# **Drill**

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

Goal: Learning Goal: Catch the ball at

game speed & shoot. Emphasis: Take

a long step into the shot.

Equipment/# - 4-6 players

players - 2-3 balls - 2

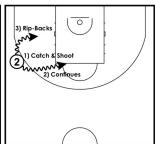
needed: coaches

#### Sketch:

### Diagram:







## **Description:**

The player at the top of the key dribbles the ball towards their teammate, who blasts out of the corner. The ballhandler throws a one-handed pass to the cutter who takes a long step into the shot, executes a 1-2 step & shoots the ball. The passer goes behind the shooter & lines up in the corner. The shooter rebounds the ball & takes it to the top of the key. Two coaches play guided defense.

Progression: After catching & shooting, work on continues & ripbacks. To execute a continue move, the player establishes their outside foot as the pivot foot & continues in the same direction, finishing with a one-dribble pull-up at the foul line. To execute a ripback move, the player hop steps on the catch, rips the ball back towards the baseline & shoots a one-dribble pull-up. Introduce moves such as a V-Cut or sealing & catching.

To create a Phase B drill with guided defense, the coach can give the player a read (trail the cutter for a continue, jump the passing lane for a rip-back, gap the cutter for a catch & shoot). For a Phase C/D drill, play 2-on-2 out of the drill situation & introduce situations such as dribble push entries, post play & cutting if the shot is unavailable.

Time: 8-10 minutes. Work on each type of shot for about a minute before switching sides. Squads can also compete to make a set number of shots. Work:Pause: 1:1

Load(s):	<ul><li>☑ Physical ☐ Mental ☐ Technical ☐ Pressure</li><li>☐ Social/emotional</li></ul>
LTAD stage(s):	<ul><li>✓ Fundamentals</li><li>✓ Learn to Train</li><li>✓ Train to Train</li><li>✓ Train to Compete</li><li>✓ Train To Win</li></ul>
Categorie(s):	<ul> <li>☑ Ball Handling</li> <li>☐ Defense</li> <li>☐ Dribbling</li> <li>☐ Dynamic 1 on 1</li> <li>☐ Footwork</li> <li>☐ Fundamental Movements</li> <li>☐ Picks</li> <li>☐ Principals/Actions</li> <li>☐ Rebounding</li> <li>☐ Screens</li> <li>☑ Shooting</li> <li>☐ Static 1 on 1</li> </ul>
Phase(s):	☑ A ☑ B □ C □ D

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