

Mark Few, Gonzaga - 2016 Nike Championship Coaches Clinic

-We want to get the ball up the floor as quickly as we can and see if we can get a great shot. We feel like we can get a better shot early in the clock than we can late. We're open to transition 3's. It's also easier to offensive rebound transition shots because the defense isn't set.

-We like to attack inside-out because we like to put foul pressure on the defense.

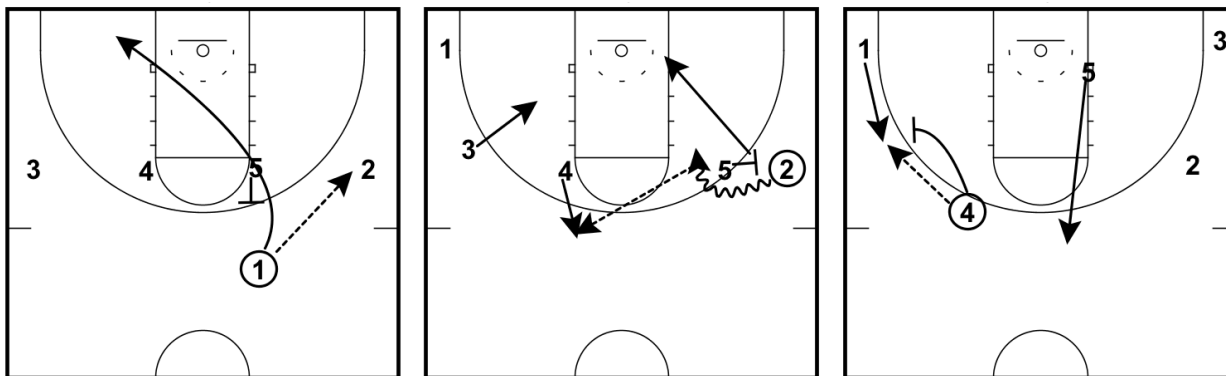
-If our transition attack doesn't generate a shot, we look to get into an action with good ball movement and good player movement.

-We love to throw the ball inside and play off them. Some of our best offense is generated by pitching the ball inside and playing off those double-teams.

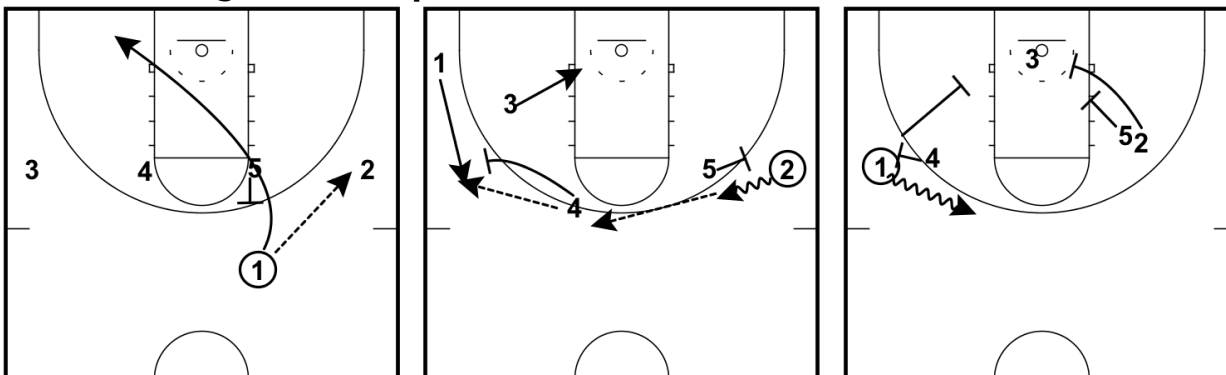
-We spend an enormous amount of time breaking down our ball screen offense and going through the reads of what our next opponent will do to defend the pick & roll. Our guards are pretty proficient in making the proper read. Pains me to watch college point guards operate the pick & roll without purpose.

-We drill our pick & roll reads daily.

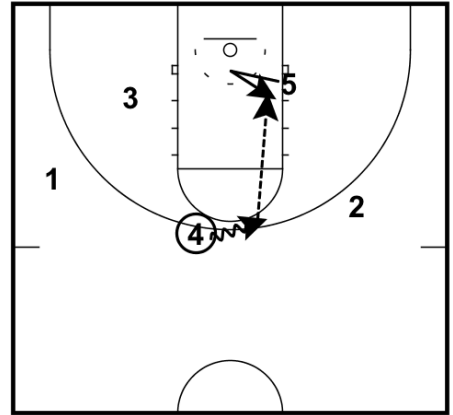
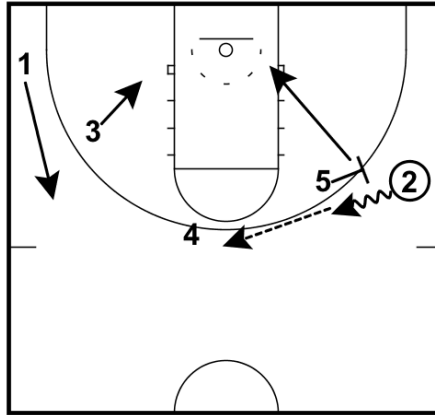
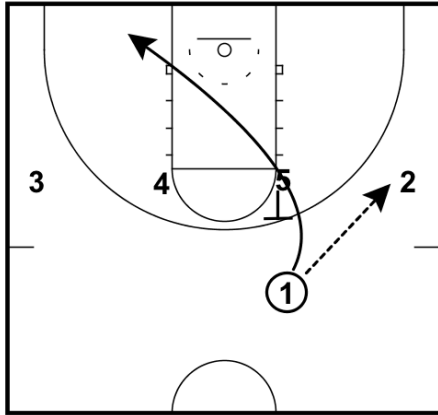
"Bulldog" (ball screen continuity)



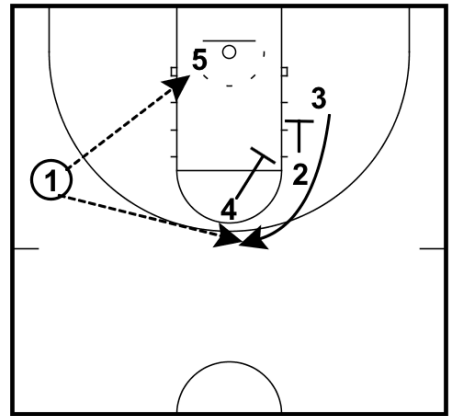
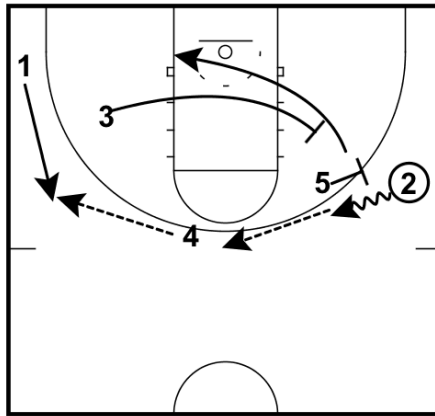
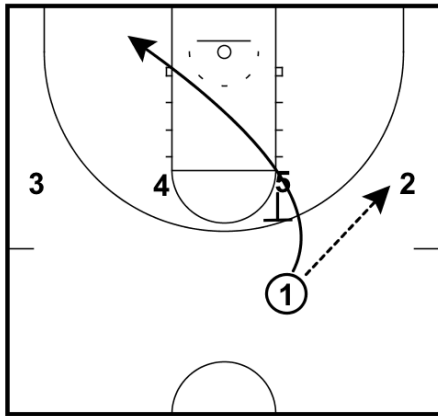
"Shooter" (single/double special for shooter)



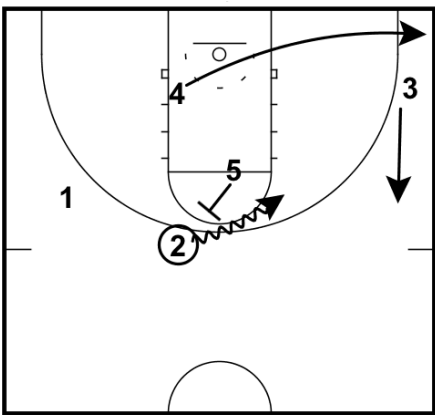
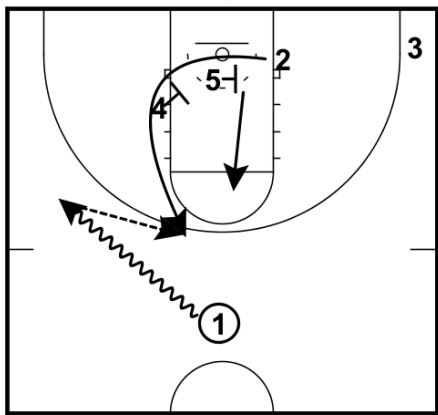
"Five" (misdirection duck-in - 4 pass-fakes as if he is reversing to 1 and instead dribbles back to his right)



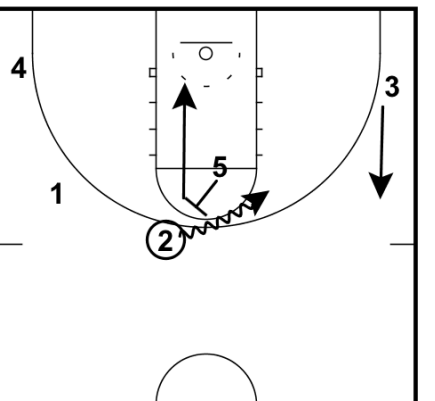
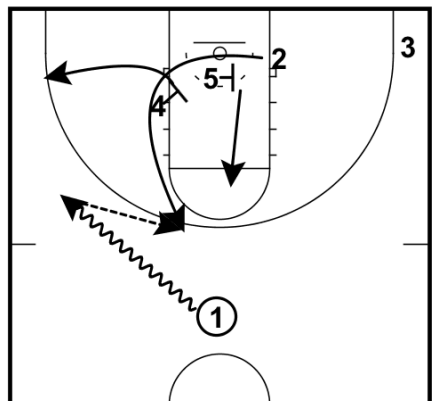
"Rip" (rip screen for 5; stagger for screen-the-screener action)



"Loop 1" (5 trying to get up there to screen as soon as 2 catches it)



"Loop 2" (really good if you have a stretch-4)

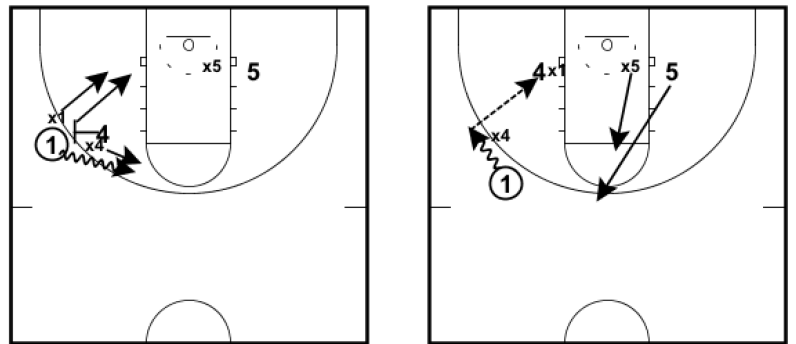


The number in the play-call refers to the number of players behind the pick & roll

Reads:

- A big teaching point: great spacing clarifies the ball-handler's decisions and allows him to see what is going on.
- Ball-Handlers: don't make a pre-determined decision about what you're going to do with the ball. It's all about who is guarding the roll.
 - If they're not stopping you, you have to look to score.
- Best thing the ball-handler can do is make two guys guard him.
- Empower your guards to make reads. Teach them the reads and then empower them.
 - Film is huge with teaching the reads
 - Going over the reads every day.

-Against 1-4 switching, we like to come off that side ball screen, snap it through our legs and dribble right back to the wing as the 4 walks x1 into the post to bury him. 5 flashes to the high post for a potential hi/lo.



- Going into games, I want to know the following about the opponent's defense:
 - I want to know what they're doing when the ball goes into the post
 - I want to know what they're doing on side ball screens
 - I want to know what they're doing on middle ball screens.
- We love to slip against any kind of trapping (will go "Bulldog" and make sure the opposite big is lifted right away).
- Ball screens are like sunsets. Every sunset is different. Every ball screen is different. Don't be making up your mind before the pick. Come off the ball screen thinking score and engage the big and then they should go through their progression of their reads.
- Versus hard show: guard looks to make quick pass.
- Versus a lateral show (or plug): engage the big (look to score) or hit the big late (or look to kick out to the corner if his defender comes off to help on the roll).
- Hesitant to give a guard the freedom to split a high hedge (just such a low percentage play, but if you're good enough to do it, it can be a weapon).

-Versus ICE: we need to make sure we're not pushed to the sideline—need to get closer to the middle of the floor. We like to flip the screen to set it on the baseline side and the guard will try to snake it to the middle of the floor.

Misc.

-When you start turning the basketball 2-3 times and you keep causing the defenders to go from help to on-ball to help to on-ball, there is going to be a breakdown.

-When our 5 is the last big down the floor, we like to run him right into a middle screen for the point guard with everyone else spread outside the 3.

-We like to go "Loop 2" and "Loop 1" versus 2-3 zones.

-In "Bulldog," if corner defender is sagging to take away action at the rim, the big catching the ball at the top of the key should be looking to skip it right to the corner as soon as he catches it.

-Big thing within a zone offense is to empower your players to conceptually play. The formation is just giving us a framework.

-Bigs have to roll and expect the ball. What is really open is throwing it late to the big.