VIKINGS BASKETBALL HOME DRILLS						
1 100 Left & Right Hand Dribble 50 Left & Right Push Passes	2 200 Crossover 50 Line Shot with Technique	3 50 Pound Dribble Left & Right Hand 50 Baseball passes	4 3 min head up walking dribble Left & Right Hand 50 Double Hand Chest passes	5 20 Leg wraps each leg, fwd and back directions 100 lying shots	6 100 Left and Right Hook Dribbles 3 minutes up and down finger taps	7 3 min per hand layup skip drill 50 behind the back dribbles
8 100 Left & Right Hand Fwd/Back 50 Between Legs Left Fwd then Right Fwd	9 100 Left & Right Hand Dribble 50 Left & Right Push Passes	1 0 3 min head up walking dribble Left & Right Hand 50 Double Hand Chest passes	11 200 Crossover 50 Line Shot with Technique	1 2 100 Left and Right Hook Dribbles 3 minutes finger taps	1 3 50 Lying on back shot flicks 200 Right and Left Hand Dribble	14 3 min spider drill 50 strong arm baseball passes
1 5 20 Leg wraps each leg, fwd and back directions 100 lying shots	1 3 min head up walking dribble each hand 50 Double Hand Chest passes	1 7 100 Left & Right Hand Dribble 50 Left & Right Push Passes	18 3 min per hand layup skip drill 50 behind the back dribbles	1 9 100 Left & Right Hand Fwd/Back 50 Between Legs Left Fwd then Right Fwd	2 3 min spider drill 50 strong arm baseball passes	21 100 Left & Right Hand Dribble 50 Left & Right Push Passes
2 200 Crossover 50 Line Shot with Technique	2 3 50 Lying on back shot flicks 200 Right and Left Hand Dribble	2 4 100 Left & Right Hand Fwd/Back 50 Between Legs Left Fwd then Right Fwd	25 100 Left & Right Hand Dribble 50 Left & Right Push Passes	2 6 20 Leg wraps each leg, fwd and back directions 100 lying shots	2 7 100 Left and Right Hook Dribbles 3 minutes finger taps	28 3 min head up walking dribble Left & Right Hand 50 Double Hand Chest passes
2 9 3 min per hand layup skip drill 50 behind the back dribbles	3 0 100 Left & Right Hand Fwd/Back 50 Between Legs Left Fwd then Right Fwd	3 1 200 Crossover 50 Line Shot with Technique				

Notes: Numbers are per hand/side - These are Beginner Levels multiply by 2x or 3x for greater development