

## **Presenter: Coach Calhoun (Utah State)**

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### **Summary**

Coach Calhoun shared Utah State's offensive philosophy, emphasizing spacing, reading defenses, and efficient play. Key concepts included the "50 alignment" system and late-game "thumb series." The presentation covered practice structures, drills for decision-making, player development, and building team culture through intentional messaging and disciplined play.

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### **Key Takeaways**

#### **General Philosophy**

- Enthusiasm for clinics: Opportunity to dive deep into concepts during off-season.
- Enjoys coaching offense and emphasized having a clear offensive plan.
- Believes in "Find, Create, and Keep the Advantage."
- Uses traffic light analogy for decision-making: Green (go), Yellow (slow), Red (stop).
- Emphasizes spacing on both makes and misses.

#### **Practice Structure**

- Week 1: Focus on spacing.
- Week 2: Emphasis on cutting.
- Daily breakdowns: 2-on-2, 3-on-3, 4-on-4 to teach reads and spacing.
- Believes "less is better" in practice time.

#### **Analytics and Adaptability**

- Uses HDI analytics but only values what's meaningful to the specific team.
- Highlights the need to adapt at the high school level due to recruitment limitations.

## Turnovers & Efficiency

- Tracks and penalizes turnovers during practice.
- Teaches players to value efficient play over raw stats.

## Culture and Journals

- Uses player journals for core values and notes.
  - Incorporates parent/former player video messages for unity on game days.
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## Offensive System: "50 Alignment Series"

Used primarily in transition with a five-out look to maximize spacing.

### Actions and Plays:

- **"50 Bump"**: Wing entry, return pass, trailing 5 sets screen, followed by "Clyde" action for double gap spacing.
- **"50 Away"**: Off-ball screen in slot; emphasizes reading defenders and finishing cuts opposite.
- **"50 Splits"**: Two guards bump and back cut to attack poor off-ball defense; often flows into pick-and-roll.
- **"50 Step Up"**: High ball screen action.
- **"50 Strong Side Splits"**: Splits on the ball-side; focus on maintaining spacing behind the ball.
- **"50 Shuffle"**: Fake screen-away into back cut, followed by ball screen.
- **"50 Through"**: Full-team movement after screen-away and DHO; features lift actions and key shooters.
- **"50 Swing"**: Multiple players move in screen-away actions to get top scorer touches.
- **"50 Exit"**: Back cut + ball screen + exit screen; creates two-man action.

- **"50 Spain"**: Classic Spain P&R with screen away, ball screen, and back screen + pop.
  - Other options: Exit Spain, Through Swing.
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## **Late-Game and Situational Sets**

### **"Thumb Series"**

- Stack between the 5 and 2.
- Includes variations like Spain, exploiting mismatches.

### **"Zoom Action"**

- Uses best player in P&R.
- Includes rescreens ("Tony Parker") and double actions for flexibility.

### **Pistol Cluster**

- Quick hitter with brush screen + cluster screen; used for must-score possessions.

### **Sideline Out-of-Bounds (SLOB)**

- **"T Cluster"**: Designed for a 3-point shot.
- **"Booker" / Three Stack**: Quick hitter for rip and drive.
- **Post-Up Variation**: From same look as T Cluster.

### **Baseline Out-of-Bounds (BLOB)**

- Uses formations to create options at rim and perimeter.
  - Incorporates cluster screens to free up best cutters.
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## Key Drills and Development Tools

- **Pass, Pass, Drive Drill:** Teaches spacing and movement decisions off penetration.
  - **Respace Drills:** Focus on off-ball movement and understanding positioning.
  - **Green/Yellow/Red Drill:** Emphasizes read-based tempo and cutting decisions.
  - **Drive Read Drill:** Teaches players to read defense on penetration.
  - **Ball Screen Read Drill:** Off-ball reactions to screens and “ice” coverage reads.
  - **Bellerine Drill:** 5-on-4 progression to teach reads and movement; also used full-court.
  - **Missoula Drill:** Full-court 5-on-4 scrimmage with transition and touch-the-coach element.
  - **Flare/Pin Down Drill:** Sharpens screening technique and timing.
  - **Rebounding Drill – Winthre:** 3-minute rebounding competition with accountability emphasis.
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## Player Development & Program Culture

- Heavy focus on teaching how to play over memorizing plays.
  - All players rotate through multiple positions in summer for versatility.
  - Attributes team success to:
    - Recruiting high-character players.
    - Teaching spacing and reads.
    - Building disciplined habits despite limited resources.
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## Zone Offense Concepts

- **"Rover Two/Rover Three"**: Select players move while others maintain zone spacing.
- Focused on:
  - Dribble pulls
  - Pops
  - Ball screens
- Emphasizes unpredictability and decision-making against zones.