

# Shooting Machine Drill Book

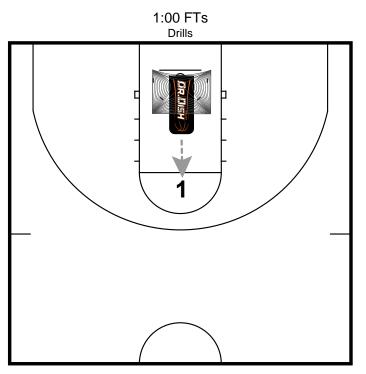


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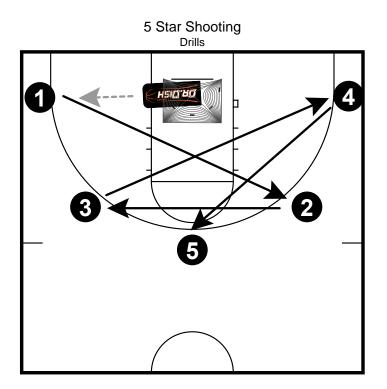
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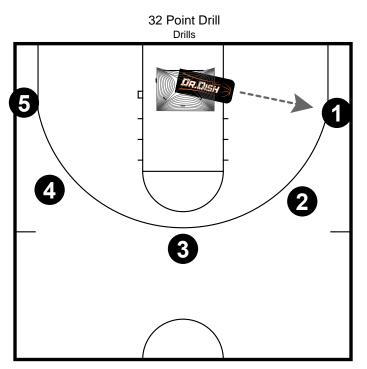
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Adjust the speed of the shooting machine to as fast as comfortable for the free throw shooter. Set 1:00 on the clock. Keep score of how many made FTAs in 1:00.

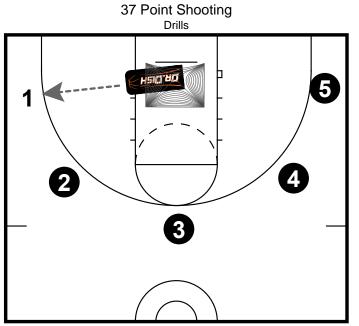




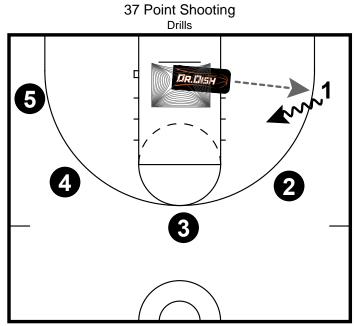
The drill will have the player taking 3 shots from each spot. The first shot, worth 1 point, is a floater just outside the paint. The second shot, worth 2 points, is a one-dribble pull up jump shot. The third shot, worth 3 points, is a catch-and-shoot 3PA

The drill finishes with 2 free throws, each worth 1 point.

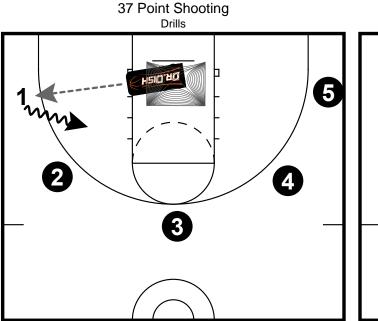
(There are 32 possible points)



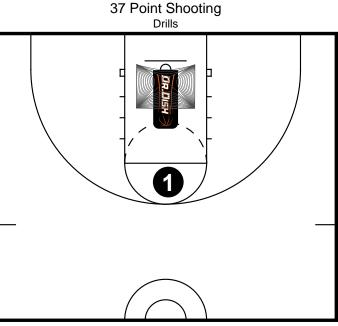
The player will shoot 1 catch-and-shoot 3PA from each of the 5 spots.



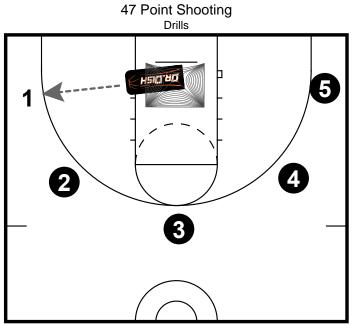
The player will shot fake, rip through to their left, then shoot a mid-range jumper off a 1 dribble pull-up

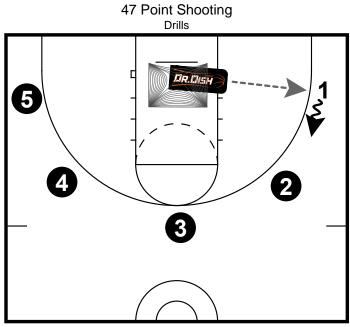


The player will shot fake, rip through to right left, then shoot a mid-range jumper off a 1 dribble pull-up



The drill finishes with 2 FTAs. (A total of 37 possible points)

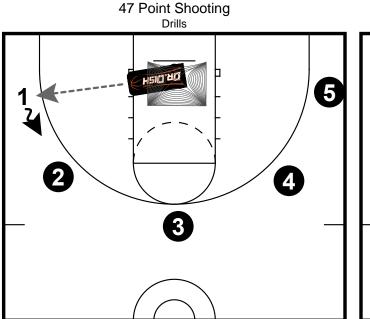


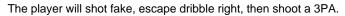


The player will shoot 1 catch-and-shoot 3PA from each of the 5 spots.

The player will shot fake, escape dribble left, then shoot a 3PA.

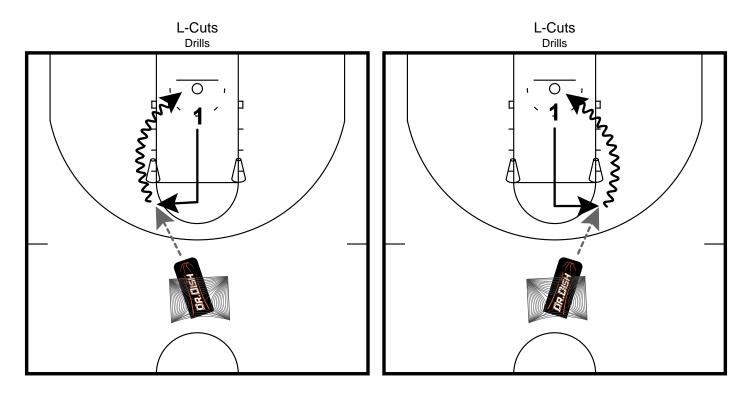
47 Point Shooting

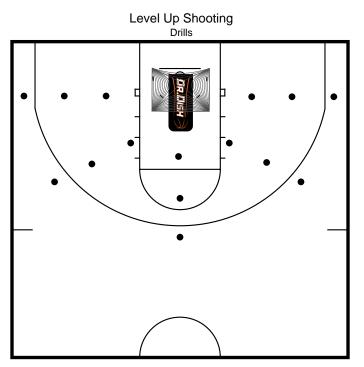




Drills

The drill finishes with 2 FTAs. (A total of 47 possible points)

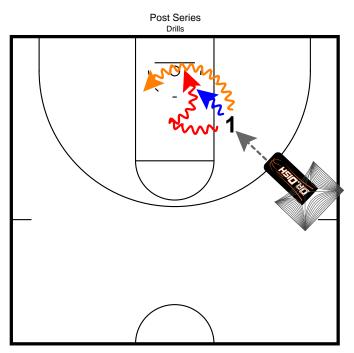




• The drill will begin in the corner, on the spot closest to the basket. The player must make a floater before moving to the next level (mid-range jump shot).

• On a make, the player moves up to the next level (3PA).

On a miss, the player will move down a level.
Add another element of competition to better players by timing how quickly they can complete all 15 shots.

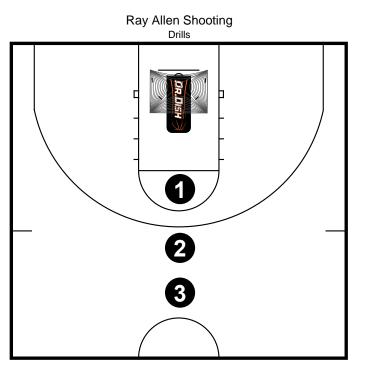


For this drill, place the Dr. Dish on the wing, behind the three-point line. Begin with the player on the block, facing the Dish. The player will receive three passes:

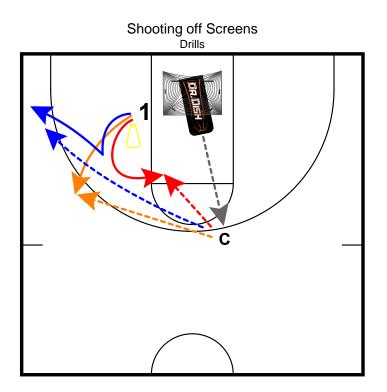
Orange: Catch, reverse pivot, rip through, finish with a reverse layup

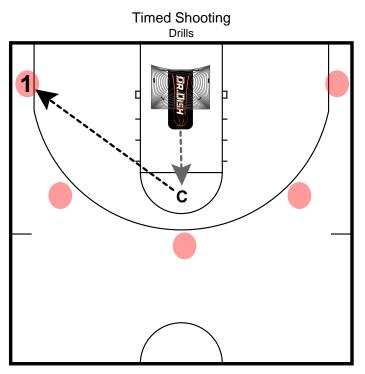
Red: Catch, front pivot, middle drive, spin, finish

Blue: Catch, back down, finish at the rim

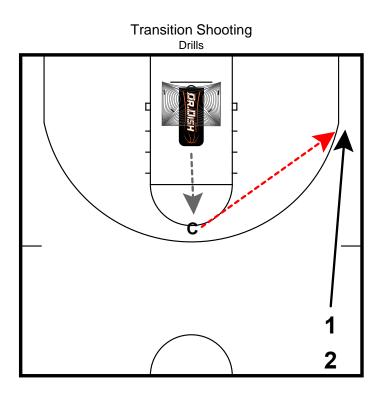


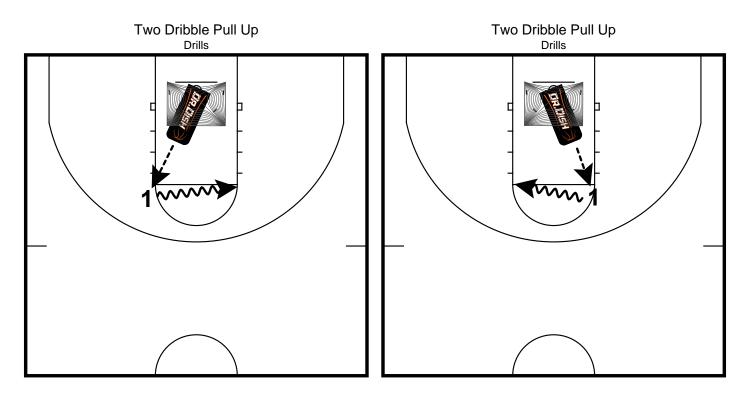
- Players shoot from 3 spots over the course of 2:00.
- Begin at spot #1 and take 3 shots (each worth 1 point)
- Move to spot #2 and take 2 shots (each worth 2 points)
- Move to spot #3 and take 1 shot (worth 10)
- Move back to spot #1 and begin the cycle again
  Continue until the 2:00 is up

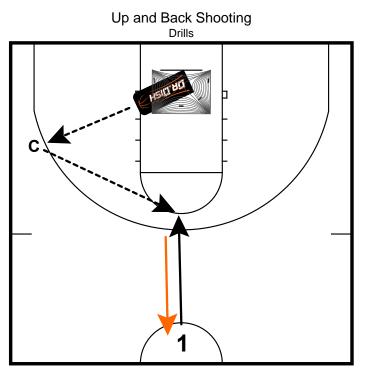




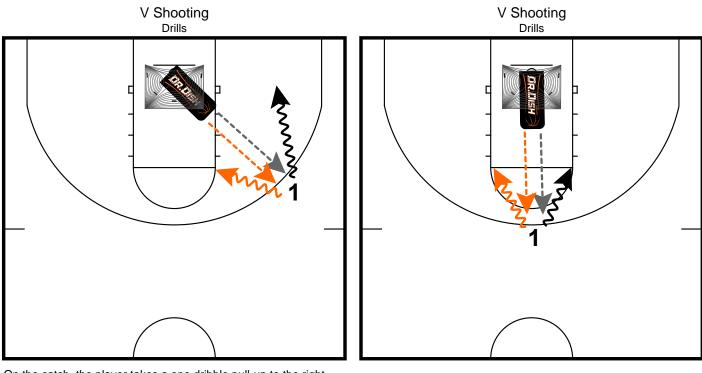
The shooter must make 2 shots at each spot before moving on to the location. After finishing the 5th spot, the shooter moves to the top of the key and must make 5 shots.



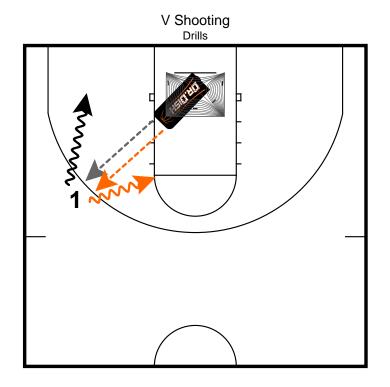


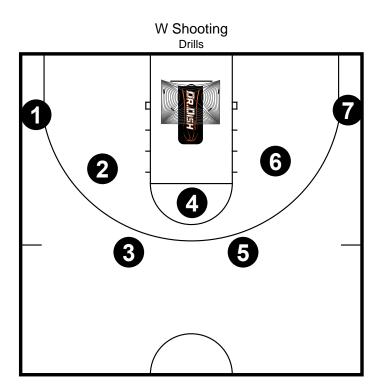


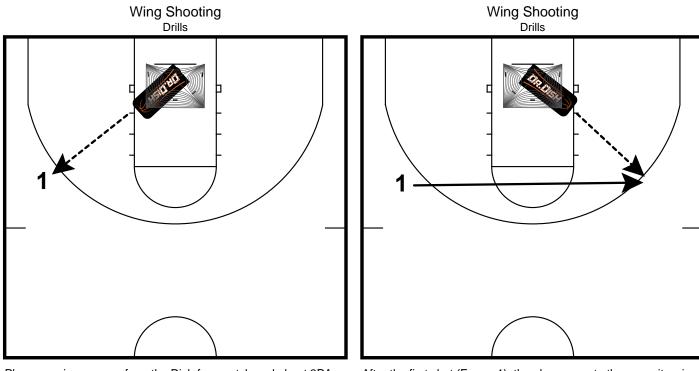
The player begins at half court. On the Dish's pass out to the coach, the shooter moves to the top of the key for a shot. After the shot, the player backpedals to half court for the next rep.



On the catch, the player takes a one dribble pull-up to the right, then returns to the starting position for a one dribble pull-up to the left.

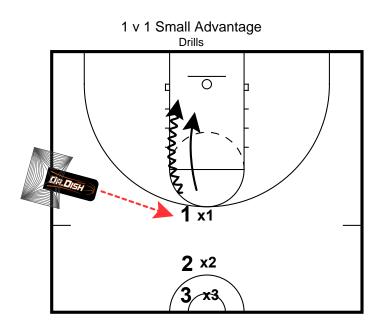


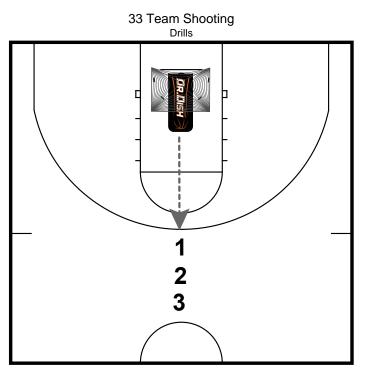




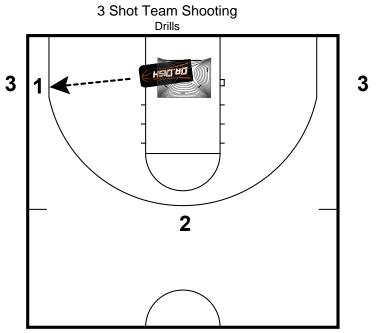
Player receives a pass from the Dish for a catch-and-shoot 3PA. After the first

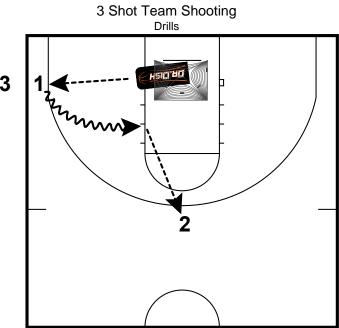
After the first shot (Frame 1), the player runs to the opposite wing for a catch-and-shoot 3PA. The drill continues by the shooter alternating wings or X amount of time.





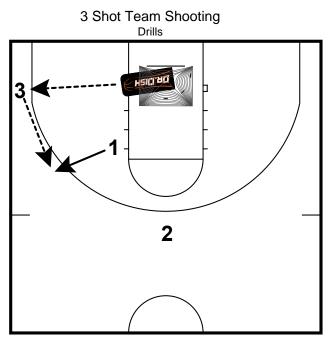
- Select a different perimeter location for each round.
- The goal is to score 33 points as quickly as possible.
- Each made attempt is worth 3 points.
- On consecutive missed shots after a make, 3 points are subtracted.
- Teams are not penalized multiple -3 points for multiple consecutive missed shots.



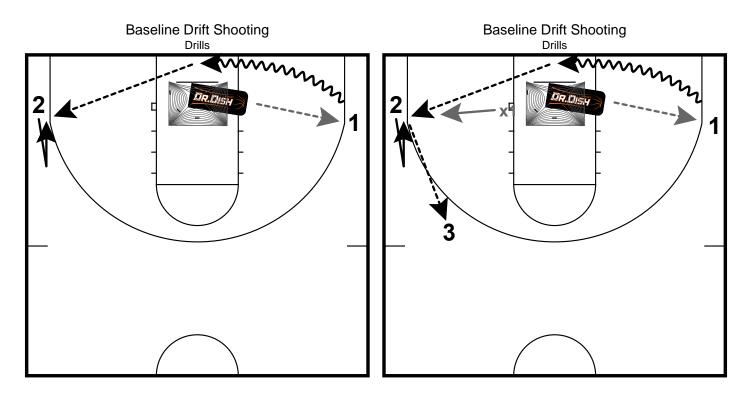


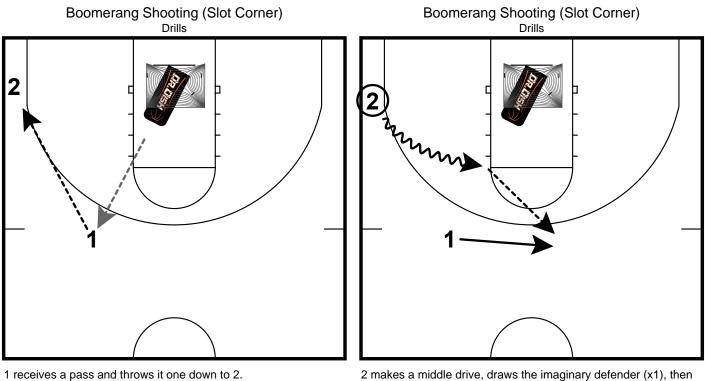
Shot 1: Catch and Shoot

Shot 2: Middle drive, kick, catch and shoot

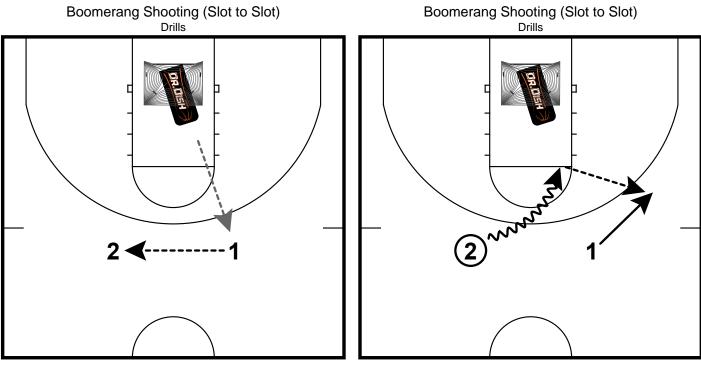


Shot 3: 1 relocates to the wing; 3 passes to 1 for the 3PA



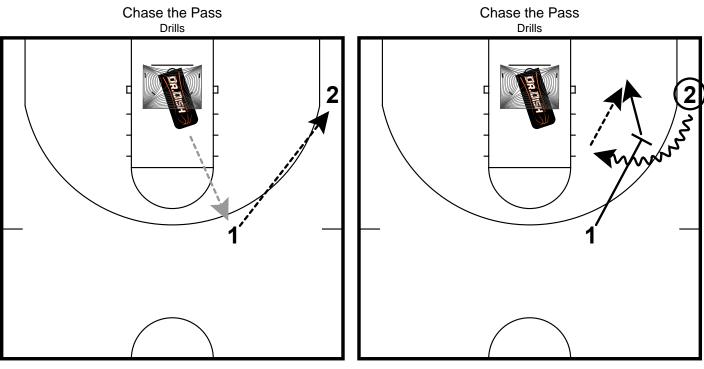


2 makes a middle drive, draws the imaginary defender (x1), then kicks to 1 for a slot 3PA.



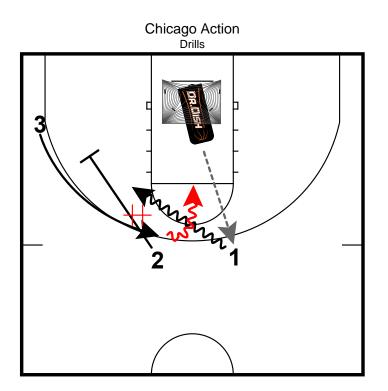
1 receives a pass from the machine and makes a "one more" pass to 2.

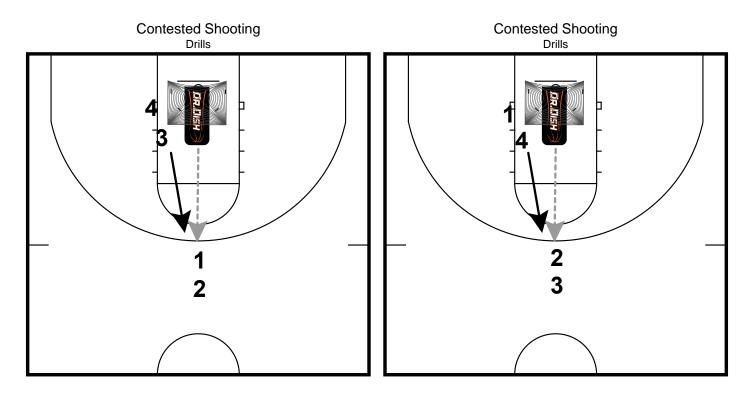
2 drives the elbow while 1 fans to the wing. 2 kicks to 1 for the wing 3PA.

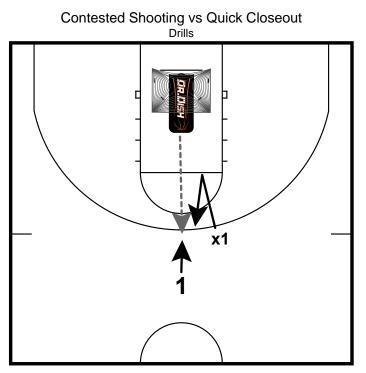


1 receives a then immediately throws one down to 2.

1 chases the pass to set a ball screen. 2 drives middle then makes a pocket pass to 1.

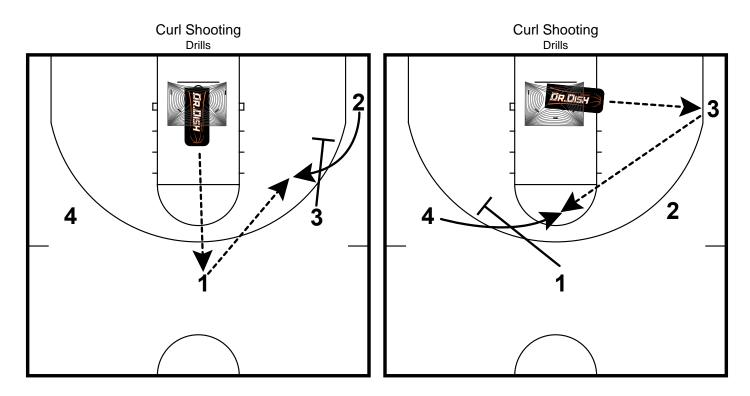


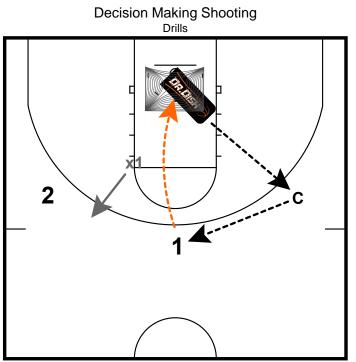




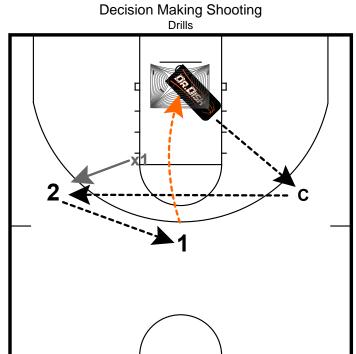
On the pass out to the shooter, the defender must touch the free throw line then contest the shooter.

\*Fun drill just to work on shooting against a little pressure

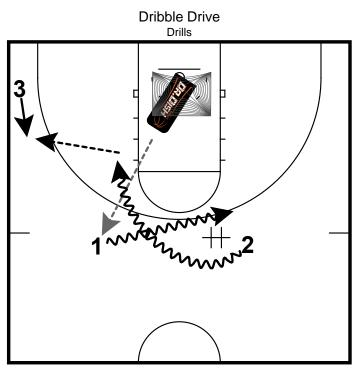




On the catch, the coach can pass to either player. In this frame, if 1 receives a pass, he must read the defender taking away the pass to 2. In this case, Player 1 would shoot.

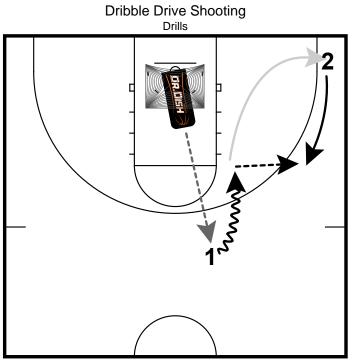


In this frame, Player 2 catches and recognizes Player 1 is open. A "one more" pass is made to 1 for the 3PA.

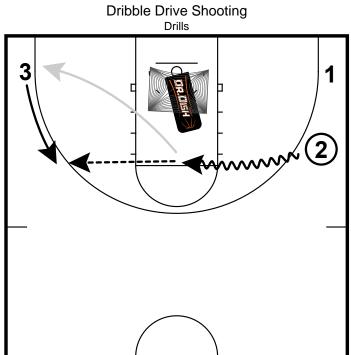




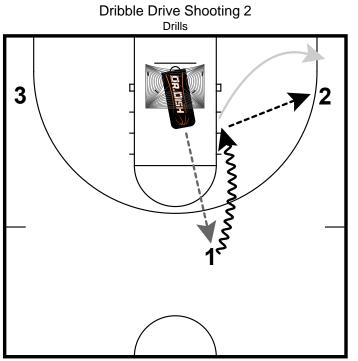
- 2 kicks to creeper 3



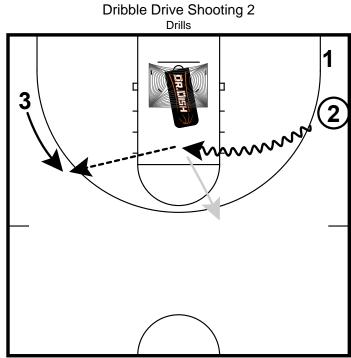
1 receives a pass in the slot and attacks the lane. 2 lifts towards the wing. 1 passes to 2.



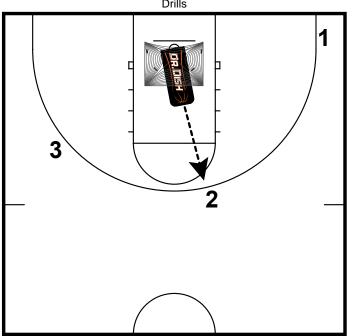
2 attacks the paint. 3 lifts to the wing. 2 passes to 3 for the 3PA.



1 receives a pass in the slot and attacks the lane. 1 passes to 2.

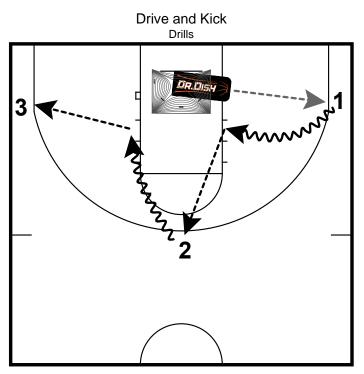


2 drives middle then kicks to 3, who lifts from the corner. 3 shoots while 2 relocates to the slot

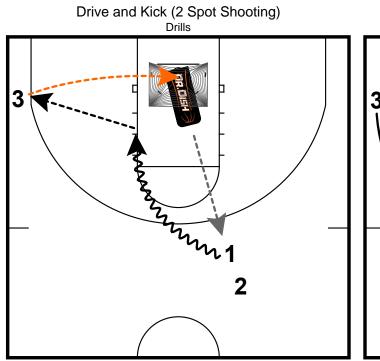


Dribble Drive Shooting 2 Drills

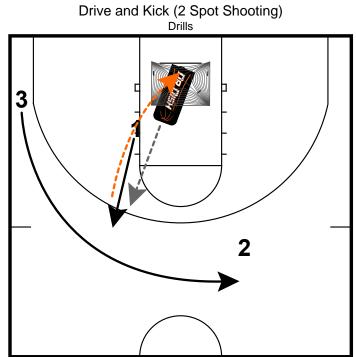
2 receives a pass from the Dish then shoots.



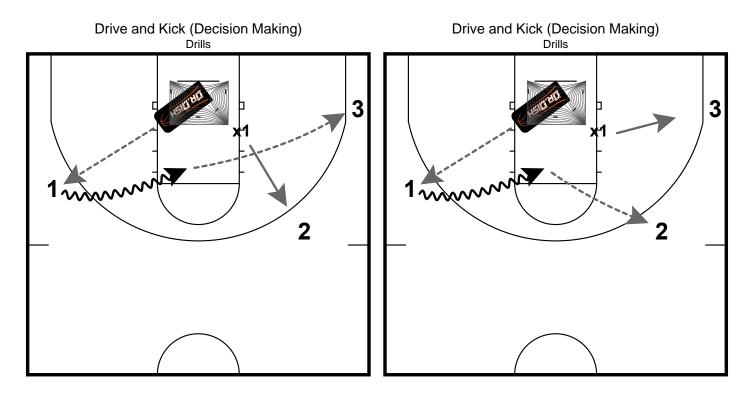
1 catches, drives middle, then kicks to 2. 2 catches, drives the seam, then kicks to 3 for 3PA. (Everyone rotates up 1 spot for the next rep.)

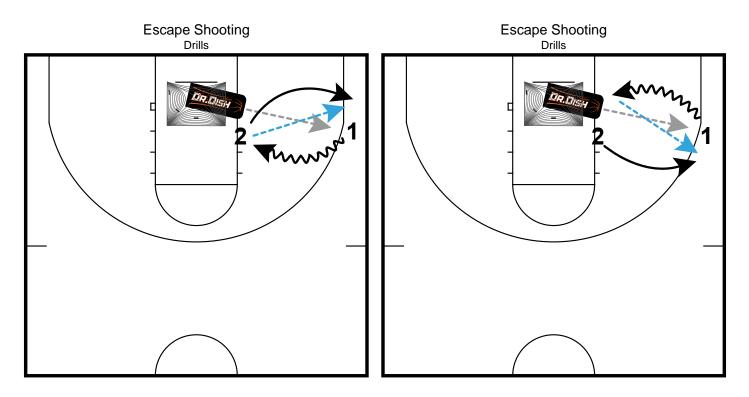


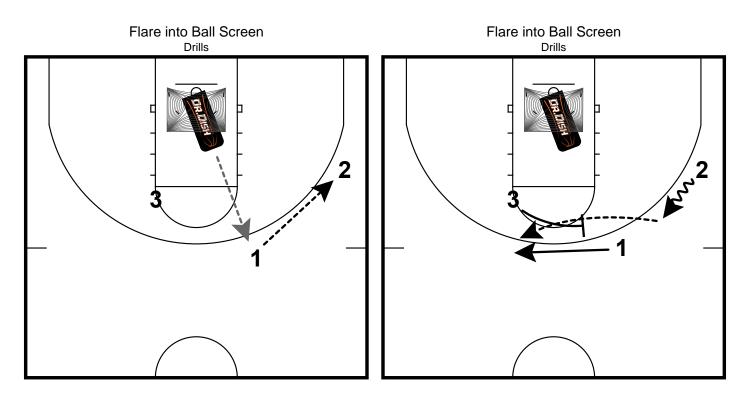
Player 1 catches and drives the triple gap. Simulating a help from the corner defender, 1 kicks to 3 for the shot.

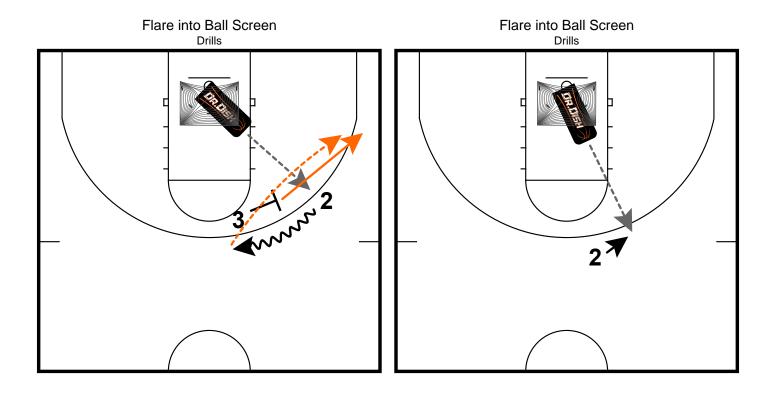


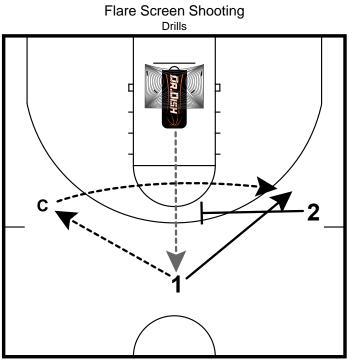
1 relocates to the wing for 3PA while 3 moves to the end of the starting line.

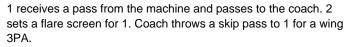


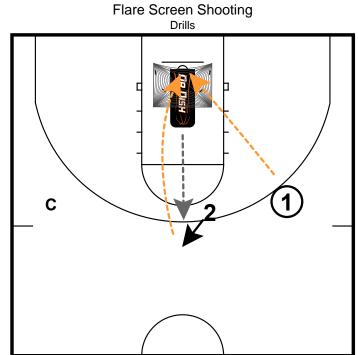




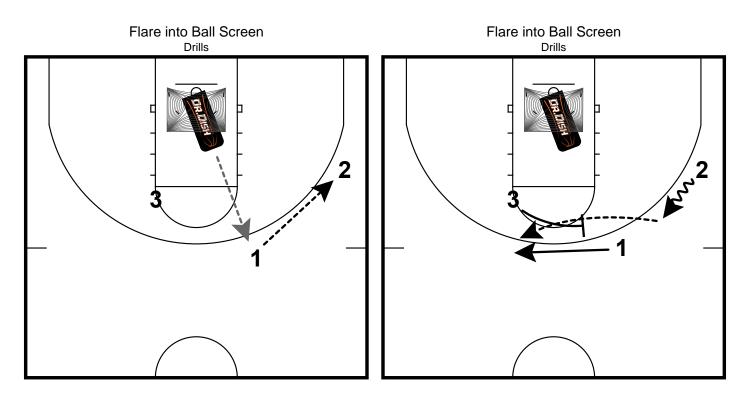


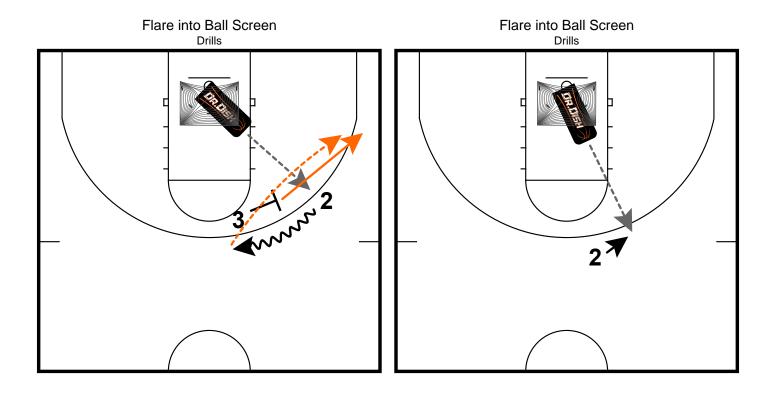


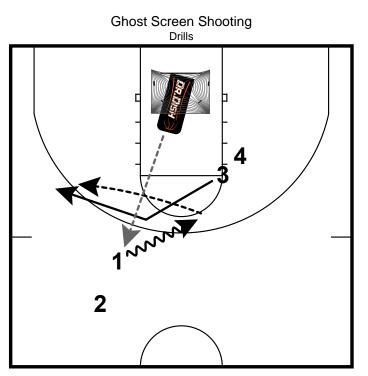




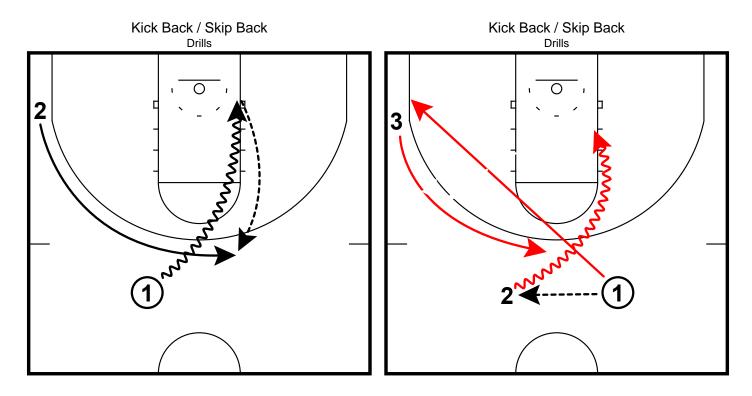
1 shoots. 2 receives a pass from the machine and shoots.

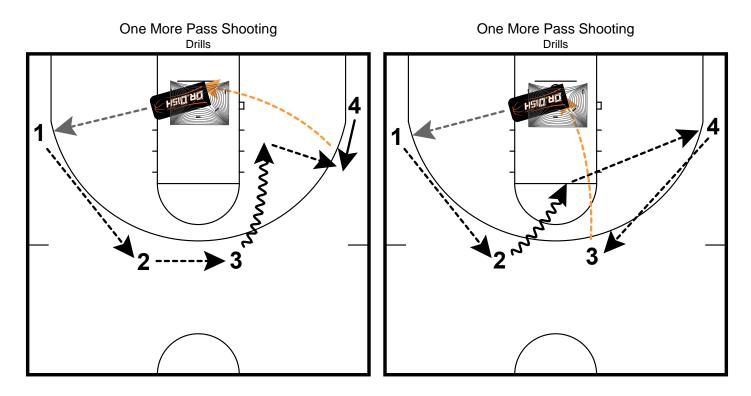


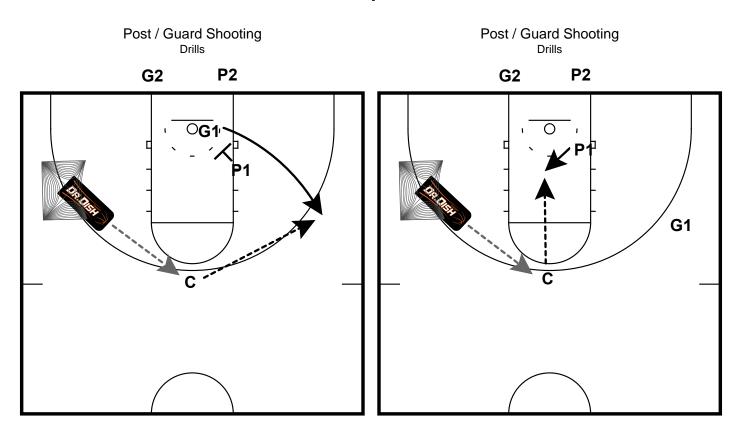


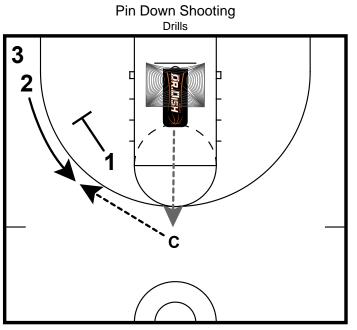


- In this drill, Player 1 receives a pass from the Dish.
- Player 3 will jog to the ball and then sprint away from the ball-handler.Player 1 then throws a pass back to Player 3 who will shoot a wing 3.

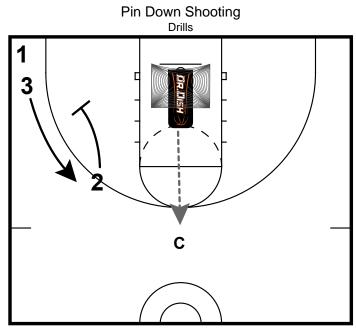




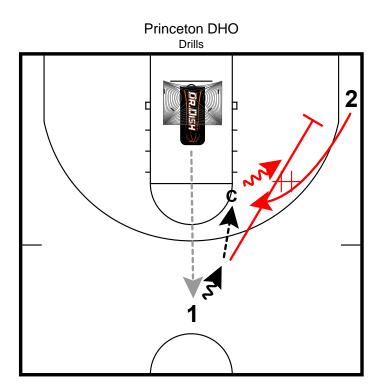


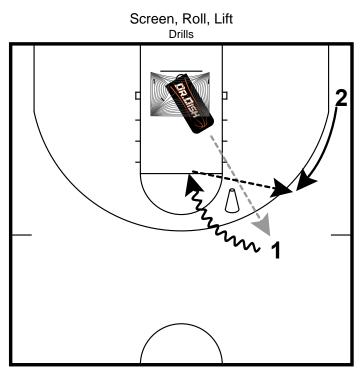


1 sets a pin down screen for 2. The coach passes to 2 for a catch-and-shoot.



2 sets a pin down for 3. The coach passes to 3 for a catch-and-shoot.





On the catch, 1 drives off the screen (cone) while 2 lifts behind the action. 1 kicks back to 2 for a 3PA.

