



Brad Stevens
Butler Bulldogs



Butler Bulldogs

Coch: Brad Stevens: Butler
Clinic: North Putnam Clinic

Topic: Utilizing Ball Screens
Date: 9/2/06

510 W. 49TH ST.
INDIANAPOLIS
(IN) 46208
(317) 940-9897

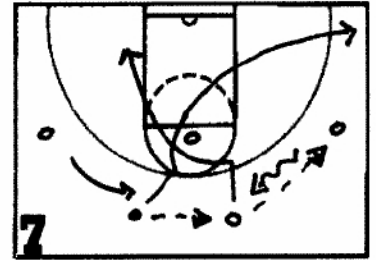
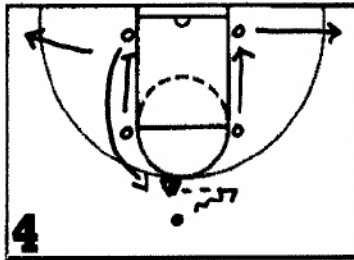
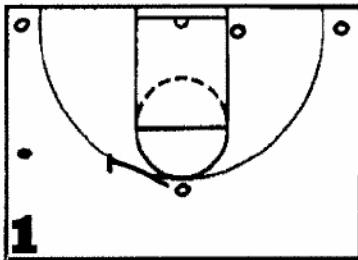
Head Coach
Todd Lickliter

Assistant
Coach
Brad Stevens

Assistant
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Matthew Graves

Assistant
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LaVall Jordan

Director of
Basketball
Operations
Joel Cornette



Screening Angles

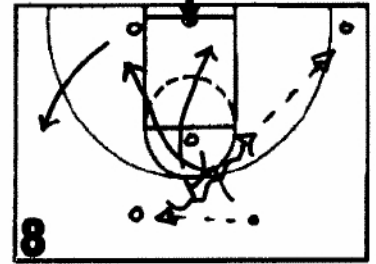
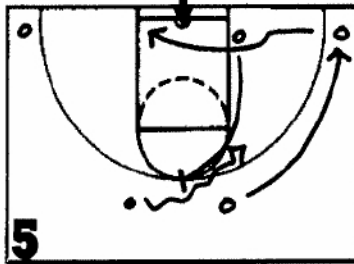
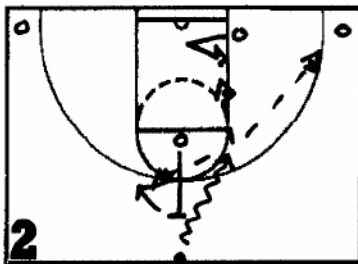
- Screening angle should be East/West, not North/South
- Pivot on right foot & sprint to the rim on the roll
- Ballhandler must come off the on-ball at the level of the screen

Box Set to Flex

- Put your best creator in the initial down screen situation

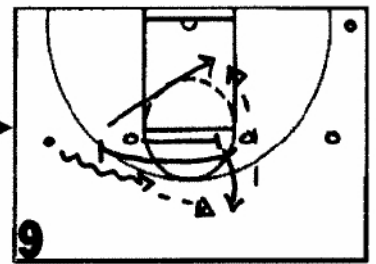
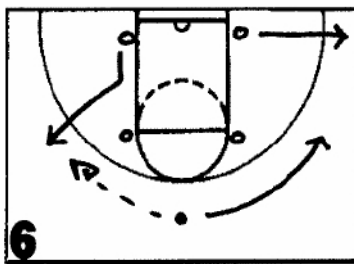
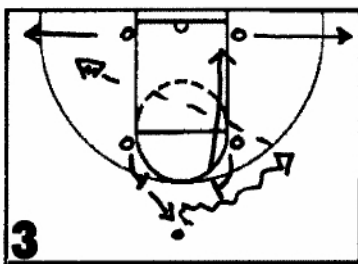
NJ Nets Set

- You can ball screen after any of the cutters



Direct Ball Screen

- Use your most skilled Big as the ball screener



Option Ball Screen

- Use either ball screen
- Look to drag dribble & skip to the opposite corner if defender helps on the roll

Dive Play



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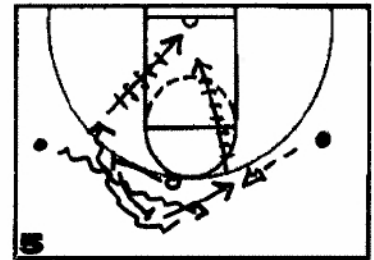
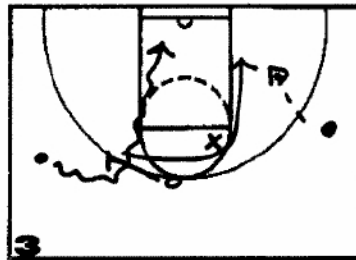
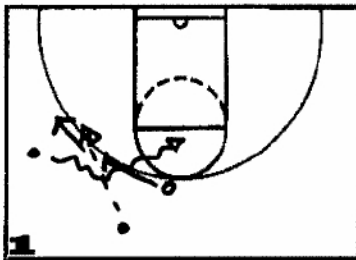
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Hesitate & Go

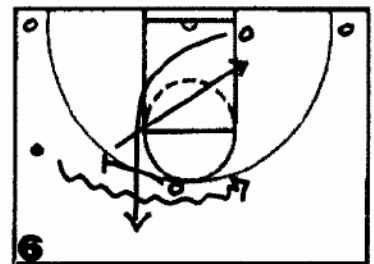
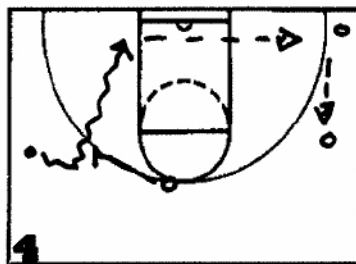
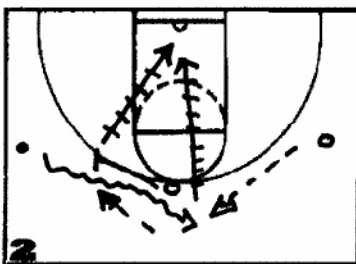
- v. Hard Hedge

Split Move

- Ballhandler must split the hedge by firing dribble back to the screener's butt

Screen/Re-Screen

- Use behind back dribble to change directions
- Make sure you get a full dribble past the initial screen to allow re-screen to be set



Drag Hedge

- Attack hedge-man's outside shoulder
- Drag the hedge
- Rip & pass back w/ outside hand
- Screener opens to the ball

Reject Screen

- Defense jumps under the screen early
- Screener can loop behind ballhandler to wing for pass
- Look baseline drift & extra passes

Soft Hedge

- Re-Screen
- Put your best shooter as the initial low post—Defender cannot help on roll man

General Notes

Notes

WHY ON-BALLS?

- Many different ways to guard
- You really make contact w/ on-balls
- Force the defense to hedge/scramble
- Dictate who has ball when defense is scrambling

READS

- Hard Hedge
- Soft Hedge

**West Central Indiana
Coaches Roundtable**
October 2nd, 2004



**Brad
Stevens**

**Butler
Bulldogs**

BUTLER BASKETBALL
**PUTTING OURSELVES IN THE BEST
POSSIBLE POSITION TO HAVE SUCCESS**



1. INTANGIBLES
2. DENYING BALL PENETRATION
3. MAXIMIZING POSSESSIONS
4. SUPERIOR SKILLS

BEAT TEAMS YOU SHOULDN'T BEAT

DENY PENETRATION

• CONTAINMENT

- Sprint Back to Build a Wall in Transition
- Helpers *discourage* penetration by keeping the offense OFF BALANCE
- All five defenders know what is going on: Communication & Awareness.

• CHALLENGE SHOOTERS

- Protect the Basket and Locate Scorers in Transition
- * ➤ Closeout Smart - Stay Down on Fakes
- Challenge Shooters by going up on their shooting hand

→ 2 Hand Close-Out

• FINISH PLAYS - REBOUND!

- Hard-Initial Contact - Drive them out of position - Pursue the Basketball
- How bad do you want the ball?
- All five guys pursue the basketball relentlessly

TO ELIMINATE ROTATIONS, SCRAMBLE SITUATIONS, AND OFFENSIVE REBOUNDING

21 D → CONTAIN ? CONTEST

• OVERTAKING PRINCIPLE

BEETLE

1) CHASE SHOOTER

2) GET BACK

3) KEEP DRESSER IN FRONT OF YOU

DENIAL POSITION

• GAP

• SWEEP AT LEVE OF BALL

• BE TRULY → MAKE THEM THINK YOU ARE THERE

BALL PRESSURE

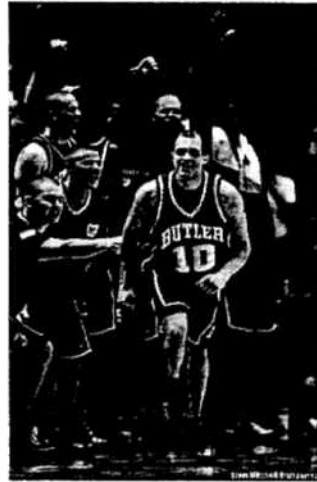
• PARALLEL FOOT

• STRAIGHT UP

* FEND A WAY TO KEEP THEM IN FRONT OF YOU

SUPERIOR SKILLS

**INDIVIDUAL
COMMITMENT
FOR
COLLECTIVE
SUCCESS**



Jamie Smalligan Workout 7' Soph

STRENGTHS - SKILLS, STRENGTH, PASSION

- PLAY 98% OF THE GAME LOWER - FINISH PLAYS HIGHER
- FOCUS ON LOW POST DEFENSE AND REBOUNDING - BOTH OFFENSIVE AND DEFENSIVE → WEAKNESS
- MASTER 2 MOVES ON EACH BLOCK
- DEVELOP "OFF THE LANE" MOVES - FACE-UP/MAKE PLAYS
- "RESILIENCY" TESTS: MULTIPLE CONTESTS, CHALLENGES
• BUILD RESOLVE & TOUGHNESS → CHALLENGE GAMES
- FINISH AROUND THE BASKET WITH AUTHORITY

5TH BEST CENTER
FROM MELLEGRAM
IN 2003

• GREAT WORK ETHIC

* START PLAYS LOW
FINISH PLAY HIGH

* LEARN TO GUARD SOMEONE - YOU CAN PLAY AT
NEXT LEVEL

BRUCE HORAN

STRENGTHS – SHOOTING, STRENGTH, TOUGHNESS

- SOAR WITH STRENGTHS – REPS AND MAKES ARE VERY IMPORTANT TO BRUCE AND TO OUR TEAM
- SPEND AT LEAST 30% OF EACH WORKOUT SHOOTING DIRECTLY OFF OF OUR ACTIONS
- PENETRATE NORTH/SOUTH – FIRST STEP TOWARDS THE RIM
- GET TO THE FT LINE – FAKES, DRIVES, OFFENSIVE REBOUNDS
- SPRINT TO SPOT IN TRANSITION – INCREASE # OF EASY 3s
- WORK OFF OF BALLSCREENS AND HAND-OFFS

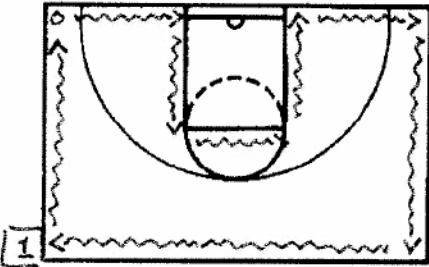


BUTLER BULLDOGS BASKETBALL

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 Assistants: Brad Stevens Matthew Graves
 LaVall Jordan Terry Johnson

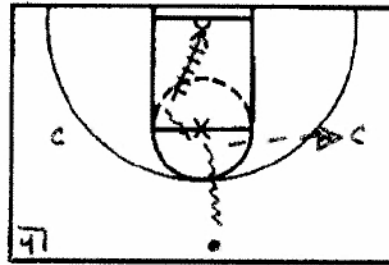
Clinic
Date

BRAD STEVENS → BUTLER
 INDIVIDUAL SKILL DEVELOPMENT
 NCE COACHES ROUNDTABLE 10/2/04



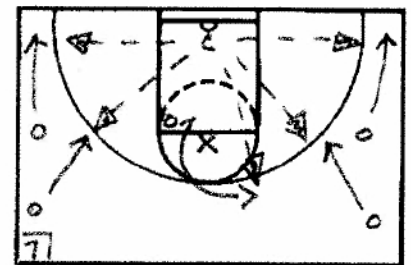
Notes HALF COURT DRILL

- 2-ball ballhandling drill
- Change direction at each lined corner
 - 1) Straight
 - 2) Cross-over
 - 3) Behind Back



Notes 2-BALL SHOOTING

- 2-balls are dribbled to the chair at the FT Line
- Coach calls a direction—Pass that ball to the respective-side's line
- 1-2 dribbles w/ ball for jump shot

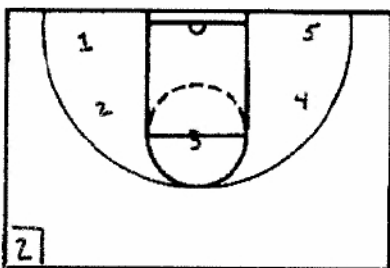


Notes NUGGETS DRILL

- Make 3 in a row to move to next spot
- Miss 2 in a row you have to run

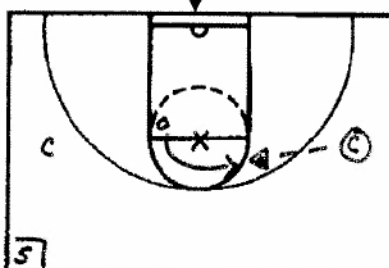
Positions

- 1) Baseline Drift
- 2) Transition Sprint to wing
- 3) Screen/Screeener in middle



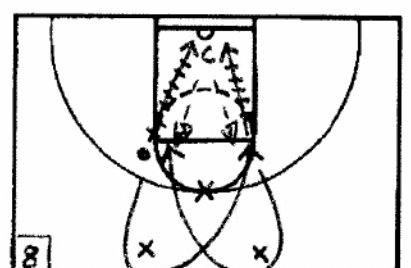
Notes BEAT THE PRO

- 1 perimeter spots—Adjust to shooter's range
- +4 beats the pro/-4 Pro wins
- Make = +1
- Miss = -2



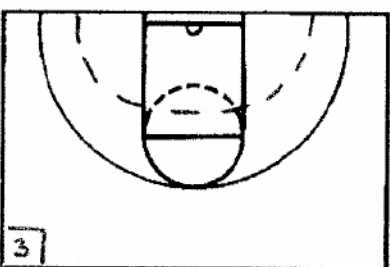
Notes

- Once you have shot the 1st ball you curl off the chair to the side where coach has the ball for a jump shot



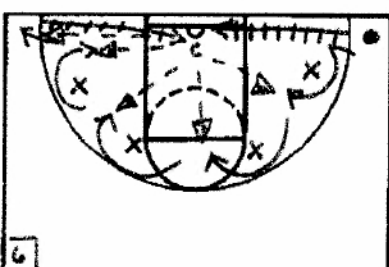
Notes X SHOOTING

- Make 4 in a row to win
- Good conditioner
- Excellent footwork drill—Step into your shot
- You can create you own scoring system or challenge



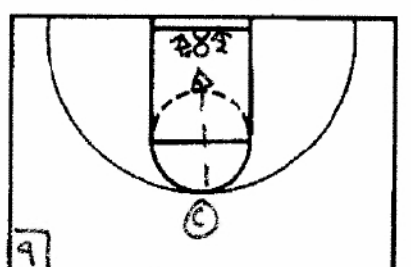
Notes OFF LANE POSITION

- Face-up post area



Notes M SHOOTING

- Start w/ a spot-up 3 from either corner
- V-cut & semi-curl off 1st charge for catch & shoot
- Repeat on next three chairs
- Finish w/ spot-up 3 from corner
- Go across & back for 12 total shots
- Add run through & shot fake/dribble



Notes REVERSE MIKAN

- Post player starts under the basket facing the coach
- Both hands are at ear level
- Coach fires ball to either target hand
- Post must catch & finish w/ Reverse Mikan & Outlet to coach to repeat



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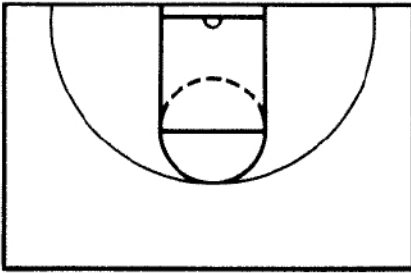
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DATE EDCA 2004

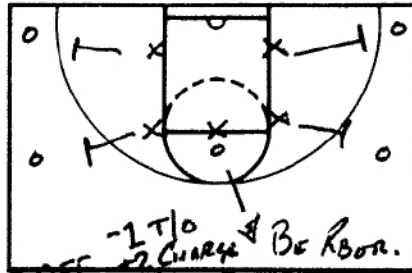
Fax #: (800) 373-4668 (414) 288-2194

TOM.CREAM@MARQUETTE.EDU



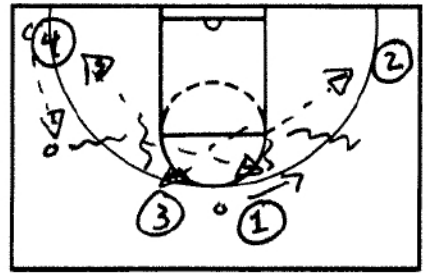
NOTES

1) LET ASSISTANTS TEACH

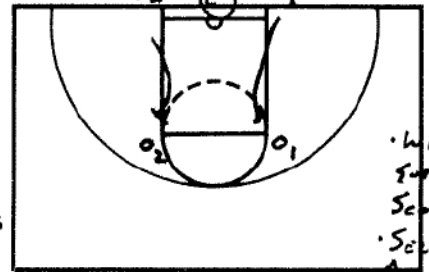
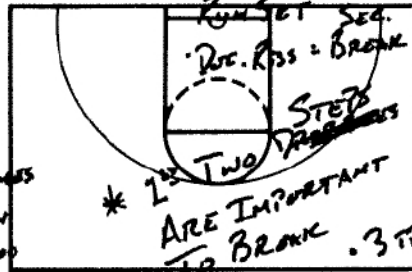
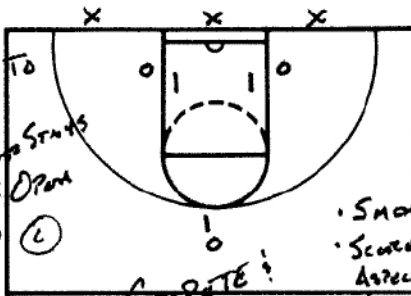


NOTES

• 10-16 MINUTE GAME
• 3 GAMES
• DEF WAR DRILL
• OFF. RESS. SOURCE OR
• 0'S GET TIME AS FAST AS POSSIBLE



4 MEN. SIMULTANEOUS GOALS 90
• CROSS-OVER STOP ON PENETRATION
• ROTATE EVERY MINUTE

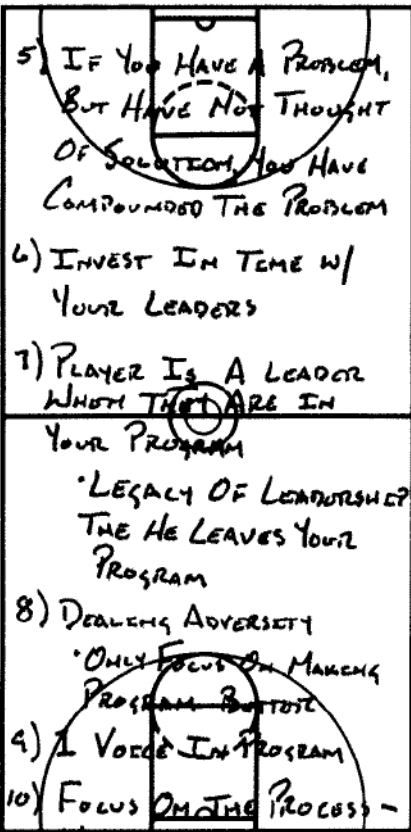


2-on-2 Block-Out
4 MINUTES
1's: BEGS
2's: GUARDS
• PLAY BT 1's
• SELECT PERSON TO REBOUND POINTS

OUTLET TO COACH
WARMING UP
HANDS: OPEN
MUST D SPREAD OUT ON FLOOR
GET TO OPEN EARLY

NOTES
• 5 MINUTE GAME
• SEARCH AND ASSESS YOU WANT TO WORK ON
• HOLD EVERYONE TO SAME STANDARD

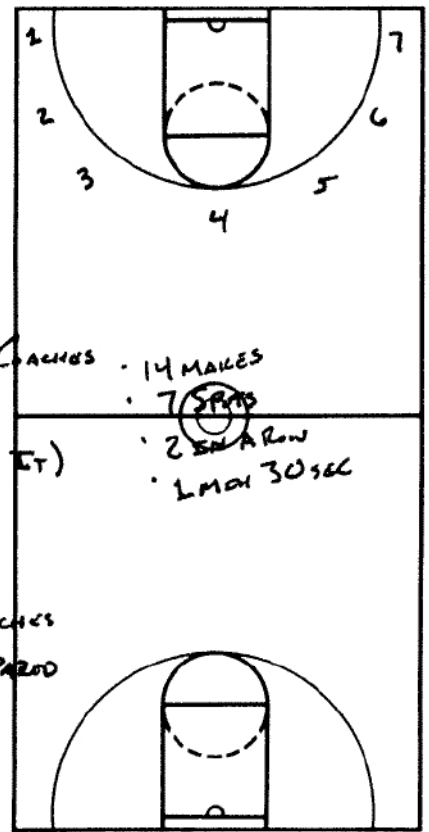
JUST DO IT



NOTES

10 TRUTHS TO BUILDING PROGRAMS

- 1) TRUST YOUR INSTINCTS
- 2) THE MORE QUESTIONS YOU HAVE AS A COACH - THE MORE PEOPLE ARE GOING TO COME TO YOU FOR ANSWERS
- 3) 4 EXPECTATIONS PLAYERS HAVE OF COACHES
 - BE COMPETENT
 - SINCERE (WHAT? HOW YOU DO IT)
 - RELIABLE
 - TRUSTWORTHY
- 4) 3 EXPECTATIONS OF PLAYERS / COACHES
 - DO THEY COME MENTALLY PREPARED
 - COME W/ ENERGY
 - COMPLEMENT HEAD COACH
 - HOW TO COMPETE



- 1) 14 MAKES
- 2) 7 STEPS
- 3) 2 IN A ROW
- 4) 1 MIN 30 SEC



Butler Bulldogs Basketball

Head Coach: Tom Lickliter

STAFF & PROGRAM PREMISE: "TRUST MEN AND THEY WILL BE TRUE TO YOU - TREAT THEM GREATLY
AND THEY WILL SHOW THEMSELVES GREATLY."

- RALPH WALDO EMERSON

* PLAY FOR THE PURE JOY OF COMPETING

* SOAR WITH YOUR STRENGTHS

KEYS TO BUILDING A PROGRAM

1) BUILD A TEAM EGO

• ESTABLISH AN EGO OF TEAM SUCCESS

• RE-ENFORCE WHAT YOU LIKE

• BECOME A CHAMPION ON A DAILY BASIS - WINNING A CHAMPIONSHIP ONLY GIVES YOU A "TITLE"

2) STEPS TO SUCCESS

• DON'T KNOW THAT YOU DON'T KNOW

• KNOW THAT YOU DON'T KNOW

• KNOW THAT YOU KNOW

• DON'T KNOW THAT YOU KNOW

3) 100% ACCOUNTABILITY

• QBCQ = QUESTION BEHIND THE QUESTION

• GUARD AGAINST "YOU" SAYINGS

• POINTS TO REASONS FOR EXCUSES

• GROW CONSTANTLY

• GOALS ARE TIMEBOUND

• GROWTH IS INFINITE

• EXCUSES = NO RESULTS

• RESULTS = NO EXCUSES

MEMBER OF THE HORIZON LEAGUE



Butler Bulldogs Basketball

Head Coach: Todd Lickliter

TEAM CHART

SKILLS TO MASTER	ACCEPTABLE
FG%	43%
AST:T/O RATED	1.5:1
OFF. RBS. % CHANCE V. # GOT	30%
FT PER HALF DER	BONUS +
DEF. EFFICIENCY RATINGS	.62

INDIVIDUAL CHART

BULLDOG INTANGIBLES	LEVELS OF COMPETENCE
PREPARATION	1-10
TEAM WORK	1-10
LEADERSHIP?	1-10
TOUGHNESS	1-10

OUT OF BOUNDS

- 4-ON-4 FOR 7 SECONDS
- WENNER STAYS
- GUARD 1st + 2nd ACTION

OFFENSIVE REVIEW CHALLENGE

- TEAMS AT EACH END
- COACH CALLS ALL PLAYS
- PRIMARY OPTIONS # OF POINTS (+2 OR +3)
- TIP-IN = +1
- BALL TOUCHES FLOOR = -1
- 4-5 MINUTES
- RUNNING SCORE

BLUE/GOLD

- 4-ON-4
- DEFENSE TRAVELS FROM BOTH SIDES
- SCORES
 - 1) MADE GOOD SHOT = +3
 - 2) TAKE GOOD SHOT = +2
 - 3) MAKE BAD SHOT = +1
 - 4) EVERYTHING ELSE = 0

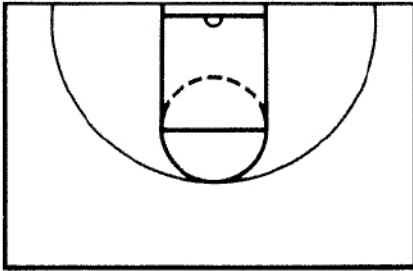
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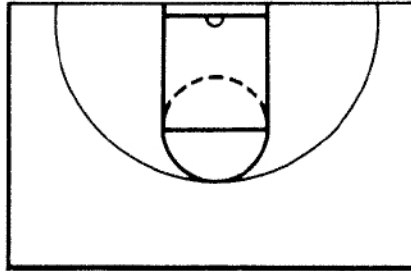
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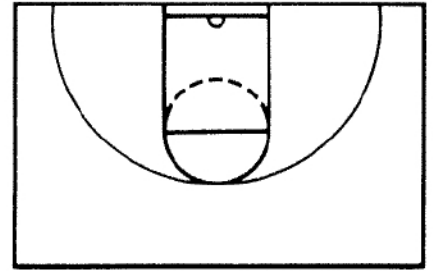
NOTES

"Trust Men! They will be true to you - Treat them GREATLY! They will show themselves GREATLY"

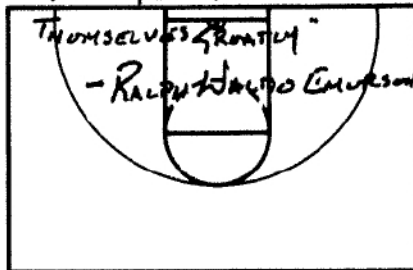
- RALPH WALDO EMERSON



* PLAY FOR THE PURE JOY OF COMPETING
* SCORE W/ YOUR STRENGTHS



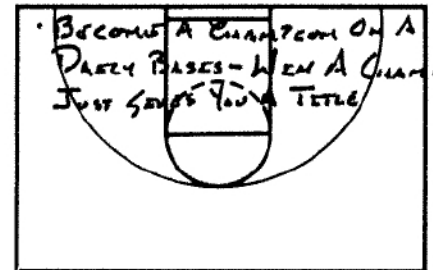
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• ESTABLISH AN EGO OF TEAM SUCCESS
• RE-ENFORCE WHAT WE LIKE



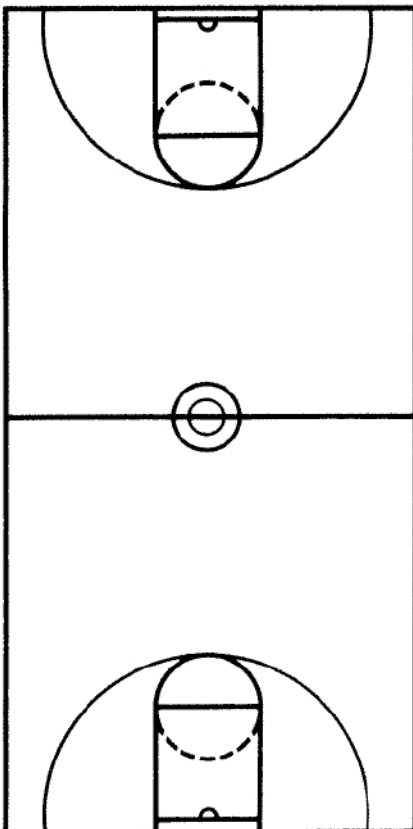
NOTES

- 1) BUILD A TEAM EGO
- 2) STEPS TO SUCCESS
- 3) 100% ACCOUNTABILITY

JUST DO IT



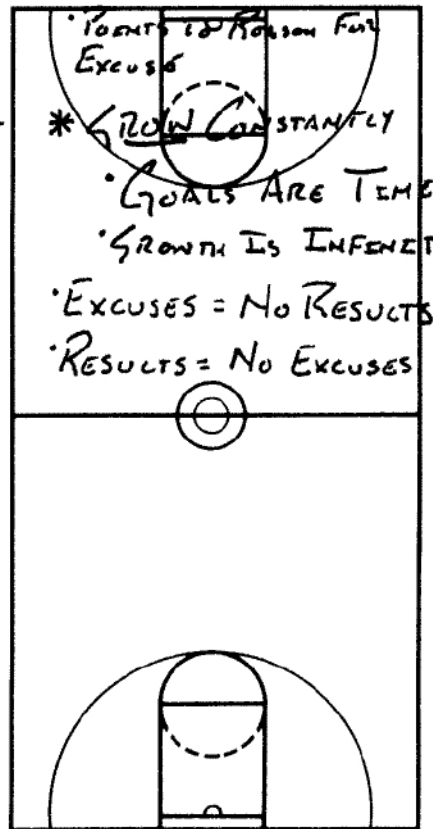
• BECOME A CHAMPION OR A PURE BASE - WHEN A CHAMPION JUST SHOWS YOU A TITLE



NOTES

STEPS TO SUCCESS

- 1) UNCONSCIOUSLY INCOMPETENT
 - 2) CONSCIOUSLY INCOMPETENT
 - 3) CONSCIOUSLY COMPETENT
 - 4) UNCONSCIOUSLY COMPETENT
- SHORT TERM FOCUS FOR LONG TERM GOAL



100% ACCOUNTABILITY
• Q&Q = QUESTION BEHIND THE QUESTION
• GUARD AGAINST "YOU"

• POINTS TO PERSON FOR EXCUSES
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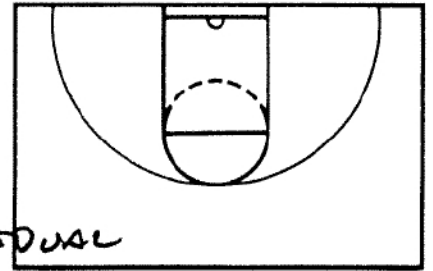
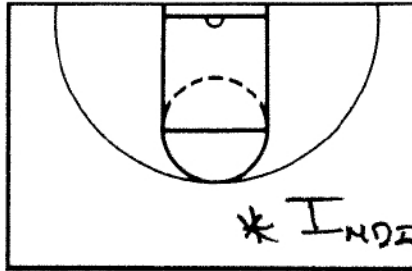
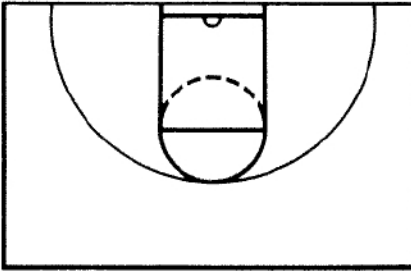


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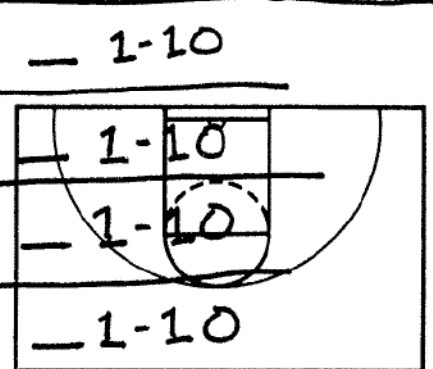
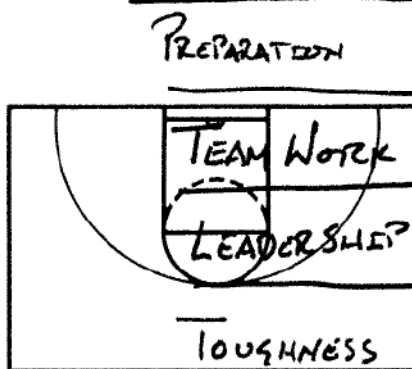
NOTES STOPS TO SUCCESS

BULLDOG INTANGIBLES

LEVELS OF COMPETENCES

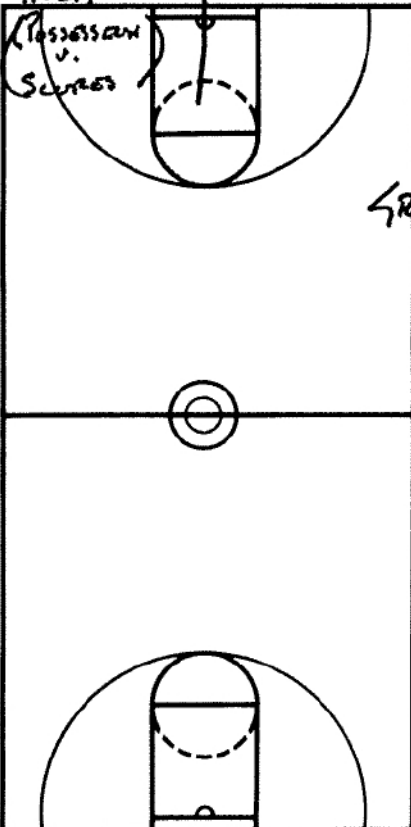
* TEAM
MASTER ACCEPTABLE

FG %	43%
AST. T/O	2.5%1
OFF. RB. % CHANCEV. SHOT	30%



NOTES / HALF BONUS +
DER
DEF. EFFICIENCY RATING
0.62

JUST DO IT



NOTES

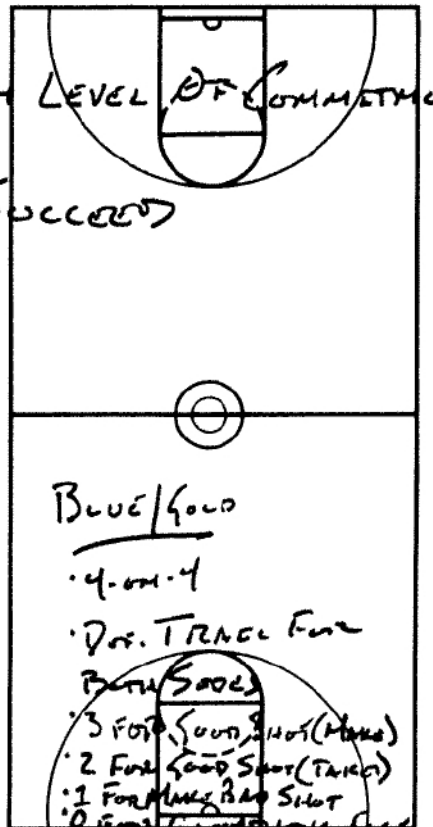
HIGH EFFICIENCY + A HIGH LEVEL OF COMMITMENT
=
GREATER OPPORTUNITY TO SUCCEED

OUT OF BOUNDS

- 4-ON-4 FOR 7 SECONDS
- WENNIE STAYS
- GUARD 1ST & 2ND ACTION

OFF. RENEW CHALLENGE

- TEAMS @ EACH END
- COACH CALLS PLAYS
- PRIMARY = # OF POINTS
- TOP = +1
- TOUCH FOR = -1



- 4-5 MINUTES
- RUNNING SCORES



Brad Stevens
Butler Bulldogs

Practice #17
10-26-07

Main Gym 2:15 - 4:30
Water when available

Next Game: @ BSU, 11-9
Team 1st / Improve Today

Toughness = Consistently Executing with Poise to Completion

2:30 Sideline Ballhandling
Transition Series

2:40 3 on 2, 2 on 1

2:45 Sideline Series
Vegas Closeouts
Guard Your Yard

2:55 4 on 4 Multi-tasking
"Nets" - Back / Flare / OB
UCLA to Side On-Ball

B: MG, SV, PC, EE, NR
W: ZH, AJ, WV, MH, AA
R: GL, JB, DS, AJ, NR

3:10 Bulldog Defense

3:15 FTs/Drink

3:20 Group Breakdown: Ballscreen Defense

3:25 5-on-5 Ballscreen D

3:35 Get it & Go: Motion

4:00 Win the Game: 60-60

• Everyone Shoots 1
• +1 For Home = Make
• +2 For Guest = Miss

4:05 Stretch / Announcements -- FT Ladder

W: MG, AJ, JB, PC, DS, MH, AA

B: ZH, SV, WV, EE, AJ, GL, NR, BS



Butler Bulldogs

Coach: Brad Stevens: Butler
 Clinic: Team Practice Session

Topic: Team Practice
 Date: 10/26/07

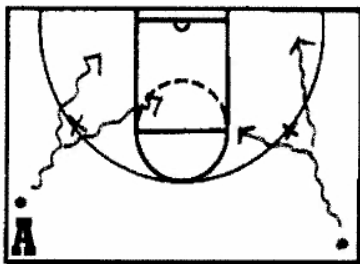
HINKLE
 FIELDHOUSE
 510 W. 49TH ST.
 INDIANAPOLIS (IN)
 476208
**HEAD
 COACH**
 Brad Stevens

**ASSISTANT
 COACH**
 Matthew Graves

**ASSISTANT
 COACH**
 Terry Johnson

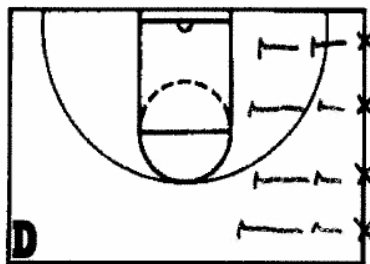
**ASSISTANT
 COACH**
 Brandon Miller

**BASKETBALL
 OPERATIONS**
 Micah Shrewsbury



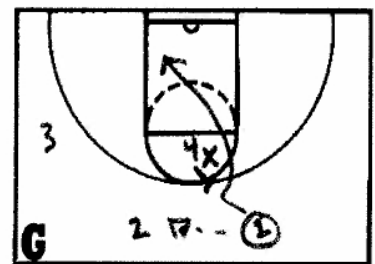
TRANSITION SERIES

1. Cross-over
2. Hesitation
3. Power Lay-up
4. Inside-Out
5. Reverse Lay-up
6. Blow By



SIDELINE SERIES: STEP SLIDES

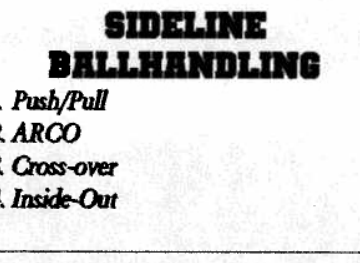
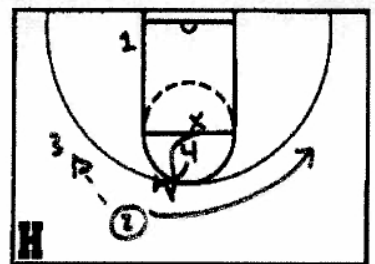
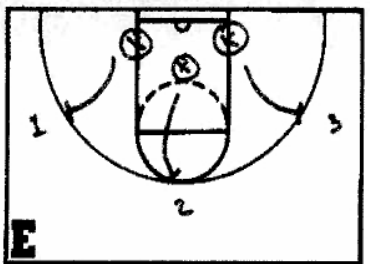
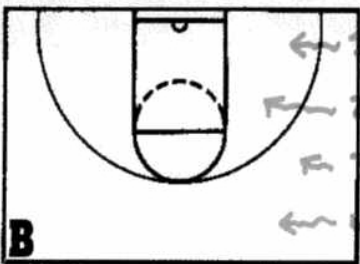
1. Big step to beat dribble
2. Big 2nd step to stop dribble



4 v. 4 MULTI-TASK

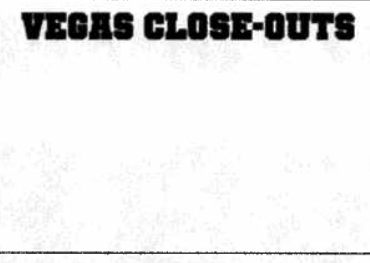
- Defender matched to 4, must guard three screening actions consecutively

 1. 1-2 pass = 4 back screens for 2, who cuts to the strong-side block
 2. Defender must bump cutter & re-cover



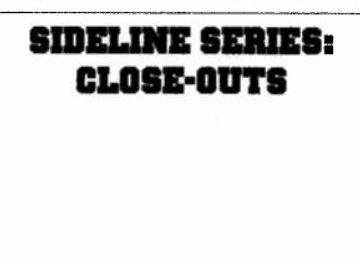
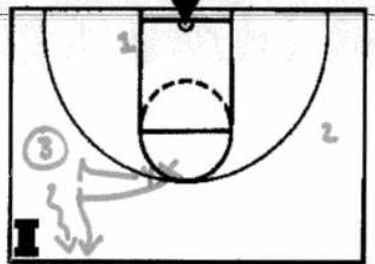
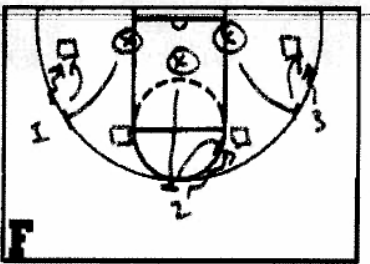
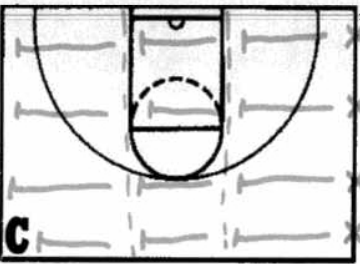
SIDELINE BALLHANDLING

1. Push/Pull
2. ARCO
3. Cross-over
4. Inside-Out

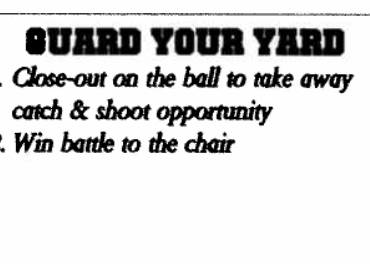


VEGAS CLOSE-OUTS

3. 2-3 pass = 4 sets flare screen for 2
4. 4 jams, but doesn't lose contact w/ flare screener

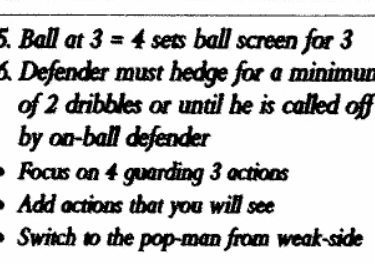


SIDELINE SERIES: CLOSE-OUTS



GUARD YOUR YARD

1. Close-out on the ball to take away catch & shoot opportunity
2. Win battle to the chair



5. Ball at 3 = 4 sets ball screen for 3
6. Defender must hedge for a minimum of 2 dribbles or until he is called off by on-ball defender

 - Focus on 4 guarding 3 actions
 - Add actions that you will see
 - Switch to the pop-man from weak-side

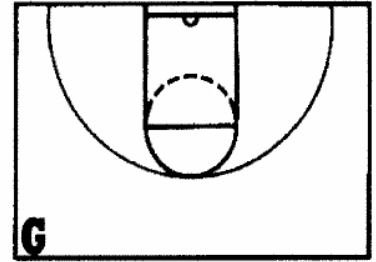
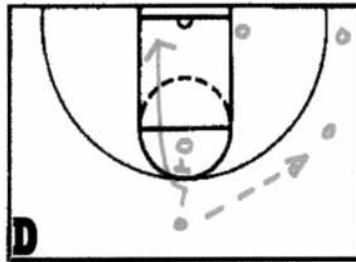
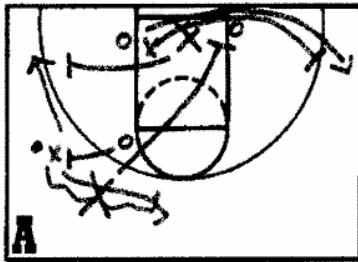


Butler Bulldogs

Coch: Brad Stevens: Butler
Clinic: Team Practice Session

Topic: Team Practice
Date: 10/26/07

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**HEAD
COACH**
Brad Stevens

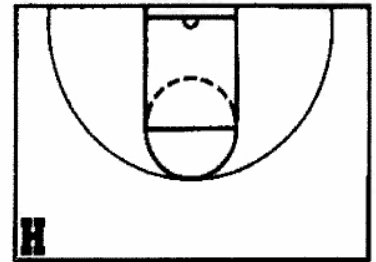
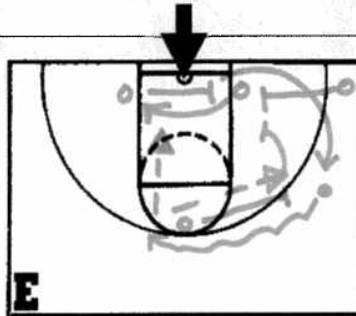
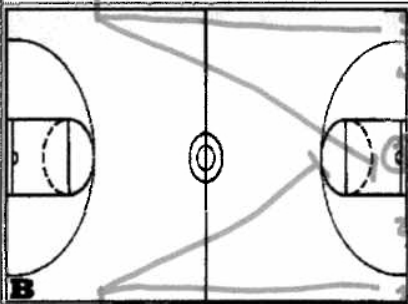


ROTATIONS TO THE PICK & POP

1. Chase the shooter
2. Screener rotates to pop-man
3. Hedge to baseline screener
4. Stay home on the ball

SPECIAL PLAY

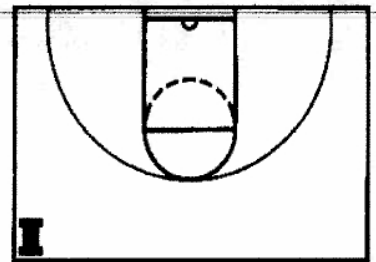
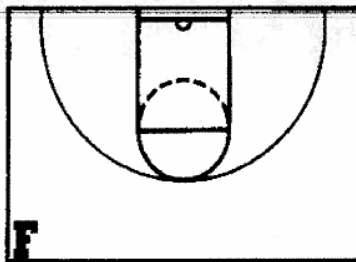
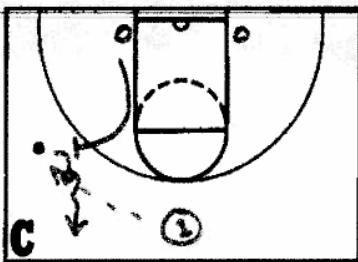
**ASSISTANT
COACH**
Matthew Graves



**ASSISTANT
COACH**
Terry Johnson

3-MAN WEAVE - 2 v. 1

**ASSISTANT
COACH**
Brandon Miller



BREAKDOWN: DEFENDING BALL SCREENS

1. Stay w/ hedge to the 2nd dribble
2. On-ball defender must give the hedge-man space to get back to pop-man

**BASKETBALL
OPERATIONS**
Micah Shrewsbury



Butler Bulldogs

Coach: Brad Stevens: Butler
Clinic: North Putnam Clinic

Topic: Utilizing Ball Screens
Date: 9/2/06

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INDIANAPOLIS
(IN) 46208
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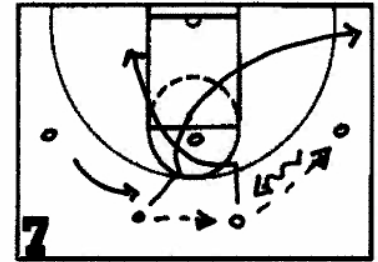
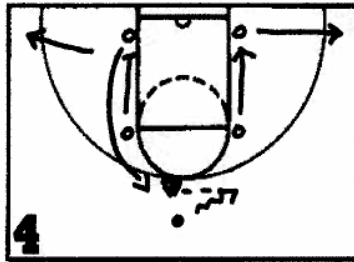
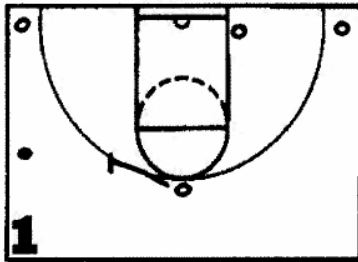
Head Coach
Todd Lickliter

Assistant
Coach
Brad Stevens

Assistant
Coach
Matthew Graves

Assistant
Coach
LaVall Jordan

Director of
Basketball
Operations
Joel Cornette



Screening Angles

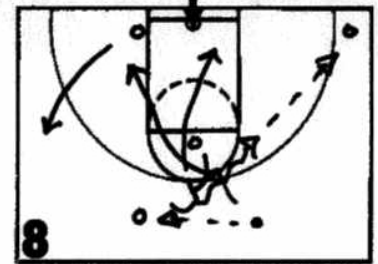
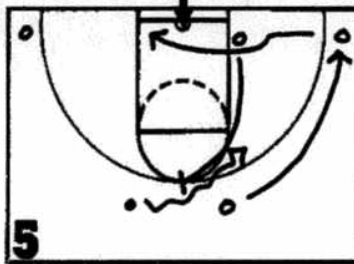
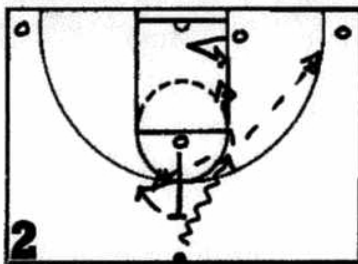
- Screening angle should be East/West, not North/South
- Pivot on right foot & sprint to the rim on the roll
- Ballhandler must come off the on-ball at the level of the screen

Box Set to Flex

- Put your best creator in the initial down screen situation

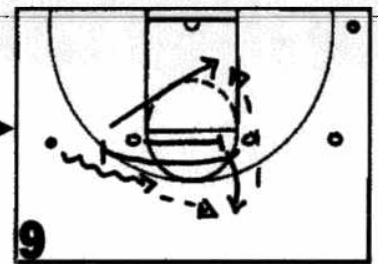
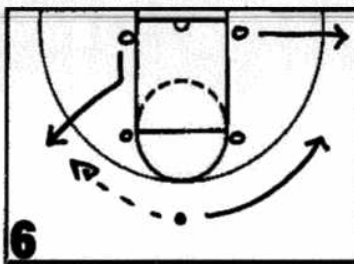
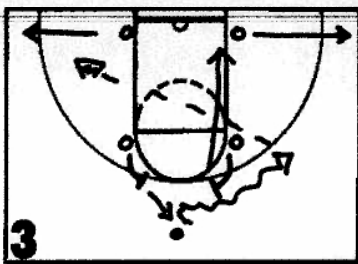
NJ Nets Set

- You can ball screen after any of the cutters



Direct Ball Screen

- Use your most skilled Big as the ball screener



Option Ball Screen

- Use either ball screen
- Look to drag dribble & skip to the opposite corner if defender helps on the roll

Dive Play



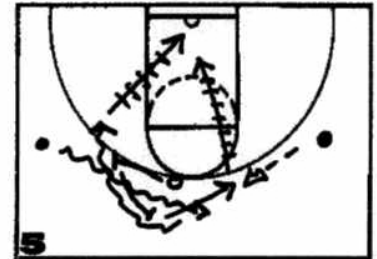
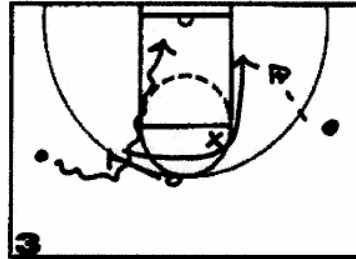
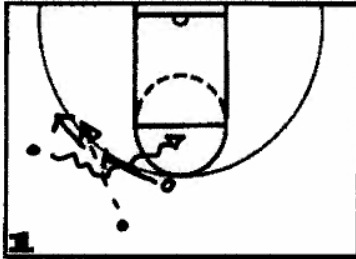
Butler Bulldogs

Coach: Brad Stevens: Butler
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Topic: Utilizing Ball Screens
Date: 9/2/06

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Head Coach
Todd Lickliter



Hesitate & Go

- v. Hard Hedge

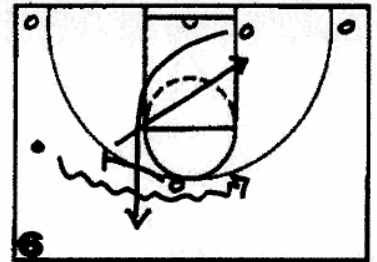
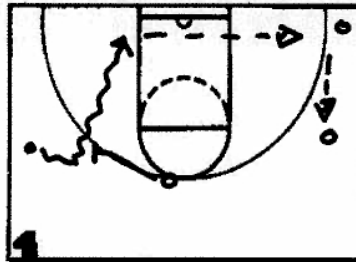
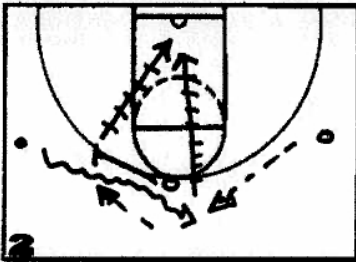
Split Move

- Ballhandler must split the hedge by firing dribble back to the screener's butt

Screen/Re-Screen

- Use behind back dribble to change directions
- Make sure you get a full dribble past the initial screen to allow re-screen to be set

Assistant Coach
Brad Stevens



Assistant Coach
Mathew Graves

Drag Hedge

- Attack hedge-man's outside shoulder
- Drag the hedge
- Rip & pass back w/ outside hand
- Screener opens to the ball

Reject Screen

- Defense jumps under the screen early
- Screener can loop behind ballhandler to wing for pass
- Look baseline drift & extra passes

Soft Hedge

- 1) Re-Screen
- 2) Put your best shooter as the initial low post—Defender cannot help on roll man

Assistant Coach
LaVall Jordan

General Notes

Notes

WHY ON-BALLS?

- 1) Many different ways to guard
- 2) You really make contact w/ on-balls
- 3) Force the defense to hedge/scramble
- 4) Dictate who has ball when defense is scrambling

READS

- 1) Hard Hedge
- 2) Soft Hedge

Director of Basketball Operations
Joel Cornette

INTANGIBLES

BUTLER BASKETBALL

**PUTTING OURSELVES IN THE BEST
POSSIBLE POSITION TO HAVE SUCCESS**



1. INTANGIBLES
2. DENYING BALL PENETRATION
3. MAXIMIZING POSSESSIONS
4. SUPERIOR SKILLS

BEAT TEAMS YOU SHOULDN'T BEAT

DENY PENETRATION

• CONTAINMENT

- Sprint Back to Build a Wall in Transition
- Helpers *discourage* penetration by keeping the offense OFF BALANCE
- All five defenders know what is going on: Communication & Awareness.

• CHALLENGE SHOOTERS

- Protect the Basket and Locate Scorers in Transition
- * ➤ Closeout Smart – Stay Down on Fakes
- Challenge Shooters by going up on their shooting hand

→ 2 Hand Close-Out

• FINISH PLAYS – REBOUND!

- Hard-Initial Contact – Drive them out of position – Pursue the Basketball
- How bad do you want the ball?
- All five guys pursue the basketball relentlessly

TO ELIMINATE ROTATIONS, SCRAMBLE SITUATIONS, AND OFFENSIVE REBOUNDING

21 D → CONTAIN ! CONTEST

• OVERLAPPING PRINCIPLE

BEEZEL

- 1) CHASE SHOOTER
- 2) GET BACK
- 3) KEEP DRETSBLE IN FRONT OF YOU

DENIAL POSITION

- GAP
- SWIPE AT LINE OF BALL
- BE TRULY → MAKE THEM THINK YOU ARE THERE

BALL PRESSURE

- PARALLEL FEET
- STRAIGHT UP

* FIND A WAY TO KEEP THEM IN FRONT OF YOU

SUPERIOR SKILLS

**INDIVIDUAL
COMMITMENT
FOR
COLLECTIVE
SUCCESS**



Jamie Smalligan Workout 7' 5074

STRENGTHS - SKILLS, STRENGTH, PASSION

- PLAY 98% OF THE GAME LOWER - FINISH PLAYS HIGHER
- FOCUS ON LOW POST DEFENSE AND REBOUNDING - BOTH OFFENSIVE AND DEFENSIVE → WEAKNESS
- MASTER 2 MOVES ON EACH BLOCK
- DEVELOP "OFF THE LANE" MOVES - FACE-UP/MAKE PLAYS
- "RESILIENCY" TESTS: MULTIPLE CONTESTS, CHALLENGES
• BUILD RESOLVE & TOUGHNESS → CHALLENGE GAMES
- FINISH AROUND THE BASKET WITH AUTHORITY

5TH BEST CENTRE
FROM MELLEAGAM
IN 2003

• GREAT WORK ETHIC

* START PLAYS LOW
FINISH PLAY HIGH

* LEARN TO GUARD SOMEONE - YOU CAN PLAY AT
NEXT LEVEL

BRUCE HORAN

STRENGTHS – SHOOTING, STRENGTH, TOUGHNESS

- SOAR WITH STRENGTHS – REPS AND MAKES ARE VERY IMPORTANT TO BRUCE AND TO OUR TEAM
- SPEND AT LEAST 30% OF EACH WORKOUT SHOOTING DIRECTLY OFF OF OUR ACTIONS
- PENETRATE NORTH/SOUTH – FIRST STEP TOWARDS THE RIM
- GET TO THE FT LINE – FAKES, DRIVES, OFFENSIVE REBOUNDS
- SPRINT TO SPOT IN TRANSITION – INCREASE # OF EASY 3s
- WORK OFF OF BALLSCREENS AND HAND-OFFS

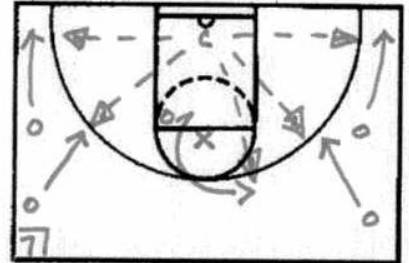
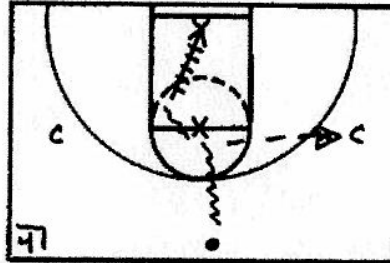
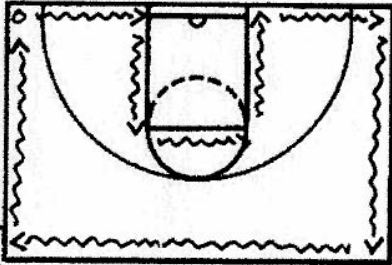


BUTLER BULLDOGS BASKETBALL

Head Coach: Todd Lickliter
 Assistants: Brad Stevens Matthew Graves
 LaVall Jordan Terry Johnson

Clinic
Date

BRAD STEVENS → BUTLER
 INDIVIDUAL SKILL DEVELOPMENT
 NCE COACHES ROUNDTABLE 10/2/04



Notes HALF COURT DRILL

- 2-ball ballhandling drill
- Change direction at each lined corner
 - 1) Straight
 - 2) Cross-over
 - 3) Behind Back

Notes 2-BALL SHOOTING

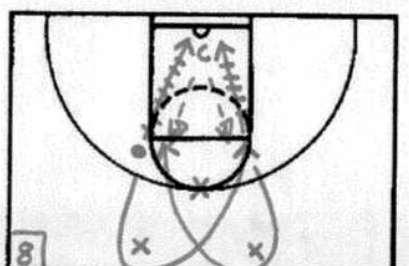
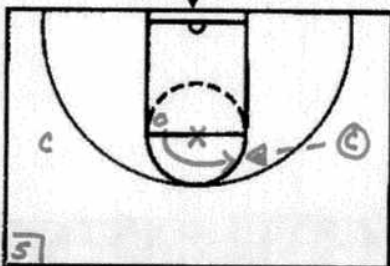
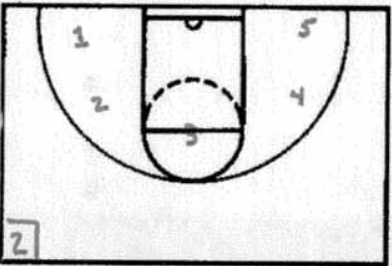
- 2-balls are dribbled to the chair at the FT Line
- Coach calls a direction—Pass that ball to the respective-side's line
- 1-2 dribbles w/ ball for jump shot

Notes NUGGETS DRILL

- Make 3 in a row to move to next spot
- Miss 2 in a row you have to run

Positions

- 1) Baseline Drift
- 2) Transition Sprint to wing
- 3) Screen/Screener in middle



Notes BEAT THE PRO

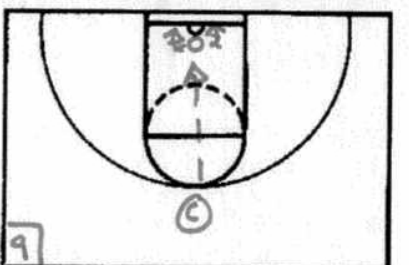
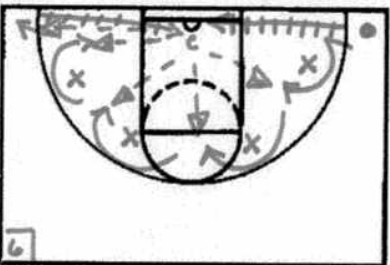
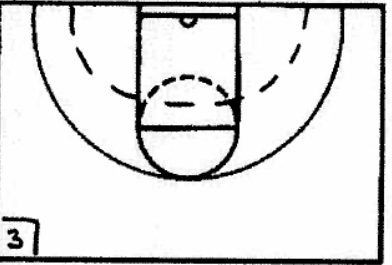
- 1 perimeter spots—Adjust to shooter's range
- +4 beats the pro/-4 Pro wins
- Make = +1
- Miss = -2

Notes

- Once you have shot the 1st ball you curl off the chair to the side where coach has the ball for a jump shot

Notes X SHOOTING

- Make 4 in a row to win
- Good conditioner
- Excellent footwork drill—Step into your shot
- You can create you own scoring system or challenge



Notes OFF LANE POSITION

- Face-up post area

Notes M SHOOTING

- Start w/ a spot-up 3 from either corner
- V-cut & semi-curl off 1st charge for catch & shoot
- Repeat on next three chairs
- Finish w/ spot-up 3 from corner
- Go across & back for 12 total shots
- Add run through & shot fake/dribble

Notes REVERSE MIKAN

- Post player starts under the basket facing the coach
- Both hands are at ear level
- Coach fires ball to either target hand
- Post must catch & finish w/ Reverse Mikan & Outlet to coach to repeat

Ballscreen Offense



1. Why On-Balls?
2. Initial Teaching Points to Consider
3. Personnel & Successful Tendencies
4. Guard Reads
5. Ballscreen Actions and Sets

WHY ON-BALLS

- **Many Different Ways to Guard**
 - Most teams have one (maybe two) set ways to guard off-the-ball screens. Those same teams may guard on-balls multiple ways (trap, hard hedge, soft hedge, switch, down it, etc.)
 - Teams will also often guard on-balls differently depending on personnel, time & score, and location on the floor.
- **More often than not, a SCREEN is actually set**
 - The onus is on the ballhandler to get the basketball to the level of the screener, and the screener to hold his ground
 - Off-the-ball, a screen is actually set a lower percentage of the time because of a variety of factors
- **Often forces the defense to scramble**
 - With any hedge, the defense commits two defenders to guarding one person
 - With soft hedges, you can drag the double all the way across the floor
 - With hard hedges, you can drag & kick back to screener to play 4-on-3
- **Best Decision-Maker / Playmaker has the ball**
 - You can have the ball in your best playmaker's hands
 - You can decide what actions you want to run to maximize your team's strengths

Teaching Points

- **Screener**
 - Cheat to the Sideline – You definitely don't want to set it at an angle where the guard can't explode in a direct path to the basket.
 - If a hard hedge... screener rolls hard and is replaced or pops back
 - If a soft hedge... screener rolls hard, pop back in scoring position or rescreens
 - If screen is "downed"... screener turns the angle of screen, fills in behind penetration or calls for the ball and looks to hand-off opposite
 - If the defense goes tight & under... screener looks to set it as low as possible
- **Ballhandler**
 - Must get to the level of the screen – No Lower. You, at least, want to come off the screen going parallel to the baseline.
 - Begin to come off the screen at a controlled pace
 - Recognize the defense's intent and plan, and prepare to make correct read(s)
 - Keep your Eyes Up at all times
- **Other 3 Players on the Floor**
 - Great Spacing – Shooters in the corners and/or spaced opposite the on-ball
 - Post ready to duck-in at the rim after the on-ball occurs
 - Both are watching the on-ball intently to prepare to react off penetration

Personnel

- **A Great Playmaker, But an Average Shooter**
 - Give the defense time to see the on-ball is coming – set it as low as possible, because you can generally assume you'll be playing against people that will go under the screen
- **A great shooter, a score first guard**
 - Screen into on-balls – so that the hedge is taken away – thus allowing the ballhandler to make plays
- **A guard that can both shoot and make plays**
 - Now you're really going to be good – mix it up. Early in the shot, you may want to set an on-ball to see how they want to guard it. Later on you may want to sprint into it, so that he can make a play.
- **A screener that is limited on the perimeter**
 - Roll him hard to the rim – the roll is not a slide, but rather a turn & sprint.
 - If you do pop and receive the ball, immediately drive at the guard opposite to hand-off
- **A screener that can really shoot**
 - Pop-back on the screen – a great area to run this is when you've cleared an entire side for the ballscreen to occur

Ballhandler's Reads

- **Hesitate and Go** See Diagrams 1-6
 - Versus a "Quick" Hedge and Recover – Often results in a 15' pull-up
 - Key: Freeze the hedge man with your eyes. Keep weight on back foot
- **Rescreen**
 - Versus a flat, soft hedge – Often results in a jumpshot between 17-20'
 - Key: Go one dribble past initial screen, behind the back to reverse direction
- **Shoot Behind**
 - Man on the ball goes under both the screener and his defender
 - Key: Set the screen low as possible. Handler squares up directly behind screen
- **Reject the Screen**
 - Fake coming off the screen, cross over and explode
 - Key: Defender on-the-ball is overplaying the screen
- **Split the Screen**
 - Go directly behind the screener on an overaggressive hedge
 - Key: Hedge loses contact with screener, handler gets low and pushes thru
- **Drag the Screen**
 - On a soft hedge, drag to opposite sideline – on a hard hedge drag out – as far as they'll go with you
 - Key: Attack the outside shoulder of the hedge, be strong on return pass to screener

Actions to Consider

See Diagram 7 - 15

- **Middle Ballscreens**
 - General Alignment – See Diagrams 7 & 8
 - If you pop back, set it more in the middle – On roll set it just outside lane-line extended
- **Empty-Side On-Balls**
 - Clear out a corner and set the on-ball with your best shooter or 1-on-1 player
 - See Diagrams 9 & 10
- **Outside On-Balls**
 - Set on-ball towards the outside and kick back to middle of floor – See Diagram 11
- **Late Shot Clock / Game Clock**
 - Begin in 4-Low Alignment – Sprint (or cross-screen) into on-ball – See Diagram 12 & 13
 - Flat-screen – Especially with a strong, athletic guard – See Diagram 14
- **Continuity**
 - A good "motion" offense to go to when you have three perimeter players that are relatively equal using the on-ball – See Diagram 15

Utilizing the On-Ball Screen

1. Hesitate & Go

- *Defense plays soft hedge/recover
- *Ball-Handler hesitates and takes 1-2 dribbles past screen for shot

Keys: Ball-Handler Eyes to rim, freeze hedge man, Weight on Back Foot

2. Rescreen

- *On-Ball Defender jumps over screen with a Hedge
- *Ball-Handler will reverse direction and come back off screen

Keys: Ball-Handler one dribble past screen, reverse w/ btw legs, behind back

3. Shoot Behind

- *Defender goes under the screen with no hedge
- *Ball-Handler will shoot behind the screen

Keys: Ball-Handler must square up behind screen. Take your time.

4. Reject

- *Defender does not allow ball-handler to use ball screen
- *Ball-Handler will reject the screen

Keys: Ball-Handler must drive defender at screen. (Have an act)

5. Split

- *The Hedge is very aggressive
- *Ball-Handler will split between screener and hedge man

Keys: Ball-Handler must keep ball low and slap ball through.

6. Drag

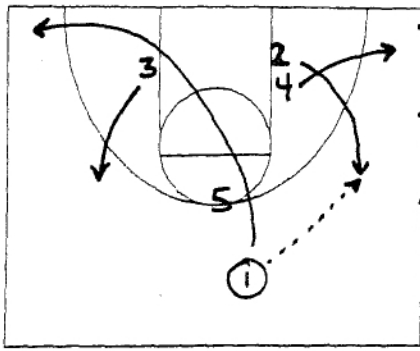
- *Defense will trap the on-ball
- *Ball-Handler drags trap toward half-court

Keys: Ball-Handler must drag hedge away at least 2 dribbles. (Eyes up)

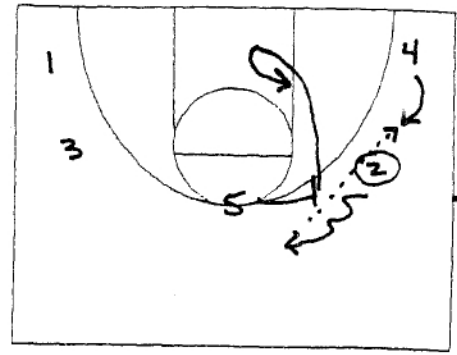
BRAD STEVENS

TABC (LIVE)

①

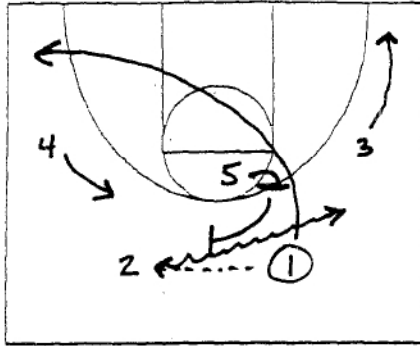


1 hits 2, cuts opp corner
3 spaces
4 spaces



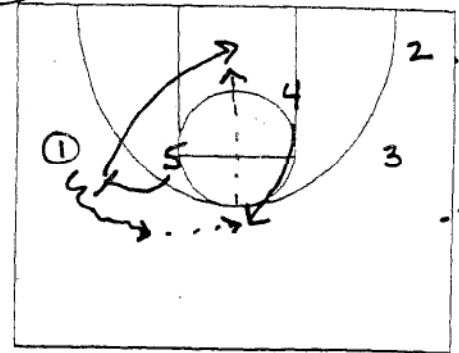
5 sets on ball; dives
2 hits 4 out of corner

②



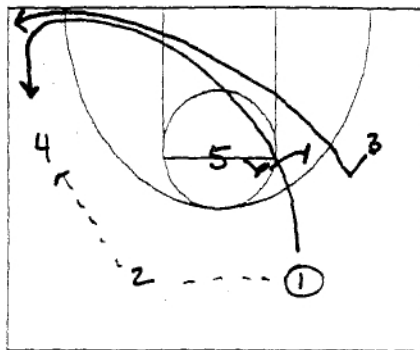
5 backscreens for 1
5 ballscreens for 2
3 spaces to corner

③

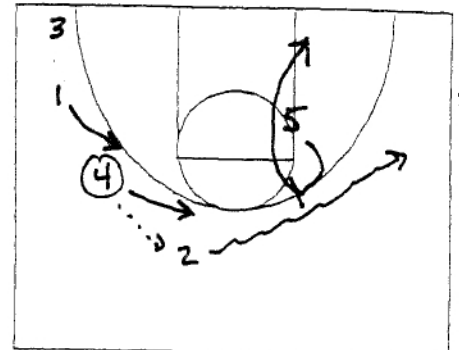


5 ballscreen for 1 and Dive
1 hits 4 of top of key

④

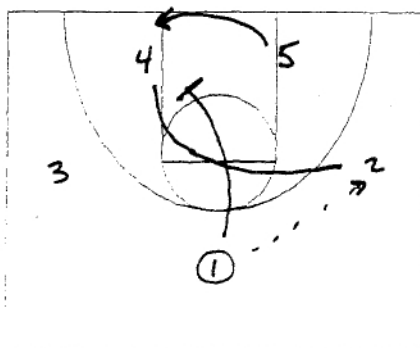


1 hits 2
2 hits 4
5 bkscreens 1
5 bkscreens 3

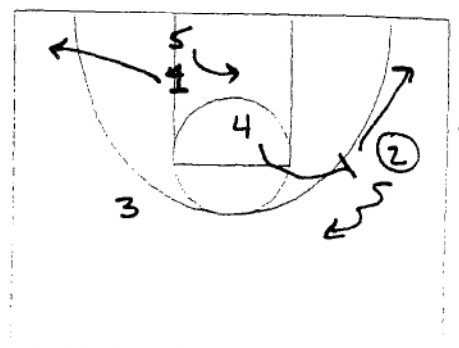


4 hits 2
5 sets outside on ball for 2
4 and 1 fill behind

⑤



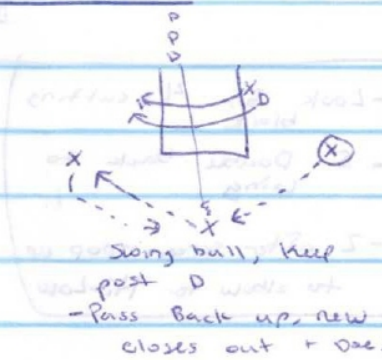
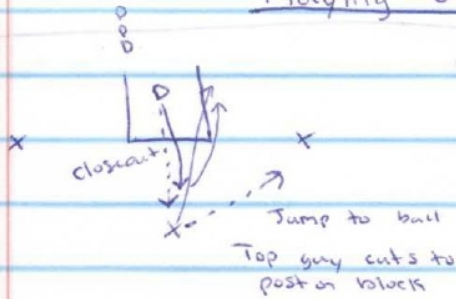
1 hits 2
5 circles under
2 downs for 4
4 sprints to OB



4 pops
5 Ducks in

Brad Stephens - Butler

"Playing Undersized"

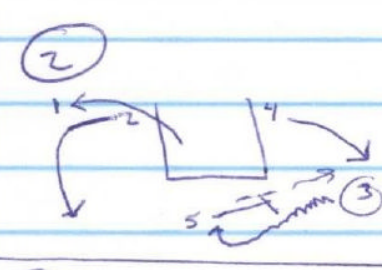
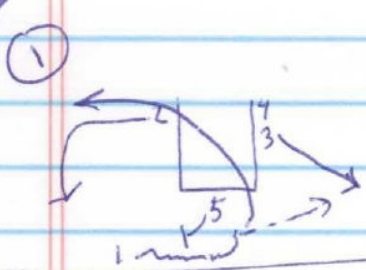


- When ball goes back up top - "up the line"

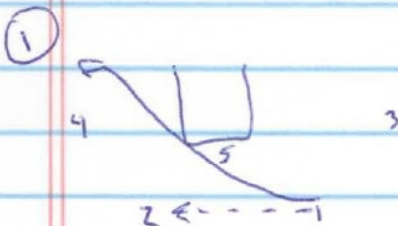
Pick n Roll

Defensive Rebounding - sending all 5 to glass. PG is important because most OFF. PG's are sent back - Turns to 5 def vs. 7 off.

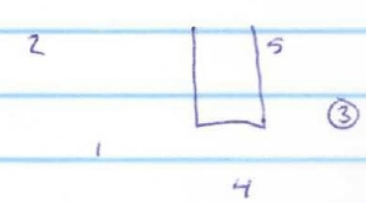
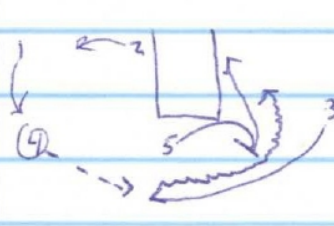
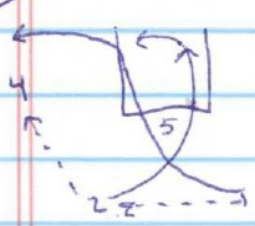
Finish Tough shots - Guards → floaters, up high, finish low; all diff. kinds



4 pops out for 3
5 dives on P n roll

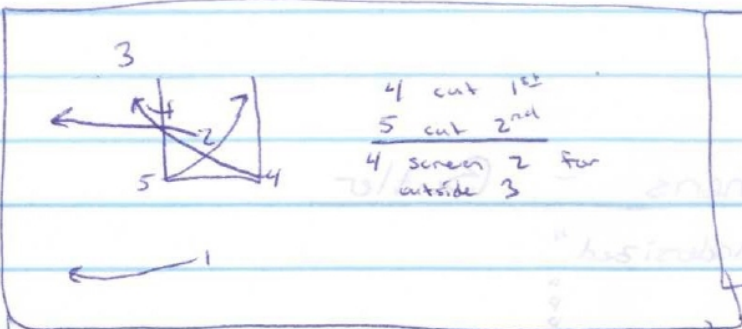


Creighton

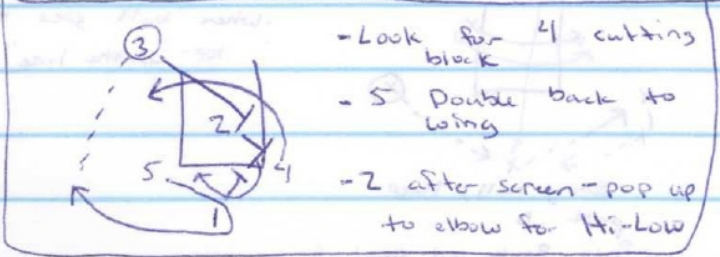
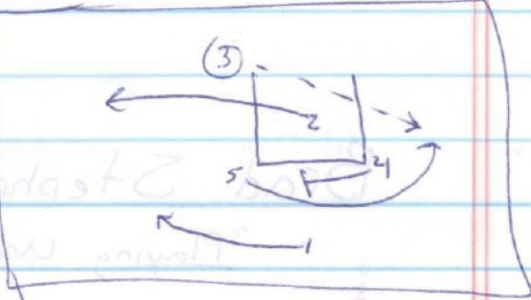


rotate ball to own shooter

★ Check out some Davidson stuff

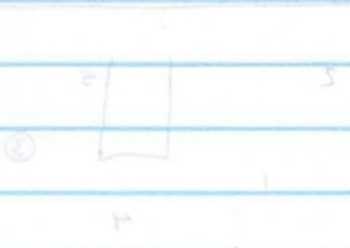
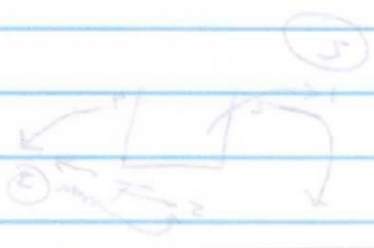


4 cut 1st
5 cut 2nd
4 screen 2 for
outside 3



- Look for 4 cutting block
- 5 Double back to wing
- 2 after screen - pop up to elbow for Hi-Low

110A
2
110A



Check out some Pavilion stuff