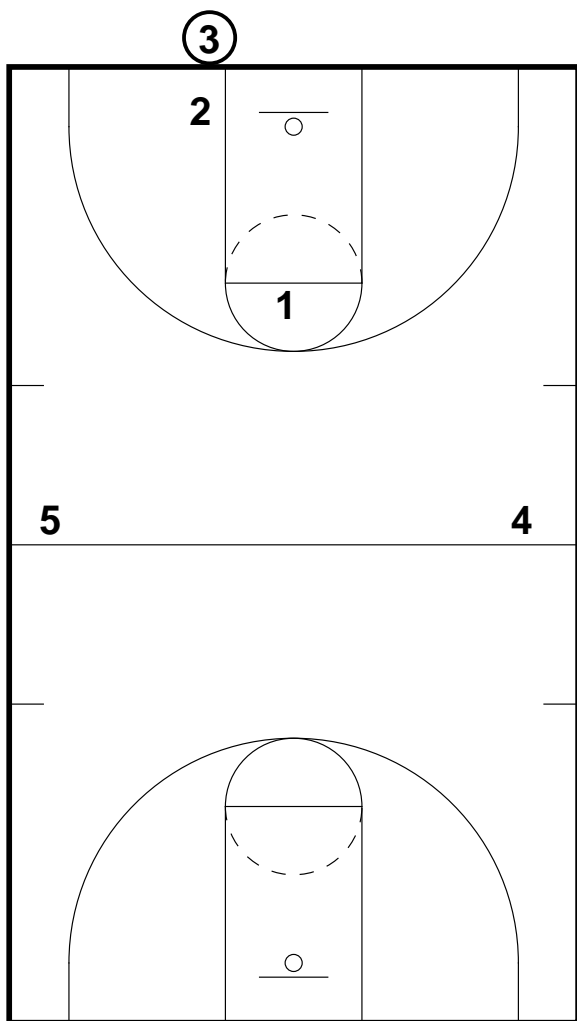
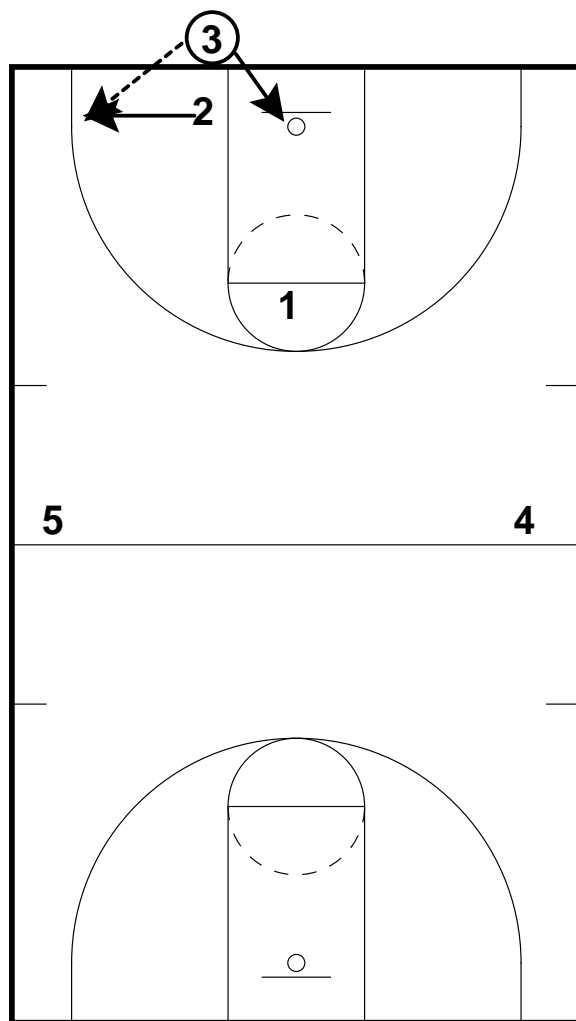


Second Cutter Press-Break

Basic set, easy-entry, two reversals



Basic set, easy-entry, two reversals



- 1 begins at the middle of the FT line
- 2 begins at the block in front of ball
- 3 inbounds the ball
- 4 begins opposite 5
- 5 begins 1-2 strides from sideline and 1 stride from half-court

Options to in-bound:

- 1st option: Guards
- 2nd option: Ball-side Big
- 3rd option: Run baseline

Options after in-bounds:

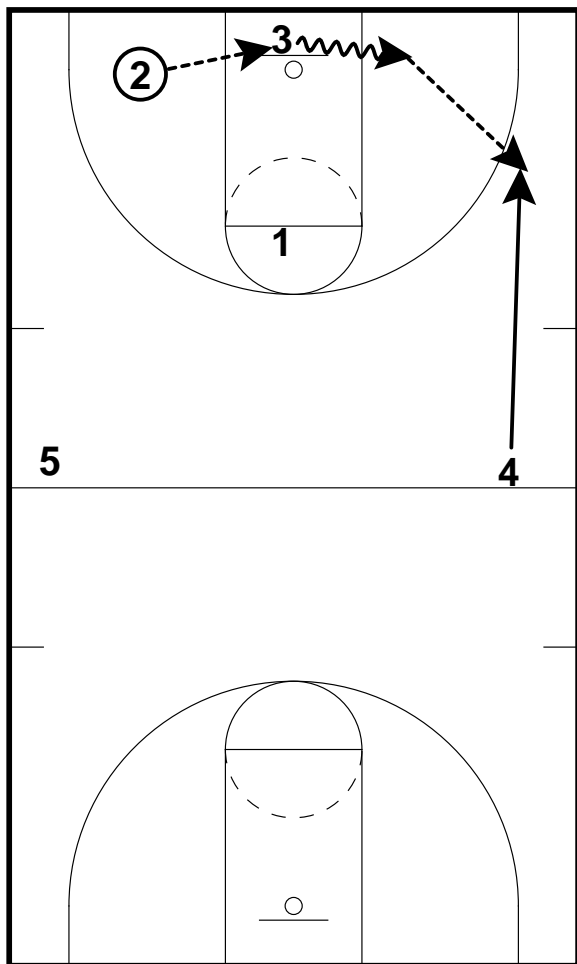
- 1st cutter (sideline)
- 2nd cutter (middle)
- Reverse the ball (safety)

Shown above:

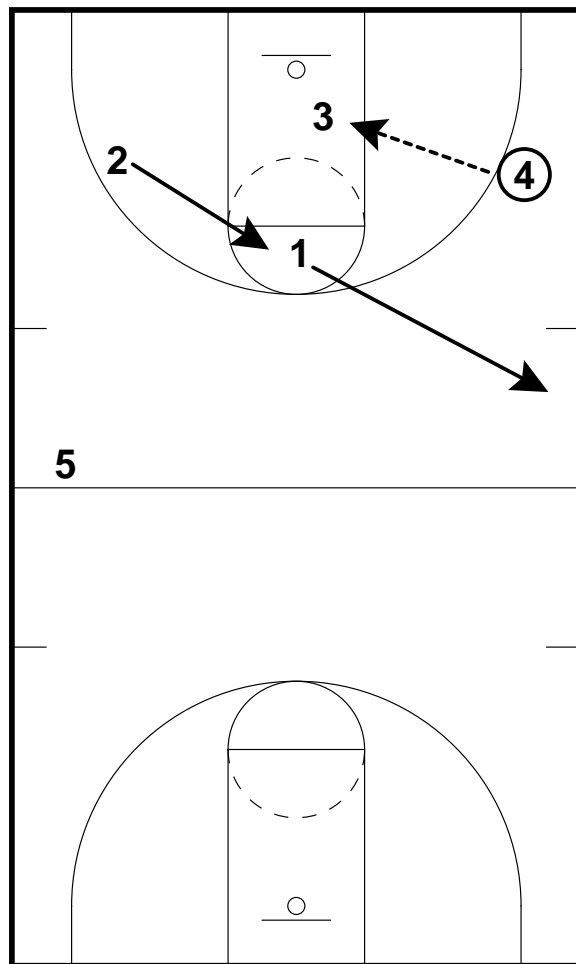
- easy entry to 2
- 5, 1 and 3 should be 12-15 feet from ball

Second Cutter Press-Break

Basic set, easy-entry, two reversals



Basic set, easy-entry, two reversals



The guard's first look should be to the middle of the floor. The next look should be up the sideline.

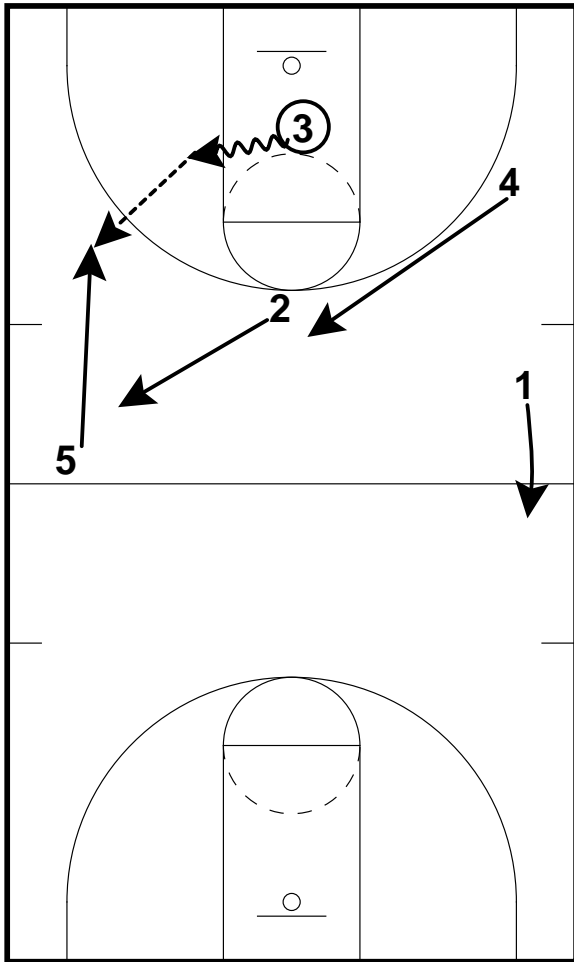
1 is first cutter
2 is second cutter
Ball is passed to 3 for reversal

Shown above:

- 2 passes to 3 for reversal
- 4 sprints up lane for reversal
- 3 dribbles at and passes to 4
- 5 is in "open window" for deep diagonal
- *Reversal player (3) looks at middle first, then dribbles for reversal**
- *Middle player stays in the middle until the reversal player passes the ball**

Second Cutter Press-Break

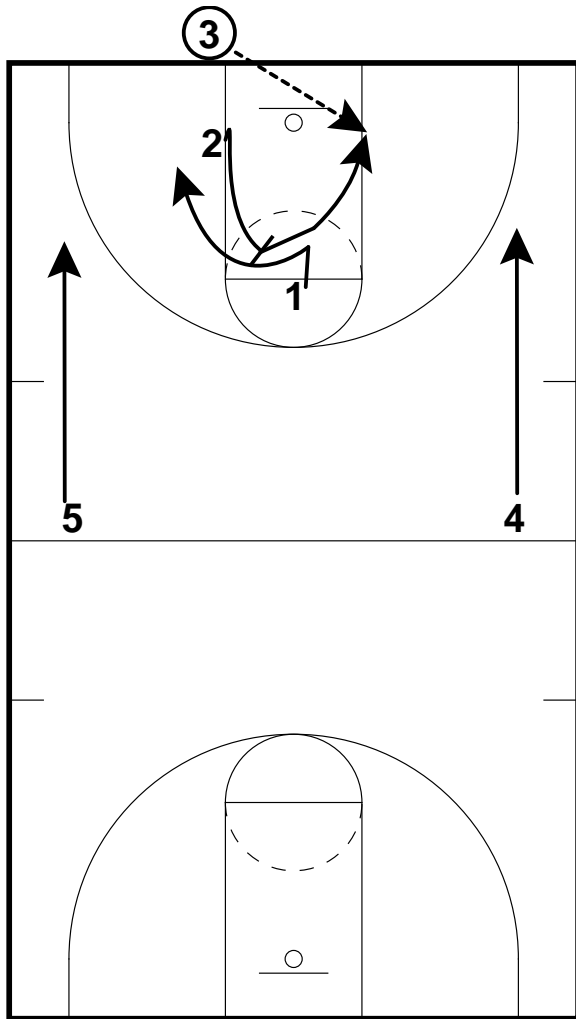
Basic set, easy-entry, two reversals



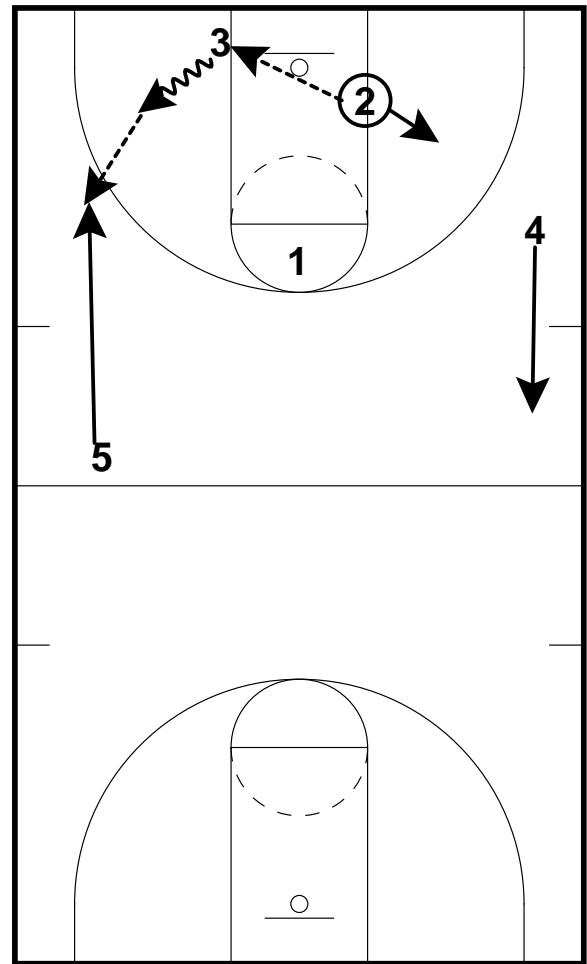
- 5 sprints up lane for reversal
- 3 dribbles at and passes to 5
- 2 is first cutter
- 4 is second cutter
- 1 finds "open window" for deep diagonal

Second Cutter Press-Break

screen/roll & cutters, in-bound to 2



screen/roll & cutters, in-bound to 2

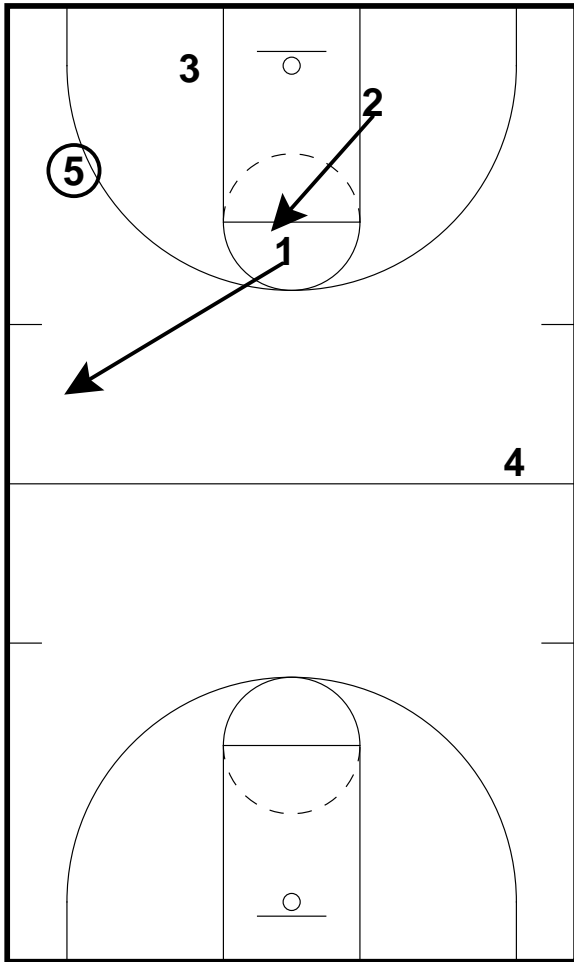


pass to 2 on the roll: catch, turn & face

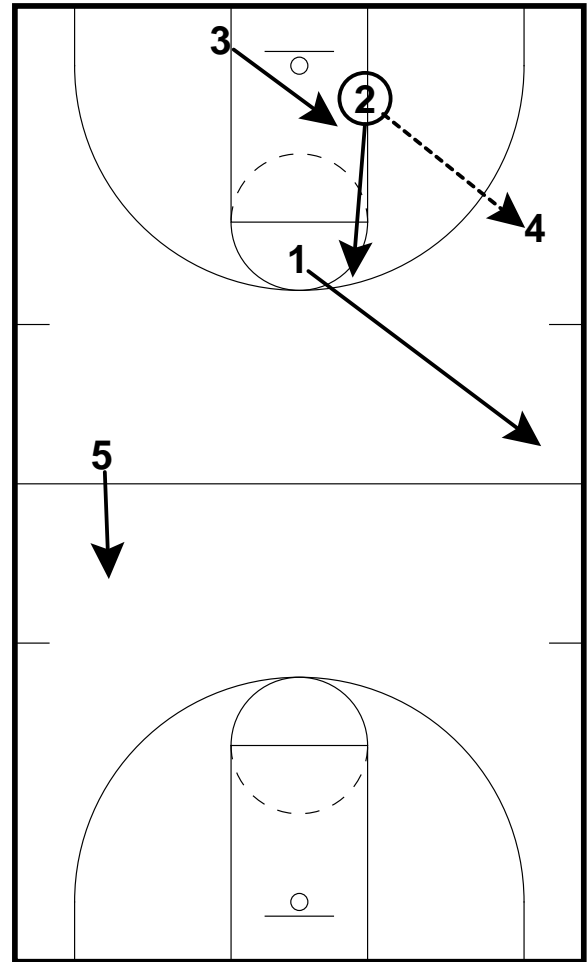
2 passes to the reversal player, 3
 3 looks middle, then dribbles toward 5
 (reversal)
 If 5 is denied, over the top pass and look for
 1
 As 3 takes first dribble, 4 moves toward
 half-court
 5 sprints up the sideline for reversal
 4 positions himself as deep diagonal home-run

Second Cutter Press-Break

screen/roll & cutters, in-bound to 2



screen/roll & cutters, in-bound to 2



5's passing options:

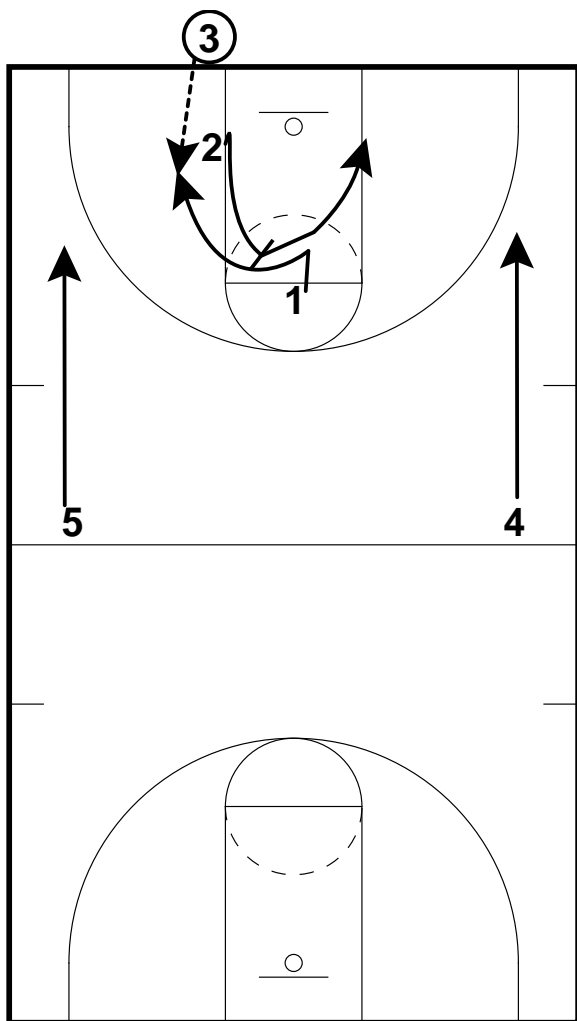
- 1 (first cutter)
- 2 (second cutter)
- 3 (reversal)

Pass up the sideline

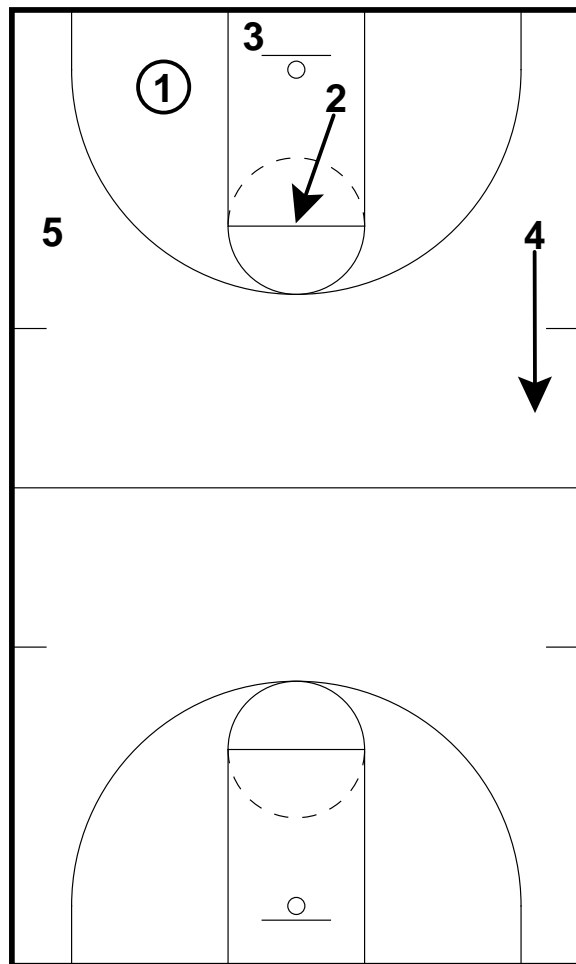
2 passes to 4 and becomes second cutter
1 waits for the pass and is first cutter
***Passer** is second cutter, NOT 3

Second Cutter Press-Break

screen/roll & cutters, inbound to 1



screen/roll & cutters, inbound to 1



- Do NOT inbound the ball to the corner.
- If the 2 is denied, he should NOT go to the sideline or corner; instead, set a 45-degree screen for the 1 and roll straight back to the basket.
- 4 and 5 wait for a 1-count and then cut hard up their sidelines

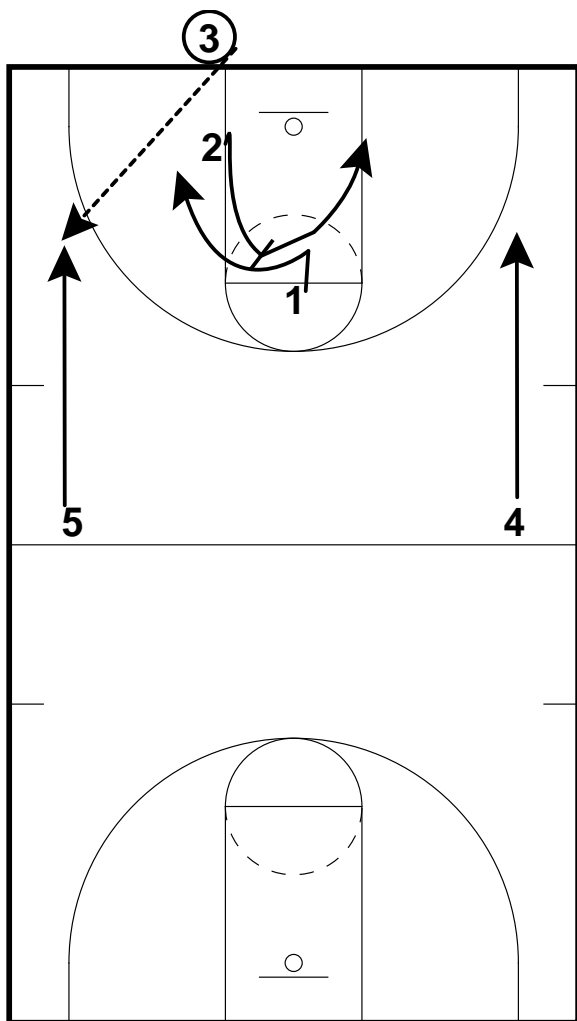
Shown above:
3 in-bounds to 1

- If the in-bounds pass goes to 1 or 2, the guard who does not get the basketball goes to the middle of the floor.

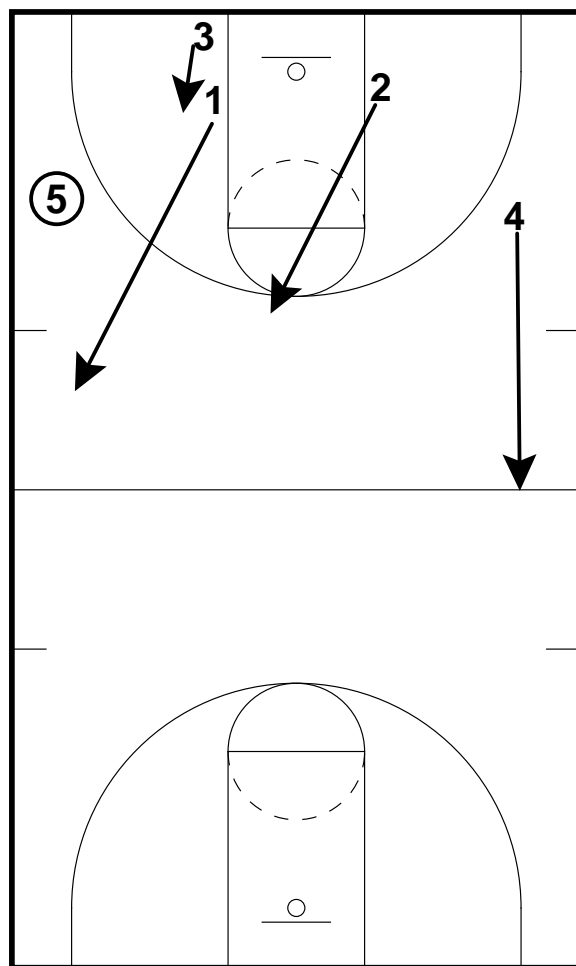
Shown above:
2 cuts to middle
3 steps to reversal area
4 is home run threat (if defender cheats up to help)
5 is 12-15 ft. from ball, at least 5 ft. from sideline

Second Cutter Press-Break

screen & roll/cutters, in-bound to 4 or 5



screen & roll/cutters, in-bound to 4 or 5



Shown above:
3 in-bounds to 5

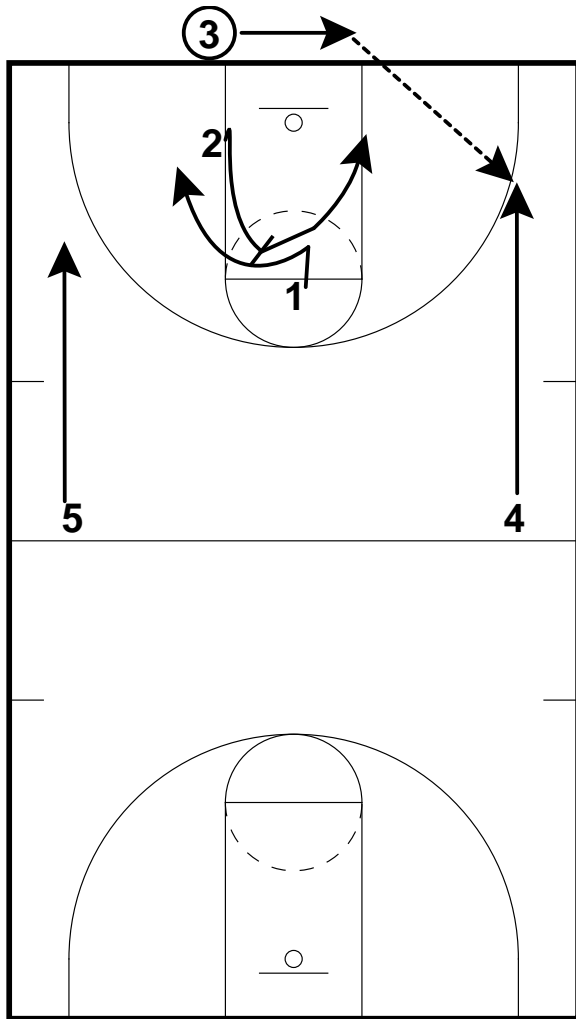
If in-bounds pass is to 4 or 5...

- The closest guard to the ball is the first cutter (45-degree sideline cut).
- The other guard goes to the middle of the floor (second cutter)

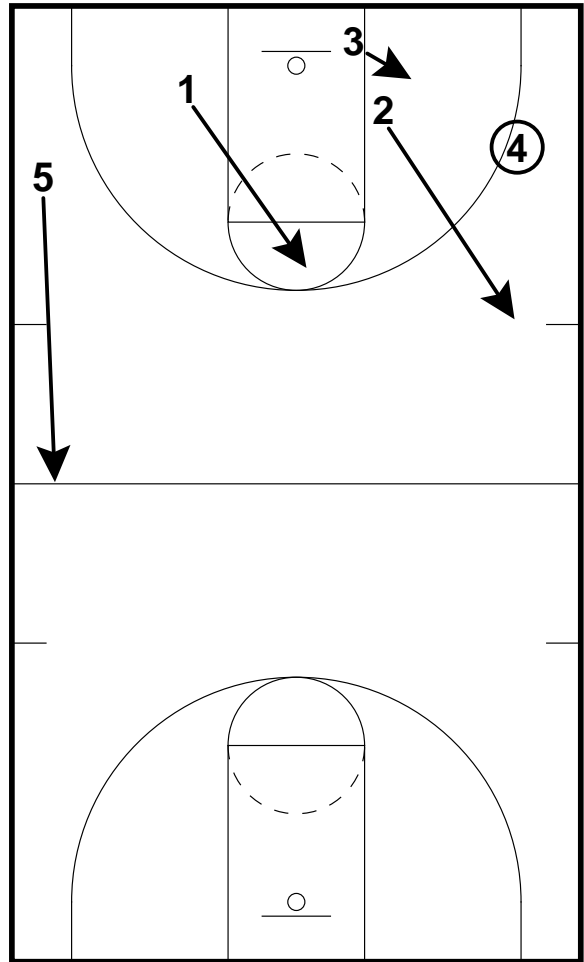
- 1 is first cutter (sideline)
- 2 is second cutter (middle)
- 3 moves two strides behind ball-line for reversal
- 4 sprints to deep diagonal

Second Cutter Press-Break

screen & roll/cutters, in-bound to 4 or 5



screen & roll/cutters, in-bound to 4 or 5



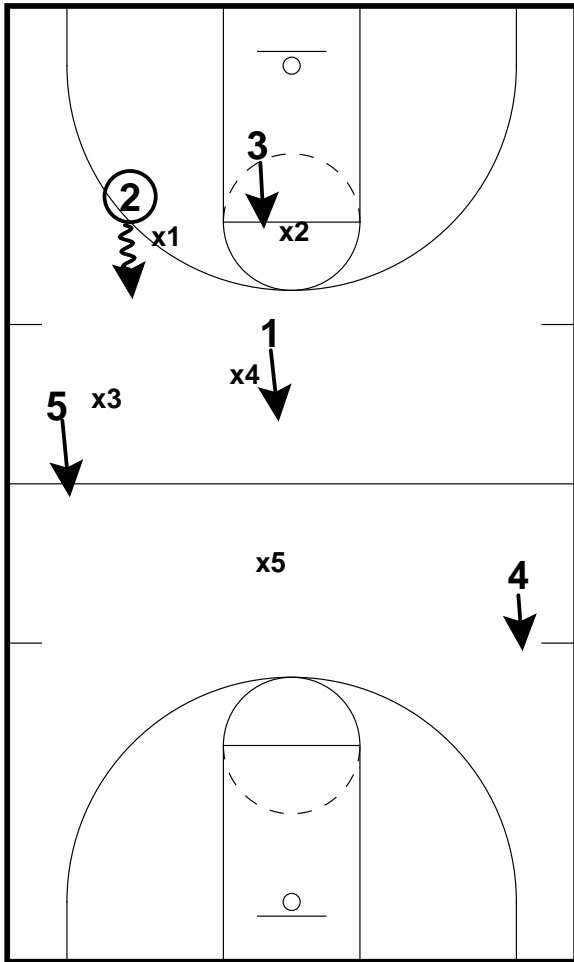
3 runs baseline and passes to 4
(third option after looking for guards, then
ball-side Big)

***If 4 is denied, pass fake to 4 and go
over-the-top**

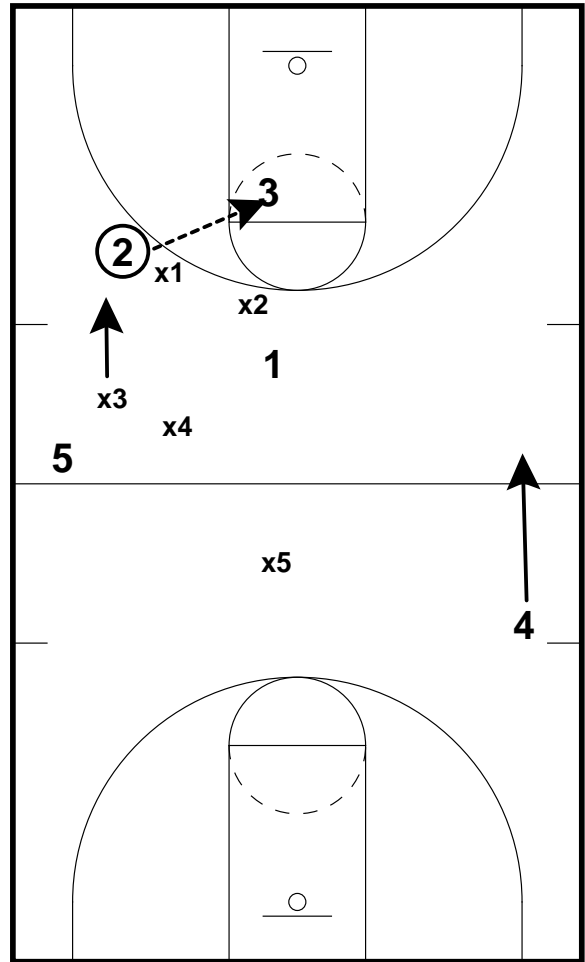
2 is first cutter (sideline)
1 is second cutter (middle)
3 moves two strides behind ball-line for
reversal
5 sprints to deep diagonal

Second Cutter Press-Break

vs. 3/4 ct trap



vs. 3/4 ct trap



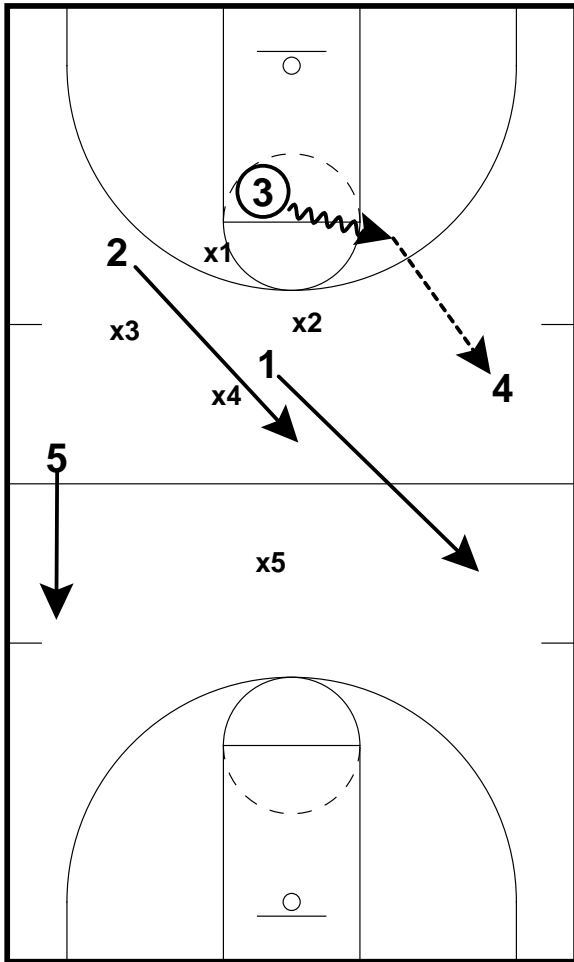
Against a 2-2-1, simply move the press-break forward.

Do not accept the trap. Reverse the ball before the trapper gets to the ball.

Once 4 sees the ball being reversed, he sprints up the sideline for reversal.

Second Cutter Press-Break

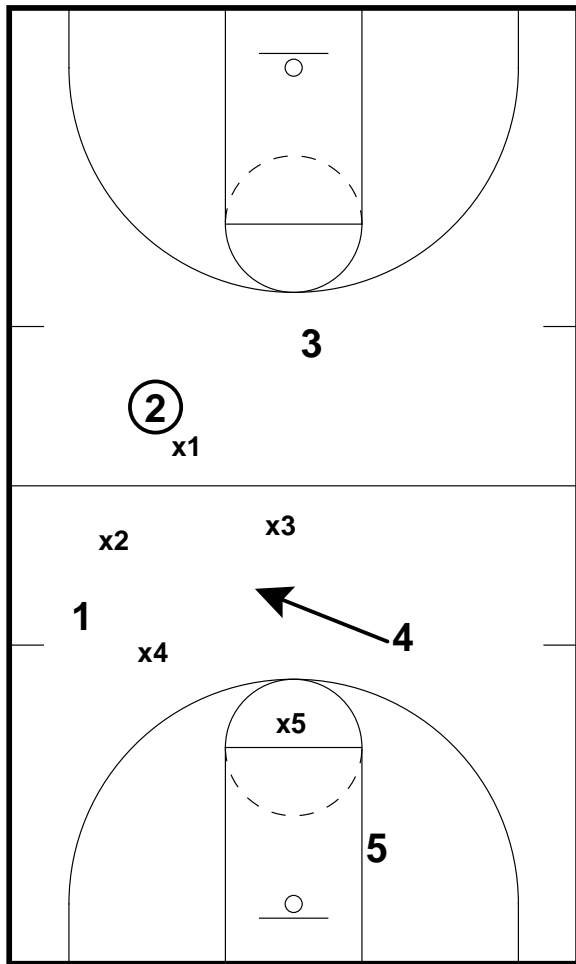
vs. 3/4 ct trap



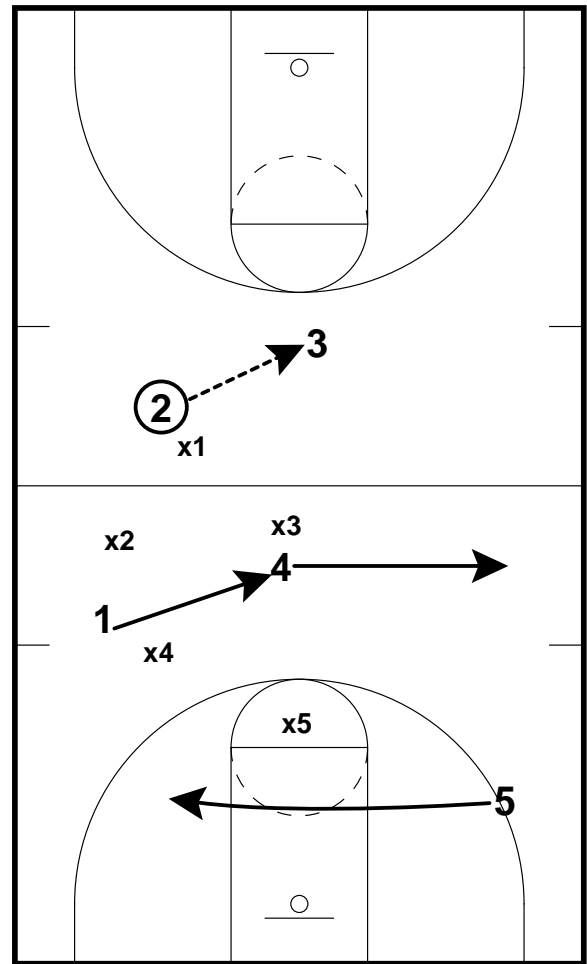
**4 must catch the reversal pass in the back-court.*

Second Cutter Press-Break

"Half" vs. half-court trap



"Half" vs. half-court trap



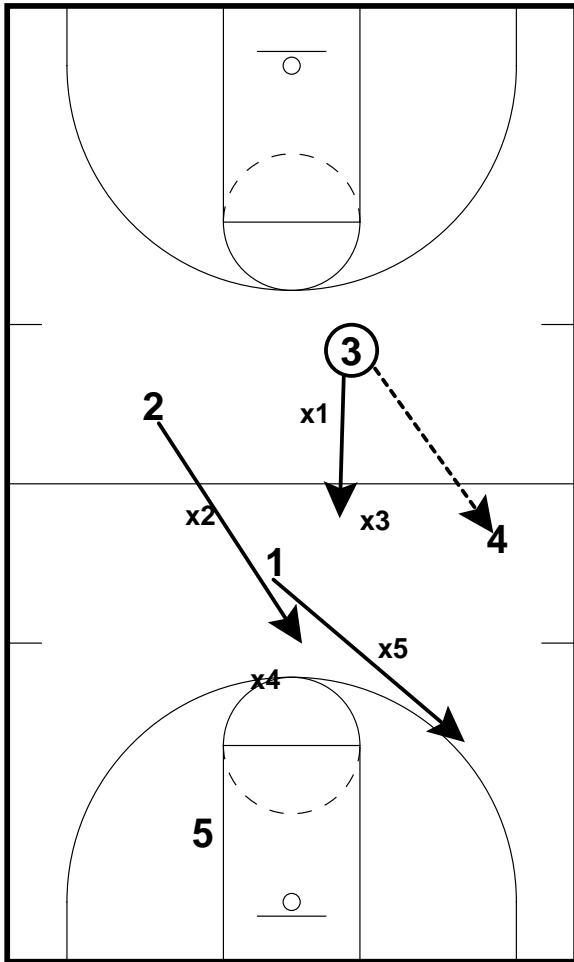
"Half"

5 is full-time deep diagonal
 Other four players start in a 2-2 set
 Opposite wing (4) flashes middle gap

- Ball is passed to safety/reversal player (3)
- Ball-side wing cuts to his sideline
- Opposite wing flashes middle
- 5 sprints to deep diagonal

Second Cutter Press-Break

"Half" vs. half-court trap



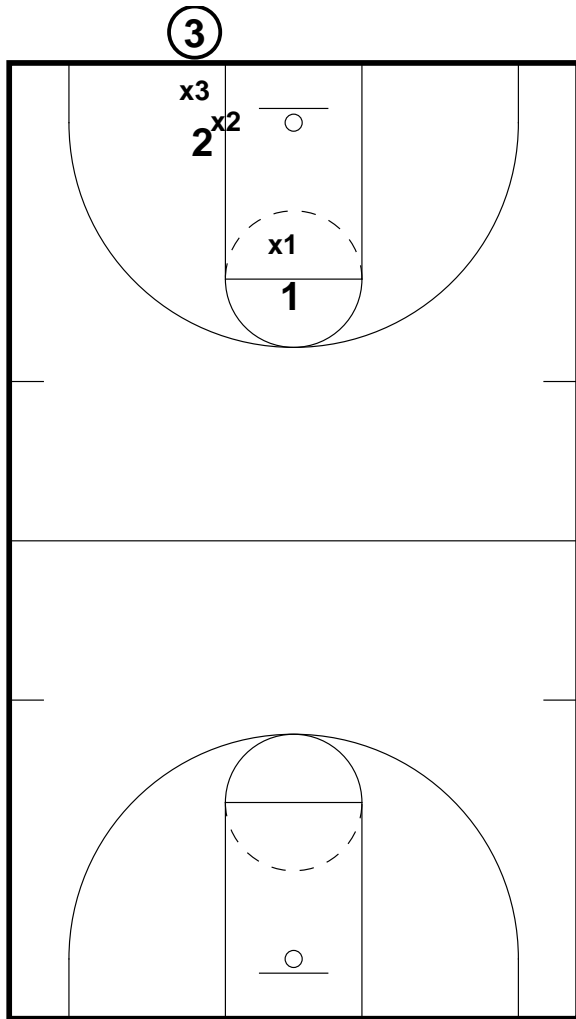
Guard passes to Wing

- 3 passes to 4 and gets across half-ct
- 1 is first cutter
- 2 is second cutter
- 5 is deep diagonal

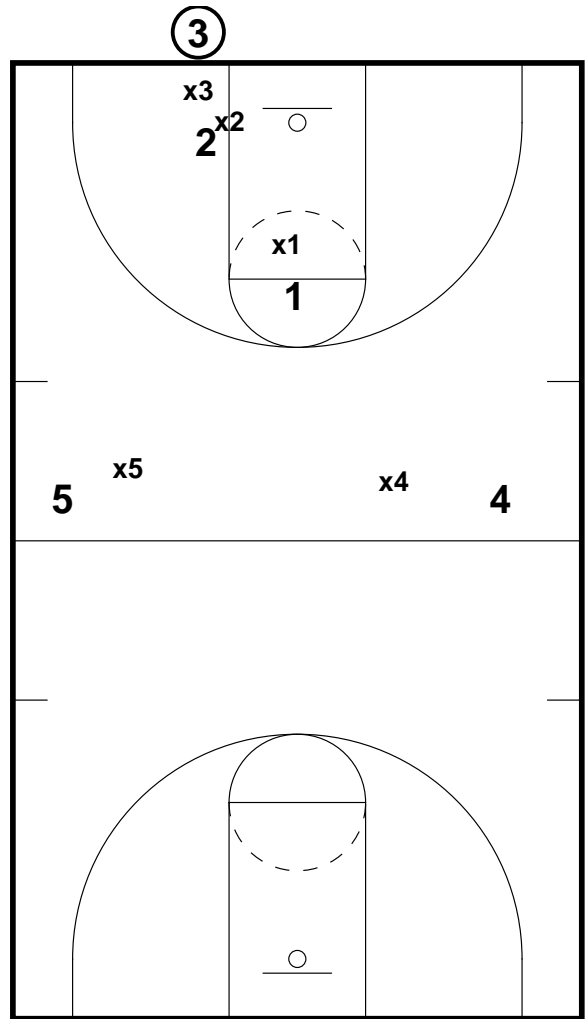
**At this point, look to attack the rim*

Second Cutter Press-Break

Breakdown Drills



Breakdown Drills



3-on-3 (inbounder and two guards)

- players must get used to getting open
- pass to FIRST open man (catch, turn & face)
- other guard cuts to middle (12-15 ft spacing)
- in-bounder steps to reversal (12-15 ft spacing)
- DRILL is OVER (just get open & good spacing)

5-on-5

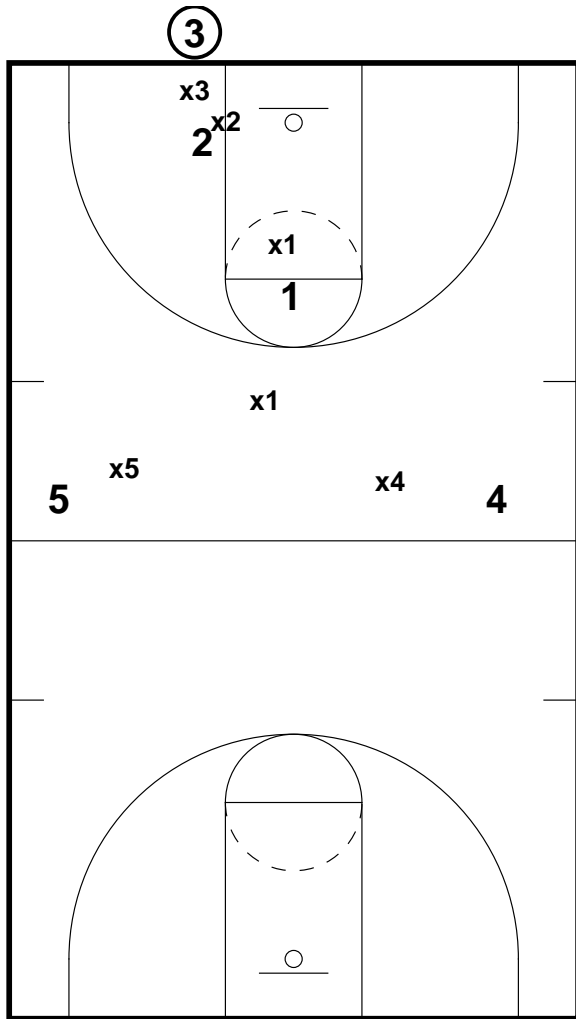
- must in-bound to 4 or 5 OR reverse the ball after in-bounding
- "one thousand one" before 4 and 5 cut up their lanes

Then play LIVE

- have defense change it up... For example, say "take away reversal"

Second Cutter Press-Break

Breakdown Drills



5-on-6

- have 6th defender play only in the back-court (drop off after ball crosses half)