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	WARMUP	•
	WARIVIUP	1
12:00 – 12:12 (12)	Habits of Movement	Lateral Slides
		Sprint to Screen
		Stride Stops + Pivots (front pivots)
		Stride Stops + Pivots (reverse pivots)
		Pass and Post
12:12 – 12:22 (10)	4 Corners Passing	Change direction Reverse Pivot
		Behind the back bounce-out
		Turn bounce-out
		Nash
	PLAYER DEVELOPME	
	PLATER DEVELOPINE	
12:22 - 12:35 (13)	Finishing Moves	Straight, Inside Reach, Stride Stop, Rondo, Euro,
		Barkley, Nash
12:35 – 12:45 (10)	Pound Finishing: 1 v 1	Emphasis: Decision-making via <i>best</i> finishing move 5 Spots Best of 5
12:45 – 12:50 (5)	:45 Free Throws Water	Goal: 70%
		Blue vs. White
12:50 – 1:00 (10) 1:00 – 1:15 (15)	One More Shooting (see diagram below)	
		a.k.a. "Down, Up, Over Shooting"
	TEAM OFFENSE (CONCEPTUA	Emphasis: recognize the open teammate
1.15 1.20 (5)	·	
1:15 – 1:20 (5)	Intro to Spacing	4-out vs. 5-out Importance of Spacing
1:20 – 1:25 (5)	Perfect Catch vs. Stampede	Emphasis: decision-making before the catch
1:25 – 1:35 (10)	Intro to Player Movement	Pass "across" [midline], cut opposite
		Pass "down" [the floor], cut away
		Pass up [the floor], stand still
		*Be care of driving the paint 2x in a row
4.05 4.45 (4.0)	4 0 5 0 5	Escape 2 v 2 Pass, fill
1:35 – 1:45 (10)	4 v 0 5 v 0 Player Movement	Terminology: "Fingers" "45-cut"
1:45 – 1:55 (10)	3 v 3: Slot, Slot, Corner	
1:55 – 2:05 (10)	3 v 3: Closeout (see diagram below)	
2:05 – 2:15 (10)	:45 Free Throws Water	Goal: 75%
2:15 – 2:25 (10)	4 v 4: Closeout	
2:25 – 2:40 (15)	Attack 44	a.k.a. "Blood Drills"
	TEAM SHOOTING	
2:40 – 2:50 (10)	Quick Contested Shooting	
2:50 – 3:00 (10)	Team Shooting: Blue vs. White	

Notes:

Drills



Figure 1: One More Shooting



Figure 2: Closeout 3s