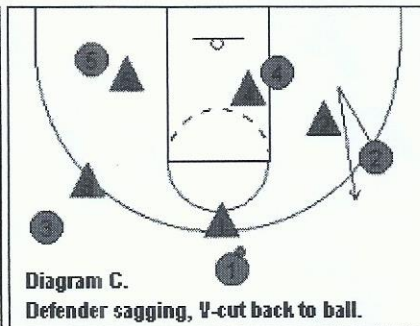
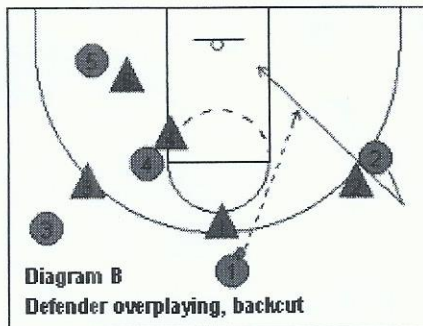
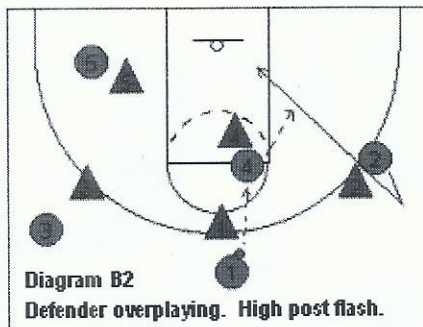


4. You have the ball and the defender is playing good defense on you and your teammates are being denied the pass: call out and execute a weave screen play.
5. You are one pass away and the defense is denying the pass to you: Make a fake outside, and then cut hard backdoor. The low post on that side should learn to read this situation also and clear out to the opposite side, to make spacing for the backdoor cut. See Diagram B.
6. You are one pass away and the defender is sagging off you: make a V-cut inside and come back out for the perimeter pass. See Diagram C.
7. You are one pass away, and the defender is playing good defense and you can't get free: Set a screen either for the ball-handler or the low post.



Situations for post players:



1. Read the defensive over-play (deny) on the wing. Flash to the high post to receive the ball and then pass to the wing going backdoor (see Diagram B2).
2. You get the ball one on one against the defense: Make a low post move. Try to score or get fouled. (see Post Moves).
3. You get the ball and are double-teamed: Pass the ball back outside, often to where the double team came from. Going "inside-out" is a good way to get wide open three-point shots.

Post players working together:

1. If the ball-side post is being fronted: the opposite post flashes to the ball-side elbow for the pass. Meanwhile the low post player seals the defender on his back, and the post at the elbow passes inside to the low post for the lay-up. See Diagram D.
2. If the ball-side post defender is playing behind: The wing should pass to the low post, and the opposite post player should clear out to the weak-side elbow. See Diagram E.