

Motion Entry's

Motion is like many offences in that it is often initiated with a pass to the wing. Many teams will work hard to deny the first pass or two in an attempt to disrupt and distort your offensive spacing and execution.

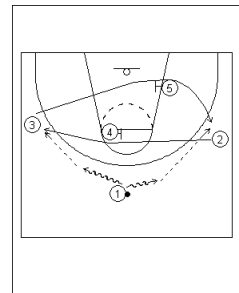
Motion entries can be a good way to loosen up the defence before you get into your pass and cut or pass and screen offence.

Any entry should consist of a simple action to help your wings and/or posts get free to easily receive the ball. An entry should also finish in your offensive alignment.

Entries for 3 Out 2 In

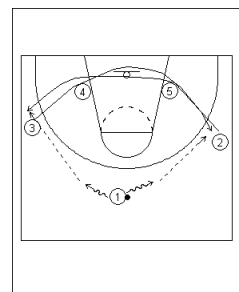
Swing

- Wings will swing through off the opposite post.
- 3 makes a turn out cut off 5 and 2 makes a slant cut off 4.
- 5 sets his screen above the block to allow 3 to flare to the corner if his defender cheats over the top of the screen.
- 2 must cut over the top of 4's screen, if his defender cheats under he can pop to the guard spot rather than the wing.
 - It is important to teach all cuts so players can take advantage of how the defence plays the screens.



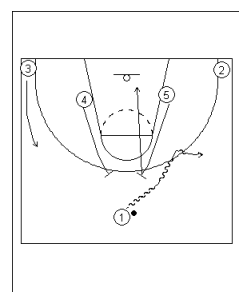
Cross

- Wings will cross underneath the basket and receive a screen from the opposite post.
- 5 & 4 set their screens above the block to allow the wings to flare to the corner if their defender cheats over the top of the screen.
- If 2 is a shooter, 3 can also set a double screen with 4, before moving off 5's screen.

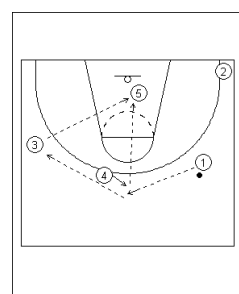


Horns

- 4 and 5 flash to the elbow to set screens for 1 to choose from.
- 1 dribbles off either side with the screener rolling to the basket.
- 3 lifts out of the corner to the wing.
 - After the roll, 5's defender should be between 5 and the ball to deny the pass, it is important that 5 seals his defender and keeps him there to open up the high low look in the next diagram.



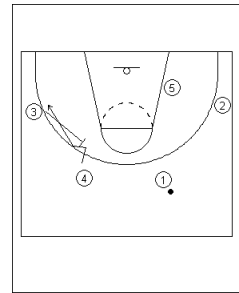
- 1 reverses to 4 who looks for a high low pass to 5.
- If no pass, then reverse to 3 who can look inside.



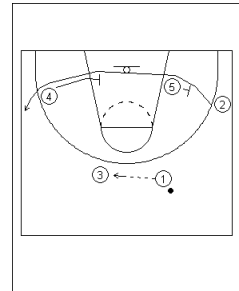
Entries for 4 Out 1 In

Reverse

- 3 upscreens for 4 and steps out to receive the ball.



- 1 reverses to 3 which signals 2 to cut off screens from 5 and 4.
 - It is important that 2 cuts as the ball is in the air, so that his man will be hit by 5's screen before he can jump to the ball on the pass.



Flash

- 3 flashes to opposite elbow
- 1 passes to 3
- 2 up screens for 1
- 4 back cuts off 3 (on flight of 1 to 3 pass)
- 3 faces the direction 4 cuts using a reverse pivot ensuring that the foot closest to the split line is the pivot foot
- 3 looks to feed 5 who has presented in the keyway

