



## ROBOTS SYSTEM – FEBRUARY 2020

OFFENSE	PLAY DISCRIPTION/READS	PLAY DESIRED OUTCOME
<b>TRANSITION</b>		
<b>EARLY OFFENSE OPTIONS</b>	<b>R/R, DIRECT, WIDE PIN DOWN, 5-4 PIN DOWN, DRAG, DOUBLE DRAG</b>	<b>Early offense. NO play calls, flow in action before defense can set</b>
<b>MAN TO MAN</b>		
<b>FLOW</b>	<b>Continuity Side BS offense</b>	<b>Continuity offense, Ball movement, SIDE BS actions</b>
<b>#1 Down</b>	<b>H/Post entry into 5/1 single high</b>	<b>Flex action (Early post up) 1/5 MID BS</b>
<b>#1 Side NEW</b>	<b>H/Post entry strong side Pin down action.</b>	<b>Read and react strong side pin down into Side BS to #FLOW</b>
<b>#1 FLOW</b>	<b>High post entry</b>	<b>High post entry into #FLOW</b>
<b>#2 Down</b>	<b>Pin down TO STEP UP</b>	<b>Pin down to Step up BS. Short roll offense (Big, Big)</b>
<b>#2 UP</b>	<b>Horns Flare to strong side post</b>	<b>Strong side post up, pick and pop option into #FLOW</b>
<b>#2 SIDE (SHOOTER)</b>	<b>Shooter play – FUKU/DICE</b>	<b>Shooter play to get our best shooters clean look</b>
<b>#3 UP</b>	<b>Side BS into Pass back into step up screen</b>	<b>Step UP screen action 1/5 – to get downhill attack + roll</b>
<b>#3 PUNCH (LOW/LOW)</b>	<b>Either DIRECT or Low/Low</b>	<b>Punch into low post. Use to attack low/low</b>
<b>#4</b>	<b>High post entry into cross screen for BIG</b>	<b>Low post isso play with screen/screener continuity</b>
<b>#5 DOWN</b>	<b>Pin down, cross screen action</b>	<b>Cross screen for big into pin down to shooter on weakside.</b>
<b>#5 UP</b>	<b>Loop + CROSS SCREEN TO DUCK IN</b>	<b>Loop and baseline screen for low post isso.</b>
<b>#5 SIDE</b>	<b>Loop to FLOW</b>	<b>Double loop into #FLOW. Different way to initiate offense</b>
<b>#THUMB UP</b>	<b>H/O to Loop to SPAIN P/R</b>	<b>SPAIN P/R for 2/5.</b>
<b>#FIST</b>	<b>Spread P/R – shot clock (8 secs under)</b>	<b>SPREAD P/R for 5/1 in a shot clock situation.</b>
<b>ZONE OFFENSE</b>		
<b>#BASE Zone offense</b>	<b>Base set for attack v zone</b>	<b>Basic zone offense set. 4/5 work together. `1/2/3 perimeter</b>
<b>#CORNER – Zone offense</b>	<b>Inside screen to P/Pop</b>	<b>Inside screening action and overload v Zone</b>
<b>#STACK</b>	<b>#SF – compress zone offense</b>	<b>Compress and expand offense to get #SF into high post.</b>
<b>#4 FLAT – END OB v Zone</b>		<b>Flat the zone out – inside screen for #4 to get high post shot.</b>



<b>SIDE/END OB's</b>		
#Kentucky Side OB	Bang, bang single High	Simple BOX set that leads into 5/1 MID BS action.
#Kansas Side OB	Box into cross screen for big	SIDE OB to get the ball inside in post with continuity
#Maryland	Back screen, curl into pin down actions	Pin down actions on both wings for shooters
#CHICAGO	Quick hit end OB	Read and react END OB for shot clock or quick shot situation
#STRONG End OB	Quick post up action	Miss match ISSO End OB for quick direct post up
#PUNCH	Pin down to post up	Timing pin down to post up End OB
#NEW YORK	Box set – screen/screener	Screen/screener for quick shot or single double - continuity
<b>PRESS BREAK</b>		
PRESS BREAK V ZONE P PRESS BREAK V MAN #21	3 out, 1 -2 FT line extend. 4 Middle, 5 long As above – Strong curl of screen 2 for 1 situation (3 Out, 1 – 2 on FT extend)	Attack through middle or swing to opposite wing. Look long No turnover the v man pressure. Attack after inbounds 4 & 5 Set staggered straight screens. Hard push – high % shot
<b>DEFENSE</b>		
<b>READS</b>		
#1 Defense (50, 75, 100)	Man to man	Man to man defense – Half court, $\frac{3}{4}$ court, Full court
#2 – 2-3 Zone	Regular 2-3 zone principles	Take away easy high post catch. Active/defend to 3pt line.
#12 – 1-2-1-1 zone press	#12 FULL #12 SOFT = (3/4 CT)	1-2-1-1 PRESS. Full CT – Aggressive / $\frac{3}{4}$ CT - Delay
#MIDDLE BS Defense	#BLUE – Hard hedge #COVER - drop #WHITE - Switch #RED - TRAP	
#SIDE BS defense	#ICE D/H quick action – UNDER into #COVER	
#POST DEFENSE	#RED STRONG #RED WEAK	

<b>SPECIAL SERIES</b>		
<b>READS</b>		
2 UP Special	Flare screen from #2	OOT play for #4 spot shooter
#1 DOWN Special	Pin down for #2 into quick step up	OOT play for 5-2.
#3 Down	Flex cut/cross screen action	OOT or start of game play for quick inside score



#4 SIDE	Pin down to step up + Hammer action	OOT hammer play for 3pt shot
#4 SPECIAL	Back screen-Iss0 into weakside gate	OOT play for wing isso or shooter
#FLOW POST	Rub screen into single high	OOT play for quick post up or cut to basket.
#43 SPECIAL	Loop into mid isso for Mani/ Dice	OOT play – ISSO for wing shooter/scorer
#BLACK POST	OOT post play	OOT play for deep post isso catch
#BLACK PINCH	OOT zone play	OOT play for attack v 2-3 zone by double inside screen of zone
#BOSTON End OB	Flex action for 4/3/5	OOT END OB play for post up ISSO/mismatch
# PORTLAND End OB	Spanish p/r into flare for shooter	OOT END OB play using Spain PR
#BLACK SIDE	Side OB – Under 4 secs	OOT SIDE OB play for shot clock situations
#BLACK WALL	Last second 3pt shot play	OOT SIDE OB play for shot clock situations
#BLACK NEW YORK	Gate for shooter	OOT END OB play for shot clock situations
#HOME RUN	Endline play for under 4 secs	Endline play (likely no T/O)

