

MEETING AGENDA

- WHY DO YOU WANT TO PLAY PICK & ROLL OFFENCE?
- HISTORY OF THE PICK & ROLL OFFENCE IN THE MODERN EUROLEAGUE
 - VIDEO SAMPLES AND DETAILED ANALYSIS FROM 2008 09 SEASON TO 2018 19 SEASON
- PICK AND ROLL LOCATIONS AND COMMON SPACING PATTERNS
 - 5 LOCATIONS AND 4 MAIN SPACING PATTERNS
- WHAT ARE THE MOST COMMON SPACING PATTERNS?
 - VIDEO SAMPLES FROM THE 2019 20 SEASON WOMEN'S EUROLEAGUE GAMES
- HOW DO WE TEACH PICK & ROLL ACTIONS (1V1 TO 4V4)?
 - VIDEO SAMPLES FROM THE 2019 20 SEASON UNIVERSITY OF CALGARY WOMEN'S BASKETBALL GAMES
- HOW DOES IT LOOK ON 5V5 SITUATIONS?
 - VIDEO EXAMPLES FROM THE 2019 20 SEASON UNIVERSITY OF CALGARY WOMEN'S BASKETBALL GAMES, 2019 20 MEN'S EUROLEAGUE GAMES AND 2020 WOMEN'S QLYMPIC QUALIFIER GAMES

WHY DO YOU WANT TO PLAY PICK & ROLL OFFENCE?

- The Pick and Roll action became the genesis of the modern offense. It is hard not to run this particular action within the offensive system anymore.
- We all know that Pick and Roll actions forces the defensive team to make a decision on each and every possession.
- We also know that, it causes mismatches which result in match up problems for the defensive team and lots of opportunity to score for the offensive team.
- I think Pick and Roll action gets defensive players in foul trouble relatively easier compare to non Pick and Roll actions.
- We probably all agree that, Pick and Roll actions force defenses into continuous rotations and eventually into messy scrambling type of recovery on the defensive end.
- Which would eventually allow offensive team a multitude of offensive options: drive and kicks, passing to the roller or passing to the pop player, creates extra passes to someone coming off an action on the opposite side and lots of other different options.
- There is just so much going on for the defensive team to work on to eliminate all the offensive actions happening after a very simple Pick and Roll action.
- I think that's why all the coaches in the world would want to play Pick and Roll actions within their offensive systems all the time.

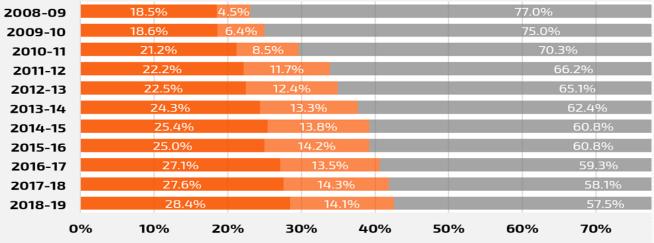
HISTORY OF THE PICK & ROLL OFFENCE IN THE MODERN EUROLEAGUE



Year-by-Year Growth of Pick & Roll Offense

Modern EuroLeague History

Percentage of Half Court Possessions Derived from Different PlayTypes by Season



■ Pick & Roll - Direct ■ Pick & Roll - Indirect ■ Non-Pick & Roll

- In 2008 09 Season; Teams played the Pick and Roll actions 23% of the time during the game.
- In 2018 19 Season; Teams played the Pick and Roll actions 42.5% of the time during the game.
- In 2018 19 season;
 - 28.4% of all half-court possessions in the Euroleague have been used by a ball handler or the screener in the Pick & Roll
 - 14.1% of all half-court possessions in the Euroleague used to create for the other players that weren't directly involved with the action (cutters and spot up shooters etc..)
- In terms of efficiency, half-court possessions originating in the Pick & Roll have been converted for 1.03 points per possession while all other half-court possessions have generated 0.96 points per possession.



2018-19 EuroLeague Team Pick and Roll Ball Handler Scoring

Current Season Statistics

TEAM		%TIME	PTS/G	PTS/POS	aFG%	%T0	%FT
RNADDLU EFES 1976	Anadolu Efes Istanbul	17.4	17.2	0.99	56%	20%	11%
BASHONIA KIROL BET	KIROLBET Baskonia Vitoria-Gasteiz	17.4	15.6	0.90	52%	20%	8%
A X ARMANI EXCHANGE	AX Armani Exchange Olimpia Milan	19.4	15.0	0.77	41%	19%	11%
	Herbalife Gran Canaria	16.1	14.5	0.90	53%	22%	16%

PICK & ROLL (BALL HANDLER SCORING)

- Vasilije Micic, Rodrigue Beaubois and Krunoslav Simon from Anadolu Efes have all used over 18% of the team's pick-and-roll ball handler possessions and all scored over 1.05 points per pick-and-roll possession as the team has found unprecedented success allowing its guards to simply create for themselves in ball screen situations.
- The average pick-and-roll ball handler possession is converted for only 0.85 points, meaning Efes is often generating above average looks in the half court merely by having one of its big men slide out and set a screen.



2018-19 EuroLeague Team Roll Man Scoring

Current Season Statistics

TEAM		%TIME	PTS/G	PTS/POS	aFG%	%T0	%FT
OLYMPIACOS BASMETRALE	Olympiacos Piraeus	6.9	9.2	1.33	66%	5%	21%
BARÇA LASSA	FC Barcelona Lassa	8.3	8.6	1.04	55%	10%	16%
ANADOLU EFES 1976	Anadolu Efes Istanbul	6.2	8.1	1.31	65%	1%	8%
KHIMKI	Khimki Moscow Region	7.6	8.1	1.07	56%	10%	11%

PICK & ROLL (SCREENER SCORING)

- Screener (Roll/Pop) players' possessions tend to be relatively low as many teams look to take away angles to pass the ball to screeners, but generating 1.17 points per possession, they remain one of the Euroleague's most-efficient actions.
- Olympiacos Piraeus has been the Euroleague's most efficient team (PTS/POS) during the 2018 19 season as Nikola Milutinov led the EuroLeague in scoring efficiency on "Screener scoring" category.



2018-19 EuroLeague Team Pick and Roll Indirect Scoring

Current Season Statistics

TEAM		%TIME	PTS/G	PTS/POS	aFG%	%T0	%FT
ANADOLU EFES 1976	Anadolu Efes Istanbul	12.3	15.9	1.29	69%	9%	9%
Realmadrid Baloncesto	Real Madrid	11.9	15.5	1.31	71%	9%	4%
A X	AX Armani Exchange Olimpia Milan	12.0	13.7	1.14	58%	5%	6%
CSKA	CSKA Moscow	10.4	13.5	1.30	67%	6%	10%

PICK & ROLL (INDIRECT SCORING)

- This diagram demonstrates which teams were the most efficient using the Pick & Roll in terms of creating scoring opportunities for someone other than the ball handler or screener.
- Anadolu Efes was very good with their Pick & Roll execution because of its off the ball scorers such as Micic, Beaubois, and Simon all doubling as excellent spot-up weapons among a host of capable role players.

PICK & ROLL LOCATIONS & COMMON SPACING PATTERNS

- If we want to run Pick and Roll offense, first we must have an understanding of our options in terms of **LOCATIONS** and **SPACING PATTERNS**.
- To me, there are essentially five different locations on the floor and in our league, we usually have to go against seven different Pick and Roll defensive coverages. So, we design our drills and offensive strategy to solve all the necessary defensive problems with answering these two important questions;
 - where to set the pick and,
 - how to position other players who are not involve with the 2v2 action.
- Defensively, within each coverage there are many moving parts, headlined by the defender of the ball handler and the defender of the screener. Because of that we have to teach all the necessary solutions to our players throughout the season.
- Also, to me, Pick & Roll is not only a 2v2 mini game situation but it is a 5v5 team play. Because of that, we have to go through our pick and roll strategy and details to make sure, offensively we must force weak side defenders not being able to provide correct support at the right time to eliminate our advantages.

LOCATIONS & SPACING PATTERNS

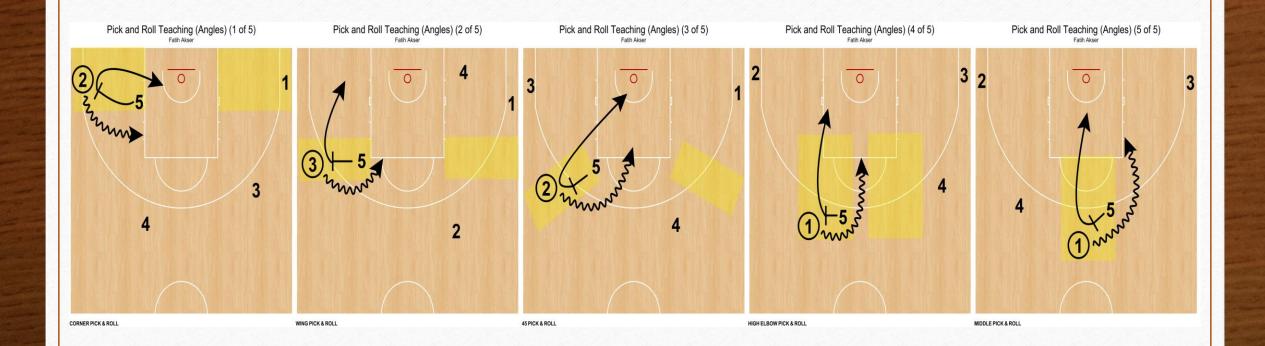
LOCATIONS

- 1) CORNER
- 2) WING
- 3) 45
- 4) HIGH ELBOW
- 5) MIDDLE

SPACING PATTERNS

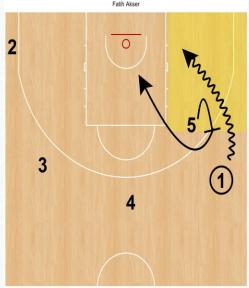
- 1) EMPTY SIDE
- 2) SINGLE SIDE
- 3) DOUBLE SIDE
- 4) TRIPLE SIDE

LOCATIONS



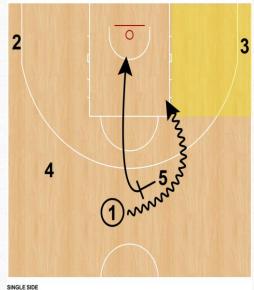
SPACING PATTERNS

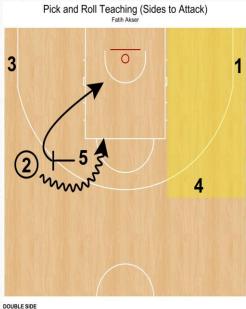
Pick and Roll Teaching (Sides to Attack)



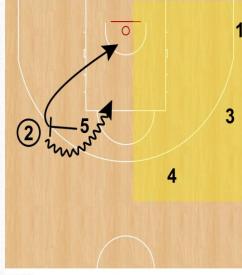
EMPTY SIDE

Pick and Roll Teaching (Sides to Attack)





Pick and Roll Teaching (Sides to Attack)

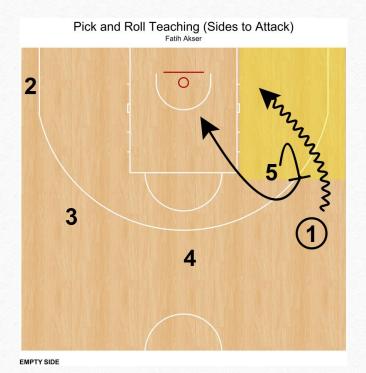


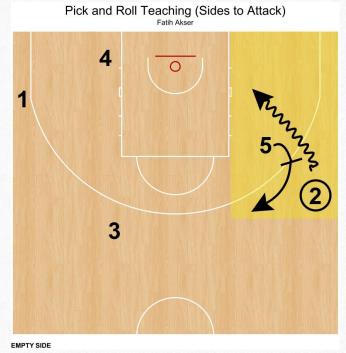
MOST COMMON

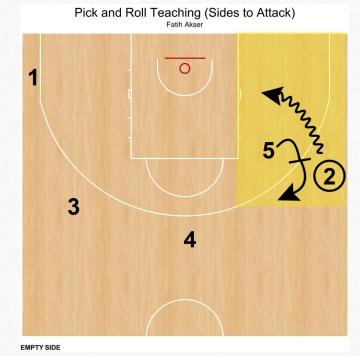
PICK & ROLL

SPACING PATTERNS

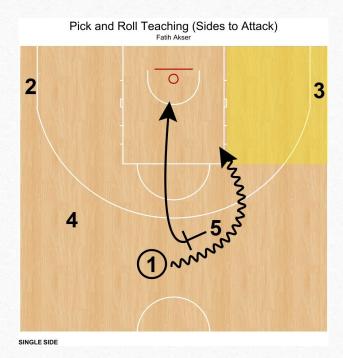
EMPTY SIDE

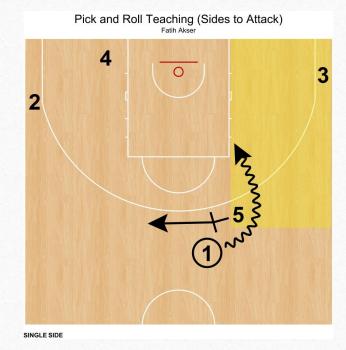






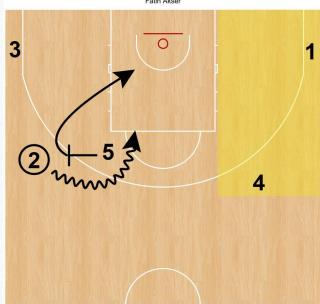
SINGLE SIDE





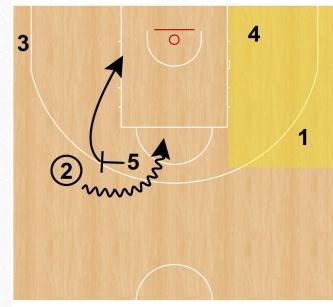
DOUBLE SIDE

Pick and Roll Teaching (Sides to Attack)

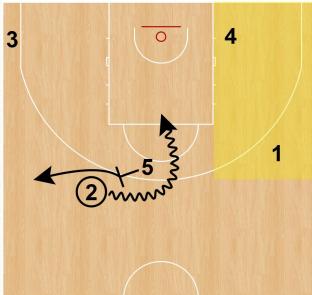


DOUBLE SIDE

Pick and Roll Teaching (Sides to Attack)



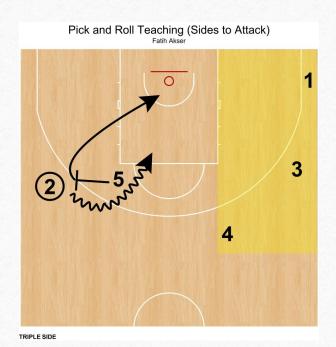
Pick and Roll Teaching (Sides to Attack)

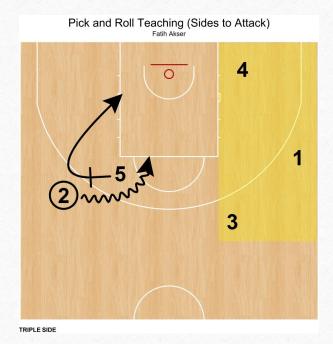


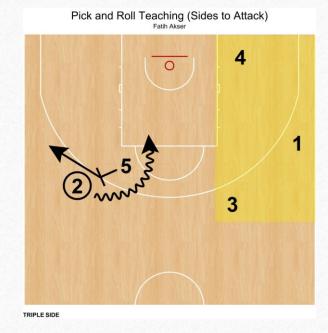
DOUBLE SIDE

DOUBLE SIDE

TRIPLE SIDE







HOW DO WE TEACH PICK & ROLL?

TEACHING PICK & ROLL THROUGH
DECISION MAKING DRILLS

PICK & ROLL TEACHING PROGRESSION

- 1) 1V0 TO 1V2 DECISION MAKING DRILLS
- 2) 2v0 TO 2v2 DECISION MAKING DRILLS
- 3) 3v0 TO 3v3 DECISION MAKING DRILLS
- 4) 4v0 TO 4v4 DECISION MAKING DRILLS

1V0 TO 1V2 PICK & ROLL TEACHING PROGRESSION

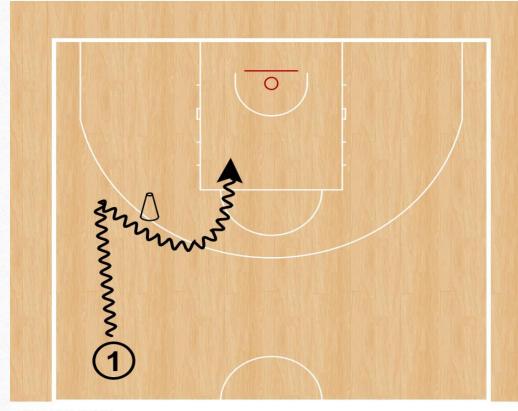
1) 1v0 (INTRODUCTION OF THE NEW SKILL)

FUNDAMENTALS (BALL HANDLER/SCREENER)

- FOOTWORK: TWO FOOT STOP, OUTSIDE/IN AND INSIDE/OUT STEPS
- BODY CONTROL: OBSERVING THE CONTACT AND BEING ABLE TO PUSH BACK THE DEFENDER
- **DRIBBLING:** SHORT, LONG, STOP & GO, FAST & SLOW AND ALWAYS FOCUS ON TAKING MINIMUM AMOUNTS OF DRIBBLING BEFORE PASS OR SCORE
- PASSING: POCKET PASS— INSIDE HAND, HOOK PASS, SINGLE HAND PUSH PASS, UNDERHAND PASS, OVERHEAD JUMP PASS, ONE-TWO STEP OUTSIDE SPIN PUSH PASS, ETC..
- **FINISHING AROUND THE HOOP:** LAY-UPS: REGULAR, OPPOSITE, POWER, REVERSE, FLOATER, EURO STEP
- <u>SHOOTING:</u> 1-2 DRIBBLE (S) JUMPER, TWO FOOT STOP JUMPER (MID RANGE & LONG RANGE)

1v0 (1 of 2) Fatih Akser

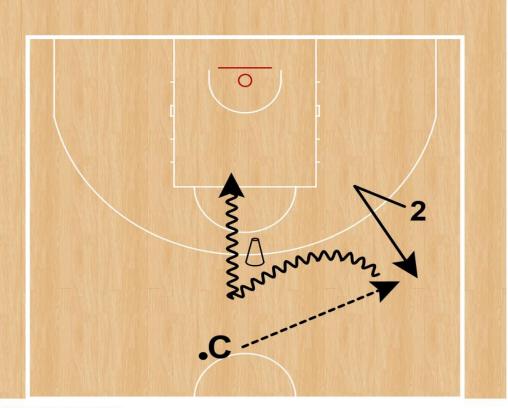
1v0 (2 of 2) Fatih Akser



PLAYER HAS THE BALL

FULL SPEED STRAIGHT LINE DRIBBLE (TRANSITION) SIDEWAYS DRIBBLE (HALF-COURT)

DRIBBLE LOW AND CLOSE TO THE BODY BETWEEN THE LEGS/BEHIND THE BACK FOR CHANGE OF DIRECTION



PLAYER MEETS WITH THE BALL

STOP & GO DRIBBLE (FAST/SLOW)
USE YOUR BODY (BODY CONTACT) AND BRING THE IMAGINARY DEFENDER BELOW THE PICK LEVEL

DRIBBLE AWAY FROM THE DEFENDER USE YOUR BODY (SHOULDER TO HIP) PUSH THE BALL AHEAD AS SOON AS TURN THE CORNER 1V0 (POST) (1 of 3)

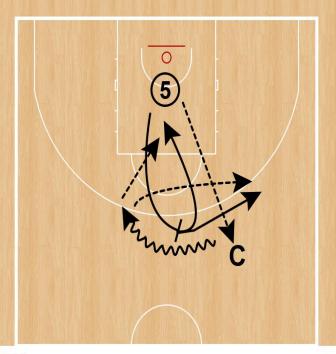
Fatih Akser

1V0 (POST) (2 of 3)

Fatih Akser

1V0 (POST) (3 of 3)

Fatih Akser



ROLL FINISHES

OUTSIDE/IN POWER LAY-UP,
OUTSIDE/IN ONE DRIBBLE AND REVERSE LAY-UP
OUTSIDE/IN ONE DRIBBLE, OUTSIDE SPIN BACK FOR A BABY HOOK FINISH
OUTSIDE/IN ONE DRIBBLE, OUTSIDE SPIN MOVE, BABY HOOK FAKE AND UP/UNDER FINISH
TWO FOOT STOP FLOATER TWO FOOT STOP, UP & UNDER AND HOOK FINISH ETC...

POP FINISHES

CATCH AND SHOOT
CATCH THE BALL AND TAKE A DRIBBLE FOR A JUMP SHOT
CATCH THE BALL, TAKE A DRIBBLE AND POST-UP

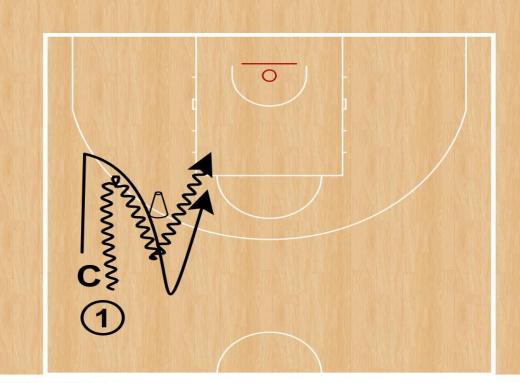
ROLL SERIES POP SERIES

1V0 TO 1V2 PICK & ROLL TEACHING PROGRESSION

2) 1vC (COACH GUIDES THROUGH READ/REACT SITUATIONS)

1VC (ON BALL DEFENDER SITUATIONS) (1 of 2) Fatih Akser

1VC (ON BALL DEFENDER SITUATIONS) (2 of 2) Fatih Akser



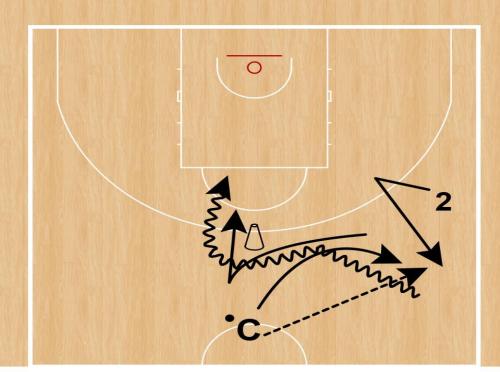
PLAYER HAS THE BALL

DRILL #1: TRANSITION SCENARIO DRILL #2: HALF - COURT SCENARIO

YOU CAN EMPHASIZE;

GUARD IS ALLOWED TO TAKE 1/2 DRIBBLES AFTER TURNS THE CORNER AND FINISH CERTAIN WAYS (ALWAYS CHALLENGE YOUR PLAYERS SKILL SET)

GUARD IS ALLOWED TO TAKE 1 DRIBBLE AFTER TURNS THE CORNER AND HAS TO TAKE A SHOT (MID RANGE OR LONG RANGE)



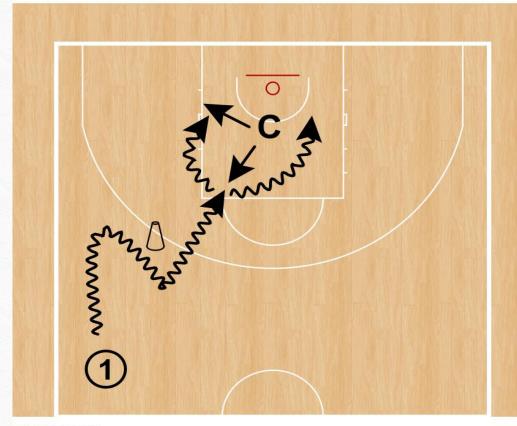
PLAYER MEETS WITH THE BALL

DRILL #1: 2 IS ONLY ALLOW TO TAKE A DRIBBLE AND FINISH WITH A FLOATER

DRILL #2: 2 IS ONLY ALLOW TO TAKE A DRIBBLE AND HAS TO MAKE A JUMPER (MID RANGE OR LONG RANGE)

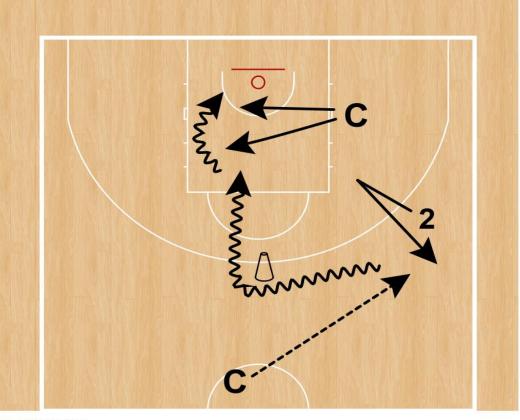
1VC (VS. WEAKSIDE HELP) (1 of 2)

1VC (VS. WEAKSIDE HELP) (2 of 2)



THREE SCENARIOS;

COACH REMAINS RIGHT IN THE MIDDLE
COACH TAKES A STEP FORWARD TO STOP THE BALL
COACH TAKES A STEP SIDEWAYS TO MEET WITH THE BALL



THREE SCENARIOS;

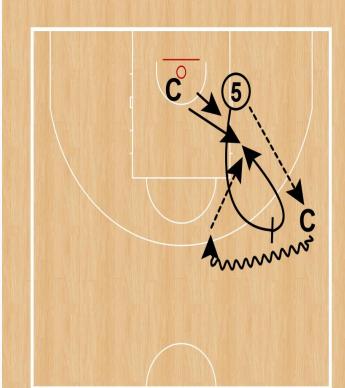
COACH REMAINS WEAKSIDE
COACH TAKES A STEP FORWARD TO STOP THE BALL
COACH TAKES A STEP SIDEWAYS TO MEET WITH THE BALL

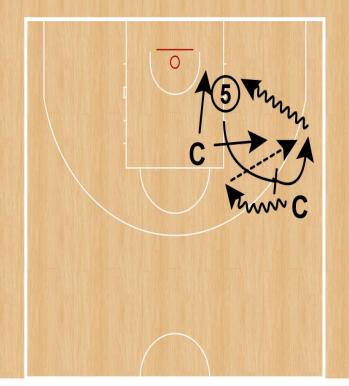
1VC (POST) (1 of 3)
Fatih Akser

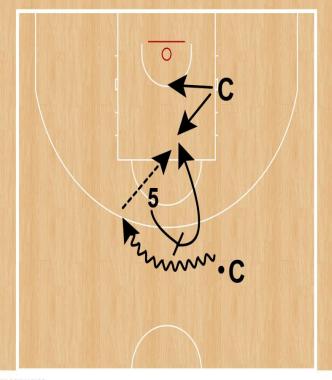
1VC (POST) (2 of 3)
Fatih Akser

1VC (POST) (3 of 3)

Fatih Akser







THREE SCENARIOS;

COACH REMAINS AT THE SAME SPOT
COACH STEPS FORWARD TO MEET WITH THE BALL
COACH STEPS SIDEWAYS TO BLOCK THE SHOT (UNDERNEATH THE BASKET)

THREE SCENARIOS;

COACH REMAINS AT THE SAME SPOT COACH STEPS FORWARD TO MEET WITH THE BALL COACH STEPS SIDEWAYS TO BLOCK THE SHOT (UNDERNEATH THE BASKET) THREE SCENARIOS

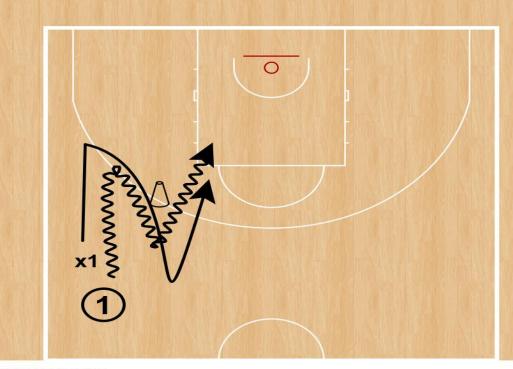
COACH REMAINS AT THE SAME SPOT COACH MEETS WITH THE BALL HIGH COACH MEETS WITH THE BALL UNDERNEATH THE BASKET

1V0 TO 1V2 PICK & ROLL TEACHING PROGRESSION

3) 1v1 and 1v2 (CONTROLLED ADVANTAGE DRILLS)

1V1 (ON BALL DEFENDER SITUATIONS) (1 of 2) Fatin Akser

1V1 (ON BALL DEFENDER SITUATIONS) (2 of 2) Fatih Akser



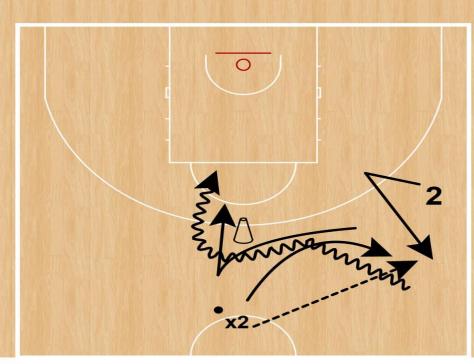
PLAYER HAS THE BALL

DRILL #1: TRANSITION SCENARIO DRILL #2: HALF - COURT SCENARIO

YOU CAN EMPHASIZE;

GUARD IS ALLOWED TO TAKE 1/2 DRIBBLES AFTER TURNS THE CORNER AND FINISH CERTAIN WAYS (ALWAYS CHALLENGE YOUR PLAYERS SKILL SET)

GUARD IS ALLOWED TO TAKE 1 DRIBBLE AFTER TURNS THE CORNER AND HAS TO TAKE A SHOT (MID RANGE OR LONG RANGE)



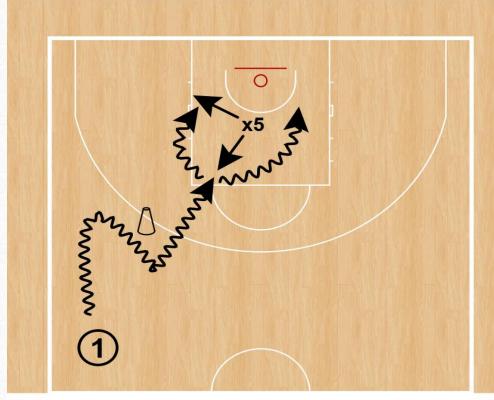
PLAYER MEETS WITH THE BALL

DRILL #1: 2 IS ONLY ALLOW TO TAKE A DRIBBLE AND FINISH WITH A FLOATER

DRILL #2: 2 IS ONLY ALLOW TO TAKE A DRIBBLE AND HAS TO MAKE A JUMPER (MID RANGE OR LONG RANGE)

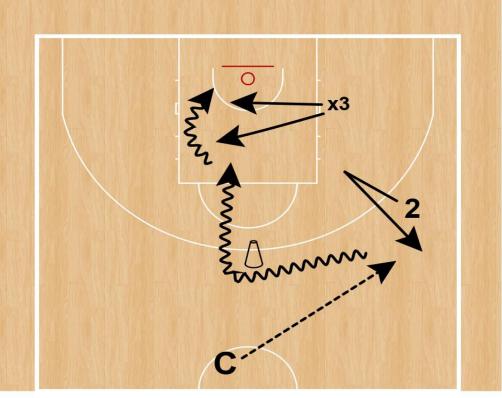
1V1 (VS. WEAKSIDE HELP) (1 of 2)

1V1 (VS. WEAKSIDE HELP) (2 of 2)



THREE SCENARIOS;

X5 REMAINS RIGHT IN THE MIDDLE X5 TAKES A STEP FORWARD TO STOP THE BALL X5 TAKES A STEP SIDEWAYS TO MEET WITH THE BALL



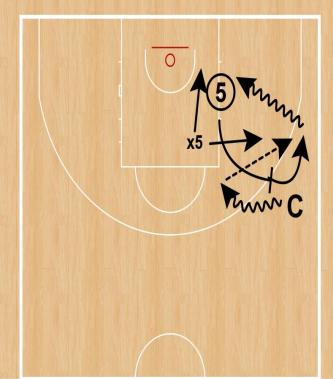
THREE SCENARIOS;

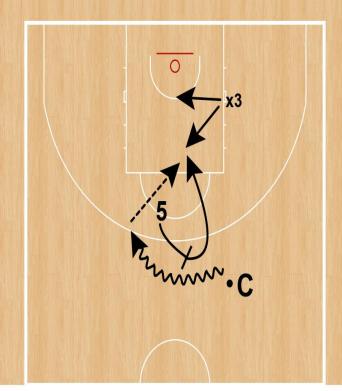
X3 REMAINS WEAK-SIDE X3 TAKES A STEP FORWARD TO STOP THE BALL
X3 TAKES A STEP SIDEWAYS TO MEET WITH THE BALL

1V1 (POST) (1 of 3) Fatih Akser THREE SCENARIOS;

1V1 (POST) (2 of 3) Fatih Akser

1V1 (POST) (3 of 3) Fatih Akser





X5 REMAINS AT THE SAME SPOT
X5 STEPS FORWARD TO MEET WITH THE BALL
X5 STEPS SIDEWAYS TO BLOCK THE SHOT (UNDERNEATH THE BASKET)

THREE SCENARIOS;

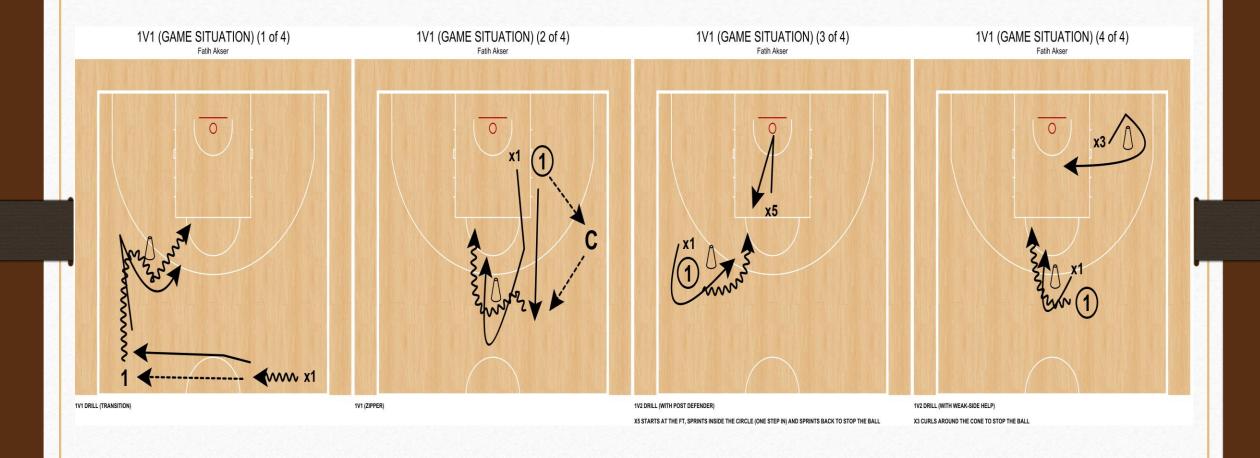
X5 REMAINS AT THE SAME SPOT
X5 STEPS FORWARD TO MEET WITH THE BALL
X5 STEPS SIDEWAYS TO BLOCK THE SHOT (UNDERNEATH THE BASKET)

THREE SCENARIOS

X3 REMAINS AT THE SAME SPOT
X3 MEETS WITH THE BALL HIGH
X3 MEETS WITH THE BALL UNDERNEATH THE BASKET

1V0 TO 1V2 PICK & ROLL TEACHING PROGRESSION

4) 1v1 and 1v2 (GAME SITUATION DRILLS)



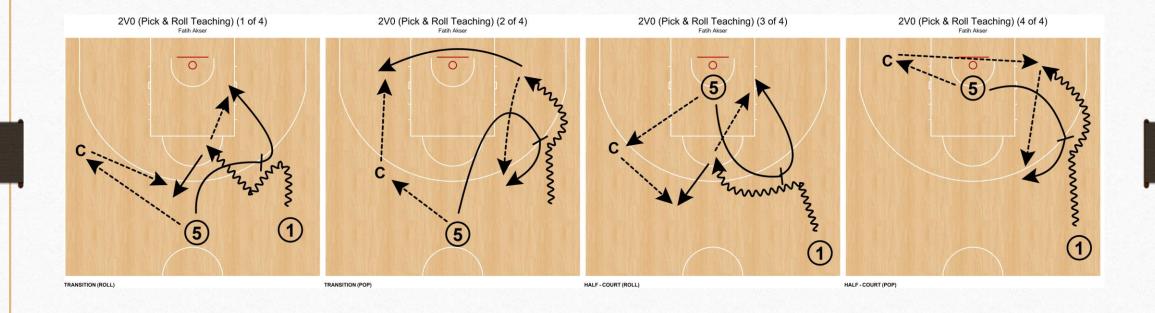
1V1 (POST) (4 of 4) Fatih Akser 1V1 (POST) (1 of 4) Fatih Akser 1V1 (POST) (2 of 4) 1V1 (POST) (3 of 4) Fatih Akser 0

2V0 TO 2V2 PICK & ROLL TEACHING PROGRESSIONS

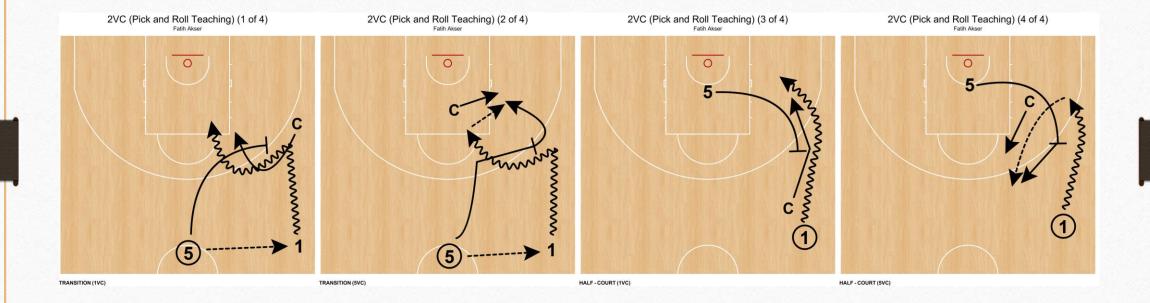
- 1) 2v0 (INTRODUCTION OF THE NEW SKILL)
- 2) 2vC (COACH GUIDES THROUGH READ/REACT SITUATIONS)
- 3) 2v1 (CONTROLLED ADVANTAGE DRILLS)
- 4) 2v2 (GAME SITUATION DRILLS)

2V0 TO 2V2 PICK & ROLL TEACHING PROGRESSION

1) 2v0 (INTRODUCTION OF THE NEW SKILL)



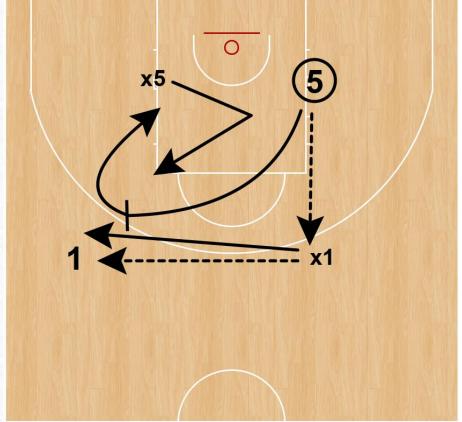
2) 2vC (COACH GUIDES THROUGH READ/REACT SITUATIONS)

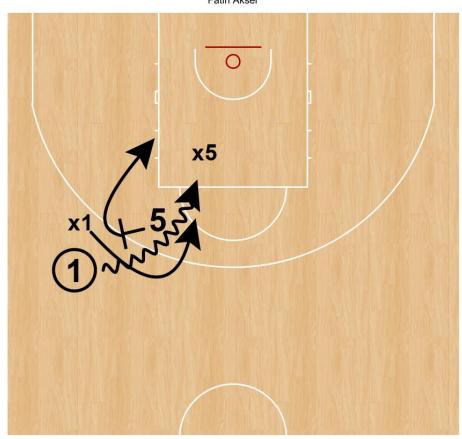


3) 2v1 (CONTROLLED ADVANTAGE DRILLS)

2V1 (Pick & Roll Teaching) (1 of 2)

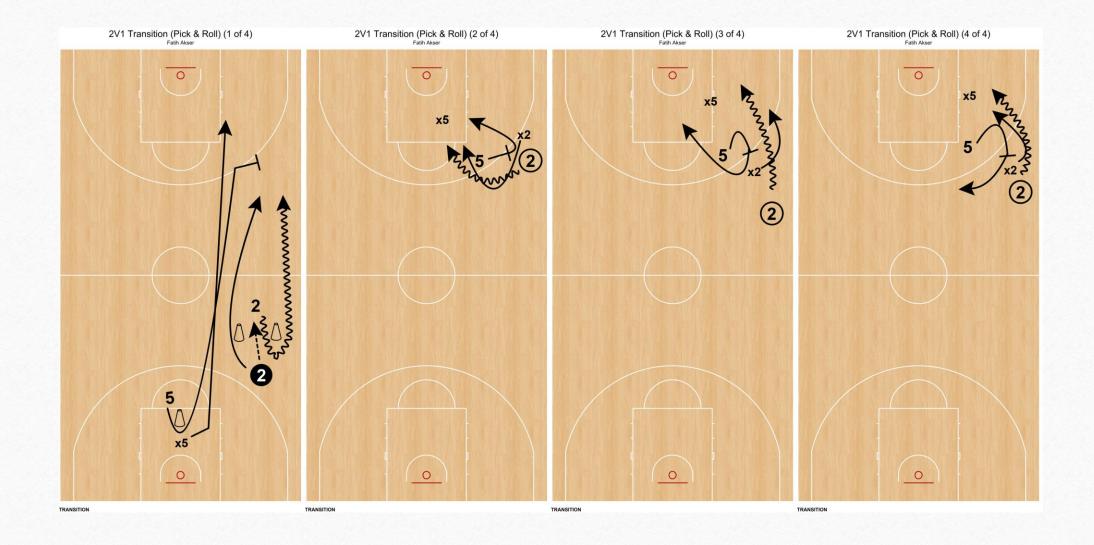
2V1 (Pick & Roll Teaching) (2 of 2)





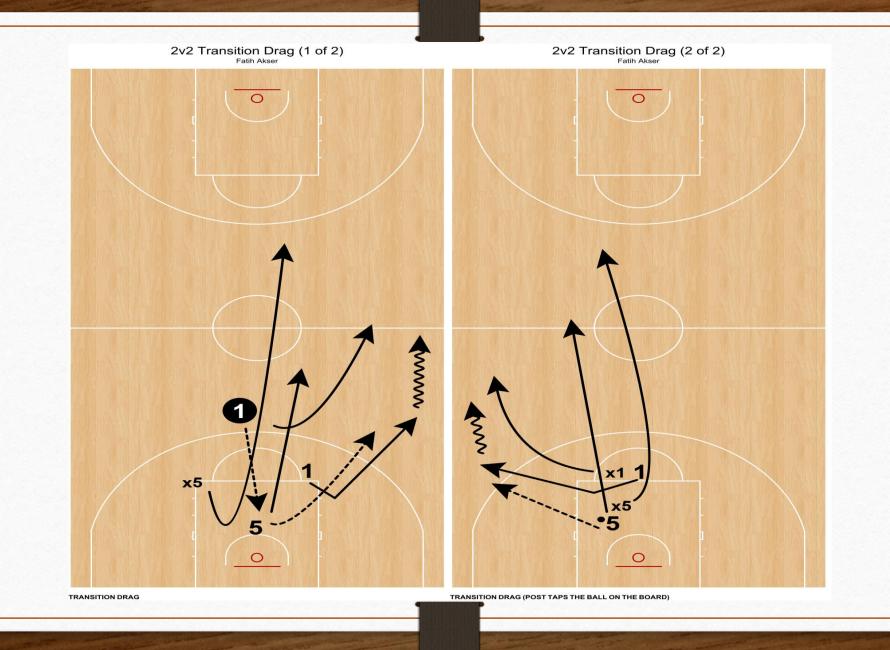
HALF - COURT

HALF - COURT



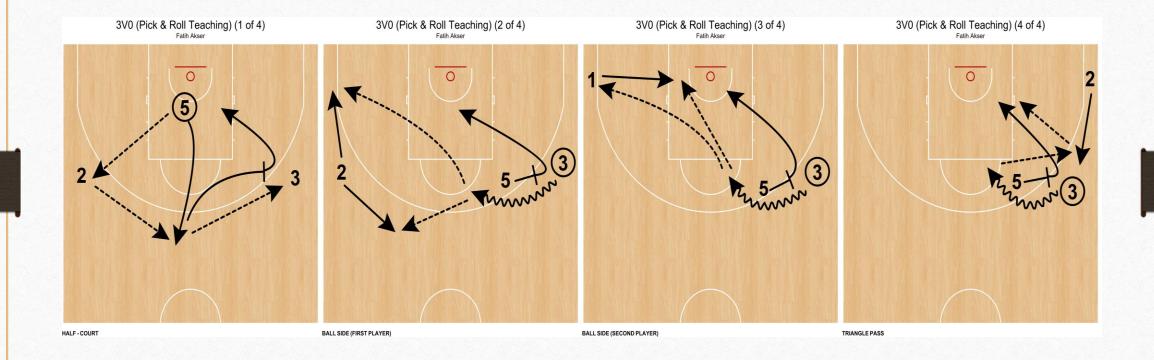
4) 2v2 (GAME SITUATION DRILLS)

2V2 (Game Situation Drills) (1 of 2) 2V2 (Game Situation Drills) (2 of 2) **x**5 HALF - COURT (ZIPPER) HALF - COURT (ZIPPER)

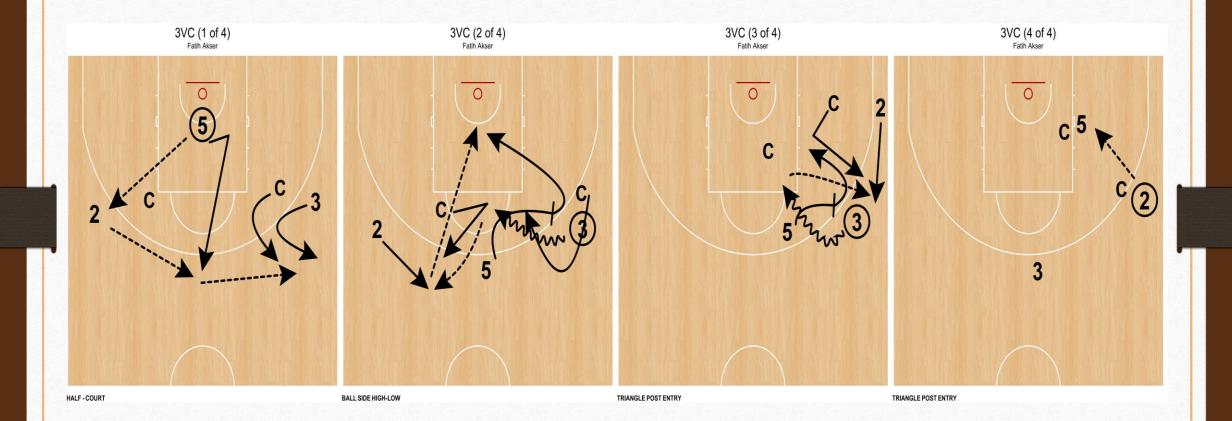


- 1) 3v0 (INTRODUCTION OF THE NEW SKILL)
- 2) 3vC (COACH GUIDES THROUGH READ/REACT SITUATIONS)
- 3) 3v2 (CONTROLLED ADVANTAGE DRILLS)
- 4) 3v3 (GAME SITUATION DRILLS)

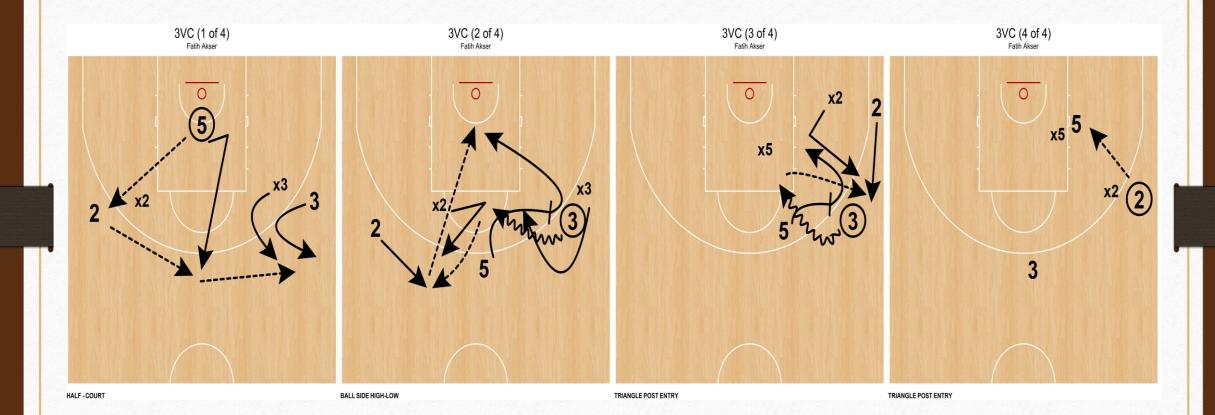
1) 3v0 (INTRODUCTION OF THE NEW SKILL)



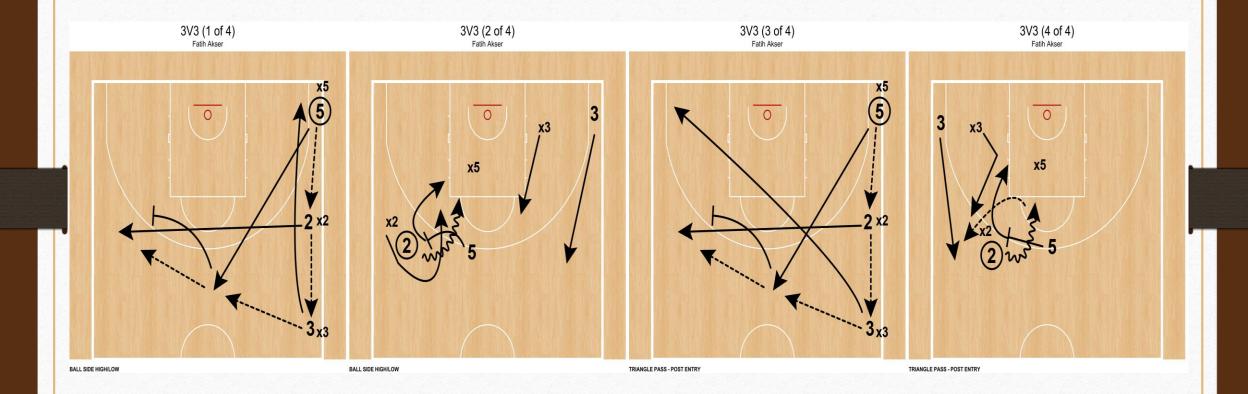
2) 3vC (COACH GUIDES THROUGH READ/REACT SITUATIONS)

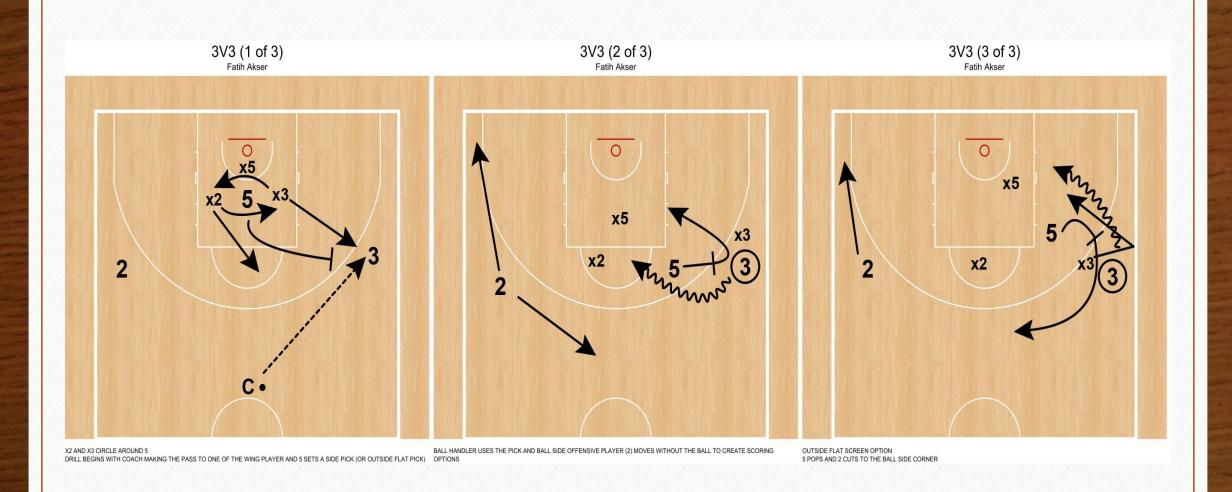


3) 3v2 (CONTROLLED ADVANTAGE DRILLS)



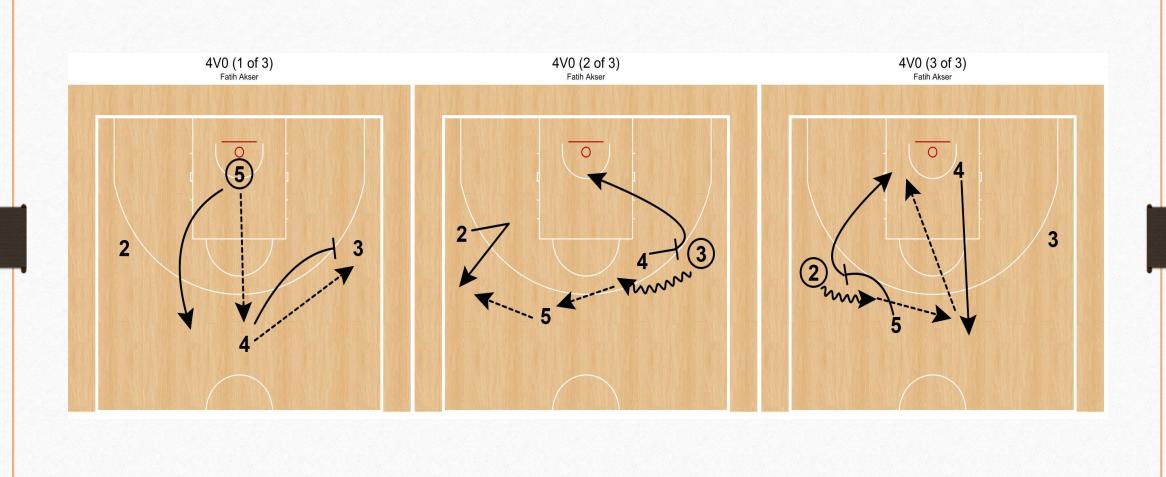
4) 3v3 (GAME SITUATION DRILLS)



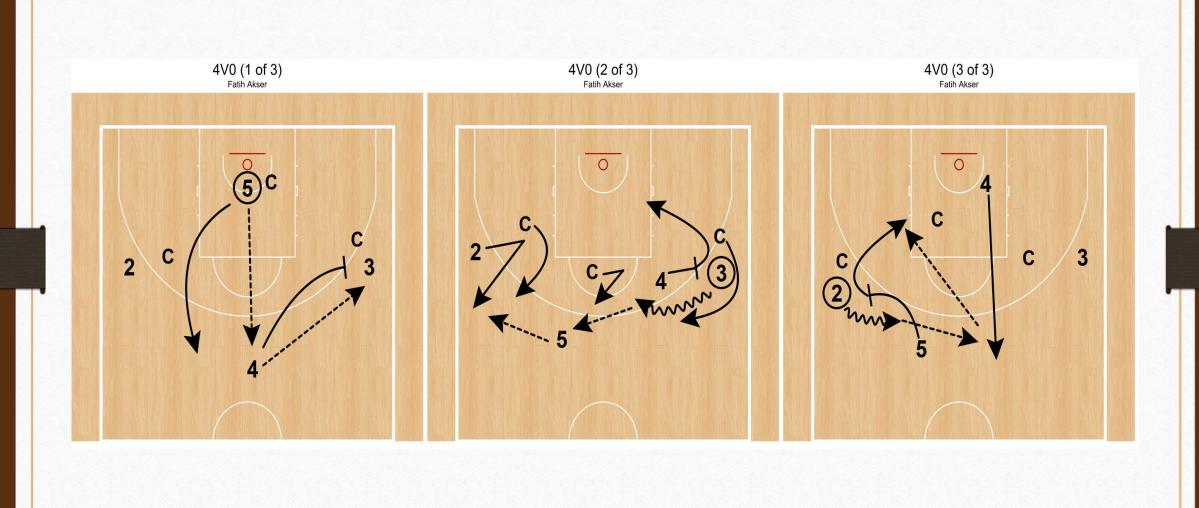


- 1) 4v0 (INTRODUCTION OF THE NEW SKILL)
- 2) 4vC (COACH GUIDES THROUGH READ/REACT SITUATIONS)
- 3) 4v3 (CONTROLLED ADVANTAGE DRILLS)
- 4) 4v4 (GAME SITUATION DRILLS)

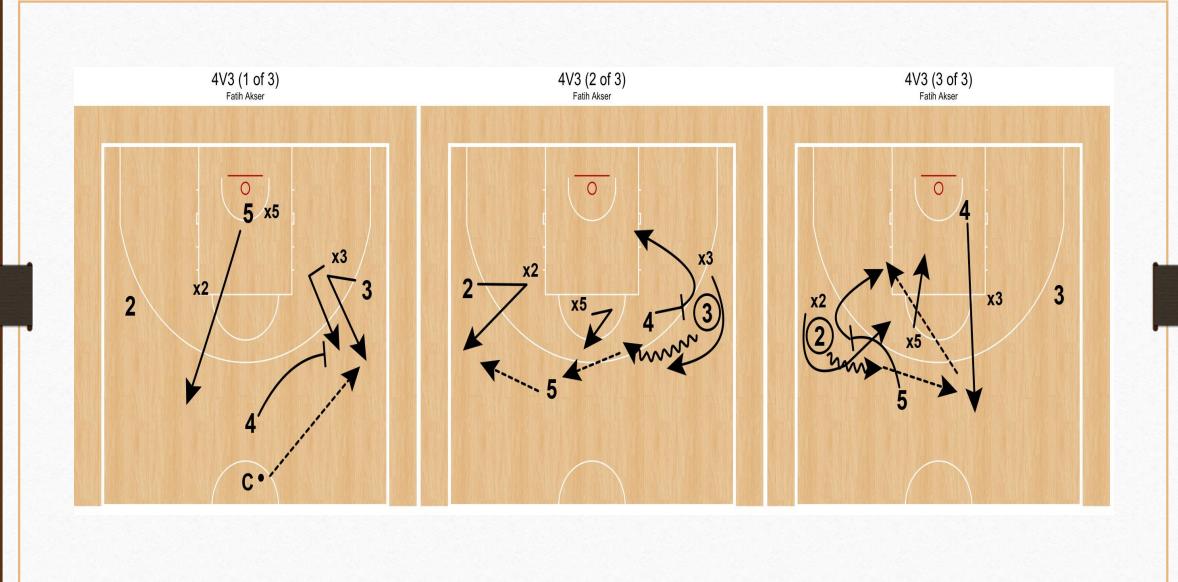
1) 4v0 (INTRODUCTION OF THE NEW SKILL)



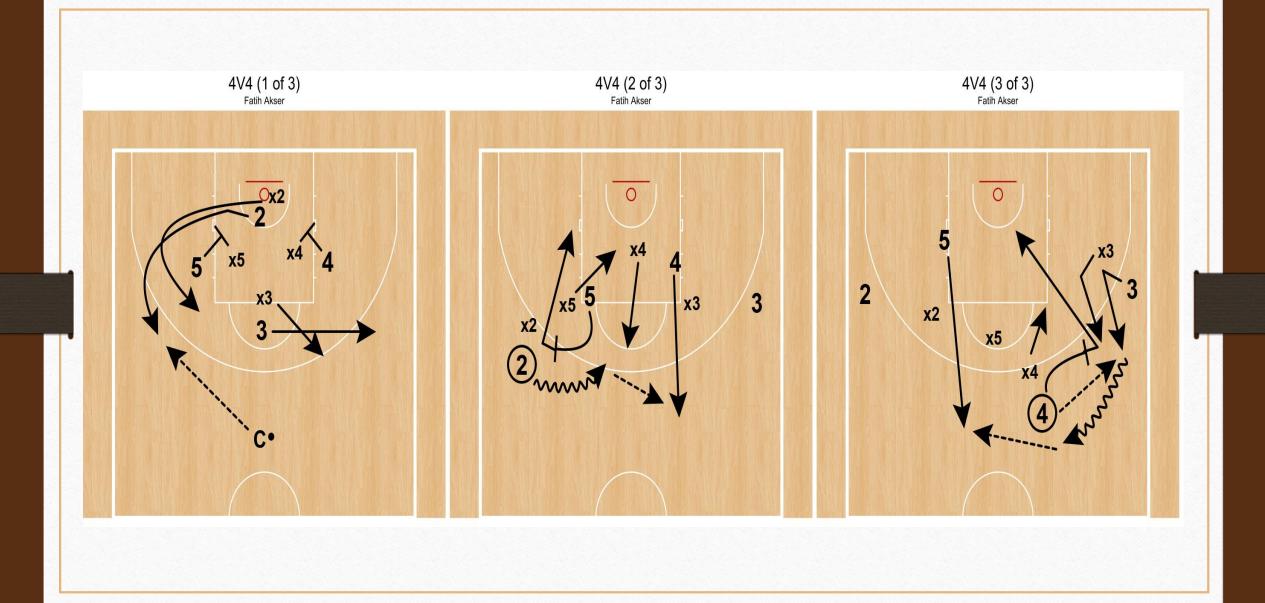
2) 4vC (COACH GUIDES THROUGH READ/REACT SITUATIONS)

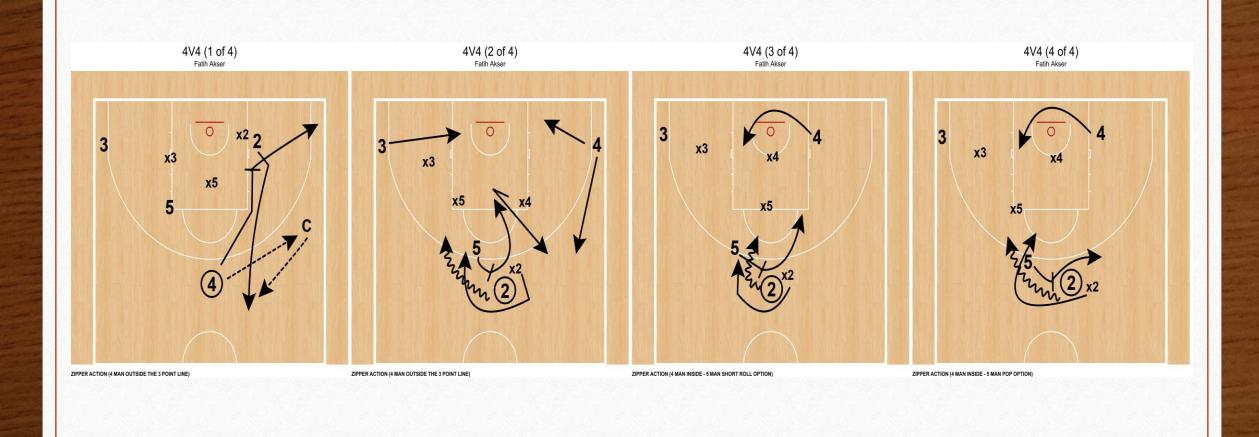


3) 4v3 (CONTROLLED ADVANTAGE DRILLS)



4) 4v4 (GAME SITUATION DRILLS)





HOW DOES IT LOOK ON

5V5 SITUATIONS?

QUESTIONS TO ASK

- 1) HOW DO YOU DESIGN YOUR PICK & ROLL OFFENCE?
- 2) WHERE (LOCATION) DO YOU WANT YOUR PICK & ROLL (POP) TO HAPPEN?
- 3) WHAT KIND OF SPACING PATTERNS DO YOU PREFER TO USE AND WHY?
- 4) HOW MANY DIFFERENT SPACING PATTERNS DO YOU HAVE IN YOUR OFFENSIVE PLAYBOOK?
- 5) WHAT ARE THE CRITERIAS AND DECISION MAKING PROCESS DO YOU GO THROUGH TO DECIDE WHICH PICK & ROLL SPACING PATTERNS DO YOU WANT TO RUN THROUGHOUT THE SEASON?
- 6) WHAT IS YOUR TEACHING STRATEGY AND HOW DO YOU TEACH THESE PICK & ROLL SPACING PATTERNS THROUGHOUT THE SEASON?

PICK & ROLL TEACHING PROGRESSION



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