

Steve Clifford
Charlotte Hornets
2016 Clinic

-Jeff Van Gundy: Bad nights come from within

- Get our guys to play their best

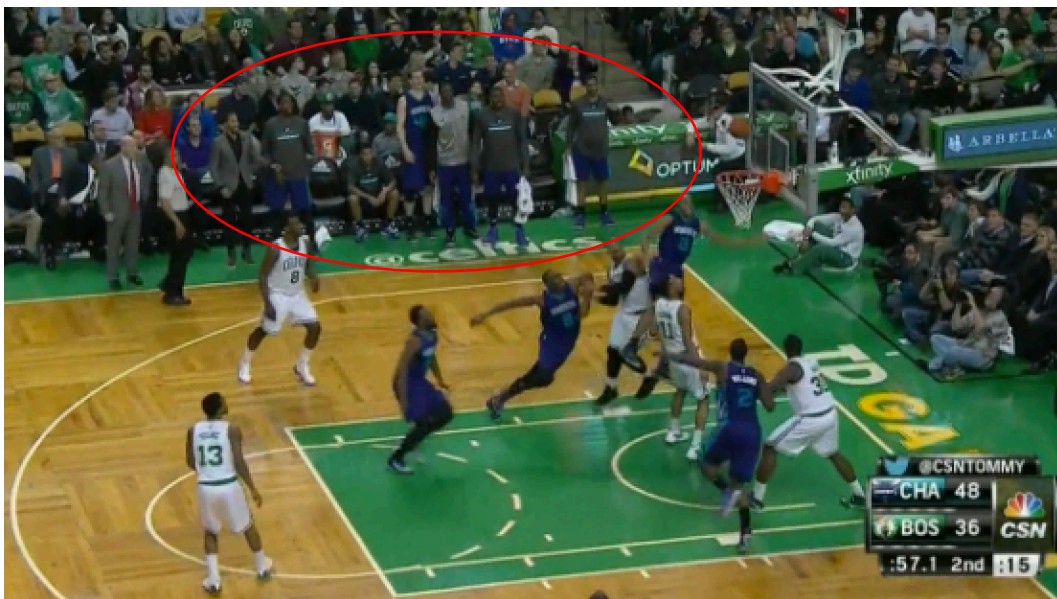
-You can't spend too much time talking to your team after the game. An 82-game schedule teaches you this very quickly.

- "The game is over. We need to get started on the Sixers. Game is over - it starts right now."

-Chemistry is the most misused word in coaching. It's not about liking each other, it's not about going to dinner. It's about this and this only: how many guys put winning above everything else?

- 2008-09 Orlando Magic (lost in Finals): 2 best players never talked
- 2014-15 Charlotte Hornets (33-49): went to dinner every night together

-I will show clip of guys being up off on the bench on a teammate's shot. January, second quarter, on the road...that's not easy



- That's Michael Kidd-Gilchrist in the suit. He played 7 games that entire year. Him standing up is a part of his greatness.

-Best possessions (by points/possessions)

- Fouled on a shot: 1.04
- Layup: 1.025
- 3-pointer: 1.017

← Build your O and D around that

-It's not one thing. It's all these little things

-We work/talk about 2 things every day:

- Closeouts
- Making better help decisions

-Everyone talks about decision-making on offense. You need the same level of attention to your decisions on the defensive end.

- Help decisions are big. We have guys that help too much. You help too much and you give up 3's and have no chance to win in today's NBA.

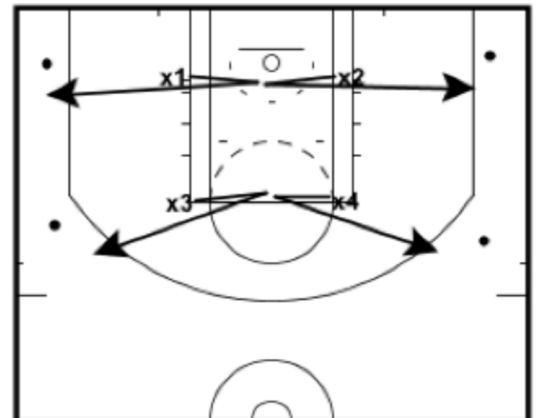
-Closeout knowing who you're closing out to

- Taking away his strength

-Goal: give up as many contested 2's as possible.

-4 Corners Closeout drill:

- Sprint 2/3 then start to breakdown
- No middle but you're squared
- Both hands up (to take away the snap pass out of the pick & roll game)
- Up on his top leg
- Finish to appropriate cushion
 - Your quickness
 - His quickness
 - His strengths
- Can't get blown by on the run on his first dribble
- Order
 1. Shot fake
 2. Jab (defender hops back with both feet)
 3. Rip baseline (don't get beat on the first dribble)
 4. Fake rip baseline to drive middle (unrealistic to tell the defender he can't open up here, but he can't open up too much. Your angle you're allowing the middle drive should be to the top of the key).



-NBA is about shot-fakes (both before and after the dribble).

-Cushion is everything

- Too much will get you beat with 3's
- Too little will get you blown by

-Be lower than the offensive player.

-Very important point: not all your closeouts are going to look straight out of that 5-Star/Snow Valley closeout drill you guys do every day. You're not always going to sprint 2/3 and break your feet down. Sometimes you're going to be late and can't finish your closeout. You can't overrun it. You're in contain mode at this point. Stop shot, contain and keep cushion.

- Not enough coaches work on this
- Need drills to work on these closesout and not just the ones from your help spots.

-Get your weight back on your closeouts.

-I don't want a million drills. Once practice for the year gets going, I don't ever want to have to teach a new drill.

-We're a help team, but the *right amount* of help.

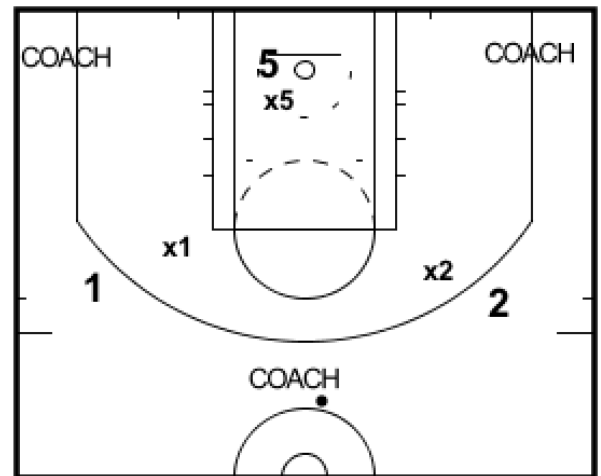
-It's very important for your off-ball players to understand the distinction between penetrating and flat drives

- Penetrating drives: help and commit to stopping the ball.
- Flat: early stunt and get back to man
 - HELP DECISIONS!

-You don't need 8 closeout drills. We have our 4 Corners drill and we have Stetson.

-Stetson Drill:

- 3-on-3 with a coaches at the top of the key and in each corner
- 16 seconds on the shot clock
- 3 dribble limit. Offensive players must stay on their side of the floor and cannot cut inside the 3
- Bigs always go opposite the ball
- What you get
 - A ton of no-middle closeouts
 - A ton of sink & fills



-Help needs to be a 2-man play.

-You need to have a culture of pursuit in your defense/program.

- Get back into the play

-Help decisions

- Flat drive or penetrating drive?
- Who is driving? Who are you helping off?
- How much was he beat? Remember that a pull-up 2 is what we want.

-No pass should go uncontested. Our deflection number is the most prominent thing written on our board at halftime.

- Over us or around us.
- Can't be through us.
- Make them pivot around us.

-Every five games, who has the most deflections? Most deflections per minute played?

-For a 48-minute game, we should be between 38-45

- I'll walk into the locker room at times and just say, '12 deflections - enough said.'

-The game is reads. Both offense and defense.

-The common adage in coaching is that while players need to learn to play offense and that defense is just rules is wrong in my opinion. There is as much reading on defense as there is on offense if you're doing it right.

-Defense starts with the ability to control the ball.

-There should never be more than an arm's length of cushion.

-There is a level of discipline within the sport of football that makes every basketball coach in the world jealous.

-Our 5-on-5 defensive install work is at a speed that's about 1/2 to 3/4 speed.

- Coverage
- Positioning
- Talk

-Don't get extended and don't get fouled

- When will you foul? When you get extended

-We're going to highlight 2-3 calls from the opponent and work to disrupt them (by denying some trigger or something).

-Tell your guys what to say. Tell them exactly what to say. You can't preach communication without teaching them the verbiage or you'll never be satisfied.

-Talk brings organization.

-To players: "Talk tells us coaches you know what the hell you're doing."

-You guys [players] will be in charge of a lot of things. I'll be in charge of talk. There's no veering off course, talk the way I want.

-Defending shuffle/stagger action: shuffle cutter's defender should get into cutter's body and send to help. His goal is to make contact with the screener before the screener makes contact with him. The screener's defender stays with the cutter if the cutter's defender gets chipped—he only helps as much as necessary.

- We'll lock and trail the first screen and would like to gap the second screen.

-Defending NBA's "Big Above" concept: swarm the ball-handler with contact denial on the wings.

-One thing you need to do as a coach if you're adding stuff to your package, you need to be patient with it. You can't lose it on them. You have to introduce the concept and allow them to struggle with it at first.

- You miss a help, I'm going to come after you.
- We add a wrinkle and you screw it up the first time, I'm realistic - we'll keep working on it.