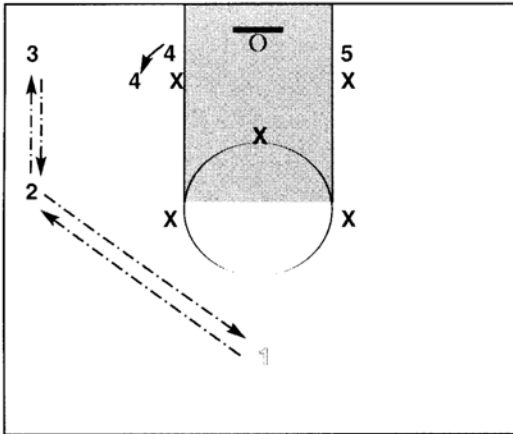


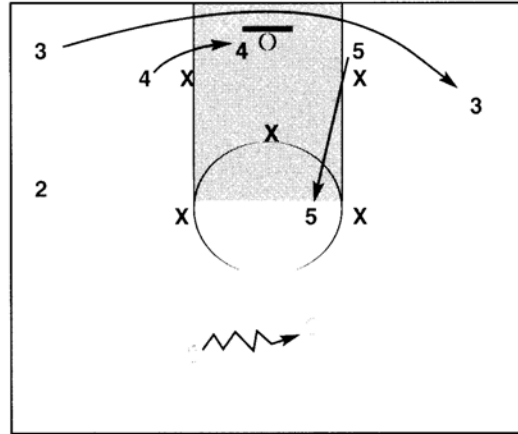
(vs. Zone) OFFENSIVE PLAY: SWING



NOTES:

FRAME 1

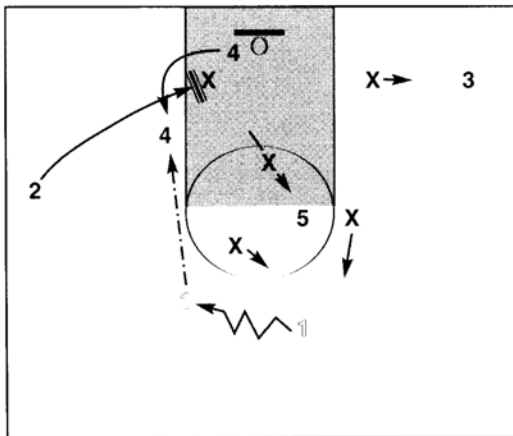
Start off against the zone with both guards already overloaded on the strong side. 1 has the ball at the top and passes it over to 2 man on the wing. The play actually is triggered when 1 receives the ball back up top. 2 can pass down to 3. 3 back out to 2, then eventually back out to 1. 4 must post hard and ask both 2 and 3 for the ball making the "D" work...(decoy)



NOTES:

FRAME 2

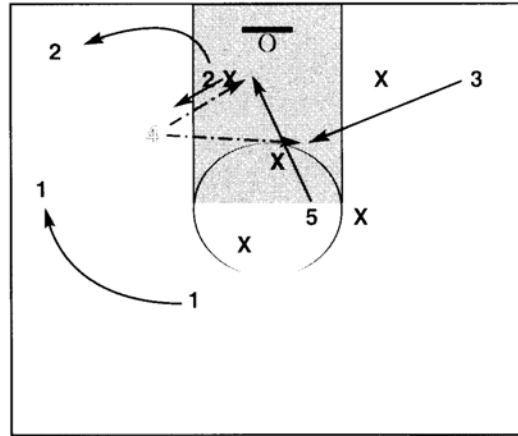
On the pass back out to the point, 1, 3 runs the baseline to the opposite corner or wing. 4 hesitates. 5 flashes up to the right elbow as 1 starts his dribble over as if to reverse the ball to 3 when he lands on the right side of the floor. 5 asks hard for the ball as he's flashing up the key to bring the middle of the defense to him. 4 cuts back behind the "D" asking for a lob.



NOTES:

FRAME 3

If we can get an easy seal off on 4 for a lob entry if the defense reacts to 3 and 5, we'll obviously make that pass from 1. As 1 dribbles toward the right side of the floor the defense reacts toward all the movement. 2 takes off and almost cuts down toward the basket to set a pick for 4. 1 will reverse his dribble back toward the left side of the court. 2 will then set a pick for 4 who will curl cut to receive the pass from 1 just outside the middle post of the key. 4 should have a great look at a short jumper and an easy score.



NOTES:

FRAME 4

If the defense reacts to the 1 to 4 pass and 4 doesn't have a good shot. The good defense will leave some holes in the paint. 5 flashes hard right down the center of the key. If the defense reacts and takes away the 4 to 5 pass. Then the weakside middle of the zone will be wide open for a flashing cut from 3. 4 then passes to 3. 1 will relocate as the top defenders will drop down in the paint to help. 4 can pass to 1 and/or 2 for the perimeter jump shot or trey.