



DRILLS AND GAMES

- 1 Thru Pass Circuit
 - 2 2 v 1 Shuttle
 - 3 3 v 3 Plus One, #2
 - 4 3 v 3 Plus One, #5
 - 5 Free Play - 6 v 6, three teams. Losing team goes off.
- Notes: Play the starting outside players together in 3 and 4.

TECHNICAL/TACTICAL OBJECTIVES

- 1 Recognize when the thru run is on.
- 2 Know how to get onto the defender's blind side.
- 3 Time the thru run correctly and stay on sides.

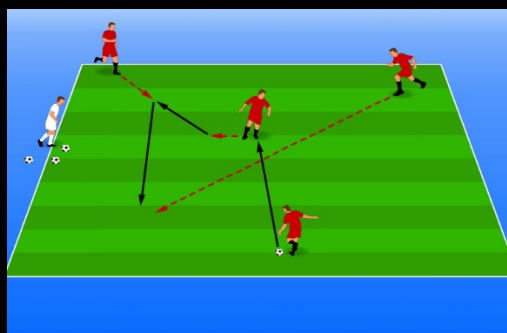
COACHING POINTS

- 1 Fade out wide, then run in behind the defender.
- 2 A horizontal dribbling run sets up the thru pass.
- 3 When the wall is taken away, make the run thru.

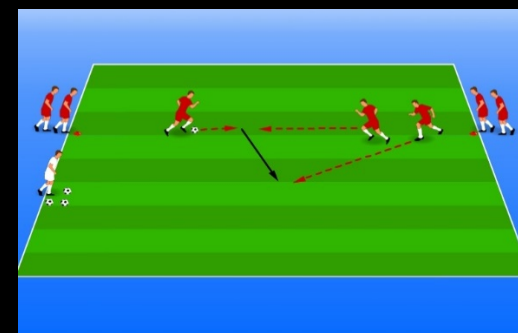
QUESTIONS/TOPICS/NOTES

If the defender takes away the wall pass, does the support player make the thru run or does he stop playing? Do we know how to fade outside and make blind side runs? Do we time them correctly?

1



2



3



4

