PLANNING FOR SUCCESS

MIKE Wackay

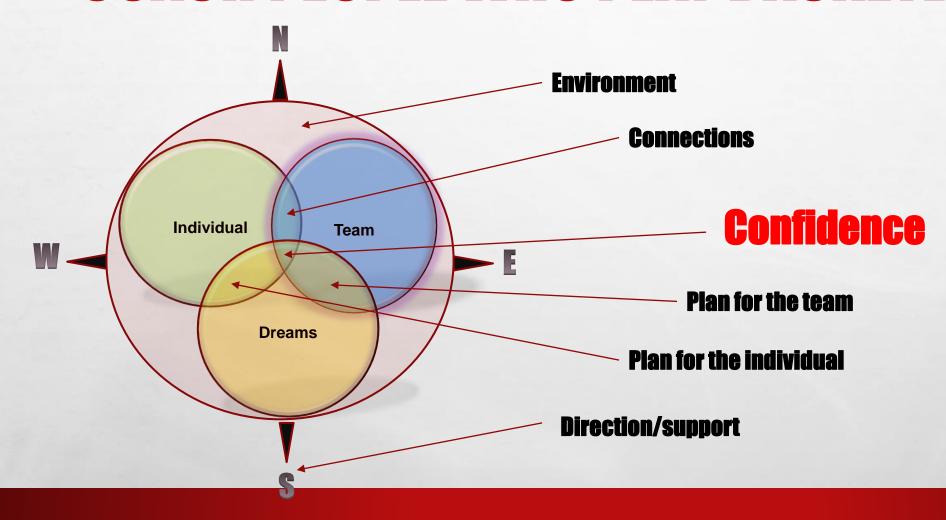






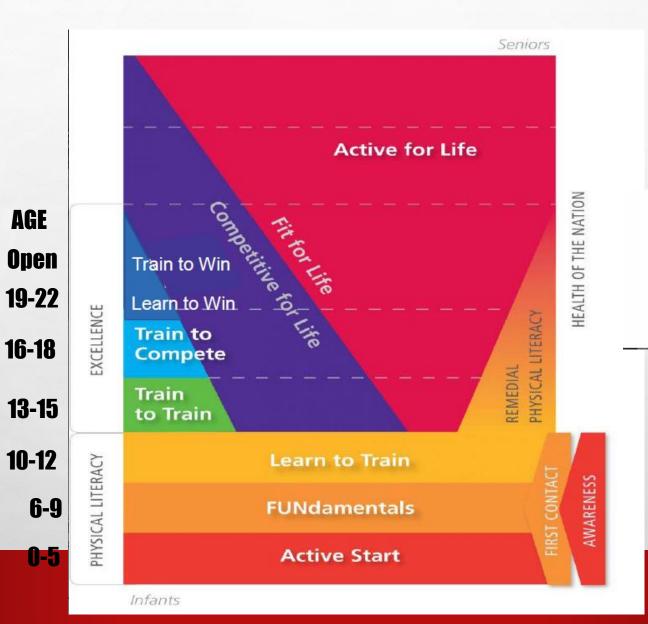
"COACH PEOPLE WHO PLAY BASKETBALL"





CONTEXT

WHO + WHY = WHAT + HOW



Pro

University

High School

Junior High

Elementary

CANADIAN SPORT FOR LIFE



National Coaching Certification Program



PURPOSE

WHY DO YOU COACH?

WHAT IS THE PURPOSE OF THE TEAM OR PROGRAM YOU ARE RUNNING?
GOAL VS PURPOSE

ARE YOU A TRANSACTIONAL OR TRANSFORMATIONAL COACH?

Teach life lessons through sport

Transformational coach

Inspire – believing in them Role model Challenge – think Treat as an individual

YOU SHOULD NOT BE THE REASON WHY A PLAYER DOES NOT PLAY AT THE NEXT LEVEL?

"IF YOU ARE GOING TO TURN CHILDREN OFF BASKETBALL GO COACH SOCCER."

JACK DONOHUE

VISION

THROUGH YOUR COACHING WHAT WILL THE FUTURE LOOK, SOUND AND FEEL LIKE?

DEVELOP COMPETENT, CONNECTED, COMPETITIVE, CONFIDENT FUTURE LEADERS WITH CHARACTER. THEY WILL LEAD BOTH ON AND OFF THE COURT, AND IN THE NUMEROUS ROLES REQUIRED TO CONTINUE TO GROW THE GAME.

LEADERSHIP

FOUR LEVELS

- LEAD YOURSELF
- GIVE ENERGY TO THE GROUP
- KNOW HOW AND WHEN TO FOLLOW
- LEAD OTHERS

See – eyes and ears given to speaker Hear – leadership voice Feel - engagement

Track – who has had a chance to lead Debrief - at end

WHAT IS YOUR VISION – WHAT WILL IT LOOK, SOUND AND FEEL LIKE? HOW ARE YOU GOING TO EVALUATE?

CULTURE

WHAT VALUES ARE IMPORTANT TO YOU?

- SAFETY
- TIME
- RESPECT YOURSELF, OTHERS, THE GAME
- VALUES
 - DO YOUR BEST
 - DO WHAT IS RIGHT
 - TREAT OTHER THE WAY THEY SHOULD BE TREATED

WHAT IS YOUR VISION – WHAT WILL IT LOOK, SOUND AND FEEL LIKE?

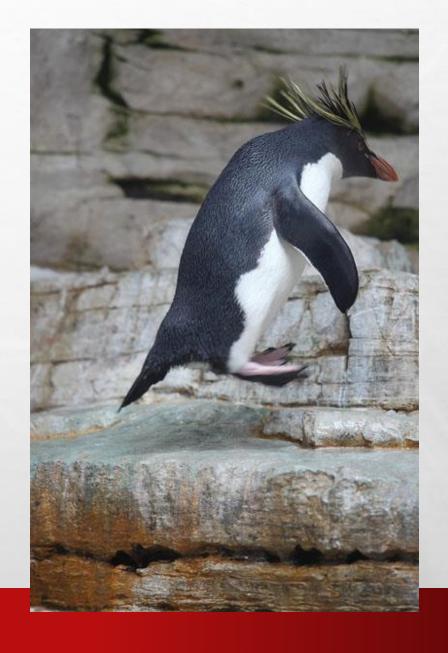
HOW DO YOU STRUCTURE YOUR PRACTICE?
WHAT ROUTINES DO YOU HAVE

- HI'S AND BYES
- STANDARDS AND CONSEQUENCES VS RULES AND PUNISHMENT
- START, PAUSE AND STOP DRILL
 - SIDELINE BASELINE

- RULE OF 3
- RULE OF 30
- RULE OF 10
- DEBRIEF
 - ABCD AGREE, BUILD, CHALLENGE, DEEPER
 - COLD CALLS
 - ONE MINUTE DEBRIEF

TEACHING METHODS

- TLC TEACHING, LEARNING OR COMPETING
- IMPLICIT VS EXPLICIT
 - IMPLICIT IMPLY
 - GOOD VISUAL TALK YOUR DEMONSTRATIONS
 - USE ANALOGIES ROCK HOPPER PENGUIN, HOCKEY STOP
 - EXTERNAL FOCUS BRAD'S OR SCRIPTED DEFENDERS
 - EXPLICIT EXPLAIN
 - DESCRIBE THE MOVEMENT DESCRIBING A PICTURE ONLY YOU CAN SEE
 - INTERNAL FOCUS "LIFT YOUR ELBOW"



TEACHING METHODS

- FEEDBACK
 - ALIGNED (RULE OF 3)
 - H.E.A.D.S.
 - HIGH EXPECTATION WITH ASSURANCES
 - DIRECT WHAT YOU SAW OR HEARD
 - SUPPORT
 - REMIND, ENCOURAGE, PRAISE /AFFIRMATION OR BREAKDOWN CONVERSATION

WHAT IS YOUR VISION - WHAT WILL IT LOOK, SOUND AND FEEL LIKE?

LOADING (MENTALLY, PHYSICALLY, COGNITIVELY)

- A- FORM AND SPEED ON AIR, SCRIPTED OR IMPLEMENT
- B- RIGHT DECISION AT THE RIGHT TIME GUIDED DEFENCE DECISION
- C EXECUTE / PRESSURE SAG, HAND, BALL, BODY, FOUL
- D EXECUTE IN GAME / CONTEXT

WHAT IS YOUR VISION - WHAT WILL IT LOOK, SOUND AND FEEL LIKE?

Functional Movement Capacity



Fixing the engine

Health and Wellness



Maintaining the engine

Physical Work Capacity



Improving the engine

Skills / Concepts

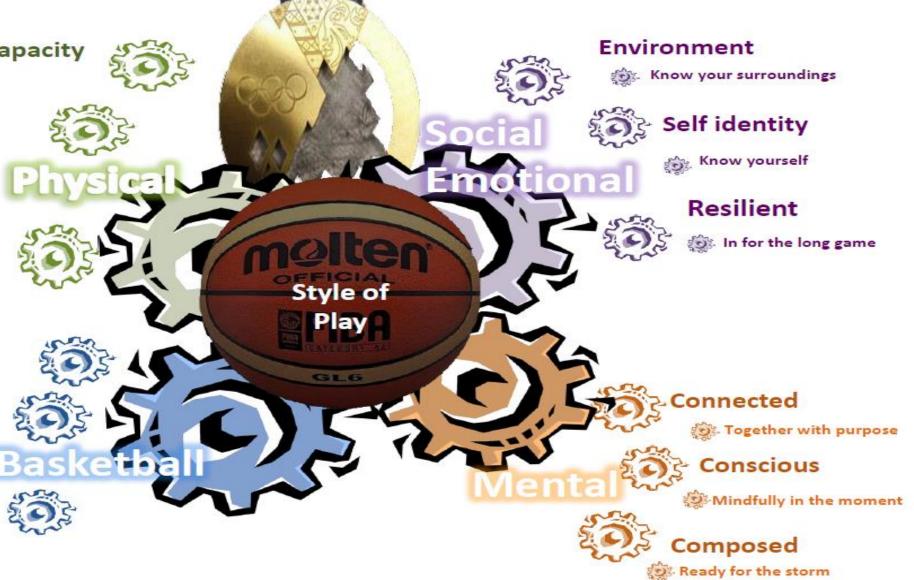


Decision Making



Strategy / Tactics





Gold Medal Model



PHYSICAL PILLAR

"BUILD THE ENGINE"

STRENGTH AND CONDITIONING

"FIX THE ENGINE"

- FOUNDATION
 - BALANCED STANCE
 - MOBILITY / COORDINATION / MOVEMENT PATTERNS
 - JUMPING AND LANDING
 - STARTS, STOPS AND PIVOTS

"HIDE THE VEGGIES IN THE SPAGHETTI SAUCE"

"Maintain the engine"

- Sleep
- Nutrition
- Hydration
- Warm up
- Recovery

SOCIAL EMOTIONAL PILLAR

"KNOW YOUR SURROUNDINGS"

WHAT'S THEIR ENVIRONMENT (PARENTS, FAMILY, SCHOOL, \$)

"KNOW YOURSELF"

SELF-IDENTITY

"IN FOR THE LONG GAME"

- RESILIENCY
 - SAFE LEARNING ENVIRONMENT (REMOVE BADH BEHAVIOUR)
 - CAN BE VULNERABLE

MENTAL PILLAR

"CONNECTING WITH PURPOSE"

CONNECTIONS – VERBAL, PHYSICAL, SIGNALS, EYES

"MINDFUL IN THE MOMENT"

CONSCIOUS – BEING AWARE, POINT OF EMPHASIS

"READY FOR THE STORM"

COMPOSURE

BASKETBALL PILLAR

"FOUNDATION OF THE GAME"

SKILLS

- TEACH THROUGH DECISION MAKING
- **INDIVIDUAL DECISION**
- PLAYER WITH THE BALL
 - KEEP IT
 - PASS IT
 - PIVOT

Player(s) without the ball

- Space
- **Cuts/seals**
- Screen

BASKETBALL PILLAR

KEEP IT

- DRIBBLE IT
 - SPEED, CONTROL (KOB), DECEPTIVE (CHANGE SPEED, DIRECTION, FAKES)
- RIM ATTACK
 - SPEED, CONTROL (KOB), DECEPTIVE (CHANGE SPEED, DIRECTION, FAKES)
- SHOOT IT
 - ROB (RANGE, OPEN, BALANCE)

BASKETBALL PILLAR

- PASS IT
 - OFF DRIBBLE
 - OFF THE PIVOT
 - EXTRA, ONE MORE
- PIVOT UNSURE
 - END OF DRIBBLE
 - START OF DRIBBLE

CONCEPTS: "THINKING THE GAME"

TEAM DECISION MAKING — ADVANTAGE /DISADVANTAGE -WHO AM I, WHO IS GUARDING ME, WHO IS MY TEAMMATE WHO IS GUARD HER?

- PVAD STRUCTURED CREATIVITY
- CONNECTIONS
- KYP
- POSITIONAL WORK
 - GUARDS, WINGS AND FORWARDS
- COMPLEMENTARY PAIRING SMALL GROUPS
 - DEFENCE AND OFFENCE AT THE SAME TIME

Questions?

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