

**RAPID ROLLING OFFENSIVE TRIANGLE MERGING A SET
AND A MOVING SCREEN.**

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Offense

The title of the Kansas offensive signifies an offensive roll or grapevine down the floor with the men passing at angles and running in curves, interspersing a pivot only when the offensive man is confronted with a defensive opponent. The axioms are: never dribble when you can pass; never pivot unless forced to do so; and never make a long pass unless a teammate is at least ten feet in the open; never dribble closer than six feet to the sideline and then cut in toward the center of the court as soon as possible.

The dribble simulates the broken field run in football. A dribble is only for the purpose of enabling the player to break in the open so that he may pass. The dribble is an individual play, consequently passing should be resorted to whenever possible. When a player passes to a teammate in an unguarded position and the passer automatically moves to an unguarded position, this play is known as the perfect offensive play.

Passing and cutting are encouraged more in the passing game than they are in the dribbling game. In the passing game the opponents are faced with many more passing angles to overcome than in the dribbling game.

When the dribble is used we teach the low dribble for security. When an offensive player is in danger of losing the ball to an opponent we teach the low drag dribble. The player interposes a portion of his thigh, body and shoulder to the opponent, using the off arm and hand to control the dribble away from the closest contact of the opposition. We use the high dribble for