## Shooting Workout - Post

- Shooting
- Miss a layup in a drill = Up and Back
- Miss a FT in between = Up and Back
- Euro Form Shooting
- "Make 60"
- 10 Form Makes
- 10 Mikan/10 Reverse Mikan
- 10 Bill Bradley's
- 10 Technique Jumpers
- 10 Made FT's
- 4 Way Mikan Drill
- Left Hand Glass
- Right Hand Font of Rim
- Right Hand Glass
- Left Hand Front of Rim
- Rebound Putbacks
- Toss ball off backboard - Rebound (KEEPING BALL HIGH) and putback (10 on each side)
- Toss ball off backboard - Rebound (KEEPING BALL HIGH) and shot fake putback (10 on each side)
- Toss ball off backboard - Rebound (KEEPING BALL HIGH) and shot fake step thru putback (10 on each side)
- 2 Ball Post (Make 8 Each Block)
- 1 Ball on each block - Go back and forth
- Drop Step: Baseline/Middle Hook Shot
- Up and Under: Baseline/Middle
- Quick Spin: Baseline/Middle
- Turnaround Jumper (No fadeaway) Baseline/Middle
- Post Move Reps (Make 20 of each)
- 2 Go-To Moves \& 2 Counter Moves
- Example: R + L Hook/R + L Up and Under \& Turnaround Jumper/Fadeaway Jumper or 'Dirk' Fadeaway
- WPI Rips (Both Wings)
- Rip right layup (2x)/Rip left layup (2x)/Rip right pullup (2x)/Rip left pullup (2x)/Rip right get to 2 shot fake finish ( $2 x$ )/Rip left get to 2 shot fake finish ( 2 x )
- Add Help Defender (Chair/Trash Can @ Block Area)
- Rip right layup (2x) - R to L Cross/ RH In-Out/Corkscrew hop (Get to 2 finish)
- Rip left layup (2x) - L to R Cross/ LH In-Out/Corkscrew hop
- Rip right pullup (2x) - R to L Cross/ RH In-Out
- Rip left pullup (2x) - L to R Cross/ LH In-Out
- Rip right get to 2 shot fake finish (2x) - R to L Cross/ RH In-Out/Corkscrew hop
- Rip left get to 2 shot fake finish (2x) - L to R Cross/ LH In-Out/Corkscrew hop
- 5 Spots (Midrange) - 5 Makes (Can't miss 2 in a row)
- Elbow to Short Corner Jumpers (Make 10 - Both Sides)
- Mid-Post Series (4 Spots - Midrange Wings/Elbows)
- Catch + Face - Jab step Shot (Make 10)
- Catch + Face - Attack top foot right (Make 5)
- $\quad$ Catch + Face - Attack top foot left (Make 5)
- Lane Line to Lane Line (Sliding) 3's (Make 10)
- Walk up 3's: Each Lane Line
- Start at Halfcourt and run up
- Flash to High Post Drill
- Catch + Rip strongside
- Mix in shot fake
- Catch + Rip weakside
- Mix in shot fake
- Catch + Shot
- Catch + Lob pass for Hi-Lo
- 4 Shot Post Drill
- Start in short corner/on block for all shots
- Short Corner/Corner jump shot (Cut out from short corner; similar to guard penetration movement)
- Duck-In w/ Post move
- Wing jump shot (Cut out from short corner; similar to guard penetration movement)
- Elbow flash jump shot
- Beat the Pro $+10 /-10$
- Made shot $=+1$
- Missed shot $=-2$
- Win when you are +10 /Lose when you are at -10
- Spots - Elbow to Elbow/Wing to Corner/Wing to Top of Key
- Pitino Shooting
- 3 points for a 3; 2 points for a pullup; 1 point for a layup
- Shoot 13 ball; 2 pullups (Left/Right); 2 layups (Left/Right)
- End with a $1 \& 1$ (both worth 1 point)
- Add up total score
- Spots - Top/Each Wing
- Larry Bird 2 Minute Shooting
- 5 Spots - Make 2 in a row at each spot
- After you finish last spot - Sprint to top and make 10 3's
- Must finish in 2 minutes
- Earn Your License
- Round 1: Spot Ups
- Player will start at spot 1 (Corner) and move around the arc and back to shoot a total of 10 shots.
- *Player is allowed to start the drill by making his first shot (Only Round 1)
- Round 2: Cut-Into 3s
- Player will start under the basket and make a cut into spot 1 (Corner) to shoot.
- Player then cuts back under the basket end then to spot 2 (Wing).
- This is repeated for all 5 spots, then the player will repeat the cuts starting at spot 5 (Opp. Corner). 10 shots total.
- Round 3: Transition Wing 3s
- Player will start at $1 / 2$ Court and make a cut into the wing.
- Coach is in the middle to pass.
- The player will shoot 5 shots in a row from the right side, then shoot 5 shots in a row from the left side.
- 10 shots total.
- Round 4: Trail 3's
- Player will start at half court and shoot a trail 3 at the top of the key. Coach will pass from the side. Player shoots 5 from the right and 5 from the left. 10 Shots total.
- Round 5: Spot Ups
- Same as Round 1 but the player does NOT start on make from spot. 10 Shots total.
- Finish workout w/ $\mathbf{5 0}$ Mikan in a row, $\mathbf{1 0}$ FT makes (Can't miss 2 in a row)

