A Presentation with Seth Davis and Bill Russell

In listening to Bill Russell and Seth Davis present awe and admiration come standard, we were expecting to walk away inspired and they exceeded all expectations.

Lessons to a Young Coach

Your first loyalty is to your players and because of that your top priority needs to be in earning their trust in you. Keep in mind that they are away from home—you are a primary source of support now and for this reason I always say: never give a scholarship to a kid that you won’t have over for dinner or to stay overnight—because this team you’re creating is a new family for them.

If your players don’t buy into you if they do not trust you—they can’t buy into the system, and when your players don’t buy into a system, the system doesn’t work. Evaluate your system and the way you teach for each team.

Each team is different and it should force you to change how you coach. Red would always say “he’ll win with what he had” his focus was always on his team—he never wanted a player from another team. On that same note you can’t change your players—you can’t make an unorthodox player an orthodox player. You must teach for that player and consider that constantly.

Greg Anthony spoke of winning: You don’t win with the five best players—you win with the five players who play together best. Teaching needs to be done at a player and a team level.

Focus on their improvement; when you’re dedicated to teaching in a positive fashion the team will benefit. Remember that passing and rebounding are “learned skills” and they are the most important piece of any offense. Rebounding is all about Footwork and Footwork is 95% Horizontal and 5% Vertical.

Coaching Principles

1. **Love the game**: Watch it, learn it and love it. Don’t think you know it all.

2. **Know your team**: When making adjustments, make adjustments your team can make. Know your strengths and limitations so you can set your team up for success.
3. **Make rules reasonable**: Your authority is established through proof not command. I’ve always said: the best use of power is not having to use it. If you make a rule make sure the punishment is clear: Red would fine a player $10 for being late to practice. Yelling is not a punishment, it takes a rules offense to a personal and negative level that hurts the whole team.

4. **Loyalty is paramount**: “I only ever played for the Celtics and I never would play for another team—they were loyal to me, and I was loyal to them”

5. **Negotiation is key**: Everything between a player and a coach is a negotiation. When you want a player to do something you want—you have to give them what they want. Negotiating so everyone wins is the goal.

6. **Craftsmanship**: Know what you need to do to get this done.

7. **Winning**: When I do my job and you do your job—we all win.

8. **Own your decisions**: When you make a mistake, when you fail to lead by example, when you do something wrong: own your decision. Accept personal responsibility, apologize and move forward. Be a model of positive decision making and turning a negative decision into a positive.

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“My ego was never as important as winning.”

“Never attack a weakness, attack a strength. If you can do this it will be difficult for them to stop you.”
There is always the right coach for the right team. It’s finding the two that is the challenge. Coaches aren’t necessarily brilliant on the court—it’s the basketball IQ that makes the best coaches.

John Thompson had a deflated basketball on his desk. This symbolized something to him: There is more to life then hoops. What happens when you can’t play any longer?

If you want to succeed you’ll have to work hard, go after it every single day, dominate who you are playing against, consider the mental component to your mistakes, communicate with your coach – constantly seek constructive criticism and areas for improvement. The best players in the league are multiple position players. In players look for: Character, Competitiveness, Toughness.

Superstars are not common; they aren’t defined by scoring 25 a game—they are born from the ability to put asses in seats; if you have a superstar, then you better have great complementary players around him; superstars drive their teammates. Without a basketball, Magic Johnson would just be Ervin Johnson.

The 80s Lakers would blow out every team in the league today—I believe that. Players that are starting in the NBA today wouldn’t even make the rosters in the 70s.

Today the expansion and the draft have diluted the talent. It leads teams to trade players, which is really just addition by subtraction. This lack of loyalty has led to the shift in player closeness—in the 80s players were close—playing cards at 2am close. It’s just not like it was with Pat Riley.
During the 2004 Olympics I had the pleasure to meet with Olympic coaches and players—to see the individuals representing our country—our way of life, our rights. It was interesting to discuss the development of their players. Our kids are playing games all summer whereas their kids are learning fundamentals of the game for 6-8 hours a day.

After winning it all I think we can say with great certainty that it’s the relationships that matter, character wins, fundamentals have their place but playing as a team surpasses all.

Experiencing this with Coach K was particularly memorable because of his passion for the game of basketball. There were moments of complete fulfillment during the Olympics: Singing the National Anthem in Beijing being the most fulfilling. It was a moment where one could see the journey, see the achievement of the dream, soak in the accomplishment in the moment.
I think that 99% of the players that leave college early are not ready for the NBA and because of this I think everyone suffers. For players that do finish college I believe that the Athletic Department should provide the players some guidance on how to financially navigate the process and how to find an agent—because really these guys are too young to just know what to do in this position.

On Winning

You can’t always win. Sometimes its not even right to fight every battle. Sometimes you shouldn’t get everything you want. It builds character. Winning is a very long race—the goal (the big win) is what’s important. I reflect back and think how Frank Reich let $50k cost him from ever having a starting job. Keep in mind your end goal. Consider the long-term implications of your decisions rather then the short-term fulfillment.

"Try to treat everyone well, but do not treat everyone the same."

"If I don’t have the courage to tell you what I feel, fire me."

- David Falk -
Weakness in motion is a lack of ball movement and too much dribbling. With 4 out/1 in, you have:

- **Better** Screening Angles
- **More** Attacking Options
- **Easier** Ball Reversal
- **Attack** from different sides

Drills to practice motion: no dribble, 1 dribble, 2 dribble breakdowns.

**Play Notes**

- Some kids can only curl
- Some kids can only backout
- No motion when kids are fatigued – they can’t think when tired
- 2 second rule: if you’re standing for more than 2 seconds, move.
- Spacing is two steps behind three
- Butt to Ball on Screening Angles
Elbow Entry - Flare for 1 - 5 Duck in Hard

Double Away
1. Wherever the ball is, be on the ball.
2. Contest every shot.
3. Apply Constant Pressure.
4. Quickly retreat to the ball line.
5. Overplay/Deny penetrating passes.
6. Allow non-penetration passes.
7. Always see ball and man.
8. Play up the court as close to the ball as possible.
9. Attempt to intercept all lobs and bounce passes. Go for a steal with hand closest to the defender.
10. Say Ball and always pressure the ball. Pressuring the ball means to be one arms length away. Communicate with the correct terminology.
11. Drives must always be stopped
12. Defending the ball off a pass: when in the passing lane go for a steal with hand closest to the receiver—it leads to less grabbing. Passes away are defended with one foot in the paint, sprint to the ball, sprint to the help. On pass from top—wing, get butt to baseline.

“Talk to communicate. Remember HUA: Hear, Understand, Acknowledge.”
1 on 1 Shell
Deny wing, dribble original wing out, skip, cover corner, cover wing

2 on 2 Shell
Ball side - Helpside

3 on 3 Shell
Closeout

Ball Line Defense

Shell Trap
Trap Shaded Area
Included Post-ups in paint
A Few Words of Wisdom

- **Players play**, tough players win.
- **Coaches should watch** a football practice to see how to really utilize assistants.
- **Look for seekers** not avoiders.
- **Watch Jud Heathcote** for great rebounding.
- **Wimps go up to rebound** with 1 hand not 2.
- **Every second** on the court is so important.

Special Teams Unit

Searching for ways to steal 4 points per game, score one basket every two games on each of these = 4 point a game average. This is the difference between Good to Great and Great to Champions.

- **FT Situation**: Makes and Misses, Set plays off misses.
- **Jump Ball**: Win it and score with it, changes plays throughout the season.
- **UOB**: Sell it where we need to score one more basket than our opponents every two games.
- **All these situations** are during dead balls and a great way to attack the other team when they are resting.
- **SOB**: Same as UOB
Basic Rules

MSU 1-3-1 Basic Offensive Spots

1-3-1 Double (1 of 2)

1 Passes 2 - 4 Dive to Block

1-3-1 Double (2 of 2)

3 5 Double Baseline Screen 4 5 Ducks in

1-3-1 Regular (1 of 2)

1 Passes 3 - Cuts to Block

1-3-1 Regular (2 of 2)

3 1 Mid Wing Catch and Shoot/Isol

1-3-1 Special (1 of 2)

1 Passes to 3 5 Dives to Opposite Block

1-3-1 Special (2 of 2)

4 5 C Screen
1 Passes 4 - Cuts over the Top
52 Block Pindown 3

1 Passes 4 - Cuts over the Top
53 Block Pindown 2

1 Dribble and Spinback
43 Double Block Screen 5
5 Mid Wing Iso

1-4 Set
1 Passes 3
3 Dribbles Corner
Fist Down (1 of 2)
1 Passes 2
2 Dribbles Corner

Fist Down (2 of 2)
2 Passes 1
2 Loops Up Middle
5 Down Screen

Arm Chop (1 of 2)
15 MD P/R

Arm Chop (2 of 2)
5 2 Wing Screen Away
2 Catch and Shoot/Iso
A Few Words of Wisdom

- **Family is so important**—take the time to enjoy your family.
- **Help coaches**—there is nothing better then a group of couches with no agenda.
- **Expect the unexpected** by preparing.
- **Pre-game warm-ups** are a great audition for assistant coaches as other coaches, front office people and broadcasters are watching.
- **Get an identity**. Good coaches have an identity. Bad coaches have no identity.
- **Create a balance sheet** after training camp to figure out how much time you’re spending on offense and defense. After training camp it should be close to equal.
- **Cover special situations**—jump balls, who’s defending the inbounnder in late game situations, who’s taking the ball out, full court/half court end of game.
Philosophy is to score with a quick strike mentality. Get the ball out and up the floor before the defense has an opportunity to set.

Look to attack and draw fouls.

First look is transition, then play after transition and then another play—move yourself, move the ball.

Set plays on dead balls, after time outs and late game situations.

Have plays with versatility—different plays from initial set. Create different initial sets to get into the same plays—it makes for tougher scouting and promotes execution.

Five important offensive statistics: Asst – TO Ratio, FG%, 3FGA, FTA, Offensive Rebounding %.
Sean Miller - Pumps Clinic 2009

2-3 (1 of 2)
1 Passes 3 - 1 Cuts Corner

2-3 (2 of 2)
3 Passes 5 - 5 Back Screen 3

Clear (1 of 2)
1 Passes 3 - 1 Cuts Corner

Clear (2 of 2)
3 Wing Iso

Fist (1 of 4)
1 Dribble at 3. 3 Clears baseline

Fist (2 of 4)
1 Passes 2 - Brush cut off 5

Fist (3 of 4)
5 Flashes - 4 Passes 5 - 5 Passes 2

Fist (4 of 4)
Bang Bang Action

2 (1 of 4)
Diagonal Pindown for 2 - 1 Passes 2

2 (2 of 4)
2 Passes 1 - 5 Back Screen for 2

2 (3 of 4)
54 Wing Stagger Double 3

2 (4 of 4)
54 Double Pindown for 2
4 goes to the block or the front of the rim

5 Passes 2
About Fast Model Software

Fast Model Software is a privately owned company based in New York. Started in 2002 with the release of FastStats, a statistical tool used by basketball teams to evaluate efficiencies in their offense and defense. Today Fast Model Software has four products; FastDraw, FastScout, FastShare and FastStats. FastDraw provides coaches with an easy and efficient way to diagram plays, practice drills, and scouting reports, while at the same time building an unlimited play library.

FastScout provides coaches with the framework and tools to build great scouting reports. FastShare is an incredible technology that shares the data within your teams copies of FastDraw and FastScout to ensure the most recent information is on everyone’s computer.

Fast Model Software is used by hundreds of basketball coaches across the globe and in 2010 is expanding to additional sports. For more information about Fast Model Software visit www.fastmodelsoftware.com or e-mail info@fastmodelsoftware.com.
Early Offense

Dribble Drag
12 DHO - 25 Drag P/R

14 Lift
14 MD P/R

14 Angle
14 MD P/R

Elbow Split
Elbow Split - Motion

1 Ice
Clear-out for 1 man...

2 Twist (1 of 2)
DHO 1 to 2 to stagger for 1...

3 Twist (2 of 2)

4 Hawk 1 (1 of 2)
34 Hawk Screen

5 Hawk 1 (2 of 2)
14 SL P/R - 34 Back Screen

6 Hawk 2
Hawk Cut into Post Up

7 Hawk Get
14 SL P/R Stagger Away 2

8 Hawk Slice
Hawk Screen into Cross Screen

9 Hawk Reverse

10 Twirl 4
24 Cross Screen

11 Punch
Always looking for immediate and deep post by Shaq...

12 Early Post
Always looking for immediate and deep post by Shaq or Amare... Nash is always thinking top over top to both...
Chin Cuts

Chin (1 of 2)

Chin (2 of 2)

Chin 15

Chin Fist

Chin 15 Give (1 of 2)

Chin 15 Give (2 of 2)

Chin Flash Hawk

Chin Flash Drop

Chin Flash Give (1 of 2)

Chin Flash Give (2 of 2)

1 Passes 2 - 2 Passes 3
5 Screens 1 - 1 to Low Block
3 Passes 1
5 Flare Screen 2
Chin set to HMP
Chin 15 to DHO
Chin 15 to DHO
Zipper Cuts

Zipper 3
Zipper 3 Rip
Zipper 3 Down
Zipper 3 Special

Zipper 4
Zipper 4 Iso
Zipper 5
Zipper 14

Zipper Fist
Zipper Hat
Zipper Horns
Zipper Late

Zipper Late Corner
Zipper Late Drift
Zipper Late Fist
Zipper Late Get

Powered by FastDraw
Specials

2 Ice 4

Zipper W/S... Low Cross For 4

1 Rub

Zipper to high P/R

1 Out (1 of 2)

Direct to elbow... s/s split and DHO for 2... into high p/r

1 Out (2 of 2)

Diamond (1 of 2)

Press Attack vs. Zone Press

Diamond (2 of 2)

Same Set vs Man to Man Press

Homerun (1 of 2)

5 Catch on the Dotted Circle

Homerun (2 of 2)

Catch & Shoot to Open Shooters

Push

4 Enter to 1 Look to throw ahead as much as possible for easy shots & 1 on 1

Side

Up the left side into Power 2/3

Powered by FastDraw
Offensive Notes

The face of the pistons has changed with the addition of Iverson and loss of Billups. They are running traditional NBA sets: Floppy, Thru, Turn, Fist, and Chin. Without a true point guard Stuckey, Bynum, and Iverson are mainly scorer. They will run the same play in succession until you stop it. Wallace still looks for trail 3FG. When prince sets pindowns in floppy action he is looking to post up. In the end they keep it really simple offensively.

Defensive Notes

The Pistons play really tough Man to Man defense. They rebound & don’t gamble on defense. Try and turn the point guard to the backcourt. On High P/R they will show High / Low. They will change up Side P/R coverage based on personnel involved: show and over is their main coverage. They have not shown many traps, zone or presses this year. Amir Johnson is very active. Johnson, prince, and Wallace will all block shots.

Offensive Keys

1. Push the ball
2. Space the floor
3. Execute offensively and move the ball
4. Involve their bigs in P/R as much as possible
5. Very good close-out team make quick decisions

Defensive Keys

1. Pressure Stuckey
2. Wallace is the X factor
3. Hamilton loves the mid-range
4. Keep Iverson/Hamilton off FT line
5. Will chase Iverson and Hamilton all game

Depth Chart

<table>
<thead>
<tr>
<th></th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
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<tbody>
<tr>
<td>A. Iverson</td>
<td>R. Hamilton</td>
<td>T. Prince</td>
<td>R. Wallace</td>
<td>K. Brown</td>
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<tr>
<td>R. Stuckey</td>
<td>A. Iverson (1)</td>
<td>W. Herrmann</td>
<td>J. Maxiell</td>
<td>A. Johnson</td>
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Team Statistics

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<th>Stats</th>
<th>Pistons</th>
<th>Opp.</th>
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<tr>
<td>FG %</td>
<td>.453</td>
<td>.451</td>
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<tr>
<td>FT %</td>
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<tr>
<td>3 FG %</td>
<td>.345</td>
<td>.352</td>
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<tr>
<td>REB PER GAME</td>
<td>41.2</td>
<td>34.0</td>
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<tr>
<td>POINTS PER GAME</td>
<td>95.5</td>
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Offensive Rebounds Per Game

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<tr>
<th>Rank</th>
<th>Name</th>
<th>Average</th>
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<tr>
<td>1</td>
<td>Jason Maxiell</td>
<td>3.5</td>
</tr>
<tr>
<td>2</td>
<td>Tayshaun Prince</td>
<td>2.5</td>
</tr>
<tr>
<td>3</td>
<td>Amir Johnson</td>
<td>2.0</td>
</tr>
<tr>
<td>4</td>
<td>Walter Herrmann</td>
<td>2.0</td>
</tr>
<tr>
<td>5</td>
<td>Rasheed Wallace</td>
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3-Point Shooting

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<tr>
<th>Rank</th>
<th>Name</th>
<th>3 FG%</th>
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<tbody>
<tr>
<td>1</td>
<td>Aaron Afflalo</td>
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</tr>
<tr>
<td>2</td>
<td>Tayshaun Prince</td>
<td>.397</td>
</tr>
<tr>
<td>3</td>
<td>Richard Hamilton</td>
<td>.368</td>
</tr>
<tr>
<td>4</td>
<td>Rasheed Wallace</td>
<td>.354</td>
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Poor Free Throw Shooters

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<tr>
<th>Rank</th>
<th>Name</th>
<th>FT%</th>
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<tbody>
<tr>
<td>1</td>
<td>Kwame Brown</td>
<td>.516</td>
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<tr>
<td>2</td>
<td>Jason Maxiell</td>
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<td>3</td>
<td>Amir Johnson</td>
<td>.657</td>
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<td>4</td>
<td>Antonio Mcdyess</td>
<td>.698</td>
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Personnel Starters

1    |    PG/SG: Allen Iverson    |    Height: 6-0    |    Weight: 180 lbs    |    College: Georgetown    |    Years Pro: 12    |    Hand: Right

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<tr>
<th>MPG</th>
<th>PPG</th>
<th>FG</th>
<th>3PT</th>
<th>FT</th>
<th>RPG</th>
<th>APG</th>
<th>SPG</th>
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<tr>
<td>36.5</td>
<td>17.4</td>
<td>41.6%</td>
<td>28.6%</td>
<td>78.6%</td>
<td>3.1</td>
<td>4.9</td>
<td>1.5</td>
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- Gets to rim and finishes
- Loves step back jumper going left
- Will go away from pick to shoot jumper, force him to use screen
- Looks to finish on right side of rim in transition, pull up for jumper going left
- Does not get through screens defensively

32   |    SG: Richard Hamilton    |    Height: 6-7    |    Weight: 193 lbs    |    College: Connecticut    |    Years Pro: 9    |    Hand: Right

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<th>MPG</th>
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<th>FG</th>
<th>3PT</th>
<th>FT</th>
<th>RPG</th>
<th>APG</th>
<th>SPG</th>
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<tr>
<td>34.0</td>
<td>18.3</td>
<td>44.7%</td>
<td>36.8%</td>
<td>84.8%</td>
<td>3.1</td>
<td>4.4</td>
<td>0.6</td>
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- Constant motion without the ball
- Outstanding mid-range pull-up jump shooter
- Wants to catch, curl and go off screening action
- Drives right 69% of the time. Prefers to pull up for the jump shot
- Will catch and quick baseline drive in transition, or find seams to get to right hand

22   |    SF: Tayshaun Prince    |    Height: 6-9    |    Weight: 215 lbs    |    College: Kentucky    |    Years Pro: 6    |    Hand: Left

<table>
<thead>
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<th>MPG</th>
<th>PPG</th>
<th>FG</th>
<th>3PT</th>
<th>FT</th>
<th>RPG</th>
<th>APG</th>
<th>SPG</th>
</tr>
</thead>
<tbody>
<tr>
<td>37.0</td>
<td>14.2</td>
<td>45.0%</td>
<td>39.7%</td>
<td>77.8%</td>
<td>5.8</td>
<td>3.1</td>
<td>0.5</td>
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- Drives left 62% of the time
- Leaks out and looks for easy scores in transition
- Below average shooter off the dribble
- Right shoulder turn on back in. Likes to shot fake and step thru
- Three point range when he can set his feet
- Offensive rebounder 1.3 per game