50 Series Motion Offense Package

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Introduction

One of my favorite discussions to have with coaches is over the debate Motion Offense vs. Patterned / Continuity Offense. Many coaches, such as Jay Wright, Coach K, Bob Huggins, and Bobby Knight, have had a lot of success with motion based offenses. The same could be same about continuity coaches such as Bo Ryan, Gary Williams, and Mark Few.

Most motions coach like motion based offenses because they don’t have to teach their players particular plays, but rather how to play the game. There is a certain level of control that motion coaches give their players, however. You don’t know who is going to be where in a given period of time necessarily. However, by teaching player roles and what your expectations are as a coach can help your players understand what type of shots the offense should generate and what type of shots are in each player’s game.

The 50 Series Offense is an open post motion offense package that uses a numbering system to designate specific motion actions. Each number is assigned an offensive focus; however, any motion concept (basket cut, ball screen, post feed) can be used at any particular moment of the offense. For example, if you are in 50, which focus on ball screens, a player can still use a backdoor cut on a defensive overplay or any other motion concept. As a coach, if you know a team struggles at ball screen defense (run 50) or if as a game goes along, you realize that defenders are not jumping the pass (run 51), you can easily communicate to your players a specific motion action you want to take place while still staying in your motion set. I really want to stress that each of these numbers represent a focus, but it does not mean that a player can’t incorporate a quick cut while in 52 Set.

Here is the 50 Series Motion Offense numbering system. We will then break each of these down in detail.

50 – Ball Screen (emphasis on setting ball screens at the wing positions)
51 – Quick Cuts (emphasis on making quick cuts to the basket, circle rotations, and post ups)
52 – Blur Screen with Drive and Kick (Chad Laven concept- emphasis on drive and kick with the use of blur screens)
53 – Screener (emphasis on setting off the ball screening actions with curl cuts)
55 – Open (players make reads and actions off of reads)

Basic Concepts Used Throughout

1. Shooters need to make themselves available on dribble penetration.
2. On skip passes, we want to shoot the 3 or drive opposite of defenders momentum.
3. Use V-cuts, back cuts, banana cuts, shallow / loop cuts, quick cuts and L-cuts to create passing angle
4. Back cut anytime a defender is denying above the 3 point line
5. Players should use the dribble to attack the basket, get out of trouble, and improve passing angle
6. Regardless of the motion set you are in, spacing and communication is vital. You want to stretch the defense vertically and horizontally.
50 Set: Ball Screen

Basic Rules

1. On a point to wing pass, point cuts through, opposite wing sets ball screen
2. Person who sets the ball screen either pops for 3, or rolls to the basket
3. Person receiving the screen should look to score, hit the roll or pop, or kick to the wing
4. Only screen at the wing positions.

Initial Alignment
- PG in the middle
- 2 located at the right wing
- 3 located at the left corner
- 4 located at the left wing
- 5 located at the right corner

Note: the areas in red are the primary screening areas.

Wing Ball Screen: Entry
- On the wing entry, the 1 cuts through and clears to opposite corner
- The opposite wing comes to set the ball screen
- 2 looks to get dribble penetration and score. He has 3 basic reads
  a. Score
  b. Kick out for 3
  c. Hit the roll or pop off of the ball screen
- 3 in the corner circles up to the wing

Wing Ball Screen: Roll Option
- If the ball screener rolls to the hoop, the ball side corner man fills the wing
- If the ball screener does not get the ball, he clears to the corner

Wing Ball Screen: Kick Option
- If the penetrator kicks to the opposite wing, the wing can:
  a. Shoot the 3
  b. Use the ball screen
- 1 fills the wing position if the screener rolls; if the screener pops, the 1 stays
- 2 clears to opposite corner
- 4 fills wing position
Wing Ball Screen: Back Into Original Set
- At this point, you can keep running this basic ball screen motion.

Keys:
1. On a wing pass, cut through to opposite corner
2. Opposite wing sets ball screen (roll or pop)
3. Corner players either stay or fill wing positions

Wing Ball Screen: Corner Pass
- PG makes regular cut
- Opposite wing begins cut across lane, just like he would to set the wing ball screen
- Corner man fills the wing

Wing Ball Screen: Corner Pass cont.
- On the corner pass, the 4 man can quick cut, dribble out, V-cut or screen for the 5 to get to the wing

Wing Ball Screen: Corner Pass – Wing Quick Cut
- If the wing quick cuts, fill perimeter spots

Wing Ball Screen: Corner Pass – Wing V-Cut
- On the corner pass, the wing can V-cut to receive the pass back
- 5 fills the top of the key
Wing Ball Screen: Corner Pass – Dribble Out
- The corner man can also dribble out to the wing, which should force the wing man to quick cut to the elbow and replace the corner
- 5 fills the top of the key

Wing Ball Screen: Corner Pass – Screen to Wing
- Wing can screen for the 5 at the elbow to get to the wing
- Screener can dive or fill top of the key
51 Set: Quick Cuts

**Basic Rules**

1. After a pass to a teammate who is 1 pass away:
   a. Front cut if the defender does not jump the pass
   b. Rear cut if the defender jumps the pass
   c. Circle rotate to fill the spots

<table>
<thead>
<tr>
<th>Diagram</th>
<th>Initial Alignment</th>
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<tbody>
<tr>
<td><img src="image1.png" alt="Diagram" /></td>
<td>- Start in the same open post set</td>
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<table>
<thead>
<tr>
<th>Diagram</th>
<th>Front Cut With Circle Rotation</th>
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</table>
| ![Diagram](image2.png) | - If the ball defender does not jump the pass, make a quick cut to the basket  
- If you don’t get the pass, clear out to the opposite corner  
- Opposite corner and wing fill positions (circle rotation) |

<table>
<thead>
<tr>
<th>Diagram</th>
<th>Rear Cut With Circle Rotation</th>
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</table>
| ![Diagram](image3.png) | - If the ball defender jumps the pass and takes away the front cut, the offensive player should rear cut on the defender  
- If you don’t get the pass, clear out to the opposite corner  
- Opposite corner and wing fill positions (circle rotation) |

<table>
<thead>
<tr>
<th>Diagram</th>
<th>Back Cut Situations</th>
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</table>
| ![Diagram](image4.png) | - Remember, anytime a defender is denying a pass above the 3 point line, that is an automatic back cut (Read and Reach Principle)  
- On the circle rotation, X4 is denying the pass from 2  
- This would be a back cut situation for the 4 man  
- Everyone circle rotates to fill |
Double Cutters Option
- You can also send double cutters through on the wing entry
- Circle rotate to fill spots

Note: The second cutter should post up on the block for a post ISO, which will also help the timing for filling perimeter spots

Corner Cuts
- Corner man can back cut on a pass back to the wing
- Corner man can stay also

Note: with the corner man cleared out, the wing will have a good driving lane to the basket

Corner Cuts cont
- If the ball gets back to the top of the key, wing quick cuts and clears to top of the key
52 Set: Blur Screen Drive and Kick

Basic Rules

1. After a pass to a teammate who is 1 pass away:
   a. Cut at the ball defenders butt and then cross drive in the opposite direction of the blur cutter
   b. Shooters are ready to catch and shoot or catch drive
   c. Use the NBA line as spacing to create better driving lanes
   d. Always fill open post spots

Basic Set Up
- On a 1 away pass

Basic Action
- After the pass, the person who passes the ball cuts at the defender’s butt. The cutter is not setting a screen but looking to cause a disruption on the defense as the ball handler drives in the opposite direction
- The person with the ball should try and get to the rim to score
- Corner man fills the wing
- Blur cutter continues to the corner

Help Defender Takes Away Drive
- If a help defender takes away drive, kick for a 3 or dribble penetrate on the catch
Defensive Switch on Blur Action
- If players start to switch the blur action, the cutter simply dives to the basket
Basic Rules

1. After a pass to a teammate:
   a. Screen away and curl off of the screen
   b. Person receiving the screen V-cuts before receiving screen
   c. Screener always shows back to the ball
   d. Fill 5 out spots

Wing Curl Cut
- On the wing entry
- 4 V-cuts
- 1 screens for 4, 4 curls the screen
- Screener shows back to the ball

Filling 5 Out Spots
- 1 fills top of key
- 4 fills corner

Corner Entry
- Still look to hit the curl cutter
- Screener shows to the ball

Corner Entry cont
- On the corner pass, the 4 man can quick cut, dribble out, V-cut or screen for the 5 to get to the wing (same options / reads used in the ball screen set)