

# TUSCULUM

## BASKETBALL

**Winthrop University Coaches Clinic**

**May 28, 2009**

**Jim Boone**

**Motion Offense**

**1. Books to Read:**

**The Gold Standard, Building a World-Class Team by Mike Krzyzewski**  
**Put Your Dreams To The Test by John Maxwell**  
**Time Power by Brian Tracy (older book but awesome)**  
**Finding Your Path to Significance by Tony Dungy**  
**Passion To Lead by Jim Calhoun**

**2. Bob Starkey BLOG: <http://hoopthoughts.blogspot.com/>**

**3. Everything we do revolves around our Defense, everything:**

**IE: Pressured the Ball - Ran and Shot it Quicker**  
**Pack Defense - Much more deliberate in movement - GRIND-IT OUT**

**4. Cannot be great at everything, do not want to be a team that does several things ok, but does nothing Great - we want to be great at Defense.**

**TC Basketball: Great Team Defense**  
**Shot Selection - We are going to get what we want**  
**Take Care of the Ball - Sureness**

**Use of Reduced Rims - Number and Contact: Percy at 800-287-0244**

**5. Nobody, or hardly anyone runs just MOTION today - a lot of people say they do, they run a degree of motion, but how many really only run MOTION OFFENSE?**

**What does our offense need now - The pulse of the moment**

**Kaizen: Constant Never Ending Daily Improvement - Daily Maintenance**

**Great Offense when you do not have a True Center!**

**In Today's Game of Film, etc. - Motion is the way to go, cannot scout - can only work to take away individual tendencies - film is too good today - PC philosophy.**

**It's about your personnel - we have not had a Point Guard for years - Don't need it - we play with two guards who can play, not a Point a Guard.**

6. **Parents:** They would much rather their kid make all league than for your team to win the league . . . Would like for all to know: Would love to communicate to parents, when kids no longer have an out . . . their attitudes and careers change - for the positive!

7. **Listen to what your Players don't say:** Taylor Hobbs after SAC Champ Loss!  
I have been in it too long—I have no use for a Player who is not committed to us  
Coach Oliver - I want you to be a Pro Coach!

8. **Recruiting:** Understanding who we are - It is Hard to play in our program

- 1) Mental and Physical Toughness - Competiveness - HAVE TOO GUYS
- 2) Work Ethic - We are a hard Work Program - We Teach Hard Work!!
- 3) Character First

*The First Two without the third, will KILL YOU!!!!!!*

9. **Why is Motion so Hard to Teach:**

**CONTROL**                      **Motion Offense is a different type of Control**  
**Who shoots, when do they shoot, and how - Shot Selection**  
**Defining Roles - Screeners, Cutters, Feeders**  
**Discipline - do not have a set play to confine**

**STRUCTURE**                      **Ball Handling**  
**Screening & Cutting - Must Cut and Screen Hard**  
**Court Markings**  
**Principles of Play**  
**Alignments**  
**Pairs to Teach Structure - know where Screeners are located**

**DEVELOPMENT**                      **Teaching Program**  
**Fundamentals - First 30 minutes of Practice**  
**Principles of Offense vs. Rules of Execution**  
**Learn Screening and Cutting Tech, Spacing, Ready to Play**  
**Ability to tweak and change as personnel changes**  
**Take the Ball to the Action - Shorten the Pass**  
**Play vs. the Switch & 5/4 Defense**

## 10. TEACHING SCREENING: *ULTIMATE TEAM WAY TO PLAY*

*I set a good hard screen to get my cutter open . . . The cutter makes a good read and subsequent cut to defeat his defender, the screener gets open.*

### 1. Fundamentals of Screening

**We do not Screen on Ball as a Rule:**      **Will use to Relieve Pressure**  
**If we had a Steve Nash Type PG**  
**We were able to pull ASU Big Away**  
**with Motion, and not One SOB Situation**

**2. Every Screen and Every Cut is a Screen and Cut to Score**

**3. Cutters must Hunt Screens**

**4. Screeners must be Quicker and Cutters must be Slower**

**5. Tough on Decision Making, but must let'em play**

### Drills & Teaching:

\* 1/0, 2/0, 3/0 to teach Pace and Timing - Shooting Drills

\* Air Dummy Screening - Play in Multiples

\* 2/1 Screening -                      work with cutter defended and with screener defended  
Teach the Screener to Score

\* 2/2 Inside Cut & Screen - Give different actions and reads

\* 3/2 Screening -                      Defender on Pass w/ One Dribble Restriction

\* 3/3 Screening:                      Structure to Teach

\* 3/3 Ball-side Screening:      Playing in Multiples

\* 4/4 with Restrictions:            **This is How you Teach Roles**  
**Who Can Shoot**  
**Post Touches**  
**Number of Passes**  
**NO DRIBBLE**  
**Number of Screens**

*Initiate with Scoring Actions:*

**Inside Cut to Down Screen to Motion**

**Stack to Back Screen to Back Screen to Motion**

**Stack to Screen Away to Tech Action**

**ALIGNMENTS:**      **Dependent upon Personnel**

**1. Regular:**      **Single Post - deployment depends on ability**

**Court Magnets**

**Perimeter Cutters to Rim**

**2. Pairs:**      **Play in Multiples**

**Do not Become Predictable**

**Screener - Know where they are - Work off Elbows**

**Screener must be able to score**

**Add a Poster (Perimeter or Post)**

**Cut Hard -      Cutters must Hunt Screens**

**Feeder -      Look to Screen and Play off 2nd Action**

**Cutters -      Change Sides, don't get locked into one area**

**Screener -      Direct Cutters, Head Hunt Screens**

**Ball moves on Pass or Dribble - Screen**

**Second Action**

**High & Wide**

**3. Triangle:**      **Very Difficult to Guard with our Personnel**

**Post that can move and score facing the basket**

**Feeder Areas and Cutting - Drive**

**Designate a Screener in the Triangle**

**Fill the High Post - Side-Top-Side**

**If you Don't Have the Post - SPACE**

**One has it the other Two are Screening**

**Initiate with Quick Change - Gets Everyone Moving**

**4. Baseline:**      **Again, more structured - Great for a Scorer and for Post to Learn**

**MISCELL:**      **Cannot become a Jump Shot Team - Drive - Drive - Drive**

**Two Hand Passes and Two Hand Catches**

**Play Every Possession with a Sense of Urgency**

**Best scorer must be able to Screen - Best way to get open**

**Best Off Move: Shot Fake - Shot Fake - Shot Fake**

**Permanent Pivot Foot**

**Drive: Baseline Drift, Middle Drive, Scoring off Dribble**

**Flop Screens**

**Play vs. Physicality and Pressure - Higher and Wider/Back Screen**

**Bilas Article on Toughness**

**What Separates TC Basketball**

**Improve OBC**

**If you have to work/try to keep your team on a sharp edge you're screwed!**

**An Army of Lions led by an Ass will always be defeated by an Army of Asses led by an Lion - Coaching - Leadership!**

**A Man bent on revenge, must First Dig Two Graves!**

**How do you treat people who cannot do anything for you?**