



Lo que se ha escrito sobre... David Arseneault

Iowa Schools Headed in Opposite Directions - Wartburg Winning, Grinnell Scoring

National Association Basketball Coaches - Div. III News Report Chuck Mistovich, Basketball Times. 18/02/2005

Talk about two Iowa teams on opposite poles, just check out Wartburg and Grinnell colleges. Wartburg is having a sensational season with a 20-3 record and ranked 13th in the NCAA III poll. The Knights average 74.8 points a game and allow only 65.0, holding foes to 43 per cent field shooting.

Pretty nice season, huh?

Grinnell is not ranked in the national polls, but easily leads all collegiate teams, at any level, in scoring with 110.1 ppg. Of course, the defense has been "off" a bit this season, letting up 115.3 ppg. So, who's getting all the PR these days? Certainly not **Coach Dick Peth's** 20-win Wartburg club. **Coach David Arseneault** is a media magnet at Grinnell, though his Pioneers currently hold a 6-15 record.

About the only thing in common for the two teams is that they hail from the same state!. Oh, yes, we do have to mention that Wartburg did break 100 points once this season. Yikes, it was during a 130-128 loss in overtime to, of all people, Grinnell. Fans were virtually too exhausted to leave the gym after that high-octane contest. In that game, Jordan Atchison, who averages 11.3 ppg a game, scored 36 points.

Many think Grinnell's style of play is more of a sideshow, rather than basketball. But Arseneault has created a name for his program. Geez, you wouldn't think a team could score 126 points in warm-ups, but that is the NCAA III mark the school set last season. Grinnell's typical play-by-play call goes like this: "The Pioneers let it fly, and it's good! Oops, it took only four seconds for their opponent to hit that layup. Yikes, the Pioneers hit another long one." Time elapsed on the scoreboard - oh, about 10 seconds.

We're having fun with the Grinnell style, but it is incredible what the program has done to the NCAA record books. Get this...16 individual records including 77 points in one game by Jeff Clement in 1998, and 37.3 ppg for a season by Steve Diekmann in 1995....and 19 team records including allowing 157 points in a victory (yes, a win). The Arseneault philosophy is to shoot within 12 seconds of getting the ball, shoot a lot of treys, press the opponent all over the court at all times, watch the opponent score a layup...and then do it all over again.

The funny thing about Arseneault's team this year is that the leading scorers are Paul Nordlund, Mike Schmidt and Eric Walsh at just over 12 ppg. No one is hitting 30 a game this year. Ten players average over 5.1 ppg and 13 players play at least 11 minutes a game. But how in the heck can the team score so much when making only 40 per cent of its shots and letting up 67 per cent. Well, Grinnell forces nearly 30 turnovers a game with its press and the club guns up nearly 95 shots a game.

Gosh, it's exhausting just writing about all these scoring exploits. Then there is the "boring" Wartburg program that will soon head into the NCAA III playoffs. Ten players see 10 minutes or more of action, and three of them average double figures including Jason Steege (15.3 ppg) and Nate Schmidt (15.0 ppg). Said Wartburg Coach Peth as he keeps his fingers crossed to make it into the tourney, "We'll know a lot more come March. We don't get too high with the highs or too low with the lows," he told d3hoops. "Defensively, we've been more accountable this season.". While Peth's Wartburg club is in the playoffs, Arseneault will be watching on TV....but he will always be creating more ways to score more points, more often. It is a treat to see his team play, or at least on offense.



WHAT A WAY TO PLAY

WASHINGTON POST Fred Bowen. 03/12/2004

Instead of slow-it-down, coach-controlled college basketball, Grinnell plays a running, gunning, high-scoring game. Last season, the Pioneers averaged a record 126 points per game!

Best of all, Grinnell Coach David Arseneault plays 15 to 17 kids every game. In fact, no one who tries out for the Pioneers gets cut. The coach substitutes five players at nearly every whistle, and the team fast-breaks, presses and shoots three-pointers for a full 40 minutes every game.

Last season, 12 Grinnell players averaged more than 10 minutes per game; just one averaged more than 20. Nine players scored eight or more points a game.

Years ago, Arseneault coached like everybody else. He usually played only his best seven or eight guys. The other players sat on the bench and grumbled about lack of playing time. Some quit the team.

Now, everybody plays and everybody seems happy. Last season the Pioneers' record was 18 wins, six losses. And after years of losing (Grinnell had 27 straight losing seasons before 1991-92), the Pioneers have won the Division III (small college) Midwest Conference three of the last nine seasons.

I'd like to see more high school and middle school teams play the Grinnell College way. I don't mean the run-and-gun stuff -- Grinnell attempts more than 65 three-pointers a game! -- I mean the idea of more players playing more minutes.

Think about it. Most kids on middle school, AAU or high school teams are not going to turn pro. They just want a chance to play. Still, on too many teams about half the players are stuck on the bench hoping for some garbage time in the final minutes of games that already have been decided.

Why not give more kids a chance to play, like Grinnell does? Most teams' starters are not that much better than the bench-warmers. Plus, it's hard to get better if you never, or hardly ever, get to play. Given a chance, some of the bench-warmers might blossom into ballplayers.

So let's encourage coaches, especially in grade school through high school, to divide the minutes on the court more evenly. Let's have more kids play instead of having just the stars or starters grab all the glory and all the playing time.

Let's have more teams like my favorite, Grinnell College. Go, Pioneers!



NBA: What Pro Basketball Could Learn from Eastern Iowa

BUZZLE.com

Spiro Kiouisis. 09.02.2002

Considerable debate has emerged in professional basketball circles over the last few years regarding efforts to enhance the offensive output of the league. As a result, several rule changes have been adopted, including a shortened time clock to advance the ball across half court and restrictions on defensive players' ability to hand check offensive players. Yet even with those changes, the National Basketball Association has seen little increase in its offensive output and is a far cry from its common 120 point games that entertained fans decades ago.

Perhaps the league should hire Division III college basketball Head Coach David Arseneault from tiny Grinnell College in Eastern Iowa to serve as a special consultant on increasing offensive production? After all, Arseneault's teams are famous for averaging over 115 points per game during the season, while simultaneously relinquishing that many points to opponents – sometimes intentionally.

Simply put, Grinnell's philosophy is to execute the Run-and-Gun offense at a frenetic pace. Patterned after Paul Westhead's Loyola Marymount teams from over 10 years ago, Arseneault believes the Run-and-Gun works best when run to the extreme.

As a result, his players are encouraged to take quick shots, frequently from three-point range. Collecting easy offensive rebounds for quick buckets is an integral part of this strategy. If the offensive boards aren't secured, the team is then taught to shift to a full-court press defense in an attempt to get the quick turnover.

Often, Grinnell gambles on defense and gives up easy layups and dunks. But Arseneault doesn't mind as long as the team is back shooting quickly at the other end of the floor. The idea is to get more possessions and offensive rebounds than opponents, while trading three-for two-pointers with them.

In an interview with *USA Today* last year, Arseneault said, "It's hard to explain how the other guys dunking on you can be a good thing. But for us it's all about controlling the tempo and maintaining a sense of chaos."

In addition to a chaotic pace on the floor, Arseneault's scheme boasts an unorthodox substitution system. Because it is so frantic and demanding, Grinnell uses all its players in every game, and five-player substitutions are not unusual. Consequently, opposing teams can never get comfortable with who's guarding them or whom they're guarding on defense, prompting confusion and frustration among their adversaries.

Though the offense sparks controversy among many basketball traditionalists, it's difficult to argue with the team's results. Prior to Arseneault's shift in offensive philosophy, Grinnell was a perennial loser, suffering through 30-straight losing seasons. Since the change, they've been a consistent contender for the Midwest Conference title. The Run-and-Gun isn't without its flaws; however, especially on the defensive end. For example, Grinnell once scored 148 points in a game and still lost the contest.

According to Arseneault's book titled "The Running Game: A Formula for Success," the offense is based on five basic principles. First, the team must take at least 94 shots in a game. Second, more than half the shots need to come from three-point range. Third, they are supposed to shoot 25 more times than their opponents, which explains why they need all those three-pointers to offset the opposition's layups and dunks. Fourth, offensive rebounds need to be garnered on 33 percent of the shots the team takes. Finally, the team needs to create 32 turnovers with their press defense.

Despite the offensive success of the Run-and-Gun, it's unlikely that NBA coaches would ever seriously consider adopting it because of the liability that it generates on defense. Nevertheless, if the league hopes to restore the entertaining offenses that launched it into a worldwide power decades ago, a visit to Eastern Iowa may be just what the doctor ordered.