

Gahr Clinic

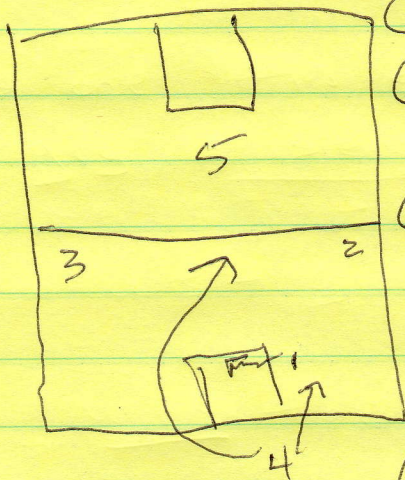
4/27/10

⑥

Sean Miller

Arizona

Good against $\frac{3}{4}$ or $\frac{1}{2}$ ct
Press Break — "Diamond" traps.



① 5 clears

② 4 inbounds + circles middle

③ 1 keeps dribble alive + centers the ball

Key: ② must keep the dribble alive.

⑤ "Ping" pass (hot potato)

Primary Action — #1'd → $\frac{2}{3}$ ft

Terms: Up the Street (Rt. Side)

Across the Street (Lft. Side)

Options on both sides: a) Lay-up b) Post Entry
c) Shoot the "3!"

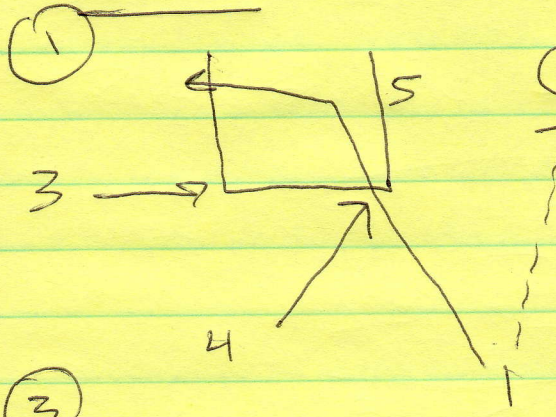
24 secs: up-back + up
1. Lay-up 2
2. Lay-up 3
3. Road runner Lay-up

Next 24 secs:
1. #2 feed 5
2. #3 feed 5
3. 1 over-the-top 5

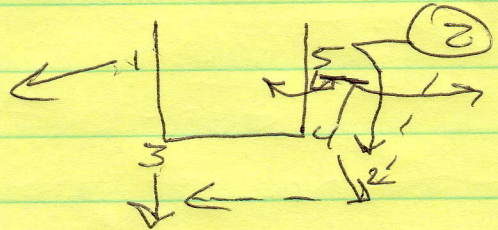
newsletter

Gahr Clinic
Sean Miller
"Thru"

4/27/10

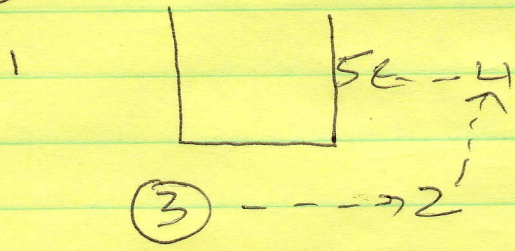


(2)

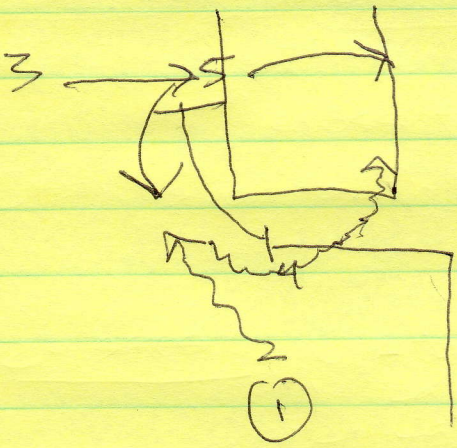


As soon as 2 hits
the dbl 4+5 "Pop!"

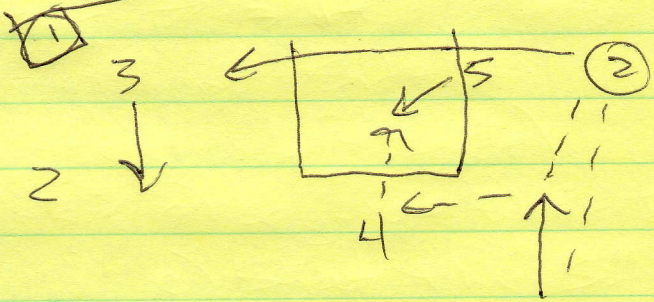
(3)



"Keep"

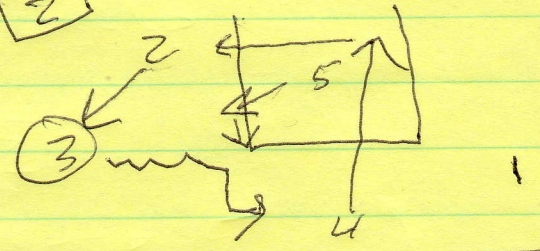


Red (Against a zone)

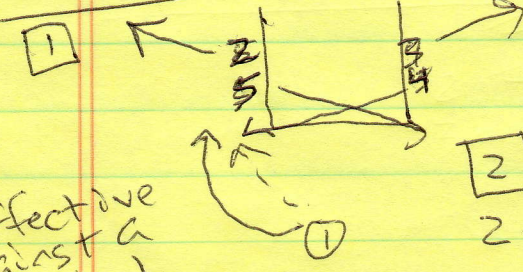


OR 4 reverses to 3

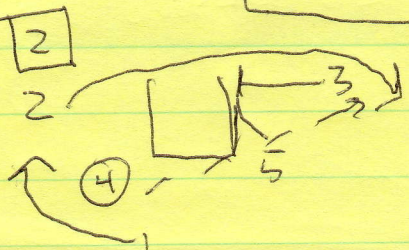
Red
2



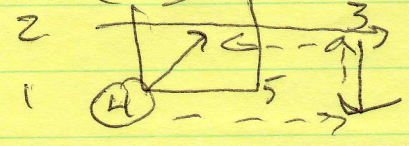
Zone Set (Cross)



Effective
against a
match



CROSS COUNTER
(Against a match)



Gahr Clinic
Jim Boylen

4/27/10 ⁸

Defense is set up for "non-paint" 2's

Stance + Position: ① Nose in top shoulder

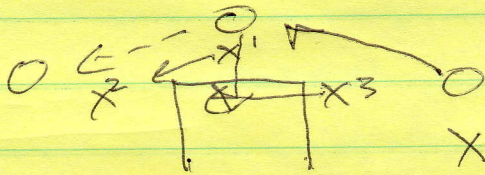
② Feet on 3pt Arc

③ Move your foot in the direction of the ball

Negative Steps

Man in gap always keeps his inside foot up → shorter, quicker close out

Nagani Drill (Key: Recover to your gap)

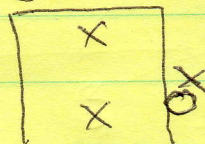


x³ Chucks the cutter

You only guard the ball when your man has the ball - otherwise, everyone has everyone

3 man side (Anytime they fill strong side corner)

Key for "I"
inside foot up

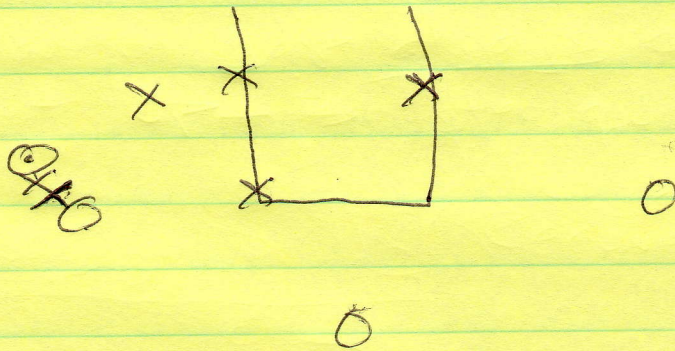


x⁰ x¹ forces corner dribble
No middle!

Gahr Clinic
Jim Boylen

You're never level to the baseline or level to your man when you're in your gap.

Side Ball Screen - Force Baseline "Blue"



Middle Screen "Weak"
Force Weak Hand into the "D"

