

Why use PNR?

- Control the tempo
- Get best shooters open shots
- Create mismatches
- Can run any offense w/out making an entry pass
- Goal is to get 2 defenders to guard the ball
- Spread the floor
- Take shot blocker away from the rim (put in PNR)
- Put best defender in PNR
- Put worst defender in PNR
- Create confusion in opponents defensive philosophy
- Cause players not to believe in staff
- Teach “pickers/screeners” to slip vs. show or blitz
- Pick up easy foul on Big (rondo into top shoulder)
- Relieve full court pressure on PG
- Make 1 defender play 2
- Picker: don't roll to the rim, sprint to the rim
- Attack at different angles
- Feel “yours” – see “his” –as the dribbler (defender)
- No pressure Defense can take you out of this offense
- Screener must arrive w/out defender
- Spread defense allows you to get offensive rebounds
- Ultimate team game
- When trapped – advance ball ahead
- When defender goes under – set lower