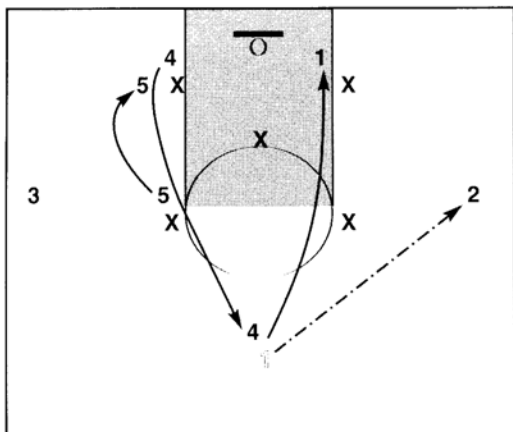


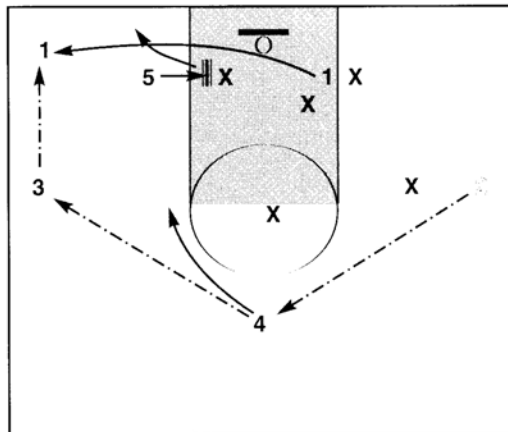
## (vs. Zone) OFFENSIVE PLAY: TEXAS



NOTES:

FRAME 1

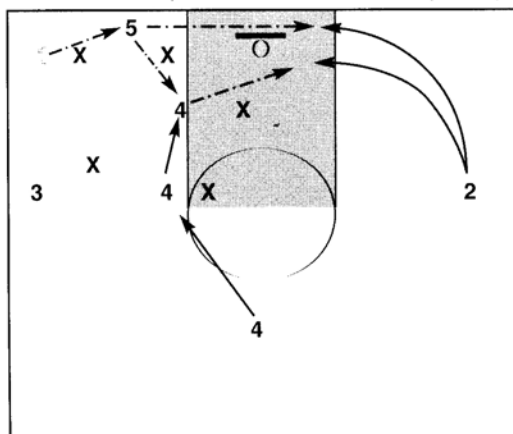
TEXAS is a great set to run against any zone. There are so many options if you just remain patient and pass the ball crisp and quickly. 1 passes to 2 on the right wing then cuts through the right side of the key. 4 immediately cuts through the zone to come up as high as he needs to in order to get the ball reversal from 2. 5 loops around down low to set up for a pick.



NOTES:

FRAME 2

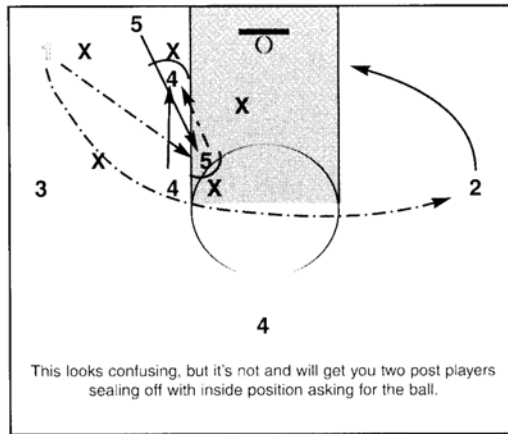
2 reverses the ball to 4 who reverses it to 3 on the left wing. 5 is set up to pick the bottom defender of the zone and 1 comes off of that pick wide open to the corner. 1 has a 3-point shot as Option #1. 4 then flashes to the elbow posting hard and asking for the ball as 5 spins out to the short corner along the baseline also asking for the ball from 1.



NOTES:

FRAME 3

If 1 doesn't have the jump shot, then he wants to try to get the ball to the short corner so the defense has to react to the ball in that "zone breaking" place - the short corner. 1 passes to 5 and 4 slashes hard to the block looking for the quick pass from 5 as the defense opens a seam reacting to 5. 2 has to be reading the floor reacting to whatever the defense gives him. If 5 receives the pass, 2 may receive a pass from 5 along the baseline if the middle of the floor reacts to 4's cut. If not, 5 wants to get a quick pass into 4 cutting and 4 either finishes or dumps off to 2 cutting to the basket on the weak side of the floor.



NOTES:

FRAME 4

If 1 can't make the pass to 5 in the short corner then patience is truly a virtue. TEXAS was designed for two strong post players in order to destroy a zone. 5 leaves first and just flashes up to the elbow, reverse pivots and seals off the elbow defender getting low and wide asking for the ball. 4 only hesitates a count and then flashes down to the block and also reverse pivots and seals off the defender on the block. You'll have 1 then pass to 5 for jumper or quick pass to 4 who now has inside position from a post down on the block. If neither is open, then the skip pass to 2 has to be open and you should shift into the zone set USC on the skip pass if the 3-point jumper isn't there.