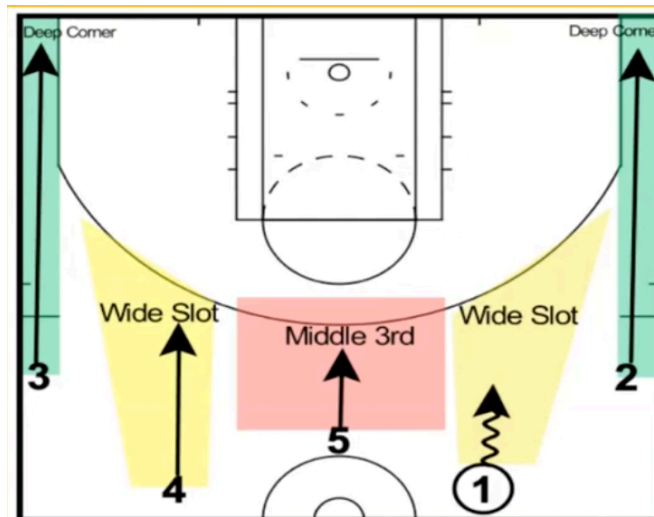


### Tanner Massey Early Offense into Pistol

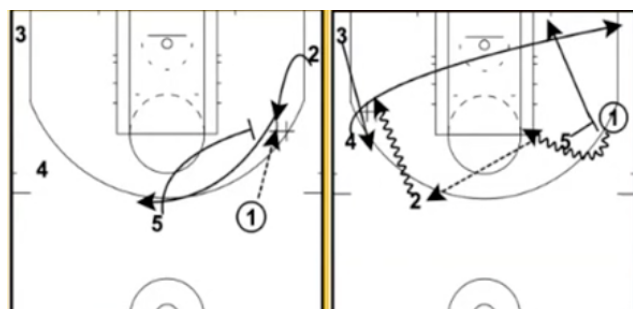
- Get the advantage by having multiple push guys, and having closest player inbounder.
- “Secure, Sprint, Space.” = 1st 3 steps, no hesitation.
- Kickheads over dribbles if there is an open player ahead. “Play with the Pass.”
- Daily reps = this is who are we are (transition). Look to “assault the rim.”
- Filling to corners maximises the floor space and by creating gaps it helps keep the dominoes falling.
- We want to attack an unset defense. Very difficult to attack downhill drives. This forces defense to pick their poison: stop the drive and leave a three pointer open, or stay on the three and leave the drive.



- NAZ spacing. No rim runner to clog up space for driving lanes.
- Big comes down middle 3rd of floor, get into 21 action (aka pistol) from there and flow into early offense.
- 21 keys = start with space, point of catch (ideally inside the 3/ FT line extended), pace and screening.

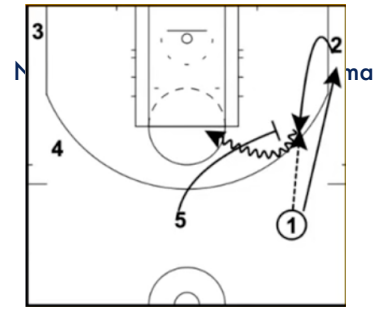
#### “21 Chase”

- Kickahead, goal is to catch near the break level.
- Sprint hard for the handback (slightly different to a get, more like a pitch pass)
- Receiver hardbacks ball, spaces to opposite slot. Doesn’t come off a flare as it slowed it down.
- Turns into deep side PNR, middle cuts



thru. As the 1 is at the level of the 5, that's the cue for the 4 to sprint thru.

- Vs nail overhelp, 1 passes ahead to 2 high.

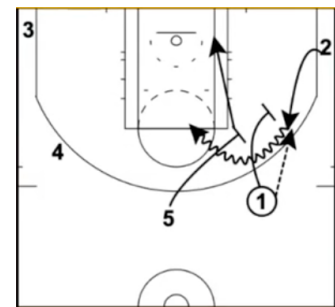


- **“21 Keep”**

- No handback on this one, still starts with the kickahead.
- Sprint hard, receiver keeps it.
- Create a loaded side PNR (Shakes)
- Vs ice don't accept it. Try to get middle through snakes or dribble holds.

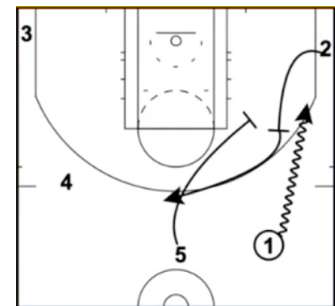
- **“21 Nash”**

- Kickahead.
- Ball handler sets 1st screen. Try to screen inside of receiver/ could screen own man to create confusion of whether to switch or stay.
- Big follows setting 2nd screen. Job is to make on-ball defender go over. Very hard to ice with pace.



- **“21 Step”**

- Used if kickahead isn't available.
- Good if you want to attack a switch and get downhill.
- Corner player sets step up. Good if they deny or top lock as no help.
- If initial attack isn't open, big follows with side PNR (wing PNR alignment with 3 side front side).
- Could also pass to player coming off step-up and go into Spread PNR (2 side backside, 1 side frontside)



- **“21 Reset”**

- Kickahead to wing and passer goes into deep corner.
- Receiver reverses to trail big.
- From here, great way to get ball to second side and go into mash action (two pins away into a zoom).



**Concept Development Thoughts:**

- Need repetitions / everyone gets shots out of these. No defense.
- Action shots. 3 consecutive shots out of each action from a particular pistol alignment.

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Noted compiled by Alex Sarama

- 3 on 3 (vs player or coaches).