

S.M.A.S.H.

Name:		Exemplary	Strength	Satisfactory	Progressing	Weakness
Skills	Shooting					
	Catch & shoot					
	Shoot off dribble					
	Range					
	Midrange					
	Layups					
	Layups with contact					
	Passing					
	Court vision					
	Strength of pass					
	Post entry					
	Quick decision making					
	Pressbreaking					
	Accuracy					
	Ball handling					
	Equal hands					
	Speed dribble					
	Control dribble					
	Handle vs pressure					
	Create space					
	Catalog of moves					
	Rebounding					
	Positioning					
	Boxing out					
	Finding the ball					
	1st contact at highest point					
	O-board pursuit					
	Protects the rebound					
	Defense					
	On the ball					
	Off the ball help					
	Zone slides					
Pressure						
Recovery						
Active hands						
Create turnovers						

SMASH

Skills **M**ind **A**thleticism **S**pirit **H**ear**t**

Name:		Exemplary	Strength	Satisfactory	Progressing	Weakness
Mind	Xs & Os					
	Psychology of competition					
	Knowledge of gameplan					
	Opponent tendencies					
	Endgame decisions					
	Knowledge of spacing & movement					
Athleticism	Endurance					
	Sprint					
	Quickness					
	Balance					
	Upper body strength					
	Lower body strength					
	Vertical					
	Weight					
	Height*					
	Wingspan*					
Spirit	Vocal leadership					
	Example leadership					
	Organizational leadership					
	Treat teammates					
	Team before self					
	Communicator					
	Practice attendance					
	Offseason workouts					
	Represent team					
Heart	Intrinsic motivation					
	Push limits					
	Deal with adversity					
	Accepts constructive criticism					
	Strong desire to succeed					
	Set goals & plans					
	Intensity level					
	Consistency					
Notes:						

Building a **SMASH** player

A SMASH player is a complete basketball player. A SMASH player encompasses all of the tangible and intangible characteristics necessary for success. SMASH stands for **S**kills, **M**ind, **A**thleticism, **S**pirit and **H**eat. The SMASH rubric is a method of player evaluation that looks at all 5 major component of a SMASH player. Skills make up one half of the rubric and are broken up into shooting, passing, ball-handling, rebound & defense. Mind is what is sometimes referred to as “basketball I.Q.” It is a player’s ability to think the game both as a whole and within their individual matchup. Athleticism contains the measurables- speed, strength, height and more with an even split of movement and body. Spirit refers to emotional characteristics with a focus on attitude. It is broken up into leadership, selflessness and commitment. Heart is a player’s drive, determination and motivation level. All 5 components of a SMASH player can be improved and the evaluation rubric helps each player do just that. It is all part of the journey to build the best, most complete basketball players- the **SMASH** players.