## Billy Donovan Post Development -Partner Training

## Post Player Work-out \#1

Inside Pivots (jumpshots)


1. Post up off block.
2. Receive pass from coach, inside pivot \& shoot a jumper.

Inside Pivots (drives)


1. Post player will post off the block.
2. Player inside pivots, attacks middle \& performs one of the before mentioned moves.

## Post Player Work-out \#2

Flash Cut Shooting


1. Post player starts in short corner
2. Flash cut to free throw line
3. Receive pass and shoot jumper

Flash Cut Shooting (rip throughs)


1. Same as previous drill, now player will rip through \& drive opposite direction
2. Pull up for 10 ' jumper or take it to the rim

Flash Cut Shooting (ball fakes)


1. Player flash cuts to the free throw line
2. This time the player will ball fake \& pull up for a jumper or take it to the rim

## Rapid Fire Post Moves



1. Post player will post up on block.
2. Coach will feed player one ball after another.
3. Make 10 for each move.

## Example Moves:

1. Turn around jumper
2. jump hook
3. Up and under

All moves can be done to either baseline or middle; incorporate fakes into routine

## Post Player Work-out \#3

Chair Workout


1. Place 2 chairs at about the block with balls on them
2. Player will go side to side, each time posting up, getting low \& grabbing the ball \& performing a post move

Start with just jump hooks, then as the player gets comfortable with drill, use different moves

Go for 1 min . at a time

Post \& Repost


1. Coach in corner and wing have a ball.
2. Player will post up on block \& receive a pass from corner, then perform any post move.
3. Then he will repost up the lane \& get pass from wing.

## Post Player Work-out \#4

War rebounding

-Coach will shoot the ball \& the players will fight for position \& rebound. 1pt. for rebound
-The Player who gets rebound must score for another point. -If he misses, the ball is still live.
-Play a game to 10

Post Positioning


Post Positioning on the Break


Diagram 1: $\mathbf{O}$ is offense $\& \mathbf{X}$ is defense. Coach advance passes to coach and $\mathbf{O} \& \mathbf{X}$ sprint to try \& gain position.

Diagram 2: If $\mathbf{O}$ can pin $\mathbf{X}$ on his back \& keep him there, Coach will throw it in and it is one-on-one

Diagram 3: If $X$ is able to front $O$, Coach will reverse ball and $O$ must seal $X$ and receive a hi/low pass


1. Offense $(\mathbf{O})$ starts off the block and must try to beat $\mathbf{X}$ to a spot $\&$ receive pass
2. If $\mathbf{O}$ gets position, its 1 -on-1
3. Again, if $\mathbf{X}$ is able to front $\mathbf{O}, \mathbf{O}$ must seal \& receive a hi/low pass from Coach.

## Post Player Work-out \#5

Pick and Roll Shooting


1. Player will set $P \& R$ at the 3 pt. line
2. As the coach comes off, the player will roll to short corner for 10 ' jump shot.

Diagram 2 \& 3: This time the player receives the pass from coach and rips the ball through and drives baseline. He can now shoot a runner or take it to the rim.


Player now can set P\&R and step back for a 3 point shot.

