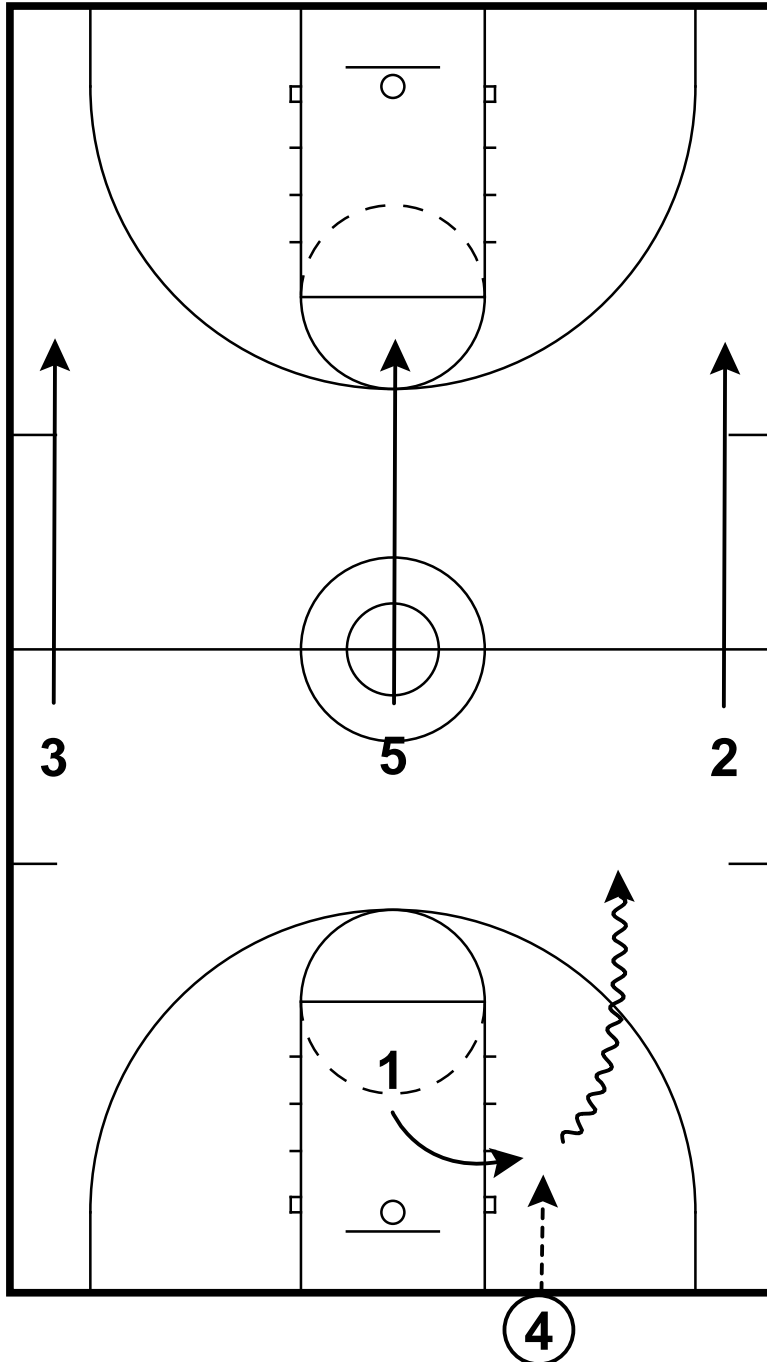


Fastbreak

Primary Break

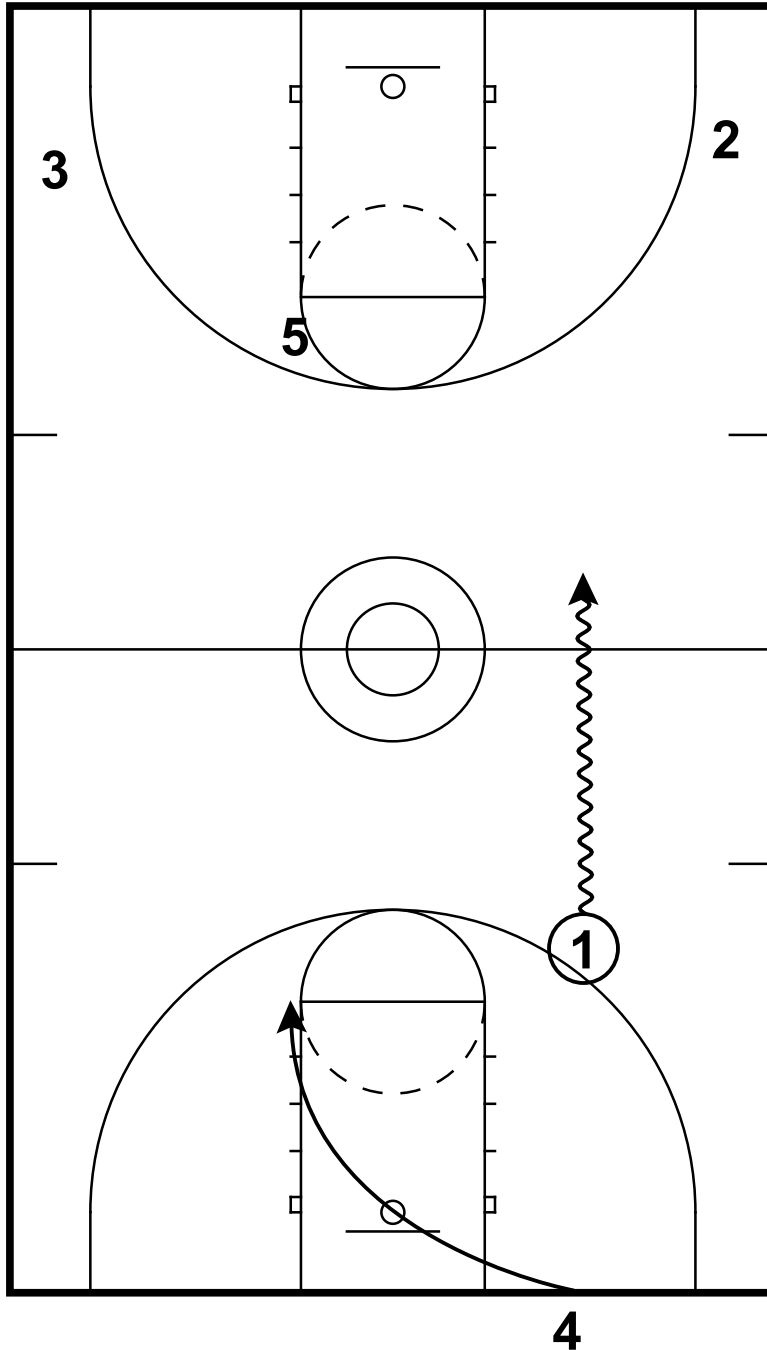


- 4 inbounds the ball outside the lane line in 2 seconds or less (2-second outlet).
- 1 is the outlet and loops to get open (aka Jailbreak). Looping puts him in motion and positions his back to the sideline.
- 2 and 3 are long cutters (get ahead and get wide).
- 5 runs the rim.



Fastbreak

Primary Break



2 and 3 (long cutters) should change sides if time warrants or flatten out to the dead corners. Stopping at the wing(s) is a transition killer; especially on the ball side.

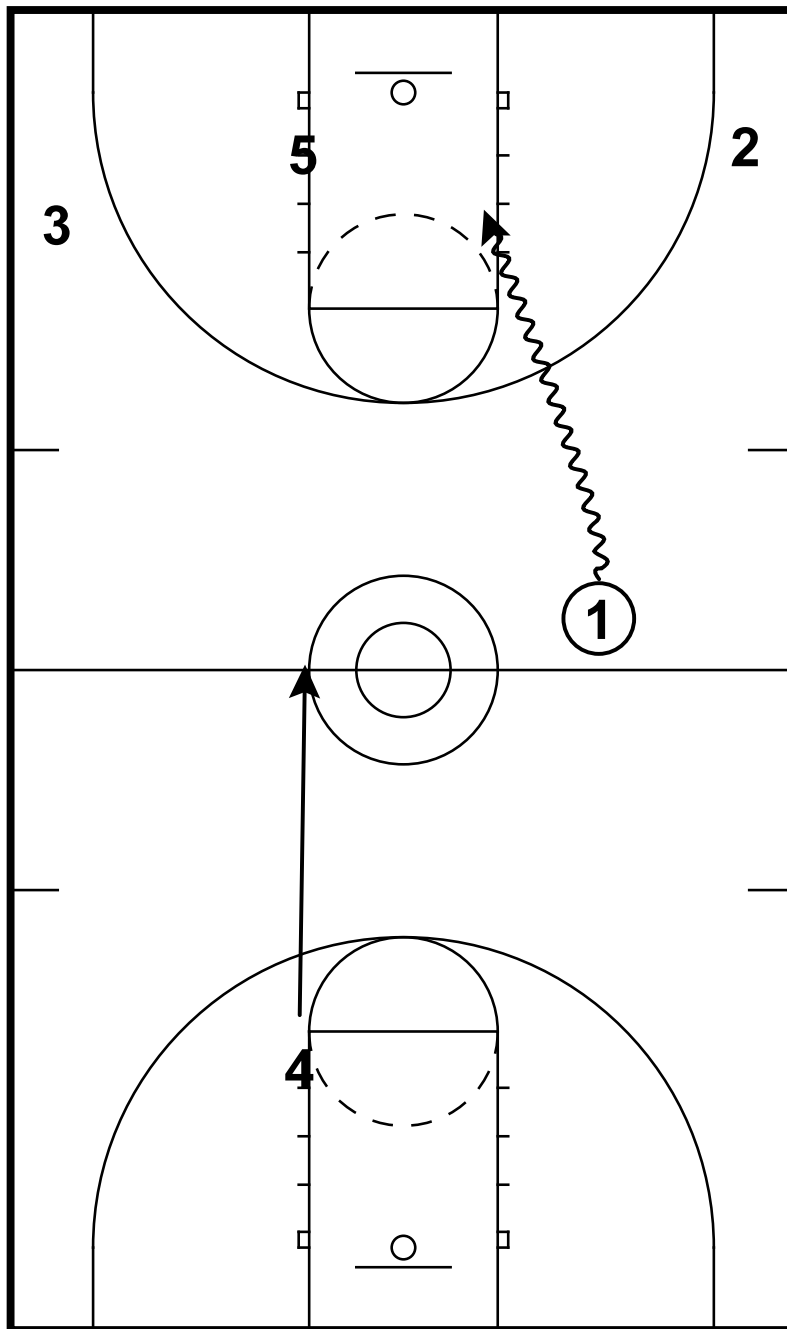
5 (rim runner) reads the ball and makes certain the lane to the rim is left open for 1 (or 2 if ball is passed ahead).

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



Fastbreak

Primary Break



1 has two primary options:

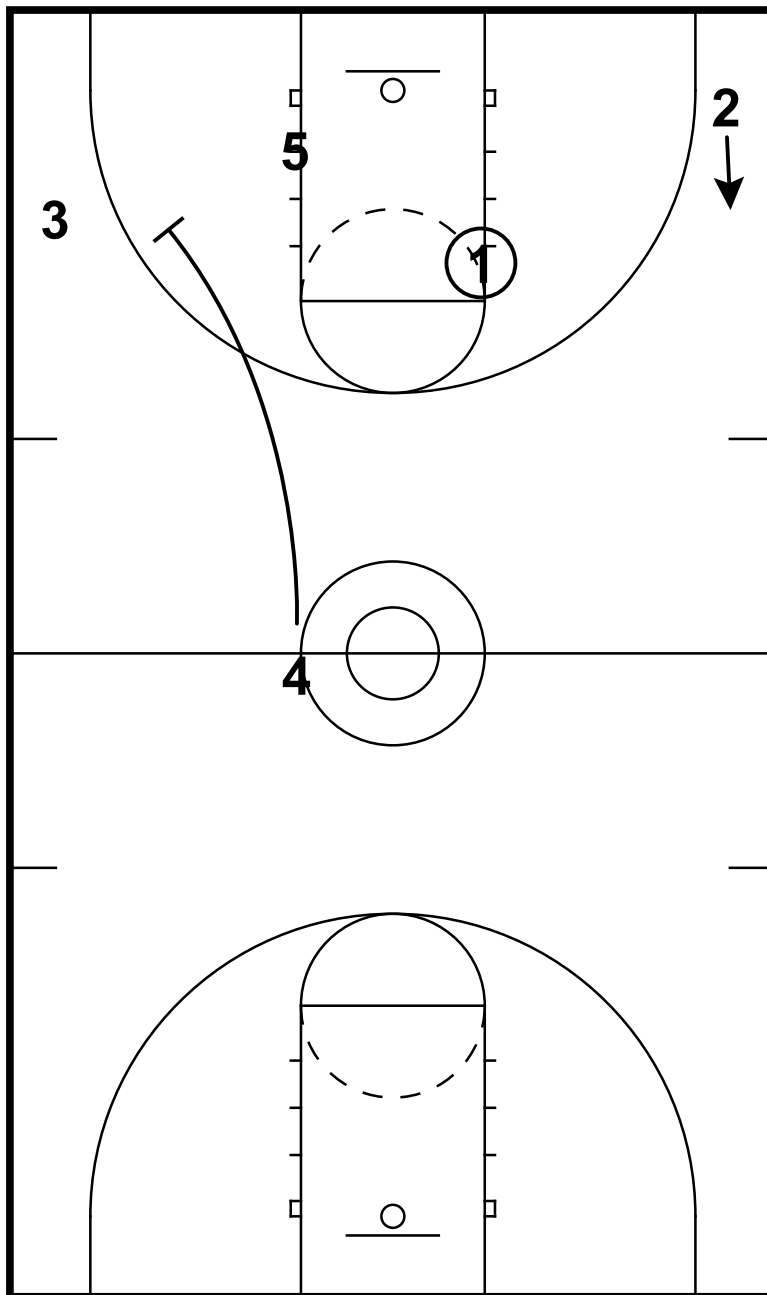
Pass ahead to 2 or diagonally to 3. Both of these passes should happen early in the break (between halfcourt and the hash).

Or attack the FT elbow and get to the paint! ***Emphasize this mentality!!!



Fastbreak

Primary Break

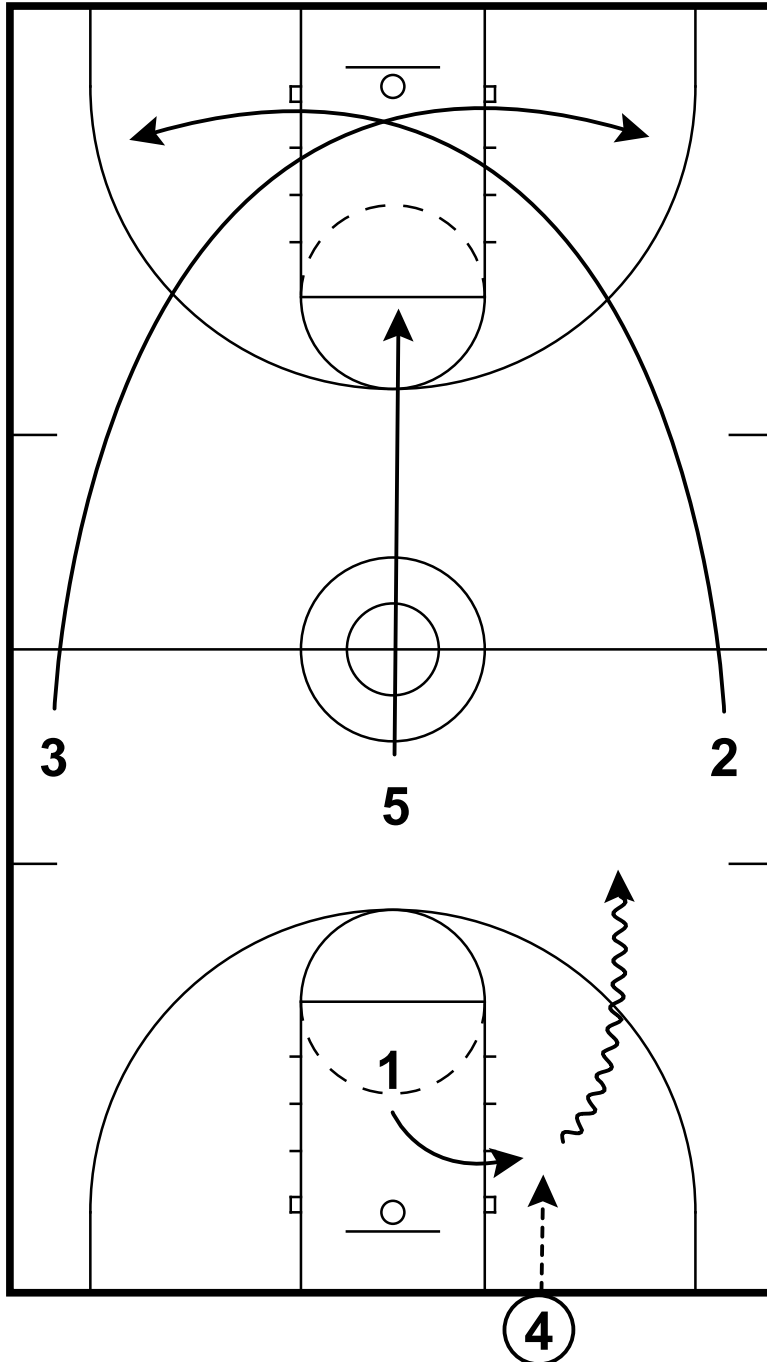


On 1's penetration, 2 should be ready to slide up a step or two (level with the ball) and make this read:
Back cut (if denied).
Catch in rhythm and shoot (if man helps on drive).
5 also needs to be ready for the late lob or bounce pass!
4 wide pin downs for 3.



Fastbreak

Change Sides

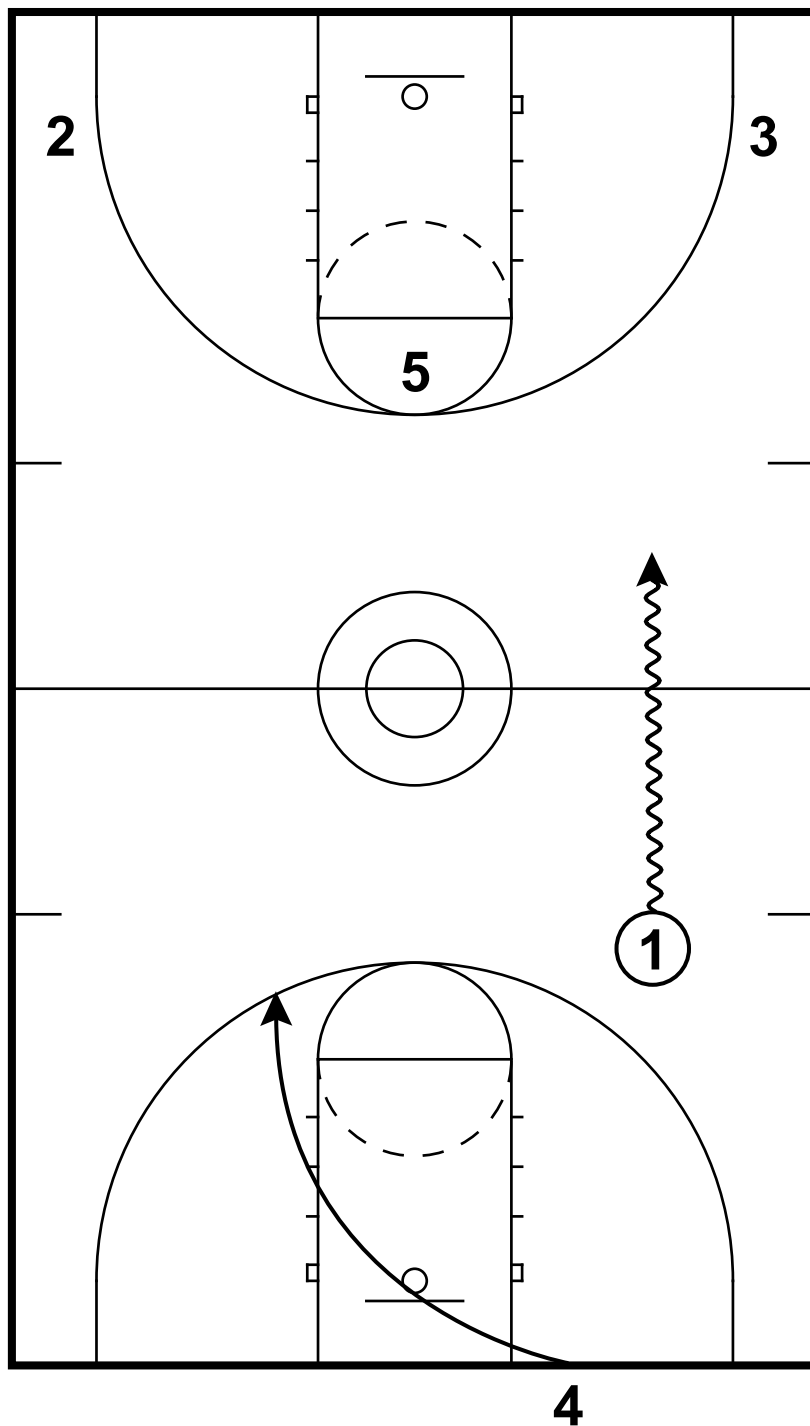


- 4 inbounds the ball outside the lane line in 2 seconds or less (2-second outlet).
- 1 is the outlet and loops to get open (aka Jailbreak). Looping puts him in motion and positions his back to the sideline.
- 2 and 3 (long cutters) must get ahead, stay wide and, if time warrants, change sides.
- 5 runs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



Fastbreak

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.

