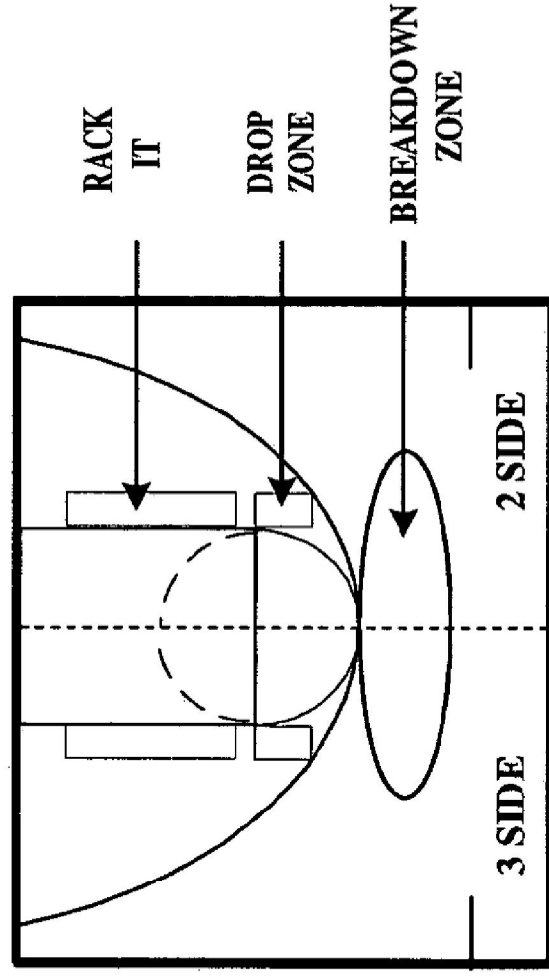


# MEMPHIS BASKETBALL

## MOTION OFFENSE-FLOOR BREAKDOWN



- **BREAKDOWN ZONE**- Area where you must decide if your going to rack or drop.

- **DROP ZONE**- Look for:

- 1) Backdoor
- 2) Pitchback
- 3) Flash-from the post

- **RACK IT**- Area past the drop zone where you must go to the hole.

- 1) Looking for shot or pass off the glass

- **2 SIDE**- Side that the 2 always starts on.

- **3 SIDE**- Side that the 3 always starts on.

- **ATTACK**- Point Guard initiates the action with the dribble move in the breakdown zone and the other offensive players make necessary reads off of him.

# MEMPHIS

## BASKETBALL

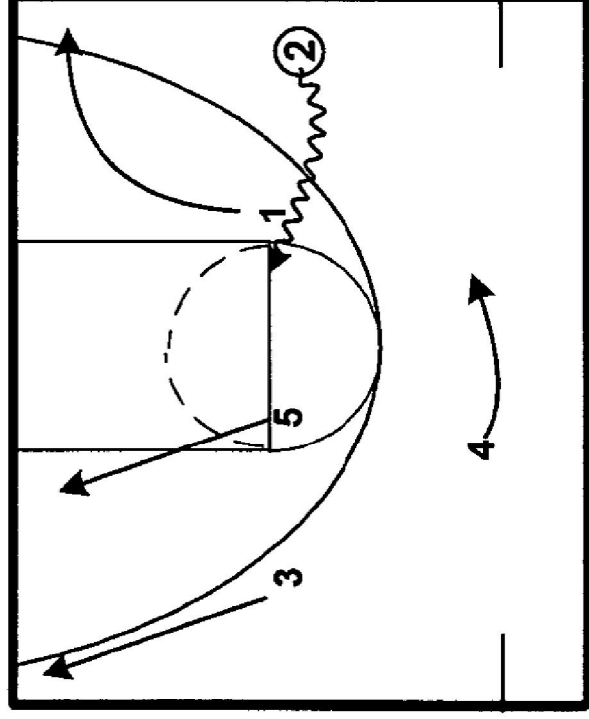
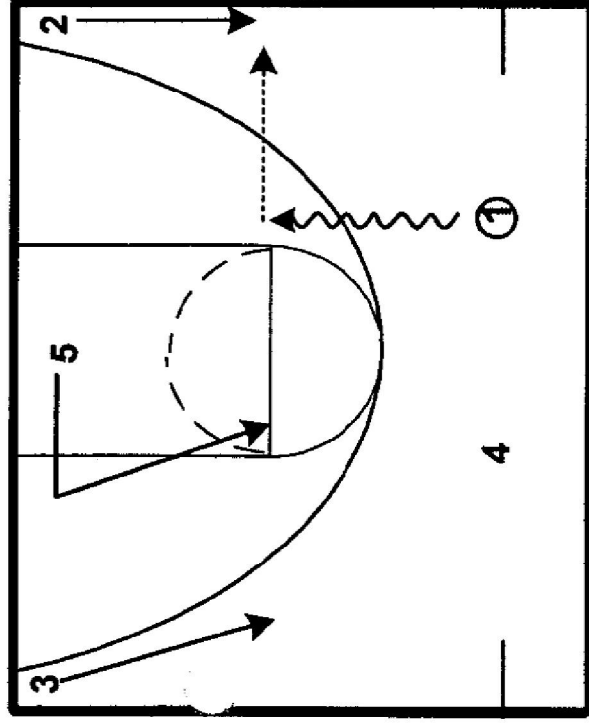
### LOOP CUT

#### Loop Cut-

**Diagram A-**When an offensive player with the ball gets in the drop zone (player 1). The offensive player in the corner makes a straight cut read out of the corner and the ball is passed to this man (player 2).

**Diagram B-**The offensive player that passed the ball makes a "loop cut" (player 1) and replaces the offensive player he passed the ball to.

#### Loop Cut



# MEMPHIS BASKETBALL

## Driving Motion Terms

**2 side-** the right side of the court

**3 side-** the left side of the court

**Breakdown Zone-** The area of the court in which the point guard must decide what side of the floor he is going to attack. The 2 side or the 3 side.

**Rack It-** Area past the drop zone where the player dribbling must go in for a lay-up, runner, skip to the opposite guard, or a pass off the glass to the 5.

**Drop-**a dribble drive by a player where he can not get by his defender so he stride stops in the drop zone

**Quick-Quick** entry pass to either the 2 or the 3, the 2 or 3 must step up at least one step out of the corner

**"T"** - the area a foot below the nail in the lane

**"T-cut"** - A cut to the "t"

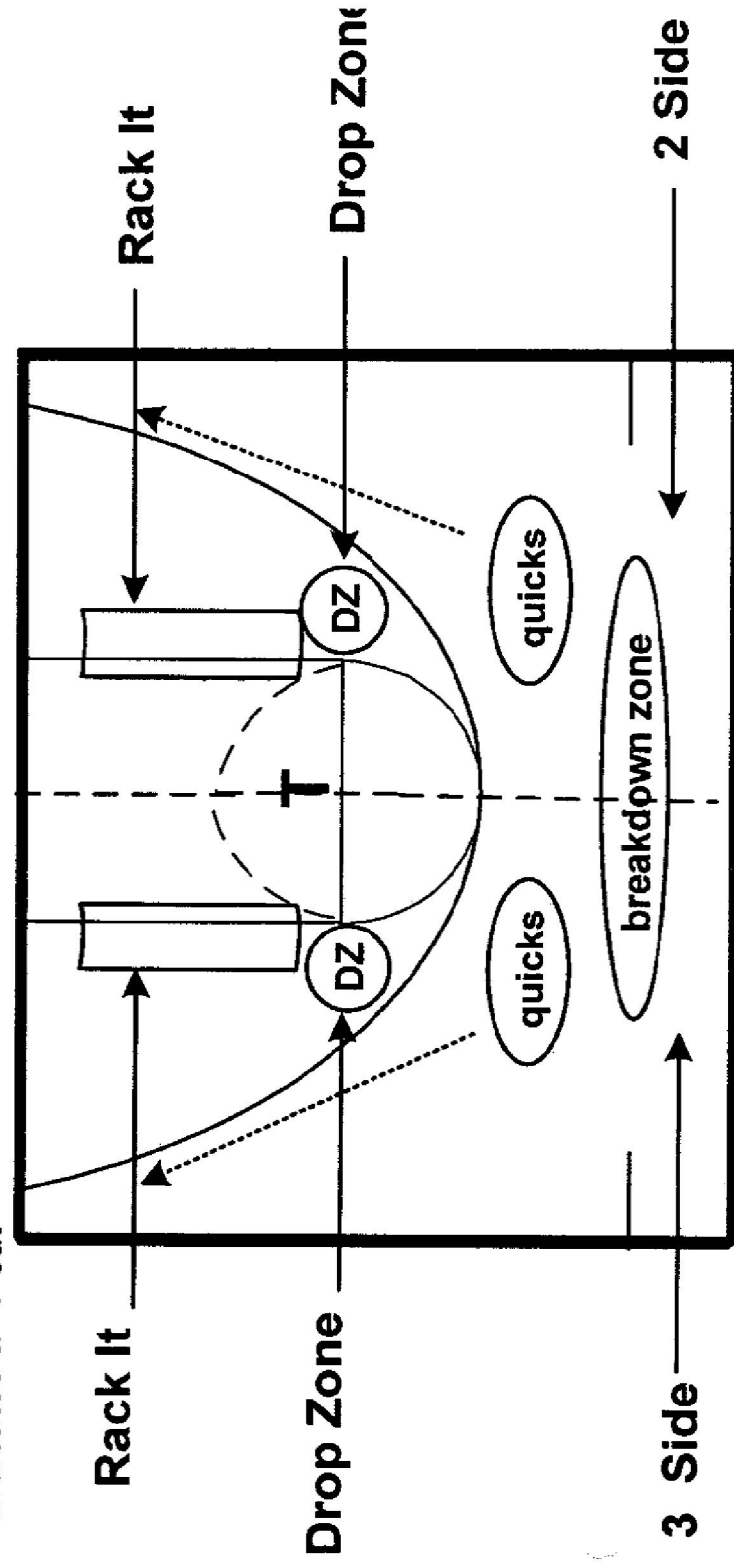
**"Gap Cut"** - A flash in the lane by the 5 that gives proper spacing so the pass can be delivered by the player dropping the ball in the drop zone

**Pitch Back Pass-** A pass by a player who tried to drive the ball but was stopped so he passes the ball to the cutter behind him

**Kick Back Pass-** A pass that happens in the 1 and 4 spot. This is a pass that goes back to the original man a player received the pass from. Usually resulting in a "T cut" by the man

throwing the kick back pass.

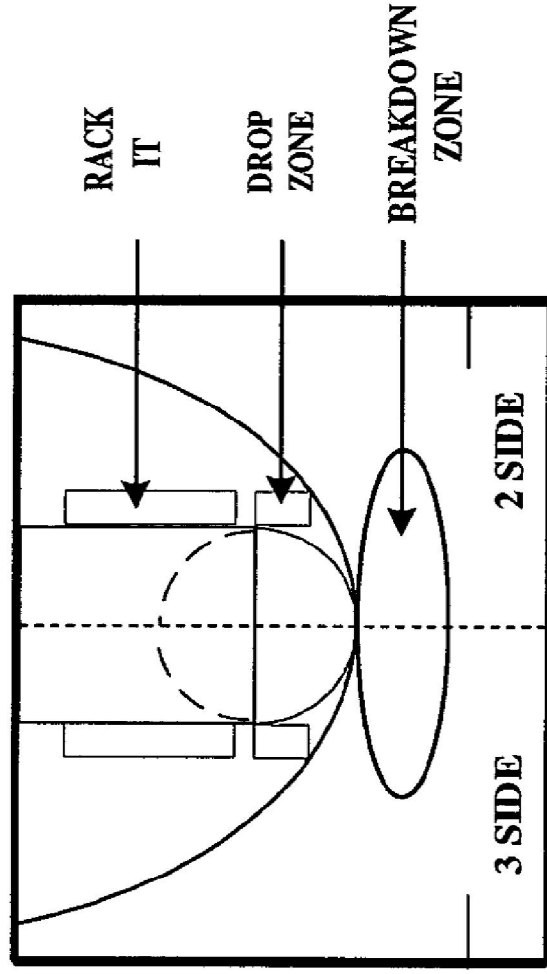
**Back Dribble-** When a guard dribbles at his opponent and than back dribbles this indicates a "T cut"



# MEMPHIS

## BASKETBALL

### MOTION OFFENSE-FLOOR BREAKDOWN



- **BREAKDOWN ZONE**- Area where you must decide if your going to rack or drop.

- **DROP ZONE**- Look for:

- 1) Backdoor
- 2) Pitchback
- 3) Flash-from the post

- **RACK IT**- Area past the drop zone where you must go to the hole.

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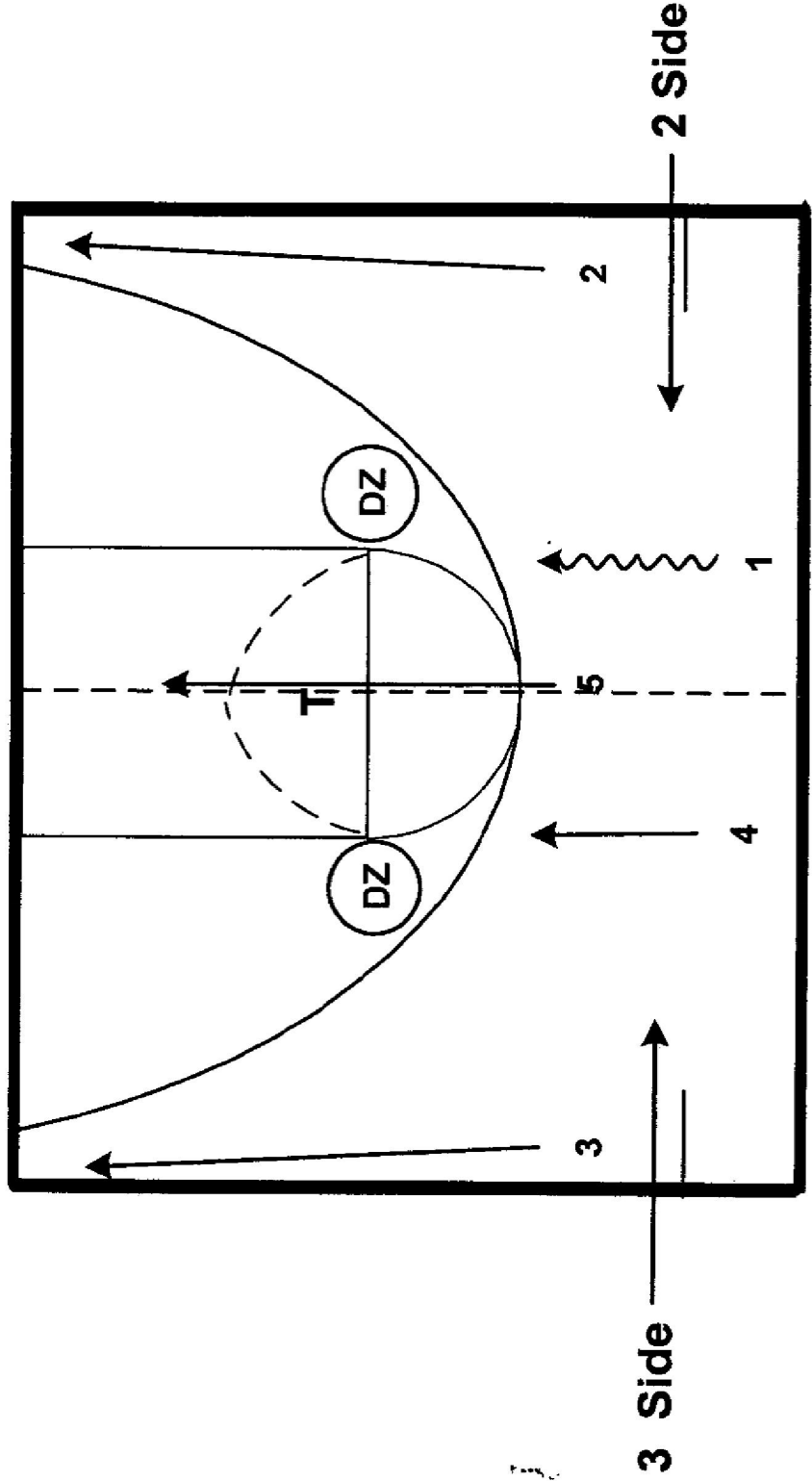
- **2 SIDE**- Side that the 2 always starts on.

- **3 SIDE**- Side that the 3 always starts on.

- **ATTACK**- Point Guard initiates the action with the dribble move in the breakdown zone and the other offensive players make necessary reads off of him.

# MEMPHIS BASKETBALL

## MOTION-EARLY LANES



- 2 runs wide on the right side of the court
- 3 runs wide on the left side
- 5 rim runs
- 1 pushes the ball on the dribble, he only passes ahead if he has numbers, a wide open shot for the 2 or the 3, or if there is a clear driving lane for the 2 or 3
- 4 trails opposite of 1

# MEMPHIS

## BASKETBALL

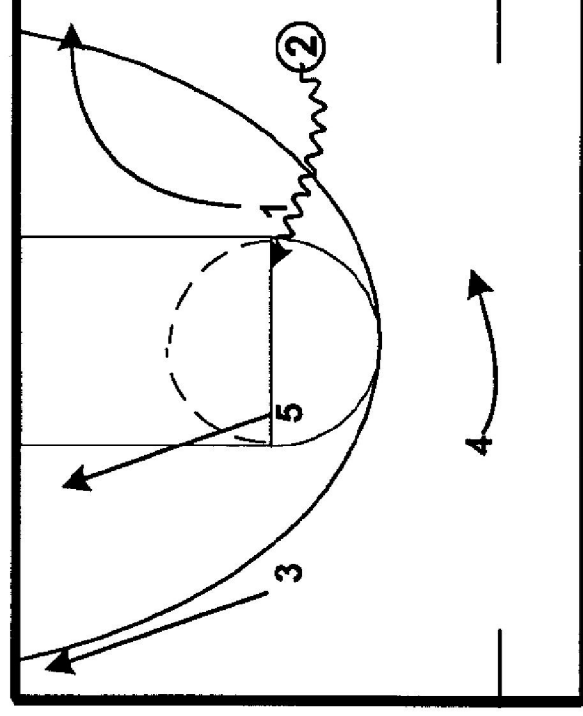
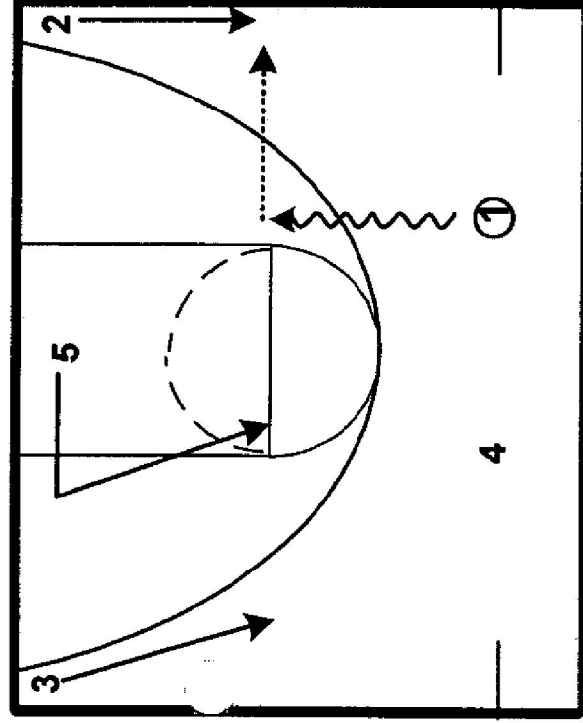
### LOOP CUT

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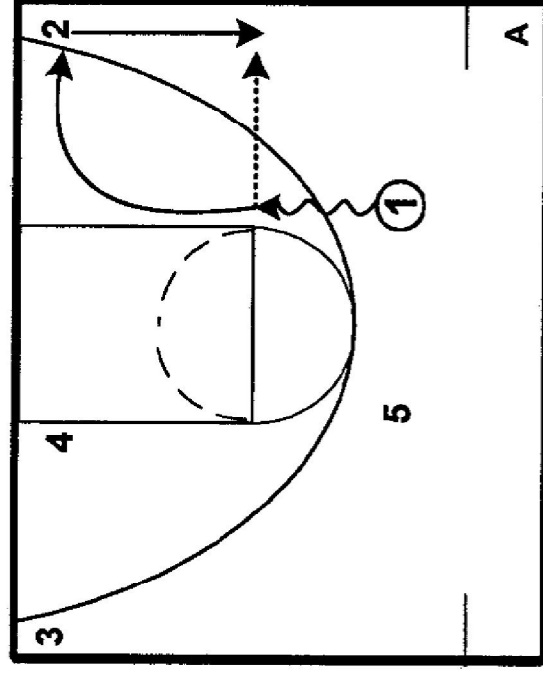
#### Loop Cut



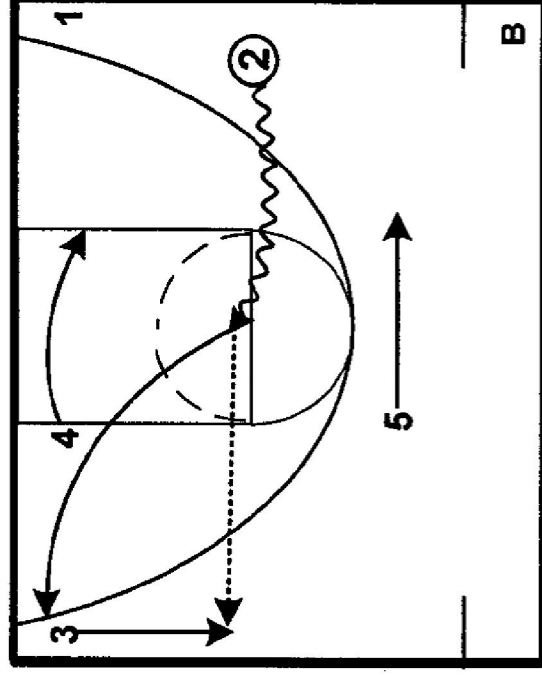
# MEMPHIS

## BASKETBALL

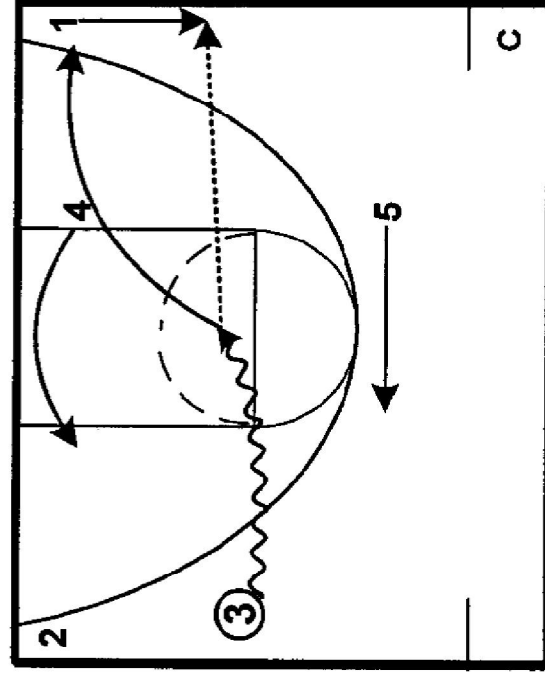
### MOTION 5



- 4 switches places with 5, 4 starts down low and 5 starts high
- 1 drives to drop 2 and loop cuts corner
- 2 comes straight out of the corner



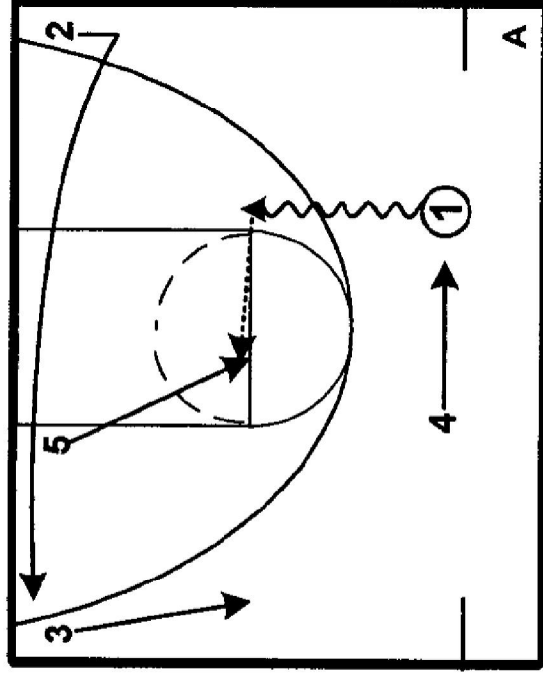
- 2 drives to the middle
- 5 replaces the 1
- 3 comes two steps out of corner and receives pass from 2
- 2 loop cuts to corner
- 4 relocates to opposite side



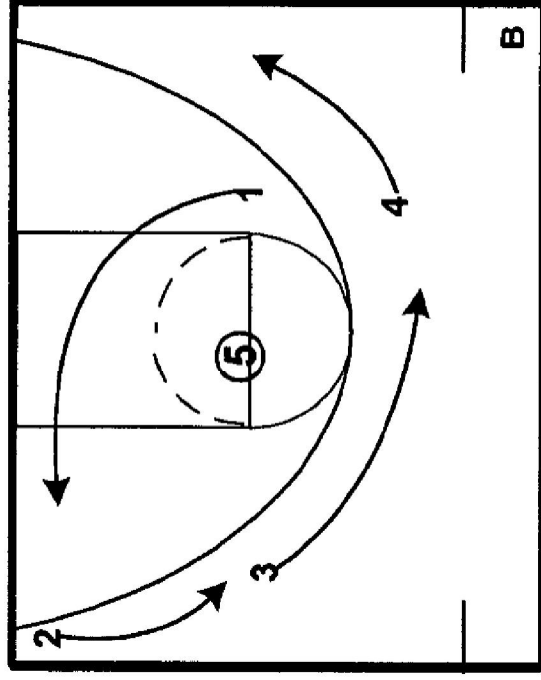
- 3 dribble penetrates to the middle
- 5 replaces the 1
- 1 comes straight out of the corner
- 3 hits the 1 and then loop cuts
- 4 relocates to the opposite side

# MEMPHIS BASKETBALL

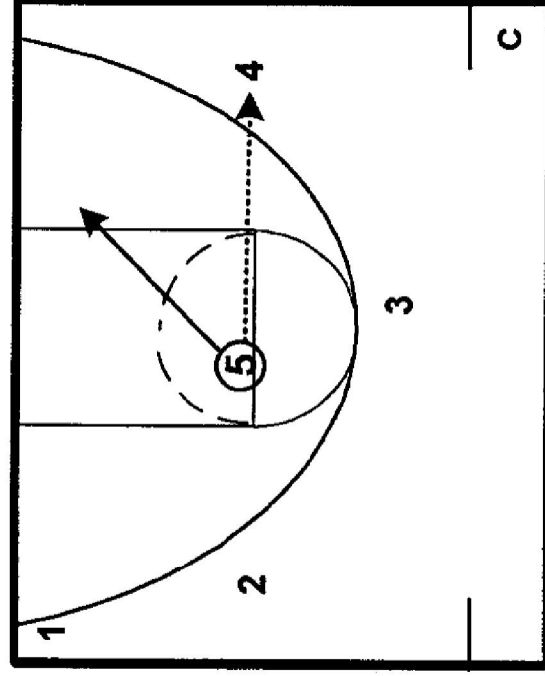
## MOTION – “DROP 5”



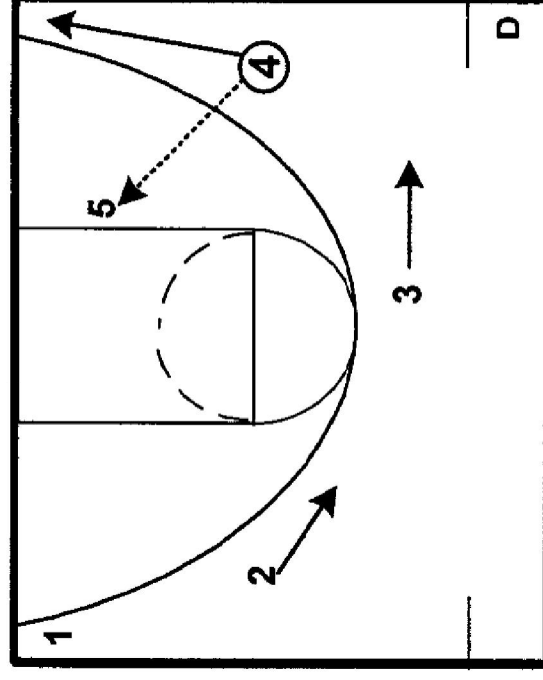
- 1 dribbles into the drop zone
- 2 backdoors
- 4 replaces 1
- 3 comes out free throw line extended
- 5 flashes high
- 1 hits 5



- 1 cuts thru
- 4 spaces to the wing
- 3 fills top
- 2 fills opposite wing
- 5 looks to take his man off the dribble



- if 5 can't beat his man, he releases to 4 and dives to the block



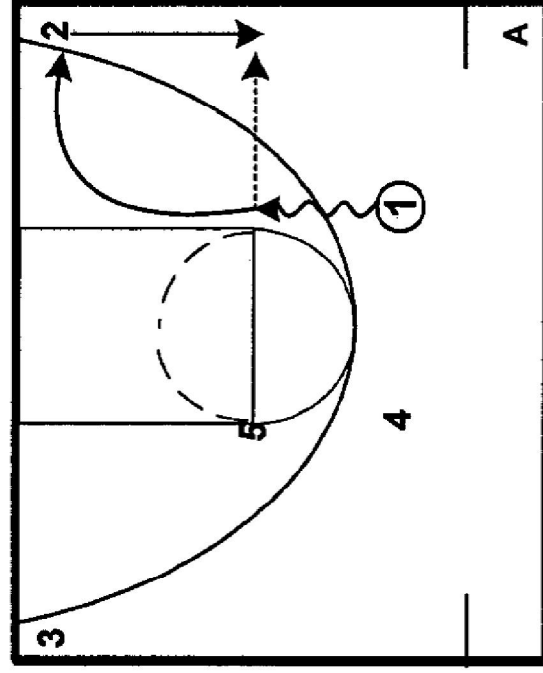
- 4 looks to post the ball to 5 and then spaces corner
- 3 spaces a step outside ball side elbow
- 2 spaces up for skip
- 1 stays corner



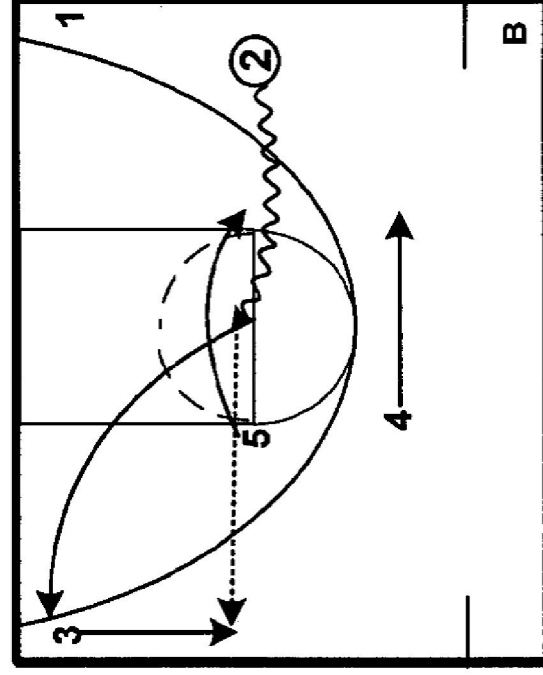
# MEMPHIS

## BASKETBALL

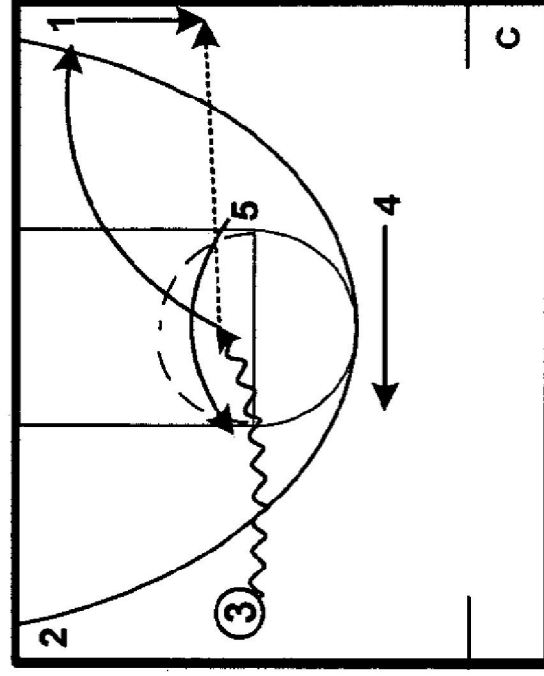
### MOTION -- "HIGH"



- 1 drives to drop 2 and loop cuts corner
- 2 comes straight out of the corner
- 5 starts high instead of low



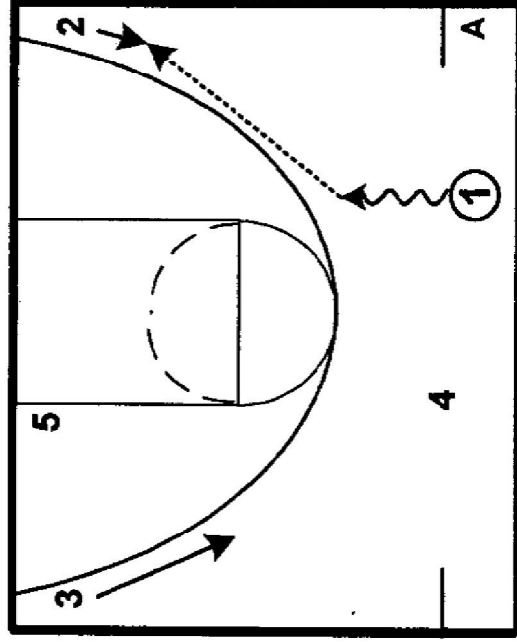
- 2 drives to the middle
- 4 replaces the 1
- 3 comes two steps out of corner and receives pass from 2
- 2 loop cuts to corner
- 5 relocates to opposite elbow



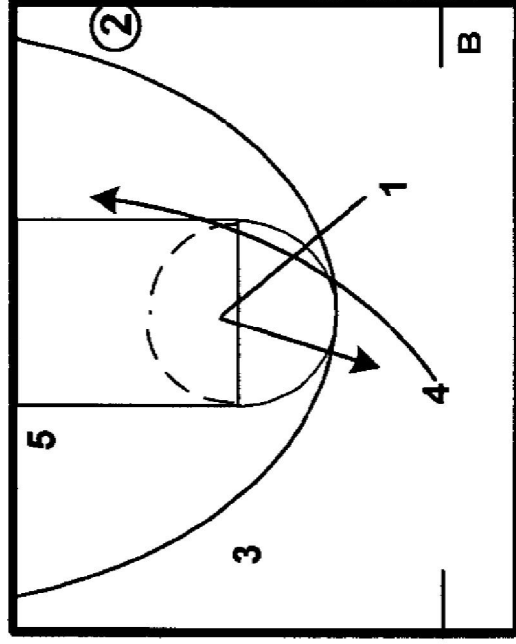
- 3 dribble penetrates to the middle
- 4 chases the ball at the top of the key
- 1 comes straight out of the corner
- 3 hits the 1 and then loop cuts
- 5 relocates to the opposite elbow

# MEMPHIS BASKETBALL

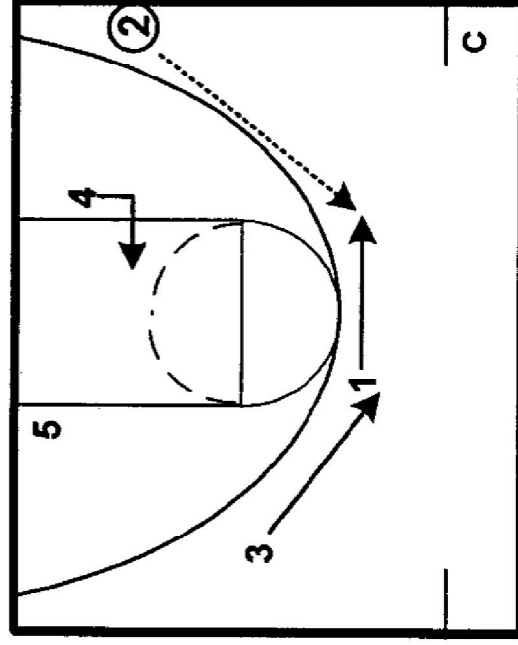
## MOTION- "X"



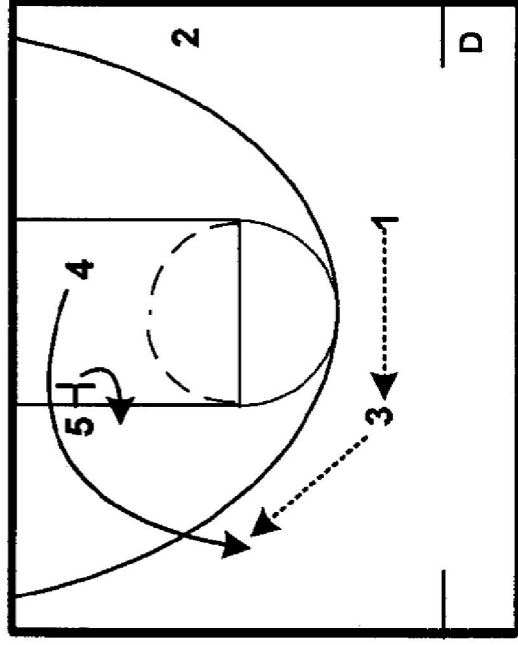
- 1 quicks 2
- 2 catches a quick out of the corner
- 3 comes out 2 steps out of the corner



- 1 "T cuts" (a brush screen for 4)
- 4 flies off 1's back into the post
- 2 looks to post 4



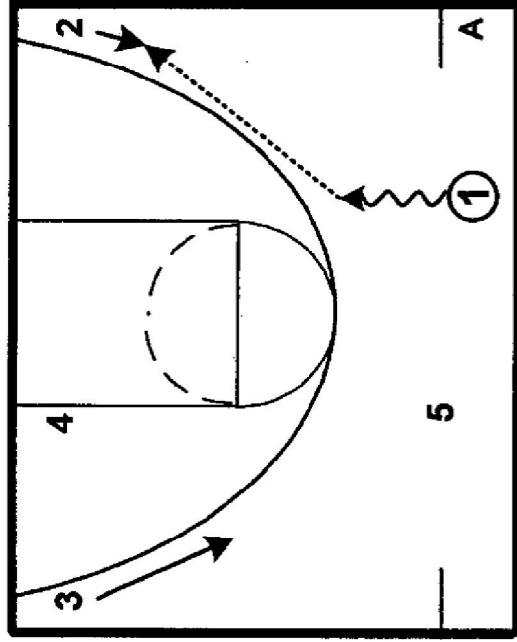
- if 2 can't post the ball to 4, 2 swings it to 1
- 3 replaces 1
- 1 looks to 4 ducking in



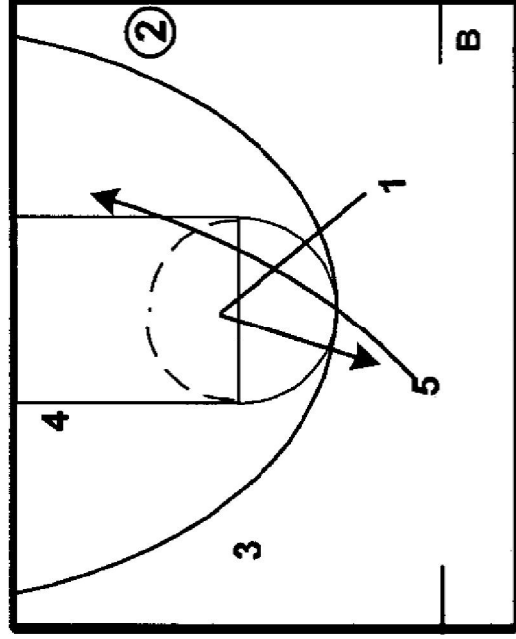
- if 4 isn't open on the duck in, 1 swings to 3
- 4 comes off a screen from 5
- 5 ducks in, if not there 4 looks to drive and get into standard driving motion principles

# MEMPHIS BASKETBALL

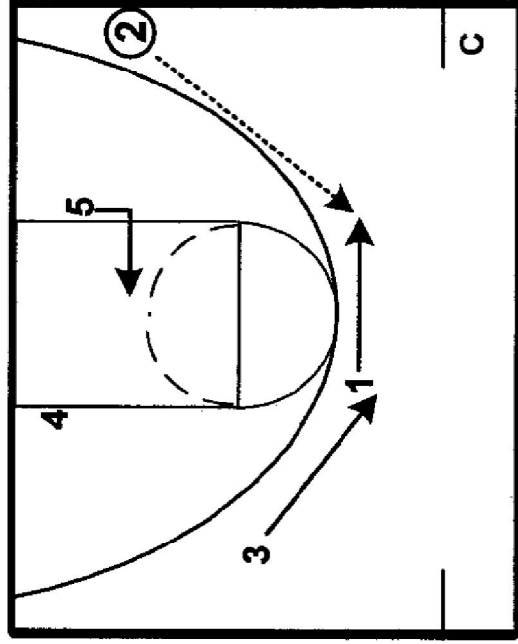
## MOTION- "X 5"



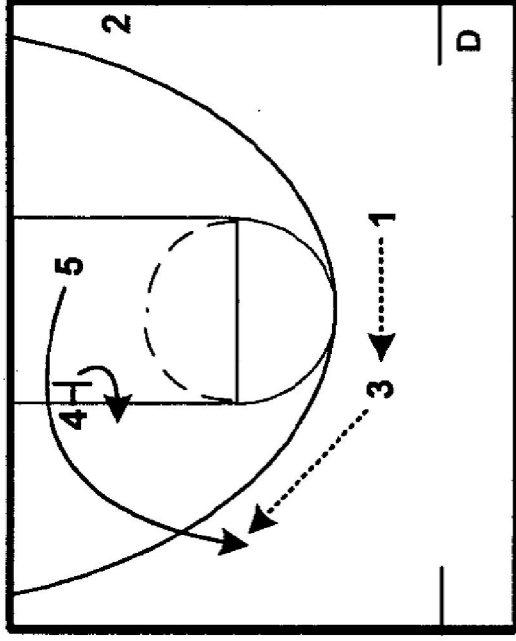
- 1 quicks 2
- 2 catches a quick out of the corner
- 3 comes out 2 steps out of the corner
- 5 starts high and 4 low



- 1 "T cuts" (a brush screen for 5)
- 5 flies off 1's back into the post
- 2 looks to post 5



- If post to 5 not there 2 swings to 1
- 3 replaces 1
- 1 looks to 5 ducking in

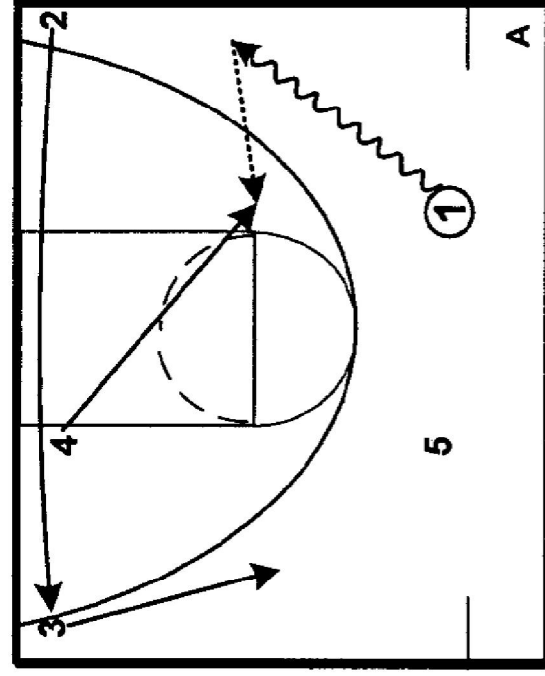


- 1 swings to 3
- 5 comes off a screen from 4
- 4 ducks in, if not there 5 looks to drive and get into standard driving motion principles

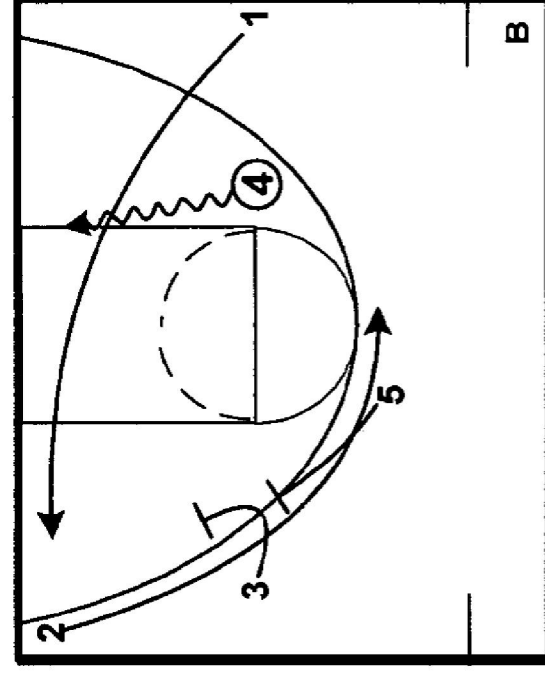
# MEMPHIS

## BASKETBALL

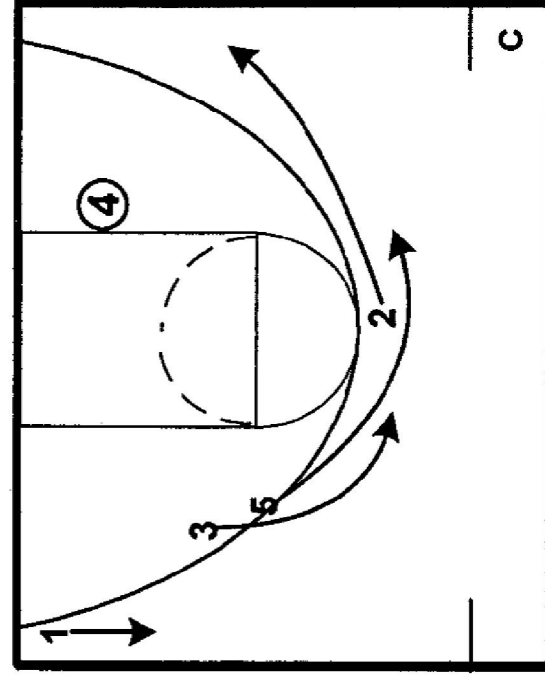
### MOTION – “POP 4”



- 1 dribbles 2 thru to the opposite corner
- 3 comes high out of the corner
- 4 flashes high
- 1 hits 4

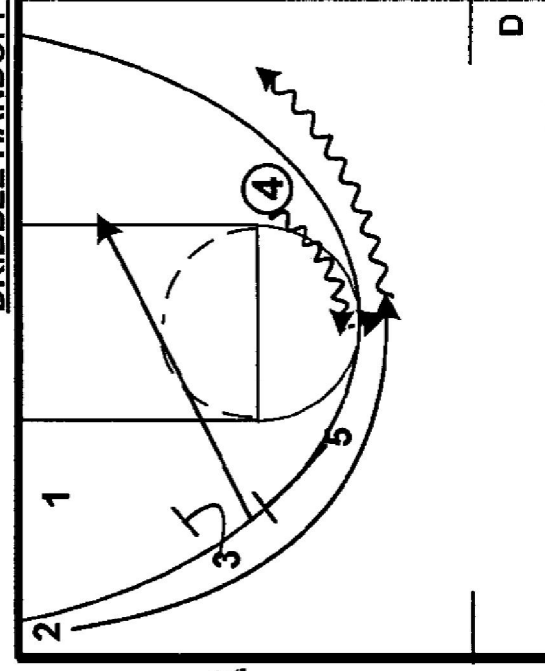


- 1 looks to go back door
- once 1 clears 4 looks to take his man to the basket
- 3 and 5 set a staggered screen for 2
- if 4 gets stopped he looks to 2 for a shot



- if 2 doesn't have a shot
- 2,5,3, and 1 space accordingly for a release for 4

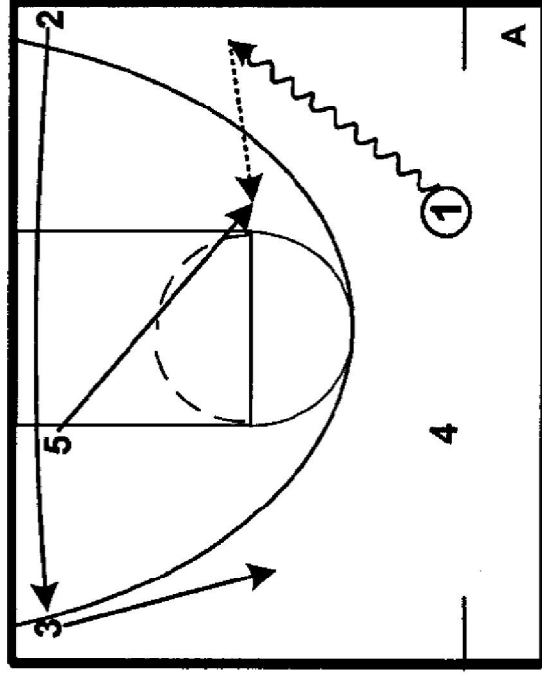
### DRIBBLE HANDOFF



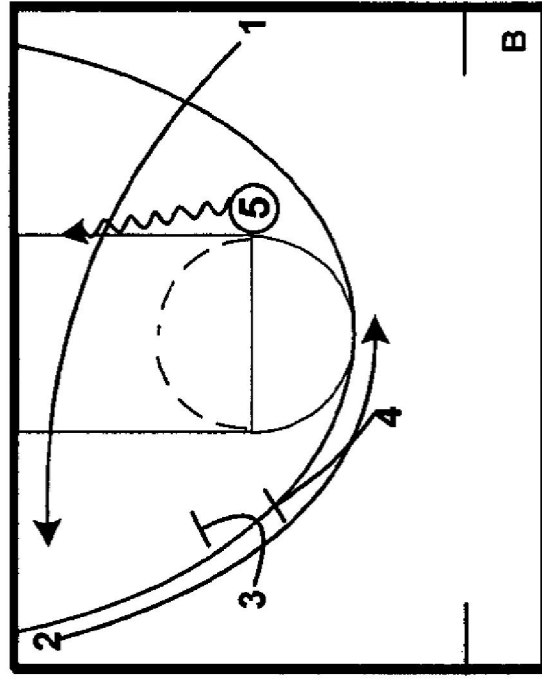
- 3 and 5 set a staggered screen for 2
- 4 dribbles at 2 for a dribble handoff
- 5 dives to the ball side block after 2 comes off
- 4 stays high
- 2 can post 5 or swing to 4 for hi/lo

# MEMPHIS BASKETBALL

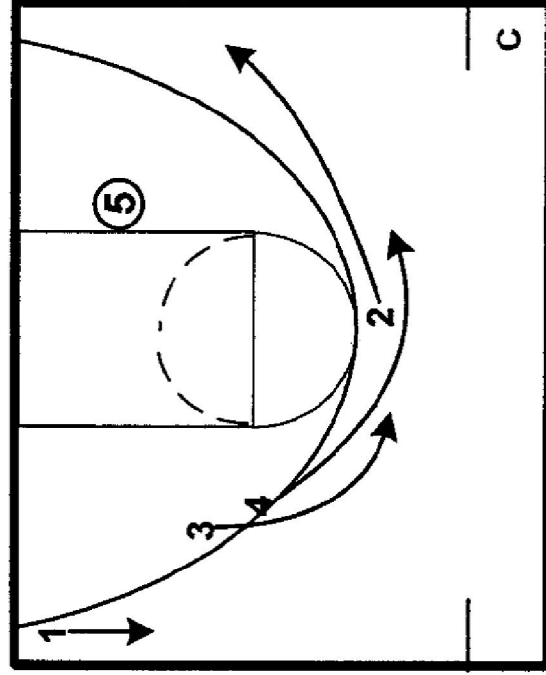
## MOTION – “POP 5”



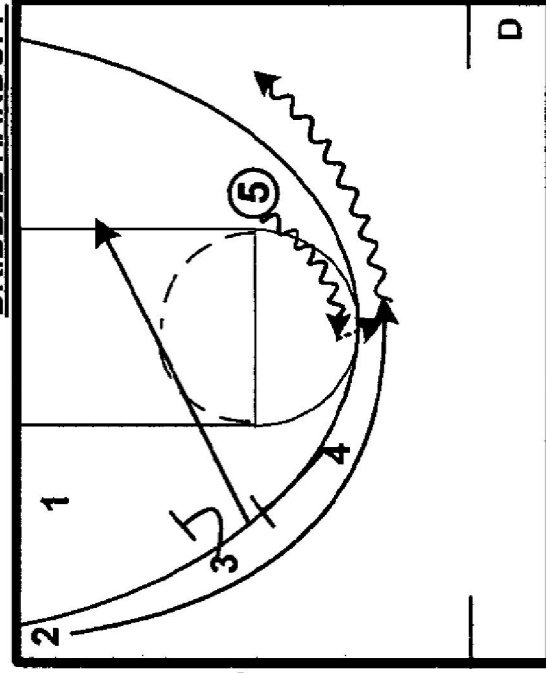
- 1 dribbles 2 thru to the opposite corner
- 3 comes high out of the corner
- 5 flashes high
- 1 hits 5



- 1 looks to go back door
- once 1 clears 5 looks to take his man to the basket
- 3 and 4 set a staggered screen for 2
- if 5 gets stopped he looks to 2 for a shot



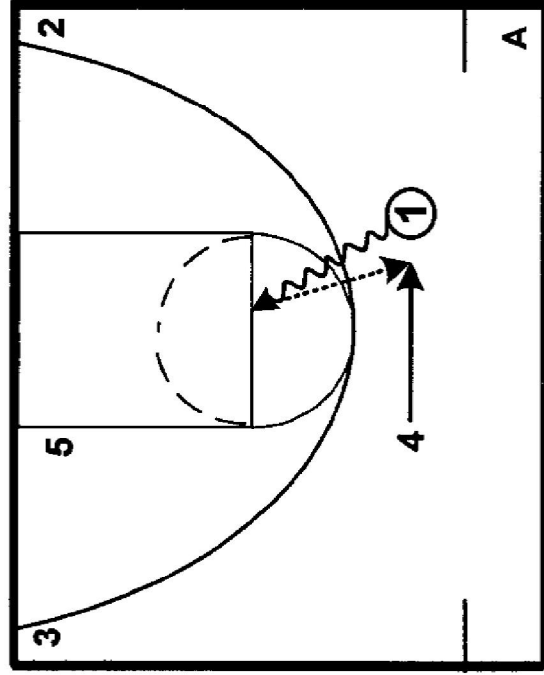
- if 2 doesn't have a shot
- 2, 4, 3, and 1 space accordingly for a release for 5



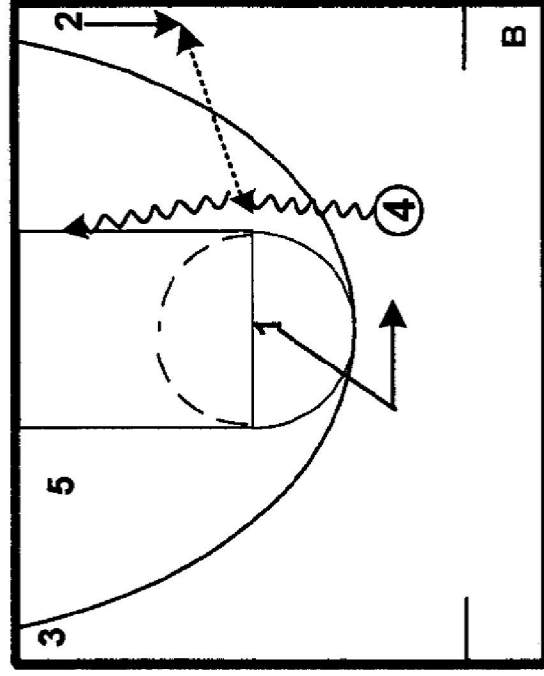
- 3 and 4 set a staggered screen for 2
- 5 dribbles at 2 for a dribble handoff
- 4 dives to the ball side block after 2 comes off
- 5 stays high
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# MEMPHIS BASKETBALL

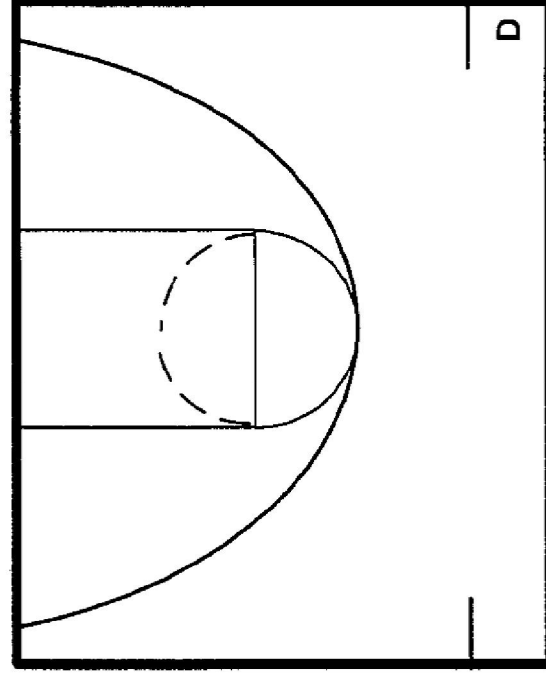
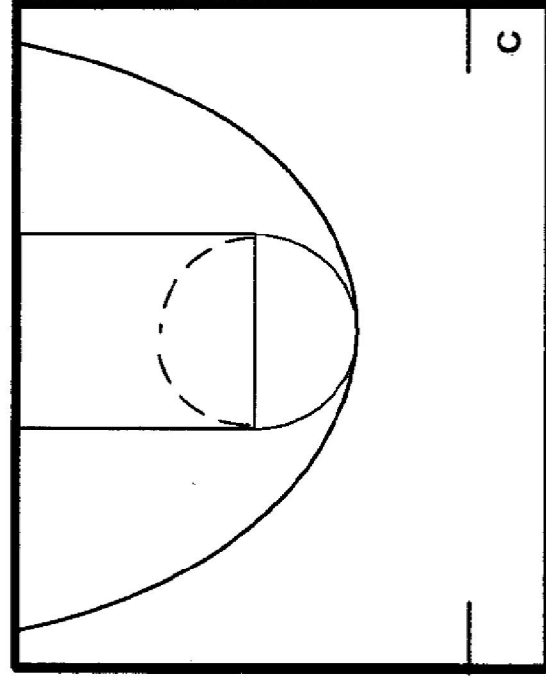
## MOTION – “QUICK 4”



- 1 drives to the middle of the lane looking to pitch back to 4
- 4 fills behind 1 and catches



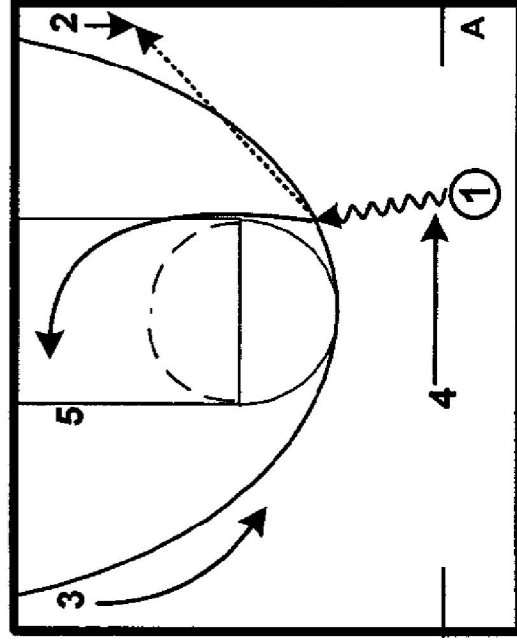
- 4 looks to penetrate and to the hole or drop to the 2 man coming out of the corner



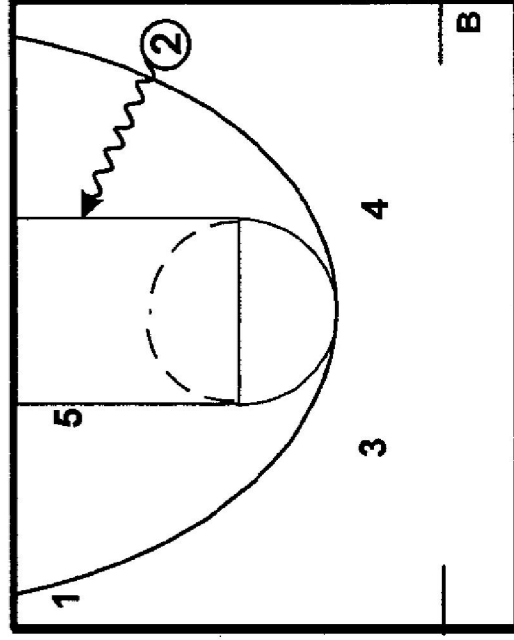
# MEMPHIS

## BASKETBALL

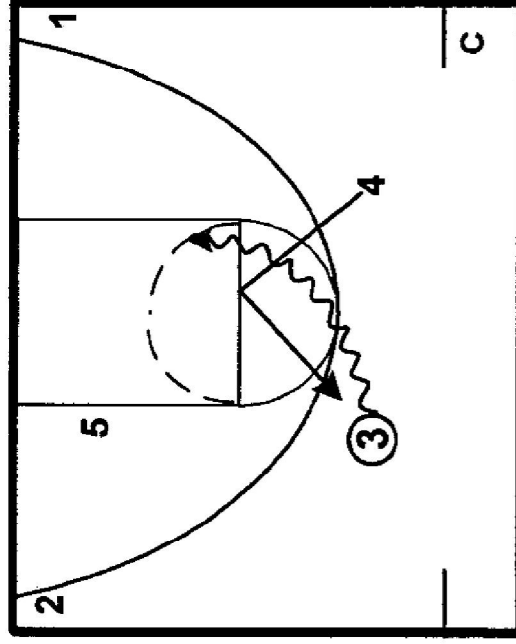
### MOTION "QUICK HOLD"



- 1 quicks 2, than basket cuts
- 2 catches a quick out of the corner
- 4 replaces behind 1
- 3 comes out free throw line extended



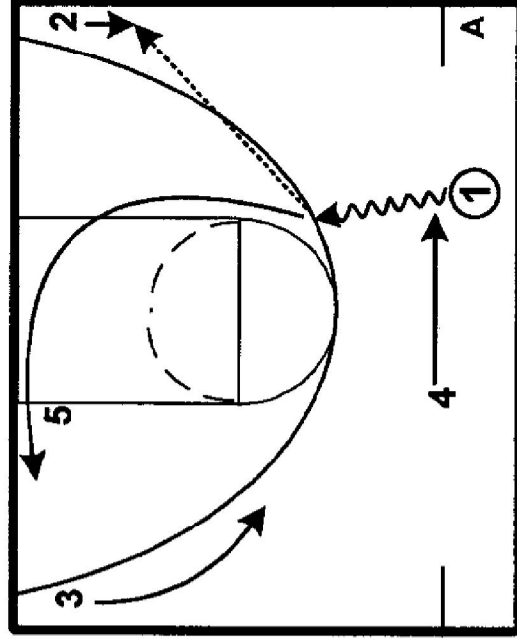
- 2 hard dribbles at 4 passing 4 the ball
- 4 hard dribbles and swings to 3
- 1 curl cuts off of 5 brushing X5
- 5 ducks in hard



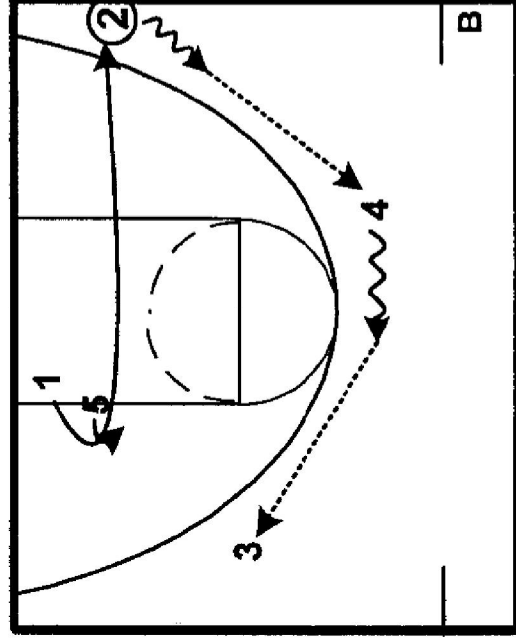
- 3 posts the ball
- standard post up principles(4 dives opposite block, 2 comes out elbow extended, 1 comes out of the corner opposite elbow extended)

# MEMPHIS BASKETBALL

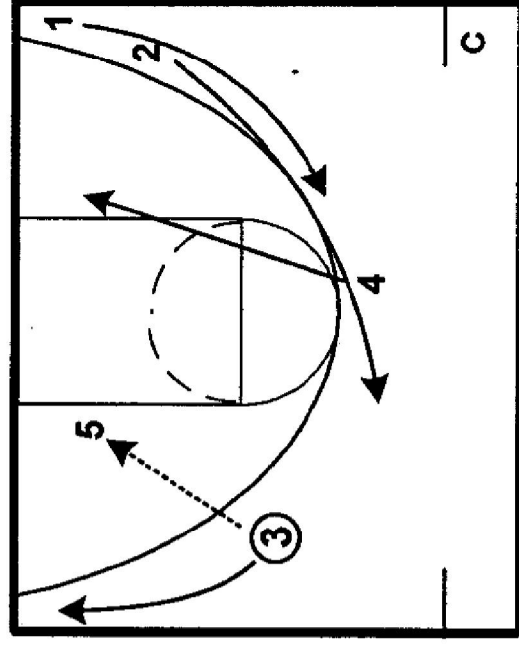
## MOTION - "QUICK SWING"



- 1 quicks 2, then basket cuts
- 2 catches a quick out of the corner
- 4 replaces behind 1
- 3 comes out to the free throw line extended



- 2 hard dribbles at 4 passing 4 the ball
- 4 hard dribbles and swings to 3
- 1 curl cuts off of 5 brushing X5
- 5 ducks in hard

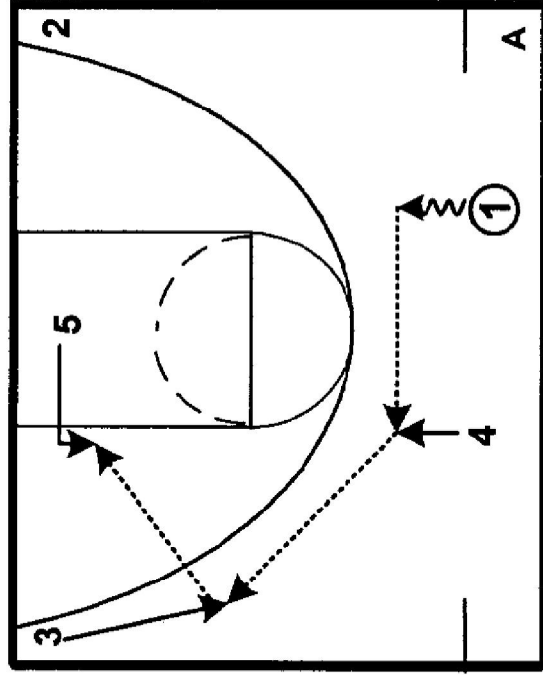


- 3 posts the ball
- 4 dives opposite block, 2 comes out elbow extended, 1 comes out of the corner opposite elbow extended

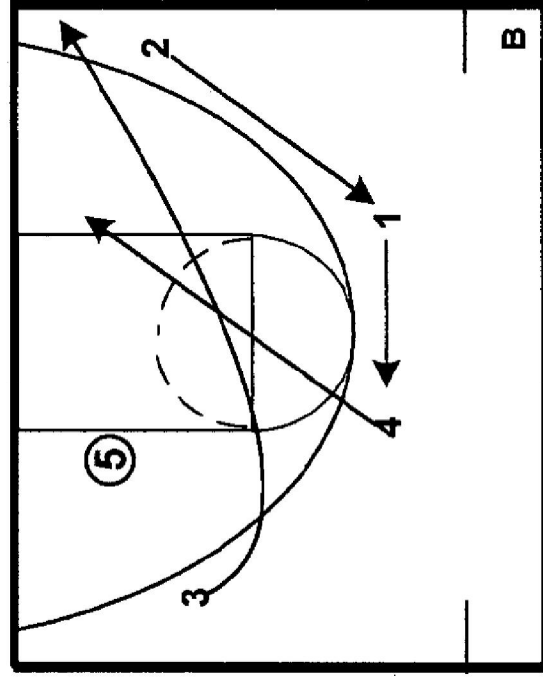
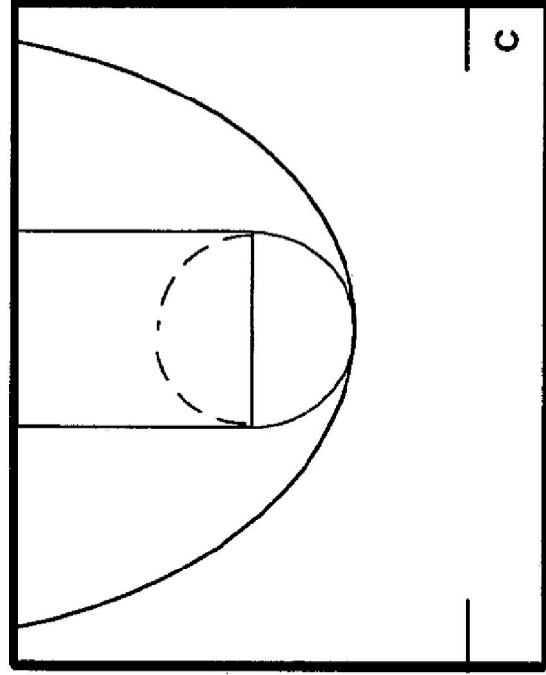


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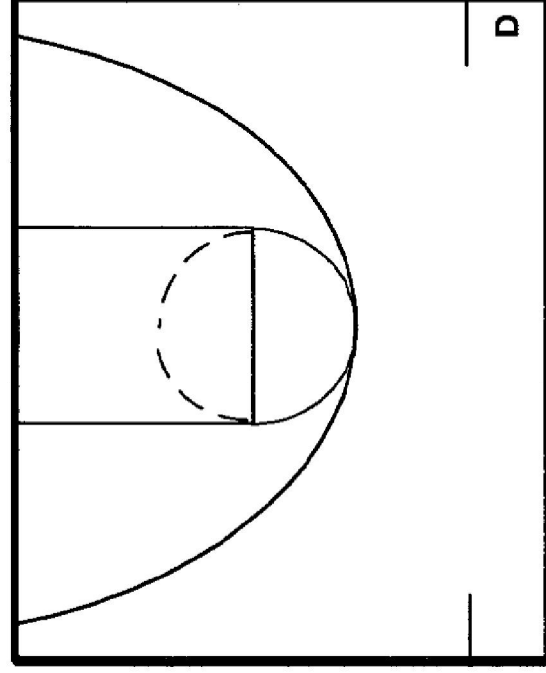
## MOTION "SWING"



- 1 swings to 4
- 3 comes out of the corner
- 4 hits 3
- 5 chases and ducks in
- 3 hits 5 on the duck in

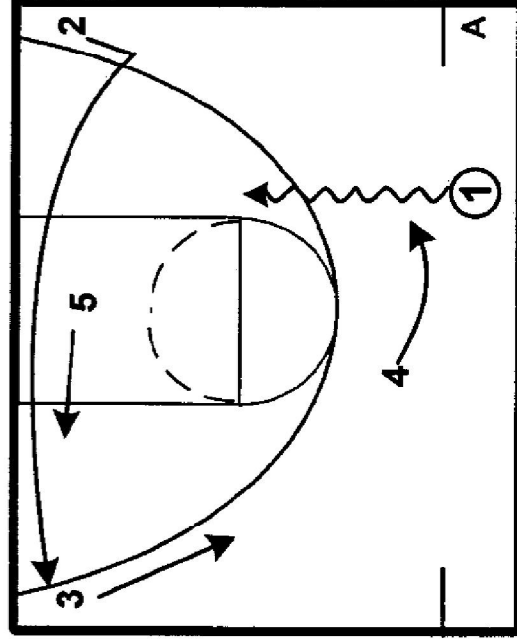


- 3 cuts through the elbow and out to the corner
- 4 dives opposite block
- 1 replaces 4
- 2 replaces 1

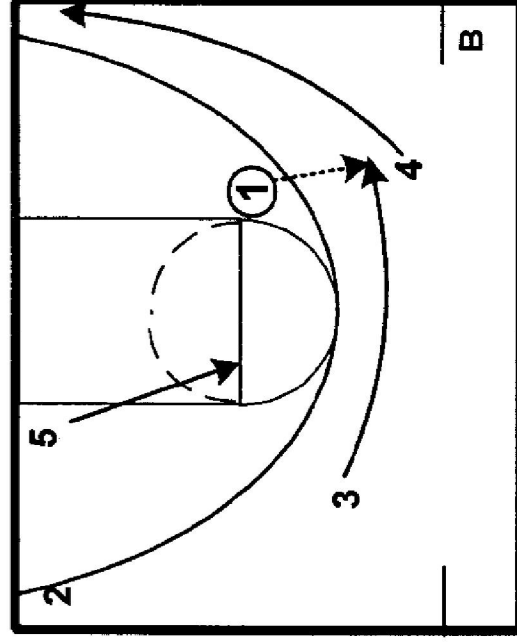


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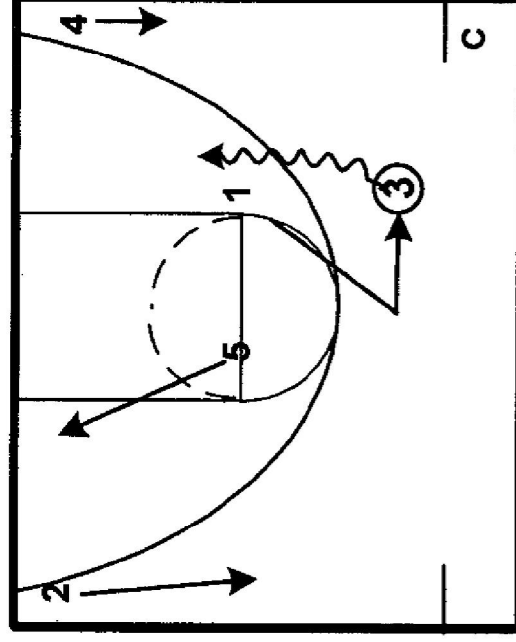
## MOTION – “DROP 2”



- 1 drops 2
- 5 goes opposite and under the block
- 2 backcuts and goes out to the opposite corner
- 4 replaces behind 1
- 3 comes out 2 steps out of the corner



- 5 makes a “gap cut”
- 4 replaces 2
- 1 pitches back to 3

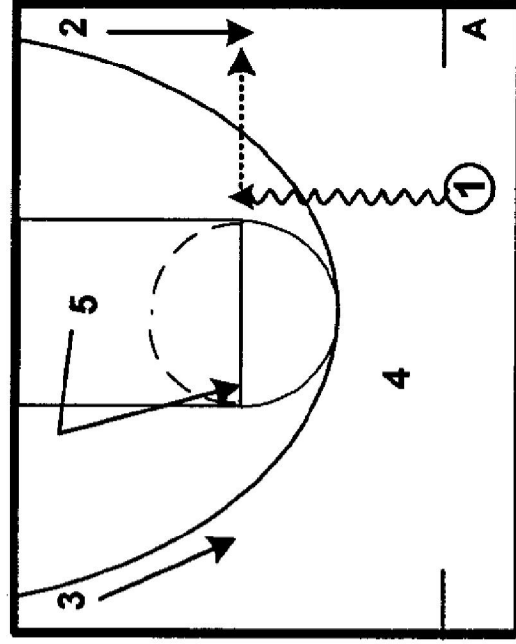


- 3 looks for the shot than drives the ball
- 5 goes under opposite block
- 1 replaces 3
- 4 comes out of the corner 1 step
- 2 comes out of the corner 2 steps
- action can repeat itself

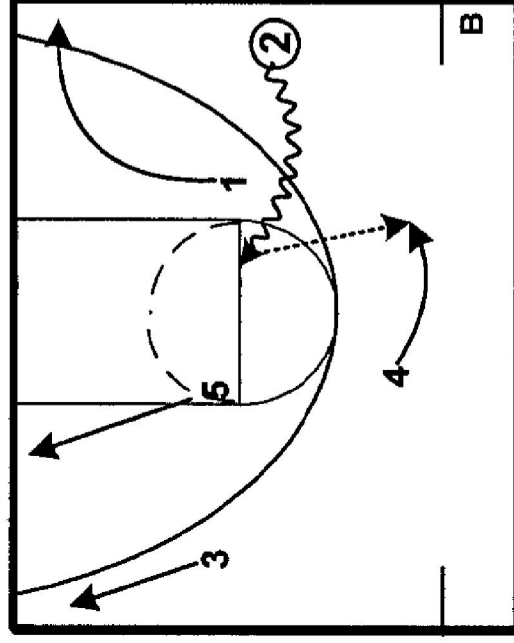
# MEMPHIS

## BASKETBALL

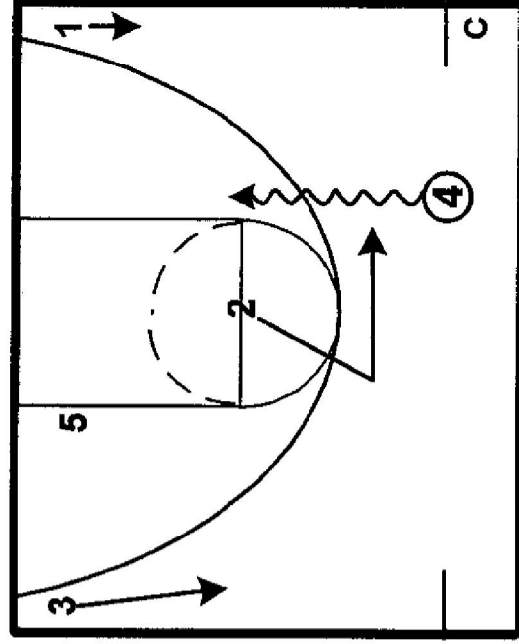
### MOTION – “DROP 2 LOOP CUT”



- 1 drops 2
- 5 goes opposite and under the block and than "gap cuts" on the drop
- 2 comes straight out of the corner
- 3 comes out 2 steps out of the corner



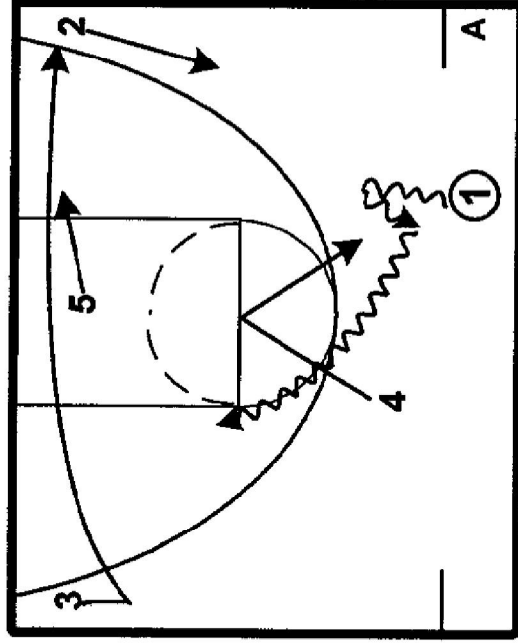
- 2 looks shot and than drives the ball
- 5 dives back opposite block
- 4 replaces behind 1 looking for the "pitch back" pass



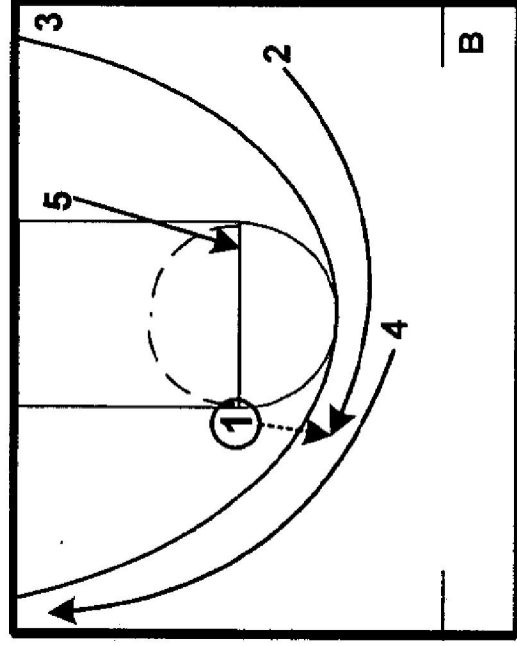
- 4 looks to drive or kick back to 2
- 5 goes opposite and under the block
- 1 comes straight out of the corner one step
- 3 comes 2 steps out of the corner looking for skip pass
- 2 replaces 4

# MEMPHIS BASKETBALL

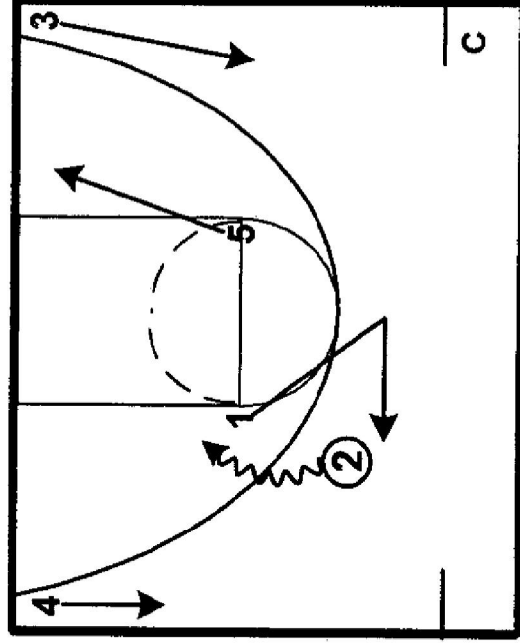
## MOTION – “DROP 3”



- 1 performs a back dribble
- 4 T cuts and replaces behind 1
- 1 dribbles to the drop zone on the 3 side
- 1 drops 3
- 5 goes opposite and under the block
- 2 comes out 2 steps out of the corner



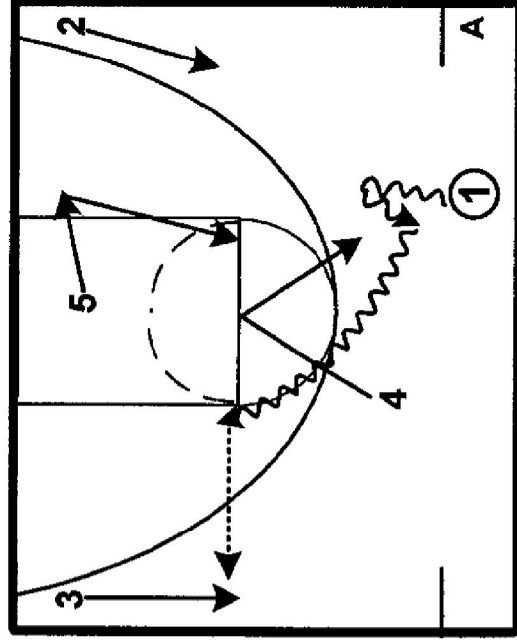
- 5 makes a "gap cut"
- 4 replaces 3
- 1 pitches back to 2



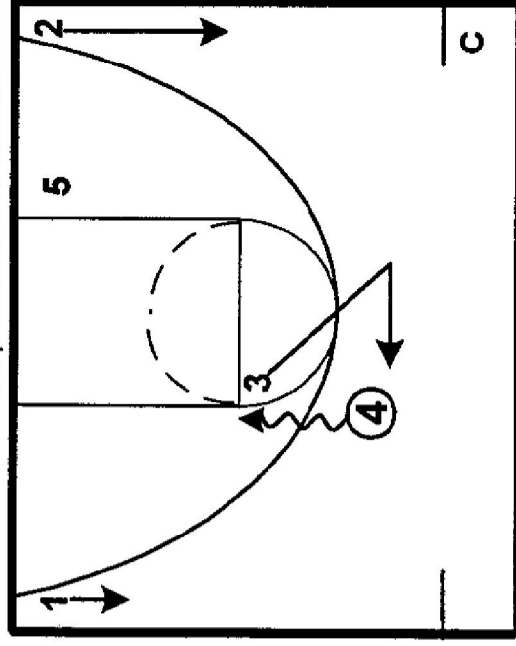
- 2 looks for the shot than drives the ball
- 5 goes under opposite block
- 1 replaces 2
- 4 comes out of the corner 1 step
- 3 comes out of the corner 2 steps
- action can repeat itself

# MEMPHIS BASKETBALL

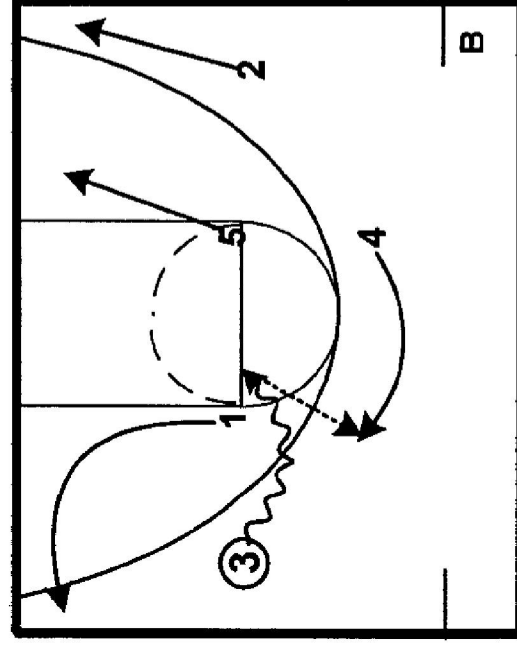
## MOTION – “DROP 3 LOOP CUT”



- 1 performs a back dribble
- 4 T cuts and replaces behind 1
- 1 dribbles to the drop zone on the 3 side
- 5 goes opposite and under the block and then gap cuts
- 1 drops 3
- 2 comes out 2 steps out of the corner



- 4 looks to drive or kick back to 3
- 1 comes straight out of the corner one step
- 2 comes 2 steps out of the corner for the skip pass

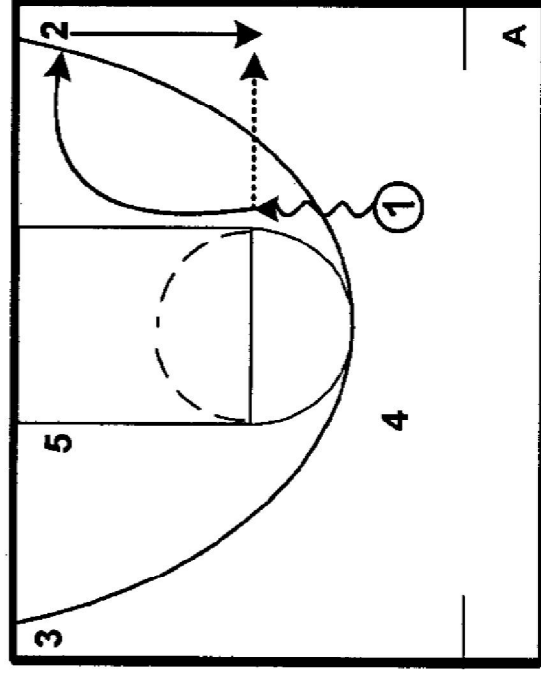


- 1 loops cuts to the corner
- 3 looks shot and then drives the ball
- 5 dives opposite block
- 2 goes corner
- 4 replaces behind 1 looking for the pitch back pass

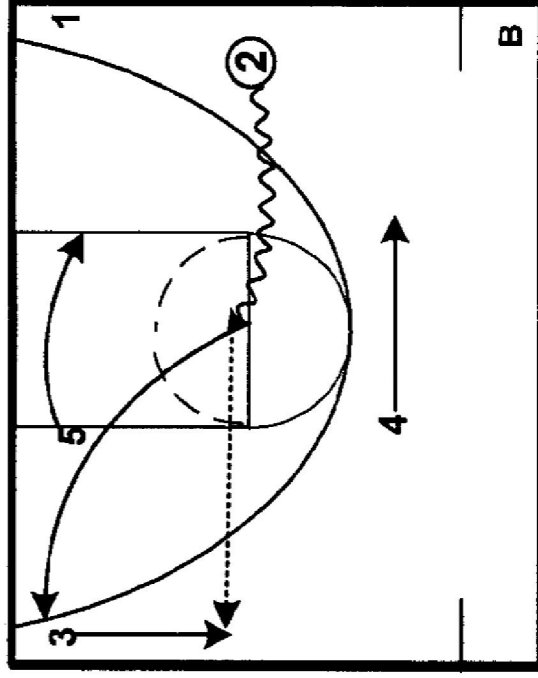
# MEMPHIS

## BASKETBALL

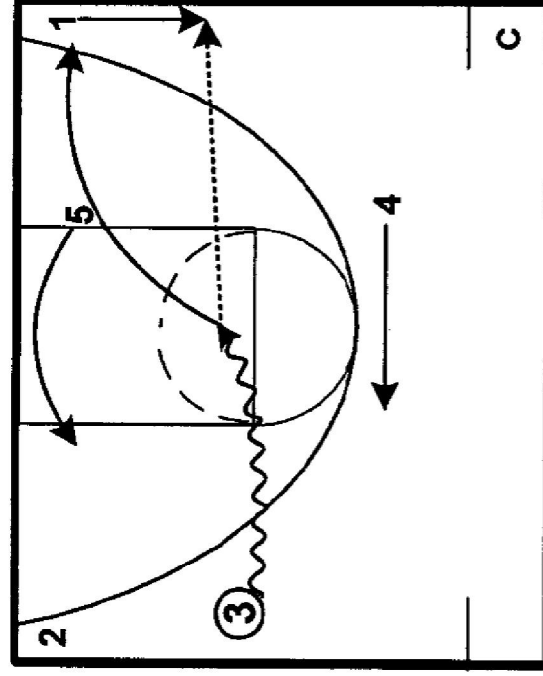
### MOTION 3



- 1 drives to drop 2 and loop cuts corner
- 2 comes straight out of the corner



- 2 drives to the middle
- 4 replaces the 1
- 3 comes two steps out of corner and receives pass from 2
- 2 loop cuts to corner
- 5 relocates to opposite side

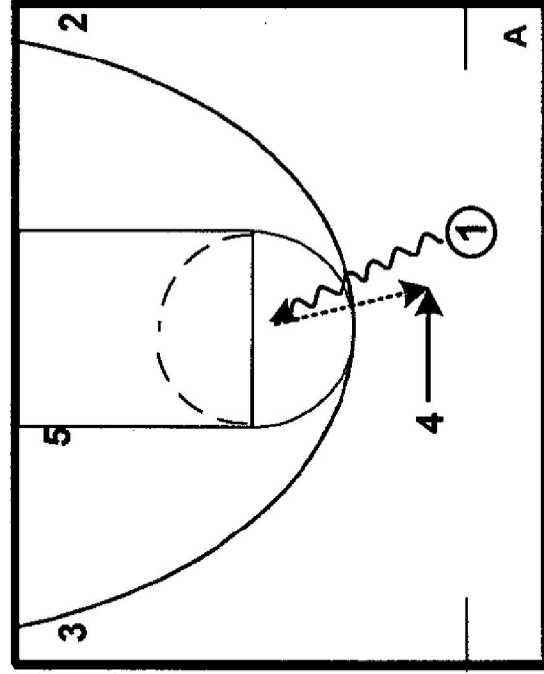


- 3 dribble penetrates to the middle
- 4 chases the ball at the top of the key
- 1 comes straight out of the corner
- 3 hits the 1 and then loop cuts
- 5 relocates to the opposite side

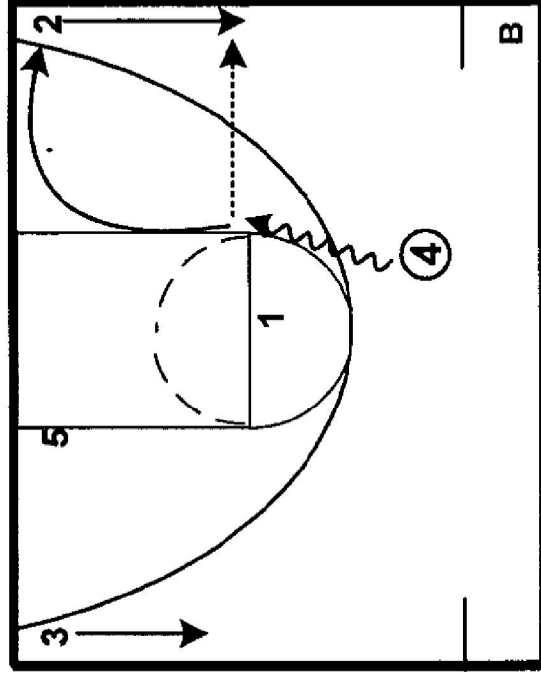
# MEMPHIS

## BASKETBALL

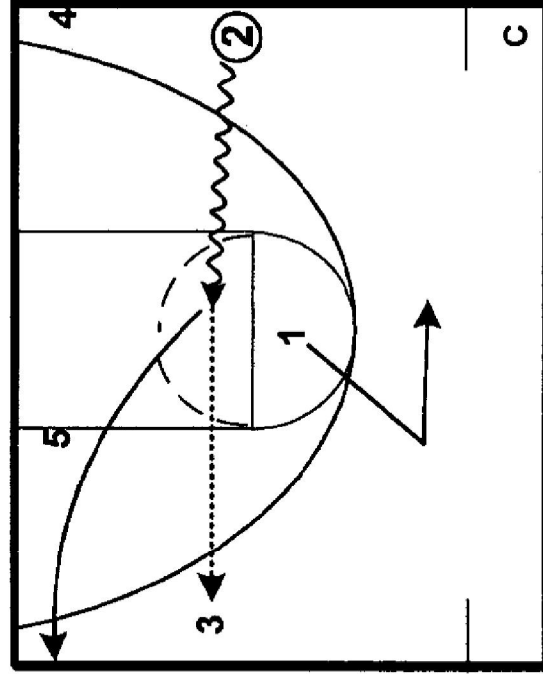
### MOTION 3 "QUICK"



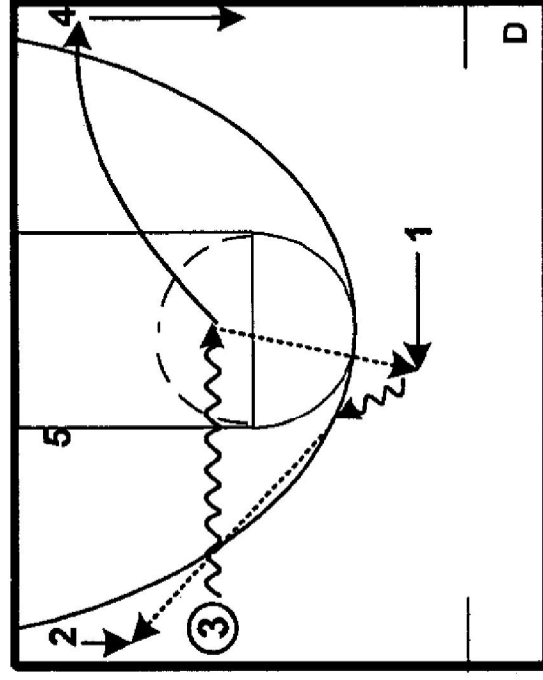
- 1 drives to the middle of the lane, looking to pitch back pass to 4
- 4 catches



- 4 drives to drop 2
- 2 comes straight out the corner to catch
- 3 comes out of the corner to free throw line extended opposite
- 4 loop cuts



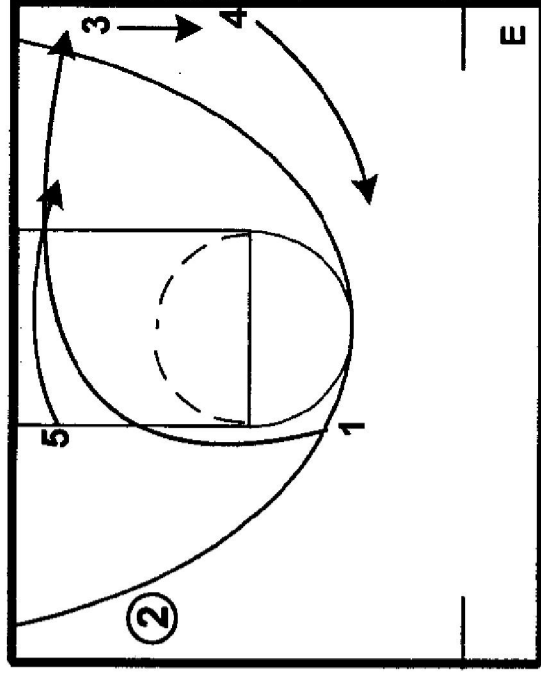
- 2 drives the ball to the middle of the lane and passes to 3
- 1 comes out and behind the ball handler
- 2 loop cuts



- 3 dribbles to the middle and pitches back to 1, 3 then loop cuts
- 1 quicks 2
- 4 comes out free throw line extended

# MEMPHIS BASKETBALL

## MOTION 3 "QUICK" (Cont.)



- 1 basket cuts and clears
- 5 relocates opposite block
- 4 spaces high
- 3 comes out free throw line extended
- 2 has an iso