

# Five-Out Early Offense

Openings + Combinations



# Clinic Objectives



## Transition to Offense

How to get into Five-Out (live ball)

## "Openings"

Our first "move" in halfcourt offense

## "Combinations"

Throwing a 1-2 punch

## Reversal Side

Maintain flow to the second side

# What is Early Offense?

The period of time from when we gain possession of the ball to the execution our first action.

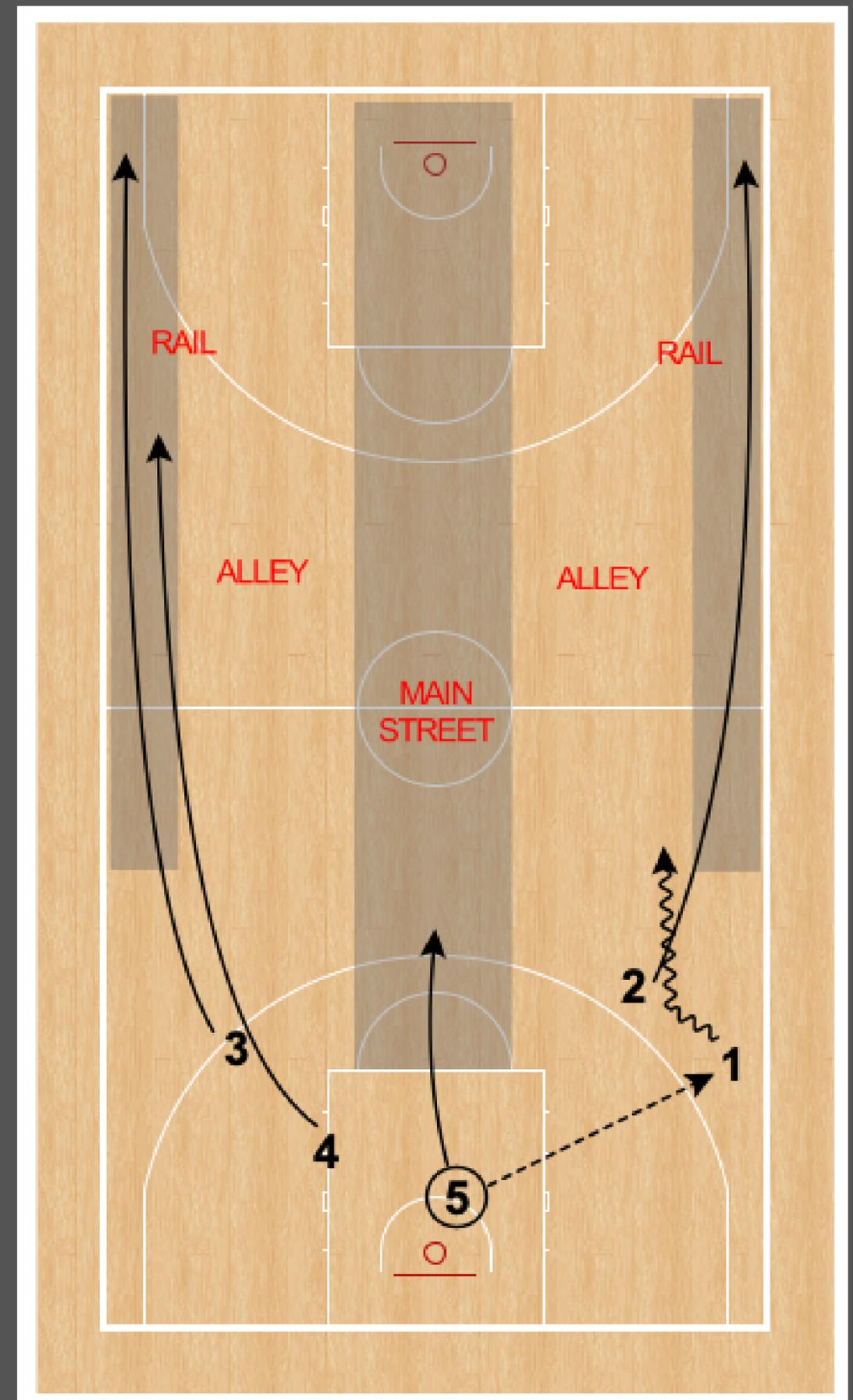
Opening: In 4-5 seconds

Combination: In 6-7 seconds



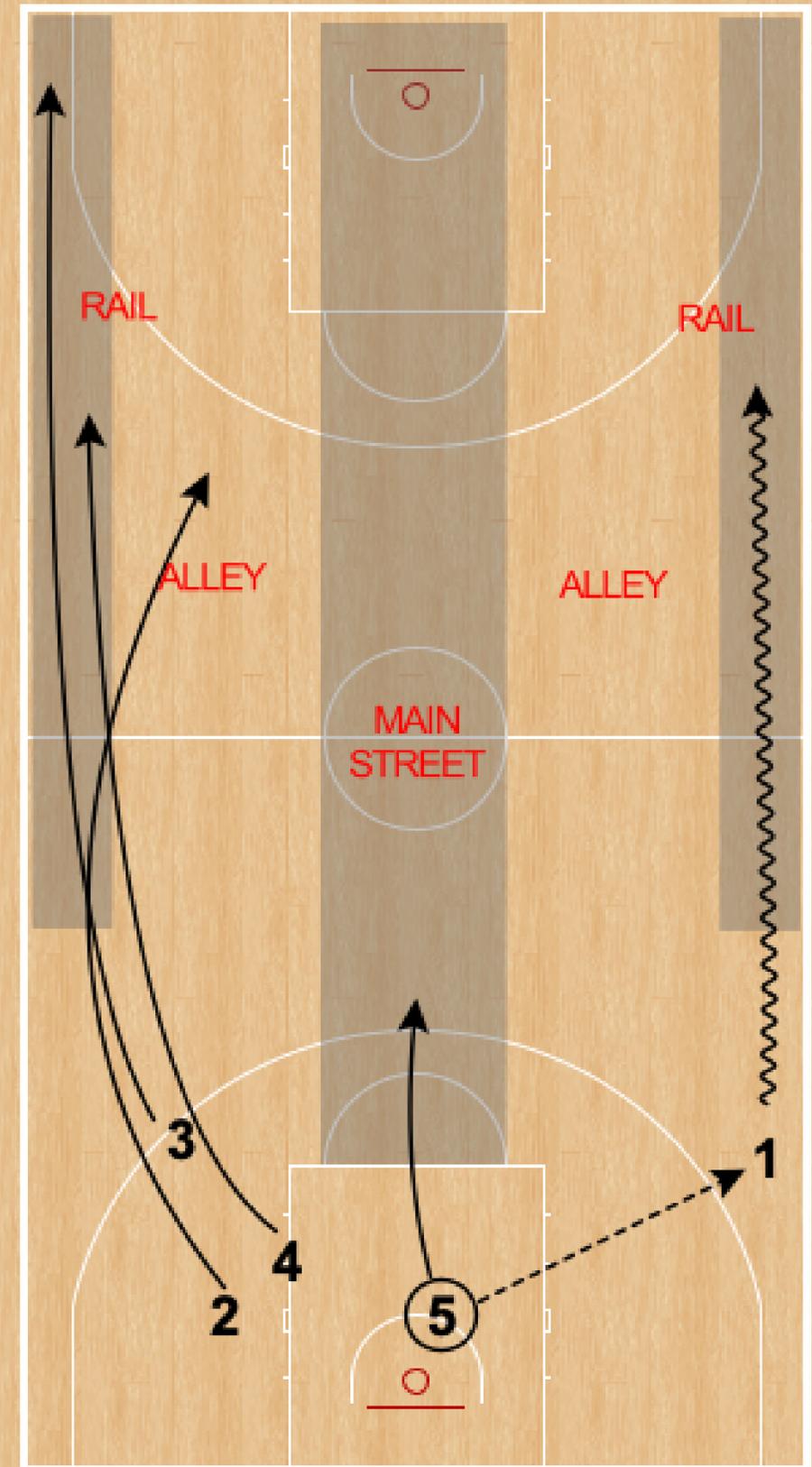
# Transition to Offense

- Find a sideline and sprint - get in the rail
- Width then Depth
- Five-Out in Transition Offense
- Main Street belongs to the Big
- "Pull apart" the defense both horizontally and vertically



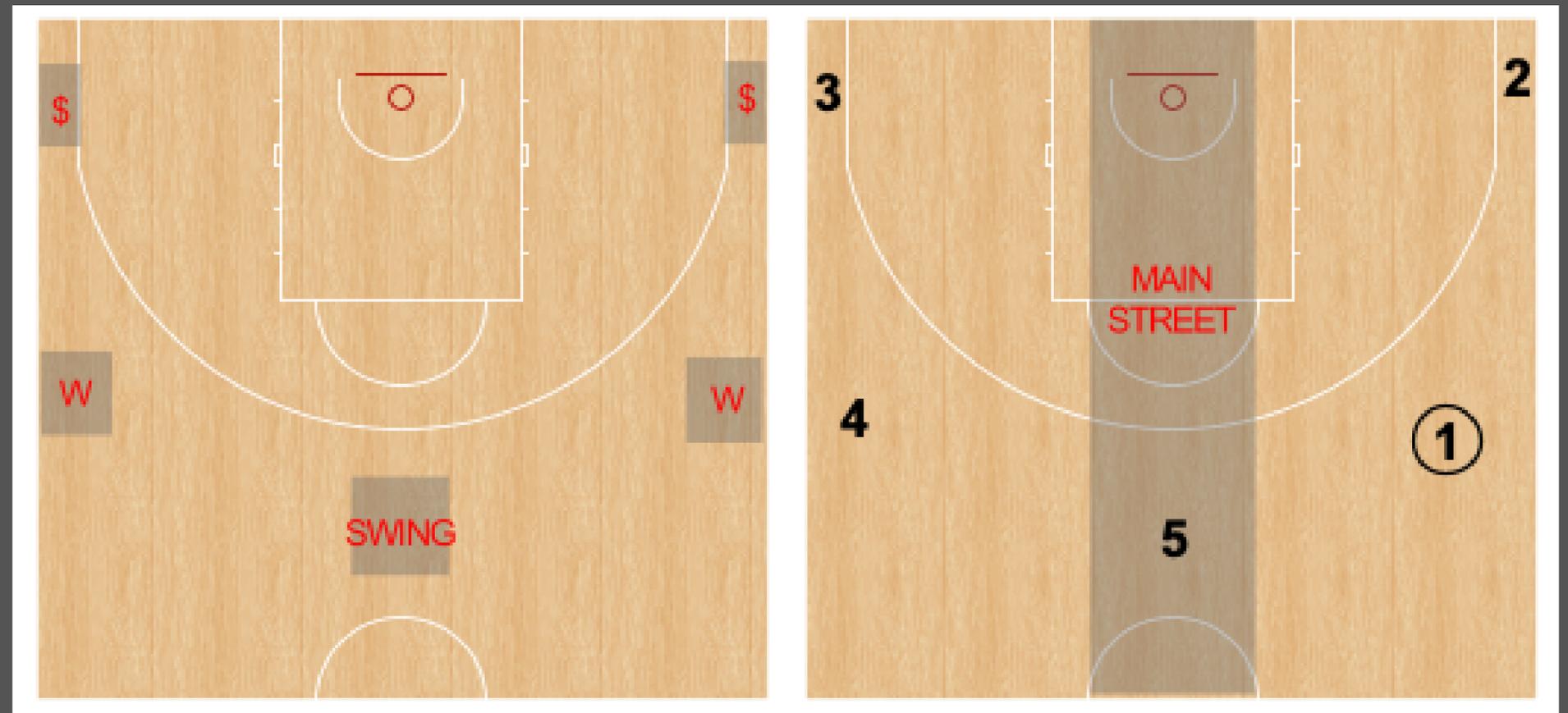
# Transition to Offense

- Find a sideline and sprint - get in the rail
- Sometimes leads to "imbalance"
- That's OK!
- Attack the empty corner
- Can always DRAG on the side



# Halfcourt Positioning

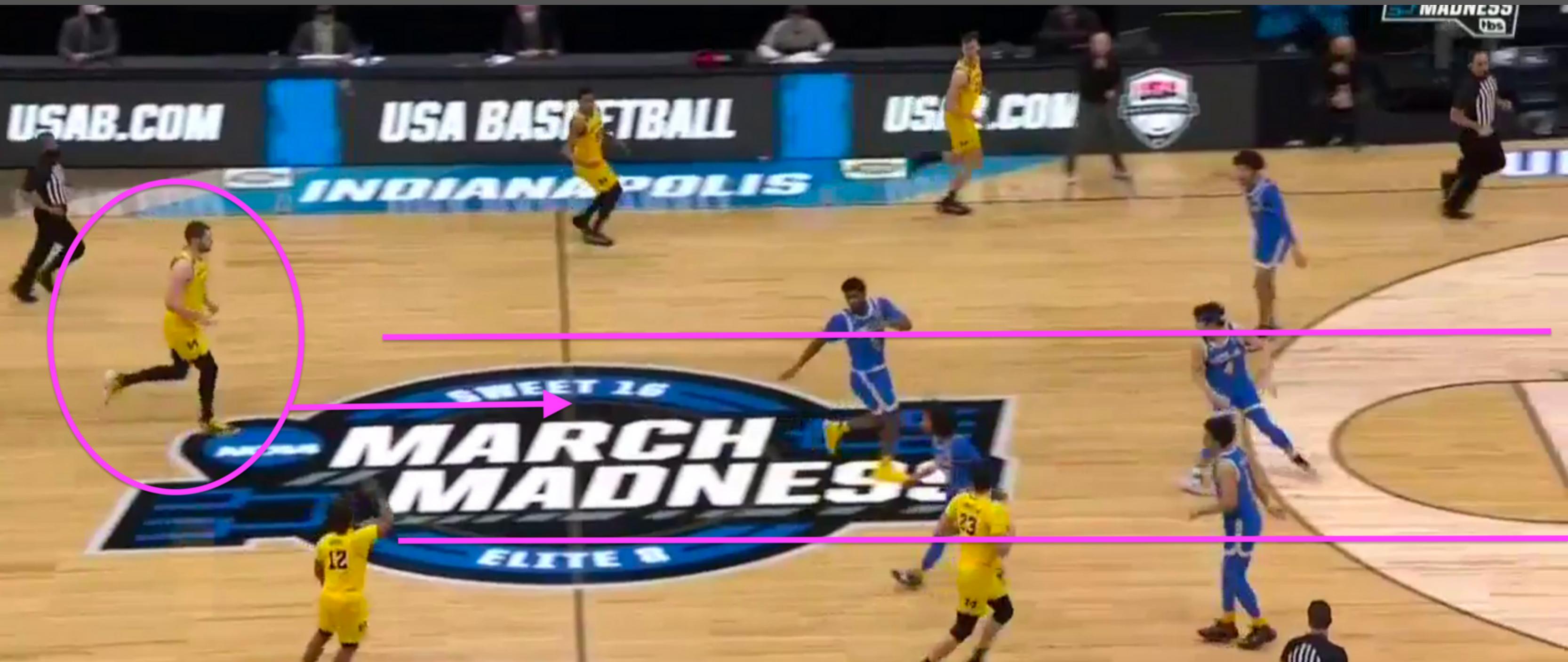
- \$ = Money Spots - Deep corners at rim depth
- Wings - higher than FTLE
- Swing (Big) - Halfway between TOC and HC line
- Our positioning somewhat constrains or Transition
- We want to "show up" looking like this



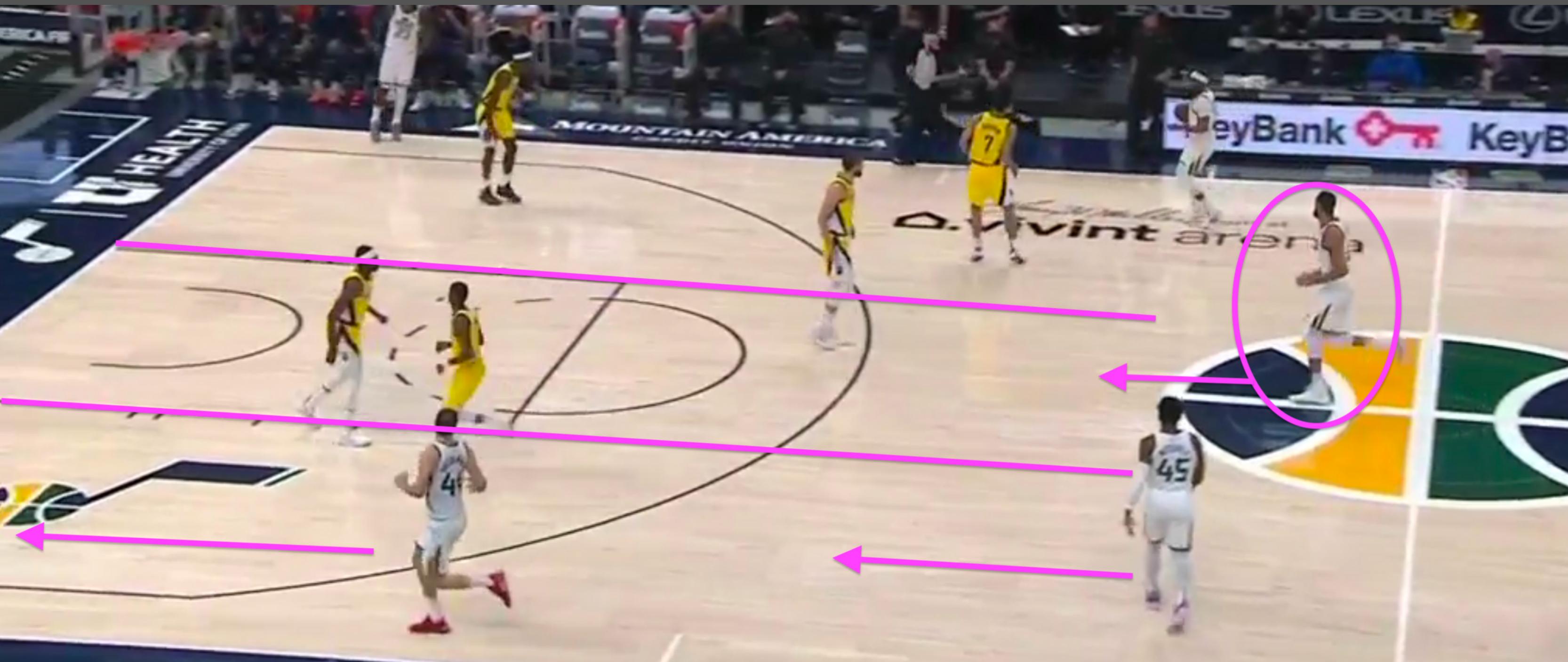


**MIL practice court**

University of Michigan (NCAAM)



# Utah Jazz (NBA)





# "Openings"

There are seven openings

NOT CALLS!

Defined by what ball handler does "first"

Goal: To get to an "opening" within the first four to five seconds

*Our "first move" in halfcourt offense*

**3**

**2**

**4**

**5**

**1**

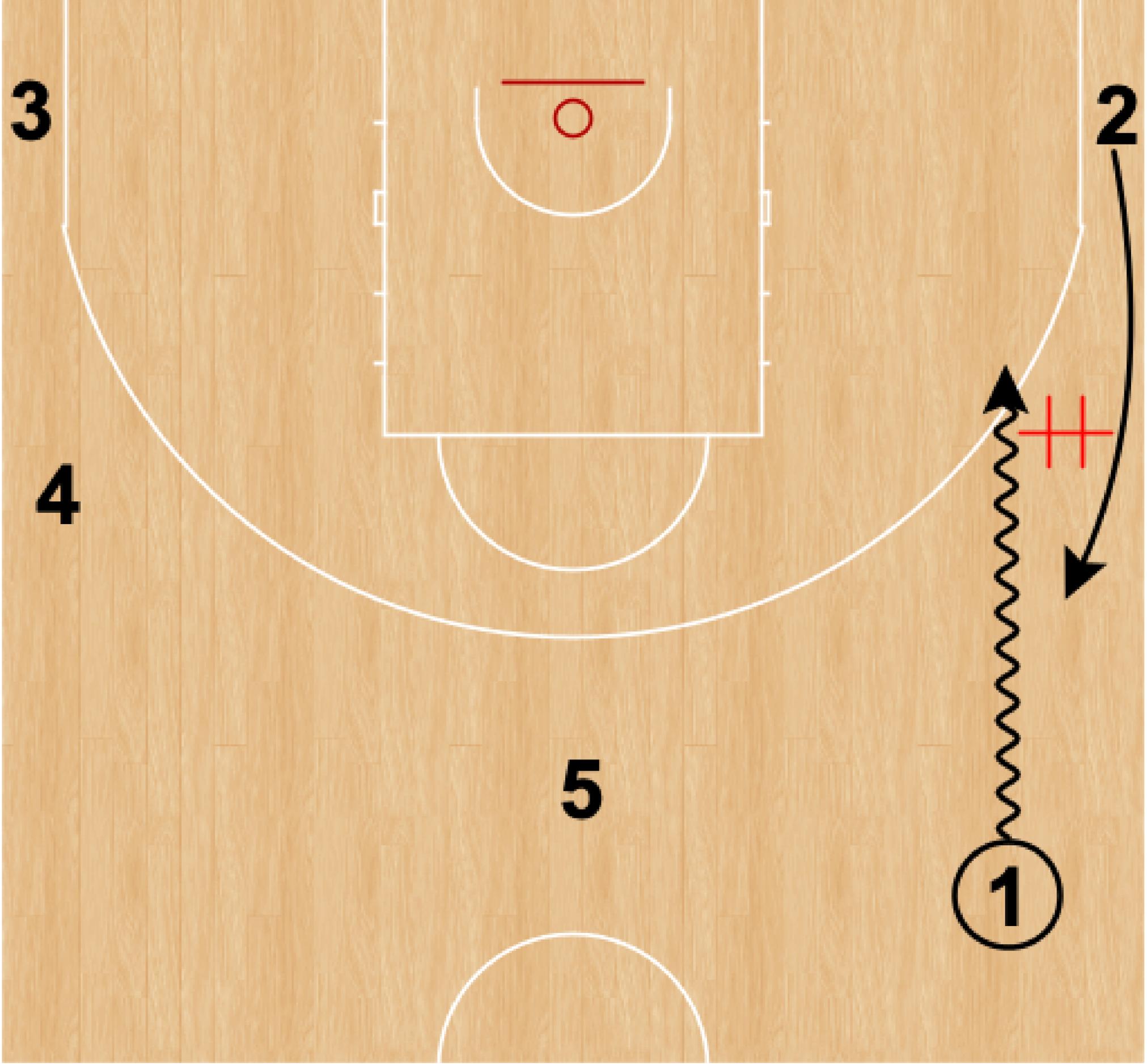
# SWING

Centering pass to the player at swing (usually a big)

May play back to same side or reversal side



*Higher and early > Lower and late*



# FLIP

A dribble handoff (DHO) with the player below you

Player 1 would space to corner after delivering the FLIP



*Take speed into the handoff*

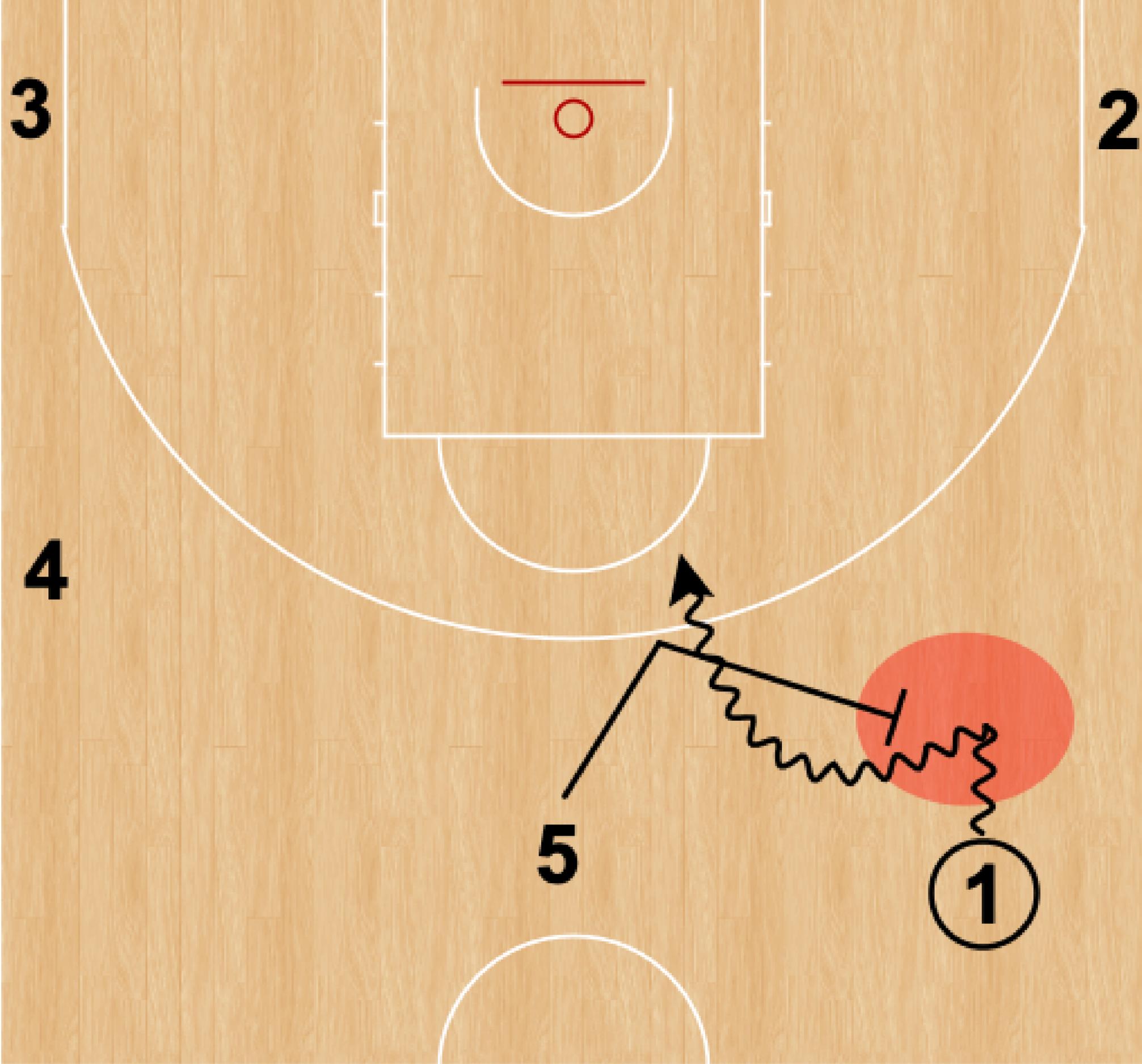
3

2

4

5

1



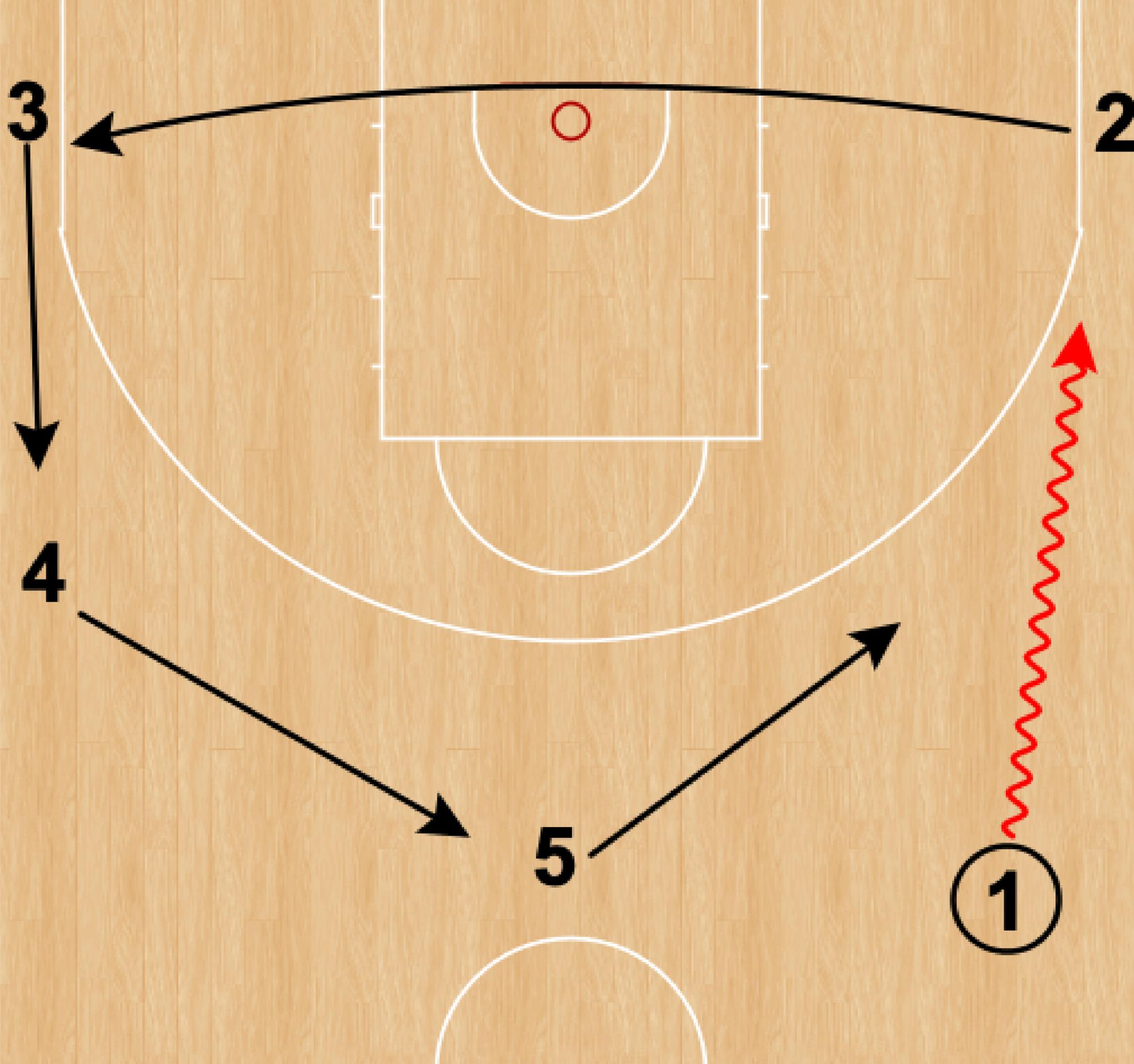
# DRAG

A DRAG ball screen in transition (Big trails, defense is back)

Goal: Force the "over" by on-ball defender, rescreen (TWIST) if needed



*Screen the "back pocket" of the on-ball defender*



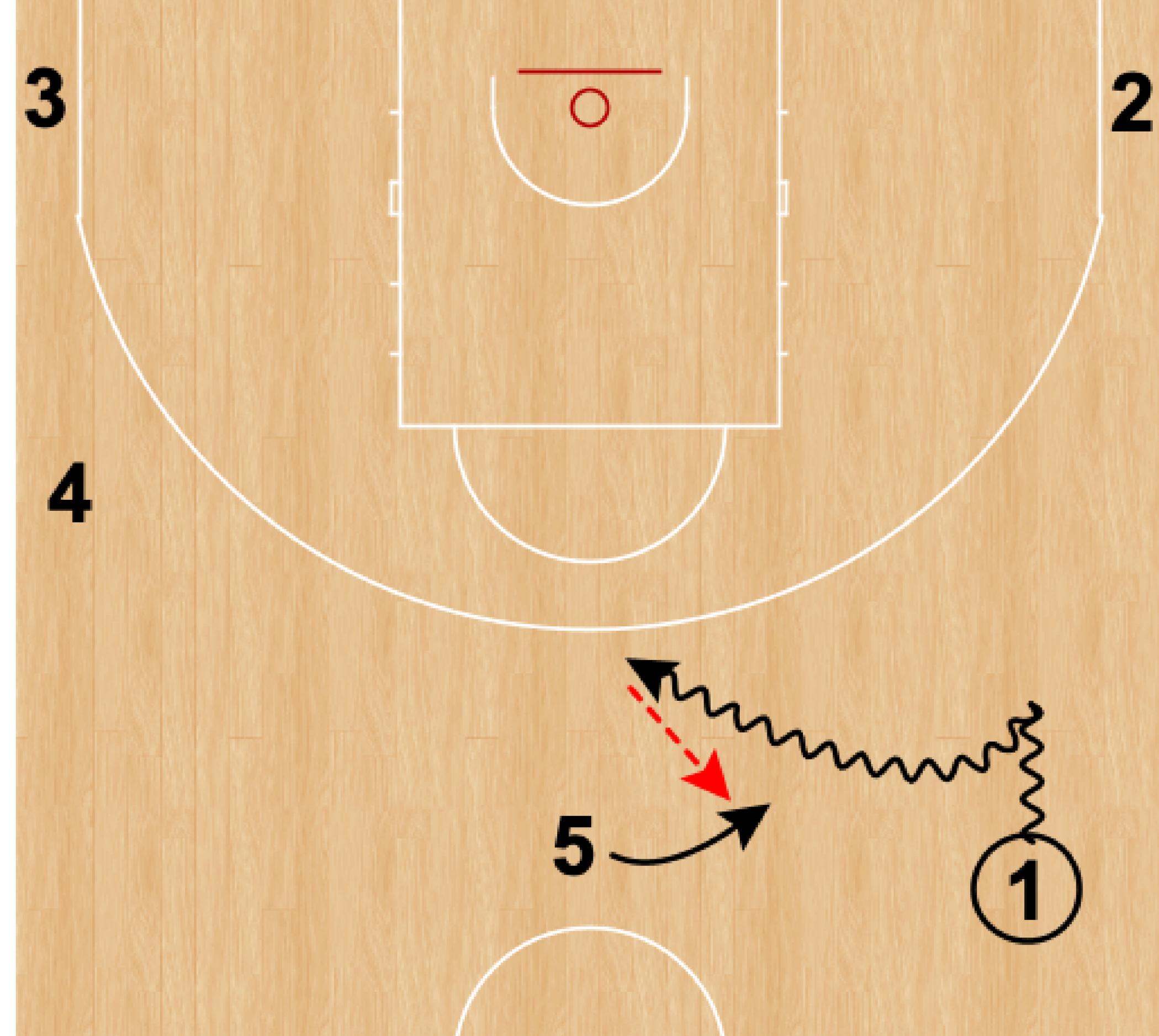
# PUSH

A dribble PUSH moving the player in the corner through to other side

Other players fill to make space



*Attack the empty side. Keep your dribble!*



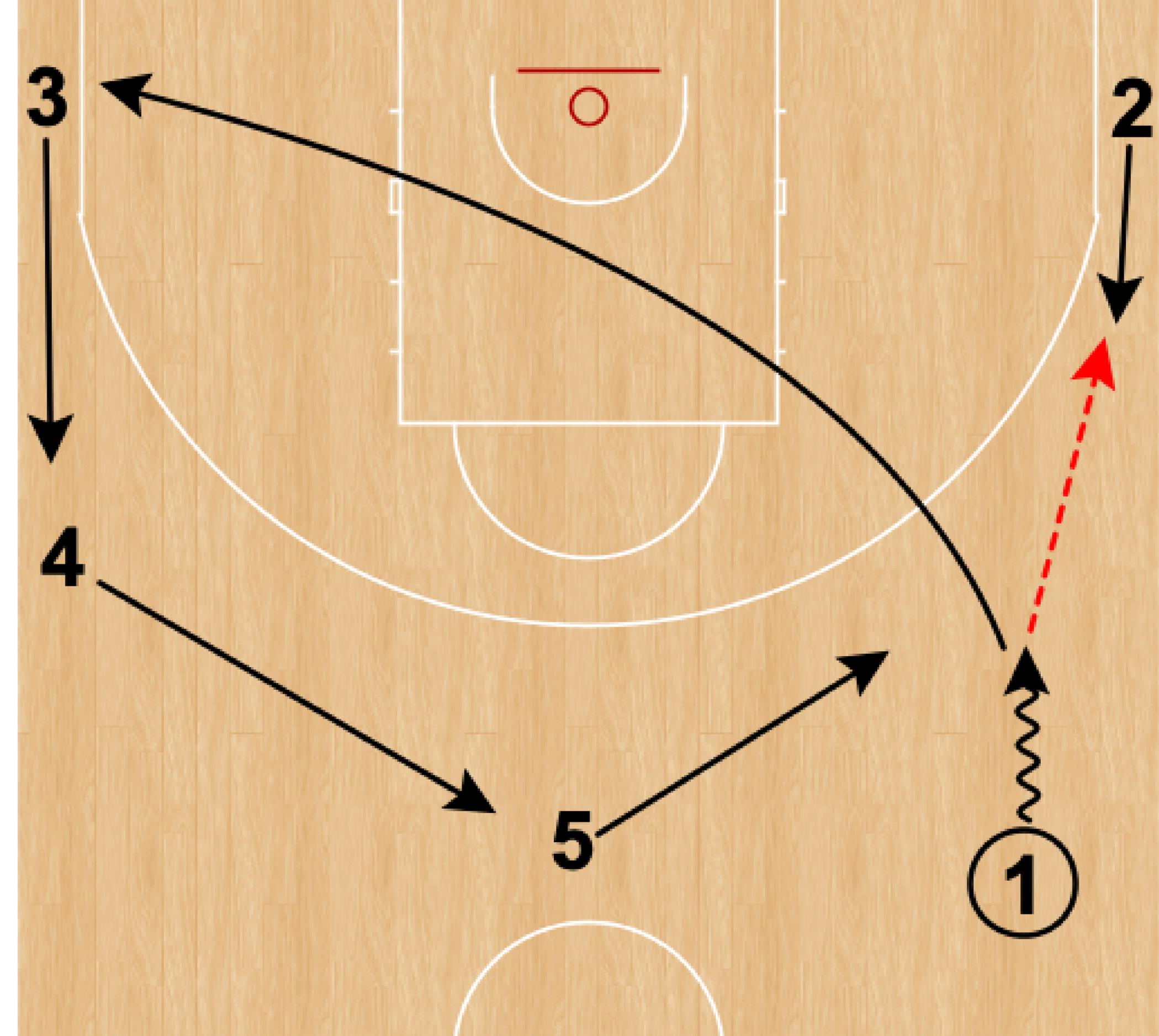
# TOSS

Player dribbles under the trail, trail overlaps and we TOSS to them ("pitchback" or "rugby toss")

Player 1 likely cuts away to far corner



*Attack the space or play ahead to Player 2*



# THRU

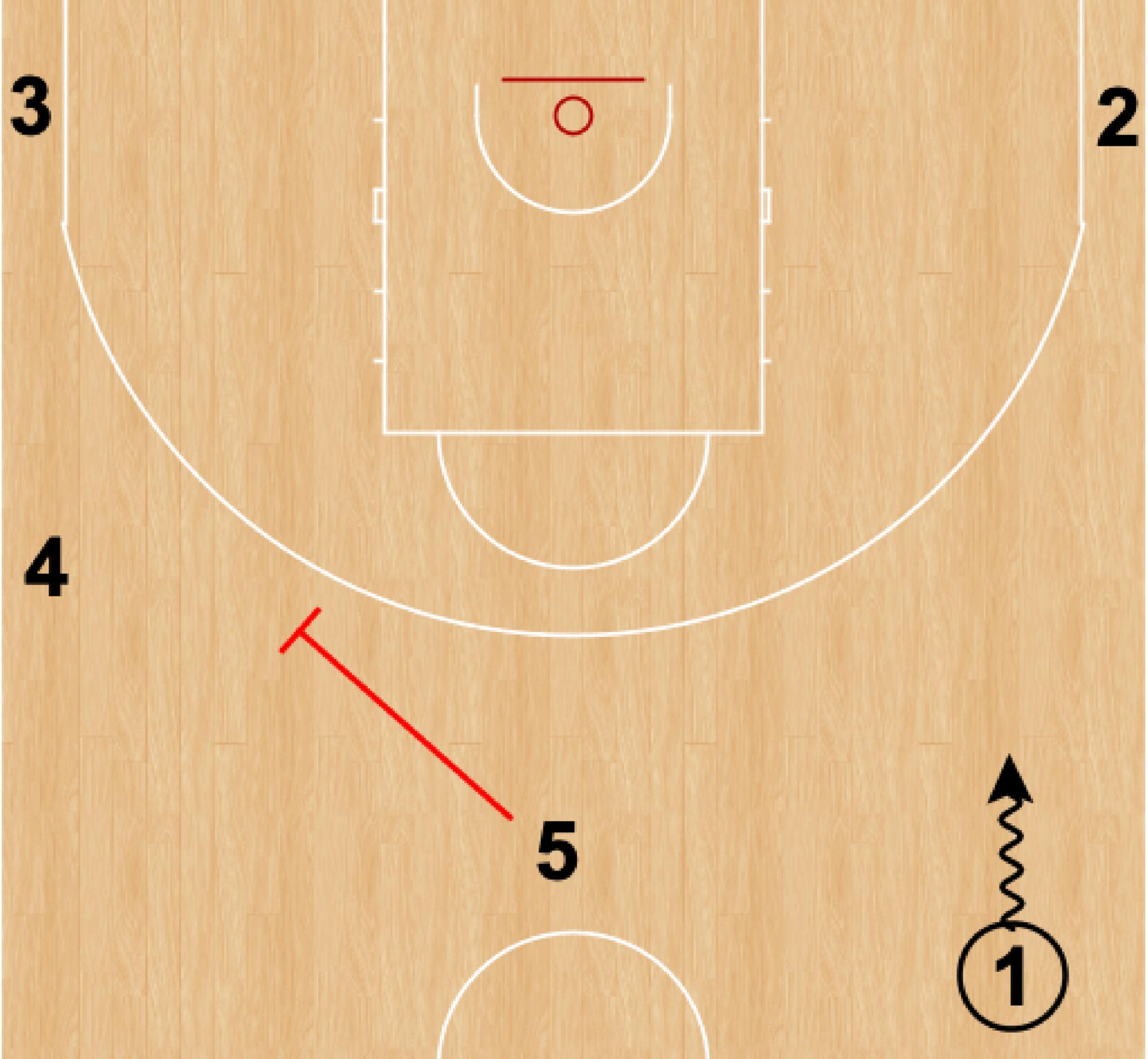
We pass ahead and cut THRU to the far side corner

This can also happen in transition (pitch ahead)

Other players fill to make space



*Ball Speed + Player Speed*



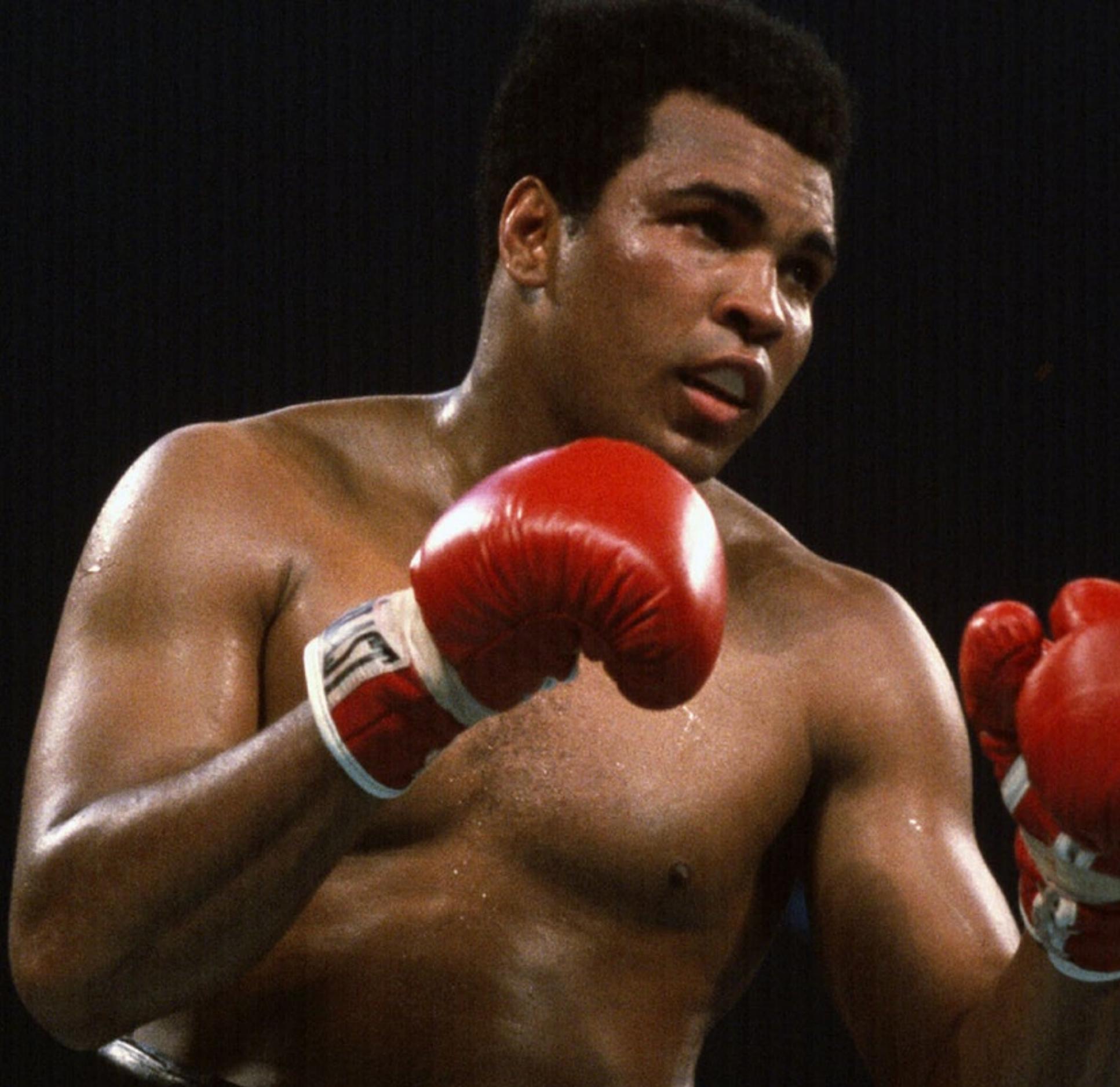
# AWAY

The trail (Big), screens *AWAY* from the ball

The player receiving the screen may accept, reject or curl



*Get into a "meet up" with your teammate*



# "Combinations"

Consecutive actions -  
combining these openings  
into back-to-back actions

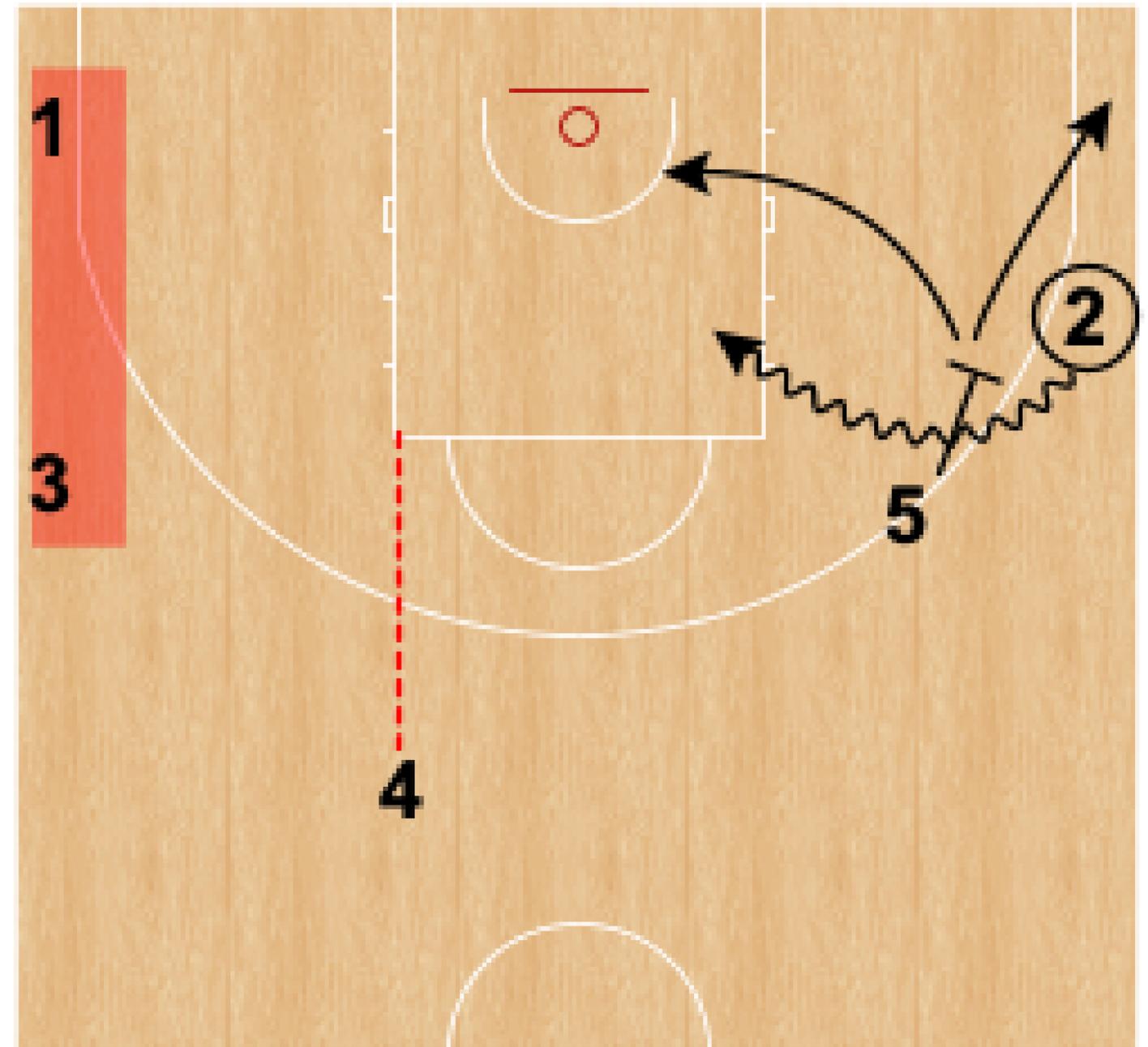
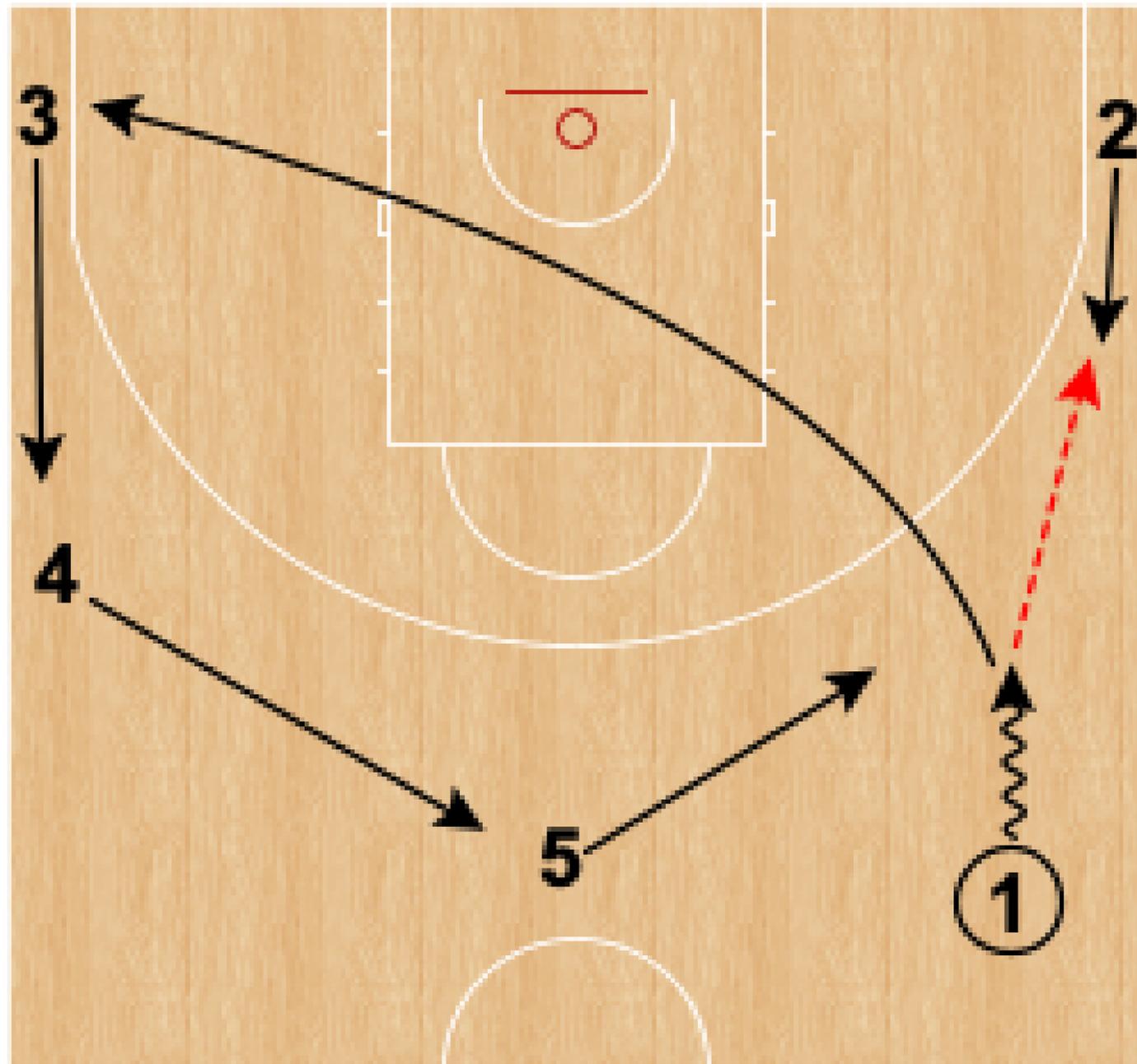
Like Jab/Cross or  
Hook/Upper Cut in Boxing

"Throw a combo" in first six to  
seven seconds

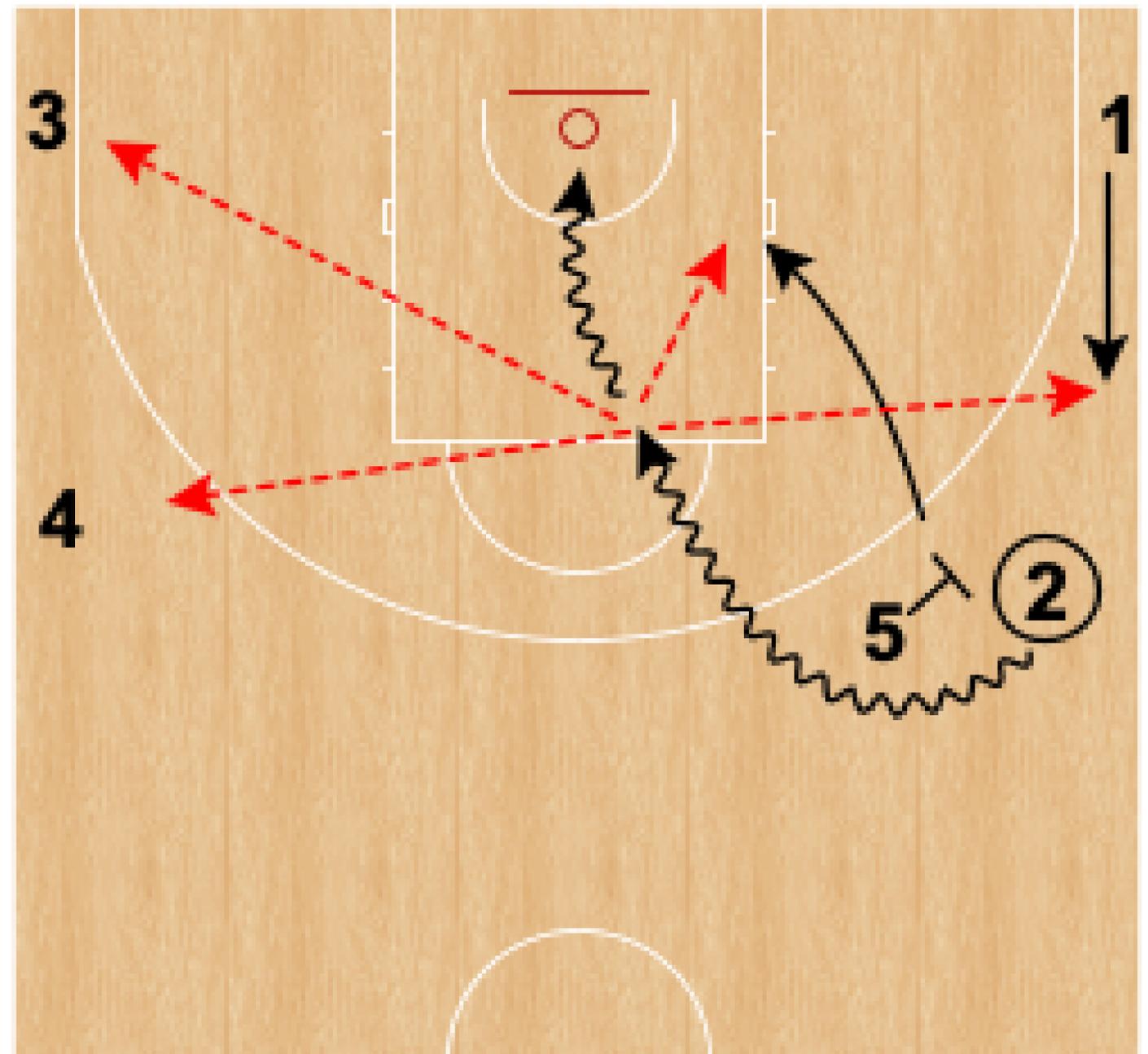
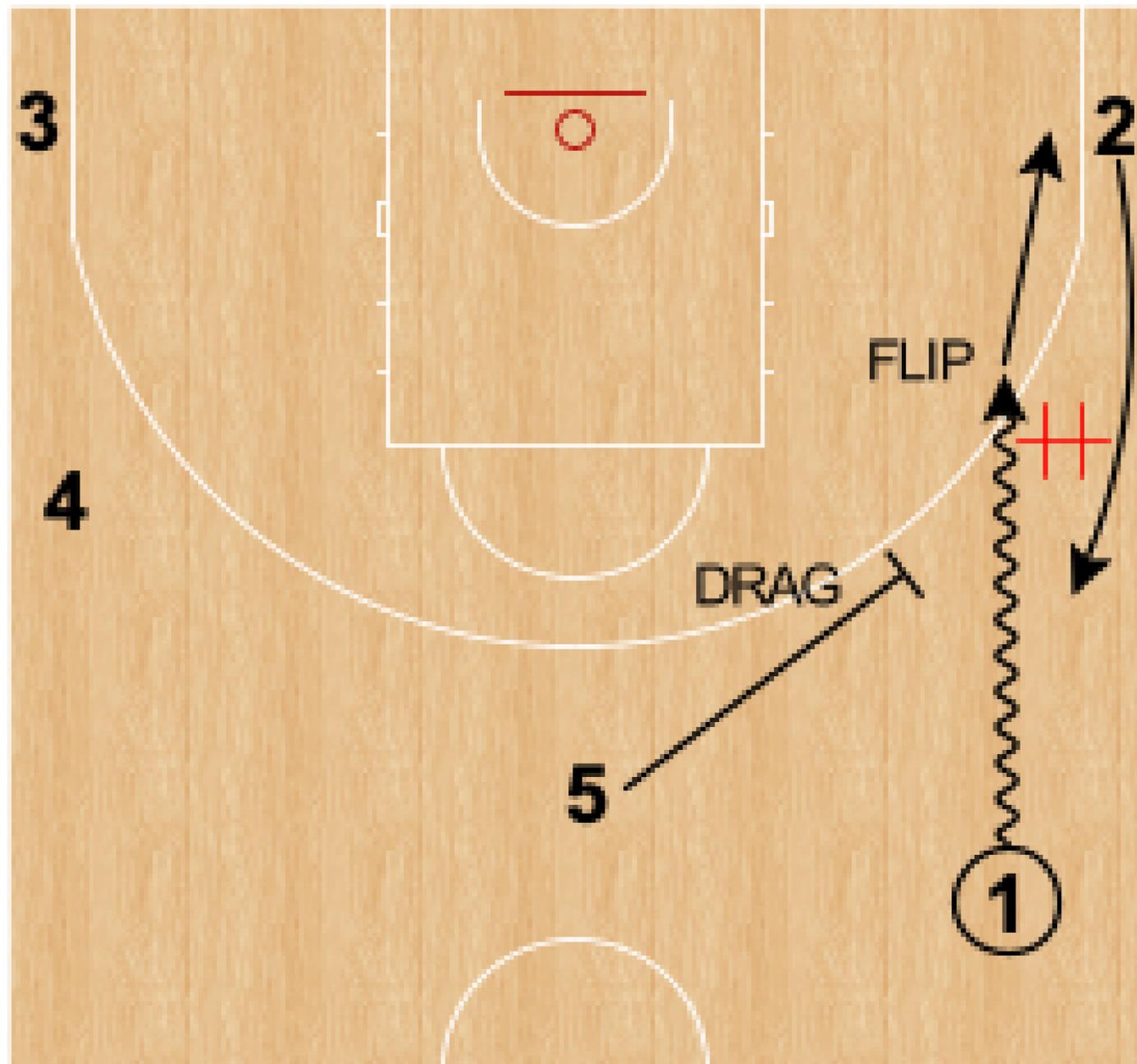
NOT CALLS!

Goal: create advantage or  
penetration to get us to our  
penetrate and kick game

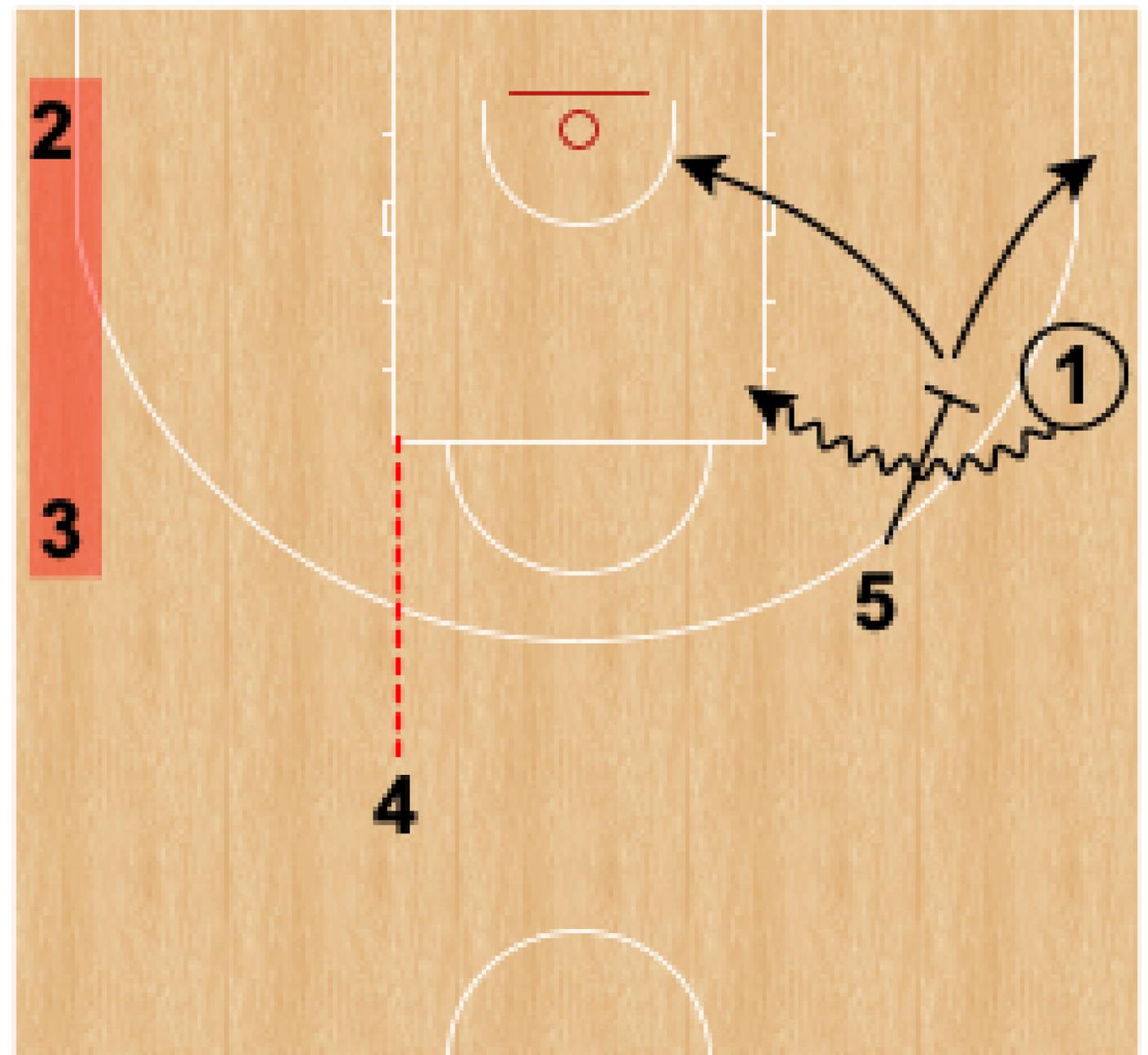
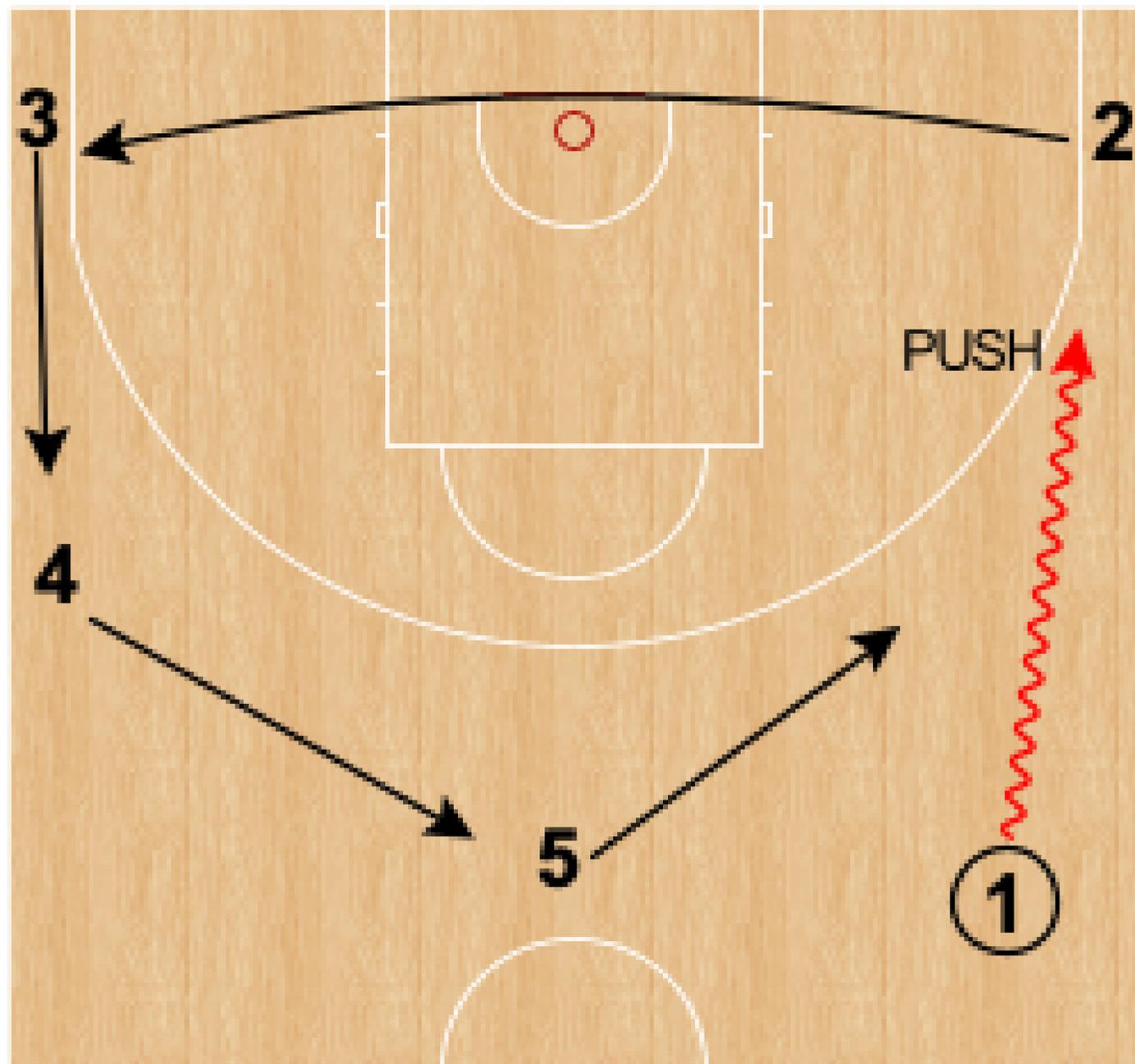
A few examples...



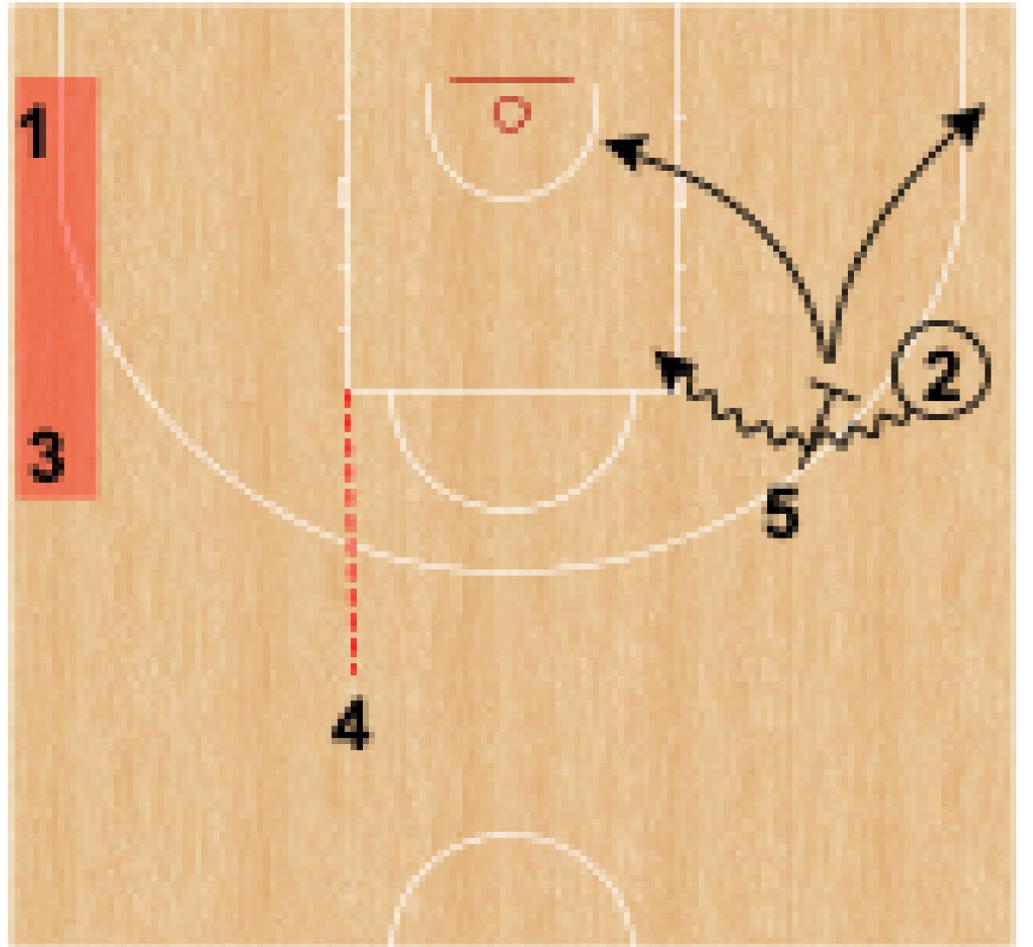
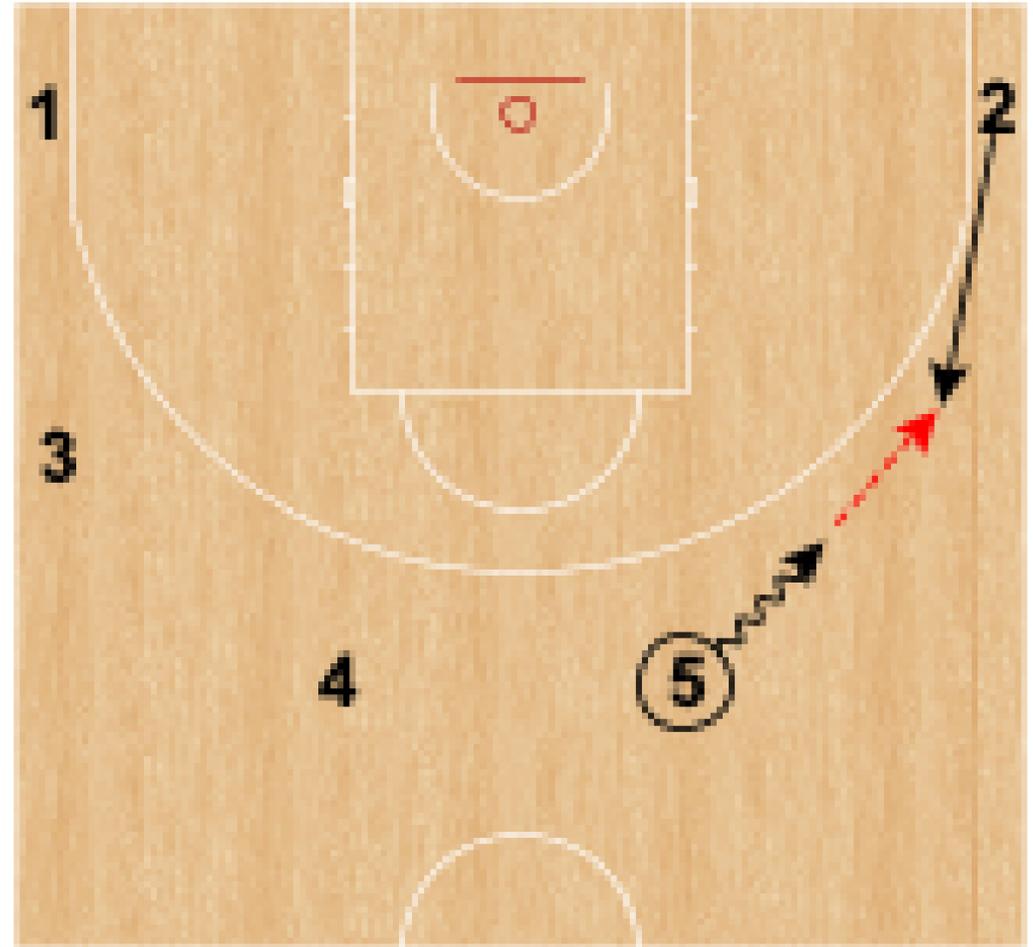
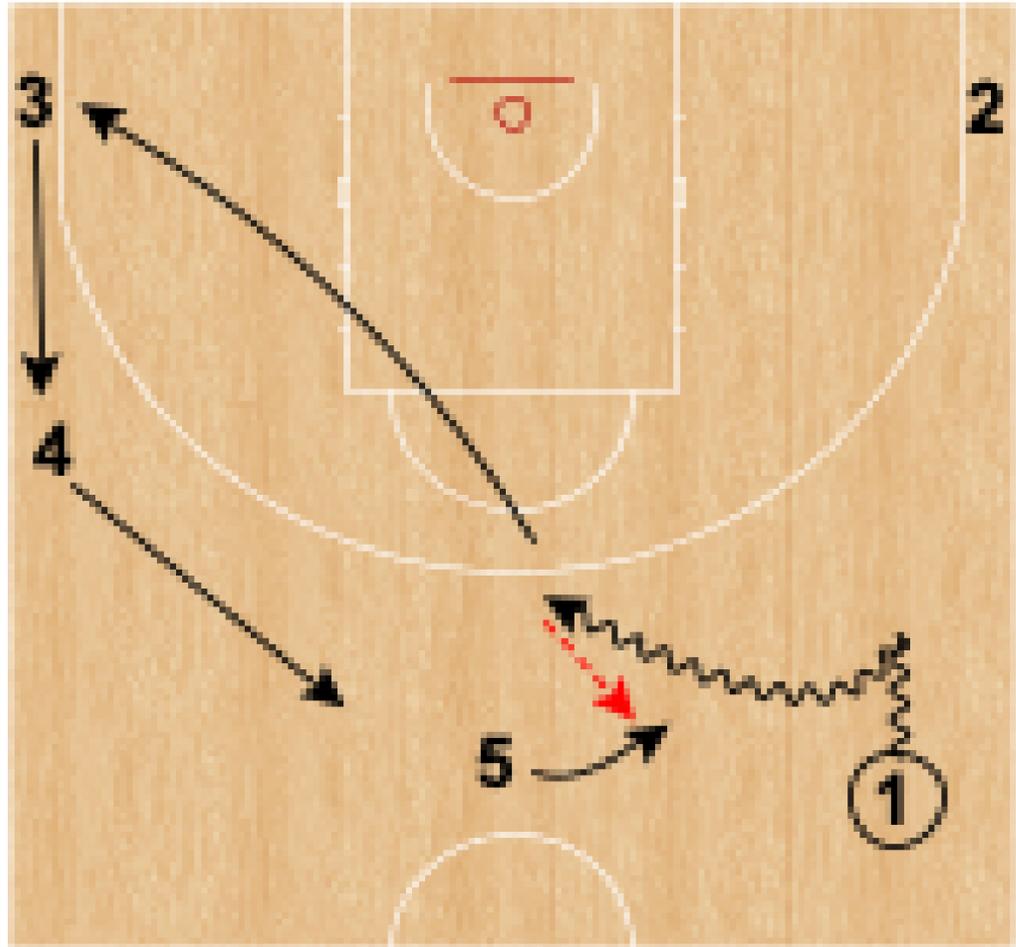
**THRU + DRAG** - Player 5, hunt the ball.  
Example of a "two-player action"



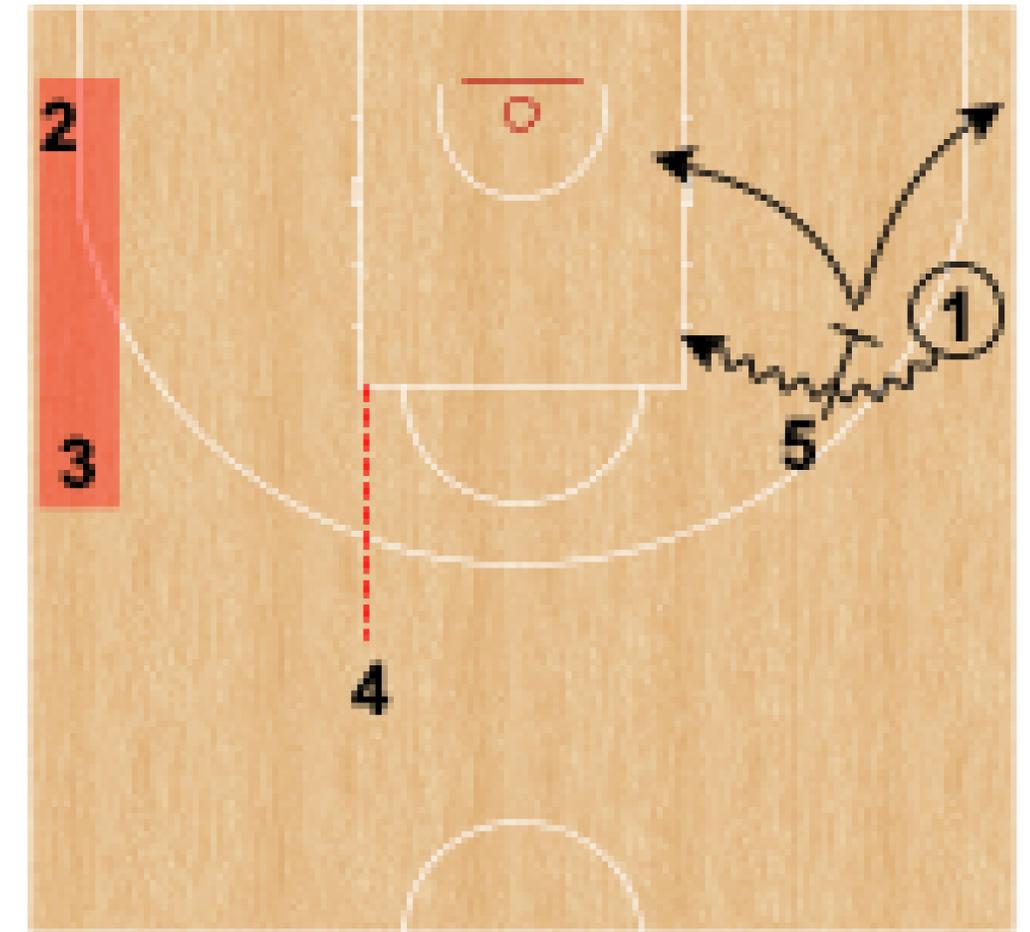
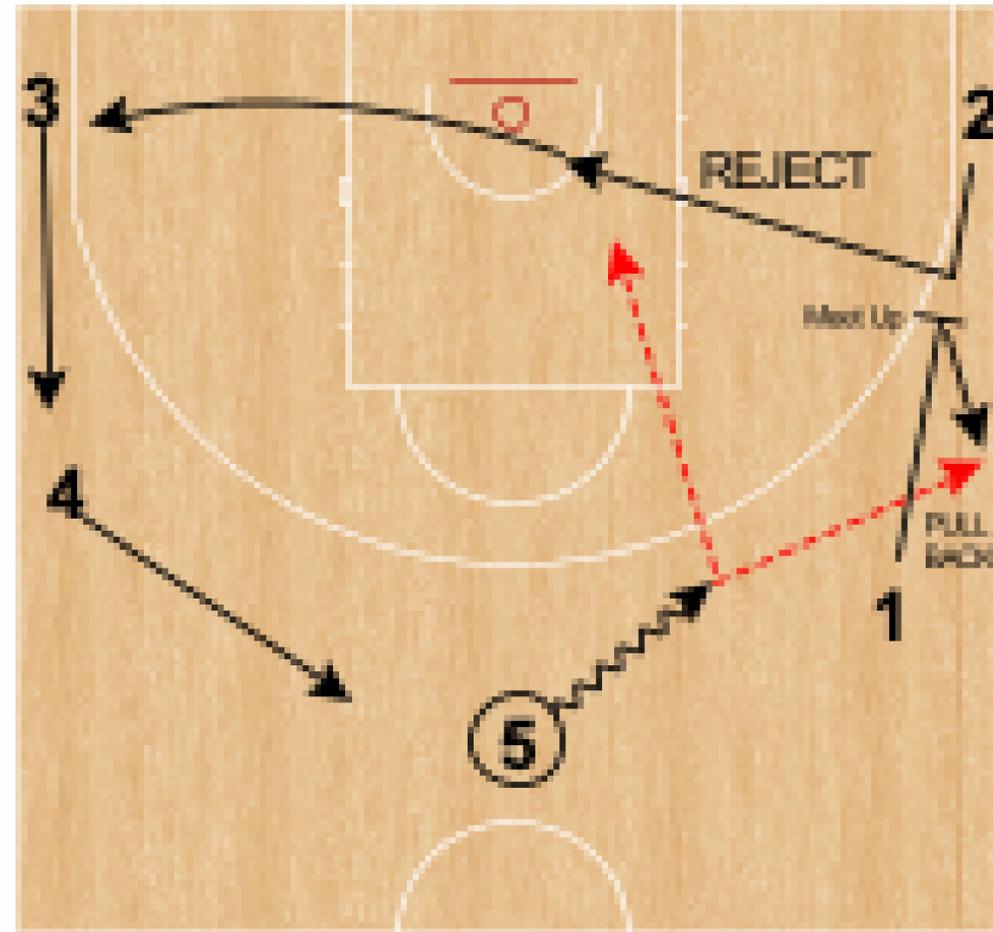
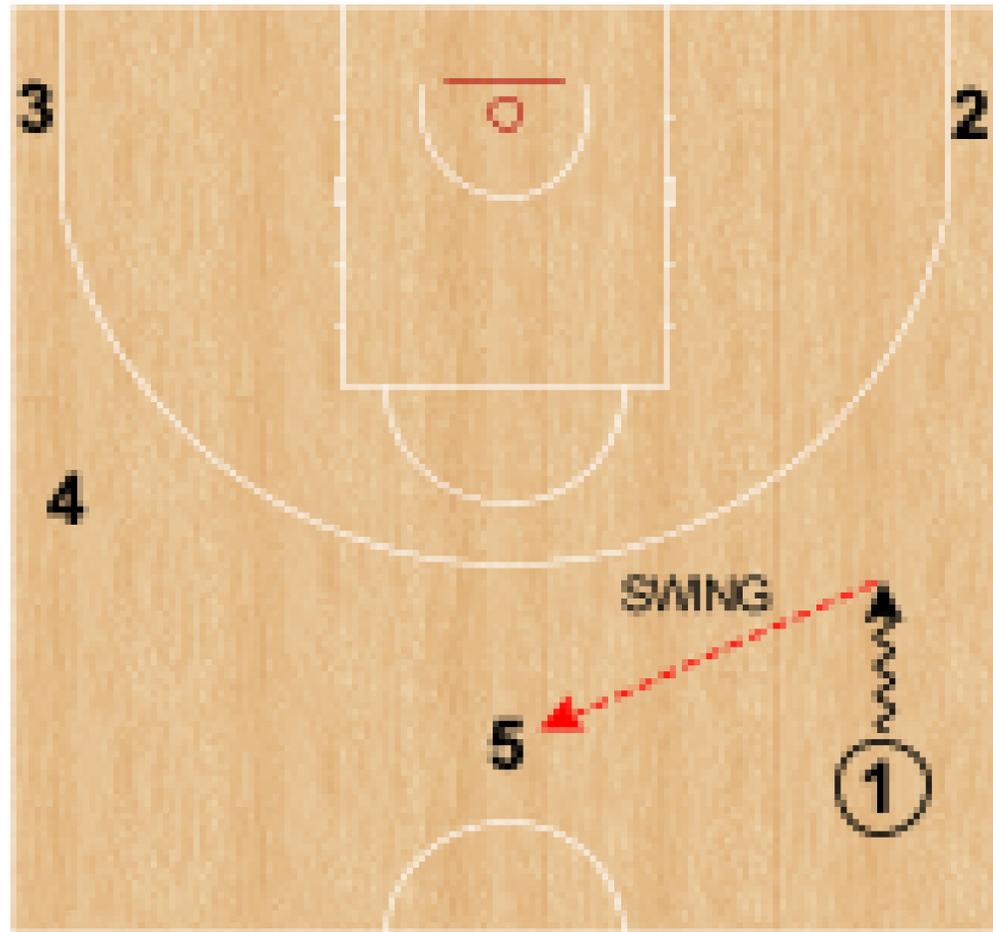
**FLIP + DRAG** - Simple teaching point for Player 5... when you don't have the ball, hunt the ball. Example of a "three-player action"



**PUSH + DRAG** - Player 5, hunt the ball.  
Example of a "two-player action"



**TOSS + DRAG**

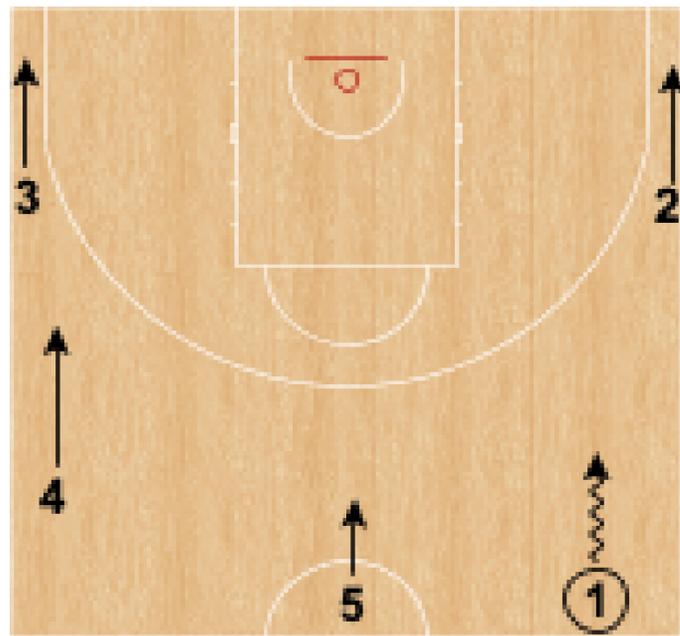


**SWING** option example - With the ball, 5 hunts the action

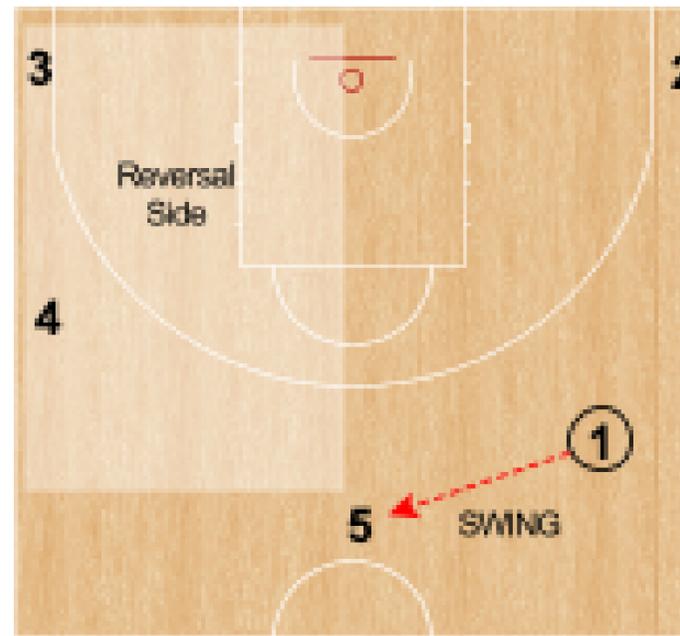
From the SWING opening, taking it  
to the second side



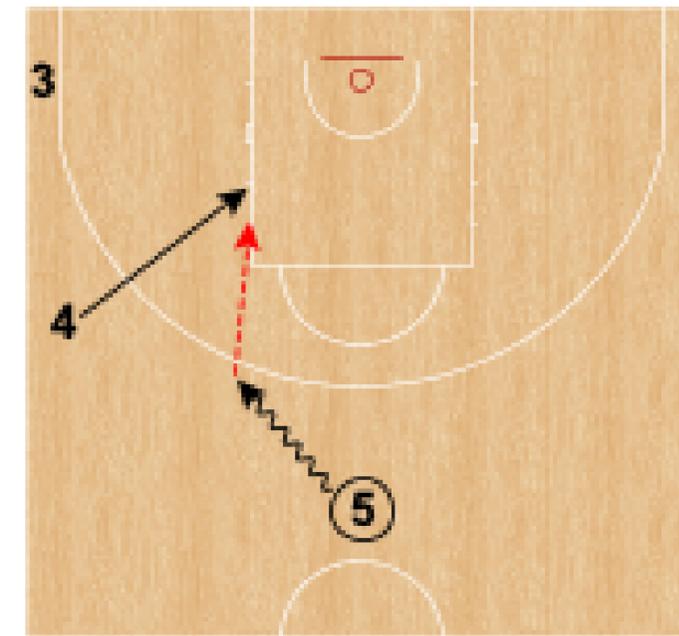
# Reversal Side Options



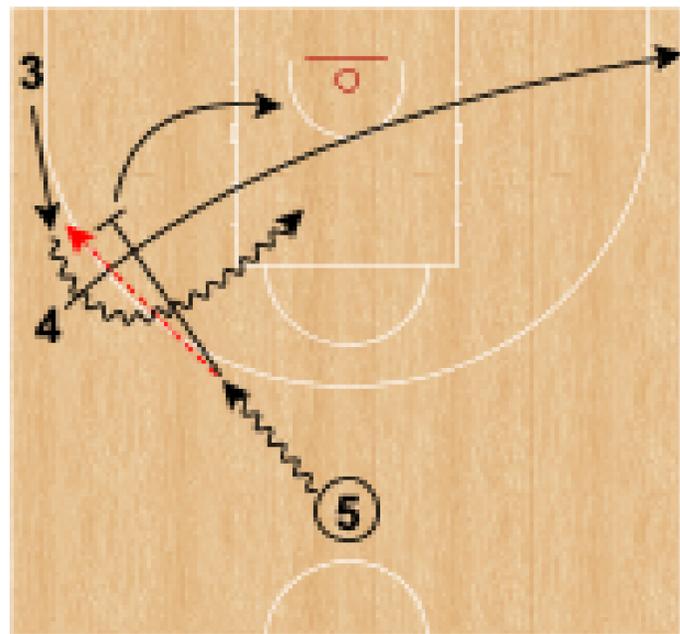
Five Out in transition



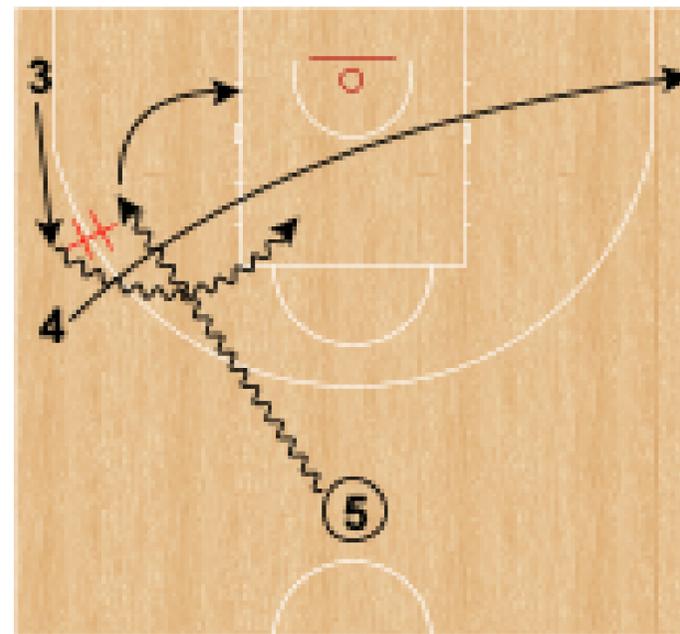
Centering Pass with Player 5 then looking to the Reversal Side



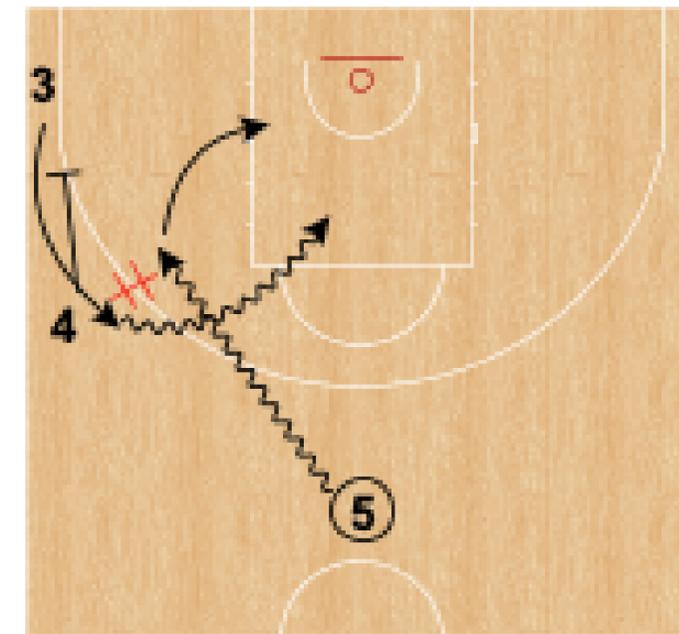
Dribble At Backdoor



Pass, hunt a drag



Flip



Meet Up

A few basic reversal side options

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