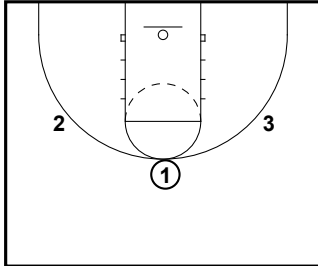


2nd/3rd/4th Grade Cutting/Cutting & Finishing

2nd/3rd Grade Cutting

3 v 0 Pass and Cut



1 ball for a set number of passes

1. Pass
2. Cut
3. Fill

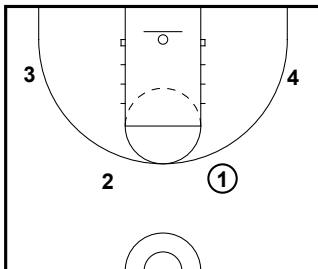
Coaching Points

- *Hard cuts - finish through the rim
- *Catch & check the rim
- *Fill with hands ready for triple threat

Terminology

Finish cut
Catch & Check the rim
Triple threat

4 on 0 Dummy Offense



Progress to 5v0, 4v4 token, 5v5 token

1. Coach sets number of passes prior to shot
2. Coach sets how players are to score - face cut, back cut, fill rip & attack, etc
3. Players execute while remaining fundamental

Coaching Points

- *Limit dribbles per catch when live
- * 5 - 8 passes prior to shooting is a good start
- *Aggressive catches and cuts
- *Emphasize any offensive or defensive concepts

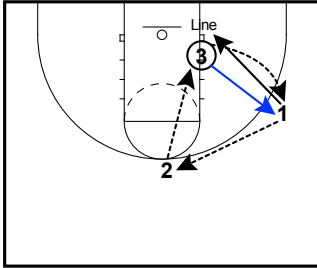
Terminology

Read the defense
Dribble Ats (Layer 2)
Fill up / Fill hard
Communicate

2nd/3rd/4th Grade Cutting/Cutting & Finishing

2nd/3rd 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

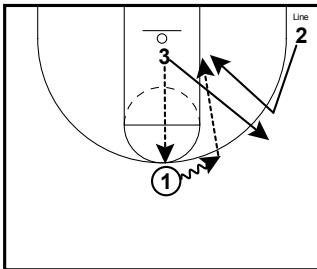
Coaching Points

- *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



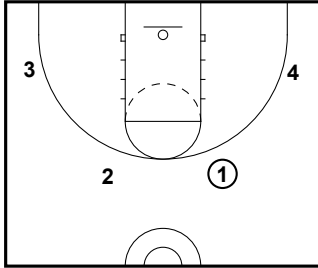
Fill & Backcuts / Dribble Ats

- 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

2nd/3rd/4th Grade Cutting/Cutting & Finishing

2nd/3rd Grade Cutting & Finishing

4 on 0 Dummy Offense



Progress to 5v0, 4v4 token, 5v5 token

1. Coach sets number of passes prior to shot
2. Coach sets how players are to score - face cut, back cut, fill rip & attack, etc
3. Players execute while remaining fundamental

Coaching Points

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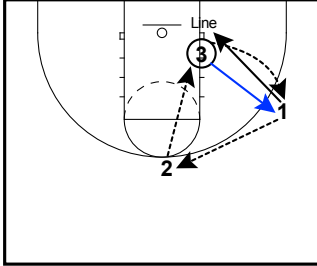
Terminology

Read the defense
Dribble Ats (Layer 2)
Fill up / Fill hard
Communicate

2nd/3rd/4th Grade Cutting/Cutting & Finishing

4th Grade Cutting

Pass and Cut (Layer 1)



1 ball, minimum of 3 players

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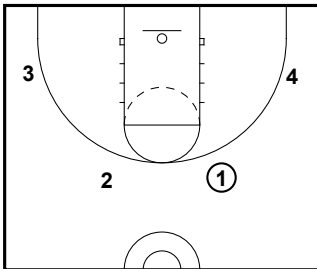
Coaching Points

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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

4 on 0 Dummy Offense



Progress to 5v0, 4v4 token, 5v5 token

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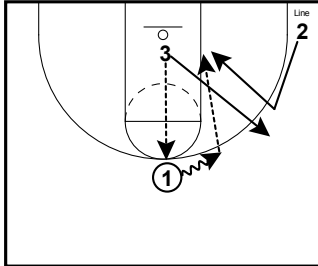
Terminology

- Read the defense
- Dribble Ats (Layer 2)
- Fill up / Fill hard
- Communicate

2nd/3rd/4th Grade Cutting/Cutting & Finishing

4th Grade Cutting & Finishing

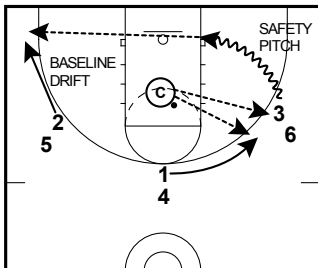
Fill & Backcuts / Dribble Ats



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

Penetrate and Pitch



3 lines, 2 balls

1. Coach passes ball to any line
2. Receiving player rips and drives the ball hard in either direction
3. Other perimeter players slide accordingly
4. Player driving passes to one of the players sliding, coach passes to the other player sliding
5. Shown - baseline drift

Coaching Points

- *Immediate hard rip and drive on catch
- *Proper slides with hands ready to shoot
- *1 - 2 footwork into shot
- *Pass on time & on target
- *Communicate

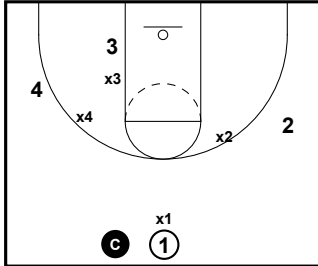
Terminology

- Circle movement
- On time & on target
- Rip & go
- Baseline drift
- Safety pitch
- One more

2nd/3rd/4th Grade Cutting/Cutting & Finishing

4th Grade Cutting & Finishing

2 Ball Live



Teams of 3 or 4

1. Offensive - score to stay on offense
2. Defensive - stop to stay on defense
3. Teams play until one of the above happens depending on type of game
4. Coach can limit how offense can score, number of passes, use of post player, etc; can also require offense to run certain actions to start each possession

Coaching Points

*Communication

*All offensive & defensive concepts can be emphasized

Terminology

Game speed

Make the defense make a decision

Read the defense

Hard cuts

Draft drive

L Cuts

Exchanges