

Colorado High School Coaches Association – 2011 Basketball Coaches Clinic

Kevin Boley (Legend HS) – State champion at Broomfield High School

- “You must be willing to fight for your culture each and every day” – Doc Rivers
- You must EMBRACE communication with your players, parents, etc – or you won’t be successful
- Be hard on them, but love them
- Idea from Joe Ortiz – have players get a Vitamin C tablet from the office every day (off court communication) – similar to sign-in sheet
- How quickly do you return an email or phone call?
- Balance between being hard on kids and loving them
- His keys to successful program
 - o Feeder program
 - o Staff
 - o System
- Relationships
- Assistants can’t just show up. They have to work. If head coach sends text, expects a text back.
- “PHD” = Poor, Hungry, Driven
- Assistants should want to be head coaches
- So important to watch other’s practices
- Staff must speak same language
- System of play =
 - o Simplicity or execution –or-
 - o Surprise & Change
- Must be able to beat the best team in the league
- “Workouts are optional. You don’t have to be there. Playing time is also optional. I don’t have to play you.”
- Weight room is imperative – there is no other way (It’s about more than strength)
 - o Commitment
 - o Pain
 - o Character Building
 - o Work Ethic
- All players in his program will go through guard skill work
- Plays music during open gym at times
- Believe in the process – don’t sell out your integrity for wins – they will come if you do it the right way

Ken Shaw – Regis HS – 3 Consecutive Big School 5A State Titles

- Most important thing in coaching is relationships with your players
 - o More important than skill development, etc
- The greatest lessons in life that we learn are those we teach ourselves
- Can learn so much from your players
- Most important technique you teach is the belief you have in your players → You must believe in the team
- Keys
 - o Mutual respect
 - Treat players correctly to the media. Treat them as equals. Behind closed doors, though, all is fair game, even the coach
 - o Do your part

- Be able to apologize to your players when you screw up
- Leadership – Seniors of the team must be able to know and recite this
 - Set a good example
 - Bring out best in your teammates
 - Says Steve Nash is the best – never seen Nash get on a teammate
- Our society is naturally critical → “Arm-chair quarterbacks”
- Do players like your program? Very important question!
- Find a way to involve good people. They would be defined as “those that can handle adversity”
- Do players care about the team? “Disease of me”
- Easier to get a player to reach his potential if you have a good relationship with him
- Spends most of his practice time on shooting
- All of our situations (are current jobs) are different. Must analyze what works for you!
- You have to work at skills to develop. There is no substitute.
 - Shaw doesn’t call kids to ask why they aren’t working out.
- This is the most FUN game to play. Kids should WANT to be in the gym.
- If players buy in, parents will follow. Sell your players first
- ****Every player gets cut at some point in time!!! We all reach our ceiling. It’s necessary
- “Our (player & parent) program, not just the coaches program”
- Are you alienating people or drawing them in?
- Coach Shaw will talk to parents about anything (including playing time) if...
 - Right time, right place, right tone of voice
- Communication – Do you ask for feedback from your players? Be ready to get your feelings hurt, but very informative
 - Q’s = What do you like and should we continue to do, and...
 - What don’t you like, should we change?
- You can solve a lot of team problems by talking to players individually for 3-4 minutes after the game. Stop it before it starts.
- Kids need to hear that they are contributing
- Team Mtgs = Meet every day during season that they don’t have weights / plyos after practice
- Do a notebook! Teach the mental side of the game!
 - Players will keep them forever. It is important to them.
- Run a class program. Kids want to be a part of something special
- We can always be the best in these areas (no compromise)
 - Character, attitude, effort
 - We can always win in those areas
- Don’t set your players up for failures & frustrations → i.e. don’t be unrealistic in expectations
- If you can show kids things that make them better and make it fun, they’ll show up. Give them a vision!
- Special emphasis on shooting in the program has paid major dividends.
 - Last season = 62%FG, 44%3FG, 78%FT
 - Always work on shooting
- Do your players have trust in each other?
- The power of a hand-written note
- “Quick FT’s” = 1 dribble and shoot. Have to make 15 in a row before miss(?)
 - Do for certain amount of time. At end, if don’t make goal, run down & back so people see you missed goal (peer pressure).

Coach Meyer (Things I would do different)

- Get all the good ideas, but can't use all the good ideas. Be careful how much you change with your program after going to a clinic.
 - o What will work for you?
- What makes a masterpiece is what you take out of something.
- It's extremely hard to want something more for somebody than they want for themselves
- Promise less, deliver more
- Do you kids use cell phones on the bus? Check them in at some point.
- Real relationships take a lot of time
- #1 thing in Coaching = "Your example is not the main thing, it is the only thing."
- "Our team" not "my team" unless you are taking the blame
- You have to have credibility to get away with crap
- #2 thing in Coaching = Coach for the love of the game and for the kids. That's all.
- Learning takes place through discovery – "Figure it out"
- Personal, purposeful practices
- Figure out what fits your team
- You can't coach out of a notebook!
- "You can never spend too much time on shooting" – Morgan Wooten
- Coach Meyer's first job at Hamline – He stayed up first 72 hours straight in the office
- Plan the week on Sunday and plan the next day the night before
- Find a system that works for you; you don't work for the system
 - o Toughness & Trust
 - o Effort
 - o Attitude
 - o Motives – Why are you coaching?
 - o Servant Leaders
- Understand that everybody has it a lot worse than you do. No pity parties.
- "What About Bob" = Baby Steps – Best coaching movie ever
- The only thing they remember in a timeout is the last thing you tell them
- Kids don't pick their parents – it's not their fault
- You can be physical without being tough, but you can't be tough without being physical
- Roles – will your players accept them?
- Roles = Define, Understand, Accept, Fulfill
- Knowledge is knowing what to say. Wisdom is knowing whether or not to say it.
- Majerus = know who you are and what your game is
- NBA = Next Best Action
- Mistakes = Recognize, Admit, Learn, Forget
- "Catch your kids doing something good"
- Coach Bob King = There are only enough shots on the floor for four people (better have somebody that is willing to play without shooting)
- Always try to factor in the Human Element on decisions
- Only sit behind your desk when talking to a kid if you want to be the judge, jury, and executioner
 - o Go for a walk
- You don't get paid to put the 5 best players on the floor; you get paid to put the 5 that work together best
- It's not what you teach, it's what you emphasize
- Must give respect to get it (same for players)
- Scouting Report = Know who you are guarding, their #, their game

- Chuck Daly = “Sometimes to guard is not to guard”
- Not a lot of people can do much for you when you get a DUI
- Process over Product
- Great program = Sound, solid, simple
- Want integrity in your program
- It should all be about the kids
- “Must be able to win when the ball doesn’t bounce right”
- Don’t whine, don’t complain, don’t make excuses (Wooden’s Dad)
- Nobody does the right thing all the time
- Nothing more harmful to a team than a lack of discipline
- 2 types of pain (discipline & regret) = make practices tougher than the games
- “Be a skill coach, not a drill coach” – Iba & Paterno
- Practice = 4 (30 minute) segments – Skill work, Team Skills, Team D, Situation / Competition
- See the need, fill the need → Don’t teach what you don’t need
- I don’t make decisions because they are popular, I make them because they are right
- Pat Summit = If you sit in the Big Chair...
- The right decision is almost never popular
- Get credibility as fast as you can!
- You can pick captains, but you can’t pick leaders
- Practice with the intensity and poise of a national championship team
- Basketball is the best class they’ll ever be involved in → Must use a notebook
- Properly & quickly execute the fundamentals of the game for the welfare of the team
- Vs. a great team...
 - o Spacing
 - o Sureness
 - o Shot Selection (Not looking for a shot we can make but for a shot we can’t miss)
 - o Give heavy help on their best player
 - o Don’t create offense with your defense
- Simplicity and execution win in March
- Always make a kid quit; don’t cut them
- A good administrator never gives a good coach a reason to leave, and a bad one gives a coach several each day
 - o Look for a new job
 - o Get it
 - o Then resign
- Beswick Scale → Google It (Talent – Mindset Comparison)
 - o A A = Best situation!
 - o A B = Bad, bad, situation. Will get you beat
 - o B A = Stick with the kid. They will get better!
- Foxhole Test
- Abe Lemon = You make enemies faster than you make friends in coaching
- Pick battles big enough to fight and small enough to win
- 3 Things for the rest of your life
 - o Find your unique talent / gift
 - o Develop it to the fullest (Because Nobody pays for average!)
 - o Give your gift away

Andrew Hasz – Faith Christian HS (130-5 past 5 seasons with 5 straight state titles during that time)

- Clinics will stimulate you in the summer
- How to Build & Sustain a Program
 - Hire coaches who know more than you
 - Find coaches that can relate to the players
 - Give assistants specific areas of ownership
 - Swallow your pride
 - Developing your program
 - Work with players in your feeder programs
 - Personal investment in your younger guys
 - Execute your system
 - What will you be known for?
 - Teach these characteristics early in your program
 - Regularly integrate drills that reinforce these key characteristics
 - Use older players to teach younger ones
 - Motivation
 - Must be something beyond the individual
 - Every player needs to feel valued and important – and have a role on the team
 - 1 Corinthians 10:31