

# UNLV - BUNNING GAME

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- BELIEVE IN PRESSURE DEFENSE AND PRESSURE OFFENSE
- PUT PRESSURE ON THE OTHER TEAM TO GET BACK
- DON'T GIVE THEIR DEFENSE A CHANCE TO SET UP
- MUST HAVE AN OUTSTANDING POINT GUARD

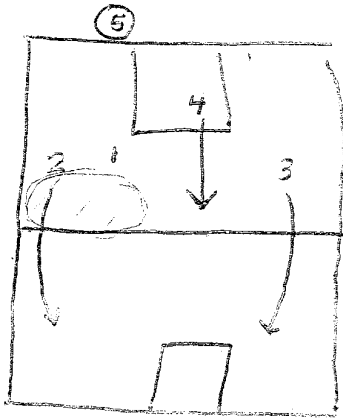
IT'S A #ED BREAK

- 1 - IS PG
- 2 - IS RIGHT WING
- 3 - IS LEFT WING
- 4 - IS POWER FORWARD
- 5 - IS CENTER

- WE ASSIGN EVERYONE TO A SPOT THEN TRY TO EXPLOIT THE OFFENSE
- WHETHER IT IS A MAKE OR A MISS, WE WILL ALWAYS TRY TO GET THE BALL TO THE POINT GUARD
- WE WILL BREAK ON A MAKE OR MISS.
- 2 + 3 WILL ALWAYS STREAK AS SOON AS WE GET A REBOUND
- IF 2 OR 3 GET A REBOUND, THEN 1 GOES TO THAT WING SPOT.

## ON A MAKE

- 5 TAKES THE BALL OUT ASAP
- 2 + 3 WILL ALWAYS RUN THEIR LANE
  - 2 RUNS THE RIGHT LANE
  - 3 RUNS THE LEFT LANE
- 1 WILL START @ THE BALL SIDE ELBOW + BREAK AFTER READING HOW THEY ARE BEING PLAYED

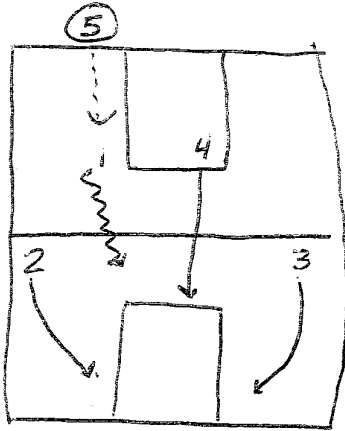


- 5'S FIRST LOOK IS FOR 2 IN THE CIRCLED AREA IN THE DIAGRAM ABOVE
- 4 IS THE QUICKEST GUY + STREAKS UP THE MIDDLE OF THE FLOOR

# ON A DIRECT PASS TO 1

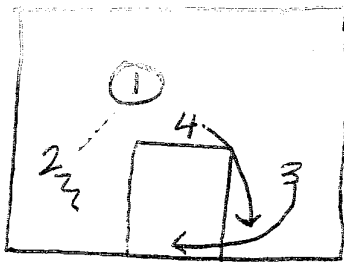
• WE WILL LOOK TO TAKE ANY LAYUP POSSIBLE SO...

• 2 + 3 SPRINT TO THE BLOCKS



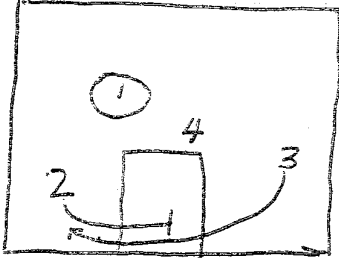
• 4 STOPS @ THE FOUL LINE AND READS IF 2 OR 3 GET THE BALL

• IF 2 OR 3 GET THE BALL THEN 4 GOES TO THE OTHER BLOCK WHILE THE OTHER WING CIRCLES

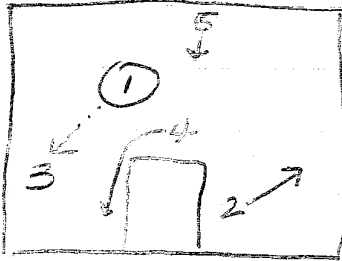


## IF THERE IS NO LAYUP

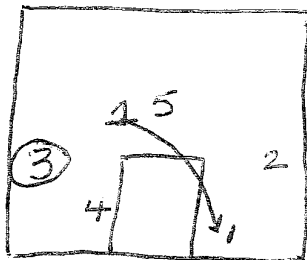
- 2 CIRCLES HIGH → TO SCREEN
- 3 CIRCLES LOW



- 1'S FIRST PASS SHOULD NOW BE TO 3 +  
H WILL NOW POST UP ON THE SIDE OF THE  
FIRST PASS

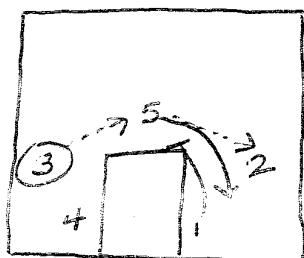


- 3'S FIRST LOOK IS TO 4 ON THE BLOCK
- AFTER PASSING TO 3, 1 DIVES TO THE  
OPPOSITE BLOCK
- 5 HAS BEEN THE TRAILER MAN, WILL  
NOW BECOME THE BALL REVERSAL GUY.



ON REVERSAL FROM 3 TO 5 TO 2

- ON CATCH BY 2 → 1 SCREENS FOR 5 WHO DIVES TO BLOCK
- 2 TRIES TO ENTER TO 5 ON THE BLOCK



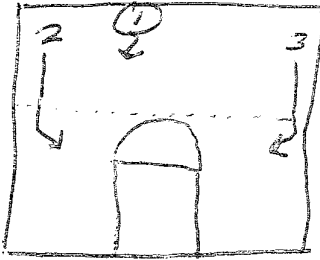
FROM HERE, WE RUN A 3 OUT / 2 IN MOTION SET

ON MISSES

\* THE PUNNING GAME IS ALSO OUR FAST-BREAK OFF OF EVERY MISSED SHOT

- ON EVERY REBOUND, WE WANT TO OUTLET TO 1
- OUR GOAL IS TO ATTACK THE BASKET W/ ORGANIZATION

- 2 + 3 RUN WIDE UNTIL THEY ARE 1 STEP BELOW THE TOP OF THE KEY



- AT THIS POINT, THEY WILL BREAK FOR THE BLOCK

- 1 JUMPSTEPS @ THE FOUL LINE OR DRIVES TO THE BASKET IF THEY FEEL THEY CAN DRIVE TO THE BASKET.

- 4 + 5 SPRINT DOWN, YET WANT TO TRAIL THE PLAY

- 1ST OF THESE 2 IS THE FOUL LINE / POS GUY
- 2ND IS THE TRAILER.

WHEN DRILLING USE A SKELETON 5 ON D  
BUT START S IN 5 + HAVE THE OFFENSE  
BOX OUT THEN GET INTO THE NUMBERED  
BREAK

- COACH SHOULD CALL OUT THE SEQUENCE OF PASSES