

## **Dribble Drive Offense Principles**

Notes taken from watching FIBA Video:

Dribble Drive Motion Skills - Vance Walberg - Basketball Fundamentals

<https://www.youtube.com/watch?v=5ciZrdy62x4>

1. Love lay-ups, like 3's; and free throws give highest points-per-possession.
2. Back court is blow-out zone—blow out ASAP.
3. During blow out, wings move up.
4. If no fast break, ball side wing slides to corner, other wing makes diagonal.
5. On break, guard conquers middle of court.
6. Driver in Rack Zone:
  - a. Corner-Corner-Post opposite.
  - b. When one player drives, at least three go into motion.
7. Driver in Drag Zone:
  - a. Post stands low and away to prevent charges.
  - b. If defense hugs post, the post moves to short corner to open more space.
  - c. If defense plays high side help, when defense turns head, post cuts to basket for lob.
  - d. If defense baseline jumps, post comes almost to front side of basket.
  - e. Point guard with not shot in drag zone:
    - Skips to opposite side
    - Jump stops with head fake
    - Reverse pivots to kick it out
8. Only one player inside 3 point line.
9. Wing with no three, looks inside, drives and skips instead of passing back.
10. Opposite wing sets up diagonal.
11. No hold basketball:
  - Shoot it
  - Drive it
  - Pass it

--No catch and hold it

12. Post on SKIP pass:

--Hits with forearm

--Spins

--Posts

13. On Skip pass, guards move to opposite corner.

14. LANE Penetration.

15. MIDDLE Penetration:

--Post changes sides—swings inside foot, pivots, makes a V in three steps

16. Left wing moves slightly to get standing 3's instead of moving 3's.

17. When point cuts middle , the 5 V-cuts right and then back behind the point.

18. Cutter goes to same corner when wing drives immediately.

19. STEP BACK DRIBBLE – sets up a pass to opposite 5 guard, then cuts on a give and go.

20. Most cuts are basket cuts.

21. Driver clips the hip and gets shoulders facing the basket ASAP.

22. Corner 2 or 3:

--When in corner, the 2 or 3 have right foot even with the basket.

--If defense hugs corner, the 2 or 3 stays to create space.

--If defense plays high-side, the 2 or 3 goes baseline when defender turns head.

--If defense plays flat on baseline, 2 or 3 moves up for a KICK-UP, then attacks middle.

23. When guard drives middle, opposite guard V-cuts for a KICK-BACK.

24. Back responsibility:

--Four crash boards

--2 man back

--2 communicates who crashes

--2 no back responsibilities when shooting.

--2 gets extra 3's:

--if rebounder shoulders facing or drop step—shoots

--if rebounder facing away, two moves along three line, calls for the Kick-back.

25. Streak busting instead of time-out. Call “Streak” and get ball to designated bests.

--Best drivers

--Best shooters