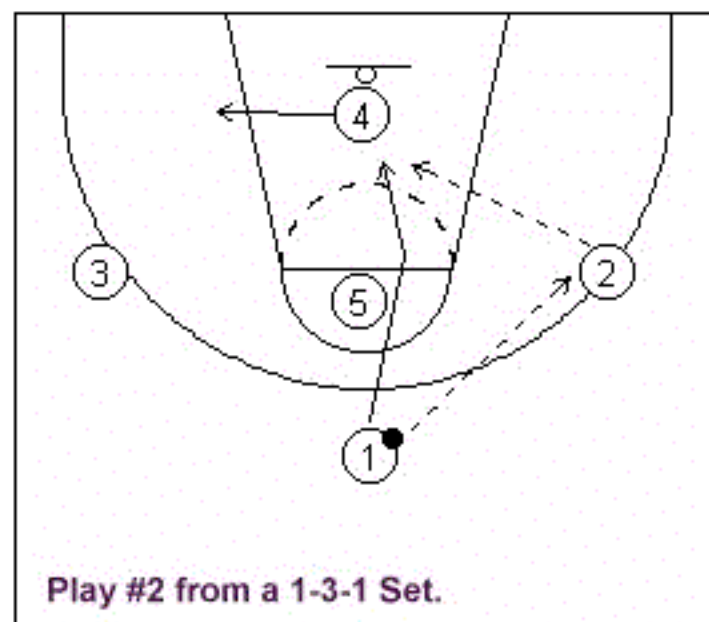
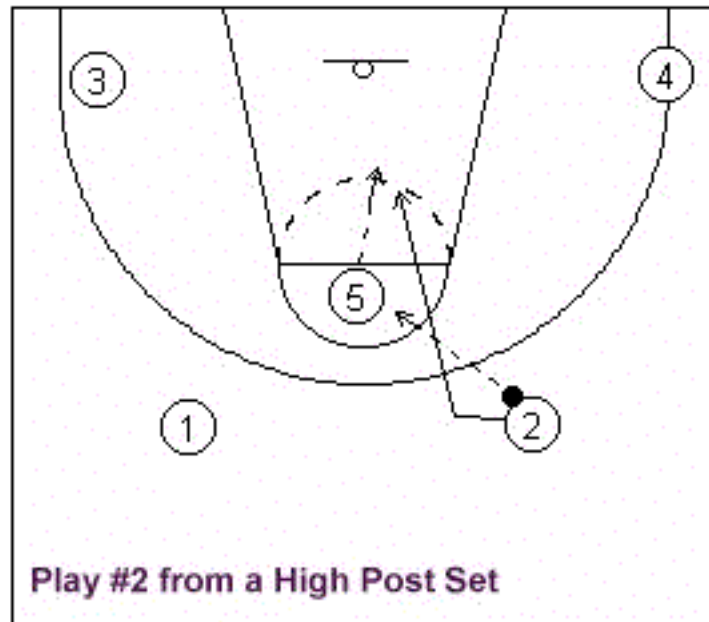
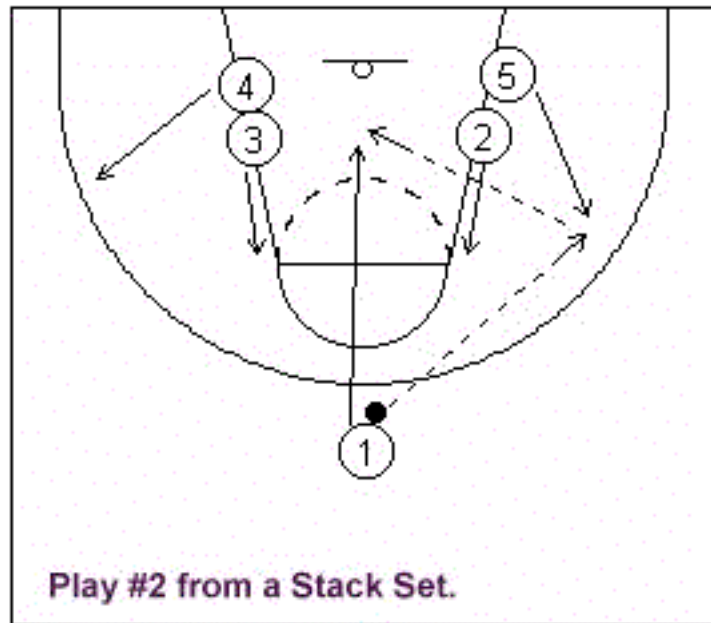
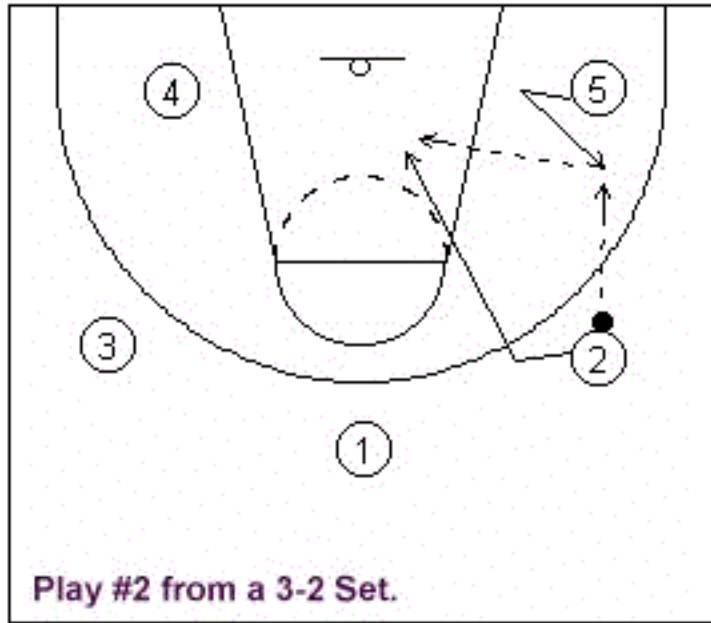


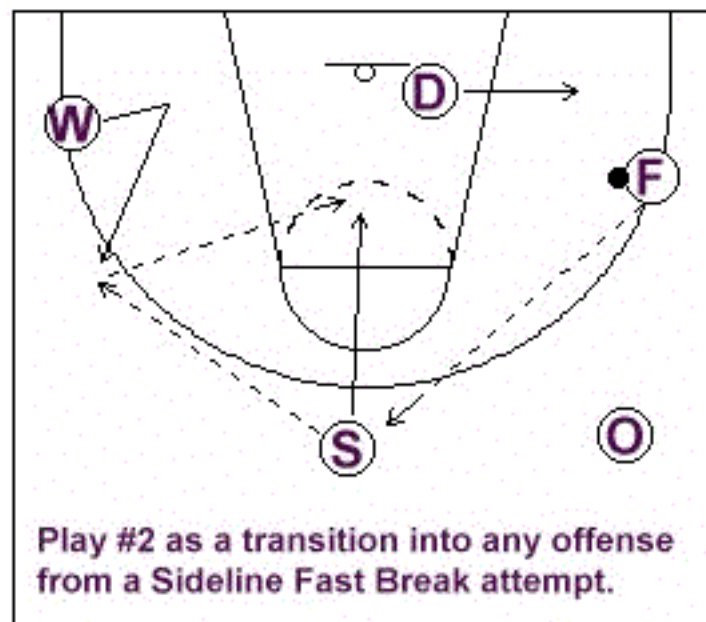
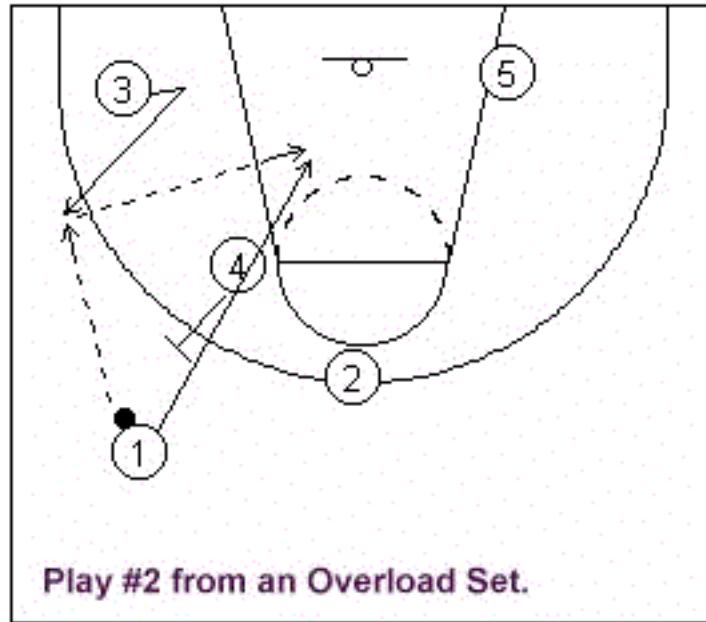
How to execute and use the fundamental give and go basketball play

The second fundamental play, like the first, is as old as basketball itself. Again, every one of your players should be fundamentally strong in this play. The following diagrams illustrate Play #2 used in six different offensive sets.

The give-and-go, often called pass-and-cut, is a basic offensive play in which a player simply passes (gives) to a teammate and cuts (goes) to the basket, attempting to break free of his defender and expecting a return pass from his teammate. If the defender moves with the first pass, or turns his head, the ensuing cut should be quick and straight; however, a fake, feint, change of direction, or change of pace may be necessary in order to draw a reaction from the defender. When they see the give-and-go maneuver initiated, other offensive players must decoy their defenders from the basket area and passing lane. If free to receive a pass, the cutter should raise his hand nearest the basket as a passing signal and target. The pass can be a straight pass, a bounce pass, or a lob pass as the situation warrants.







One of the things I always looked for when scouting an opponent was to see what the guard did after passing to a wing. Even today, most coaches key their offense this way, but fail to utilize one of the easiest ways to score in basketball. The guard brings the ball down court, passes to the forward and cuts through the defense to the opposite side; however, the guard rarely looks for a

return pass, because he is simply getting the offense started. What a waste! Any coach who allows his players to do this is passing a great scoring opportunity. Let's always look for a scoring opportunity and put it in the hoop. I'm sure many coaches call this their first option, but the ball seldom ends up in the cutter's hands. When the first cutter is a definite threat, defensive help on the other options is lessened.

Drills for Number 2

There are many more drills for the give and go than is shown here. Some are strictly instructional; however, most can be put in competitive drills which can be run many different ways. "Make it – take it" is a good method. That is, if the offense makes the basket, he or the team remains on offense. If the offense fouls, it is a turnover. If the defense fouls, the ball remains with the offense. A specific number of "turnovers" can be set up for the offense with score kept. Losers can do push-ups or laps.