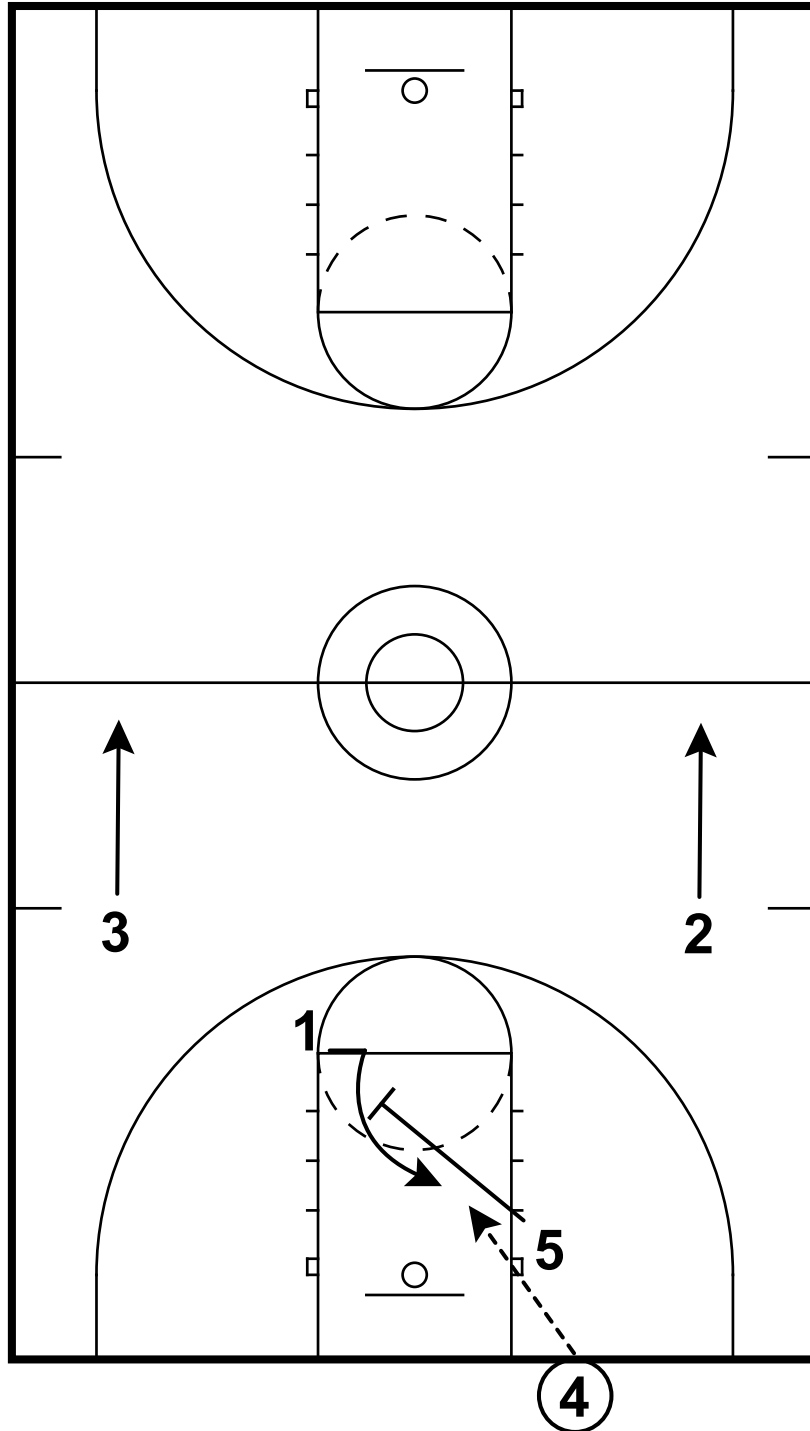


# Fastbreak

## Jailbreak



### **2-Man Game:**

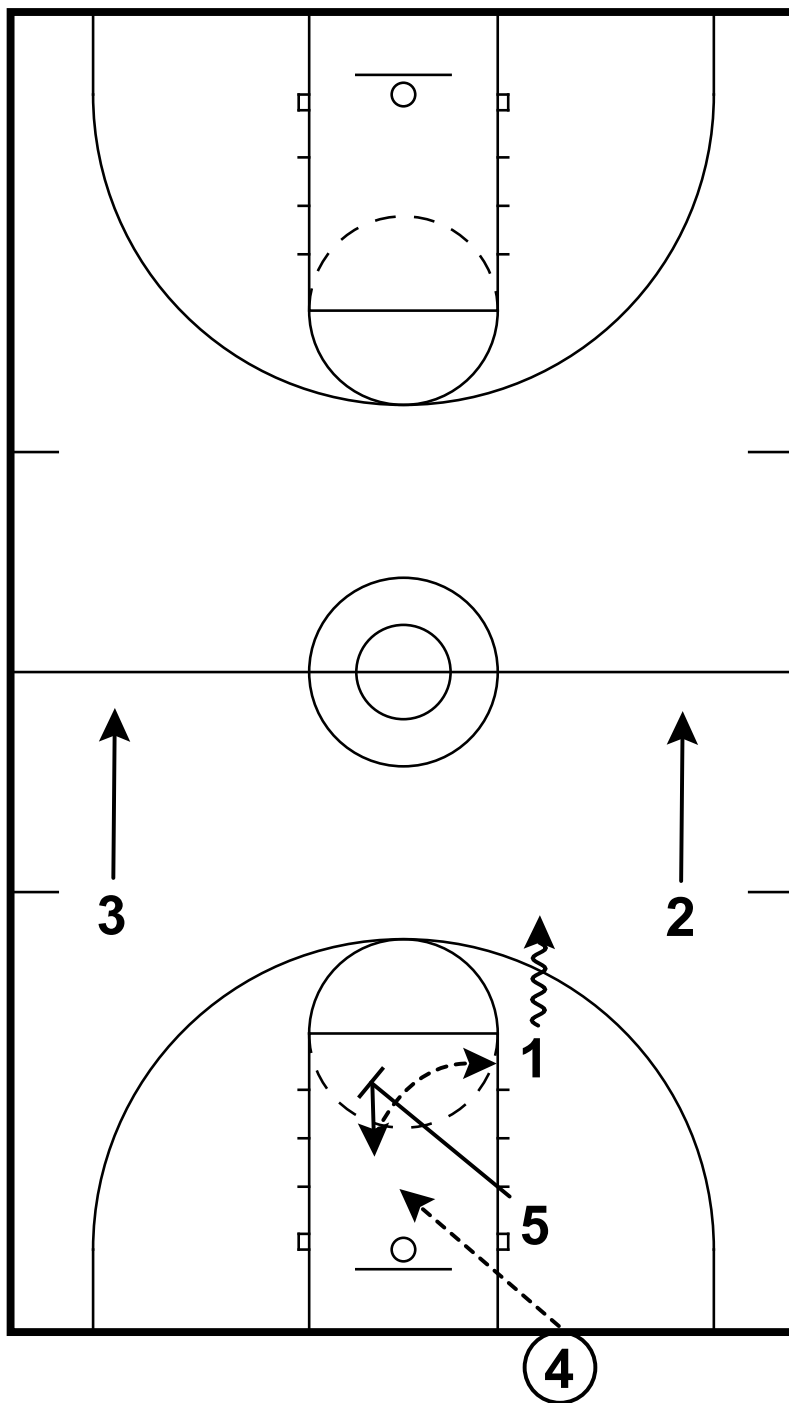
5 diagonal up screens for 1.

1 jailbreaks on the ball.



# Fastbreak

## Jailbreak



### **Pressure Release:**

If 1 is denied the ball, 5 must roll back.

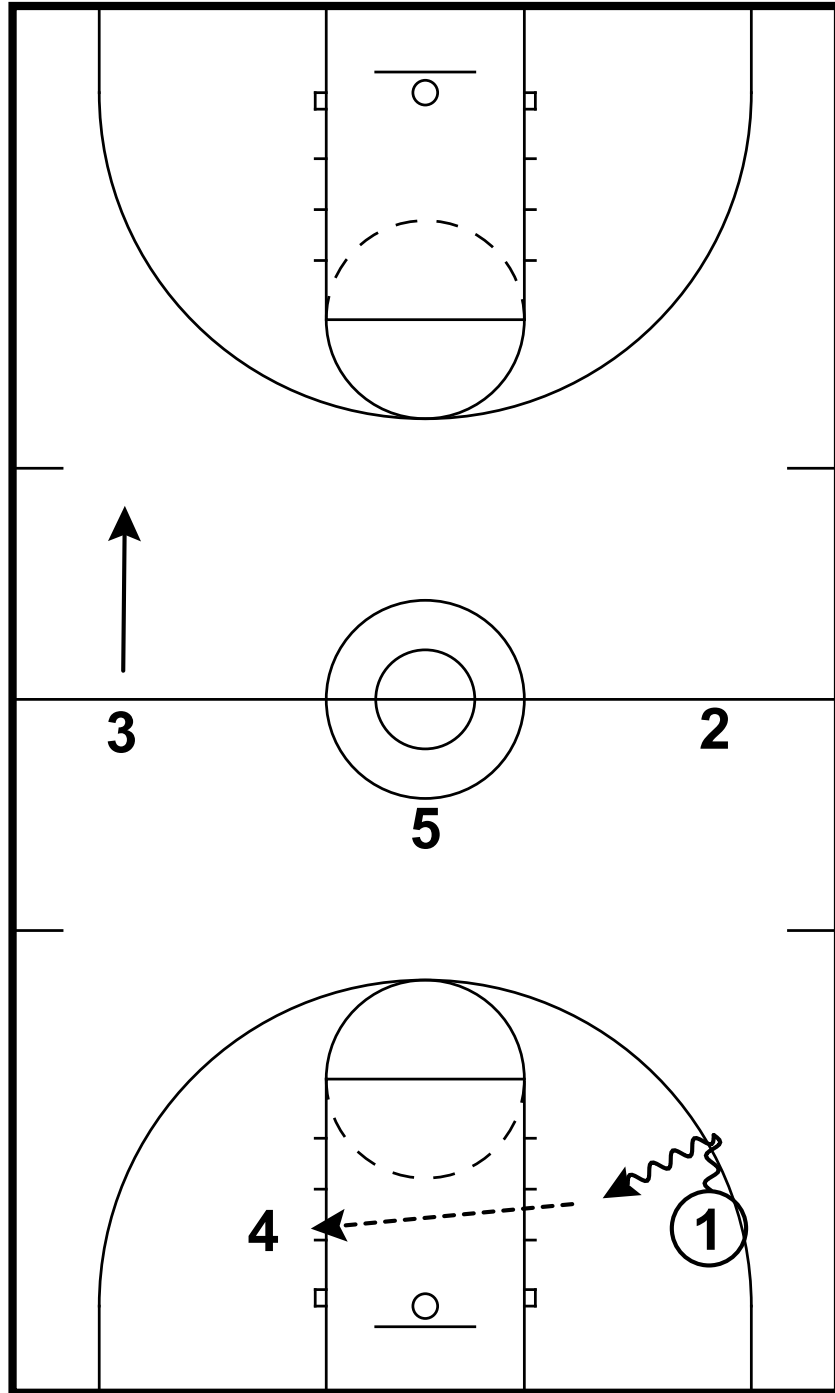
4 passes to 5.

5 passes to 1.



# Fastbreak

## Parallels JB

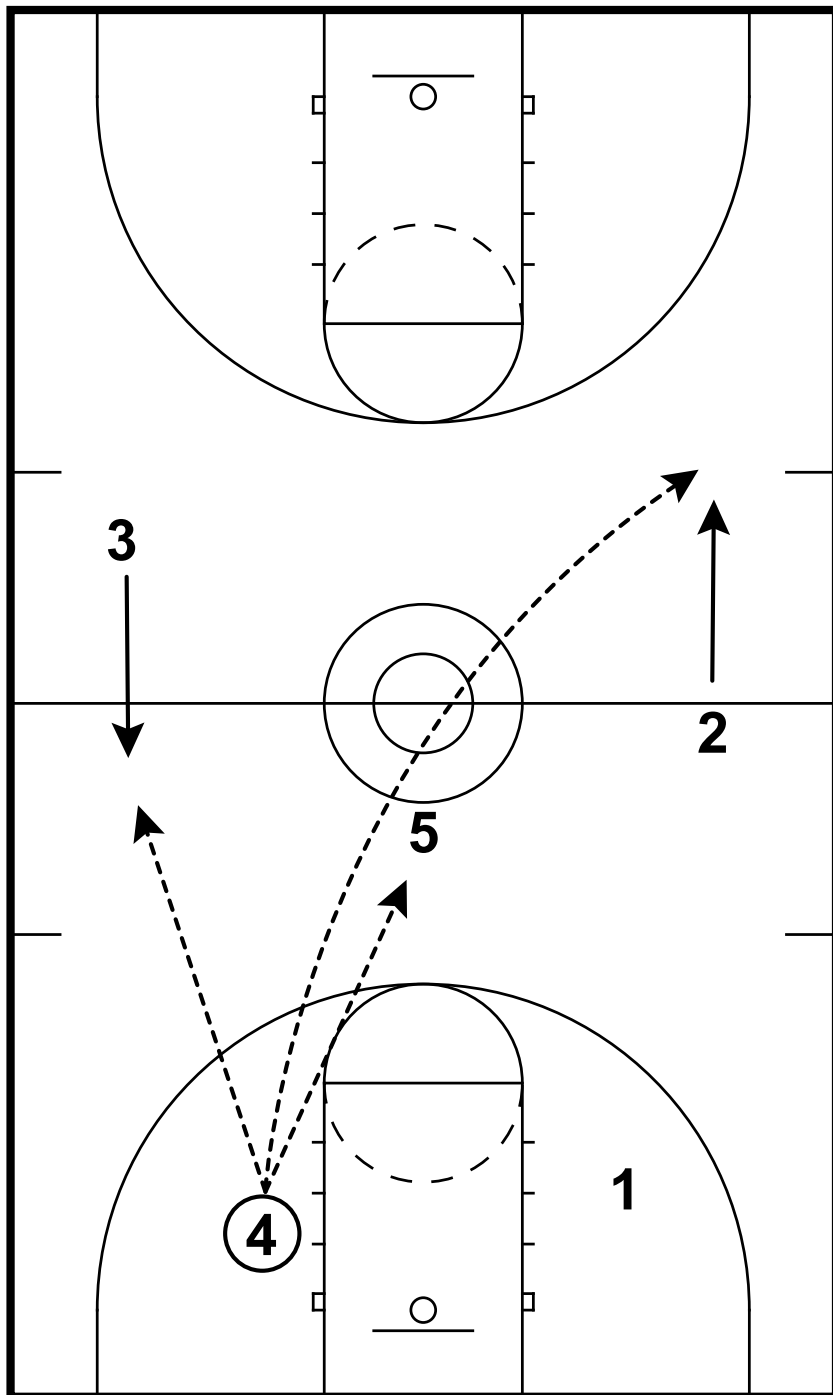


1 senses "hot" and passes to 2 or 5 or over the top to 3.  
Sometimes 1 needs to pass back to 4.



# Fastbreak

Parallels JB

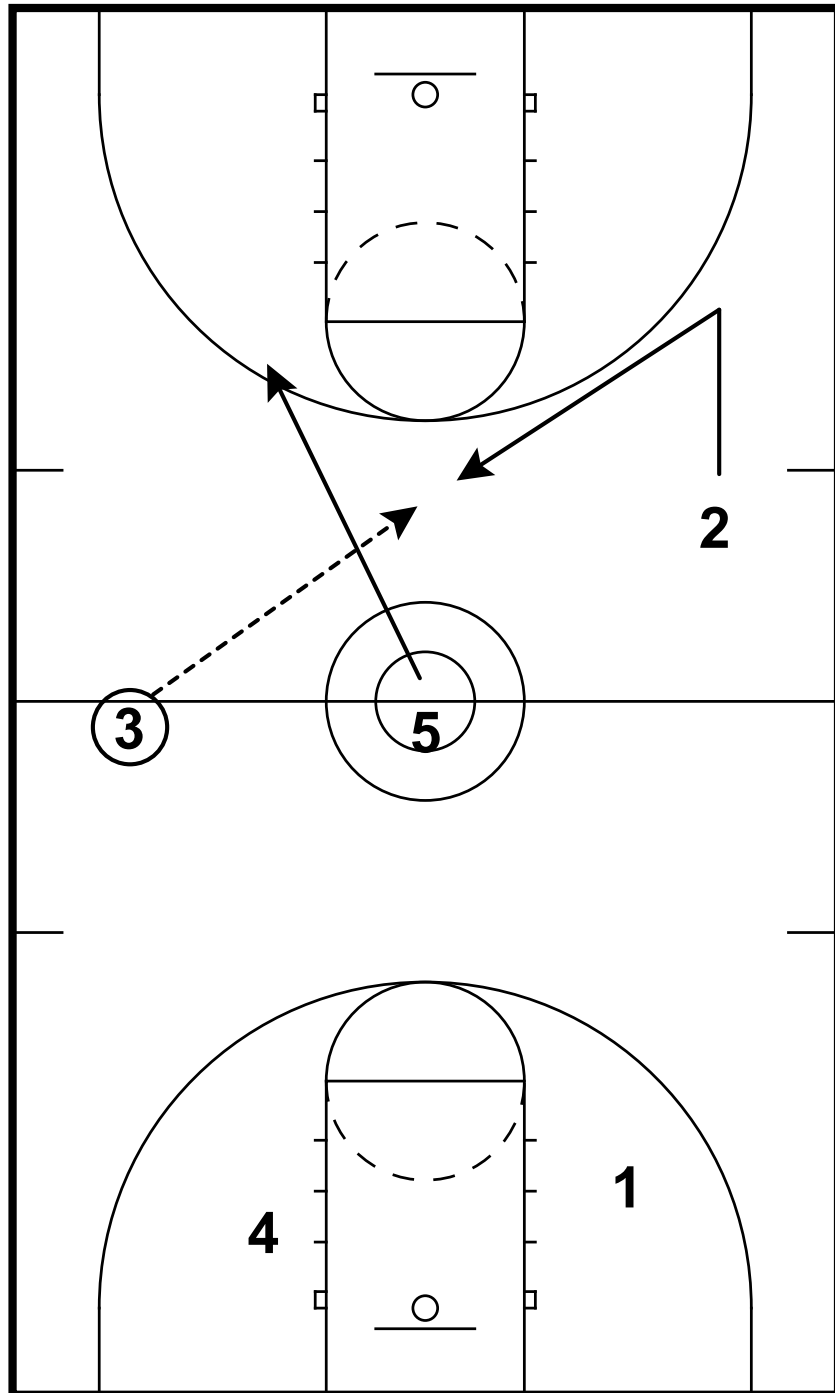


4 passes to 3 or 5 or 2 over the top.  
Again, we are always maintaining 3 near and 1 deep spacing.



# Fastbreak

Parallels JB

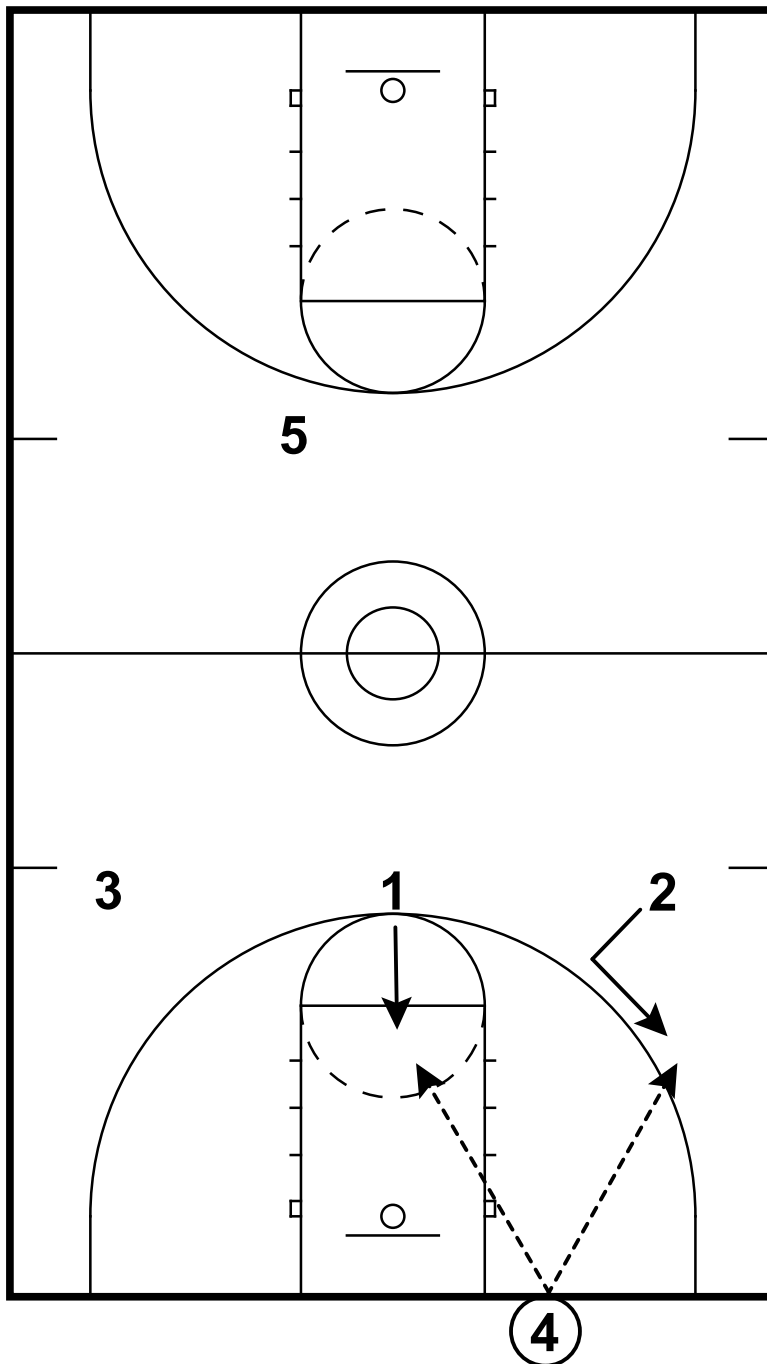


Diagonal Cut & Middle Flash Rule:  
Should 4 pass to 3, 5 diagonal cuts and 2 middle flashes.



# Fastbreak

## Parallels 5 Deep



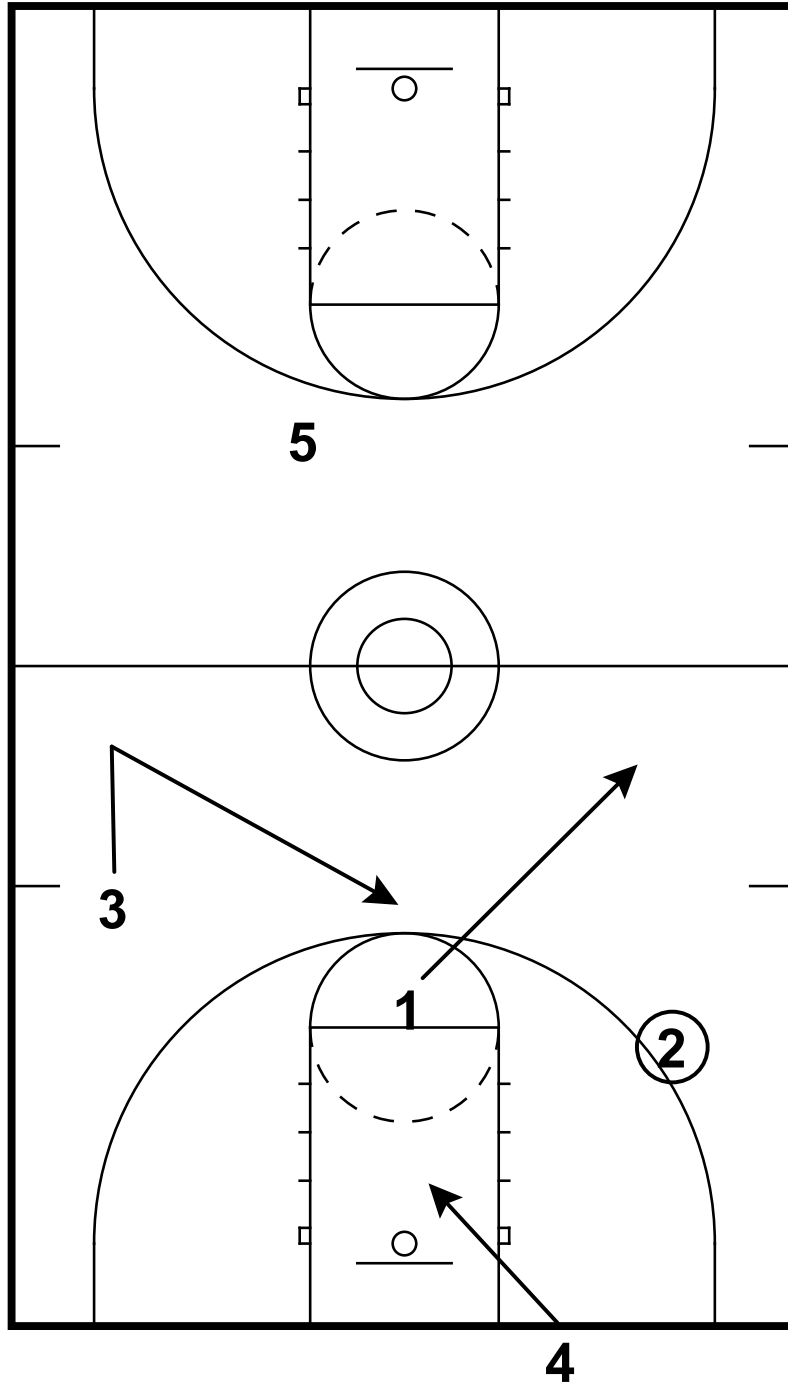
### **3-Across (Parallels) Set:**

- 1 and 2 comeback to the ball.
- 3 delays to see if 4 has to run the baseline.
- 5 aligns deep and opposite the ball.
- 4 passes to 1, 2 or 3.



# Fastbreak

Parallels 5 Deep



**\*Diagonal Cuts & Middle Flashes:**

1 diagonal cuts.

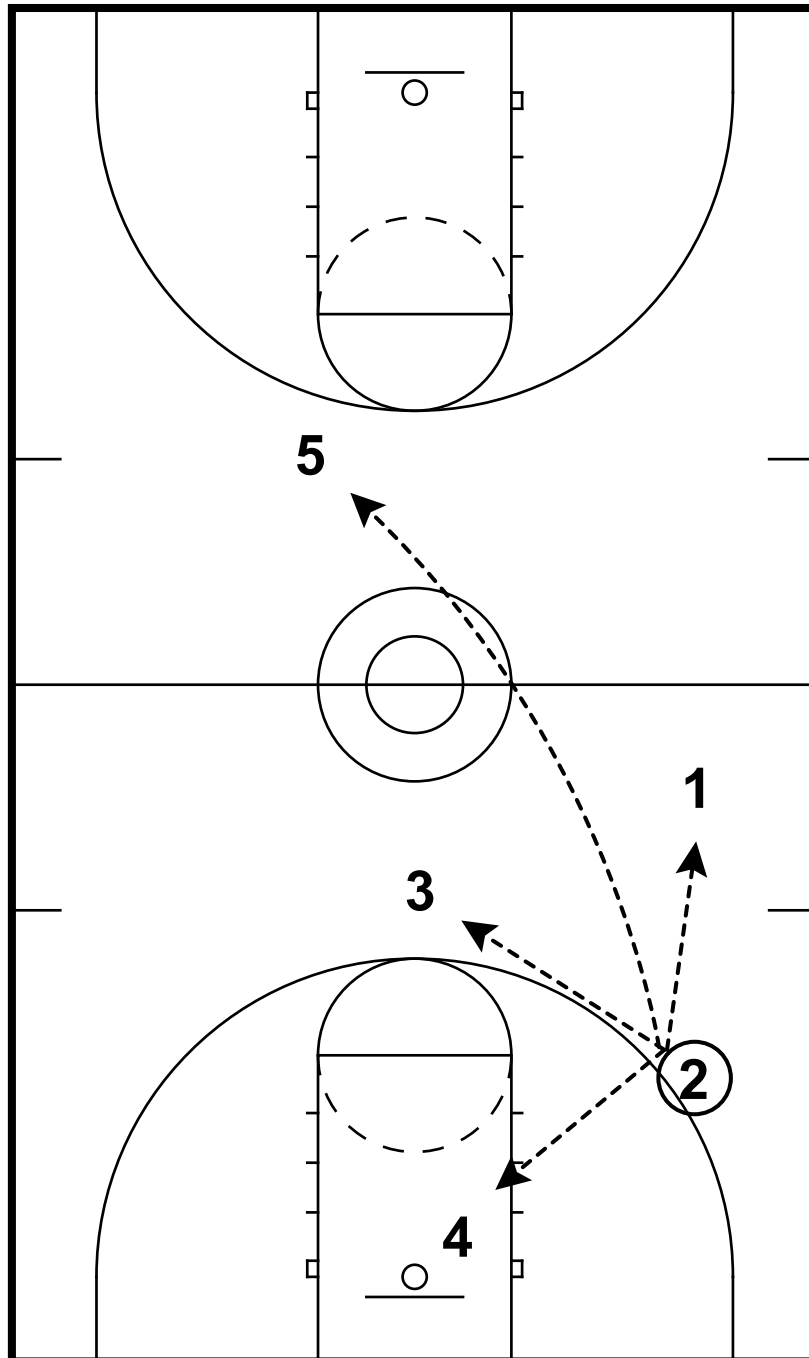
3 middle flashes.

*\*These are the key movements to parallels!*



# Fastbreak

## Parallels 5 Deep



**\*3 Near & 1 Deep:**

2 has a multiple of receivers ready to meet the ball.

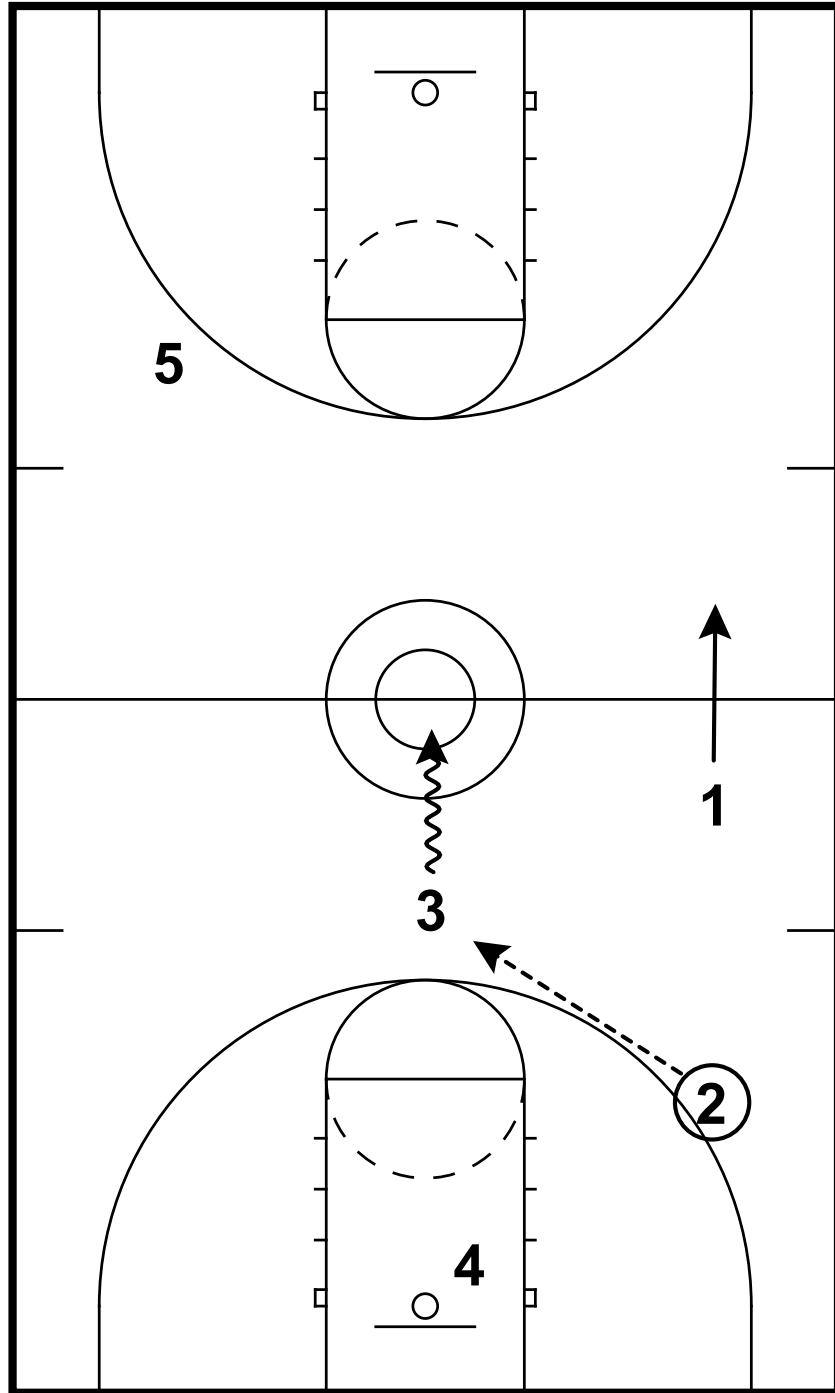
*\*This is a vital concept to combating pressure!*





# Fastbreak

Parallels 5 Deep



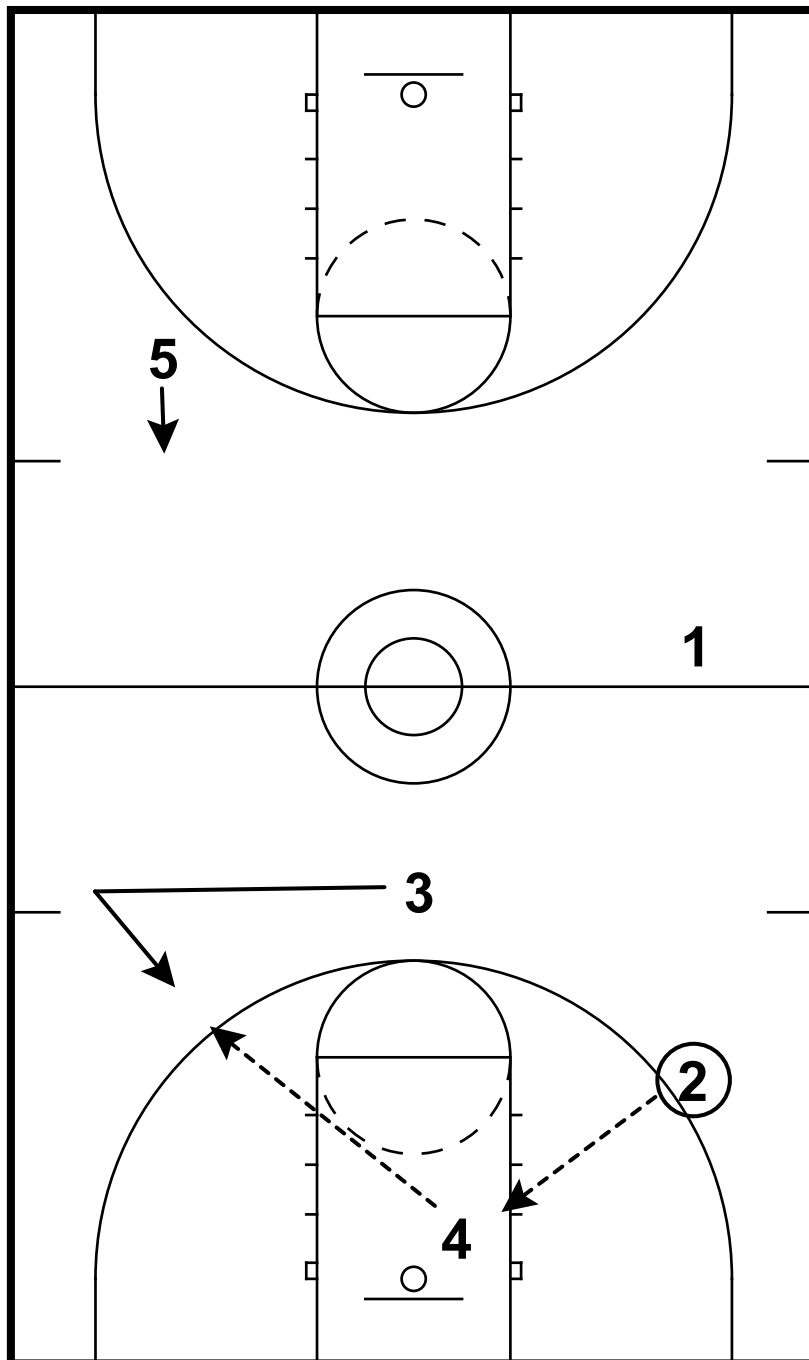
**Turn, Look & Go Rule:**

If 2 passes to 3 he turns to the middle, looks down the floor and goes (passes ahead or dribbles).



# Fastbreak

## Parallels 5 Deep

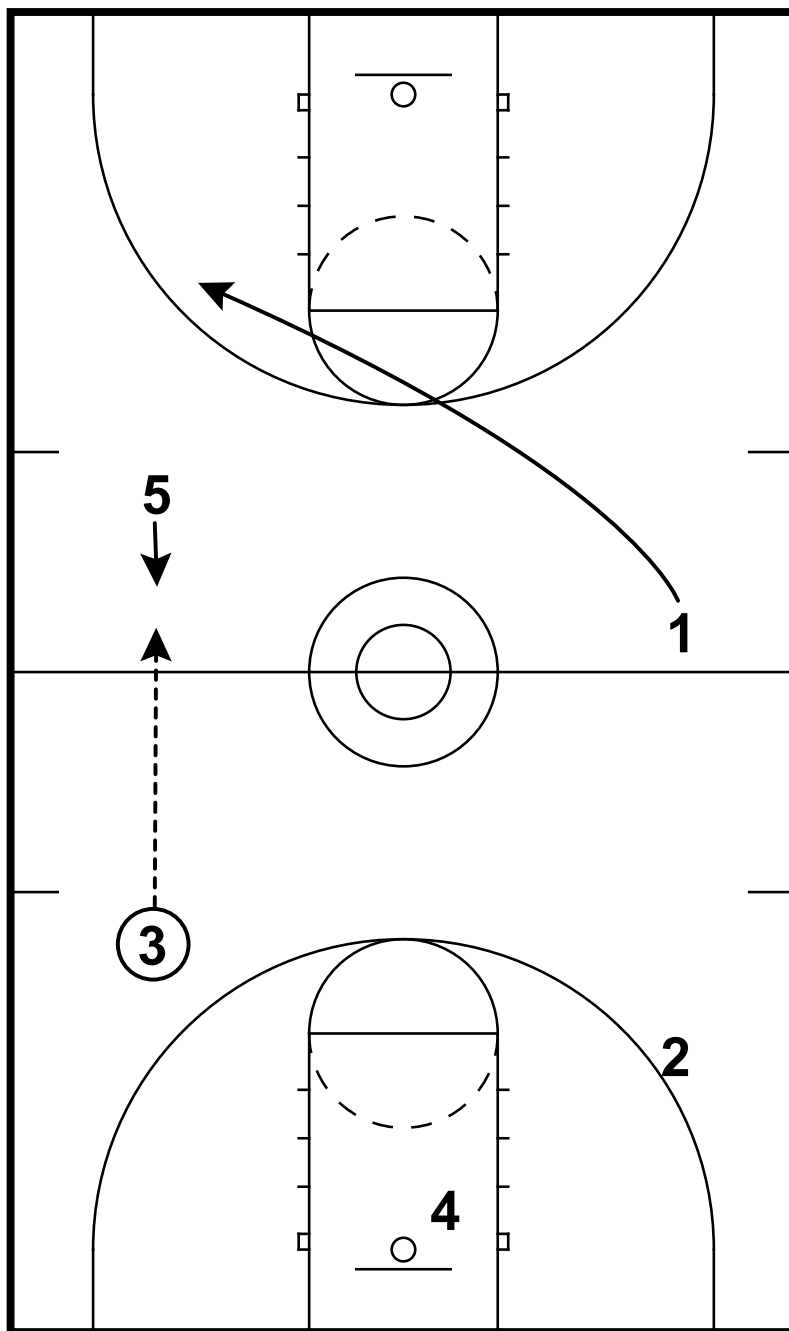


If 1, 3 or 5 are not open 2 passes back to 4 (must always remain 1 step behind the line of the ball).  
3 replaces his own cut.  
4 passes to 3.



# Fastbreak

Parallels 5 Deep



## **Down the Line:**

With timely ball reversal we are now able to attack the rotation of the press "down the line".

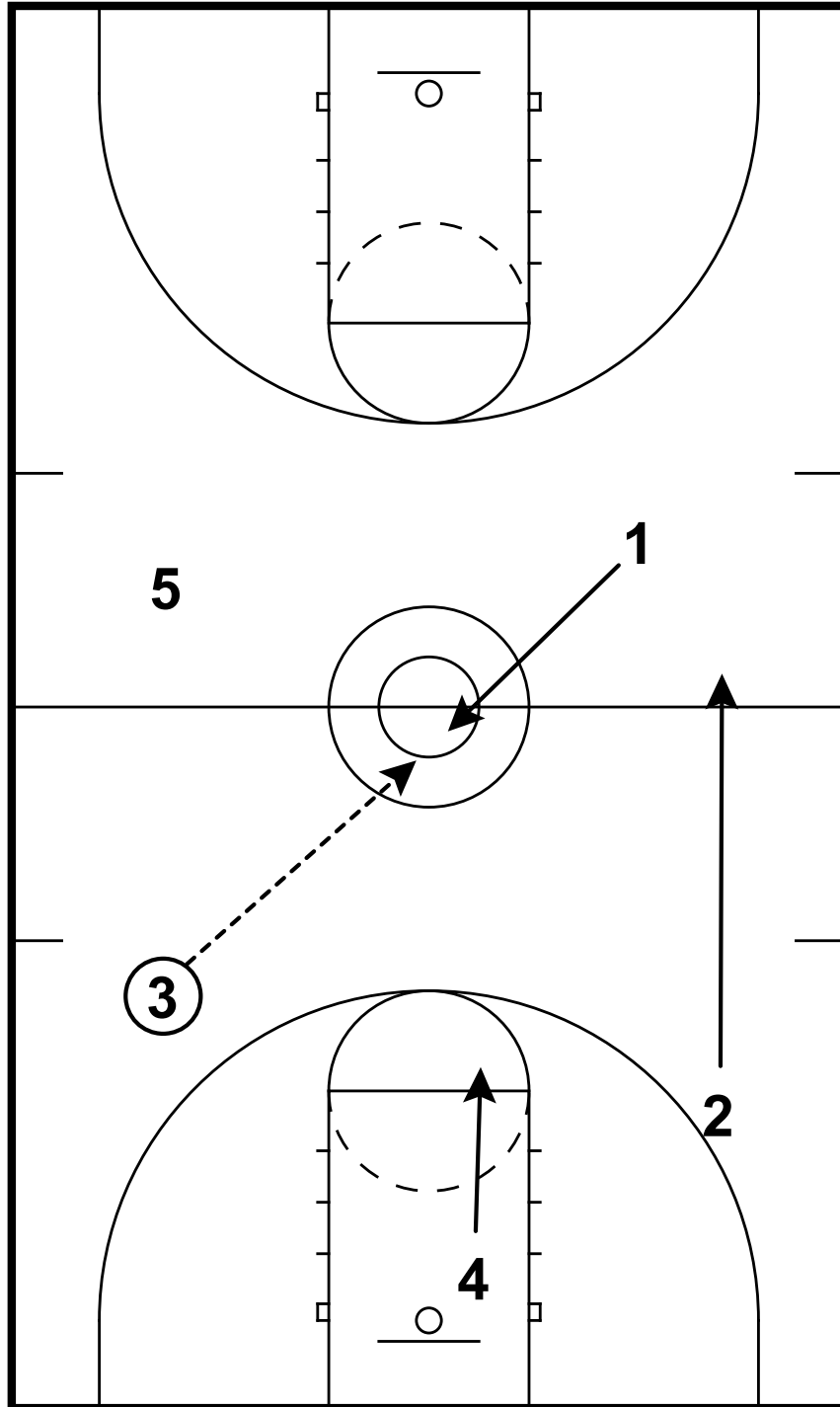
3 passes to 5.

5 passes to 1 (not shown).



# Fastbreak

Parallels 5 Deep

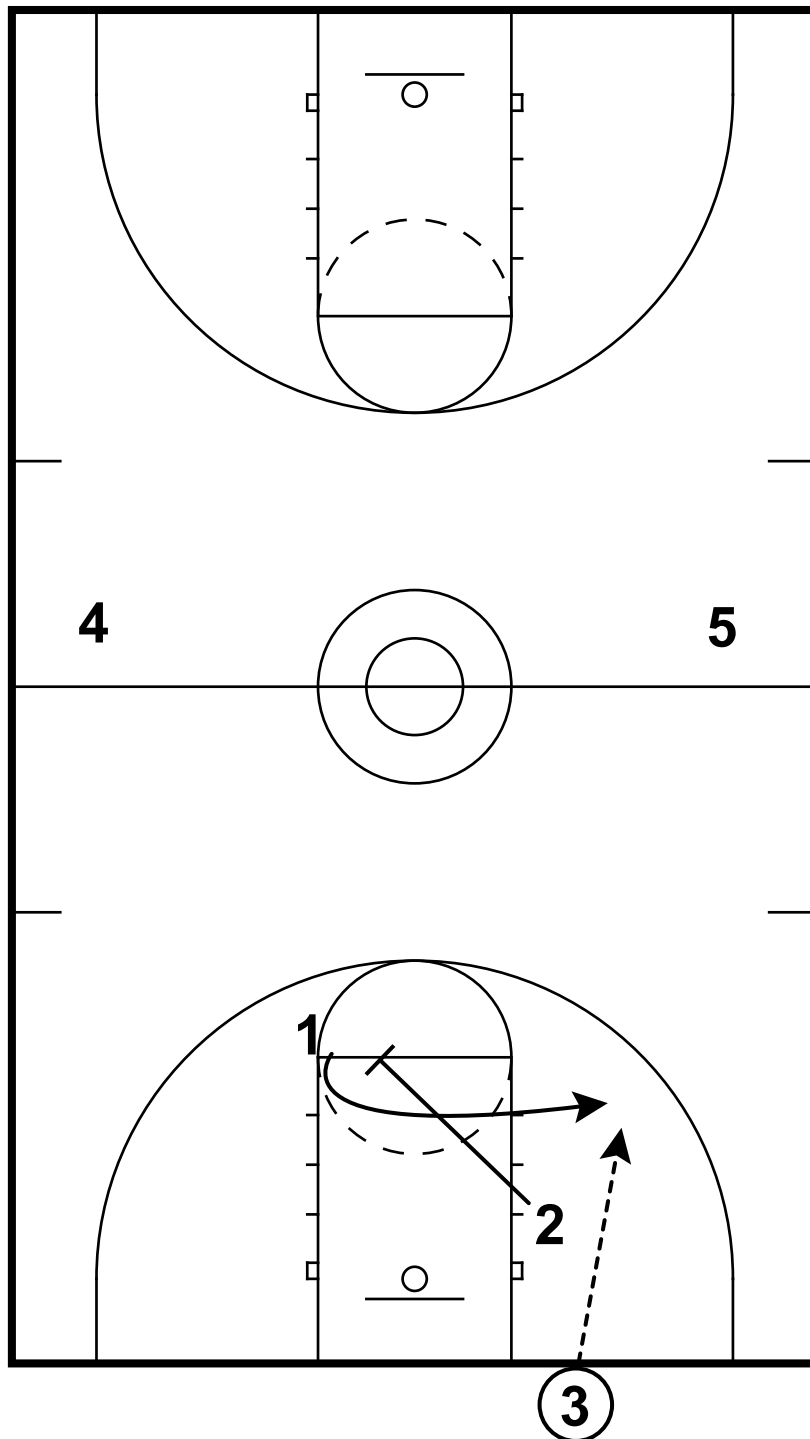


If 5 is not open, 1 must read this and middle flash to maintain 3 near spacing and 2 sprints deep!



# Fastbreak

## Diagonals



2 screens for 1 if guard man-to-man.

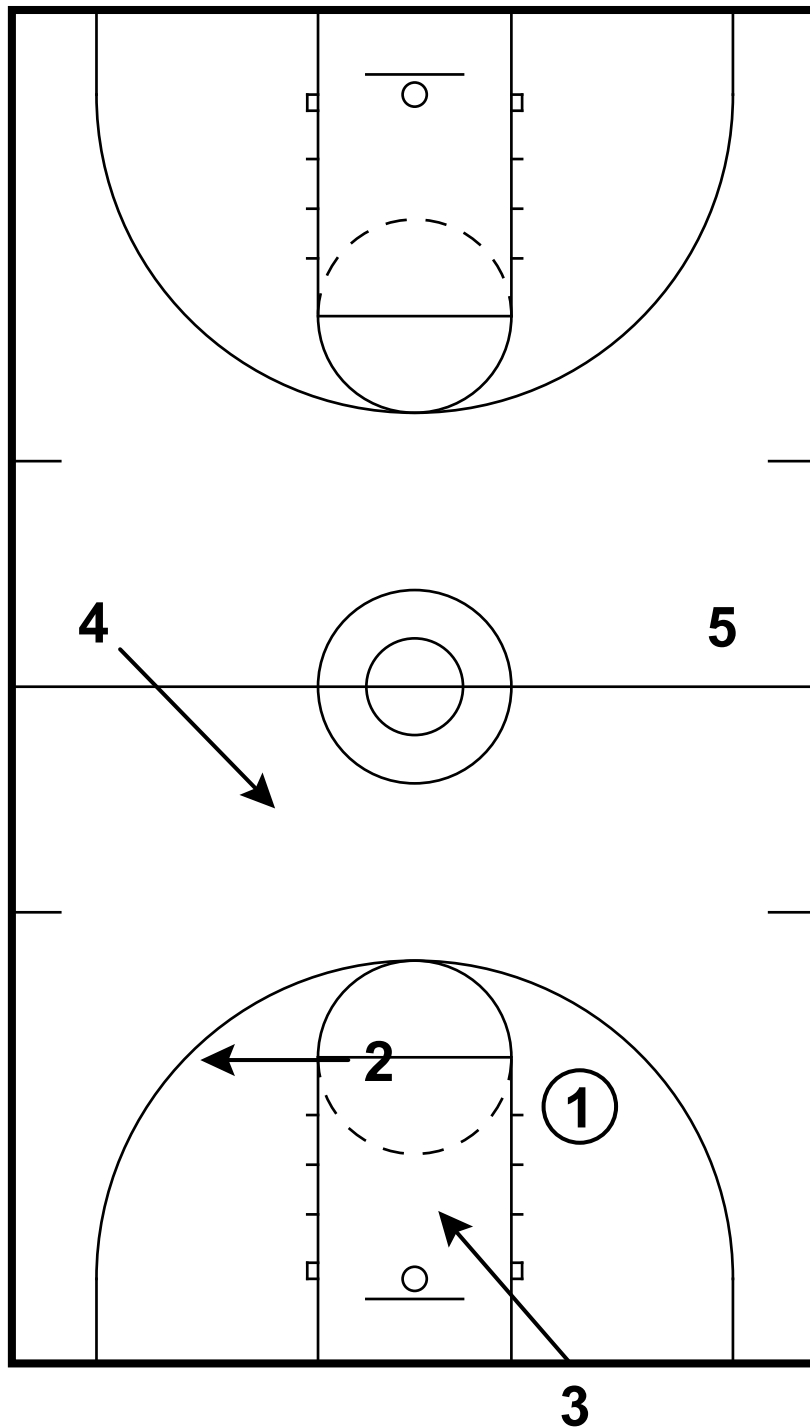
1 "jailbreaks" to the ball; 2 rolls and seals.

3 passes to 1 or 2.



# Fastbreak

## Diagonals

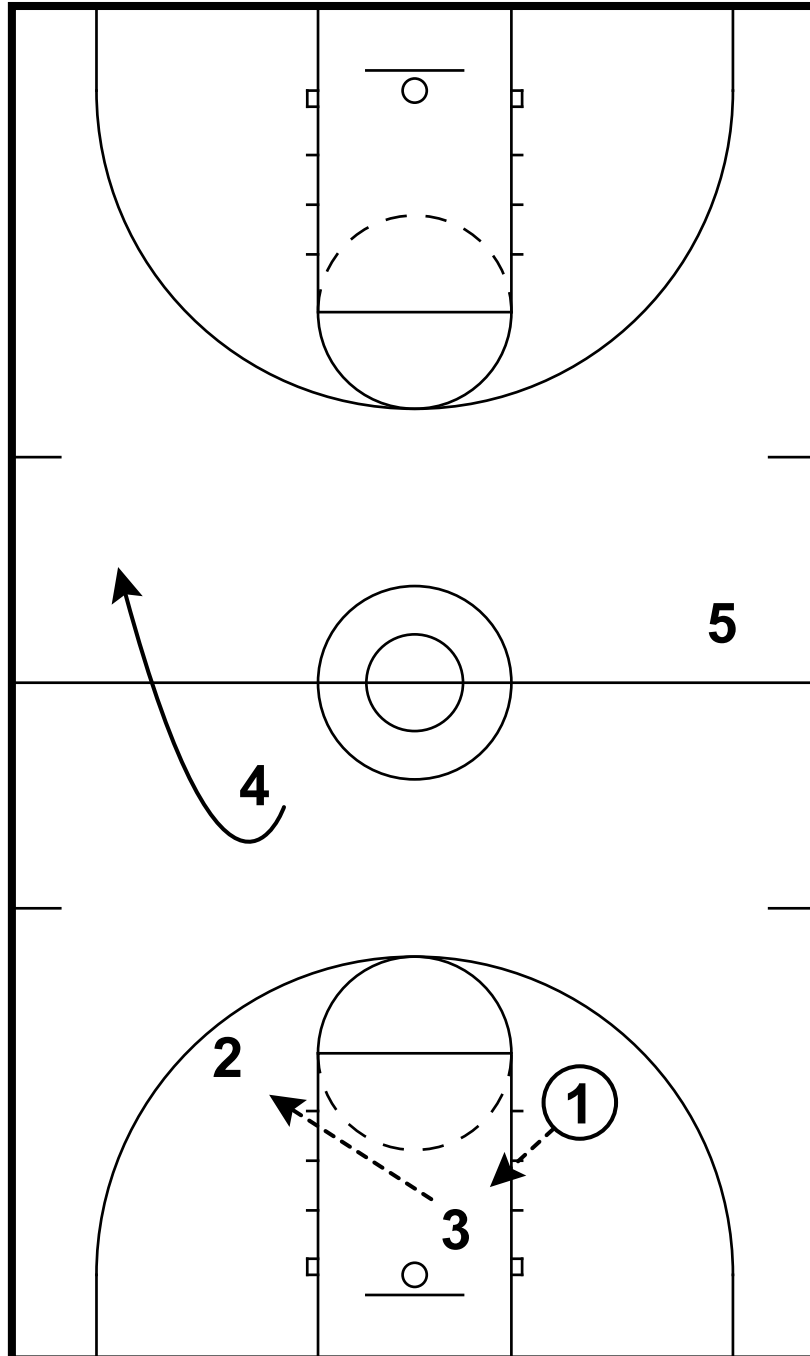


- 3 steps in as a trailer (or cuts through).
- 4 middle flashes.
- 1 passes to 4 if open.



# Fastbreak

## Diagonals

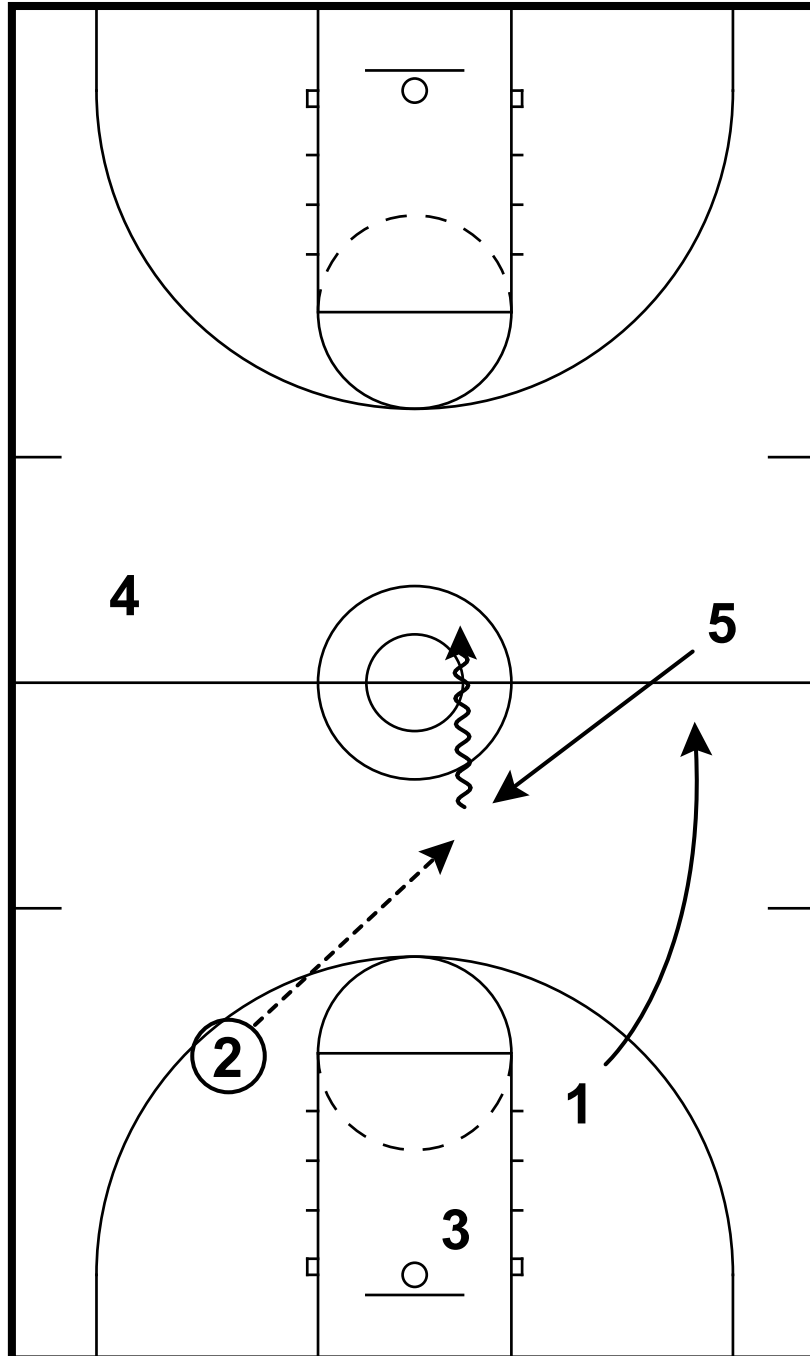


- 1 passes back to 3.
- 4 replaces.
- 3 passes to 2.



# Fastbreak

## Diagonals



5 middle flashes.  
2 passes to 5.  
1 fills outside lane.

