

Pat Summitt

you win w/ people - good people
talented people
believe in system

teach life skills - 12 principles - each player must speak to peers about the importance of a topic - communication, hard work, etc.

ask every player to write a letter of recommendation to their 1st desired place of employment about themselves from me

players need to know what you stand for - we're committed to playing great pressure defense

to play defense takes hard work - can influence the way opponents play - can take a team not as talented & beat people better than you

* must sell kids - it's not what you teach - it's what you emphasize

rebounding - do it in shooting & defensive drills - our 1 & 2 guards feel they have to rebound esp. on defensive end - can limit 2nd shots & get easy scoring chances

take care of the ball

easy pass - get others the ball - good decisions -
don't try for style points

take good shots

primary, secondary, half court
kids need to know for them individually & team

layups
FT

* it's not how creative you can be offensively but
how efficient & effective you are w/ a simple system

transition

* man ahead - pass the ball

defensive player between us & basket - we attack the
basket - we want a layup in a 1 on 1
situation

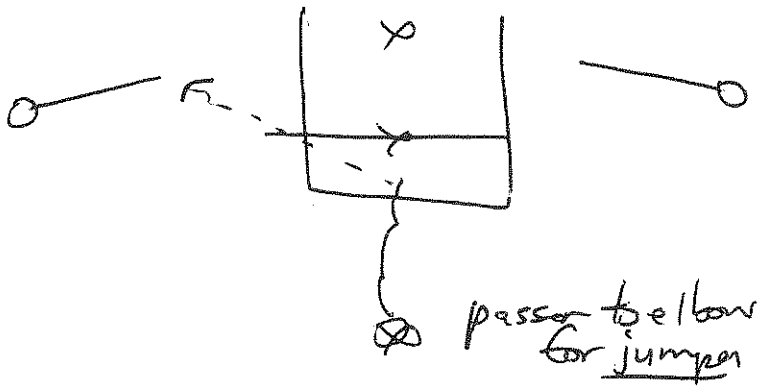
* AND 1 opportunity

2 on 1

Spread 10, attack

once we get to FT line ext. area want a layup

3 on 2



take ball at top
defender - after
1st pass made has
turned into 2 on 1 for
a split second

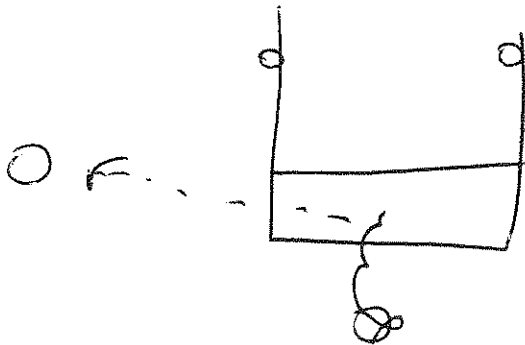
want layup or jump shot w/ rebound

Secondary

layup
jump shot w/ rebound
ball reversal into offense

Zone Motion

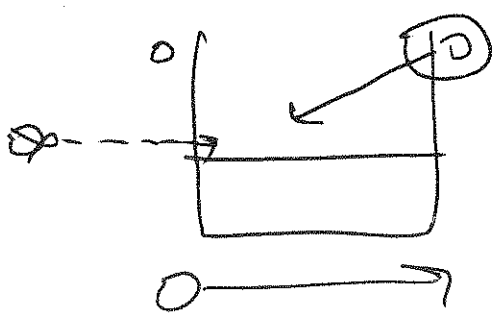
3 out - 2 in



ball on top - look to
attack basket

post hand

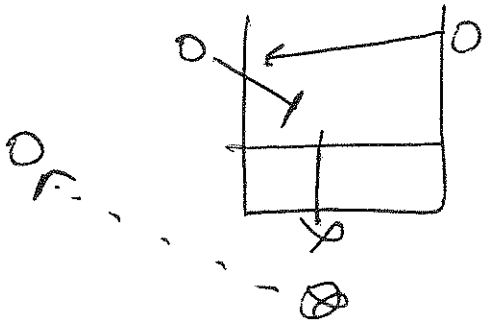
pass to wing - post ball
side or short corner
passer outside 3



look to come into a gap or
post top of zone

high-low or opposite

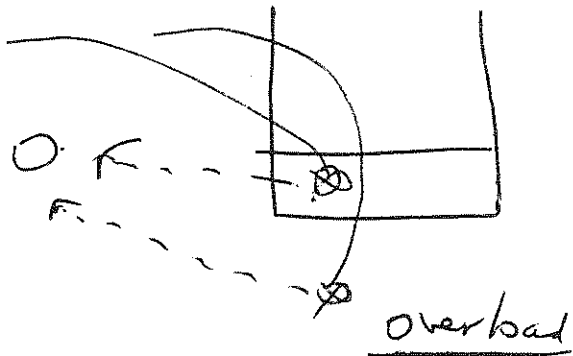
vs. 1-3-1 - screen middle of zone



Screen - roll in - post someone up

pass & cut away - making defense react to a
cutter to elbow & one to top

post guys can go short corner & work gaps

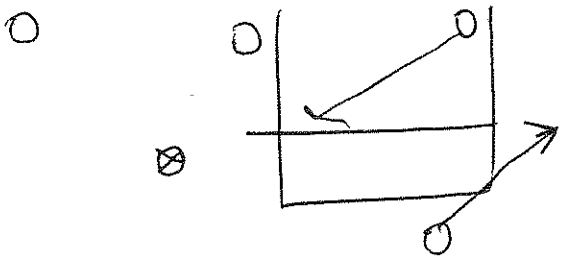


pass & go ball side

* get ball above
FO line - don't
want it on baseline
so we can overload

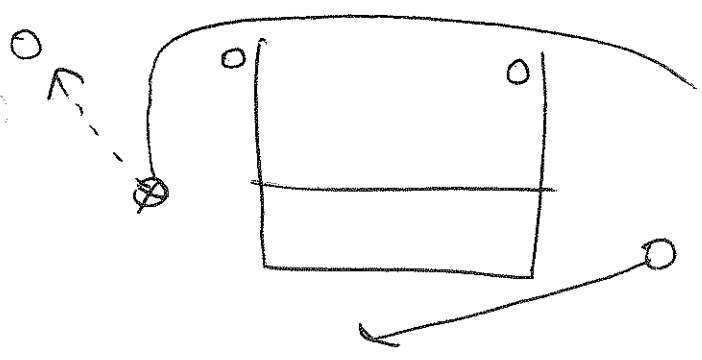
short pass - in front

long pass - cut in & come
out - can stop in short corner &
fill outside 3



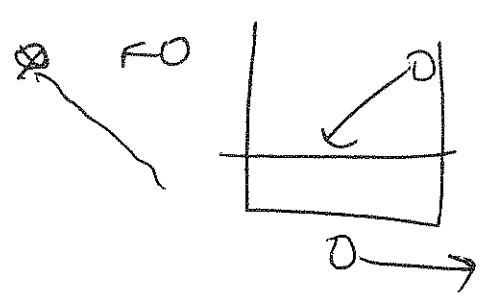
Δ ball side

∇ man game back side



short pass - in front
long pass - behind

dribble pull - short corner
mid post
0



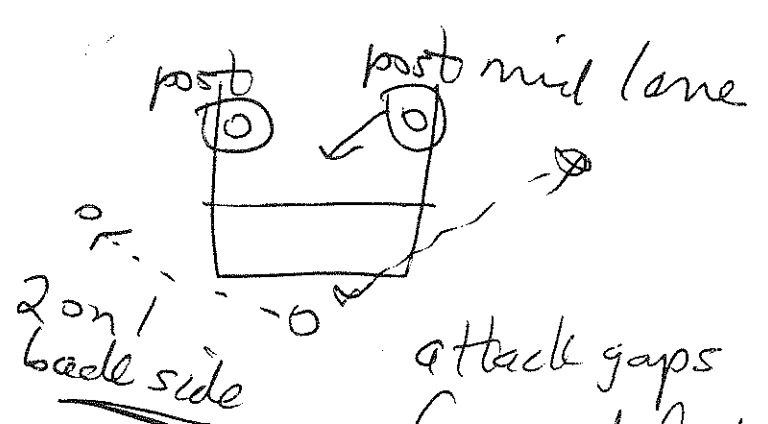
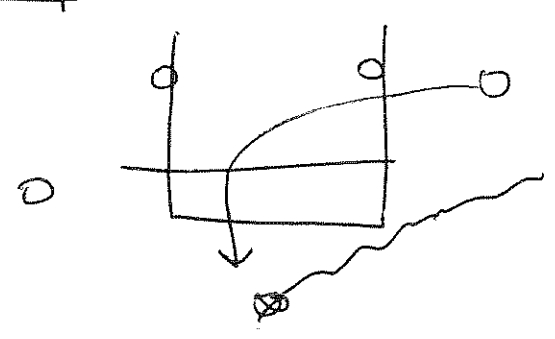
dribble entry into dribble pull action

* Spacing - above or below FT line ext. on perimeter
above or below block - post guys

we want to work baseline - above block

* can dictate how zone plays by how you use your personnel

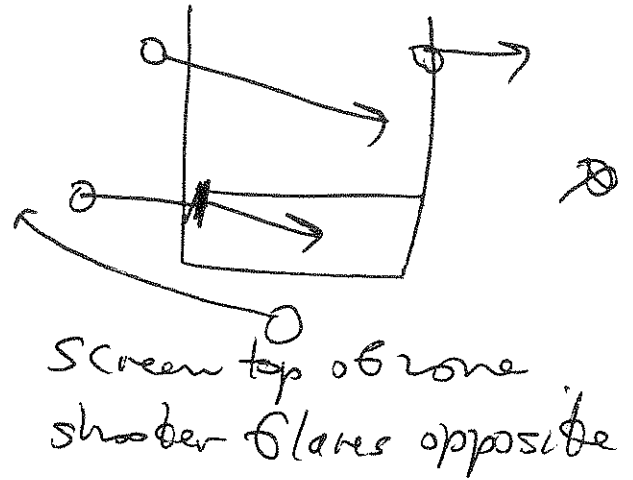
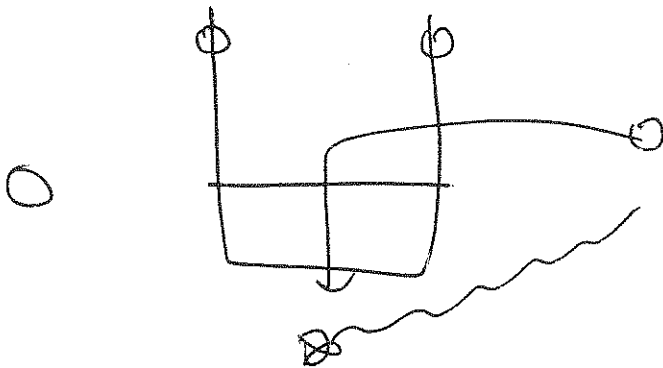
Loop



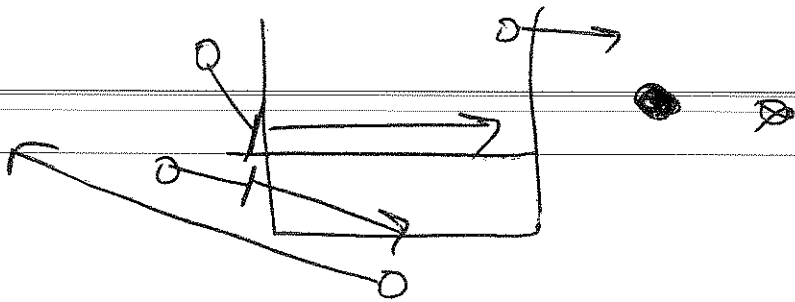
look in - look opposite

attack gaps
freeze defender

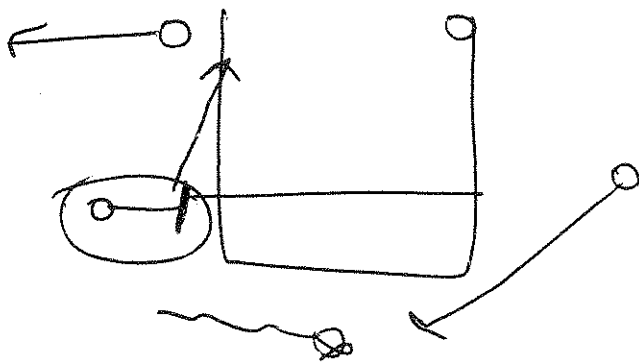
Loop-Screen



Loop-double



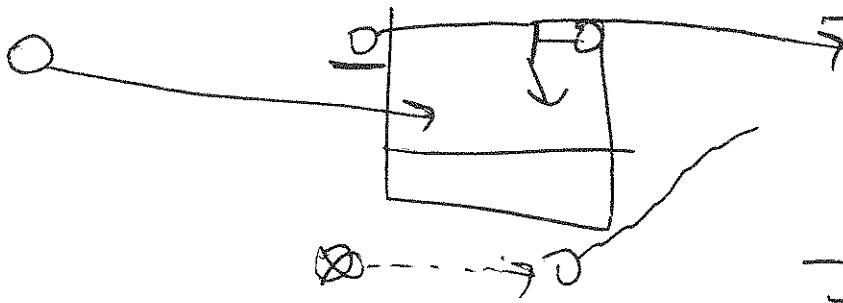
slide - vs. man or zone



Holds claw screens
top of zone
post steps out to 3
or comfort zone

roll in -
post up

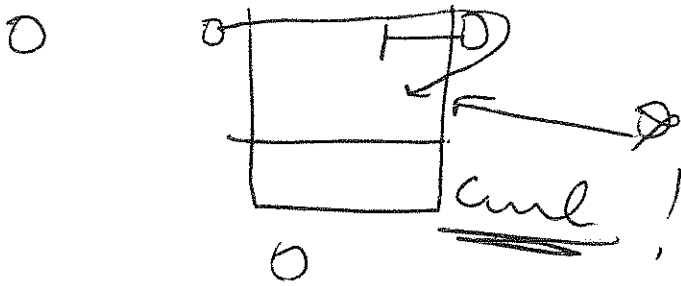
slide (cont)



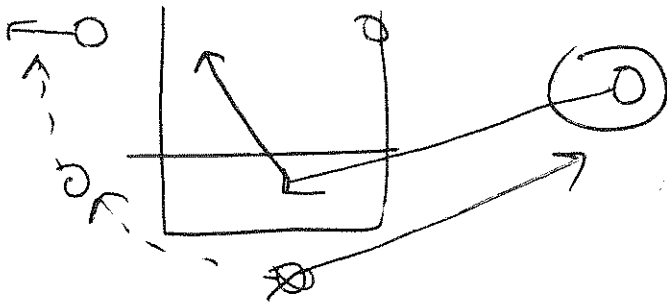
Holdsclaw posted
other post stays home

bring ball back
Screen
Glash

they'll play Holdsclaw -
best player
Screen & post middle
of zone
will get Glash, guy
coming to high post

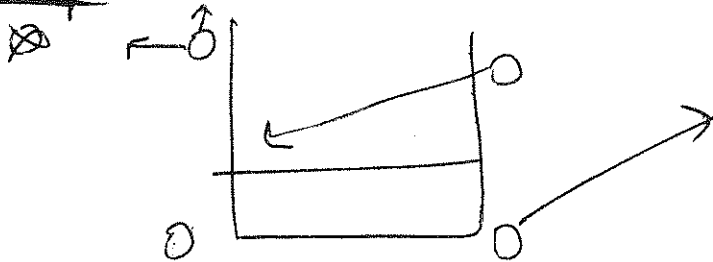


L - for Holdsclaw



ball short corner -
Holdsclaw looks for ball

Trap



ball side post - short corner
behind defence

want out pass
elbow
opposite

pass to elbow - look in
before opposite!

