# Brad Stevens Butler Bulldogs

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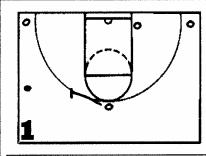


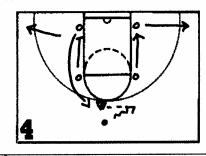
# **Butler Bulldogs**

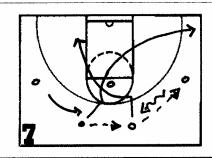
Coach: \_Brad Stevens: Butler\_ Clinic: \_North Putnam Clinic\_ Topic: \_Utilizing Ball Screens\_ Date: \_9/2/06\_

510 W. 49<sup>TH</sup> ST. INDIANAPOLIS (IN) 46208 (317) 940-9897

Head Coach Todd Lickliter







#### **Screening Angles**

- Screening angle should be East/West, not North/South
- Pivot on right foot & sprint to the rim on the roll
- Ballhandler must come off the on-ball at the level of the screen

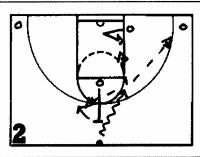
#### **Box Set to Flex**

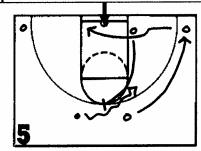
 Put your best creator in the initial down screen situation

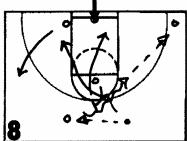
#### NJ Nets Set

You can ball screen after any of the cutters

#### Assistant Coach Brad Stevens



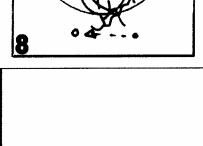




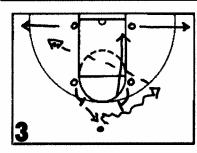
Assistant Coach Matthew Graves

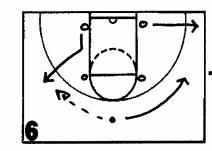
#### Direct Ball Screen

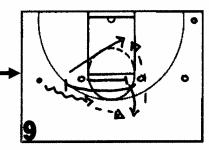
 Use your most skilled Big as the ball screener



#### Assistant Coach LaVall Jordan







#### **Option Ball Screen**

- Use either ball screen
- Look to drag dribble & skip to the opposite corner if defender helps on the roll

#### **Dive Play**

Director of Basketball Operations Joel Cornette



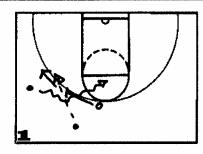
# Butler Bulldogs

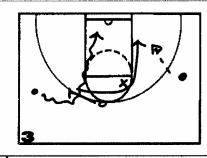
Coach: \_Brad Stevens: Butler\_ Clinic: North Putnam Clinic\_

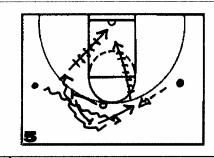
Topic: \_Utilizing Ball Screens\_ Bate: \_9/2/06\_

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**Head Coach** Todd Lickliter







#### Hesitate & Go

v. Hard Hedge

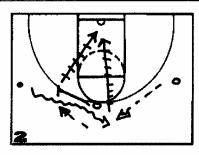
#### **Split Move**

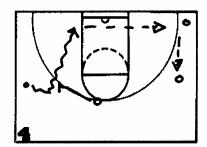
• Ballahndler must split the hedge by firing dribble back to the screener's butt

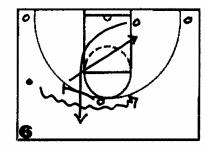
#### Screen/Re-Screen

- Use behind back dribble to change
- Make sure you get a full dribble past the initial screen to allow re-screen to be set

Assistant Coach **Brad Stevens** 







Assistant Coach Matthew Graves

#### **Drag Hedge**

- · Attack hedge-man's outside shoulder
- Drag the hedge
- Rip & pass back w/ outside hand
- Screener opens to the ball

#### Reject Screen

- Defense jumps under the screen early
- Screener can loop behind ballahndler to wing for pass
- Look baseline drift & extra passes

#### **Soft Hedge**

- 1) Re-Screen
- 2) Put your best shooter as the initial low post-Defender cannot help on roll man

Assistant Coach LaVall Jordan

#### Notes

#### WHY ON-BALLS?

- 1) Many different ways to guard
- 2) You really make contact w/ on-balls
- 3) Force the defense to hedge/scramble
- 4) Dictate who has ball when defense is scrambling

#### READS

- 2) Soft Hedge

**Director of** Basketball Operations Joel Cornette

1) Hard Hedge

# Jerry Wainwright DePaul Blue Demons



#### **DEPAUL BLUE DEMONS** BASKETBALL

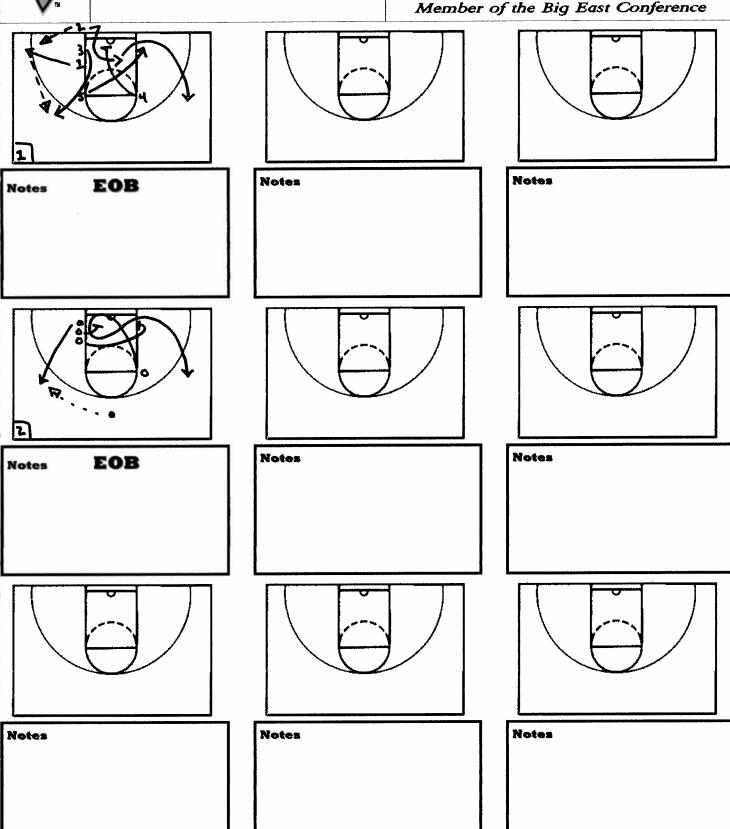
Head Coach: Jerry Wainwright Assistants: Gary DeCesare Ramon Williams

Scott Wainwright

Coach Topic Clinic

JORRY WAEHWREGHT -D DEPAUL LAST SECOND SETUATERNS I-SS/I-S7 GENER

Member of the Big East Conference



05/09/2006 TUE 12:55 FAX 773 325 7351 DE PAUL MENS BASKETBALL

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BASKETBALL NOTES

Coach Jerry Wainwright



# LAST SECOND SITUATIONS

Ideas, Concepts and Plays

Coach Jerry Wainwright



#### LATE GAME SITUATIONS

#### THOUGHTS

- One of the most important parts of the game, yet one of the most overlooked.
- Majority of games are won and lost by 8 or fewer points (3 or 4 possessions).
- Must be more than just a segment of practice; coach it just like it's a game, i.e. from the bench, calling TO's, substituting, etc.
- 5. Each member of the team must know TIME, SCORE, and SITUATION.
- Must work on all possibilities up big, up a little, tied, down big, down a little; different time left (5 minutes on down); different foul situations; different personnel.

FOLUS ON MOSERAL PREP FUR PRACTECE As MUCH AS PHYSOCAL PREP

- Theory is "you've experienced it before, you know what needs to be done".
- Occasionally make bad calls (even fouling out players), maybe even taunting to get player's reactions - call T's.
- 9. Substitutions to stop clock or "O"/"D".
- 10. Know best player to go to, best play to call, best "B" to use (maybe different at home and on the road).
- 11. Have a philosophy make sure everyone knows and understands it.
- 12. Know what you want to do but have a contingency plan.
- 13. Should never face anything in a game your players haven't experienced.

\* Its Her What You Do, Its What You Enghausse

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TRACE TEAM LOSSES 2 Som OF LENGS

Coach Jerry Wainwright



#### LATE GAME SITUATIONS

#### **QUESTIONS TO ASK**

- 1. If behind, do you want to foul or go for steal/TO?
  If foul, whom and when?
- 2. If up 3, do you foul to avoid 3 pointer? If so, when?
- 3. If down 1, 2, or tied, do you want to hold for last shot or take first good one?
- 4. After getting rebound/TO (or after made shot), do you want to immediately call time, push it up and call time, disregard time out and go for score?
- 5. Do you like "2 for 1", i.e. shoot so the opponent gets the ball with more than 45 seconds so you can get it back?
- 6. Do you have plays from all locations (taking time left into account)?

Coach Jerry Wainwright



#### IDEAS - LAST SECOND SITUATIONS

#### Practice Situations

- 1. Use clock and officials.
- 2. Varsity vs. JV's with Varsity ten points down.
- Big guys vs. little guys build role appreciation.
- 4. Drill running actions where players have one second to shoot.
- 5. Call team together in practice, give them situation and play, then test them on it. Also do in classroom.

#### End-of-Game Philosophy

- Delay Game
   \*Keep clock running, take sure shot, open up the floor.
- 2. Freeze Game
  - \*No shots unless a lay-up (uncontested) or free throw.
  - \*Use when you have enough points to win or you want the last shot.

#### Overload Scrimmage Situations

- Using six defensive players while perfecting the half court trap press offense.
- Using seven defensive players when advancing the ball up against a three quarter court zone press.
- 3. Using eight defensive players when operating the full court press offense.
- 4. Using six offensive players to strengthen the zone defense.

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#### BASKETBALL NOTES

Coach Jerry Wainwright



### GAME SITUATIONS TO PRACTICE

#### One Point Series

Five seconds are put on the clock and the situations practiced are:

- 1. A one point lead and the ball in the process of shooting a 1-1.
- 2. A one point lead with the ball out of bounds from the sideline.
- 3. A one point lead with the ball out of bounds at the endline.
- A one point lead with the ball out of bounds under the offensive basket.
- 5. A one point lead without the ball-sideline out of bounds.
- 6. A one point lead without the ball-endline out of bounds.

#### Two Point Series

The two point series operates under the same situation outlined above, except the point spread is two with ten seconds remaining.

#### Three Point Series

The three point series follows the same pattern with a three point spread and twenty seconds remaining.

#### Four Point Series

The four point series involves a four point spread with thirty seconds remaining.

# BASKETBALL NOTES Coach Jerry Wainwright



# ADDITIONAL GAME SITUATIONS TO PRACTICE

- 1. One minute to go, score tied, your team has the ball.
- 2. One minute to go, score tied, your team is on defense.
- 3. One minute to go, trailing by one, two, or three points, your ball under opponent's basket.
- 4. One minute to go, ahead by one, two, or three points, you're on defense and ball is under your basket.
- 5. One minute to go, behind by four and five points, with opponent having the ball.
- 6. Ten seconds to go, opponent has just scored the go ahead points.
- 7. Ten seconds to go, score tied, you have the ball in back court.
- 8. Ten seconds to go, trail by two or three points, opponent has the ball.
- 9. Two seconds to go, lead by one, two or three points, opponent has the ball.
- 10. Two seconds to go, lead by one, two or three points, opponent has ball out-of-bounds under your basket.

Coach Jerry Wainwright



# REASONS FOR A COACH TO CALL A TIME OUT IN THE LAST MINUTE

- 1. To calm the players.
- 2. To reinforce and motivate the players.
- 3. To run a special play or to cover a special situation.
- 4. To cover individual assignments.
- 5. To break the opponent's momentum.
- 6. To settle down the crowd.
- 7. To make an opposing free throw shooter think about the shot.
- 8. To give the players a rest.
- 9. To stop the clock.
- 10. To make a defensive change.



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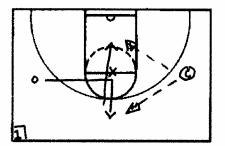


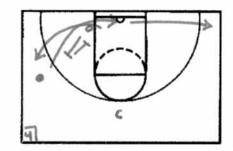
# PURDUE BOILERMAKERS BASKETBALL

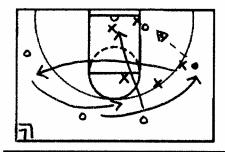
Head Coach: Matt Painter Assistants: Cuonzo Martin Todd Foster Coach Topic Clinic

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MOTEON	OFFENSE						
IBCA	410105						

Paul Lusk Kent Williams







#### Notes STEP-OFF SERIES

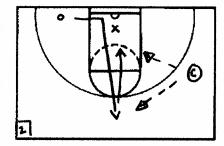
- · Space to 23' & then backdoor if denied
- Put bottom foot between defender's legs to create space

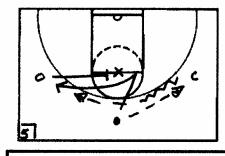
#### Notes BACK SCREEN

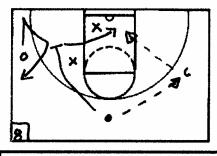
- No set-up step—Go
- Complete cut to opposite side or use rescreen
- · Attack for lay-up w/ cut

#### Notes POST FEED ACTION

- Cutter dives & posts on weak-side defender (post trap)
- Passer slides through middle to weak-side
- Closest perimeter must get at least to FT extended on strong-side
- Fill next open spot & get in passer's vision







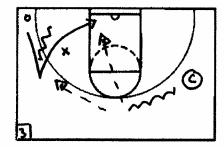
#### Notes STEP-OFF SERIES

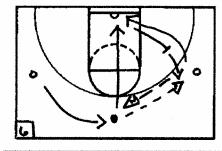
#### Notes FLARE SCREEN

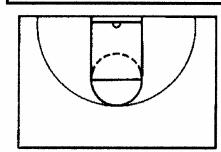
- Cutter must sell the basket cut to force defender to the inside so defense can pin defender
- Ball must be taken at the screening action to get a passing angle

#### Notes CUTS V. SWITCHES

- · Must slip on all switches
- Slip when defender's hip get above the butt of the screener
- Attack the face of the defender when sliupping





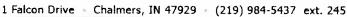


#### Notes STEP-OFF SERIES

#### Notes 3-MAN SCREENING

- Screen must react & call screen immediately
- Don't let the defense have time to rest

Notes		



Varsity: Rush McColley \* Varsity Assistant: Rex Brummett \* Junior Varsity: Katy McClure

Clinic Coach Topic Date

IBCA
MATT PASHTUR - PURDUE
MOTEON OFFENSE
4/8/05

#### **Motion Offense**

1) Hard to guard day-in-day-out

- 2) Don't v-cut into the middle-Use the "Dead Corner"
- 3) Sprint w/ your v-cuts
- 4) Cuts must change directions
- 5) Must take the ball at the cutting action
- 6) If dribble is dead—Get open to the ball
- 7) If lost or dead—Get to the open corner (Spacing)

#### **Musts in Motion**

- 1) Cutting
- 2) Dribble Action
- 3) What happens when ball goes into the post?

#### **60 Point Game**

- No dribble
- Very high—Very wide
- No screening

Pass = +1

Score = +2/+3

Off. Rbs. = +1

T/O = -1

- Always start motion drills at shooting range
- Someone not guarded—Use him as a ball screener—Sprint in to it
- Ball Screen & Re-ball screen

#### **Switches**

1)Slip & Fade—Defense's hips are the key

■ Must take ball to the screening action



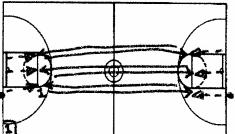
#### **PURDUE BOILERMAKERS** BASKETBALL

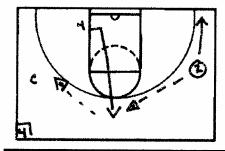
Head Coach: Matt Painter Assistants: Paul Lusk Todd Foster

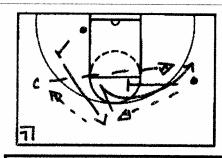
Cuonzo Martin Kent Williams

#### Coach Topic Clinic

MATT PAEHTUR - DPURESUE INDEVEDUAL HOPEK-OUTS 9/29/05 CARLLAMORY, DAVED TRAGUE, HATE MEHMOY MARKUS GRUNN







#### Notes TRANSITION SHOOTING

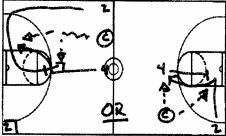
- 3-man drill
- 1 & 2 start w/ a basketball on each baseline
- 3 sprints elbow to elbow for jump shots
- Shoot 5 & rotate

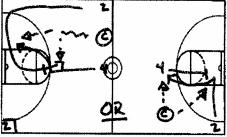
#### Notes STRAIGHT CUTS

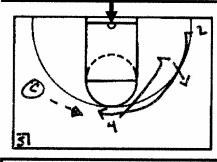
- Both players get a shot
- Set a quality screen to create a quality

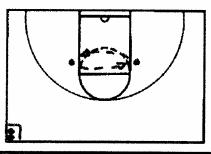
#### Notes 2-MAN FLARE SERIES

- Games to 3
- Screener—Bounce & look for low ball
- Pop behind the ballbandler that dribbles at the flare screen









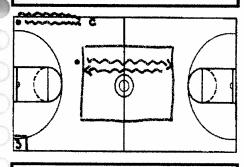
#### Notes TRANSITION GAMES

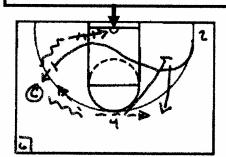
 2 must sprint to the baseline before he can cut to create a screening angle

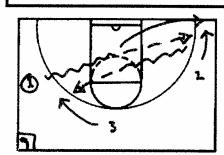


#### Notes PURDUE PASSING

- · Ball starts in the right hand
- · Between legs w/ right hand
- Pass to partner w/ left hand







#### Notes PURDUE BALLHANDLING

- 1) 6 touches
- 2) Create moves w/ left hand
- 3) V Dribble
- 4) Iverson Cross-over
- 5) 2-Ball
- Really emphasize the weak hand
- Sideline—Quick cross-over & dribble backwards

#### Notes

- Add curl, back screen, & bounce
- Emphasize a bounce & low swing on the catch

#### Notes BOILERS PULL & PITCH

- 3-man drill
- No shots
- Always re-locate to catch the ball
- Get the ball deep in the lane

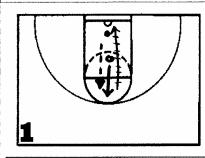


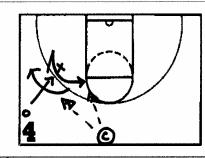
Purdue Boilermakers

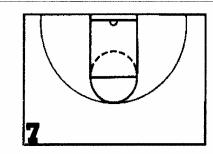
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ROOM 31
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Head Coach Matt Painter







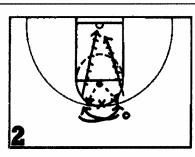
#### Step Back Drill

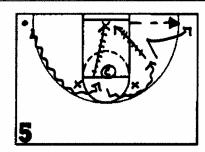
- Sprint back to create space
- Must get feet set before you receive the ball

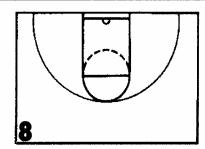
#### **3-Shot Series**

- 1) Transition Catch & Shoot
- 2) Curl
- 3) Flare

Assistant Coach Cuounzo Martin



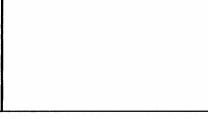




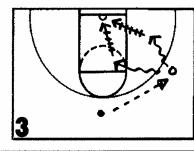
Assistant Coach Paul Lusk

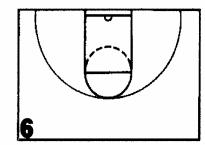


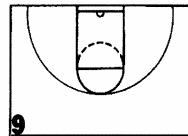
**Sprint Dribble Series** 



Assistant Coach Rick Ray







#### Wing 1 v. 1 Series

- Teach inside foot as pivot foot & face w/ outside foot
- · Various 1 v. 1 moves
- Up & Under
- Shot Fake & Rip

Director of Basketball Operations Kent Williams

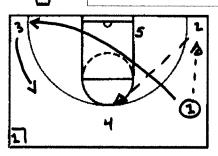
# Malparaiso Crusaders



#### YALPARAISO CRUSADERS BASKETBALL

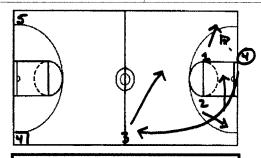
Head Coach: Homer Drew Assistants: Matt Bowen Ivan Vuiic

Bryce Drew Luke Gore Coach Topic Clinic Homor Draw - VALPO PRACTECE



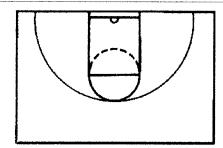
#### Notes VALPO'S SECONDARY

- 2 & 3 sprint to the baseline corner
- I pitches the ball ahead & cuts through to weak-side corner
- 3 must slide up to the weak-side wing to space off I's cut

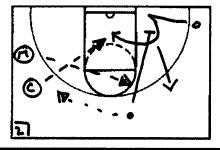


#### Notes VALPO'S PRESS OFFENSE

- 3 slides to the middle from either the strong/weak-side
- 4 loops to the long diagonal position on the weak-side of the floor

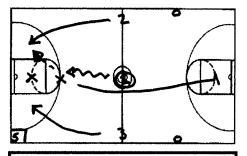






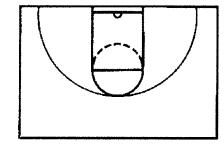
#### Notes SCREENING SERIES

- Screener & cutter both get shots off each repetition
- 1) Curl & Bounce
- 2) Flare & Slip
- 3) Flare & Re-screen

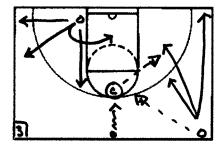


#### Notes CONTINUITY FAST BREAK

- · 3 v. 2 to 2 v. 1
- Passer in 3 v.2 must get back to play defense in 2 v.1 situation
- Rebounder in 2 v. 1 outlets & leads fast break in 3 v. 2 situation

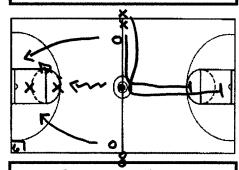


#### Notes



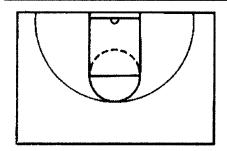
#### Notes VALPO SHOOTING SERIES

- 1) 15' Pull-up (Bankboard)
- 2) 3 pt. Shot
- 3) Slide to corner (from wing)
- 4) Pop cut
- 5) Inside Cut
- 6) Flare to corner (from block)
- 7) 3pt. Pull-up (Top of Key)



#### Notes CRUSADER FAST BREAK

- 3 v.2 fast break drill—Similar to Red/ Black Drill
- "New" defender must sprint to the center circle before they can take defensive positions



#### Notes

# Tom Crean Marquette University



No.

\*Secret

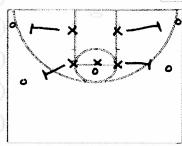
# Marquette Golden Eagles Basketball

TO BEEN HARD HARD

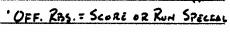
F 3
10 TRUTHS TO BUELDENG A PROGRAM
1) TRUST YOUR INSTENCTS
2) THE MORE QUESTEONS YOU HAVE AS A COACH - THE MORE PEUPLE ARE GOING TO COME TO YE
FOR ANSWERS
3) 4 Expectations Players Have Of Coaches
A) BE COMPETENT
B) BE SENCERE (WHAT & HOW YOU DO IT)
C) RELIABILITY
D) TRUST WORTHY
4) 3 EXPECTATEUMS OF PLAYERS/COACHES
A) COME MENTALLY PREPARED
B) COME WETH EHERLY
· COMPLEMENT HEAD COACH
C) How To Compete
5) IF YOU HAVE A PROBLEM, BUT HAVE NOT THOUGHT OF A SOLUTION, YOU HAVE COMPO
THE PROBLEM
6) INVEST IN TIME WITH YOUR LEADERS
7) PLAYER IS A LEADER WHEN THEY ARE IN THE PROGRAM
· LEGACY OF LEADERSHIP BEGENS WHEN HE LEAVES YOUR PROGRAM
8) DEALING WITH ADVERSITY
ONLY FOCUS ON MAKENG PROGRAM BETTER
1) OHE VOICE IN PROGRAM
10) FOCUS ON THE PROCESS - NOT JUST THE RESULTS



### Marquette Golden Eagles Basketball

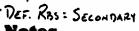


# 1" Two STEPS Notes ALE VETAL TO SETS WAR DRELL



· OFFENSE GET TO BOARD ASA? 10-16 MEH. SAMES T/0 = -1

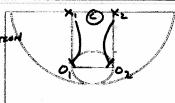
CHARGE: +2 3 KAMES



4-MENUTE SHOOTENS

· CROSS- OVER STE? ON PENETRATED · ROTATE EVERY MENUTE

. YOAL = 90



Notes

2-ON- 2 BLOCK- OUT 1's= BEGS 2's= GUARDS

WHOVER GETS RBS. Scores

· PLAY BY I'S

BALL GOES OUTSEDE LANE: SELECTED ACTEON

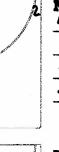
Notes

1:30 SHOOTENS

· 14 MAKES

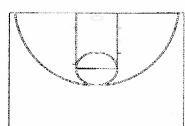
· 2 IN A ROW TO ROTATE

. 1 MEH. 30 SECOMOS

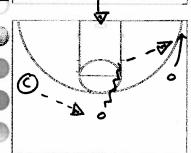




· PENETRATION FOR SPOTS 1



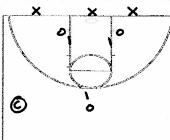
Notes



#### Notes

PENETRATION FOR SPOTS 2;

Notes



AREA

Notes

3-OH-3-OH-3 BE READY

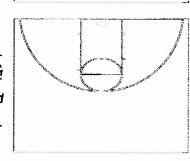
· OUTLET TO COACH · COMPETE !

· WENNER STAYS BE READY

HET 1 OPEN MAN

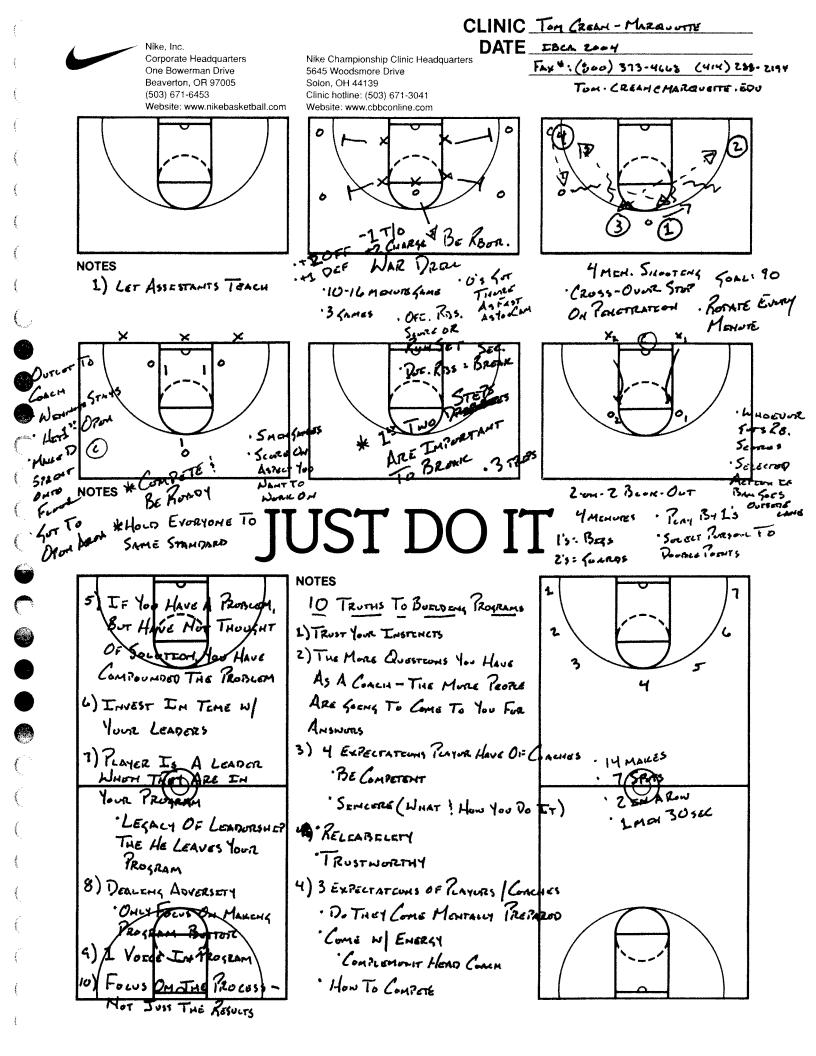
· NEW DEFENSE MUST SPRENT

· OFFENSE -- CUT TO OPEN CLOSE- OUTS



Notes

Play Hard Play Smart Have Fun



# Steve Smith Oak Hill Academy Warriors



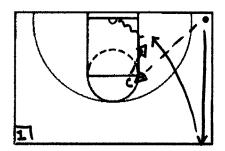
# OAK HILL ACADEMY WARRIORS Clinic BASKETBALL Date

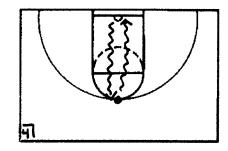
B Con

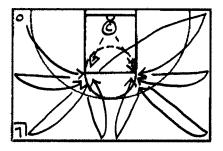
STEVE SMETH -D OAK HELL AKADIMY CONDETERMENT WI THE BALL

Varsity: Steve Smith Assistants: Sid Finklea

: Sid Finklea Brian Meagher Yerrick Stoneman







#### Notes Warrior Lay-ups

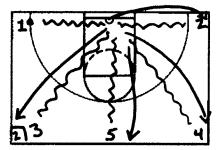
- Shoot 5-10 on each side
- · Alternate sides after each shot

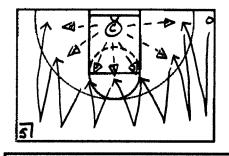
#### Notes Intensity Lay-ups

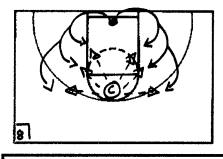
- 30 sec. segments-Must make 7
- · Go twice w/ each hand

#### Notes Angle Elbow Jump Shots

- 1) Corner
- 2) Sideline
- 3) 1/2 court corner
- 4) Center Circle







#### Notes 5-Spot Lay-ups

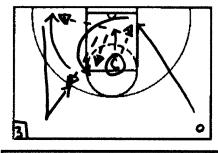
Shoot 2 sets

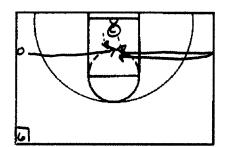
#### **Notes 7-Spot Shooting**

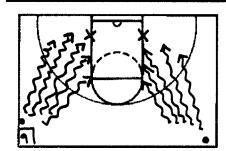
- 1) Baseline
- 2) Wing
- 3) Elbow
- 4) Free Throw Line
- 5) Elbow
- 6) Wing
- 7) Baseline

#### Notes Curl Shooting

- 1) Curl off blocks
- 2) Curl off VB Line
- 3) Curl for 3
- Make 10
- Add dribble
- Shoot 3's







#### **Notes 4-Spot Shooting**

- 1) Lay-up
- 2) Elbow
- 3) Short Corner
- 4) Back Pedal to VB Line & Shoot 3

# Notes Sideline Form Shooting

- 1) Volleyball Line
- 2) Conference Logo
- 3) Elbows

#### Notes Straight Line Shooting

- 1) Block
- 4) Elbow
- 2) I Hash
- 5) Wing
- 3) 2nd Hash



#### OAK HILL ACADEMY WARRIORS Clinic BASKETBALL Date

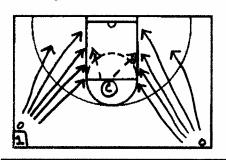
STEVE SMETH - DOAK HELL ACADOMY CONDETEUNENC W THE BALL

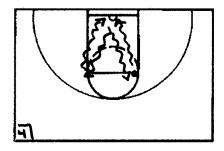
Varsity: Steve Smith

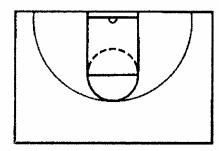
Assistants: Sid Finklea

Yerrick Stoneman

**Brian Meagher** 

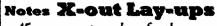




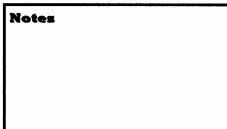


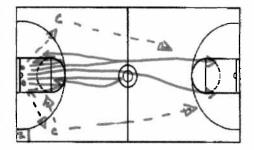
#### **Notes Straight Line Shooting w/ Pass**

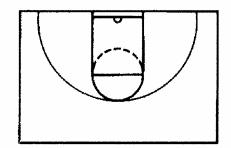
 Same as previous drill only off pass from coach

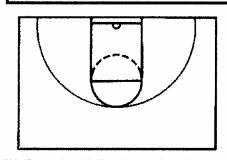


• 45 sec. or a set number of makes



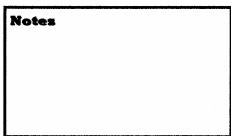




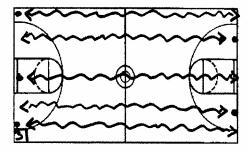


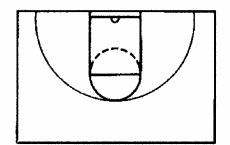
#### **Tap Drill** Notes

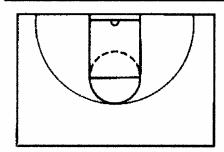
- 1) 5 board touches w/ball
- 2) Sprint to 3 pt. line & back for lay-up
- 3) 5 board touches
- 4) Sprint to 1/2 court & back for lay-up
- 5) 5 board touches
- 6) Sprint to opposite goal for lay-up
- Post players finish w/ post moves











#### **Notes Ladder Sprints**

- Speed dribble sprints
- 1-3-5-3-1
- Have gone up to 11
- Always come back down the ladder
- Minimum of 3 groups

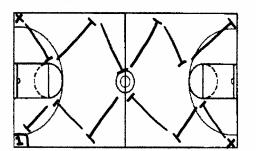
Notes

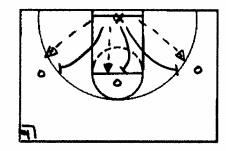
#### OAK HILL ACADEMY WARRIORS Clinic BASKETBALL Date

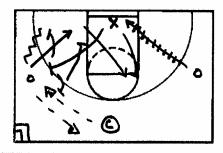
STEVE SMEN - DON HELL ACADUMY DEFENSEVE DREUS

Varsity: Steve Smith

Assistants: Sid Finklea Brian Meagher Yerrick Stoneman







#### **Notes Zig Zag Slides**

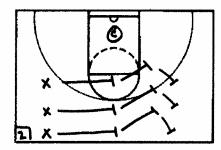
 Slide down w/ towel stretched behind the waste & back w/ towel stretched over your head

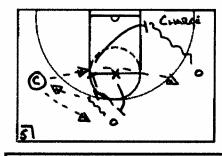
#### Notes 1 v. 1 Close-outs

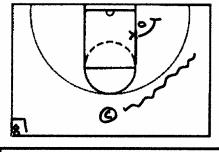
- Roll ball to offensive player
- Offensive player must make 3 pass fakes
- Trace ball
- Add 1 dribble
- Add Wing Close-outs

#### 6-in-1 Drill Notes

- 1) Wing Close-out
- 2) Deny cut
- 3) Guard 2 dribbles
- 4) Low post
- 5) High Post Flash
- 6) Box-out & Rbs.







#### Notes Warrior D Drill

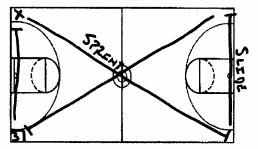
- 45 seconds
- Coach points in direction he wants players to slide
- Similar to Mirror Drill

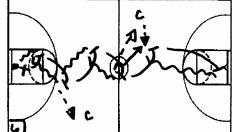
#### 4-in-1 Drill Notes

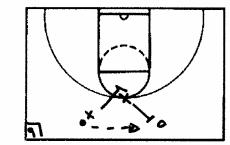
- 1) Close-out on ball
- 2) Guard 2 dribbles
- 3) Dive on loose ball
- 4) Take charge (Outside of lane)

#### Notes 1 v. 1 Post Denial

- Always 1/2 front the low post
- FT Line Extended determines high-side or
- Step through on front-side of post—Never go behind
- Allow post to step out & play live







#### X Drill

- Sprint corner to corner diagonally across the floor
- Slide across the baseline & repeat the drill

#### Notes 1 v. 1 Full Court

- · Zig Zag drill inside of lane lines
- Offense passes to coach after 3 zig zags
- Defense must deny cut
- Repeat drill
- After 2<sup>rd</sup> pass to coach—Play live

#### Notes 2 v. 2 Guard/Guard

- Gap defensive position
- · Play live after 3 reversals



#### OAK HILL ACADEMY WARRIORS Clinic BASKETBALL

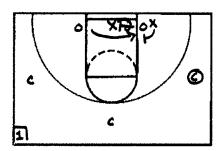
Date

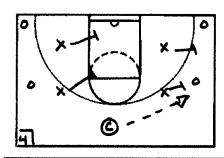
STEVE SMETH - DOAK HELL ACADIMY DEFONSEVE DREWS

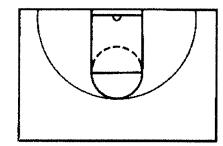
Varsity: Steve Smith

Assistants: Sid Finklea Brian Meagher

Yerrick Stoneman





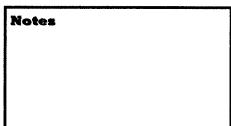


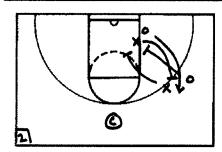
#### Notes 2 v. 2 Post Denial

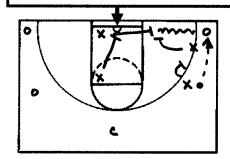
- Move ball around the perimeter
- · Switch all cross screens

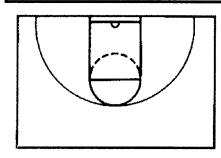
#### Notes 4-Man Shell

- Defend w/ heels to the 3 pt, line
- Help-side has I foot in the paint







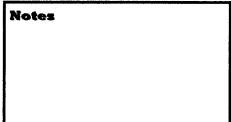


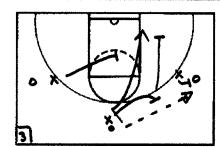
#### Notes 2 v. 2 Wing/Post

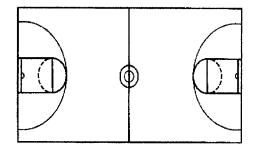
Down Screens = Chase from behind Back Screens = Shade to middle & take away lay-up

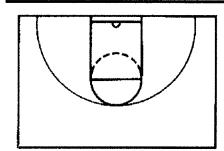
#### **Trap Baseline**

• Trap Baseline penetration & Drop Ro-









#### Notes 3 v. 3 Half Court

- · Deny varying cuts
- 3<sup>rd</sup> Through on all perimeter screens

#### Notes

Notes		
:		