

**Josh Longstaff - Milwaukee Bucks
BWB Riga Coaching Clinic**

Trans O Concepts

- At the start of the season, the Bucks Coaching Staff did a “Coaches’ Retreat” where they discussed the season plan, and devised the offense that they used this season.
- 5 out spacing spots are far beyond the NBA three to stretch the floor. It can be any 5 in any of the spots - not rigid about where players go.
- First emphasis is on the running habits - have to “win the first three steps.”
- First look in transition when ball is on the wing is to drive it and look for 1 on 1.
- Bucks terminology with Giannis on the dribble push as “push up the gut.”
- There is no designated outlet to encourage the dribble push and to use advantage to score in transition. That said, for players that aren’t comfortable doing this they will just outlet in the more traditional sense. Case-by-case basis, players can figure this out for themselves but coaches could facilitate the conversation.
- If no early score in trans, Bucks will flow into the motion phrases below out of this alignment. They will typically use motion when it’s more of a ‘live’ scenario, then use sets on dead balls when the defense is fixed.
- Asked the question on using a rim runner, and Josh said it’s very personnel based on whether you need to put pressure on the rim or not. If you have an athletic big (such as Anthony Davis) Josh said it’s worth having the rim runner. Otherwise for the Bucks personnel, it’s not needed.

Motion Phase 1 = dribble drive and make a play

- Critical that no one crosses the rim line and gets in the way of the dribble push. This would mean a player brings an extra defender into the action, which the Bucks want to avoid.
- If there are three players on one side, can’t have one player cut across the lane until they get to the corner first. Players must talk and the comms cue is ‘through, through, through.’
- Three side can be good as it creates an empty corner for the dribble push.

Motion Phase 2 = dribble at and pitch if defense shrink the floor

- Emphasis is to dribble at the defender so we can pitch it for a three.

Motion Phase 3 = wing to corner deep pin down

- Wing to corner. Players work in opposites, could also slip it. At least one player must put pressure on the rim off this action.

Motion Phases 4 & 5 = screen away (short route screen)

- First look is come off and shoot a three.

Gut Screen