

Summary: Running 4-out with a Dunker motion offense

Diagram illustrating the five key positions on a basketball court:

- 1 Slot** (Red circle): Located near the basket.
- 2 Slot** (Orange circle): Located near the basket, slightly to the side.
- 3 Wing** (Blue circle): Located on the right side of the court.
- 4 Wing** (Purple circle): Located on the left side of the court.
- 5 Dunker** (Green circle): Located near the basket, slightly to the side.

Other labels on the court include: *Short corner*, *Corner*, *Low post/block*, *High post*, *Elbow*, and *Top of key*.

1. Move after pass/driver (Cut, Screen or Fill)
2. Move with purpose (create ROBS shots & take)
3. Dribble to attack and then shoot or pass
4. Maintain spacing and keep middle open
5. Catch ready & knowing if going to shoot, drive or pass
6. If D overplays/turns back or dribbled at, Cut
7. Do NOT pass back ball to who passed it you
(*unless they are in scoring position*)
8. Do Not Drive after a Drive (Swing or Shoot)
9. Do Not take a 'no pass shot' unless a layup
10. You should NOT be standing still for >3 secs
(if not open, cut, or screen to get teammate open)

- **Slot to Wing Pass “Wisconsin”** : Pass then Inside Cut towards ball (or DHO); opposite side exchange
- **Slot to Slot Dribble “Stanford”**: Opposite slot Thru Cut, Dunker on-ball Screen for Slot
- **Slot to Slot Pass “Florida”**: Slot to slot pass triggers Flex Cut
- **“Villanova”**: Pass & then Cut away; other players Fill; Dunker can add on-ball or off-ball screens

- **Progression 1 → Attack, Kick, Swing (AKS)**: Drive, Pass, Cut, Swing, Fill
 - **Drive**: Attack paint looking to score
 - **Pass**: If can't score, jump stop and pass ball (Kick)
 - **Cut**: Cut away from pass (so for Wing/Corner that means v-cut returning to position)
[follow same Cut approach if unable to Drive]
 - **Swing**: Recipient of pass from driver cannot put ball on ground – either shoot or immediately make second pass (Swing). Swing passer does Not Cut
 - **Fill**: Fill towards direction of drive (or pass). Have to start moving on Drive
 - Dunker stays opposite low post from ball
 - Dunker has to read drive and create passing lane to them so Dunker can score
 - If drive was from corner, offside Wing has to drop down to corner
- **Variations** (most work better when not getting dribble penetration):
 - **Dunker**: Dunker Post up (flash ball side when ball on Wing); Screen & Roll, Flash elbow/post
 - **Screens**: Screen On (follow pass and set screen); Screen Away (pass & screen away/exchange)
 - **Post up**: If pass to Wing/Corner, after Cut, Post-up 2 seconds, then continue Cut/Fill
 - **Hook & Look**: Slot Cut into high post for <3 seconds then continue on Cut (2-3 zone O)
 - **Overload**: Combine Dunker Postup w/ Hook&Look (motion overload vs 2-3 Zone O)

- **Win Rebounding War:** On D: Everyone Boxes Out! On O: Crashers & Get Backs
- **Win Transition War:** Push pace in transition (Makes: quick inbound, Misses: Outlet) with head up; controlled Press Break (SCB); Race back & set up D; suffocate with our Press

4-Out Offensive Set

Motion O / Sequences / Plays Summary

Name	Description	Animated Play Link
<i>Motion O</i>		
Attack, Kick Swing (AKS)	Drive looking to score (Attack); if can't score pass (Kick) then cut away; Recipient of Kick cannot put ball on ground – either shoot or immediately make second pass (Swing). Fill towards direction of drive (or pass). Dunker stays opposite low post from ball and flashes ball side sometimes.	
<i>Starting sequences</i>		
4-Out - Stanford	Pick and Roll with Big and Guard. If no shot, move into AKS. (S is for Slot screen)	https://youtu.be/bgeQrH0vaWw
4-Out - Wisconsin	Dribble Hand Off with Guards & then Pick and Roll with Big. If no shot, move into AKS. (W is for Wing DHO & screen)	https://youtu.be/wuwRhNSLwTO
4-Out - Florida	Using screens to get open short corner or elbow shot. If say Player Name, aimed at getting them ball in SC. If no shot, move into AKS (F is for Flex Cut by Wing)	https://youtu.be/vHEKukEdTFg
<i>Other Plays</i>		
Warrior – “Player Name”	Player named set screens entire possession (on-ball or off-ball) until we score (if get switch/ mismatch post up and try and score; can pop for shot but if don't get it screen again). If say two players they screen for each other entire possession	Not applicable