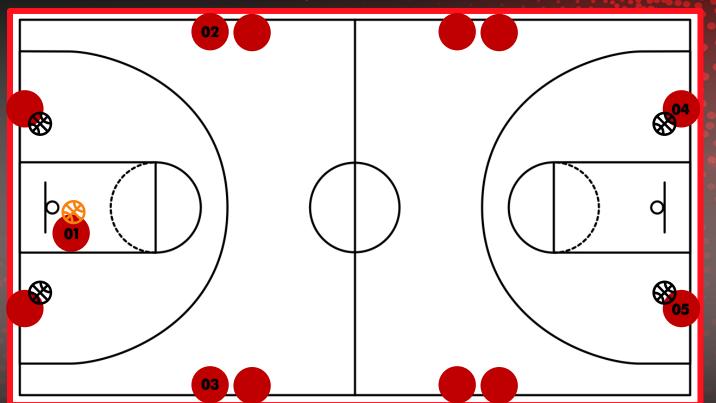
THE UVIC FULL COURT WEAVE

MY FAVOURITE TEAM BASKETBALL DRILL





WHAT YOU WILL NEED:

- S 5 BASKETBALLS
- **&** A FULL COURT
- **⊗** A STOPWATCH

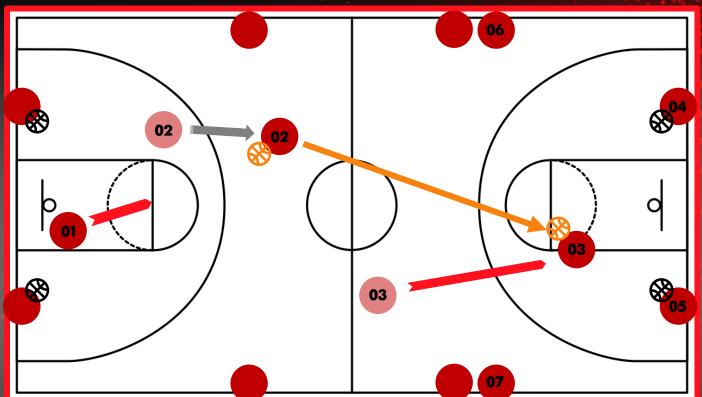
OPTIONAL: SCOREBOARD TO TRACK MAKES AND MISSES

03

02

MOTION 1:

- **PLAYER 01 STARTS** THE DRILL WITH A LAY UP
- **PLAYER 01 GETS** THEIR OWN REBOUND AND OUTLETS TO PLAYER 02
- PLAYER 02 COMES TOWARDS BALL AND **RECEIVES OUTLET** PASS
- PLAYER 03 TAKES OFF DOWN COURT ONCE PLAYER 01 MAKES **OUTLET PASS**



MOTION 2:

- PLAYER 02 TAKES A **COUPLE DRIBBLES UP COURT AND SENDS A DEEP PASS TO PLAYER 03 CUTTING TO THE** HOOP
- PLAYER 01 FOLLOWS HIS PASS UP THE SIDE OF THE COURT HE **OUTLET PASSED TO**



DRIBBLE

MOTION 3:

- PLAYER 03 FINISHED

 WITH A LAY UP
- PLAYER 02 FOLLOWS
 HIS PASS UP
 TOWARDS PLAYER 03
 AND STOPS AT THE
 ELBOW





DRIBBLE

MOTION 4:

- PLAYER 03 COLLECTS THEIR REBOUND AND TURNS TO OUTLET
- **PLAYERS 04 & 05** PASS THEIR BALLS TO THE TRAILING PLAYERS 01 & 02

LEGEND SHOT





DRIBBLE

MOTION 5:

- PLAYER 03 OUTLET PASSES TO PLAYER 6 **COMING TO THE TOP** OF THE KEY
- PLAYER 7 TAKES OFF **UP COURT**
- PLAYERS 01 & 02 TAKE JUMP SHOTS FROM THE ELBOW
- PLAYER 05 & 06 GO TO THE END OF THE LINE ON THE SIDELINE





DRIBBLE

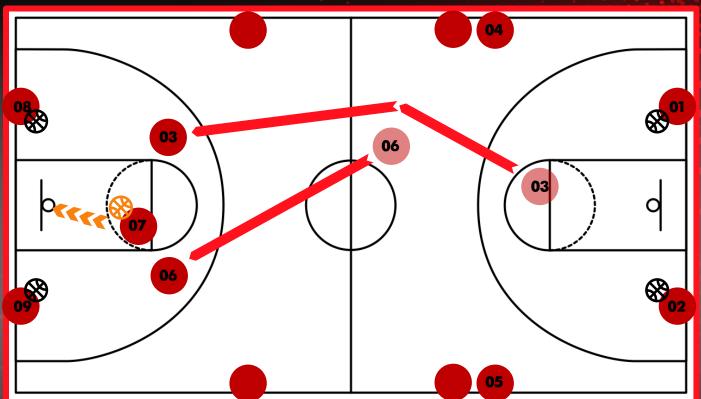
MOTION 6:

- **PLAYER 01 & 02 COLLECT THEIR REBOUNDS AND HEAD** TO THE BASE LINE
- PLAYER 6 DRIBBLES 8 **UP COURT AND GIVES** A DEEP PASS TO PLAYER 07 CUTTING TO THE BASKET
- PLAYER 03 STARTS TO **FOLLOW HIS PASS UP** COURT





DRIBBLE



MOTION 7:

- PLAYER 07 FINISHES WITH A LAY UP
- **PLAYER 6 FOLLOWS** THEIR PASS TO THE **ELBOW AND STOPS**
- **PLAYER 03 FOLLOWS** THEIR PASS UP COURT TO THE OPPOSITE **ELBOW AND STOPS**





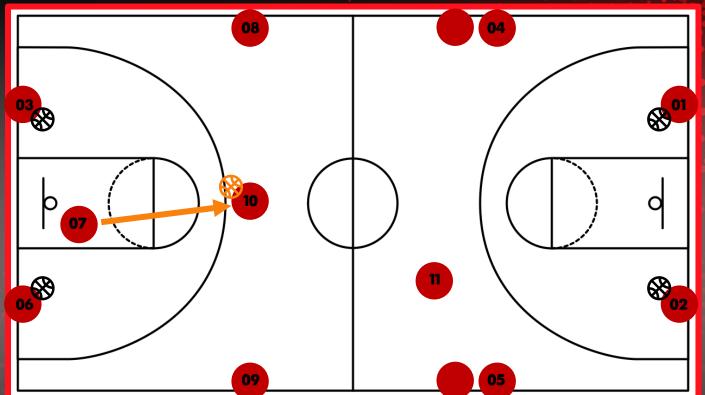
DRIBBLE

10

MOTION 8:

801

- PLAYER 07 COLLECTS THEIR REBOUND AND TURN TO MAKE AN **OUTLET PASS**
- **PLAYERS 08 & 09** PASS THEIR BALLS TO PLAYERS 03 & 06 WHO ARE TRAILING THE PLAY
- PLAYERS 03 & 06 TAKE JUMP SHOTS
- PLAYER 10 COMES TO THE BALL TO RECEIVE THE OUTLET PASS
- PLAYER 11 TAKES OFF **UP COURT**



MOTION 8:

- PLAYER 07 OUTLET PASSES TO PLAYER 10
- PLAYERS 03 8 06 COLLECT THEIR **REBOUND AND GO TO** THE BASELINE
- **PLAYERS 08 & 09 HEAD TO THE** SIDELINES
- THE CYCLE IS **COMPLETE AND** STARTS OVER.







GOALS OF THE DRILL:

- **®** DEPENDING ON THE AGE AND SKILL LEVEL OF YOUR PLAYERS, AN 8 TO 10 MINUTE TIMER SHOULD BE SET ON THE SCOREBOARD
- **MAKE A GAME OF IT!!**
- SOURCE THE TEAM TO COUNT OUT THE NUMBER OF MADE SHOTS AND LAY UPS. KEEP NOTE OF THEM ON THE SCOREBOARD, AS WELL AS THE TEAMS' MISSED LAY UPS.
- **89** WHEN THE TEAM IS COMFORTABLE WITH THE DRILL AND UNDERSTAND THE MECHANICS, START PUSHING THEM.
- ❸ GET THEM TO AIM TO BEAT THEIR PREVIOUS TOTAL MAKES.
- TO EVERY MISSED LAY UP, THE TEAM HAS THAT MANY PUSH-UPS OR SET OF LINES, TO THE DISCRETION OF THE COACH.
- THIS WAS BY FAR THE BEST TEAM BUILDING DRILL I HAD AT MY HIGH SCHOOL. IT REALLY PUSHED US TO COMMUNICATE AND HELD US ACCOUNTABLE. WE PUSHED EACH OTHER TO GO FASTER AND HARDER EVERY TIME WE DID THIS DRILL.
- THANK YOU TO MY GRADE 10 BASKETBALL COACH AND UVIC ALUMNI, COLIN CUNNINGHAM FOR SHOWING OUR TEAM AND OUR SCHOOL THIS DRILL!