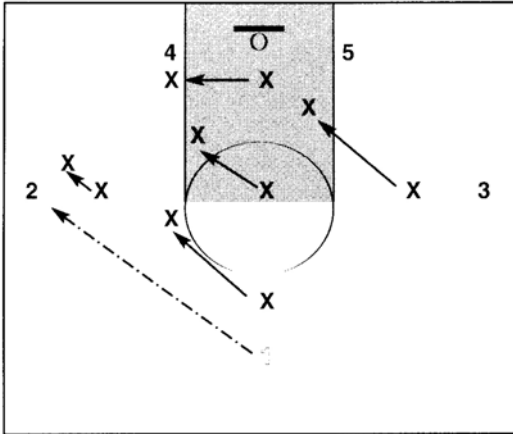


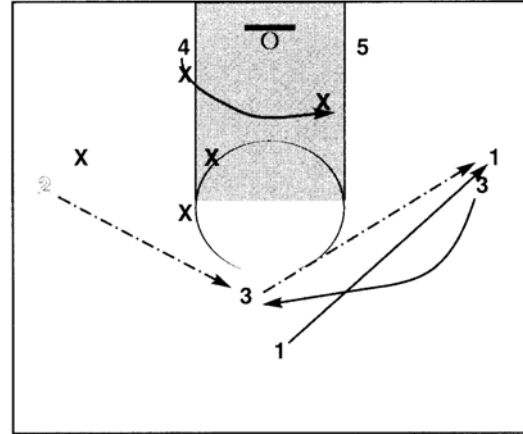
(vs. Zone) OFFENSIVE PLAY: VALLEY



NOTES:

FRAME 1

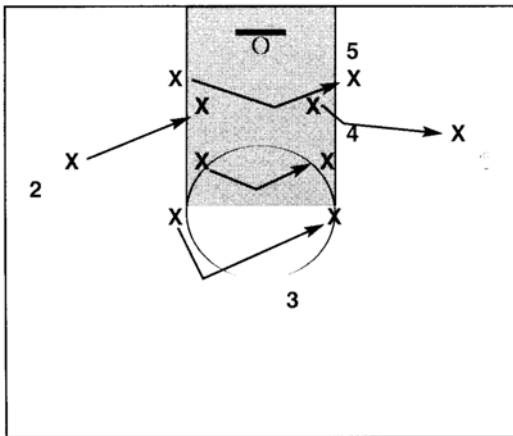
Play ran to either side of the floor with both 2 and 3 coming off of the posts picks to the wing. Or against a zone starting out on the wings extended to space the floor. 1 passes to either wing. Say 1 passes to 2.



NOTES:

FRAME 2

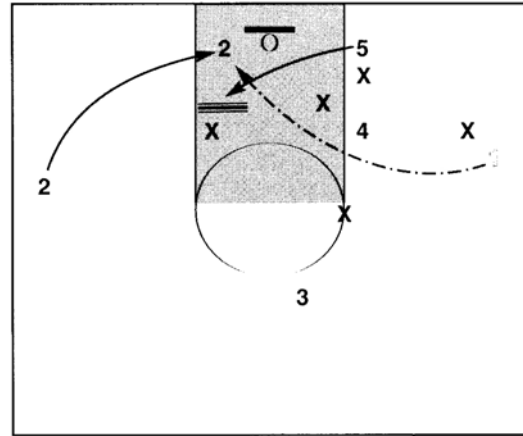
1 goes like a pt-away pick for 3 to be open at the top or a guard exchange against a zone. 5 posts hard in the very low post to create spacing for 4 to occupy the high-middle post. 4 flashes to the high-middle post, which attracts X4 to defend 3 must make himself available at the top of the key to reverse the ball to 1. 1 must be lower than the wing.



NOTES:

FRAME 3

3 reverses the ball to 1 and on the pass, 1 pushes to the baseline to draw X5 out. X4 must defend 4 in the high-middle post. X3 will either help with 4 or chase 1 with the ball. On the pass from 3 to 1, 5 will slide out of the ball side block to back pick X2 for a lob for 2 for the easy score in a dunk or layup.



NOTES:

FRAME 4

4 must really ask for the ball hard to bring the both defenders to him which will create a wide open weak side of the floor. The defender which 5 sets a pick on only has to be a bump and it can be fairly close to the basket. Even if he's in a pretty good position, if he can't get up in the air to defend the pass because of 5 getting in his way, the play will still work. 1's pass to 2 can be a dunk, or a catch and layup.