

CORNER OPTIONS*

quick ball reversal (possibly a skip pass to the wing) and a pass to O2 for the possible 3-point shot in the opposite corner.

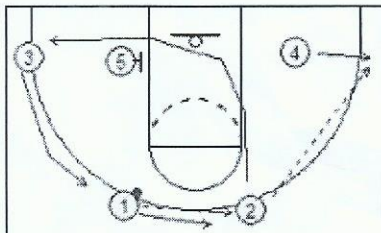


Diagram F

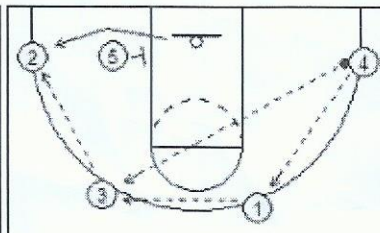


Diagram G

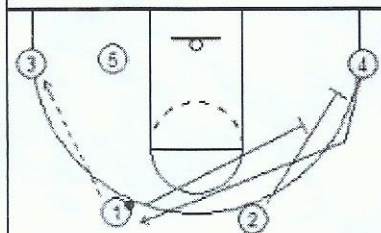


Diagram H

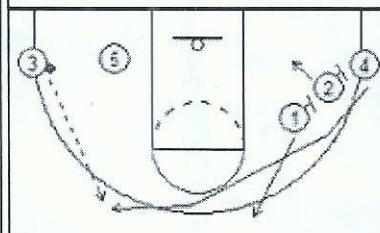


Diagram I

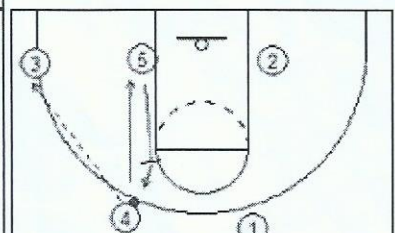


Diagram J

Diagram H shows another option. Let's say the pass from O1 to O2 is being denied, so the pass goes to O3 in the corner instead. O1 and O2 then set a double-screen for O4, who cuts to the ballside wing as seen in diagram I. The screeners O1 and O2 then rotate into the flex spots as seen in diagram J. As another option, diagram J shows a back-screen. If none of these options are productive, the pass goes back out to the top and we are in our basic flex set.

Point Guard Clear-Out Option

(Diagrams K - L) Start with O1 on top and the other four players down low (diagram K). O1 dribbles to either side, as the two ballside teammates (O3 and O5) move opposite and set a double-screen for the opposite post player (O2 in this example). O1 can try to take the defender 1-on-1. A second option seen in diagram L is a pass to O2 coming off the double-screen. After screening, O5 rotates out on top and O3 screens for O4 who cuts to the ballside block as another option.

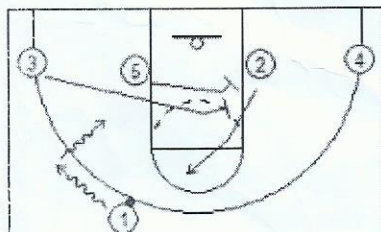


Diagram K

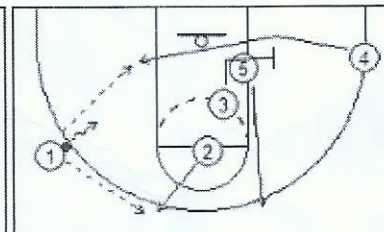


Diagram L