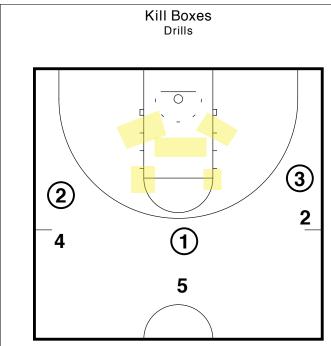
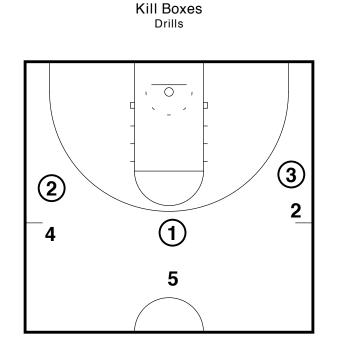
Ganon Baker



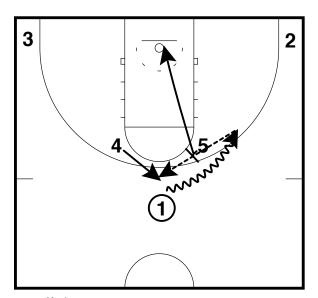
Kill Boxes: 5 spots want to work on getting in to

- 4 reasons to get there:
- 1. more fouls
- 2. high fg%
- 3. more receivers
- 4. more offensive rebounds



- -All players r dribbling a ball
- -Coach will pass ball to any player, must keep dribble while catching w other
- -Execute different dribble moves

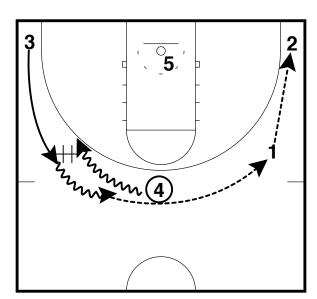
Horns Horns



- 1 comes off 5's screen
- 5 dives to rim
- 4 pops for reversal

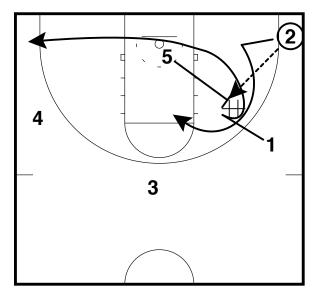
Look for hi-lo here or into GET actions 2nd side floor

Horns Horns



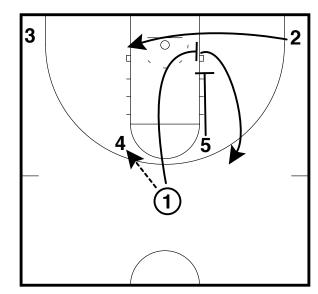
- 4 dribbles at 3 for handoff
- 3 looks to reverse the ball across to 1 to 2

Horns Horns



pass to 2 in corner, 1 gets rip screen from 5 2 hits 5 and cuts off 5 for handoff

Horns Weak Horns

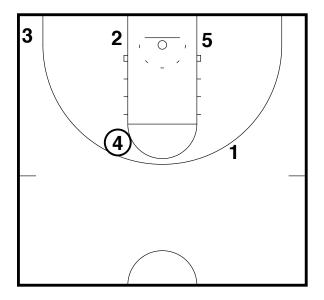


Hi post entry to 4

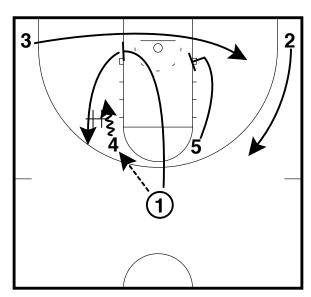
- 1 cut thru lane to set flex screen for 2
- 5 sets pin down for 1

can also wrinkle and set rip screen for 5

Horns Weak

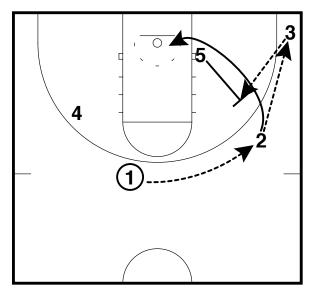


Horns Strong



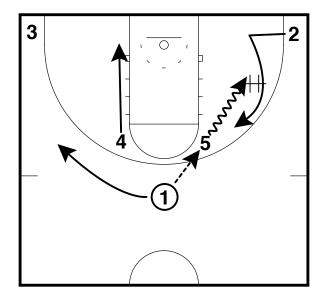
- 1 enters to 4 and sets flex screen for 3
- 2 fills up to wing
- 5 drops to block and sets 2nd screen for 3 to corner
- 1 looks to get handoff from 4 as 4 dribbles at

Horns Strong Horns



If nothing on handoff, 1 can reverse and then we are in our GET actions with rip screen and post handoff

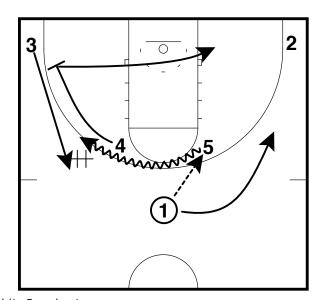
Horns Away Horns



- 1 hits 5 and cuts away
- 4 cuts down to block
- 5 dribbles at 2 for handoff

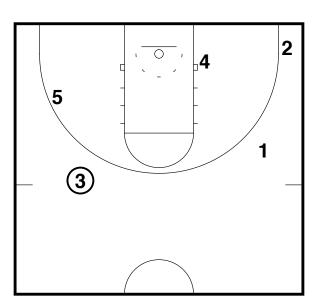
Run into our GET actions on other side of floor

Horns Split Away



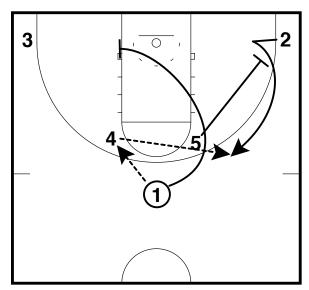
- 1 hits 5 and cuts away
- 4 screens for 3 who then gets handoff from 5
- 4 cuts to opp block after screen

Horns Split Away



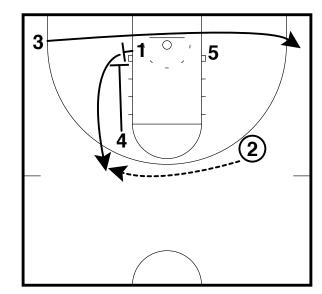
If nothing off handoff, into our GET actions on opposite side of floor

Horns Wide

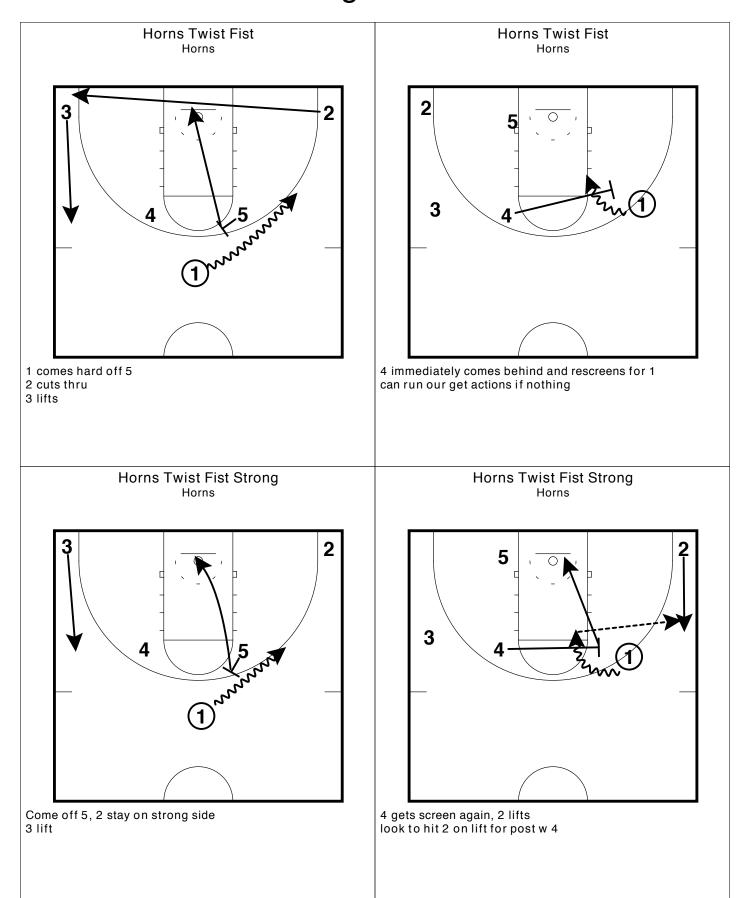


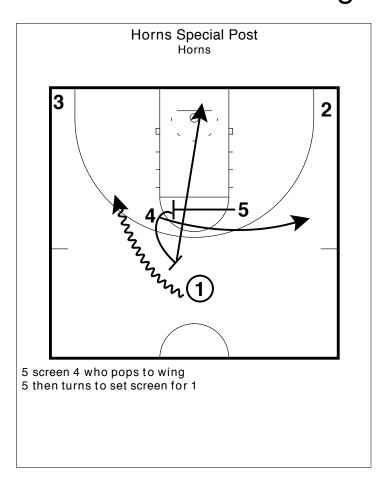
1 enters and cuts around opp post to set screen 5 gets 2 after 1 cuts around

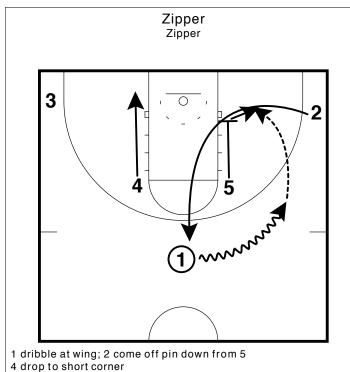
Horns Wide



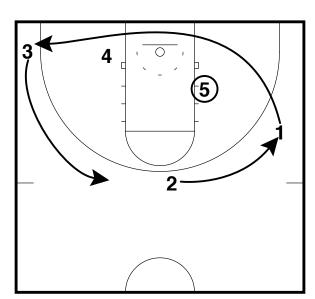
Into flex action on opp side on pass to 2











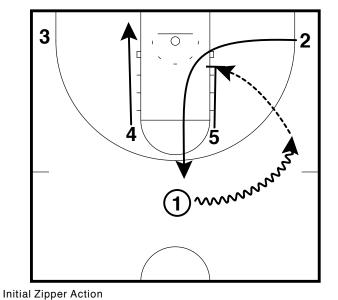
On post entry, 1 look cut below ball for pass 2 fills wing

3 fills top key

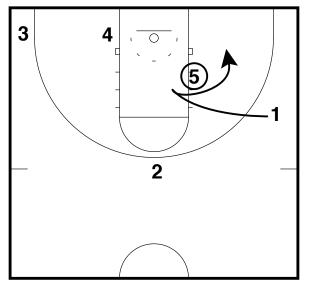
Big goes middle, 4 comes under big goes basleine, 4 goes to middle lane

Can run our GET actions if ball gets passed to 2 initially

Zipper Punch Houston Zipper

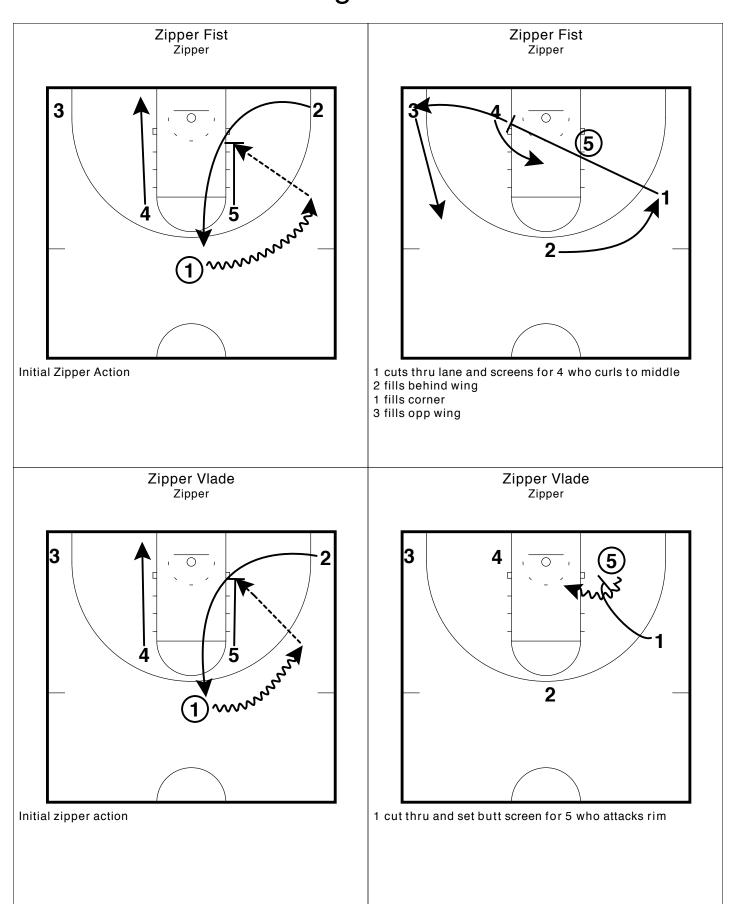


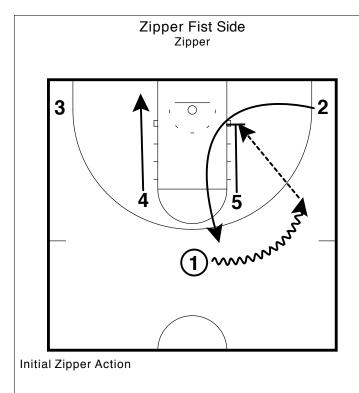
Zipper Punch Houston Zipper



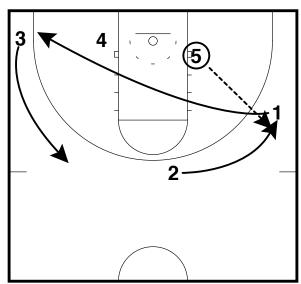
This time, 1 cuts over top of 5 toward middle, taking man past the

1 then cuts back to corner and gets pass from 5 for shot





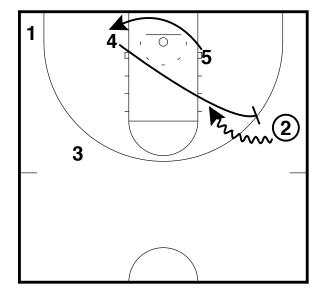
Zipper Fist Side Zipper



On pass to post, 1 cuts thru lane to corner

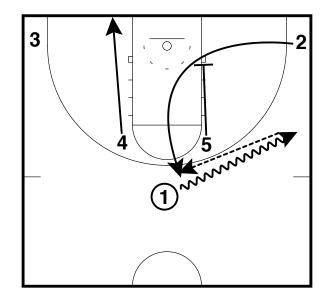
- 2 fills over
- 3 fills up to top
- 5 looks to hit 2 filling the wing

Zipper Fist Side Zipper

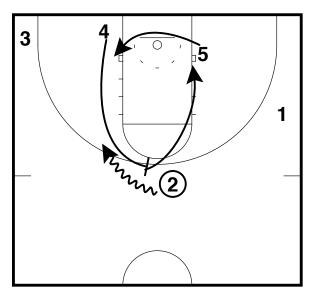


5 cuts away and 4 sprints to screen for 2 If nothing can run our GET actions on other side

Zipper Fist Up Zipper

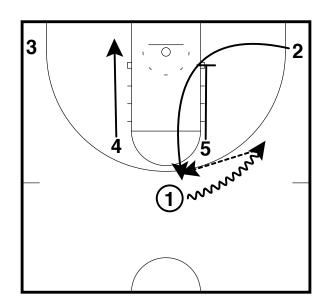


Zipper Fist Up Zipper

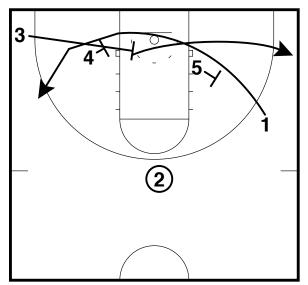


On 2's catch, 4 sprints up for screen 5 circles under, 4 rolls

Zipper Chase Zipper



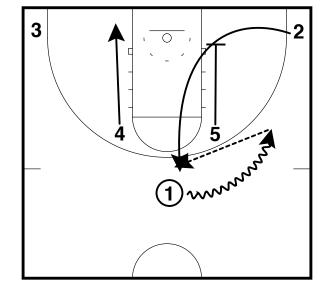
Zipper Chase Zipper



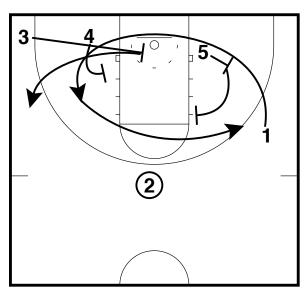
On reversal to 2, 1 cuts off 3 screens on baseline from 3,4,5

3 must step in and be 2nd screener in middle of lane with 4 being last screener $\,$

Zipper Chase Curl Zipper



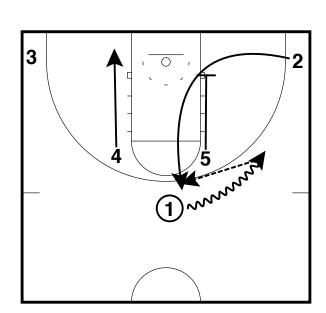
Zipper Chase Curl Zipper



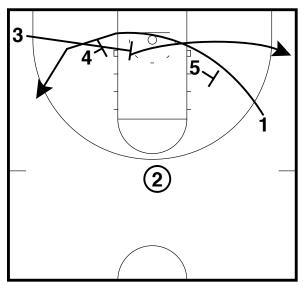
After reversal to 2, 1 cuts off 3,4,5 but continues cut back to same side getting another screen from 5 to wing

3 then turns and curls off screen from 4 to wing

Zipper Chase Zipper

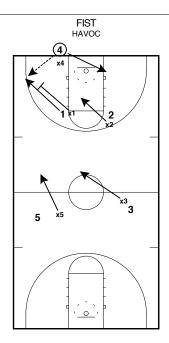


Zipper Chase Zipper

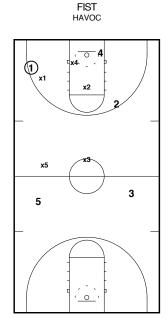


On reversal to 2, 1 cuts off 3 screens on baseline from 3,4,5

3 must step in and be 2nd screener in middle of lane with 4 being last screener $\,$

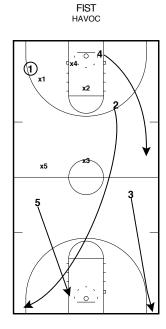


FIST - - full ct man to man w no traps X4 - mad man, plays ball straight up as close as can 4 other D - even w man attached hip hug position X1 cannot allow a rip and go sideline arrive on the catch
#1 rule - dont get beat; no passes forward
Ball in the air from OOB - must get to 1/3

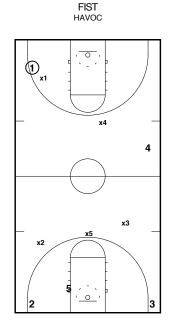


Once ball is in: perfect position - 1/3 way off your man toward the ball man or ball moves you must move X1 take looks away - arms length off ball make player take first dribble in their pocket

STUNT hand and foot fake at ball put doubt in dribblers pull back dribble allows D to heat up on ball never put your shoulders toward ball



must extend your 1/3 here good for pratice - show the D what looks like when hug man v. 1/3

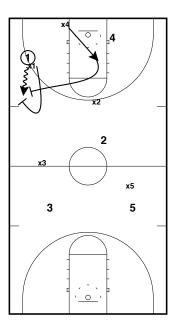


demand and praise a high level of work ethic

Double Fist

man to man w traps same principles, get ball to sideline **trap the turn** If you are not sure, GO In trap, hands up hi, foul w the lower body be elastic in the trap

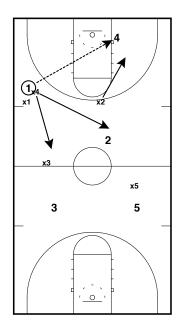
Double Fist HAVOC



X4 comes over to trap ball
X2 becomes the interceptor hi bouncing between 4 &2
X3 becomes interceptor sideline

Pass out of trap - X1 and X4 must get off trap ASAP X4 first 3 steps sprint to find man

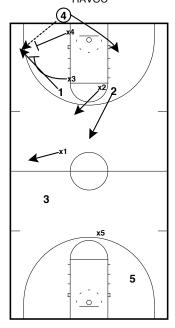
Double Fist HAVOC



X4 could end up at either player, all depend on TALK read shoulders and eyes in trap to favor where pass might go ON STEAL, unless you have a straight line drive to rim, PASS BALL

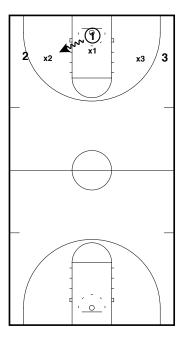
ANY MIDDLE PASS, get off traps and look to back tip the ball

Diamond HAVOC



X4 not let ball weakside --trap rt away on pass X3 takes the first player ball side PG is strong safety takes 2nd player ball side X2 opp ball closer to mid line

Drills HAVOC



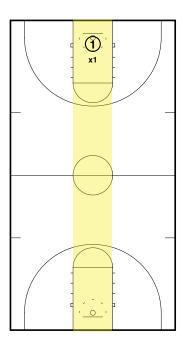
3 v 3 Stunt Drill

X2 & X3 always 1/3 away from man toward ball dribble at D, must work on stunt but seeing man work way up floor w dribble or pass

1 v 1 zig zag

work on defending on catch in press into 1 v 1 zig zag between sideline and lane line 2 dribble past half court = go live

Drills HAVOC



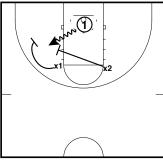
Alley Ball

Play 1 on 1 in the alley want to work on 1 man traps - get offense to TO or pick up dribble, keep score

Half Court Drills HAVOC

Drills

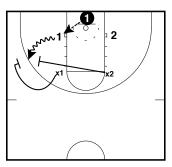
HAVOC



2 on 1 Corral Drill

defenders work on corraling dribble into trap offense must wait 1 second before dribbling

Half Court Drills



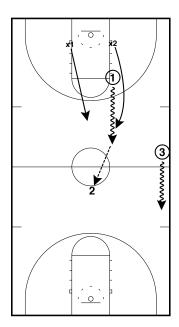
2 v 2 trap turn
Defense looks to trap
offense MUST stay behind the ball
Work on getting off traps, leveling ball and forcing 2nd trap

Half Court Drills



 $\bf 4\ v\ 4\ intercept$ work on trap on ball reading the eyes and shoulders of offense if steal, get ball and score

Back Tip Drill 2 HAVOC

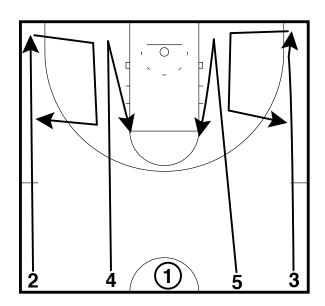


Back Tip 1 must take 2 dribbles before making pass to 2 X1 and X2 look to tip from behind if get a tip, get ball and score multiple efforts

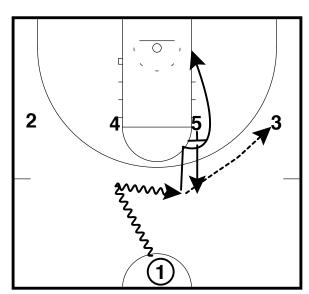
If pass made, work on back tipping on 2 and 3

Gordie Chiesa

Utah Gordie Chiesa

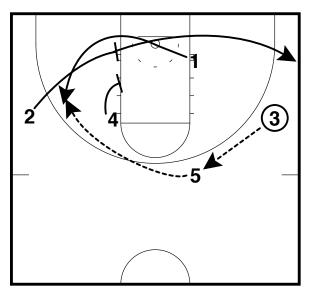


Utah Gordie Chiesa



Dont start the offense until all 4 players at at their spots 1 cut off post and to rim, post up at block at first

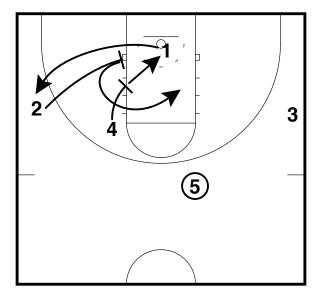
Utah Gordie Chiesa



- 3 go down to block on flight of the ball from 3 to 5
- 1 sit at net, let D catch up, then explode off screen
- cutter bring self to screen, never bring screen to the cutter
- pass on target on point

inside hand pass - shoot outside hand pass - drive it

Utah v Switch Gordie Chiesa

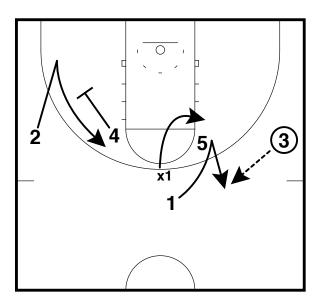


Vs. Switch

- 1 cuts more to wing
- 2 cuts curls off 4 to lane

Gordie Chiesa

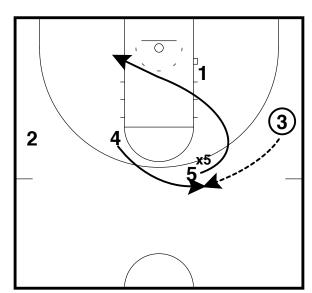
Utah v D sag Gordie Chiesa



D sags, Pg pops back 4 sets pin down for 2

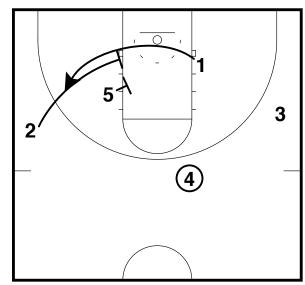
4 can look to slip

Utah v deny post reversal Gordie Chiesa



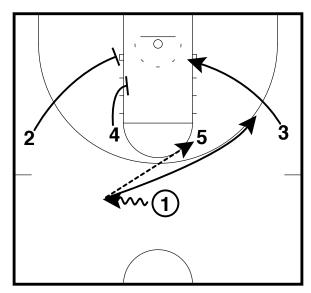
deny post, 5 dive to rim, 4 replace for pass

Utah v deny post reversal Gordie Chiesa



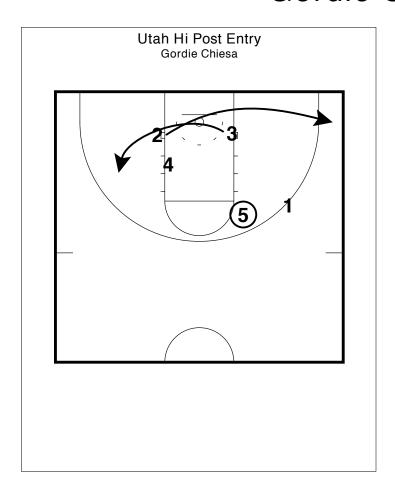
same utah action

Utah Hi Post Entry Gordie Chiesa



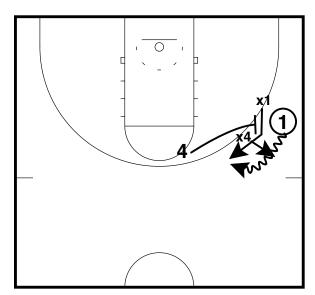
hi post entry to 5, ballside guard to post 1 cuts over top to wing 2 and 4 drop to set screen

Gordie Chiesa



Brendan Suhr

P&Roll Defense Brendan Suhr

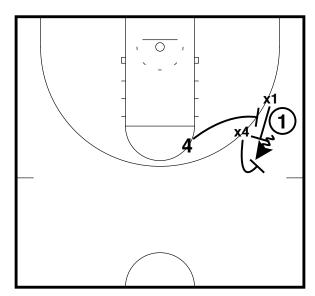


HEDGE

X1 cant allow 1 to reject screen X4 parallel to screener w feet

X1 over screen and under defender

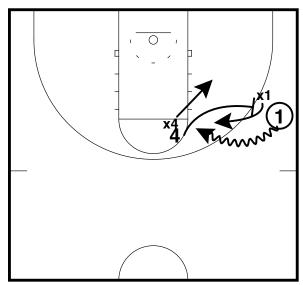
P&Roll Defense Brendan Suhr



BLITZ

bad handle or great shooter X4&X1 trap

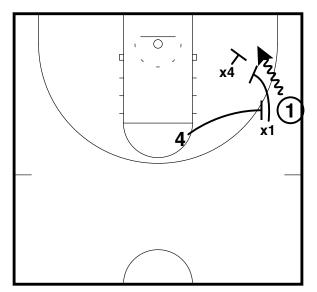
P&Roll Defense Brendan Suhr



ZONE

X4 plays loose - cant let 1 turn corner X1 must go over top and catch up to ball

P&Roll Defense Brendan Suhr



ICE

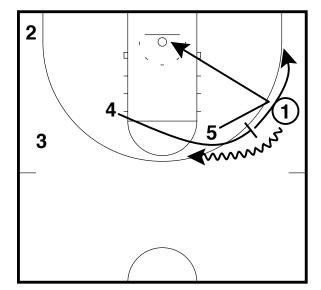
X1 get chest to sideline - force ball down

X4 position so force 1 to drive to baseline - then trap the box

Weakside position rotate on the pass

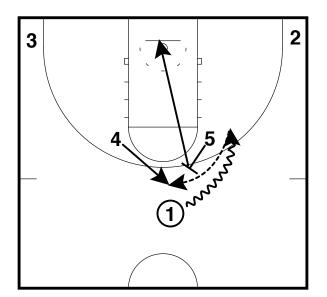
Brendan Suhr

Slip Actions Brendan Suhr

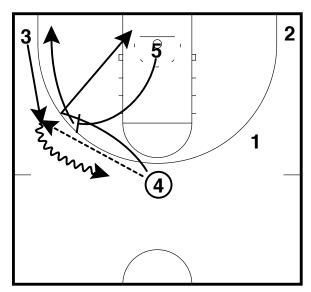


1st post comes and slips to the rim 2nd post comes to set screen right behind the slip

Horns Slip Brendan Suhr

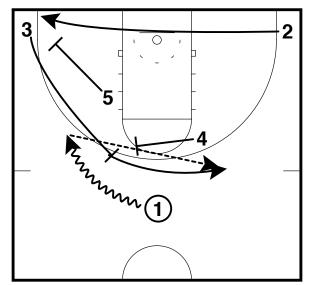


Horns Slip Brendan Suhr



On reversal to 3, 4 sprint into a slip 5 follows with screen

Quick Flare Brendan Suhr



QUICK FLARE

5 sets screen for 3 who sprints into screen on ball for 1 4 follows 3's screen with a flare for 3

Brendan Suhr

