

## Pat Summitt

you win w/ people - good people  
talented people  
believe in system

teach life skills - 12 principles - each player must speak to peers about the importance of a topic - communication, hard work, etc.

ask every player to write a letter of recommendation to their 1st desired place of employment about themselves from me

players need to know what you stand for - we're committed to playing great pressure defense

to play defense takes hard work - can influence the way opponents play - can take a team not as talented & beat people better than you

\* must sell kids - it's not what you teach - it's what you emphasize

rebounding - do it in shooting & defensive drills - our 1 & 2 guards feel they have to rebound esp. on defensive end - can limit 2nd shots & get easy scoring chances

## take care of the ball

easy pass - get others the ball - good decisions -  
don't try for style points

## take good shots

primary, secondary, half court  
kids need to know for them individually & team

layups  
FT

\* it's not how creative you can be offensively but  
how efficient & effective you are w/ a simple system

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## transition

\* man ahead - pass the ball

defensive player between us & basket - we attack the  
basket - we want a layup in a 1 on 1  
situation

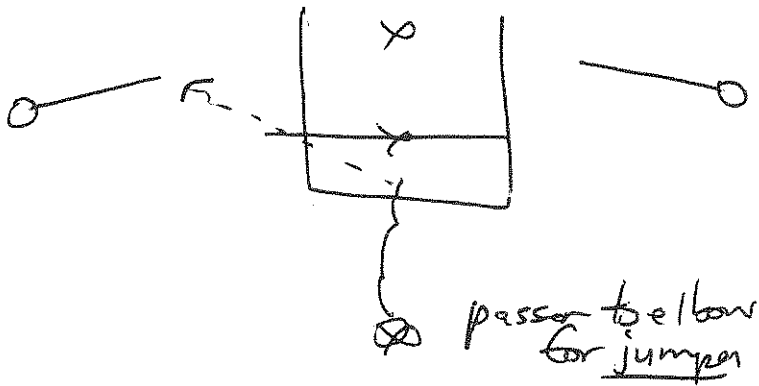
\* AND 1 opportunity

## 2 on 1

Spread 10, attack

once we get to FT line ext. area want a layup

3 on 2



take ball at top  
defender - after  
1st pass made has  
turned into 2 on 1 for  
a split second

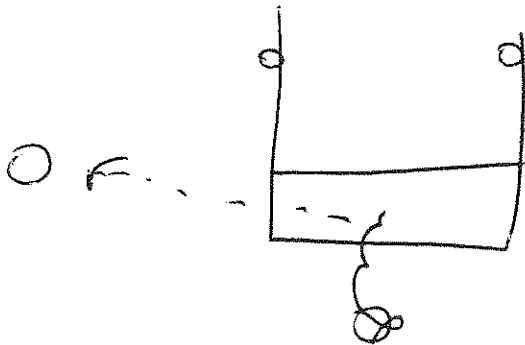
want layup or jump shot w/ rebound

Secondary

layup  
jump shot w/ rebound  
ball reversal into offense

Zone Motion

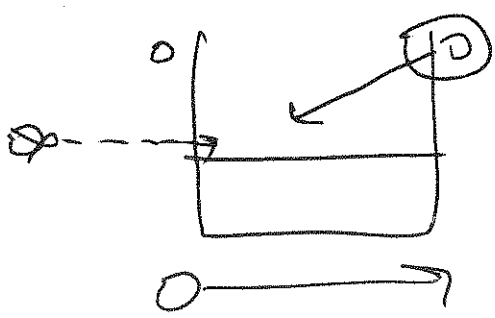
3 out - 2 in



ball on top - look to  
attack basket

post hand

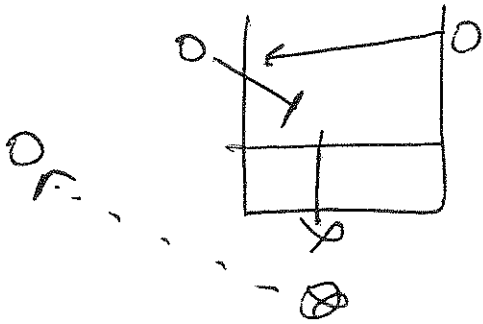
pass to wing - post ball  
side or short corner  
passer outside 3



look to come into a gap or  
post top of zone

high-low or opposite

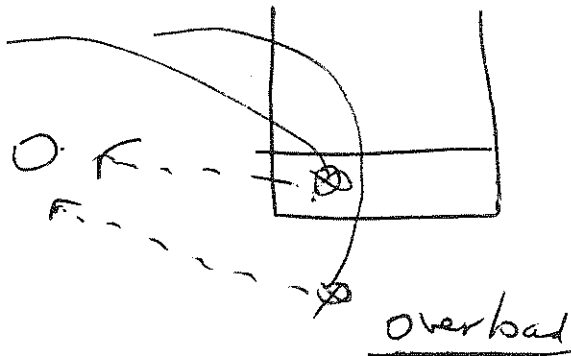
vs. 1-3-1 - screen middle of zone



Screen - roll in - post someone up

pass & cut away - making defense react to a  
cutter to elbow & one to top

post guys can go short corner & work gaps

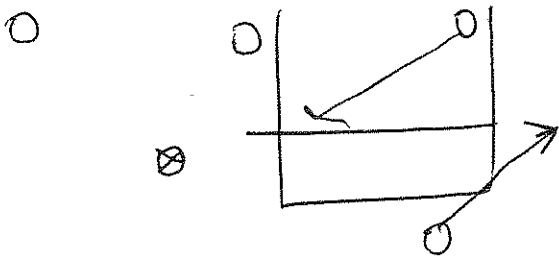


pass & go ball side

\* get ball above  
FO line - don't  
want it on baseline  
so we can overload

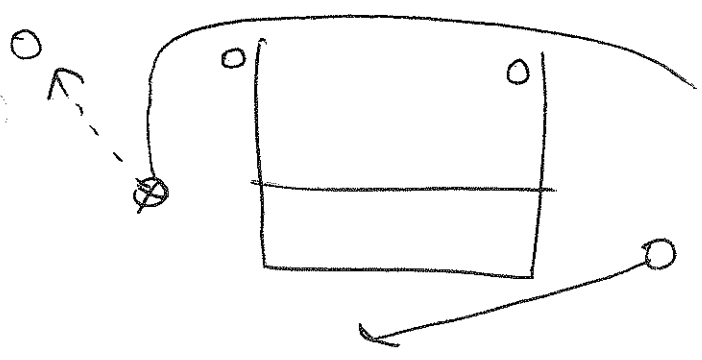
short pass - in front

long pass - cut in & come  
out - can stop in short corner &  
fill outside 3

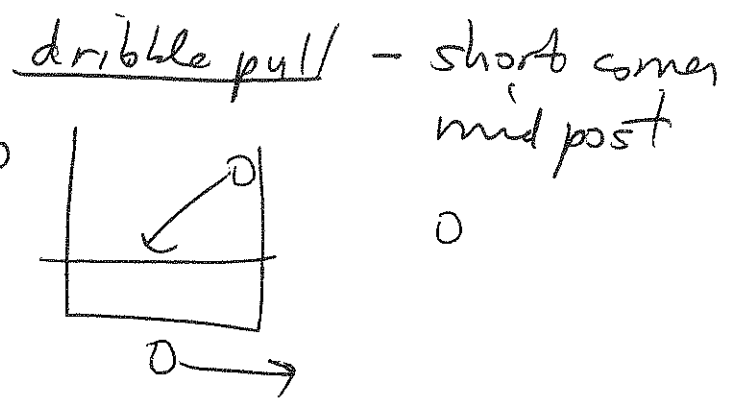


Δ ball side

∇ man game back side



short pass - in front  
long pass - behind



dribble pull - short corner  
mid post  
post

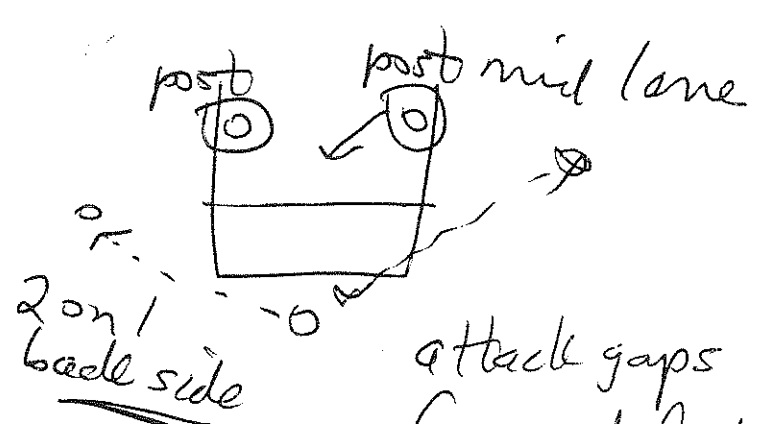
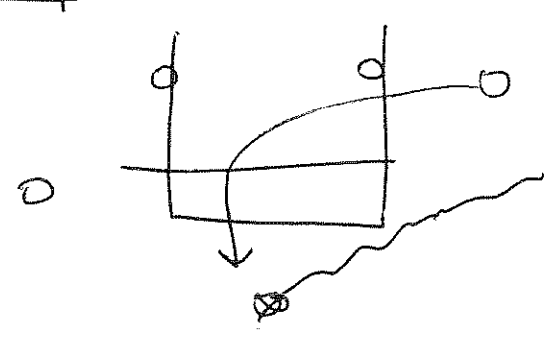
dribble entry into dribble pull action

\* Spacing - above or below FT line ext. on perimeter  
above or below block - post guys

we want to work baseline - above block

\* can dictate how zone plays by how you use your personnel

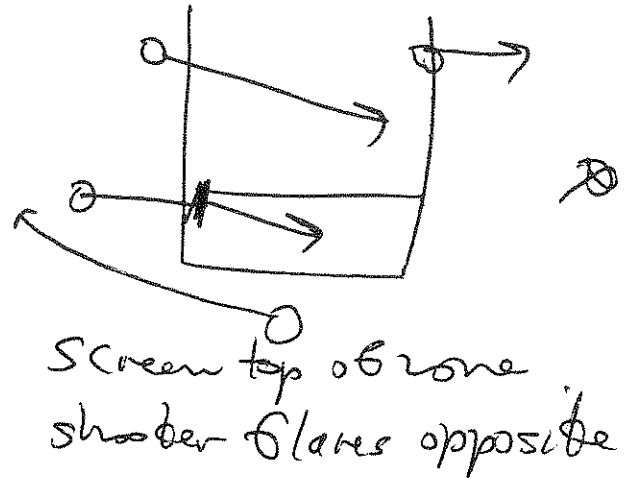
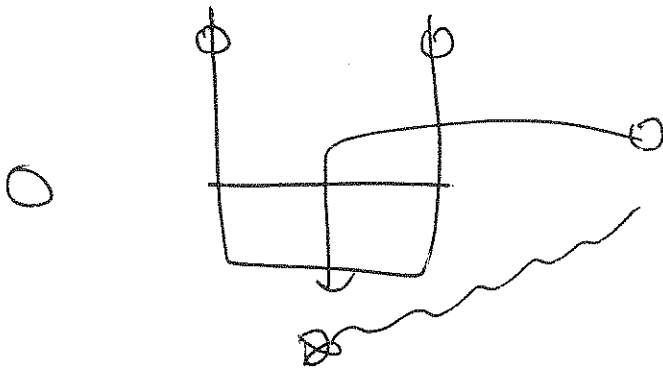
Loop



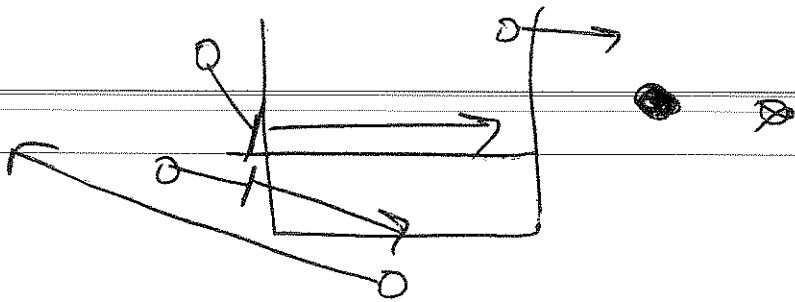
look in - look opposite

attack gaps  
freeze defender

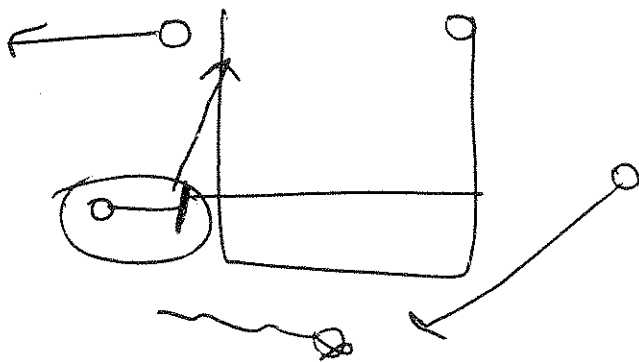
Loop-Screen



Loop-double



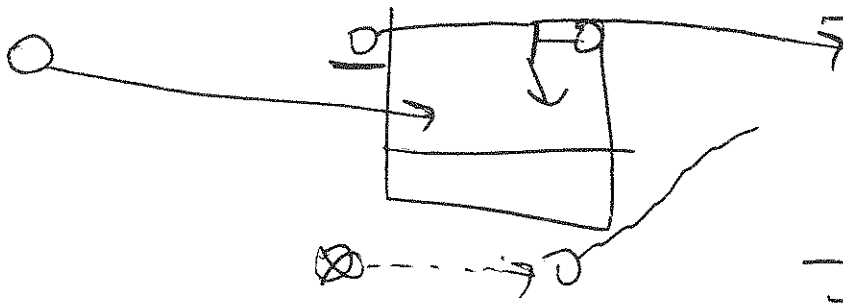
slide - vs. man or zone



Holds claw screens  
top of zone  
post steps out to 3  
or comfort zone

roll in -  
post up

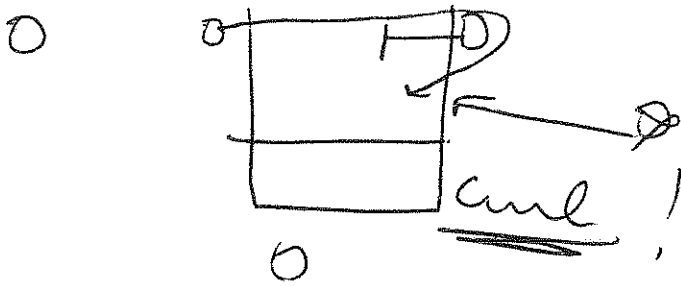
slide (cont)



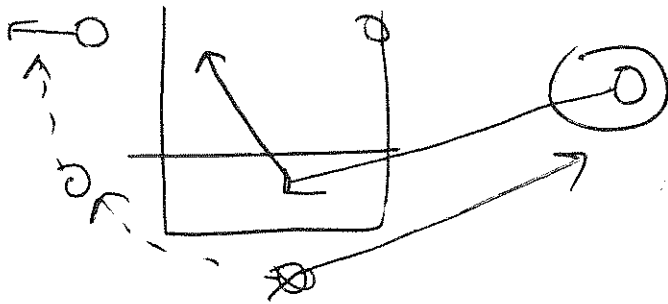
Holdsclaw posted  
other post stays home

bring ball back  
Screen  
Flash

they'll play Holdsclaw -  
best player  
Screen & post middle  
of zone  
will get flash, guy  
coming to high post

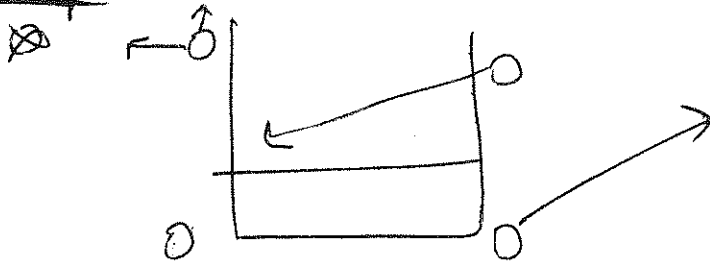


L - for Holdsclaw



ball short corner -  
Holdsclaw looks for ball

Trap



ball side post - short corner  
behind defence

want out pass  
elbow  
opposite

pass to elbow - look in  
before opposite!

