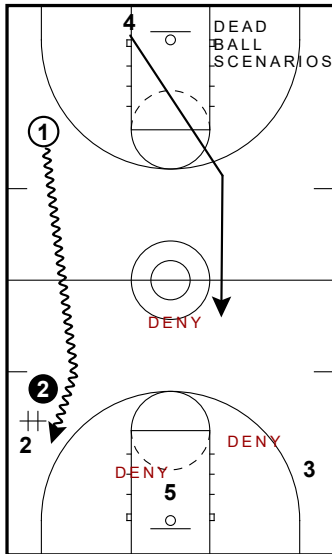
- A. 3 Uses the Ball Screen & Reads.
- B. 1 Will Rise for Back Action.





# Flow into Half Court Offense

Flow - Sideline Dribble Handoffs

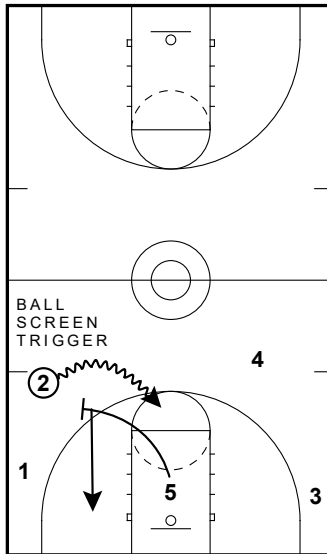


Dribble Handoff Flow - "Read".

**Dead Ball Scenario** - generally speaking we would prefer for this not to happen in a live ball scenario. However, after fouls, timeouts, etc. the defense may have a chance to set themselves.

- A. Angles Yourself to Have Space.
- B. Fluid Exchange Along Sideline.

Flow - Sideline Dribble Handoffs

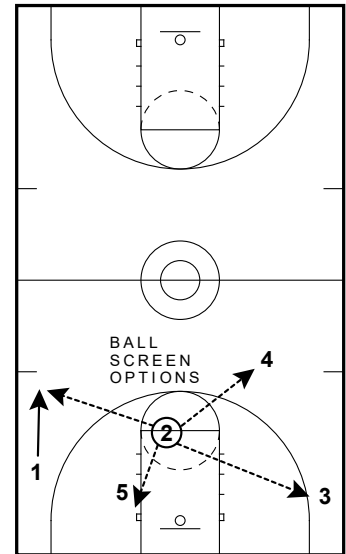


Dribble Handoff Flow - "Ball Screen Trigger".

**Guard to Guard DHO** - this is a Ball Screen Trigger for the 5 Man. If there is no Advantage on the Exchange, 5 is Sprinting out into a Ball Screen.

- A. 2 Be Patient for the Screen is there is No Immediate Advantage on the Exchange.

Flow - Sideline Dribble Handoffs

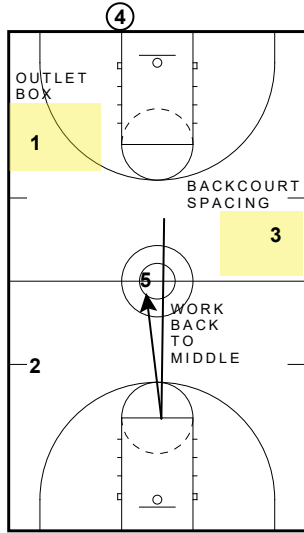


Dribble Handoff Flow - "Ball Screen Options".

- A. 2 Reads the Ball Screen.
- B. 5 rolls to the Rim.
- C. 1 Man Spaces for Back Action.
- D. 4,3 "Hold the Sideline".

# Flow from Press Breaker

Press Breaker Progression



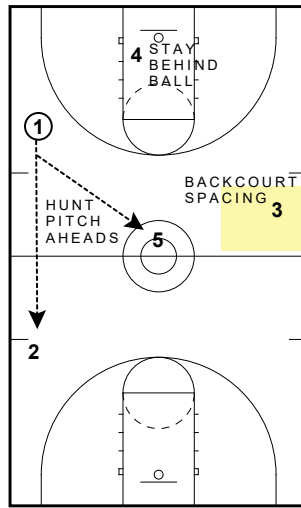
**Press Breaker Flow - "Spacing".**

**Spacing Goal** - We want our Press Breaker spacing to look exactly like our normal Transition Offense Spacing. We are not trying to "Set it Up" or do something out of the ordinary.

**The Outlet Box** - We want to Receive the Ball "High" or in the Outlet Box to avoid immediate Traps.

**Back Court Spacing** - the other Guard should remain in the Back Court along the sideline for Spacing & Check Down purposes.

Press Breaker Progression

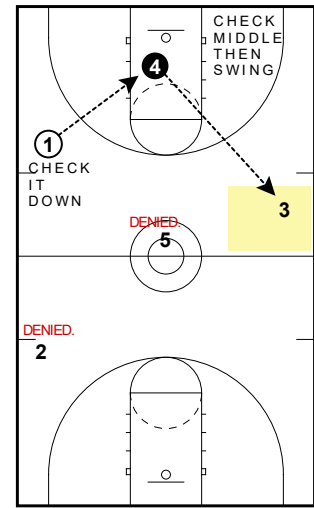


**Press Breaker Flow - "Hunt the Pitch Aheads".**

**Initial Reads:**  
A. Middle Man Pitch Ahead (5).  
B. Then the Sideline Pitch Ahead (2).

The quicker we Pitch Ahead and less opportunity the press has to set their traps and gain an advantage.

Press Breaker Progression

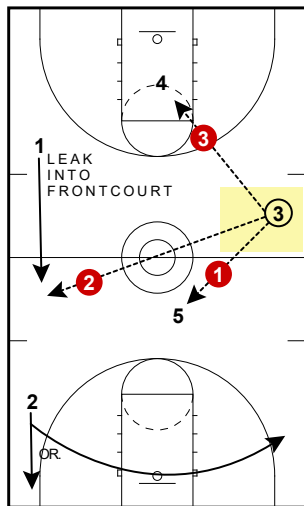


**Press Breaker Flow - "Check Downs".**

**Read** - If the *Pitch Aheads* are unavailable then simply Check the Ball Down to the Inbounder. We would like to avoid dribbling over half court to avoid trap zones.

**4 Man Reads:**  
A. Check Middle.  
B. Swing the Ball to 3.

Press Breaker Progression



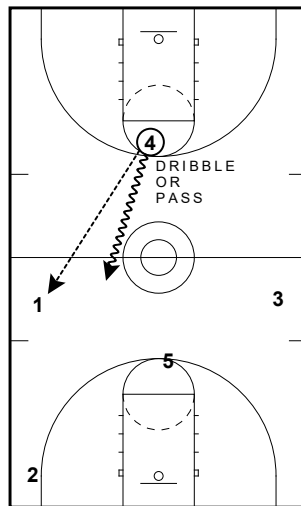
**Press Breaker Flow - "Swing Options".**

**Back Court Spacing** - We want to have a Swing Player remaining in the Back Court (3 Pictured). This way we the maximum available options.

**Leak Out** - We want to Stretch the Defense, so when the ball is opposite (1) will leak out into the Front Court.

- A. Check the Middle Man.
- B. Look Over the Top for the Skip Pass.
- C. Check it Down to the 4 Man.

Press Breaker Progression

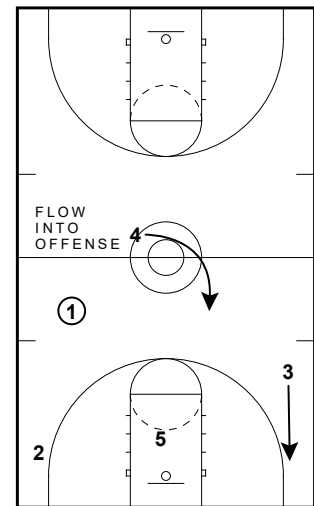


**Press Breaker Flow - "Attack & Cross".**

**If the Ball is Checked Down a 2nd Time:**  
Most likely we are approaching 7-8 seconds so we need to be aggressive in pushing the ball over half court.

- A. Check Middle Man.
- B. Push it Over the Top to the 1 Man.
- C. Attack off the Dribble.

Press Breaker Progression



**Press Breaker Flow - "Arrive in Shape".**

We would like to Break the Press and be spaced in our Four Out Spots. One of Pillars is to Ultimately Flow Seamlessly into Half Court Offense. This also applies here.

**Shot Selection in Press Break Offense**

- Two "Acceptable Shots":**
- 1. Lay-Up at the Rim.
  - 2. Catch & Shoot 3 Pt Shot