

The Fusion Offense

by

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The 1 - 4 High, Princeton and Triangle Offense

"Fused" Together To Make One Powerful

Complete Offensive System!

The Fusion Offense

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The Fusion Offense

The 1 — 4 High, The Triangle, and the Princeton Offensive System. Quite possibly three of the greatest offenses ever devised. All three utilize great spacing, ball and man movement, efficient use of the pass and dribble, screening and floor balance. Both maximize the potential to score inside and out, while capitalizing against overplaying and aggressive defenses.

In the following pages, you will see a new offense designed to utilize the scoring potential of all three systems. The new *Fusion Offense* offers you the ability to attack from side to side and from inside and out with fluid *continuity* on each entry available.

Imagine taking the best scoring options from three of the greatest offenses ever created. Then imagine having them work together in one easy — to — implement, seamless system guaranteed to provide you with countless scoring opportunities. No need to imagine any longer, *The Fusion Offense* is here!

The Fusion Offense

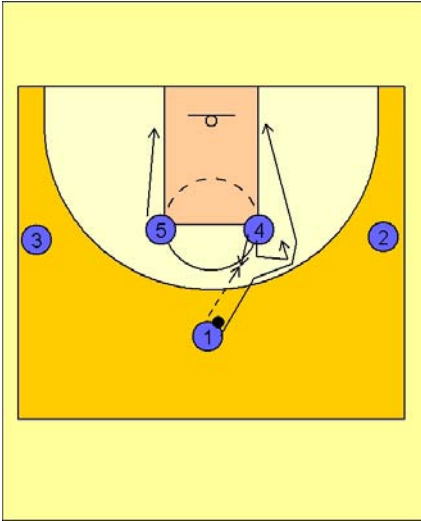
Chapter 1

Post Entry

Dribble To Wing



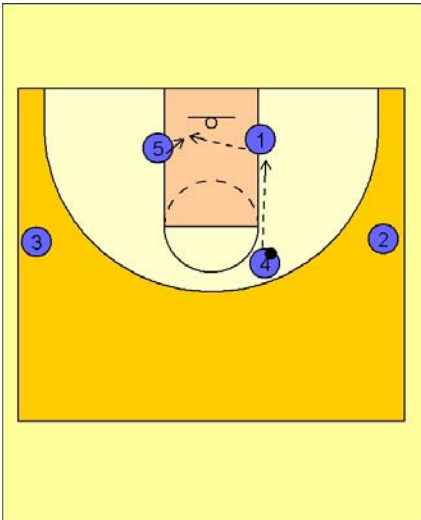
1-4 post entry dribble wing



Fusion Post Dribble Wing (A)

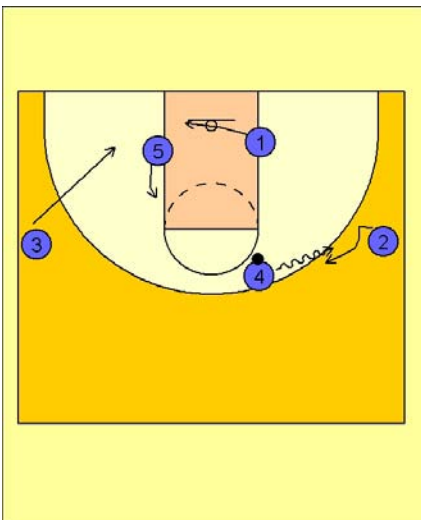
#1 hits the post player (#4 or #5). #4 receives the pass from #1 and executes an outside pivot. #1 runs his man off the back of #4 as he turns to pivot. Make sure #4 gets his foot down after pivoting before #1 cuts off his back or it could be called a foul (moving screen) on #4.

As this is happening, #5 moves down to the opposite low block area.



Fusion Post Dribble Wing (B)

#4 looks to hit #1 with a pass near the low block area if he is open. #1 can look for the shot, but from time to time, if #1 gets open on the pivot / screen from #4, #5's defender will come over to help and #1 can dump the ball to #5.



Fusion Post Dribble Wing (C)

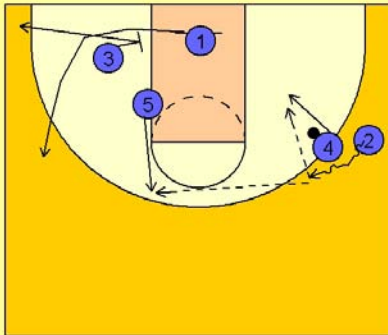
If #1 is not open, and #4 must wait for #1 to get to the block, then #4 has two options from here. We will first look at the option to dribble at the wing player #2, #2 cuts over the top to receive the hand off.

As #4 dribbles to the right wing, #3 on the opposite wing starts to move down to the left low block and #1 starts to clear out under the basket.

TEACHING POINT: Make certain that the post player, #4, dribbles at #2 on the right wing, NOT #2 coming to the post player. The hand-off should occur high and wide on the wing. It is a good practice for #2 to start walking his man down toward the block as #4 is driving at him, this will ensure that the hand-off will take place on the wing.



Fusion Post Dribble Wing (D)

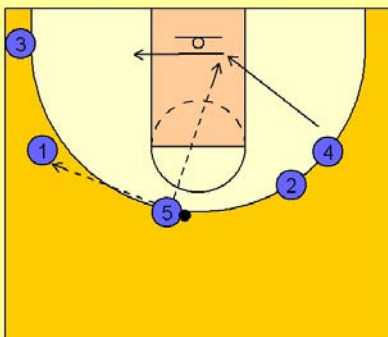


#2 continues his cut toward the ball and around #4 and receives the hand off from #4. As #2 receives the ball from #4 he takes one or two aggressive dribbles toward the top and looks to either hit #4 rolling to the basket or will pass to #5 flashing to the top left of the key area.

#1 is cutting out to the left wing off of a down screen from #3.

#3 screens for #1 and then pops out to the left corner area.

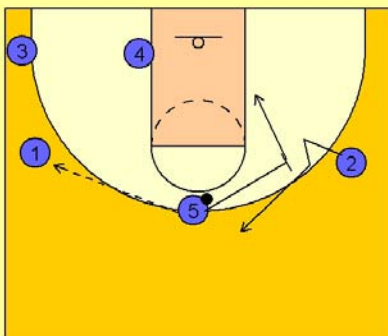
Fusion Post Dribble Wing (E)



If #2 took the handoff from #4 and made an aggressive dribble or two towards the top, that should create a "hedge" situation, with #4's defender stepping out to help on #2's penetration with the ball.

This help action from #4's defender will give him an opening to roll to the basket and receive the pass from #5 (or #2). If #4 is not open, #5 may also look for #1 breaking out to the left wing for the shot.

Fusion Post Dribble Wing (F)



If #5 could not hit #4 inside, #5 reverses the ball to #1 on the left wing. #4 posts up on the ball side low block.

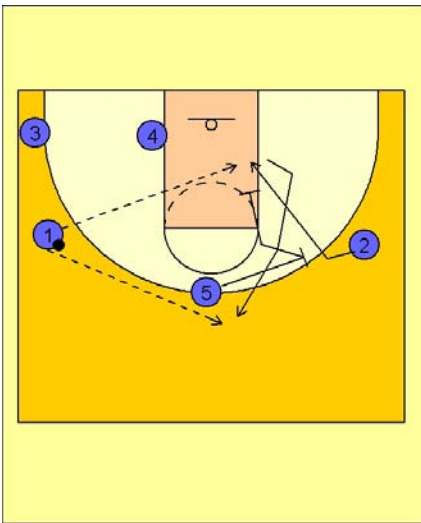
Now #5 and #2 have a couple of options.

First, #5 can screen away for the opposite wing player #2.

If #5's defender helps or hedges on the screening action with #2, #5 may cut to the basket looking for the pass back from #1.



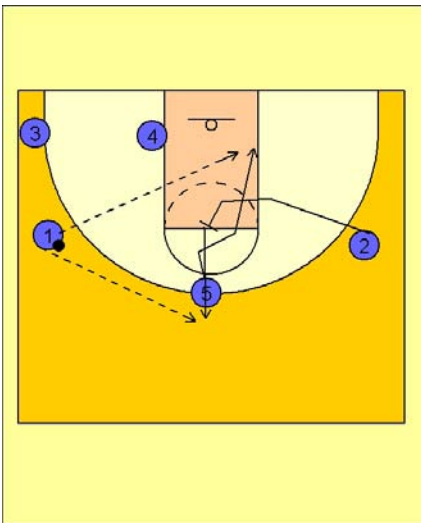
Fusion Post Dribble Wing (G)



Second, #2 may also look to fake high off the screen and cut backdoor looking for the pass from #1.

If #2 does not receive the pass, #5 immediately screens down for #2 who pops back out on top.

Fusion Post Dribble Wing (H)

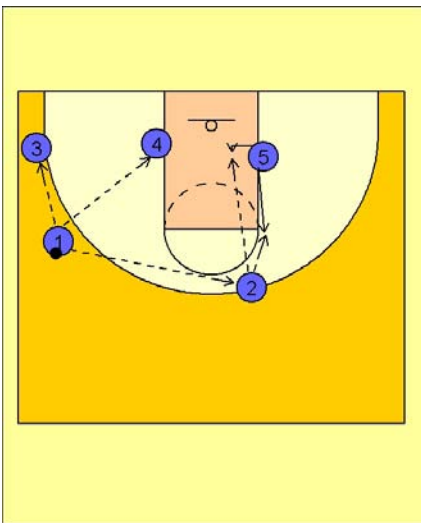


Third, #2 may come and set a backscreen for #5. #5 cuts to the basket looking for the lob pass from #1. #2, after backscreening, pops out on top looking for the pass from #1.

TEACHING POINT: When executing this backscreen action, #5 may notice that his defender is sagging back in the lane ready for the backscreen and lob. When this happens and #5 recognizes the defensive sag, he should raise his fist and alert #2 that he will now set a downscreen for #2. This action is extremely effective since #5's defender is back in the lane and cannot help on the downscreen action between #5 and #2.

After #5 downscreened for #2, both players would be in the same position to continue the offense.

Fusion Post Dribble Wing (I)



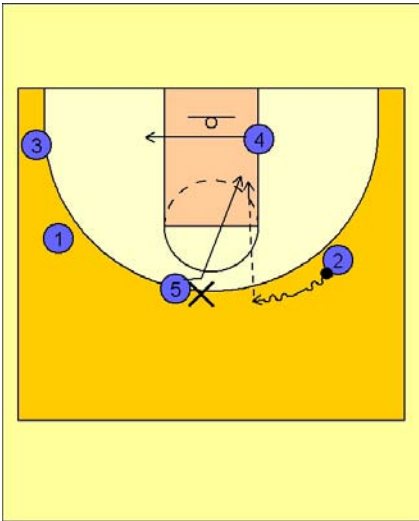
#1 is now in a position on the left high wing area and is set to make one of THREE passes in our Culmination Alignment.

- The corner pass to #3 initiating our Triangle Corner Series,
- The post pass to #4 initiating our Triangle Post Series,
- Or to #2 on top initiating our Pinch Post Series.

The Pinch Post Series and the Triangle Series are described in detail in it's own section.



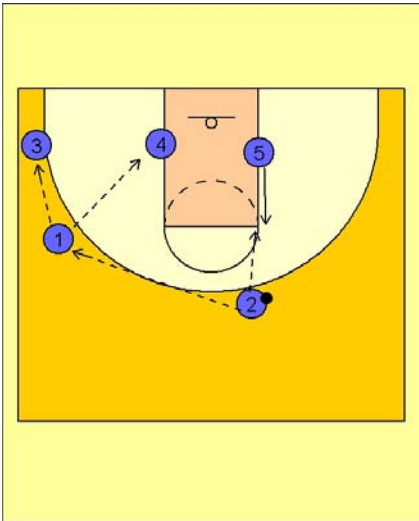
Fusion Post Dribble Wing (J)



In the beginning of this series, if #5 is not open when #2 comes off the dribble hand-off from #4, #2 will dribble at #5 while #5 executes a backdoor cut.

#4 continues his movement across the lane.

Fusion Post Dribble Wing (K)



If #5 did not receive the ball on the backcut you are now in your Pinch Post Series and Triangle Series entry options (which are described in detail in their own section).

The Fusion Offense

Chapter 2

Post Entry

Dribble To Middle

The Fusion Offense

Chapter 3

The Wing Entry

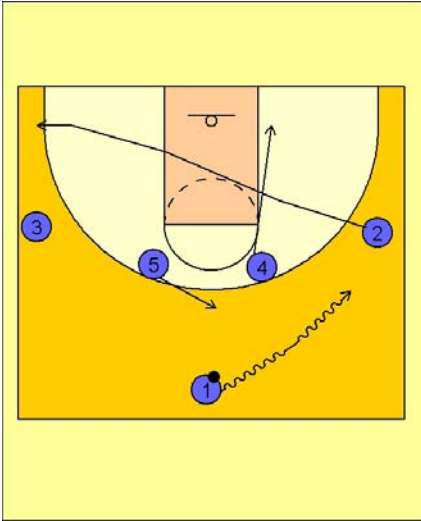
The Fusion Offense

Chapter 4

The Dribble Wing Entry



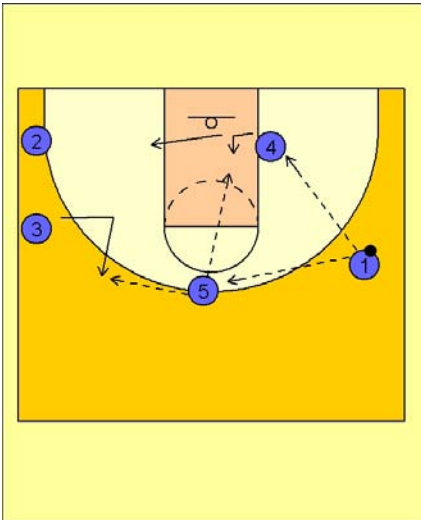
1-4 wing dribble entry



Fusion Wing Dribble Entry (A)

#1 may start the wing entry with a dribble entry if the wings are being denied. #1 "pushes" #2 out to the opposite side corner area. The other players move the same as if the ball was entered to the wing.

#4 moves down and posts up while #5 steps out to the top of the key area.

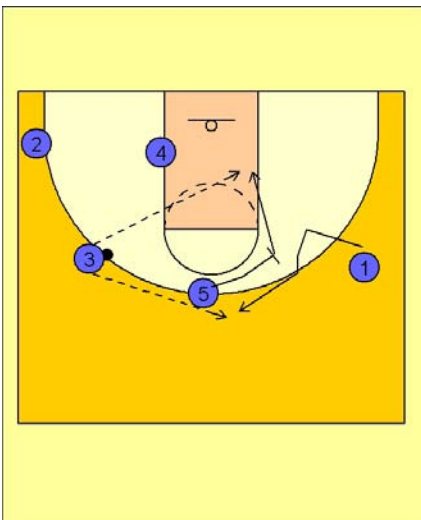


Fusion Wing Dribble Entry (B)

#1 now executes the wing entry options from here. If #4 is not open inside, he reverses the ball to #5 on top, he looks high / low to #4 and then reverses the ball to #3 on the left wing.

#3 times his cut, walks his man in and then breaks out to receive the pass from #5.

#4 follows the ball across.



Fusion Wing Dribble Entry (C)

Now #5 and #1 have a couple of options.

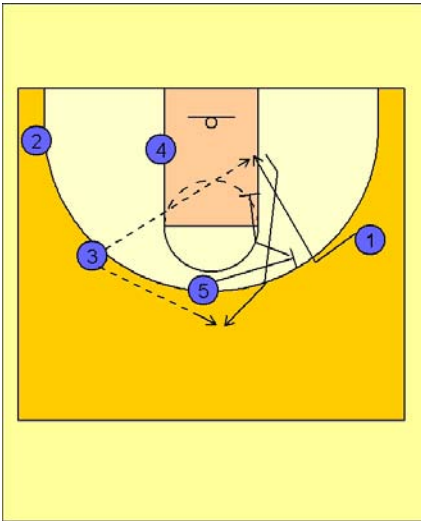
First, #5 can screen away for the opposite wing player #1.

If #5's defender helps or hedges on the screening action with #1, #5 may cut to the basket looking for the pass back from #3.

#1 will break to the top looking for the pass from #3.



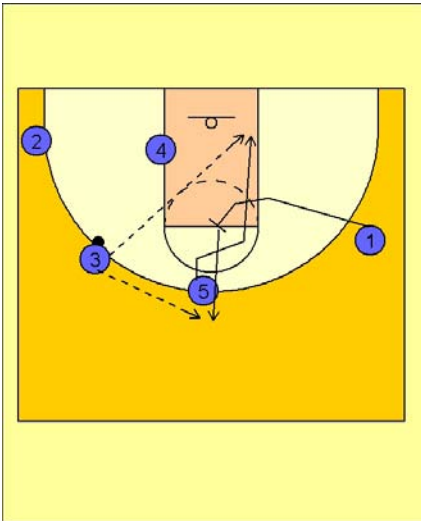
Fusion Wing Dribble Entry (D)



Second, #1 may also look to fake high off the screen and cut backdoor looking for the pass from #3.

If #1 does not receive the pass, #5 immediately screens down for #1 who pops back out on top.

Fusion Wing Dribble Entry (E)

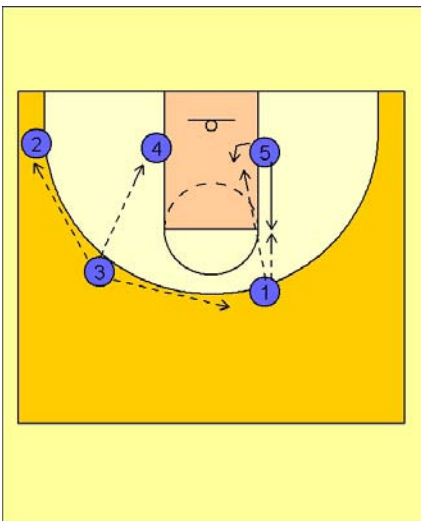


Third, #1 may come and set a backscreen for #5. #5 cuts to the basket looking for the lob pass from #3. #1, after backscreening, pops out on top looking for the pass from #3.

TEACHING POINT: When executing this backscreen action, #5 may notice that his defender is sagging back in the lane ready for the backscreen and lob. When this happens and #5 recognizes the defensive sag, he should raise his fist and alert #1 that he will now set a downscreen for #1. This action is extremely effective since #5's defender is back in the lane and cannot help on the downscreen action between #5 and #1.

After #5 downscreened for #1, both players would be in the same position to continue the offense.

Fusion Wing Dribble Entry (F)



#3 is now in a position on the left high wing area and is set to make one of THREE passes in our Culmination Alignment.

- The corner pass to #2 initiating our Triangle Corner Series,
- The post pass to #4 initiating our Triangle Post Series,
- Or to #1 on top initiating our Pinch Post Series.

The Pinch Post Series and the Triangle Series are described in detail in it's own section.

The Fusion Offense

Chapter 5

Culmination

Triangle Series

The Fusion Offense

Chapter 6

Culmination

Pinch Post Series

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Chapter 7

Pressure Releases

The Fusion Offense

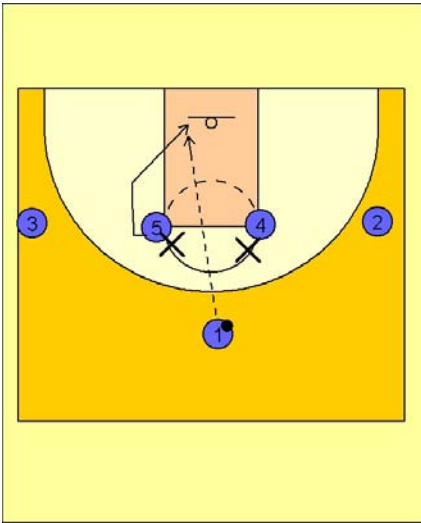
Any offense is only as good as its pressure release system. Teams will always try and take you out of your “comfort zone”. By applying aggressive and often times overplaying defensive pressure, teams will force you out of your offensive flow or rhythm. What do you do when that happens?

No need to fear this defensive tactic by the other team. This will not be a problem as long as your team is well drilled in the pressure release “counter options” included in this offense. They are not difficult to execute; the key is recognizing when they should be implemented. The included pressure release breakdown drills will enable your team to recognize those situations and the appropriate “counter option” to use.

Including a defender from time-to-time while running through the included pressure release breakdown drills at the end of this book is not only suggested, it is encouraged. Anything you can do to simulate a game condition will help your players to recognize various “counter option” situations when it counts.



1-4 pressure releases



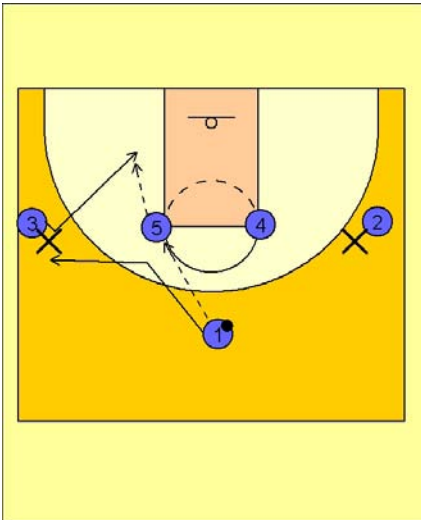
Fusion Pressure Releases (A)

One of the great advantages of the **1 - 4 High Offense** is the floor spacing and balance. This is one of the reasons I have chosen to start The Fusion Offense from this alignment.

At ANYTIME you are feeling pressure on the point, wings or post, there are some simple pressure releases built into this offense.

The first is the post players. Anytime they feel they are being overplayed they have the option of spinning towards the basket and looking for the over-the-top pass from #1 and the easy lay-up.

You will find it is very difficult for teams to take away this entry option because of the open floor behind them.



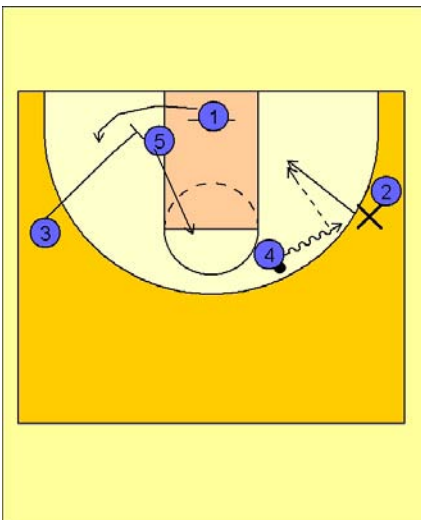
Fusion Pressure Releases (B)

ANYTIME the wings are being pressured it should be an automatic read by the point guard, the post player and the wing to execute a back door pass option.

Here we see the wings being denied. #1 can enter to either post player while #2 or #3 cuts back door for the bounce pass and lay-up.

#1 reads the backdoor cut and instead of cutting over the top of the post player as he would normally do with this entry, he now cuts to the ballside wing area.

The post entry continues as usual from here, the only difference is that #3 and #1 exchanged spots.



Fusion Pressure Releases (C)

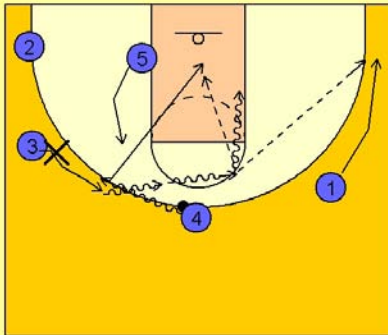
In this offense the use of the dribble hand off is quite prevalent. ANYTIME a wing player feels pressure from the defender trying to "jam" the hand off, the wing player should cut hard to the basket on a back door cut, similar to the **Princeton action** you most often see.

Here we see #4 executing his dribble hand off with #2 on the "post dribble to wing" entry. #2 recognizes the overplay and cuts back door.

#1 is already on his way out of the lane on #4's drive to the wing.



Fusion Pressure Releases (D)

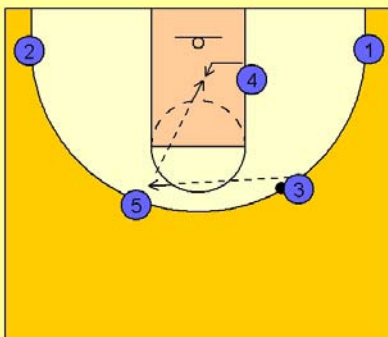


ANYTIME the ball reversal pass is denied from the post on top to the wing, the post player will automatically execute a dribble hand-off with the wing player.

Here we see #4 recognizing that #3 is denied so #4 immediately drives at #3 on the left wing. #3 takes the hand off from #4 looking to create and score off the dribble, drive and kick out to #1 in the right wing / corner area, or hit #4 rolling to the basket.

EVERYTIME, as a rule in this offense, on all dribble hand-offs from the post and perimeter player, the opposite post player cuts out on top, taking his defender away from the lane while the post player who handed the ball off rolls to the basket.

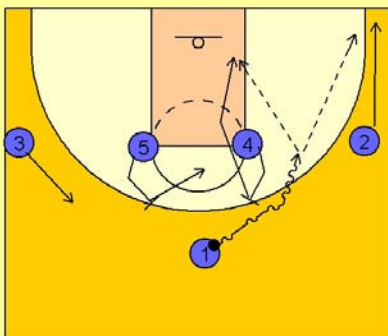
Fusion Pressure Releases (E)



#3 can also look to reverse the ball back to #5 on top who can either shoot the perimeter jumper if his man stayed inside the lane or he can look to feed the post player #4 if #4 was initially fronted on his roll in the lane.

#5 will have a much better passing angle as #4 spins and seals in the lane and looks for the high / low entry pass from #5.

Fusion Pressure Releases (F)



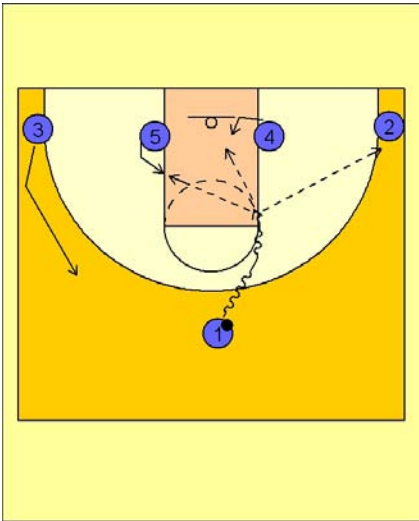
When the point guard is having trouble with pressure on the ball out front, a quick signal call can alert the post players, #4 and #5, to set a ball screen on either side of #1.

#1 has the opportunity to take the ball in the gaps looking to create scoring opportunities for himself and others.

Good spacing should always be taught. When the point guard penetrates from this alignment, it is a good idea to have your opposite wing player, #3 in this diagram, start to move toward the top for floor balance and defensive transition purposes.



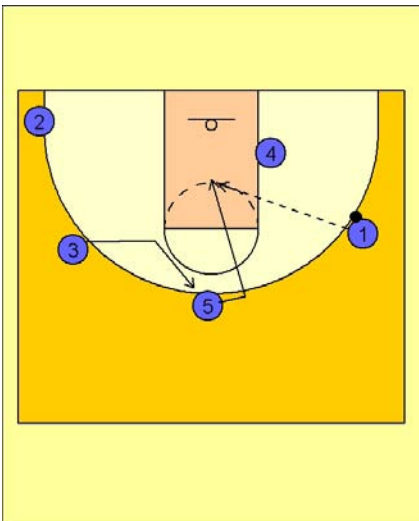
Fusion Pressure Releases (G)



Another popular pressure release is the "flat" call. #2, #3, #4 and #5 flatten out on the baseline while #1 creates on the dribble on top.

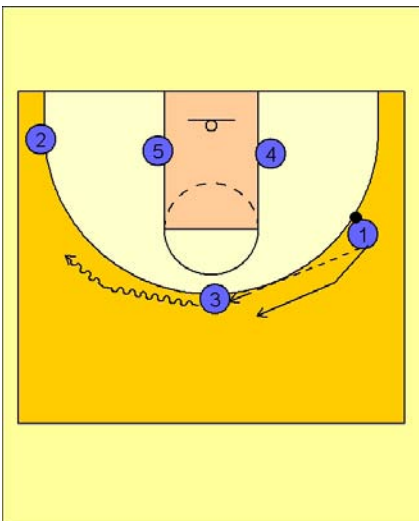
Again, proper floor balance is important. When #1 picks a side on the dribble penetration, the opposite wing player, #3 in this diagram, should move up towards the top for floor balance and defensive transition purposes.

Fusion Pressure Releases (H)



ANYTIME your players are denied the ball on top, in this diagram #5 is denied the ball on top, he is to back cut as quickly as possible while #3 fills the top spot.

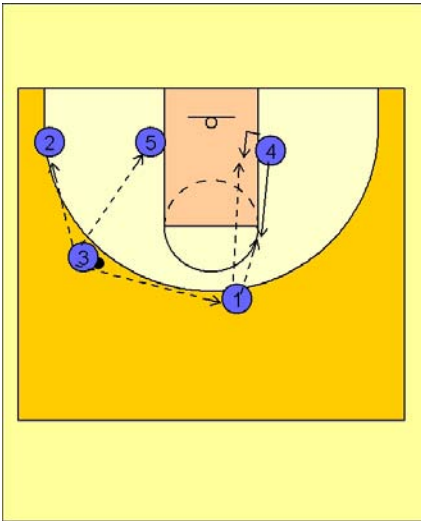
Fusion Pressure Releases (I)



Once #3 receives the ball on top he will look to drive the ball to the opposite wing area while #1 moves up to the top.



Fusion Pressure Releases (J)



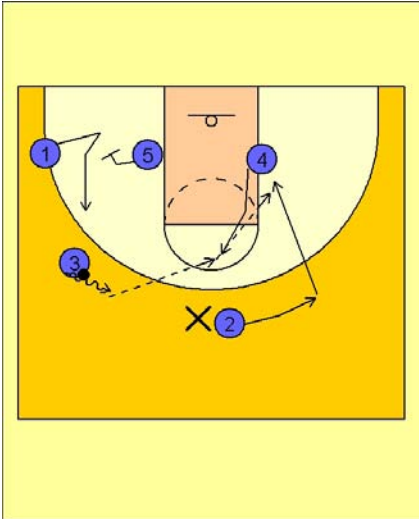
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Pressure release (pinch post)



Fusion Offense

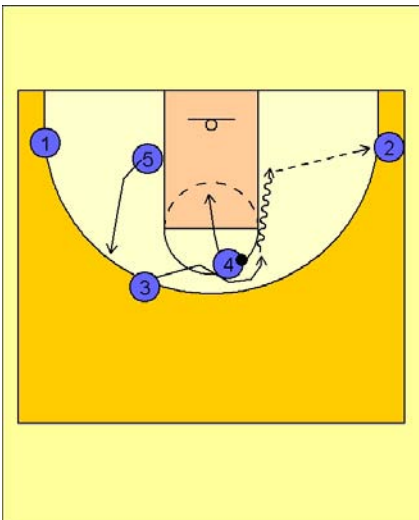
Pressure Releases (Culmination - Pinch Post Series)

When and if you cannot make the Pinch Post Series entry to the top man, #2 in this diagram, #3 can and will drive the ball at the man being denied, #2.

#2 backs up a few steps to the top right wing area.

#4 continues his normal movement and flashes to the high post area to receive the pass from #3.

#2 cuts backdoor and looks for the entry pass from #4.



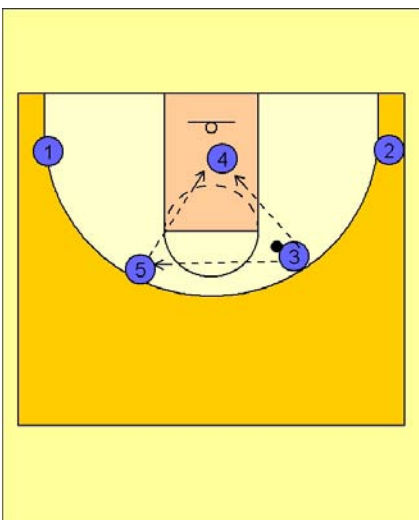
Fusion Offense

Pressure Releases (Culmination - Pinch Post Series)

If #2 was not open or did not receive the pass, #4 will then look to dribble the ball towards the left side of the floor.

#3 will not look to take the handoff from #4. #3 looks to attack the lane, drive and kick out to #2 on the right corner / wing area, or look to hit #4 rolling to the basket.

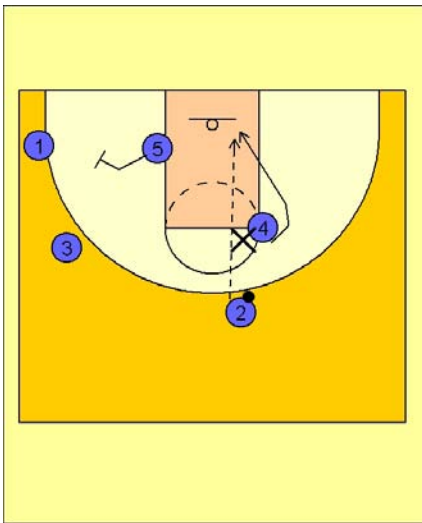
Again, as with all post / perimeter dribble handoffs on top, the top post player rolls into the middle of the lane while the opposite post player, #5 in this diagram, flashes on top, taking his defender out of the lane.



Fusion Offense

Pressure Releases (Culmination - Pinch Post Series)

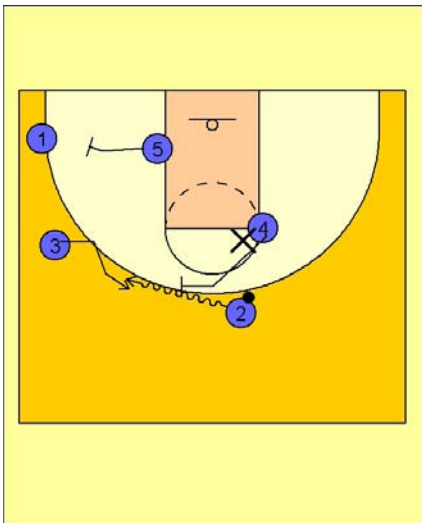
#3 can look to feed the post man #4 or reverse the ball back to #5 who can look for a better passing angle into the post man #4.



Fusion Offense

Pressure Releases (Culmination - Pinch Post Series)

When the post man is denied the entry pass to the high post, the first and easiest option would be for the post player #4 to make a spin move to the basket and look for the over the top pass from #2.



Fusion Offense

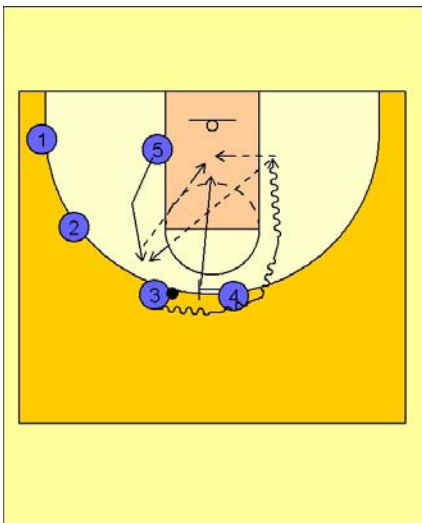
Pressure Releases (Culmination - Pinch Post Series)

When the post man #4 is denied the entry pass, does not execute the spin move to the basket, or the post player is late in getting to the high post, #2 should not wait and should keep the offense moving.

Here we see #2 using the option to drive the ball at the wing player #3, when #4 is unavailable for the pass.

#3 will fake in and over the top for the dribble handoff from #2.

#4 recognizes the dribble handoff by #2 and #3 and moves up to set a ball screen for #3.

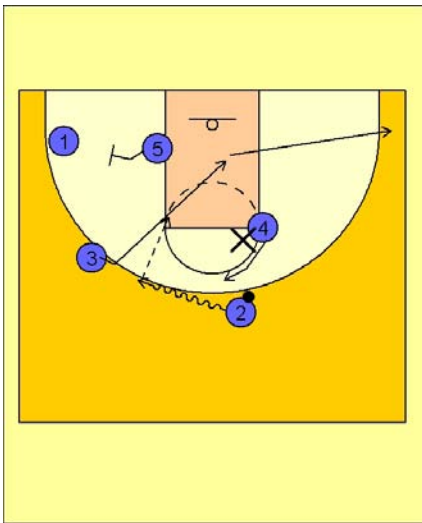


Fusion Offense

Pressure Releases (Culmination - Pinch Post Series)

As soon as #3 gets the ball from #2, #3 will take the ball off the ball screen from #4 and look to attack in the lane.

#3 can look to score, dump the ball off to the rolling #4 man, or pass back to #5 stepping out on top. #5 may have a shot if his man stayed and helped on the post or he can look to feed #4 inside if he was being fronted on the initial cut into the lane.



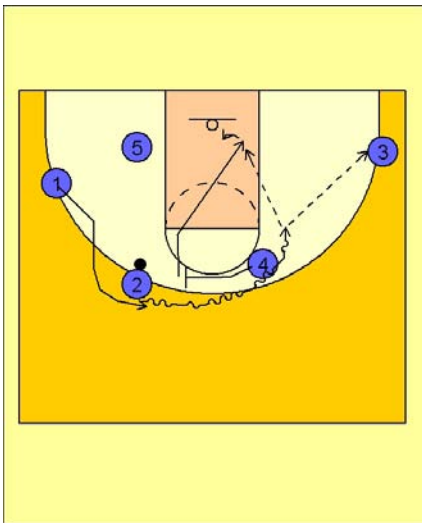
Fusion Offense

Pressure Releases (Culmination - Pinch Post Series)

Another option on this play is for #3 to fake as if he is coming for the handoff from #2 and then cut backdoor looking for the pass from #3.

If #3 does not receive the ball he immediately cuts out to the opposite corner / wing area and gets ready to receive a pass in the corner for a shot.

#4 sees the dribble entry and starts to move up and out from the freethrow line area.

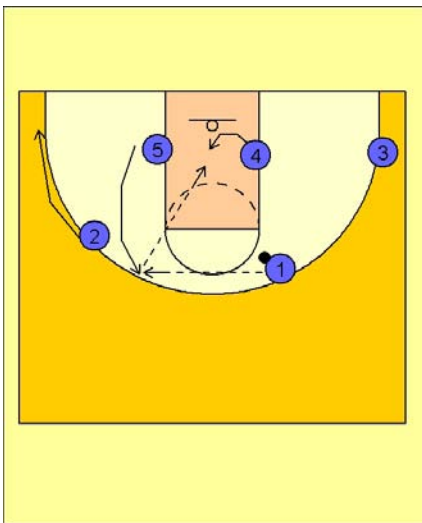


Fusion Offense

Pressure Releases (Culmination - Pinch Post Series)

#1 now comes up right after #3's backcut and receives the dribble handoff from #2. As this action is taking place, #4 moves over to set a ballscreen immediately once #1 comes off with the ball.

#1 looks to get in the gap with the dribble to score, pass to #4 rolling in the lane, or kick out to #3 on the right wing.



Fusion Offense

Pressure Releases (Culmination - Pinch Post Series)

After #2 executes the dribble handoff with #1, he will continue his movement to the left wing / corner area.

#4 rolls to the basket and the opposite post player, #5, flashes high, looking to get his defender out of the lane and also to receive the next pass from #1 for perhaps a better passing angle in the post, especially if #4 is fronted on the ball side.

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Chapter 8

Teaching The Fusion Offense

The Fusion Offense

The following pages provide specific drills in teaching and implementing The Fusion Offense. They are broken up into three categories or “series”:

- **Post Entry Breakdown Series (5 Drills)**
- **Wing Entry Breakdown Series (4 Drills)**
- **Pressure Release Breakdown Series (5 Drills)**

It is recommended that you use the drills in succession when implementing each series in practice. It is not necessary to run all three series each practice, but it is suggested to run at least one or two of the complete series each practice.

I believe in the whole — part — whole method of teaching. First, you must teach them the basic offense from start to finish. Second, use the breakdown drills above to teach the individual parts of the offense. Finally, put it all together again, executing the entire offense under various game-like conditions. Repeat this three-part formula daily for ultimate results.

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Teaching The Fusion Offense

Post Entry Breakdown Drills

The Fusion Offense

Teaching The Fusion Offense

Wing Entry Breakdown Drills

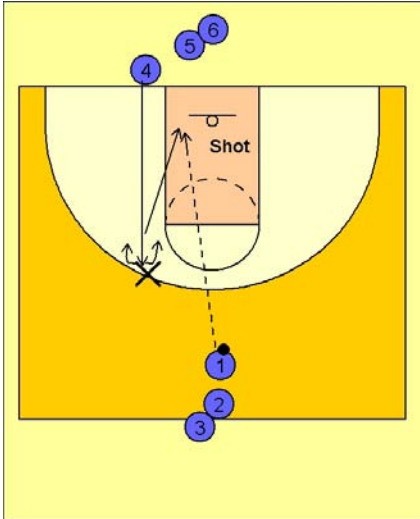
The Fusion Offense

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Pressure Release Breakdown Drills

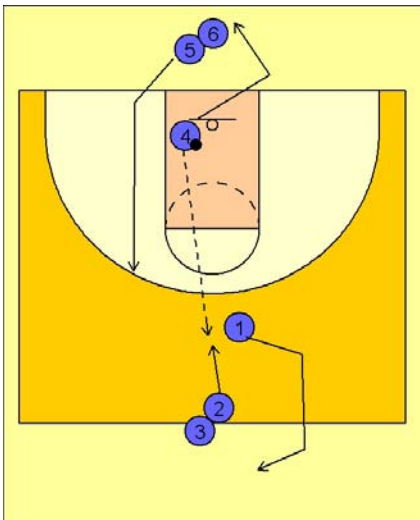


Pressure release breakdown (1)



Pressure Release Breakdown Series (1a)

#4 flashes to the top of the key area. The post player and the perimeter player recognizes that #4 is being overplayed defensively so #4 spins and cuts to the basket. #1 throws the over the top pass to #4 inside for the shot.



Pressure Release Breakdown Series (1b)

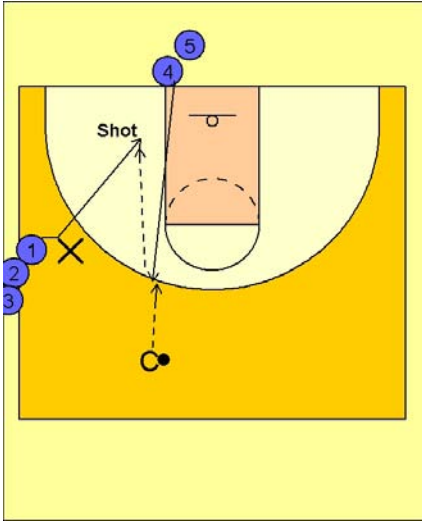
#4 rebounds the ball and outlets to the new perimeter player on top, #2.

#4 steps off the court and to the back of the post player line underneath the basket.

The new post player, #5, flashes to the top of the key area and the drill continues.



Pressure release breakdown (2)

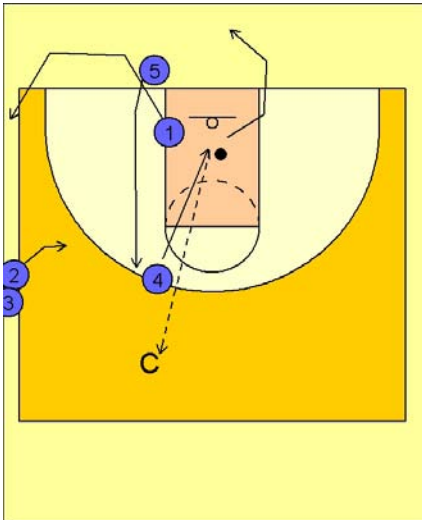


Pressure Release Breakdown Series (2a)

The post player #4 flashes to the top of the key area.

The COACH enters the ball to the post player #4 flashing to the top of the key.

#1 on the left wing recognizes the overplay defensively and cuts back door. #4 throws the back door bounce pass underneath the defense to #1 streaking to the basket for the layup.



Pressure Release Breakdown Series (2b)

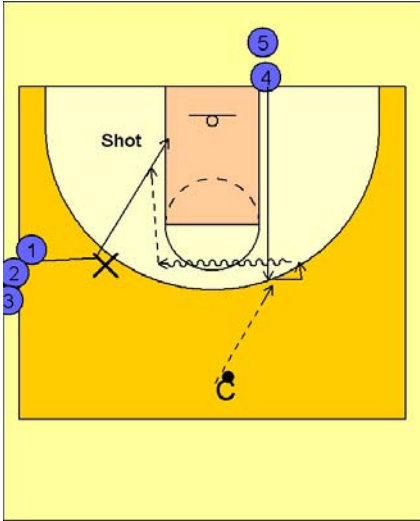
The post player #4 follows #1 to the basket to get the rebound. #4 takes the ball out of the net or tips in the miss shot. #4 then outlets the ball to the coach on top and gets off the court.

#1 moves off the court to the left and gets to the back of the perimeter line on the left wing.

#5 now flashes to the top of the key area ready to continue the drill.



Pressure release breakdown (3)

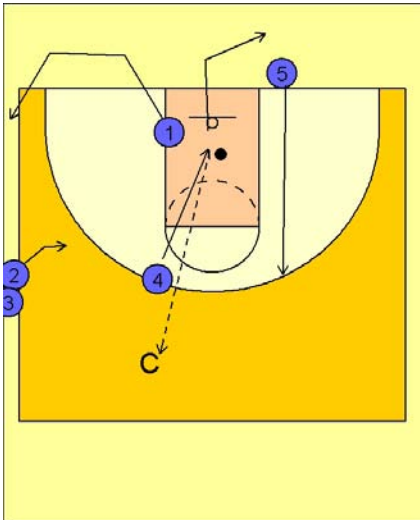


Pressure Release Breakdown Series (3a)

#4 flashes to the top of the key area. The COACH enters the ball to #4. #4 executes the outside pivot.

#4 then dribbles hard at the wing player #1. #1 recognizes that he is being overplayed defensively and cuts back door. #4 throws the back door bounce pass underneath the defense.

#1 scores the layup.



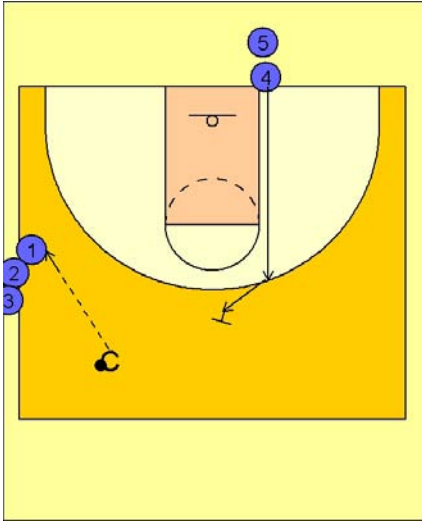
Pressure Release Breakdown Series (3b)

#4 follows #1 to the basket and either gets the ball out of the net or tips in the miss shot.

#4 then outlets the ball to the coach and steps off the floor. #1 moves off the floor to the end of the left perimeter line. #5 then sprints up to the top of the key area to continue the drill.



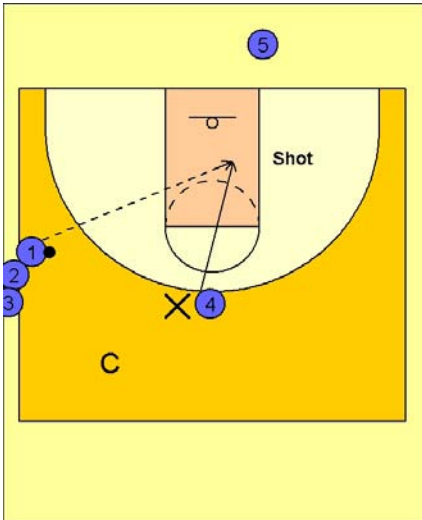
Pressure release breakdown (4)



Pressure Release Breakdown Series (4a)

#4 flashes to the top of the key area.

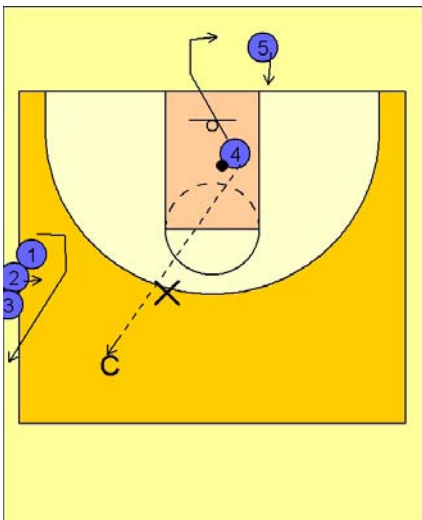
The COACH makes the entry pass to the wing player on the left side, #1. When the pass is made from the coach to the left wing, #4 steps to the top and simulates a back screen action.



Pressure Release Breakdown Series (4b)

#4 then steps to receive the pass from #1 and recognizes he is being overplayed defensively.

#4 cuts back door and receives the pass from #1 for the layup.



Pressure Release Breakdown Series (4c)

#4 tips in his own miss shot or takes the ball out of the net and outlets the ball to the coach on top.

#4 steps off the floor and gets behind the post line underneath the basket while #5 begins his cut to the top of the key area.

#1 moves off the floor and gets behind the line on the left wing.



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