

# Situational Games

**Transition Skills**



**Live Game Scenarios**

**DRIVEN**  
TRAINING

**By: Coach Mike Shaughnessy**

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# 1v1

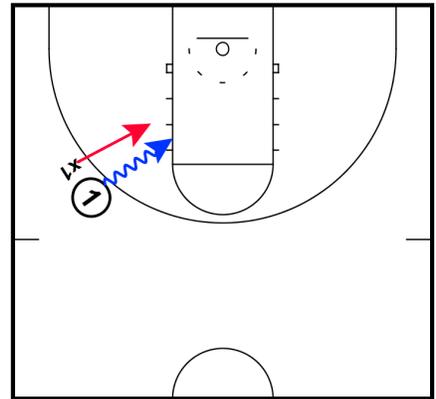
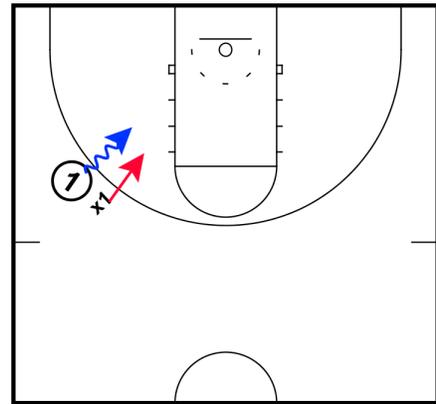
## Angle 1v1

### Teaching Points

1. Keeping advantage versus defender.
2. Keeping angle to attack the rim downhill.
3. Being crafty around the rim to finish through contact.

### Drill Description

1. Player 1 starts with the ball having shoulders facing the basket.
2. Player x1 has shoulder/chest facing player 1's inside shoulder starting adjacent to their hip.
3. Player 1 can start stationary with a live dribble or in triple threat.
4. The game is live once player 1 starts their movement. Player x1 can begin to recover.
5. 3-dribble maximum.
6. Compete for score. Switch sides.



### Notes:

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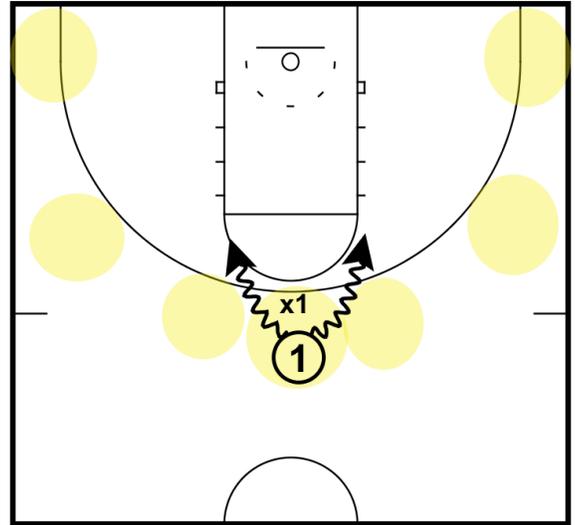
## Blind 1v1

### Teaching Points

1. Creating advantage versus the defender.
2. Create an angle to attack in straight lines.
3. Finishing through contact.
4. Learning to be crafty around the rim.

### Drill Description

1. Player 1 starts with the ball facing the rim with player x1 in front of player 1 facing the rim as well.
2. Player 1 starts with the ball on player x1's back or can start with a live dribble with their hand on player x1's back.
3. Player 1 can look to attack in either direction. The game is live once the ball or hand comes off the back of player x1.
4. 3-dribble maximum.
5. Compete for score.
6. Game can be played from all 7 spots (Shaded).



### Notes:

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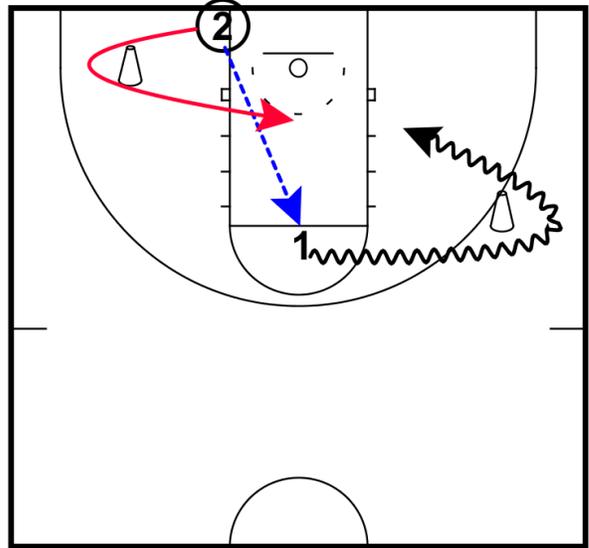
## Spanish 1v1

### Teaching Points

1. Working on quick finishes attacking baseline before the defense can rotate and contest.
2. Rule: Coaches can determine what type of finishes players must utilize.

### Drill Description

1. Player x1 starts with the ball underneath the basket. Player 1 starts at the free throw line.
2. The game is live once player x1 passes to player 1. Player x1 will pass and have to sprint around the cone in outside the block before getting back into the play. Player 1 has to dribble around the cone at the wing before attacking downhill.
3. Compete for score. Switch sides.



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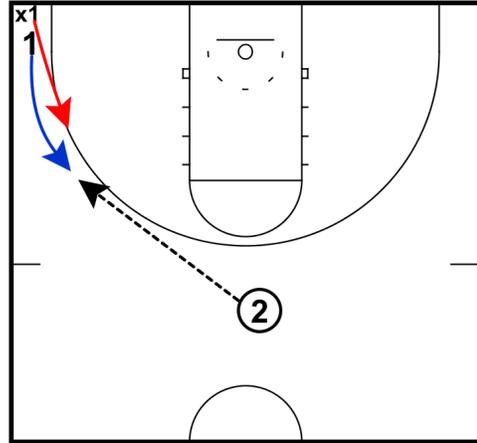
## Lift 1v1

### Teaching Points

1. Quick decision on the catch.
2. Stampede the catch to attack downhill.
3. Shot ready on the lift.
4. Attack off the rip through.
5. Get to spots to finish (shot, pull up, finish).

### Drill Description

1. Player 1 starts in the corner with player x1 behind them and player 2 with the ball at the top of the key.
2. The game is live once player 1 starts their movement to fill up towards the ball. Player x1 can begin to try and recover.
3. 3-Dribble Maximum
4. Compete for score. Switch sides.



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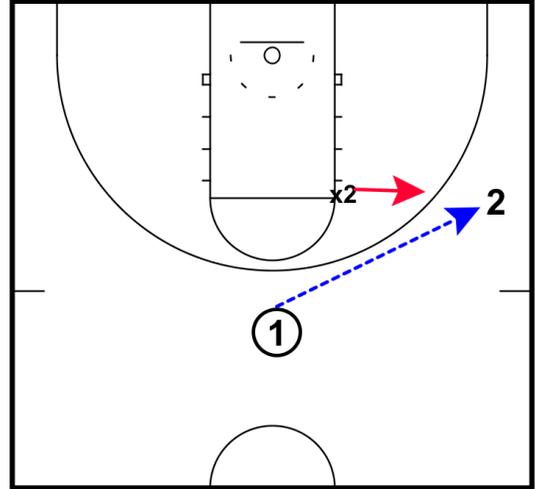
## Spot Up 1v1

### Teaching Points

1. Spacing: Don't hug the 3-point line.
2. Shot Ready: Hands & Feet.
3. Decision-Making: Catch & Shoot or Attack the Closeout.
4. Angles: Create advantage in straight lines when attacking.

### Drill Description

1. Passer player 1 starts at the top of the key. Player x2 starts on the elbow. Player 2 starts on the wing.
2. Once player 1 begins to pass to player 2, player x2 can closeout on the ball.
3. 3-dribble maximum.
4. 3's are worth 2-points, 2's are worth 1-point.
5. Compete for score. Switch sides.



### Notes:

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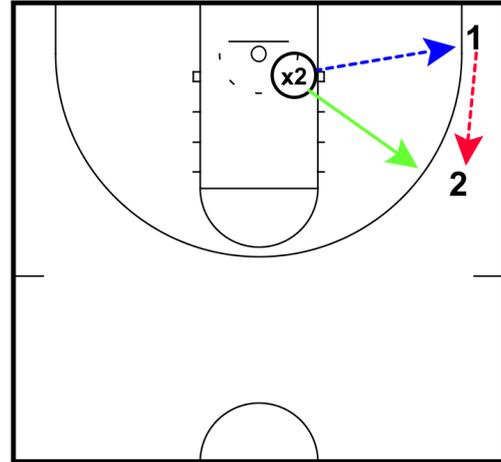
## One More 1v1

### Teaching Points

1. Spacing: Don't hug the 3-point line.
2. Shot ready: Hands & feet.
3. Decision-Making: Catch & Shoot or Attack the closeout.
4. Angles: Create advantage in straight lines when attacking.

### Drill Description

1. Player x2 starts with the ball behind the block. Player 1 is in the corner with player 2 on the wing.
2. Player x2 starts the game by passing to player 1. Once they pass, they are closing out to player 2 on the wing.
3. Player 1 is quickly swinging the ball to player 2.
4. 3-Dribble Maximum.
5. 3's are worth 2-points. 2's are worth 1-point.
6. Compete for score. Switch sides.



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# 1v2

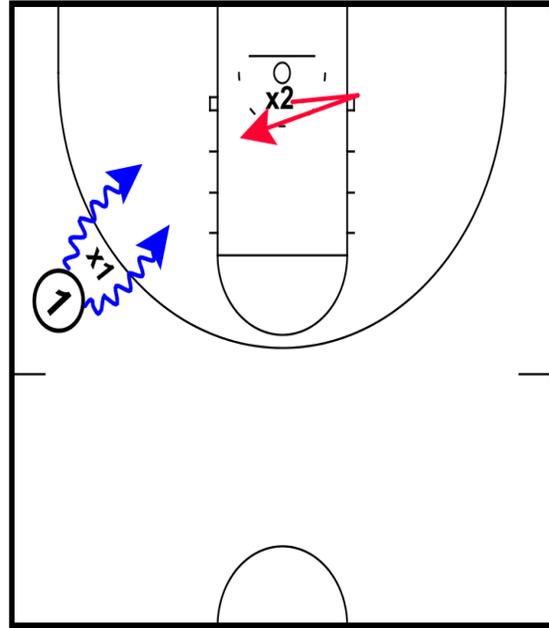
## Blind 1v2

### Teaching Points

1. Create advantage versus primary defender.
2. Keeping the advantage versus the primary defender and finish against the secondary defender.
3. Get to spots quick and be crafty around the rim.
4. Capitalize on finishing at a high percentage.

### Drill Description

1. Player 1 starts with the ball facing the rim with player x1 in front of player 1 facing the rim as well. Player x2 starts under the rim.
2. Player 1 starts with the ball on player x1's back or can start with a live dribble with their hand on player x1's back.
3. Player 1 can look to attack in either direction. The game is live once the ball or hand comes off the back of player x1. Player x2 has to touch outside the opposite lane line before recovering back to help stop player 1.
4. 3-Dribble Maximum.
5. Compete for score. Switch sides.



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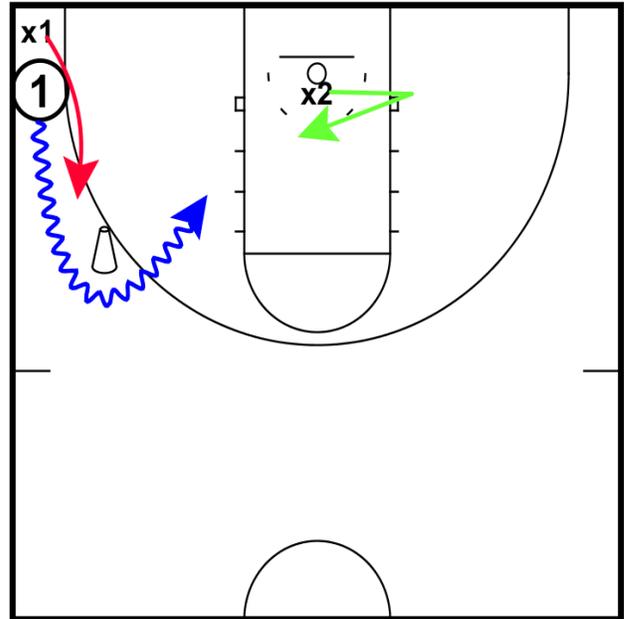
## Turn the Corner 1v2

### Teaching Points

1. Working on closing the gap keeping the primary defender behind you.
2. Being able to get into a quick finish against the help defender rotating.
3. Becoming crafty around the rim and creating effective angles.

### Drill Description

1. Player 1 starts with the ball in the corner with player x1 behind them. Player x2 starts under the rim.
2. The game is live once player 1 starts their movement. Player x1 will try to fight back in front. Player 1 has to dribble around the cone on the wing before attacking downhill. Player x2 has to touch outside the opposite lane line before recovering back to help.
3. Compete to score. Switch sides.



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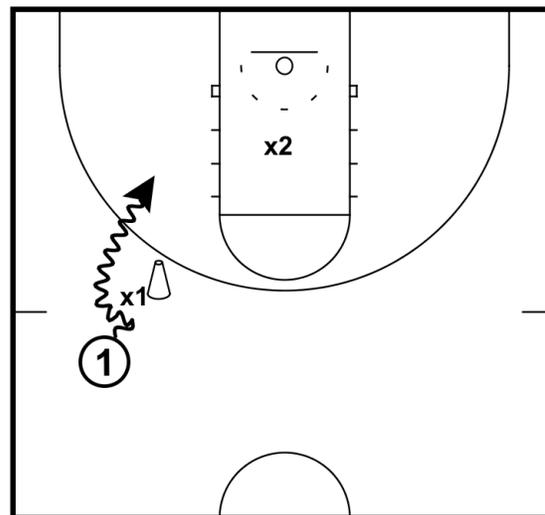
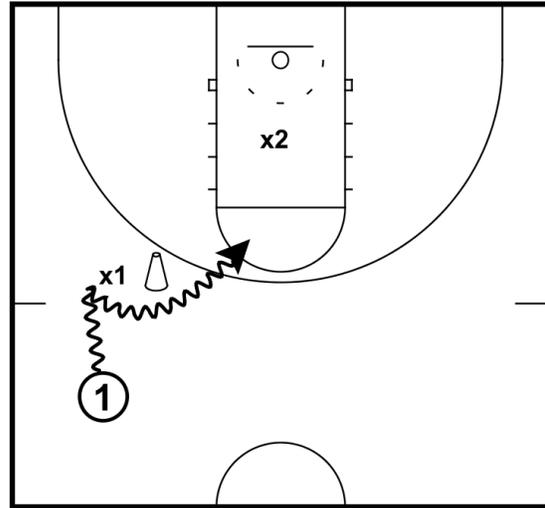
## Ball Screen 1v2

### Teaching Points

1. Change of pace to set up to use or refuse the screen.
2. Create advantage versus primary defender to attack the second level of defense.
3. Being crafty around the rim to score.

### Drill Description

1. Player 1 starts with the ball right under half court with player x1 guarding. Player x2 is in the paint to start.
2. Player 1 has to set up player x1 to use or refuse the ball screen (cone, chair, coach).
3. Player x2 can't help until player 1 uses or refuses the screen, simulating the screener's defender.
4. Compete for score. Switch sides.



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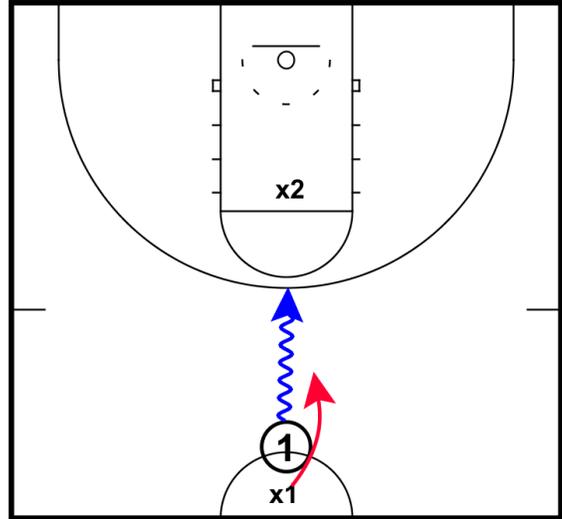
## Chase 1v2

### Teaching Points

1. Closing the gap in transition to keep the primary defender behind you to focus on attacking the second level defender.
2. Getting into a quick shot or finish in a transition situation.
3. Being crafty around the rim finishing versus the defense.

### Drill Description

1. Player 1 starts in the jump circle with player x1 behind them. Player x2 starts in the paint.
2. The game is live once player 1 starts their movement towards the rim. Player x1 tries to get back in front.
3. Player x2 can't begin to defend until player 1 approaches the 3-point line.
4. Compete for score. Switch sides.



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# 2v2

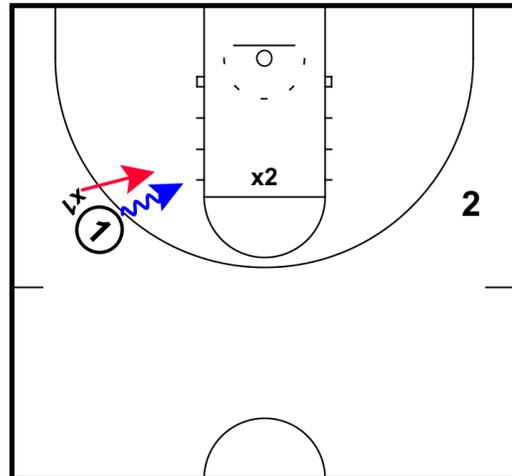
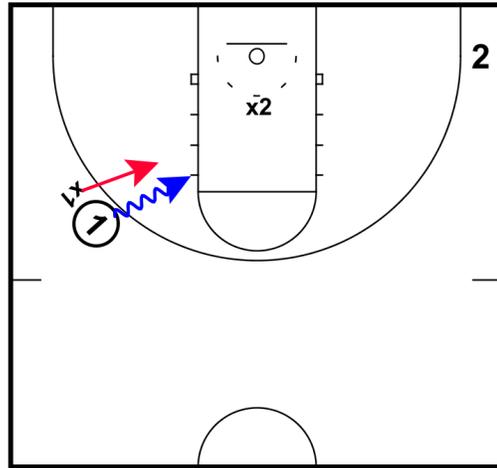
## Angle 2v2

### Teaching Points

1. Keeping angle to attack downhill towards the basket.
2. Decision-Making: 2v1 situation to finish or kick out to teammate if help defense commits. Quick decision on the kick out to shoot or drive.
3. Re-space after the kick out if teammate attacks the closeout.

### Drill Description

1. Player 1 starts with the ball having shoulders facing the basket.
2. Player x1 has shoulder/chest facing player 1's inside shoulder starting adjacent to their hip. Player 1's teammate player 2 can start either on the opposite wing or opposite corner with player x2 defending in the gap to help their teammate and be able to recover to player 2.
3. Player 1 can start stationary with a live dribble or in triple threat. The game is live once player 1 starts their movement where player x1 can begin to recover defensively.
4. 3-dribble maximum every time a player has possession of the ball.
5. Compete to score. Switch sides. Players can interchange spots.



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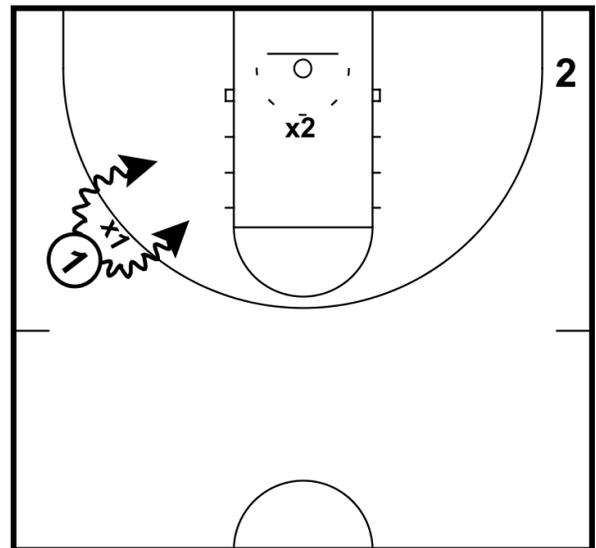
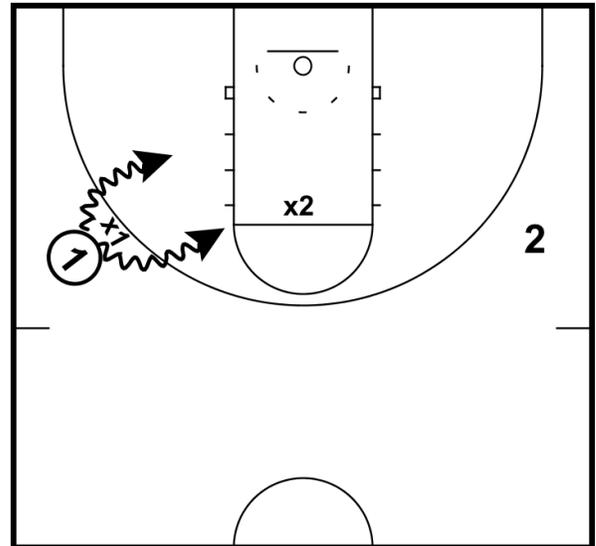
## Blind 2v2

### Teaching Points

1. Creating advantage versus primary defender.
2. Off-ball movement – lifting, drifting, back cut.
3. Decision-making: finishing at the rim or kicking out as the ball-handler. Catch and shoot or attack closeout if receiving the kick out.
4. Re-spacing if teammate attacks the closeout.

### Drill Description

1. Player 1 starts with the ball facing the rim with player x1 in front of player 1 facing the rim as well.
2. Player 1 starts with the ball on player x1's back or can start with a live dribble with their hand on player x1's back.
3. Player 2 can start on either wing or in either corner with player x2 guarding them.
4. The game is live once player 1 takes the ball or their hand off the back of player x1.
5. Players are allowed 2-dribble maximum every time they have possession of the ball.
6. Compete to score. Switch sides. Players can interchange spots.



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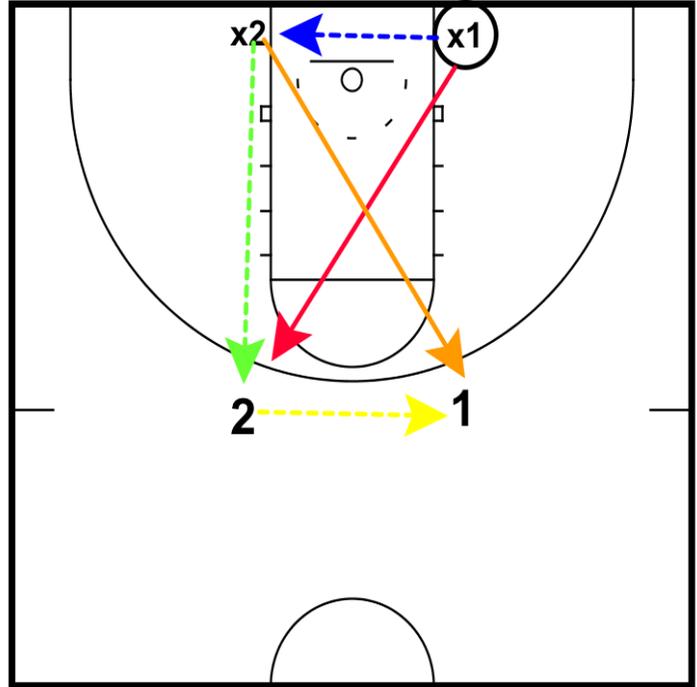
## Closeout 2v2

### Teaching Points

1. Ball-movement: Quick ball-reversals to force long closeouts.
2. Quick decision: Making a decision before the catch (shoot, drive, pass).
3. Defensively: closeouts with active hands to disrupt vision for shot and pass.
4. Off-ball movement: stay spaced on drives and re-space after kicking out from a drive.

### Drill Description

1. Player x1 starts with the ball where the baseline and lane line meet with player x2 starting on the opposite side in the same spot.
2. Players 1 & 2 start in the slots (lane line extended respectively)
3. Player x1 starts the game by passing to their teammate x2 (blue). On the pass, player x1 will closeout to player 2 diagonally (red). Player x2 will pass to player 2 (green) and then closeout to player 1 (orange).
4. Player 2 has to reverse the ball to player 1 (yellow) before the offense can try and make a play.
5. 3-dribble maximum every time a player has possession of the ball.
6. Compete to score. Players can interchange spots.



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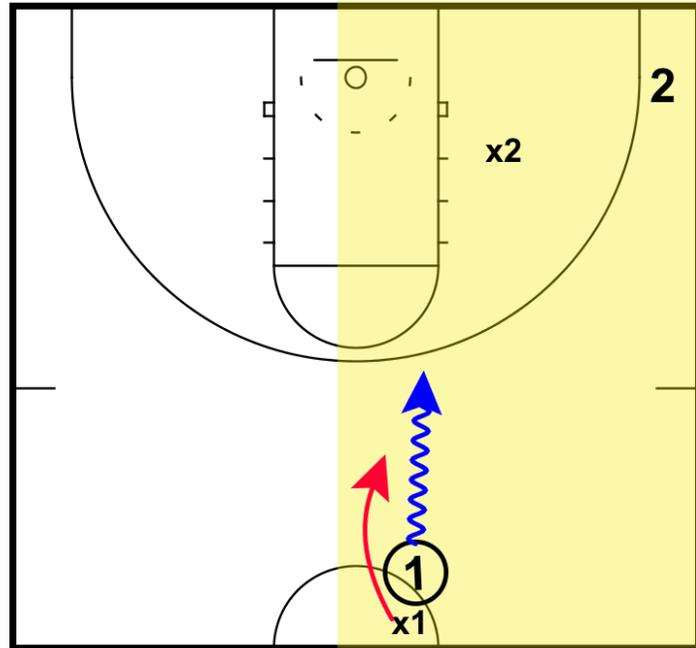
## Chase Down 2v2

### Teaching Points

1. Hostage Dribble in transition to create a 2v1.
2. Quick decision making (shoot, pass, drive).
3. Win the situation: make the right play.

### Drill Description

1. Player 1 starts with the ball at half court with player x1 starting behind them. Teammate player 2 starts in the same side corner with player x2 guarding them.
2. The game is live once player 1 starts to attack downhill where player x1 can look to get back in front.
3. The game is played on one-half of the floor.
4. Compete to score. Switch sides.



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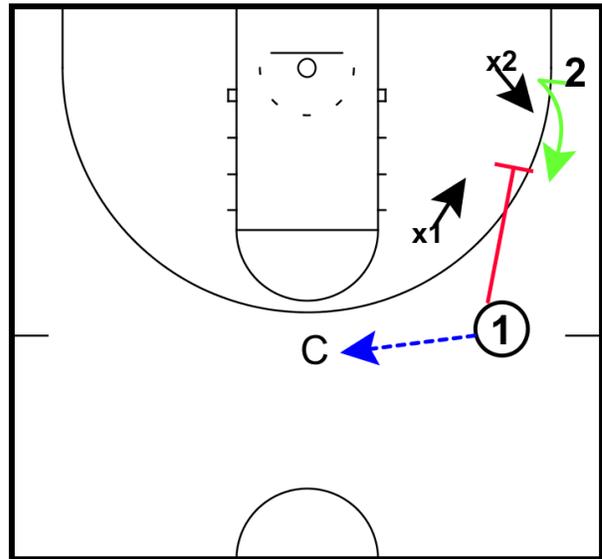
## Split Action 2v2

### Teaching Points

1. Making reads as cutter or screener.
2. Setting up to use or refuse the screen.
3. Active screeners slipping.
4. Quick reads and decisions.

### Drill Description

1. Player 1 starts with the ball in the slot or on the wing with their teammate starting in the corner. Player's x1 and x2 guarding them.
2. The game is live once player 1 passes to the coach (C).
3. Compete to score. Switch sides. Players can interchange spots.



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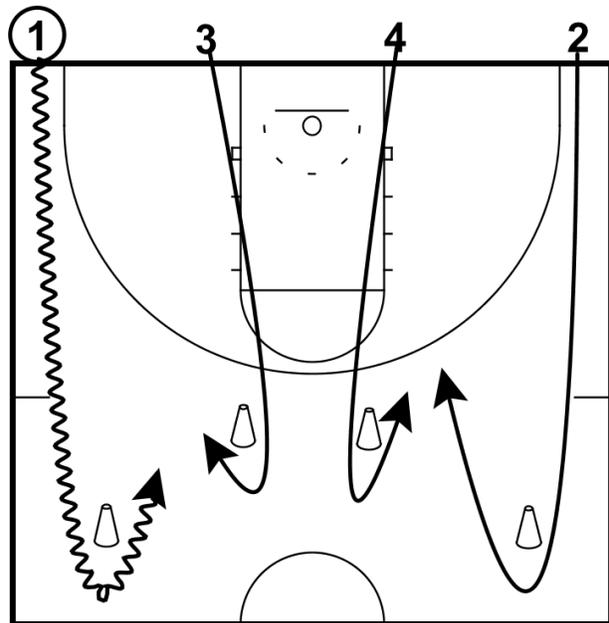
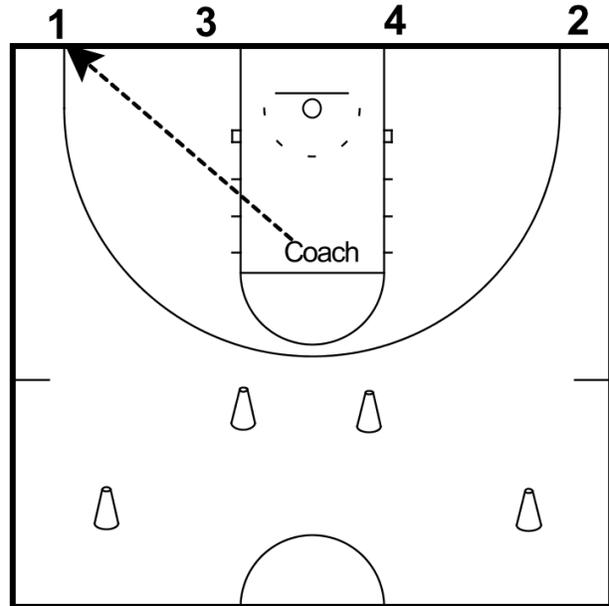
## Trail Blazer 2v2

### Teaching Points

1. Attacking downhill in transition.
2. Being in position off the ball to receive kick out to make a play.
3. Decision-making: Quick plays, quick reads, making the right play.

### Drill Description

1. Player's 1 & 2 are the offensive players.
2. Player's 3 & 4 are the defensive players.
3. The live segment starts when Coach passes the ball to either of the offensive players.
4. Once one of the offensive players receives the ball, both 1 & 2 will go to the outside of the cones to come back downhill to the rim.
5. 3 & 4 will sprint to the inside of the cones to get back in front and contain.
6. Defense will go to offense and offense goes to defense.



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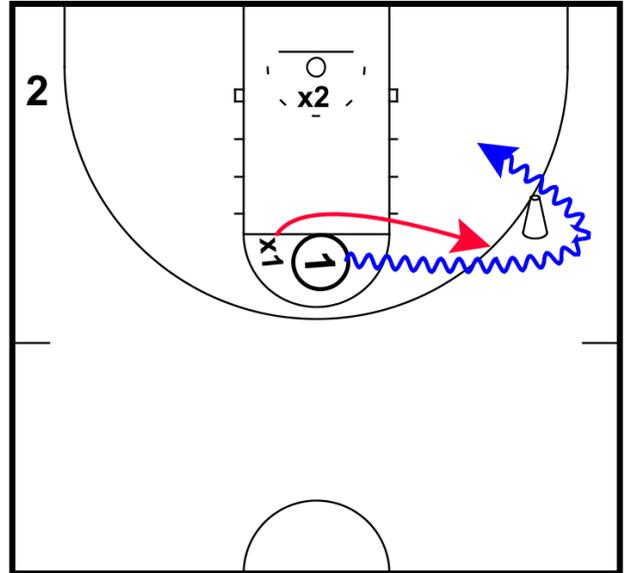
## Spanish 2v2

### Teaching Points

1. Working on closing the gap keeping the primary defender behind you.
2. Executing a 1v2 situation: finishing at the rim or kicking out to teammate.
3. Decision-making: Reading closeout on the kick-out getting into a catch and shoot or attacking the closeout.

### Drill Description

1. Player 1 starts with the ball at the free throw line with player x1 on their hip.
2. Player 2 is in the opposite corner with player x2 starting under the rim ready to help.
3. The game is live once player 1 starts their movement. Player x1 can begin to recover. Player 1 has to dribble around the cone on the wing before attacking downhill towards the basket.
4. Compete to score. Switch sides. Player can interchange spots.



### Notes:

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## 2v3

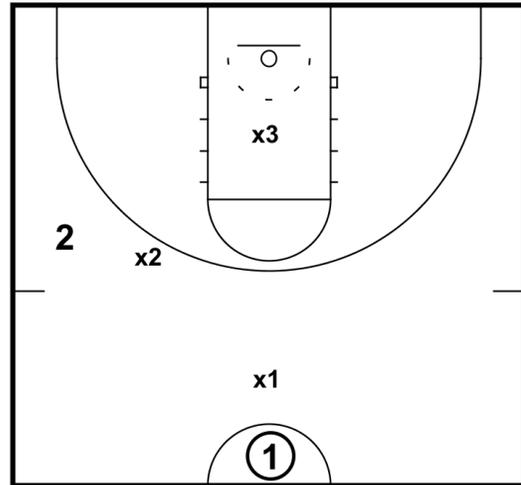
### Cutthroat 2v3

#### Teaching Points

1. Active off the ball to get open (Flash, V-Cut, Basket Cut, etc.).
2. Handle pressure (on-ball, trap).
3. Make quick plays to score.
4. Defensively: All players active applying pressure. 3rd player needs to be trapping or doubling.

#### Drill Description

1. Each team has 3 players.
2. The offense always has 2 players on the floor, that defense always has 3.
3. The ball starts in the jump circle with the offense.
4. If the offense scores, they must get the ball back to the jump circle before their next possession.
5. If the defense gets a stop, they must get the ball back to jump circle before playing on offense.
6. Players handle their rotations of who comes on the floor and who needs to be off.
7. 5-minute games - 3's are worth 2 points, 2's are worth 1-point.



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# 3v2

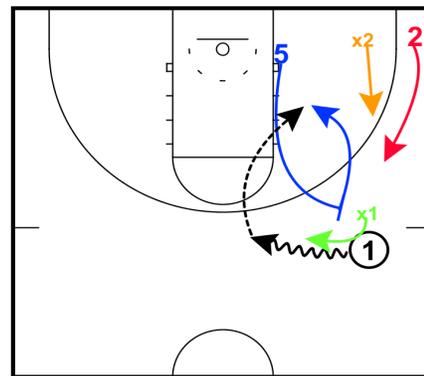
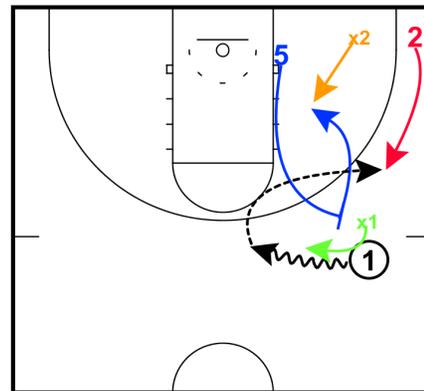
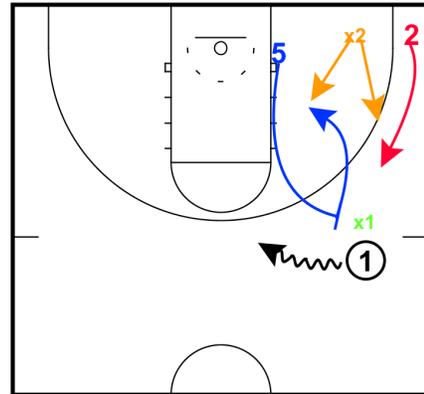
## Side Ball Screen 3v2

### Teaching Points

1. Playing with pace to set up and use the screen as the ball-handler.
2. Screener setting the screen on an angle to give the ball-handler the best angle to get downhill and then rolling hard to the rim.
3. Player in the same side corner timing their lift as ball-handler comes off level of the screen.
4. Ball screen reads: Corner defender either tags roller or stay attached to player in the corner lifting.

### Drill Description

1. Player 1 starts with the ball having a live dribble with player x1 guarding them. Player 4 starts on the same side block with player 2 in the corner and player x2 guarding.
2. The game is live once player 4 starts to sprint up into the ball screen. Player 1 has to use the screen, player 4 is rolling, and player 2 is lifting in this situation.
3. Play out the situation working on making the right read. Interchange players on offense and defense every 3 possessions.
4. Switch sides.



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# 3v3

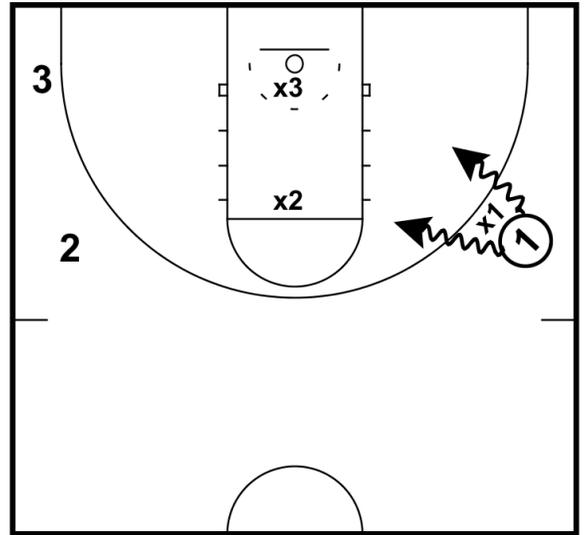
## Blind 3v3

### Teaching Points

1. Creating advantage versus primary defender.
2. Off-ball movement – lifting, drifting, back cut.
3. Decision-making: finishing at the rim or kicking out as the ball-handler. Catch and shoot or attack closeout if receiving the kick out.
4. Re-spacing if teammate attacks the closeout.

### Drill Description

1. Player 1 starts with the ball facing the rim with player x1 in front of player 1 facing the rim as well.
2. Player 1 starts with the ball on player x1's back or can start with a live dribble with their hand on player x1's back.
3. Player 2 starts on the opposite wing and player 3 starts in the opposite corner with player's x2 & x3 guarding them.
4. The game is live once player 1 takes the ball or their hand off the back of player x1.
5. Players are allowed 2-dribble maximum every time they have possession of the ball.
6. Compete to score. Switch sides. Players can interchange spots.



### Notes:

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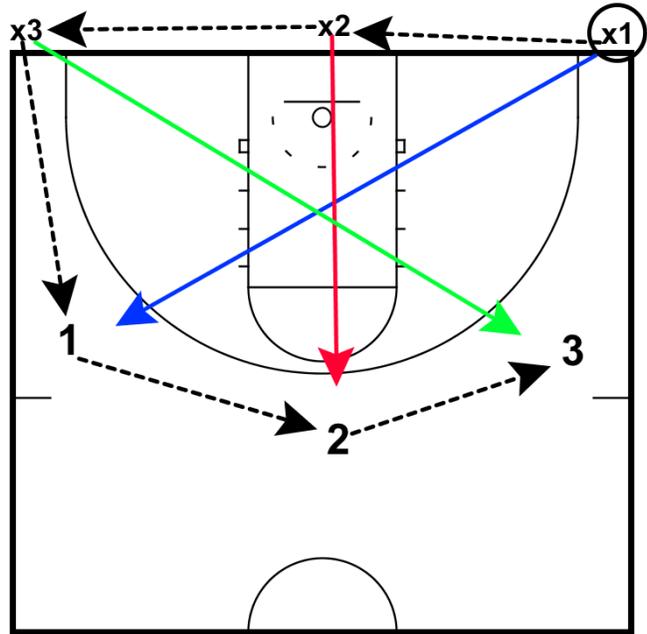
## Ball Reversal Closeouts 3v3

### Teaching Points

1. Snap passes to force harder closeouts.
2. Off-ball movement: Cutting, screening.
3. Quick decision on the catch: Shoot, Drive, Pass.
4. Defensively: Urgency to closeout & get to positions defensively.

### Drill Description

1. x1 will pass to x2 and closeout to 1 (blue).
2. x2 will pass to x3 and closeout to 2 (red).
3. x3 will pass to 1 and closeout to 3 (green).
4. The ball is reversed from 1 to 3.
5. Play is live on 3's catch.
6. Once it's live, the offense has 10 seconds to make a play (The time limit is for decision making purposes only).
7. Rotations: Counter clockwise or offense/defense.



### Notes:

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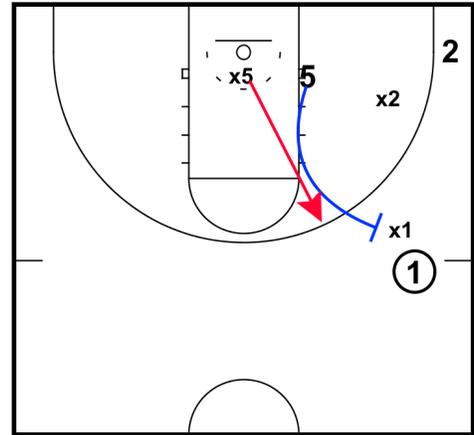
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## Side Ball Screen 3v3

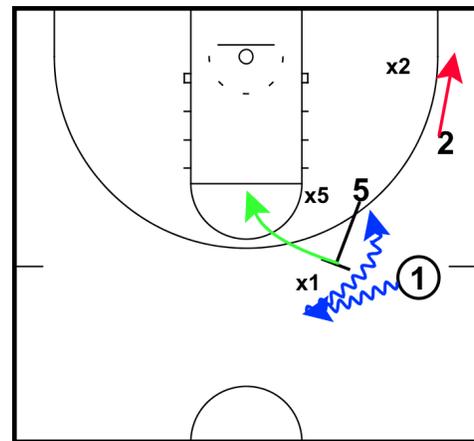
### Teaching Points

1. Ball-handler playing with pace.
2. Screener sprinting to set the screen.
3. Timing between the screener and ball-handler.
4. Lift from corner when the ball-handler uses the screen.
5. Defensively: ELO - Communicating ball screen coverage.



### Drill Description

1. Player's 1, 2, and 5 are on offense with player's x1, x2, and x5 on defense.
2. Player x5 starts under the rim while player 5 starts on the block.
3. Player x5 can't leave to get into their ball screen coverage until player 5 starts their movement.
4. If player 1 uses the ball screen, player 2 will lift from the corner to the wing while player 5 rolls.
5. Options: Player 1 creates a shot - Player 1 hits player 5 for the roll - Player 1 hits player 2 lifting for the catch & shoot - Player 2 enters to player 5 in the post.
6. Player 1 can also call for a re-screen where player 2 will drift back to the corner.
7. Score it, and you keep it. First team to 7 points wins (3's are worth 2 points, 2's are worth 1 point).



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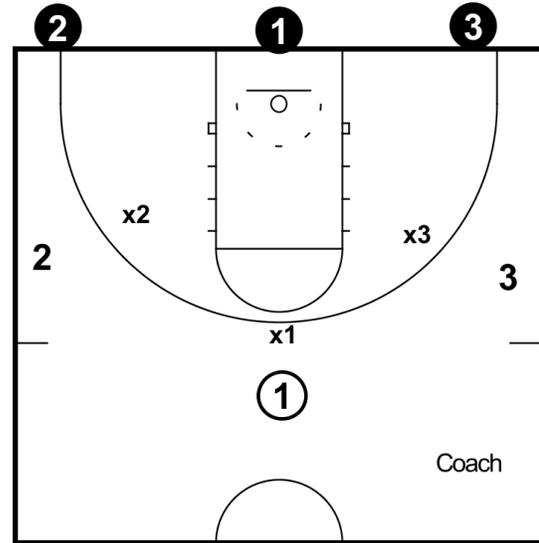
## Cutthroat 3v3

### Teaching Points

1. Getting consecutive stops defensively.
2. Sustaining communication each possession.
3. Executing offensively as a group.
4. Raising the level of competition.

### Drill Description

1. 3v3 live until either a score or defensive stop.
2. If offense scores, they go on defense and the a new team of 3 comes on offense. Team that started on defense goes off the floor.
3. If defense gets a stop, they stay on defense. A new team comes on and becomes offense.
4. Whenever there is a switch of teams, the basketball must be passed out to coach before the next possession begins.
5. The team that gets 3 stops in a row defensively wins the game.



### Rules:

- If offense scores, that kills the streak of defensive stops.
- Any offensive rebound kills the streak (If a team had 2 stops in a row, they are back to 0).
- If the ball goes out of bounds on the defense, replay the possession. It DOES not kill the streak.
- A defensive rebound after 1 shot or turnover gives the defense 1 stop.
- Defense stays until they are scored on or give up an offensive rebound.

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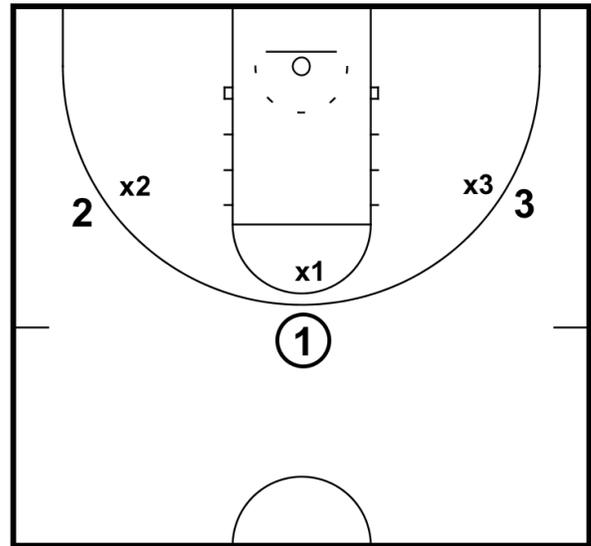
## No Dribble 3v3

### Teaching Points

1. Off-Ball Movement: Cutting, Screening, Slipping.
2. Handling pressure: Triple threat, pivoting, ball fakes.
3. Value the ball: Passing, getting open vs. pressure.
4. Defense: Pressuring ball, denying off the ball.

### Drill Description

1. Player 1 starts with the ball at the top of the key. Player's 2 & 3 can start off the ball however they want in spacing to execute.
2. Play is live once the players or coach determine to begin play.
3. Compete to score. Score it and you keep it. Players can interchange spots.



### Notes:

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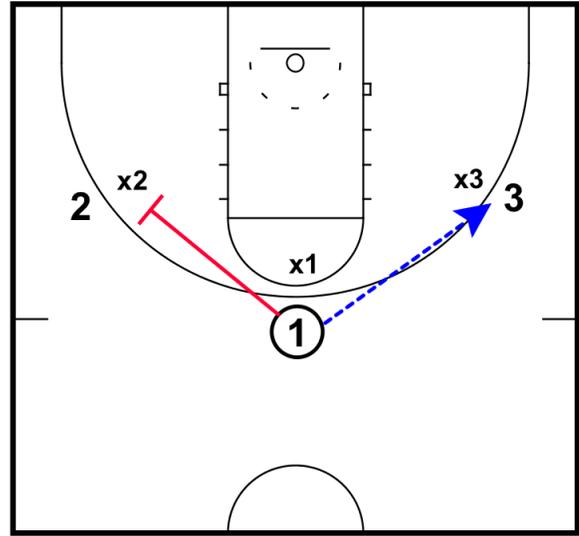
## Down Screen 3v3

### Teaching Points

1. Making reads as cutter or screener.
2. Setting up to use or refuse the screen.
3. Active screeners slipping.
4. Quick reads and decisions.

### Drill Description

1. Player 1 starts with the ball at the top of the key with player's 2 & 3 on each wing.
2. Player 1 must enter the ball to one of the players on the wing to begin the game.
3. Player 1 will go set a down screen for their teammate opposite the ball.
4. 3-Dribble Maximum. Score it and you keep it.
5. Compete to score. Players can interchange spots.



### Notes:

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# 4v4

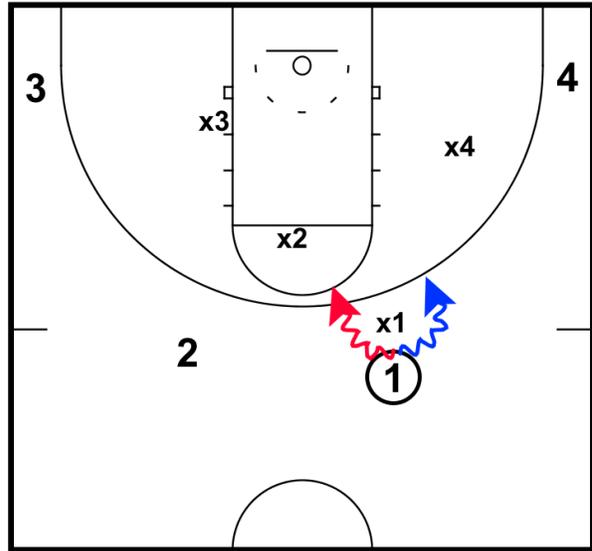
## Blind 4v4

### Teaching Points

1. Creating advantage to attack gaps.
2. Attack in straight lines.
3. Help defense in position to close the gaps & rotate.
4. Offense making quick decisions out of drive & kick or ball reversals (cut/screen away).
5. Spacing: Don't hug 3-point line.

### Drill Description

1. Player 1 starts with the ball in one of the slot positions. The other 3 players on offense will be in the slot and both corners.
2. Player x1 starts facing the rim while the other 3 players' on defense are in the correct defensive positions.
3. Player 1 will start with the ball on player x1's back. The game is live once the ball comes off player x1's back.
4. Both teams will continue to play until there is a score, defensive rebound, or a turnover.
5. Score it and you keep it. Compete to score. Players can interchange spots. 3's are worth 2 points, 2's are worth 1-point.



### Notes:

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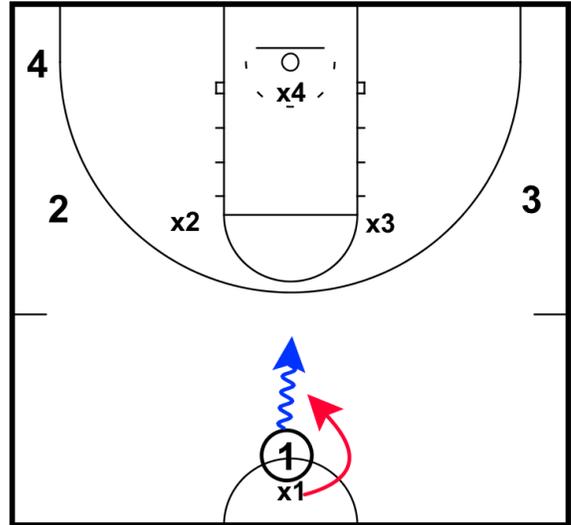
## Chase 4v4

### Teaching Points

1. Keeping the advantage at 4v3 forcing the defense to scramble.
2. Quick decisions: Making a decision as the ball-handler and before receiving the ball.
3. Off-ball movement: Cutting/Relocating.
4. Communication defensively to contain the basketball (switch out, stunt, rotate).

### Drill Description

1. Player 1 starts with the ball in the jump circle with player x1 behind them.
2. Player's 2,3, and 4 can start in space on the wings and in one of the corners with player's x2, x3, and x4 guarding them.
3. The game begins once player 1 starts their movement to attack downhill.
4. Play the possession out until a defensive stop, or a score.
5. Score it and you keep it.
6. Compete to score. 3's are worth 2-points, 2's are worth 1 point.



### Notes:

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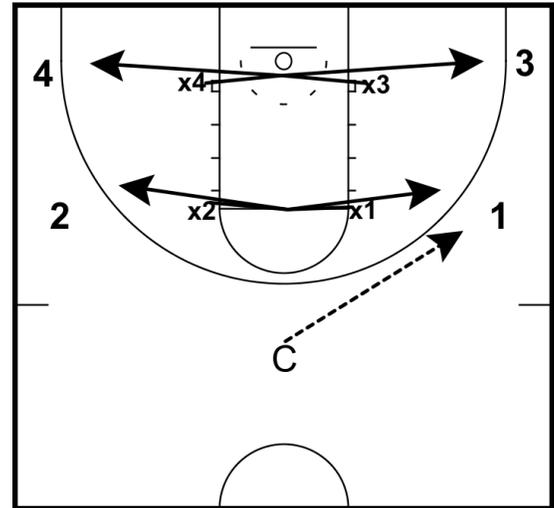
## Clipper Closeout 4v4

### Teaching Points

1. Defensively: Working as one to contain the ball and get a stop.
2. Decision making offensively: Shoot, pass, drive.
3. Off-ball movement: Cutting, screening, slipping.
4. Creating advantage versus the defense.

### Drill Description

1. Player's on offense – 1, 2, 3, and 4 start in the corners and on the wings.
2. Player's on defense – x1, x2, x3, and x4 start on the blocks and elbows.
3. Coach has the ball at the top of the key. Coach will signal when the game begins.
4. When he does, the defensive players must slide towards the midline, touch hands, and then closeout to their match-up.
5. The coach enters the ball to any of the four players once the defensive players touch hands.
6. Play the possession out until a defensive stop or a score.
7. Score it and you keep it.
8. Compete to score. 3's are worth 2-points, 2's are worth 1 point.



### Notes:

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# 5v5

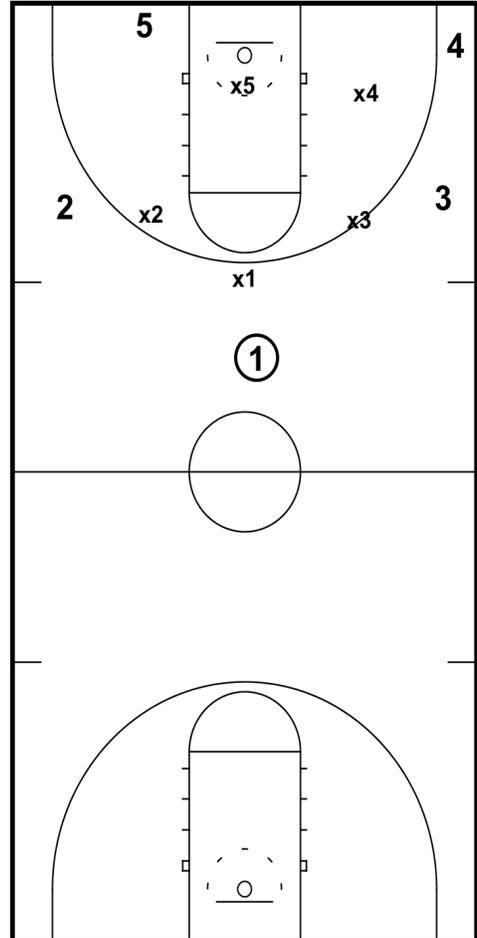
## Kills 5v5

### Teaching Points

1. Kills = 3 Stops in a row.
2. Getting consecutive stops defensively preventing offensive rebounds.
3. Emphasize “one and done” possessions (one contested shot).
4. Creating deflections/turnovers with active hands.
5. Executing offensively to compete and challenge each team on defense.

### Drill Description

1. 8-10 minute game.
2. Player's keep count of points scored on offense (2's & 3's). Player's keep track of how many kills they can get during this time.
3. Only way the streak of 3 stops in row stops is by an OFFENSIVE REBOUND (2<sup>nd</sup> chance points).
4. If the ball goes out of bounds on the defense, the streak of stops in a row is still in good standing.
5. Have players understand the importance of consecutive stops and how that can lead to going on small runs in games.
6. The team with the most kills (even if it's only 1) majority of the time, if not every time, ends up having the most points on offense.
7. The team with the most KILLS wins the game.



### Notes:

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## Cycle 5v5

### Focus: Offense/Defense Execution

#### Teaching Points

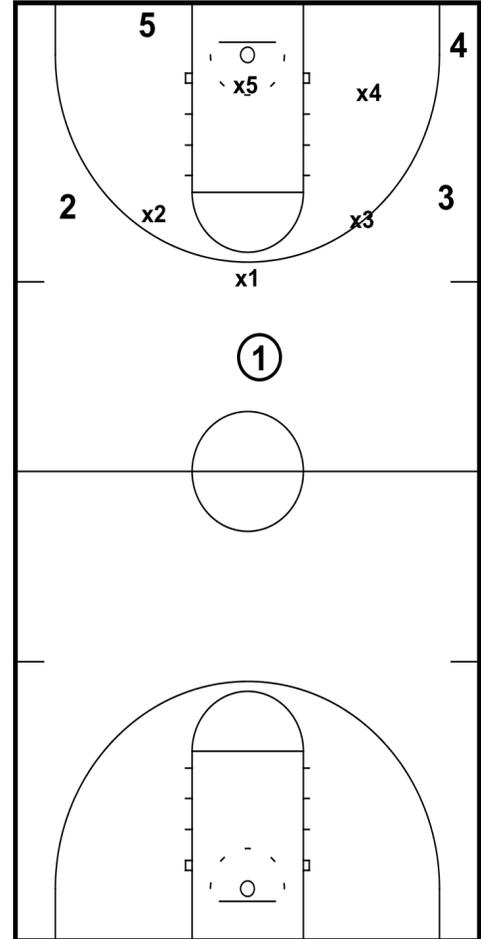
1. Executing offensively.
2. Getting consecutive stops defensively.
3. Executing transition offensive and defense.
4. Communication - ELO - Every possession.

#### Drill Description

1. A cycle = 2 offensive possessions and 1 defensive possession. The goal is to get a score, then a stop, and then another score.
2. There will be 10 total cycles played out: 5 for one team, 5 for the other.
3. The team that is not on the "cycle," is striving to get 2 stops and a score.
4. Normal scoring will be kept throughout the 10 cycles.
5. The team with the most points at the end of the 10 cycles wins.

#### Drill Variants

1. Coaches can hold teams accountable to certain standards (Ex. Can't have more than "x" turnovers or have to get "x" fast break points)
2. To work on offense/defense: Coaches determine what they want the teams to be in on offense and defense (miss/make situations).
3. Accountability for rebounding: Teams lose -1 point every time they give up an offensive rebound.
4. Rewards for stops: Teams can receive an additional +3 points if they are able to get a KILL (3 stops in a row) within the 10 cycles.



#### Notes:

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## Follow Coach Mike Shaughnessy on Social Media Platforms



**@mshaughnessy11**

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