

## Dutch Gaitley Clinic

For mid-range sniper on PNR (Tony Parker):

Screener screens lower to prevent defender stealing an under.  
Use of staircase PNR on double drags. Hard to get under two. Second screener slips early.  
Wedge PNR, get as deep as possible towards corner. Makes it harder to get under because it's a good angle close to the rim for a 3PT shot.

### **Vs Drops (Hornets terminology = centre field)**

Vs deeper drops screen must be higher off 3PT line to allow for pull-up 3PT vs mid-range off bounce.

If snake happens towards two side on a PNR, corner guy automatically ghost cuts. Could be done off single side too.

Gortat seal

Seal own = if there is a great drop 5 man (e.g. Lopez of the Bucks), set PNR with 4 man and 5 man just clears his own player out as handler attacks the rim.

### **Vs Push**

On side, flip it or set a step-up. Short roll and pocket pass to screener. If you don't get pocket, look to seal own man and create avenue for ball handler.

### **Vs Blitz (Corral)**

Get best cutter to corner so they can finish at rim

Flip (they call it Varejao)

Drag ball out and screener pops, go into get and give back to best player

### **Switch**

Late game strategy because it slows ball down and encourages 1 on 1

A get creates indecision for a lot of teams: they don't know whether to treat it as a PNR or DHO, therefore what coverage is applied?

On touch screen, screen with the hands vs the body. Allows you to separate quicker. Aim for where jersey tucks into the shorts.

NBA Defense = "if there's no touch on the screen, there's no switch"

Use blur pop as default last 8 seconds to punish a switch (mayday = blur pop)



## **Uphill DHOs**

Defensively some teams guard it like a step-up. This means teams like Orlando will apply an aggressive coverage, so look to roll. Brooklyn / Milwaukee will guard it like a drop, so the pop is a better option.