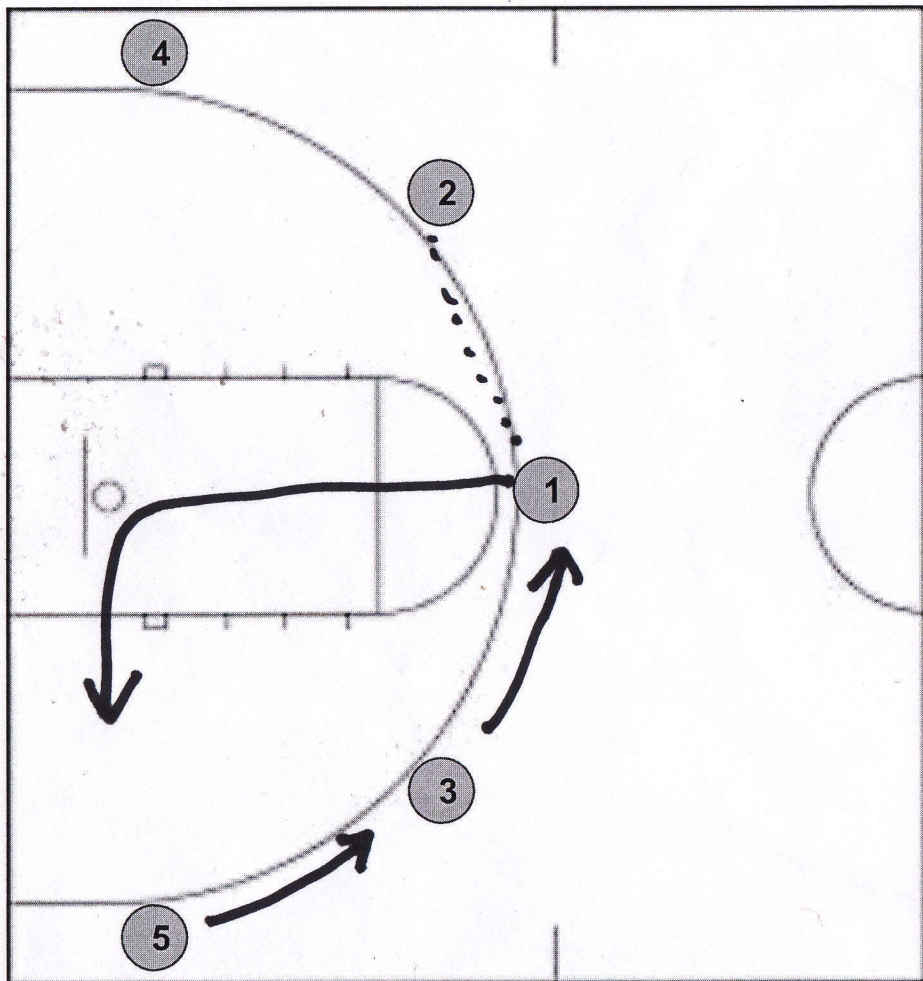
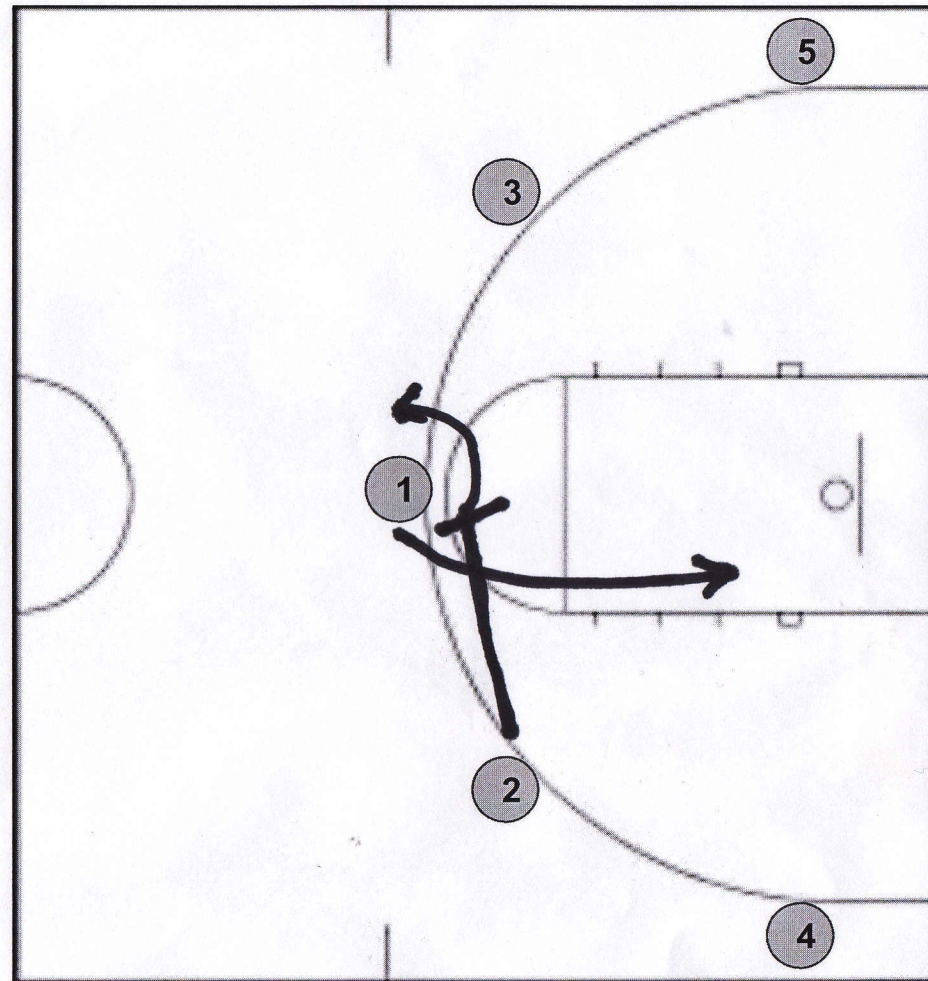


Type: Half Court **Formation:** 5 Out **Play:** 50



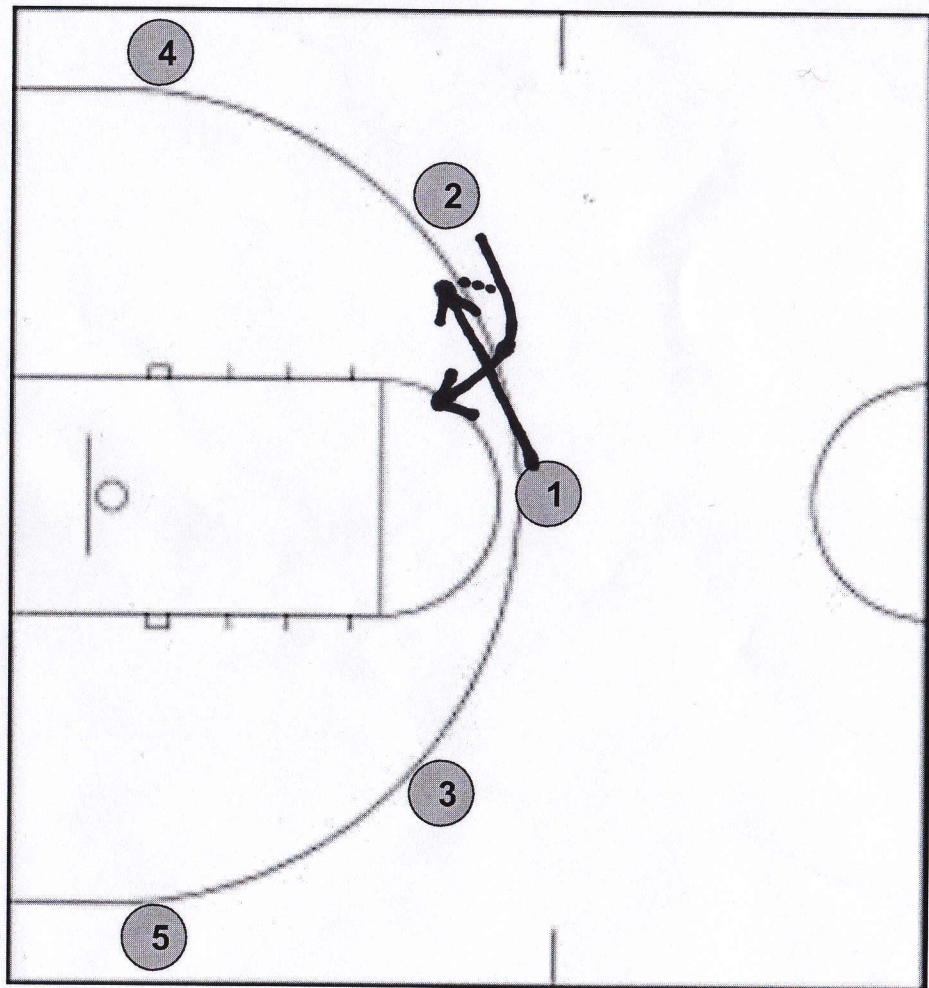
Pass Cut fill opposite or Pass Screen away.

Type: Half Court **Formation:** 5 Out **Play:** 51



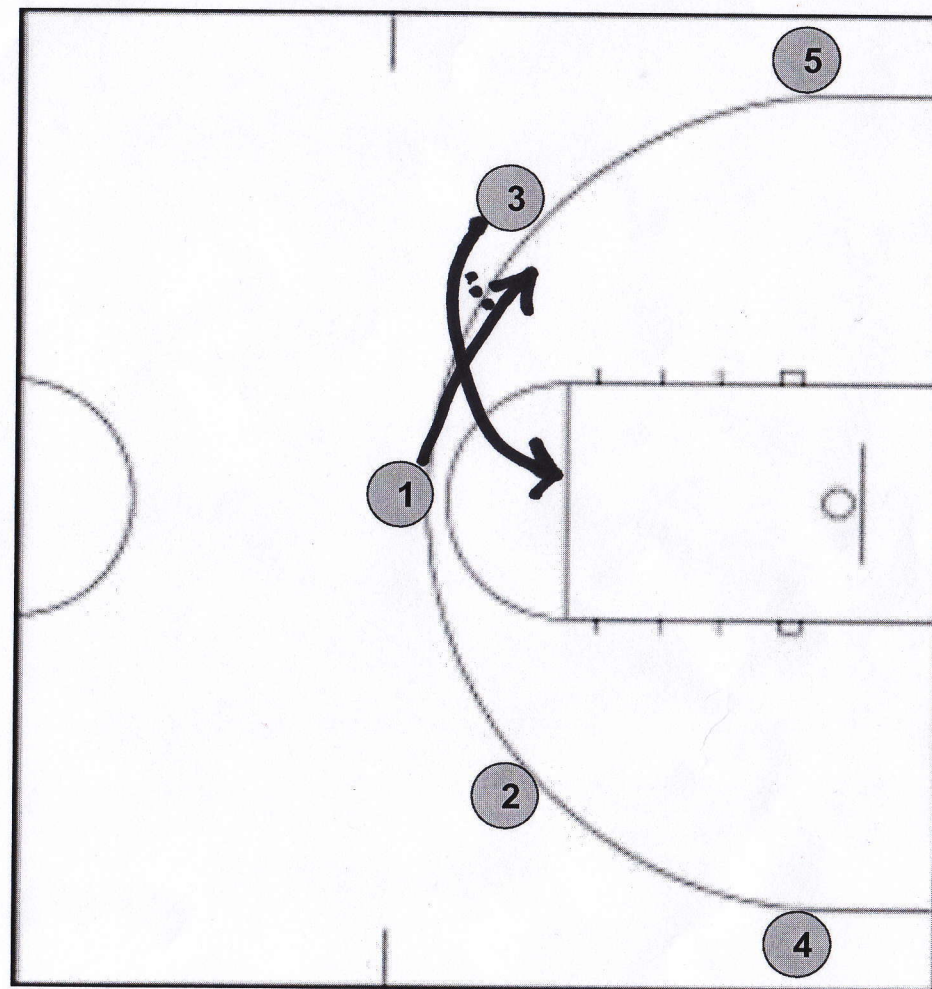
2 screens the 1 and pops out, 1 drives or passes

Type: Half Court **Formation:** 5 Out **Play:** 52



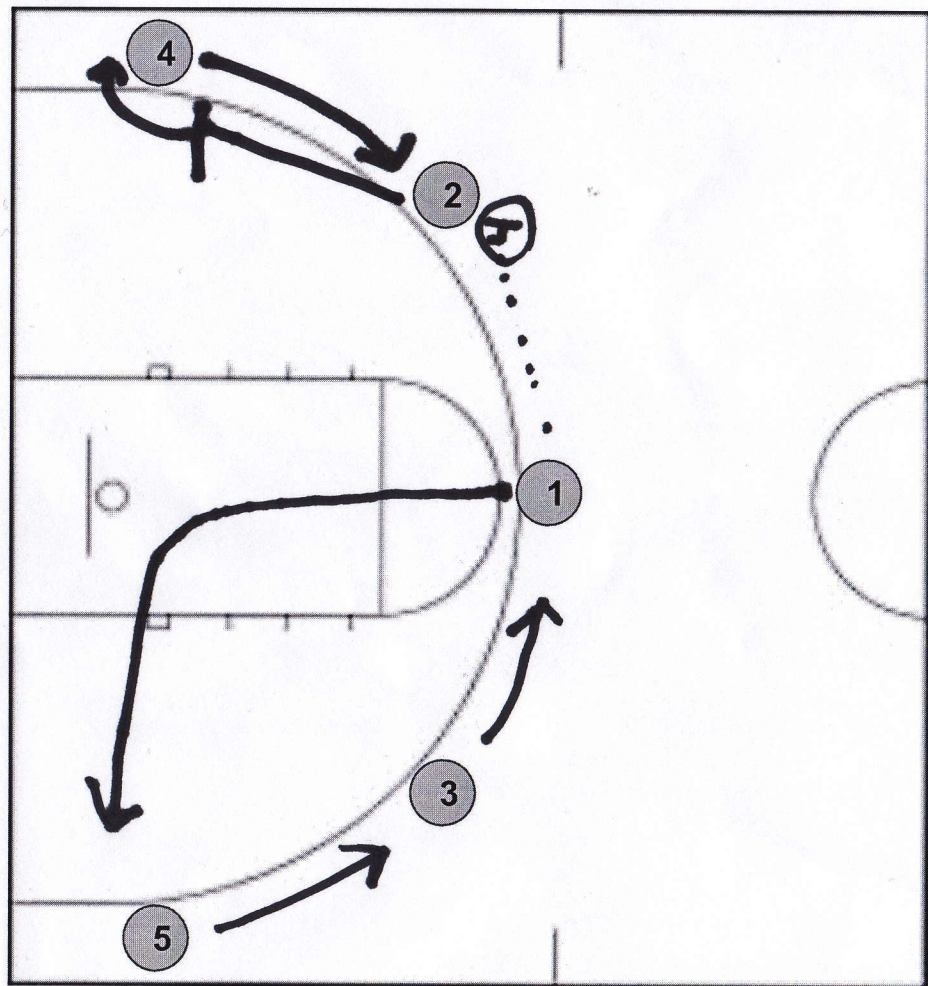
Dribble handoff to 2, attack basket or pass.

Type: Half Court **Formation:** 5 Out **Play:** 53



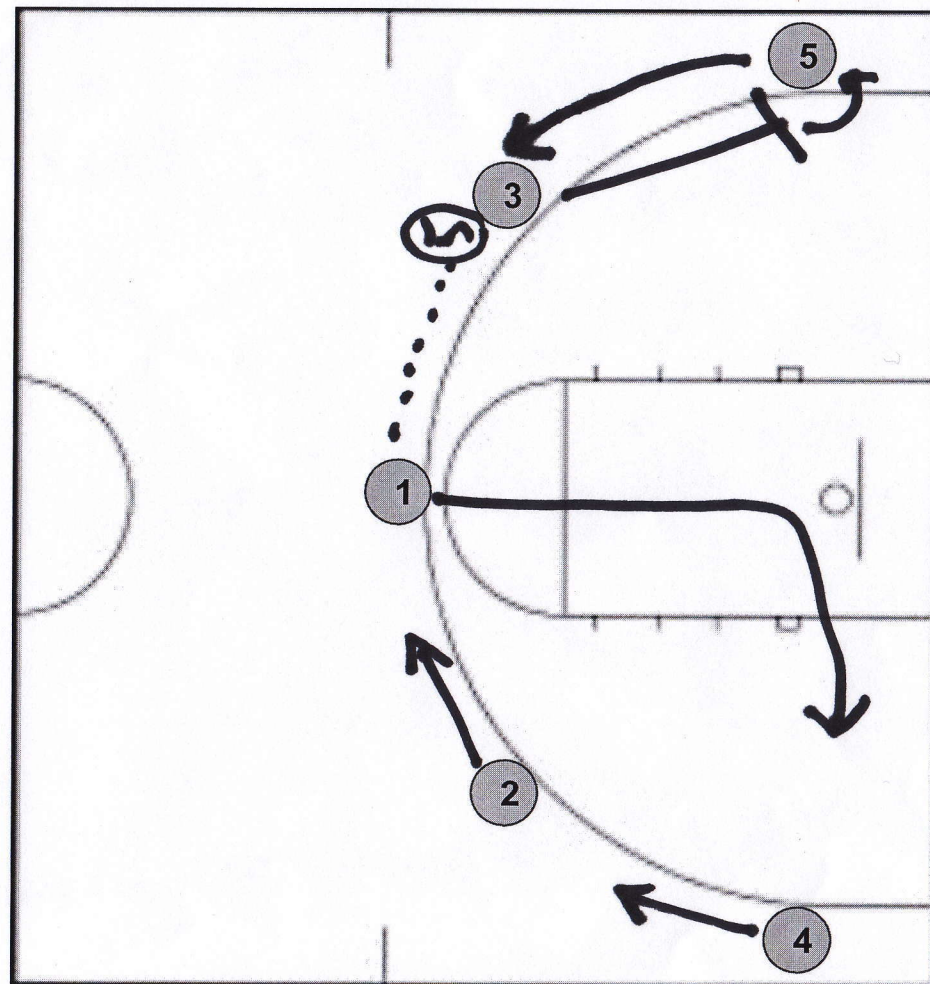
Dribble handoff to 3, attack basket or pass

Type: Half Court **Formation:** 5 Out **Play:** 54



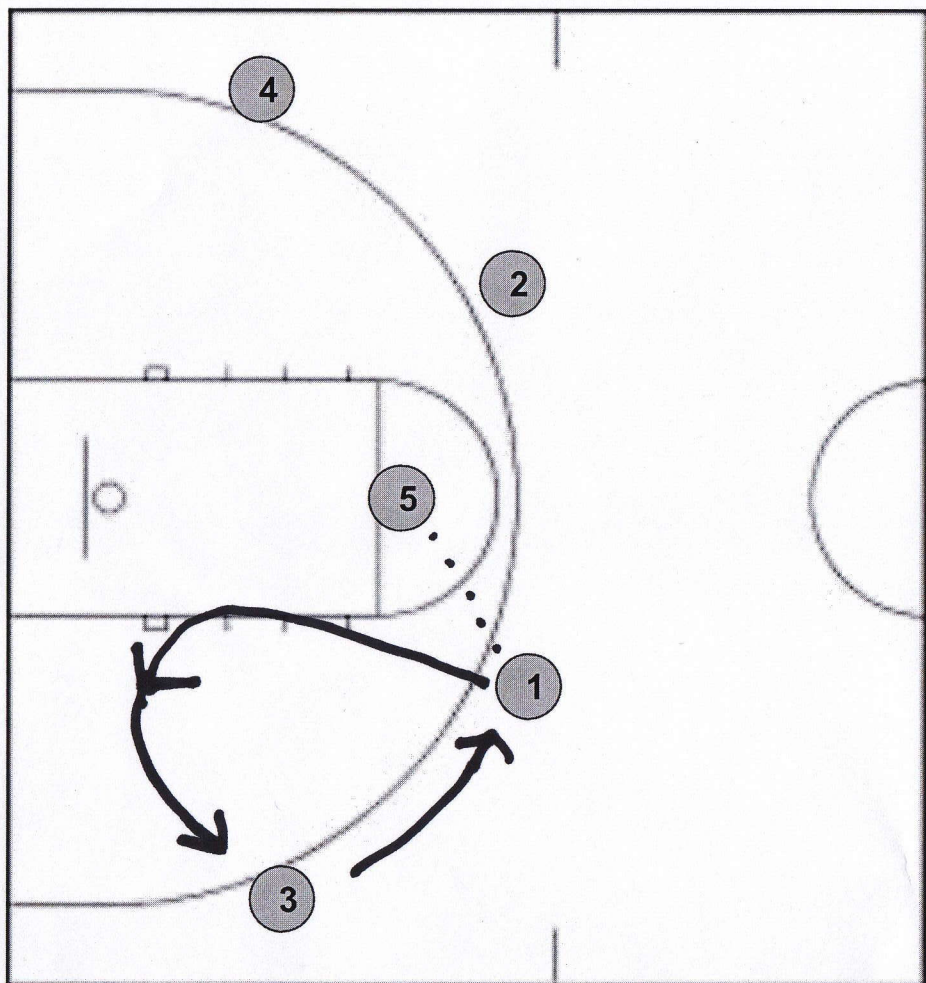
Matchup, 2 downscreens 4 entry pass to 4

Type: Half Court **Formation:** 5 Out **Play:** 55



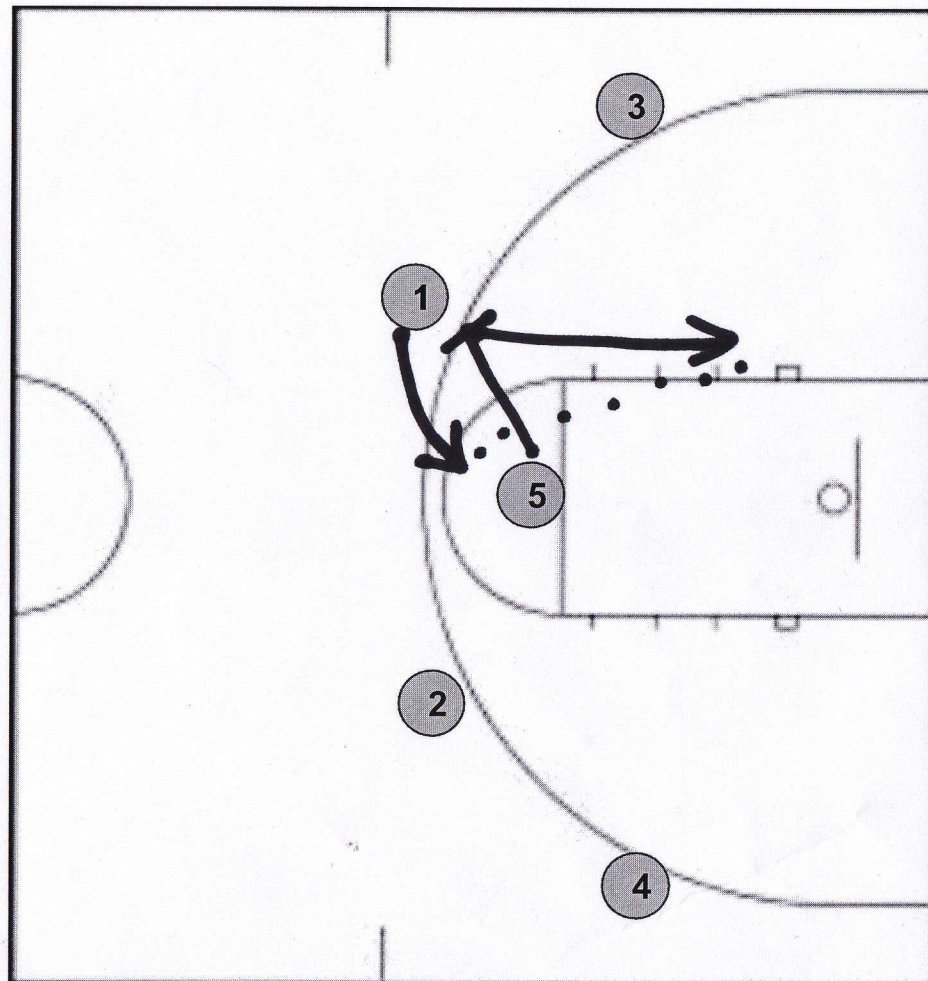
Matchup, 3 downscreens 5 entry pass to 5

Type: Half Court **Formation:** 4 Out **Play:** 40



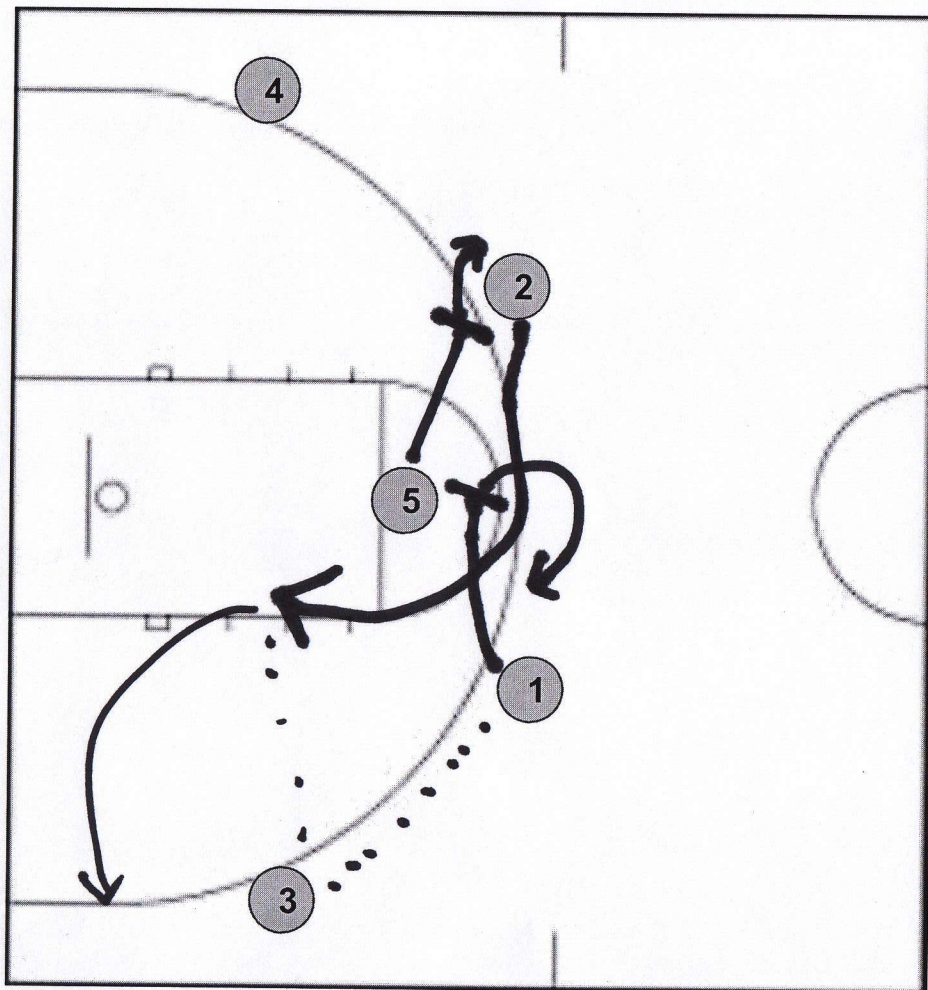
5 position moves in stationary, Pass Cut fill opposite or Pass Screen away.

Type: Half Court **Formation:** 4 Out **Play:** 41



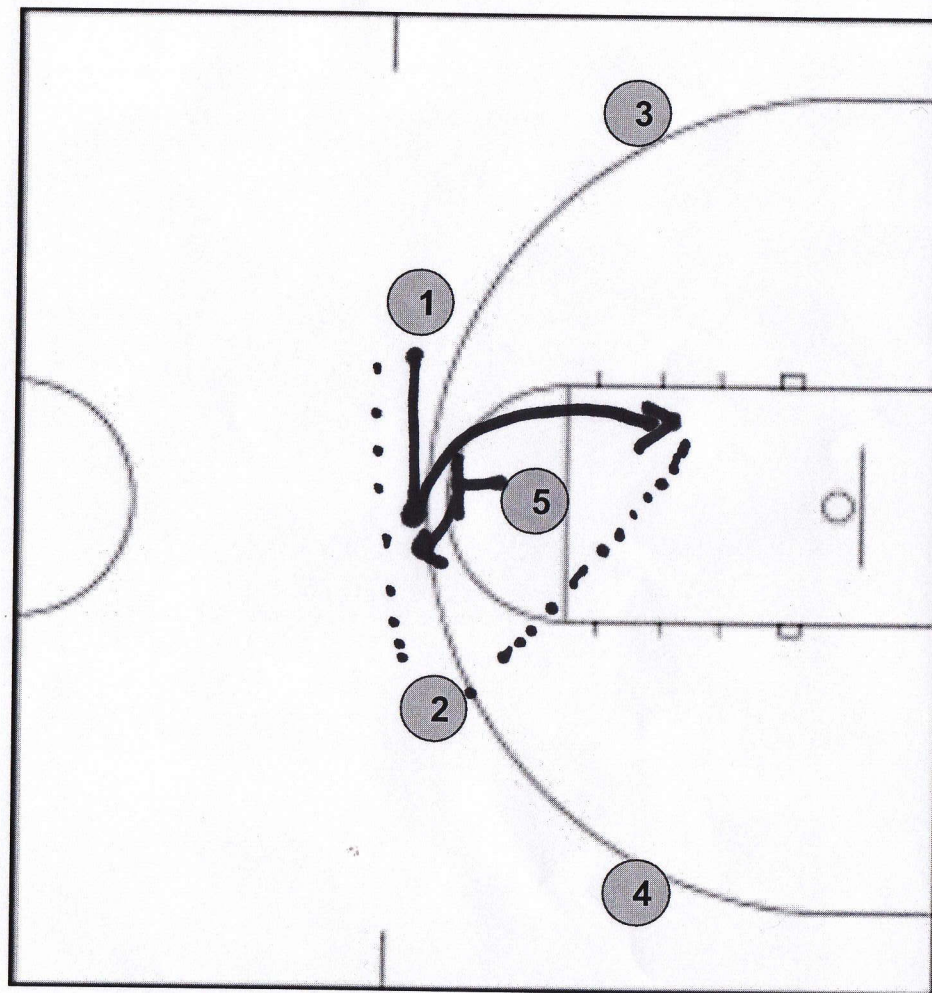
5 position moves in . 5 High ball screen to 1 pick and roll .

Type: Half Court **Formation:** 4 Out **Play:** 42



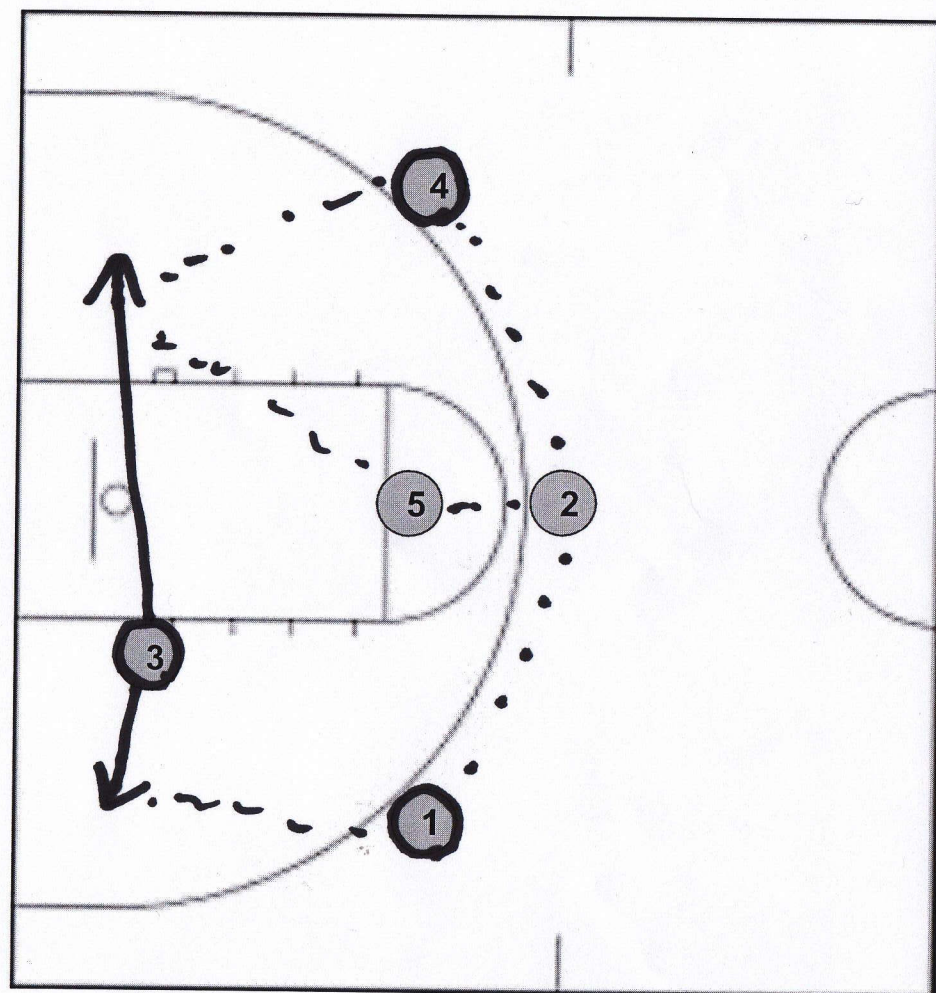
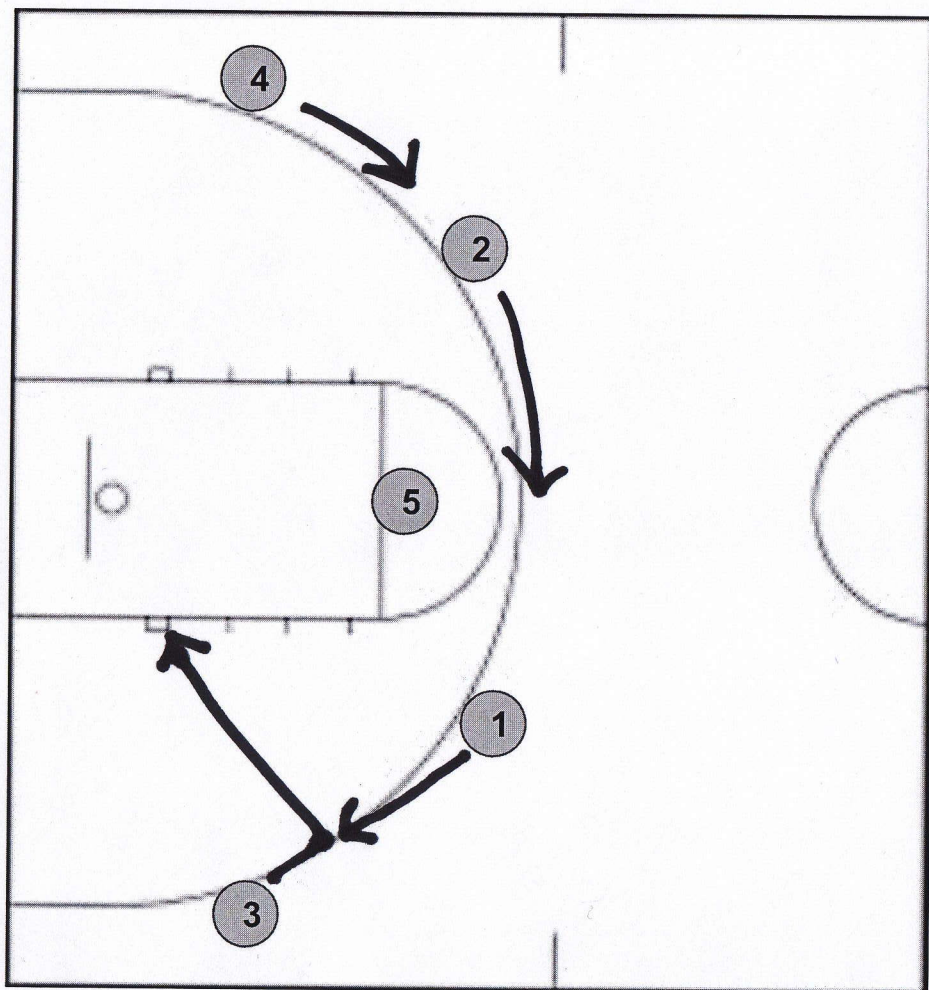
Entry pass to 3, double screen by 5 and 1, 2 cuts in to score. 5 and 1 pop out after screen.

Type: Half Court **Formation:** 4 Out **Play:** 45



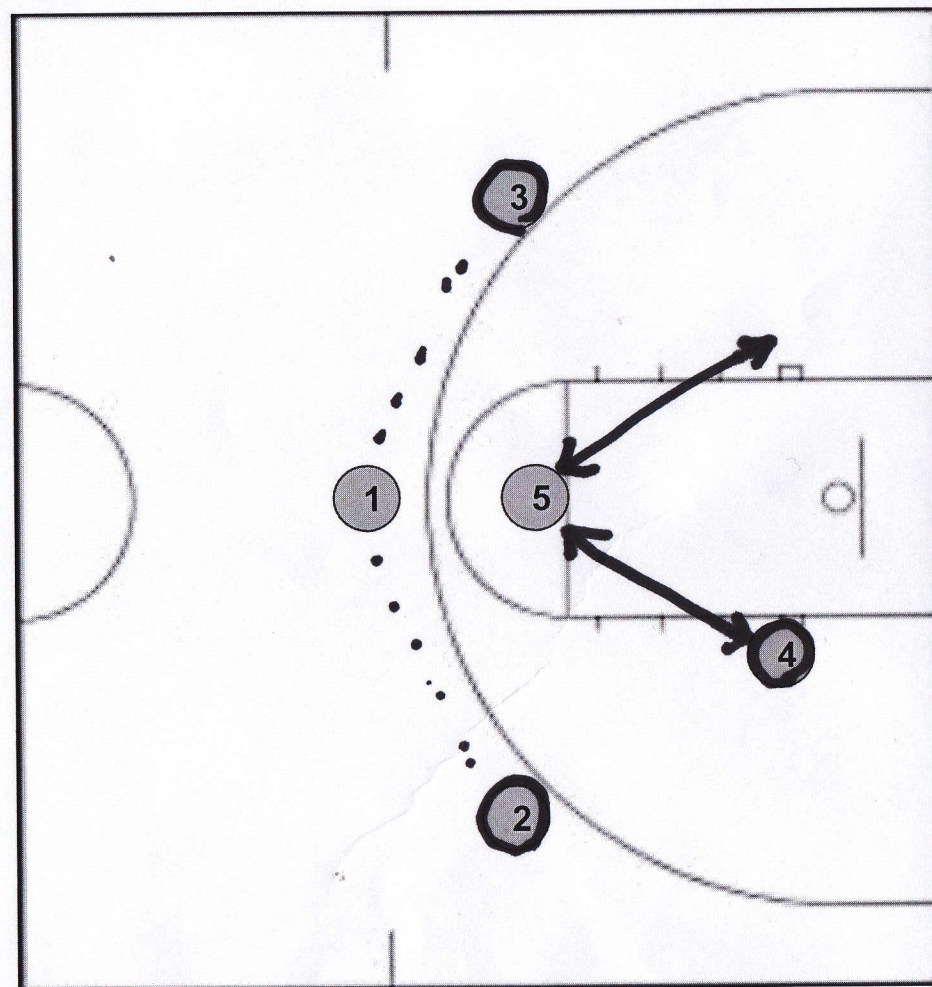
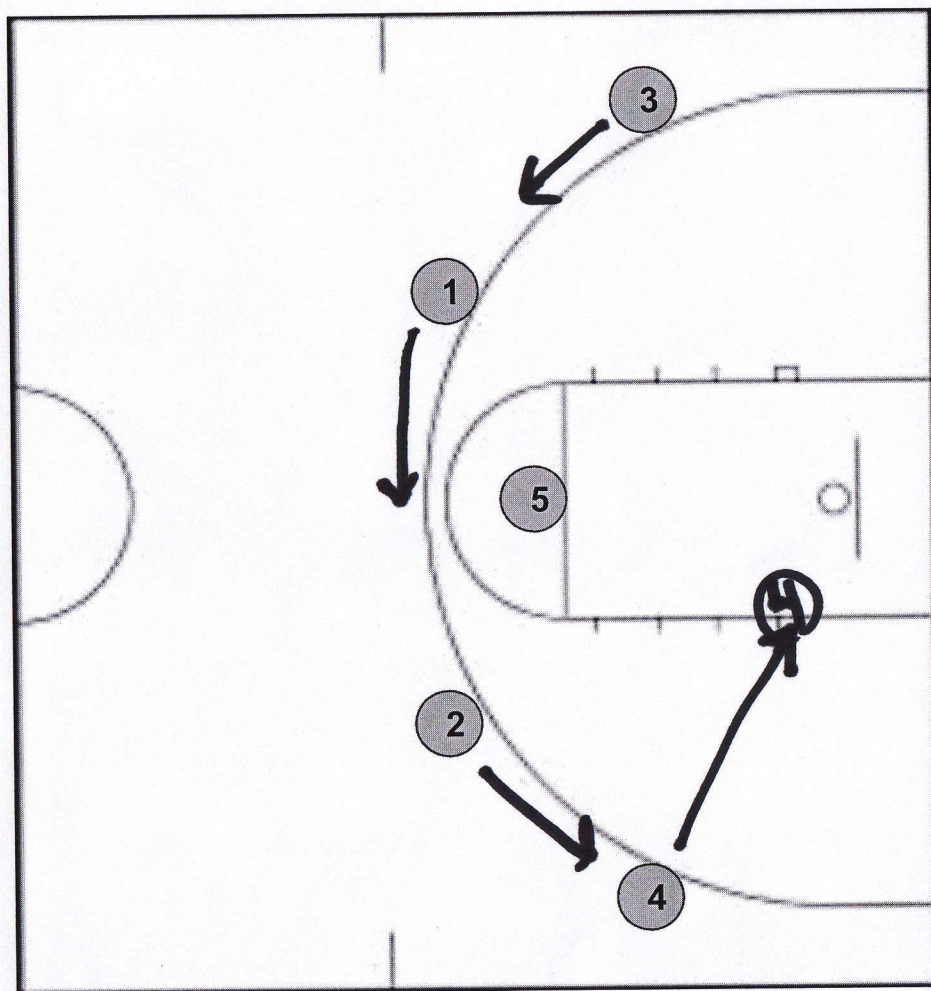
Entry pass to 2, 5 sets backscreen for 1, 1 cuts to hoop and 5 pops out....End up in 5 out offense

Type: Half Court **Formation:** 4 Out **Play:** 43



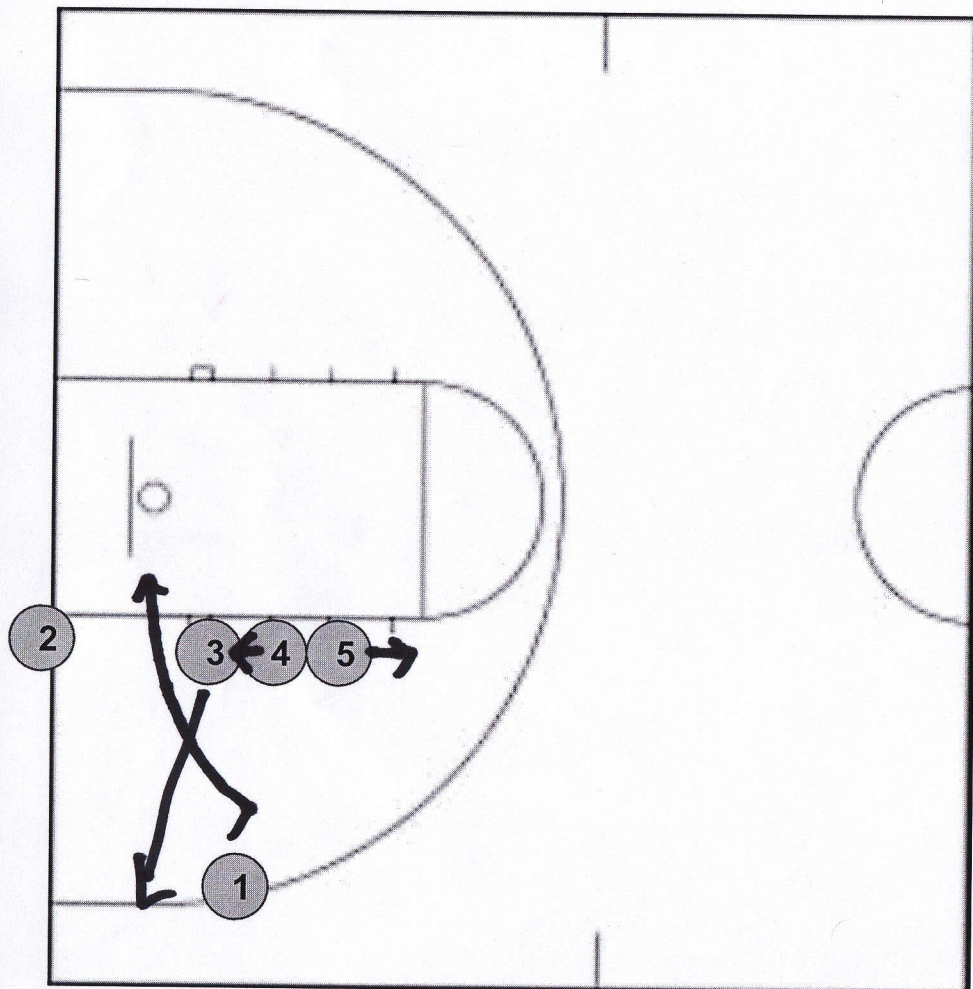
Man or Zone. 1 drives to 3, 3 slip screen then down to baseline. 2 and 4 slide over. 3 runs baseline to ball side short corner, incorporate 5 for high low game. No cutting or screening in 43.

Type: Half Court **Formation:** 4 Out **Play:** 44



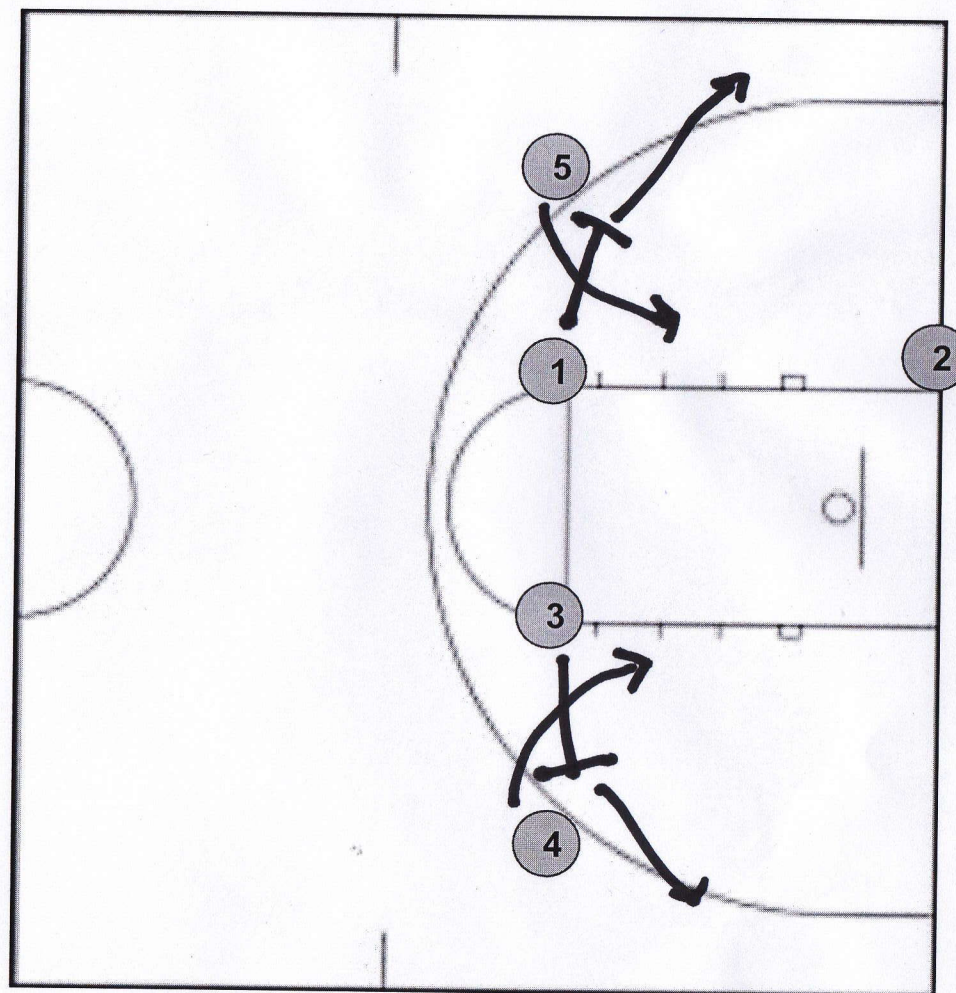
Man or Zone. 1 drives to center, 4 goes low post, 2 and 3 slide over. High low big game. 4 and 5 alternate to ball side post and free throw line. No cutting or screening in 44.

Type: BLOB Play: Stack



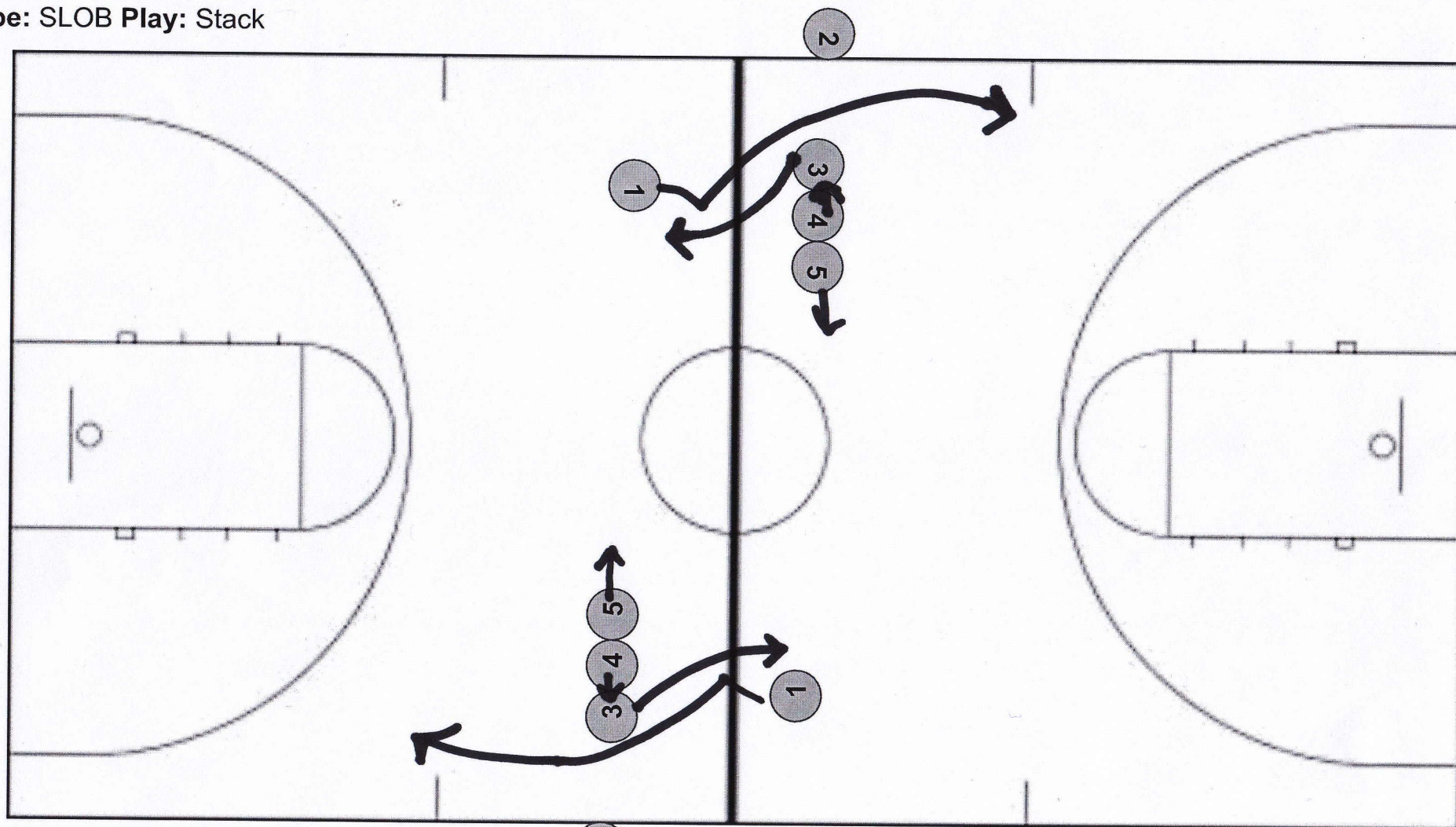
1 cuts through then alternate motions. Main option 1, then 3, then 4, then 5

Type: BLOB Play: High



1 and 3 screen out then pop, 4 and 5 read defense to cut inside or outside, Main option 4 or 5 on cut, then 1 in the corner 3

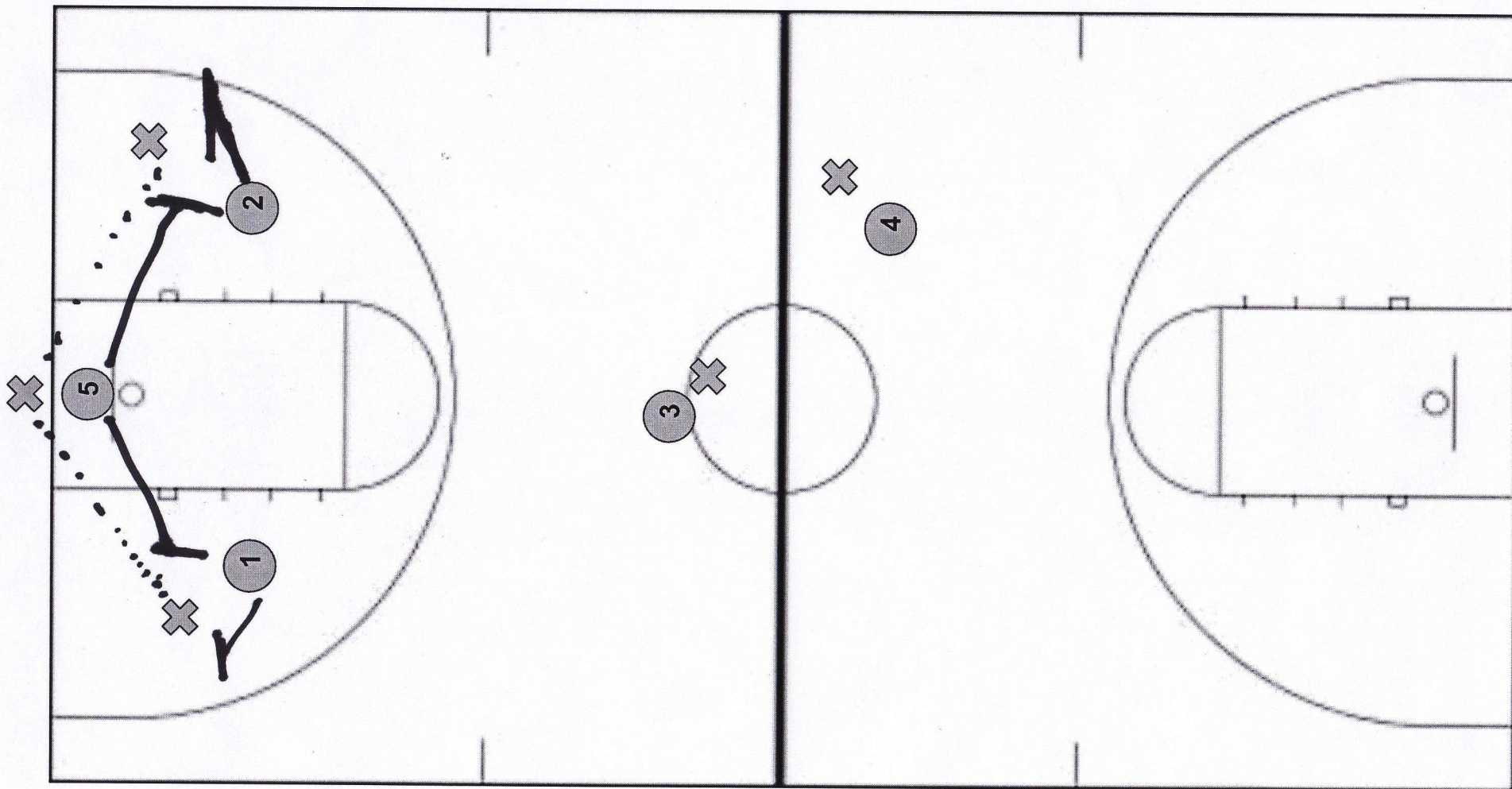
Type: SLOB Play: Stack



Same as baseline stack only on side, Main option
1 on the cut or 2 on the safety

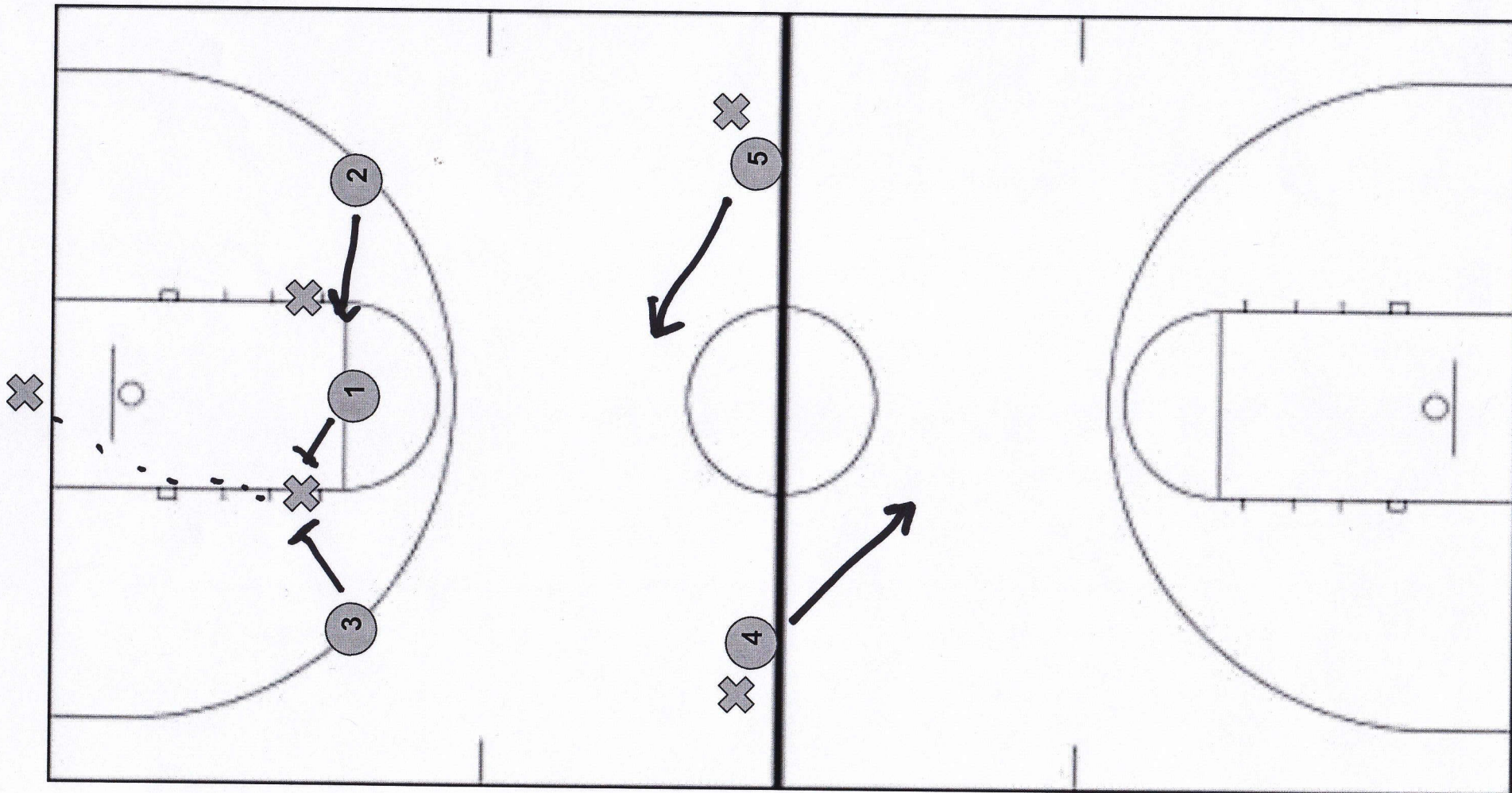
2

Type: Press **Play:** Press 1 (Man Trap Full)



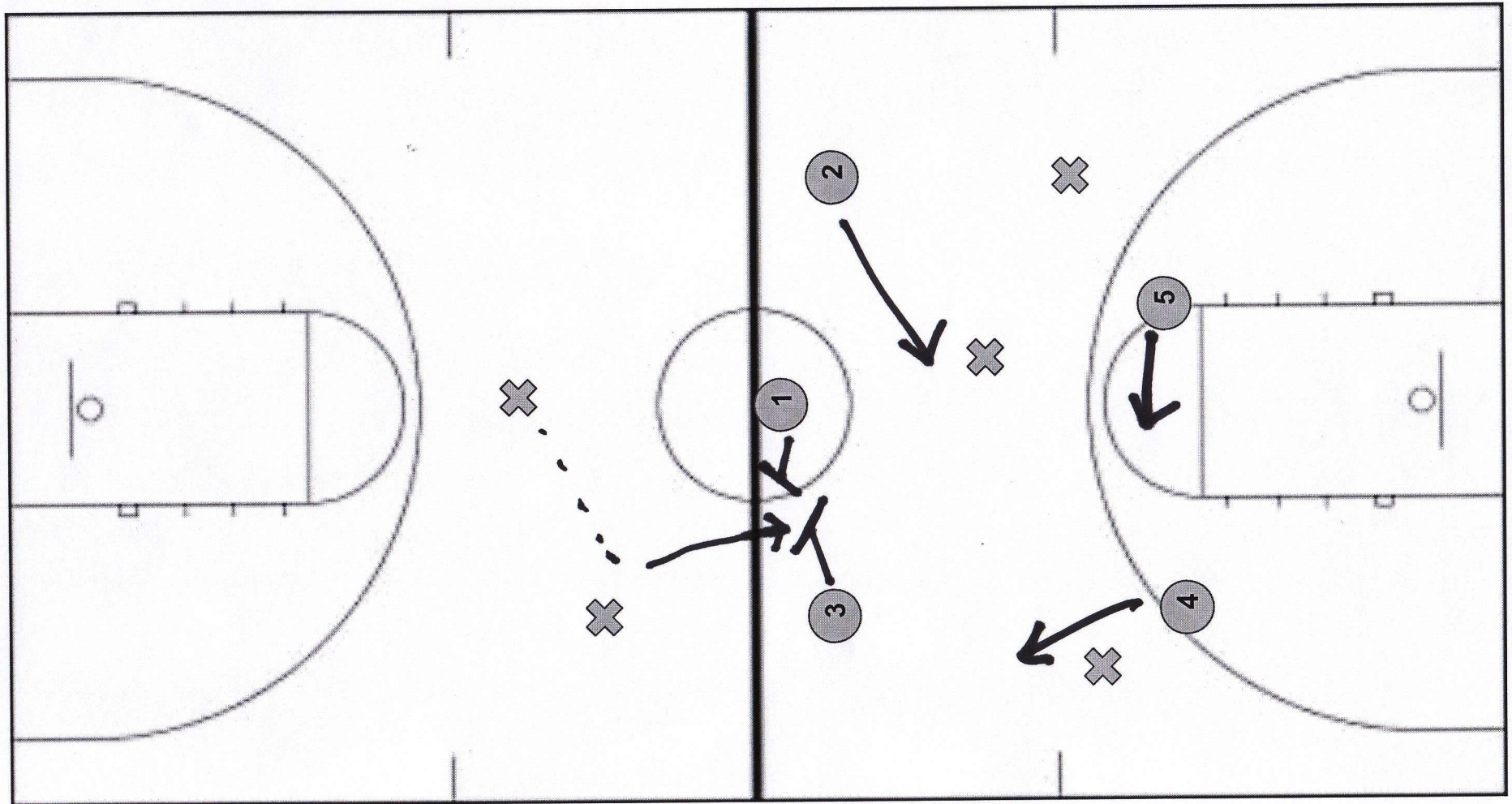
Only after OOB or made shot. Allow entry to wings - on ball defender traps, deny long passes, man back keep offense in front

Type: Press **Play:** Press 2 (Zone Full)



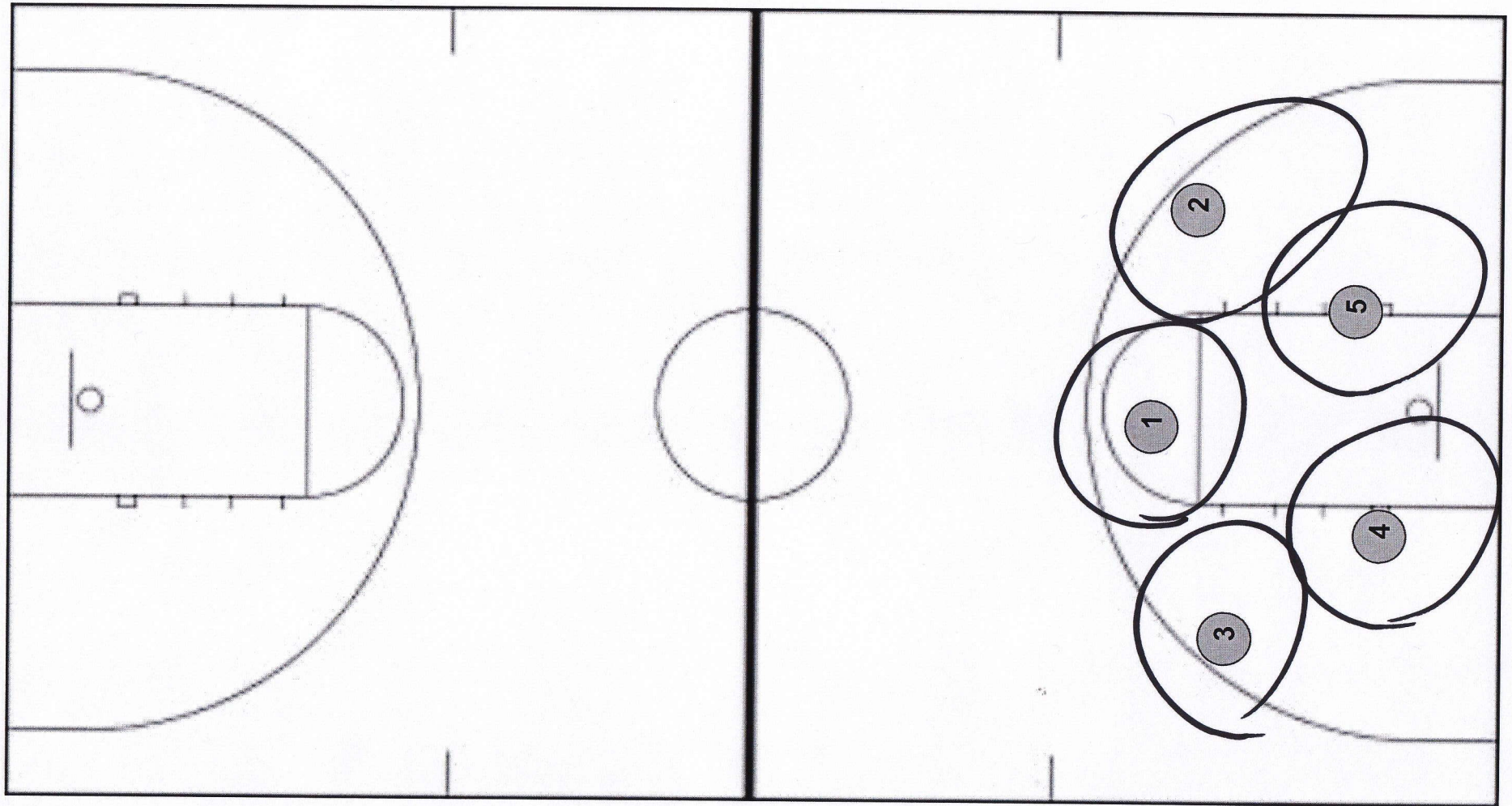
Guard zones - trap if close rotate ball side. On swing maintain zones On breakdown move to 3-2 matchup zone

Type: Press **Play:** Press 3 (Zone Half)



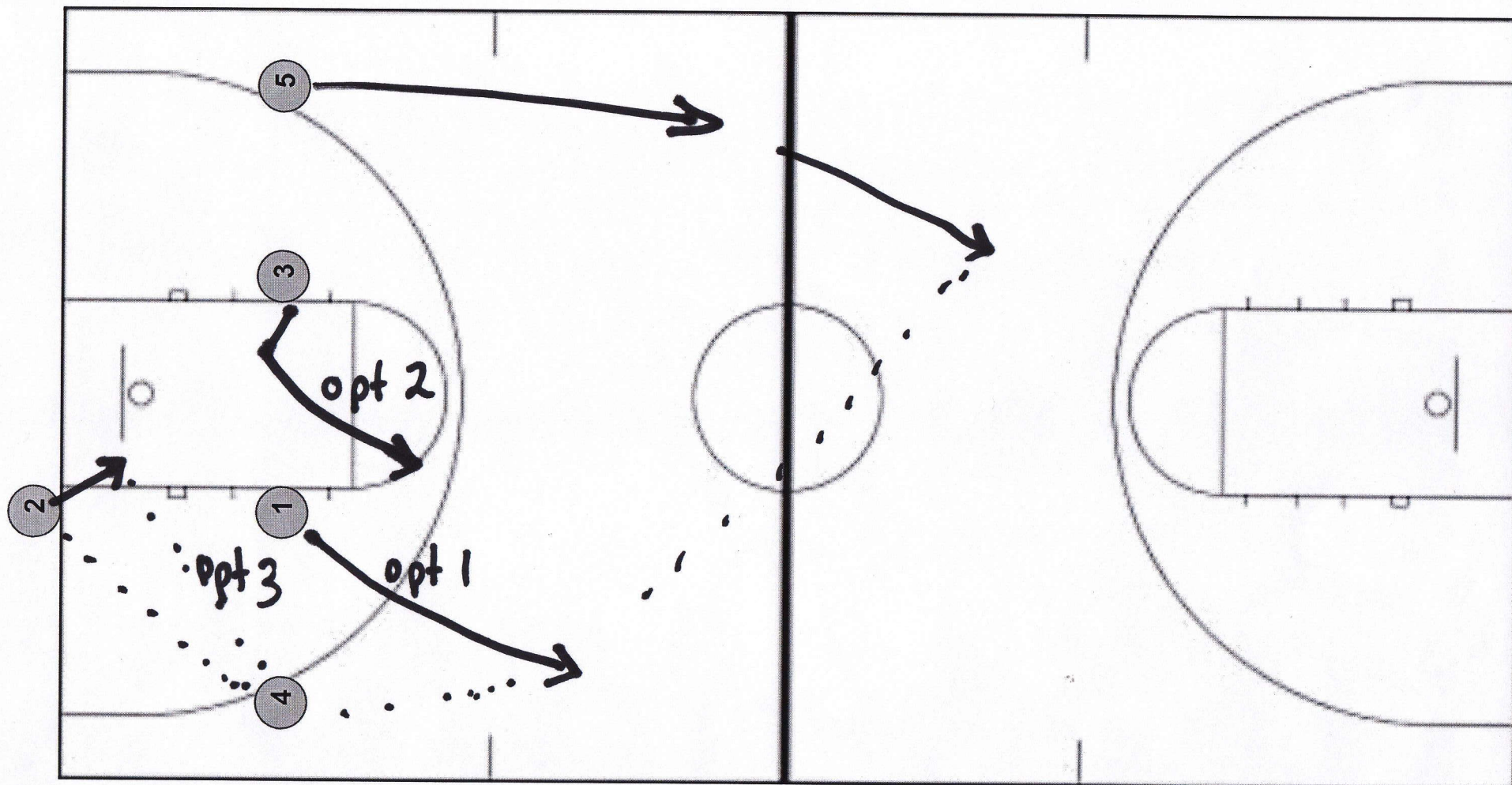
Same as FULL but in half court. #1 position responsible for forcing to a side . Guard zones - trap if close rotate ball side.
On swing maintain zones... On breakdown move into 3 2 matchup zone

Type: Defense **Play:** Matchup Zone



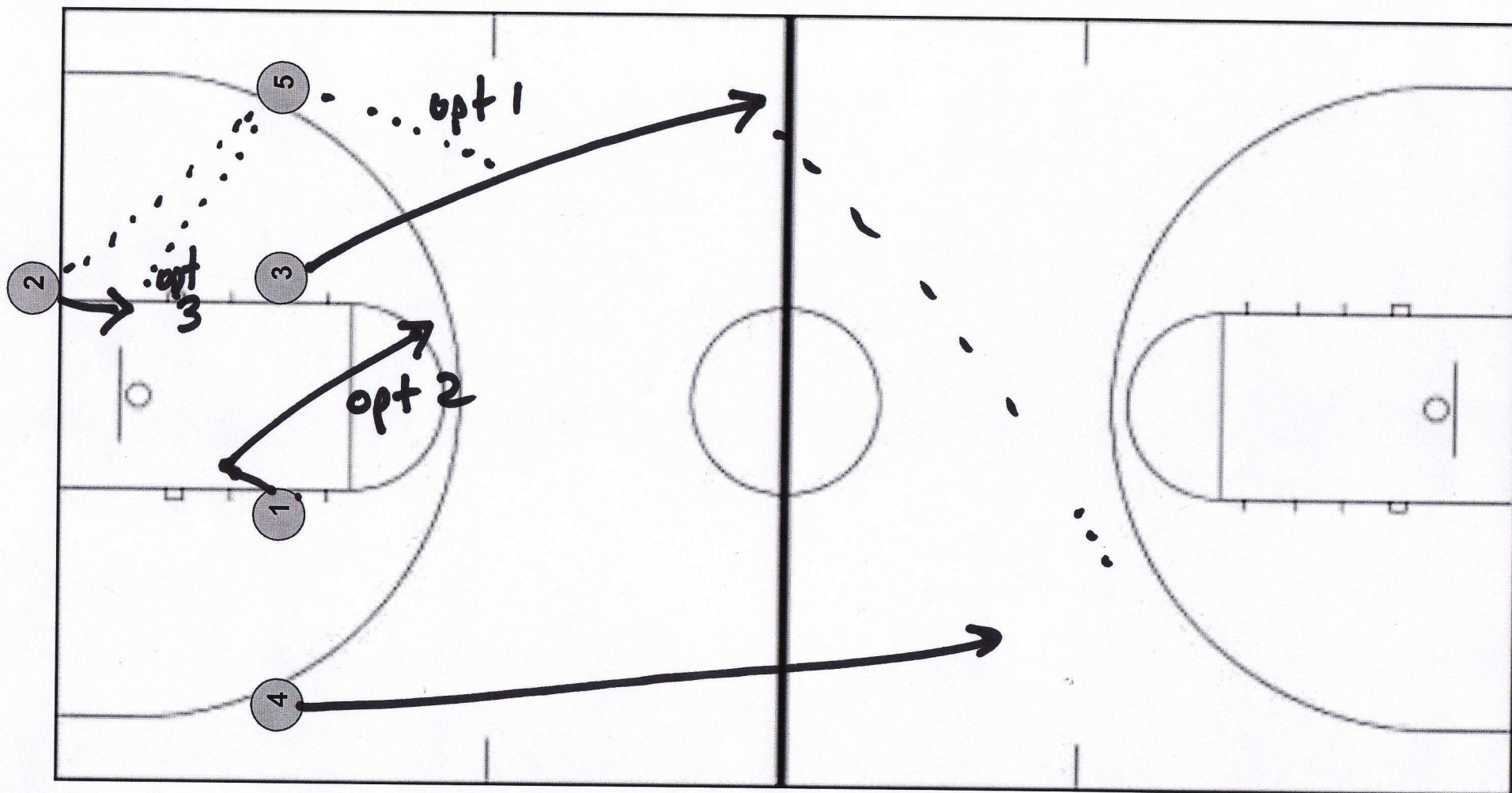
Basic 3 -2 Zone Defense with on ball pressure, trap in corners only

Type: Pressbreak Play: Fly



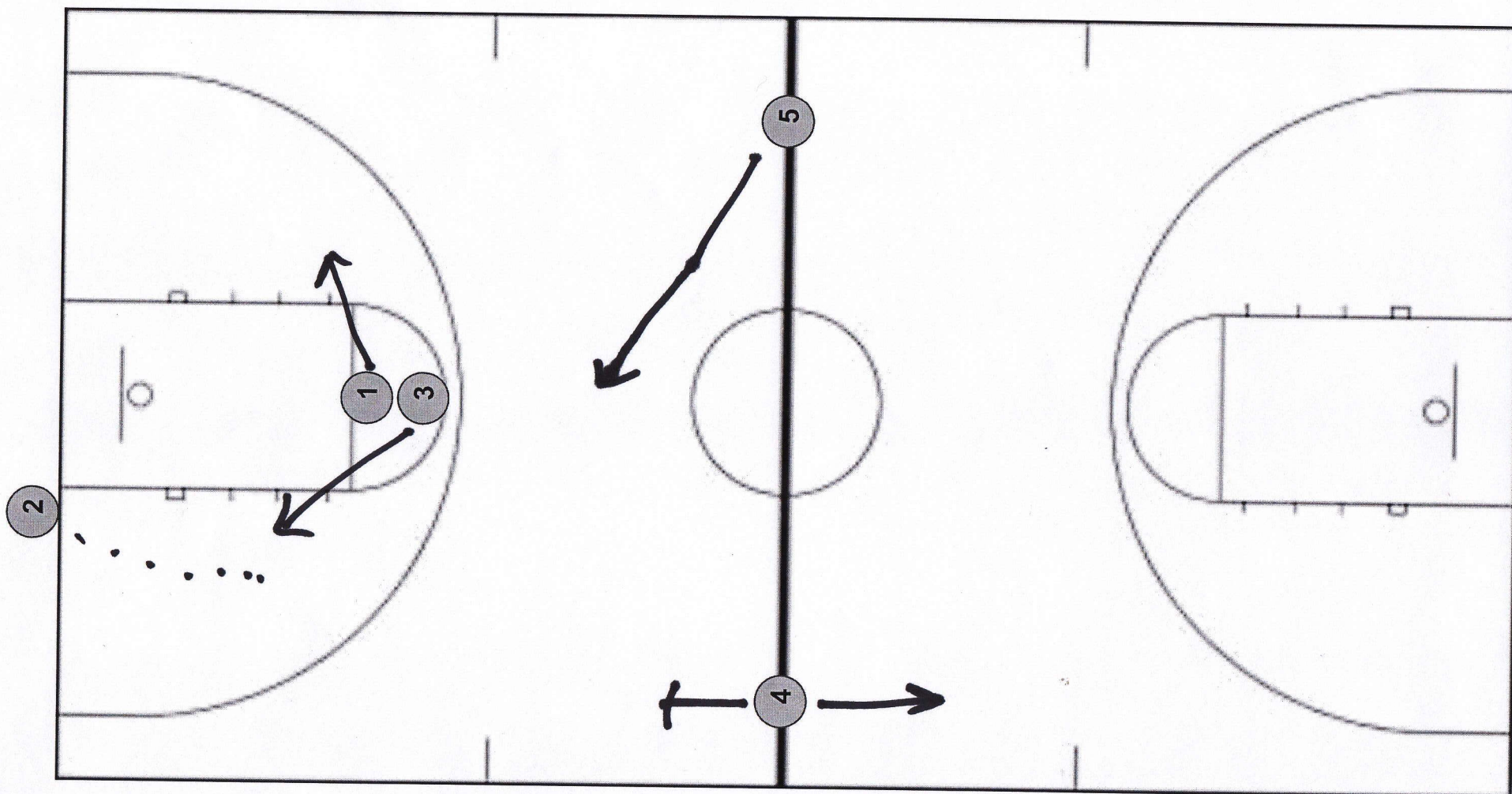
Bigs out , guards in. Inbound to outside, oppoosite big flys court, ballside guard option 1, offguard option 2, return pass to inbounder then cut as option 3. Look to break press and score, little dribbling.

Type: Pressbreak Play: Fly



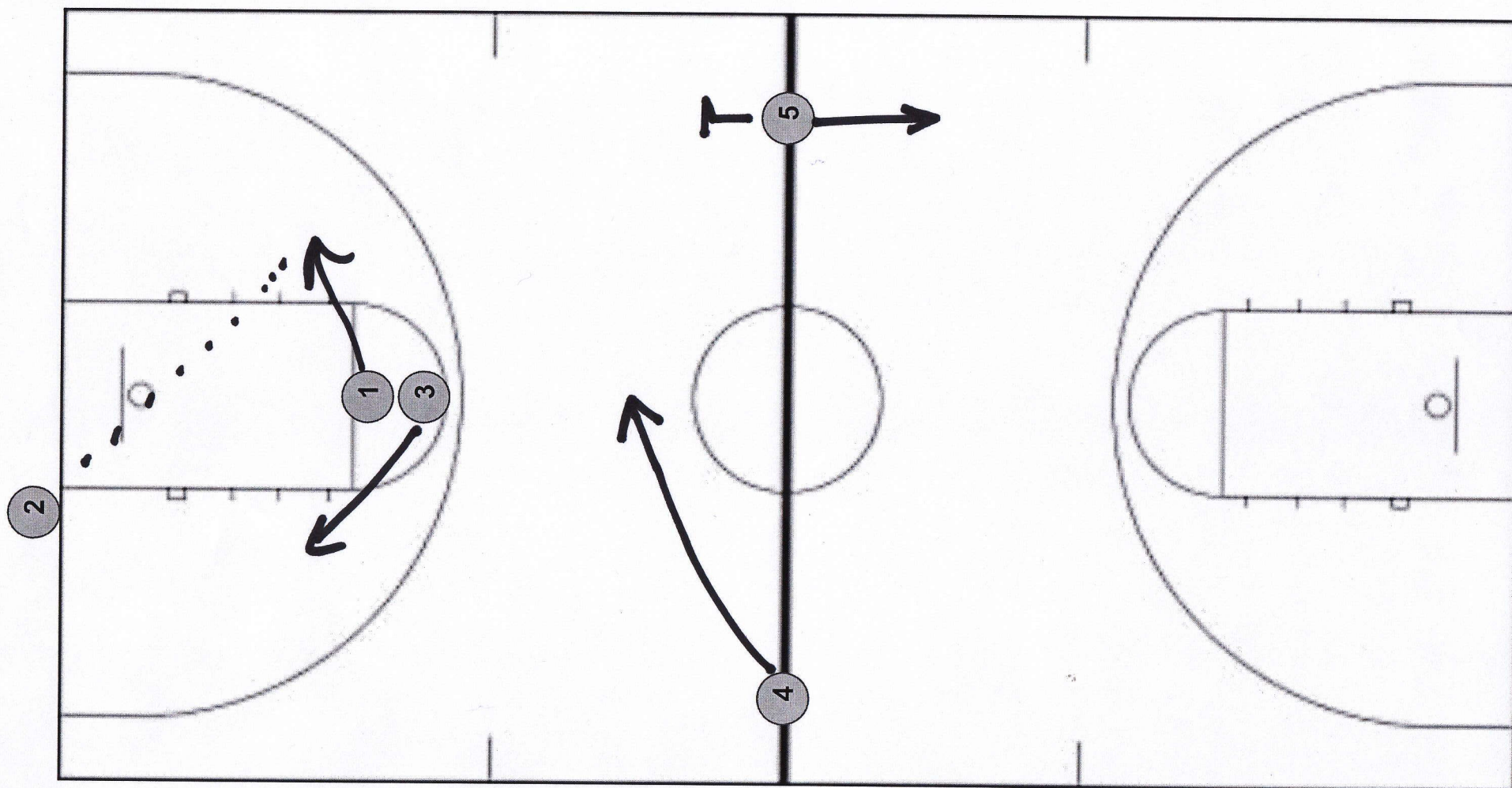
Bigs out , guards in. Inbound to outside, opposite big flies court, ballside guard option 1, offguard option 2, return pass to inbounder then cut as option 3. Look to break press and score, little dribbling.

Type: Pressbreak **Play:** Float



1 and 3 get open, look to drive , to middle or back to inbound to swing. Bigs at half court, ball side remains/floats. Offside flash to center

Type: Pressbreak **Play:** Float



1 and 3 get open, look to drive , to middle or back to inbound to swing. Bigs at half court, ball side remains/floats. Offside flash to center