2012 Scoring Clinic
Spartan Basketball

2 step Finishes
Left and Right Hand on Left, Middle and Right of rim. Coach contests or gives contact.

"On the Clock" Team Layups
5 minutes on the clock. Team will curl around all cones and make 7 with each layup angle.
Layup Angles: Same side glass, front of the rim, reverse layup.

1 on 1 - Veering
Both players lean into each other to start drill
Offense: Blow by and seal defender behind
Defense: Get ahead and seal from rim

Cone Line to Attack Elbows
Players go through cones lines with a one dribble to change of direction pattern. At the last cone they turn the corner and attack elbow with change of direction into layup.
More than 3 cones can be placed on side line.

Team Cone Change of Directions
Team goes through cone lines with one dribble crossover combos and through zig zag cones with crossovers.

CP3 Scoring Series
CP3 attacks off the dribble into scoring moves.
Moves: In & out crossover to pull up jump shot
Hesitation to in & out move on help to layup
In & out into double change of direction freeze pull up jump shot
Between the legs to hesitate and shoot at the elbow
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Change of Direction into 1 v 1

2 makes change of direction on left or right side cone. Passes to 1 after scoring.

Change of Direction into 1 v 1

1 attacks 2 into 1 v 1.

Read and React Scoring

Fast Break Contests

Numbered Rip Series

Pass-Cut-Rip

Player pass ball to coach. Coach calls #. Player fakes to opposite number on floor then flashes to number called.
Player attacks on catch.

Moves:
Rip Move
Jab and Go
Jab and Go with Change of Direction
One Dribble Jump Shot

Quick moving drill. Next player passes as player before is scoring.
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Pass-Cut-Rip

Coach sends skip pass to player who attacks with rip series.

Closeouts and Help Line

All 5 spots

Moves:
Rip and Go
Jab and Attack Middle
Shot Fake and Attack Baseline
Jab and Shoot

Numered Spot Mid Range Shooting

Self Pass to cone -> pivot and shoot

Split Line Catch and Shoot

1 passes to coach and flashes to help line. Coach passes back for catch and shoot.

Progress into one dribble jump shot.

Wall Up to Closeouts

1 drives to get into paint. 3 walls up. 1 passes to 2. 3 performs close out and plays 1 on 1 with 2.