## Drill

## Drill: Memphis (CP Half-court Shooting Drill)

Goal: Learning Goal: Catch \& shoot in dribble drive situations. Points of Emphasis: Drive the ball deep into the paint.

```
Equipment/# - >6
    players players
    needed: -4
        balls
```


## Sketch:

## Diagram:



Description: The players form three lines at halfcourt (the middle of the court \& the two wings). The middle player drives the ball into the paint \& the two wings run wide \& deep to the corners. The dribbler kicks the ball out to one side \& exit cuts. The new ballhandler drives into the middle \& passes to the third player before exit cutting. The new players in the side lines pass the ball so the players who exit cut could get a shot. Players rebound their own shot \& rotate one line to the right.

Progression: Begin with catch \& shoot midrange shots before attempting one dribble pull-ups \& three point shots.

Time: 5 minutes. Work:Pause Ratio: 1:1

| Load(s): $\quad \square$ Physical $\square$ Mental $\quad \square$ Technical $\square$ Pressure |  |
| :---: | :---: |
|  | $\square$ Social/emotional |
| LTAD stage(s): $\quad \square$ Fundamentals $\quad \square$ Learn to Train $\quad \square$ Train to Train |  |
|  | $\square$ Train to Compete $\quad \square$ Train To Win |
| Categorie(s): | $\square$ Ball Handling $\square$ Defense $\square$ Dribbling |
|  | $\square$ Dynamic 1 on $1 \quad \square$ Footwork |
|  | $\square$ Fundamental Movements $\square$ Passing $\square$ Picks |

Phase(s):
$\square \mathrm{A}$BCD
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