## ir.Gnba

## ALL-STAR



## All-Star Level ABCD's

At the All-Star level, Jr. NBA players will begin to gain strength, quickness and the ability to better react to game situations. Practices will shift more towards team concepts and competition, while still heavily emphasizing skill development. There is usually a greater time commitment required at the All-Star level as the number of team practices increases. The goal of the All-Star level is to begin applying skills and team concepts more directly into game situations.
ALWAYS FUN
Achieving Goals
Loving the Process
At the All-Star level we
widen the experience
of fun to include
beating previous bests
or achieving goals.
Many players gain
such a love for the
game that they derive
great joy from practice
itself. Players begin
loving the process
of development and
see their deliberate
practice as a way to
reach new heights.

## BUILDING SKILLS

See Skill Checklist

## V

By the All-Star level, players should have a pretty good understanding of the basic fundamentals. In this level, players should continue to challenge themselves as they become more efficient with dribble moves, getting open, shooting in different situations, and passing around defenders. These fundamentals will continue to grow, but now it becomes important to see these skills applied in game situations. Footwork \& conditioning can also impact the outcome of games at the All-Star level and now become an area of emphasis.

## CORE VALUES

Leadership
Humility

## V

The All-Star level player should understand the values taught at previous levels and will begin to develop leadership skills. The players need to be encouraged, educated and shown how to lead. As leadership skills and ability advance, we want to continue instilling confidence but when necessary teach humility. Teaching players the healthy balance between confidence and humility is an ongoing and ever important responsibility.

## DEVELOPING WELLNESS

Time Management
Rest \& Recovery
$V$
At the All-Star level players face more demands in all areas of their lives, and learning how to prioritize and have good time management skills is essential. Knowing how to balance completing homework, visiting with friends, practicing skills, and getting good rest is a new challenge. Understanding rest \& recovery is also important at this level. Rest and recovery not only means sleep, but also stretching, icing, and other recovery techniques such as yoga. It is important that players understand how being rested and implementing recovery methods will lead to feeling better, and potentially, performing better.

## Skill Checklist

At the conclusion of the All-Star Level, Jr. NBA players should be proficient at each of the following skills. Judging proficiency at this level is the responsibility of the coach.

| $\checkmark$ | Ball Handling |
| :---: | :---: |
| $\bigcirc$ | Behind the Back Dribble |
| $\bigcirc$ | Between the Legs Dribble |
| $\bigcirc$ | Dribble 1 Ball, Catch \& Pass A 2Nd Ball |
| $\bigcirc$ | Stationary 1-Hand Control Pass |
| $\bigcirc$ | Moving 1-Hand Control Pass |
| $\bigcirc$ | Creative Dribbling |
| $\bigcirc$ | Pull Back Dribble |
| $\bigcirc$ | Stationary 2 Ball Dribble with Contact |
| $\bigcirc$ | 2 Ball Creative Dribbling |
| $\checkmark$ | Passing |
| $\bigcirc$ | Backdoor Pass |
| $\bigcirc$ | 1-Hand Ball Control Passing |
| $\bigcirc$ | Post Entry Pass |
| $\bigcirc$ | Skip Pass |
| $\bigcirc$ | Shovel Pass |



## jr.:Gnha

## Practice Plans

The chart below indicates approximate amounts of time to be spent on each portion of practice. The twelve practice plans to follow are samples that reinforce All-Star level principles.


Practice 1 of 12

| theme | ACTIVITY | DETAILS PRAC | $\begin{aligned} & \text { UTACE } \\ & \text { TOTAL } \\ & \text { TIME } \end{aligned}$ |
| :---: | :---: | :---: | :---: |
| Values | SETTING GOALS | Teach the players the importance of long and short term goals. | ถ้ |
| Warm-Up | DYNAMIC WARM-UP <br> ( 1 x each from baseline to half court or vice versa) | - Leg Swings - Knee Hug <br> - Imaginary Dunks - Backwards Run <br> - Trunk Twists - Explosion Leap | คٌ |
| Building Skills | Ball-Handling |  |  |
|  | CONE DRIBBLING VARIOUS MOVES (4 minutes) | This is a great ball-handling drill to work on moving with the ball while also simulating a stationary defender. |  |
|  | BETWEEN THE LEGS <br> CHALLENGE ( $1 \times 2 \mathrm{~min}$.) | Challenge the players to beat their previous best. |  |
|  | SCISSORS DRIBBLE DRILL ( $2 \times 20 \mathrm{sec}$.) | This is a quick ball-handling drill that will work on quickness and control. |  |
|  | 2-BALL LOW HIGH DRILL <br> ( $2 \times 20 \mathrm{sec}$. each way) | Dribble one ball low while dribbling the other one high. |  |
|  | Passing |  |  |
|  | CHEST \& BOUNCE PASS DRILL ( $1 \times 30$ sec. each way) | Make sure the players verbalize what pass they're making. | \%\%̊ |
|  | SKIP PASS DRILL <br> (2-3 min. each way) | Make a good skip pass for a lay-up. |  |
|  | Footwork \& Conditioning |  |  |
|  | JUMPSTOP, PIVOT \& PASS DRILL ( $1 \times 1$ minute each way) | Work in pairs for this footwork and passing drill. |  |
|  | Shooting |  |  |
|  | SHOT FAKE PULL UP DRILL (games to 6 makes) | Work on executing good shot fakes. |  |
|  | REVERSE LAY-UP DRILL <br> (4 reps each way) | Teach the players why and how to use a reverse lay-up. |  |
| Team Concepts | PASS, CUT \& REPLACE ( $1 \times 1-3 \mathrm{~min}$.) | Work on good passes, cutting, and filling the open spot. |  |
|  | DEFEND DOWN SCREENS TOP ( $1 \times 3$ min each way) | Teach and execute the defensive principles of guarding an off the ball screen. |  |
| Competing | 2 ON 2 - DOWN SCREEN <br> (3 possessions each both ways) | Require the players to trail and defend it over the top. |  |
|  | 3 ON 3 CONTINUOUS <br> (games to 3 makes) | The game must start with a pass and cut, or pass and screen away. | $\stackrel{\text { ®2 }}{ }$ |
|  | 5 ON 5 CONTROLLED <br> (4 minute games) | If needed, stop the game and provide teaching points. |  |

[^0][^1]Practice 2 of 12
ALL-STAR LEVEL


[^2]Practice 3 of 12


[^3]how to allocate practice time.

Practice 4 of 12
ALL-STAR LEVEL

| theme | ACtivity | DETAILS | PERCENTAGE OF TOTAL practice time |
| :---: | :---: | :---: | :---: |
| Values | HISTORY OF THE GAME/ RULES | Spend time teaching the history of the game and explaining some of the more advanced rules. | คั |
| Warm-Up | DYNAMIC WARM-UP (1xeach) | - Stand to Athletic Position - Vertical Jump to Stick <br> - Angle Balance - Lateral Chop <br> - Over the Hurdle Forward - Over the Hurdle Backwards <br> - Lateral Squat Hold - Jog to Sprint | คั่ |
| Building Skills | Footwork \& Conditioning |  |  |
|  | $\begin{aligned} & \text { V - CUT TO FOOTWORK } \\ & \text { (1 x } 2 \text { min. each way) } \end{aligned}$ | Have the players v-cut on the wing, then finish the drill with quick feet and hops. |  |
|  | Ball-Handling |  |  |
|  | BALL FAKES (3x down \& back) | Take 2 dribbles, jump stop and work on shot fakes and pass |  |
|  | PULL BACK BREAKDOWN <br> DRILL ( $2 \times 30$ sec each way) | Work on making a good strong move and pulling back quickly. |  |
|  | Shooting |  | \%\% |
|  | 1-STEP FORM SHOOTING ( $1 \times 2 \mathrm{~min}$.) | This is a fundamental movement for all shooters to develop. |  |
|  | V-CUT SHOOTING DRILL ( $1 \times 3 \mathrm{~min}$.) | Set a team goal and try to make that many shots. |  |
|  | PASS \& UP \& UNDER DRILL (1×3 reps each way) | Work on good footwork for a fundamental post move. |  |
|  | Rebounding |  |  |
|  | TAG \& PURSUE DRILL ( $1 \times 3 \mathrm{~min}$.) | Work on defensive principles and then tag and pursue! |  |
| Team Concepts | L-CUT TO DRIVE \& KICK <br> ( $1 \times 10$ makes each side) | Work on getting open by changing speeds and directions. Then work with a teammate to drive and kick for a shot. |  |
|  | BACKDOOR PASS LAY-UP <br> DRILL ( $1 \times 3$ min each way) | The players will work on the timing of a good back cut and lay-up. | ధ్ٌ |
|  | POST PASS \& SCREEN DRILL ( $1 \times 10$ makes) | After the post pass, work on screening and then cutting for a lay-up. |  |
|  | POST PASS \& RELOCATE <br> ( $1 \times 10$ makes) | After the post pass, relocate on the perimeter for a shot. |  |
| Competing | 1 ON 1 DICTATED - DOWN SCREEN 1 (games to 3) | Work on defending and reading the down screen. | $\stackrel{\text { ®े }}{ }$ |
|  | 3 ON 3 DICTATED - DEFENSE WINS (games to 4) | The defensive team will get a point for every stop, and the offense must start with a ball screen. |  |
|  | $\mathbf{5 O N} 5$ (games to 5) | Allow the players some freedom in this set of 5 on 5 games. |  |

[^4] approximate recommendations on
how to allocate practice time.

Practice 5 of 12


[^5]The percentages listed serve as approximate recommendations on
how to allocate practice time.

Practice 6 of 12

| theme | ACTIVITY | DETAILS PER ${ }_{\text {PRACTIC }}$ |
| :---: | :---: | :---: |
| Values | PLAYING POSITIONS | Teach the players the typical roles of each position. |
| Warm-Up | DYNAMIC WARM-UP (1 x each) | - Hip Hinge - Backward March - High Knees |
| Building Skills | Ball-Handling |  |
|  | CREATIVE CONE DRIBBLE DRILL ( $1 \times 2 \mathrm{~min}$.) | This drill allows players to work on fun creative moves. |
|  | 1-HAND BETWEEN SERIES ( $1 \times 2$ min. each way) | Dribble the ball in one hand and continually wrap it between the legs. |
|  | Passing |  |
|  | POST ENTRY PASSING <br> ( $1 \times 5$ reps each) | Encourage the defense to make this a difficult pass for the offensive player. |
|  | Shooting |  |
|  | BACKBOARD FORM SHOOTING ( $1 \times 8$ ) | Work on perfecting the shot with this fun shooting drill. |
|  | LOOP SHOOTING <br> (4 spots of 8 makes) | Keep the energy up and make shots as a team. |
|  | FULL COURT TRANSITION SHOOTING DRILL <br> (games to 9 makes) | Run the floor and knock down shots! |
| Team Concepts | SHELL DRILL 5 ON 5 - <br> WITH POST ( 5 min .) | Help the players know their defensive positioning with 5 players on the court. |
|  | MOTION-4 ON 0 ( 4 min.) | Allow for screening away from the ball. |
|  | 3 ON 2, 2 ON1 (4min.) | Work on advantage situation scoring and disadvantage defense. |
|  | 25 POINT FREE THROW GAME (1 game) | This game teaches the players to have a perfect free throw. |
| Competing | CHASE LAYUP DRILL-FULL COURT ( $1 \times 3 \mathrm{~min}$.) | Have the offensive player start at the elbow and face the defender before turning to go the other way! |
|  | 1ON 1-CONES (games to 3) | Players must touch the cones before getting to their spot for 1 on 1. |
|  | 1 ON 1-DRIBBLE OUT (gamesto 3) | Players must dribble and run out around the cones before playing 1 on 1. |
|  | 3 ON 2 TRAILER GAME <br> (games to 5 makes) | This drill encourages the players to score in the 3 on 2 setting before the 3rd defender arrives. |
|  | 5 ON 5 SITUATIONAL <br> (3 Situations) | It is very important for the players to begin to understand how to manage the game and clock. |

[^6]how to allocate practice time.

Practice 7 of 12

| theme | ACtivity | PERCENTAGE  <br> DETAILS PEFTATAL <br> PRACTICE TIME  |  |
| :---: | :---: | :---: | :---: |
| Values | TIME MANAGEMENT | Help the players understand how to manage school, fun, sports, and other hobbies. | คٌ |
| Warm-Up | DYNAMIC WARM-UP <br> ( 1 x each from baseline to half court or vice versa) | - Leg Swings - Knee Hugs <br> - Imaginary Dunks - Backwards Run <br> - Trunk Twists - Explosion Leaps | คٌ |
| Building Skills | Ball-Handling |  |  |
|  | SIDE TO SIDE \& BETWEEN DRIBBLEDRILL <br> ( $2 \times 20$ sec each hand) | This drill will help increase dribble control. |  |
|  | IN \& OUT CROSSOVER <br> BREAKDOWN DRILL ( $1 \times 1 \mathrm{~min}$ ) | Have the players take a load dribble and then execute the move. |  |
|  | BEHIND THE BACK WRAP <br> BREAKDOWN DRILL ( $1 \times 1 \mathrm{~min}$ ) | Work on good wrap dribbles that move forward. |  |
|  | FOOT BETWEEN DRILL ( $2 \times 3$ ) | Teach the players to get to their spots without wasting dribbles. |  |
|  | Passing |  |  |
|  | SHOVEL PASS BREAKDOWN <br> DRILL (1 min each way) | Work on perfecting the quick shovel pass to a teammate. | \%ị |
|  | SHOVEL PASS DRILL (3 min) | Implement the shovel pass in a game like setting. |  |
|  | Shooting |  |  |
|  | CATCH, TURN, \& SHOOT DRILL ( $1 \times 3 \mathrm{~min}$ ) | Work on the proper shooting mechanics in this active shooting drill. |  |
|  | USING A SCREEN SHOOTING <br> DRILL (15 makes each way) | Work on this drill as a team to make a lot of shots quickly. |  |
|  | Rebounding |  |  |
|  | ELBOW REBOUNDING <br> (games to 8) | Compete for each rebound in this rebounding drill. |  |
| Team Concepts | THE OUT CUT \& SHOT DRILL <br> (10 makes each way) | Work on the pass as well as the cut. |  |
|  | 2-PERSON CLOSEOUT (2 min) | Keep this drill very high energy with a lot of communication. |  |
|  | 3-TOUCH DEFENSIVE DRILL <br> ( 2 x each player) | Have the players work hard in this defensive drill. |  |
| Competing | 11-PERSON TRANSITION DRILL ( 5 min ) | Divide into teams and work on transition scoring. |  |
|  | 3 ON 3 NUMBERS GAME (gamesto3) | All possessions must start with a down screen. | $\stackrel{\text { ®ٌ }}{\text { ® }}$ |
|  | 5 ON 5 FREE PLAY (games to 5) | Give the players freedom and coach between the games. |  |

[^7]Practice 8 of 12

| theme | ACTIVITY | DETAILS PRA | PERCENTAGE OF TOTAL PRACTICE TIME |
| :---: | :---: | :---: | :---: |
| Values | REST | Teach the players the importance of sleep. | คั่ |
| Warm-Up | LINE HOPS ( $1 \times 20$ seconds each) | - 2 Feet Forward \& Backwards - 2 Feet Side to Side <br> - 1 Foot Side to Side - Stationary Hip Swings <br> - 1 Foot Forward \& Backwards - Arm Rolls | คั่ |
| Building Skills | Ball-Handling |  |  |
|  | SPIN DRIBBLE DRILL (3 min.) | Work on good, balanced spin moves. |  |
|  | SPIN MOVE TO SHOT <br> (2 reps each way) | After the spin, make sure the players are balanced and can shoot. |  |
|  | MOVING BETWEEN THE LEGS DRILL ( 2 x down \& back each way) | Make sure the players stay low and push forward as they dribble dribble between the legs. |  |
|  | 2 BALL SAME TIME MOVING <br> ( 2 x down \& back) | Have the players stay low and move at a natural pace. |  |
|  | Passing |  |  |
|  | POUND \& PASS DRILL <br> ( $1 \times 1$ minute each hand) | Emphasize a good Pound dribble and a controlled 1 hand pass. |  |
|  | STAR PASSING (10 x each way) | Pass and follow the pass in a star pattern that finishes with a lay-up. |  |
|  | POST PASS \& CUT DRILL <br> (12 lay-ups each way) | Work on a good post pass and a quick cut to score. |  |
|  | Shooting |  |  |
|  | SPIN STEP-IN DRILL <br> ( $1 \times 2$ min each way) | Always use the inside foot and get balanced before shooting. |  |
|  | SHOOTING LINE GAME (games to 5) | Have fun shooting like practiced! |  |
|  | Rebounding |  |  |
|  | REBOUND \& SCORE (3 each) | This is a tough rebounding and finishing drill! |  |
| Team Concepts | FULL COURT MAN (3 each) | Work on turning the offensive player and staying in front! |  |
|  | MOTION-4ONO <br> ( $1 \times 8$ makes) | The players will continually drive and kick until the coach says shoot. |  |
| Competing | 3 ON 2, 2 ON 1 (4 minutes) | Work on transition finishes in this game like drill. |  |
|  | LINE UP TRANSITION (5 stops) | Work on transition defense. The first team with 5 stops wins. | かّ |
|  | 5 ON 5 (games to 5) | Stop the game and coach as needed. |  |

[^8]The percentages listed serve as approximate recommendations on

Practice 9 of 12
ALL-STAR LEVEL


[^9]Practice 10 of 12

| theme | ACTIVITY | DETAILS PRA |  |
| :---: | :---: | :---: | :---: |
| Values | TEAMWORK | Lead the players in a discussion about teamwork. | คั |
| Warm-Up | DYNAMIC WARM-UP <br> (1xeach) | - The Bear Hold - Ankling - Pogo Jumps | คั |
| Building Skills | Ball-Handling |  |  |
|  | FULL COURT CONE DRIBBLING ( 5 min .) | Work on specific dribble moves and finishes. |  |
|  | STATIONARY 1-2 BEHIND THE <br> BACK ( $2 \times 30 \mathrm{sec}$.) | Work on 2 strong dribbles and then dribble behind the back. |  |
|  | BEHIND THE BACK <br> CHALLENGE (3 min.) | Have the players set goals and try to beat their previous best! |  |
|  | REACTION DRIBBLE ( $2 \times 1 \mathrm{~min}$.) | Players change dribbles on the coach's whistle. |  |
|  | Shooting \% \% \% |  |  |
|  | 1-STEP FORM SHOOTING ( $1 \times 2 \mathrm{~min}$.) | This is a fundamental movement for all shooters to develop. |  |
|  | V-CUT LAYUP DRILL (1 $\times 3 \mathrm{~min}$.) | Work on good footwork and attacking the basket. |  |
|  | PASS \& UP \& UNDER DRILL <br> ( $1 \times 3$ reps each way) | Work on good footwork and good form. |  |
|  | BACKDOOR PASS LAYUP <br> DRILL ( $1 \times 15$ makes each side) | Work on good timing and great passes. |  |
|  | POST ENTRY PASSING <br> ( $1 \times 5$ reps each) | Encourage the defense to make this a difficult pass for the offensive player. |  |
| Team Concepts | DEFENSIVE MIRROR DRILL <br> ( $2 \times 20$ sec each) | Have the players partner up and work on moving efficiently. |  |
|  | DEFENSETO SHOOTING DRILL (game to 2) | Two players will compete at a time. |  |
|  | DIVE-CONTEST-CHARGE <br> DRILL (2 x each player) | Bring a lot of energy to this drill. |  |
| Competing | 3 ON 3 CONTINUOUS PLAY <br> (games to 3) | The coach will dictate how each play must start. |  |
|  | 4 ON 4 NO DRIBBLES (games to 3) | Encourage the players to cut and move without the ball. | $\stackrel{\text { ¢ }}{\text { ¢ }}$ |
|  | 5 ON 5 (games to 3) | Coach the players as they play. |  |

[^10]The percentages listed serve as approximate recommendations on
how to allocate practice time.

Practice 11 of 12

| theme | ACTIVITY | DETAILS PRER ${ }^{\text {PRACTIC }}$ | $\begin{aligned} & \text { NTACE } \\ & \text { TOTAL } \\ & =\text { TIME } \end{aligned}$ |
| :---: | :---: | :---: | :---: |
| Values | SPORTSMANSHIP | How can players show good Sportsmanship? | กั่ |
| Warm-Up | DYNAMIC WARM-UP (1xeach) | - Leg swings - Knee Hug • Imaginary Dunks <br> - Explosion Leaps - Trunk Twists - Walking Hamstring | คٌ |
| Building Skills | Ball-Handling |  |  |
|  | PULL BACK BREAKDOWN <br> ( $2 \times 30 \mathrm{sec}$ each) | Work on making a good strong move and pulling back quickly. |  |
|  | 3-2-1 IN \& OUT DRIBBLE <br> (3 each way) | Work on good in \& out dribbles into finishes. |  |
|  | STATIONARY 2-BALL 1-2 CROSS DRILL ( $2 \times 40 \mathrm{sec}$.) | Work on dribbling 2 balls and then switching them with the crossover. |  |
|  | BETWEEN CROSS BEHIND $\text { ( } 2 \times 30 \mathrm{sec} \text {.) }$ | Get as many reps as possible within the allotted time. |  |
|  | Shooting |  |  |
|  | READING SCREEN SERIES <br> (6 makes of each) | Make 6 curl cuts, 6 straight cuts, and 6 out cuts. | ¢\% |
|  | FULL COURT LANE SHOOTING DRILL (3 min.) | The player who shoots the lay-up will go back with the two passers. |  |
|  | Passing |  |  |
|  | POUND BETWEEN PASS DRILL ( $2 \times 30 \mathrm{sec} /$ way ) | Work on a hard dribble and a controlled 1-handed pass. |  |
|  | STATIONARY 2 BALL PASSING DRILL ( $2 \times 30 \mathrm{sec}$.) | The players will use two balls and pass with both hands. |  |
|  | Rebounding |  |  |
|  | TAG \& PURSUE DRILL (3 min.) | Work on defensive principles and then tag and pursue! |  |
| Team Concepts | BASELINE DRIVE SAME SIDE POST SHOOTING COMPETITION ( $1 \times 10$ makes each side) | Teach the players to create space while making themselves available. | ゆ్ |
|  | 3 ON 2, 2 ON 1 (5min.) | Work on transition offense and defense. |  |
|  | SHELL DRILL 5 ON 5 (8min) | Work on communication and team defense. |  |
|  | 25 POINT FREE THROW GAME (1 game) | This game teaches the players to have a perfect free throw. |  |
| Competing | 11-PERSON TRANSITION DRILL (5 min.) | Divide into teams and work on transition scoring. | セٌ |
|  | 3 ON 3 DICTATED (games to 3) | All possessions must start with a down screen. |  |

[^11]how to allocate practice time.

Practice 12 of 12

| theme | ACTIVITY | DETAILS PR | PERCENTAGE OF TOTAL pRACTICE TIME |
| :---: | :---: | :---: | :---: |
| Values | POSITIVITY | How can having a positive attitude help your team? | คั |
| Warm-Up | BALL TAG GAME ( 2 x each) | A player is considered safe if they have the ball. | ® |
| Building Skills | Ball-Handling |  |  |
|  | CREATIVE CONE DRIBBLE <br> DRILL ( $1 \times 2 \mathrm{~min}$.) | This drill allows players to work on fun creative moves. |  |
|  | 1-HAND BETWEEN SERIES <br> (2 min. each way) | Dribble the ball in one hand and continually wrap it between the legs. |  |
|  | WALKING BETWEEN THE <br> LEGS DRILL ( $1 \times 1$ minute) | Dribble between the legs as many times as possible. |  |
|  | Shooting |  |  |
|  | BACKBOARD FORM SHOOTING ( $1 \times 8$ ) | Work on perfecting the shot with this fun shooting drill. | ¢ |
|  | LOOP SHOOTING <br> (4 spots of 8 makes) | Keep the energy up and make shots as a team. |  |
|  | FULL COURT TRANSITION SHOOTING DRILL <br> (games to 9 makes) | Run the floor and knock down shots! |  |
|  | Rebounding |  |  |
|  | ELBOW REBOUNDING <br> (games to 8) | Compete for each rebound in this rebounding drill. |  |
|  | Footwork \& Conditioning |  |  |
|  | DICTATED PIVOT (1 min.) | Work on stationary jump stops and pivots on command. |  |
| Team Concepts | 3 SECOND DENY DRILL (3 reps each, both sides) | Work on denying the ball for 3 seconds! |  |
|  | JUMP TO THE BALL DRILL ( $1 \times 4$ reps each, both sides) | Pressure the ball and on the pass, jump to the ball. | ํํ |
|  | SHELL DRILL 2 ON 2 (3min) | Keep the players active and talking. |  |
|  | PASS, CUT \& REPLACE DRILL (3 min.) | Work on good passes, cutting, and filling the open spot. |  |
|  | MOTION-4 ON O ( 5 min .) | Allow for screening away from the ball. |  |
|  | FREE THROW GOLF <br> (10 shots 2 at a time) | This is a fun competitive free throw game. |  |
| Competing | 5 ON 5 (games to 7) | Coach the players through their play. | セٌ |

[^12][^13]
[^0]:    $\rightarrow$ Please limit standing time for players by spreading out and using

[^1]:    $\rightarrow$ Be sure to take regular water breaks to help your players stay hydrated.

[^2]:    $\rightarrow$ Please limit standing time for players by spreading out and using as many baskets, basketballs, and parents/helpers as possible.
    $\rightarrow$ Be sure to take regular water breaks to help your players stay hydrated.

[^3]:    $\rightarrow$ Please limit standing time for players by spreading out and using as many baskets, basketballs, and parents/helpers as possible.
    $\rightarrow$ Be sure to take regular water breaks to help your players stay hydrated

[^4]:    $\rightarrow$ Please limit standing time for players by spreading out and using as many baskets, basketballs, and parents/helpers as possible.
    $\rightarrow$ Be sure to take regular water breaks to help your players stay hydrated.

[^5]:    $\rightarrow$ Please limit standing time for players by spreading out and using as many baskets, basketballs, and parents/helpers as possible.
    $\rightarrow$ Be sure to take regular water breaks to help your players stay hydrated.

[^6]:    $\rightarrow$ Please limit standing time for players by spreading out and using
    $\rightarrow$ Be sure to take regular water breaks to help your players stay hydrated.

[^7]:    $\rightarrow$ Please limit standing time for players by spreading out and using
    The percentages listed serve as as many baskets, basketballs, and parents/helpers as possible. approximate recommendations on
    $\rightarrow$ Be sure to take regular water breaks to help your players stay hydrated.
    how to allocate practice time.

[^8]:    $\rightarrow$ Please limit standing time for players by spreading out and using as many baskets, basketballs, and parents/helpers as possible.
    $\rightarrow$ Be sure to take regular water breaks to help your players stay hydrated

[^9]:    $\rightarrow$ Please limit standing time for players by spreading out and using
    $\rightarrow$ Be sure to take regular water breaks to help your players stay hydrated.

[^10]:    $\rightarrow$ Please limit standing time for players by spreading out and using as many baskets, basketballs, and parents/helpers as possible.
    $\rightarrow$ Be sure to take regular water breaks to help your players stay hydrated

[^11]:    $\rightarrow$ Please limit standing time for players by spreading out and using as many baskets, basketballs, and parents/helpers as possible.
    $\rightarrow$ Be sure to take regular water breaks to help your players stay hydrated.

[^12]:    $\rightarrow$ Please limit standing time for players by spreading out and using

[^13]:    $\rightarrow$ Be sure to take regular water breaks to help your players stay hydrated

