

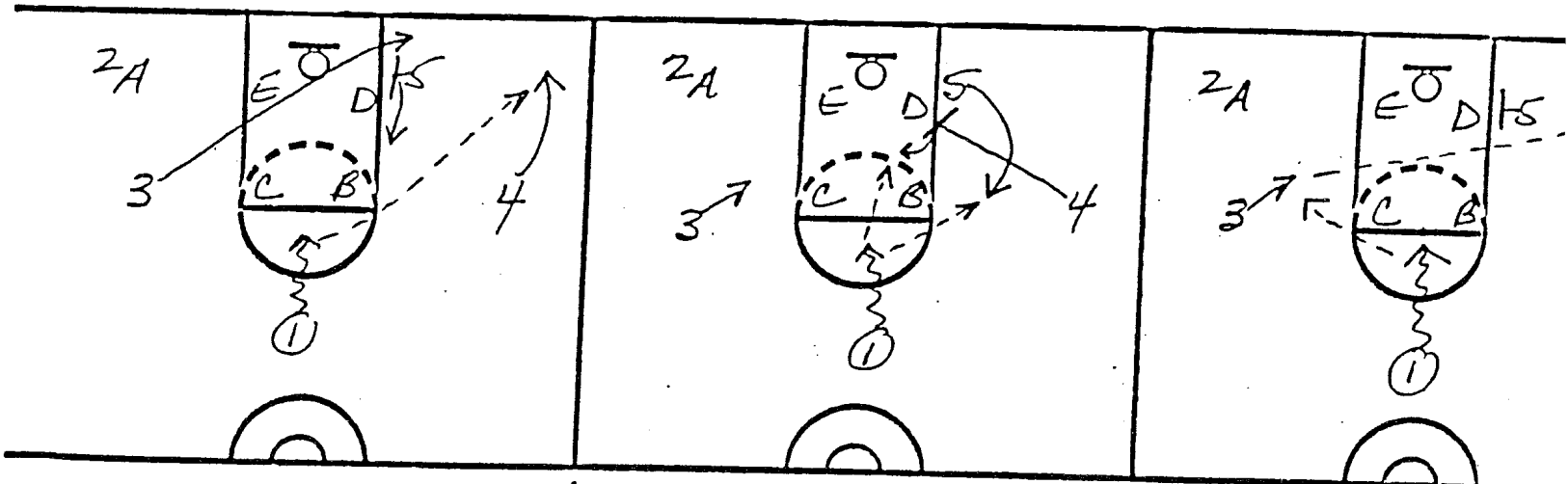
2 clears out
4 fills wing

open in
1-3-1
set

play 4 on 4 without
star
involve other kids
in the offense

options

options

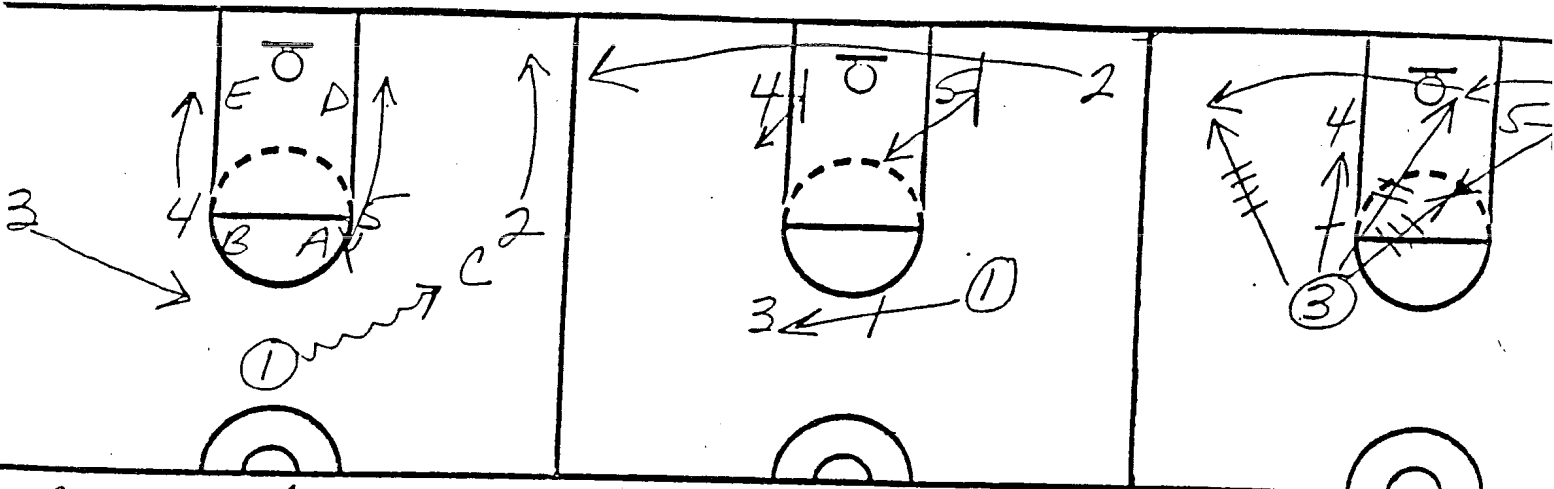


options

options

options

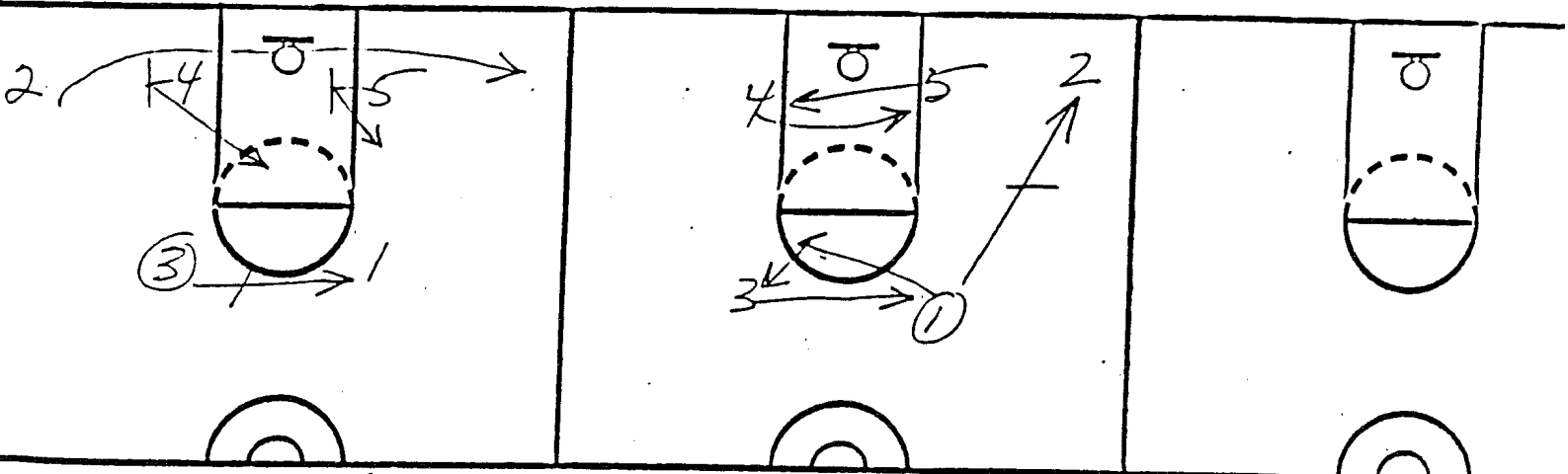
5 backscreen of
4 or 4 backsc
for 5



- 2 is played M2M
- ① dribbles to 2's side
- 5 screens top man in box + rolls to basket.
- 4 dives lane for possible reb.
- 3 rotate up for reversal!

- 1 hits 3
- 5 screens for 2 and steps in
- 4 posts then screens for 2
- 4 posts

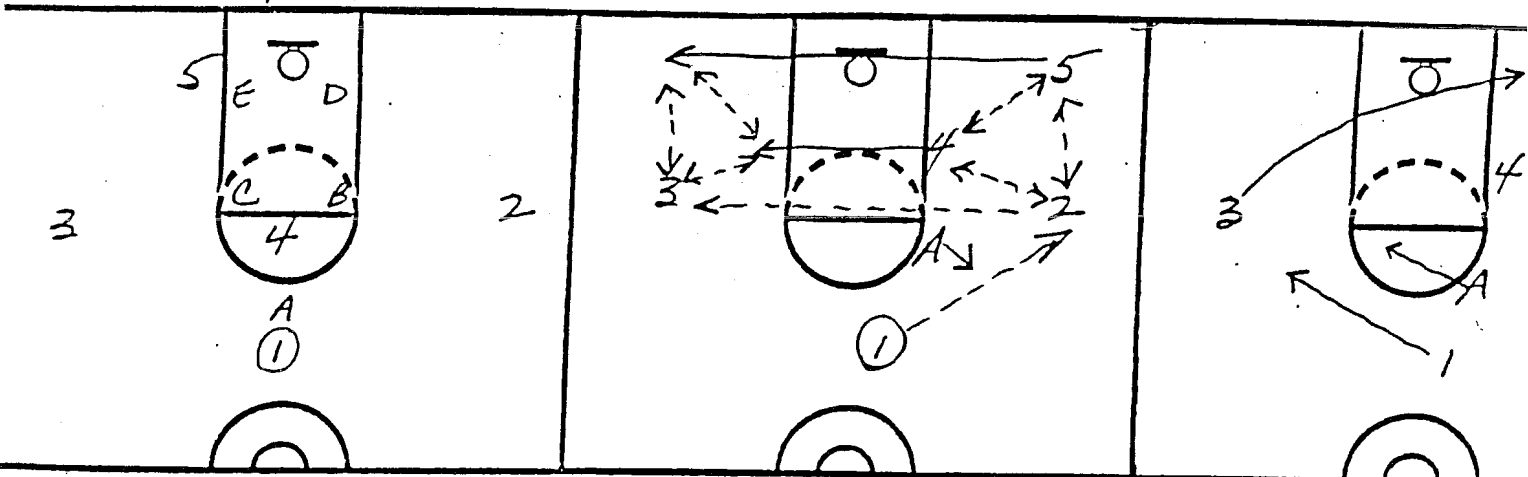
- ③'s looks:
 - immediate pass 4
 - 2 off 5's screen
 - 5 on step in
 - 2 or 4 (read 1st second screen,



- ③'s final option is to reverse to 1 and run again.

- Anytime hit 2 on baseline, 1+3 change sides
- 4+5 can also change
- Key: 1, 3, 4, 5 look for gaps

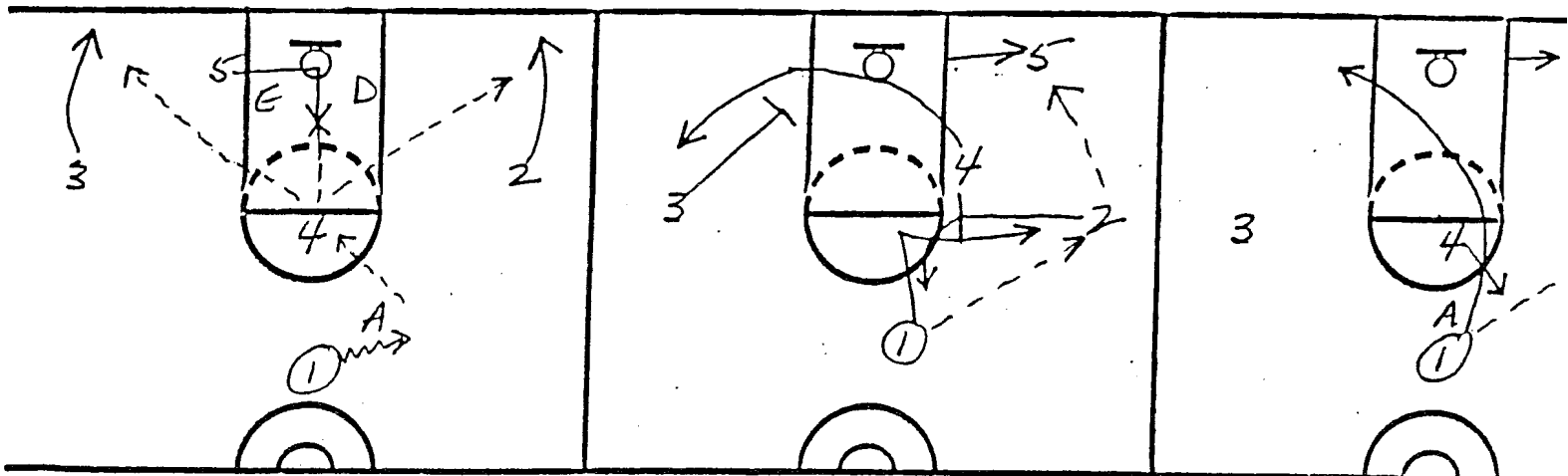
NOTE: If top scorer is a guard,
play him at point for
Hus to work.



"INITIALLY" - If dec allows reversal to ①, use 1-3-1 set and attack like a 1-2-2 zone

Play ballside Δ
If A cuts reversal, look skip pass and play Δ on other side

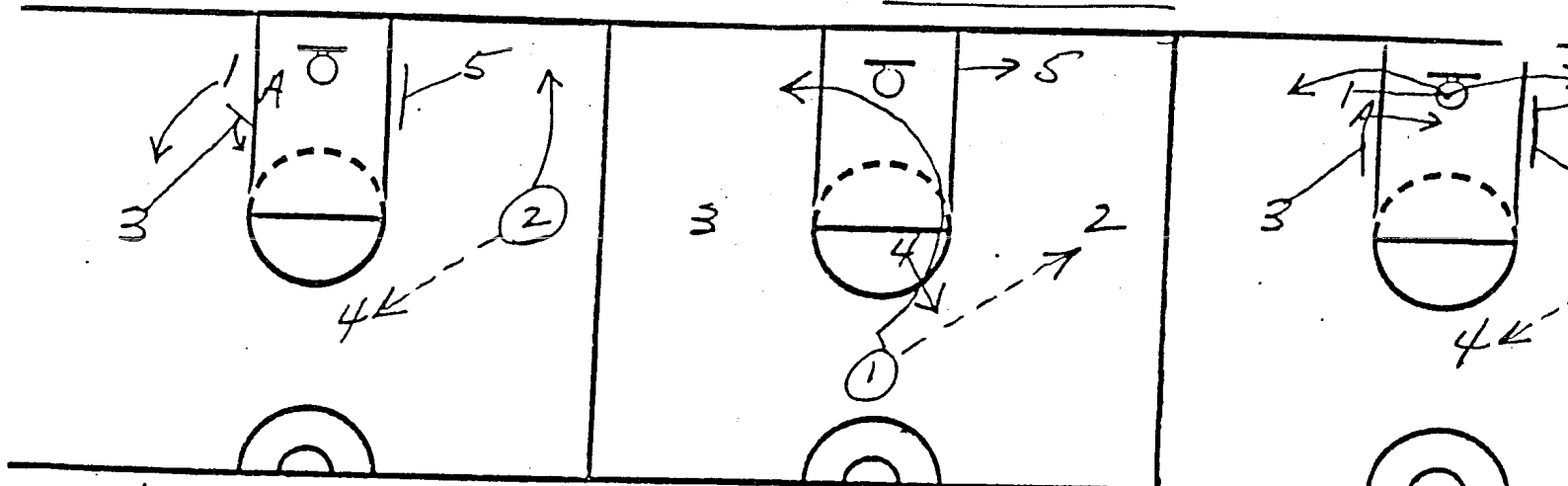
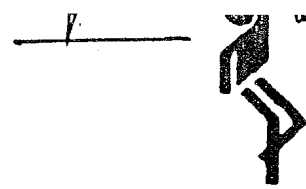
"OVERLOAD" - On pt to baseline overloads 3 low and 1 go away -



"POST" - 4 step out of high post - play 3 on 2 on baseline

"Screen" - 2 hit baseline 4 cut through and out weakside off screen 2 screen for 1 - 2 becomes point

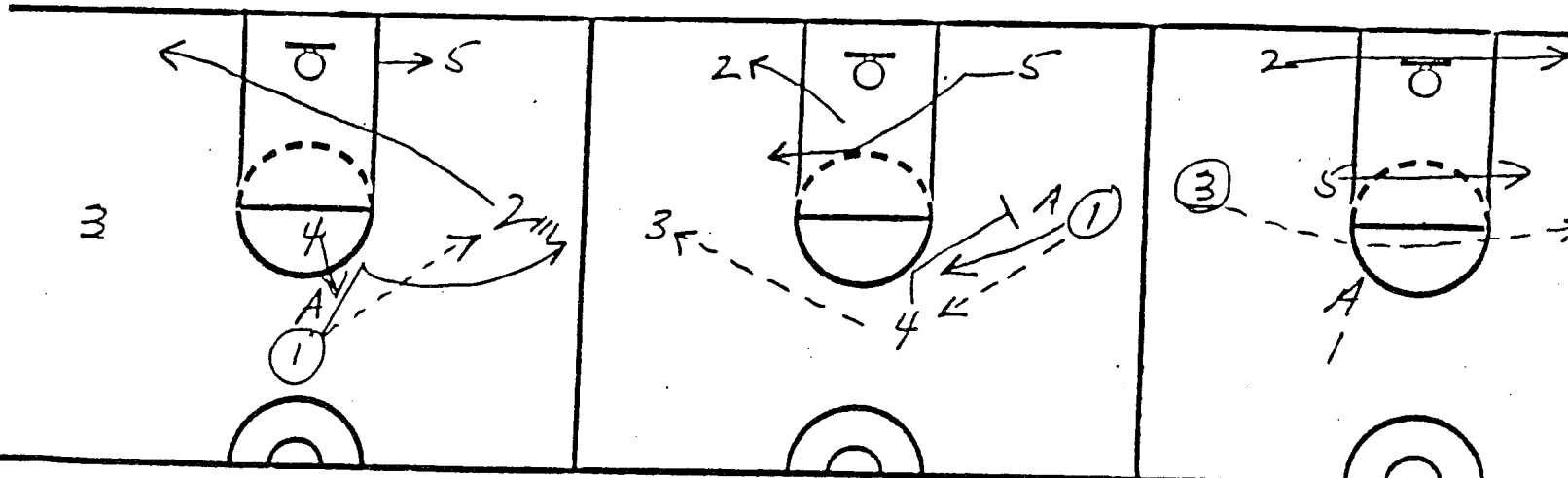
"PASS/CUT" - ① hits: cuts opposite low 4 steps out as reversal man



"PASS/CUT" - ② hit 4
3 screens for 1
5 back screens for 2

"SPECIAL" - ① hits 2
4 step out to reversal

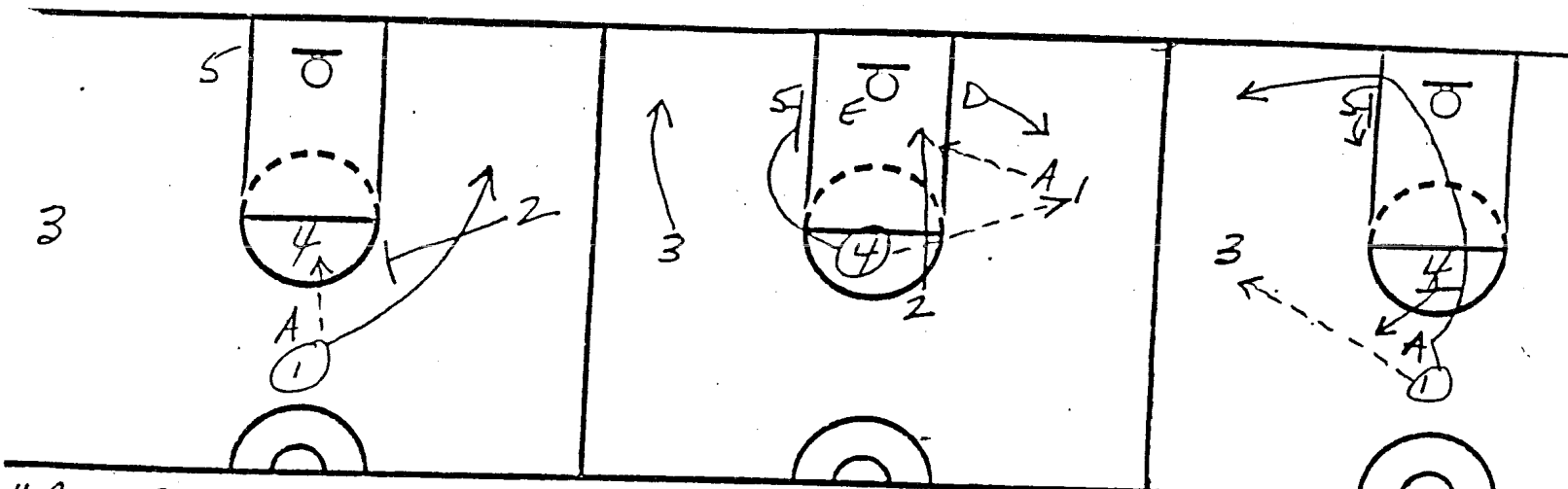
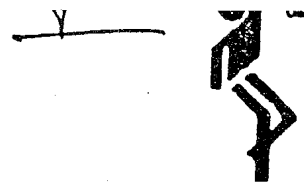
② hits 4
5 and 2 double for 1
3 single for 1
1 has choice



"HIT/GO BEHIND" - ① hits 2
2, goes behind for backboard -
4 steps out for reversal
2 cuts through to grey opposite

4 reverse to 3
5 cut high off of 2's tail
4 screen for 1

look across street to 4
Keep 4 wide
Keep 2 (a guard), baseline is slow backmen of box



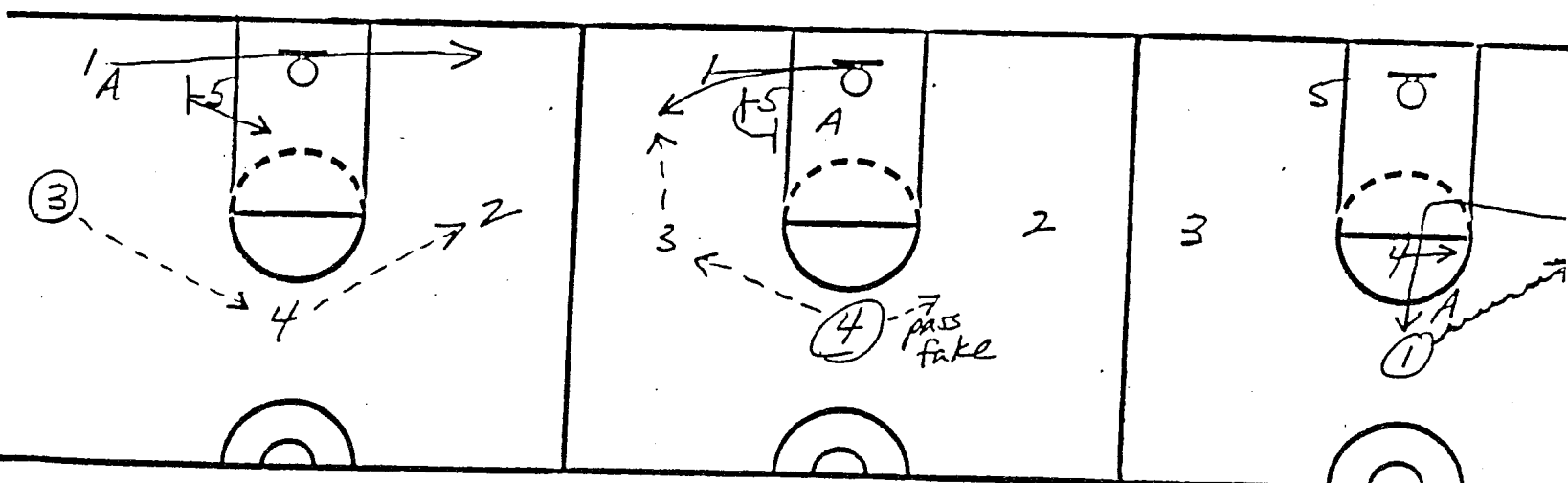
"POST-SCREEN"

① hits 4 - 2 screens for 1
4 may have shot or drive -

4 hits 1 for shot
2 cuts hard on ballside, if D helps on ①, 2 may be open
4 and 5 screen for 3
① looks to 3

"SHUFFLE CUT"

① hits wing and cut off 2 screens

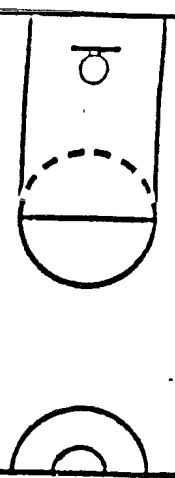
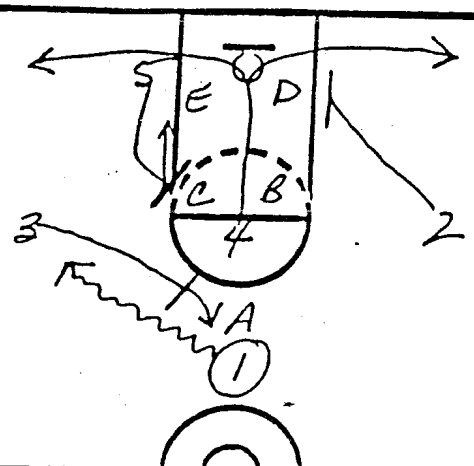
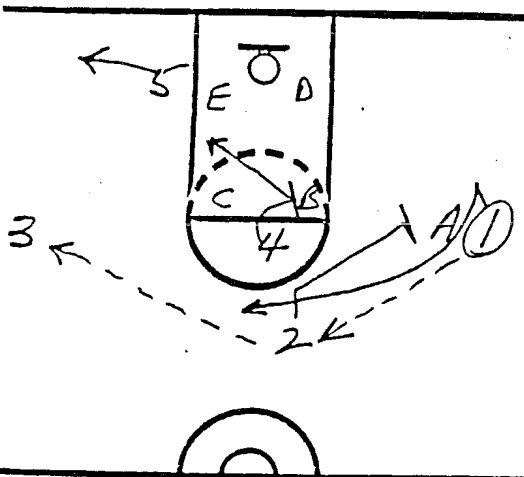


Keep 4 high - run ① off of 5's screen on baseline
Continuity

① reads - 5 can change angle of screen if A jumps - 3, 4, 2 move ball on top

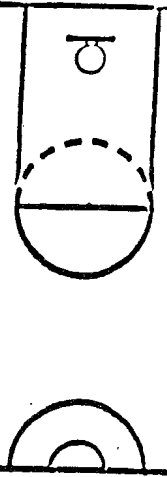
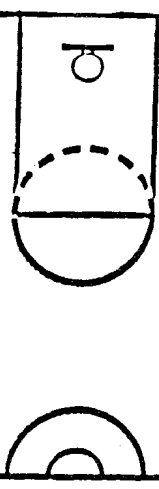
"Double"

① dribbles at 2 circles up to pass 4 follows ball



reverse ball
2 and 4 double screen
for 1
note: 4 screens top
man in box

"Ball Screen" - 2 screens D
3 screens A
5 screens C
4 fills corner on
either side
Reverse quickly to 4
1 will have shot off
double screen -





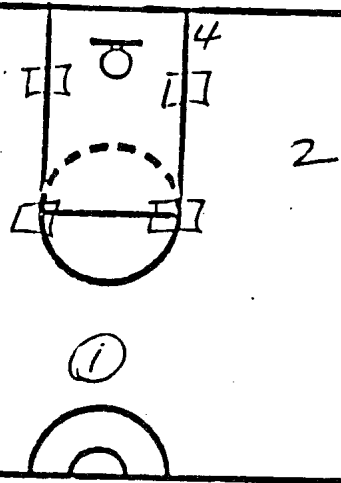
MENTAL + PHYSICAL PREPARATION TO COMBAT IT.

1 ORGANIZATION

- WHEN OPP. USE IT? HOW PLAY IT?
- ORGANIZE PLAYER BOXED AND OTHERS NOT BOXED. (MUST PREPARE THEM PSYCHOLOGICALLY)
- PRACTICE VS IT BEFORE SEASON BEGINS.

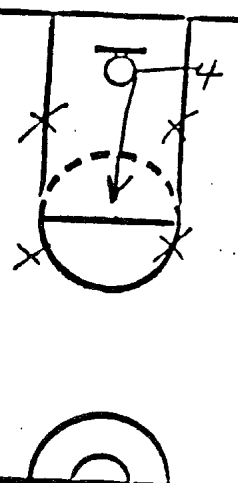
2 THEME -> HAVE TO GIVE GOOD PLAYER A LOT OF HELP TO GET FREE - MUST SCREEN FOR HIM.

3 PRINCIPLES OF ATTACK:



6 AFTER PASS, STEP IN FOR SHOT OR NEXT PASS

7 WHEN GETTING FREE THINK ONE PASS AHEAD ALWAYS - THINK ONE PLAY AHEAD



8 SPLITTING

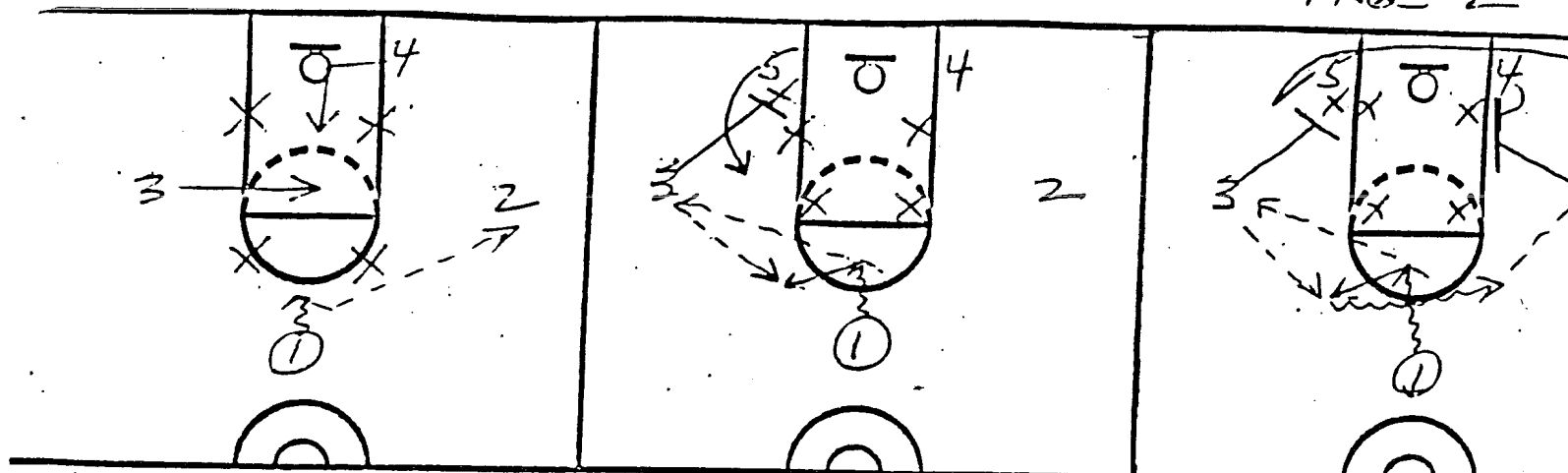
- FILL GAPS - CREATE PROBLEMS WITH ORIGINAL ALIGNMENT.
- MAN BEHIND ZONE IS A MUST! (LOCK IN BACKLINE DEEP OPEN MIDDLE SEAM)

9 CATCH - FACE HOOP

- CATCH BALL FACING BASKET.

10 USE OF THE POST

- GET WIDE / BOTH HANDS UP
- BE AVAILABLE
- 11 TIMING - MAKE PASS WHEN OPEN.
- 12 OFFENSIVE REBOUNDING



1ST LOOK ("SPLIT")

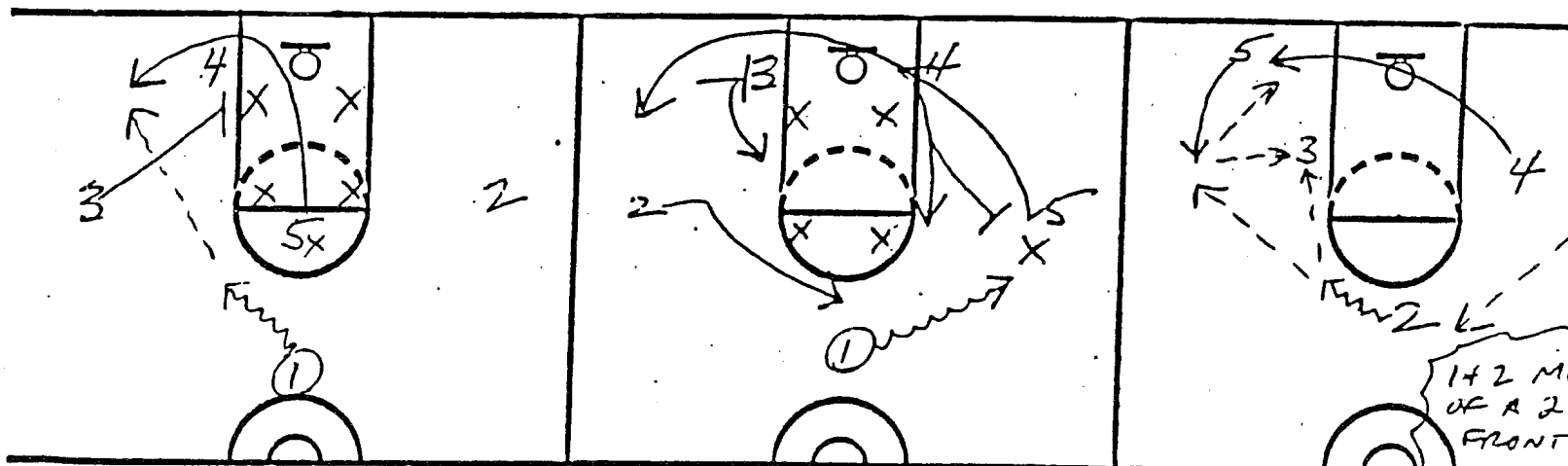
- FREE-LANCE:
- FILL GAPS, DRIBBLE
- PENETRATE, FLASH,
- ETC.

"MULLIN"

- DRIBBLE PENETRATE
- PASS, RETURN, DOWN
- SCREEN FOR STAR
- IF SWITCH, 3 ROLL
- BACK
- THINK WEAKSIDE:
- 4 + 2 FLASH

"DOUBLE" - LOW

- DOUBLE MEN
- SPLIT ON PASS TO
- STAR - 2 STEP
- HIGIT



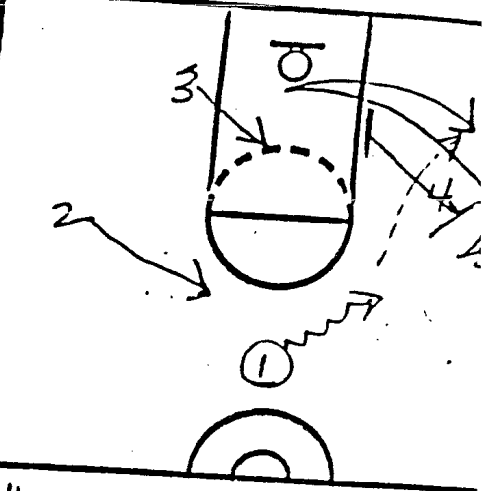
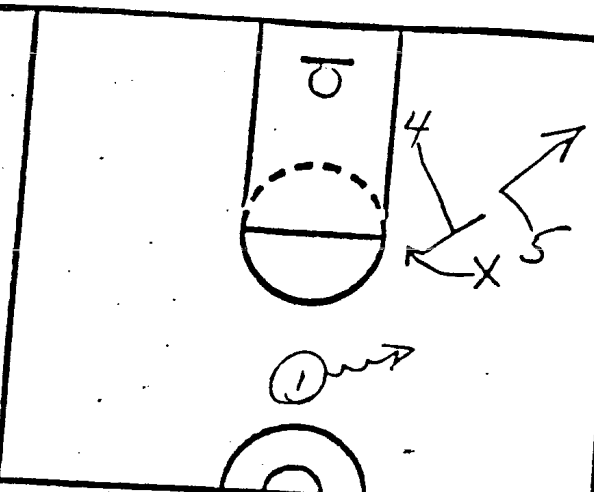
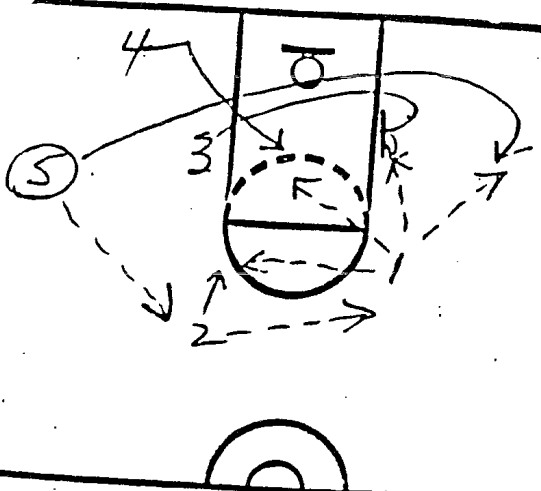
"DOUBLE" - HIGH

"RED SERIES"

- GOODS VS ZONE, MAN,
- Δ + 2 + BOX + 1
- START 1-2-2 LOW
- INTO 1-3-1
- ① PASS (OR) DRIBBLE
- 4 FLASH OR BASIC PICK

- ① CAN ALSO PASS
- GET HANDOFF FROM
- 4 ROLL INTO GREAT
- OVERLOAD
- 2 LOOK TO STEP 1,
- FOR SHOT

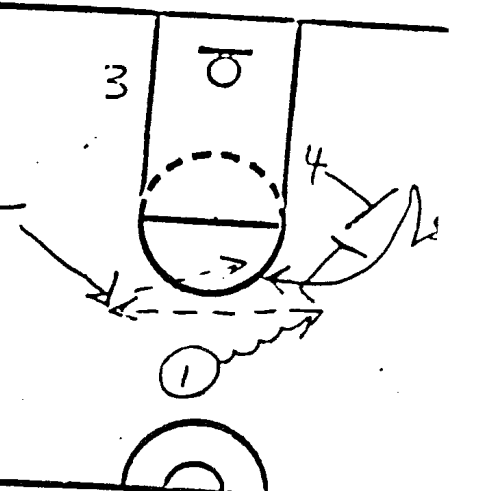
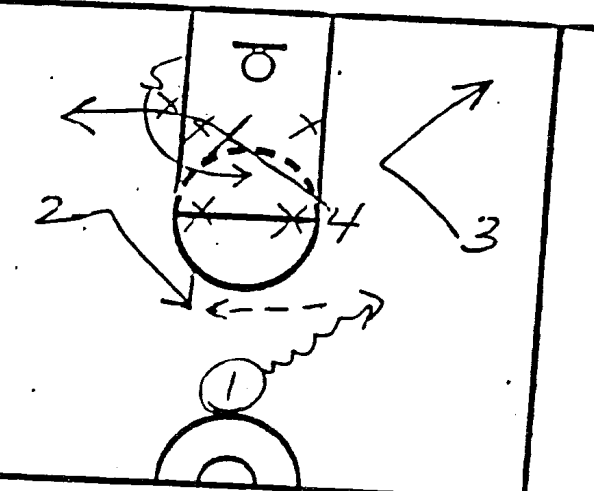
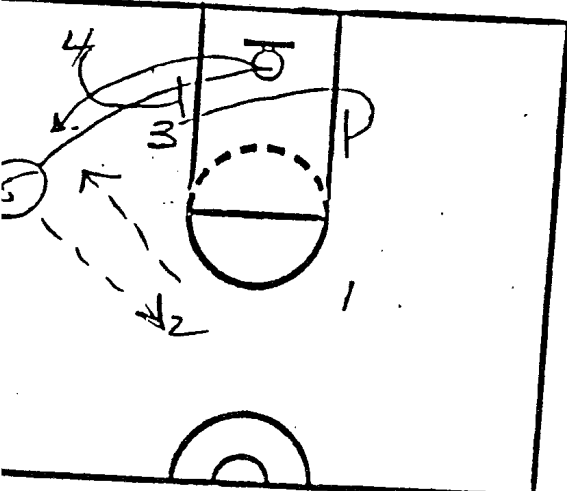
GIVE KIDS HOPE - ALL YOU CAN DO AS COACH



- OVERLOAD SHOWS NOTHING.
 - ON REVERSAL - 3 SCREENS WEAKSIDE, 5 CUTS OFF SCREEN, 4 FLASHES AFTER 5, & 2 STEP IN

- 5 CAN FADE
 (OR) PIN FOR POST

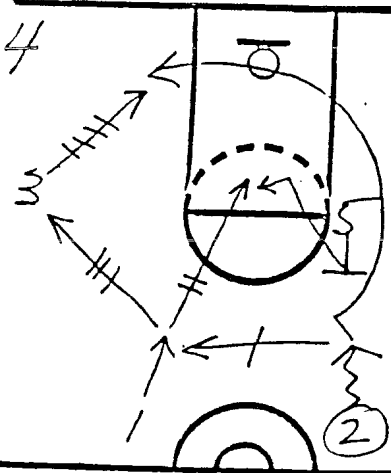
"COMEBACK RIGHT S."
 - ① KEEP DRIBBLE ALIVE
 - 5 PUT HEAD UNDER RIM AND CUT OFF 4



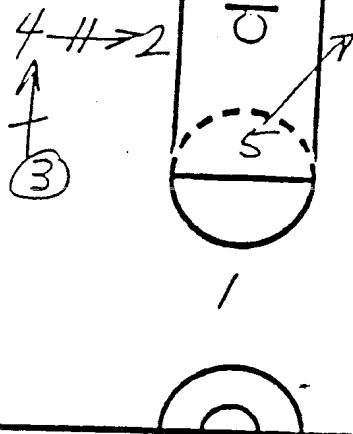
"COMEBACK LEFT"
 ON TURN FROM OVERLOAD SPOTS

"START STAR LOW"
 PUT 5 HIGH

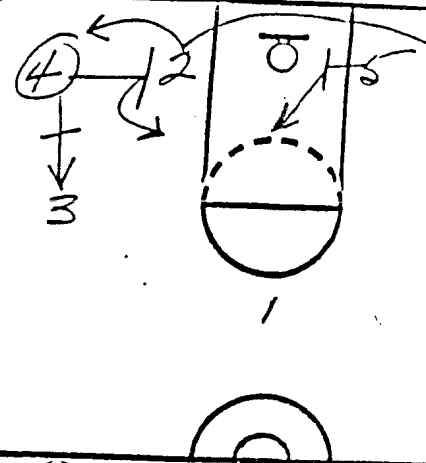
"PT. SCREEN AWAY"



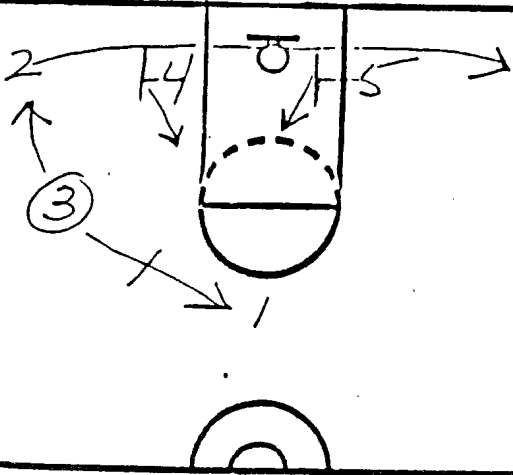
- ② is played M2M
- ② hits 1 and cuts off 5 into low post.
- 5 flashes, 1 may hit him in lane
- 1 hits 3 for shot or feed to 2



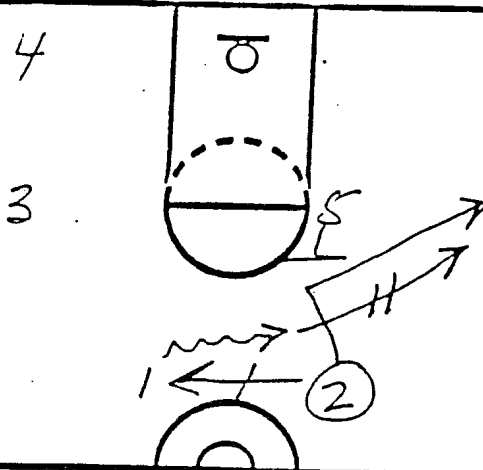
- ③ can hit 4 on baseline for shot or feed to 2
- 5 to low post opposite



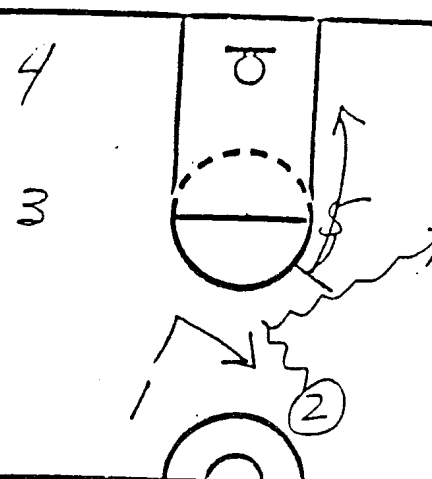
- ④ returns pass 1 3 and screens for 2
- 2 can cut off 4 to ballside or 5's screen to weakside
- ③ looks for 2, 4, or



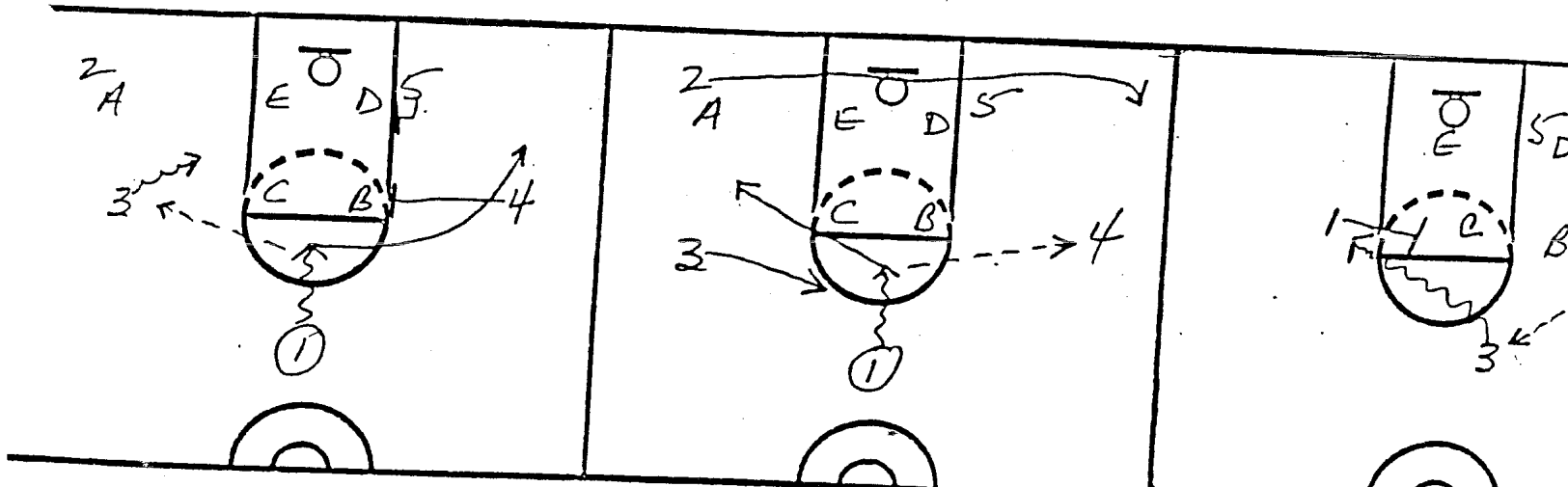
- ③ hits 1, 2 runs baseline off screens
- 1 looks for 2, 4 on step in, 5 on step in, or 3 flaring to corner



- Entry screen: ② hits 1 and can flare off 5 instead of cutting into post



- Also, can screen & roll
- 2 looks for shot, 5 on roll, 3 in skip position, or reverse to 1



options

5 and 4 double
for 1

"MISDIRECTION"

- ① hits 4 and exchanges with 3
- 2 runs baseline as a decoy

return to 3 and
backside pick +

