

-Look for the Little Things

-Wooden always talked about the "Smell of the Gym" He missed the practices and the developing of players more than the games. Every day he was prepared.

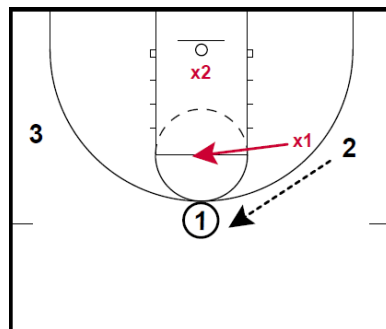
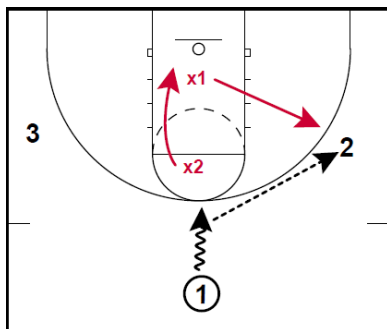
-Have daily practice cards to make sure that nothing goes undone.  
"Meticulous"

### 3/2 Transition

-Stop the Ball at the 3pt line

-x1 takes first pass

-x2 drops



-x1 takes the pass back

-x2 STAYS!! → NO LAYUPS

### **70% of points in a basketball game are:**

1. Transition
2. 2<sup>nd</sup> shots
3. Free Throws

30% of points are set plays or offense

***WE NEVER STOP LEARNING***

## OFFENSE

1. Need Great spacing
  - a. 1 defender should never be able to play 2
2. When you leave an area, a teammate should replace an area
3. Always have a short and a long pass
4. Can you reverse the ball?
5. Can you start with a pass or a dribble?
  - a. Out-quickened on the wings
  - b. Must be able to open offense with a dribble
6. Do you have a backdoor game?

### Your Offense:

1. Is it for you? Or for your team?
  - a. Shots – what you want? Or for your players?
  - b. High percentage of shots for you? Or for your best kids?
2. Chart shots and your players hot spots
  - a. Get your shots out of your offense in these areas
3. Did your kids get most of their shots in their most productive areas?

## End of Game / Clock Management

- EXAMPLE: Miami versus New York  
NY up 3 with :19 seconds left  
Miami never converted a basket, attempted all 3s. NY switched it all.  
Shoot the 3 or the 2?  
They will give you the quick 2, the coach is yelling “No 3s”  
Score & Press, try to get the steal *THEN* foul  
:19 is a lifetime *IF* you practice it  
Take the quick 2 – a quick hitter that goes to the rim

*Dean Smith was the best at Clock Management*



## What is Your Philosophy?

- Late Game Situation  
They score to go up (1,2,3)  
Don't call Timeout - as soon as goes through the net, run your sideline break  
(Catch them cheering)  
Take it to the coaching box, if you don't get anything - call timeout

## Shot Distribution

- Be on top of this as a coach, are the right guys shooting it?  
Which sets get you the highest percentage?

## Versus Great Pressure - Practice Work

15 minutes (Relieve the pressure through Preparation)

- 5 minutes - Full Court Trapping Defense  
Run set - Get into press  
If steal, block shot, miss shot, etc - fast break and get 1 shot  
Always reward the defense, always develop talent
- 5 minutes -  $\frac{3}{4}$  court trapping defense  
like a 2-2-1 off foul shots (make or miss)
- 5 minutes -  $\frac{1}{2}$  court trapping defense

\*Get over the intimidation of the quickness and shot blocking\*

## PRACTICE

- Do the Whole, not the parts  
Teach backwards  
Certain aspects each day

"I know what it's like to get Killed"



## OFFENSIVE REBOUNDING

- 3 to the glass (Always the C & PF)  
2 guys get back to the center circle  
If you take jumper outside the lane - get back  
Need a 3<sup>rd</sup> guy back against good teams  
2 guards get back NO MATTER WHAT

\*Offensive sets determine whether players have a chance to rebound or not

## EASY POINTS

1. Turnovers
2. Fast Break
3. Offensive Rebounds

\*Do you think you can win every Game?\*

I rather play for someone who believes they can

## SPECIAL SITUATIONS

- Up 3 on defense, last shot → Do you foul?
- Example: Indiana vs. Atlanta  
Indiana down 6 with :11  
Loose ball, Mark Jackson hits 3, Ind. down 3 with :09  
Atlanta turns it over, Indiana calls TO with :04  
Croschere catches with back to the basket, not fouled tips to Miller who hits 3,  
Indiana wins by 5 in OT

***\*\*Do you have a play to get a missed Free Throw?\****

It is easy to be second guessed...but what is your philosophy?

All this stuff gets you fired!



When do you call Timeout?

6-0 run or 10-0 run

1<sup>st</sup> half versus 2<sup>nd</sup> half? It will differ

Stop the Run

Best in the NBA was Pat Riley

\*What are you comfortable with? Can't bank your timeouts

Dallas versus Chicago

Chicago up 17 with 5:09 left

Phil is clipping his nails

18pts off the board, no Timeout & Dallas wins

*\*\*Coach K used all timeouts in NCAA Tourney, used them to stop runs, because he had to\*\**

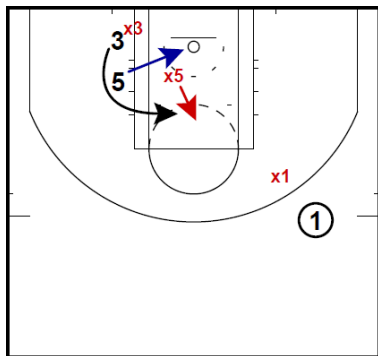
## BASELINE OUT OF BOUNDS with :02

Click the link for the diagram → [HUBIE BROWN BOB](#)

## SCREEN AND ROLL SITUATION

High Ball Screen Action → [HUBIE BROWN HIGH BALL SCREEN](#)

## DEFENDING THE STACK



### Offensive Teaching Point:

If x5 steps up to bump the curl, the screener goes to the rim

### Defensive Teaching Points:

- x3 should get behind the cutter, forearm into the hip
- Defense can only take away 2 of the 3 cuts that the cutter can make
- x5 should straighten the cutter up on the curl
- Defense on the passer (x1) is the key to the defense, lengthen the play/destroy vision
- If the ball handler lifts the ball above his numbers, get into his face
- Fatigue and pressure weakens

## **SPECIAL SITUATION**

**\*\*Down 1 with the ball\*\***

-Hold for last shot?

-Shoot, Clock Management

-If you hold, when do you go? →:06, Pass, shot, and 1 offensive rebound

-Need a chance for an offensive rebound

-Who is the player on your team who can make the last shot? Who wants to make it?

**\*\*Lay-up off of a steal – PRESS\*\***

-Get a man on the ball, everyone else deny

Run-outs – Only if you are having trouble scoring (Maybe)

2 even teams – Who gets the most easy buckets will win the game

Last Second Play → [HUBIE BROWN HOME RUN PLAY](#)

