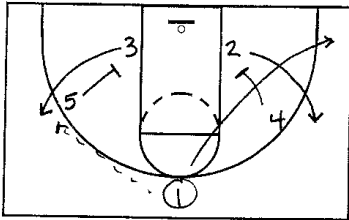


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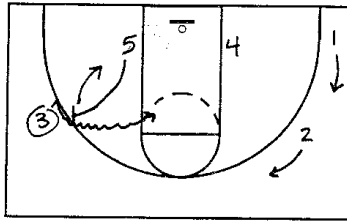


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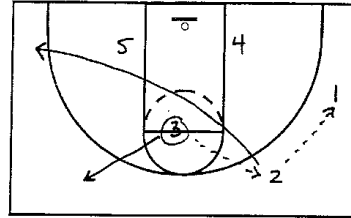
Notes

- Start with downscreens
- 1 can pass to either side
- 1 cuts to opposite corner



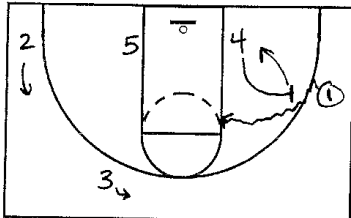
Notes

- 5 sets ball screen for 3 then rolls
  - sprint to ball screen
- 3 jab step to baseline then come off screen
- 2 and 1 shape up



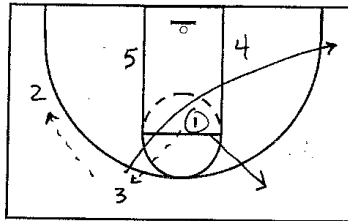
Notes

- 3 kicks to 2 if nothing open and replace himself
- 2 passes to wing and sprints thru to opp. corner

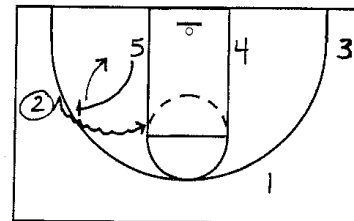


Notes

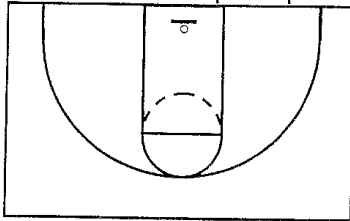
- \* Process starts over and will continue
- 4 (or big) sprints and sets ball screen then rolls
- 1 (or wing) will jab step to baseline and come off ball screen
- 2 and 3 shape up



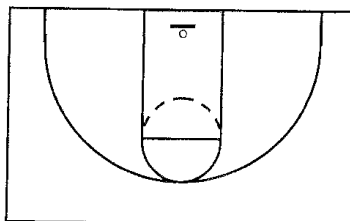
Notes



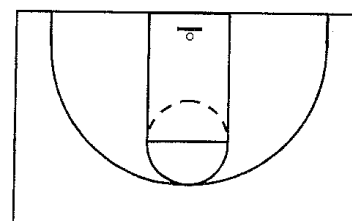
Notes



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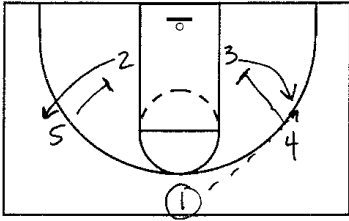


Notes

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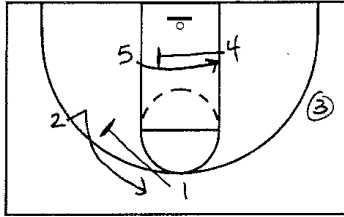
Screen Away



Notes

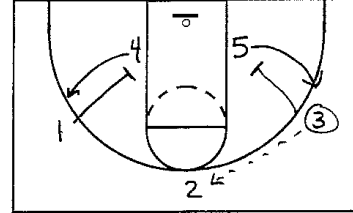
- start with downscreens
- 1 can pass to either side

\* After pass - Always screen away



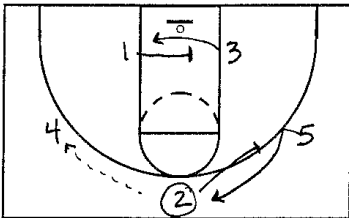
Notes

- 4 screens for 5
- 1 screens for 2



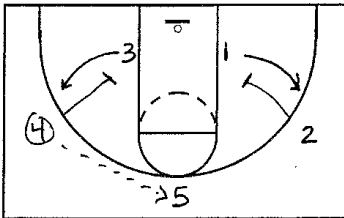
Notes

- \* if post not open, hit point
- when ball hits top, both sides downscreen

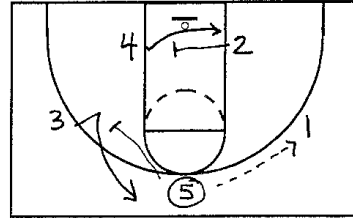


Notes

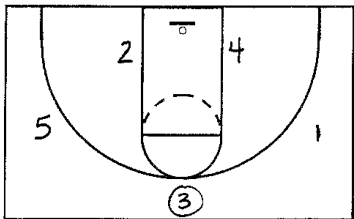
\* Start process over



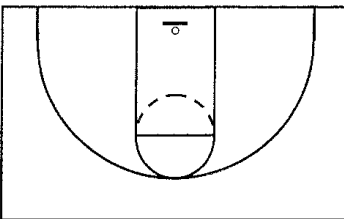
Notes



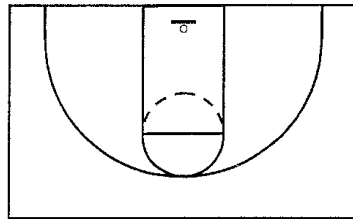
Notes



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