Dual Action Pinch Post Offense

Table of Contents

1. Introduction 3
   1.1 Contact Information 3
   1.2 Overview 4
   1.3 Glossary 7
   1.4 Dual Actions 10
   1.5 Common Endings 12

2. Common Ending Breakdown 15
   2.1 Common Ending #1 15
   2.2 Common Ending #2 20
   2.3 Common Ending #3 21
   2.4 Common Ending #4 24
   2.5 Common Ending #5 27
   2.6 Common Ending #6 28

3. Secondary Break/Common Endings 29
   3.1 "Spurs Motion Strong" 29
## Dual Action Pinch Post Offense - Contents (cont.)

3.2  "Spurs Motion Weak" 31

3.3  "Dribble At" 32

4.  Simple Transition Actions/Common Endings 34

4.1  4 Out Break 34

5.  Installing the Offense 37

5.1  Teaching Progression Overview 37

5.2  Teaching Progression #1 40

5.3  Teaching Progression #2 46

5.4  Teaching Progression #3 51

5.5  2v2 Breakdown Situations 55
Thank you!
Please contact me if you have any questions or comments

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Run offense to score, not just to run offense

Flow between the Dual Actions & each Common Ending

The actions are designed to provide players with enough structure so they can focus on Scoring/PUNCTURING/PLAYING. Installing the Actions/Endings in a logical progression helps the players focus on making plays out of each situation. Players should be given the freedom to PLAY within the offense.

The success of the offense will depend on how well the players use the actions to create scoring opportunities. Also, success will depend on how well the players flow between the different actions and options.

Go Big with the Dual Actions & Common Endings

Work on each Common Ending in a Live 3v3/4v4 game every practice

Be great at what is going to happen the most often.

Practicing live allows the players to learn how to play in each situation. Each situation offers unique actions that can be used to create an advantage or create a scoring catch.
When they are not in an advantage situation, players are encouraged to find the next Common Ending. That specific Common Ending will trigger the next set of actions.

RhythmOffense:
Score, Attack, ZIP

Create:
1. What is the next sequence in this Common Ending?
2. Where is the next Common Ending?

DEUCE and HORNS are the main actions in this offense. Both actions put pressure on the rim without having to rely solely on superior individual skills and athleticism.

Mix and match players. You might find your best perimeter player will also be your best 4 or 5.
Overview

Simplify: When 4 or 5 is looking to reverse the ball, create a SINGLE SIDE for Ball Screens and DHOs

End all Transition Actions and Set Play Actions with one of the Common Endings

This teaching point flows with the natural progression of HORNS. The most common form of Reversal Ball Screens and DHOs will come during HORNS. In rare cases there will be a DOUBLE SIDE in the direction of the Reversal action. (See Common Ending #6) In this instance we want to create a SINGLE SIDE before we Reverse the ball.

Remember to go big on the Common Endings (In reality, go big on the Dual Actions). Every chance we get, we need to Simplify things for our players. Finalizing actions into a Common Ending allows players to flow into the base offense with speed and precision.
"PUNCTURE"
*Causing the defense to collapse

*Usually as a result of taking the ball into the center of the defense - Putting a "small hole" in the defense to "cause a sudden collapse"

"PLAY"
*Making the correct basketball decision

*Applies to making the correct decision both with and without the ball

"DEUCE"
*2 Man Game

*Initiated with a pass to 4 or 5 in the Trigger Area

*Clear out the ball side corner - Passer cuts hard off of 4 or 5 - Read the defense

"HORNS"
*3 Man Roll & Replace Ball Screen

*Roll & Replace action is initiated when a Ball Screen is set to take the ball handler away from the lane

*Replace player reverses the ball with a Ball Screen or DHO
"BUDDY"

* A pass from 4 to 5 and vice versa
* Applies to both Man and Zone Offenses
* Typically a Hi Low pass
* "Good Buddy" - Coach praising execution of the Post to Post pass

"Common Ending"

* Alignments that occur the most often. The majority of the offensive practice time will be spent playing live from the endings
* Teach each Common Ending in a progression based on expected frequency and importance
* In time, the players will be able to move from one ending to the next with speed and precision

"PUNCH"

* Post Entry Passes

"QUICK"

* Isolation Situations
**"PIN"**

*Screens that "pin" a teammate's defender in the lane, usually resulting in a Skip pass*

**"SINGLE SIDE"**

*When only 1 perimeter player is located outside the lane line on one side of the floor*

**"DOUBLE SIDE"**

*When 2 perimeter players are located outside the lane line on one side of the floor*
Dual Actions

Trigger Areas

*The action that takes place in a Trigger Area determines which Dual Action is run

Dual Action #1 - DEUCE

*Passes into the Trigger Areas initiate DEUCE

Dual Action #2 - HORNS

*Ball Screens from the Trigger Areas initiate HORNS
Dual Actions

Dual Action #2 - HORNS

*Ball Screens from the Trigger Areas initiate HORNS

Dual Action #2 - HORNS
Common Endings

Common Ending #3 - DOUBLE SIDE PUNCH

Common Ending #4 - SINGLE SIDE PUNCH

Common Ending #4 - SINGLE SIDE PUNCH

Common Ending #5 - BUDDY PUNCH/SINGLE SIDE Reverse
Common Endings

Common Ending #5 - BUDDY PUNCH/SINGLE SIDE Reverse

Common Ending #6 - BUDDY PUNCH/DOUBLE SIDE Reverse

Common Ending #6 - BUDDY PUNCH/DOUBLE SIDE Reverse
Both DEUCE & HORNS can be run through 4 or 5

*Look for specific match ups to exploit

*Look to post a certain player

*Look to isolate your best players in DEUCE

**Dual Action #1 - DEUCE**

*1 passes to 4 & cuts off of 4 into DEUCE

*3 clears the ball side of the floor

*5 rolls down looking for an opportunity to PIN x2 or x3

*2 moves up the wing to maintain space and prepares for a pass from 4
Common Ending #1

DEUCE Progression #2 - Tight Curl

DEUCE Progression #3 - Fake Handoff, QUICK

Common Ending #1

DEUCE Progression #4 - Fake Handoff, BUDDY

DEUCE Progression #5 - Fake Handoff, DHO
Options for 1:
* Score
* Pass to 4
* Pass to 2 or 3
HORNS Progression #1 - PUNCTURE/PLAY

Ball Screen options prior to using the HORNS Screen:

*1 has the freedom to set up a Double Ball Screen from 4 & 5

Modification to the HORNS Screen:

*After the initial HORNS Screen, 1 has the freedom to bring the ball back to the middle off a 2nd HORNS Screen

Common Ending #1

"Initial Ball Screen"

"2nd Ball Screen"
HORNS Progression #1 - PUNCTURE/PLAY

Modification to the HORNS Screen:

*After initial HORNS Screen, 1 has the freedom to bring the ball back to the middle off a 2nd HORNS Screen Continued

HORNS Progression #2 - Replace Pass

Common Ending #5 - BUDDY PUNCH/SINGLE SIDE Reverse
Common Ending #2 - Single High Post

Dual Action #1 - DUECE

*1 passes to 4 & cuts off of 4 into DEUCE
*3 clears their side of the floor
*5 looks for an opportunity to PIN x2 or x3
*2 moves up the wing

Dual Action #2 - HORNs

*4 sets a HORNs Screen for 1 & Rolls
*5 Replaces
*1 looks to PUNCTURE/PLAY out of the Ball Screen

Dual Action #2 - HORNs Continued

*A pass from 1 to 5 brings us to Common Ending #5
**DOUBLE SIDE PUNCH**

*DOUBLE SIDE: When 2 perimeter players are located outside the lane line on one side of the floor*

**Entry pass to 5:**
*Score
*Foul
*PUNCTURE/PLAY

**DOUBLE SIDE PUNCH - Option #1 Deep PUNCH**

**DOUBLE SIDE PUNCH - Option #2 Release PUNCH**

*5 releases to catch the ball in the mid wing area*

**DEUCE**

*3 clears the Ball Side

*DEUCE with 2 & 5*
Common Ending #3 - DOUBLE SIDE PUNCH

**DEUCE**

*3 clears the Ball Side

*DEUCE with 2 & 5

*If necessary, 5 can dribble out for a DHO with 2

Common Ending #3 - DOUBLE SIDE PUNCH

**Deep PUNCH**

*Score

*Foul

*PUNCTURE/PLAY

Common Ending #3 - DOUBLE SIDE PUNCH

**Release PUNCH**

*3 clears the Ball Side

*DEUCE with 2 & 5
*A pass from 5 to 1 would lead back to Common Ending #3 on the other side of the floor.
Common Ending #4 - SINGLE SIDE PUNCH

*SINGLE SIDE: When only 1 perimeter player is located outside the lane line on one side of the floor

Option #1 - Deep PUNCH

Entry pass to 4:
*Score
*Foul
*PUNCTURE/PLAY

Option 2: Release PUNCH

Option #2 - Release PUNCH

*DEUCE with 4 & 3
Example of Searching for a Common Ending

*If we are unable to hand the ball off to 3, we are now searching for the next Common Ending.

*3 cuts to Ball Side corner to maintain floor balance

Example of Searching for a Common Ending

*A cross court pass to 2 leads to Common Ending #3

Example of Searching for a Common Ending

*A pass to 2 at the top of the key initiates a Trigger Area flash by 5 - DEUCE or HORNS

Example of Searching for a Common Ending

*Common Ending #1
Example of Searching for a Common Endings

*Common Ending #2
Option #2 - Reversal Ball Screen/DHO

*4 follows the reversal pass to 3 with a Ball Screen and Pop

*This action usually occurs after passing to the Replace player in HORNS

Option #2 - Reversal Ball Screen/DHO Continued

*PUNCTURE/PLAY

*Search for Common Ending
*To Simplify the offense, reversal actions occur towards a SINGLE SIDE (See Common Ending #5)

*2 cuts through to set up a SINGLE SIDE Ball Screen or DHO with 5 and 1
Basic Action

*Passing 1 - 4 - 3 to reverse the ball and set up the Stagger Screen

*5 cuts to the Ball Side block

Options for 3:

*PUNCH to 5

*Hit 2 off the Stagger

Common Ending #2

If 2 was unable to turn the RhythmOffense catch into a Shot/PUNCTURE/PLAY situation, 4 hooks into the Trigger Area to initiate Common Ending #2

*DEUCE or HORNS

Curl Read

*Here 2 reads a Curl Cut off of the screen from 1

*A pass from 3 leads to a RhythmOffense catch
Curl Read

*If there is no pass from 3, 2 continues their Curl Cut to the corner

*4 sets a Single Down Screen for 1

Common Ending #2

*If 1 was unable to turn the RhythmOffense catch into a Shot/PUNCTURE/PLAY situation, 4 hooks into the Trigger Area to initiate Common Ending #2

*DEUCE or HORNS

Deep PUNCH to 5 results in RhythmOffense/PUNCTURE/PLAY

Release PUNCH

*DEUCE
Basic Action

*1 passes to 2 and cuts through to opposite wing

*2 - 5 - 1 reversal passes lead to the STS action

*3 cuts down in the lane and sets a Cross Screen for 4

Options for 1:

*Deep/Release PUNCH to 4

*Pass to 2 coming off the Down Screen

Basic Action

*If 3 was unable to turn the RhythmOffense catch into a Shot/PUNCTURE/PLAY situation, 4 hooks into the Trigger Area to initiate Common Ending #2

Basic Action

*4 could flash into the Trigger Area to initiate Common Ending #1
Basic Action - Option #1 Zipper Cut

*1 Dribbles At 2 - 2 Zipper cuts off of 5s screen

Basic Action - Option #2 Shallow Cut

*1 Dribbles At 2 - 2 Shallow Cuts to the Slot

Basic Action - Option #3 DHO

*DHO with 1 & 2 brings to the Slot

Common Ending #2

*If 2 was unable to turn the RhythmOffense catch into a Shot/PUNCTURE/PLAY situation, 4 hooks into the Trigger Area to initiate Common Ending #2

*DEUCE or HORNS
Common Ending #1

*DEUCE or HORNS
*If your not interested in using secondary break actions, eliminate them and flow into the base offense with these simple actions.

Option #1 - Common Ending #3

*Pass back to 1 leads to Common Ending #2
Option #2

*5 Flashes into the Trigger Area

**Finalize in Multiple Common Endings based on 4**

*Ending #1 if 4 stops in their Trigger Area
*Ending #2 if 4 cuts down the lane

Option #3

*4 hooks into the Trigger Area

*1 passing to 4 initiates DEUCE

Option #2

*A Ball Screen by 5 leads to HORNS

*5 Rolls

*4 Replaces

*1 passing to 5 initiates DEUCE
Option #3

*DEUCE

Option #4

*Ball Screen by 4 initiates the HORNS

*4 Rolls

*5 Replaces

Option #4

*Common Ending #5
Teaching Progression Overview

Install the offense by introducing each Action/Common Ending in a teaching progression

Reminder: Run actions to create scoring opportunities. We want players thinking about making plays rather than following a pattern.

Install the Actions/Common Endings through SSGs

Installing the offense through the use of Small Sided Games is the best way for players to learn to PLAY within the actions. Players need to experience how the defense will defend each action. We want players who will be able to adapt to whatever the defense attempts.

Move to the next Action/Common Ending when the players show they can Score & Create an Advantage with each situation

Patiently moving through the progressions allow the players to see the scoring opportunities in the initial actions. The initial actions are also the ones that will occur the most often.

Allow all players to play Inside & Outside during the SSGs

Not only will this allow the players to develop the skills to play in both situations, it will also allow them to see the actions from both perspectives.
Avoid teaching the offense in a 5v0 setting. This is not continuity offense. The decisions are based on reading the defense.

The teaching progressions are going to be shown in various 3v3/4v4 games. There are some aspects of the offense that could be practiced in a 2v2 setting. (Ball Screens, Deuce Action, DHOs, etc) 3v3/4v4 situations provide a balance between reps and game complexity.

Give players time to play in the unique situations before giving them solutions. Be creative. Prepare players for what they are going to see on game night.

Vary starting positions, constraints, & incentives.
Outside of having a full understanding of how to Score & Create out of each situation, this maybe the next most important point. We all know game settings are chaotic and don’t always go as planned. The more practice experience players have in self organization, the more successful they will be when it matters the most.

As with most offenses, there is specific language with this offense. Introduce the terms on an as needed basis.
*This is the combination of actions that will happen with the most frequency throughout a game. GO BIG on reading this situation and executing the actions.

The players will be introduced to the following:

*Common Ending #1

*HORNS

**Horns Breakdown**

*Reminder: The Roll and Replace action is initiated when a Ball Screen is set that takes the ball handler away from the lane - Review the possible ways 1 could set up the HORNS Screen (Common Ending #1)

*1 is going away from the lane in this frame

*If 5 sets a successful screen on x1, x5 has to keep 1 from PUNCTURING the defense

*When x5 helps, 5 will have an open lane to roll to the basket - x4 will have to help to keep 5 from getting an easy score

*x4 helping will leave 4 open at the top of the key
HORNS Breakdown

*On a Replace pass back to 4, the BUDDY works in this situation because x5 is caught on the outside of 5

*5 needs to make contact with x5 as soon as they can - A quick seal will create the angle for the BUDDY

HORNS Breakdown

*If x4 over helps on the roll, the Replace pass turns into a RhythmOffense catch for 4

*If x4 recovers and 5 has x5 sealed, 4 looks for a BUDDY

*The catch by 5 is a RhythmOffense/PUnture/PLAY catch
DEUCE Breakdown

*After players are introduced to HORNS, it's time to introduce DEUCE

*The combination of a Passing option and a Ball Screen option will keep the defense off balance

*The pass can be made anywhere in the Trigger Area. This location will always vary in a game, so don't force it to one spot during practice

*The pass will also be thrown from various locations on the floor

x1

Teaching Progression #1

1

4

5

x1

1

4

5

*4 & 5 will be on the inside of 4 & 5 - 4 & 5 need to be able to create space from their defender for the catch (Either by stepping over and separating or by using an Arm Bar)

*1 has to has the ability to not tip off what they are thinking (Pass or Ball Screen) - 1 also has to have the ability to pass away from the defense
On the catch by 5, 4 cuts down the lane - At this point, show them we're trying to create space for the DEUCE action - A BUDDY pass from 5 to 4 is also an option (Similar to HORNS - Simplifying the Offense)

*1 reads their defender and makes the appropriate cut around 5

*1 can cut either down the middle of the floor or around 5 - Don't rush, read the cut
DEUCE Breakdown

Review the potential options - Common Ending #1

*x1 trails the cut - hand off or tight curl pass

*x1 goes under the hand off - toss pass for a RhythmOffense catch

*x5 jumps the hand off - fake handoff, QUICK option for 5

*x4 is even with 4 - Duck In Buddy

*the defense handles the situation without any trouble - 5 DHO with 1 - 1 attacks the middle of the floor looking to Score/PUNCTURE/PLAY

*If they don't receive a hand off or read the Curl Cut, 1 needs to create space from 5 by cutting towards the Baseline/Corner - This space will all for a successful DHO
DEUCE Breakdown

*Creating space from 5 also allows 1 to Back Cut the DHO on an overplay
*Adding one guard to the first progression opens up a majority of the offensive options

The players will be introduced to the following:

*SINGLE SIDE

*Common Ending #5 - BUDDY PUNCH/SINGLE SIDE Reverse

*Reversal Ball Screen/DHO

*Common Ending #4 - SINGLE SIDE PUNCH

*Deep PUNCH/Release PUNCH

*Clearing the Ball Side for DEUCE

*PIN Screens
HORNS - Open Side

*4 Rolls

*5 Replaces

*2 Spaces in the corner

*Adding 2 provides 1 with another PUNCTURE option

*1 Skips it to 2 for a RhythmOffense catch

*Similar to the 3v3 Options:

*1 passes to 5 for a RhythmOffense catch

*5 also looks for a BUDDY

*By adding 2, 5 now has the Reversal Ball Screen/DHO option
HORNS - Open Side

*2 & 5 aim to set the ball screen even with the Free Throw Line

*5 looks to screen the back shoulder of x2 - The objective is to get x2 to go over the screen

*2 looks to set up their defender by looking to attack opposite - Here 2 sees an open lane away from the screen - This is a good PUNCTURE option

HORNS - Occupied Side

*A correct PUNCTURE read by 2 leads to a RhythmOffense catch for 1 - 4 - 5

*Play it like 3v3 HORNS, unless 1 Punctures x2 on a drive
The players will be introduced to the following:

* Clear out Ball Side corner on DEUCE

* The low post player looks for opportunities to PIN the Weak Side defenders

* 4 stays patient by reading x4 and x2

* 1 & 5 look for the best DEUCE option
**PIN Option**

**DEUCE - Occupied Side**

*4 recognizes that x2 is over helping - The over helping allows 4 to PIN x2 - 4 alerts 5 by yelling "Pin, Pin" during the screen

*5 Skips it to 2

*RhythmOffense catch for 2

**Introduce Common Ending #4**

*Use this action to introduce the SINGLE SIDE Deep PUNCH option ("PIN" - "Seal" - "PUNCH")

**DEUCE - Open Side**

Shown with a Common Ending #2 start

*4 flashes to the Trigger Area to receive a pass from 1

**DEUCE - Open Side**

*5 reads their defender is even - Seal for a BUDDY
*The first two progressions dealt with Dual Actions. The third progression will cover the Weak Side options.

The players will be introduced to the following:

* DOUBLE SIDE

* Common Ending #3 - DOUBLE SIDE PUNCH

* Common Ending #6 - BUDDY PUNCH/DOUBLE SIDE Reverse

* ZIP Pass

DEUCE

*1 represents a player in the DEUCE Action

*1 starts with an advantage vs x1

*Defenders start the possession in the proper help positions

DEUCE

*1 attacks - 1 looks to Score/PLAY
DEUCE - Passing Options for 1

*5 - Score/Foul

*2 & 3 - RhythmOffense Catch: Score/ZIP/PUNCTURE/PLAY

DEUCE - Common Ending #3 - DOUBLE SIDE PUNCH

*A pass to 2 or 3 that does not lead to a Score/ZIP/PUNCTURE/PLAY situation sets up Common Ending #3

*After the pass, 1 clears to their Ball Side corner
HORNS
*Set up to work on reversals to a DOUBLE SIDE

HORNS - Common Ending #6 - DOUBLE SIDE Reverse
*1 uses the HORNS Screen from 4
*5 Replaces

HORNS
*Allow 5 to go through the options: RhythmOffense, BUDDY, Reversal

Common Ending #6 - DOUBLE SIDE Reverse
*After 5 decides to not Play off the catch, they look to reverse the ball with a Ball Screen or DHO
Common Ending #6 - DOUBLE SIDE Reverse

*In order to Simplify - We want to Reverse the ball to a SINGLE SIDE

*2 cuts through to create the SINGLE SIDE

Common Ending #6 - DOUBLE SIDE Reverse

*The action finalizes with a Ball Screen or DHO with 5 and 3
Use 2v2 Breakdowns to focus on specific actions

*Maximize the court space to get as many live reps as possible

DEUCE Pass and Cut

HORNS Screen and Roll

HORNS Roll and Replace

*C - Coach

*Coach can pass to either player
2v2 Breakdown Situations

Advantage Start - Score/Pass Read

1

Deep/Release PUNCH

1

2v2 Breakdown Situations

Weak Side 2v1

*C) Coach passes to either player

*Rhythm Offense or ZIP on the catch

2v2 Breakdown Situations

Reversal Ball Screen and DHO

2