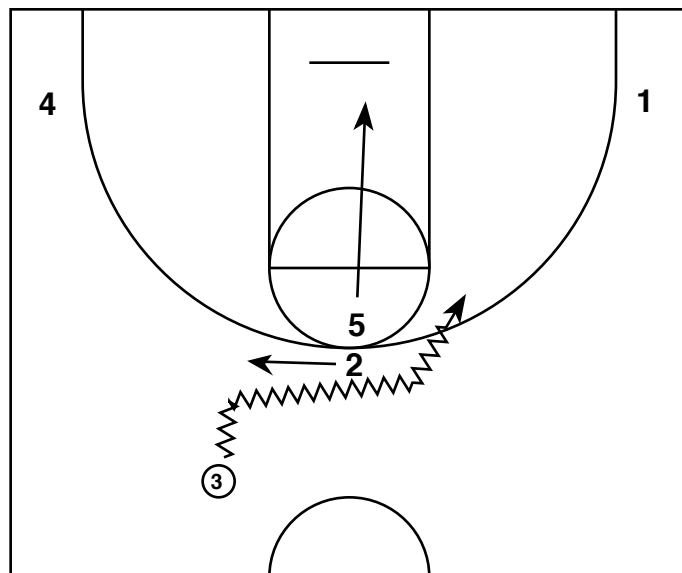


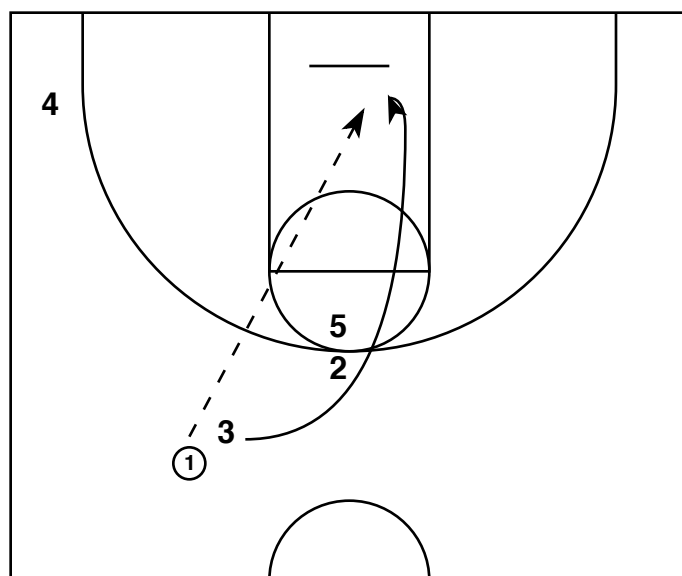
## Man Call Plays



### "Fist"

- 1 must set this up by getting the ball to 3 first and then moving away to the corner
- 2 and 5 set a double-high ball screen for 3
- 3 can:
  - A) Shoot/Driver
  - B) Pass to 5 on the roll
  - C) Pass back to 2 for the shot/hi-lo

**\*Good End of Quarter Play**



### "Fist Again"

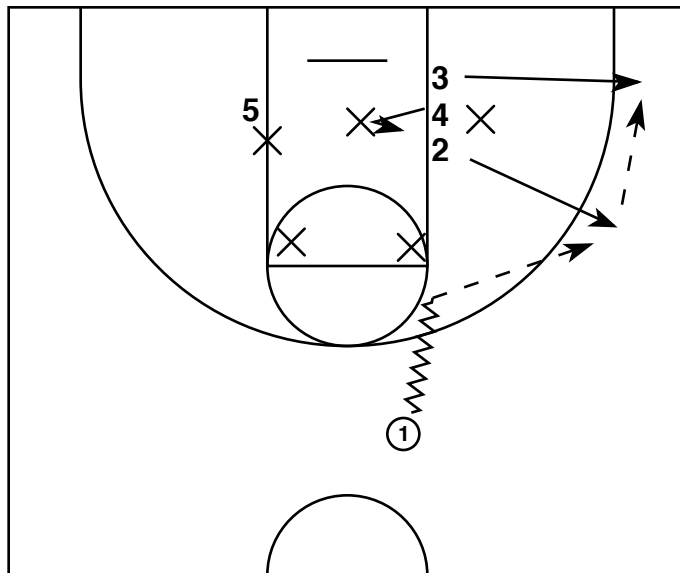
- Same set up as "Fist", but this time 1 stays and 3 hands the ball back to 1
- 3 then sprints off the double-high screen and looks for the lob

**\*Run after you have run "Fist" multiple times**

**\*\*2nd option = 5 diving to the post**

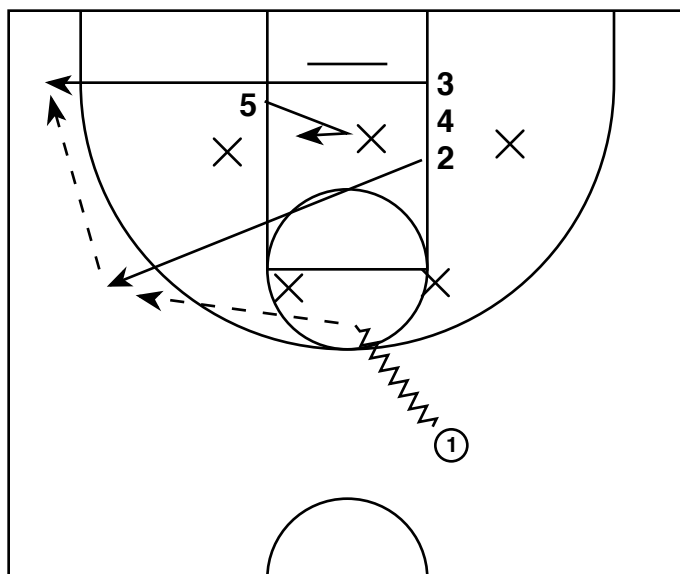
**\*\*\*Save for the last quarter when you need a sure 2 points**

## Zone Call Plays



### "Triple"

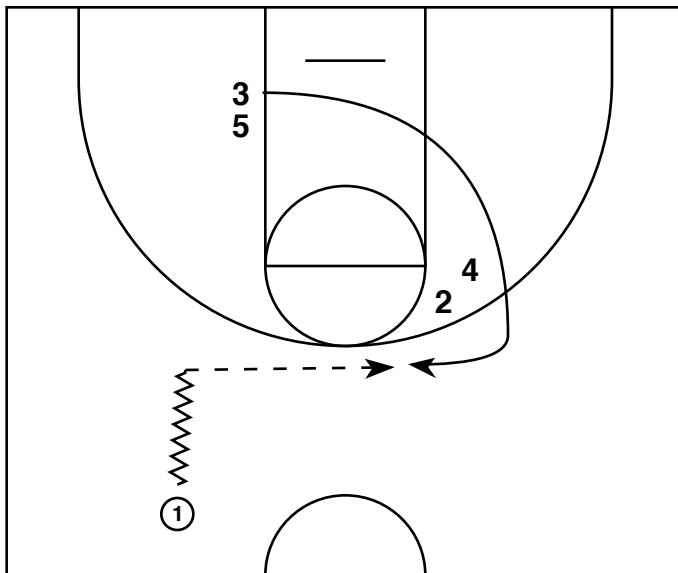
- Works best vs. a 2-3 or 3-2
- 1 engages the top of the zone and kicks it to 2 popping out to the wing
- 3 pops out to the corner and receives a pass from 2. The bottom zone defender has to make a decision - do they go out and challenge 3, or do they stay inside and defend 4?



### "Triple Again"

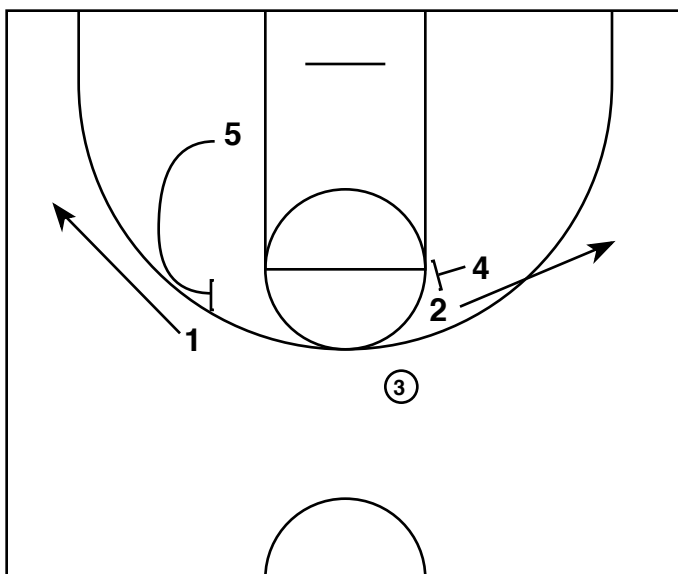
- 1 engages the top of the zone and kicks to 2 popping out to the opposite wing
- 3 pops out to the opposite corner and receives a pass from 2. The bottom zone defender has to make a decision - do they go out and challenge 3, or do they stay inside and defend 5?

## Special Situation Call Plays



### "Pinch" Pt. 1

- 1 takes it towards 3's side. As the ball crosses half court, 3 fakes as if they are coming off of a pindown screen from 5.
- 3 curls around a double-screen set by 4 and 2



### "Pinch" Pt. 2

- If 3 is not open, they can look to 2 off of 5's flare screen, or to 1 off of 4's flare screen

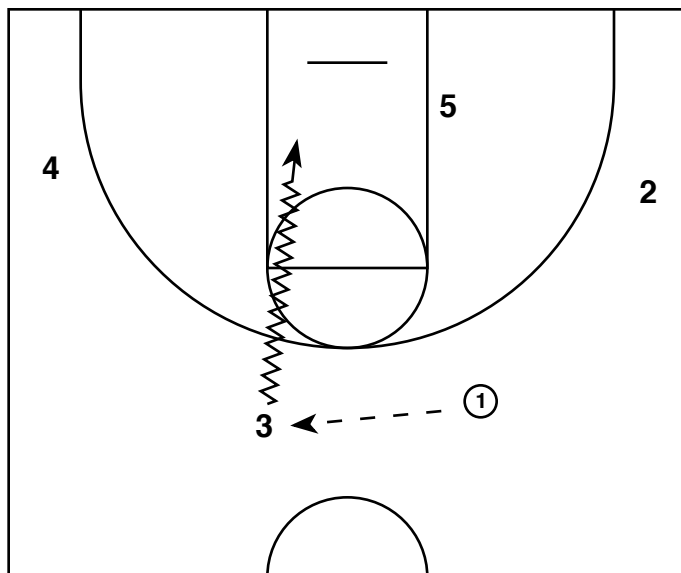
#### Looks

- 3 off the curl
- 2 off the flare
- 1 off the flare

**\*Need 3 play saved for the end of a game**

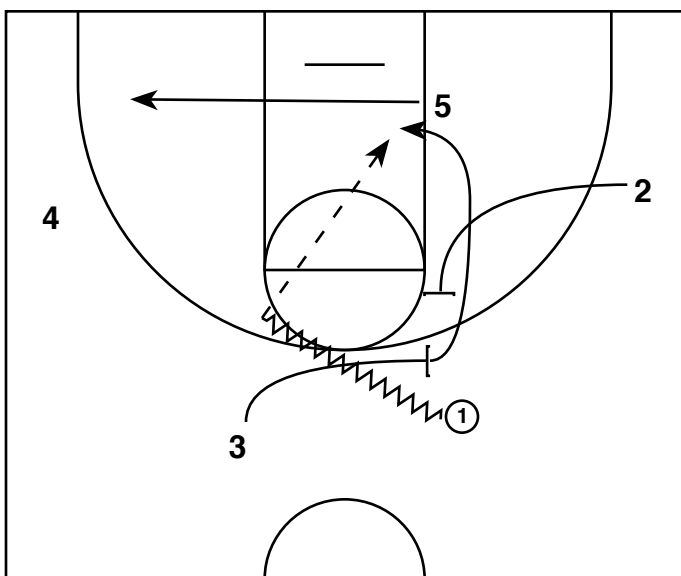
**\*\*Also use it if you have already run "Fist Again" and really need a basket**

## Quick Hitters



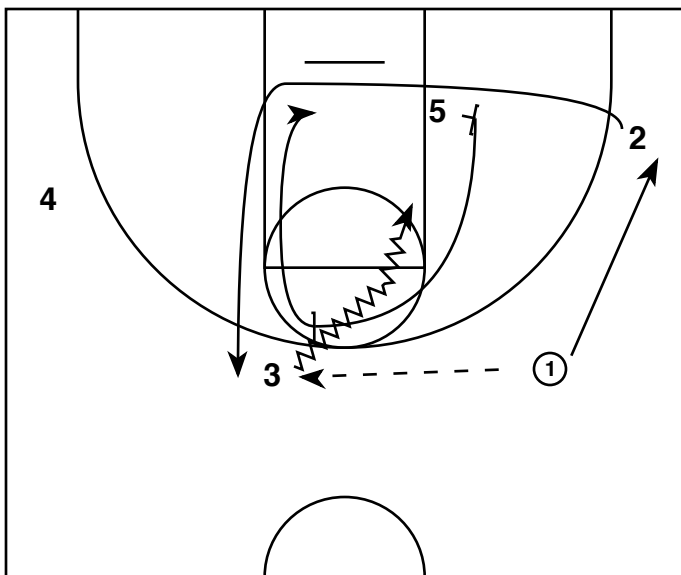
### "Away"

- The PG passes to the trailer player
- The 5 player holds their position "Away" from the ball as the trailer looks to drive and create off-the-dribble



### "Quick"

- The trailer angles for a ball screen, similar to our Secondary Break
- 5 goes across, emptying out the back side
- 2 angles for a back screen. 1 looks to 3 for the quick lob.



### "Swing"

- 1 swings the ball to 3 trailing
- 5 sets a back screen for the wing
- 5 then sprints to set a ball screen for 3
- 3 can:
  - A) Drive to score
  - B) Drive and kick to 1
  - C) Hit 5 rolling
  - D) Kick it back out to the wing replacing