

Transition

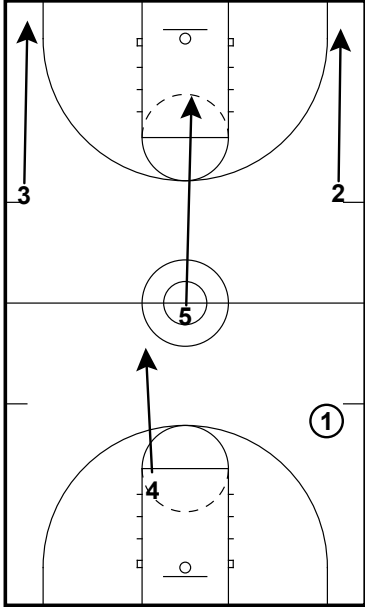
Table of Contents

1.	Break	2
2.	Flow Series	5
3.	21 Series	11

Break

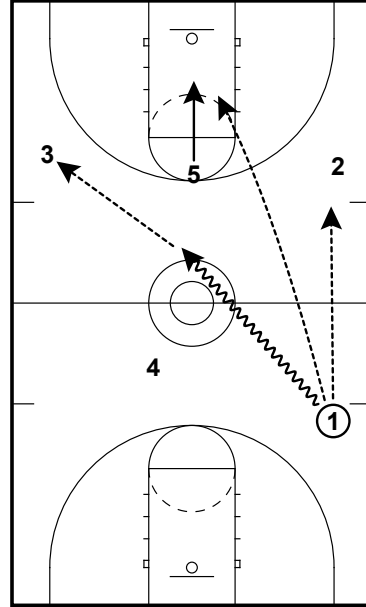
North Carolina

North Carolina
Break Series



Our break will be used when we get a rebound and a defensive player is behind us or right next to us.
Always have two players sprinting corner.
A player running down the middle
A trail

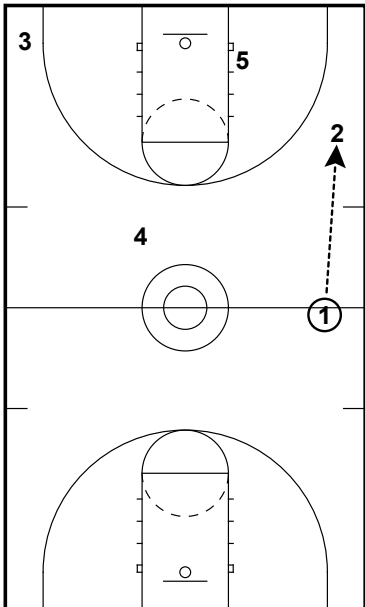
North Carolina
Break Series



We want to advance the ball as much as possible.
The guard can pass up the strong side.
If the 5 out runs his player we can look to lead him to the basket.

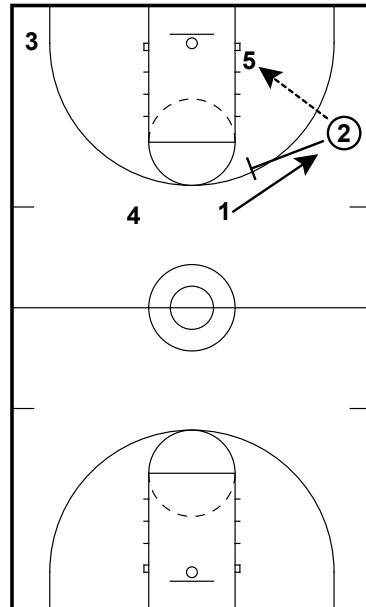
We never throw cross court passes.
Dribble middle to shorten the pass.

North Carolina
Break Series



When we advance the sideline we automatically look to score or look for "Warrior"

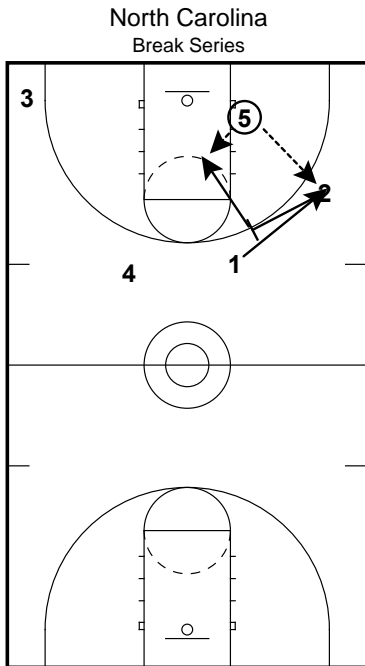
North Carolina
Break Series



The player passing will set a screen for the other guard and then slip.

Break

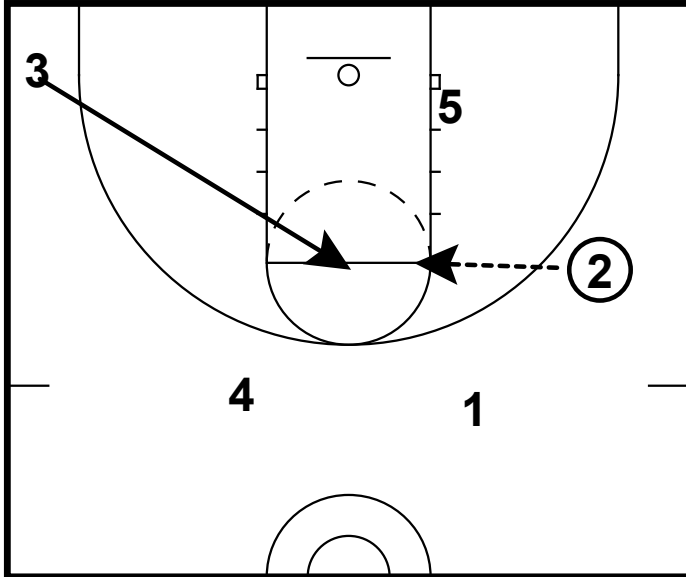
North Carolina



The post has the option to hit the shooter or the player slipping.

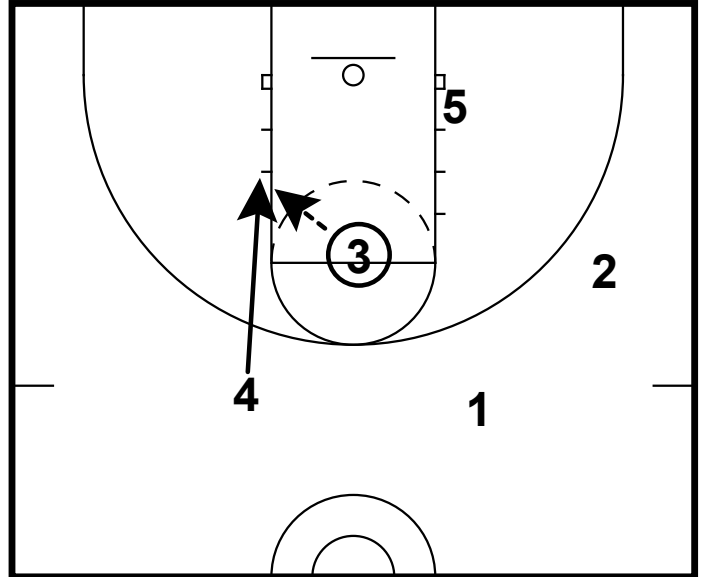
Break Arizona

Arizona
Break Series



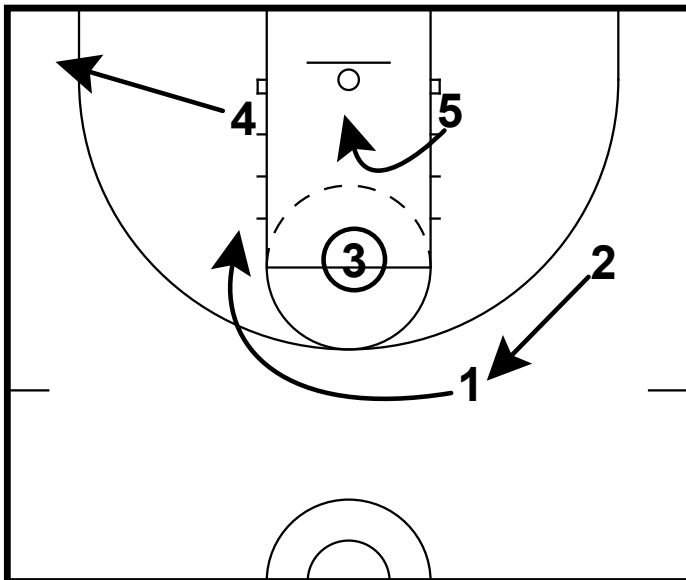
Arizona - Will be our quick action if we can't get into warrior.
Opposite player from the ball will flash.

Arizona
Break Series



Option 1 - The top player on the weak side will cut back door for a layup.

Arizona
Break Series

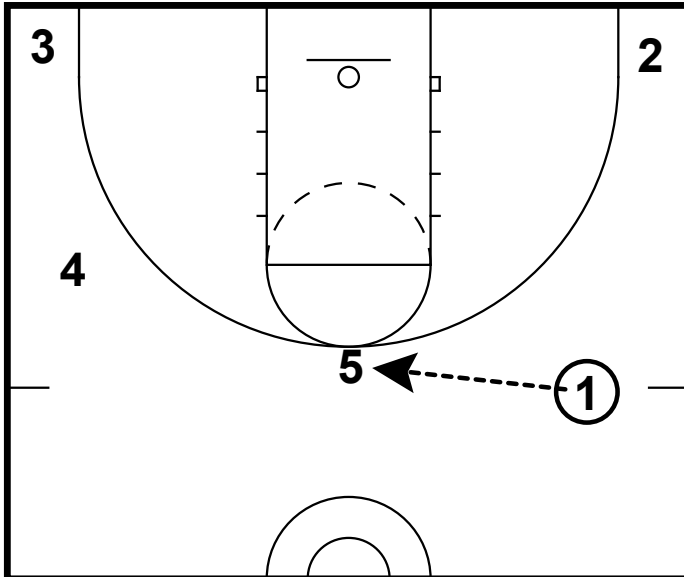


Option 2 - If the backdoor doesn't work.
High Post can square up and look to shoot/drive. Also look for high low with our block.
Players will cut towards the ball.

Flow Series

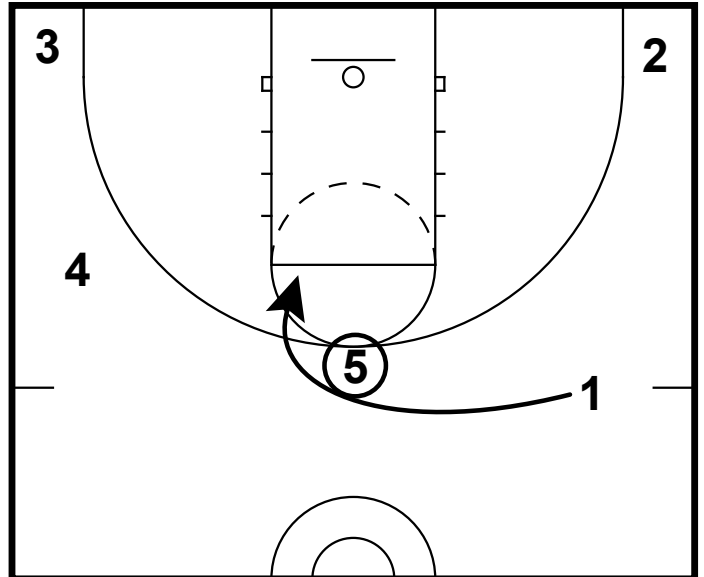
Miami

Miami
Flow Series



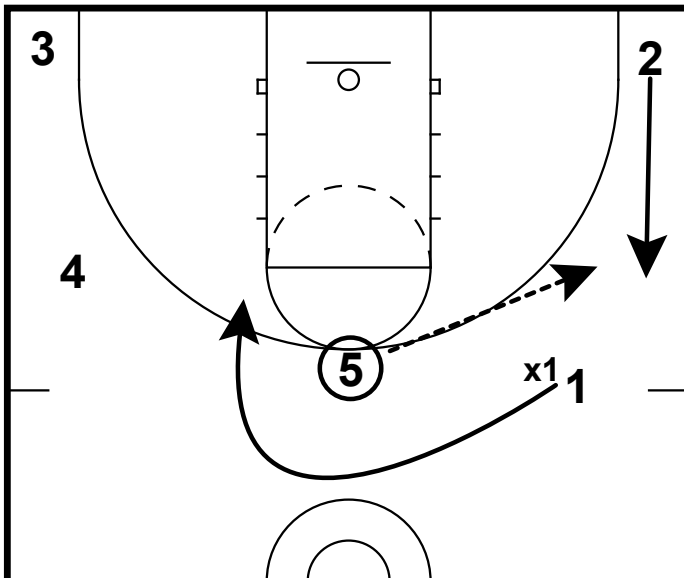
The action starts with our Guard passing the ball to the trail.

Miami
Flow Series



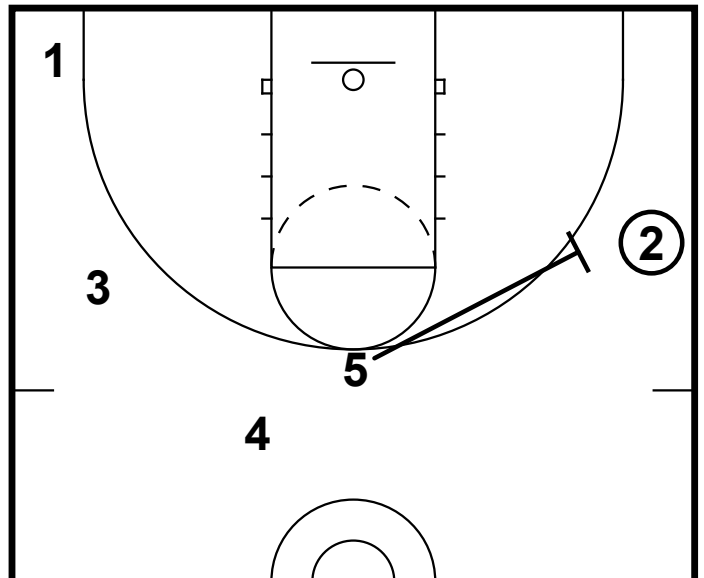
Option 1. The Guard will get a tight hand off from the trail and attack the rim.

Miami
Flow Series



Option 2. When a guard is jammed, the corner will lift and get into a two man game. 1 will sprint to the weak side corner. Players rotate over.

Miami
Flow Series

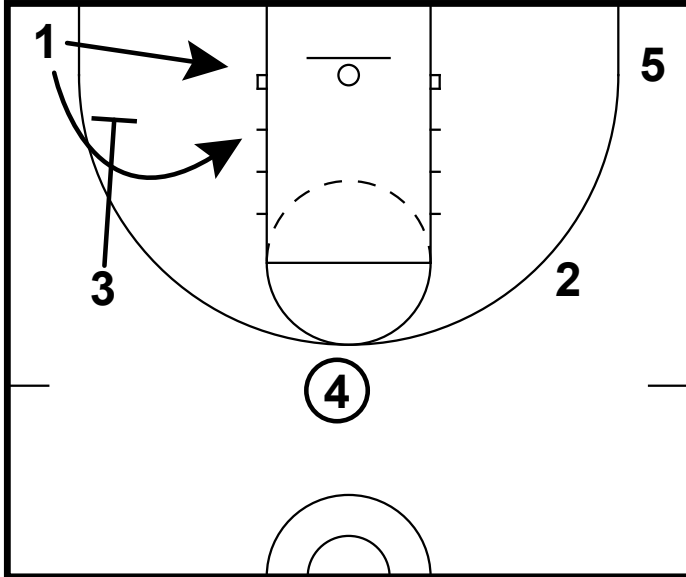


Look to be aggressive in the two man game, but always know you have a safety pass towards the top and we will flow into our next action.

Flow Series

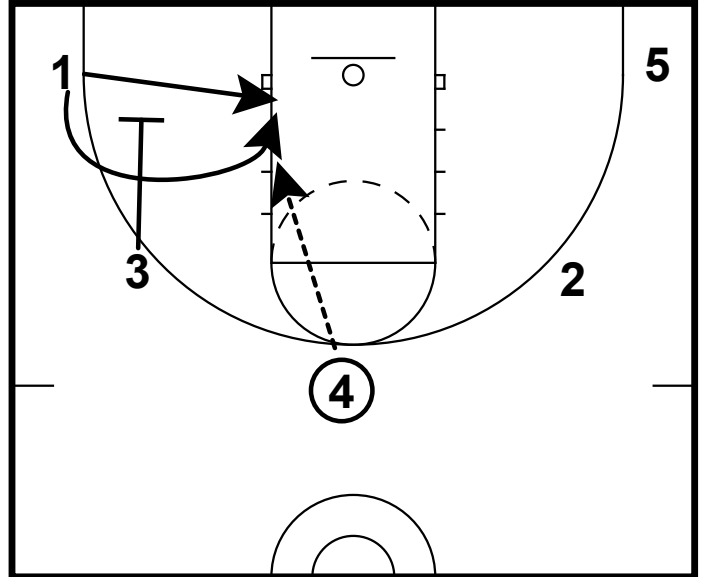
Quick

Quick
Flow Series



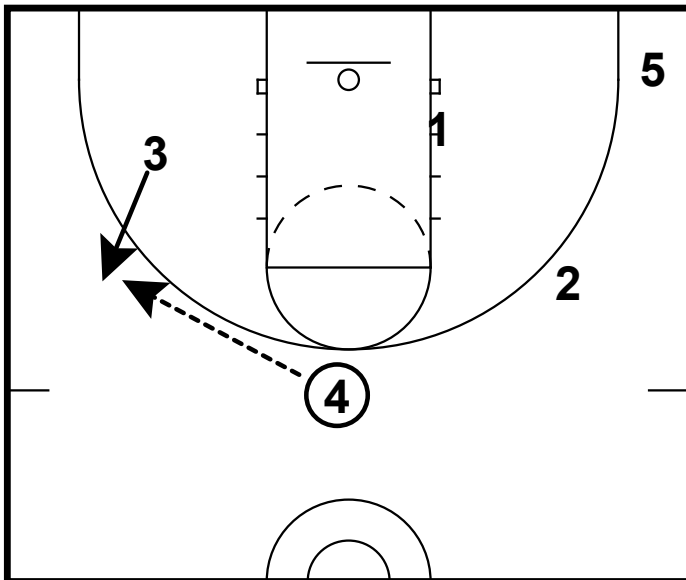
This action will be a pin down from the wing to the corner.
The corner has the option to curl or reject the screen

Quick
Flow Series



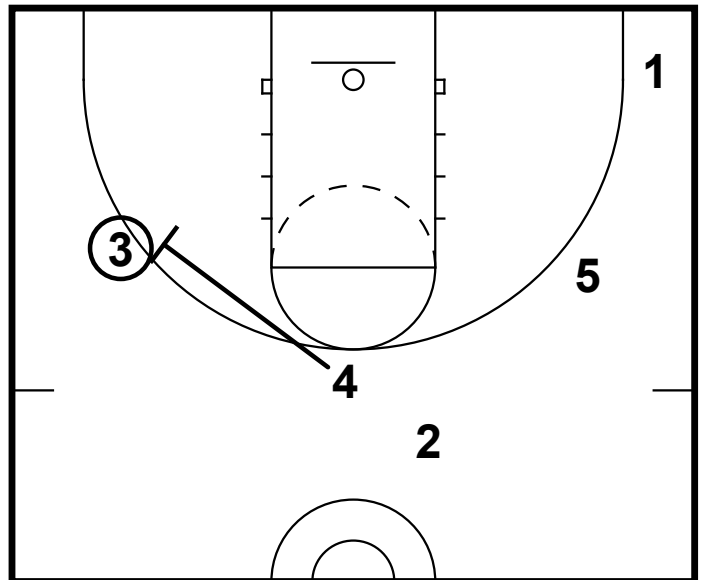
Option 1 The passer hits the curl/reject

Quick
Flow Series



Option 2 - The screener pops back for the ball for a 3.

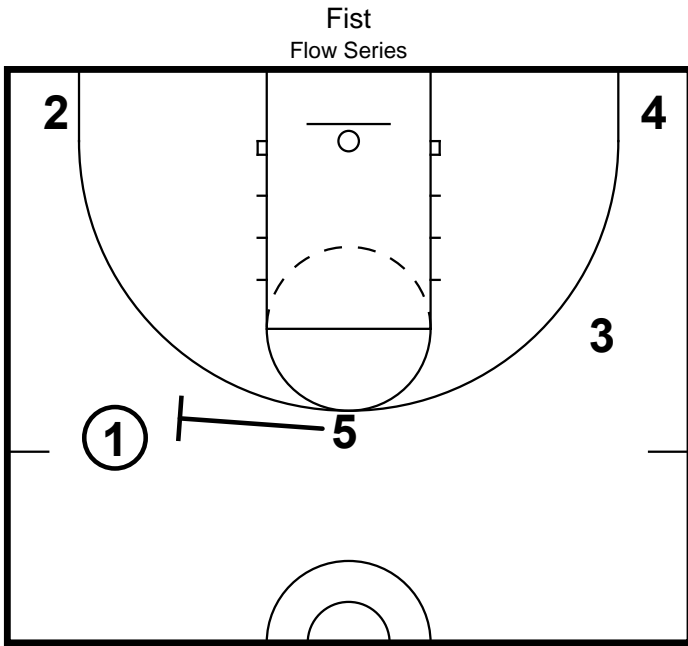
Quick
Flow Series



Option 3 - If we don't have a shot, we get into a two man game looking to score. Always have a safety pass to get into our next action.

Flow Series

Fist

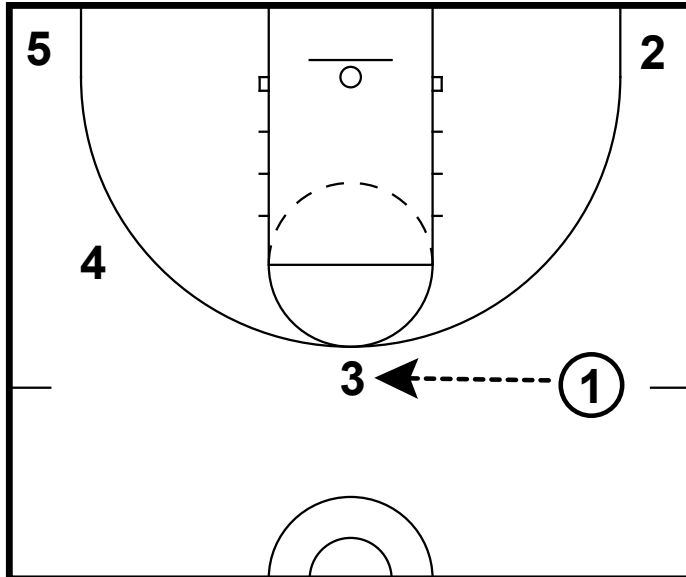


Fist - Will always mean an on ball screen.

Flow Series

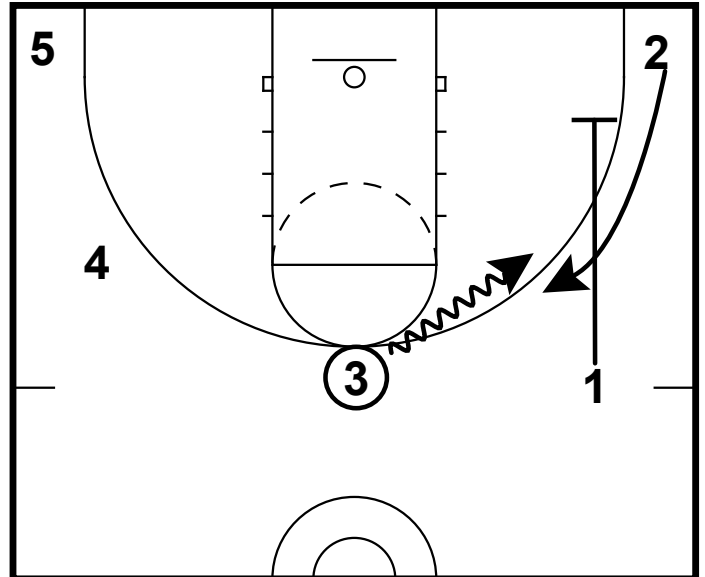
Zoom into Warrior

Zoom into Warrior
Flow Series



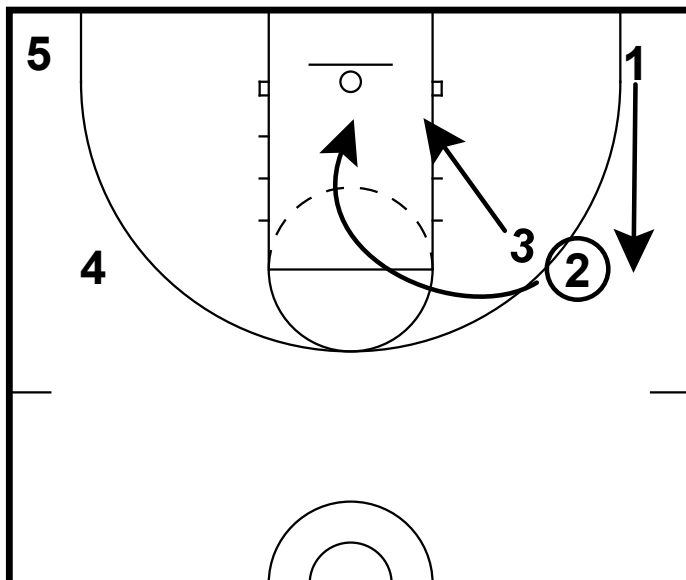
Action starts by centering the ball

Zoom into Warrior
Flow Series



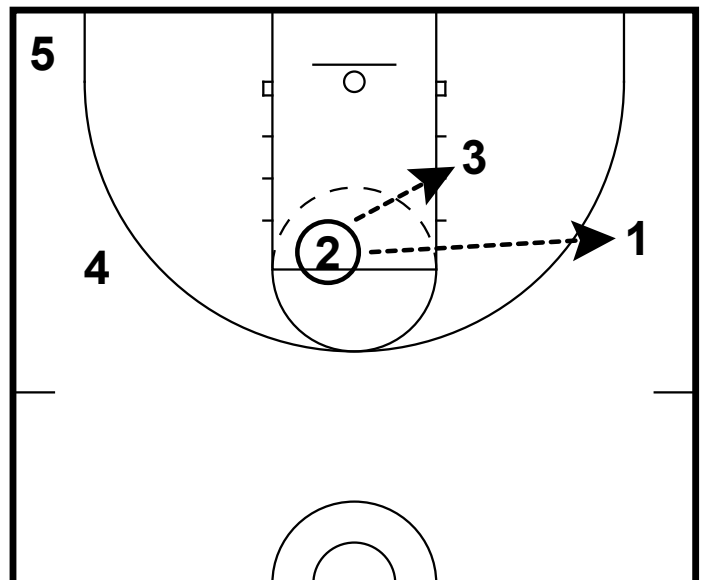
The guard will set a pin down screen for the corner player. The center will go for a DHO with the guard.

Zoom into Warrior
Flow Series



Option 1 - The guard turns the corner and gets to the basket. The DHO player will roll towards the rim. The corner player will lift.

Zoom into Warrior
Flow Series

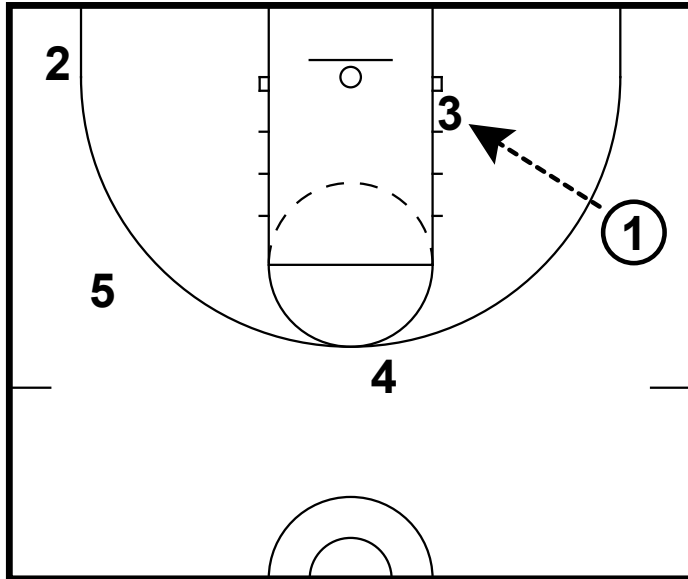


Option 2 - Player can hit the Roll or the corner lifting for a shot.

Flow Series

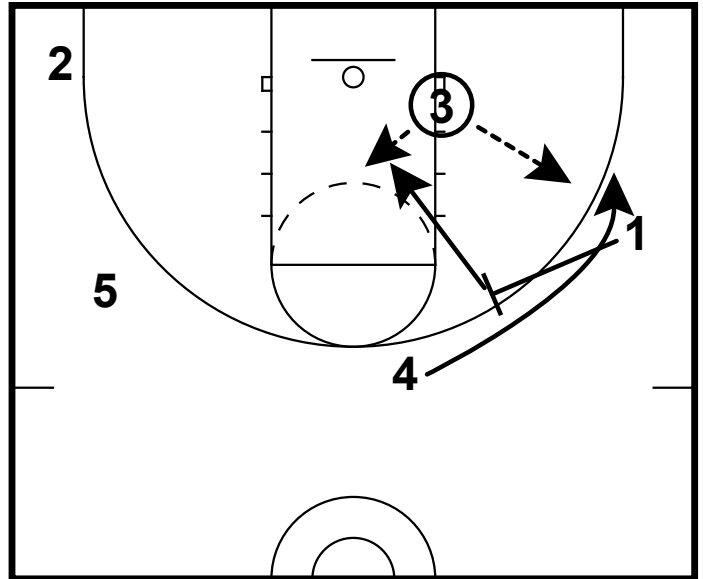
Zoom into Warrior

Zoom into Warrior
Flow Series



Option 3 - If we hit the lift and he doesn't have a shot. The roll will sit and seal. We look for an inside touch and get into our "Warrior" action.

Zoom into Warrior
Flow Series

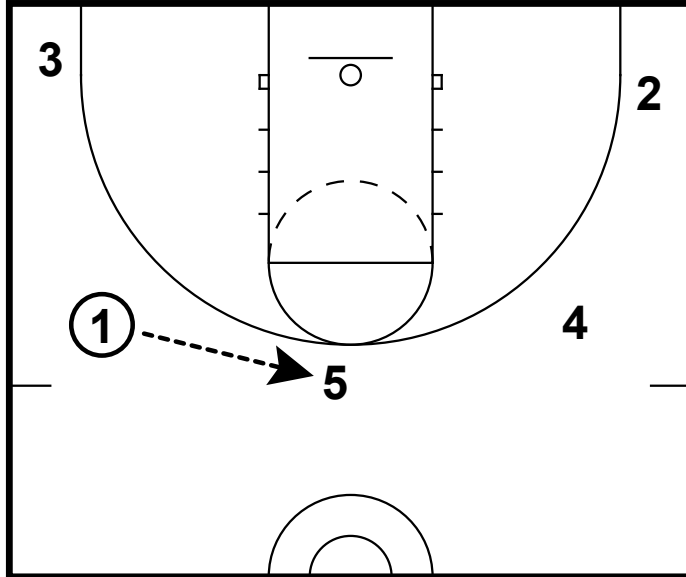


Option 4 - "Warrior" - Ball goes into post. We split cut. The passer sets the screen and then dives. Center player comes off for a shot.

Flow Series

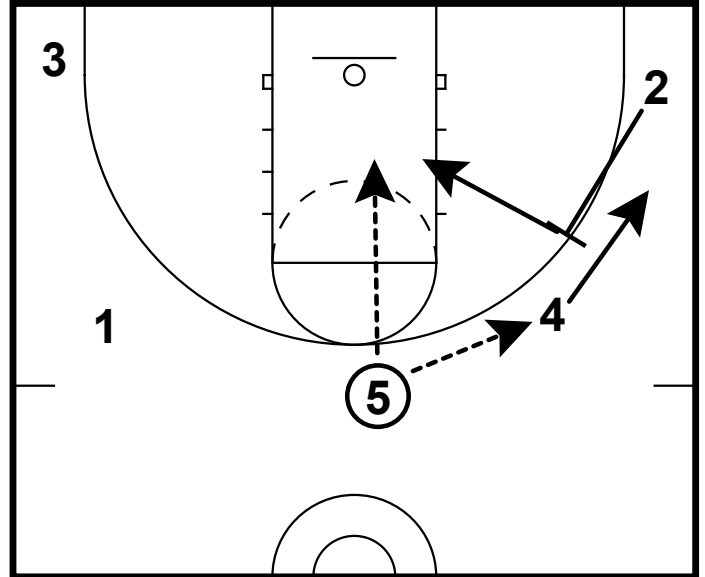
Portland

Portland
Flow Series



Action starts by centering the ball.

Portland
Flow Series



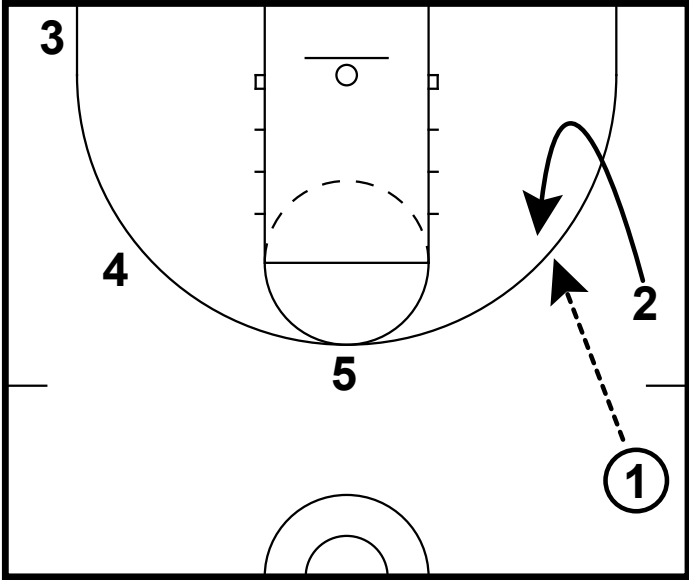
Option 1 - Corner sets a flare for the wing. If they are switching the screener will slip "Seattle" to the basket.

The passer can hit the slip or the flare.

21 Series

"21"

"21"
21

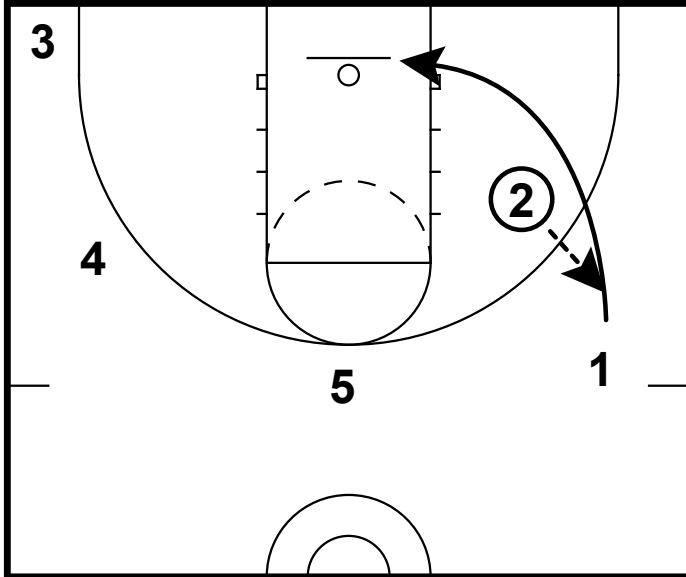


21 series will begin with the strong side guard, catching the ball inside the 3.

21 Series

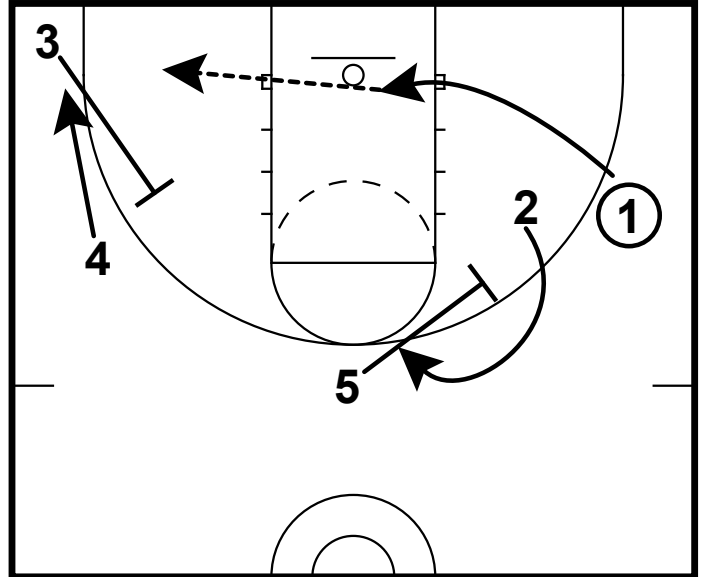
21 - Hammer

21 - Hammer
21



Option 1 - on the pass the guard will sprint towards the baseline for a pitch from the 2 for a downhill layup.

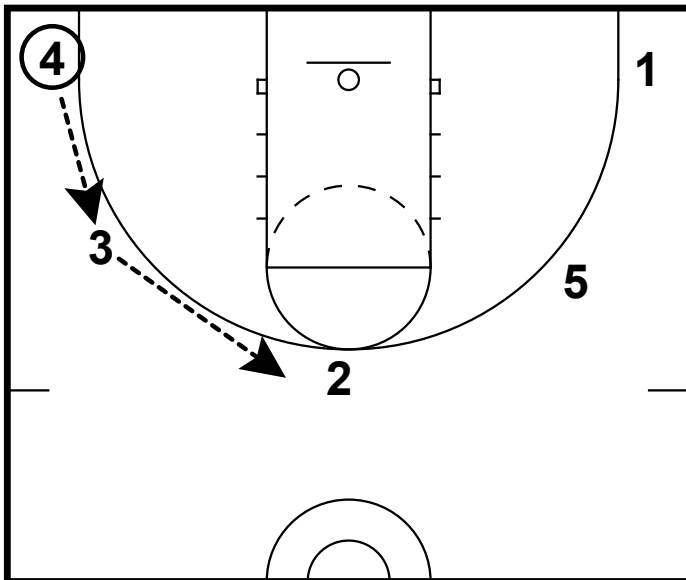
21 - Hammer
21



Option 2 - On the baseline drive, the corner will set a back screen for the wing for a corner 3.

The guard who caught the initial pass will get a flare from the top.

21 - Hammer
21

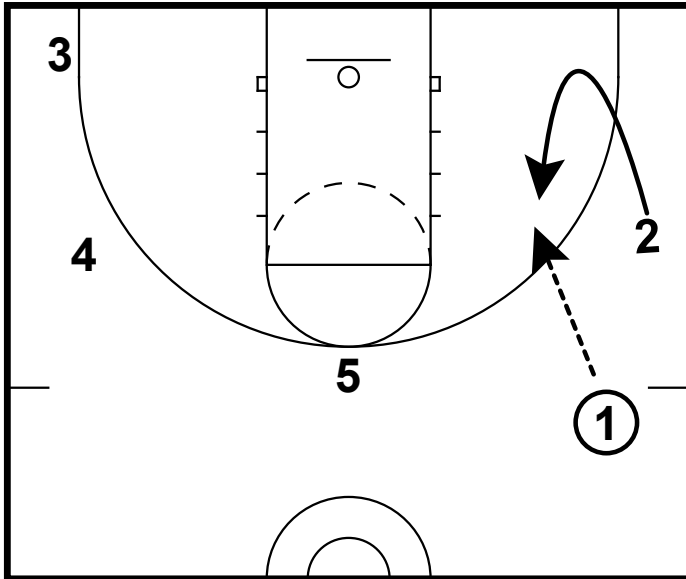


Option 3 - If corner doesn't get a shot. The 3 pops to the wing and we move the ball out of the corner. Center ourselves and move to the next action.

21 Series

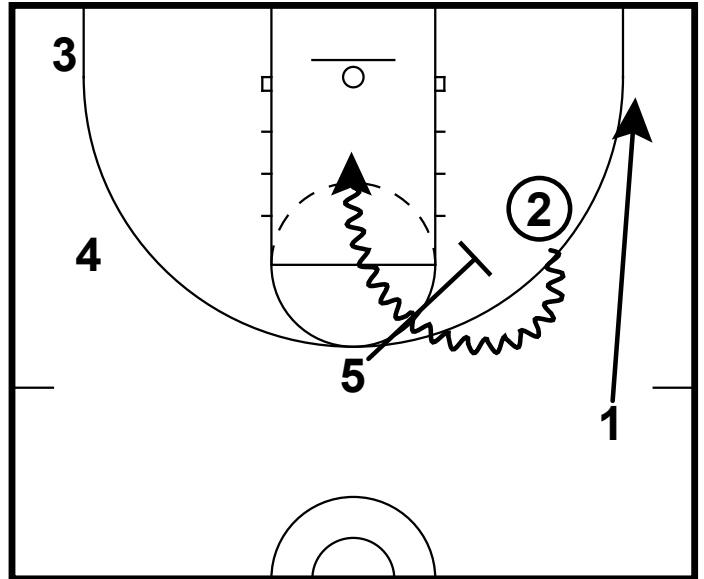
21 - Keep

21 - Keep
21



Action Starts with the guard catching inside the 3.

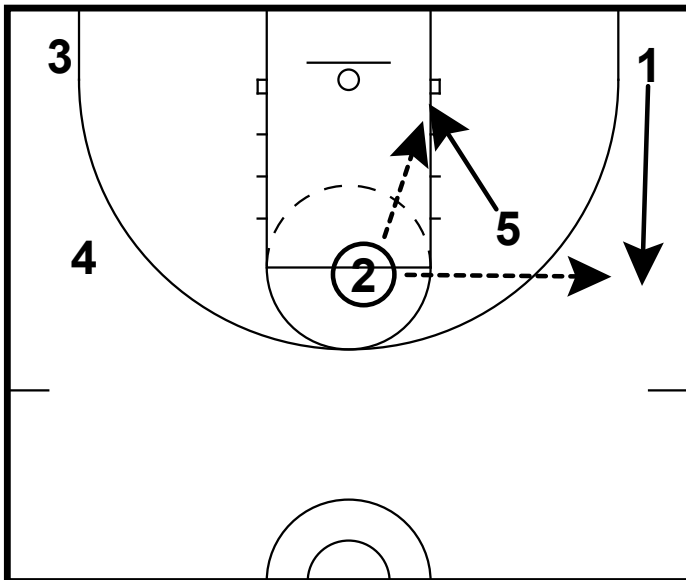
21 - Keep
21



The guard will fake the hand off and get a on ball screen from the center.

Option 1. Guard gets to the rim.

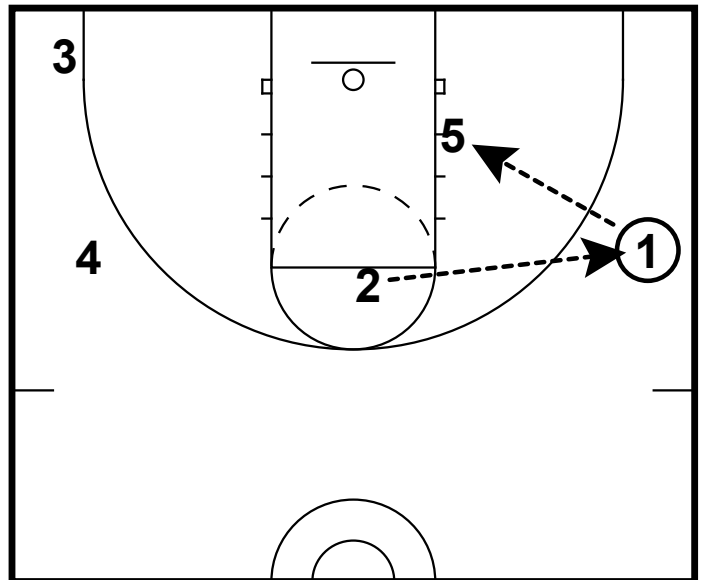
21 - Keep
21



Option 2 - Looks for the roll or the corner lifting for a shot.

if the lift doesn't have a shot we get into warrior with the roll sealing

21 - Keep
21



Once the ball enters post. Warrior action, split screen.

21 Series

21 - Keep

21 - Keep
21

