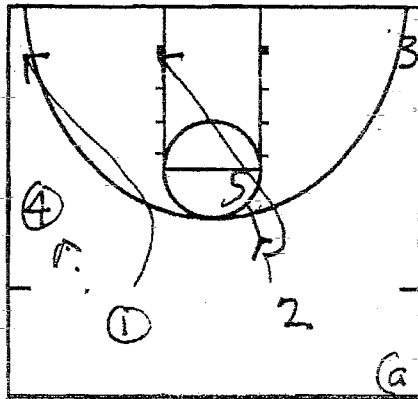


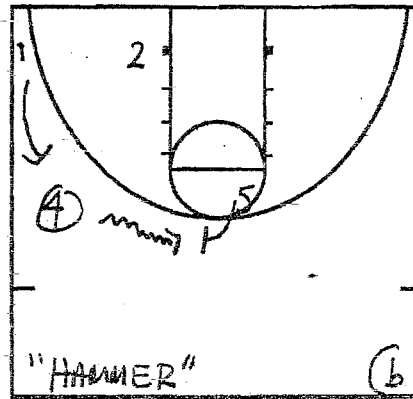
Play Call: "BASIC": SETS



"HAMMER"

1 to 4

BASIC CUT ACTION



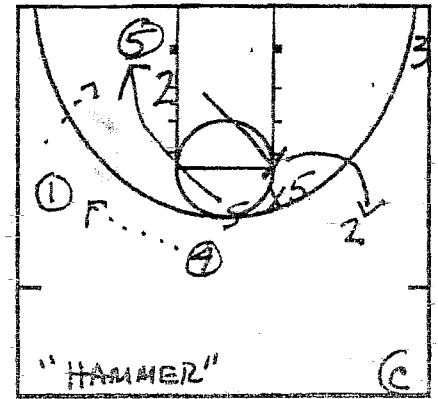
"HAMMER"

5 SETS up HIGH

BALL SCREEN

4 DRIBBLES @ 5

1 FILLS TO BALL



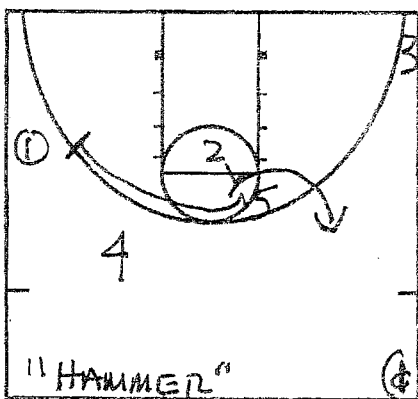
"HAMMER"

4 PIVOTS, THROWS

BACK TO 1

2 HAMMERS X 5

ON SCREEN @ POPS. 1 to 5



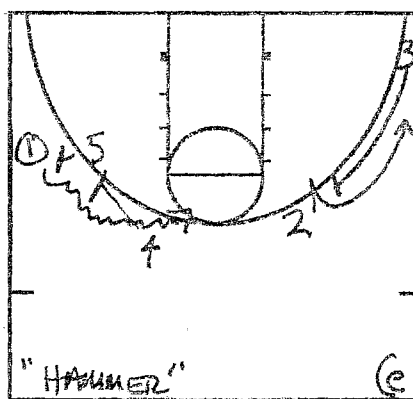
"HAMMER"

OPTION FOR SHOOTER @ 5

5 COMES OFF 2'S SCREEN

RIGHT TO A WING

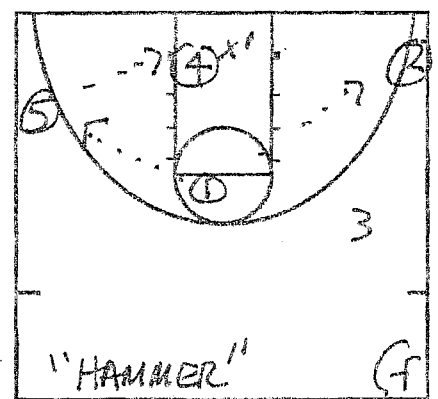
BALL SCREEN



"HAMMER"

4 SETS A DOUBLE

3 FLARES 2



"HAMMER"

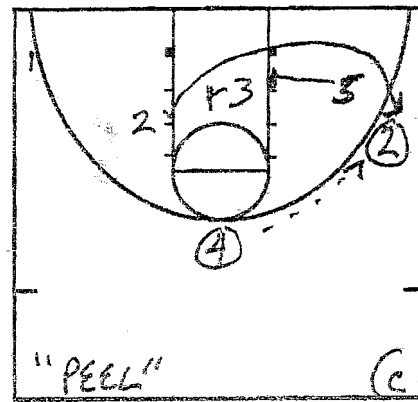
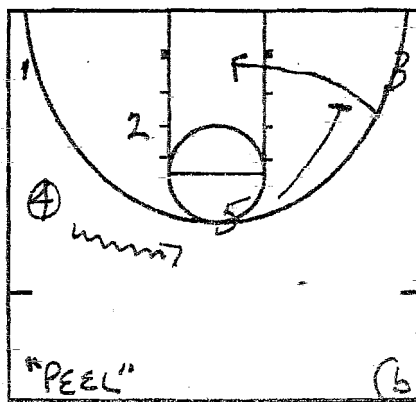
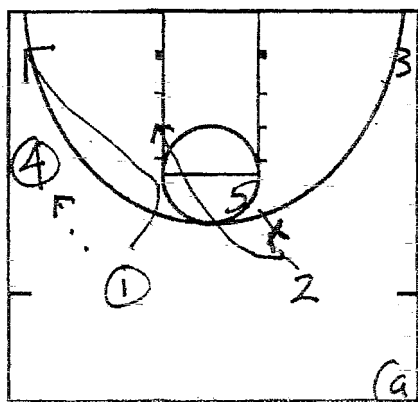
5 POPS

4 ROLLS TO POST

EXPLOIT A 1 ON

4 SWITCH

Play Call: "BASIC" : SETS



"PEEL"

1 to 4. BASIC CUT

ACTION. 2 STOPS &

2ND MARKER

5 SETS WDS FOR 3

3 BACK CUTS

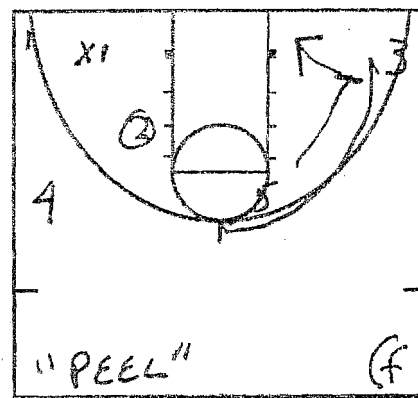
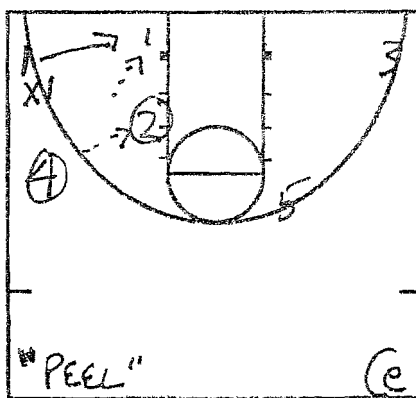
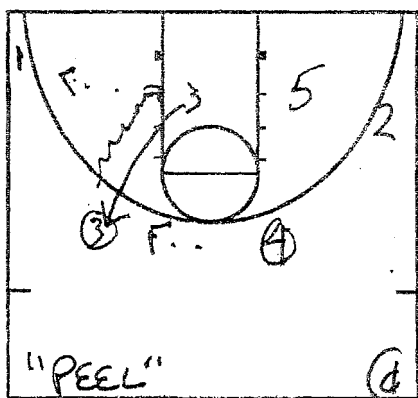
4 USES DRIBBLE

2 PEELS OUT.

3 SETS GET IN WAY

SCREEN. 5 STAGGERS

4 to 2 FOR SHOT



4 CAN THROW BACK

TO 3 FOR SHOT,

DRIVE, KICK, OR POST

FEED TO 5

IF 4 HITS 2 &

2ND MARKER

2 CAN GO 1 ON 1

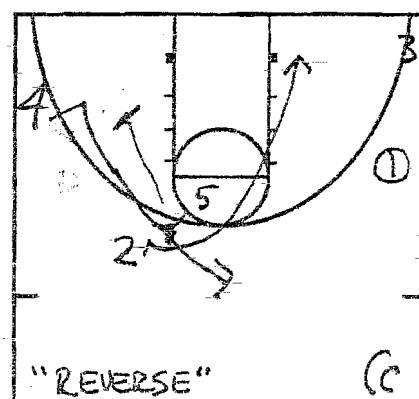
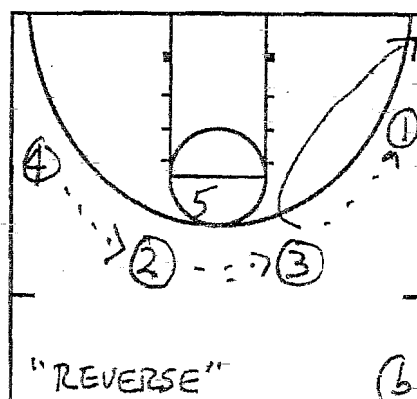
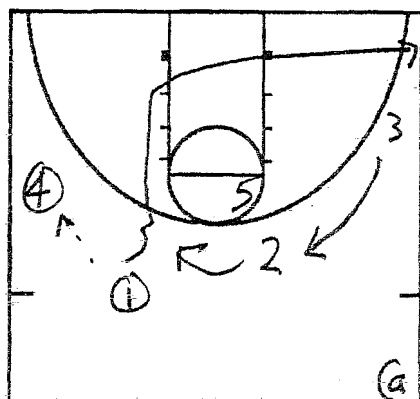
1 BACK CUTS vs X4 DENY

5 SETS WDS

FOR 3

"READ & FEED"

Play Call: "BASIC": SETS



"REVERSE": ENTRY
TO BASIC

1 TO 4. 1 BASKET

CUT OUT OPPOSITE

2 & 3 FILL

4 TO 2. 2 TO 3.

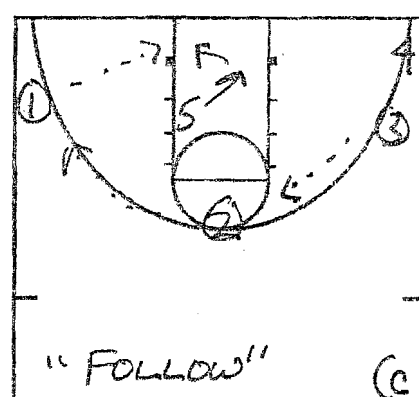
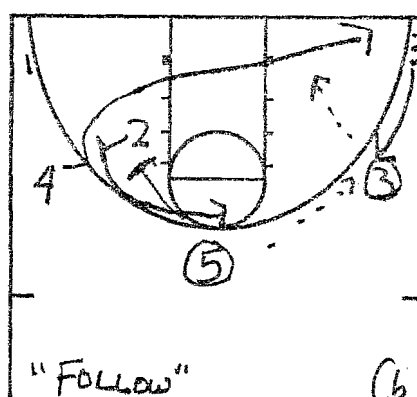
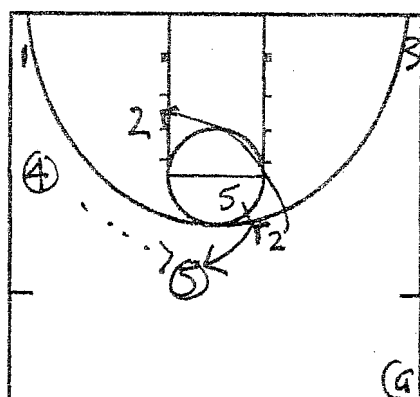
3 TO 1. 3

BASKET CUTS

5 CRACKS 2

5 WDS 4

"BASIC"



"FOLLOW"

5 CRACKS 2. 5 POPS

OUTSIDE KEY TO BALL

4 TO 5. 2 @ 2ND MARKER

5 REVERSES TO 3

2 BACKSCREENS 4

4 TO POST & OUT

5 SCREENS

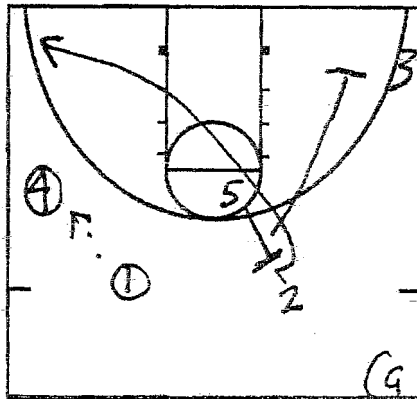
3 TO 2. 5 CAN

SLIP. IF 2 CURS

BACK CUTS, 5 POPS

2 SHOT OR REVERSE TO 1

Play Call: "2 DOWN"

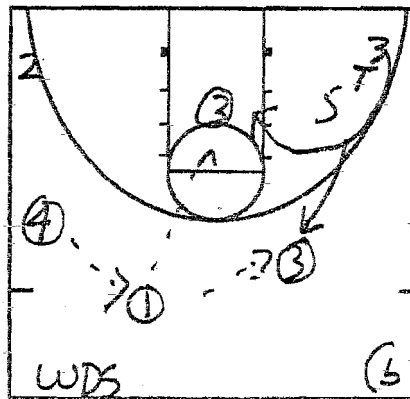


WDS

1 to 4

5 BACK SCREENS 2

5 WDS 3

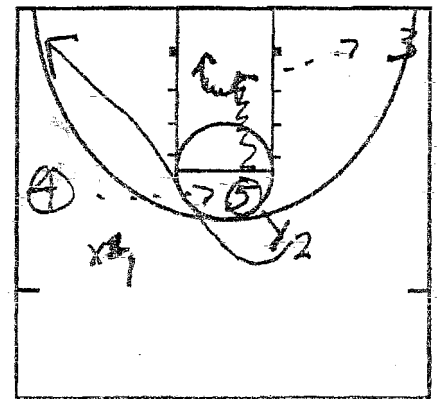


WDS

4 QUICKLY BACK

TO 1

1 TO 3 OFF WDS

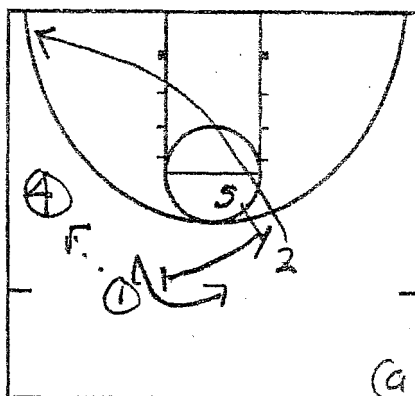


5 POPS

5 POPS TO BALL

AFTER BACKSCREEN

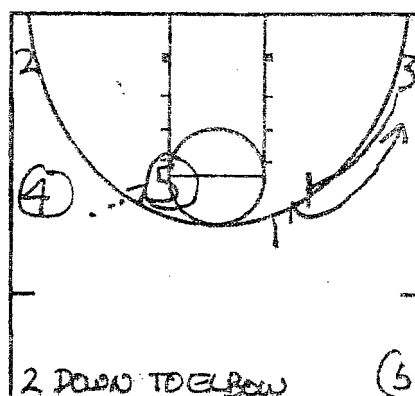
5 SHOT, DRIVE, KICK



2 DOWN TO ELBOW

BACK SCREEN

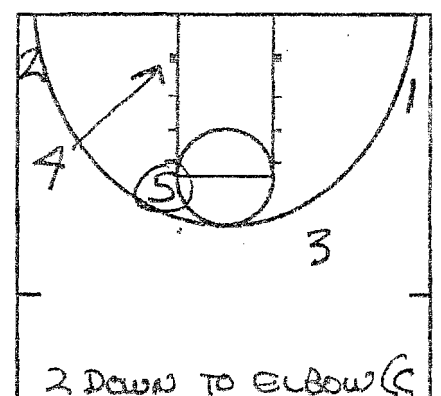
FLARE SCREEN



2 DOWN TO ELBOW

4 to 5

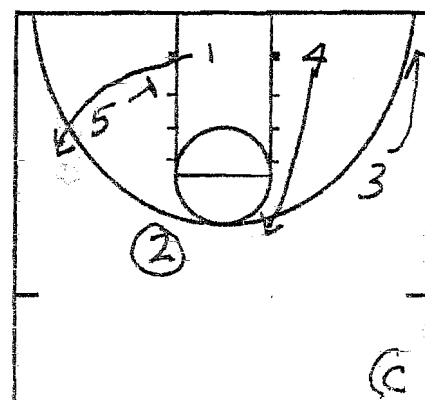
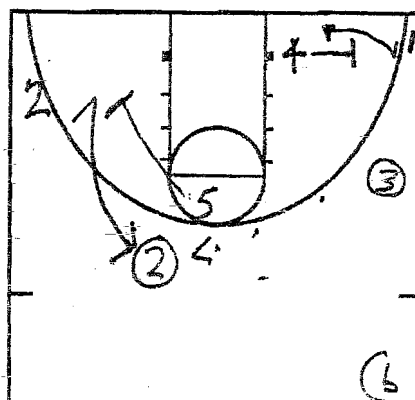
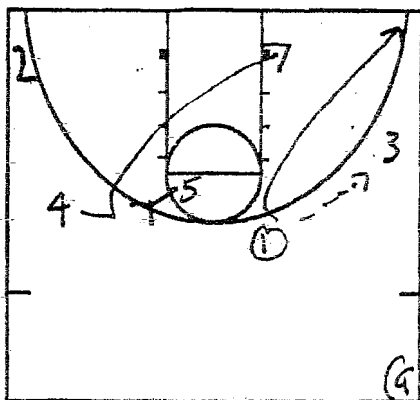
3 FLARES 1



2 DOWN TO ELBOW

ELBOW ACTION

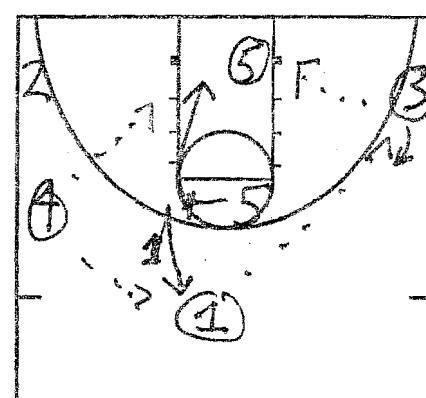
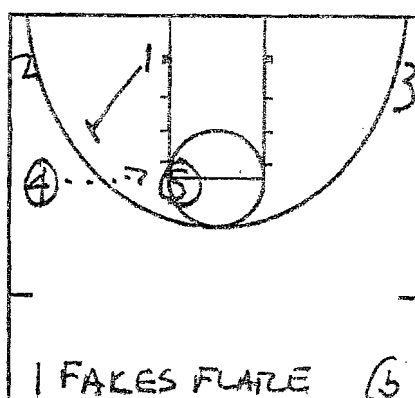
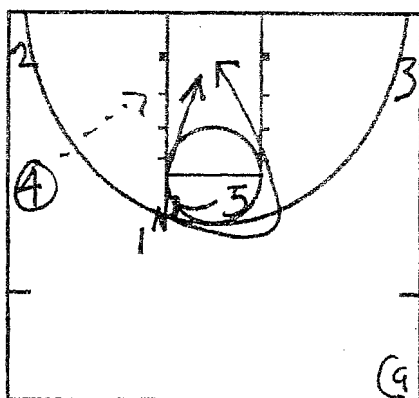
Play Call: "2 Down"



ON A QUICK
REVERSE 1 to 3
w/ 5 HIGH, WE
TRIGGER BASIC

5 WDS 2
4 BLS 1

5 HIGH PIN FOR 1
4 POPS
3 DRIFTS

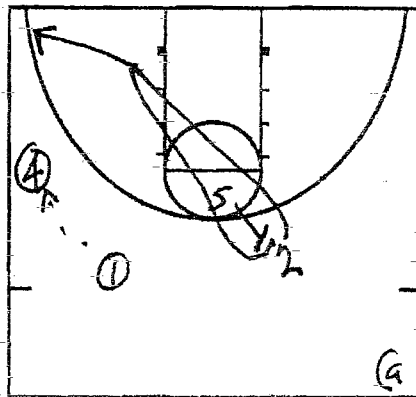


1 FAKES FLARE
1 BASKET CUTS OR
CURLS
4 to 1 on cut or post

4 to 5 =
"CHOP"

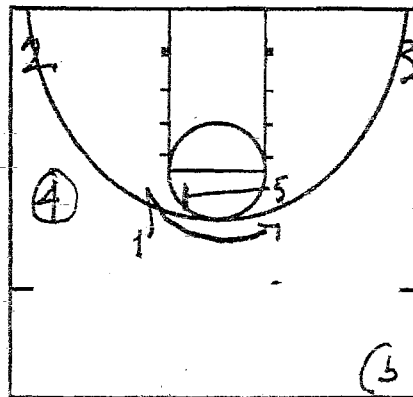
Bump & Slip w/ 5
4 to 5
4 to 1 FOR SHOT
4 to 1 to 3 to 5

Play Call: "2 DOWN"



2 DOWN = 2ND CUTTER
FIRST

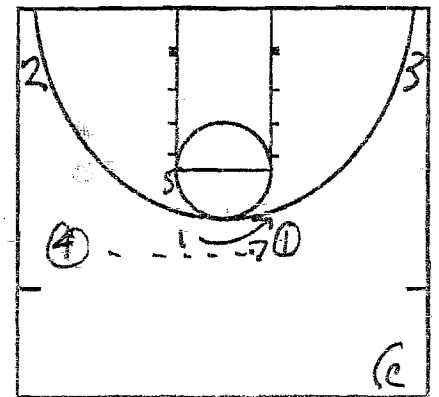
5 STEPS OUT TO SET
A BACKSCREEN



2 TO POST & OUT

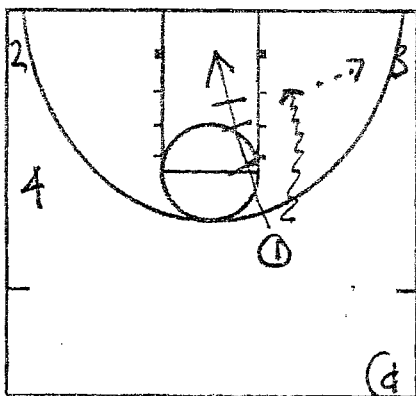
5 SETS FLARE FOR 1

1 BEGINS BASKET CUT
& NUDGES DEFENDER

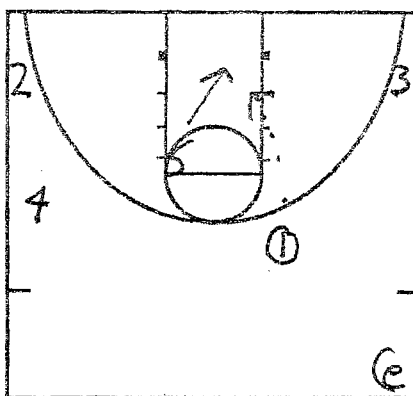


TO CREATE
SPACE

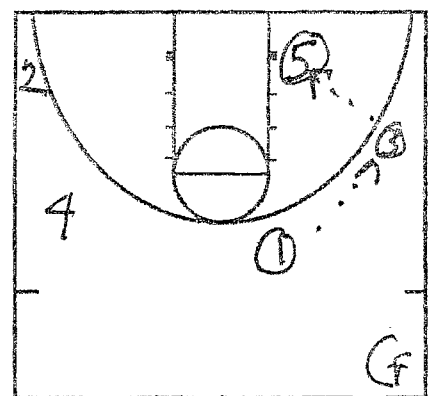
4 TO 1. 4 CAN
USE DRIBBLE TO PASS



1 LOOKS SHOT, DRIVE
KICK

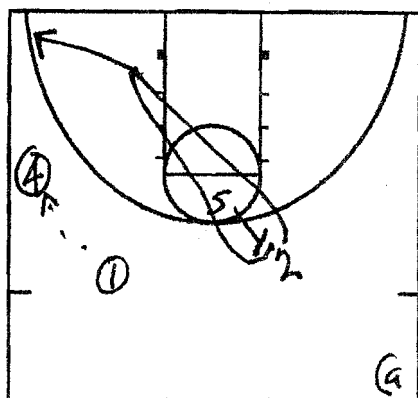


1 HITS 5 ON SLIP
CUT.

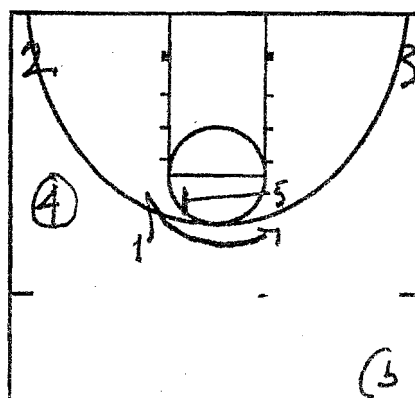


1 TO 3 TO 5
- POST & CUTTERS -

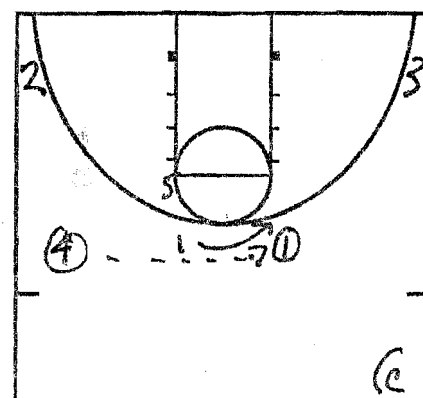
Play Call: "2 DOWN"



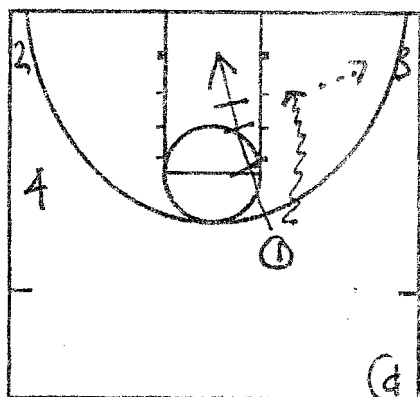
2 DOWN = 2ND CUTTER
FIRST
5 STEPS OUT TO SET
A BACK SCREEN



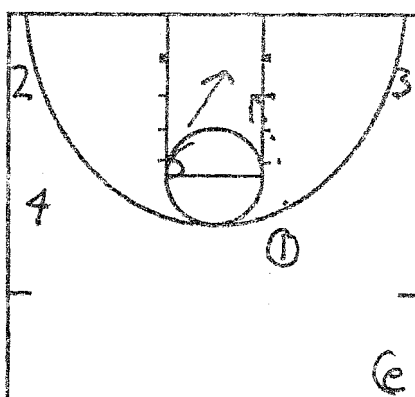
2 TO POST & OUT
5 SETS FLARE FOR 1
1 BEGINS BASKET CUT
& NUDGES DEFENDER



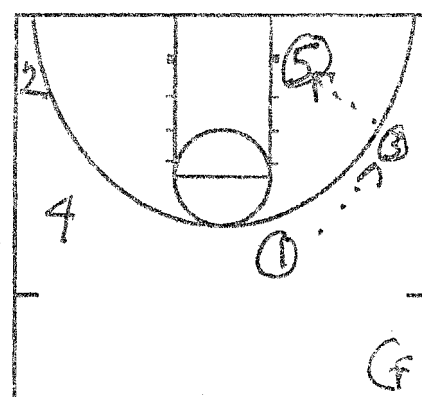
TO CREATE
SPACE
4 TO 1. 4 CAN
USE DRIBBLE TO PASS



1 LOOKS SHOT, DRIVE
KICK

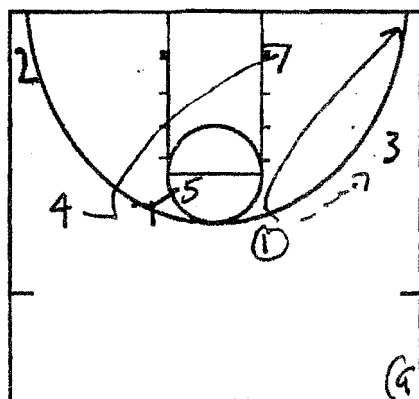


1 HITS 5 ON SLIP
CUT.



1 TO 3 TO 5
- POST & CUTTERS -

Play Call: "2 Down"

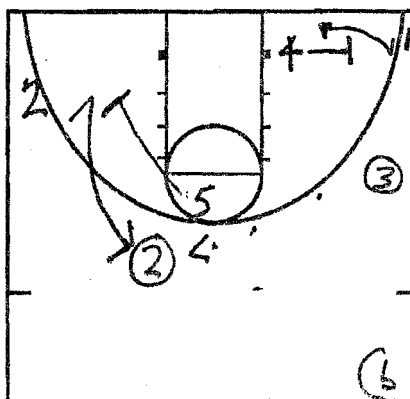


ON A QUICK

REVERSE 1 to 3

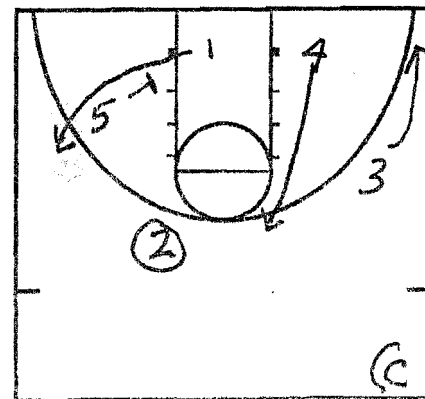
w/ 5 HIGH, WE

TRIGGER BASIC



5 WDS 2

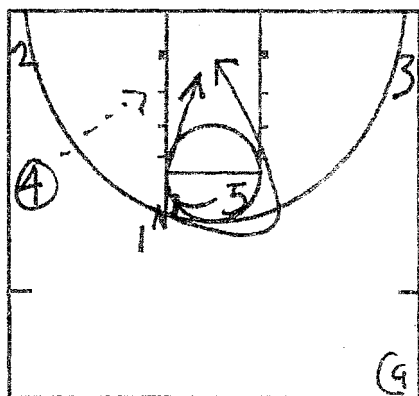
4 BLS 1



5 HIGH PIN FOR 1

4 POPS

3 DRIFTS

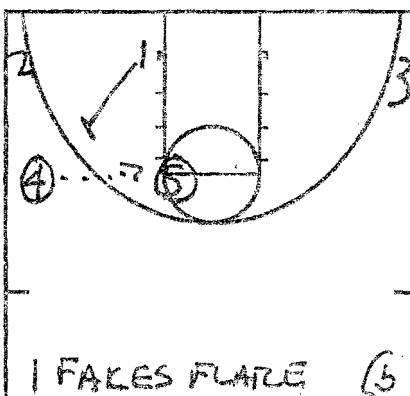


1 FAKES FLARE

1 BASKET CUTS OR

CUTS

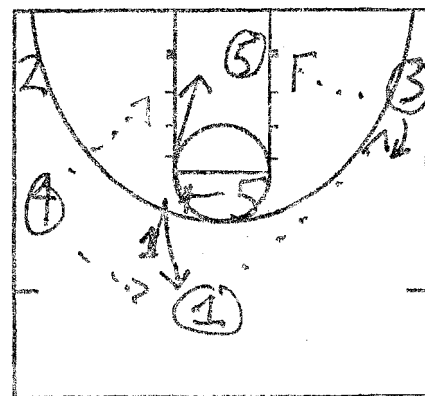
4 to 1 on Cut or POST



1 FAKES FLARE

4 to 5 =

"CHOP"



Bump & Slip w/ 5

4 to 5

4 to 1 FOR SHOT

4 to 1 to 3 to 5