

# Thoughts from Hubie Brown

- You must dunk with two hands
- You try to tell guys, will you please wait 'til the screener is set?
- You cannot feed a guy in the post from above the free throw line
- When you're defending the postman, never turn your back back when someone's cutting
- You try to tell guys, you never dribble just once
- You must remember, young players, who are you fouling?
- You cannot allow a big man to take the ball uncontested from half court. You must cut him off at the circle.
- Your man leaves you, you cut to the front of the rim
- You must pound the boards, force the ball up, and the fatigue factor will free up easy threes
- You always give it to the guy who's cutting and has the high percentage shot
- You must take advantage of turnovers and second shots
- When running the UCLA offense, you must jam the passer
- Any time the ball goes to the wing and a back screen is set by the center or forward or the point guard, someone must help him out -- or else jam the passer
- If you front the low post or gamble for a steal, it's a layup
- Any time you get in that area [the lane], you try to make a bounce pass
- You're either going to trap or you're going to force the dribbler high -- but you cannot allow him to turn the corner
- If you're going to force him, force him baseline -- do not allow him to get into the lane
- Post-up guys, will you please catch the ball with both hands, then get good position, then turn to the basket
- You always want to create angles when you start the fast break
- If you're going to front and you catch a lob you cannot send up anything soft
- On dribble penetration you can let your man go baseline, but if they go to the lane instead... Come on! Where's the help?
- You cannot send all 3 guys to the basket because the post up man will have no one to pass to
- Whenever the defensive team fronts the low post, you must clear out the opposite side low box defender
- You try to tell guys, when you're playing against good halfcourt defense not to pass the ball off the dribble because you cannot take it back if the defense reacts
- You cannot front a great post-up player unless you also jam the passer
- In the transition offense you cannot post a man that close to the basket
- You cannot leave your feet unless you are shooting the ball
- You always tell defenders, make the ball change direction

## Bible in Basketball

- Organization
- Winning philosophy
- Discipline
- Good people
- Style

## Organization

- Have a plan. Honor practice schedule.
- If you want maximum effort, put them in time frames
- Locker room—weigh themselves before they hit floor, know their day history, players must say hello, and read their eyes (bring together) so you don't face bad attitudes.
- Weight lifting program
- Look for players with long arms. Reach and jumping ability count first.

## Winning Philosophy

- Can you get high percentage shots for your two best shooters?
- Who do you go to for the last shot?
- Must have one closers— Can they make the shot if open? Can they create out of a trap with a pass or by use of the dribble? Can they create off the dribble and get fouled? Can they make the foul shot? Can they handle defeat?
- Did you choose the right person to close?
- Always change your defense on the last play of the game...element of surprise. Make them face something new.
- Change defenses. Prepare for the 6 best league opponents from day 1.
- You must get more shots when you lack offensive talent. How do you get more shots? Steal the ball, Block shots, Hold you to one shot, Get to the offensive boards

## Discipline

- Never make a rule you will not enforce. Let your team make the rules...remind them that you are enforcing THEIR rule.
- A coach doesn't punish a player...they choose to be punished.
- Always give a player a chance (during a game) to deal with their attitude, etc. "You have two minutes to straighten up out there!"
- Potential—spoiled players don't play to their potential in the big game. What stops a player from reaching their potential? Low pain threshold, Low I.Q. for what they're doing, Selfishness, Won't do the intangibles, drugs or alcohol.

## Good People

- Outwork people with potential who are uncoachable. "The most common thing in society are unsuccessful people with potential"...Coolidge. Winners have a winning appetite and aren't afraid of failure!
- Cycle of Achievement is:
  - Enthusiasm - What separates players with the same talent?
  - Intensity
  - Improvement - Ego, Pride and Work Ethic
  - Success
  - Confidence

## Style

- What style of play do you preach? Power, finesse, passing game, three point, fast breaking, etc.
- If you can't press, can you come back with four minutes left?
- Can you create opportunities with your style?
- Can you score quickly using sets that emphasize your best players and good shots?
- When players first see you at practice, you set the tempo for the day! Are you ready? Is the preparation thorough? Are you positive?
- Give your players a chance to win...show a bit of ego and a lot of confidence.
- Style is presence! Command respect!

## Being A Leader - What makes a good leader?

- They understand human behavior so they can get maximum performance under pressure.

- Good leaders are always innovators and risk takers.
- You must have clear, flexible and attainable goals and rewards. (Goals: yearly, weekly, game). Does everyone have the heart to reach these goals? Write down your goals.... show a commitment to your goals, right them down. Doers accomplish goals, dreamers don't.
- Always make everything that you do as a leader profitable for your team, yourself, and your family.
- Reward people for helping you.

#### Teaching Aides

- Under pressure, always use teaching aides.
- Have a playbook (plays, rules, conditioning, etc.)
- Use a magnetic board (relate to your players under pressure)
- Use game sheet (all offensive plays, all defensive plays, opponent plays, ours and opponents fast breaks and second shots...this shows what is hurting or helping you).
- Statistics (let players see what you did and what worked...chart the percentages)
- Videotape with audio. Players are more involved when they hear noise.

#### Who Do You Want To Work For You?

- You want the total package including, "I want the person to be a salmon." A salmon is someone who accepts the goals and work each year to achieve those goals.
- Never assume that someone who works with you wants it more than you. They will respect your work ethic.
- Develop their potential and their talents.