

## Liam Flynn PNR in Transition

During transition, defensively the team is in a state of disruption. Therefore guarding a PNR is much harder than when we are set 5v5.

More conservative coverage in transition. Jerusalem in trans try and get back and 'zone it'. Sprint back to 3PT line and get in a zone. Alignment of zone contorts with how the offense gets back - not like a classic 1-2-1, 2-3 etc. More of a concept than location on the court.

Once guys are all back, match up and go to 5v5. Prior to the 5v5, in the zone. We don't want to "match-up too quick" which means picking our check up at the half-way. Want to sprint back to the HC and zone first, before picking up.

Using aggressive coverages (e.g a hedge or blitz) out of trans means defense is typically not loaded and ready to tag potential rollers, or help vs a split.

For transition picks, we want to NEXT or choke the action with a conservation coverage. NEXT doesn't have to be a switch - can stunt and allow ball handler defender to stay attached to ball handler. Stunt particularly against a non-shooter.

Pluggers are defenders typically in the middle of the floor. On the NEXT they can stunt, and then the weakside defender has to "stunt the stunter." We want to stunt on the passing lane, not below out which could lead to a kick-out 3. On the NEXT must be high and aggressive towards the ball. Aim is to keep the PNR 2 on 2. If on a stunt during the NEXT the 45 player cuts backdoor, low eye must pick up the cutter and stunter switches to the corner.

On the change of possession, "rim race" and sprint ahead of the pack. If can't get ahead, seal aggressively.

If nothing in the post, Jerusalem trigger is "Wing to High" PNR. 3 out 2 in but no post-ups. First pick is on the wing, throw ahead to the top for the high PNR. This is the Jerusalem Flow.

Playing in the corners allows the wings a running start at the glass if you want to crash.

Vs conservative coverage, roll and replace behind the ball. Vs aggressive coverage, roll and replace in front of the ball.

Don't want shake cuts - want corners to stay. They want the bigs to be the playmakers as they're the most important part of the offense. Look to short roll to the elbows and then if corner def helps in and big stunts, easy pass for the corner 3. If the tag is up, best not to shake.

Handback = Jerusalem terminology for a get. Use it in PNR if you have a good 2 guard coming off a pick. Come off pick and instead of creating pass back to screener and get back into it. Good to use against pressure coverages. Gives the guard a running start into the action.

Handbacks work great against the ice. Don't want to pound the ball wasting time against the ice. Don't fight the ice! Ball handler being iced can either come get it back, or receiver recycles and looks to handback with guard on the other side.

Bigs can often hard hedge well against one screen, but can't hedge twice in a row. Used re-screens a lot against hedges because the second one the big wouldn't be able to hedge.

Vs hedging, play with an empty corner to remove the tagger. Can easily then get a pass into the roller.

For a switch, if you want to attack the small advantage do it straight at the rim. Can either throw straight in or throw ahead for the post entry. To attack the big on a switch, use a boomerang to do so. On this boomerang, big must still try and seal their defender to open up the driving lane on the boomerang. Late clock = has to be outside advantage. Earlier or mid clock can look inside first, then if that's not on use the outside advantage.

Vs triple switch, don't shake. Stay in corner as it makes the rotation a long one on the triple switch. Try and screen in the slot to create this longer close-out.

Angle PNR = ball is in the middle, screener is on a slot. Ball is going from an area where there is a lot of space into a 'shrinking space' where there isn't much space. Defender of screener stays inside the 3PT line facing sideline, protecting against the pocket pass. Don't want to over-extend on the angle PNR - just control it because it's going into shrinking space.

Screen with a flatter angle (more back to basket) and on the lower side of the defender if we have a non-shooting ball handle and know the other team will go under.