

Oregon Basketball Analysis: Altman's Drive-and-Kick Schematic

fishduck.com/2014/03/oregon-basketball-analysis-altmans-drive-and-kick-schematic/

March 11, 2014

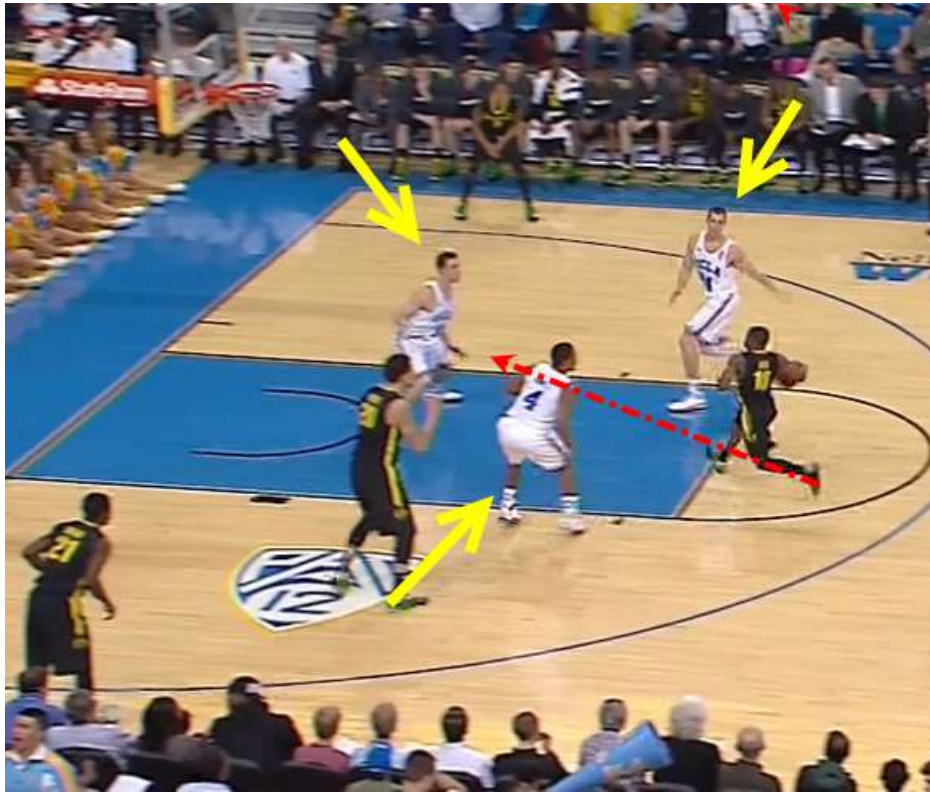


In order to beat high quality basketball teams such as UCLA and Arizona, the Ducks must do more than just score in transition. Although it's obvious that Oregon excels on the break, they actually work a mean half-court game, as well. Unbeknownst to the common observer, a large portion of the Ducks' offensive set consists of the classic "drive-and-kick" offensive scheme.

The drive-and-kick is incredibly basic, yet it's terribly potent. It is unique, though, in that it is used to take advantage of an opponent's correct defensive rotations. As the point guard drives to the rim, his teammates' defenders are forced to help down. As these defenders converge on the dribbler, shooters open up on the wings. And if the defenders do not help, then the driver has an open lane to the bucket.

Oregon kills this scheme because JLloyd is consistently capable of blowing past his defender, driving deep into the paint and then swiftly kicking it out to Joseph Young or Jason Calliste for a sweet corner three.

The Drive



From Video
JLloyd drives.

It begins with the drive. Here we see that Loyd, being immune to a full-court press, has lost his defender. At this point, he has a decision to make — he can pass to a teammate and let them make a move, pull up for a quick jumper or drive to the lane with determination. Luckily for both the Ducks and spectators, Loyd chooses the latter.

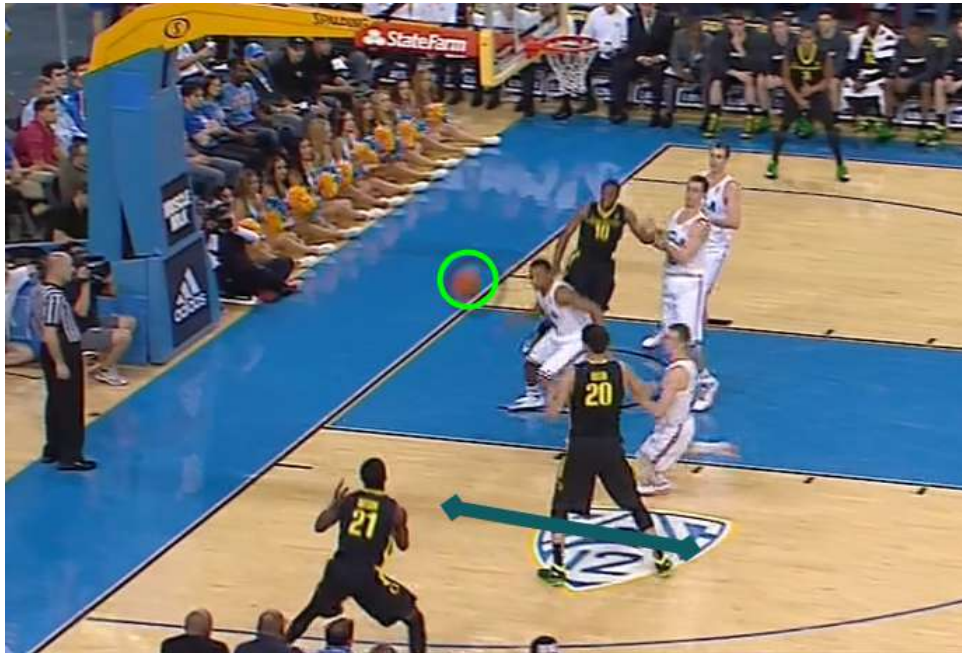
As Johnathan crosses the three-point line, defenders begin to play help-side. Young's man hasn't quite gotten back on defense yet, but he still manages to help out on Loyd.

However, fearing a finger roll from the unsung hero, Damyeon Dotson, his and Waverly Austin's defenders help, as well. So, with all three defensive players defending the drive, Loyd is ready to initiate phase two: the kick.

Notice, now, where each offensive player has chosen to camp. Dotson and Young both chose to spot up in the corner, which is the shortest distance three-pointer available. And they're at the three-point line because it distances them from their defender and is a shot they both can knock down effectively.

Waverly Austin has chosen a spot on the block where he has a multitude of options, including: posting up, looking for a dump pass from Loyd, boxing out for a rebound, popping out to the short corner or even setting a little pick for the driver. Smartly, though, Austin chooses to set a sneaky screen for Dotson after the kick. Lastly, there is a trailer who is stealthily approaching the three-point line from the off-ball side.

The Kick



Then comes the kick. At this point, JLloyd has driven deep enough to where he can no longer go forward and the defenders are completely alienated from their men. So he kicks the rock out to Dotson.

Austin then sets the screen, attempting a close-out rebound op. This should allow Dotson a completely open three. However, Austin whiffs on the screen, and Dotson is forced to initiate the play's second drive.

The Drive

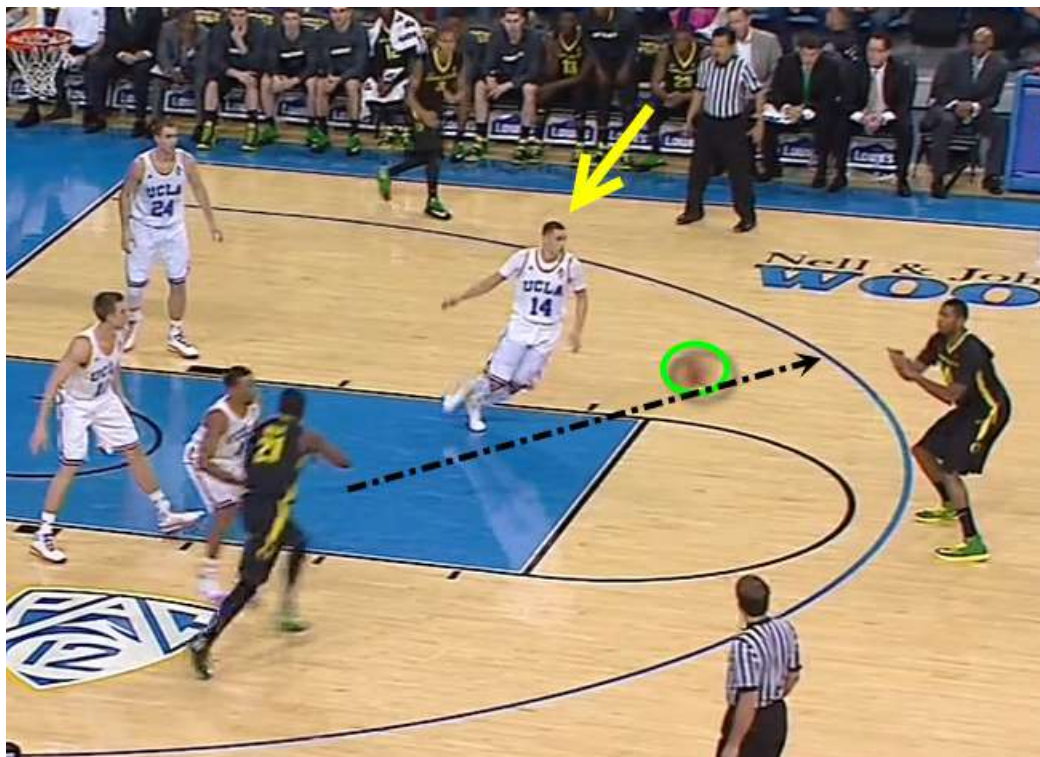


From Video
Dotson ready to drive.

Another drive? Because Dotson is unable to get his shot off, he is forced to drive to the basket. Austin turns his failed pick into an on-ball screen, and Dotson is able to maneuver around him. Loyd is still in the key but will quickly drift out as to allow Dotson more space.

Austin should roll or pop, as Young remains at the opposite corner, still looking for his shot. So, Dotson can either take it to the hole or kick it to a teammate. By this point, though, a fourth defender has managed to enter the paint. Therefore, the driver is forced to make one last, devastating kick.

The Kick



From Video
Dotson kicks.

This is the kick we've all been waiting for. Dotson has finally run into a wall of defenders, but these defenders forgot about the trailing man. 'Stretch-4' Mike Moser has managed to approach the top of the arc unnoticed — from where he just so happens to hit a high percentage of his shots. Dotson kicks it out to him and — voila! Go-o-o-o-o-al!!!!



The drive and kick

When the drive-and-kick works to perfection, it is a thing of beauty. And the thing is, it's not very difficult to execute. All you need is someone that can get into the paint, and a couple of guys that can knock down open shots on the perimeter.

Luckily for the Ducks, they have it all.

So, as Oregon begins their dirty dance in mid-March, look for them to drive-and-kick early and often. Sometimes it's hard to understand all the nuances of basketball, but no worries, the Ducks make it look easy.

Basketball is, simply, a complicated sport.

Lawrence Hastings

EugeneDailyNews/FishDuck.com Oregon Basketball Analyst

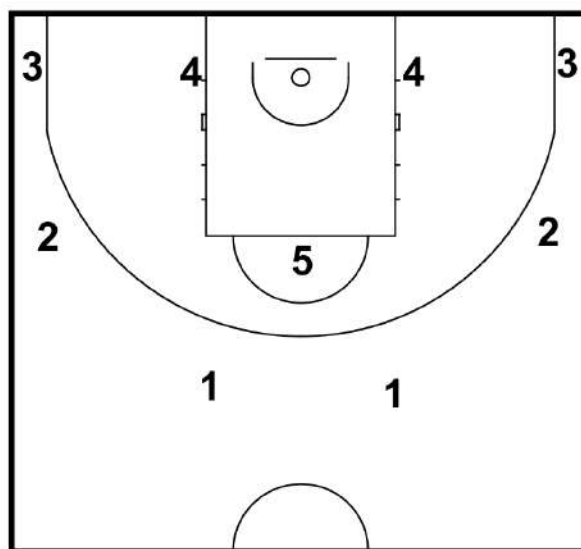
Eugene, Oregon

Penetrate and Kick

Offensive Basics einer Penetrate and Kick Konzeption

1. Floorspots

Jede gute Offense im Basketball lebt von gutem Spacing. Gutes Spacing bewirkt, dass die Verteidigung auseinander gezogen wird, es entstehen Lücken (gaps), die für vielfältige Angriffsaktionen genutzt werden können. Hier sind die Positionen auf dem Feld, die von den Spielern genutzt werden können:



1 = Slots - 2 = Wings (High wings oder 45s) - Corners - Low Post - High Post

2. Transition

Wir versuchen aus jeder "Transition" einen Fast Break zu initiieren. Dabei ist es egal, ob wir das aus einer Rebound-Situation tun oder ob der Gegner gerade Punkte erzielt hat. Wir laufen einen „numbered Sideline Fastbreak“ hauptsächlich über die rechte Seite, was der Tatsache geschuldet ist, dass man im Jugendbereich die Strukturen möglichst einfach halten sollte. Dabei verwenden wir folgende Bezeichnungen für die Spieler und definieren dafür folgende Aufgaben:

a. Pointguard 1

Der Pointguard hat die Aufgabe laut nach dem Ball zu rufen, damit der Rebounder weiß, wo er den Ball hinpassen soll (Outlet-Pass). Der Pointguard soll den Ball möglichst unmittelbar nach Ballerhalt spätestens aber nach einem oder zwei Dribblings in die Außenspur passen. Wenn das nicht möglich ist, dribbelt er den Ball schnellstmöglich nach vorne und initiiert den Angriff vom rechten Slot.

b. Wings 2 (rechts) und 3 (links)

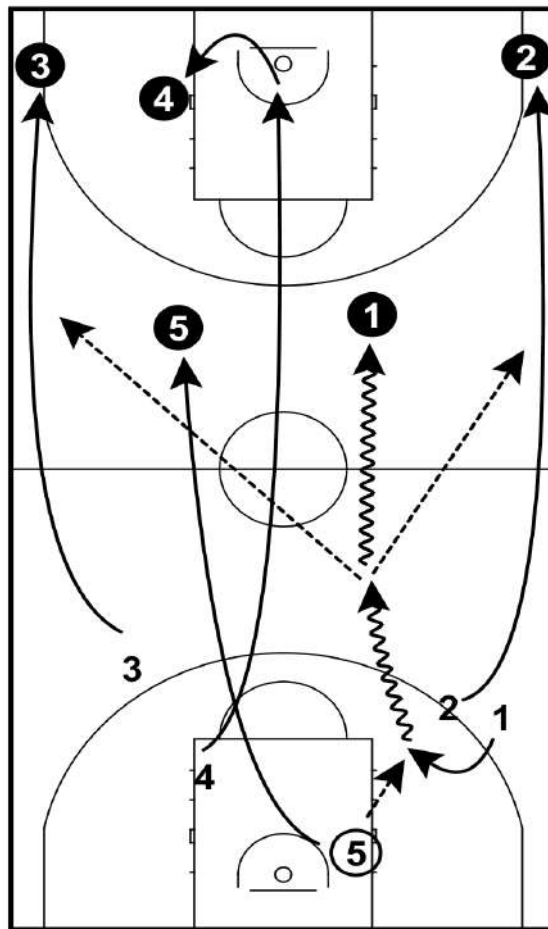
Die Wings sprinten entlang der Seitenlinie und schauen ab der Mittellinie über die Innenschulter, ob sie einen Pass erhalten können. 1 ist angewiesen möglichst immer nach vorne zu passen, anstatt zu dribbeln. Erhalten sie keinen Ball, sprintet 2 in die rechte Corner und 3 in die linke.

c. Rimrunner (4 oder 5)

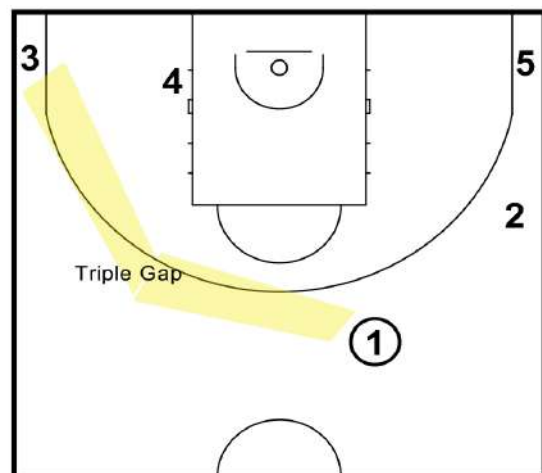
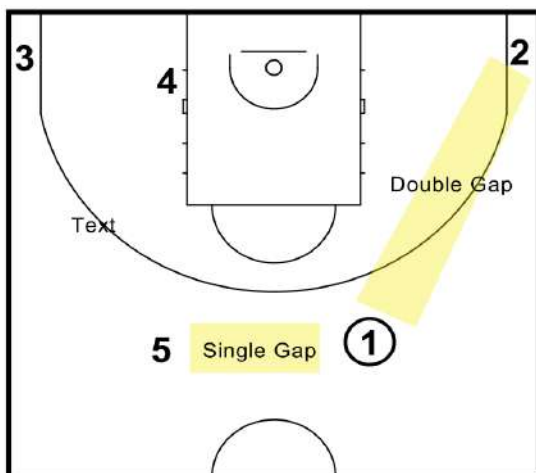
4 und 5 haben zwar unterschiedliche Aufgaben, die sich aber danach richten, wer gereboundet hat oder wer eingeworfen hat. Der Rimrunner ist bei uns der „Große“, der nicht gereboundet oder eingeworfen hat. Seine Aufgabe ist es, so schnell wie möglich auf der Korb-Korb Linie nach vorne zu sprinten und, wenn möglich nach einem Zuspiel vom Flügel leichte Punkte zu erzielen. Wenn er keinen Ball erhält, postet er auf der Weakside Lowpost Position.

d. Trailer

Der Trailer ist der „Nachläufer“, der „Große“, der den Rebound erkämpft hat oder auch den Ball eingeworfen hat. Bei uns hat der 5er die Aufgabe, den Ball nach gegnerischem Korberfolg einzuwerfen. Wenn seine Aufgabe erledigt ist, sprintet er zum linken Slot.



3. Definition von Gaps (Lücken)



4. Basisregeln der Penetrate and Kick Offense

- a. Attackiere den Korb (möglichst durch große Gaps)
- b. Achte auf gutes Spacing

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- c. Wenn Du gestoppt wirst: Dishpass zum Großen oder Kickout zur 3er Linie und „aus dem Weg“ sprinten.
- d. Entscheide kurz vor Erreichen der Freiwurflinie, ob Du zum Korb ziehen kannst oder ob Du besser zu einem Mitspieler passt.
- e. Innenspieler immer auf der Weakside (Cleanup Position)

5. BAYER GIANTS U14 angepasste altersgerechte Ideen

- a. In allen „Bausteinen“ sind nach dem „Play“ die gleichen Positionen besetzt, wie vor dem Play, so dass man sie aneinanderreihen kann.
- b. Fast alle Bausteine brauchen keine Ansagen und werden durch die Aktion des Spielers mit Ball oder eines anderen Spielers eingeleitet.
- c. Alle Bausteine haben einsilbige Namen, so dass der Coach eingreifen kann, falls die Einleitung der Offense „stockt“.

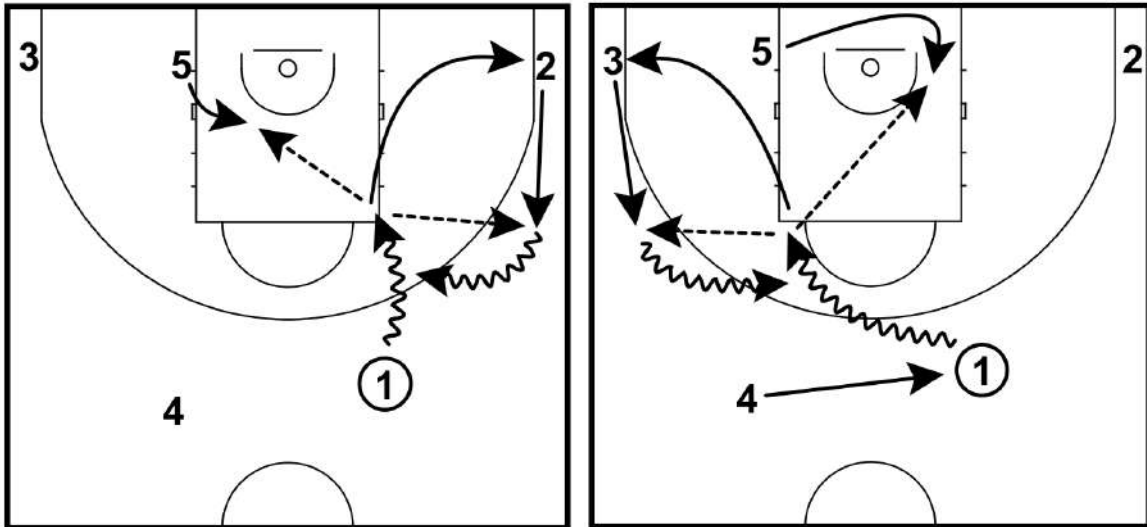
6. Bausteine der Penetrate and Kick Offense (U14 Leverkusen)

a. Penetrate and Dish

Oberste Priorität der Offense ist es, zum Korb zu penetrieren. Meistens kommt die erste Hilfe vom großen Spieler, der dann seinen Gegenspieler allein lassen muss. Wenn der penetrierende Spieler bemerkt, dass der „Große“ hilft, soll er versuchen, seinen eigenen „Großen“ zu bedienen. Dieser soll versuchen, sich aus dem „Passschatten“ des Verteidigers zu lösen.

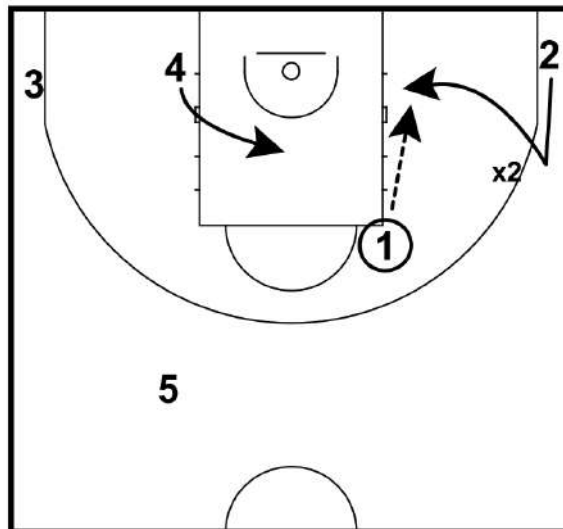
b. Loop / Green

Als „Loop“ bezeichnen wir den Angriff auf den Ballside-Elbow, „Green“ ist der Angriff auf den Weakside Elbow. Der attackierende Spieler entscheidet situativ, welchen Elbow er angreifen will, wenn er nicht gestoppt wird, schließt er selbst ab! Wenn er gestoppt wird, macht er einen Einkontakt-Stop und einen Rückwärtssternschritt. In dem Moment sprintet der Cornerspieler die Seitenlinie entlang, erhält den Ball und greift erneut an. Der Passgeber sprintet in die Corner! Diesen Pass nennen wir Kickup!



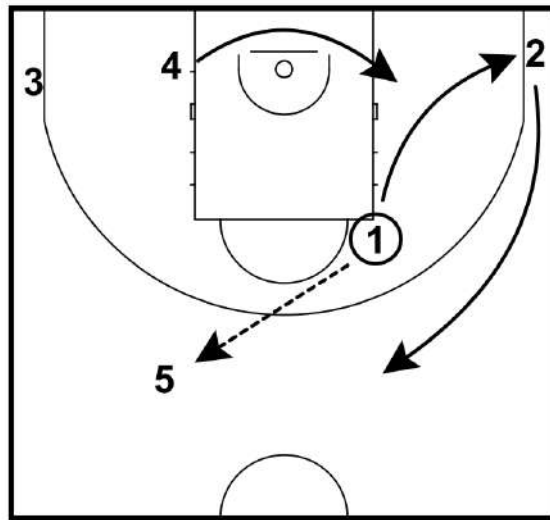
c. Drop

Drop ist der Counter zu Loop oder Green. Wenn der Cornerspieler so verteidigt wird, dass der „Kickup“ unmöglich wird, ändert er die Richtung und sprintet „Backdoor“.



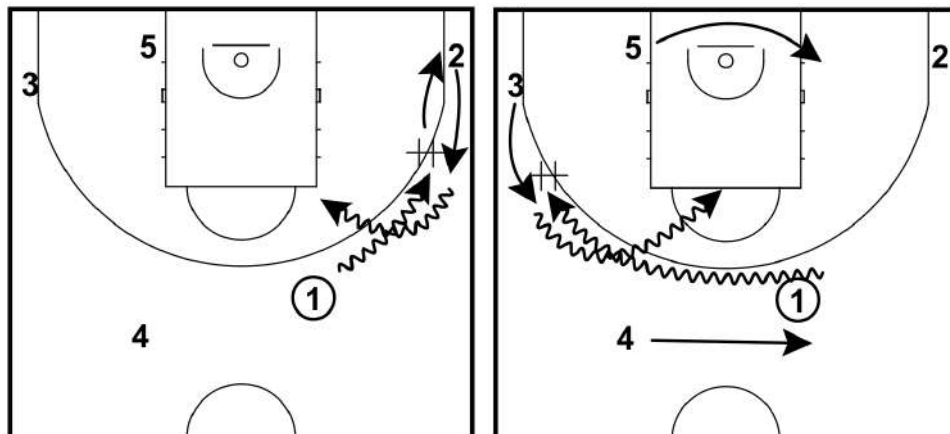
d. Pitch

Sollte weder der Dish zum „Big“, noch der Pass zum Cornerspieler möglich sein, gibt es noch den „Pitch“, einen Pass zum anderen Slot. Achtung: Bitte beachten, dass der Pitch-Pass sowohl bei Loop, als auch bei Green zur Weakside gespielt wird, das bedeutet, dass der Spieler im anderen Slot bei „Loop“ seine Position hält, während er bei „Green“ die Seite wechseln muss.



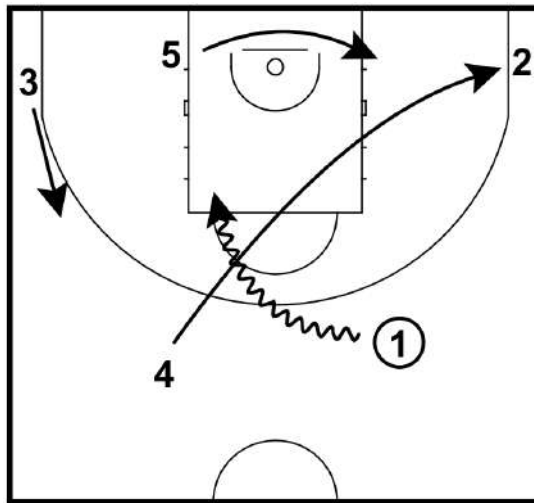
e. East und West

East und West sind so genannte „Pressure Relief“ Optionen. Sollte es einmal einem Spieler nicht gelingen, seinen Gegenspieler zu „schlagen“, dribbelt er außerhalb der Dreierlinie auf den Cornerspieler zu. Dieser sprintet genau wie bei „Loop“ oder „Green“ die Seitenlinie hinauf und nimmt dort ein „Handoff“. Wir bezeichnen das Handoff auf der Ballside als „East“ und das auf der Weakside als „West“.



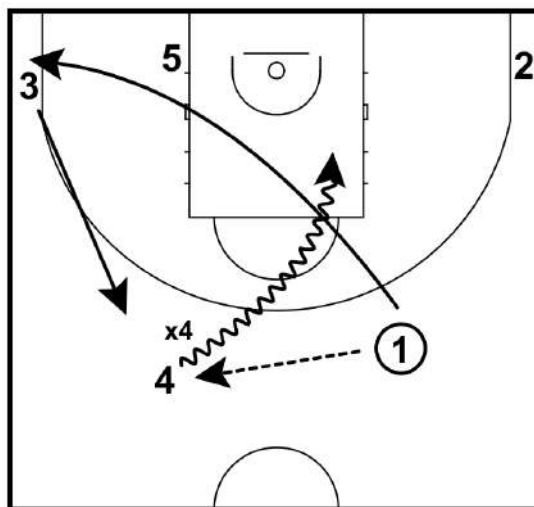
f. Through

Through bedeutet für den Slotspieler ohne Ball, dass er zur gegenüberliegenden Corner schneidet. Dadurch wird die unmittelbare Hilfe abgezogen und er Spieler mit Ball kann eine Triple Gap angreifen!



g. X

Bei dieser kleinen Variante schalten wir der ersten Attacke einen Slot to Slot Pass und einen Cut vor, wodurch wir eine Triple Gap schaffen, die angegriffen werden kann.



In unserer U14 nutzen wir noch weitere Varianten, die die Nutzung von direkten Blöcken beinhaltet. Die oben angegebenen Varianten entsprechen aber eher der Natur der „Dribble-Drive-Motion-Offense“, weil sie auf die 1 vs 1 - Fähigkeiten der Spieler vertraut. Unsere Erfahrung lehrt, dass selbst in der Regionalliga das Stellen und die Nutzung von direkten Blöcken wegen der teilweise sehr schlechten Defense kaum nötig ist und deshalb wenig zielführend ist. Auf höherem Niveau kann sicher mit einem Dragscreen oder auch einem High Pick n' Roll gespielt werden.

7. Drills für „Penetrate and Kick“

- Drives mit „Advantage“ aus dem Stand / aus dem Dribble
- Scissor Steps (Straight and Counter) (Farbige Hütchen)
- Baseline 1 vs 1 um Hütchen

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- d. Baseline 2 vs 2 um Hütchen (verschiedene Vorteile)
- e. Decision Making on the catch
 - i. Hände zum Passgeber = Pass
 - ii. Closeout, Hände nach unten = Wurf
 - iii. Closeout, Hand nach oben = Vorderen Fuß oder vordere Schulter attackieren
- f. Loop drill
- g. Drop drill
- h. Loop Pitch drill

33 Attack Drill

coachingtoolbox.net/33-attack-drill

Brian Williams

April 11, 2017

Today's post is more drills from a collection put together by Nate Hill, Assistant Boys Coach at Colonel Crawford High School in North Robinson Ohio.

These drills are drills to work on advantage reads that do not last very long.

He has coached for 18 years from 7th grade through Varsity Head Coach.

He has also started a basketball coaching newsletter.

You can see find more information about the Newsletter at this link: [Next Level 419 Coaching Newsletter](#)

In case you have any questions or comments for Coach Hill, here is his email address: [\[email protected\]](#)

The best use of these drills would be to use the concepts, but change the execution to fit your system.

[Diagrams created with FastDraw](#)

33 Attack

3 on 3 with Drive and Space reads.

Coach starts with ball and passes to 1 who is sprinting.

1 gets ball, runs through the circle and attacks the basket.

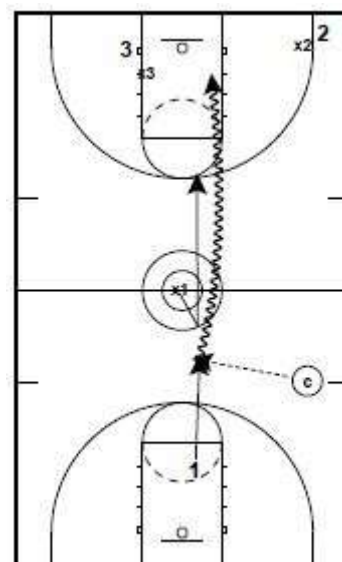
x1 cannot leave until he touches the dribbler in the circle.

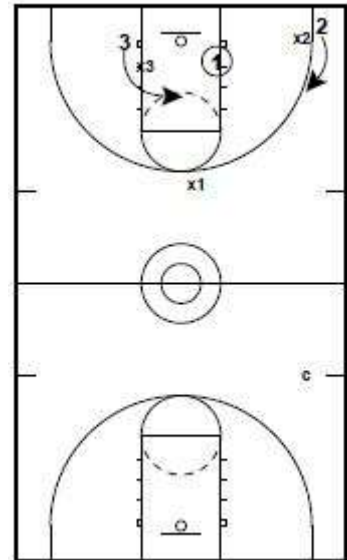
1 must make the correct read.

1 looks to pass to whoever stops him (x3 or x2).

2 and 3 also must read the driver.

Change offense and defense. Keep score like a game or come up with a scoring method that is better for your team for the purpose of this drill.





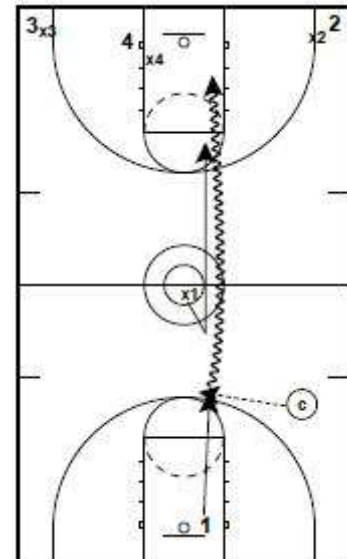
44 Attack

Same concept at "33 attack".

1 sprints and receives pass at full speed from the coach.

He looks the defender in the eyes and dribbles through the circle.

The defender must touch the ball handler before he can leave.



Driver (1) must make the correct read.

Pass to post (4),

kick out to wing (2),

or skip to weak side wing

Install your reads, rules, and reactions for your system.

Rotate offense to defense and keep score.

Play to a specific number of points or for a set time.



55 Attack

Same principles of "44 attack".

5 inbounds to 1 "looping" to the middle.

1 must run through the circle and get touched by the defender (x1).

x5 plays the inbinder (5) then sprints down the court.

Trail man (5) runs to the opposite midpoint.

Driver (1) must make the correct read.

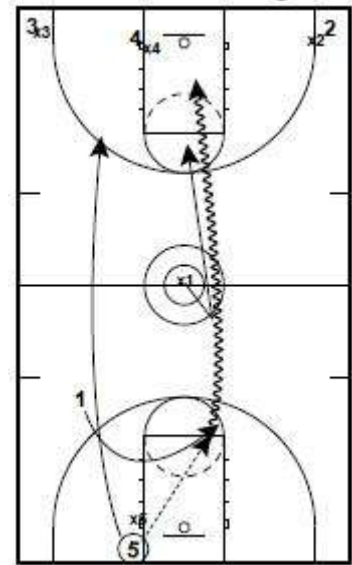
Pass to post (4),

Kick out to wing (2),

Skip to weak side wing (3),

Or kick out to trail making a "euro" (5).

All players must read the drive



2/0 Drive & Kick (Relocate Shots)

Penetrate, Kick out



2/0 Relocate Shots: Slot Drive

- A. Ball Starts in the Slot
- B. Player Drives the Paint

Drive the Elbow



2/0 Relocate Shots: Drive the Elbow

- A. The Original Passer Relocates to the Corner
- B. Player 2 Drives the Elbow

Stride Stop & Relocate Shot



2/0 Relocation Shots: Stride Stop & Shoot

- A. The Driver hits a Stride Stop in the Paint
- B. He Pivots Out & Passes to the Corner
- C. Catch & Shoot from the Corner

2 on 2 Drive and Kick

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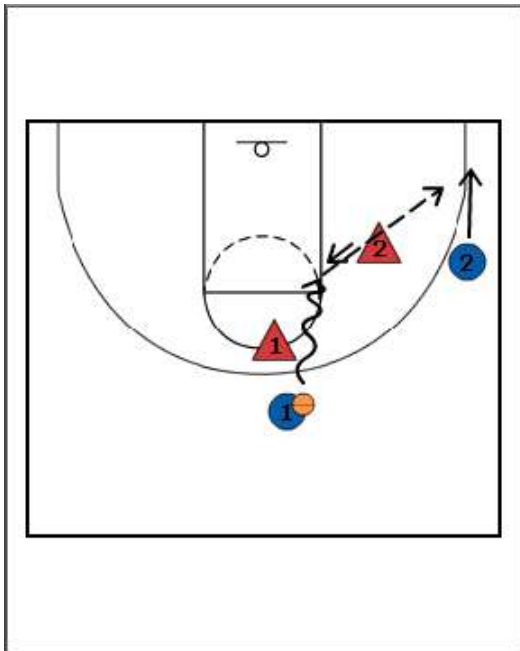
Categories: Offensive Moves

Ages: Middle School High School+

Purpose of the Drill:

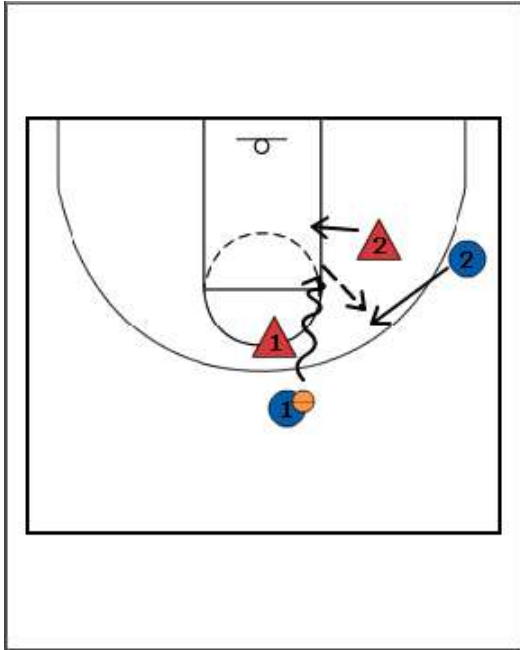
This drill helps to teach and reinforce the reads and cuts against a defense that doesn't switch.

Instructions



Read #1: Defense helps up

- Offense 1 (O1) makes a dribble move and drives hard into the gap.
- If Defense 2 (D2) steps up to help, O2 fades to corner for jump shot or drive
- O1 passes to O2.



Read #2: Defense helps Across

- Offense 1 (O1) makes a dribble move and drives hard into the gap.
- If Defense 2 (D2) helps across, O2 cuts behind (or follows) O1 for jumpshot or drive in the paint.
- O1 passes (or hands back) to O2.
- O1 fills out to wing position after pass.

Points of Emphasis:

- Player with the ball should drive the ball hard in the gap, ultimately to get to the rim.
- Player without the ball is reading his defender to make the correct cut for a scoring move.
- Importance of ball handler attacking the rim must continue to be emphasized.
- Coach can vary the location and angle of the on-the-ball defender.

Motivation/Teaching Tips:

- "Get to the rim" - We want the ball handler attacking the gap to get to the rim.
- After demonstration, the drill should be played at game speed.

Purpose:

This drill teaches your players how to explode off the dribble and attack gaps in the defense, forcing defenders to help, before passing it out to a teammate for an open shot. To keep the drill fun and competitive, the last player takes a shot from the corner.

Setup:

- One player under the ring with a basketball.
- One player on each corner and one at the top of the key.
- The rest of your players on the baseline waiting to come in.

Instructions:

1. The player with the ball under the ring will pass it to 3 in the corner and then fill their place.
2. 3 will attack the key with two hard dribbles before passing to 2 at the top of the key and then fill their place.
3. 2 will also attack the key with two hard dribbles before passing to 4 and then will fill their place.
4. 4 will take the shot from the corner and then join the end of the line.
5. The next person in the line out of bounds will rebound the shot by 4 and pass it to the corner.
6. Repeat for the required amount of minutes.



Scoring System:

- Can run the drill as a full team or split the group in half and use both ends of the court.
 - The drill is run against a time limit. I usually run it for 2 or 3 minutes.
1. The corner three-pointer is worth 3 points.
 2. If the rebounder catches the ball before it hits the ground a put-back is worth 2 points.

Variations:

Time - Vary the amount of time you run this drill depending on the age of your players.

Shot Distance - If you're coaching young players you can move the shooting corner in a bit and allow them to shoot from the mid-range.

Change Direction - Make sure you change the direction up half-way so that players are practicing to be confident driving with either hand.

One Hand or Two Hand Passing - While I believe young youth players should certainly master the two-handed pass first, as players get older they must get used to passing with one hand off the dribble.

Practice Shot Fakes and Jabs - This is also a great drill to teach shot fakes and jabs before being explosive with correct footwork. Each time a player receives the ball get them to make a fake before driving.

Coaching Points:

- All players receiving the basketball must be down in stance ready to catch and shoot or drive with their target hands up.
- Players first steps on the drive **MUST** be explosive. Can't be slow and sloppy.
- You'll find players will travel A LOT when exploding out of triple threat. This is a great drill for them to practice being quick without travelling.
- After the two dribbles players shouldn't raise up to make the pass. Should stay low and be quick with it.
- Players must 'sell the drive' with their body, head, and eyes. Have to look like they're attacking the ring or the defense help.
- On the rebound put-back's, teach players not to bring the ball down below their chest or it will be easy for a guard to strip them in a game.
- Footwork. Stress that footwork is perfect on every catch.

More Than Just Talk: Building Communication on Offense

November 28, 2018

By Matt Wheeler



The benefits of better offensive communication, along with role responsibilities, practice ideas and drills to improve this area.

**This is the final part in a 3-part series. Check out previous posts: [Building Communication With Your Team](#) | [Building Communication on Defense](#)*

Although the defensive side of the floor usually gets most of the focus when it comes to communication, improving those habits on offense can be just as beneficial. Communication is providing valuable information to your teammates that can be beneficial to them. When teams don't communicate on offense, they are restricting that flow of information and just hoping their teammates figure it out. The best offensive teams play as one unit and good communication is the glue that helps them stick together.

Offensive Communication Responsibilities

- **Passes** – Though it may not be possible in all situations when the game is going fast, saying the name of your teammate while passing and having the receiver call for the ball makes sure both players are on the same page. This can help minimize passing turnovers.
- **Screens** – Young players often rush through screens with each player focusing on their own part instead of working together. This can result in offensive fouls for moving screens or a screen not even being set, making it easier for the defense to guard. Have the screener communicate that they are screening and say their teammates name (“Jimmy, I got you.”) The player receiving the screen should call for the screen (“Tommy, come get me.”)
- **Echo play calls** – If you are in a loud gym it can be hard to hear the play calls. Having your team echo the call makes sure everyone can hear it and understand what play you are running.
- **Organize teammates** – Often this responsibility falls on the point guard but having multiple players able to give directions helps keeps the offense organized.
- **Communicate who gets back on the shot** – This depends on the philosophy that you use on how many players you want to attack the glass for offensive rebounds and how many you want to get back on the shot. Whoever is back needs to call it so your team knows that it is covered though.

Practice Ideas for Communication

- **Breakdown drills** – Have a communication component involved in each drill. For example if you are working on pindown screens, require the screener and receiver to communicate the screen.
- **5 on 0 Perfection** – Most teams will dry run their plays 5 on 0, but if there is a mistake they will stop the play to fix it. This is important when first learning the plays but it isn’t game realistic. There will be mistakes in running plays in games, but good communication can fix those mistakes. Force your team to fix it on the fly by putting a short time on the clock (we like 14 seconds, but adjust it to what works for you). Then call a play out loud or just give them a hand signal for the play. Once you call the play, the clock starts. Because of the limited time frame they will have to echo the call and direct their teammates to get organized quickly.
- **Scrimmages (small-sided games or 5 on 5)** – Players need practice in transferring communication skills to game situations. Use one component at a time until they build the habit. If they don’t perform the skill, make it an automatic turnover or take points away from the offense. [View SSG’s on the FMS PlayBank](#)

Drills to Develop Offensive Communication

50 Pass Drill

This competitive team drill focuses on ball toughness, passing, screening and communication. The goal is to be the first team to successfully complete 50 passes without getting the ball deflected while having the passer say the name of the person they are passing to. Eliminating dribbles after the first pass increases the pressure that the defense can put on the offense, making it more difficult to complete the passes. Requiring the passer to say the name of the receiver helps to build good communication habits while under duress.



The first team to 50 passes wins.

The first offensive player with the ball on the court gets unlimited dribbles until they make a pass.

After the first pass no dribbles are allowed.



In order for a pass to count towards the total.

- Pass is not tipped by the defense

- Passer calls the name of the receiver while passing



On turnovers, change possession and start with an inbounds pass.

One More Drive & Kick Shooting

Multiple skills are incorporated in one setting during this drill: closeouts, footwork, attacking the paint, passing and communication. 1 starts by passing to the 2 and finishing with a close out repetition. The three perimeter players (2,3 & 4) have their knees bent and hands up ready to step into the pass, working on their shot preparation footwork. 2 focuses on getting two feet in the paint on the drive before passing to 3. As the ball is in the air to 3, 4 is saying “One More,” which signals 3 to immediately swing the ball to 4 upon receiving it. The communication focus of this drill is in saying “One More” as the ball is in the air so the ball can be moved quickly for the open shot. Players should also communicate their teammate’s names as they are passing the ball to them.



Middle Drive

Players are in 4 lines with 2 players at the basket with a ball.

1 passes to 2 and follows the pass to close out on the ball.

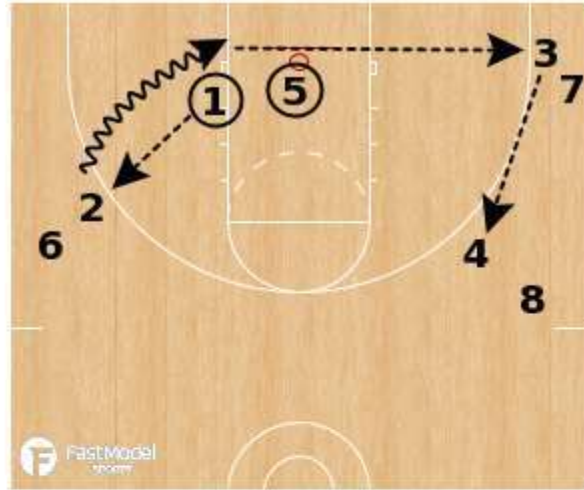
2 drives middle and passes to 3.

As the ball is in the air 4 is saying "One More."

3 immediately passes to 4 who takes a shot.

4 follows the shot to get the rebound and passes to the wing continue the drill.

All players follow their passes to the end of the line where they pass to.



Baseline Drive

1 passes to 2 and follows the pass to close out on the ball.

2 drives baseline and passes to 3.

As the ball is in the air 4 is saying "One More."

3 immediately passes to 4 who takes a shot.

4 follows the shot to get the rebound and passes to the wing continue the drill.

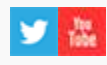
Conclusion

Developing your team's communication skills on offense improves its ability to play together. It catches mistakes before they happen and empowers your players to make decisions during the game. It takes time and effort, but by focusing on communication you will cultivate a needed skill in your players that will pay dividends for your team.

More from Matt Wheeler: [All Plays & Drills](#) | [All Blog Posts](#) | [Coach-Player Communication Tips](#)

The following two tabs change content below.

- [Bio](#)
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Matt Wheeler

Matt Wheeler is currently an assistant coach for the women's basketball program at Daytona State College. Some of his primary responsibilities there include film breakdown and scouting. For the last 4 seasons he has helped to build a new program at Windermere High School, where they were able to reach the state final four in the school's second year of existence. Before that Coach Wheeler served 6 seasons at Olympia High School where he spent time as assistant boys varsity coach, head girls varsity coach, and head boys varsity coach. During his tenure there he saw 5 players reach the Division 1 level and 16 players receive basketball scholarships. Previously, Coach Wheeler was an assistant coach at Montverde Academy under then head coach Kevin Sutton. While at Montverde Academy he assisted with player development, conditioning programs and created team playbooks & scouting reports. Coach Wheeler's experience also includes winning the 2008 3A Girls Basketball Florida State Championship as an assistant at Bishop Moore Catholic High School. Coach Wheeler was born and raised in Portland, Oregon. He got his coaching start at Cascade College where he was the student assistant for the women's basketball program while also participating on the men's JV basketball team. Coach Wheeler resides in Orlando, Florida with his wife Kiana and his baby girl Noa.



Oregon Basketball Analysis: Altman's Drive-and-Kick Schematic

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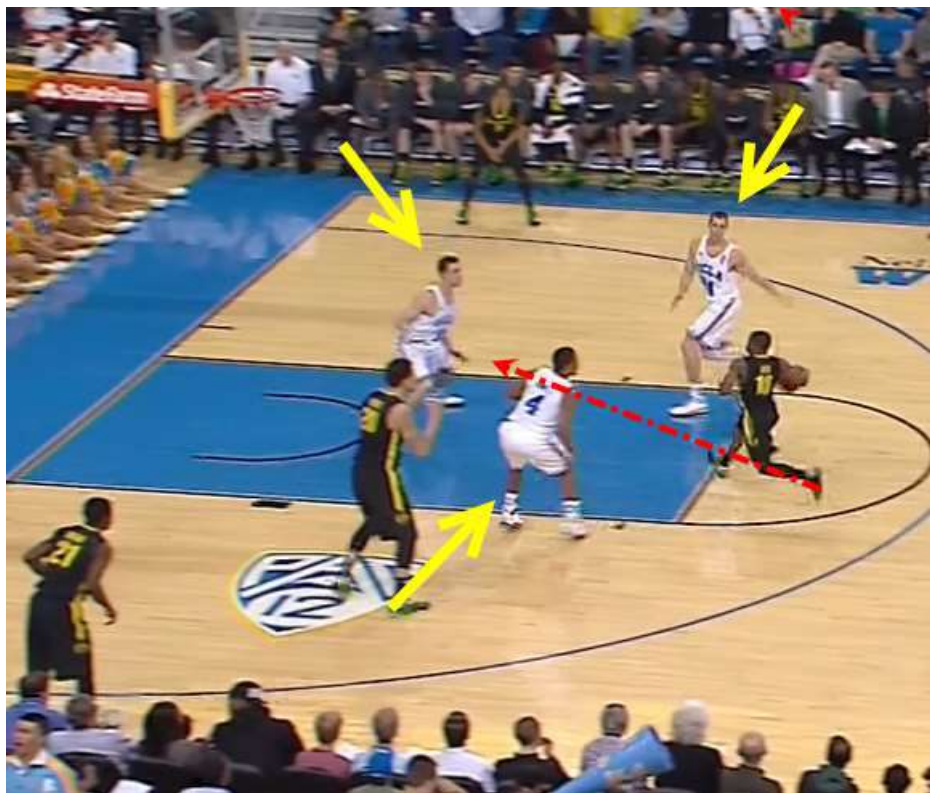
In order to beat high quality basketball teams such as UCLA and Arizona, the Ducks must do more than just score in transition. Although it's obvious that Oregon excels on the break, they

actually work a mean half-court game, as well. Unbeknownst to the common observer, a large portion of the Ducks' offensive set consists of the classic "drive-and-kick" offensive scheme.

The drive-and-kick is incredibly basic, yet it's terribly potent. It is unique, though, in that it is used to take advantage of an opponent's correct defensive rotations. As the point guard drives to the rim, his teammates' defenders are forced to help down. As these defenders converge on the dribbler, shooters open up on the wings. And if the defenders do not help, then the driver has an open lane to the bucket.

Oregon kills this scheme because JLoyd is consistently capable of blowing past his defender, driving deep into the paint and then swiftly kicking it out to Joseph Young or Jason Calliste for a sweet corner three.

The Drive



From Video

JLOYD DRIVES.

It begins with the drive. Here we see that Loyd, being immune to a full-court press, has lost his defender. At this point, he has a decision to make — he can pass to a teammate and let them make a move, pull up for a quick jumper or drive to the lane with determination. Luckily for both the Ducks and spectators, Loyd chooses the latter.

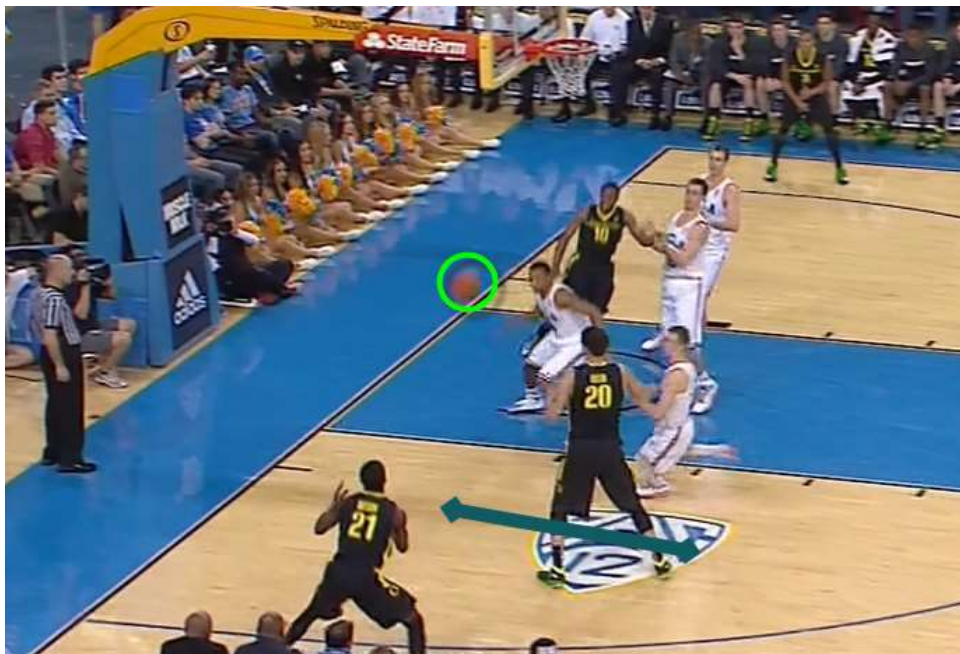
As Johnathan crosses the three-point line, defenders begin to play help-side. Young's man hasn't quite gotten back on defense yet, but he still manages to help out on Loyd.

However, fearing a finger roll from the [unsung hero](#), Damyeen Dotson, his and Waverly Austin's defenders help, as well. So, with all three defensive players defending the drive, Loyd is ready to initiate phase two: the kick.

Notice, now, where each offensive player has chosen to camp. Dotson and Young both chose to spot up in the corner, which is the shortest distance three-pointer available. And they're at the three-point line because it distances them from their defender and is a shot they both can knock down effectively.

Waverly Austin has chosen a spot on the block where he has a multitude of options, including: posting up, looking for a dump pass from Loyd, boxing out for a rebound, popping out to the short corner or even setting a little [pick](#) for the driver. Smartly, though, Austin chooses to set a sneaky screen for Dotson after the kick. Lastly, there is a trailer who is stealthily approaching the three-point line from the off-ball side.

The Kick



Then comes the kick. At this point, JLoyd has driven deep enough to where he can no longer go forward and the defenders are completely alienated from their men. So he kicks the rock out to Dotson.

Austin then sets the screen, attempting a close-out rebound op. This should allow Dotson a completely open three. However, Austin whiffs on the screen, and Dotson is forced to initiate the play's second drive.

The Drive



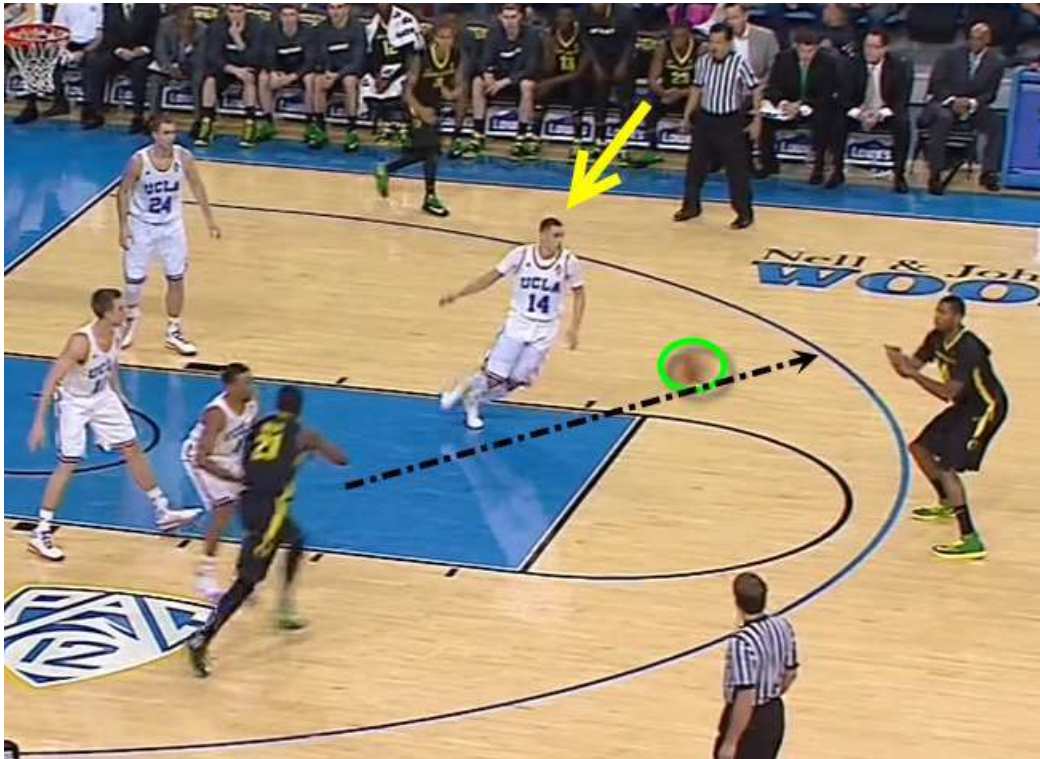
From Video

DOTSON READY TO DRIVE.

Another drive? Because Dotson is unable to get his shot off, he is forced to drive to the basket. Austin turns his failed pick into an on-ball screen, and Dotson is able to maneuver around him. Loyd is still in the key but will quickly drift out as to allow Dotson more space.

Austin should [roll or pop](#), as Young remains at the opposite corner, still looking for his shot. So, Dotson can either take it to the hole or kick it to a teammate. By this point, though, a fourth defender has managed to enter the paint. Therefore, the driver is forced to make one last, devastating kick.

The Kick



From Video

DOTSON KICKS.

This is the kick we've all been waiting for. Dotson has finally run into a wall of defenders, but these defenders forgot about the trailing man. 'Stretch-4' Mike Moser has managed to approach the top of the arc unnoticed — from where he just so happens to hit a high percentage of his shots. Dotson kicks it out to him and — voila! Go-o-o-o-o-al!!!!



THE DRIVE AND KICK

When the drive-and-kick works to perfection, it is a thing of beauty. And the thing is, it's not very difficult to execute. All you need is someone that can get into the paint, and a couple of guys that can knock down open shots on the perimeter.

Luckily for the Ducks, they have it all.

So, as Oregon begins their dirty dance in mid-March, look for them to drive-and-kick early and often. Sometimes it's hard to understand all the nuances of basketball, but no worries, the Ducks make it look easy.

Basketball is, simply, a complicated sport.

Lawrence Hastings
EugeneDailyNews/FishDuck.com Oregon Basketball Analyst
Eugene, Oregon



