JR DR CURRICULUM

2016

Jr. NBA

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Always Fun **Building Skills Cultivating Values Developing Wellness**

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Jr. NBA

Overview

The Jr. NBA is the official youth basketball participation program of the NBA. The Jr. NBA includes a free, membership-based program for existing youth basketball leagues/organizations. The membership is to help encourage and support youth basketball participation and improve the overall youth basketball experience. The Jr. NBA aims to develop a lifelong passion for the game of basketball in boys and girls by teaching them the fundamentals of the sport while instilling core values including teamwork, respect and sportsmanship.

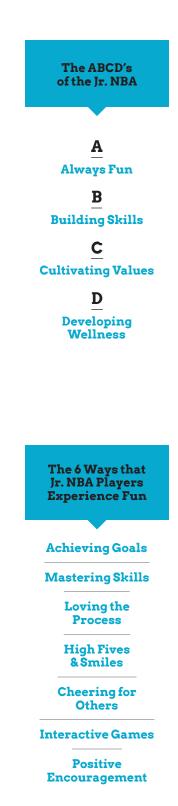
Philosophy

The Jr. NBA Philosophy is to share the game of basketball with youth across the world by teaching skills, values, and wellness in a positive and fun environment. The Jr. NBA's holistic approach is intended to strengthen the culture of youth basketball, teach life lessons, and empower youth to live a full and healthy life. The Jr. NBA believes this philosophy leads to developing complete and well-rounded basketball players and individuals.

The Jr. NBA philosophy manifests itself in our curriculum through the ABCD's of the Jr. NBA. The ABCD's of the Jr. NBA are the foundation of the curriculum and define what the Jr. NBA stands for. Each element of the ABCD's of the Jr. NBA is equally important and works with the other components to develop well-rounded basketball players and people. Please see below for the ABCD's of the Jr. NBA.

ALWAYS FUN

We love the game of basketball because at its core, it's FUN! Basketball should be fun at every level, and as Jr. NBA players make progress in their development, their understanding of fun also evolves. So whether it's encouraging a firsttime player as she learns to dribble, or helping a young boy set goals, the game should always be oriented around fun. Fun is <u>always</u> a part of the Jr. NBA curriculum.



BUILDING SKILLS

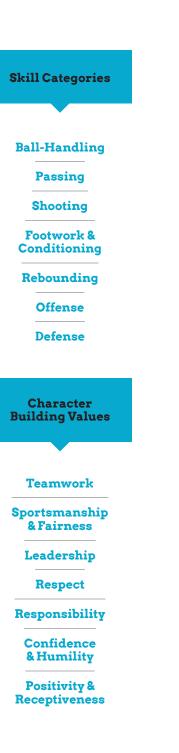
Building basketball skills is an essential part of learning the game. The Jr. NBA recognizes that skill development is a process that is especially important to youth players. The Jr. NBA uses a skill progression checklist that helps players advance through developmental levels.

As Jr. NBA players master skills and advance in the curriculum, skill categories grow more advanced. This approach helps Jr. NBA players to continually develop and enjoy the positive reinforcement of mastering new skills!

CULTIVATING VALUES

The game of basketball provides everyone involved the opportunity to learn countless life lessons. The lessons learned in the Jr. NBA curriculum will be with our players for a lifetime. Therefore, the Jr. NBA makes it a priority to cultivate these core values throughout all programming.

A key tenet of the Jr. NBA philosophy is to incorporate a character-building messages into every practice. Values are also taught in unscripted situations, and we encourage our coaches to embrace those opportunities as well. The Jr. NBA character lessons will undoubtedly go beyond the court and help youth players in other areas of their lives.





DEVELOPING WELLNESS

One of the best parts of the game of basketball is that it promotes wellness across many dimensions of life. The Jr. NBA wants to address, educate, and encourage young players to be healthy in each of these areas.

The Jr. NBA believes that developing as a complete person is more important than developing just as a basketball player. Whether it is understanding more about nutrition or learning time management skills, themes of wellness will be applied throughout the curriculum.

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Aspects of Wellness

Active Lifestyle

Time Management

Injury Prevention

Nutrition

Rest & Recovery

Healthy Relationships

Balanced lifestyle

Jr. NBA Pathway

players, parents, coaches, and organizations better understand the process of improvement.

The Jr. NBA pathway is a developmentally-based progression that depends on players mastering new skills before advancing to the next level. The Jr. NBA Development Pathway is not based on a player's age, but rather his or her proficiency at key skills.

The Jr. NBA Pathway is divided into four levels.



The Jr. NBA Pathway and its four levels are derived from the *Long Term Athlete Development Model. At each level, there will be unique methods, messages, skills, and drills that incorporate and teach the ABCD's of the Jr. NBA.

* The Long Term Athlete Development Model is an approach to athlete-centered sport that combines skill instruction with long-term planning and an understanding of human development to produce athlete



The Jr. NBA Pathway has been developed to help

Rookie Level ABCD's

At the Rookie level, the game is all about fun, being active, and learning basic fundamental skills. This is the first introduction to basketball for most players and it should be a positive experience. Five-on-five competitions should be limited until later in the level(s). The goal of the Rookie level is to engage in activity and form a base of motor skills.

BUILDING SKILLS

ALWAYS FUN

High-Fives & Smiles Positive Encouragement

Interactive Games

 \checkmark

 \checkmark

One very important way we can ensure that the players have fun is through our high-fives, smiles, and positive encouragement. Coaches, parents and organizers should use these tools of body language and positive reinforcement to create an enjoyable environment. Fun also plays out through a variety of skill-related, interactive games. Whether it's a relay race, or dribble tag, these skill-related games make it fun to learn and play.

In the early stages of the Rookie level of the curriculum, players should play the game voluntarily in their free time because it's an activity that they enjoy. As their enjoyment grows and they mature, basic fundamentals of the game will be acquired. Some of the fundamentals that are introduced in the Rookie level include having a good athletic stance, running, jumping, stopping, balance, ball-handling, passing, receiving, and shooting. These movements and skills will lay the foundation for skills acquired

ROOKIE



See Skill Checklist

later in the pathway.

CORE VALUES

Sportsmanship & Fairness

Confidence

Respect

 \checkmark

In their first introduction to basketball, many players have a tendency to be individualistic and shy, others see the game as an opportunity to develop new friendships. Players at this level may be very aware of their feelings and the feelings of others. Therefore, it is important to emphasize sportsmanship & fairness, instill confidence. and teach them to respect each other. By incorporating these messages on a daily basis, players will grow in their social understanding and sport etiquette.

DEVELOPING WELLNESS

Active Lifestyle

 \checkmark

In this level. Jr. NBA players are encouraged to lead an Active Lifestyle. Getting exercise from multiple sports and activities helps create healthy habits for the rest of their lives. Being active also translates to better productivity in school and overall health. This foundation of being active develops a base for athletic development in basketball and beyond. Encourage players to be active!

ROOKIE LEVEL

Rebounding

Jump, Catch and Land

 \checkmark

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Skill Checklist

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

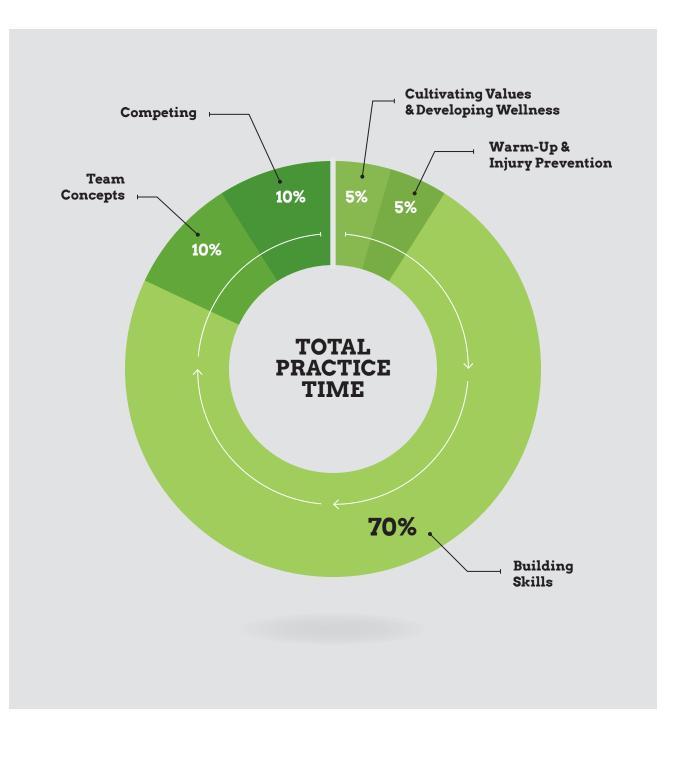
CURRICULUM

ROOKIE LEVEL

Practice Plans

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

\checkmark	Ball Handling	~	Footwork & Conditioning
0	Toss & Catch	0	Athletic Stance/Triple Threat
0	Stationary No Dribble Control Series	0	Defensive Stance/Slide
0	Stationary Dribble Control Series	0	Controlled Running
0	Stationary Dribble Low, Middle, High	0	Change of Pace
0	Walking Control Dribble	0	Change of Direction
0	Stationary Crossover	0	Two Foot Jump Stop
0	Walking Crossover	0	Pivoting
0	Jogging Dribble		
0	Running Dribble	_ ~	Offense
	-	0	Pass & Cut
~	Passing	0	Ball Reversal
0	Hitting the Target	0	Triple Threat
0	Catching & Receiving	0	Drive and Kick (Pass)
0	Stationary Chest Pass	0	Give & Go
\bigcirc	Stationary Bounce Pass		
\bigcirc	Pass to a Moving Player	_ ~	Defense
\bigcirc	Catch and Pass Quick Decision	— O	Defensive Stance
		0	Defensive Slide
~	Shooting	0	Stay between Man and Basket
0	Form Shooting	0	Hands Up
0	Strong Hand Lay-Up		
0	Big Step Shooting	_ ~	Other
\bigcirc	One-Dribble Shooting	— <u> </u>	Understand the Basketball Court Markings
		_ 0	Introduction to Rules (Travel, Double Dribble, Out of Bounds, Scoring)
	Deheunding		Dribble, Out of Bourius, Scoring)



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PERCENTAGE OF PRACTICE TIME		PRACTICE	ROOKIE LEVE	L PERCENTAGE OF PRACTICE TIME		PRACTICE
	Cultivating	Sportsmanship & Fairness	Have players define good sportsmanship		ultivating alues &	Active Lifestyle
5%	Developing	a rainess	What is playing fair	5% D	eveloping	Lifestyle
	weilness		Explain basic rules		Vellness	
			Give examples & identify positive examples at the end of practice		Varm-Up	Dynamic
& Injury	Warm-Up & Injury Prevention	Basketball IQ Warm-Up	Run to that Line Interactive Game: Encourages players to know the court markings while preparing to practice		Injury Prevention	Warm-Up
			Walk around the court identifying lines			
			Provide players with a way you want them to get to any line & announce both the way to get there & the line	S	Building Skills	Ball-Handling
	Building	Ball-Handling	Toss & catch	70%		
5% Value 5% Wais 5% Wais 5% Wais 5% Wais 5% Buil 70% Buil 70% Tea 10% Tea	SKIIIS		Stationary no dribble control series			
			Stationary dribble control series			Passing
	5%Values & Developing Wellness5%Warm-Up & Injury Prevention5%Building Skills70%Building Skills10%Team Concepts10%Competing	Passing	Stationary wall passing			Shooting
5% Values & Developing Wellness 5% Warm-Up & Injury Prevention 5% Building Skills 70% Building Skills 10% Team Concepts 10% Competing	Shooting	Teach Shooting Fundamentals			Footwork & Conditioning	
		Footwork & Conditioning	Start & stop with jumpstop			
		Offense	Pass is faster than dribble		eam Concepts	Offense
10%						Defense
10%	Competing	Fun Games	Dribble Relays	C 10%	Competing	Fun Games

CE 2

ROOKIE LEVEL

Have players define active lifestyle
Try new sports
Explain the benefits

Heel walks
Toe walks
Skip forward
Skip backwards
Jog forward

Jog backwards Walking straight leg-kicks 1 foot hops 2 foot squat and leap

Toss & catch: Add a clap	
Stationary ball control series: Add Figure 8	
Stationary dribble control series: Add holding up fingers for the players to call out	
Stationary partner bounce & chest-passing	
Teach the fundamentals of lay-ups	
Teach what a good stance is Triple Threat	
k	

Teach the fundamentals of cutting Introduce offensive concept of pass and cut

Teach man to man principle of staying between your man & the basket

Dribble Freeze Tag Game

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CURRICULUM

RACTICE TIME PRACT		PRACTICE 3 ROOKIE LEVEL		PRACTICE 3 ROOKIE LEVEL		ROOKIE LEVEL PERCE PRACT			PRACTIC
E 9/	Cultivating Values &	Confidence	Have players define cor explain how to build co			E 9/	Cultivating Values &	Respect	
5%	Developing Wellness		Believe in yourself			5%	Developing Wellness		
			You can do anything						
			Coaches support you						
			Parents support you				Warm-Up	Basketball IQ	
			Practice builds confide	nce		5%	& Injury Prevention	Warm-Up	
	Warm-Up	Dynamic	Leg swings	Quick 2 feet Hops					
5%	& Injury Prevention	Warm-Up	Knee squeeze	Trunk twists			Building	Ball-Handling	
			Imaginary dunks	Walk on all 4		70%	Skills	Dan nananig	
			Running backwards	Demonstrate & explain each		10%			
70%	Building Skills	Ball-Handling	Stationary dribble cont up numbers & requiring	rol series including holding I players to be vocal				Passing	
0%			Stationary cross-over					Shooting	
			Walking dribble						
		Passing	Pass to a cutting player					Rebounding	
		Shooting	Shoot to self					Footwork & Conditioning	
			Shoot to a partner						
			Shoot to the basket				Team Concepts	Offense	
		Footwork & Conditioning	Teach what a good defe Include change of direc			10%	oonocpto		
		y						Defense	
Team Offense Drive and kick of Concepts		Drive and kick drill							
10%		Defense	Defensive communicat	ion drill		10%	Competing	Competitive Games	
	Competing	Fun Games	Coach Says Defense Ga	me					

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ICE 4

ROOKIE LEVEL

Respect Coaches Respect Teammates Respect Opponents Respect Parents Talk through examples Have players identify areas they can be more respectful

Run To That Line Game

Stationary control dribble series. Add power dribble
Stationary cross-over
Jogging dribble
 Catch and pass quick drill
Form shooting
Big step shooting:
 Go get it drill
Defensive stance to slide

Reverse the ball, lay-up drill Review offensive set: pass & cut Stay between man & basket

Teach what a foul is

1 on 1 Numbers Game

Assign every player a number and have them stand on the baseline. Throw the ball out on the court and call out 2 numbers. The players with those numbers will go for the ball. Whoever gets the ball is offense and the other is defense for 1 shot.

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PERCENTAGE OF PRACTICE TIME		PRACTICE	5	ROOKIE LEVEL	PERCENTAGE OF PRACTICE TIME		PRACTIC	E 6
	Cultivating	Sportsmanship	Provide a quote on Sportsmansh	q		Cultivating	Respect	
5%	Values & Developing	& Fairness Part 2	Explain any unclear rules		5%	Values & Developing	Part 2	ſ
	Wellness		Recognize specific examples of g sportsmanship & fairness in the la			Wellness		F
5%	Warm-Up & Injury Prevention	Stationary Stretch	Circle stretch: Have the team star circle. Call out stretches and have to 10 and then call out another st	them count	5%	Warm-Up &Injury Prevention	Dynamic Warm-Up	
5% Prevention Building Skills	Building Skills	Ball-Handling	Stationary control dribble series. Emphasize low, middle and high	dribbles	70%	Building Skills	Ball-Handling	6 - 1
10%			Walking Cross-over		10%			(
			Running dribble					[
		Passing	Catch and pass quick				Passing	(
			Pass it down the line game					ſ
		Shooting	Dribble to a lay-up Start with 1 dribble and advance t	o more			Shooting	 -
			Big Step shooting					
			1 dribble shooting				Footwork & Conditioning	F.
			Knockout				j	(
		Footwork & Conditioning	Pivoting: Teach what a forward pivot is & teach both feet			Team Concepts	Offense	T
10%	Team Concepts	Offense	Review Offensive Set: Ensure tha understand and can execute with		10%		Defense	}
		Defense	Hands Up on Defense			Competing	Competitive	4
			Rebound		10%		Games	F
			Teach how and when to help a te	ammate				
10%	Competing	Competitive Games	1 on 1 & 2 on 2 Numbers Game					

E 6	

Provide a quote on Respect
Recognize specific examples of good Respect in the last 5 practices
Have players try to give examples as well
1 foot hops at angles
2 feet together and hop series
Line jumps
Stationary control dribble low, middle, high. Time them and have them count their dribbles
Over/under relay
Dribble relay race
 Stationary bounce & chest cass
Pass it down the line game
 Dribble to a lay-up
Line shooting game
Pivoting
Change speeds
Teach give & go
 Help defense drill

2 on 2 Both players must touch the ball on each possession Jr. NBA

Starter Level ABCD's

At the Starter level, the fundamental skills begin to be honed and expanded upon. As players have now been exposed to the game, they will start to understand how to play in a team setting. It is in the Starter level that we begin introducing team offensive and team defensive concepts. Again five-on-five competition is limited, yet the frequency of practices may increase from the Rookie level. The goal of the Starter level is to continue having fun, develop further skills, and begin to understand team concepts.

ALWAYS FUN

 \checkmark

Mastering Skills

 \checkmark

Along with a fun At the Starter level. environment and we will build on the skill-related games, basic fundamentals mastering skills now previously acquired, as well as introduce more becomes an exciting part of practice. specific skills. Here Whether it is making we implement more your first left-handed fakes, specific dribble lay-up, or dribbling moves, rebounding between your legs and much more. While there is still an for the first time, skill development is fun! emphasis on individual This excitement of skill development, the Starter level will mastering skills should be a significant part also incorporate of the Starter level. team offense and team defense into

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STARTER



See Skill Checklist

BUILDING SKILLS

practice plans.

\checkmark

CORE VALUES

Teamwork

Positivity

The Starter level continues to build on the values of the Rookie level while also emphasizing group activities and collaboration. This emphasis on teamwork will also increase the need for encouragement and positive reinforcement among players and coaches. The Starter level helps the players see the game through a lens beyond themselves, and develop the ability to be a good friend and teammate. It is important that we explain what teamwork is and the impact that it can have on the team's success.

DEVELOPING WELLNESS

Balanced Lifestyle Nutrition

\checkmark

The Starter level continues to emphasize players having fun and being active, but also teaches players how to lead a balanced lifestyle. A balanced lifestyle includes positive family and social interaction. as well as the importance of academics. Leading a well-balanced lifestyle will help players remain healthy as they mature and develop further interests. Nutrition is another key component of the Starter level as players begin establishing their eating habits. Educating the players on the relationship between food, energy, and performance is essential.

STARTER LEVEL

Skill Checklist

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

Ball Handling \checkmark

- \bigcirc Advanced stationary no dribble control series
- \bigcirc Jog dribble to 1 foot stop & push
- \bigcirc Stationary dribble low, middle, high
- \bigcirc Cone dribbling
- \bigcirc Stationary in-out control dribble
- \bigcirc Stationary front-back control dribble
- \bigcirc In & out dribble move
- \bigcirc In & out crossover dribble move
- \bigcirc Spin move
- \bigcirc Retreat dribble
- \bigcirc Figure 8 dribble
- \bigcirc Stationary 2 ball dribble same time
- \bigcirc Stationary 2 ball dribble alternate

Passing \bigcirc Overhead pass \bigcirc 3 Man weave \bigcirc **Outlet pass** Ο Running pass

 \sim

- \bigcirc Pass fakes
- \bigcirc Pass off the dribble
- \bigcirc Post entry pass \bigcirc Fast break passing
- Shooting \sim
- Ο Weak hand lay-ups
- \bigcirc Shooting off a ball screen
- \bigcirc Shooting off an away screen
- \bigcirc Stepping into the shot
 - with both feet
- \bigcirc Euro-step lay-ups
 - Drop step lay-ups
- \bigcirc Dribble move to shot
- \bigcirc Free throws

 \bigcirc

- Footwork & \checkmark Conditioning
- \bigcirc **Triple threat**
- \bigcirc Forward and reverse pivots
- Ο Jab step
- \bigcirc Drop step slide

~	Rebounding			
0	Boxing out			
0	Pursuing the ball			
\bigcirc	Protecting the ball			
~	Offense			
> 0 0 0 0 0	Screening			
0	On the ball screens			
0	Off the ball screens			
0	V-cut			
0	Fast break spacing & concepts			
0	Square up and rip through			
0 0 0 0 0 0	Pass, cut and replace			
0	Shot fake and drive			
0	Basic post play			
~	Defense			
0	On ball defense			
O	Deny			
0	Jump to the ball			
0	Half court man to man			
0	3 Man shell			

0 Disadvantage spacing & concepts

Other

 \checkmark

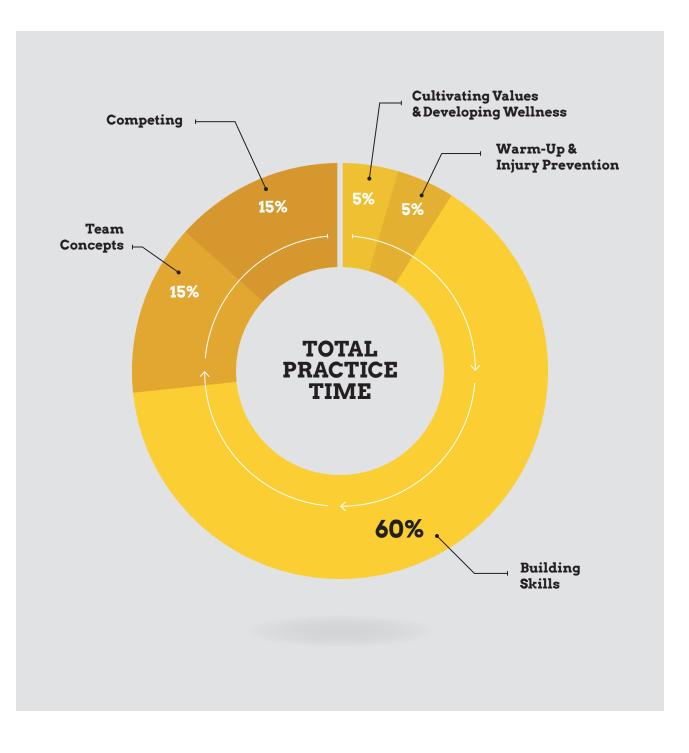
0 F ull explanation of rules

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STARTER LEVEL

Practice Plans

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



CURRICULUM

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CURRICULUM

RCENTAGE OF ACTICE TIME		PRACTICI	E1 STARTER LEVE	L PERCENTAGE PRACTICE TIN		PRACTIC	E 2
5%	Cultivating Values & Developing	Teamwork	Have players define Give examples		Cultivating Values & Developing	Balanced Lifestyle	Yo
UN UN	Wellness		Give examples & identify positive examples at the end of practice		Wellness		
	Warm-Up	Basketball IQ	Run To That Line Advanced Game	-	Warm-Up & Injury	Active Stretch	H
5%	& Injury Prevention	Warm-Up	Encourages players to know the court markings while warming up for practice	5%	Prevention		To Sl
			Show players lines and points on the court				S
			Provide them with a way you want to run to any area and announce both				Jo
	Building Skills	Ball-Handling	Advanced stationary-control series: Time the players as they count their wraps	60%	Building Skills	Ball-Handling	Si D
60%			Jogging 2 Dribbles balance on 1 foot- then crossover: Establish balance and good footwork for a push out of a crossover				tł 2
		Passing	Stationary chest, bounce & overhead pass			Passing	0
			3 man weave: Teach the players to pass to the furthe player from them and then run behind that player	;t		Shooting	 F
		Shooting	Form shooting				Fi
			1 dribble shot				th
			Knockout				S
		Rebounding	Teach the proper box out form			Rebounding	B
		Footwork & Conditioning	Triple threat start, stop & pivot			Footwork & Conditioning	R ga
	Team	Offense	Teach what a screen is and how to set a good screen	-	Team Concepts	Offense	3 W
15%	Concepts	Defense	Teach what it means to jump to the ball	15%			re Te
	Competing	Competitive	Zon Zon Zilfatoan correction that the ball	_		Defense	3
15%	Competing	Competitive Games	3 on 3 on 3: If a team scores they take the ball and go to the other end against a 3rd group. Defensive stops give that team the ball	15%	Competing	Competitive Games	3 St th

25

2

STARTER LEVEL

You & players define	
Explain the benefits	

Heel walks	Jog backwards
Toe walks	Straight leg kicks
Skip forward	Lunges
Skip backwards	Side lunges
Jog forward	Demonstrate & explain

Stationary low middle high
Dribble through cones: Teach the players to take a dribble, plant their outside foot and then dribble through the next cone
 2 ball dribble same time
Outlet passing
 Outlet pass to running passes
Form shooting
Free throws: Relax & develop a routine that you can do every time
Shooting off an away-screen
 Box out stationary player
Reverse pivots: Repeat to help players gain comfort & balance

3 on 0 pass and replace: The ball starts in the middle, when the player passes he cuts. The weakside player replaces the spot & the cutter fills the empty space

Teach Offensive Set

3 man shell defense.

3 on 3 half court Start by passing and cutting through or screening away Short 4 on 4 game

Jr. NBA

CURRICULUM

CENTAGE OF		PRACTICI	23	STARTER LEVEL	PERCENTAGE OF PRACTICE TIME		PRACTICE
5%	Cultivating Values & Developing Wellness	Positivity	Have players define Give examples	Believe in yourself We can do it. We believe	5%	Cultivating Values & Developing Wellness	Nutrition
	Warm-Up & Injury	Active Warm-Up	Line Hops	Staggered step		Warm-Up	Leadership
5%	Prevention		2 feet front to back 2 feet side to side	1 foot front to back 1 foot side to side	5%	& Injury Prevention	Warm-Up
60%	Building Skills	Ball-Handling	1 foot balance stationar Zig zag dribble with lig defense: Work on chan having a defender in fro In & out dribble move	nt ging directions while	60%	Building Skills	Ball-Handling
		Passing	Pass fakes 3 person passing with o by a defender. Once the follow their pass and be				Passing
		Shooting	Form shooting				Rebounding
			Weak hand lay-ups				Kebbunung
			Shooting from a ball-sc	reen			Shooting
		Footwork & Conditioning	Jabsteps				
15%	Team Concepts	Offense	V-cut: Teach the prope to get open for the ball	0			
			Square up & rip throug			Team	Offense
			Review offense		15%	Concepts	Offense
		Defense	Teach how to deny: Put	a hand in the passing lane	1378		
			Shell defense				Defense
150/	Competing	Competitive Games	3 on 3 no dribbling: No encourage passing & cu				
15%		Quick 5 on 5		15%	Competing	Competitive Games	

E4

STARTER LEVEL

Food is energy
Impact of eating enough
Impact of eating good foods
Importance of hydration
Follow the leader warm-up
Have each player lead 1 warm-up drill of their choice
 1 foot balance and push to a crossover
Retreat dribble: Teach the players to plant their foot and retreat dribble to space
2 ball stationary dribble
 Run & pass
Pass. Pressure. Rotate
Passing to wing off the dribble: Add light defense and keep the offensive within a narrow space to make a pass to a player on the wing who makes a v-cut
 Box out active player
 Euro step lay-ups
Drop step lay-ups
Dribble to cone crossover shoot: Have the player attack the cone and stay low on the crossover until they raise up to shoot
Shooting off a screen
Teach ball screens: Emphasize good timing & shoulder to shoulder
Work on offense
 Teach close outs: Emphasize breaking down early, having their hand up and keeping their butt down
4 on 4 shell
 3 on 3 pass and screen away
3 on 3 pass and ball screen

Quick 5 on 5 game

Jr. NBA

CURRICULUM

ENTAGE OF		PRACTICI	25	STARTER LEVEL	PERCENTAGE OF PRACTICE TIME		PRACTICE &
	Cultivating	Teamwork	Provide a quote on teamw	vork		Cultivating	Balanced
5%	Values & Developing Wellness	Part 2	Recognize specific examp teamwork in the last 4 pra		5%	Values & Developing Wellness	Lifestyle
			Have players try to give ex	amples as well			
	Warm-Up	Basketball IQ	Run to That Line Advanced	d Interactive Game		Warm-Up & Injury	Active Stretch
	& Injury Prevention	Warm-Up	Demonstrate and explain	the purpose	5%	Prevention	
6	Building Skills	Ball-Handling	Stationary crossover: Have themselves out of their co with all the stationary drib	omfort zone			
			2 ball stationary dribble-a			Building Skills	Ball-Handling
			In-out control dribble		60%		
			Front-back control dribble				
			Moving in & out move: Get top and really push off the	t the hand over the			
5%		Passing	Run & pass				Passing
			Pass pressure rotate				
			Post entry decision makin help side and the post def noticing the offensive play	fender while also			Rebounding
		Rebounding	2 on 2 box out drill				Shooting
		Shooting	Shot fake to drive: Sell the	e shot fake			
			Weak hand lay-ups			Team	Offense
			Post drop step lay-ups			Concepts	onense
			In & out move to shot		15%		
	Team Concepts	Offense	Fast break spacing: Post p to the rim & guards stay w				Defense
070			Work on team sets			Competing	Competitive
		Defense	3 on 3 shell with screen		15%	y	Games
	Competing	Competitive	3on3 Pass & Ball Screen				
5%		Games	Implement minimum pass	s rule			
			5 on 5				

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E 6

STARTER LEVEL

You & players define	
Explain the benefits	

Heel walks	Jog backwards			
Toe walks	Frankenstein kicks			
Skip forward	Lunges			
Skip backwards	Side lunges			
Jog forward	Demonstrate & explain			
Figure 8 dribble				
2 ball stationary dribble-to doing it at different levels,	0			
Jog to in & out crossover				
Spin move				
 3 line run and pass to a lay- full court and limit droppe				
Moving fast break passing				
 1 on 1 on 1 rebounding drill:	Box out & pursue the ball			
In & out crossover to shot				
Post turn and shoot				
3 man, 2 ball shooting				
3 on 2 and 2 on 1 concepts: balance and decision maki				
Work on sets				
 3 on 2 and 2 on 1 concepts:	Defensively			

teach timing, rotation and decisions

5 on 5: Stop play to make coaching points

ALL-STAR



Jr. NBA

All-Star Level ABCD's

At the All-Star level, Jr. NBA players will begin to gain strength, guickness 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

 \checkmark

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.

See Skill Checklist

BUILDING SKILLS

\checkmark

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

 \checkmark

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

 \checkmark

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.

ALL-STAR LEVEL

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.

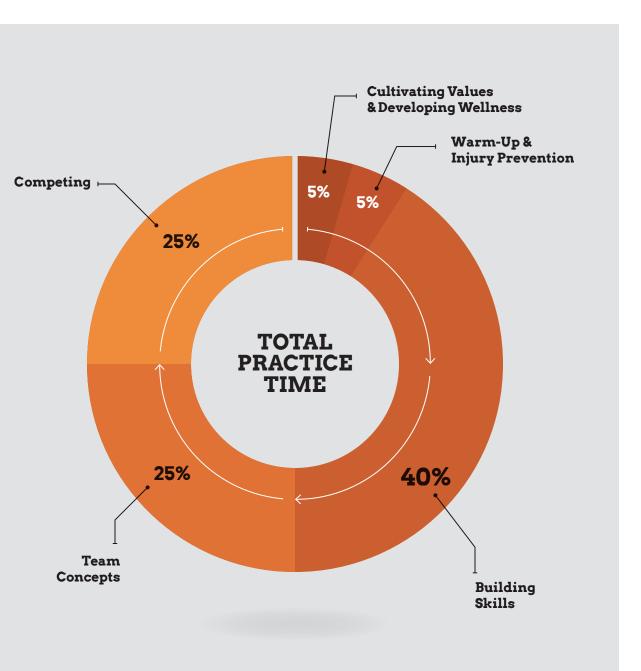
CURRICULUM

ALL-STAR LEVEL

Practice Plans

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

~	Ball Handling	✓	Footwork & Conditioning
0	Behind the back dribble	0	Run & turn forward & backward
0	Between the legs dribble	0	Crab dribble
0	Dribble 1 ball, catch & pass a 2nd ball	~	Rebounding
0	Stationary 1-hand control pass		Live rebounding drills with contact
0	Moving 1-hand control pass	0	Tag on perimeter
0	Creative dribbling		Offense
0	Pull back dribble		L-cut
0	Stationary 2 ball dribble with contact	- 0	Baseline drive fill the corner
0	2 Ball creative dribbling	-	
~	Passing		Backdoor cut
0	Backdoor pass	$- \mid \underline{\circ}$	Post pass action (cut, relocate, screen)
0	1-Hand ball control passing	$- \frac{\circ}{\circ}$	Post player spacing on drives
0	Post entry pass	$- \left \begin{array}{c} 0 \\ 0 \end{array} \right $	Basic set plays
0	Skip pass	$- \mid \underline{\circ}$	Transition offense
~	Shooting		Motion offense
• O	-	- 🚩	Defense
0	Step-back shot Screens off the ball shots	- 0	Post defense (before the catch, after the catch, after the dribble)
	(curl, straight, out)	- 0	Defending ball screens
0	Screens on the ball shots (pull-up, stop behind, split)	0	Defending away screens
0	Reverse lay-up	0	Help the helper
0	Extended lay-up	0	Full court man to man and zone
0	Spin to shot	✓	Other
0	Transition catch and shoot	0	Advanced rules
0	Post moves (up & under, hook)	0	Special situations



Jr. NBA

Jr. NBA

CURRICULUM

ENTAGE OF		PRACTICE	31	ALL-STAR LEVEL	PERCENTAGE OF PRACTICE TIME		PRACTICE
	Cultivating Values &	Leadership	Have players attempt to de	efine		Cultivating Values &	Time
5%	Values & Developing Wellness		Give examples & Identify p examples at the end of pra		5%	Values & Developing Wellness	Management
E 9/	Warm-Up & Injury	Active Stretch	Walking quad-skip: Do a dynamic stretch	Lateral groin stretch- butt kicks		Warm-Up & Injury	Active Stretch
5%	Prevention		to ½ court-do an active movement back	Lunge-high knees	5%	Prevention	
			Walking hamstring-	Heel walk-later push			
			jog forward Toe walk-jog backwards	Walking arm stretch-karioka			
	Building Skills	Ball-Handling	Stationary 2 ball dribble: S	ame time & alternate			
0%	581115		Zig zag between the legs: A			Building	Ball-Handling
			Zig zag behind the back		40%	Skills	
		Passing	Backdoor pass: Timing & u	se 1 hand			Passing:
			Full court 5 man weave				Partners
		Shooting	Catch and shoot				
			1 dribble step back shot				Shooting
			2 dribble jumpstop shot				
		Rebounding	Backboard toss-rebound, I Offensive rebound to quicl	k putback			
			Backboard toss-rebound, o outlet: defensive rebound				Rebounding
		Footwork & Conditioning	Lane slides				Footwork & Conditioning
	Team Concepts	Offense	Backdoor cut: Good timing	g, set it up, plant and go		Team Concepts	Offense
25%	concepts		Extra pass		25%	-	
		Defense	Close out, trace ball, active				
			5 on 5 shell: Teach players having active hands and ge	the importance of			Defense
25%	Competing	Competitive Games	l on l cut throat: If the offe scores, they remain on offe		25%	Competing	Competitive Games
			5 on 5: with 10 second shot	t clock			

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CE 2

ALL-STAR LEVEL

Have players try to define
Teach them how
to prioritize

Explain how to budget time Share the benefits

Do a dynamic stretch to 1/2 court-do an active movement back Walking TFL stretch, light foot taps

Walking shoulder swings: Light foot taps 3 & change directions Ankle rotationsjog forward & turn backwards Stance resistancebutt kicks Planks-igh knees

Moving 2 ball dribble

Dribble 1 ball, catch and pass a 2nd ball

Between the leg wrap to right hand pass Between the leg wrap to left hand pass In-out control dribble to one hand pass.

Reading a down screen Curl cut shot

Straight cut shot

Out cut shot

5 second box out drill

5 spot close out & slide back

L-cut to shot Drive baseline & fill the corner shot Motion offense Defending away screens Defending ball screens

2 on 2 with ball screen: Emphasize the ball screen offensive and defensive points of emphasis

5 on 5 with wait past 30 seconds to shoot

Jr. NBA

CURRICULUM

ENTAGE OF		PRACTICI	23	ALL-STAR LEVEL	PERCENTAGE OF PRACTICE TIME		PRACTIC
5%	Cultivating Values & Developing Wellness	Humility	Have players try to de Provide a quote about		5%	Cultivating Values & Developing Wellness	Rest & Recovery
5%	Warm-Up & Injury Prevention	Dynamic Warm-up	Jog down & back Backwards lunge 1 Foot hops	3 vertical jumps sprint out 1 foot forward bound	5%	Warm-Up &Injury Prevention	Active Stretch
0%	Building Skills	Ball-Handling	Cone dribbling with m of cones with specific		40%	Building Skills	Ball-Handling
		Passing: Partners	Stationary 1 hand cont Sliding 1 hand control				
		Shooting	Reading a ball screen				Passing
			Defender over pull-up				
			Defender under stop k	pehind			Shooting
			Defender under re-sci				
			Hedge split for a lay-u				
		Rebounding	4 on 4 shell reboundin doesn't move until the	-			Rebounding
		Footwork & Conditioning	Elbow close out, zig za	ag		Teers	Conditioning
	Team	Offense	Post pass & cut		25%	Team Concepts	Offense
5%	Concepts		Post pass & relocate				
			Post pass & screen				
			Offensive sets				Defense
		Defense	Defending the post be				
			Defending the post or	the catch		Competing	Competitive Games
			Defending the post af	ter the dribble	25%		
E 9/	Competing	Competitive Games	1 on 1 cut throat: If the scores, they remain or	offense			
25%			5 on 5: with 10 second	shot clock			

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RACTICE 4

ALL-STAR LEVEL

Define rest
Explain the types of recovery
Teach the benefits
Imaginary Hurdle Walk Forward & Backward
Chop While Slowly Moving Laterally Circle Tag
Stationary 1,2,3, cross 2, 3: Pound the ball hard for 3 dribbles, then crossover for 3 quick dribbles then pound for 3 quick dribbles and continue
Stationary behind the back dribble, low, middle, high
In circle creative
 3 man weave full court for a lay-up
Reverse lay-ups
Transition run to catch and shoot
Big spin to shot
 Team backboard toss in the air
 Run & turn

Where strong side post spaces on ball side drive/weak side drive: Teach the players how to move to the open space as a post player when another player is driving to the basket Teach where strong & weak side posts space to on drives

Help the helper

2 on 2 post entry: work on post passes and relocation 5 On 5 use offense

Jr. NBA

CURRICULUM

ENTAGE OF		PRACTICI	ALL-STAR LEVE	• PERCEN	TAGE OF CE TIME	PRACTICE
	Cultivating Values &	Humility Part 2	Why should we be humble		Cultivating Values &	Time Management
%	Developing Wellness		Discuss example of confident vs. cocky	5	0% Developing Wellness	Part 2
5%	Warm-Up & Injury Prevention	Leadership Warm-Up	Have a player(s) lead	5	Warm-Up & Injury % Prevention	Dynamic Warm-Up
0%	Building Skills	Ball-Handling	2 ball stationary with partner foul: As one partner dribbles 2 basketballs, have the other partner apply pressure and foul	_		
			3 balls with partner			
			Dribble moves up & back		Building Skills	Ball-Handling
		Passing	2 Teams: Transition offense passing (5 on 4, 4 on 3, 3 on 2, 2 on 1)	4	0%	
		Shooting	3 man shooting repetitions: 3 players & 2 balls, after you shoot, get your rebound and pass it to the teammate without a ball			Passing
		Rebounding	Tag on perimeter			
			Help, ball, help tag			Shooting
		Footwork & Conditioning	Big push clock to sprint			Rebounding
	Team Concepts	Offense	Offensive sets breakdown	_		Footwork & Conditioning
25%	Concepto	Defense	5 possessions, team with the most stops wins: Have the teams compete to see who		Team	Offense
			can get the most defensive stops	2	Concepts	Defense
E 9/	Competing	Competitive Games	1 on 1 with stops: The player must get 2 stops in a row to get off			
25%			3 on 3: King of the Court		Competing	Competitive Games
			5 on 5	29	5%	

E 6

What is a good use of time after school? What is a good use of time in practice

	Do a dynamic stretch to ½ court, do an active	Lateral groin stretch- butt kicks							
	movement back	Lunge-high knees							
	Walking quad-skip	Heel walk-lateral push							
	Walking hamstring- jog forward	Walking arm stretch-karioka							
	Toe walk-jog backwards								
	15 seconds and encourage	2 ball creative time: Give the players 15 seconds and encourage them to be creative with the ball as they dribble							
	1 ball creative time								
	Pull back								
	Skip pass								
	Read help, post or skip								
	Chase down lay-ups	Post move up & under							
	Pull back shot	Crab dribble hook hot							
	Lane battle for the rebour	nd & score							
	Backpedal, slide, sprint in	for lay-up							
	Dummy offense								

Who is the loudest: Defensive team calls out their positioning loudly as the offense reverses the ball. Switch

3 on 3 half court: Dictate the scenario of the game to simulate useful situations
Strong side ball screen
Weak side ball screen
Skip pass
5 on 5

MVP Level ABCD's

At the MVP level, Jr. NBA players will begin competing more frequently in order to apply and refine the skills they have developed. Players will begin to specialize and fit into more specific roles and positions. Team tactics and game strategy will also be further implemented in the MVP level.

ALWAYS FUN

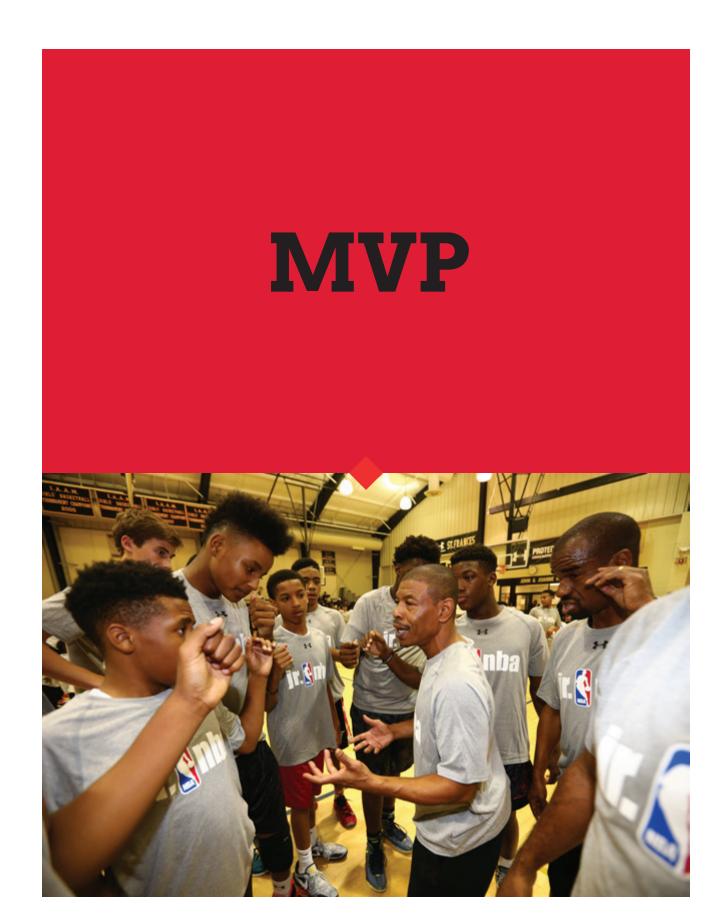
 \checkmark

Cheering For Others

 \checkmark

A primary goal of the MVP level is to fully apply the skills developed and knowledge of the game into game situations. As players begin to reach new goals and enjoy the process, they will find it fun and enjoyable to see their hard work and improvement carry-over into competition. Players will also see that true success is defined by their team's success, and not just their own. Though it is important at all levels, cheering for others takes on a new meaning in the MVP level.

The MVP level is where players should begin to see everything come together in terms of skill development, basketball IQ, and team concepts. Players will be able to read and understand screens. identify defenses, and manage game situations. Repetition and mastering of skills is important while also increasing time spent on game situations and game experience. The MVP level should be one of growth that allows the player to see how his/ her journey through the pathway has set him/herself up to be the most complete player possible.



See Skill Checklist

BUILDING SKILLS

CORE VALUES

Responsibility Receptiveness \checkmark

The MVP level builds on previous lessons and adds further concepts including responsibility and receptiveness. Players must understand what it means to be responsible on and off the court as individuals and as teammates. It is at this developmental level that players should be more readily able to receive and grow from constructive feedback and mistakes. Holding players accountable for their actions will teach them lessons for life beyond basketball.

DEVELOPING WELLNESS

Injury Prevention Healthy Relationships

 \checkmark

The MVP level puts everything together from a wellness standpoint. Injury prevention methods including range of motion, strength, or stability exercises helps players stay healthy and on the court. The MVP level also promotes meaningful & healthy relationships and social understanding. These relationships may be with parents and other family members, teammates or classmates, as well as romantic relationships

MVP LEVEL

Skill Checklist

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

Jr. NBA

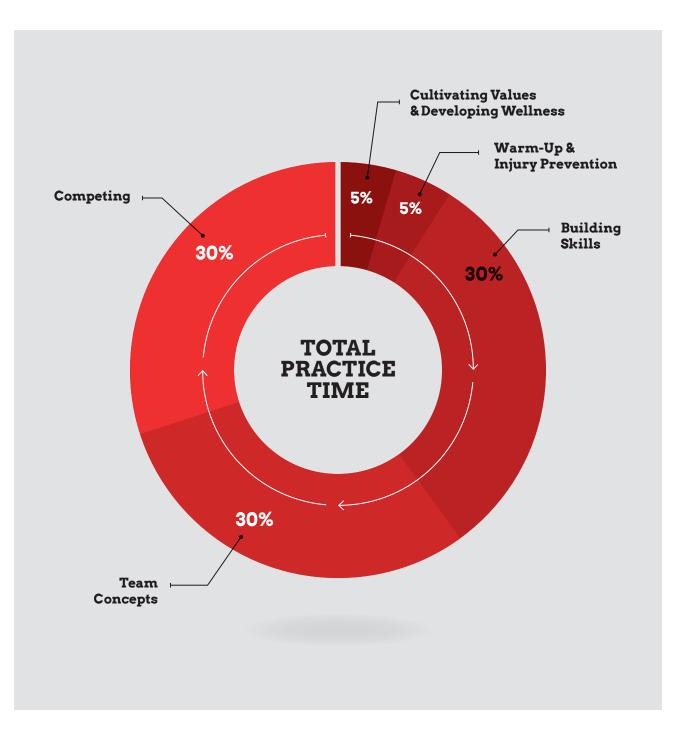
CURRICULUM

MVP LEVEL

Practice Plans

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

~	Ball Handling	~	Offense
0	Extensive combination moves	0	Re-post
0	2 Ball advanced dribbling	0	Sealing
0	Attacking traps	0	Taking the defenders space
0	Scissors dribble	0	Attacking a trap
0	Reading the hand over/under crossover	0	Get hand on top drive
~	Passing	0	Shoulder shimmy
$\overline{\bigcirc}$	Baseball pass	- 0	Organizing the team
0	1-Hand pass	- 0	Balancing the floor
0	Behind the back pass	- 0	Advanced ball screens
0	High-low passing	- 0	Advanced schemes
0	Pocket passing	- 0	Offensive alignments
\bigcirc	Lob passing	- 0	Special situations
		- 🗸	Defense
~	Shooting	$ \overline{\bigcirc}$	Dictate & keep the offense alert
0	Advanced lay-up finishes	$ \frac{\circ}{\circ}$	
\bigcirc	Floaters	-	Shot blocking (on the ball, help, open court)
0	Advanced post moves		Advanced screening
0	Advanced dribble moves to shot		Advanced schemes
_			Transition
~	Rebounding	0	Special situations
\bigcirc	Team contact drills		



Jr. NBA

CURRICULUM

PERCENTAGE OF PRACTICE TIME		PRACTICI	51	MVP LEVEL	PERCENTAGE OF PRACTICE TIME		PRACTICE
	Cultivating	Responsibility	Have players attempt t	o define		Cultivating	Injury
5%	Values & Developing		How can we be responsible		5%	Values & Developing	Prevention
	Wellness		Give examples & identi examples at the end of	fy positive		Wellness	
	Warm-Up & Injury	Active Stretch with a Ball	All to be done while dribbling a ball	Jog	5%	Warm-Up & Injury Prevention	Active Stretch with a Ball
5%	Prevention		Walking hamstring	Shoulder throw downs			
			Walking quad	Dribble drop & touch			
			Skips	Lateral in out turn			
			Knee in to a "T"	Right knee up & down, with right arm			
			Open up the chest	pound dribble			
				2 dribbles then chop			
	Building Skills	ng Ball-Handling	Combination moves		30%	Building Skills	Ball-Handling
30%	SKIIIS		Between-cross				
			Between-between				
			Between-behind				
		Passing	Baseball pass				
		Shooting	Jump through the hips				Passing
			2 foot floater finishes				Shooting
			Catch & shoot group co	mpetition			
		Rebounding	5 on 5 rebounding drill				
	Team	Offense	Bigs: catch. see the floo	pr. pass. Re-post			Rebounding
30%	Concepts		Up back up pivoting finish				
			Guards-take the space of the defender & separate			Team Concepts	Offense
		Defense	Defense dictates. Jump	o in & jump out	30%		
	Competing	Competitive	¹ / ₂ court motion offense				Defense
30%		Games	Full court motion offen	se			
					30%	Competing	Competitive Games



E 2

MVP LEVEL

Have players try to define Why do we & how do we prevent injuries

All to be done while	Jog						
dribbling a ball	Shoulder throw downs						
Walking hamstring	Dribble drop & touch						
Walking quad	Lateral in out turn						
Skips	Right knee up &						
Knee in to a "T"	down, with right arm						
Open up the chest	pound dribble						
	2 dribbles then chop						
Cone combination moves: moves should be practiced also to work on the footwo	ed to work on handle but						
In & out behind the back L	In & out behind the back Low & skip						
Behind behind	Behind behind						
In & out behind	In & out behind						
3 man weave to 2 on 1							
1 foot floaters: Developing	Bigs: 3 floaters						
good touch and a good release point on floaters	Shoot oop						
In & out from 1/2	Guards: Gallop finish						
court shooting	Jamal Crawford						
4 on 4 shell box out							

Attacking a trap: If trapped and can't pass out of it, identify the weakest defender and attack them while looking for splits Team sets Trapping

Team shell defense

Situational play: 2 minute game with small lead: teach players how to play with poise & keep a lead

Jr. NBA

CURRICULUM

30%

CENTAGE OF CTICE TIME	PRACTICI	S MVP LEV	PECENTAGE PRACTICE TH		PRACTICE
5% Cultiva Values Develo Wellne	& ping	Discuss what it means to be receptive Discuss why it's hard to be receptive	5%	Cultivating Values & Developing Wellness	Healthy Relationships
Warm- & Injur 5% Preven	y Warm-up	Follow the leader warm-up: Pick a player(s) to lead	5%	Warm-Up & Injury Prevention	Active Stretch with a Ball
Buildin Skills	ng Ball-Handling	2 ball explode out: Have the players alternate pounding 2 balls. When you hold up an arm, the players should take 1 big explosive step forward with the foot on that side			
		Handling pressure & setting the team up			
	Shooting	Same foot, same hand finishes	30%	Building Skills	Ball-Handling
		Louisville timed shooting	30%		
	Rebounding	Free throw rebounding			Passing
	Footwork & Conditioning	Coach lead defensive slides			Shooting
Team Concep	Offense	Transition offense: Guard should recognize how to balance the floor while 1 big runs to the basket			
0%		Balancing the floor			
		Full court press			
	Defense	Transition defense			Footwork &
		Shot blocking-on the ball			Conditioning
		Full court press		Team	Offense
Compe	ting Competitive Games	Short full court press games	30%	Concepts	Defense
			30%	Competing	Competitive Games

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CE 4

MVP LEVEL

Define what is a healthy relationship What does a healthy relationship look like What does an unhealthy relationship look like

	All to be done while	Jog					
	dribbling a ball	Shoulder throw downs					
	Walking hamstring	Dribble drop & touch					
	Walking quad	Lateral in out turn					
	Skips	Right knee up &					
	Knee in to a "T"	down, with right arm pound dribble					
	Open up the chest	2 dribbles then chop					
	Scissors						
	Read hand-over/under cross						
	Get hand on top						
	Outlet pass, full court dribble, jump stop bounce pass lay-up						
	Jab from 1/2 court shot	Jab from ½ court shot					
	Bigs-Shimmy to hook						
	Dribble drop hook						
	Guards: Drive. Show it. Stop. Turn						
	Drive spin to 2 foot reverse	9					
	Player lead defensive slide	25					

Teach situations from pushed down ball screen Dribble hand-off series

Shot blocking-help side

Short competitive 5 on 5 games

Jr. NBA

CURRICULUM

PERCENTAGE OF PRACTICE TIME		PRACTICI	25	MVP LEVEL	PERCENTAGE OF PRACTICE TIME		PRACTICE
5%	Cultivating Values & Developing Wellness	Cheering For Teammates	Discuss the importance of genuinely cheering for teammates		5%	Cultivating Values & Developing Wellness	Receptiveness Part 2
5%	Warm-Up & Injury Prevention	Active Stretch with a Ball	All to be done while dribbling a ball Walking hamstring	Jog Shoulder throw downs Dribble drop & touch	5%	Warm-Up & Injury Prevention	Leadership Warm-up
			Walking quad	Lateral in out turn			
			Skips Knee in to a "T"	Right knee up & down, with right arm pound dribble	30%	Building Skills	Ball-Handling
			Open up the chest	2 dribbles then chop			
30%	Building Skills	Ball-Handling	20 seconds and see wh legs, crossover in front,	series: Time the players for o can dribble between the then go behind the back. 3 dribbles for it to count as 1.			Passing Shooting
			Early cross jabs				
		Passing	Bigs: Hi low passing				
			Guards: Pick & roll pocket pass				
		Shooting	Bigs: Reverse pivot face	e up series			
			Guards: Between push other direction shot				
			Pick & roll pocket pass				Footwork & Conditioning
30%	Team Concepts	Offense	defender based on thei		Team Concepts		Offense
30%			3 man screen the scree		30%	Tourochia	
		Defense	Post cross screen				Defense
			Shot blocking-open co				
	Competing	Competitive	Situationals			Competing	Constant
30%		Games	Under 10 seconds: Prep team for last second ga	imes	30%	Competing	Competitive Games
			5 on 5				

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E	6	

MVP LEVEL

5	Being coachable Give NBA quote & examples					
	Follow the leader warm-up: Pick a player(s) to lead					
	2 ball creative: The more comfortable players are with dribbling 2 balls, the more comfortable and natural they will feel with 1 ball 2 ball to shot					
	Lob passing					
	Behind the back passing					
	Shooter, screener, passing line: 1 line has the ball as the passer. The previous passer runs across the lane and sets a screen for a shooter coming off to catch and shoot. The screener becomes the next shooter Post entry screen & shot					
	Guards-step spin stop shot					
	Open stepback					
	Jab stride pull-back, in & out cross to finish					
	Special situations					
	Less than 10 seconds ball Under, side & full Court					
	Special situations: Make sure your players know what plays to run if you don't have timeouts Less than 10 seconds ball under, side & full court					

5 on 5 games

