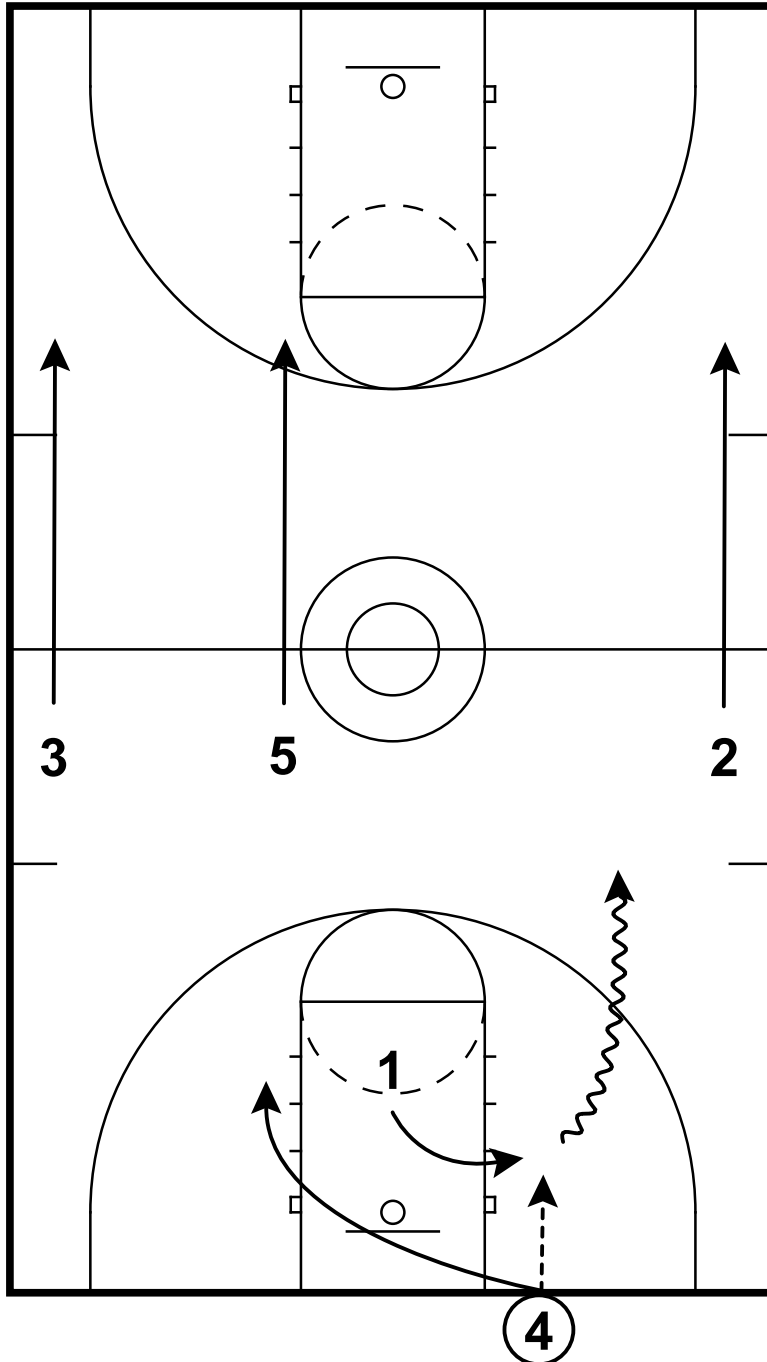


Secondary Breaks

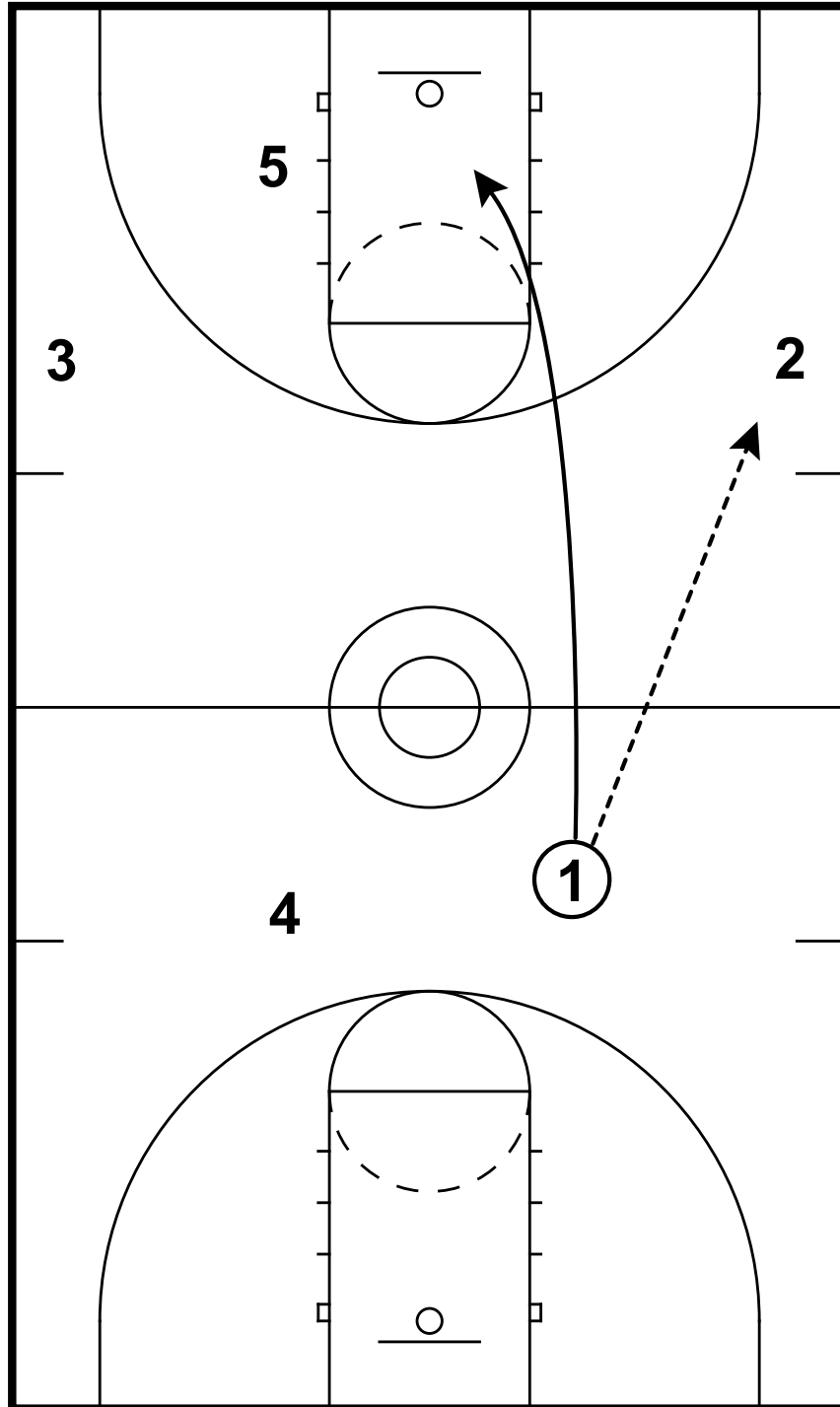
Quick



- 4 inbounds the ball outside the lane line in 2 seconds or less (2-second outlet).
- 1 is the outlet and loops to get open (aka Jailbreak). Looping puts him in motion and positions his back to the sideline.
- 2 and 3 are long cutters (get ahead and get wide).
- 5 runs the rim (opposite lane line of the ball).

Secondary Breaks

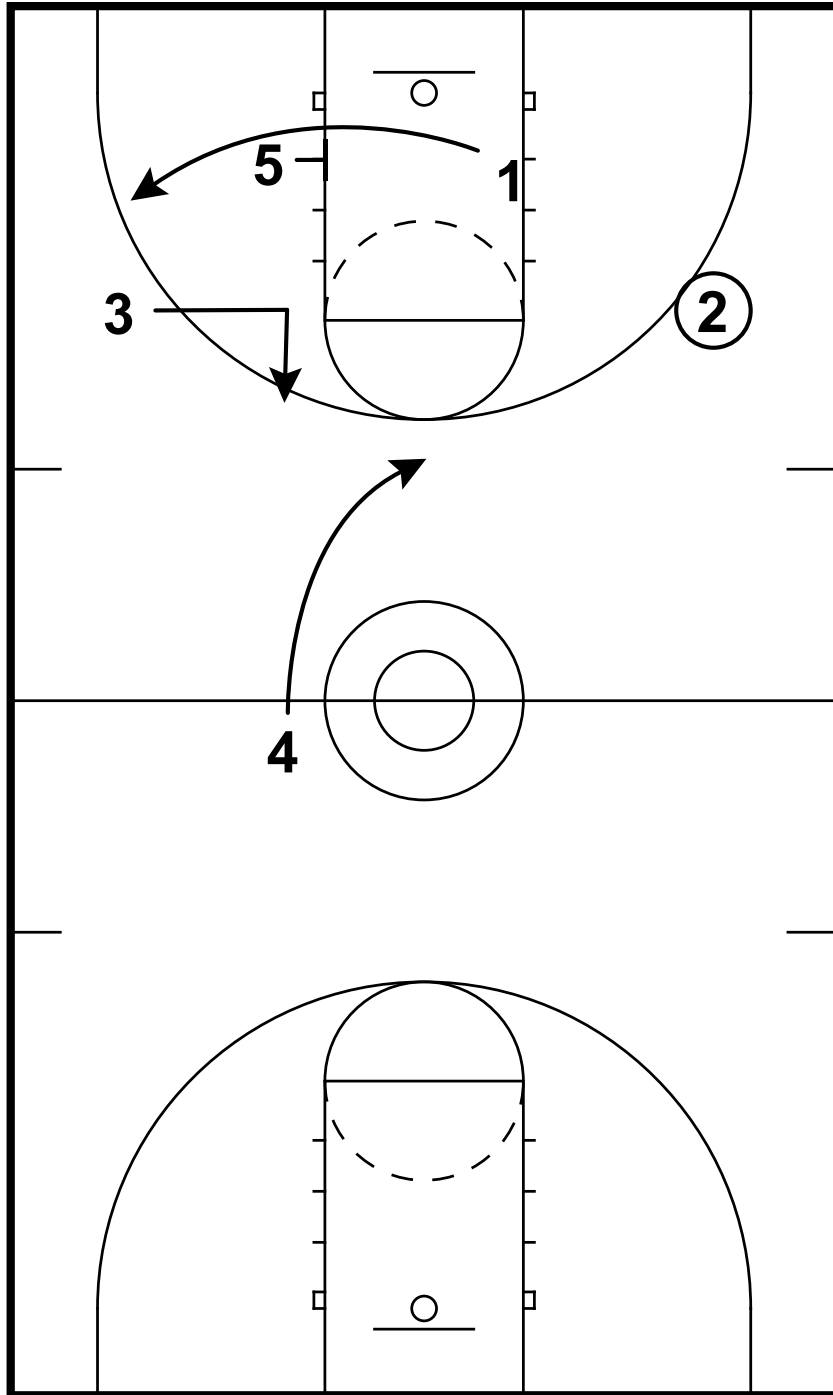
Quick



1 passes ahead to 2 and basket cuts. The basket cut (give & go) is our primary motion cut!

Secondary Breaks

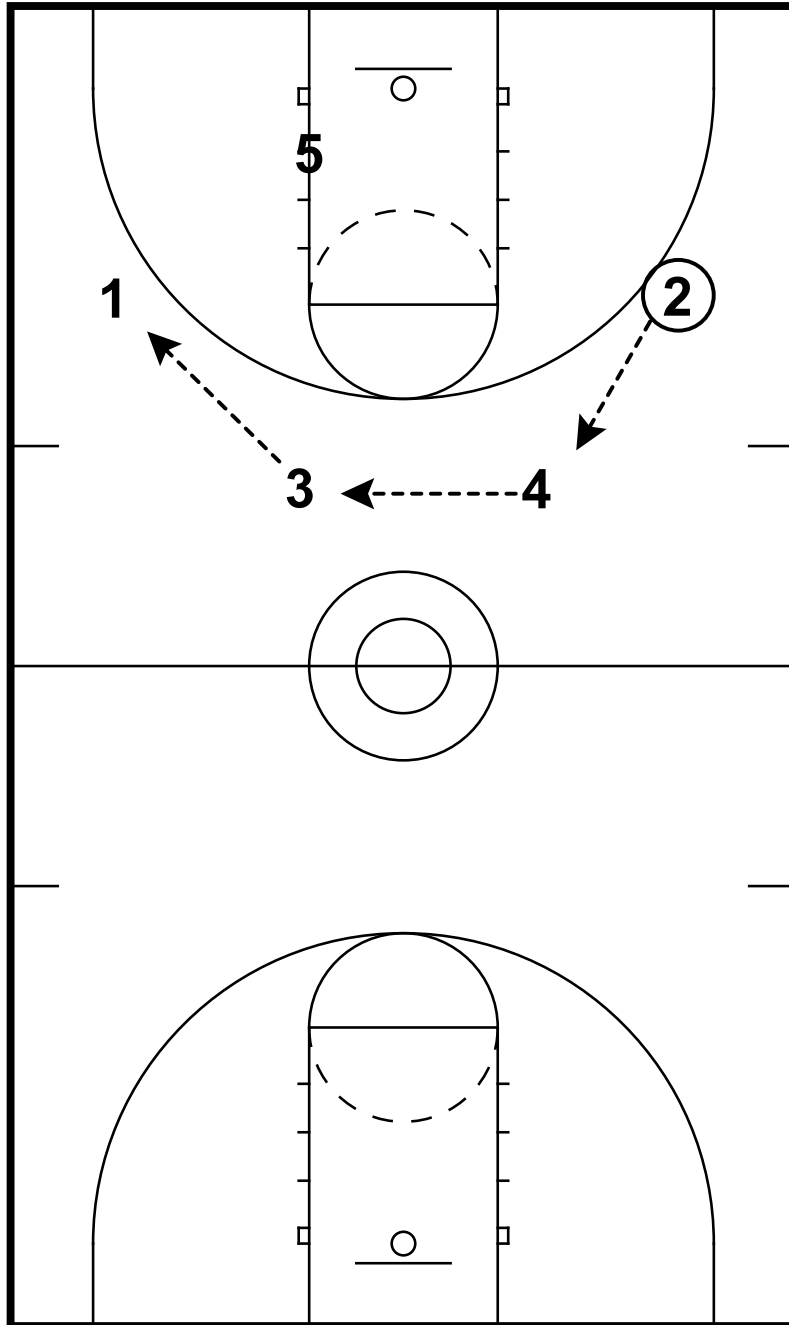
Quick



5 screens for 1 if 2 does not pass to him.
Meanwhile, 4 and then 3 fill the vacant motion spots.

Secondary Breaks

Quick



Changing the ball from the 1st side to the 2nd side is vital! Turn the double-play:

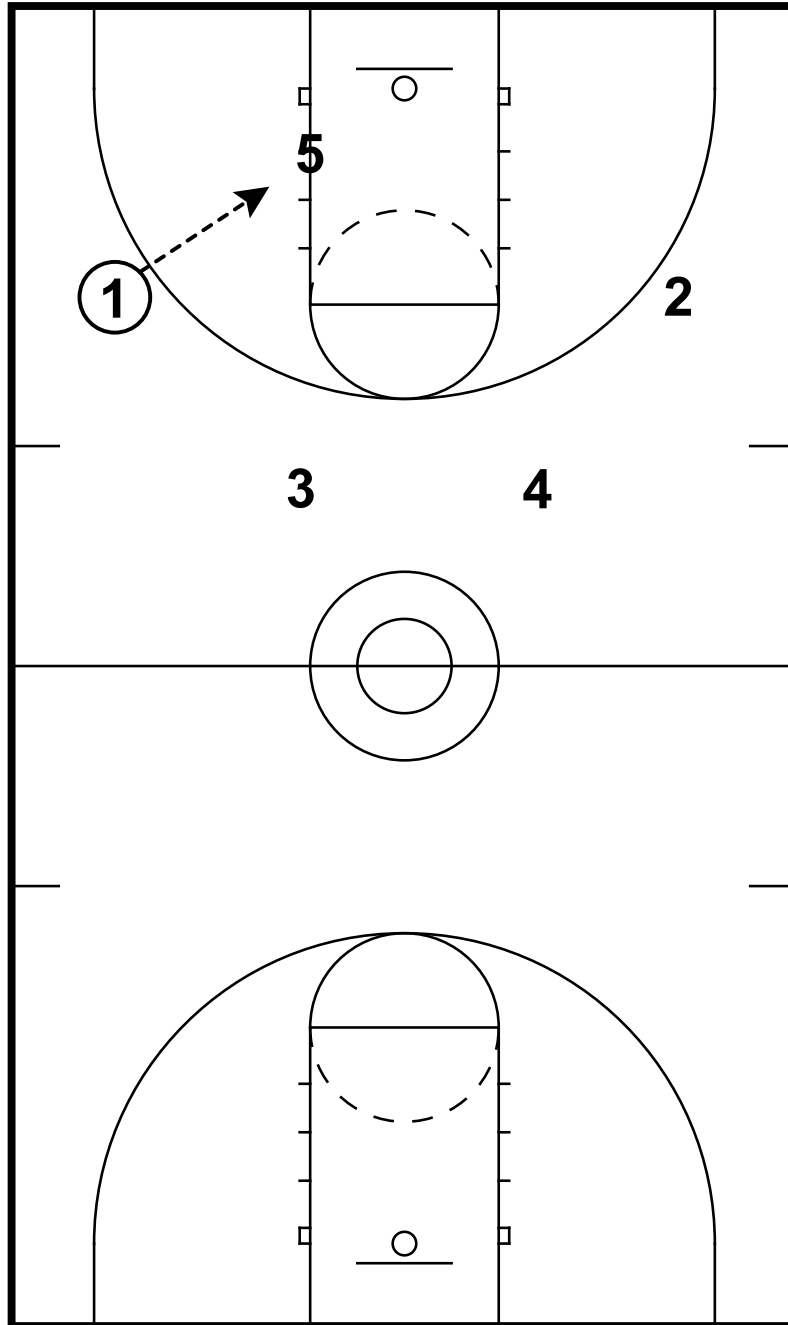
2 passes to 4.

4 passes to 3.

3 passes to 1.

Secondary Breaks

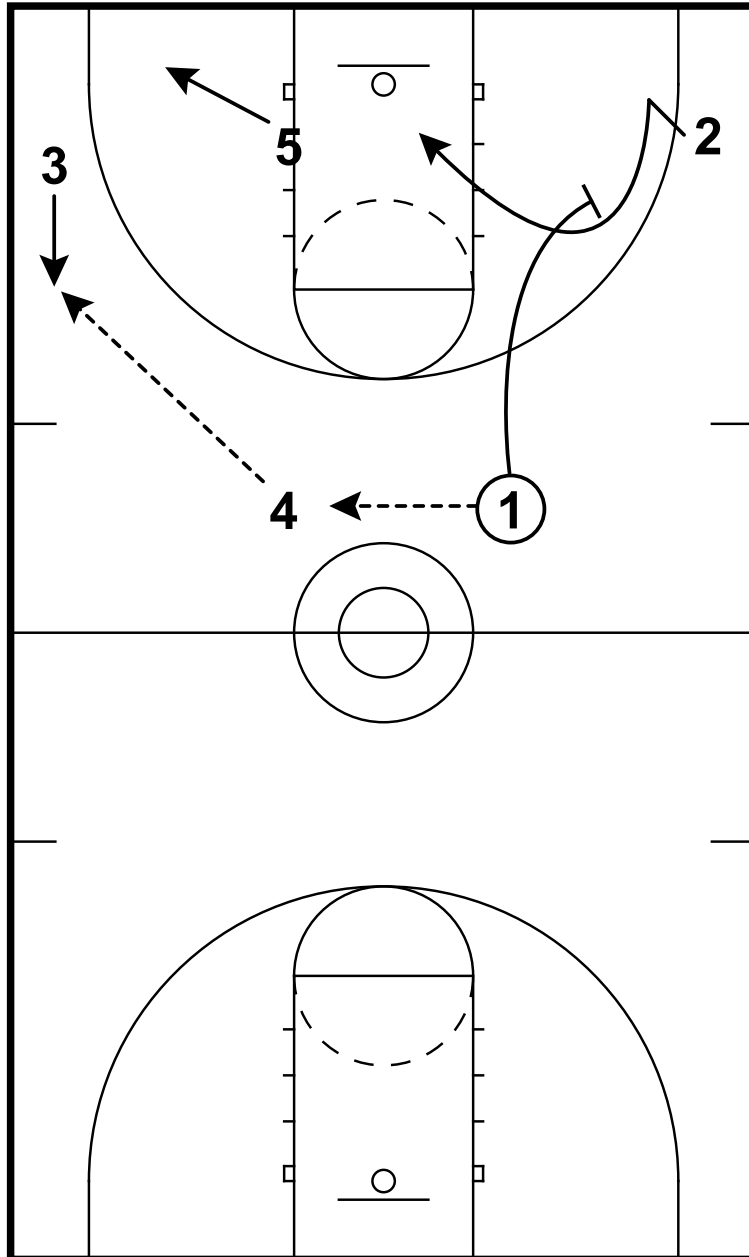
Quick



- 5 establishes Doleac position.
- 1 feeds the post (5) if open.
- 2 flare screens for 4.
- 3 screens for 2 (screen the screener).

Secondary Breaks

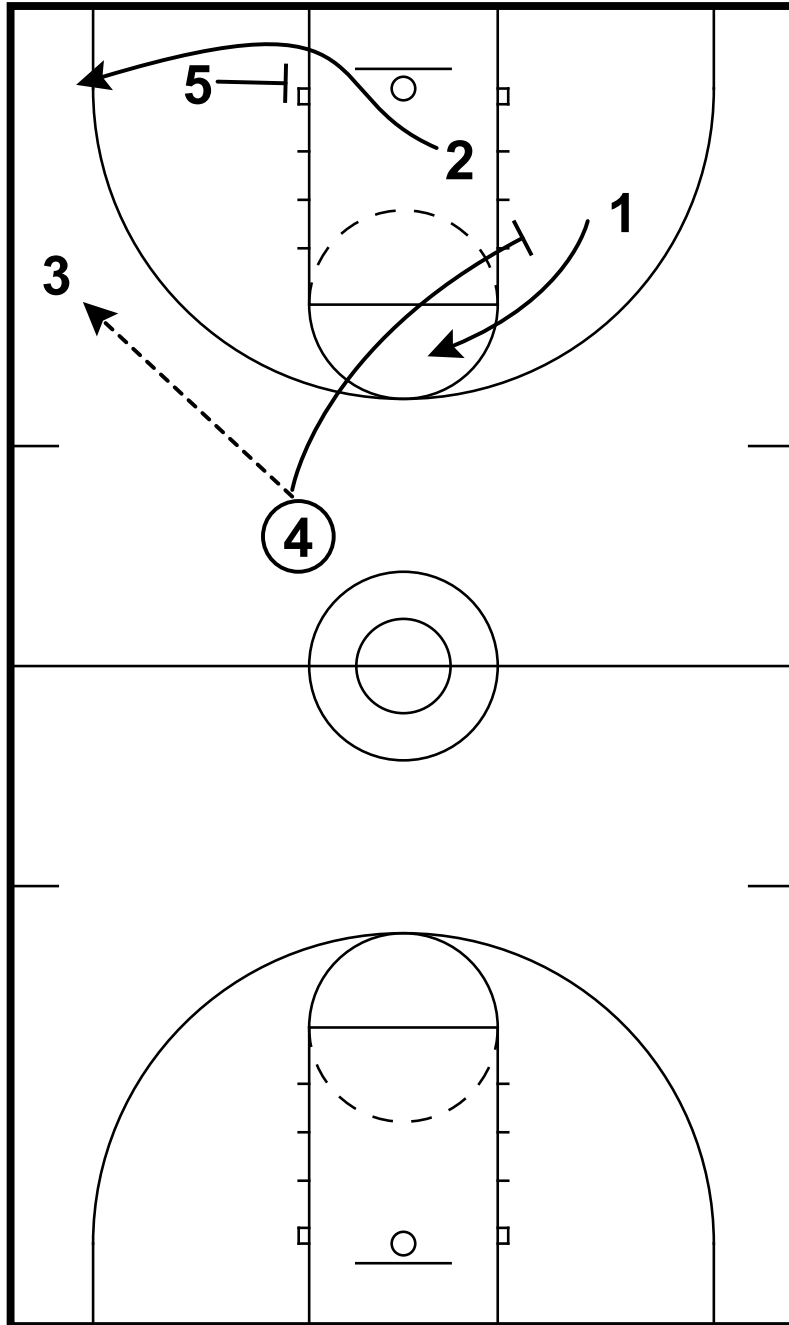
Staggers



- 2 and 3 great spacing.
- 5 on the landmark (rim runner).
- 1 favored a side and 4 trailed.
- 1 changes the ball to 4.
- 5 GO-GO and 1 sets a wide pin down.
- 2 tight curls.

Secondary Breaks

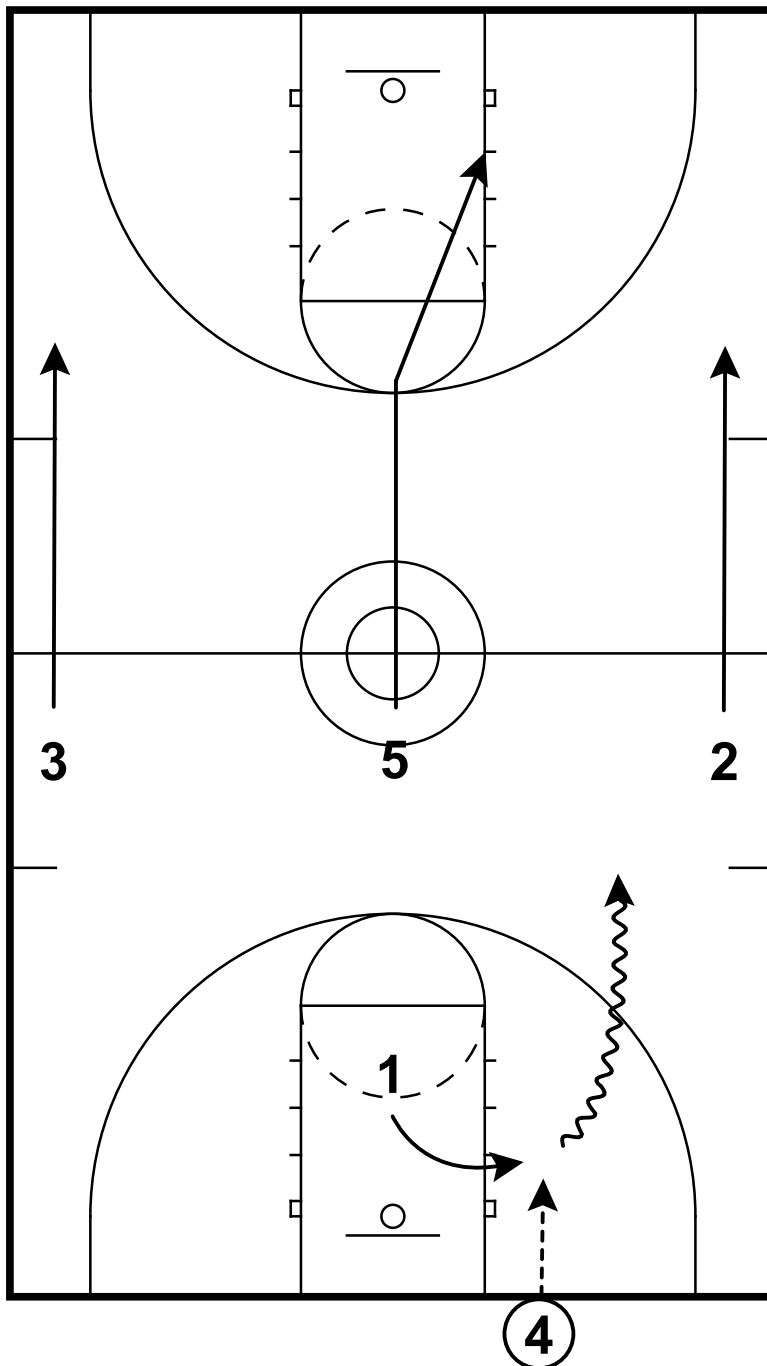
Staggers



- 4 passes to 3.
- 3 passes to 2 (if open).
- 4 screens for the screener.
- 5 screens for 2.

Secondary Breaks

Away



4 inbounds the ball outside the lane line in 2 seconds or less (2-second outlet).

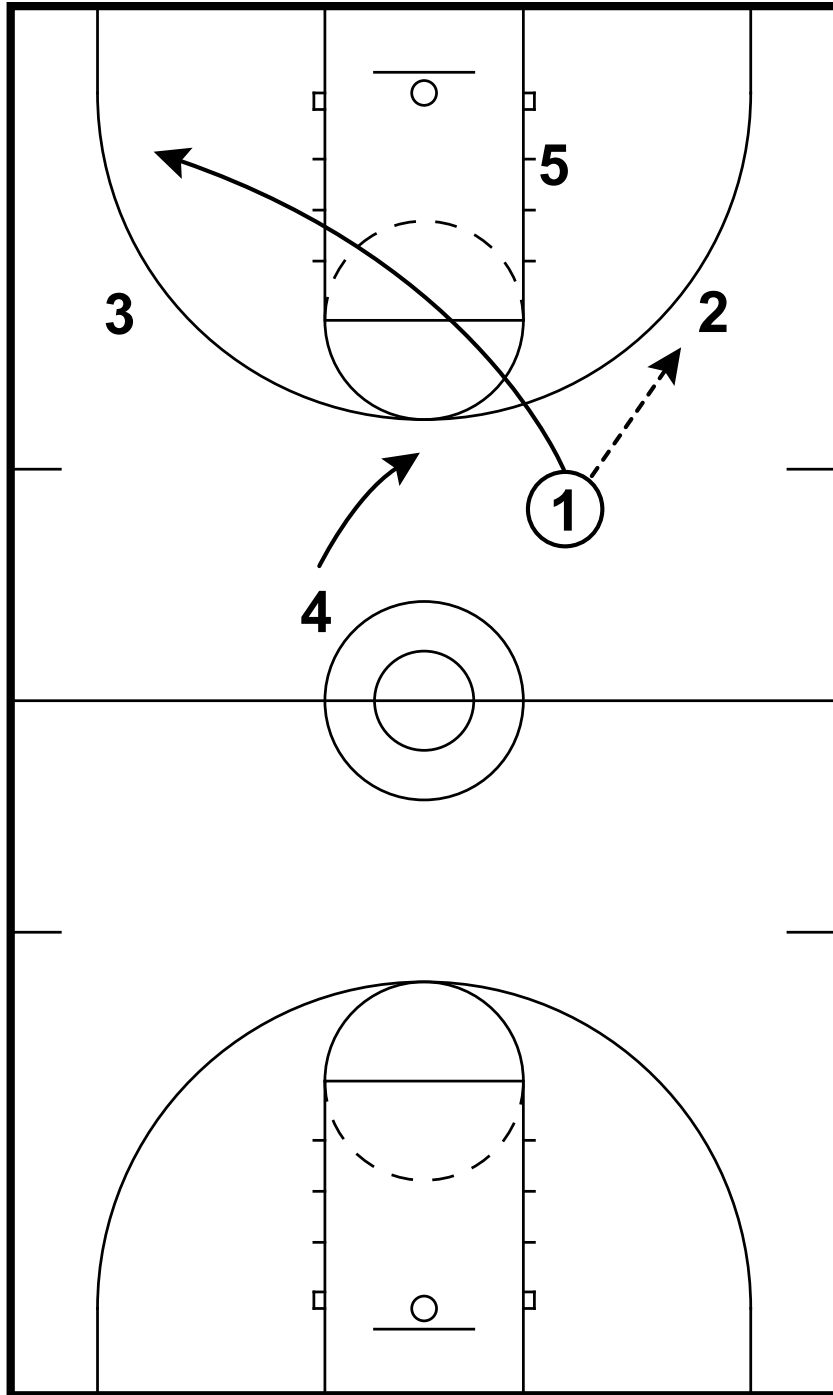
1 is the outlet and loops to get open (aka Jailbreak). Looping puts him in motion and positions his back to the sideline.

2 and 3 are long cutters (get ahead and get wide).

5 runs the rim and then diagonal cuts to the ball side.

Secondary Breaks

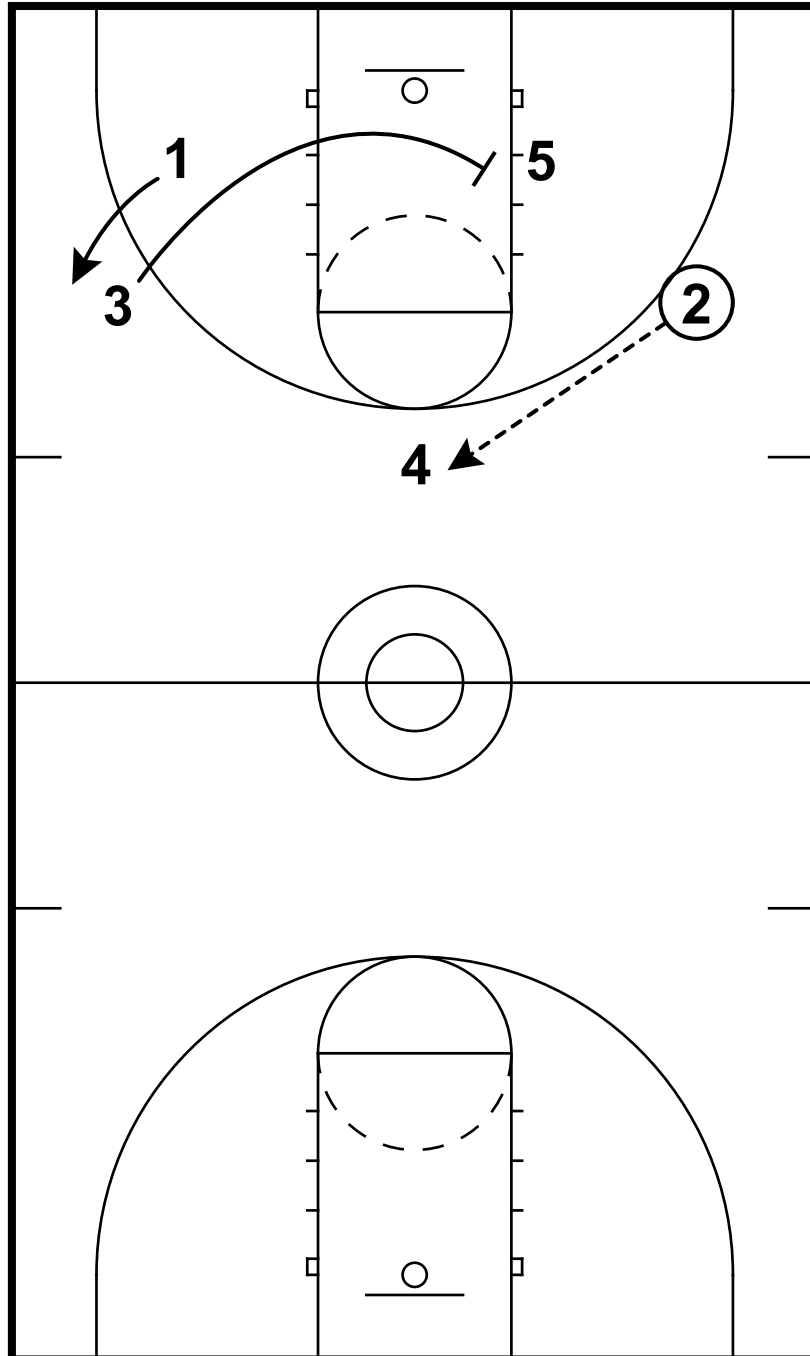
Away



1 passes to 2 and goes away.
4 fills the top.

Secondary Breaks

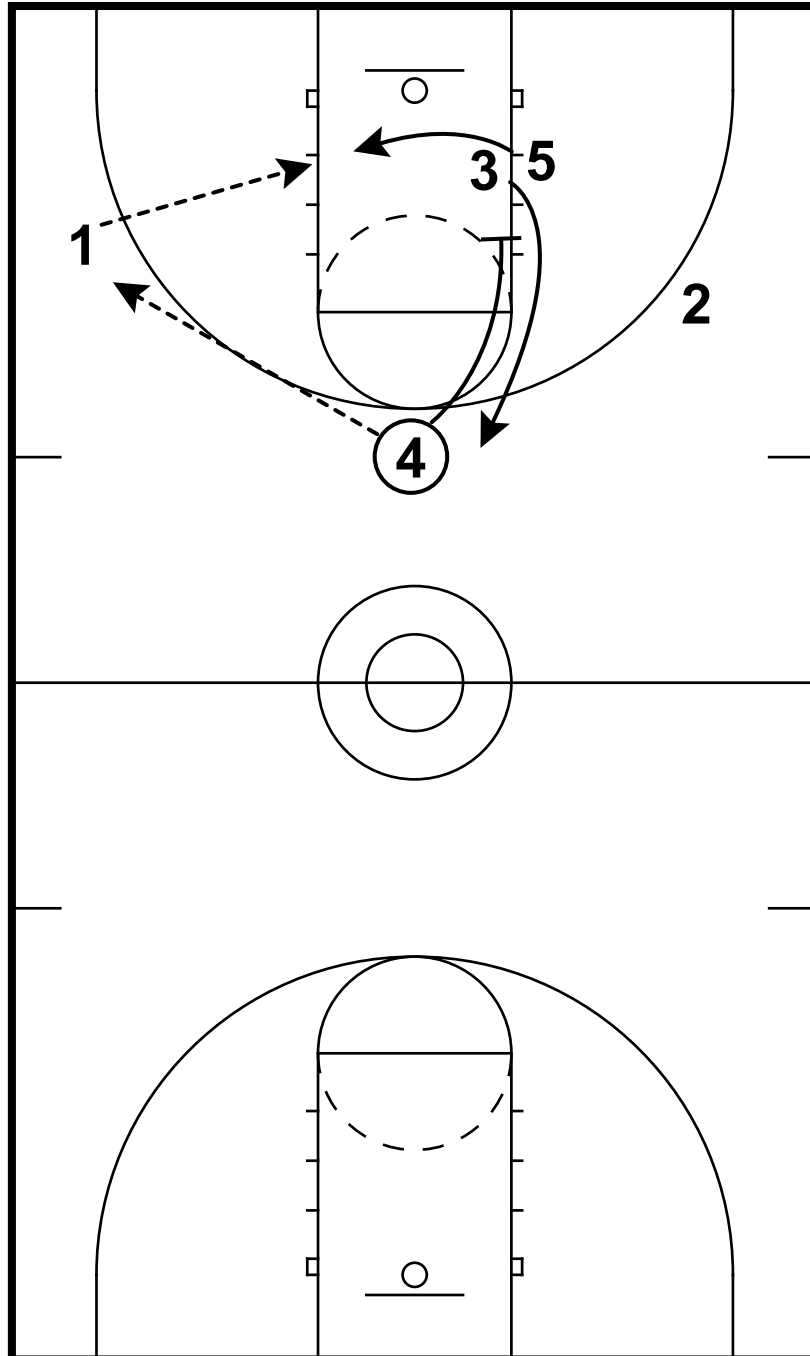
Away



- 2 passes to 4.
- 3 Carolina screens for 5.
- 1 fills up.

Secondary Breaks

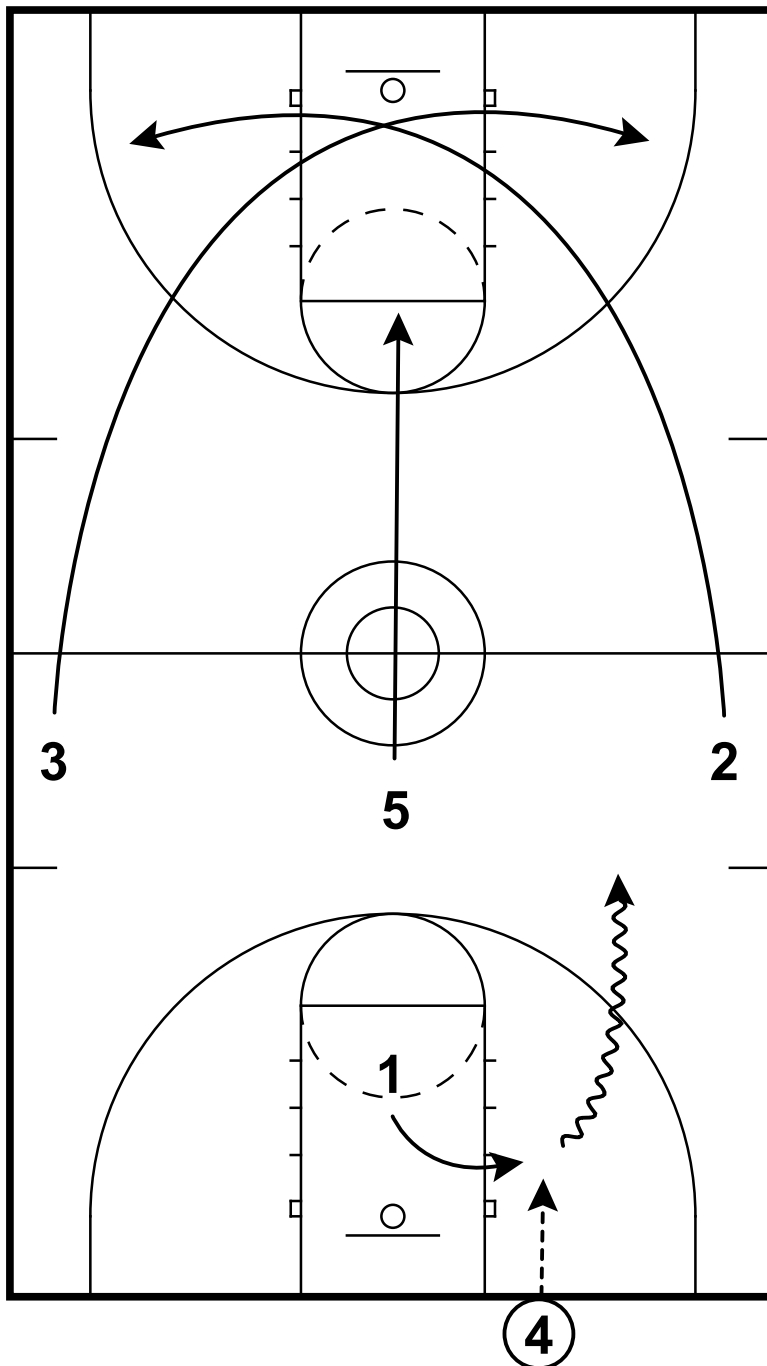
Away



- 4 passes to 1.
- 1 passes 5 (or 3).
- 4 pins down for 3.

Secondary Breaks

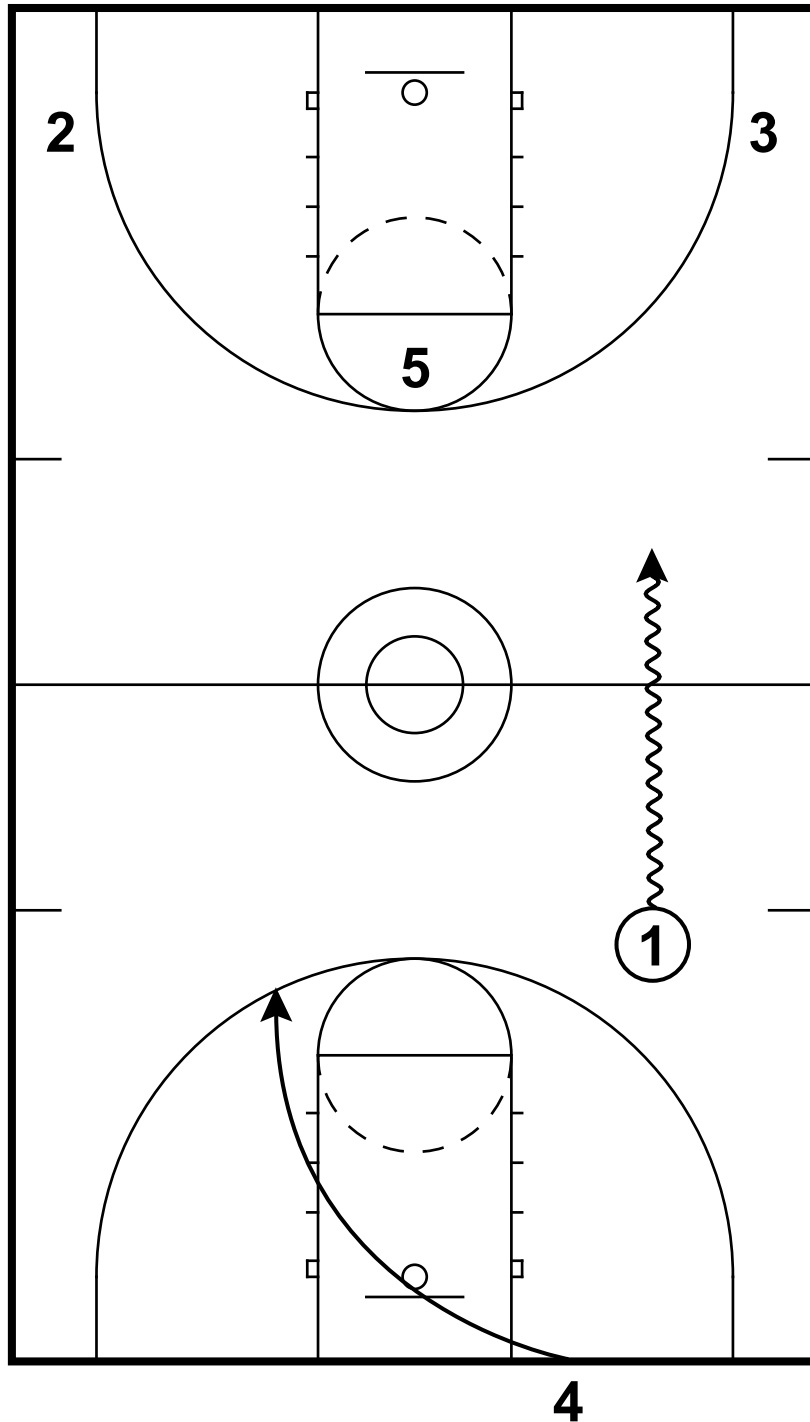
Change Sides



- 4 inbounds the ball outside the lane line in 2 seconds or less (2-second outlet).
- 1 is the outlet and loops to get open (aka Jailbreak). Looping puts him in motion and positions his back to the sideline.
- 2 and 3 (long cutters) must get ahead, stay wide and, if time warrants, change sides.
- 5 runs the rim.

Secondary Breaks

Change Sides



5 (rim runner) reads the ball and makes certain the lane to the rim is left open for 1 (or 2 if ball is passed ahead).

4 steps in and stays just below the line of the ball just in case pressure presents itself.