

BASKETBALL PLAYBOOKS: TEAM OFFENSE

By Coach Patrick Anderson



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Introduction

Coaching basketball is one of the most challenging but rewarding of the team sports to instruct. With so many different variables and player combinations, you, as the coach need to be able to react quickly to what is going on, and to prepare your players for what lies ahead.

Some of the basic basketball fundamentals are taught to players when they are in grade school. Dribbling, shooting, passing, etc., and now it is your responsibility to take those skills and hone them into a powerful unit. To do that you need a few extra weapons to help you along the way.

I have put together four playbooks to help you on your way:

- Team offenses
- Zone defenses
- Full Court Pressure
- Inbounds Plays

These are areas that every coach can use to make their team better. Once your team has mastered each of these different plays or formations, you can adjust them to better suit your needs, and create variations of your own.

To help you with the instruction of these plays and formations, I have included basic diagrams to show you where your players will be, and then where they should go. Following is a brief legend to help you decipher the diagram:

- 1 – point guard
- 2 – shooting guard
- 3 – small forward
- 4 – power forward
- 5 – center



- Cut or move to this area



- Pass



- Screen



- Dribble

Best of luck to you in your coaching endeavors, and I hope this book provides you with valuable information on coaching basketball.

Team Offense

Putting the Ball into Play

The object of basketball, is to score as many points as possible, while preventing your opponent from doing the same to you. In this section, we are going to look at some of the offenses you can run with your basketball team, in order to complete one element of the game – scoring points!

I am going to show you a few of the more popular offenses that are run in basketball today, along with a couple of the variations and the different options you have with each offense. The thing to keep in mind as a coach is that you will be changing and adapting these offenses when you see what a defense is doing during a game. Most of these offenses can accommodate adjustments to do just that.

The offenses that we are going to take a look at are:

- Motion offense
- Flex offense
- Perimeter offense
- Stack offense
- Kentucky Pattern offense

Each of these offenses can be used as a standalone offense, or you can teach them all to your team for different situations during a game. None of them are that difficult to learn the basics, so you should have no problem getting the players on board.

Keys to a good offense:

- Make sure the players know their assignments – practicing their movements

in slow motion so they understand their responsibilities will usually do the trick.

- Quick passes
- Only dribble if you have to. The triple threat position is just that – a threat – because a player can shoot, pass, or dribble from that position. If a player has lost their dribble, they could get into trouble. Coach this with your players. Dribbling during the offensive set is a last resort in most offenses.
- Use ball fakes to move the defense around. This is key to creating passing lanes for your players to get the ball to their teammates.

Motion Offense- Basic

The motion offense is a generic term for any offense that uses court movement, cuts to the ball or the basket, and good screen setting. The one thing that separates the Motion offense from others is that it is quite flexible – you don't have to have set plays every time you bring the ball down the court.

Instead, the Motion Offense is focused on teaching players to use a basic set of rules for their movements, and then to react to what is being done defensively on the court. With the variation in defense, the motion offense has a variety of looks and several different options available. We'll take a look at the basic 3 out – 2 in offense. The other variations of this offense are:

- The 4 out – 1 in
- The 5 out
- The 1-3-1
- The 1-4

... and in each of those there are variations.

3 out – 2 in

This is a basic motion offense that you could see at any high school or even college level game. It will most often utilize one strong, ball handling point guard, 2 wingers (on the perimeter) and 2 post players. In the motion offense, you usually play to your skills and design your motion offense plays based on those strengths. It can be run against a zone defense, or a man-to-man.

Here are a few basic rules of thumb for the motion offense:

- The point guard always bring the ball up because the offense is set off their direction. The point guard is always the last line of defense against the fast break and does not rebound (unless he or she drives the lane).
- The perimeter forward need to be versatile players that can either drive the lane, set screens and be quick enough to find the open areas of the court. They also need to be ball-smart so they can read what a defender is doing and react according to the basic concepts of the motion offense.
- The post players need to be agile enough to set screens and cut to the hoop off of a pick and roll, and tough enough to grind it out on the boards against some of the toughest man-to-man and zone defenses.
- This is more of a concept offense than a 'set play' offense. Once the players know how to read and react to an opposing defense, then a coach can

design set plays based on the defensive alignment of his opposition.

- The key to this offense being successful is balance and spacing. Too much crowding keeps the shooting lanes and driving lanes closed. Passes are easily intercepted and screens are ineffective.

Basic 3 out-2 in Alignment

These are the options that the players in the motion offense have. Dribbling is usually not an option unless a player is in trouble (because of a double team or trap), to open a passing or driving lane, or if they are in danger of having a 5 second violation. Otherwise, it is pass, screen, drive or cut to the hole.

The 1 man (point guard) brings the ball up the court and has one of four options:

- Drive to the hoop
- Pass to the 2 or 3 man
- Pass to the post
- Wait for a screen and run the offense from the corner of the perimeter

So, looking at the graphic on the previous page you will see that with the basic 3 out – 2 in motion offense you have plenty of options:

- The 1 man can pass to the 2 or 3 man on the outside, or as they are cutting to the hoop; either over the top of their defender, or back door. If the point guard passes it wide to the 2 or 3 man, he or she can cut through the key for a return pass.
- The 1 man can pass to the high post coming to the top of the key, or use the high post as a decoy to hit the back door wing route. If the guard hits the post with a pass, the wing can still cut back door and get a pass from the high post.

- The point guard can drive to the hoop on a screen from the wing, or use the screen to run the offense from the wing.
- The one post player can set a screen and the other can go back door or over the top (based on the defense) to get a pass from the point guard.

This is just the first step of the offense – done from the point guard position. Even though the graphic shows only one side, you can mirror the image and run the same offense on the other side.

Also, with each pass around the perimeter you can set the offense from that point. The great thing about this offense is that it can be adapted to whatever defense is being run against you. Also, it is open to many different options at the coaches' and players' discretion.

Figure 1

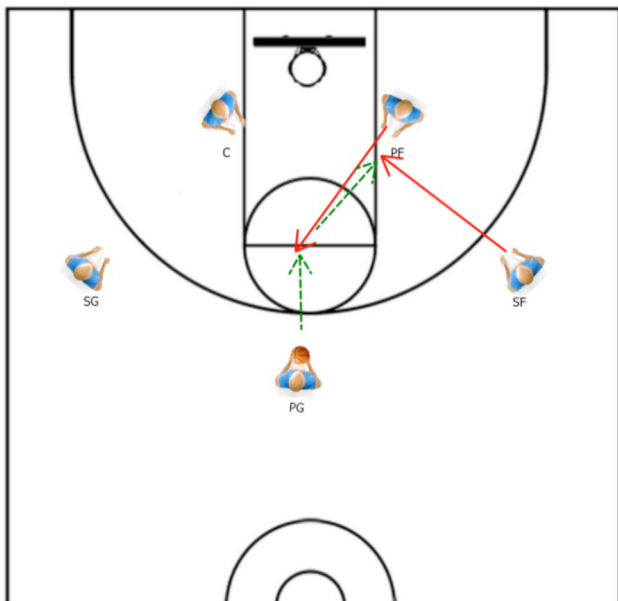
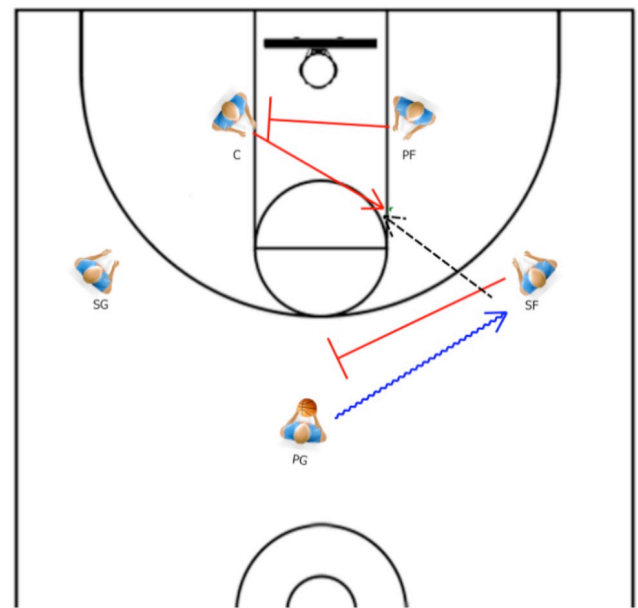


Figure 2



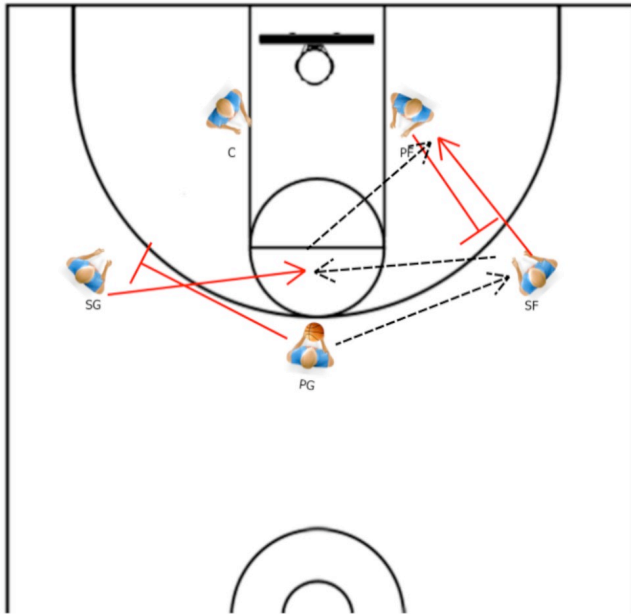
Recommended Resource



These diagrams were created in 3 mega-easy steps using the incredible Basketball Blueprint software. To get the full story (and learn how to create stunning animated, drills, play, even entire playbooks in 5 minutes or less), go to:

www.BasketballBlueprint.com

Figure 3



Motion offense is the first basic team offense you can look at.

Basic Flex Offense

The Flex Offense is probably one of the most popular offensive sets used in basketball today. Similar to the Motion offense, the Flex offense uses a lot of movement by the players and screens to create open holes for lanes to the basket. What separates it from the Motion offense in many respects is that a coach will design set plays, or use one of the standard flex sets to run this offense.

This is a man-to-man offense that has a basic 2 – 3 set up, with one side slightly unbalanced with the post on that side. The flex offense also has a few different variations:

- The Gonzaga Flex
- The Flex stack
- The Kentucky Flex
- The flex-motion

But, these are simply variations of the same basic offensive idea.

The 2-3 Flex Offense

As mentioned earlier, this is similar to the motion offense – especially in the movement and the number of picks that are set. A few rules to remember will help your players figure out the flex offense. Everyone has a responsibility to remember these rules in order for this offense to work:

- Once you set a pick, you will receive a pick set for you.
- When you get a pick, you will either set a pick or get a pass

Keys to the Motion Offense

- Don't dribble unless you have to. It is a passing and moving offense. Each pass should be followed by a triple threat position.
- Your players need to learn to read and recognize where there are openings in a defense – and then exploit them. Once they understand the different options they have this offense can be quite successful.
- A good ball control and passing point guard is essential – they set the offense and make the first pass.

The motion offense is just that – full of motion. With each pass that is made, the players react to where the ball is going, and look for an opening to make a play. Once the wing gets the ball, they can pass to the post; when the post gets the ball it can pass to the back door cutting winger, etc.

- Once you pass, you will then go to set a pick
- If you catch a pass, you will then either shoot or make a pass (if pass, then you will see rule #3).

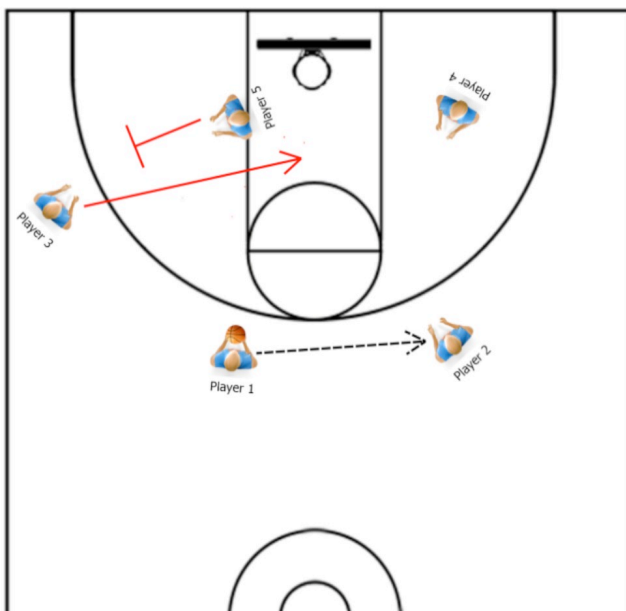
Further, in order to make this offense successful, you must teach your players the following:

- Set good, strong screens
- Make crisp passes – and on time for the cuts
- Be quick to make the move off a pick, but be patient enough to wait until the screen is set.

These are important to making this offense work.

The 2-3 Flex Offense - Basic Alignment

The following graphic shows the basic flex offense, however, there are several variations of it that a coach can employ.



The basics of the flex offense tell you that when you make a pass then you go to set a screen. So the 1 man makes a pass to the 2 man, and then goes to set a screen for the 5 man.

Also, one of the rules says that once someone sets a screen for you, you must receive a pass or set a pick for someone else. As the 1 man cuts across the key, and the 5 man sets a screen for that player, they might receive a pass, or then the set a screen for the 3 man.

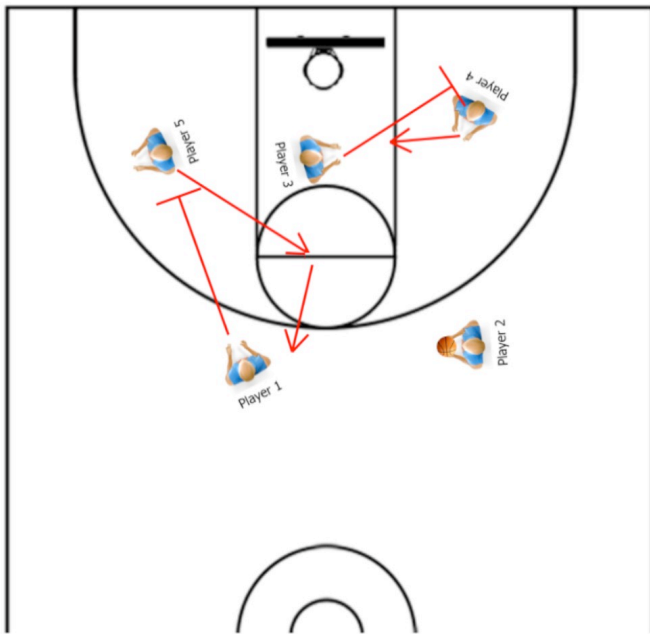
So, after the first pass (which sets the offense in motion), a series of screens takes place. With each screen comes the potential for a pass, and then another screen. That is how the offense works.

From the 2 man's position, there are several options as the offense goes through its evolution:

- After the first pass from the 1 man to the 2 man, a return pass can be made to the 1 man, but a screen will usually be set for the 5 man. Simultaneously, the 3 man will be utilizing a screen from the 5 man. The 2 man can make this pass immediately if open.
- After the first stage, the 5 man gets a screen from the 1 man, and then cuts to the top of the key, or goes back door to receive a pass. If they don't receive a pass, then come to the perimeter to reset the offense to the other side.
- The 2 man can also then decide to make a pass to the right-winger, after the screen from the left-winger coming across (after the screen from the post.).
- The right guard should not have dribbled to this point, waiting for the right opportunity to make a pass as the screens work out.

After the first few screens illustrated in the first diagram, you should end up with a configuration similar to the first one. If there is no pass made after one of the screens and no basket attempted, then the flex offense simply starts again.

Figure 2

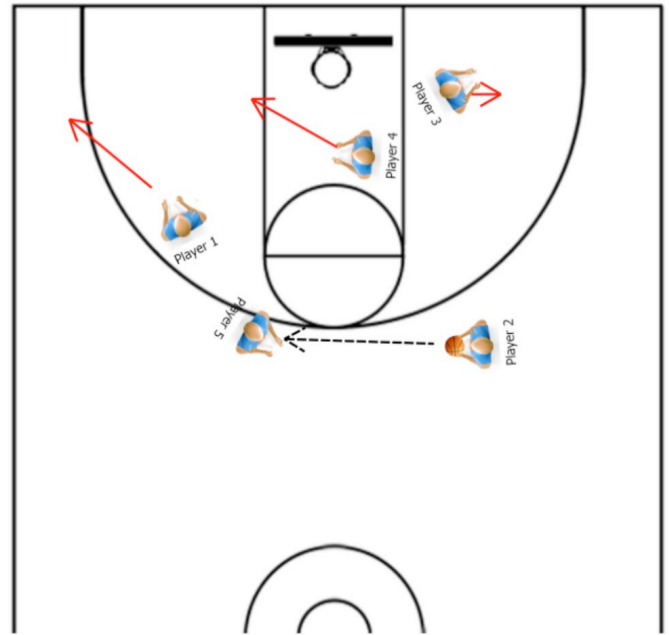


So, what you will notice is that after the first few screens, the formation is very similar to the initial one – except that the winger is now the post on the right side of the key.

The next step is the same as in the first part of the offense. The right guard (yellow) makes the pass to the post player, now on the perimeter. Then the left guard sets a pick for the winger down on the post. The winger on the post sets a screen for the winger on the right perimeter as they cut across the key.

After this second diagram, you should understand the basics of the flex offense. It ends up the same after each run through – if there is no pass or shot opportunity.

Figure 3



The key to this offense is setting good screens, and making good cuts. And when the opportunity arises to make a pass that results in a clean shot!

Perimeter “Horseshoe” Offense - Basic

The perimeter offense is a very basic, but often used offense. As the name states, it is an offense based around the perimeter of the offensive court – primarily run around the 3-point area.

This offense can be used as the primary offense for a team, but doesn't have very many options available to it, unless a coach designs new plays for a basic offense. However, it is a very valuable offense for specific situations in a game:

- Against a good zone defense

- If you need a late game perimeter three pointer
- If you are trying to kill the clock at the end of a game
- As a change of pace

If you are running the perimeter offense, generally you should have your best shooters / passers on the floor. Depending on the game situation you are playing for, you will need a combination of players.

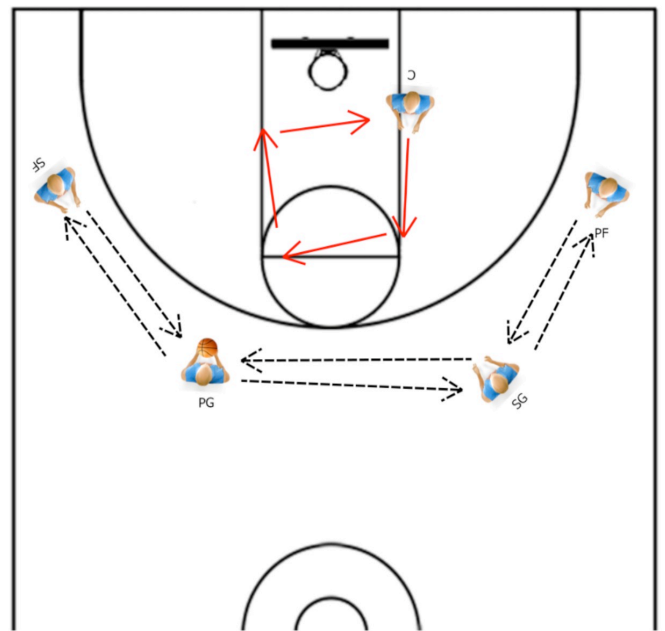
- If you are running a perimeter offense because you are playing a strong zone defense, I would suggest your quickest players on the floor. This is because one of the reasons you are running the perimeter offense against a zone defense is to make quick passes to open up shooting lanes or driving lanes. So, the players need to be quick to make passes and quick to hit the holes for shooting or driving.
- If you are running the perimeter offense because you need a late game three-pointer, then you obviously need your best shooters on the floor.
- Trying to run the clock out at the end of the game requires your best passers and dribblers. There is a good chance your players will get fouled or they will be facing pressure defense, and they may need to dribble out of the trouble.
- If you are running the perimeter offense as a good change of pace to keep the opposing team guessing when you are going to run a man-to-man offense, and a zone defense.

The perimeter offense would most often be considered a valuable 'tool' in a coaches' toolbox. It is a versatile offense that you will

find has a few options that can give it an added dimension. If you throw a post player in to the mix, you all of a sudden have a formidable threat to score the deep field goals, or buckets in the paint.

The Basic 4-1 Perimeter Offense

Just as the name states, this offense is run around the perimeter of the offensive shooting area. The diagram below shows the basic alignment:



The main idea of the perimeter offense is to create holes in the zone defense. This is done by:

- Stretching the zone and creating a hole through quick passes, including swinging the ball from one side to another. When good quick passes and changes in direction are made, an undisciplined zone is stretched.

- When a player drives into the key, most zones are designed to collapse and create a mini-trap inside the key to prevent a drive. This almost instantly opens up a shooting lane for another player in the area of the two players collapsing the zone around the driving player.

The way you will create the holes in the zone is by passing the ball. Quick passes need to be made between players – and that player needs to be ready for a return pass as the ball is changed direction to keep the defense on its toes.

The 5 man will be active because they may be able to exploit a softness in the zone and get a quick pass in the paint for a score. This offense can be difficult to run with players who don't understand the purpose or the options that are available. Often times this offense can be run very quickly and some players aren't so quick to catch on to the fact that a pass may be coming back to them as quickly as they sent one away.

But, a group of players who are on the ball can make the perimeter offense a potent one.

In the diagram on the previous page, you will notice that the passing arrows are going both ways. This signifies the fact that passes can go around the perimeter in any direction at any time. But it is important to remember this one key to the perimeter offense:

- The passing needs to go around the perimeter from player to player in consecutive order. One of the dangers of trying a cross-court pass against a zone is that you can bypass one player in the zone with the pass, but there is usually a second person in the zone able to steal the pass.

The first option for all of the players is to shoot if they have an open shooting lane. This is the primary objective of the perimeter offense.

The next option in the perimeter offense is the drive. The driver has three options when they hit the lane:

- They can take it to the hoop (if they have a good clear path)
- They can dish it to the post as the inside zone players will collapse on the player driving to the hoop.
- Once the drive begins and the zone defenders collapse on a mini-trap, the driver can swing the ball back out to the open man on the perimeter for a shot in the open shooting lane.

The final option would be to stretch the offense with quick passes, to give the post player a soft area to receive a pass and make a quick post move in that spot. This is effective after you have taken a few perimeter shots in a row.

A coach can take the basic perimeter formation and add a few extra options to keep the zone defense in flux. If you want to add motion to the offense, you can simply rotate the players in a clockwise or counter-clockwise rotation so their position changes (while the post stays the same).

Further, the post player can be utilized in several different ways if a coach chooses to design plays specifically for that position.

The Stack Offense

The stack offense is one of the oldest offenses that is still occasionally used in today's game. This offense utilizes a strong ball control guard

who quarterback the entire offensive set. The stack shouldn't be run unless a team has a guard who has exceptional ball handling skills.

This is a quick-hit offense that usually takes one or two passes, and maybe a bit of dribbling on the part of your ball handler in order to open up some of the plays. It is primarily played against a man-to-man defense.

Although it takes a back seat to the flex offense nowadays, the stack does have some great advantages:

- It is tough to play man-to-man against this offense. If a team switches to zone on you during the game, it would be an opportune time to try out the perimeter defense from earlier in this book!
- Good offense for rebounding. You have four players in the key area, with your big players usually there to get the second and third chances at the ball.
- This offense can be set up to exploit mismatches against the opposition. If you change where a player plays their position, then this can provide problems for the defense. For example, if you move your big post player to an outside position, you can take one of the opposition's big players out of the rebounding area.
- They say that if the players are able to execute this offense well, then it would be impossible to not get a good shot.

This is the first offense we have talked about that you should select players suited for the positions.

1 man – This player needs to be your best all-purpose player. He or she needs to be able to

dribble, pass, make quick plays, shoot the deep ball, and also get back to play defense – quickly.

2 and 3 man – These players will be your best rebounders and inside shooters. They should be able to execute a variety of post maneuvers, and also be strong defensive players. Boxing out on the offensive and defensive boards is essential if this offense is going to be successful.

4 and 5 man – These positions should be good outside jump shooters. The basic play structure for the stack offense provides for these players to get the ball in the 12 to 14 foot range.

The Basic Stack Offense

Here's how this offense works:

The 1 man drives to the right, and the 5 man moves at a 45-degree angle out to get a pass. At the same time the 3 man seals the defender to the inside and prepares to potentially receive a pass. After the 1 man makes a pass, he or she goes down to the 4 man to set a screen.

After this first step, the low post player that receives the first pass from the guard has a few options:

- He or she can pass to the 3 man that has sealed off his defender. Then the player makes a post move for a shot.
- He or she can take a shot from the outside. All three of the other players down low crash the basket for a rebound.
- He or she can pass to the 4 man, who has rotated to the top of the key. This player can then square up to take a shot from the top of the key, or drive to the hoop.

After setting the screen, the 1 man will rotate back to the perimeter (outside the three point

line) and wait to possibly reset the offense. Also, if the 4 man doesn't receive the pass, he or she will head back down to their position to wait for the offense to reset, or to rebound the shot.

If there are no passing opportunities, the 5 man will hold the ball and return the pass to the guard sitting outside the perimeter area. The entire time it takes to run this offense should be minimal – maybe 10 to 12 seconds. The main success of this offense comes in its ability to surprise the opposition.

If the ball does get back to the guard at the top of the half court, then the offense should be run the same way, just on the opposite side of the court.

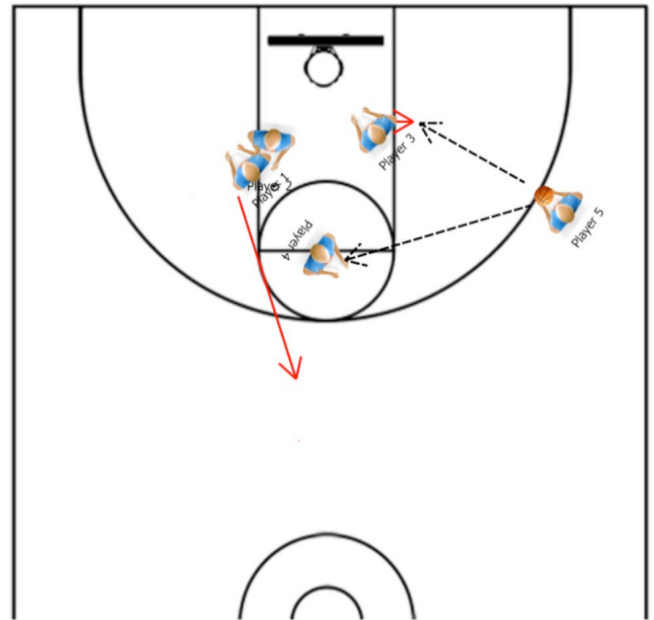


Figure 1

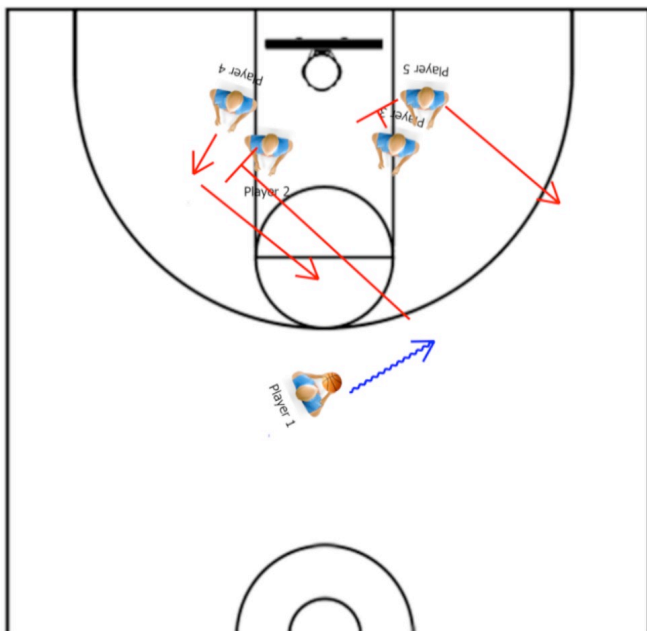


Figure 2

Here are a few more keys to the stack offense:

- The 4 and 5 man must be prepared to rebound. They will be rebounding short to medium range jumpers more often than drives and short hoops.
- Good post moves are essential to this offense. If you can get the ball to the top post players, a good drop step or baby hook can almost guarantee two points.
- Since four players are down low on offense, they are quite susceptible to the fast break. Players need to be acutely aware of when their team loses the rebound battle to hustle back on defense.

This is a great offense to use as a change of pace. It can be used as an offensive variation for the flex offense or the motion offense if the plays are adapted to work with those philosophies.

Basic Kentucky Pattern Offense

This offense is slightly more intricate than some of the others that we have talked about in this book, but still basic enough to be run by any youth or high school program. It does take a little bit more coaching of the specific tasks of each player, but it just forces the player to think a little more and to understand what is happening during a game.

The Kentucky pattern can be run against both a zone and man-to-man, with only slight adjustments made between the two. Coaching is extremely important to this offense, as the player needs to understand the options they have when the plays are run.

Coaches should take time to not only diagram the plays for the team, and then walk through them, but copies of the play calling system should be provided for the players. It should be clear to the players that this offense does have several set plays that can be run from it, and the more informed they are, the better they will do.

Here are a few keys to the Kentucky pattern offense:

- Timing of screens and passes is crucial.
- Players need to know the exact spot they need to move in order to execute the offense effectively.
- Coaches need to instruct this offensive set one step at a time. If the preliminary options are not learned correctly, then the following options are not as effective.
- You need to have 5 smart, well-rounded players, with a good ball handling guard to quarterback this offense. You need a player who can make quick passes and keep the offense running.

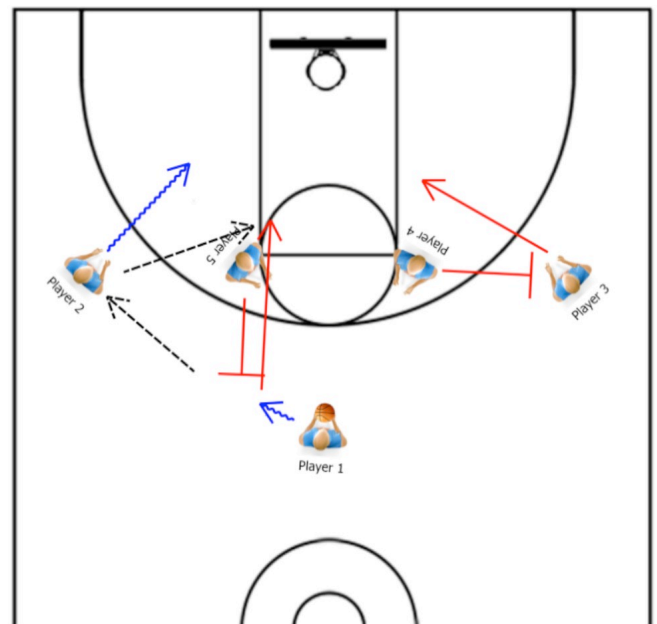
The 1-4 Kentucky Pattern Offense

Upon first glance, as you will note in the diagram on the next page, this offense does not seem like it penetrates well into the low post area. The first stages of this offense don't go too far into the paint, but they simply set up the offense for the latter stages that work the ball down low.

It is key for coaches to also understand that this offense works in stages. Each stage is a takeoff of the previous stage.

The top guard will carry the ball up the floor and make the initial pass, which sets up the offense. The other four players will line up on the foul line extended – as you will see in the following diagram.

Figure 1



Here are the first options to open this offense:

- Once the 1 man passes the ball to the outside 2 man, he cuts to the hoop.

- The 5 man screens the 1 man's defender to open the hole.
- From here the 2 man can do one of three things:
 - Take the three point shot
 - Pass to the cutting 1 man (give and go)
 - Drive to the hoop

If nothing is open for the 2 man, then the 5 man assumes the guard position at the top of the three-point line, and now the 1 man takes up a position down at the low post. The offense is reset, with the 2 man passing to the 5 man at the top of the three-point line.

The next step is for the 4 man to screen for the 3 man, and then take that players spot on the perimeter. The 5 man, who has occupied the 1 man's original spot can make the quick back door pass to the 3 man, who is working off the screen.

The next option if the back door pass doesn't work, is for the 5 man (at the top of the three point line) to pass to the 4 man who just set the screen. Then the 5 man cuts to the hoop in anticipation of the return pass. Or, he can hit the 2 man who will be working off a screen from the 1 man, and cutting to the baseline.

Alternately, the 5 man can take the three point shot.

At this point, if the ball is passed to the 2 man the final options are realized, and then the offense will be reset.

The 2 man can turn and shoot or make a post play. Can kick the ball out to the 1 man on the perimeter, or the 3 man and set a double screen for the 1 man to get back to the top of the key, where if yellow gets the pass he or she can shoot, or reset the offense.

Figure 2

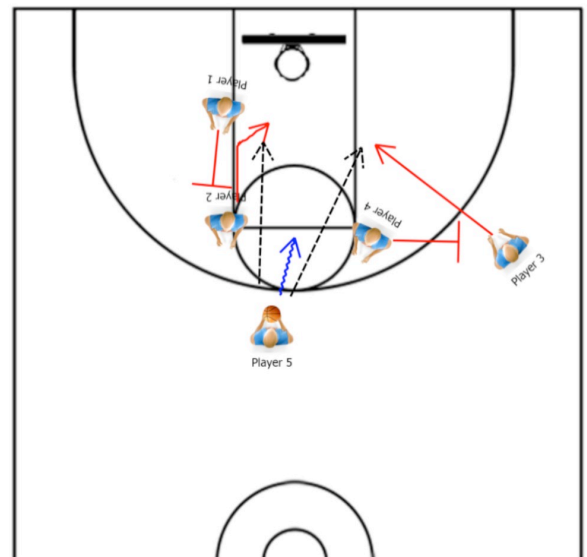
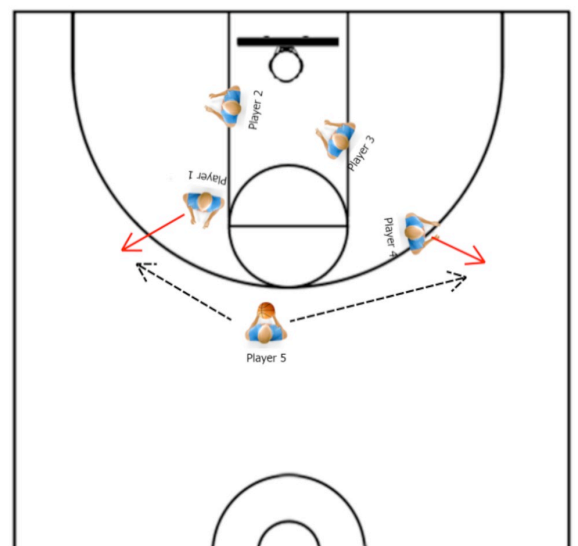


Figure 3



Recommended Resources

The Coaching Essentials:

Basketball Drills & Practice Plans- The Astonishingly Simple Secret To Coaching A Killer Basketball Team... Without Wasting Time or Effort. Instantly download over 50 unique, fun and effective basketball drills, fully organized into 25 clipboard-ready practice plans. Removes the stress from coaching and allows you to prepare for practice in just 5 short minutes. (\$34.68)

For more information visit:

<http://www.basketballpracticeplan.com/ar.html>

Basketball Video Tutorials- Are you a more advanced coach looking to get an edge over your competition? My "Basketball Video Tutorials" gives you unrestricted access to my own personal playbook and basketball coaching system. Reveals my top coaching techniques and tactics, including half-court offensive sets, inbounds plays, full court pressure, and the simple secret to breaking a zone defense. (\$67.77)

For more information visit:

<http://www.basketballtutorials.com/>

Basketball Blueprint Software - Designing your own animated plays and drills can be as easy as 1-2-3. Basketball Blueprint software allows you to create stunningly effective animated drills and plays and share them with your team in 3 super easy steps. (\$197)

For more information visit:

<http://www.basketballblueprint.com/>

Coach Pat Anderson's Online Clinics:

Motion Offense Clinic - This is the definitive guide to running a powerful high-scoring motion offense. Create a well-oiled offensive machine that runs circles around the competition and racks up huge margins of victory...while only spending a few minutes on a couple well-placed drills in your next practice. (\$29.95)

For more information visit:

<http://www.basketballblueprint.com/motion-offense-clinic.html>

Zone Defense Clinic - Tap into the secrets to running a strangulating Zone Defense that will shut down the passing lanes, cut off penetration, clog up the paint, and force ANY team in your league to chuck up ill-advised Hail Mary's from 25 feet away...while YOUR supremely coached squad gobbles up defensive rebound after defensive rebound. (\$29.95)

For more information visit:

<http://www.basketballblueprint.com/zone-clinic.html>

Fast Break Clinic - Discover how easy it is to transform your squad into a fast-break powerhouse in just 1 practice. Even if your team is slow-footed (and spends more time in the pizza parlor than the weight room) you can run a potent transition game if you follow a few simple rules. (\$29.95)

For more information visit:

<http://www.basketballblueprint.com/fast-break-video-clinic.html>

Full Court Pressure Defense Clinic - How to blitz your opponents with an onslaught of full court pressure that forces turnovers and gets you tons of easy baskets. Even if you've never pressed before, you can discover the secrets that top youth basketball coaches use to bully their competition into vulnerable back-court positions, then steal the ball away from them...scoring layup after uncontested layup! (\$29.95)

For more information visit:

<http://www.basketballblueprint.com/press-clinic.html>

Shooting Clinic - The fastest route to developing a team chock full of buttery-smooth, high percentage, "sweet-stroking" jumpshooters. There are 2 key factors that separate great shooters from brick-throwers: Footwork & Balance. Unless you players master these essentials they will NEVER put themselves into proper triple-threat position. You'll discover 17 KEY drills and techniques guaranteed to skyrocket your shooting percentage and increase your offensive output. (\$29.95)

For more information visit:

<http://www.basketballblueprint.com/shooting-clinic.html>

Post Play & Rebounding Clinic - If you'd like a foolproof system for utterly dominating the paint (even if you don't have a player over 5 feet), you MUST check out this clinic. I'll reveal how to increase the aggression in your post players instantly, a mega-easy 30-second drill that will double your offensive rebounds per game, and much more... (\$29.95)

For more information visit:

<http://www.basketballblueprint.com/post-play-clinic.html>

More Online Clinics from America's Top Coaches:

Secrets To The UCLA 1-4 Offense - Discover the amazing Half Court Offense that scores points like crazy...against any man-to-man or zone set. Scoring points shouldn't be difficult. If you teach your team an effective offensive system that's SIMPLE to execute, you'll get all the high percentage shots you want. (\$69.95)

For more information visit:

<http://www.bballsecrets.com/cl/ucla14.html>

80 Innovative Practice Drills - New Cutting Edge Video Clinic Reveals 80 All-New, Stunningly Effective Basketball Drills That Instantly Inject Your Team With Pro-Level Ballhandling, Passing, Shooting And Rebounding Skills, While Keeping Your Players Having Fun and Engaged For Your Entire Practice!. (\$69.95)

For more information visit:

<http://www.bballsecrets.com/cl/holowicki.html>

Unstoppable Half Court Offense - Hall of Fame NCAA coach and offensive mastermind John Kresse reveals 46 different ways to score an easy basket. You can now master ALL the hard-to-find secrets to getting tons of easy layups and wide open jumpers (we're talking overnight!)... and all for less than it costs to buy a decent basketball! (\$49.95)

For more information visit:

<http://www.bballsecrets.com/cl/unstoppable.html>

20 Set Plays vs. Man and Zone - How In-The-Heck Does This 'Old-Fogey' From Tiny Cuba City, Wisconsin Consistently Clobber Stronger, Faster, More Athletic Basketball Teams? It's a simple... easy-to-learn... and instantly effective offensive system that guarantees your team will get boat-loads of easy layups and wide open jumpers... no matter how little skill your kids possess! (\$39.95)

For more information visit:

<http://www.bballsecrets.com/cl/petitgoue.html>

Ultimate Full Court Pressure - If You've Got 43 Minutes and 17 Seconds Before Your Next Practice... I'll Show You How To Completely Dominate Your Opponents With An Outrageously Effective (Yet Totally Legal) Full Court Trapping System (\$39.95)

For more information visit:

<http://www.bballsecrets.com/cl/ultimate.html>

Masters Level Coaching:

Hubie Brown's Basketball Coaching Bootcamp - After winning 528 pro basketball games, two NBA Coach of The Year awards, and being inducted into the Basketball Hall of Fame, this 74 year old legend breaks his silence to reveal a simple, natural, and amazingly effective basketball coaching system that literally forces your team to play harder and smarter than you ever thought possible. This complete basketball coaching system includes "masters-level" secrets on Coaching Philosophy, Practice and Game Management, Offensive Sets, Offensive Spacing, Defensive Tactics, and Special Situations. 6 free videos included on the website. (\$279)

For more information visit:

<http://www.bballsecrets.com/hubie/bootcamp.html>

Tara Vanderveer - The Stanford System - Finally, The First Practical, Step-by-Step Roadmap For Basketball Coaching Success, No Matter How Little Experience, You Have... 100% Guaranteed! These almost criminally-clever tricks, tips and secrets of the pros will give you unbelievable offensive firepower, an outrageously potent fast break and a punishing, stingy defense... game in and game out! (\$139)

For more information visit:

<http://www.bballsecrets.com/cl/stanford.html>

Basketball Training Aids for Players:

Basketball Camp in a Box - Inside the "Camp in a Box" you'll find a carefully constructed set of "magic" training aids, manuals, and DVD's designed to improve a players game- fast. This package covers every facet of basketball improvement: Plyometrics, injury prevention, ballhandling, shooting, rebounding, defense, passing. It's like an "all-in-one" kit for basketball success. (\$199 + S/H)

For more information visit:

<http://www.bballsecrets.com/sp/camp.html>

New coaching tools are being added all the time, for a current list of the best coaching resources we offer, please visit our main catalog at:

<http://www.coachpatanderson.com/catalog.html>