## AUSSIE HOOPS SKILL COMPETENCY CHECKLIST

AUSSIE HOOPS ROOKIE	AUSSIE HOOPS STARTER	AUSSIE HOOPS ALL-STAR
The Aussie Hoops Rookie will be able to	The Aussie Hoops Starter will be able to	The Aussie Hoops All-Star will be able to
Shoot a size 5 basketball into a 6 foot ring with follow-through.	Shoot a size 5 basketball into a 8 foot ring, following a dribble or catch.	Shoot a shot and a layup using a size 5 basketball into a 10 foot ring.
Catch and pass with a partner over close distances (stationary).	Combine dribbling with a shot or pass without pressure.	Has confidence to dribble under pressure.
Dribble with both left and right hands in a controlled manner whilst walking.	$\Box$ Pass to a moving partner whilst moving.	Can pass to an open teammate under pressure.
Can perform a variety of basic ball-handling activities whilst stationary.	Dribble with both left and right hands in a controlled manner whilst jogging.	Able to recognise and run towards space to receive a pass.
Perform a variety of movement patterns (run, skip, hop, shuffle, jump, backpedal, start (accelerate), stop (deceleration).	Able to perform basic roles during games (tagger, etc.).	Able to establish and maintain a defensive opponent from correct stance (man-to-man).
Perform skill in response to a basic cue from coach (e.g. Red Light!).	In a team situation is able to play games against an opponent	Able to change roles during games (attacker to defender, etc.).
Can pivot in a circle.	Able to establish and maintain a defensive opponent (man-to-man).	Perform skill in response to a movement from defender.
Uses space to evade threats in 'tag' activities.	Understand basic rule violations (travel, double dribble) and basic fouls.	Stops and starts dribbling with limited illegal movement.
Able to perform basic roles during games (tagger, etc.).	Responds to questions for coach and provides feedback on activity.	☐ Shares ball possession with teammates in competitive situations.
Communicate and co-operate with a variety of team mates during activities.	Accept decision of coach or referee.	Is able to communicate with team mates during competitive situations.
Understand the need to follow group rules.	Perform movement skills including change of direction, stride stop, jump stop and pivot.	Understanding of game administration (substitutions, jump ball, inbound pass etc.).
Understands boundary areas for playing games and basic court markings (baseline, sideline, freethrow line).		