

Maple Basketball | Read & React Offensive System:

1. **Pass, Cut, Fill (spacing and decision box):** This involves the players passing the ball, cutting towards the basket (decision box), and filling the space created by the cut.
2. **Pass, Cut, Back Screen:** Like the first point, but instead of filling the empty space, the cutter sets a back screen. Screener two-foot jump stop, other player can only leave once they hear feet landing on the ground.
3. **Explain how back screener get open:** The screener who “shapes up” after setting a back screen, often will be wide open. Get ready to catch and shoot.
4. **Read line:** The players read the defenders positioning to determine the best course of action. if defender is over the read lone, offensive player must cut to the basket.
5. **V cut to basket to get open:** A V-shaped cut is used to get open for a shot or a pass.
6. **Pass, Cut, Post Up:** Pass, cut to the basket. Post Up. Player with the ball can then pass to the post, and laker cut or X cut.
7. **Dribble at, cut to basket. Speed Dribble:** The player dribbles towards another player East/West, that player then cuts to the basket.
8. **Dribble at, Power Dribble:** Player with the ball dribbles toward a teammate East/West, with back to the basket. Hands the ball off. Players who hands off, cuts to the basket.
9. **Dribble at, draft drive:** The player with the ball dribbles towards a team mate, after the teammate cuts to the basket, player with the ball follows behind and drives to the basket using a drafting technique.
10. **Drive at post, post movement north/south, east west:** The player drives at the post, The post then uses either a north/south or east/west movement to get open for a shot or a pass.
11. **Drive to basket, circle movement. Natural pitch. Safety valve, baseline cutter:** When a player drives towards the basket, the rest of the team uses circular movement, natural pitch, safety valve, or baseline cutter to get open for a shot or a pass.
12. **Baseline drive, circle movement except for the corner:**
13. **Pick and roll, circle movement:** The player sets a screen for a teammate and rolls towards the basket. The rest of the team uses circular movement to get open.
14. **Hook and look:** When playing against a zone, the cutter “hooks and looks” to get open.
15. **Pin and skip, next to ball:** The player uses a pin screen to teammate open for a shot or a pass and then skips the ball to an open teammate. Pin usually set by post player, on the weak side.
16. **Pin screen for cutters:** The player who cuts to the basket and fills out, get a pin screen set for him.



17. **Pass to post, set screen East/West, X cut:** The ball handler passes the ball to the post player, who then sets a screen to either the East or West side of the court. The player who get sthe screen, cute to the basket, and other player can complete the X screen.
18. **Pass, Post Player sets screen for the cutter:** The ball handler passes the ball East/West. He then cuts to the basket to get a screen set by the Post Player.
19. **Pass, Cut, Screen for Post Player:** Post curls for a layup.
20. **Cutter to set screen:** Practice simply setting screens as the next best decision.
21. **Post Always Screen anyone passing through:** A post player sets a screen for any player who passes through their area, regardless of whether they have the ball or not.
22. **Multiple staggered screens:** Multiple players set screens for a cutter, with each screen being slightly staggered from the previous one, making it more difficult for defenders to navigate. See playbook. Player passes and sets back screen across the court. Next player passes and then sets screen in the block. Player then uses both screens for a curl.
23. **Double basket cut, set screen when passing by:** When two players are both crossing in the labe, one sets screen for the other.
24. **Cannot cut, so go corner and set back screen:** If the cutter is unable to make a cut to the basket, they go to the corner of the court and set a back screen for a teammate.
25. **Cutter Actions, Building Off Ball IQ:** When a play cuts to the basket after reaching the decision box, they have the following options: Fill out, Post Up, Pin Screen, Back Screen, Screen cutter/post, Curl off a screen.

