



Louisiana Tech



Table of Contents

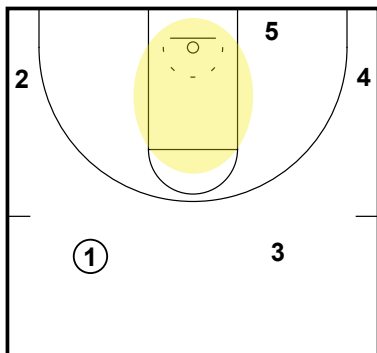
1.	Motion Offense	2
1.1	Motion	2
2.	Half Court Sets	3
2.1	AI PNR	3
2.2	Chin	3
2.3	Cross Rip	3
2.4	Elbow	4
2.5	Lob	4
2.6	PNR Double	4
2.7	Spread PNR	5
3.	BLOB	6
3.1	BLOB ISO	6
3.2	Box Rub	6
3.3	BLOB Double	6
3.4	X	7



Motion Offense

Motion
Louisiana Tech

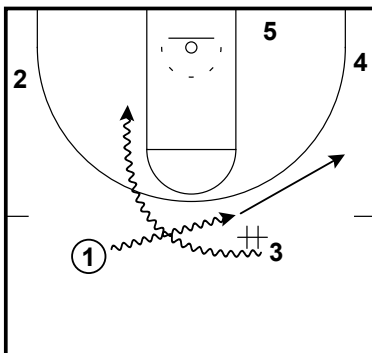
Frame 1



Goal is to get the ball into the middle of the floor and either finish or kick to open shooter.

Motion
Louisiana Tech

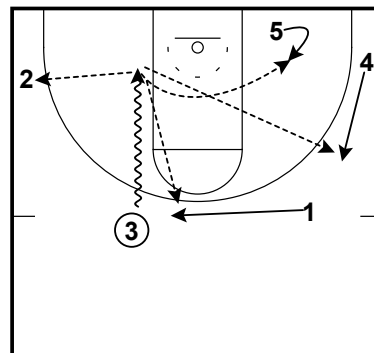
Frame 2



1 has options but if he is defended on the drive, he can dribble handoff to 3. As soon as he hands it off, he spaces immediately. 3 looks to attack.

Motion
Louisiana Tech

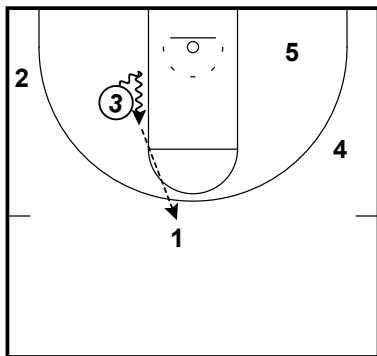
Frame 3



If a player drives into the key, players must fill spots to allow passing lanes. 1 fills in behind, 4 lifts to lane line extended. 5 remains low for a drop pass opportunity.

Motion
Louisiana Tech

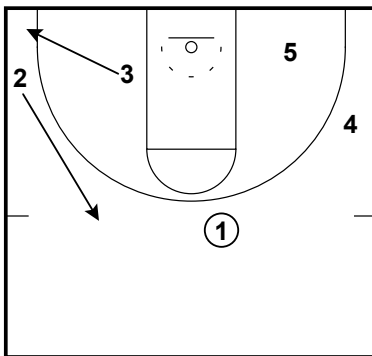
Frame 4



Key point: if he is going to pass back to 1, he must reverse pivot with the ball and almost pitch it back to 1.

Motion
Louisiana Tech

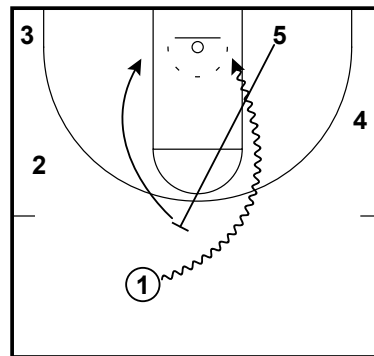
Frame 5



Biggest thing with the offense and motion is to keep the floor spaced. 5 & 4 can set pick & rolls when they feel its necessary, or if a guard calls for it.

Motion
Louisiana Tech

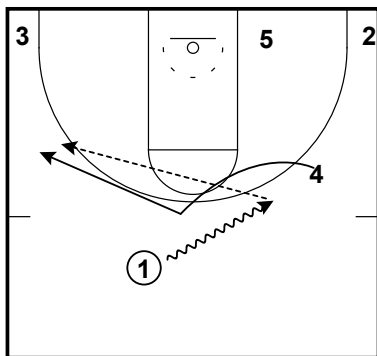
Frame 6



Example of Spread PNR with floor spaced.

Motion
Louisiana Tech

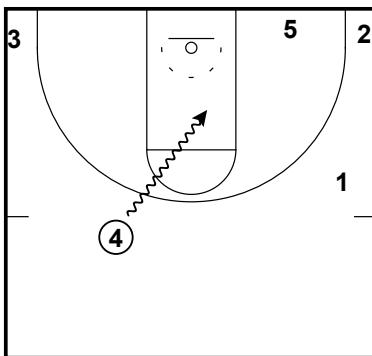
Frame 7



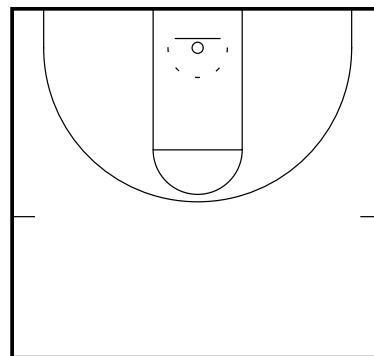
If a team is switching, they will run 1-4 pick & roll and either have 1 or 4 take advantage of the switch.

Motion
Louisiana Tech

Frame 8



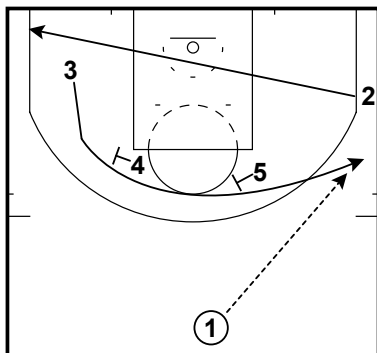
Isolation for 4.



Half Court Sets

AI PNR
Louisiana Tech

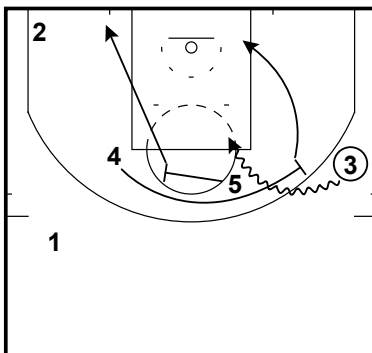
Frame 1



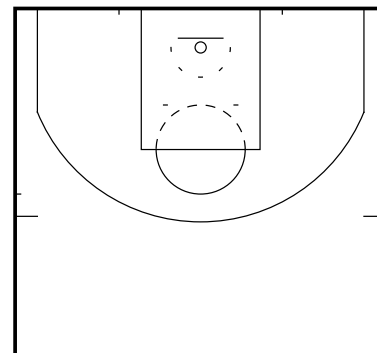
3 cuts off 4 & 5 to the wing. 1 passes to 3, 1 & 2 clear to space on opposite wing.

AI PNR
Louisiana Tech

Frame 2

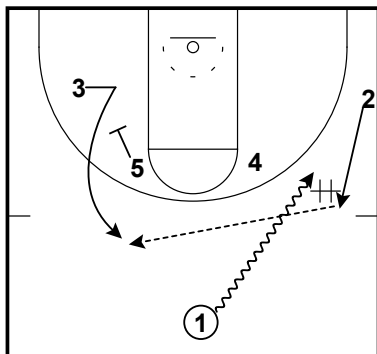


5 screens 4 man and sprints to short corner (Pivot) 4 sprints and sets a ballscreen for 3 and rolls to the rim. 3 attacks.



Chin
Louisiana Tech

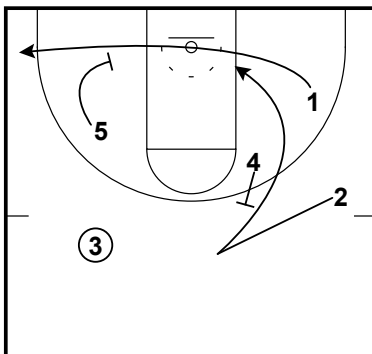
Frame 1



1 dribble handoffs to 2, 5 sets a down screen for 3. 2 passes to 3.

Chin
Louisiana Tech

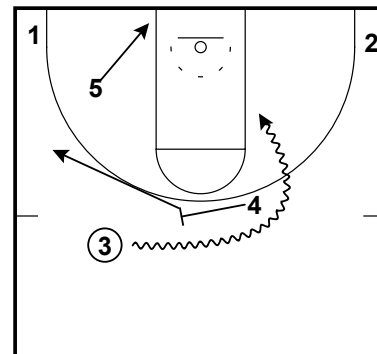
Frame 2



4 sets backscreen for 2 and 5 screens for 1.

Chin
Louisiana Tech

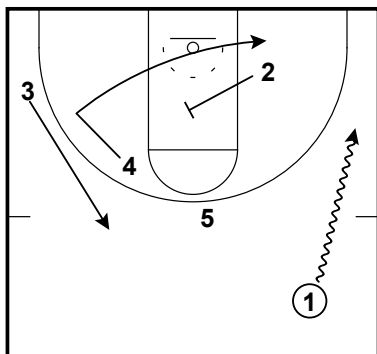
Frame 3



4 then steps up and sets a ballscreen for 3 and pops, 5 slides low.

Cross Rip
Louisiana Tech

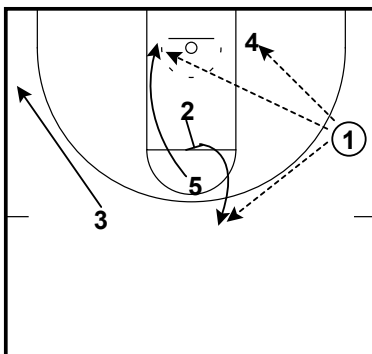
Frame 1



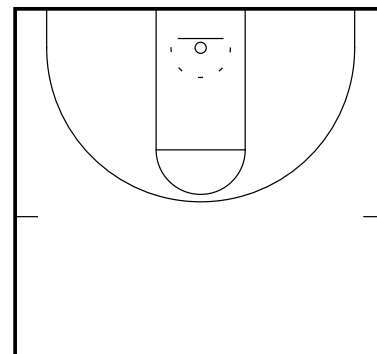
2 sets cross screen for 4.

Cross Rip
Louisiana Tech

Frame 2



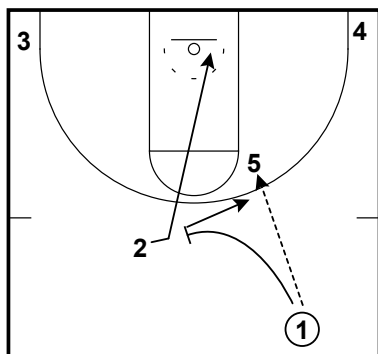
2 sets a backscreen for 5 and pops to the top of the key. 1 has 3 options and chooses best one.



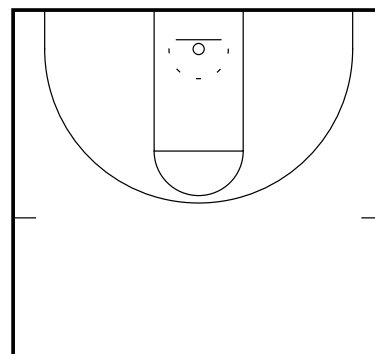
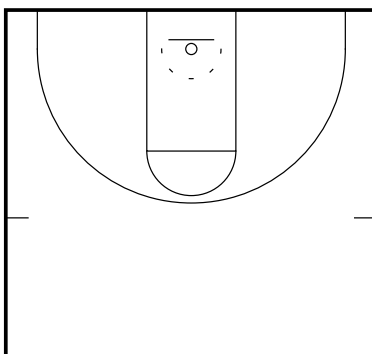
Half Court Sets

Elbow Louisiana Tech

Frame 1

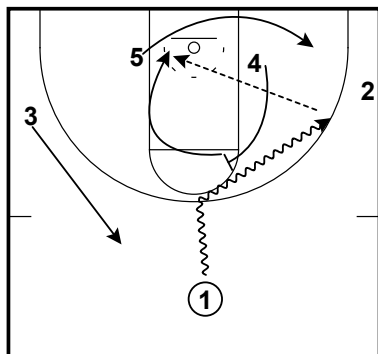


1 passes to 5 at the elbow. 1 screens for 2. Both players read the defense and cut off of 5 looking for the ball.

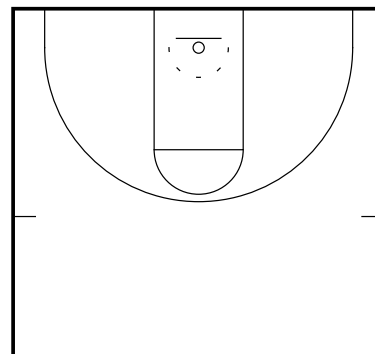
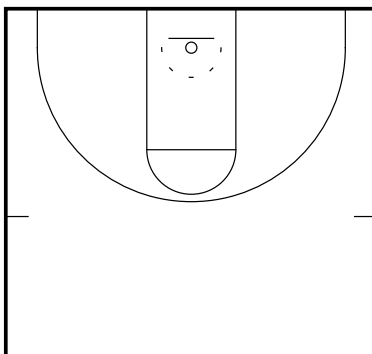


Lob Louisiana Tech

Frame 1

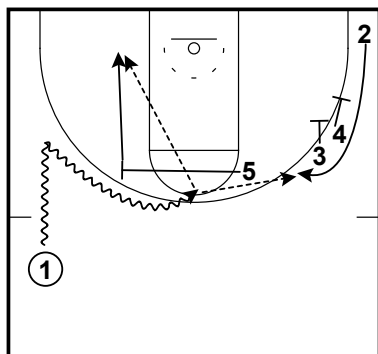


Against teams that hedge hard, 4 sets a ballscreen around the elbow. At the same time, 5 sprints across towards the ball, 3 sprints up. This leaves the backside wide open for 4 on the roll. 1 passes to 4.

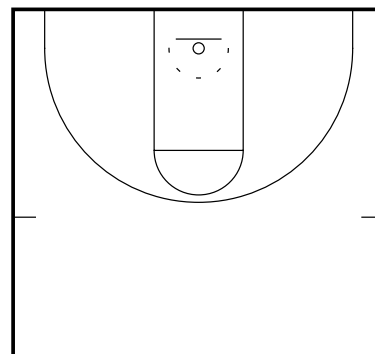
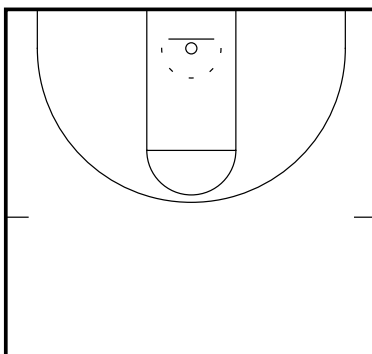


PNR Double Louisiana Tech

Frame 1



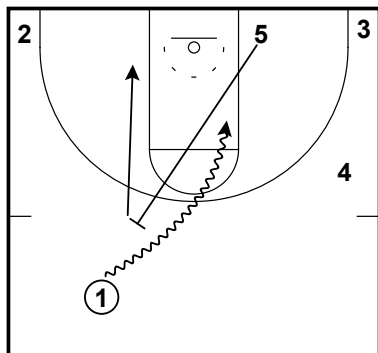
5 sets a ballscreen for 1, 4 & 3 set a double screen for 2. 1 reads the defense and chooses best option.



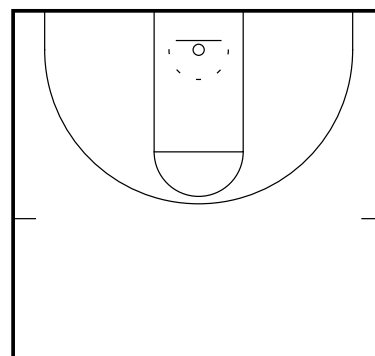
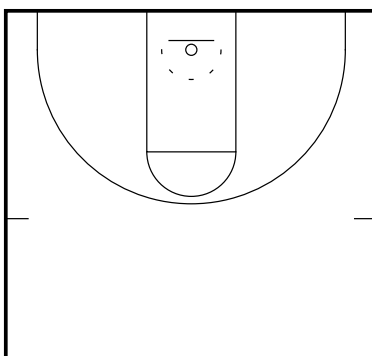
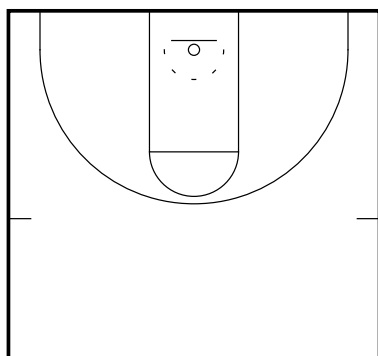
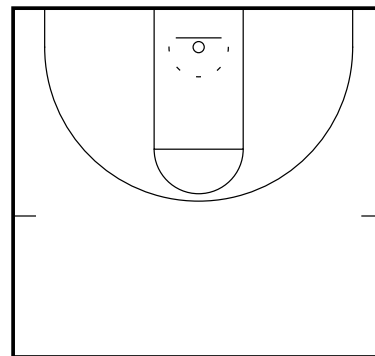
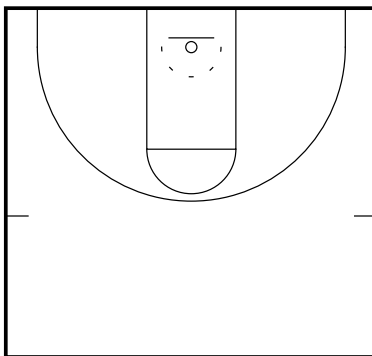
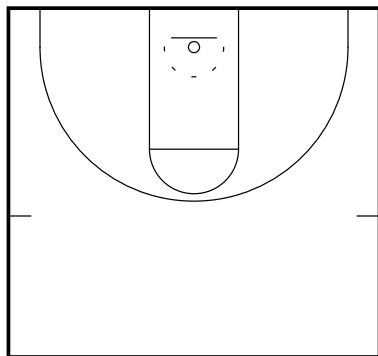
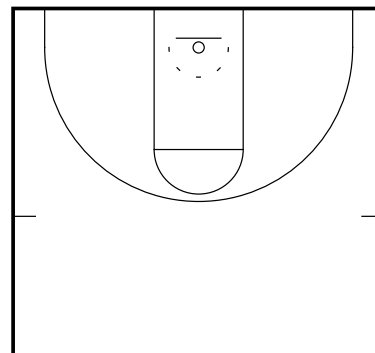
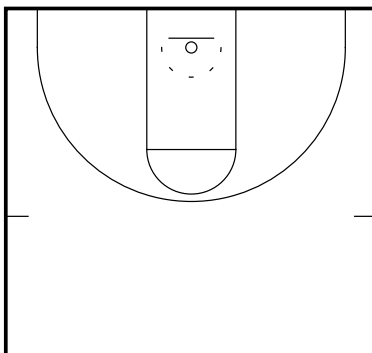
Half Court Sets

Spread PNR Louisiana Tech

Frame 1



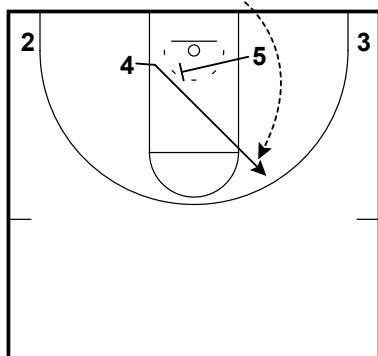
4 is lifted on the wing, 2 & 3 are spread in the corners, 5 sets a high ballscreen and rolls to the rim.



BLOB

BLOB ISO Louisiana Tech

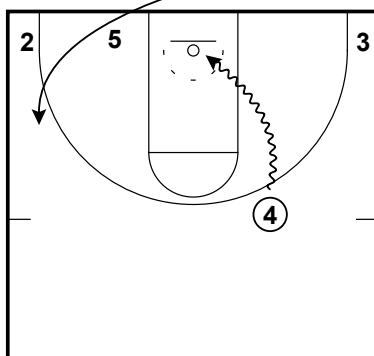
Frame 1



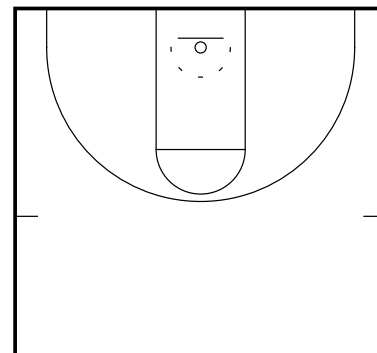
5 cross screens for 4 who pops to the wing.

BLOB ISO Louisiana Tech

Frame 2

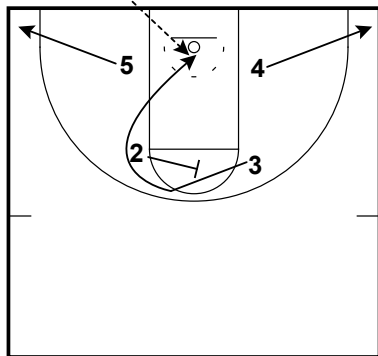


ISO for 4.



Box Rub Louisiana Tech

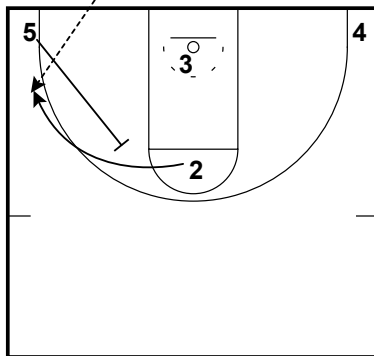
Frame 1



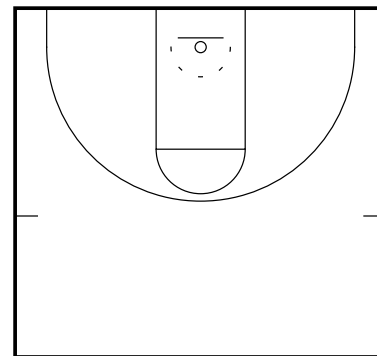
5 & 4 pop to the corners, 2 screens for 3 who dives to the rim.

Box Rub Louisiana Tech

Frame 2

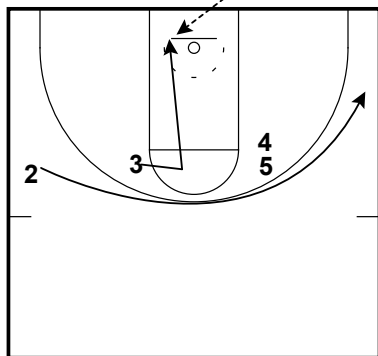


If 3 is covered, 2nd option is to throw it to 2 coming off of screen from 5.

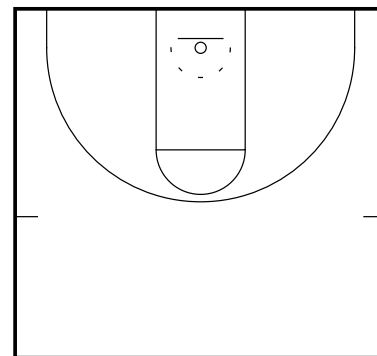
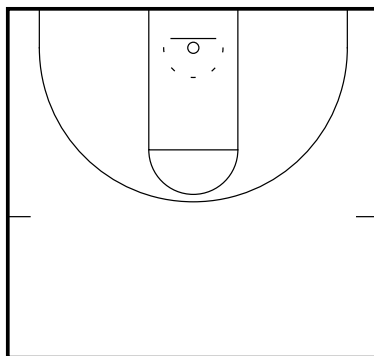


BLOB Double Louisiana Tech

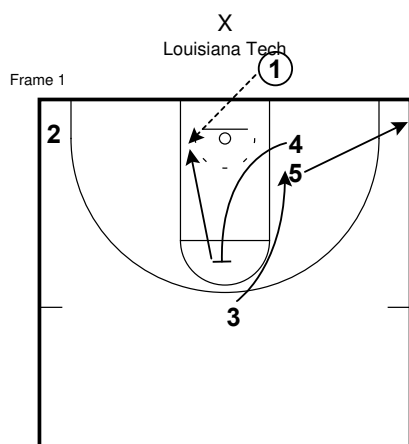
Frame 1



3 cuts to the rim, 2 cuts off 4 & 5. 1 chooses best option.



BLOB



4 screens for 3 and then rolls to the rim. 1 reads the defense and chooses best option.

