

# Dribble Master & The Big Shot

One of the most exciting parts of an Action Basketball Camp and Action Basketball Club is the Dribble Master and The Big Shot. Below we will discuss how to use it in the gym and how to set up and track the camper's progress from year to year. This procedure is written for coaches and AIA staff.

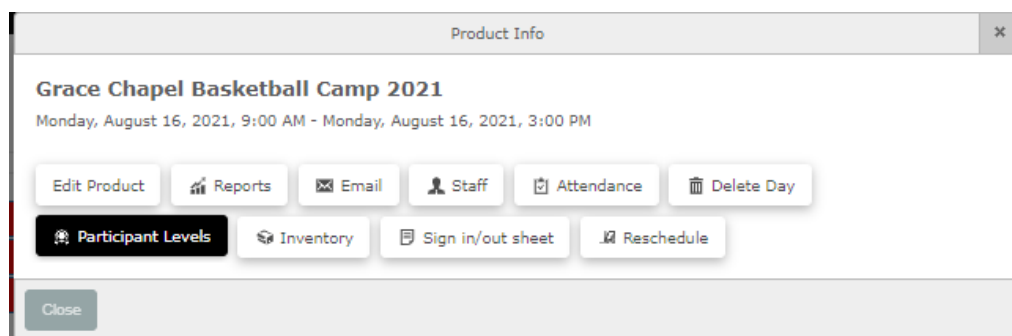
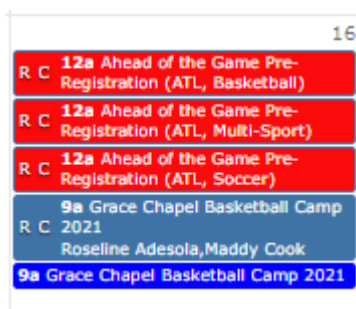
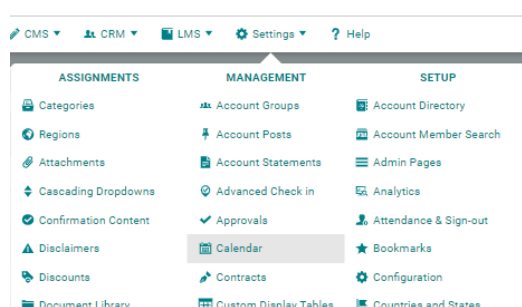
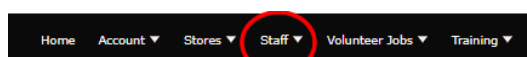
- A. As players master a level, Coaches and AIA staff can adjust the player's level by logging into the AIA Store/Configio and navigating to the calendar.

## COACHES

For coaches, go to the [AIA Store](#) (the cart) and log in. In the menu, go to Staff and then Schedule. Find the camp or club and click on it. In the pop up window, choose Participant Levels.

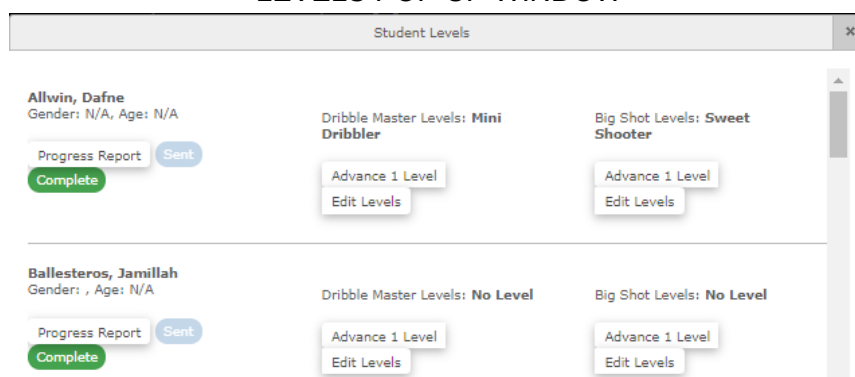
## STAFF

For Staff, log into the Admin side of the AIA Store (Configio) and go to Settings>Management>Calendar. Go to the date of the camp or club and click on it. In the pop up window, choose Participant Levels.



# Dribble Master & The Big Shot

## LEVELS POP UP WINDOW



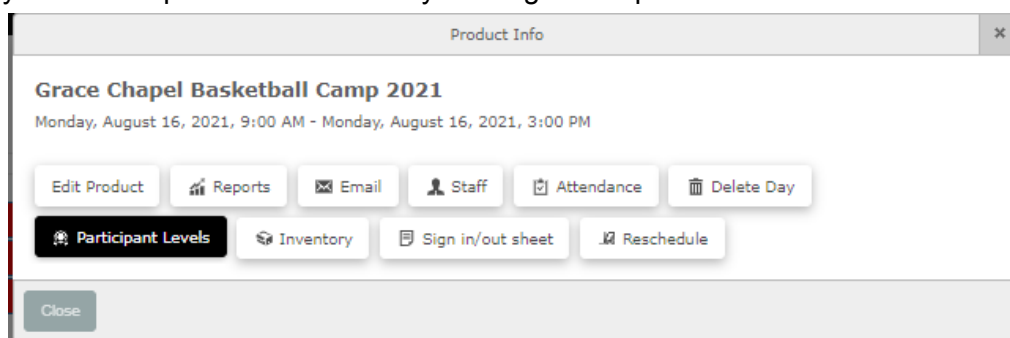
The screenshot shows a 'Student Levels' pop-up window. It contains two student profiles:

- Allwin, Dafne** (Gender: N/A, Age: N/A):
  - Progress Report: Complete (green button), Sent (blue button)
  - Dribble Master Levels: Mini Dribbler
    - Advance 1 Level (blue button)
    - Edit Levels (blue button)
  - Big Shot Levels: Sweet Shooter
    - Advance 1 Level (blue button)
    - Edit Levels (blue button)
- Ballesteros, Jamillah** (Gender: , Age: N/A):
  - Progress Report: Complete (green button), Sent (blue button)
  - Dribble Master Levels: No Level
    - Advance 1 Level (blue button)
    - Edit Levels (blue button)
  - Big Shot Levels: No Level
    - Advance 1 Level (blue button)
    - Edit Levels (blue button)

With the Levels pop up window open, click on [Advance 1 Level](#) under the Dribble Master or the Big Shot to advance them from the level they just mastered. The Dribble Master and the Big Shot are both available, but the player should be working on only one at a time.

This can be done on a phone, but a tablet or laptop at camp or club is preferred.

\*\*Alternatively, each camper/player will have a Participant Packet containing a blank sheet of all the levels. You can print these sheets/packets and hand them out to the players. These packets are found by clicking the Reports button.



The screenshot shows a 'Product Info' window for 'Grace Chapel Basketball Camp 2021'. It includes the date and time: 'Monday, August 16, 2021, 9:00 AM - Monday, August 16, 2021, 3:00 PM'. Below this are several buttons: 'Edit Product', 'Reports', 'Email', 'Staff', 'Attendance', 'Delete Day', 'Participant Levels' (highlighted), 'Inventory', 'Sign in/out sheet', and 'Reschedule'. A 'Close' button is at the bottom left.

You can update their progress on this sheet and collect it from the players at the end of camp or club. Then update the online system afterward from these sheets. If you prefer, you can add the individual players' packets to a master tracking sheet, found here [PARTICIPANT LEVELS TRACKING](#), prior to updating them online.

So there are three ways to track their levels: online through the AIA Store (log in); the player's personal tracking sheet; or the master tracking sheet (linked in this document and on the [Coach HQ](#) under Dribble Master and under Big Shot - same sheet). But there is only one way to record their level. Click on Participant Levels and update it here.

- B. The progress Report button [Progress Report](#) allows you to fill in the Progress Report. This is unrelated to the Levels. The report will only be accessible through this camp

# Dribble Master & The Big Shot

or club product. The **Level** the player attains can be seen in their account and will travel with them from camp to camp; from club to club; from camp to club and so on. A **Progress Report** is only for notes and updates from the coach for the player and parents to see and is only available for that season, camp or club.

- C. You can send all Progress Reports to the players using the button at the bottom of the window or one at a time when you save the report.

Camp Progress Report

Camp Coach notes:

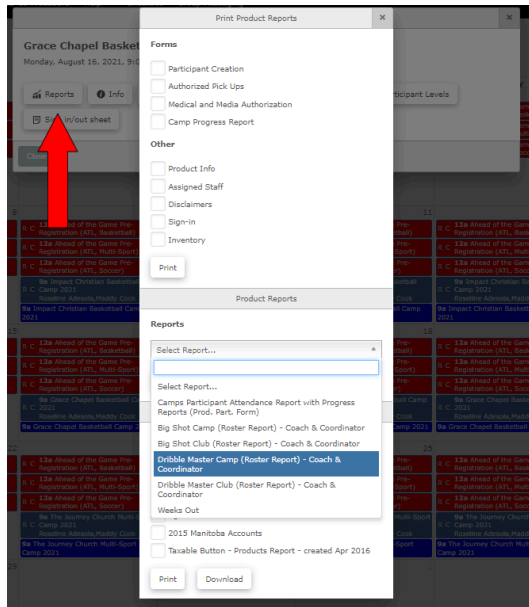
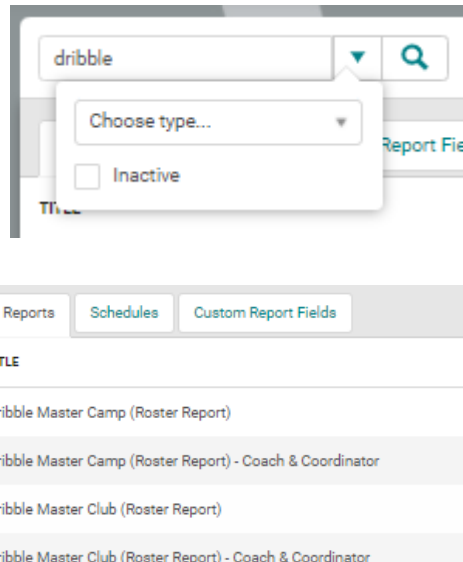
Cancel Save and Send Email Save

*\*Progress reports are forms assigned to the product (camp or club)*

- D. To see a list of the players and their Dribble Master Level or Big Shot Level for a club or camp:

*\*Levels are controlled by using membership levels (Dribble Master | Big Shot Levels).*

*A report (Dribble Master Camp (Roster Report) & Big Shot Camp (Roster Report)) is generated to see the levels for participants in a camp or club. Examples shown are for Camps.*

Coaches	Staff
Click on the Report button in the pop up after clicking on the event in the calendar.	Click on Reports in the Admin menu. Search for either the Dribble Master or the Big Shot. You can limit your results by choosing the <i>Roster</i> type.
	
In the Report list that appears, choose the report you want from the Reports	Choose the report you need and by

# Dribble Master & The Big Shot

drop down list. Choose either Big Shot or Dribble Master Camp or Club.

What you will get is a report with all players' names, their highest level achieved and any notes from the progress report for that camp or club.

clicking on the run report button



Choose the name of the camp or club with the players whose levels you want to see. You will also get any camp or club notes from the associated Progress Report.

## Filters

Only "Ask Me" filters can be changed from this page. [Click here to adjust all filters.](#)

AND OR

Product N is equal to Abbots

2021 Abbotsford Jr Grass Camp, 7/12/2021 9:00 AM, Clearbrook Park (Soccer Fields)

2021 Abbotsford Sr Grass Camp, 7/12/2021 9:00 AM, Clearbrook Park (Soccer Fields)

2021 BC Overnight Camp Vball, 8/8/2021 5:00 PM, Abbotsford (Columbia Bible College)

2021 Beach Extension, 8/10/2021 9:00 AM, Abbotsford

Ask Me

Download

## E. Set up the Gym

- (Optional) Print the signs and place them along a wall in the gym.

[SIGNS](#)

- Decide when you will allow the campers to be evaluated. It can be a set time each day, during breaks, etc. When players are evaluated, it must be very strict. The camper must perfect/master the criteria for each level before moving on. **Close enough is not good enough.**

[CRITERIA - DRIBBLE MASTER](#)

[CRITERIA - THE BIG SHOT](#)