

Ettore Messina PNR Offense & Defense

Timing. Bad timing means you cannot utilise an advantage.

On side PNR with 4 man, moved 5 man to dunker. On short roll with 4 vs aggressive coverage it creates a nice high low into 5.

Need to get better adjusting spacing during course of action. Once we see coverage we can then try and adjust spacing. Spacing shouldn't always be the same as at start of PNR Sequence.

On a drop, even if they can't go under can twist and change spacing from attacking from double side to single side, but having high man from double side peel behind ball.

Vs aggressive coverage, throw ahead

Vs conservative coverage (drops), throw behind (to man peeling behind is an option)

On shakes PNR and attack towards double side, ghost cuts the corner so the high man can drift. This removes the shrink defender. Does this even on a drop as the shrink defender takes away space that the ball handler can drive into.

Peel behind on single side so ghost cutter can use the space.

Vs Ice, pop 5 man and then immediately go to second side PNR action.

Vs switch if a big guard, feed it straight in.

Feed big from middle on a switch makes it harder to triple or scram switch. This is easier if ball is on the wing due to weakside.

As opposed to always ghost cutting along the corner, can sometimes just walk to the block and screen own to prevent switching out to high man drifting into the corner.

Time to cut is when ball handler starts using the screen.

Ice defense. Can't jump in air as allows an easy reject. Get into ball handler and hostage ice.

Corner player on ice must be above line between ball and their man. Stunting with hands up to avoid kick out to corner and sow decision into ball handler.

On drop, on ball defender must stay in the play and pursuit. Can't give up as give bigs an easy chance to rebound if their guard attacks the drop defender and tries to defender.

On weak, have higher drop to try and prevent ball handler snaking and getting ball back onto their dominant right hand.

On drop if big is attacked by a guard, open up to them to get vertical vs staying parallel to the basket.

If tagging from shake single side, do it diagonally. Therefore you can tag and get out with less of an advantage than tagging square and having to then turn as you close-out.



Early pass is low, late pass is high. Affects where to have on-ball hands during drop PNR.