

The Fusion Offense

***by
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Angeli***

***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

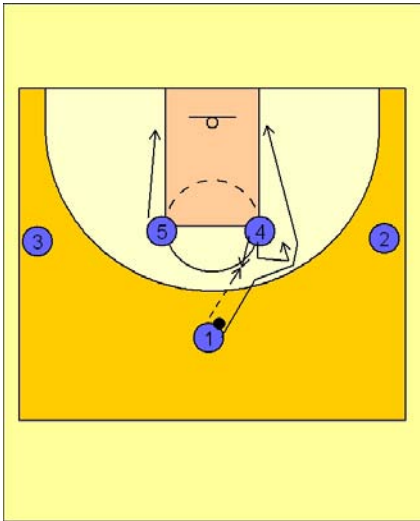
Chapter 1

Post Entry

Dribble To Wing



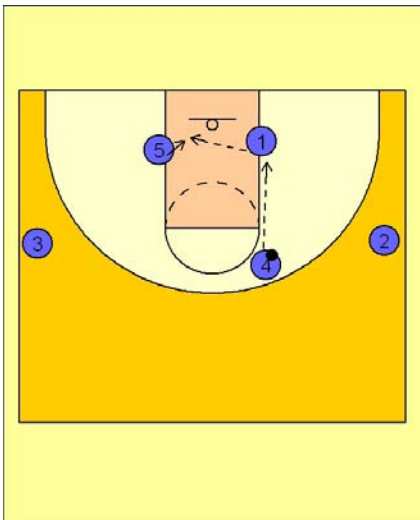
1-4 post entry dribble wing



Fusion Post Entry Dribble Wing (A)

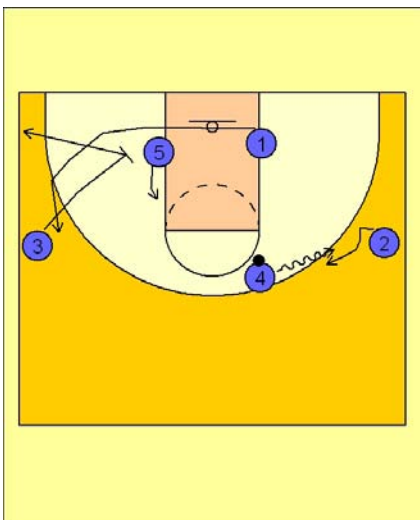
#1 hits the post player (#4 or #5). #4 receives the pass from #1 and executes an outside pivot. #1 runs his man off the back of #4 as he turns to pivot. Make sure #4 gets his foot down after pivoting before #1 cuts off his back or it could be called a foul (moving screen) on #4.

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



Fusion Post Entry 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 Entry Dribble Wing (C)

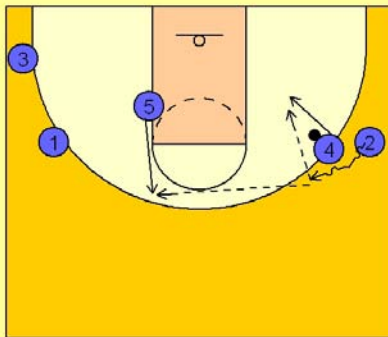
If #1 is not open, and #4 must wait for #1 to get to the block, then #4 has two options from here. We will first look at the option to dribble at the wing. As #4 puts the ball down toward the wing player #2, #2 cuts over the top to receive the hand off.

As #4 dribbles to the right wing, #1 starts to clear out under the basket and then breaks out to the opposite wing area off of a down screen from #3. #3 breaks out to the wing as #1 cuts off of his screen.

TEACHING POINT: Make certain that the post player, #4, dribbles at #2's defender 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.

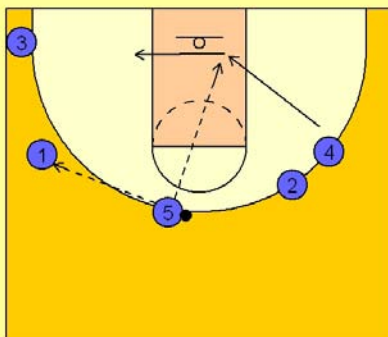


Fusion Post Entry Dribble Wing (D)



#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.

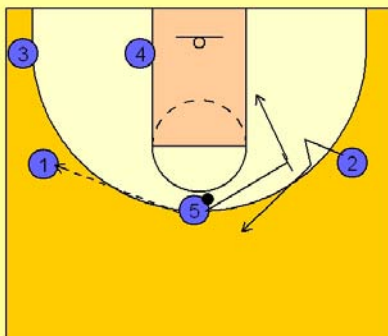
Fusion Post Entry Dribble Wing (E)



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 he will continue his cut across the lane while #5 will look to reverse the ball to #1 on the left wing area who has just come off the down screen from #3.

Fusion Post Entry 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.

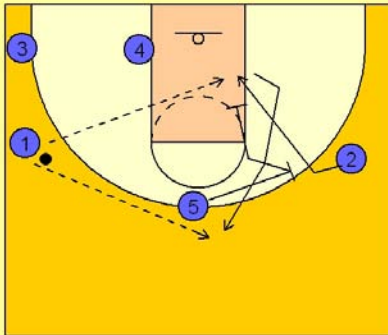
If #5's defender helps or hedges on the screening action with #2, #5 may cut to the basket looking for the pass back from #1.



Fusion Post Entry 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.

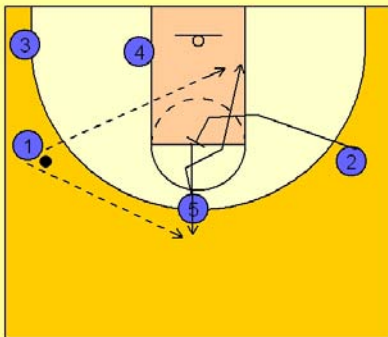


Fusion Post Entry Dribble Wing (H)

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.

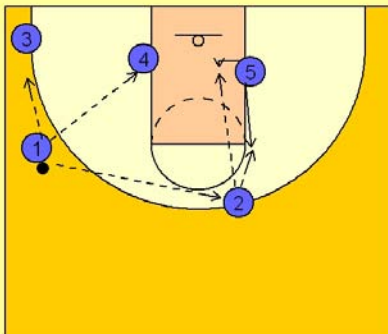


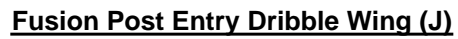
Fusion Post Entry Dribble Wing (I)

#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.





#4 continues his movement across the lane.



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

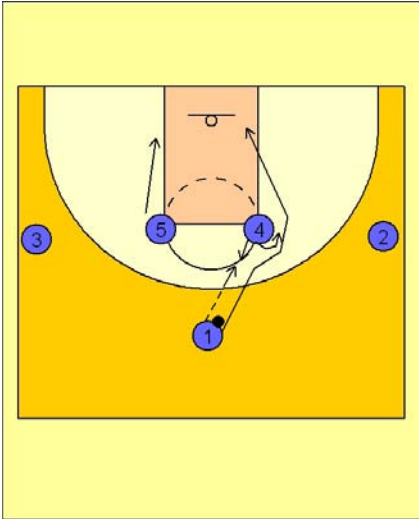
Chapter 2

Post Entry

Dribble To Middle



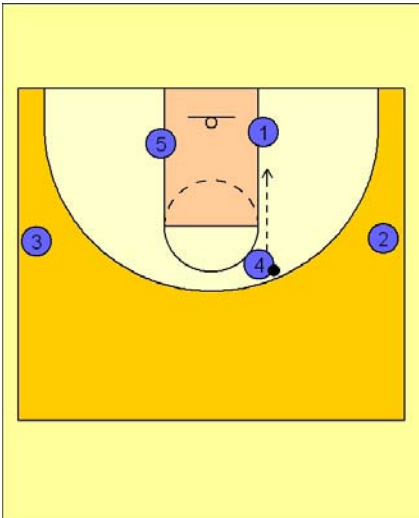
1-4 post entry dribble middle



Fusion Post Entry Dribble Middle (A)

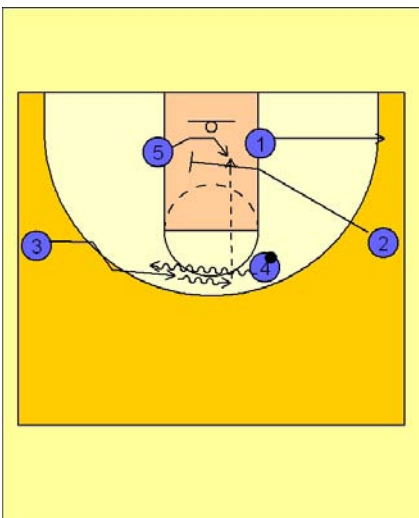
#1 hits the post player (#4 or #5). #4 receives the pass from #1 and executes an outside pivot. #1 runs his man off the back of #4 as he turns to pivot. Make sure #4 gets his foot down after pivoting before #1 cuts off his back or it could be called a foul (moving screen) on #4.

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



Fusion Post Entry Dribble Middle (B)

#4 will look for #1 inside briefly coming off the outside pivot and screen from #4.



Fusion Post Entry Dribble Middle (C)

In this series, #4 decides to take the ball to the middle of the floor as opposed to the ball side wing.

As #4 dribbles toward #3, #2 sprints into the lane and sets a screen for #5. As this is happening #1 is breaking out to the right corner area.

#4 executes a dribble handoff with #3. #3 takes the pass and as always looks to see if he has an opportunity to penetrate. If not, he will look to hit #5 cutting into the lane from #2's screen.

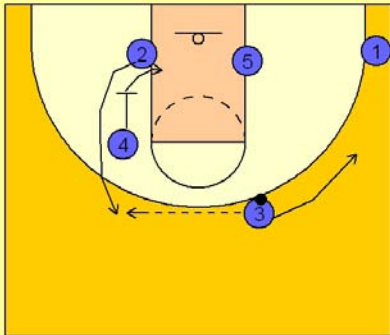


Fusion Post Entry Dribble Middle (D)

If #3 does not have a pass inside to #5, he will look to hit #2 coming up on top for the shot off the downscreen from #4.

If #3 does make the pass to #2 coming up off the downscreen from #4, #3 will quickly flatten out on the right wing area freethrow line extended.

The pass from #3 to #2 will initiate our Pinch Post Series if #2 does not have a shot.

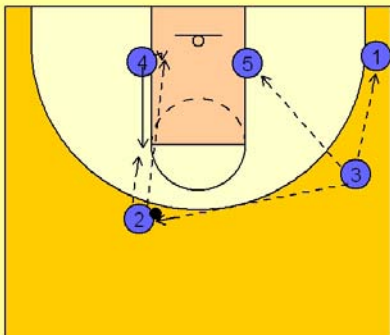


Fusion Post Entry Dribble Middle (E)

#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 #1 initiating our Triangle Corner Series,
- The post pass to #5 initiating our Triangle Post Series,
- Or, as we mentioned in the last diagram, the pass 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.



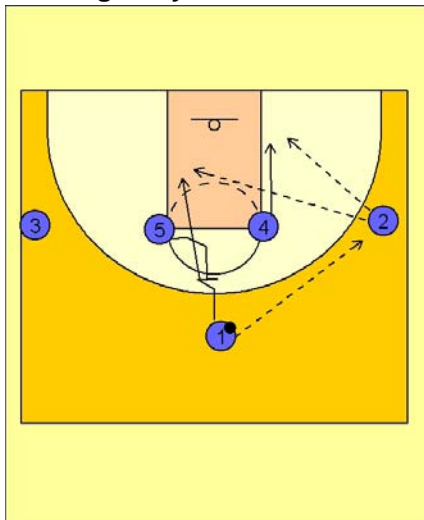
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Chapter 3

The Wing Entry



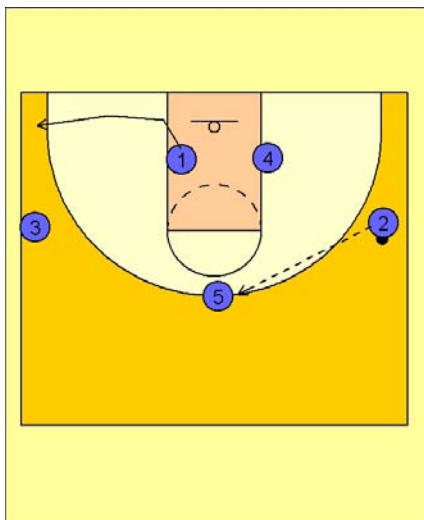
1-4 wing entry



Fusion Wing Entry (A)

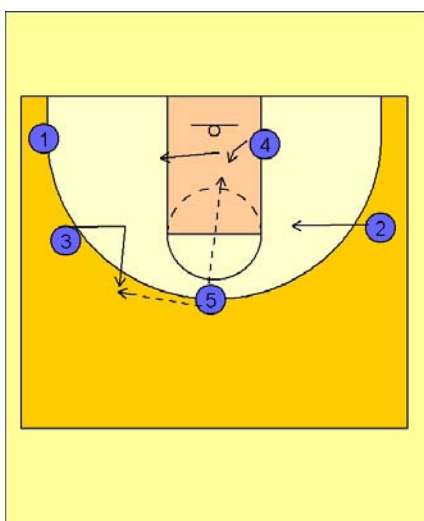
#1 enters the ball to the wing. #4 slides down and looks for "corner of the board" pass (over the top of the defender) or the quick post up opportunity and pass from #2.

#1 then uses a back screen from #5 and cuts to the basket looking for the potential lob pass from #2.



Fusion Wing Entry (B)

If #1 did not receive the ball, he cuts out to the opposite side corner area. #2 reverses the ball to #5 on top, who has just stepped out after back screening for #1.



Fusion Wing Entry (C)

After #2 passes the ball to #5 on top, #4 will duck in the lane looking for the high / low option and then follow the ball across the lane.

If #4 is not open, #5 will reverse the ball to #3 on the left wing. #4 will follow the ball across the lane.

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

#2, after #5 reverses the ball to #3 and cuts into the lane, will move up to the top right of the key area.

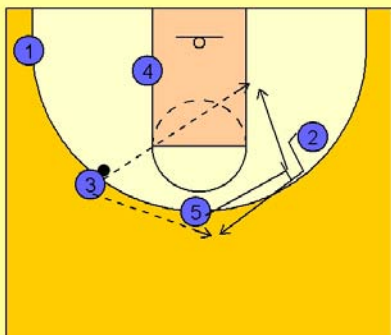
**Fusion Wing Entry (D)**

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

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

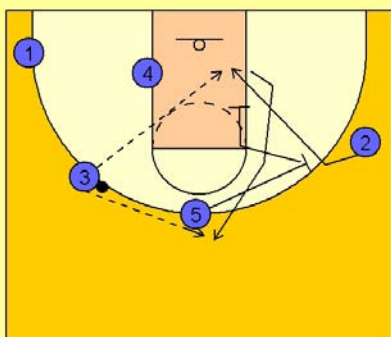
If #5's defender helps or hedges on the screening action with #2, #5 may cut to the basket looking for the pass back from #3.

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

**Fusion Wing Entry (E)**

Second, #2 may also look to fake high off the screen and cut backdoor looking for the pass from #3.

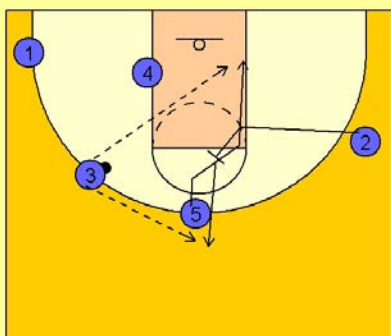
If #2 does not receive the pass, #5 immediately screens down for #2 who pops back out on top.

**Fusion Wing Entry (F)**

Third, #2 may come and set a backscreen for #5. #5 cuts to the basket looking for the lob pass from #3. #2, 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 #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.



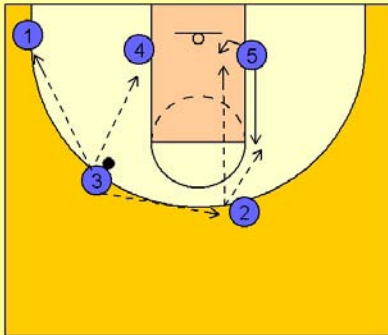


Fusion Wing Entry (G)

#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 #1 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.



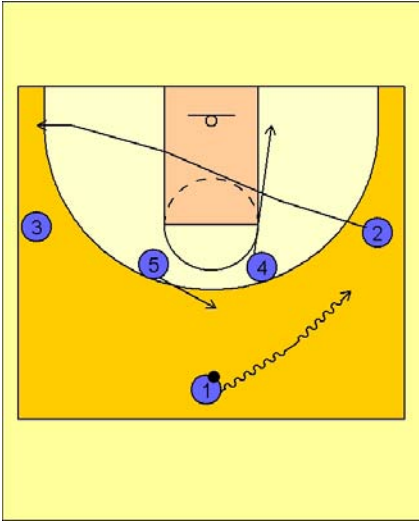
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Chapter 4

The Dribble Wing Entry



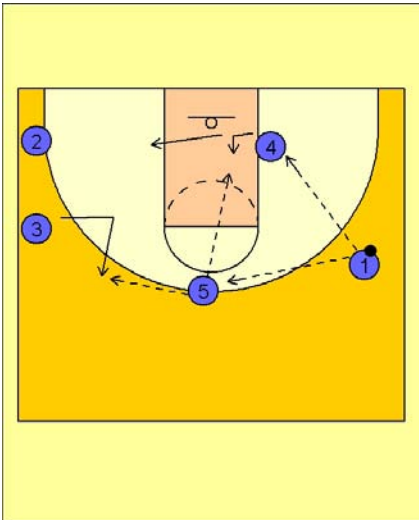
1-4 wing dribble entry



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.

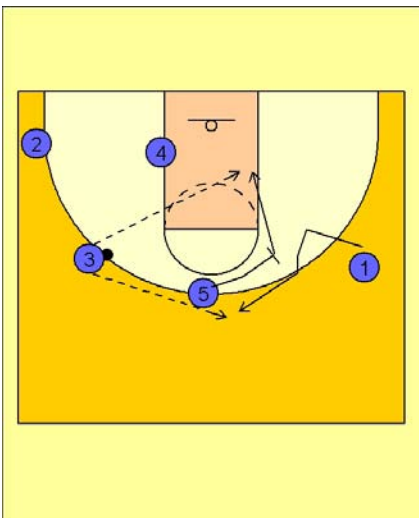


Fusion Wing Dribble Entry (B)

#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.

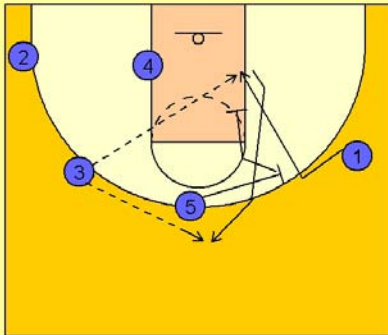
#1 will break to the top looking for the pass from #3.



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.

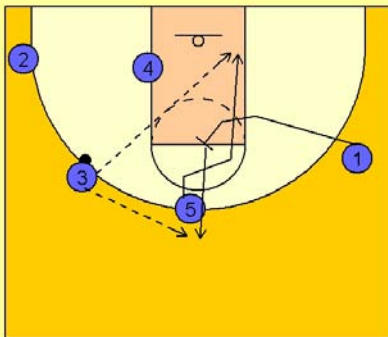


Fusion Wing Dribble Entry (E)

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.

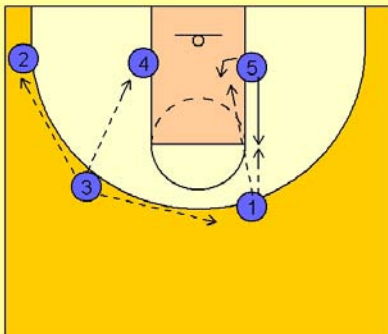


Fusion Wing Dribble Entry (F)

#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

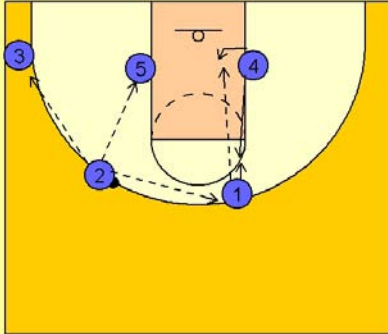
Chapter 5

Culmination

Triangle Series



Triangle culmination series

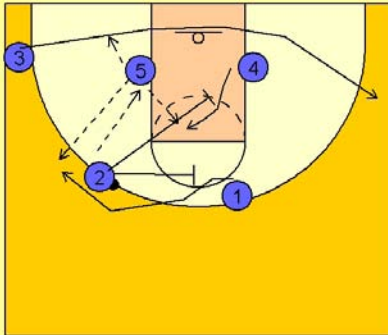


Fusion Offense (Culmination - Triangle Series)

Whenever the wing player receives the ball on the left or right high wing area at the END of the Fusion Entry Option, he 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 #5 initiating our Triangle Post Series,
- Or to #1 on top initiating our Pinch Post Series.

The Pinch Post Series is described in detail in it's own section, so we will continue with outlining the Triangle Options should the ball be passed to the corner or the low post.



Fusion Offense (Culmination - Triangle Series)

If #2 passes into the post player #5, the Triangle Post Series is initiated.

#3 will cut backdoor and out to the opposite wing area while #2 either cuts into the lane to down screen for #4, also looking for a pass back from the post player...OR....#2 may elect to screen on top for #1 coming over for the kick out pass from #5. #2 can look to step to the basket if the defenders try and switch the screens.

IMPORTANT NOTE: If #5 has an angle to the basket on the catch he is always instructed to drop step and attack the basket immediately. He will only hold the ball and continue the Triangle Post Series when the center is playing directly behind him.

#5 will look first to the cutters and then look to hit #4 in the mid-lane area or

the perimeter player filling over on the wing from the top.

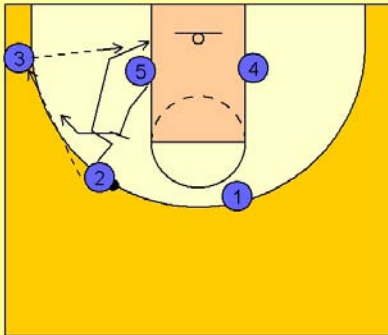
#5 must ALWAYS post up above the low block, giving him room to make the backdoor entry pass to the cutting corner man.



Fusion Offense (Culmination - Triangle Series)

If #2 passes to #3 in the corner, the Triangle Corner Series is initiated.

#5 will step out and look to set a backscreen on #2's defender. #2 looks for the ball cutting to the basket. As soon as #2 cuts off the backscreen from #5, #5 will then move over to set a ball screen for #3 in the corner area.

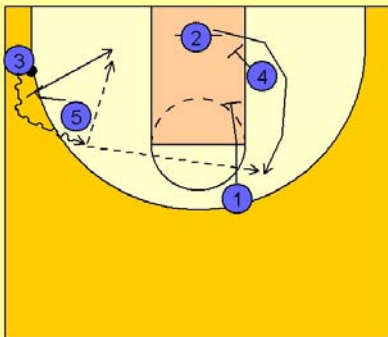


Fusion Offense (Culmination - Triangle Series)

As #3 and #5 execute the pick and roll on the left corner / wing area, #2 is coming off a double staggered screen from #4 and #1.

#3 can look to score off the dribble, pass to #5 rolling to the basket, or hit #2 coming off the double staggered screen.

#4 would look to post up after the screening action while #1 would break out to the right wing area.



The Fusion Offense

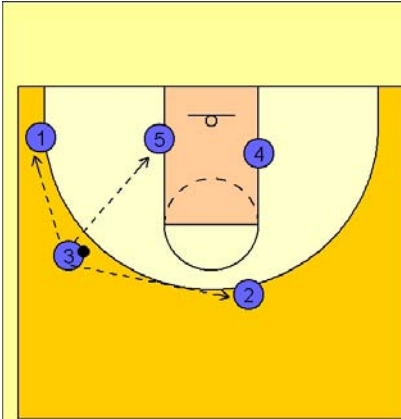
Chapter 6

Culmination

Pinch Post Series



Pinch post culmination series

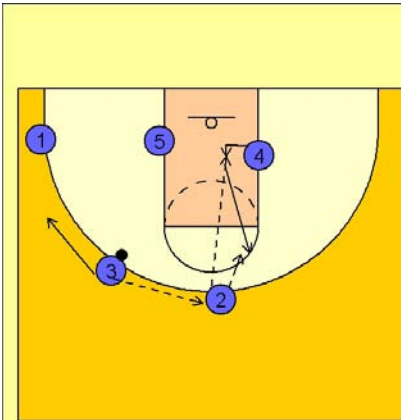


Fusion Offense (Culmination - Pinch Post Series)

Whenever the wing player receives the ball on the left or right high wing area at the END of the Fusion Entry Option, he is set to make one of THREE passes in our Culmination Alignment.

- The corner pass to #1 initiating our Triangle Corner Series,
- The post pass to #5 initiating our Triangle Post Series,
- Or to #2 on top initiating our Pinch Post Series.

The Triangle Series is described in detail in it's own section, so we will continue outlining the Pinch Post Series options should the ball be passed to the top man, #2.



Fusion Offense (Culmination - Pinch Post Series)

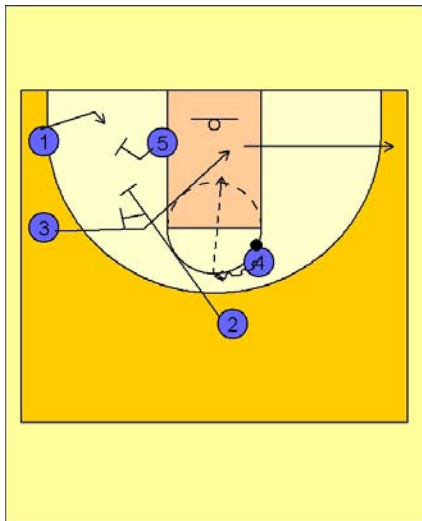
The Pinch Post Series has several options and will be the bread and butter of your offense once you master all of the options.

IMPORTANT NOTE: When the wing player (#3 in this diagram) makes his Pinch Post entry to the top man (#2 in this diagram) he must flatten out to the freethrow line extended area for proper spacing to continue the offense.

As the ball is passed to #2 on top, #4, who just cut to the basket, will look to post up briefly for a 1 sec. count, looking for the high / low entry pass from #2, especially if the defenders switched on the potential backscreen action and you have a size mismatch from the small on big screen.

If #4 is not open after a 1 sec. count, he will immediately flash to the high post elbow area, the "pinch post" location.

#2 will look to hit #4 as he reaches the high post area. It is important that #4 receive the ball in the high post WHEN he is open, at the top of his cut. He should not be waiting for the pass. Timing is crucial.



Fusion Offense (Culmination - Pinch Post Series)

OPTION #1 (and should be your most used option, especially early):

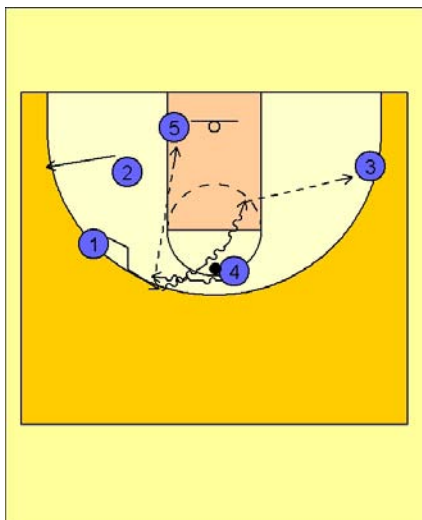
Once #2 passes to #4, #2 will cut quickly to the left low block area looking to set a screen on #1's defender, along with #5. As #2 cuts down for this screen, it is #3's responsibility to time his cut so that he comes off the back of #2. #3 will cut through the lane and then out to the opposite wing area.

As this X-cut action is taking place, #4 centers the ball with a dribble or two and looks for the first open receiver (#3 or #1).

TEACHING POINT: If #3 happens to be a good post player or you have a mismatch defensively, this would be a great opportunity for #3 to stop in the lane, seal his defender and then #4 could look to make the high / low entry pass to #3 on the low block. #3's defender usually trails him on this cut or

plays on the high side. You can have #3 stop and seal with his outside leg stepping over the top of the defender for good post position. If #4 did not look to make the post entry pass to #3 and continued his dribble towards #1, #3 would then continue his cut out to the right corner area.

NOTE: You may want to experiment with #2 screening #3's defender INSTEAD of just cutting down to screen #1's defender with #3 cutting off his back. In this case, #2 would screen #3's defender and then continue his movement down to screen #1's defender.



Fusion Offense (Culmination - Pinch Post Series)

#4 may continue his dribble and instead of passing to #1 coming off the screening action he will execute a dribble hand-off with #1. This action is effective if #4's recognizes #1 being defended hard off the screening action from #2 and #5.

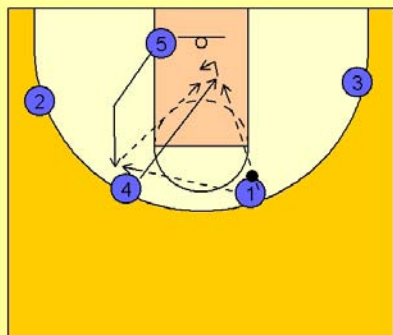
As #4 is dribbling towards #1, he may also look for #5 ducking in the lane for the post entry pass. The lane has been cleared out and #5 should have an area to work inside.

If #1 was open, he would most likely receive the pass from #4 for the shot instead of the dribble hand-off, but it is his choice.

#1's first look will be to score of the dribble or drive and kick out to #3 on the right wing.



Fusion Offense (Culmination - Pinch Post Series)

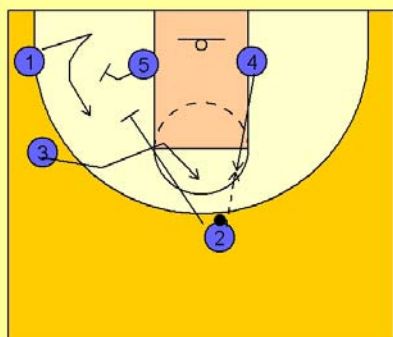


As soon as #4 hands-off to #1, and this is consistent with all dribble hand-offs on the perimeter by a post / perimeter player, #4 will roll into the lane looking for the pass from #1.

As this roll action from #4 takes place, #5 must always pop out to the space once occupied by #4. This action will allow #1 to quickly reverse the ball to #5 who can look inside to the pinning and sealing #4.

Fusion Offense (Culmination - Pinch Post Series)

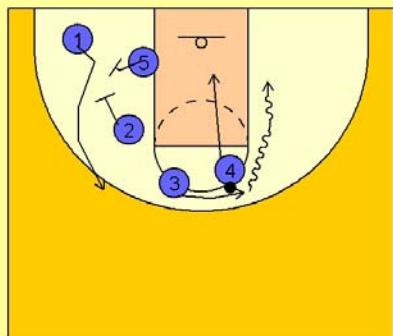
OPTION #2:



#2 passes to #4 flashing and makes the same quick hard cut down to the left low block area looking to screen #1's defender.

This time #3 fakes his x-cut action and breaks out to the top towards #4.

Fusion Offense (Culmination - Pinch Post Series)

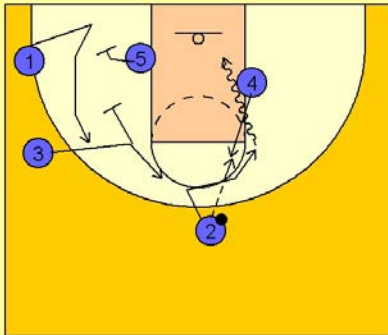


#3 will then take the hand-off from #4 looking to score the jump shot if he is open right away or turn the corner for the lay-up.

#4 will roll to the basket on all dribble hand-offs.



Fusion Offense (Culmination - Pinch Post Series)

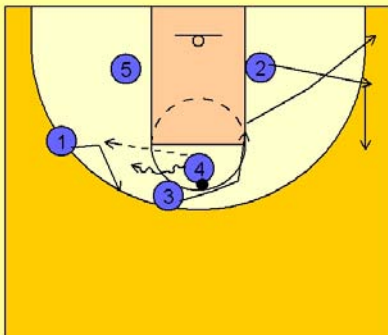


OPTION 3 (this one is almost a guaranteed lay-up if you run the first two options a handful of times first:

#2 passes to #4 flashing into the high post and starts his hard quick cut to the opposite low block to screen for #1's defender. This time, #2 fakes this action and quickly cuts back to receive a hand-off from #4. #2 looks to attack the basket on the catch.

#3 sees this action taking place and can do one of two things. He can cut to the top and receive the hand-off from #4 if #2 did not get the ball, OR, he can turn around and look to screen #1's defender with #5.

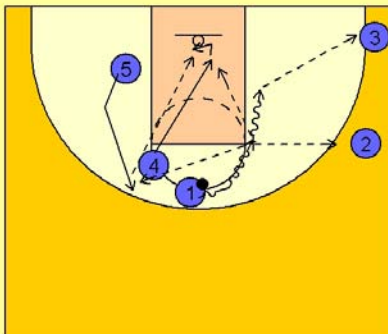
Fusion Offense (Culmination - Pinch Post Series)



If #2 did not get the ball he will quickly cut out to the right wing area and move up. #3 would also cut over the top and out to the corner area.

#1 could then either receive the pass for the jump shot from #4 or #4 could continue his dribble and execute a dribble hand-off with #1.

Fusion Offense (Culmination - Pinch Post Series)



Again, as in previous diagrams, whenever #4 executes a dribble hand-off on top, he will roll into the lane while #5 slides up to the top.

#1 looks to drive and score, drive and kick out to #3 or #2, pass to #4 rolling in the lane, or pass back to #5 who will look to feed #4 pinning and sealing in the lane.

**Fusion Offense (Culmination - Pinch Post Series)****OPTION 4:**

When #2 has difficulty passing to the flashing player #4, he may put the ball down on the floor and attack the basket. #4 will read this action and set a backscreen / ballscreen on #2's defender.

It is important that #4 set a direct backscreen on the dribbler's defender instead of trying to screen on the side of the defender, as in most pick and roll situations. #4 then may roll to the basket after the screen or look to spot up on top if he has good outside shooting range.

#2 is looking to make a direct drive to the basket and thus it is imperative that #4 set a backscreen / ballscreen for #2.

As that action is taking place, #3 and #5 are setting a double staggered screen for #1.

Fusion Offense (Culmination - Pinch Post Series)

IMPORTANT NOTE: #1 ALWAYS has the option to cut low off the screening action from #2 and #5.

#1 would make his cut BEFORE #3 had a chance to "x-cut" off the back of #2, so the timing would allow #1 to get open before #3 cut into the lane.

TEACHING POINT: If #1 does decide to cut underneath the basket off the screen from #5, #2 should reverse his cut and come back to the top to receive the potential pass or dribble hand-off from #4. In essence, he is just replacing #1 in the offense and would execute the movements #1 would make if he came off the screen toward the top.

The Fusion Offense

Chapter 7

Pressure Releases

The Fusion Offense

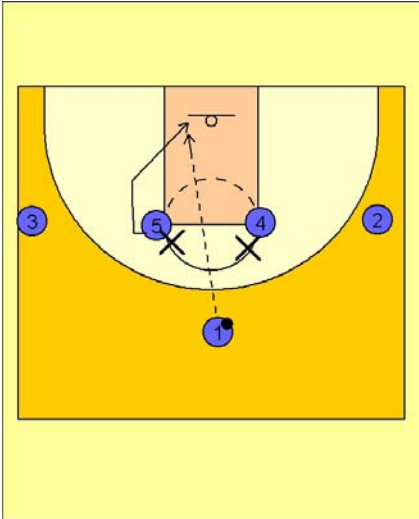
Any offense is only as good as its pressure release system. Teams will always try and take you out of your “comfort zone”. By applying aggressive and often times overplaying defensive pressure, teams will force you out of your offensive flow or rhythm. What do you do when that happens?

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



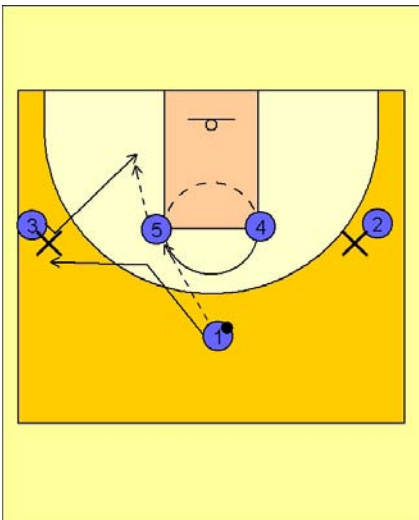
Fusion Pressure Releases (A)

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.



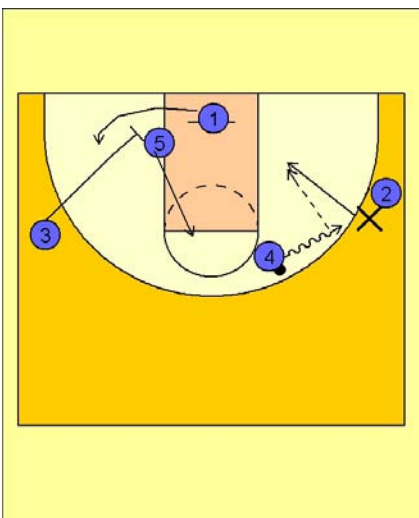
Fusion Pressure Releases (B)

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.

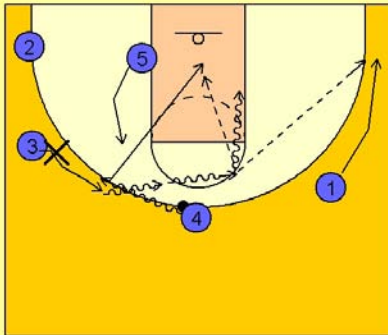


Fusion Pressure Releases (D)

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.

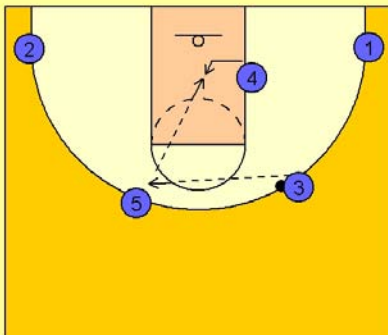
EVERYTIME, as a rule in this offense, on all dribble hand-offs from the post and perimeter player, the opposite post player cuts out on top, taking his defender away from the lane while the post player who handed the ball off rolls to the basket.



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.

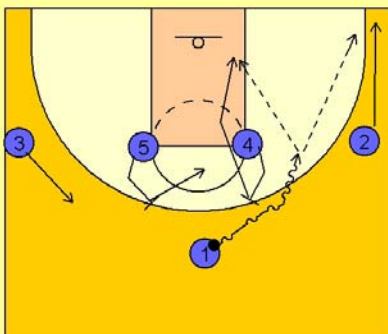


Fusion Pressure Releases (F)

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.

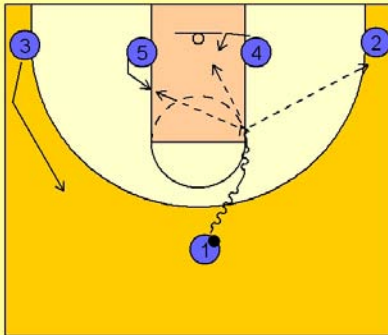




Fusion Pressure Releases (G)

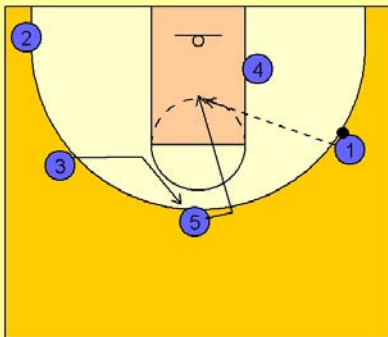
Another popular pressure release is the "flat" call. #2, #3, #4 and #5 flatten out on the baseline while #1 creates on the dribble on top.

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.



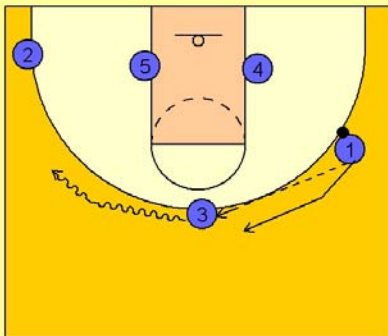
Fusion Pressure Releases (H)

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.



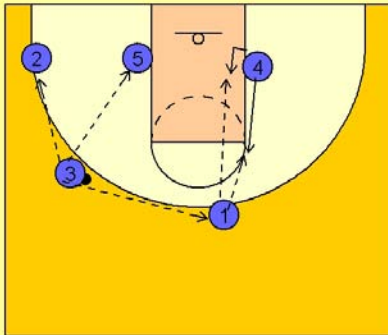


Fusion Pressure Releases (J)

#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.

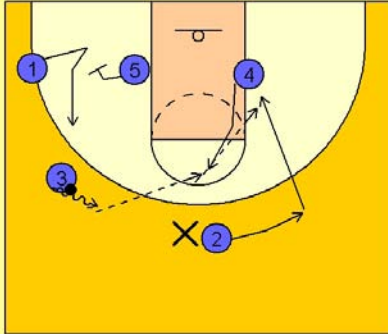
- The corner pass to #2 initiating our Triangle Corner Series,
- The post pass to #5 initiating our Triangle Post Series,
- Or to #1 on top initiating our Pinch Post Series.

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





Pressure release (pinch post)



Fusion Offense

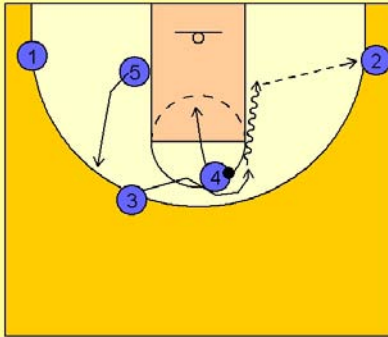
Pressure Releases (Culmination - Pinch Post Series)

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.



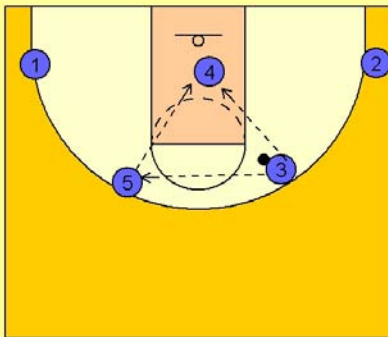
Fusion Offense

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)

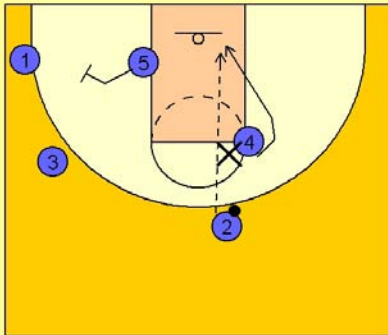
#3 can look to feed the post man #4 or reverse the ball back to #5 who can look for a better passing angle into the post man #4.



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

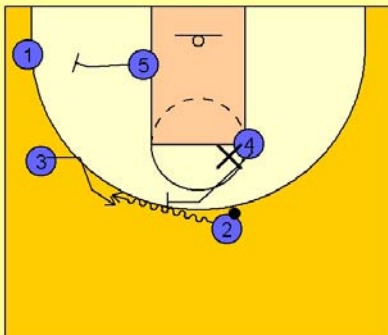
Pressure Releases (Culmination - Pinch Post Series)

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.

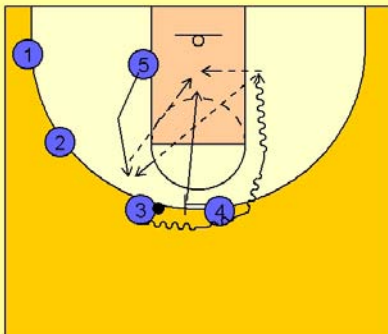


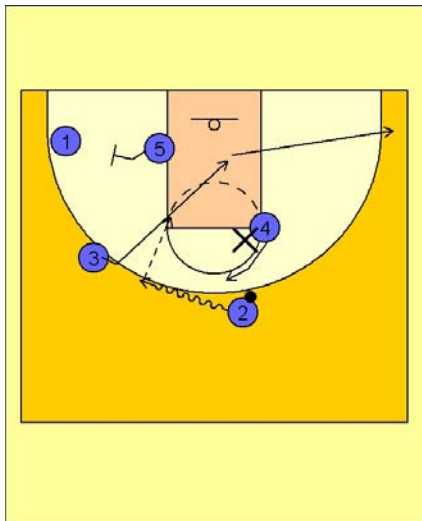
Fusion Offense

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.





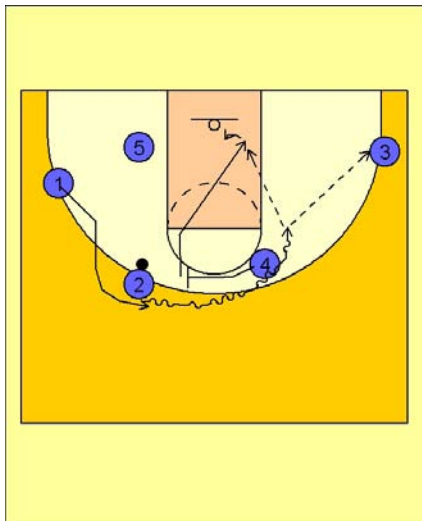
Fusion Offense

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.

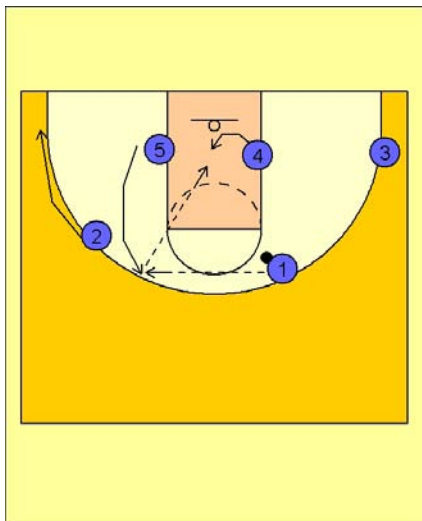


Fusion Offense

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.

The Fusion Offense

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)**

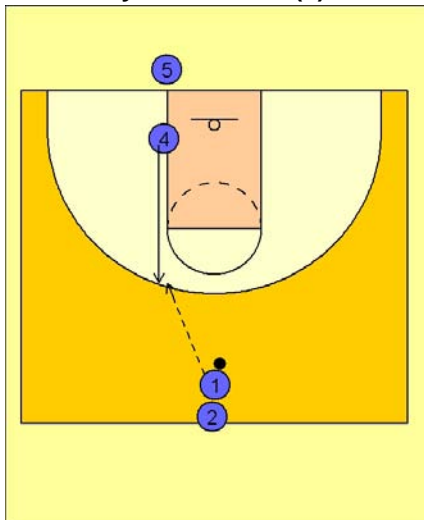
It is recommended that you use the drills in succession when implementing each series in practice. It is not necessary to run all three series each practice, but it is suggested to run at least one or two of the complete series each practice.

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.

The Fusion Offense

Teaching The Fusion Offense

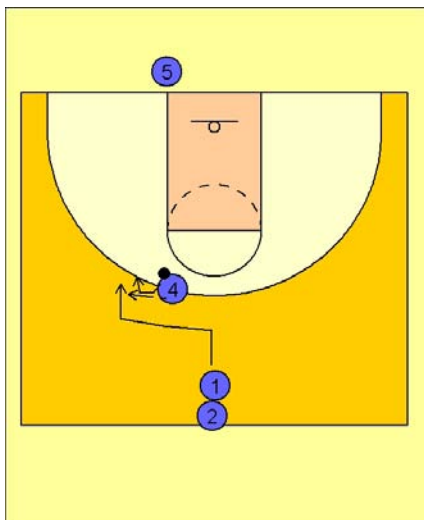
Post Entry Breakdown Drills

**Post entry breakdown (1)****Post Entry Breakdown Series (1a)**

Two groups. Perimeter players on top and post players underneath the basket.

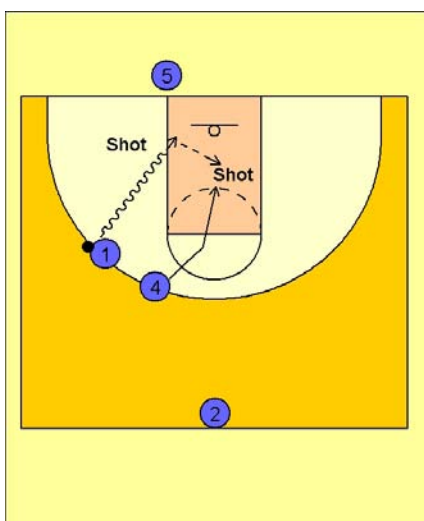
Drill starts with #4 flashing to the top of the key area. #1 passes the ball as #4 reaches the top of the key.

TEACHING POINT: Make sure on all of your drills and in the offense that your post and perimeter players are always spaced out high and wide. Top of the key area to receive post entry passes and top of the key extended on the wings to receive wing entry passes.

**Post Entry Breakdown Series (1b)**

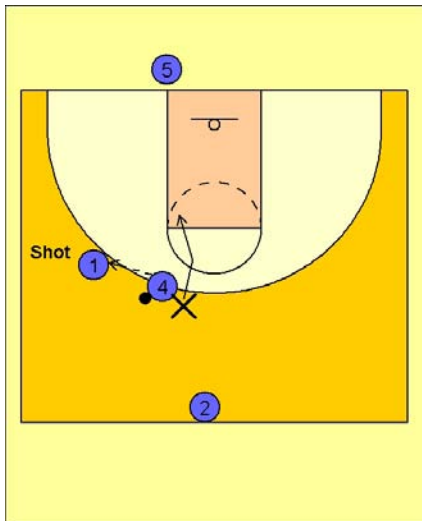
As #4 catches the ball he executes an outside pivot. #1 cuts down and over the top of #4, making sure to "rub shoulders" as he passes by #4.

#4 hands off the ball to #1.

**Post Entry Breakdown Series (1c)**

#1 attacks the basket on the drive.

#1 is instructed to score every other time. Every other time he will dump the ball off to #4 who is following #1 to the basket.

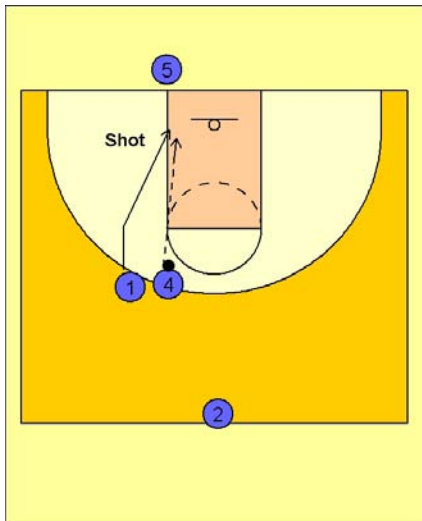


Post Entry Breakdown Series (1d)

After a couple of times each through, the group will now change the type of shot the perimeter player will take.

Here we are assuming the defense has decided to play behind #4's screen.

#1 recognizes this and now we look for the jump shot as #1 steps out a bit to receive the ball from #4.

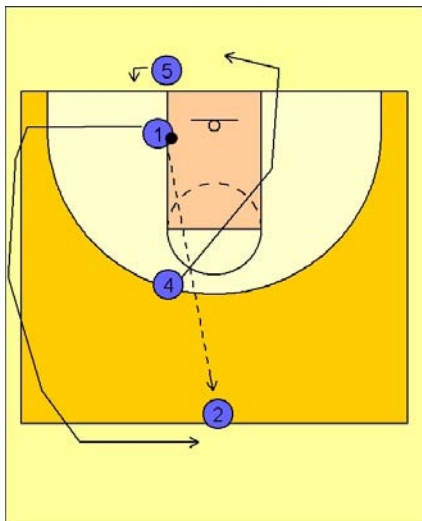


Post Entry Breakdown Series (1e)

After a few times through each on that shot, we now move to our last shot attempt.

Here we see #4 executing the outside pivot and then waiting until #1 has cleared himself from the defender.

#4 looks to make an over the top pass to #1 on the left low block.



Post Entry Breakdown Series (1f)

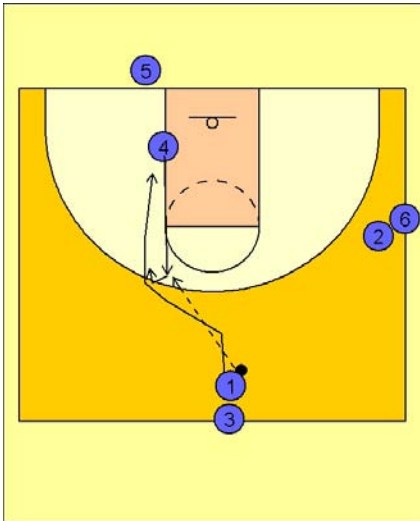
After each shot attempt the rotations will remain the same.

The post player will follow the shot and rebound the basketball and then outlet the ball to the new perimeter player near half court.

The post player, #4 in this diagram, will then step off the floor and the next post player, #5 in this diagram, will step on the court and flash to the high post area and continue the drill action.



Post entry breakdown (2)



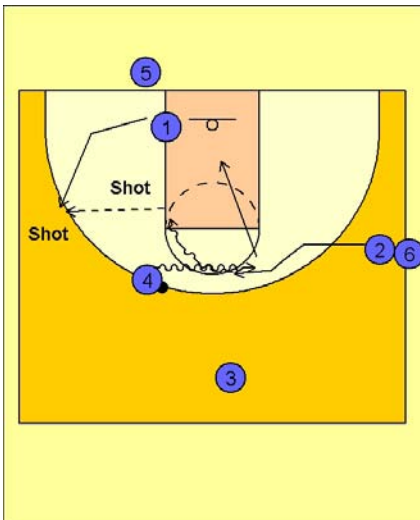
Post Entry Breakdown Series (2a)

Three groups for this drill. Post players underneath the basket. Perimeter players are split up on top and on the right wing. This drill can also be run on the left wing.

#1 enters the ball to #4 flashing to the top of the key area.

#4 executes an outside pivot while #1 cuts down and around #4.

#1 cuts down to the left low block area.



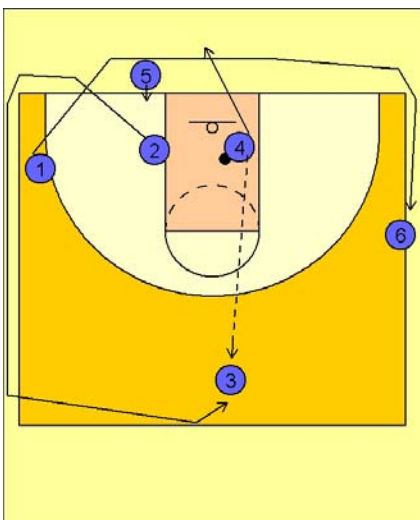
Post Entry Breakdown Series (2b)

#4 then attacks the right wing man, #2, on the dribble.

#2 fakes down and over the #4 man dribbling at him. #4 executes a dribble hand off with #2.

#2 takes the ball and drives the ball in the gap for a shot or kick out to the left wing man, #1, who has popped out when #4 put the ball down to the right wing.

The wing man should shoot the ball every other time. Every other time he should kick the ball out to the left wing player.



Post Entry Breakdown Series (2c)

#4 will rebound the shot and outlet to the new perimeter man on top, #3 in this diagram.

#2 will leave the court and hustle back to the half court area and join the perimeter line on top.

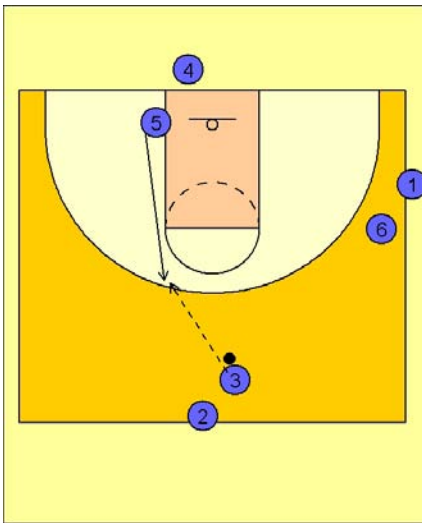
#1 will hustle off the court underneath the basket and join the perimeter wing line on the right side of the floor.

#5 will step in and flash to the high post area and continue the drill.



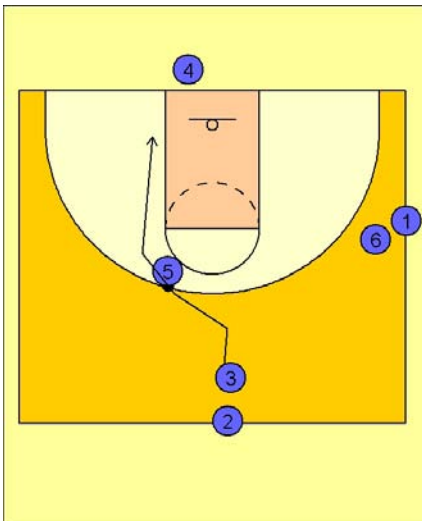
Post Entry Breakdown Series (2d)

#5 now catches the ball at the top of the key. #3 enters the ball.



Post Entry Breakdown Series (2e)

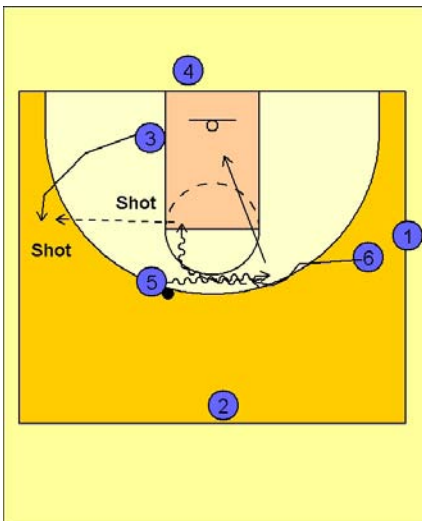
#3 fakes down and over the top of #5 and down to the left low block area.



Post Entry Breakdown Series (2f)

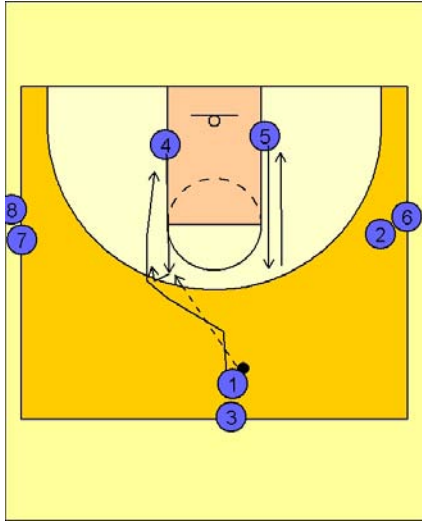
#5 then drives the ball hard at #6 on the right wing. As #5 drives toward #6, #3 pops out to the left wing area.

#5 and #6 execute a dribble hand off. Again, #6 will shoot the ball coming off the dribble hand off EVERY OTHER TIME. Every other time he will drive and kick out to the wing player spotting up for the jump shot.





Post entry breakdown (3)



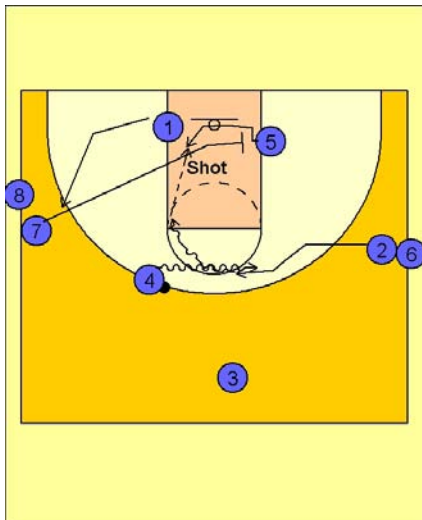
Post Entry Breakdown Series (3a)

Five groups. Two post players underneath the basket. Three perimeter groups on top, one on each wing and one near half court.

#4 and #5 flash to the top of the key areas.

#1 enters the ball to either side. The post player, #4 in this diagram, will again execute the outside pivot while #1 cuts down and over the top of #4.

#1 will cut down to the left low block area.

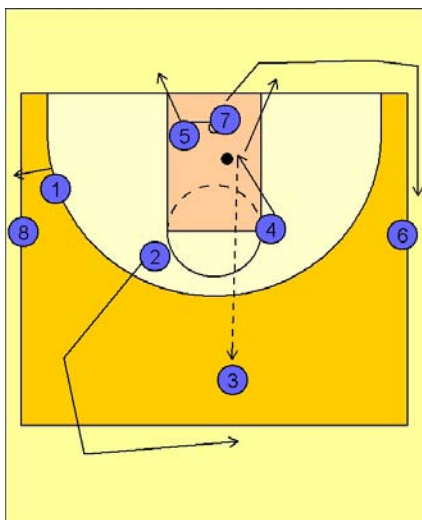


Post Entry Breakdown Series (3b)

#4 now drives the ball hard at the right wing man, #2. As #4 puts the ball down to the right wing, #7 is sprinting into the lane to set a screen for #5. #1 is also moving on #4's dribble. #1 pops out to the left wing.

#4 and #2 execute the dribble hand off. #2 takes the ball from #4 and turns the corner looking for #5 inside.

#5 will take the shot after receiving the pass from #2.



Post Entry Breakdown Series (3c)

#4 rebounds the basketball and outlets the ball to the new perimeter man on top. Perimeter players will ALWAYS rotate clockwise.

#7 cuts under and out to the right wing.

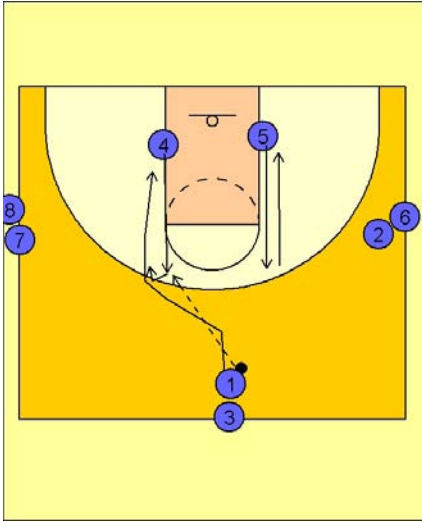
#2 hustles back out to near the half court line to join the perimeter group on top.

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

#4 and #5 step off the court and exchange post lines underneath.



Post entry breakdown (4)



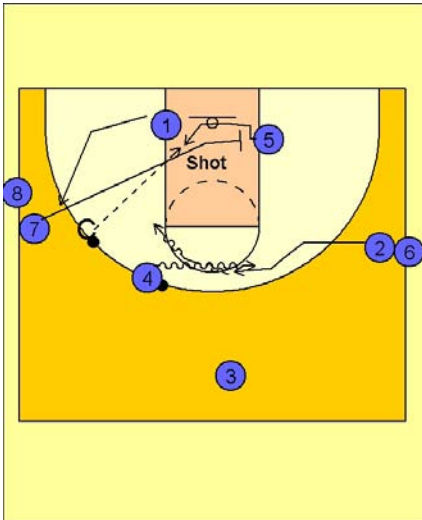
Post Entry Breakdown Series (4a)

#4 and #5 flash to the top of the key area.

#1 enters the ball to #4 or #5.

In this diagram, #1 enters the ball to #4.

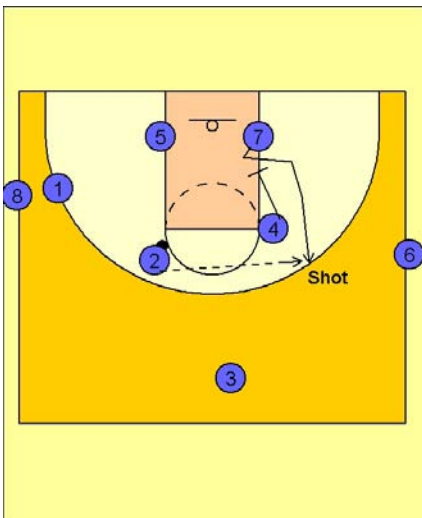
#4 executes again the outside pivot while #1 cuts down and over the top of #4. #1 moves down to the left low block area.



Post Entry Breakdown Series (4b)

#4 drives the ball hard at the right wing player #2. As #4 puts the ball down, #7 sprints into the lane to set a screen for #5. #1 moves out to the left wing area.

As #5 comes off the screen from #7, the COACH or MANAGER will make the entry pass inside. #5 will take the shot.



Post Entry Breakdown Series (4c)

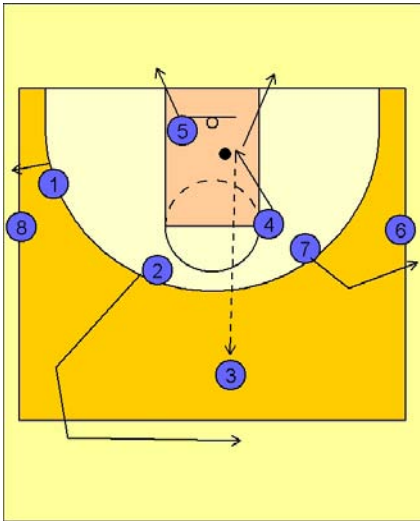
#2, still with the basketball, will look to hit #7 coming off of a down screen from #4. #7 will take the pass from #2 and shoot the shot.



Post Entry Breakdown Series (4d)

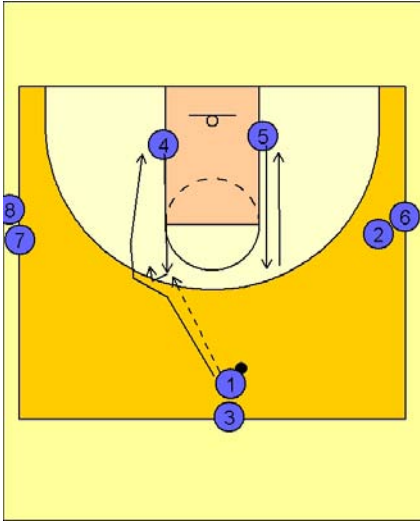
Again, each perimeter line rotates clockwise.

#4 and #5 switch lines underneath.





Post entry breakdown (5)



Post Entry Breakdown Series (5a)

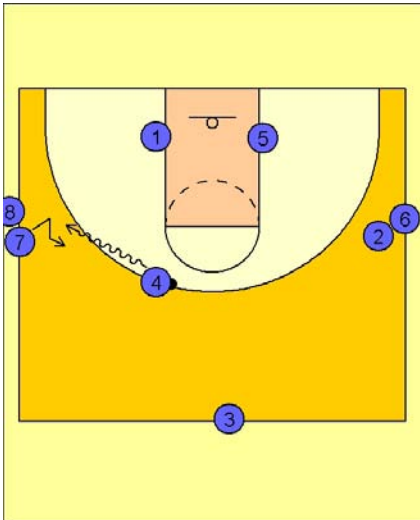
#4 and #5 flash to the top of the key area.

#1 enters the ball to #4 or #5.

In this diagram, #1 enters the ball to #4.

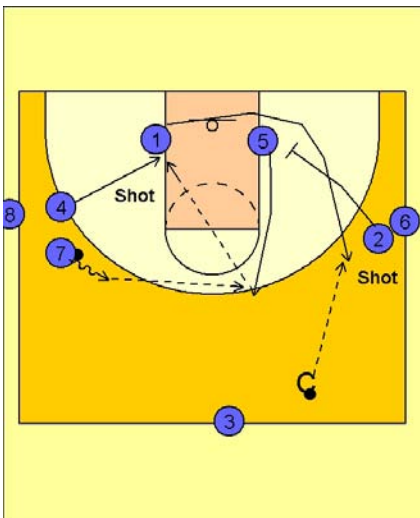
#4 executes again the outside pivot while #1 cuts down and over the top of #4. #1 moves down to the left low block area.

#5 cuts back to the opposite low post area.



Post Entry Breakdown Series (5b)

#4 now drives at the wing player #7 and executes a dribble hand off on the left wing.

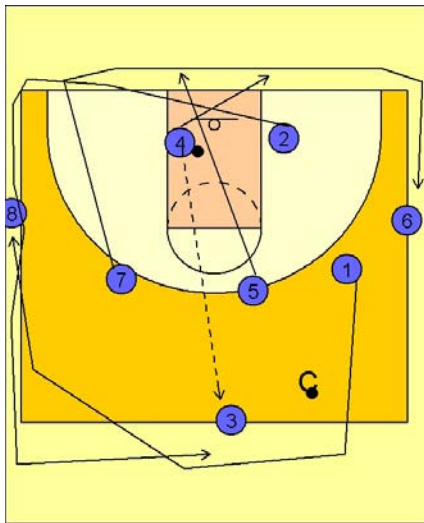


Post Entry Breakdown Series (5c)

As #4 and #7 complete the hand off, #7 then takes the ball on a few dribbles toward the middle of the court.

#5 flashes to the right side top of the key area while #1 clears out and comes up off a down screen from #2 on the right wing.

#7 passes to #5 who then hits #4 rolling to the basket after the dribble hand off from #7. This all happens quickly, with the dribble hand off and the pass to the high post and then inside coming in "bang - bang" fashion.



Post Entry Breakdown Series (5d)

Again, each perimeter line rotates clockwise while the post lines (#4 and #5) exchange spots at the end of the lines underneath the basket.

#2 moves to the end of the line with the group at half court.

#1 moves over to the end of the line on the left wing.

#7 moves to the end of the line on the right wing.

#4 takes the ball out of the net and outlets to the next person in line at half court. #4 and #5 then exchange post lines and get to the end of their respective lines underneath the basket area.

We are ready to continue the drill.

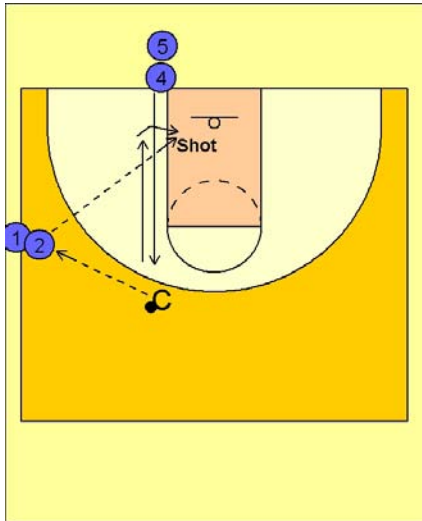
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Wing Entry Breakdown Drills



Wing entry breakdown (1)



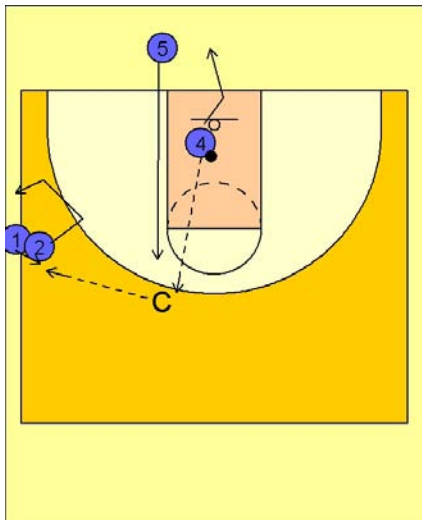
Wing Entry Breakdown Series (1a)

#4 flashes to the top of the key area.

The COACH enters the ball to the left wing man #2.

#4 cuts to the basket when the ball is passed to the left wing. #2 looks to make a quick "corner of the board" pass over the top of #4's defender.

#4 takes the shot.

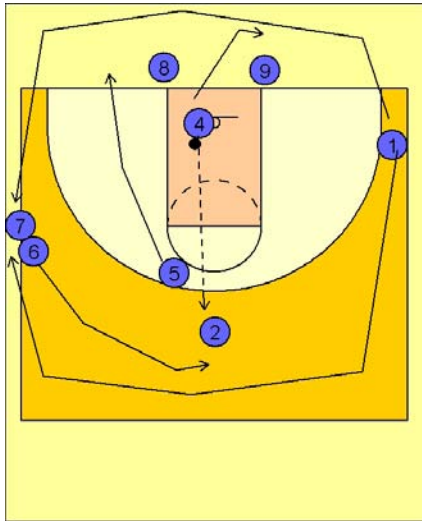


Wing Entry Breakdown Series (1b)

#4 takes the ball out of the net and outlets the ball to the coach on top.

#2 goes to the end of the line while #1 steps up with #5 to take the new post and wing spots to continue the drill.





Wing Entry Breakdown Series (2d)

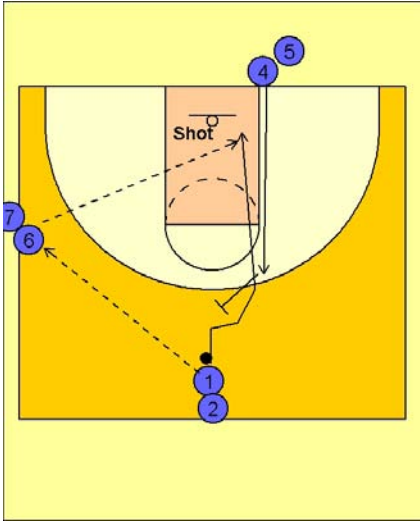
#4 takes the ball out of the net and outlets the ball to the new top perimeter player #2.

#5 hustles off the floor and takes the opposite post line position. #4 also gets off the floor and gets behind of the opposite post line he was in the last possession.

#6 takes the back spot in line on the top perimeter area while #1 gets behind the left wing line. The drill continues now with two new post players flashing to the top of the key area.



Wing entry breakdown (3)



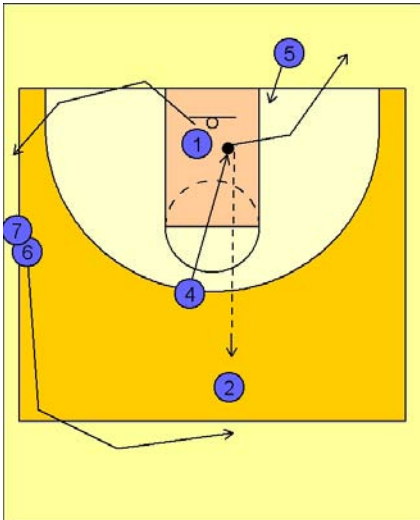
Wing Entry Breakdown Series (3a)

"#4 flashes to the top of the key area to start the drill.

#1 passes to the left wing line player #6.

On the pass to the wing, #4 steps out and sets a back screen for #1.

#1 cuts to the basket and receives a lob pass from #6.



Wing Entry Breakdown Series (3b)

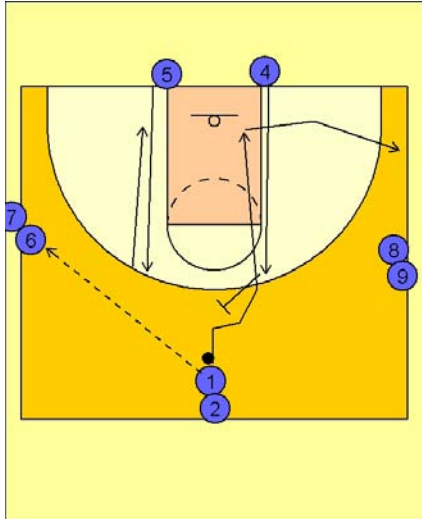
#4 follows #1 to the basket and tips in the miss or takes the ball out of the net and outlets the ball to the new top perimeter player #2.

#6 joins the end of the top perimeter line while #1 gets behind the left wing line.

#4 hustles off the floor and gets behind the post player line underneath the basket.



Wing entry breakdown (4)



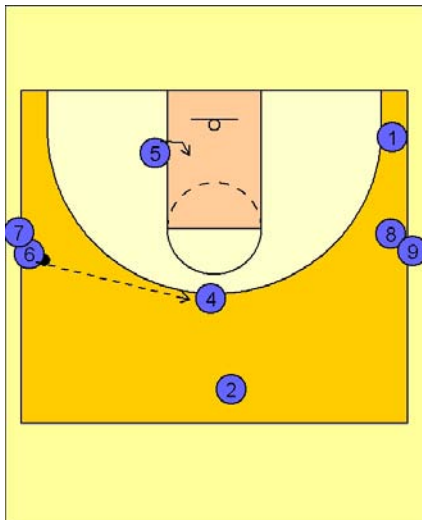
Wing Entry Breakdown Series (4a)

#4 and #5 flash to the top of the key area.

#1 passes to the left wing and cuts off the back screen from #4 and looks for the lob pass to the basket.

On the pass to the left wing, the ball side post player immediately slides down to the left low block looking for the "corner of the board" pass.

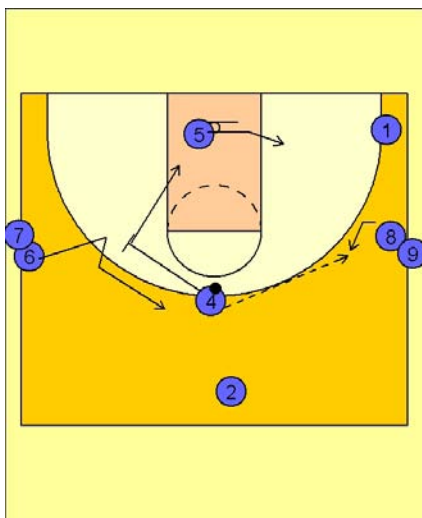
#1 does not get the lob pass in this drill and immediately cuts out to the opposite side corner area.



Wing Entry Breakdown Series (4b)

#6 now reverses the ball to #4 on top.

On the pass to the top, #5 ducks in the lane looking for the high / low entry pass from #4.



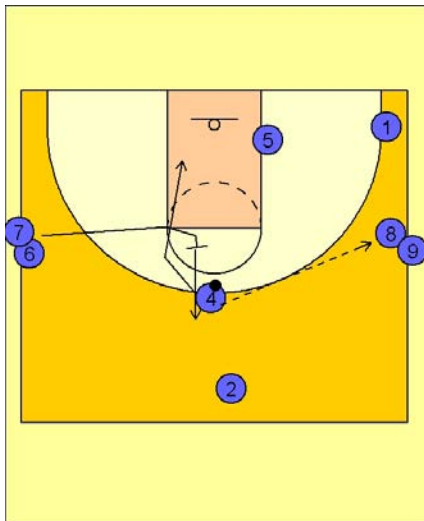
Wing Entry Breakdown Series (4c)

#4 passes to #8 on the right wing.

You now can work on the three options you have available with the screening action between #4 and #6.

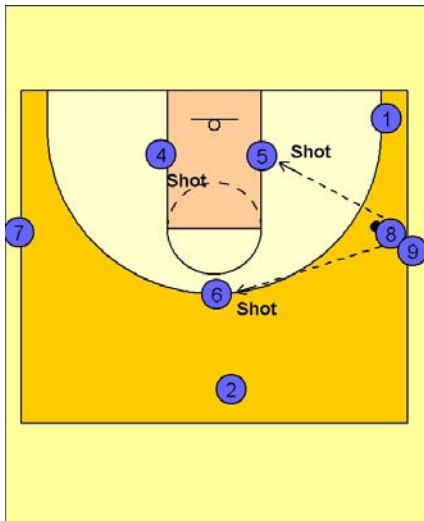
Work on #4 screening across for #6. #6 may cut over the top and look for the ball at the top of the key area, or, he can fake high and cut backdoor.

#5 follows the ball across the lane on the pass to the wing.



Wing Entry Breakdown Series (4d)

Or work on the backscreen action with #6 setting a backscreen for #4 (also include some "reversing" of the screening action by having #4 raise his fist when #6 moves in to backscreen. This will alert #6 to instead use the downscreen from #4 and pop to the top for the shot.



Wing Entry Breakdown Series (4e)

#8 can either hit #5 inside for the shot, or #6 breaking up on top for the jumper, or #4 cutting to the basket. Coaches choice on which shot to look for or perhaps take each shot every other repetition.

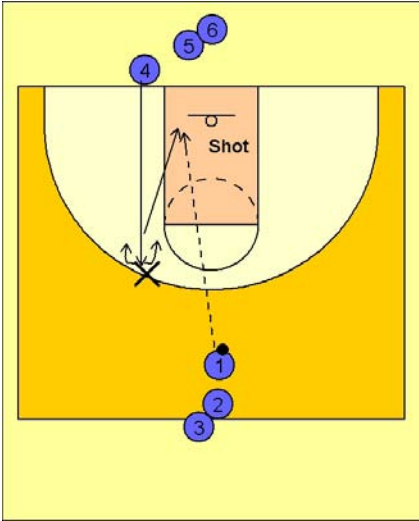
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Pressure Release Breakdown Drills

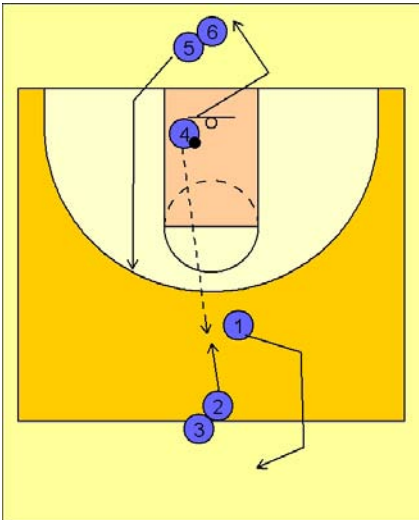


Pressure release breakdown (1)



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)

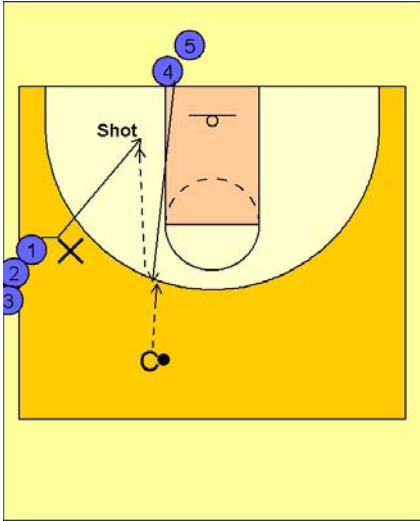
#4 rebounds the ball and outlets to the new perimeter player on top, #2.

#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)

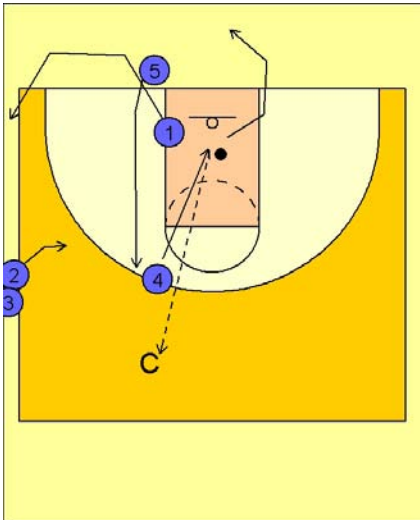


Pressure Release Breakdown Series (2a)

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)

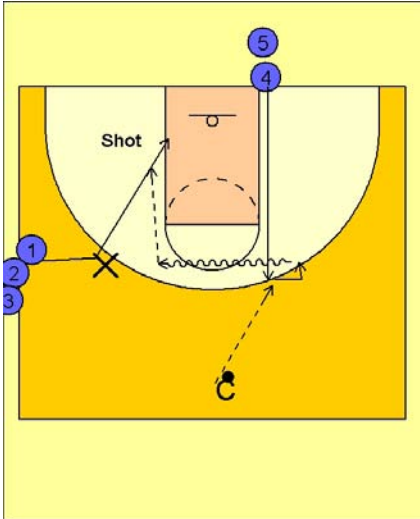
The post player #4 follows #1 to the basket to get the rebound. #4 takes the ball out of the net or tips in the miss shot. #4 then outlets the ball to the coach on top and gets off the court.

#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)

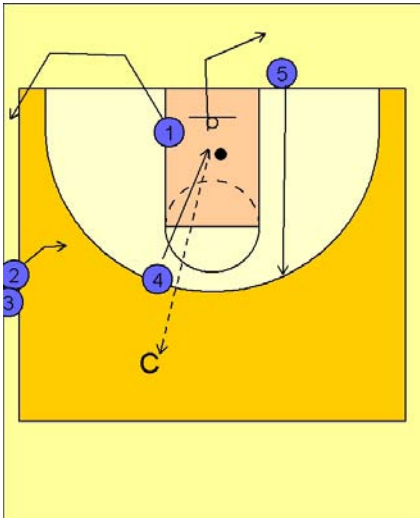


Pressure Release Breakdown Series (3a)

#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.



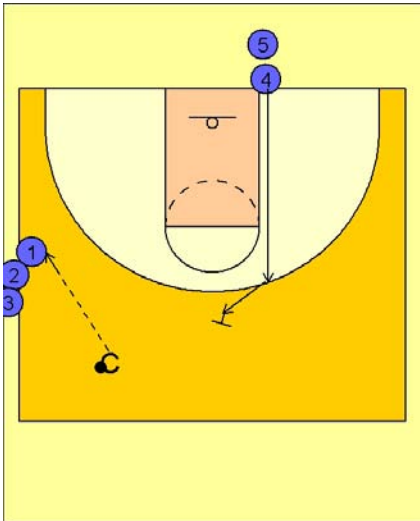
Pressure Release Breakdown Series (3b)

#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.



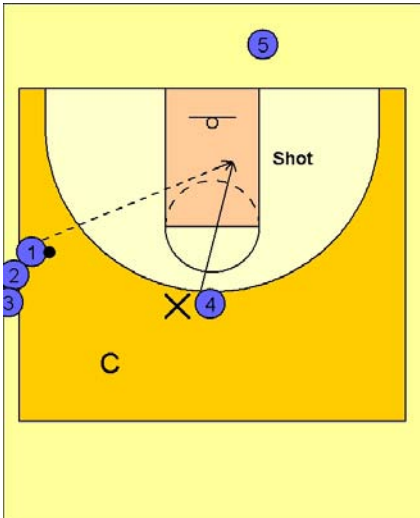
Pressure release breakdown (4)



Pressure Release Breakdown Series (4a)

#4 flashes to the top of the key area.

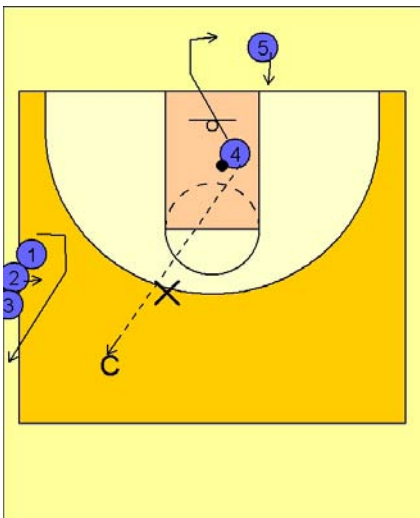
The COACH makes the entry pass to the wing player on the left side, #1. When the pass is made from the coach to the left wing, #4 steps to the top and simulates a back screen action.



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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