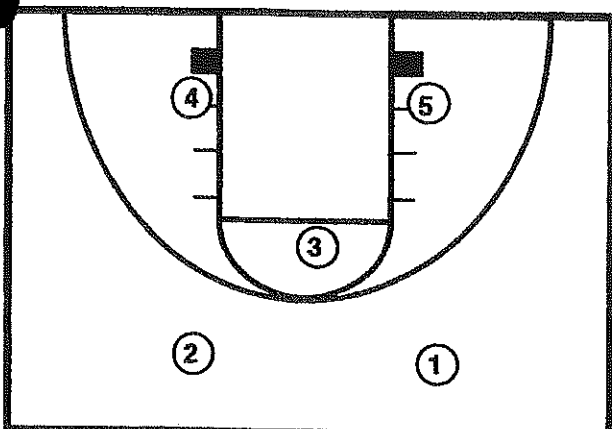
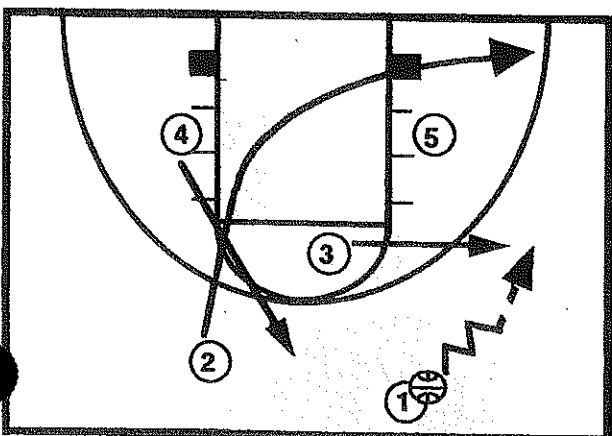


Go Offense



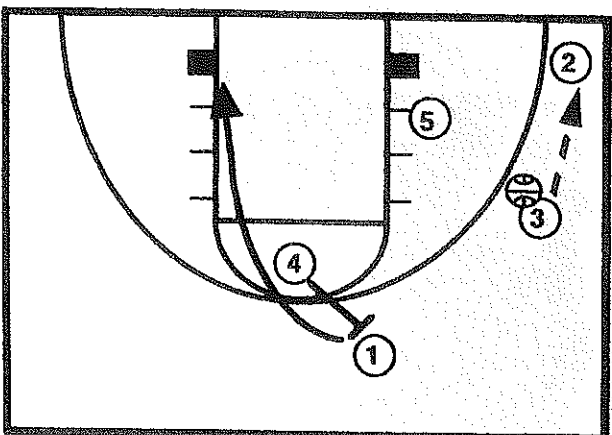
I. 3 Basic Options:

- 1) Pass to the corner
- 2) Shuffle cut
- 3) Guard keep



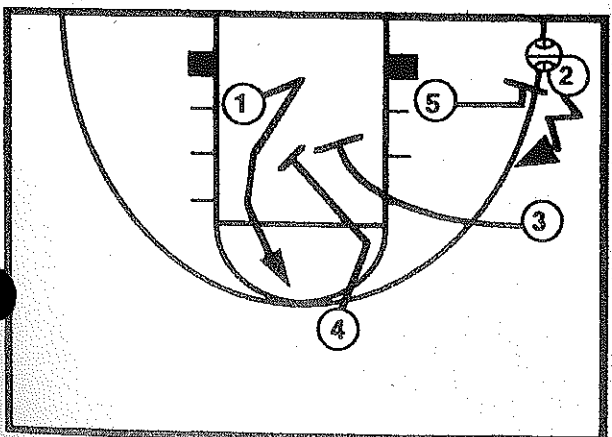
1. Pass to Corner Options:

- 1 shows direction
- 2 goes ball side corner as fast as she can
- 3 breaks out free line extended
- 4 breaks to top of key
- (this all takes place together)
- 1 hits 3 at wing



Options: 3 looks for ...

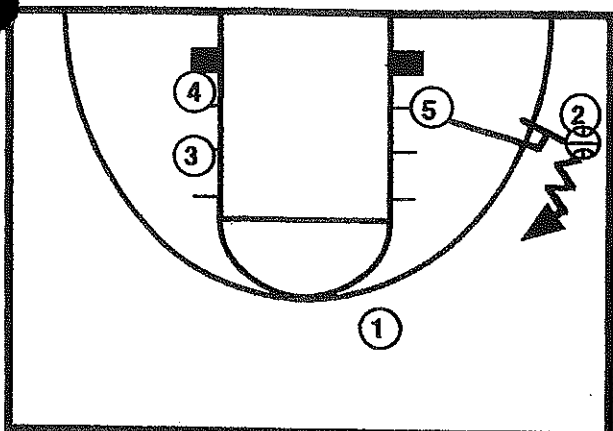
- (1) lob pass to guard (2 to 1)



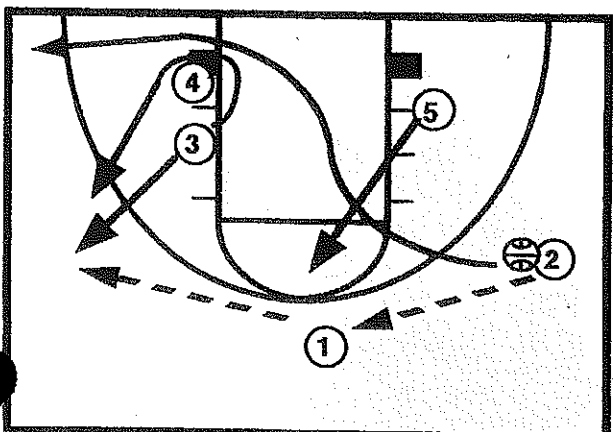
(2) 3 passes to 2 in corner

- 4, 3 set dribble pick for 1
- 1 sets man up by putting head in basket
- 5 sets pick for 2

Go Offense

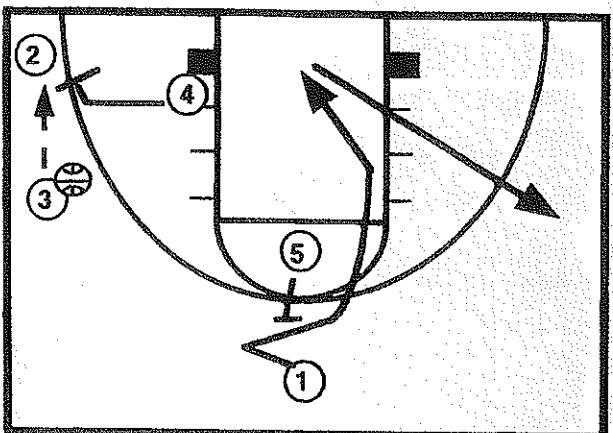


- 5 screens for 2
- look for 1 at free throw line or 3 point line area
- 2 looks for 1 first then 2 looks for 5 rolling



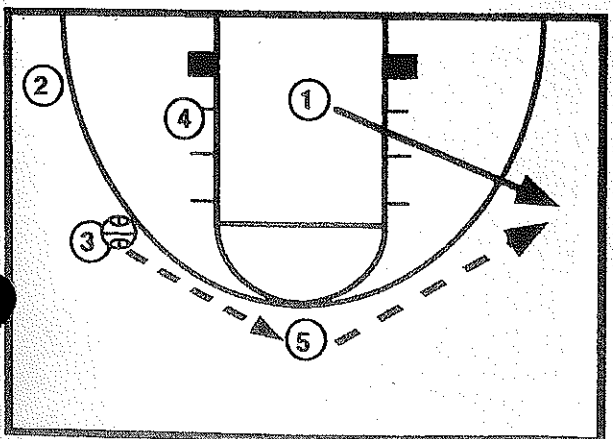
Continuity: Pass to Corner

- 1 passes to 3 at wing
- 2 goes to corner ball side
- 5 cuts to top of key



1. Look for lob from 3 to 1

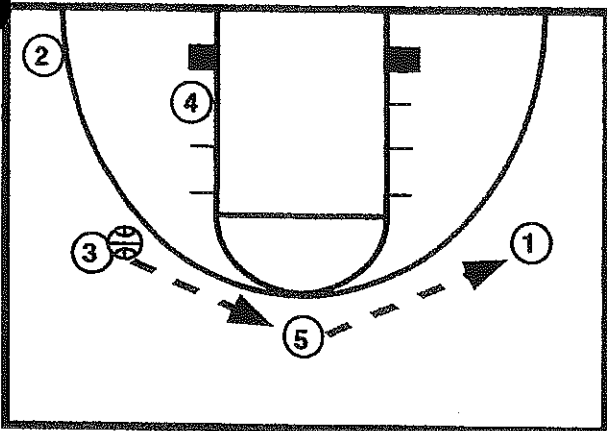
- if 3 hits 2 in corner, then 5 screens for 1
- 4 steps out, screens and roll for 2



2. Pass To Top of Floor (ball not passed to corner)

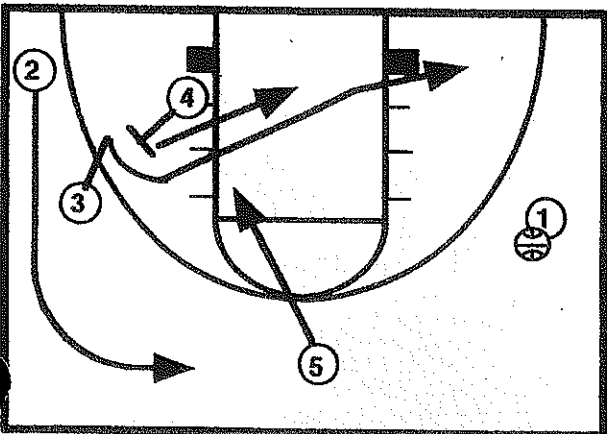
- 3 hits 5 at top of floor then quickly reverses to 1

Go Offense

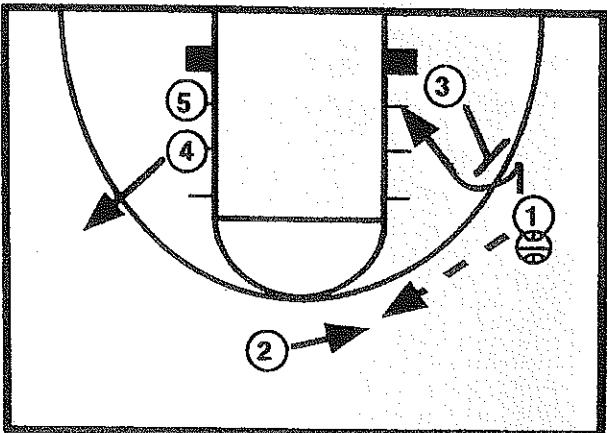


Shuffle Cut Action:

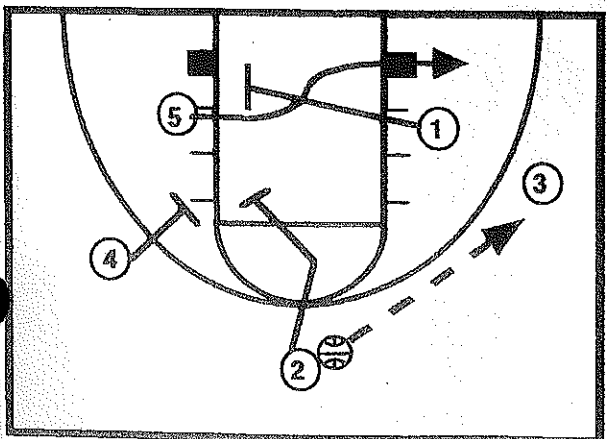
- on quick reversal pass to 1



- 4 steps out and pivots and sets back pick for 3 in a shuffle cut
- number 4 flashes (after back screen) to ball
- 5 goes to rebound
- 2 gives defensive balance (if shuffle not open)

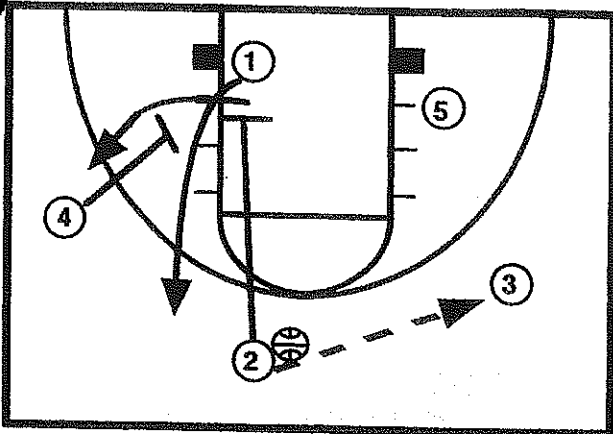


- 1 reverses ball to 2
- 3 sets back pick for 1



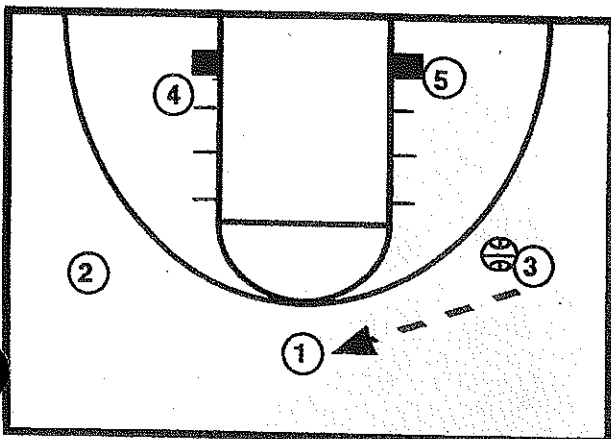
- 3 steps out for reversal pass for 2
- 1 goes low post and picks for 5

Go Offense

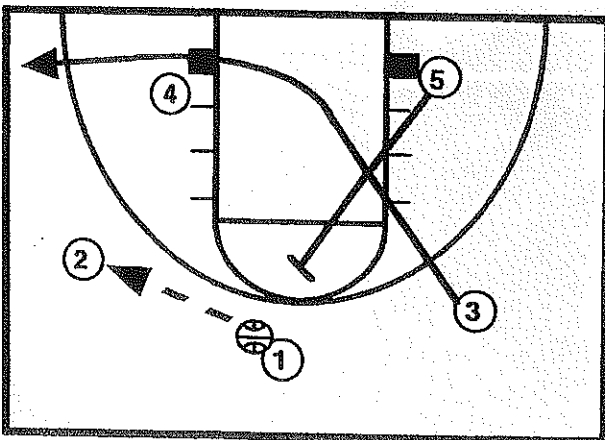


On pass to 3:

- 2 screens for 1 @ block and 4 screens for 2

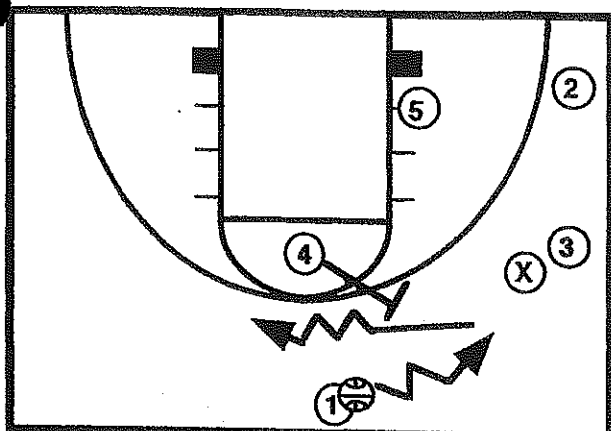


- 3 reverses to 1 who quickly looks for reversal to 2



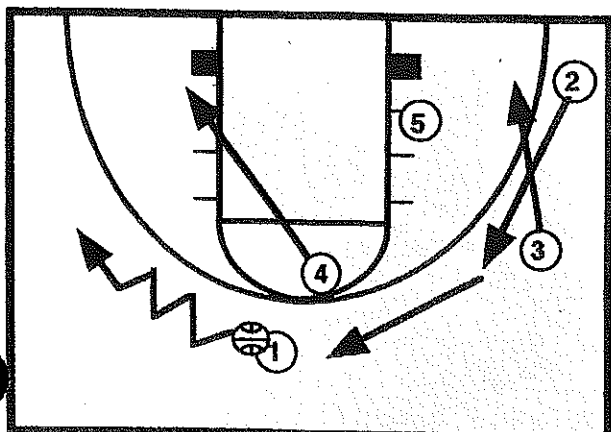
- 3 cuts to the corner for corner option
- 5 steps up to back pick for 1
- If 2 passes to 3 in corner, run corner option
- If 2 reverses to 5 at top of floor, 5 to 1; run shuffle cut

Go Offense

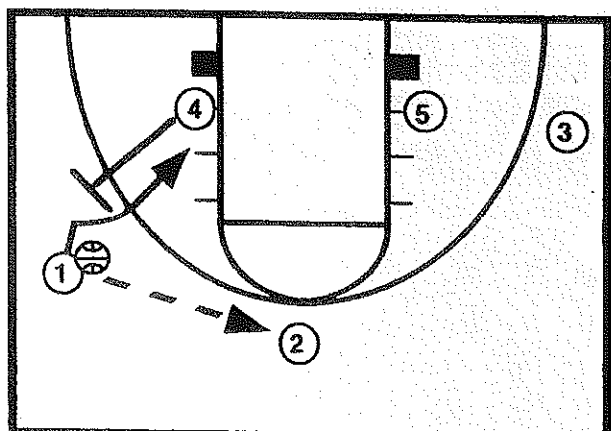


Special "Guard Keep"

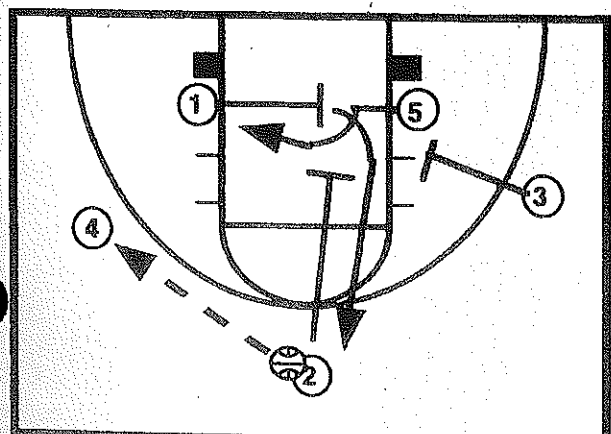
- 1 shows direction (3 is over played)
- 4 comes to top of key
- 1 reverses ball via dribble



- 1 comes tight off screen then widens out with dribble; 4 rolls to post up area
- 2, 3 interchange on opposite side
- 2 cuts hard to top of key

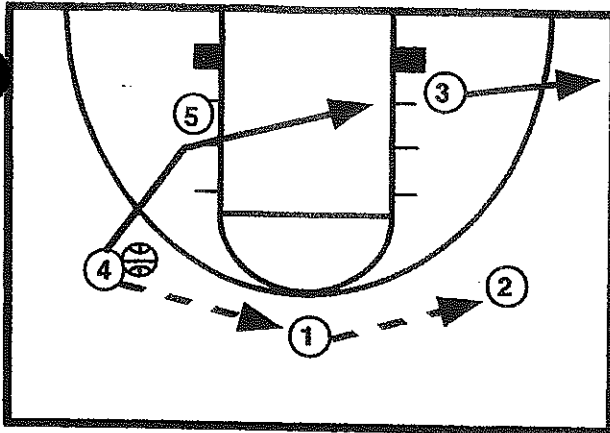


- 1 reverses ball to 2
- on pass from 1 to 2, 4 back screens for 1



- 4 looks for 5 on block
- 2 screens for 1
- 3 screens for 2

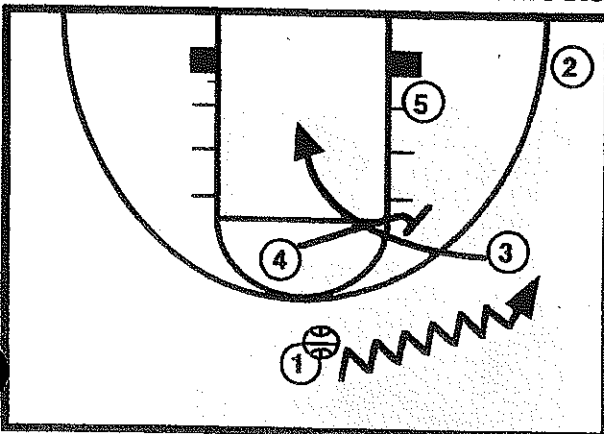
Go Offense



On pass from 4 to 1, 1 reverses to 2

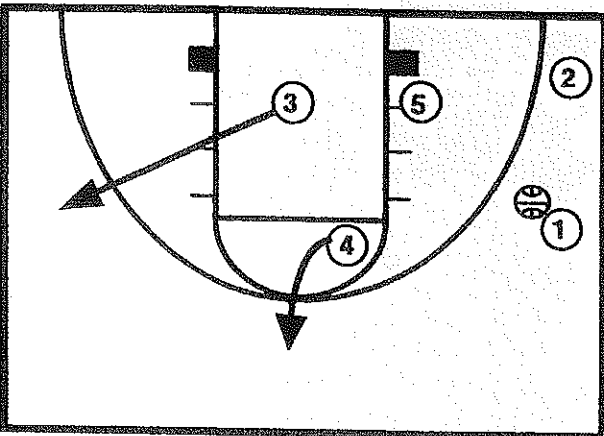
- 3 steps out to corner
- 4 cuts off 5
- 5 steps up for lob and run corner option

Pressure Release Options

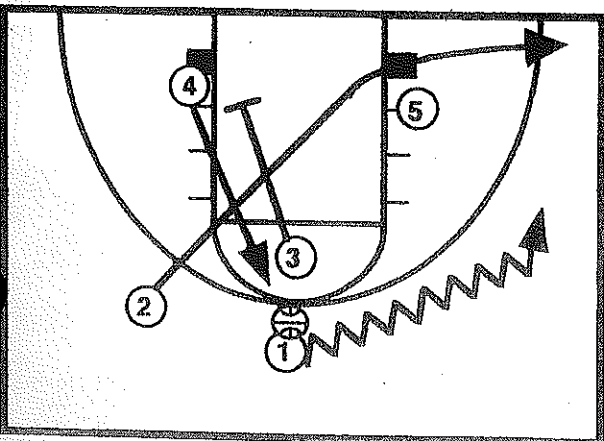


Option #1

- 1 dribbles to 3
- 3 comes off 4's pick looking for lob (4's screen must be @ elbow area for this to work)
- 3 will take the place of 1 in the continuity of this offense



- If 1 hits 2 in corner, (1) (4) double for 3
- If 1 passes to 4 at top of floor - run shuffle cut option

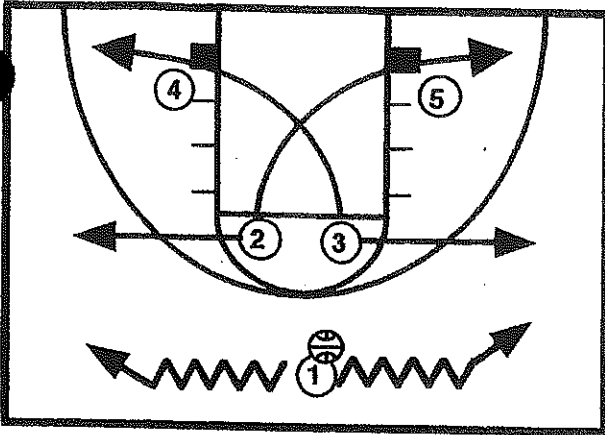


Option #2

- 1 shows direction, 2 goes to corner
- 3 screens down for 4
- 4 steps to top of key:
 - 1 may hit 2 for corner option
 - 1 may hit 4 @ top for shuffle option

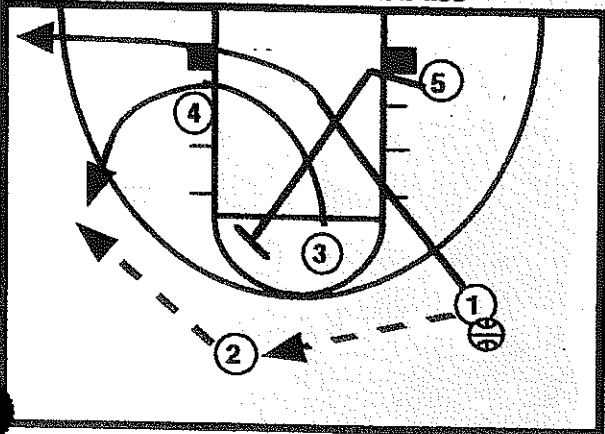
Go Offense

One Guard Front



- 1 shows direction
- 2, 3 read which way; 2, 3 roles are interchangeable
- Same options as before

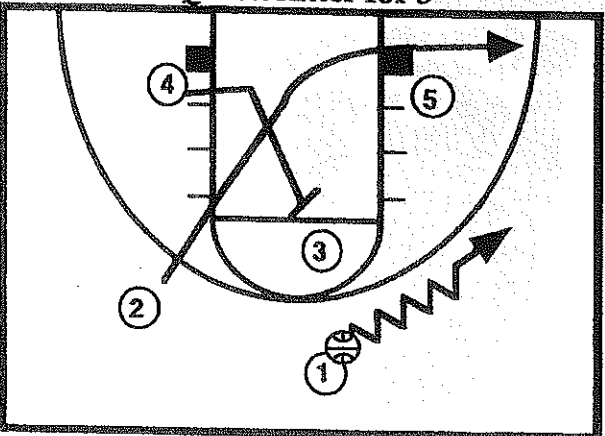
Guard to Guard Pass



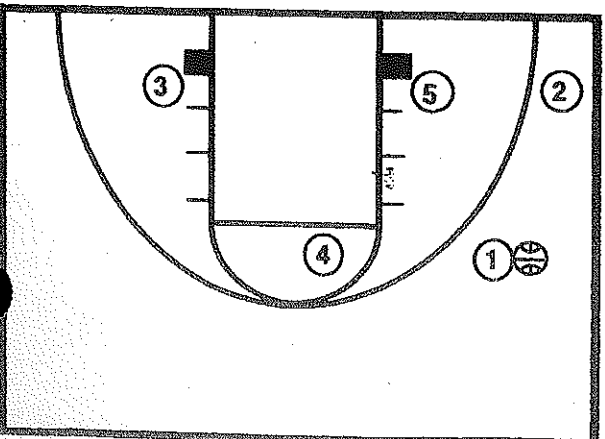
- 1, 2 changes roles
- 4, 5 change roles
- 3 must read what way to go

Same continuity and options as before

Quick hitter for 3



- 1 shows direction
- 4 sets back pick for quick hitter lob to 3



If no lob, continuity as before

- If 1 to 2, corner option
- If 1 to 4, then shuffle option