



HOOPS 101 ACADEMY NOTES #1

LEADERSHIP, CONTROL & CIRCLE MOVEMENT



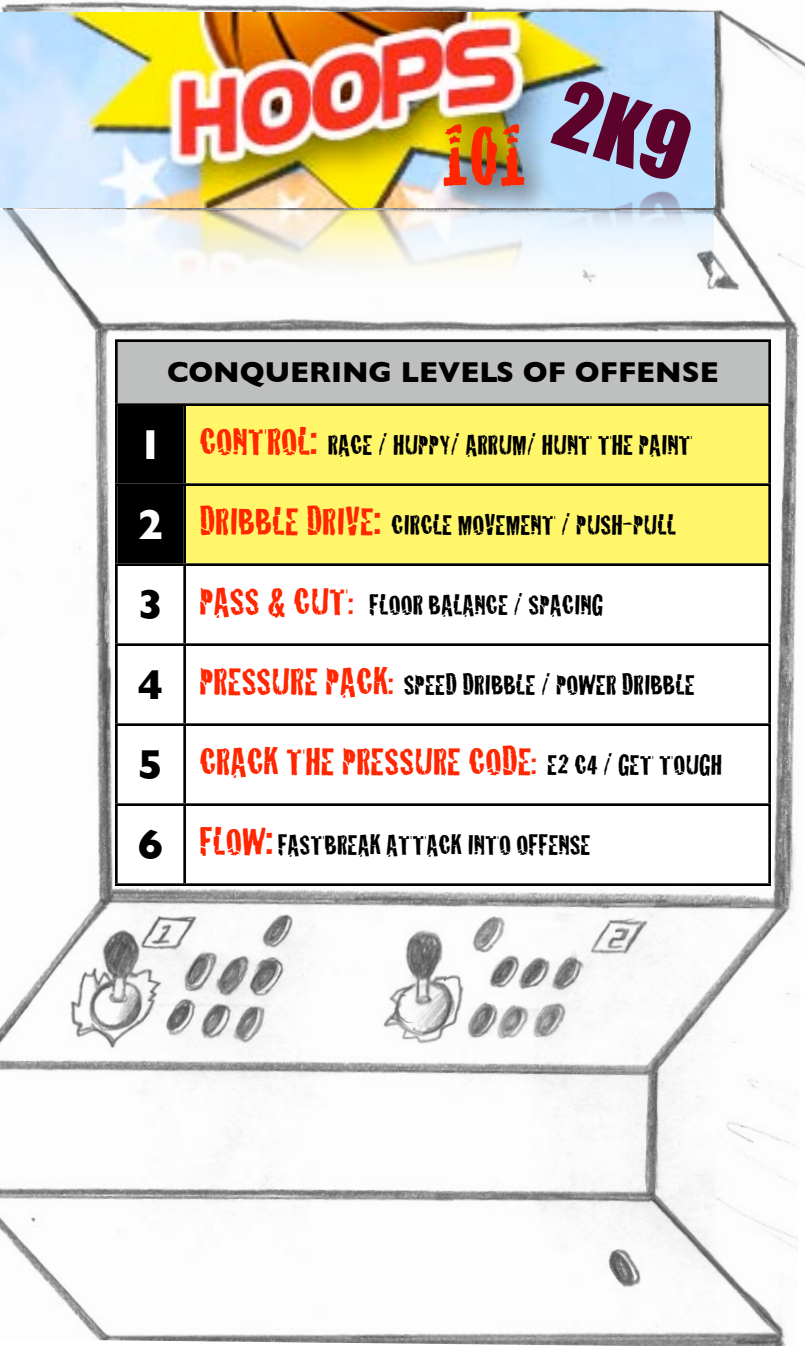
JACK WELCH'S ABCs OF LEADERSHIP	
A	
B	
C	



DRIVER'S ED—BEING AN EFFECTIVE PLAYMAKER

R	
A	
C	
E	





NOTES

CONQUERING LEVELS OF OFFENSE	
1	CONTROL: RAGE / HUPPY / ARRUM / HUNT THE PAINT
2	DRIBBLE DRIVE: CIRCLE MOVEMENT / PUSH-PULL
3	PASS & CUT: FLOOR BALANCE / SPACING
4	PRESSURE PACK: SPEED DRIBBLE / POWER DRIBBLE
5	CRACK THE PRESSURE CODE: E2 C4 / GET TOUGH
6	FLOW: FASTBREAK ATTACK INTO OFFENSE

	VOCAB	DEFINITION	WHEN? WHY?
1	HUPPPY		
2	ETDMYYS		
3	ARRUM		
4	CIRCLE MOVEMENT		
5	NORTH SOUTH DRIVE		
6	GAUNTLET		