YOUTH CONCEPTUAL OFFENSE COURSE CONTENTS

INTRODUCTION

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2-on-3 Self Toss - Early Help

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Post Reactions

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PICK AND ROLL THEORY

Introduction

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Where to Pick

PNR Directions

Pick Technique

Pick Locations

PNR Spacing

Universal Weapons

Handler & Screener Set-Up Weapons

Coverage Weapons Table

Using the Coverage Matrix

Weapons vs Switching

Weapons vs Aggressive

Weapons vs Drops

Weapons vs Ice/Push

Weapons vs Under

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OFF-BALL SCREENS THEORY

Off-Ball Screens

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Screen Away Screener Reads

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Flare Screener Reads

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Down Screen Screener Reads

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Back Screen Screener Reads

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Off Ball Screens as Support or Star Triggers

HOW TO TEACH OFF-BALL SCREENS

Using Battleship as Non-Linear Start

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2-on-2 Screen Away Scripted Top Lock

2-on-2 Screen Away Shoot the Gap

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3-on-3 Support & Star Triggers

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Video Introducing Staggers

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4-on-4 Continuous Staggers Scripted

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THREE PERSON ACTIONS THEORY

Introduction

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Pistols Advanced

Running Pistols

Delay

Iverson

Horns

Horns Advanced

Using Basketball Scrabble to Teach Trios

PUTTING THE OFFENSE TOGETHER

Battleship Finale

Oscars Nominations

3-on-3 Using Different Triggers

4-on-4 Continuous Using all Triggers

Dynamic Starts



The Surprise Game
Surprise Game 2-on-2 Neutral or Shade
Surprise Game 2 on 2 Neutral or Shade Pt 2
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SETS FOR THE CONCEPTUAL OFFENSE

When to Implement Sets
Choosing Sets
Choosing Sets
Ain Pick & Roll Theory
Sequencing
Diamond Sets
Out of Bounds Plays
Disguising Out of Bounds Play Calls

HOW TO TEACH SETS

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CONCLUSION & ACKNOWLEDGEMENTS

Next Steps
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2-for-1 Situations
Player Development
Learning Posters
Conceptual Offense Camps
Share the Game

