



# BUILDING A PLAYER

PRESENTED BY: MIKE PROCOPIO



**BSN SPORTS™**  
THE HEART OF THE GAME

# MY STORY

- Basketball Brand Ambassador – BSN SPORTS
- Director of Player Development – Dallas Mavericks 6 Years
- Strategic Game Management Coach – Kobe Bryant 4 Years
- Director of Basketball of Basketball Operations – Attack Athletics 10 Years
- Scout Boston Celtics 4 Years





# WINGS IN TODAY'S GAME



**CONSISTENTLY MAKE SHOTS**



**DRIVE THE BALL W/O TRAVELING**



**MAKE PLAYS FOR OTHERS**



**HANDLE THE BALL**



**GUARD MULTIPLE POSITIONS**



# 10 TRAITS OF A WING PLAYER



CONSISTENT 15-17 FOOT SHOOTING RANGE



GUARD THEIR POSITION



PLAY OFF THE BALL/CUT/MOVE



STRONG BALL HANDLER



SHOT SELECTION GOOD SHOT VS BAD SHOT



GET TO THE FREE THROW LINE 80%



DRIVE THE BALL WITHOUT TRAVELING



REBOUND EVERY 7 MINS OR LESS



ACCURATE PASSING TO MAKE PLAYS FOR OTHERS



CREATE SPACE TO GET A SHOT CONSISTENTLY



# SHOT MAKING



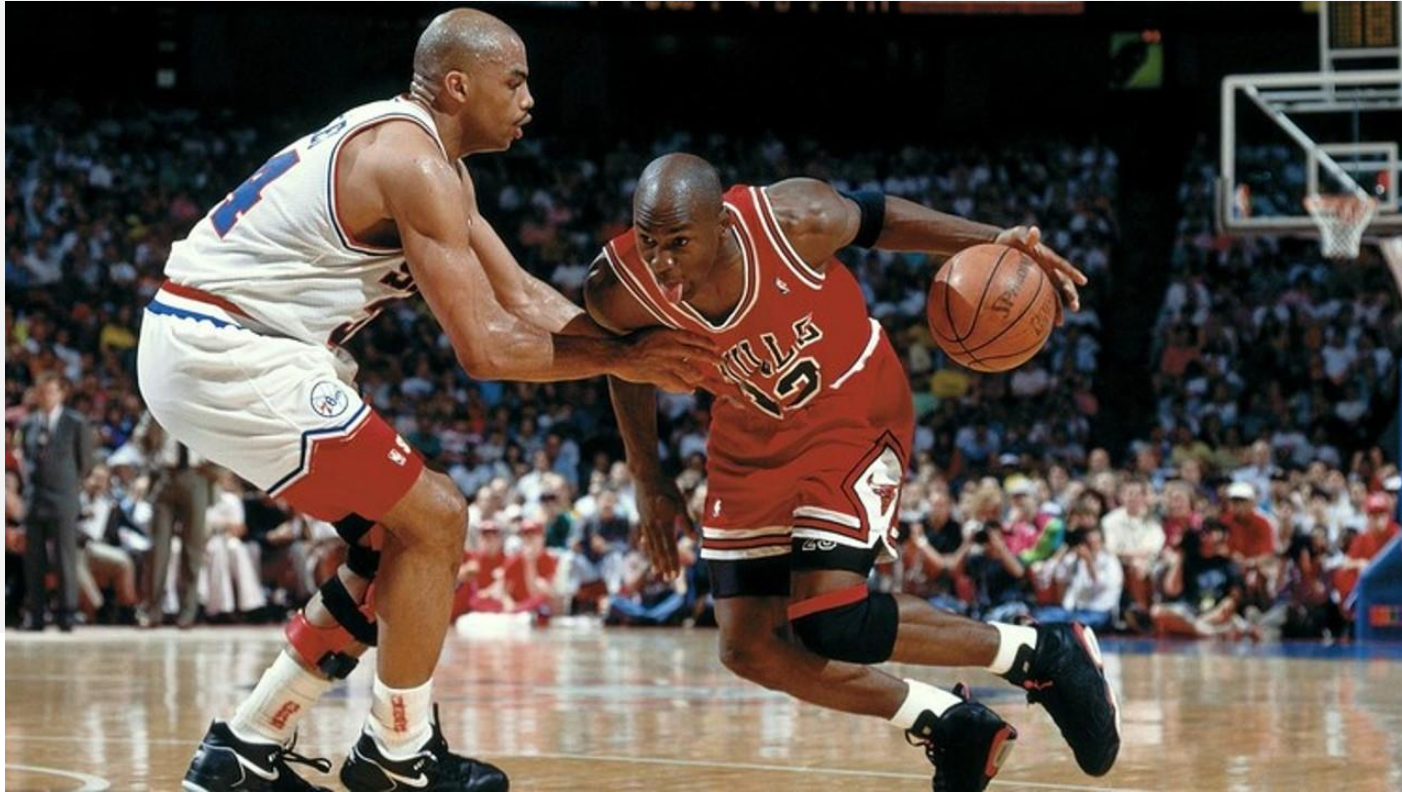




# CREATING SPACE



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# DRIVING WITHOUT TRAVELING





# FINISHING







# WING POST UP PACKAGE



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# USING SCREENS



SET THEIR MAN UP



GET OPEN/CHANGE SPEED



READ THEIR/SCREENER'S MAN



SHOT PREPARATION



PASSING OPTIONS



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# ON BALL DEFENSE



**STANCE IS VITAL STAY LOW**



**ACTIVE HANDS FOR DEFLECTIONS**



**STAY ON THE GROUND. NO FAKES!!**



**DON'T DIE ON SCREENS**



**TAKE IT PERSONAL**



# SCREEN ROLL



5 OPTION OFFENSE



READ THE ON BALL DEFENDER



READ THE SCREENER'S DEFENDER



READ THE BUMP/TAG DEFENDER



GET A GREAT SHOT





# PASSING



**ACCURATE**



**2 DEFENDERS ON THE BALL MAKE A PLAY**



**TAKE CARE OF THE BALL**



**CAN'T BE ONE DIMENSIONAL**



**PLAYMAKING IS WINNING TRAIT**



# DRILL #1



LAY UP



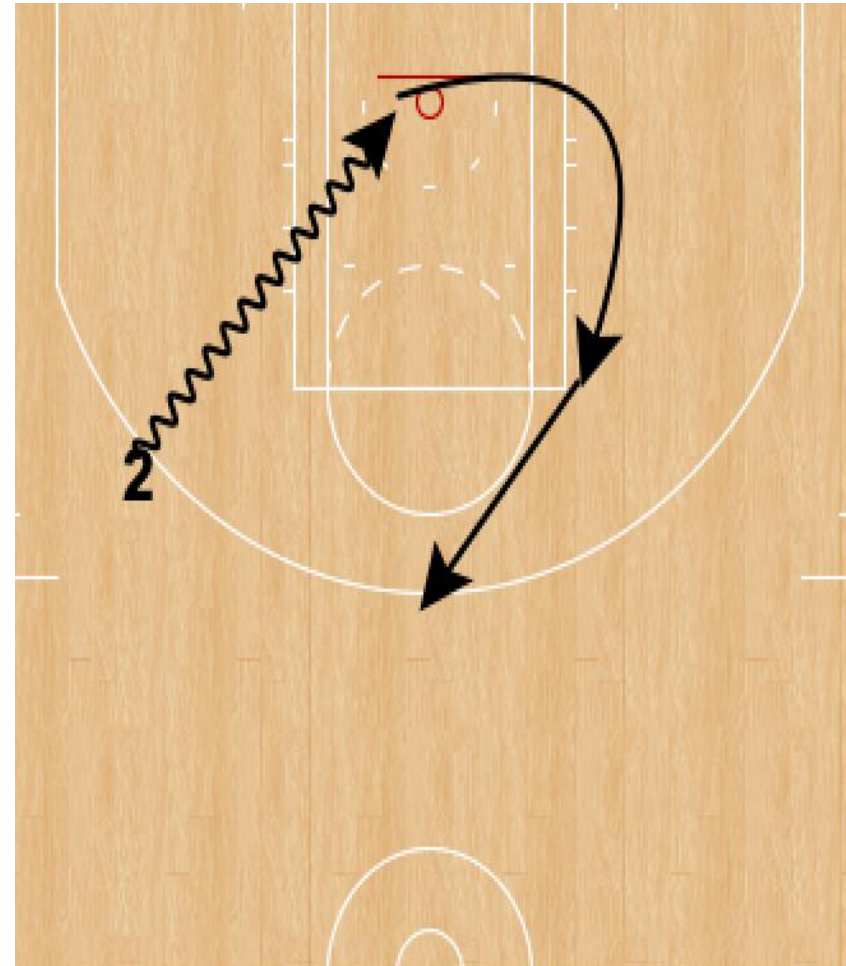
CURL TO ELBOW



SPACE TO TOP 3/RANGE



REPEAT OTHER SIDE





# DRILL #2



L TO CORNER J



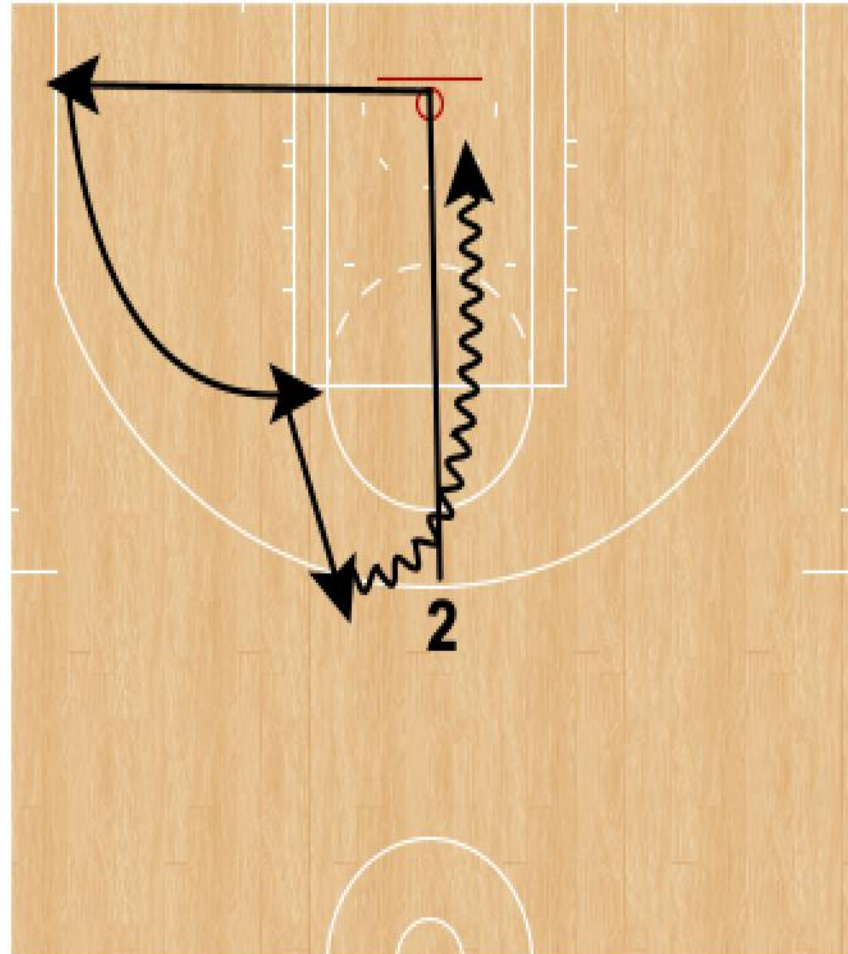
WIDE PIN DOWN J



SPACE TO TOP LAY UP



REPEAT OTHER SIDE



# DRILL #3



FLARE CORNER J



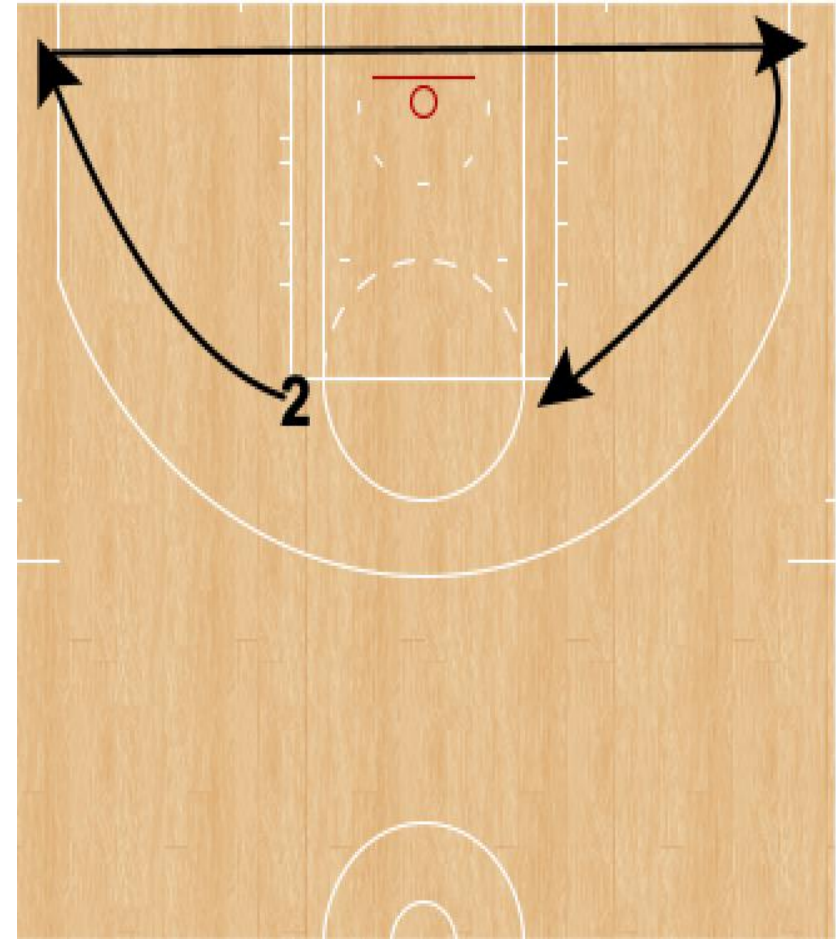
OPPOSITE CORNER J



WIDE PIN



REPEAT OTHER SIDE





# DRILL #4



**CURL J**



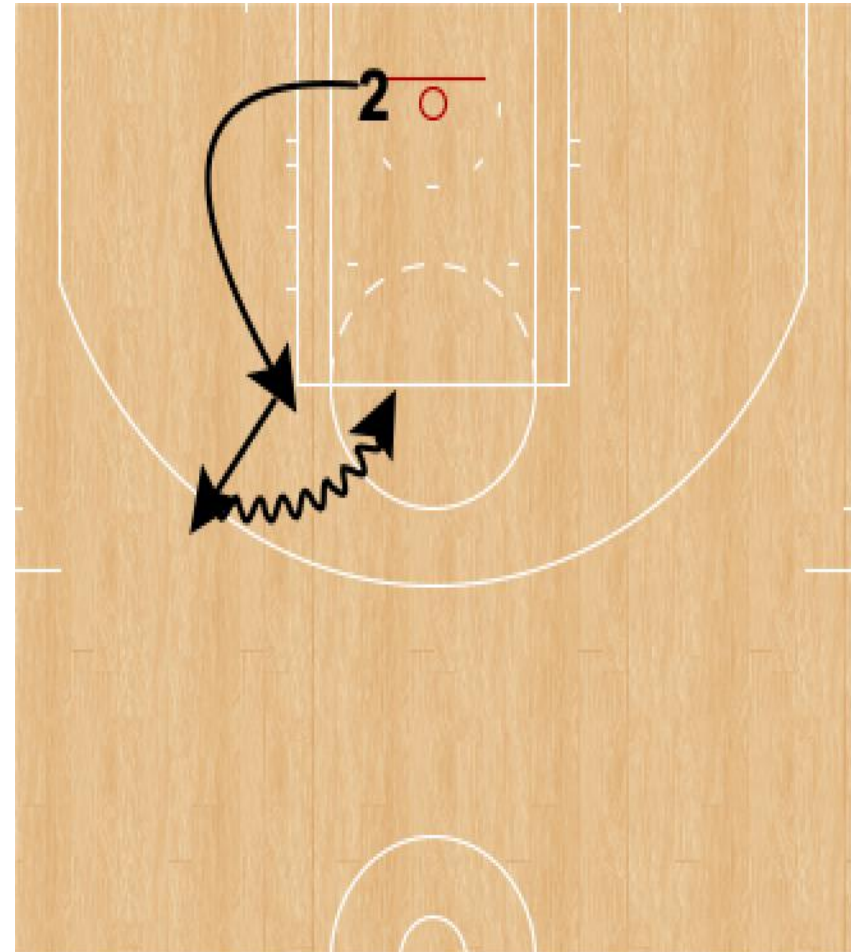
**SPACE TO 3**



**2 DRIBBLE J**



**REPEAT OTHER SIDE**



# DRILL #5



2 DRIBBLE PULL UP J



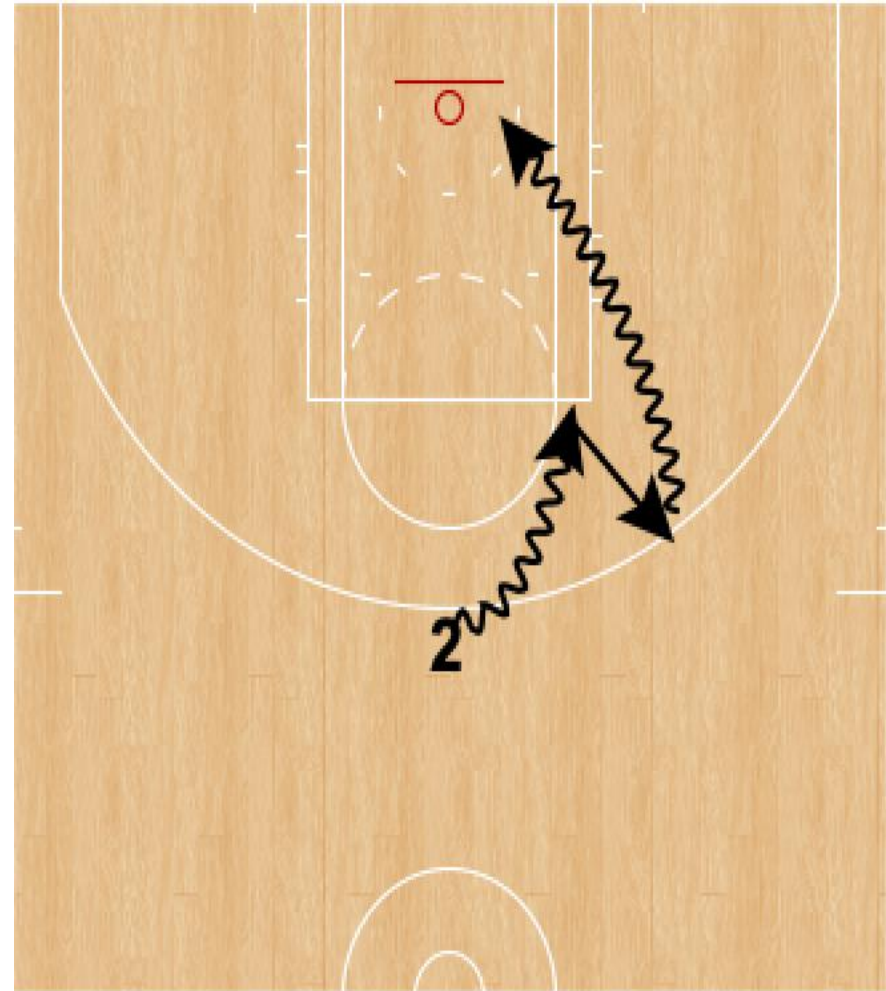
RE SPACE 3 WING



STRAIGHT LINE DRIVE



REPEAT OTHER SIDE



# WING READ #1



DRIVE TO MIDDLE



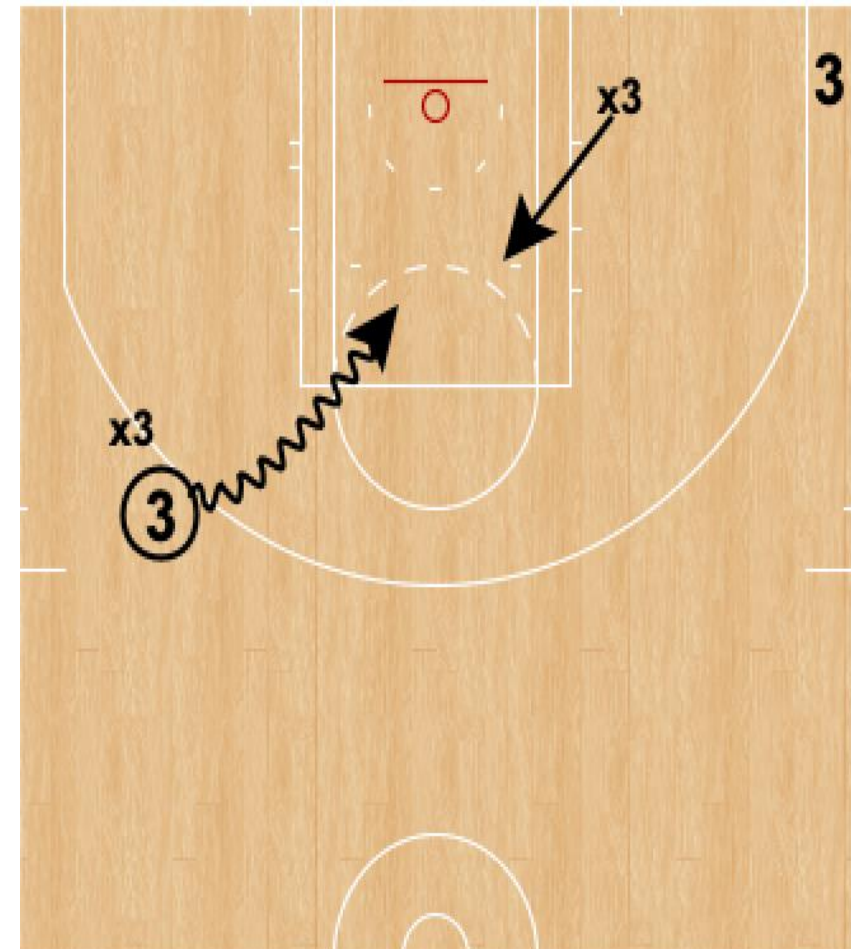
DEFENDER ON HIP



X3 DECIDES ON HELP



3 EITHER SHOOTS OR  
PASSES





# WING DRIVE #1



MIDDLE DRIVE



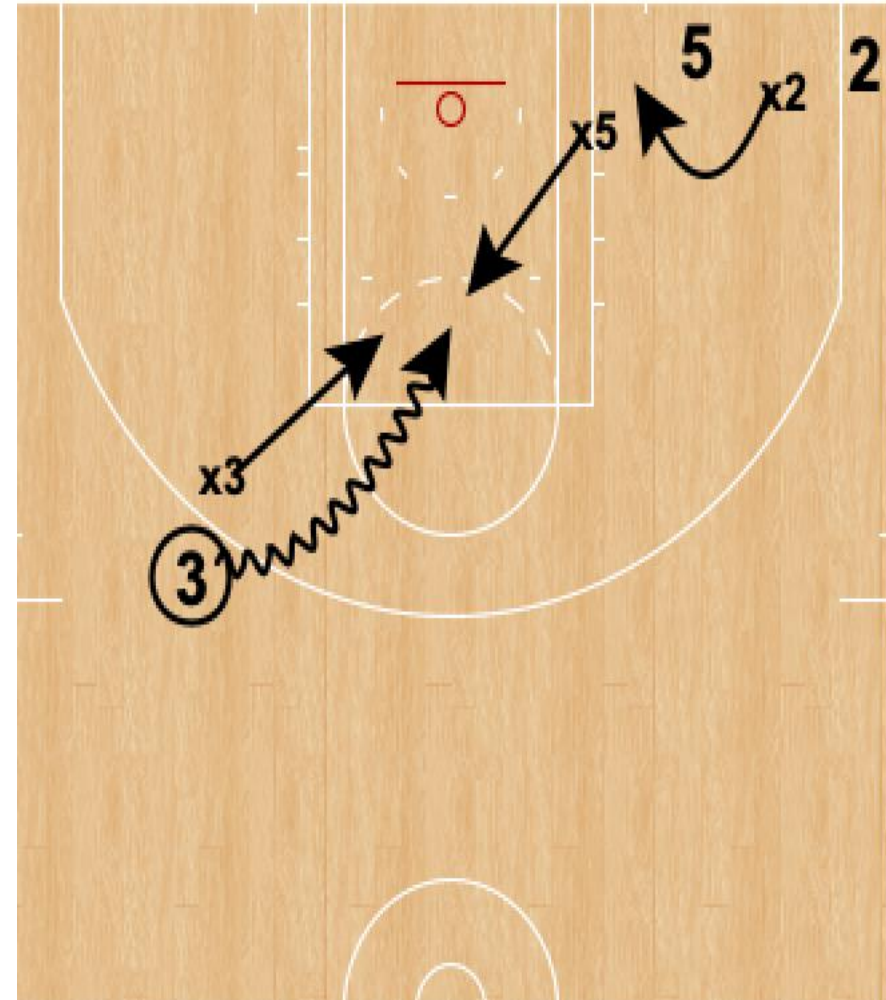
X5 HELPS X2 CRACKS DOWN



X3 ON HIP



3 HAS TO MAKE GAME READS



# 1 ON 1



**3 DRIBBLE MAX. SCORE/REB**



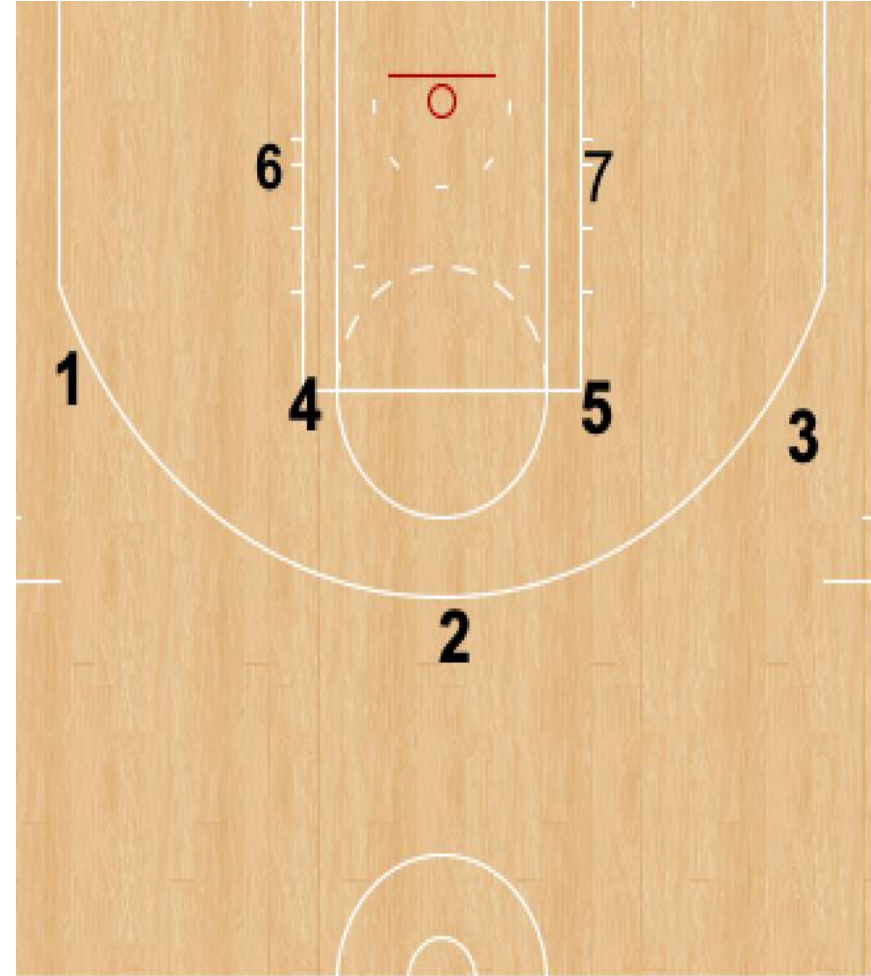
**3 WING SPOTS**



**2 ELBOWS (2 DRIBBLE)**



**2 BLOCKS (2 DRIBBLE)**









# SHOT SELECTION





# COMMUNICATE WITH YOUR PLAYERS



How  
Why ? who  
What When  
Where



# COACHING WING PLAYERS