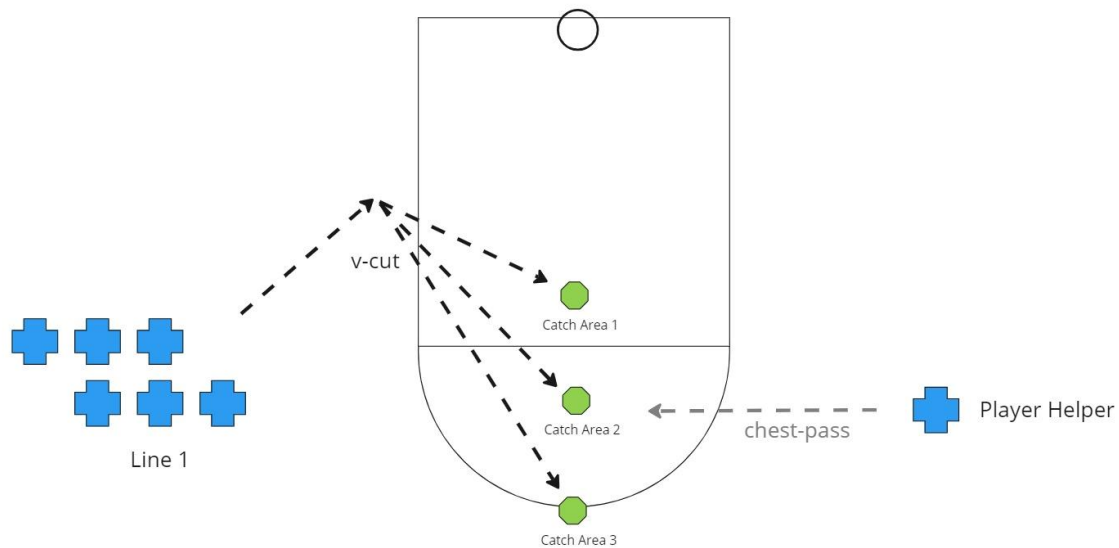


## Shooting Evaluation Drill

### Layout: Quarter gym



#### Drill:

1. Player Helper starts with the ball. Line 1 does not have a ball
2. Line 1 Player 1 makes a v-cut to catch area 1 & receives pass from Player Helper
3. Once caught, player squares and shoots - perform twice with same player
4. Run through for remaining players
5. Reset - Player 1 makes a v-cut to catch area 2, receives pass from Player Helper and shoots - perform twice
6. Run through for remaining players
7. Reset - Player 1 makes a v-cut to catch area 3, receives pass from Player Helper and shoots - perform twice
8. Run through for remaining players

#### Looking for

1. Jump Catch ability
2. Squaring up for shot, technique and accuracy