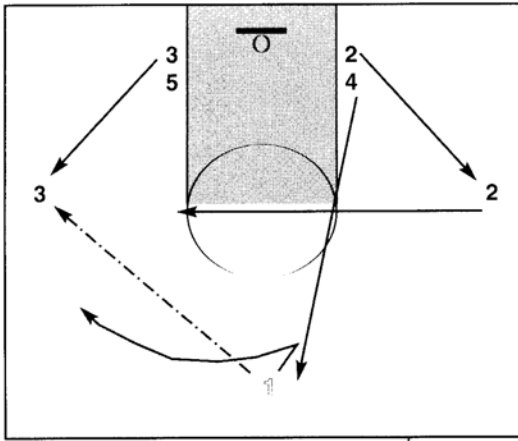


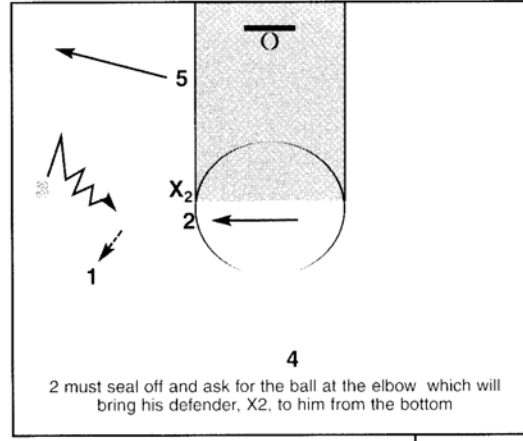
(Man-to-Man) OFFENSIVE PLAY: SHANDU



NOTES:

FRAME 1

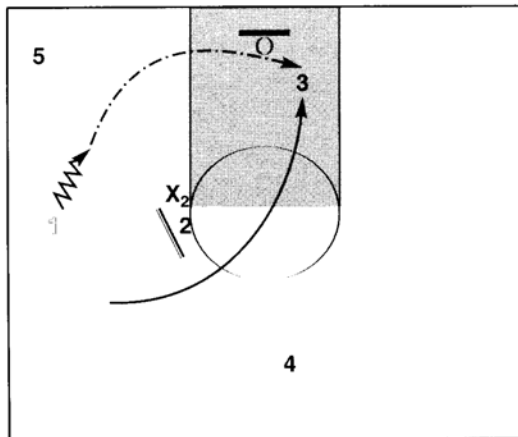
1 passes the ball to 3 off of a double stack. 4 comes from the low block all the way to the top of the key. 2 comes off of 4's butt straight to the foul line. After passing to 3, 1 jab steps and misdirects toward 2 then comes hard toward 3. 1 should be clearing toward 3 by the time 4 reaches the top.



NOTES:

FRAME 2

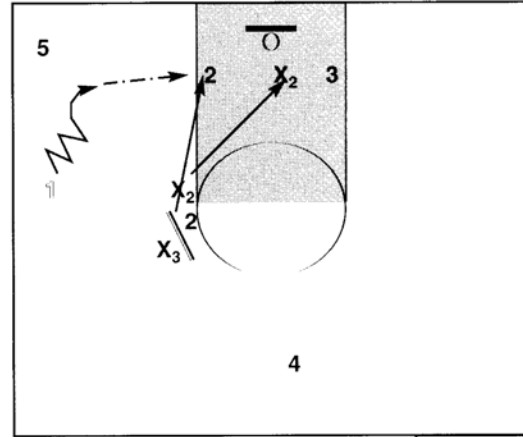
3 will jab step toward the baseline, then dribble full speed toward the top and 1 will come behind for a hand off or short pass. 2 will be set at the elbow asking for the ball (decoy). 4 will remain high way above the top of key. 3 will flip the ball to 1 then go straight off of 2's pick at the foul line. 5 flashes to strong side corner on the pass to 3 also asking for the ball.



NOTES:

FRAME 3

5 will already have cleared out to the corner as 3 received the ball to clear out the paint. 5 must ask for the ball to bring his man out (decoy). As soon as 1 gets the ball from 3, he will dribble toward the basket and pull up as **3 will pop open off of 2's pick for a lob and dunk or an easy lay-up.** 3's pass will be whatever; a lob, a straight chest pass, or a bounce pass, but it better be there for a score 'cause 3 will be open.



NOTES:

FRAME 4

If 2's man switches and defends 3, then 2 must seal and roll down the strong side lane for an easy entry from 1. 1 also has the lane for penetration and a pull-up jumper. These are secondary options if the "D" switches. Then we make them pay for switching.