

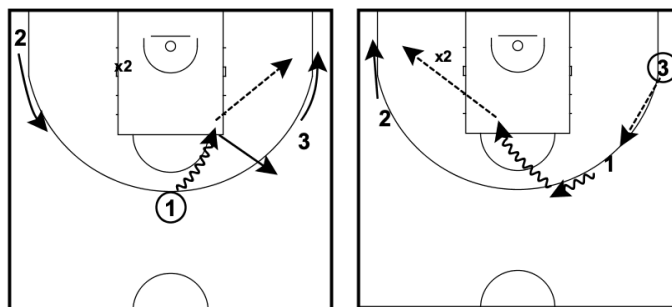
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Decision Making

<https://www.dropbox.com/s/t9vz8bpekigt9pl/Lono%20Clinic%20Full.mp4?dl=0>

- Platform drills were a great way to up-skill players, but now need to teach skill along with the concept. The thing which links this is decision-making.
- Don't think we have to 'develop' decision-making. We do this instinctively every day. We just need to practice decision-making; this is a big difference.
- Can't practice decision-making 1v0, 2v0.
- Have to teach skill linked to a concept. Next element is live play.
- Game is a series of numerical advantages; 2v1, 3v2 and 4v3s. This is why it makes sense to practice in this environment.
- Important to be in the drills so you can 'teach in 3D' and see what the players see. If you can't see what they see, can't help with decision-making.

Pen Reaction into 2v1

- Start with pen reaction to have the dynamic start. Players react to coaches dribble at/penetration by lifting or drifting. Coach throws pass to players and calls for it back (boomerang). When coach says drive it's live.
- Great for a randomness as drive and 2v1 situation could be from a different spot every time.
- **Load** = skip option



1 on 0, get it and go

1 on 1, get it done

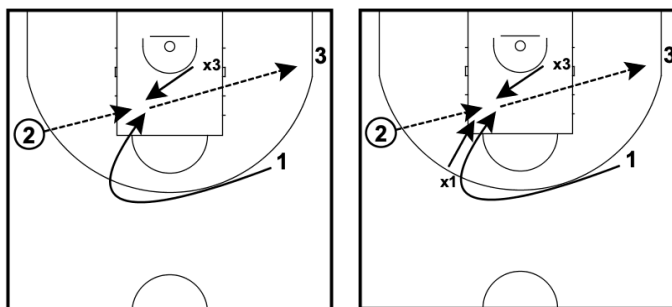
1 on 2, not for you

1 on 3, come and sit with me

1 on 4, play no more!

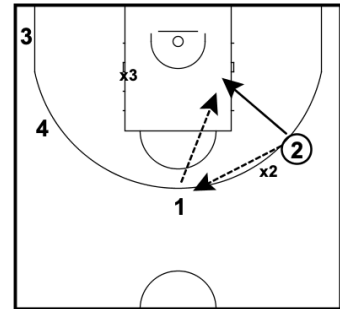
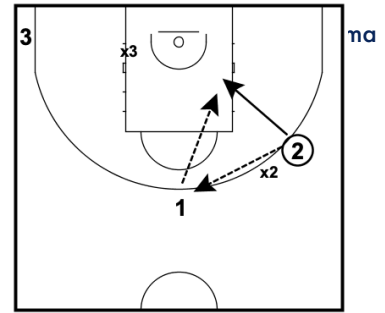
Replace Cut into 2v1

- As we move away from block drills doesn't mean we don't coach details.
- Replace cut wing to seam (could also cut to top) then back cut. Live 2v1.
- **Load** = have player waiting on top or seam have both feet outside 3PT. They recover on cut and it's 2v2.
- **Idea** = have disadvantage defender start guarding offensive player from a help position as they cut.
 - Deny = cue to backdoor and 2v2 situation as above.
 - Trail = catch and drive, 2v2 as above.
 - Neutral = boomerang or flow into a two man action (screen, get etc)
 - **Load** = sometimes player with ball can drive it if coach gives cue. Becomes 3v2.



Heels on 3PT 2v2

- Defender on inside, offense on outside. Coach in middle. Throw hook pass, live 2v2.
 - If they can't receive the ball due to the defender recovering, can flare out to corner for the catch.
 - "You're not open if the ball can't see you."
 - Games approach makes players play instinctively instead of playing the drill.
 - Do not apply NBA analytics to youth basketball! It pigeonholes youth players.
 - **Load** = 3v2, form the two side. First decision is can I score. Second decision is pass to whoever is open.
 - If you constantly stop the drill, players can't figure out from the mess.
- Decision-making also forces the defense to make decisions. Such as stay and go, bluff recover etc.

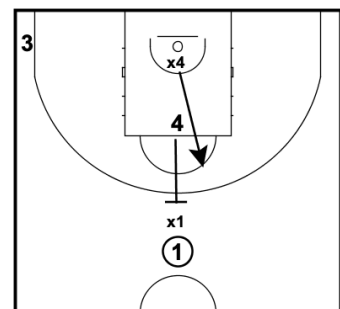


2v2 Hi-5 and Go

- Every player needs to have high level skills on shot, pass, drive decisions.
- Problem with drilling is concepts become automatic instead of just being concepts. E.g. split, kick, extra, some kids automatically throw the extra instead of making the read and shooting or driving based on what the defender does.
- **Load** = making players 'talk their task.'
- Don't stay with the same drill or concept longer than 8 minutes, 2 loads in that time or just change the location (e.g. coach at the top not the wing).
- **Idea** = Example of how we learn from watching players. One of the girls did a really nice evasion step on the drive to fake the pass to the wing. Player came down and faked with left foot and eyes, then fake pass into inside out dribble, and dribbled through. Nice move to add for IPP!
- **Load** = ball on inside hand. Makes a more neutral situation.

Hornets Pick & Roll

- Ball handler can navigate screen anyway they want. Screener's defender starts in the smile.
- As soon as you sense players playing the drill, add a constraint.
- **Load** = coach can call for the ball, do the Hi-5, pass it on, DHO etc. Coach can talk task.
- **Load** = coach yells coverage e.g. trap, defenders double team ball.
- In Philippines, they trap every ball screen at youth basketball. This makes offense better as they have to navigate the blitz and make a good decision. Trapping at development stages helps the offense.



Hot Potato 3v2 off Close-Out

- Defender starts two feet inside key, other defender guards two on the weakside. Coach passes back and forth with wing, meanwhile opposite wing and corner ready on weakside. When coach says 'go,' defender closes-out, live 3v2.

