Substitute Coaches Clinic – 30/09/18

Here is what we covered. See <u>Favourite drills</u>, and <u>Favourite drills</u> for <u>kids</u>, also a summary of practices that I attended or covered last season.

Defence

- Closeout
 - Vegas closeouts (alternating sides) then <u>UConn 1 on 1.</u>
 - Pack-line Vegas closeouts, then Beat the closeout shooting, then 1 on
 1.
- Jump to the ball
 - Face cuts, 1 on 1 with passers, Jump to the ball layups
- Shell drill progressions
 - 2 on 2 (add dribble penetration, help and recover), 2 on 2 plus coach,
 3 on 3 with coach [would then do 3 on 3, 4 on 4]
- Defending the dribble DeMatha zig-zag to 1 on 1

Rebounding

- <u>Butt wars</u> (with passers), <u>Circle block-out</u> (3 on 3), <u>Nash 3 on 3</u>, <u>Calipari pads</u>, <u>Partner</u>, <u>Hanlen</u> (War 1 on 1 on 1)
- 2 on 2 Michigan State, Low-post
- Florida circle the wagons

Ballscreens

- 1 on 0 wing ballscreens dribble to the wing, reject, split, go around a hedge and recover, see Hanlen ballscreens.
- 2 on 0 wing ballscreens the ballhandler passes to the screener, who rolls, dives, pops, or slips (see MacKay ballscreens).
- 2 on 0 ballscreens both players shoot, see <u>Jenkins pick and roll</u>.
- 2 on 2 ballscreens gap or switch to defend (see <u>Messina ballscreens</u> on this).

Motion - see <u>Teaching 4-out 1-in motion</u>

 Give and go layups on a guard-wing pass - read the defender (coach), face cut or backcut.

- 4 on 0 cut on a guard-wing pass, fill to the weakside wing, reverse the ball, continue.
- Problem may need to get open from the wing, e.g. v-cut, which kills spacing; instead, exit cut to weakside corner, blast cut on reversal.
- <u>Blast cut layups</u> (2 balls, passer and rebounder) blast cut, misdirect, backcut, Steve Nash circle cut; then 1 on 1.
- 4 on 0 pass-cut-fill, exit to weakside corners.
- Guard-to-guard pass cut to opposite corner, opening a triple gap, see Dribble-drive Quick-Swing.
- 3-spot pass-cut-replace continuous (good Jr. NBA drill).

Shooting

- Partner (alternate shooters, then shooter with rebounder), Alternates.
- <u>7-up</u>, <u>UBC</u>, <u>Sevens</u>.
- Bump (including dribble bump).

Fast break

- 1 on 0 transition add escape and breakout dribble (also see <u>DeMatha</u> transition shooting).
- 2 on 0 Outlet and go (around the world), can then do Chaser layups.
- 3 on 0 Nash cutting (then O'Neill 3-man)
- 5 on 0 numbered fast break, a different player scores each trip (see <u>Six</u> <u>cycles</u>).

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