

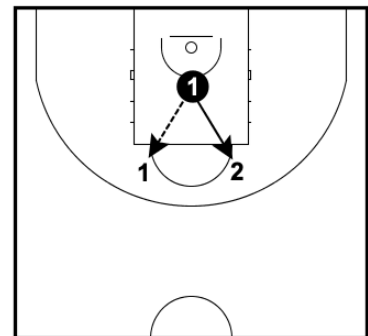
Peter Lonergan
Decision Making

<https://www.youtube.com/watch?v=KskibcVSeKA>

- Does what you're teaching apply and set your players up for success in a game?
- Start with coaching the eyes. Vision precedes the decision.
- 'What did you see there?'
- Ability for players to navigate chaos is what's important.
- 'Why do we have so many drills that are perfect?'
- Constantly coach the eyes and hands. Encourages hungry hands - feed the hands in the mouth!

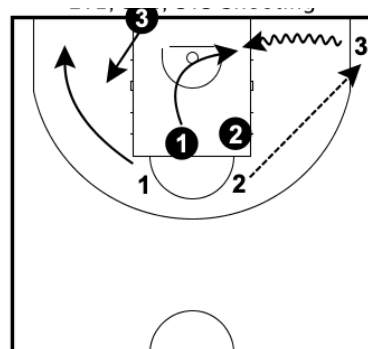
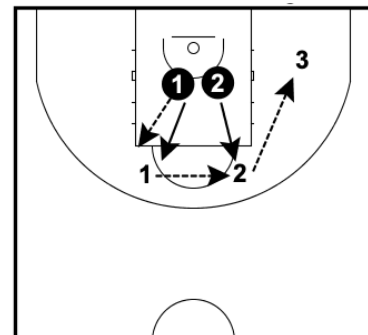
2v1 Elbow Shooting

- See, decide, do. Shooters can't move, two passes to get an open shot.
- Defender passes to player on left elbow and but closes out randomly.
- **Load** = defender can pass to either player. Can be deceptive and fake somewhere else with their eyes.
- Lonergan calls it 'Decision Shooting' instead of contested shooting. The aim of offense is to get an open shot.
- **Load** = player must step into catch/ fight for their feet for the point to count.



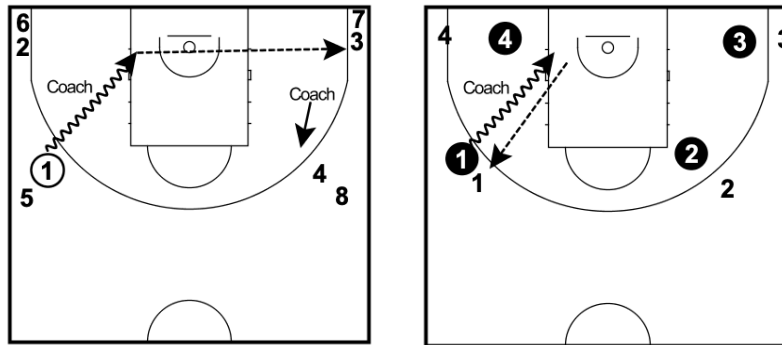
3v2, 3v3 Shooting

- Next load up from the 2v1 start.
- Two defenders front of rim. New player in the short corner can only catch and shoot. Player in the middle (elbow) can only catch and pass.
- **Load** = New short corner player can take two dribbles and is allowed to score. On kick-out it's a shot or pass, can't drive back into help. One spot away is push or pull penetration concepts. We want a kick, shot OR pass decision instead if Kick, Kick.
- **Load** = Short corner defender spaces out to corner, add extra defender waiting baseline. Can only enter the action when ball enters the paint on the split.
- "We have to coach effort. Ensure they're playing with purpose and detail."
- The game is a series of advantages and disadvantages.
- Let the players self-coach - avoid stopping and lecturing.
- 'Fix it' is a good cue.
- 'How is our spacing?'
- Try and stand where you as the coach can see what the players see (e.g. vs under the basket). It's good to be in the drills to hear what they say.



Pasquali Passing

- Same Pasquali Four Corners set-up, with 3 players in each line.
- Coach looks to add pressure with triggers such as 'faster, 'quicker' etc.
- **Load** = if coach doesn't move, the driver scores.
- **Load** = if coach raises hand, stride stop catch and pass back to spot you caught from. Close-out, live 4v4.
- **De-Load** = have to touch the 3PT line, offense tries to use the temporary 4v3 advantage to score.



3v3, 4v4 w/ Cut

- Want to encourage splits through cutting not just dribbling.
- Looking to create two 2v1s.
- Player passes ball to player in front that cuts. Make the decision to pass to the cutter or another player if defense sinks too much.
- Stay for 2 or 3 reps then change.
- **Load** = change angle
- **Load** = start with blast cut
- **Load** = change advantage to hip to hip
- **Load** = add transition. Player that shoots has to get both feet out of bounds, temporary advantage.