

Coaching Clinic Notes – Coach Duane Simpkins

Session Theme: Transition Offense, Secondary Actions, “Play the Game” Concepts, and Program Culture

1. Transition Offense – The First Seven Seconds

- **Core Philosophy:** Score quickly in the first 7 seconds before the defense is set.
- **Foundation:** Built on defense and rebounding—transition offense starts with stops.
- **Execution Keys:**
 - Sprint lanes with purpose.
 - Look over the inside shoulder.
 - Fill deep corners to space the floor.
 - Layups and threes are the primary targets.
- **Point Guard Role:** Get to the sideline for an on-the-move outlet. Make pitch-ahead decisions or dribble-in threes.
- **Drag Screens:** When a fast break isn’t available, use drag or double drag screens to generate advantage and trigger secondary action.

2. Secondary Offense: Swing & Away Systems

Swing Offense

- **Primary Use:** Run after defensive stops.

- **Sticky Words for Cuts:**
 - *Army, Marine, Navy* – dictate staggered screen options.
- **Options:**
 - *One Pop*: Pass + flare screen.
 - *Money Screen*: Pin-down read if initial options are denied.

Away Offense

- **Primary Use:** Run after opponent scores.
 - **Actions:**
 - Curl cuts, automatic screens, pass-and-chase options.
 - *Away Get Curl*: Gets PG downhill.
 - *Away Flip*: Pass and chase to flow into movement.
 - *Away Peep*: Backdoor counter.
 - *Away Keep*: Spacing read for kick-outs or isolation.
-

3. Offensive Continuity: “Play the Game” Concept

- **Purpose:** What happens after initial action doesn’t produce a shot.
- **The 4Ds:**
 - **Baseline Drive**
 - **Baseline Drift**
 - **Dunker Spot** (high to low)
 - **Diagonal Cut** (sometimes adapted to 45-cut)

- **Driving Principles:**
 - Play off two feet.
 - Middle drives use *corner burn* to create fouls and spacing.
-

4. Ball Screen Actions & Spacing Principles

- **Corner Empty:** Pick and pop option.
 - **Corner Field:** Roll hard to the rim.
 - **Throwbacks & "Two Behind" Reads:** Create threes after re-spacing.
 - **Alley Screens:** Used to draw help, followed by skip or pocket passes.
 - **Avoid "Nothing Passes":** Don't pass just for movement; pass with intent.
-

5. Continuity Counters & Denial Solutions

- **Swing Denied:**
 - Use *Zoom Action* (DHO into pin down).
 - *Lift Ricky:* For denied PGs – bring up from corner.
 - **Spin It:**
 - Allows PG to reverse and re-initiate after denial.
 - **Shack Action:**
 - Duck-in big man after a middle drive misses.
-

6. "Play the Game" Structure & Reset Concepts

- **Initiation:**
 - Start with a DHO or reset dribble if flow breaks.
 - **Spacing Guidelines:**
 - Visualize a 4-point NBA line.
 - Occupy both sides of the floor with movement (exchanges, pin downs).
 - **7-Pass Drill:**
 - Used to emphasize movement and spacing in half-court offense.
-

7. Utilizing Player Types

- **Non-Shooting Five:**
 - Use as a "ball mover" or "connector."
 - Pop and chase after pitches to create *corner empty* spacing.
 - **Combos in "Away":**
 - *Off Way, Away 77 Stag, Away 77 Twirl* – multiple screening actions for shooters.
-

8. Coaching Philosophy & Influences

- **Adaptability:** Systems must fit personnel.
- **Skill Development:**
 - Prioritize daily reps of *valued shots*.

- **Offensive Rebounding Philosophy:**
 - Continuously evolving, with ideas drawn from coaches like Brad Underwood.
 - **Influences:**
 - Morgan Wootten: Fundamentals & consistency.
 - Gary Williams: Toughness & intensity.
-

9. Program Identity & Culture

- **Non-Negotiables:**
 - Toughness
 - Body contact on rebounds
 - Effort over excuses
 - **Core Values:**
 - Character
 - Work Ethic
 - Toughness
 - Humility
 - **Early Challenges:**
 - Limited gym time
 - Re-teaching habits and instilling new standards
-

10. Final Thoughts & Invitation

- **Closing Message:** Gratitude for the coaching community and the chance to share.
- **Invitation:** Coaches visiting the D.C. area are welcome to attend practices.
- **Contact:** Coach Simpkins encourages outreach for further discussion.