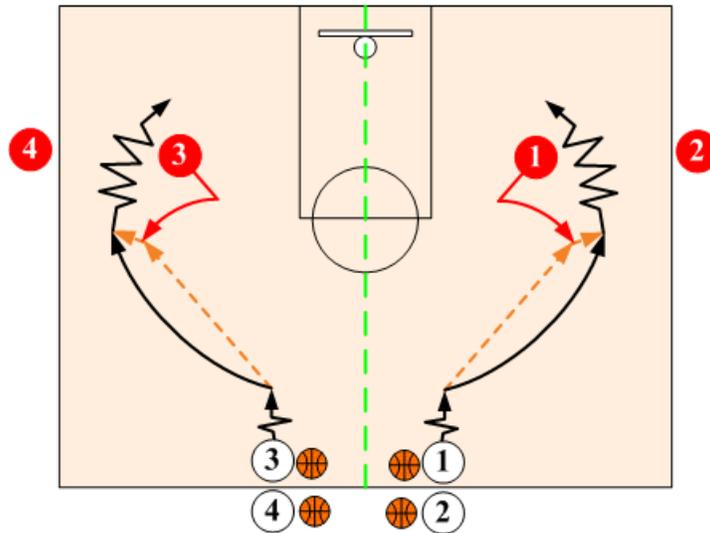


## “2 Player Entries” – Offensive Breakdown Drill

Most entry passes are just that - Entry Passes. They pose no scoring threat to the defense what so ever. As a result, good defensive players and teams can take full advantage of this golden opportunity to aggressively attack without any threat of reprisal. However, with time tested offenses such as the Triple Post, Reverse Action, Hawk, etc. entries comprise the first phase of the offensive attack with the intent to score. This two player entry drill is excellent way for teaching players to learn how to “Read” and “Counter” the various defensive tactics that they will encounter during the course of the season.

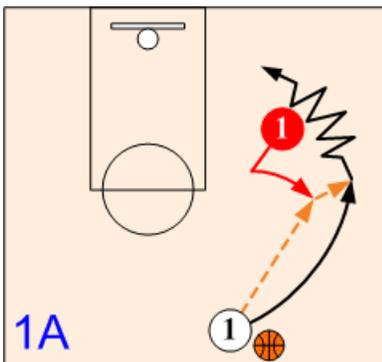
It is designed not only to introduce and refine various entry options, but more importantly to teach players how to score off them. These various entry include an outside cuts, inside cuts, and dribble clear options. It is best to introduce the entries one at a time. Once learned the various entries can be mixed up as desired.



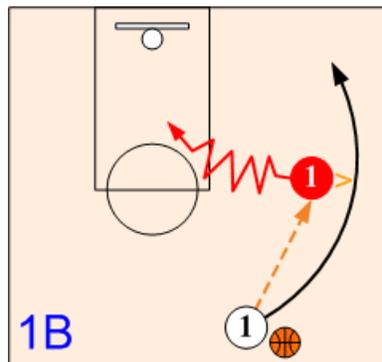
Players are paired up two to a ball. The player with the ball starts at midcourt, while the other starts out on a wing. The player on the wing initiates the drill by creating a lead and receiving a feed from their teammate with the ball. Players switch lines as well as sides (right & left) of the court prior to changing to the next option. Since the Triangle Post Offense requires players to know all position, players switch roles as well as sides (right & left) of the court. It is very important that players switch sides of the court since it requires opposite footwork.

**Caution:** When utilizing both sides of the court at the same time, the players with the ball must stagger start to prevent collisions at the basket. They do NOT start at the same time.

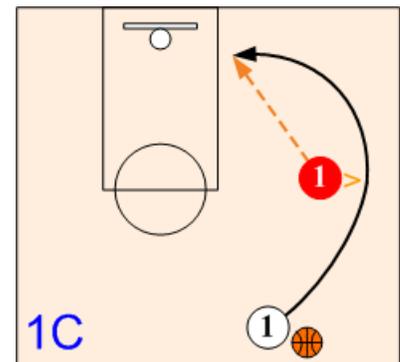
### 1. Outside Cut Entry Options:



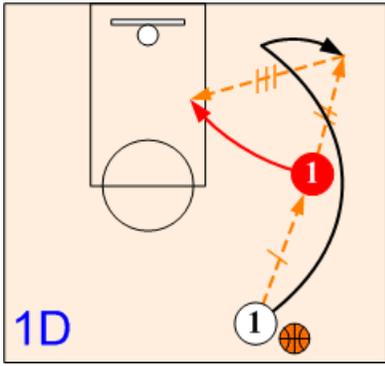
Option 1. Handoff and Drive



Option 2. Fake Handoff and Drive

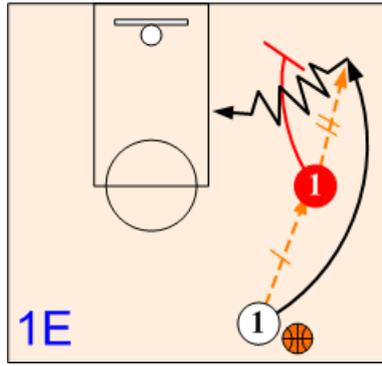


Option 3. Fake Handoff & delayed pass



1D

Option 4. Wing passes to corner & executes a "Give & Go" cut.

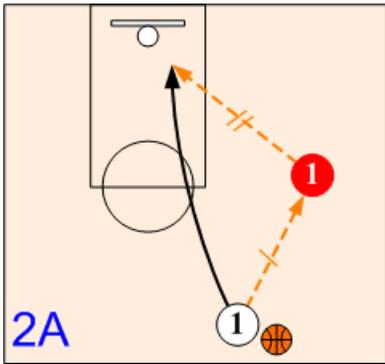


1E

Option 5. Wing passes to corner and initiates screen and roll action.

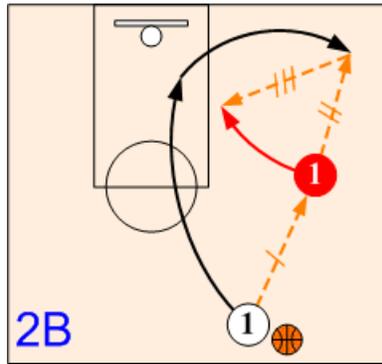
Note: When introducing the outside cut entry options, it is best to start with just A, B, C and add D & E later.

## 2. Inside Cut Entry Options:



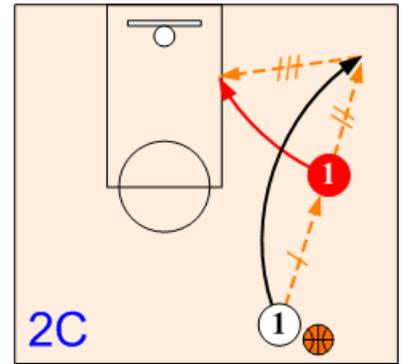
2A

Option 1. "Give & Go" Pass



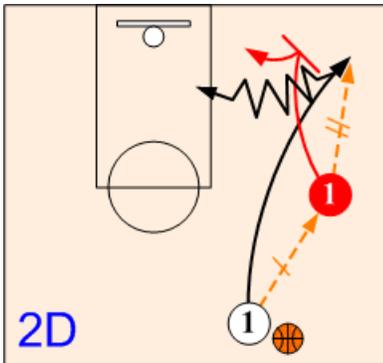
2B

Option 2. Wing "Give & Go" off corner pass.



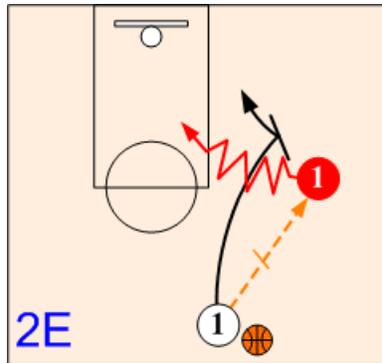
2C

Option 3. Wing "Give & Go" on direct inside corner pass.



2D

Option 4. Corner Screen & Roll

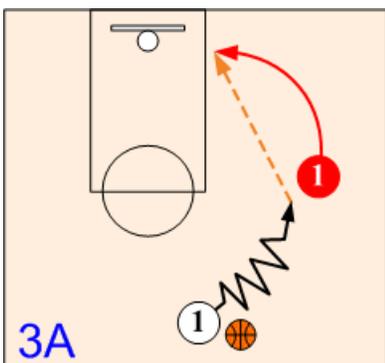


2E

Option 5. Side Screen Action

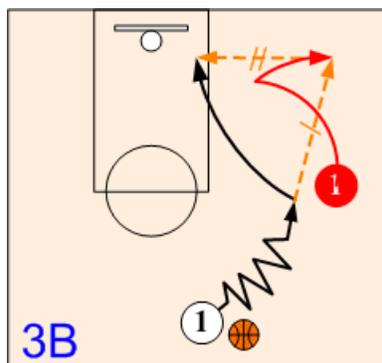
Note: Similar to the Outside Cut, when introducing the inside cut entry options, start with the A, B, C first and D & E later.

## 3. Dribble Clear Entry Options:



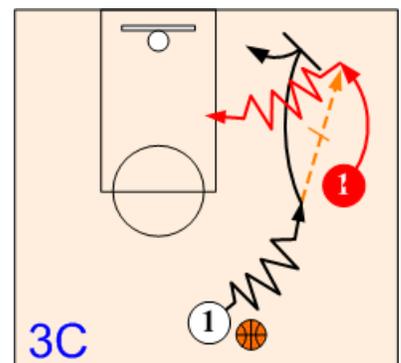
3A

Option 1. Back Cut Feed



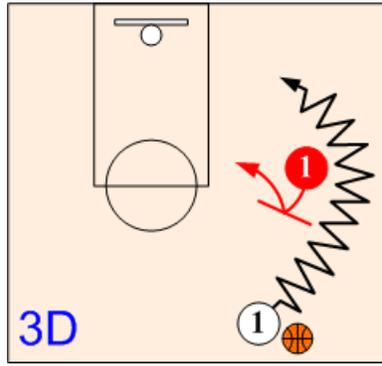
3B

Option 2. "Give & Go" off corner feed



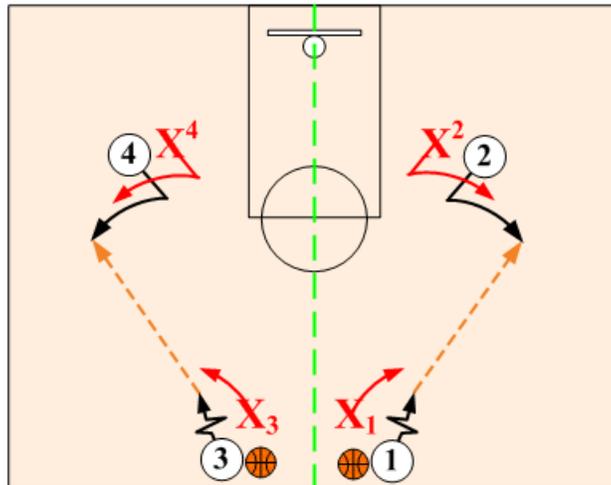
3C

Option 3. Corner Screen & Roll



Option 4. Wing Screen

**Two-on-Two Variation:**



Once the players have a working knowledge of the various entries available, defense can be added and go “Live” Two-on-Two. Players rotate from offense to defense, switch positions as well as sides of the court.