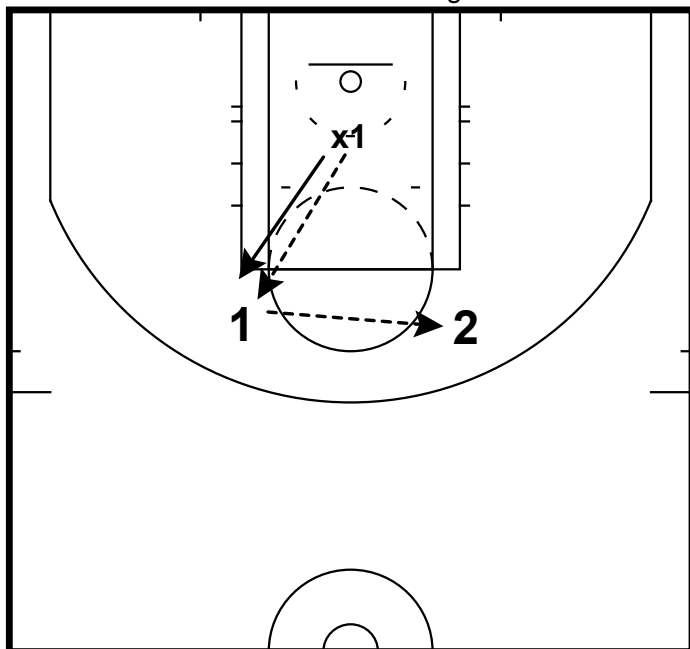


SA NITP Coaches Clinic - Developing Decision Making

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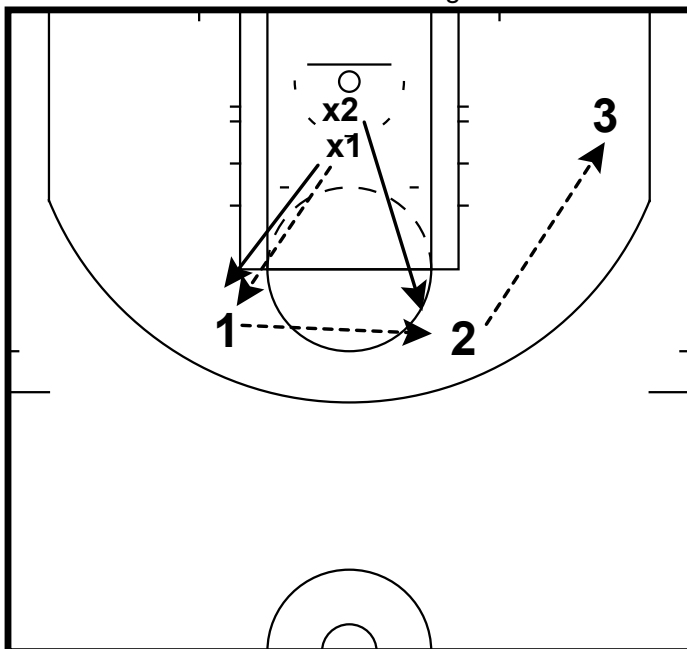
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Decision shooting



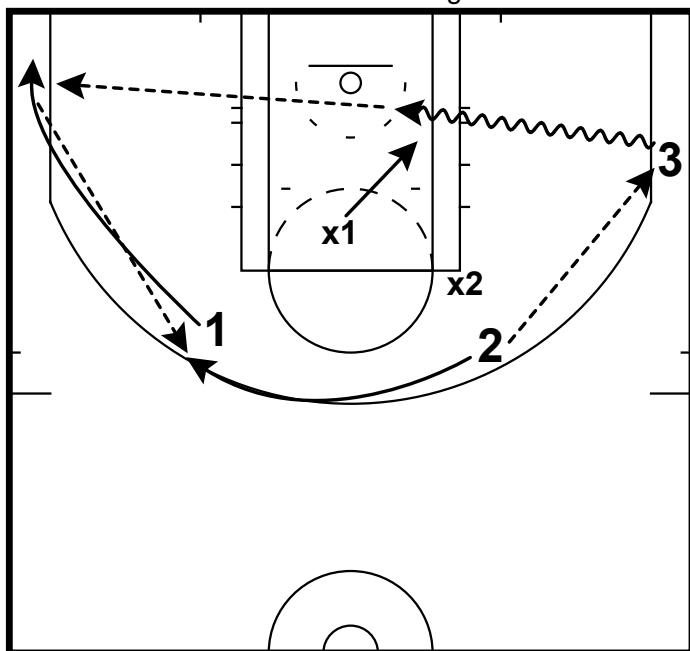
2 v 1 shooting decisions - defence starts with ball in charge circle, pass & close-out. Offence can only catch & shoot or catch & pass - no fakes, no dribble

Decision shooting



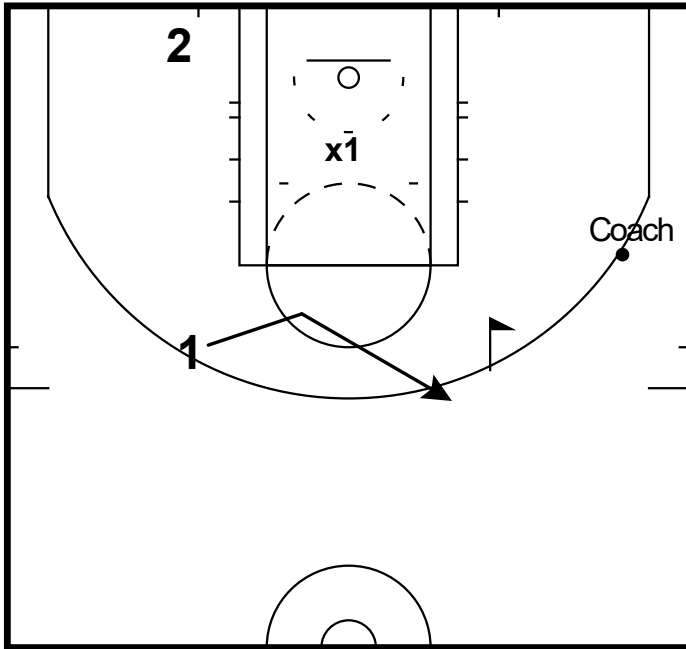
Build to 3 v 2 decisions - same rules, now 2 defenders. Offence can only catch & shoot or catch & pass. Working now on the "extra".

Decision shooting



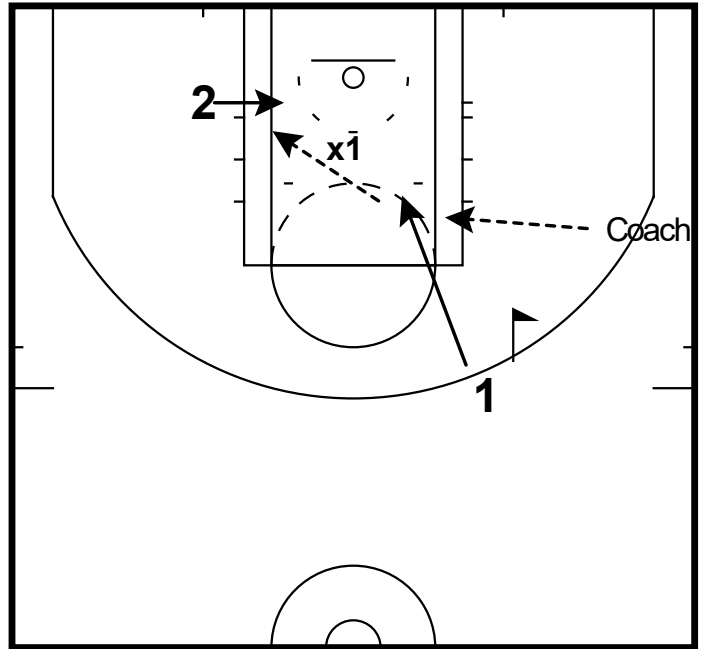
Build to having the 3rd shooter outside the 3-point line. First two offensive players can only catch & shoot or catch & pass. 3rd offensive player must penetrate. Working concept of decisions on the penetration, shot or pass decisions

Dip 2 v 1 back cut



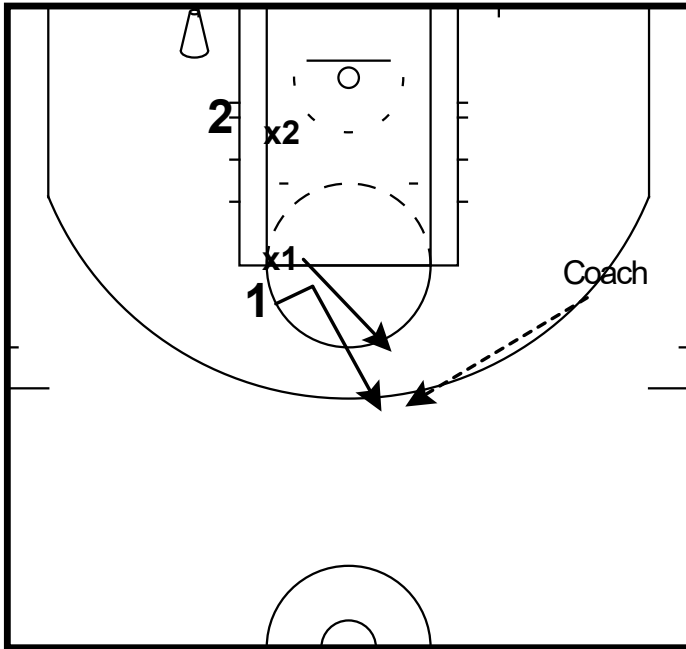
2 v 1 with the coach as a feeder on the wing. Place a cone, chair or D-man at guard spot. 1 runs the fill cut towards cone. 2 is situated short corner opposite the ball. X1 is in the lane.

Dip 2 v 1 back cut



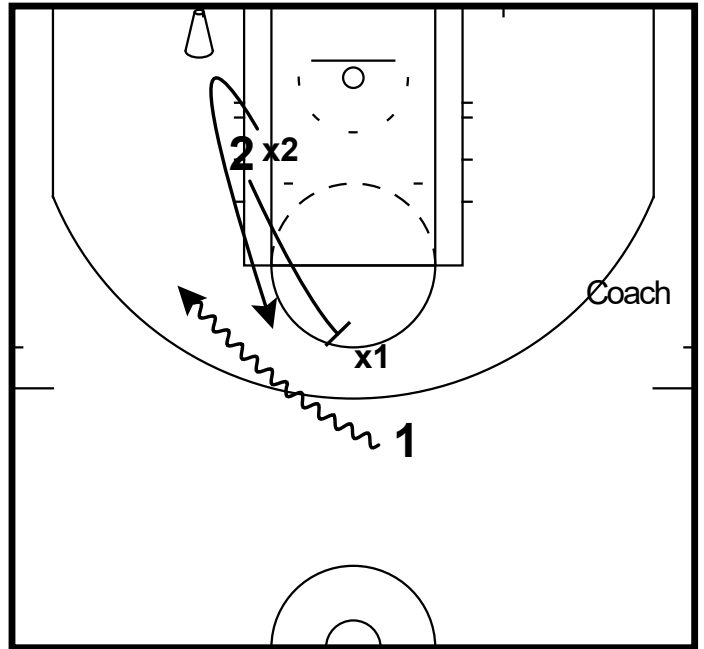
1 back cuts and receives from the coach. 1 can try and score or make the feed to 2 stepping in. Good drill for decisions and execution in the 2 v 1 in the lane

Hornets Ball screen advantage



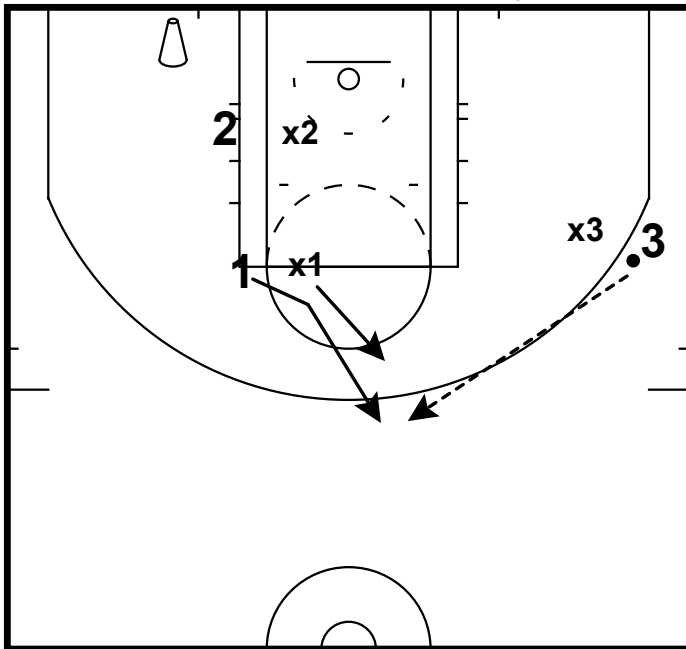
Start 2 v 2 plus a coach feeder. 1 makes a contested lead from elbow to receive the coach.

Hornets Ball screen advantage



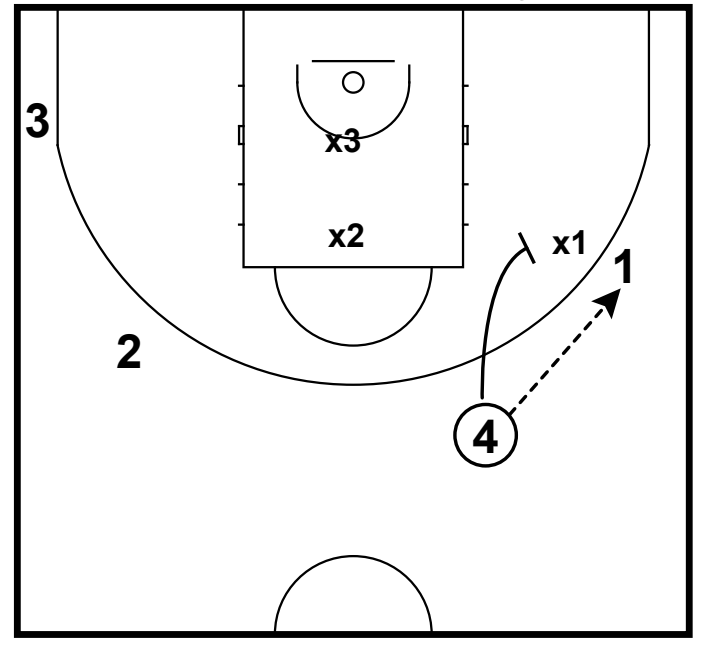
On the catch, 2 sprints up to set the ball screen, X2 touches cone and sprints to get back into play. The offence has a brief 2 v 1 advantage. Good for decision making and reads off the pick and roll

Hornets Ball screen advantage



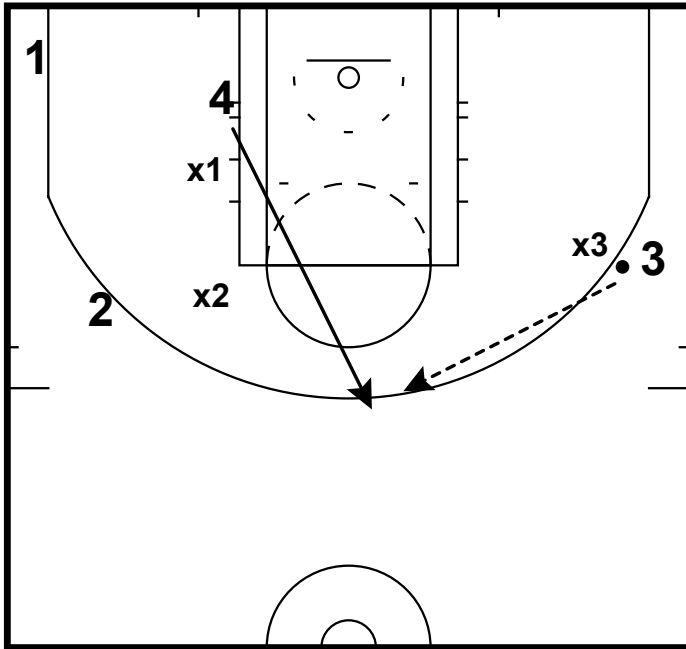
Build to 3 v 3, with offence and defence replacing the coach feeder. The same rules apply for the ball screen defender, creating a momentary 3 v 2 for the offence.

Hornets Ball screen advantage



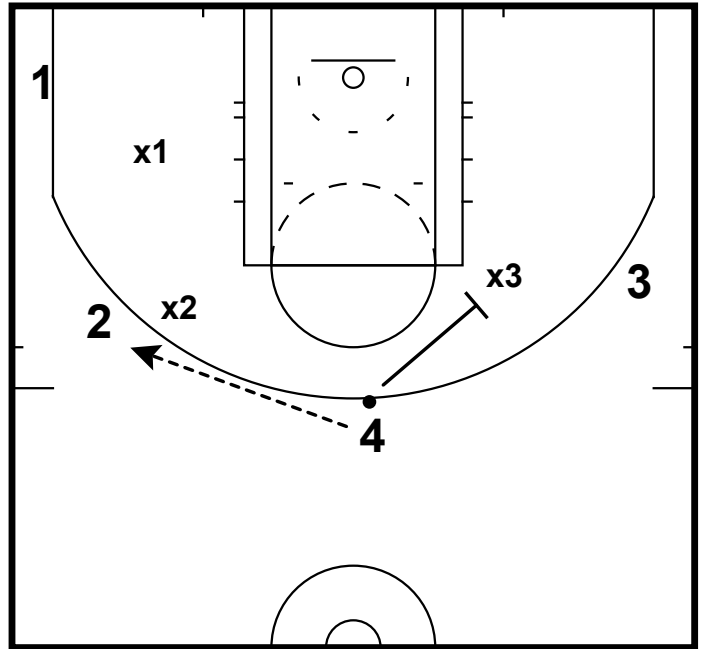
Build to 4 v 3 off the side pick & roll. 4 (no defender) passes to 1 and sprints to set a ball screen. 1 uses the ball screen and makes a read on where the advantage is.

4 v 3 Down screen advantage



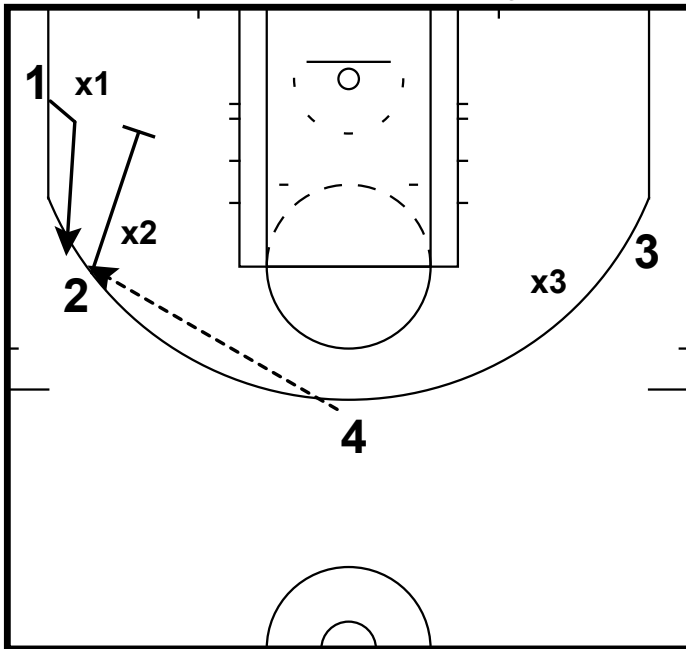
4 v 3 advantage drill. 4 starts in low post and flashes to receive pass from 3

4 v 3 Down screen advantage



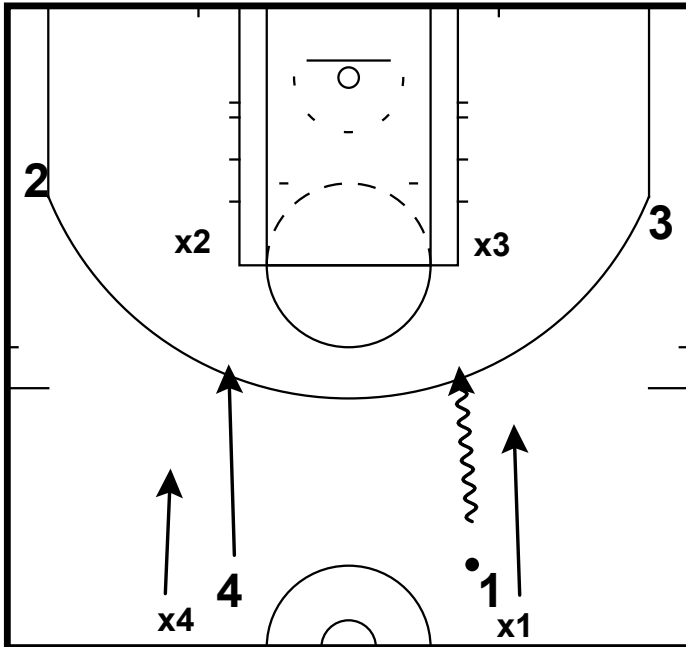
On the catch, 4 must reverse it to 2 and down screen opposite. Play the 4 v 3 advantage

4 v 3 Down screen advantage



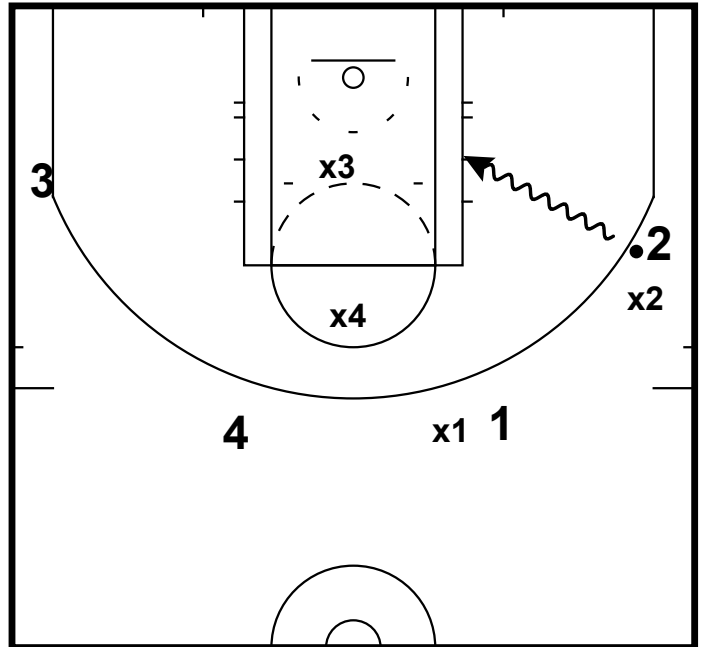
Add a down screen between 1 and 2 to introduce another defensive element. 4 must pass, but drill is live on the pass

4 v 2 plus 2 decisions



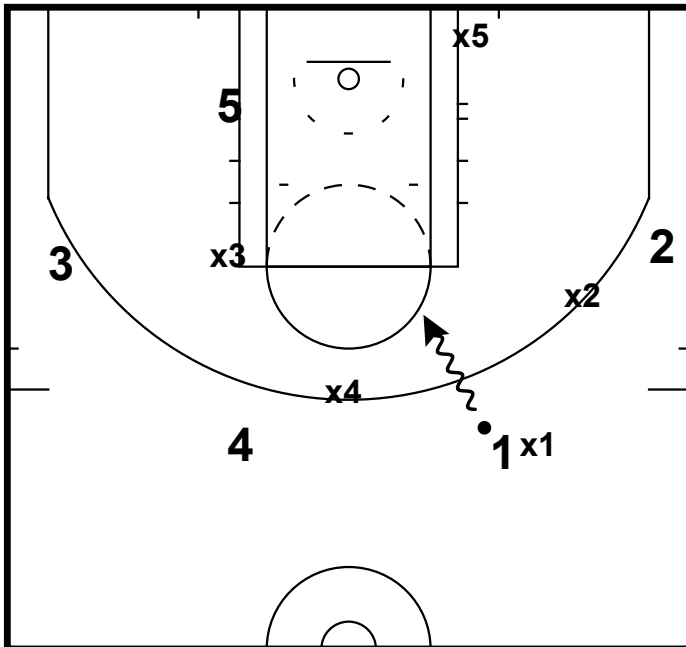
Drill starts with 1 & 4 in the jump circle, X1 & X4 behind them. Offence on each wing being defended. 1 starts by attacking the foul line off the dribble, exploring the initial 4 v 2 advantage. Good for offensive decisions, also defensive decisions and communication

4 v 2 plus 2 decisions



Shift ball to wing, X2 starts behind 2, X1 starts shoulder to shoulder with 1. 2 drives, make decisions on the initial 4 v 2 advantage. Defence make good help and recover decisions

4 v 2 plus 2 decisions



Add the 5th player, 1 starts with the ball, X1 starts shoulder to shoulder to create advantage. 5 is opposite ball, X5 starts in ball-side block to create a momentary 5 v 3. Play off the decisions