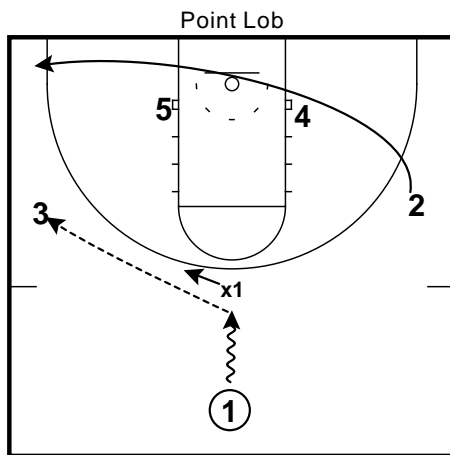
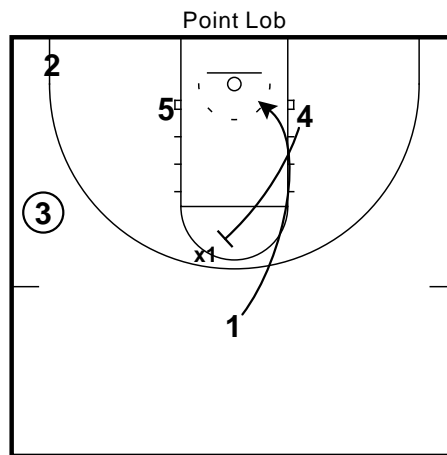


Quick Hitters



Gary Payton II (1) enters to the wing and 3 looks in to the hot hand Schaftenaar (5).

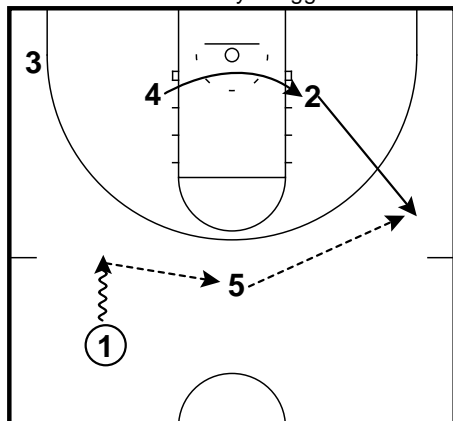
2 runs the baseline and clears out the weak side.



As soon as 2 clears, 4 sets the backscreen on x 1 as Payton II (1) cuts to the rim for the lob pass.

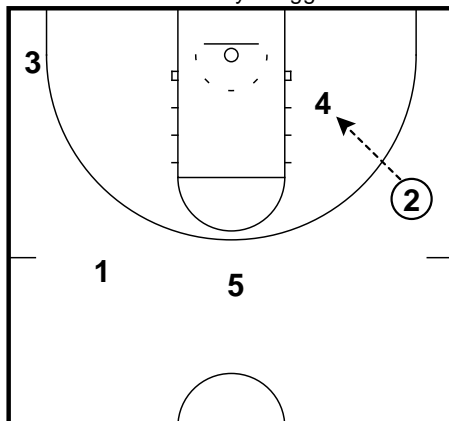
Quick Hitters

Post Decoy Stagger



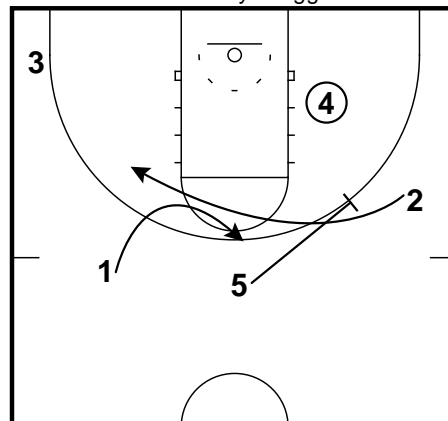
- 1 pass to 5.
- 2 cuts to wing.
- 5 pass to 2.
- 4 follows the ball.

Post Decoy Stagger



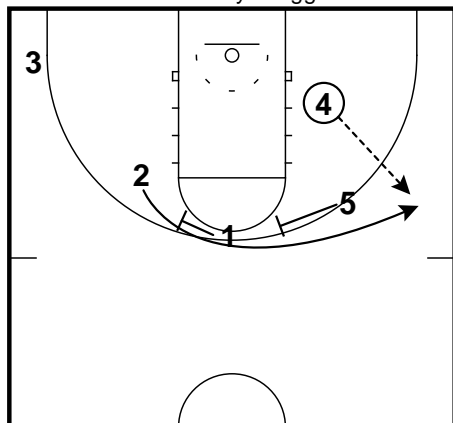
- 2 passes inside to 4.

Post Decoy Stagger



- 5 sets a screen for 2 (not trying to score off of this screen).
- 2 acts as if he is screening for 1 but cuts to elbow area at last second.

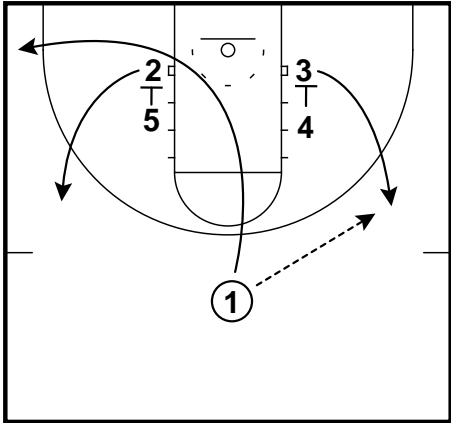
Post Decoy Stagger



- 1 & 5 set stagger screen for 2.

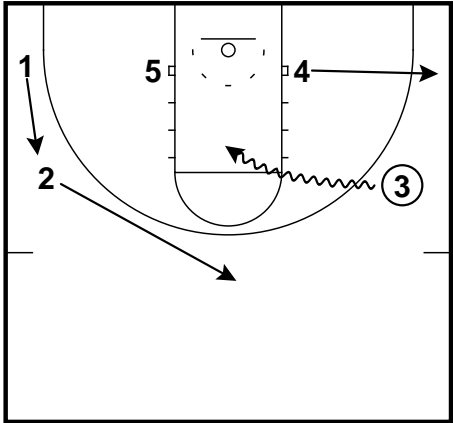
Quick Hitters

Princeton Bounce



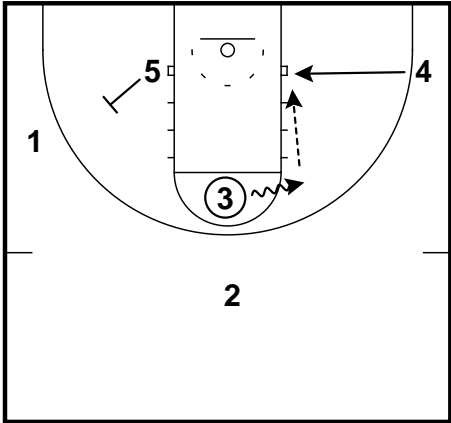
- 2 & 3 cut to wing off of 4 & 5
- 1 pass to 3
- 1 cuts through to opposite corner

Princeton Bounce



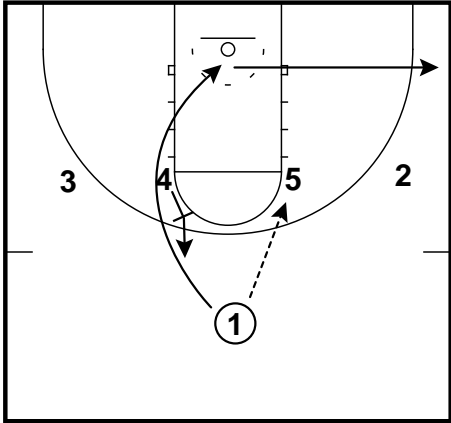
- 4 pops to corner
- 3 penetrates
- 1 & 2 fill up

Princeton Bounce



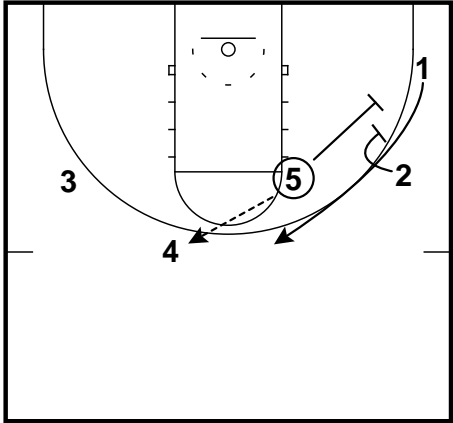
- 3 dribbles at 4
- 4 cuts backdoor
- 3 pass to 4

Rip Stagger Chicago



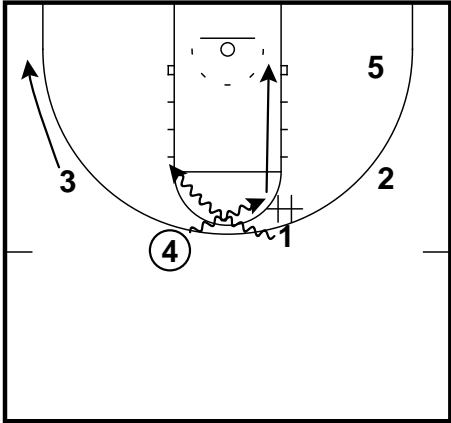
- 1 pass to 5
- 4/a back screen

Rip Stagger Chicago



- 5 pass to 4
- 5 and 2 stagger away for 1

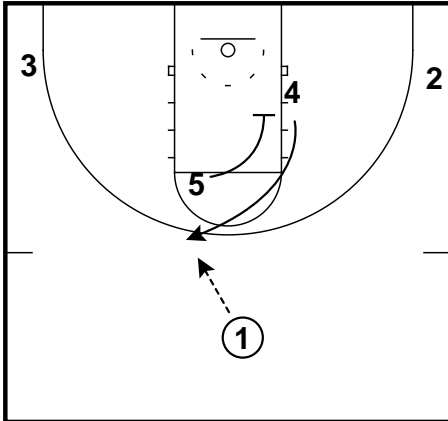
Rip Stagger Chicago



- 4/1 DHO
- 4 dive and 3 slide to corner

Quick Hitters

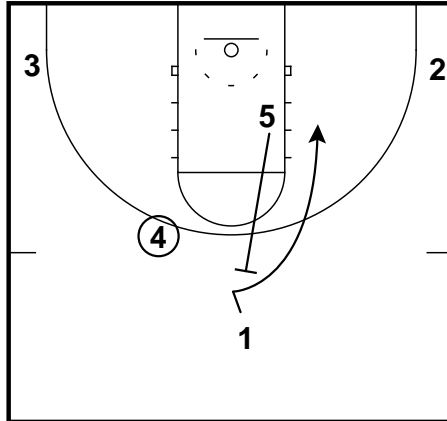
Shocker ATO Horns FLEX



5 downscreens for 4 who cuts to the high elbow

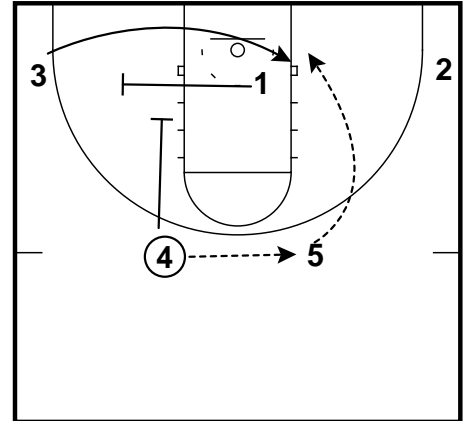
1 passes to 4

Shocker ATO Horns FLEX



On air time of the pass to 4, 5 cuts to elbow to build the HORNS set then backscreens for 1

Shocker ATO Horns FLEX

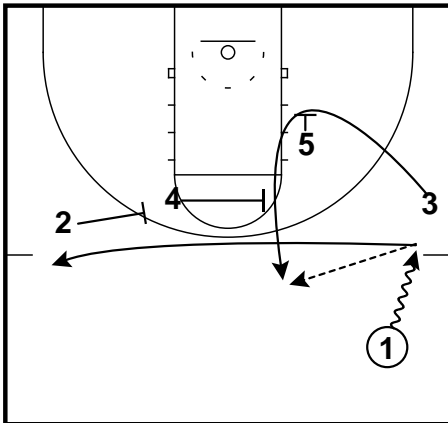


after the backscreen 5 steps out to make the catch from 4

1 flex screens for 3

4 downscreens for 1 (STS Flex)

Side Elevator

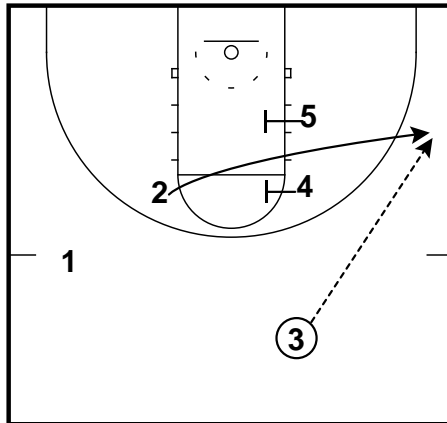


5 pins 3

1 hits 3

1 AI's off 2 and 4

Side Elevator

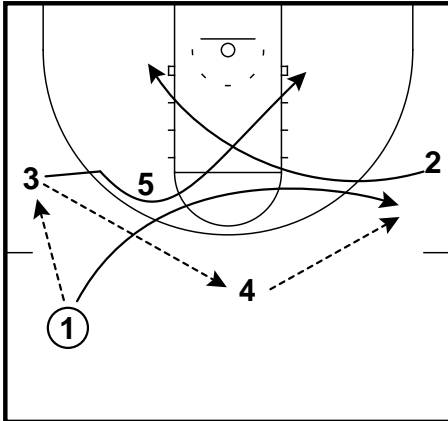


2 cuts through 4 and 5's screens

3 hits 2

Quick Hitters

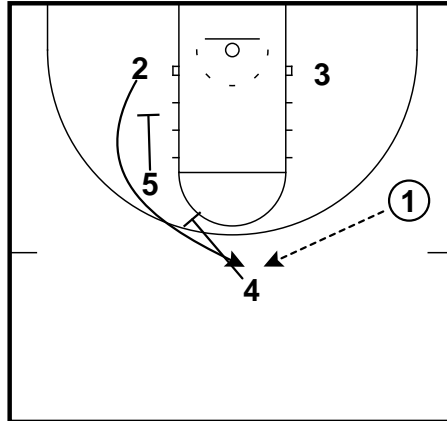
Slash



1 advances to 3 and shallow cuts to the opposite wing. As this takes place 3 swings to 4 and 2 cuts off the back of 1. Each of these are scoring cuts if open.

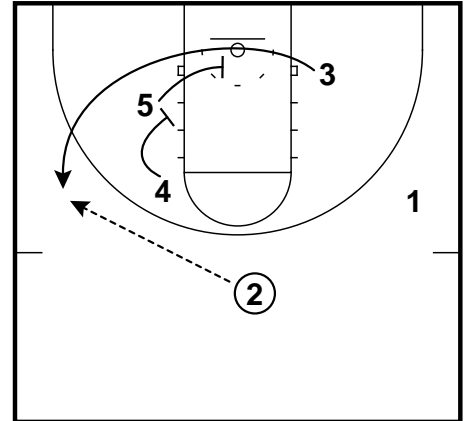
1's first look is 3 posting up.

Slash



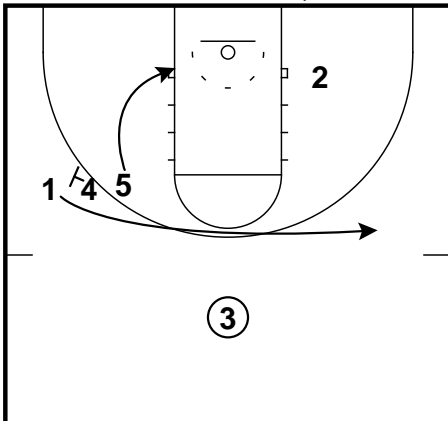
5 and 4 stagger for 2. 1 passes to 2.

Slash



If 2 doesn't have a shot 5 and 4 set another stagger for 3.

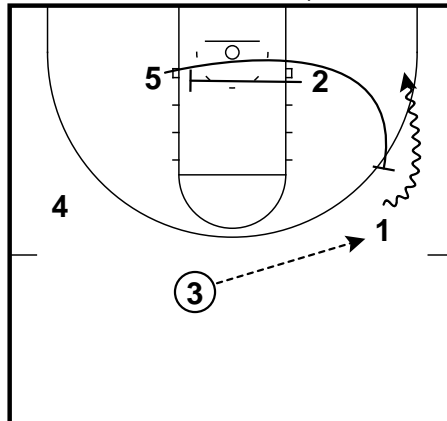
Slice Cross Step



4 sets rub screen for 1 who slice cuts to right wing

5 dives to block

Slice Cross Step



2 sets cross screen for 5

5 cuts into step up screen on right side of floor

1 catches pass on move from 3

1 uses step up screen from 5 and attacks rim