

## Shawnee Harle Open the Door Finishing

When you watch your team in games, chart the mistakes. Was the mistake due to lacking the technique or due to making the incorrect decision?

We spend too much time on technique vs the decision piece. Was it right decision and lacking technique to execute, or right technique but lacking the decision?

### Front Door Finishes

The door which is right in front of you at the basket (typical 45 degree angle lay-up). This is the door to enter through when there is space under the basket. Can use a one footed finish.

**Load** = take-off outside the smile, use under-hand lay-up.

**Load** = whatever side of the hoop you are on must jump off your right foot.

### Middle Door Finishes

The door which is at the middle of the rim. Use outside hand to enter the door.

**Load** = must shoot out of rhythm. This is anything other than a 1-2-3 (shot) with a one second count. E.g. normal 1 and a quicker 2, a quicker 1 and slower 2, or just a 1 into the 3 (one footed).

**Load** = score off a stride stop, pivot step-through.

**Load** = must finish underhand.

### Side Door Finishes

The door on the furthest side of the rim. Can get there through going for the front door first and then dribbling under, or going for the middle door and continuing.

Players often shoot on the front door the most, but this is the easiest one for the defense to take-away! Side door can be the best one for driving from the wing because it forces the low eye to make a decision.

### Guided

Coach acts as the low eye help to guide whether it's a front, middle or side door. If coach doesn't move, the front door is open. This is always the preferred way to enter but the one we will see the least frequently.

If the front door is open, player says open as they drive and finish through the front. If it's closed, through the coach getting into the driving line early, players say closed and look for the middle door. They must then decide whether to enter through the middle or side door. Coach may still be closed on the middle door.

**Load** = guided defender can stunt and fake to trick them and get them off balance.

**Load** = guided defender can foul and players look to finish through contact.

**Load** = if the middle door is tightly closed, use a stride stop to open it.

**Load** = inside or outside cylinder lay-ups. This is imaging you are shooting inside a cylinder. Typically inside cylinder lay-ups get blocked. Must shoot outside the cylinder!

### **1v1 Finishing**

Two lines - one under basket (low eye) and one on weakside of the floor.

Driver line is 1 - help line is 2. Coach says 1 to cue the drive and 2 to cue the defense. Change the timing and speed of giving the 1-2 (or 2-1) to determine whether it is a front, middle or side door finish.

**Load** = if you stride stop and the door is firmly shut, use the “flashlight” which is the coach for a grab and go (adv).

**Load** = move the angle of defense. E.g. start at elbow, block etc.

**Load** = can only use the front door if it is so wide open that you can go off one leg. Otherwise have to use a different door.

How did you feel about that shot? Gold medal, silver medal or bronze medal?

### **Open the Blinds (Penetration Reaction)**

If you want to look out of your window and observe the surroundings, you have to open the blinds.

Passer on swing, receiver on wing. Drives it baseline. If defender cuts off the front door hard, passer must open the blinds to receive the ball.

Guided defender can either open or close the door. If open, front door finish. If closed hard, pass to receiver finding their window.

Guided defender can also close-out on the pass to give a shot, drive or neutral decision.

**Load** = guided defender passes to either play to determine whether it is drive from 45 or wing. Then push or pull (open the blinds).

**Load** = add guided defender onto push / pull. Now have to second cut after push/ pull if blinds (window) are still not open.

**Load** = if guided defender doesn't have PVAD on the push / pull can ghost cut as the second cut.

### **Double gaps (open two sets of blinds)**

Shawnee lay down on the floor to show importance of double gap on the push pull. A single gap is one length of Shawnee, a double gap is two. If you creep, 1 defender can guard 2. Must be a double gap away.

“Do-Over” = cue to repeat rep again.

2v1's where it's a pass to the teammate and pass back over the top never happens in a game! So don't let your players do it.

### **Too Close or Too Far**

Guided defender passes and closes out either giving “too close” or “too far”. Can go to any door except the front door on the right side.

**Load** = change angle (e.g. corner).

**Load** = 2v1. Guided defender passes and is too close or too far. If it's too close, teammate has to open the blinds (find a window). If this is one gap away, this is push/pull. If it's too far and a shot, teammate has to rebound and put it up.

Front door is worth 1pt. Any other score is worth 3pts.

**Load** = after passing out, can only receive ball again after getting back out to space.

### **2v2 Continuous**

Can use coach as a flashlight if there's nothing on. On a score, offense keep it and immediately pass to coach and tag hand. Defense sprint on at same time.

Violation for shooting on a closed door.

### **The Jungle vs the Zoo**

The game is the jungle but we train them in the zoo. The zoo can't train you for the jungle.

Being trained in the jungle leads to some typical habits. E.g. not comfortable with mess, being tentative etc.

Players want the coach to be the zookeeper and save them, feed them etc (telling them when to go, where to stand, what move to do). But this never happens in game. A zoo keeper can't help an animal in the jungle - this is the equivalent of playing the game.

Players have to be encouraged to be creative and try new things. This is akin to “getting into the jungle.”

Airballs are spiders and snakes. Don't be afraid of them! Proof you're living in the jungle.