

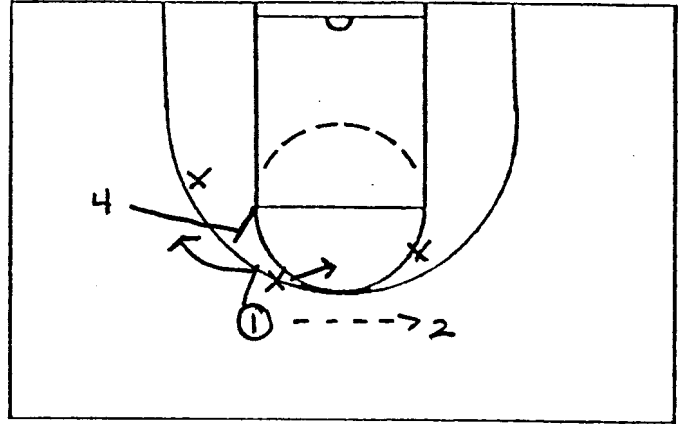
BASKETBALL NOTES

Coach Brad Brownell

MOTION IDEAS vs HELPSIDE (SAG) "D"

GENERAL THOUGHTS - MOVE THE DEFENSE

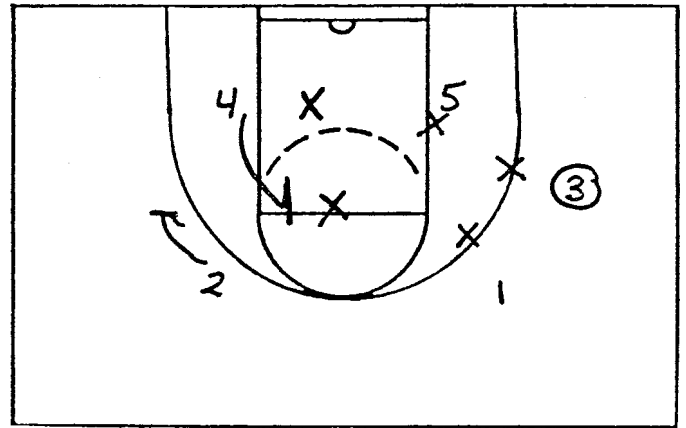
- * BALL REVERSAL
- * PLAYER MOVEMENT
- * EARLY OFFENSE - FLOW INTO MOTION ACTIONS OUT OF TRANSITION



1. FLARE SCREEN

1. Use FLARE SCREENS - DEFENSE USUALLY JUMPS HARD TO BALL

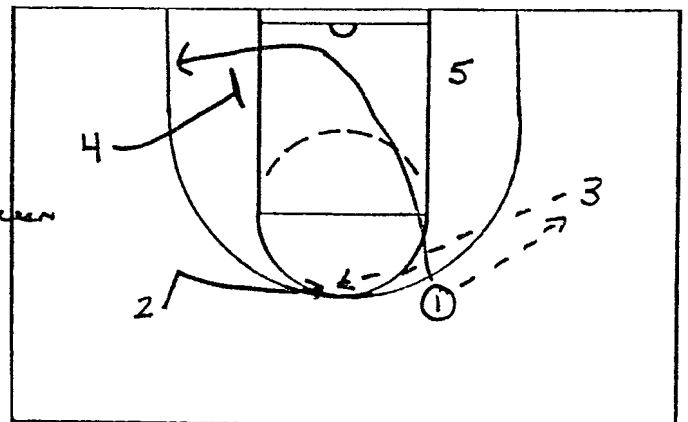
2. SCREEN IN FOR CROSSCOURT PASS
SAME PRINCIPLE DEFENSE HELPSIDE



2. SCREEN IN - SKIP PASS

3. DOWNSCREEN (SCREEN IN) CUTTERS
COMING THROUGH TO HELPSIDE

- * Could also use misdirection here and start towards the 1-4 Downscreen but have 2 bring BALL BACK TO 3 OFF 5 MAN'S FLARE SCREEN



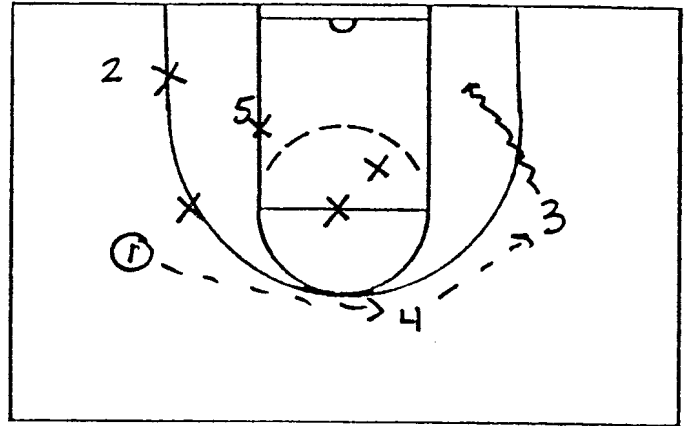
3. DOWNSCREEN CUTTERS COMING THROUGH TO HELPSIDE

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MOTION IDEAS VS HELPSIDE (SAG) "D"

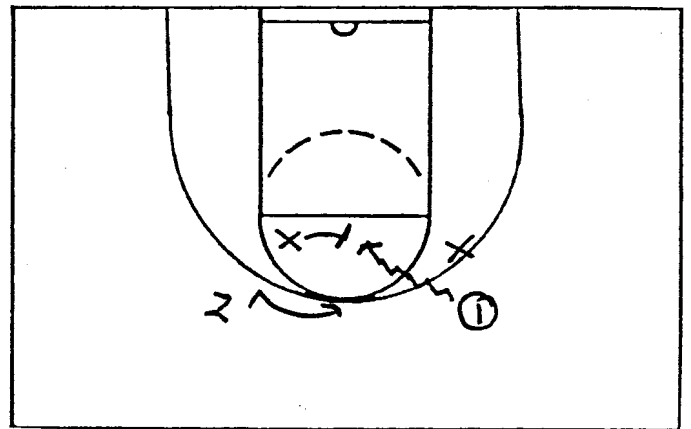
4. DRIVES VS Recovering Helpside Defenders
 Quick Ball Reversal or Skip Pass
 ATTACK THE GLASS (4+5 HERE) AS
 DEFENSE LOSES MEN ON ROTATION



4. DRIVES VS. Recovery Helpside D

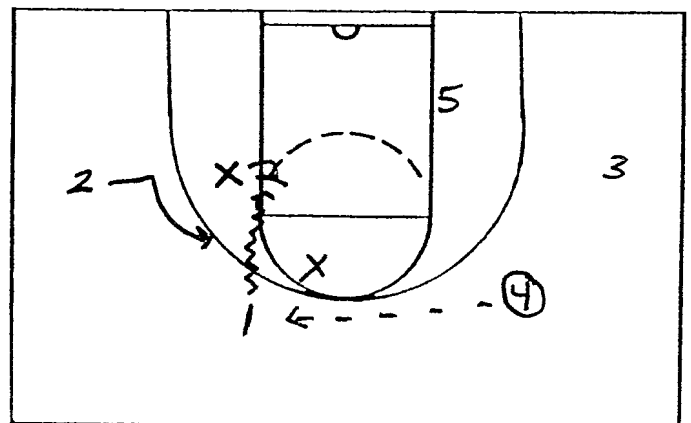
5. PENETRATE + FILL BEHIND (Gd - Gd)

Works really well when you drive
 it hard at a shooter's defender



5. Penetrate + Fill Behind

6. PENETRATE + FILL BEHIND (Gd - Fwd)



6. Penetrate + Fill Behind

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MOTION IDEAS VS SWITCHING "D"

- * USUALLY PERIMETER-PERIMETER SWITCH
POST-POST SWITCH

GENERAL THOUGHTS - "D" HAS OPTIONS

1. RECOGNIZE MISMATCHES + ARRANGE

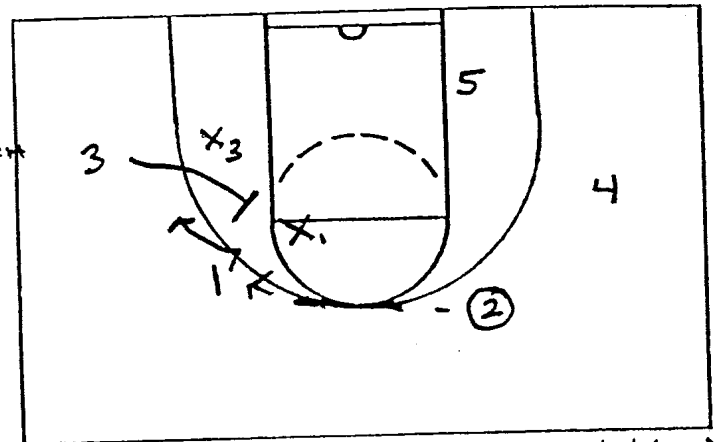
ACTIONS TO EXPLOIT THEM (SWITCH) SCREENS

2. MAKE RULE - NO POST-POST SCREENS

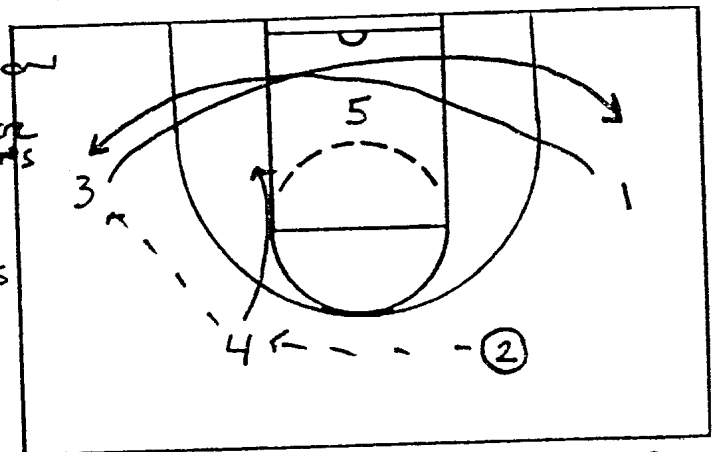
NO PERIMETER-PERIMETER SCREENS
TO ELIMINATE "D" PLAYER FRUSTRATION
WITH SWITCHES. ONLY POST/PERIMETER ACTIONS

3. HAVE PLAYERS CUT / MOVE FIRST
GET BALL REVERSAL 1-2 TIMES
THEN SCREEN

4. COMBINE ANY OF THESE IDEAS



1. MISMATCH SWITCH 1 guarded by X3
(Give room to drive)

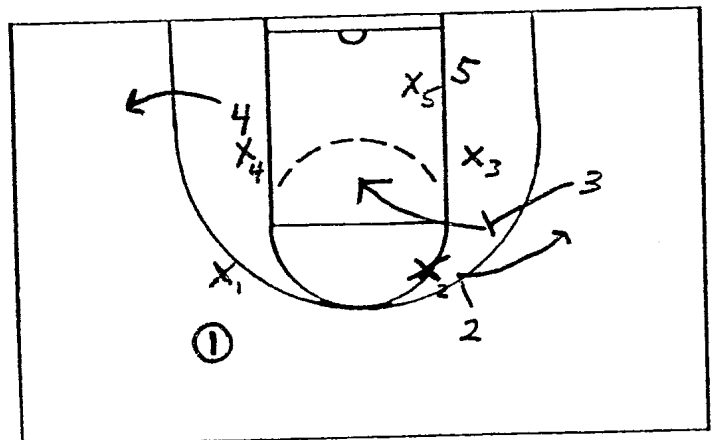


3. CUTTING + BALL REVERSAL THEN SCREENING

- * SET MORE FARE SCREENS THAN DOWNSCREENS!

A. SCREENER + PASSER ALWAYS HAVE
(3) (1)
EYE CONTACT - EASIER TO SLIP
SCREEN

B. WIDENS THE FLOOR - BETTER
SPACING



FLARE SCREEN

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MOTION IDEAS vs Switching D

5. PAIRS - TEAMMATES WORK TOGETHER ON 1 side OF THE FLOOR

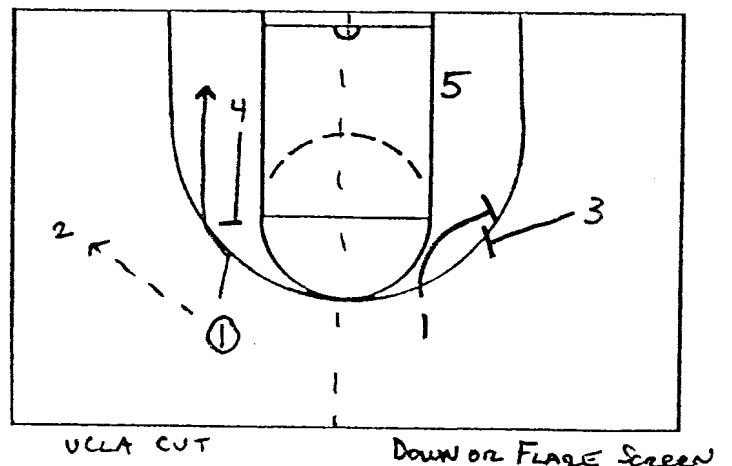
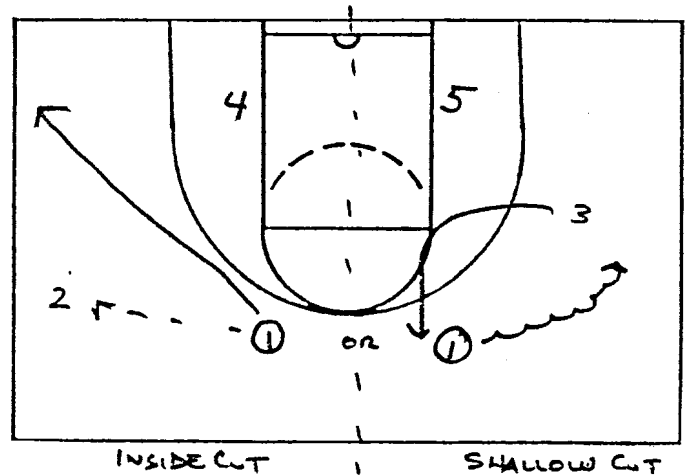
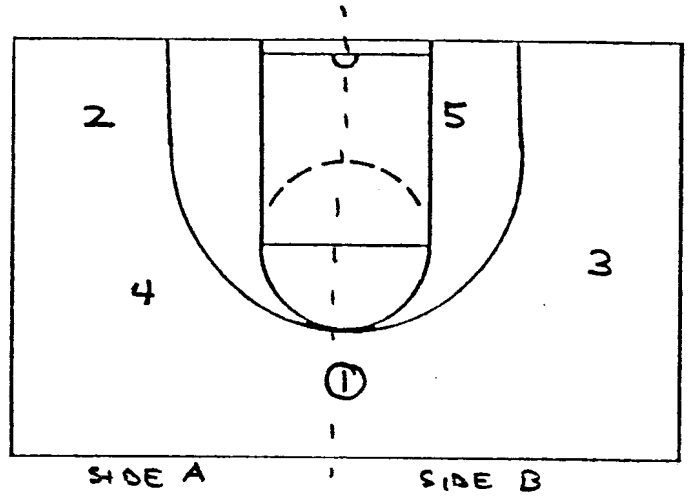
Options:

- A) KEEP Pt Guard (1) out top Every possession
- B) Allow 1 to take place of 2 or 3 WITHIN A possession

How?

- 1. SHALLOW CUT
- 2. INSIDE CUT
- 3. DOWNSCREEN OR FLARE SCREEN
- 4. UCLA CUT OFF POST MAN

* PAIRS - may work well if you like RULE #2 NO Post-Post OR Perimeter-Perimeter screens



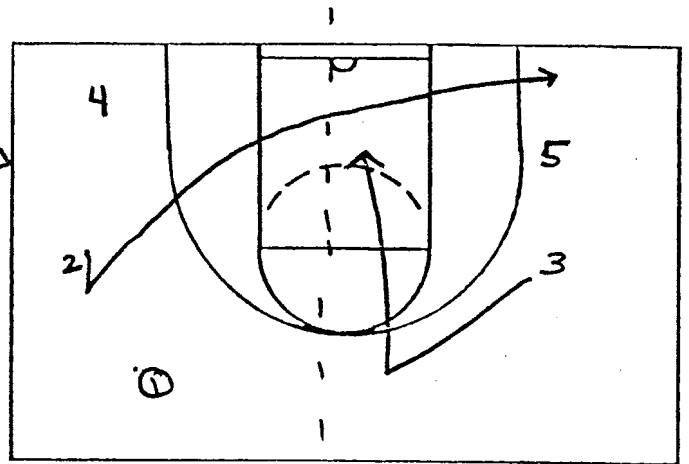
BASKETBALL NOTES

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MOTION IDEAS vs PRESSURE "D"

GENERAL THOUGHTS - MAKE THEM DEFEND THE BASKET

- * SPREAD THE FLOOR
- * BACK CUTS BACK SCREENS
- * ORGANIZE 2-3 PRESSURE RELEASES

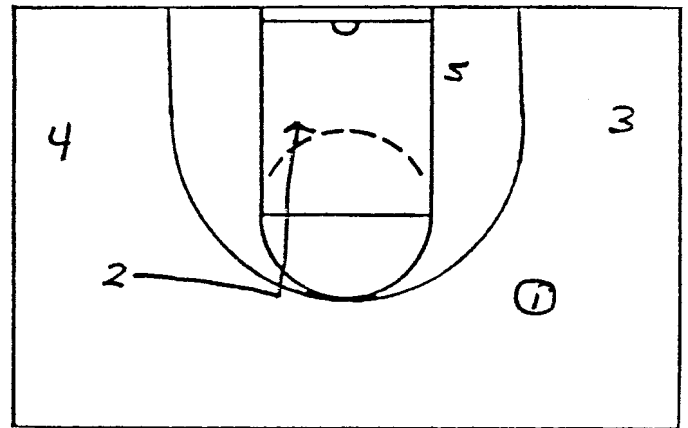


1. A) Wing Entry , B) Gd-Gd Reversal

1. IF DENIED, BACK CUT
DON'T STAND

- A) ENTRY PASS TO WING - BACK CUT
- B) Gd-Gd Reversal - BACK CUT

* If possible, have 1 on both posts
ut on the floor.

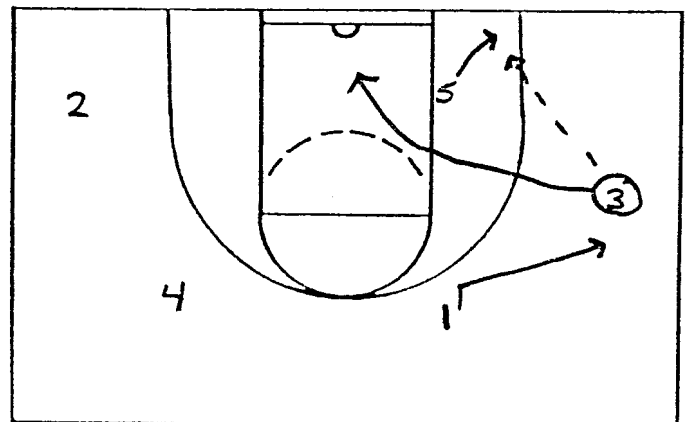


2. SAME SIDE LOW POST RULE

2. MAKE A RULE - LOW POST MAN (5)
MUST STAY ON SAME SIDE OF
FLOOR - 1 Low Block Area
is always open for backcuts.

3. STEP ANY LOW POST MAN OFF THE
LANE TO SHORT CORNER
3 PASSES TO 5 - LAKER CUT TO BASKET
DON'T STAND!

EMPTY LOW-POST!



3. Low Post - USE SHORT CORNER
PASSER LAKER CUT

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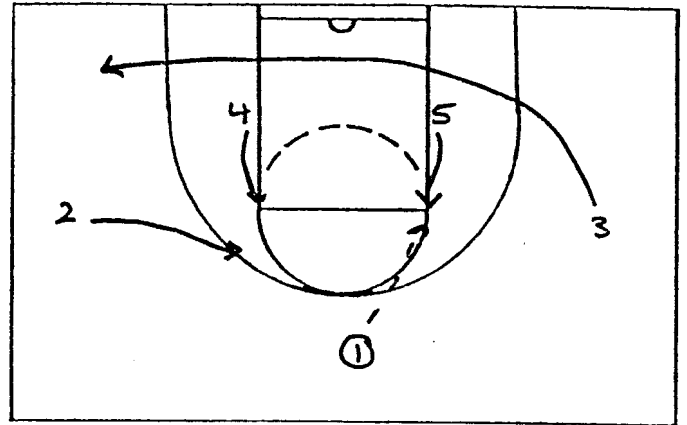
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MOTION IDEAS VS PRESSURE "D"

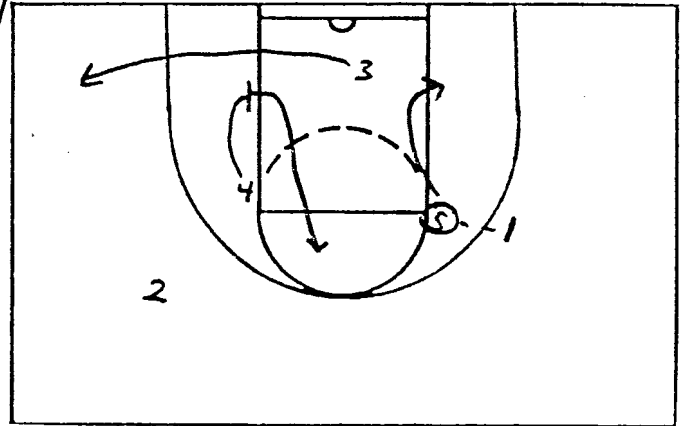
Organize A PRESSURE RELEASE

WE CALL THIS ACTION OR PLAY
"PORTLAND" BUT OUR KIDS HAVE
BEEN TAUGHT TO REACT TO THIS
WHEN PRESSURED

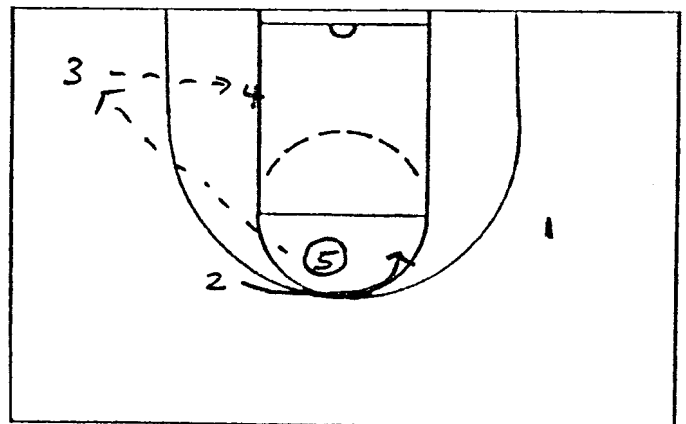
* IT IS PROBABLY A GOOD IDEA
TO HAVE A PRESSURE RELEASE
BOTH OFF THE PASS + DRIBBLE ENTRY



4.- OPTION 1 - BACK CUT LAYUP



OPTION 2 - HAND OFF TO 1
HI/LOW ACTION



OPTION 3 - HAND OFF TO 2 SHOT
OR CROSSCOURT + HI/LOW

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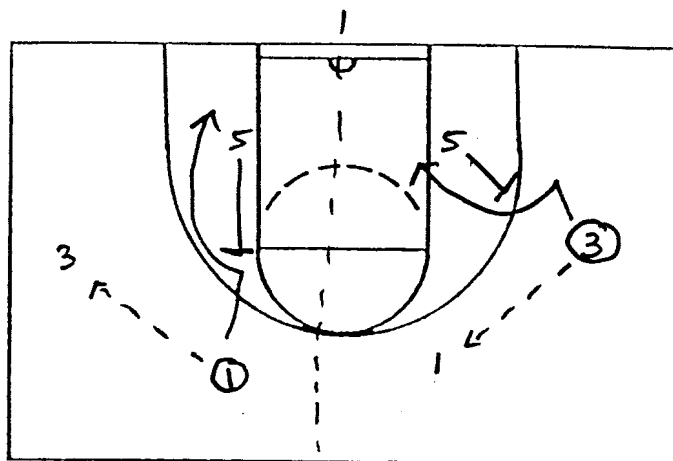
MOTION IDEAS vs PRESSURE "D"

5. BACKSCREEN THE PASSER RULE

MAKE YOUR OPPONENT DEFEND THE BASKET (LAY-UP) AND

MAKE THEM WORRY ABOUT BEING SCREENED

* CONTINUE PLAN OF BACK CUTTING ANY DENIED PASS



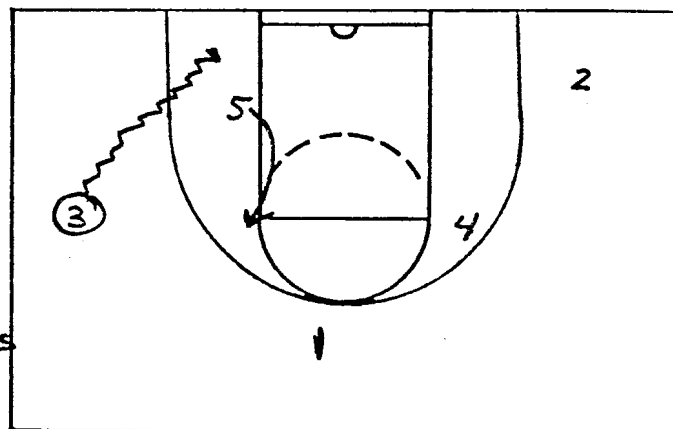
5 A) UCLA SCREEN | B) BACKSCREEN

6. BE READY TO DRIVE THE BALL AGGRESSIVELY TO SCORE

AGAIN encourage ANY LOW POST PLAYER (5)

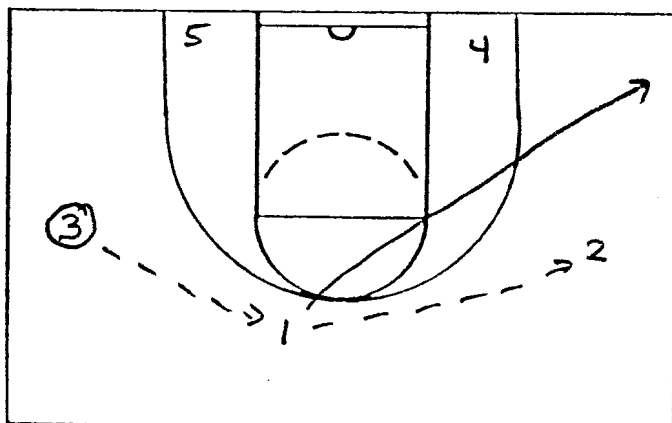
o recognize PERIMETER DRIVING OPPORTUNITIES + POSTS ATTACK THE GLASS (4+5)

Empty Low Post!



6.A) POST SHALLOW CUT

Encourage perimeter players to give THEIR TEAMMATES ROOM TO DRIVE THE BALL - INSIDE CUT + 2 HAS middle of floor to attack his man of the DRIBBLE



B) Ball Reveal - Inside Cut