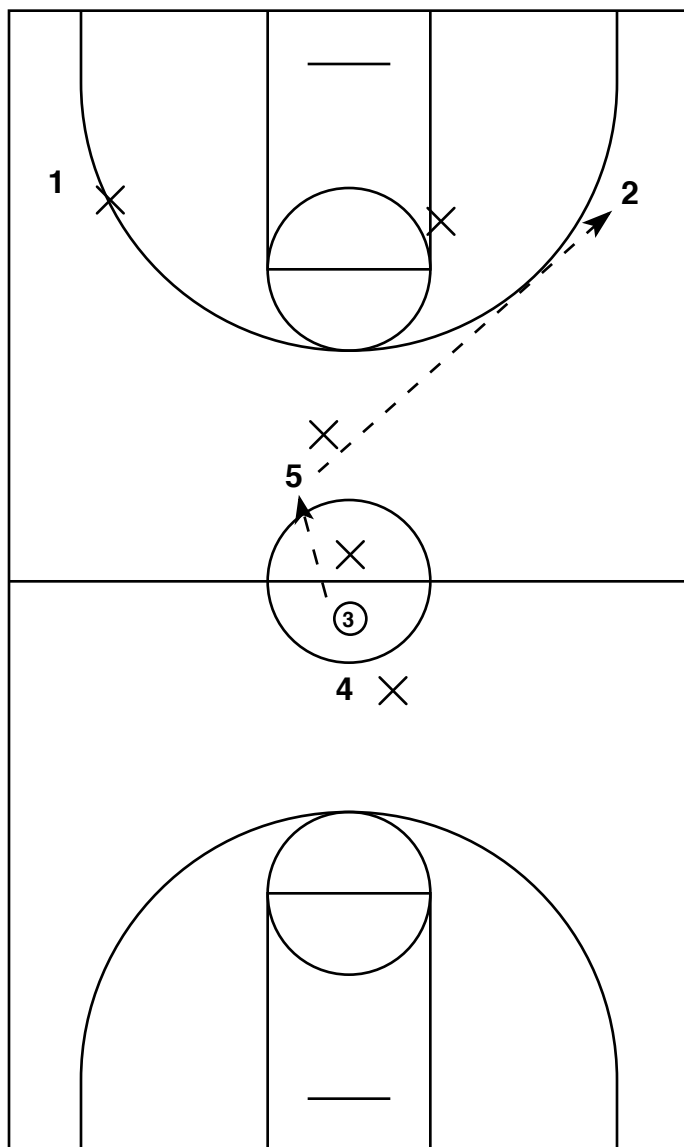
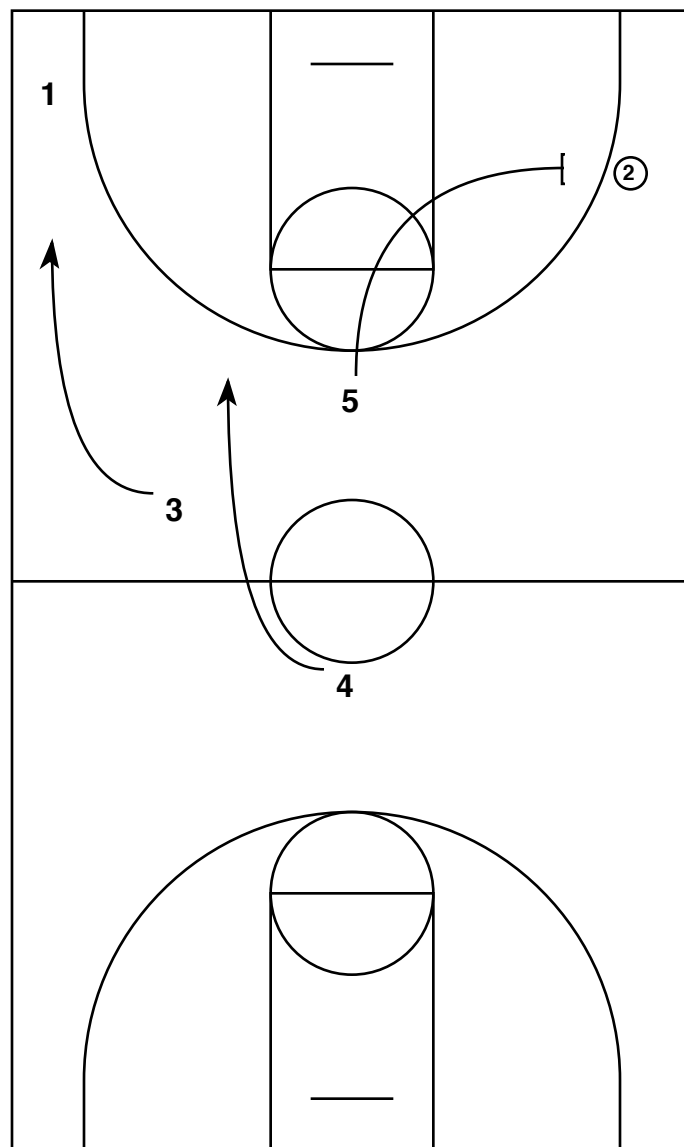


## Odds & Ends



**Tap Play Pt. 1**



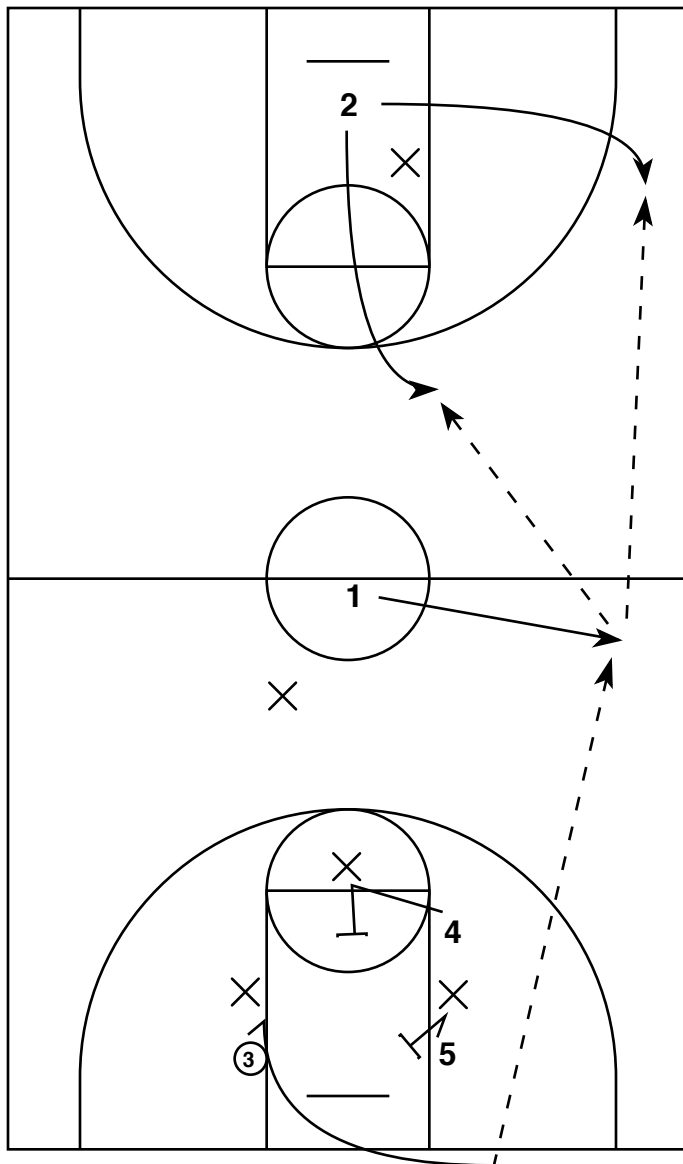
**Tap Play Pt. 2**

- 3 taps to 5, who can pass ahead to EITHER wing

**\*The first look is for the wings to catch and drive right away**

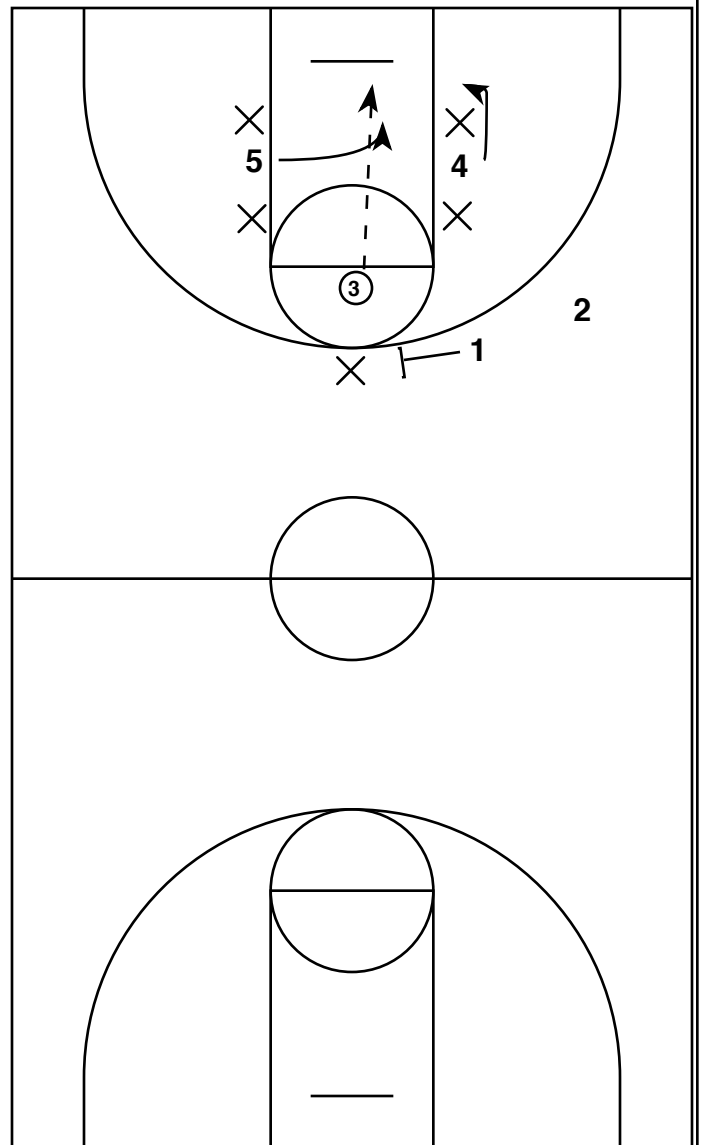
- If there is no drive, 5 follows their pass and sprints into a ball screen **\*This quick action makes it difficult to help. If there is no score, the offense flows into Horns continuity.**

## Odds & Ends



**FT Break (Opponent Shooting): "Daytona"**

- Goal: SECURE THE REBOUND FIRST!
- Everyone boxes and looks to outlet to 1. 3 inbounds on a make (pictured).
- 2 reads the protecting player and can break to either the sideline or the middle for the game-winning shot **\*Key: Call for the ball!**



**Intentional FT Miss: "Pepper"**

- With time enough for a possession (8 seconds or less), and at the line down 2, 3 or 4, we run "Pepper"
- The shooter (3 in this example) misses intentionally to the right of the rim. 4 slides behind, drawing their defender with them. 5 crashes the right side.
- 5 can put the ball back up and in OR kick it out to 2 spotting for a 3-pointer. 1 looks to screen the remaining opponent off the FT lane line.