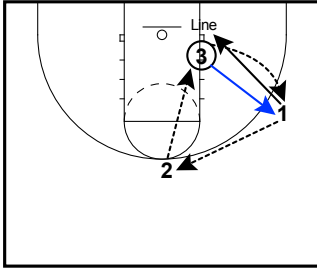


5th/6th Grade Cutting/Cutting & Finishing

5th Grade Cutting & Finishing

Pass and Cut (Layer 1)



1 ball, minimum of 3 players

1. 3 passes to 1, closes out as instructed
2. 1 passes to 2, face cuts or back cuts and scores 3. 2 passes to 1 on cut
4. Alternate initial pass between point and wing
5. Rotate - defender to next cutter

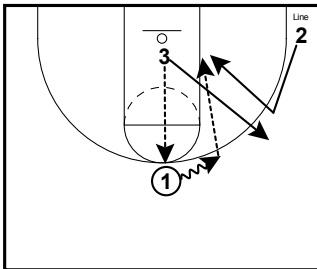
Coaching Points

- *Have defender jump to ball = backcut
- *Have defender not jump to ball = facecut
- *Hard cuts
- *Check rim - on time & target with pass
- *Communicate
- *Clean catches
- *Change finishes & w / or w/o dribble

Terminology

- *Face Cut & Back Cut
- *Finish cuts
- *Read the defender
- *Power layup
- *Finish strong

Fill & Backcuts / Dribble Ats



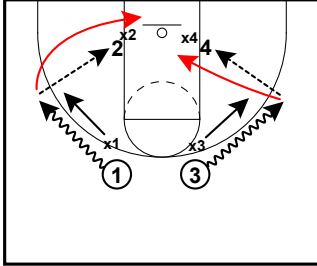
Fill & Backcuts / Dribble Ats

- 3 passes to 1, then sprints out to deny wing
- 2 fills wing, reads over play or dribble at, and makes a hard, sharp backcut
- 1 throws pass to 2 for layup
- Rotation 2 - 3 - 1 - Line

5th/6th Grade Cutting/Cutting & Finishing

5th Grade Cutting & Finishing

Post Entry Laker Cuts



Offensive players with a ball at top of key

1. Offensive player dribbles to wing and makes a good post entry
2. Post player posts hard with proper technique, catches and settles the pass
3. On entry, the passer Lake Cuts to the side opposite the post defense
4. Post player can pass to cutter or let him clear and make a post move to score
5. Token defense to start, progress to live

Coaching Points

- *Ball fakes on post entry
- *Pass away from the defense
- *Read the defense on laker cut
- *Catch & settle in the post

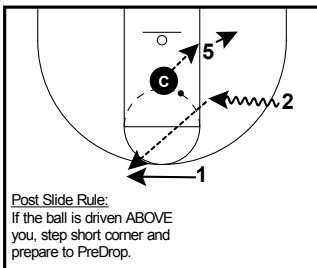
Terminology

Ball fakes

Laker cut

Post entry

Post Slide - Middle Drive



Post Slide Rule:
If the ball is driven ABOVE
you, step short corner and
prepare to PreDrop.

Coach starts with 2 balls

1. Coach passes 1 ball to wing who rips and drives middle
2. Other 2 players slide according to Circle Movement Rules
3. The player with the ball passes to either player - coach passes 2nd ball to the other
4. Players get their own rebound, return balls to coach and rotate lines to the right.

Coaching Points

- *Game Speed - hard drive, game pass
- *Slides - cover space
- *Passes on time & on target
- *PreDrop footwork

Terminology

Circle

Game speed

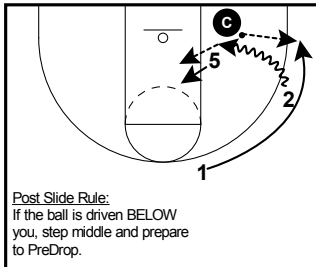
On time & on target

PreDrop

5th/6th Grade Cutting/Cutting & Finishing

5th Grade Cutting & Finishing

Post Slide - Baseline Drive



Coach starts with 2 balls

1. Coach passes 1 ball to wing who rips and drives baseline
2. Other 2 players slide according to Circle Movement Rules
3. The player with the ball passes to either player - coach passes 2nd ball to the other
4. Players get their own rebound, return balls to coach and rotate lines to the right.

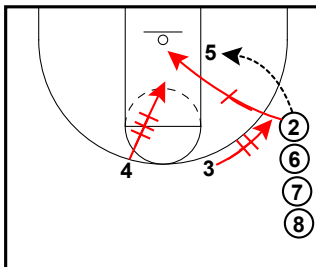
Coaching Points

- *Game Speed - hard drive, game pass
- *Slides - cover space
- *Passes on time & on target
- *PreDrop footwork

Terminology

Circle
Game speed
On time & on target
PreDrop

Post Passing Series



Players lined up as shown, 4 basketballs

1. 2 throws a post entry pass to 5 and laker cuts for a layup
2. 6 throws post entry pass to 5, 3 slides corner for a shot
3. 7 throws post entry pass to 5, 4 rip cuts for layup
4. 8 throws post entry pass to 5 who catches, settles, checks inside shoulder, and makes post move to score

Coaching Points

- *Good post entry passes
- *Hard cuts - game speed
- *Passes on time & on target

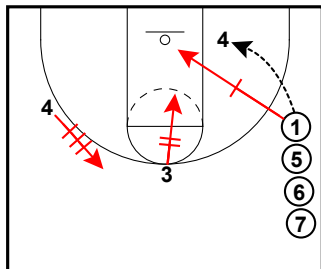
Terminology

Laker cut
Rip cut
Post entry
Catch & settle

5th/6th Grade Cutting/Cutting & Finishing

5th Grade Cutting & Finishing

Zone Passing Series - Low Entry



Players set up as shown, 4 balls

1. 1 enters ball to short corner and basket cuts for layup
2. 5 enters ball to short corner and 3 rip cuts for layup
3. 6 enters ball to short corner and 2 slides to space for shot
4. 7 enters ball to short corner and 4 PreDrops to finish

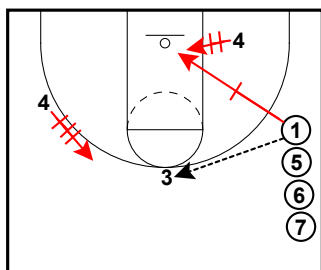
Coaching Points

- *Hard cuts - game speed
- *Communication
- *Ball fakes on entry pass

Terminology

Short corner
Basket cut
Rip cut
PreDrop

Zone Passing Series - High Entry



Players set up as shown, 4 balls

1. 1 enters ball to high post and basket cuts for layup
2. 5 enters ball to high post and 4 predrops for layup
3. 6 enters ball to high post and 2 slides to space for shot
4. 7 enters ball to short corner and 3 rips & drives to finish

Coaching Points

- *Hard cuts - game speed
- *Communication
- *Ball fakes on entry pass

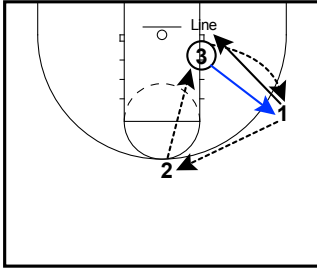
Terminology

High post
Basket cut
Rip cut
PreDrop

5th/6th Grade Cutting/Cutting & Finishing

6th Grade Cutting & Finishing

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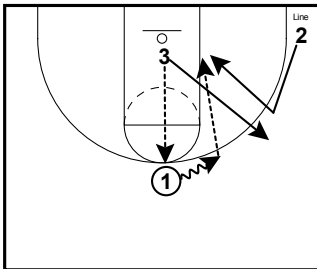
Coaching Points

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- *Have defender not jump to ball = facecut
- *Hard cuts
- *Check rim - on time & target with pass
- *Communicate
- *Clean catches
- *Change finishes & w / or w/o dribble

Terminology

- *Face Cut & Back Cut
- *Finish cuts
- *Read the defender
- *Power layup
- *Finish strong

Fill & Backcuts / Dribble Ats



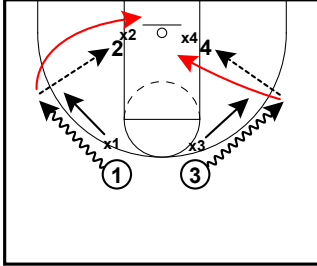
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5th/6th Grade Cutting/Cutting & Finishing

6th Grade Cutting & Finishing

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- *Pass away from the defense
- *Read the defense on laker cut
- *Catch & settle in the post

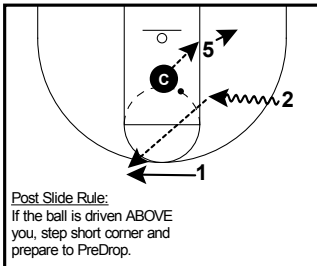
Terminology

Ball fakes

Laker cut

Post entry

Post Slide - Middle Drive



Post Slide Rule:
If the ball is driven ABOVE
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prepare to PreDrop.

Coach starts with 2 balls

1. Coach passes 1 ball to wing who rips and drives middle
2. Other 2 players slide according to Circle Movement Rules
3. The player with the ball passes to either player - coach passes 2nd ball to the other
4. Players get their own rebound, return balls to coach and rotate lines to the right.

Coaching Points

- *Game Speed - hard drive, game pass
- *Slides - cover space
- *Passes on time & on target
- *PreDrop footwork

Terminology

Circle

Game speed

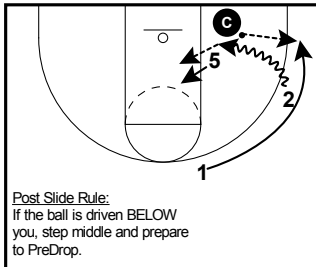
On time & on target

PreDrop

5th/6th Grade Cutting/Cutting & Finishing

6th Grade Cutting & Finishing

Post Slide - Baseline Drive



Coach starts with 2 balls

1. Coach passes 1 ball to wing who rips and drives baseline
2. Other 2 players slide according to Circle Movement Rules
3. The player with the ball passes to either player - coach passes 2nd ball to the other
4. Players get their own rebound, return balls to coach and rotate lines to the right.

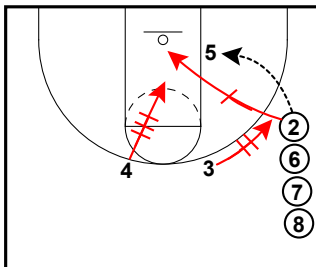
Coaching Points

- *Game Speed - hard drive, game pass
- *Slides - cover space
- *Passes on time & on target
- *PreDrop footwork

Terminology

Circle
Game speed
On time & on target
PreDrop

Post Passing Series



Players lined up as shown, 4 basketballs

1. 2 throws a post entry pass to 5 and laker cuts for a layup
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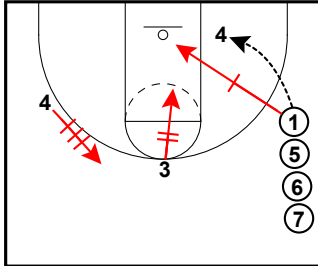
Terminology

Laker cut
Rip cut
Post entry
Catch & settle

5th/6th Grade Cutting/Cutting & Finishing

6th Grade Cutting & Finishing

Zone Passing Series - Low Entry



Players set up as shown, 4 balls

1. 1 enters ball to short corner and basket cuts for layup
2. 5 enters ball to short corner and 3 rip cuts for layup
3. 6 enters ball to short corner and 2 slides to space for shot
4. 7 enters ball to short corner and 4 PreDrops to finish

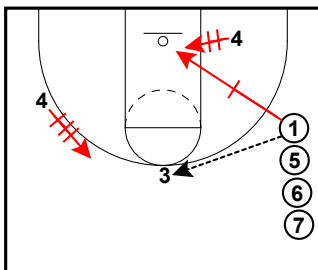
Coaching Points

- *Hard cuts - game speed
- *Communication
- *Ball fakes on entry pass

Terminology

Short corner
Basket cut
Rip cut
PreDrop

Zone Passing Series - High Entry



Players set up as shown, 4 balls

1. 1 enters ball to high post and basket cuts for layup
2. 5 enters ball to high post and 4 predrops for layup
3. 6 enters ball to high post and 2 slides to space for shot
4. 7 enters ball to short corner and 3 rips & drives to finish

Coaching Points

- *Hard cuts - game speed
- *Communication
- *Ball fakes on entry pass

Terminology

High post
Basket cut
Rip cut
PreDrop