

speed when there is no opponent between the dribbler and the basket.

The long pass and the short pass are employed, but we never use the long pass unless a teammate is clearly in the open. By the time the ball travels a great distance it is an easy matter for the opponents to break up the play. The short pass is the more efficient because your team is kept together by the short pass method, thereby stimulating better team-work, affording better rebound facilities on the offense, and making possible a more compact defensive unit.

The reason that we do not permit a player to dribble the ball closer to the side line is the possibility that the player may fumble or have the ball knocked out of his hand, causing it to go out of bounds. With this six foot margin it is possible for the player to recover and re-play the ball. Too many times players run too close to the sideline when they are receiving a pass from a teammate. We use the grapevine pattern, always converging toward the center and not straight down the sideline.

We fast break only when we have the opponents outnumbered. For instance, three on two, or two on one. We never fast break when the defensive opponents equal our offensive threat. However, we do put pressure on the opponents when we start as if we are going to fast break, and we always go to or past the center division line before we reveal our intentions. Our opponents determine the next move. If there is a slight let-up by the opponents we continue our fast break, mixing our passing, pivoting and moving screens with our offensive charge. If we find the three defensive areas of the basket unguarded at this moment we will thrust at the basket. The three defensive areas are the area around the free throw line, and the seven foot area to the left of the basket, and the seven foot area to the right of the basket. If the defensive guards drop back flat, that is, each guard in his accustomed position, and no one is to cover the area in front of the basket we will drive to test the defense.