



KBA Curriculum

6th Grade

Cutting & Finishing

Cutting/Finishing

Drill	Key Coaching Points	Terminology
Pass and Cut (Layer 1)	Have defender jump to ball = backcut Have defender Not jump to ball = facecut Hard Cuts Check Rim Communicate Clean catches Change finishes & w/ or w/o dribble	Face Cut & Back Cut Finish cuts Read the defender Power layup Finish Strong
Fill & Back Cuts / Dribble Ats	If ball is dribbled hard AT you - backcut Show hands on fill, then plant hard and backcut Throw pass off defenders back foot	Hard Cuts Fill Up / Fill Hard Dribble Ats Power layups
Post Entry Laker Cuts	Ball fakes on post entry Pass away from defense Read the defense on laker cut Catch & Settle in the post	Ball fakes Laker cut Post Entry
Post Slide - Middle Drive	Game Speed - hard drive, game speed Slides - cover space Passes on time & on target PreDrop footwork	Circle Game speed On time & on target PreDrop
Post Slide - Baseline Drive	Game Speed - hard drive, game speed Slides - cover space Passes on time & on target PreDrop footwork	Circle Game speed On time & on target PreDrop
Post Passing Series	Good post entry passes Hard cuts - game speed Passes on time & on target	Laker cut Rip cut Post entry Catch & settle
Zone Passing Series - Low Entry	Hard cuts - game speed Communication Ball fakes on entry pass	Short corner Basket cut Rip cut PreDrop
Zone Passing Series - High Entry	Hard cuts - game speed Communication Ball fakes on entry pass	High post Basket cut Rip cut PreDrop

