

TUESDAY: SHOOTING & DEFENSE FOCUS

Morning Camp

9:05-9:45: Round #1 of Stations - 40 minutes

- 3rd/4th Grade Shooting & Film Room
 - Breakdown Film w/ Coach 10 minutes
 - Form Shoot 10 minutes
 - 3 Phases
 - Shooter Ready
 - Catch & Shoot (Shooter Ready) 10 minutes
 - X Shooting Drill 10 minutes

- 5th/6th Grade Defense
 - On Defense Breakdown
 - Celtics Drill
 - Team Defense
 - Shell Drill
 - Help Line
 - Up & Through
- 7th/8th Grade Speed & Agility

Water Break/Free Throws

9:50-10:30: Round #2 of Stations - 40 minutes

- 3rd/4th Grade Speed & Agility
- 5th/6th Grade Shooting & Film Room
 - Breakdown Film w/ Coach 10 minutes
 - Form Shoot 10 minutes
 - 3 Phases
 - Shooter Ready
 - Catch & Shoot (Shooter Ready) 10 minutes
 - X Shooting Drill 10 minutes

- 7th/8th Grade Defense
 - On Defense Breakdown
 - Celtics Drill
 - Team Defense
 - Shell Drill
 - Help Line
 - Up & Through

Water Break/Free Throws

10:35-11:05: Round #3 of Stations - 40 minutes

- 3rd/4th Grade Defense
 - On Defense Breakdown
 - Celtics Drill
 - Team Defense
 - Shell Drill
 - Help Line
 - Up & Through

- 5th/6th Grade Speed & Agility
- 7th/8th Grade Shooting & Film Room
 - Breakdown Film w/ Coach 10 minutes
 - Form Shoot 10 minutes
 - 3 Phases
 - Shooter Ready
 - Catch & Shoot (Shooter Ready) 10 minutes
 - X Shooting Drill 10 minutes

Water Break/Free Throws



TUESDAY: SHOOTING & DEFENSE FOCUS

11:10-11:30: Shooting on the Move (Straight Cut Options)

- 3rd/4th Grade
 - 3 Step Drill (Inside Pivot Footwork)
 Straight Cut 6 minutes
 - 5 minutes
 - Straight Cut 5 minutes
 - Rip Back 2DPU 10 minutes
- 5th/6th Grade

 - Rip Back 2DPU 6 minutes
- 7th/8th Grade
 - Straight Cut 5 minutes
 - Rip Back 2DPU 5 minutes
 - Shot Fake Jab 2DPU 6 minutes Split Catch to Step Back 5 minutes
 - Shot Fake Jab to Step Back 5 minutes

11:30-11:50: Hot Shots Competition

- Time Limit = 1 minute
- 4 Spots (Block = 1pt, Short Corner = 2pts, Elbow = 3pts, 3pt = 4pts)
- Score 1x @ Each Spot = 20 Bonus Points
- Cannot Shoot @ Same Spot Consecutively
- Cannot Score more than 2x @ Block
- Keep Tally the Whole Week to Crown a Champion

11:50am: Shut camp down with closing remarks

· Transition to Lunch

Afternoon Camp

1:30-1:50: 54321 Shooting Competition (1 Team Champions)

- Corner = 5 Makes; 45 = 4 Makes; Top = 3 Makes, 45 = 2 Makes, Corner = 1 Make
- First Team to 3 Wins, Wins
- 2 Basketballs Per Group
- 7th/8th Graders Must Shoot 3pt Shot

Water Break/Free Throws

1:50-2:20: Compete 3 on 3 (Start by 2pm)

COMPETE!!!

Water Break/Free Throws

2:25-4:25: Compete 5 on 5 (Start by 2:30pm)

COMPETE!!!

4:25pm: Shut camp down with closing remarks

- Review Day 1
- Talk about Day 3: 3 on 3 Focus

OPTIONAL FOR CAMPERS TO STAY AND WATCH:

After camp on Tuesday, the M14 Staff will put college players through a workout from 4:45p-5:45p. Great for campers to stay & watch & dream!!!