

Jerry Petitgoue Dribble Motion Offense

Notes by Scott Bullock

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Introduction

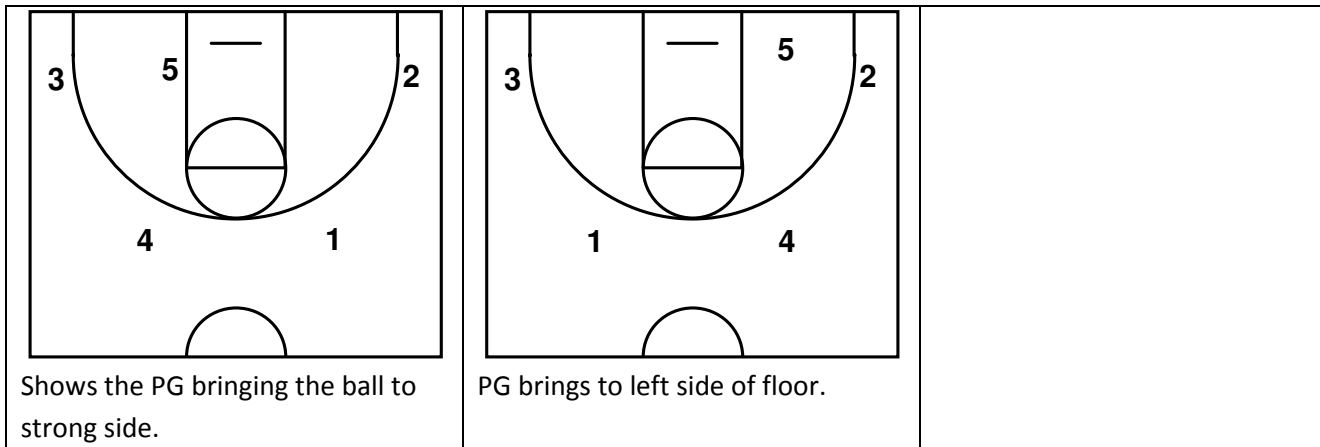
Jerry Petitgoue has coached at Cuba City High School in Wisconsin for the past 37 years. He has coached high school basketball for the past 41 years. He has won 726 games and lost 190. He is most proud of the fact that in 27 out of the last 28 years he has won 15 or more games. He coaches at a school with 300 students. He believes that good teams need to be multi-faceted offensively. He runs a few different offenses including the stack, the swing, and 5-man motion. This video contains his version of the Dribble Drive Motion offense originated by Vance Walberg who started at Pepperdine. He loves this offense primarily because it gets his team to the free throw line.

Penny – Dribble Drive Motion

For some reason Coach Petitgoue calls this offense Penny. It is based on the mentality of attack, attack, attack. Take the ball to the rack.

Player Positioning

The 4 man is actually a step behind the 1 man here. This spacing is nice because it falls right out of most fast break spacing. Your 1 man is your main penetrator in this offense and he usually needs to at least be able to get to one of the two elbows.



#1 – is the catalyst to the offense. He is the main drive and kick penetrator in the offense. He picks the side in which he is going to attack. He needs to at least be able to penetrate to the elbows.

#2 – is their best shooter and in the deep right corner. He is also a good slasher and penetrator.

#3 – Can be your big forward or second guard. They are in the deep left corner.

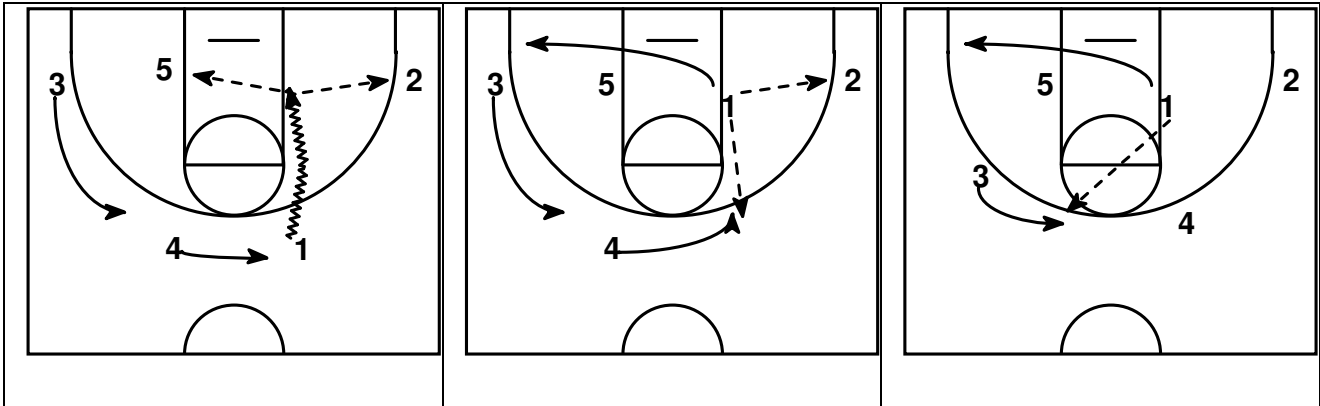
#4 – This is their next best driver. Also a good three point shooter. He plays opposite the 1.

#5 – starts on the weak side block and plays off the penetration of the 1 man. He usually stays opposite the ball. He plays on the weak side box or weak side short corner.

Rack Option

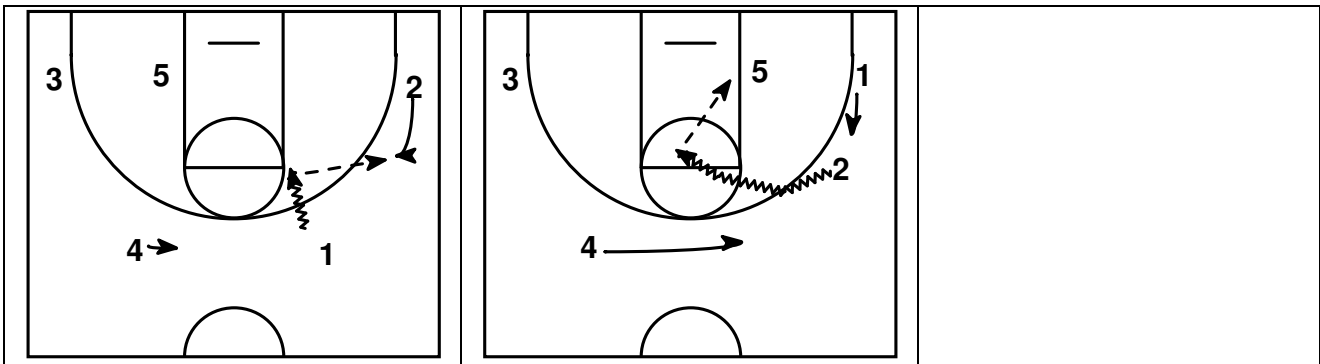
First option in the offense is for the point guard or any player with the ball to take it to the rack. Penetrate as deep as you can and look to score. The post player always locates opposite the ball and is ready for an

easy dump pass or in perfect position to rebound. As one player penetrates another player always fills behind on the perimeter.



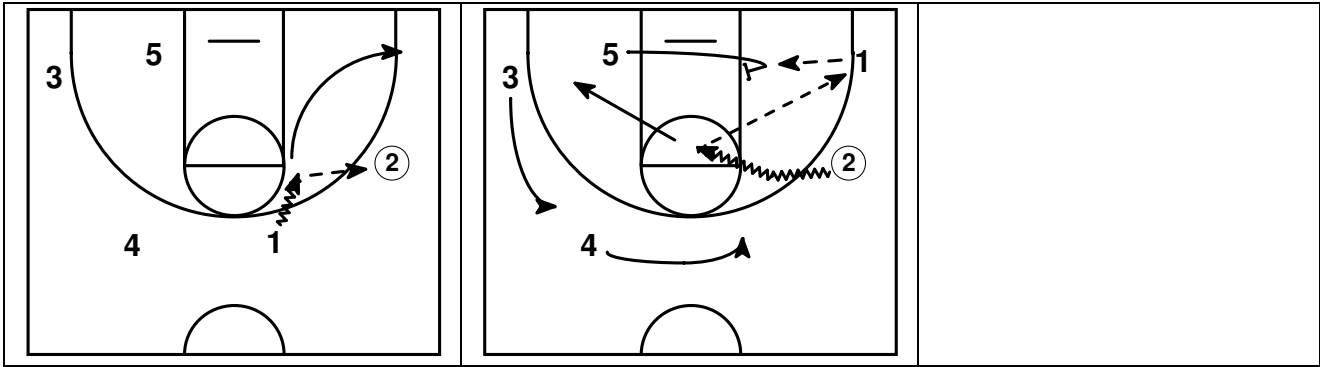
Dump Option

This is the action where the point guard penetrates to the elbow area and dumps off to the rising wing. That wing player then looks to take it to the rack. He can get all the way to the rim or again dump to the post who locates opposite as he drives. The 4 man out top stays opposite initially to allow for penetration; but then locates behind the penetrator and eventually opposite. He locates behind to always give the penetrator an option for a kick out.



Loop Option

This is action off the dump option. After the point guard penetrates and dumps to the wing he fills out to the corner. The wing tries to penetrate middle but pulls up near the elbow area and kicks to the corner. He may have a corner jumper but the post player down low should also have a good seal and post opportunity. The wing that penetrated and kicked then fills out to the opposite side.

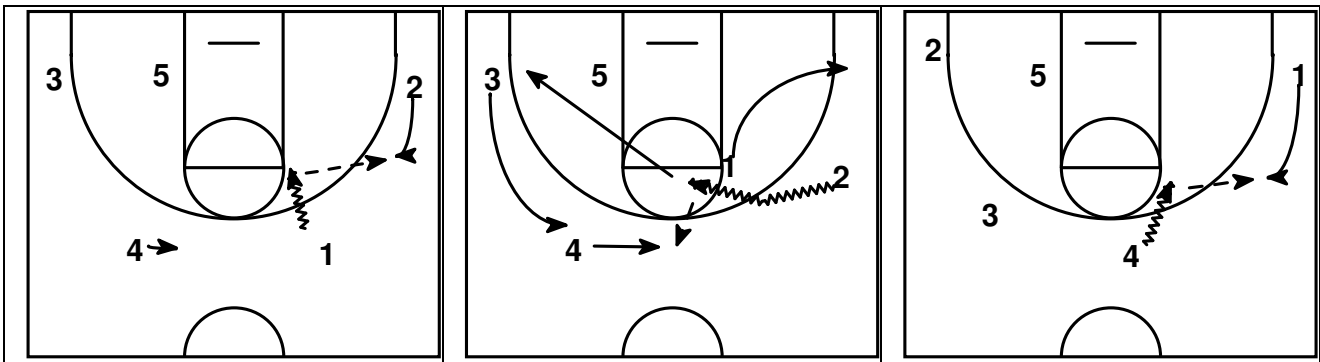


Drag Option

He uses drag to refer to the action of the wings rising up as penetration occurs. In this case he uses it to apply to the 3 man when the 2 man is driving middle after a dump from 1. 3 drags and looks to locate for a 3 point shot. The 5 man looks to pin and seal quickly before going opposite.

Kickback Option

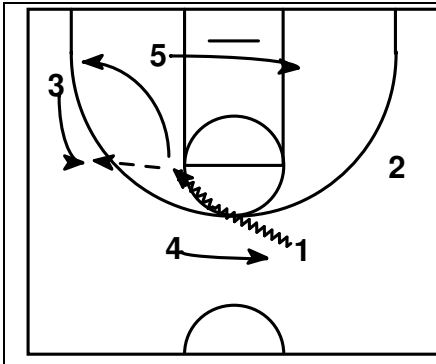
The player out top always makes them self available for a kick back option. If the wing penetrator gets stuck in the middle they can pivot and look out top. The top player should always position themselves so they are behind the penetrator for a kick out. If they get the kick out then they look to penetrate back the opposite. The player kicking the ball out continues on and fills opposite corner.



Opposite

In opposite the 1 man just passes to the 4 man and then let's him look to exploit the left side of the floor. Same type of action happens on that side of the floor. Coach P makes a note that in this dribble motion offense we always try to keep a man behind the dribbling penetrator as a kick out.

Drive Left or Middle



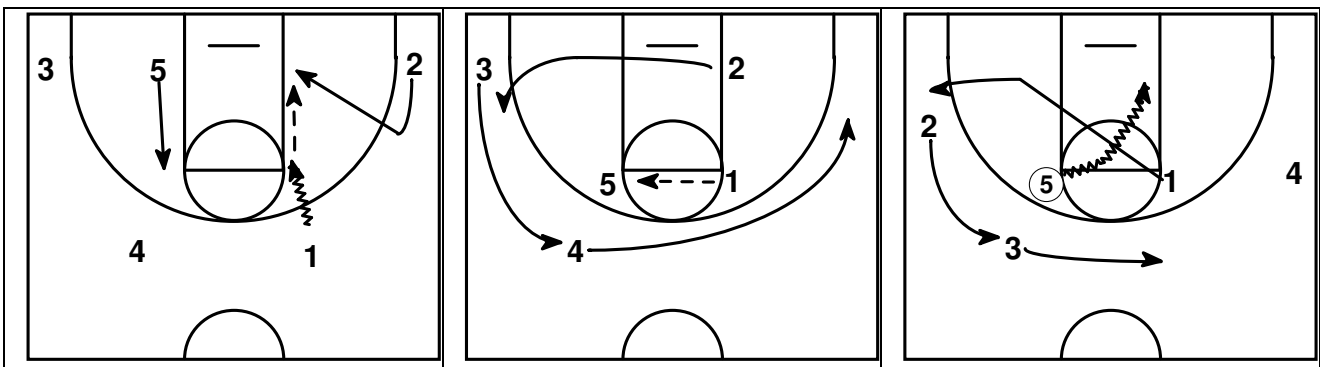
This refers to having the point guard drive to the middle and eventually left side of the floor to start the action over there. Similar to opposite but the point guard goes left instead of passing to the 4 and letting him go left. When one kicks to the 3 man the post player looks to pin and seal before going opposite.

Continuity

He refers to the continuity here is to do consecutive handoffs until someone has the opportunity to get it to the rack.

Drop (backdoor action)

This is the backdoor option. As one penetrates and 2 rises or drags he has the option to cut back door if closely guarded. This should result in some easy lay-ups. If the back door pass does not happen then the wing continues on and fills out opposite corner. The post player simultaneously rises to the opposite elbow here. He does this to help clear basket area for the back door cut but also to give a passing option to the point guard if the back door is not there. On the pass, one cuts through the lane and fills opposite corner. The post player then looks to drive and get to the rack. Perimeter players continue to circle and fill here. He notes that they very seldom drive the baseline in this offense. There are a couple of sets where they do look for this but as a general rule they do not.



Through (Isolation)

This is their option that provides a baseline drive opportunity. They normally don't encourage baseline drives. In this scenario, the one penetrates to the right elbow area and dumps to the 2 wing as normal. Instead of filling out to the strong side corner though he continues through on out the other side. Wing then looks to drive baseline. On the drive the post player locates to the middle top area of the key as a

passing option. Perimeter players cycle and fill behind. If wing player gets stuck driving they should have someone behind to pass to.

<p>1 passes and cuts through lane filling out opposite side. All player shift to the ball one spot.</p>	<p>Wing then looks to drive baseline. 5 man fills middle to make available in the case of help.</p>	

Note : Had an idea for a nice post up opportunity with some related action. The 1 man instead of going through could set a cross screen for the post player. In this case for it to be most effective the post player would probably want to start in the opposite short corner or maybe come to high elbow area to keep the post defense from getting too much in help position. It is a little on big screen which is good.

High : Screen and Roll

If your guards are having trouble getting to the hoop all the time then HIGH is a good option. In this case 1 kicks to 4 and then cuts quickly to the opposite (left) corner causing the 3 wing to drag slightly up. 4 may have to take one dribble left to open up the court a little. 5 flashes high to the top of the key area and looks for a pass from 4. 2 then drags high to the wing area looking for a pass from 5. 5 then sets a running pick and roll with 2. Perimeter players then cycle and fill behind to give kick out options.

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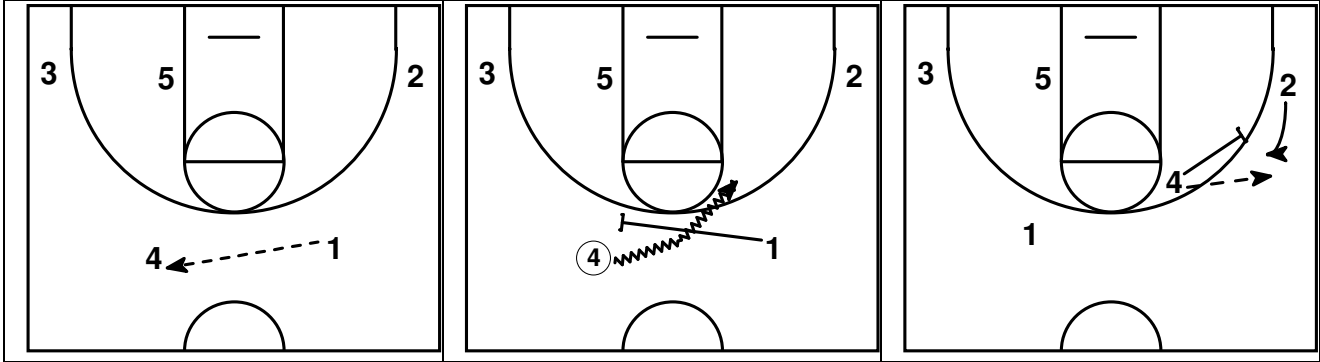
Philosophy

The disciples of the dribble drive motion offense believe in getting to the rack or looking for the 3 ball. They don't believe in much in between. Coach Petitgoue disagrees with this philosophy and likes the 15 foot jumper as well. This offense is always great against pressure. It has its difficulties if the defense sags.

Note: Another idea I had for some X action for 2. 1 dribbles left and 4 empties out and goes to right corner. 1 then reverses direction with a spin dribble back to the right while 2 is coming and creates some X action with 2. We could do something similar with 3 as well. In this case the 4 would empty out to the same corner.

Over

1 passes to 4 man and then sets a running pick allowing 4 man to penetrate.

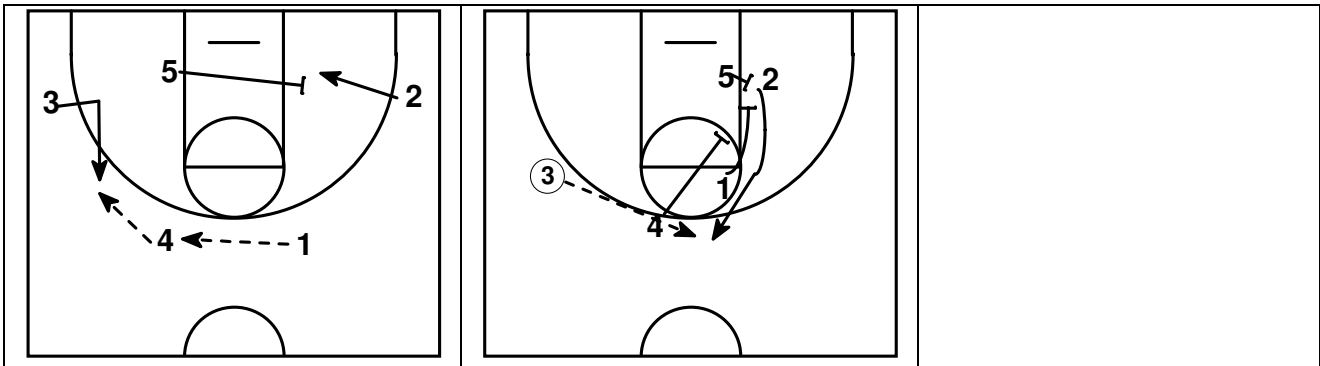


Dribble Hand Off

Signal is both hands up like and H. 1 dribbles straight at 2 and does a dribble hand off. Opposite H would be the 4 man dribbling the left side of the floor and handing off to the 3 man. 1 would then fill out to the corner.

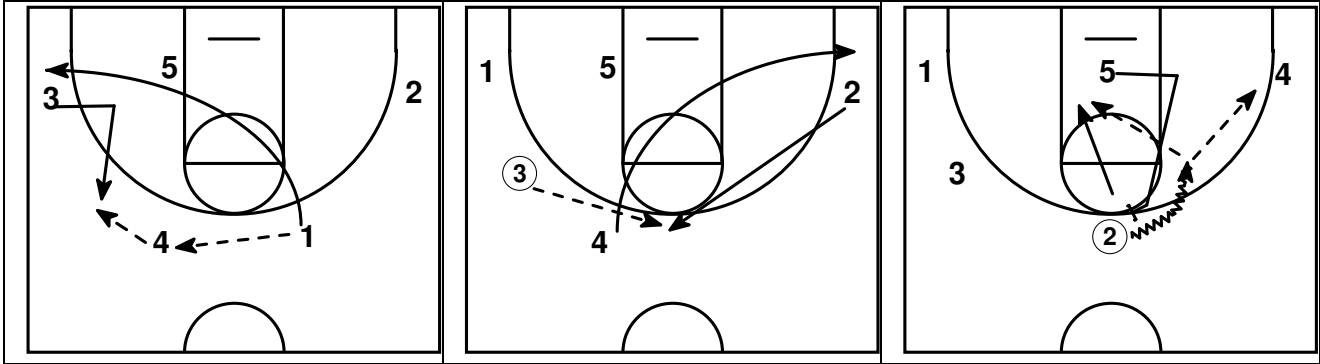
Rotate (3 point Shot)

Here the 1 man passes to the 4 who passes to the 3 on the left wing. 5 goes to weak side block like he is going to set a flex screen for 2. 2 comes down to the block then comes off a double stagger set by 1 and 4. If 4's defender shows then he slips so the hoop.



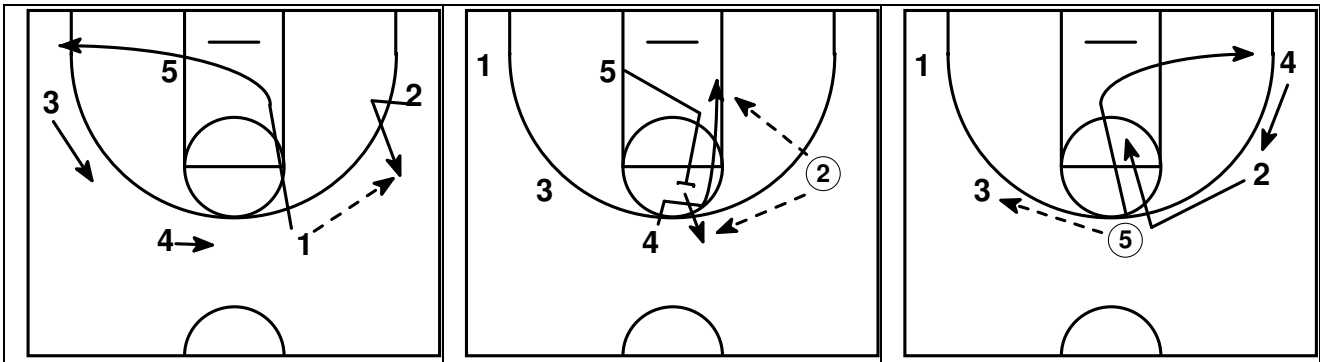
MOVE

1 passes to 4 and then goes to left corner. The 4 man then passes to the 3 and moves to opposite corner. 2 flashes high and receives pass from 3 near top of circle. 5 who had moved to the right block as the ball went left now comes and sets a back screen for 2 (pick and roll type action). It's called move though because everyone moves 100 miles an hour. Ball screen should be there just after the catch. It all needs to happen very fast. Ball screen on the left side could be effective as well; the 2 man could fake to use the ball screen and drive left. If penetration is stopped the 4 man could rise as normal dribble motion action.



Quick (Cutters)

1 passes to 2 and makes a basket cut. 1 goes out opposite corner if he doesn't get it. 5 then sets a back screen for 4 who basket cuts as well. If he doesn't get it then he fills out strong side corner. They keep reversing it with 2 cutters and 3rd guy popping for the reversal. Move and quick are both sets to run to get players moving. Once you get the defense spread you still need to look for opportunities to penetrate.



Drills

Post Drill – Pin and seal drill

3 on 0 Options – This drill is done with the 1, 2, and 5 players. 1 penetrates to drop zone and kicks to 2. 2 then drives and kicks to corner, drives and finishes, or drives and dumps to post.

Backdoor Drill – This is a 3-on-0 drill with 1, 2, and 5 again. Focus is on back door action. If guard doesn't throw back door pass he goes to post at elbow and then flashes through key allowing post to drive.

Rack Drill – This is a 2-on-0 drill with 1 and 5. 1 penetrates to 5's side forcing him to go across lane. 1 dumps to 5 and he finishes twice. Each repetition is done one right after another.

Push Dribble Drill – All players on the baseline with a basketball. One goes after another. As soon as one is near mid court another starts. Goal is to go length of the floor in 3 dribbles. They do this from both the right and left sides of the basket.

3 Man Weave Layup – They go up and back in groups of 3 and finish with a lay-in. The ball does not touch the floor even on the made layups. If your group touches the floor then you get off to the side and do 10 pushups each. They do this with layups then they do this with 3's.

Jump Stop Drill – This is a two line layup drill with balls in each line. Lines alternate with front person dribbling in and doing a jump stop in the lane and finishing. After a while he sticks a coach with a blocking pad in the lane giving them a slight bump as they finish. They work on these every day.

Hook Shot Drill – They do the same drill as above but now jump stop in the middle of the lane in front of the basket and shoot a little jump hook.

3 Point Drill - It's our basic 3-man-2 ball drill where you rebound your own shot and then relocate on the perimeter. They do this for a time limit and then losers have some punishment. They use his shooting drill from different places. They use it in practice almost every day.

Around the World Shooting Competition – They break up into two teams of 6 at each end of the floor. Each group has 3 balls. They shoot together at 5 different spots on the floor behind the 3 point line. They need to make 5 at each spot before advancing to next spot. Each player will rebound their own basketball. With 3 balls you have enough to keep things going.

Shot Builder - They get in lines of 2 or 3 at each basket. They shoot one handed with one hand behind the back. They start in at 5 feet and when they make 2 they step back to 10 feet and then later to 15 feet. Focus is on getting and keeping the elbow under the ball.

5 Man Circle Drill - It's called 5 man circle because they circle under the hoop until the coach throws up a lay-in. Closest post player grabs the ball out of the hoop and starts transition. They transition into dribble drive offense and run either MOVE or QUICK.

Conclusion

He leaves his phone number and email address and encourages you to contact him if you have questions about dribble drive or any of his drills. Email is Tristate@mhtc.net