Pitch Ahead or Dribble Across

*Defense varies their starting positions to determine Pitch Ahead or Dribble Across read.

Defense:
1. Start higher in the back court (Pitch Ahead, Wing Attack)
2. Start further away in the front court (Pitch Ahead, Rhythm Offense Read)

Starting Points for 2v1

*1 has their back turned to the defense. (We want 1 to make the read on the fly and not beforehand)

*2 is running wide no matter what their defender does

*Coach rebounds and outlets to 1

2v1 - Situation #1 - Pitch Ahead

*x2 starts in the back court which gives 1 the chance to Pitch Ahead to 2

*2 attempts a layup with x2 chasing from behind
Pitch Ahead or Dribble Across

2v1 - Situation #2 - Pitch Ahead
*x2 starts deep in the front court which gives 1 the chance to Pitch Ahead to 2
*2 plays Rhythm Offense on the catch
*1 trails the play for a live finish

*May need a rule that says x2 can't move until 1 passes the ball. We're not interested in their ability to steal the pass. We're interested in the offense making the right reads.

2v1 - Situation #3 - Dribble Across
*x2 starts beside and runs with 2 taking away the Pitch Ahead. After reading this, 1 dribbles across half court for a 2v1 live finish.

Starting Points for 3v1
*1 has their back turned to the defense. (We want 1 to make the read on the fly and not beforehand)
*2 is running wide no matter what their defender does
*3 is running wide no matter what the defender does
*Coach rebounds and outlets to 1
Pitch Ahead or Dribble Across

Starting Points for 3v1 Cont.

*Even though we have added another offensive player, the same reads apply from 2v1. 1 looks to Pitch Ahead to 2 after receiving the outlet.

NEW OPTION for 1

*If they are unable to Pitch Ahead to 2, they now look to make a Diagonal Pitch Ahead to 3

3v1 - Situation #1 - Pitch Ahead

*x2 allows 1 to Pitch Ahead to 2. The offense finishes the 3v1 live possession.

3v1 - Situation #2 - Diagonal Pitch Ahead

*x2 allows takes away the Pitch Ahead to 2. 1 makes the Diagonal Pitch Ahead pass to 3. The offense finishes the 3v1 live possession.
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3v2 - Situation #1 - Pitch Ahead
*x2 allows 1 to Pitch Ahead to 2. The offense finishes the 3v2 live possession.

4v3 Starting Point with Rim Runner
*x5 can start anywhere in the front court or back court
*Front Court Starts = Rim Seals
*Back Court Starts = Rim Run Pass Over the Top

4v3 - Situation #1 - Diagonal Pitch Ahead - Post Entry
*x2 takes away the Pitch Ahead to 2. 1 reads that 3 is open on the Diagonal Pitch Ahead.
*5 Rim Runs and buries x5 in the lane
Pitch Ahead or Dribble Across

4v3 Starting Points with Trailing 4

*Same ideas apply to x2 and x3
*If 1 can Pitch Ahead or Dribble Across and attack 1, the possession ends with a live finish.

*If x1 can neutralize the attack from 1, 4 looks for a Drag Ball Screen.

4v3 Situation #1 - Dribble Across and Attack

*x2 and x3 take away both Pitch Ahead passes. 1 attacks x1 for a live finish.

*4 trails

4v3 Situation #2 - Drag Ball Screen

*x2 and x3 take away Pitch Ahead passes.

*x1 is able to neutralize the attack by 1

*1 and 4 flow into a Drag Ball Screen

*Finish the live possession
Pitch Ahead or Dribble Across

5v4 Situation #1 - Pitch Ahead

*x2 allows the Pitch Ahead to 2

*Finish the live possession