

PLAYER DEVELOPMENT

Table of Contents

1.	BASE DRIBBLING	4
1.1	POUND SERIES	4
1.2	CONTROL DRIBBLING	5
2.	STARTS AND BALANCE SHOOTING	6
2.1	SHOT BUILDER	6
2.2	HOP 2S	7
2.3	BALANCE AND STICK SHOOTING	8
2.4	CIRCLE RIGHT/ SLICE LEFT STICK SHOOTING	9
2.5	MAKE 10 PLANT SQUARE 2S	10
2.6	W SHOOTING	11
2.7	EXTENSION 3S	12
2.8	ARC PIVOTS AND STICKS	14
3.	FINISHING SERIES	15
3.1	MIKANS (HAND DEVELOPMENT)	15
3.2	PERIMETER FINISHING SEQUENCE	16
3.3	POST FINISHING SEQUENCE	18
3.4	LIFT THE WALL (PAD) READS	22

PLAYER DEVELOPMENT - Contents (cont.)

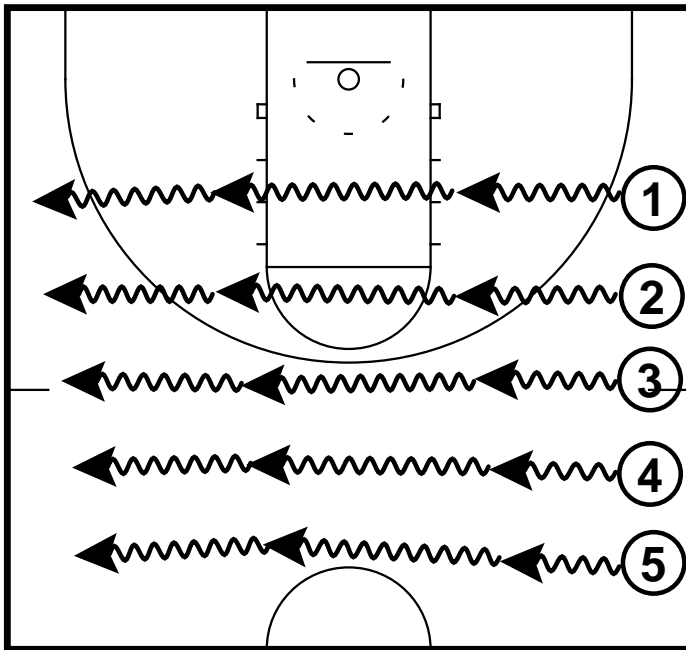
4.	CORE SHOOTING CONCEPTS	23
4.1	TOP CORNER--QUICK PITCH	23
4.2	TOP CORNER--VEER DRIBBLE FLIP	24
4.3	TOP CORNER--VEER FAKE DRIBBLE FLIP	25
4.4	TOP CORNER--VEER FACE	26
4.5	TOP CORNER--(GET OPEN) FILL	27
4.6	TOP CORNER--(GET OPEN) FILL FEED POST	29
4.7	TOP CORNER--(GET OPEN) FAT	30
4.8	WING TOP QUICK PITCH	32
4.9	WING TOP PITCHBACK	35
4.10	WING TOP VEER DRIBBLE FLIP	36
4.11	WING WING BY-PASS	37
4.12	WING WING DRIFT	38
4.13	GUARD GUARD PITCHBACK	39
4.14	GUARD GUARD FAKE PITCHBACK	40
4.15	SWING 3	41
4.16	SWING BOOMERANG	42
4.17	SWING ATTACK	43
5.	SITUATIONAL TESTING 1 - 1 / 2 - 2	44
5.1	1 - 1 QUICK PITCH	44
5.2	1 - 1 VEER DRIBBLE FLIP	45
5.3	1 - 1 FILL	46

PLAYER DEVELOPMENT - Contents (cont.)

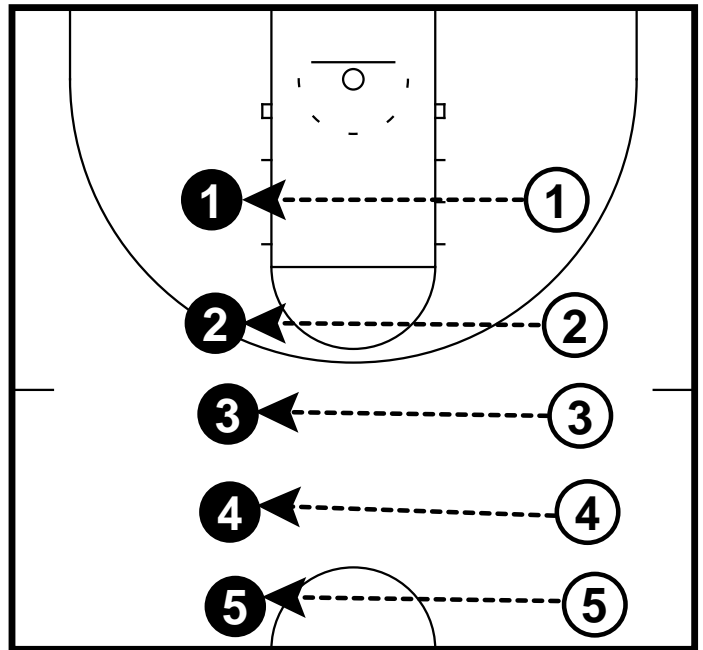
5.4	1 - 1 FILL PPP	47
5.5	1 - 1 WING TOP	48
5.6	1 - 1 WING TOP QP PITCHBACK	49
5.7	1 - 1 WING WING BY-PASS	51
5.8	1 - 1 WING WING PPP BY-PASS	53
5.9	1 - 1 G-G PITCHBACK	54
5.10	1 - 1 SWING	55
5.11	1 - 1 SWING BOOMERANG	56
5.12	1 - 1 SWING ATTACK WING TOP	57
5.13	1 - 1 BUTTON HOOK QUICK ESCAPE	58
5.14	1 - 1 BUTTON HOOK KICKOUT	59
5.15	1 - 1 ELBOW HESITATION	60
5.16	1 - 1 LANE	61
5.17	1 - 1 EXTENSION	62
5.18	1 - 1 PINCH	63
5.19	2 - 2 YO-YO	64
5.20	1 - 1 BALL SCREEN POP	65
5.21	1 - 1 ALLEY POP	66
5.22	1 - 1 FACE UP	67

BASE DRIBBLING

POUND SERIES
MASS SKILLS



POUND SERIES
MASS SKILLS



DRIBBLE MOVES

- WIDE BASE STABILITY
- HAND ON TOP OF BALL
- EYES UP

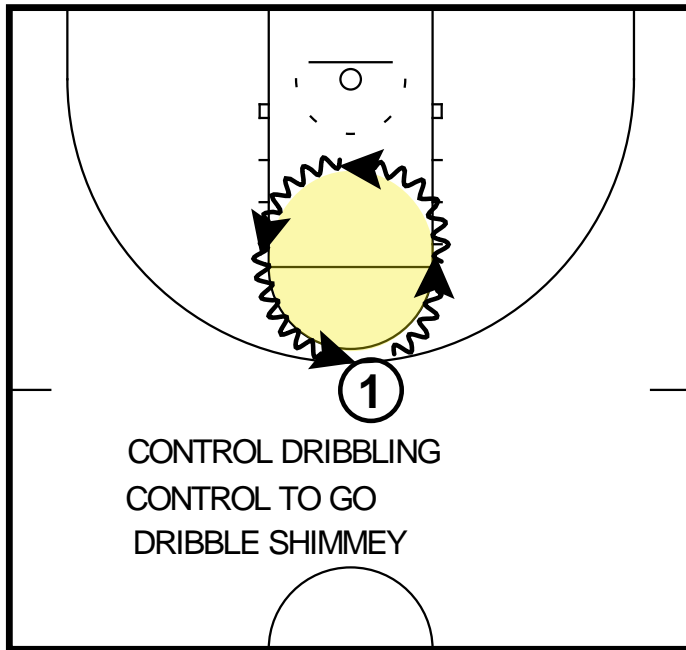
- STATIONARY 3 DIRECTION POUNDS/30-30
- KILL POUNDS
- WALKING POUNDS
- WALKING KILL POUNDS
- WALKING PULL BACK KILLS
- WALKING STRIDE STOPS

PARTNER PASSING

- CHEST PASS
- OVERHEAD POP
- 2 POUND FLICKS
- BOUNCE PASS
- CLOSEOUT KICKBACK

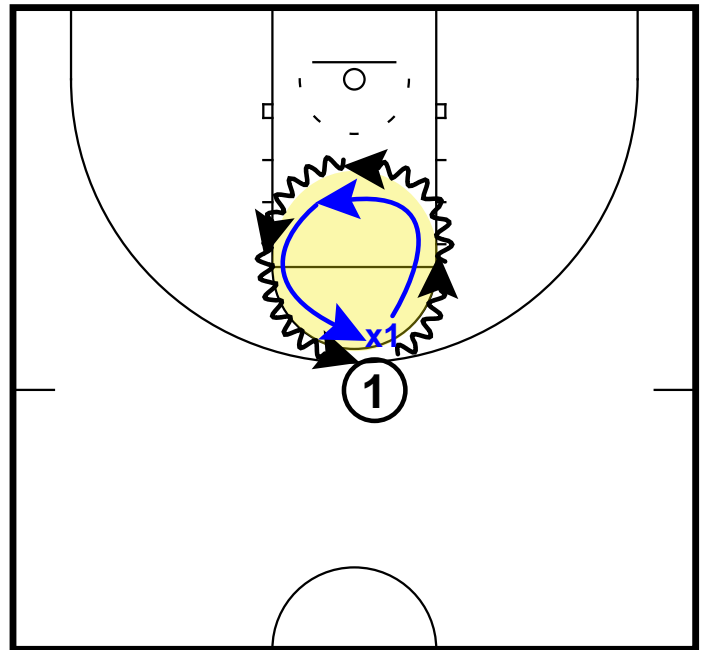
BASE DRIBBLING

CONTROL DRIBBLING
INDIVIDUAL SKILLS



CONTROL DRIBBLING
EYES OVER INSIDE SHOULDER
STEP WITH LEAD LEG WITH WEIGHT BACK
DRIBBLE INSIDE BACK LEG
POUND DRIBBLES

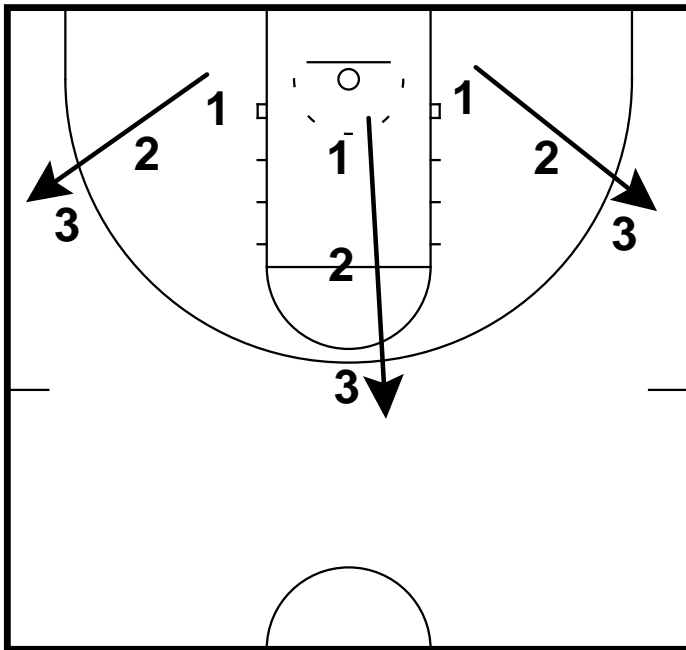
CONTROL DRIBBLING
INDIVIDUAL SKILLS



CONTROL DRIBBLING
ADD RESISTANCE BY HAVING PARTNER PRESS ON LEAD LEG
(THIGH) WITH 2 HANDS

STARTS AND BALANCE SHOOTING

SHOT BUILDER INDIVIDUAL SKILLS



SHOT BUILDER (MAKE 3 OF EACH)

SHOOTING FOOT BACK--TRANSFER WEIGHT

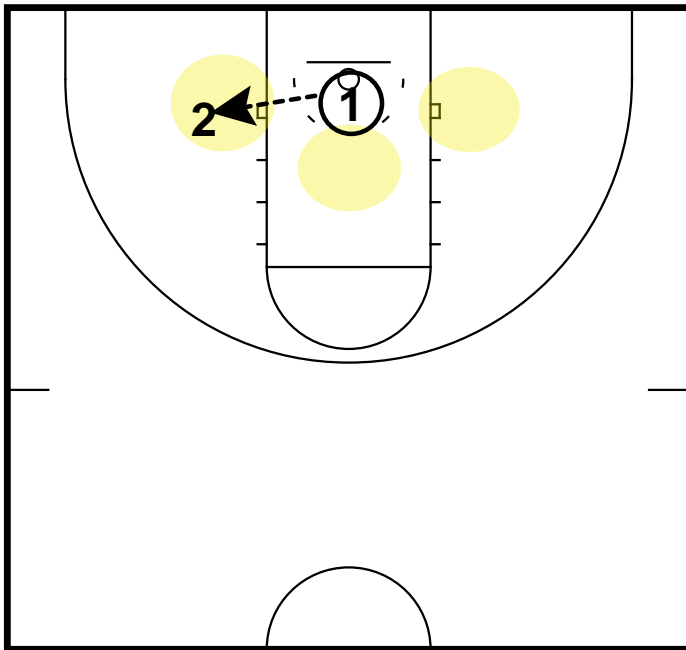
HOLD FOLLOW THROUGH

1. No jump, finish on toes (tall)

2. Stop shot--slight jump

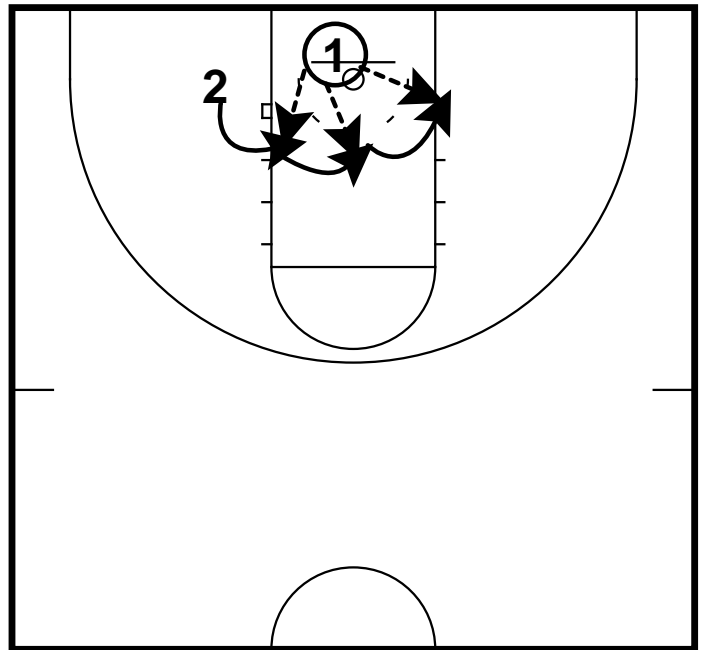
STARTS AND BALANCE SHOOTING

HOP 2S
INDIVIDUAL SKILLS



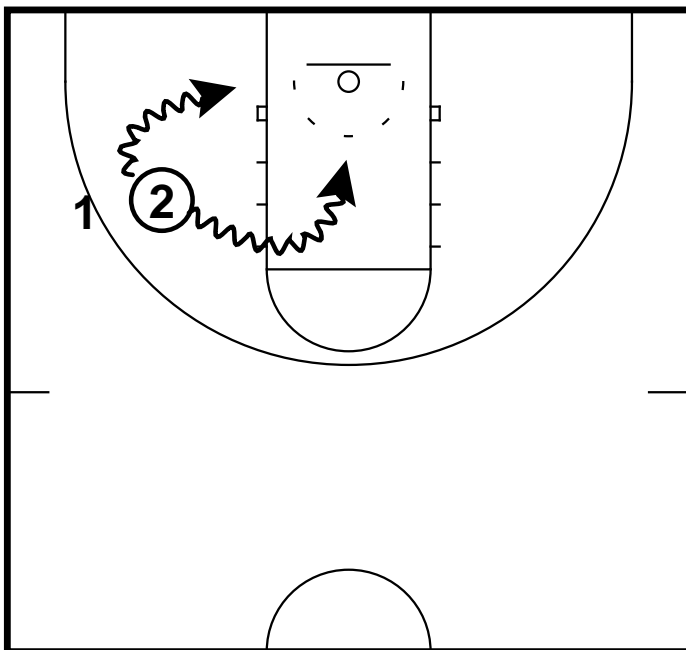
DOUBLE HOP--MAKE 6
 ARMS STRAIGHT UP
 CATCH HIGH SHOOT HIGH--ELBOW UNDER BALL
 DOUBLE HOP THEN SHOT
 MAKE 2 FROM 3 SPOTS

HOP 2S
INDIVIDUAL SKILLS



HOP 2S--MAKE 10
 ARMS STRAIGHT UP
 CATCH HIGH SHOOT HIGH--ELBOW UNDER BALL
 SINGLE HOP THEN SHOT

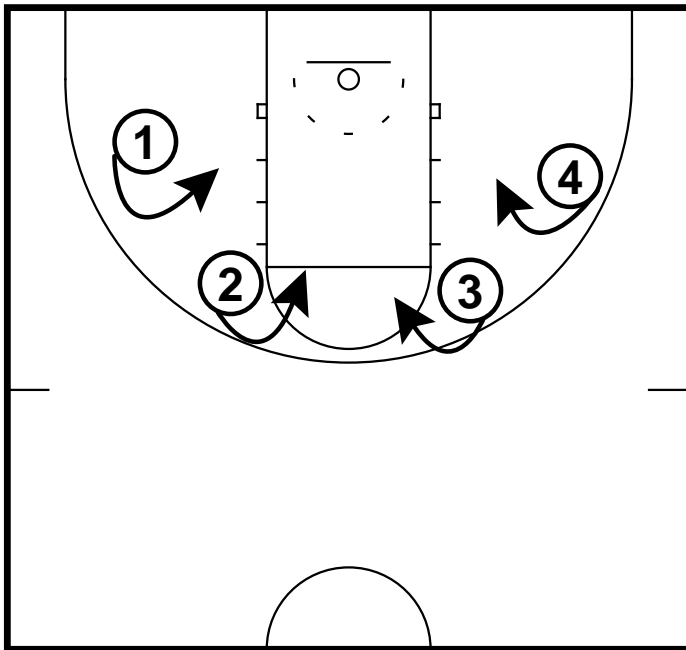
HOP 2S
INDIVIDUAL SKILLS



POUNDS TO HOP JUMPER--MAKE 8
 BOTH WINGS
 2 BASELINE
 2 MIDDLE

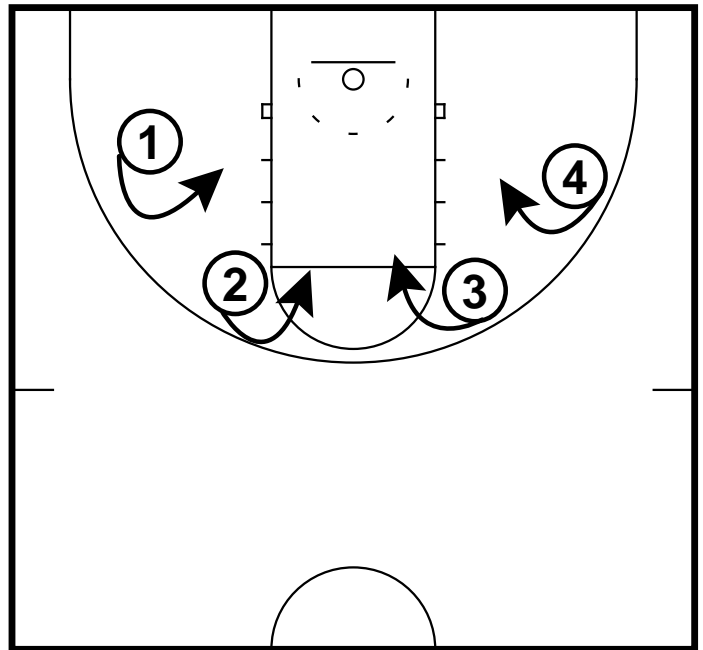
STARTS AND BALANCE SHOOTING

BALANCE AND STICK SHOOTING
INDIVIDUAL SKILLS



BALANCE SHOOTING (MAKE 2 AT EACH SPOT)
FRONT TURN...2 SLOW PIVOTS
REVERSE TURN...2 SLOW PIVOTS
INSIDE REVERSE TURN...2 SLOW PIVOTS

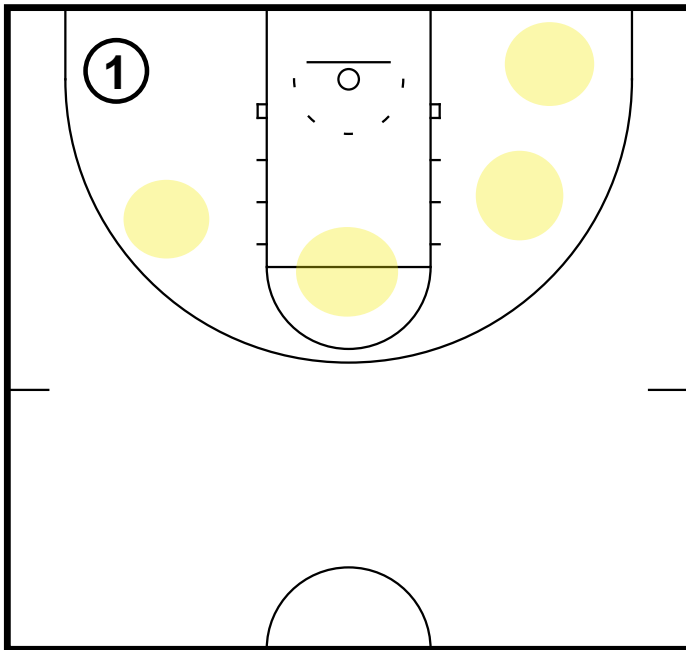
BALANCE AND STICK SHOOTING
INDIVIDUAL SKILLS



FACE UP STICK SHOOTING (MAKE 2 AT EACH SPOT)
FRONT TURN...1 HARD STICK
REVERSE TURN...1 HARD STICK
INSIDE REVERSE TURN...1 HARD STICK

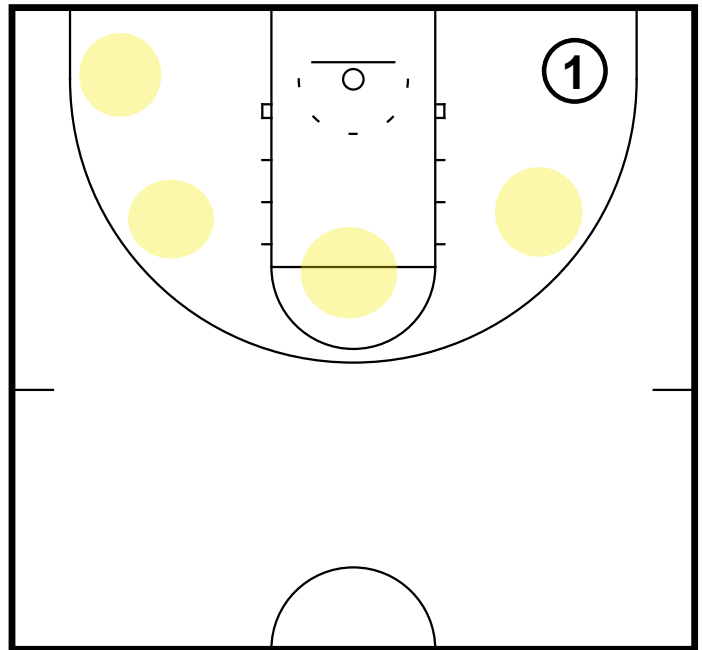
STARTS AND BALANCE SHOOTING

CIRCLE RIGHT/ SLICE LEFT STICK SHOOTING
INDIVIDUAL SKILLS



5 SPOT CIRCLE RIGHT STICK--MAKE 1 FROM EACH SPOT:
SHOOTING FOOT BACK
AFTER THE STICK, GET 6 BOARDS WIDTH
GET HIPS UNDER BALL
HOLD FOLLOW THROUGH UNTIL YOU GET RESULT
LAND ON 2 FEET

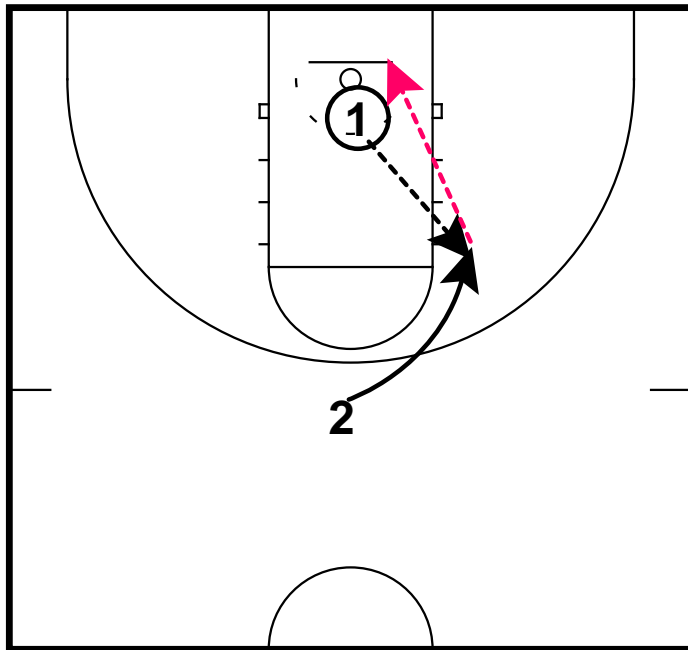
CIRCLE RIGHT/ SLICE LEFT STICK SHOOTING
INDIVIDUAL SKILLS



5 SPOT SLICE LEFT STICK--MAKE ONE FROM EACH SPOT:
SHOOTING FOOT BACK
AFTER THE STICK, GET 6 BOARDS WIDTH
GET HIPS UNDER BALL
HOLD FOLLOW THROUGH UNTIL YOU GET RESULT
LAND ON 2 FEET

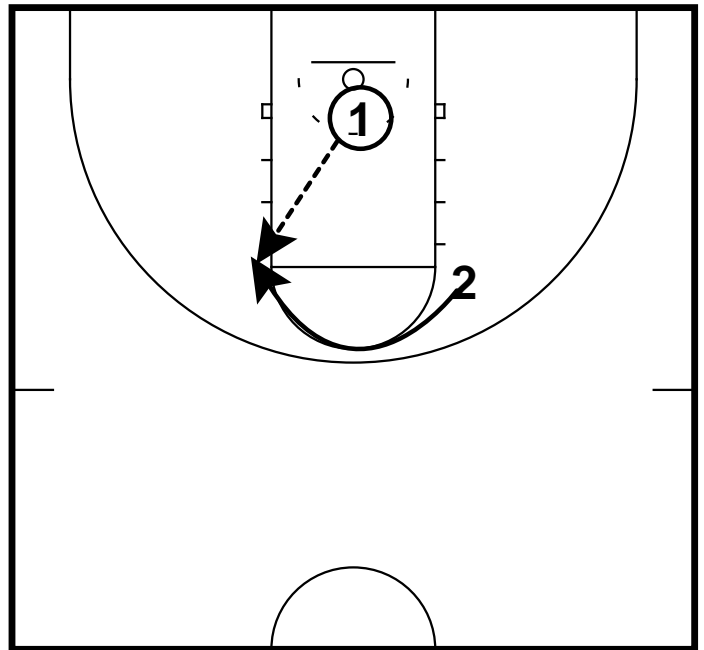
STARTS AND BALANCE SHOOTING

MAKE 10 PLANT SQUARE 2S
INDIVIDUAL SKILLS

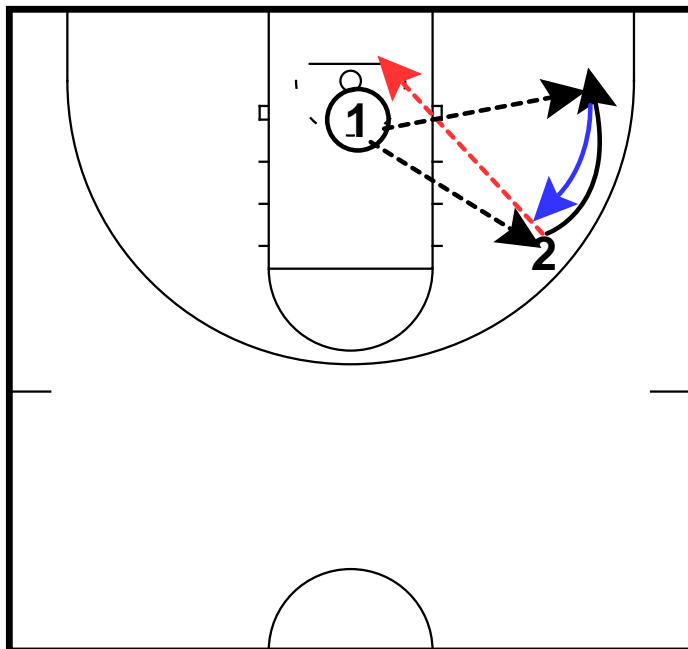


INSIDE PIVOT/ PLANT SQUARE TOP--MAKE 10
MAKE 5 STOP SHOT

MAKE 10 PLANT SQUARE 2S
INDIVIDUAL SKILLS

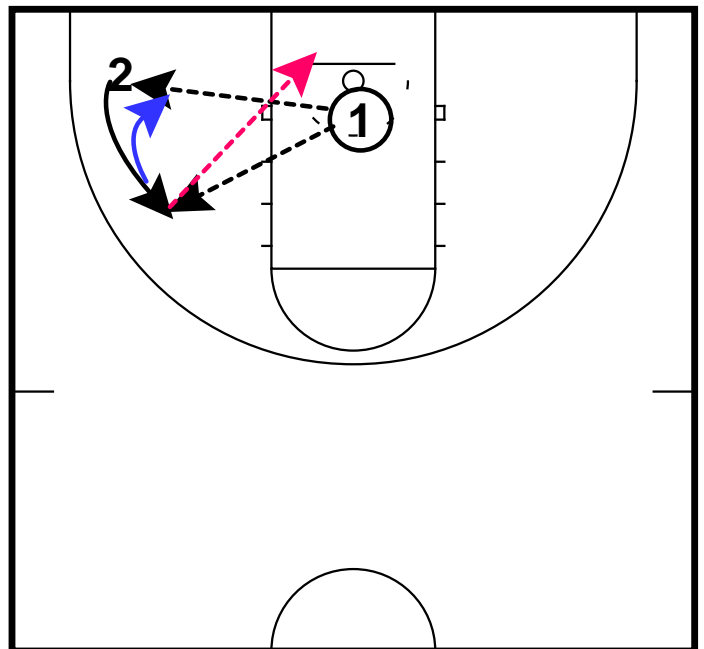


MAKE 10 PLANT SQUARE 2S
INDIVIDUAL SKILLS



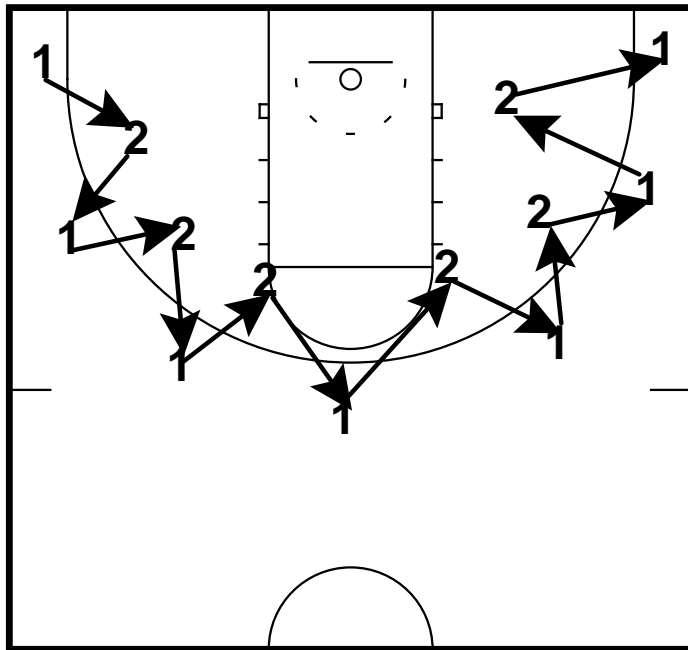
INSIDE PIVOT PLANT SQUARE WINGS-- MAKE 10
MAKE 5 STOP SHOT (FLY BY)

MAKE 10 PLANT SQUARE 2S
INDIVIDUAL SKILLS



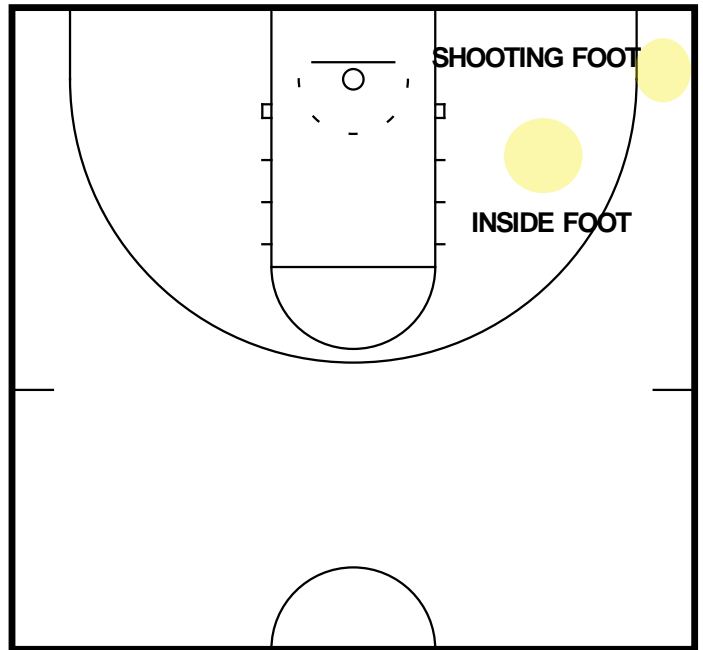
STARTS AND BALANCE SHOOTING

W SHOOTING
INDIVIDUAL SKILLS



W
AROUND THE ARC AND BACK
ALTERNATING 3s AND 2s
MAKE OR MISS, MOVE TO NEXT SPOT

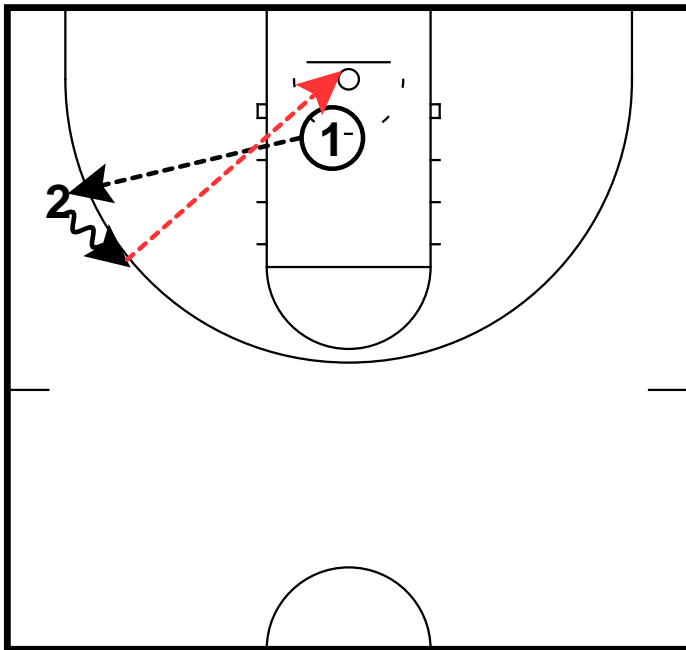
W SHOOTING
INDIVIDUAL SKILLS



2S--PLANT SQUARE INSIDE FOOT
3S--SHOOTING FOOT BACK
ADDITIONS/ VARIATIONS:
STICKS
EXTENSION 3S

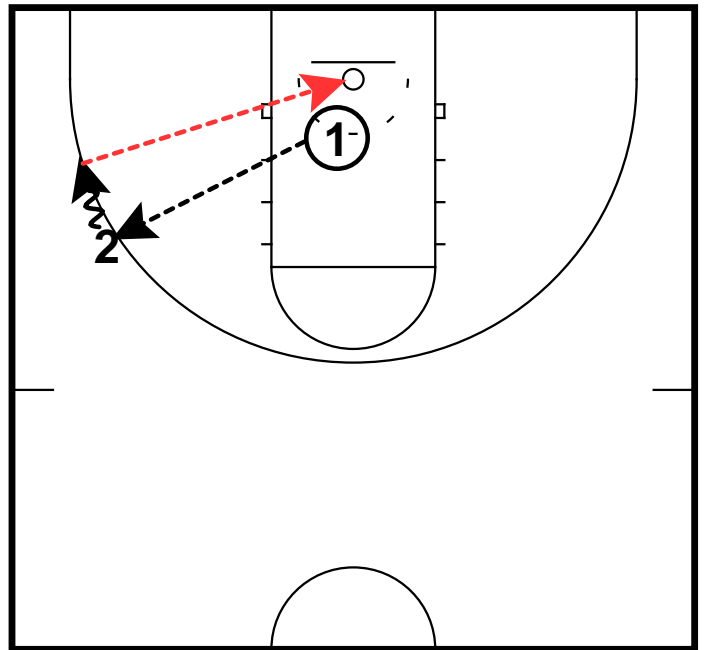
STARTS AND BALANCE SHOOTING

EXTENSION 3S
INDIVIDUAL SKILLS



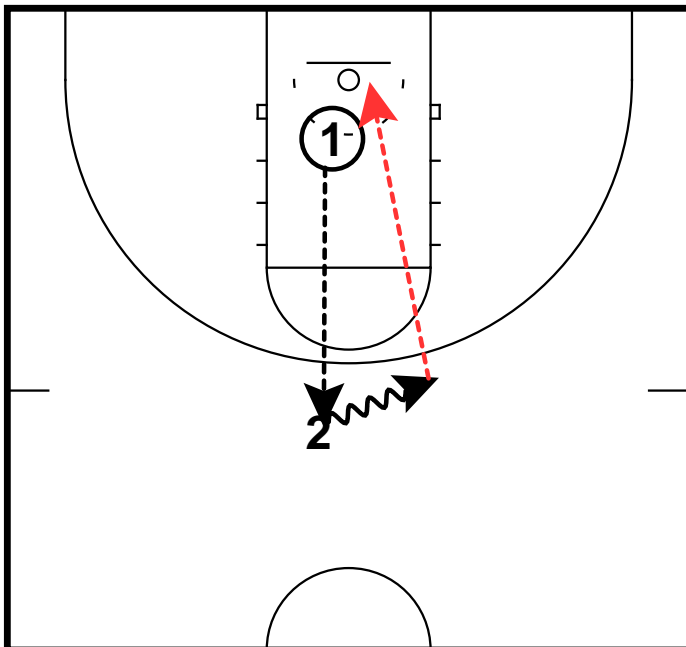
EXTENSION 3S--3 SPOTS
OPTION TO START WITH MAKING 3 STATIONARY 3S
PROGRESS TO:
MAKE 2 EXTENSIONS TO RIGHT

EXTENSION 3S
INDIVIDUAL SKILLS



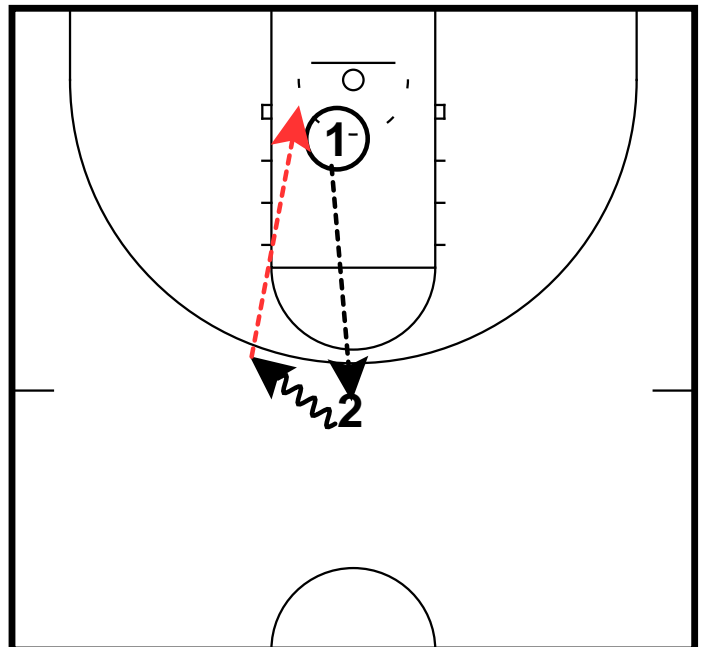
EXTENSION 3S--3 SPOTS
MAKE 2 EXTENSION LEFT

EXTENSION 3S
INDIVIDUAL SKILLS



EXTENSION 3S--3 SPOTS
MAKE 2 EXTENSION RIGHT

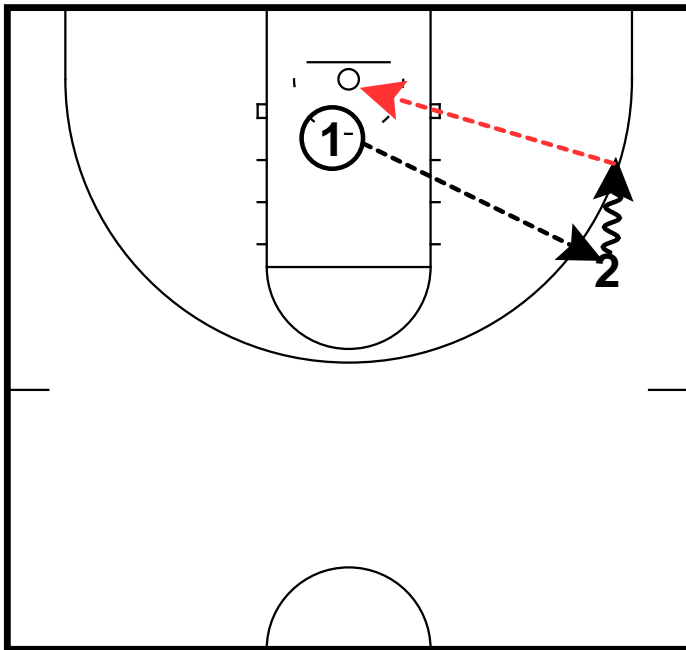
EXTENSION 3S
INDIVIDUAL SKILLS



EXTENSION 3S--3 SPOTS
MAKE 2 EXTENSION LEFT

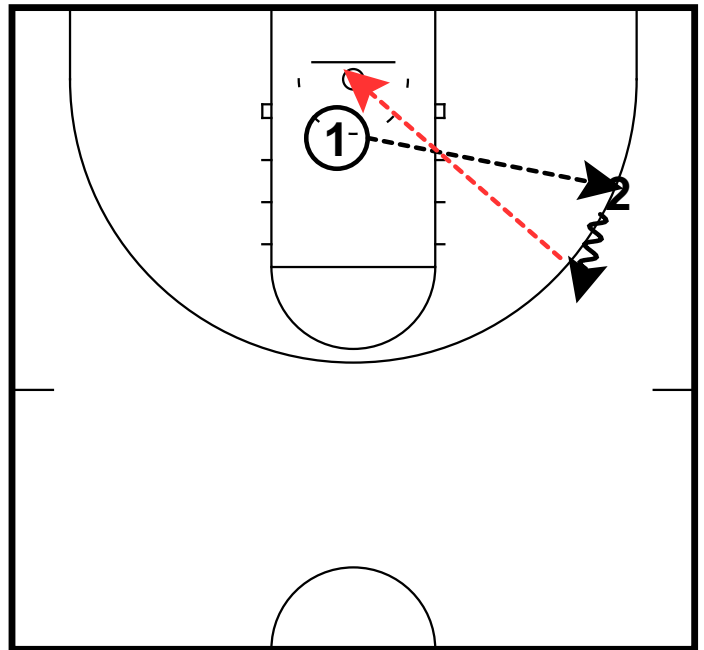
STARTS AND BALANCE SHOOTING

EXTENSION 3S
INDIVIDUAL SKILLS



EXTENSION 3S--3 SPOTS
MAKE 2 RIGHT

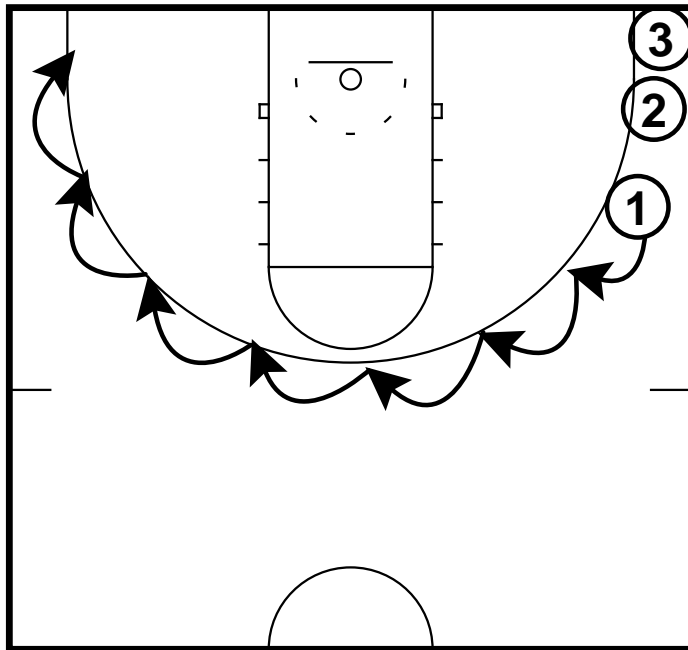
EXTENSION 3S
INDIVIDUAL SKILLS



EXTENSION 3S--3 SPOTS
MAKE 2 LEFT

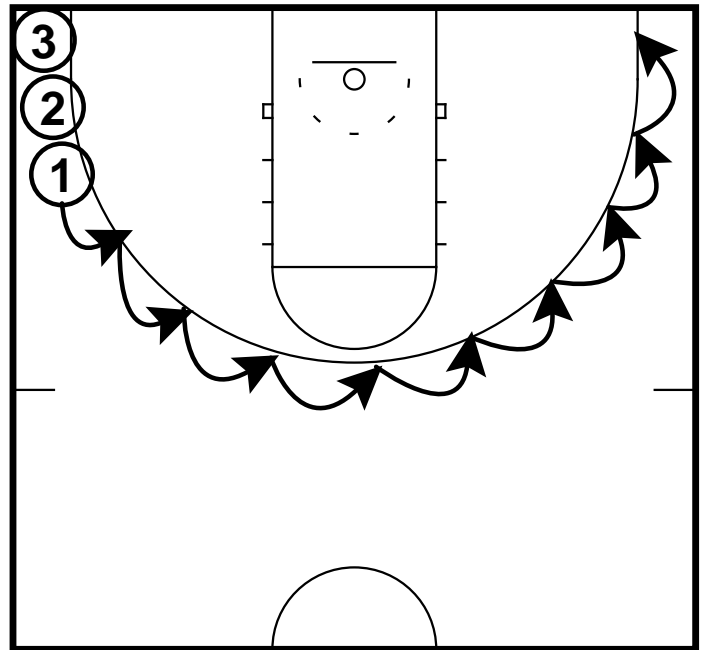
STARTS AND BALANCE SHOOTING

ARC PIVOTS AND STICKS
INDIVIDUAL SKILLS



SPIN INSIDE PIVOT
STOP SHOT TUCK
6 BOARDS (BASE)
VARIATION:
ADD STICKS

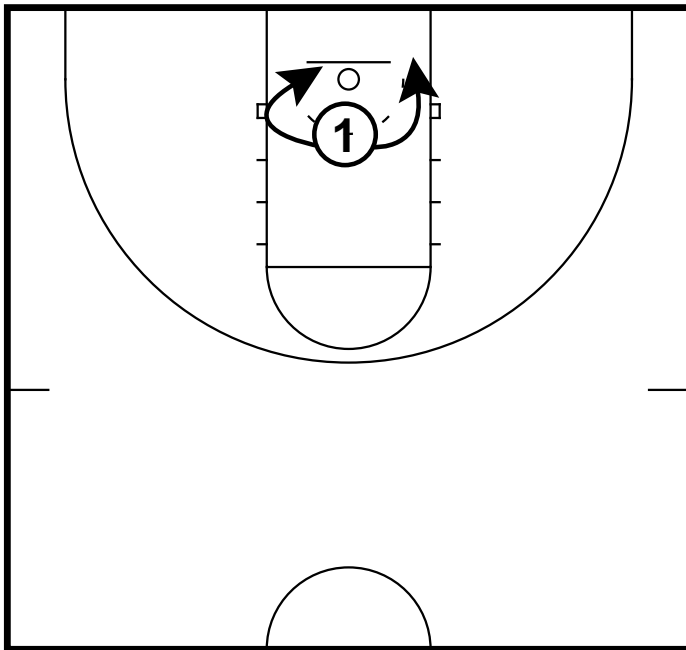
ARC PIVOTS AND STICKS
INDIVIDUAL SKILLS



SPIN INSIDE PIVOT
STOP SHOT TUCK
6 BOARDS
VARIATION:
ADD STICKS

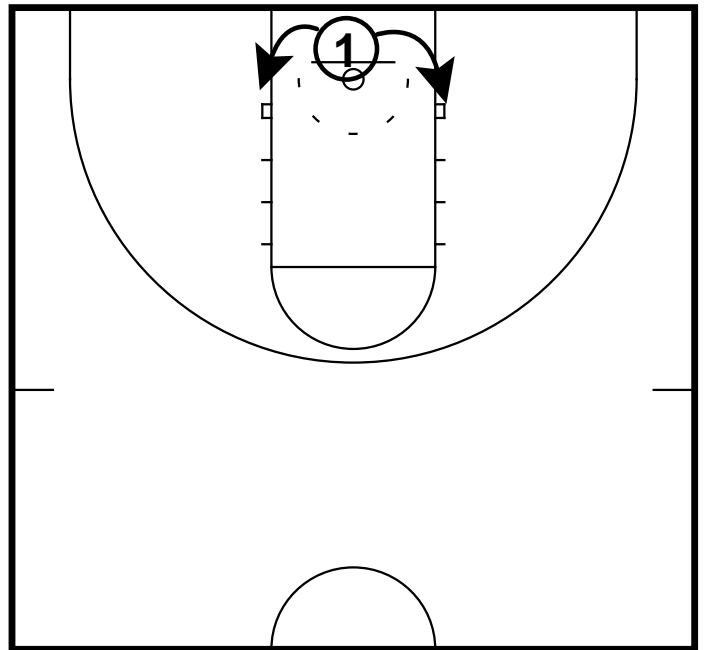
FINISHING SERIES

MIKANS (HAND DEVELOPMENT)
INDIVIDUAL SKILLS



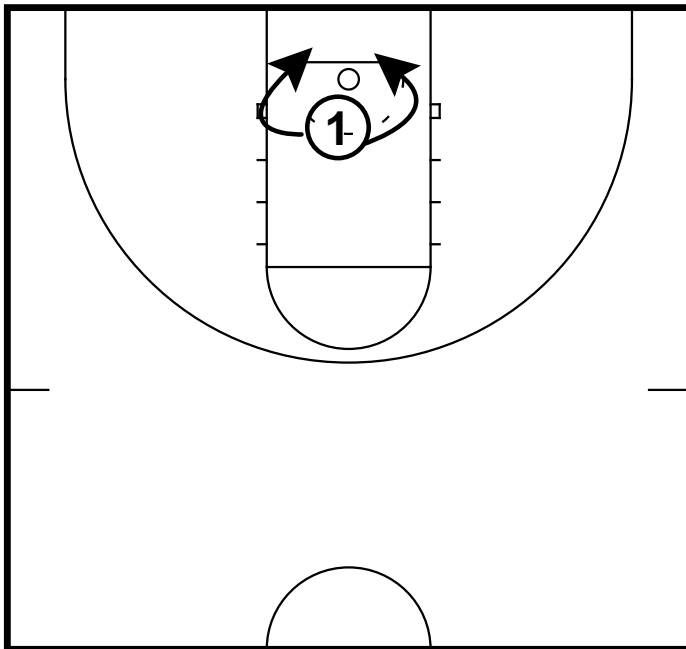
MAKE 10 MIKANS

MIKANS (HAND DEVELOPMENT)
INDIVIDUAL SKILLS



MAKE 10 REVERSE MIKANS

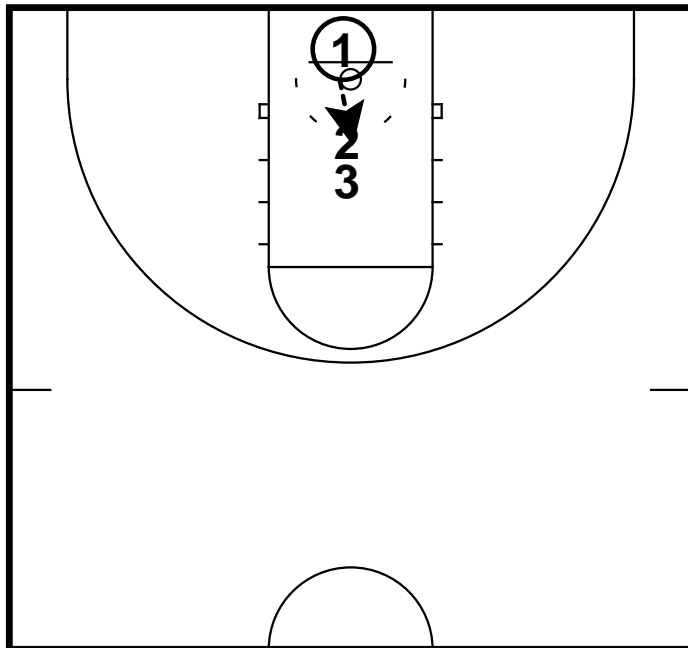
MIKANS (HAND DEVELOPMENT)
INDIVIDUAL SKILLS



MAKE 10 2 HANDS 2 FEET HEAD FAKE
KEEP BALL ON FACE, LIFT CHIN

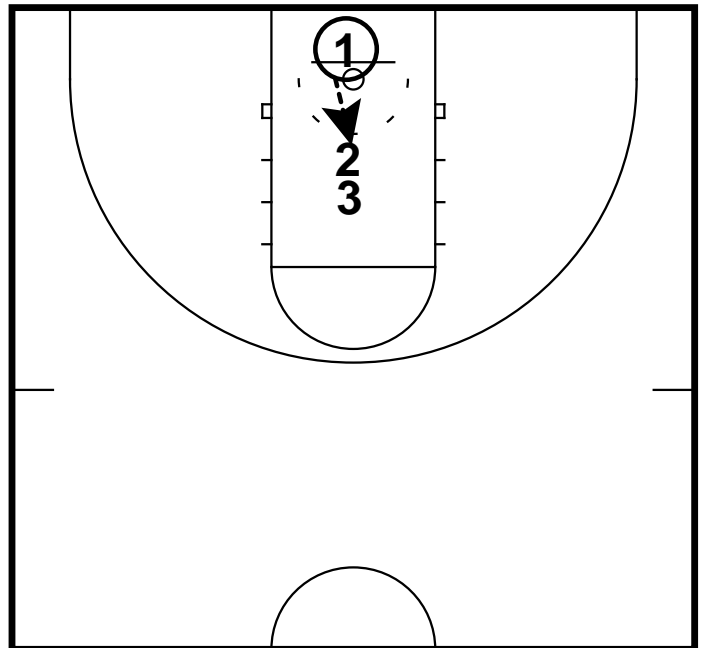
FINISHING SERIES

PERIMETER FINISHING SEQUENCE
INDIVIDUAL SKILLS



QUICK SCORES
 ONE LEG (FREEZE OPTION)
 STRIDE STOP OUTSIDE
 STRIDE STOP INSIDE
 DONUT
 DONUT REACH
 DONUT MUSCLE
 UP AND UNDER
 BACK PIVOT

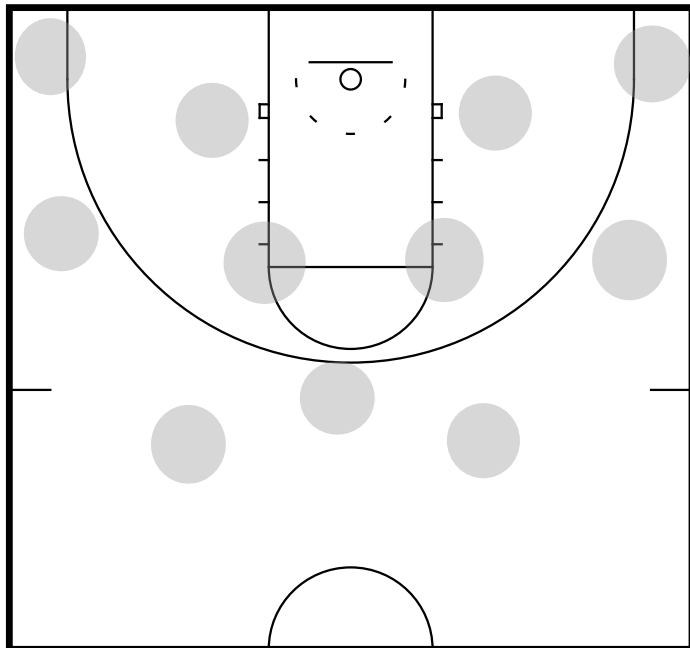
PERIMETER FINISHING SEQUENCE
INDIVIDUAL SKILLS



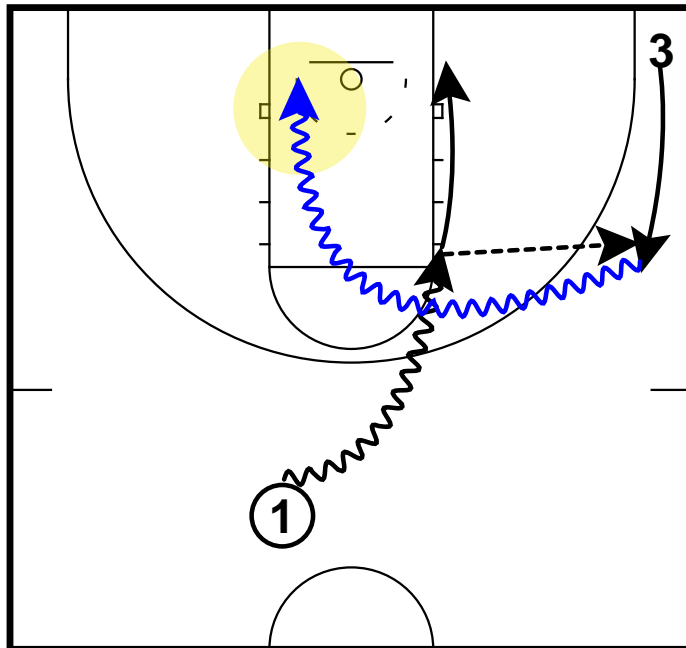
DELAYED SCORES
HEAD FAKE SERIES:
 STRIDE STOP--2 HEAD FAKES OR BREAK WALL
 STRIDE STOP--DONUT HEAD FAKE UP AND UNDER
 STRIDE STOP--DONUT HEAD FAKE BACK PIVOT
 STRIDE STOP--DONUT HEAD FAKE REACH
 STRIDE STOP --DONUT HEAD FAKE MUSCLE

FINISHING SERIES

PERIMETER FINISHING SEQUENCE
INDIVIDUAL SKILLS



PERIMETER FINISHING SEQUENCE
INDIVIDUAL SKILLS



SEQUENCES WITH DIFFERENT STARTS:

- DUMMY DEFENSE**
- POUNDS/ DRIBBLE MOVES
- CIRCLE/ SLICE
- FACE UP SERIES (STICKS)
- INSIDE PIVOT
- REVERSE TURN
- INSIDE REVERSE TURN

DIFFERENT AREAS:

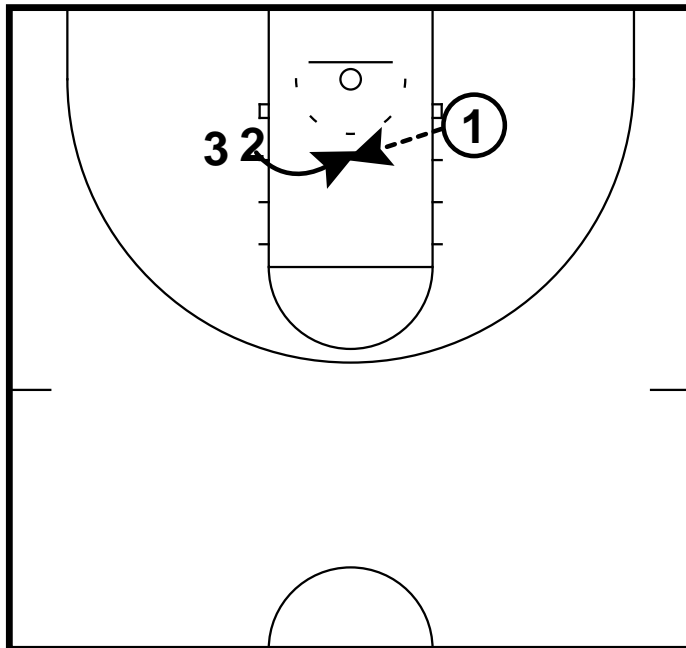
- CORNER
- WING
- TOP
- ELBOWS
- BLOCKS

STARTS AND SEQUENCES WITH DIFFERENT SCENARIOS

- EXAMPLE: FILL OR BY-PASS
- COMBINING SEQUENCES WITH SCENARIOS SPEED UP
- BUILDING TEAM OFFENSE

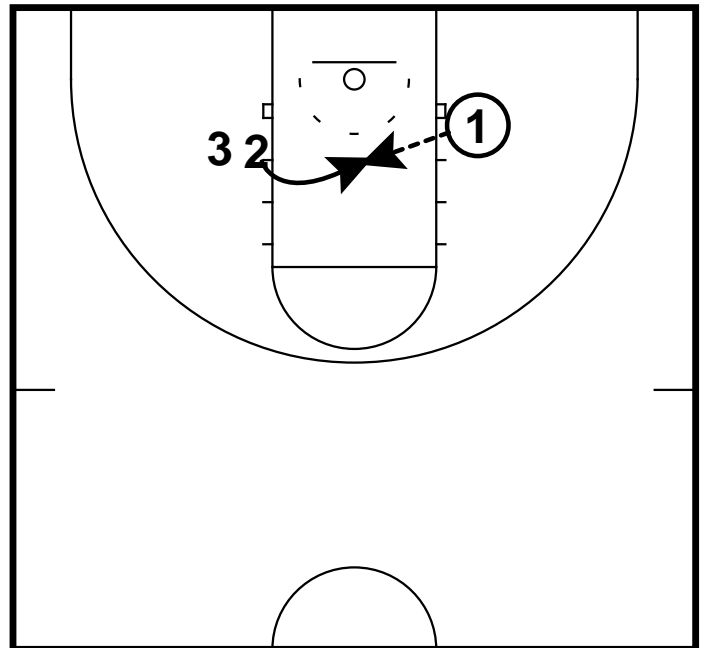
FINISHING SERIES

POST FINISHING SEQUENCE
INDIVIDUAL SKILLS



QUICK SCORES: (INSIDE PIVOT OR HOP)
 JUMP HOOK--HIDE BALL WITH FACE
 SHIMMY
 BACK PIVOT
 UP AND UNDER
 REACH
 MUSCLE

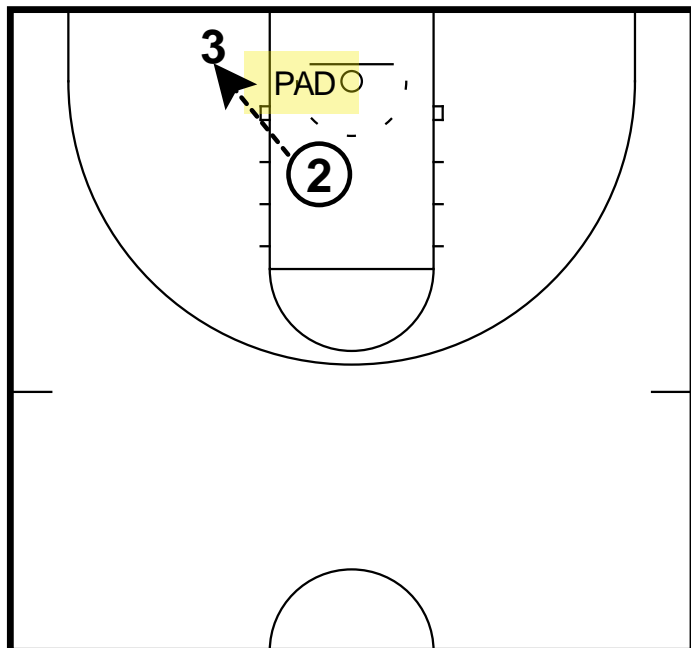
POST FINISHING SEQUENCE
INDIVIDUAL SKILLS



DELAYED SCORES:
HEAD FAKE SERIES (BALL ON FACE, LIFT CHIN)
 HEAD FAKE JUMP HOOK
 HEAD FAKE UP AND UNDER
 HEAD FAKE BACK PIVOT
 HEAD FAKE REACH
 HEAD FAKE MUSCLE

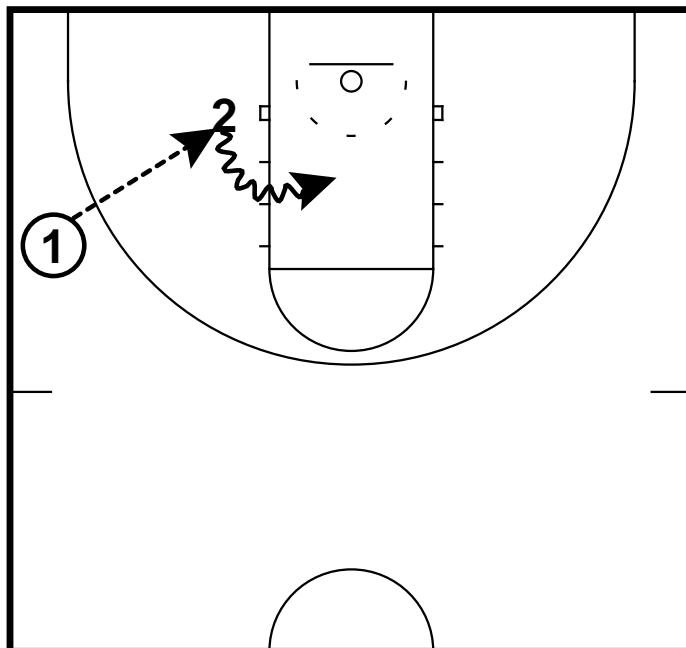
FINISHING SERIES

POST FINISHING SEQUENCE
INDIVIDUAL SKILLS



RIPS
GET UNDER THE PAD FOR QUICK RIP SCORE
DELAYED SCORE--HEAD FAKE GAME, LIFT THE PAD

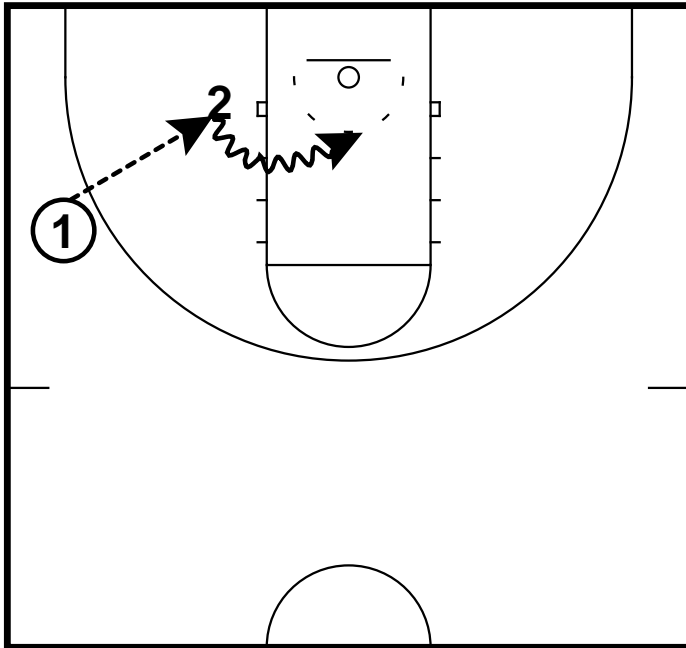
POST FINISHING SEQUENCE
INDIVIDUAL SKILLS



CONTROL DRIBBLE (SHIMMY)
GO
JUMP HOOK POST SEQUENCE
DRIBBLE DROP
LEAN MIDDLE WHEEL
DRIBBLE WHEEL

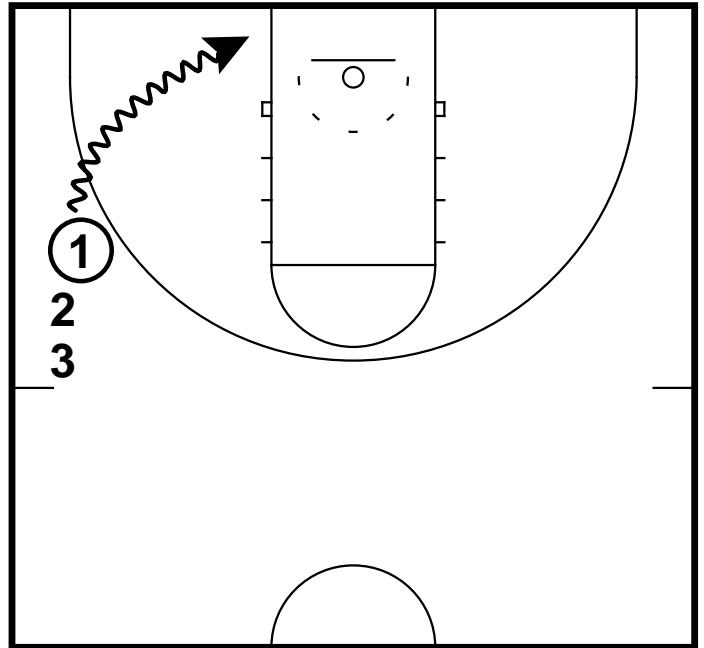
FINISHING SERIES

POST FINISHING SEQUENCE
INDIVIDUAL SKILLS



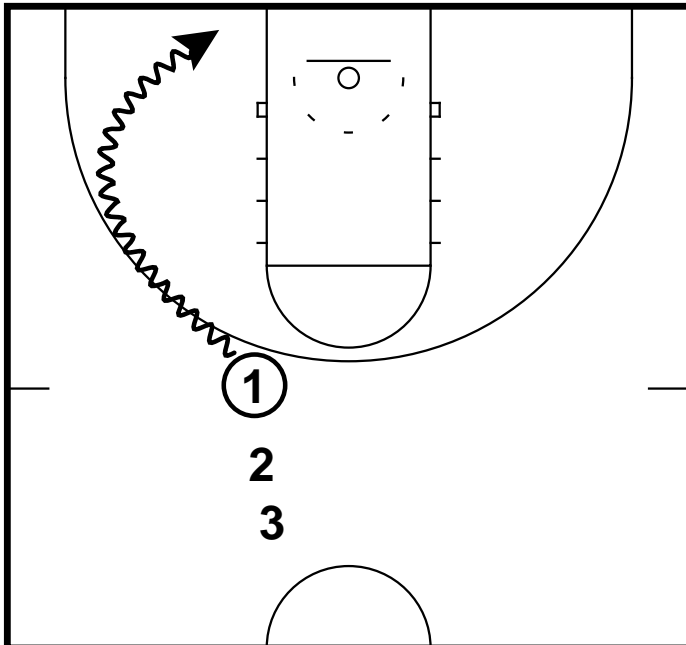
FACE UPS TO SEQUENCE:
FRONT TURN/ STICK
REVERSE TURN/ STICK
INSIDE REVERSE/ STICK

POST FINISHING SEQUENCE
INDIVIDUAL SKILLS



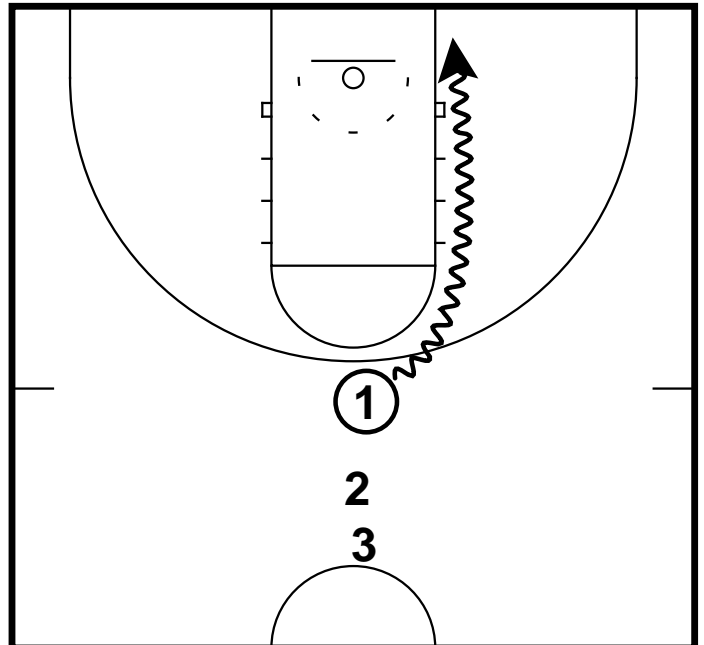
BASELINE DRIVES TO BARKLEY:
FINISH WITH A POST SEQUENCE
GENERAL RULE, IF YOU CAN'T GET YOUR FEET IN THE PAINT,
KEEP DRIBBLE ALIVE--BARKLEY

POST FINISHING SEQUENCE
INDIVIDUAL SKILLS



FAKE VEER BARKLEYS:
FINISH WITH POST SEQUENCE

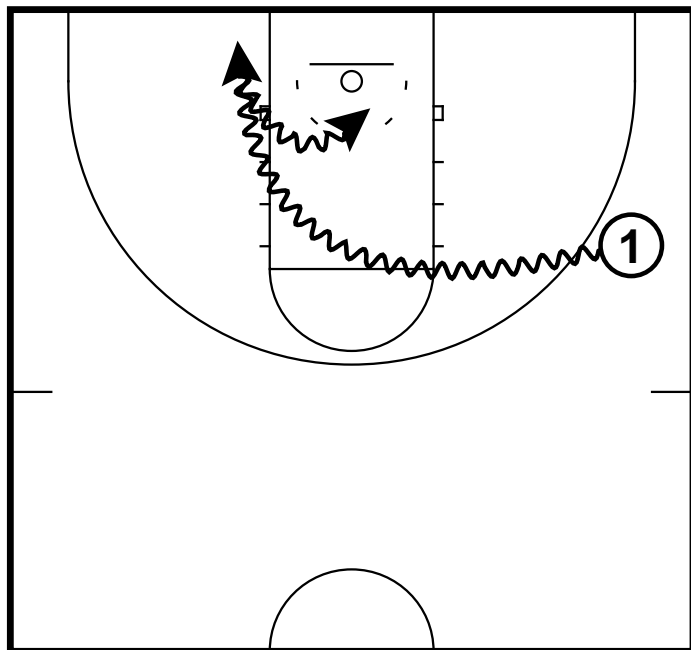
POST FINISHING SEQUENCE
INDIVIDUAL SKILLS



LANE LINE ATTACK BARKLEYS:
FINISH WITH POST SEQUENCE

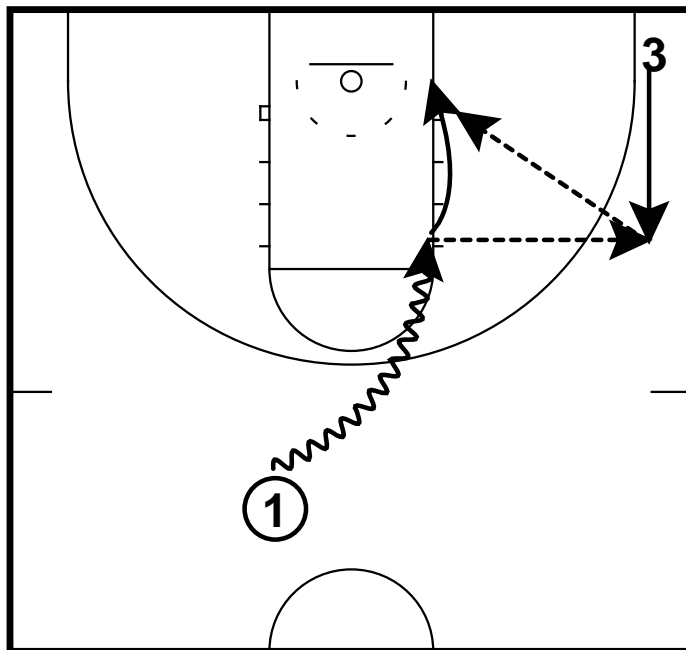
FINISHING SERIES

POST FINISHING SEQUENCE
INDIVIDUAL SKILLS



MIDDLE DRIVE TO BARKLEY:
FINISH WITH POST SEQUENCE

POST FINISHING SEQUENCE
INDIVIDUAL SKILLS

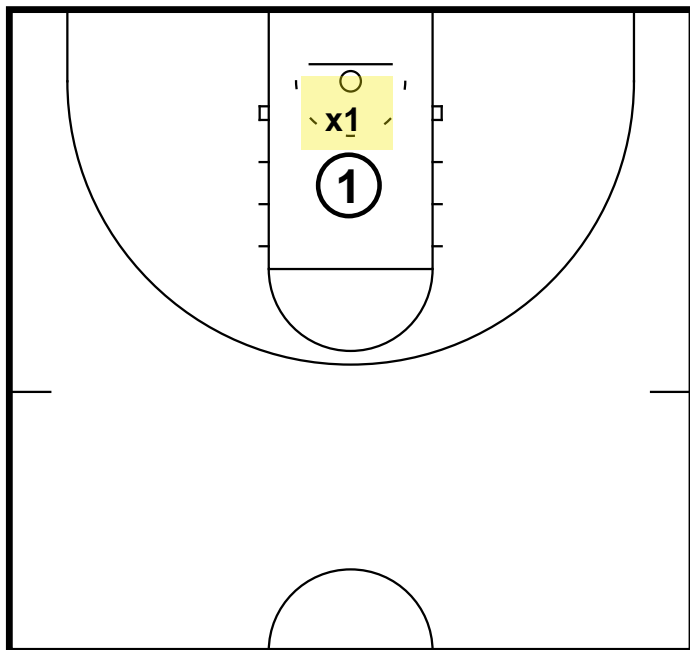


SEQUENCES WITH DIFFERENT SCENARIOS

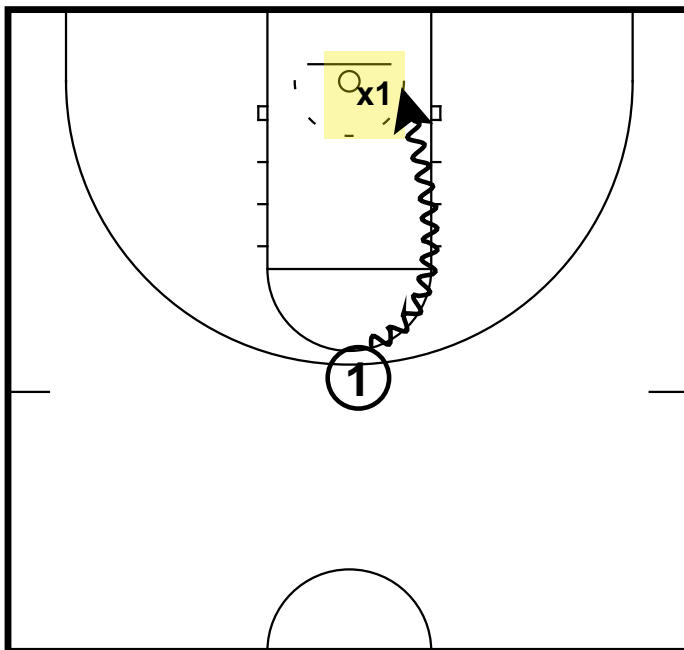
EXAMPLE: FILL PFP OR BY-PASS
COMBINING SEQUENCES WITH SCENARIOS SPEED UP
BUILDING TEAM OFFENSE

FINISHING SERIES

LIFT THE WALL (PAD) READS
INDIVIDUAL SKILLS



LIFT THE WALL (PAD) READS
INDIVIDUAL SKILLS

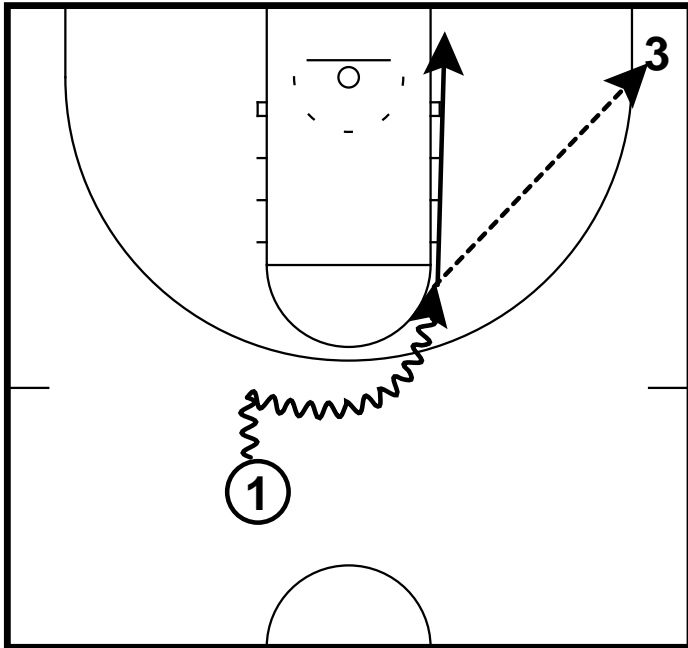


WHETHER EXECUTING A POST OR PERIMETER FINISH, HEAD FAKING TO LIFT THE WALLED UP DEFENDER HELPS CREATE POISE AND FEEL FOR DELAYED SCORES OR PASSES. PLAYER HEAD FAKES UNTIL COACH LIFTS THE PAD OR RAISES HIS ARMS--PLAYER THEN USES BEST SOLUTION TO TAKE ADVANTAGE OF COMPROMISED WALL.

SAME DRILL FROM THE PERIMETER

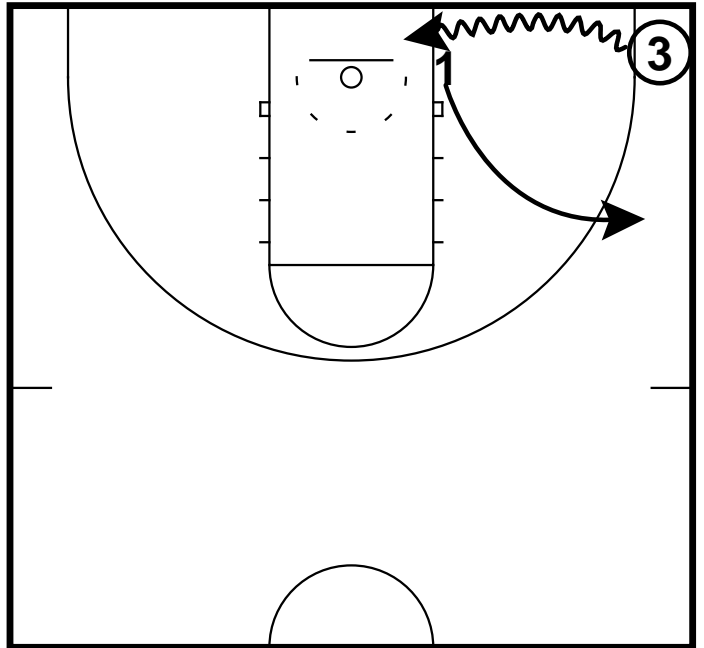
CORE SHOOTING CONCEPTS

TOP CORNER--QUICK PITCH
INDIVIDUAL SKILLS



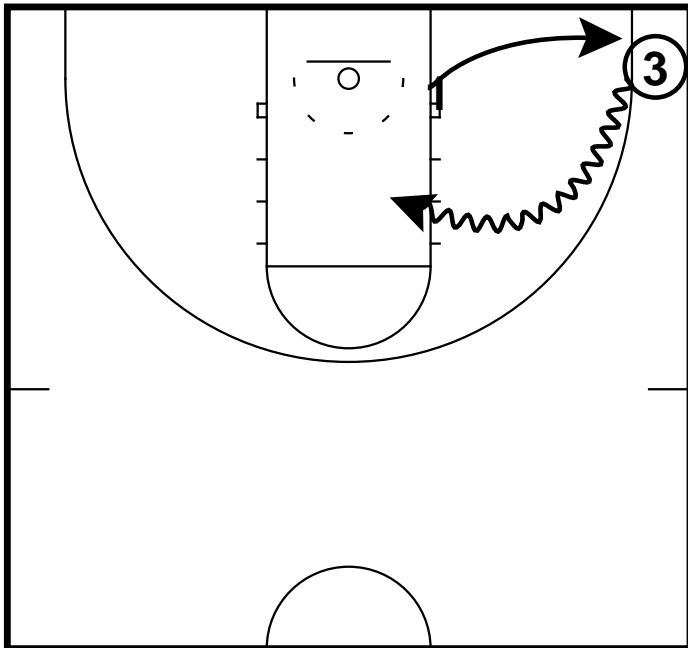
QUICK PITCH
3--SHOOTING FOOT BACK
STICK 3S

TOP CORNER--QUICK PITCH
INDIVIDUAL SKILLS



QUICK PITCH
BASELINE FINISHING--HESITATION
ESCAPE SHOOTING/ ATTACKS

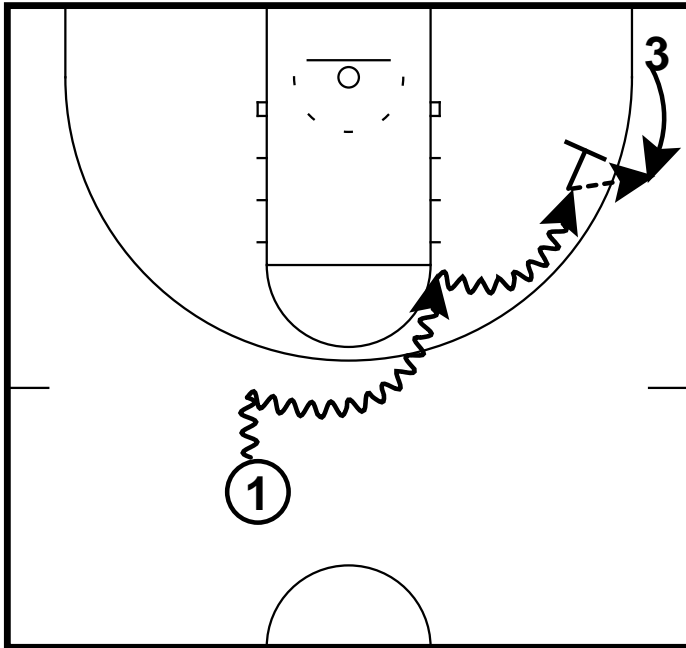
TOP CORNER--QUICK PITCH
INDIVIDUAL SKILLS



QUICK PITCH
MIDDLE FINISHING SEQUENCE
HESITATION
CHANGE DIRECTION
ESCAPE SHOOTING/ ATTACKS

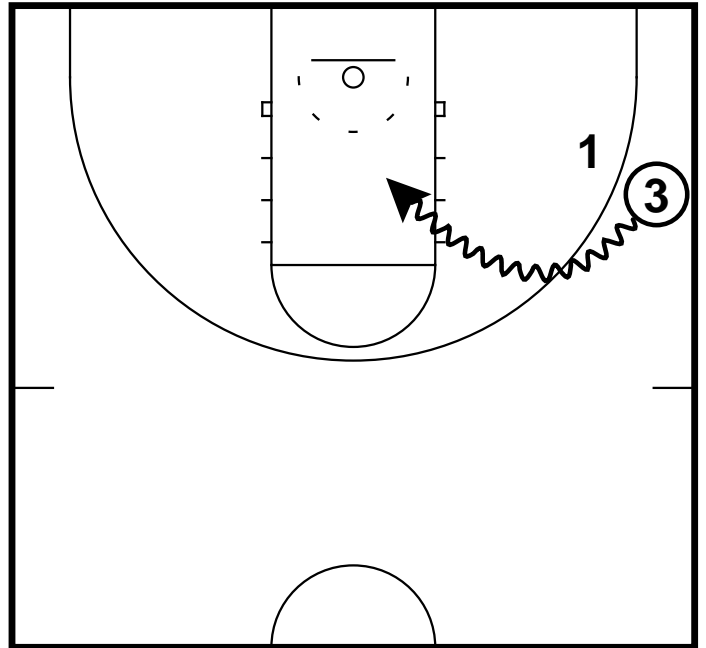
CORE SHOOTING CONCEPTS

TOP CORNER--VEER DRIBBLE FLIP
INDIVIDUAL SKILLS



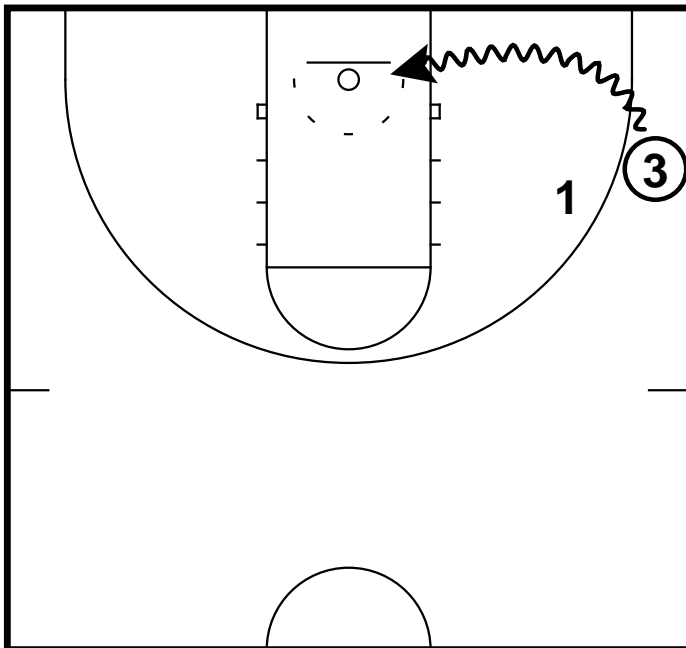
VEER DRIBBLE FLIP 3
CATCH WITH INSIDE PIVOT 3
INSIDE PIVOT STICK 3
FLIP THE BALL AHEAD SOFTLY (HAND UNDER BALL)

TOP CORNER--VEER DRIBBLE FLIP
INDIVIDUAL SKILLS



VEER DRIBBLE FLIP ATTACKS
MIDDLE ATTACKS
STOP SHOT
SPEED CATCH
STICK RE-ATTACK

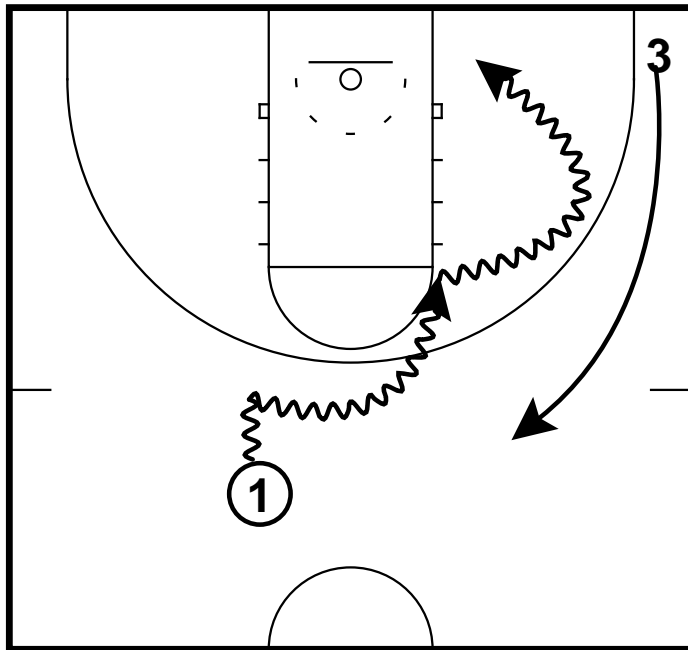
TOP CORNER--VEER DRIBBLE FLIP
INDIVIDUAL SKILLS



VEER DRIBBLE FLIP ATTACKS
BASELINE ATTACKS

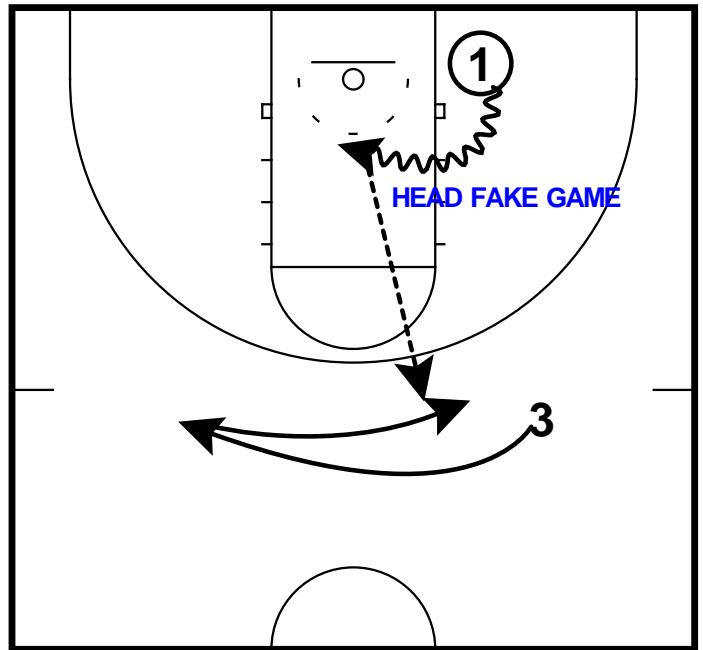
CORE SHOOTING CONCEPTS

TOP CORNER--VEER FAKE DRIBBLE FLIP
INDIVIDUAL SKILLS



VEER FAKE DRIBBLE FLIP
PERIMETER FINISHING SEQUENCE
BARKLEY TO POST FINISHING SEQUENCE

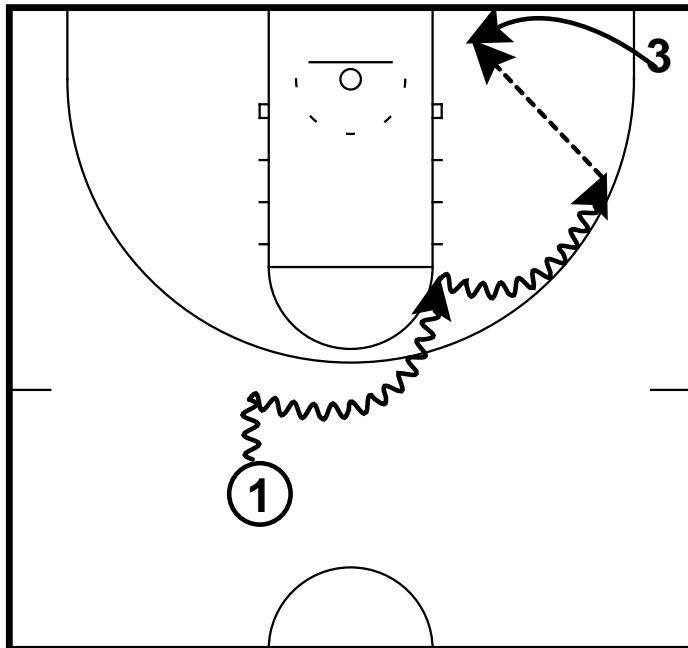
TOP CORNER--VEER FAKE DRIBBLE FLIP
INDIVIDUAL SKILLS



KICKOUTS WITH BOUNCE PASS
DELAYED SCORE TO A PASS, USE COACH AS A DUMMY DIG
DEFENDER

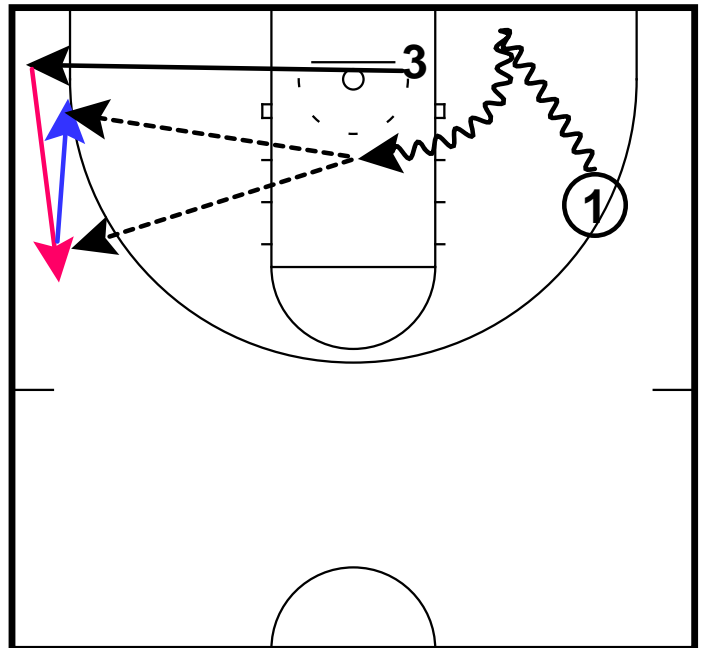
CORE SHOOTING CONCEPTS

TOP CORNER--VEER FACE
INDIVIDUAL SKILLS



VEER FACE
DRIBBLE AT THE DEFENDER, OUTSIDE IN BOUNCE PASS

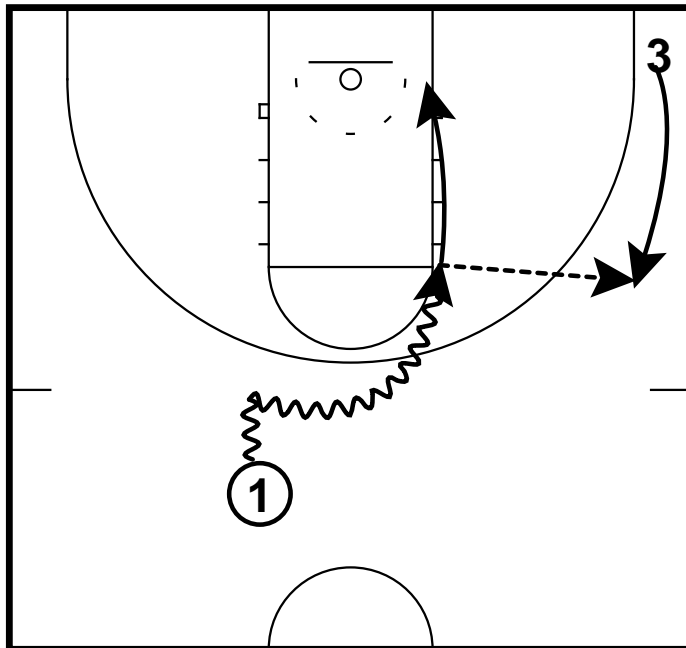
TOP CORNER--VEER FACE
INDIVIDUAL SKILLS



VEER FACE TO BARKLEY
KEEP DRIBBLE ALIVE IF NOT OPEN
FRONT OF RIM HEAD FAKE GAME--WEAKSIDE SPOT UP

CORE SHOOTING CONCEPTS

TOP CORNER--(GET OPEN) FILL
INDIVIDUAL SKILLS

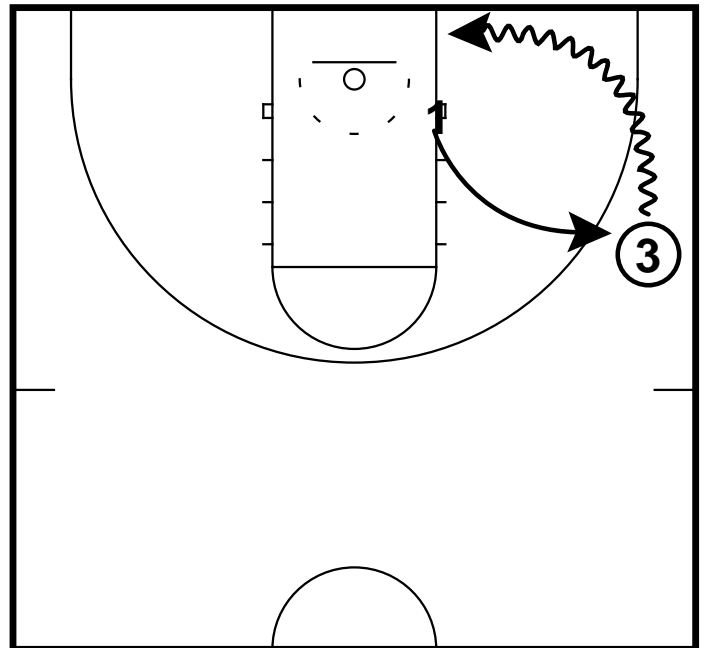


FILL 3
CORNER MAN PROVIDES SPACE FOR QUICK PITCH 3 THE STRIDE STOP "POP" TELLS CORNER THE BALL NEEDS HELP GET OPEN WITH A FILL CUT OR A FAT CUT (BACK-CUT)

INSIDE PIVOT (PLANT SQUARE) SINCE WE ARE MOVING TOWARD THE BALL

ADDITIONS:
STICKS
EXTENSIONS

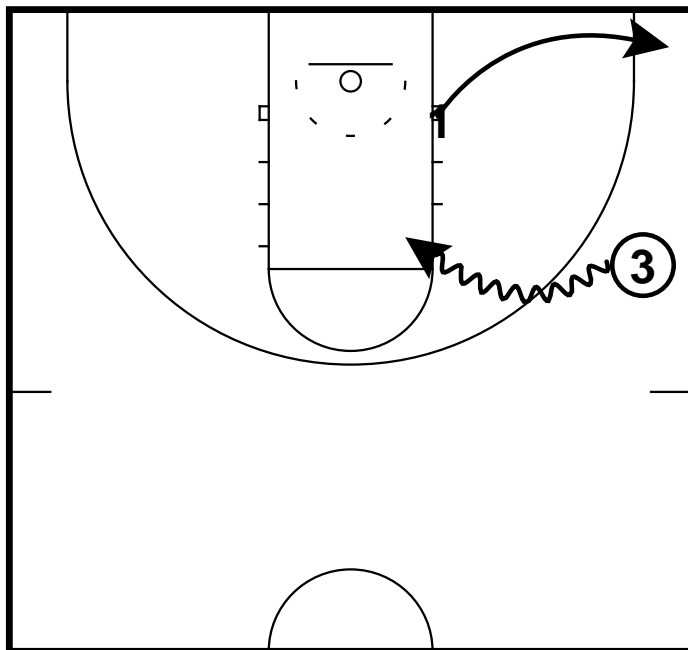
TOP CORNER--(GET OPEN) FILL
INDIVIDUAL SKILLS



FILL
BASELINE ATTACK
ESCAPE

CORE SHOOTING CONCEPTS

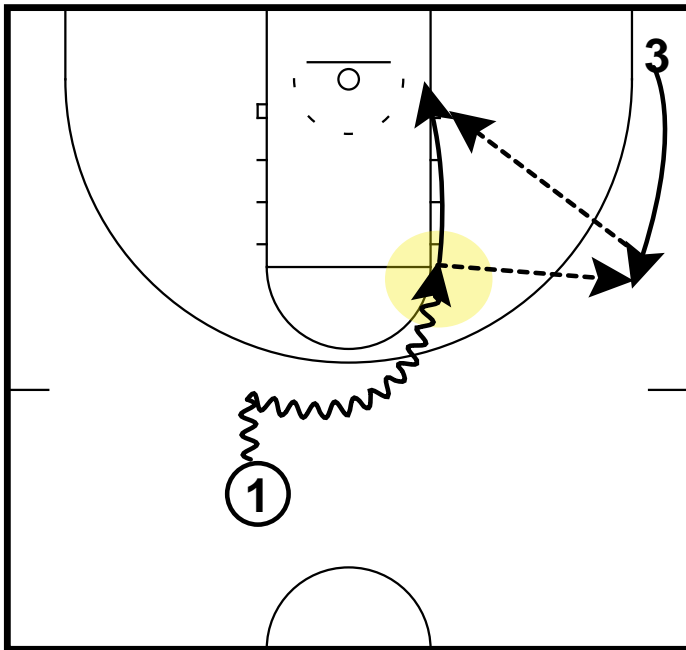
TOP CORNER--(GET OPEN) FILL
INDIVIDUAL SKILLS



FILL
MIDDLE ATTACK FINISHING SEQUENCE
HESITATION AT ELBOW
CHANGE DIRECTION
ESCAPES SHOOTING/ ATTACK

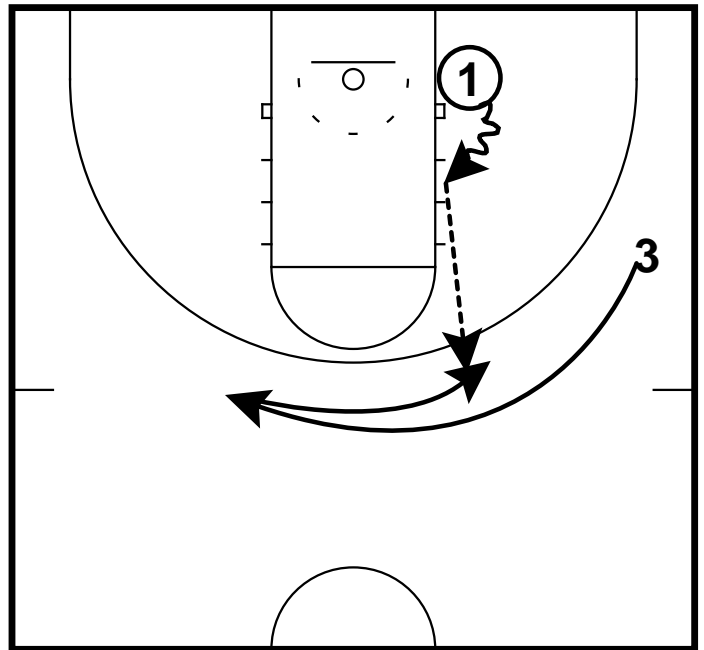
CORE SHOOTING CONCEPTS

TOP CORNER--(GET OPEN) FILL FEED POST
INDIVIDUAL SKILLS



FILL **PPP** FEED POST--FAN TO THE TOP
WORK A POST SEQUENCE OR A FACE UP

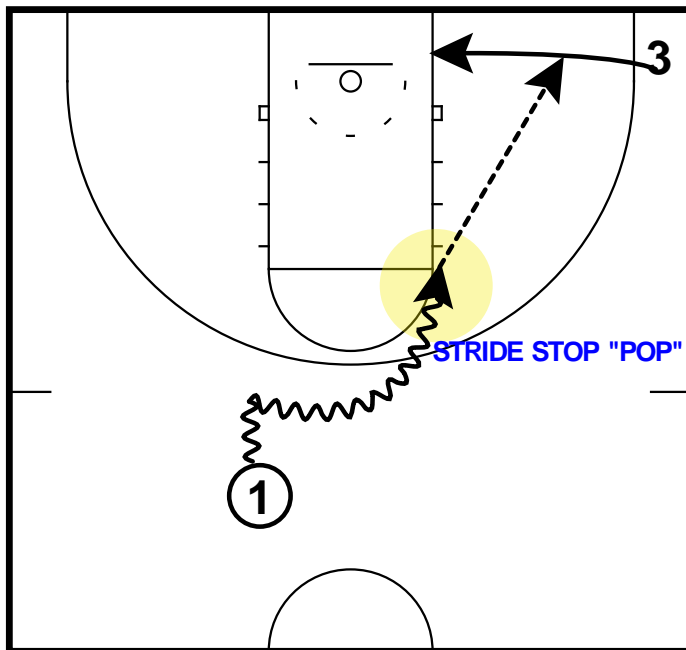
TOP CORNER--(GET OPEN) FILL FEED POST
INDIVIDUAL SKILLS



FILL **PPP** FEED POST--FAN TOP KICKOUT VS DUMMY
DEFENSE

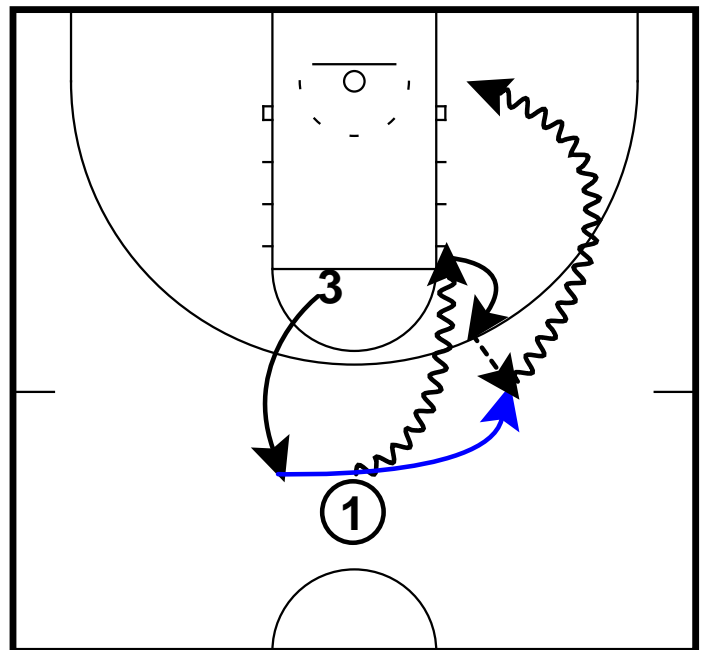
CORE SHOOTING CONCEPTS

TOP CORNER--(GET OPEN) FAT
INDIVIDUAL SKILLS



FAT
CORNER MAN WAITS FOR QUICK PITCH 3
THE STRIDE STOP "POP" TELLS CORNER THE BALL NEEDS
HELP--GET OPEN WITH A FAT CUT (BACK-CUT)

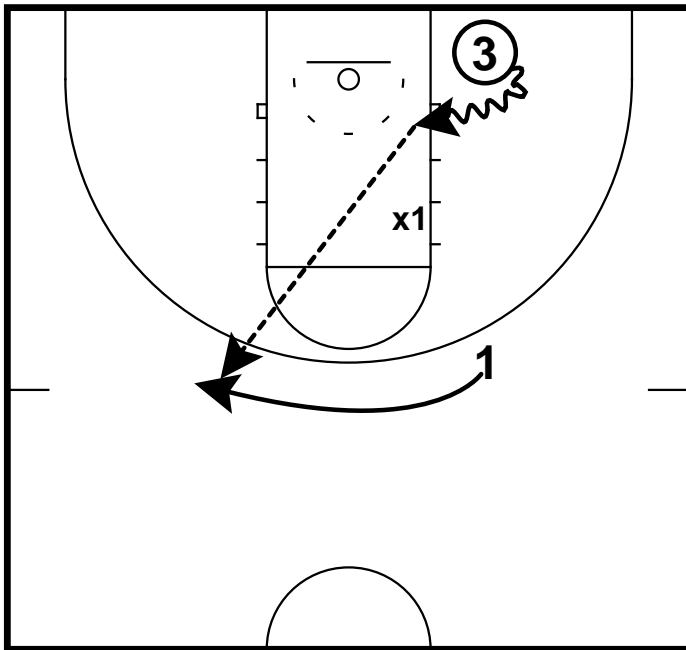
TOP CORNER--(GET OPEN) FAT
INDIVIDUAL SKILLS



FAT 2ND CUTTER (GUARD AROUND FLIP)
IF FAT CUT IS NOT OPEN, 1 FRONT TURNS WITH A WIDE
BASE
3 RUNS WIDE FOR A GUARD AROUND FLIP
WORK PERIMETER FINISHES OR BARKLEY POST FINISHES

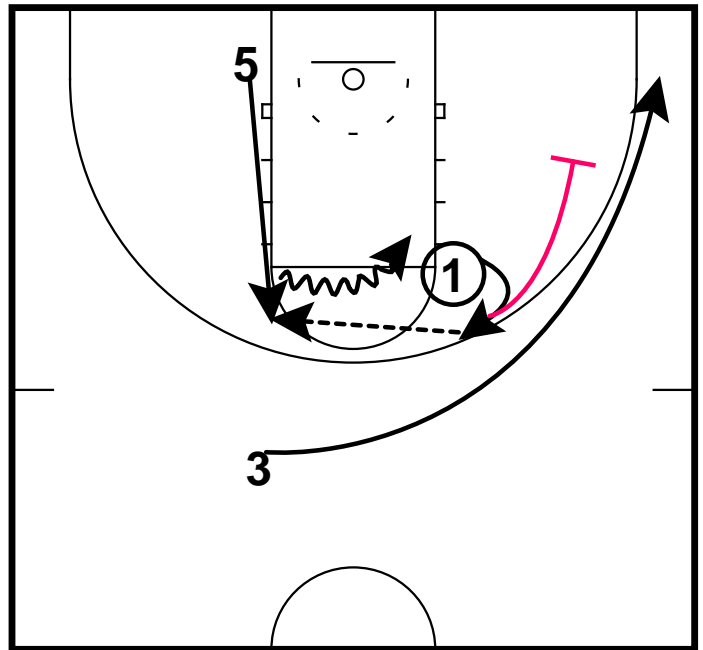
CORE SHOOTING CONCEPTS

TOP CORNER--(GET OPEN) FAT
INDIVIDUAL SKILLS



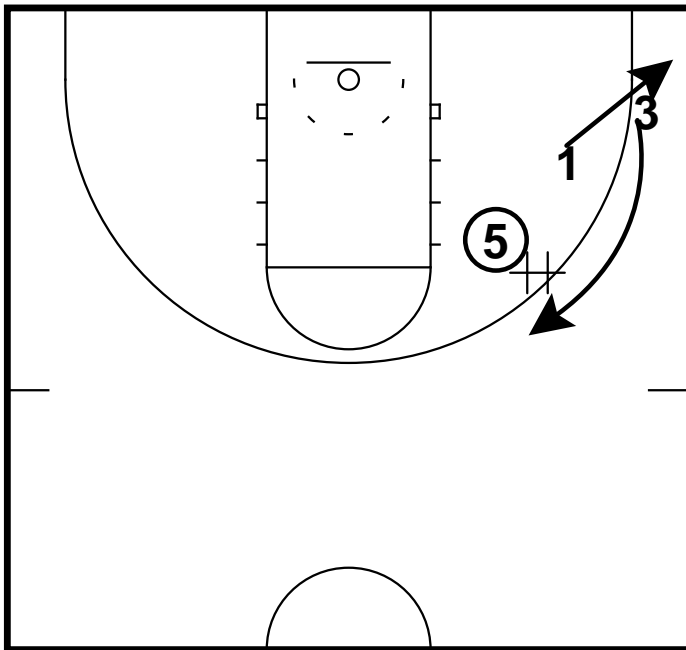
FAT SECOND CUTTER--GUARD AROUND ATTACK
KICK OUT OPTIONS

TOP CORNER--(GET OPEN) FAT
INDIVIDUAL SKILLS



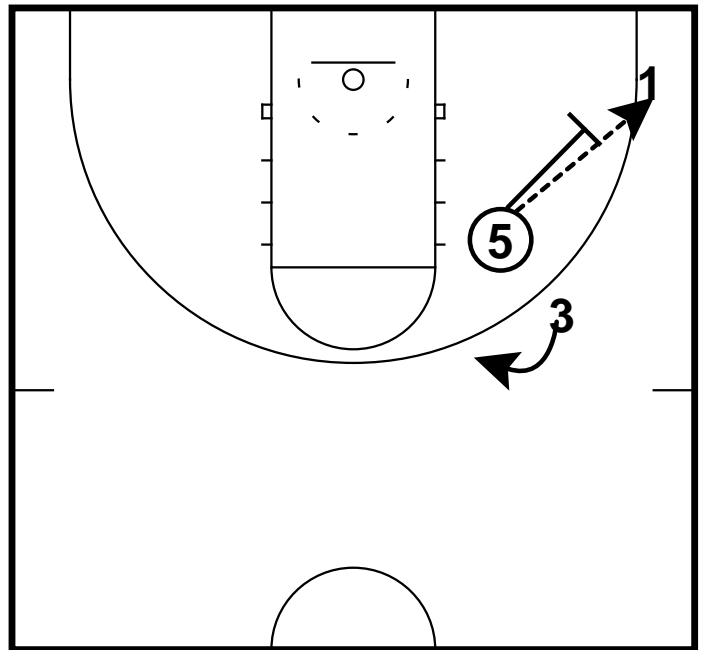
FAT 3RD CUTTER
FAKE TO 2ND CUTTER. PLAY TO CENTER (3RD)
CENTER POSTS UP AT ELBOW
1 PASSES AND SCREENS AWAY FOR 3
5 FOLLOWS FOR A DHO OR FAKE DHO

TOP CORNER--(GET OPEN) FAT
INDIVIDUAL SKILLS



FAT 3RD CUTTER
DHO

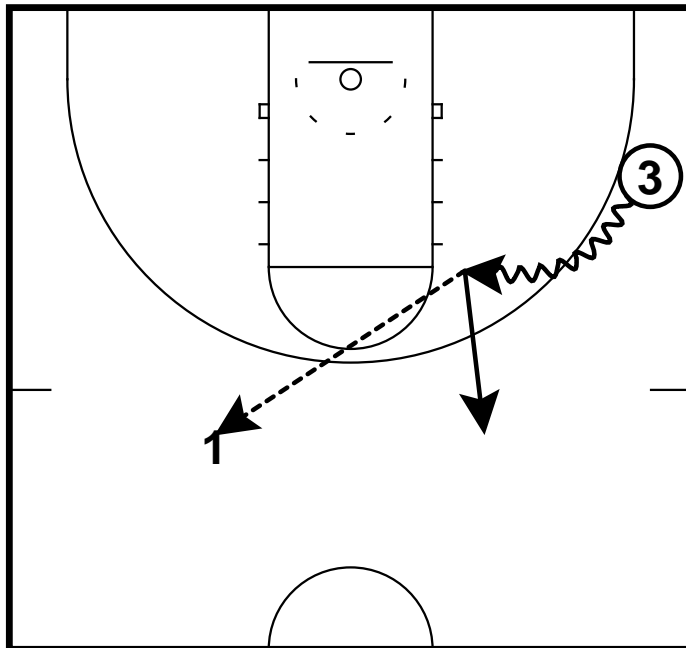
TOP CORNER--(GET OPEN) FAT
INDIVIDUAL SKILLS



FAT 3RD CUTTER
FAKE DHO

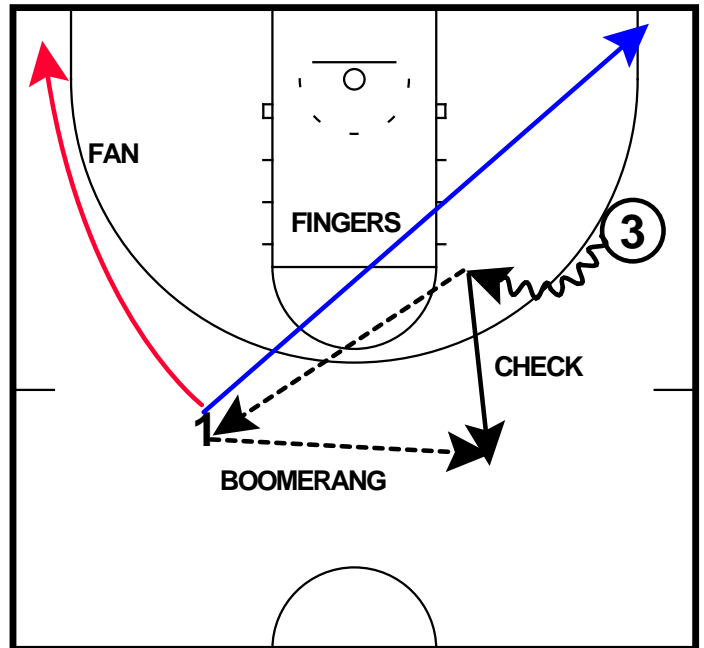
CORE SHOOTING CONCEPTS

WING TOP QUICK PITCH
INDIVIDUAL SKILLS



QUICK PITCH BEFORE OR @ ELBOW
IF THE ATTACK HAS NO MOMENTUM, 3 CAN "CHECK" TO THE GUARD SPOT:
OPTIONS:
SHOOTING FOOT 3S
STICKS
SLOT AND MIDDLE DRIVE SEQUENCE FINISHING

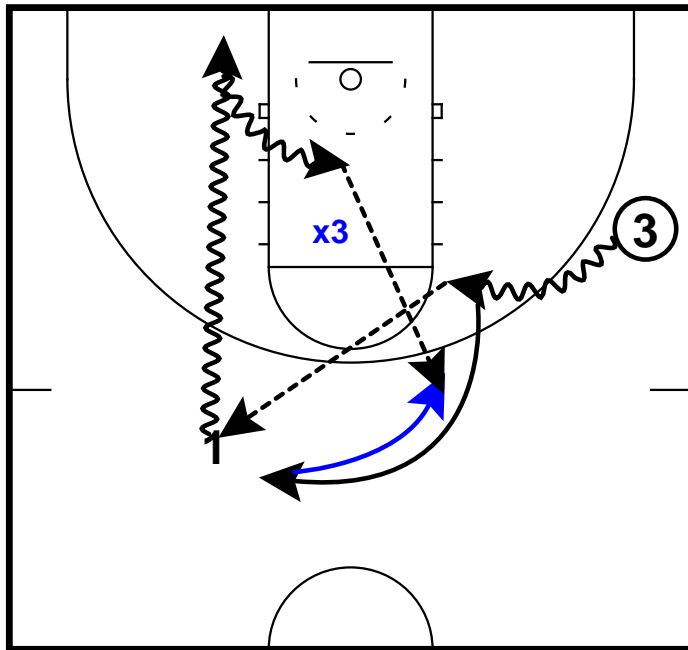
WING TOP QUICK PITCH
INDIVIDUAL SKILLS



QUICK PITCH BOOMERANG
CLEAR SPACE WITH FINGERS OR FAN
OPTIONS:
FINISHING SEQUENCE
TOP CORNER OPTIONS

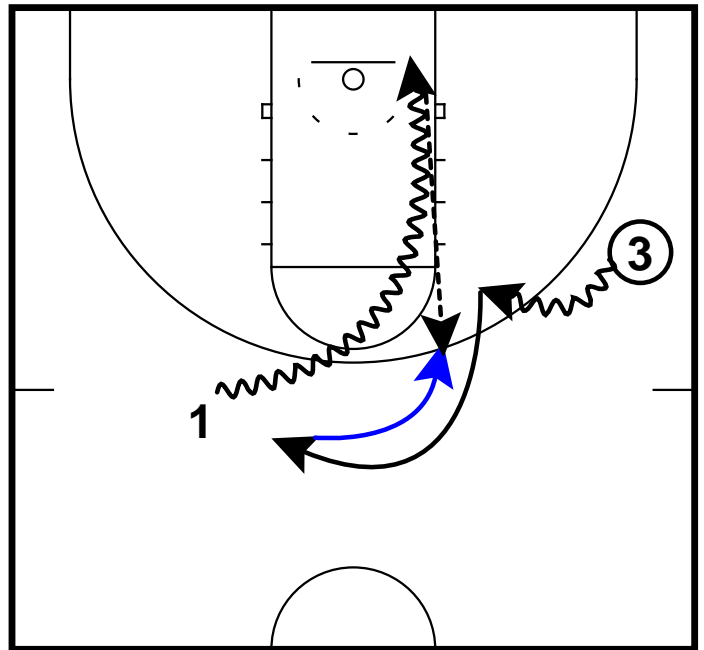
CORE SHOOTING CONCEPTS

WING TOP QUICK PITCH
INDIVIDUAL SKILLS



QUICK PITCH SLOT DRIVE TO KICKOUT GAME
ALWAYS GOOD TO HAVE DUMMY DEFENDER DIGGING
INSIDE OUT BOUNCE PASSES

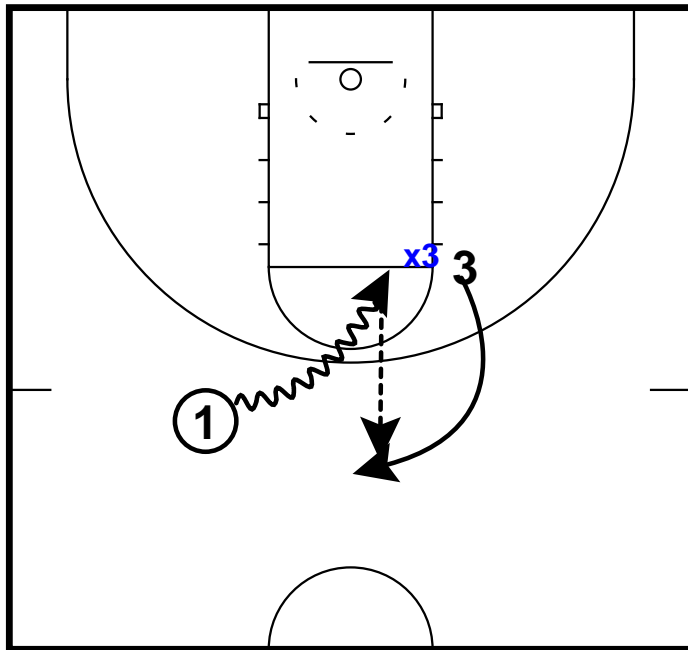
WING TOP QUICK PITCH
INDIVIDUAL SKILLS



QUICK PITCH TO A FAKE PITCHBACK KICKOUT
NASH OPTIONS

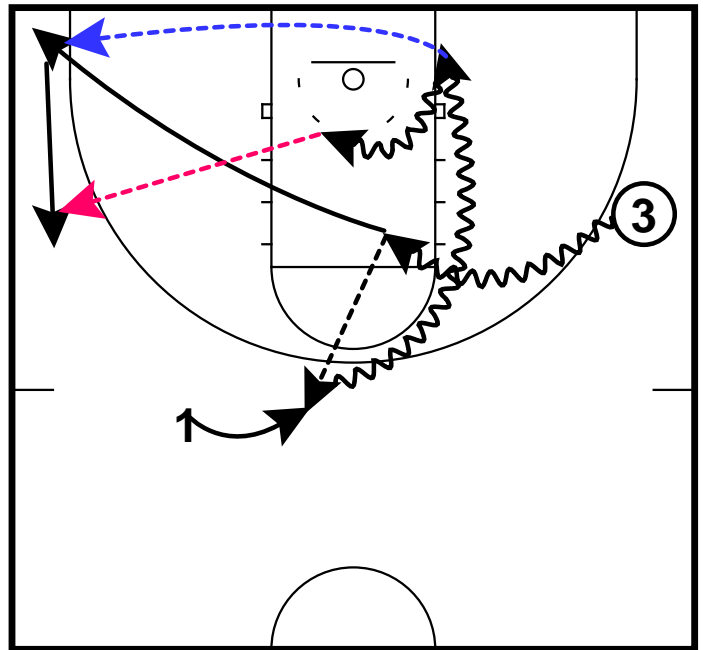
CORE SHOOTING CONCEPTS

WING TOP QUICK PITCH
INDIVIDUAL SKILLS



QUICK PITCH TO PITCHBACK (FREEZE X3)
3S/
STICKS
ATTACK BUTTON HOOK OPTIONS

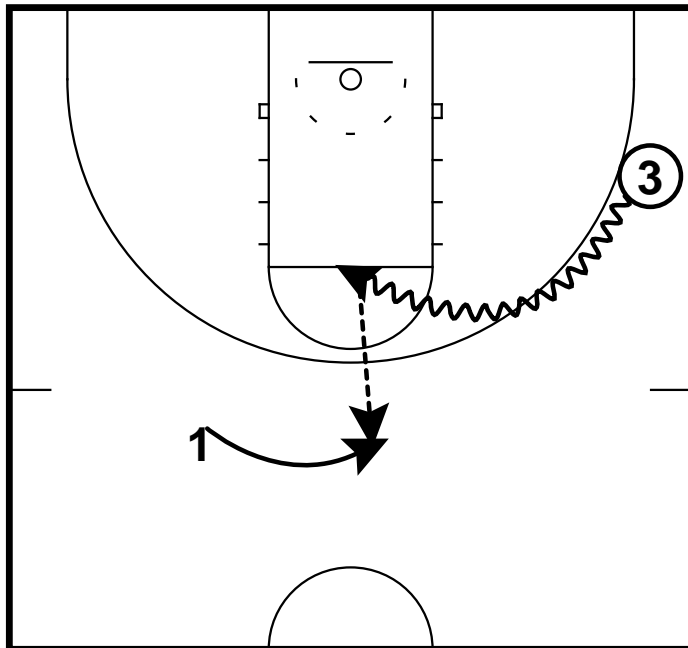
WING TOP QUICK PITCH
INDIVIDUAL SKILLS



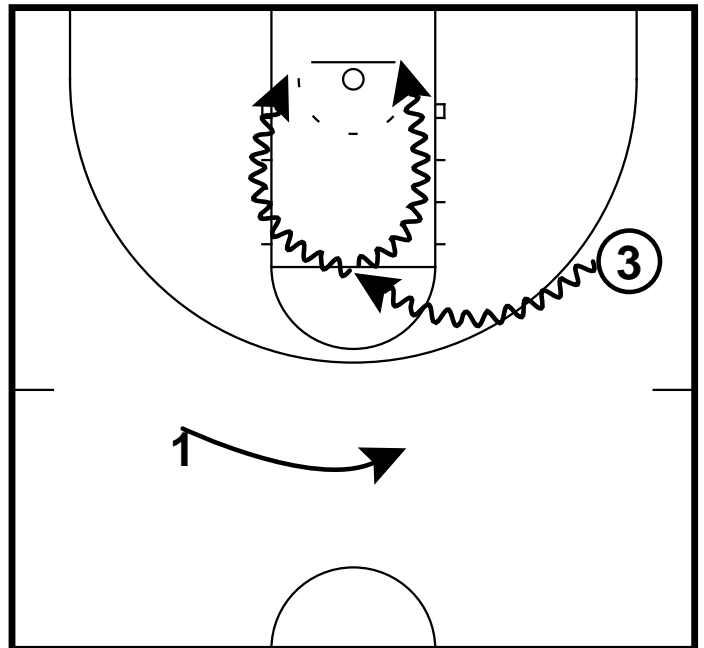
WING TOP PITCH WITH MOMENTUM--**FINGERS**
WHEN WE ARE DEEPER OR HAVE A LOT OF MOMENTUM,
STAY ON THE RUN AND CONTINUE FINGERS CUT TO OPEN
CORNER
WORK ON:
FINISHING SEQUENCE
KICKOUTS TO WEAKSIDE (BY-PASS)
DRIFTS

CORE SHOOTING CONCEPTS

WING TOP PITCHBACK
INDIVIDUAL SKILLS



WING TOP PITCHBACK
INDIVIDUAL SKILLS

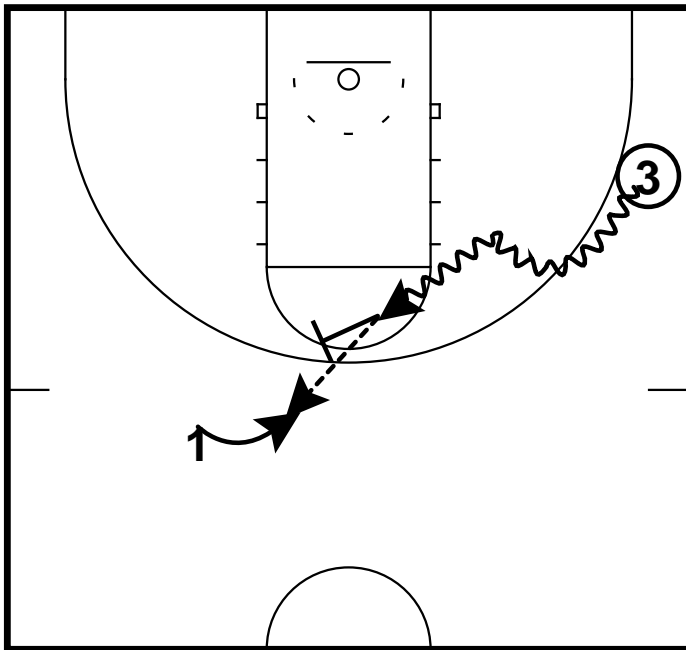


WING TOP PITCHBACK 3
 ATTACKER GETS INTO NAIL AND FORCES A PITCHBACK
BUTTON HOOK OPTIONS:
 3
 FINISHING SEQUENCE
 KICKOUT OPTIONS
 QUICK ESCAPES
 NASH OPTIONS

WING TOP FAKE PITCHBACKS
 FINISHING SEQUENCES
 KICKOUT GAMES

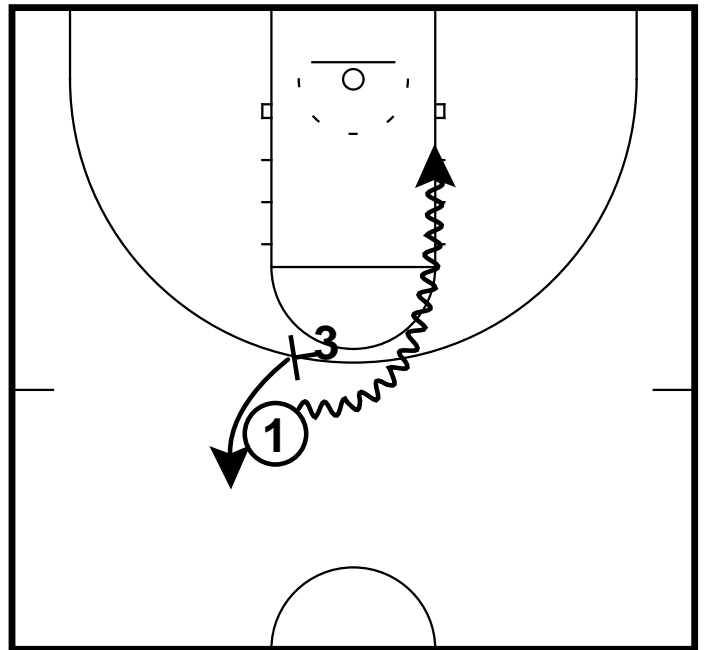
CORE SHOOTING CONCEPTS

WING TOP VEER DRIBBLE FLIP
INDIVIDUAL SKILLS



WING TOP VEER DRIBBLE FLIP 3
ATTACKER DRIBBLES AT 1 FOR A FLIP BALL SCREEN
WORK ON:
3S
FINISHING SEQUENCE
QUICK ESCAPE ON PICK AND POP
FAKE THE FLIPS TOO

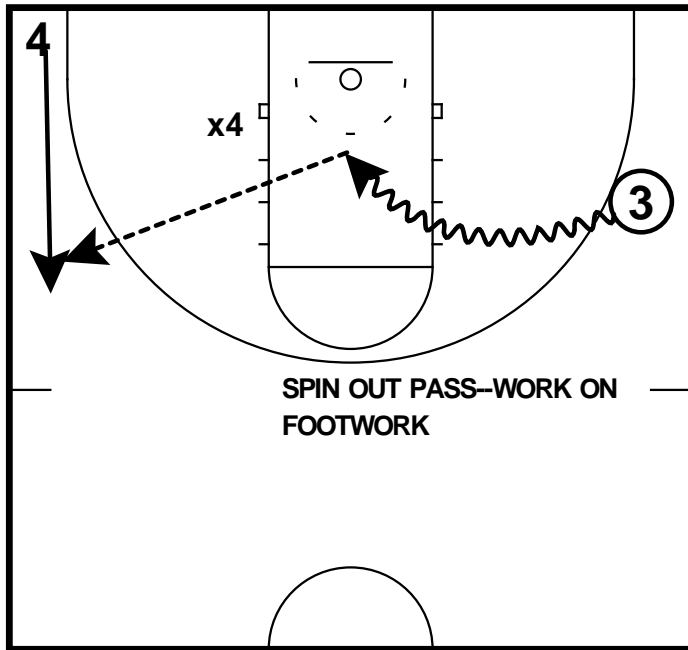
WING TOP VEER DRIBBLE FLIP
INDIVIDUAL SKILLS



WING TOP VEER FLIP KICKOUTS

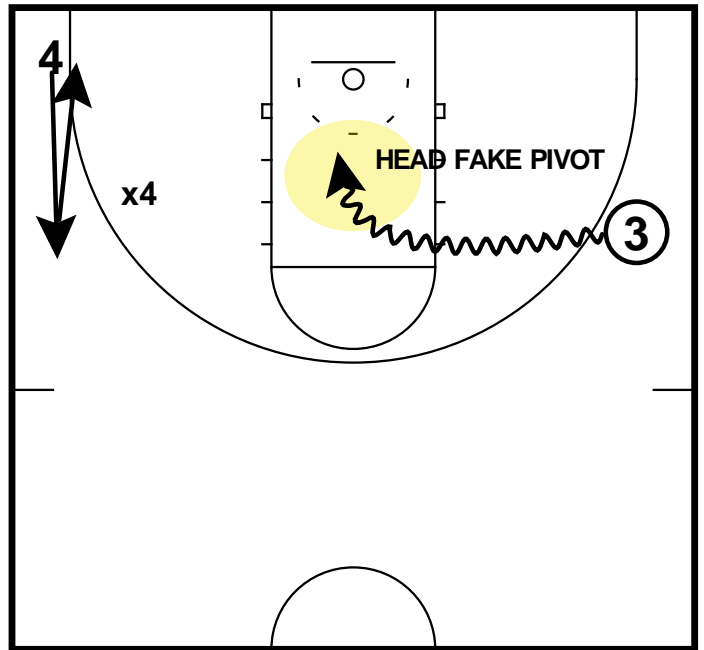
CORE SHOOTING CONCEPTS

WING WING BY-PASS
INDIVIDUAL SKILLS



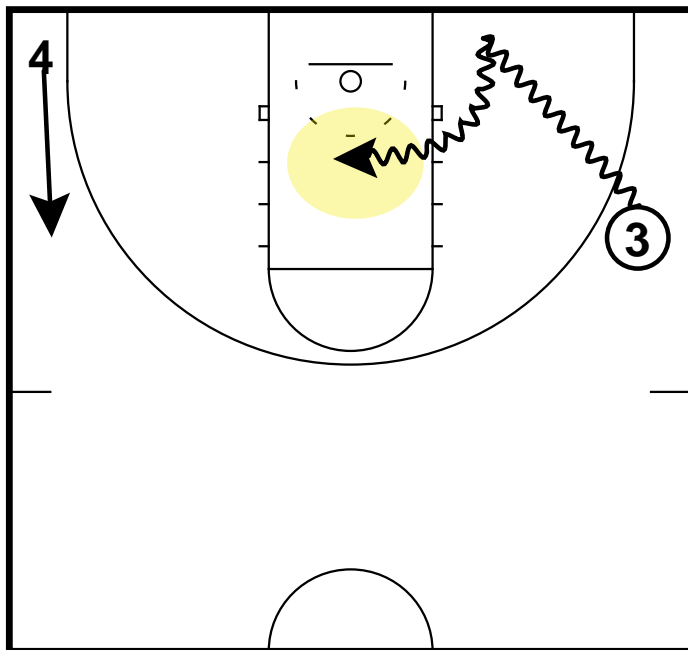
WING WING BY-PASS VS EARLY HELP OR SCRAMBLE
OPTIONS:
3S
MIDDLE OR BASELINE SEQUENCE FINISHING
ESCAPES
PPP POSTING

WING WING BY-PASS
INDIVIDUAL SKILLS



WING TO WING DELAYED BY-PASS
ATTACKER WORKS HEAD FAKE PIVOT GAME VS PAD
4 SECOND CUTS TO GET OPEN

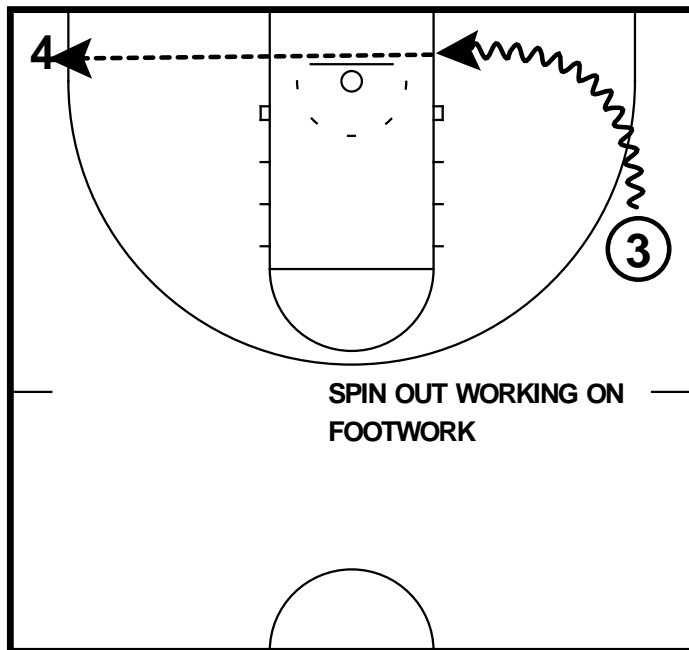
WING WING BY-PASS
INDIVIDUAL SKILLS



OPTION TO WORK ALL OF THE WING WING BY-PASSES
FROM A BARKLEY

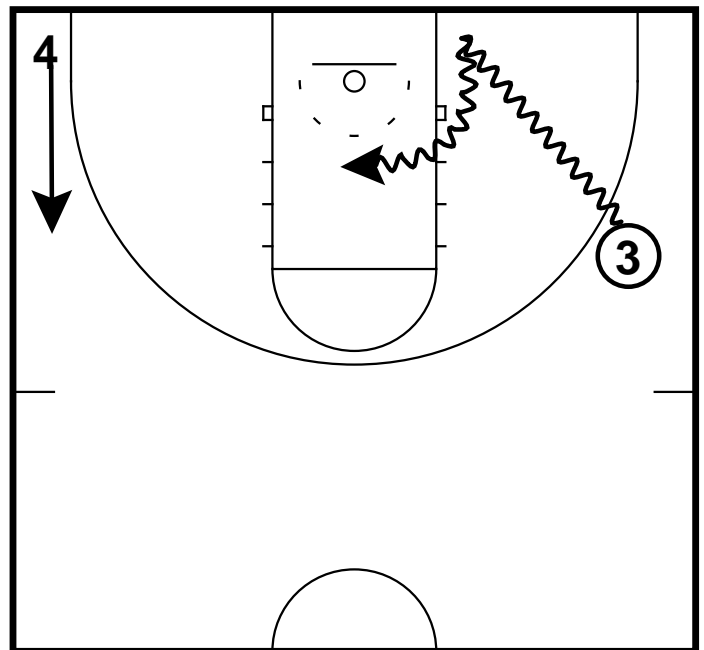
CORE SHOOTING CONCEPTS

WING WING DRIFT
INDIVIDUAL SKILLS



WING WING BASELINE DRIFT

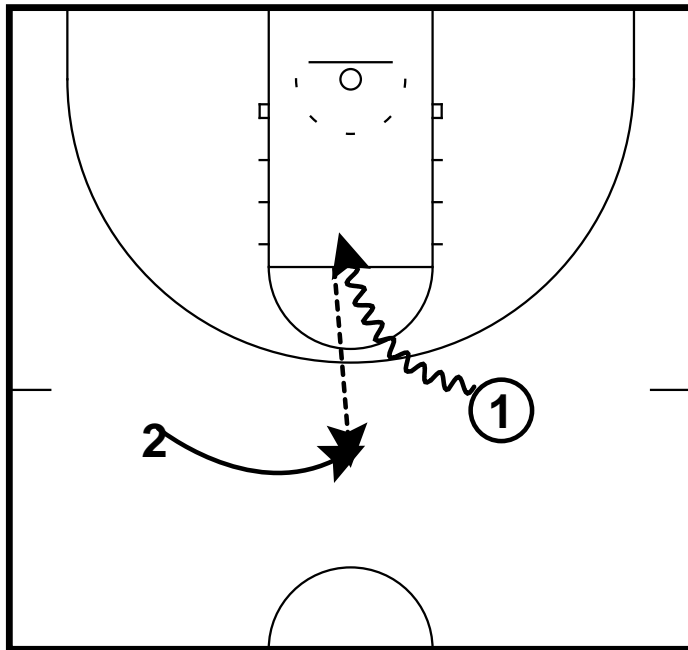
WING WING DRIFT
INDIVIDUAL SKILLS



MIX UP DRIFTS AND BY-PASSES

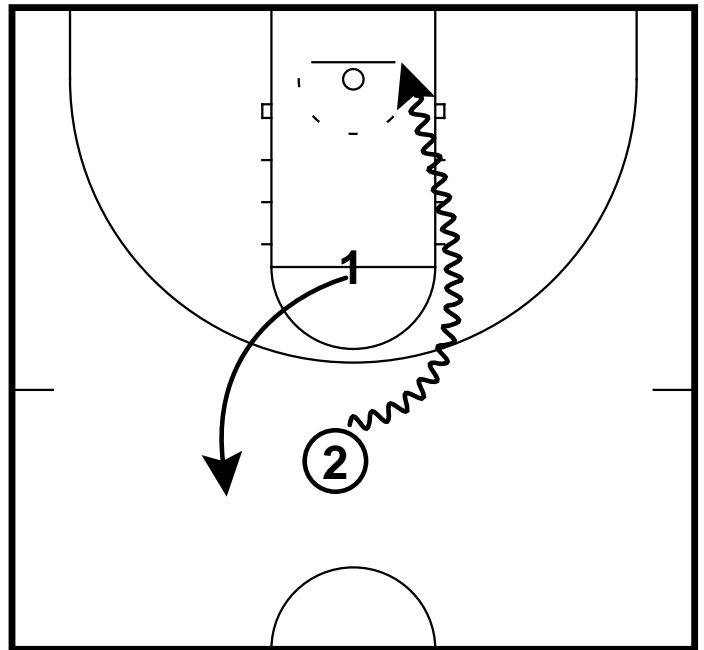
CORE SHOOTING CONCEPTS

GUARD GUARD PITCHBACK
INDIVIDUAL SKILLS



PITCHBACK
3S
STICK 3S
QUICK ESCAPE

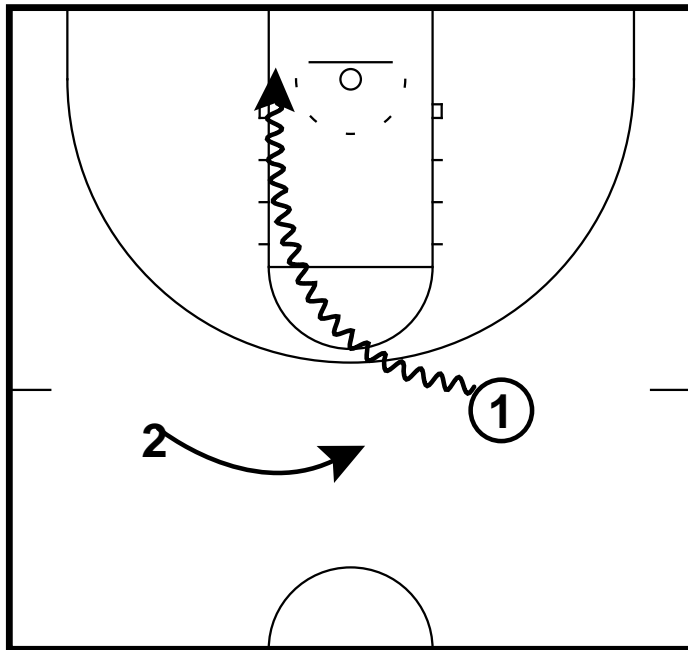
GUARD GUARD PITCHBACK
INDIVIDUAL SKILLS



PITCHBACK ATTACK
FINISHING SEQUENCE
KICKOUTS
NASH OPTIONS

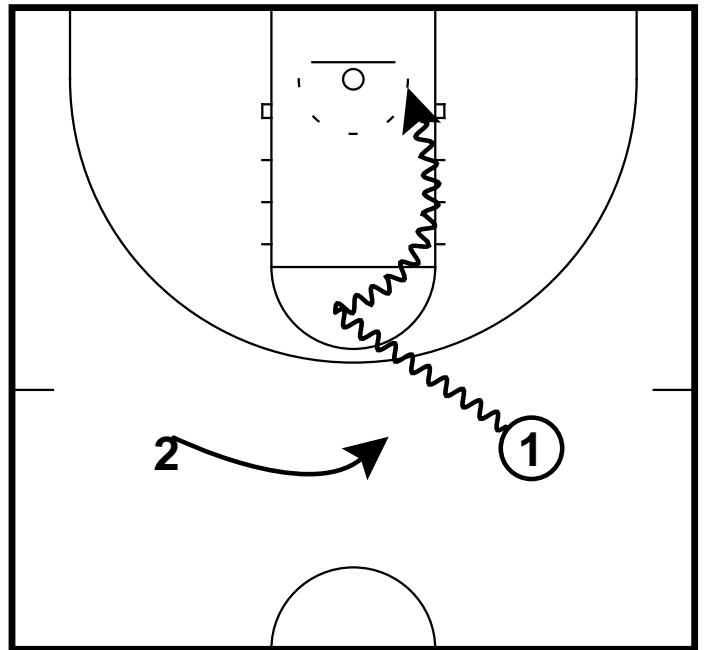
CORE SHOOTING CONCEPTS

GUARD GUARD FAKE PITCHBACK
INDIVIDUAL SKILLS



FAKE PITCHBACK
FINISHING SEQUENCE
KICKOUTS
NASH

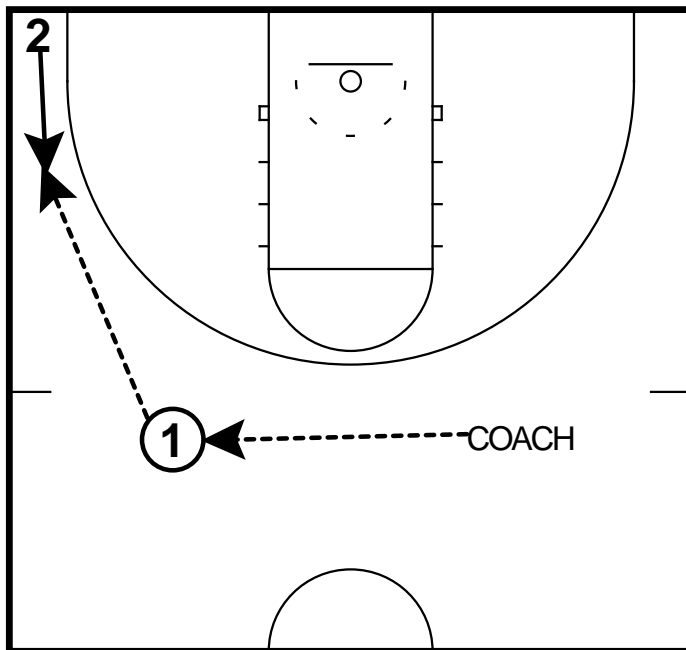
GUARD GUARD FAKE PITCHBACK
INDIVIDUAL SKILLS



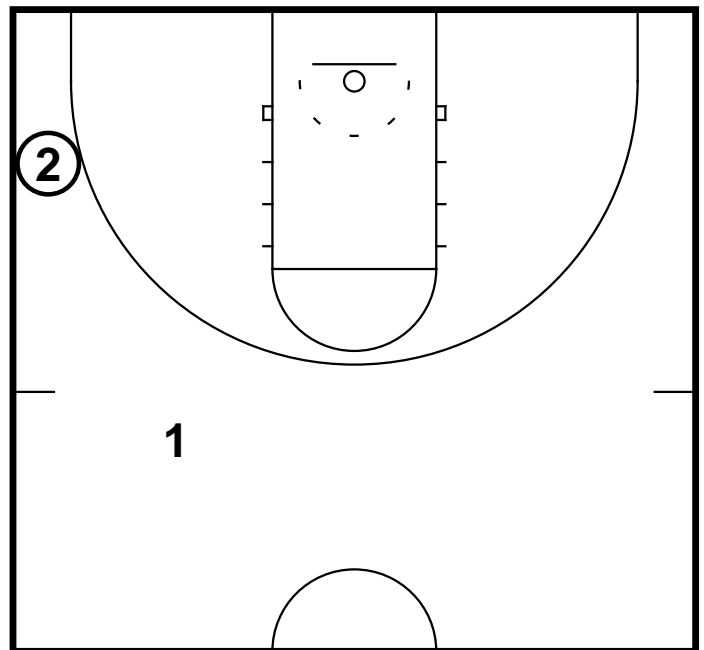
FAKE PITCHBACK CHANGE DIRECTIONS
FINISHING SEQUENCE
KICKOUTS
NASH

CORE SHOOTING CONCEPTS

SWING 3
INDIVIDUAL SKILLS



SWING 3
INDIVIDUAL SKILLS

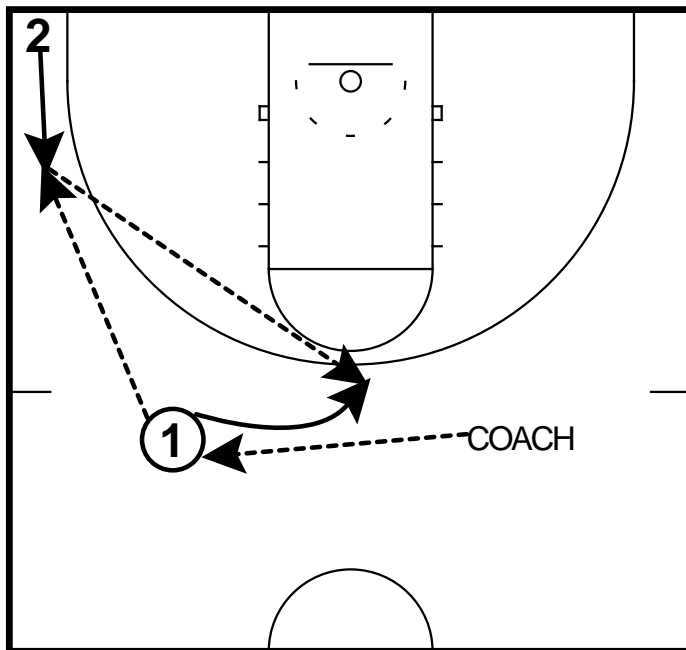


SWING 3
ON ALL GUARD TO GUARD PASSES, THE CORNER MOVES UP TO THE WING--INSIDE PIVOT SINCE WE ARE MOVING TOWARD THE BALL

SWING 3 WITH STICKS

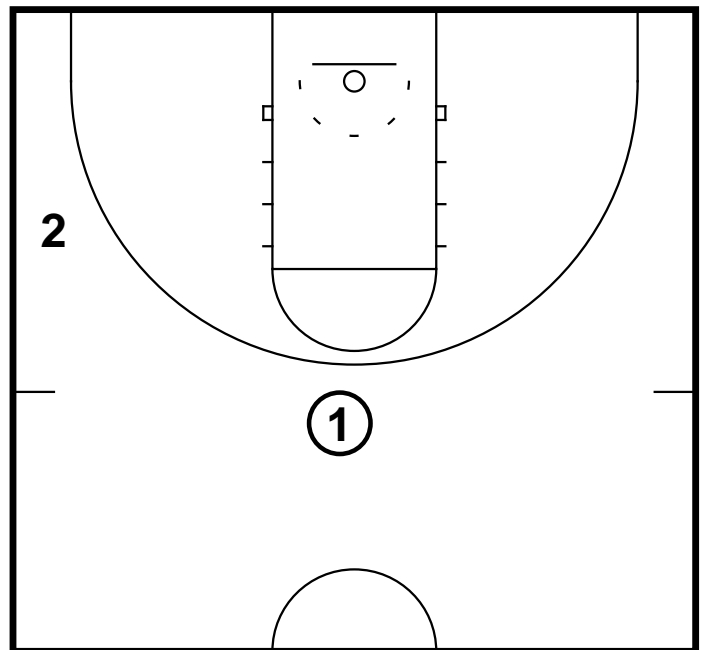
CORE SHOOTING CONCEPTS

SWING BOOMERANG
INDIVIDUAL SKILLS



SWING BOOMERANG
2 FEELS 1S DEFENDER SINK--**BOOMERANG** PASS BACK
G SHORT FANS THE TOP ON G-F REVERSALS

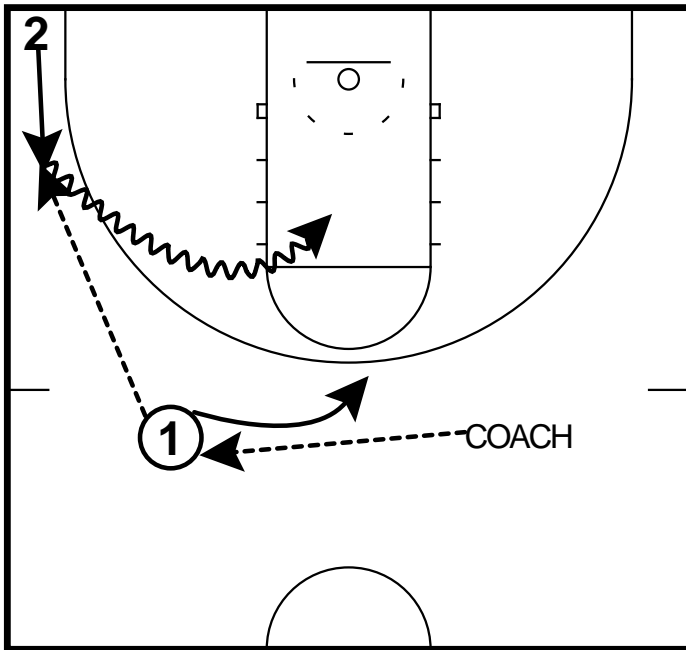
SWING BOOMERANG
INDIVIDUAL SKILLS



BOOMERANG CATCH
WORK ON:
3S
STICKS
ATTACKS

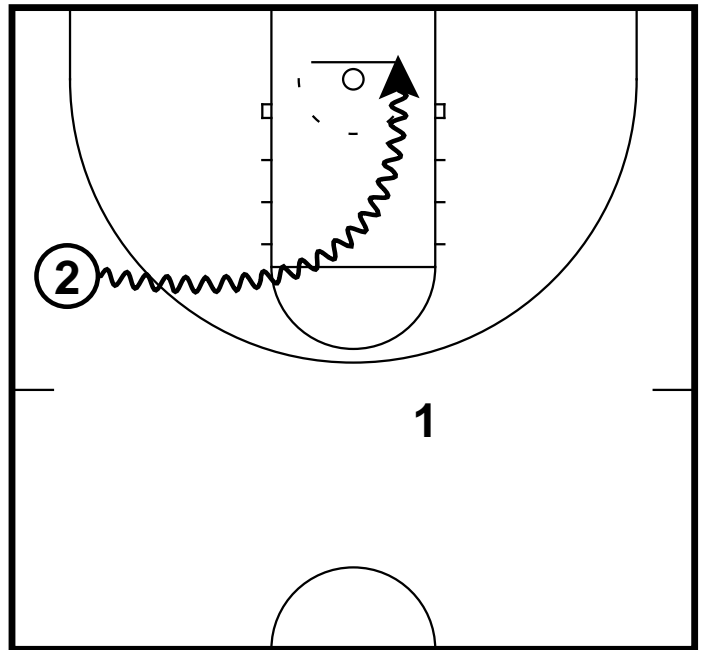
CORE SHOOTING CONCEPTS

SWING ATTACK
INDIVIDUAL SKILLS



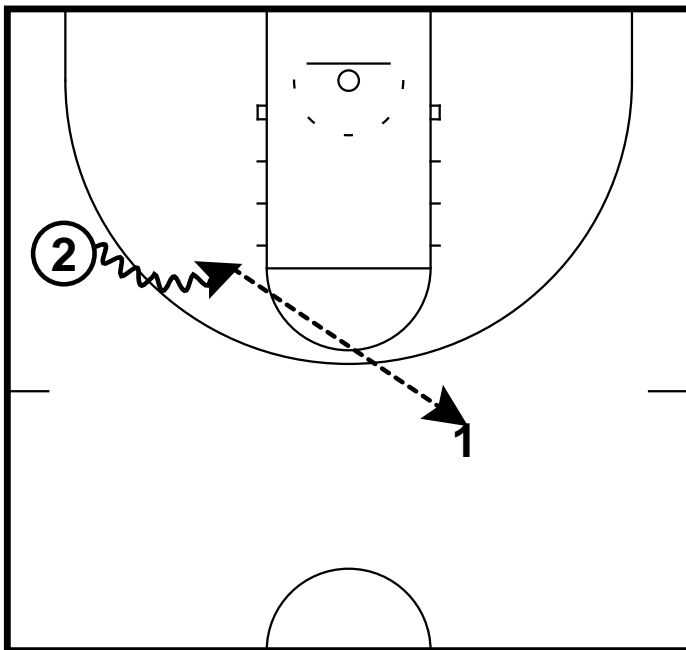
SWING ATTACK
G SHORT FANS THE TOP ON REVERSALS (G-F)
MIDDLE SEAM ATTACK

SWING ATTACK
INDIVIDUAL SKILLS



SWING ATTACK
WORK ON FINISHING SEQUENCE
KICKOUTS

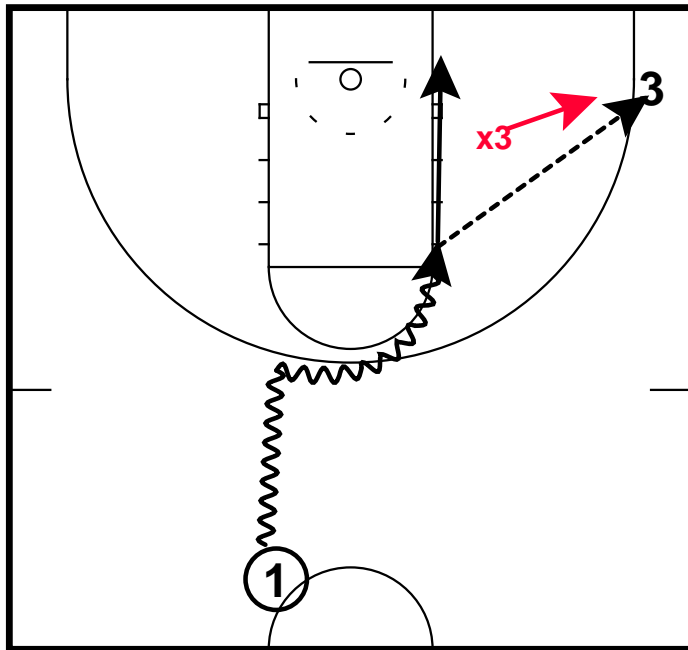
SWING ATTACK
INDIVIDUAL SKILLS



SWING ATTACK
WORK WING PITCH TOP OPTIONS

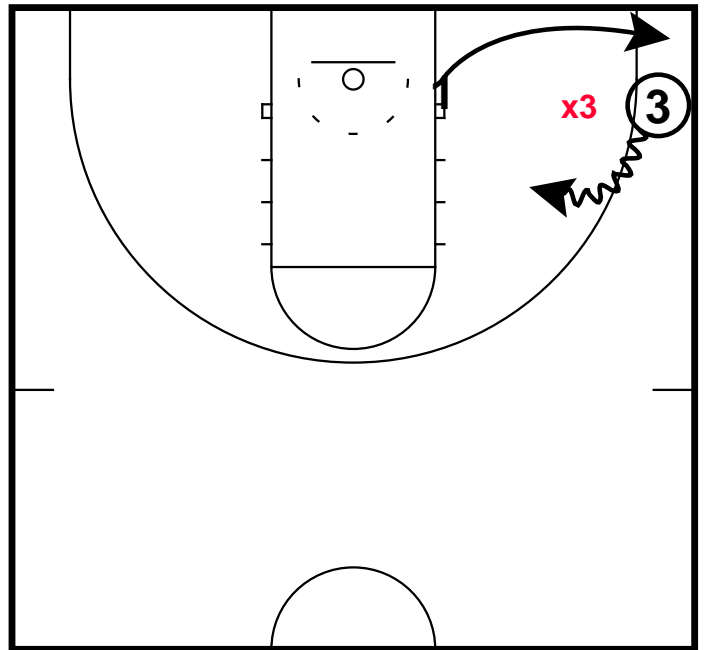
SITUATIONAL TESTING 1 - 1 / 2 - 2

1 - 1 QUICK PITCH
INDIVIDUAL SKILLS



1 QUICK PITCH
LIVE 1 - 1 PLAY OFF THE QUICK PITCH

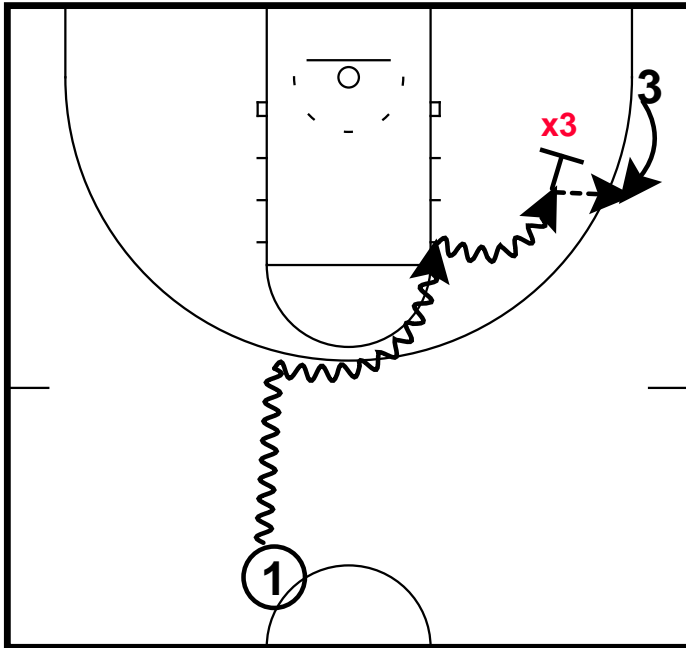
1 - 1 QUICK PITCH
INDIVIDUAL SKILLS



1 - 1 QUICK PITCH
1 PLAYS ESCAPE GAME BUT IS NOT INVOLVED WITH 1 - 1
PLAY

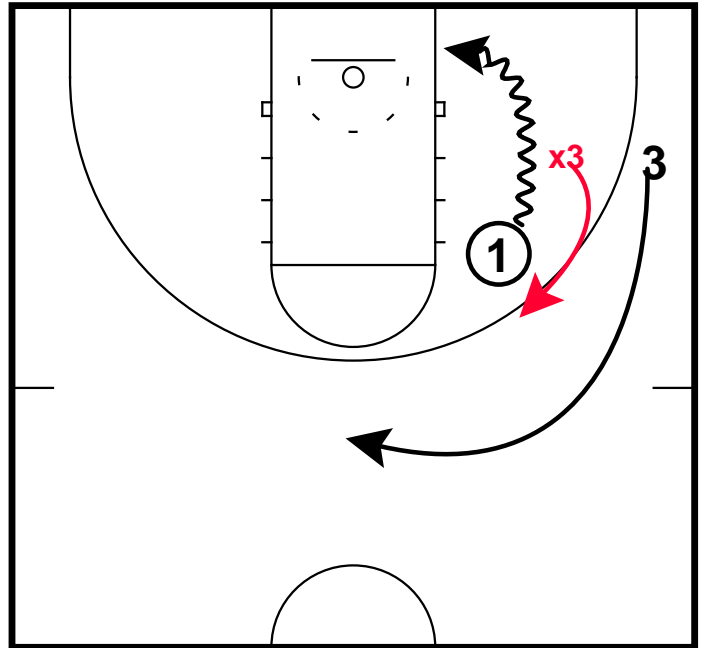
SITUATIONAL TESTING 1 - 1 / 2 - 2

1 - 1 VEER DRIBBLE FLIP
INDIVIDUAL SKILLS



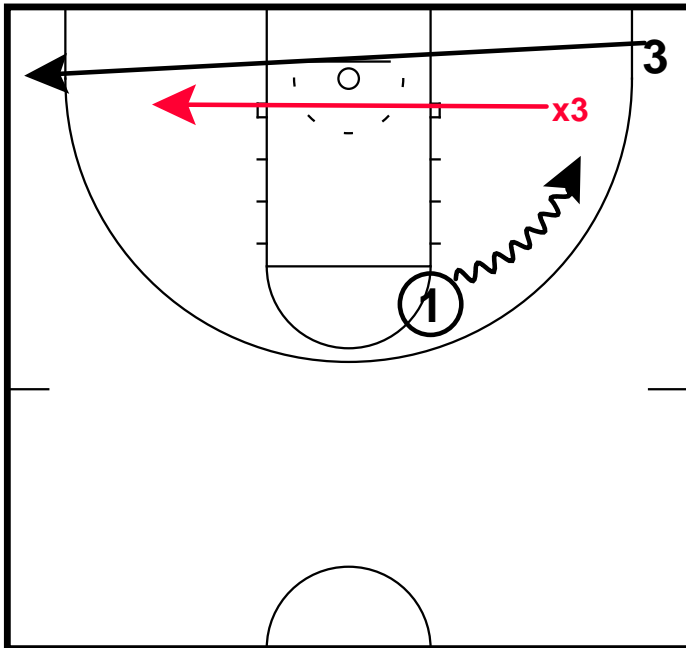
VEER DRIBBLE PITCH 1 - 1
1 IS WORKING ON VEER FLIP SCREEN

1 - 1 VEER DRIBBLE FLIP
INDIVIDUAL SKILLS



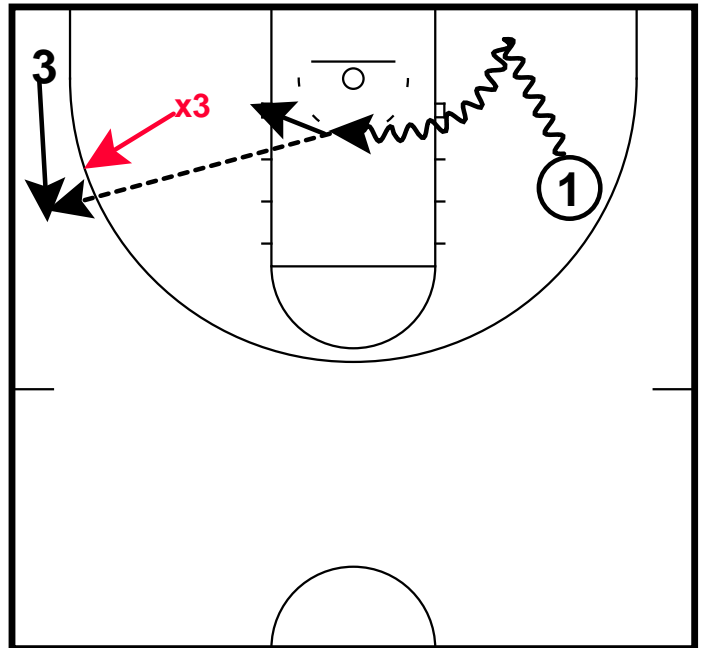
VEER DRIBBLE PITCH 1 - 1
CAN TURN IT INTO A FAKE DRIBBLE PITCH AND PLAY 1 - 1
KICK OUT GAME

1 - 1 VEER DRIBBLE FLIP
INDIVIDUAL SKILLS



VEER FACE 1 - 1
IF FACE CUT IS NOT OPEN, 1 KEEPS DRIBBLE ALIVE AND
TURNS THE DRIBBLE @ INTO A BARKLEY

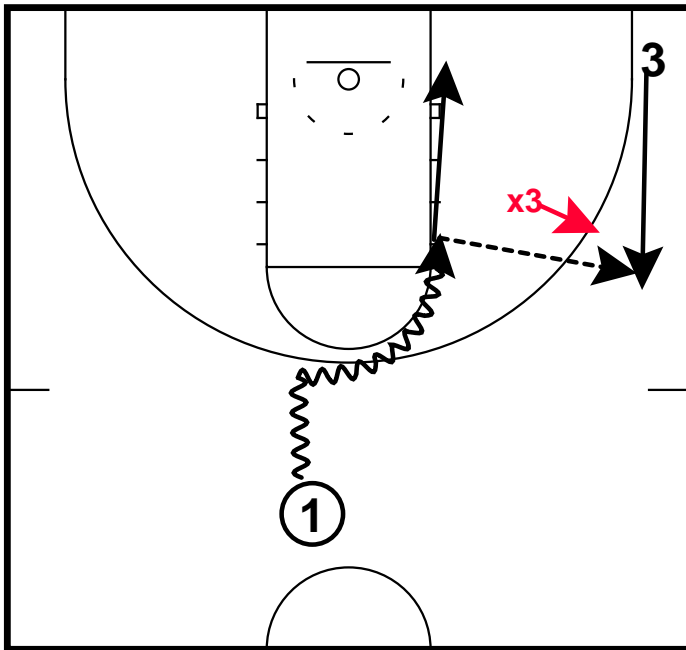
1 - 1 VEER DRIBBLE FLIP
INDIVIDUAL SKILLS



VEER FACE 1 - 1
BY-PASS KICK OUT

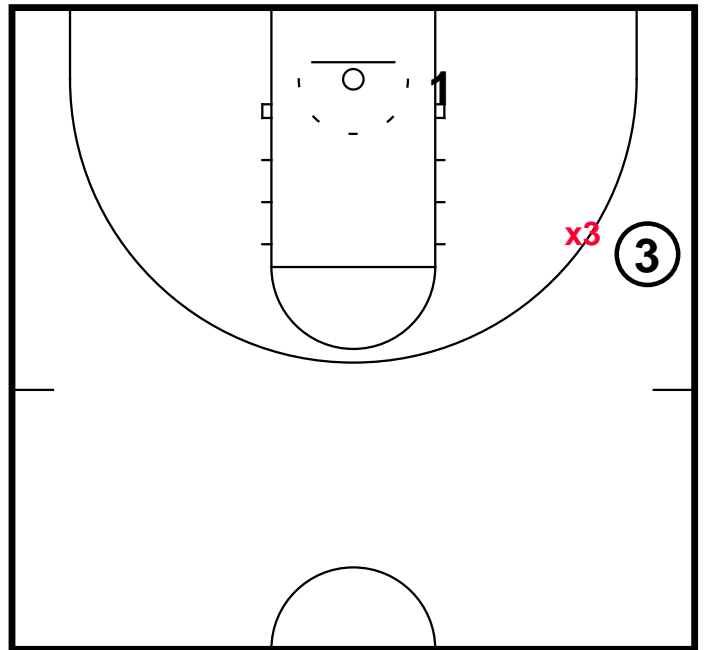
SITUATIONAL TESTING 1 - 1 / 2 - 2

1 - 1 FILL
INDIVIDUAL SKILLS



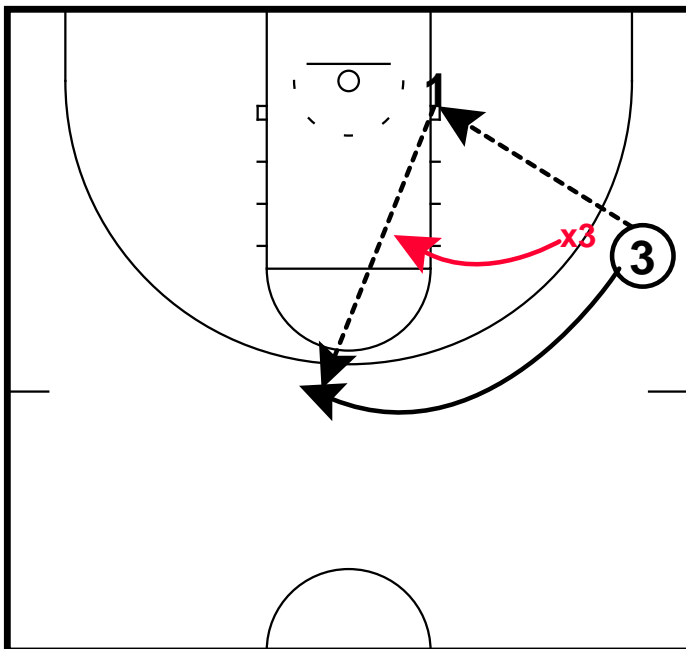
1 - 1 FILL
"GET OPEN" WITH FILL

1 - 1 FILL
INDIVIDUAL SKILLS



1 - 1 FILL
LIVE 1 - 1 FROM THE WING

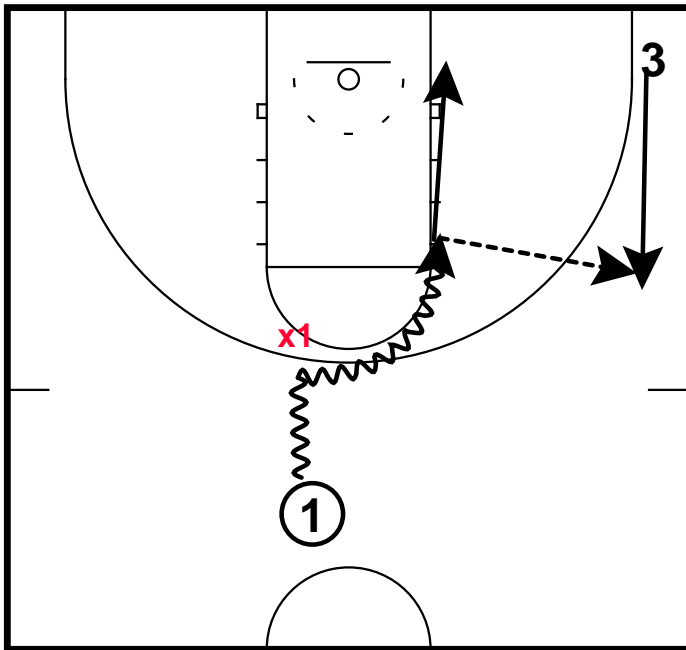
1 - 1 FILL
INDIVIDUAL SKILLS



1 - 1 FILL
OPTION TO PLAY POST FEED KICK OUT GAME

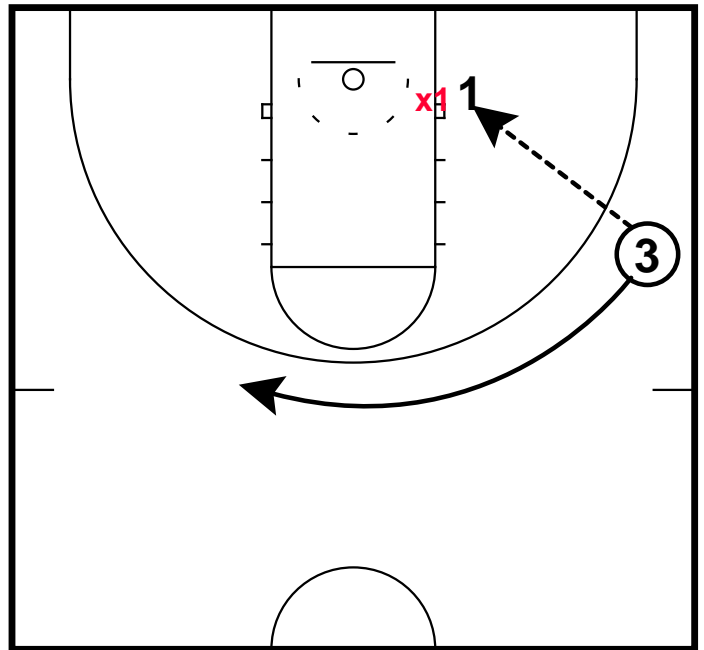
SITUATIONAL TESTING 1 - 1 / 2 - 2

1 - 1 FILL PPP
INDIVIDUAL SKILLS



1 - 1 FILL PPP (PENETRATE PITCH POST)

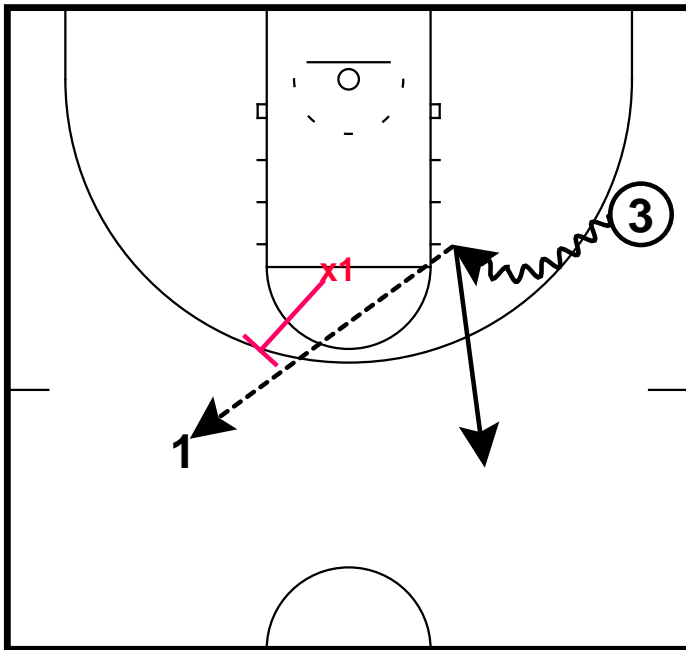
1 - 1 FILL PPP
INDIVIDUAL SKILLS



1 - 1 FILL PPP
3 FEEDS AND FANS TOP--LIVE 1 - 1 IN THE POST

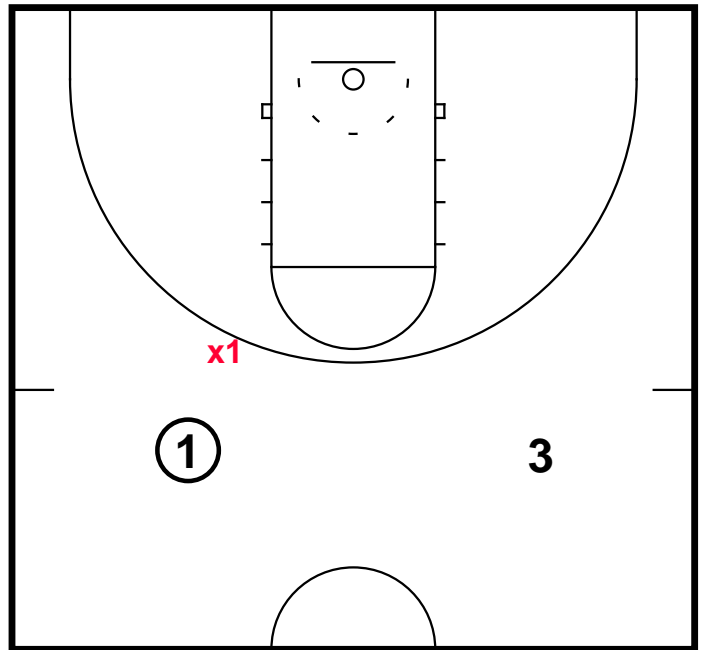
SITUATIONAL TESTING 1 - 1 / 2 - 2

1 - 1 WING TOP
INDIVIDUAL SKILLS



1 - 1 WING TOP QUICK PITCH
CAN ADJUST X1 TO GET DIFFERENT TYPES OF ACTION
PITCHBACKS AND VEER OPTIONS

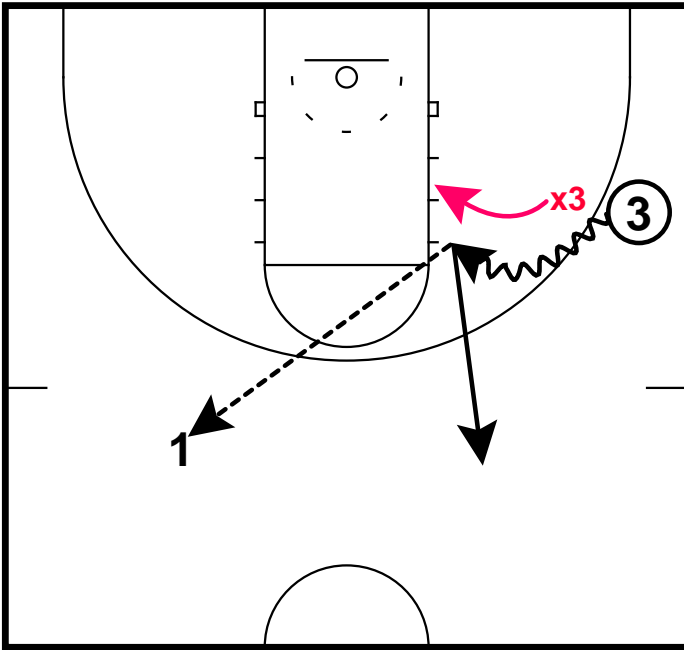
1 - 1 WING TOP
INDIVIDUAL SKILLS



1 - 1 WING TOP QUICK PITCH
LIVE 1 - 1 FROM GUARD SPOT

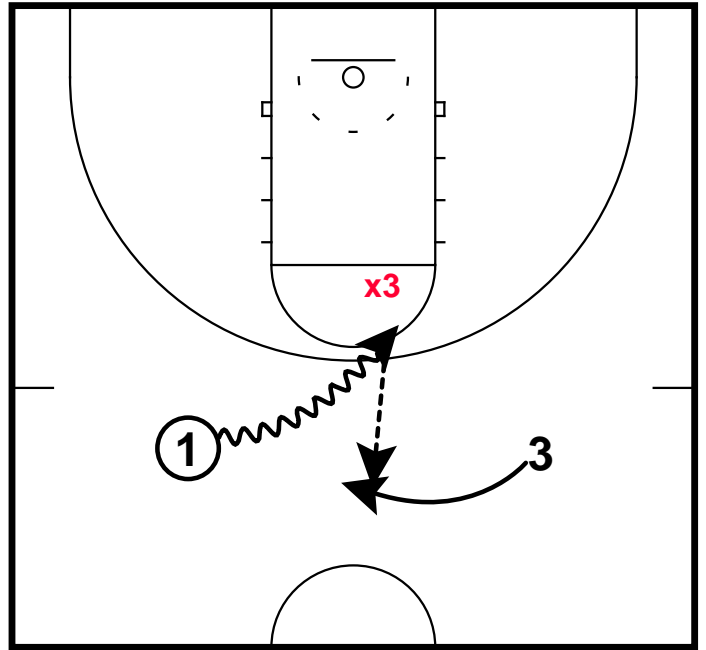
SITUATIONAL TESTING 1 - 1 / 2 - 2

1 - 1 WING TOP QP PITCHBACK
INDIVIDUAL SKILLS



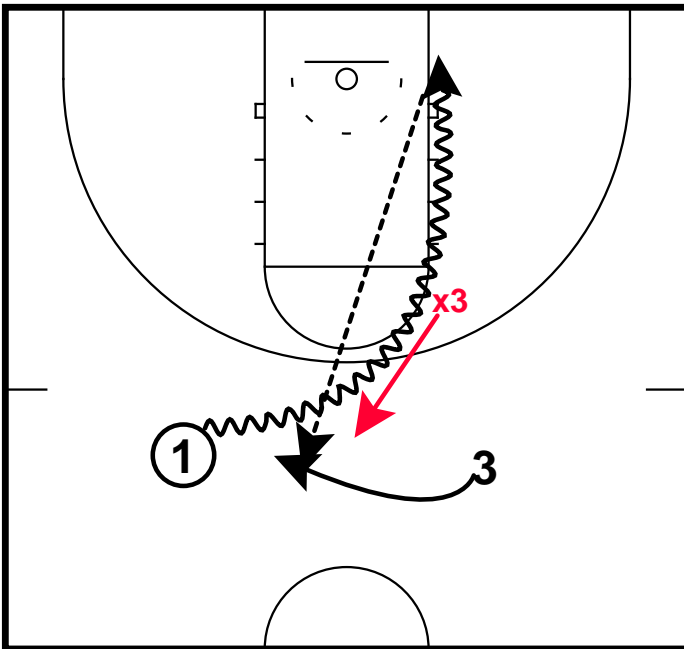
WING TOP QUICK PITCH--PITCHBACK
DRIVE AT THE RE-SPACE

1 - 1 WING TOP QP PITCHBACK
INDIVIDUAL SKILLS



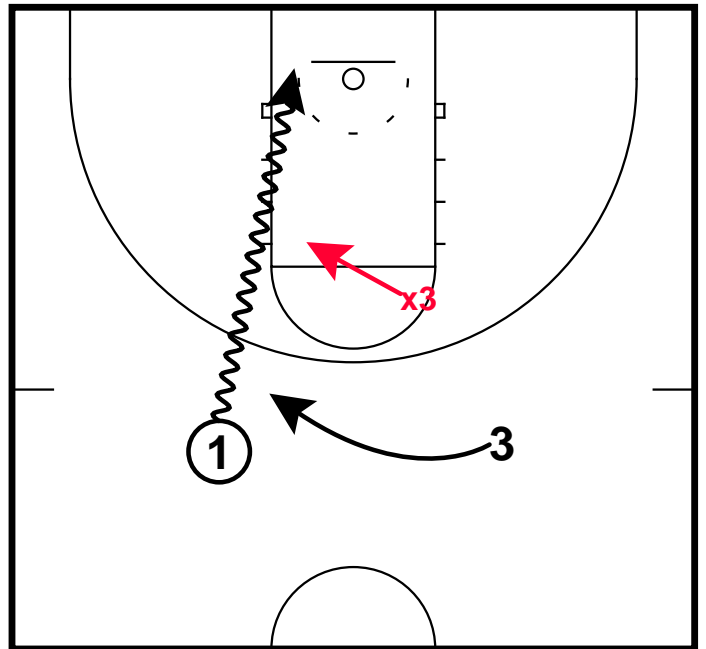
1 - 1 WING TOP QUICK PITCH--PITCHBACK
LIVE 1 - 1 OUT OF BUTTON HOOK

1 - 1 WING TOP QP PITCHBACK
INDIVIDUAL SKILLS



1 - 1 WING TOP QUICK PITCH--PITCHBACK
OPTION TO FAKE PITCHBACK AND PLAY KICK OUT GAME

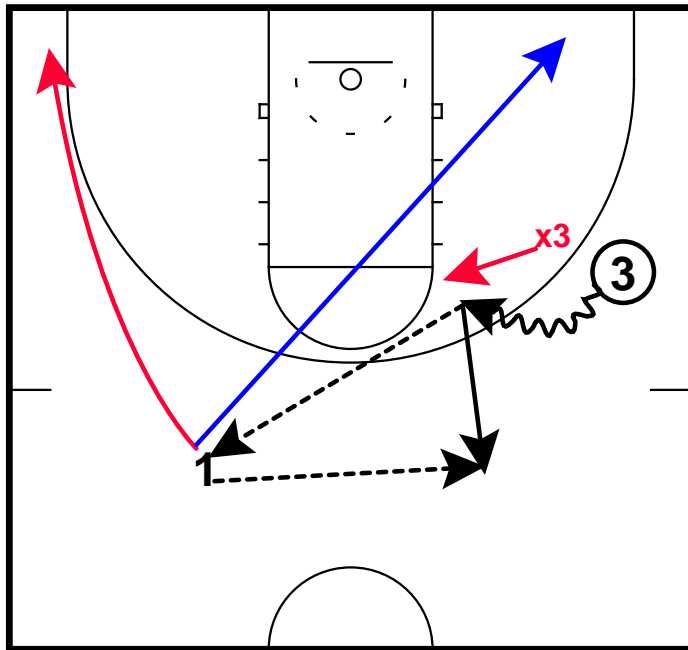
1 - 1 WING TOP QP PITCHBACK
INDIVIDUAL SKILLS



1 - 1 WING TOP QUICK PITCH--PITCHBACK
OPTION TO SLOT DRIVE AND PLAY KICK OUT GAME

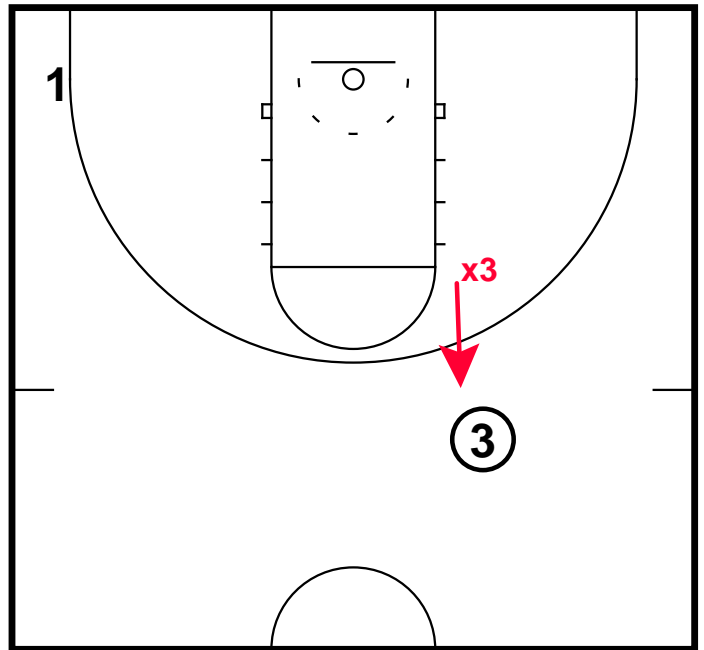
SITUATIONAL TESTING 1 - 1 / 2 - 2

1 - 1 WING TOP QP PITCHBACK
INDIVIDUAL SKILLS



1 - 1 WING TOP QUICK PITCH--BOOMERANG

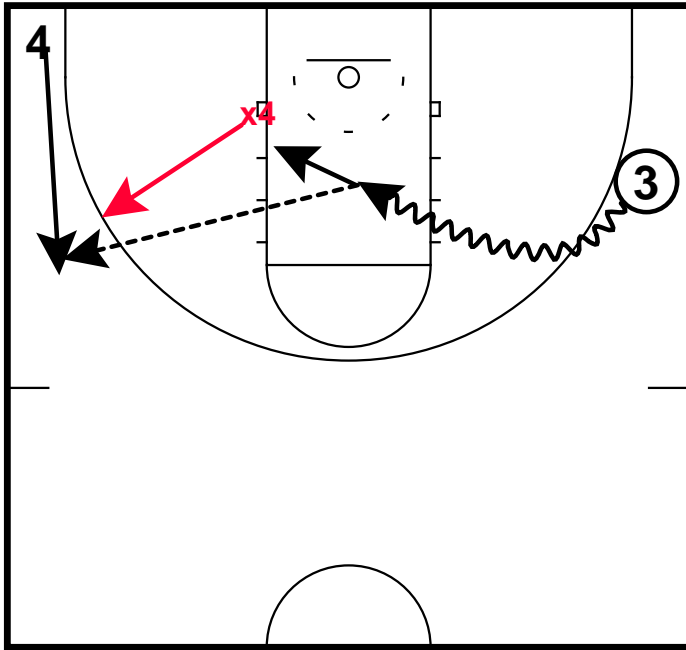
1 - 1 WING TOP QP PITCHBACK
INDIVIDUAL SKILLS



1 - 1 WING TOP QUICK PITCH--BOOMERANG
LIVE 1 - 1 FROM GUARD SPOT

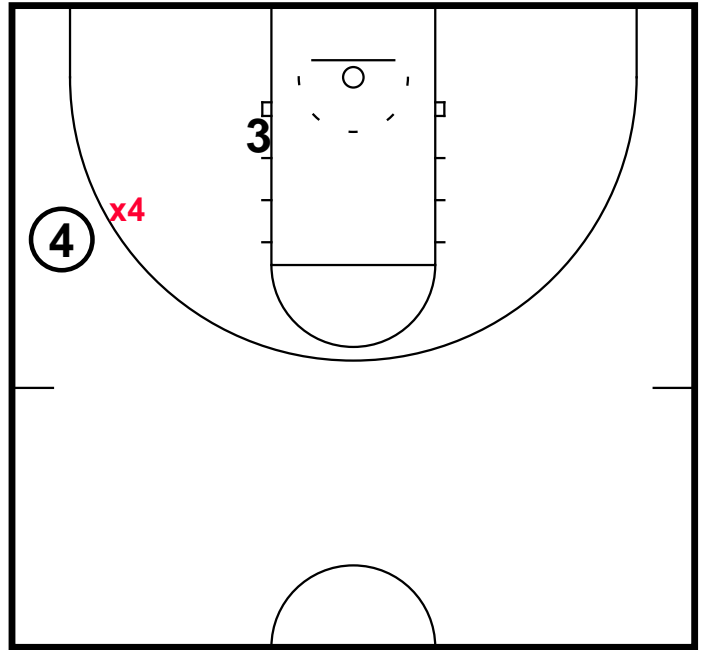
SITUATIONAL TESTING 1 - 1 / 2 - 2

1 - 1 WING WING BY-PASS
INDIVIDUAL SKILLS



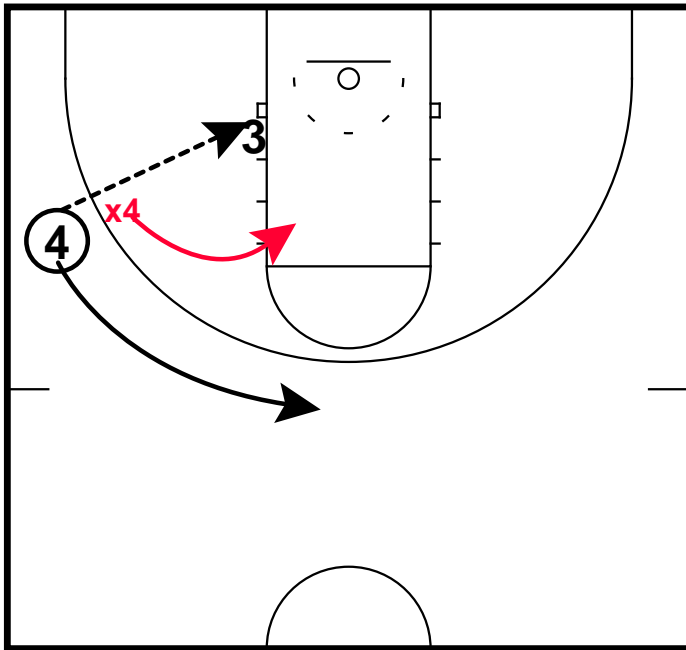
1 - 1 WING WING BY-PASS
QUICK DECISION BY-PASS

1 - 1 WING WING BY-PASS
INDIVIDUAL SKILLS



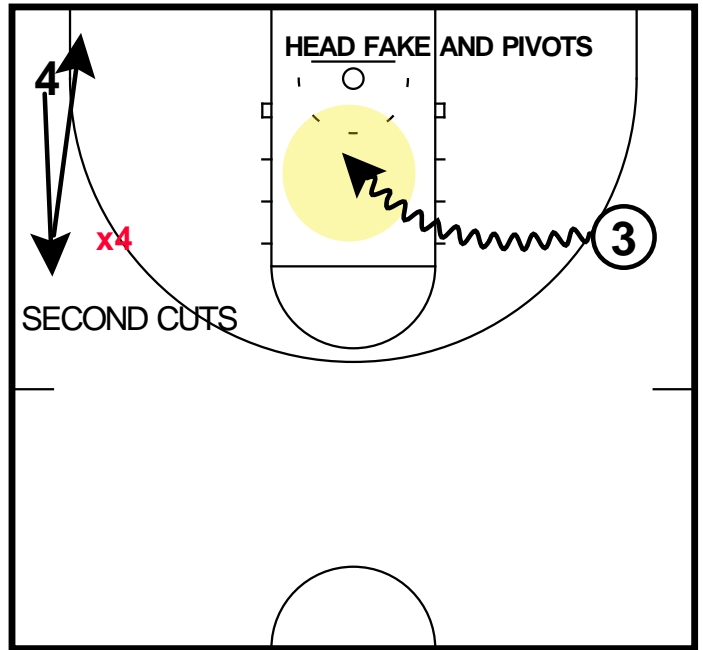
1 - 1 WING WING BY-PASS
LIVE 1 - 1
3 POSTS UP, PLAYS ESCAPE GAME

1 - 1 WING WING BY-PASS
INDIVIDUAL SKILLS



1 - 1 WING WING BY-PASS
OPTION TO PLAY KICK OUT 1 - 1 GAME

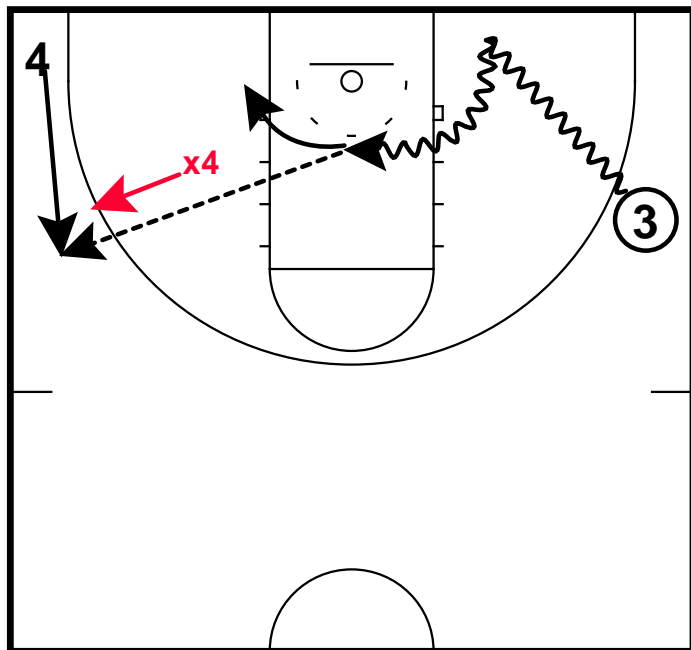
1 - 1 WING WING BY-PASS
INDIVIDUAL SKILLS



1 - 1 WING WING BY-PASS
DELAYED BY-PASS KICKOUT GAME

SITUATIONAL TESTING 1 - 1 / 2 - 2

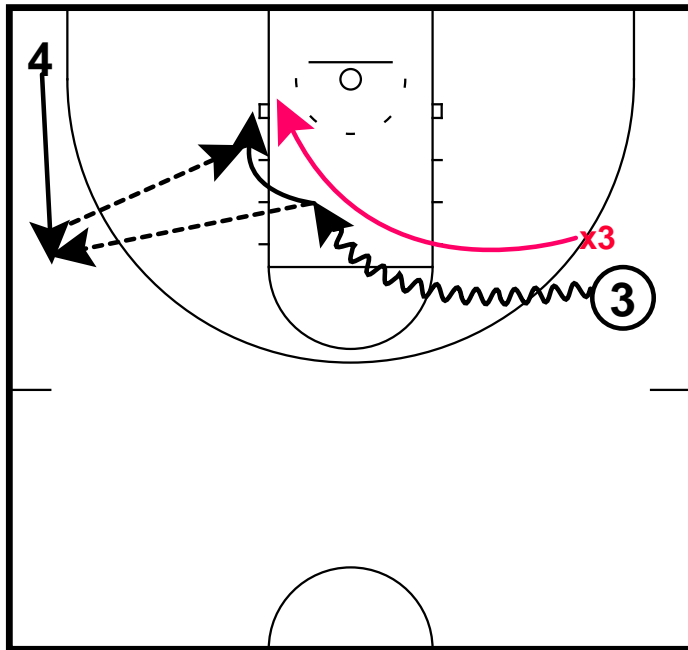
1 - 1 WING WING BY-PASS
INDIVIDUAL SKILLS



1 - 1 WING WING BY-PASS
SAME GAME OUT OF BARKLEY BY-PASS

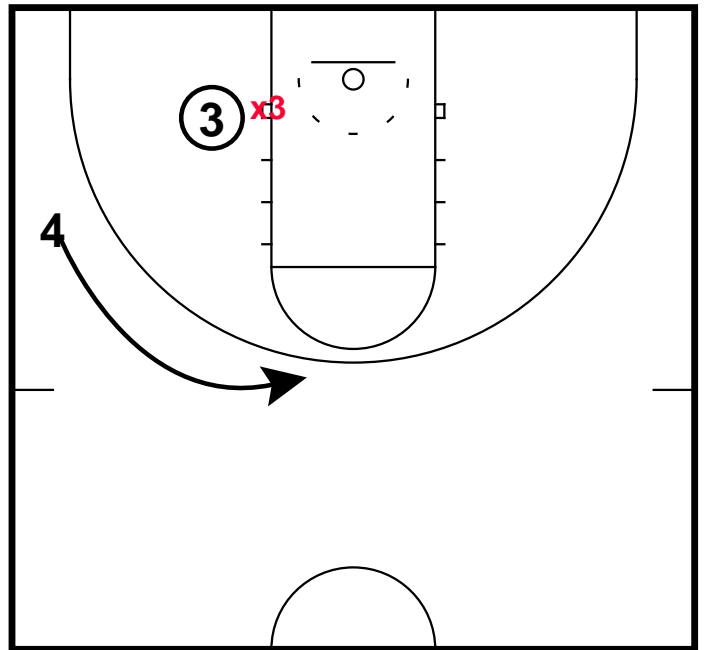
SITUATIONAL TESTING 1 - 1 / 2 - 2

1 - 1 WING WING PPP BY-PASS
INDIVIDUAL SKILLS



1 - 1 WING WING PPP BY-PASS

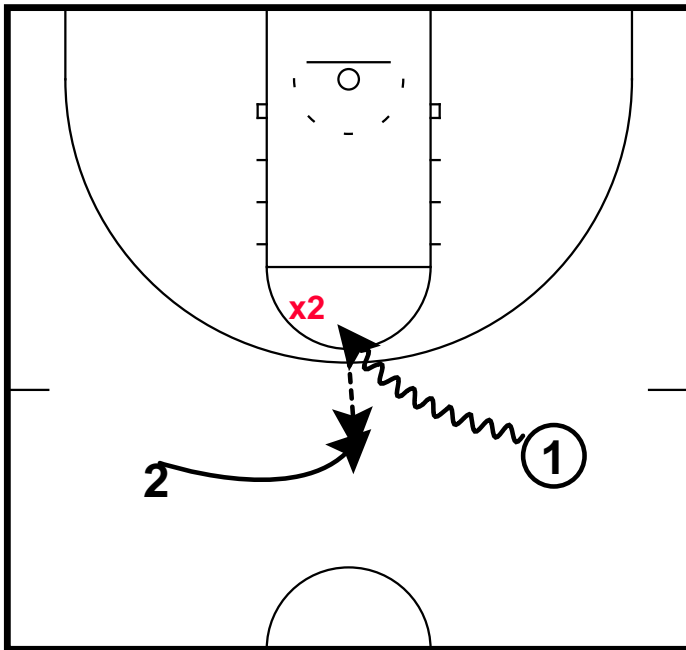
1 - 1 WING WING PPP BY-PASS
INDIVIDUAL SKILLS



1 - 1 WING WING PPP BY-PASS
LIVE 1 - 1 IN POST

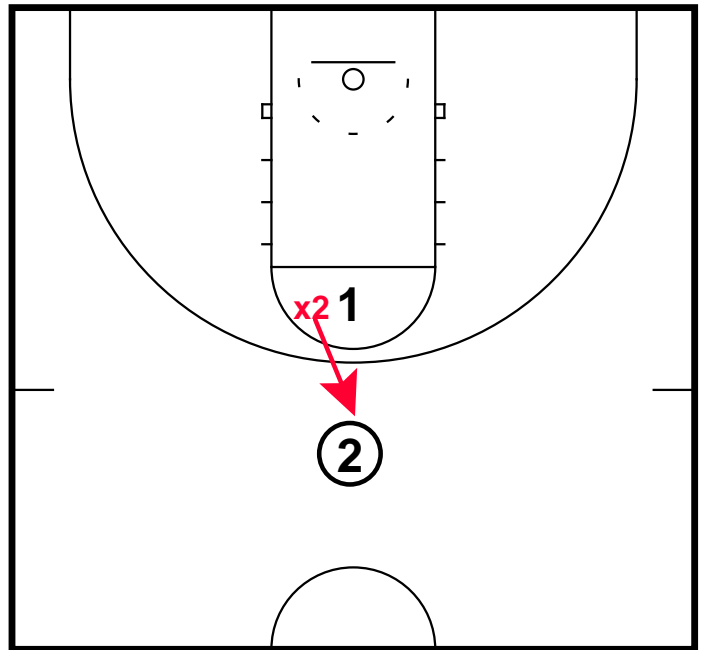
SITUATIONAL TESTING 1 - 1 / 2 - 2

1 - 1 G-G PITCHBACK
INDIVIDUAL SKILLS



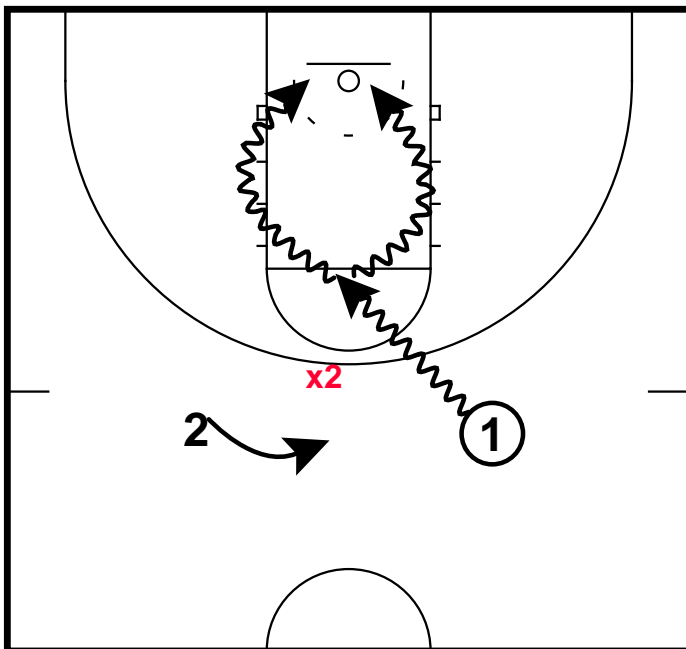
1 - 1 G-G PITCHBACK

1 - 1 G-G PITCHBACK
INDIVIDUAL SKILLS



1 - 1 G-G PITCHBACK
LIVE 1 - 1 BUTTON HOOK

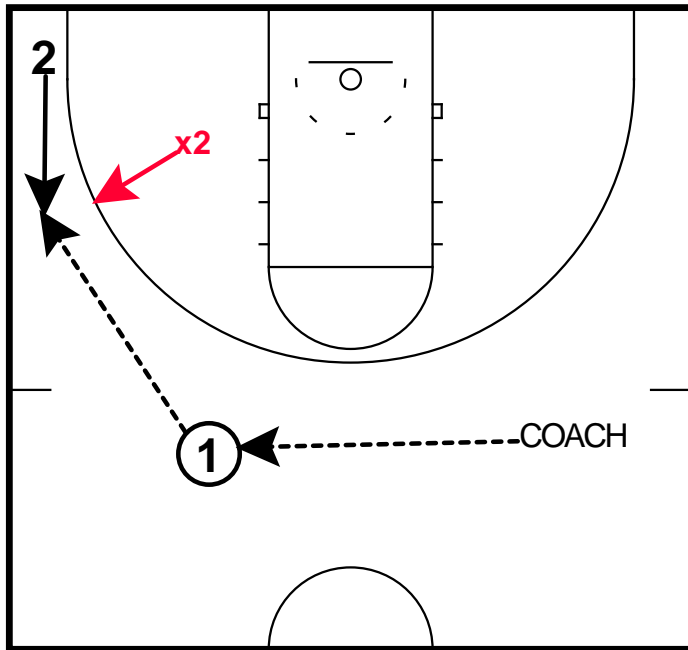
1 - 1 G-G PITCHBACK
INDIVIDUAL SKILLS



1 - 1 G-G PITCHBACK
FAKE PITCHBACK TO KICK OUT GAME

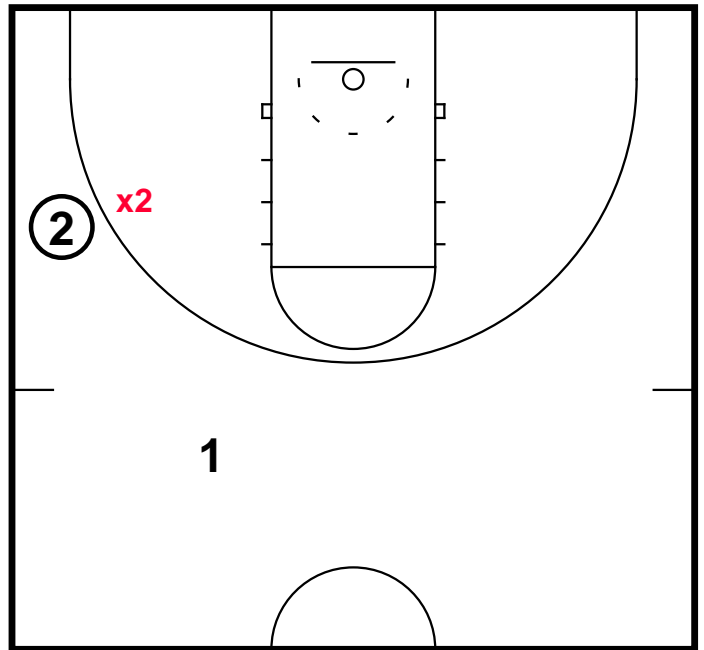
SITUATIONAL TESTING 1 - 1 / 2 - 2

1 - 1 SWING
INDIVIDUAL SKILLS



1 - 1 SWING

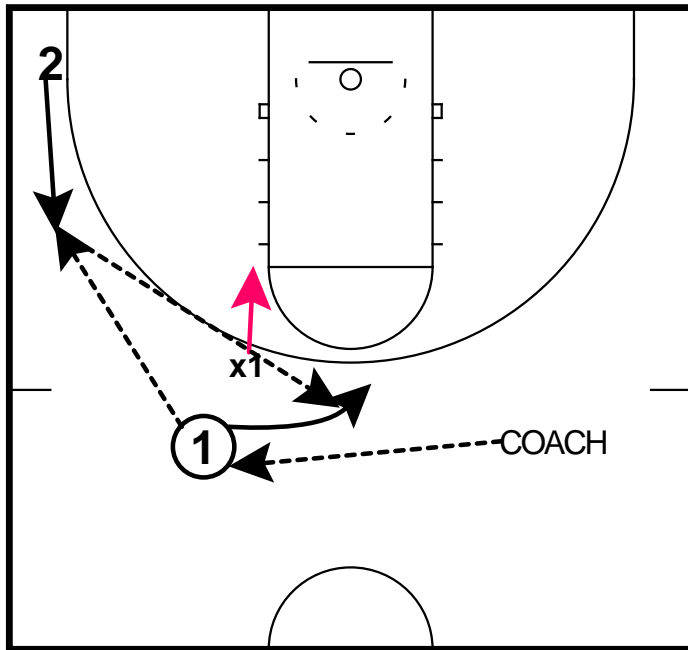
1 - 1 SWING
INDIVIDUAL SKILLS



1 - 1 SWING
LIVE 1 - 1 FROM WING

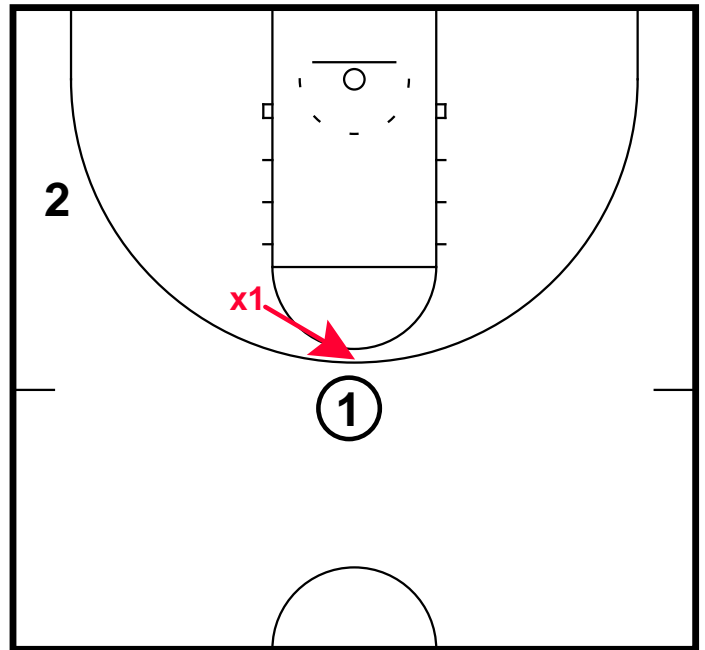
SITUATIONAL TESTING 1 - 1 / 2 - 2

1 - 1 SWING BOOMERANG
INDIVIDUAL SKILLS



1 - 1 SWING BOOMERANG

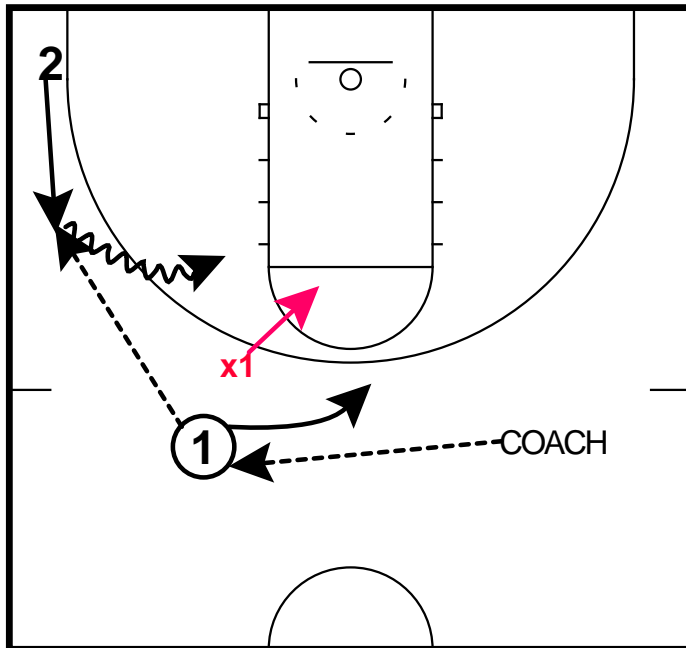
1 - 1 SWING BOOMERANG
INDIVIDUAL SKILLS



1 - 1 SWING BOOMERANG
LIVE 1 - 1 FROM THE TOP

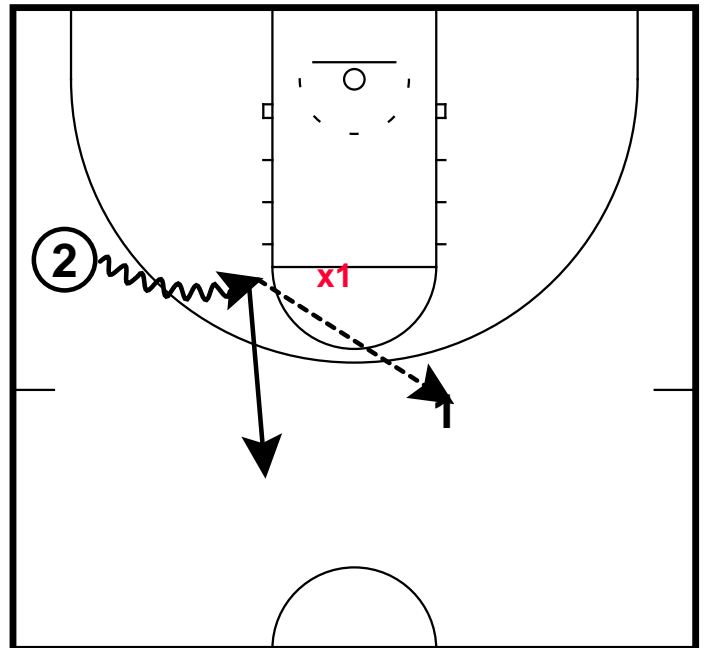
SITUATIONAL TESTING 1 - 1 / 2 - 2

1 - 1 SWING ATTACK WING TOP
INDIVIDUAL SKILLS



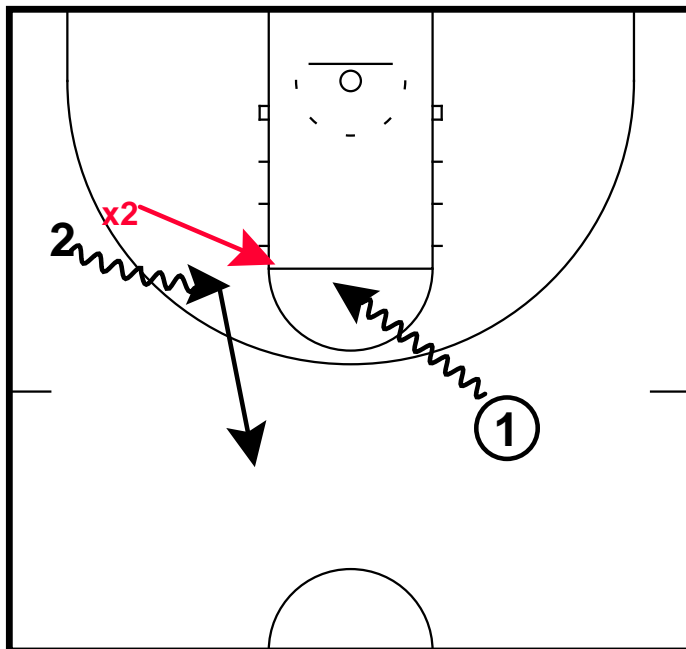
1 - 1 SWING ATTACK WING TOP

1 - 1 SWING ATTACK WING TOP
INDIVIDUAL SKILLS



1 - 1 SWING ATTACK WING TOP
LIVE FROM GUARD SPOT

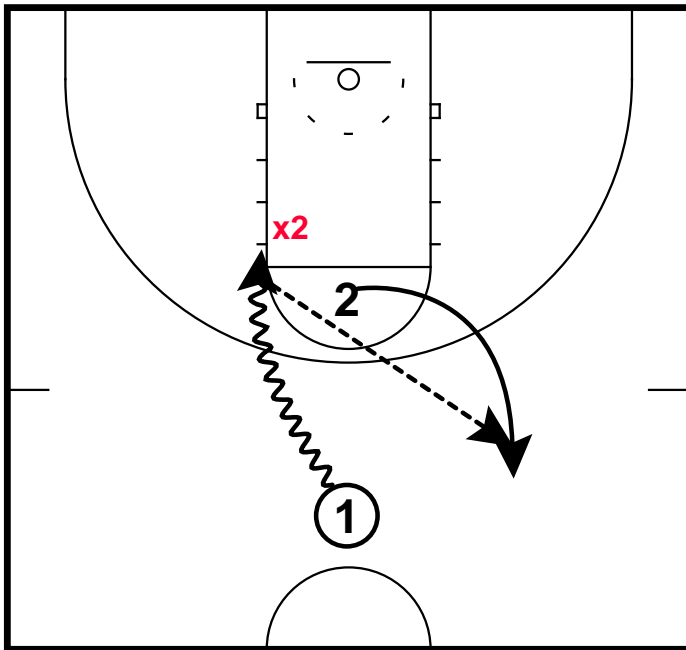
1 - 1 SWING ATTACK WING TOP
INDIVIDUAL SKILLS



1 - 1 SWING ATTACK WING TOP
PUT DEFENDER ON WING AND PLAY WITH CHECK
PITCHBACK
BOOMERANG

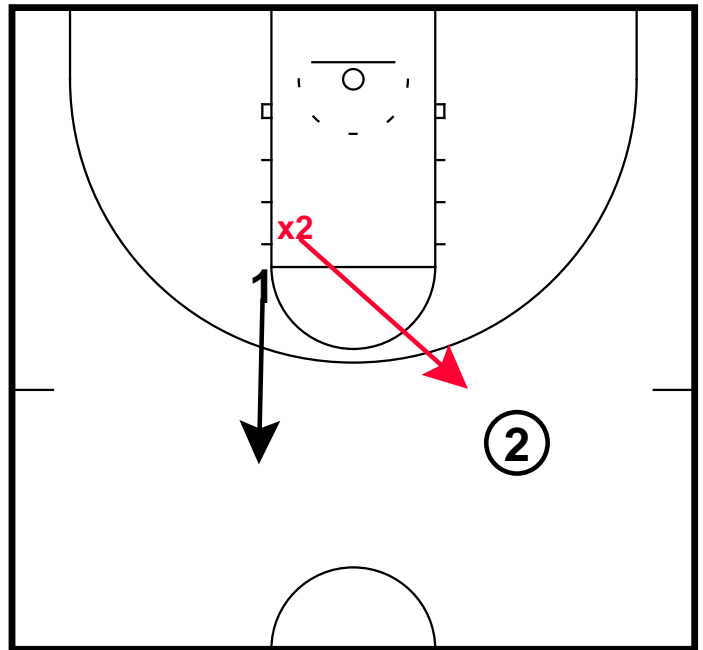
SITUATIONAL TESTING 1 - 1 / 2 - 2

1 - 1 BUTTON HOOK QUICK ESCAPE
INDIVIDUAL SKILLS



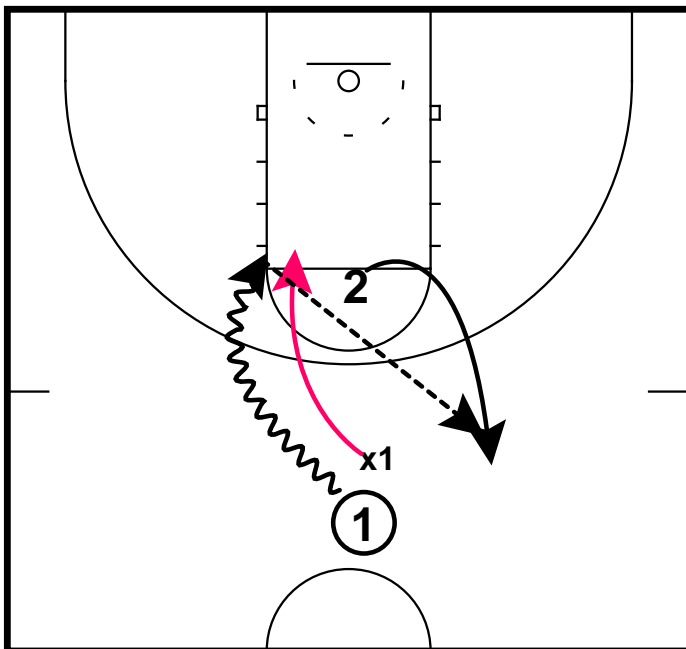
1 - 1 BUTTON HOOK QUICK ESCAPE
USE STRIDESTOP AT THE ELBOW

1 - 1 BUTTON HOOK QUICK ESCAPE
INDIVIDUAL SKILLS



1 - 1 QUICK BUTTON HOOK ESCAPE
LIVE 1 - 1

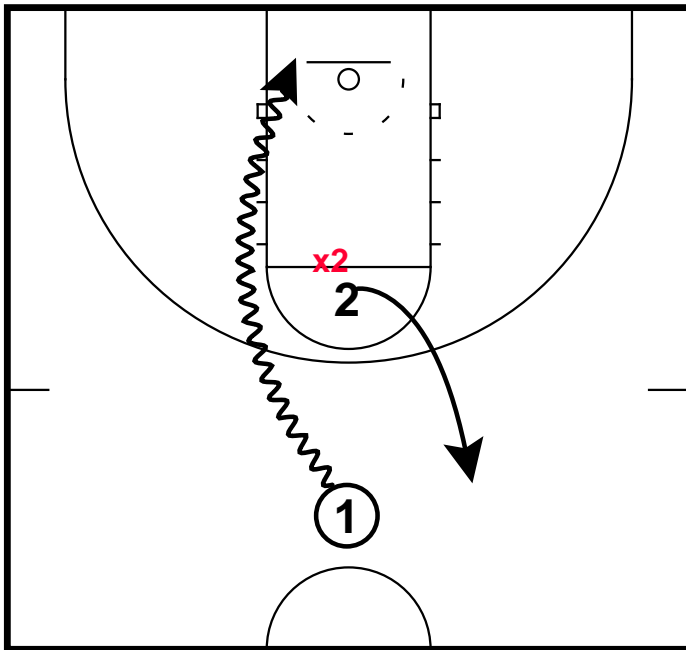
1 - 1 BUTTON HOOK QUICK ESCAPE
INDIVIDUAL SKILLS



1 - 1 BUTTON HOOK QUICK ESCAPE
PUT DEFENDER ON THE TOP GUY
QUICK ESCAPE TO CHECK:
PITCHBACK
BOOMERANG

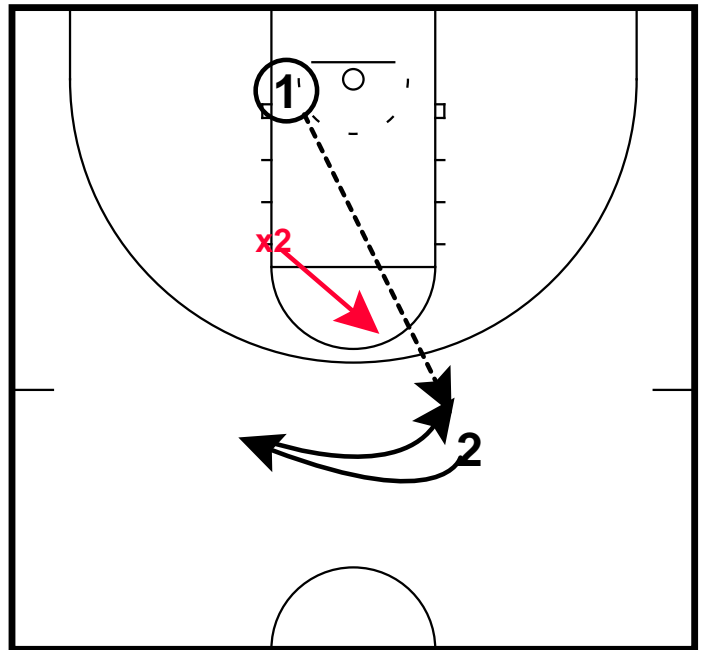
SITUATIONAL TESTING 1 - 1 / 2 - 2

1 - 1 BUTTON HOOK KICKOUT
INDIVIDUAL SKILLS



1 - 1 BUTTON HOOK KICK OUT

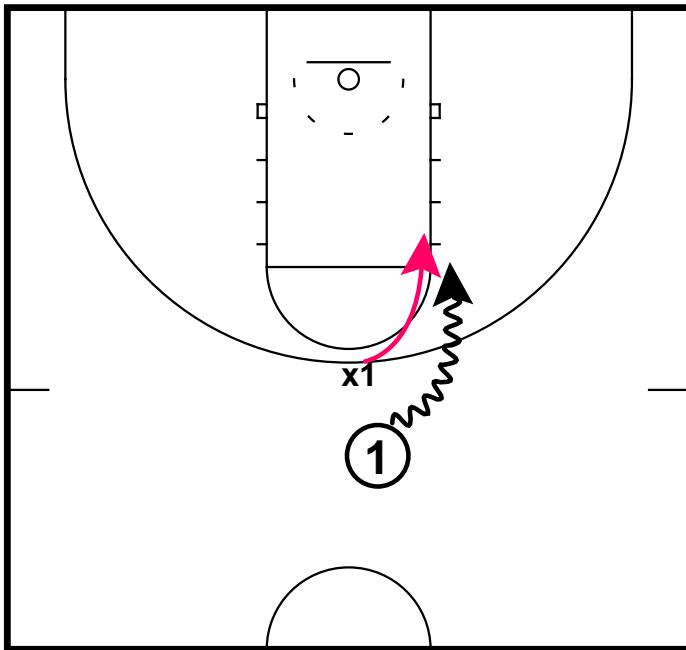
1 - 1 BUTTON HOOK KICKOUT
INDIVIDUAL SKILLS



1 - 1 BUTTON HOOK KICK OUT
LIVE 1 - 1

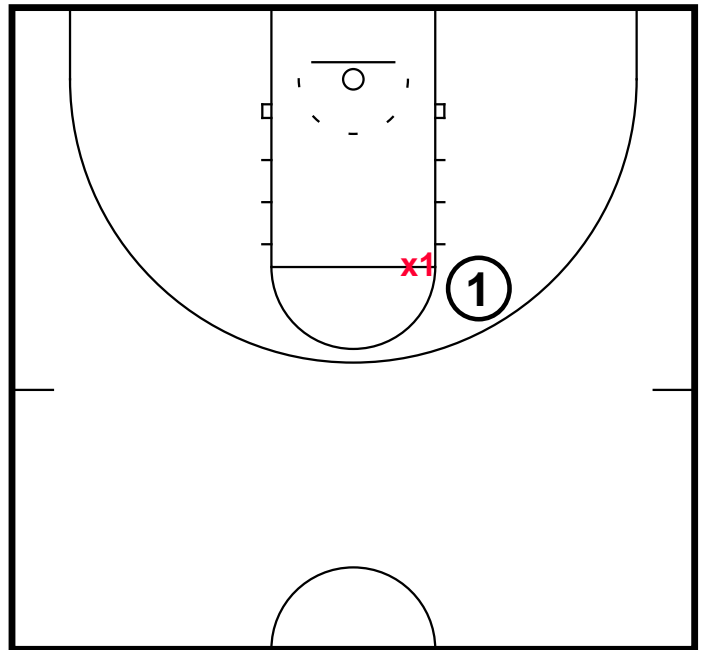
SITUATIONAL TESTING 1 - 1 / 2 - 2

1 - 1 ELBOW HESITATION
INDIVIDUAL SKILLS



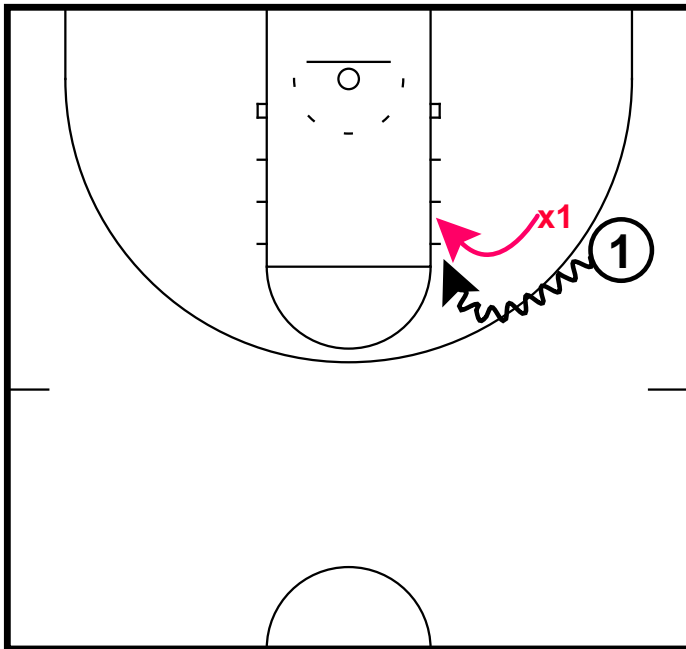
1 - 1 ELBOW HESITATION

1 - 1 ELBOW HESITATION
INDIVIDUAL SKILLS



1 - 1 ELBOW HESITATION
LIVE 1 - 1 AFTER THE HESITATION

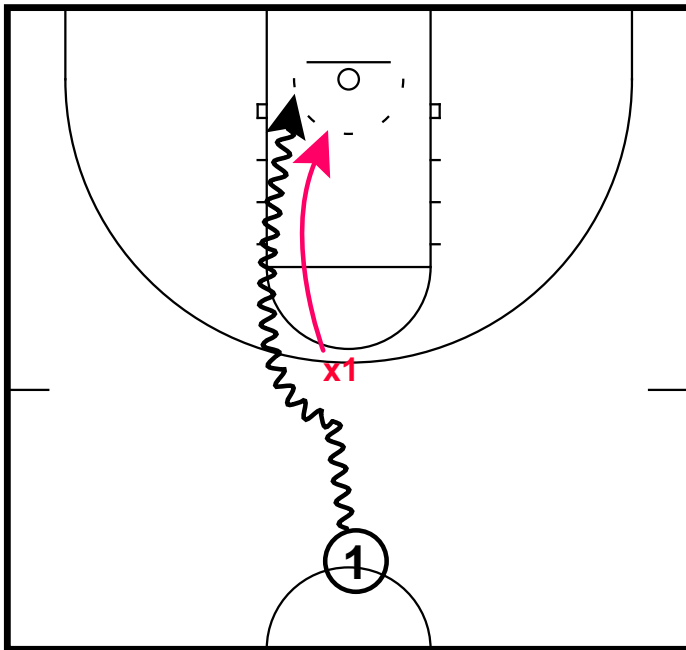
1 - 1 ELBOW HESITATION
INDIVIDUAL SKILLS



1 - 1 ELBOW HESITATION
SAME GAME FROM THE WING

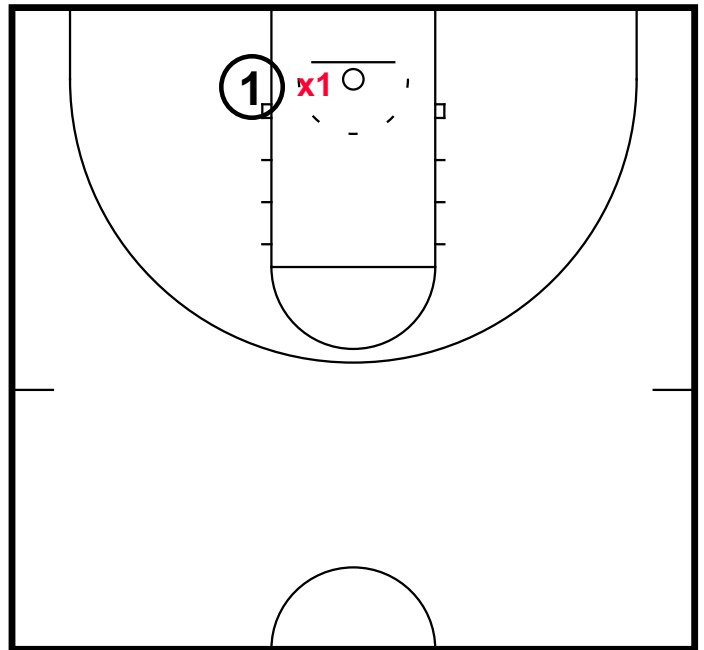
SITUATIONAL TESTING 1 - 1 / 2 - 2

1 - 1 LANE
INDIVIDUAL SKILLS



1 - 1 LANE
LIVE DRIBBLE MUST SCORE IN THE PAINT

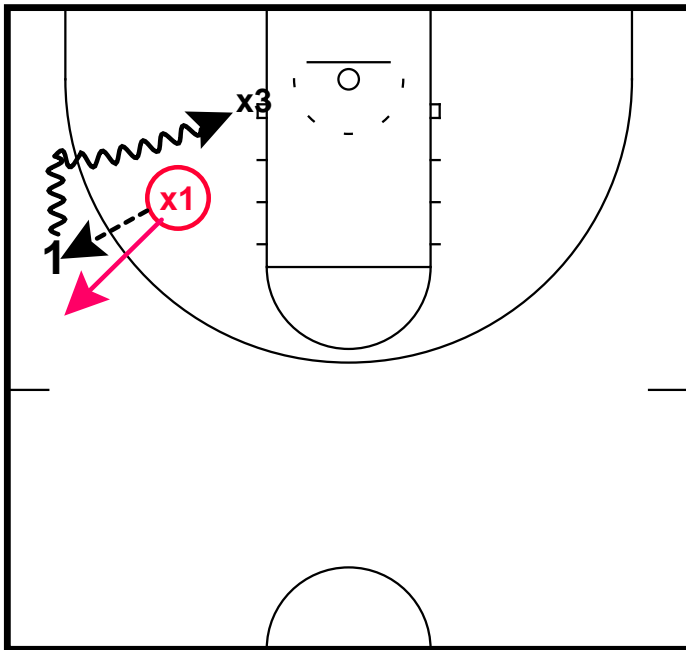
1 - 1 LANE
INDIVIDUAL SKILLS



1 - 1 LANE
CAN USE AS MANY DRIBBLES AS YOU NEED

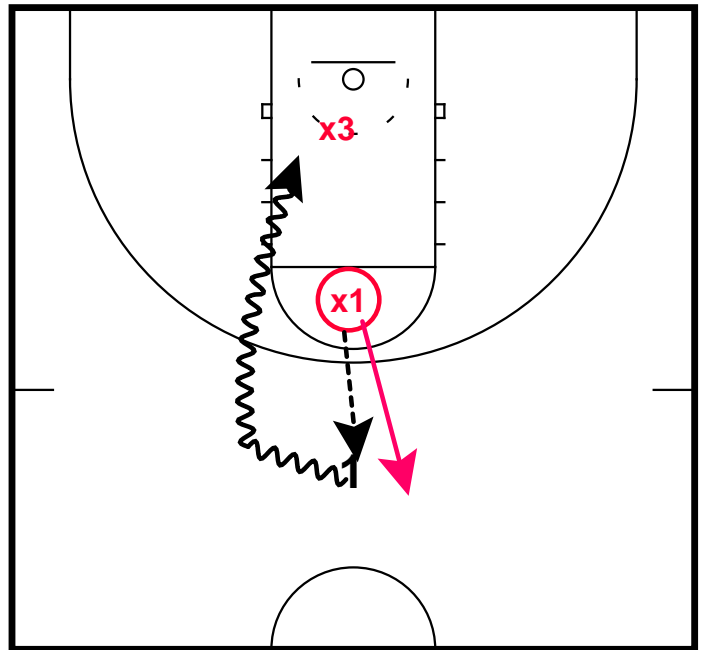
SITUATIONAL TESTING 1 - 1 / 2 - 2

1 - 1 EXTENSION
INDIVIDUAL SKILLS



1 - 1 EXTENSION
X1 FLIES BY
1 USES EXTENSION DRIBBLE WITH HESITATION OR CROSS TO
ATTACK PAINT FOR LIVE 1 - 1 VS X3

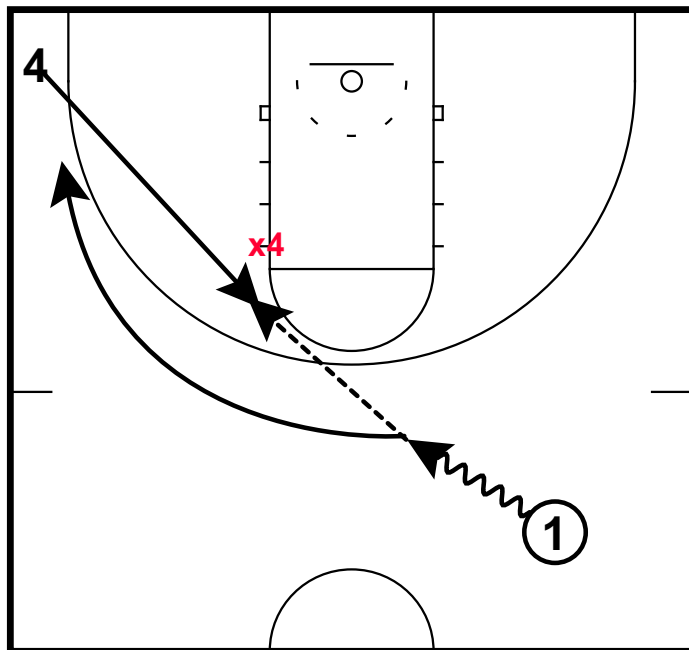
1 - 1 EXTENSION
INDIVIDUAL SKILLS



1 - 1 EXTENSION
SAME GAME FROM TOP

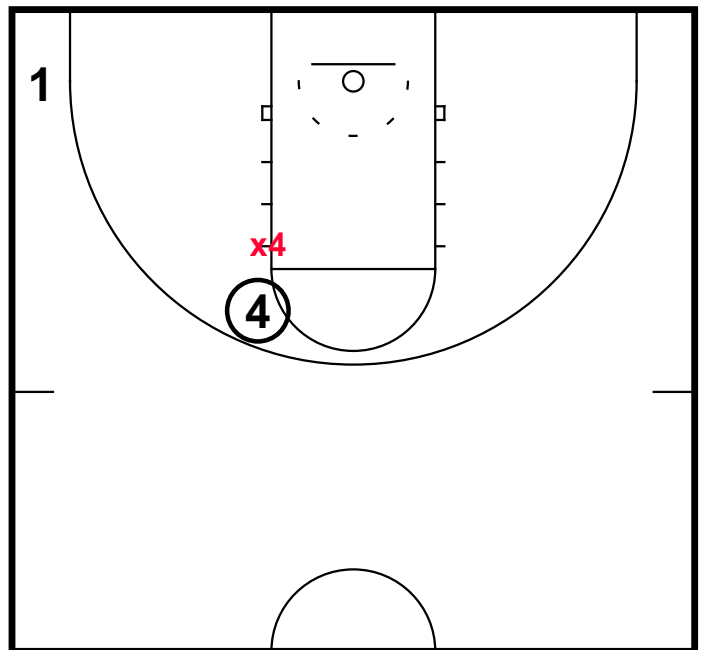
SITUATIONAL TESTING 1 - 1 / 2 - 2

1 - 1 PINCH
INDIVIDUAL SKILLS



1 - 1 PINCH
GOOD 2 - 2 GAME AS WELL

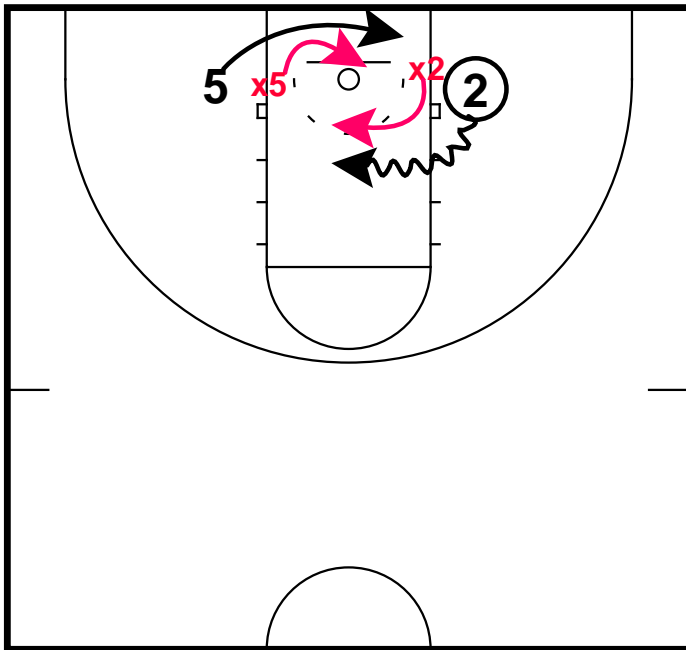
1 - 1 PINCH
INDIVIDUAL SKILLS



1 - 1 PINCH
LIVE 1 - 1 FROM THE ELBOW

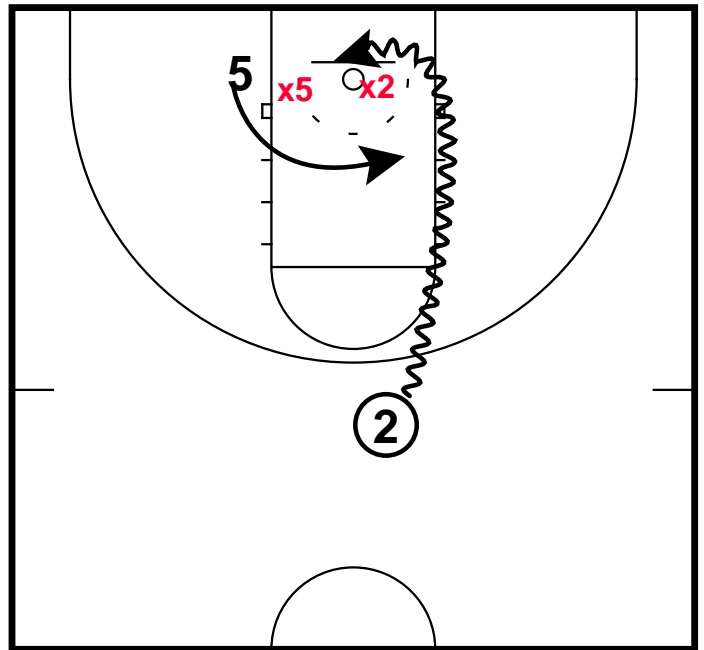
SITUATIONAL TESTING 1 - 1 / 2 - 2

2-2 YO-YO
INDIVIDUAL SKILLS



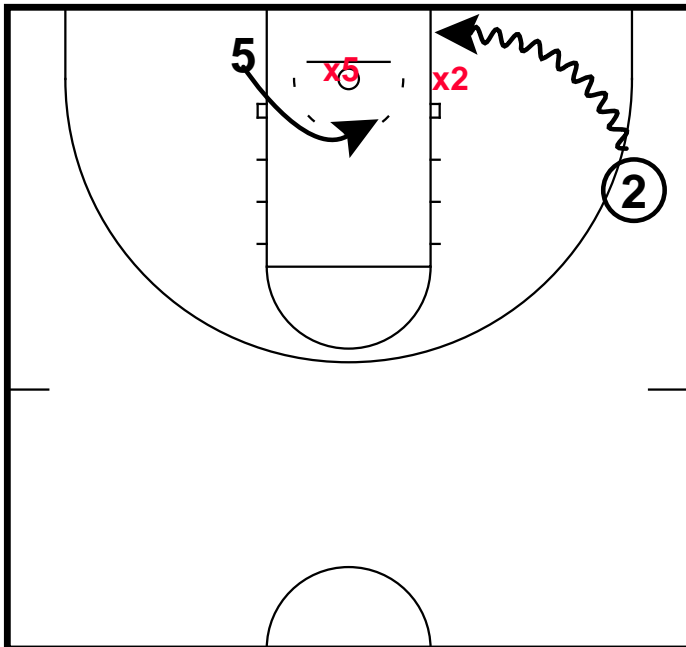
2-2 YO-YO
POST FEED

2-2 YO-YO
INDIVIDUAL SKILLS



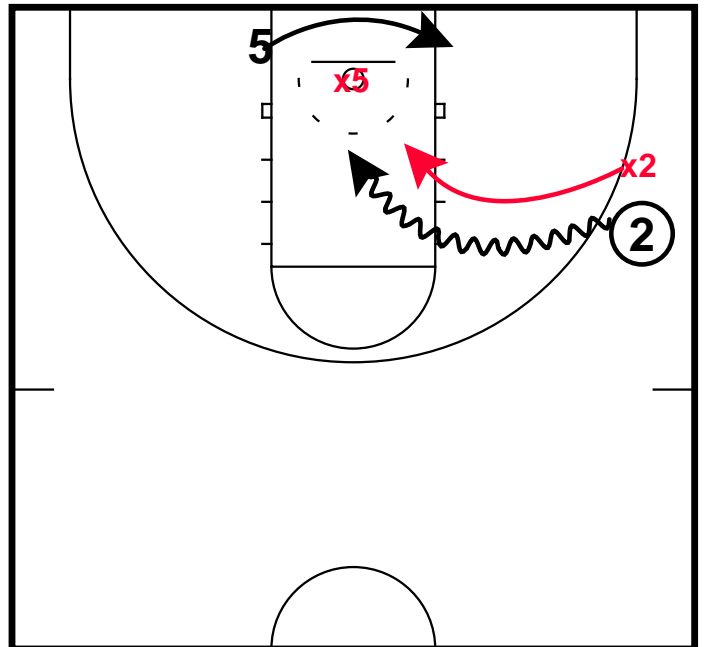
2-2 YO-YO
TOP DRIVE

2-2 YO-YO
INDIVIDUAL SKILLS



2-2 YO-YO
WING BASELINE DRIVE

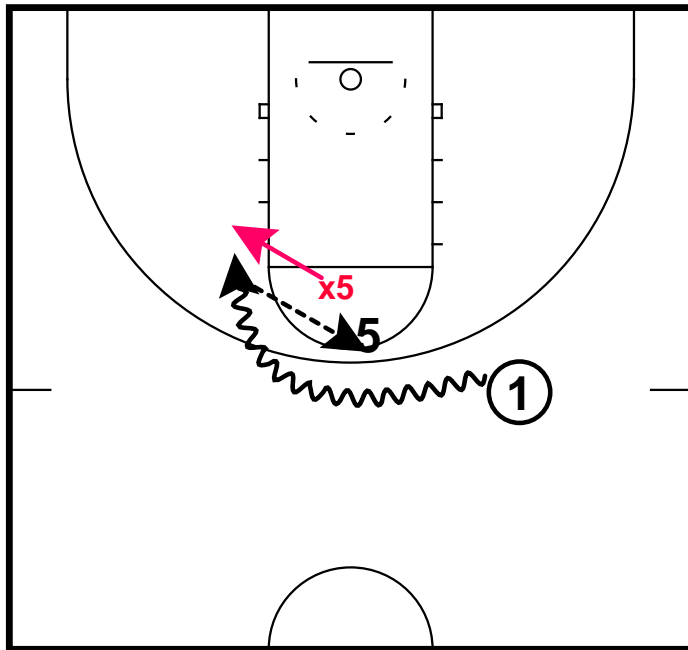
2-2 YO-YO
INDIVIDUAL SKILLS



2-2 YO-YO
WING MIDDLE DRIVE

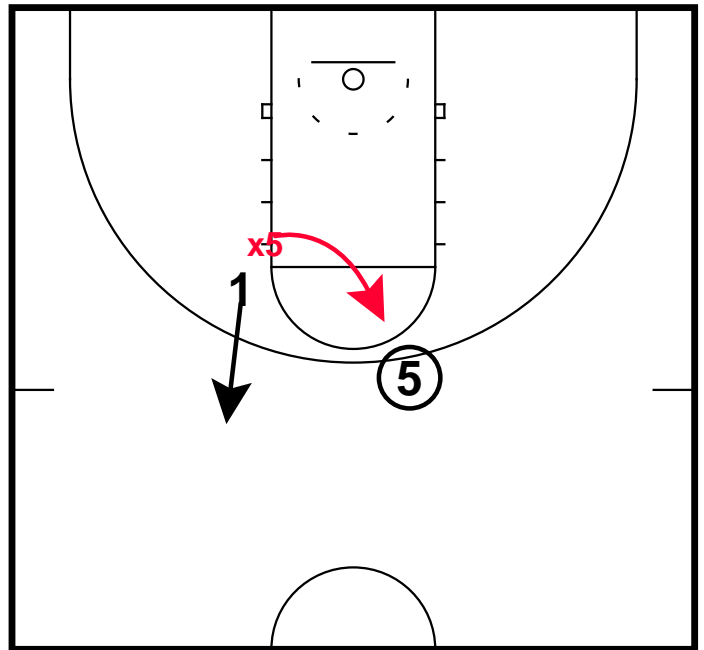
SITUATIONAL TESTING 1 - 1 / 2 - 2

1 - 1 BALL SCREEN POP
INDIVIDUAL SKILLS



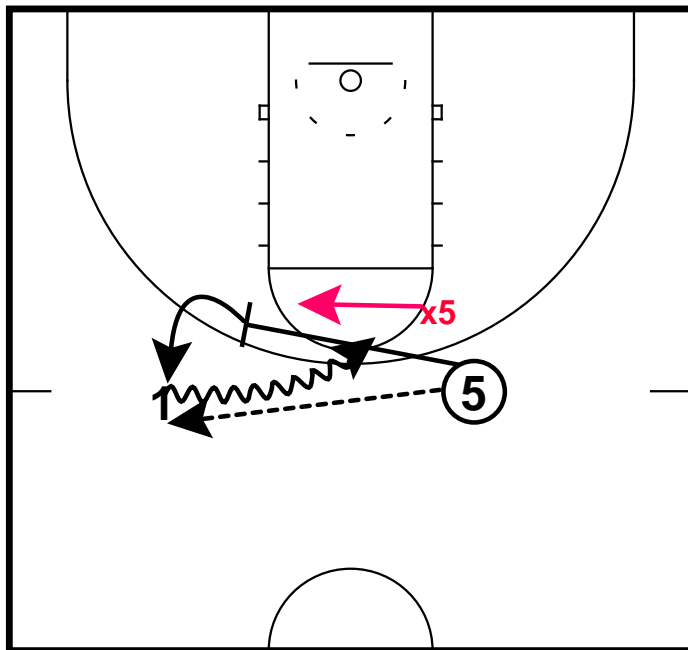
1 - 1 BALL SCREEN POP

1 - 1 BALL SCREEN POP
INDIVIDUAL SKILLS



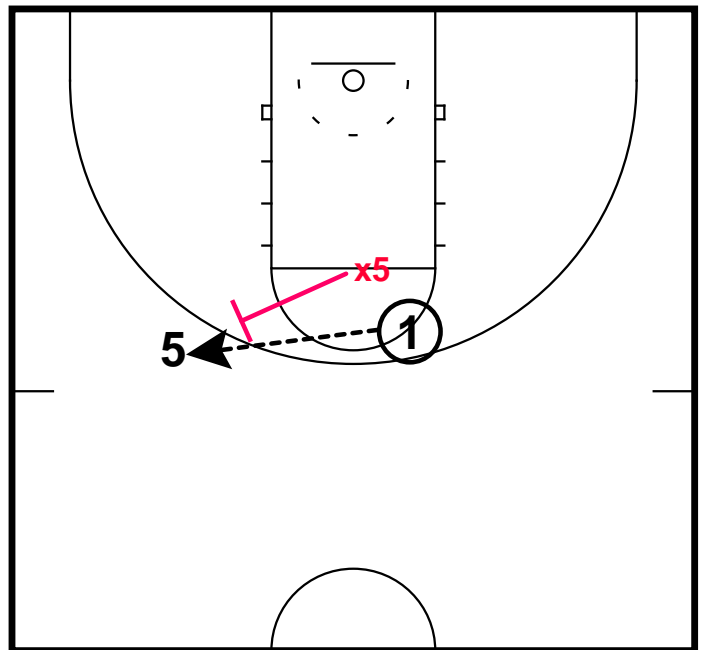
1 - 1 BALL SCREEN POP
LIVE 1 - 1
1 CHECKS TO RE-SPACE

1 - 1 BALL SCREEN POP
INDIVIDUAL SKILLS



1 - 1 BALL SCREEN POP
5 PLAYS TO THE CHECK AND CHASES

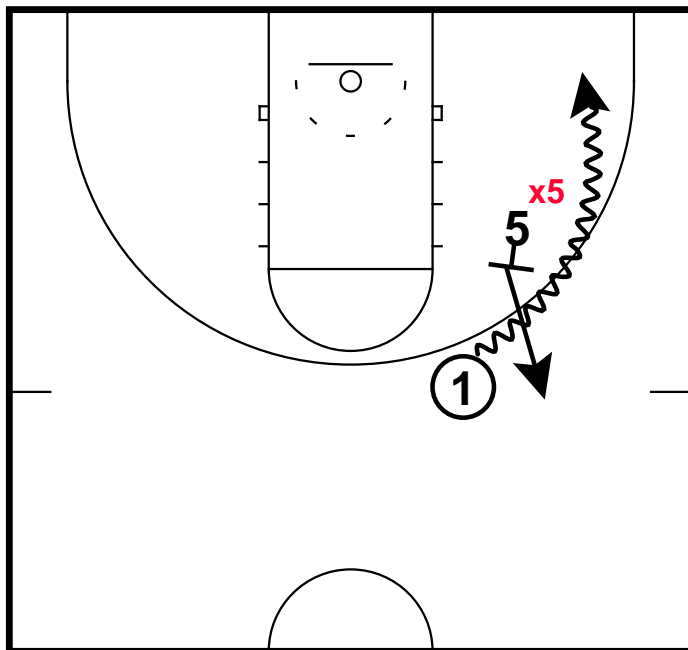
1 - 1 BALL SCREEN POP
INDIVIDUAL SKILLS



1 - 1 BALL SCREEN POP
LIVE 1 - 1

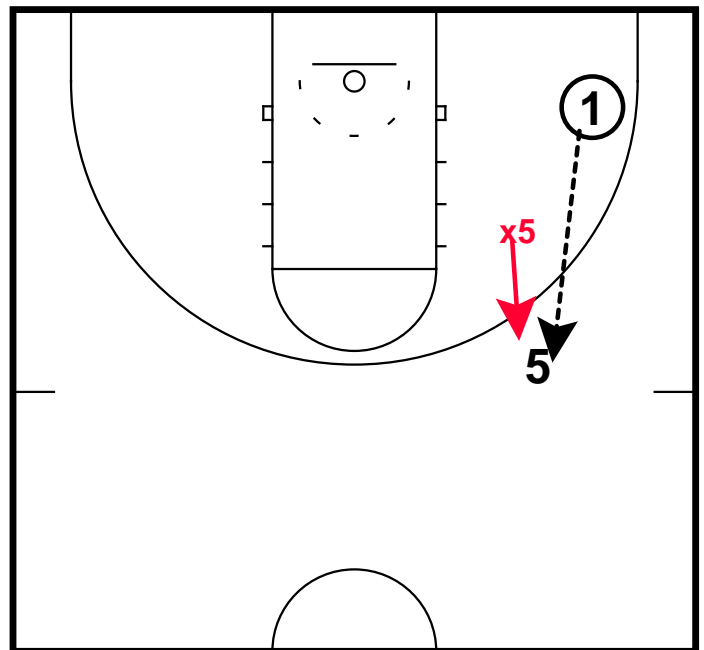
SITUATIONAL TESTING 1 - 1 / 2 - 2

1 - 1 ALLEY POP
INDIVIDUAL SKILLS



1 - 1 ALLEY POP

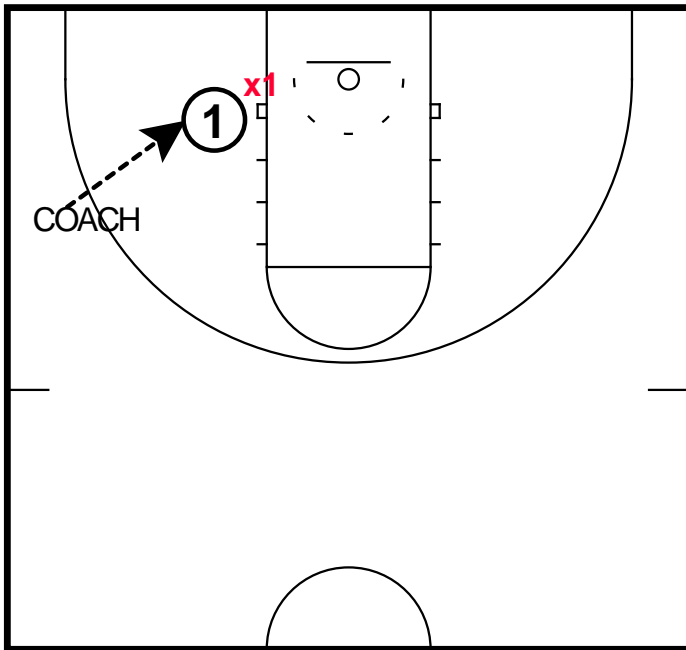
1 - 1 ALLEY POP
INDIVIDUAL SKILLS



1 - 1 ALLEY POP
LIVE 1 - 1

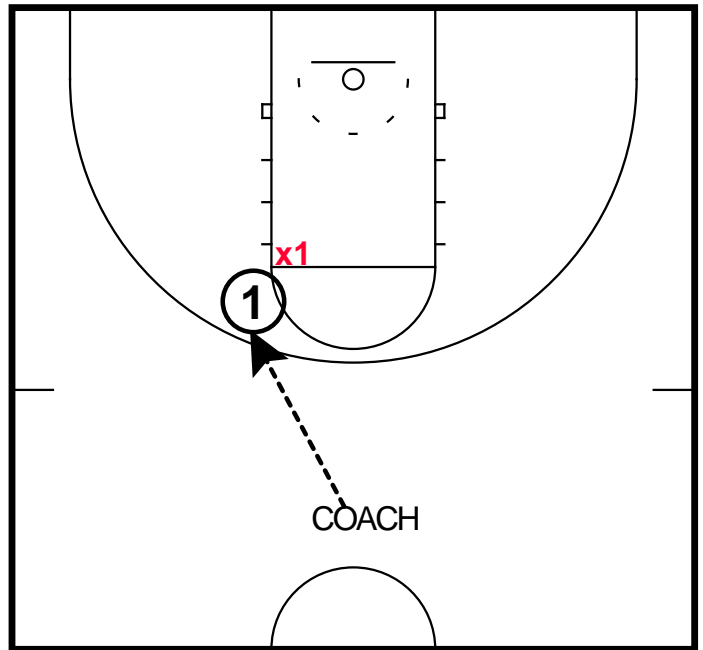
SITUATIONAL TESTING 1 - 1 / 2 - 2

1 - 1 FACE UP
INDIVIDUAL SKILLS



1 - 1 FACE UP LEFT BLOCK
2 HANDS, 2 FEET LOCATE MIDDLE
 FRONT TURN
 REVERSE TURN
 INSIDE REVERSE TURN
 WHEEL

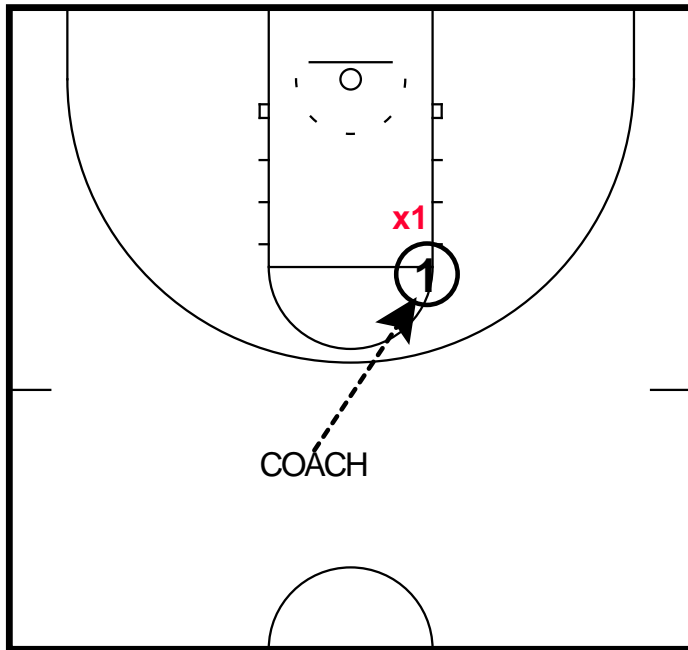
1 - 1 FACE UP
INDIVIDUAL SKILLS



1 - 1 FACE UP LEFT ELBOW
2 HANDS, 2 FEET LOCATE MIDDLE
 FRONT TURN
 REVERSE TURN
 INSIDE REVERSE TURN

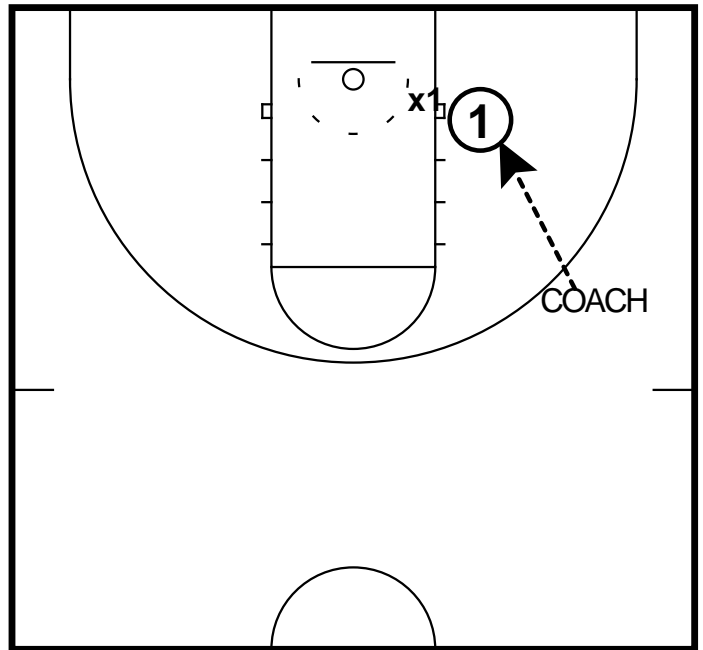
SITUATIONAL TESTING 1 - 1 / 2 - 2

1 - 1 FACE UP
INDIVIDUAL SKILLS



1 - 1 FACE UP RIGHT ELBOW
2 HANDS, 2 FEET LOCATE MIDDLE
 FRONT TURN
 REVERSE TURN
 INSIDE REVERSE TURN

1 - 1 FACE UP
INDIVIDUAL SKILLS



1 - 1 FACE UP RIGHT BLOCK
2 HANDS, 2 FEET LOCATE MIDDLE
 FRONT TURN
 REVERSE TURN
 INSIDE REVERSE TURN
 WHEEL