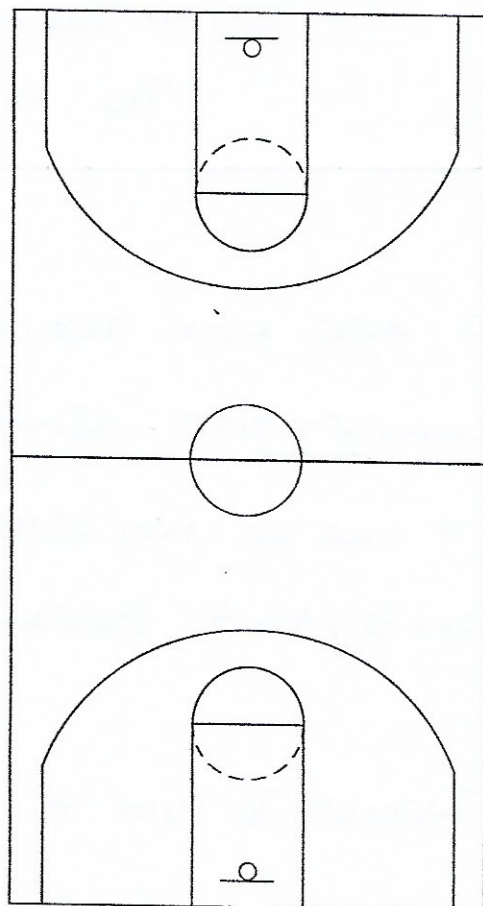
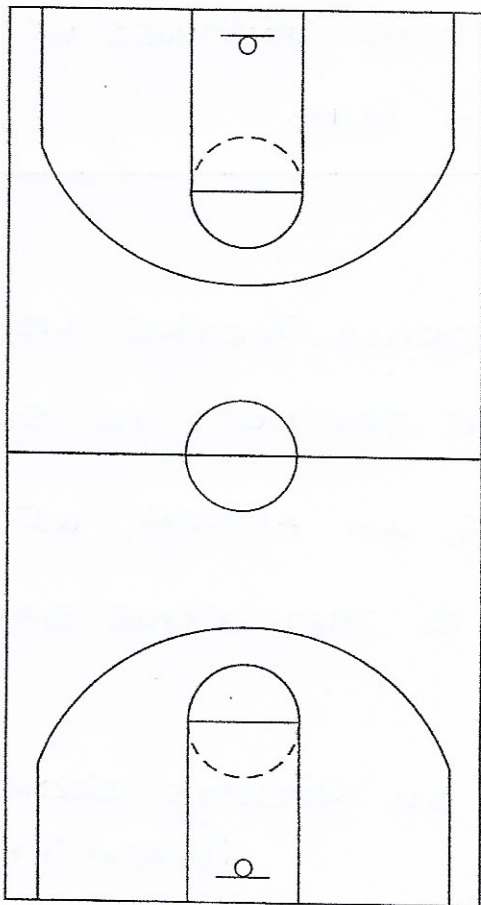
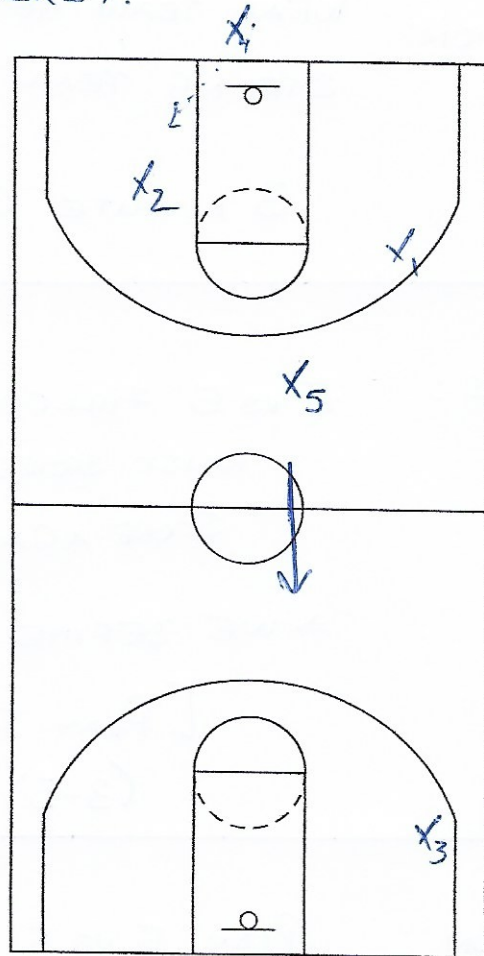
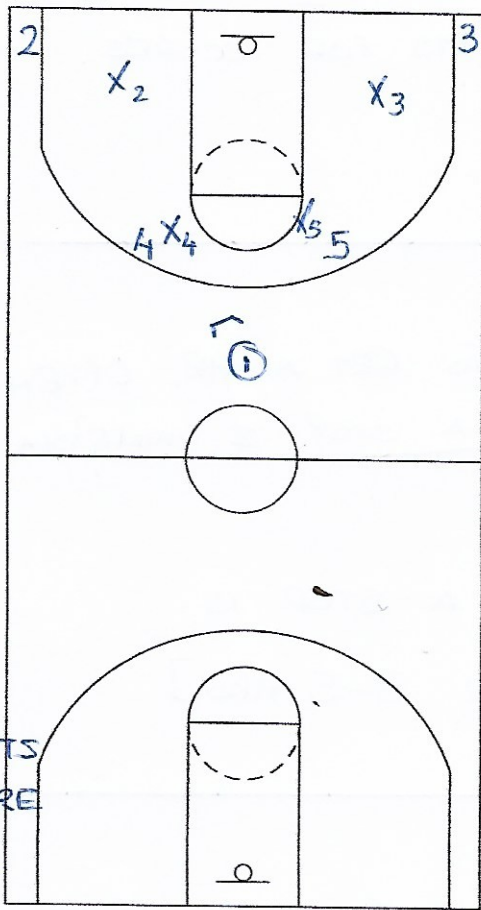


ONE WAY BASKET.



PERFECTION: WEAK TEAM GETS PTS FOR OREB, FTO, & SCORES
STRONG TEAM GETS PTS FOR SCORES.

3 MINUTE GAMES.

HOMERUNS: 5 vs 5 FULLCOURT: TO GET A HR, OFFENSE
MUST SCORE; GET A STOP & IMMEDIATELY
SCORE AGAIN.

⇒ WE DEFINE WHAT A STOP IS.

[PLAY TIME OR 3-5 HRS]
(3-5)

TOUCHDOWN: PLAY 5 vs 5, EMPHASIZING ACTIONS. FIRST TO (3-5)
GET A TOUCHDOWN WINS. SOMETIMES WE PLAY TIME.
TD IS 7-0 RUN.

THESE ARE NOT TEACHING DRILLS: THEY'RE LEARNING
OR COMPETITIVE GAMES. WE TRY NOT TO STOP IN
BTN. IF WE'RE NOT EXECUTING AN ACTION, WE GO
TO 3vs3 / 4vs4 BREAKDOWN & THEN COME BACK.

FREE THROWS TO WIN A GAME OR RESETS SCORES
(WHEN TIME)