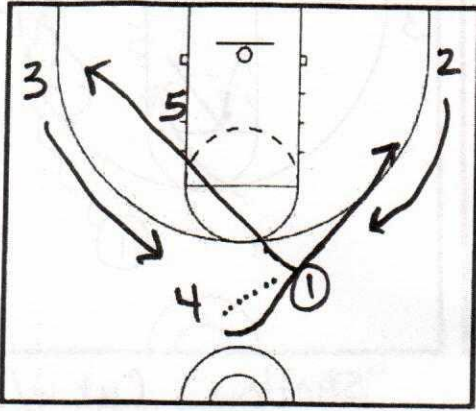


### Wake

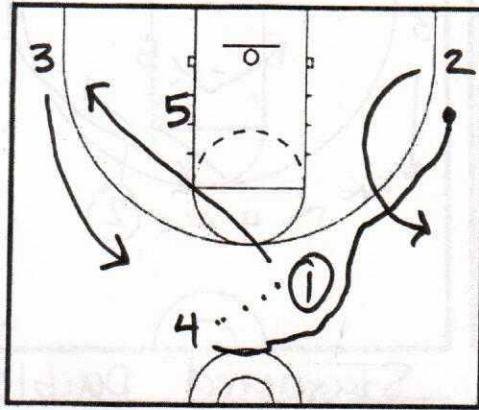


#### Entry Into Slice

4 hands off to 2

\* Quick Rev. into slice

### Shallow



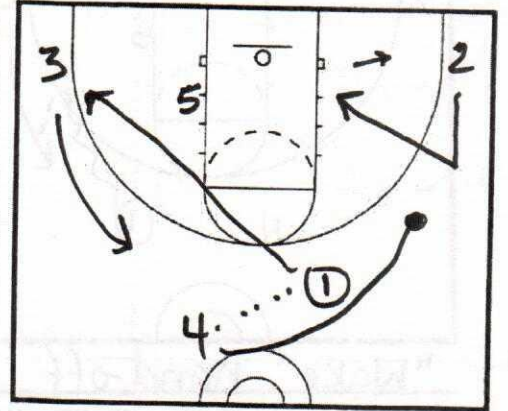
#### Entry Into Slice

2 shallow cuts 4

4 = score/rev back to 2

\* Quick Rev into slice opposite

### Bear



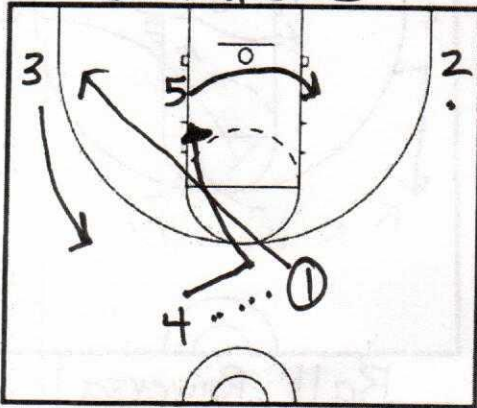
#### Entry Into Slice

2 sells high into backdoor

Not open = 2 replaces +

4 reverses into slice opposite (cont)

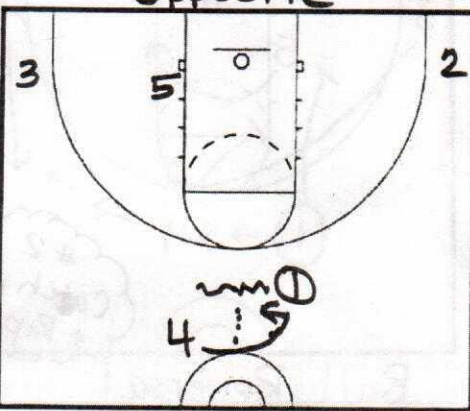
### Stampede



PG runs slice

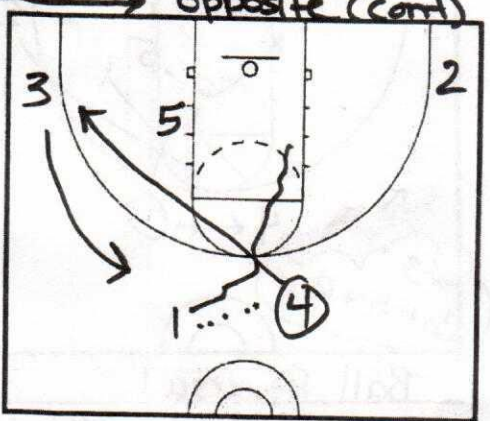
5 - goes opposite

4 - attacks downhill

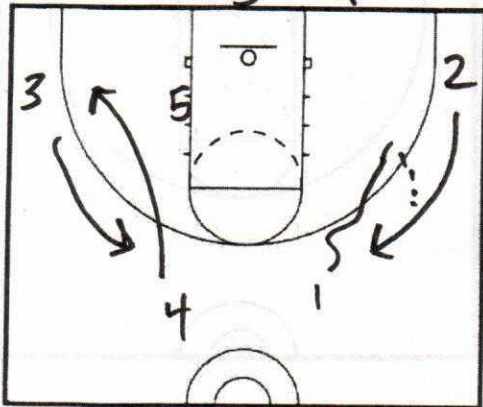


Dribble Hand-off w/

4 = 4 passes back to 1 + slice cuts



### Wings Up

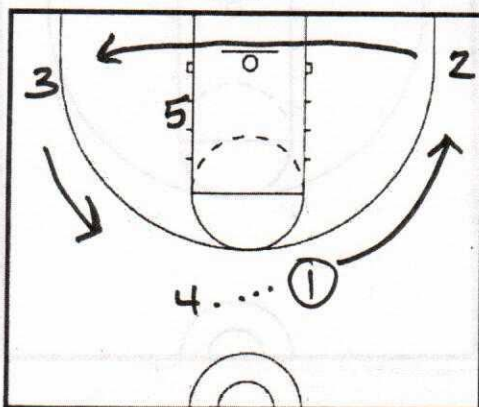


4+3 Interchange

1 dribble hand-off 2

Rev into slice

### Fan



1 Rev. to 4 +

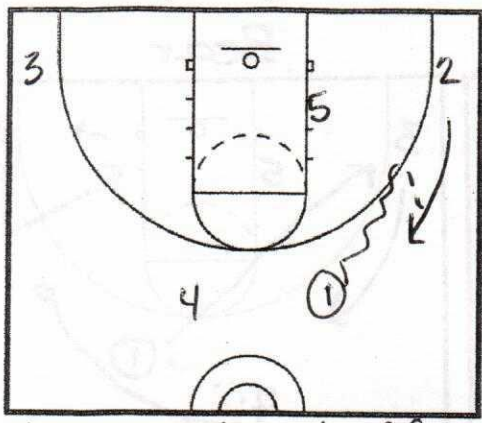
Fan cuts to corner.

2 cuts through +

3 lifts.

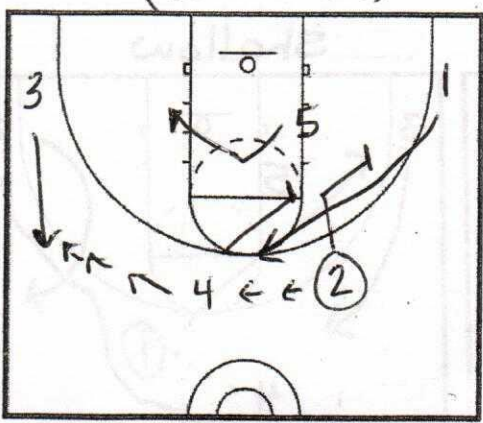


(21)



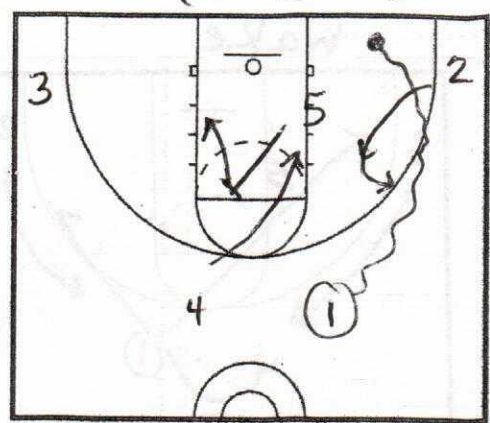
"Wake" hand-off

(21 cont.)



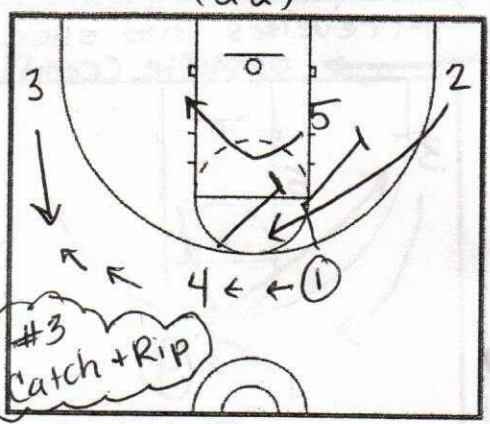
Staggered Double for #1 man

(21 Low)



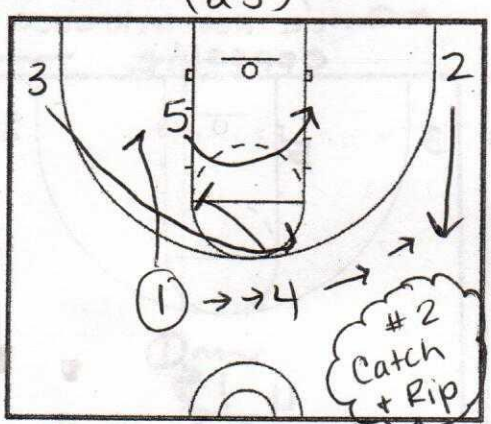
"Shallow" Cut w/#2  
5 upscreens 4 + ROLLS  
1 = Attack Rim or Drift

(22)



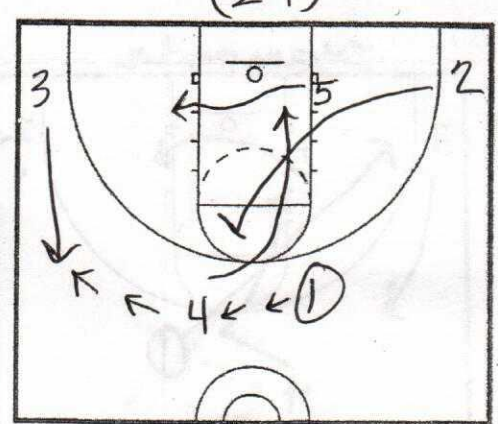
Ball Reversal  
Staggered double for #2

(23)



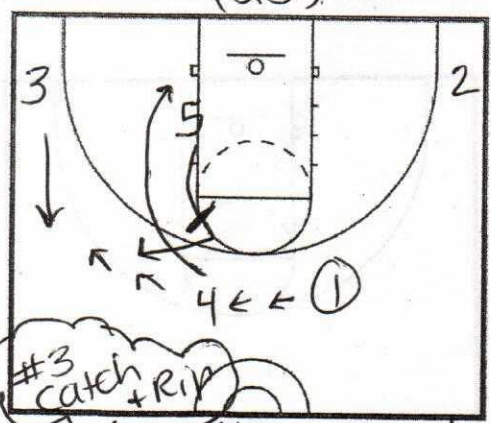
Ball Reversal  
Staggered double for #3

(24)



Ball Reversal  
#2 backscreens for #4 LoB

(25)



Ball Reversal  
#5 backscreens #4 + steps on for 3-pt.

or reversal into slice.