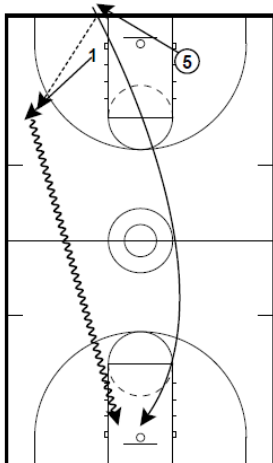


Tim Cleuss
Iona College
“Transition Offense”

- Got his sideline break from his high school coach, Coach Morris
- Coach Morris was a lacrosse coach
- He took his sideline break from lacrosse and used it for basketball
- Pitino used to go to Coach Morris' practices to learn his fast break
- Makes every player run a 5 minute 30 second mile
- You run every day until you make it in 5 minutes and 30 seconds
- Fast break is not a play, it is a mindset
- You have to trust it and believe in it
 - You're going to throw the ball away a little bit
 - You're going to give up some easy baskets
 - It's going to wear your opponent out
- He has used it at every level and it has worked at every level
- Puts challenging time and a certain amount of made baskets on each drill
- If they don't make the time or # of baskets, the drill does not count and they have to run
- Doesn't yell at players for screwing up, just tells them to do it again
- Likes to train rebounder to take 1 dribble before outletting the ball – it gets him running and prevents him from standing and watching
- Likes to train the inbounder to turn his head and scan the floor as he steps out of bounds

Tim Cleuss - Transition Offense

Tim Cleuss - 2 Man Break for Layup

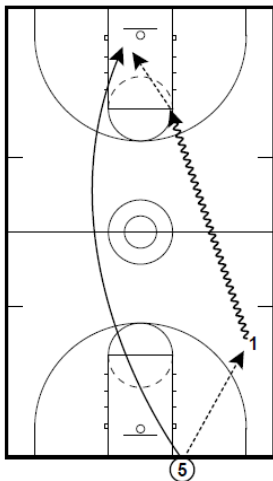


- 5 makes a layup, grabs the ball out of the net, and goes to inbound it
- 1 gets his butt to the sideline
- 5 outlets the ball to 1
- 1 dribbles the length of the floor for a layup
- 5 trails and grabs the ball out of the net before it hits the floor

Fast Break

Frame 1

Tim Cleuss - 2 Man Break for Layup



- 5 outlets to 1
- 1 dribbles to elbow
- 5 trails the play
- 1 passes to 5 for layup

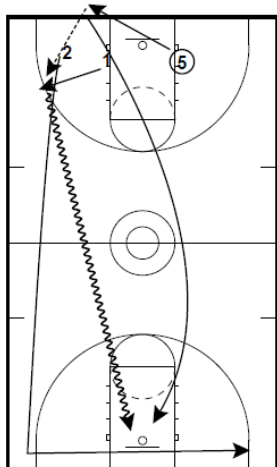
* Players need to make all 3 layups and make the trip down and back in 12 seconds or less

Fast Break

Frame 2

Tim Cleuss - Transition Offense

Tim Cleuss - 3 Man Break for Layup

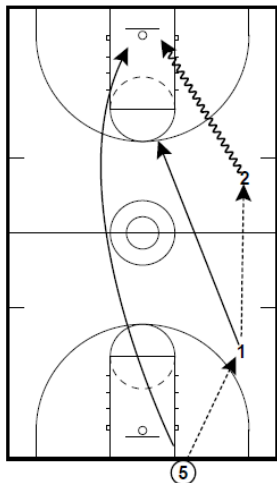


- 5 makes layup, grabs the ball out of the net, steps out of bounds, and outlets the ball to 1
- 2 sprints up the sideline and circles out
- 1 drives for the layup
- 5 trails and grabs the ball out of the net before it can touch the floor

Fast Break

Frame 1

Tim Cleuss - 3 Man Break for Layup



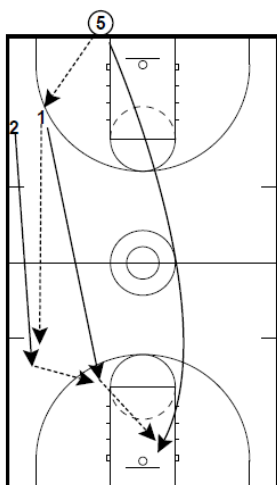
- 5 gets the ball out of the net and outlets to 1
- 1 throws ahead to 2
- 2 makes the layup
- 5 grabs the ball out of the net before it touches the floor

Fast Break

Frame 2

Tim Cleuss - Transition Offense

Tim Cleuss - 3 Man Break for Layup



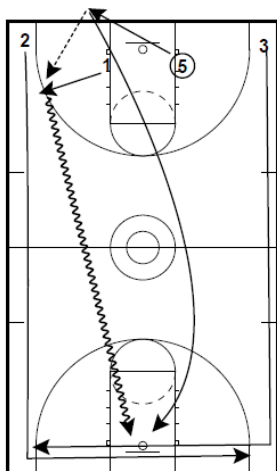
- 5 outlets the ball to 1
- 1 throws ahead to 2
- 2 passes the ball to 1
- 1 passes to 5 for the layup

* The players should make all 4 layups and complete the 3 trips in 24 seconds

Fast Break

Frame 3

Tim Cleuss - 4 Man Break for Layup



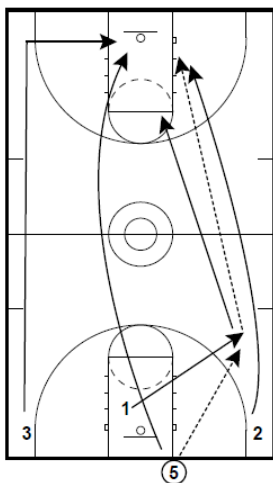
- 5 makes layup, grabs the ball out of the net, steps out of bounds, and outlets the ball to 1
- 2 sprints up the sideline and circles out
- 3 sprints up the sideline and circles out
- 2 and 3 keep their backs to the sideline and their outside hand up as they sprint up the sideline
- 1 drives for the layup
- 5 trails and grabs the ball out of the net before it can touch the floor

Fast Break

Frame 1

Tim Cleuss - Transition Offense

Tim Cleuss - 4 Man Break for Layup

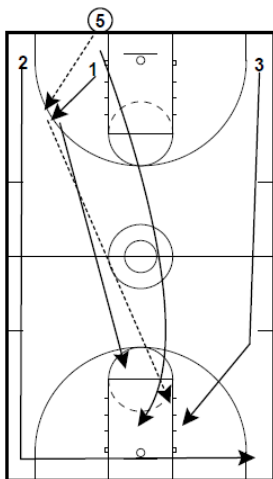


- 5 outlets the ball to 1
- 1 throws ahead to 2
- 2 drives for layup
- 5 grabs the ball out of the net before the ball hits the floor

Fast Break

Frame 2

Tim Cleuss - 4 Man Break for Layup



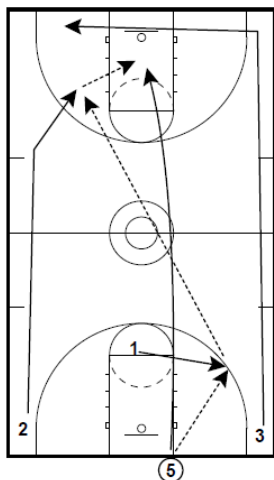
- 5 outlets the ball to 1
- 2 and 3 sprint up the sideline
- 1 passes ahead to 3
- 3 makes the layup
- 2 circles through
- 5 grabs the ball out of the net before it hits the floor

Fast Break

Frame 3

Tim Cleuss - Transition Offense

Tim Cleuss - 4 Man Break for Layup



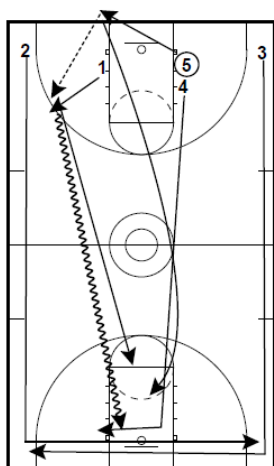
- 5 outlets the ball to 1
- 2 and 3 sprint up the sidelines
- 1 throws ahead to 2
- 5 trails the play
- 2 passes to 5 for the layup

* Players should make all 5 layups and complete all 4 trips in 24 seconds

Fast Break

Frame 4

Tim Cleuss - 5 Man Break for Layup



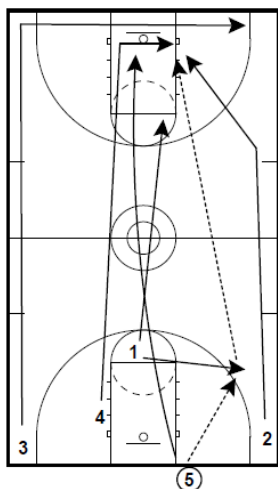
- 5 makes layup, grabs the ball out of the net, steps out of bounds, and outlets the ball to 1
- 2 sprints up the sideline and circles out
- 3 sprints up the sideline and circles out
- 2 and 3 keep their backs to the sideline and their outside hand up as they sprint up the sideline
- 1 drives for the layup
- 4 sprints to the rim
- 5 trails and grabs the ball out of the net before it can touch the floor

Fast Break

Frame 1

Tim Cleuss - Transition Offense

Tim Cleuss - 5 Man Break for Layup



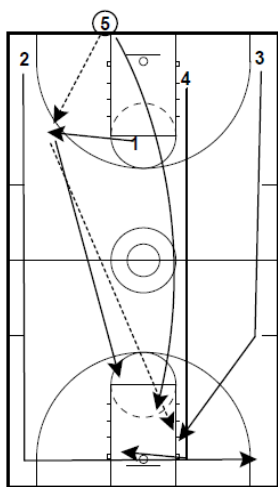
- 5 outlets to 1
- 1 throws ahead to 2 for layup
- 4 rim runs and circles out
- 3 runs up the sideline and circles out
- 5 trails the play and grabs the ball out of the net before it hits the floor

* Players should make all 6 layups and complete all 5 trips in 30 seconds

Fast Break

Frame 2

Tim Cleuss - 5 Man Break for Layup



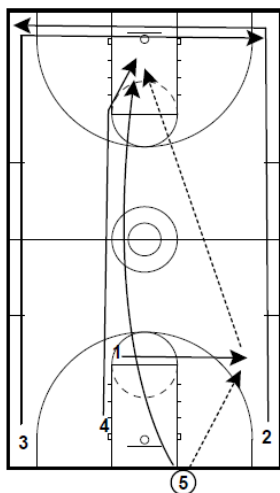
- 5 outlets the ball to 1
- 1 throws ahead to 3 for a layup
- 4 rim runs and circles out
- 2 runs up the sideline and circles out
- 5 trails and grabs the ball out of the net before it hits the floor

Fast Break

Frame 3

Tim Cleuss - Transition Offense

Tim Cleuss - 5 Man Break for Layup

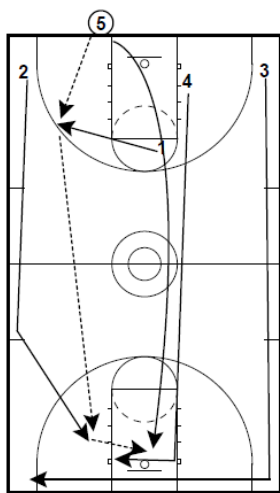


- 5 outlets to 1
- 1 throws ahead to 4 for a layup
- 2 and 3 sprint up the sideline and circle out
- 5 trails the play and grabs the ball out of the net before it hits the floor

Fast Break

Frame 4

Tim Cleuss - 5 Man Break for Layup



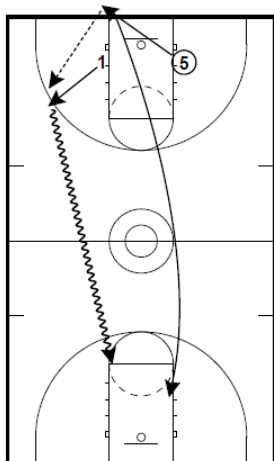
- 5 outlets to 1
- 1 throws ahead to 2
- 3 sprints up the sideline and circles out
- 4 rim runs and circles out
- 2 passes to 5 for the layup

Fast Break

Frame 5

Tim Cleuss - Transition Offense

Tim Cleuss - 2 Man Break for Jumper

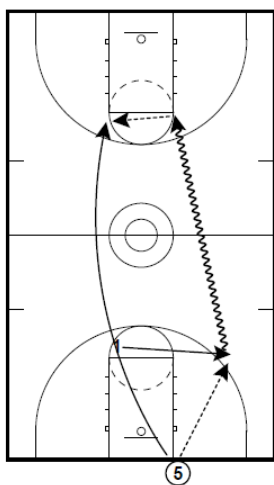


- 5 makes a layup, grabs the ball out of the net, steps out of bounds and outlets the ball to 1
- 1 dribbles to the elbow for the jumper
- 5 trails opposite elbow and reads rebound

Fast Break

Frame 1

Tim Cleuss - 2 Man Break for Jumper



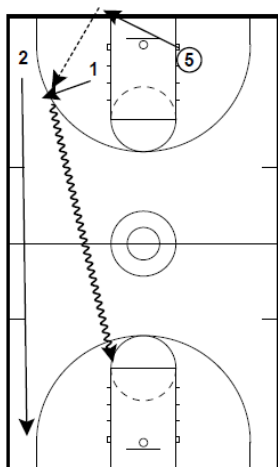
- 5 outlets the ball to 1
- 1 dribbles to the elbow
- 5 trails to the opposite elbow
- 1 passes to 5 for the jumper

Fast Break

Frame 2

Tim Cleuss - Transition Offense

Tim Cleuss - 3 Man Break for Jumper

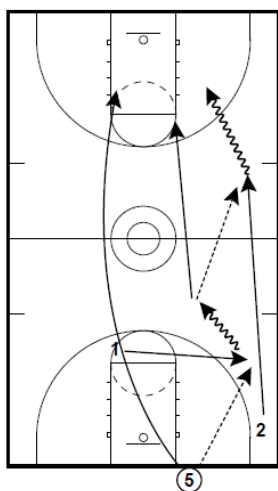


- 5 makes a layup, grabs the ball out of the net, steps out of bounds, and outlets the ball to 1
- 2 sprints up the sideline to the corner
- 1 dribbles to the elbow for the jumper
- 5 trails to the opposite elbow and reads the rebound

Fast Break

Frame 1

Tim Cleuss - 3 Man Break for Jumper



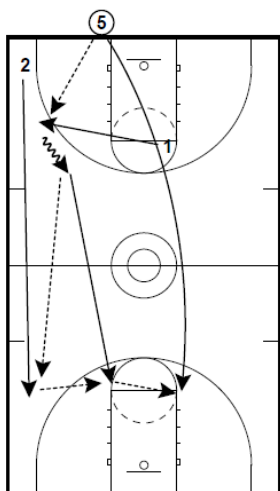
- 5 outlets the ball to 1
- 1 takes a couple of dribbles towards the middle of the floor to set up a passing angle
- 1 throws ahead to 2
- 2 dribbles in for jumper between wing and corner
- 5 trails to opposite elbow and reads the rebound

Fast Break

Frame 2

Tim Cleuss - Transition Offense

Tim Cleuss - 3 Man Break for Jumper

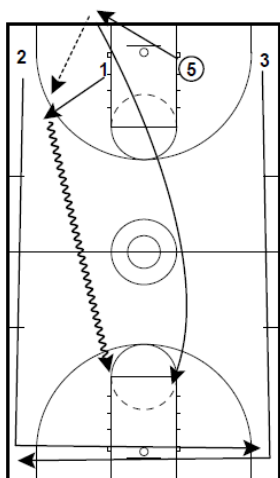


- 5 outlets the ball to 1
- 1 takes two dribbles and throws ahead to 2
- 2 passes back to 1 at elbow
- 1 passes to 5 trailing
- 5 shoots the elbow jumper

Fast Break

Frame 3

Tim Cleuss - 4 Man Break for Jumper



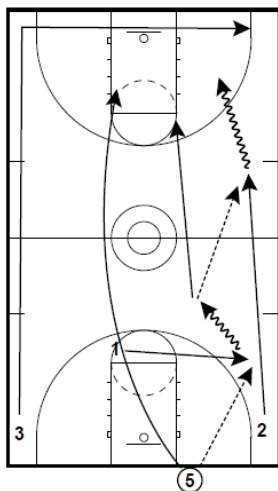
- 5 makes a layup, grabs the ball out of the net, steps out of bounds, and outlets the ball to 1
- 2 and 3 sprint up the sideline to the corner and circle out
- 1 dribbles to the elbow for the jumper
- 5 trails to the opposite elbow and reads the rebound

Fast Break

Frame 1

Tim Cleuss - Transition Offense

Tim Cleuss - 4 Man Break for Jumper

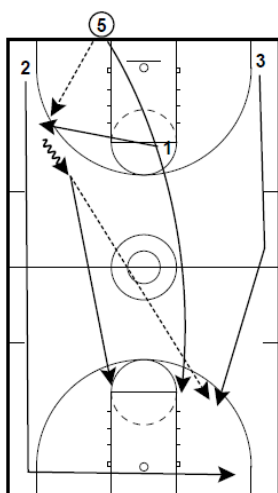


- 5 outlets the ball to 1
- 3 sprints up the sideline to the corner and circles out
- 1 takes a couple of dribbles towards the middle of the floor to set up a passing angle
- 1 throws ahead to 2
- 2 dribbles in for jumper between wing and corner
- 5 trails to opposite elbow and reads the rebound

Fast Break

Frame 2

Tim Cleuss - 4 Man Break for Jumper



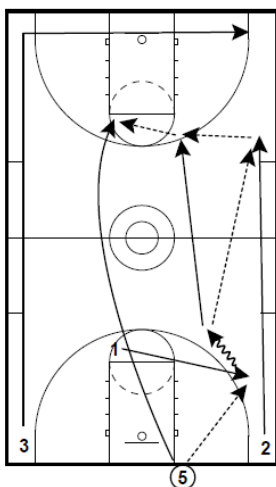
- 5 outlets the ball to 1
- 1 takes two dribbles and throws ahead to 3
- 3 shoots the jumper between the wing and corner
- 2 sprints up the sideline to the corner and circles out
- 5 trails to the elbow and reads the rebound

Fast Break

Frame 3

Tim Cleuss - Transition Offense

Tim Cleuss - 4 Man Break for Jumper

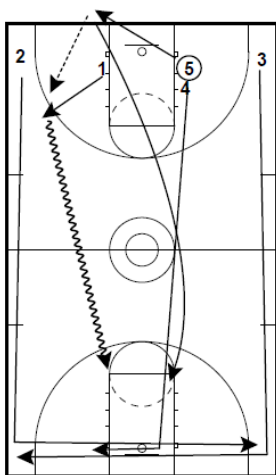


- 5 outlets the ball to 1
- 1 takes two dribbles and throws ahead to 2
- 3 sprints up the sideline to the corner and circles out
- 2 passes back to 1 at elbow
- 1 passes to 5 trailing
- 5 shoots the elbow jumper

Fast Break

Frame 4

Tim Cleuss - 5 Man Break for Jumper



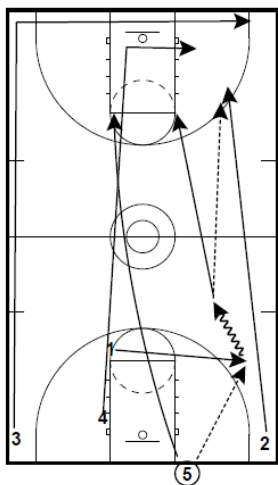
- 5 makes a layup, grabs the ball out of the net, steps out of bounds, and outlets the ball to 1
- 2 and 3 sprint up the sideline to the corner and circle out
- 1 dribbles to the elbow for the jumper
- 4 man rim runs and circles out
- 5 trails to the opposite elbow and reads the rebound

Fast Break

Frame 1

Tim Cleuss - Transition Offense

Tim Cleuss - 5 Man Break for Jumper

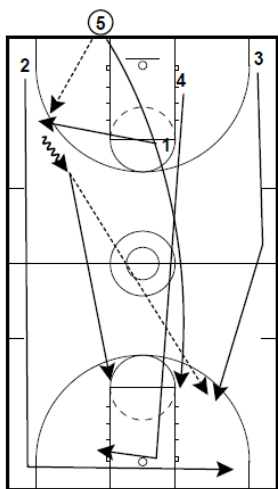


- 5 outlets the ball to 1
- 3 sprints up the sideline to the corner and circles out
- 4 rim runs and circles out
- 1 takes a couple of dribbles towards the middle of the floor to set up a passing angle
- 1 throws ahead to 2
- 2 dribbles in for jumper between wing and corner
- 5 trails to opposite elbow and reads the rebound

Fast Break

Frame 2

Tim Cleuss - 5 Man Break for Jumper



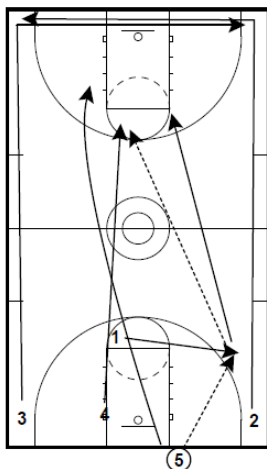
- 5 outlets the ball to 1
- 1 takes two dribbles and throws ahead to 3
- 3 shoots the jumper between the wing and corner
- 2 sprints up the sideline to the corner and circles out
- 4 rim runs and circles out
- 5 trails to the elbow and reads the rebound

Fast Break

Frame 3

Tim Cleuss - Transition Offense

Tim Cleuss - 5 Man Break for Jumper

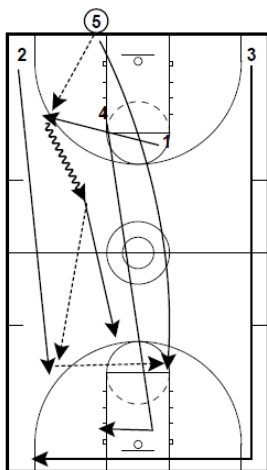


- 5 outlets the ball to 1
- 1 throws ahead to 4
- 4 shoots the jumper between the foul line and three point line
- 2 and 3 sprint up the sideline to the corner and circle out
- 5 trails and reads the rebound

Fast Break

Frame 4

Tim Cleuss - 5 Man Break for Jumper



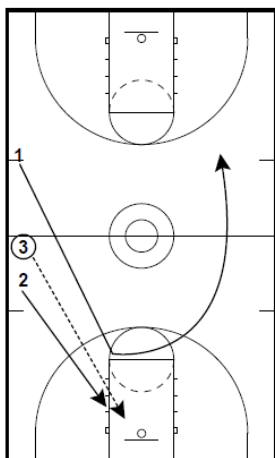
- 5 outlets the ball to 1
- 3 sprints up the sideline to the corner and circles out
- 4 rim runs and circles out
- 1 takes a couple of dribbles towards the middle of the floor to set up a passing angle
- 1 throws ahead to 2
- 2 passes to 5 trailing
- 5 shoots the jumper

Fast Break

Frame 5

Tim Cleuss - Transition Offense

Tim Cleuss - 3 Man Layup Drill

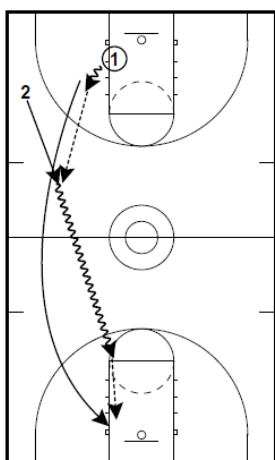


- Man who shoots the layup is the outlet (2)
- Trailer (3) takes out the ball
- Passer (1) hits the foul line and breaks deep
- Throw passes that lead man to the basket, no dribbling

Fast Break

Frame 1

Tim Cleuss - 2 Man Layup Drill



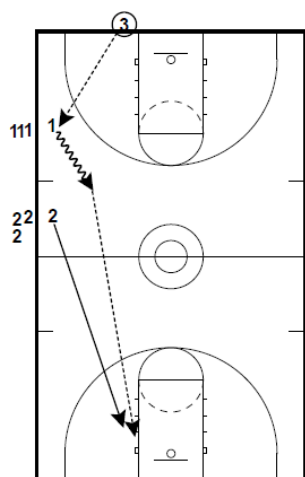
- 1 throws the ball off the boards, grabs rebound, takes 1 dribble, and outlets the ball to 2
- 2 dribbles to elbow, passes to 1 for layup
- * Reverse roles coming back down.

Fast Break

Frame 1

Tim Cleuss - Transition Offense

Tim Cleuss - 2 Man Baseball Pass

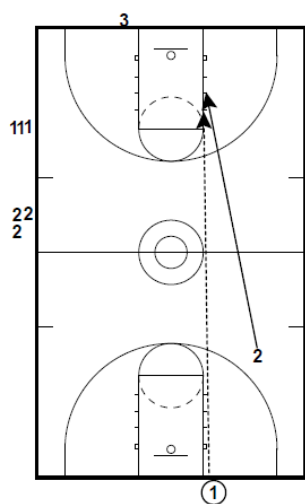


- 3 outlets to 1
- 1 takes a dribble and then throws a leading pass to 2 for a layup
- 2 takes the pass and scores the layup without dribbling

Fast Break

Frame 1

Tim Cleuss - 2 Man Baseball Pass



- 1 grabs the ball out of the net, turns his head as he steps out of bounds, and throws a baseball pass to 2
- 2 makes the layup without taking a dribble
- 1 grabs the ball out of the net, turns his head as he steps out of bounds, and outlets to new 1

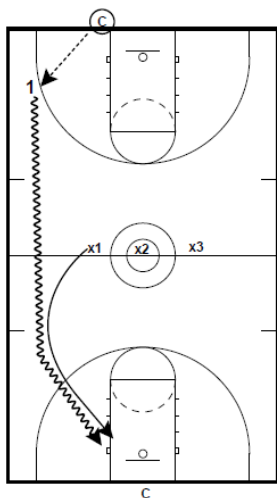
- * Drill repeats
- ** 1 and 2 switch lines

Fast Break

Frame 2

Tim Cleuss - Transition Offense

Tim Cleuss - Continuous 2 Man



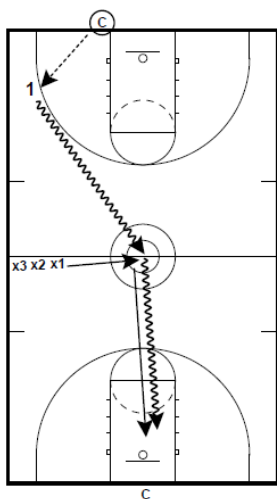
- Coach outlets the ball to 1
- 1 dribbles up the floor wide (between the sideline and volleyball post)
- Defense picks up right before offense hits half-court

* Give each player four reps on offense to start

Fast Break

Frame 1

Tim Cleuss - Continuous 2 Man (Middle)



- Coach outlets the ball to 1
- 1 dribbles up the middle of the floor
- Defense picks up at half-court and works on containing the dribble

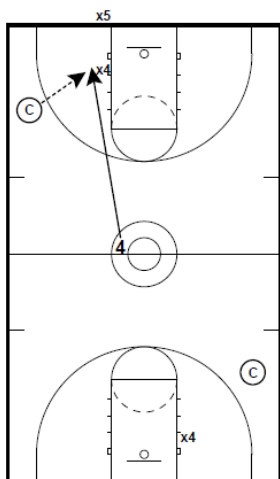
* Give each player four reps on offense to start

Fast Break

Frame 1

Tim Cleuss - Transition Offense

Tim Cleuss - Continuous 2 Man (Post Players)



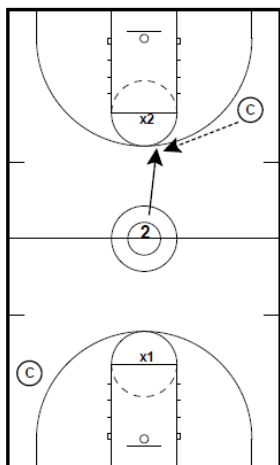
- Offense sprints the floor and posts up
- Coach feeds the post
- Offense attacks
- After shooting, offense sprints to the other end of the floor and repeats the drill

* Run for 4 posts

Fast Break

Frame 1

Tim Cleuss - Continuous 2 Man (Perimeter Moves)



- Defense waits at the foul line and picks man up off of the pass
- Offense keeps feet moving to move into shot or takes man off the dribble
- After shooting, offense sprints to the other end of the floor and the drill repeats

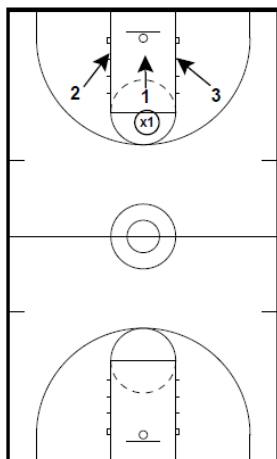
* Run drill for 4 offensive possessions

Fast Break

Frame 1

Tim Cleuss - Transition Offense

Tim Cleuss - Box and Shoot

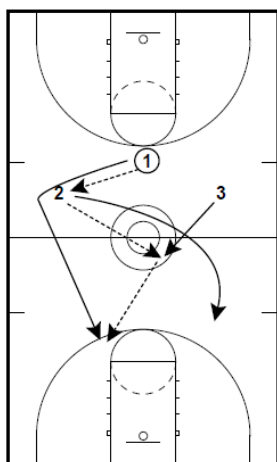


- Act like your on defense on wing
- Ball defender yells shot
- All 3 defenders yell ball
- 1 defender calls ball for outlet
- 3 on 0 the other way
- 3 on 1 coming back

Fast Break

Frame 1

Tim Cleuss - 3 Man Weave



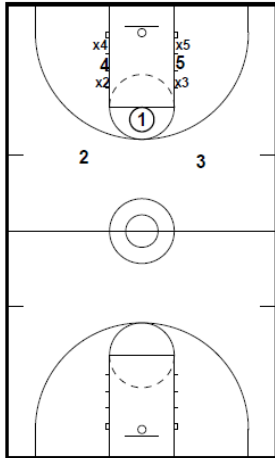
- 1st trip for jumper
- 2nd trip for jumper
- 3rd trip for jumper
- 4th trip layup for inbounder

Fast Break

Frame 1

Tim Cleuss - Transition Offense

Tim Cleuss - Transition Reads



- Drill starts with a foul shot
- Foul shooter drops off
- 5 dark jerseys go the other way against 4 light jerseys
- Then 2 dark jerseys drop off and 4 lights come back against 3 darks
- Then 2 lights drop off and 3 darks come back against 2 lights
- Then 2 darks drop off and 2 lights come back against 1 dark

Fast Break

Frame 1

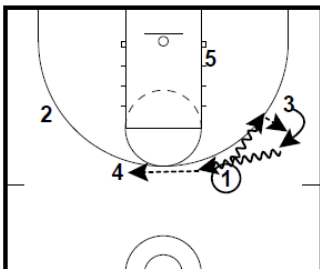
Jim Ferry
LIU
“LIU Offensive Sets”

- All of these plays work great if you have great players
- You can use these plays to play to your strengths
- 4th in the country in offense this year
- Scored 84 points against UNC in NCAA tournament
- Very aggressive on offense
 - 1st way to score is transition
 - 2nd way to score is secondary break
 - 3rd way to score is half-court entry
 - 4th way to score is late clock plays
 - 5th way to score is at the foul line
- If there are 3 or more defenders back, fan out and get to spots
- 2 and 3 are interchangeable, the wings
- 4 and 5 are interchangeable
 - First one down the floor runs to the rim
 - Second one down trails
- Force movement
 - try to get the defense to change sides of the floor twice before attacking

Jim Ferry - LIU Offensive Sets

- Shuffle – play is initiated with a dribble handoff

Jim Ferry - Shuffle

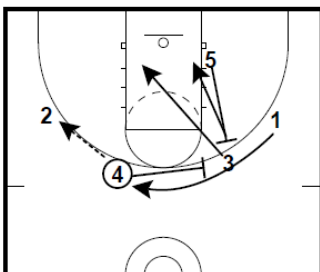


- 1 to 3 dribble handoff
- 3 passes to 4

Half-Court Sets

Frame 1

Jim Ferry - Shuffle

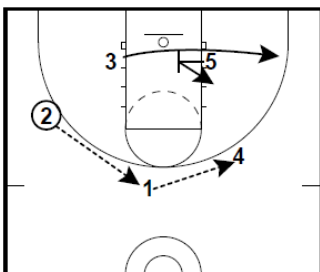


- 5 backscreens 3
- 5 dives to block
- 4 passes to 2
- 4 screens away for 1

Half-Court Sets

Frame 2

Jim Ferry - Shuffle



- 2 passes to 1
- 1 passes to 4
- 5 screens 3 on the baseline
- 4 looks to pass to 3 on the baseline or 5 posting

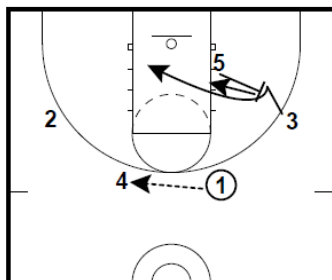
Half-Court Sets

Frame 3

Jim Ferry - LIU Offensive Sets

- Toss – play is initiated off 1 passing to 4

Jim Ferry - Toss

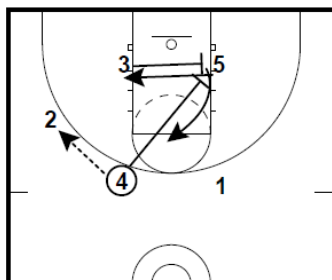


- 1 passes to 4
- 4 looks to drive or drive and kick to 2
- If drive is not there, 3 Flex cuts off of 5 (over the top)
- 5 ducks in
- 4 looks to 3 and 5

Half-Court Sets

Frame 1

Jim Ferry - Toss



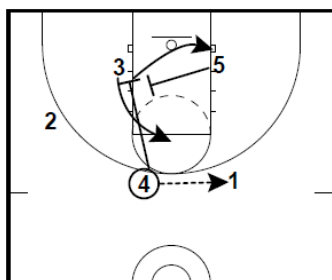
Option 1 Flex to Throw Ahead

- Screens for 5
- 4 screens for 3
- 2 looks to pass to 5 or 3

Half-Court Sets

Frame 2

Jim Ferry - Toss



Option 2 Flex to Throw Back

- 4 passes to 1
- 4 sets a diagonal downscreen for 3
- 5 backscreens 4
- 1 looks to pass to 3 or 4

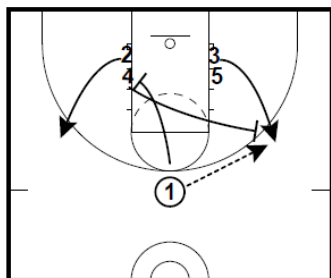
Half-Court Sets

Frame 3

Jim Ferry - LIU Offensive Sets

- Stacks – if a team denies, invert the stacks and have 4 and 5 curl screen

Jim Ferry - Stacks

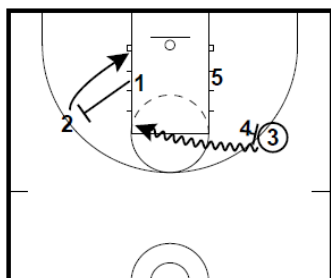


- 2 and 3 pop off screens
- 1 diagonal downscreens the opposite forward (4)
- 4 sprints to ball screen 3

Half-Court Sets

Frame 1

Jim Ferry - Stacks

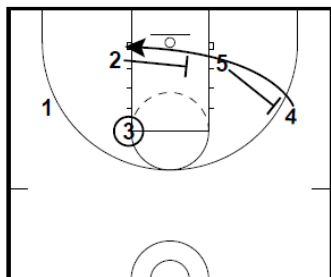


- 3 drives middle off 4's ball screen
- 1 back screens 2

Half-Court Sets

Frame 2

Jim Ferry - Stacks



- 2 and 5 set staggered back screens for 4

Option

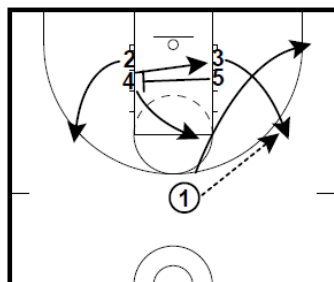
- 5 and 4 can screen for 2 popping, close the fence

Half-Court Sets

Frame 3

Jim Ferry - LIU Offensive Sets

Jim Ferry - Stack Stagger

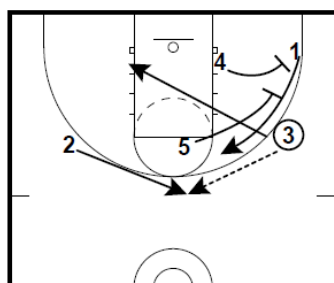


- 2 and 3 pop to wing off screen
- 1 passes to 3 and shallow cuts to corner
- 5 screens 4
- 4 goes low
- 5 pops

Half-Court Sets

Frame 1

Jim Ferry - Stack Stagger

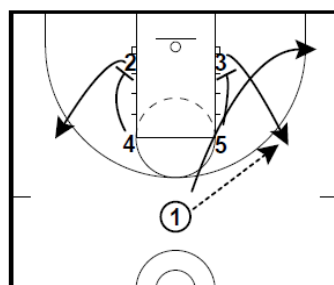


- 2 flashes to top
- 3 passes to 2
- 3 cuts through
- 4 and 5 set stagger screens for 1

Half-Court Sets

Frame 2

Jim Ferry - Box Flare

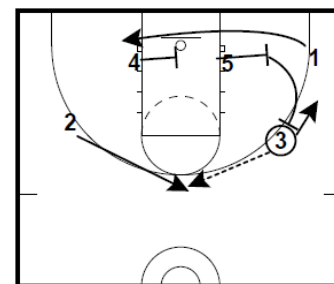


- 4 and 5 downscreen for 2 and 3
- 2 and 3 pop to the wings
- 1 passes to 3 and shallow cuts to corner

Half-Court Sets

Frame 1

Jim Ferry - Box Flare



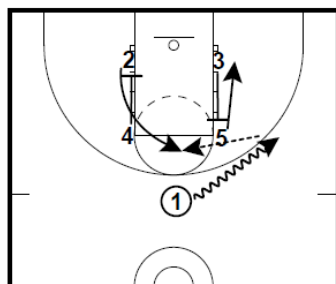
- 2 cuts to top
- 3 passes to 2
- 4 and 5 screen for 1
- 5 sets a flare screen for 3

Half-Court Sets

Frame 2

Jim Ferry - LIU Offensive Sets

Jim Ferry - Box Ball Screen

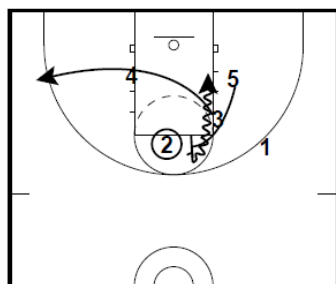


- 1 dribbles right
- 3 back screens 5
- 4 down screens 2
- 1 passes to 2

Half-Court Sets

Frame 1

Jim Ferry - Box Ball Screen

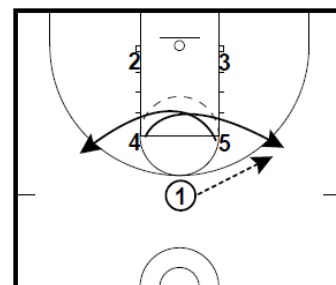


- 3 cuts through off 4
- 5 all screens 2

Half-Court Sets

Frame 2

Jim Ferry - Box Cross

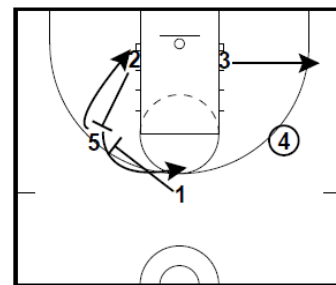


- 4 and 5 cross high
- 1 passes to 5

Half-Court Sets

Frame 1

Jim Ferry - Box Cross



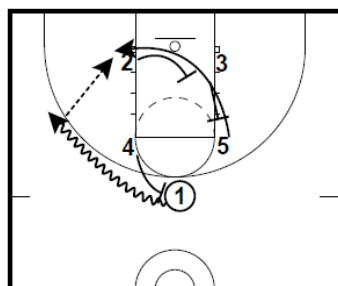
- 3 pops to the corner
- 2 back screens 5
- 1 screens 2

Half-Court Sets

Frame 2

Jim Ferry - LIU Offensive Sets

Jim Ferry - Box Stagger

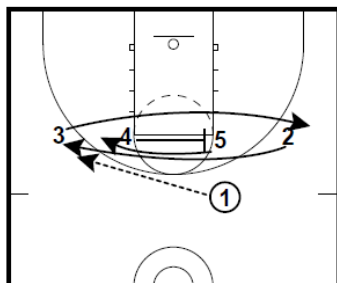


- 4 ball screens 1
- 1 dribbles wide
- 3 and 2 set staggered back screens for 5
- 1 looks to hit 5 on the block

Half-Court Sets

Frame 1

Jim Ferry - Over Under 1

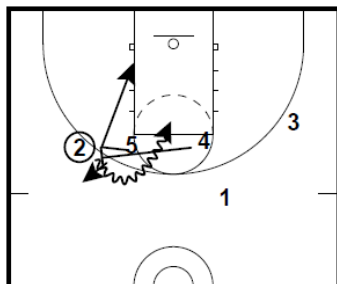


- 2 cuts over 4 and 5
- 3 cuts under 4 and 5
- 4 screens 5

Half-Court Sets

Frame 1

Jim Ferry - Over Under 1

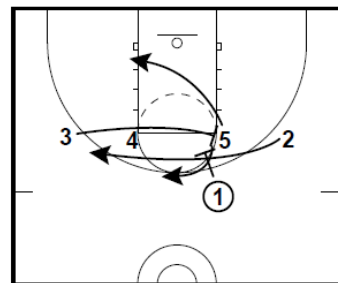


- 5 fakes the ball screen and slips
 - 4 sets a ball screen for 2 and then pops
- * If 5's defender drops to basket, 5 won't slip - he sets the ball screen.

Half-Court Sets

Frame 2

Jim Ferry - Over Under 2



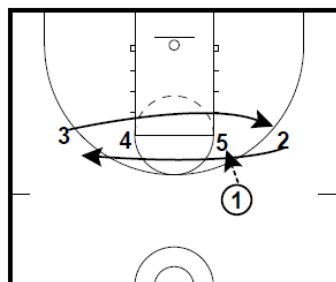
- 2 cuts over 4 and 5
- 3 cuts under 4 and back screens 5
- 1 passes to 2 and screens for 3
- 2 looks to pass to 5 or 3

Half-Court Sets

Frame 1

Jim Ferry - LIU Offensive Sets

Jim Ferry - Over Under 3

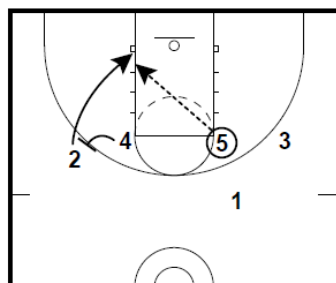


- 2 cuts over 4 and 5
- 3 cuts under 4 and 5
- 1 passes to 5

Half-Court Sets

Frame 1

Jim Ferry - Over Under 3

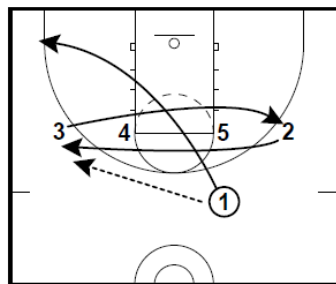


- 4 back screens for 2
- 2 cuts to the block
- 5 passes to 2

Half-Court Sets

Frame 2

Jim Ferry - Over Under 4

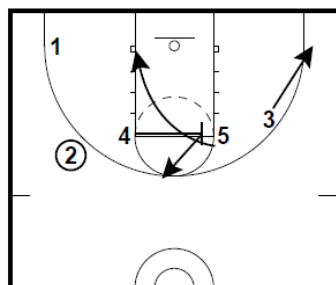


- 2 cuts over 4 and 5
- 3 cuts under 4 and 5
- 1 passes to 2 and cuts through to ball side corner

Half-Court Sets

Frame 1

Jim Ferry - Over Under 4



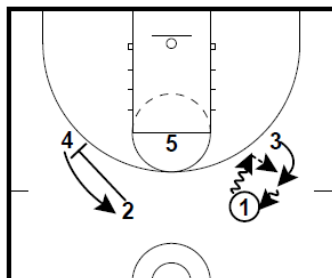
- 4 screens 5
- 5 rolls off screen to the ball side block
- 4 pops to top of key
- 3 fades to corner

Half-Court Sets

Frame 2

Jim Ferry - LIU Offensive Sets

Jim Ferry - Scissors 1

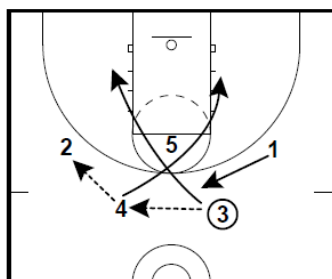


- 1 and 3 dribble handoff
- 2 and 4 exchange

Half-Court Sets

Frame 1

Jim Ferry - Scissors 1

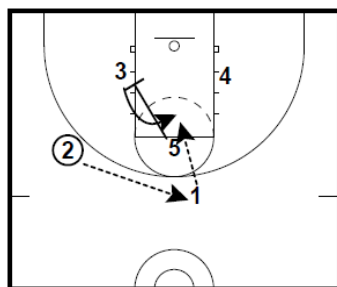


- 3 passes to 4
- 4 passes to 2
- 3 and 4 X off 5
- 1 rotates up

Half-Court Sets

Frame 2

Jim Ferry - Scissors 1



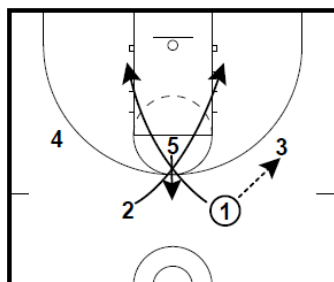
- 2 passes to 1
- 5 diagonal down screens for 3
- 1 passes to 3
- 3 looks for shot or dump down to 5

Half-Court Sets

Frame 3

Jim Ferry - LIU Offensive Sets

Jim Ferry - Scissors 2

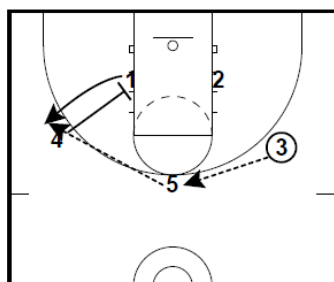


- 1 passes to 3
- 2 and 1 X off 5
- 5 pops

Half-Court Sets

Frame 1

Jim Ferry - Scissors 2

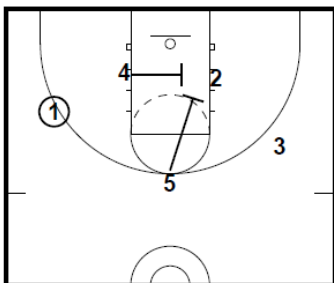


- 3 passes to 5
- 4 down screens for 1
- 5 passes to 1

Half-Court Sets

Frame 2

Jim Ferry - Scissors 2



- 4 sets a baseline screen
- 5 sets a down screen
- 2 chooses which screen to use
- * If there is no shot in the corner, 4 sets a pin screen for 5

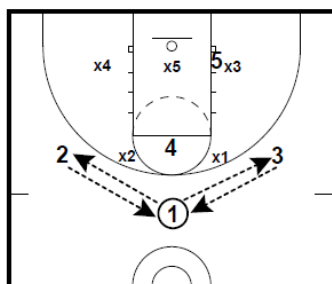
Half-Court Sets

Frame 3

Jim Ferry - LIU Offensive Sets

- Zone Offense
 - identifies weakest defender and tries to attack him in the zone
 - sends 4 to 5 guys to the boards against zone to take advantage of open lanes
 - offensive rebounding forces teams out of the zone

Jim Ferry - Pepper

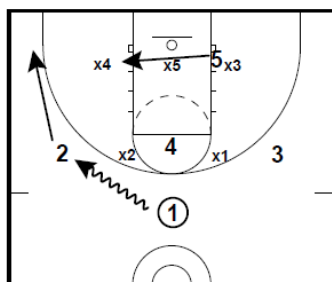


- 1 passes to 3
 - 3 passes to 1
 - 1 passes to 2
 - 2 passes to 1
- * Move the ball quickly

Half-Court Sets

Frame 1

Jim Ferry - Pepper

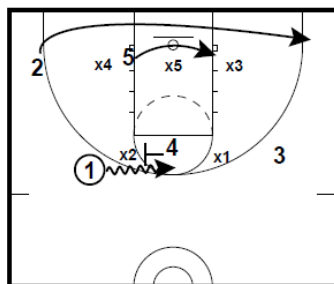


- 1 dribbles 2 out
- 2 cuts to the corner
- 5 cuts across the lane

Half-Court Sets

Frame 2

Jim Ferry - Pepper



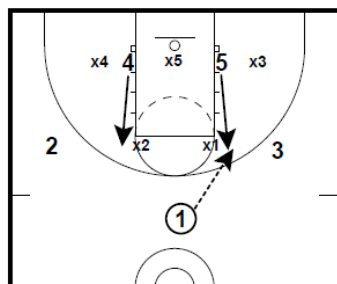
- 4 ball screens 1 coming back to the middle
- 2 runs baseline
- 5 rolls back to the block
- 1 has 3, 2, or 5 depending on the defense

Half-Court Sets

Frame 3

Jim Ferry - LIU Offensive Sets

Jim Ferry - Flash

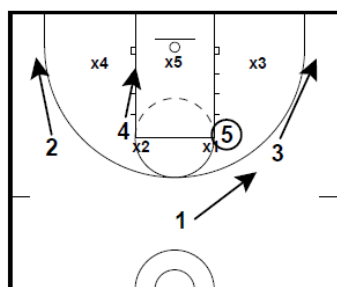


- 4 and 5 flash to the elbows
- 1 passes to 4 or 5

Half-Court Sets

Frame 1

Jim Ferry - Flash

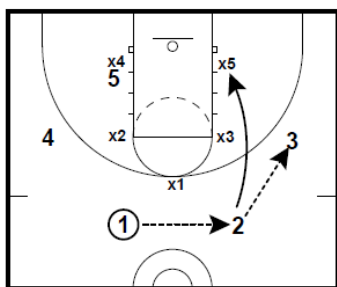


- Opposite forward (4) dives to the block
- Wings drop to corners
- 1 fills ball side wing

Half-Court Sets

Frame 2

Jim Ferry - Reverse

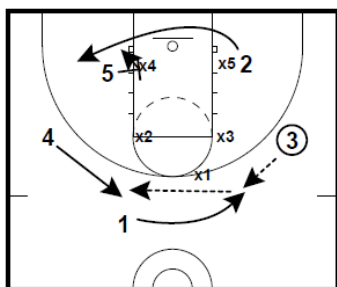


- 1 passes to 2
- 2 passes to 3
- 2 dives to the block

Half-Court Sets

Frame 1

Jim Ferry - Reverse

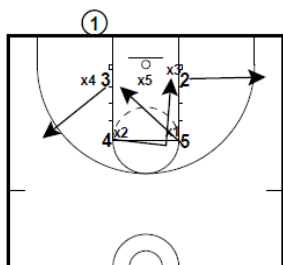


- 1 and 4 fill up
- 3 passes to 1
- 1 passes to 4
- 5 screens for 2
- 2 cuts off 5's screen to the corner
- 4 passes to 2
- 5 ducks in

Half-Court Sets

Frame 2

Jim Ferry - Zone Inbounds Play



- 2 cuts to corner
- 3 cuts to wing
- 5 cuts to ball side block
- 4 walks across the foul line and dives to the weak side block
- * 4 and 2 are the primary options
- ** 2 should be your best shooter
- *** 4 should be your best hands guy
- **** 3 is the safety

BLOB's

Frame 1

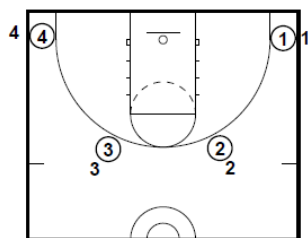
- Focus on the things you can control
- You can control offensive rebounding
- Must hold guys accountable for getting to the glass
- Shot 47% from the field, but they got back 46% of their misses back
- Make them do something they don't want to do or haven't done before
- Sends 4 guys to the glass
- Uses football terminology to make guys think they are tough
- Refers to rebounding as tailbacking
- If the 1 does not shoot the ball, he is the fullback. He gets fully back.
- If the 1 shoots, then the 2 is the fullback.
- Shooter is the halfback, he gets to the foul line area.
- The other 3 guys are tailbacks. They attack the offensive glass like animals. If they don't get the rebound, they must get their tails back on defense.
- Manager charts rebounding responsibilities every possession in practice.
- If you miss an assignment, it is -1. You run for each one at the end.
- If someone is really struggling with their responsibility, you can make it -2 if they miss it.
- We cannot control the ball going in, but we can control getting to our spots to offensive rebound.

Mike Maker
Williams College
“Offensive Concepts”

- Players are allowed to play freely within his structure
- Need to have a philosophy/conviction that you believe in
- Complicated or sophisticated? - It depends on how you look at it
- The glass is always half-full with my guys
- Hybrid between Beilein's 2 Guard Offense and Princeton Offense
- Foundation
 - Spacing
 - Skill
 - Intelligence
- Make more free throws than the opponent attempts
- Shoot a lot of layups and free throws in practice
- Believe in dominant hand layups
- Believe in dominant foot as hot foot, weak foot as pivot foot
- At Duke practices, players talk more than coaches
- Structure practices according to facilities and academic demands
- Todd Lickliter - “Juniors and seniors cheat to win. Freshmen and sophomores cheat to get by.”
- Doesn't tolerate poor communication.
 - Any consequence is a short run
 - Could be run 2 sidelines, only a 17 if he is really pissed
- Drills teach players how to play
 - Not married to a system
 - Allows players to play
 - Prepares them to play against any kind of defense (denial, sag)
- Spends most of his practice time on offense

- McKillop on defense
 - Protect the President
 - Basket is the president
 - Defenders are the Secret Service
 - Ball is the bomb
 - The lane is the White House
- Guarding ball screens
 - Hard hedge
 - Bump
 - High hedge
- One More – most important drill that they do
 - Helps eliminate turnovers
 - Gets higher percentage shots because of better passes

Mike Maker - One More



- Shot fake
 - Drive 2 dribbles
 - Jump stop
 - Pass to the right (stop and pass)
 - Every pass has a name - both passer and receiver
- * Work on reverse pivots and forward pivots
** Run drill to right and left

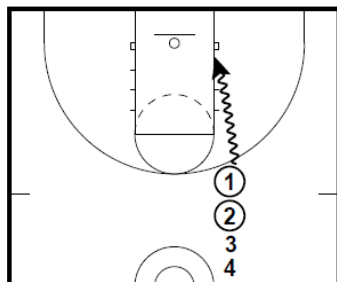
Frame 1

- Doughnut – forward pivot
- Waffle – reverse pivot
- Layups
 - Land on 2
 - Swoop the ball, use longer limbs
 - Body on
 - Ball away
- Start different ways
 - Inside out, crossover
 - Waffle/doughnut
 - Shot fake

Mike Maker - Offensive Concepts

- Alleys and Slots – shoot with dominant hand, it's like a reverse Mikan if you are on your weak side

Mike Maker - Alley Drives

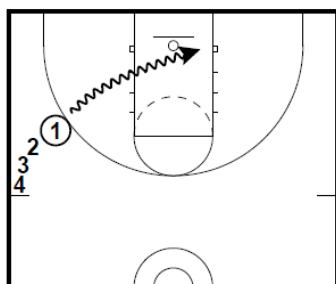


- Assistants hit players with pads as they drive to rim

* Run drill on right and left

Frame 1

Mike Maker - Slots



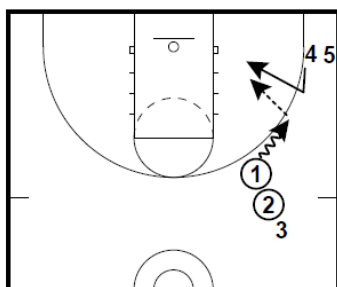
- Drive and finish on opposite side of the rim

* Run drill on right and left

Frame 1

- Italian Drill – encourages 1 handed passes, feels they are less likely to be deflected

Mike Maker - Italian Drill



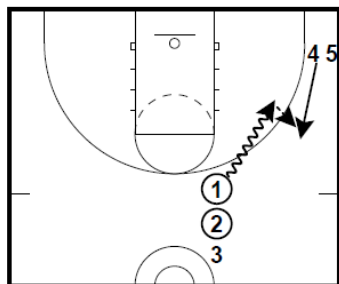
- Dribble to wing

- Corner goes back door for layup

Frame 1

Mike Maker - Offensive Concepts

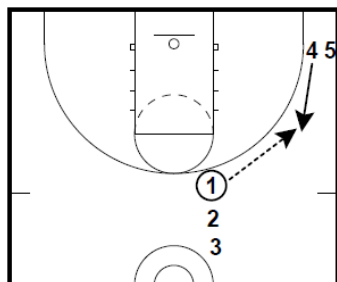
Mike Maker - Euro



- Drive to wing
- Corner cuts right behind dribbler's butt
- Pitch back for 3

Frame 1

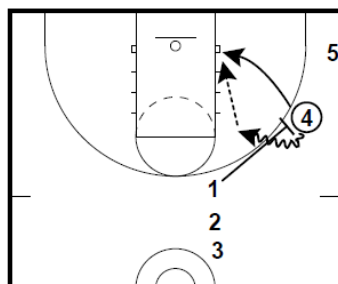
Mike Maker - Ball Screens



- Pass to wing

Frame 1

Mike Maker - Ball Screens



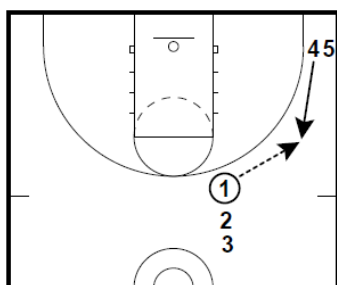
- Ball screen and roll
- Bounce pass to roller
- Catch with 2
- Land with 2

Frame 2

Mike Maker - Offensive Concepts

- Slips
 - The players choose what to do based on how the defense plays them
 - They do not do things off calls from the bench
 - Takes away low shoulder step to 10:00 cut to 2:00
 - Takes away the high shoulder, step to 2:00 cut to 10:00

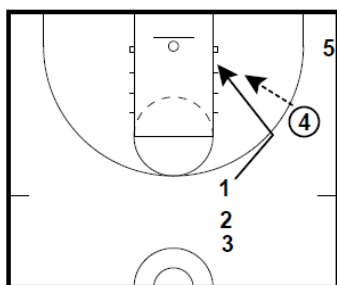
Mike Maker - Slips



- Pass to wing

Frame 1

Mike Maker - Slips



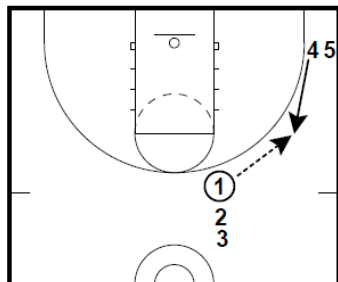
- Fake ball screen
- Slip for layup

Frame 2

Mike Maker - Offensive Concepts

Mike Maker - Reject Screen (Refusal)

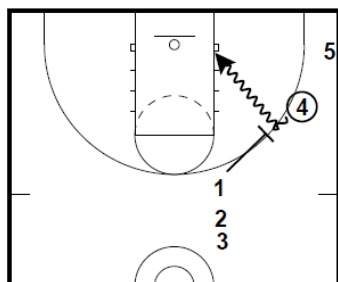
- Pass to wing



Frame 1

Mike Maker - Reject Screen (Refusal)

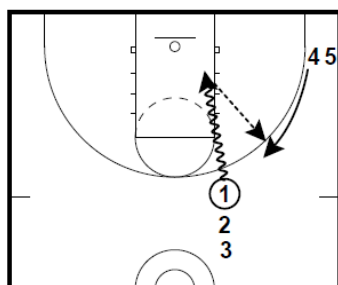
- Wing rejects screen and drives
- Wing finishes at rim or pivots and kicks ball out



Frame 2

Mike Maker - Tonies

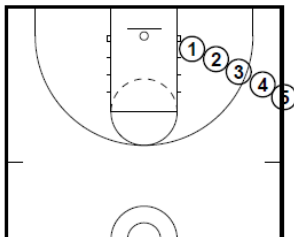
- Drive from top
- Corner fills up
- Kick ball back for jumper



Frame 1

Mike Maker - Offensive Concepts

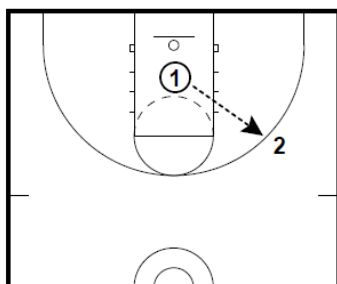
Mike Maker - Popeyes



- Shoot a normal shot
- Use the glass
- Try not to hit the rim
- Get your own rebound
- Dribble to the end of the line

Frame 1

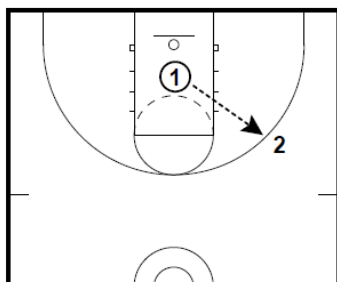
Mike Maker - Strengths



- 2 man shooting drill
- Shooters can shoot from the right, left, or middle
- The drill runs for 2 minutes, each player shoots for 1 minute
- Take 2 shots from area of strength for every one from areas of weaknesses
- The 1st shot is the money ball and it is worth 3, everything else is worth 1
- The goal is 20 makes in 2 minutes
- If they don't make it, sprint to half-court and back to the basket
- Now shoot free throws

Frame 1

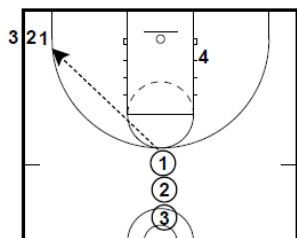
Mike Maker - Weaknesses



- 2 man shooting drill
- Shooters can shoot from the right, left, or middle
- The drill runs for 2 minutes, each player shoots for 1 minute
- Take 2 shots from area of weakness for every one from areas of strength
- The 1st shot is the money ball and it is worth 3, everything else is worth 1
- The goal is 20 makes in 2 minutes
- If they don't make it, sprint to half-court and back to the basket
- Now shoot free throws

Frame 1

Mike Maker - Carril Drill



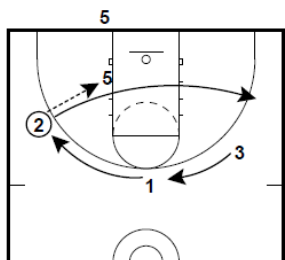
- Make 75 shots in 4 minutes, 1 minute from each spot
- 1) Top passes to corner for shot
- 2) Wing pass to top of key for shot
- 3) Top of key passes to other corner for shot
- 4) Other wing passes to top of key for shot

Frame 1

Mike Maker - Offensive Concepts

- Cut and Fill
 - Post feed
 - P shoots or passes
 - Perimeter shoots on kick out from post

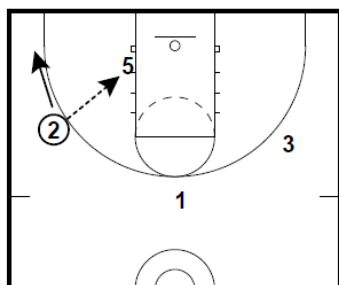
Mike Maker - Cut and Fill



- Two 5's in dark shirts, everyone else is in white
- 2 passes to 5 in the post
- 2 cuts through to opposite wing
- 1 fills the wing
- 3 fills the top of the key
- 5 shoots or kicks the ball out

Frame 1

Mike Maker - Spot

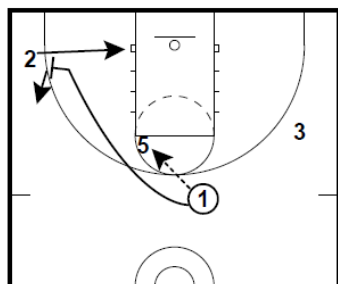


- 2 passes to 5
- 2 cuts to corner
- 1 cuts to basket or screens the weak side wing

Frame 1

Mike Maker - Offensive Concepts

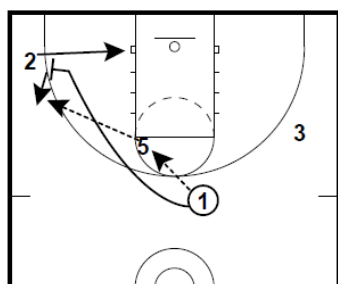
Mike Maker - Corner 1



- 1 passes to 5
- 1 sprints to screen 2 in corner
- 2 goes back door and 1 pops
- 5 passes to 2 for layup or 1 for jumper

Frame 1

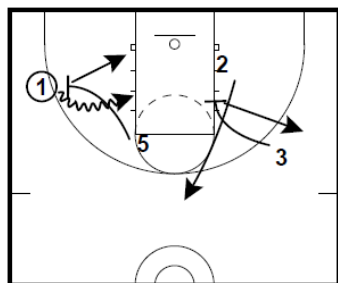
Mike Maker - Corner 2



- 1 passes to 5
- 1 sprints to screen 2 in corner
- 2 goes back door and 1 pops
- 5 passes to 1

Frame 1

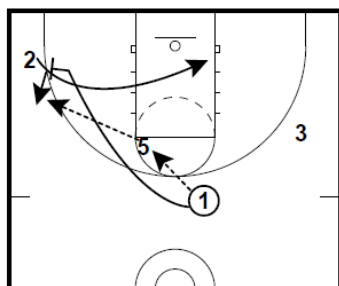
Mike Maker - Corner 2



- 3 sets a down screen for 2
- 5 sprints to ball screen 1
- 1) Pick and roll
- 2) Slip
- 3) Refusal

Frame 2

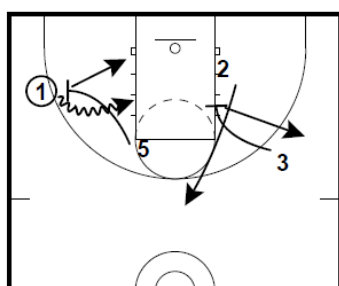
Mike Maker - Corner 3



- 1 passes to 5
- 1 sprints to screen 2 in corner
- 2 curls and 1 pops
- 5 passes to 1

Frame 1

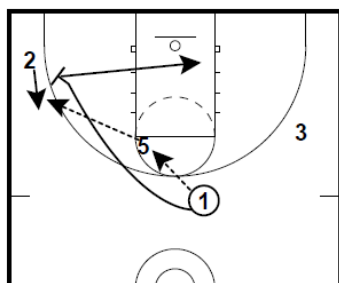
Mike Maker - Corner 3



- 3 sets a down screen for 2
- 5 sprints to ball screen 1
- 1) Pick and roll
- 2) Slip
- 3) Refusal

Frame 2

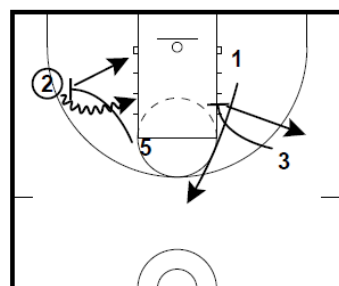
Mike Maker - Corner 4



- 1 passes to 5
- 1 sprints to screen 2 in corner
- 1 slips the screen
- 2 rises up
- 5 passes to 1 or 2

Frame 1

Mike Maker - Corner 4



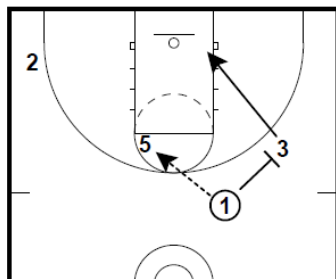
- 3 sets a down screen for 1
- 5 sprints to ball screen 2
- 1) Pick and roll
- 2) Slip
- 3) Refusal

Frame 2

Mike Maker - Offensive Concepts

- 2 Man Game – wing should be a step off the alley, don't drift

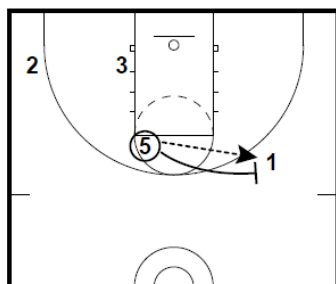
Mike Maker - 2 Man Game



- 1 passes to 5
- 1 sprints to screen 3
- 3 can either curl over the screen or slip it

Frame 1

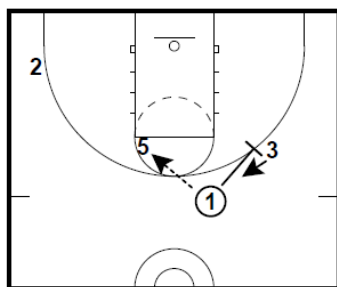
Mike Maker - 2 Man Game



- 5 kicks the ball out to 1
 - 5 sprints to set a ball screen for 1
- 1) Accept
 - 2) Slip
 - 3) Refusal

Frame 2

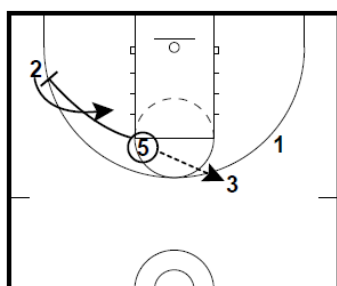
Mike Maker - Pop



- 1 passes to 5
- 1 screens 3
- 3 goes behind screen

Frame 1

Mike Maker - Pop

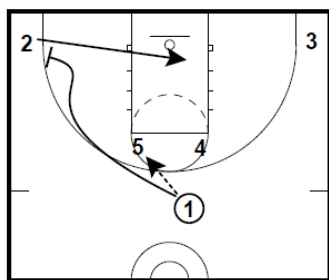


- 5 passes to 3
- 5 screens 2
- 3 makes a read

Frame 2

Mike Maker - Offensive Concepts

Mike Maker - A

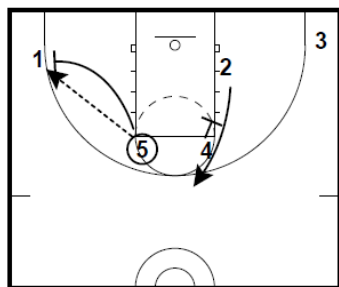


- 1 passes to 5
- 1 screens 2

Run with 2 bigs

Frame 1

Mike Maker - A



- 5 passes to 1
 - 4 sets screen at foul line for 3
 - 5 sets ball screen for 1
- 1) Accept
 - 2) Slip
 - 3) Refusal

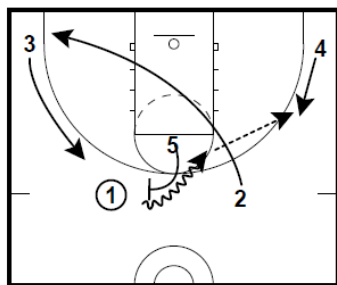
Run with 2 bigs

Frame 2

Mike Maker - Offensive Concepts

- Fill – If 4 is denied, he should go back door and pop back to corner. 1 keeps dribble alive and goes to wing to take 4's place.

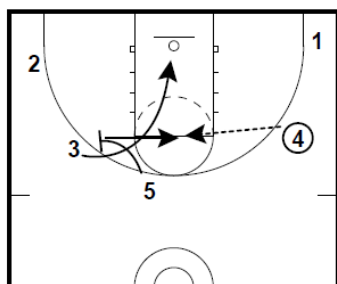
Mike Maker - Fill



- 2 cuts through to corner
- 3 fills up
- 5 sets a ball screen for 1
- 4 rises up
- 1 passes to 4

Frame 1

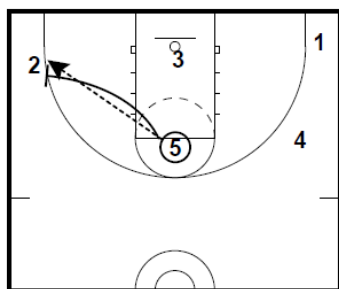
Mike Maker - Fill



- 5 screens 3
- 3 gets head under basket
- 5 rolls back
- 4 passes to 5

Frame 2

Mike Maker - Fill



- 5 passes to 2
- 5 sprints to ball screen 2
- 1) Accept
- 2) Slip
- 3) Reject

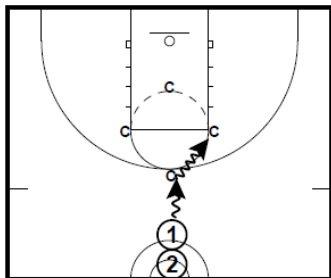
Frame 3

Bob Hurley
St. Anthony's
“Offensive Player Development”

- April to November is for individual players to get better
- Holds exit interviews at the end of season and gives them an individual workout plan to help them get better
- 3-on-3 makes you become a better basketball player
- Younger players get an education from playing older players
- Tapes free-throw line down on baseline
 - feels it helps players to get the ball up over the rim
 - 2 people shoot free-throws at the same time at the same baskets
- Steve Nash 20 Minute Shooting
 1. Dribble from corner to edge of lane, raise up, shoot, get own rebound, dribble out other side and repeat (do this for about a minute and a half)
 2. Drive from wing to above block, shoot bank shot (do this for about a minute and a half)
 3. Drive from slot to elbow for jumper (do this for about a minute and a half)
 4. Floaters, keep guide hand on the ball (do this for about a minute and a half)
 5. Back down with dribble, shoot off left shoulder (do this for about a minute and a half)
 6. Same as 5, but off right shoulder (do this for about a minute and a half)
 7. Hook shot coming across the middle (do this for about a minute and a half)
 8. Self pass, shot fake on imaginary defender closing out, dribble by, shoot pull up (do this for about a minute and a half)
 9. Spin off defender into jump shots, end of quarter, dribble down weak hand, spin middle bring ball away from defense for jumper (do this for about a minute and a half)
 10. Pull back dribble, push back with opposite foot of dribble hand (do this for about a minute and a half)
 11. Sideline Pick and Roll (do this for about a minute and a half)
 - Hard down sideline
 - Pull back
 - Square up to screen
 - 2 dribbles, jump shot
 12. Dribble down for 3 (do this for about a minute and a half)
 13. Range shooting 3 – 6 feet behind your normal range (do this for about a minute and a half)
- Every player learns this at St. Anthony's
- Start all workouts with Nash Shooting
- 2 Ball Dribbling – keep head up, maintain vision
 - pound
 - machine gun
 - forwards, backwards, sideways
 - do foot fires
 - bounding – jump, catch ball over head
 - juggle

Bob Hurley - Offensive Player Development

Bob Hurley - Cones 1

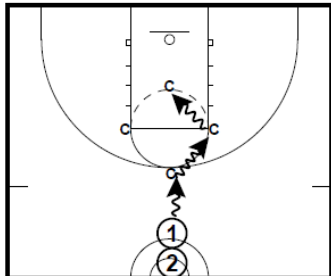


C = Cone

- Double jab at 1st cone
- 1 step to cone at elbow for shot
- Swing left hand under the ball
- Same thing to left side
- Bring ball to shooting hand

Frame 1

Bob Hurley - Cones 2

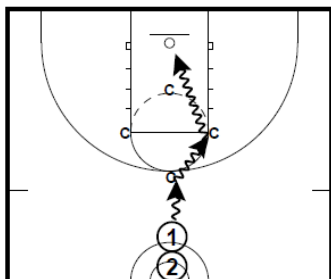


C = Cone

- Double jab at 1st cone
- Double jab 2nd cone
- Pull up jumper at 3rd cone

Frame 1

Bob Hurley - Cones 3



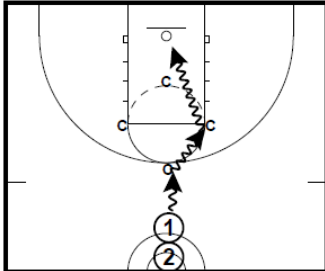
C = Cone

- Double jab at 1st cone
- Double jab 2nd cone
- Jump stop
- Off 2 for layup

Frame 1

Bob Hurley - Offensive Player Development

Bob Hurley - Cones 4

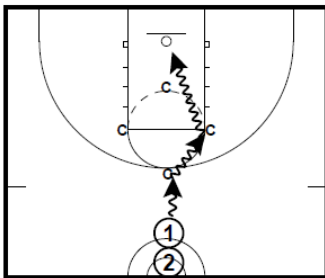


C = Cone

- Double jab at 1st cone
- Double jab 2nd cone
- Behind the back at 3rd cone
- Jump stop
- Off 2 for layup

Frame 1

Bob Hurley - Cones 5

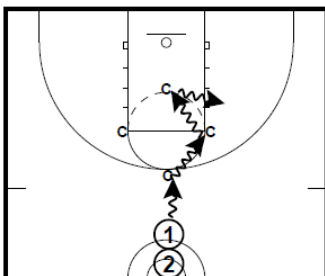


C = Cone

- Double jab at 1st cone
- Double jab 2nd cone
- Spin dribble at 3rd cone
- Jump stop
- Off 2 for layup

Frame 1

Bob Hurley - Cones 6



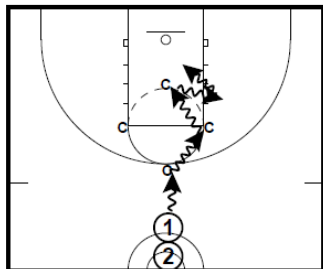
C = Cone

- Double jab at 1st cone
- Double jab 2nd cone
- At 3rd cone, pull dribble out of lane for jump shot

Frame 1

Bob Hurley - Offensive Player Development

Bob Hurley - Cones 7

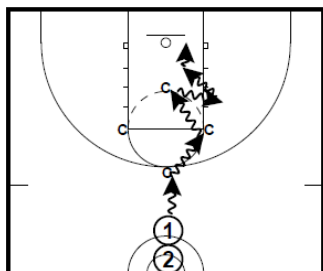


C = Cone

- Double jab at 1st cone
- Double jab 2nd cone
- At 3rd cone, pull dribble out of lane
- Fake pulling up, crossover, shoot hook in lane

Frame 1

Bob Hurley - Cones 8

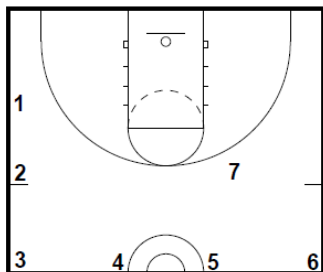


C = Cone

- Double jab at 1st cone
- Double jab 2nd cone
- At 3rd cone, pull dribble out of lane
- Fake pulling up, crossover, spin back for layup

Frame 1

Bob Hurley - Ed Schilling: Chill Drill

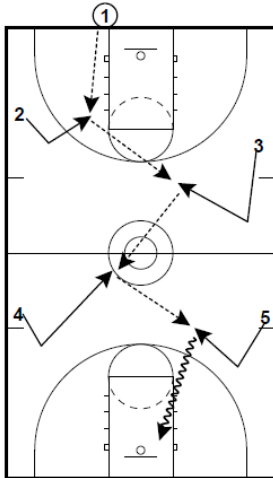


- 1 Inside out, right
- 2 Inside out, right
- 3 Spin, cross to left
- 4 Pull back 2 dribbles, crossover, attack the guy who double teams
- 5 Fake spin
- 6 Behind the back left
- 7 Double jab get to the rim finish with right

Frame 1

Bob Hurley - Offensive Player Development

Bob Hurley - V-Cut Drill



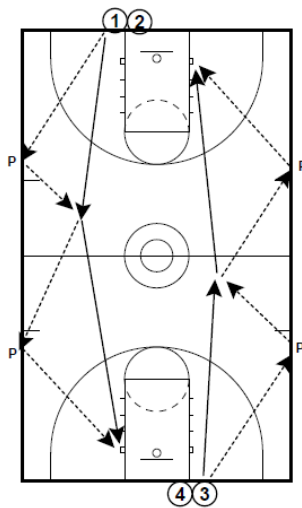
- Pass away from the defense
- Catch and square
- Last guy rips through and drives for layup

* Can add defense

** Coach Hurley runs this drill every practice before they play a team that pressures well

Frame 1

Bob Hurley - Layups



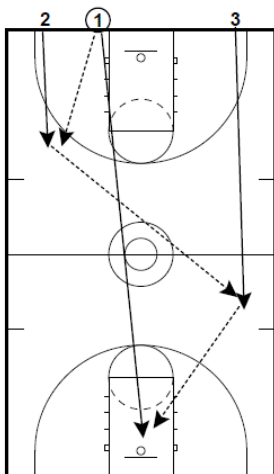
P = Passer

- 2 minutes with right hand and 2 minutes with left hand
- Every player has a ball
- Should make 100 layups in 2 minutes
- No dribble
- 2nd passer leads man to rim with pass

Frame 1

Bob Hurley - Offensive Player Development

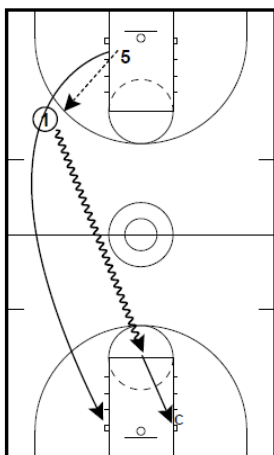
Bob Hurley - Figure 8



- 6 players go for 2 minutes
- Next 6 players go for 2 minutes
- Validate win with a free-throw
- Make: choose punishment for other team
- Miss: you get punished
- 1 outlets to 2
- 2 throws ahead to 3
- 3 leads 1 to the rim for a layup

Frame 1

Bob Hurley - Outlet Drill

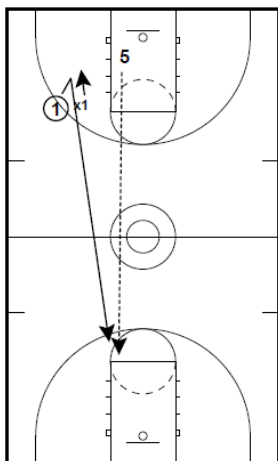


- Rebound
- Outlet
- Drive to top
- Jump stop
- Pass for
- 1. Layup
- 2. Pull-Up
- 3. 1 dribble pull-up from wing
- 4. Top to wing, wing shot fakes, top to opposite elbow, back to elbow for jumper
- 5. Same as 4, but drive and kick to corner
- Block out coach on other block, grab ball before it hits the floor

Frame 1

Bob Hurley - Offensive Player Development

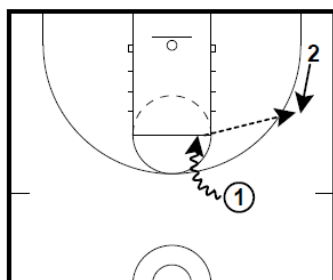
Bob Hurley - Outlet to Elbow



- Defense jams outlet
- Outlet goes deep
- Outlet the ball to the elbow
- Reverse roles coming back

Frame 1

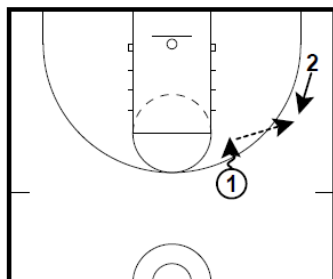
Bob Hurley - Blood Drills



- Curl dribble away
- Bounce pass
- Jumper

Frame 1

Bob Hurley - Blood Drills

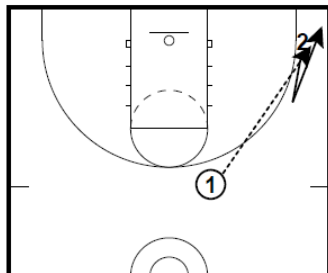


- Pop
- Chest pass
- Jumper

Frame 2

Bob Hurley - Offensive Player Development

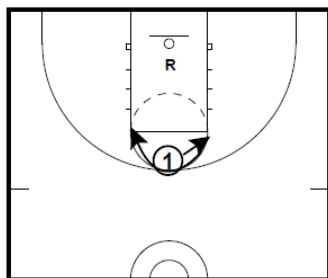
Bob Hurley - Blood Drills



- Fade
- Over the top
- Jumper

Frame 3

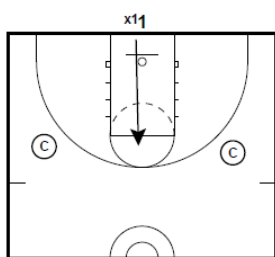
Bob Hurley - Elbow Jumpers



- 5 jumpers, elbow to elbow
- Layup
- Defend to half-court
- Trade places

Frame 1

Bob Hurley - 5 Shots (Pitino)



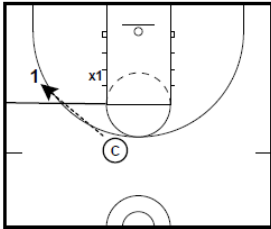
- x1
- Offense sprints up lane, can get ball from either side
- 2 dribbles
- If there is no open shot, pass to guy without a ball and get it back
- If you foul, go to end of line
- If you score, stay on offense
- If you get stopped, go to end of line
- Defensive stop = go to offense

* Can expand drill to 2-on-2 or 3-on-3

Frame 1

Bob Hurley - Offensive Player Development

Bob Hurley - 1-on-1 in the Box



- Coach passes to wing
- Wing makes 2 moves for defense to stop (not live)
- 3rd move is live 1-on-1

Frame 1

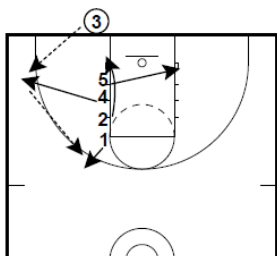
- Hockey – 3-on-3 game
 - Whoever gets the rebound, steal, or outlet pass must dribble over half-court
 - Everybody has to cross half-court before the offense can score
 - Can expand to 4-on-4
- Pick and Roll Defense
 - Hard hedge when run to right
 - Double team when run to left

Steve Pikiell
Stony Brook University
“From Last to First and How to Score”

- Cores
 - Offense – spacing, ball reversal, post touch, shot selection
 - Defense – no middle, no layup, good defense
 - Taking ball out of bounds – we are scoring on out of bounds plays
 - Transitions – get easy baskets
- Keep things simple
- Teach 1 thing and apply it to multiple things
- Transition
 - Pass ahead
 - Reverse on skip passes
- Keep terminology simple
 - 1 word should give an automatic response
 - Again = re-screen
 - Opposite = run it on the opposite side
- Run Flex down (traditional Flex) and Flex up (set up screens/back screens)
- Save an out of bounds series for the end of the year
- Save an offensive series for the end of the year
- Empower your assistants
- Zone offense: Knockout
 - guys have to hunt shots
 - catch the ball and peek at the rim
 - everyone has to read the knockout guy

Steve Pikiell - From Last to First and How to Score

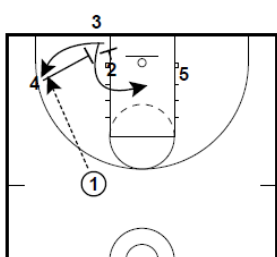
Steve Pikiell - Winner Line



- 2 cuts down the line to the block
- 4 cuts to the corner
- 5 cuts to the weak side block
- 1 pops back as the safety
- 3 inbounds to 4
- 4 reverses the ball to 1

Frame 1

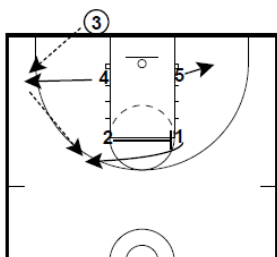
Steve Pikiell - Winner Line



- 2 screens for 3 curling into the lane
- 4 screens for 2 curling to corner
- 1 passes to 3 or 2

Frame 2

Steve Pikiell - Winner Box

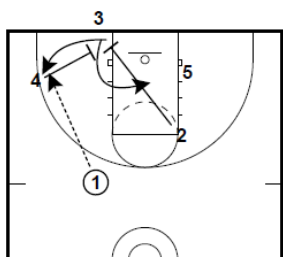


- 4 cuts to the corner
- 5 cuts to the weak side short corner
- 3 inbounds to 4
- 2 screens across for 1
- 4 reverses the ball to 1

Frame 1

Steve Pikiell - From Last to First and How to Score

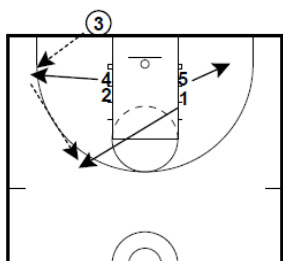
Steve Pikiell - Winner Box



- 2 screens for 3 curling into the lane
- 4 screens for 2 curling to corner
- 1 passes to 3 or 2

Frame 2

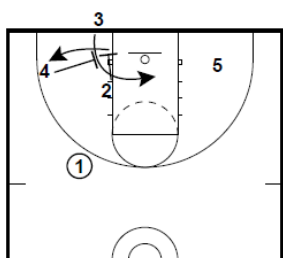
Steve Pikiell - Winner Stack



- 4 cuts to corner
- 5 cuts to short corner
- 1 pops back as safety
- 3 inbounds to 4
- 4 passes to 1

Frame 1

Steve Pikiell - Winner Stack

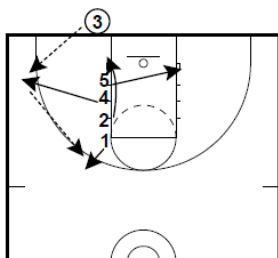


- 2 screens for 3
- 3 curls off screen to middle
- 4 screens for 2
- 2 curls off screen to corner
- 1 passes to 3 or 2

Frame 2

Steve Pikiell - From Last to First and How to Score

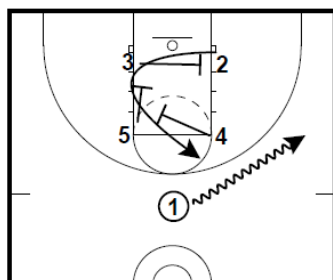
Steve Pikiell - Winner Press Breaker



- 2 cuts down the line to the block
- 4 cuts to the corner
- 5 cuts to the weak side block
- 1 pops back as the safety
- 3 inbounds to 4
- 4 reverses the ball to 1

Frame 1

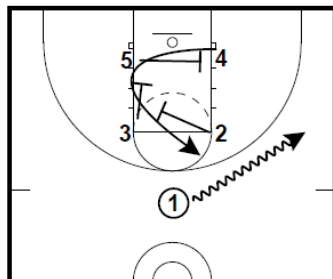
Steve Pikiell - Circle



- Action starts with guard screening
- Bigs hunt screen
- Guards hunt shot
- End with a big to big screen

Frame 1

Steve Pikiell - Circle Opposite

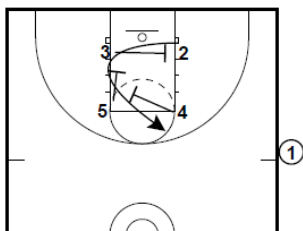


- Action starts with big screening
- Guards hunt screen
- Bigs hunt shot
- End with a guard to guard screen

Frame 1

Steve Pikiell - From Last to First and How to Score

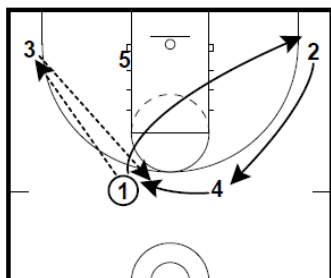
Steve Pikiell - Circle Sideline



- Action starts with guard screening
- Bigs hunt screen
- Guards hunt shot
- End with a big to big screen

Frame 1

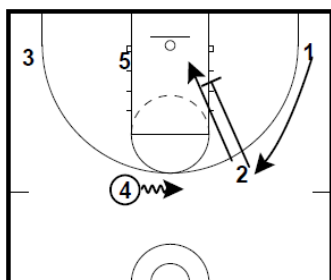
Steve Pikiell - Up Ahead



- 1 passes to 3
- 1 cuts through to corner
- 4 and 2 fill up
- 3 passes to 4

Frame 1

Steve Pikiell - Up Ahead

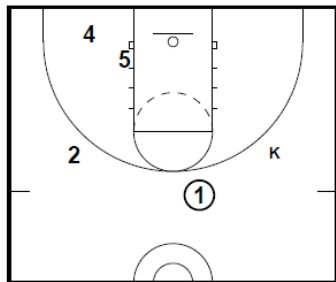


- 4 dribbles right
- 2 cuts back door
- 1 fills up
- 1 sets a pin down screen for 2

Frame 2

Steve Pikiell - From Last to First and How to Score

Steve Pikiell - Knockout



- K = knockout guy, he can go anywhere
1 - always one pass away from the ball
2 - opposite the knockout guy
4 - short corner to short corner
5 - block to block or elbow to elbow

Frame 1