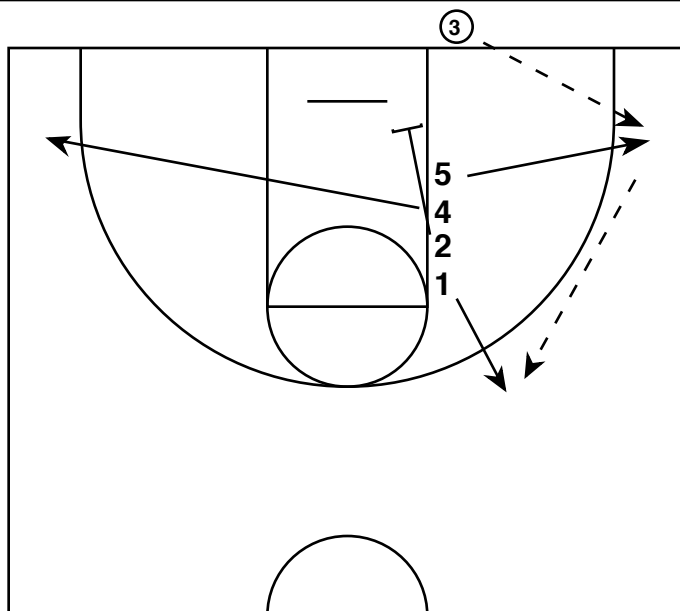
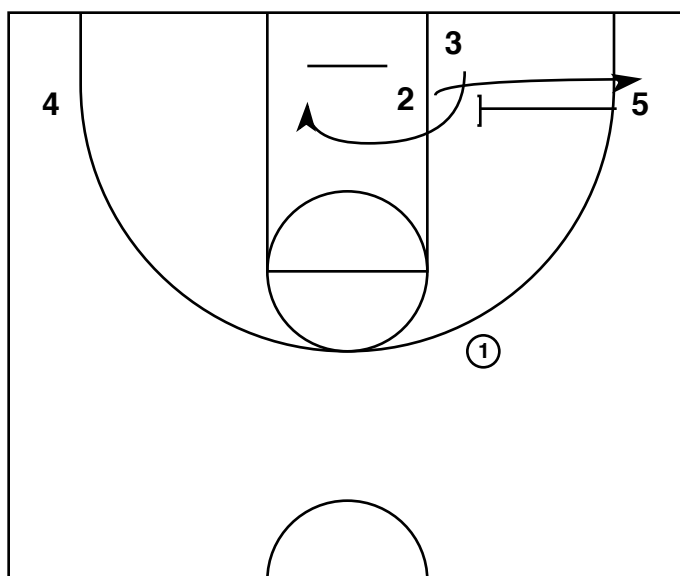


BLOBs



"1" Pt. 1

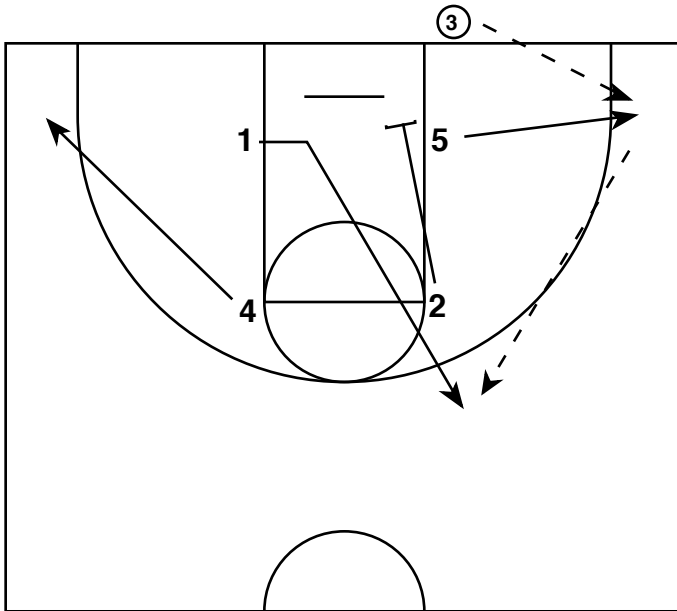
- Vs. Man or Zone
- 5 and 4 break to the corners. 1 breaks to the top.
- 3 can inbound from 5 to 1 (pictured), or directly to 1. On the pass, 2 sets a down screen for 3.



"1" Pt. 2

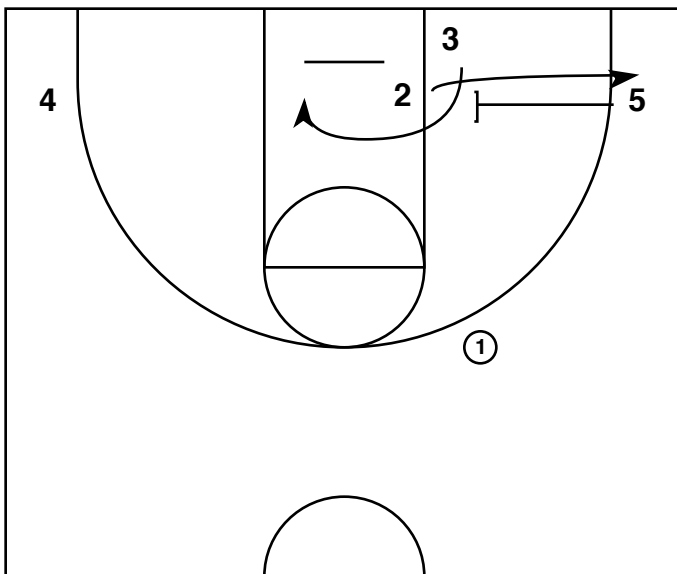
- The first look is inside to 3 curling
- 5 accreens in for 2. 1 may look to 2 for the shot. If 2 is not open, they can pass inside to 5.

BLOBs



"2" Pt. 1

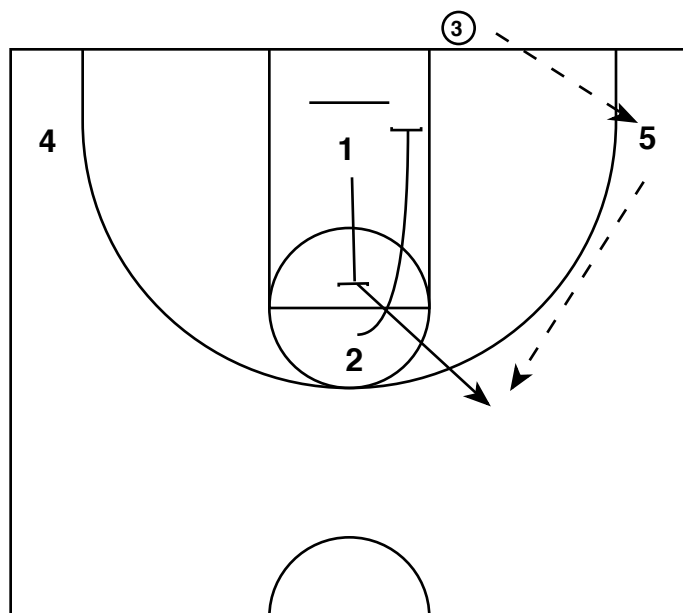
- Vs. Man or Zone
- 5 and 4 break to the corners. 1 breaks to the top.
- 3 can inbound from 5 to 1 (pictured), or directly to 1. On the pass, 2 sets a down screen for 3.



"2" Pt. 2

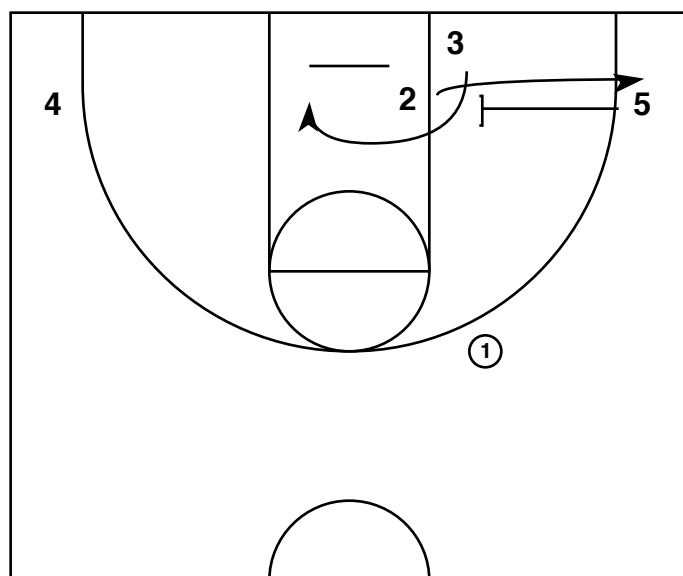
- The first look is inside to 3 curling
- 5 accreens in for 2. 1 may look to 2 for the shot. If 2 is not open, they can pass inside to 5.

BLOBs



"3" Pt. 1

- Vs. Man or Zone
- 1 screens up for 2 and then breaks to the top
- 3 can inbound from 5 to 1 (pictured), or directly to 1. On the pass, 2 sets a down screen for 3.

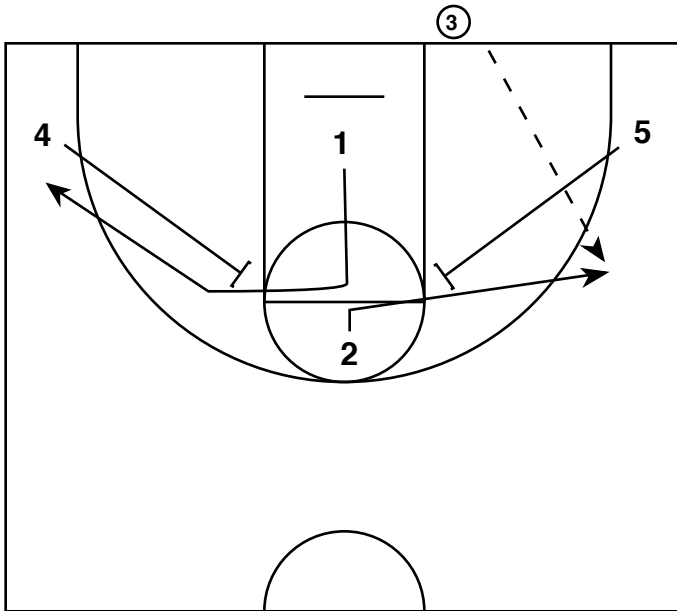


"3" Pt. 2

- The first look is inside to 3 curling
- 5 screens in for 2. 1 may look to 2 for the shot. If 2 is not open, they can pass inside to 5.

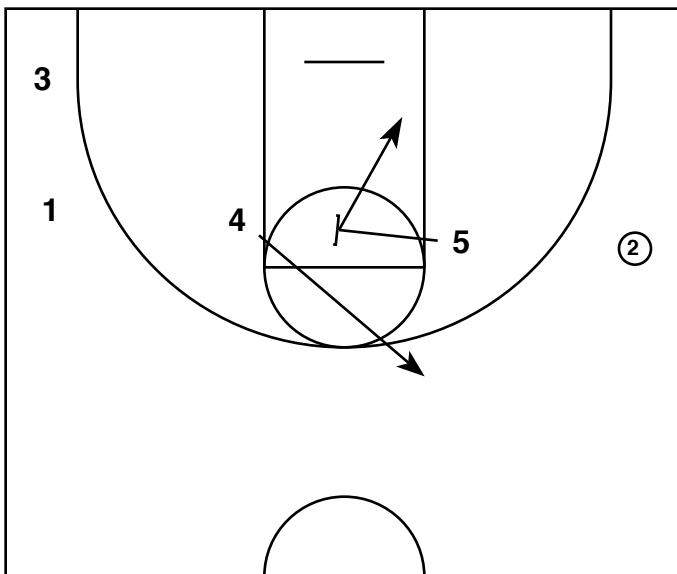
***Note: On 1, 2 or 3, you can always run a "Lob" option as a special call, usually out of a timeout. Run the play through, and instead of having the 5 screen in for 2, have 2 screen out for 5. This is a great way to steal points late in a game.**

BLOBs



"3 Special" Pt. 1

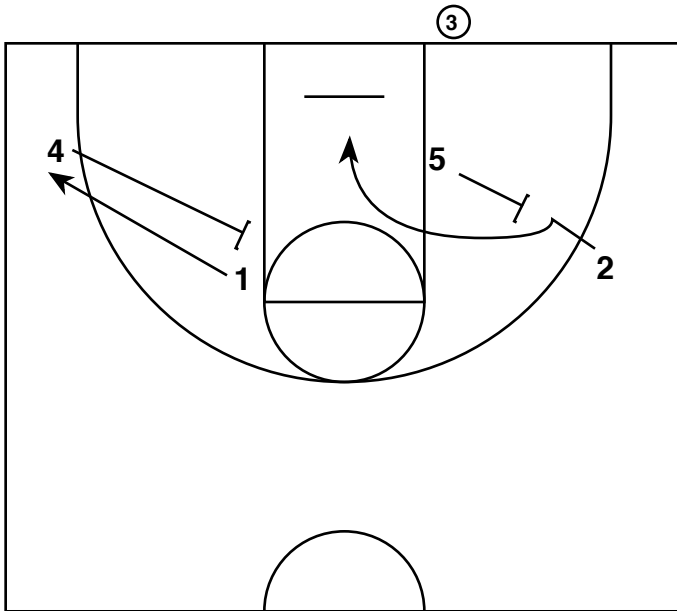
- Vs. Man or Zone. Good for a catch & shoot look at the end of a game, or run the play through to get an easy basket inside.
- 1 fakes a screen for 2. 4 and 5 screen in.
- 3 can inbound to 1 or 2 for a quick catch & shoot look.



"3 Special" Pt. 2

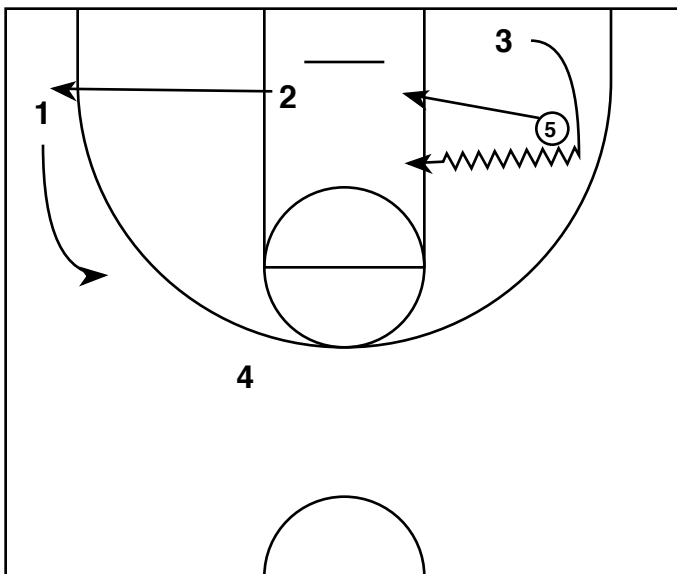
- If the ball comes in to 2, 5 screens across for 4
- 4 comes high. 2 looks inside for 5 rolling, or can reverse to 4 to go hi-lo.

BLOBs



"Slice" Pt. 1

- 4 and 5 set screens for 1 and 2 respectively
- We are looking inside for the quick hitter to 2



"Slice" Pt. 2

- If we are unable to hit 2, we inbound to 5
- 3 follows their pass and receives a hand-off from 5
- 3 attacks the paint and 5 rolls to the rim. The action flows into "Horns Continuity".

***Note: "Slice" is also an effective play when inboundng from the deep corner**