

The Read & React Offense eBook

by Rick Torbett

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Introduction:

As an introduction, I should make it clear what you're getting into with the Read & React Offense (R&R). I wish there were a concise, twenty-five word description that would do, but there's not. I can assure you that however detailed my explanation is in text, it will not be complete. That's why I had to put it on video. Some things can't be explained in words alone – they have to be seen.

What the Read & React is Not:

It's not a bunch of good principles that are taught to players with the expectation that when they get on the floor together, something "good" will naturally occur (even though the offense is made up of good principles and good things *will* occur!).

It's not a Motion Offense (although there's plenty of motion).

It's not a Continuity Offense (although a continuous flow of actions will be achieved).

It's not a Set Offense, (but you can run a Set Play in front of it).

It's not a 5-Out-Open-Post Offense. It's not a 4-Out-1-In Offense. It's not a 3-Out-2-In Offense. It's not a Dribble-Drive Offense. It's not a Pass & Move Offense. It's not a Man *only* offense and it's not a Zone *only* offense. It's not an offense primarily for males or females. It's not a youth level offense and it's not a pro level offense. **It's all of the above!**

It's not *an* offense – it's simply *Offense*!

And at no time will you ever hear me say, "You must have these kinds of players to run it."

Understanding the Read & React:

Traditional offense falls into one of two camps: (1) Set Plays or (2) Motion Offense.

Set Plays: One of the attractions of teaching Set Plays is the simplicity that comes with giving each player one and only one "movement" in the offense. From the coach's viewpoint, each player's movement is predictable, which allows the coach to hold each and every player accountable in terms of moving correctly or incorrectly. Set Plays allow the coach to mechanically force the offense into "five-player-coordination." The drawback to Set Plays is that they do not develop players. Players become good at running plays without learning how to play. Also, since they are predictable, Set Plays are scouted and eventually stopped by the defense. This forces the offense to play by principle. Once a "play driven" team is forced to play by principle, "five-player-coordination" is lost.

Motion Offense: On the other end of the scale, a Motion Offense is attractive because it teaches players how to play by principle. Motion Offense has no predictability and therefore the defense cannot scout it. However, because of the manner in which Motion Offense is put together, it lacks "five-player-coordination." Let me explain: In a Motion Offense, players away from the ball are taught a number of good basketball actions that can be taken depending upon where the ball is located, what basketball action is occurring, and how the defense is positioned. These factors allow for an almost infinite amount of actions that can be taken by the players without the ball. It

becomes very difficult for all five players to coordinate their movements when all five are making their own independent decisions. From an accountability standpoint, a Motion Offense makes it difficult for a coach to define what movements by each player are "right", "wrong" or "best".

The R&R does not have the problems that are inherent in both systems. Instead, it encompasses the best aspects of Motion Offense (unpredictability, flexibility, and the development of players) with the teachability, simplicity, and five-player-coordination of Set Plays.

How the Read & React is Taught: An Analogy to Man-to-Man Defense

R&R is analogous to man-to-man defense from the standpoint that each player watches the ball and makes one pre-determined movement whenever the ball moves. I'll use a traditional man-to-man defensive scheme to illustrate my point. Each player is taught that if his/her "man" is one pass away from the ball, then he/she is to assume a certain position (denial, open stance, etc.). There's no decision-making demanded of the defender: one "read" of the ball equals one defensive reaction. If the ball drives while you are one pass away, your reaction is to help and recover. Again, no decisions, no choice, just react with the habit that has been drilled every day in practice. If you find yourself two passes away from the ball, then you are required to be in "helping" position (whatever that may be as defined by the defensive scheme). Regardless of where "help position" is defined, it still boils down to one "read" and one "reaction" by the defender. And here's the beauty: with each player acting independently with one and only one reaction for every "read", five-player-defensive-coordination is achieved. That's a fancy way of saying that the defense moves like a unit with every movement of the ball.

Why are coaches and players alike attracted to teaching and learning defense in this manner? It's because the system has taken the decision-making for each player out of the picture. Their feet move quicker when the thinking process is removed. Each player can know that he/she is helping the team by executing his/her one and only reaction. Furthermore, the individual defender does *not* need to grasp the entire defensive scheme in order to achieve the team's defensive unity. For coaches, it becomes very easy to hold every player accountable and to easily judge whether an individual player has been sufficiently taught or not.

The R&R is taught in a similar manner. Each player without the ball is trained to react with one and only one reaction to what the ball-handler does. The decision-making that is found in a motion offense is removed for the players without the ball. Just like man-to-man defense, these reactions become quicker as they move from a mechanical phase to the level of habit and eventually to instinct. The primary decision-maker, or initiator of offensive action, is the ball-handler. Those without the ball simply react with the predetermined action defined by the R&R.

Just like the overall defensive scheme, the R&R system ties these individual "reads and reactions" into a five-player-coordinated offense. But since the sequence of movements by the ball can occur in any order, the basketball action remains unpredictable, unscoutable, and flexible enough to mold itself into whatever style or formation is needed to beat the defense.

(Note: If you're going to run the R&R, you have to have a bit of "innovation" in you. If you're uncomfortable with that thought, then I wouldn't read any further. Find a few set plays and go with them. If, instead, you decide to go forward, then you'll be glad to hear that teaching each Layer of the offense is quite simple. In addition, each Layer is made up of fundamentals that you're already familiar with. There's nothing new in that sense.)

The Layers of the Read & React Offense:

Why Teach in Layers?

- Teaching in Layers allows the R&R to be a developmental offensive system in two aspects:
 - The actions of the offense are developed over time in a step-by-step progression.
 - The basketball I.Q. of the players who run it is developed over time in a step-by-step progression.
- The Layered system allows the offense to become a "basketball curriculum" for any team or organization.
- This Layered system allows the R&R to be taught over a number of years using age or development to determine what should be taught and how much should be taught.
- The Layers go hand in hand with how the game grows from simple to complex. As the defense rises in its ability to defend and counter the offensive actions, so too, the offense must counter the defense by climbing another Layer in the system.

Summary:

Each Layer of the R&R is comprised of fundamental basketball actions. So, if you believe that a system cannot grow any bigger than its foundation and that the foundation of basketball is found in the fundamentals, you're in the right place. The uniqueness of the R&R Offense lies in the system's ability to tie these fundamental actions into a comprehensive, 5-player-coordinated team offense that has no beginning and no end to its flow of actions. To use a well-worn phrase, the R&R system connects these fundamental basketball actions together in such a way that the sum of the actions is greater than their individual fundamental parts.

Level A: Laying the Foundation (Layers 1-5)

Layer 1: North-South Dribble Penetration: Circle Movement

There are two major actions in basketball: dribbling and passing. It doesn't matter which one is taught first, but since dribbling is the most common action, I put it as the first Layer. Dribbling and passing make up the backbone of the offense. Without these two as a solid foundation, the offense will eventually crumble.

Rule: In this Layer, if a player drives right (toward the goal), everyone on the perimeter circles right to the next spot on the perimeter. If the ball is driven left, then everyone else circles left one spot. Why? Because this is the opposite direction that defenses help and rotate.

This is a simple read for players without the ball. Watch which hand the penetrator uses and move in the same direction.

From the penetrator's standpoint, he or she will always know ahead of time where teammates without the ball will be located. From a safety standpoint, a teammate will always be rotating into a spot behind the penetrator. If the drive is stopped with perfect defensive help and rotation, the penetrator can always bail him/herself out of trouble by passing back to where he or she started the drive.

Layer 2: North-South Dribble Penetration: The Baseline Drive Adjustment

This layer could be viewed as part of Layer 1. I made it a separate Layer due to one major adjustment by one player and two other minor adjustments. These adjustments allow baseline drives to rotate everyone into the same “windows” regardless of the formation, i.e., whether you have 2 post players inside, 1 post player inside (ballside or weakside), or no post players inside.

Rule: On a baseline drive, whether initiated from the wing or the corner, the first priority is for the opposite corner to be filled with the closest player. The other “windows” to be filled are the two wings above free-throw-line-extended and the spot from where the penetration began.

The direction of Circle Movement from Layer 1 remains intact except for the one player in the opposite corner. This is the only situation and the only player who will be required to contradict the habit of Circle Movement throughout the entire offense.

Note: At the youth level (somewhere around age 12 and under), Layer 2 can be skipped during the first year of development. As the reactions turn to habits (as the players develop), you can come back and install Layer 2. For youth players, it is much more important to develop the two major actions of Layer 1 Dribble Penetration and Layer 3 Pass & Cut.

Layer 3: Pass & Cut: Scoring & Spacing

Rule: If a pass on the perimeter is made to a teammate **one spot away** (that includes the post), then the passer **must** basket cut. This is not a principle; this is a **rule** that will never change.

Empty spots are filled by the next closest perimeter player without the ball. Initially, cutters are taught to fill out to an open spot on the perimeter. In a 5-Out formation, the open spot will be in a corner. In 4-Out or 3-Out formations, there are more choices where the cutter can fill.

Eventually, as the players and team develops, the cutter will have a variety of choices such as:

- Stop and post up on ballside or weakside.
- Backscreen his/her way out onto the perimeter.
- Screen for a post player.
- Set or use a Pin Screen (explanation later).

The **Read Line** is introduced in this Layer. Players are taught to be disciplined to their “spots” (these differ slightly depending on formation) and to play one giant step outside the 3-point line. This **spacing** allows the offensive player to use the 3-point line as a **Read Line**.

Rule: If you are one pass away from the ball and your defender steps over the Read Line, then you **must** basket cut. There are no signals and you have no choice. This applies to you if you are stationary or if you are on the move, filling an empty spot.

If you basket cut because your defender is over the Read Line, then you’re a cutter with the same rules as before. Your empty spot will be filled by the next closest teammate.

Note #1: At this point, Layers 1 and 2 can be combined with Layer 3 for a working offense that will stand on its own. The action might look like this: pass & cut, pass & cut, drive-circle-move-pass (but no shot), pass & cut, drive-circle-move-pass, drive-circle-move-pass, pass & cut, pass & cut, etc. I can’t emphasize enough that scoring situations are created by the **combination** of Layers instead of any single Layer by itself. Of course, a weak defensive team might be beat with the action created by one single Layer, but as teams grow in their ability to defend, help, and recover, the **combination** of R&R Layers is the secret to breaking down the defense.

Note #2: If someone dribble penetrates and passes, what does the penetrator do? The penetrator becomes a basket cutter the moment the ball leaves his/her hands. At this point of development, the penetrator would fill out to an empty spot as if the action had been Pass & Cut.

Layer 4: Basic Post Reactions to Dribble Penetration

If you use the first three Layers as an offense, you'll notice that the following occurs over and over again: A player will be basket-cutting when a drive suddenly occurs. Or, a penetrator passes and the receiver immediately drives. Regardless of how it happens, accidentally or because the cutter wants to remain in the post, dribble penetration occurs with a teammate in the lane (a post player). To keep the offense coordinated, everyone must know how to slide in the posting area if dribble penetration occurs.

Rule #1: If the ball is driven into the lane above the post player, the post player must slide down to the short corner.

Rule #2: If the ball is driven into the lane below the post player, the post player must slide up the lane line to at least the free-throw line elbow.

Note: It is worth your time to review Layer 2 The Baseline Drive with one or two post players and see how the slide up to the free-throw-line-elbow fills the same “windows” that were described in Layer 2. This is a good example of the system “fitting together”. New Layers that are added must fit the previous Layers without contradicting the habits of reaction that have already been formed in the players.

Layer 5: East-West Dribbles: Speed Dribble

Up to this point, our dribble action has been North-South, toward the goal. What happens when the ball is dribbled East-West, that is, from one perimeter player toward another?

Rule: If the ball is dribbled directly at you, then you ***must*** basket cut. There are no signals and no choices.

The Speed Dribble will create a vacant spot from where the dribbler left. It must be filled by the closest teammate behind the ball.

What's the purpose?

- The ball-handler sees a chance to create a scoring situation by forcing a teammate to basket cut.
- The ball-handler might not want to attempt dribble penetration. So, the Speed Dribble becomes a way to relieve the pressure of always attacking the goal. Speed Dribbling creates movement and action that might allow the ball-handler to more easily pass to a teammate.

Level B: Completing the Foundation (Layers 6-9)

Layer 6: East-West Dribbles: Power Dribble

Just like the Speed Dribble, the Power Dribble is not a major basketball action like Circle Movement or Pass & Cut. It's simply a small weapon that serves a purpose for some players without contradicting any previous reaction habit.

The Power Dribble is used to create a Pick-and-Roll-Hand-Off. This type of dribble makes it easy for the intended receiver to read whether it's a Speed Dribble or Power Dribble.

Rule: The Power Dribbler will turn his/her back to the goal and step-slide in a slow, safe, deliberate stance toward the intended receiver. The receiver will come to the ball on the outside and receive the ball. The Power Dribbler will roll to the goal. This is a Pick-and-Roll action and is the only untraditional action in the Read & React.

What's its purpose?

- Once again, the ball-handler might not want to dribble penetrate. And so it becomes another pressure relief action that allows the ball-handler to safely exchange the ball with a teammate.
- It could be a proactive action: Perhaps the ball-handler is good inside and wants to create a Pick-and-Roll situation to take advantage of his/her inside skills. Or perhaps the ball-handler uses it to get inside and change the formation to 4-Out-1-In or 3-Out-2-In.

Layer 7: East-West Dribbles: Circle Reverse

This is another minor basketball action that fits the category of Pressure Relief. Here's the situation: The ball-handler attempts to dribble penetrate to the goal; teammates without the ball immediately Circle Move to the next spot. However, the defender on the ball wins this battle and forces the drive away from the basket in such a way that no other defender is required to help.

Rule: With the ball-handler in trouble (let's pretend the dribble is picked up), the closest perimeter teammate must cut behind the ball for a pass. This amounts to reversing the Circle Movement that was just performed – or, "Circle Reverse".

Is this Layer absolutely necessary to continue building the offense? No. However, at some point in time, you'll need it to have a complete offense and cover all contingencies.

Layer 8: Back-Screens

You will not find a rule in this layer because it is an option. When cutters are filling out to the perimeter, the ability to set a Back-Screen for a teammate presents itself.

This is a good basketball action for three reasons:

1. Sometimes players make a mistake and fill out to a side where there are no empty spots. The ability to continue their cut and set a Back-Screen allows them to fix this mistake.
2. Back-Screens occupy two defenders away from the ball. This makes it difficult for them to handle the Back-Screen and also be in a position to help on the ball.
3. Back-Screens are double-dangerous. If the cutter is not defended correctly, a lay-up occurs. If the screener is not defended correctly, a 3-point shot opportunity is created.

Layer 9: Multiple Staggered Screens

When Layer 3 and Layer 8 are combined, multiple cutters will be entering and exiting the lane. Initially, most players will think that mistakes are being made. The habit to be trained in this Layer is to simply change these incidental meetings of basket cutters into intentional brush screens and staggered stationary screens. Early on, all players can learn how to give a screen in this scenario: simply stop your cut, let your teammate use your screen, and then complete your cut as you intended. Eventually, **all** players should learn how to **use** them.

Layers 3 and 8 create the **opportunities** for Multiple Staggered Screens, but the system does not teach the players **how** to use or “play off” Multiple Staggered Screens. Those skills (like all fundamental skills: passing, driving, posting, shooting, etc.) are still left to the individual coach to teach and train.

Level C: Post Play: 4-Out-1-In and 3-Out-2-In (Layers 10-13)

With the exception of Layer 14: Pin & Skip, the perimeter action habits are complete. So, it's only natural to turn our attention to the development of Post Actions in order to have a complete offense. Again, it's not necessary for everything in this Level to be taught in order to have a working offense. Layers 10, 11, and 12 could be taught in any order. In fact, a Layer like Post Blocking might be taught in the Foundation Level (the first 5 Layers). Much depends upon what kind of post players (if any) you have.

Just consider that the players in the post might be there for a number of reasons:

1. The player hasn't learned the offense yet, but with Layer 4 Basic Post Slides alone, this player can be in the game and contribute (perhaps defense or rebounding) without interfering with the actions of the other four players who are playing at an advanced level. Besides Layer 4, this type of player could quickly learn Layer 11 Post Blocking and contribute to the offense.
2. The post could be your best player, or at least good enough that he/she should get touches in the posting area. Whether this good player makes a move to score or not, passing to the post should initiate perimeter action. This is the purpose of Layer 12 Post Passing.
3. Your post player might be your best player - a good passer with the ability to go inside and out, to set screens and play off screens, to read and react to dribble penetration at a higher level than most, etc. This player needs to master all of Layers 10-12 to become as versatile and dangerous as his/her talents allow.

One last thought about post players in the Read & React System: ***the only thing that post players must do is react correctly to dribble penetration.*** Otherwise, the coach can do **anything** with his/her post players! You can play them mid-post, high post, low post, short corner, one high and one low, etc. They can screen for each other, they can screen for cutters, they can have designations like ***always ballside*** or ***always weakside*** or ***permanent pin screener*** (see Layer 14). The coach can have them set ball screens at his/her discretion. None of these actions will interfere with the coordination of the Read & React Offense.

So, why did I not include all of the above actions in the offense? Because I didn't need these actions as “reactions to the ball” in order to keep the offense coordinated. Anything that I did **not** need (in order to coordinate the offense) was left out in order to give the coaches as much freedom as possible to manipulate players, formations, and situations as a means of hiding their teams' weaknesses and taking advantage of their teams' strengths. The freedom of the post players is a major area where coaches can get creative within the flexibility of the Read & React.

Layer 10: 4-Out-1-In Advanced Post Reactions

Layer 4 taught the players Basic Post Reactions to Dribble Penetration. However, it was not the whole picture. When the ball is driven into the lane ABOVE the post, the post player is supposed to adhere to the direction of Circle Movement. However, (1) this is too much to expect of players in the beginning; (2) it's not necessary to have a working offense when using only the first 5 Layers; and (3) I would not teach it to youth players (at least initially). For these reasons, I split the Post Reactions into two Layers – Basic and Advanced.

Words cannot describe all of the Advanced Post Reactions, so I'll use one example to illustrate how the Circle Movement of Post Players helps to complete the offensive system:

The formation is 4-Out-1-In with two guards and two wings (the corners are empty). The wing has the ball and the post is ballside. The wing drives middle above the post. By Layer 4 habit, the post slides down to the short corner looking for the quick bounce pass after the first dribble by the wing. If the post has not received the ball after the first dribble, the odds are that the window has closed.

Rule: Layer 10: Advanced Post Reactions tells the post to continue in the Circle Movement direction (just like the perimeter players) and fill the spot on the wing behind the penetrator (the spot where the wing began the drive). This puts the post player in the Safety Valve position. If the defense helps and rotates perfectly, the penetrator can “bail him/herself out of trouble” by passing back to where he/she came from.

Once again, an additional layer “fits” and “completes” the offensive system, filling gaps that you might have spotted in the early stages of the offense.

Layer 11: 4-Out-1-In Post Blocking

As I said before, this layer could be taught immediately after Layer 4 Basic Post Slides. If Layer 4 is the first Post skill to be taught in conjunction with Dribble Penetration, Post Blocking is the first skill to be taught in conjunction with Layer 3 Pass & Cut. There's no need to waste a chance for a good screen when a cutter is entering or exiting the lane. This is the place to discuss, teach, and name the screens depending upon the angle of the cutter and whether the cutter is entering or exiting the lane.

In other words, Post Blocking includes:

- Back-Screens,
- Down-Screens,
- Up-Screens,
- Cross-Screens.
- The Pin Screen in Layer 14 would complete the package.

Layer 12: 4-Out-1-In Post Passing

If a perimeter player feeds the post from any position on the floor, he/she must make one of four cuts. NOTE: Two of these cuts are simply basket cuts from Layer 3 and should at least be familiar to any player who fed the post during Layer 3. Details are added, but my point is that the cuts available for the perimeter player who fed the post will synchronize with the habit (rule) of cutting that was learned in Layer 3.

Rules:

1. **Laker Cut Low:** Feed the post and basket cut below the post, preferably below the block to insure good spacing.
2. **Laker Cut High:** Feed the post and basket cut above the post, preferably touching the free throw line elbow to insure good spacing.
3. **Relocate:** If the wing feeds the post and the corner is empty, he/she can relocate in the corner. This is a good action if the wing's defender covers down on the post.
4. **X-Cut:** Feed the post and cut East-West toward the ball-side guard. Set a screen for the guard (who will replace you on the wing) and then basket cut straight down the lane.

Laker Cuts and X-Cuts create basket cuts that put the player in the familiar actions and options that were first learned in Layer 3. By now, the cutter should know of other options besides simply filling out to an open spot: Back-Screen your way out, post up on the weakside, or set or use a Pin Screen (see Layer 14).

When a player feeds the post and makes one of the four cuts, a spot is vacated; it must be filled by the closest perimeter player. This means that all of the perimeter players will be moving along the perimeter after a post feed. (This movement occupies defenders.)

If a guard feeds the post, four cuts are still available: two basket cuts on each side of the post (if it's practical) and two East-West cuts (an X-Cut in either direction).

Layer 13: 3-Out-2-In Dribble Penetration Game

There are no new habits for players to learn in this Layer. At this point, if you choose to play with two post players, the nature of the offensive action will change, but nothing new needs to be taught. I included this chapter on the video to simply illustrate that point.

I could have named this Layer "3-Out-2-In Pass & Cut & Screen Game". With two post players, any Pass & Cut action by the perimeter players will turn into a multiple screen action. But I thought most coaches would see that as obvious.

I could have named this Layer "3-Out-2-In Feed the Post High-Low Game". But again, this is obvious and begins to fall into the category of "Rick Torbett's ideas of what you can do with two post players in the Read & React". The coach of the team is better suited to figure out how to use his or her two post players than I am!

So instead, I used this chapter to illustrate something that was not absolutely obvious: Most perimeter players do not look at a 3-Out-2-In formation as if there's a "green light" to dribble penetrate. It looks too crowded. But in the Read & React Offense, the moment the first dribble is taken to penetrate, the post players are going to slide out of the way. Their defenders will either go with them and afford the penetrator space to get to the cup, or their defenders will stay and help, in which case the penetrator will pass according to the slides in Layers 4 and 10. Additionally, the fact that there are only three players on the perimeter affords each perimeter player with maximum space to drive in either direction.

LEVEL D: ICING ON THE CAKE (Layers 14-17)

Layer 14: Counter Helping Defense: Pin & Skip

This is the last Layer with new habits for players to acquire. It's a Layer unlike any of the others for several reasons:

1. It is not a reaction to the ball like the other reactions. It is a reaction to the defense. This is the main reason that I put it in the "Advanced Level".
2. It can be taught out of order at the discretion of the coach. Depending on the level of your competition, it's possible that you might be teaching this Layer on the first day, right alongside Layer 1.
3. It's a major weapon against zones *and* helping man-to-man defenses.

Rule: When man or zone defenses sag their defenders into the lane, two offensive players on the weakside must execute a Pin Screen and Skip Pass. The two players could be two perimeter players or one perimeter player and a post player. One player sets a screen behind the weakside defender; the other player lines up with the screen and the ball and calls for a Skip Pass. When the pass is thrown, the Pin Screen slows down the recovery time of the defender which creates options for the receiver such as shooting, driving, or feeding the Pin Screener who is now posting in the lane.

Note: Just like all of the Layers that I've described, important details on the DVDs will not necessarily translate to the written word. At the very least, using this eBook, you can get the idea that there is an **offensive counter** for every adjustment made by every defensive scheme. Remember, defense can take away *some* things, but not *all* things. Whenever defense takes away something, they give up something else. The Read & React is designed to find, counter, and exploit what the defense gives up.

Layer 15: Attacking Zone Defenses

This Layer contains no new habits for the players to acquire. However, it does require some minor adjustments in order to exploit what zones give up due to their nature. This is another Layer that begs for illustration rather than written description. Most coaches don't believe that an offensive system could be used against both zones and man defenses.

They're wrong.

Not all Layers will be used against a zone defense, but that shouldn't surprise you. All Layers are not needed against man-to-man defenses because of the different man-to-man schemes. Some actions work better against certain teams. Other actions work better against other teams. That's why the skills of a good coach will always be needed.

The three major weapons against zones are Layers 1 & 2: Dribble Penetration Circle Movement; Layer 3: Pass & Cut; and Layer 14: Pin Screen & Skip. Small adjustments are made to these actions that can only be shown on video. Applying these three Layers in any sequence makes the zone stretch, slide, and rotate and recover. Scoring opportunities make themselves available as the zone coverage breaks down. This is no different than what happens to a man-to-man defense. It shouldn't surprise you that these three actions alone create scoring opportunities. Examine their actions and you'll find the three major qualities of any good offense:

1. Spacing
2. Player Movement
3. Ball Movement

Layer 16: Seamless Transition from Fast Break to Secondary Break to Half-Court Offense

There are no new habits for the players to learn in this Layer. I attempt to show how a primary fast break and any secondary break can flow uninterrupted into the half-court action of the Read & React. Regardless of how you run the floor and regardless of what kind (if any) secondary break you run, it is possible to flow into the Read & React without setting up. If you believe that it's easier to attack a defense before it's completely "set", or if you play with a shot clock, or if you simply like the idea of constant pressure on the basket, you'll appreciate what I try to do in this chapter.

Layer 17: The Ultimate Attack: Flowing Naturally from Set to Set

Once again, there are no new "two-player-reads-and-reactions" to learn in this Layer. This Layer illustrates what a team can do after mastering the Read & React. The team will be able to flow seamlessly from one formation to another in a single possession or as the defense changes from possession to possession. The teams should be able to change their primary actions depending on the combination of players on the floor. Your substitutions alone should and will change the actions of the offense.

Conclusion:

If I had to choose another name for the Read & React, it would be "The Amoeba Offense". When complete, the offense should mold itself to the strengths of your players and to the defensive scheme of your opponents.

DVD #1 & DVD #2 flesh out the Layers in both philosophy and practical application. They take the above concepts and expand on them in easily understandable terms using player footage as well as animated Xs and Os.

DVD #3 in the Read & React Package contains all of the drills to build the "Two-Player-Reads-and-Reactions". They are categorized by the Layer of the offense and they're categorized by the number of players: Two Players + One Coach, Three Players, Four Players, Five Player Full-Court Drills. The DVD is intended to equip you in practice planning, but it is also meant to show that you can build your offense in the off-season, regardless of how many players you have at a single time. If you can build your offense in the off-season without having *all* of your players together at any given time, then time frames have been collapsed for you when the season begins.

DVD #4 includes (among other things) variations and suggestions about how to use the Read & React depending on your type of team.

Refer back to the website at www.betterbasketball.com or www.readandreact.com to learn of the content on **DVDs 5 & 6**.

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