

Cody Toppert Progressive Offense

Don't want to be the last guy using VHS, last guy using DVD, and last guy relying on mid-range shots. "This is how we've always done it" kills progress

Are you ahead of the curve or behind it? E.g. PPP and top 200 shot locations. High value vs low value shots.

Offensive goal = create one or more open high value shots per possession, and create high value scoring opportunities early in the clock (when PPP is highest).

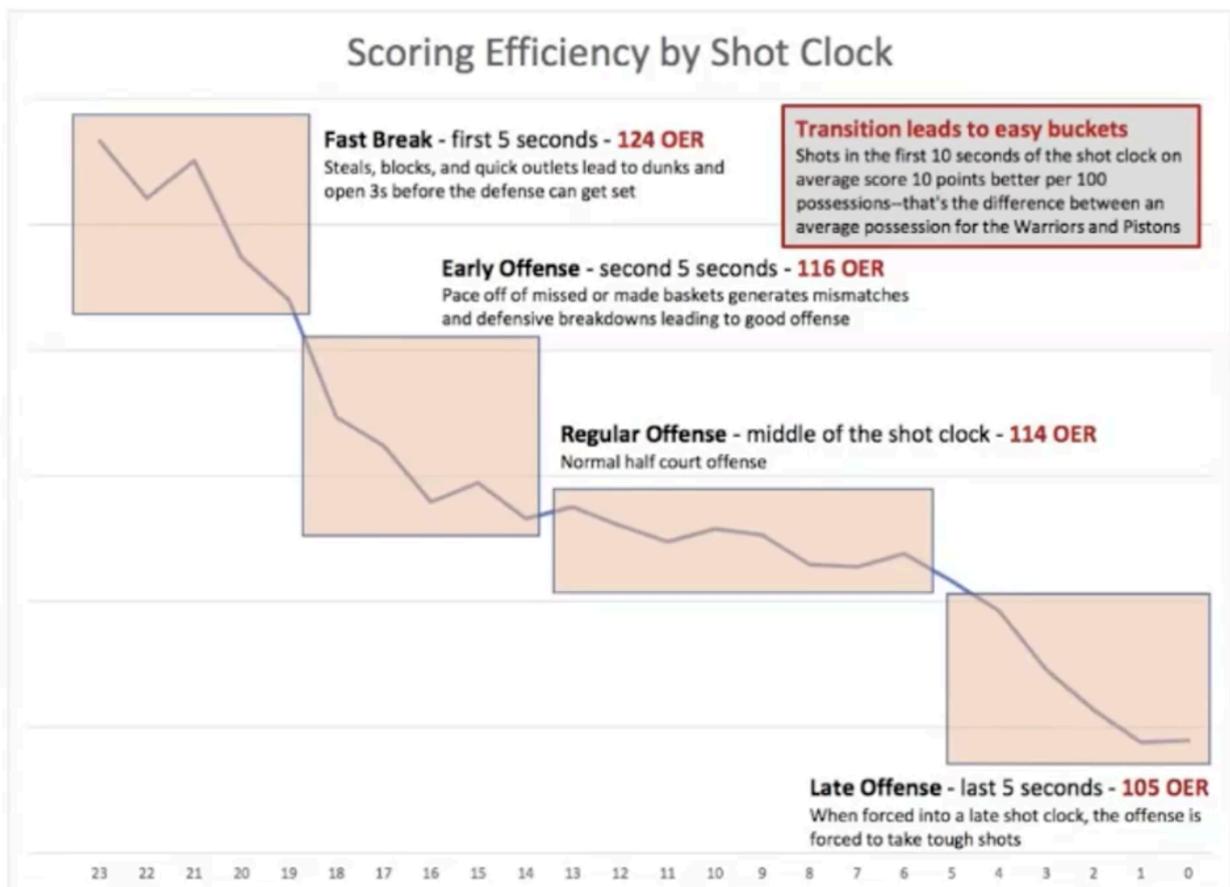
Shot Spectrum:

- FT Attempts
- Rim Attempts (lightly contested)
- Corner 3's
- Above the Break 3's
- Paint Shots (floaters)
- Non Paint 2's

Effective FG% - first to 100 pts wins. I can shoot 3's, you shoot 2's. This will mean shooting 50 2's but only need 34 3's to get it, meaning 16 less attempts. Shooting 50% from 2 is the same as shooting 33% from 3.

"Good play %" = what % of your shots came from the high value zones of FT, rim or 3's. At Arizona Suns, Cody had 87% of shots from these zones. Target for good offense is 85% plus.

Know your strengths. E.g. Devin Booker shot 56% on paint pull-ups. This is a good shot as typical % is much lower. Basketball isn't an equal opportunity sport.



Defense in transition is a defense which is compromised. The longer we hold the ball, the worse our shots are.

Pace is relentless attack at all times. Generate quick consecutive action to find high value shots quickly.

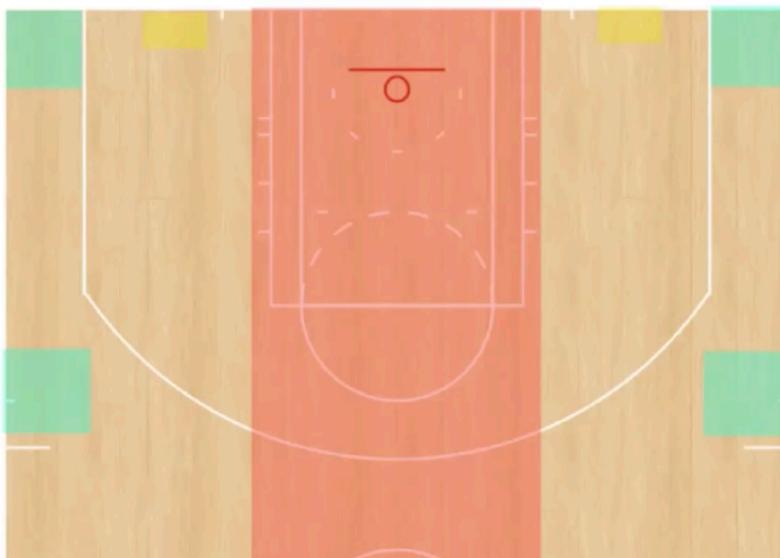
Side to side to side. The shot clock is not your friend, proceed with caution. Motion offense is the song that never ends as you get motion without any purpose as don't use actions to find advantage.

No rim run:

- Want to play fast. If this means having the big ahead of the ball, too slow to have to wait to get them at the rim. Because biggest guy is not often the fastest guy.
- He's going to be in the paint protecting the rim, takes too long to then get to the other end before we start offense.
- Only rim run if there is advantage and a chance to get behind the defense (and player feels they have a speed advantage).
- Allows defense to put their x5 closer to the rim.
- X5 will typically sprint back to the rim. This works in our favour because it means the 5 man is unattached so easier to create 2v1s. Harder to de-attach rim running as closer to x5.
- Pulling x5 to the trail removes the rim protection
- Do not need a balanced floor to attack
- Multiple push and in-bounder mentality on made baskets.
- 5 in the paint = they will inbound. If out of the paint, get a headstart and run (wastes time to run to inbound and then run out again).
- "Break the paint" off the bounce and cut. Fewer bodies = more space
- Cut vs Clog. Cut in 3 seconds, get out to space in 3 seconds. Anymore is clogging.

Transition Spacing

- Deep corners
- Wide Slots
- Middle Third is for the Trigger man



Positionless = player, player, player, player, “trigger man.” Trigger man operates in middle third shaded area.

Trigger what? Trigger the advantage (dominoes) and try to trigger 2 to the ball because it means 4v3 elsewhere. Blender basketball = when we are in dominoes, the blender starts mixing!

Celtics on a miss = no rim run. Bucks no rim runner, Rockets no rim run (but also small ball).

Don't want to cross “main street” keep it clear for trigger man (even for ball handler that means establishing a side of the floor). Stay on your side even if it means the floor is not balanced.

Triggers:

EPA (Early Pitch Ahead) and through action where passer cuts through OR Pistol
On the Ball (Drags, Double Drags, Gets and DHOs)
Away from the Ball (Single and Double Screen Aways, Flares)
Through the Trail (Delay, Chase)

Bucks are totally positionless without even a trigger man.

Can use dunker spots in yellow if you want / for younger teams as double gaps already created.

Why go side to side with 8 passes when you can get the same shot off one trigger?

Korver:

Korver = away screen. Clear out corner on Korver to create room for the slip

“Touch Action” = come off the Korver and flip it back

On slip “re-route to get out” vs hit and hold.

On double Korver, great shooter can go under the first and over second if defense is top locking.

ATOs can become specials if you run Korver action, and more deceptive because it looks like the same actions you've been running.

Delay:

Can “bypass” skip one guy and go to the next.

Wait till eyes activate.

Screen below (flare) especially blind is very effective on delay.

Breakdowns:

“Playground concept” from Mike D’Antoni. When things break-down what do we do? Get to spots and trigger a gets or PNR with spaced floor. Could also have another trigger such as flares (Fenerbahce concept), particularly effective late clock.

“Pull the goalie” = get the big away from protecting the rim

If you don’t get it on a get (big decides to keep to trigger another action), can’t be a like a dog begging for scraps at dinner! Have to get out to space for big to go into next trigger.

Player Development

3v3 start to 2v2 out to space. If neutral go to a trigger. Last shot is for the player that doesn’t shoot in the 2v2, gets a close-out read.

“Screen below, stay below” on ball screen