COURTVISION
TRAINING NOTES

Attacking Closeouts

Keep the advantage.
Don't give it back.

- **Decide before the catch**
- **Triple threat is a tool**
- **The floor before the foot**

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01 — WHY THIS MATTERS

The most common play in the game

Attacking a closeout is one of the most important skills in basketball because it is one of the most common. Every time your team creates an advantage, the defense has to close out. Often more than once.

If you attack it well, you keep the advantage — or you grow it. If you make a bad choice, or no choice at all, the possession becomes neutral again. Shot clock gone. That is exactly what the defense wants.

THE JOB

Don't just 'do something' on the catch.

Keep the advantage. Expand it if you can.

A pretty triple-threat with no decision is a win for the defense. Two reads. That's the whole guide.

02 — WHAT YOU ALREADY HEAR

The cues aren't wrong They're incomplete

When coaches talk about closeouts, you usually get the same four lines. There is truth in all of them. The problem is they get treated like laws.

01 **Attack the top foot**

Real physics — not always the first question.

02 **Read the defender**

Read the floor, not just the closeout.

03 **Make a quick decision**

Quick is good. Early and correct is better.

04 **Triple threat**

A tool. Not a mandatory pose.

03 — BEFORE THE CATCH

Decide in the air

Coaches like the phrase 0-second decision. It means: don't hold the ball and think. Agree — then go one step further.

The best closeout attacks start before you catch. While the ball is in the air you already have a picture: shot, drive, or extra pass. Not a guess. A read. Forcing a rushed choice with no picture is how you throw the advantage away.

EXAMPLE

Your teammate beats his man. Help rotates. You are in the corner. The ball is already coming to you.

If you read while it is in the air, you might see the closeout is short — and the wing is wide open. Advancing the ball immediately is how you grow the advantage into a better shot.

If you wait until after the catch to look, that wing is often gone. You held the advantage long enough to kill it.

04 — TRIPLE THREAT

A tool, not a law

Some coaches overcoach triple threat as if every catch must look like a textbook. On a closeout, that pose can be the thing that destroys the advantage you just earned.

If you already see how to keep or expand it — drive, extra pass, or shot — you do not need to load into triple threat. Act. If you do not see it yet: triple threat, eyes to the basket.

ADVANTAGE SEEN

No triple threat.

Act now.

Drive, extra pass, or shot. The decision is already made. Holding the ball only helps the defense recover.

NO CLEAR READ

Triple threat.

Eyes to the rim.

You don't have the picture yet. Load, see the floor, then choose. Don't fake a 0-second decision you don't have.

05 — THE DRIVE

Is attacking the top foot a myth?

Not exactly. There is real physics in it. If you attack the top foot well, the defender's hip usually opens. You get a step. You can go.

The problem is the cue got overused. It is treated like the whole read. It isn't. If you have already decided to drive, something else should come first:

FIRST QUESTION

How is the floor positioned?

What good is blowing by the top foot if two defenders — and maybe a teammate standing in the gap — are one or two steps away?

Attacking the top foot into a crowd is not aggressive. It is donating the advantage back.

06 — KEEP THE ADVANTAGE

Floor first. Then the foot.

When the closeout is coming and you are thinking drive, ask the floor before you ask which foot is up.

01

Is that side open?

Help, the next defender, your own spacing. If the gap is a crowd, don't go there.

02

Is there a better pass?

The extra pass is often how you grow the advantage. The catch is not the end of the action.

03

Then attack the foot

If the floor is actually open, the top foot is a real tool. Use it. Blow by. Don't pose.

07 — TAKE IT TO THE FLOOR

Don't collect cues

You don't need a new finishing series for closeouts. You need a picture before the catch, and a floor read before you worship the top foot.

If the advantage is there, don't triple-threat it to death. If it isn't, then load and find it. Keep the advantage. Expand it if you can. Don't give it back.

REMEMBER

- Decide in the air when the picture is there.
- Triple threat only when it isn't.
- The floor before the top foot.
- A wasted closeout is a win for the defense.

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