## Practice \#1



Player 1 attacks the first cone with a left-handed dribble, crosses over to his right-hand and ...

Form lines in 3 spots around the basket. (Front of the rim, Right side of the rim, Left side of the rim) Each player should take a turn focusing on the shooting emphasis. The player will grab their own rebound and pass it to the next person in line. After shooting, the players will rotate counter clockwise.

## Pressure Dribbling <br> Ball Handling Drills



You can do this drill on both sides of the court, however would recommend spending more time on their weak hand.

Player with the ball dribbles in as fast as they can and shoots a lay-up. The defender guards them tightly so there is a feel of pressure, however the defender should not cut them off, should not reach to steal, and can put their arms straight up as the other player is shooting, but not blocking the shot.

Goal is to build confidence using their weak hand against pressure.


2 dribble pull-up, screen $\mathrm{n}^{\prime}$ roll, pick $\mathrm{n}^{\prime}$ pop, combination move. 1 will attack the screen using about 2 dribbles into a shot. After 5 sets the screen he/she will pop to the short corner for a jump shot.

## Practice \#1



Setup: 3v3 with point wing and wing. Defense in the gaps when one pass away. Defense moves on airtime of the pass.

Offensive Rule: when you pass off the top, down screen away
1 may pass to either wing to being the drill. 1 passes to 3


1 down screens for 2
X2 - Force a "one way go" by locking into 2, you cannot let him reject and go backdoor. Get into the body of the cutter. No help responsibilities.

You cannot melt on the screen or dance at the point of the screen. Trail the screen and get back into the play to contest.

X1 - Alert X2 of the down screen. Contact show to stop the curl or catch-and-shoot if X2 is taken out by the screen.

X3 - ball pressure, no baseline


2 reverses to 1
Move on airtime! X2 to gap, X1 to ball, X3 to help

## Practice \#1



2 screens away for 3
Lock and trail, show and recover again.


1 passes to 3 , defense moves to position on airtime of the pass.
Follow the pass and screen away cycle until all three offensive players have been screened for them go "live" maintaining the pass and screen away offensive restriction.


Drill will enhance seeing the entire floor, passing, and cutting to get open.
Drill is full court. There is no dribbling. Players should not be allowed to hold the ball for more than 2 seconds. If the player holds the ball for 2 seconds, makes a lob type pass, dribbles, travels, etc., Coach should blow the whistle immediately and change of possession occurs.

Play for 8-10m. Great for conditioning too.

## Practice \#1

Free Throws
Shooting Drills


Free Throws -

- Do after a drill that causes tired legs. Game situations
- Keep track of how many each player makes

50
Man Offense


50


## Practice \#1

Trail Blazer 2v2
Competitive Drills

$1 \& 2$ are the offensive players
$3 \& 4$ are the defensive players
The live segment starts when Coach passes the ball to either of the offensive players.

Trail Blazer 2v2
Competitive Drills


Olympic Shooting


Player 1 shoots first shot and gets their own rebound.

Olympic Shooting Drill Set-up: 3 players with one or two basketballs starting in either corner. Goal of the drill is to make 5 shots at all 5 perimeter spots designated by the cones in four minutes.

One variation is to set up competition and first team to complete their shots at all 5
cones wins.


Coaching tip: Move the cones in for younger grade levels.

## Practice \#1



Player 2 shoots 2 nd shot and gets their own rebound.


1 passes to 3 and she shoots and gets their own rebound. 1 then shoots again and receives pass from the 2 and the drill repeats until the goal is made at each spot.

