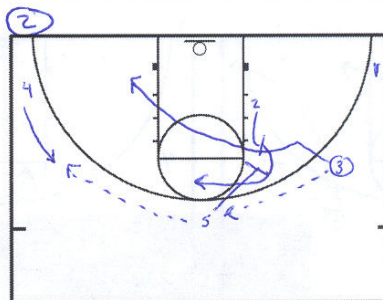


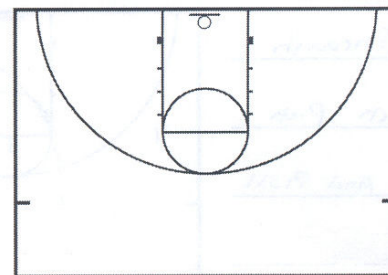


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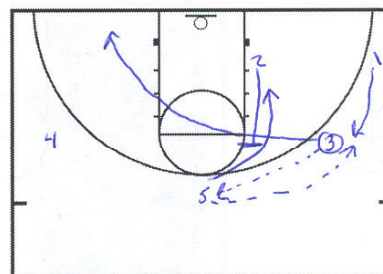
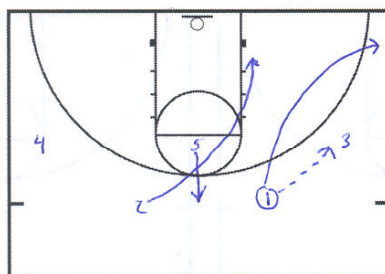
2 Through
Shuffle



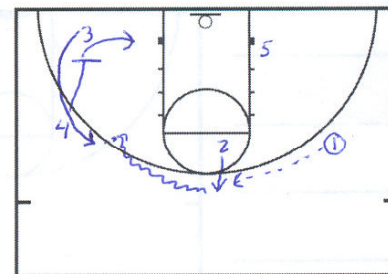
Shuffle cut
Screen the screener



2 Through
Post UCLA

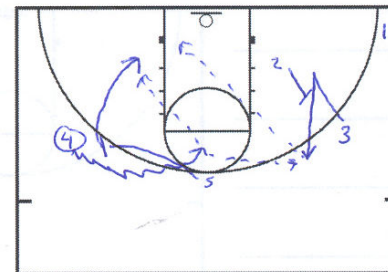
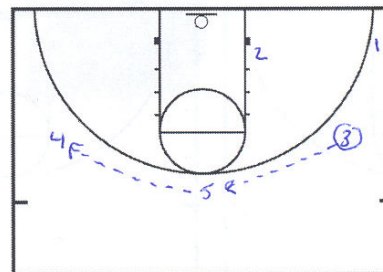
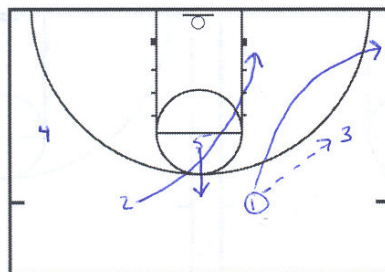


3 cuts through
5 passes back to 1
UCLA cut



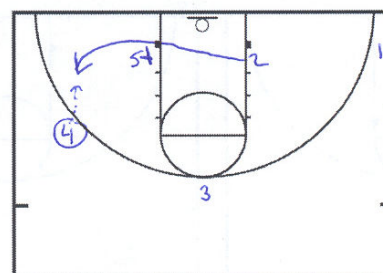
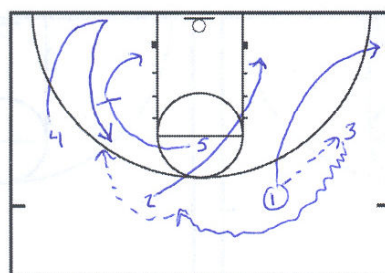
Curl by 3
If no pass, handoff by 2

2 Through
Pick-n-roll

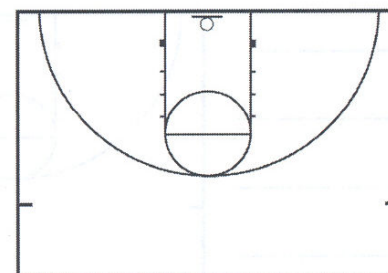


Pick n roll
3 fakes back pick

2 Through
Backside Curl



3 dribbles up looking
for 4/5



Notes: Anytime 5 is overplayed on pop out = backdoor cut
Can use handoff to wing instead of pass

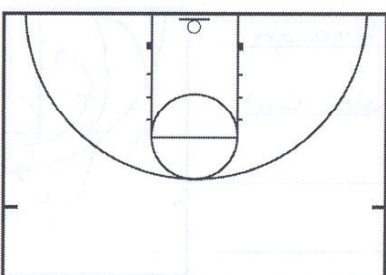
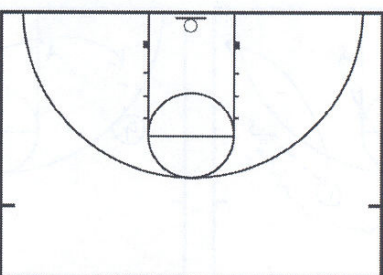
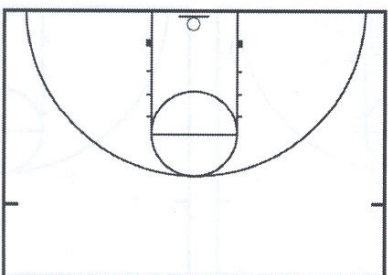
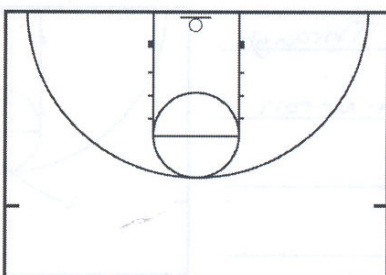
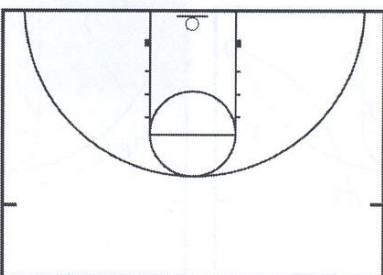
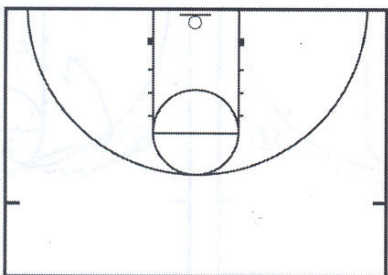
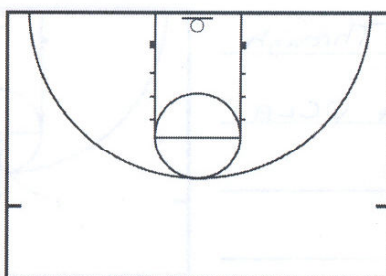
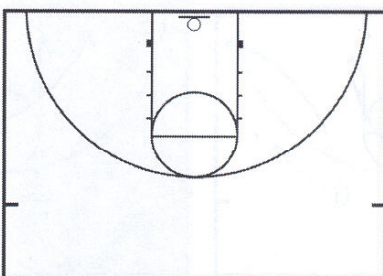
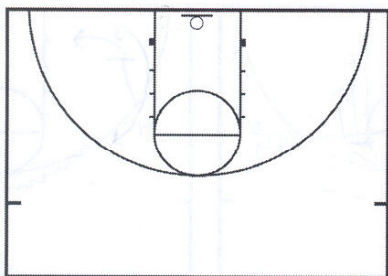
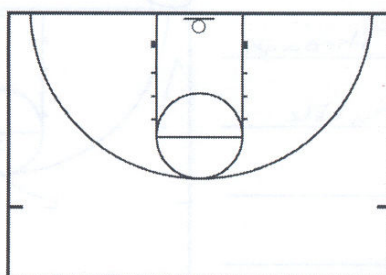
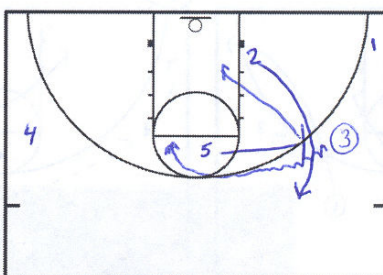
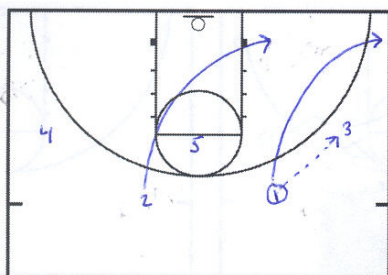


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2 Through

Quick Pick

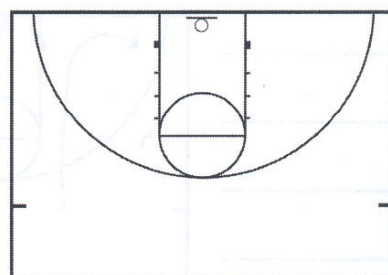
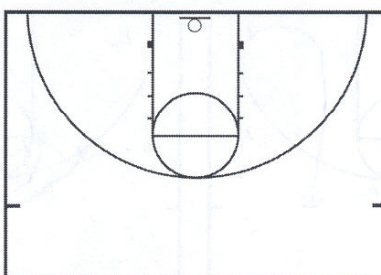
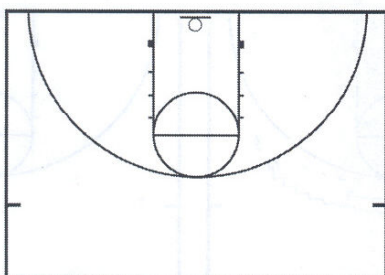
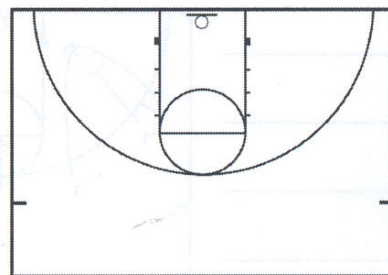
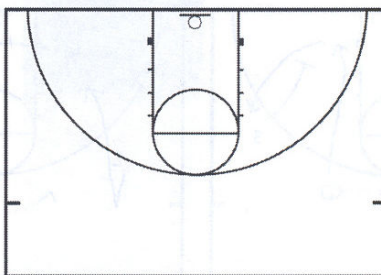
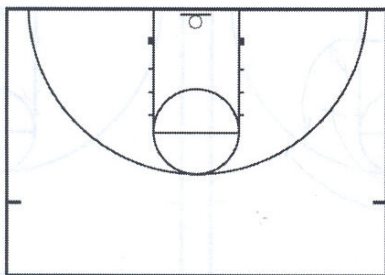
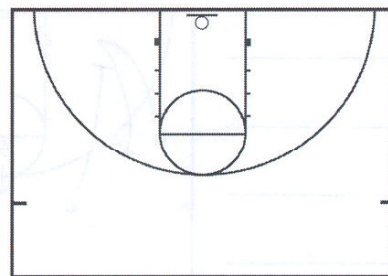
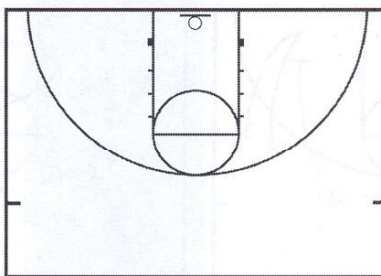
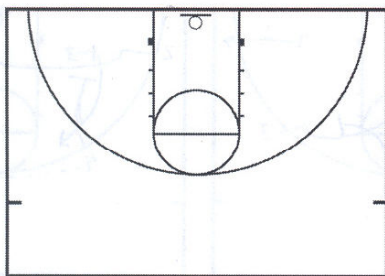
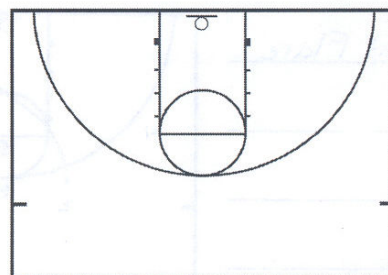
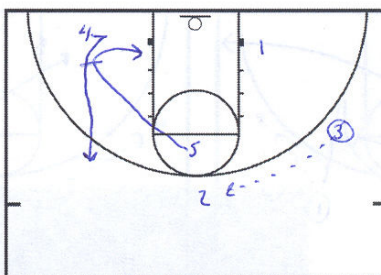
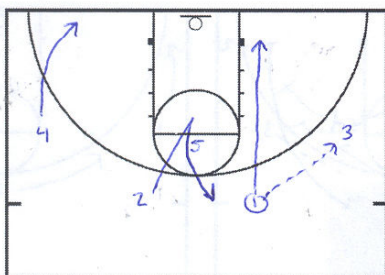
And Roll





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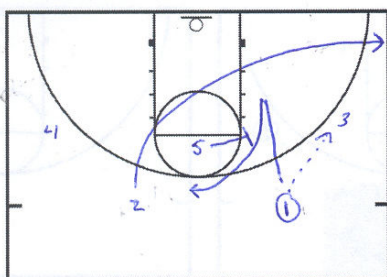
1 Through



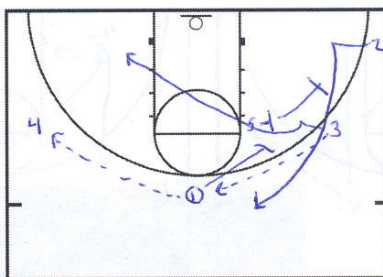


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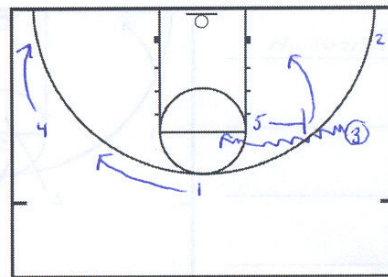
Point Flare



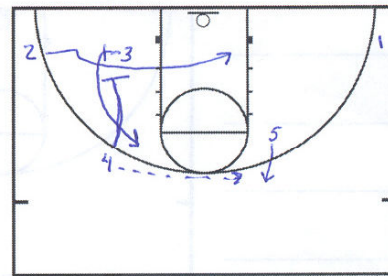
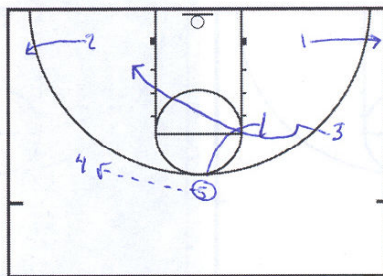
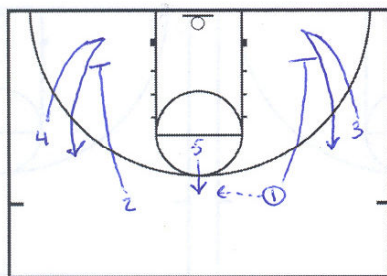
Flare screen



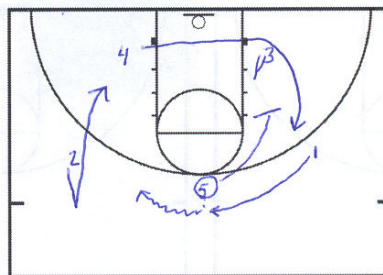
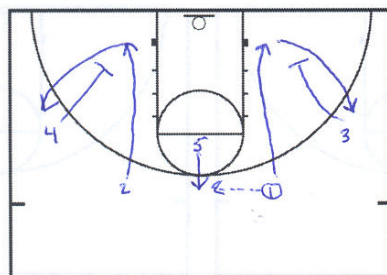
If passed to flare
• Shuttle cut for 3
• Pass to 4
• Double for 2



Pick-n-roll

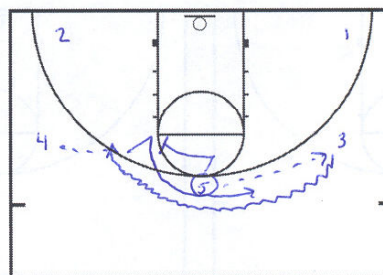
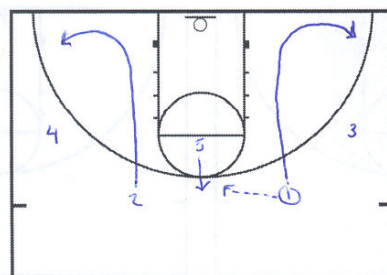
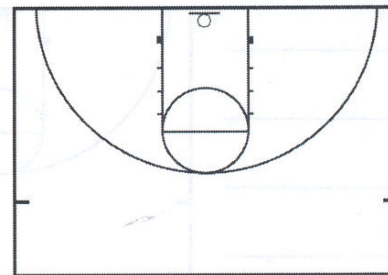


→ Could run into flex



• Handoff
• Backdoor look

• 4 clears out coming around double



Flare screen after dribble

