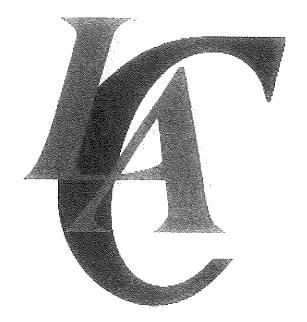


2013-14

OFFENSE



OFFENSIVE BREAKDOWNS



- REBOUND AND RUN
- ATTACK THE RIM
- CREATE EASY SHOTS FOR TEAMMATES
- SPACE THE FLOOR
- SET AND USE GOOD SCREENS
- EXECUTE TO THE END OF THE PLAY
- GOOD SHOT SELECTION
- ATTACK THE OFFENSIVE GLASS (REBOUND)



REBOUND AND RUN

ALL 5 PLAYERS REBOUND, LIMIT LEAK OUTS
OUTLET AS DEEP AS POSSIBLE
FIRST 3 STEPS ARE KEY
RUN HARD, RUN WIDE, RUN TO SMART SPACING
RUN CONSISTENTLY (RUN FOR 48 MINUTES)

ATTACK-THE RIM

WE WANT AN INSIDE OUT ATTACK

DEEP POST UPS AND SEALS RIGHT IN FRONT OF RIM

DRIVING HARD= LAYUPS AND FREE THROWS

HARD SHARP CUTS WILL CREATE EASY BASKETS

FINISH VS CONTACT (WE WANT 3 PT PLAYS)

CREATE EASY SHOTS

HIT THE OPEN MAN

MAKE THE EXTRA PASS

CREATE SHOTS FOR YOURSELF AND TEAMMATES

GET INTO THE PAINT (DRIVE AND KICK)

MAKE PLAYS OUT OF DOUBLE TEAMS AND TRAPS



SPRINT TO SPOTS QUICKLY
GIVE THE MAN WITH THE BALL ROOM TO OPERATE
BE READY TO REACT ON THE WEAKSIDE BUT MAINTAIN
SPACING

PERIMETERS WITH RANGE, SPOT UP BEHIND 3 PT LINE

EXECUTE ALL THE WAY

EXECUTE TO THE END OF EVERY OFFENSIVE POSSESSION SHARP PASSING (LIMIT OUR TURNOVERS).

MAKE SURE WE ARE RUNNING SHARP CUTS WITH GOOD TIMING.

SELAND USE SCREENS

SET SOLID SCREENS TO GET TEAMMATES OPEN
BE LEGAL, BE SET, DON'T MOVE
LOOK FOR BALL AFTER SCREENING (ROLL FOR EASY
BASKETS).

SET DEFENDER UP BUT WAIT FOR SCREEN

GOOD SHOT SELECTION

ATTACK THE BASKET EVERY OPPORTUNITY
SHOOT OPEN SHOTS WITH CONFIDENCE
KNOW WHAT'S A GOOD SHOT FOR YOU
BE READY TO ATTACK HARD CLOSE OUTS
KNOW THE SHOT CLOCK

ATTACK THE GLASS

PURSUE THE BALL EVERY TIME
TRY TO GET INSIDE THE DEFENSE
READ THE SHOT AND PLAY THE ANGLE
KEEP THE BALL ALIVE
2ND CHANCE PTS WIN GAMES



RULES FOR TRANSITION OFFENSE

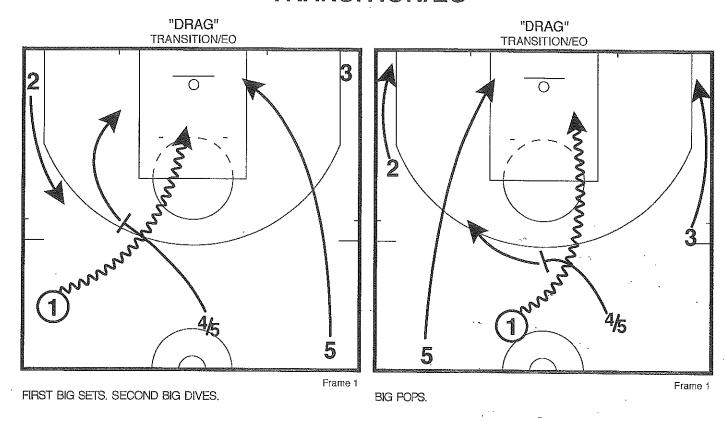
- ALWAYS RUN FOR LAY-UPS FIRST. EASIEST SHOT IN THE GAME.
- PERIMETERS MUST RUN TO DEEP CORNERS (WHEN WE DON'T HAVE AN ADVANTAGE IN NUMBERS ON THE BREAK). MUST BE ONE STEP OFF THE BASELINE AND SIDELINE.
- BIGS CAN RIM RUN (POST-UP IN THE LANE RIGHT IN THE CHARGE CIRCLE), IF YOU ARE AHEAD OF THE BALL.
- WE WANT OUR BIGS TO SEAL DEFENDERS FOR EASY BASKETS WHEN THE OPPORTUNITY IS THERE.
- IF YOU ARE NOT AHEAD OF THE BALL, WE WANT YOU TO MAINTAIN SPACING AND LEAVE THE LANE AREA OPEN.
- WE WANT THE POINT GUARD OR BALL HANDLER TO DECLARE A SIDE. WE WANT YOU ONE STEP OUTSIDE THE PRO LANE.
- IN MOST CASES, WE WANT THE FIRST BIG TO DRAG (SCREEN ON THE BALL)
 AND THE SECOND BIG TO GO TO THE WEAKSIDE AND POSITION YOURSELF
 JUST INSIDE THE 3-PT LINE AND IN LINE WITH THE PRO LANE.
- WE WILL TAKE ADVANTAGE OF ANY MISMATCHES AND PUNISH THEM IN THE POST. HOWEVER, WE WANT TO LEAVE THE LANE OPEN THE MAJORITY OF THE TIME FOR ROLLS AND CUTS.
- MOST IMPORTANT THINGS IN OUR TRANSITION OFFENSE WILL BE OUR CONSISTENT RUNNING AND OUR SPACING.
- WE CANNOT BE BALL STOPPERS! WE MUST MAKE QUICK DEICISIONS AND CREATE BALL MOVEMENT.

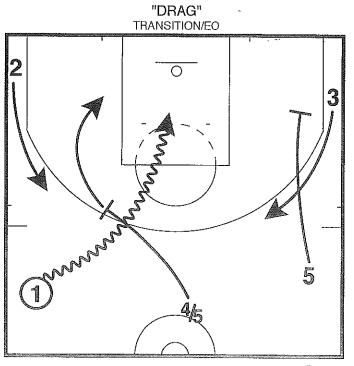


KEYS TO OUR OFFENSIVE SUCCESS

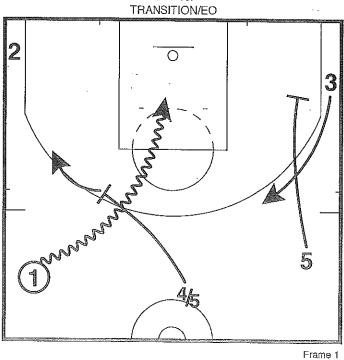
- ▶ WE MUST BE THE BEST CONDITIONED TEAM IN THE LEAGUE
- ▶ WE MUST BE THE BEST SCREENING TEAM IN THE LEAGUE
- ▶ WE MUST BE THE BEST AT USING SCREENS IN THE LEAGUE
- ▶ WE MUST BE THE MOST UNSELFISH TEAM IN THE LEAGUE
- ▶ WE MUST BE THE HARDEST CUTTING TEAM IN THE LEAGUE
- WE MUST ALL HAVE A "WE" AND NOT "ME" MENTALITY
- THE MOST IMPORTANT THING FOR OUR SUCCESS OFFENSIVELY IS WE MUST BE THE TOUGHEST TEAM IN THE LEAGUE BOTH PHYSICALLY AND MENTALLY.

DRAGS





FIRST BIG SETS. SECOND BIG GOES OPPOSITE FOR QUICK ACTION.



"DRAG"

BIG POPS.

TRANSITION/EO

TRANSITION/EO

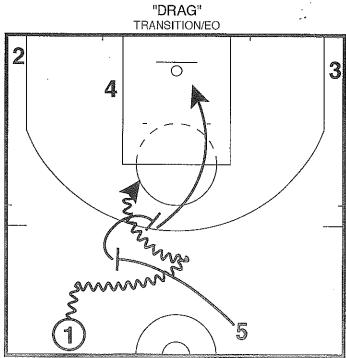
3

"DRAG"

FIRST BIG RIM RUNS.

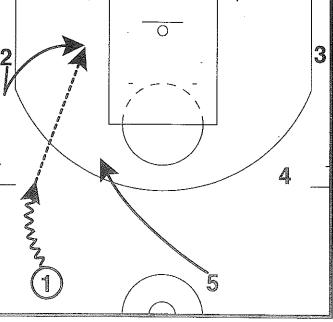
VS. TEAMS THAT "SHOW" WE WILL SLIP.

"DRIBBLE DRAG BACKDOOR"
TRANSITION/EO



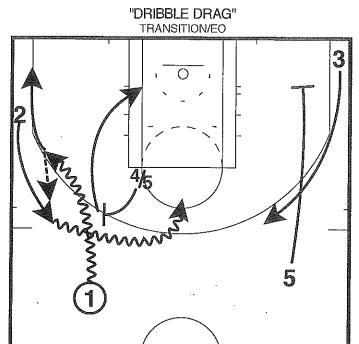
Frame 1

Frame 1



Frame 1

Frame 1



"DRIBBLE DRAG"
TRANSITION/EO

5

DHO INTO DRAG ACTION.

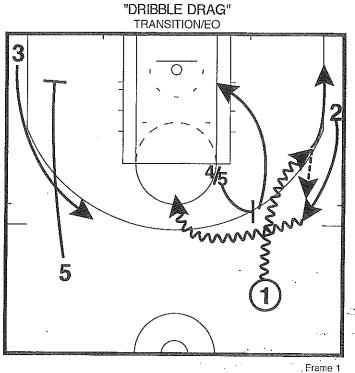
AFTER BIG ROLLS, 1 IS IN BACK ACTION.

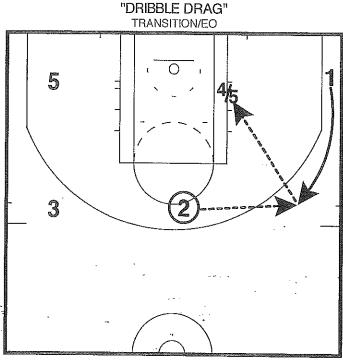
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TRANSITION/EO TRANSITION/EO TRANSITION/EO

Frame 1

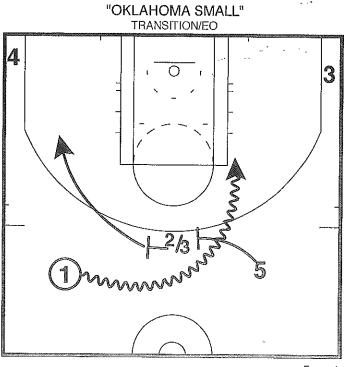
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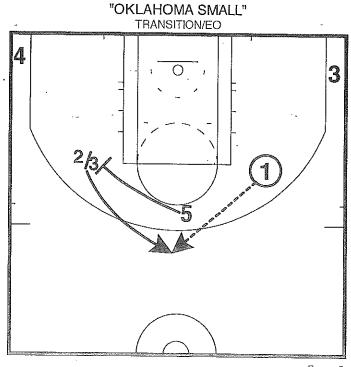




DHO INTO DRAG ACTION.

AFTER BIG ROLLS, 1 IS IN BACK ACTION.



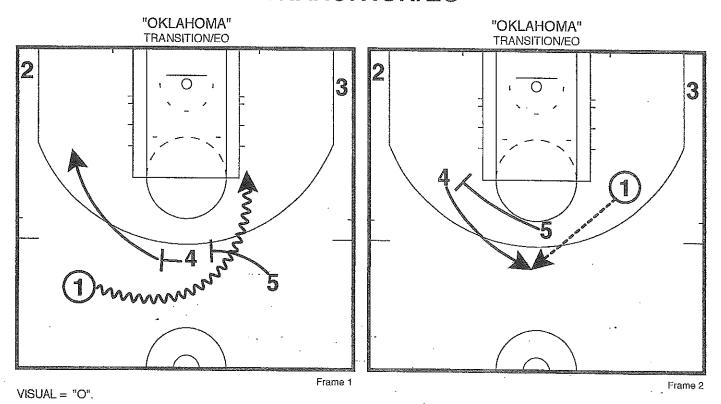


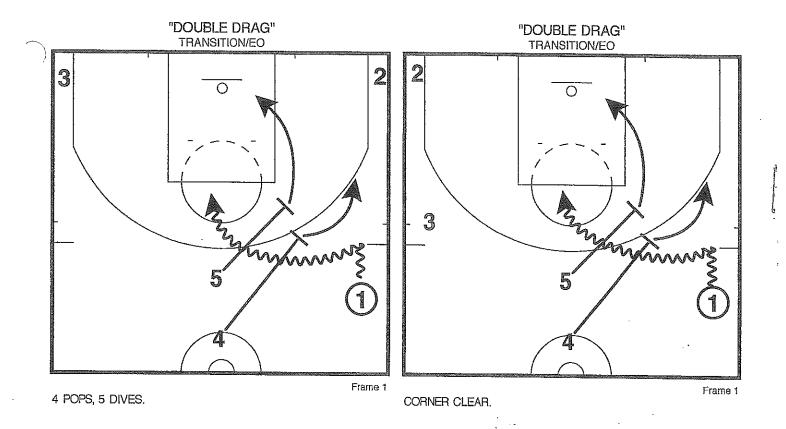
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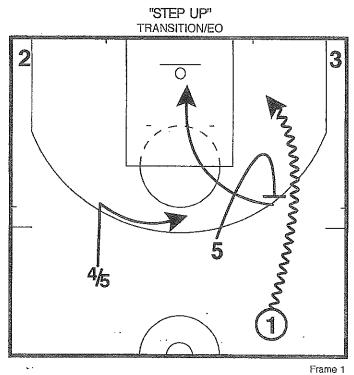
Frame 2

Frame 2

OPTION.



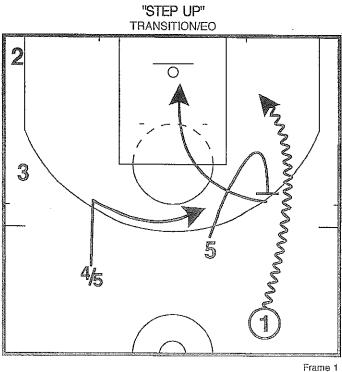




CORNER FILLED, 5 ROLLS.

CORNER FILLED, 4 POPS.

Frame 1

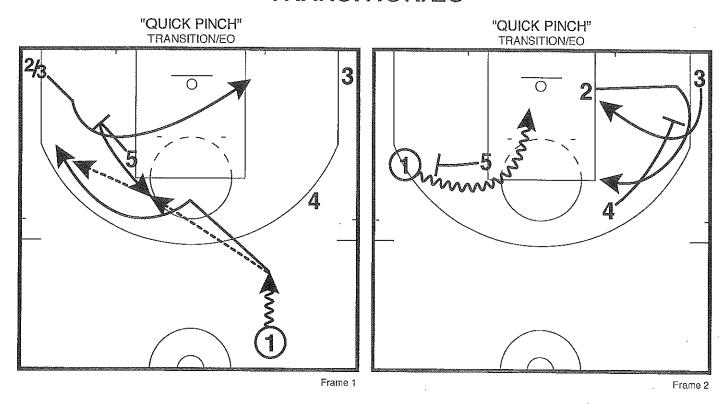


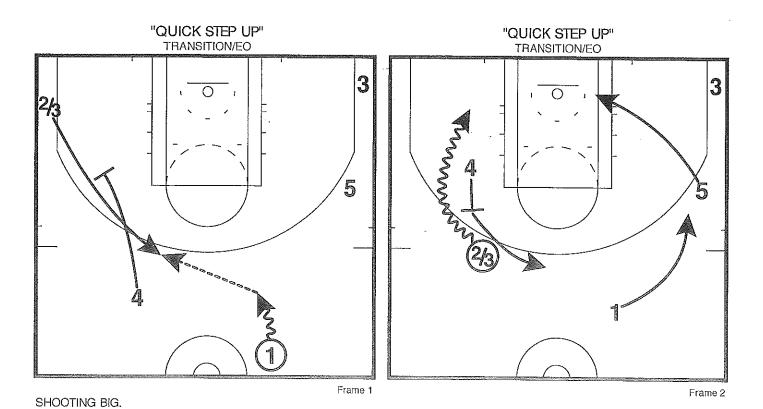
CORNER CLEAR, 5 ROLLS.

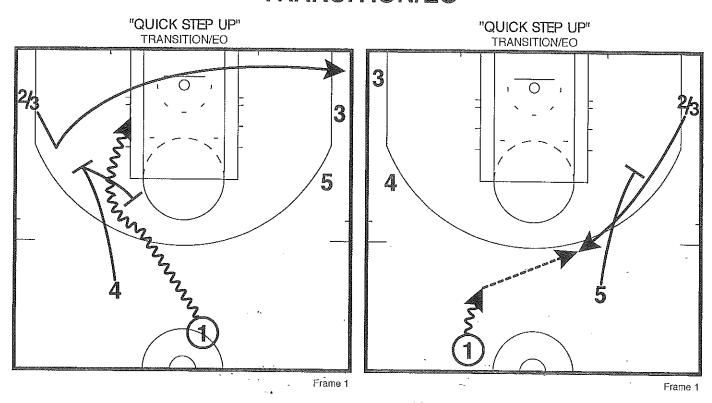
CORNER CLEAR, 4 POPS.

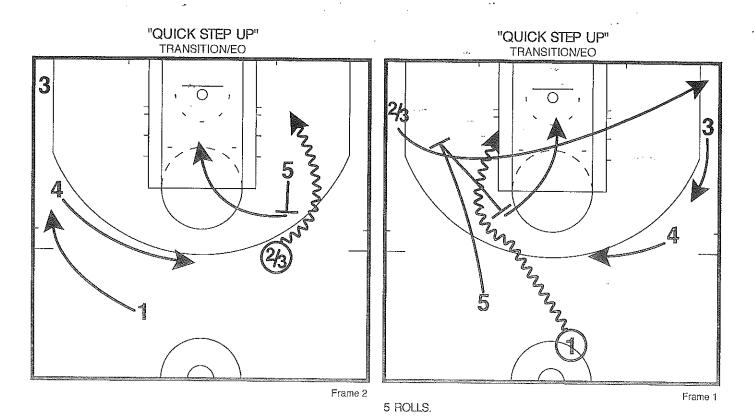
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QUICKS



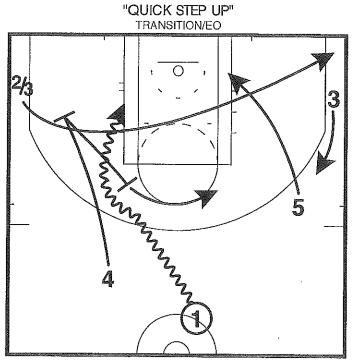


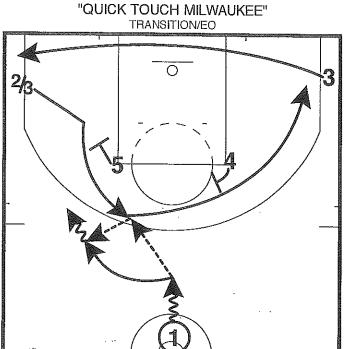




LA Clippers

TRANSITION/EO



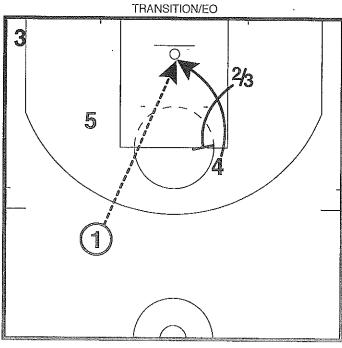


4 POPS.

Frame 1

Frame 1

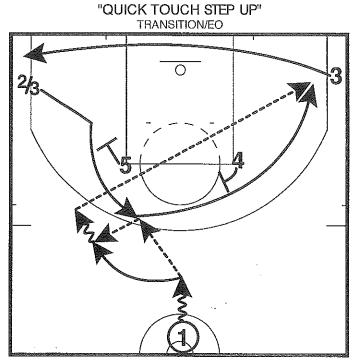
"QUICK TOUCH MILWAUKEE"

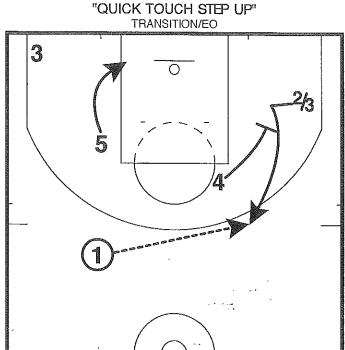


Frame 2

LA Clippers

TRANSITION/EO

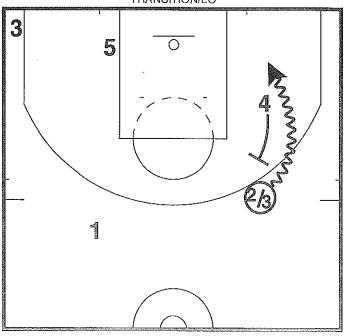




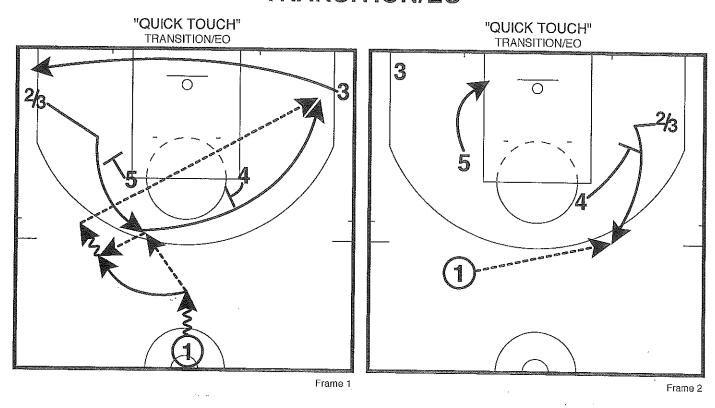
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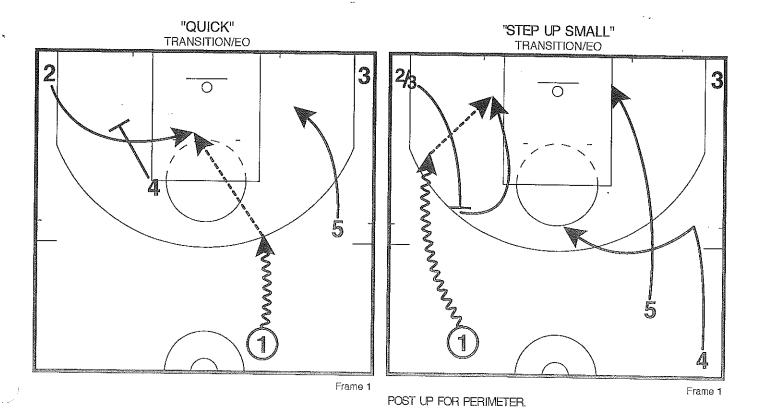
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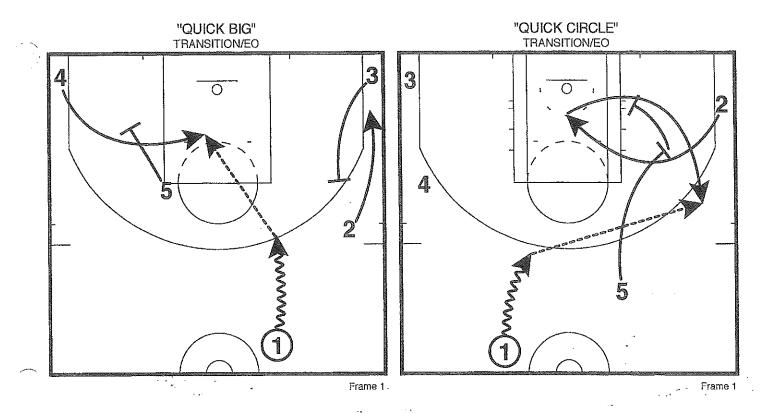
"QUICK TOUCH STEP UP" TRANSITION/EO

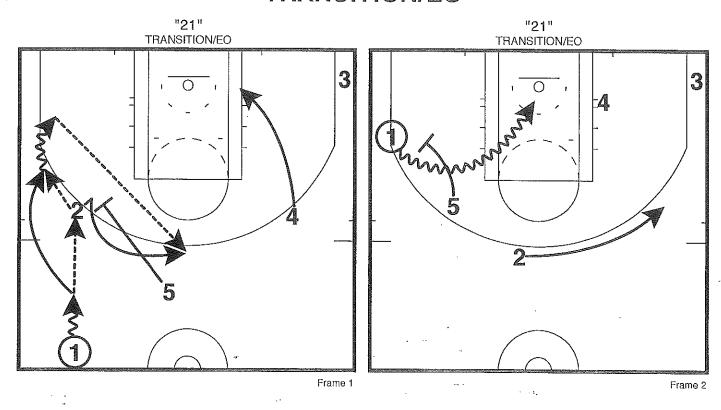


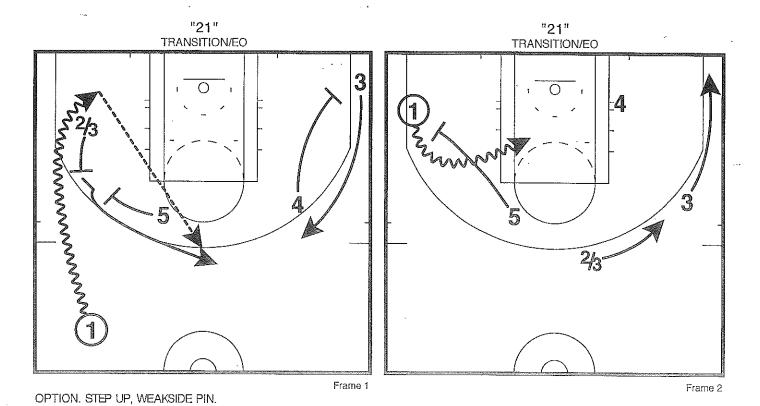
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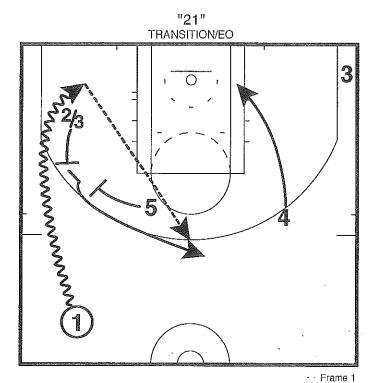












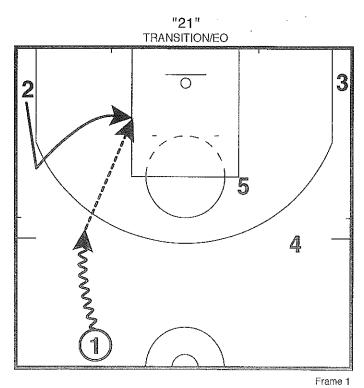
TRANSITION/EO

TRANSITION/EO

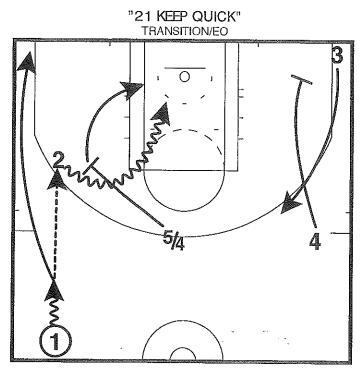
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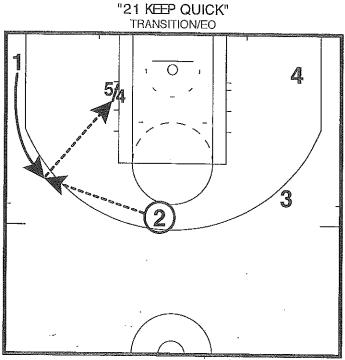
OPTION. STEP UP, WEAKSIDE DIVE.

Frame 2



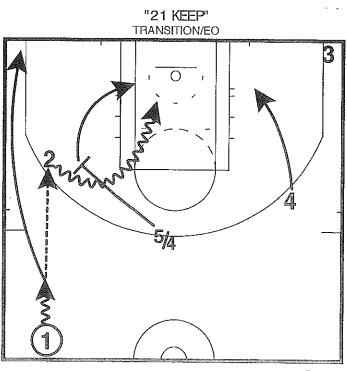
BACKDOOR.

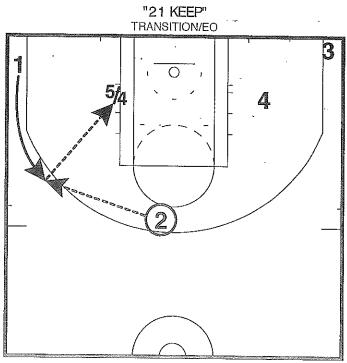




Frame 1

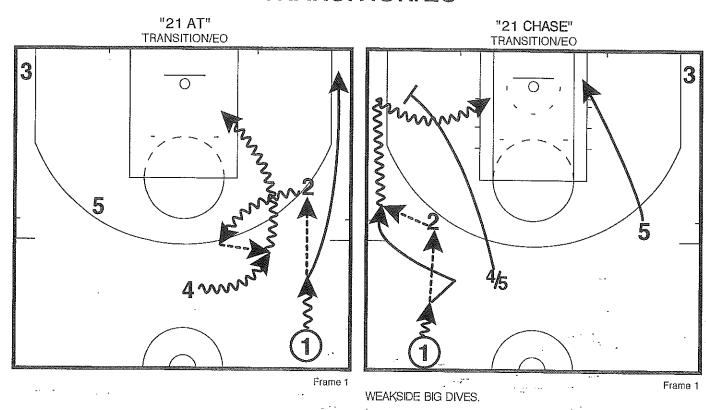
Frame 2





Frame 1

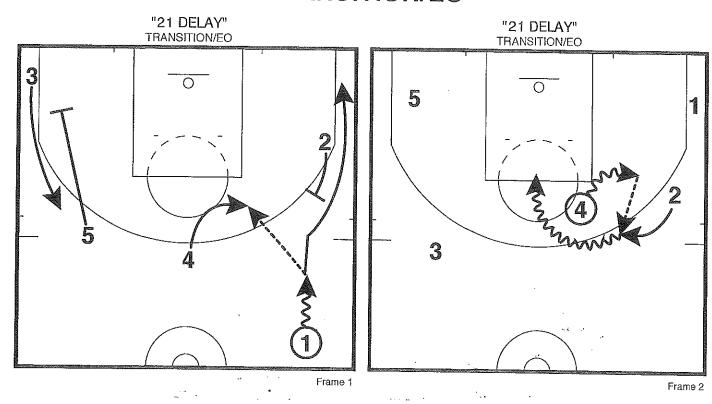
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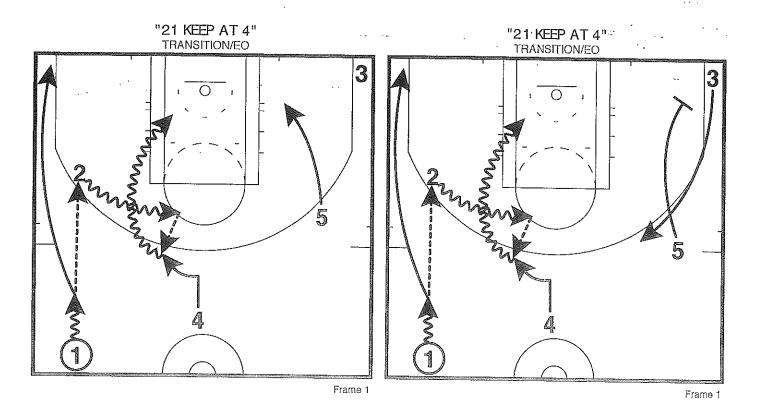


Frame 1

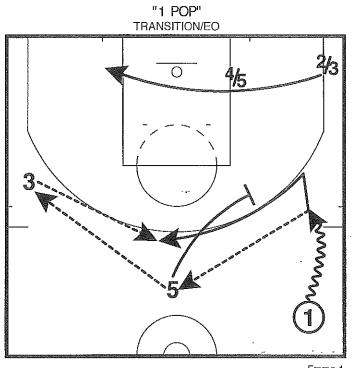
"21 CHASE"
TRANSITION/EO

WEAKSIDE BIG SETS DELAYED QUICK ACTION.





ROLL



TRANSITION/EO

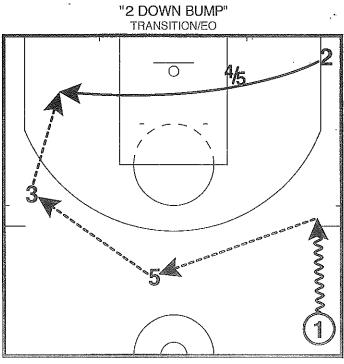
TRANSITION/EO

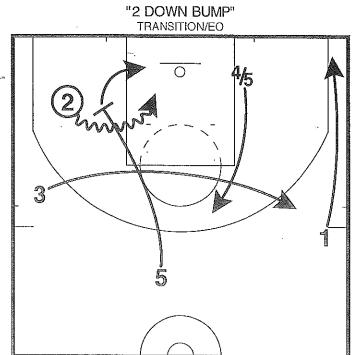
TRANSITION/EO

Frame .1-

ALSO CALL "1 POP FIST".

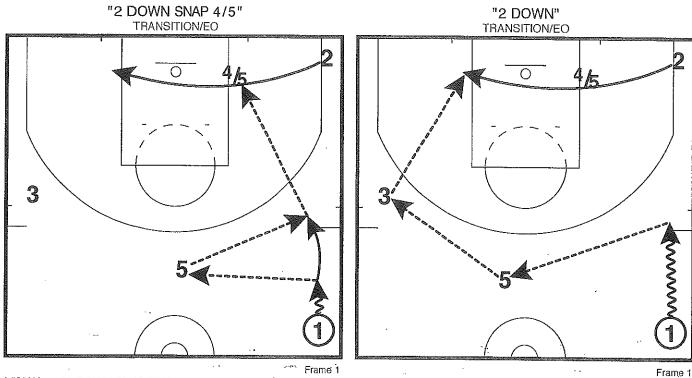
Frame 2



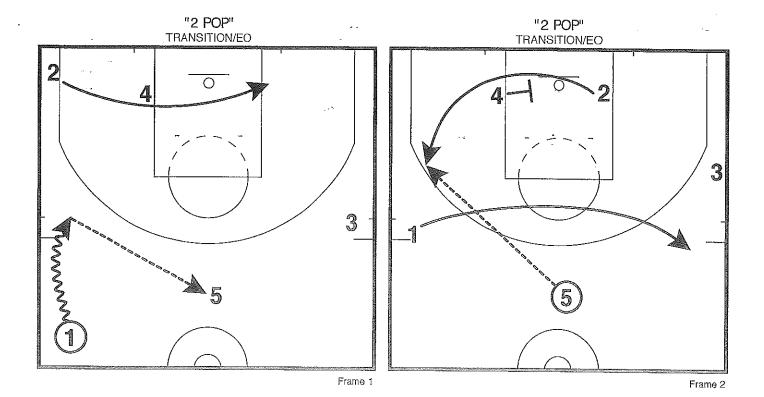


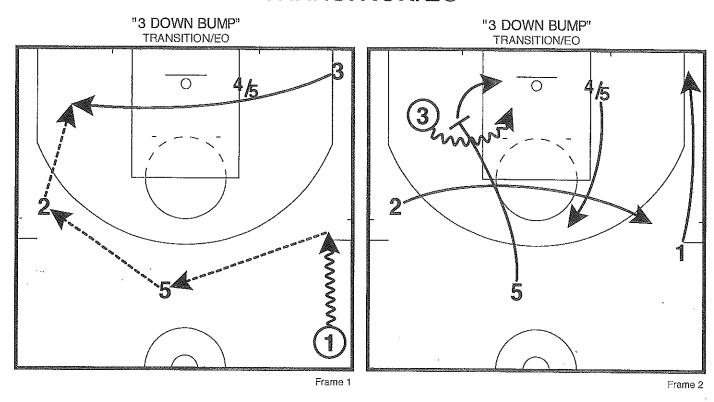
Frame 1

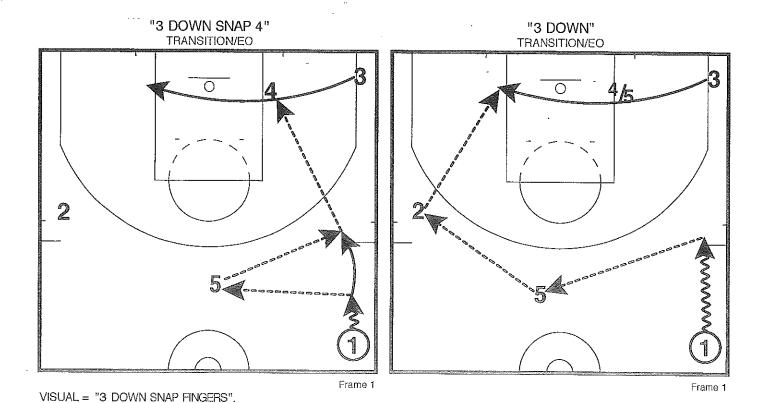
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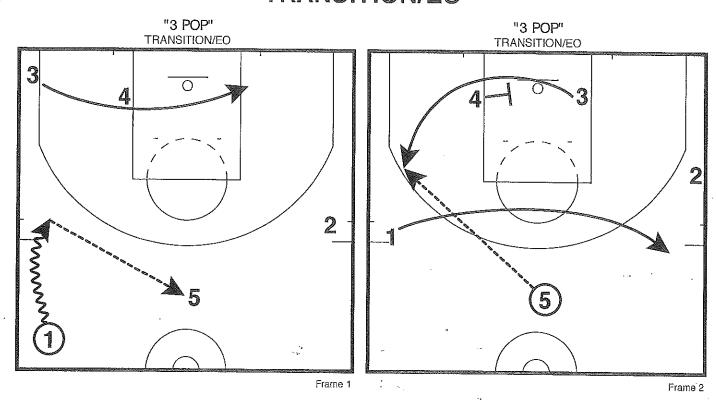


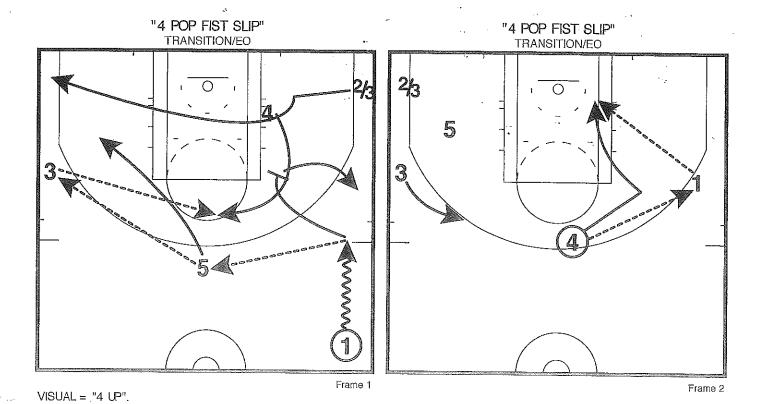
VISUAL = "2 DOWN SNAP FINGERS".





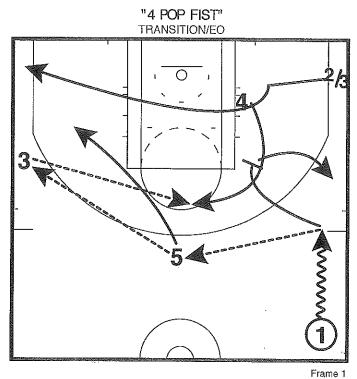


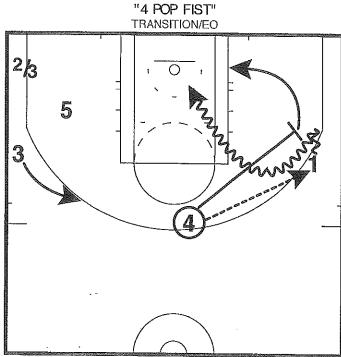




· Frame 2

LA Clippers TRANSITION/EO





VISUAL = "4 UP".

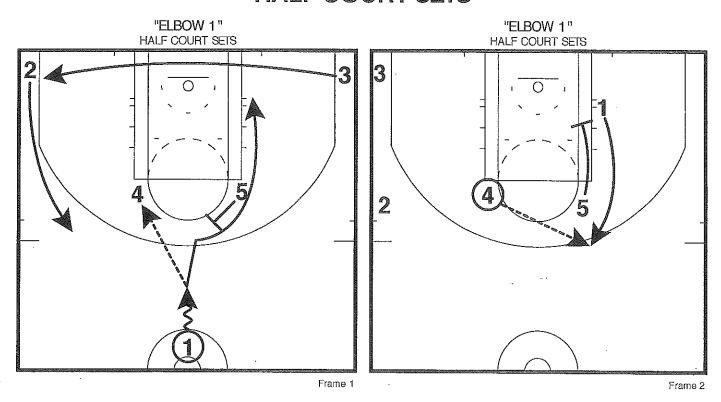
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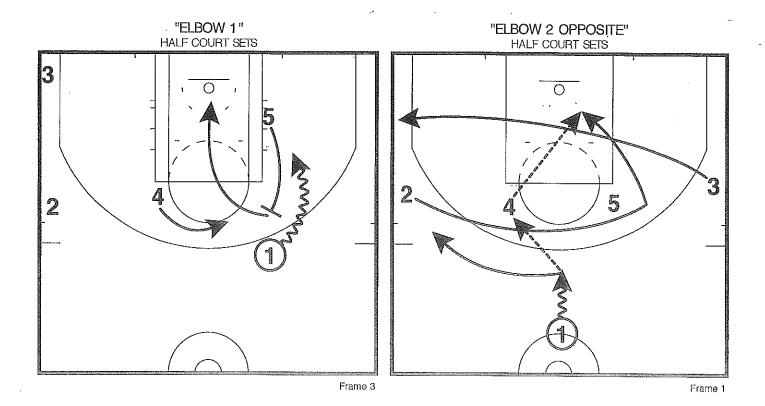
TRANSITION/EO

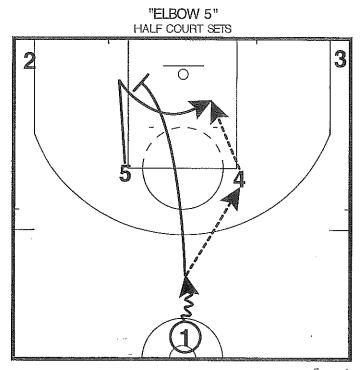
Frame 1

VISUAL = "4 UP".

ELBOW







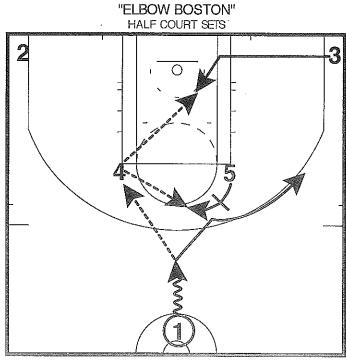
"ELBOW 5"
HALF COURT SETS

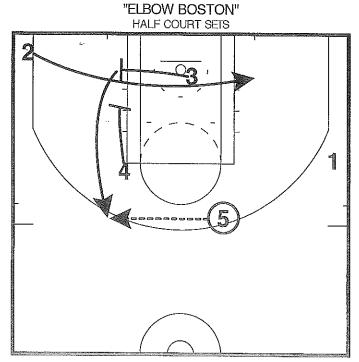
3

Frame 1

VISUAL = "HORNS OUT".

Frame 1

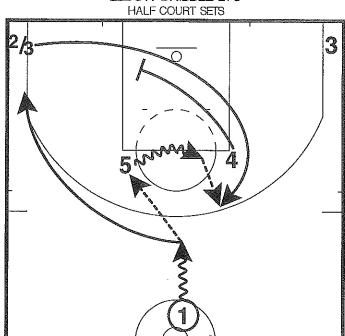




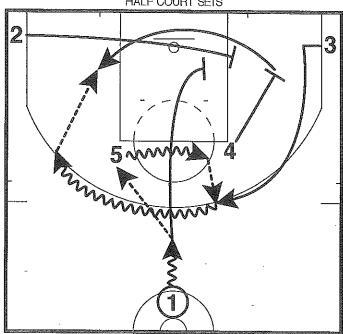
Frame 1

Frame 2

"ELBOW DRIBBLE 2/3"



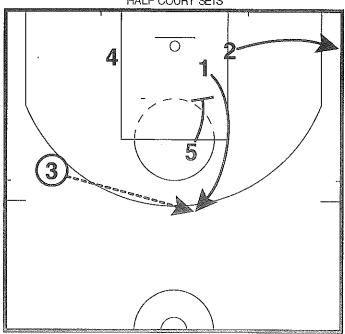
"ELBOW DRIBBLE 4" HALF COURT SETS



Frame 1

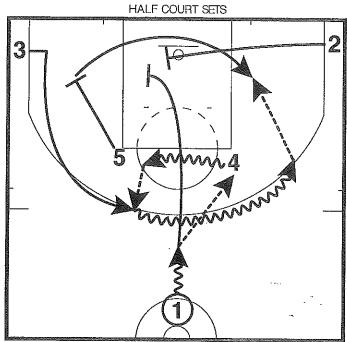
Frame 1

"ELBOW DRIBBLE 4" HALF COURT SETS

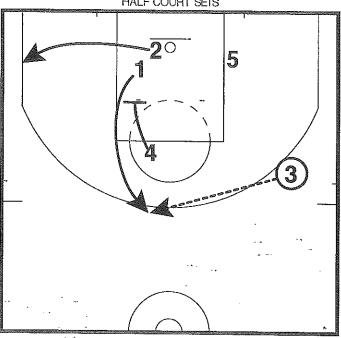


Frame 2

"ELBOW DRIBBLE 5"



"ELBOW DRIBBLE 5" HALF COURT SETS



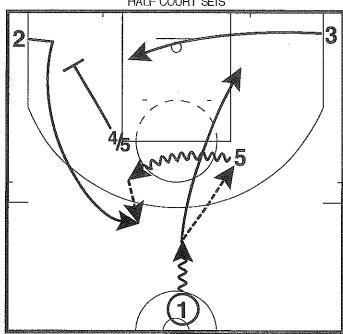
Frame 2

"ELBOW GET" HALF COURT SETS 2

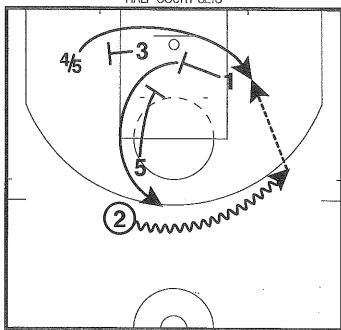
Frame 1

.. Frame, 1

"ELBOW PUNCH 4/5" HALF COURT' SETS



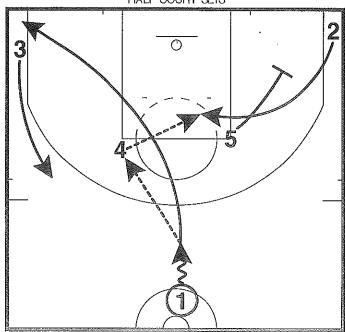
"ELBOW PUNCH 4/5" HALF COURT SETS



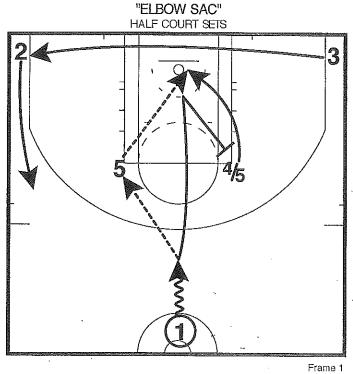
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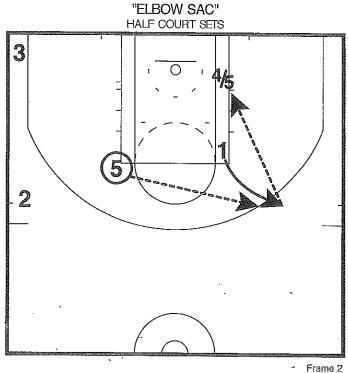
Frame 2

"ELBOW QUICK" HALF COURT SETS

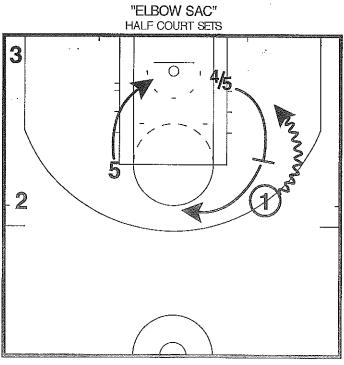


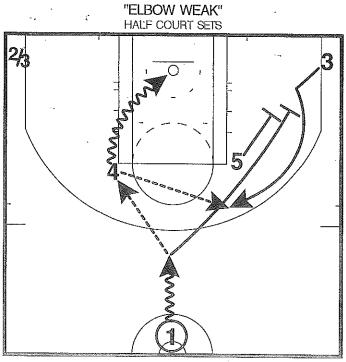
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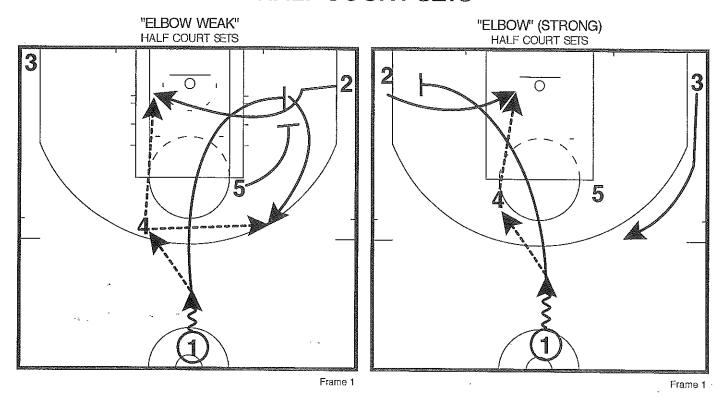
OPTION. CLEAR SIDE.





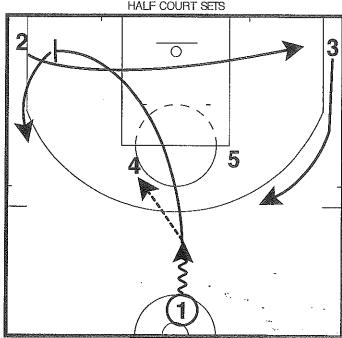
Frame 3

Frame 1

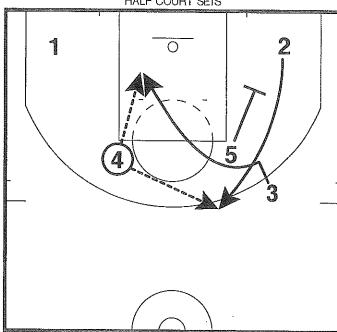


"ELBOW" (STRONG) HALF COURT SETS ALF COURT SETS Prame 1 Frame 1

"ELBOW" (STRONG) HALF COURT SETS



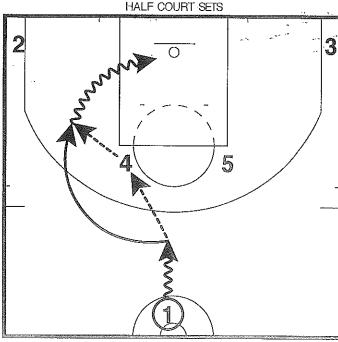
"ELBOW" (STRONG) HALF COURT SETS



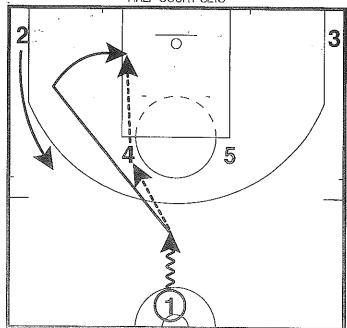
Frame 1 -

Frame 2

"ELBOW" (STRONG) HALF COURT SETS



"ELBOW" (STRONG) HALF COURT SETS



Frame 1

1 FAKES SCREEN, SLIPS.

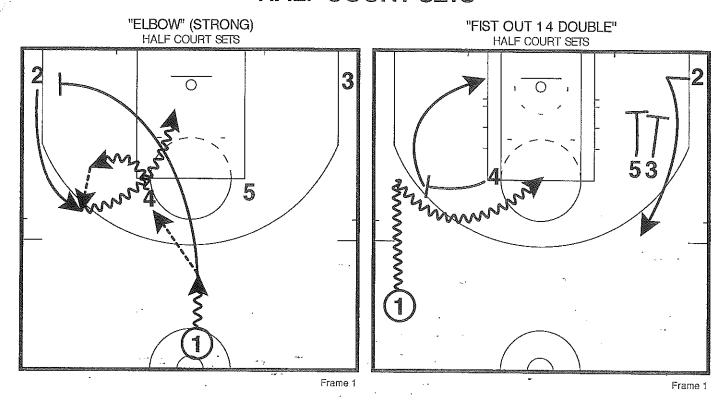
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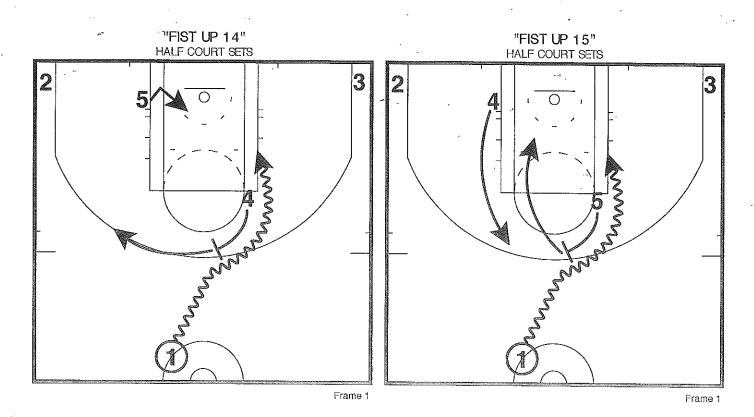
HANDBACK TO 1.

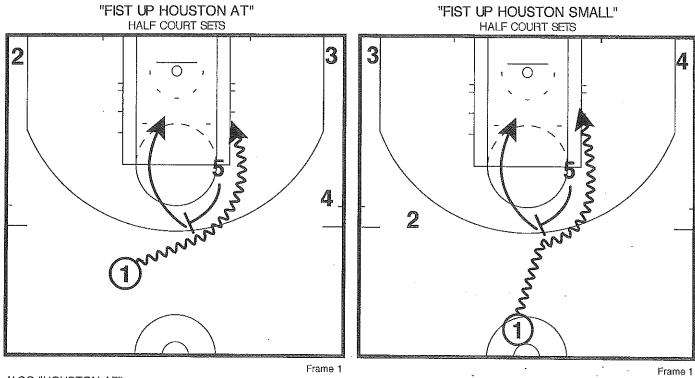
FIST-UP

LA Clippers

HALF COURT SETS

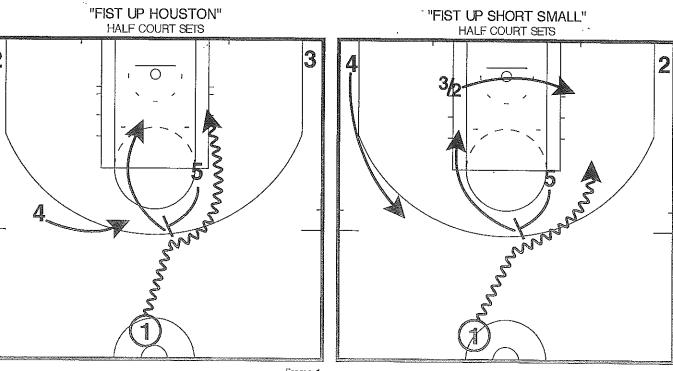






ALSO "HOUSTON AT".

ALSO CALL "HOUSTON SMALL".

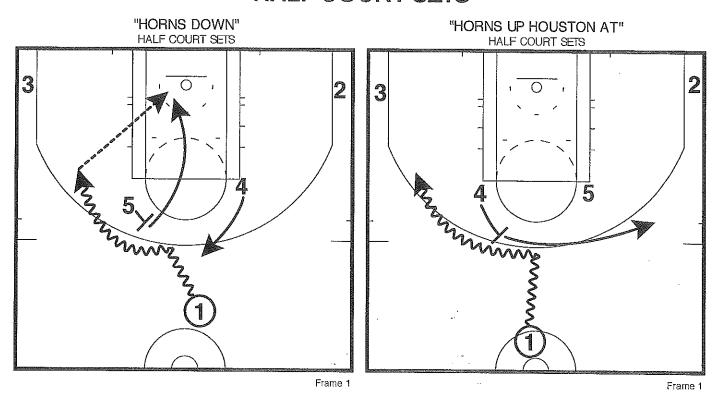


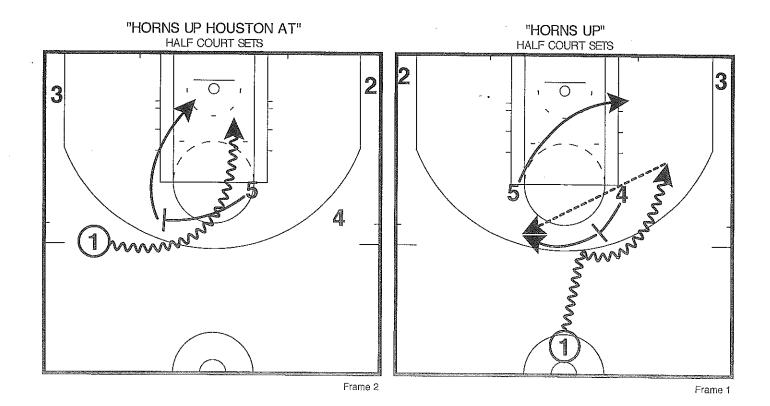
ALSO CALL "HOUSTON".

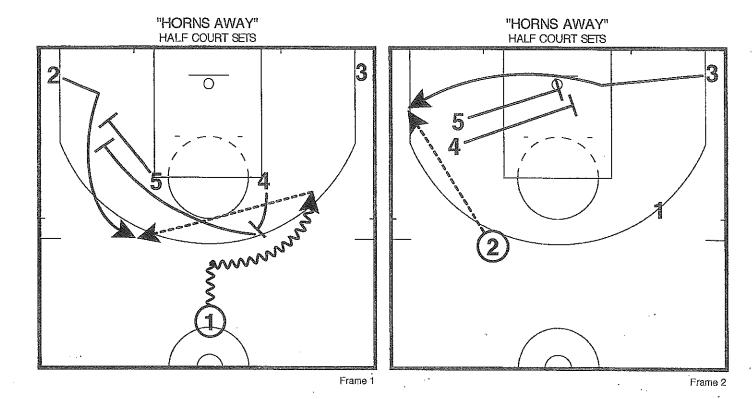
Frame 1

Frame 1

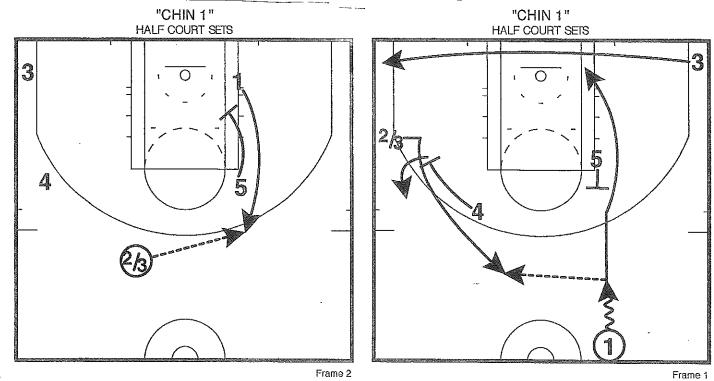
HORNS

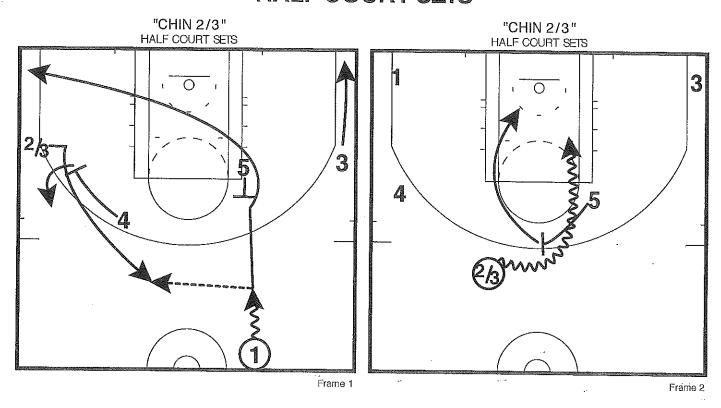


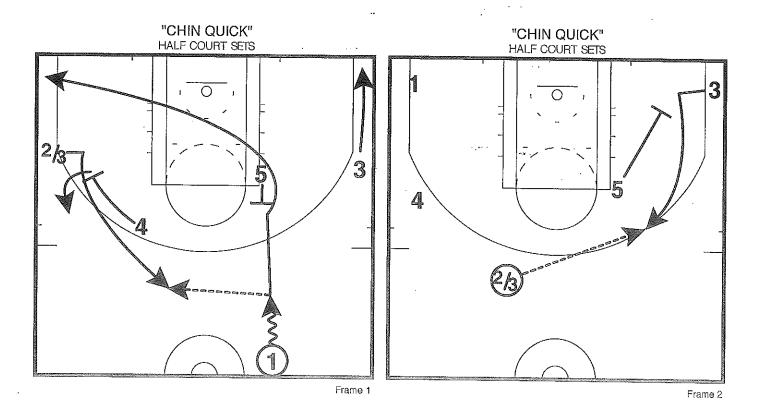


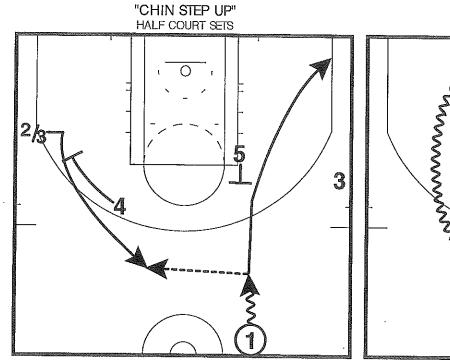


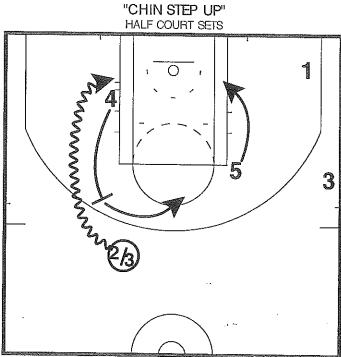
CHIN







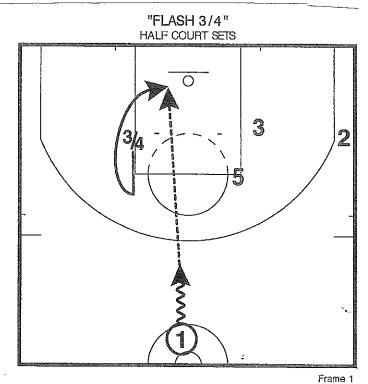




Frame 1

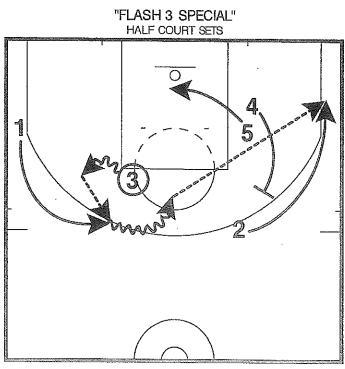
Frame 2

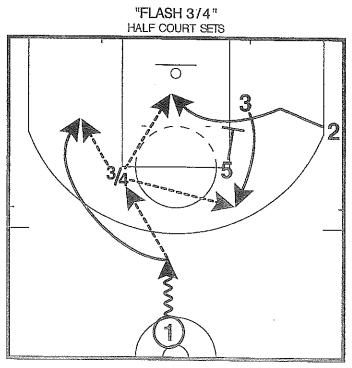
FLASH



"FLASH 3 SPECIAL" HALF COURT SETS

OPTION. SPIN OUT LOB.





Frame 2

Frame 1

Frame 1

ZIPPER

Frame 2

LA Clippers HALF COURT SETS

Frame 1

"ZIPPER HIGH"
HALF COURT SETS

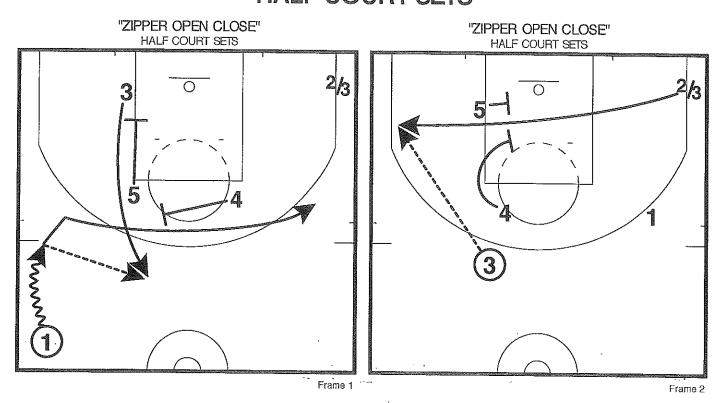
ALF COURT SETS

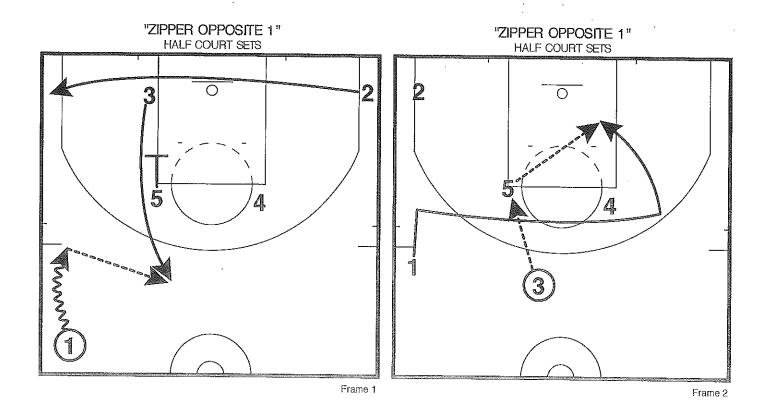
ALF COURT SETS

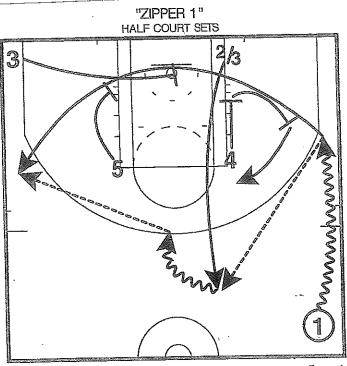
Frame 1

Frame 1

Frame 1

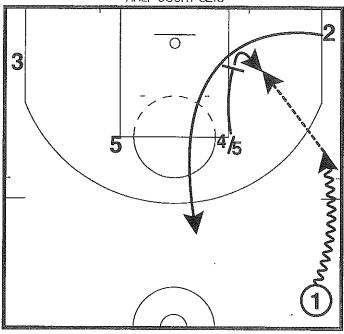






Frame 1

"ZIPPER PUNCH" HALF COURT SETS

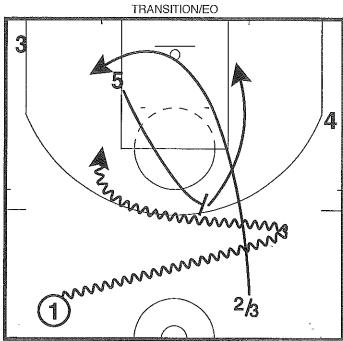


Frame 1,

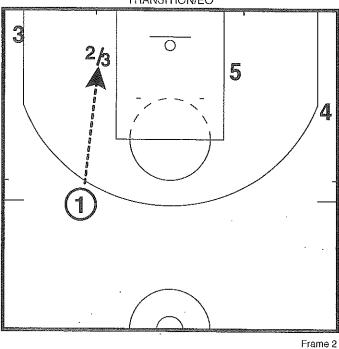
DIVE

LA Clippers TRANSITION/EO

"DIVE FIST UP SHORT SMALL"

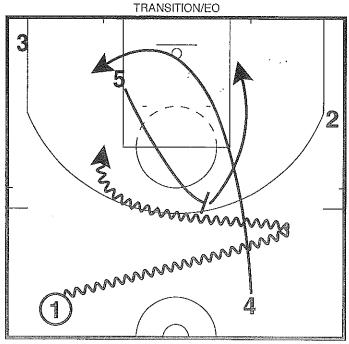


"DIVE FIST UP SHORT SMALL" TRANSITION/EO

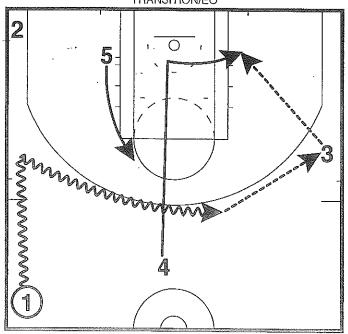


VISUAL = "TUG SHORTS".

"DIVE FIST UP SHORT"



"DIVE PUNCH 4" TRANSITION/EO

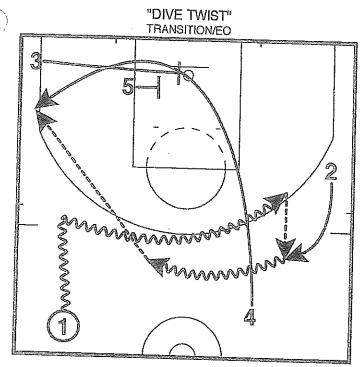


Frame 1

Främe 1

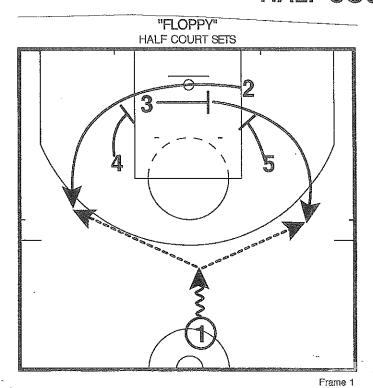
Frame 1

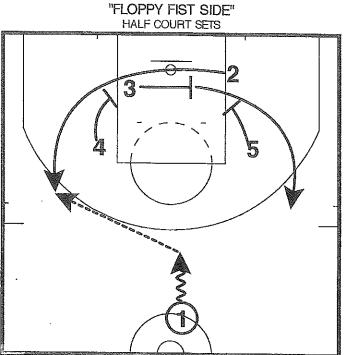
VISUAL = "TUG SHORTS".



Frame 1

FLOPPY



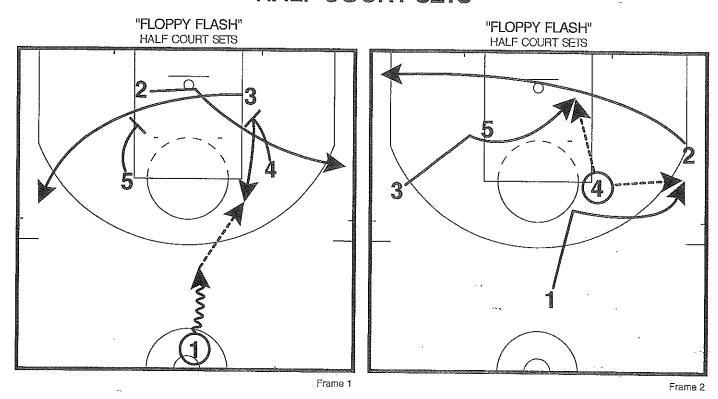


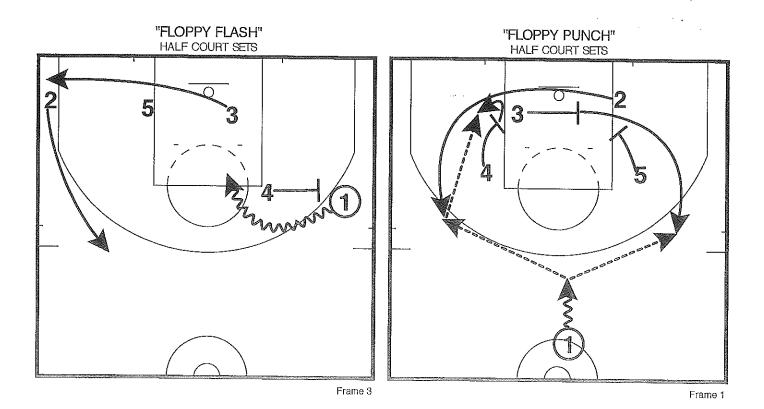
Frame 1

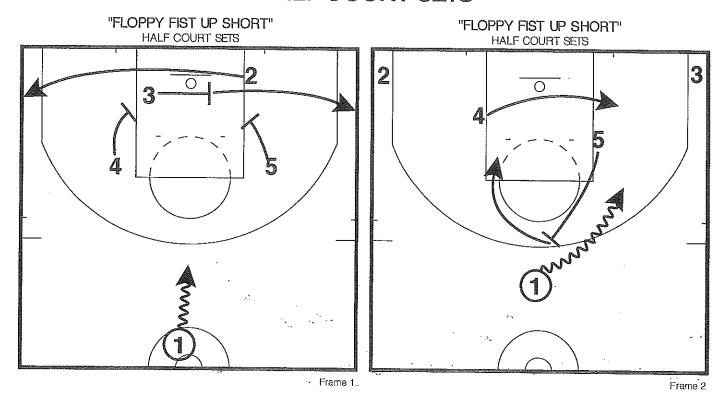
HALF COURT SETS

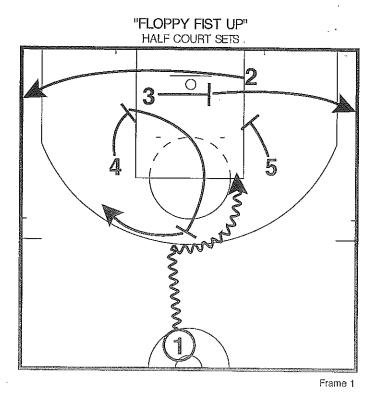
"FLOPPY FIST SIDE"

Frame 2

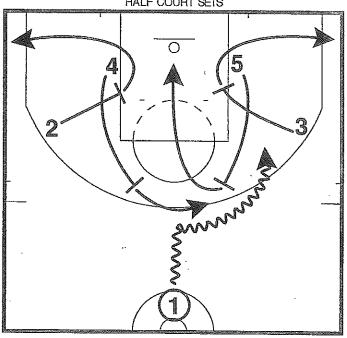






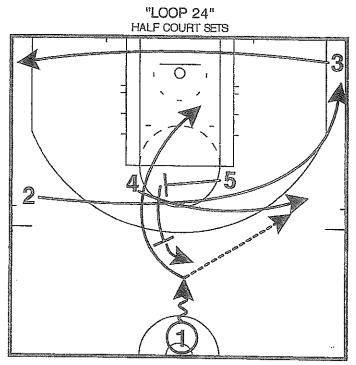


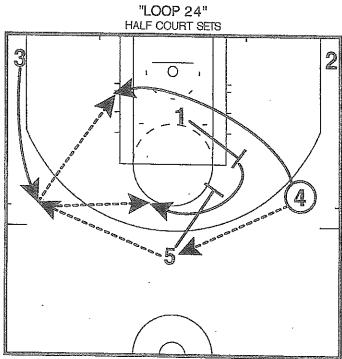
"FLOPPY SMALL" HALF COURT SETS



Frame 1

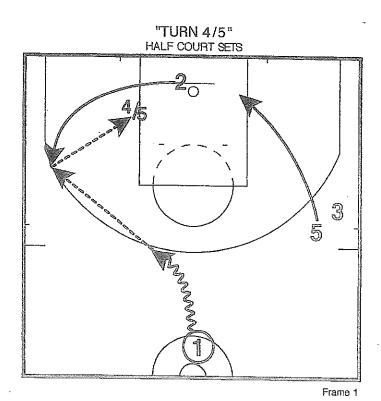
SET PLAYS

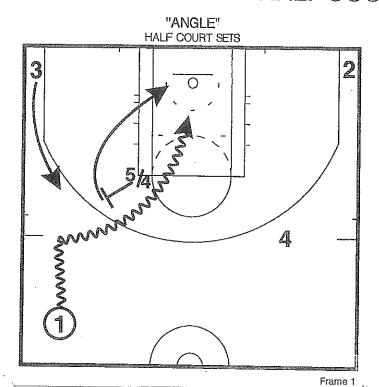


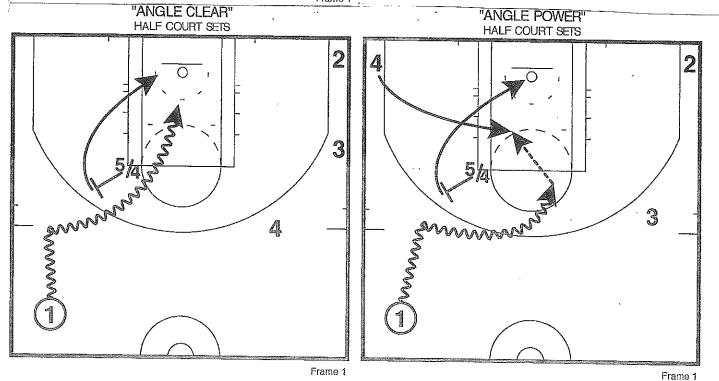


Frame 1

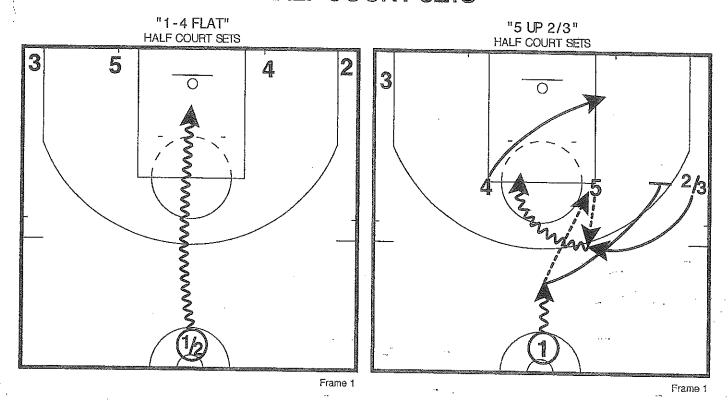
Frame 2







LA Clippers HALF COURT SETS

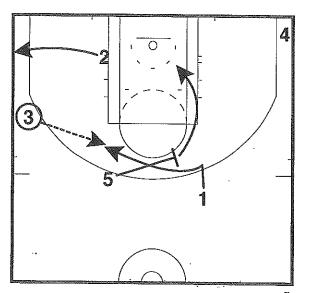


S.O.B.

"1 POP" SOB

3

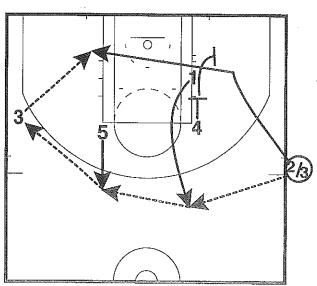
"1 POP" SOB



Frame 1

Frame 2

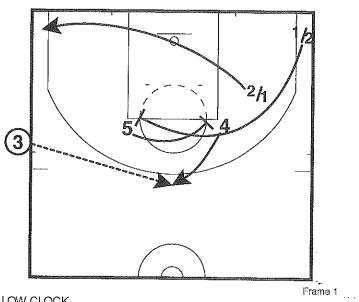
"2/3 DOWN" SOB

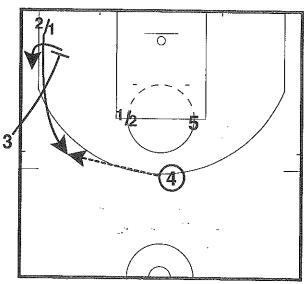


Frame 1

"CIRCLE" SOB

"CIRCLE" SOB



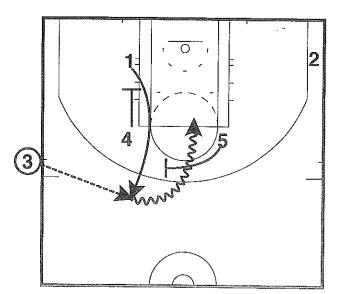


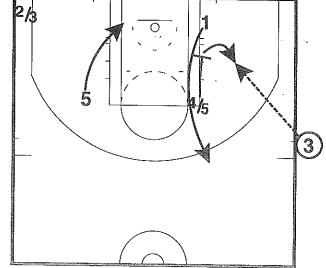
LOW CLOCK.

Frame 2

"FIST UP" SOB

"PUNCH" SOB

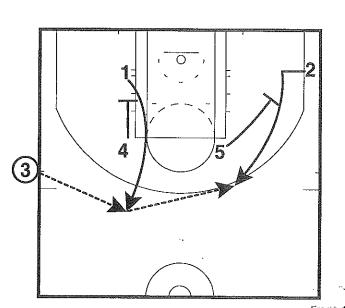




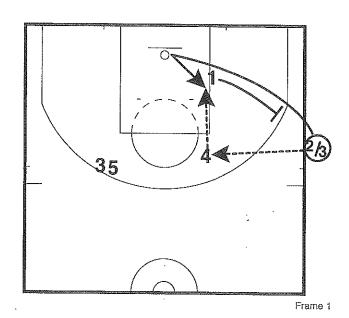
ALSO "ZIP FIST".

Frame 1

"QUICK" SOB

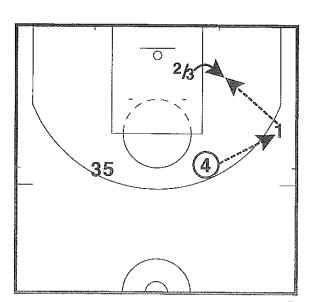


"REVERSE" SOB

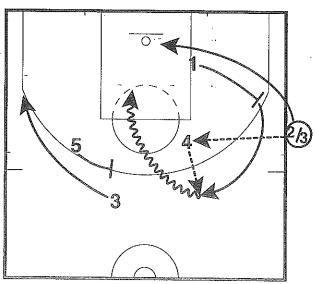


Frame 1

"REVERSE" SOB

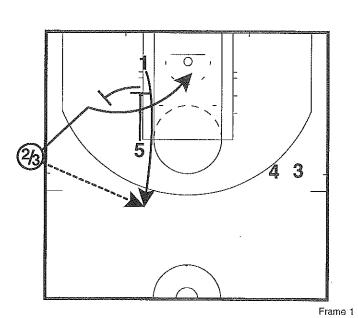


"REVERSE" SOB

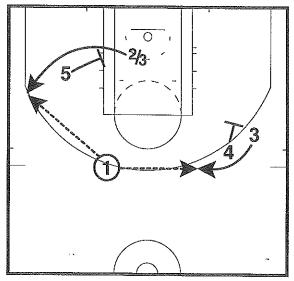


Frame 2

"SLICE" SOB

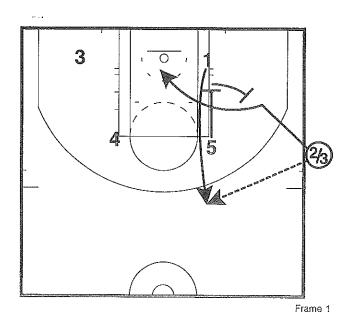


"SLICE" SOB

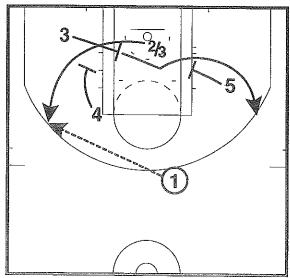


Frame 2

"SLICE" SOB



"SLICE" SOB

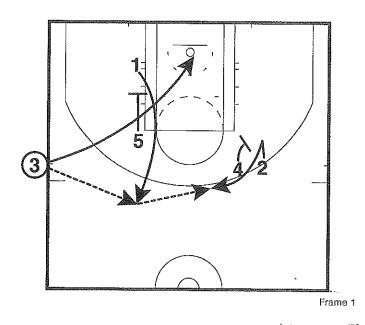


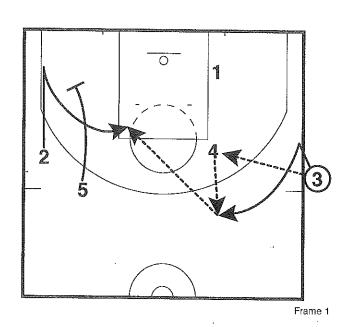
Frame 2

OPTION. SINGLE DOUBLE ACTION.

"SLICE QUICK" SOB

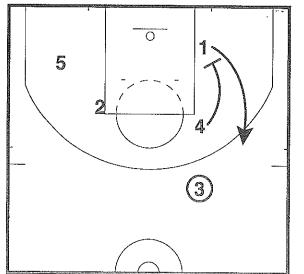
"SLICE SPECIAL" SOB



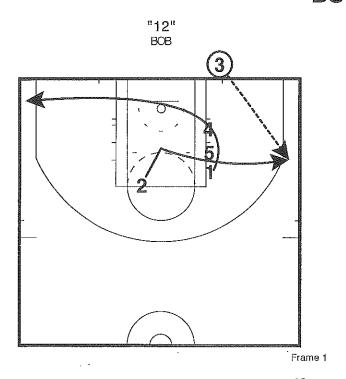


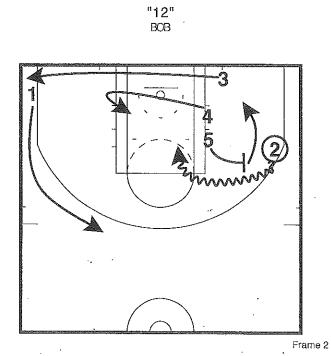
"SLICE SPECIAL"

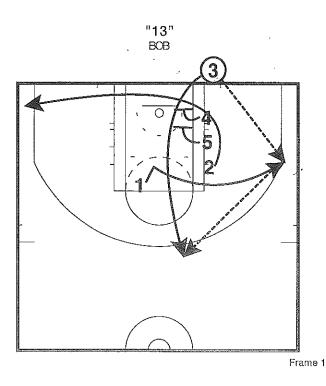
SOB

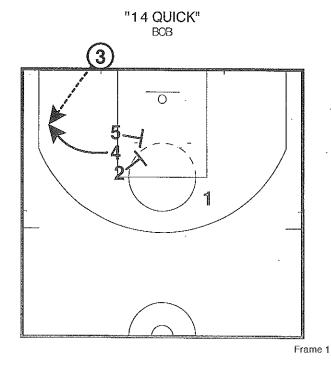


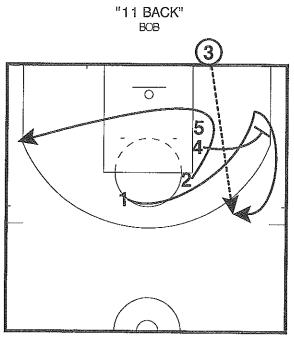
B.O.B.

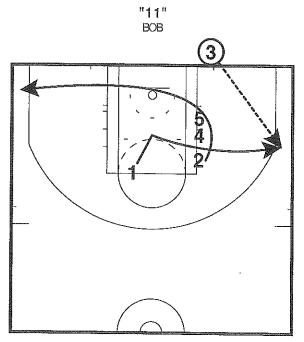




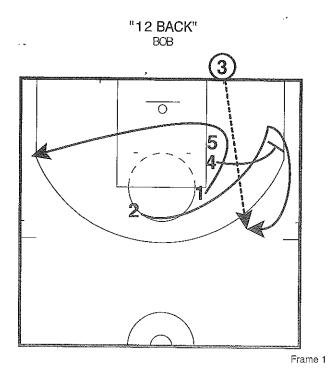








Frame 1

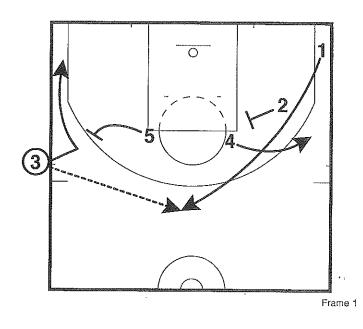


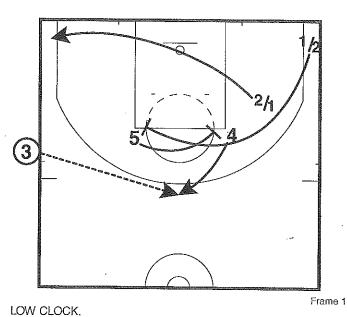
CRITICALS

LA Clippers CRUNCH

"CIRCLE C" CRUNCH

"CIRCLE" CRUNCH

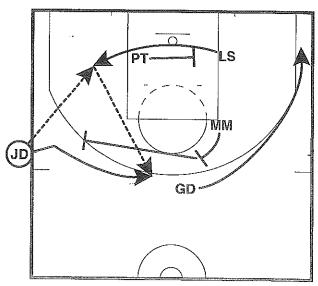




"CIRCLE" CRUNCH

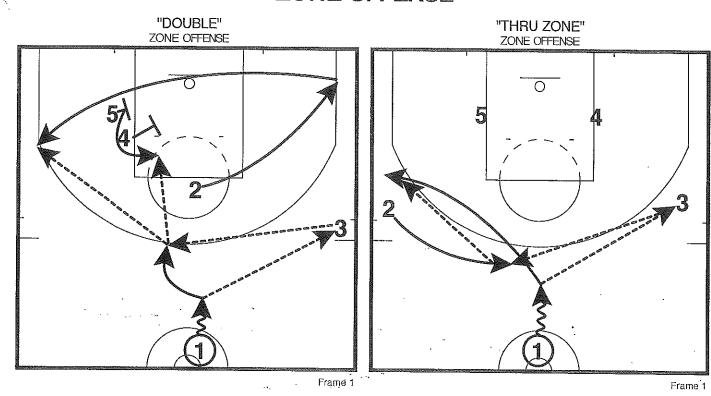
3

ATO SOB - CRUNCH CRUNCH



Frame 2

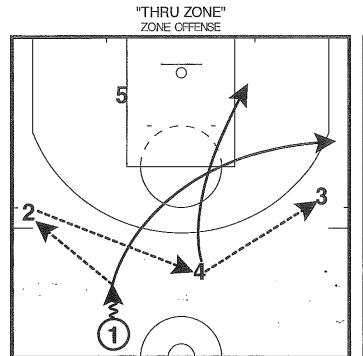
LA Clippers ZONE OFFENSE

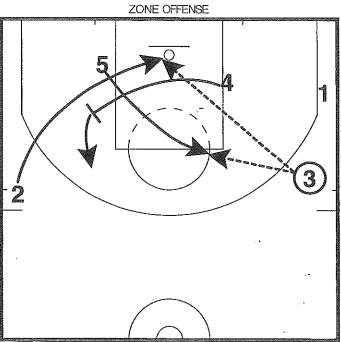


THRU ZONE"
ZONE OFFENSE

Trame 2

LA Clippers ZONE OFFENSE





"THRU ZONE"

Frame 1