

Dan Majerle – Grand Canyon University

“Half Court Offense”

Philosophy

- “I really like to compete” – everything is a competition in practice, if you lose you run
- Believes in playing live and the guys seem to enjoy it – play a lot in practice
- “Take your time and hire a good staff”
- Looks at mismatches – NBA style offense, runs a lot of quick hitters

Practice Structure

- ½ Hour “Pre-Practice” of drills – fundamentals that they will need to use during the practice
 - 10-12 drills total – they will do 3 or 4 in a given pre-practice
 - Players know the drills and it gets them in the right frame of mind for practice
 - Energy, Communication, and coaches can teach a lot in this time
 - Drill the footwork and movement of their offensive actions in pre-practice
- Create a lead drill – works on sets: “Floppy Weak” and Floppy Strong”
 - “Step in, create a lead, and extend a target hand”
 - “Free up your shooting foot” – to encourage organized feet
 - “If you can’t create a lead, your plays won’t work”
 - Can get mundane but it teaches valuable fundamentals

Half Court Sets

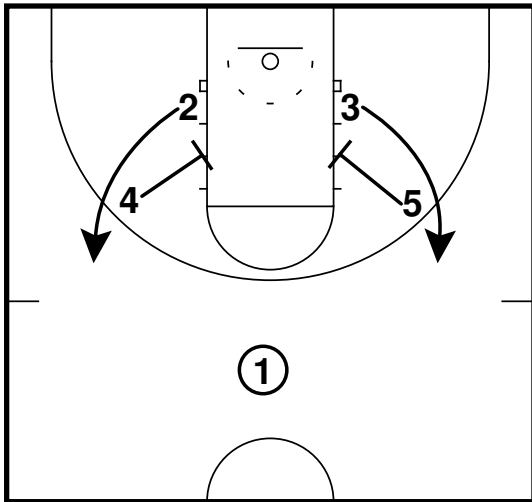
- 3man and 5man (odds) are always on the same side and 2-4 (evens) always together
 - Eliminates confusion and guys will know their role
- It is a lot of stuff but very easy to pick up
 - Who is hot? Who has mismatch?
- Must compete when doing these in practice
- Floppy and Elbow action
 - Play depends on where the 1 cuts – Strong side or Weak side
- 2 or 3 Down
 - Snap – Snapback pass *Snaps Fingers*
 - Reverse – Rescreen for the 2 or 3 for 3pt shot
 - Bump – Post split ball screen
- 4 Pop
 - Fist – 4 throws it to 1 and chases into ball screen
 - Fist Slip – 5 lifts to open slipping 4 man

Additional Thoughts

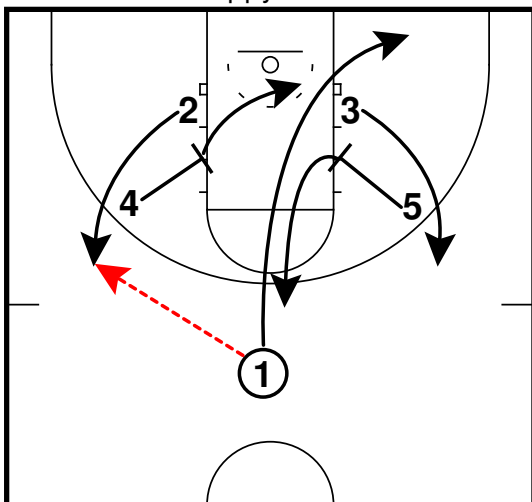
- In transition – 1st big man runs the rim, 2nd big stays back and surveys the floor
- “Body, Body Ball” – Defenders body, my body, ball – to protect it

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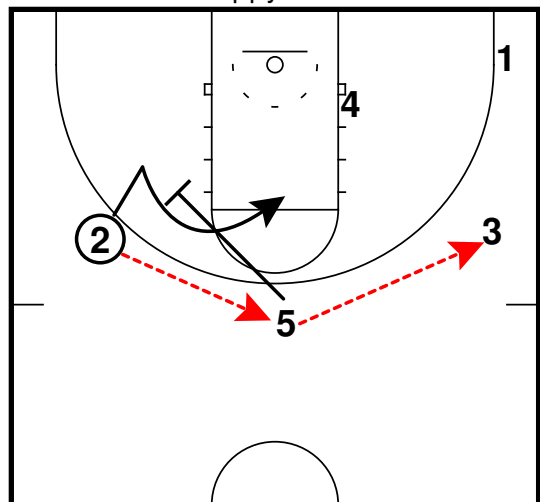
Floppy



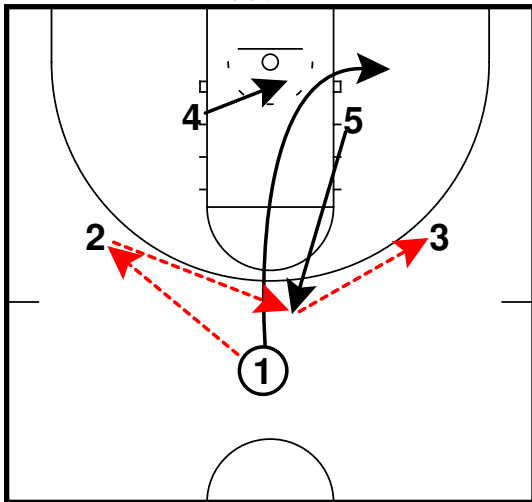
Floppy Weak



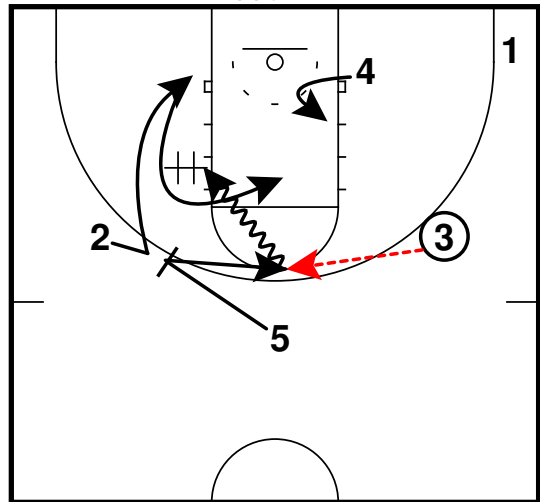
Floppy Weak



Floppy Back

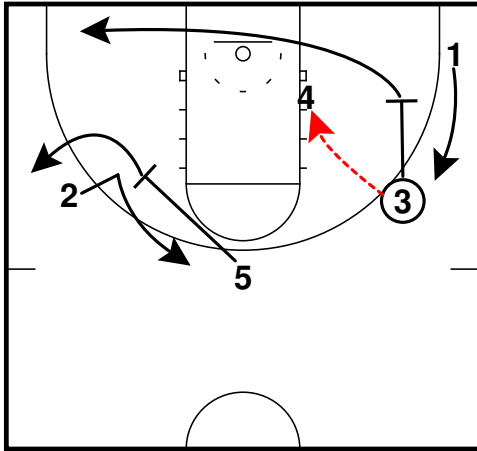


Floppy Back

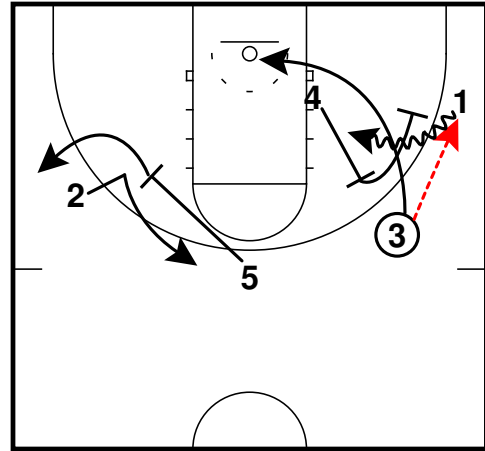


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Corner - Post Entry



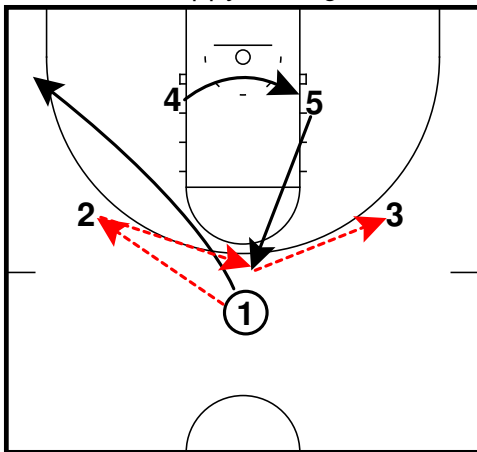
Corner - Wing



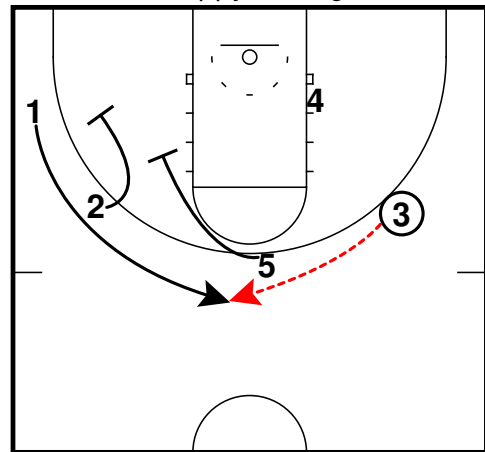
Go to corner action if 2 uses the 5 down screen but does not receive pass

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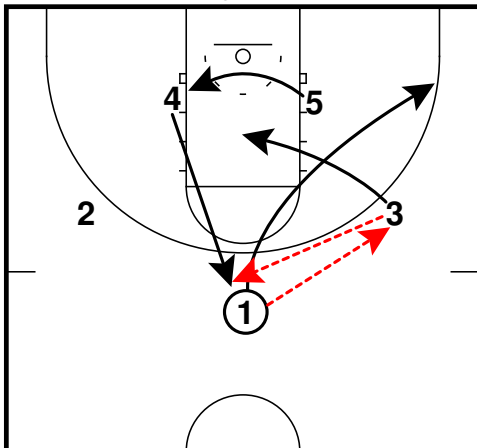
Floppy Strong



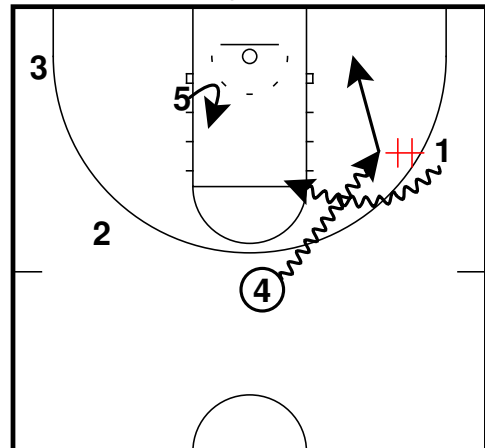
Floppy Strong



Strong Dribble

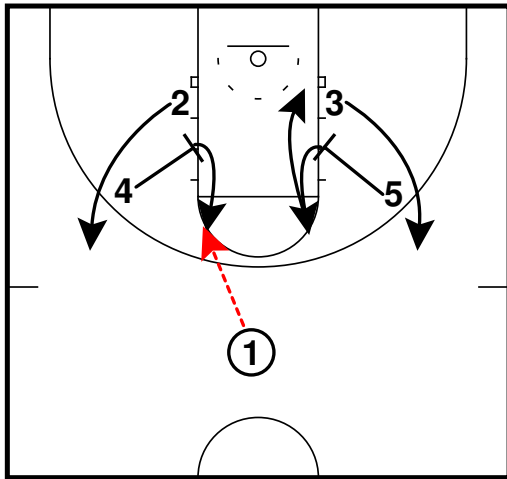


Strong Dribble

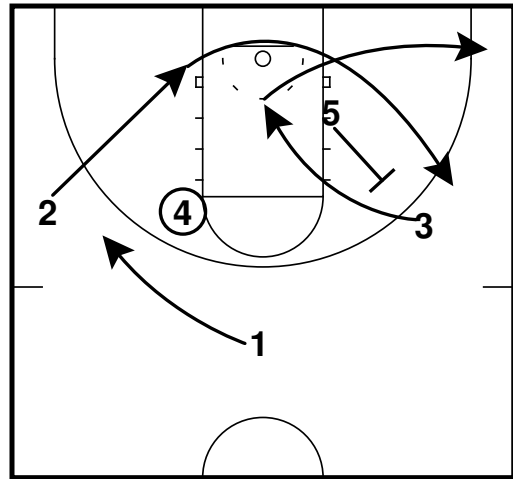


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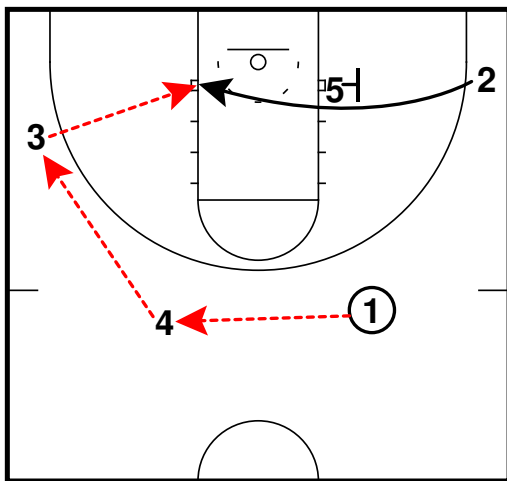
Floppy Flash



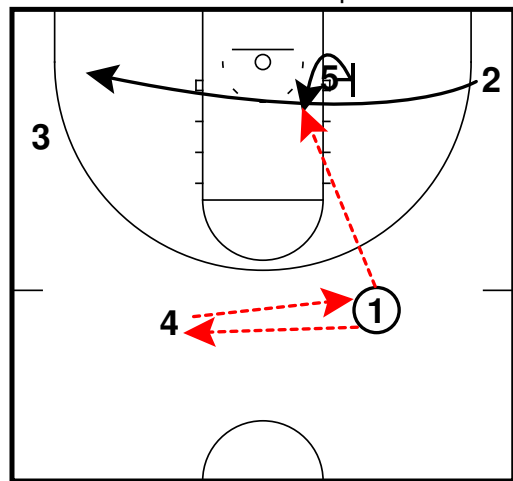
Floppy Flash



2 Down

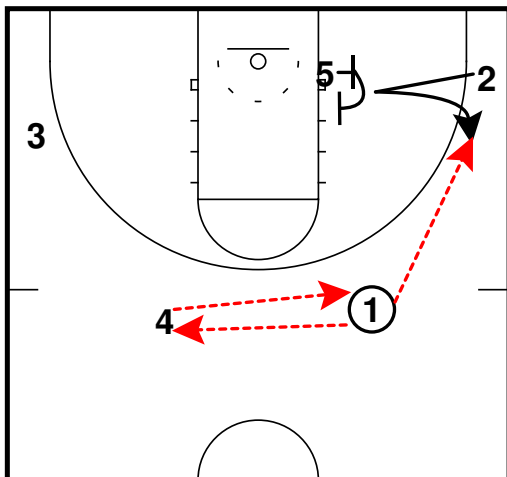


2 Down Snap



College cannot guard this cut - 'automatic foul'

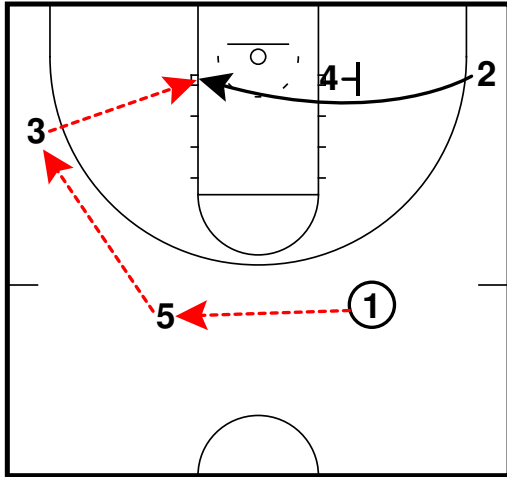
2 Down Reverse



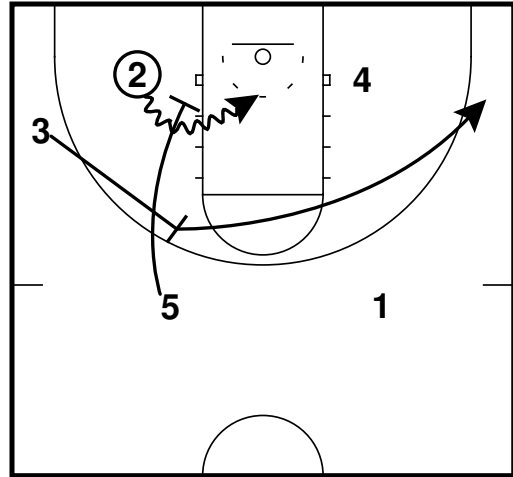
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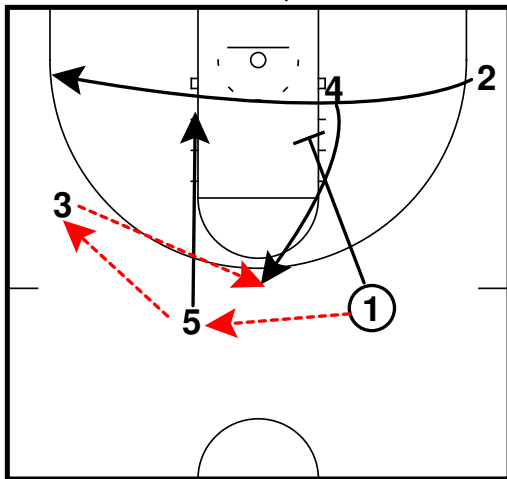
2 Down Bump



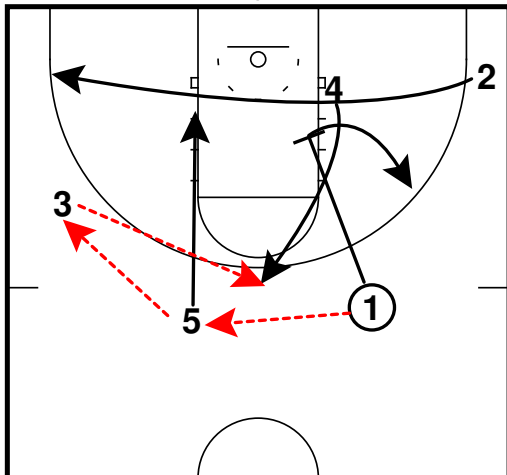
2 Down Bump



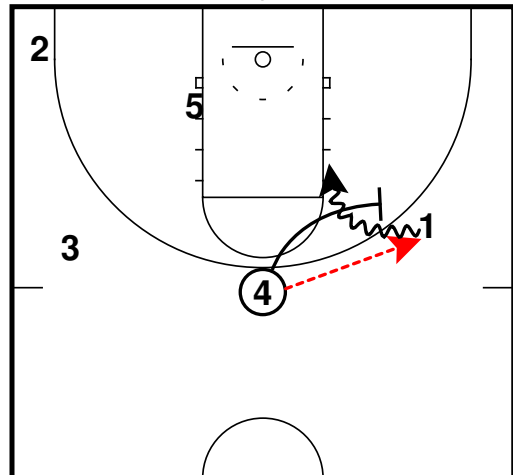
4 Pop



4 Pop Fist

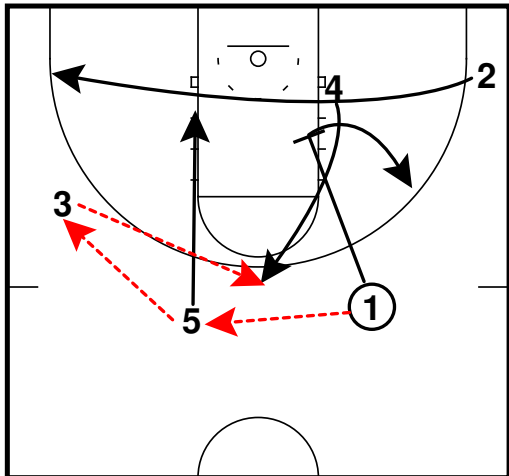


4 Pop Fist

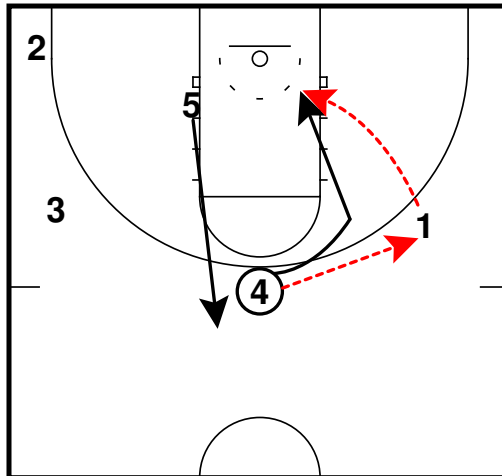


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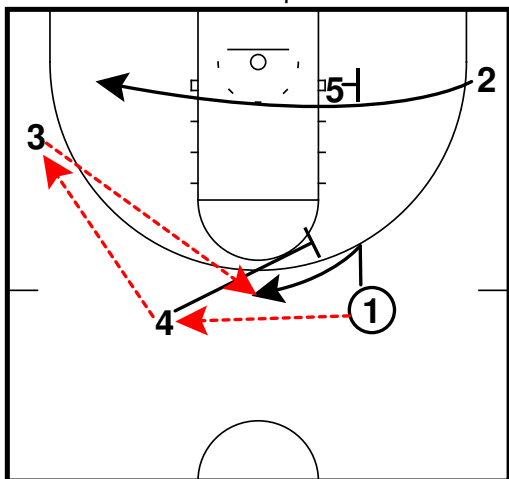
4 Pop Fist Slip



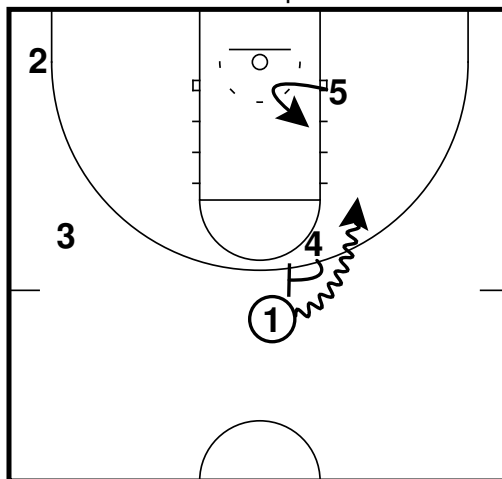
4 Pop Fist Slip



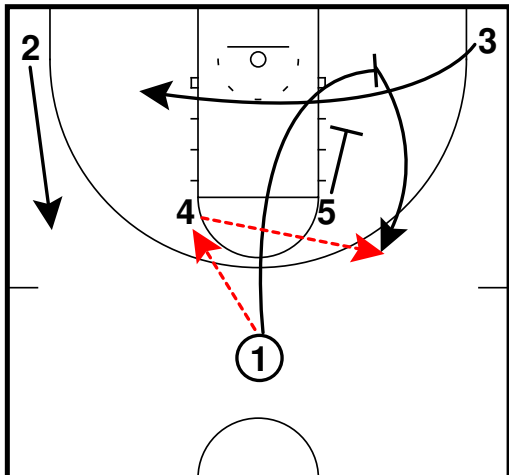
1 Pop



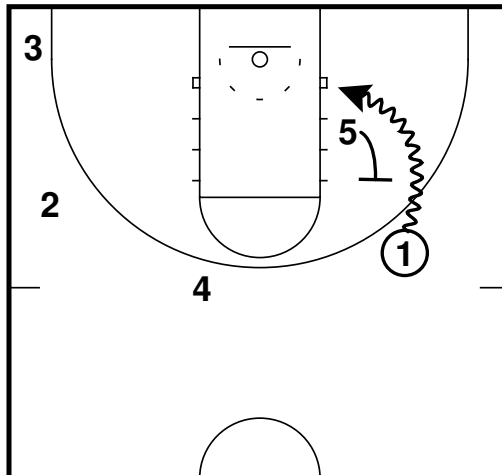
1 Pop



Elbow Weak



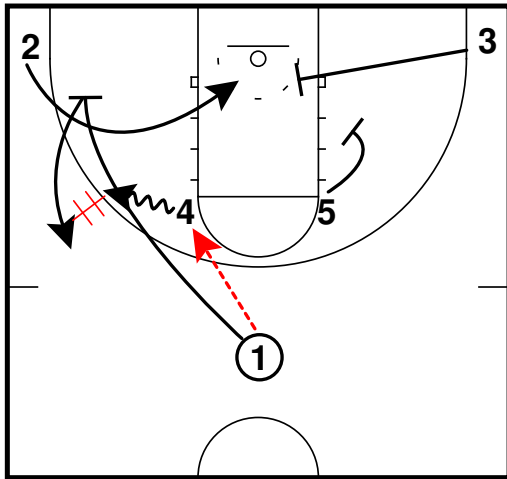
Elbow Weak



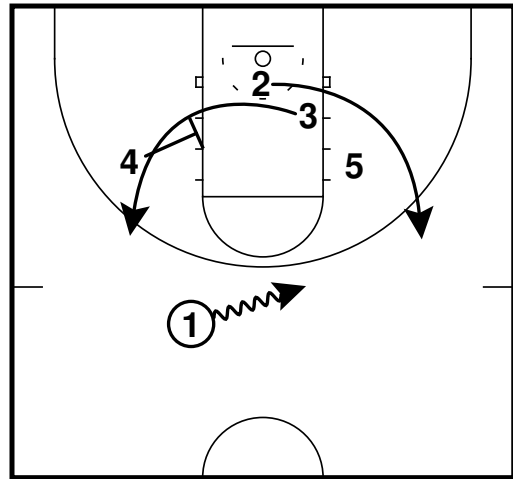
Option if 1 does not have shot

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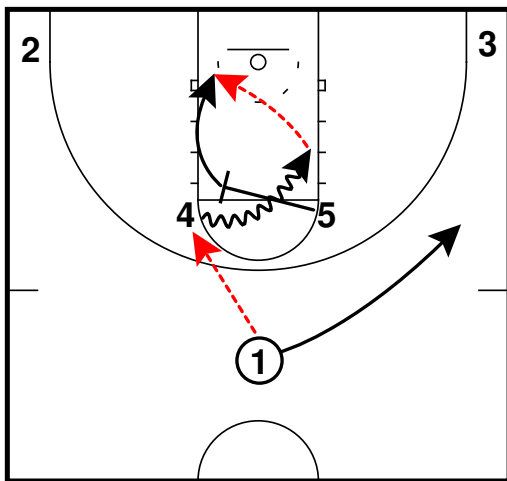
Elbow Strong



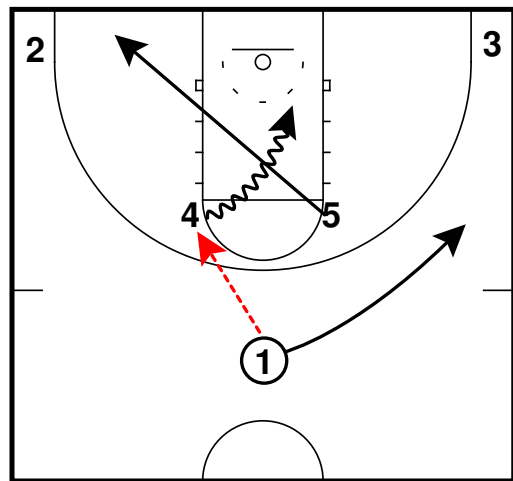
Elbow Strong



Elbow Get



Elbow Clear



If mismatch is with the 5 - 'X' the bigs to the elbows