# The Break Camp Improve Your Skills

### March Break Basketball Skills Camp

featuring

## 1000 Shot Program & Advanced Ballhandling Series









The 20th Annual Break Camp will be a **Shooting & Ballhandling** focused week of camp giving your son or daughter an unbelievable opportunity to gain the tools necessary to become a more consistent shooter and better ball handler.

#### It will consist of:

- Individual Shooting Film Analysis
- Shooting elbow arm straps
- ▶ Rim reducer.
- Advanced ballhandling series
- Moves on the move
- How to beat your defender off of the catch, off of the move, off of a screen
- Defending a shooter
- ▶ Rebounding
- Passing
- ▶ Post entry; Post play: basic and advanced
- ► Fundamental Stations
- ▶ Group clinics: healthy active decision-making
- ▶ Team Games , 3 on 3, 1 on 1
- Great opportunity to improve your fundamentals in a competitive environment
- ▶ Players are grouped by age and skill level.

The Camp is designed for **boys and girls** of all ages **(7-14)** and all skill levels. The Camp will focus on shooting fundamentals & a ballhandling series while offering ample opportunity to compete against other quality basketball players.

### **Ballhandling Series**

One ball dribble series; stationary & dynamic, full court two ball dribbling; stationary, partner, full court moves on the move; beating your defender; ballhandling footwork; cardiovascular & strength training via ballhandling series

WHERE GREAT BALLHANDLERS & SHOOTERS ARE MADE, NOT BORN



March 13-17, 2023 9am - 3 pm
Bishop Tonnos CSS
100 Panabaker Dr., Ancaster
\$255 (\$10 sibling disc., \$235 team rate)
905.518.6778 steve@magabasketball.com
www.magabasketball.com

BE A PART OF A WINNING SYSTEM
POSITIVE LEARNING ENVIRONMENT
CERTIFIED TEACHER INSTRUCTORS
DESCRIPTIVE FEEDBACK
NEW SKILL ACQUISITION &
COMPETITION

REGISTRATION FORM ** MAIL REGISTRATION FORM & PAYMENT TO: MAGA BASKETBALL - P.O. BOX 171, Mt Hope ON LOR1W0				
Name	Grade	М	F	
Email	Home Phone			
\$255 (HST Included)	Alt Phone			The second second