



## 3<sup>rd</sup> and 4<sup>th</sup> Grade Evaluation

**DATE:**

**EVALUATOR:**[illegible]



## 3<sup>rd</sup> and 4<sup>th</sup> Grade - *Evaluator & Drill Notes*

- Each player must be given a score in each of the drills.
- Each category is scored 1 to 5 (1-Poor, 2-Below Avg, 3-Average, 4-Above Average, 5-Excellent)
- Intangibles and Knowledge are to be scored as a +/o/- (o = nothing stood out in a positive or negative manner).
- Notes: Use as much as possible to describe the player (and to help validate Intangibles and Knowledge). “Quick, athletic, tall, fast, good passer,” etc... Note any glaring deficiencies as “lacks athleticism, lacks ballhandling skills,” etc...

DRIBBLING (Right/Left Hand) – speed, technique, and overall ability.

LAYUPS – technique (correct foot) and result (not necessarily make or miss, but how did it look).

5 SPOT SHOOTING (corners, wings, free throw line) – focus on catching (do they look ready and do they catch it), form and result (was it close)

CONE DRILL – speed, technique, and did they do it as instructed.





## 5th and 6<sup>th</sup> Grade - *Evaluator & Drill Notes*

- Each player must be given a score in each of the drills.
- Each category is scored 1 to 5 (1-Poor, 2-Below Avg, 3-Average, 4-Above Avg, 5-Excellent)
- Intangibles and Knowledge are to be scored as a +/o/- (o = nothing stood out in a positive or negative manner).
- Notes: Use as much as possible to describe the player (and to help validate Intangibles and Knowledge). “Quick, athletic, tall, fast, good passer,” etc... Note any glaring deficiencies as “lacks athleticism, lacks ballhandling skills,” etc...

DRIBBLING DRILLS - speed, technique, and overall ability (can they do it).

LAYUPS – technique (correct foot) and result (make or miss, how did it look).

SHOOTING – focus on catching (do they look ready and do they catch it), form and result (was it close)